

# Methods for Visualizing Biodiversity & Building Rewarding Collaborations

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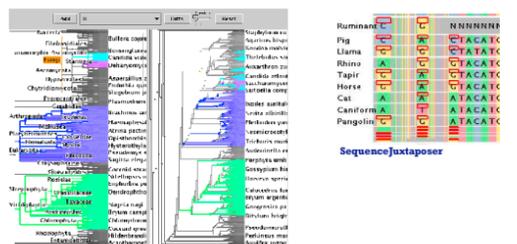
[www.cs.ubc.ca/~tmm/talks.html#hakai19-methods](http://www.cs.ubc.ca/~tmm/talks.html#hakai19-methods)



@tamaramunzner

## TreeJuxtaposer: Visual tree comparison

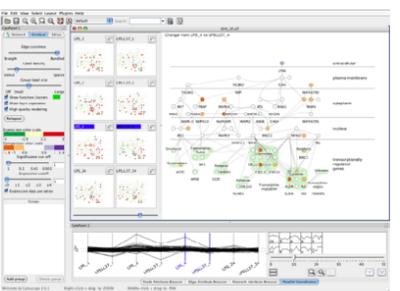
- driving problem from UT Austin Hillis Lab in 2001: phylogenetic trees
- algorithm focus on scale, later extended to gene sequences



TreeJuxtaposer <https://youtu.be/GdaPj8a9QEQ> joint work with: Guimbertiere, Li, Zhang, and Zhou

## Cerebral: Integrating gene expression w/ interaction network

- automatic network layout by subcellular location, like hand-drawn diagrams
- multiple views with linked highlighting and navigation
- Cytoscape plugin, funded by Agilent

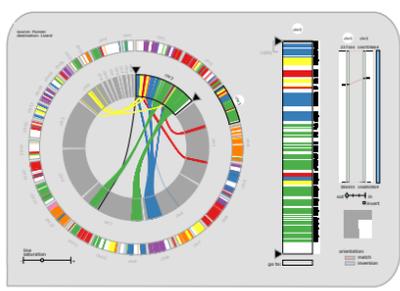


Cerebral <https://youtu.be/76HhG1FQngI>



## MizBee: Comparing genomes between species

- driving problems: Broad Inst. biologists studying fungus (Ma) and stickleback/pufferfish (Grabherr)
- two use phases: first fully validate computational pipeline, then can analyze biological questions
- investigated whole-genome duplication events, refined syntenic block construction algorithm

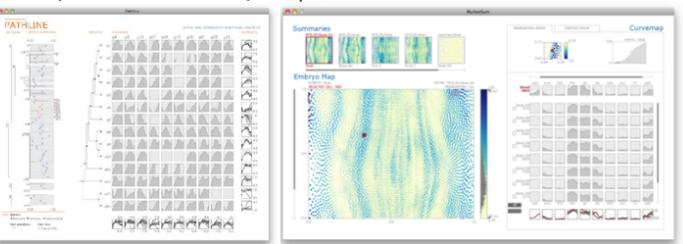


MizBee <https://youtu.be/86p7brwuz2g>



## Comparative functional genomics

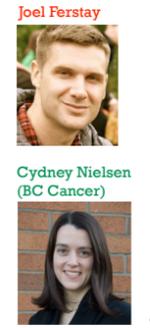
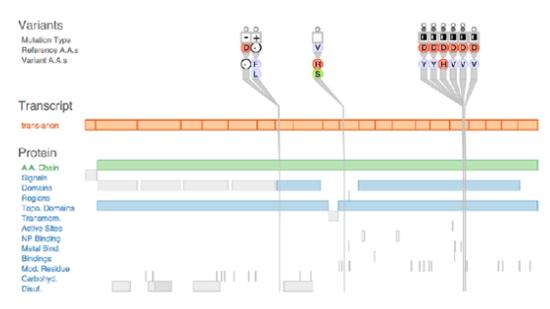
- Pathline: multiple pathways, multiple genes, multiple species - over time
  - Broad Institute, Regev Lab
  - curvemaps as alternative to heatmap
- MulteeSum: all that + spatial location (cells within fruitfly embryo)
  - Harvard Med School, dePace Lab
  - compare summaries across multiple computational workflows



joint work with: Meyer, Pfister, Wong, Styczynski, dePace

## Variant View: Visualizing sequence variants in genetic context

- concise overview supports reasoning about variant type & location
  - across several levels of biological context (vs extensive navigation w/ genome browsers)



Variant View [https://youtu.be/AHDnv\\_qMXxQ](https://youtu.be/AHDnv_qMXxQ)

## Aggregated Dendrograms: Visual comparison between many phylogenetic trees

- concisely summarize trees interactively wrt bio meaningful criteria
  - one use case: compare gene trees to species trees

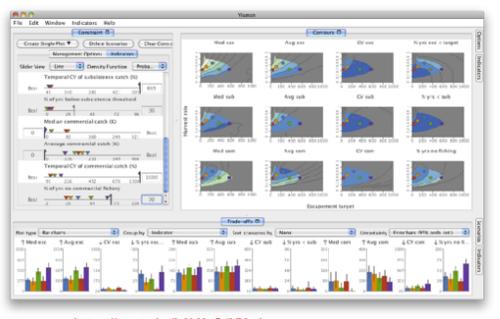


Aggregated Dendrograms <https://youtu.be/2SLcz7KNLJw>

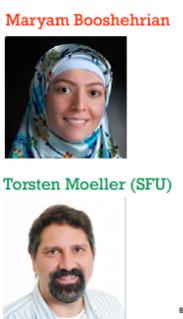


## Vismon: Fisheries simulation

- supporting decision-makers not expert in simulation & stats
  - sensitivity analysis, global trade-offs analysis, staged uncertainty



Vismon <https://youtu.be/h0kHoS4VYmk>



## Integrating visualization & biostats methods

- Human-centered design & qualitative coding
- Epidemiology/health expectations & constraints
- Mixed initiative: automation and manual analysis
- Mixed methods: when to use qual & when to use quant

**Regulatory & Organizational Constraints**

**GEViT: Genomic Epidemiology Visualization Typology**  
<https://gevit.net>

**Evidence-Based Design and Evaluation of a Whole Genome Sequencing Clinical Report for the Reference Microbiology Laboratory**



## A Nested Model

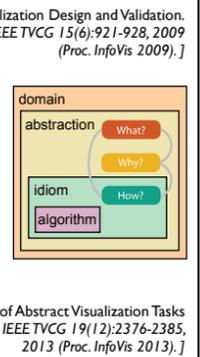
for Visualization Design and Validation

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

A Nested Model for Visualization Design and Validation.  
 Munzner. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 09), 15(6):921-928, 2009.

## Nested model: Four levels of visualization design

- domain situation**
  - who are the target users?
- abstraction**
  - translate from specifics of domain to vocabulary of visualization
    - what** is shown? **data** abstraction
    - 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



## Different threats to validity at each level



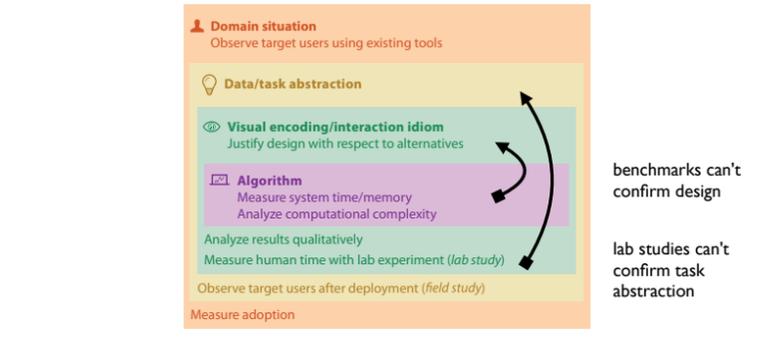
## Interdisciplinary: need methods from different fields at each level

- mix of qual and quant approaches (typically)

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

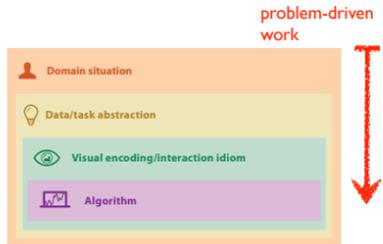
problem-driven work (top to middle)  
 technique-driven work (middle to bottom)

## Mismatches: Common problem



## Problem-driven collaborations

- working with domain scientists
- translating from domain-specific language
  - how to pull this off?



# Building Rewarding Collaborations

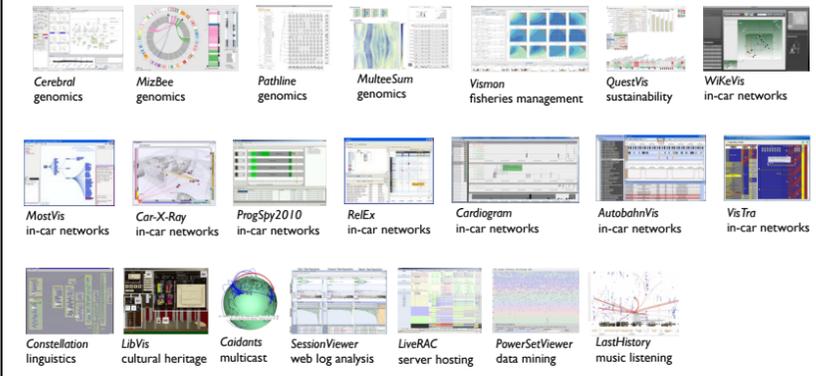


# Design Study Methodology

Reflections from the Trenches and from the Stacks  
<http://www.cs.ubc.ca/labs/imager/tr/2012/dsm/>

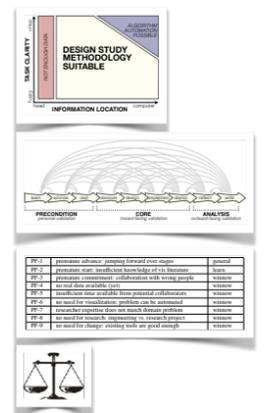
Design Study Methodology: Reflections from the Trenches and from the Stacks.  
 Sedlmair, Meyer, Munzner. IEEE Trans. Visualization and Computer Graphics 18(12):2431-2440, 2012 (Proc. InfoVis 2012).

## Lessons learned from the trenches: 21 between us



## Methodology for problem-driven work

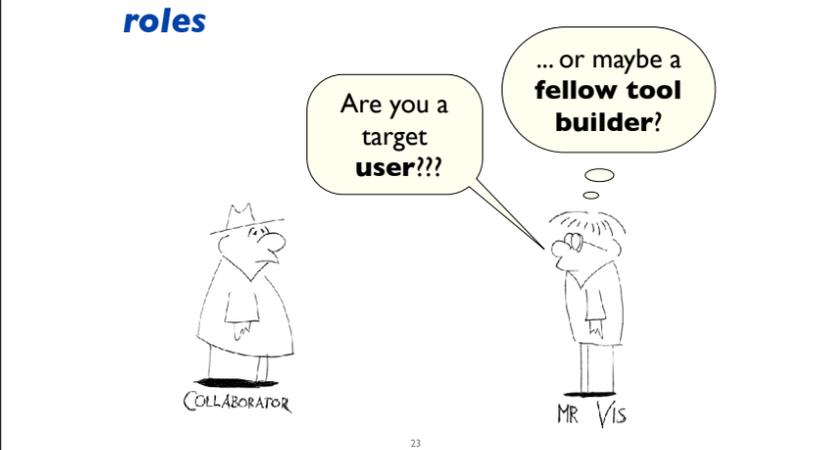
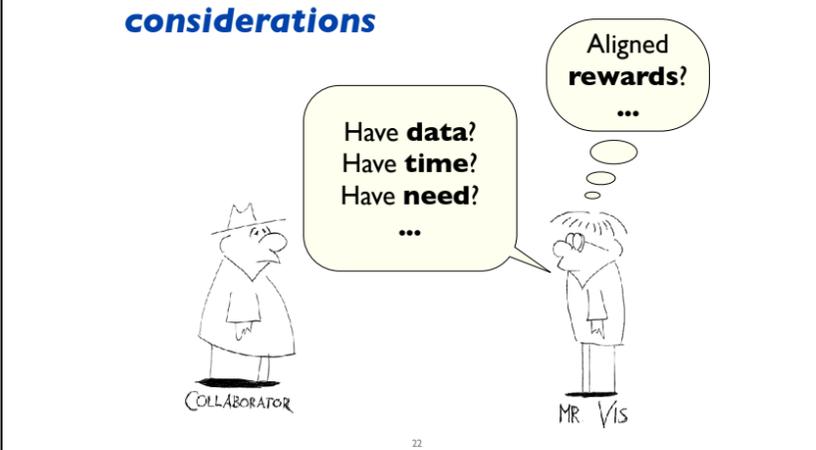
- definitions
- 9-stage framework
- 32 pitfalls & how to avoid them
- comparison to related methodologies



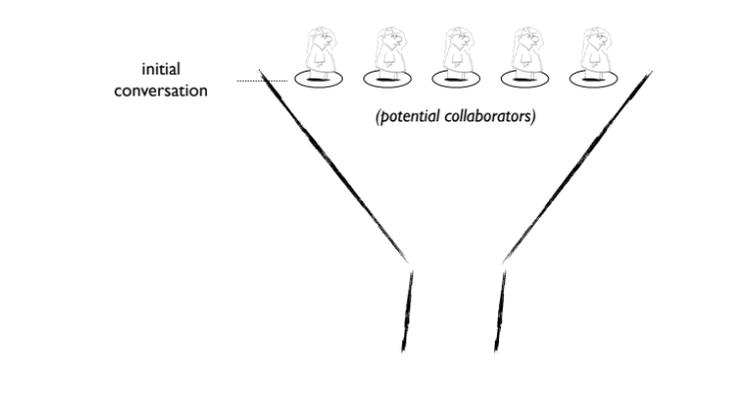
## Design study methodology: 32 pitfalls

- and how to avoid them

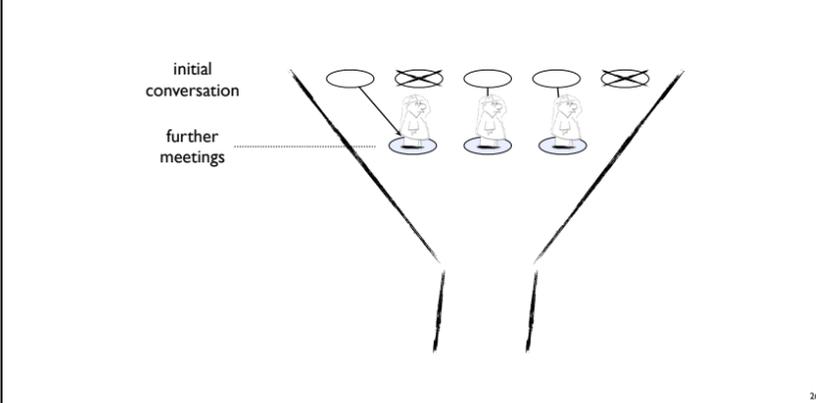
PF-1	premature advance: jumping forward over stages	general
PF-2	premature start: insufficient knowledge of vis literature	learn
PF-3	premature commitment: collaboration with wrong people	winnow
PF-4	no real data available (yet)	winnow
PF-5	insufficient time available from potential collaborators	winnow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



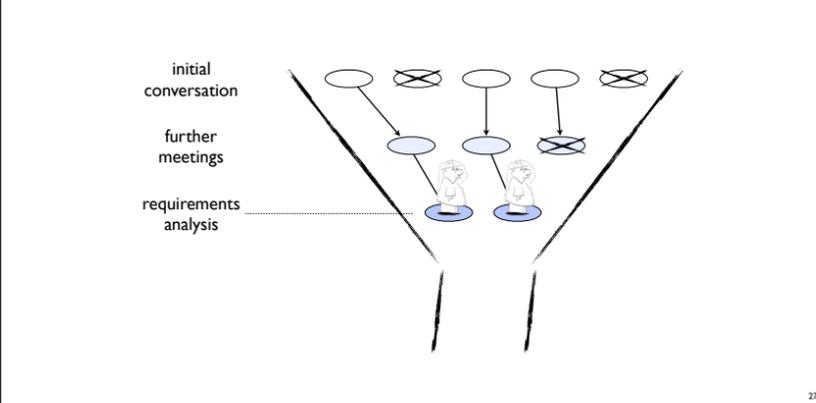
## Collaborator winnowing



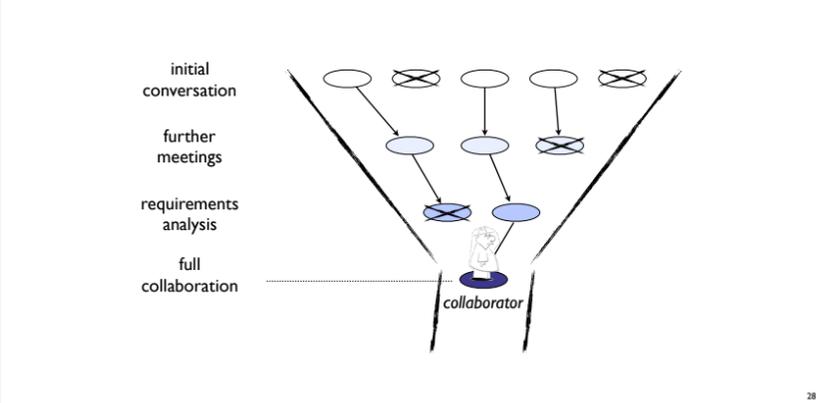
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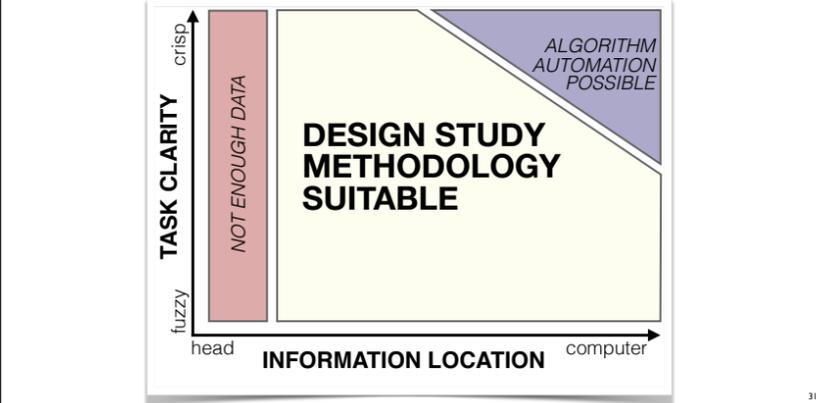


## Design study methodology: 32 pitfalls

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## Design study methodology: definitions



## More Information

- this talk  
<https://www.cs.ubc.ca/~tmm/talks.html#hakail9-methods>
- papers, videos, software, talks, courses  
<http://www.cs.ubc.ca/group/infovis>  
<http://www.cs.ubc.ca/~tmm>