

Information Visualization at UBC

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Information Visualization

- visual representation of abstract data
 - computer-based
 - interactive
 - goal of helping human perform some task more effectively
- bridging many fields
 - cognitive psych: finding appropriate representation
 - HCI: using task to guide design and evaluation
 - graphics: interacting in realtime
- external representation reduces load on working memory

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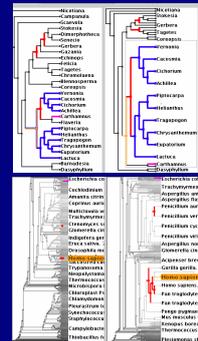
Current Projects

- accordion drawing
 - TreeJuxtaposer, SequenceJuxtaposer, TJC, PRISAD, PowerSetViewer
- evaluation
 - Focus+Context, Transformations
- graph drawing
 - TopoLayout
- dimensionality reduction
 - MDSSteer, PBSteer

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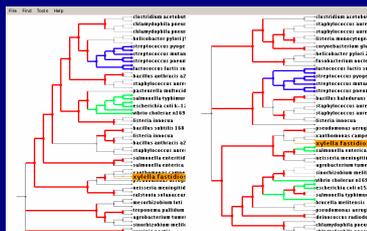
Accordion Drawing

- rubber-sheet navigation
 - stretch out part of surface, the rest squishes
 - borders nailed down
 - Focus+Context technique
 - integrated overview, details
 - old idea
 - [Sarkar et al 93], ...
- guaranteed visibility
 - marks always visible
 - important for scalability
 - new idea
 - [Munzner et al 03]



Guaranteed Visibility

- easy with small datasets



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Guaranteed Visibility Challenges

- hard with larger datasets
- reasons a mark could be invisible
 - outside the window
 - AD solution: constrained navigation
 - underneath other marks
 - AD solution: avoid 3D
 - smaller than a pixel
 - AD solution: smart culling

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Guaranteed Visibility: Culling

- naive culling may not draw all marked items

GV

no GV

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Phylogenetic/Evolutionary Tree

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M Meegaskumbura et al., Science 298:379 (2002)

Common Dataset Size Today

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M Meegaskumbura et al., Science 298:379 (2002)

Future Goal: 10M Node Tree of Life

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David Hillis, Science 300:1687 (2003)

Paper Comparison: Multiple Trees

focus

context

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TreeJuxtaposer

- comparison of evolutionary trees
- side by side
- [demo: olduvai.sourceforge.net/tj/]

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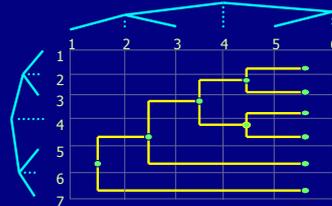
Scaling Up Trees

- TJ limits: 500K nodes
 - large memory footprint
 - CPU-bound, far from achieving peak rendering performance of graphics card
- in TJ, quadtree data structure used for
 - placing nodes during layout
 - drawing edges given navigation
 - culling edges with GV
 - picking edges during interaction

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New Data Structures, Algorithms

- new data structures
 - two 1D hierarchies vs. one 2D quadtree
- new drawing/culling algorithm



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TJC/TJC-Q Results

- TJC
 - no quadtree
 - picking with new hardware feature
 - requires HW multiple render target support
 - 15M nodes
- TJC Q
 - lightweight quadtree for picking support
 - 5M nodes
- both support tree browsing only
 - no comparison data structures

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Joint Work: TJC, TJC-Q Credits

- Dale Beermann (Virginia MS alum)
- Tamara Munzner (UBC prof)
- Greg Humphreys (Virginia prof)
 - Scalable, Robust Visualization of Large Trees
 - Proc. EuroVis 2005
 - www.cs.virginia.edu/~gfx/pubs/TJC

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PRISAD

- generic accordion drawing infrastructure
 - handles many application types
- efficient
 - guarantees of correctness: no overculling
 - tight bounds on overdrawing
 - handles dense regions efficiently
 - new algorithms for rendering, culling, picking
 - exploit application dataset characteristics instead of requiring expensive additional data structures

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PRISAD Results

- trees
 - 4M nodes
 - 5x faster rendering, 5x less memory
 - order of magnitude faster for marking
- sequences
 - 40M nucleotides
- power sets
 - 2M to 7M sets
 - alphabets beyond 20,000

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Joint Work: PRISAD Credits

- James Slack (UBC PhD)
- Kristian Hildebrand (Weimar MS)
- Tamara Munzner (UBC prof)
- PRISAD: A Partitioned Rendering Infrastructure for Scalable Accordion Drawing.
- Proc. InfoVis 2005, to appear

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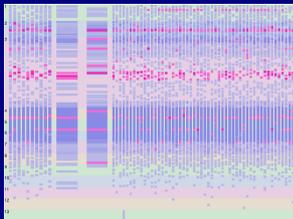
PowerSetViewer

- data mining of market basket transactions
 - show progress of steerable data mining system with constraints
 - want visualization “windshield” to guide parameter setting choices on the fly
- dynamic data
 - all other AD applications had static data
- transactions as sets
 - items bought together make a set
 - alphabet is items in stock at store
 - space of all possible sets is power set

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PowerSetViewer

- show position of logged sets within enumeration of power set
 - very long 1D linear list
 - wrap around into 2D grid of fixed width
 - [video]



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Joint Work: PSV Credits

- work in progress
- Tamara Munzner (UBC prof)
- Qiang Kong (UBC MS)
- Raymond Ng (UBC prof)

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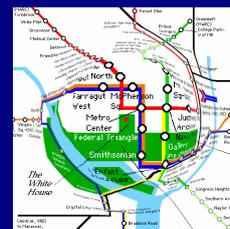
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Focus+Context

- integrating details and overview into single view
 - carefully chosen nonlinear distortion
 - what are costs? what are benefits?



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Focus+Context System Evaluation

- how focus and context are used with
 - rubber sheet navigation vs. pan and zoom
 - integrated scene vs. separate overview
- user studies using modified TJ
 - abstract tasks derived from biologists' needs based on interviews

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Joint Work: F+C System Eval Credits

- work in progress
- Adam Bodnar (UBC MS)
- Dmitry Nekrasovski (UBC MS)
- Tamara Munzner (UBC prof)
- Joanna McGrenere (UBC prof)
- Francois Guimbretiere (Maryland prof)

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F+C Perception Evaluation

- understand perceptual costs of transformation
 - find best transformation to use
- visual search for target amidst distractors
 - shaker paradigm



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F+C Perception Evaluation

- understand perceptual costs of transformation
 - deterioration in performance
 - time, effort, error
 - static costs: caused by crowding, distortion of static transformation itself
 - high static cost
 - dynamic costs: reorienting and remapping when transformation applied or focus moved
 - low dynamic cost
 - large no-cost zone

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Joint Work: F+C Perceptual Eval

- Keith Lau (former UBC undergrad)
- Ron Rensink (UBC prof)
- Tamara Munzner (UBC prof)
 - Perceptual Invariance of Nonlinear Focus+Context Transformations
 - Proc. First Symposium on Applied Perception in Graphics and Visualization, 2004
- work in progress: continue investigation
- Heidi Lam (UBC PhD)
- Ron Rensink (UBC prof)
- Tamara Munzner (UBC prof)

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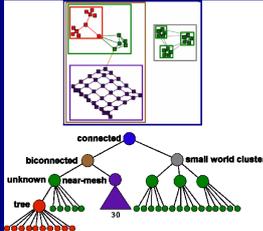
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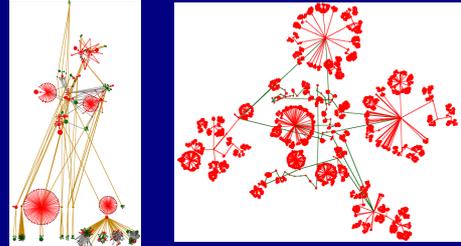
TopoLayout

- multilevel decomposition and layout
 - automatic detection of topological features
- chop into hierarchy of manageable pieces
 - lay out using feature-appropriate algorithms



Multilevel Hierarchies

- strengths: handles large class of graphs
 - previous work mostly good with near-meshes
- weaknesses: poor if no detectable features



Joint Work: TopoLayout Credits

- work in progress
- Dan Archambault (UBC PhD)
- Tamara Munzner (UBC prof)
- David Auber (Bordeaux prof)

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Dimensionality Reduction

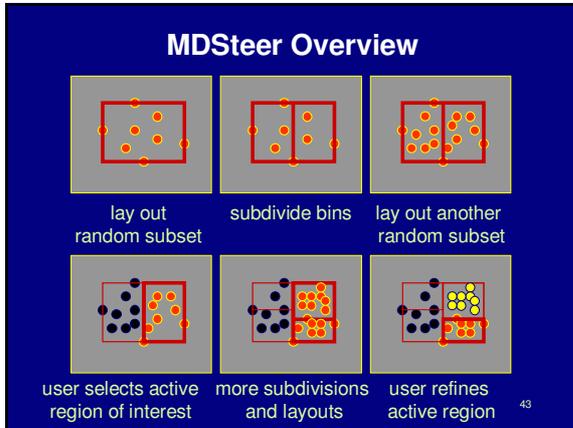
- mapping multidimensional space into space of fewer dimensions
 - typically 2D for infovis
 - keep/explain as much variance as possible
 - show underlying dataset structure
- multidimensional scaling (MDS)
 - minimize differences between interpoint distances in high and low dimensions

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Scalability Limitations

- high cardinality and high dimensionality: slow
 - motivating dataset: 120K points, 300 dimensions
 - most existing software could not handle at all
 - 2 hours to compute with $O(n^{5/4})$ HIVE [Ross 03]
- real-world need: exploring huge datasets
 - people want tools for millions of points
- strategy
 - start interactive exploration immediately
 - progressive layout
 - concentrate computational resources in interesting areas
 - steerability
 - often partial layout is adequate for task

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MDSteer Contributions

- first steerable MDS algorithm
 - progressive layout allows immediate exploration
 - allocate computational resources in lowD space
 - [video: www.cs.ubc.ca/~tmm/papers/mdsteer]

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Joint Work: MDSteer Credits

- Matt Williams (former UBC MS)
- Tamara Munzner (UBC prof)
 - Steerable Progressive Multidimensional Scaling
 - Proc. InfoVis 2004
 - www.cs.ubc.ca/~tmm/papers/mdsteer
- work in progress: PBSteer for progressive binning
 - David Westrom (former UBC undergrad)
 - Tamara Munzner (UBC prof)
 - Melanie Tory (UBC postdoc)

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Summary

- broad array of infovis projects at UBC
- theme: scalability
 - size of dataset
 - number of available pixels

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InfoVis Service

- IEEE Symposium on Information Visualization (InfoVis) Papers/Program Co-Chair 2003, 2004
- IEEE Executive Committee, Technical Committee on Visualization and Graphics
- Visualization Research Challenges
 - report commissioned by NSF/NIH

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More Information

- papers, videos, images
 - www.cs.ubc.ca/~tmm
- free software
 - olduvai.sourceforge.net/tj
 - olduvai.sourceforge.net/sj

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