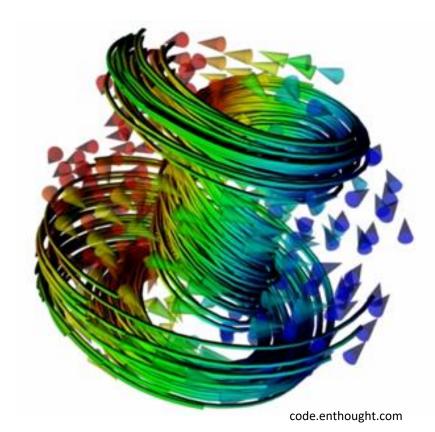


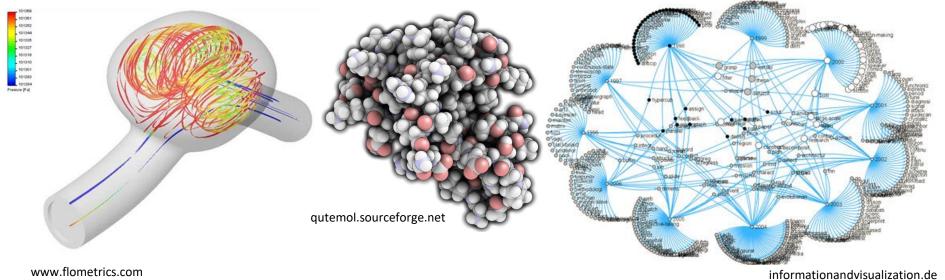
Selected topics in visual data science

www.cehwiedel.com

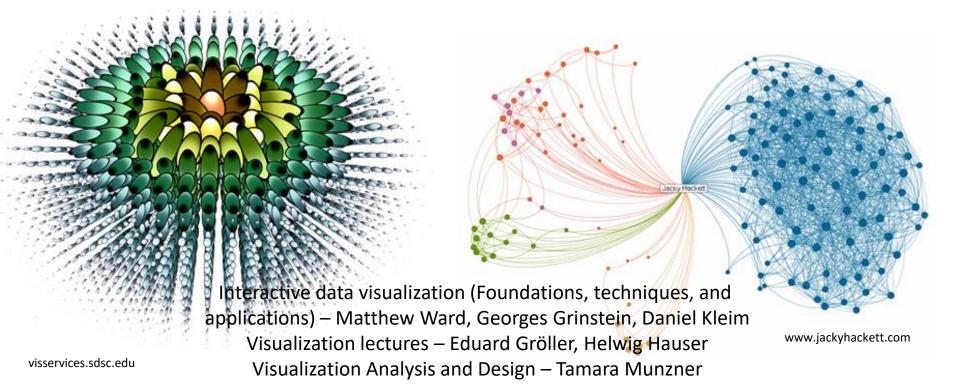
Bara Kozlikova Masaryk University Brno, Czech Republic

Universidad Nacional del Sur, Bahia Blanca July 1 – 12, 2019





1. Introduction to Visualization



Conveying the information using a graphical representation



- "Transformation of symbolic into geometric" [McCormick et al., 1987]
- "... finding the artificial memory that best supports our natural means of perception." [Bertin, 1967]
- "The use of computer-generated, interactive, visual representations of data to amplify cognition."

[Card, Mackinlay, Shneiderman, 1999]

- "The purpose of computing is **insight**, not numbers" [R. Hamming, 1962]
- "...to form a mental vision, image, or picture of something not visible or present to the sight, or of an abstraction; to make visible to the mind of imagination" [Oxford Engl. Dict., 1989]

Tool to enable a User insight into Data



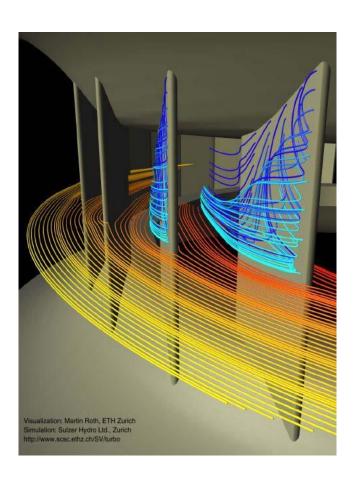
Computer Graphics, but not photorealistic rendering

Content of the course

- Visualization and interaction techniques
- Data types and their representation
- Comparison of visualization techniques
- Human cognition and processing of information
- Design of efficient visualizations
- And many other topics...

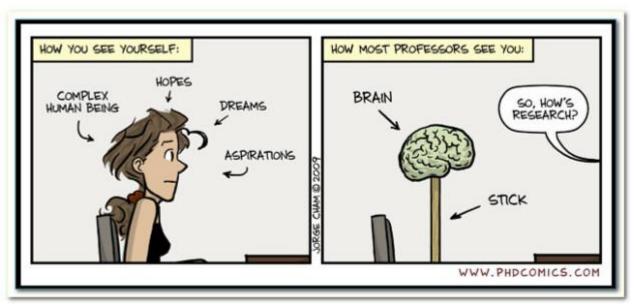
Today's lecture

- Importance of visualization
- History
- Vizualization today
- Relation between visualization and other fields
- Visualization pipeline
- Human perception



Why creating visualizations?

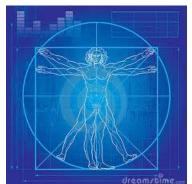
- Decision making
- View onto data in a context
- Support for computations
- Presenting an idea
- Inspiration
- •



Three main functions of visualization

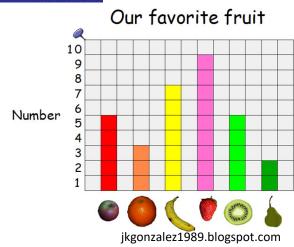
Data storage

– Photos, blueprints, ...



Analysis of information

Data processing, evaluation, interaction



Conveying the information

Data sharing, cooperation, highlighting important aspects of data

- Sight is one of the main senses
- We are surrounded by visualization (newspapers, maps, weather forecast, stock market, statistics, posters, advertisement, ...)

Improving the decision process,

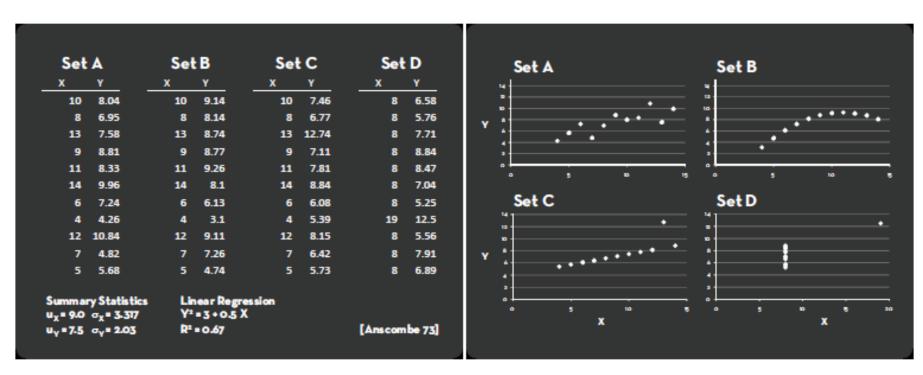
better understanding of context of the data



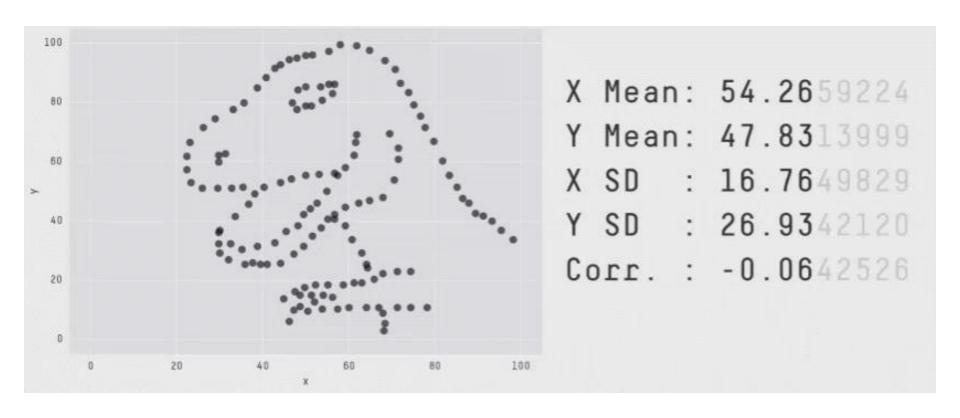
Set A		Set	Set B		C	Set D	
X	Υ	X	Υ	X	Y	X	Y
10	8.04	10	9.14	10	7.46	8	6.58
8	6.95	8	8.14	8	6.77	8	5.76
13	7.58	13	8.74	13	12.74	8	7.71
9	8.81	9	8.77	9	7.11	8	8.84
11	8.33	11	9.26	11	7.81	8	8.47
14	9.96	14	8.1	14	8.84	8	7.04
6	7.24	6	6.13	6	6.08	8	5.25
4	4.26	4	3.1	4	5.39	19	12.5
12	10.84	12	9.11	12	8.15	8	5.56
7	4.82	7	7.26	7	6.42	8	7.91
5	5.68	5	4.74	5	5.73	8	6.89
Summary Statistics $u_X = 9.0 \sigma_X = 3.317$ $u_Y = 7.5 \sigma_Y = 2.03$		Y²	Linear Regression Y ² = 3 + 0.5 X R ² = 0.67			[Anscombe 73]	

What is the best way to present this data?

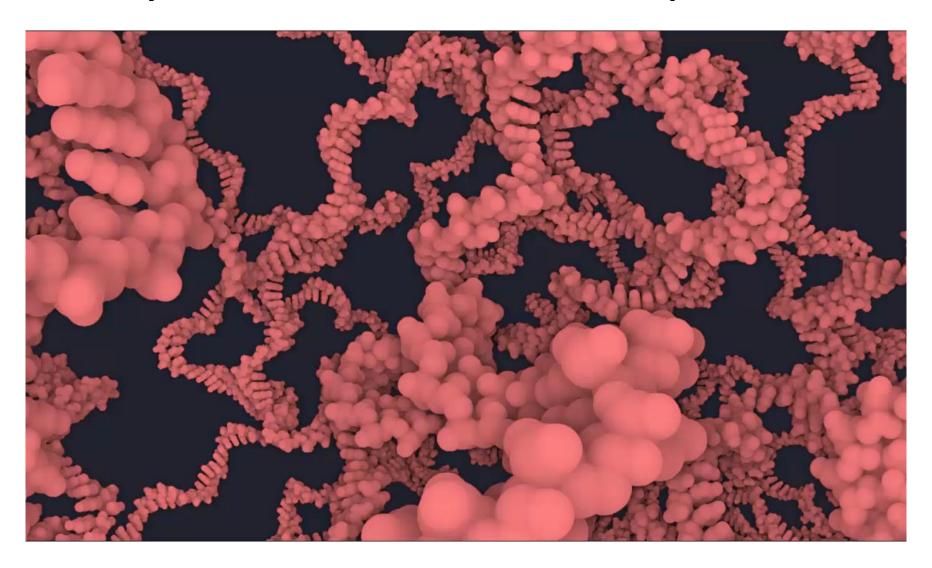
The Value of Visualization, Jeffrey Heer, Stanford University



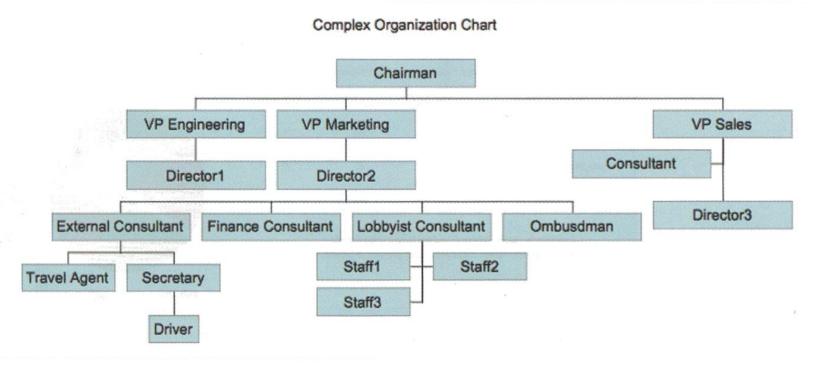
The Value of Visualization, Jeffrey Heer, Stanford University



Matejka and Fitzmaurice: Same Stats, Different Graphs, CHI'2017

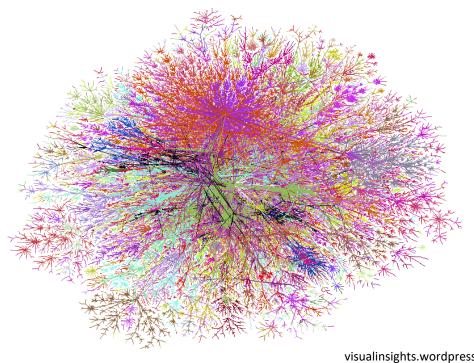


 Complex structures can be expressed in a simple and intuitive way

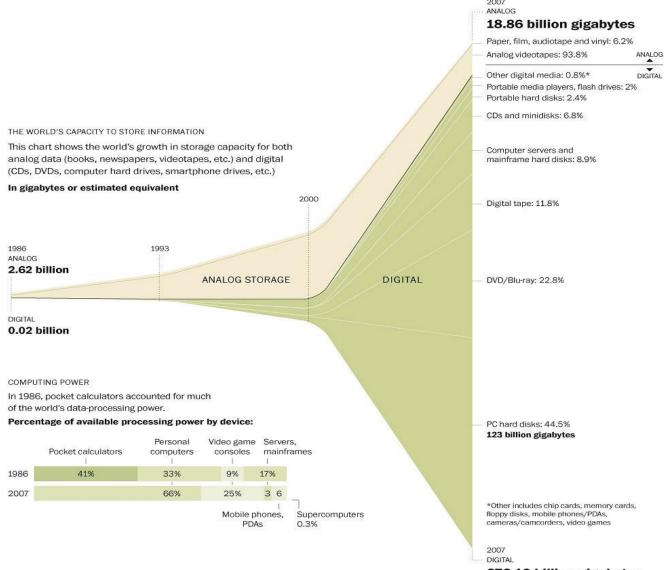


Interactive Data Visualization - Fondations, Techniques and Applications. Matthew Ward

- In 2002 there were 5 exabytes of new information
- In 2006 it was 161 exabytes
- Need to process such amount of data

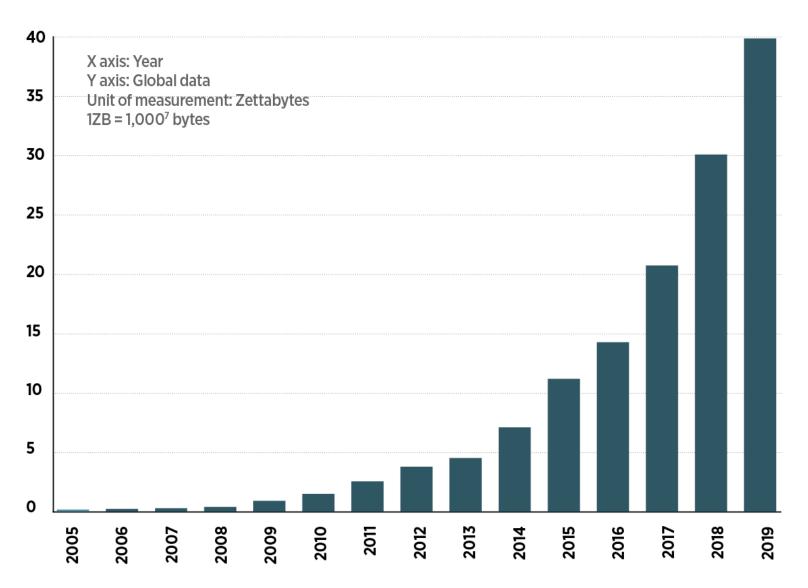


"Current" size of data



276.12 billion gigabytes

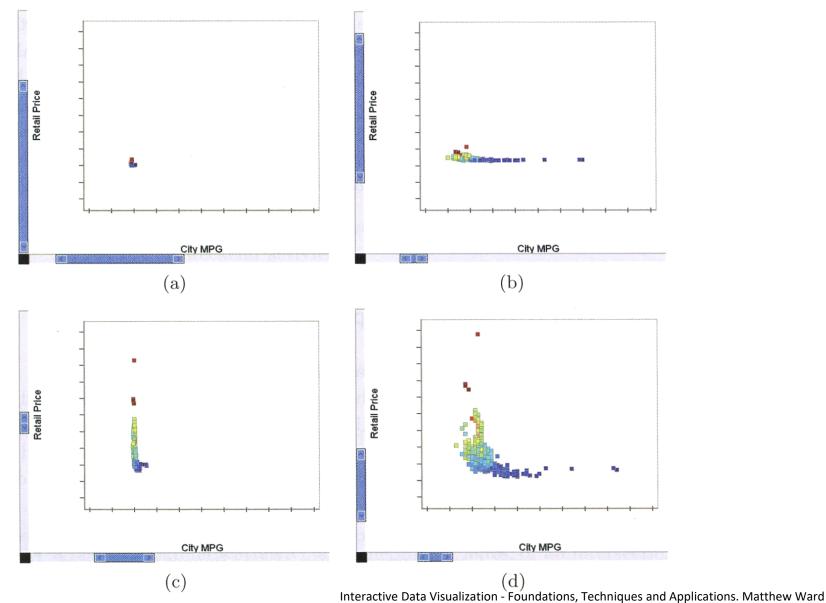
DATA GROWTH



Research goals in visualization

- Understand how visualization conveys the information
 - What is perceived by the humans?
 - How visualization corresponds to the human mindset?
- Design and create principles and techniques for efficient visualization
 - Improve the cognition process
 - Strengthen the relationship between visualization and mindset

Consequences of wrong visualization





- Visualization is an old discipline
- First visualizations based on intuition first graphical illustrations
- Visualization as a research discipline emerged
 30 years ago
- First research vis conferences in 1990



Image-based communication appeared much earlier than written one

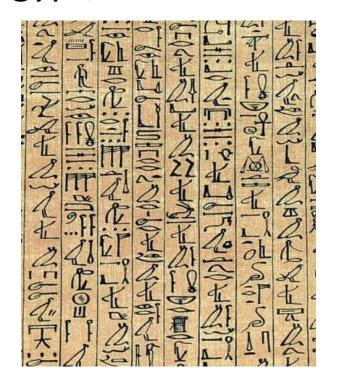


Lascaux, France, 15 000 - 13 000 B.C.

 Images were transferred to first systems of writing – Mesopotamia, Egypt, ...

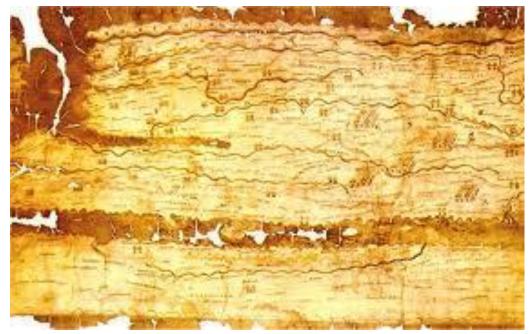


Kish limestone tablet – the oldest written document (3500 B.C.)



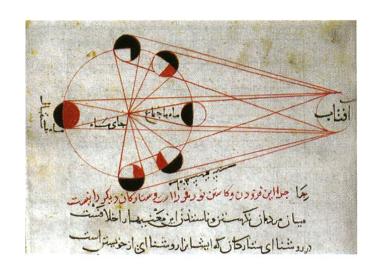
Hieroglyphs (3000 B.C.)

- Visualizations were created mostly because of necessity – business routes, religion, communication
- Mostly maps

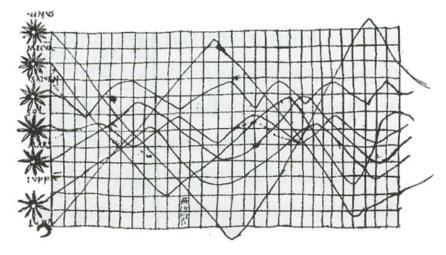


Peutinger map of Roman empire

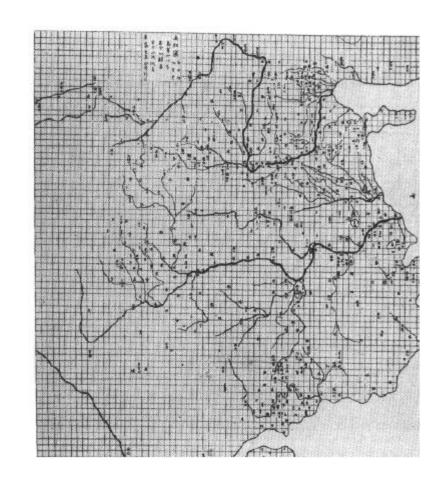
Moon phases (1030)



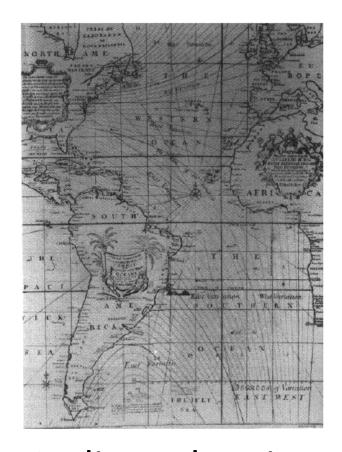
Movement of planets



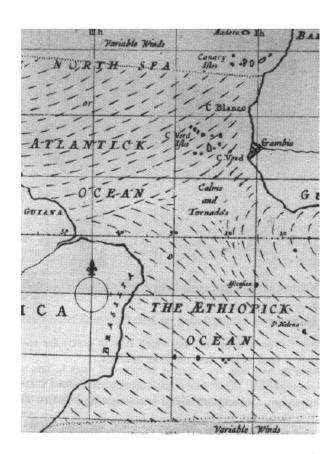
- China, 1137
- First geographic map using Cartesian coordinates
- Lattice with lines representing latitude and longitude



History – cartography



Isolines showing the deviations of compass



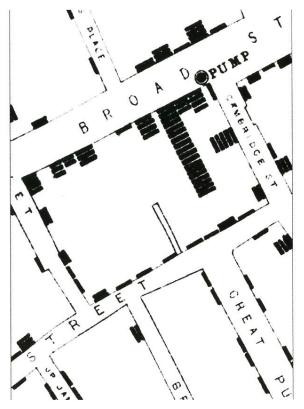
Visualization of winds

 In 1663 in London, during the cholera epidemic, visualization helped to reveal the

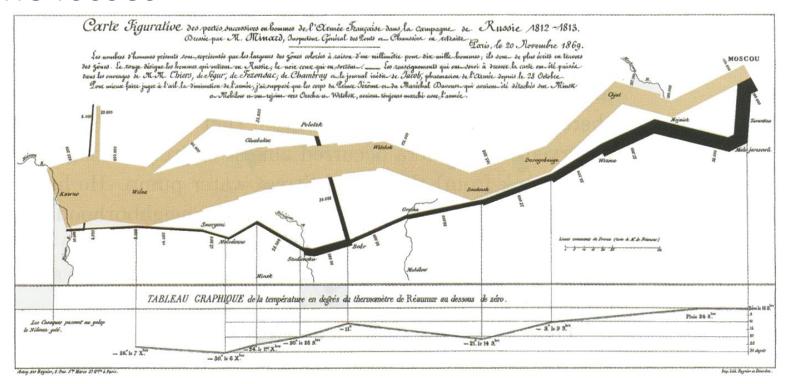
source of infection

- http://www.imdb.com/title/tt2061801/
- John Snow On the Mode of Communication of Cholera
- http://en.wikipedia.org/wiki/The Ghost Map





 Napoleon's invasion of Moscow – highlighting the losses

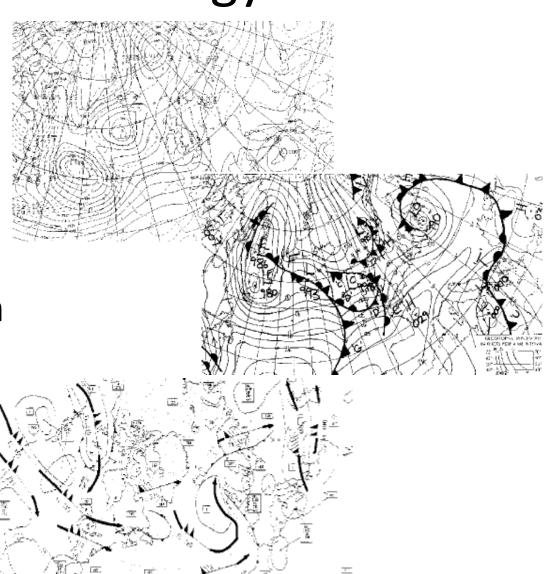


Meteorology

Visualization of air pressure

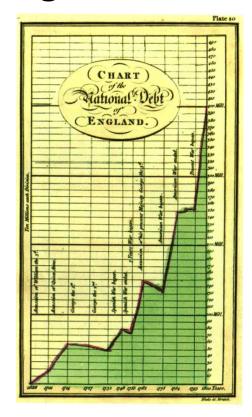
Front visualization

Maps for pilots

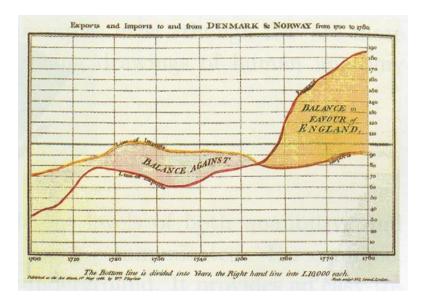


Business visualization

Using two axes



National debt of England (William Playfair)

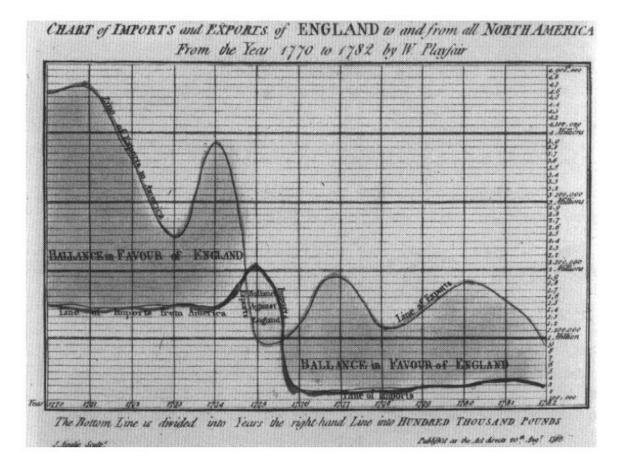


Business development between England and Norway and Denmark (1786)

Business visualization

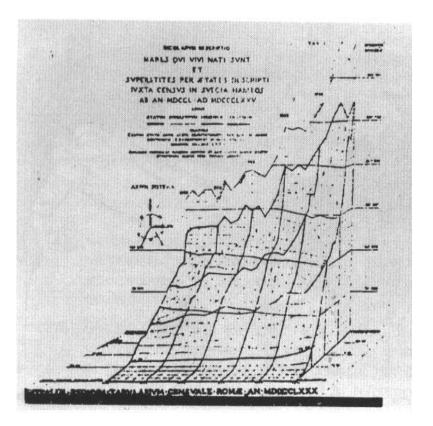
W. Playfair: import/export USA-England,

1770-1782



Population development

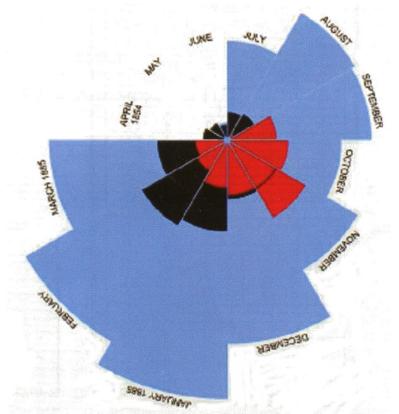
- Population size in Sweden 1750 1785
- Axes represent year and age category



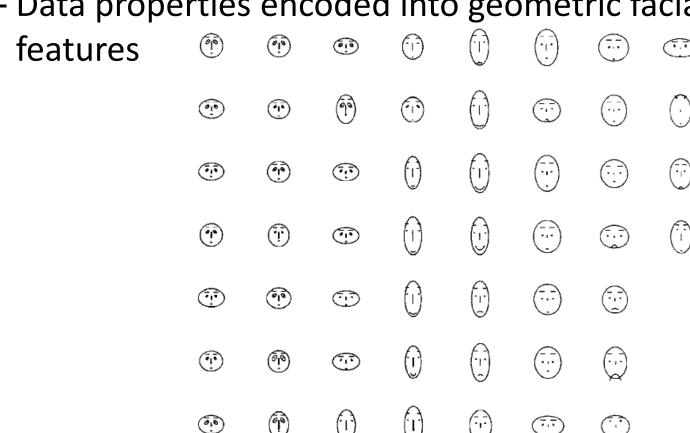
 Graph shows the mortality in army between 04/1854 and 05/1855

(Florence Nightingale)

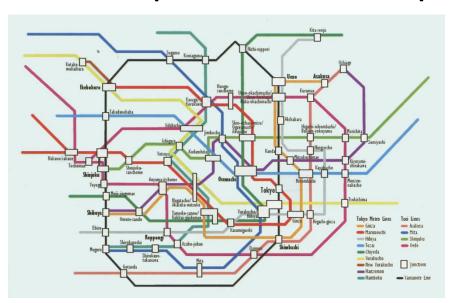
- Blue sickness
- Red injury
- Black other

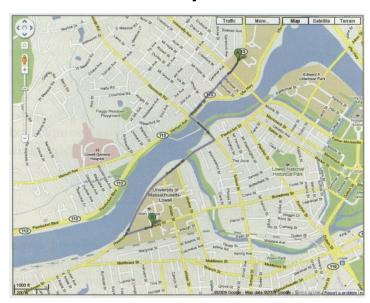


- Chernoff faces, 1973
 - Data properties encoded into geometric facial



- Visualization enables different views onto data
 - from the qualitative and quantitative point of view
- Example metro map vs. street map

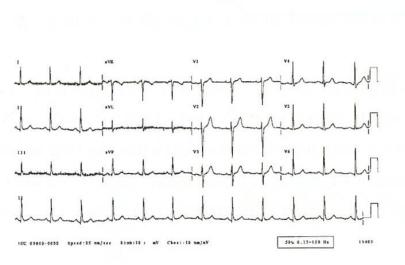


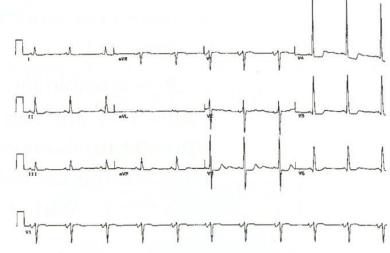


Data can be visualized precisely

\$11,956,584,748,608.58

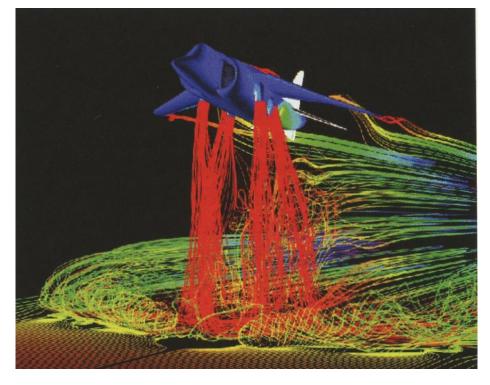
Fast identification of problem





- Various input datasets and objects
- High interactivity for the user



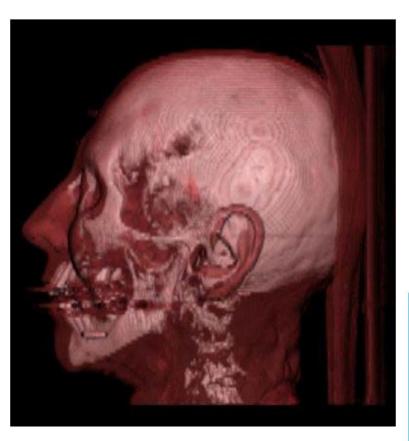


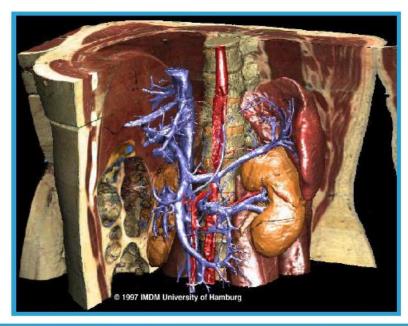
Interactive Data Visualization - Foundations, Techniques and Applications. Matthew Ward

- Medical data (MedVis, VolVis)
- Flow data (FlowVis)
- Abstract data (InfoVis)
- GIS data
- Historical data (archeology)
- Microscopic data (molecular physics)
- Macroscopic data (astronomy)
- Big data

. . .

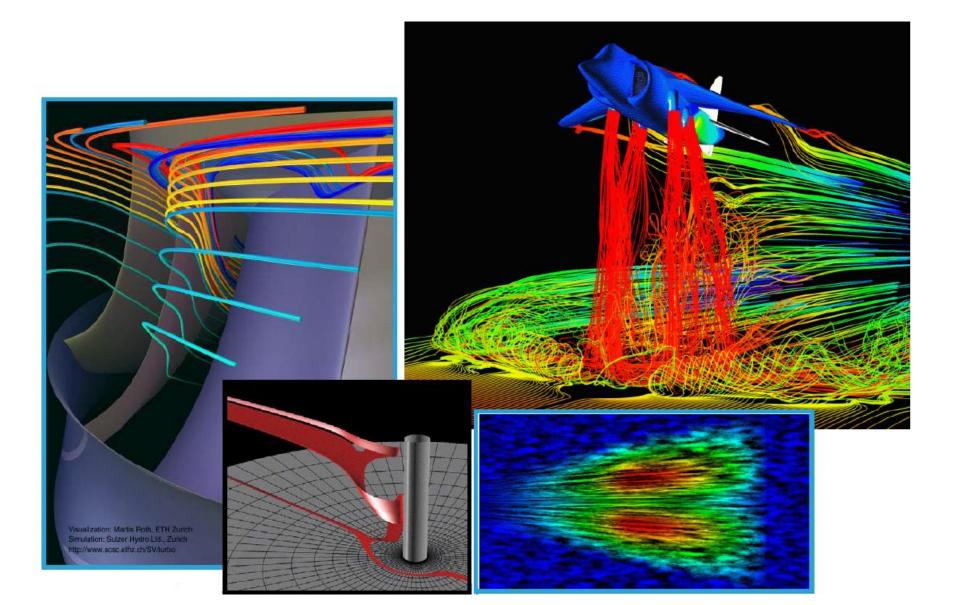
Medical visualization



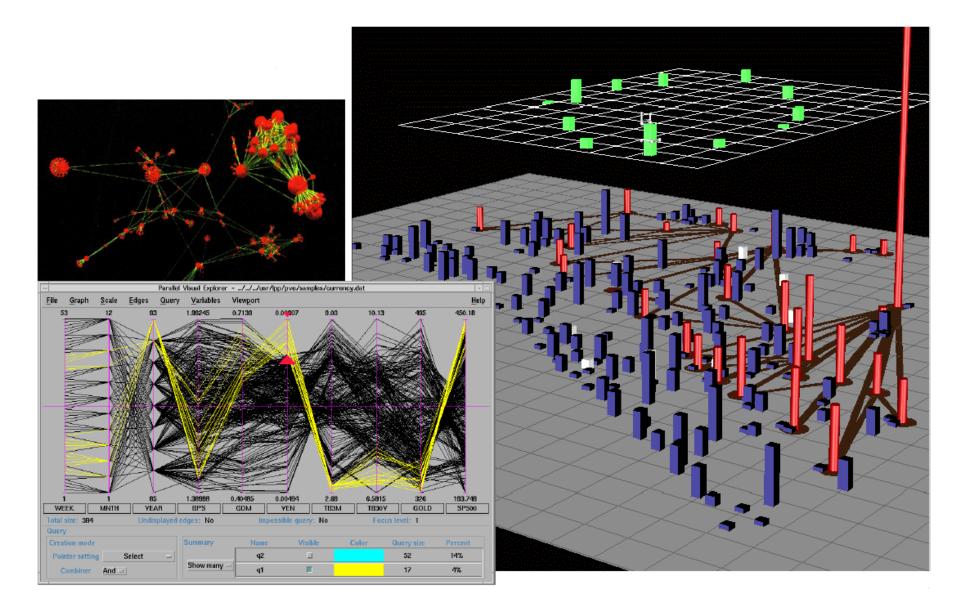


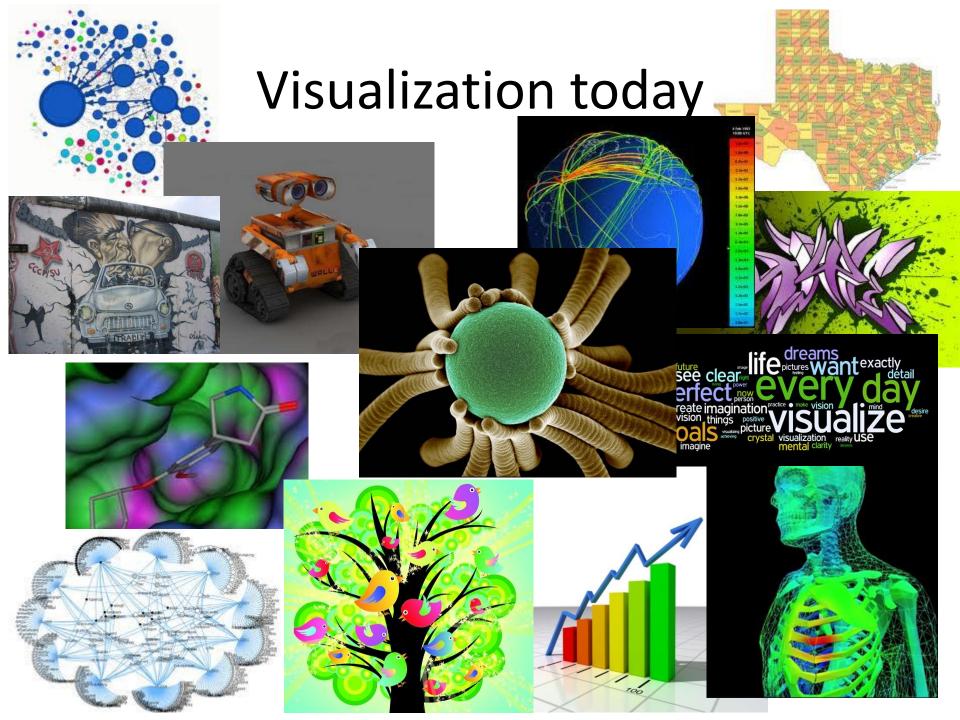


Flow visualization



Abstracted visualization





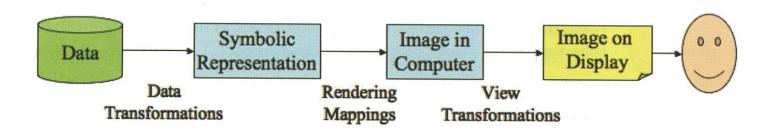
Visualization vs. computer graphics

 Is visualization a subset of CG or is CG a subset of visualization?

- CG goal is the realism, art, entertainment
- Visualization goal is an efficient conveying of the information

Pipeline

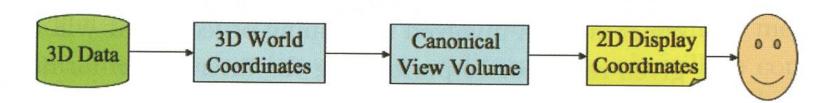
- Input data analysis
- Input requirements analysis
- Mapping data onto screen



Enabling interactive manipulation

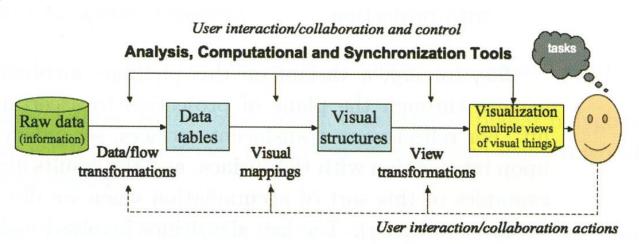
CG Pipeline

- Modeling
- Viewing
- Clipping
- Removing invisible parts
- Projection
- Rendering



Visualization pipeline

- Data acquisition
- Selection and processing of data
- Mapping of data
- Scene parameters settings
- Rendering



Data acquisition

- Measurement (CT/NMR)
- Simulation (flow simulation)
- Modeling

• • •

Data selection and processing

- Filtering e.g., smoothing (noise removal)
- Resampling e.g., to a lattice of different resolution)
- Deriving data e.g., obtaining the gradient, curvature
- Data interpolation e.g., linear, cubic

• • •

Data mapping

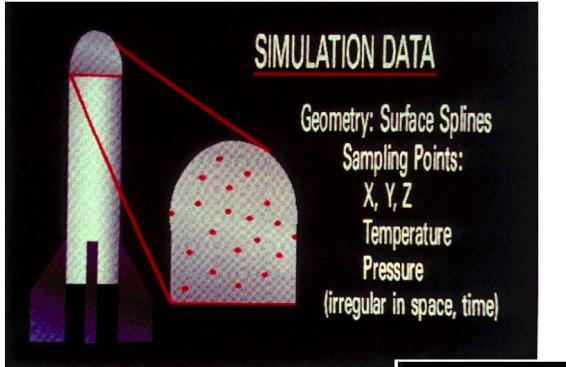
- Data are mapped to the representation suitable for rendering (e.g., geometry)
 - Computation of isosurfaces
 - Mapping to glyphs, icons
 - Computation of the distribution of data in a graph
 - Determining the attributes of voxel data (color, transparency, ...)

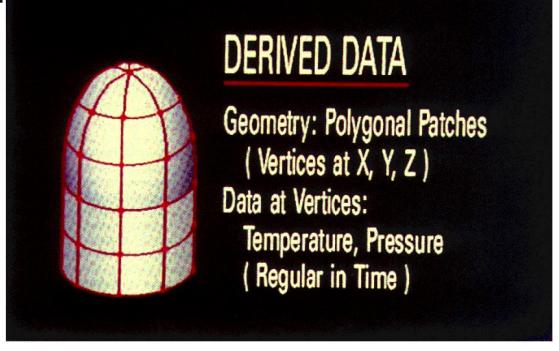
...

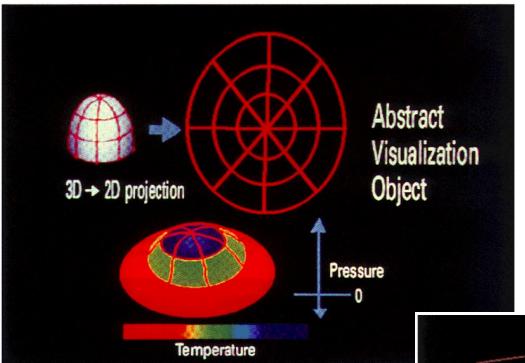
Generating images

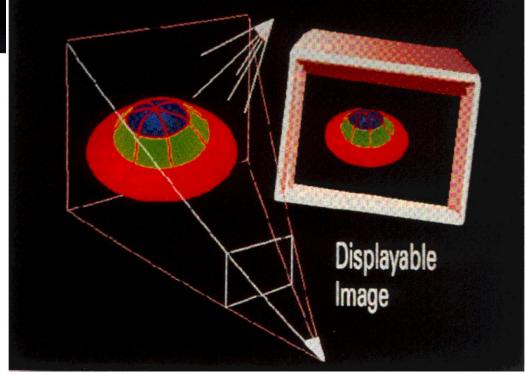
- Using computer graphics principles
 - Visibility computation
 - Lighting
 - Alpha blending
 - Animation

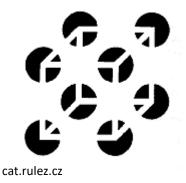
• • •













www.yorksir.estranky.cz

Human cognition and processing of information



www.quertime.com



appsychtextbk.wikispaces.com

Human cognition

- Process of understanding, collecting, storing and interpreting the information (based on previous experience)
- Uses all human senses, sight and hearing are the most "important"

ones

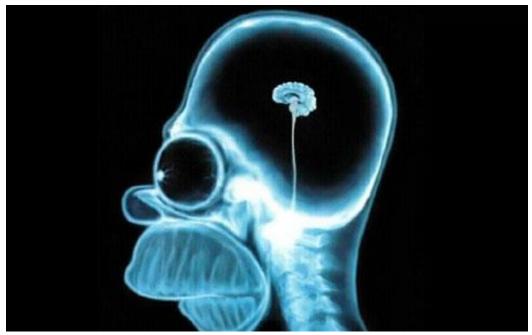


Human cognition

 Process of interpretation of the surroundings and forming its inner representation

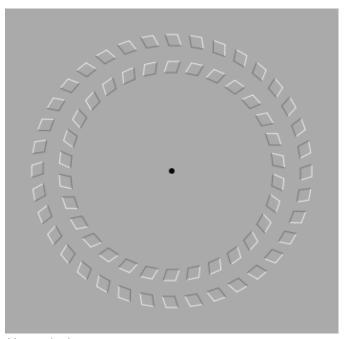
Desinterpretation – cognition error or

targeted

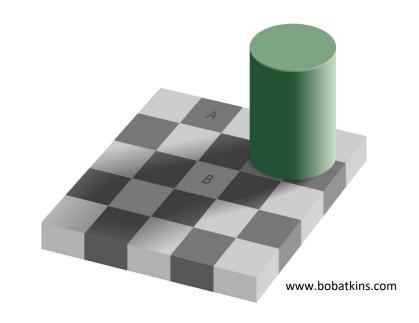


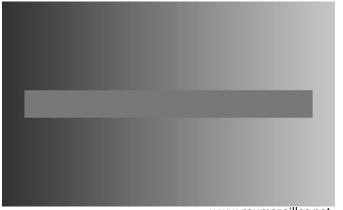
www.ranker.com

Targeted desinterpretation – optical illusions



library.thinkquest.org



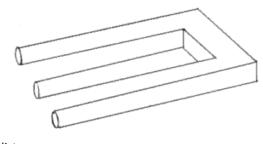


www.roumazeilles.net

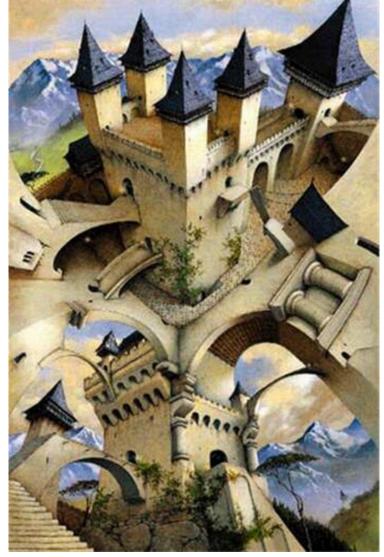
Optical illusions



opticalillusionpictures.net



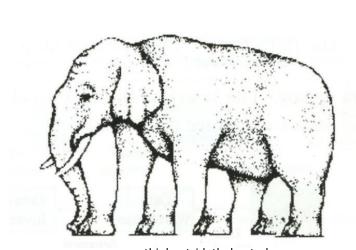
listverse.com



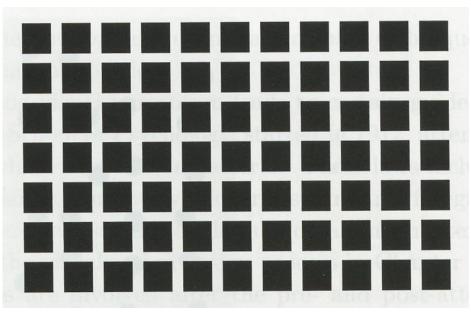
3d-pictures.feedio.net

Human cognition

Sight is very limited



thinkoutsidetheboxtoday.com

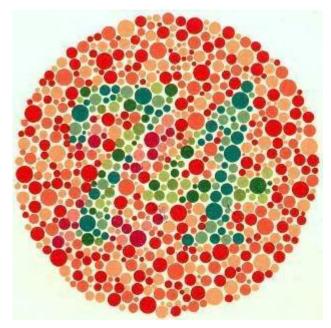


www.brainist.com

Human cognition

- Users are interacting with visualization according to their interpretation of visible information
- 8% of men problems with color perception





www.healthtap.com

Perception in the context of visualization

- Color
- Texture
- Movement





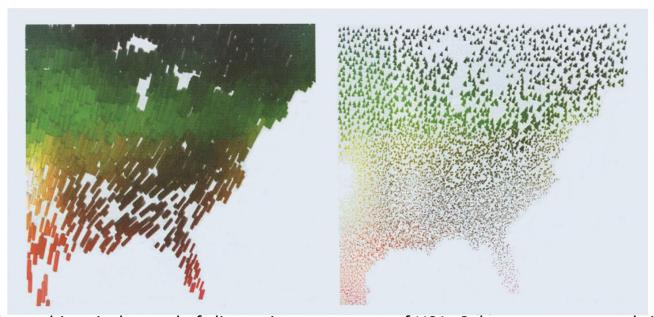


cz.123rf.com

blog.experimentsinmotion.com

Color

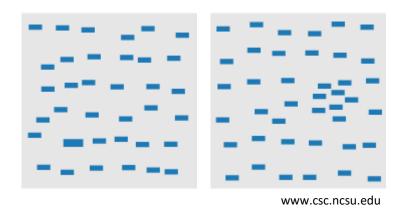
- Color balance uniform distribution of color values in the whole range
- Distinguishability in a given discrete palette each color has to be similarly distinguishable from the others
- Flexibility colors can be selected from any place of the color space used



Healey a Enns – historical record of climate in eastern part of USA. Color = temperature, brightness = wind speed, orientation = rainfall, size = cloudiness, density = frequency of freeze

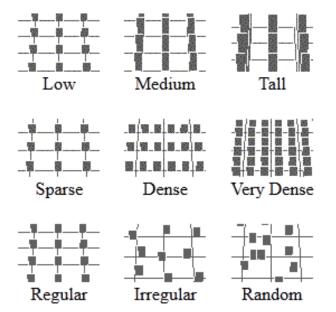
Texture

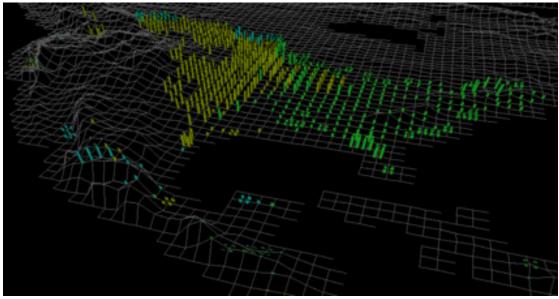
- Healey and Enns pexels (perceptual texture elements)
- Size and density are well perceivable,
 variations in regularity are perceived worse



Texture

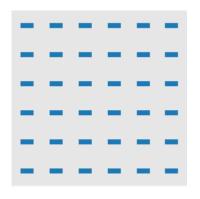
- Pexel can have 3 discrete values (height, density, randomness)
- Visualization of areas with large land cultivation
 (height = degree of cultivation, density = type of soil, randomness = crop type)





Movement

- Animation of particle systems, color changes, ...
- In general, changes in the image are attracting attention and improve the cognition process



http://www.csc.ncsu.edu/faculty/healey/PP/

flicker

Movement

- The position of the animated object in the scene is crucial
 - Such an object in the focus area is perceived differently than an object in the peripheral areas
- Additional movements in the scene are disturbing the perception process
 - The least disturbing is blinking, then oscillation movement, object transfers
 - The most disturbing is the movement of object in large distances

Examples

- Perceptually uniform motion space
 - http://openaccess.city.ac.uk/3752/1/Perceptually %20Uniform%20Motion%20Space.pdf
- Attractive flicker
 - https://www.cg.tuwien.ac.at/research/publication s/2014/waldner-2014-af/waldner-2014-af-Submission%20video.mp4