# CSE 564 VISUALIZATION & VISUAL ANALYTICS

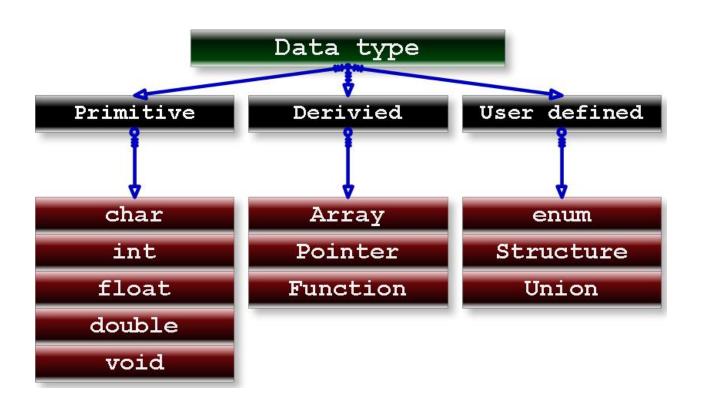
### APPLICATIONS AND BASIC TASKS

### KLAUS MUELLER

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Lecture	Торіс	Projects
1	Intro, schedule, and logistics	
2	Applications of visual analytics, basic tasks, data types	
3	Introduction to D3, basic vis techniques for non-spatial data	Project #1 out
4	Data assimilation and preparation	
5	Bias in visualization	
6	Data reduction and dimension reduction	
7	Visual perception and cognition	Project #1 due
8	Visual design and aesthetics	Project #2 out
9	Python/Flask hands-on	
10	Cluster analysis: numerical data	
11	Cluster analysis: categorical data	
12	Foundations of scientific and medical visualization	
13	Computer graphics and volume rendering	Project #2 due / Project #3 out
14	Scientific and medical visualization	
15	Illustrative rendering	Project #3 due
16	High-dimensional data, dimensionality reduction	Final project proposal call out
17	Correlation visualization	
18	Principles of interaction	
19	Midterm #1	
20	Visual analytics and the visual sense making process	Final project proposal due
21	Evaluation and user studies	
22	Visualization of time-varying and time-series data	
23	Visualization of streaming data	
24	Visualization of graph data	Final Project preliminary report due
25	Visualization of text data	
26	Midterm #2	
27	Data journalism	
	Final project presentations	Final Project slides and final report due

### Data Types Every CS Person Knows



# DATA TYPES IN VISUAL ANALYTICS

Numeric

Categorical

Text

Time series

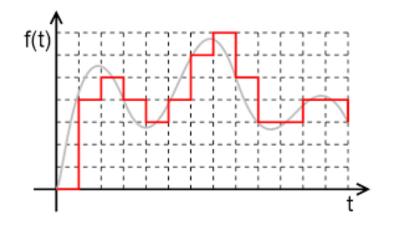
Graphs and networks

Hierarchies

### VARIABLES IN STATISTICS

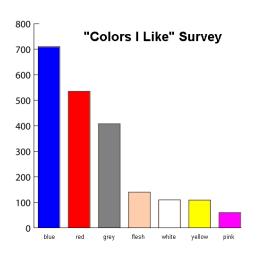
#### Numeric variables

- measure a quantity as a number
- like: 'how many' or 'how much'
- can be continuous (grey curve)
- or discrete (red steps)



#### Categorical variables

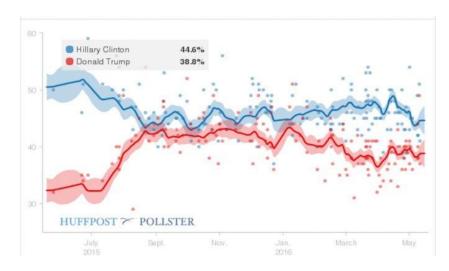
- describe a quality or characteristic
- like: 'what type' or 'which category'



# NUMERIC VARIABLES

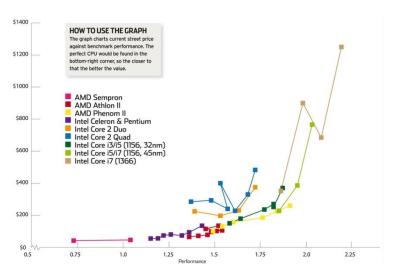
#### Most often the x-axis is 'time'

- provides an intuitive & innate ordering of the data values
- the majority of people expect the x-axis to be 'time'



#### But 'time' is not the only option

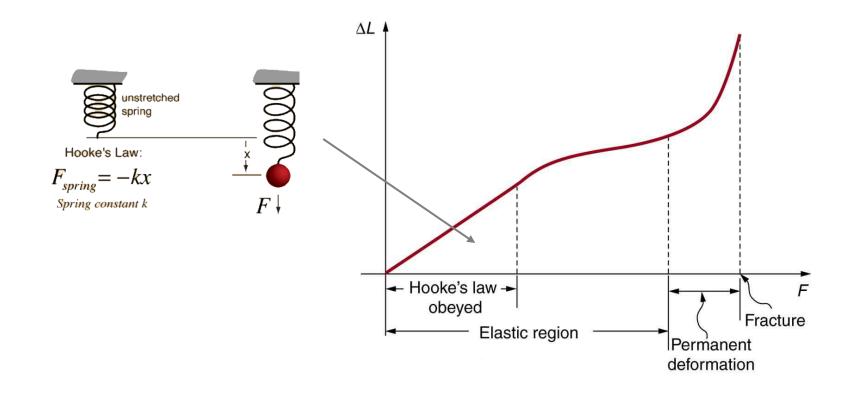
- engineers, statisticians, etc.
   will be receptive to this idea
- can you think of an example?



# NUMERIC VARIABLES

#### Another plot where 'time' is not the x-axis

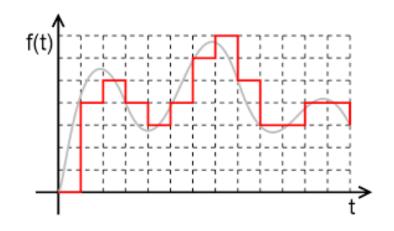
- from the engineering / physics domain
- in some sense, it tells a story



# VARIABLES IN STATISTICS

#### Numeric variables

- measure a quantity as a number
- like: 'how many' or 'how much'
- can be continuous (grey curve)
- or discrete (red steps)

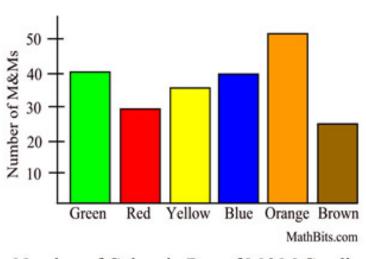


#### Categorical variables

- describe a quality or characteristic
- like: 'what type' or 'which category'
- can be ordinal = ordered, ranked (distances need not be equal)
  - clothing size, academic grades, levels of agreement
- or nominal = not organized into a logical sequence
  - gender, business type, eye color, brand

# CATEGORICAL VARIABLES

Usually plotted as bar charts or pie charts



Number of Colors in Bag of M&M Candies

??



nominal ordinal

but of course you can plot either of them in either of these two representations

# NUMBERS ARE GOOD

#### But not everything is expressed in numbers

- images
- video
- text
- web logs
- ...



#### Do feature analysis to turn these abstract things into numbers

- then apply your analysis as usual
- but keep the reference to the original data so you can return to the native domain where the analysis problem originated

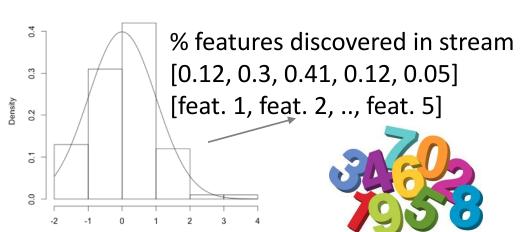
# SENSOR DATA

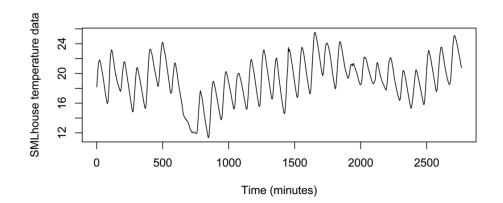
#### Characteristics

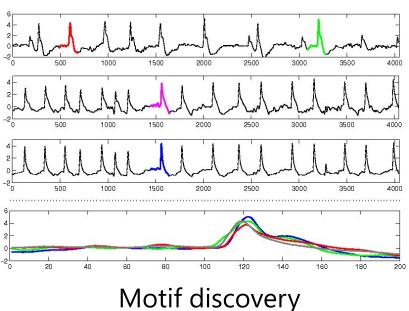
- often large scale
- time series

#### Feature Analysis

- example: Motif discovery
- encode into 5D data vector







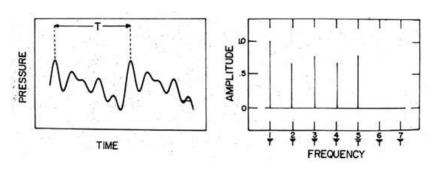
# SENSOR DATA

#### Characteristics

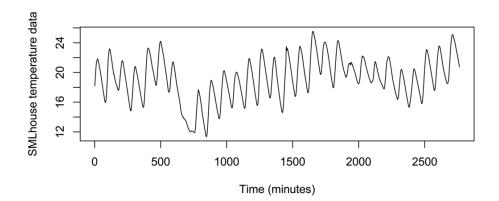
- often large scale
- time series

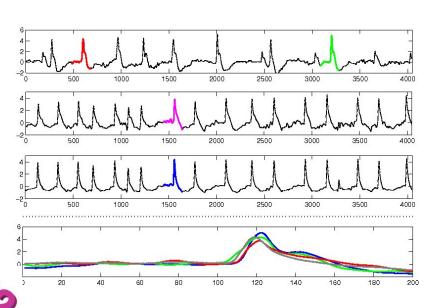
#### Feature Analysis

- Fourier transform (FT, FFT)
- Wavelet transform (WT, FWT)



Fourier transform





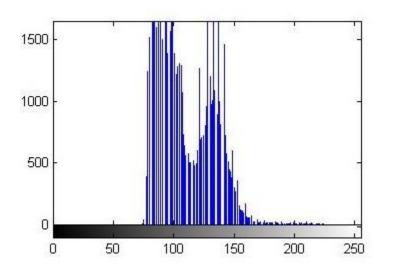
# IMAGE DATA

#### Characteristics

array of pixels

#### Feature Analysis

- value histograms
- encode into a 256-D vector









# IMAGE DATA

#### Characteristics

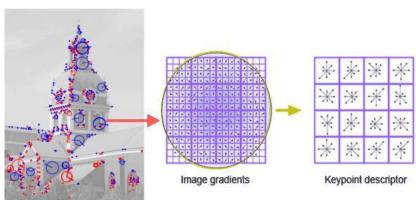
array of pixels

#### Feature Analysis

- value histograms
- gradient histograms
- FFT, FWT
- Scale Invariant Feature Transform (SIFT)
- Bag of Features (BoF)
- visual words

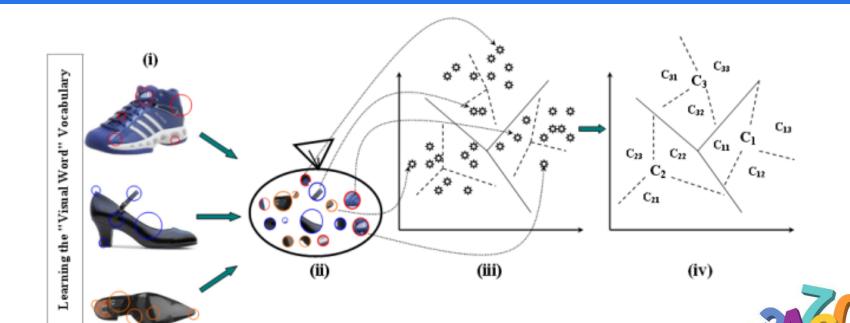






SIFT

# BAG OF FEATURES (BOF)



# BAG OF FEATURES (BOF)

- 1. Obtain the set of bags of features
  - (i) Select a large set of images
  - (ii) Extract the SIFT feature points of all the images in the set and obtain the SIFT descriptor for each feature point extracted from each image
  - (iii) Cluster the set of feature descriptors for the amount of bags we defined and train the bags with clustered feature descriptors
  - (iv) Obtain the visual vocabulary
- 2. Obtain the BoF descriptor for a given image/video frame
  - (v) Extract SIFT feature points of the given image
  - (vi) Obtain SIFT descriptor for each feature point
  - (vii) Match the feature descriptors with the vocabulary we created in the first step
  - (viii) Build the histogram

**More information** 

# VIDEO DATA

#### Characteristics

essentially a time series of images

#### Feature Analysis

many of the above techniques apply albeit extension is non-trivial



## TEXT DATA

#### Characteristics

often raw and unstructured

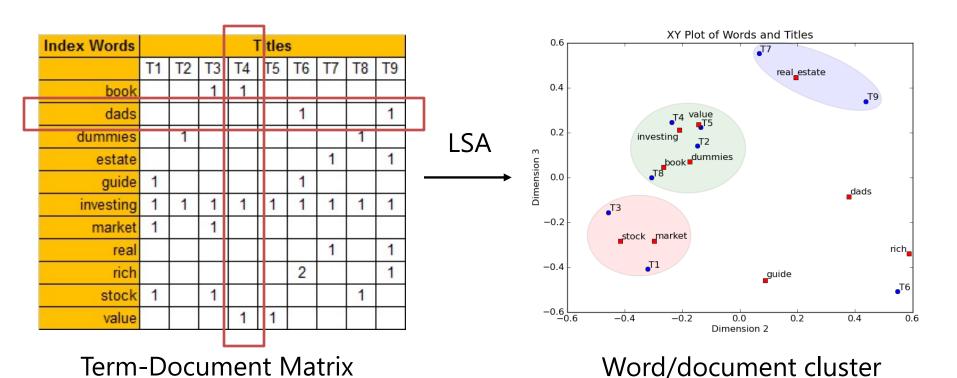
#### Feature analysis

- first step is to remove stop words and stem the data
- perform named-entity recognition to gain atomic elements
  - identify names, locations, actions, numeric quantities, relations
  - understand the structure of the sentence and complex events
- example:
  - Jim bought 300 shares of Acme Corp. in 2006.
  - [Jim]<sub>Person</sub> bought [300 shares] <sub>Quantity</sub> of [Acme Corp.]<sub>Organiz.</sub> in [2006]<sub>Time</sub>
- distinguish between
  - application of grammar rules (old style, need experienced linguists)
  - statistical models (Google etc., need big data to build)

### TEXT TO NUMERIC DATA

#### Create a term-document matrix

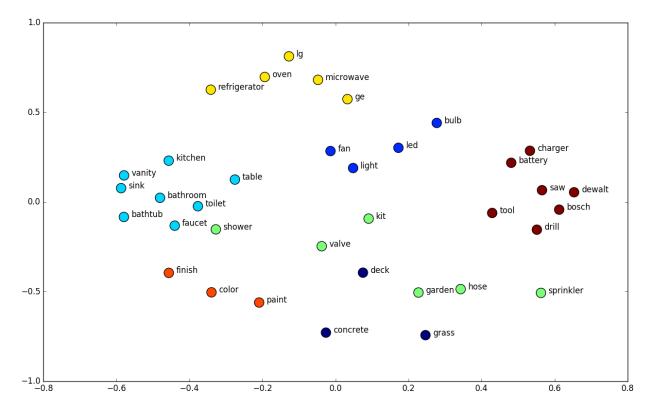
- turns text into a high-dimensional vector which can be compared
- use Latent Semantic Analysis (LSA) to derive a visualization



# WORD EMBEDDING

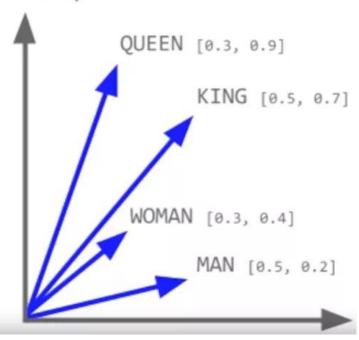
#### Train a shallow neural network (NN) on a corpus of text

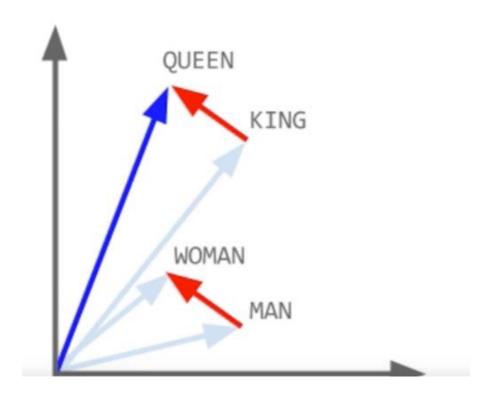
- the NN weight vectors encode word similarity as a high-D vector
- use a 2D embedding technique to display



# WORD EMBEDDING ALGEBRA

#### Load up the word vectors





```
gender = WOMAN – MAN
QUEEN = KING + gender
```

QUEEN = KING - MAN + WOMAN

# WORD CLOUD

Maps the frequency of words in a corpus to size

https://www.jasondavies.com/wordcloud/

# OTHER DATA

#### Weblogs

- typically represented as text strings in a pre-specified format
- this makes it easy to convert them into multidimensional representation of categorical and numeric attributes

#### Network traffic

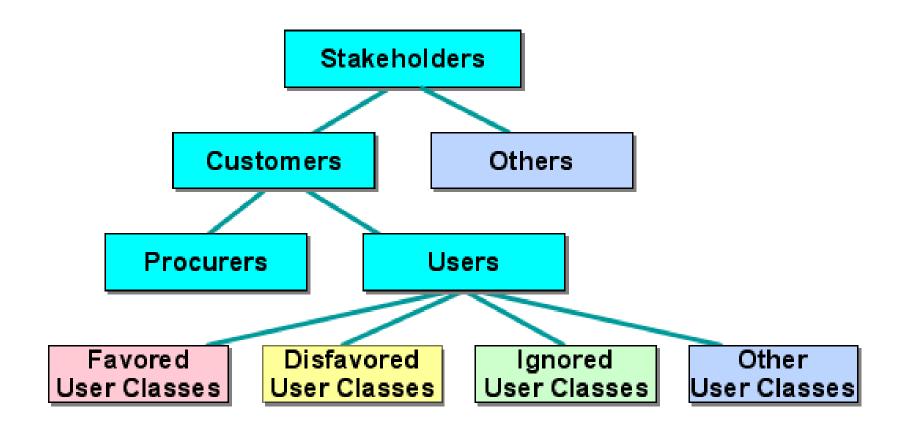
- characteristics of the network packets are used to analyze intrusions or other interesting activity
- a variety of features may be extracted from these packets
  - the number of bytes transferred
  - the network protocol used
  - IP ports used



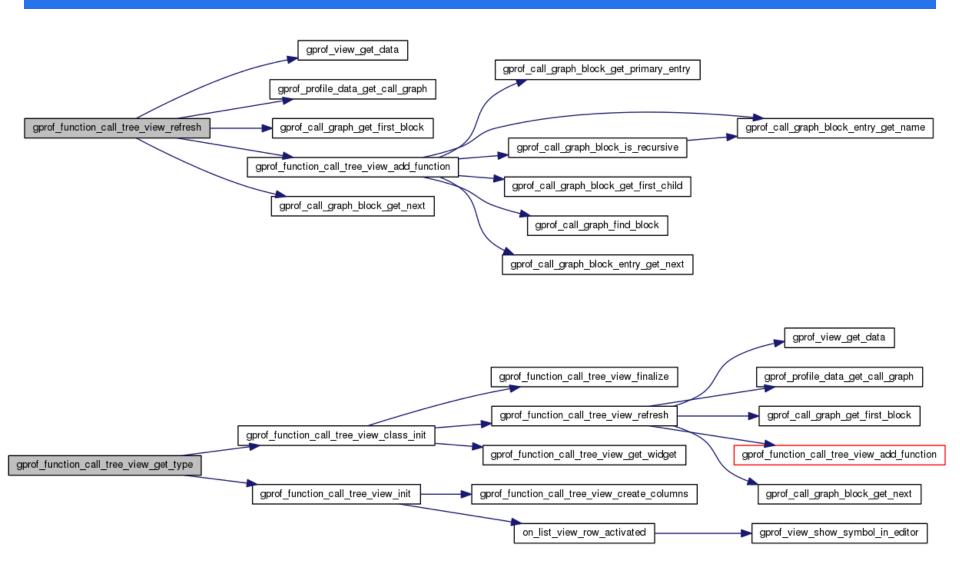
# LET'S LOOK AT SOME ESSENTIAL GRAPHICAL REPRESENTATIONS

AND DO SOME ADVERTISING FOR D3

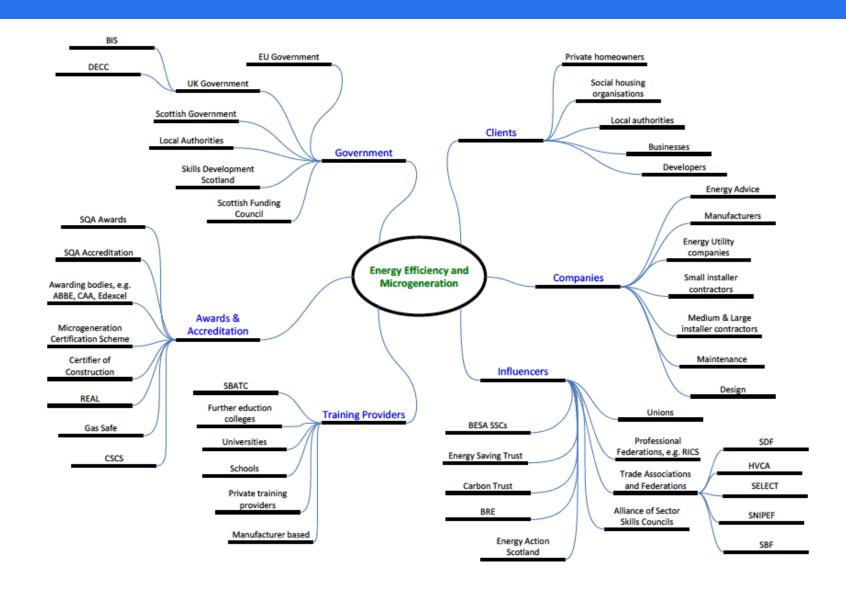
# STAKEHOLDER HIERARCHY



# FUNCTION CALL TREE



# More Complex Stakeholder Hierarchy



# HIERARCHIES

#### Questions you might have

- how large is each group of stakeholders (or function)?
  - tree with quantities
- what fraction is each group with respect to the entire group?
  - partition of unity
- how is information disseminated among the stakeholders (or functions)?
  - information flow
- how close (or distant) are the individual stakeholders (functions) in terms of some metric?
  - force directed layout

# INVOKE NATURE

More scalable tree, and natural with some randomness

http://animateddata.co.uk/lab/d3-tree/

## COLLAPSIBLE TREE

A standard tree, but one that is scalable to large hierarchies

http://mbostock.github.io/d3/talk/20111018/tree.html

# ZOOMABLE PARTITION LAYOUT

A tree that is scalable and has partial partition of unity

http://mbostock.github.io/d3/talk/20111018/partition.html

# SUNBURST

More space efficient since it's radial, has partial partition of unity

http://bl.ocks.org/kerryrodden/7090426

# BUBBLE CHARTS

No hierarchy information, just quantities

http://bl.ocks.org/mbostock/4063269

# CIRCLE PACKING

Quantities and containment, but not partition of unity

http://mbostock.github.io/d3/talk/20111116/packhierarchy.html

## TREEMAP

Quantities, containment, and full partition of unity

http://mbostock.github.io/d3/talk/20111018/treemap.html

# CHORD DIAGRAM

Relationships among group fractions, not necessarily a tree

http://bl.ocks.org/mbostock/4062006

## HIERARCHICAL EDGE BUNDLING

Relationships of individual group members, also in terms of quantitative measures such as information flow

http://mbostock.github.io/d3/talk/20111116/bundle.html

## COLLAPSIBLE FORCE LAYOUT

Relationships within organization members expressed as distance and proximity

http://mbostock.github.io/d3/talk/20111116/forcecollapsible.html

## VORONOI TESSELLATION

Shows the closest point on the plane for a given set of points... and a new point via interaction

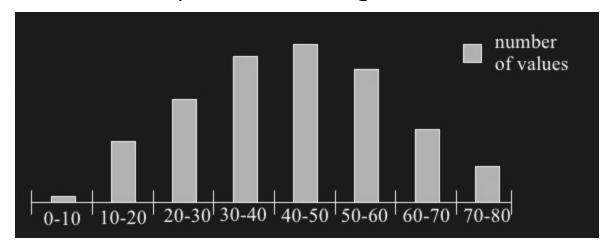
http://bl.ocks.org/mbostock/4060366

# DATA TYPE CONVERSIONS AND TRANSFORMATION

# Numeric to Categorical Data: Discretization (1)

#### Solution 1:

- divide the numeric attribute values into φ equi-width ranges
- each range/bucket has the same width
- example: customer age

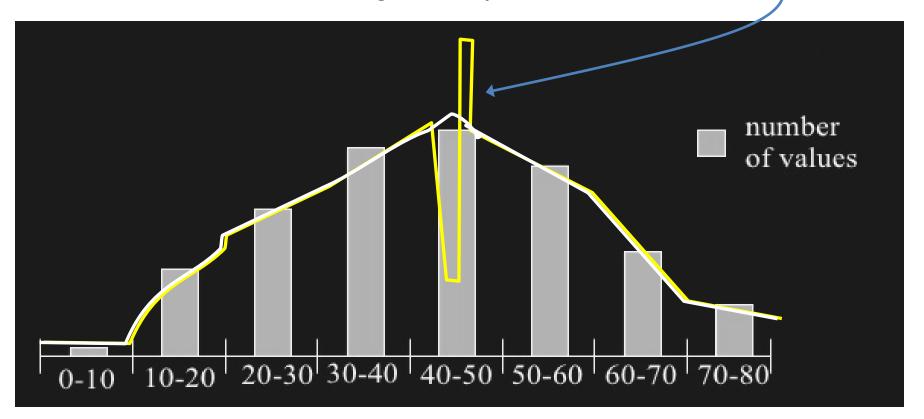


what is lost here?

## PROBLEM WITH EQUI-WIDTH HISTOGRAM

Age ranges of customers could be unevenly distributed within a bin

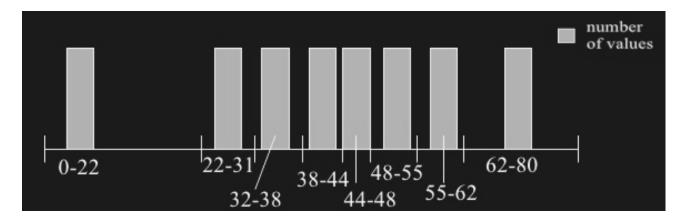
this could be an interesting anomaly



# Numeric to Categorical Data: Discretization (2)

#### Solution 2:

- divide the numeric attribute values into φ equi-depth ranges
- same number of samples in each bin
- (again) example: customer age:

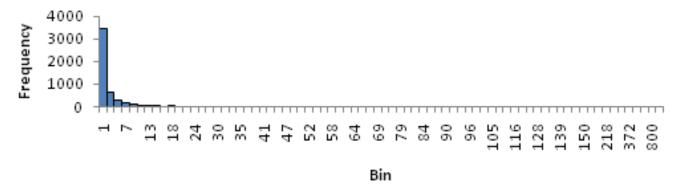


- what is the disadvantage here?
- extra storage needed: must store the start/end value for each bin

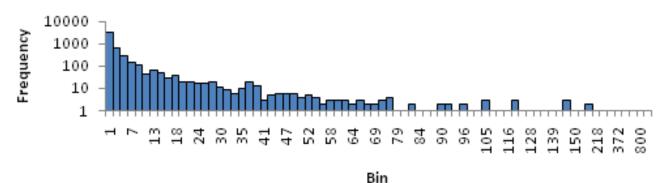
# Numeric to Categorical Data: Discretization (3)

#### Solution 3:

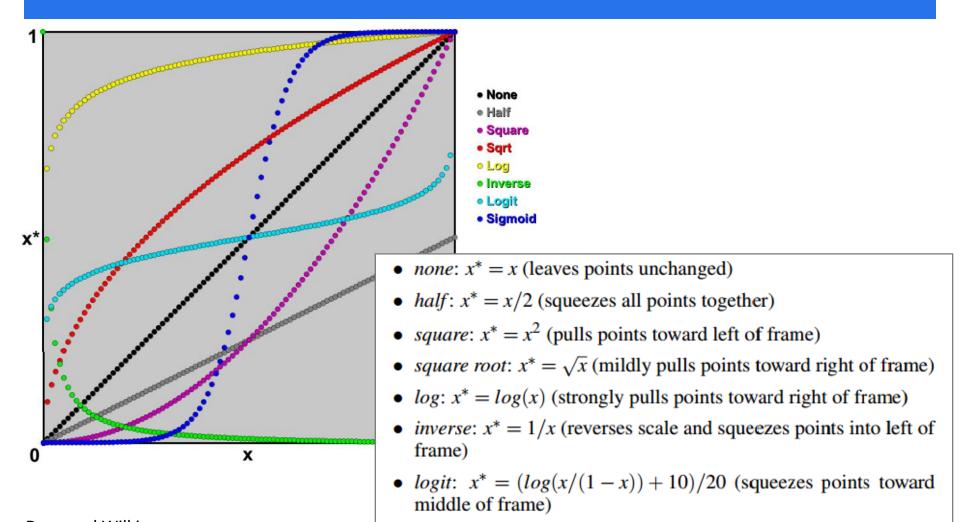
- what if all the bars have seemingly the same height
- or are dominated by one large peak



switch to log scaling of the y-value



# OTHER TRANSFORMATIONS



from middle of frame)

• sigmoid:  $x^* = 1/(1 + exp(-20x + 10))$  (expands points away

Dang and Wilkinson,
"Transforming Scagnostics to
Reveal Hidden Features", TVCG 2014

# DATA REPRESENTATION

Ever tried to reduce the size of an image and you got this?



This is aliasing

# DATA REPRESENTATION

But what you really wanted is this:



This is anti-aliasing

## WHY IS THIS HAPPENING?







The smaller image resolution cannot represent the image detail captured at the higher resolution

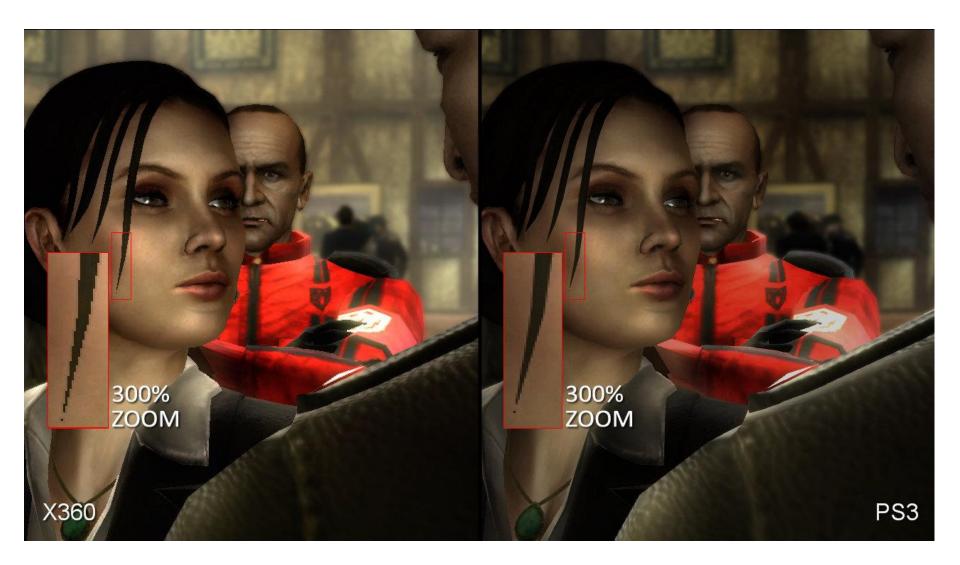
skipping this small detail leads to these undesired artifacts

## WHAT IS ANTI-ALIASING

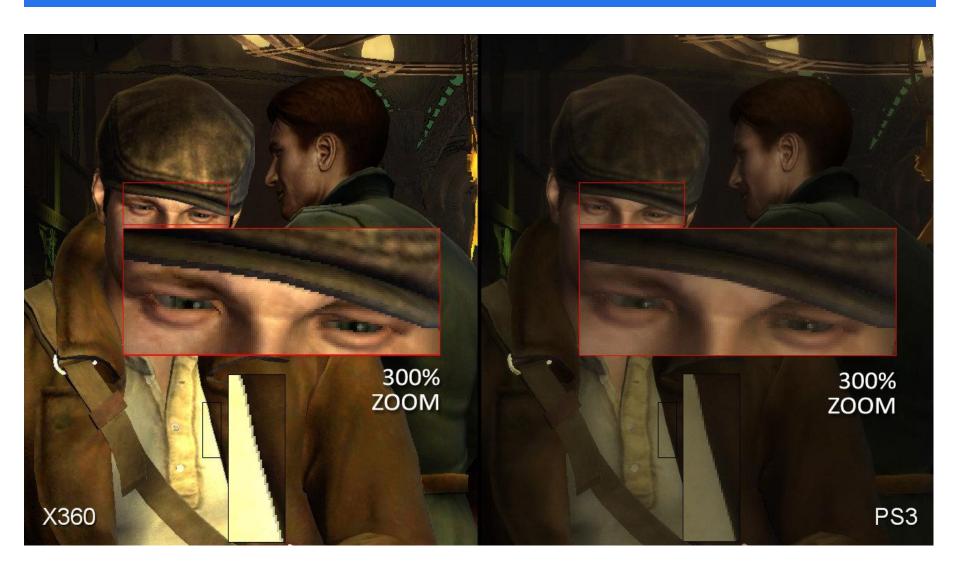
#### Procedure

- either sample at a higher rate
- or smooth the signal before sampling it
- the latter is called *filtering*

# Anti-Aliasing Via Smoothing



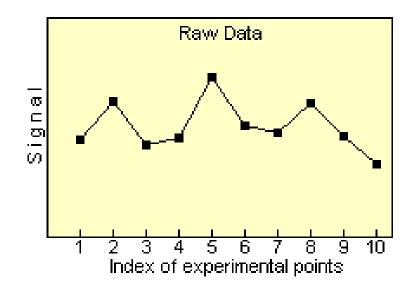
# Anti-Aliasing Via Smoothing



# WHAT IS SMOOTHING?

## Slide a window across the signal

- stop at each discrete sample point
- average the original data points that fall into the window
- store this average value at the sample point
- move the window to the next sample point
- repeat



# Anti-Aliasing Via Smoothing: Tradeoffs

looks sharper, but has "jaggies" a bit blurred, but no more jaggies



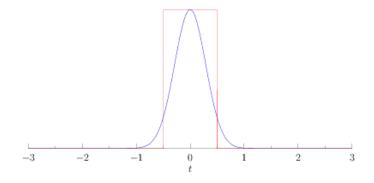
# **FILTERS**

#### What is the filter we just used called?

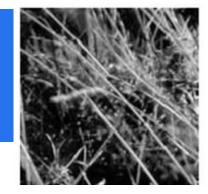
it's called a box filter

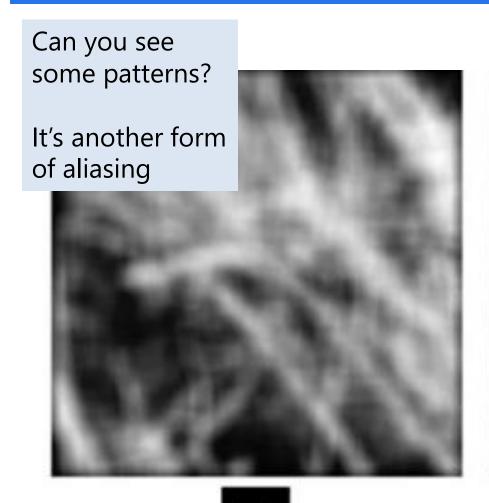
#### There are other filters

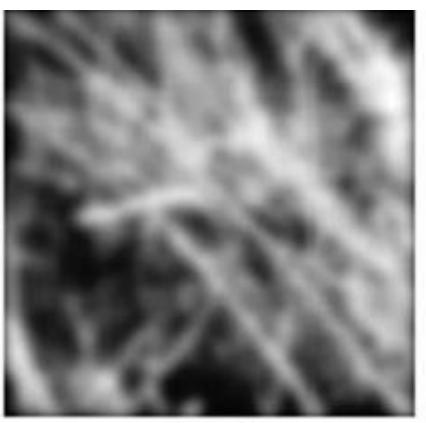
- for example, Gaussian filter
- yields a smoother result
- box filtering is simplest



# BOX FILTER VS. GAUSSIAN FILTER







# THE SOLUTION

### What's the underlying problem?

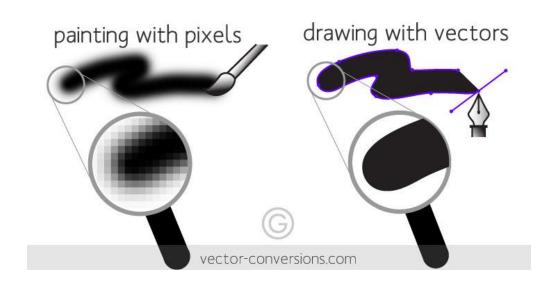
- detail can't be refined upon zoom
- can just be replicated or blurred

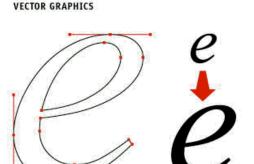


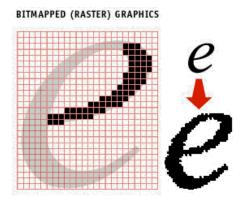
#### The solution...

- represent detail as a function that can be mathematically refined
- replace raster graphics by vector graphics

# SCALABLE VECTOR GRAPHICS (SVG)







# PHOTOGRAPHS AND IMAGES IN SVG

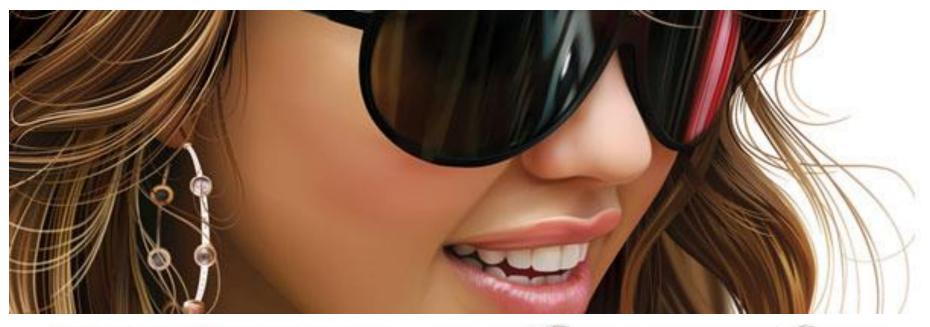
Vector graphics tends to have an "cartoonish" look



raster graphics

vector graphics

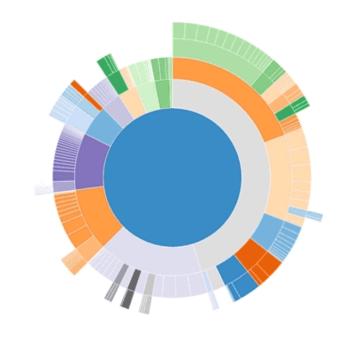
# PHOTOGRAPHS AND IMAGES IN SVG

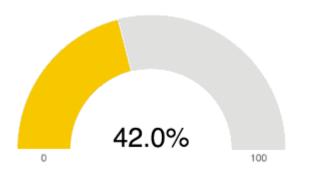


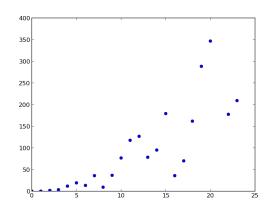




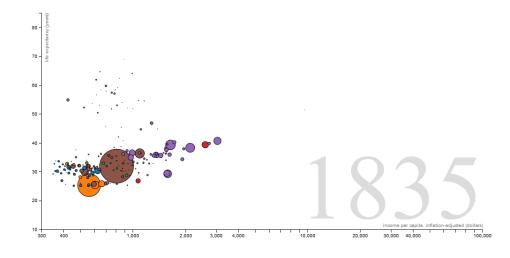
# D3 USES SVG





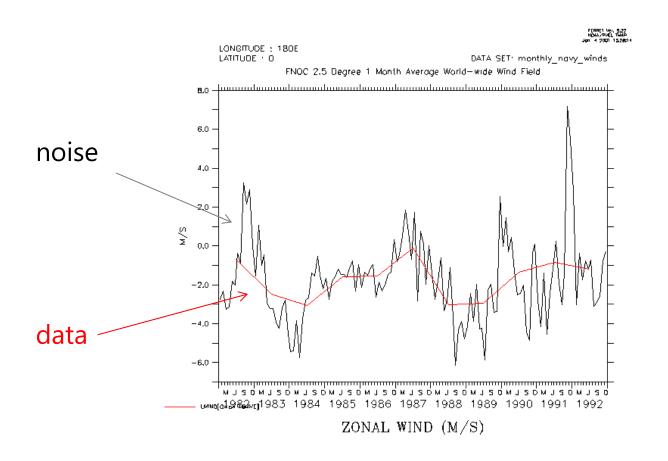


#### The Wealth & Health of Nations



# SMOOTHING FOR DE-NOISING

## Filtering/smoothing also eliminates noise in the data



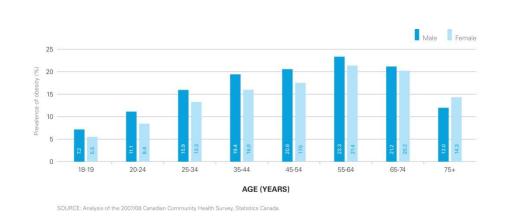
## BACK TO BAR CHARTS

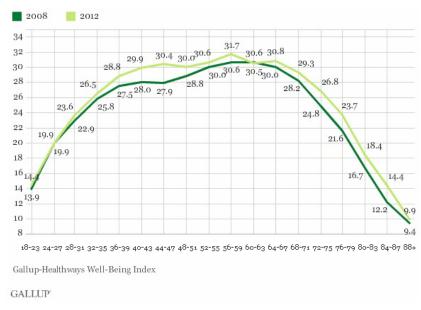
In some ways, bar charts reduce noise and uncertainties in the data

the bins do the smoothing

## Example:

obesity over age (group)



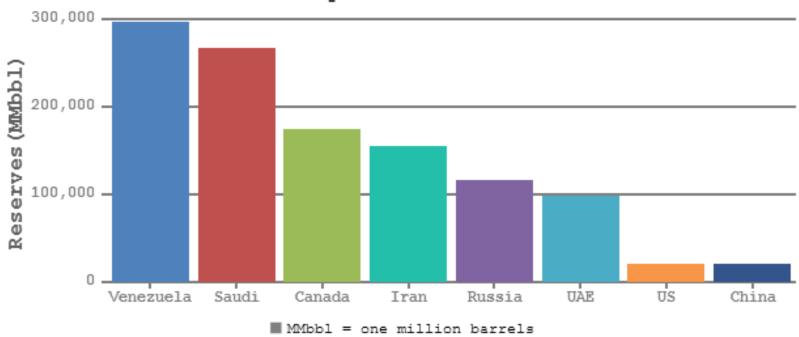


## BAR CHARTS

Of course, bar charts can also hold categorical data

- smoothing by semantic grouping
- for example, Europe vs. {France, Spain, Italy, Germany, ...}





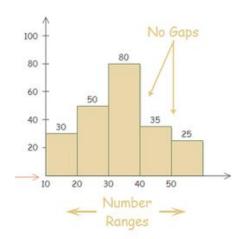
## BAR CHARTS VS. HISTOGRAMS

#### Histograms

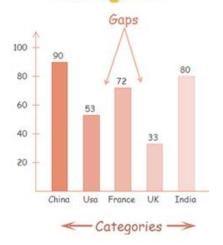
- bars show the frequency of numerical data
- quantitative data
- elements are grouped together, so that they are considered as ranges
- bars cannot be reordered
- width of bars need not be the same

#### Bar charts

- uses bars to compare different categories of data
- comparison of discrete variables
- elements are taken as individual entities
- bars can be reordered
- width of bars need to be the same



#### Histogram

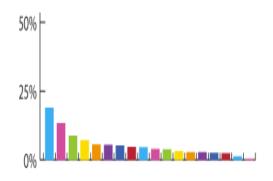


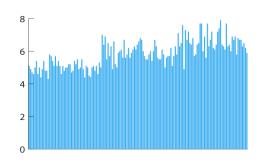


## HOW MANY BARS IN A BAR CHART

How many bars are too many (in a chart)

- if individual categories are the focus? 12 is a good rule
- if the overall trend is the important factor? 50 or even more
- eventually you can switch to a line chart







- sort bars by height and use 'other' to aggregate the bar chart tails into a single bar
- find a grouping that can semantically aggregate bars, for example aggregate countries into continents

## BAR CHARTS IN D3

http://bl.ocks.org/mbostock/3885304

Working with bar charts and histograms is the topic of Lab 1

the next two slides offer some help with calculations

## HISTOGRAM CALCULATIONS - BINNING

#### Determine bin size

- min(data) is optional, can also use 0 or some reasonable value
- max(data) is optional, can also use some reasonable value

$$bin \ size = \frac{\max(data) - \min(data)}{number \ of \ bins}$$

Given a data value val increment (++) the bin value

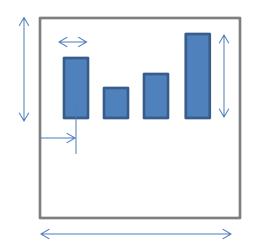
but first initialize bin val array to 0

$$bin\ val\ array \left[ \left| \frac{val - \min(data)}{bin\ size} \right| \right] + +$$

## HISTOGRAM CALCULATIONS - PLOTTING

Determine bin size on the screen

$$bin \ size \ on \ screen = \frac{chart \ width}{number \ of \ bins}$$



Center of a bar for bin with index bin index

 $bar center on screen = (bin index \cdot bin size on screen) + 0.5$ 

Height of the bar for a bin with index bin index

$$bar\ height(bin\ index) = bin\ val\ array(bin\ index) \cdot \frac{chart\ height}{max(bin\ val\ array)}$$

Do not forget that the origin of a web page is the top left corner