Kelly Gaither
Texas Advanced Computing Center
The University of Texas at Austin

Who am I?

- Kelly Gaither, Director of Visualization/Senior Research Scientist, Texas Advanced Computing Center, The University of Texas at Austin

- Lead a group of 12-15 researchers and software developers dedicated to visualizing science for the purposes of providing insight and facilitating knowledge discovery

What are we doing with visualization?

- Provides resources/services to a growing local and national user community to enable scientific discovery and insight

Maverick
2004 – 2008

Spur
2008 – 2013

Longhorn
2010 – 2013

Maverick 2014

Stampede
2013

2004

2014

Image/Animation Generation

Exploration/Knowledge Discovery

What are we doing with visualization?

- Provides resources/services to a growing local and national user community to enable scientific discovery and insight

Maverick
2004 – 2008

Spur
2008 – 2013

X4400 Server
NVIDIA Quadro Plex (S4)
X4400 Server
NVIDIA Quadro Plex (S4)
X4400 Server
NVIDIA Quadro Plex (M4)
X4400 Server
NVIDIA Quadro Plex (M4)
X4600 Server

Longhorn
2010 – 2013

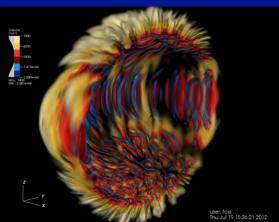Maverick 2014

Stampede
2013

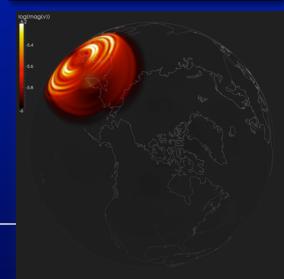2004

2014

Scientific Visualization

Visual Analytics

What are we doing with visualization?

- Researching and developing tools/techniques for the next generation of problems facing the user community
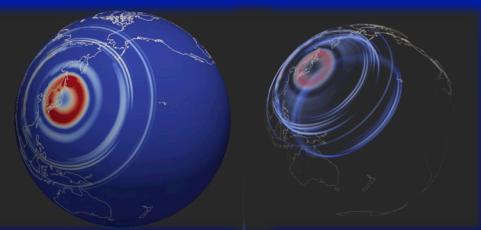
What are we passionate about?

Image: Greg P. Johnson, Romy Schneider, TACC

Image: Adam Kubach, Karla Vega, Clint Dawson

Image: Karla Vega, Shaolie Hossain, Thomas J.R., Hughes

Greg Abram, Carsten Burstedde, Georg Stadler, Lucas C. Wilcox,
James R. Martin, Tobin Isaac, Tan Bui-Thanh, and Omar Ghattas
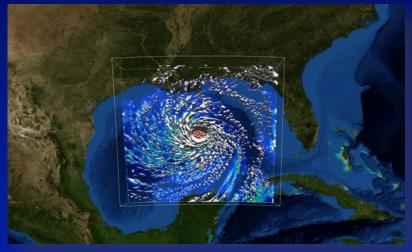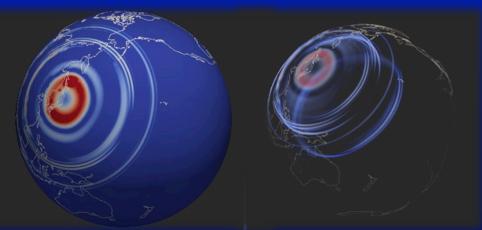
Maximizing Scientific Impact

Image: Greg P. Johnson, Romy Schneider, TACC

Image: Adam Kubach, Karla Vega, Clint Dawson

Image: Karla Vega, Shaolie Hossain, Thomas J.R., Hughes

Greg Abram, Carsten Burstedde, Georg Stadler, Lucas C. Wilcox, James R. Martin, Tobin Isaac, Tan Bui-Thanh,and Omar Ghattas

What are our current challenges and focus areas?

- Managing Data at Scale

- Visualizing Data at Scale
  - Large Scale Feature Detection/Extraction
  - Rendering at Scale on Diverse Platforms

- Ensuring Broad Accessibility/Developing Ubiquitous Tools

What is on our wish list?

- Funding to explore novel techniques for visualization
  - What defines a good visualization? Has to be more than a popularity contest.
  - How do we permeate application domains when the tools are written to be general purpose? Is this a tension between modularity vs ubiquity?
- Widespread access to diverse data sets that allow us to test and innovate across domains