Ch 14: Embed Focus+Context Papers: TreeJuxtaposer

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CPSC 547, Information Visualization
Day 14: 5 November 2015

http://www.cs.ubc.ca/~tmm/courses/547-15

News

- reminder: proposals due by Mon 5pm

Embed: Focus+Context

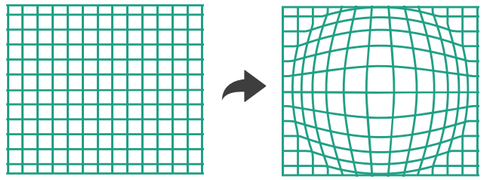
- combine information within single view
- elide
  - selectively filter and aggregate
- superimpose layer
  - local lens
- distortion design choices
  - region shape: radial, rectilinear, complex
  - how many regions: one, many
  - region extent: local, global
  - interaction metaphor

➔ **Embed**

➔ Elide Data

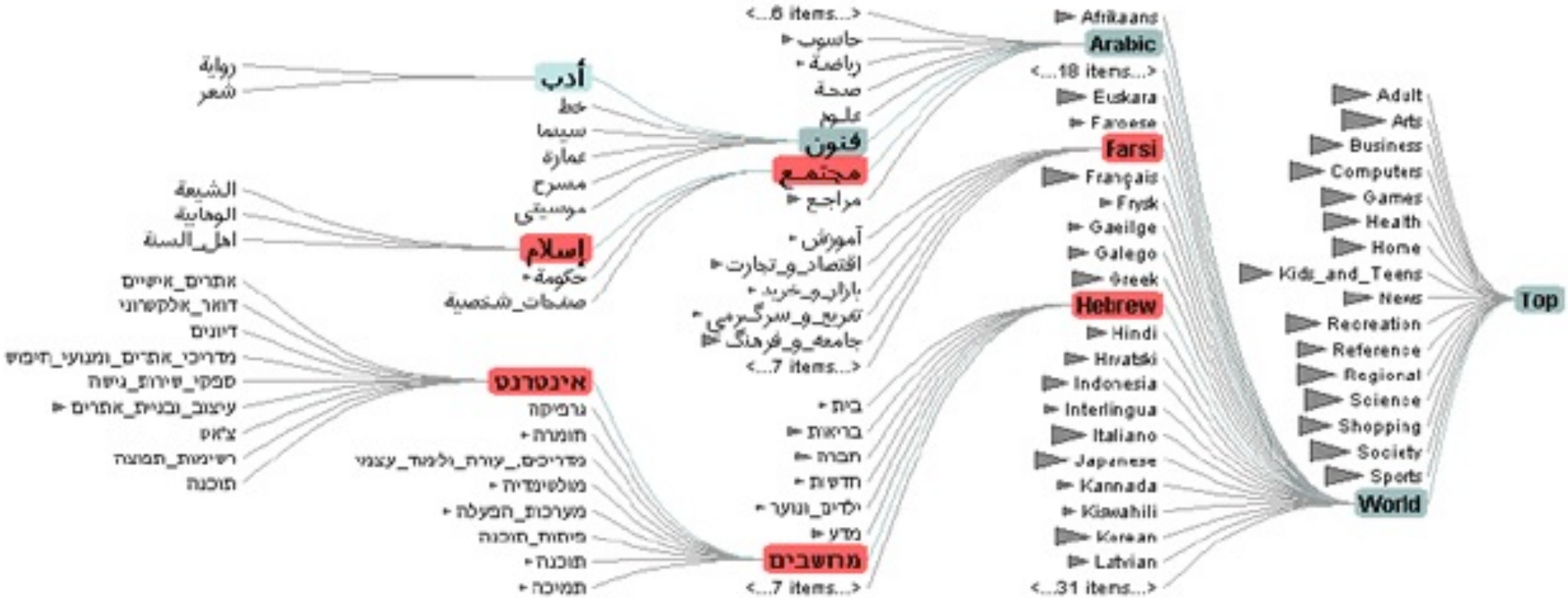
➔ Superimpose Layer

➔ Distort Geometry



Idiom: **DOITrees Revisited**

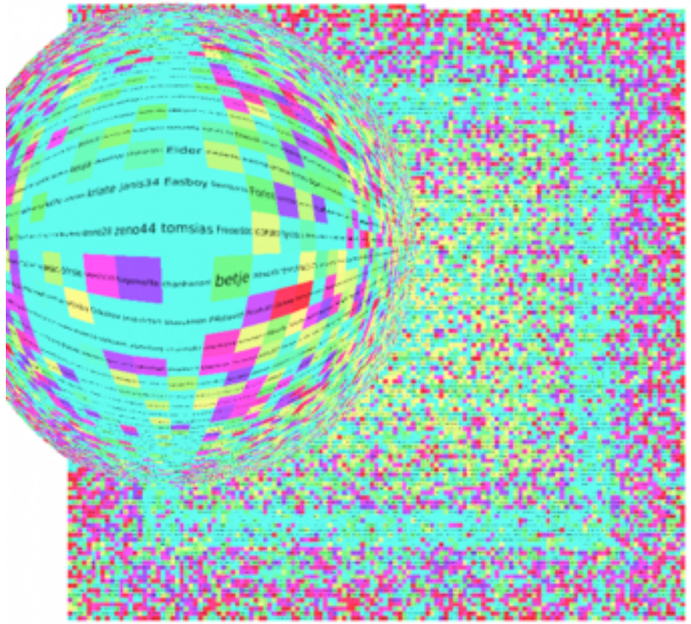
- elide
  - some items dynamically filtered out
  - some items dynamically aggregated together
  - some items shown in detail

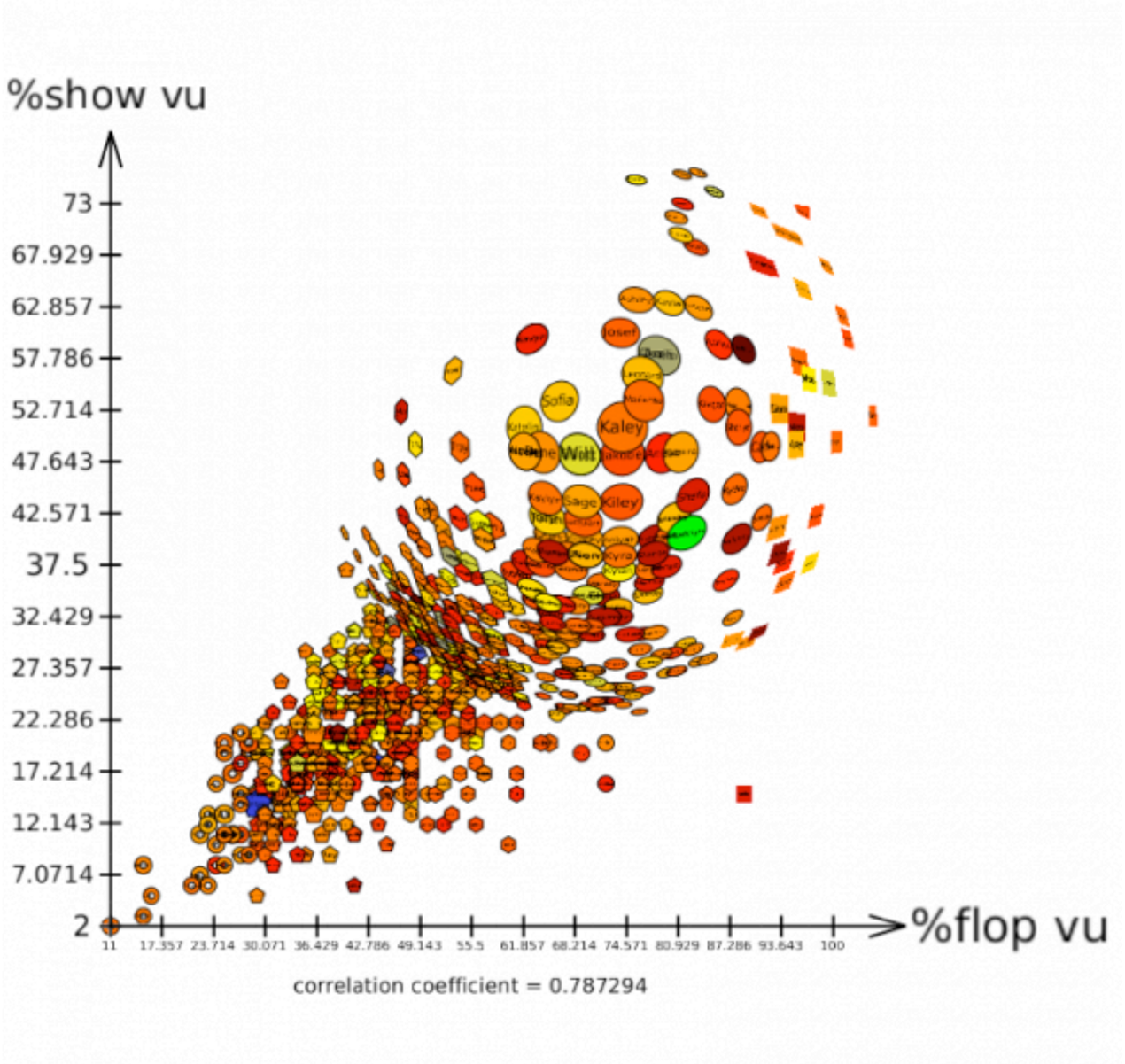


[DOITrees Revisited: Scalable, Space-Constrained Visualization of Hierarchical Data. Heer and Card. Proc. Advanced Visual Interfaces (AVI), pp. 421–424, 2004.]

Idiom: **Fisheye Lens**

- distort geometry
  - shape: radial
  - focus: single extent
  - extent: local
  - metaphor: draggable lens

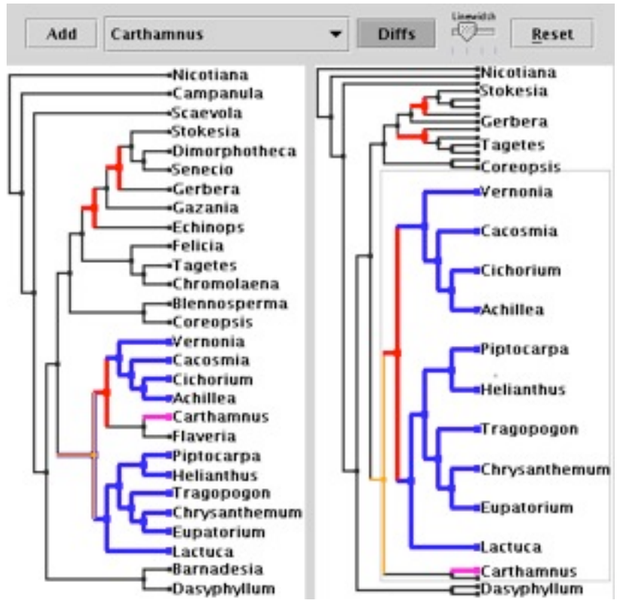




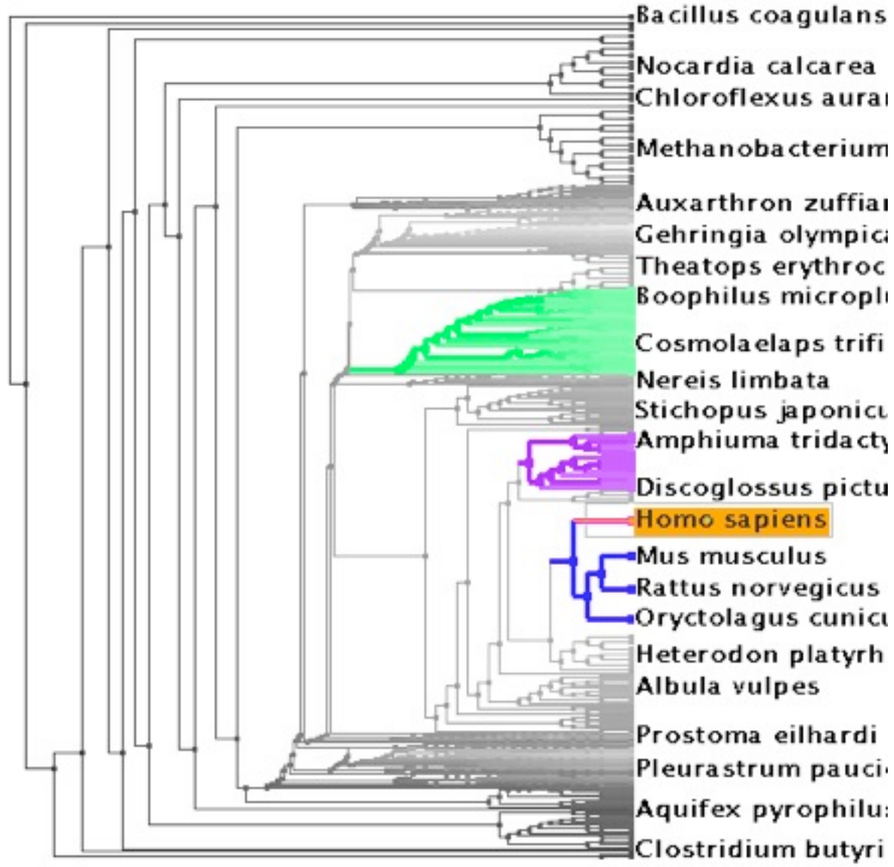
http://tulip.labri.fr/TulipDrupal/?q=node/351
http://tulip.labri.fr/TulipDrupal/?q=node/371

Idiom: **Stretch and Squish Navigation**

- distort geometry
  - shape: rectilinear
  - foci: multiple
  - impact: global
  - metaphor: stretch and squish, borders fixed



System: **TreeJuxtaposer**



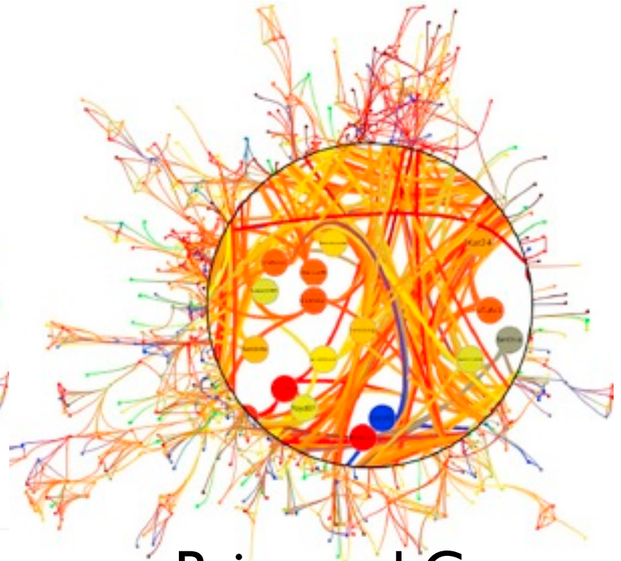
[TreeJuxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. Munzner, Guimbretiere, Tasiran, Zhang, and Zhou. ACM Transactions on Graphics (Proc. SIGGRAPH) 22:3 (2003), 453– 462.]

Distortion costs and benefits

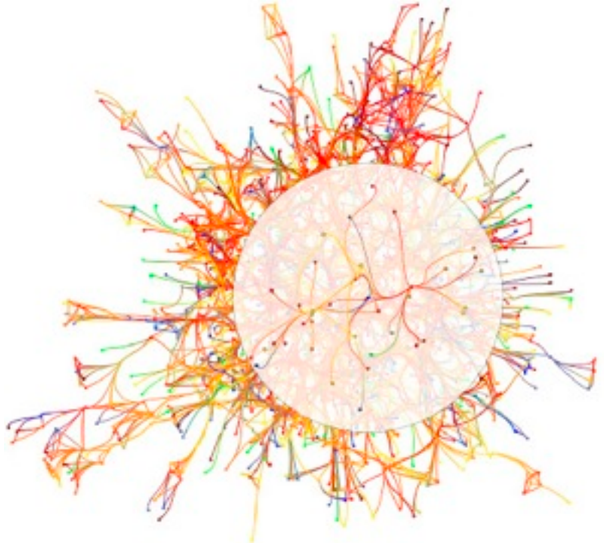
- benefits
  - combine focus and context information in single view
- costs
  - length comparisons impaired
    - network/tree topology comparisons unaffected: connection, containment
  - effects of distortion unclear if original structure unfamiliar
  - object constancy/tracking maybe impaired

fisheye lens

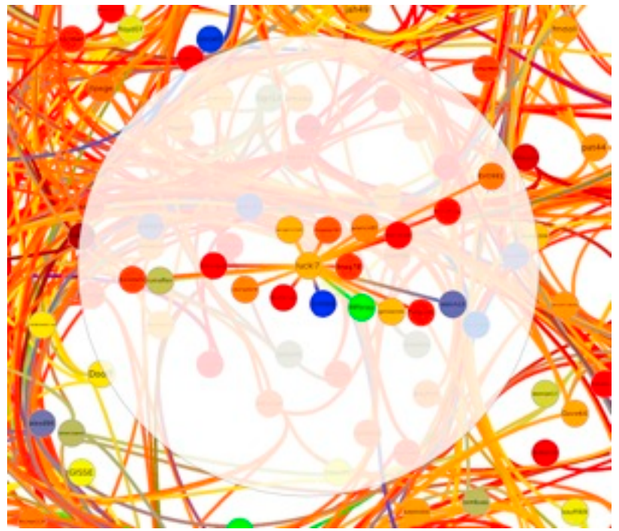
magnifying lens



neighborhood layering



Bring and Go

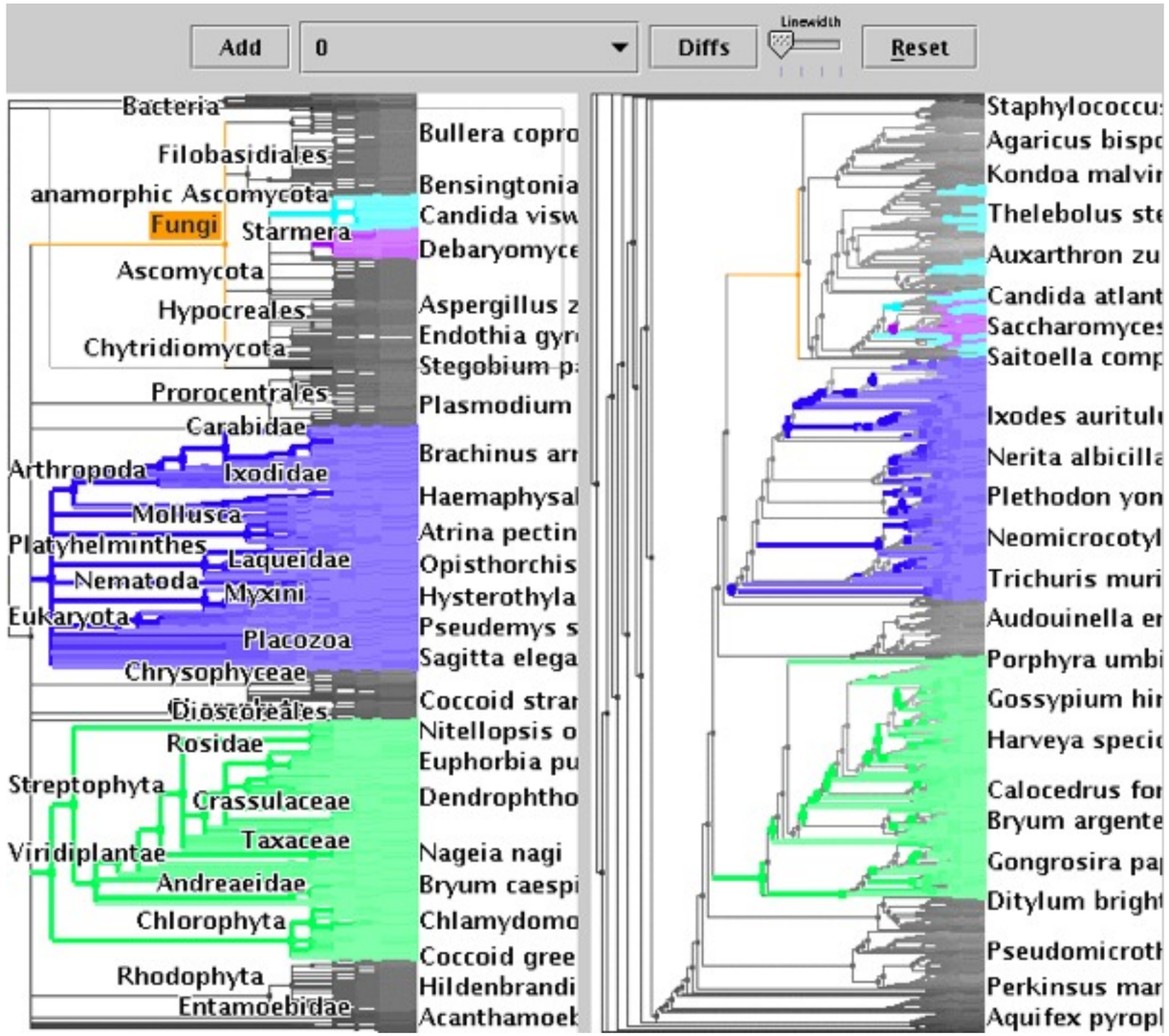


[Living Flows: Enhanced Exploration of Edge-Bundled Graphs Based on GPU-Intensive Edge Rendering. Lambert, Auber, and Melançon. Proc. Intl. Conf. Information Visualisation (IV), pp. 523–530, 2010.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014.
  - *Chap 14: Embed: Focus+Context*
- *A Review of Overview+Detail, Zooming, and Focus+Context Interfaces*. Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.
- *A Guide to Visual Multi-Level Interface Design From Synthesis of Empirical Study Evidence*. Lam and Munzner. Synthesis Lectures on Visualization Series, Morgan Claypool, 2010.
- *Hierarchical Aggregation for Information Visualization: Overview, Techniques and Design Guidelines*. Elmqvist and Fekete. IEEE Transactions on Visualization and Computer Graphics 16:3 (2010), 439–454.
- *A Fisheye Follow-up: Further Reflection on Focus + Context*. Furnas. Proc. ACM Conf. Human Factors in Computing Systems (CHI), pp. 999–1008, 2006.

TreeJuxtaposer video



[TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility. Munzner, Guimbretière, Tasiran, Zhang, Zhou. Proc. SIGGRAPH 2003.]

What and why: Data and task abstraction

- data: trees
  - phylogenetic tree reconstruction
    - siblings unordered, interior nodes inferred
- task: compare topological structure
  - larger query scopes require more explicit tool support
    - compare several is more difficult than identify/inspect one
      - even trickier: summarize all
- derived data: structural differences
  - best corresponding node in other tree

→ *Derive*

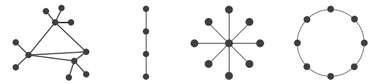
Dataset Types

→ *Trees*

Targets

Network Data

→ Topology



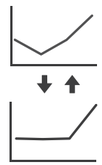
→ *Paths*

Actions

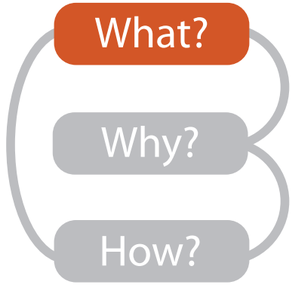
Query

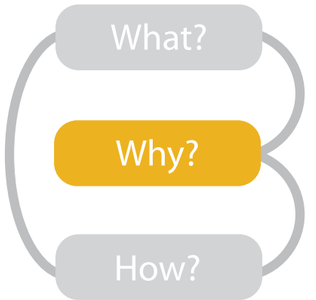
→ Identify

→ Compare



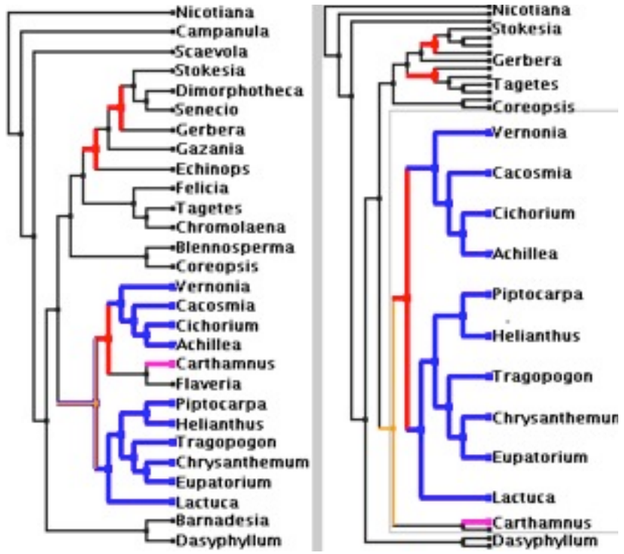
→ Summarise





How: Idiom design decisions

- juxtapose linked views
  - show two tree layouts side by side
  - linked navigation
- encode with color: linked highlighting
  - structural differences
  - corresponding subtree (click select)
  - best corresponding node (hover select)

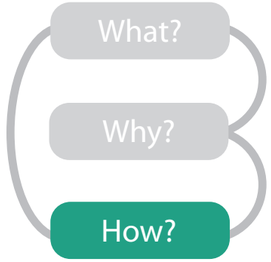


Facet

Juxtapose

Manipulate

Select



Facet

Juxtapose and Coordinate Views

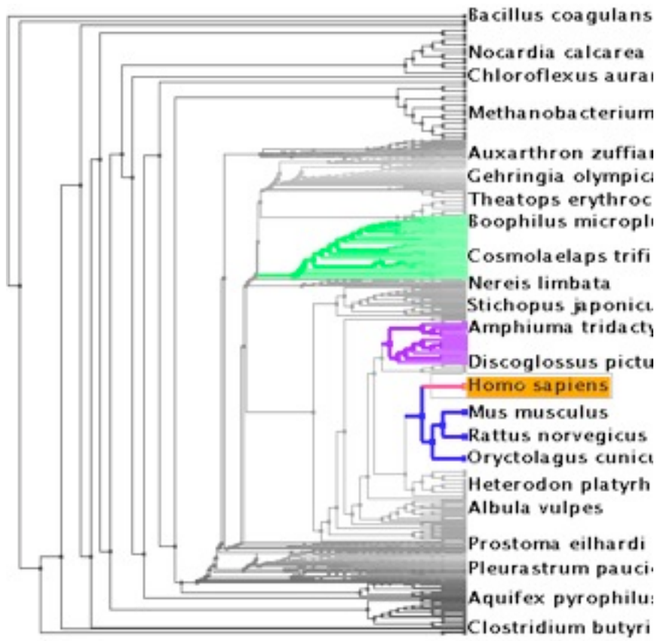
- Share Encoding: Same/Different
  - *Linked Highlighting*

- Share Data: All/Subset/None

- Share Navigation

How: Idiom design decisions

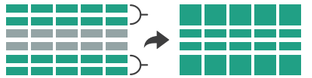
- embed focus+context in single view
  - reduce with complex combination of filtering and aggregation
- distort geometry
  - metaphor: stretch and squish navigation
  - shape: rectilinear
  - foci: multiple
  - impact: global



Reduce

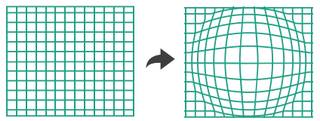
- Filter

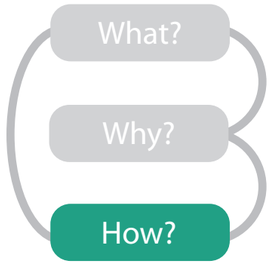
- Aggregate



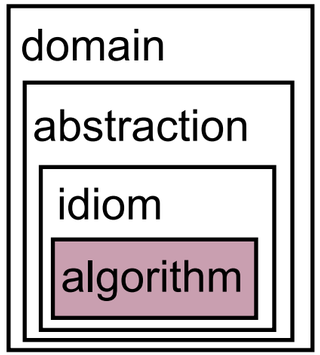
- Embed

→ Distort Geometry

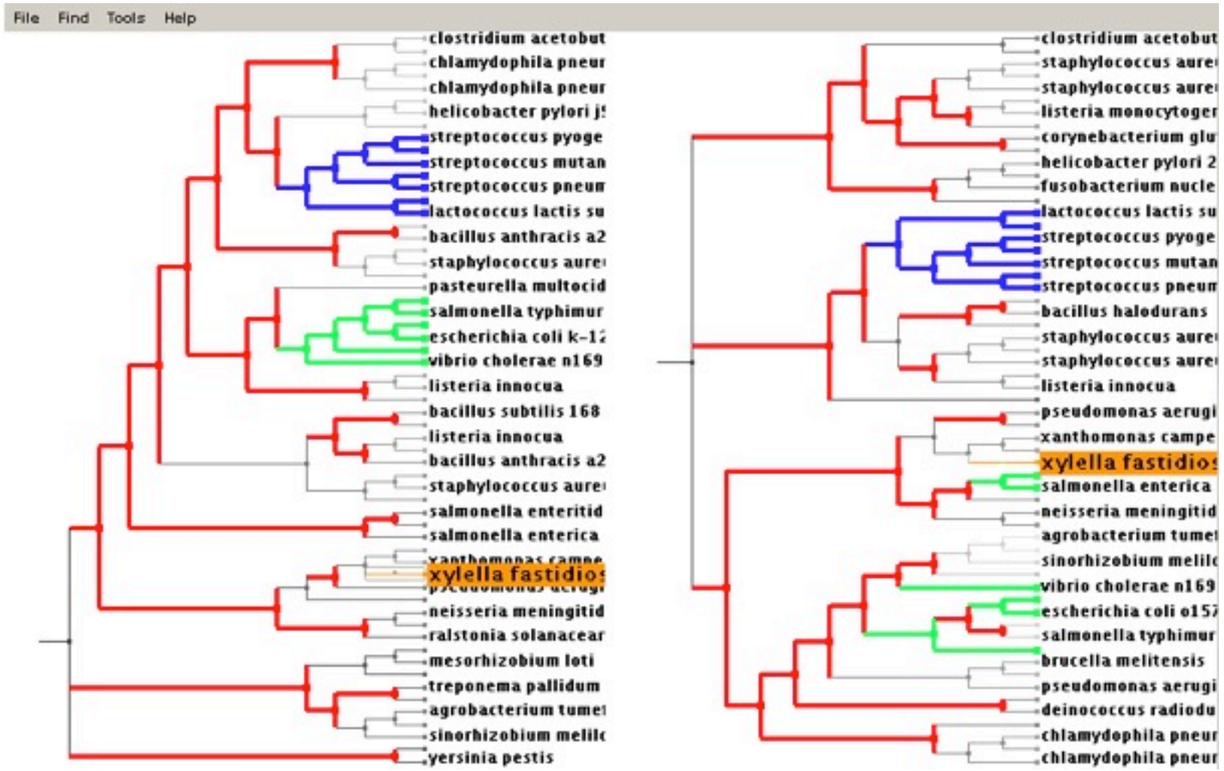




Algorithm: Stretch and squish navigation

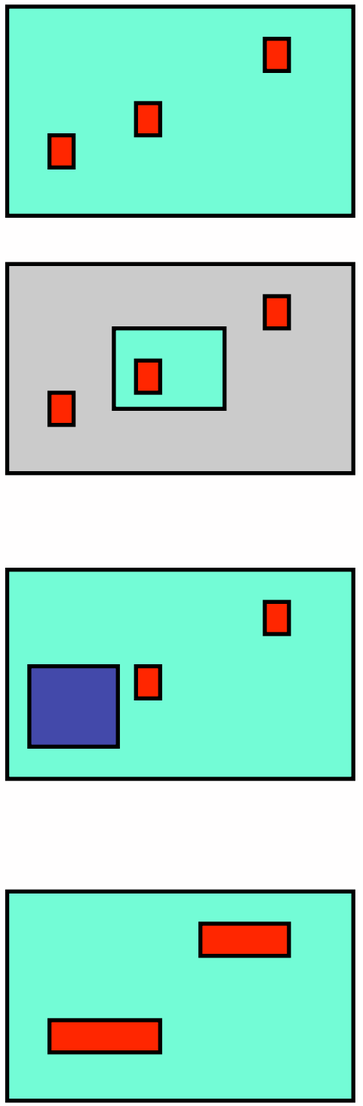


- guaranteed visibility of semantically important marks even when squished small
  - TJ: scalability to 500K nodes
    - all preprocessing subquadratic
    - all realtime rendering sublinear
- guaranteed visibility
  - marks always visible
  - easy with small datasets



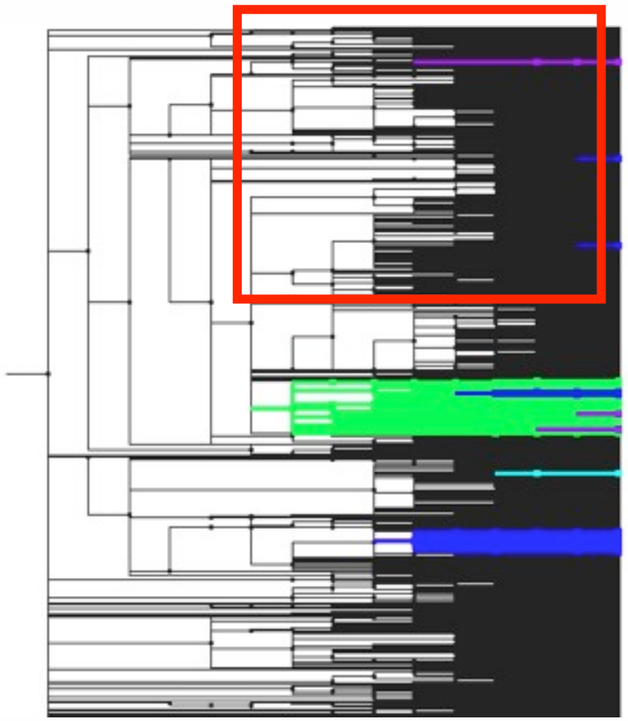
Guaranteed visibility challenges

- hard with larger datasets
- reasons a mark could be invisible
  - outside the window
    - AD solution: constrained navigation
  - underneath other marks
    - AD solution: avoid 3D
  - smaller than a pixel
    - AD solution: smart culling

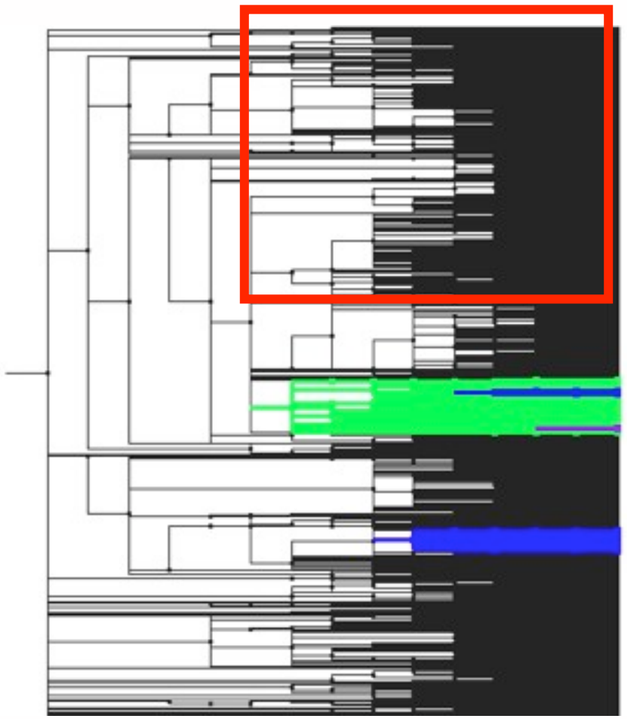


Guaranteed visibility: Small items

- naïve culling may not draw all marked items



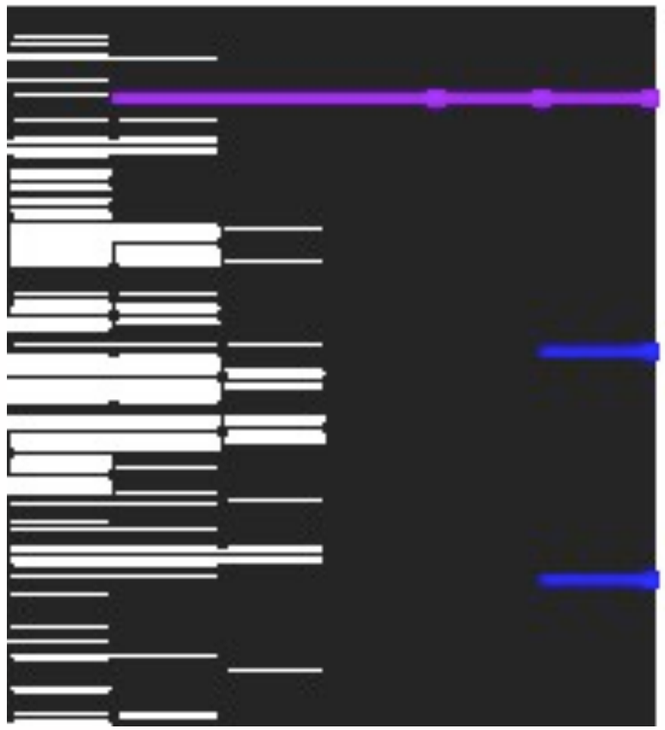
Guaranteed visibility of marks



No guaranteed visibility

Guaranteed visibility: Small items

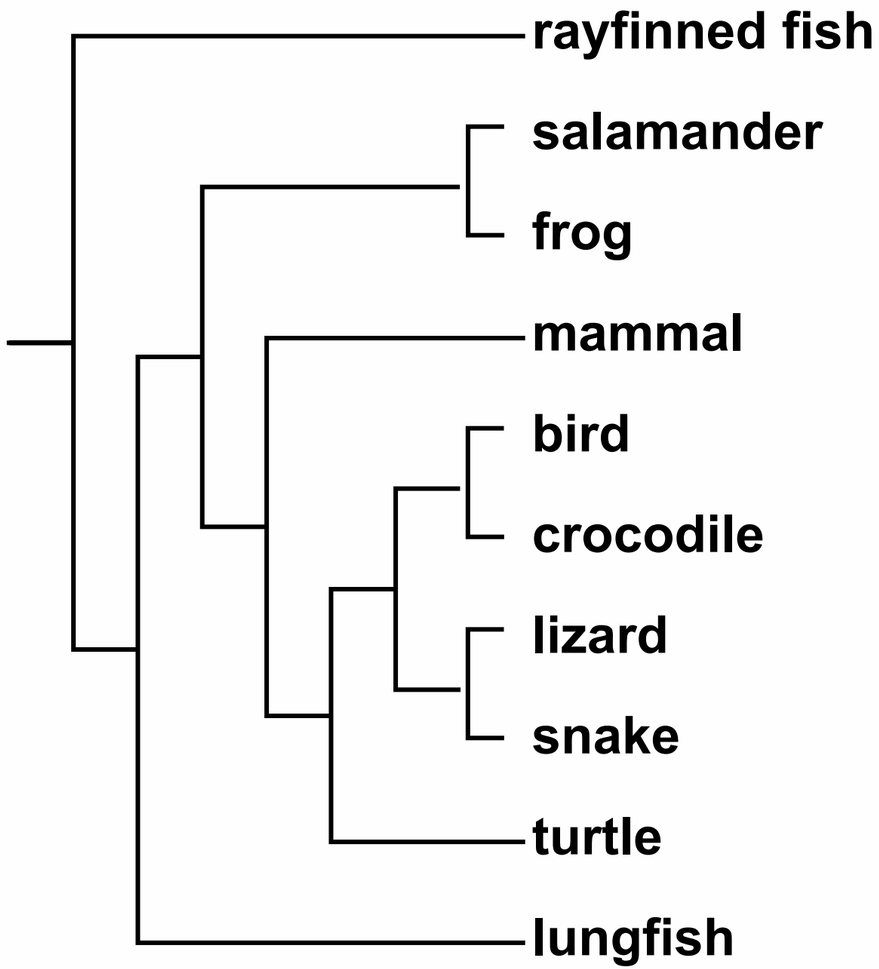
- Naïve culling may not draw all marked items

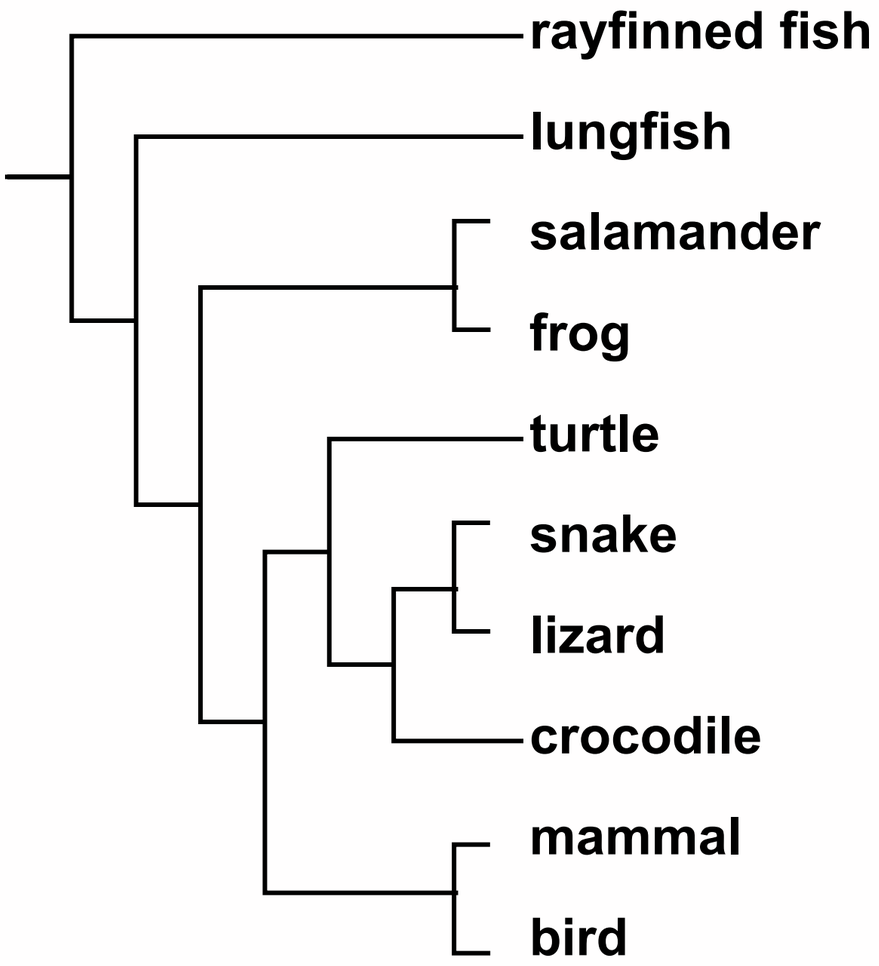


Guaranteed visibility of marks

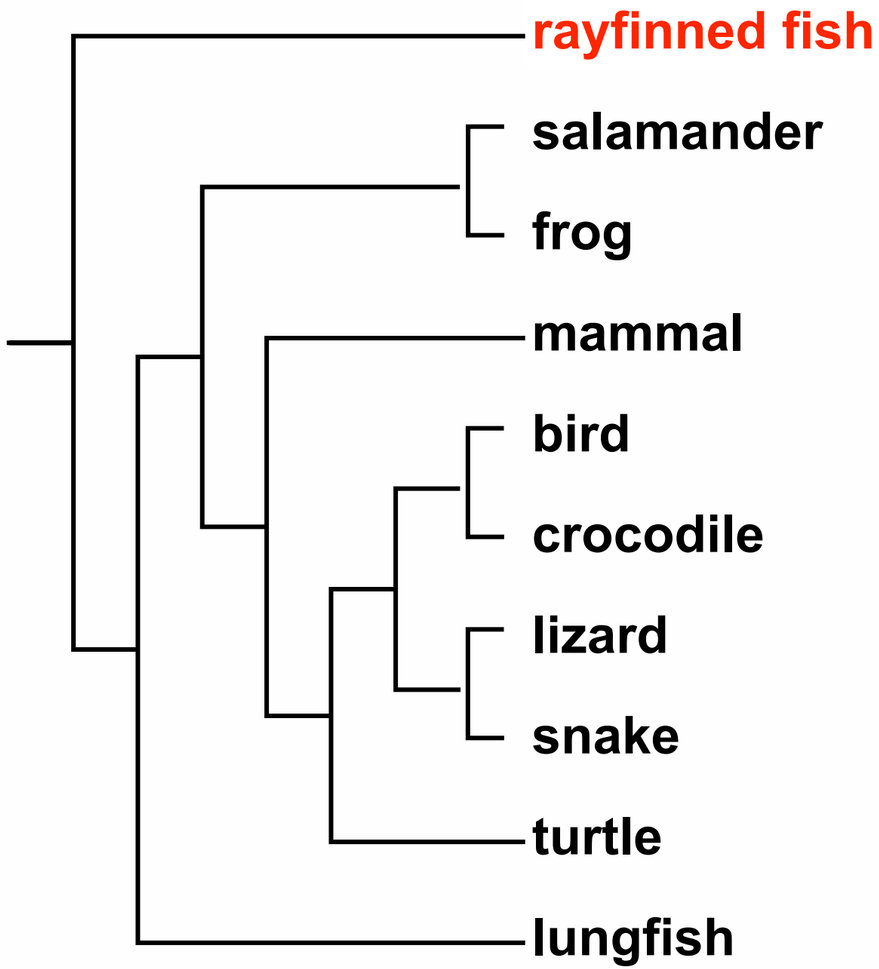
No guaranteed visibility

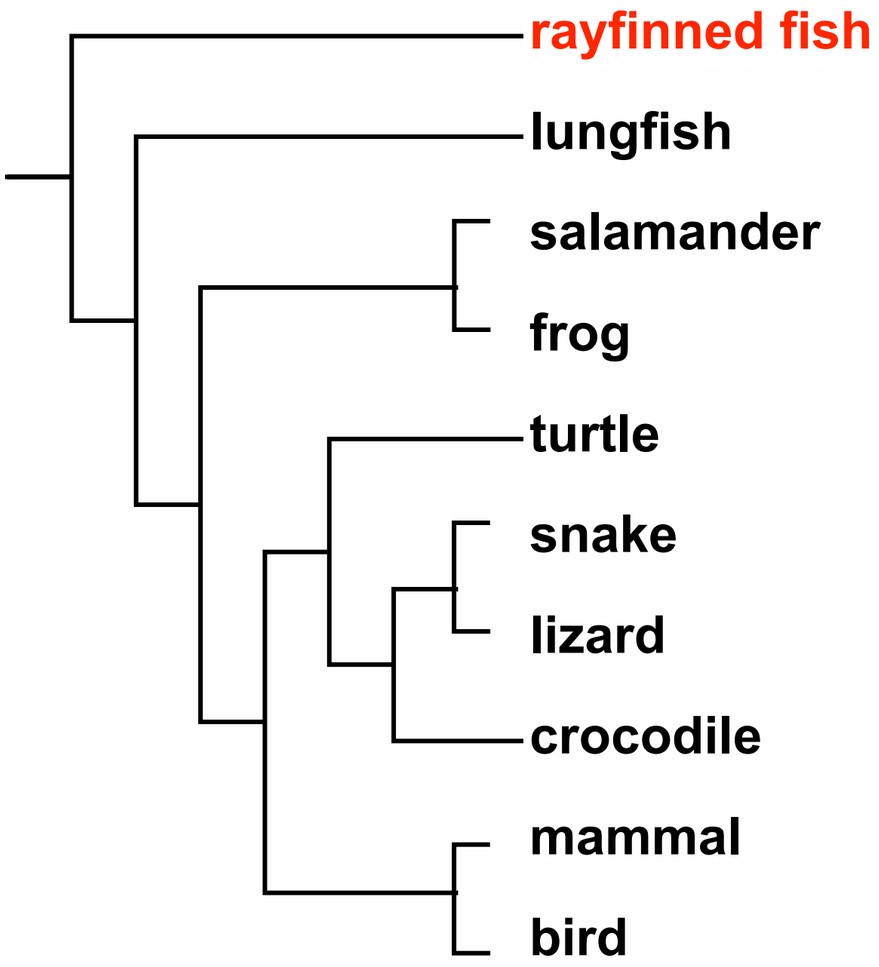
Structural comparison



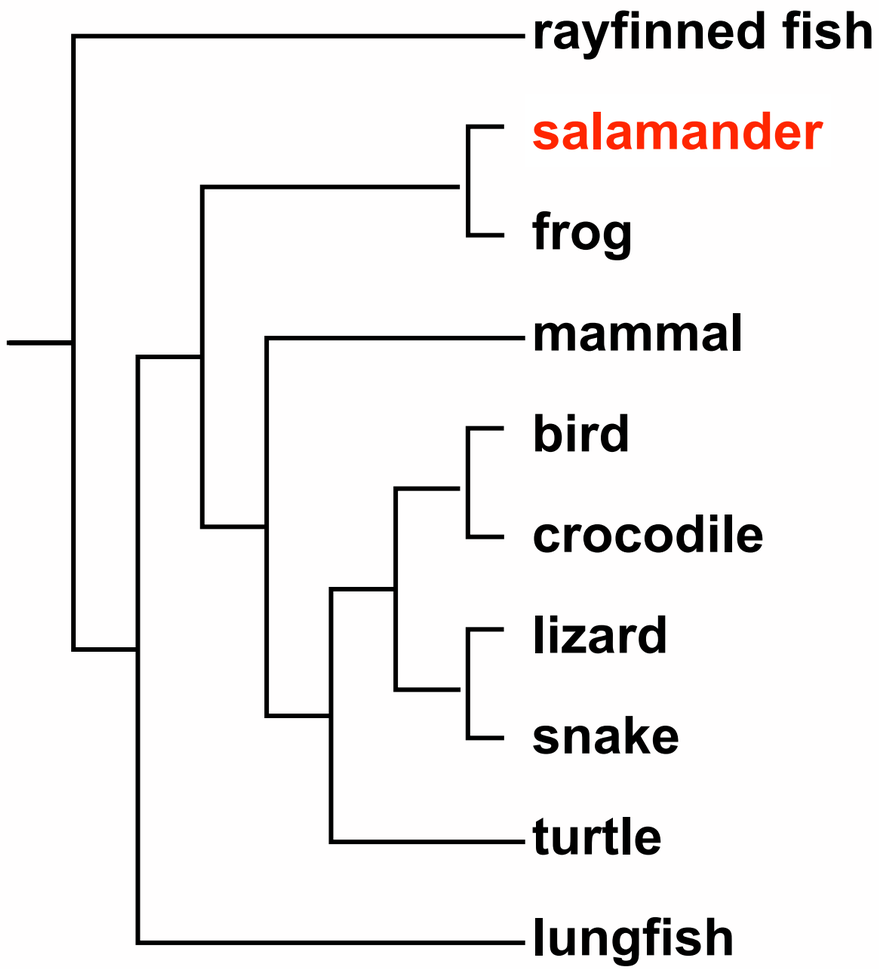


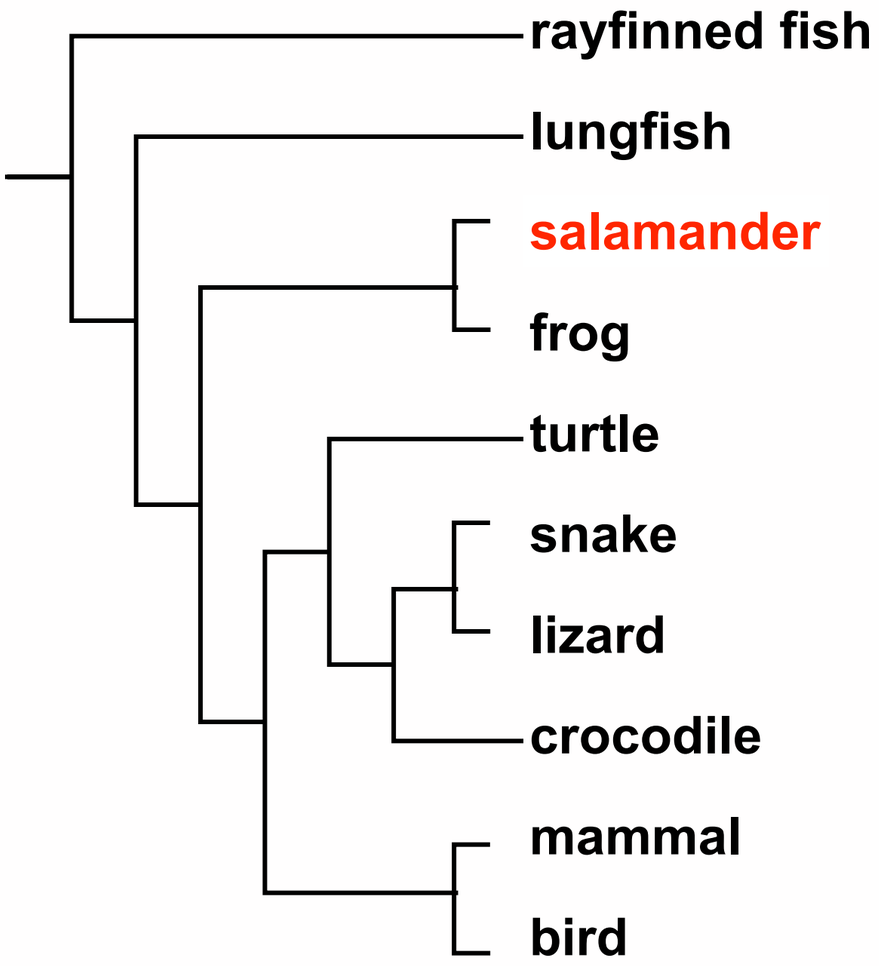
Matching leaf nodes



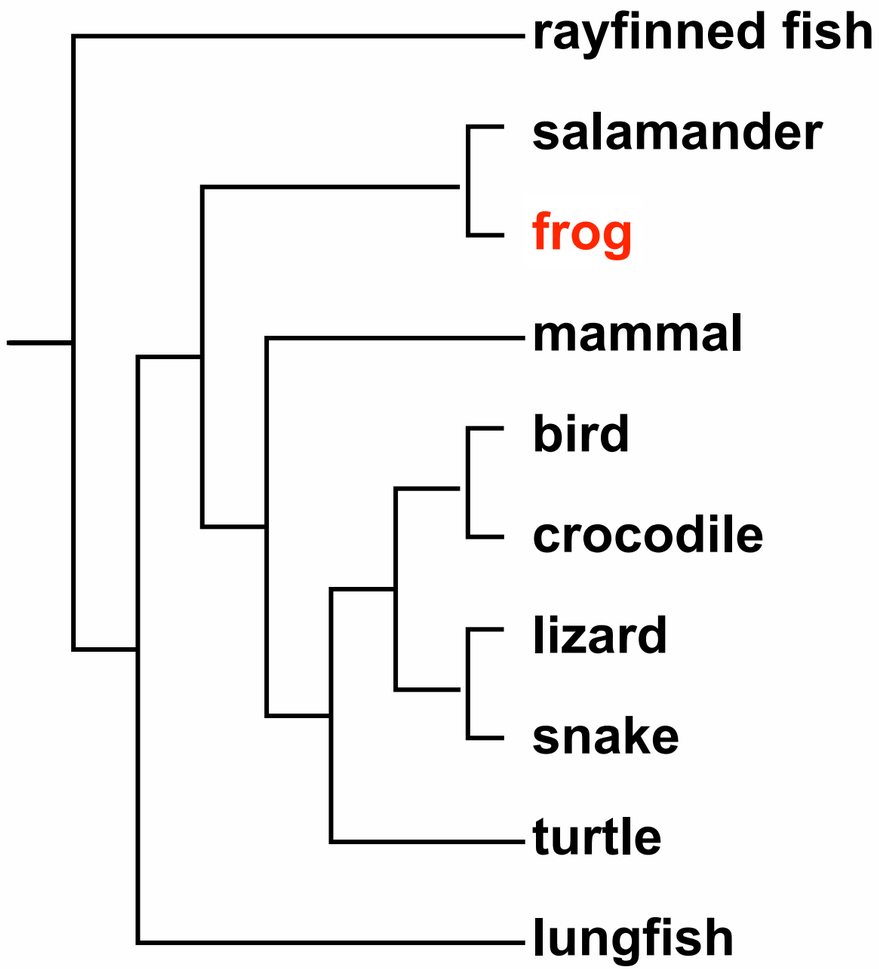


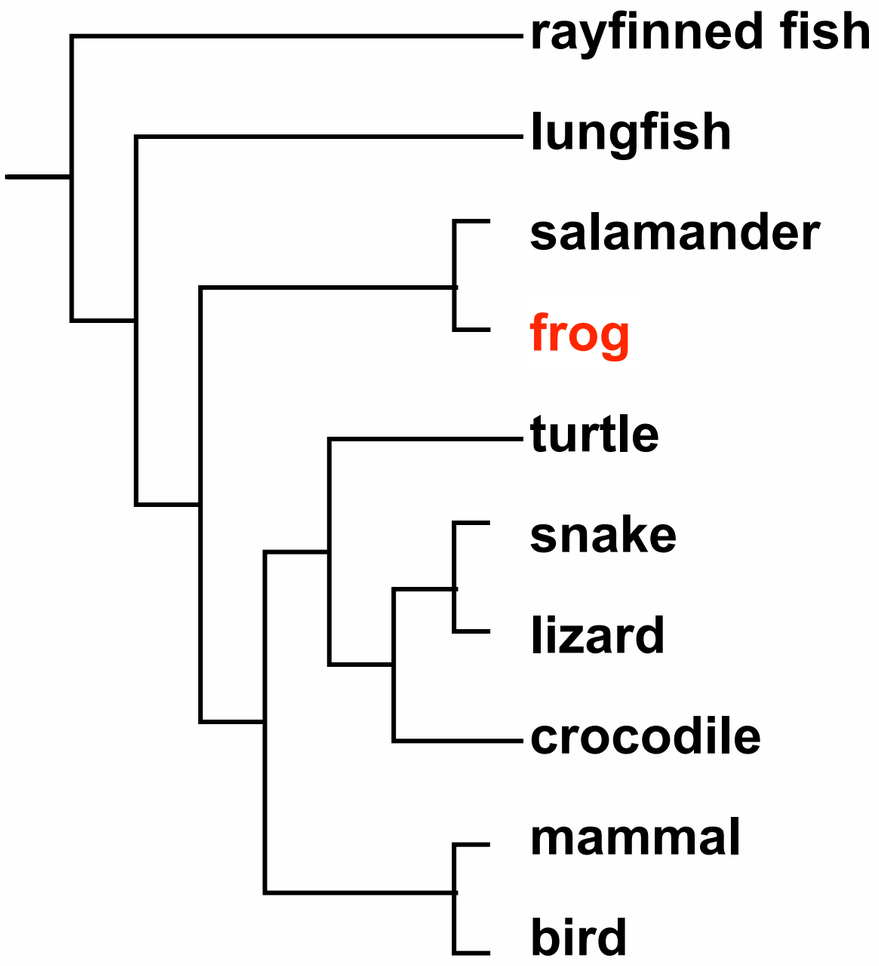
Matching leaf nodes



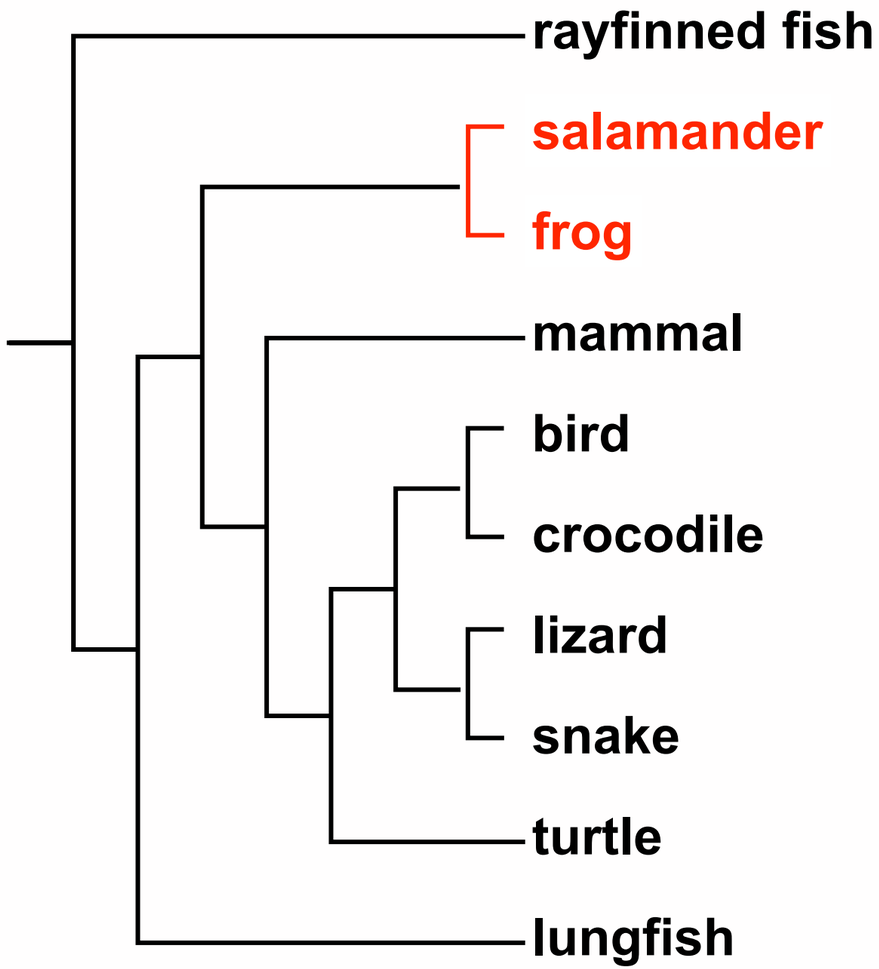


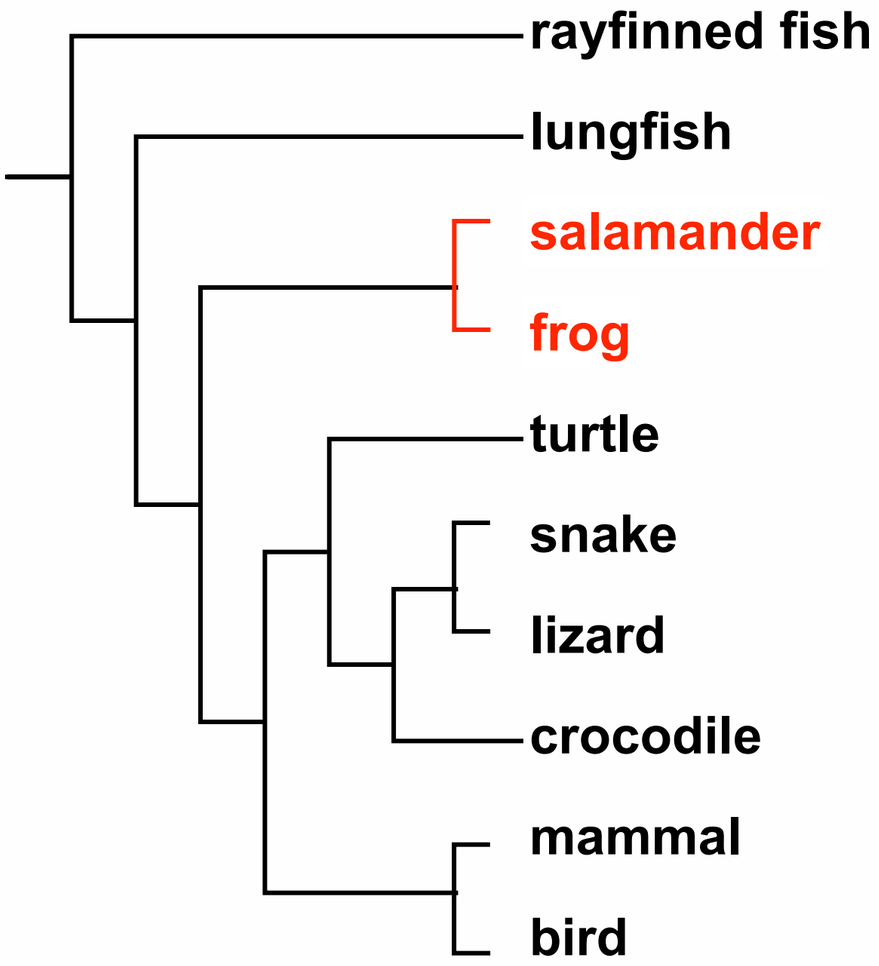
Matching leaf nodes



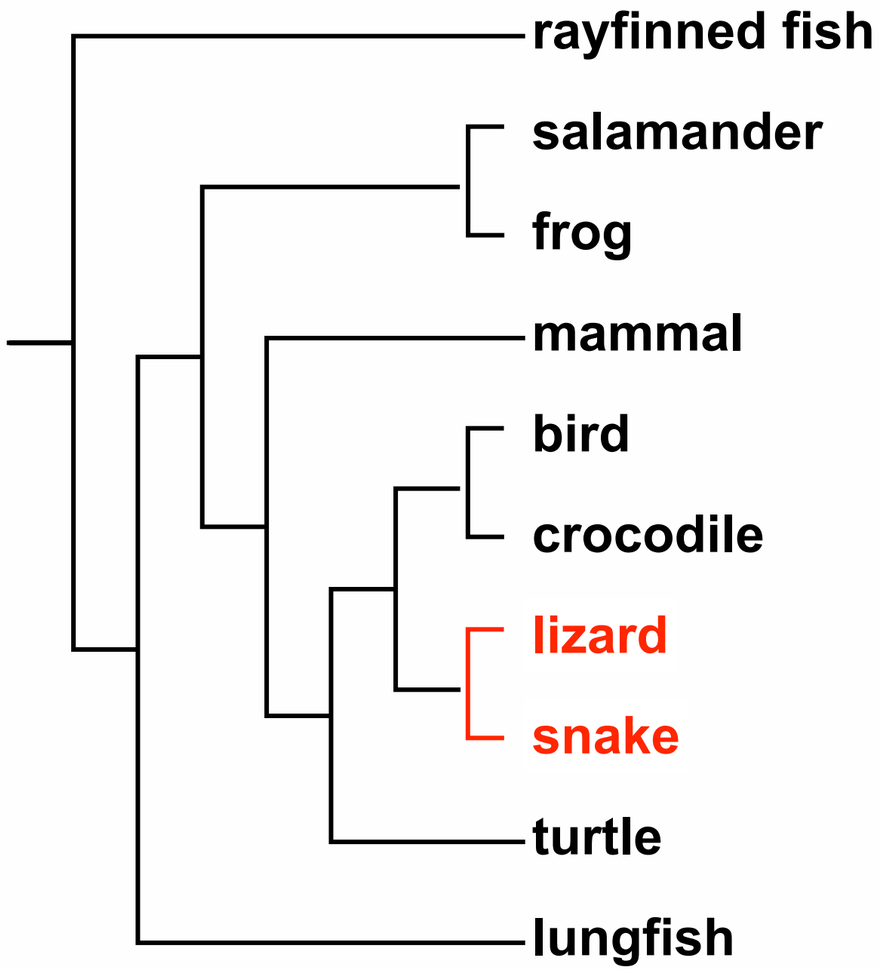


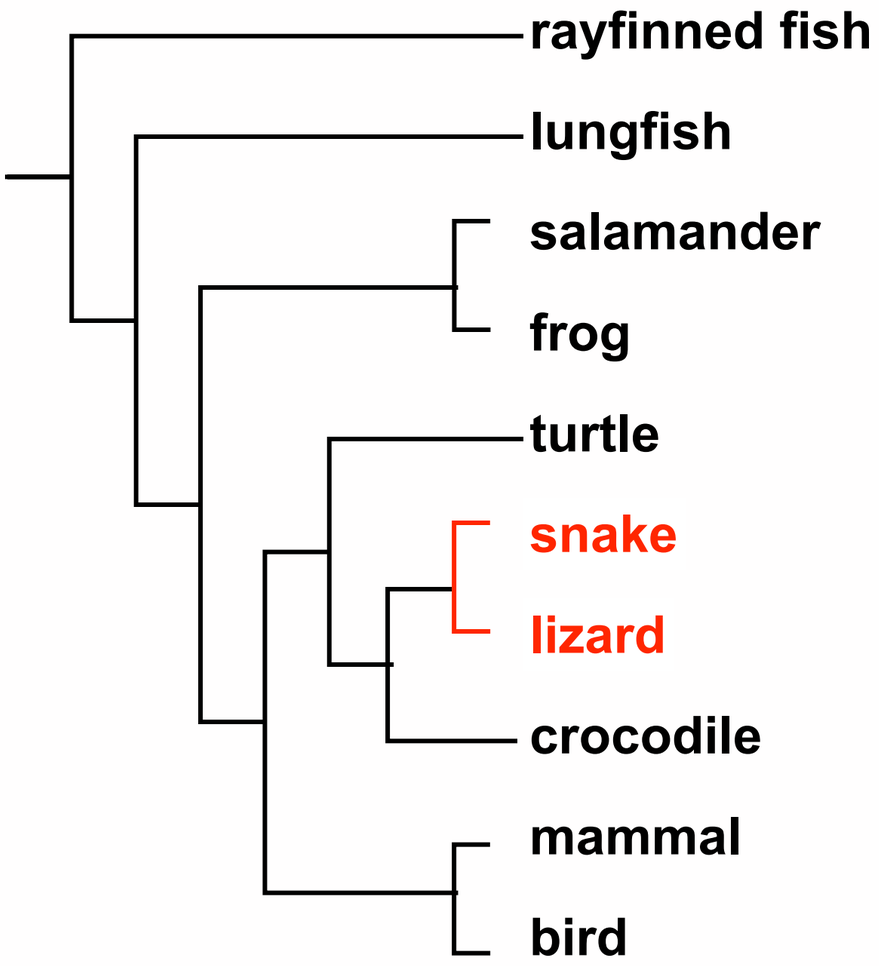
Matching interior nodes



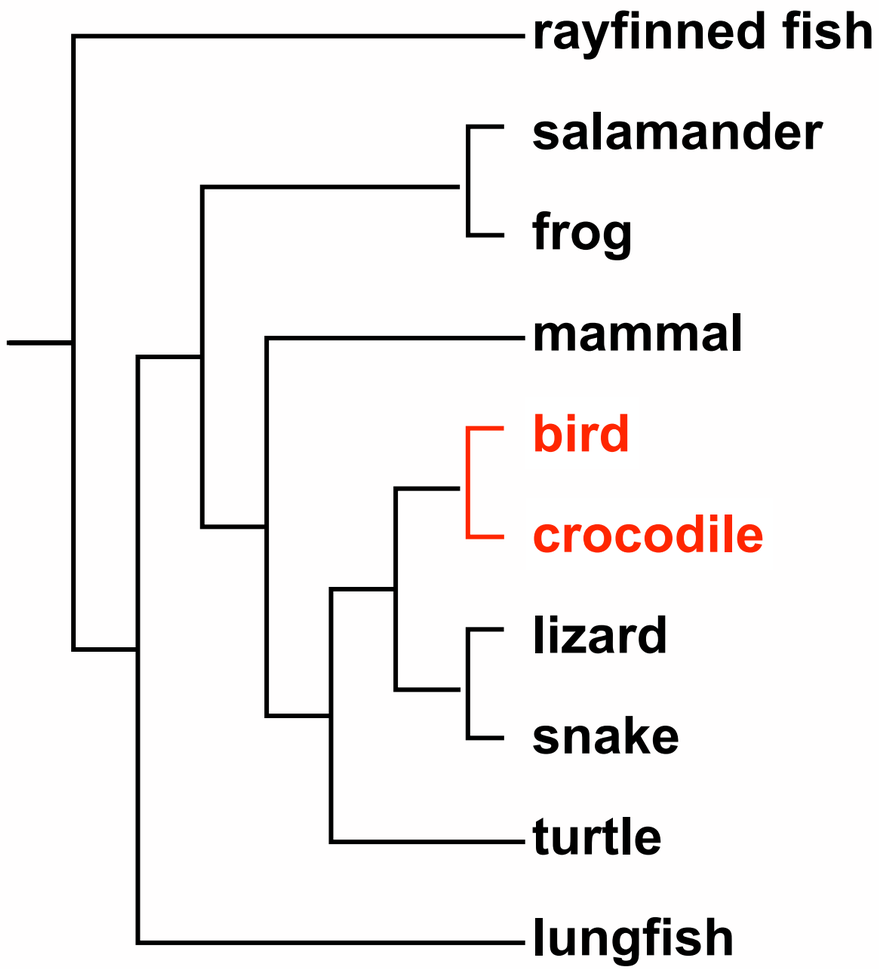


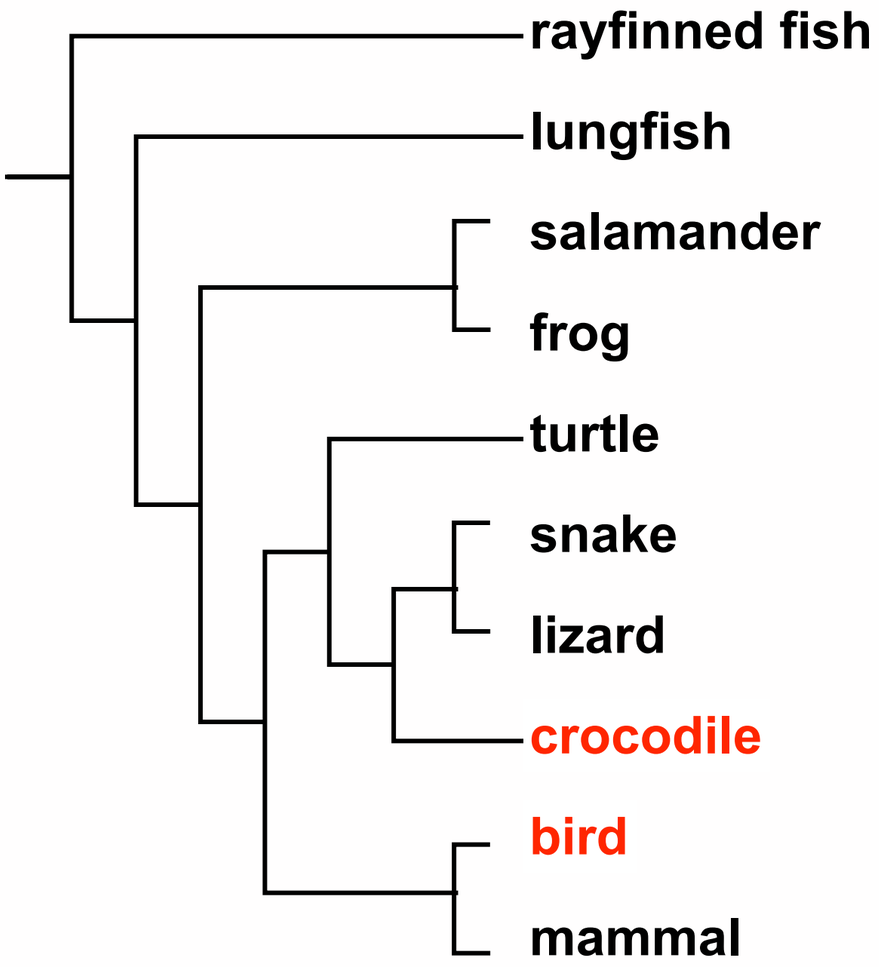
Matching interior nodes



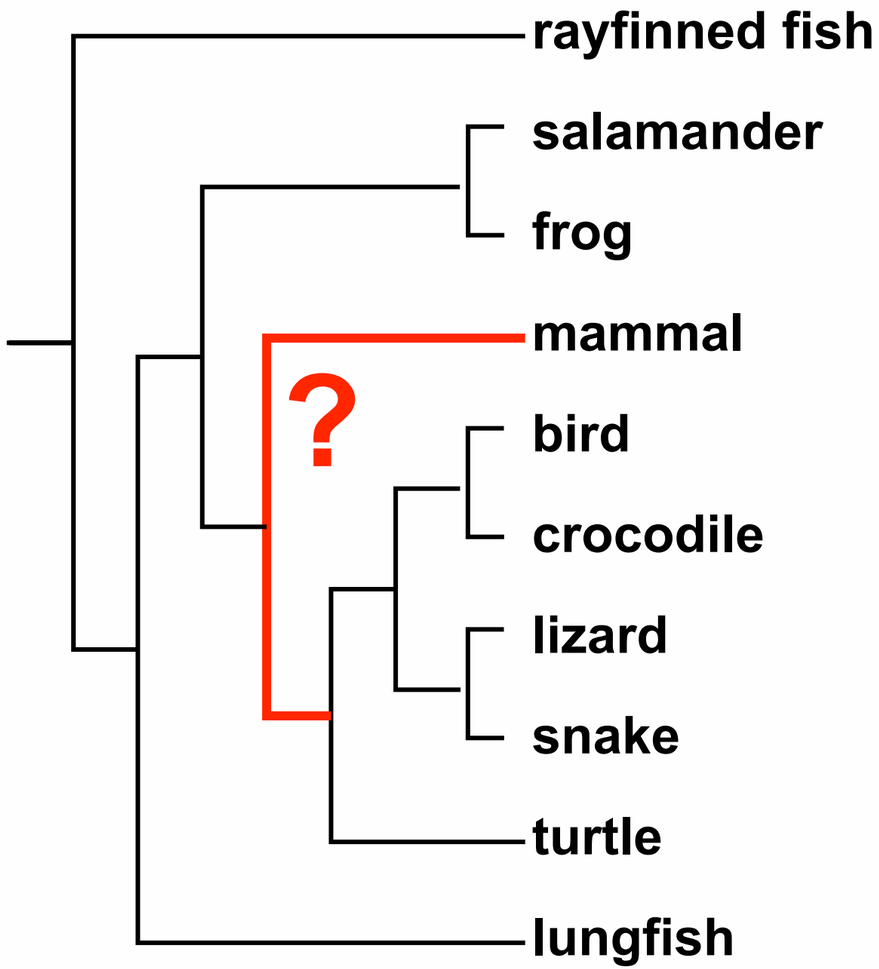


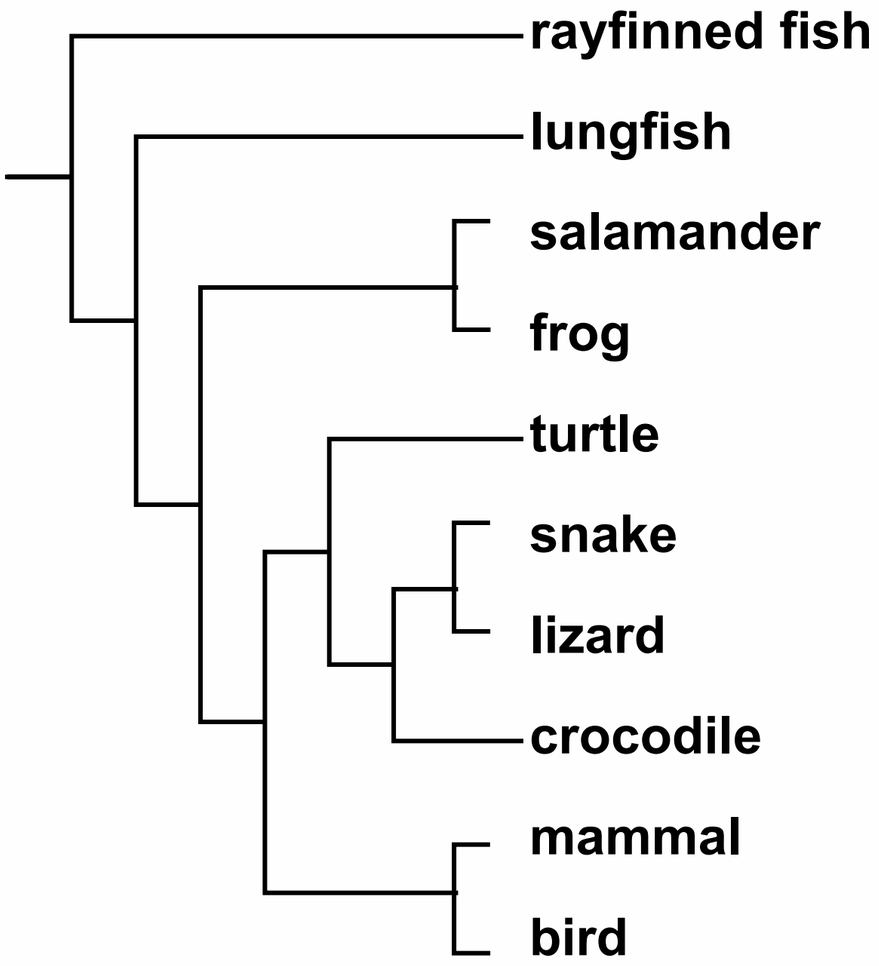
Matching interior nodes





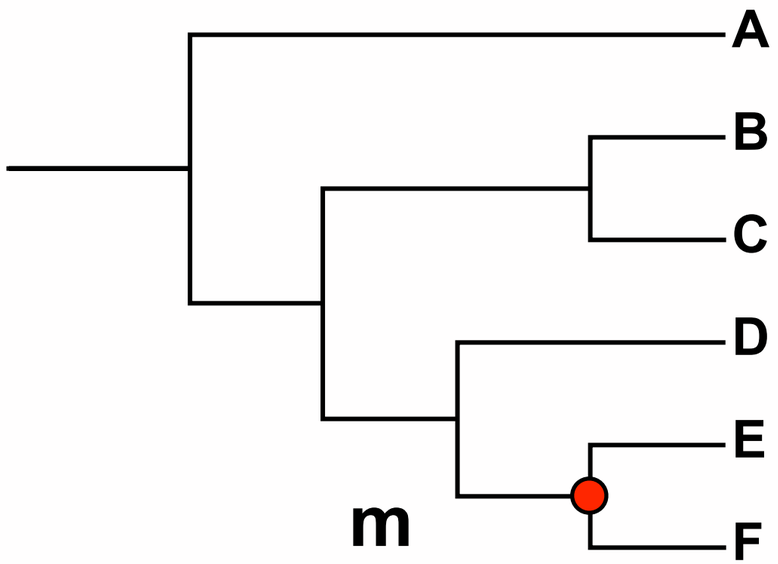
Matching interior nodes



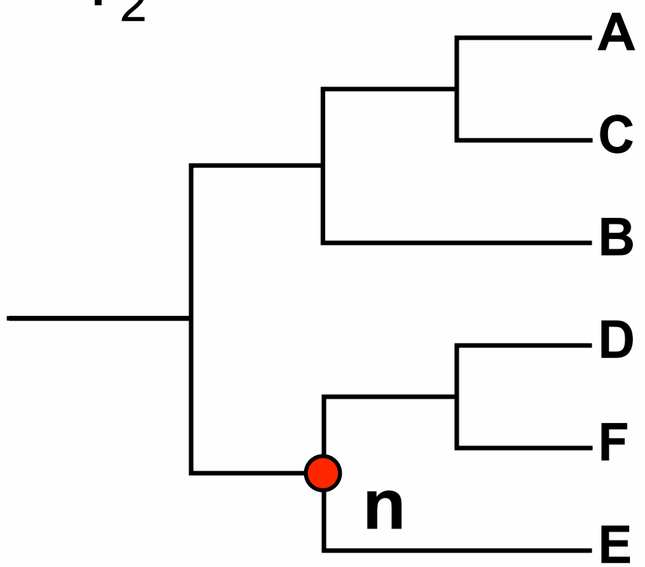


Similarity score: S(m,n)

T_1



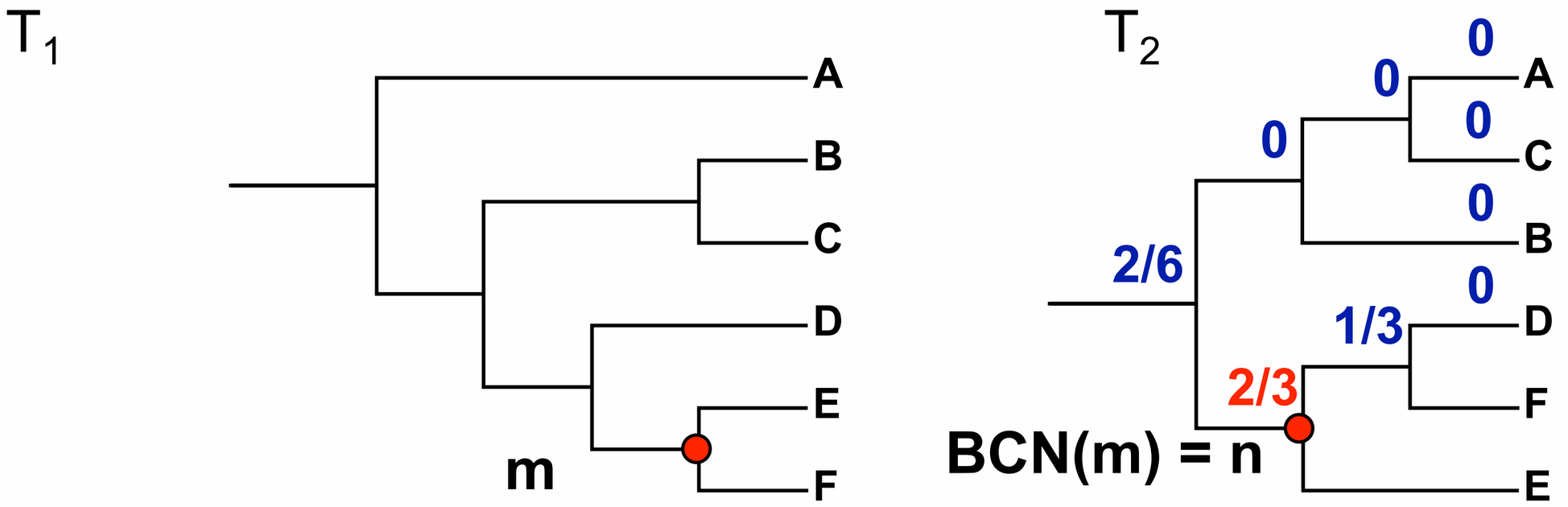
T_2



$$L(\mathrm{m}) = \{\mathrm{E},\mathrm{F}\} \qquad L(\mathrm{n}) = \{\mathrm{D},\mathrm{E},\mathrm{F}\}$$

$$S(\mathrm{m},\mathrm{n}) = \frac{|L(\mathrm{m}) \cap L(\mathrm{n})|}{|L(\mathrm{m}) \cup L(\mathrm{n})|} = \frac{|\{\mathrm{E},\mathrm{F}\}|}{|\{\mathrm{D},\mathrm{E},\mathrm{F}\}|} = \frac{2}{3}$$

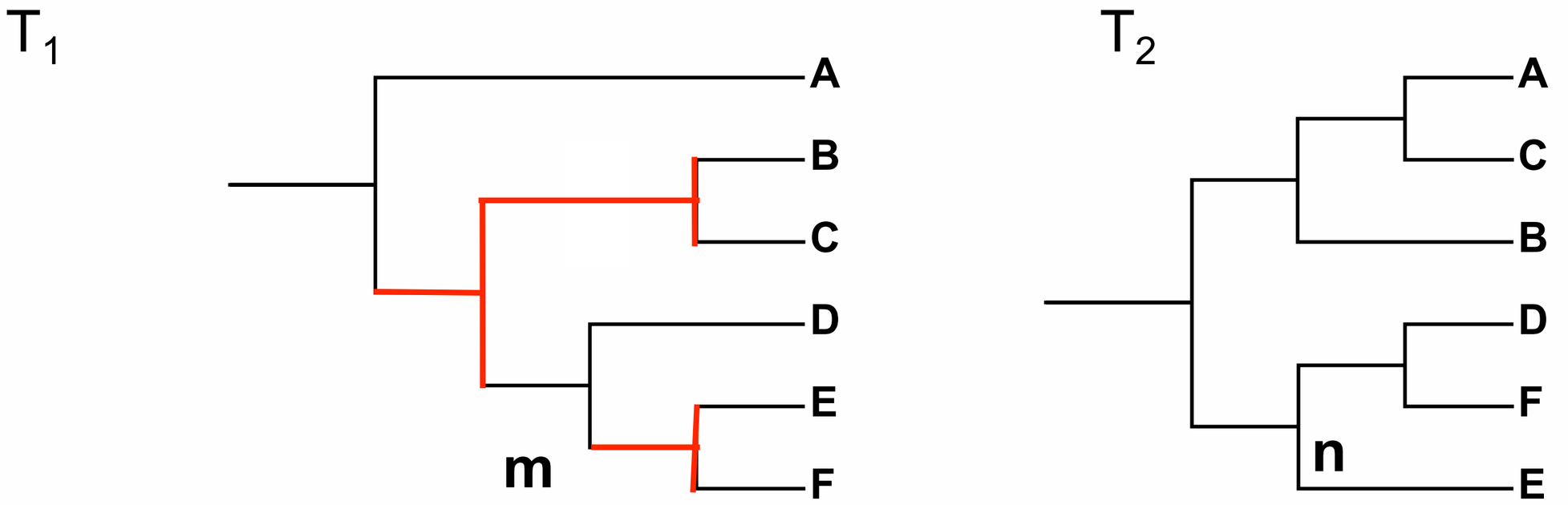
Best Corresponding Node



$$\mathrm{BCN}(m) = \mathrm{argmax}_{v \in T_2} (S(m, v))$$

- computable in $O(n \log^2 n)$
- linked highlighting

Marking structural differences



Nodes for which $S(v,\text{BCN}(v)) \neq 1$

- matches intuition

Next Time

- proposals: by 5pm Mon

- Thu Nov 5, to read
  - VAD Ch. 15: Analysis Case Studies
  - An Algebraic Process for Visualization Design. Carlos Scheidegger and Gordon Kindlmann. IEEE TVCG (Proc. InfoVis 2014), 20(12):2181-2190.