

# Information Visualization

## Reduce: Aggregation & Filtering

### *Project Peer Reviews*

**Tamara Munzner**

Department of Computer Science  
University of British Columbia

***Week 11, 17 Nov 2021***

**<https://www.cs.ubc.ca/~tmm/courses/547-21>**

# Today

- first: project peer reviews
  - join your matched teams
    - you've already read other team's written update
      - let me know by private Piazza post if your counterpart(s) weren't prepared
  - record discussion/thoughts in gdoc (freeform)
  - first A critiques B; then B critiques A
- break
- Q&A overflow from before
  - Ch 11, Interact, cont
  - Ch 12, Multiple Views
- Q&A / mini-lecture this time
  - Ch 13, Reduce

# Peer reviews

- rough structure (adapt as you like, aim for ~45-60 min)
  - talk through initial thoughts when read updates
  - ask clarifying questions
  - get demo to see look/feel & any interaction
  - discuss tradeoffs, design choices, suggestions
  - when conversation winds down, critiquers record braindump (if not done as you go)
  - write DONE at top of your gdoc section & switch!
- tips on giving feedback
  - state what you think is good about the work, and why you think so
  - state what you think needs improvement, including why/rationale
  - offer specific suggestions on how to improve it, as followup
  - keep your feedback focused on the work, not the person who did it

# Upcoming

- next week (W12)

- async: last week of readings / discussion (light, 2 readings)

- Ch 14: Embed - Focus+Context

- paper: Visualizing Dataflow Graphs of Deep Learning Models in TensorFlow.

- Kanit Wongsuphasawat, Daniel Smilkov, James Wexler, Jimbo Wilson, Dandelion Mané, Doug Fritz, Dilip Krishnan, Fernanda B. Viégas, and Martin Wattenberg.

- IEEE TVCG (Proc. VAST 2017) 24(1):1-12, 2018.**

- [type: design study]**

- in class: post-update meetings with Tamara

- oral feedback on project progress, after I've read them

- last week of classes (W13)

- async: **no** readings/discussion

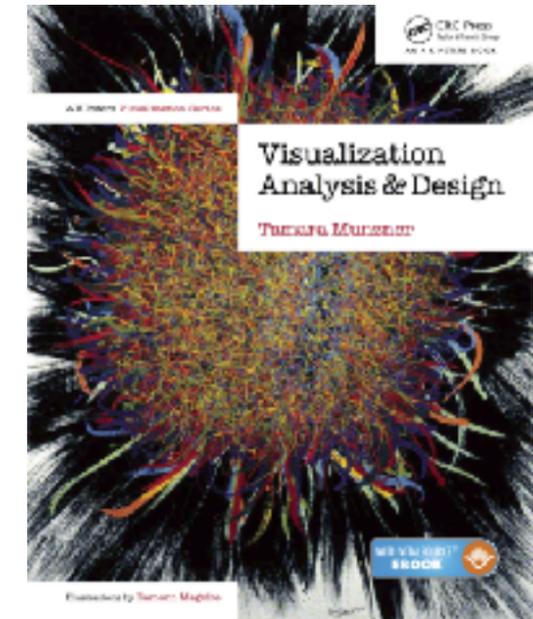
- in class: evals

- in class: Q&A wrapup (W12)

- in class: lecture on research process and final writeup expectations

# Q&A / Backup Slides

# Visualization Analysis & Design



## *Reduce: Aggregation & Filtering (Ch 13)*

**Tamara Munzner**

Department of Computer Science  
University of British Columbia

[@tamaramunzner](#)

# How to handle complexity: 3 previous strategies

→ *Derive*



- derive new data to show within view
- change view over time
- facet across multiple views

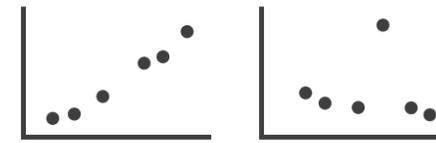
Manipulate

Facet

→ Change



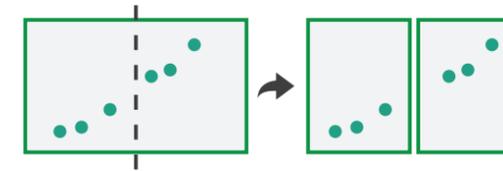
→ Juxtapose



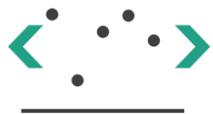
→ Select



→ Partition



→ Navigate



→ Superimpose



# How to handle complexity: 3 previous strategies + 1 more

→ *Derive*



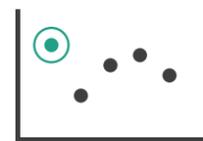
- derive new data to show within view
- change view over time
- facet across multiple views
- reduce items/attributes within single view

Manipulate

→ Change



→ Select

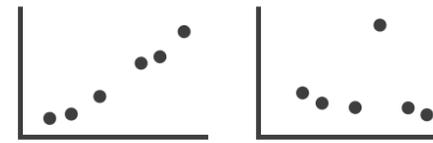


→ Navigate

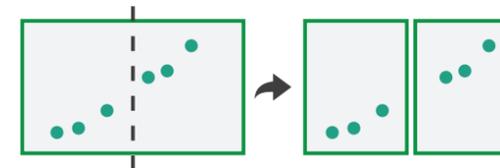


Facet

→ Juxtapose



→ Partition



→ Superimpose



Reduce

→ Filter



→ Aggregate



→ Embed



# Reduce items and attributes

- reduce/increase: inverses
- filter
  - pro: straightforward and intuitive
    - to understand and compute
  - con: out of sight, out of mind

## Reducing Items and Attributes

### → Filter

→ Items



→ Attributes



# Reduce items and attributes

- reduce/increase: inverses
- filter
  - pro: straightforward and intuitive
    - to understand and compute
  - con: out of sight, out of mind
- aggregation
  - pro: inform about whole set
  - con: difficult to avoid losing signal
- not mutually exclusive
  - combine filter, aggregate
  - combine reduce, change, facet

## Reducing Items and Attributes

### ➔ Filter

➔ Items



➔ Attributes

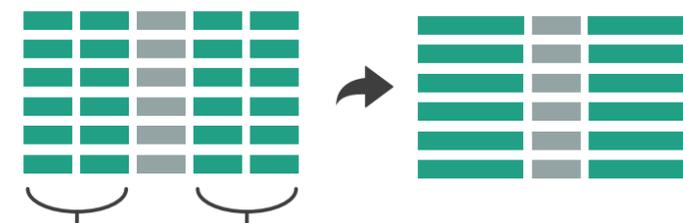


### ➔ Aggregate

➔ Items



➔ Attributes



# Filter

- eliminate some elements
  - either items or attributes
- according to what?
  - any possible function that partitions dataset into two sets
    - attribute values bigger/smaller than  $x$
    - noise/signal
- filters vs queries
  - query: start with nothing, add in elements
  - filters: start with everything, remove elements
  - best approach depends on dataset size

## Reducing Items and Attributes

### ② Filter

→ Items

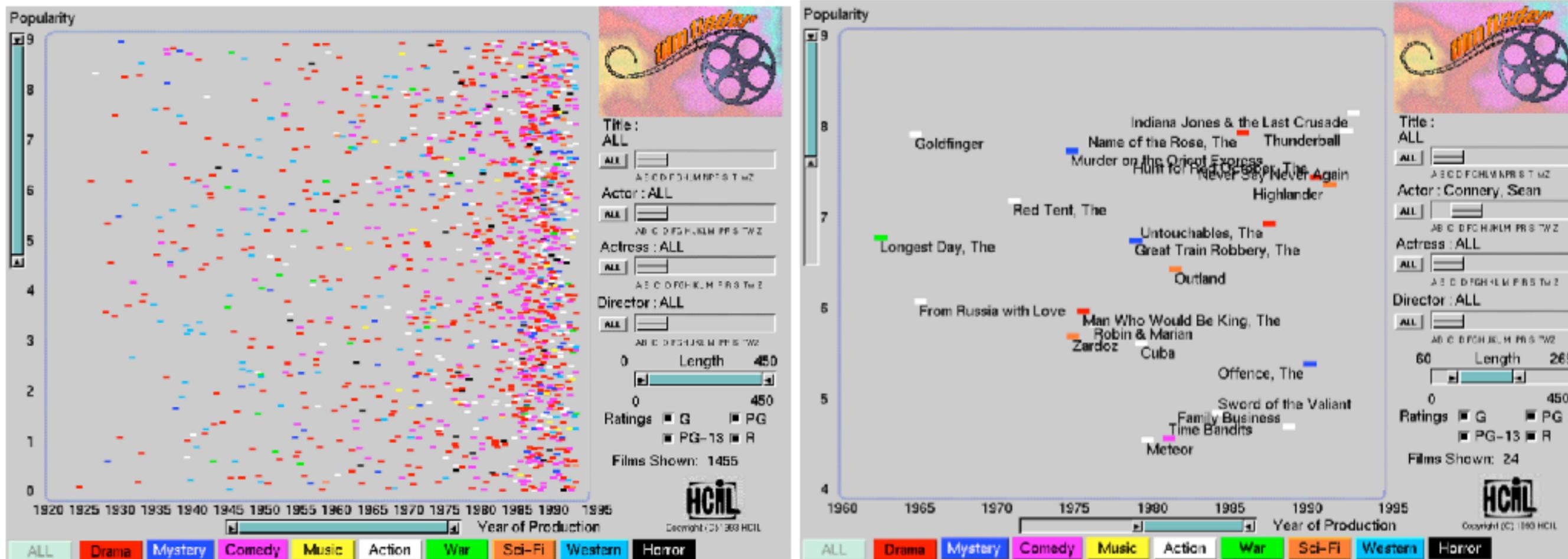


→ Attributes



# Idiom: **FilmFinder**

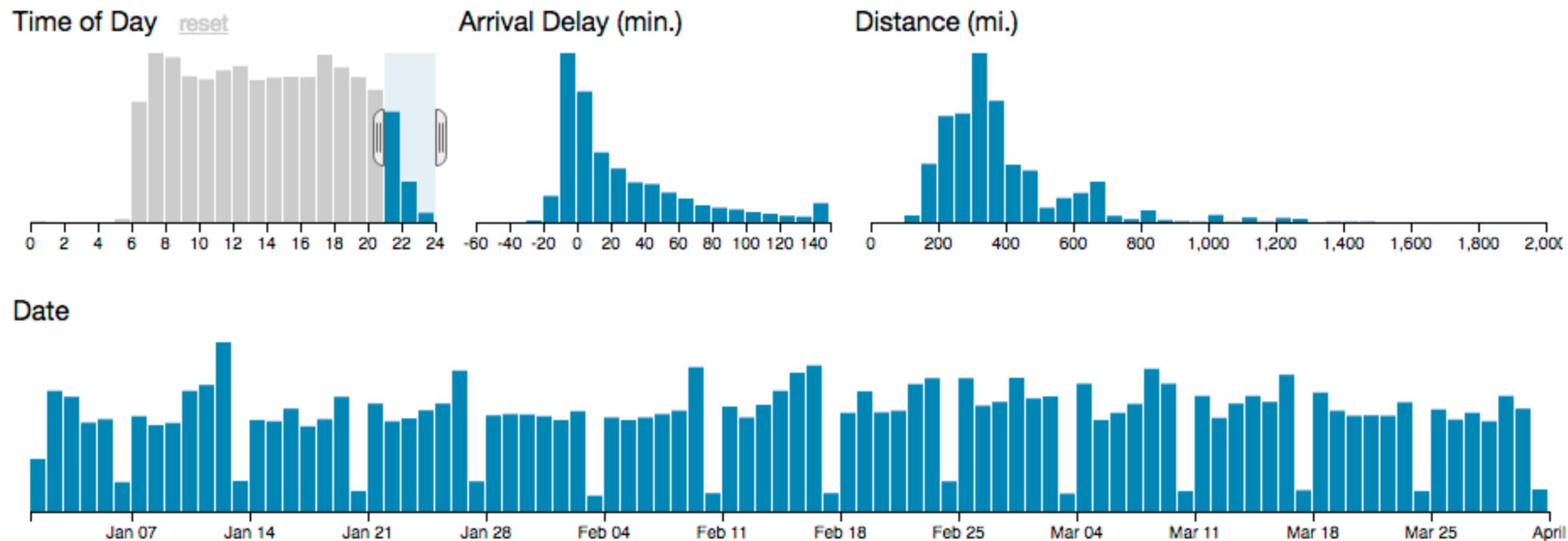
- dynamic queries/filters for items
  - tightly coupled interaction and visual encoding idioms, so user can immediately see results of action



# Idiom: **cross filtering**

# System: **Crossfilter**

- item filtering
- coordinated views/controls combined
  - all scented histogram bisliders update when any ranges change



<http://square.github.io/crossfilter/>

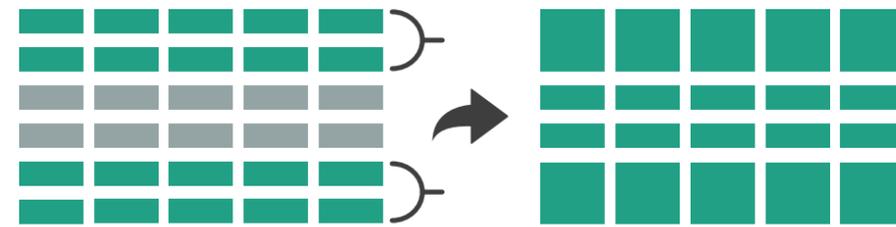
<https://observablehq.com/@uwdata/interaction>

# Aggregate

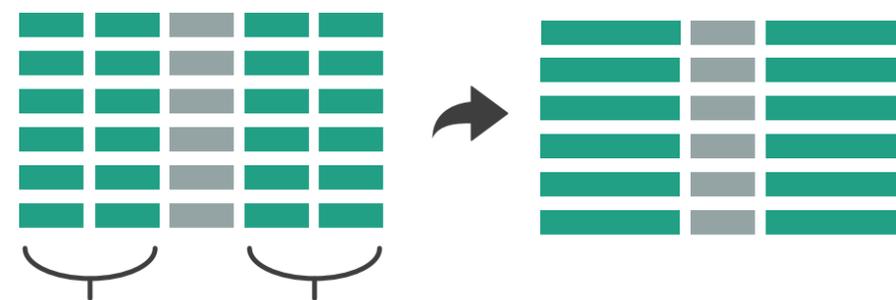
- a group of elements is represented by a smaller number of derived elements

## ➔ Aggregate

➔ Items

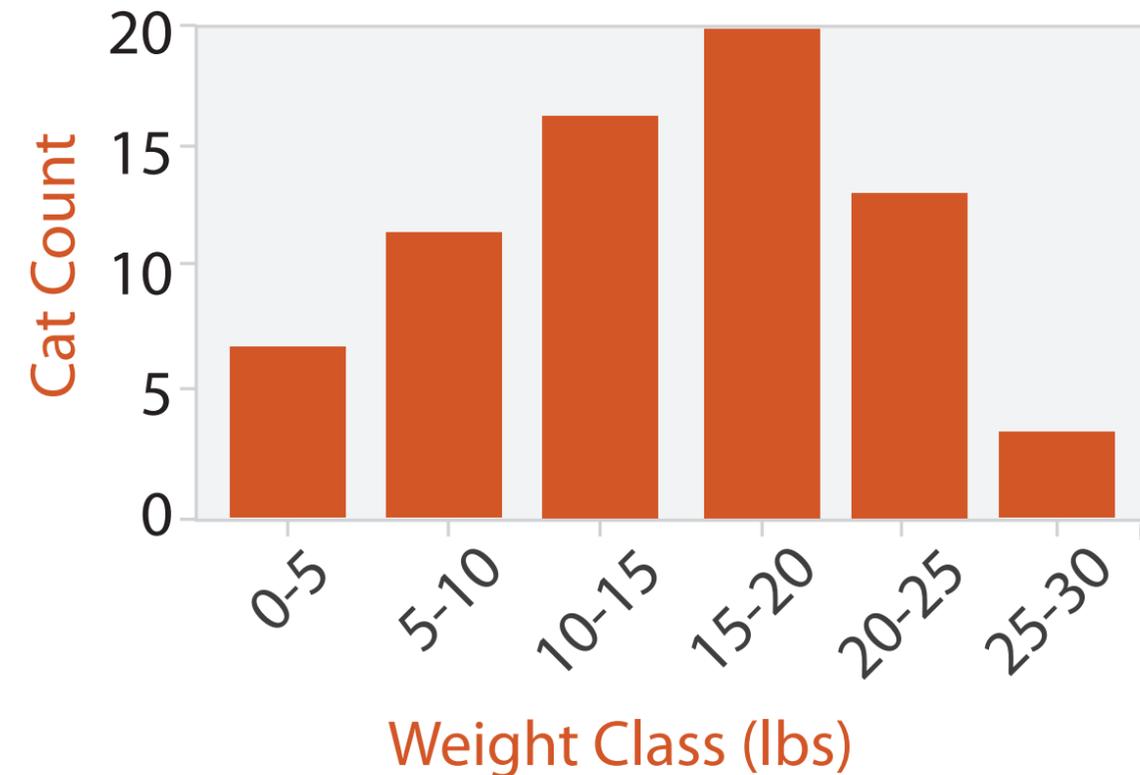


➔ Attributes



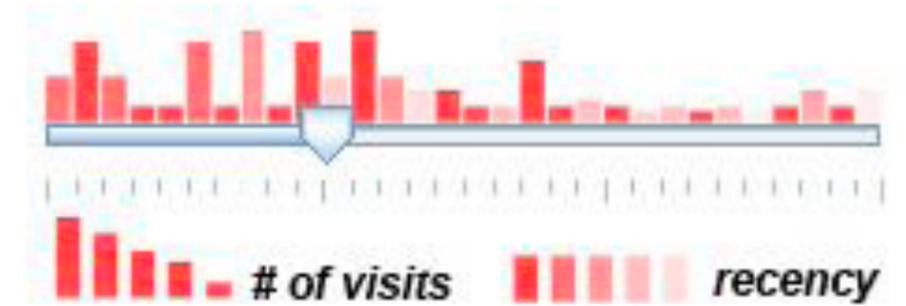
# Idiom: **histogram**

- static item aggregation
- task: find distribution
- data: table
- derived data
  - new table: keys are bins, values are counts
- bin size crucial
  - pattern can change dramatically depending on discretization
  - opportunity for interaction: control bin size on the fly



# Idiom: **scented widgets**

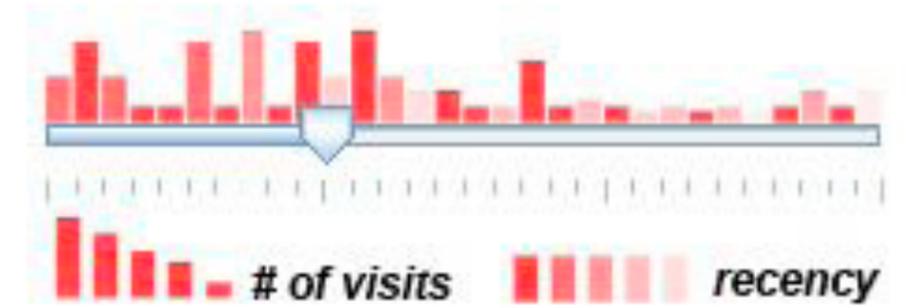
- augmented widgets show *information scent*
  - better cues for *information foraging*: show whether value in drilling down further vs looking elsewhere
- concise use of space: histogram on slider



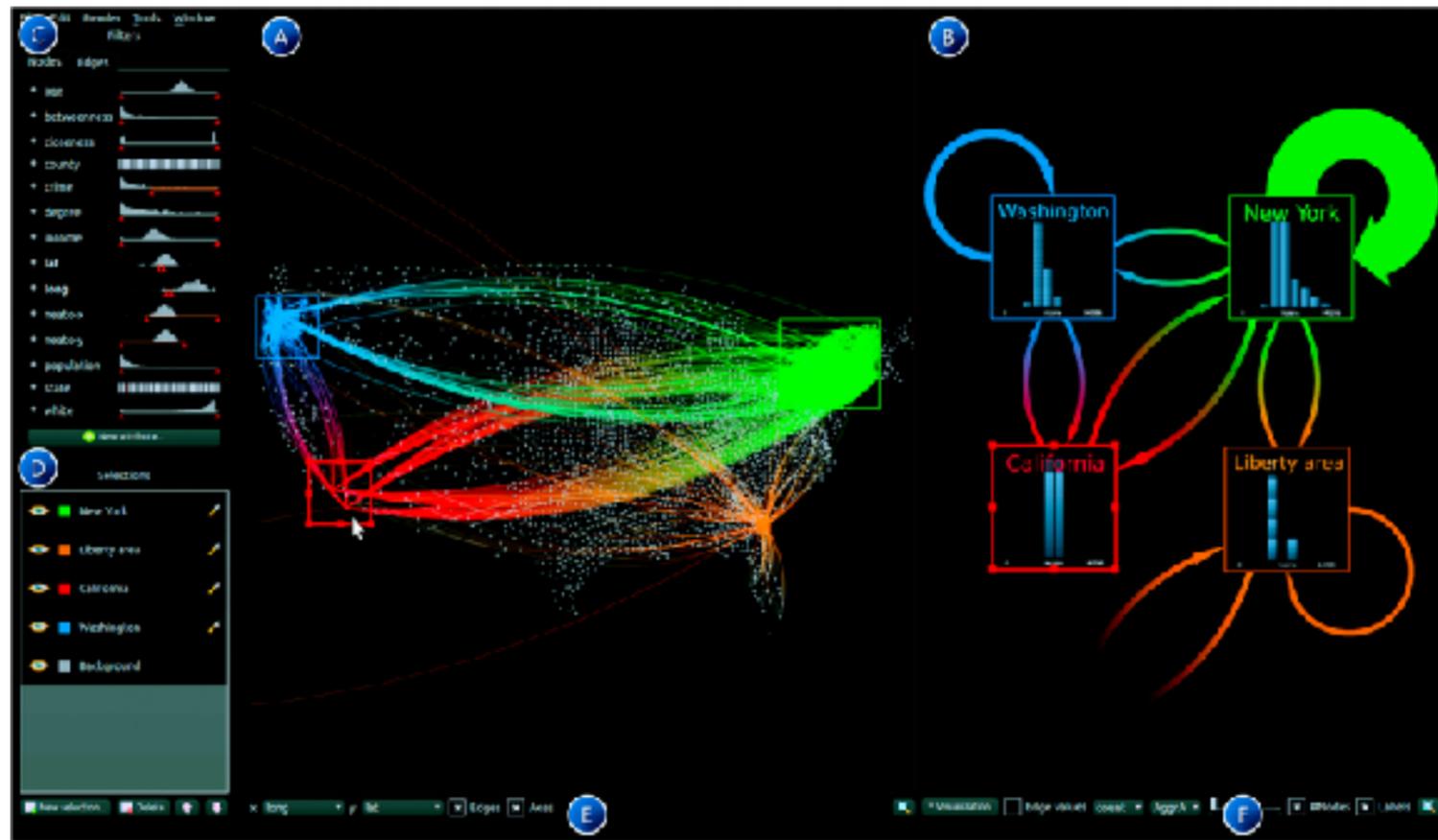
[Scented Widgets: Improving Navigation Cues with Embedded Visualizations. Willett, Heer, and Agrawala. IEEE TVCG (Proc. InfoVis 2007) 13:6 (2007), 1129–1136.]

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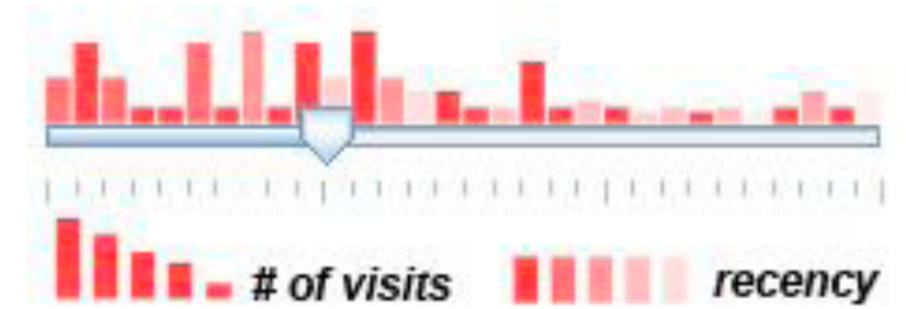
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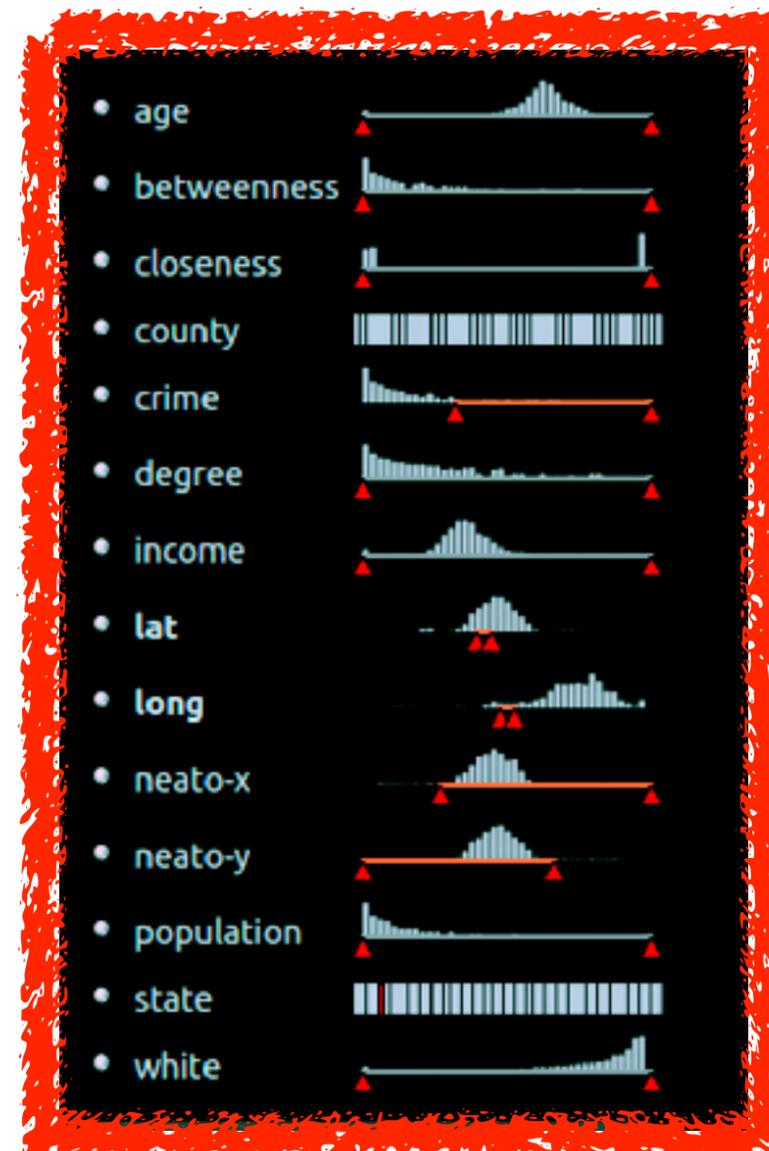
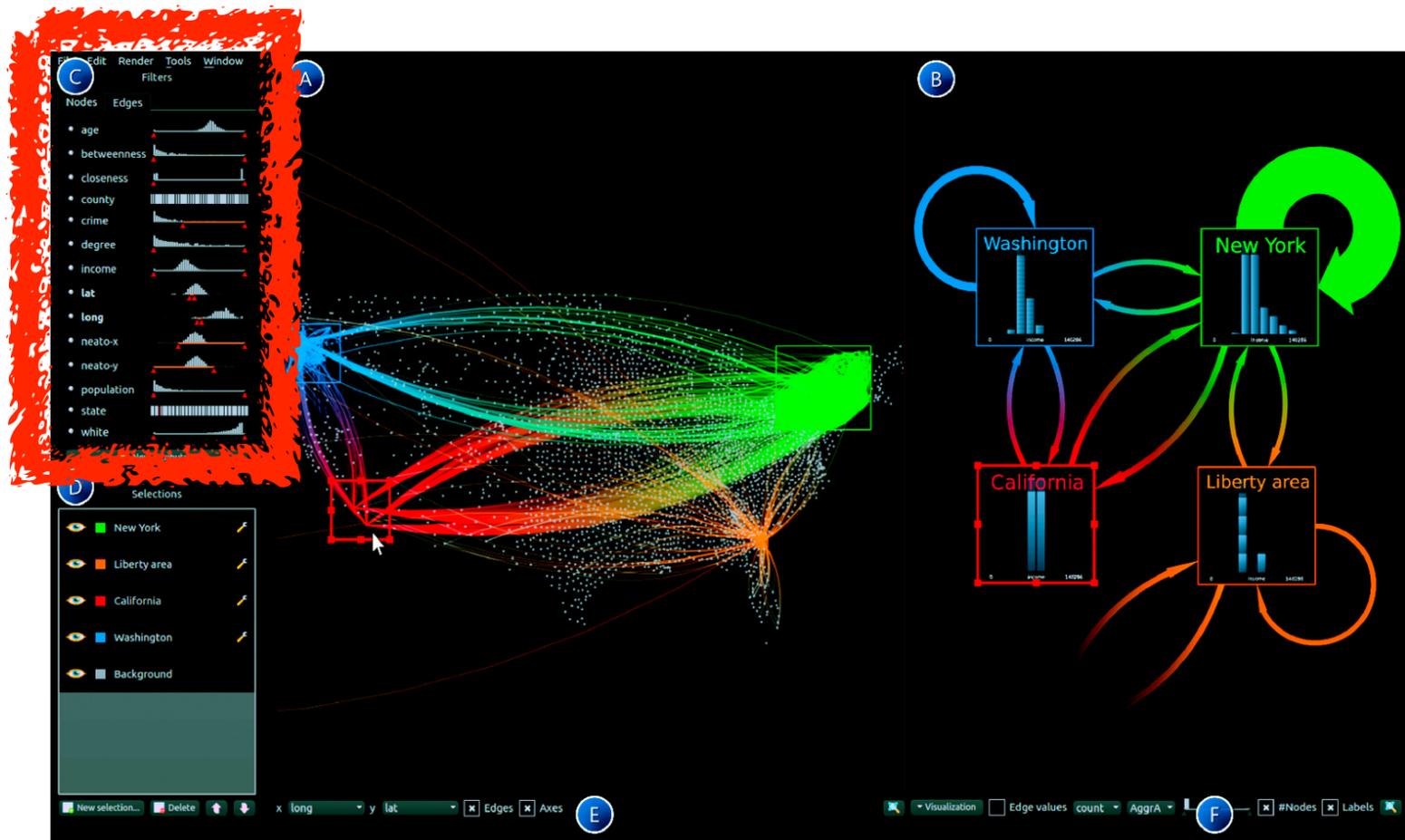
[Multivariate Network Exploration and Presentation: From Detail to Overview via Selections and Aggregations. van den Elzen, van Wijk, IEEE TVCG 20(12): 2014 (Proc. InfoVis 2014).]

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[Multivariate Network Exploration and Presentation: From Detail to Overview via Selections and Aggregations. van den Elzen, van Wijk, IEEE TVCG 20(12): 2014 (Proc. InfoVis 2014).]

# Scented histogram bisliders: detailed

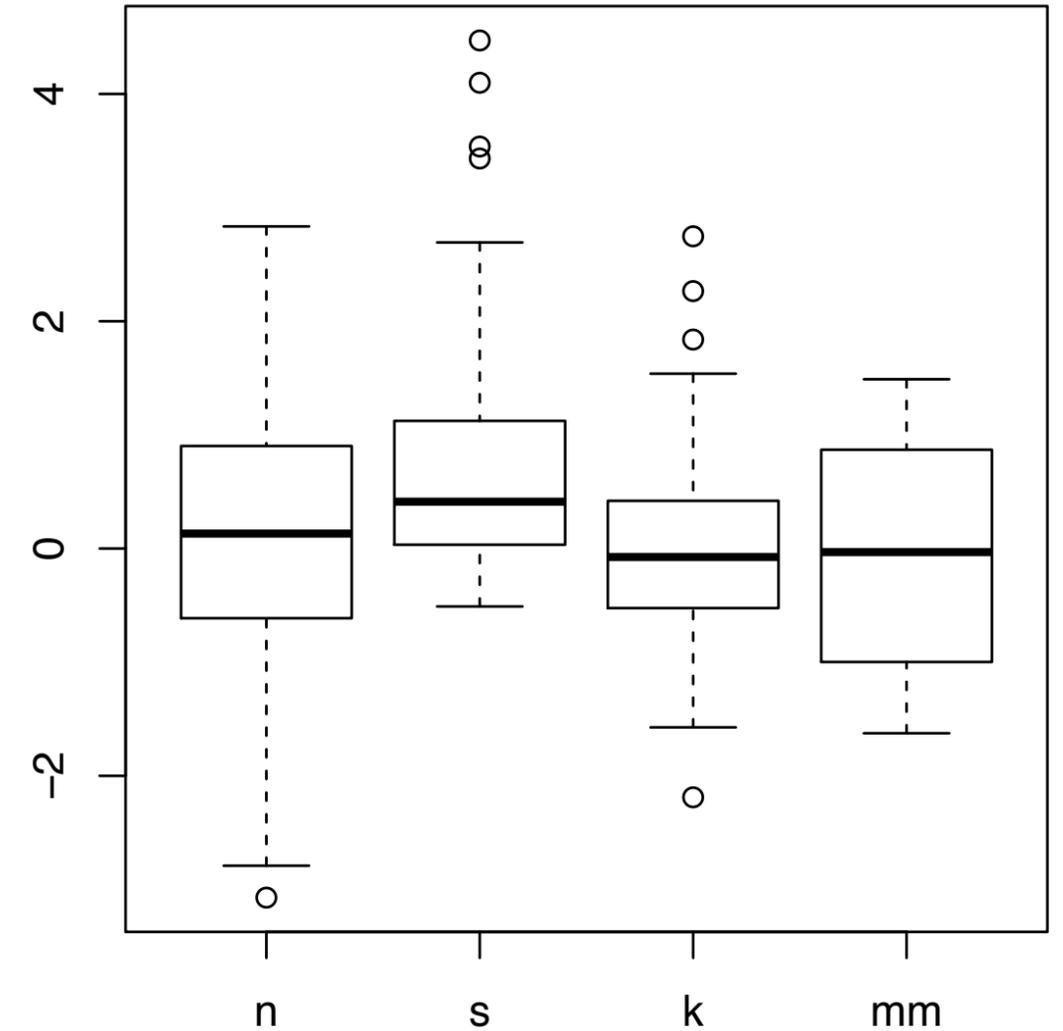
The screenshot displays the ICLIC interface with various components:

- Top Bar:** Includes a search bar (a), a menu (b), a mode selector (c), a scale slider (d), selection tools (e), and a search field (f).
- Grid of Histograms:** A 4x3 grid of histograms for attributes: Date and Time (Original), Make, Model, Comments, Country, County, Date taken, Date taken (day of week), Latitude, Locality, Longitude, Neighbourhood, Region, and Year. A bislider (h) is shown on the 'Make' histogram.
- Color Map:** A vertical bar (g) showing a color map for the 'Country' attribute, with a value of 2. Below it are color-coded boxes for Germany, United Kingdom, France, Belgium, United States, Norway, Spain, and Other.
- Image Gallery:** A grid of images categorized by 'Country' (i) and 'Object' (j). Categories include Vacation (443), Sports (719), Airplane (2K), and Car (7K). A bislider (k) is shown for the 'Country' attribute, and another (l) is shown for the 'Object' attribute.
- Bottom Bar:** Shows 'images in collection' (92K) and 'visible images' (11K) with progress bars. A status bar (m) indicates 'visible: 11199, selected: 2561'.

[ICLIC: Interactive categorization of large image collections. van der Corput and van Wijk. Proc. PacificVis 2016.]

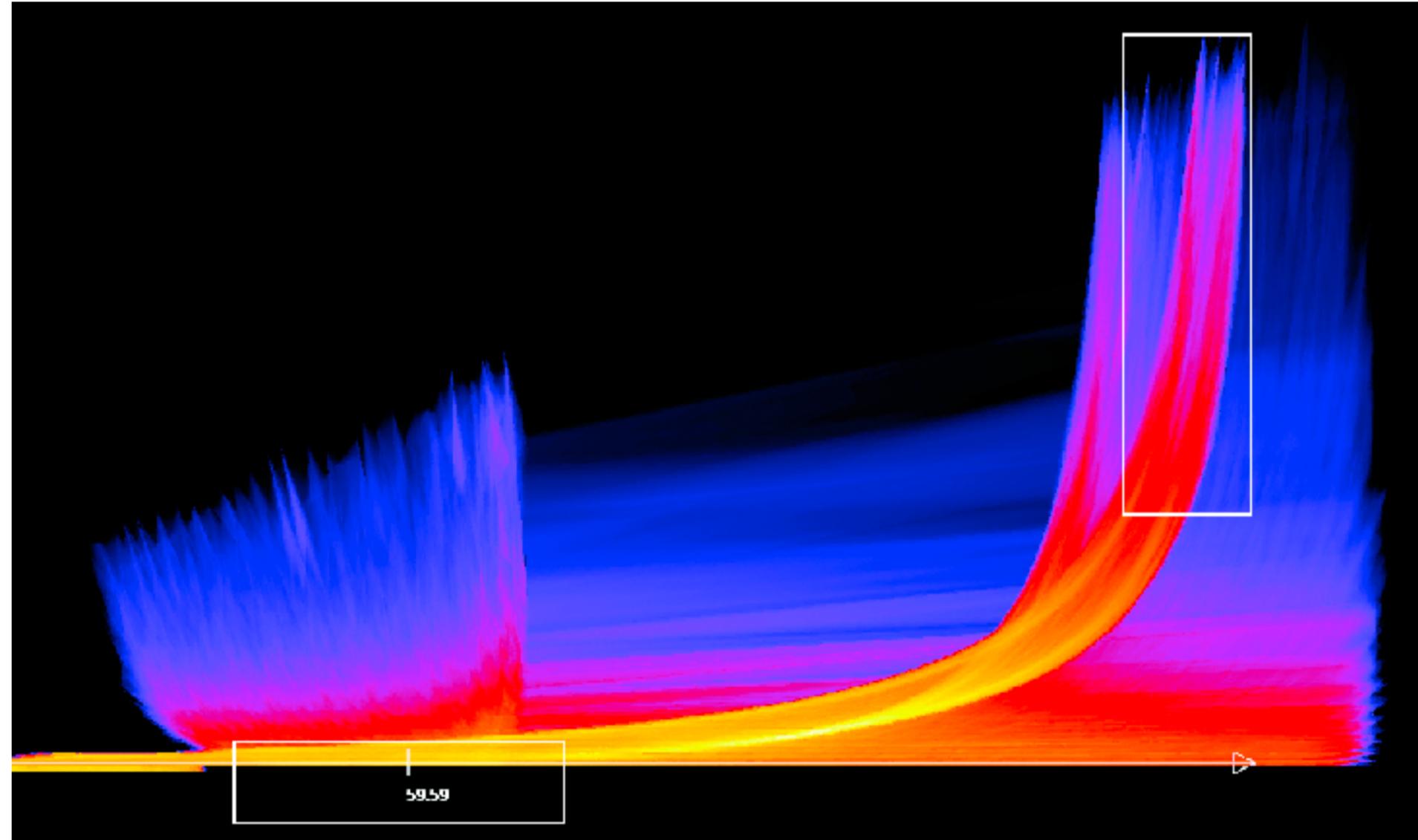
# Idiom: **boxplot**

- static item aggregation
- task: find distribution
- data: table
- derived data
  - 5 quant attribs
    - median: central line
    - lower and upper quartile: boxes
    - lower upper fences: whiskers
      - values beyond which items are outliers
  - outliers beyond fence cutoffs explicitly shown
- scalability
  - unlimited number of items!



# Idiom: Continuous scatterplot

- static item aggregation
- data: table
- derived data: table
  - key attribs x,y for pixels
  - quant attrib: overplot density
- dense space-filling 2D matrix
- color:  
sequential categorical hue +  
ordered luminance colormap
- scalability
  - no limits on overplotting:  
millions of items



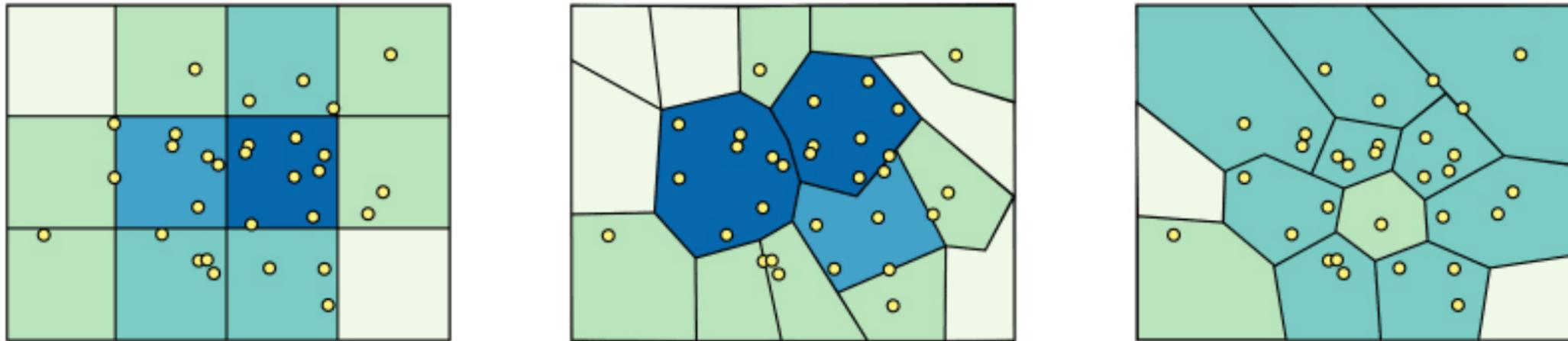
[Continuous Scatterplots. Bachthaler and Weiskopf.  
IEEE TVCG (Proc. Vis 08) 14:6 (2008), 1428–1435. 2008.]

# Spatial aggregation

- MAUP: Modifiable Areal Unit Problem

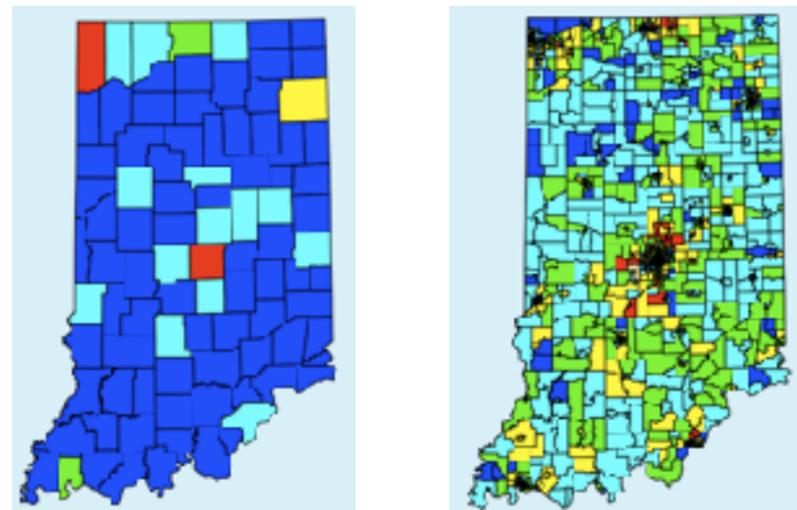
- changing boundaries of cartographic regions can yield dramatically different results

- zone effects



[[http://www.e-education.psu.edu/geog486/l4\\_p7.html](http://www.e-education.psu.edu/geog486/l4_p7.html), Fig 4.cg.6]

- scale effects

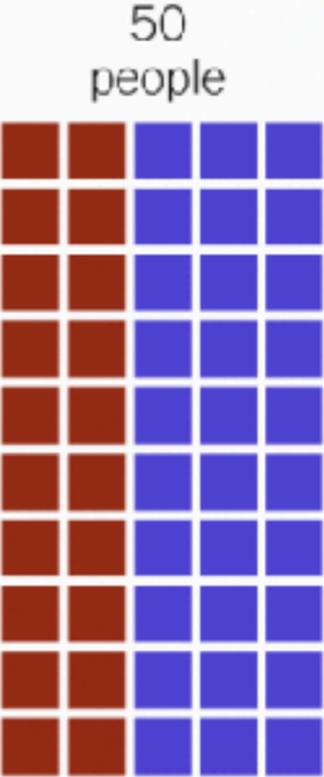


<https://blog.cartographica.com/blog/2011/5/19/the-modifiable-areal-unit-problem-in-gis.html>

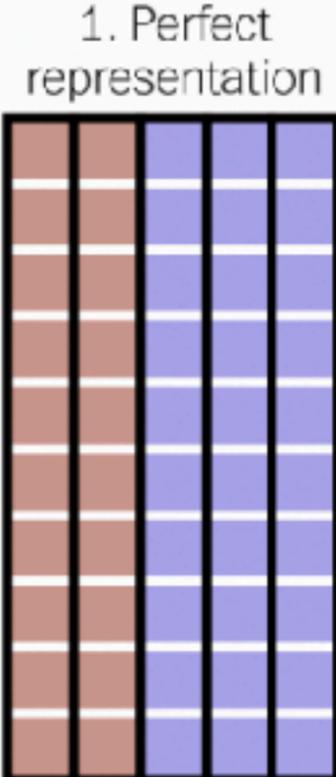
# Gerrymandering: MAUP for political gain

## Gerrymandering, explained

Three different ways to divide 50 people into five districts

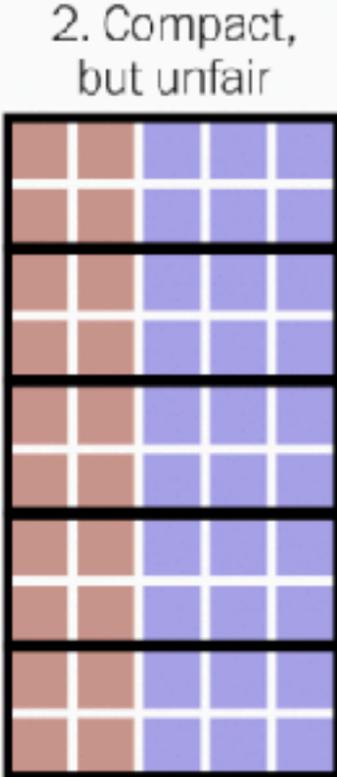


60% blue,  
40% red



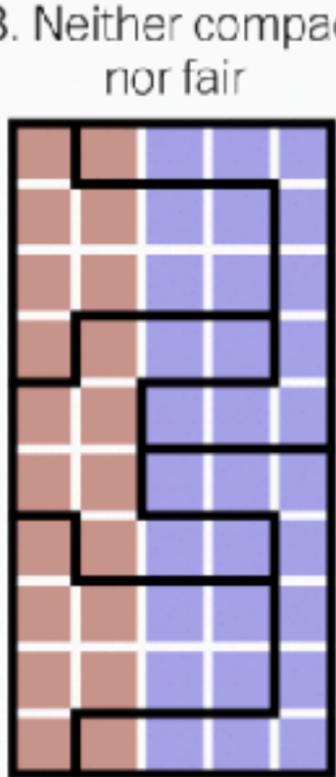
3 blue districts,  
2 red districts

**BLUE WINS**



5 blue districts,  
0 red districts

**BLUE WINS**

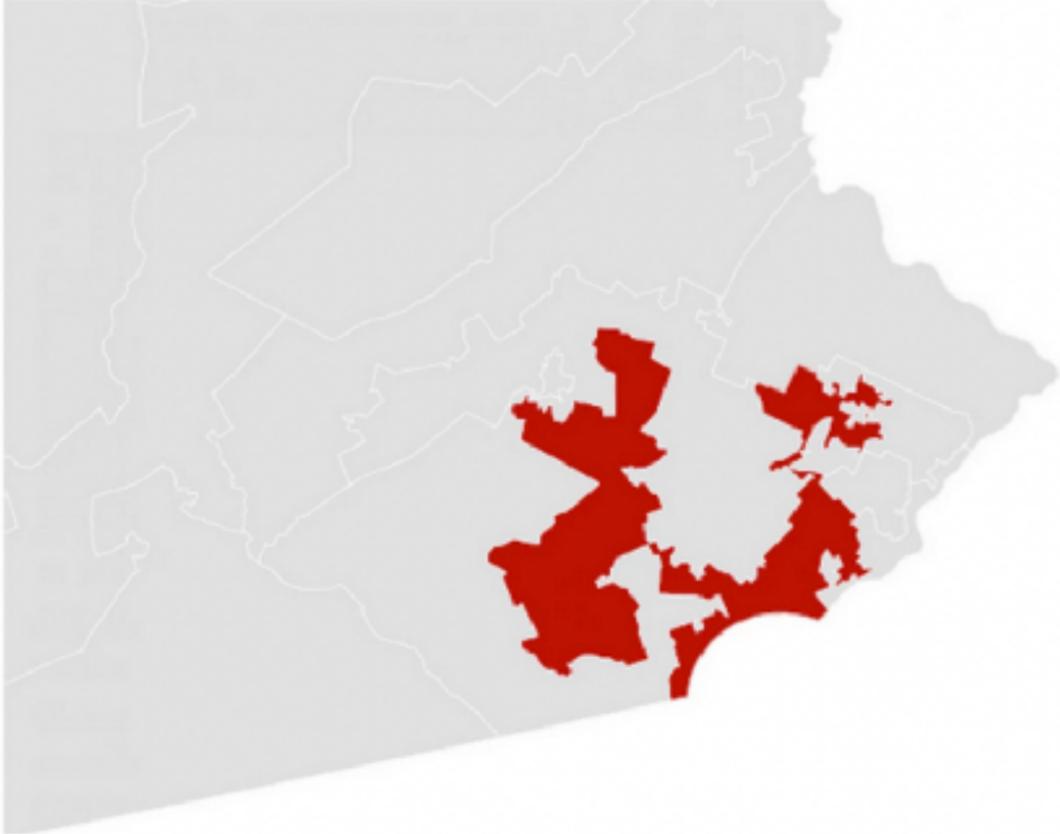


2 blue districts,  
3 red districts

**RED WINS**

WASHINGTONPOST.COM/WONKBLOG

Adapted from Stephen Nass



A real district in Pennsylvania:  
Democrats won 51% of the vote but only 5 out of 18 house seats

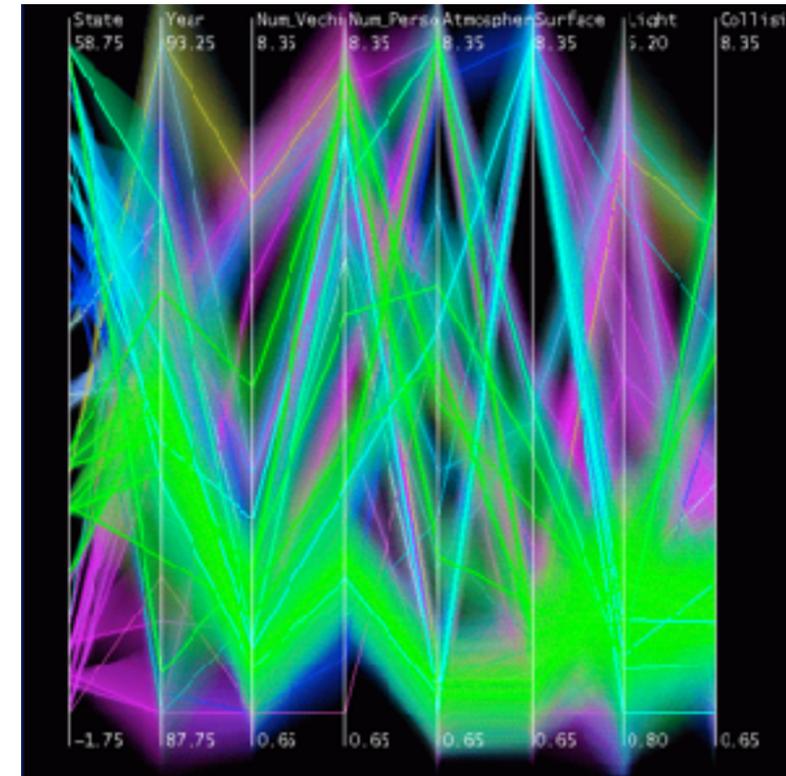
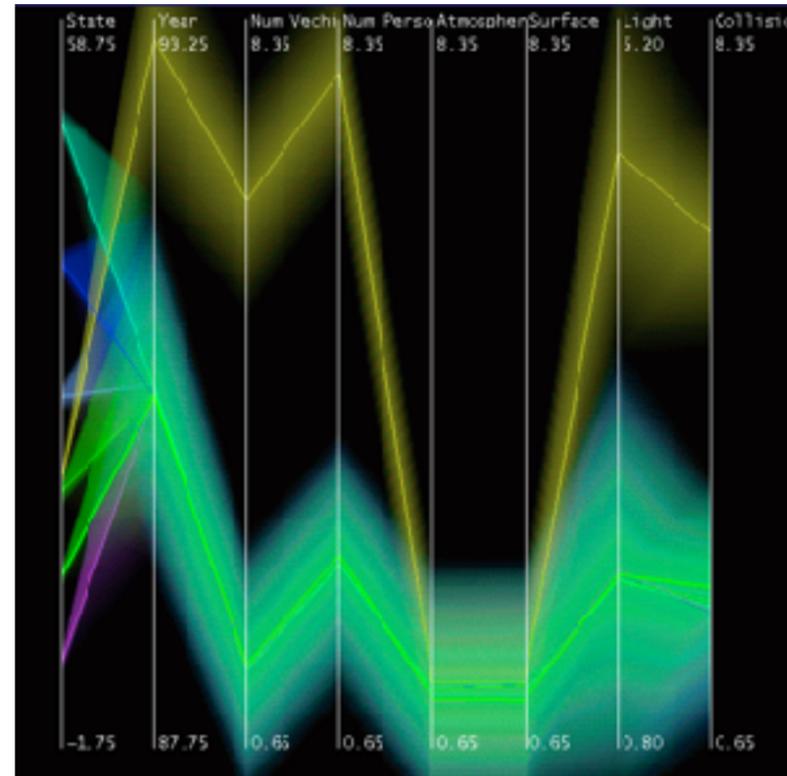
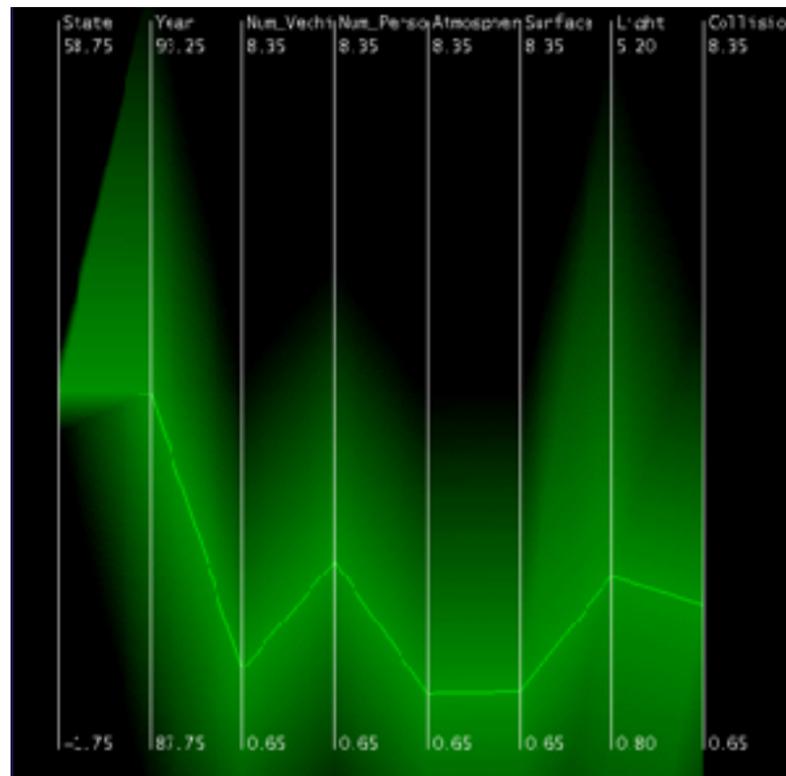
<https://www.washingtonpost.com/news/wonk/wp/2015/03/01/this-is-the-best-explanation-of-gerrymandering-you-will-ever-see/>

# Dynamic aggregation: Clustering

- **clustering: classification of items into similar bins**
  - based on similarity measure
  - hierarchical algorithms produce "similarity tree": cluster hierarchy
    - agglomerative clustering: start w/ each node as own cluster, then iteratively merge
- **cluster hierarchy: derived data used w/ many dynamic aggregation idioms**
  - cluster more homogeneous than whole dataset
    - statistical measures & distribution more meaningful

# Idiom: Hierarchical parallel coordinates

- dynamic item aggregation
- derived data: **cluster hierarchy**
- encoding:
  - cluster band with variable transparency, line at mean, width by min/max values
  - color by proximity in hierarchy

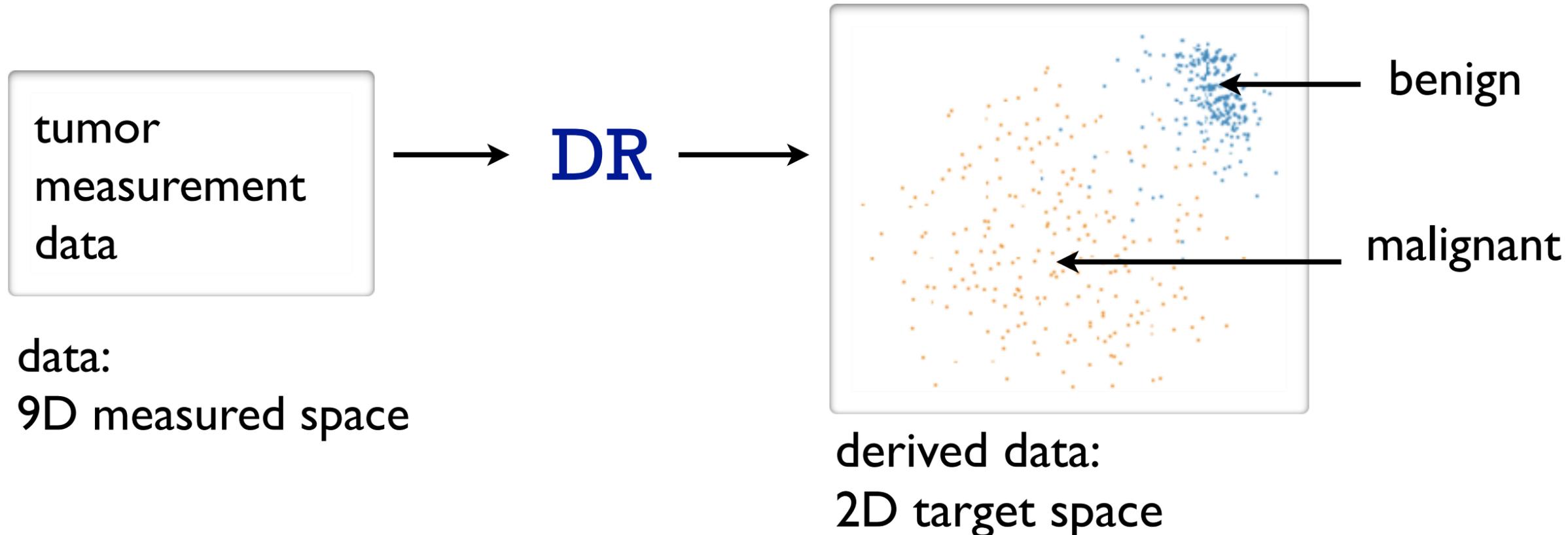


[Hierarchical Parallel Coordinates for Exploration of Large Datasets. Fua, Ward, and Rundensteiner. Proc. IEEE Visualization Conference (Vis '99), pp. 43– 50, 1999.]

# Dimensionality Reduction

# Attribute aggregation: Dimensionality reduction

- attribute aggregation
  - derive low-dimensional target space from high-dimensional measured space
    - capture most of variance with minimal error
  - use when you can't directly measure what you care about
    - true dimensionality of dataset conjectured to be smaller than dimensionality of measurements
    - latent factors, hidden variables



# Dimensionality vs attribute reduction

- vocab use in field not consistent
  - dimension/attribute
- attribute reduction: reduce set with filtering
  - includes orthographic projection
- dimensionality reduction: create smaller set of new dims/attribs
  - typically implies dimensional aggregation, not just filtering
  - vocab: projection/mapping

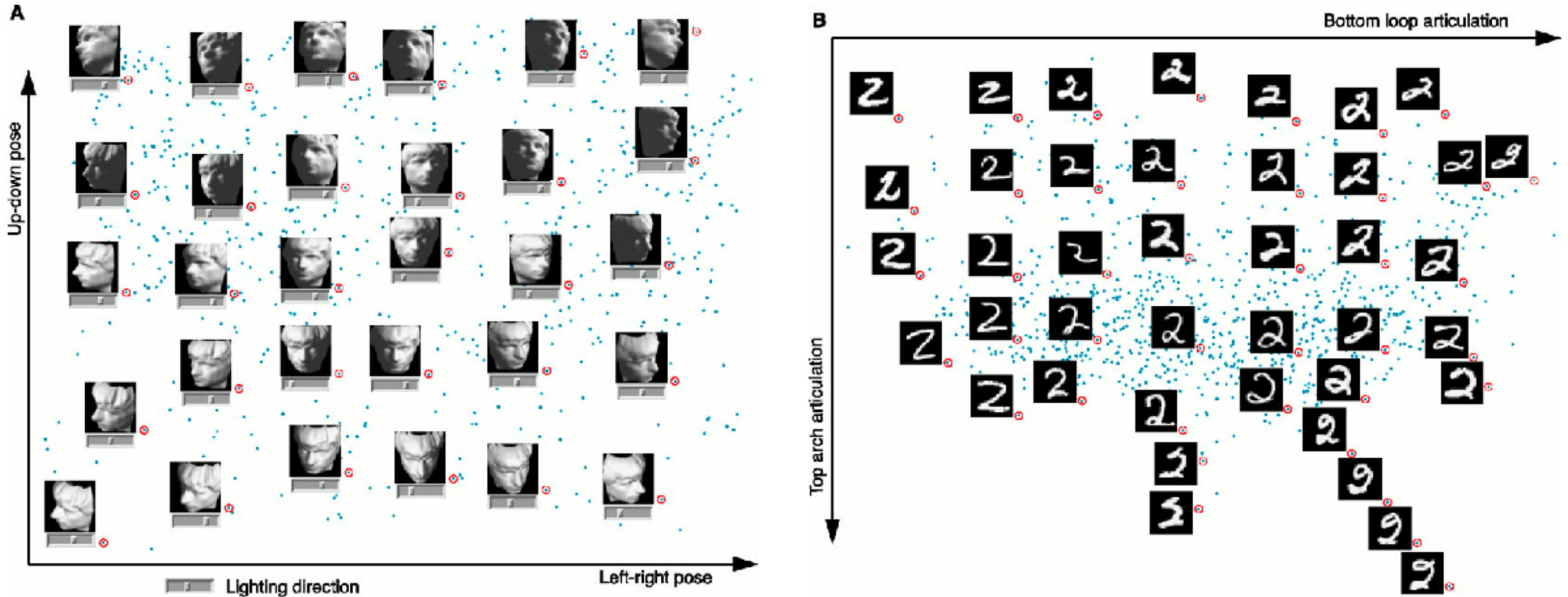
# Dimensionality reduction & visualization

- why do people do DR?
  - improve performance of downstream algorithm
    - avoid curse of dimensionality
  - data analysis
    - if look at the output: visual data analysis
- abstract tasks when visualizing DR data
  - dimension-oriented tasks
    - naming synthesized dims, mapping synthesized dims to original dims
  - cluster-oriented tasks
    - verifying clusters, naming clusters, matching clusters and classes

*[Visualizing Dimensionally-Reduced Data: Interviews with Analysts and a Characterization of Task Sequences. Brehmer, Sedlmair, Ingram, and Munzner. Proc. BELIV 2014.]*

# Dimension-oriented tasks

- naming synthesized dims: inspect data represented by lowD points



[A global geometric framework for nonlinear dimensionality reduction. Tenenbaum, de Silva, and Langford. Science, 290(5500):2319–2323, 2000.]

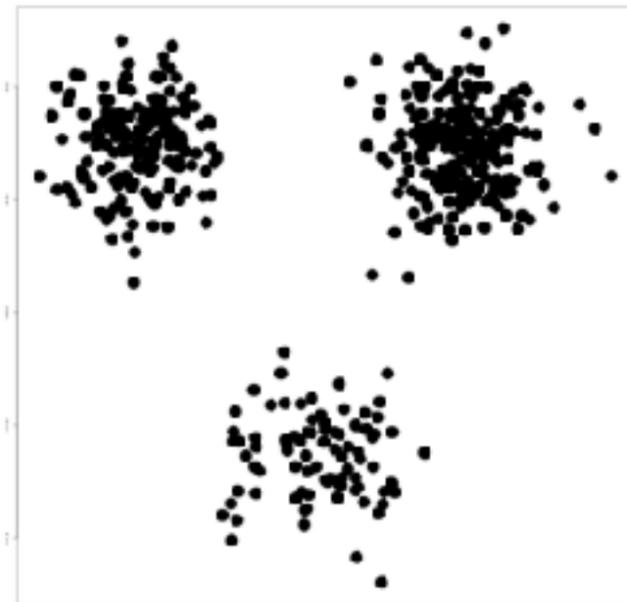
# Cluster-oriented tasks

- verifying, naming, matching to classes

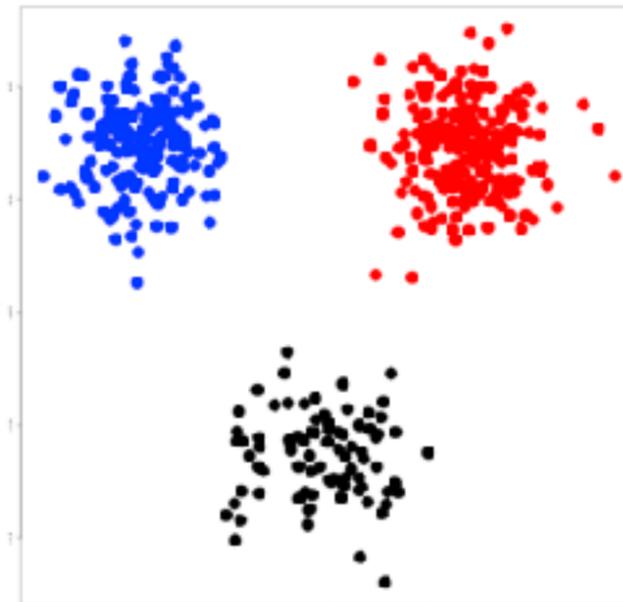
no discernable clusters



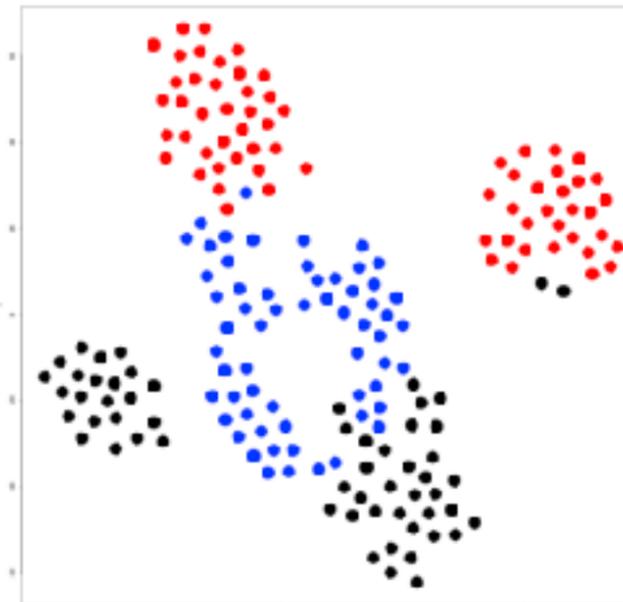
clearly discernable clusters



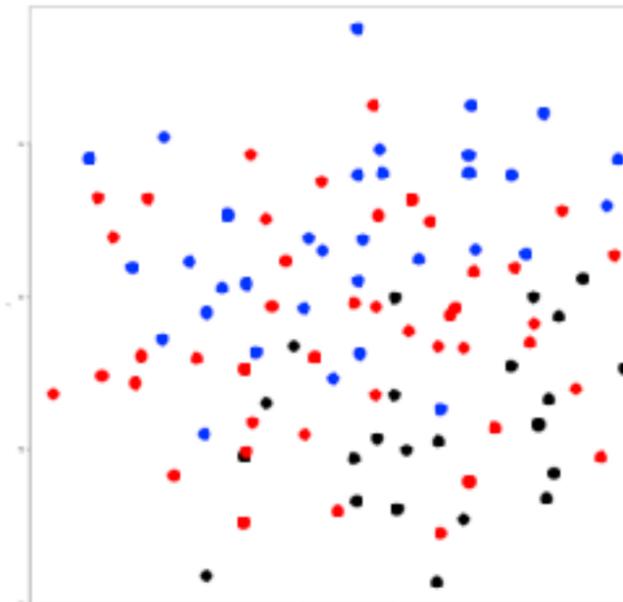
clear match cluster/class



partial match cluster/class



no match cluster/class



*[Visualizing Dimensionally-Reduced Data: Interviews with Analysts and a Characterization of Task Sequences. Brehmer, Sedlmair, Ingram, and Munzner. Proc. BELIV 2014.]*

# Idiom: Dimensionality reduction for documents

## Task 1



**In** HD data → **Out** 2D data

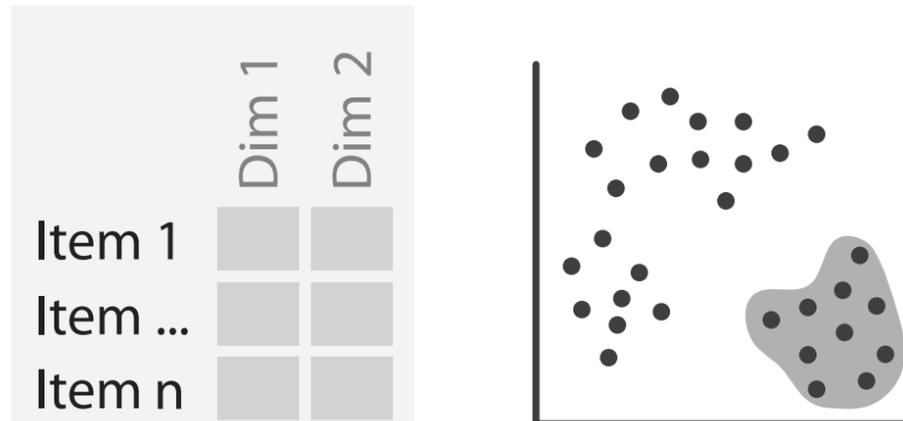
### What?

### Why?

- **In** High-dimensional data
- **Out** 2D data

- Produce
- Derive

## Task 2



**In** 2D data → **Out** Scatterplot  
Clusters & points

### What?

### Why?

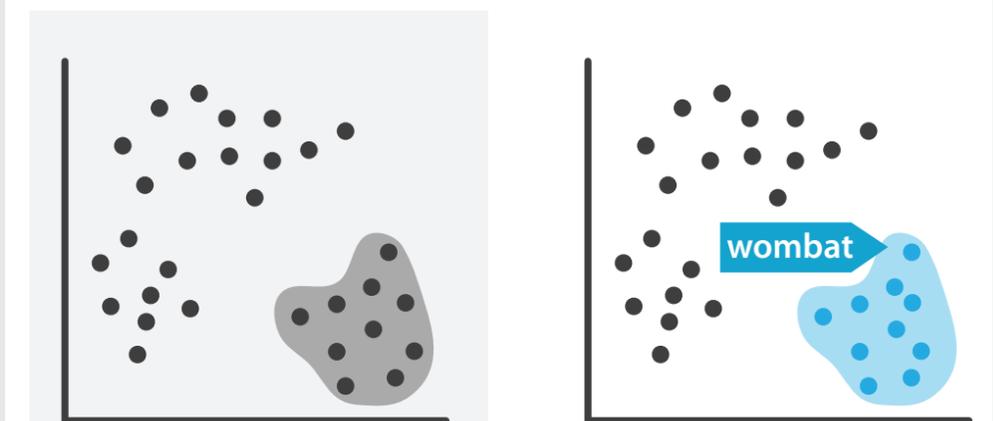
### How?

- **In** 2D data
- **Out** Scatterplot
- **Out** Clusters & points

- Discover
- Explore
- Identify

- Encode
- Navigate
- Select

## Task 3



**In** Scatterplot  
Clusters & points → **Out** Labels for clusters

### What?

### Why?

- **In** Scatterplot
- **In** Clusters & points
- **Out** Labels for clusters

- Produce
- Annotate

# Latest algorithms: t-SNE, UMAP

- t-SNE <https://distill.pub/2016/misread-tsne/>
- UMAP <https://pair-code.github.io/understanding-umap/>



## How to Use t-SNE Effectively

Although extremely useful for visualizing high-dimensional data, t-SNE plots can sometimes be mysterious or misleading. By exploring how it behaves in simple cases, we can learn to use it more effectively.



## Understanding UMAP

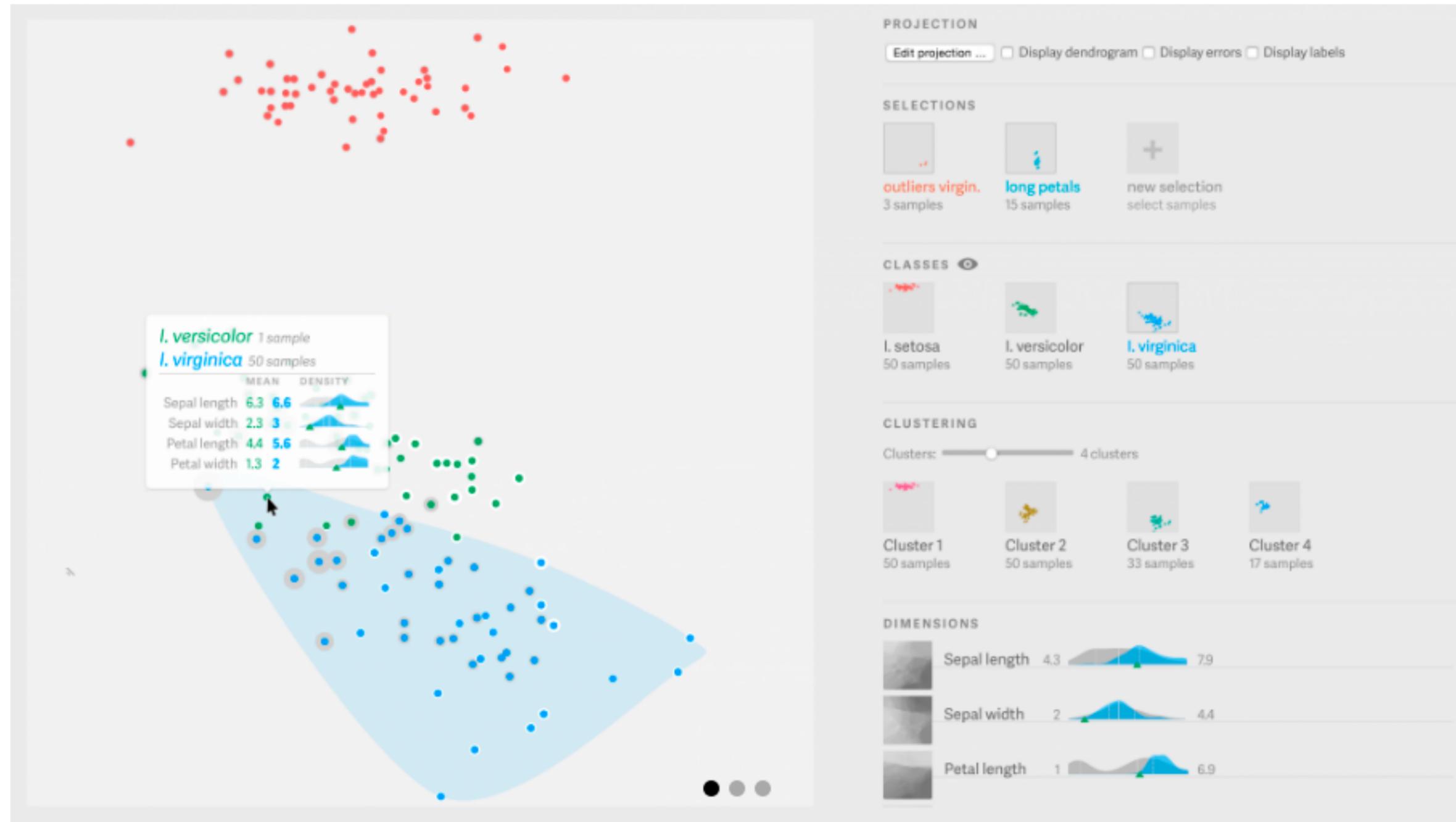
Andy Coenen, Adam Pearce | Google PAIR

Dimensionality reduction is a powerful tool for machine learning practitioners to visualize and understand large, high dimensional datasets. One of the most widely used techniques for visualization is t-SNE, but its performance suffers with large datasets and using it correctly can be challenging.

UMAP is a new technique by McInnes et al. that offers a number of advantages over t-SNE, most notably increased speed and better preservation of the data's global structure. In this article, we'll take a look at the theory behind UMAP in order to better understand how the algorithm works, how to use it effectively, and how its performance compares with t-SNE.



# Interacting with dimensionally reduced data

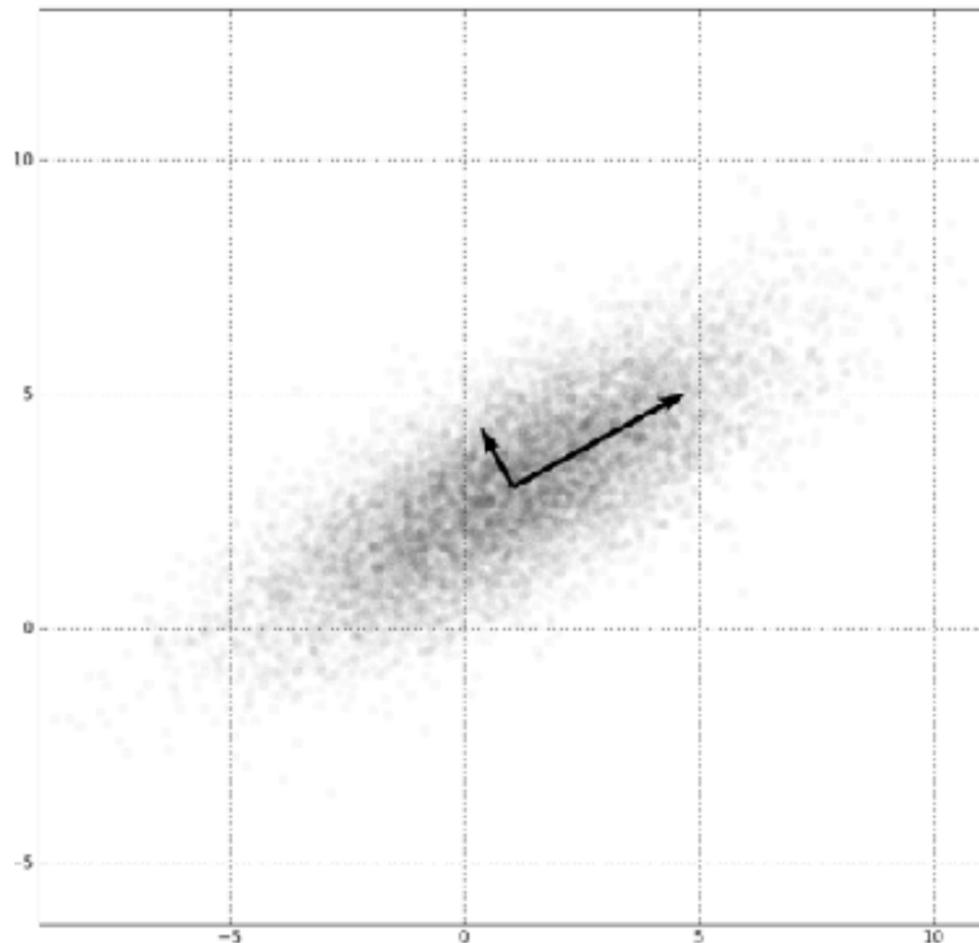


[\[https://uclab.fh-potsdam.de/projects/probing-projections/\]](https://uclab.fh-potsdam.de/projects/probing-projections/)

[Probing Projections: Interaction Techniques for Interpreting Arrangements and Errors of Dimensionality Reductions. Stahnke, Dörk, Müller, and Thom. IEEE TVCG (Proc. InfoVis 2015) 22(1):629-38 2016.]

# Linear dimensionality reduction

- principal components analysis (PCA)
  - finding axes: first with most variance, second with next most, ...
  - describe location of each point as linear combination of weights for each axis
    - mapping synthesized dims to original dims



[<http://en.wikipedia.org/wiki/File:GaussianScatterPCA.png>]

# Nonlinear dimensionality reduction

- pro: can handle curved rather than linear structure
- cons: lose all ties to original dims/attribs
  - new dimensions often cannot be easily related to originals
    - mapping synthesized dims to original dims task is difficult
- many techniques proposed
  - many literatures: visualization, machine learning, optimization, psychology, ...
  - techniques: t-SNE, MDS (multidimensional scaling), charting, isomap, LLE, ...
    - t-SNE: excellent for clusters
      - but some trickiness remains: <http://distill.pub/2016/misread-tsne/>
    - MDS: confusingly, entire family of techniques, both linear and nonlinear
      - minimize stress or strain metrics
      - early formulations equivalent to PCA

# VDA with DR example: nonlinear vs linear

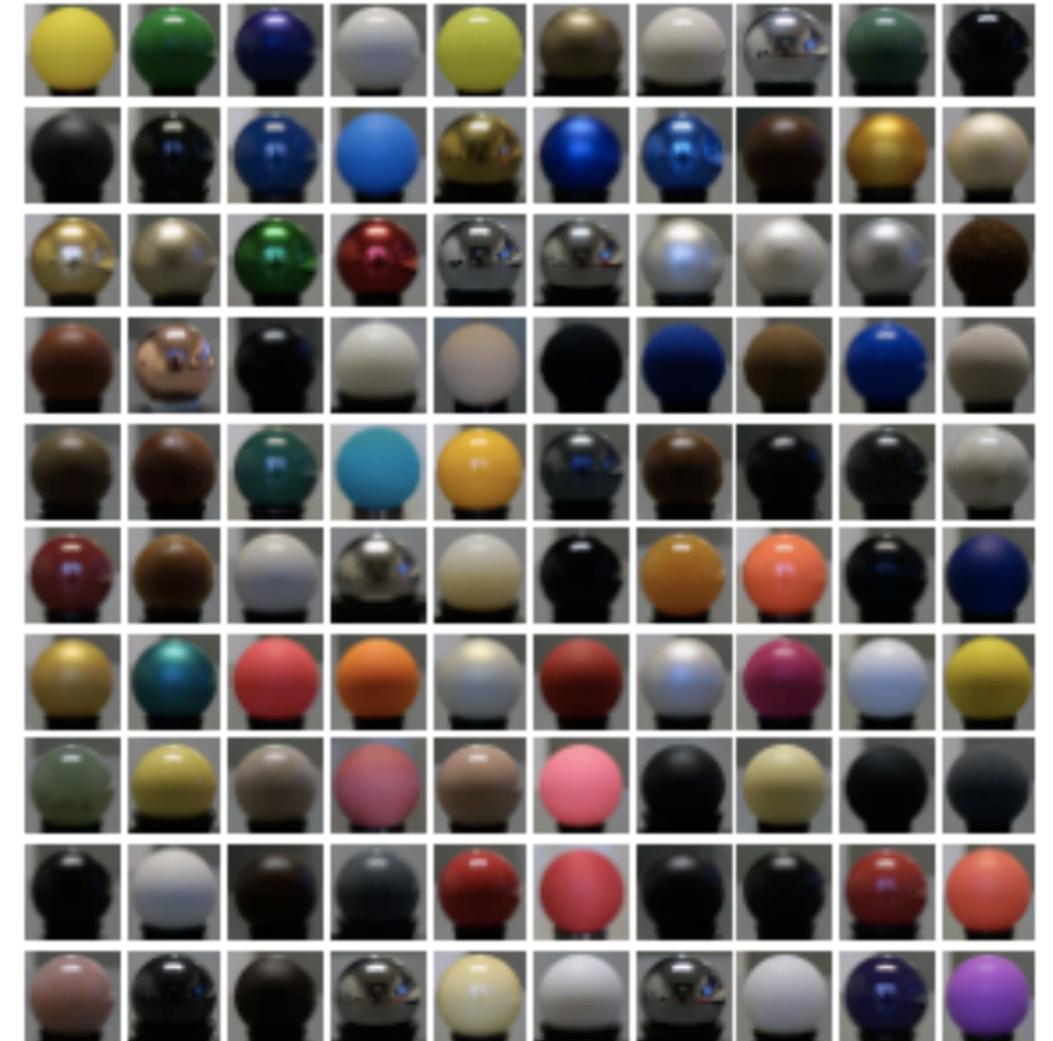
- DR for computer graphics reflectance model
  - goal: simulate how light bounces off materials to make realistic pictures
    - computer graphics: BRDF (reflectance)
  - idea: measure what light does with real materials



[Fig 2. Matusik, Pfister, Brand, and McMillan. A Data-Driven Reflectance Model. SIGGRAPH 2003]

# Capturing & using material reflectance

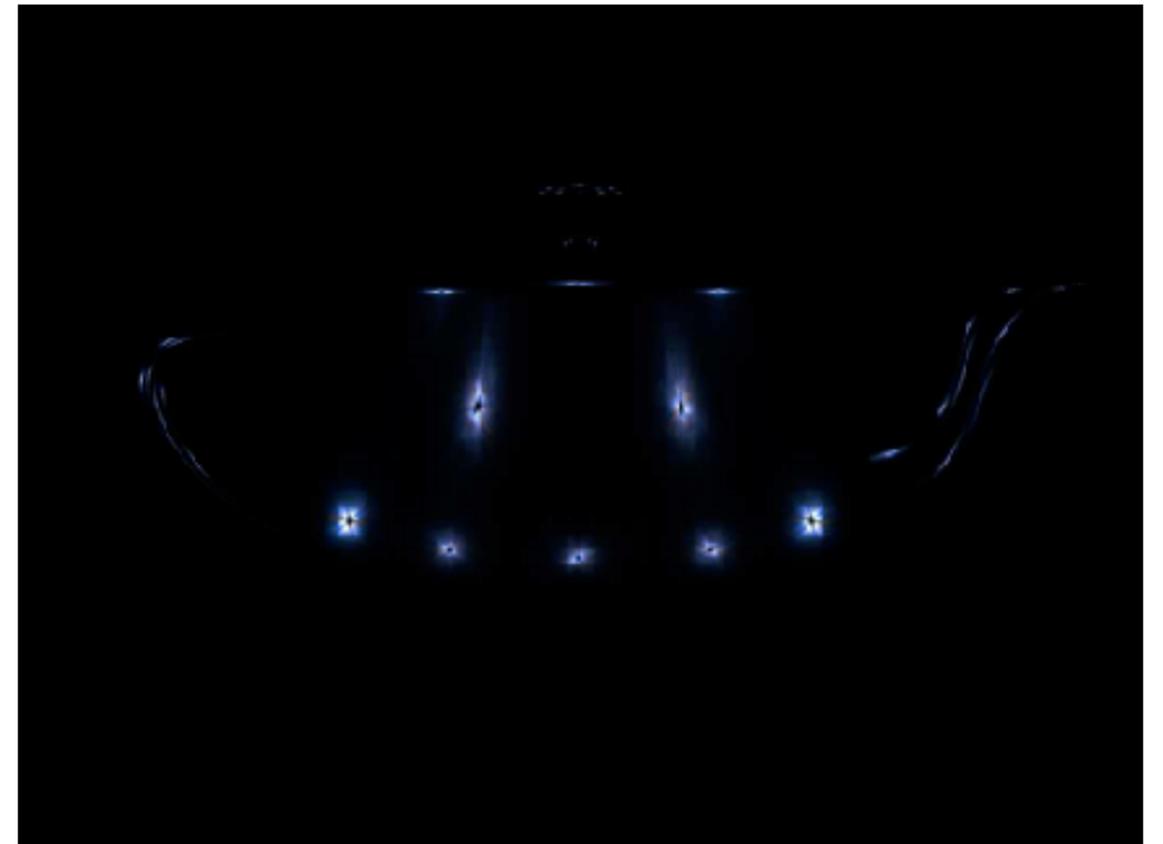
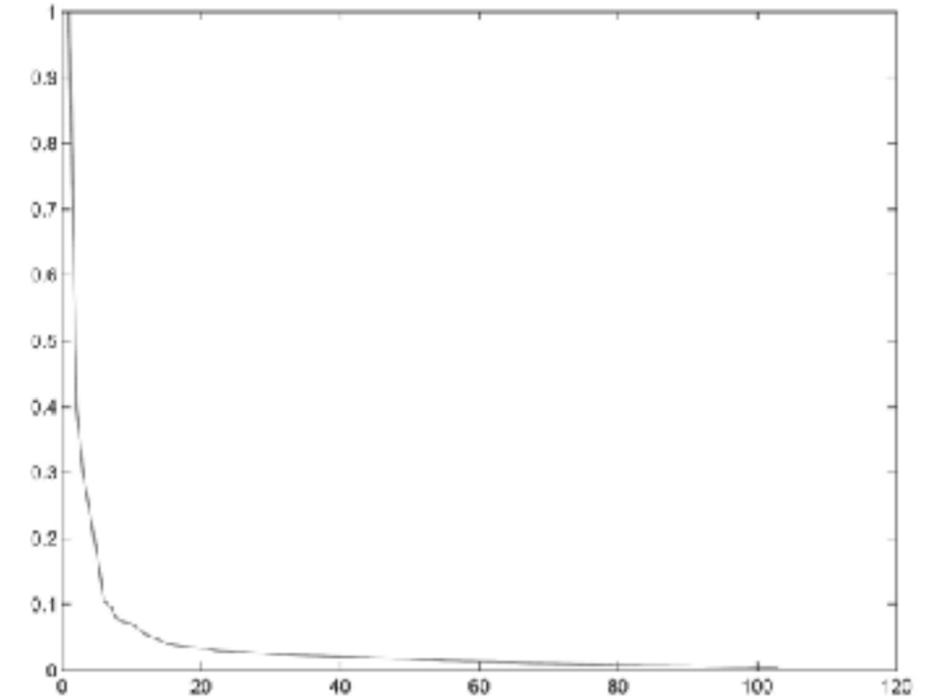
- reflectance measurement: interaction of light with real materials (spheres)
- result: 104 high-res images of material
  - each image 4M pixels
- goal: image synthesis
  - simulate completely new materials
- need for more concise model
  - 104 materials \* 4M pixels = 400M dims
  - want concise model with meaningful knobs
    - how shiny/greasy/metallic
    - DR to the rescue!



[Figs 5/6. Matusik et al. A Data-Driven Reflectance Model. SIGGRAPH 2003]

# Linear DR

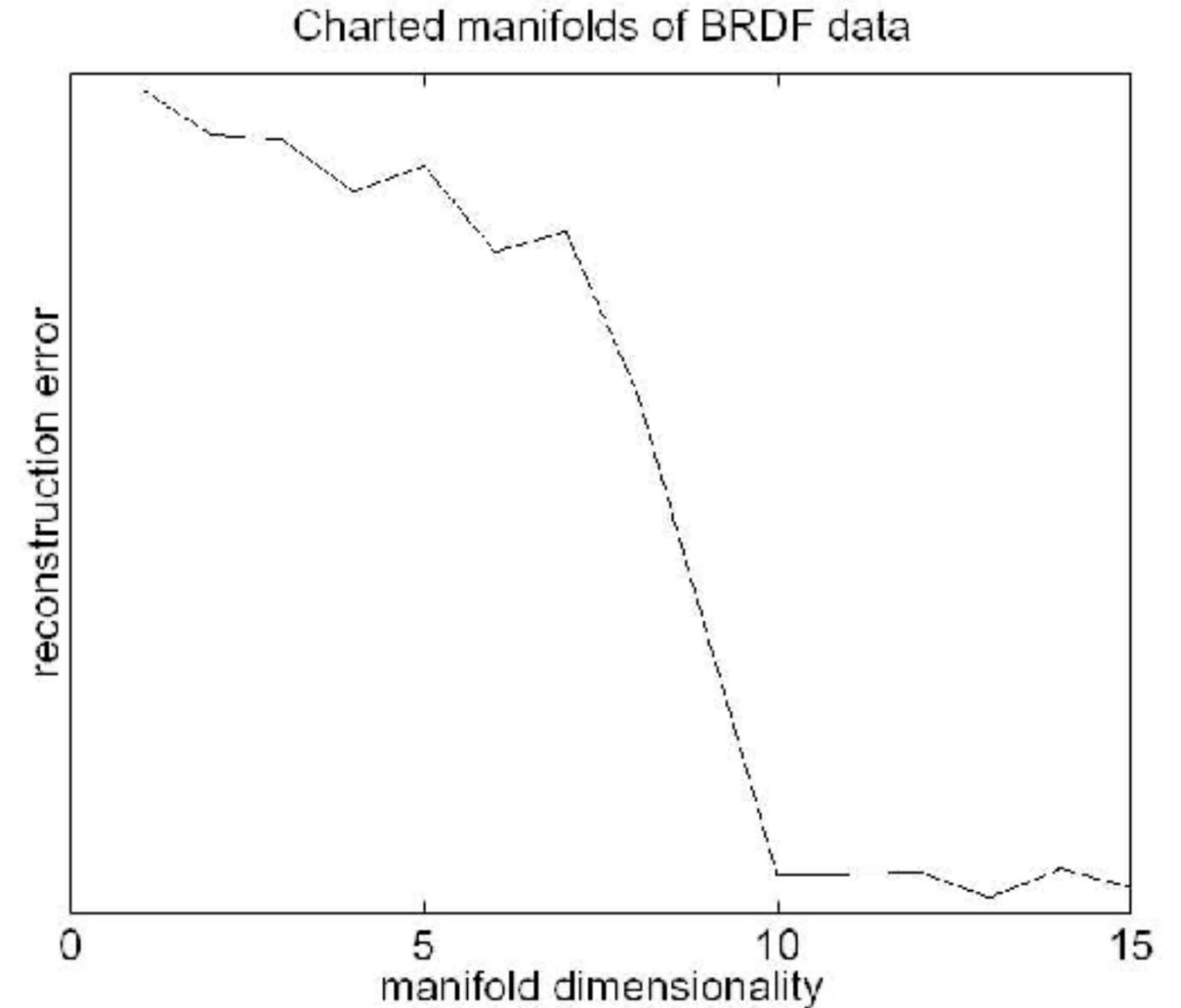
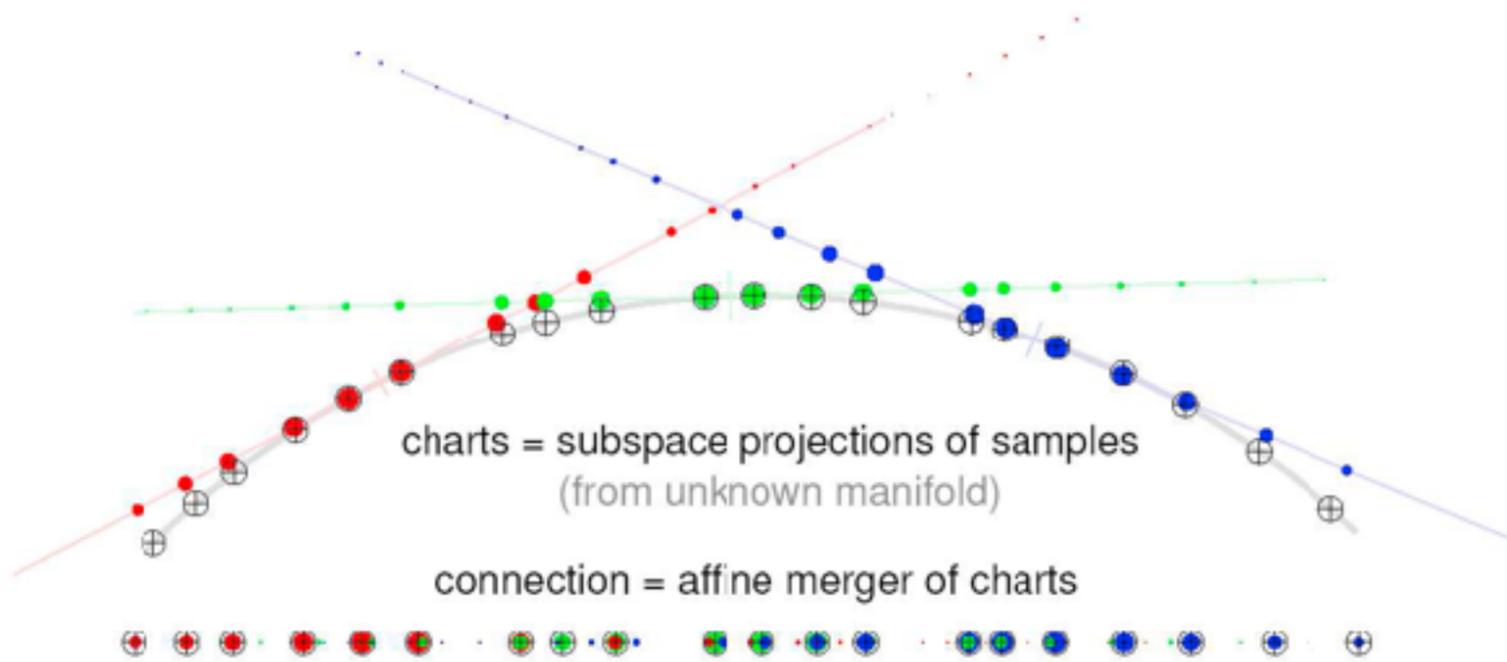
- first try: PCA (linear)
- result: error falls off sharply after ~45 dimensions
  - scree plots: error vs number of dimensions in lowD projection
- problem: physically impossible intermediate points when simulating new materials
  - specular highlights cannot have holes!



[Figs 6/7. Matusik et al. A Data-Driven Reflectance Model. SIGGRAPH 2003]

# Nonlinear DR

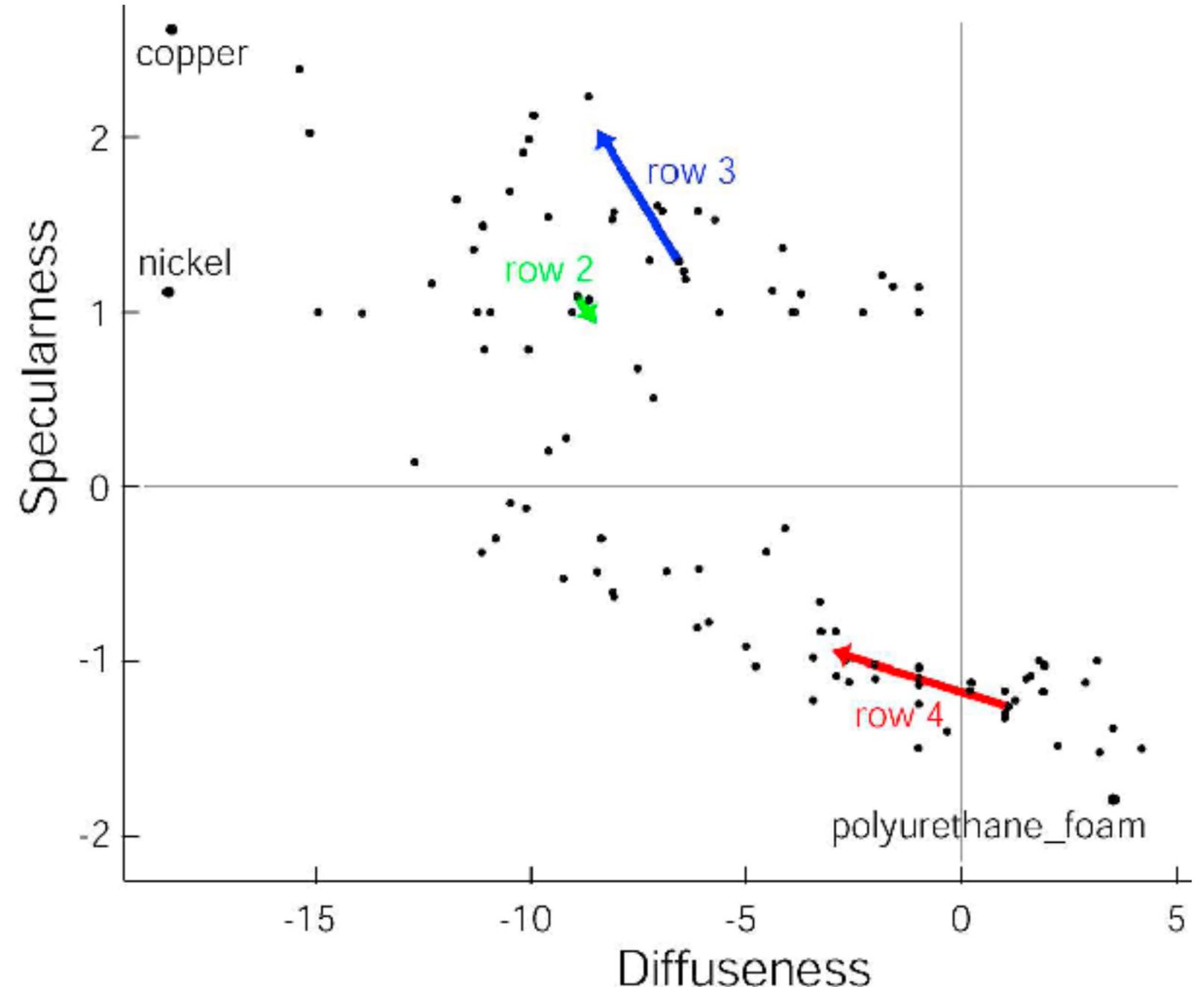
- second try: charting (nonlinear DR technique)
  - scree plot suggests 10-15 dims
  - note: dim estimate depends on technique used!



[Fig 10/11. Matusik et al. A Data-Driven Reflectance Model. SIGGRAPH 2003]

# Finding semantics for synthetic dimensions

- look for meaning in scatterplots
  - synthetic dims created by algorithm but named by human analysts
  - points represent real-world images (spheres)
  - people inspect images corresponding to points to decide if axis could have meaningful name
- cross-check meaning
  - arrows show simulated images (teapots) made from model
  - check if those match dimension semantics

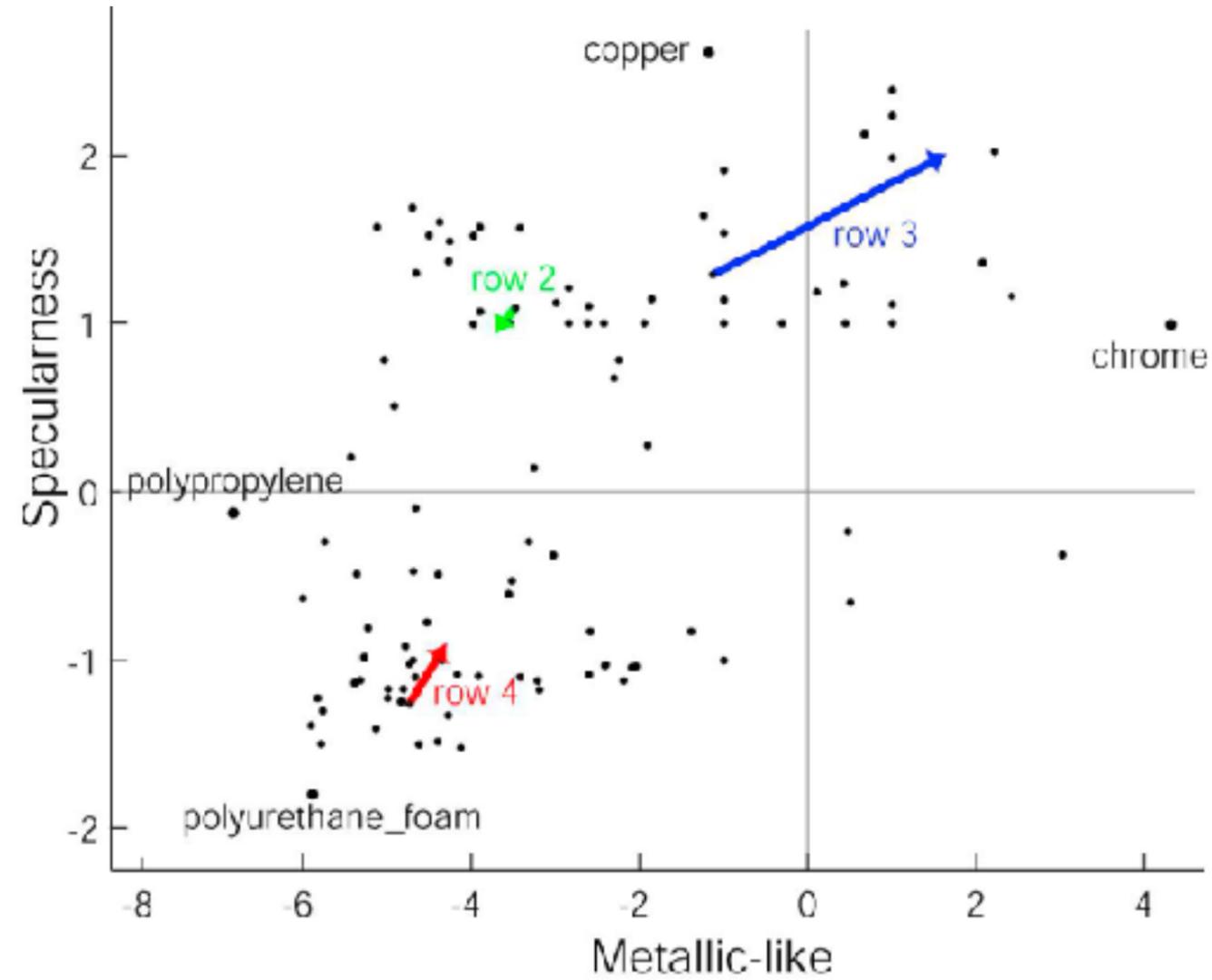


row 4

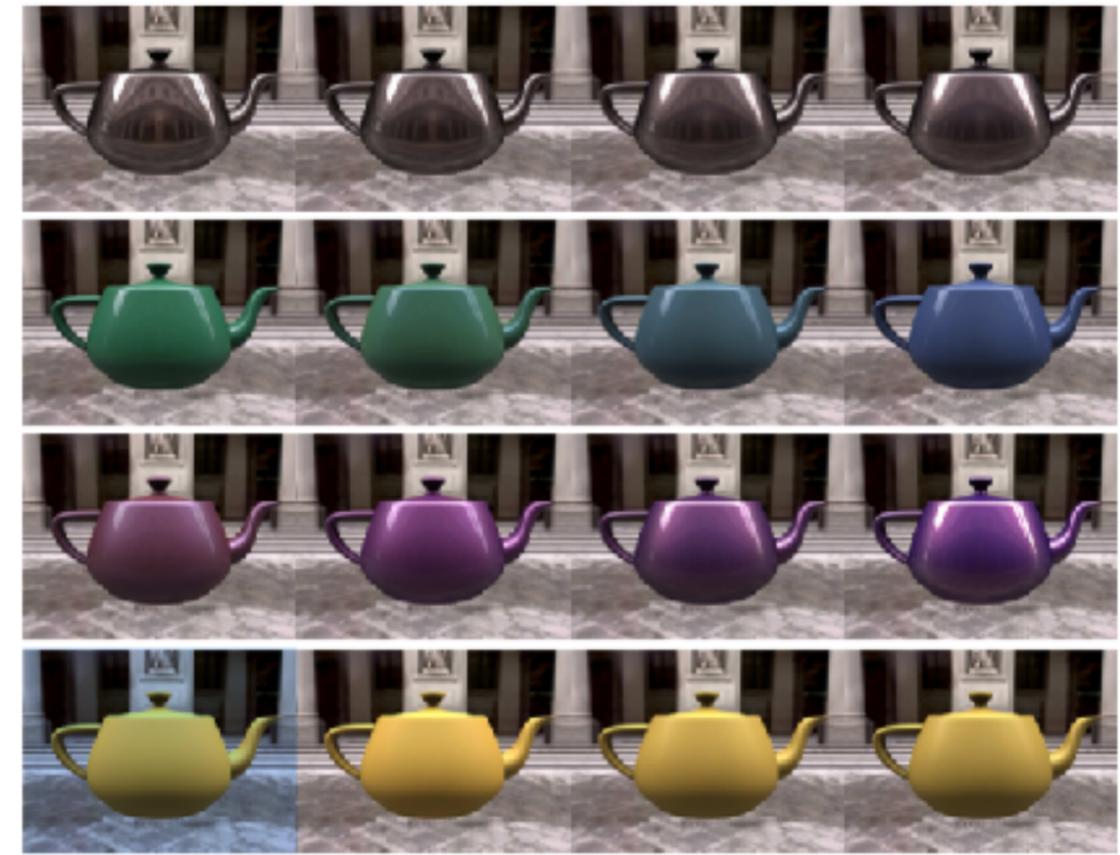
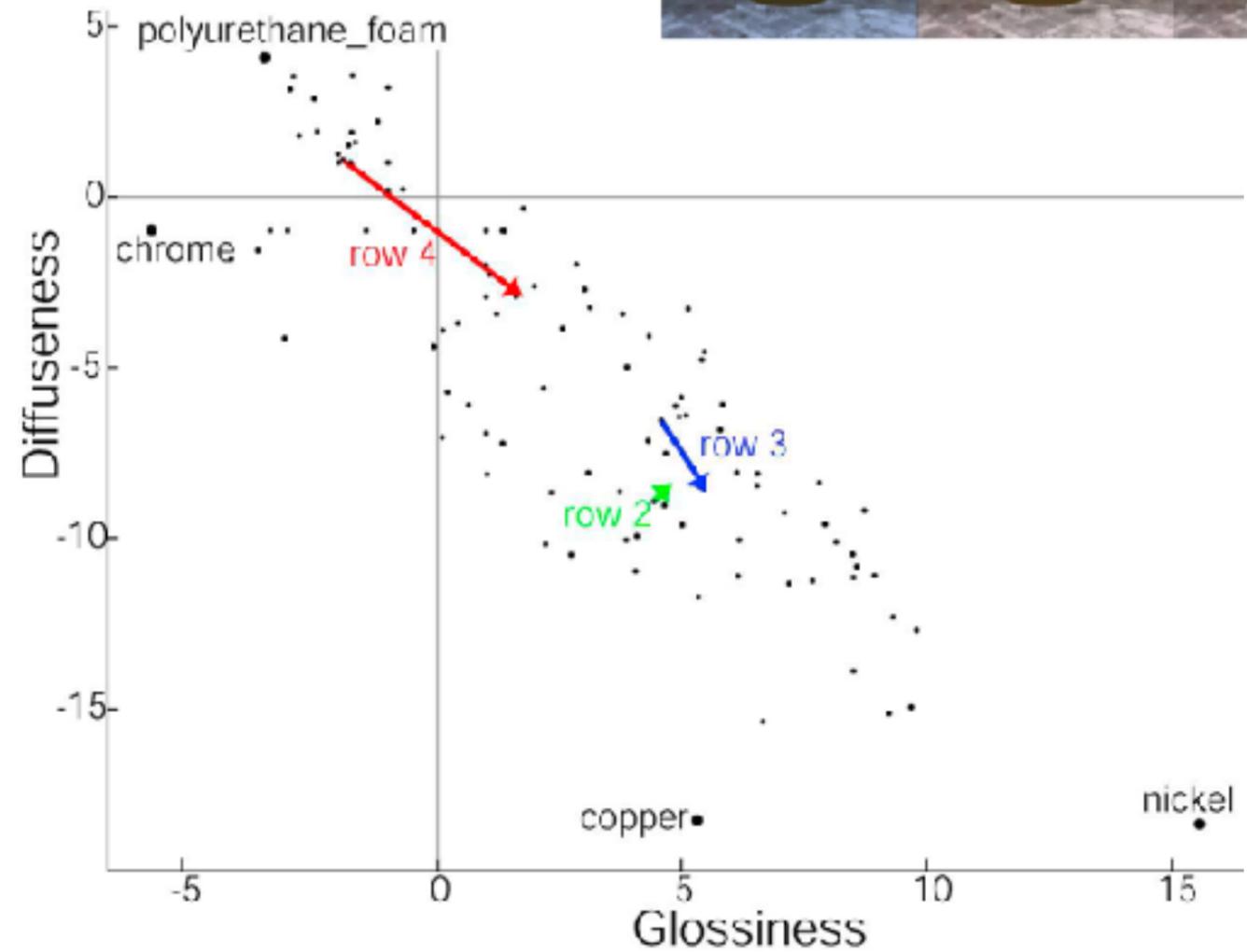


# Understanding synthetic dimensions

## Specular-Metallic



## Diffuseness-Glossiness



# How?

## Encode

### → Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



### → Map

from **categorical** and **ordered** attributes

→ Color

→ Hue



→ Saturation



→ Luminance



→ Size, Angle, Curvature, ...



→ Shape



→ Motion

*Direction, Rate, Frequency, ...*



## Manipulate

### → Change



### → Select



### → Navigate



## Facet

### → Juxtapose



### → Partition



### → Superimpose

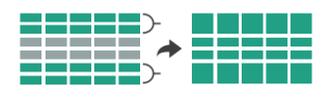


## Reduce

### → Filter



### → Aggregate



### → Embed



What?

Why?

How?