

Visualization Analysis & Design for Biology

Tamara Munzner

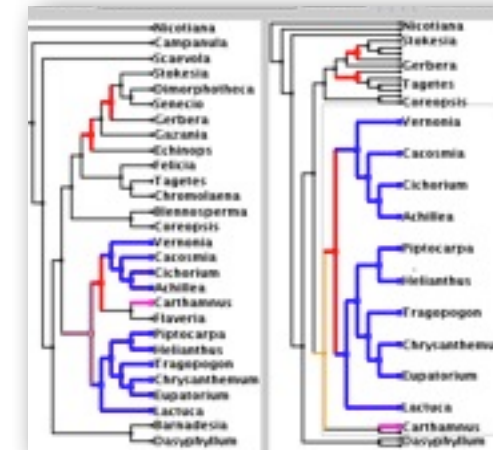
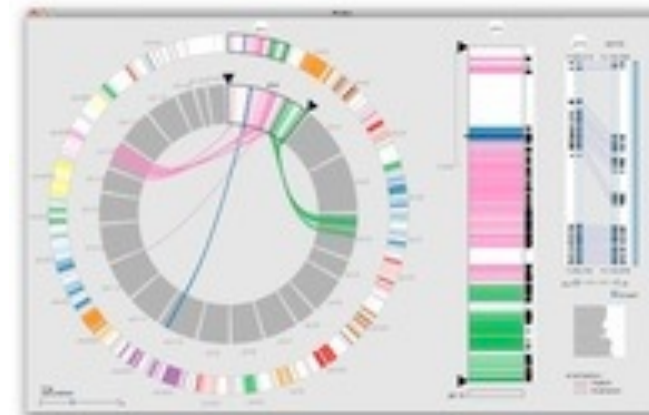
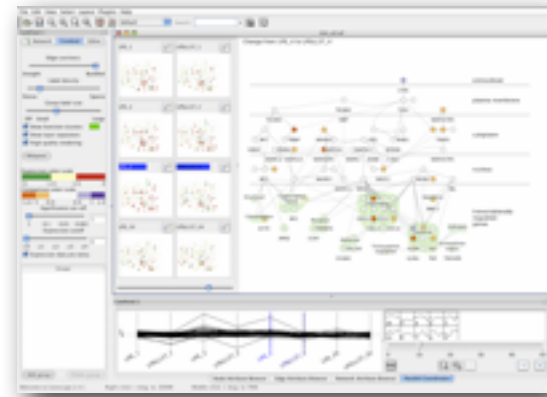
Department of Computer Science
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*guest lecture, UBC CPSC 314
24 October 2014, Vancouver BC*

<http://www.cs.ubc.ca/~tmm/talks.html#biovis-cs314>

Outline

- introduction
- Cerebral
- TreeJuxtaposer
- MizBee
- wrapup



Defining visualization (vis)

- vis: application area of computer graphics
 - biology: application area of vis

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

Why have a human in the loop?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

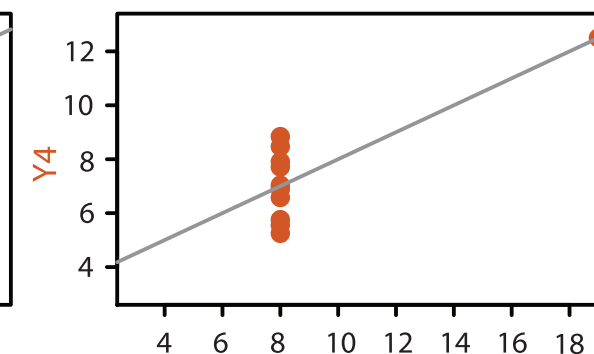
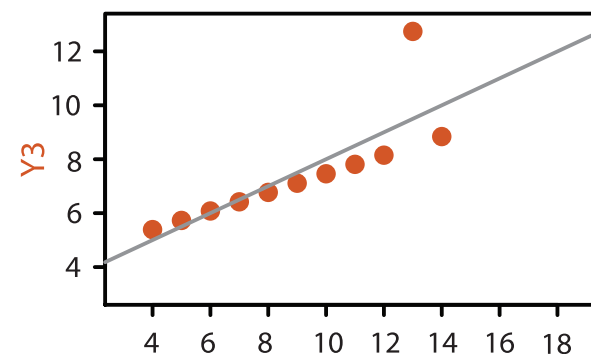
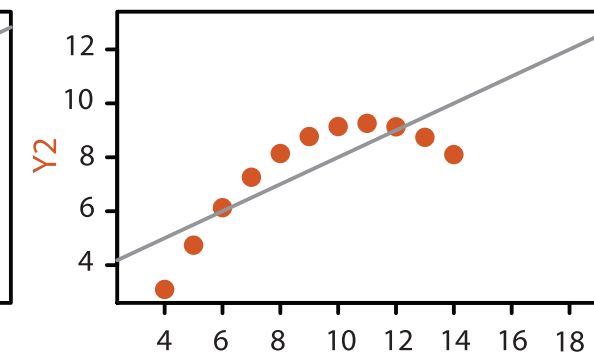
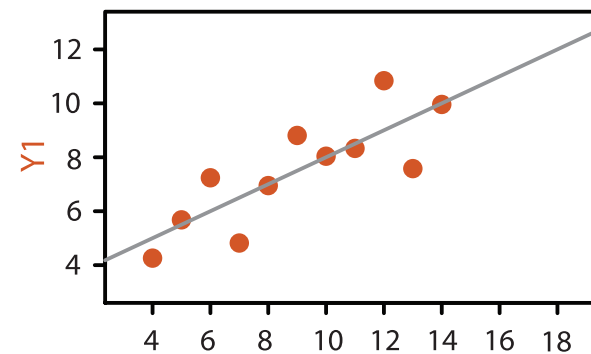
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- many analysis problems ill-specified, not clear what questions to ask in advance
 - don't need vis when fully automatic solution exists and is trusted

Anscombe's Quartet

Identical statistics

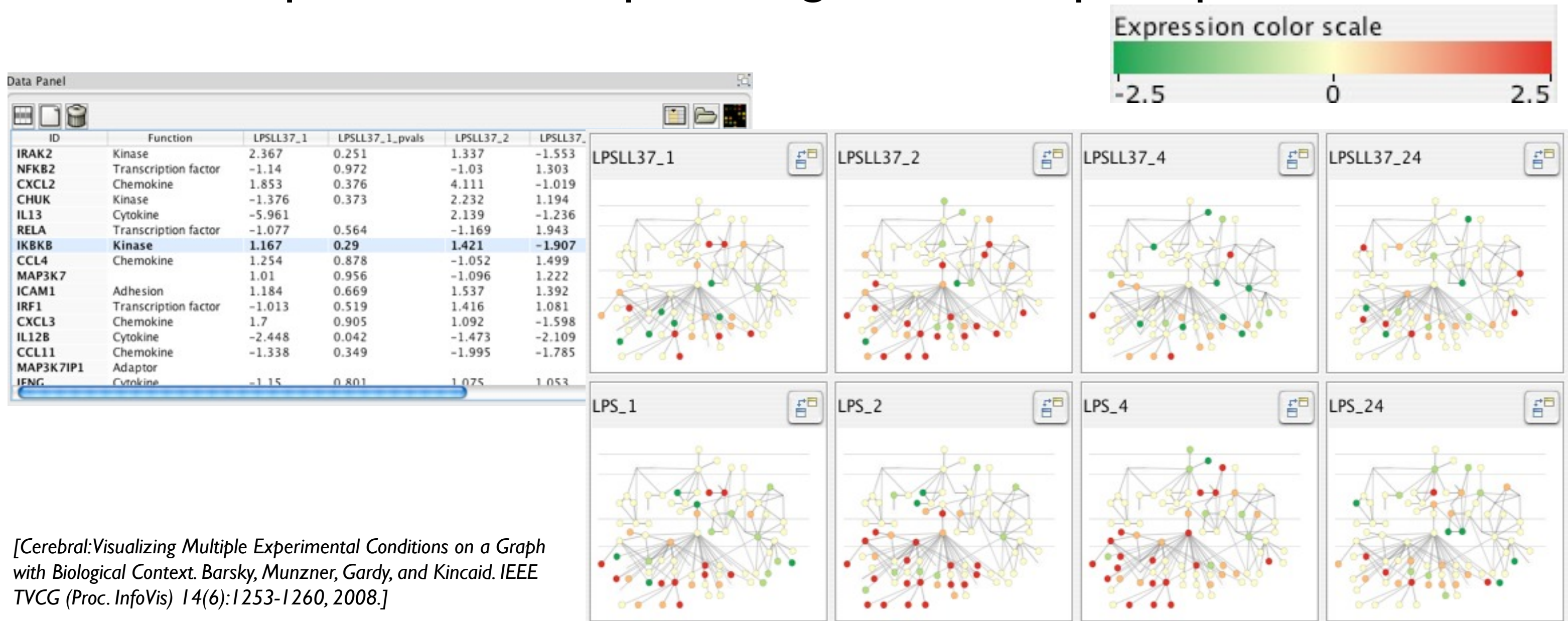
x mean	9
x variance	10
y mean	8
y variance	4
x/y correlation	1



Why use an external representation?

Computer-based visualization systems provide **visual representations** of datasets designed to help people carry out tasks more effectively.

- external representation: replace cognition with perception



[Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE TVCG (Proc. InfoVis) 14(6):1253-1260, 2008.]

Why analyze?

Vis usage can be analyzed in terms of what data is shown, why the user needs it, and how the idiom is designed.

- abstractions

- **translate** from specifics of domain to vocabulary of vis

- *data abstraction*: **what** to show

- might not draw what you're given: **transform** data into form useful for task

- *task abstraction*: **why** they're looking at it

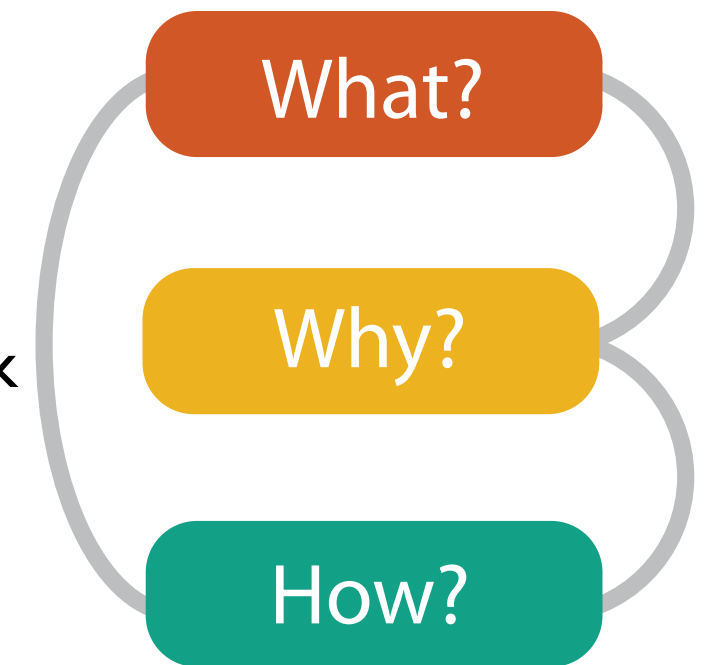
- idioms

- *visual encoding idiom*: **how** to draw

- *interaction idiom*: **how** to manipulate

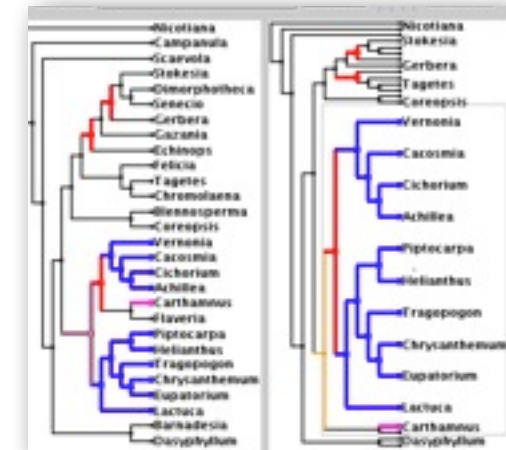
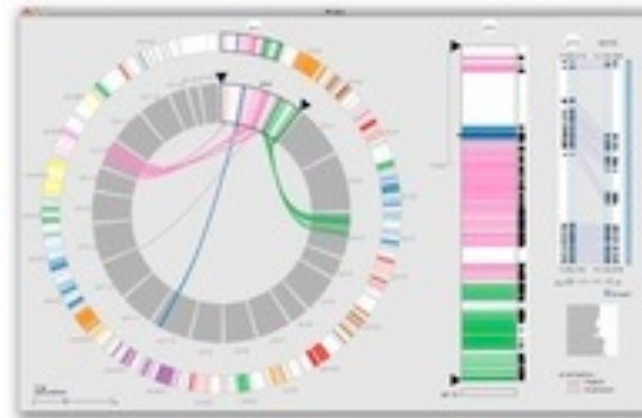
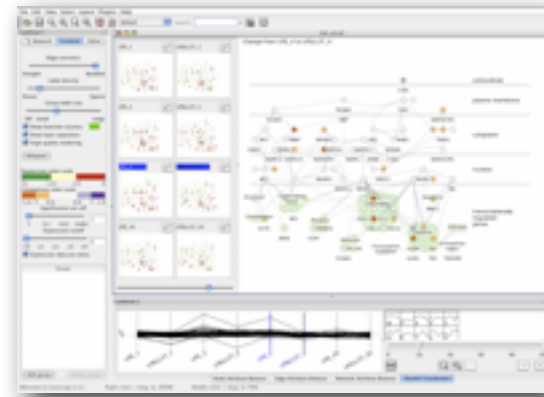
- analysis framework: scaffold to think systematically about design space

- huge, and most possibilities ineffective for particular task/data combination



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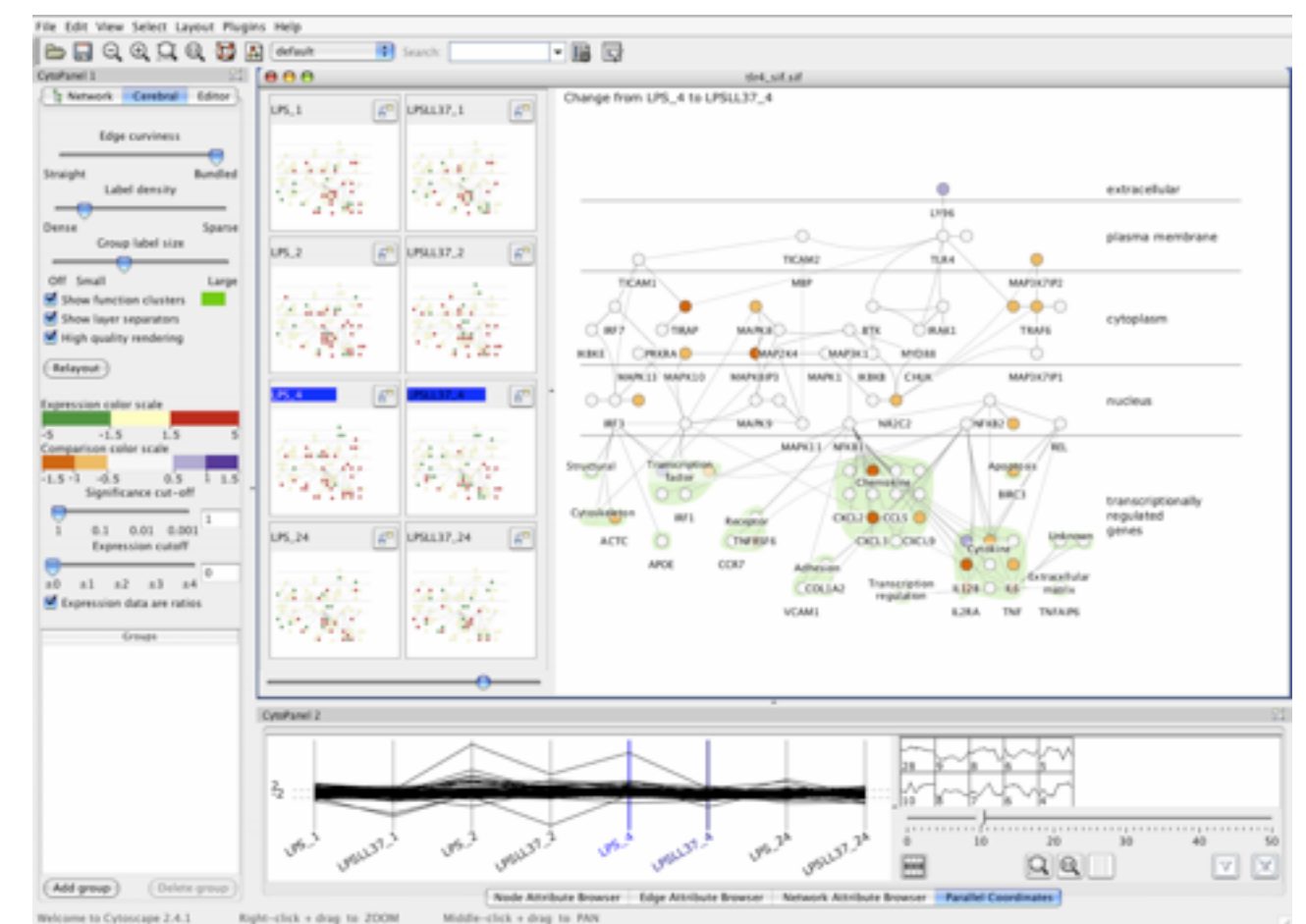
Cerebral

Visualizing Multiple Experimental Conditions on a Graph with Biological Context

joint work with:

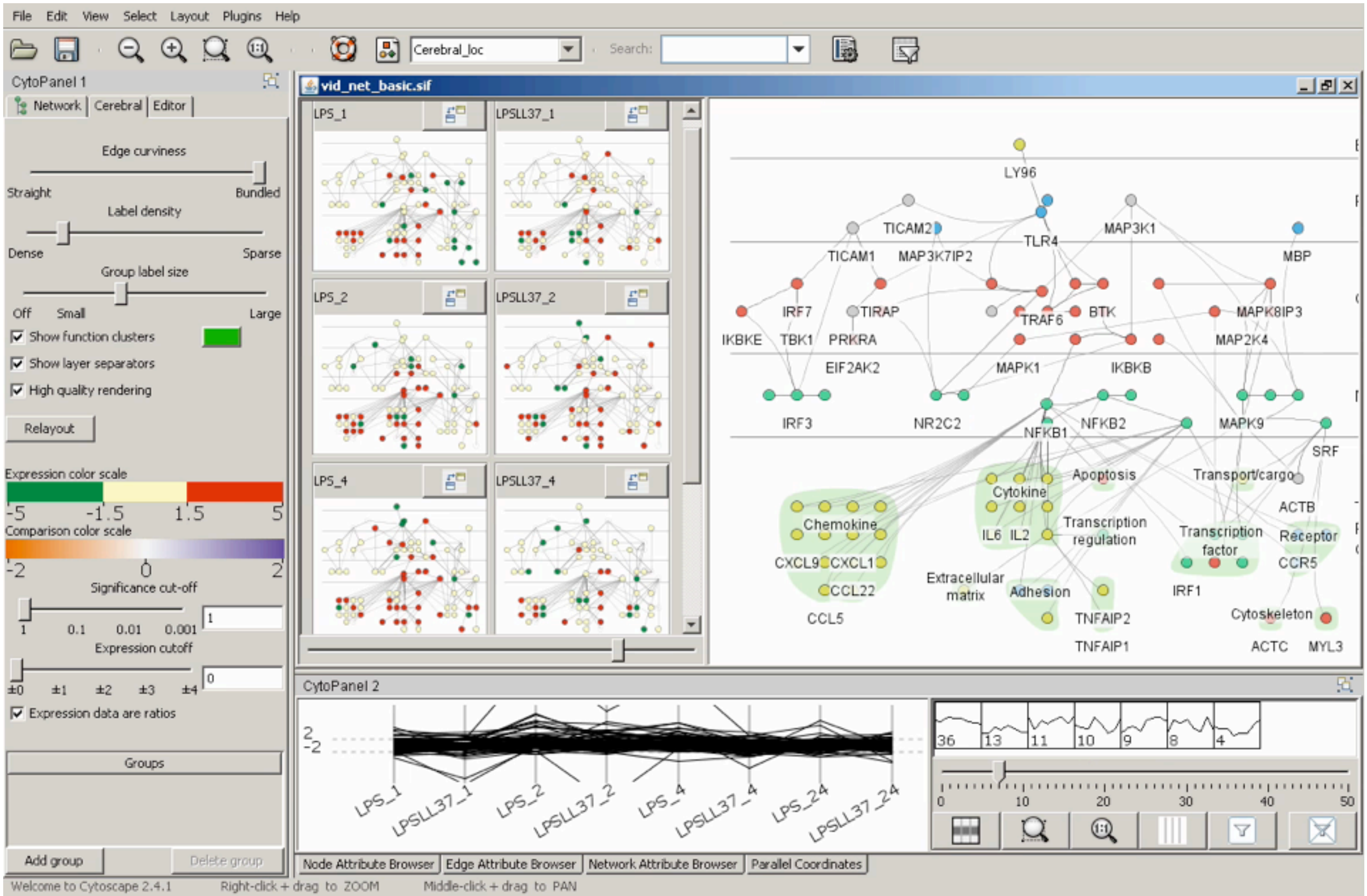
Aaron Barsky, Jennifer Gardy, Robert Kincaid

<http://www.pathogenomics.ca/cerebral/>



Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context.
Barsky, Munzner, Gardy, Kincaid. *IEEE Trans. Visualization and Computer Graphics* 14(6):1253-1260 2008. (Proc. InfoVis 2008).

Cerebral video



What: Data abstraction

- dataset types

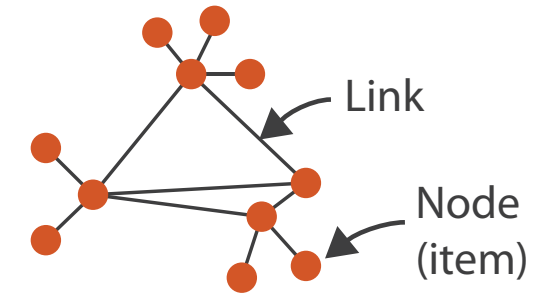
- network

- nodes: genes
- links: known interactions between genes

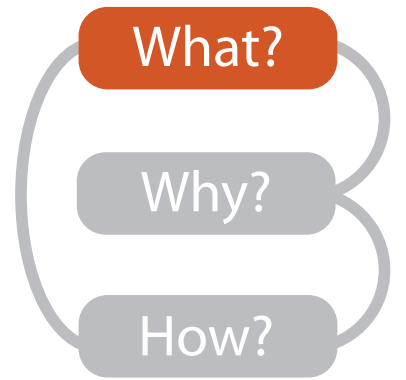
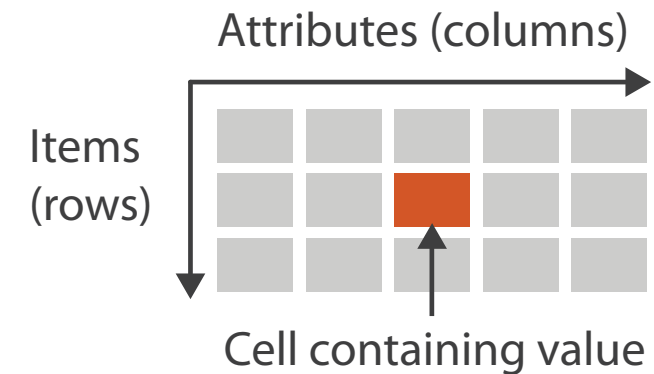
- table

- quantitative attributes
 - gene expression levels for nodes across different experimental conditions
- categorical attributes
 - subcellular location of interaction
 - functional groups

→ Networks



→ Tables



→ Attribute Types

→ Categorical



→ Ordered

→ Ordinal

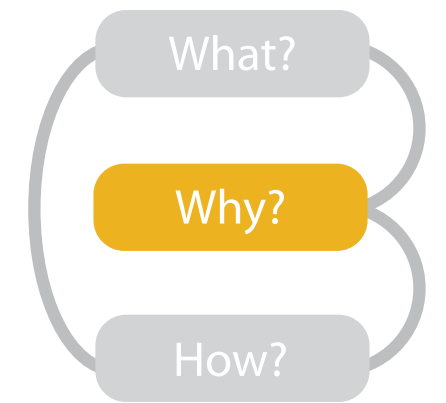


→ Quantitative



Why: Task abstraction

- task: interpret microarray experiment results with respect to gene network
 - goal: accelerate existing discovery workflow
 - compare distributions between attributes
 - experimental conditions
 - interpret attributes in context of current network topological structure

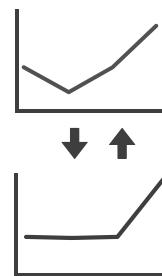


→ Discover



Actions

→ Compare

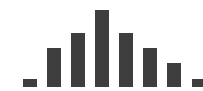


Targets

→ Attributes

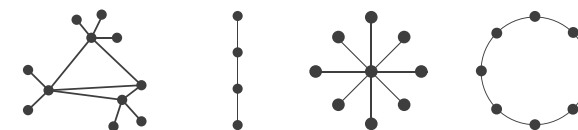
→ One

→ Distribution



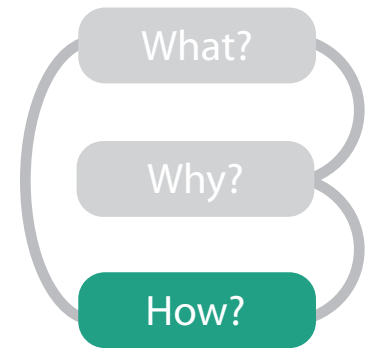
→ Network Data

→ Topology



How: Idiom design decisions

- arrange space for networks
 - custom node-link diagram layout
 - points for nodes
 - connection marks for links
 - vertical compartment according to subcellular location attribute
 - cluster according to functional grouping



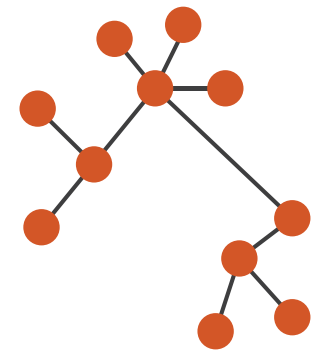
Arrange Networks And Trees

➔ Node-link Diagrams

Connections and Marks

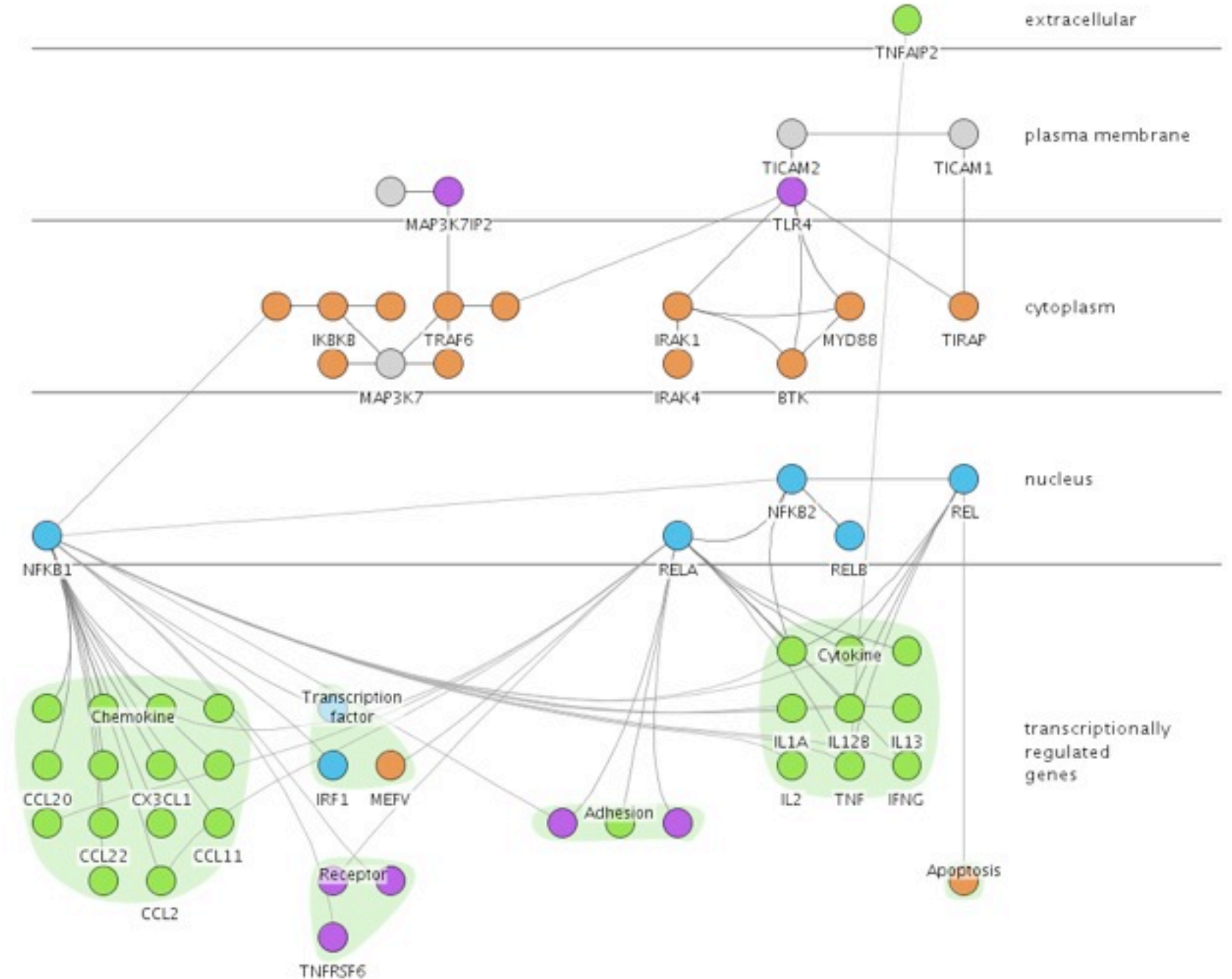
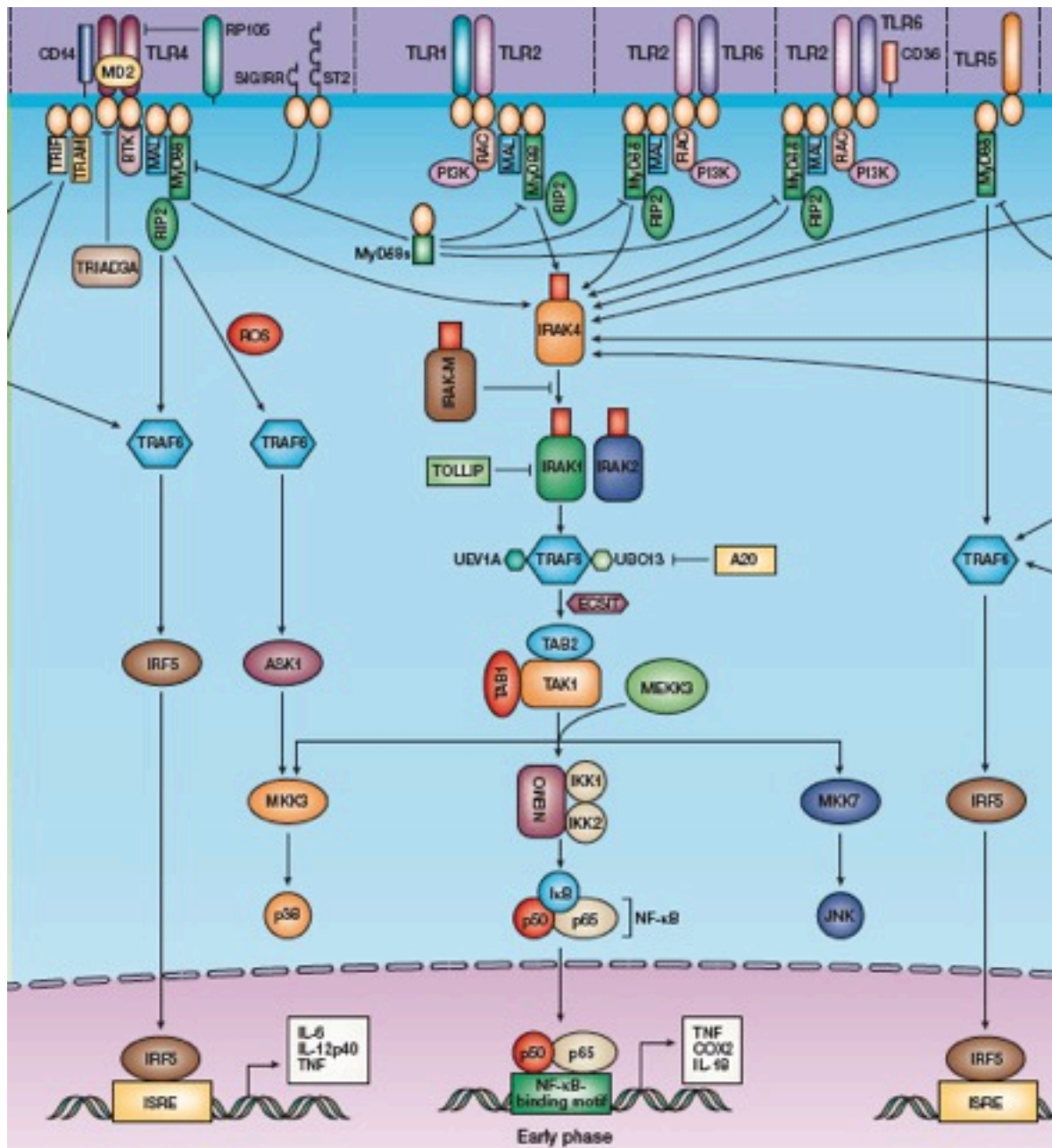
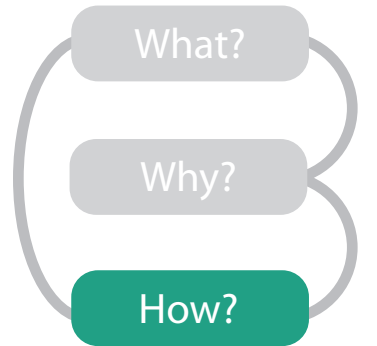
✓ NETWORKS

✓ TREES



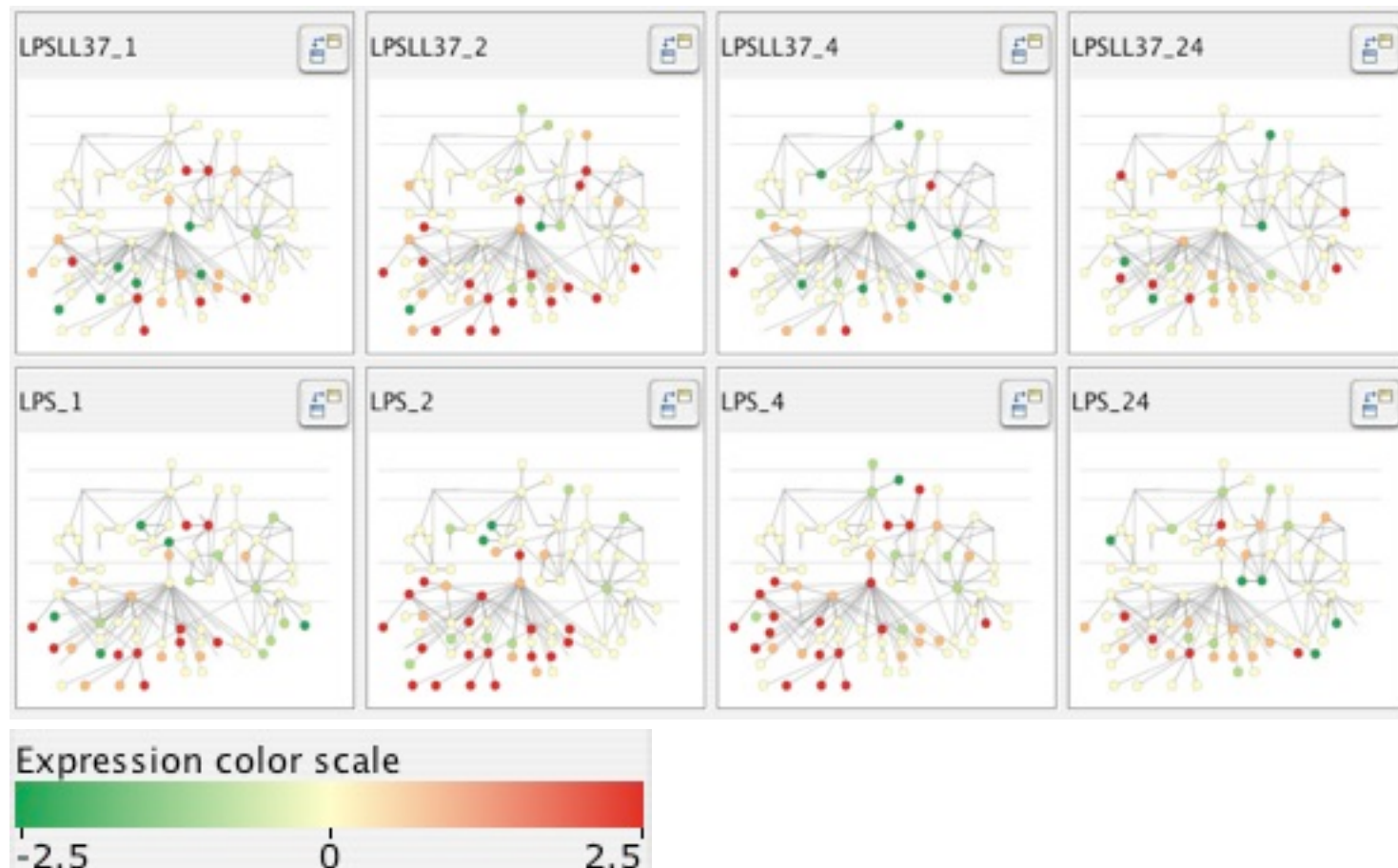
How: Arrange space

- automatic layout similar to hand-drawn diagrams
 - vertical compartment according to subcellular location attribute



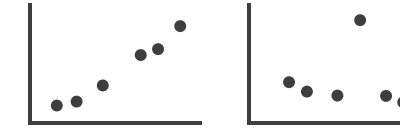
How: Idiom design decisions

- facet: partition data into multiple views
 - juxtapose views side by side
 - same encoding, different data: *small multiples*
 - nodes in each view colored by expression levels for experimental condition

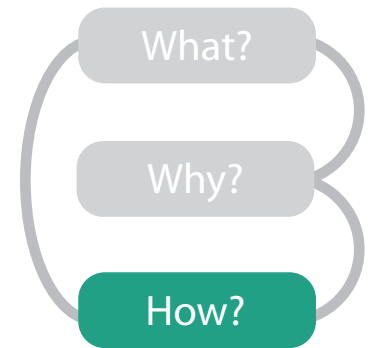
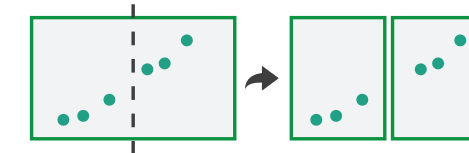


Facet

➔ Juxtapose



➔ Partition

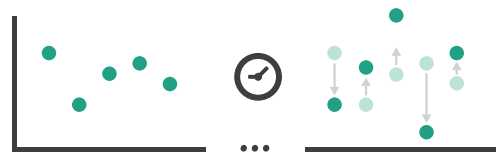


		Data		
		All	Subset	None
Encoding	Same	Redundant	Overview/ Detail	Small Multiples
	Different	Multiform	Multiform, Overview/ Detail	No Linkage

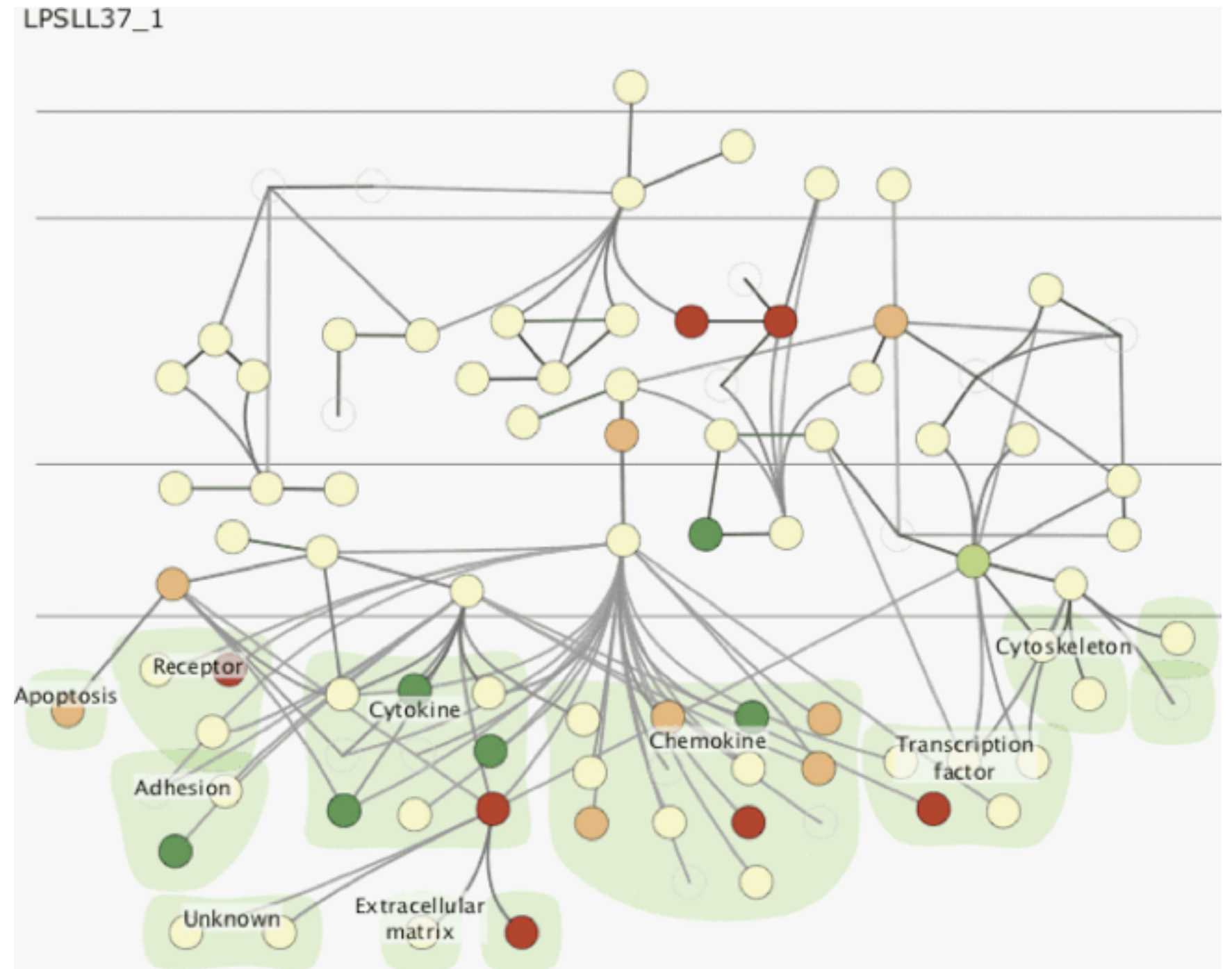
How: Juxtapose vs. animate

Manipulate

➔ Change



- comparison difficult across many frames with with many changes everywhere
- rule of thumb: eyes beat memory
 - principle: external cognition vs. internal memory
 - easy to compare by moving eyes between side-by-side views
 - harder to compare memory of what you saw to visible view



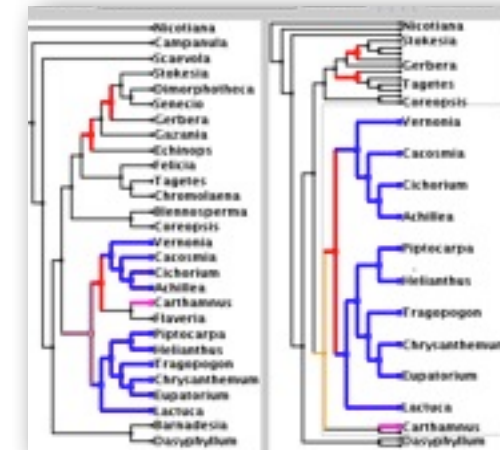
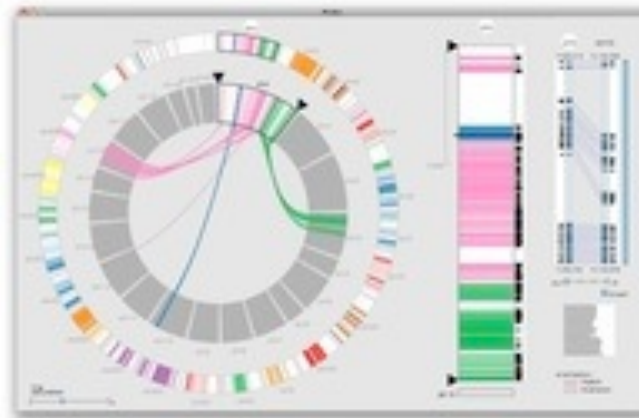
Cerebral contributions

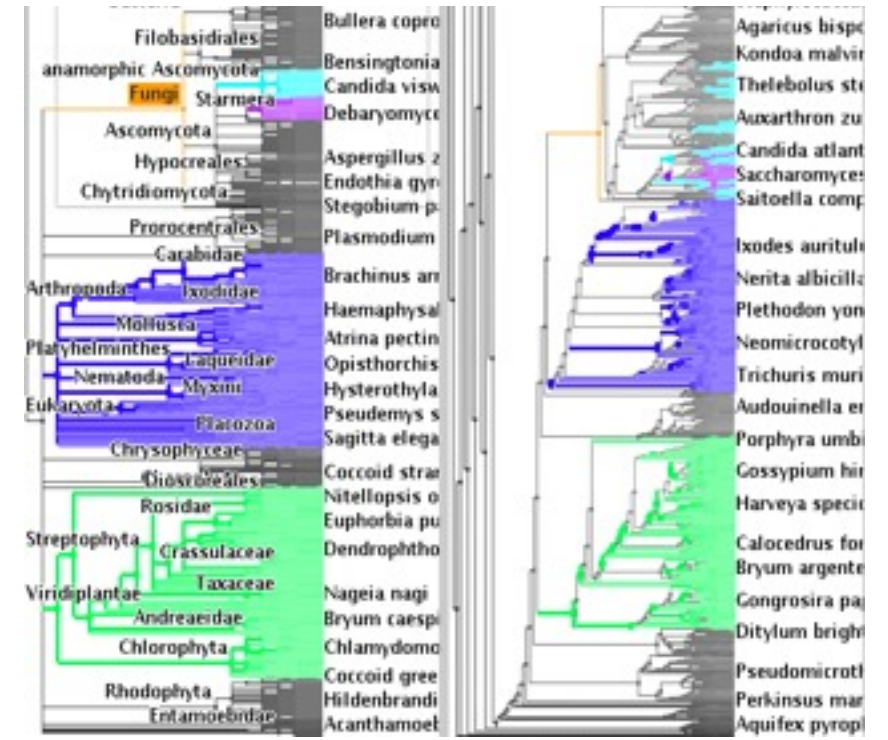
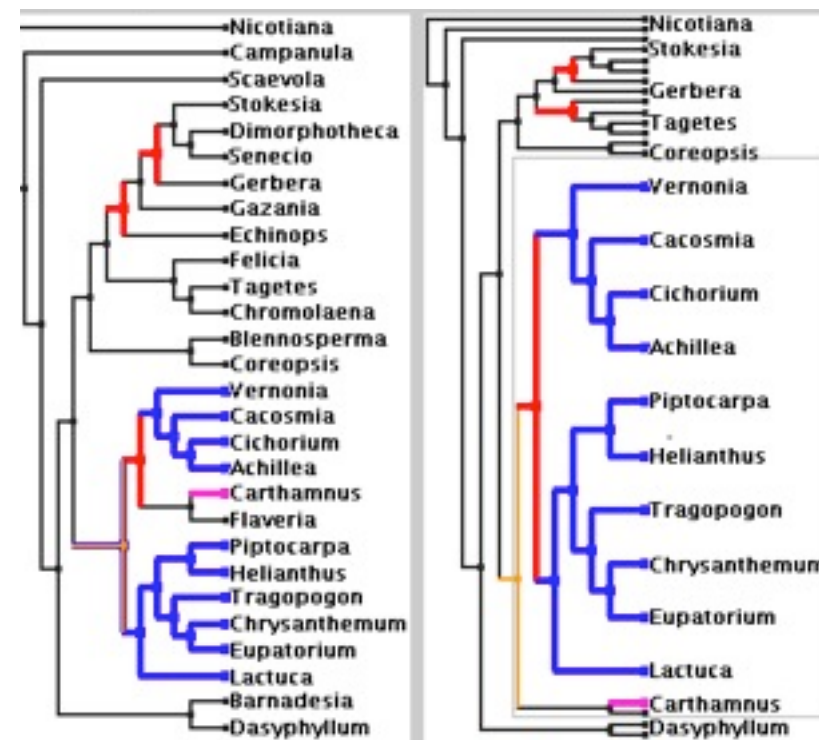
- multiple juxtaposed views support interactive comparison between gene expression level experimental data and network context
- automatic network layout algorithm in spirit of hand drawn diagrams
 - localization and functional group attributes affect spatial position
- open source
 - Cytoscape plugin
 - InnateDB database integration

<http://www.pathogenomics.ca/cerebral/>

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TreeJuxtaposer

Scalable Tree Comparison using Focus+Context with Guaranteed Visibility

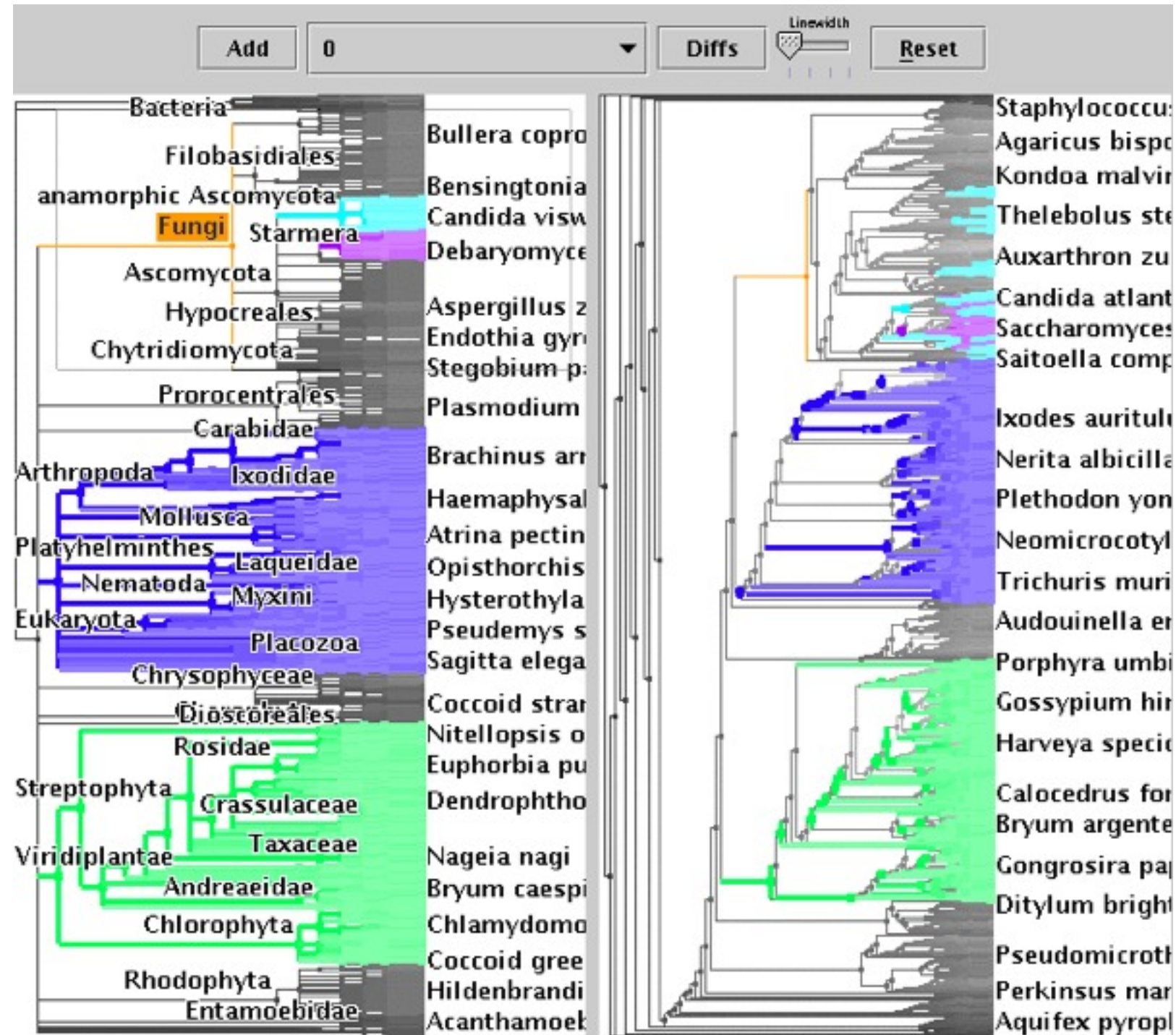
joint work with:

François Guimbretière, Serdar Tasiran, Li Zhang, Yunhong Zhou

<http://www.cs.ubc.ca/labs/imager/tr/2003/tj/>

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

TreeJuxtaposer video

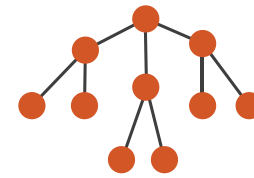


What and why: Data and task abstraction

- **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

→ Dataset Types

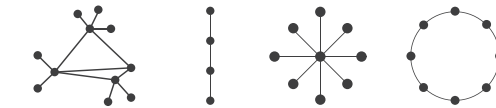
→ *Trees*



🎯 Targets

→ Network Data

→ Topology



→ Paths



👉 Actions

→ Query

→ Identify



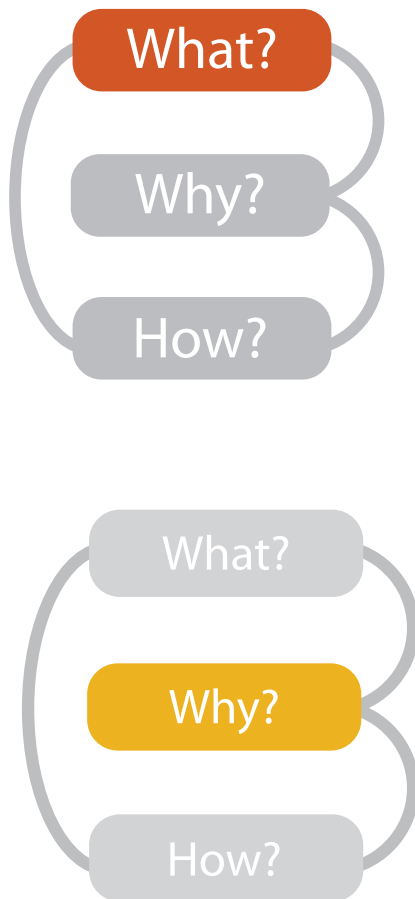
→ Compare



→ Summarise

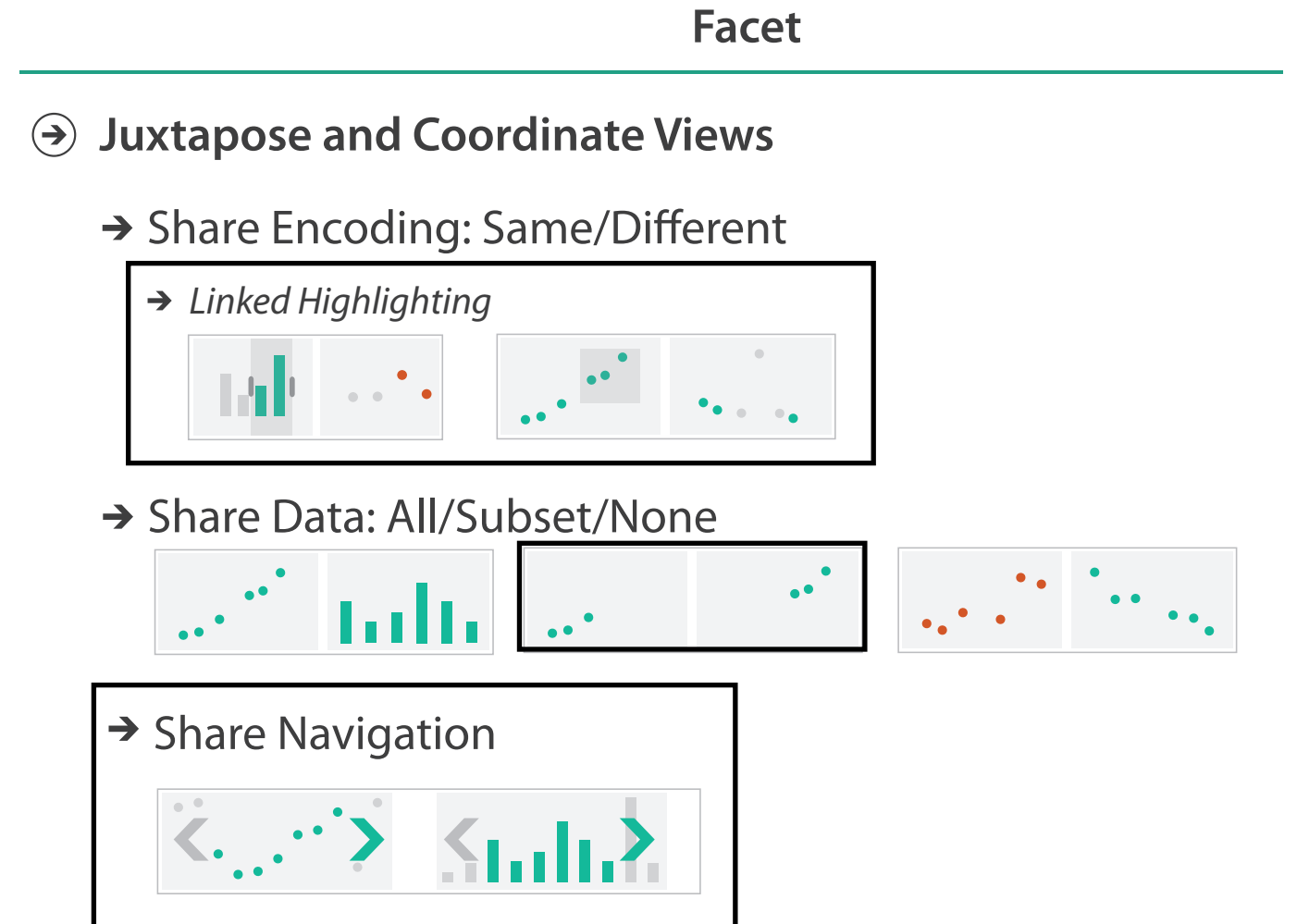
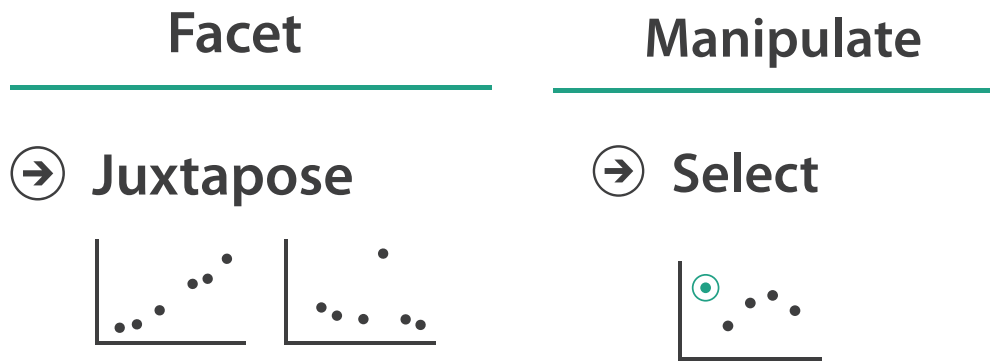
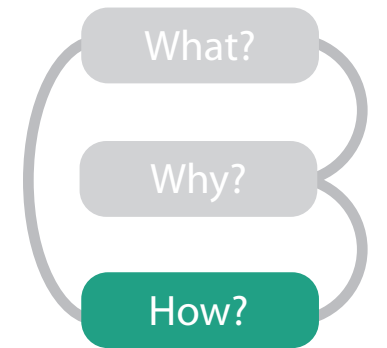
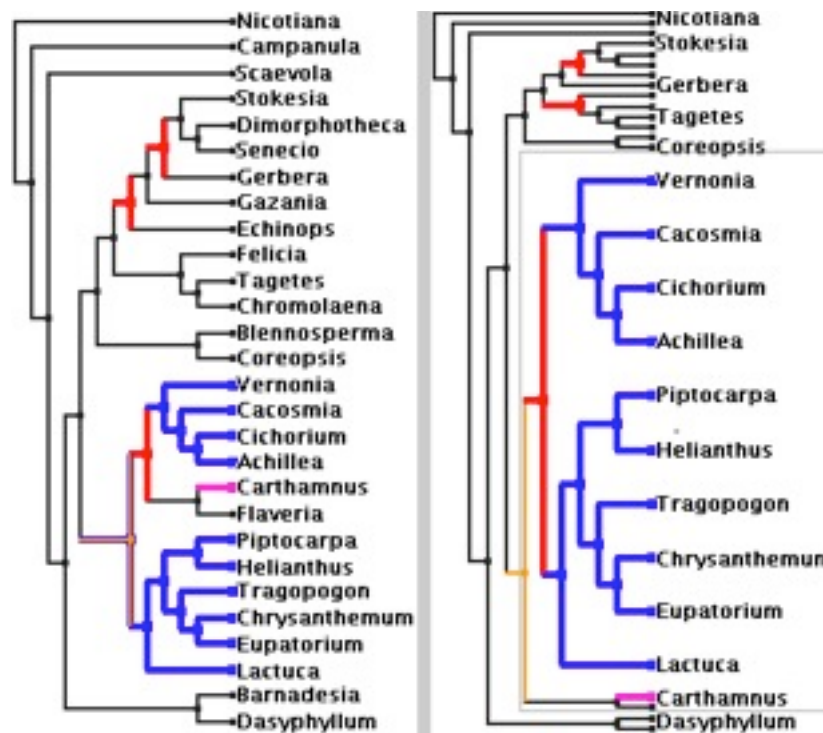


→ *Derive*



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)



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

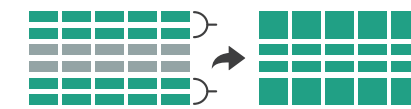


Reduce

→ Filter



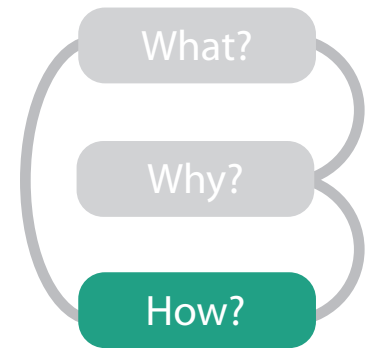
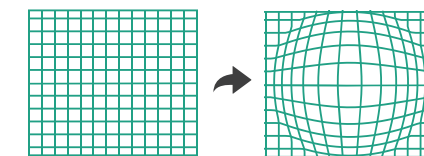
→ Aggregate



→ Embed



→ Distort Geometry

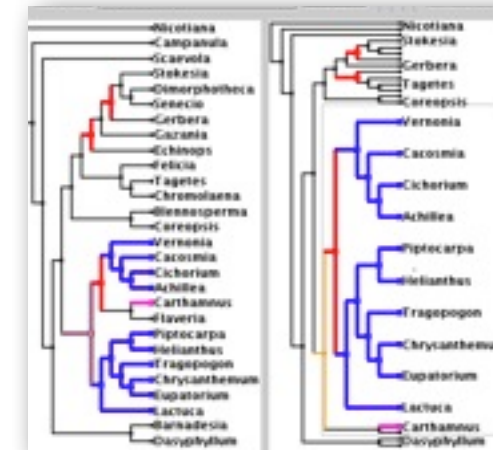
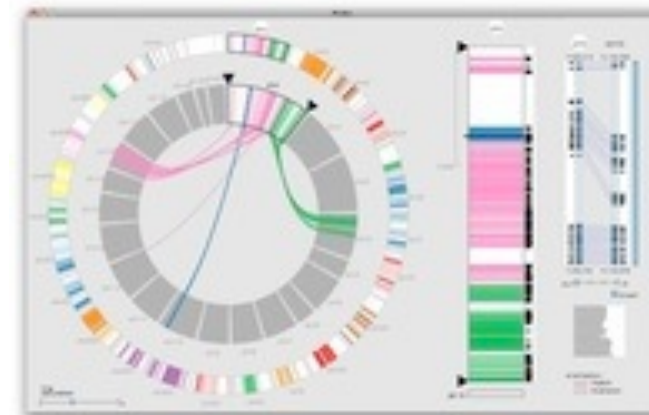
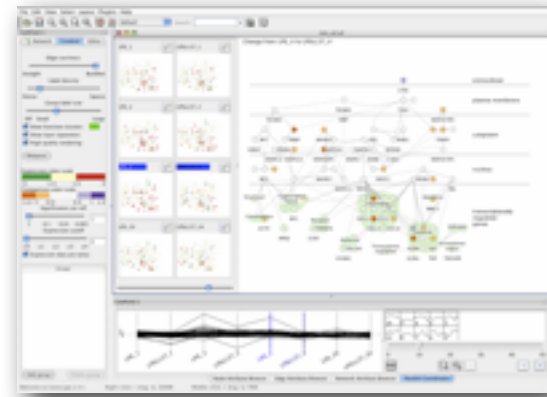


TreeJuxtaposer contributions

- first interactive tree comparison system
 - derive structural difference data to support comparison task
 - subquadratic algorithm: best corresponding node
 - juxtapose views with cross-dataset linked highlighting
- embed focus+context information in single view with stretch and squish navigation
 - sublinear algorithm: guaranteed visibility of structure marks even when squished
- open source
<http://olduvai.sf.net/tj>

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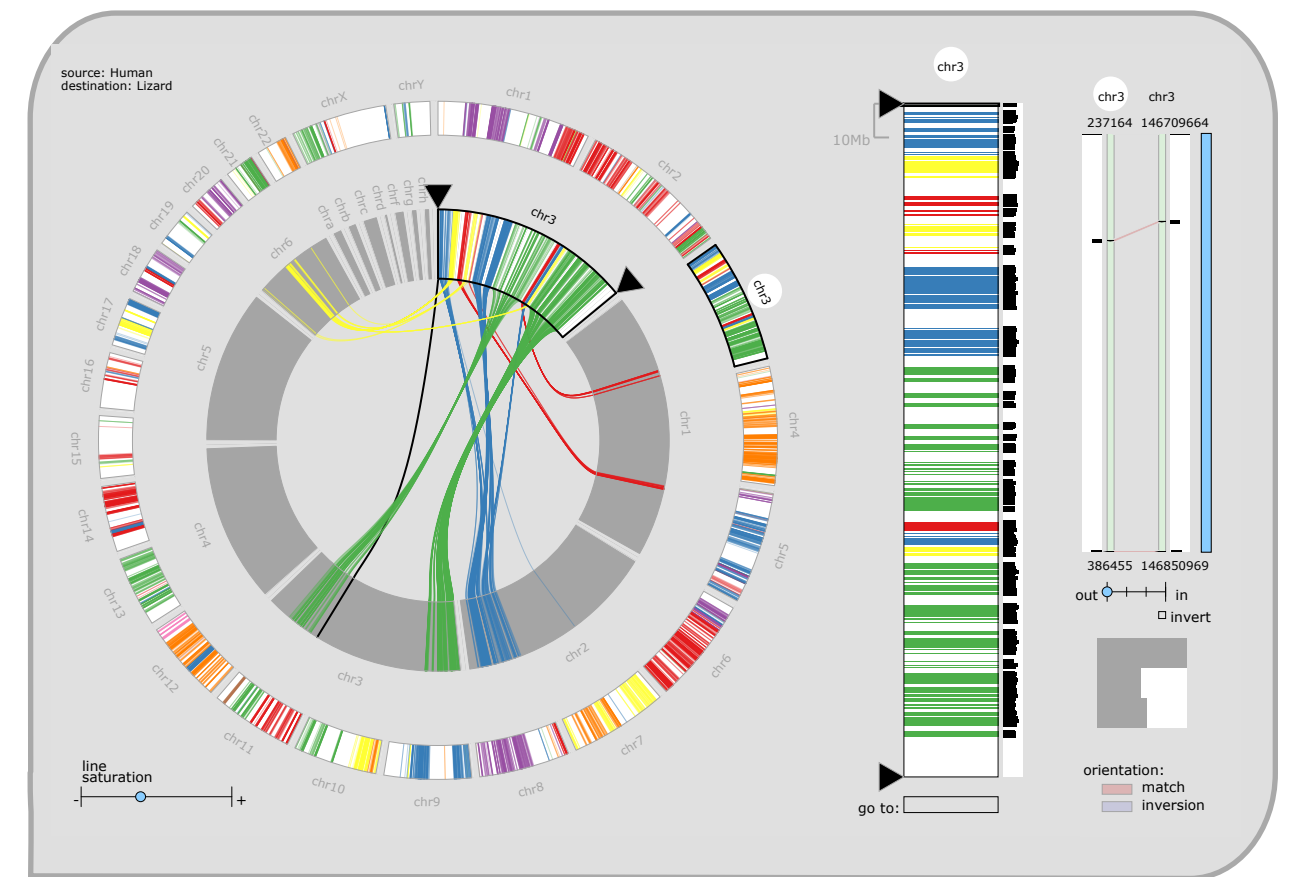
MizBee

A Multiscale Synteny Browser

joint work with:

Miriah Meyer, Hanspeter Pfister

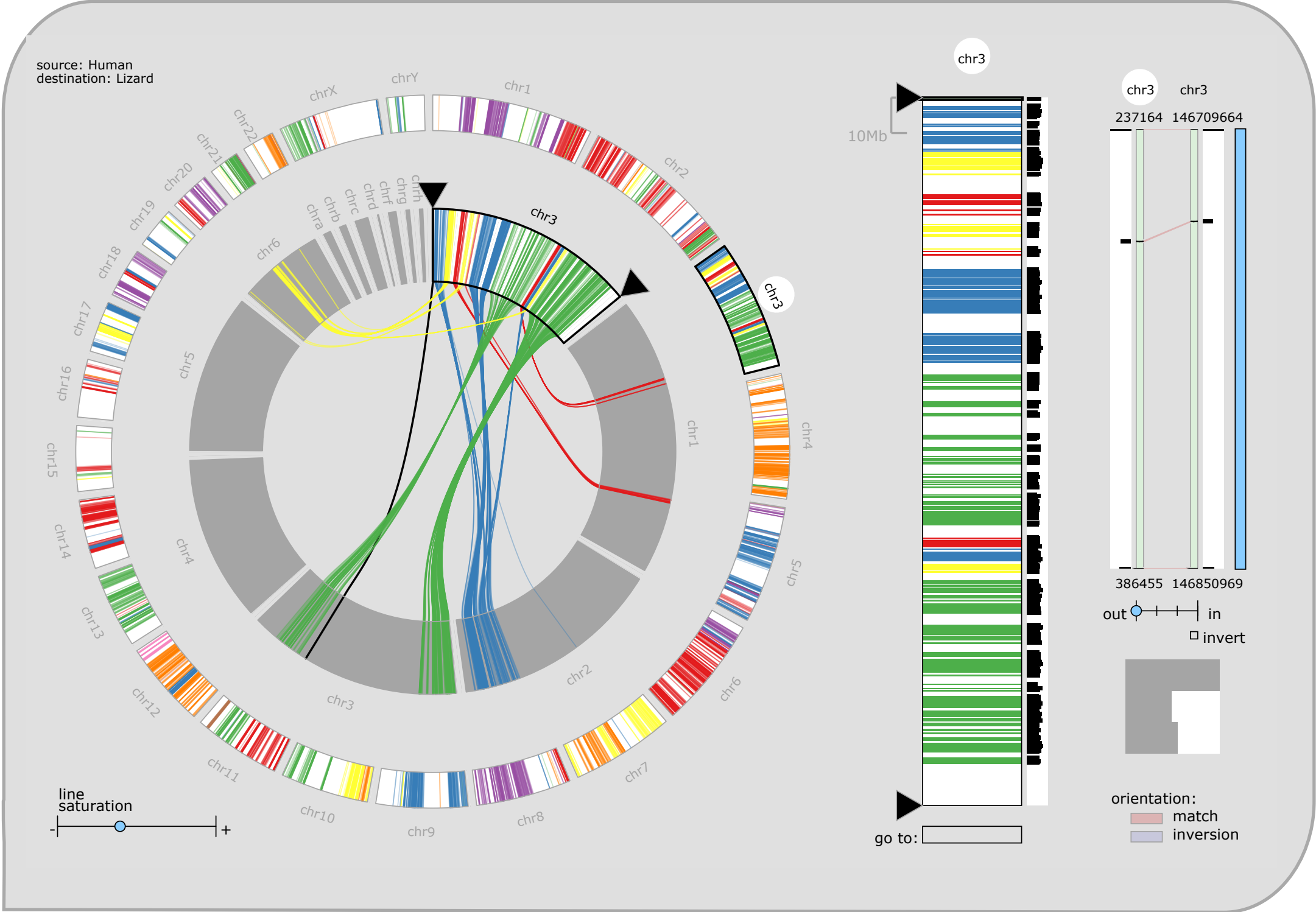
<http://www.cs.utah.edu/~miriah/mizbee>



MizBee: A Multiscale Synteny Browser.

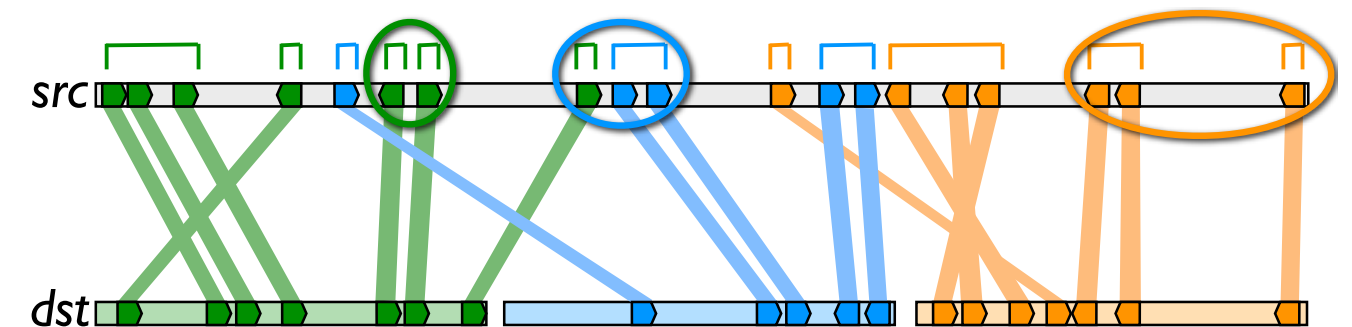
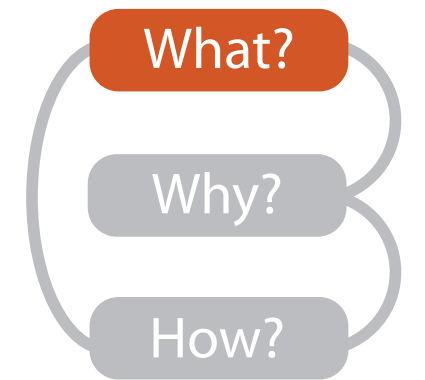
Meyer, Munzner, Pfister. *IEEE Trans. Visualization and Computer Graphics* 15(6):897-904, 2009 (Proc. InfoVis 2009).

MizBee video



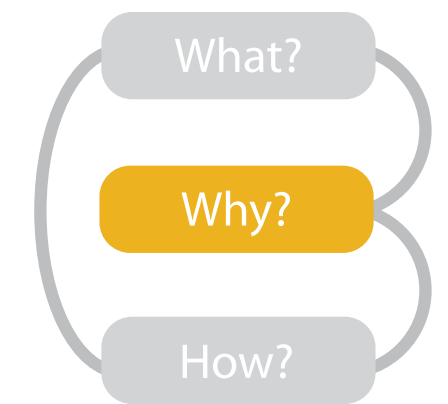
What: Data abstraction

- data: multiscale lists
 - features: hundreds of thousands
 - ordered attribute: position in chromosome sequence coordinates
 - categorical attributes: orientation, chromosome of matching feature
 - quantitative attributes: length, similarity score
 - syntenic blocks: thousands
 - contiguous sets of features on same chromosome
 - combine thresholded features if
 - destination chromosome and orientation match
 - close together
 - chromosomes: dozens
 - genomes: two

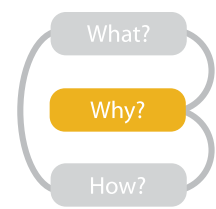


Why: Tasks in domain language

- analyze conservation (similarity) relationships between genomic features
 - high-level biology questions
 - evolution
 - how long ago did two species share common ancestor?
 - function
 - which segment of the genome is responsible for specific function in the cell?
 - ...
 - low-level data-centric questions
 - algorithm refinement
 - are paired features within a block contiguous?
 - which chromosomes share conserved blocks?
 - are similarity scores alike within block?
 - ...



Why: Tasks abstraction



- relationship types: proximity, size, orientation, similarity
- data scales: genome, chromosome, block, feature
- topics: algorithm in/out, block reliability, high-level science

relationship scale

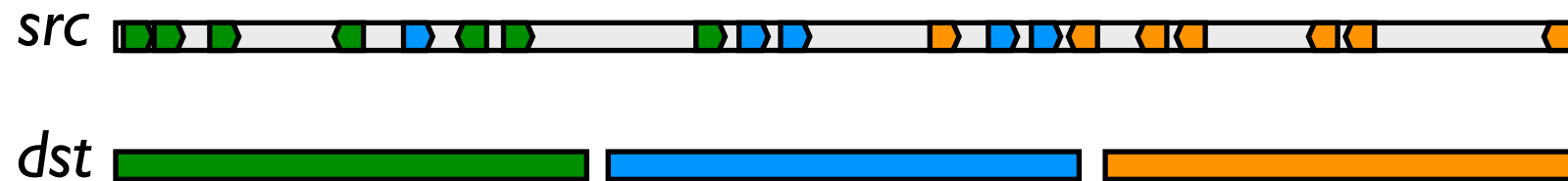
genome chromosome block feature Proximity / location size orientation similarity

Which chromosomes share conserved blocks?	x				x			
For one chromosome, how many other chromosomes does it share blocks with?	x	x			x			
What is the density of coverage and where are the gaps on: chromosomes? blocks?	x	x	x		x			
Where are the blocks: on chromosomes? around a specific location on a chromosome?	x	x			x			
What are the sizes and locations of other genomic features near a block?		x			x	x		
How large are the blocks?		x				x		
Do neighboring blocks go to the same: chromosomes? relative location on a chromosome?	x	x			x			
Are the orientations matched or inverted for: block pairs? feature pairs?		x	x				x	
Do the orientations match for pairs of: neighboring blocks? features within a block?		x	x				x	
Are similarity scores alike: with respect to neighboring blocks? within a block?		x	x					x
Are the paired features within a block contiguous?			x		x			
How large is a feature relative to other genes within a block?			x			x		
What are the sizes, locations, and names of features within a block?			x		x	x		
What are the differences between individual nucleotides of feature pairs?				x				x ₂₉

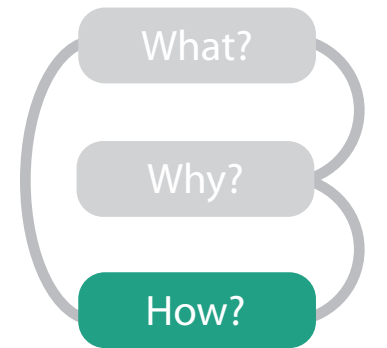
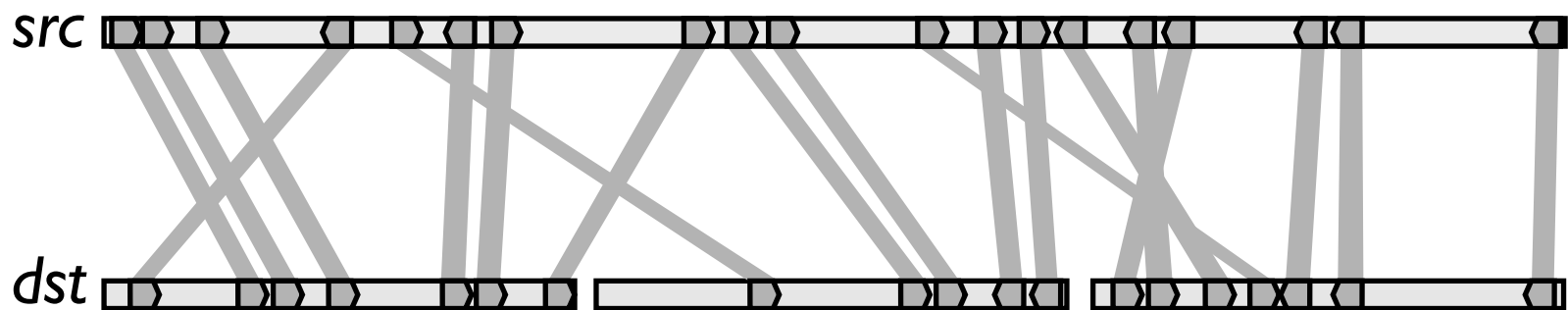
How: Idiom design choices

- encode match relationships between chromosome segments with both

– color



– connection marks



➔ Identity Channels: **Categorical** Attributes

Spatial region



Color hue



Motion

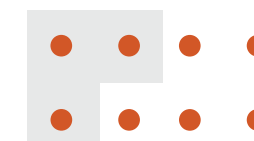


Shape

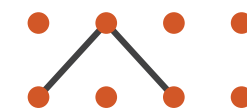


Marks As Links

➔ Containment

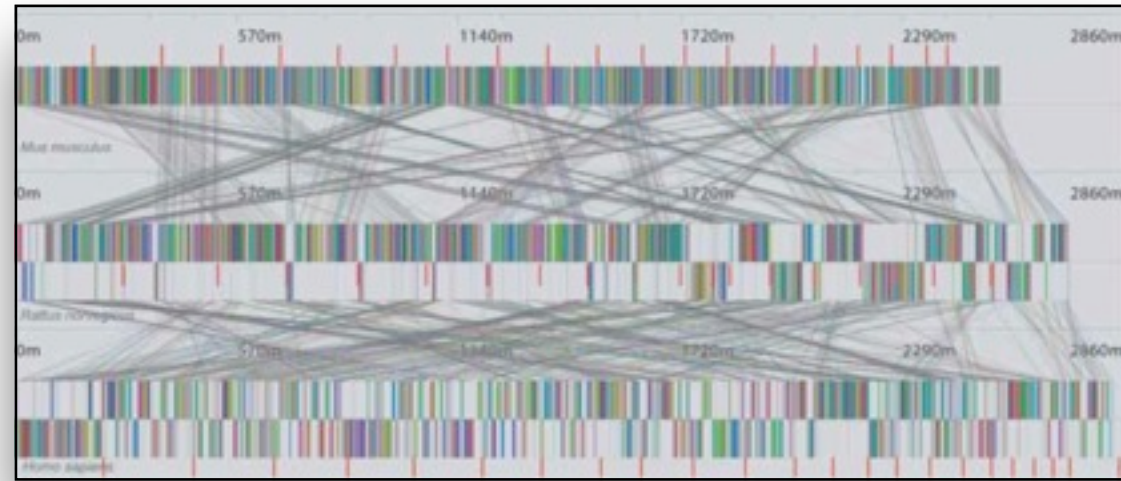


➔ Connection

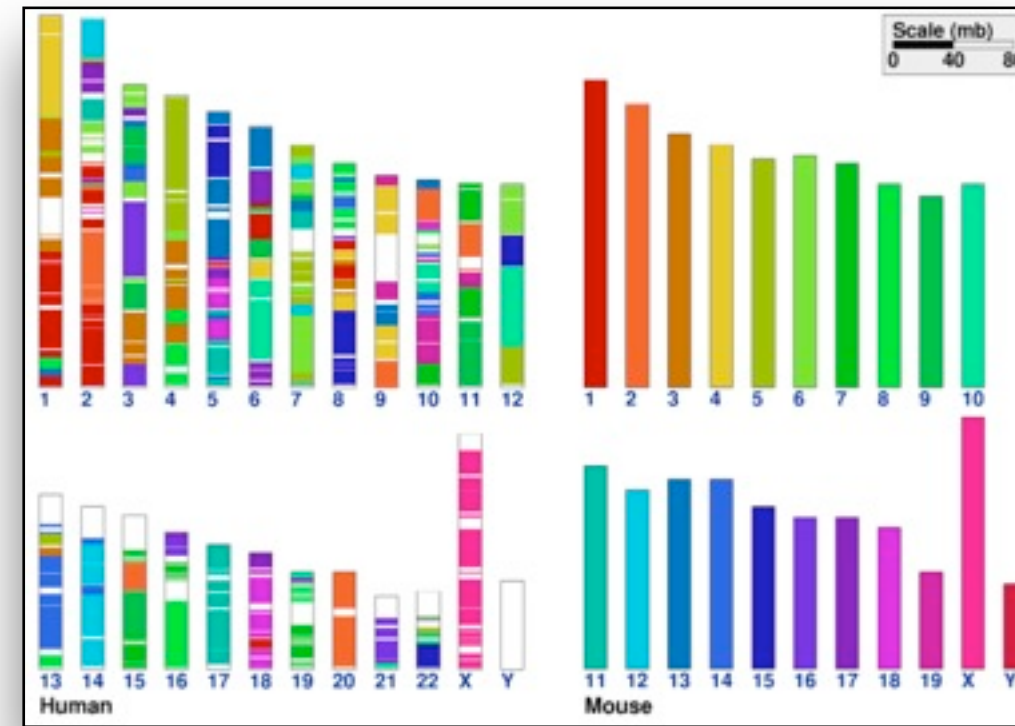


How: Arrange space

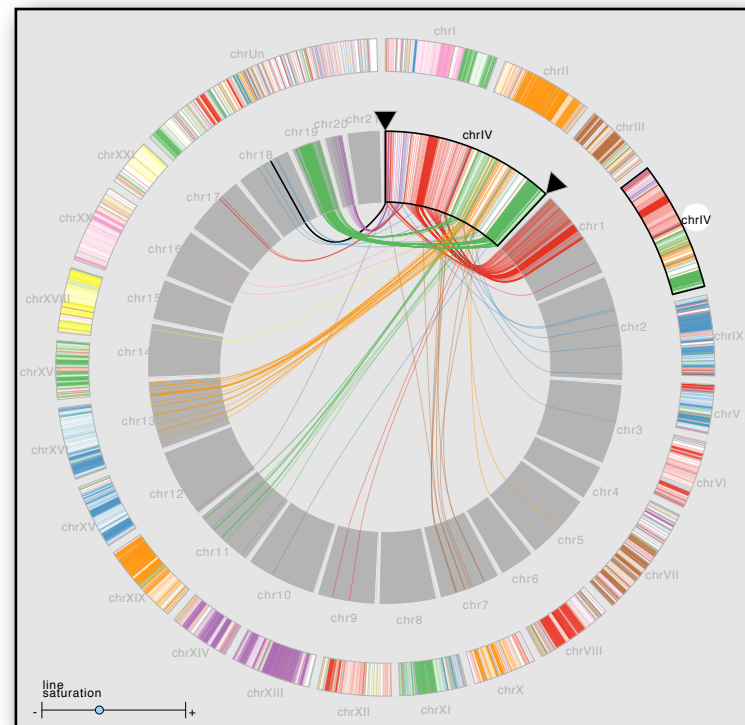
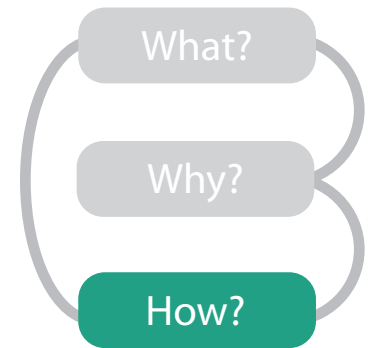
- design space of arrangements



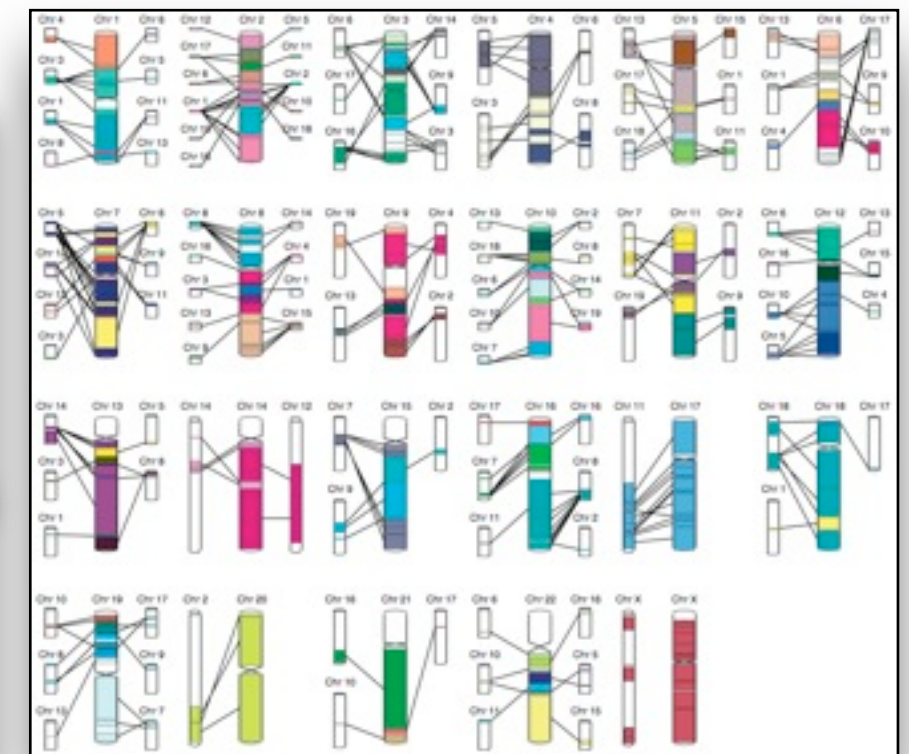
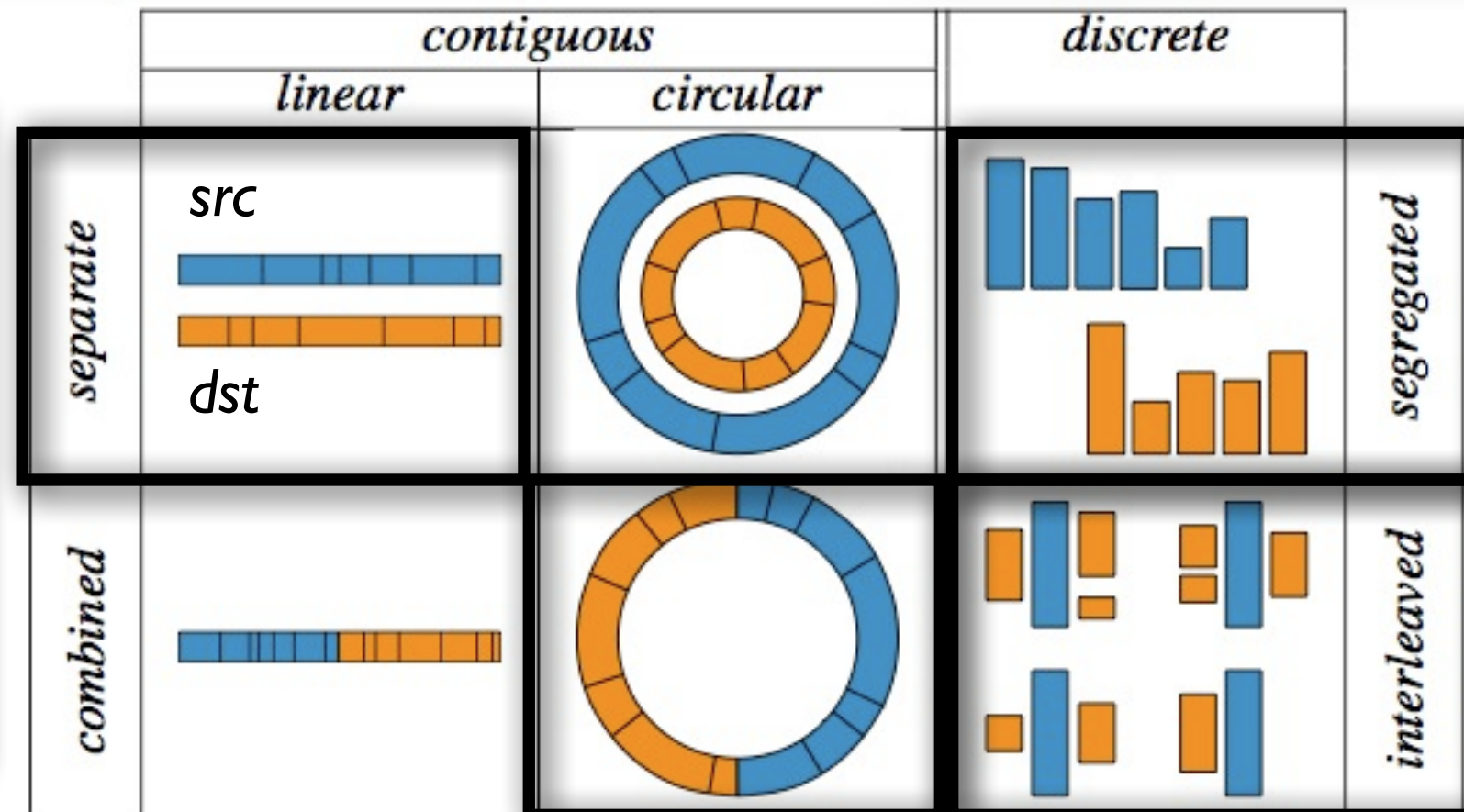
Mauve [Darling04]



Cinteny



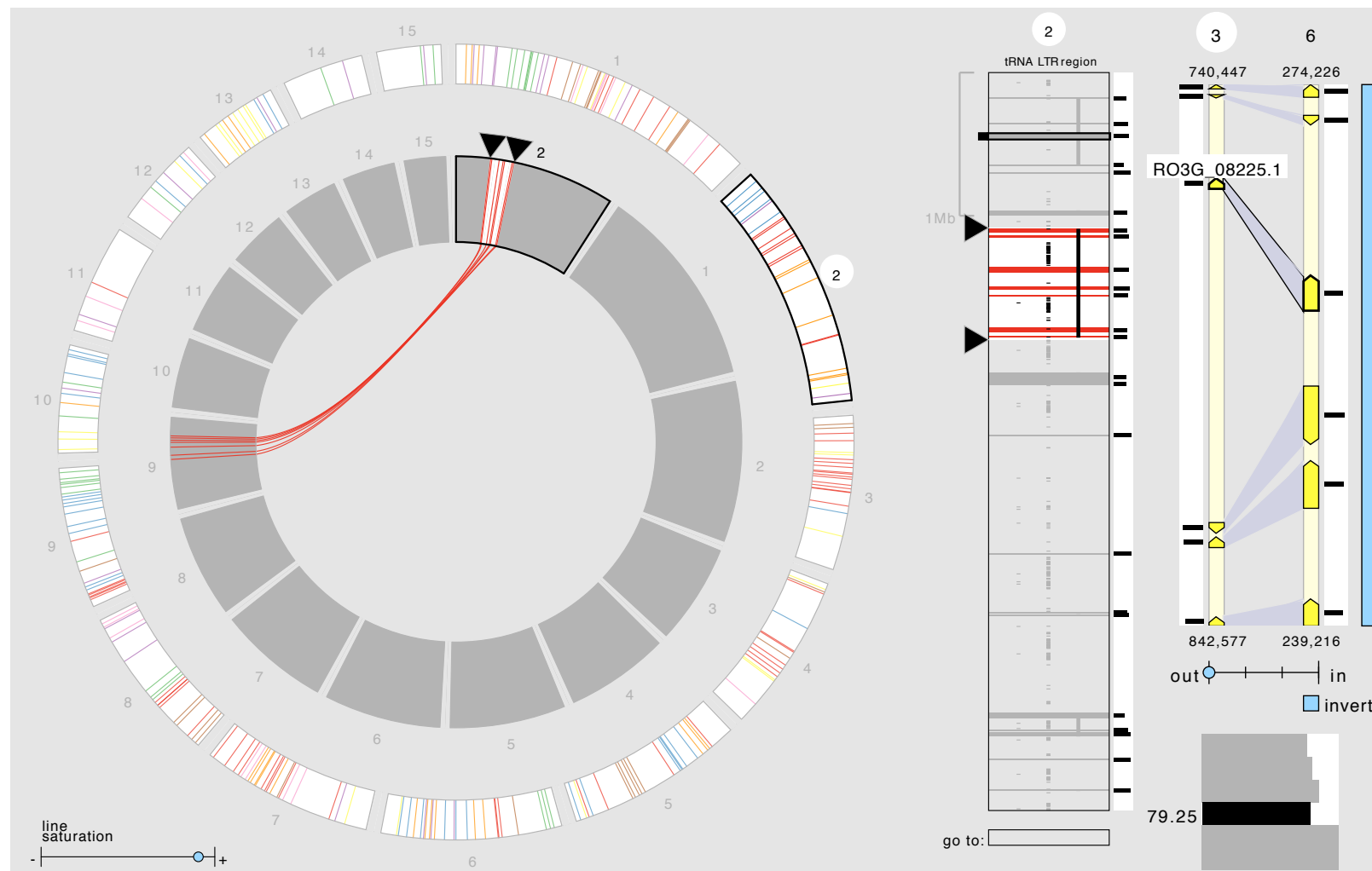
MizBee



Apollo [Lewis02]

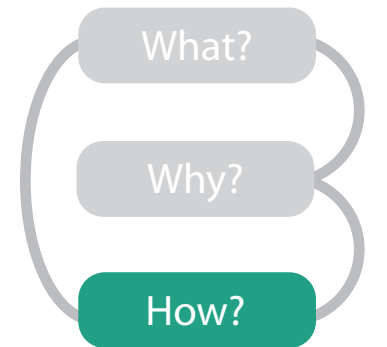
How: Idiom design choices

- juxtapose linked views
 - *multiform overview-detail*
 - three views: genome, chromosome, block
 - different visual encoding in each



Facet

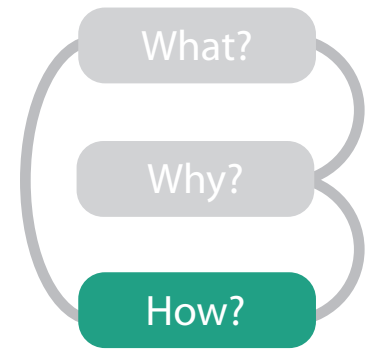
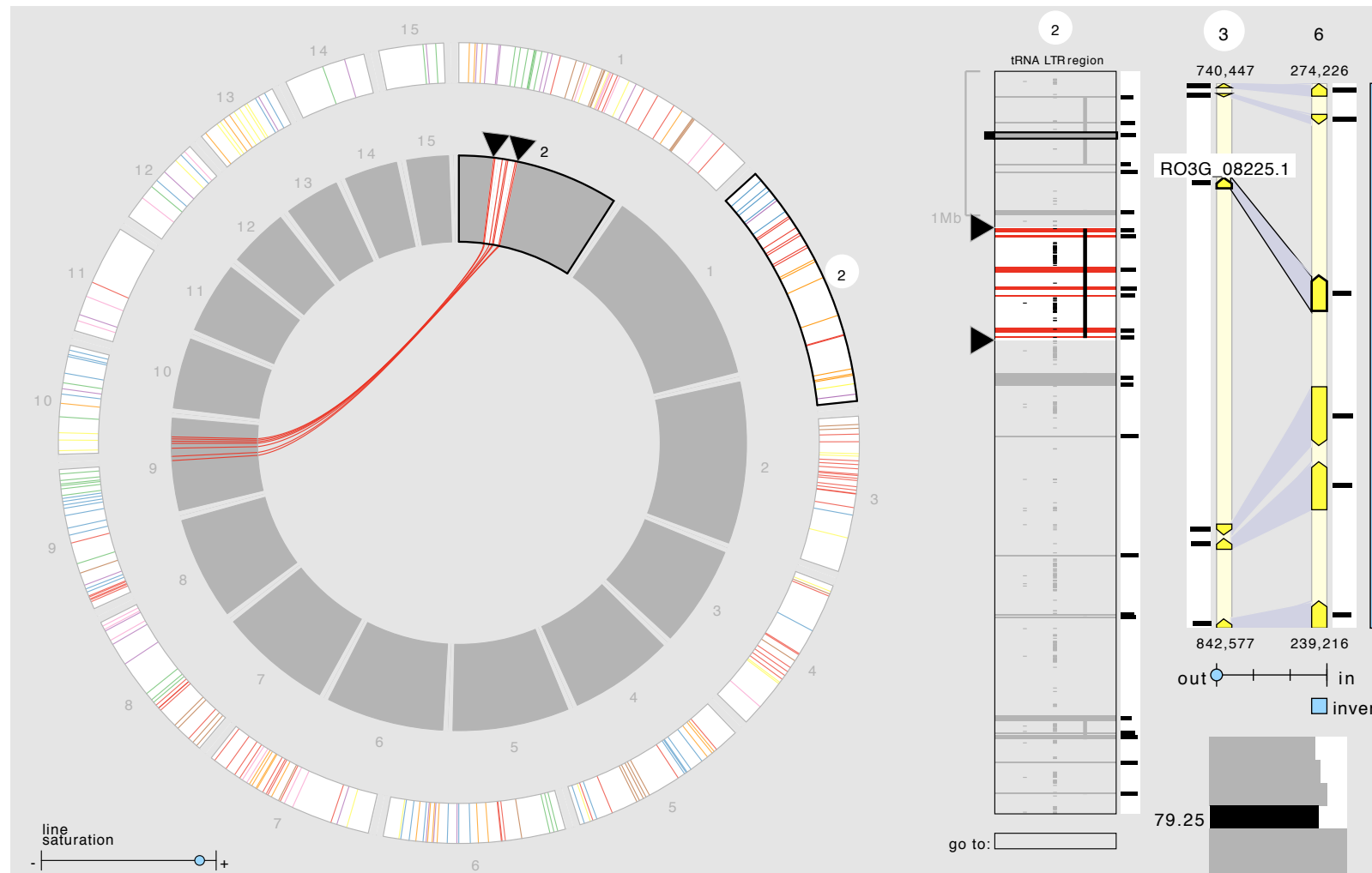
➔ Juxtapose



		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	No Linkage

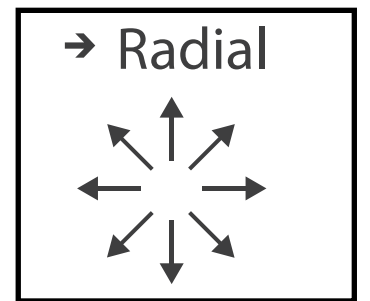
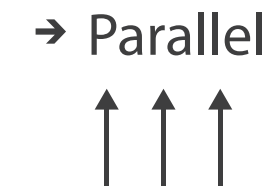
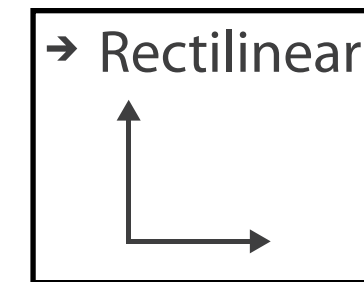
How: Idiom design choices

- axis orientation
 - radial: genome
 - rectilinear: chromosome, block
 - aligned position more accurate than angle



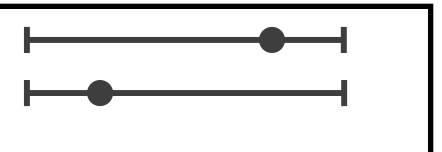
Arrange

➔ Axis Orientation



➔ Magnitude Channels: Ordered Attributes

Position on common scale



Position on unaligned scale



Length (1D size)

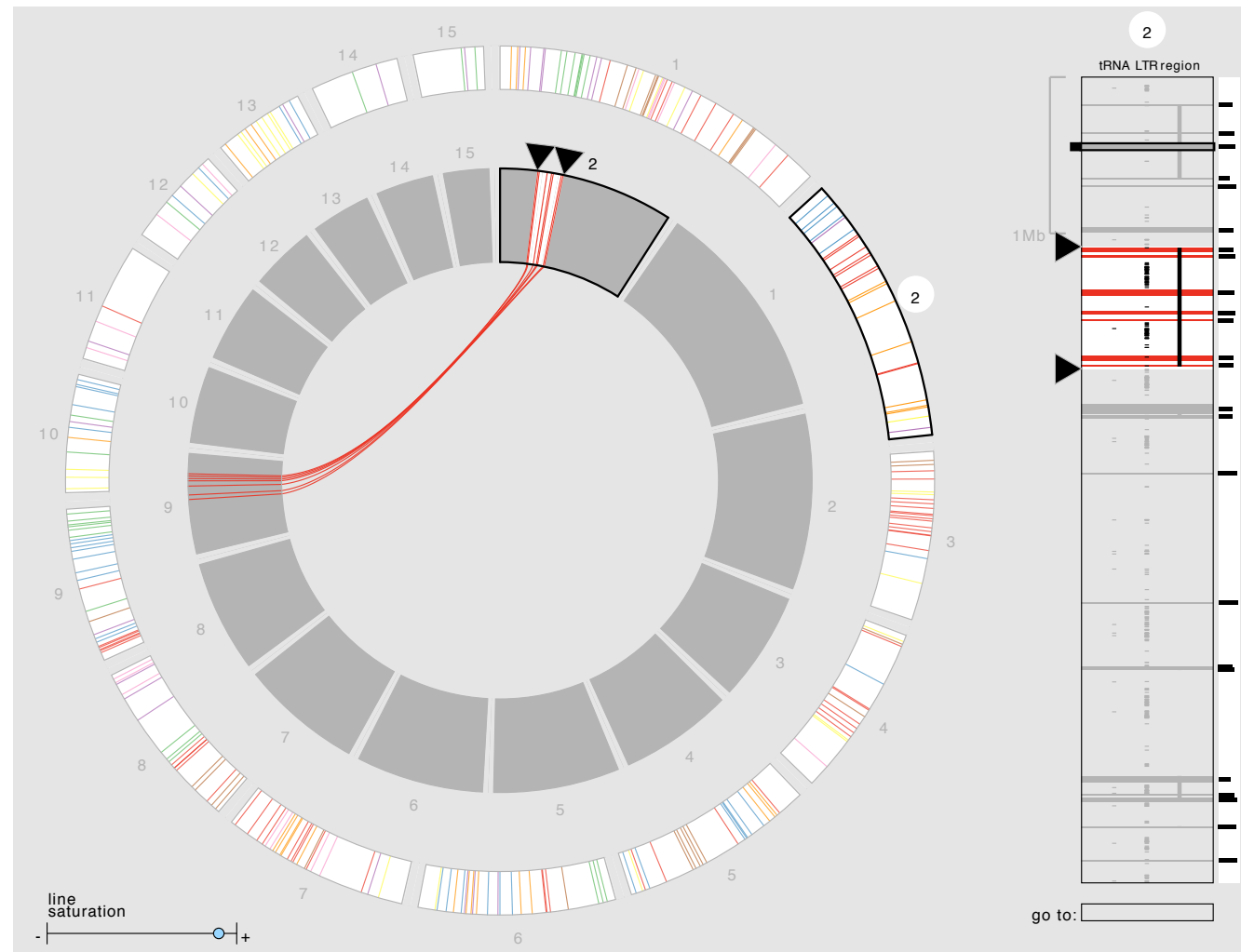


Tilt/angle



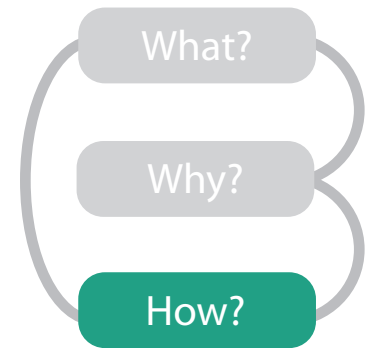
How: Idiom design choices

- filter



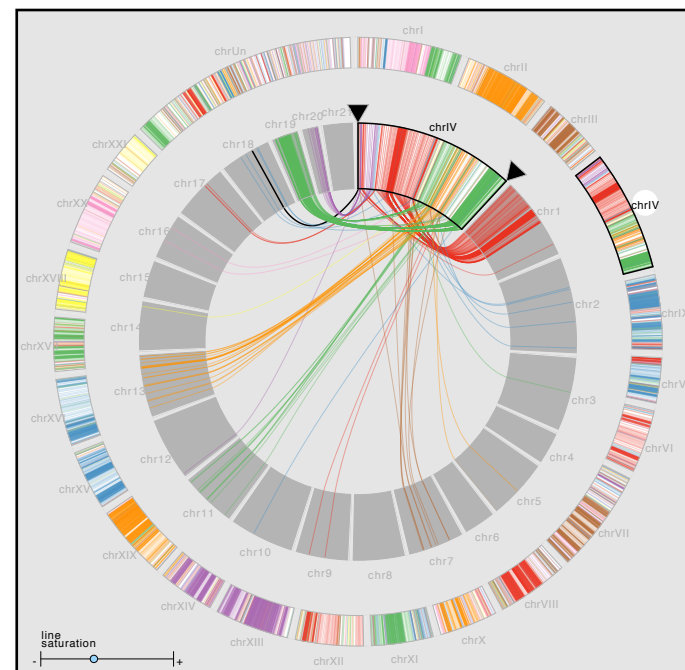
Reduce

➔ Filter



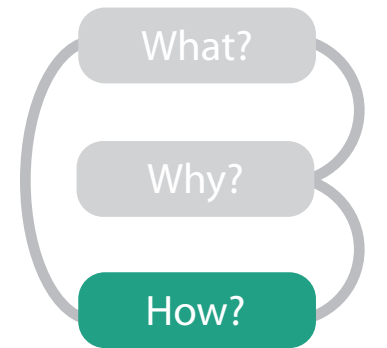
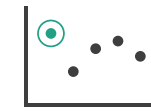
How: Idiom design choices

- **outer ring: summarize relationships with color**
 - select one chromosome from set of source chromosomes
- **inner ring:**
 - destination chromosomes around copy of selected source chromosome
 - show relationship details with connection marks as well as color



Manipulate

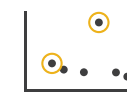
➔ Select



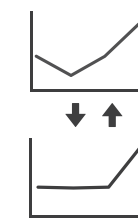
👉 Actions

➔ Query

➔ Identify



➔ Compare



➔ Summarise

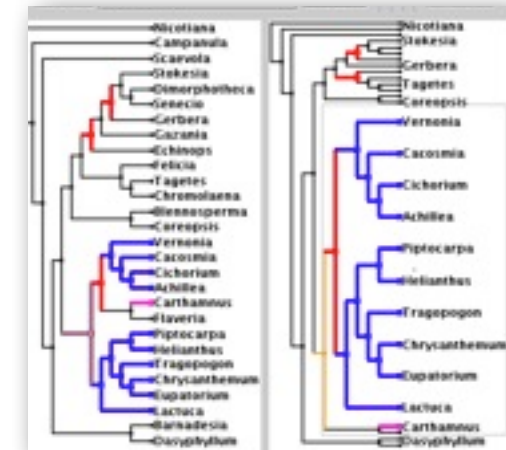
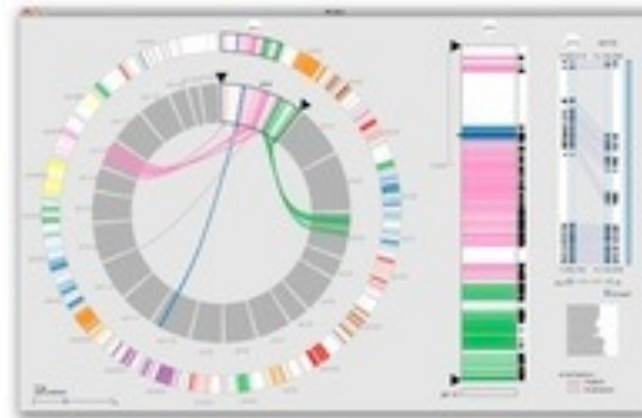
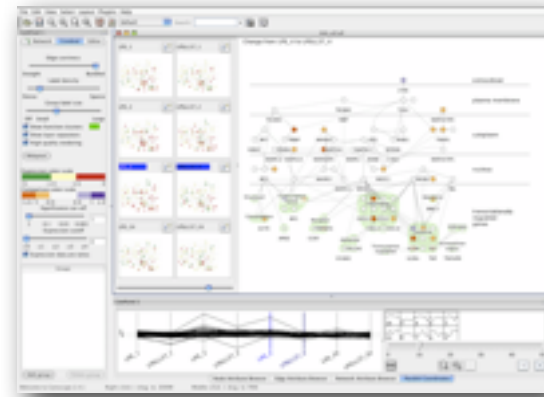


MizBee contributions

- first synteny browser with side-by-side linked views
 - across the range of scales
 - encoding all four conservation relationship types
 - proximity, size, orientation, similarity
- open source
<http://www.cs.utah.edu/~miriah/mizbee>

Outline

- introduction
- Cerebral
- TreeJuxtaposer
- MizBee
- wrapup

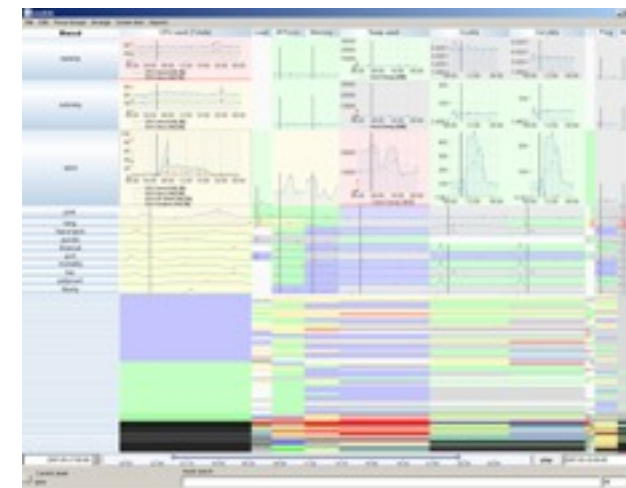
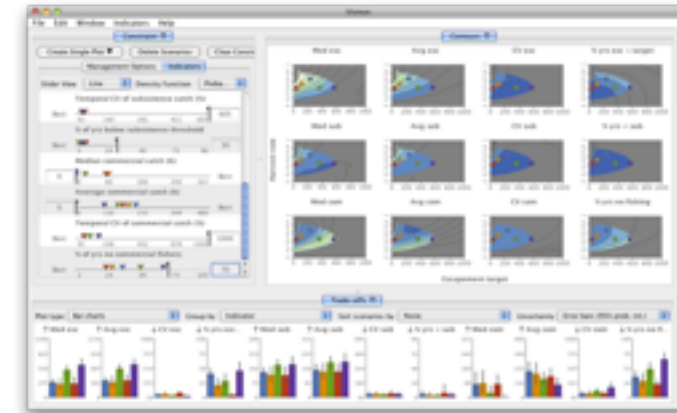


Connections Beyond Graphics

- many other application domains
 - biology only one of many
- machine learning
- computational geometry
- HCI
- cognitive psychology

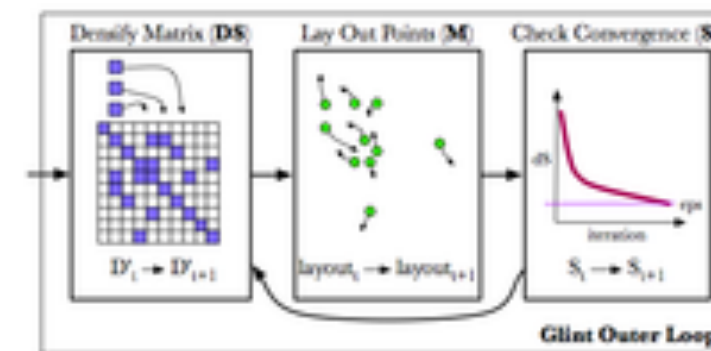
Design Studies: Other Domains

- RelEx: automative networks
- Vismon: fisheries simulation/mgmt
- LiveRAC: large-scale system monitoring
- SessionViewer: web logs



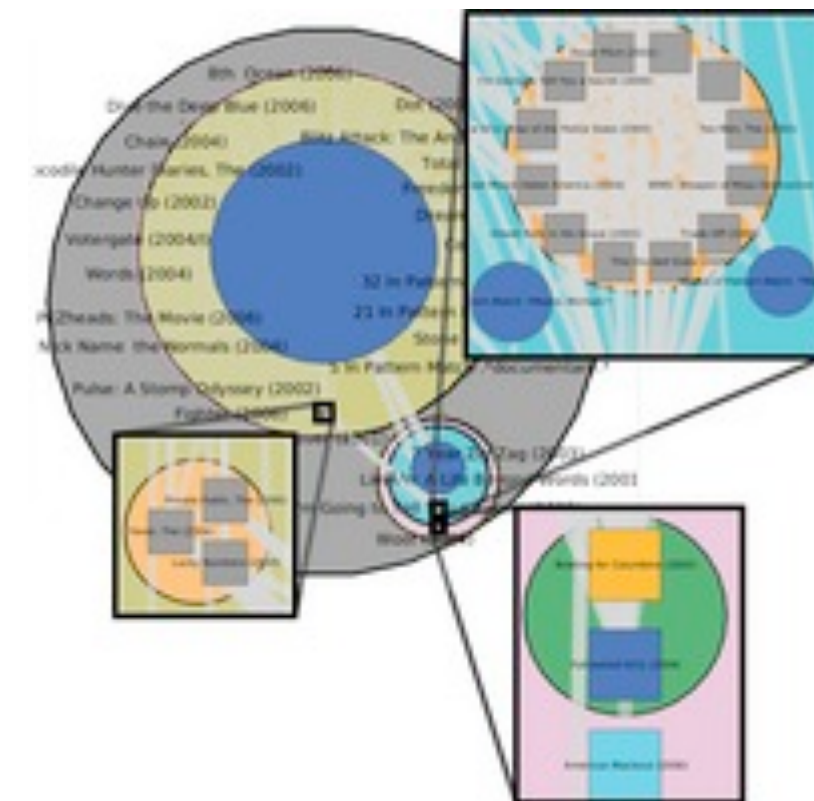
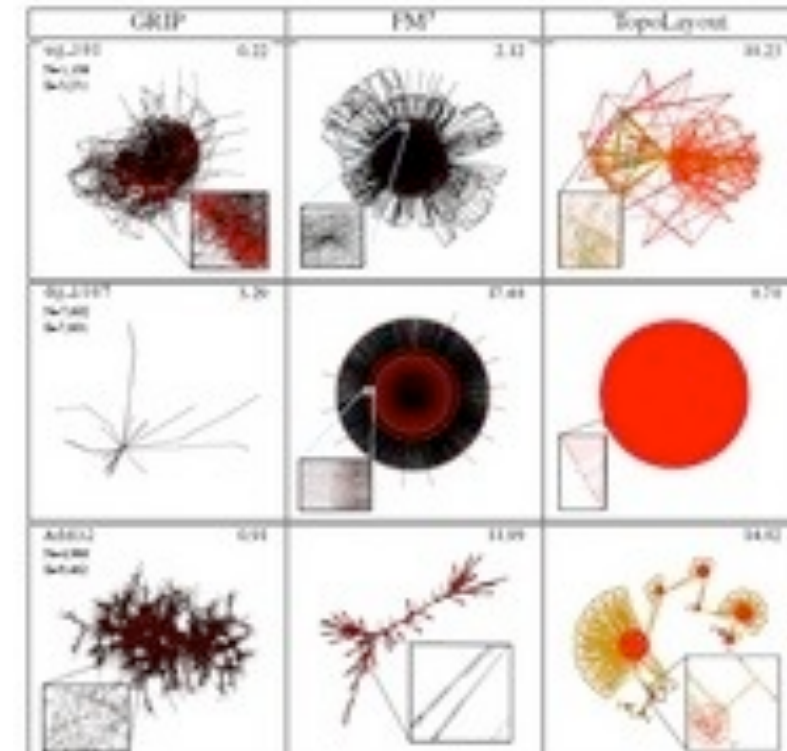
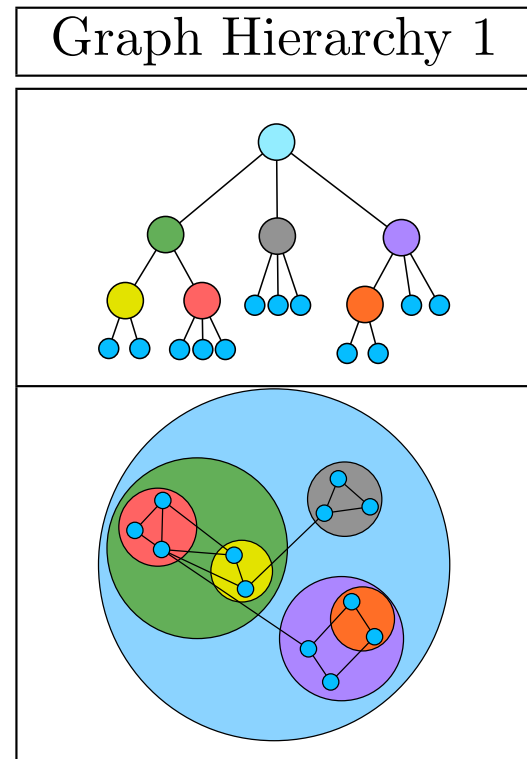
Techniques: Dimensionality Reduction

- Glimmer: GPU accelerated MDS
- DimStiller: visual dimensional analysis and reduction toolkit
- Glint: costly distance functions



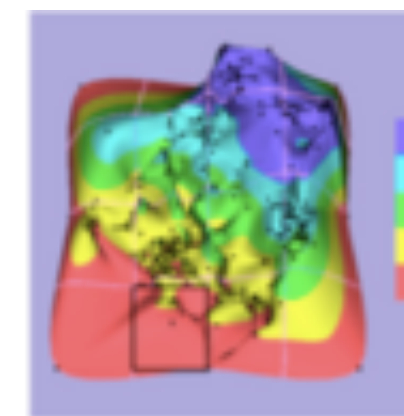
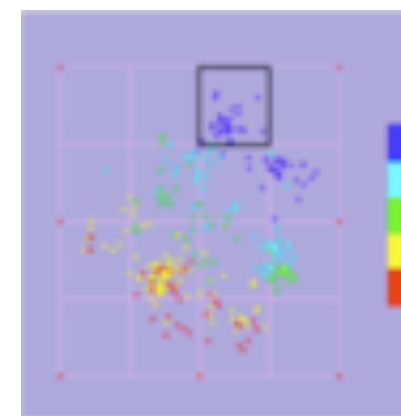
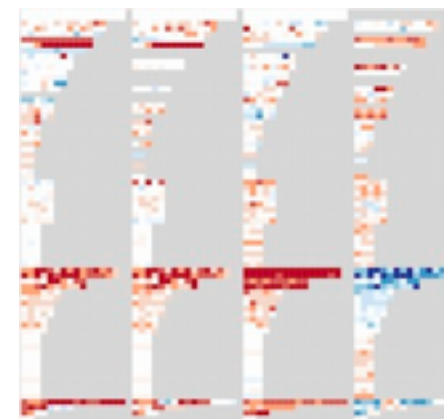
Techniques: Networks

- TopoLayout
 - multi-level network layout
- Grouse
 - multi-level network browsing
- GrouseFlocks
 - browsing space of all possible compound network hierarchies
- TugGraph
 - untangling complex multi-level networks interactively



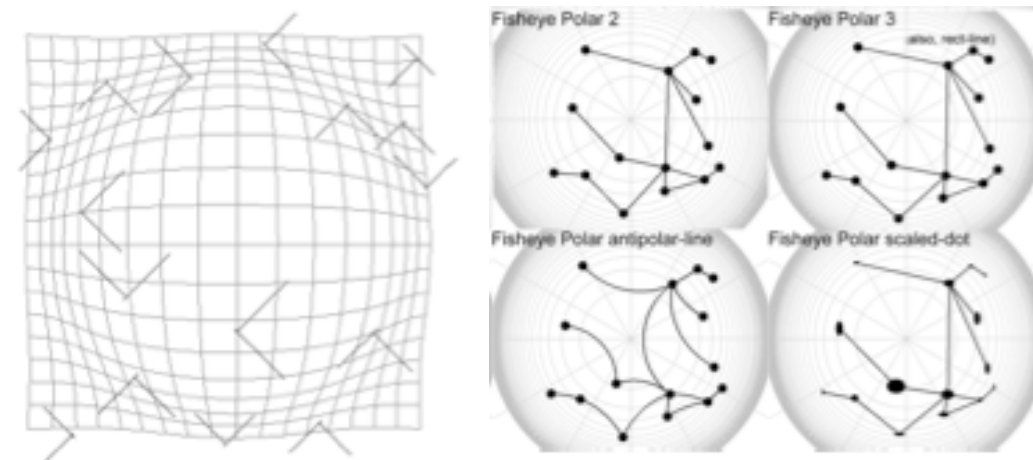
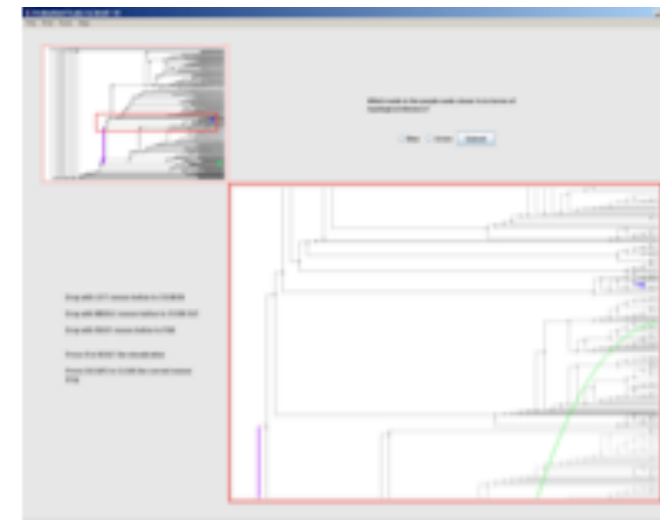
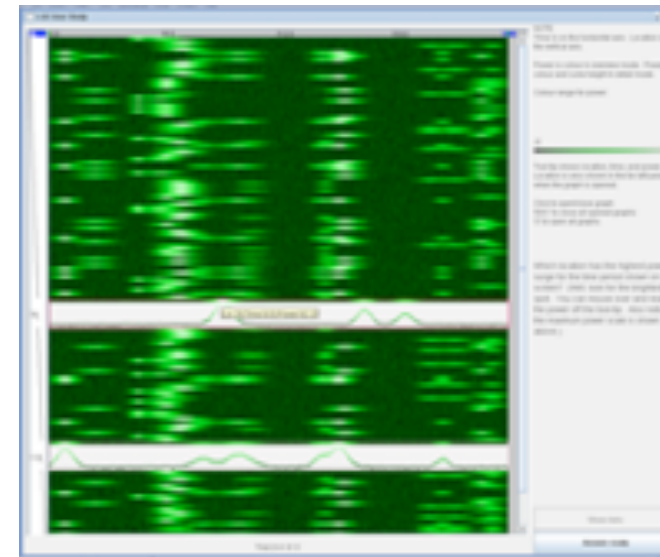
Evaluation: Dimensionality Reduction

- guidance on scatterplot/DR choices
- taxonomy of cluster separation factors
- 2D points vs 3D landscapes



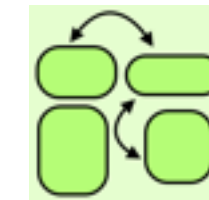
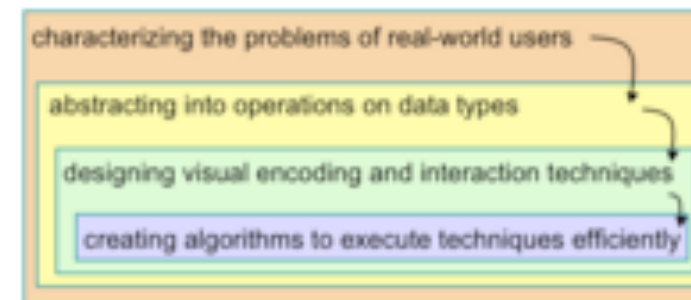
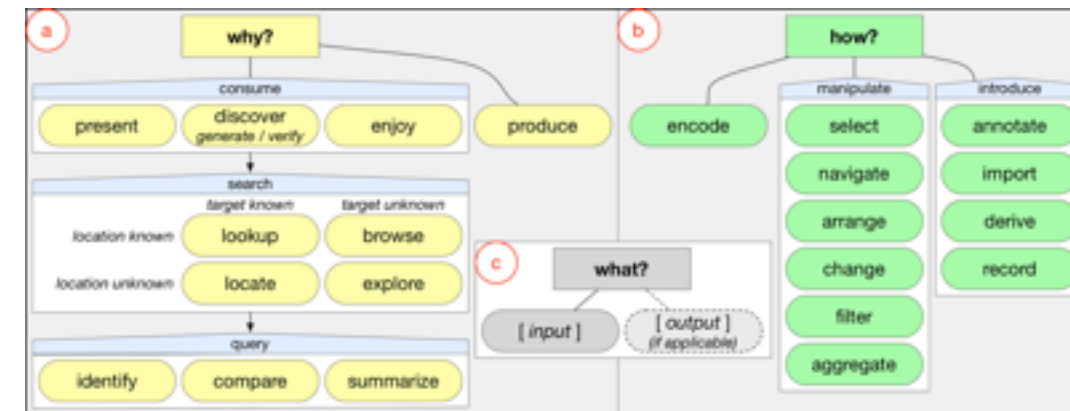
Evaluation: Focus+Context

- overviews: separate vs. integrated views
- navigation: stretch and squish vs. pan/zoom navigation
- impact of distortion on visual search, visual memory



Theory/Models

- multi-level typology of abstract visualization tasks
- design study methodology
- nested model for vis design and validation
 - revisited: blocks and guidelines
- papers process and pitfalls



- Type Pitfalls
 - + Design in Technique's Clothing
 - + Application Bingo versus Design Study
 - + All That Coding Means I Deserve A Systems Paper
 - + Neither Fish Nor Fowl
- Visual Encoding Pitfalls
 - + Unjustified Visual Encoding
 - + Hammer In Search Of Nail
 - + 2D Good, 3D Better
 - + Color Cacophony
- Results Pitfalls
 - + Unlearned By Time
 - + Fear and Loathing of Complexity
 - + Snow-Mat Comparison
 - + Tiny Tiny Datasets
 - + But My Friends Liked It
 - + Unjustified Tasks
- Writing Style Pitfalls
 - + Deathly Detail Dump

More Information

- this talk
<http://www.cs.ubc.ca/~tmm/talks.html#biovis-cs314>
- papers, videos, software, talks, courses
<http://www.cs.ubc.ca/~tmm>
- book (to appear Nov 2014)
<http://www.cs.ubc.ca/~tmm/vadbook>
- acknowledgements
 - funding: Agilent, NSERC, NSF
 - talk feedback: Matt Brehmer

