Problem-Driven Interactive Visualization for Imperfect Models

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Huawei Vancouver
Jan 19 2022, virtual

http://www.cs.ubc.ca/~tmm/talks.html#huawei22

Outline

- methodology of problem-driven visualization research

- two case studies of visualizing imperfect models
  - NLP for temporal data
  - ML with graph neural networks

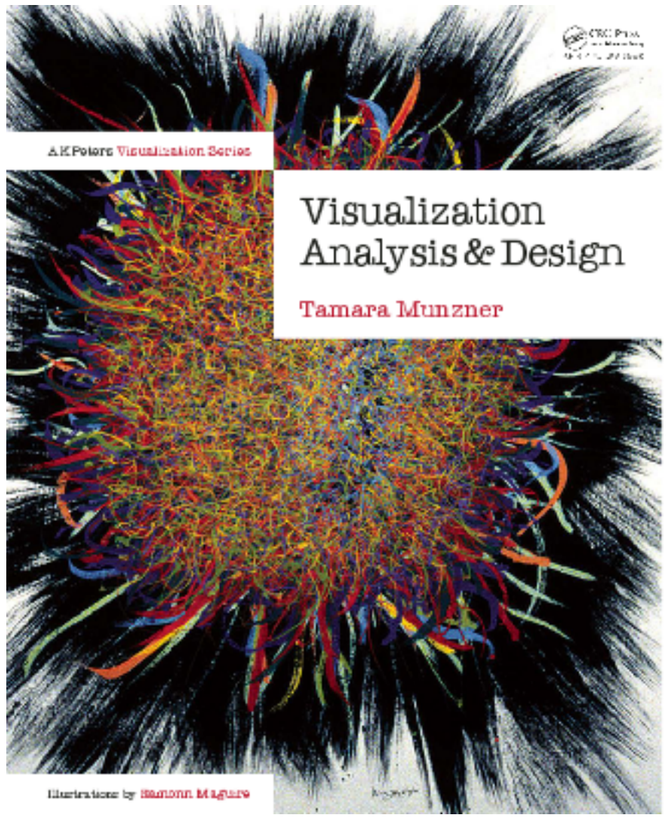
- brief overview of other problem-driven projects

Visualization (vis) defined & motivated

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.

- human in the loop needs details about data
  - *entry point:* exploratory data analysis
    - don't know exactly what questions to ask in advance
  - *entry point:* presentation of known results
  - *entry point:* interplay of human judgement & computation/ML
    - refining model, trustbuilding/monitoring, mixed-initiative
- external representation: perception vs cognition
- intended task, measurable definitions of effectiveness



more at:
Visualization Analysis and Design, Chapter 1.
Munzner. AK Peters Visualization Series, CRC Press, 2014.

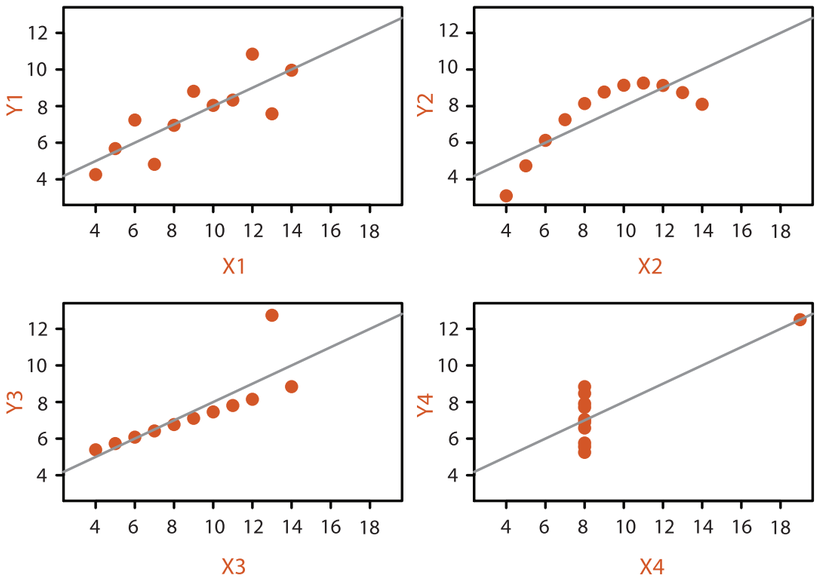
Unpacking data visually: From rollup to drilldown

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

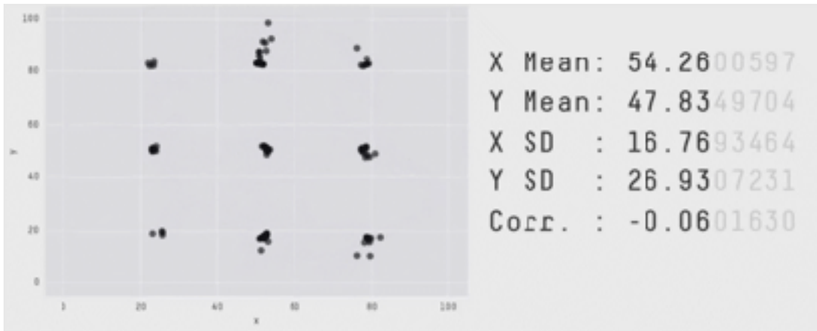
- summaries lose information, people can see a lot in the details
  - confirm expected and find unexpected patterns
  - assess validity of statistical model
  - sensitivity analysis for parameters

Anscombe's Quartet

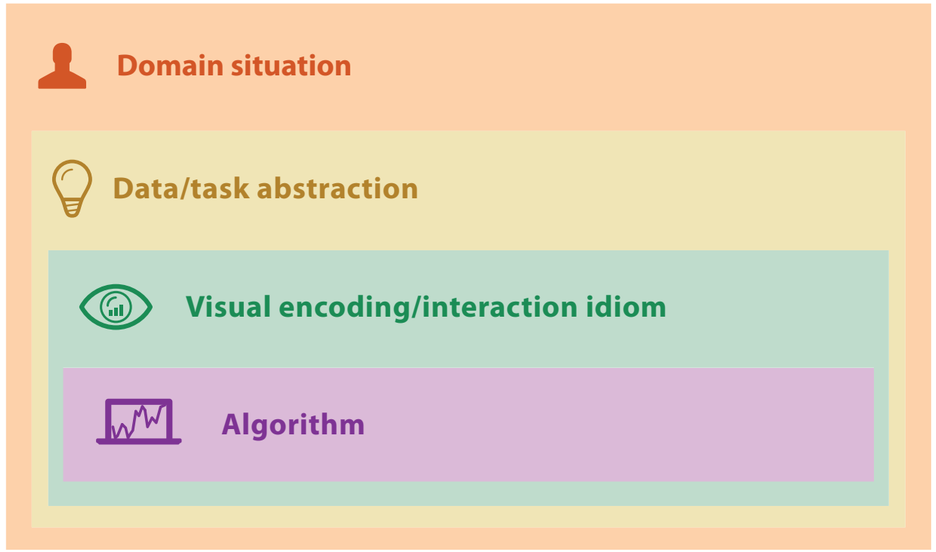
Identical statistics	
x mean	9
x variance	10
y mean	7.5
y variance	3.75
x/y correlation	0.816



Datasaurus Dozen



Same Stats, Different Graphs: Generating Datasets with Varied Appearance and Identical Statistics through Simulated Annealing. CHI 2017. Matejka & Fitzmaurice



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A Nested Model

for Visualization Design and Validation

http://www.cs.ubc.ca/labs/imager/tr/2009/NestedModel

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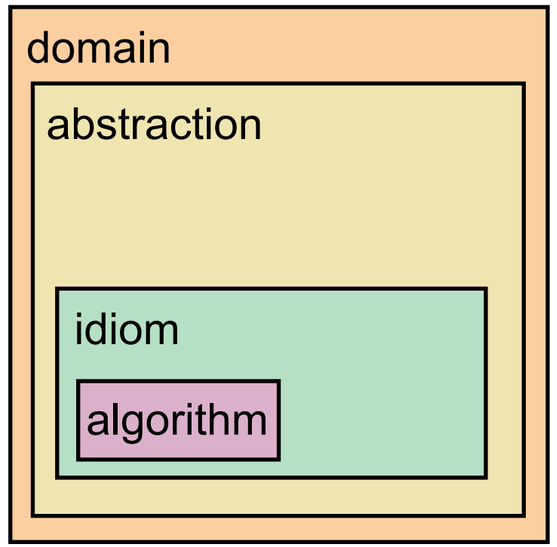
Munzner. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 09), 15(6):921-928, 2009.

Nested model: Four levels of visualization concerns



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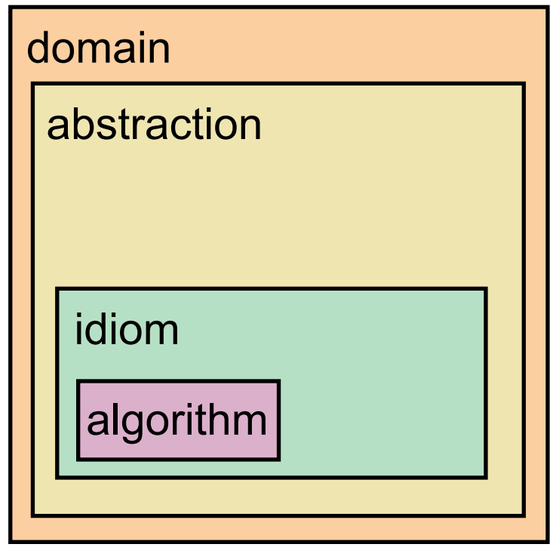
- *domain* situation
  - **who** are the target users?



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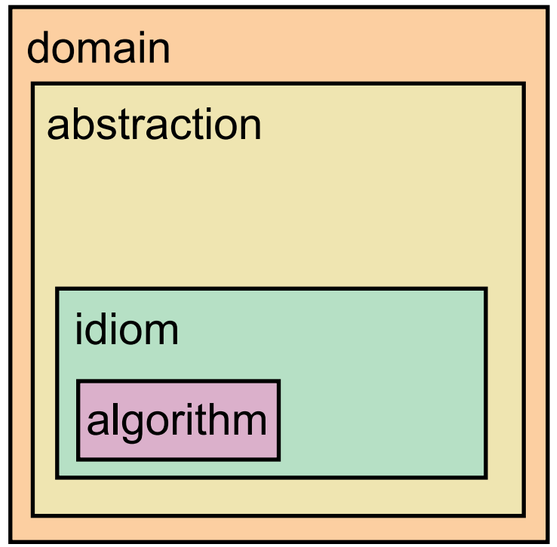

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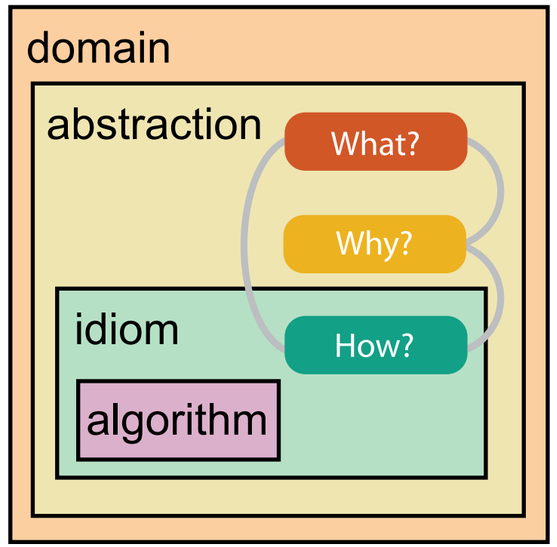

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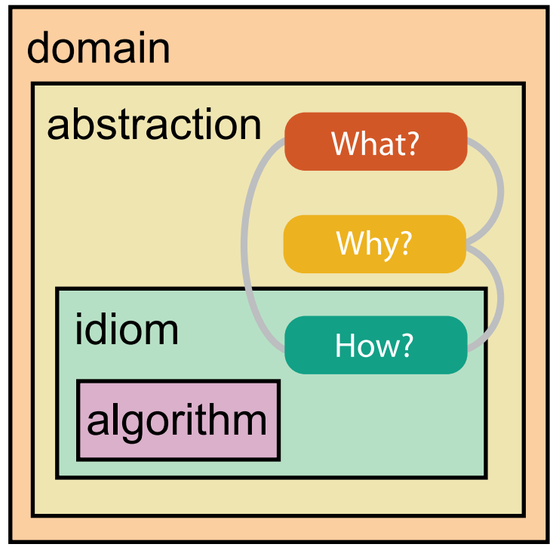

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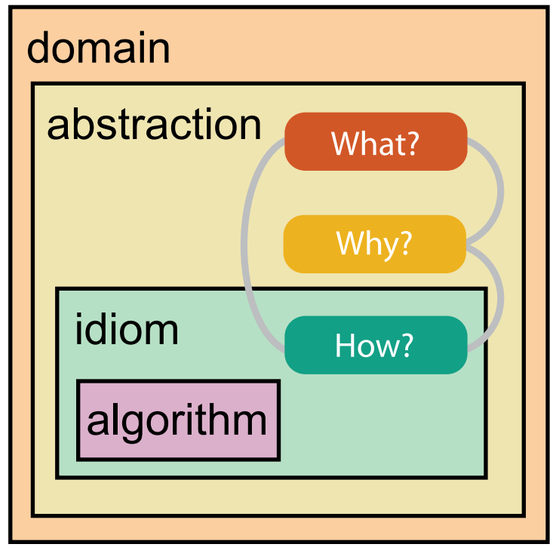

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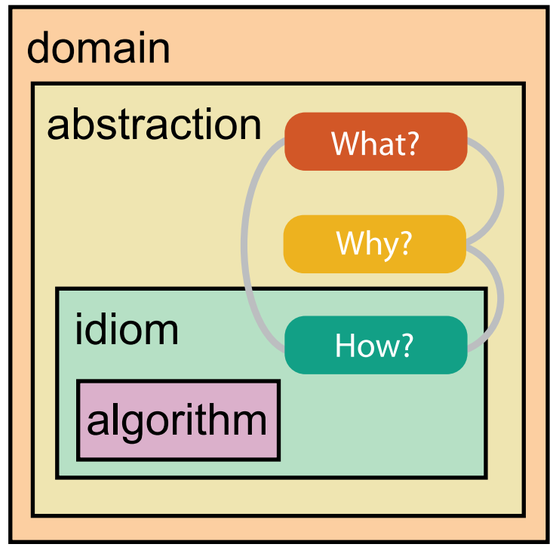
  - **how** is it shown?



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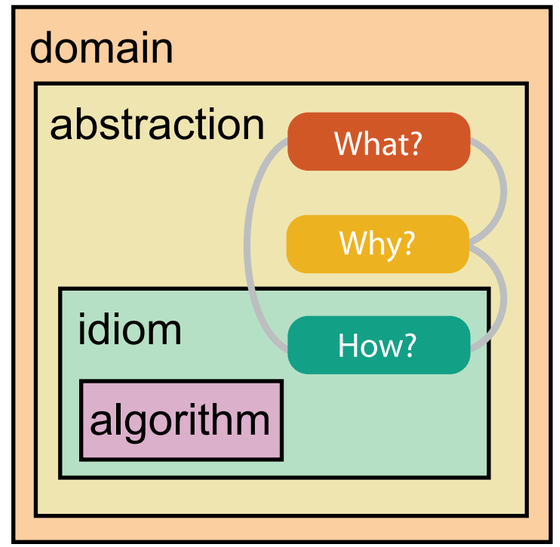
    - **visual encoding idiom**: how to draw



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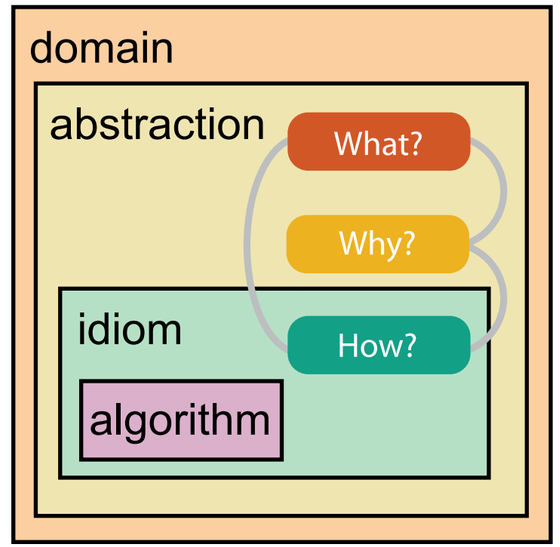

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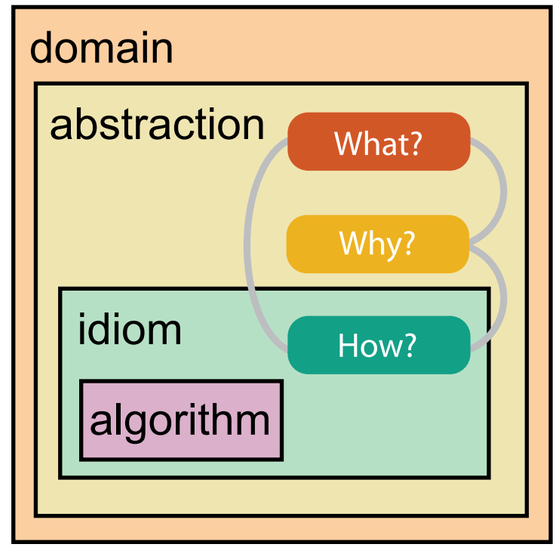
    - **visual encoding idiom**: how to draw
    - **interaction idiom**: how to manipulate
- *algorithm*
  - efficient computation



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Why is validation difficult?

- different ways to get it wrong at each level

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Domain situation
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Domain situation
You misunderstood their needs

Data/task abstraction
You're showing them the wrong thing

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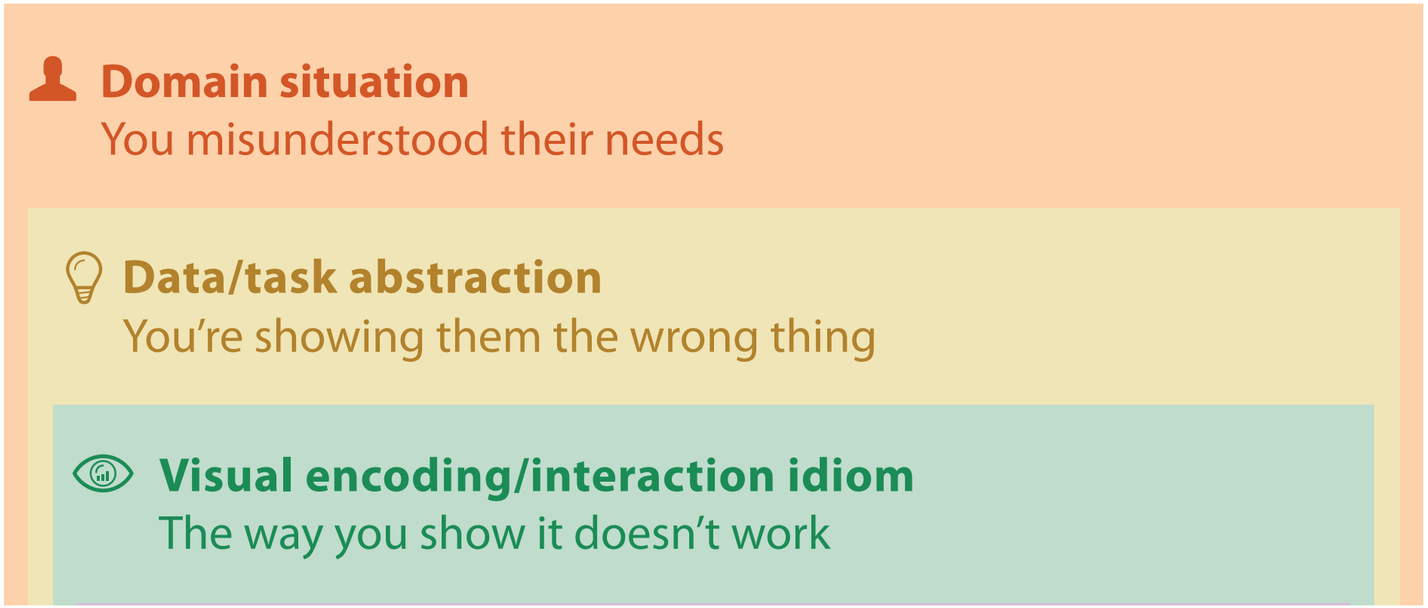

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Validation solution: use methods from appropriate fields at each level

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Validation solution: use methods from appropriate fields at each level

computer science

Algorithm
Measure system time/memory
Analyze computational complexity

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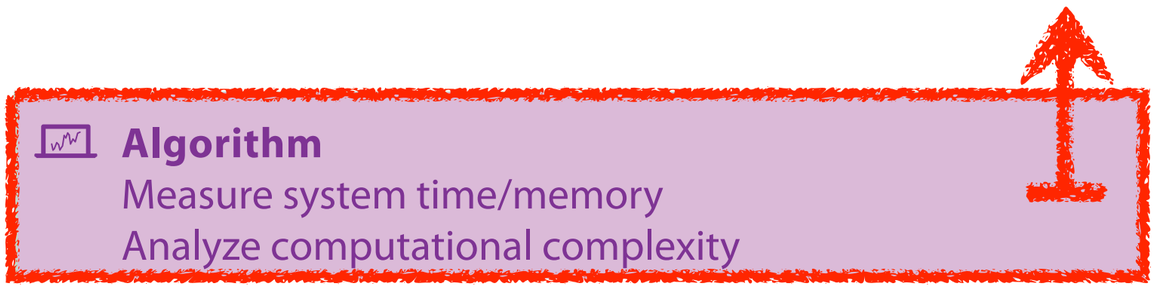

technique-driven work

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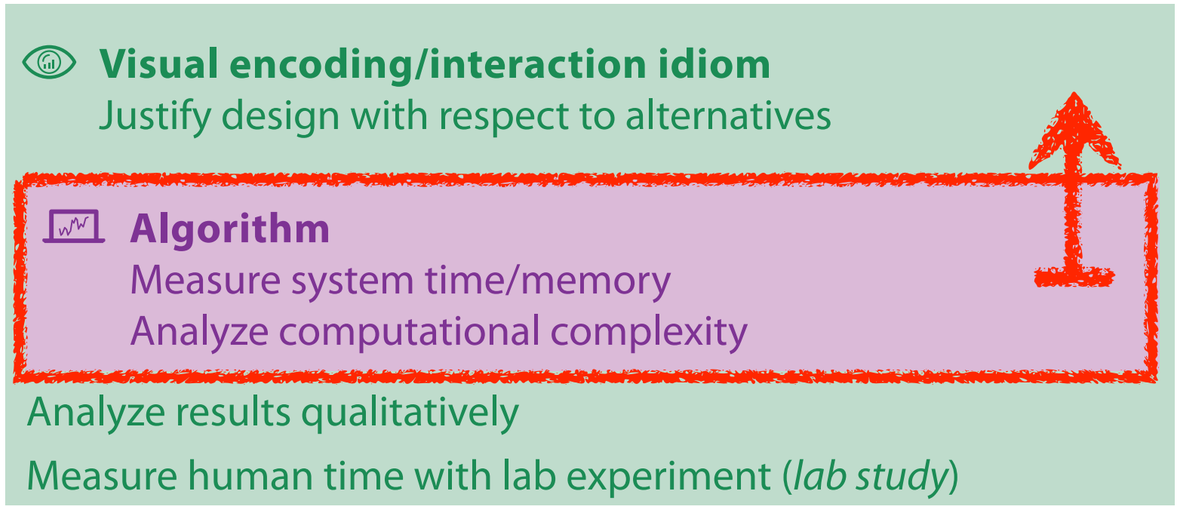
Validation solution: use methods from appropriate fields at each level

design

computer science

cognitive psychology



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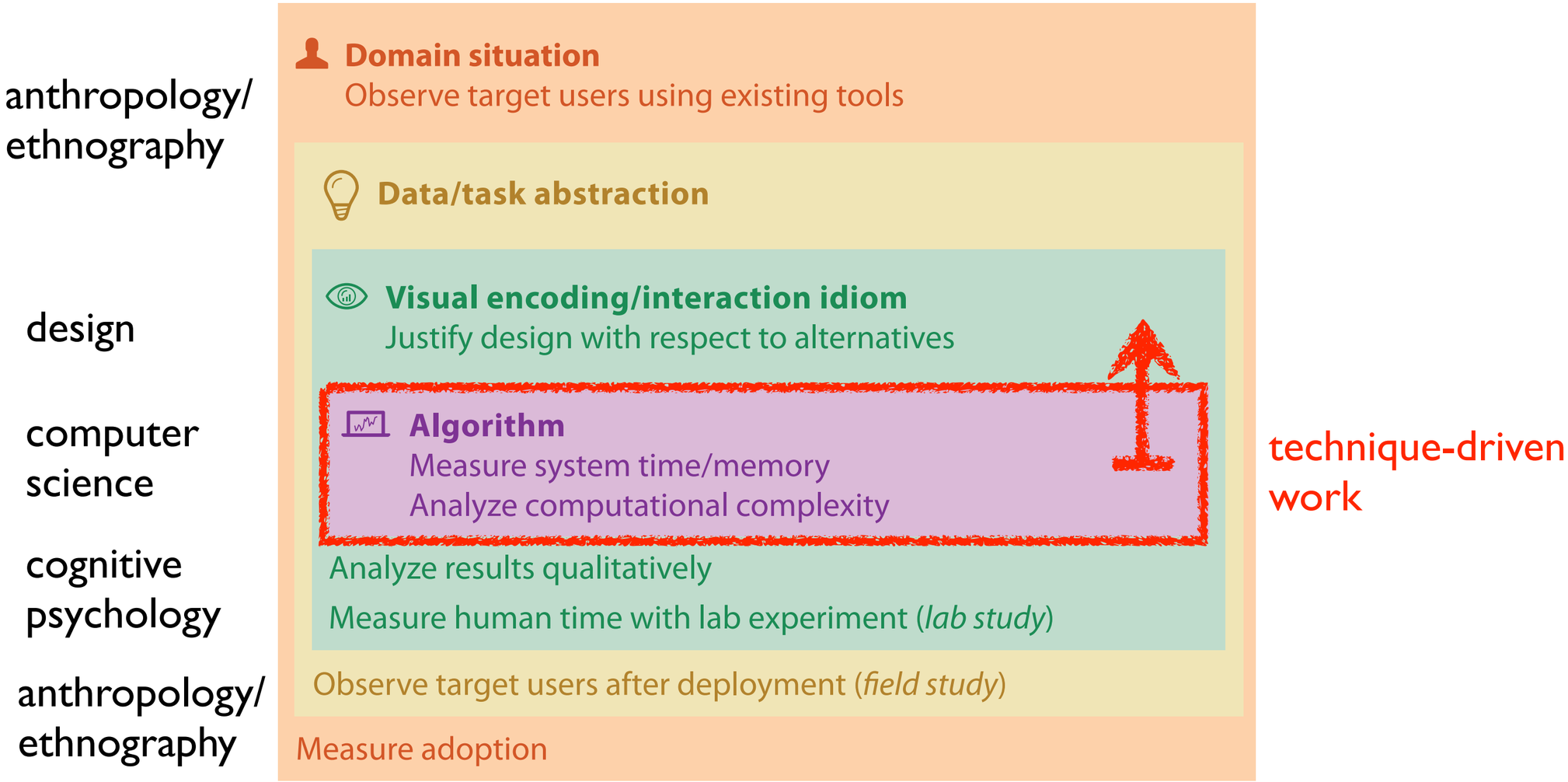

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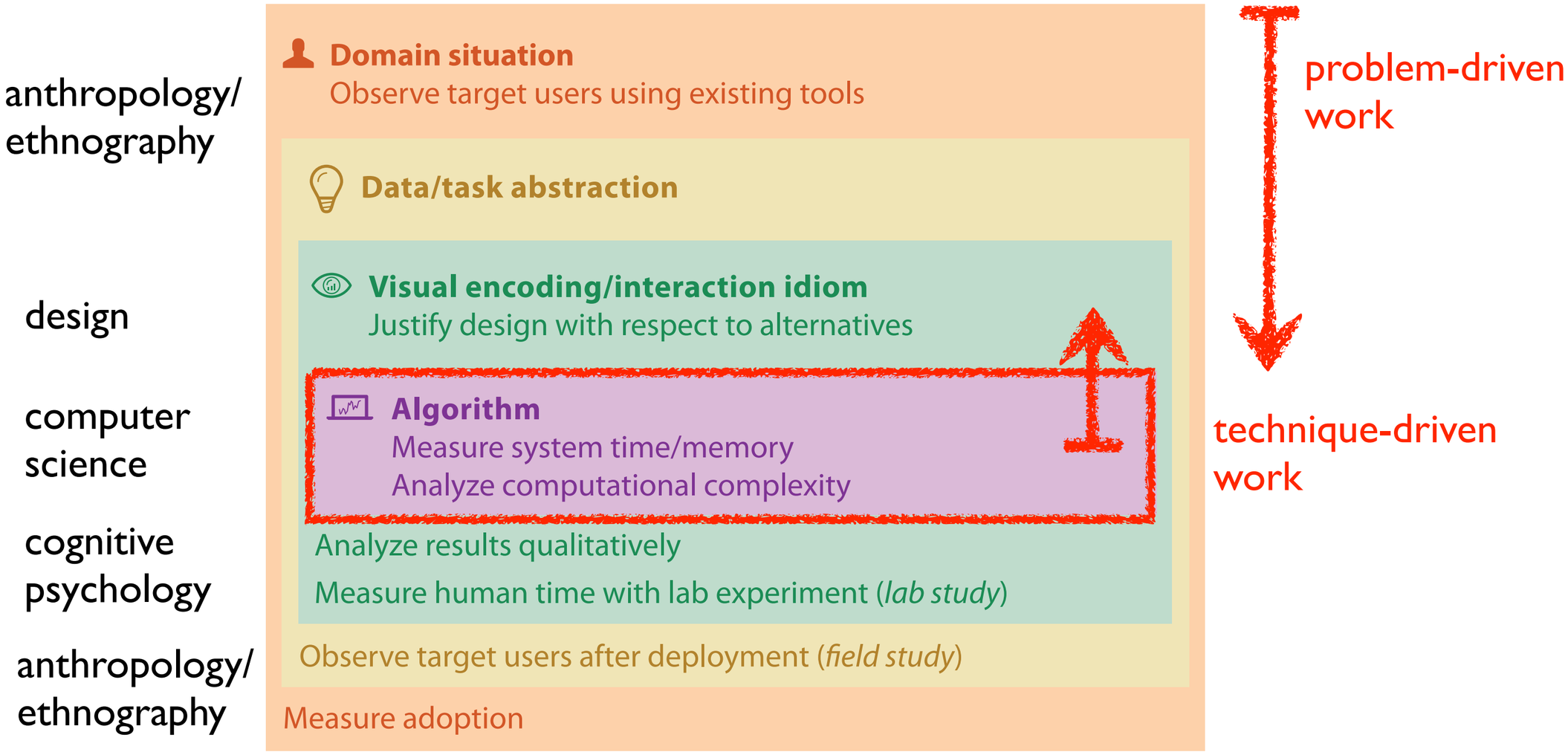

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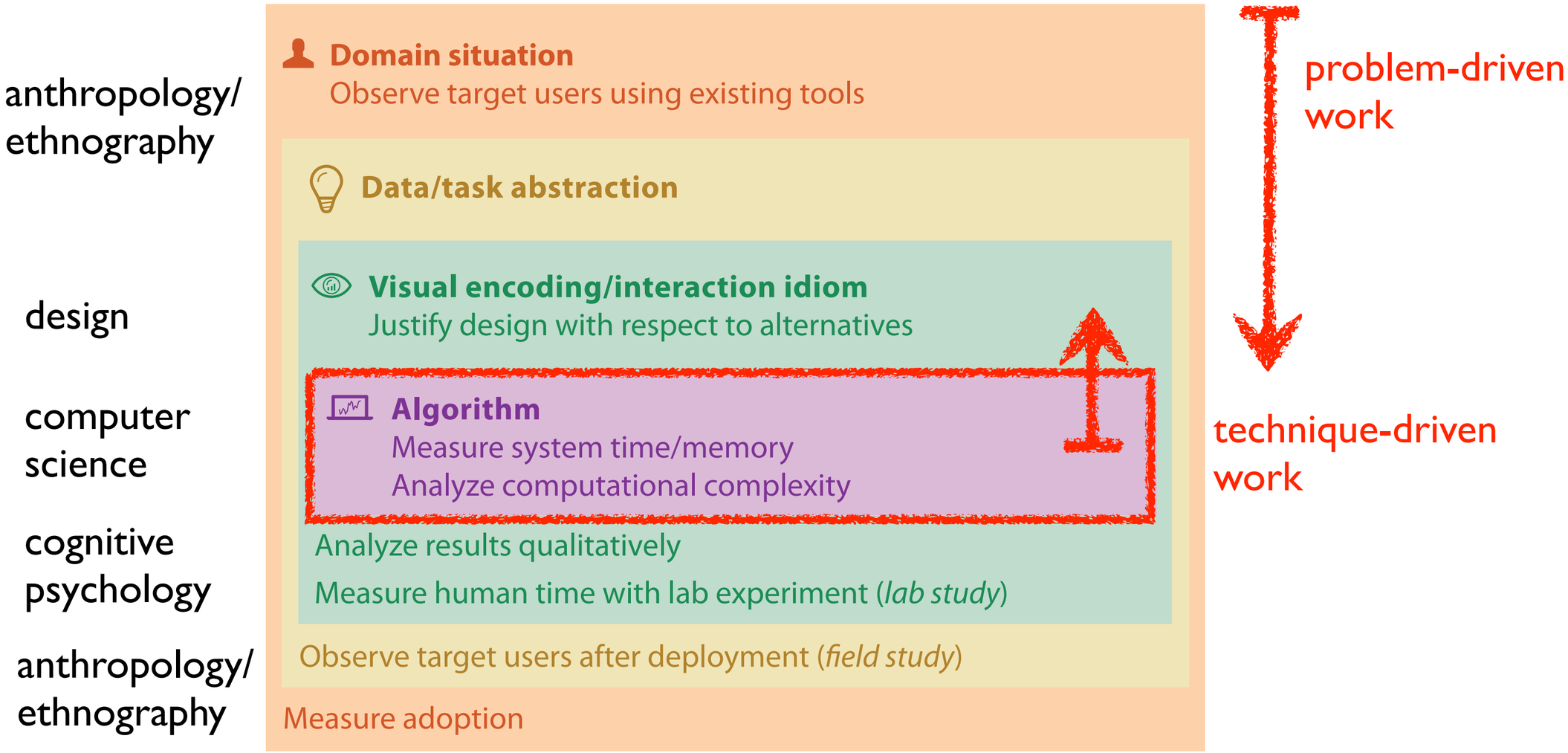
Validation solution: use methods from appropriate fields at each level

- avoid mismatches between level and validation



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Visualization: Angles of attack

problem-driven work

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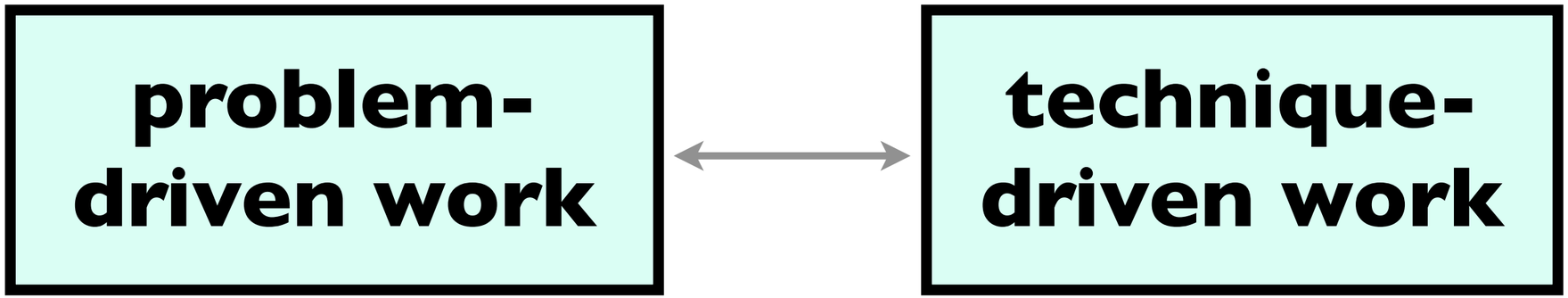

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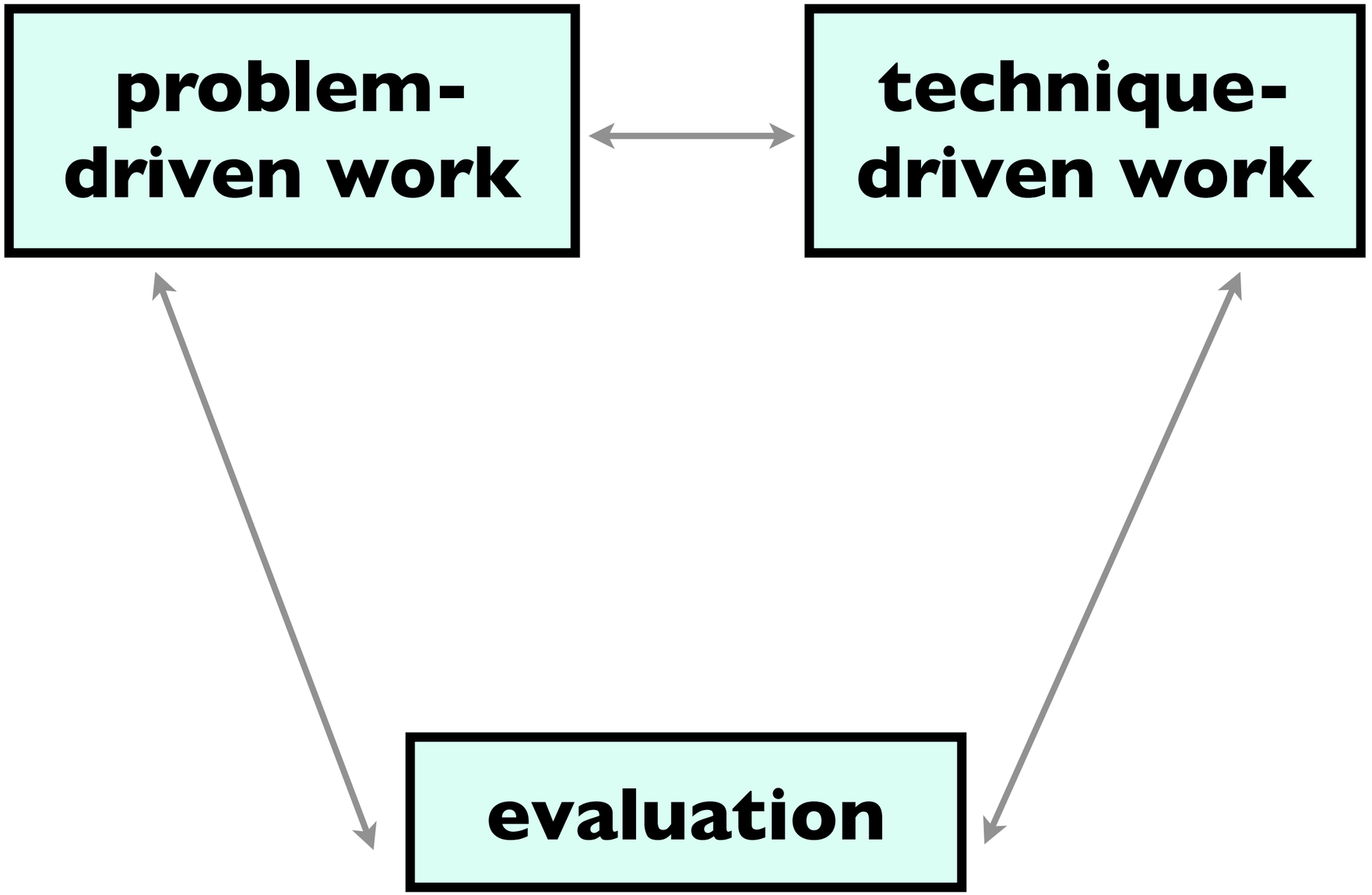

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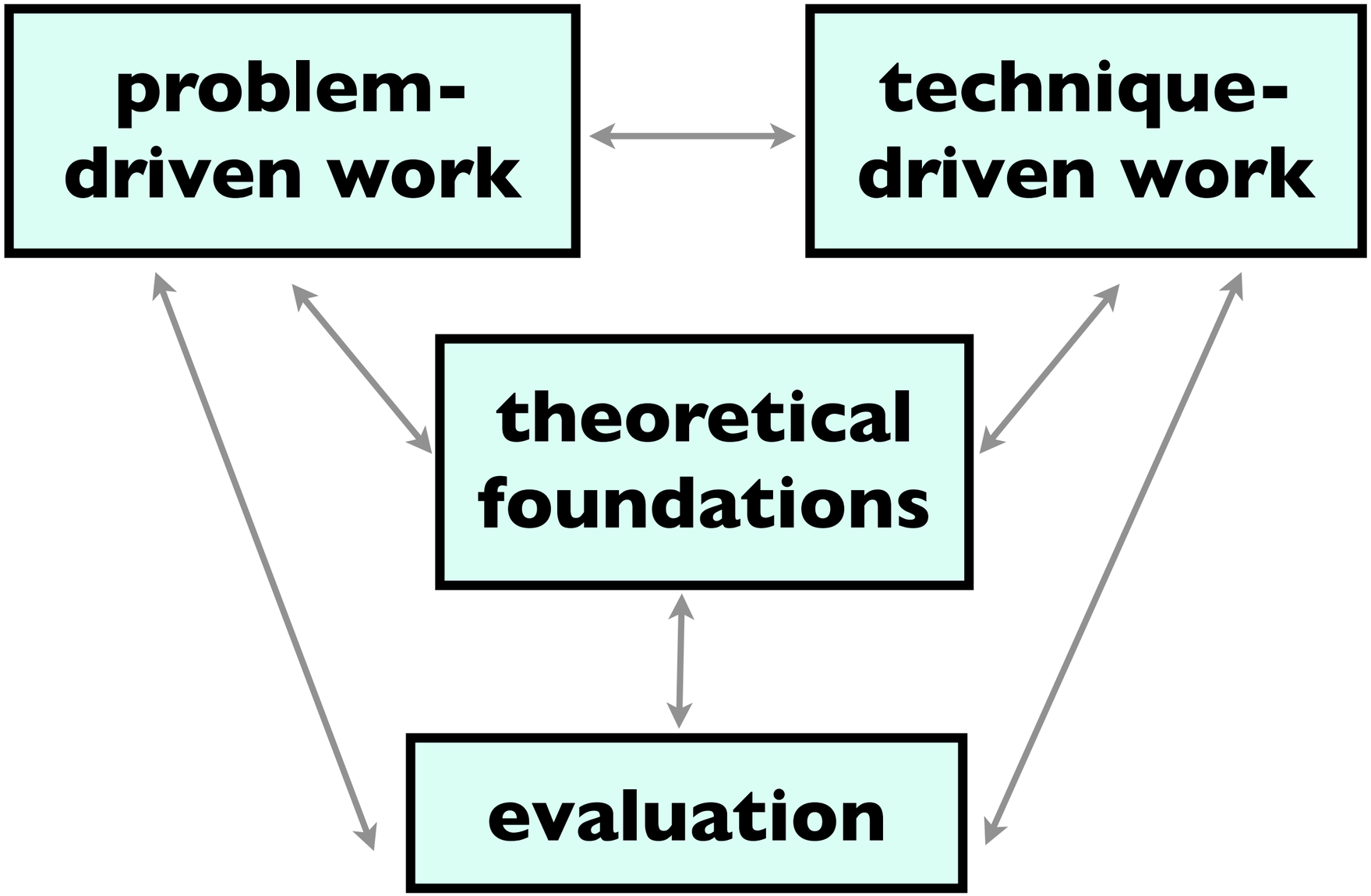

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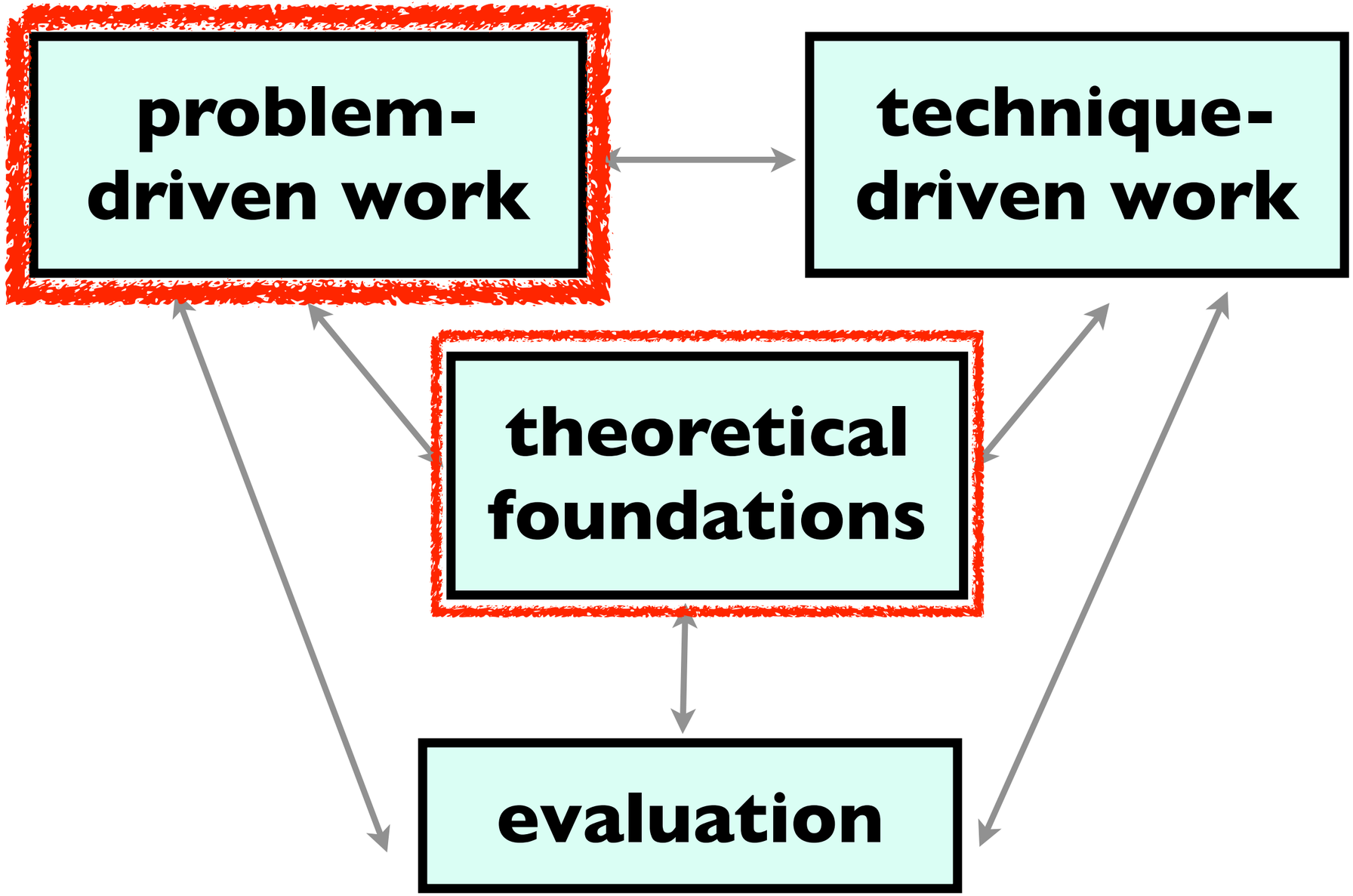

Problem-driven visualization: Design studies

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Problem driven visualization: Design studies

"A design study is a project in which visualization researchers analyze a specific real-world problem faced by domain experts, design a visualization system that supports solving this problem, validate the design, and reflect about lessons learned in order to refine visualization design guidelines."

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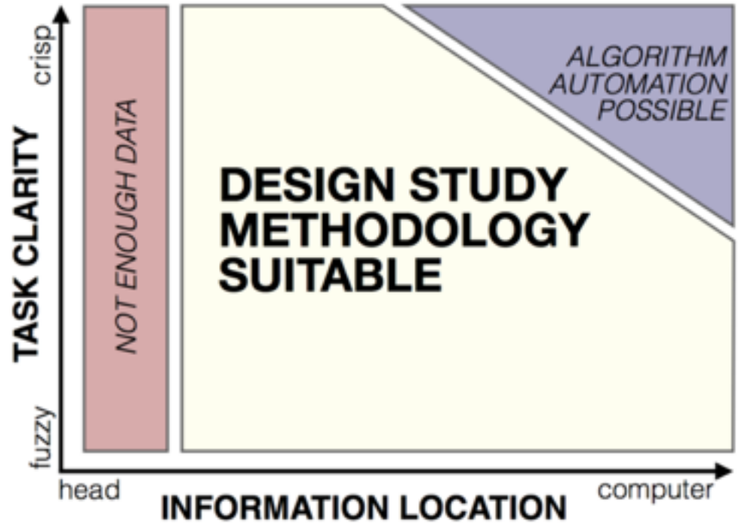

Michael Sedlmair

Miriah Meyer

Design Study Methodology

Reflections from the Trenches and from the Stacks

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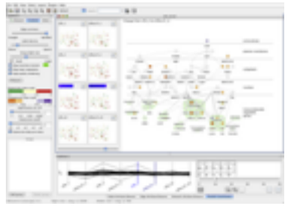
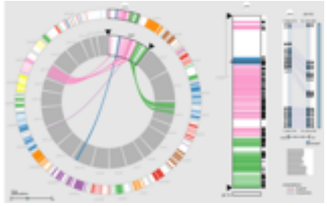
Lessons learned from the trenches: 20+ between us

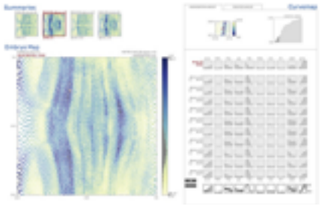


Cerebral
genomics

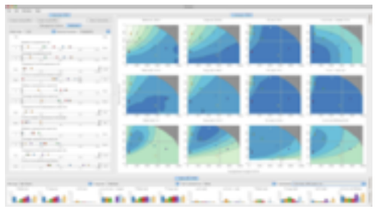


MizBee
genomics

Pathline
genomics



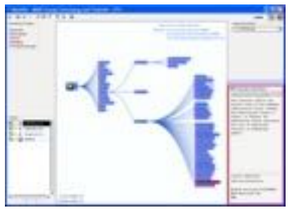
MulteeSum
genomics



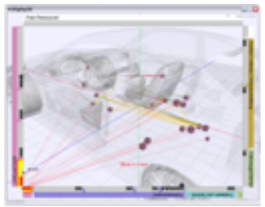
Vismon
fisheries management

QuestVis
sustainability

WiKeVis
in-car networks



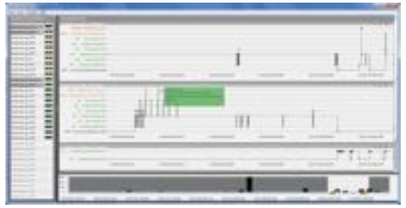
MostVis
in-car networks



Car-X-Ray
in-car networks

ProgSpy2010
in-car networks

RelEx
in-car networks

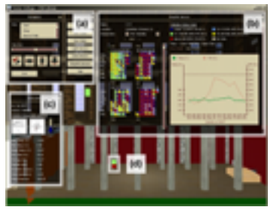


Cardiogram
in-car networks

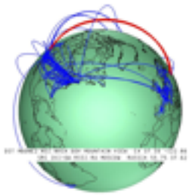
AutobahnVis
in-car networks

VisTra
in-car networks

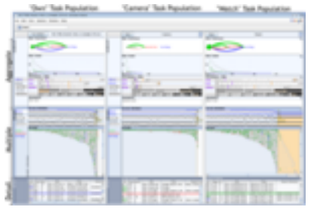
Constellation
linguistics



LibVis
cultural heritage

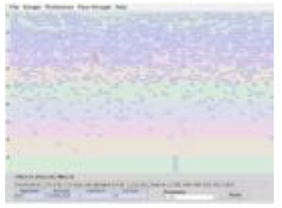


Caidants
multicast



SessionViewer
web log analysis

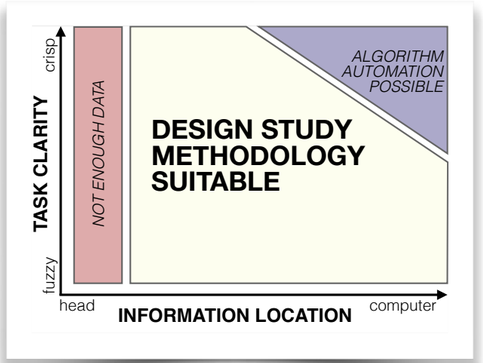
LiveRAC
server hosting

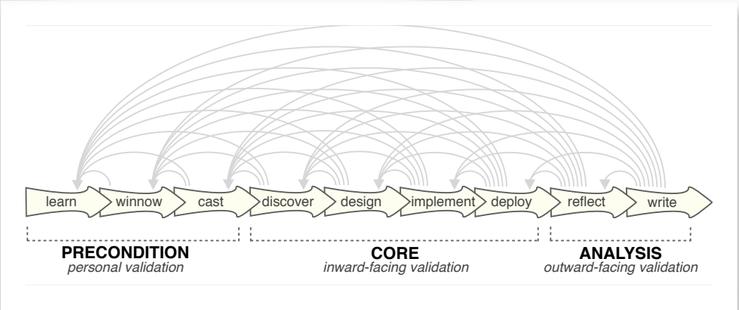


PowerSetViewer
data mining

Methodology for problem-driven work

- definitions
- 9-stage framework
- 32 pitfalls & how to avoid them
- comparison to related methodologies





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
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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

http://www.cs.ubc.ca/~tmm/talks.html#gi21

Design study methodology: definitions

[Design Study Methodology: Reflections from the Trenches and the Stacks. Sedlmair, Meyer & Munzner. IEEE TVCG 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).]

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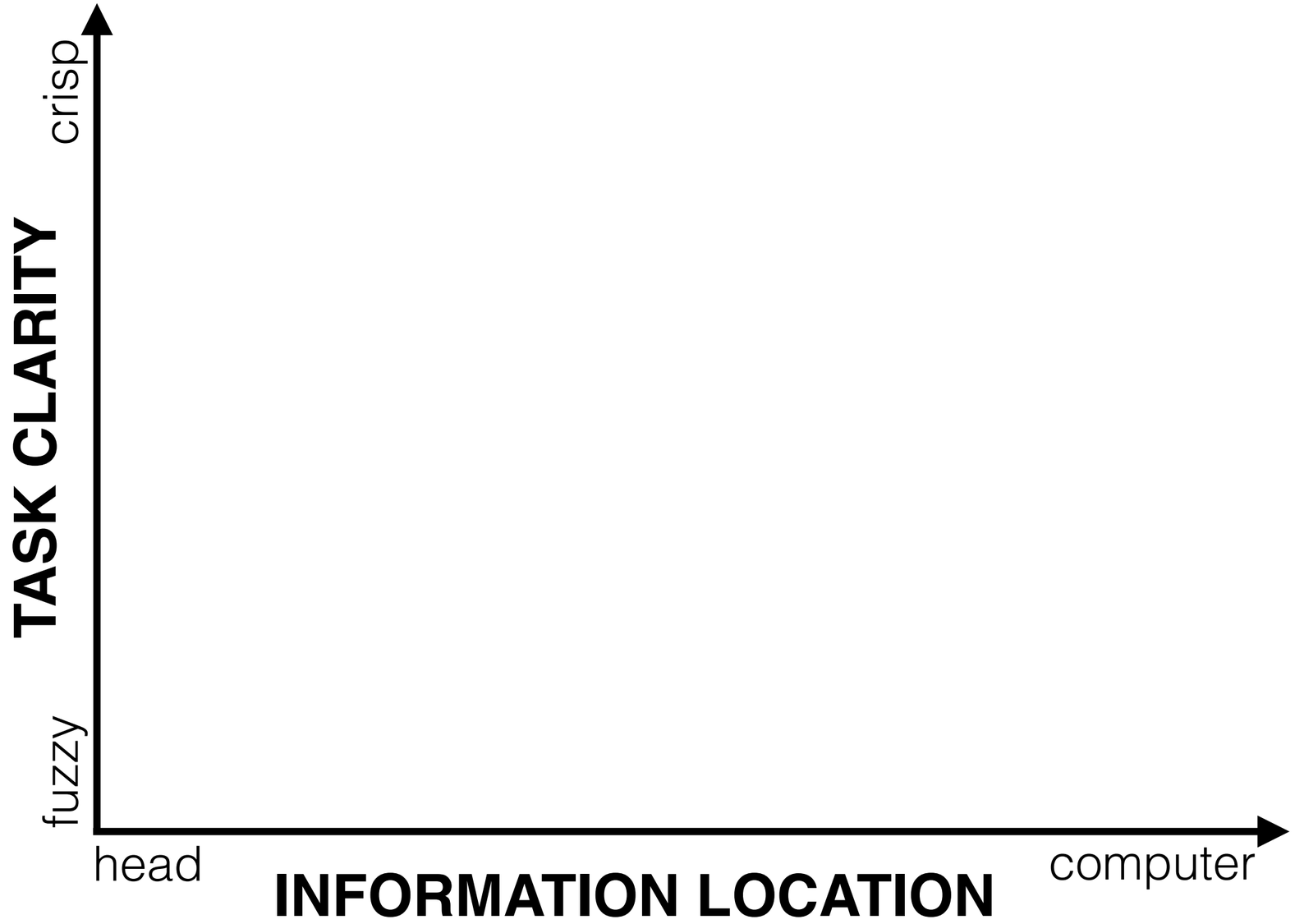

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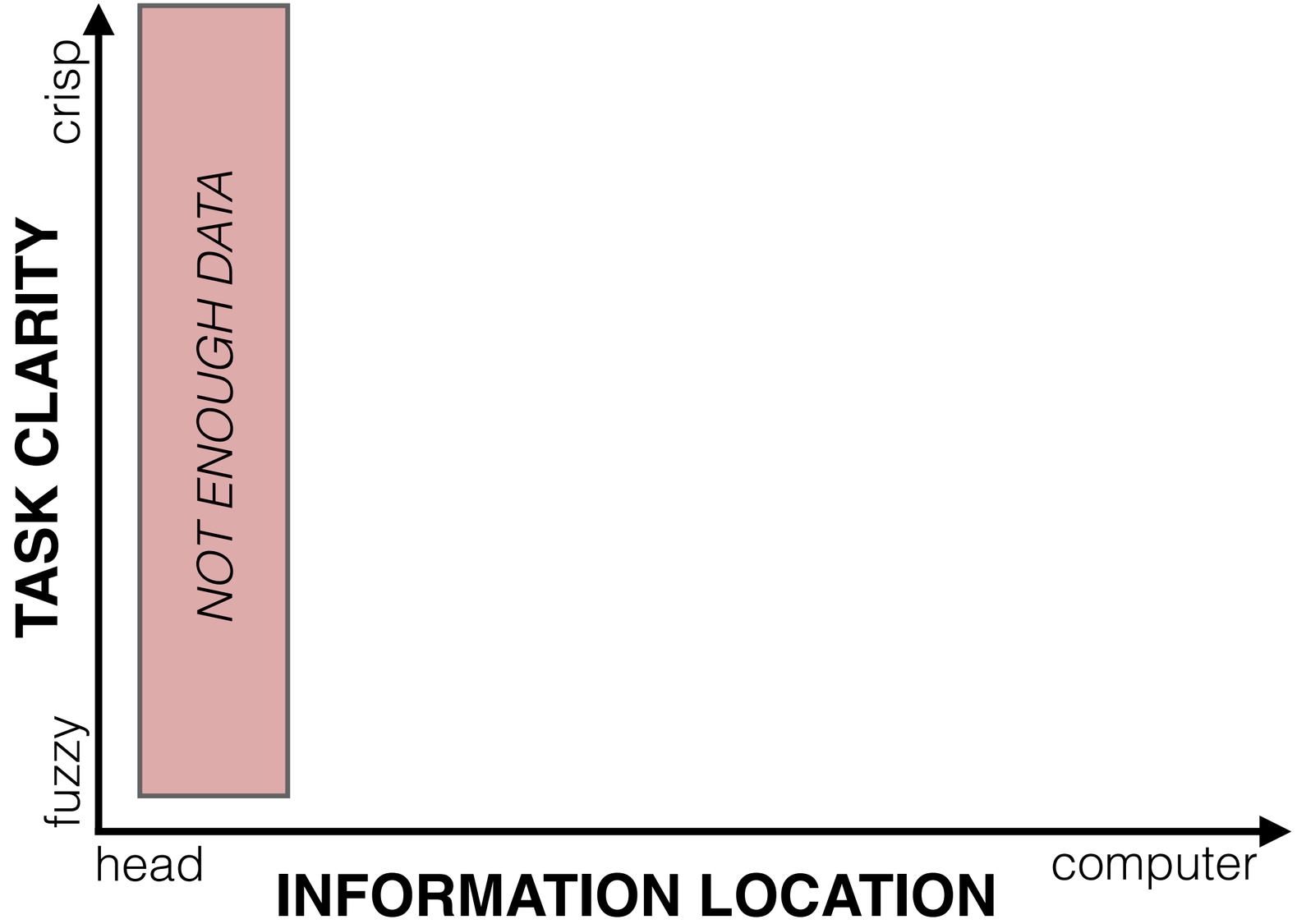

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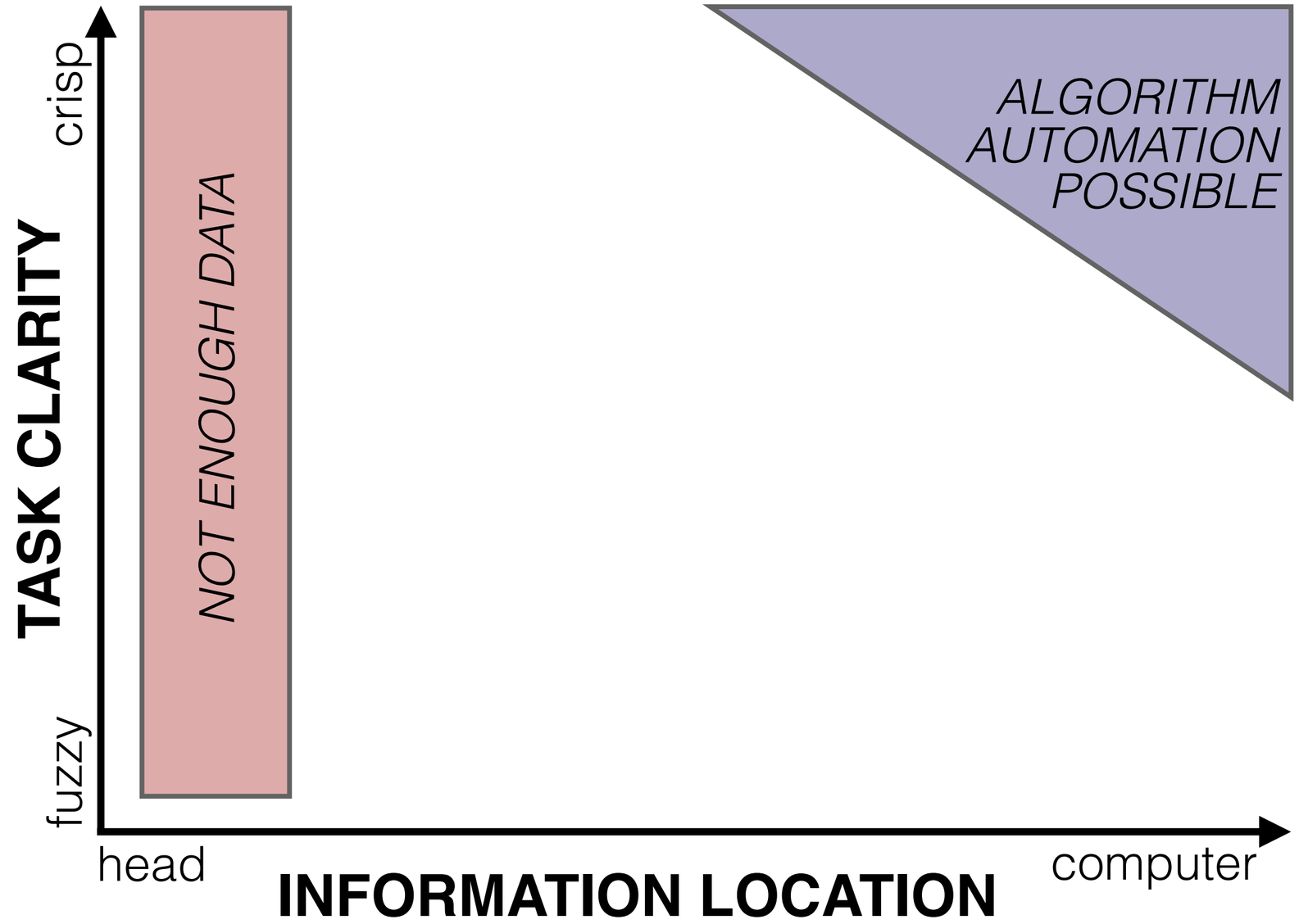

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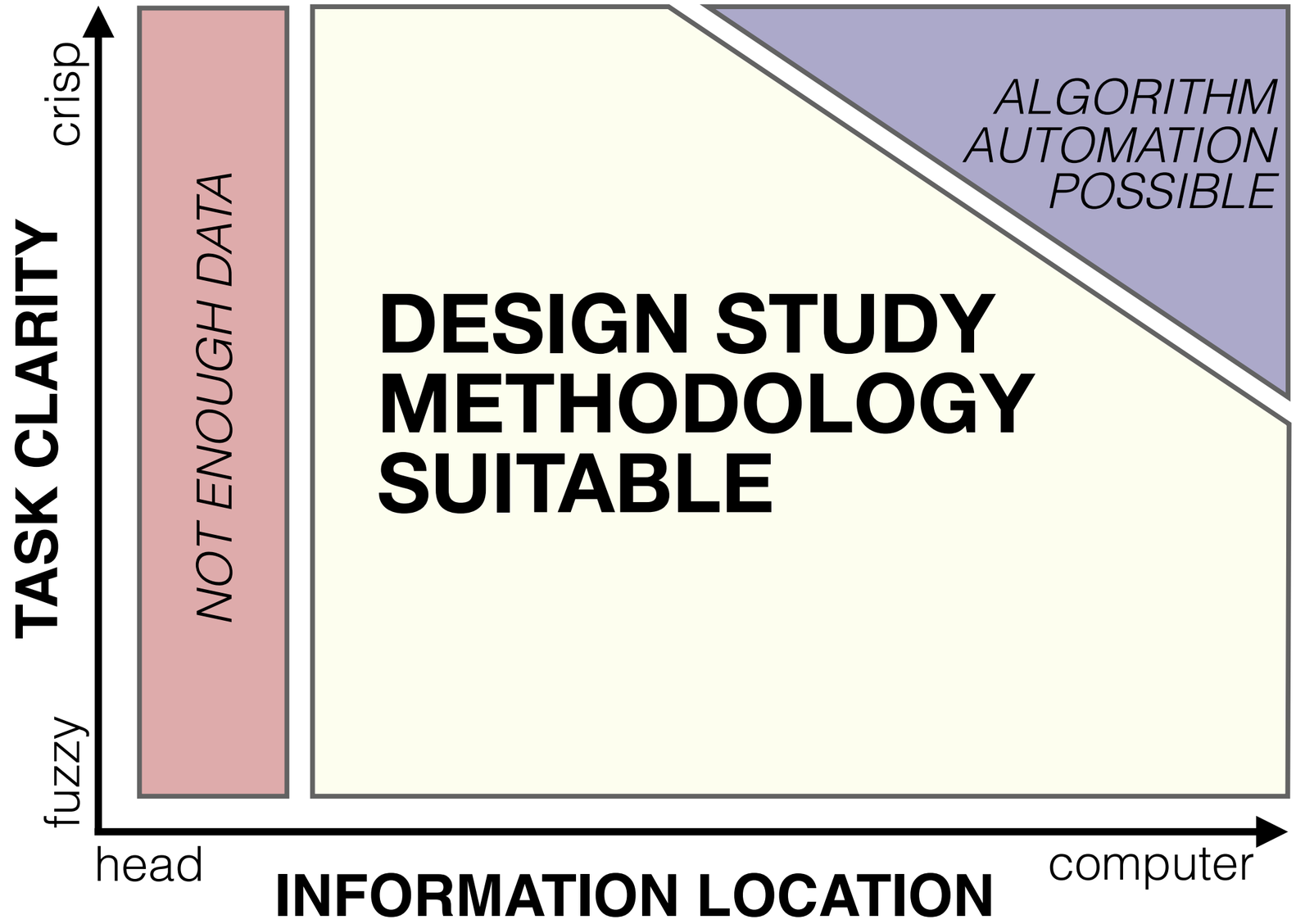

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32 pitfalls & how to avoid them

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PF-11	no rapport with collaborators	winnow
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PF-13	assuming every project will have the same role distribution	cast
PF-14	mistaking fellow tool builders for real end users	cast

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PF-15	ignoring practices that currently work well	discover
PF-16	expecting *just talking* or *fly on wall* to work	discover
PF-17	experts focusing on visualization design vs. domain problem	discover
PF-18	learning their problems/language: too little / too much	discover
PF-19	abstraction: too little	design
PF-20	premature design commitment: consideration space too small	design
PF-21	mistaking technique-driven for problem-driven work	design
PF-22	nonrapid prototyping	implement
PF-23	usability: too little / too much	implement
PF-24	premature end: insufficient deploy time built into schedule	deploy
PF-25	usage study not case study: non-real task/data/user	deploy
PF-26	*liking* necessary but not sufficient for validation	deploy

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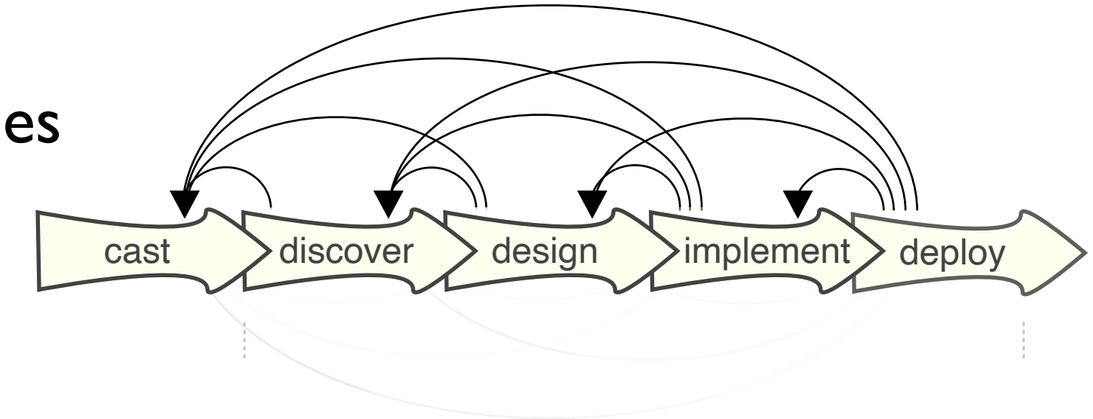
PF-26	*liking* necessary but not sufficient for validation	deploy
PF-27	failing to improve guidelines: confirm, refine, reject, propose	reflect
PF-28	insufficient writing time built into schedule	write
PF-29	no technique contribution $\neq$ good design study	write
PF-30	too much domain background in paper	write
PF-31	story told chronologically vs. focus on final results	write
PF-32	premature end: win race vs. practice music for debut	write

[Design Study Methodology: Reflections from the Trenches and the Stacks. Sedlmair, Meyer & Munzner. IEEE TVCG 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).]

Design studies & user-centered design

- user-centered design: well-known HCI methodology
  - iterative refinement & deployment
  - evaluation through case studies & field studies



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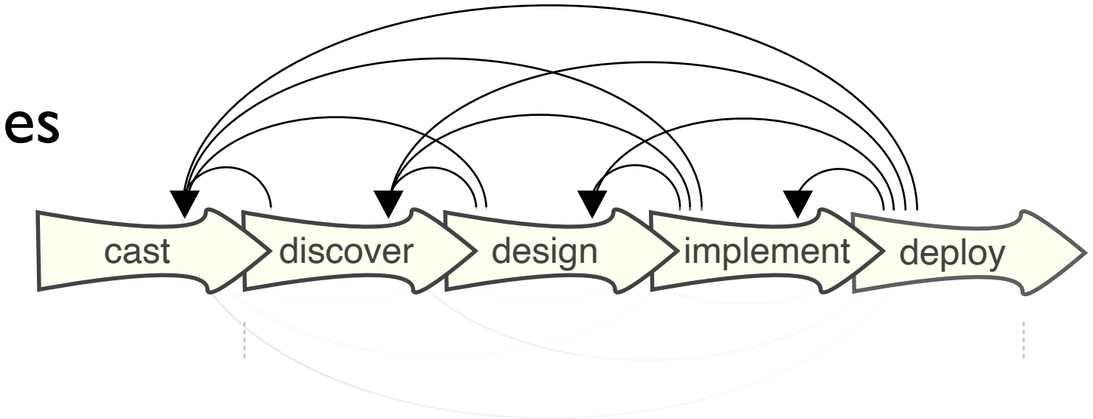
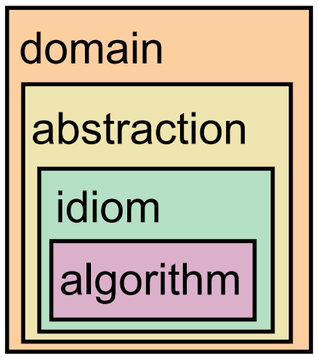


- what's specific to visualization?
  - discovering task and data **abstractions**
  - designing visual encoding & interaction **idioms** that map to abstractions



Two case studies of visualizing imperfect models

- NLP for temporal data

- ML for graph data

time by Wayne Middleton from the Noun Project machine learning by Eli Magaziner from the Noun Project

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TimeLineCurator

Interactive Authoring of Visual Timelines from Unstructured Text

Johanna Fulda
@jofu_

Matthew Brehmer
@mattbrehmer

Tamara Munzner
@tamaramunzner

http://about.timelinecurator.org
http://timelinecurator.org

TimeLineCurator: Interactive Authoring of Visual Timelines from Unstructured Text.
Fulda, Brehmer, Munzner. IEEE Trans. Visualization and Computer Graphics (Proc IEEE VAST 2015) 22(1):300-309, 2015.

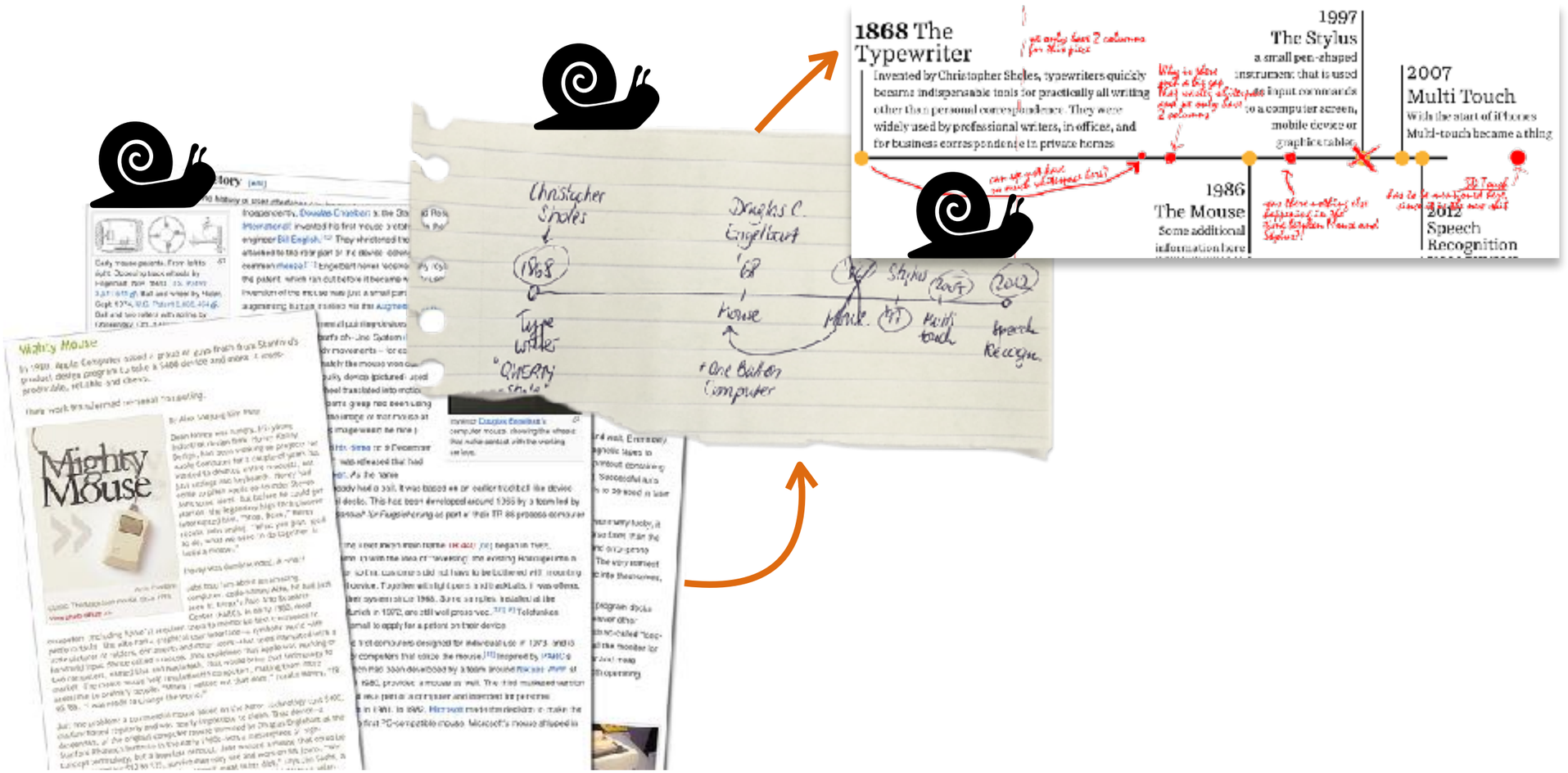
TimeLineCurator

visual & browser-based

https://vimeo.com/jofu/tlc

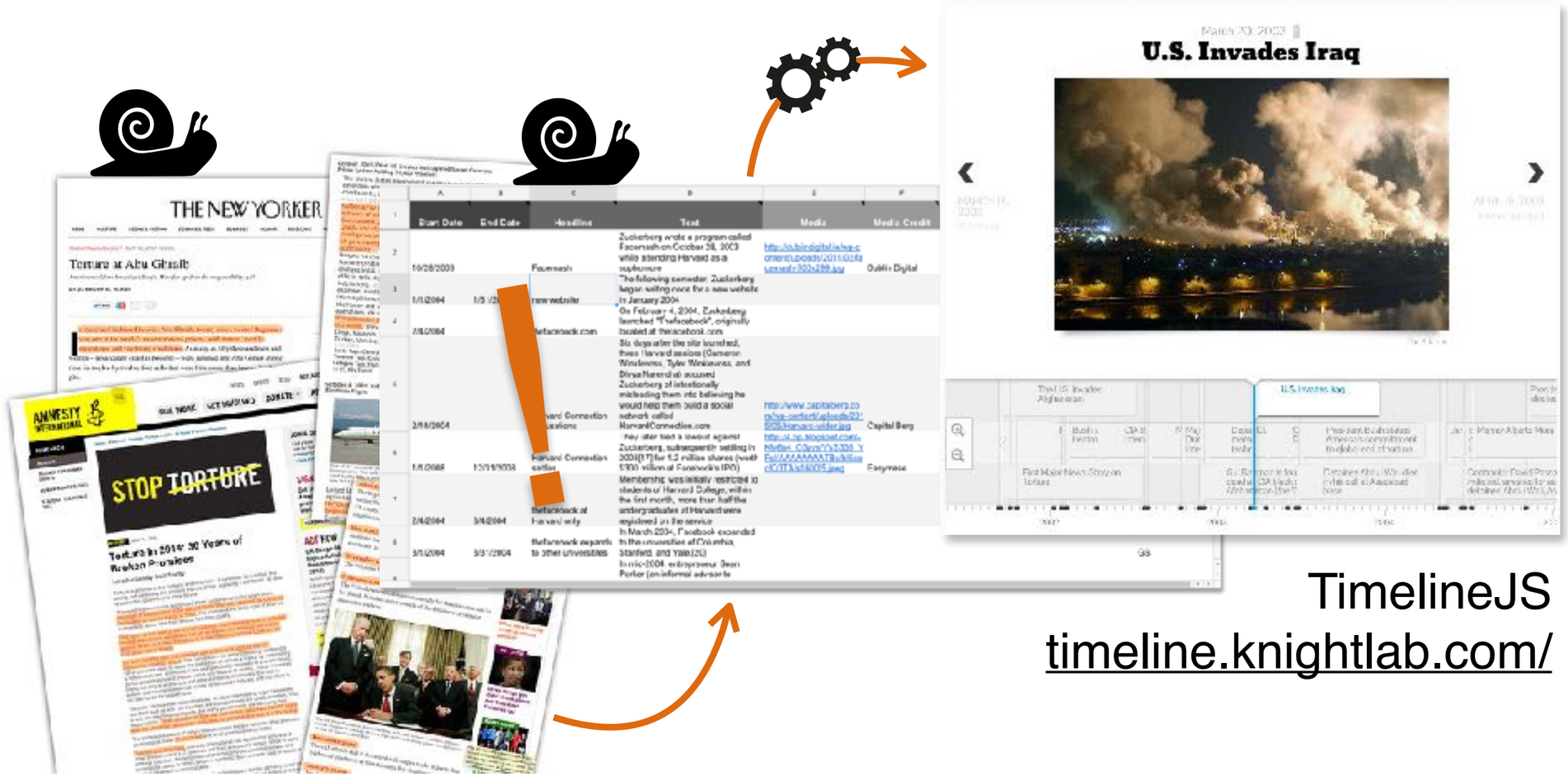
Manual creation process

Browse → Extract → Format → Show → Update



Structured creation process

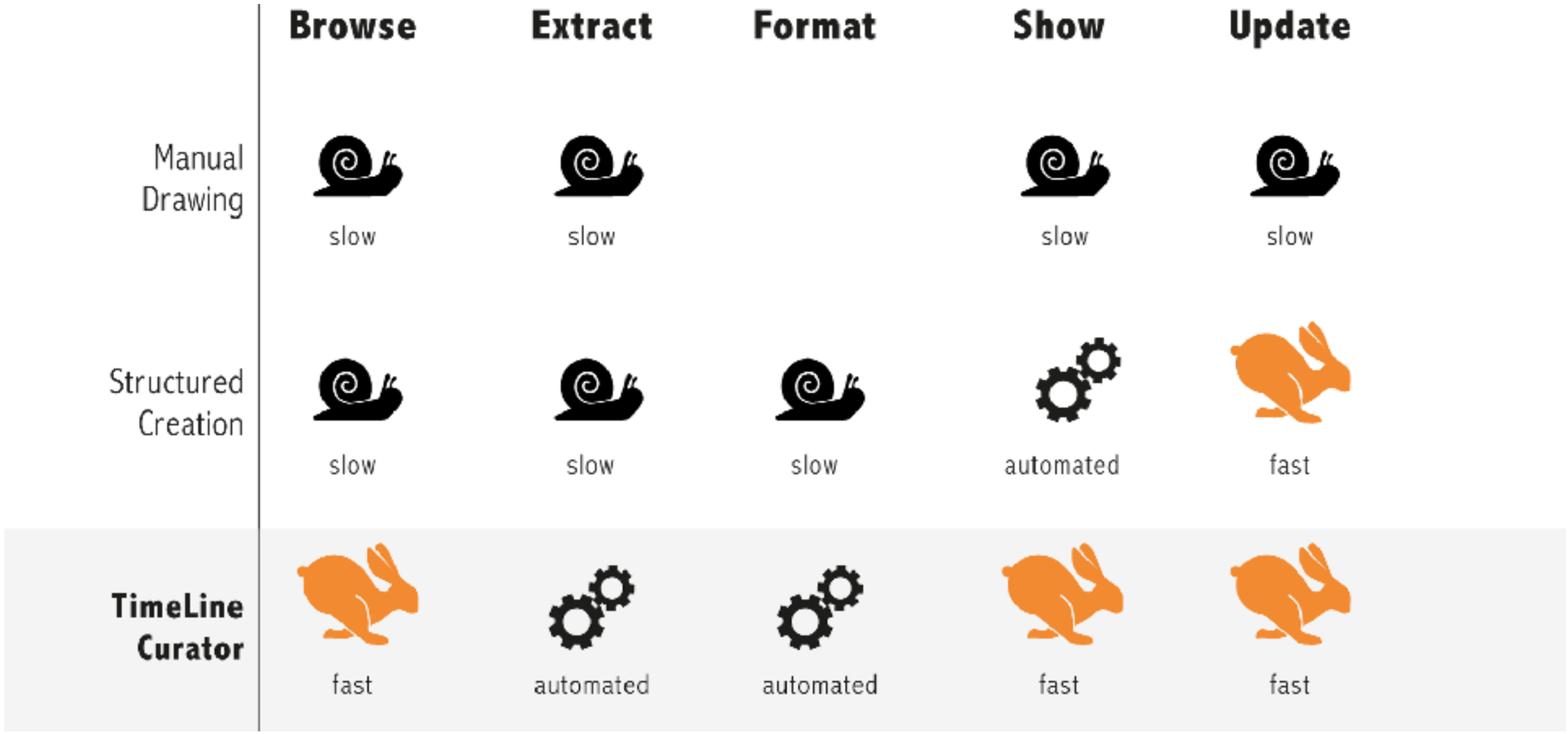
Browse → Extract → Format → Show → Update



TimelineJS
timeline.knightlab.com/

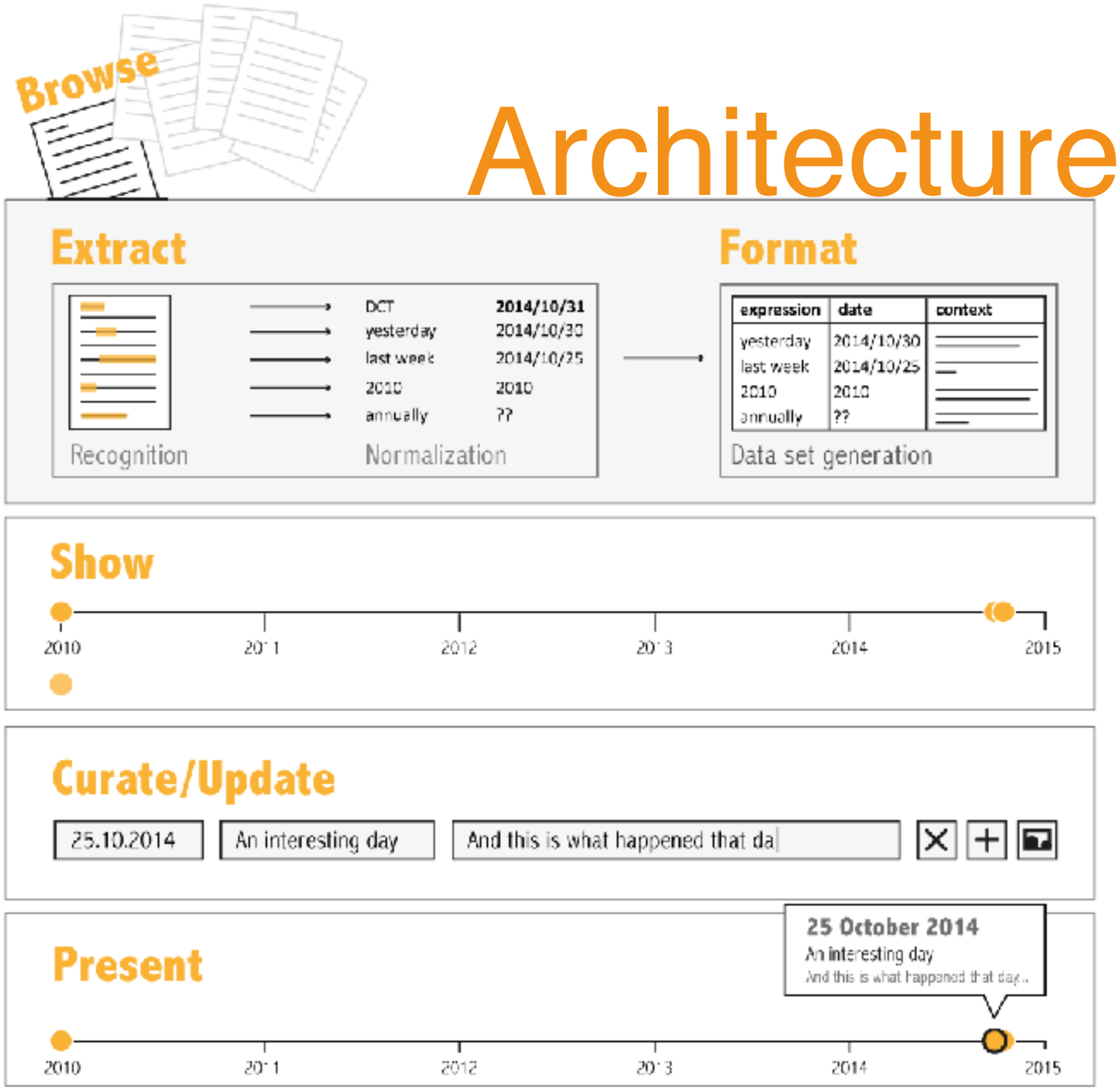
Timeline authoring model

- time required for each task



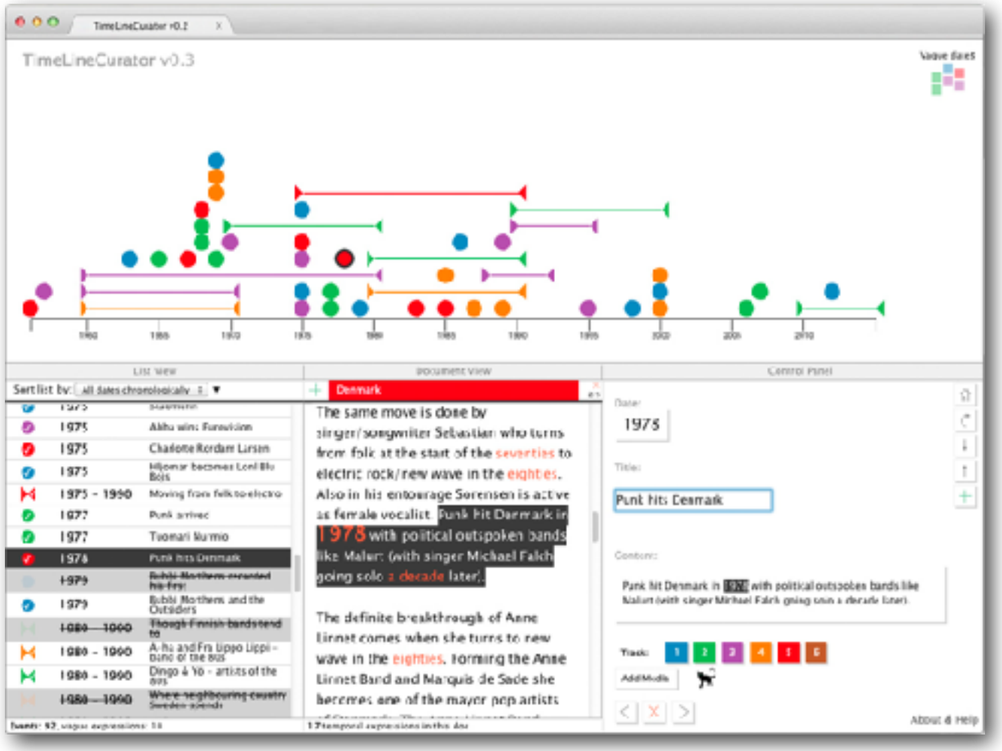
The general case for curation

- build for human in the loop as continuing need
  - automatic processing to accelerate not replace
  - **assume computational results good but not perfect**
    - for the indefinite future!
  - visual feedback to accelerate



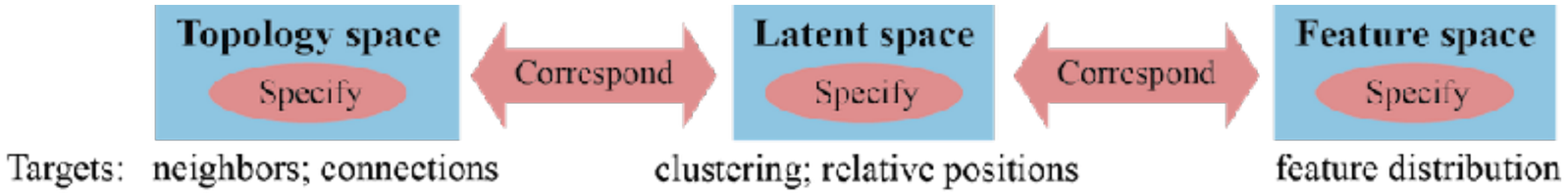
The importance of being brisk

- cool use case: eureka moment
  - success: enable what was impossible before
  - vis tools for new insights & discoveries
- workhorse use case: workflow speedup
  - success: vis tools accelerate your prior workflow
    - sometimes enables the previously infeasible
- TLC use cases
  - started with speedup use case, for presentation
    - make this doc into a timeline now!
  - two other use cases nudge towards exploration
    - comparison between multiple timelines
    - speculative browsing



TimeLineCurator: Speculative Browsing

https://vimeo.com/jofu/tlc



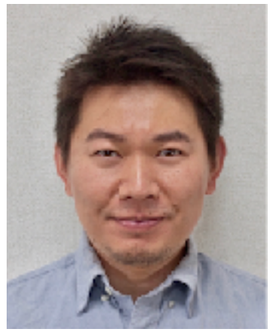
Visualizing Graph Neural Networks with CorGIE:

Corresponding a Graph to Its Embedding

https://arxiv.org/abs/2106.12839

Zipeng Liu
UBC/Beihang

Yang Wang
Uber/Facebook



Jürgen Bernard
UBC/Zurich

Tamara Munzner
UBC

Visualizing Graph Neural Networks with CorGIE: Corresponding a Graph to Its Embedding.
Liu, Wang, Bernard, Munzner. Under review.

Two case studies of visualizing imperfect models

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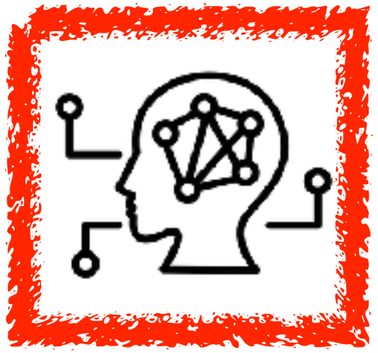
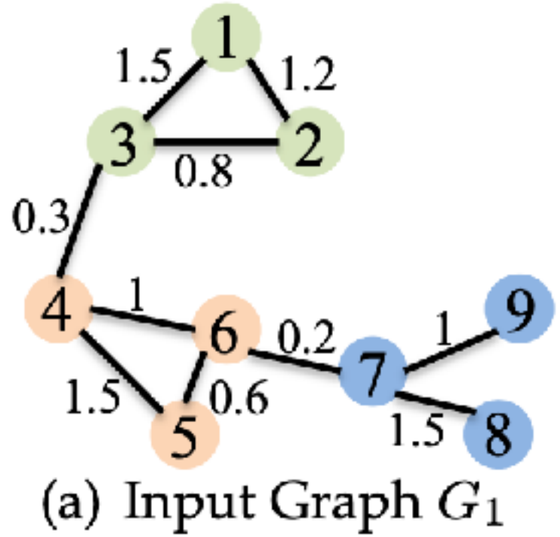


time by Wayne Middleton from the Noun Project machine learning by Eli Magaziner from the Noun Project

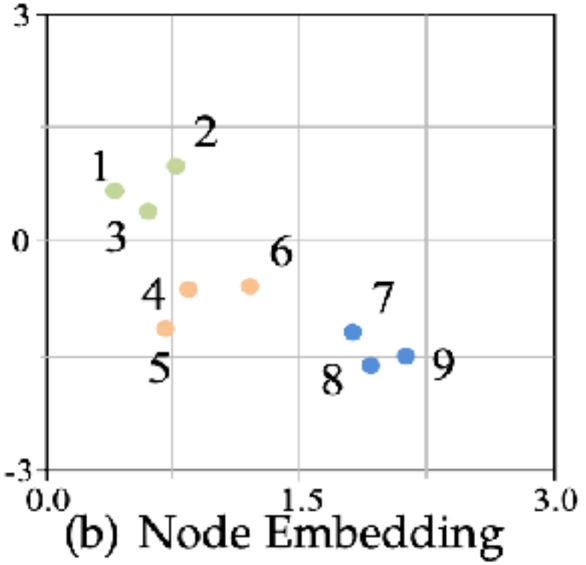
Graph neural network (GNN)

- machine learning (ML) models for graphs
  - like CNN for images
  - like Transformer for text

- many real-world graph-related applications
  - node classification
    - examples: fraud detection, disease classification
  - link prediction
    - examples: product recommendation, protein interactions



(a) Input Graph G_1



(b) Node Embedding

[Cai et al. TKDE'18]

Graph neural network (GNN)

input graph → graph neural network (GNN) → high dim latent space → node embedding → downstream ML applications → predictions (node labels, links)

movie – user graph

Node 0	1.58	0.74	0.61	1.19	1.29	0.97	1.65	0.93	0.06	1.89	1.83	0.77	0.37	1.50	0.18	1.47
Node 1	-0.21	0.11	-0.05	0.17	-0.16	0.14	-0.21	0.15	-0.03	-0.20	-0.18	-0.15	0.09	0.15	-0.01	0.16
Node 2	0.28	0.12	0.09	0.20	0.17	0.16	0.23	0.17	0.04	0.22	0.21	0.17	0.10	0.16	0.02	0.18
Node 3	0.27	0.16	0.11	0.23	0.20	0.19	0.27	0.21	0.06	0.26	0.25	0.21	0.13	0.18	0.02	0.21
Node 4	-0.30	0.17	-0.12	0.27	-0.23	0.23	-0.31	0.24	-0.07	-0.29	-0.26	-0.25	0.15	0.20	-0.03	0.25
Node 5	0.19	0.09	0.05	0.14	0.13	0.11	0.17	0.11	0.01	0.18	0.15	0.11	0.06	0.15	0.01	0.15
Node 6	0.28	0.16	0.11	0.25	0.22	0.22	0.30	0.23	0.07	0.28	0.28	0.24	0.14	0.19	0.03	0.22
Node 7	-0.30	0.17	-0.12	0.27	-0.23	0.22	-0.31	0.24	-0.07	-0.29	-0.26	-0.25	0.15	0.20	-0.03	0.25
Node 8	0.23	0.12	0.08	0.19	0.16	0.14	0.21	0.15	0.02	0.22	0.19	0.15	0.09	0.17	0.01	0.18
Node 9	-0.31	0.18	-0.12	0.28	-0.24	0.24	-0.33	0.25	-0.08	-0.30	-0.30	-0.26	0.16	0.20	-0.03	0.27
Node 10	0.38	0.19	0.13	0.30	0.26	0.26	0.35	0.27	0.08	0.32	0.32	0.28	0.17	0.22	0.03	0.26
Node 11	-0.21	0.11	-0.07	0.17	-0.16	0.14	-0.20	0.15	-0.03	-0.20	-0.19	-0.14	0.09	0.15	-0.01	0.17
Node 12	-0.20	0.10	-0.07	0.16	-0.15	0.13	-0.19	0.14	-0.03	-0.19	-0.17	-0.13	0.08	0.15	-0.01	0.16
Node 13	0.26	0.14	0.10	0.23	0.20	0.19	0.25	0.20	0.06	0.25	0.24	0.20	0.12	0.18	0.02	0.20
Node 14	-0.19	0.09	-0.05	0.13	-0.13	0.11	-0.17	0.11	-0.01	-0.18	-0.15	-0.12	0.06	0.14	-0.01	0.15
Node 15	0.16	0.06	0.04	0.09	0.10	0.07	0.13	0.07	0.01	0.14	0.11	0.09	0.08	0.13	0.00	0.12

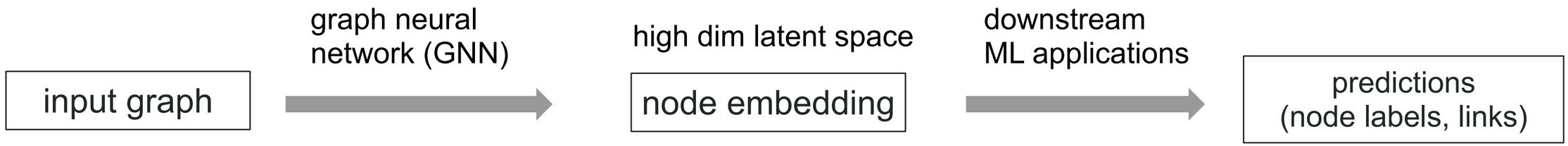
a vector for each node

node 0: Alice

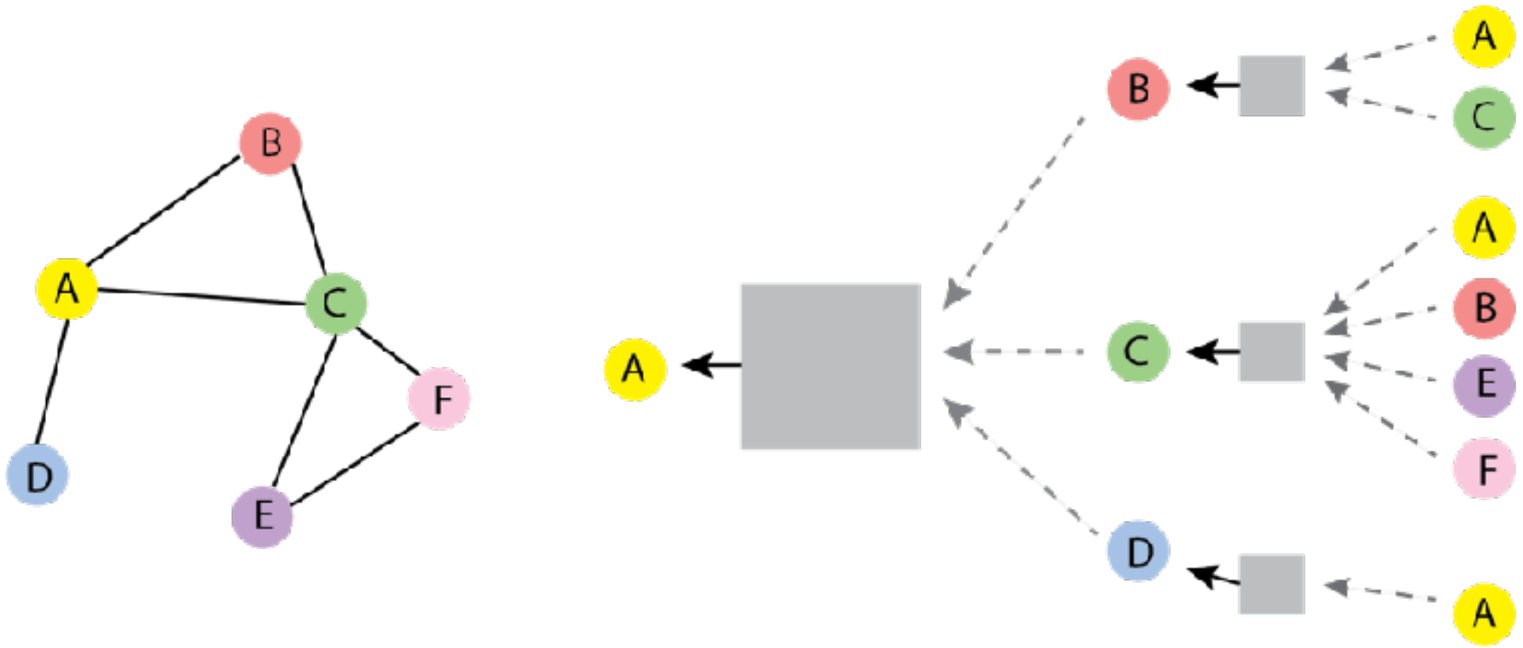
movie recommendation

node 12: Lord of the Rings

Graph neural network (GNN)



node features are aggregated / passed through **topological neighborhood**



Remake from https://snap-stanford.github.io/cs224w-notes/machine-learning-with-networks/graph-neural-networks

Evaluate GNN

Two big-picture questions

- "Are we there yet?": should we train / tune more?
- "Are we lost?": does it behave as we expect?

Evaluate GNN: Previous approaches

input graph

graph neural network (GNN)

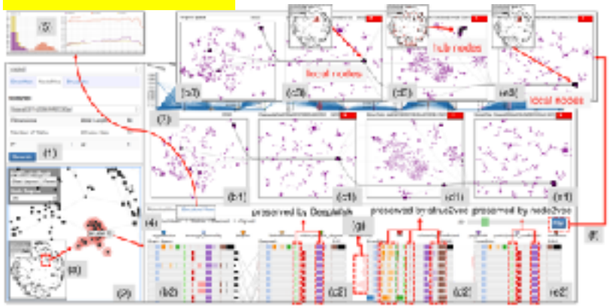
node embedding

high dim latent space

downstream ML applications

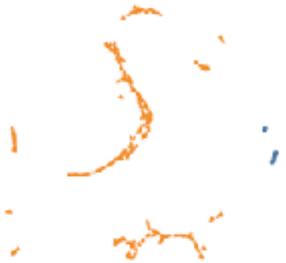
predictions (node labels, links)

graph metrics



Li et al. EmbeddingVis. VAST'18.

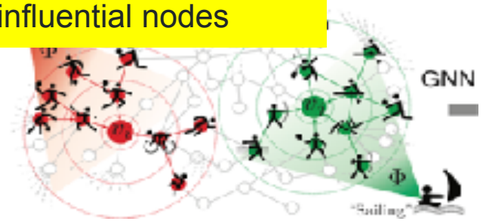
dimensional reduction (simple inspection)



quant metrics

e.g. accuracy, hit rate

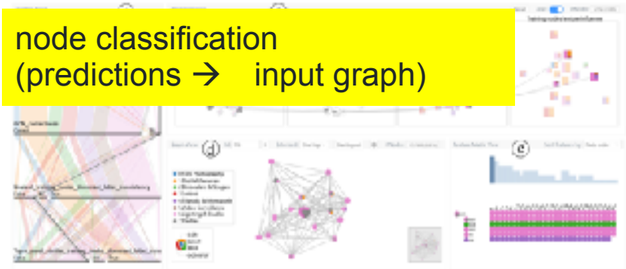
influential nodes



Ying et al. GNNExplainer.

input graph & node embedding under-used!

node classification (predictions → input graph)



Jin et al. GNNVis. Arxiv'20.

Evaluate GNN: CorGIE idea

input graph

graph neural network (GNN)

high dim latent space

node embedding

downstream ML applications

predictions (node labels, links)

shared topo neighbors
similar node features

explore correspondences

nearby positions

Evaluate GNN: CorGIE idea

input graph → graph neural network (GNN) → high dim latent space: node embedding → downstream ML applications → predictions (node labels, links)

shared topo neighbors
similar node features

explore correspondences

nearby positions

Examples of correspondences:

Check [similar topology? Similar node features?] ← - - - Pick [a cluster]

Evaluate GNN: CorGIE idea

input graph → graph neural network (GNN) → high dim latent space: node embedding → downstream ML applications → predictions (node labels, links)

shared topo neighbors
similar node features

explore correspondences

nearby positions

Examples of correspondences:

Check [similar topology? Similar node features?] ← Pick [a cluster]

Check [different topology? Different node features?] ← Pick [two far-away clusters]

Evaluate GNN: CorGIE idea

input graph → graph neural network (GNN) → high dim latent space: node embedding → downstream ML applications → predictions (node labels, links)

shared topo neighbors
similar node features

explore correspondences

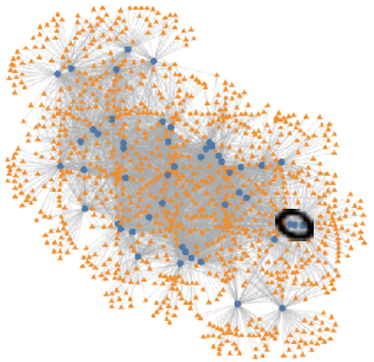
nearby positions

Examples of correspondences:

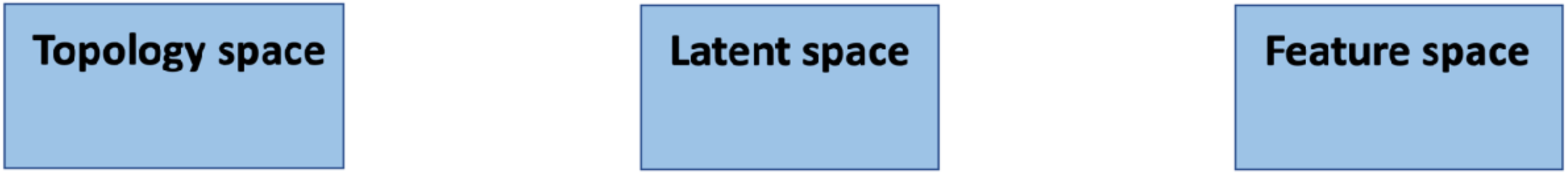
Check [similar topology? Similar node features?] ← Pick [a cluster]

Check [different topology? Different node features?] ← Pick [two far-away clusters]

Pick [two nodes sharing many topo neighbors] → Check [how close the nodes are compared to others?]

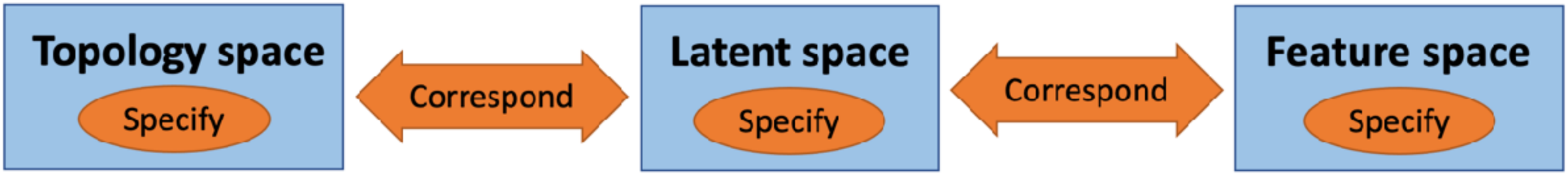


Data and tasks



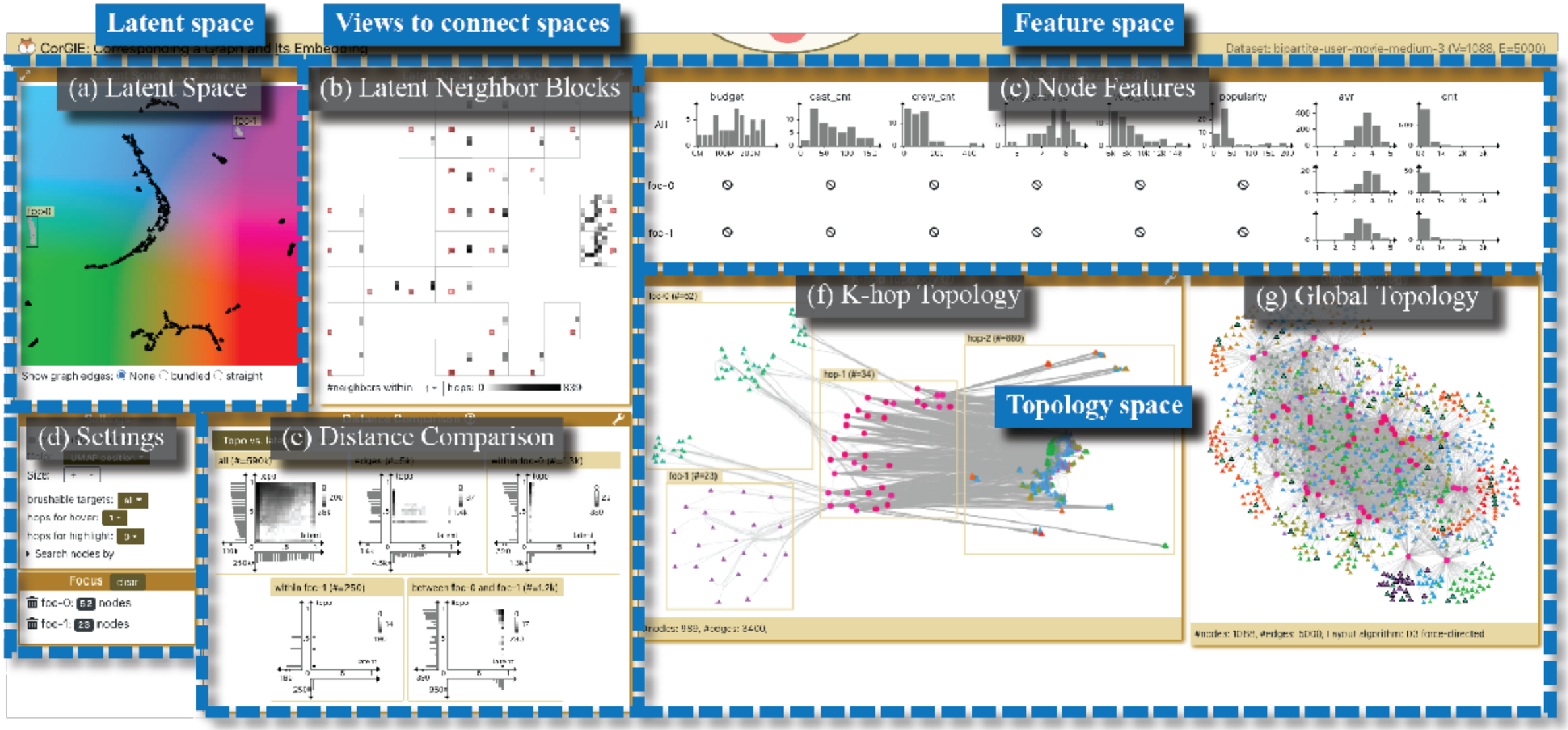
- data spaces

Data and tasks



- data spaces
- tasks
  - specify
  - correspond
- task iteration
  - levels in grouping structure of nodes

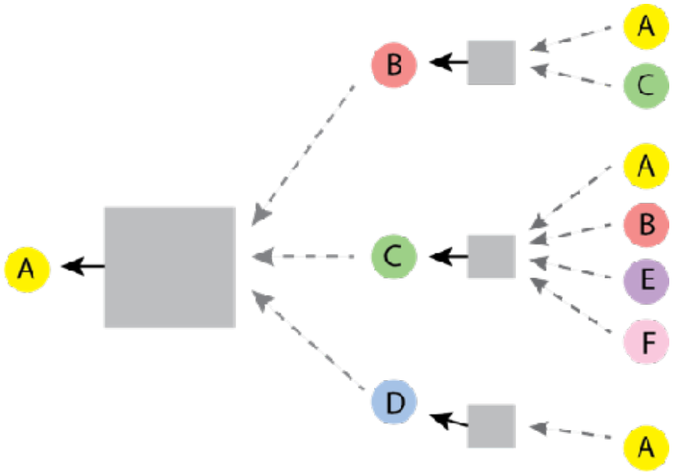
Contribution: Multi-view interactive interface

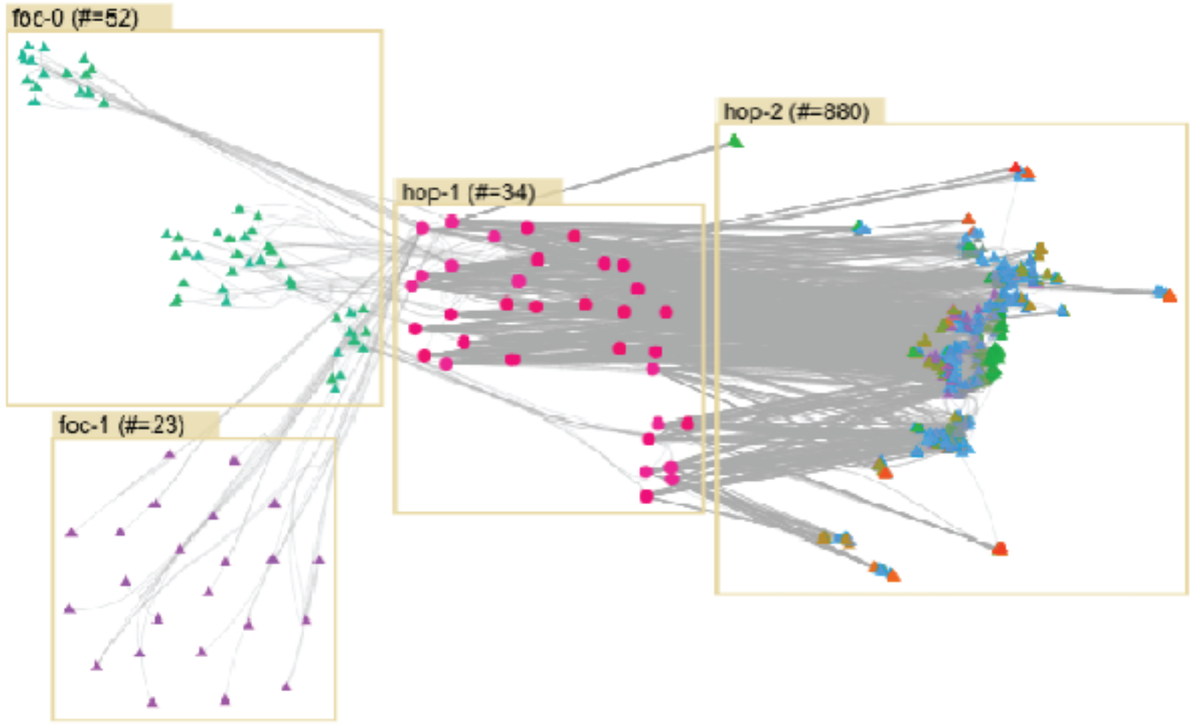


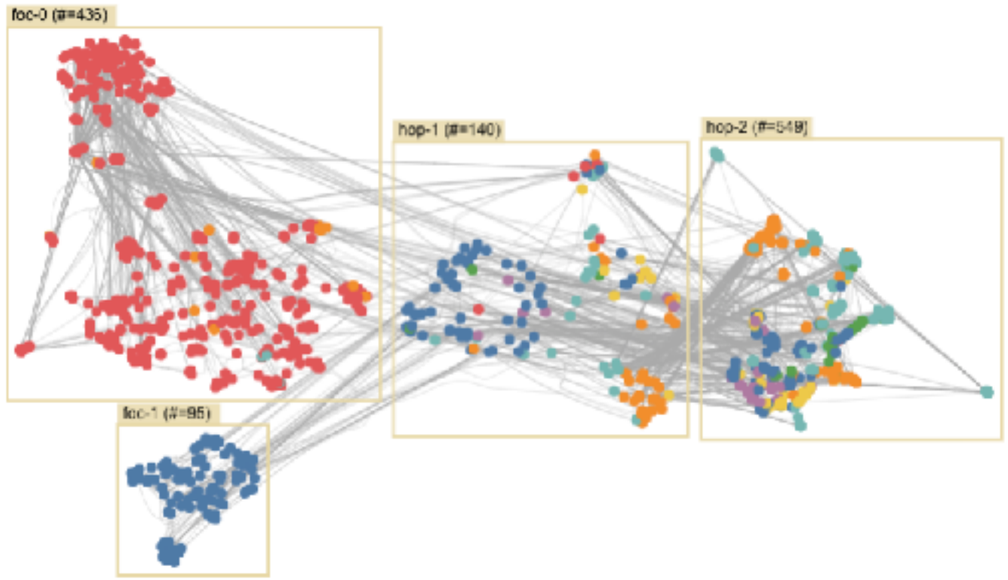
Video: https://osf.io/j56hu/

Contribution: K-hop layout

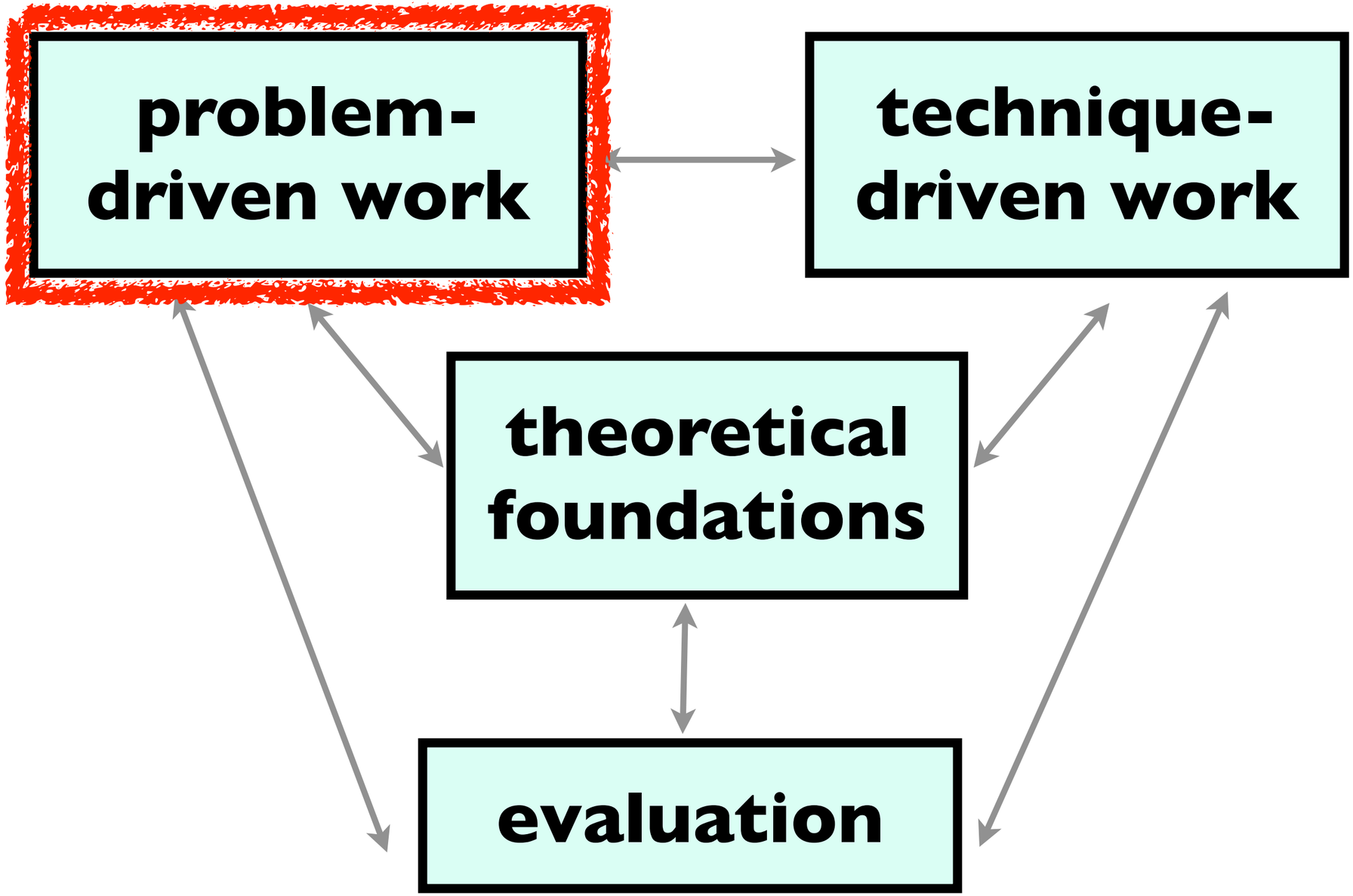
- show topo neighbors of user-specified node sets
  - mimic how info is aggregated in GNN
    - boxes from left to right: specified nodes, hop-1, hop-2, …
  - within box, cluster nodes by their topo connections





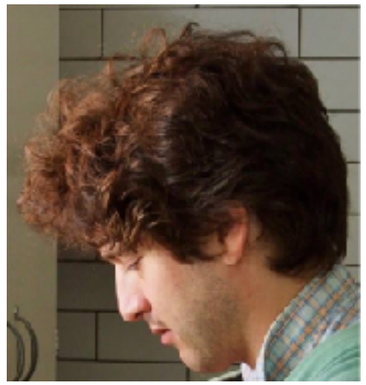


Problem-driven work: many domains



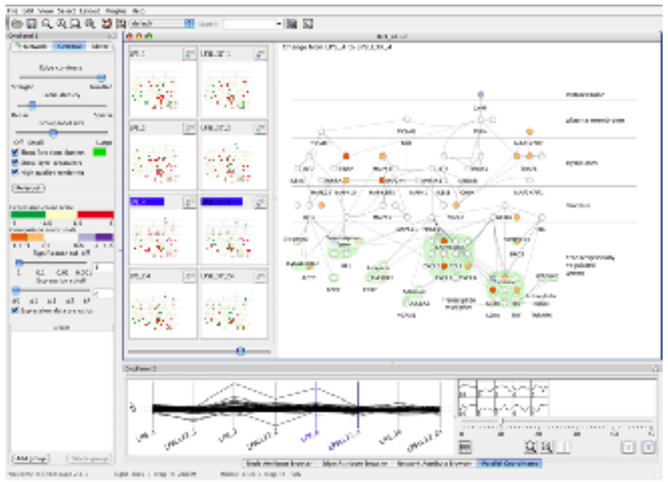
Problem-driven: Genomics

Aaron Barsky



Jenn Gardy (Microbio)

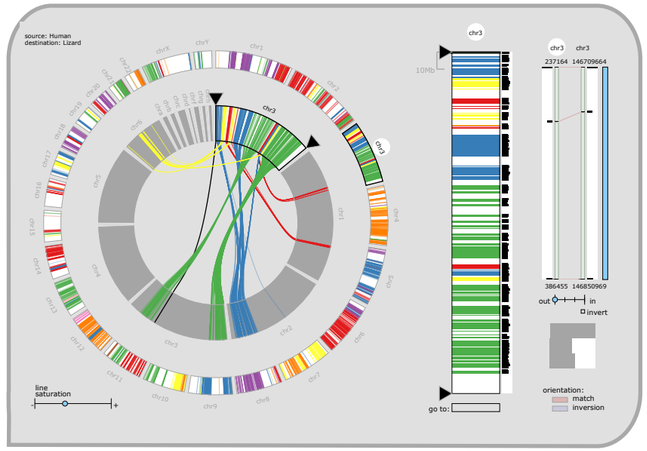
Robert Kincaid (Agilent)



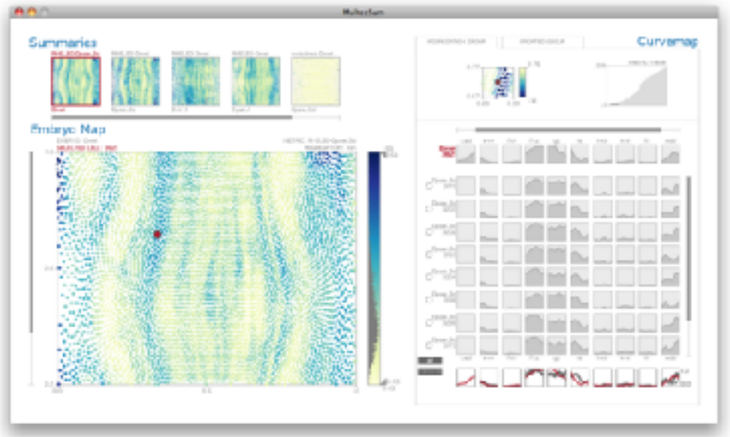
Cerebral
https://youtu.be/76HhG1FQngI

Miriah Meyer

Hanspeter Pfister (Harvard)



MizBee
https://youtu.be/86p7brwuz2g

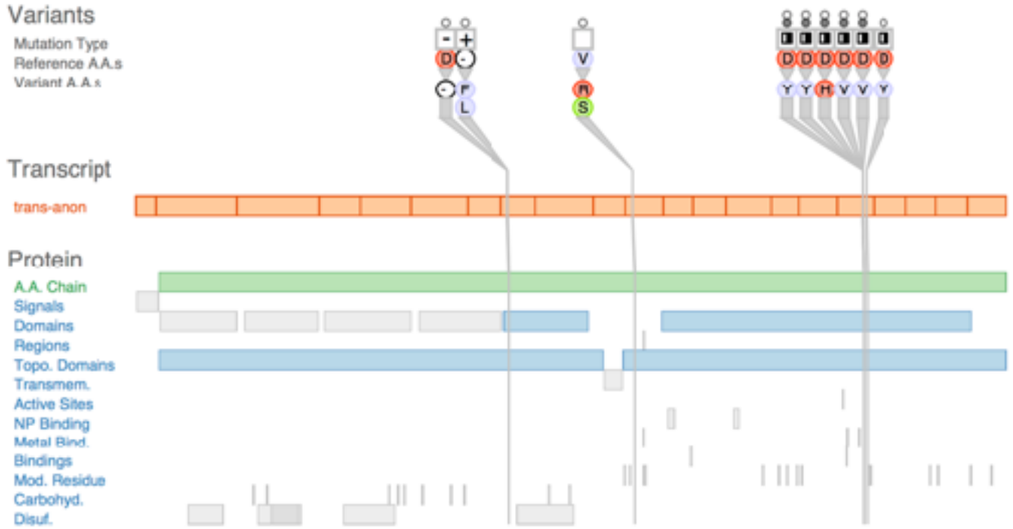


MulteeSum, Pathline

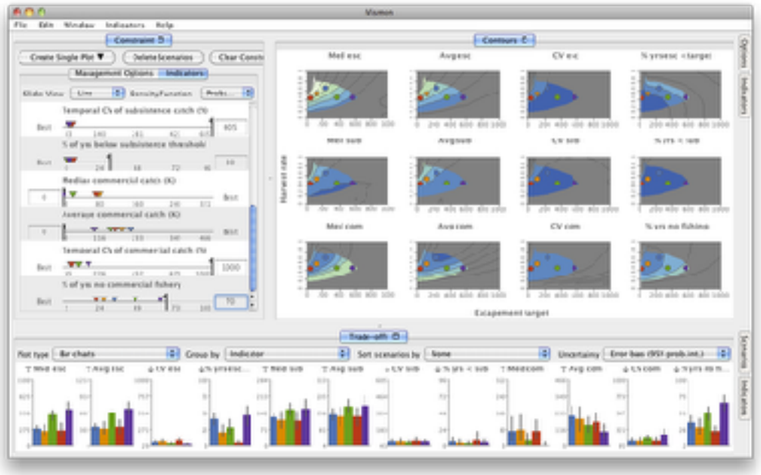
Problem-driven: Genomics, fisheries

Joel Ferstay

Cydney Nielsen (BC Cancer)



Variant View
https://youtu.be/AHDnv_qMXxQ



Maryam Booshehrian

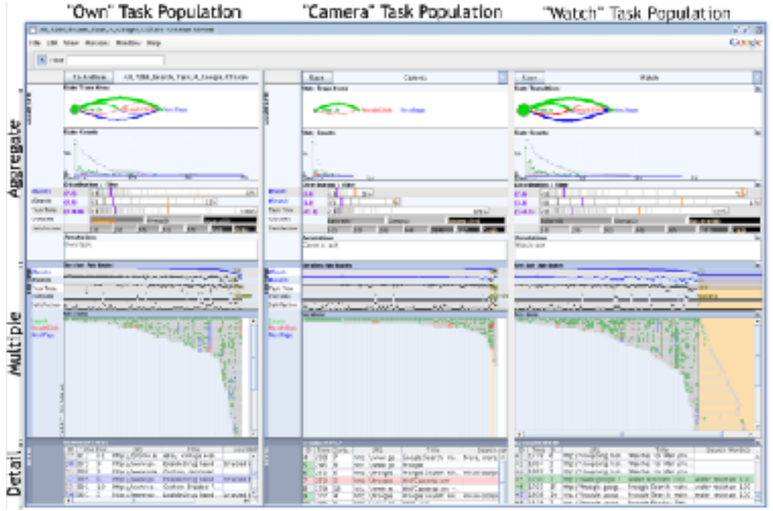
Torsten Moeller (SFU)

Vismon https://youtu.be/h0kHoS4VYmk

Problem-driven: Tech industry

Heidi Lam

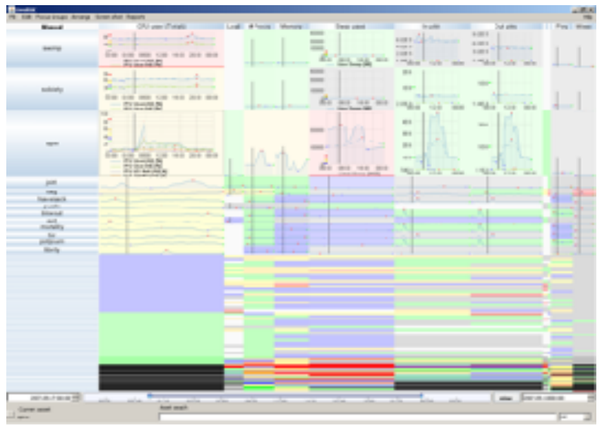
Diane Tang
(Google)



SessionViewer: web log analysis
https://youtu.be/T4MaTZd56G4

Peter McLachlan

Stephen North
(AT&T Research)



LiveRAC: systems time-series
https://youtu.be/ld0c3H0VSkw

Problem-driven: Building energy mgmt, journalism

Matt Brehmer

Kevin Tate

(Pulse/EnerNOC)

Energy Manager

Matt Brehmer

Stephen Ingram

Jonathan Stray

(Assoc Press)

Overview

https://vimeo.com/71483614

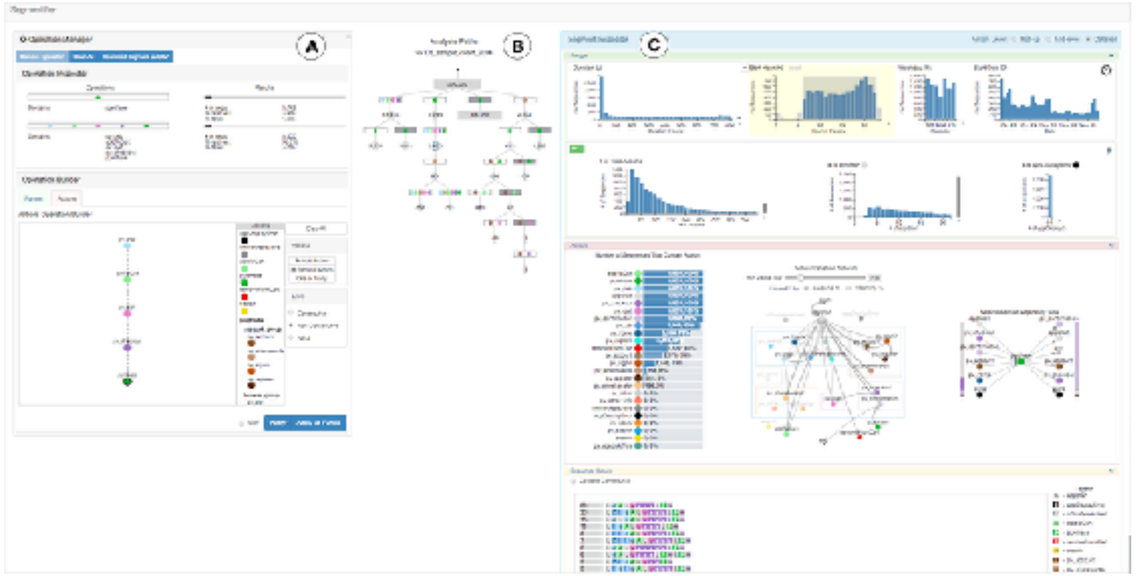
Problem-driven: Data science

Kimberly Dextras-Romagnino

Segmentifier
(Mobify)

e-commerce clickstreams

build tools for human-in-the-loop visual data analysis



https://youtu.be/TobYDFelSOg

Michael Oppermann

Ocupado
(Sensible Building Science)

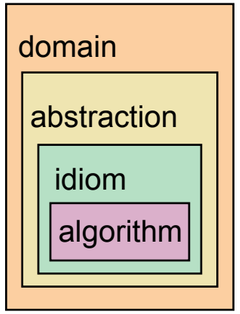
wifi proxy for real-time building occupancy

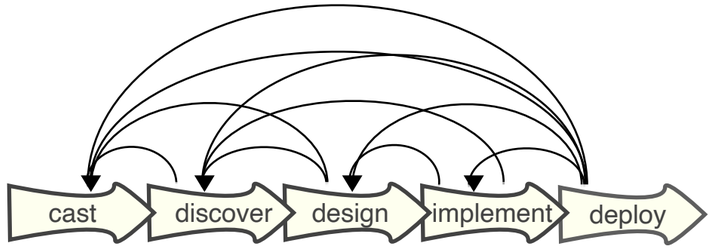
visual analytics for facilities management

https://youtu.be/KcwjVK8eUdw

Problem-driven visualization for imperfect models

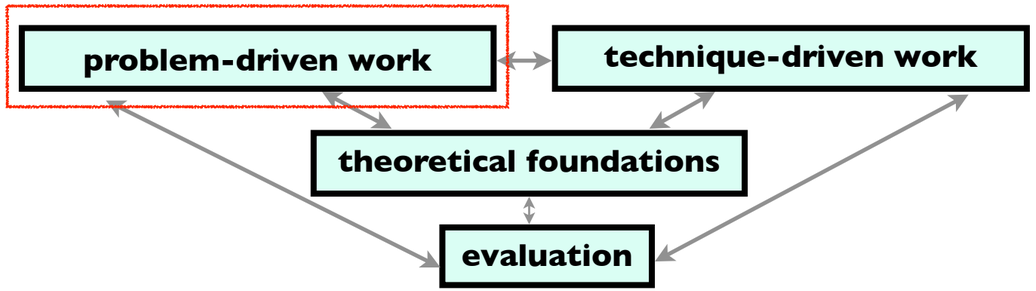
- problem-driven methodology
  - translate domain problems into abstractions
    - before visual encoding idioms & algorithms
  - avoid collaboration pitfalls
    - understand roles, ensure aligned incentives





- interactive visualization supporting human-in-the-loop judgements about models
  - two cases: different data types

- overview: other problem-driven projects



More information

- this talk

  http://www.cs.ubc.ca/~tmm/talks.html#huawei22

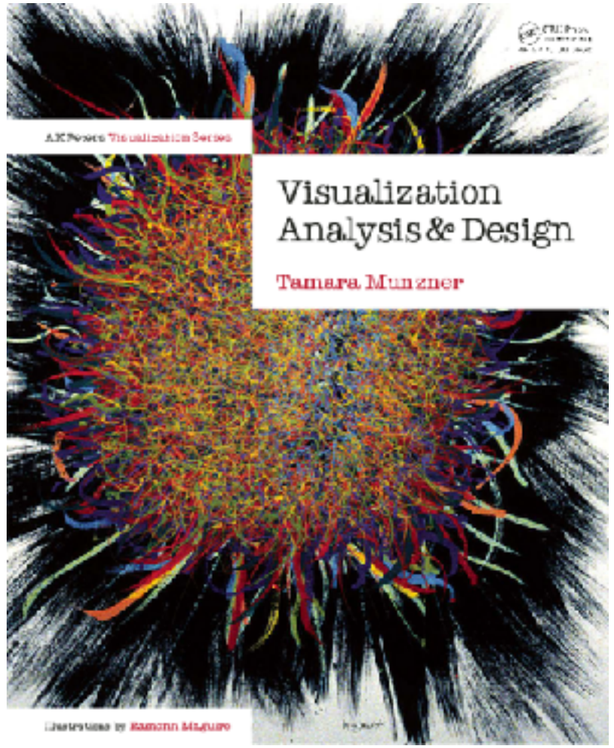
- papers, videos, software, talks, courses

  http://www.cs.ubc.ca/group/infovis

  http://www.cs.ubc.ca/~tmm

- theoretical foundations: book
  (+ tutorial/course lecture slides)

  http://www.cs.ubc.ca/~tmm/vadbook



Visualization Analysis and Design.
Munzner.
AK Peters Visualization Series.
CRC Press, 2014.

@tamaramunzner

UBC

UBC Data Science Institute

DESIGNING for PEOPLE

CAIDA