

Scalable Visual Comparison of Biological Trees and Sequences

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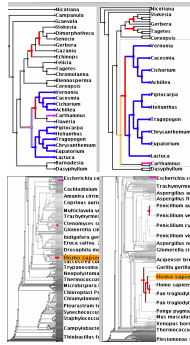
Outline

- **Accordion Drawing**
 - information visualization technique
- TreeJuxtaposer
 - tree comparison
- SequenceJuxtaposer
 - sequence comparison
- PRISAD
 - generic accordion drawing framework

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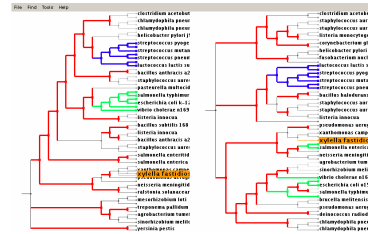
Accordion Drawing

- rubber-sheet navigation
 - stretch out part of surface, the rest squishes
 - borders nailed down
 - Focus+Context technique
 - integrated overview, details
 - old idea
 - [Sarkar et al 93], [Robertson et al 91]
- guaranteed visibility
 - marks always visible
 - important for scalability
 - new idea
 - [Munzner et al 03]



Guaranteed Visibility

- marks are always visible
- easy with small datasets



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Guaranteed Visibility Challenges

- hard with larger datasets
- reasons a mark could be invisible



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Guaranteed Visibility Challenges

- hard with larger datasets
- reasons a mark could be invisible
 - outside the window
 - AD solution: constrained navigation



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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



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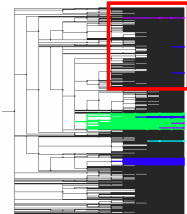
Guaranteed Visibility Challenges

- 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

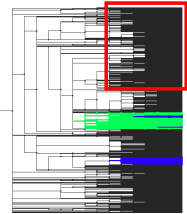


Guaranteed Visibility: Small Items

- Naïve culling may not draw all marked items



Guaranteed visibility of marks

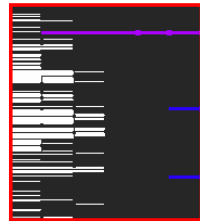


No guaranteed visibility of marks

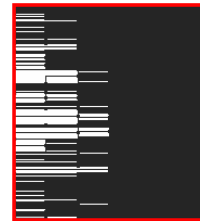
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Guaranteed Visibility: Small Items

- Naïve culling may not draw all marked items



Guaranteed visibility of marks



No guaranteed visibility of marks

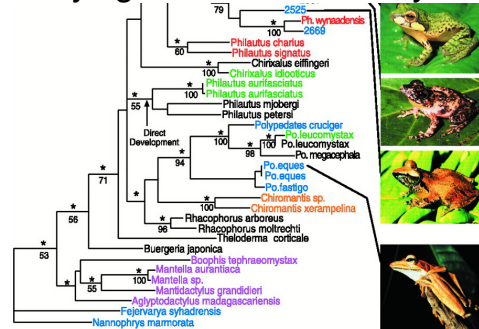
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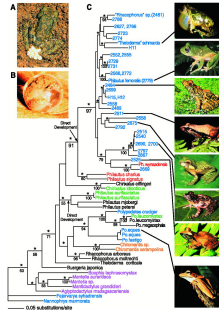
Phylogenetic/Evolutionary Tree



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

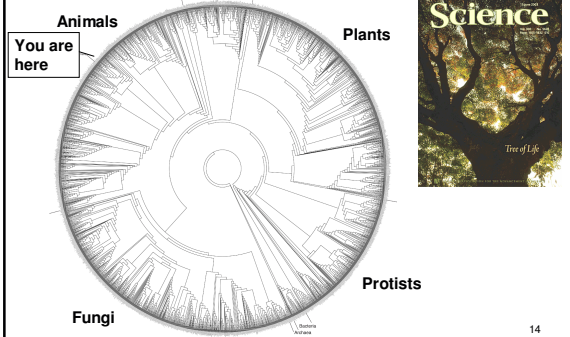
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Common Dataset Size Today



M Meegaskumbura et al., Science 298:379 (2002) 13

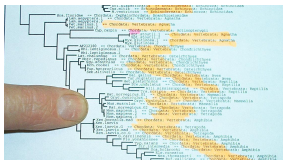
Future Goal: 10M node Tree of Life



David Hillis, Science 300:1687 (2003) 14

Paper Comparison: Multiple Trees

focus



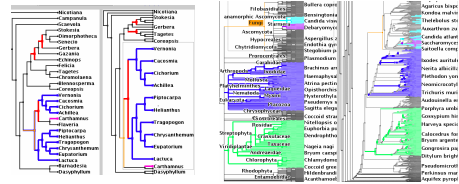
context



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TreeJuxtaposer

- side by side comparison of evolutionary trees
- [video]
 - video/software downloadable from <http://olduvai.sf.net/tj>



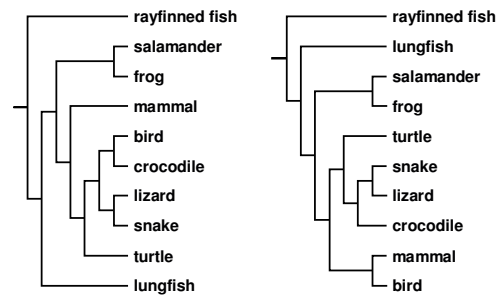
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TJ Contributions

- first interactive tree comparison system
 - automatic structural difference computation
 - guaranteed visibility of marked areas
- scalable to large datasets
 - 250,000 to 500,000 total nodes
 - all preprocessing subquadratic
 - all realtime rendering sublinear
- scalable to large displays (4000 x 2000)
- introduced
 - guaranteed visibility, accordion drawing

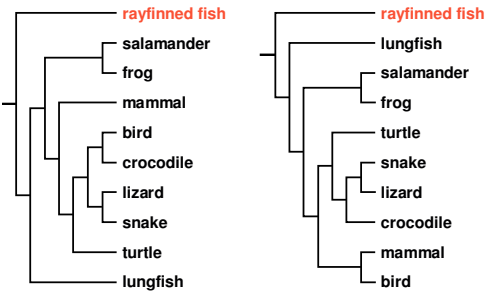
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Structural Comparison



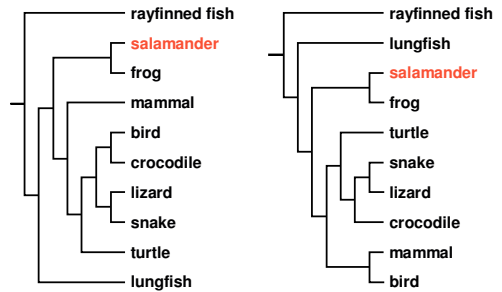
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Matching Leaf Nodes



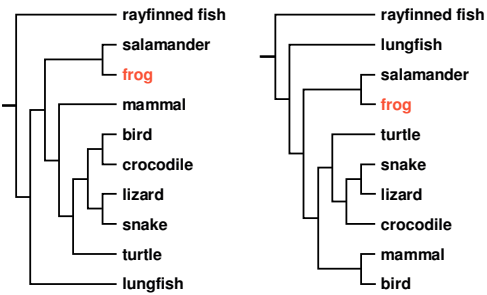
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Matching Leaf Nodes



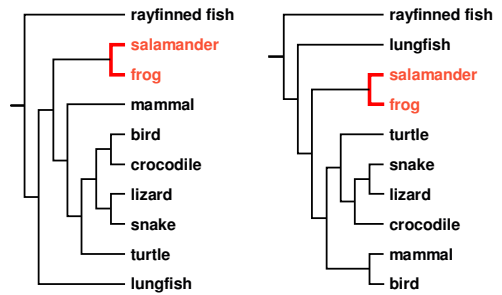
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Matching Leaf Nodes



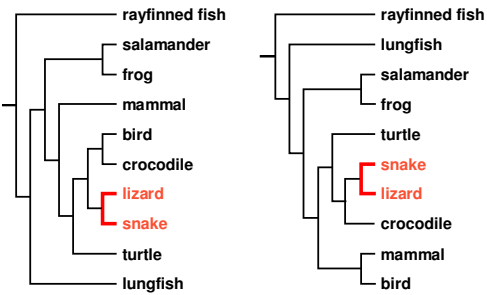
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Matching Interior Nodes



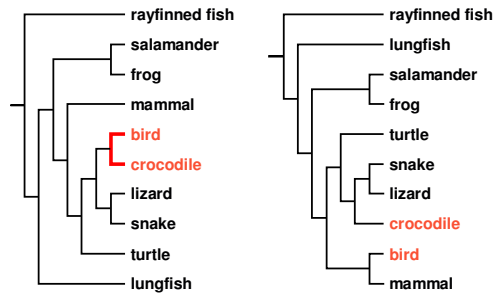
22

Matching Interior Nodes

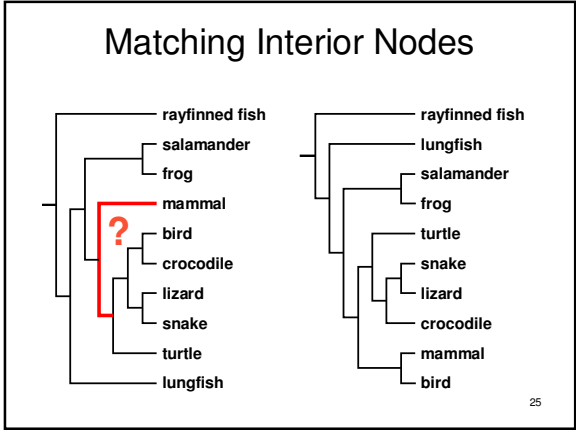


23

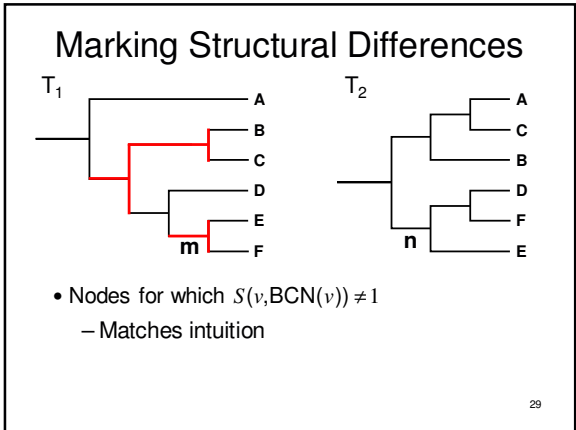
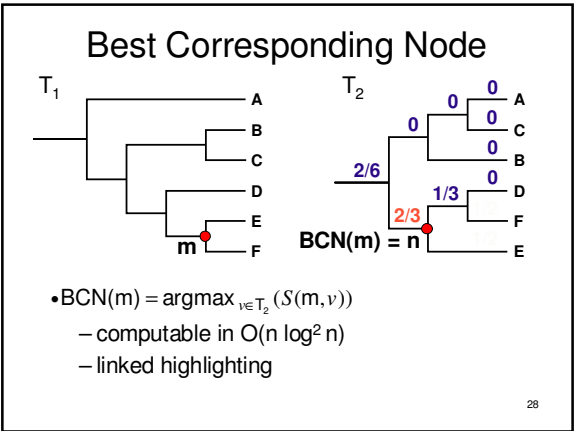
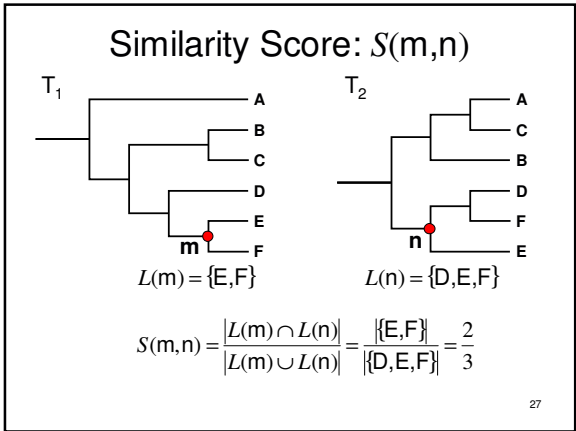
Matching Interior Nodes



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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]
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- ### Outline
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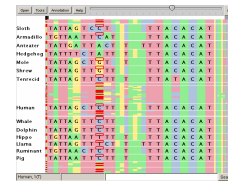
Genomic Sequences

- multiple aligned sequences of DNA
- now commonly browsed with web apps
 - zoom and pan with abrupt jumps
 - previous work
 - Ensembl [Hubbard 02], UCSC Genome Browser [Kent 02], NCBI [Wheeler 02]
- investigate benefits of accordion drawing
 - showing focus areas in context
 - smooth transitions between states
 - guaranteed visibility for globally visible landmarks

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SequenceJuxtaposer

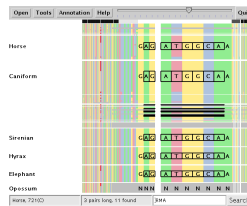
- comparing multiple aligned gene sequences
- provides searching, difference calculation
- [video]
 - video/software downloadable from <http://olduvai.sf.net/tj>



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Searching

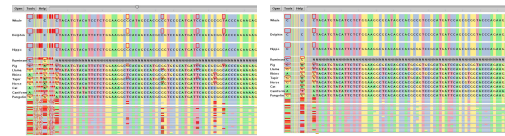
- search for motifs
 - protein/codon search
 - regular expressions supported
- results marked with guaranteed visibility



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Differences

- explore differences between aligned pairs
 - slider controls difference threshold in realtime
- results marked with guaranteed visibility



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SJ Contributions

- fluid tree comparison system
 - showing multiple focus areas in context
 - guaranteed visibility of marked areas
 - thresholded differences, search results
- scalable to large datasets
 - 2M nucleotides
 - all realtime rendering sublinear

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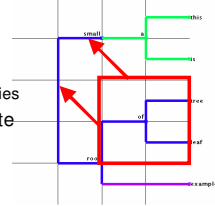
Goals of PRISAD

- generic AD infrastructure
 - tree and sequence applications
 - PRITree is TreeJuxtaposer using PRISAD
 - PRISeq is SequenceJuxtaposer using PRISAD
- efficiency
 - faster rendering: minimize overdrawing
 - smaller memory footprint
- correctness
 - rendering with no gaps: eliminate overcutting

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PRISAD Navigation

- generic navigation infrastructure
 - application independent
 - uses deformable grid
 - split lines
 - Grid lines define object boundaries
 - horizontal and vertical separate
 - Independently movable



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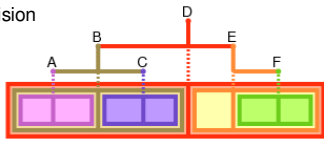
Split line hierarchy

- data structure supports navigation, picking, drawing
- two interpretations

– linear ordering



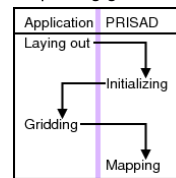
– hierarchical subdivision



PRISAD Architecture

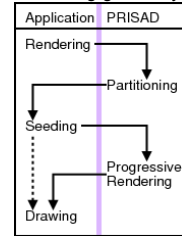
world-space discretization

- preprocessing
 - initializing data structures
 - placing geometry



screen-space rendering

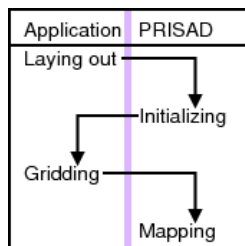
- frame updating
 - analyzing navigation state
 - drawing geometry



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World-space Discretization

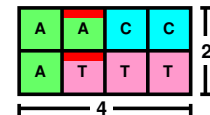
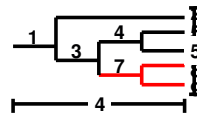
interplay between infrastructure and application



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Laying Out & Initializing

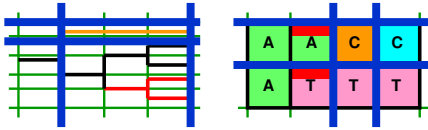
- application-specific layout of dataset
 - non-overlapping objects
- initialize PRISAD split line hierarchies
 - objects aligned by split lines



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Gridding

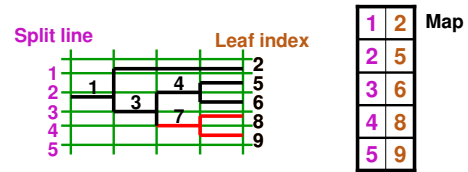
- each geometric object assigned its four encompassing split line boundaries



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Mapping

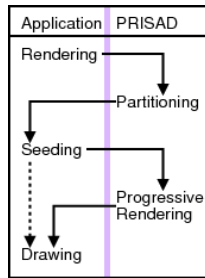
- PRITree mapping initializes leaf references
 - bidirectional $O(1)$ reference between leaves and split lines



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Screen-space Rendering

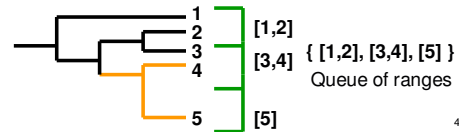
control flow to draw each frame



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Partitioning

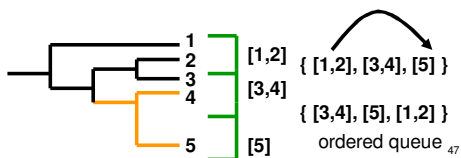
- partition object set into bite-sized ranges
 - using current split line screen-space positions
 - required for every frame
 - subdivision stops if region smaller than 1 pixel
 - or if range contains only 1 object



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Seeding

- reordering range queue result from partition
 - marked regions get priority in queue
 - drawn first to provide landmarks



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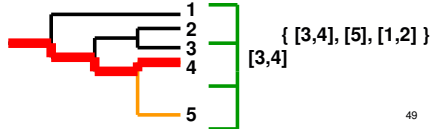
Drawing Single Range

- each enqueued object range drawn according to application geometry
 - selection for trees
 - aggregation for sequences

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PRITree Range Drawing

- select suitable leaf in each range
- draw path from leaf to the root
 - ascent-based tree drawing
 - efficiency: minimize overdrawing
 - only draw one path per range



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Rendering Dense Regions

- correctness: eliminate overculling
 - bad leaf choices would result in misleading gaps
- efficiency: maximize partition size to reduce rendering
 - too much reduction would result in gaps



Intended rendering

Partition size too big 50

Rendering Dense Regions

- correctness: eliminate overculling
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Intended rendering

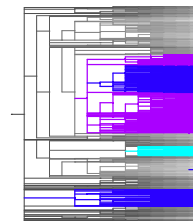
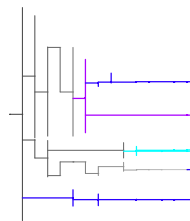
Partition size too big 51

PRITree Skeleton

- guaranteed visibility of marked subtrees during progressive rendering

first frame: one path per marked group

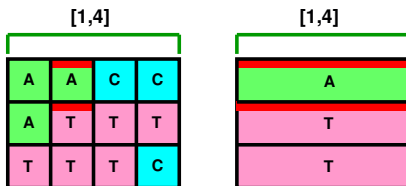
full scene: entire marked subtrees



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PRISeq Range Drawing: Aggregation

- aggregate range to select box color for each sequence
 - random select to break ties



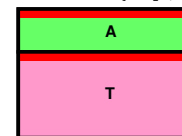
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PRISeq Range Drawing

- collect identical nucleotides in column
 - form single box to represent identical objects
 - attach to split line hierarchy cache
 - lazy evaluation

- draw vertical column

{ A:[1,1], T:[2,3] }

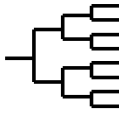


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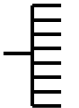
PRISAD Performance

- PRITree vs. TreeJuxtaposer (TJ)
- synthetic and real datasets

- complete binary trees
 - lowest branching factor
 - regular structure



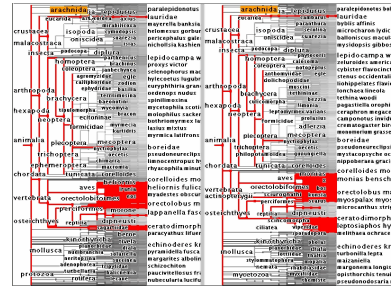
- star trees
 - highest possible branching factor



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InfoVis Contest Benchmarks

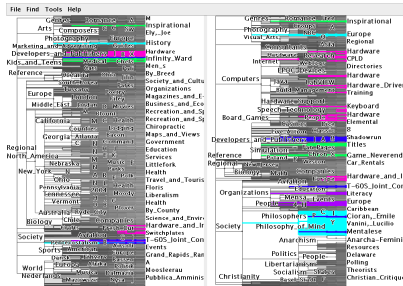
- two 190K node trees
- directly compare TJ and PT



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OpenDirectory benchmarks

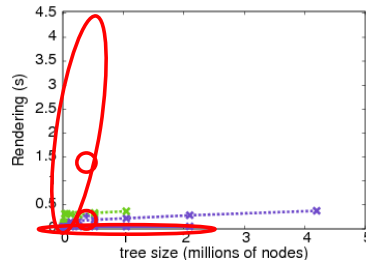
- two 480K node trees
- too large for TJ



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PRITree Rendering Time Performance

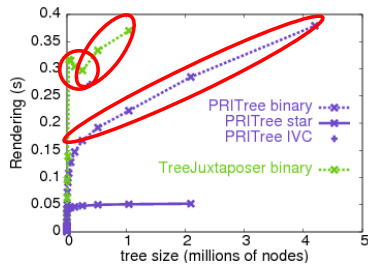
- 5x rendering speed & leads to O(k) performance



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Detailed Rendering Time Performance

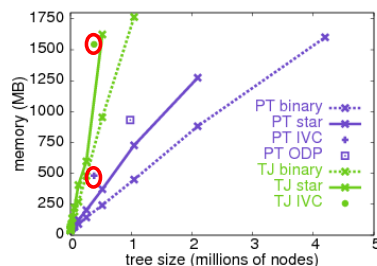
- PRITree takes a million nodes in under 0.4 seconds
- TreeJuxtaposer takes twice as long to render 1 million nodes



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Memory Performance

- linear O(k) memory for both applications
- marked change at 1GB target base that provides stability



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Performance Comparison

- PRITree vs. TreeJuxtaposer
 - detailed benchmarks against identical TJ functionality
 - 5x faster, 8x smaller footprint
 - handles over 4M node trees
- PRISeq vs. SequenceJuxtaposer
 - 15x faster rendering, 20x smaller memory size
 - 44 species * 17K nucleotides = 770K items
 - 6400 species * 6400 nucleotides = 40M items

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Future Work

- future work
 - editing and annotating datasets
 - PRISAD support for application specific actions
 - logging, replay, undo, other user actions
 - develop process or template for building applications

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PRISAD Contributions

- infrastructure for efficient, correct, and generic accordion drawing
- efficient and correct rendering
 - screen-space partitioning tightly bounds overdrawing and eliminates overculling
- first generic AD infrastructure
 - PRITree renders 5x faster than TJ
 - PRISeq renders 20x larger datasets than SJ

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Joint Work

- TreeJuxtaposer
 - François Guimbretière, Serdar Taşiran, Li Zhang, Yunhong Zhou
 - SIGGRAPH 2003
- SequenceJuxtaposer
 - James Slack, Kristian Hildebrand, Katherine St. John
 - German Conference on Bioinformatics 2004
- PRISAD
 - James Slack, Kristian Hildebrand
 - IEEE InfoVis Symposium 2005

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Open Source

- software freely available from <http://olduvai.sourceforge.net>
 - SequenceJuxtaposer
olduvai.sf.net/sj
 - TreeJuxtaposer
olduvai.sf.net/tj
 - requires Java and OpenGL
 - GL4Java bindings now, JOGL version coming soon
- papers, talks, videos also from <http://www.cs.ubc.ca/~tmm>

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