Information Visualization Meets Biology: Models and Methods for Collaboration

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Keynote, VIZBI 2017 ++ (at Monash Caulfield) June 21 2017, Caulfield Australia

www.cs.ubc.ca/~tmm/talks.html#caulfield | 7

@tamaramunzner

Visualization (vis) defined & motivated

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

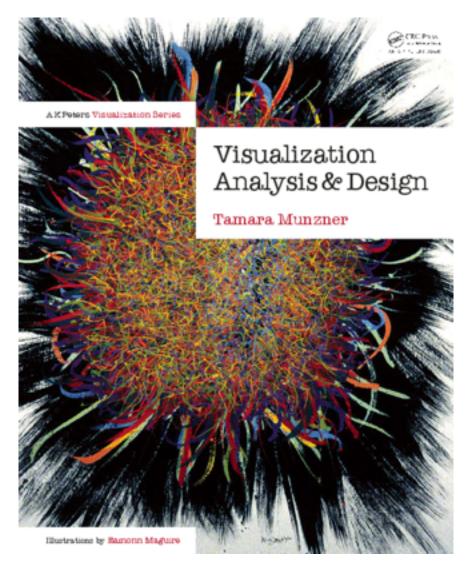
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

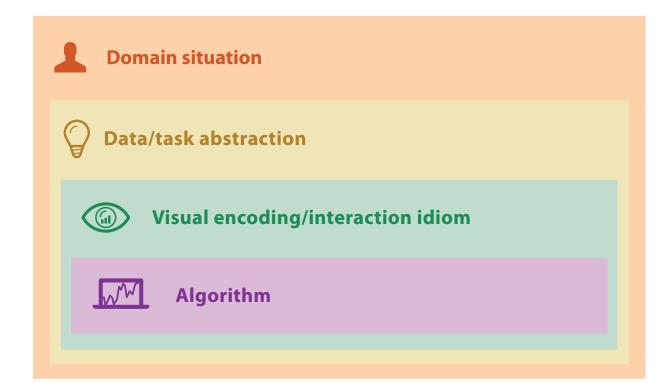
- human in the loop needs the details
 - -doesn't know exactly what questions to ask in advance
 - -longterm exploratory analysis
 - -presentation of known results
 - -stepping stone towards automation: refining, trustbuilding
- external representation: perception vs cognition
- intended task, measurable definitions of effectiveness

more at:

Visualization Analysis and Design, Chapter 1.

Munzner. AK Peters Visualization Series, CRC Press, 2014.

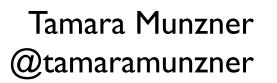




A Nested Model

for Visualization Design and Validation

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





Vis analysis framework: Four levels, three questions

- domain situation
 - -who are the target users? what are their needs & concerns?
- abstraction
 - -translate from specifics of domain to vocabulary of vis
 - -what is shown? data abstraction
 - often don't just draw what you're given: transform to new form
 - -why is the user looking at it? task abstraction
- idiom
 - -how is it shown?
 - visual encoding idiom: how to draw
 - interaction idiom: how to manipulate
- algorithm

efficient computation

more at:

at: Brehmer and Munz

[A Nested Model of Visualization Design and Validation.

Munzner. IEEE TVCG 15(6):921-928, 2009

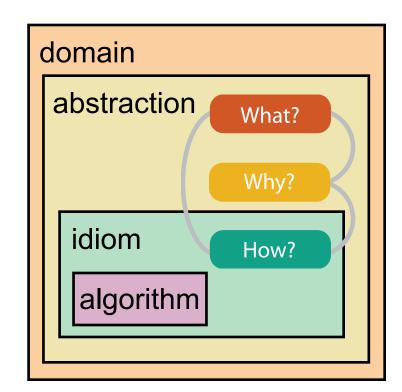
(Proc. InfoVis 2009). 1

domain

abstraction

algorithm

idiom

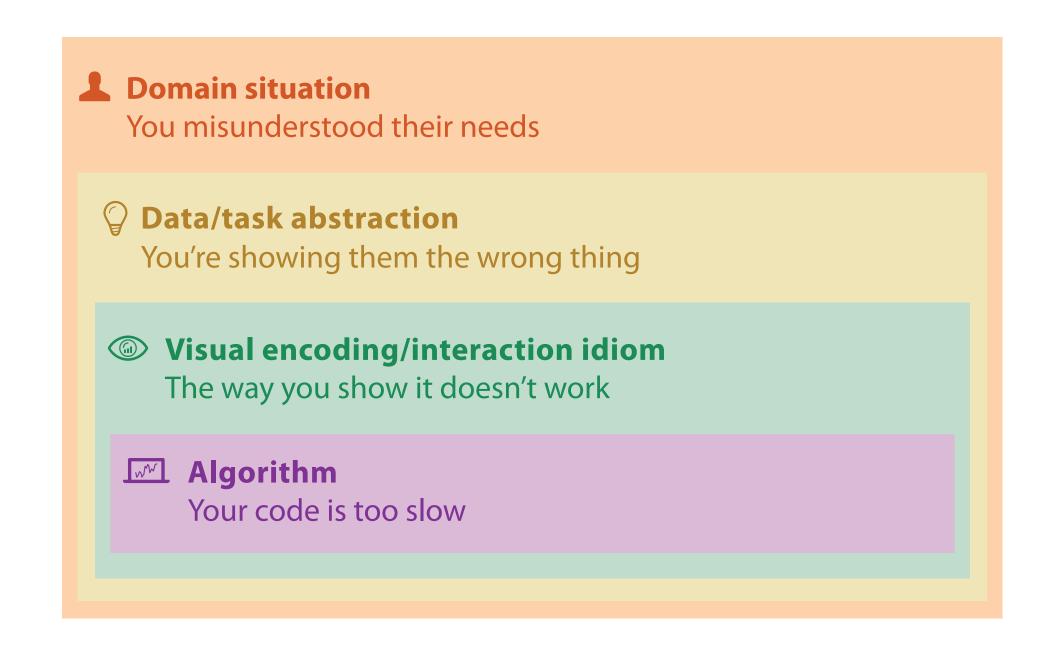


[A Multi-Level Typology of Abstract Visualization Tasks

Brehmer and Munzner. IEEETVCG 19(12):2376-2385, 2013 (Proc. InfoVis 2013).]

Why is validation difficult?

different ways to get it wrong at each level



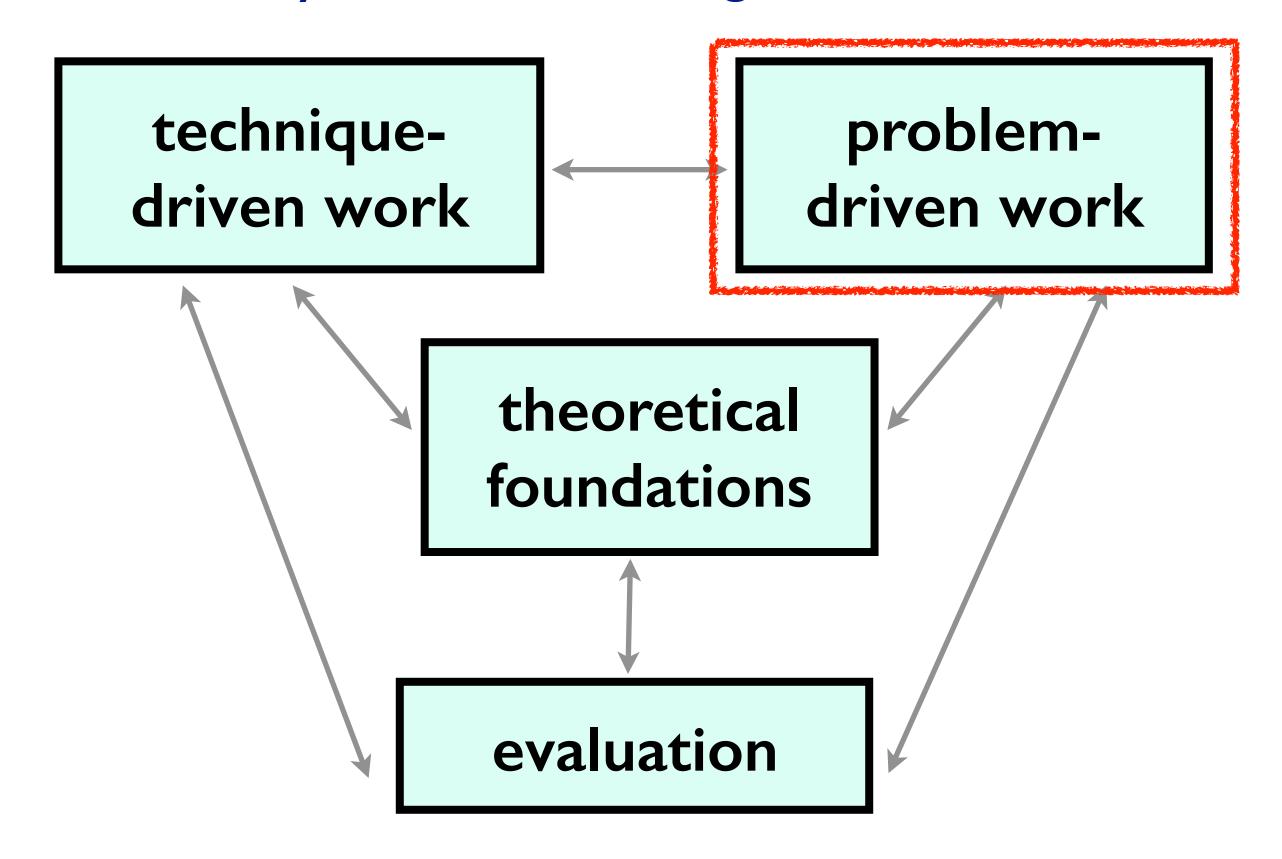
Validation solution: use methods from appropriate fields at each level

avoid mismatches!

Domain situation anthropology/ Observe target users using existing tools ethnography Data/task abstraction Wisual encoding/interaction idiom design Justify design with respect to alternatives **Algorithm** computer Measure system time/memory science Analyze computational complexity cognitive Analyze results qualitatively psychology Measure human time with lab experiment (*lab study*) Observe target users after deployment (*field study*) anthropology/ ethnography Measure adoption

problem-driven technique-driven work

Angles of attack: My own research agenda

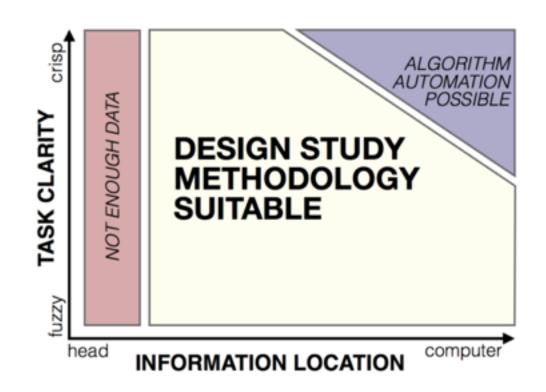


Vis meets bio

- · biology encompasses many rich application domain for vis collaboration
 - -challenging multi-level problems that won't be automated away any time soon
 - -complex tasks, complex datasets
 - -often existing infrastructure of computational workflows
 - many points where human-in-the-loop decision-making could bear fruit
- landscape of possible tools
 - -axis from eureka to speedup
 - sexy use case: eureka moment
 - enable what was impossible before: vis tools for new insights & discoveries
 - workhorse use case: workflow speedup
 - vis tools to accelerate what you're already doing
 - sometimes enables the previously infeasible
 - -axis from targeted to address specific pain points, to general purpose for broad use

Collaboration incentives: Bidirectional

- what's in it for bio?
 - -bio win: access to more suitable tools, can do better/faster/cheaper science
 - -time spent could pay off with earlier access and/or more customized tools
- what's in it for vis?
 - -vis win: access to better understanding of your driving problems
 - crucial element in building effective tools to help
 - -opportunities to observe how you use them
 - if they're good enough, vis win: research success stories
 - -leads us to develop guidelines on how to build better tools in general
 - vis win: research progress in visualization
 - [The Computer Scientist as Toolsmith II, Fred Brooks, CACM 30(3):61-68 1996]



Michael Sedlmair



Miriah Meyer



Design Study Methodology

Reflections from the Trenches and from the Stacks

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

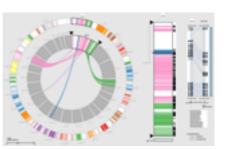




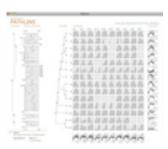
Design Studies: Lessons learned after 21 of them



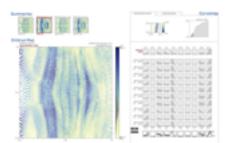
Cerebral genomics



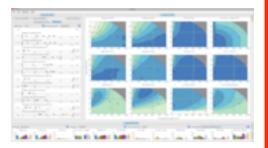
MizBee genomics



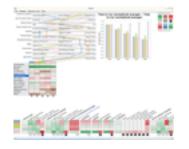
Pathline genomics



MulteeSum genomics



Vismon fisheries management



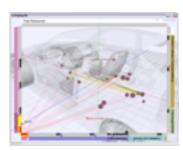
QuestVis sustainability



WiKeVis in-car networks



MostVis in-car networks



Car-X-Ray in-car networks



ProgSpy2010 in-car networks



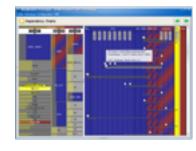
RelEx in-car networks



Cardiogram in-car networks



AutobahnVis in-car networks



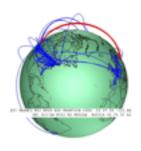
VisTra in-car networks



Constellation linguistics



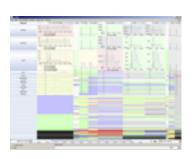
LibVis cultural heritage



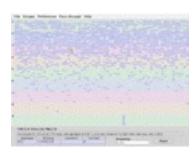
Caidants multicast



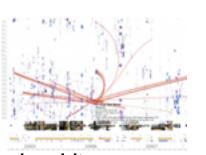
SessionViewer web log analysis



LiveRAC server hosting



PowerSetViewer data mining



LastHistory music listening

• commonality of representations cross-cuts domains!

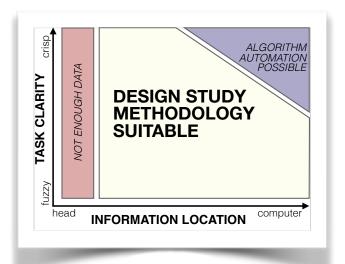
Methodology for problem-driven work

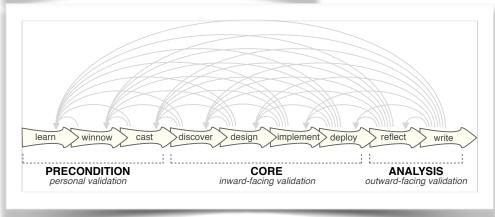
definitions

• 9-stage framework

• 32 pitfalls & how to avoid them

comparison to related methodologies





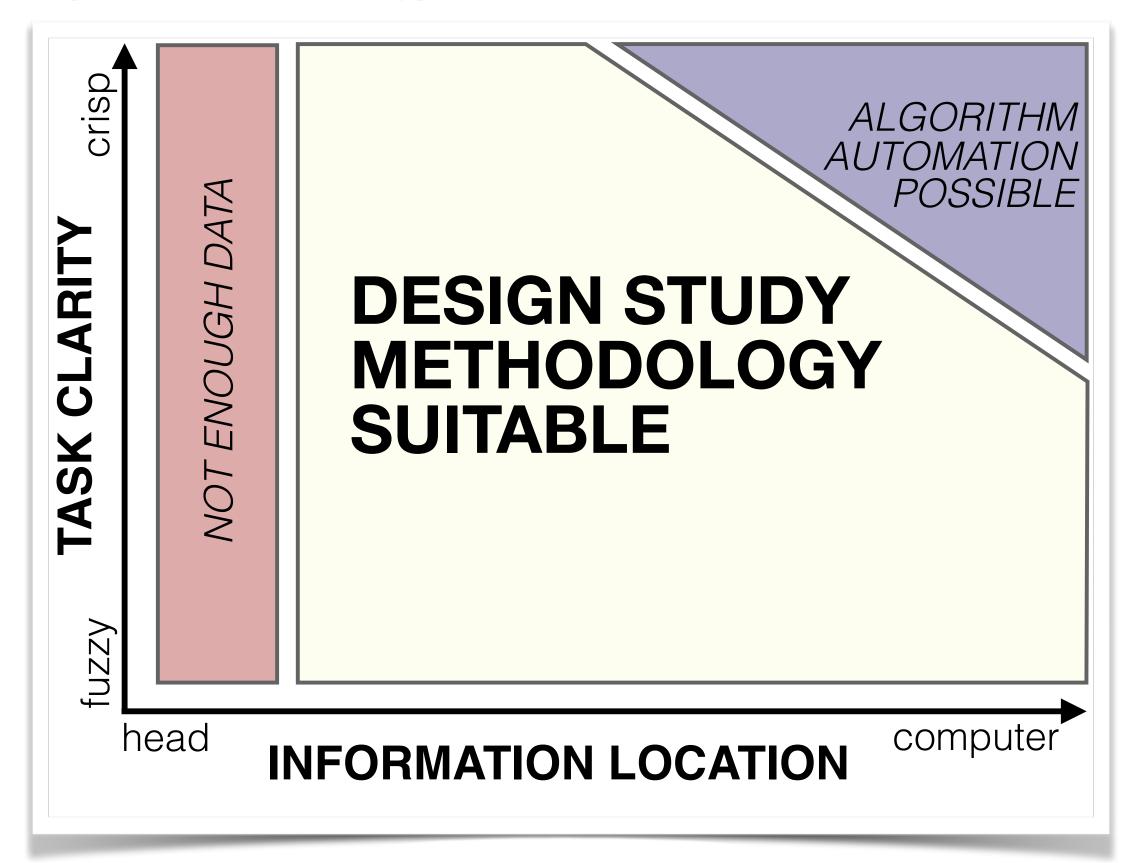
PF-1	premature advance: jumping forward over stages	general
PF-2	premature start: insufficient knowledge of vis literature	learn
PF-3	premature commitment: collaboration with wrong people	winnow
PF-4	no real data available (yet)	winnow
PF-5	insufficient time available from potential collaborators	winnow
PF-6	no need for visualization: problem can be automated	winnow
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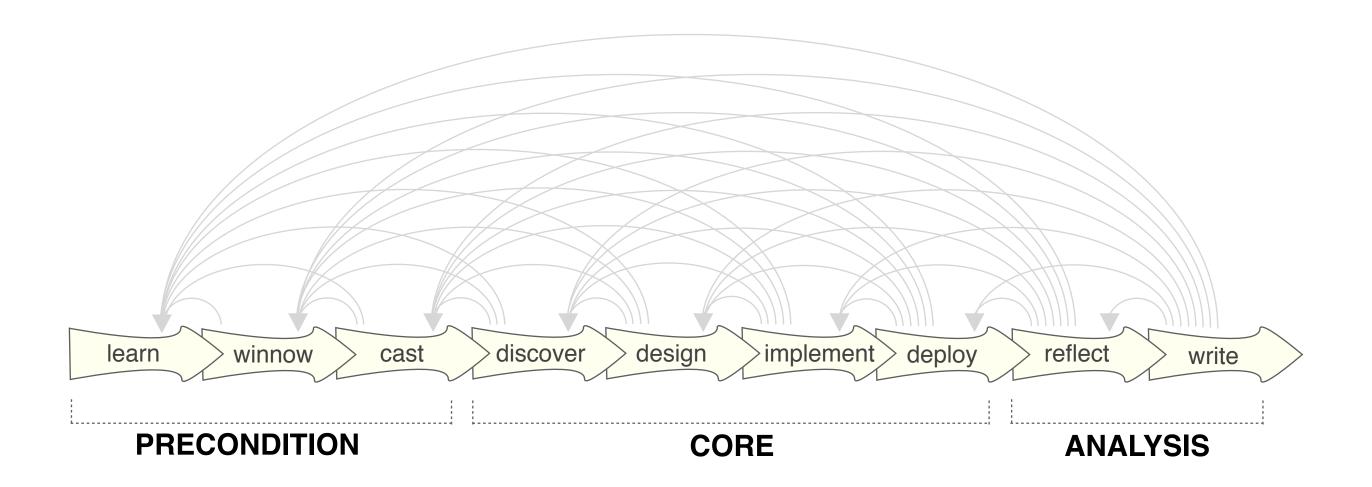


Design study methodology: definitions

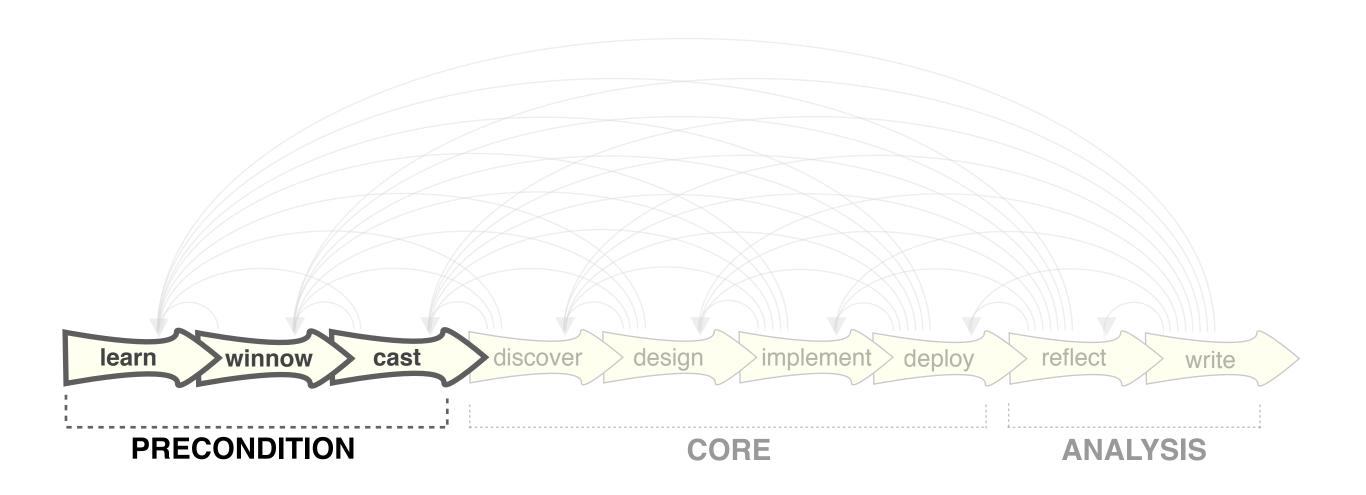
- design studies: problem-driven work
 - -in collaboration with target users
 - real data, real tasks
 - intensive requirements analysis
 - iterative refinement
 - rapid prototyping
 - deploy tools/systems to target users
 - -typical evaluation: field studies
 - case studies provide evidence of utility for target users
 - replicate known results quickly/easily: show workflow speedup
 - examples of new results found using tool

Design study methodology: definitions

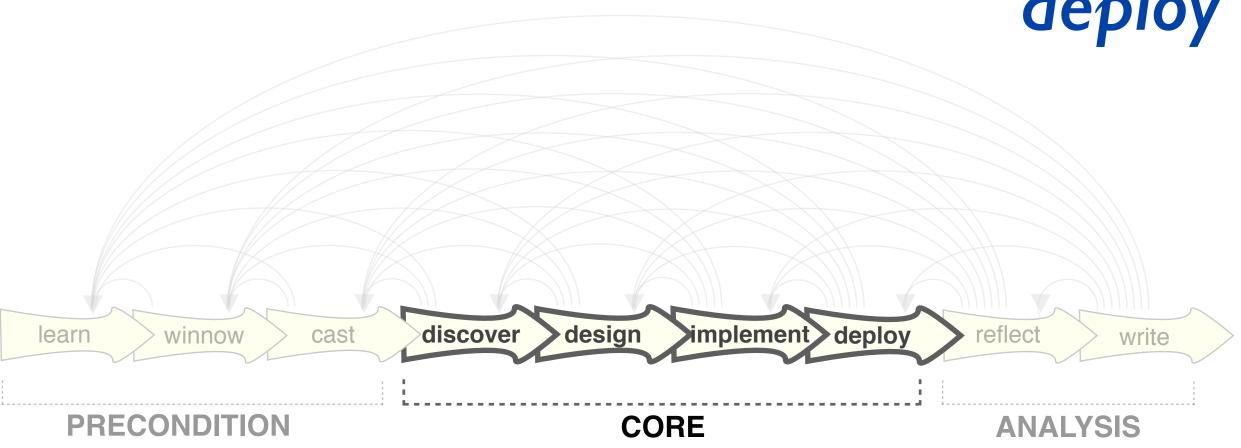




learn winnow cast

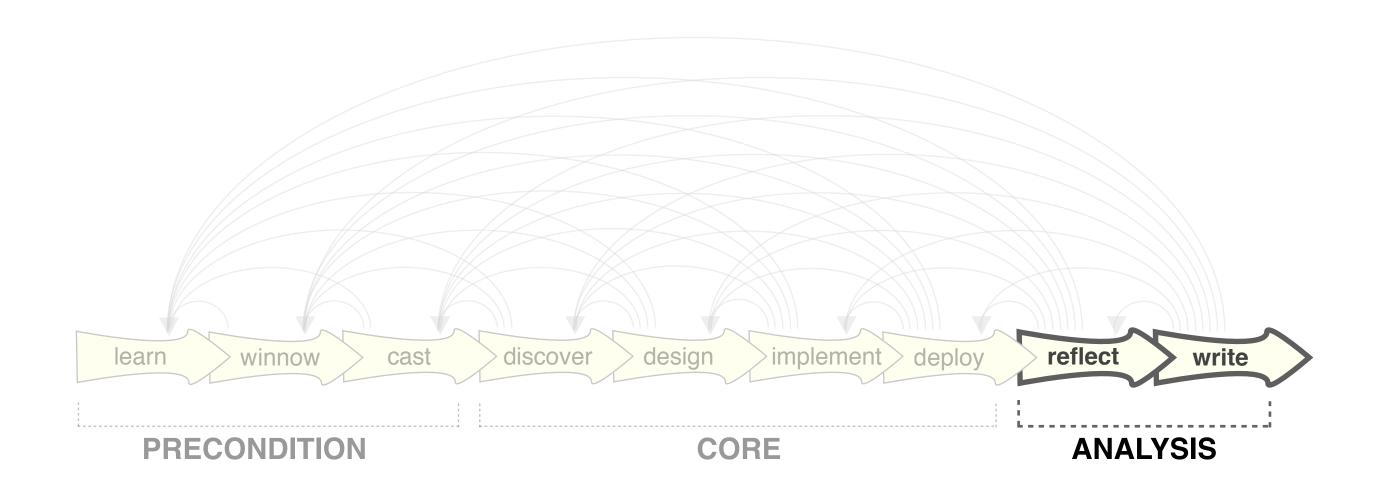


discover design implement deploy

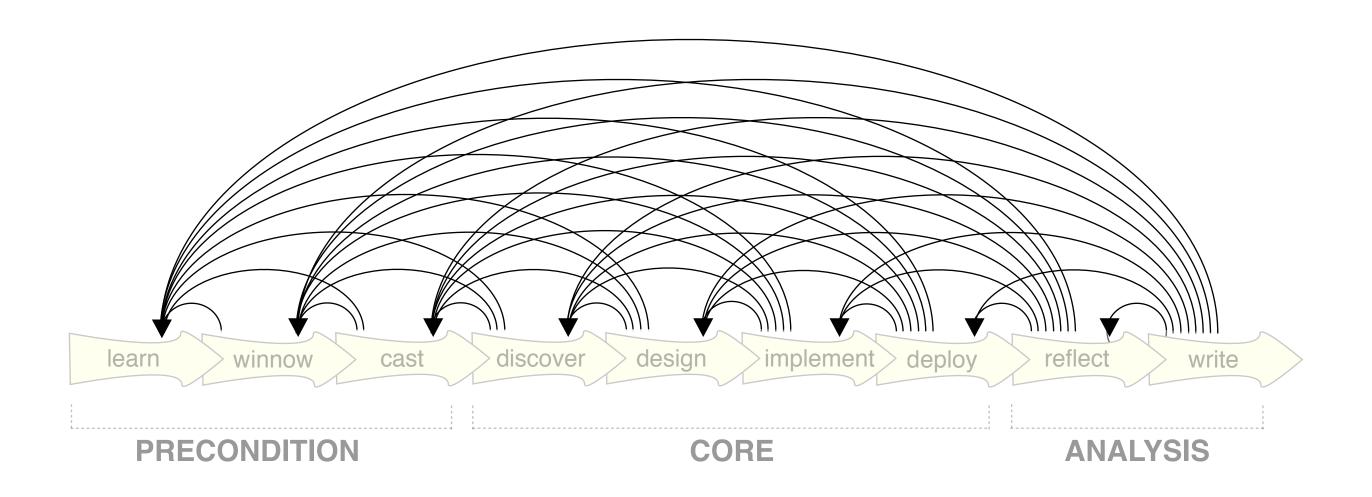


• guidelines: confirm, refine, reject, propose





iterative



Design study methodology: 32 pitfalls

and how to avoid them

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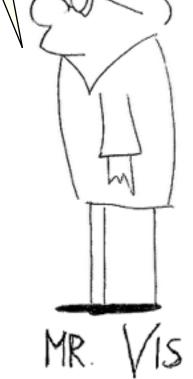
PITFALL

PREMATURE
COLLABORATION
COMMITMENT

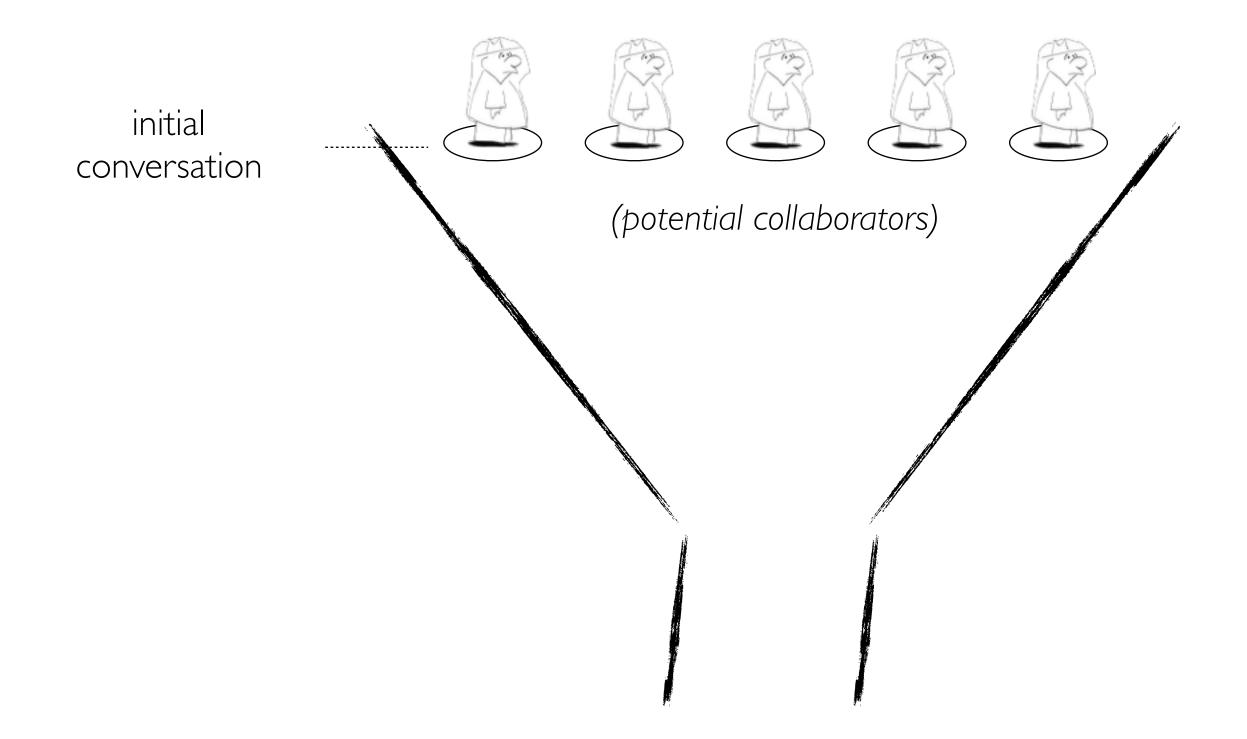
I'm a domain expert! Wanna collaborate?

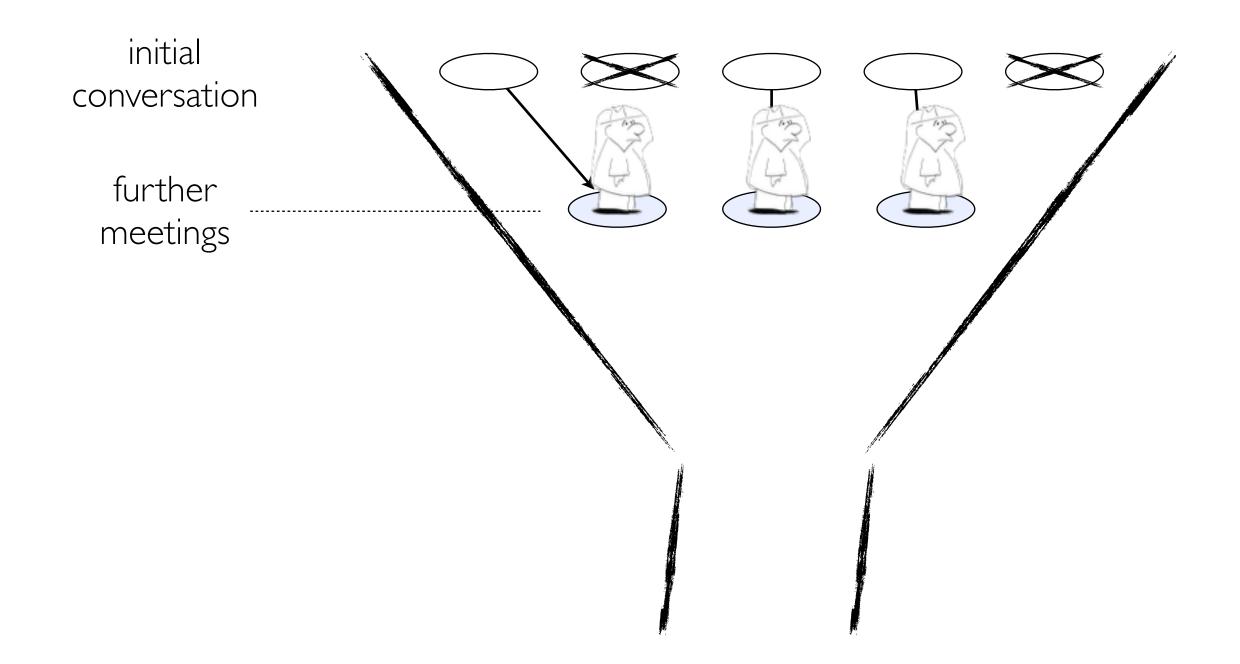


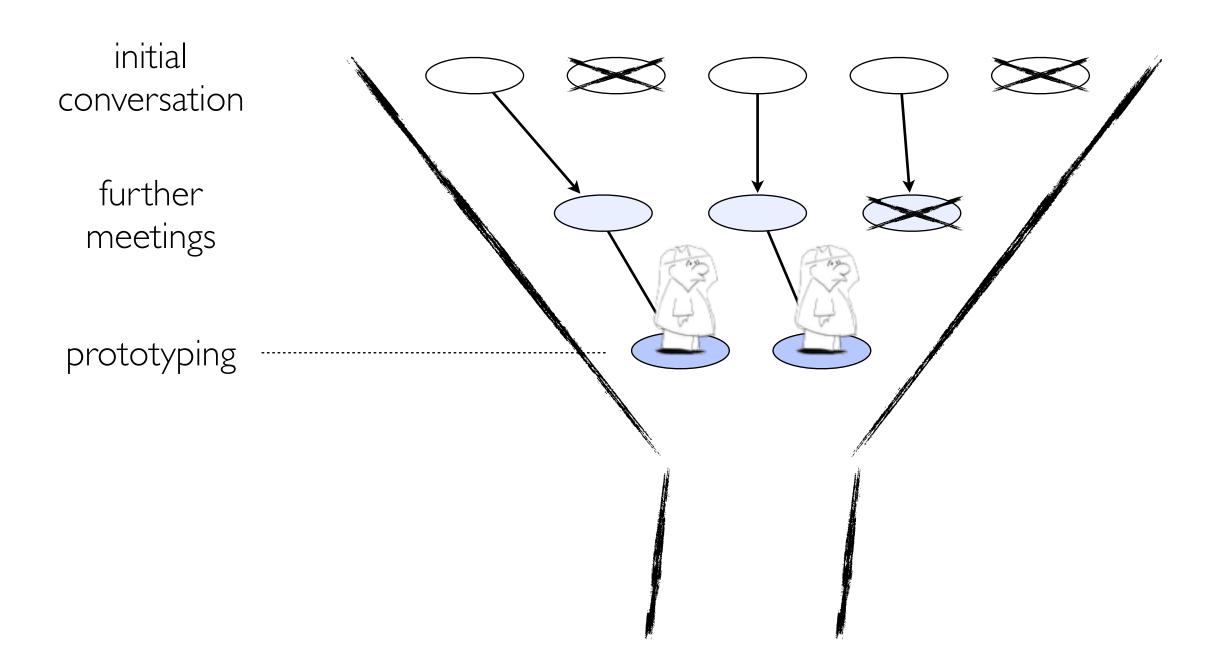
Of course!!!

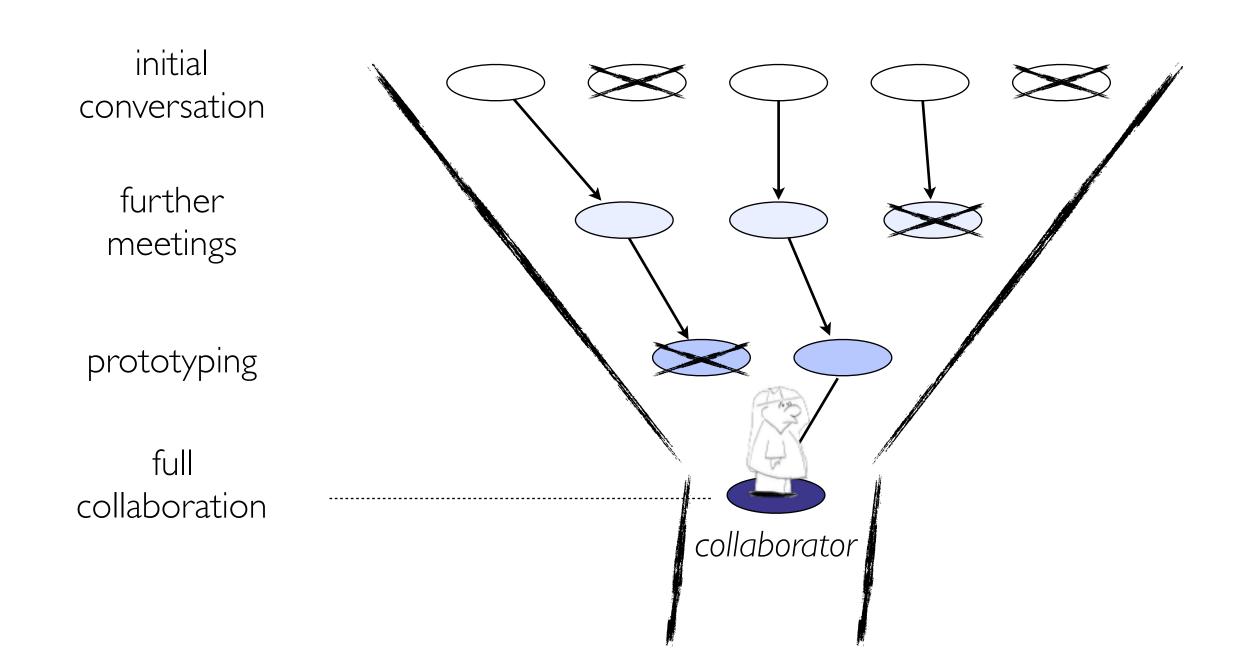














Design study methodology: 32 pitfalls

and how to avoid them

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considerations

Have data?

Have **time**?

Have **need**?

• • •

Research
problem for
me?...





Design study methodology: 32 pitfalls

PF-10	no real/important/recurring task	winnow
PF-11	no rapport with collaborators	winnow
PF-12	not identifying front line analyst and gatekeeper before start	cast
PF-13	assuming every project will have the same role distribution	cast
PF-14	mistaking fellow tool builders for real end users	cast
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

roles

bioinformatician

biologist

Are you a user???

... or maybe a fellow tool builder?



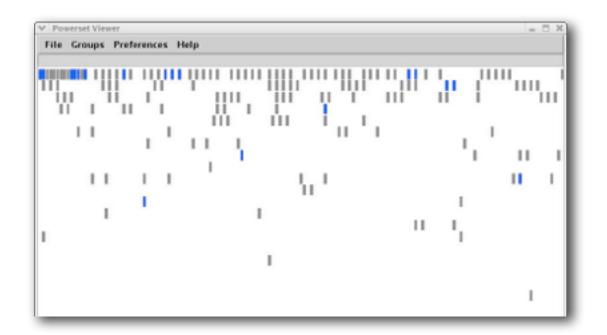


Examples from the trenches

- premature collaboration
- fellow tool builders with inaccurate assumptions about user needs
- data unavailable early so didn't diagnose problems

PowerSet Viewer

2 years / 4 researchers



WikeVis
0.5 years / 2 researchers



Design study methodology: 32 pitfalls

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Pitfall

PREMATURE DESIGN COMMITMENT

I want a tool with that cool technique I saw the other day!



PITFALL

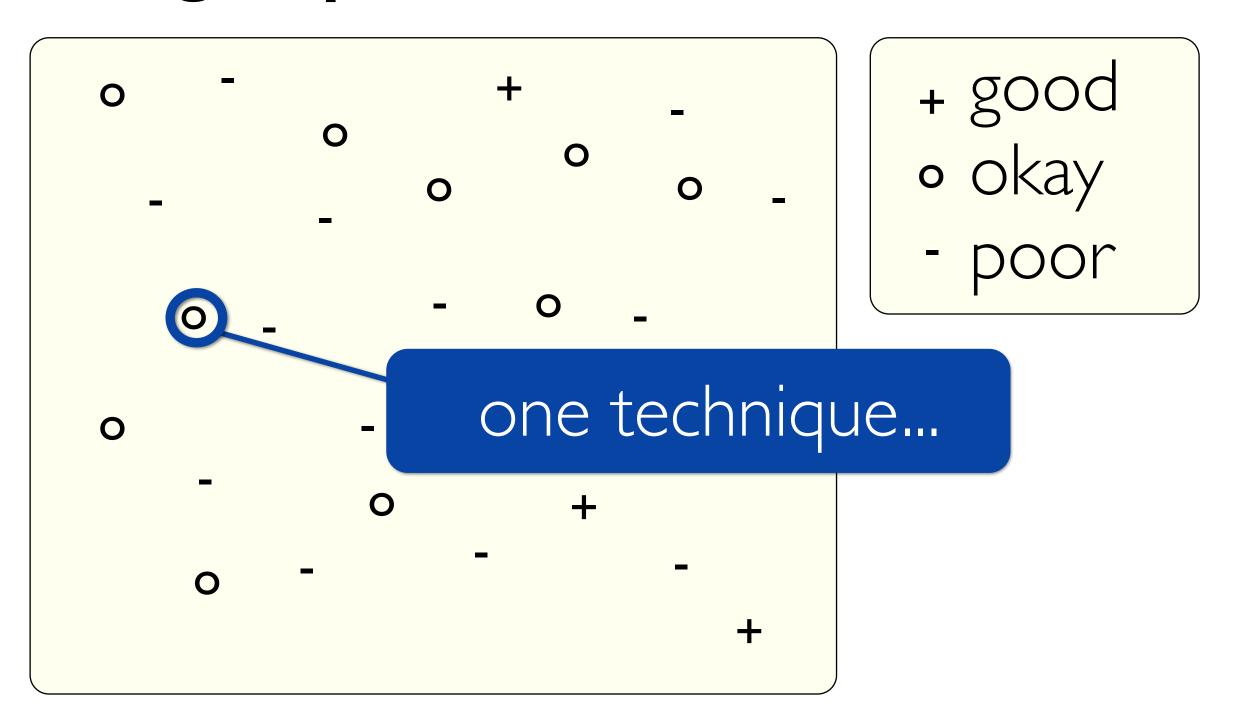
PREMATURE DESIGN COMMITMENT

Of course they need the **cool technique** I built last year!

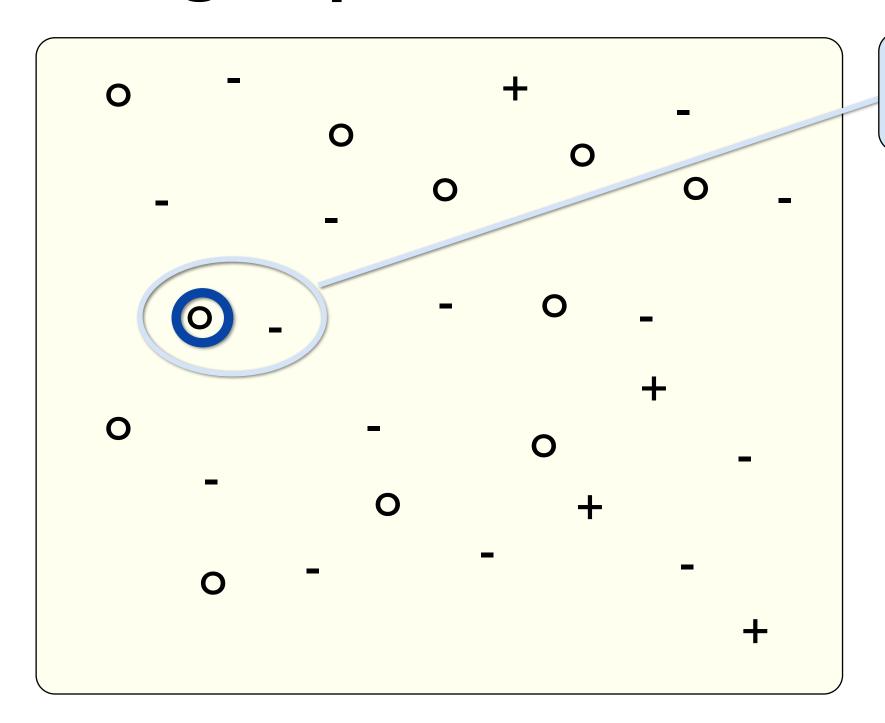


METAPHOR

Design Space



Design Space



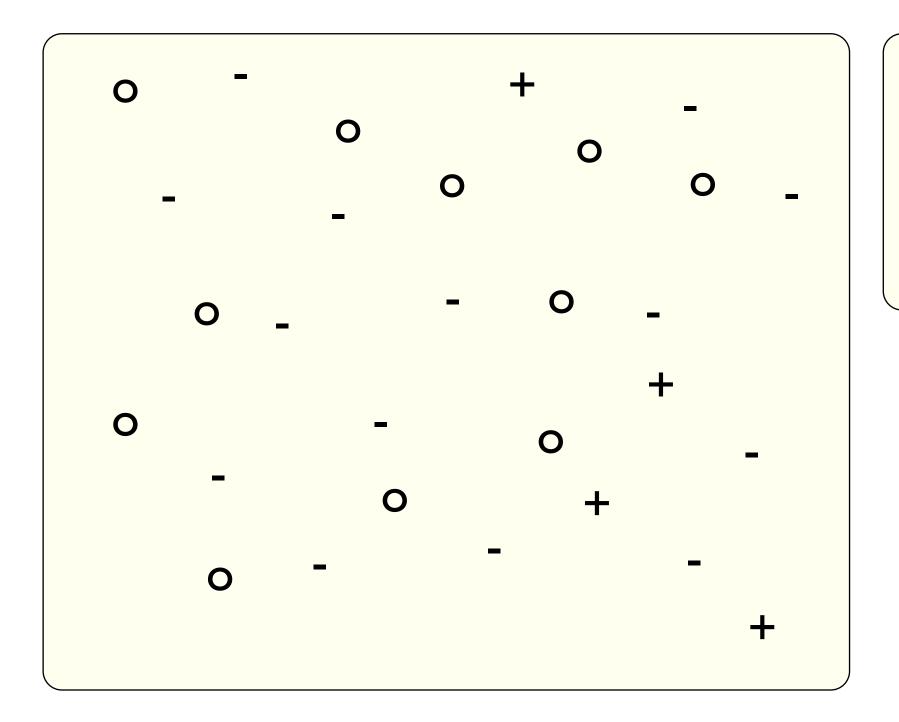
know small scope

Design study methodology: 32 pitfalls

and how to avoid them

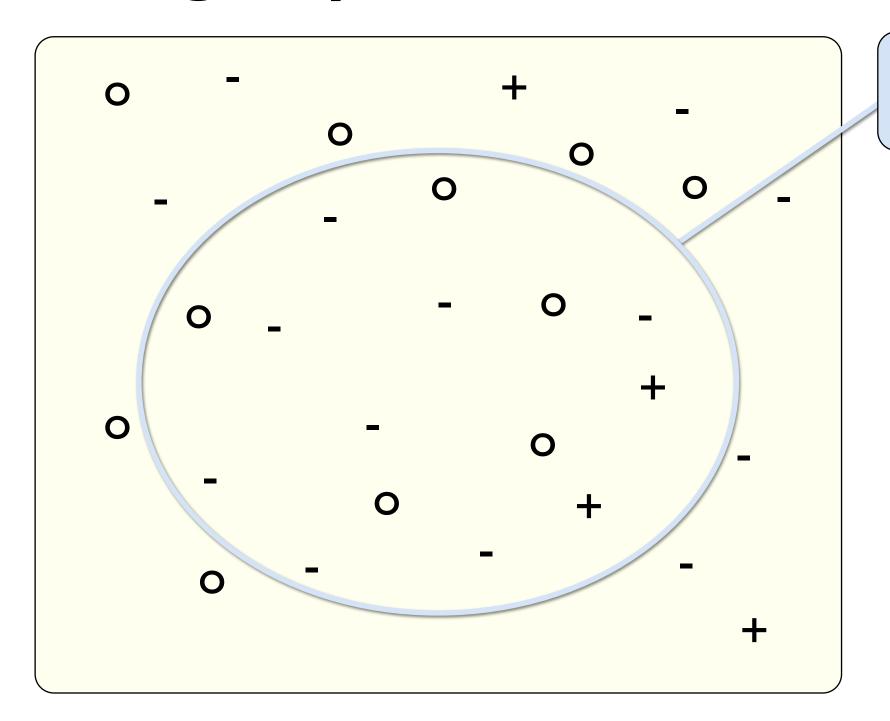
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Design Space



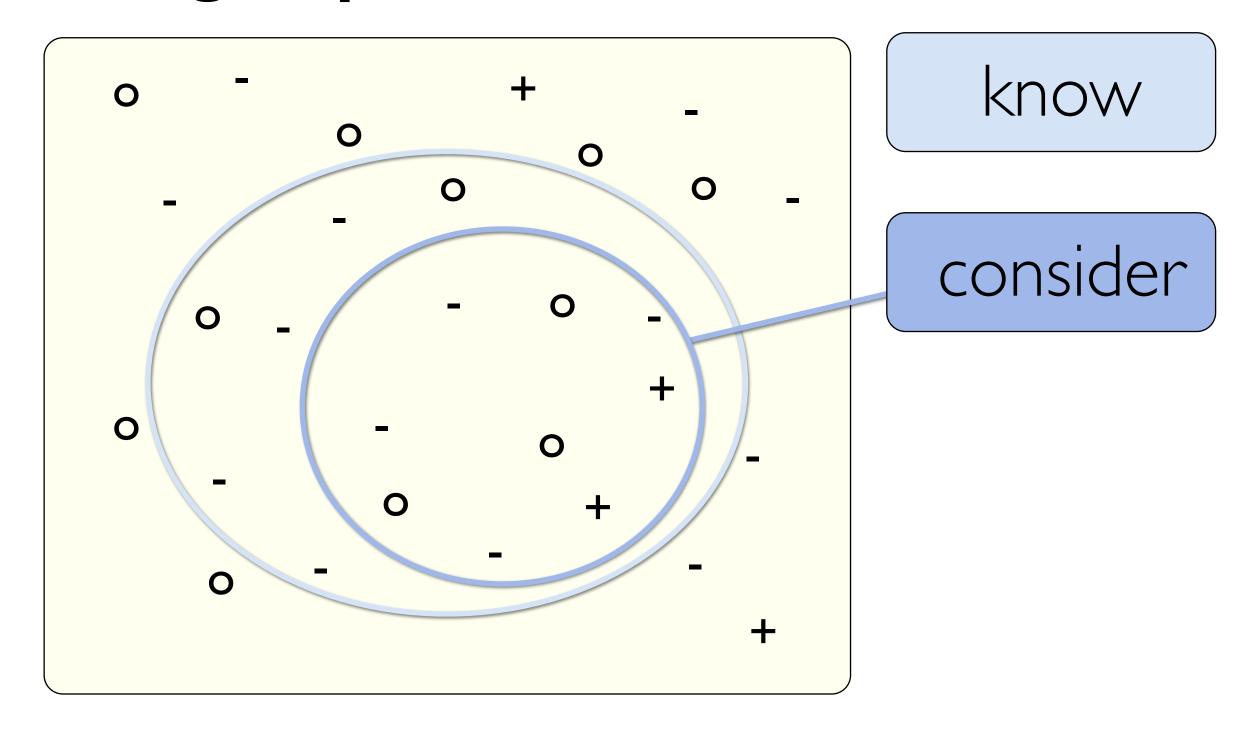
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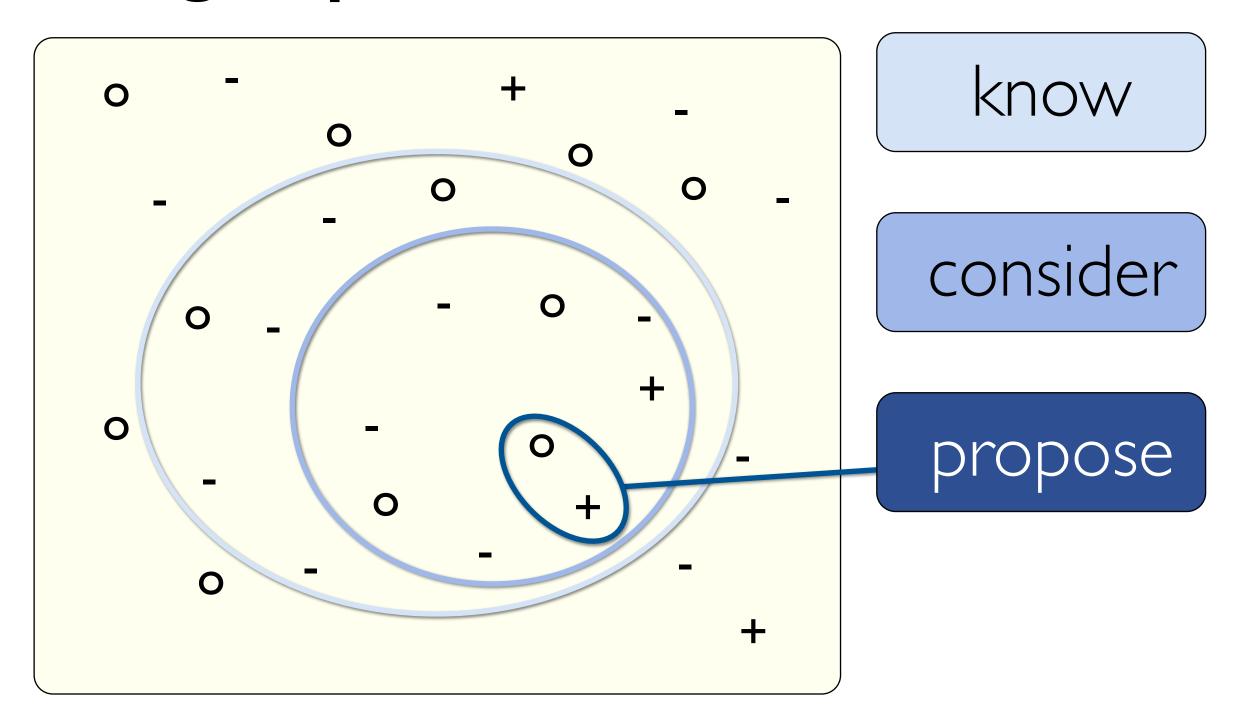
Design Space

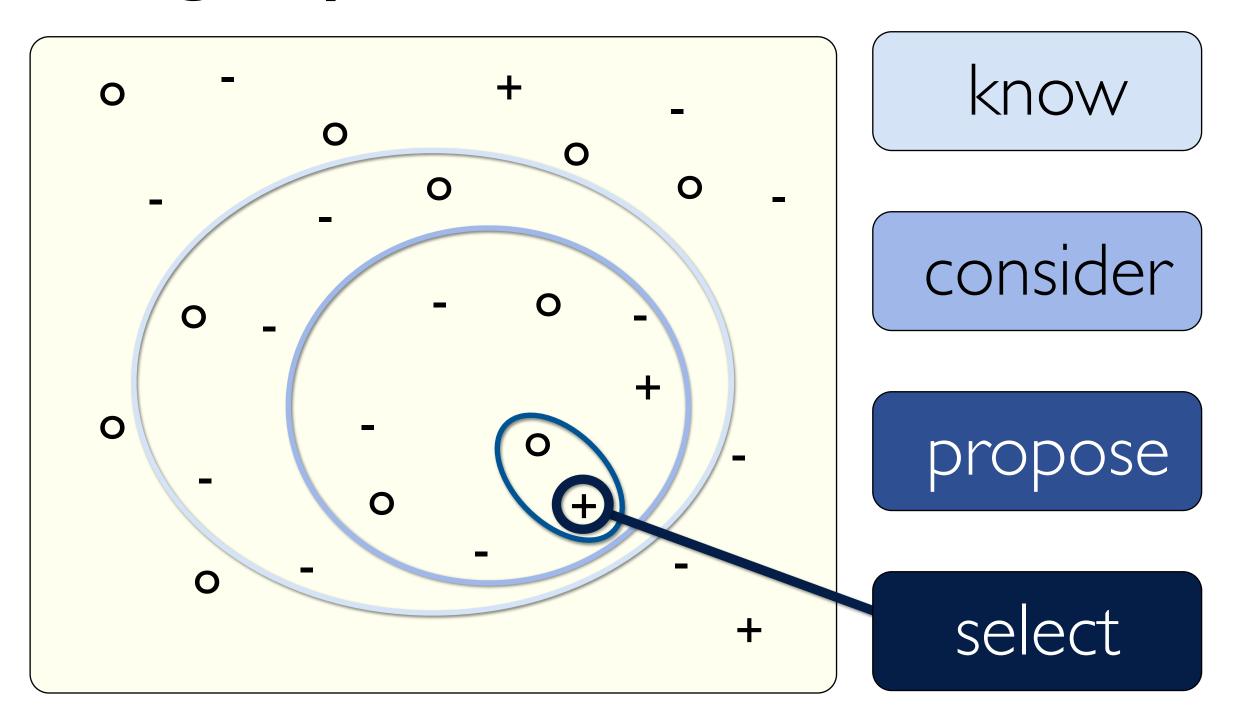


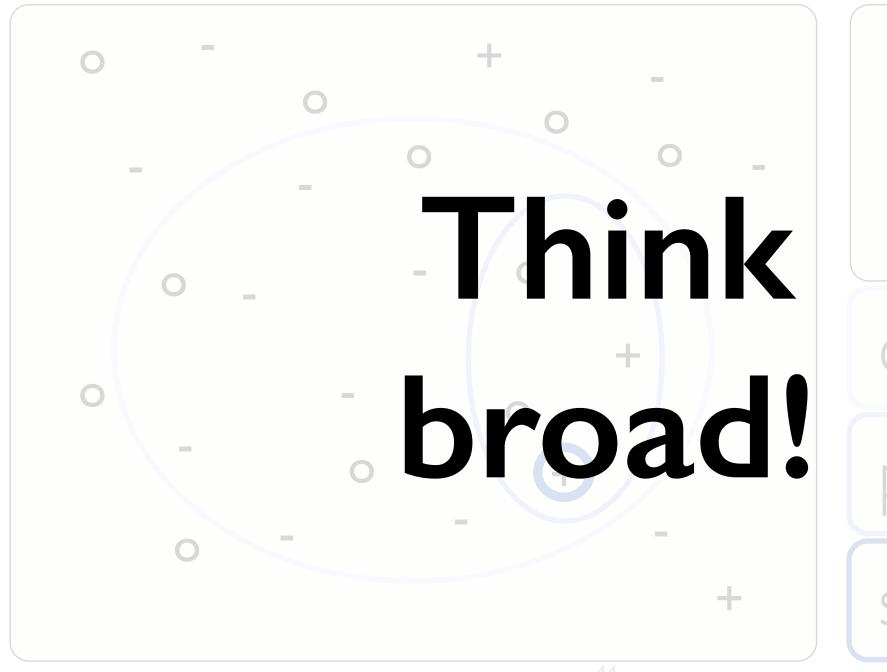
know

broad scope









Design study methodology: 32 pitfalls

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PITFALL

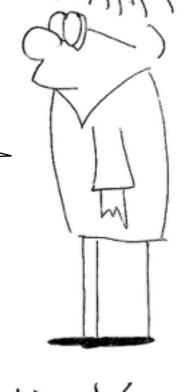
PREMATURE DESIGN COMMITMENT

DOMAIN EXPERTS
FOCUSED ON VIS
DESIGN VS DOMAIN
PROBLEM

I want a tool with that cool technique I saw the other day!



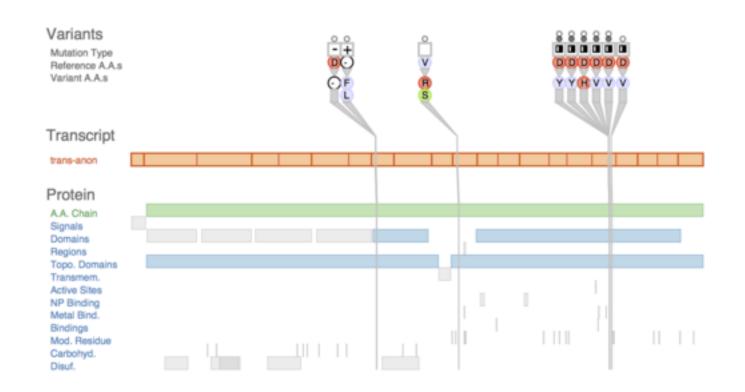
Tell me more about your current workflow problems!



MR. VIS

Design study methodology: 32 pitfalls

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
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



Joel Ferstay



Cydney Nielsen @cydneybn



Visualizing Sequence Variants in their Gene Context

Tamara Munzner @tamaramunzner

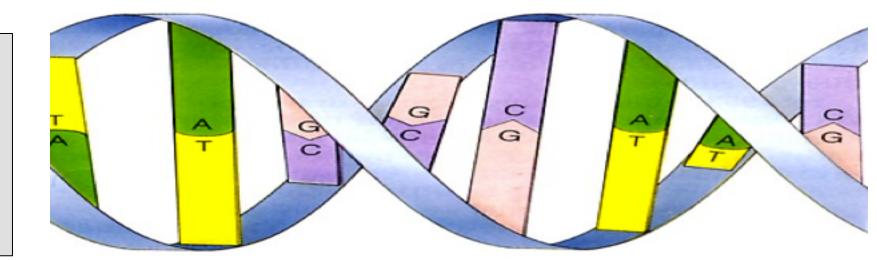


Variant View: Visualization Design Study

- first after DSM, tried following guidelines explicitly
- a specific real-world problem
 - -real users and real data,
 - -collaboration is (often) fundamental
- design a visualization system
 - -implications: requirements, multiple ideas
- validate the design
 - -at appropriate levels: case studies via deployment
- reflect about lessons learned
 - -transferable research: improve design guidelines for vis in general
 - confirm, refine, reject, propose

Sequence Variant Definition

- Sequence variants
 - Difference between reference and given genome



Reference Genome DNA: ATA TGA TCA ACA CTT

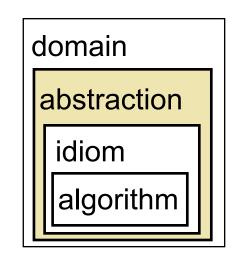
ATA TGG TCA ATA CTT Harmful? Sample I Genome DNA:

Sample 2 Genome DNA:

ATA TGA TGA ACA CCT

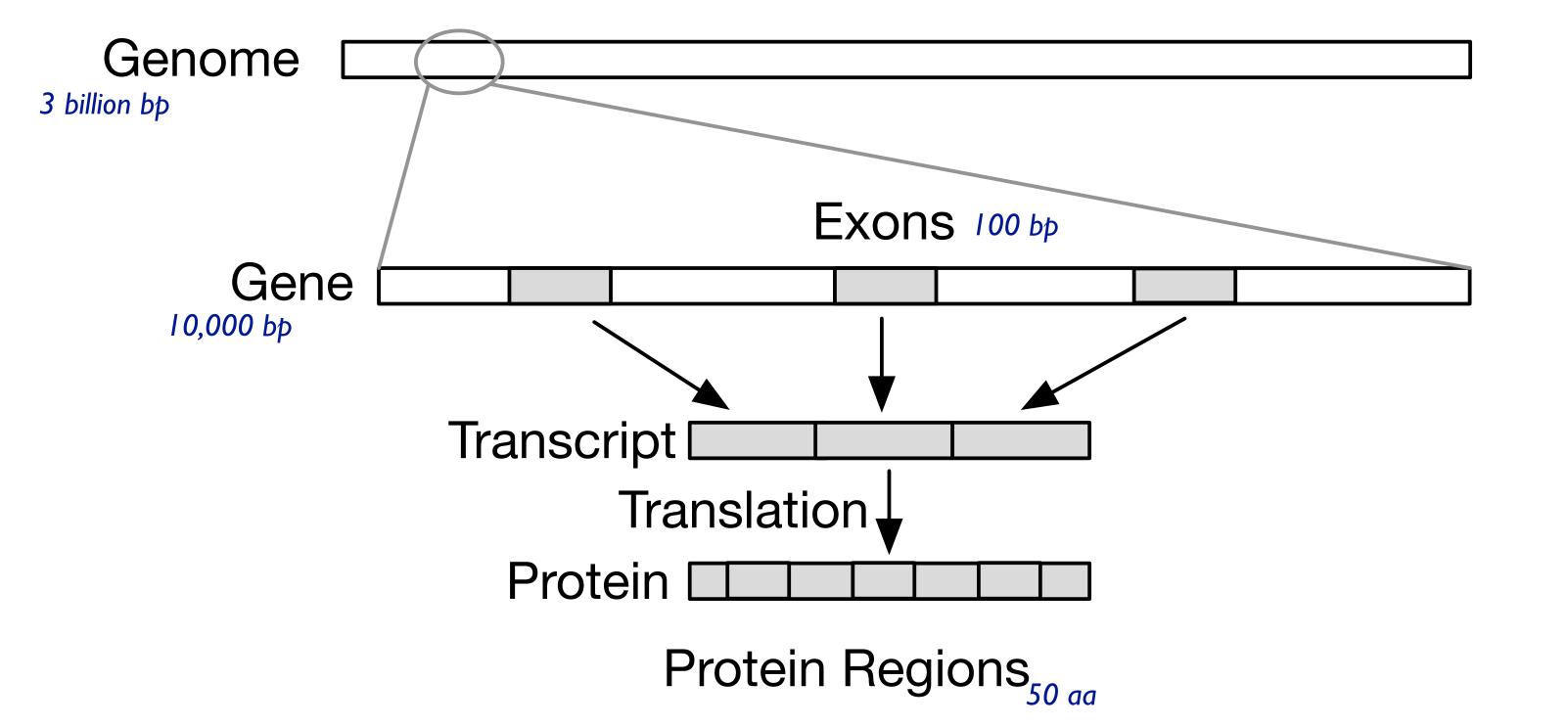
Cancer Research

- collaboration with analysts at BC Genome Sciences Center
 - -studying genetic basis of leukemia
- driving task
 - -discover new candidate genes with harmful variants
- two big questions
 - -what to show
 - data abstraction
 - challenge: enormous range of scales in the data
 - -how to show it
 - visual encoding idiom
 - challenge: information density and perceptual considerations

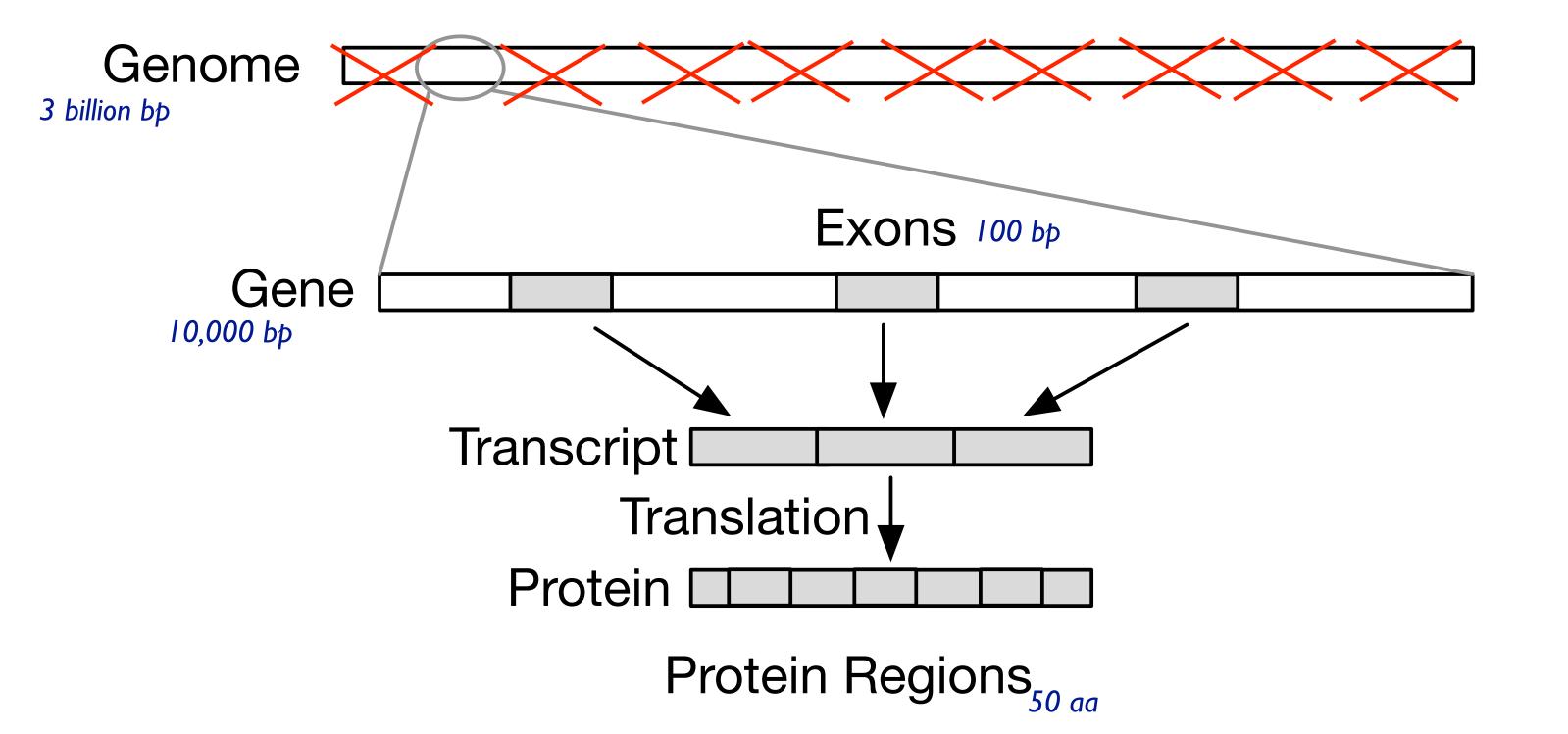


Abstractions

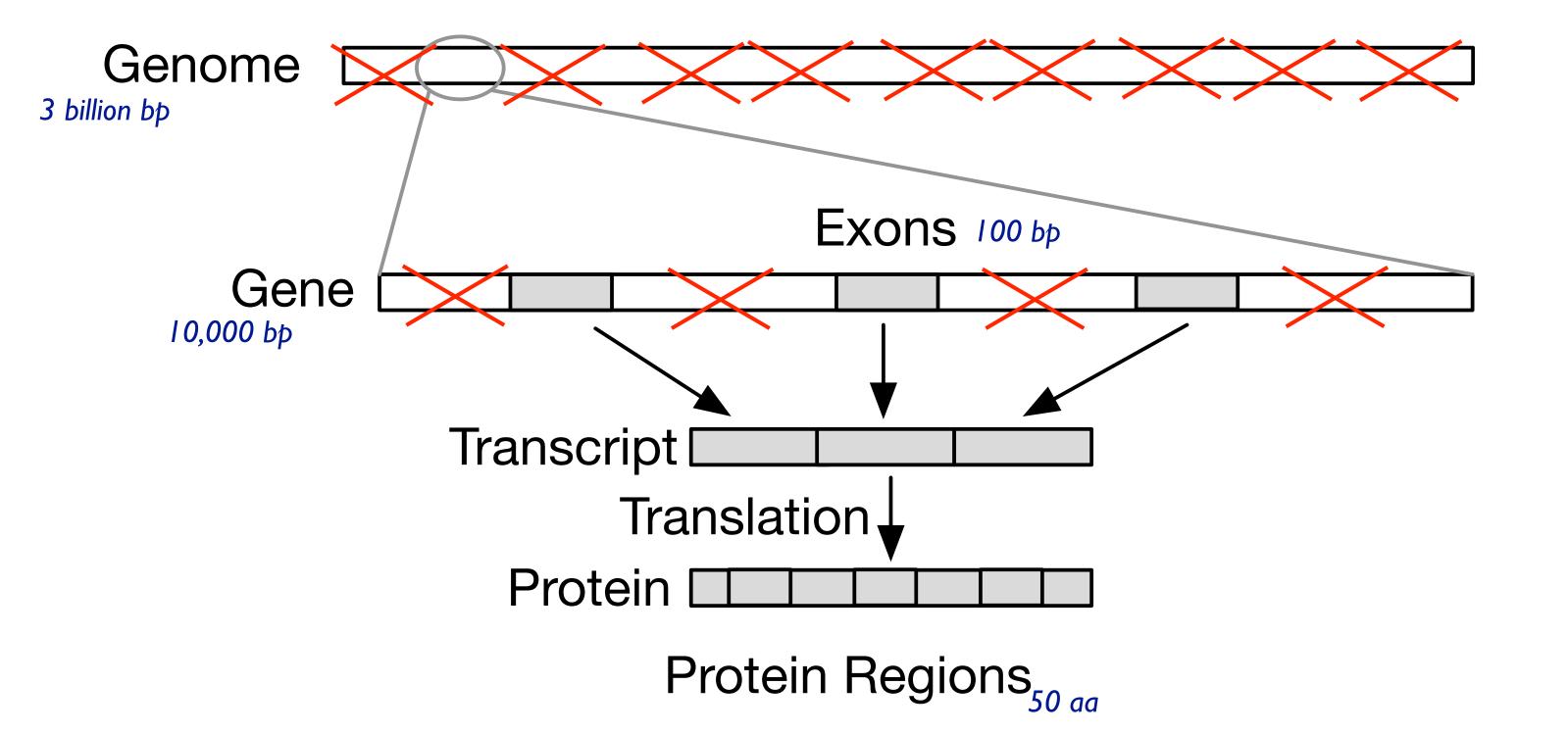
Data: Filtering to relevant biological levels and scales



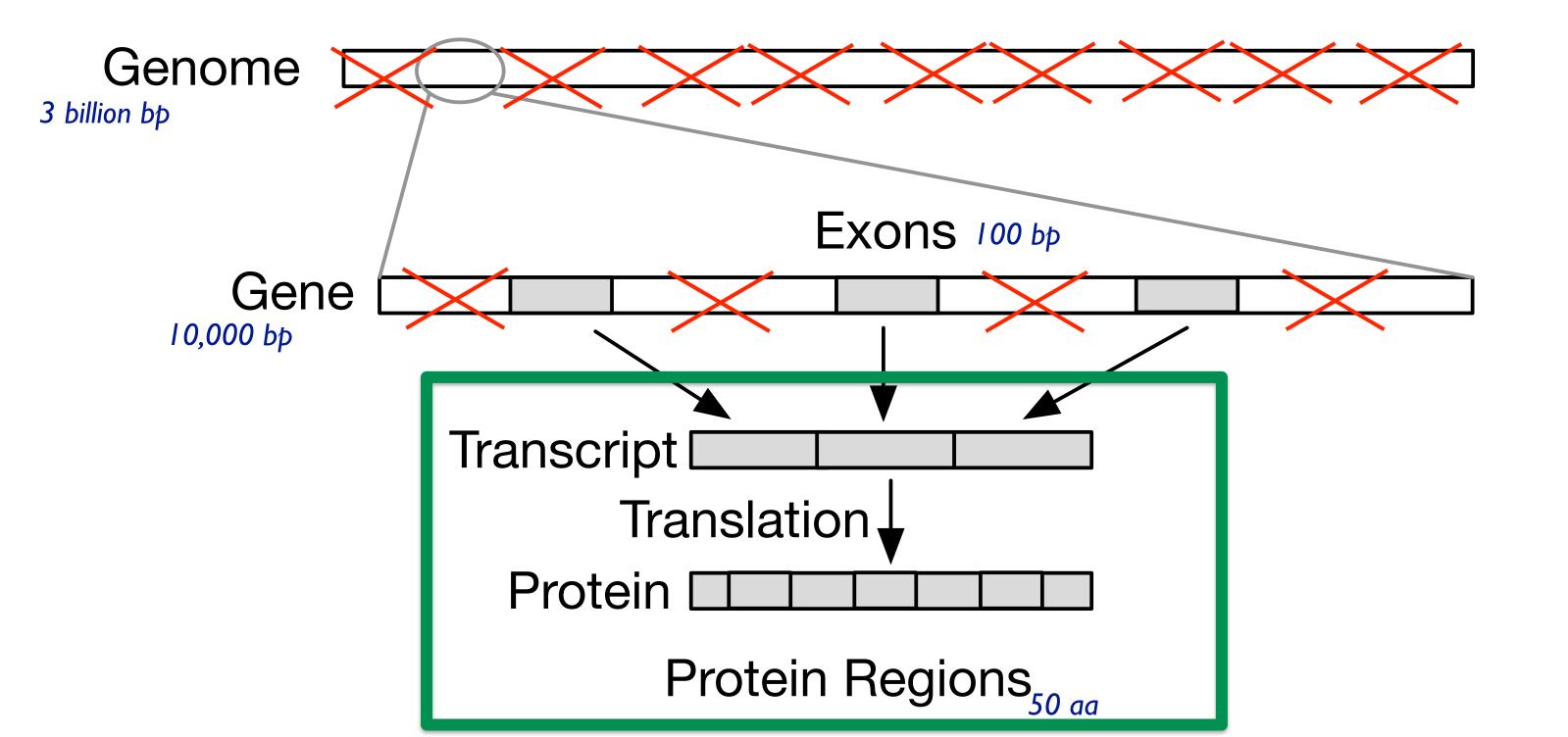
Filter out whole genome; keep genes



Filter out non-exon regions

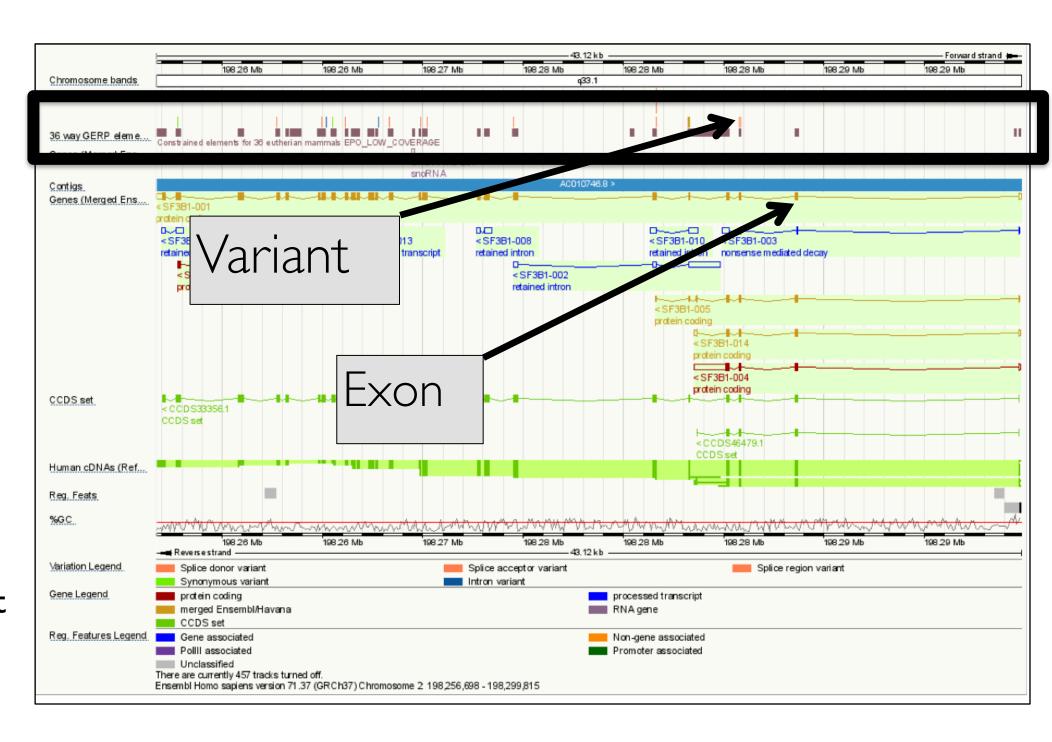


Data abstraction: highly filtered scope of transcript coordinates



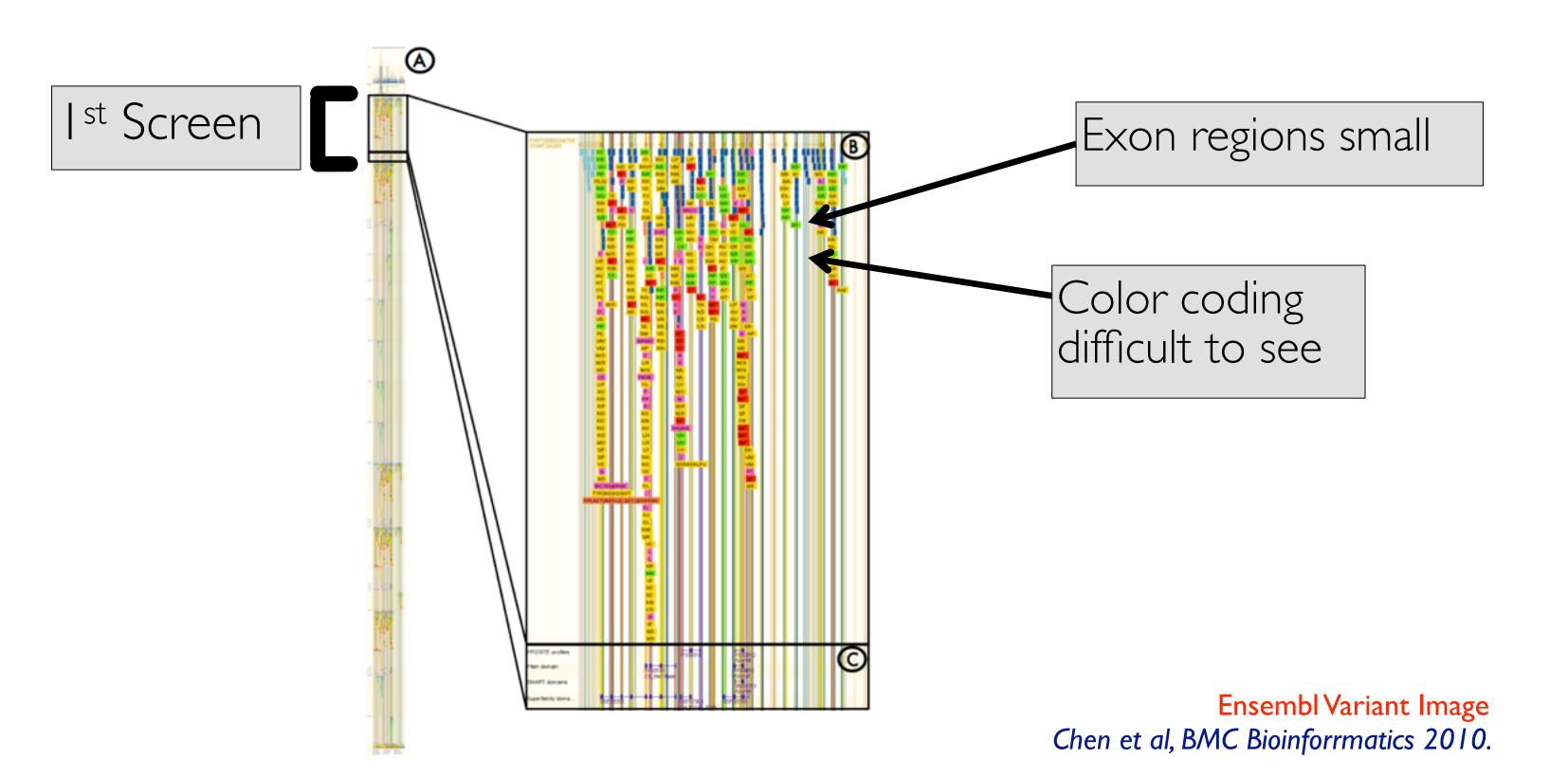
Dominant paradigm: genome browsers

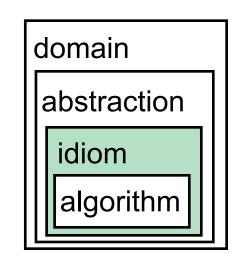
- strengths: flexible and powerful
 - -horizontal tracks: user data
 - -shared coordinate system: genome coordinates (bp)
- problems
 - tiny features of interest spread out across large extent
 - must zoom far in to inspect known feature, then zoom out and pan to locate next
 - high cognitive load for interaction
 - must already know where to look



representative example: Ensembl Chen et al, BMC Bioinforrmatics 2010.

Features of interest small even in variant-specific view





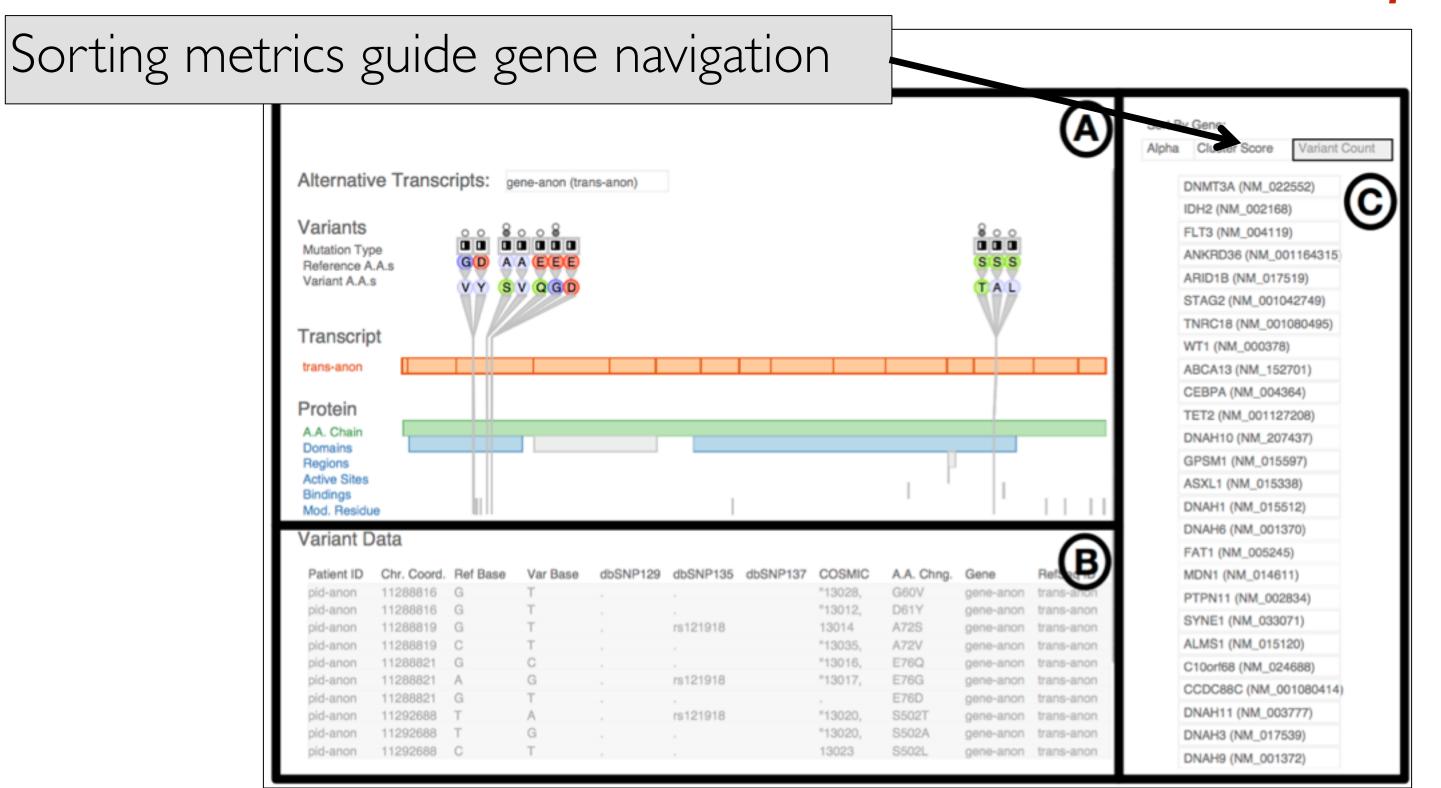
Idioms

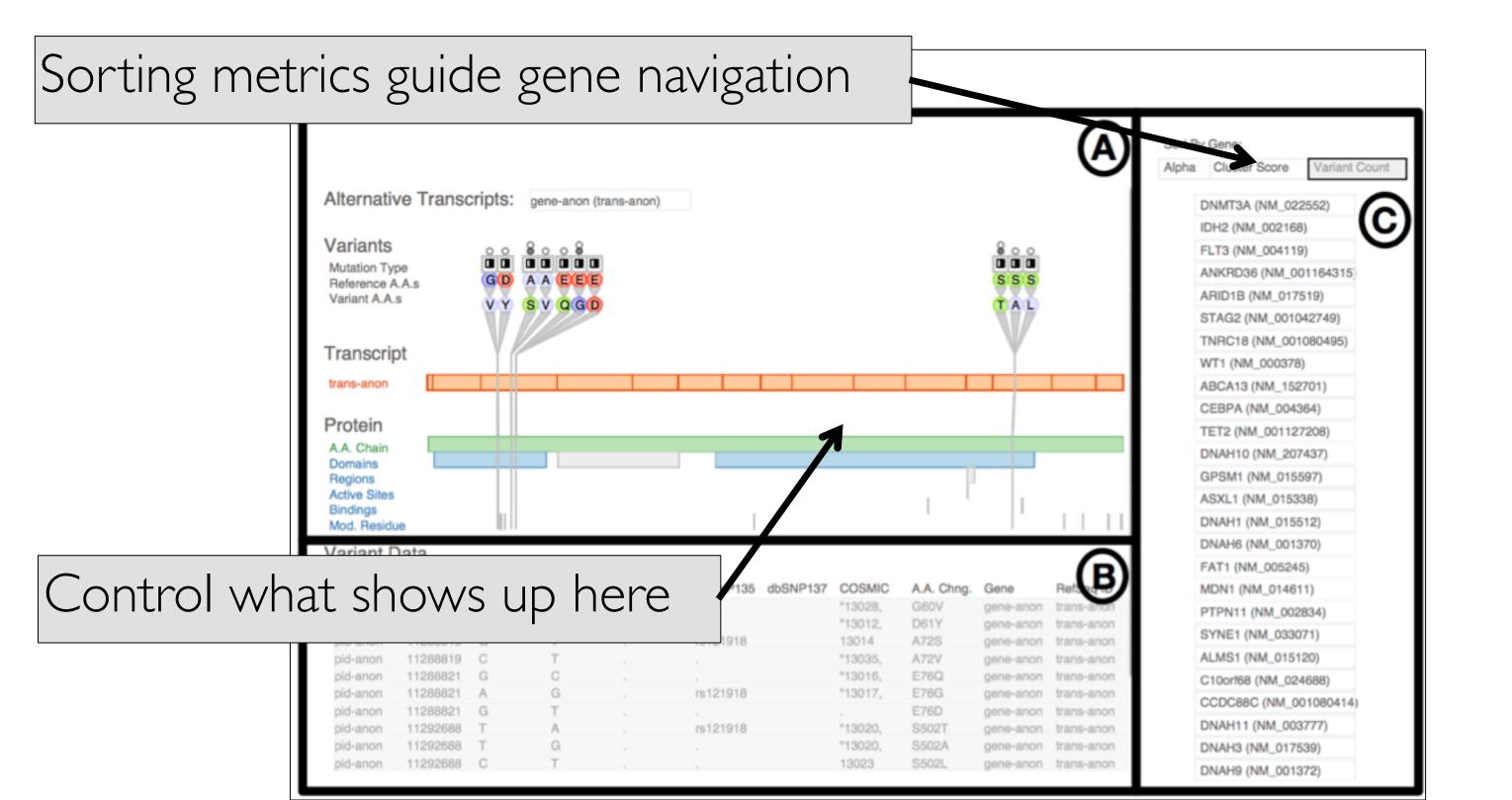


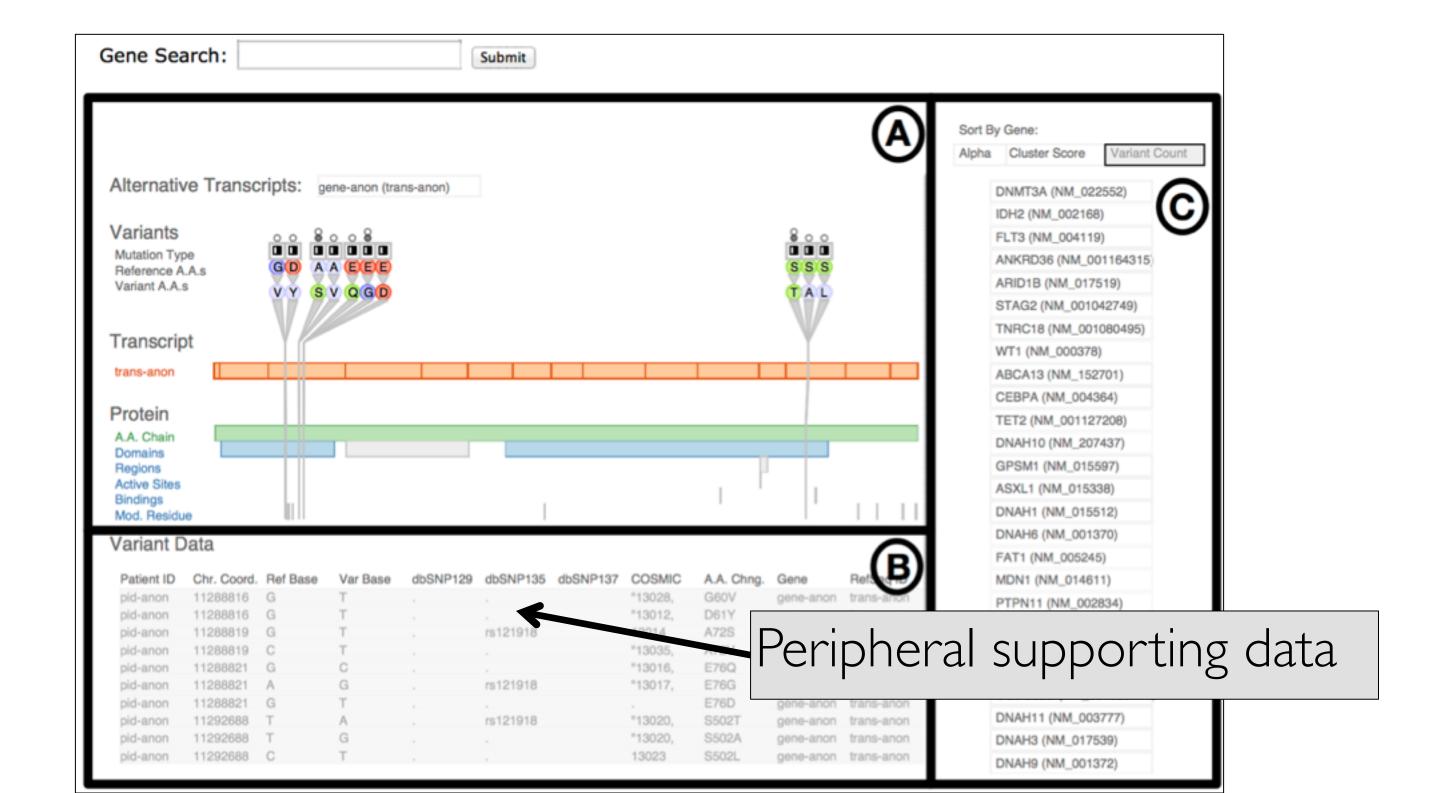




derived data guides human-in-the-loop analytics

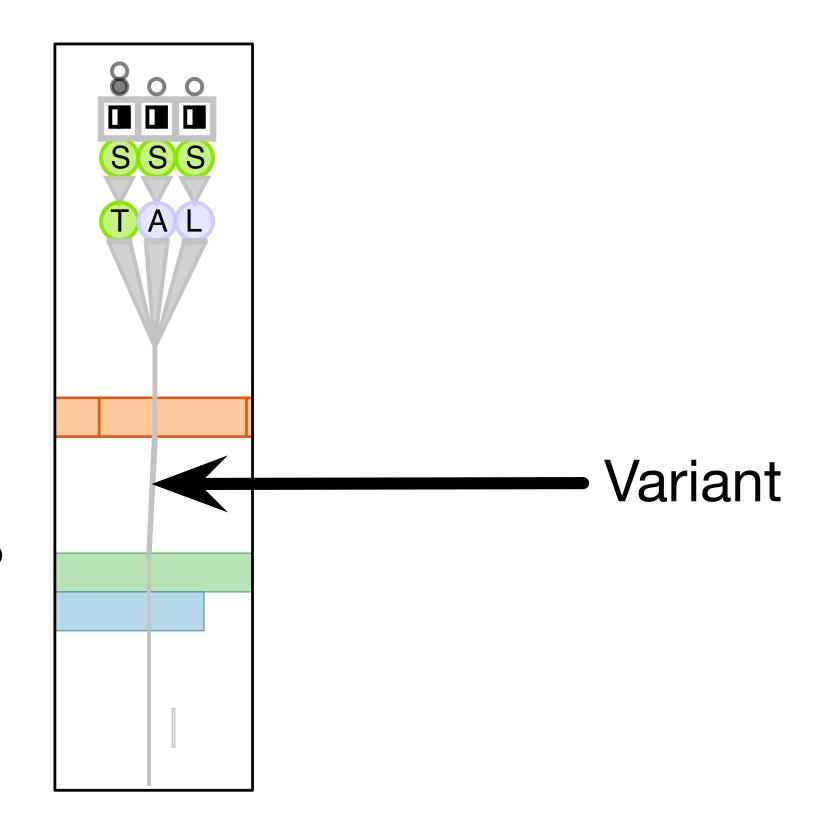


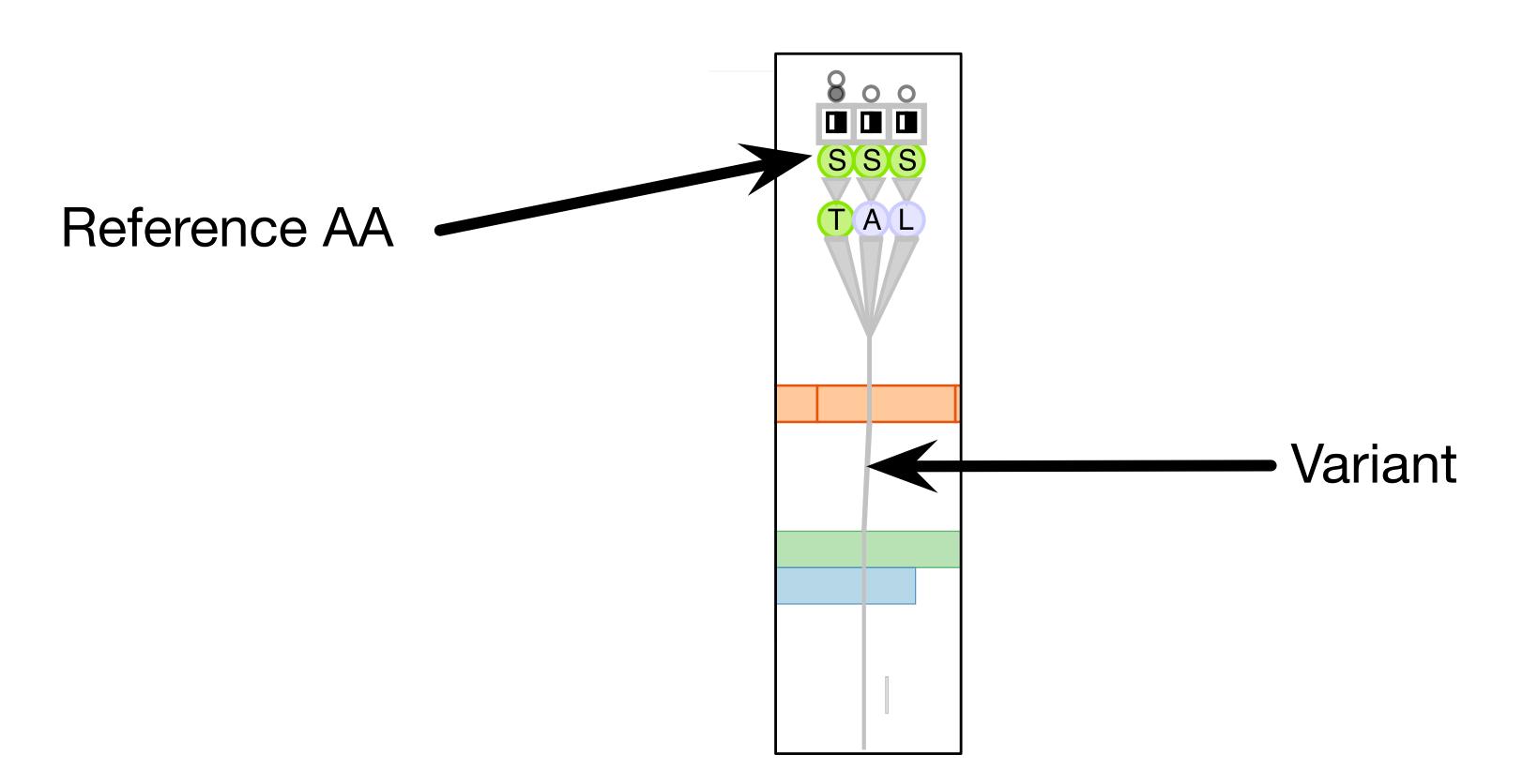


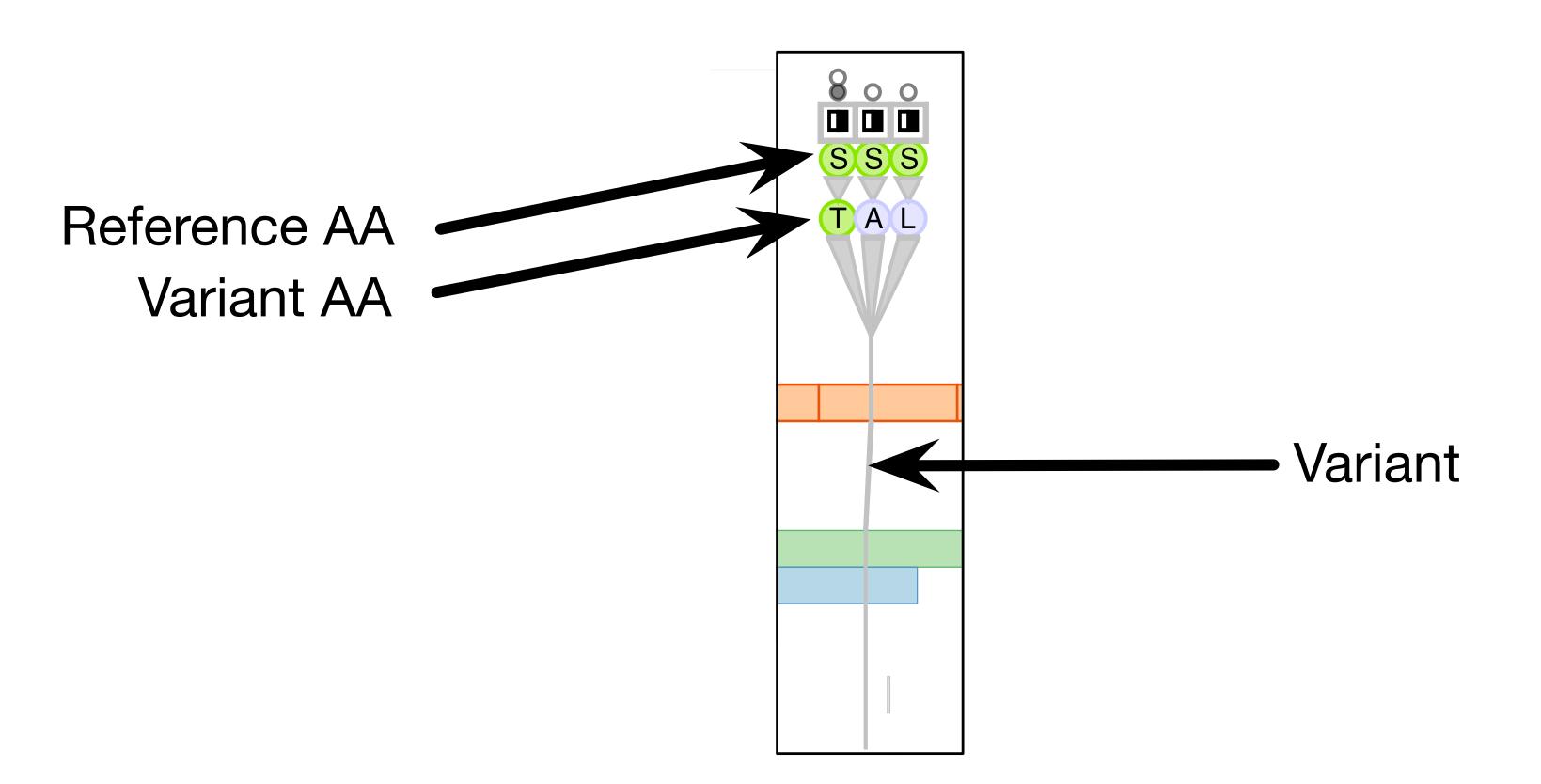


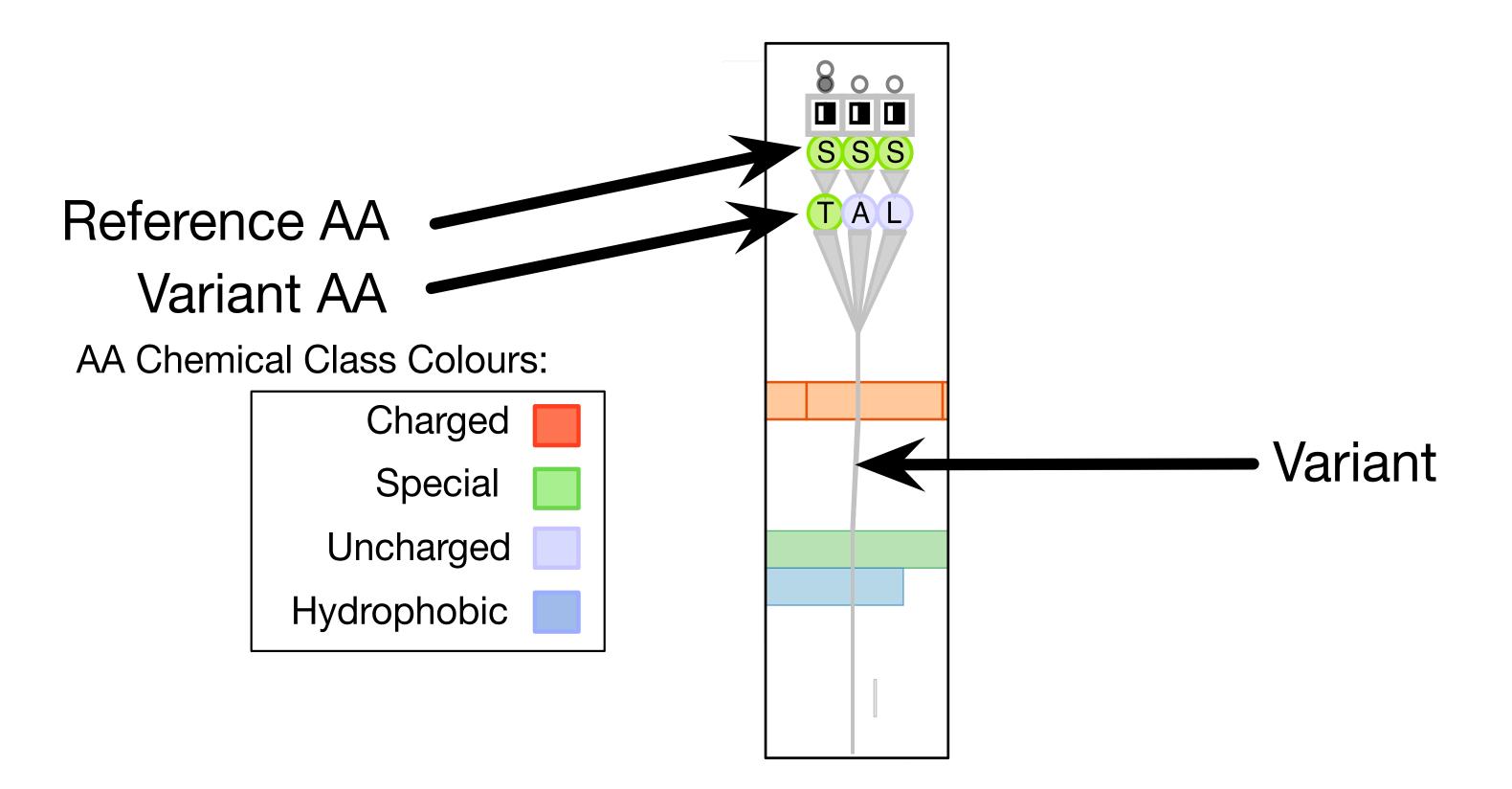
- show all attributes necessary for variant analysis
 - –match salience with importance for analysis task
- variant not just a thin line!

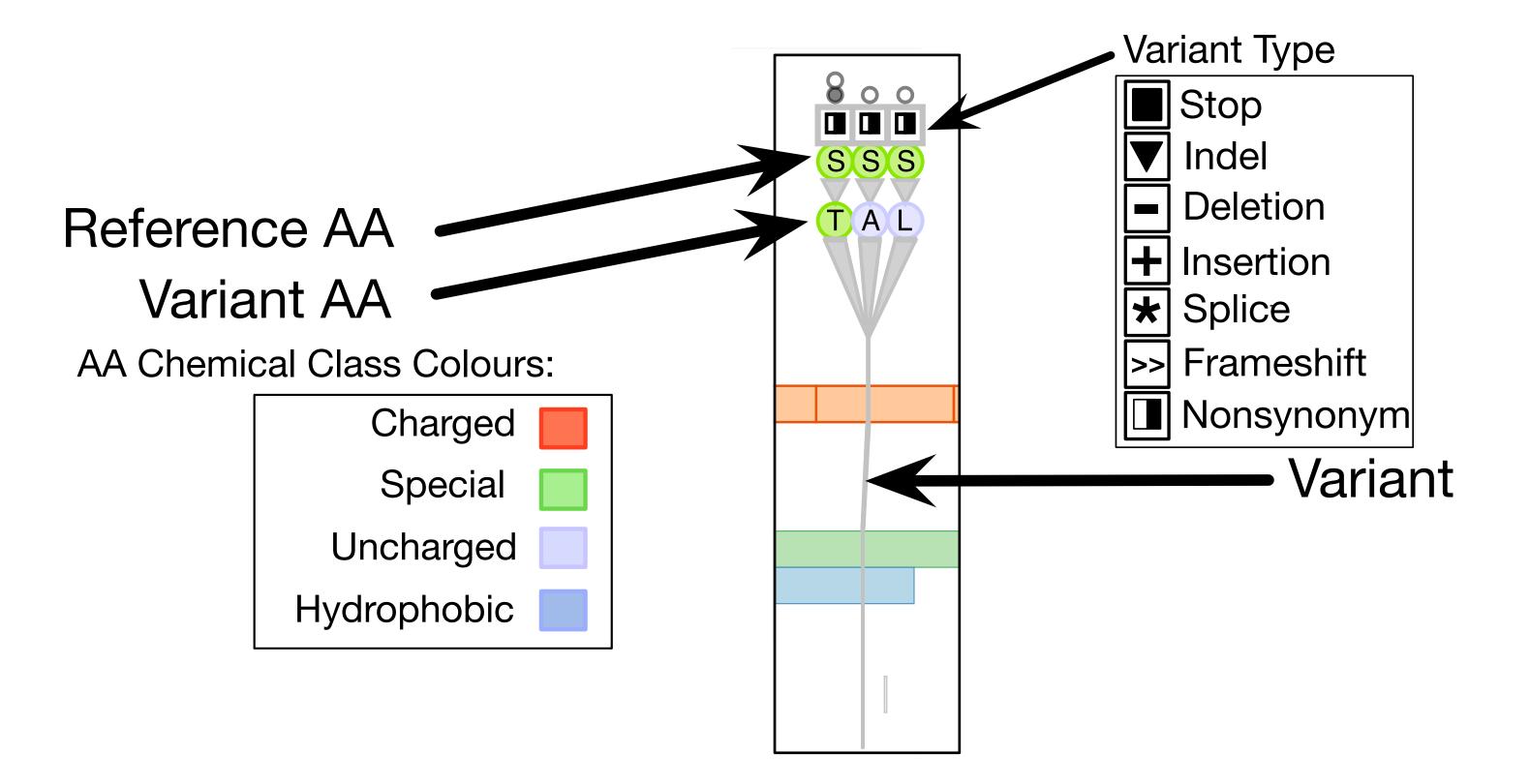
- emphasize with high salience
 - -collocated variants fan out at top
 - –grey variant vertical stroke intersects horizontal colored protein regions

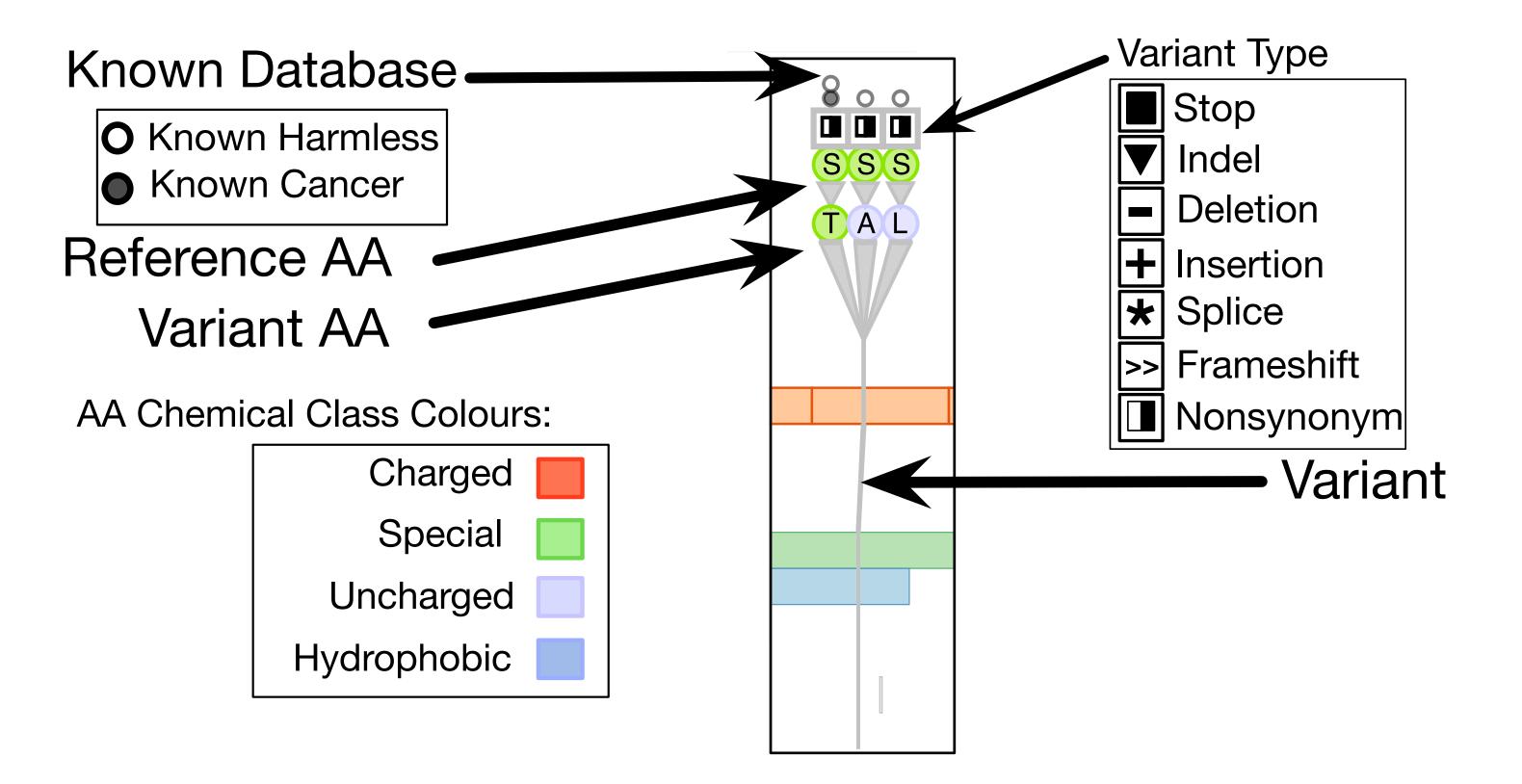


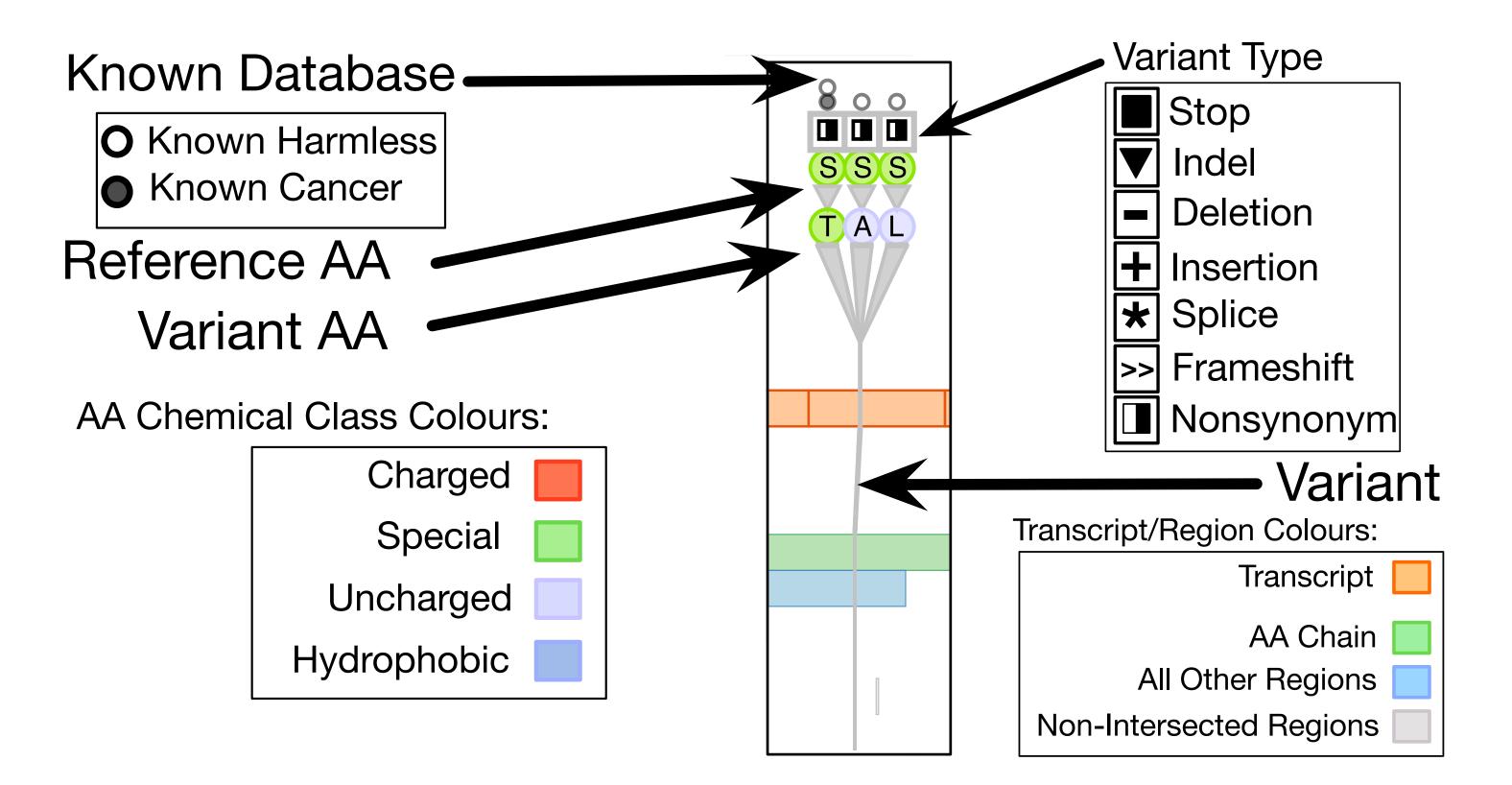






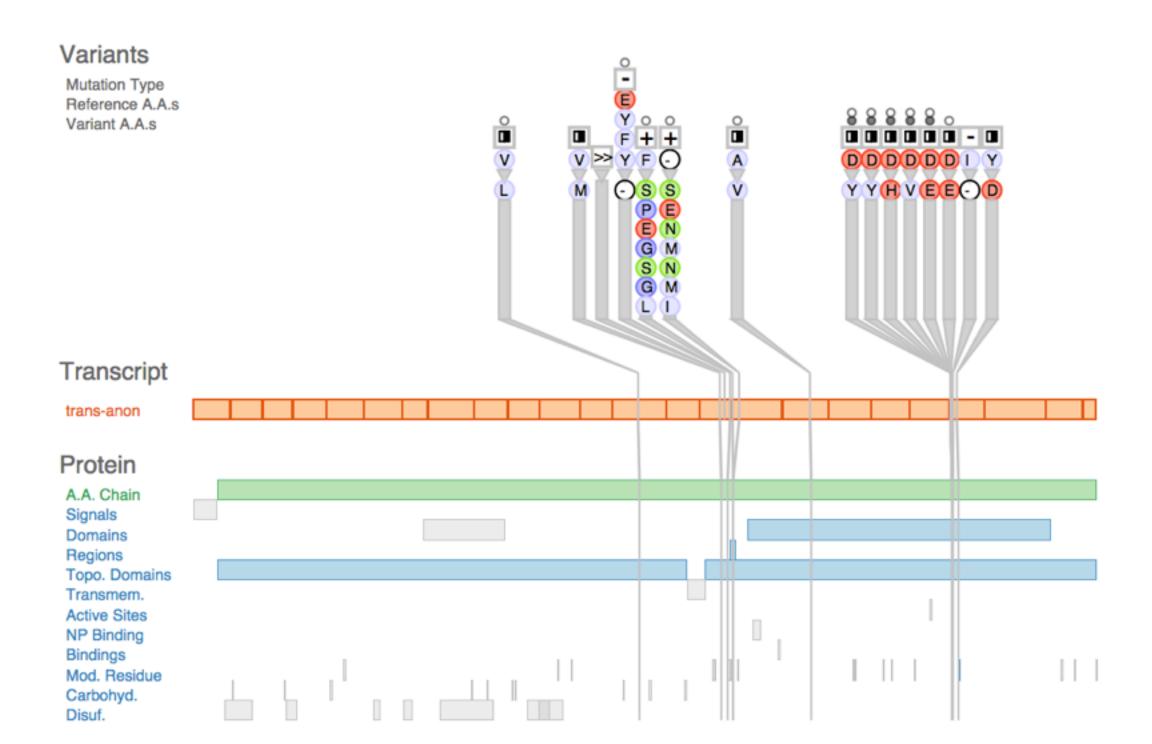




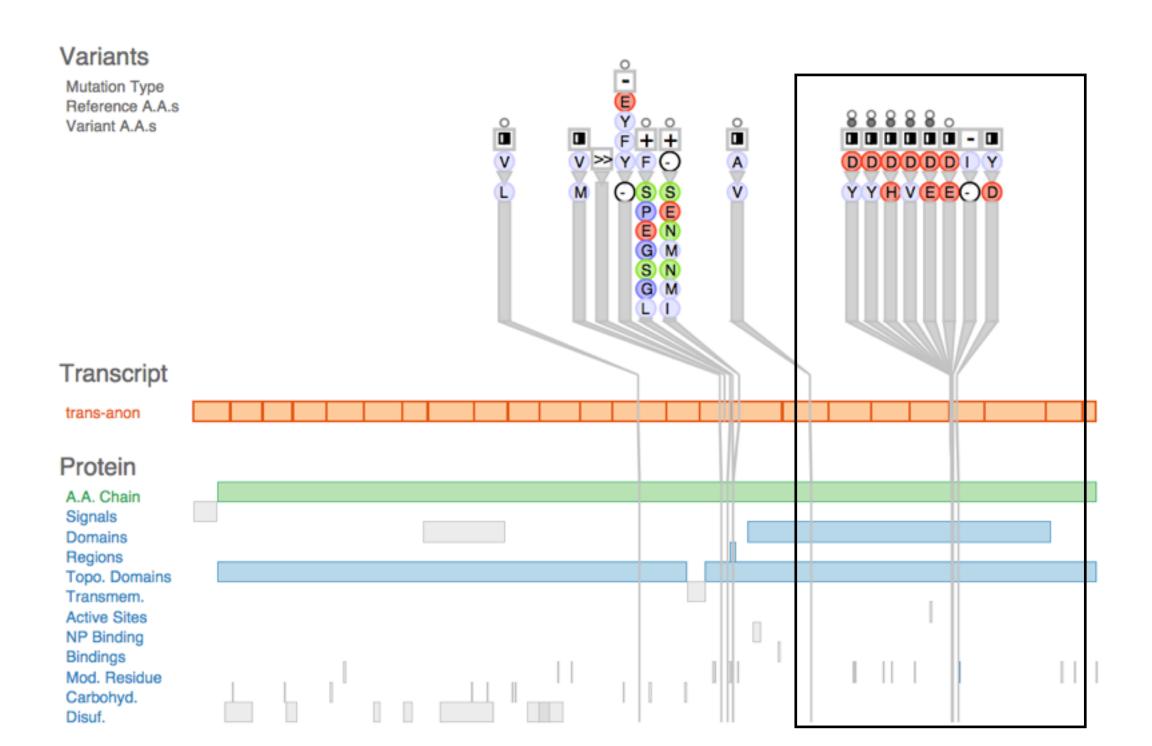


Results

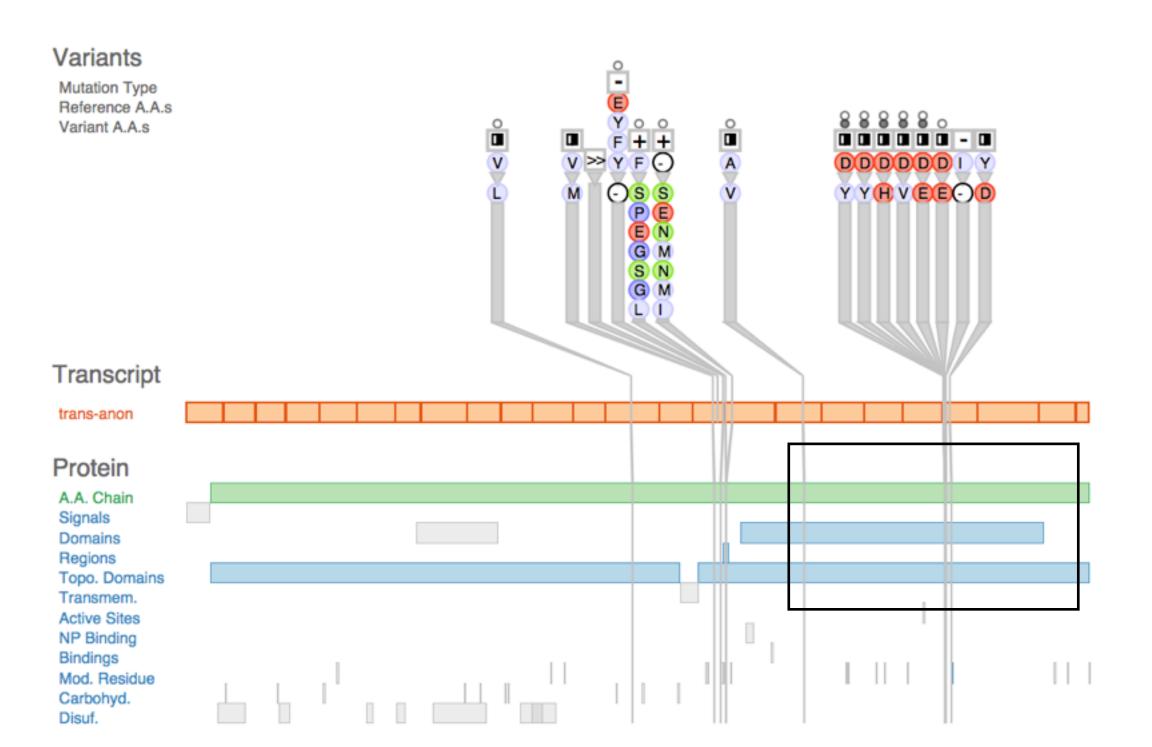
Known leukemia gene: Find fast with sorting metric high score



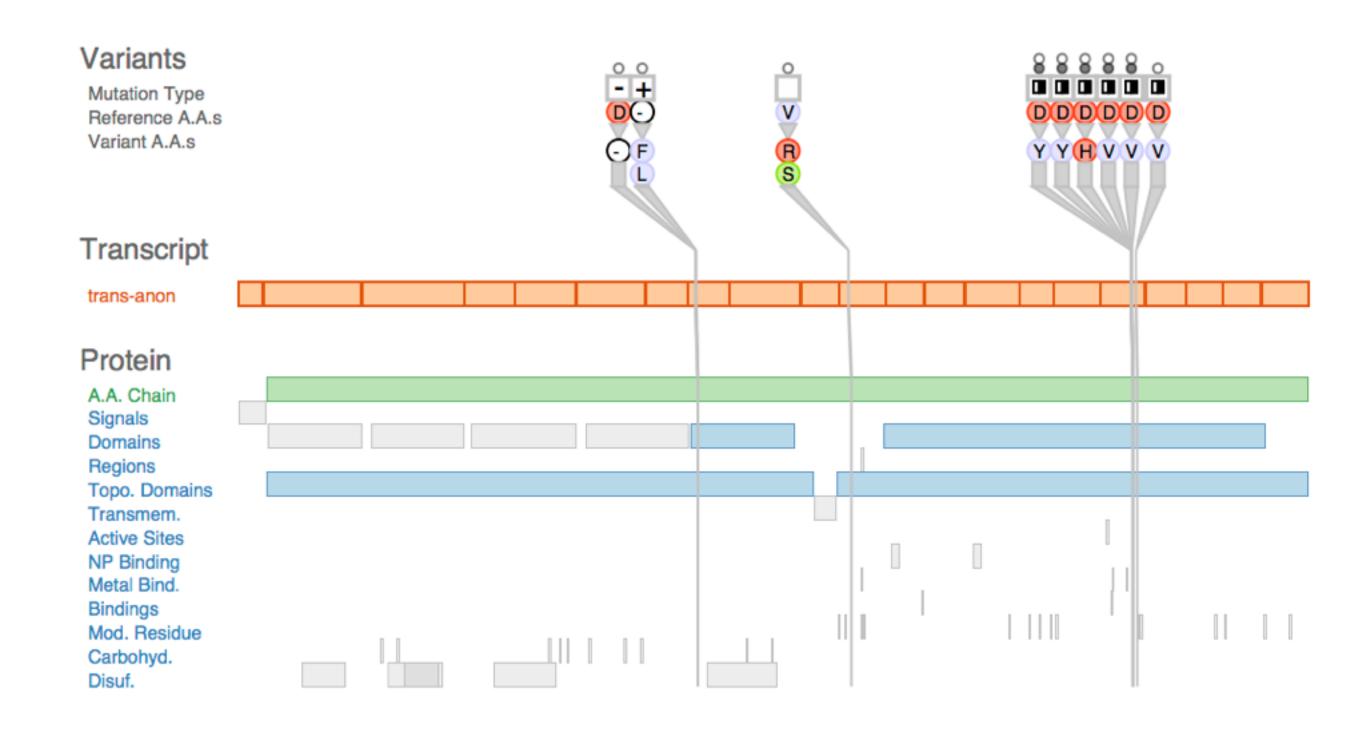
Known leukemia gene: Fanout shows collocation of variants



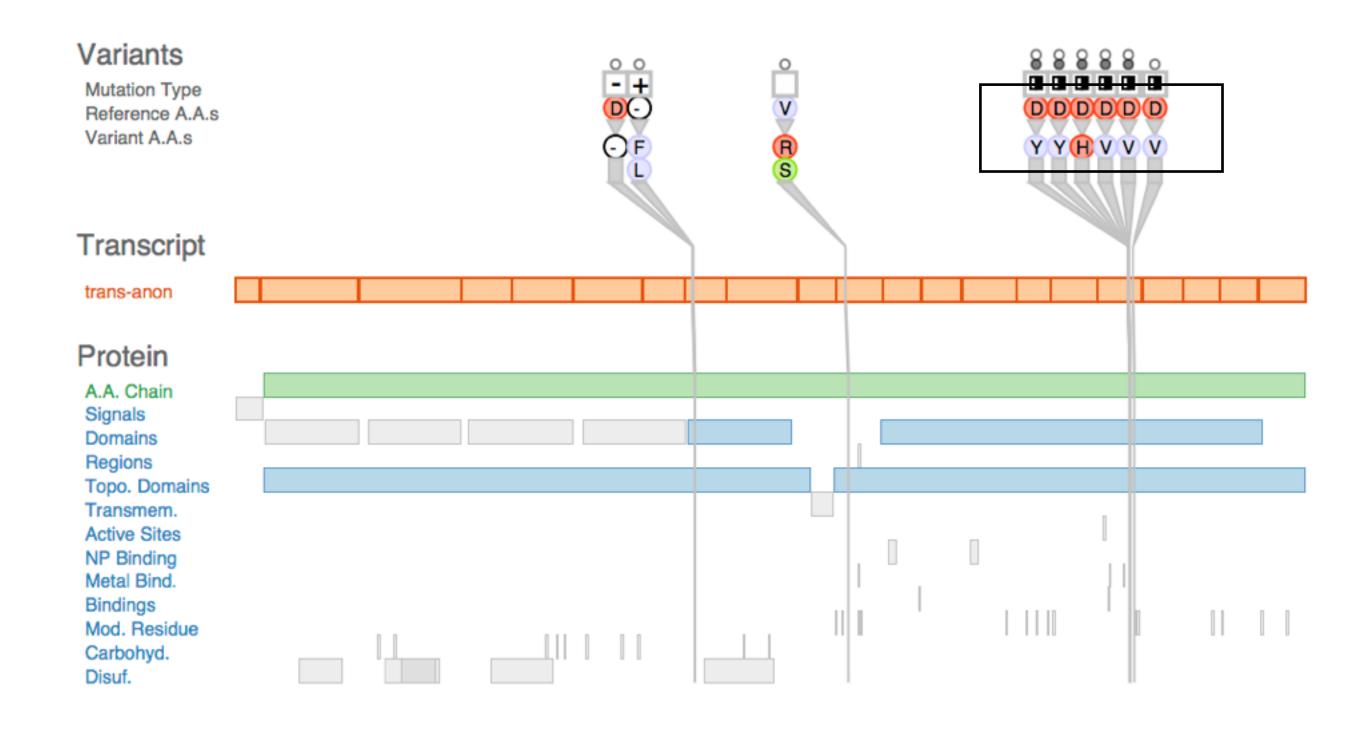
Known leukemia gene: Several functional protein regions affected



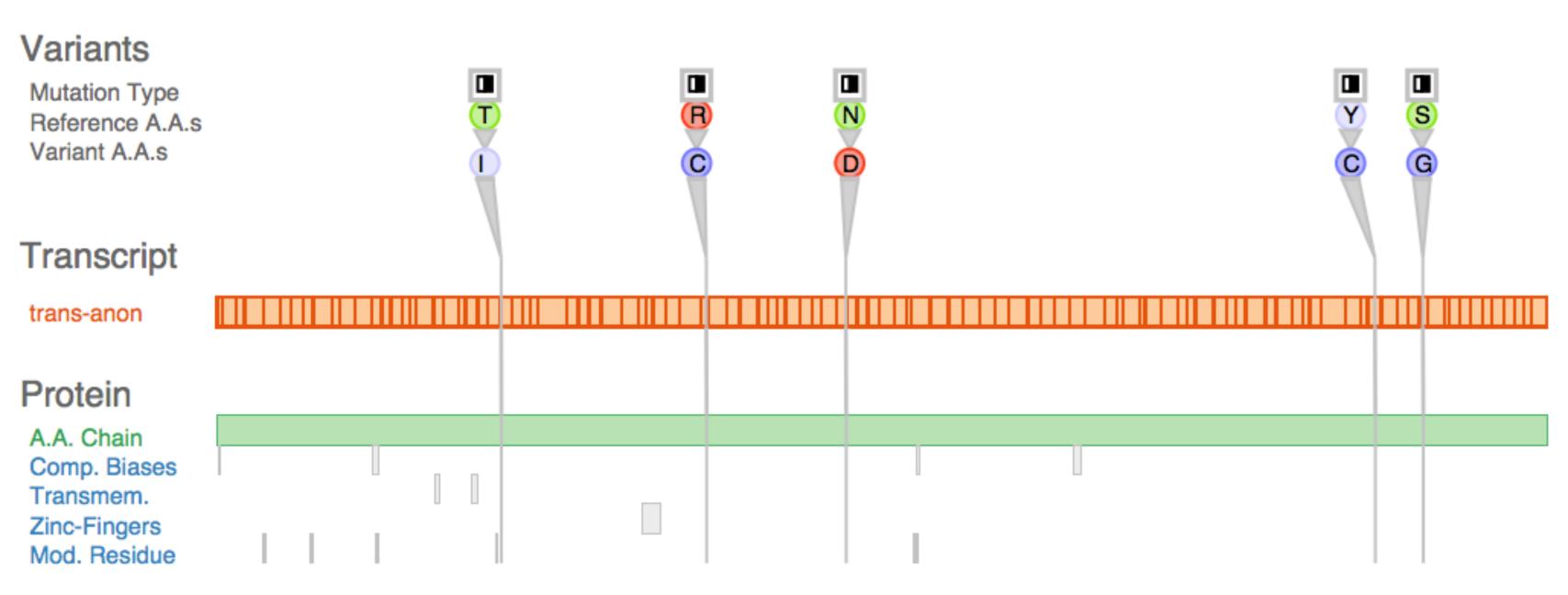
New finding: Good candidate with high metric score



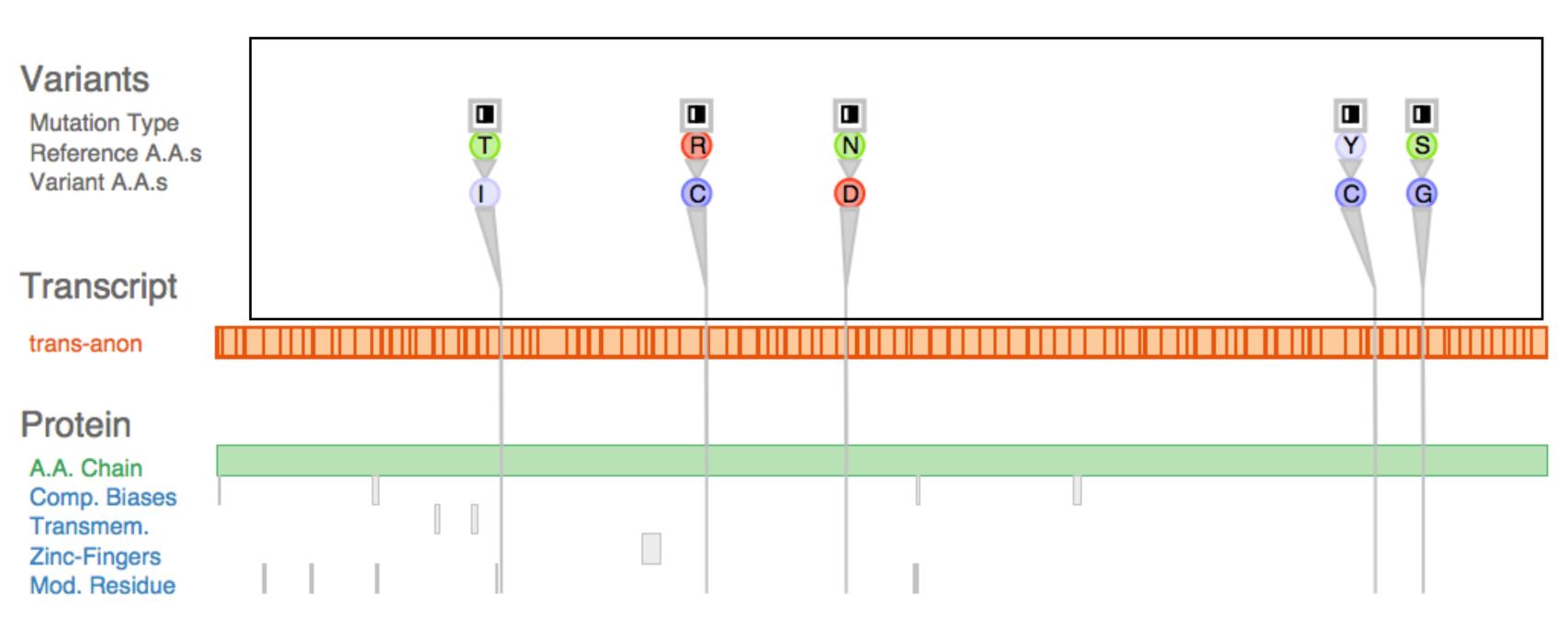
New finding: Protein chemical class change evident



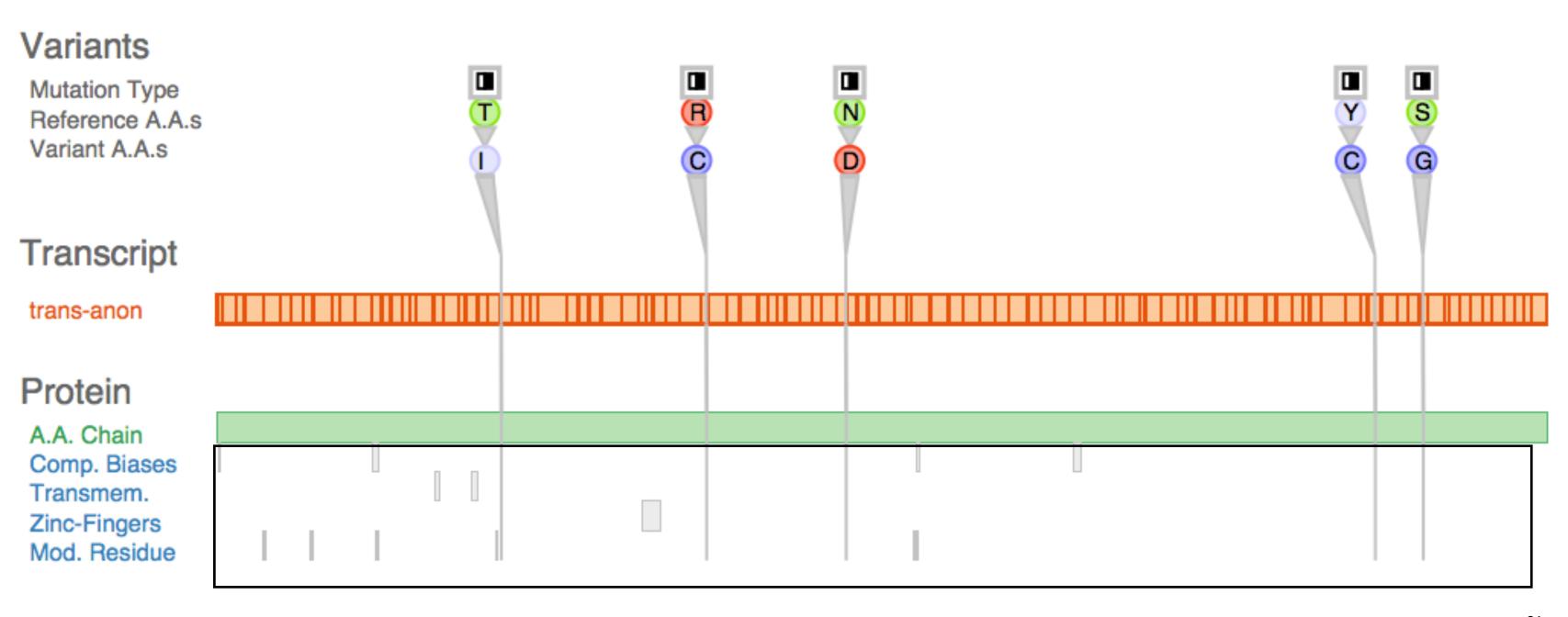
Low scoring gene: in contrast



Low scoring gene: No collocation of variants



Low scoring gene: Mostly unaffected protein regions



Methods

Phase I: Winnow and Cast

5 months

learn winnow cast

discover design

>implement>

deploy

reflect

write

- embedded within GSC for all stages
- winnow stage
 - -considered and ruled out many potential collaborators
- cast stage
 - -gatekeeper (PI)
 - -two front-line analysts (postdocs)



more at:

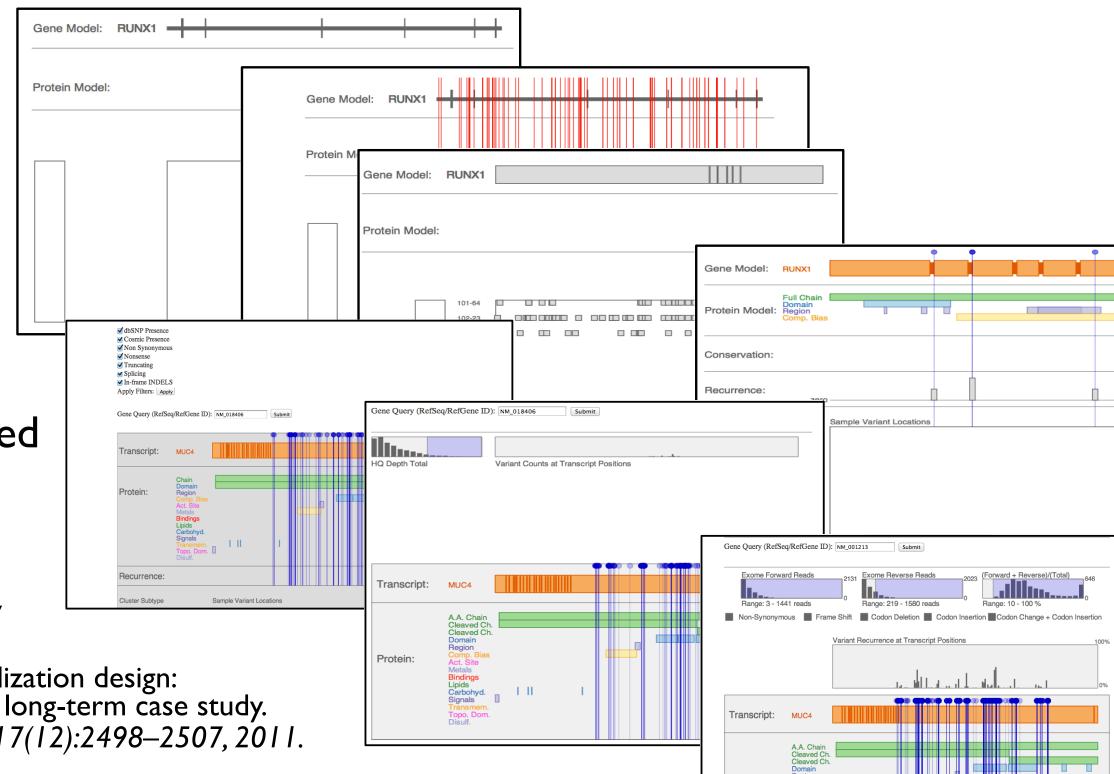
Design Study Methodology: Reflections from the Trenches and from the Stacks. Sedlmair, Meyer, Munzner. IEEE TVCG 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).

Phase 2: Core Design

5 months

learn winnow cast discover design implement deploy reflect write

- main task abstraction
 - -discover gene
- semi-structured interviews
 - -every week for I hr
- iterative refinement
 - –8 data sketches deployed
 - -rapid prototyping to show real data ASAP
 - -refine utility & usability



Human-centered approaches in geovisualization design: investigating multiple methods through a long-term case study. Lloyd and Dykes. IEEE TVCG (Proc. InfoVis), 17(12):2498–2507, 2011.

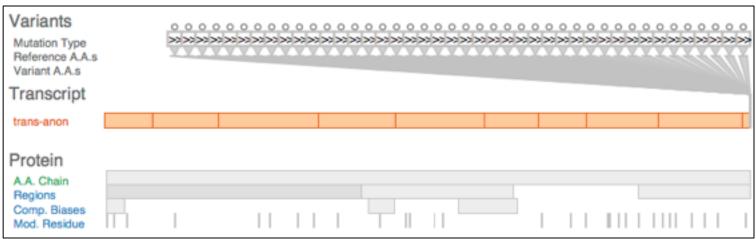
Phase 3: Two More Tasks

I month



- two new analysts
 - -connected byenthusiastic gatekeeper
- new task abstractions
 - -compare patients
 - -debug pipeline
- transferrable with minimal changes





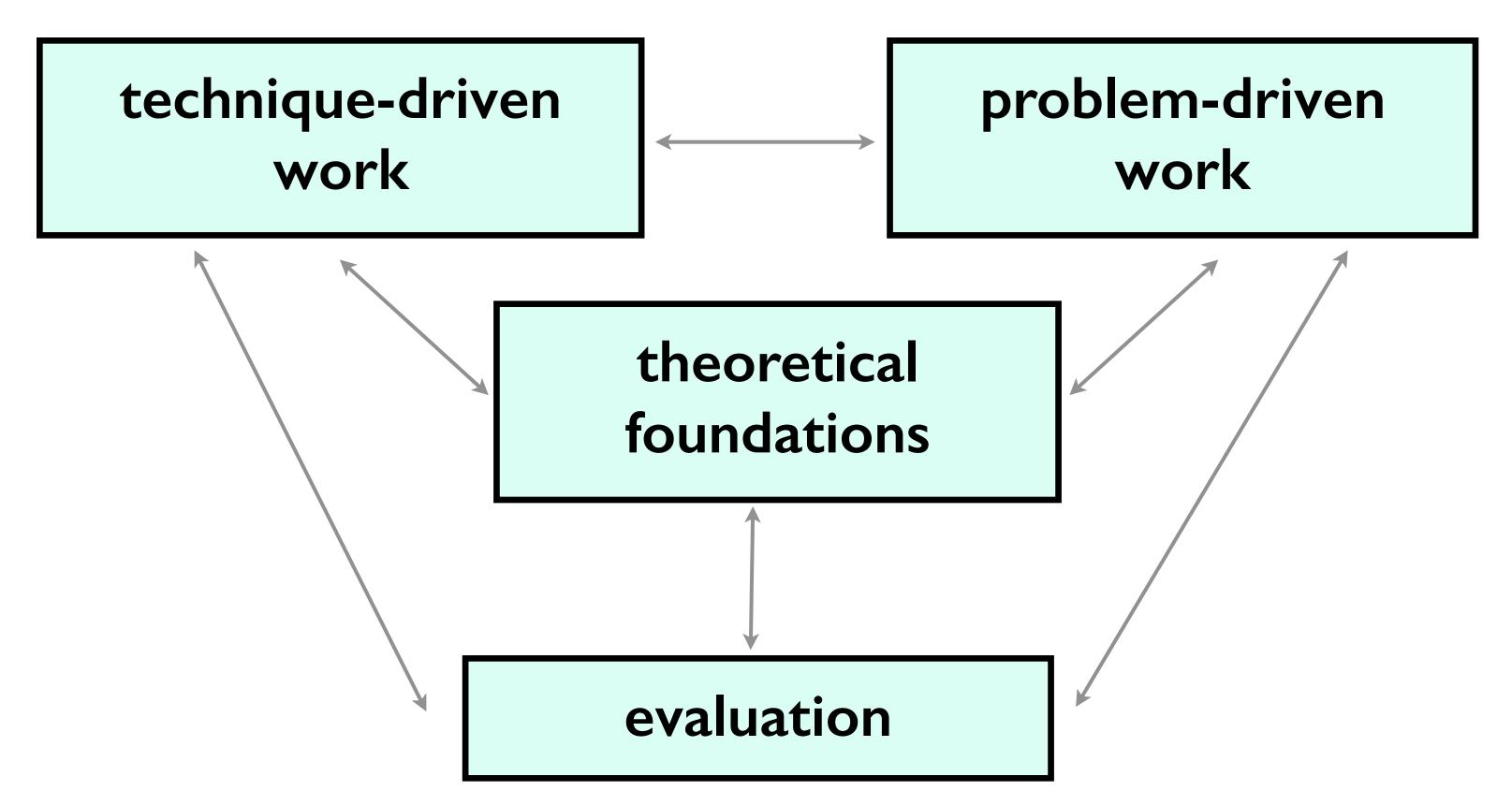
Phase 4: Reflect and write

3 months

learn winnow cast discover design implement deploy reflect write

- abstraction innovation
 - -data abstraction: highly filtered transcript coordinates (vs genome coordinates)
- guidelines
 - -specialize first, generalize later
 - good for domains with complex data
 - -high-level considerations
 - identifying scales of interest
 - what to visually encode directly vs what to support through interaction
 - when (and how) to eliminate navigation

A quick taste of other work!



Problem-driven: Genomics

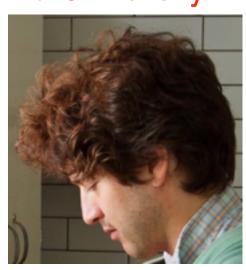








Aaron Barsky



Jenn Gardy (Microbio)



Robert Kincaid (Agilent)



The Control Section Region Proper Pro

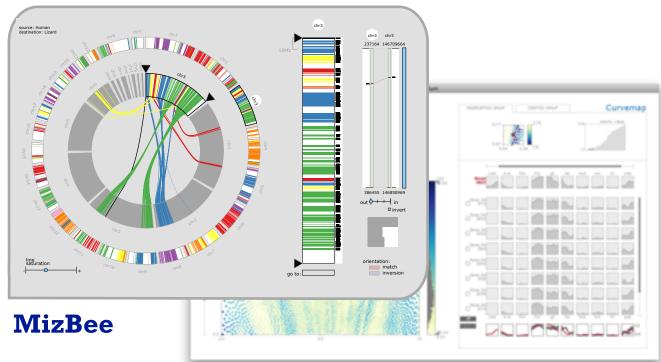
Cerebral

Miriah Meyer



Hanspeter Pfister (Harvard)





Problem-driven: Genomics, fisheries







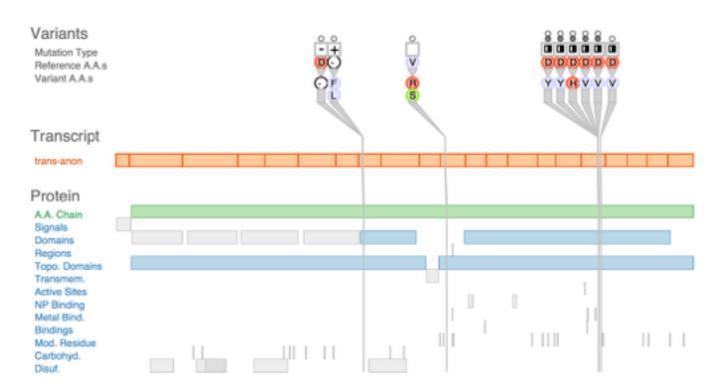


Joel Ferstay

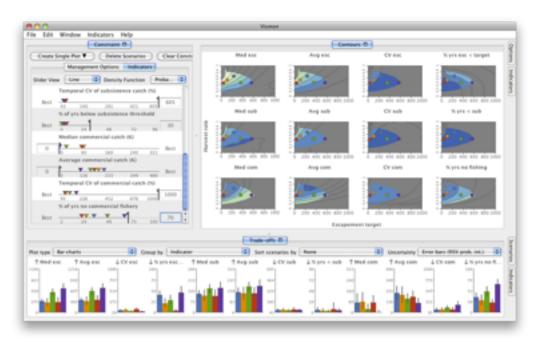


Cydney Nielsen (BC Cancer)

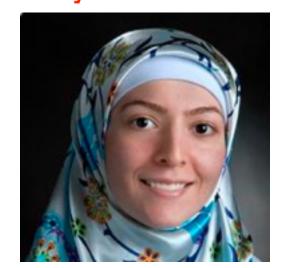




Variant View



Maryam Booshehrian

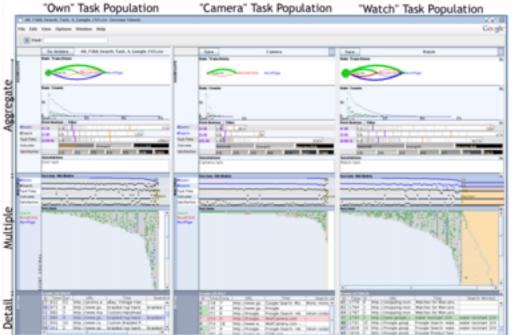


Torsten Moeller (SFU)

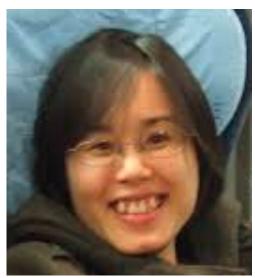


Vismon

Problem-driven: Tech industry



Heidi Lam



Diane Tang (Google)



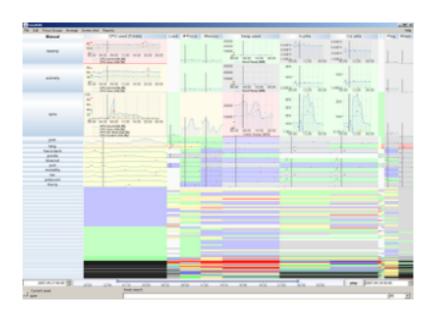
SessionViewer: web log analysis

Peter McLachlan



Stephen North (AT&T Research)





LiveRAC: systems time-series

P

F

E

Problem-driven: Journalism











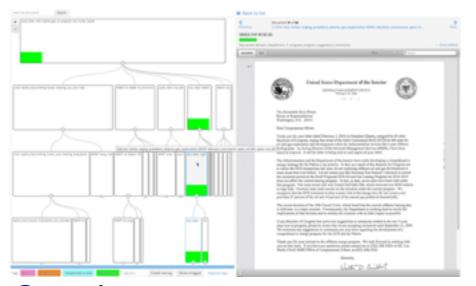


Stephen Ingram



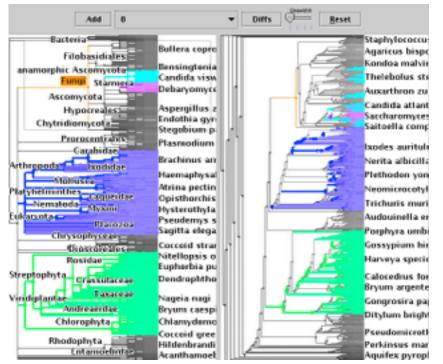
Jonathan Stray (Assoc Press)





Overview

Technique-driven: Graph drawing







Kristian Hildebrand



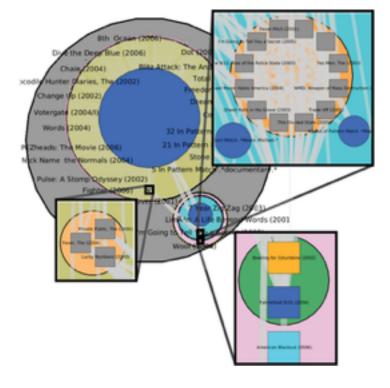
TreeJuxtaposer

Daniel Archambault



David Auber (Bordeaux)





TopoLayout
SPF
Grouse
GrouseFlocks
TugGraph





Technique-driven: Dimensionality reduction



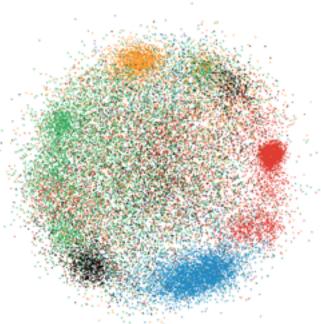
P

F

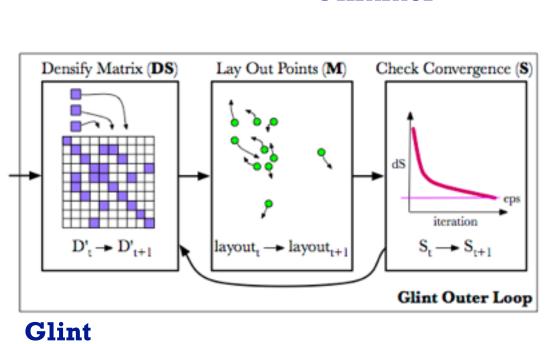




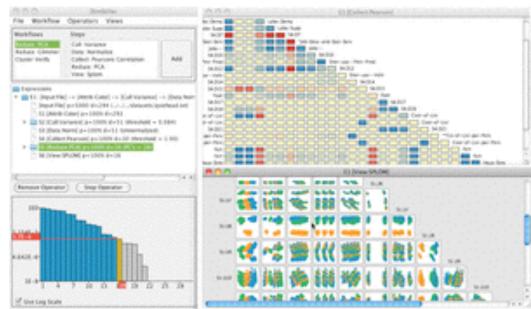




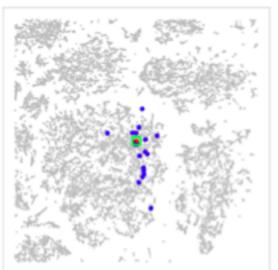
Glimmer

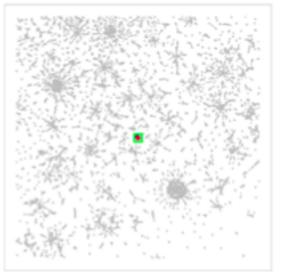


QSNE



DimStiller





Evaluation: Dimensionality reduction



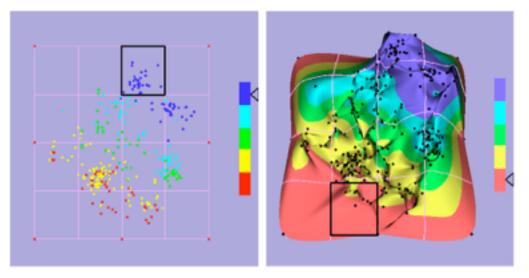












Points vs landscapes for dimensionally reduced data



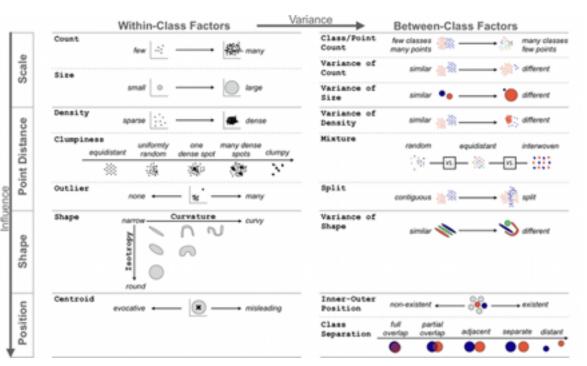
Guidance on DR & scatterplot choices

Michael Sedlmair





Melanie Tory



Taxonomy of cluster separation factors

Curation & Presentation: Timelines





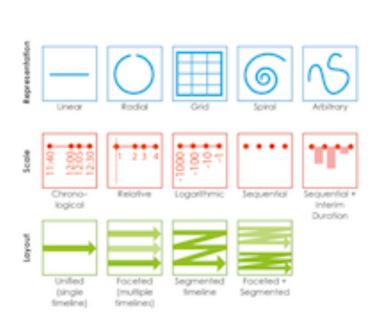






TimeLineCurator

https://vimeo.com/123246662



Timelines Revisited timelinesrevisited.github.io/

Matt Brehmer



Bongshin Lee (Microsoft)



(Microsoft)

Johanna Fulda

(Sud. Zeitung)



Benjamin Bach Nathalie Henry-Riche (Microsoft)



Theoretical foundations

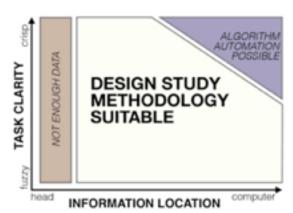
- Visual Encoding Pitfalls
 - Unjustified Visual Encoding
 - Hammer In Search Of Nail
 - 2D Good, 3D Better
 - Color Cacophony
 - Rainbows Just Like In The Sky

- Strategy Pitfalls
- What I Did Over My Summer
- Least Publishable Unit
- Dense As Plutonium
- Bad Slice and Dice

domain abstraction idiom algorithm

Nested Model

Papers Process & Pitfalls



Design Study Methodology

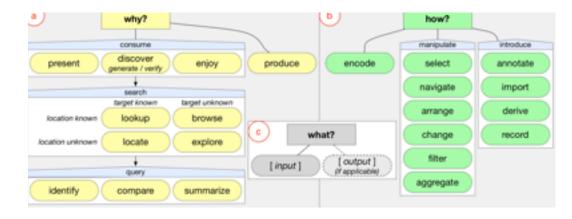
Michael Sedlmair



Miriah Meyer



Matt Brehmer



Abstract Tasks



P

F

E

Geometry Center 1990-1995: Expository videos







The Shape of Space

Outside In

Charlie Gunn

Stuart Levy



Mark Phillips



Delle Maxwell



Wrap-up

- models and methods for design and validation
 - -collaboration incentives for vis and bio

- example biovis project
 - Variant View

- methodological dream:
 user-centered design spreading from vis to biovis to bioinformatics
 - -task/requirements analysis for all tools, not just visual ones
 - -focus on both utility and usability

More information

@tamaramunzner

this talk
 http://www.cs.ubc.ca/~tmm/talks.html#caulfield17

papers, videos, software, talks, courses
 http://www.cs.ubc.ca/group/infovis
 http://www.cs.ubc.ca/~tmm

- theoretical foundations: book
 (+ free tutorial/course lecture slides)
 http://www.cs.ubc.ca/~tmm/vadbook
 - -20% promo code for book+ebook combo: HVN17
 - http://www.crcpress.com/product/isbn/9781466508910

