Scalable Visual Comparison of Biological Trees and Sequences

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Outline

Stirring up controversy

Comparing big phylogenetic trees
- TreeJuxtaposer
  - phylogeny background
  - structural difference computation
  - guaranteed visibility

Browsing huge trees
- TJC, TJC-Q

Comparing many large gene sequences
- SequenceJuxtaposer

Collaborators

TreeJuxtaposer joint work with
- Francois Guimbretiere, Maryland
- Serdar Tasiran, Compaq SRC
- Li Zhang, Compaq SRC
- Yunhong Zhou, Compaq SRC
- James Slack, UBC

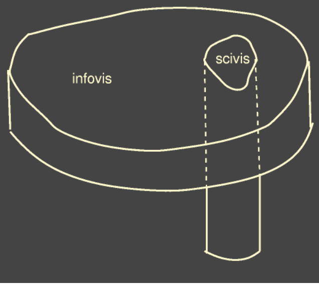
TJC, TJC-Q joint work with
- Dale Beerman, Virginia
- Greg Humphreys, Virginia

SequenceJuxtaposer joint work with
- James Slack, UBC
- Kristian Hildebrand, UBC
- Katherine St. John, CUNY/Lehman

Funding: NSF/DEB-0121682

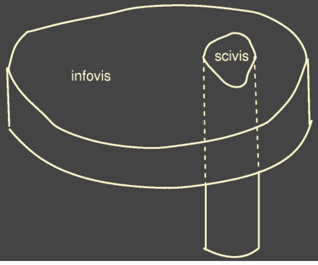
Stirring up controversy

definitions and scope, infovis vs. scivis:
- spatialization chosen not given



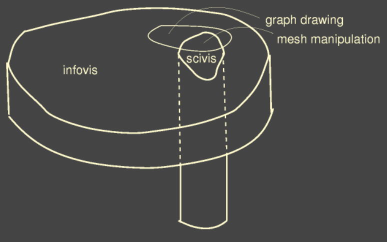
Stirring up controversy

definitions and scope, infovis vs. scivis:
- spatialization chosen not given
- big parameter space, justify design decisions
- wider scope, mostly more shallowly explored



Stirring up controversy

definitions and scope, infovis vs. scivis:
- spatialization chosen not given
- big parameter space, justify design decisions
- wider scope, mostly more shallowly explored
- many algorithms and techniques span the border



Navigation

intimate relationship with spatial layout choices

- constrained
- nonliteral

Focus+Context

- overview and detail integrated into single view
- show features in context
- help users maintain their orientation

distortion-based navigation

- preserve topological order
- nonlinearly compress/expand geometry

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Tree comparison

active area: hierarchy browsing

- previous work: browsing
- comparison still open problem

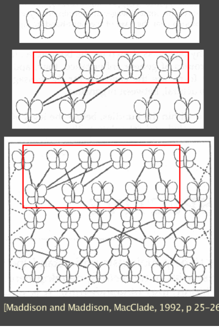
bioinformatics applicationn

- phylogenetic trees reconstructed from DNA

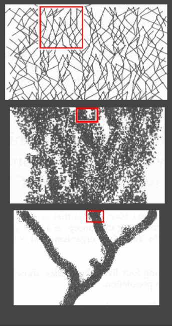
Phylogeny background

tree describing evolutionary relationships

- leaves (taxa): species, genes, disease strains



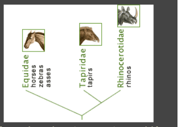
[Maddison and Maddison, MacClade, 1992, p 25-26]



Phylogenetic reconstruction

know leaves, infer interior nodes

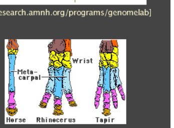
- similarity:
  parallel evolution or common ancestor?
- siblings unordered



[research.amnh.org/programs/genomelab]

old: morphology

- observable similarities



[gwis2.circ.gwu.edu/~atkins]

new: molecular

- DNA sequences – nucleotides
- protein sequences – amino acids

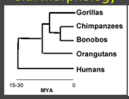
```
horse: ...CCTGAACCG...
tapir: ...ACTCTACCG...
rhino: ...GCTCTACCG...
```

Phylogeny uses

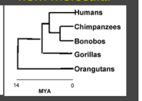
establish relationships

- understand species evolution

old: morphology



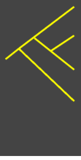
new: molecular



- track diseases
  - genes evolve 1M x faster

predict characteristics

- design drugs



painkillers

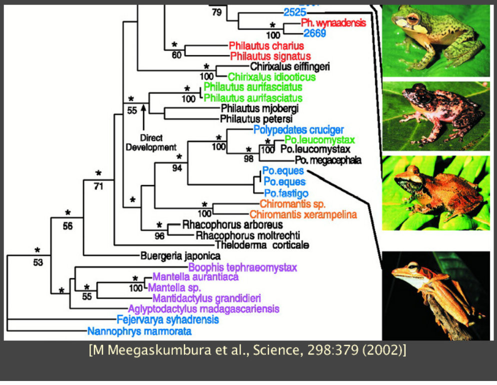
plant X

antihistamines

antifungals

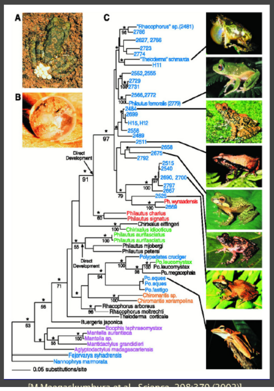
- reveal gene function

Phylogenetic/Evolutionary tree



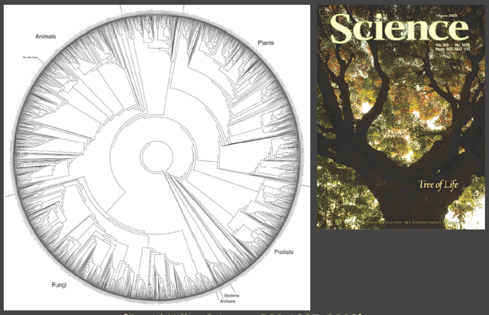
[M Meegaskumbura et al., Science, 298:379 (2002)]

Common tree size now



[M Meegaskumbura et al., Science, 298:379 (2002)]

Tree of Life: 10M species

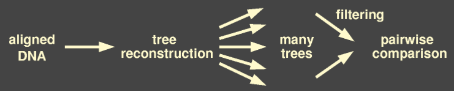


[David Hillis, Science, 300:1687, 2003]

Phylogenetic reconstruction

multiple trees

- reconstruction algorithm returns many possibilities
- different biological assumptions or data



Phylogenetic reconstruction

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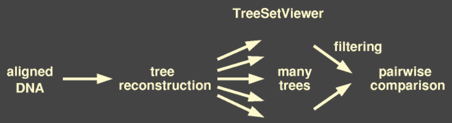

visually filtering large sets of trees

- TreeSet Viewer, MDS approach
  [Amenta and Klingner, InfoVis 2002]

visual pairwise comparison

- open problem

Paper comparison

focus

context

Will Fischer, UT-Austin, May 2003

TreeJuxtaposer video

platforms shown

- java 1.4, GL4Java 2.7 bindings for OpenGL

Windows

- 2.4 GHz P3, nVidia Quadro4 700XGL
- 1.1GB java heap
- window sizes 1280x1024, 3800x2400

Linux

- 3.1 GHz P4, nVidia GeForce FX 5800 Ultra
- 1.7GB java heap
- window size 800x600

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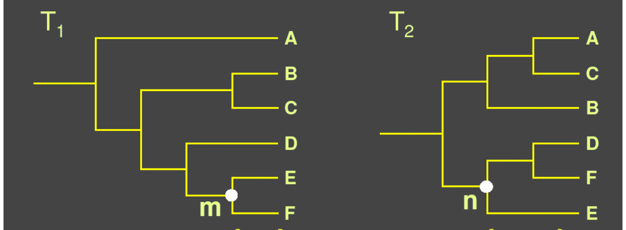
Previous work

tree comparison

- RF distance [Robinson and Foulds 81]
- perfect node matching [Day 85]
- creation/deletion [Chi and Card 99]
- leaves only [Graham and Kennedy 01]

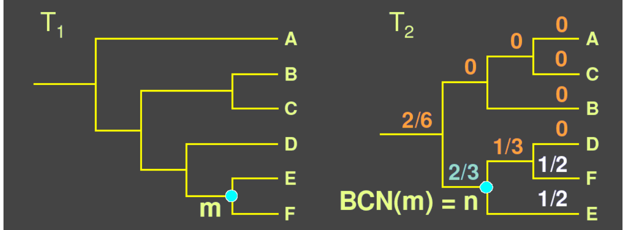
Similarity score



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

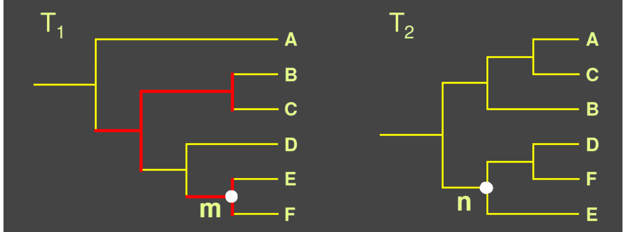
$$S(\mathrm{m,n}) = \frac{|\mathcal{L}(\mathrm{m}) \cap \mathcal{L}(\mathrm{n})|}{|\mathcal{L}(\mathrm{m}) \cup \mathcal{L}(\mathrm{n})|} = \frac{|\{\mathrm{E,F}\}|}{|\{\mathrm{D,E,F}\}|} = \frac{2}{3}$$

Best corresponding node



- $\mathrm{BCN(m)} = \mathrm{argmax}_{v \in \mathrm{T}_2}\,(S(\mathrm{m},v))$
  - computable in O(n $\log^2$ n)
  - linked highlighting

Marking structural differences



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

Structural difference algorithm

powerful and totally automatic

matches intuition
- UT-Austin biology lab
- other biologists
- other domains

leads users to important locations

efficient algorithms: 7s for 2 x 140K nodes

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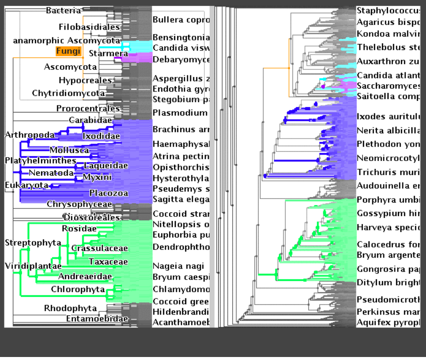
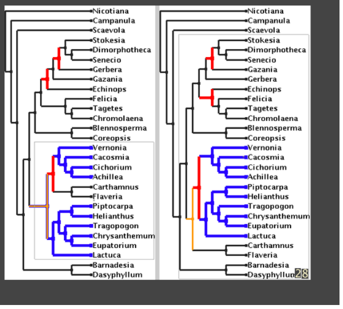
Guaranteed mark visibility



Marks (Features)

regions of interest shown with color highlight
- structural difference
- search results
- user-specified

purpose
- guide navigation
- provide landmarks
- contiguity check for subtrees



How can a mark disappear?

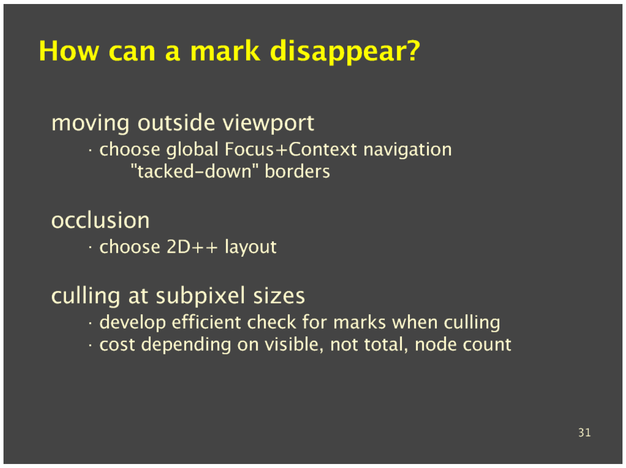
moving outside viewport
- choose global Focus+Context navigation
  - "tacked-down" borders

Focus+Context previous work

combine overview and detail into single view

Focus+Context
- large tree browsing
  - Cone Trees [Robertson et al 91]
  - Hyperbolic Trees [Lamping et al 95, Munzner 97]
  - Space Tree [Plaisant et al 03]
  - DOI Tree [Card and Nation 02]
- global
  - Document Lens [Robertson and Mackinlay 93]
  - Rubber Sheets [Sarker et al 93]

our contribution
- scalability, guaranteed visibility

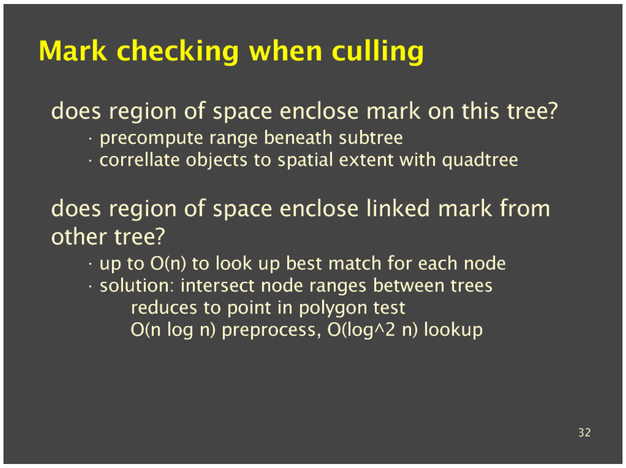


How can a mark disappear?

moving outside viewport
- choose global Focus+Context navigation
  "tacked-down" borders

occlusion
- choose 2D++ layout

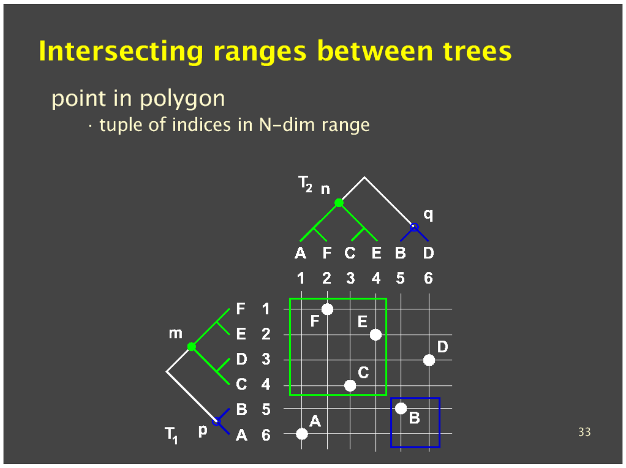
culling at subpixel sizes
- develop efficient check for marks when culling
- cost depending on visible, not total, node count



Mark checking when culling

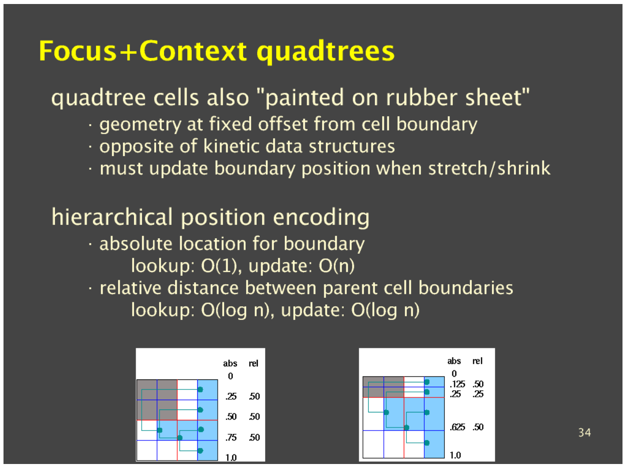
does region of space enclose mark on this tree?
- precompute range beneath subtree
- correllate objects to spatial extent with quadtree

does region of space enclose linked mark from other tree?
- up to O(n) to look up best match for each node
- solution: intersect node ranges between trees
  reduces to point in polygon test
  O(n log n) preprocess, O(log^2 n) lookup



Intersecting ranges between trees

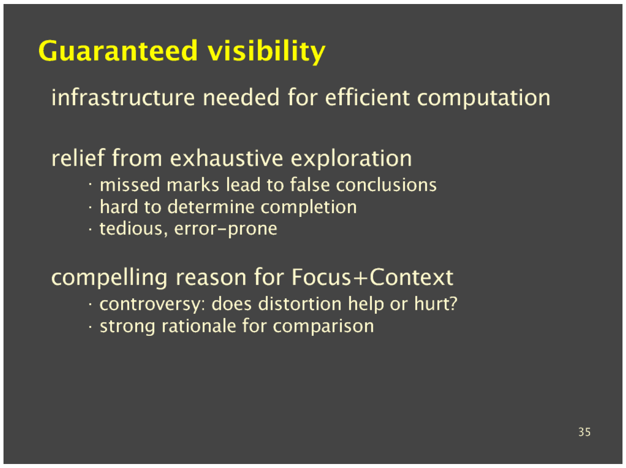
point in polygon
- tuple of indices in N-dim range



Focus+Context quadtrees

quadtree cells also "painted on rubber sheet"
- geometry at fixed offset from cell boundary
- opposite of kinetic data structures
- must update boundary position when stretch/shrink

hierarchical position encoding
- absolute location for boundary
  lookup: O(1), update: O(n)
- relative distance between parent cell boundaries
  lookup: O(log n), update: O(log n)

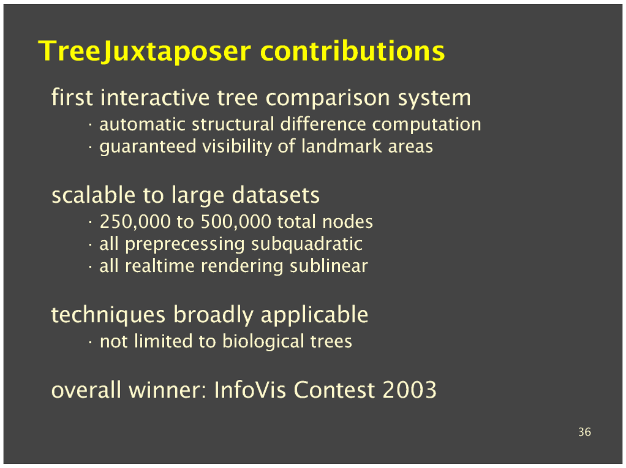


Guaranteed visibility

infrastructure needed for efficient computation

relief from exhaustive exploration
- missed marks lead to false conclusions
- hard to determine completion
- tedious, error-prone

compelling reason for Focus+Context
- controversy: does distortion help or hurt?
- strong rationale for comparison



TreeJuxtaposer contributions

first interactive tree comparison system
- automatic structural difference computation
- guaranteed visibility of landmark areas

scalable to large datasets
- 250,000 to 500,000 total nodes
- all prepreccesing subquadratic
- all realtime rendering sublinear

techniques broadly applicable
- not limited to biological trees

overall winner: InfoVis Contest 2003

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Scaling up

TreeJuxtaposer limits

- memory footprint
- rendering CPU bound, want graphics bound

goal: browse huge trees

- concentrate on browsing

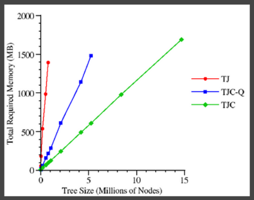
TJC-Q: 5M nodes

- commodity platforms

TJC: 15M nodes

- leading-edge graphics hardware

Memory footprint reduction



TJ Focus+Context quadtrees

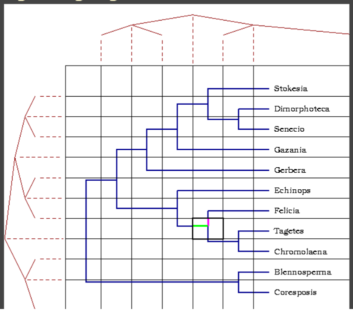
- navigating, culling, drawing, picking

new data structures and algorithms instead

Quadtree: navigating

navigating with stretch/shrink

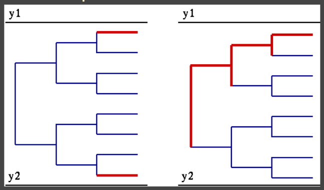
- TJ: quadtree
- new: lightweight grid data structure



Quadtree: culling and drawing

culling subpixel objects

- TJ: quadtree cell size test
- new: leaf overlap test



drawing

- TJ: progressive in order of importance
- new: from root
  - new alg fast enough to ignore order

Quadtree: picking

TJ: picking with spatial subdivision

TJC: multiple render target buffer

- encode object ID into offscreen buffer
- supported in hardware on latest ATI cards

TJC-Q: low-memory quadtrees

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Accordion drawing

not just for trees!

general scalable visualization infrastructure

- "rubber sheet" navigation
- guaranteed visibility of marked areas

implementation: modular package

- layer below TreeJuxtaposer

SequenceJuxtaposer

accordion drawing for DNA/RNA

previous work: web-based sequence browsers

- Ensembl, UCSC Genome Browser, NCBI MapViewer
- heavily used, huge server-side databases

- zoom or pan in jumps
- can't see context

fluid Focus+Context navigation

guaranteed visibility

- establish when these features useful
- proof of concept prototype, eventually merge

SJ in action

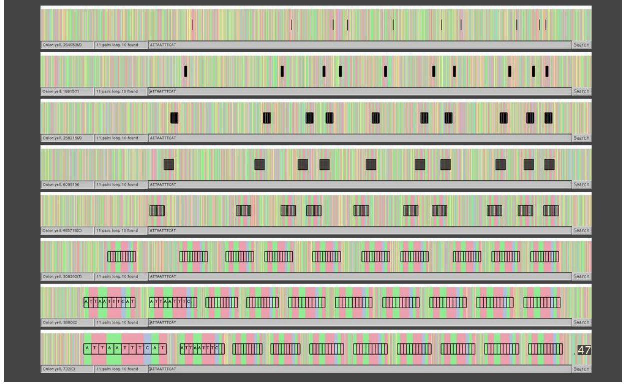
shown on publicly available data

- onion yellows phytoplasma: whole genome
  860 Kbp
- Murphy: 22 genes
  44 mammals x 17000 bp each = 748 Kbp
- Treezilla: single gene
  500 plants x 1428 bp each = 714 Kbp

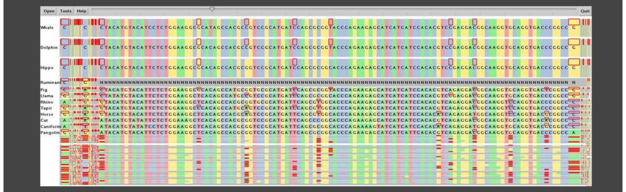
scales to 1.7 Mbp with 1.7GB heap

[videos]

Expanding search results



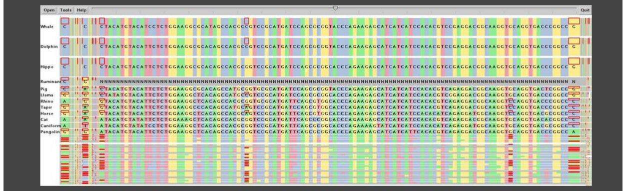
Changing difference thresholds



25%

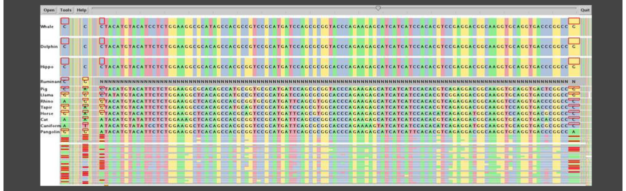
inspecting 1 of 22 genes

Changing difference thresholds



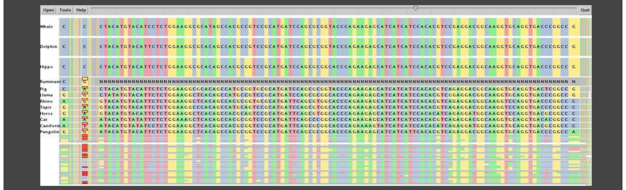
50%

Changing difference thresholds



60%

Changing difference thresholds



67%

sequences in phylogenetic order

- phylogenetic signal visible

Work in progress

trees with weighted edges

protein sequences

linking tree and sequence navigation

accordion drawing for sets

- data mining: transaction processing

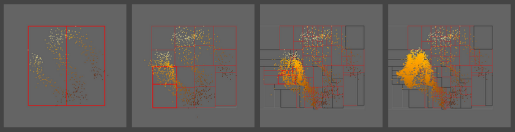
open-source release

- olduvai.sourceforge.net

Other projects in progress

dimensionality reduction

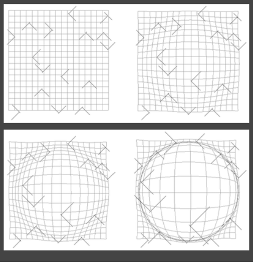
- steerable MDS (multidimensional scaling)
- with Matt Williams

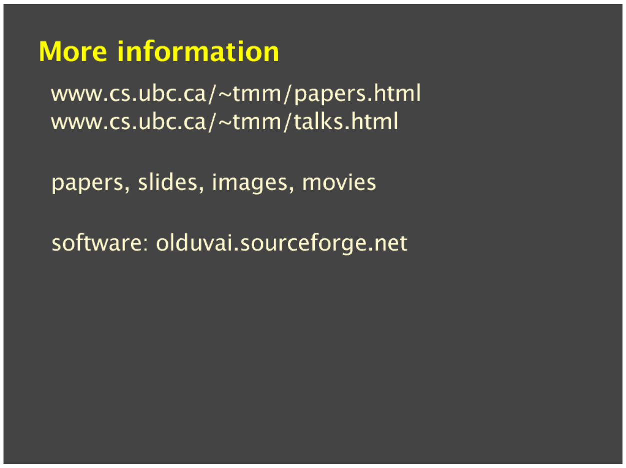


Other projects in progress

perception experiments

- quantifying cost of Focus+Context fisheye distortions
- no-cost and low-cost regions for visual search task
- with Keith Lau, Ron Rensink





More information

www.cs.ubc.ca/~tmm/papers.html
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papers, slides, images, movies

software: olduvai.sourceforge.net