

# Multivariate Visual Representations 2



CS 4460 – Intro. to Information Visualization  
Sep. 20, 2017  
John Stasko

## Learning Objectives



- Explain the concept of dense pixel/small glyph visualization techniques
- Describe each of the following examples of that technique and list their unique properties
  - Pixel bar chart, Dust 'n Magnet, Kinetica, SandDance
- Explain the potential benefits and drawbacks of these approaches
- Describe the "set visualization" problem and explain what a Venn Diagram and an Euler Diagram are
- Describe different approaches for set visualization when the number of sets and elements grow larger
- Understand where to turn for assistance with visualizing "Big data"

# Recap



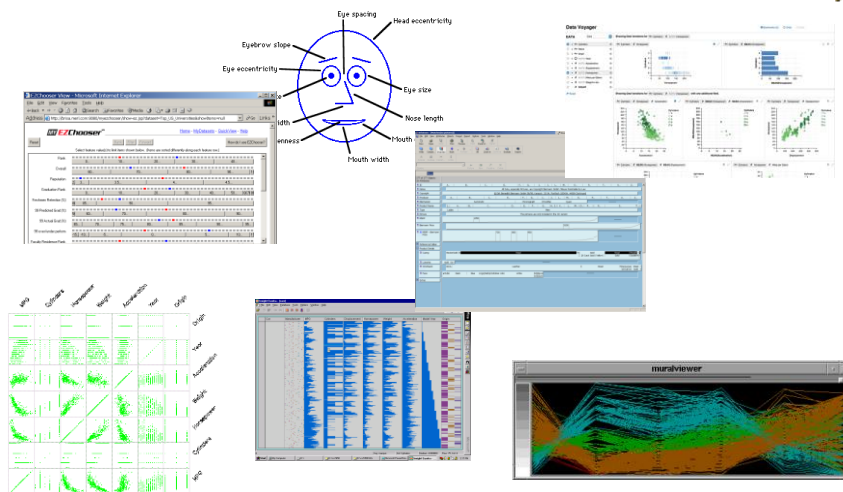
- We examined a number of techniques for projecting  $>2$  variables (modest number of dimensions) down onto the 2D plane
  - Iconic displays
  - Table lens
  - Parallel coordinates
  - etc.

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# Variety of Techniques



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## Can We Make a Taxonomy?



- D. Keim proposes a taxonomy of techniques
  - Standard 2D/3D display
    - Bar charts, scatterplots
  - Geometrically transformed display
    - Parallel coordinates
  - Iconic display
    - Needle icons, Chernoff faces
  - Dense pixel display
    - What we're about to see...
  - Stacked display
    - Treemaps, dimensional stacking (coming later...)

*TVCG '02*

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## Minimum Possible?



- We have data cases with variables
- What's the smallest representation we can use?
  - How?

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# Dense Pixel Display



- Represent data case or a variable as a pixel (or as a small glyph such as a circle)
  - Million or more per display
  - Seems to rely on use of color
  - Can pack lots in
- 
- Challenge: What's the layout? What does position mean?

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# Related Idea



- Pixel Bar Chart
- Overload typical bar chart with more information about individual elements

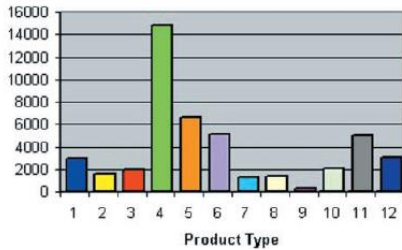
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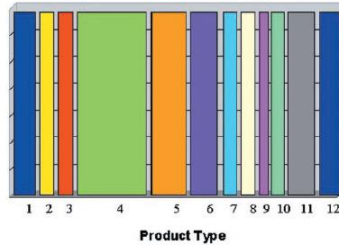
Keim et al  
*Information Visualization '02*

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# Idea 1



Height encodes quantity



Width encodes quantity

What is the negative?

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# Idea 2



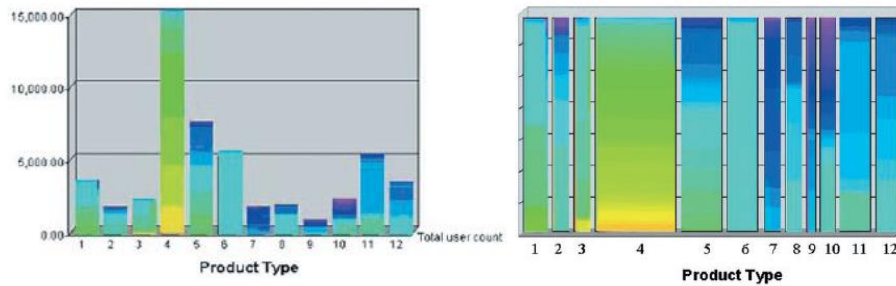
- Make each pixel within a bar correspond to a data point in that group represented by the bar
  - Can do millions that way
- Color the pixel to represent the value of one of the data point's variables

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# Idea 3



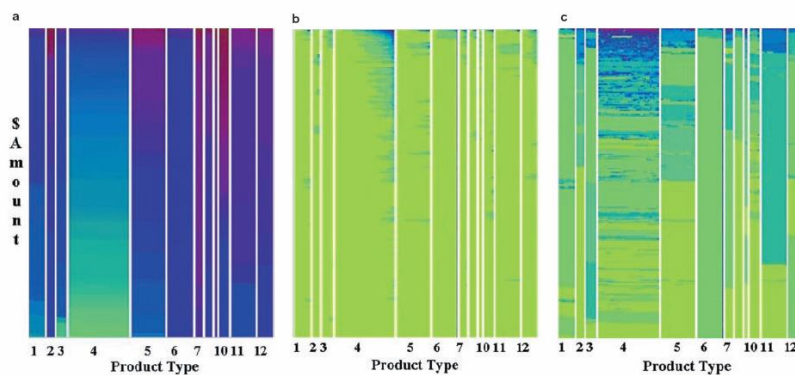
Each pixel is a customer  
 Color encodes amount spent by that person  
 High-bright, Low-dark  
 Ordered by that color attribute too  
 Right one shows more customers

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# Idea 4



Product type is x-axis divider  
 Customers ordered by  
 y-axis: dollar amount  
 x-axis: number of visits  
 Color is (a) dollar amount spent, (b) number of visits, (c) sales quantity

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## Next Step



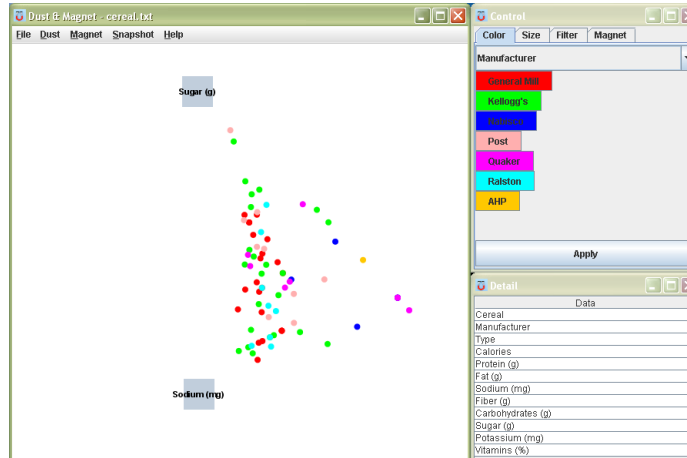
- Use a little more room to represent each data case
  - Make each a small glyph such as a circle
- Position of each still important
- Interaction likely becomes a crucial part of the visualization

## Dust & Magnet



- Interesting different metaphor
- Data cases represented as small bits of iron dust
- Different attributes/variables given physical manifestation as magnets
- Interact with objects to explore data

# Interface



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# Interaction



- Iron bits (data) are drawn toward magnets (attributes) proportional to that data element's value in that attribute
  - Higher values attracted more strongly
- All magnets present on display affect position of all dust
- Individual power of magnets can be changed
- Dust's color and size can be connected to attributes as well

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# Interaction



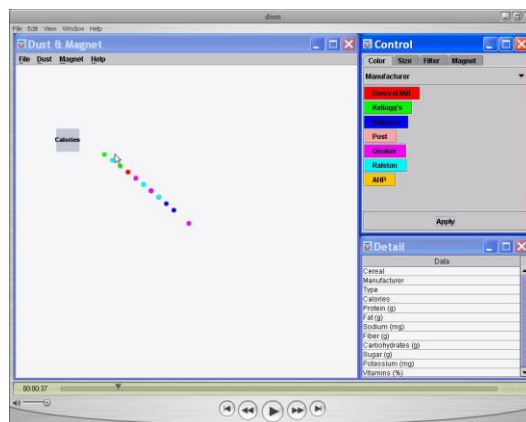
- Moving a magnet makes all the dust move
  - Also command for shaking dust
- Different strategies for how to position magnets in order to explore the data

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# See It Live



<ftp://ftp.cc.gatech.edu/pub/people/stasko/movies/dnm.mov>

Video &  
Demo

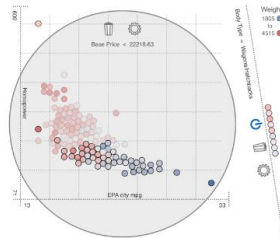
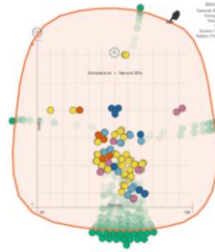
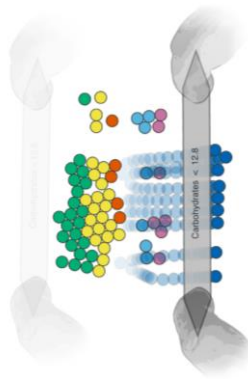
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# Kinetica

Video



Stress physics metaphor  
Touch interaction on tablet

Rzeszotarski & Kittur  
CHI '14

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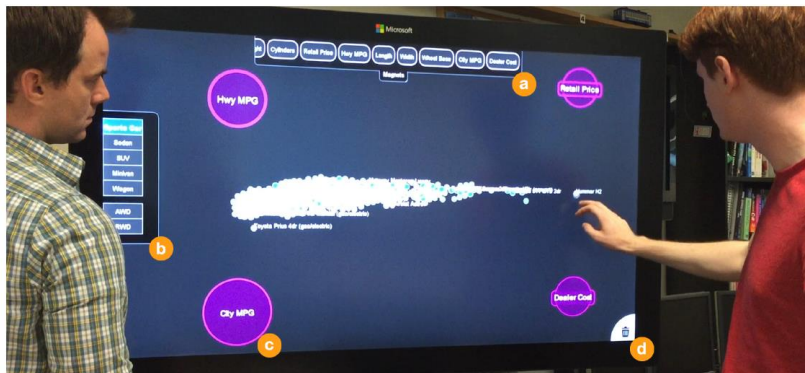
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# Go Big

Video

Dust & Magnet on a large multitouch display



Dai, Sadana, Stolper & Stasko  
InfoVis '15 Poster

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# Sand Dance



- Data items as small squares
- Can position and color based on different attributes
- Multiple layouts provided
- Slick animated transitions



<https://www.microsoft.com/en-us/research/project/sanddance/>  
<https://www.youtube.com/watch?v=15Hns2igiag>

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# Demo



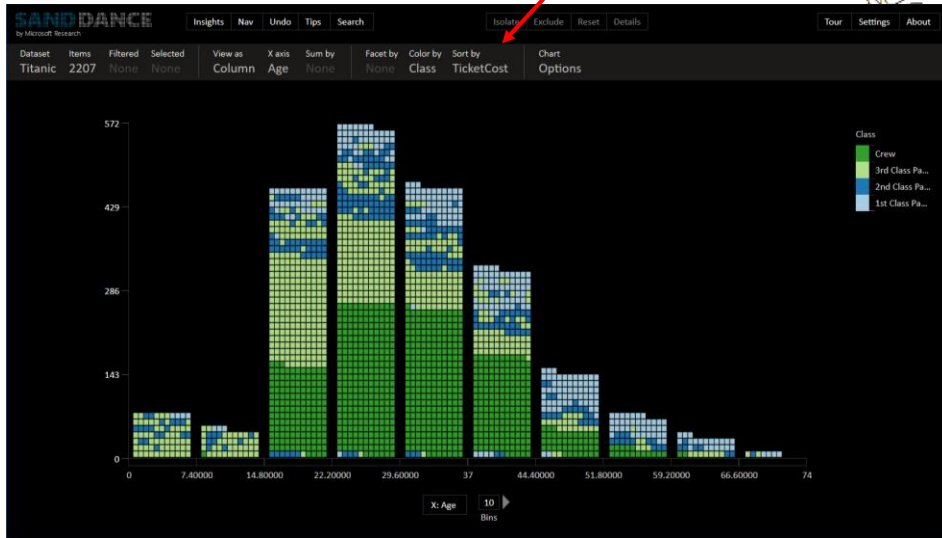
<https://sanddance.azurewebsites.net/BeachPartyApp/BeachPartyApp.html>

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# Demo

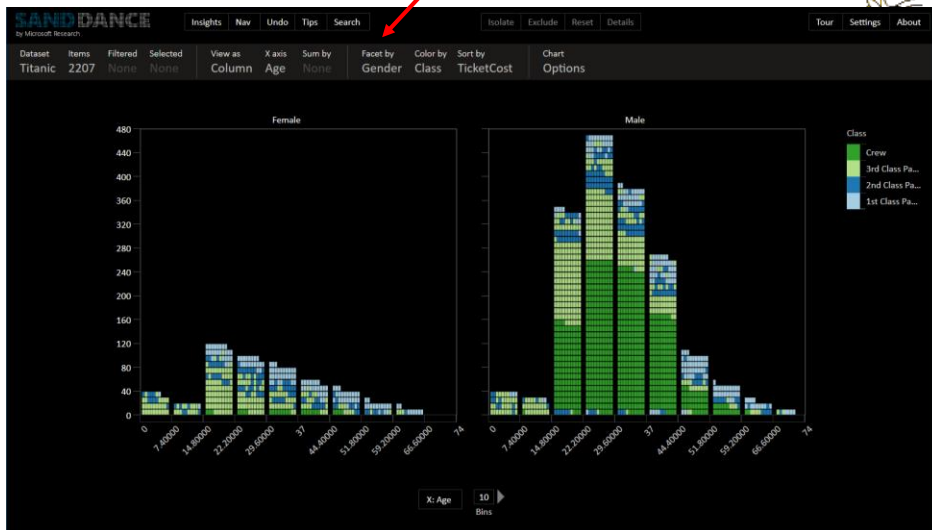


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# Demo

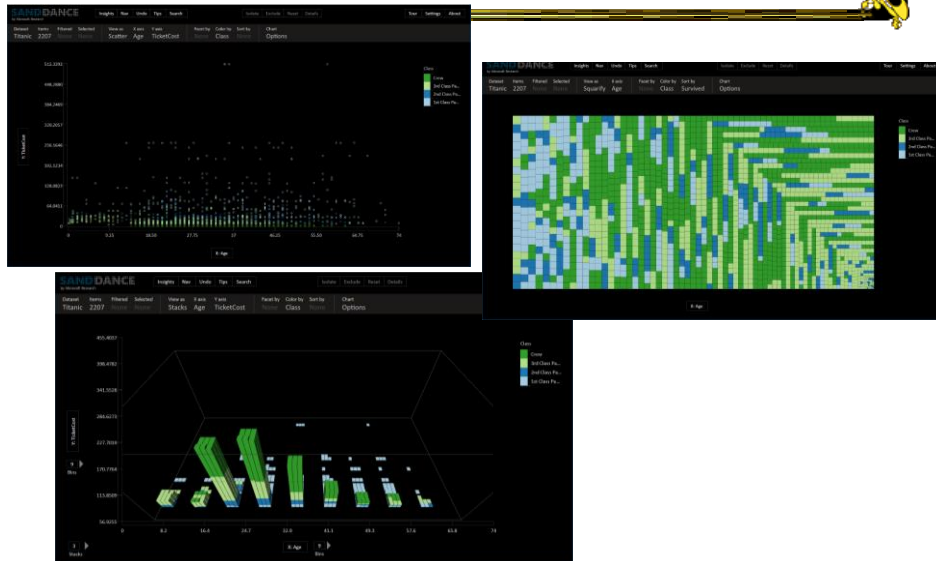


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# Different Layouts

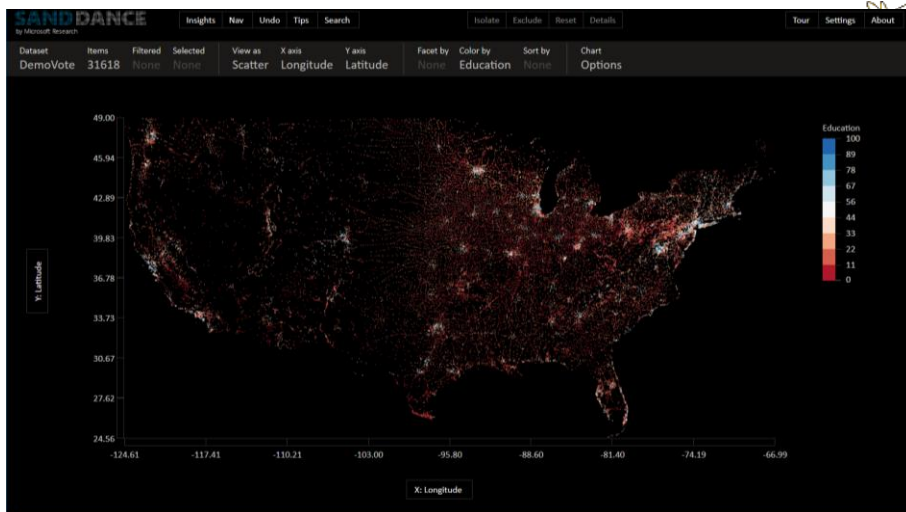


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# Geo for "Free"



Scatterplot with x-longitude, y-latitude

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# Set Data & Operations



- Different type of problem
  - Large set of items, each can be in one or more sets
  - How do we visually represent the set membership?
  - What's the well-known technique?

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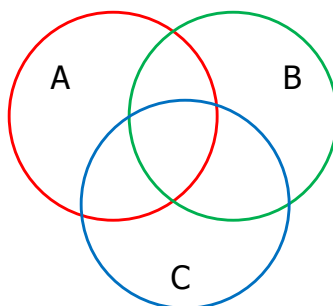
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# Standard Technique



Venn  
Diagram



Contains all possible zones of overlap

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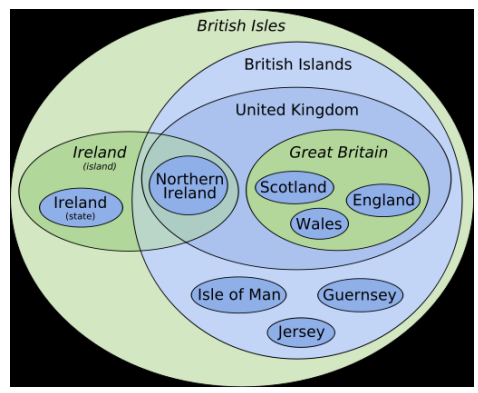
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# Alternately



Euler Diagram

Does not necessarily show all possible overlap zones



[http://en.wikipedia.org/wiki/File:British\\_Isles\\_Euler\\_diagram\\_15.svg](http://en.wikipedia.org/wiki/File:British_Isles_Euler_diagram_15.svg)

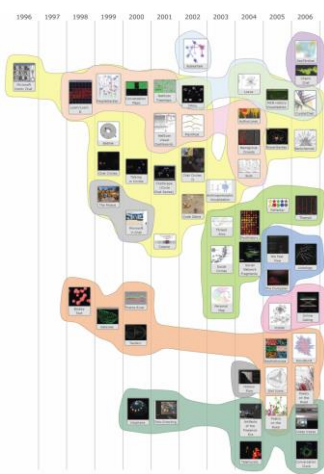
But what's the problem?

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# Bubble Sets



Video

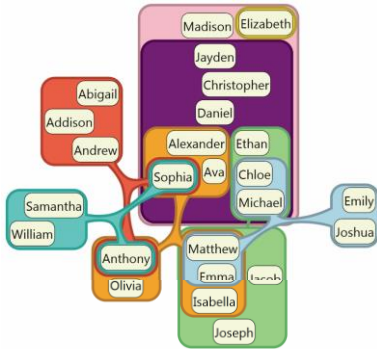
Collins et al  
TVCG (InfoVis) '09

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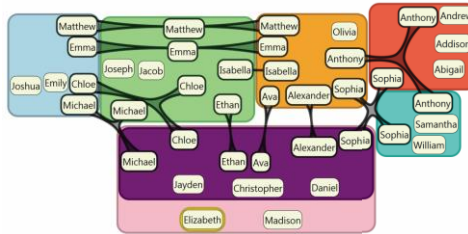
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# ComED & DupED



Item appears once



Item can appear more than once

## Video

Riche & Dwyer  
TVCG (InfoVis) '10

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# Another Set Problem



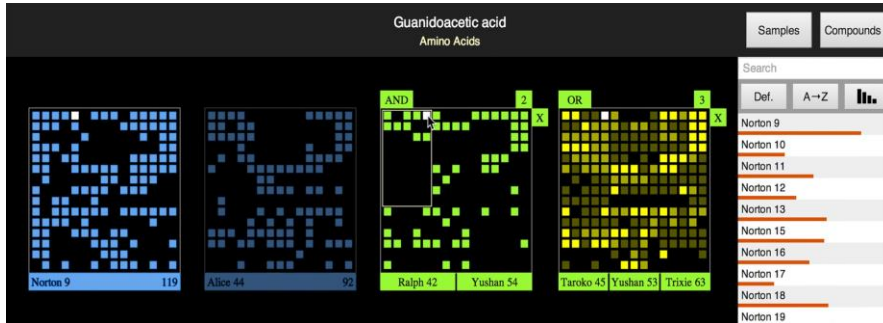
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# OnSet



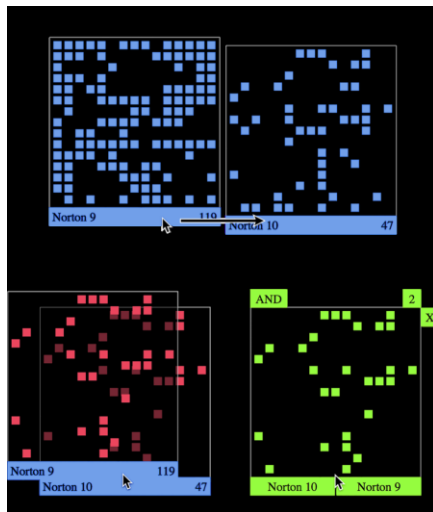
Represent set as a box, elements are spots in that box  
Use interaction to do set union, intersection

Sadana, Major, Dove & Stasko  
*TVCG (InfoVis) '14*

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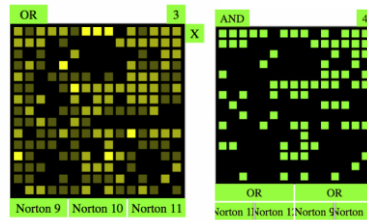
Dragging and dropping a Pixellayer to create a new AND MultiLayer.

<http://www.cc.gatech.edu/gvu/ii/setvis>

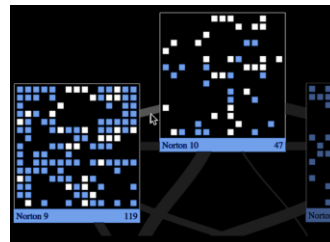
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Demo/video



A MultiLayer OR with three sets.  
A MultiLayer AND of nested OR layers.



OnSet shows the similarity of two sets via the thickness of a band between them. Hovering over a similarity band highlights the common elements between two sets.

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# Step Back



- Most of the techniques we've examined work for a modest number of data cases or variables
  - What happens when you have lots and lots of data cases and/or variables?

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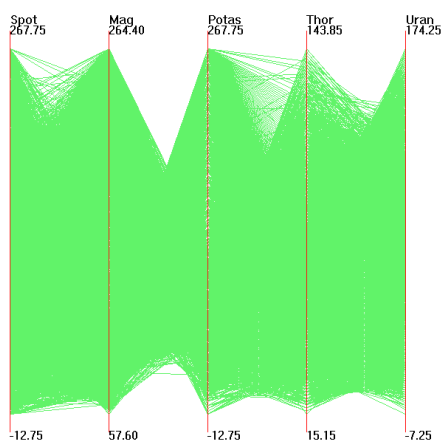
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# Many Cases



## Recall



Out5d dataset (5 dimensions, 16384 data items)

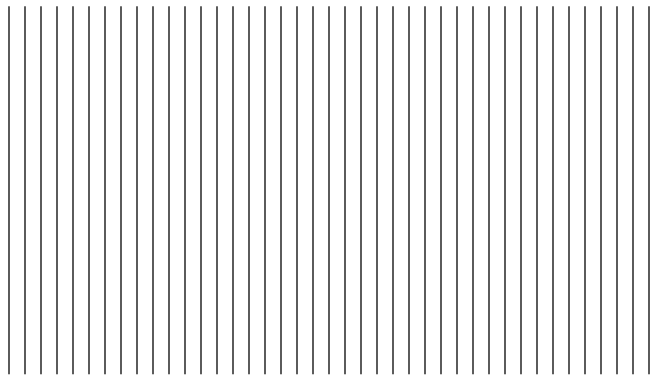
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(courtesy of J. Yang)

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# Many Variables



**Recall**



# Strategies



- How are we going to deal with such big datasets with so many variables per case?
- Ideas?

# General Notion



- Data that is similar in most dimensions ought to be drawn together
  - Cluster at high dimensions
- Need to project the data down into the plane and give it some ultra-simplified representation
  
- Or perhaps only look at certain aspects of the data at any one time

# Mathematical Assistance 1



- There exist many techniques for clustering high-dimensional data with respect to all those dimensions
  - Affinity propagation
  - k-means
  - Expectation maximization
  - Hierarchical clustering

## Mathematical Assistance 2



- There exist many techniques for projecting n-dimensions down to 2-D (dimensionality reduction)
  - Multi-dimensional scaling (MDS)
  - Principal component analysis
  - Linear discriminant analysis
  - Factor analysis

Comput Sci & Eng courses  
Data & Visual Analytics, Prof. Chau

Data mining  
Knowledge discovery

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## Other Techniques



- Other techniques exist to manage scale
  - Sampling – We only include every so many data cases or variables
  - Aggregation – We combine many data cases or variables
  - Interaction (later)
    - Employ user interaction rather than special renderings to help manage scale

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# Use?



- What kinds of questions/tasks would you want such techniques to address?
  - Clusters of similar data cases
  - Useless dimensions
  - Dimensions similar to each other
  - Outlier data cases
  - ...
- Think about the “cognitive tasks” we want to accomplish

# Recap



- We’ve seen many general techniques for multivariate data these past two days
  - Know strengths and limitations of each
  - Know which ones are good for which circumstances
  
  - We still haven’t explored interaction much

## HW 3



- Due Friday
- Submit one copy
- Questions?

## Quick Tip



- If you send me an email, include "4460" in the Subject line somewhere
  - Just easier for me to find these then

# Learning Objectives



- Explain the concept of dense pixel/small glyph visualization techniques
- Describe each of the following examples of that technique and list their unique properties
  - Pixel bar chart, Dust 'n Magnet, Kinetica, SandDance
- Explain the potential benefits and drawbacks of these approaches
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- Describe different approaches for set visualization when the number of sets and elements grow larger
- Understand where to turn for assistance with visualizing "Big data"

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# Upcoming



- Lab 2: SVG
  - Prep: Murray section on SVG, Soueidan article
- Systems & Toolkits

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