Visualization Analysis and Design for Business Intelligence

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Disney Research
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http://www.cs.ubc.ca/~tmm/talks.html#disney15 **@tamaramunzner**

Outline

- interactive visual analysis
  - role and advantages
- LiveRAC
  - time-series data: managed web hosting (with AT&T)
- Cerebral
  - network of relationships: genes (with Agilent and UBC Immunology)
- wrapup

Defining visualization (vis)

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

- what counts as effective?
  - novel: enable entirely new kinds of analysis
  - faster: speed up existing workflows
    - most common case!

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.

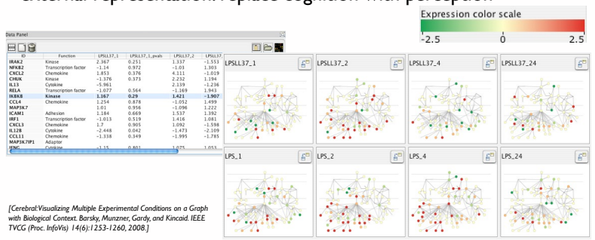
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- don't need vis when fully automatic solution exists and is trusted
- many analysis problems ill-specified
  - don't know exactly what questions to ask in advance
- possibilities
  - long-term use for end users (e.g. exploratory analysis of scientific data)
  - presentation of known results
  - stepping stone to better understanding of requirements before developing models
  - help developers of automatic solution refine/debug, determine parameters
  - help end users of automatic solutions verify, build trust

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



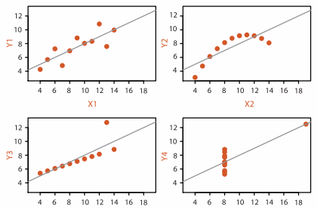
[Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE TVCG (Proc. InfoVis) 14(6):1253-1260, 2008.]

Why show the data in detail?

- summaries lose information
  - confirm expected and find unexpected patterns
  - assess validity of statistical model

Anscombe's Quartet

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



What are the resource limitations?

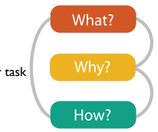
Vis designers must take into account three very different kinds of resource limitations: those of computers, of humans, and of displays.

- computational limits
  - processing time
  - system memory
- human limits
  - human attention and memory
- display limits
  - pixels are precious resource, the most constrained resource
  - **information density**: ratio of space used to encode info vs unused whitespace
    - tradeoff between clutter and wasting space, find sweet spot between dense and sparse

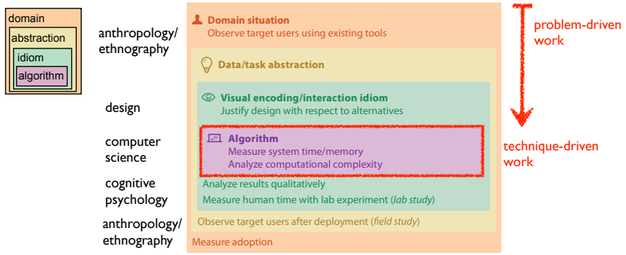
How to analyze vis design?

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



How to validate design?



[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

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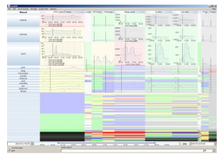
LiveRAC



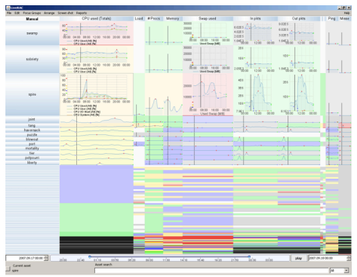
Interactive Visual Exploration of System Management Time-Series Data

joint work with:
Peter McLachlan, Eleftherios Koutsofios, Stephen North.

http://www.cs.ubc.ca/labs/imager/tr/2008/liverac

LiveRAC - Interactive Visual Exploration of System Management Time-Series Data.
McLachlan, Munzner, Koutsofios, North. Proc. SIGCHI Conference on Human Factors in Computing Systems (CHI'08), p 1483-1492, 2008.

LiveRAC video

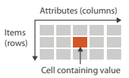


http://youtu.be/Id0c3H0VSkw

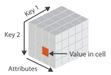
What: Data abstraction

- multidimensional table: time series data
  - key attributes
    - time
      - 50,000: 5-minute intervals over 6 months
      - multiscale levels of interest
    - devices
      - 4000
    - parameters
      - 20
      - ex: CPU usage, memory load, network traffic, alarms, ...
  - value attributes
    - parameter value for device at time point
      - quantitative
    - device groups
      - categorical

→ Tables



→ *Multidimensional Table*



Attribute Types
→ Categorical
→ Ordered
→ *Quantitative*

Why: Tasks in domain language

- interpret network environment status
- report generation
- capacity planning
- event investigation/forensics
- coordination
  - between customers, engineering, ops

Why: Task abstraction

- browse and correlate across combinations of parameter, device, time
  - correlate alarm attribute with other parameter attribs
  - find trends across groups of devices
  - summarize over different time intervals
  - identify devices at or beyond parameter thresholds
  - identify critical parameter values
  - compare device behavior at specific event times

→ *Discover*

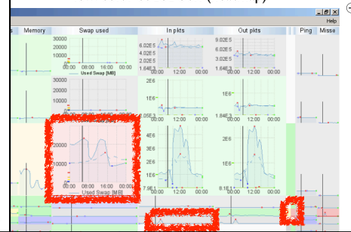
Targets
→ All Data
→ Trends
→ Outliers
→ Features

Actions
→ Query
→ Identify
→ Compare
→ Summarise

Attributes
→ One
→ Many
→ *Distribution*
→ *Extremes*
→ *Dependency*
→ *Correlation*
→ *Similarity*

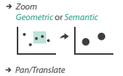
How: Navigate

- semantic zooming: adapts to pixels available
  - many: superimposed line charts with full labeling
  - some: iconic line chart (sparkline)
  - few: color-coded box (heatmap)

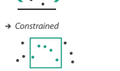


Manipulate
→ Change View Over Time

→ Navigate
→ Item Reduction
→ *Zoom Geometric or Semantic*



→ *Pan/Translate*



→ *Constrained*

How: Reduce

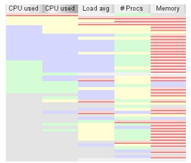
- reduce data shown with complex combination of filtering and aggregation
  - embed focus+context in single view
  - distort geometry
    - metaphor: stretch and squish navigation
    - shape: rectilinear
    - foci: multiple
    - impact: global

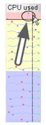
Reduce
- Filter
- Aggregate
- Embed
- Distort Geometry

Manipulate
- Navigate
  - Constrained

How: Reordering

- change spatial arrangement
  - resort by selected attribute
  - check for correlations between aligned attribute columns
    - ex: high load without high CPU, maybe I/O bound



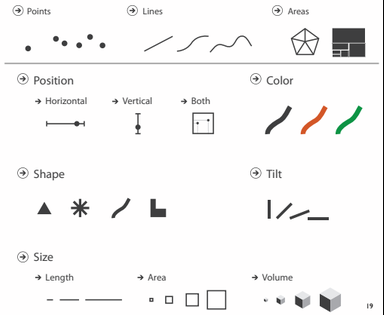


Manipulate
- Change View Over Time
- Select

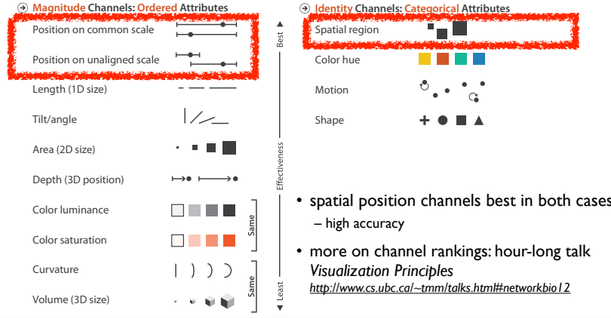
Encode
- Arrange
  - Order
  - Align

Importance of arranging space: Underlying definitions

- marks
  - geometric primitives
- channels
  - control appearance of marks



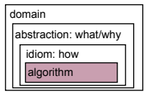
Channels: Expressiveness types and effectiveness rankings

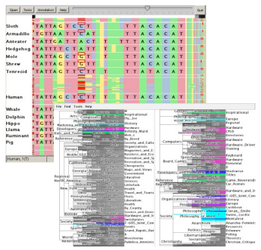


- spatial position channels best in both cases
  - high accuracy
- more on channel rankings: hour-long talk *Visualization Principles*
  http://www.cs.ubc.ca/~tmm/talks.html#networkbio12

Algorithms

- back end: SWIFT server
- front end: PRISAD rendering
  - separate threads for render vs server update
  - guaranteed visibility of semantically important marks even when squished small
    - sublinear rendering: O(p) where p = pixel count
      - scalable for n of millions
      - generic framework
        - » time series charts, gene sequences, trees





[Partitioned Rendering Infrastructure for Scalable Accordion Drawing (Extended Version). Slack, Hildebrand, and Munzner. Information Visualization, 5(2), p. 137-151, 2006.]

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Cerebral

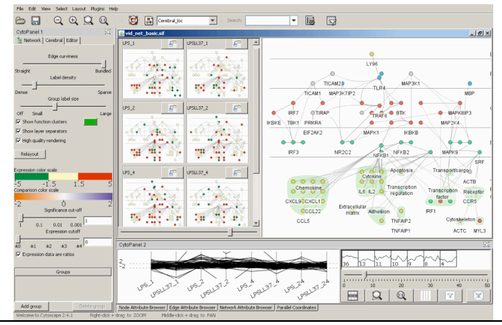
Visualizing Multiple Experimental Conditions on a Graph with Biological Context

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).

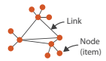
Cerebral video



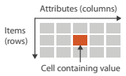
What: Data abstraction

- 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

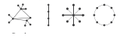
- task: interpret experiment results with respect to gene network
  - goal: accelerate existing discovery workflow
  - compare distributions between attributes
    - different experiments
  - interpret attributes in context of known network structure

Discover

Actions
- Compare

Targets
- Attributes
  - One
    - Distribution

- Network Data
  - Topology



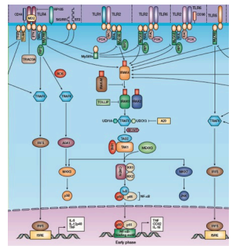
How: Idiom design decisions

- 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

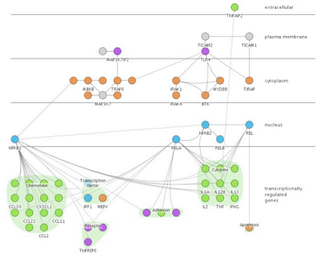
Arrange Networks And Trees
- Node-link Diagrams
  Connections and Marks
  - ✓ NETWORKS
  - ✓ TREES

How: Arrange space

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



http://www.nature.com/nri/focus/tlr/nri1397.html

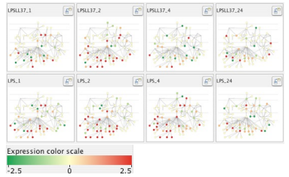


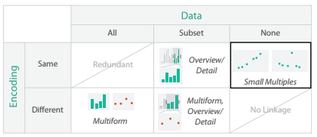
How: Idiom design decisions

- 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

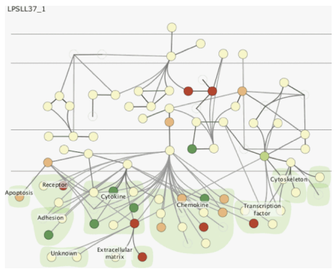




How: Juxtapose vs. animate

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



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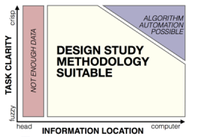


Design Study Methodology

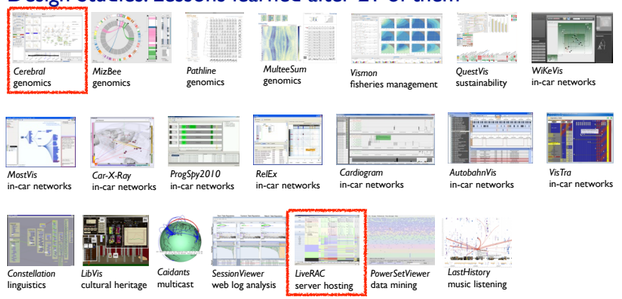
Reflections from the Trenches and from the Stacks

joint work with:
Michael Sedlmair, Miriah Meyer

http://www.cs.ubc.ca/labs/imager/tr/2012/dsm/

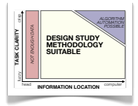
Design Study Methodology: Reflections from the Trenches and from the Stacks.
Sedlmair, Meyer, Munzner. IEEE Trans. Visualization and Computer Graphics 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).

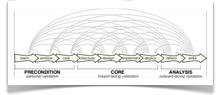
Design Studies: Lessons learned after 21 of them



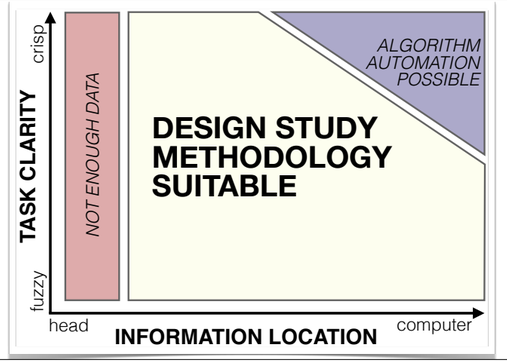
Methodology for Problem-Driven Work

- definitions
- 9-stage framework
- 32 pitfalls
  - and how to avoid them



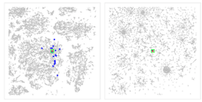


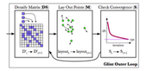
PF-1	premature advance: jumping forward over stages	general
PF-2	premature start: insufficient knowledge of vis literature	learn
PF-3	premature commitment: collaboration with wrong people	winnow
PF-4	no real data available (yet)	winnow
PF-5	insufficient time available from potential collaborators	winnow
PF-6	no need for visualization: problem can be automated	winnow
PF-7	researcher expertise does not match domain problem	winnow
PF-8	no need for research: engineering vs. research project	winnow
PF-9	no need for change: existing tools are good enough	winnow



Techniques: Dimensionality Reduction

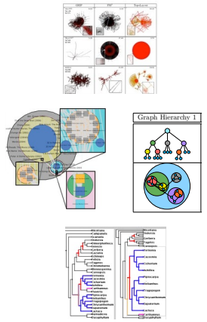
- reducing high-dimensional data to tractable low-dimensional form
  - Q-SNE: high-quality clusters for millions of documents
  - Glint: costly distance functions
    - incl. preferences elicited from people





Techniques: Networks & Trees

- large multi-level networks
  - layout
    - TopoLayout
  - interaction
    - Grouse
    - GrouseFlocks
    - TugGraph
- large tree comparison
  - TreeJuxtaposer



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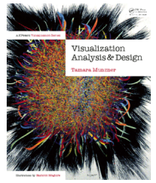
  http://www.cs.ubc.ca/~tmm
- book
  http://www.cs.ubc.ca/~tmm/vadbook
- acknowledgements
  - funding: Agilent, AT&T, NSERC, NSF



@tamaramunzner