Chapter 8: Arrange Spatial Data
Paper: Flow Radar Glyphs

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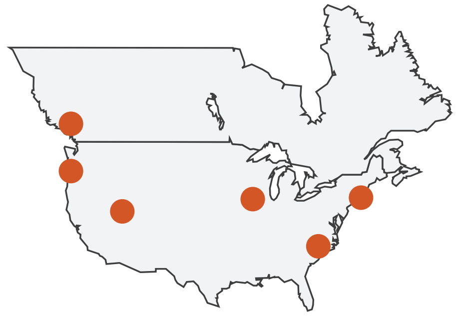
http://www.cs.ubc.ca/~tmm/courses/547-14#chap8

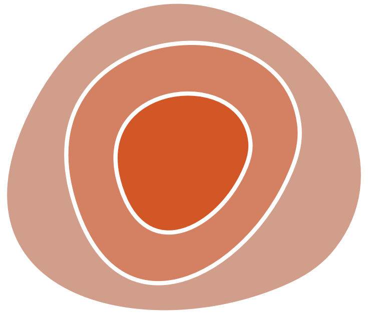
Arrange spatial data

➔ Use Given

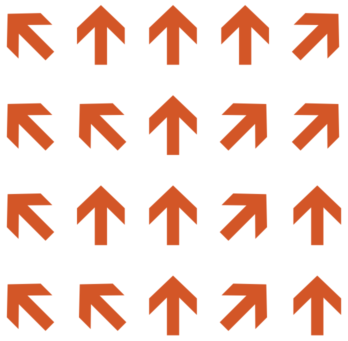
- ➔ Geometry
  - ➔ *Geographic*
  - ➔ *Other Derived*



- ➔ Spatial Fields
  - ➔ *Scalar Fields (one value per cell)*
    - ➔ *Isocontours*
    - ➔ *Direct Volume Rendering*

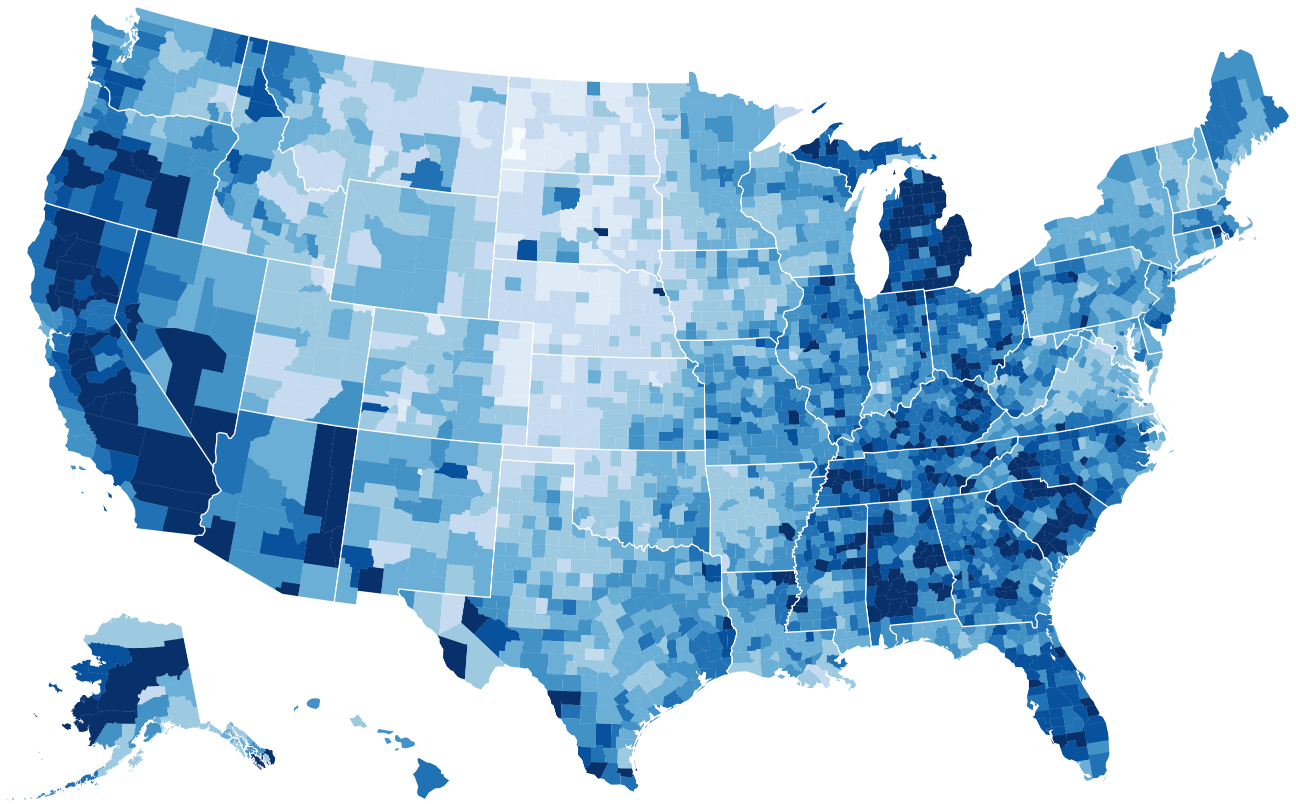


  - ➔ *Vector and Tensor Fields (many values per cell)*
    - ➔ *Flow Glyphs (local)*
    - ➔ *Geometric (sparse seeds)*
    - ➔ *Textures (dense seeds)*
    - ➔ *Features (globally derived)*



Idiom: **choropleth map**

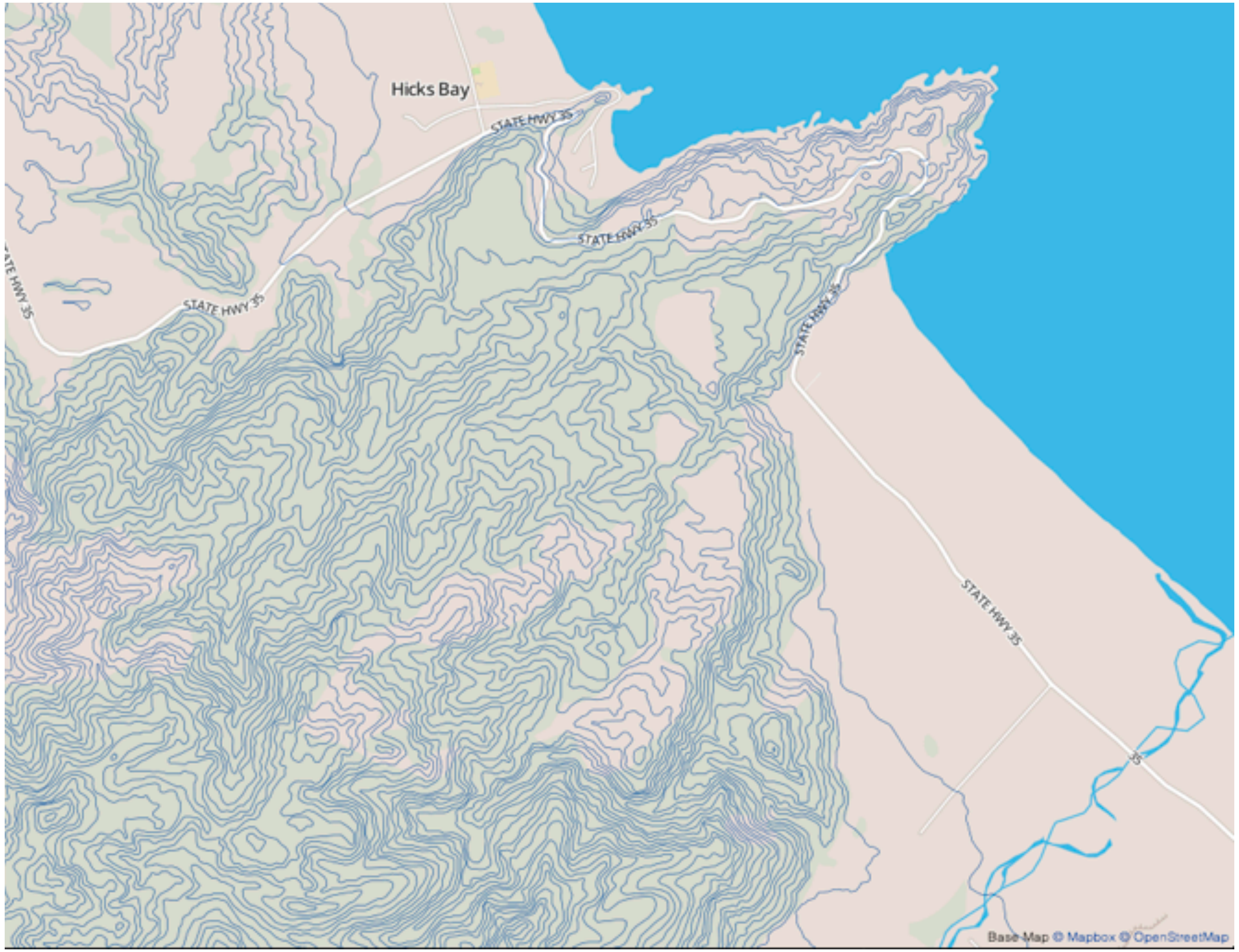
- ***use*** given spatial data
  - when central task is understanding spatial relationships
- data
  - geographic geometry
  - table with 1 quant attribute per region
- encoding
  - use given geometry for area mark boundaries
  - sequential segmented colormap



http://bl.ocks.org/mbostock/4060606

Idiom: **topographic map**

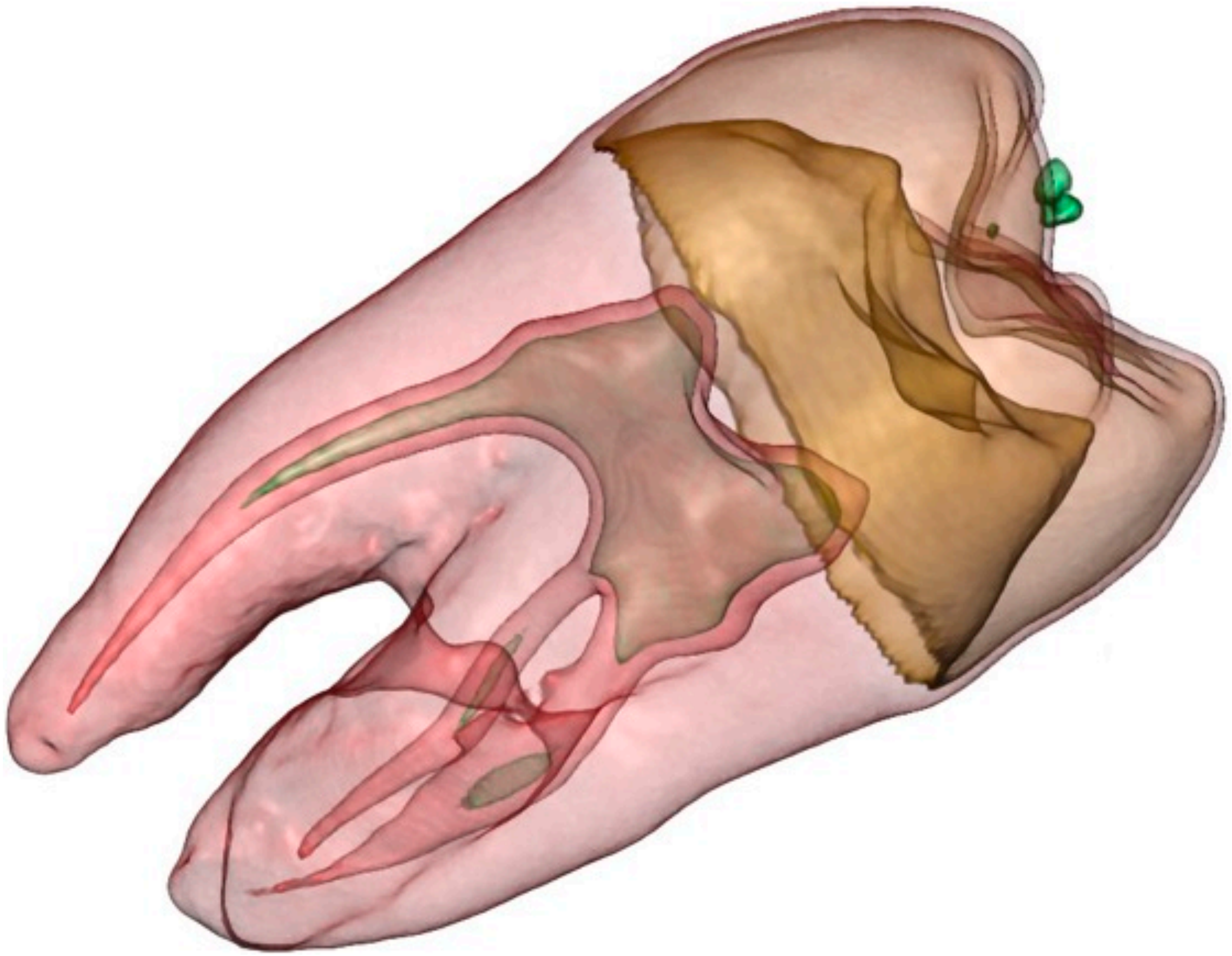
- data
  - geographic geometry
  - scalar spatial field
    - 1 quant attribute per grid cell
- derived data
  - isoline geometry
    - isocontours computed for specific levels of scalar values



Land Information New Zealand Data Service

Idiom: **isosurfaces**

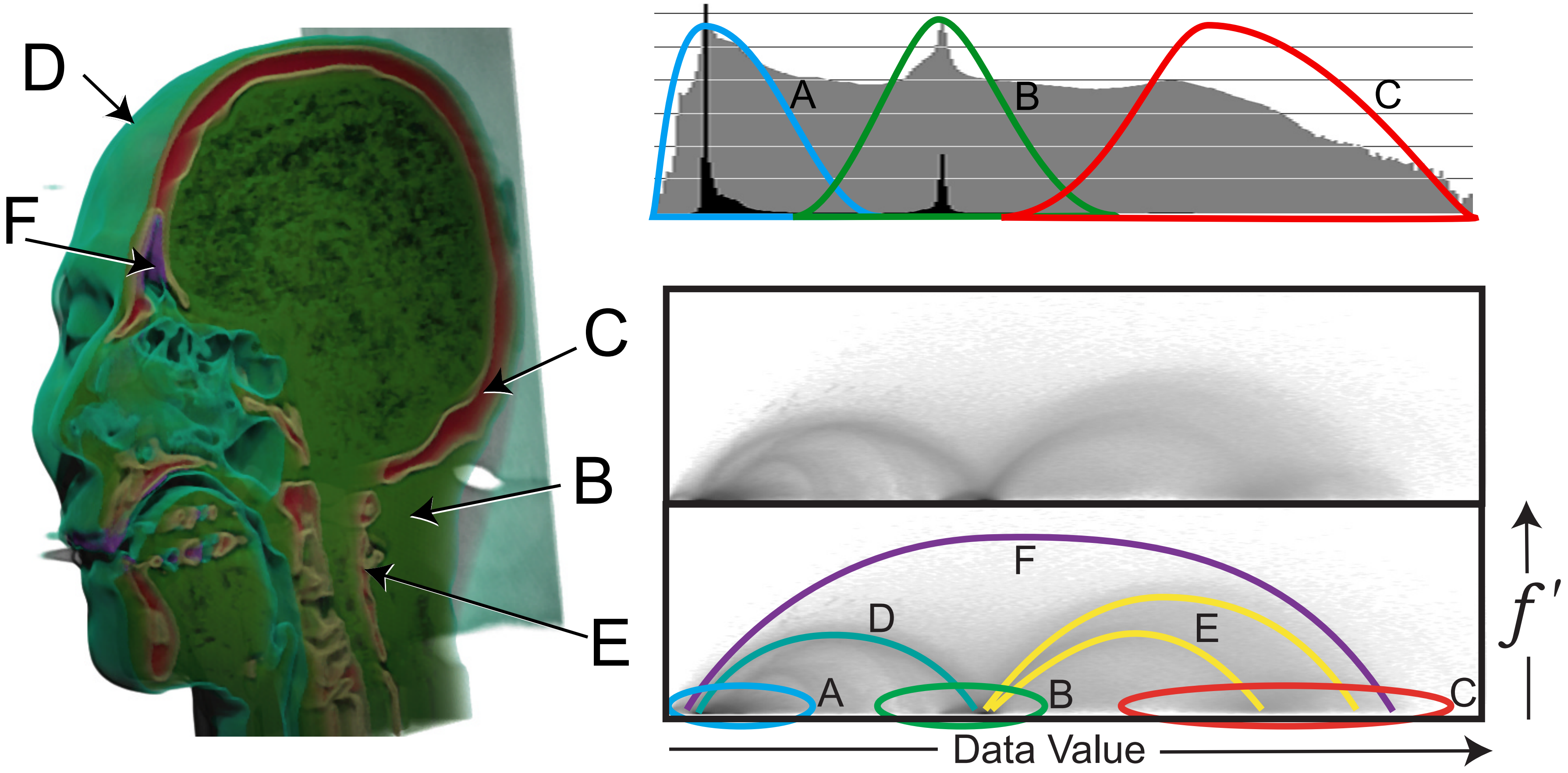
- data
  - scalar spatial field
    - 1 quant attribute per grid cell
- derived data
  - isosurface geometry
    - isocontours computed for specific levels of scalar values
- task
  - spatial relationships



[Interactive Volume Rendering Techniques. Kniss. Master's thesis, University of Utah Computer Science, 2002.]

Idioms: **DVR, multidimensional transfer functions**

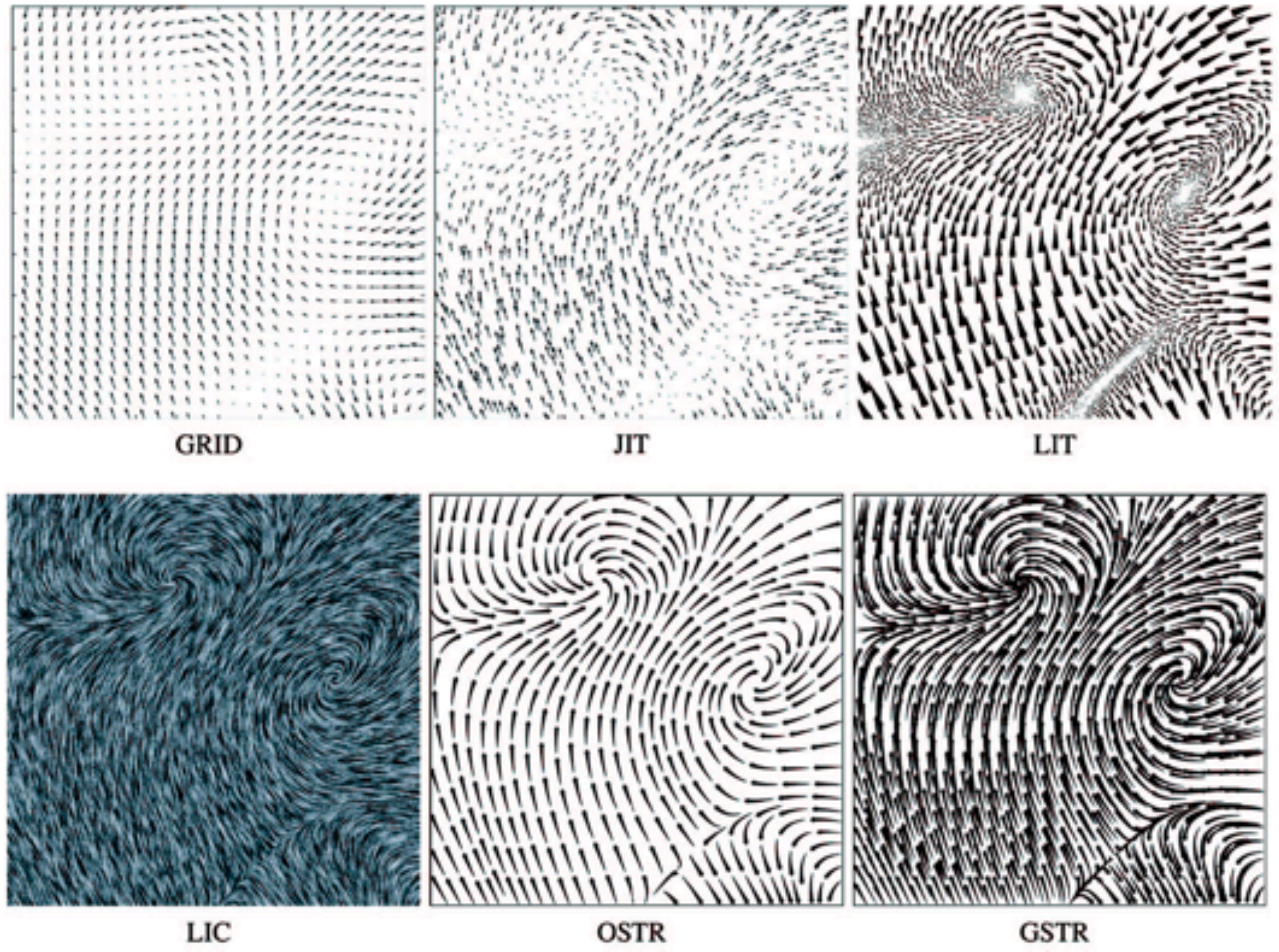
- direct volume rendering
  - **transfer function** maps scalar values to color, opacity
    - no derived geometry
- multidimensional transfer functions
  - derived data in joint 2D histogram
    - horiz axis: data values of scalar func
    - vert axis: gradient magnitude (direction of fastest change)
    - [more on cutting planes and histograms later]



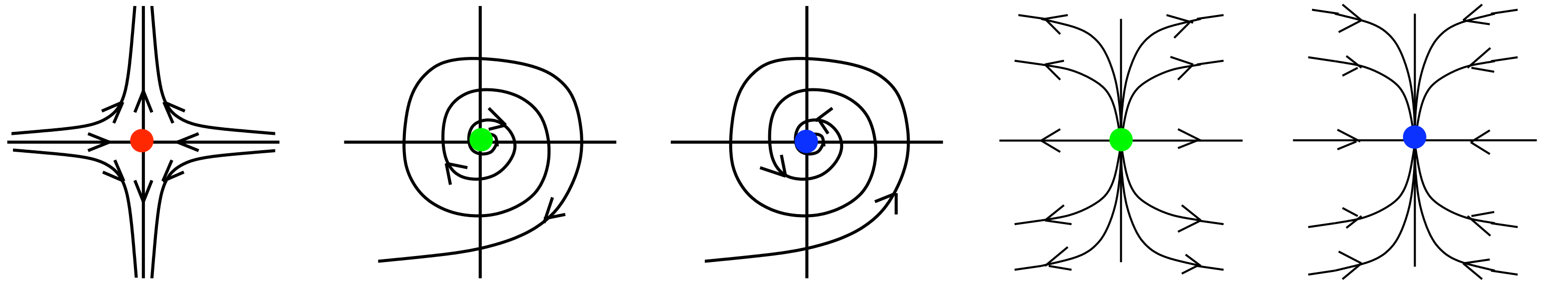
[Multidimensional Transfer Functions for Volume Rendering. Kniss, Kindlmann, and Hansen. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 189–210. Elsevier, 2005.]

Vector and tensor fields

- data
  - many attribs per cell
- idiom families
  - flow glyphs
    - purely local
  - geometric flow
    - derived data from tracing particle trajectories
    - sparse set of seed points
  - texture flow
    - derived data, dense seeds
  - feature flow
    - global computation to detect features
      - encoded with one of methods above



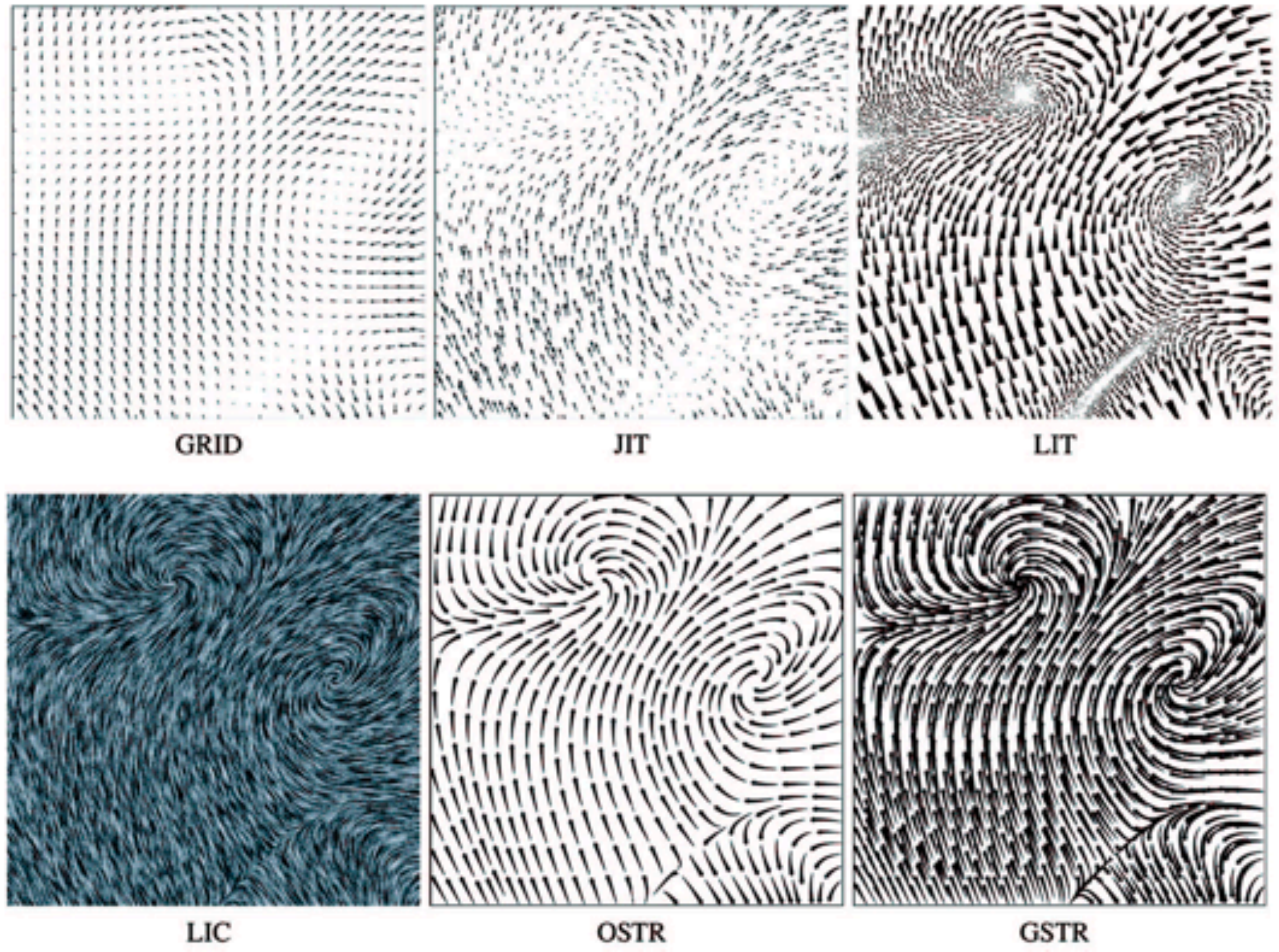
[Comparing 2D vector field visualization methods: A user study. Laidlaw et al. IEEE Trans. Visualization and Computer Graphics (TVCG) 11:1 (2005), 59–70.]



[Topology tracking for the visualization of time-dependent two-dimensional flows. Tricoche, Wischgoll, Scheuermann, and Hagen. Computers & Graphics 26:2 (2002), 249–257.]

Vector fields

- empirical study tasks
  - finding critical points, identifying their types
  - identifying what type of critical point is at a specific location
  - predicting where a particle starting at a specified point will end up (advection)



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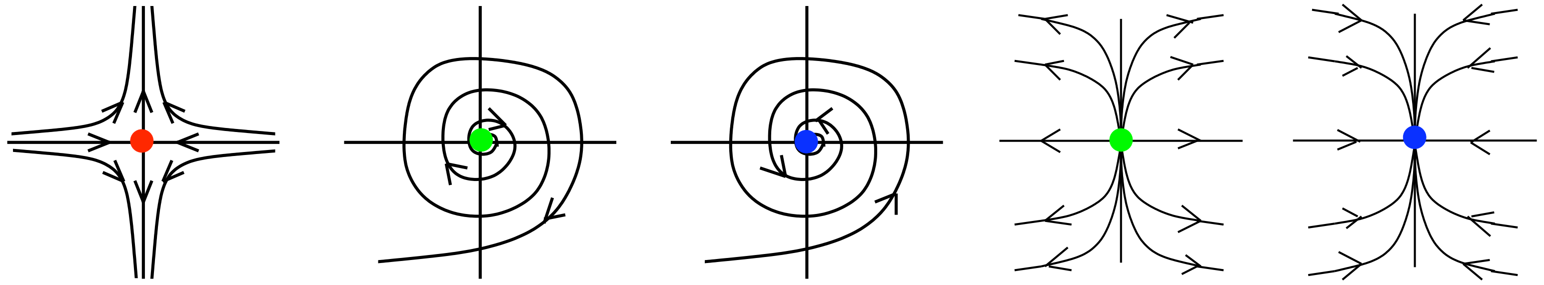
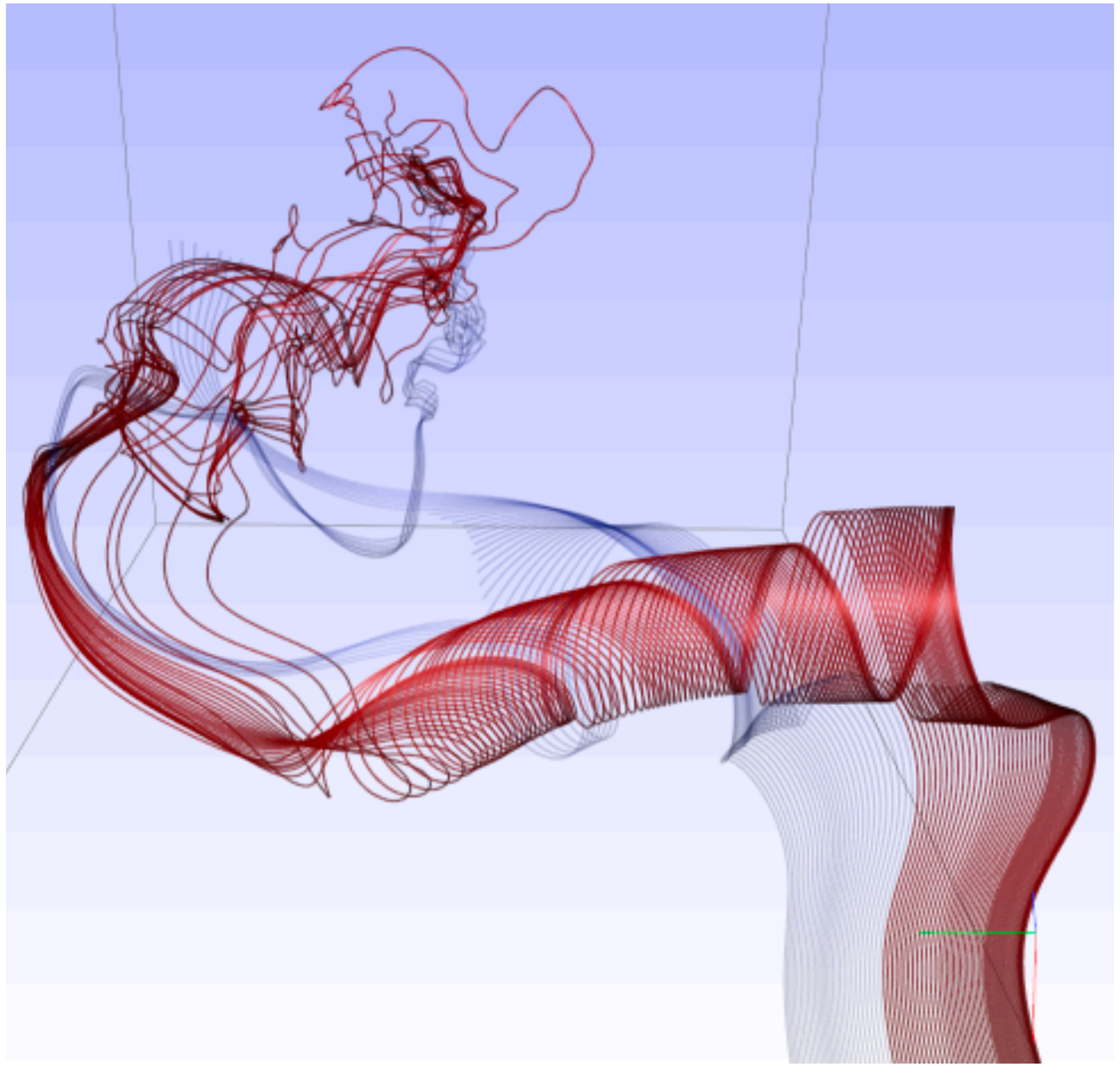


[Topology tracking for the visualization of time-dependent two-dimensional flows. Tricoche, Wischgoll, Scheuermann, and Hagen. Computers & Graphics 26:2 (2002), 249–257.]

Idiom: **similarity-clustered streamlines**

- data
  - 3D vector field
- derived data (from field)
  - streamlines: trajectory particle will follow
- derived data (per streamline)
  - curvature, torsion, tortuosity
  - signature: complex weighted combination
  - compute cluster hierarchy across all signatures
  - encode: color and opacity by cluster
- tasks
  - find features, query shape
- scalability
  - millions of samples, hundreds of streamlines



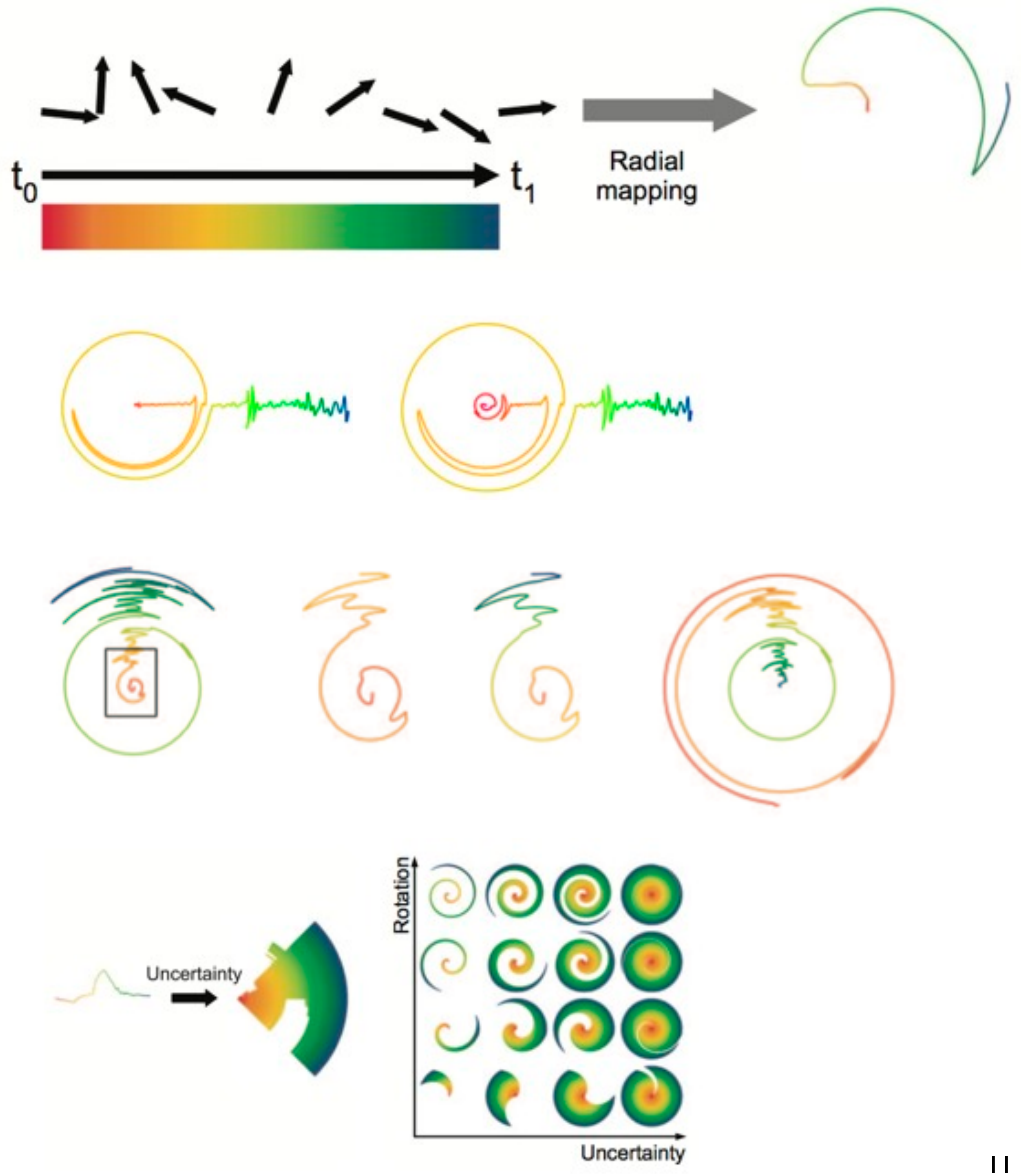
[Similarity Measures for Enhancing Interactive Streamline Seeding. McLoughlin,. Jones, Laramee, Malki, Masters, and. Hansen. IEEE Trans. Visualization and Computer Graphics 19:8 (2013), 1342–1353.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014.
  - *Chap 8: Arrange Spatial Data*
- How Maps Work: Representation, Visualization, and Design. MacEachren. Guilford Press, 1995.
- Overview of visualization. Schroeder and. Martin. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 3–39. Elsevier, 2005.
- Real-Time Volume Graphics. Engel, Hadwiger, Kniss, Reza-Salama, and Weiskopf. AK Peters, 2006.
- Overview of flow visualization. Weiskopf and Erlebacher. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 261–278. Elsevier, 2005.

Flow Radar Glyphs

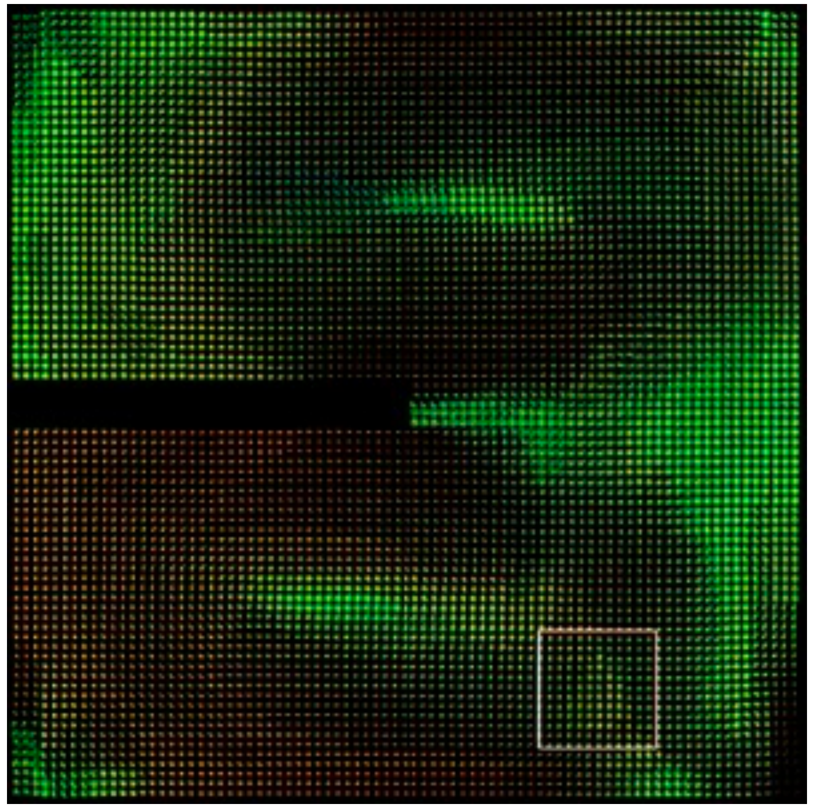
- glyphs: complex combination of marks
  - more in Chapter 12!
- unsteady flow: changes over time
  - degenerate case: arrow glyph
- variations
  - magnitude scaled vs normalized
  - time ranges: normal, subset, inverted
  - uncertainty: filled, range min/max
- explicit guidance on when to use which variants!

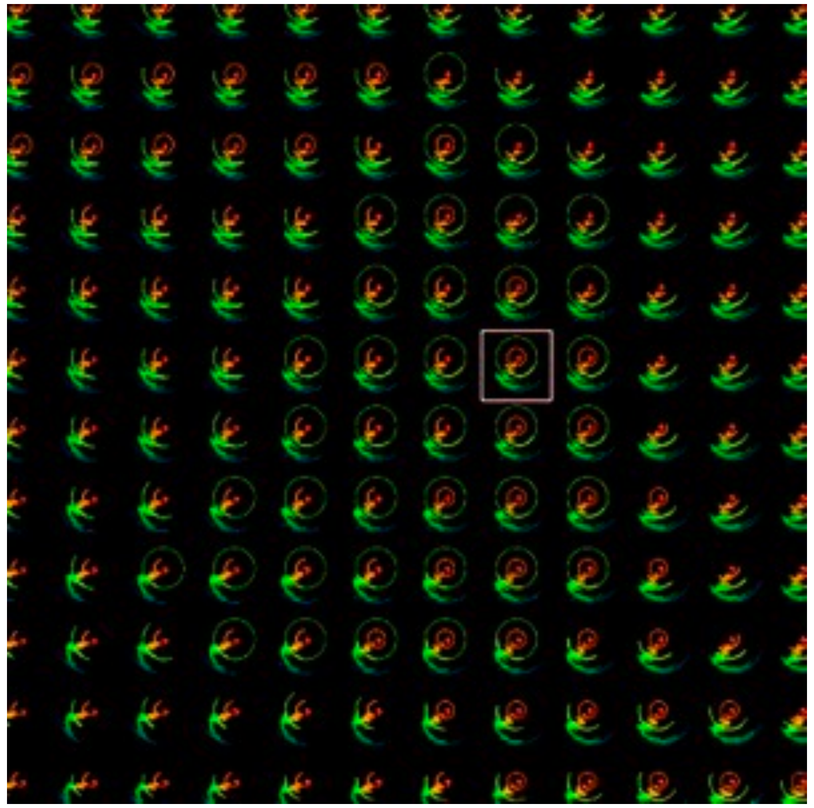


[Flow Radar Glyphs -- Static Visualization of Unsteady Flow with Uncertainty. Hlawatsch, Leube, Nowak, and Weiskopf. IEEE TVCG 17(12):1949-1958, 2011 (Proc. Vis 2011).]

Multiple scales

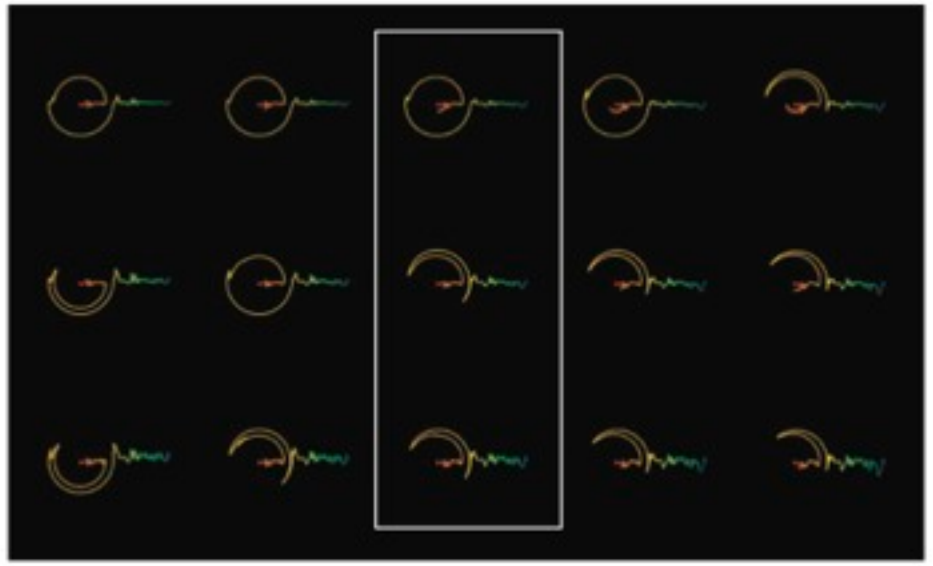
- all/overview
  - partitioned into regions w/ visual fusion
- some
  - compare neighboring regions
- one
  - finegrained structure inspection
- macro/micro readings common for glyphs

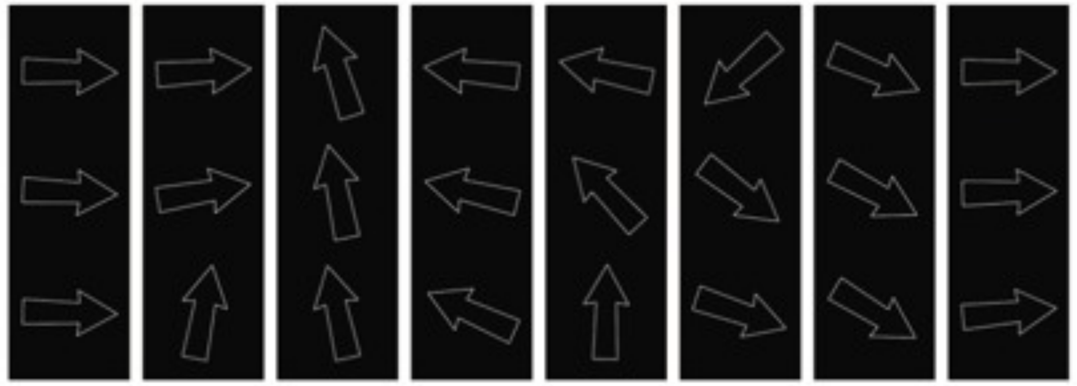




Comparison to previous work

- arrow glyphs
  - much more scalable
- path/streak lines
  - no clutter, avoids need for animation





Implementation & Validation

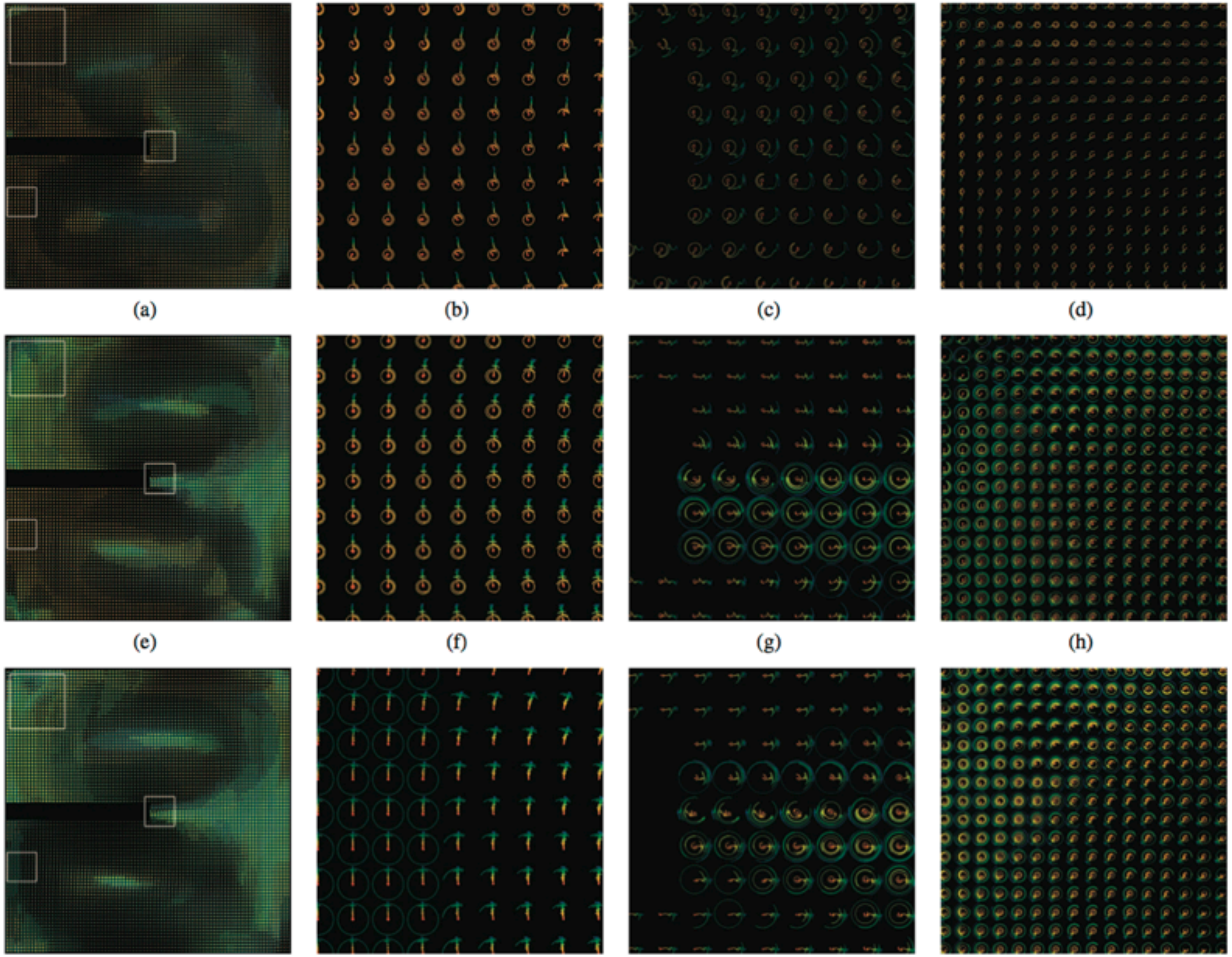
- GPU parallelism
  - both geometry and image-space (pixel-based) approaches)
- validation
  - qualitative result image analysis
    - 3 application domains: CFD simulations
      - 2D air in closed room
      - 2D groundwater
      - 3D flow (cuboid)
  - expert feedback

Results

- qualitative result image analysis
- expert feedback
- 3 application domains
  - air in closed room
  - groundwater
  - 3D flow (cuboid)

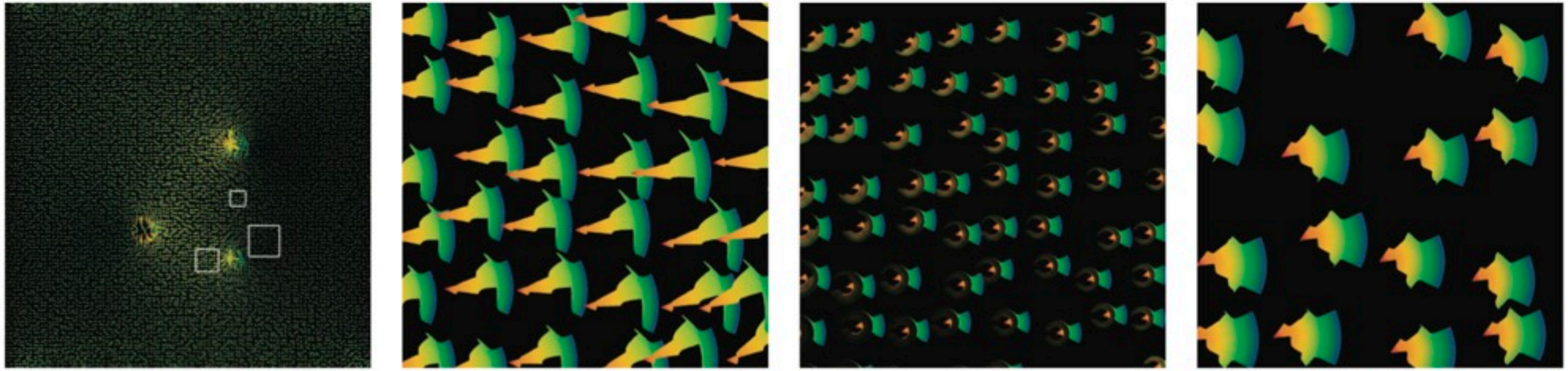
2D air flow

- changing parameters



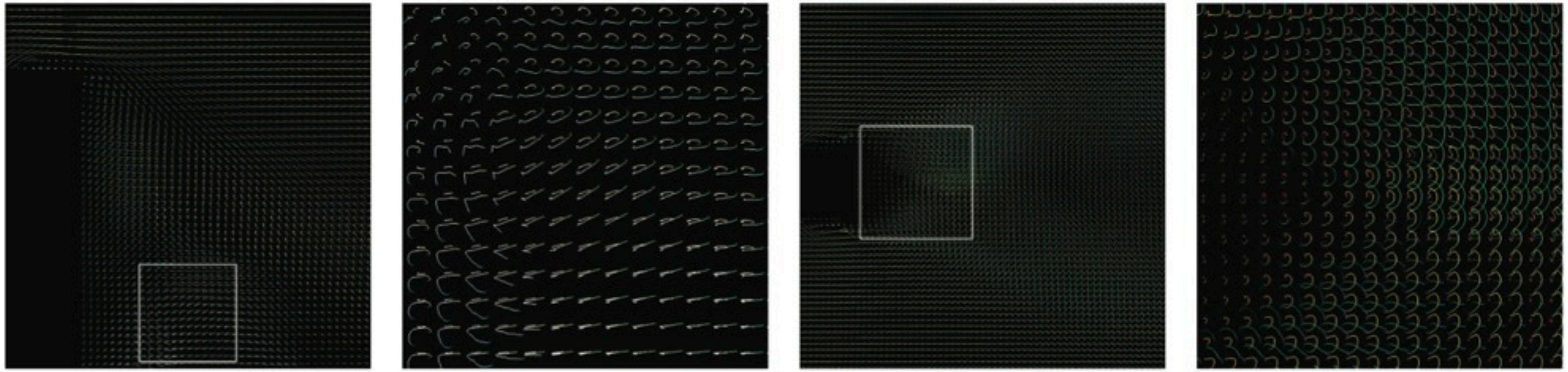
Results

- groundwater/wells simulation



(a) (b) (c) (d)

- 3D flow



(a) (b) (c) (d)