

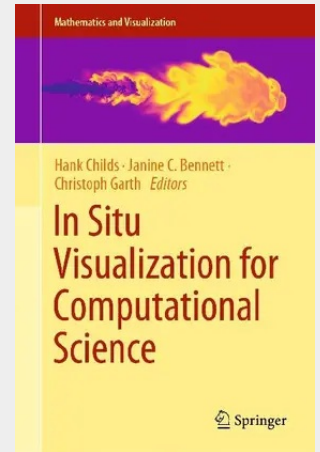
In Situ Visualization for Computational Science

This book provides an overview of the emerging field of in situ visualization, i.e. visualizing simulation data as it is generated. In situ visualization is a processing paradigm in response to recent trends in the development of high-performance computers. It has great promise in its ability to access increased temporal resolution and leverage extensive computational power. However, the paradigm also is widely viewed as limiting when it comes to exploration-oriented use cases. Furthermore, it will require visualization systems to become increasingly complex and constrained in usage. As research efforts on in situ visualization are growing, the state of the art and best practices are rapidly maturing.

Specifically, this book contains chapters that reflect state-of-the-art research results and best practices in the area of in situ visualization. Our target audience are researchers and practitioners from the areas of mathematics computational science, high-performance computing, and computer science that work on or with in situ techniques, or desire to do so in future.

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