

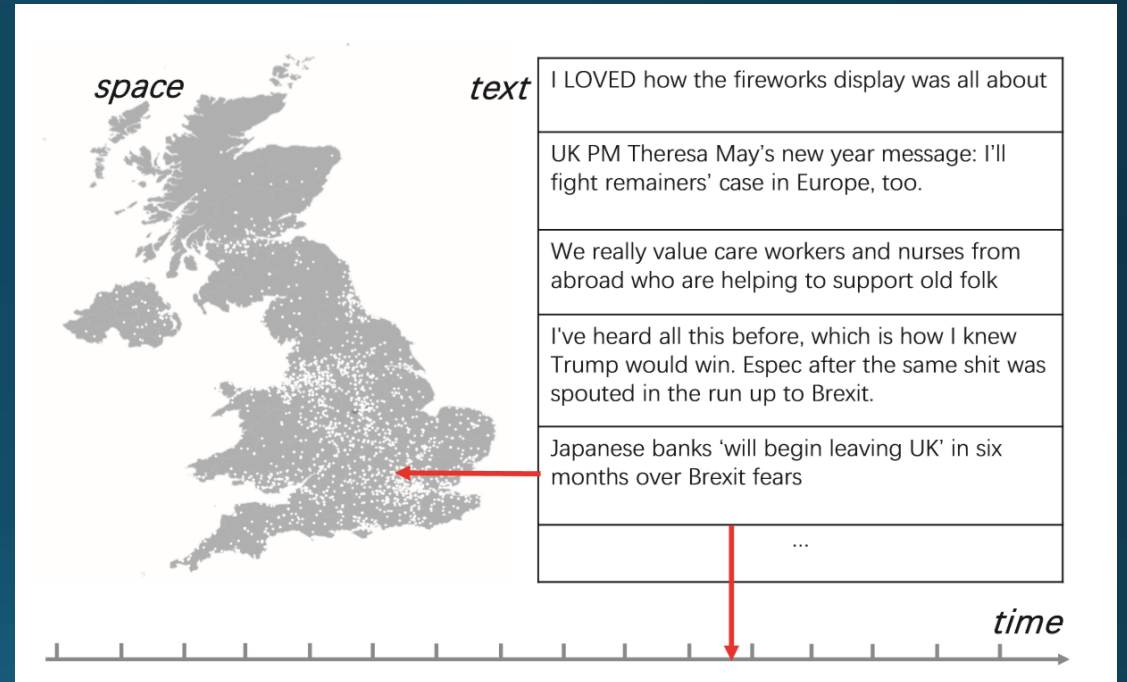
# Semantics-Space-Time Cube: A Conceptual Framework for Systematic Analysis of Texts in Space and Time

Paper by Jie Li, Siming Chen, Wei Chen, Gennady Andrienko, and Natalia Andrienko.  
*IEEE Transactions on Visualization and Computer Graphics.*

Presented by Mint Tanprasert  
CPSC 547, Winter 2019, UBC

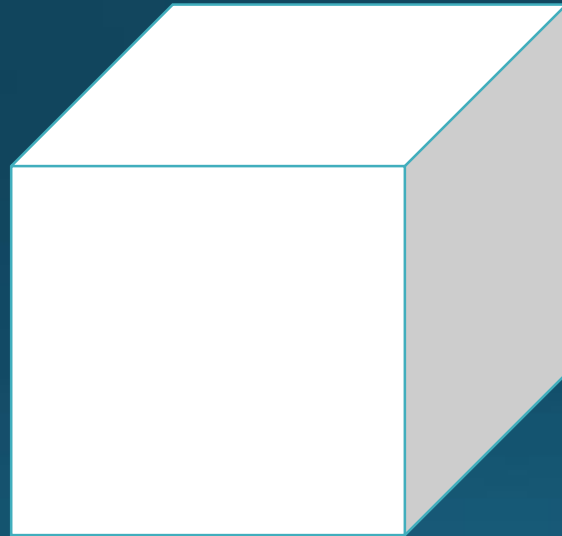
# Text – Space – Time

- How does text semantics vary over space and time?
  - Explore complex relationship between the three facets
    - E.g. trend of topic popularity
  - Data example: geolocated social media posts



# Proposed Visualization

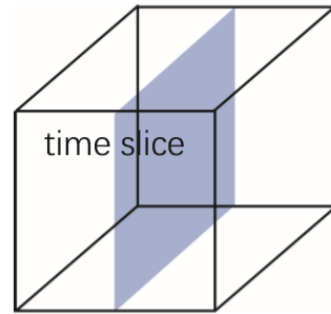
“Cube”  
metaphor



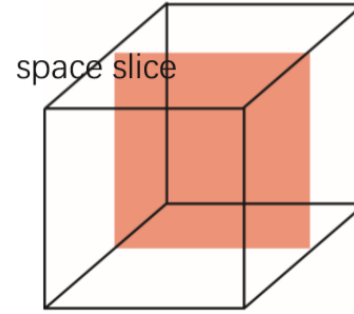
**P x S x T**  
to Pics x Space x Time

# Slices and Projections

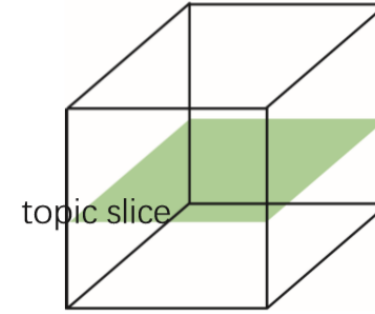
Fix one variable



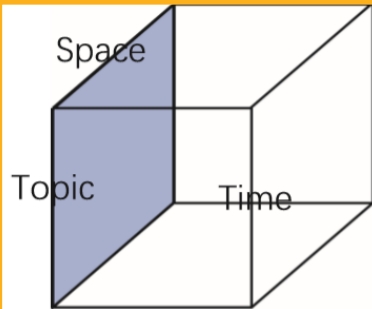
(a) Space  $\times$  Topic  
(Time slice)



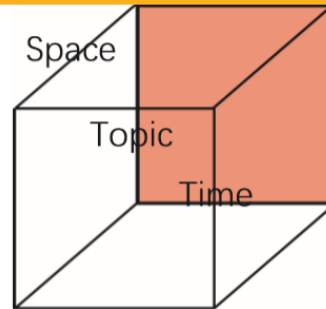
(b) Topic  $\times$  Time  
(Space slice)



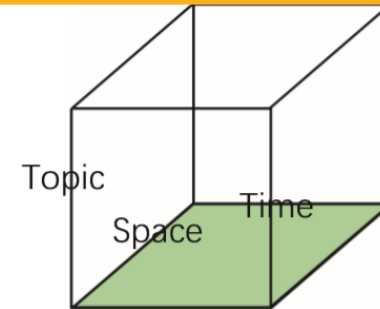
(c) Time  $\times$  Space  
(Topic slice)



(d) Space  $\times$  Topic  
(aggregation on Time)



(e) Topic  $\times$  Time  
(aggregation on Space)



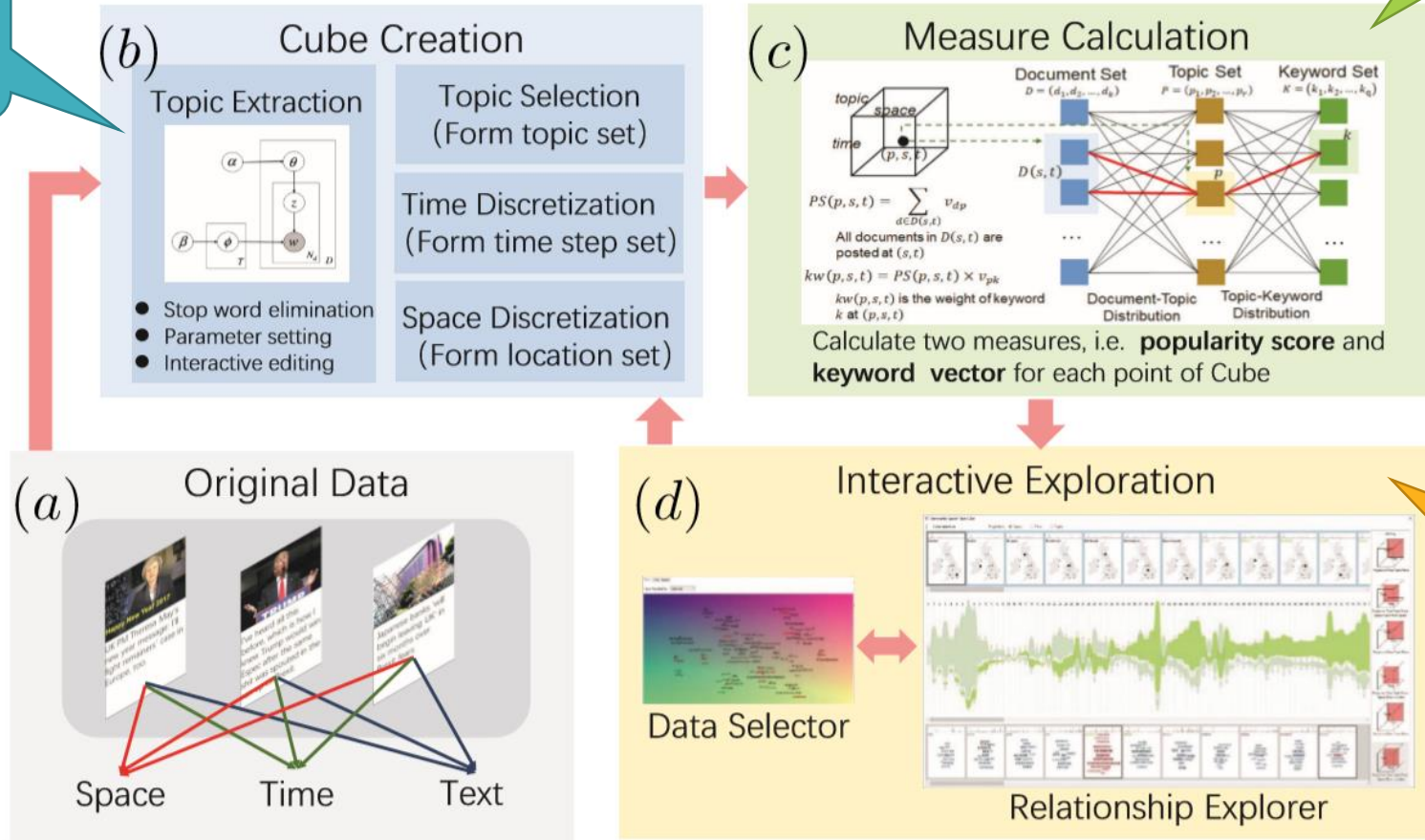
(f) Time  $\times$  Space  
(aggregation on Topic)

Aggregate over multiple slices (sum, mean, mode, quartiles, etc.)

# Approach Overview

Make each data discrete and finite

Calculate measures for each point of the cube



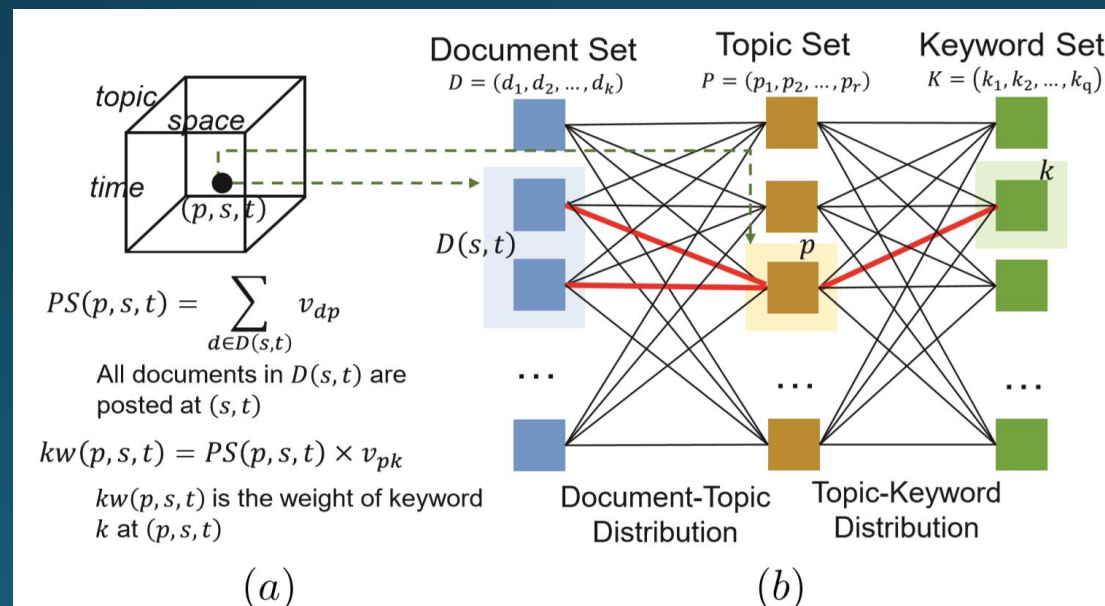
Design interactive interface for exploring data

# Cube Creation

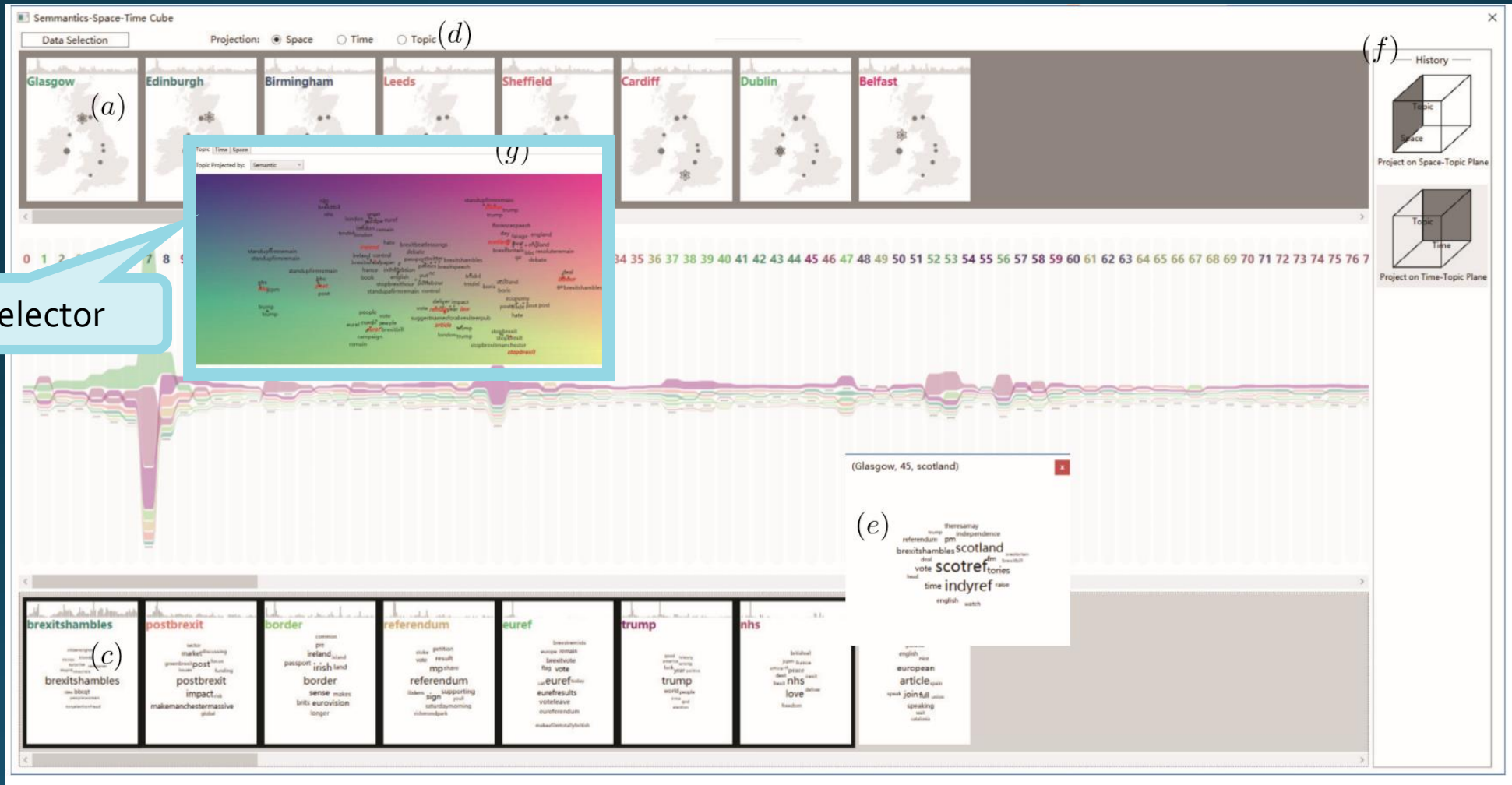
- **TEXT:** is represented by a vector of topic weights
  - *Topic* is defined as a probability distribution over a given set of *keywords*
  - Latent Dirichlet Allocation (LDA) – a probabilistic topic modeling method
  - Show all topics and let users select the ones they want to explore
- **TIME:** divide into intervals that are meaningful to humans e.g. weeks.
- **SPACE:** use individual and public activity locations, e.g. cities.

# Measure Calculation

- At each *point*  $(p, s, t)$ , we can **derive** meaningful information
  - Popularity score
  - Keyword vector (list of <keyword, weight> pairs)



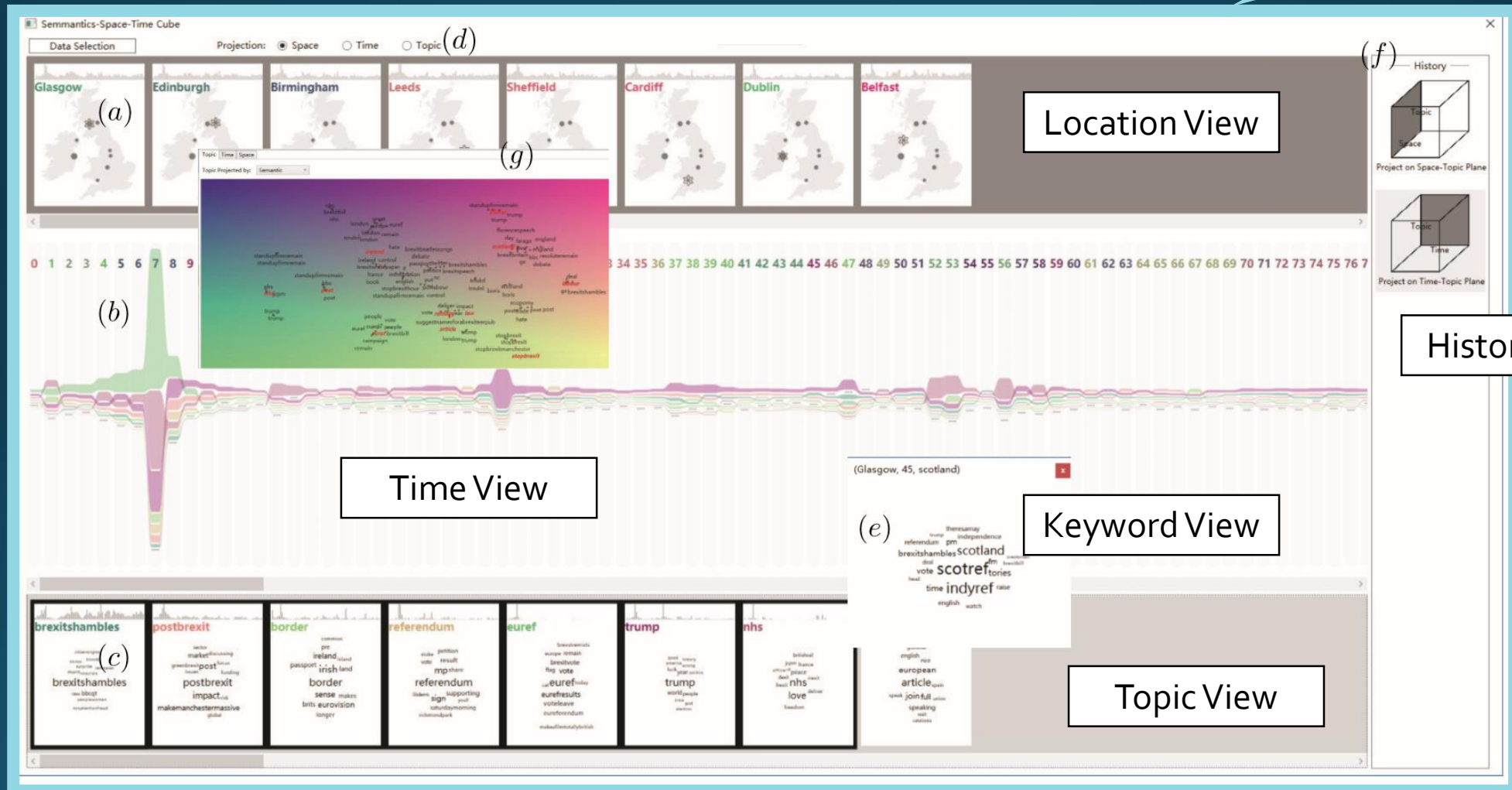
# Interactive Exploration





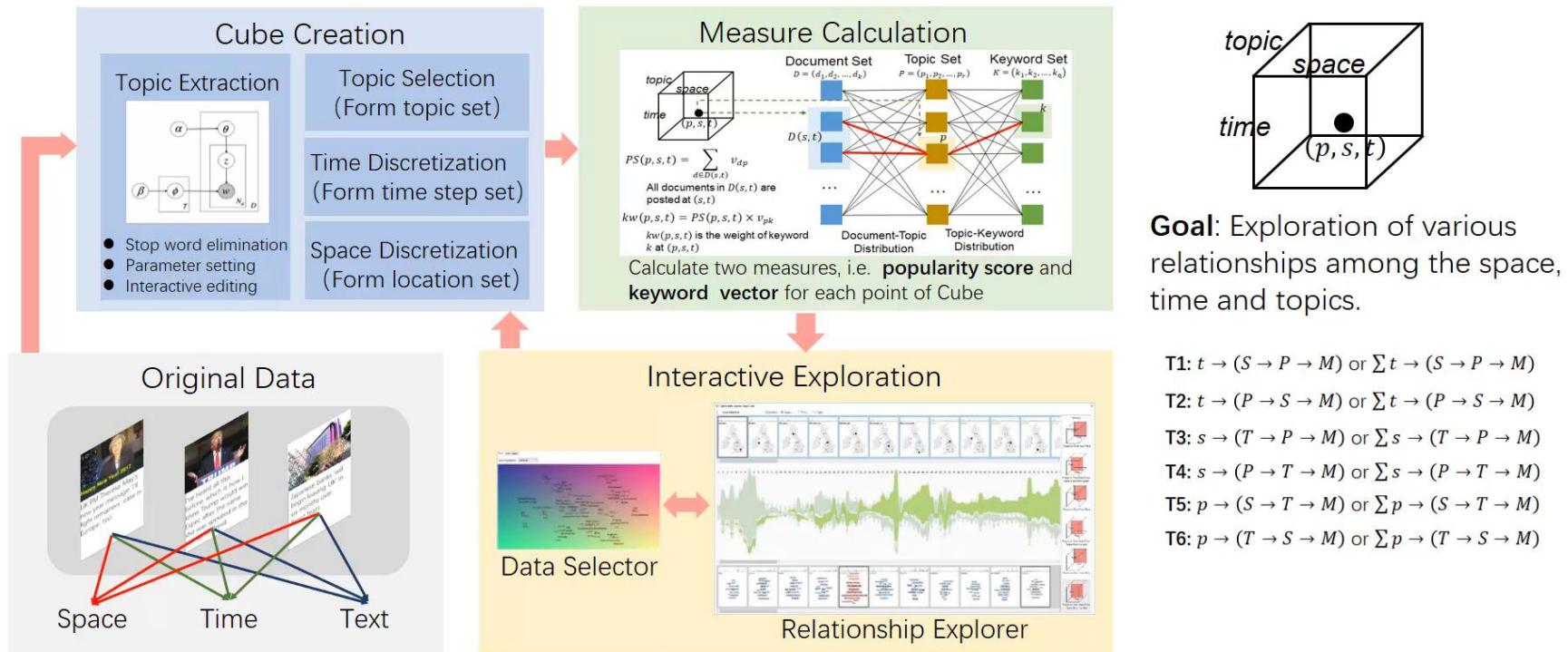
# Interactive Exploration

Relationship Explorer



# Demo

## Basic Idea



# Analysis Summary: WHAT

- Data
  - A table where each item has 3 attributes
    - Text (arbitrary and unstructured)
    - Location (spatial)
    - Time (sequential)
- Derived
  - Discretized and finite representation of each attribute
  - Popularity score and keyword vector

# Analysis Summary: HOW

- Encode
  - Color-code objects based on position in a projection
  - Use geographic map with glyphs
  - Size-code keyword based on importance
  - Indicate popularity score by linear ordering
- Manipulate
  - Pop-up window
  - 2D navigation
- Facet
  - Superimpose streams in time view (extended mode)
  - Linked navigation
- Reduce
  - Filter with “slices”
  - Aggregate with “projection”

# Critiques – Strengths

- Good use of the metaphor
  - A good conceptual model for developing database operations (from paper)
- Filtering and aggregation allow for exploring large amount of data
- Responsive and well-organized view coordination
- Uniformity in visual design
- Flexible navigation that supports various topics and tasks
- Follow “Overview First, Zoom and Filter, Details on Demand”

# Critiques – Weaknesses

- Cannot observe the variation for all 3 dimensions, simultaneously (must slice or project first)
- The “cube” dimensions can’t be too big (from paper)
- Information loss in discretization (from paper)
- Limited number of “cards” can be shown at a time
- Automated item sorting could create change blindness
- Spatial positions of keywords in keyword view is meaningless
- “Number of specific mentioned keywords may not really reflect the public opinions.” (Expert feedback from paper)

Thank you for your attention

**Any questions?**