

yt: An Integrated Science
Environment for
Astrophysical Simulations

Matthew Turk

There is only one sky.

(but there are many simulation codes)



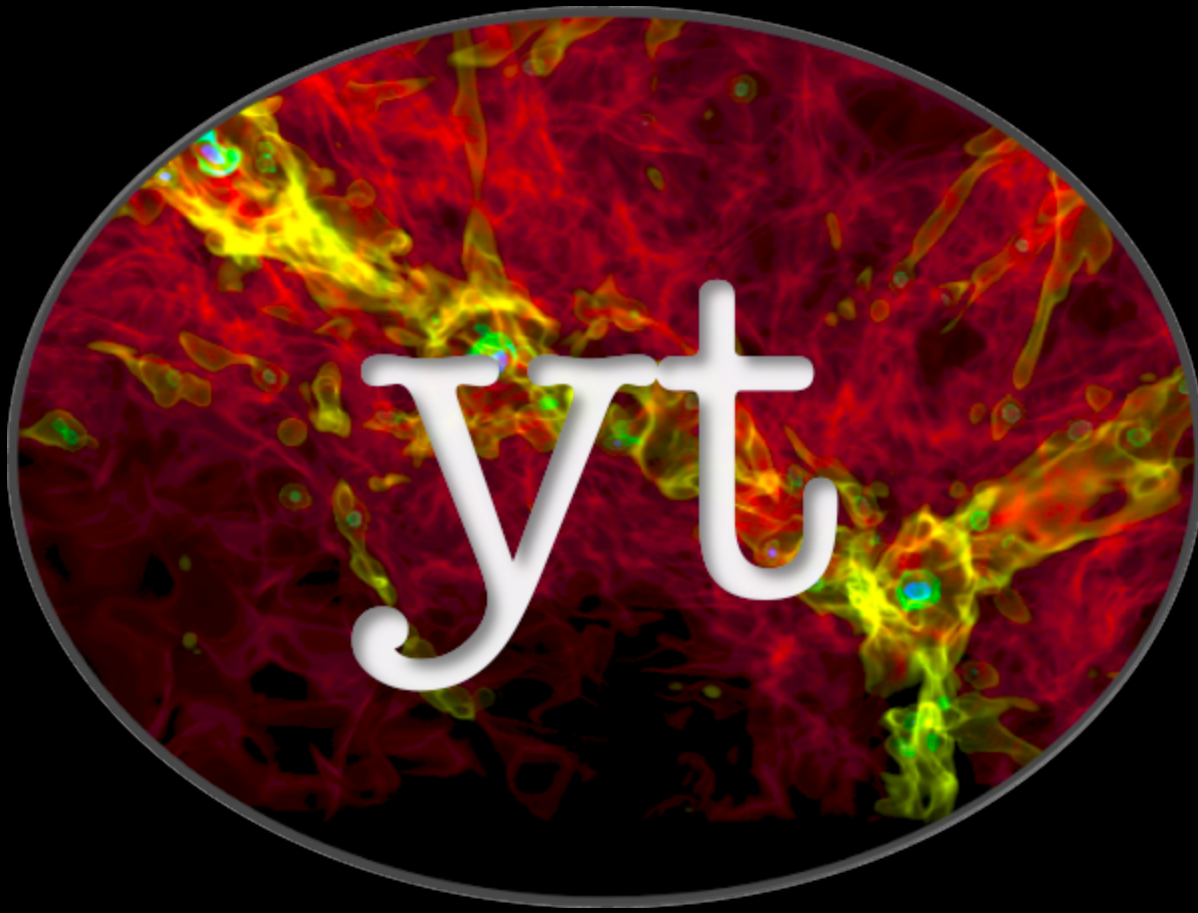
Different methods,
data structures,
assumptions,
IO methods,
units,
variable names,
...







Analysis.



astro-ph/1011.3514
yt-project.org

THERE'LL BE A YT WORKSHOP IN JANUARY IN CHICAGO! [\(MORE\)](#)

HOME
GET YT
EXAMPLES
COMMUNITY
DEVELOP

HELP!

DOCS
BLOG
HUB

HOW DO I [CITE YT](#)?
WHICH CODES ARE [SUPPORTED](#)?

THE YT PROJECT

ASTROPHYSICAL SIMULATION ANALYSIS AND VIZ



DETAILED DATA ANALYSIS AND VISUALIZATIONS, WRITTEN BY [WORKING ASTROPHYSICISTS](#) AND DESIGNED FOR PRAGMATIC ANALYSIS NEEDS.



DATA-DRIVEN

Inspect your data

yt is designed to provide a consistent, cross-code interface to



COMMUNITY

Participants welcome!

yt is composed of a friendly community of users and



FREE SOFTWARE

Open Source, Open Science

yt is developed completely in the open, released under the GPL



yt Overview

yt is a community-developed analysis and visualization toolkit for astrophysical simulation data. yt provides full support for the [Enzo](#), Orion, [Nyx](#), and [FLASH codes](#), with preliminary support for [RAMSES](#), ART, and Maestro. It runs both interactively and non-interactively, and has been designed to support as many operations as possible in parallel. For more detailed information, see our [ApJS paper](#).

To install yt, see [yt Orientation Session](#) or [Installing yt](#). To see what's new since the last version, check out [ChangeLog](#).

If you use yt in a paper, you are highly encouraged to submit the repository containing the scripts you used to analyze and visualize your data to the [yt Hub](#), and we ask that you consider citing our [method paper](#), as well. If you are looking to use yt, then check out the [yt Hub](#) for ideas of how other people used yt to generate worthwhile analysis. We encourage you to explore the source code and even consider [contributing](#) your enhancements and scripts.

For more information, please visit [our homepage](#) and for help, please see [Asking for Help](#).

Analysis and Visualization with yt

[Welcome to yt!](#)

What's yt all about?

[Interacting with yt](#)

Different ways -- scripting, GUIs, prompts, explorers -- to explore your data.

[Visualizing Data](#)

An overview of different ways to visualize data: projections, slices, phase plots, and volume rendering.

[yt Orientation](#)

Quickly get up and running with yt: zero to sixty.

[Analyzing Data](#)

An overview of different ways to handle and process data.

[Analysis Modules](#)

Discussions of some provided procedures for astrophysical analysis like halo finding and synthetic spectra.

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[revoke](#)
[get source »](#)

yt_analysis / yt <http://yt-project.org/>

yt is a python package for analyzing and visualizing astrophysical simulation output from a couple simulation platforms. Check out the homepage (there's a link just above!) where we have documentation, a cookbook, and some user community information.

Clone this repository (size: 40.4 MB): [HTTPS](#) / [SSH](#)

```
$ hg clone ssh://hg@bitbucket.org/yt_analysis/yt
```



yt /

yt

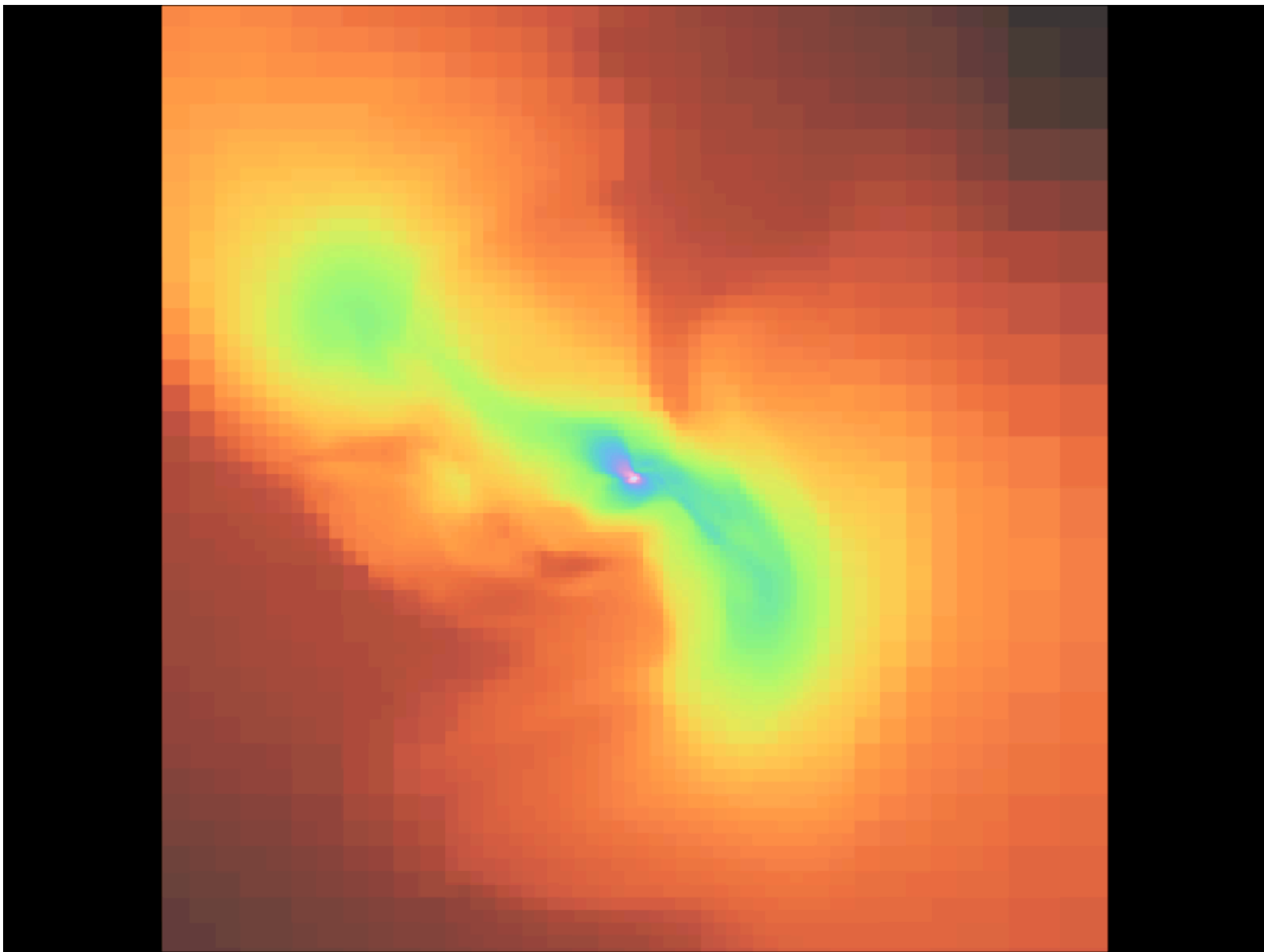
Filename	Size	Date modified	Message
doc			
scripts			
tests			
yt			
.hgignore	239 B	2011-03-28	Updated .hgignore.
.hgtags	248.5 KB	2010-08-30	Removing SVN tags
CREDITS	2.1 KB	2011-09-12	Adding Elizabeth to CREDITS -- thanks to Elizabeth for her work
FUNDING	1.2 KB	2011-01-17	Adding a FUNDING document. Please feel free to add to this.
LICENSE.txt	34.3 KB	2007-08-25	[svn r237] Added GPL-3 to repo, and included appropriate
MANIFEST.in	142 B	2011-08-26	Adding distribute_setup.py explicitly.
README	1.0 KB	2011-08-21	enzotools -> yt-project.

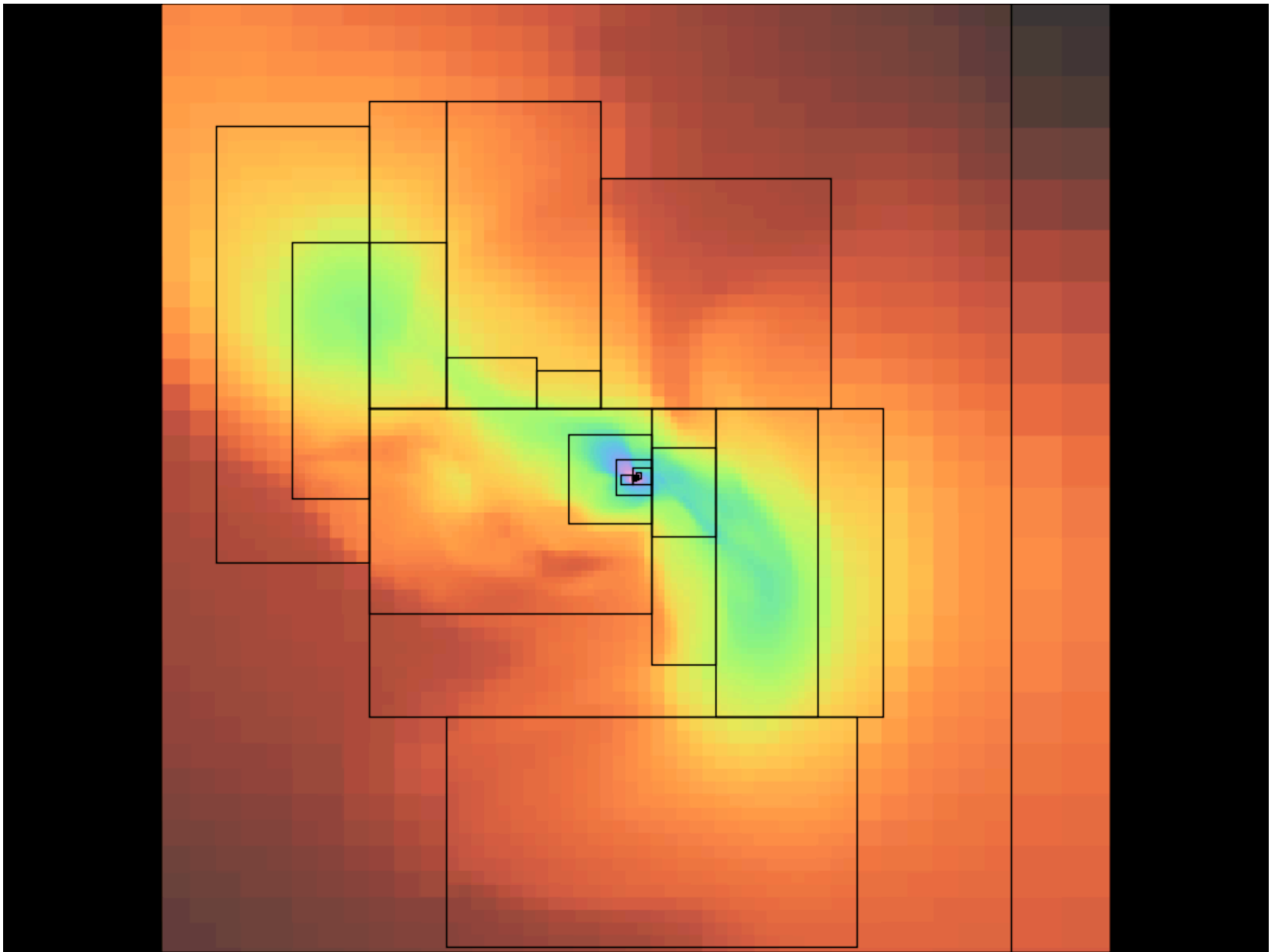
install script:

Full dependency stack
Source code
Development environment
GUI
Sample data



yt has been designed to
address physical, not
computational, entities.





The Universe is full of gas, dark matter and stars. yt makes it easy to access that material.

Transparent IO, masking of overlapping data, load-on-demand, geometric and non-geometric selection, field generation, and common interfaces to different datatypes.

Enzo, Orion, CASTRO, FLASH

Chombo, Tiger, Athena, ART,
RAMSES

yt is designed to be the *lingua franca*
of astrophysical codes.

Objects

Orthogonal Rays
Non-orthogonal Rays

1D

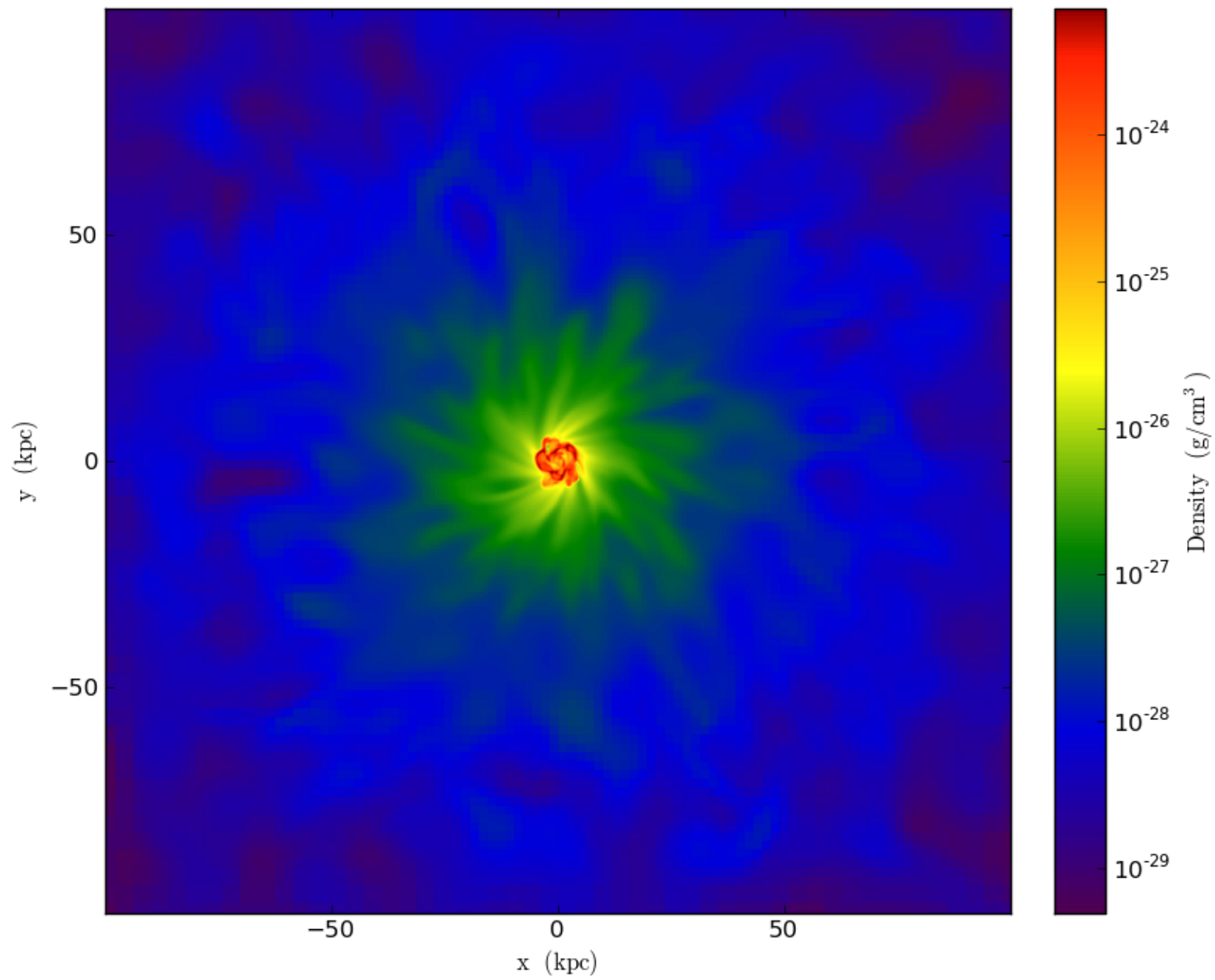
Slices
Oblique Slices
Projections

2D

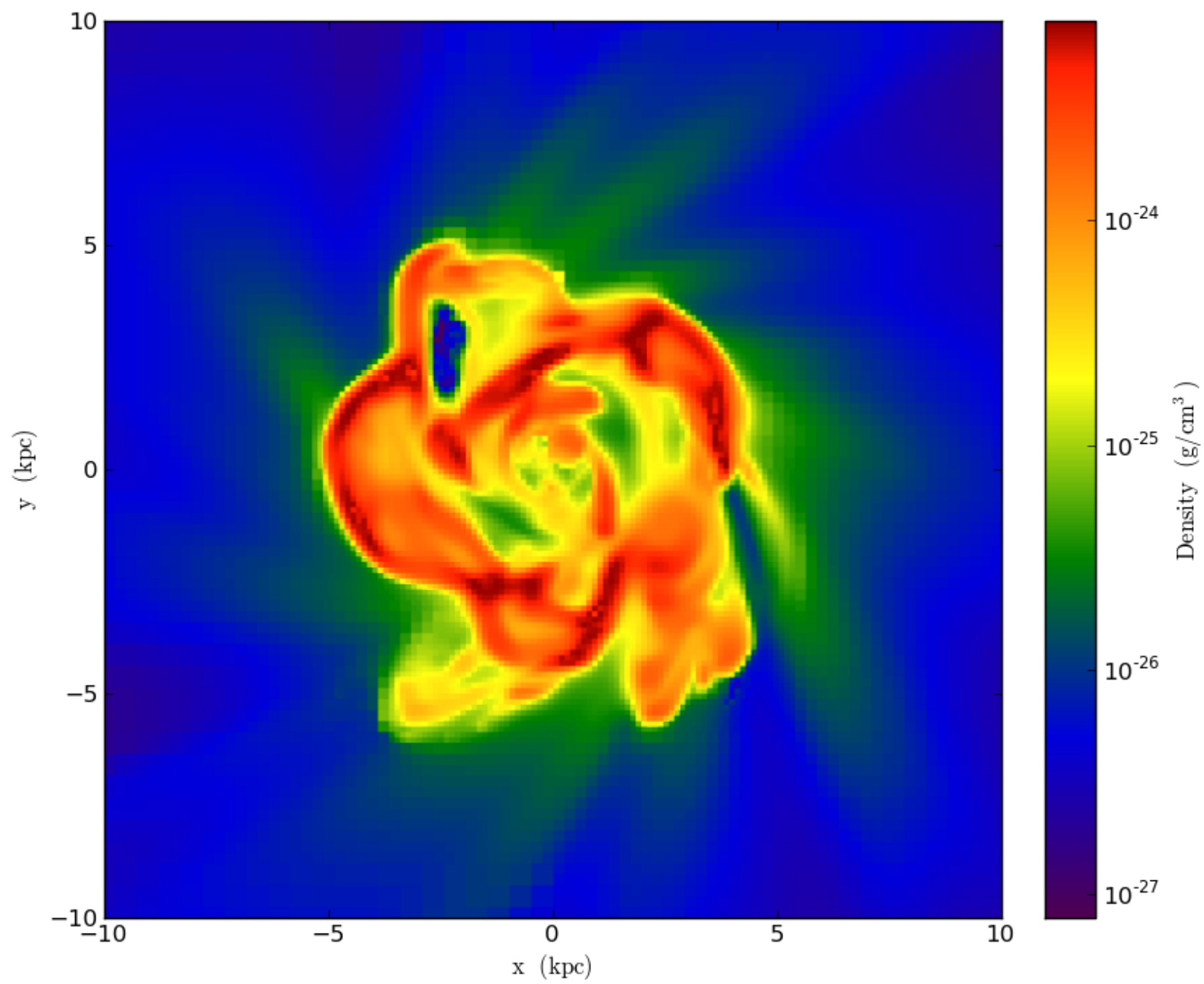
Spheres
Rectangular Prisms
Disks/Cylinders
Inclined Boxes
Clumps
Extracted Regions
Boolean combinations

3D

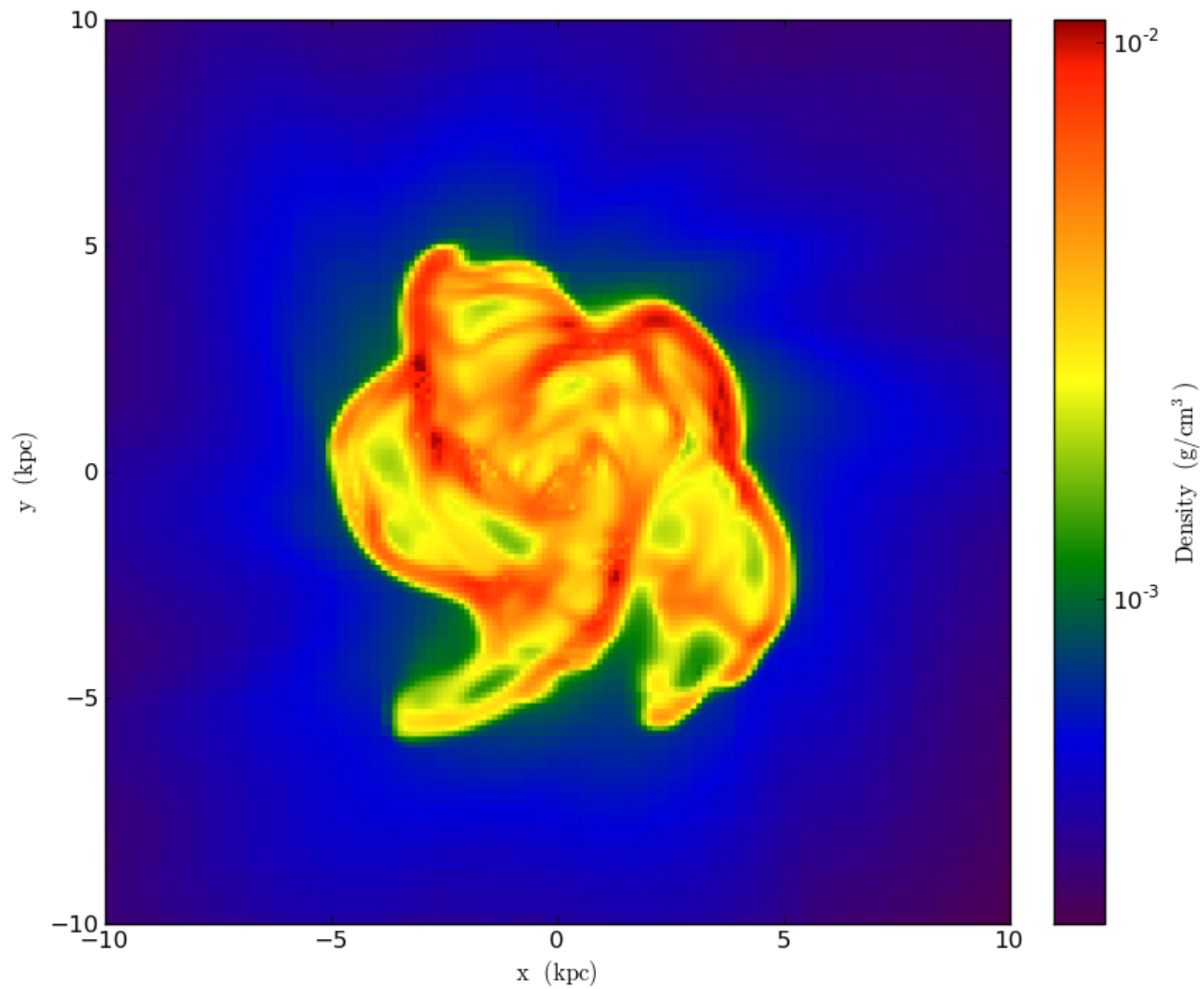
```
from yt.mods import *  
pf = load('galaxy0030/galaxy0030')  
p = SlicePlot(pf, 2, 'Density', 'c', (200, 'kpc'))  
p.save('Galaxy')
```



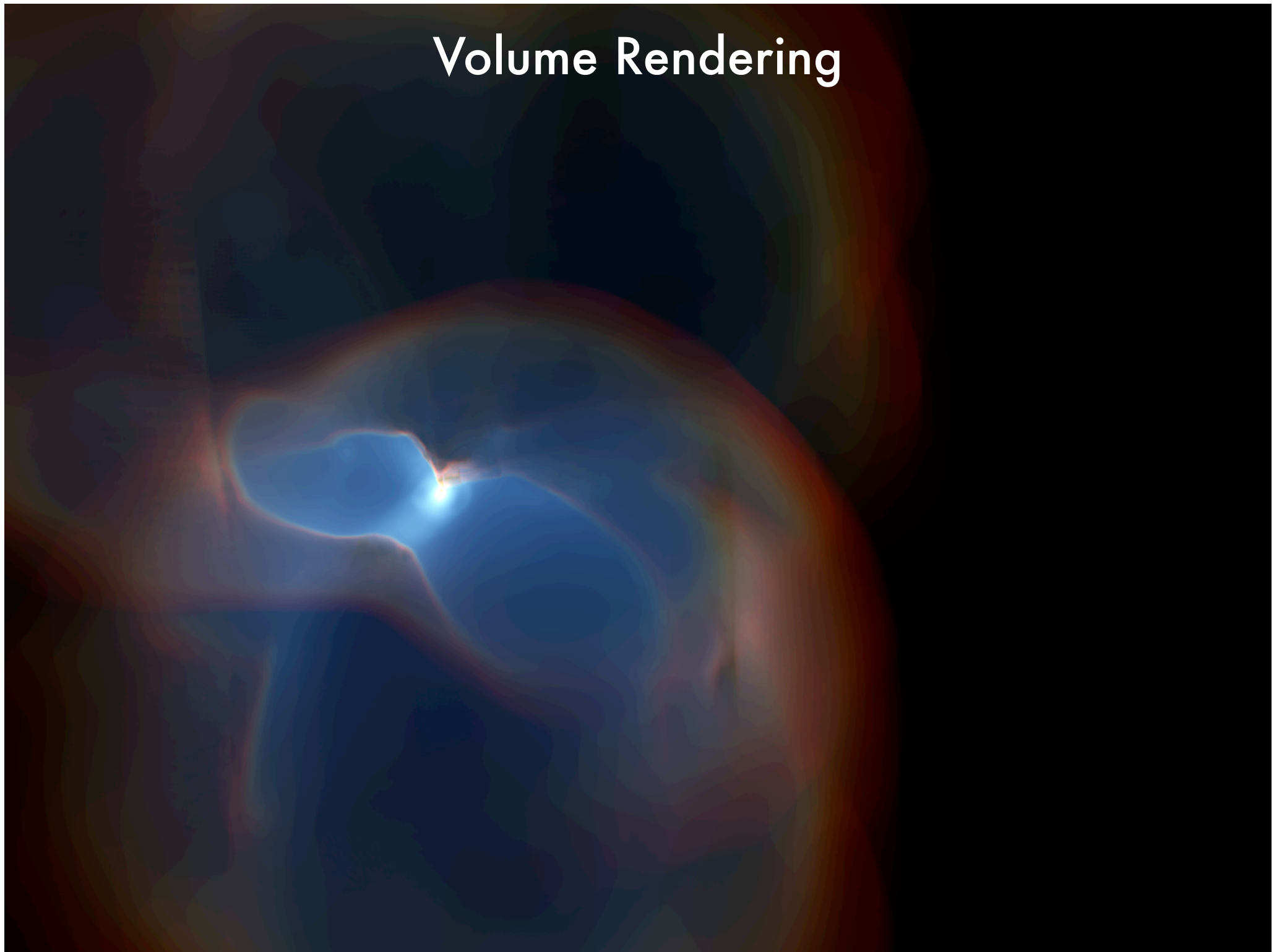

```
from yt.mods import *
pf = load('galaxy0030/galaxy0030')
p = SlicePlot(pf, 2, 'Density', 'c', (200, 'kpc'))
p.set_width(20, 'kpc')
p.save("GalaxyZoom")
```



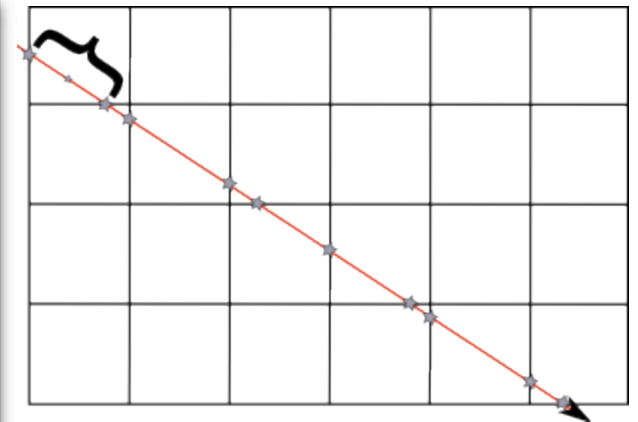
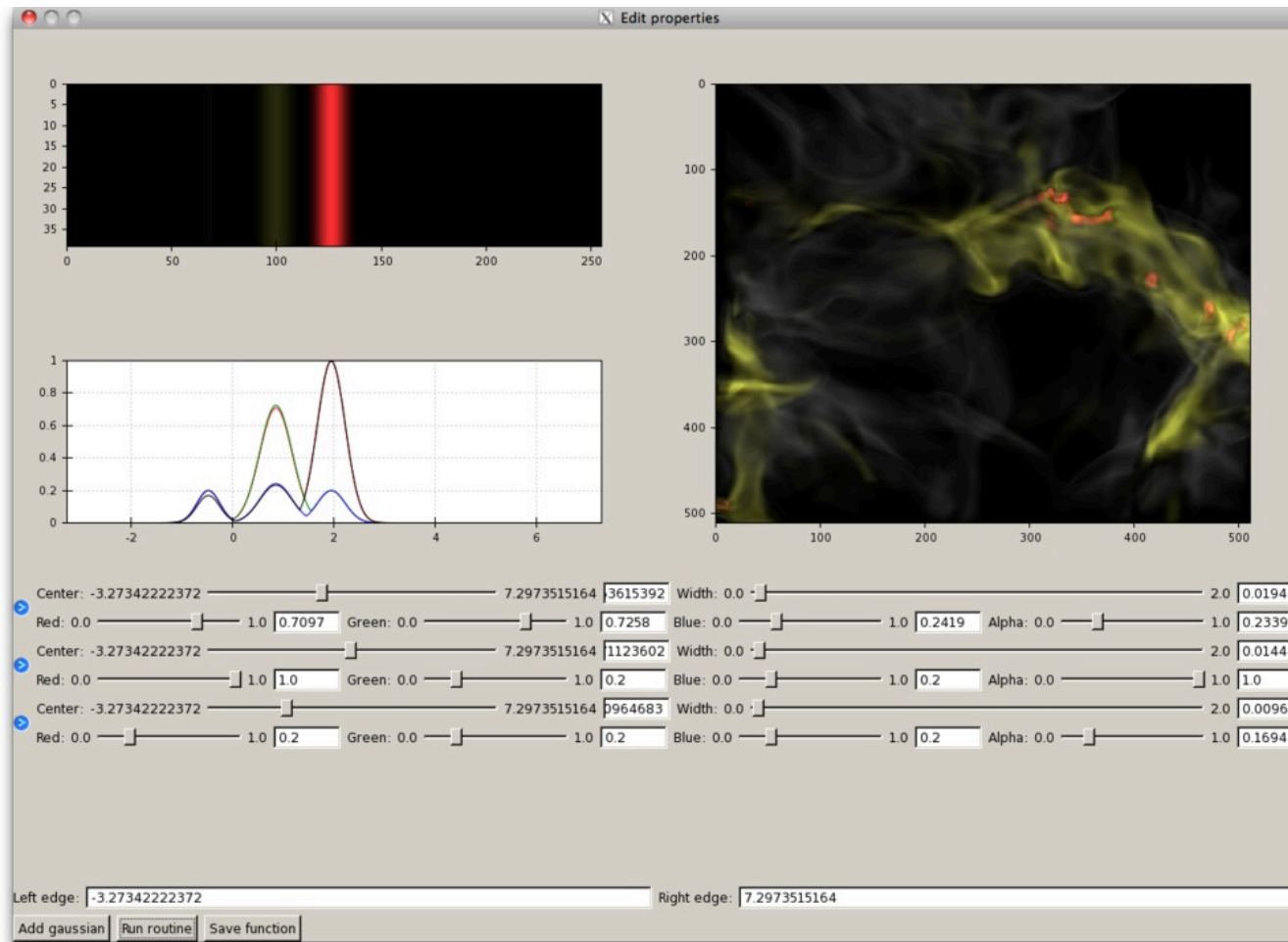
```
from yt.mods import *
pf = load('galaxy0030/galaxy0030')
p = ProjectionPlot(pf, 2, 'Density', 'c', (20, 'kpc'))
p.save('Galaxy')
```



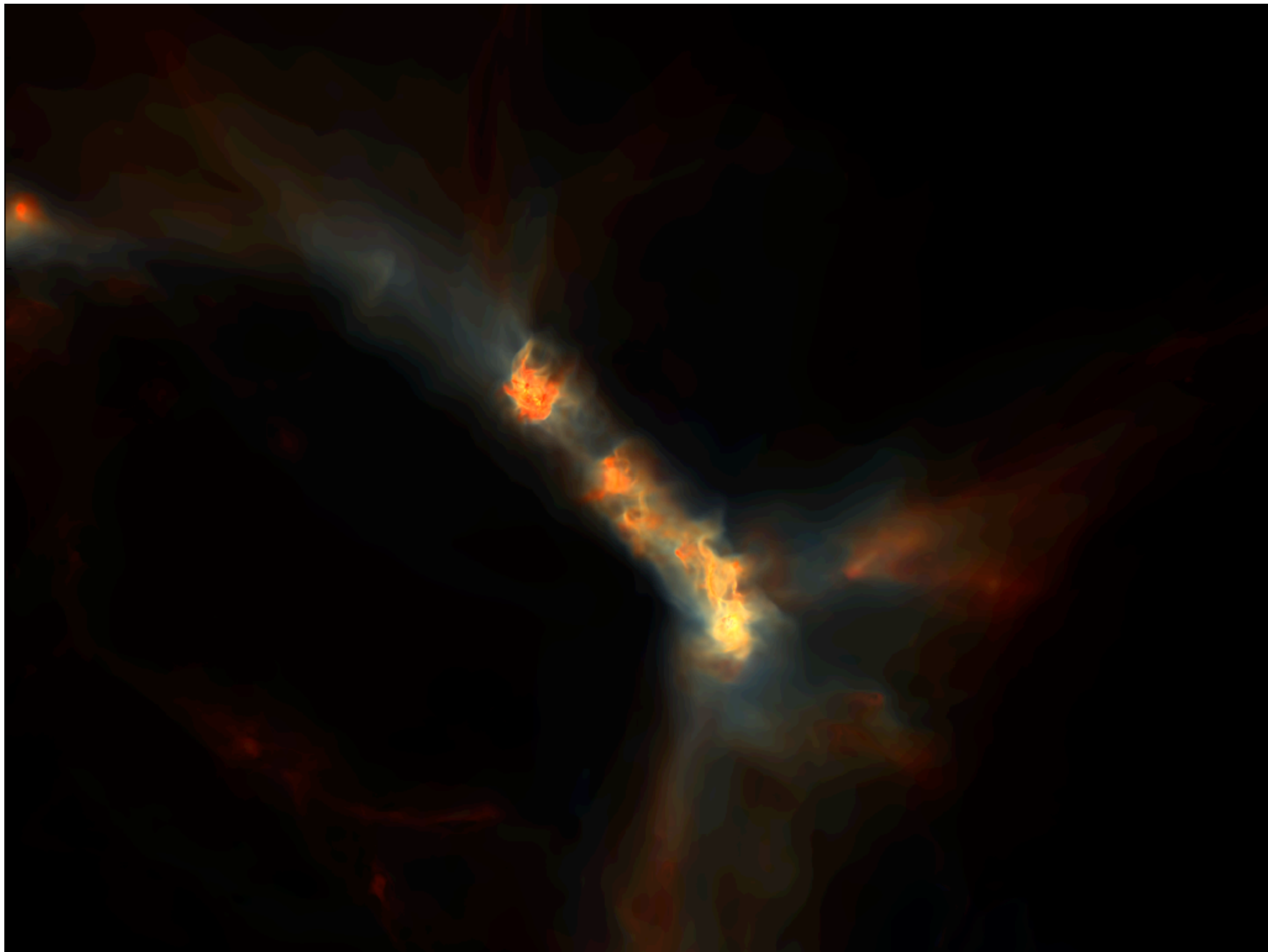
Volume Rendering

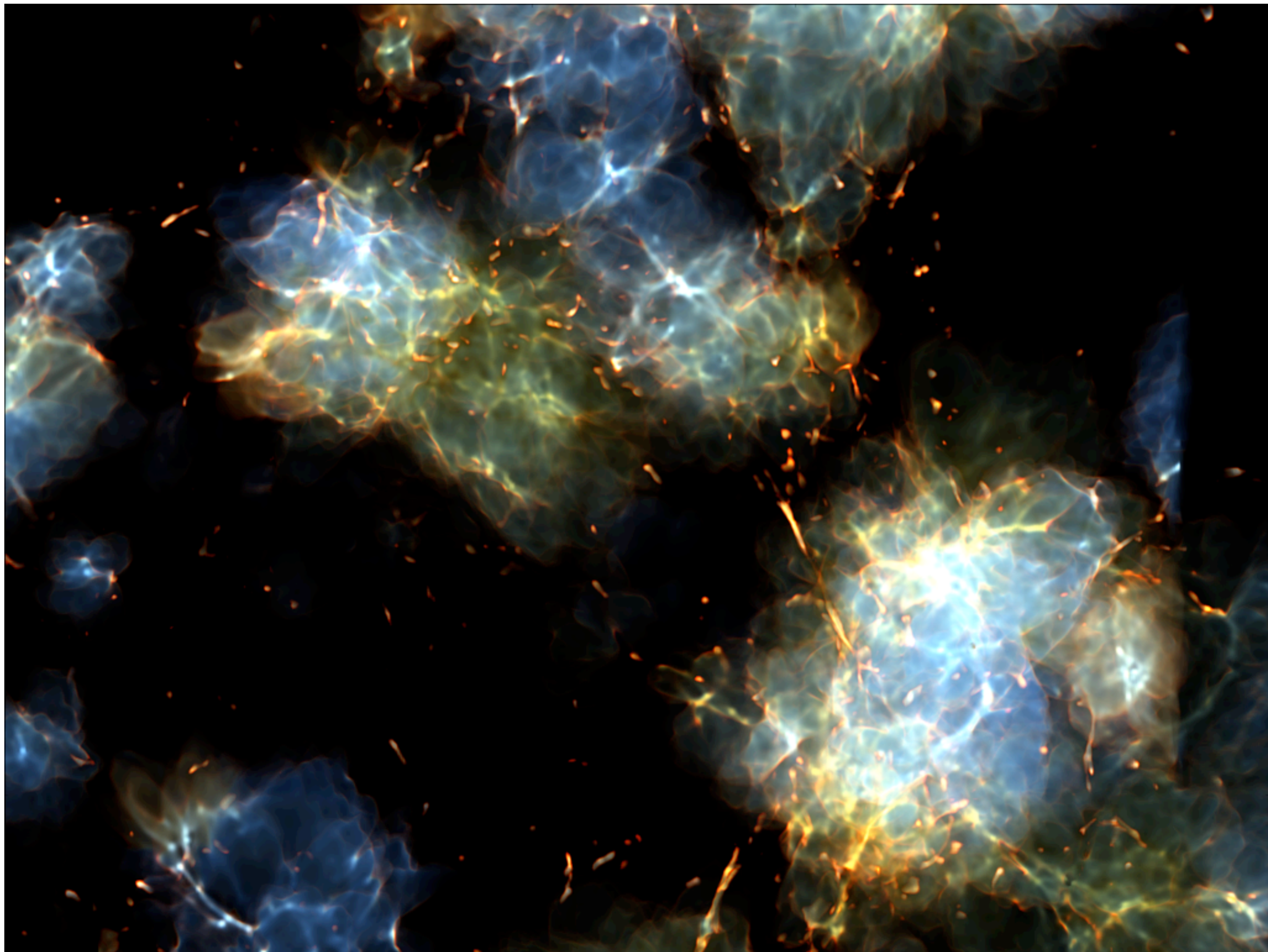


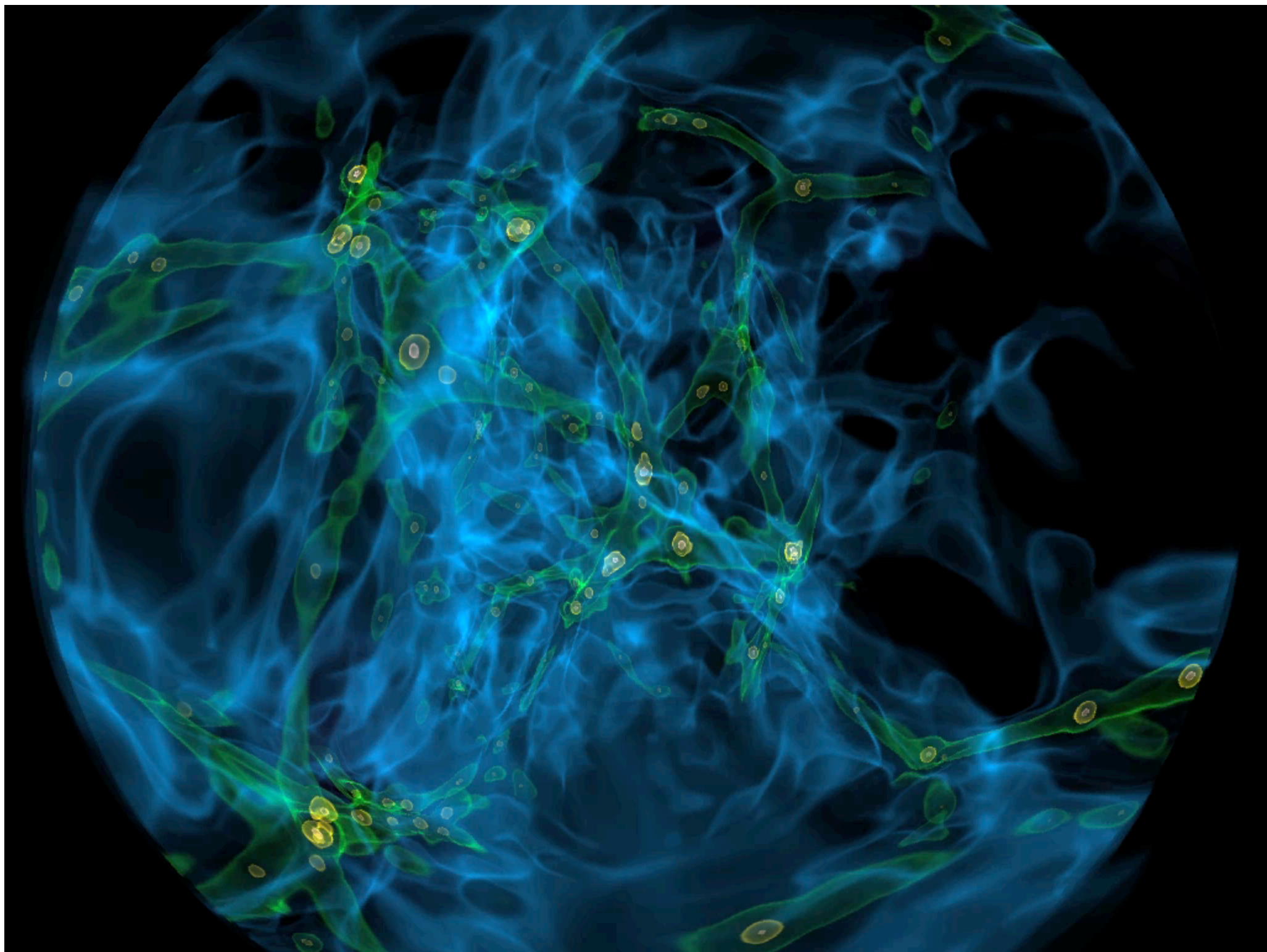
Designed around integrating through a volume:
visualization is a side effect.

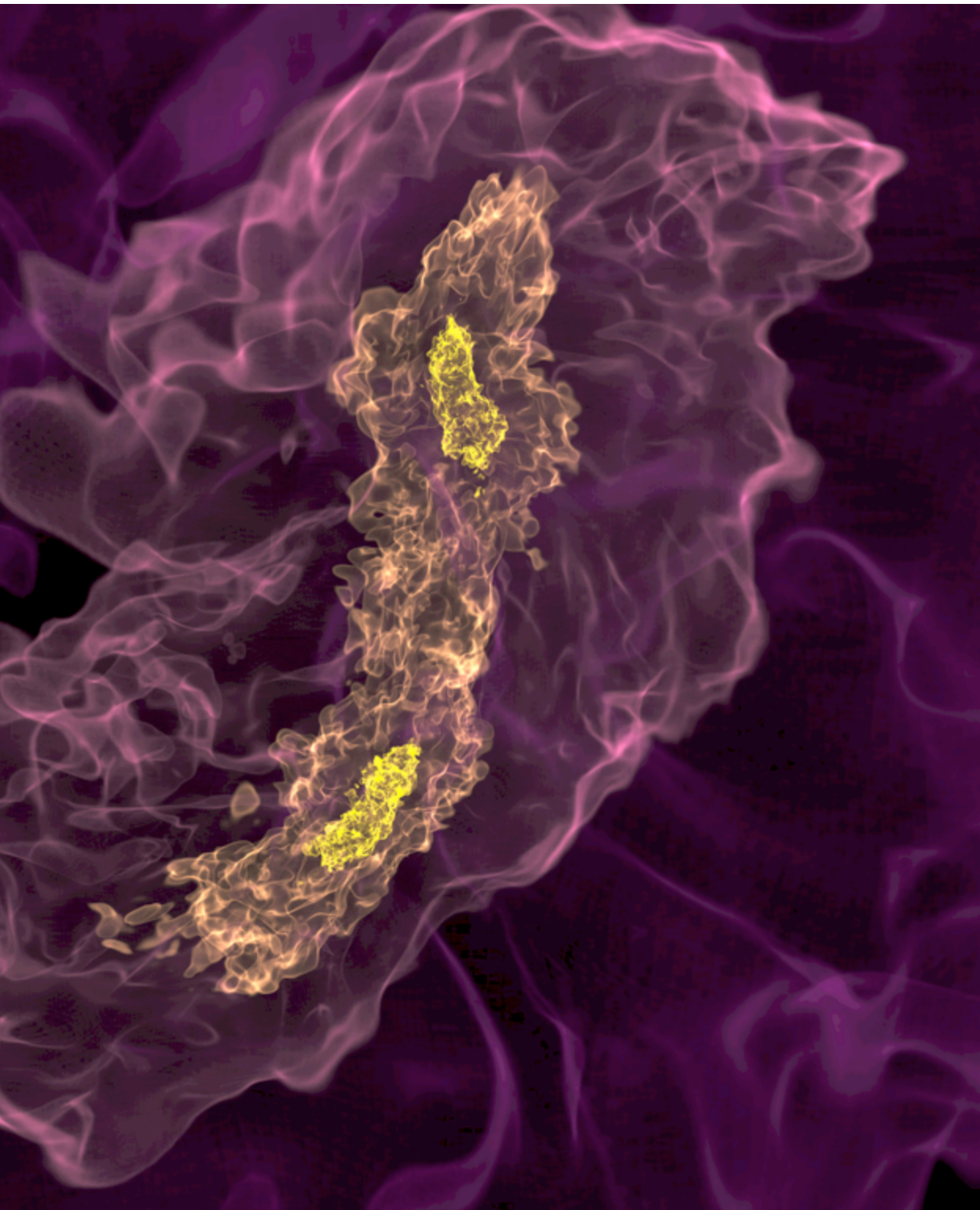
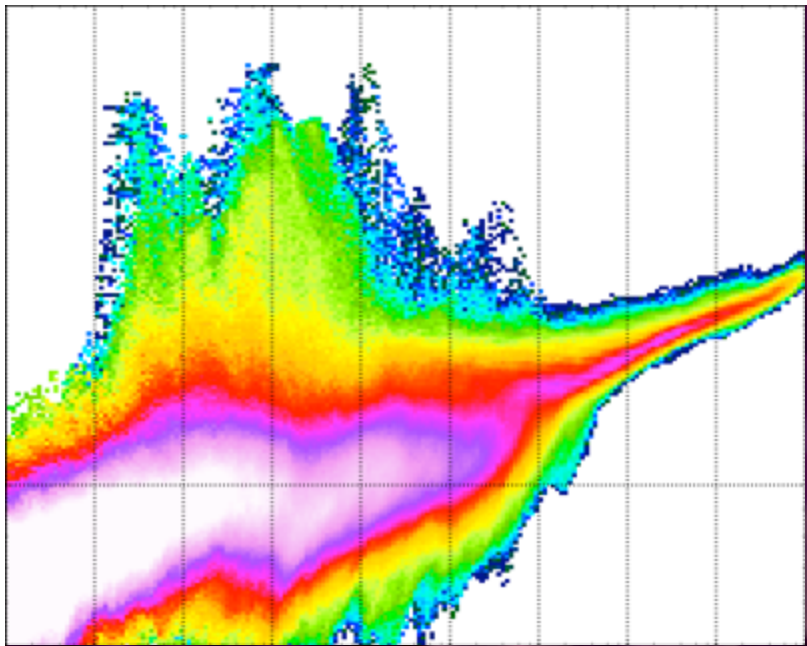


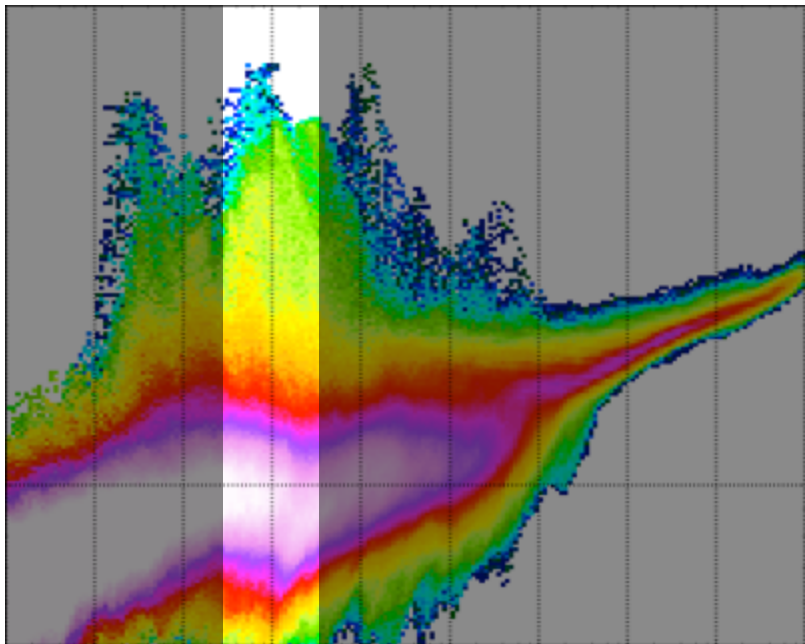
$$\frac{dI_\nu}{ds} = j_\nu - \alpha_\nu I_\nu$$











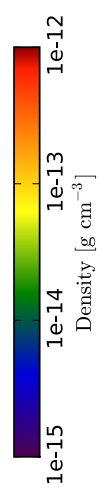
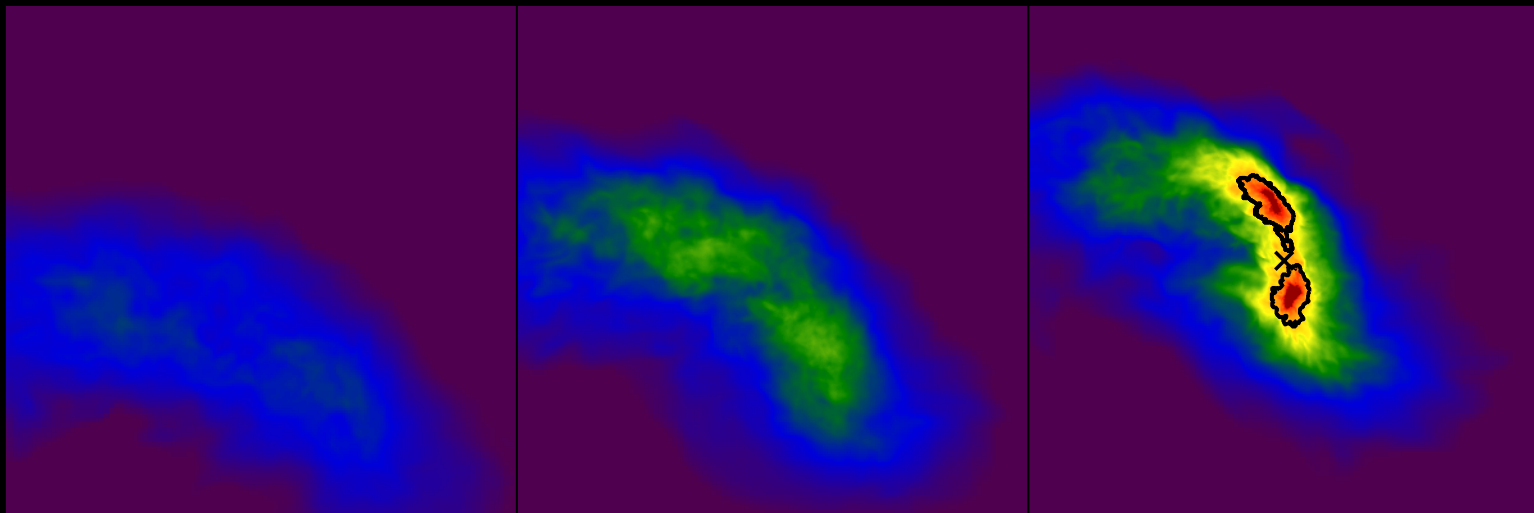
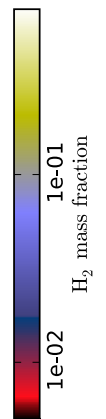
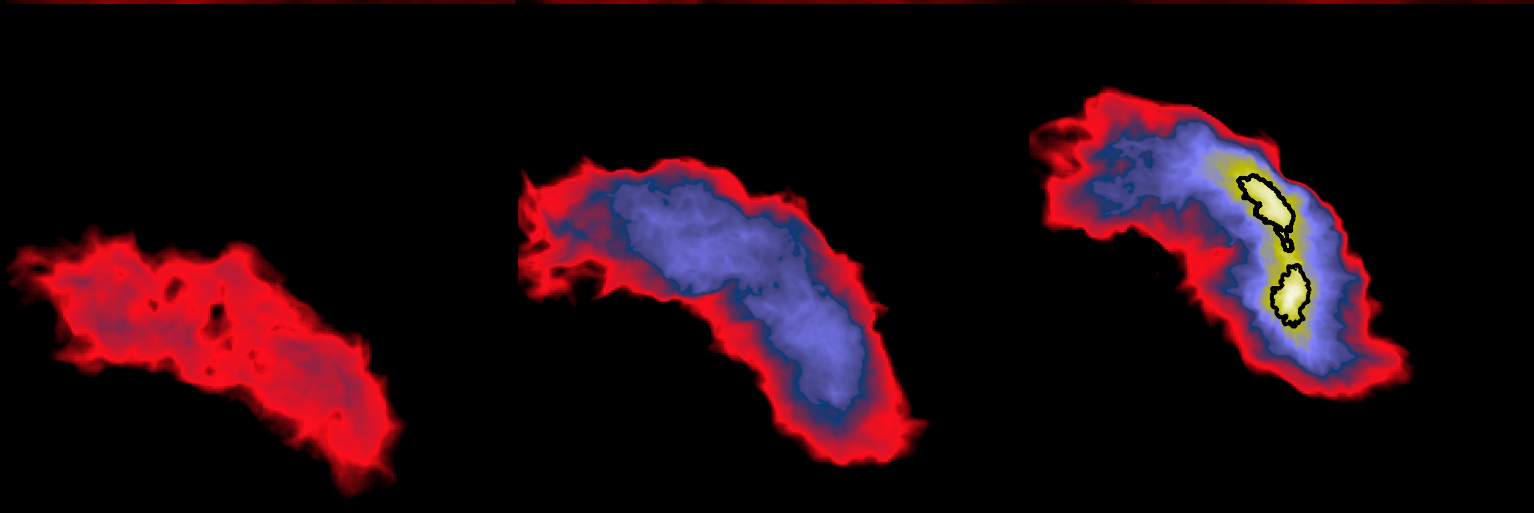
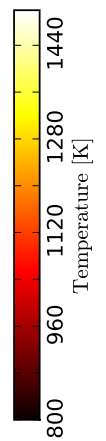
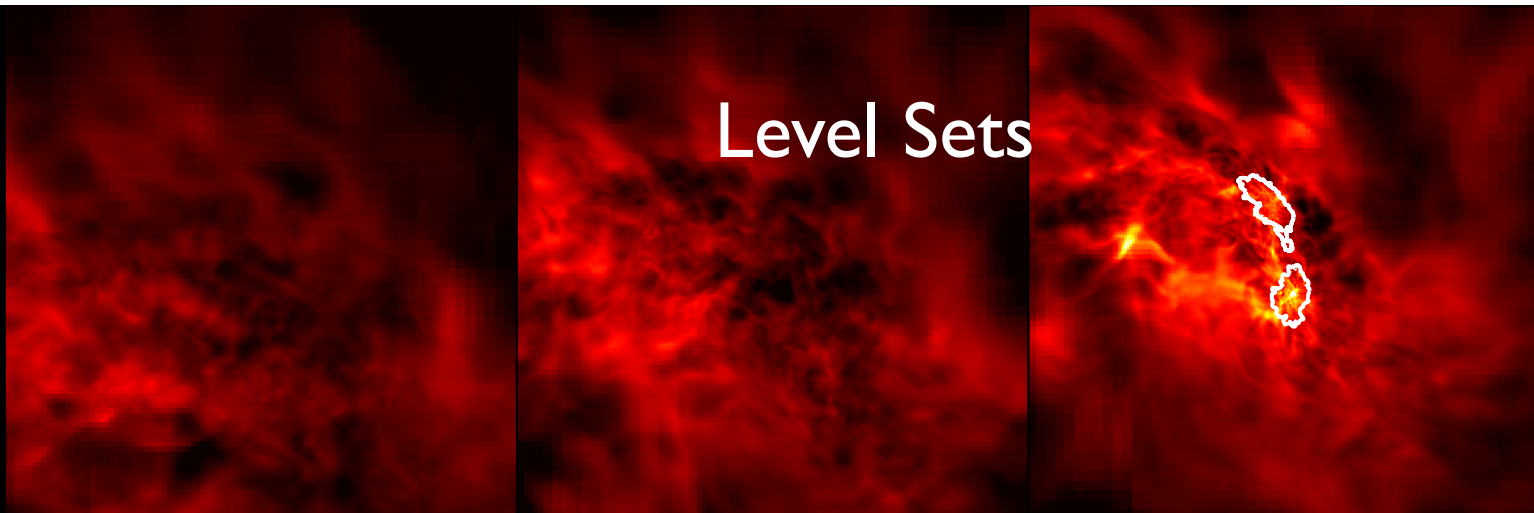
10^{-14} g/cc

Canned Analysis Tasks

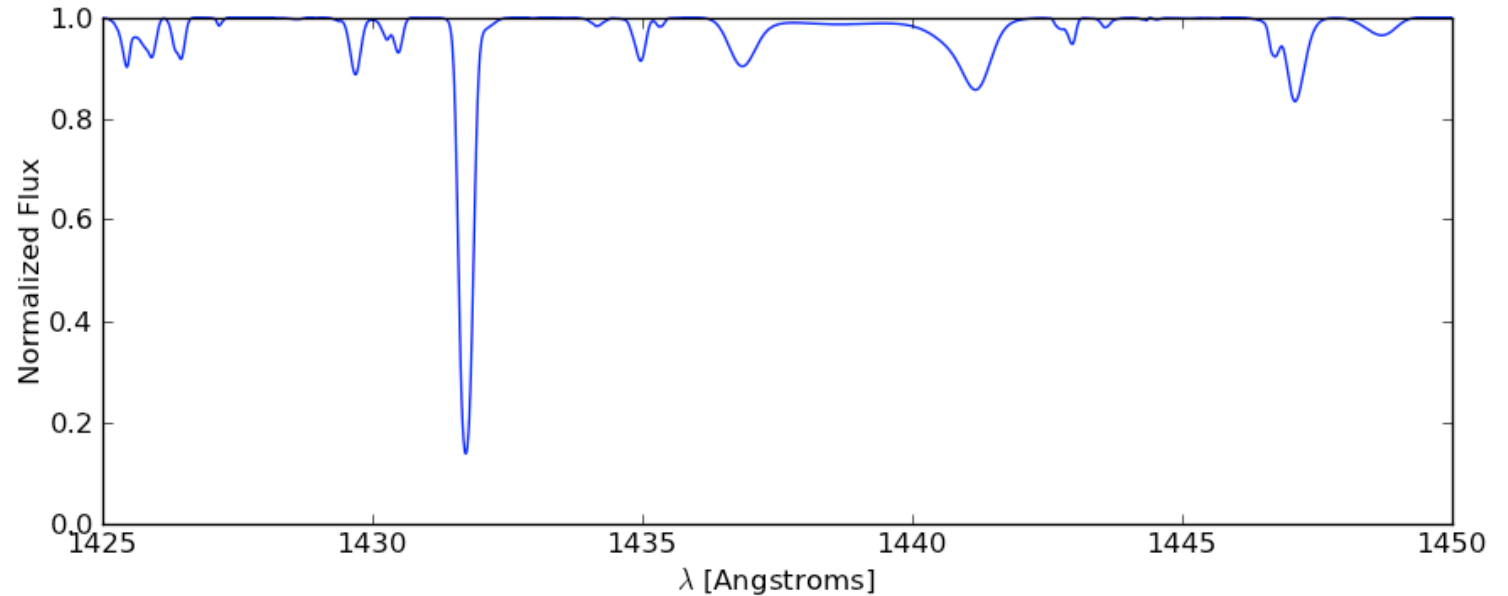
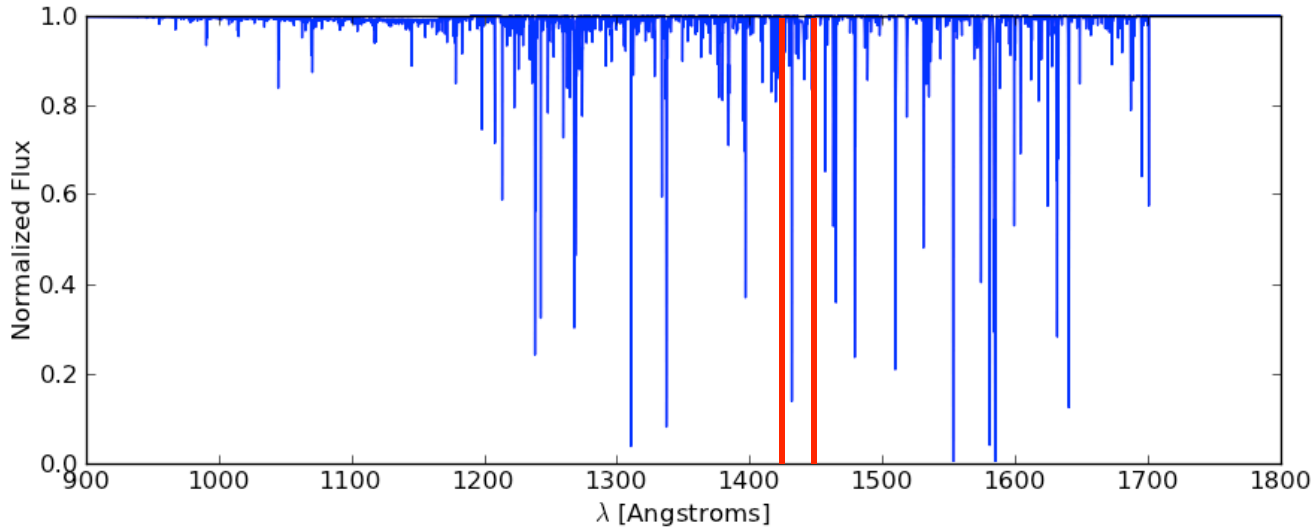


Absorption Spectrum
Coordinate Transformations
Halo Finding
Mass Functions
Merger Trees
Halo Profiling
Level Sets
Light Cones
Light Rays
Time Series
Star Analysis
Two-Point Analysis

Level Sets

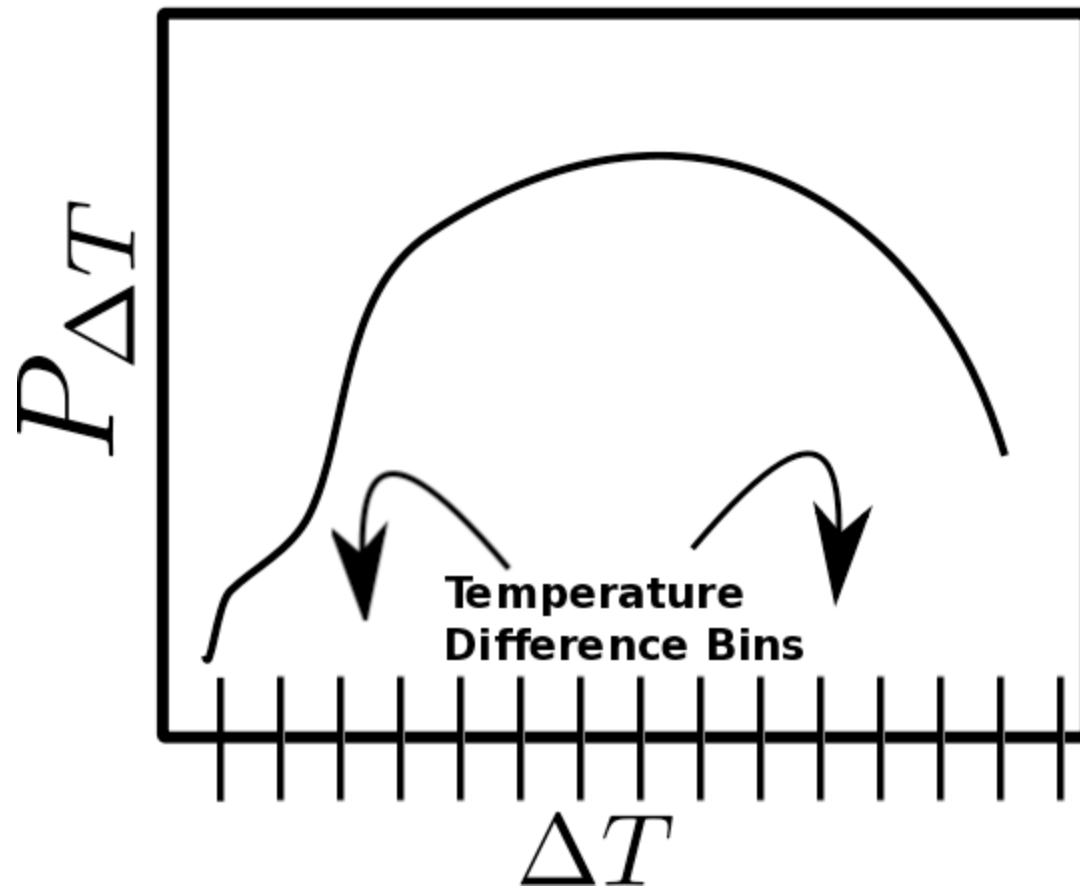


Synthetic Spectra



Two-Point Functions

Temperature Difference Probability Distribution
Function for some length L





Analysis Modules

Extensions take `yt` fundamentals and run with them. For certain analysis needs, these tools make life a lot easier.

- [Halo Finding](#)
 - [HOP](#)
 - [Friends-of-Friends](#)
 - [Running HaloFinder](#)
 - [Halo Data Access](#)
 - [Halo List Data Access](#)
 - [Loading Haloes Off Disk](#)
 - [General Parallel Halo Analysis](#)
 - [Parallel HOP](#)
 - [Halo Finding In A Subvolume](#)
- [Analyzing an Entire Simulation](#)
 - [EnzoSimulation Options](#)
 - [The Dataset List](#)
 - [Cosmology Splices](#)
 - [Planning a Cosmological Simulation](#)
- [Halo Mass Function: Start to Finish](#)
 - [Halo Finding](#)
 - [Halo Profiling](#)
 - [Halo Mass Function](#)
 - [Putting it All Together](#)

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SEARCH

Enter search terms or a module, class or function name.

Parallelism



**Multi-level parallelism: dynamic workgroups,
communicators, subgroups and task queues**

Parallelism

Embarassingly Parallel

Spatial Decomposition

Decomposed by load or
IO characteristics

Helper functions to
decompose the domain

Parallelism

Embarassingly Parallel

Spatial Decomposition

Quantities

Profiles

Slices

Projections

Volume Rendering

Halo Finding



Developing as a Team

Forky development:

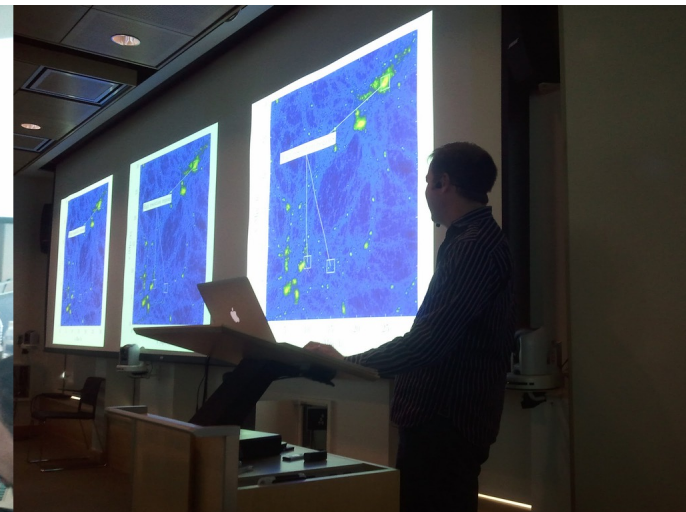
very low barrier to entry;
everything comes in the box.

Testing:

**answer as well as integration tests
get run every 30 minutes.**

Community

- ▶ Mailing lists: `community`, `development`
- ▶ IRC (`#yt` on `irc.freenode.net`)
- ▶ Cookbook, docs
- ▶ Curriculum from workshop



In a Nutshell, yt...

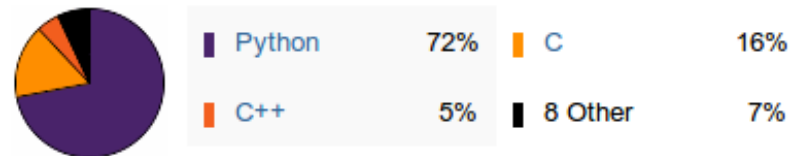
...has had 6,037 commits made by 34 contributors representing 88,943 lines of code

...is mostly written in Python with an average number of source code comments

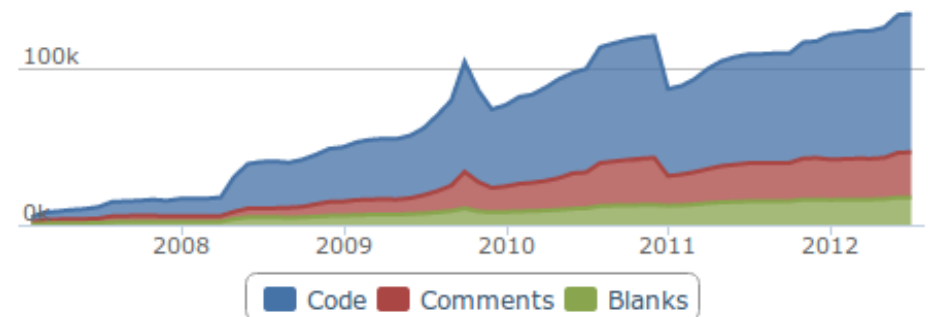
...has a well established, mature codebase maintained by a large development team with stable year-over-year commits

...took an estimated 23 years of effort (COCOMO model) starting with its first commit in February, 2007 ending with its most recent commit 5 days ago

Languages



Lines of Code



Contributors

Tom Abel

David Collins

Andrew Cunningham

Nathan Goldbaum

Cameron Hummels

Ji-hoon Kim

Steffen Klemer

Kacper Kowalik

Michael Kuhlen

Eve Lee

Chris Malone

Chris Moody

Andrew Myers

Jeff Oishi

Jean-Claude Passy

Thomass Robitaille

Anna Rosen

Anthony Scopatz

Devin Silvia

Sam Skillman

Stephen Skory

Britton Smith

Geoffrey So

Casey Stark

Elizabeth Tasker

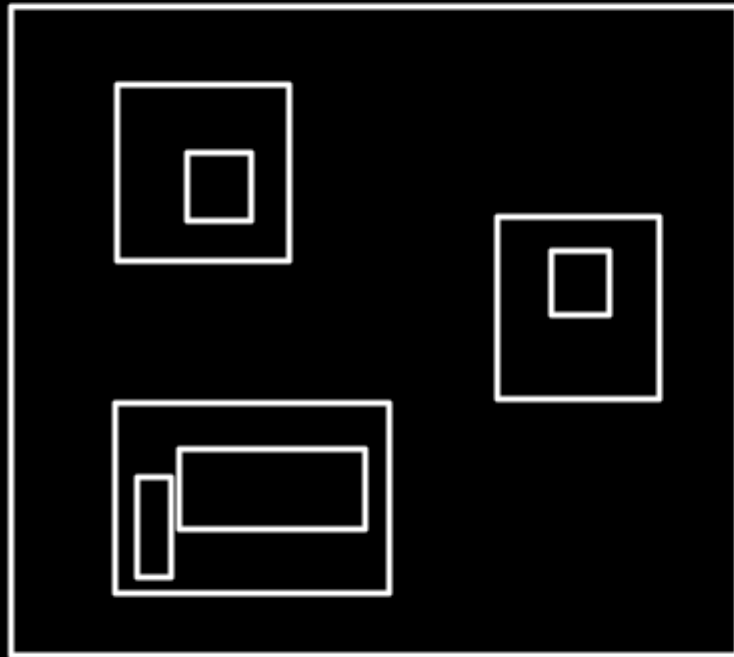
Rick Wagner

John Wise

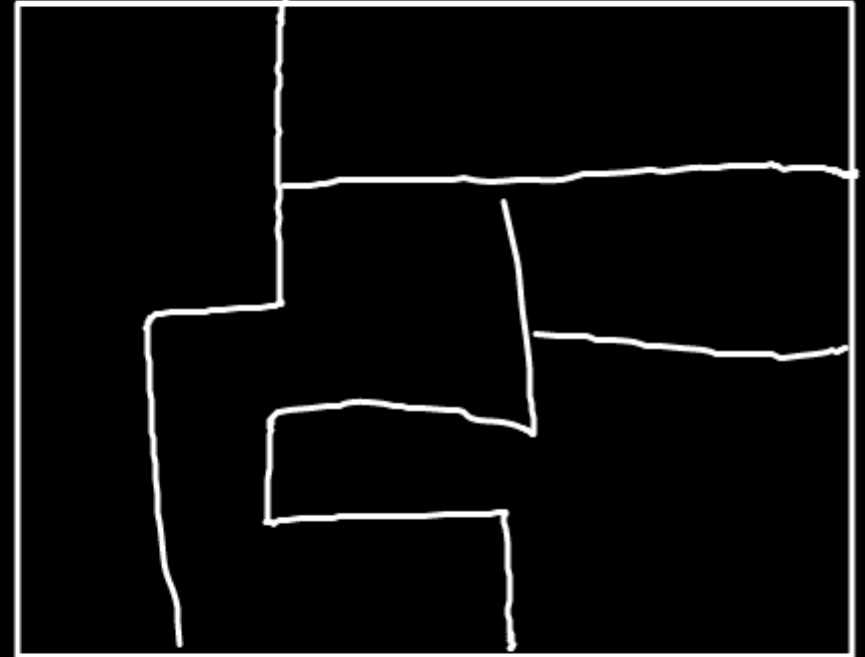
John ZuHone

yt 3.0

No more grids, only chunks



Grids



Chunks



Particle segregation, multiple fluids

Address technical debt

Strategies

- ▶ Patch: chunks are collections of grids
- ▶ Octree: direct octree parsing
- ▶ SPH/N-body: octree indexing

3.0 Milestones

1. Patch-based analysis and 2D viz
2. Patch-based volume rendering
3. Halo Finding
4. Octree analysis and 2D viz
5. Particle analysis and 2D viz

Caveats!

SPH Support

- ▶ Particle support only at first
- ▶ No first light (ETA: 3-6 weeks)
- ▶ Many free parameters, many output formats

Octree Support

- ▶ Volume rendering not ready yet
- ▶ Subtleties may lurk
- ▶ ART half-finished

I volunteer!

(demo)

Thank you.

`yt-project.org`