

CSE 332

INTRODUCTION TO VISUALIZATION

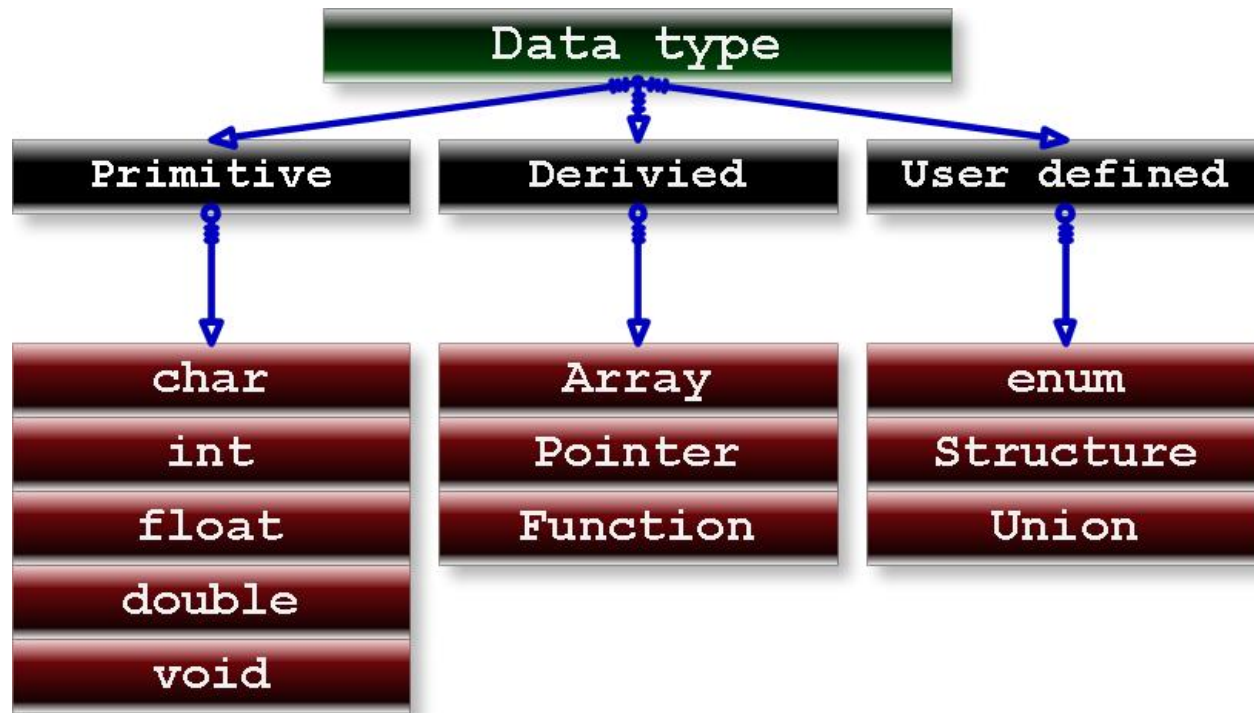
DATA TYPES & BASIC APPLICATIONS

KLAUS MUELLER

COMPUTER SCIENCE DEPARTMENT
STONY BROOK UNIVERSITY

| Lecture | Topic | Projects |
|---------|---|---------------|
| 1 | Intro, schedule, and logistics | |
| 2 | Applications of visual analytics, data, and basic tasks | |
| 3 | Basic vis techniques for non-spatial data | Project 1 out |
| 4 | Data preparation and reduction | |
| 5 | Perception and cognition, visual design and aesthetics | |
| 6 | Foundations of statistics | |
| 7 | Introduction to D3 | Project 2 out |
| 8 | Data types, notion of similarity and distance | |
| 9 | Data mining techniques: clusters, text, patterns, classifiers | |
| 10 | Data mining techniques: clusters, text, patterns, classifiers | |
| 11 | High-dimensional data, dimensionality reduction | |
| 12 | Computer graphics and volume rendering | Project 3 out |
| 13 | Techniques to visualize spatial (3D) data | |
| 14 | Scientific and medical visualization | |
| 15 | Scientific and medical visualization | |
| 16 | Non-photorealistic rendering | |
| 17 | Midterm | |
| 18 | Principles of interaction | Project 4 out |
| 19 | Visual analytics and the visual sense making process | |
| 20 | Correlation and causal modeling | |
| 21 | Big data: data reduction, summarization | |
| 22 | Visualization of graphs and hierarchies | |
| 23 | Visualization of text data | Project 5 out |
| 24 | Visualization of time-varying and time-series data | |
| 25 | Memorable visualizations, visual embellishments | |
| 26 | Evaluation and user studies | |
| 27 | Narrative visualization and storytelling | |
| 28 | Data journalism | |

DATA TYPES EVERY CS PERSON KNOWS



DATA TYPES IN VISUAL ANALYTICS

Numerical

Categorical

Text

Time series

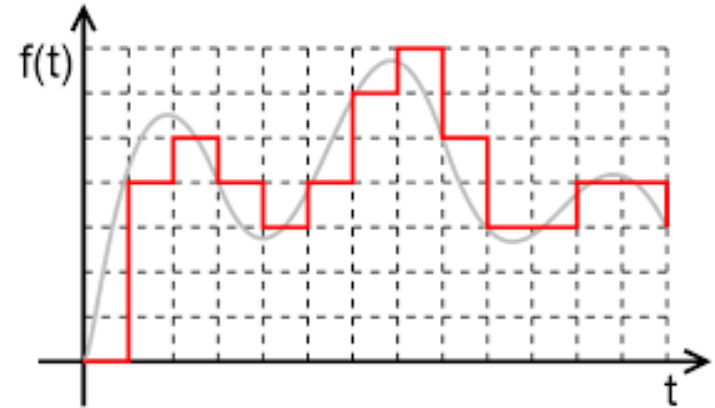
Graphs and networks

Hierarchies

VARIABLES IN STATISTICS

Numerical variables

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



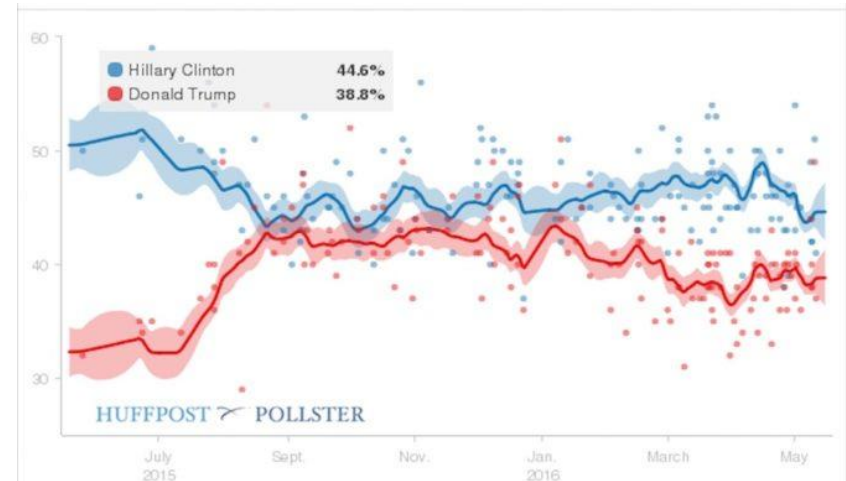
Categorical variables

- 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

NUMERICAL VARIABLES

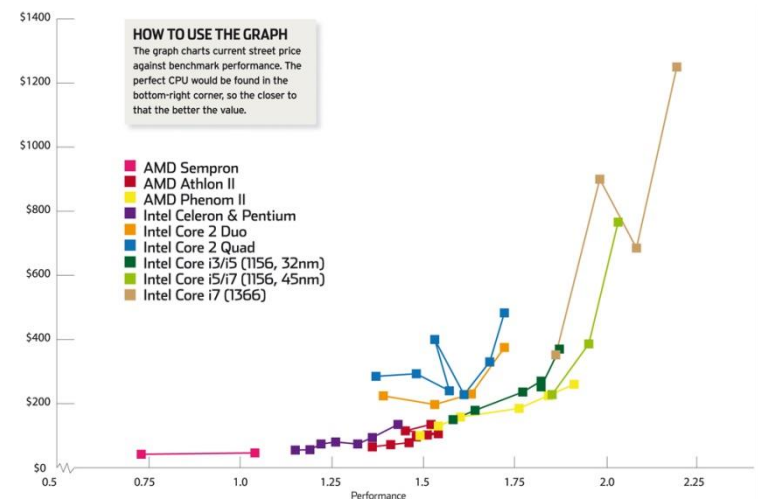
Most often the x-axis is 'time'

- 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

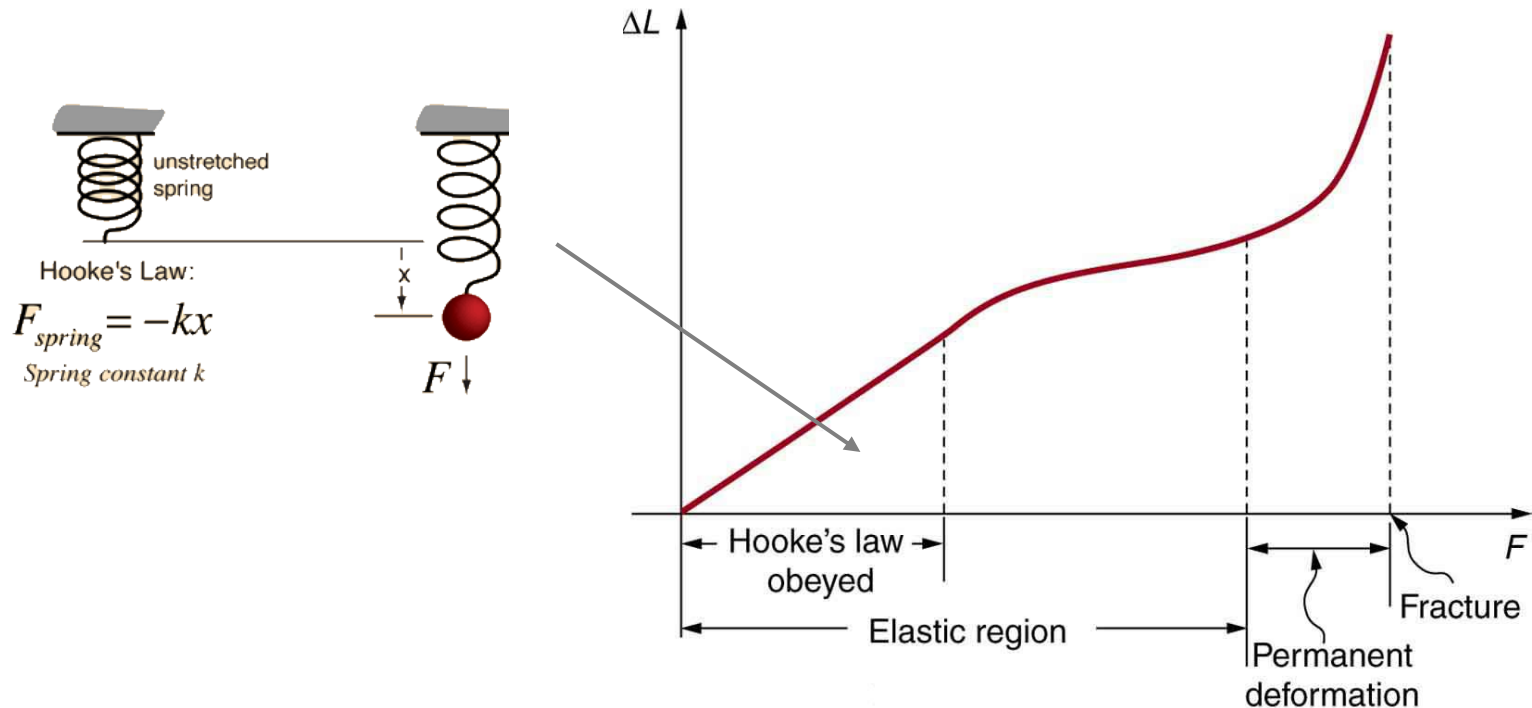
- engineers, statisticians, etc. will be receptive to this idea
- can you think of an example?



NUMERICAL VARIABLES

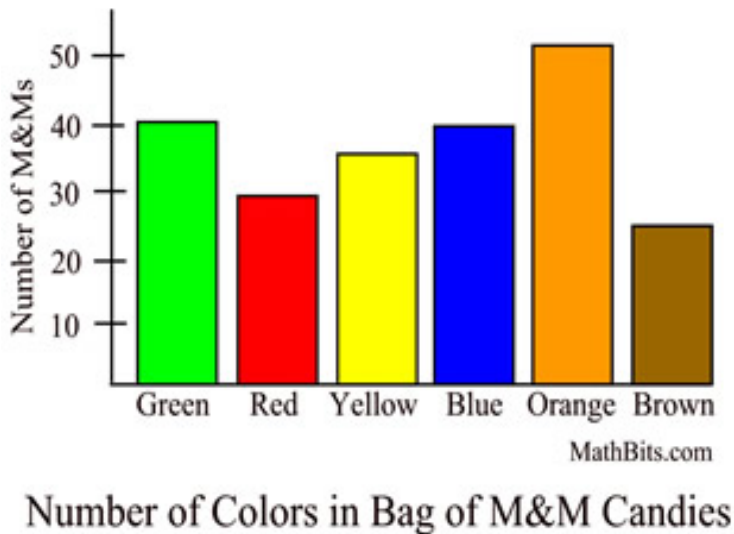
Another plot where 'time' is not the x-axis

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



CATEGORICAL VARIABLES

Usually plotted as bar charts or pie charts



??



??

nominal

ordinal

NUMBERS ARE GOOD

But not everything is expressed in numbers

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



Need to 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

IMAGE DATA

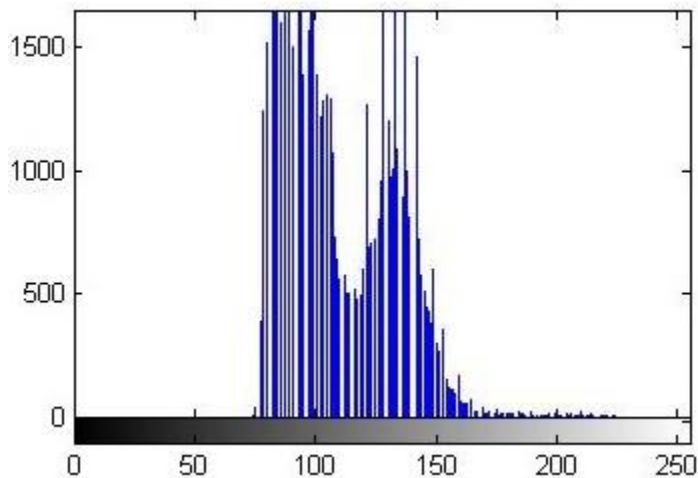
Characteristics

- array of pixels

Feature Analysis

- example: value histograms
- encode into a 256-D vector

histograms



[0, 0, 0, ..., 10, ..., 1200,]



VIDEO DATA

Characteristics

- essentially a time series of images

Feature Analysis

- many of the image techniques apply but extension is non-trivial



TEXT DATA

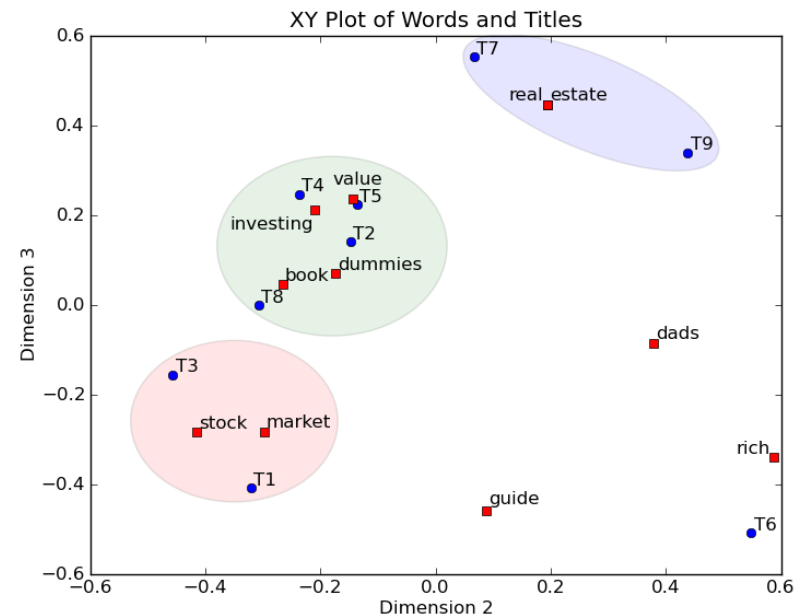
Create a term-document matrix

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

| Index Words | Titles | | | | | | | | |
|-------------|--------|----|----|----|----|----|----|----|----|
| | T1 | T2 | T3 | T4 | T5 | T6 | T7 | T8 | T9 |
| book | | | 1 | 1 | | | | | |
| dads | | | | | | 1 | | | 1 |
| dummies | | 1 | | | | | | 1 | |
| estate | | | | | | | 1 | | 1 |
| guide | 1 | | | | | 1 | | | |
| investing | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| market | 1 | | 1 | | | | | | |
| real | | | | | | | 1 | | 1 |
| rich | | | | | | 2 | | | 1 |
| stock | 1 | | 1 | | | | | 1 | |
| value | | | | 1 | 1 | | | | |

Term-Document Matrix

LSA

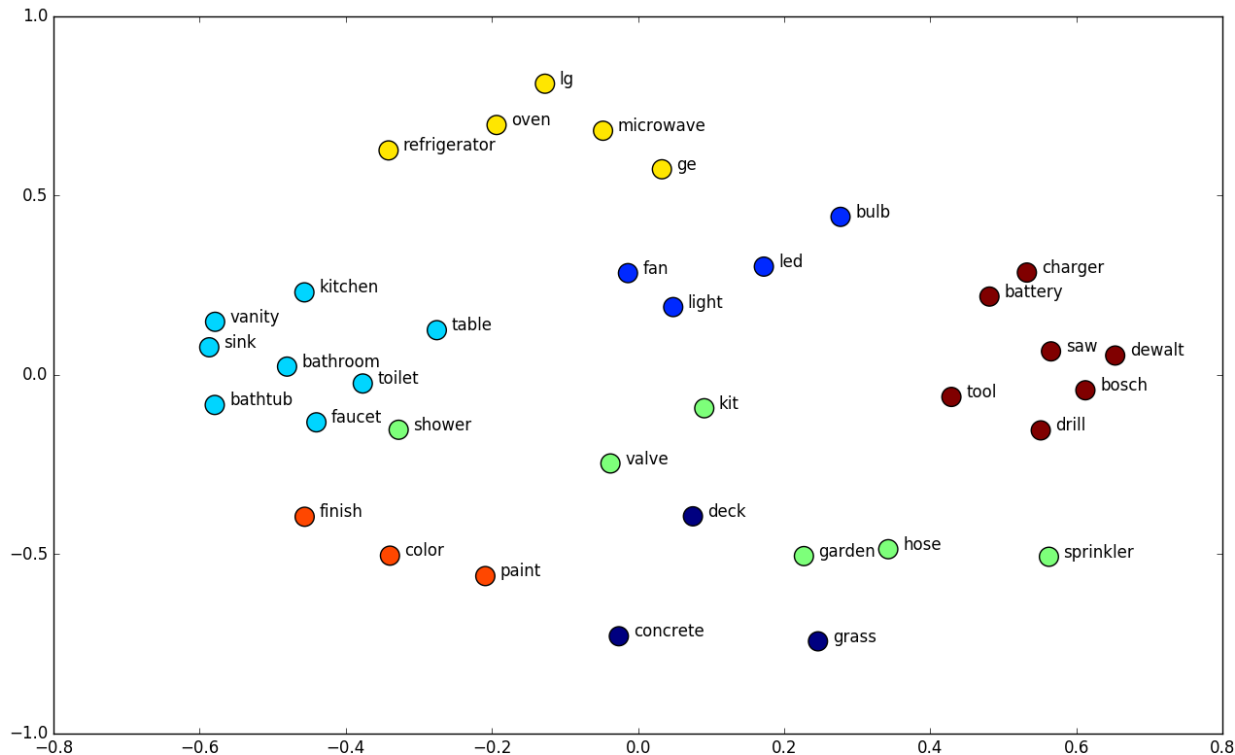


Word/document cluster

WORD EMBEDDING

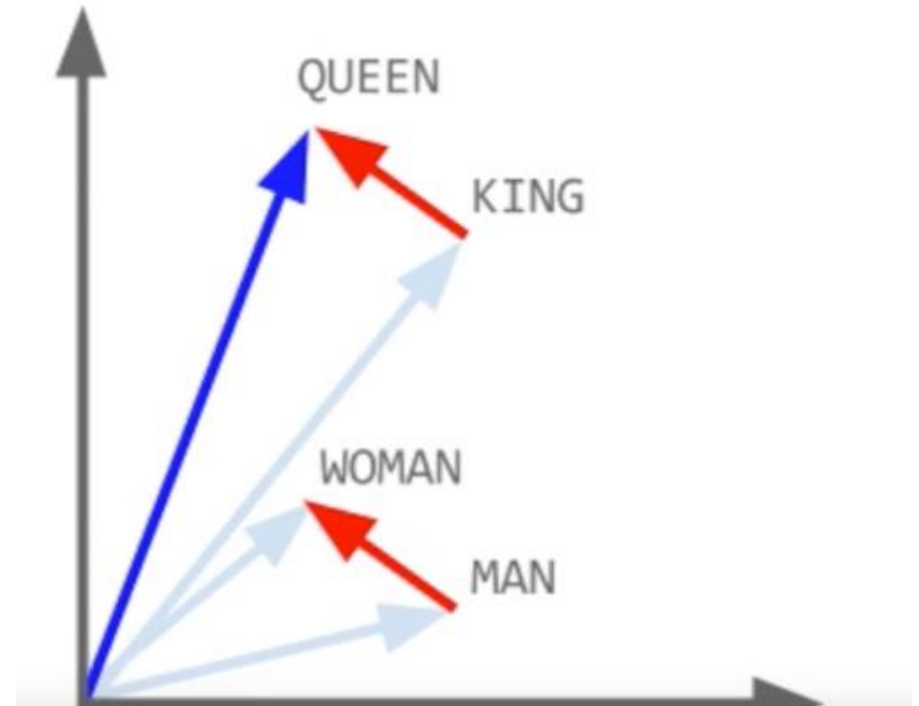
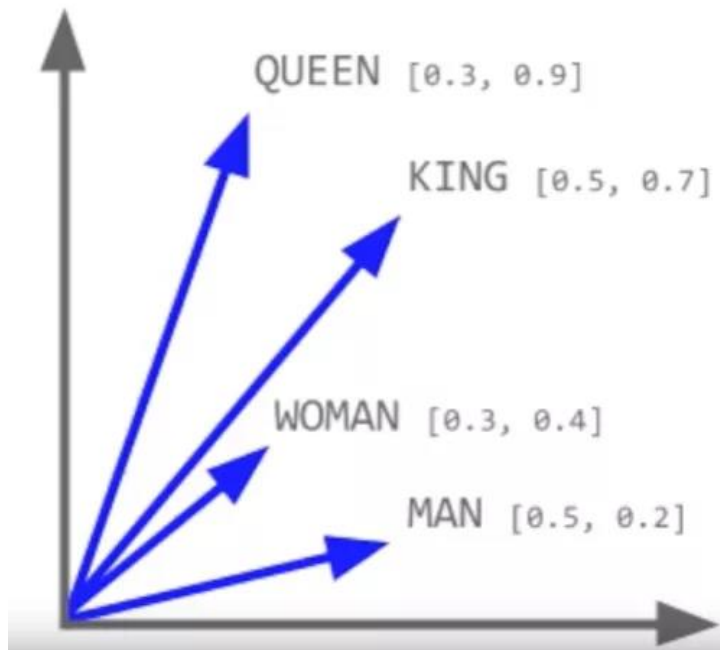
Train a shallow neural network (NN) on a corpus of text

- 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



$$\text{gender} = \text{WOMAN} - \text{MAN}$$

$$\text{QUEEN} = \text{KING} + \text{gender}$$

$$\text{QUEEN} = \text{KING} - \text{MAN} + \text{WOMAN}$$

WORD CLOUD

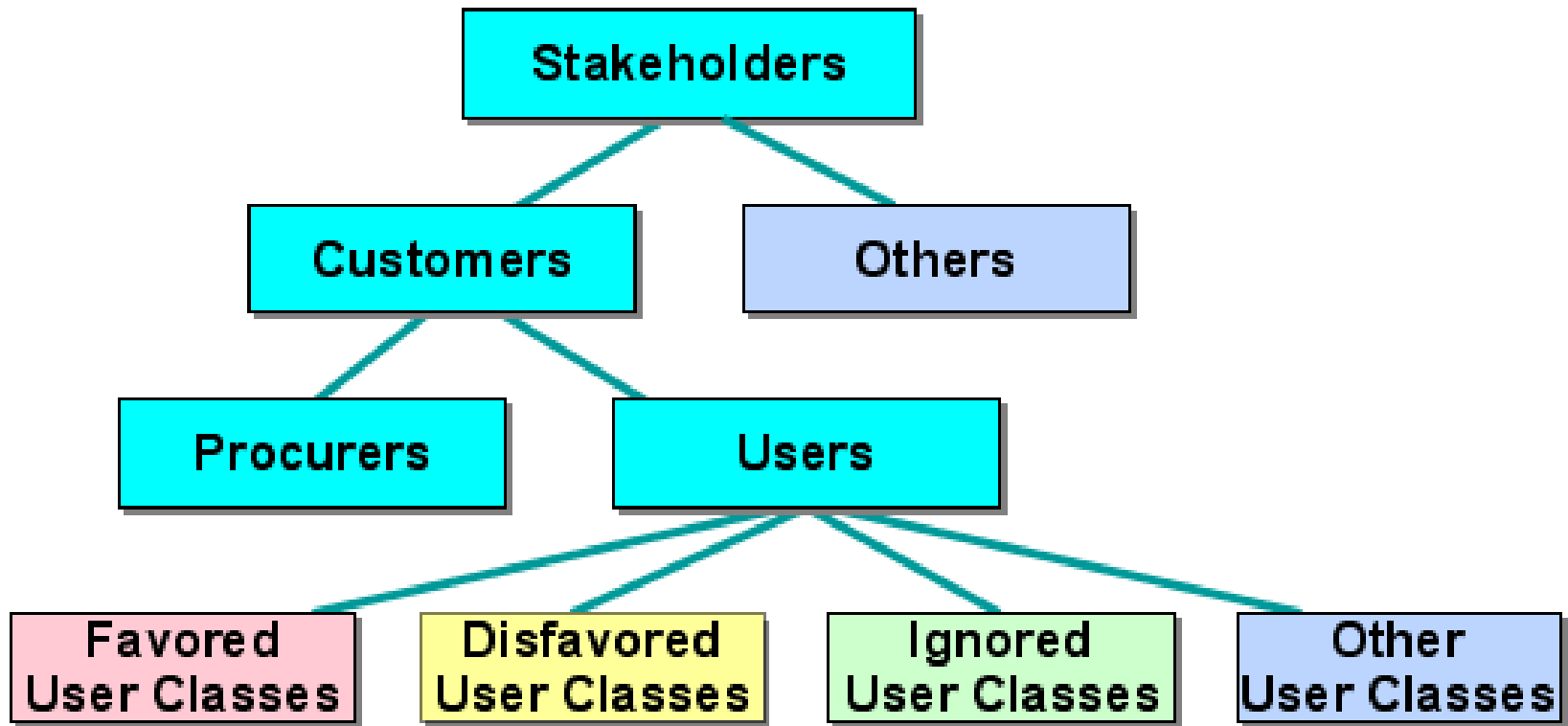
Maps the frequency of words in a corpus to size

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

LET'S LOOK AT SOME ESSENTIAL
GRAPHICAL REPRESENTATIONS

AND DO SOME ADVERTISING FOR D3

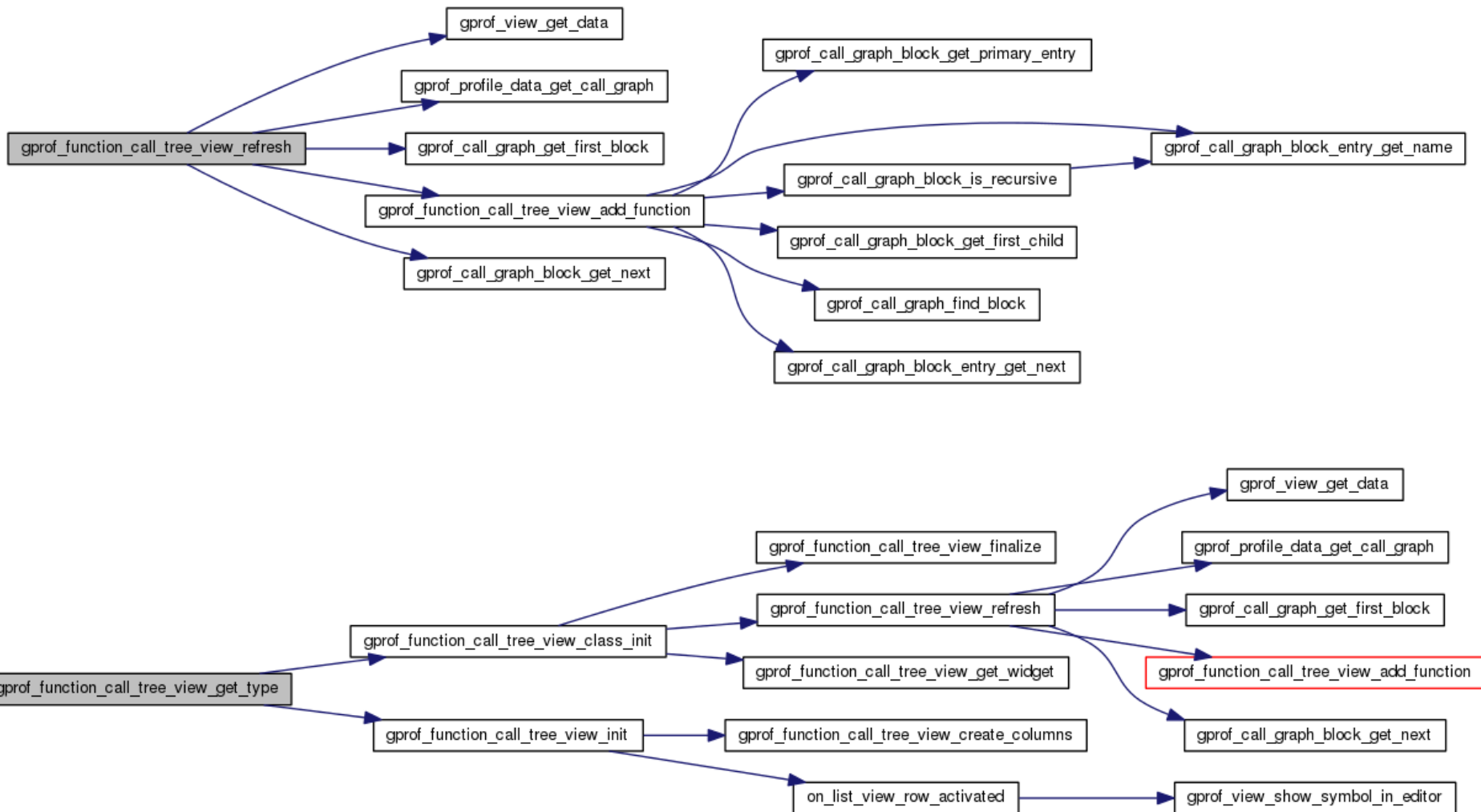
STAKEHOLDER HIERARCHY



MORE COMPLEX STAKEHOLDER HIERARCHY



FUNCTION CALL TREE



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

<https://www.jasondavies.com/coffee-wheel/>

<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/pack-hierarchy.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/force-collapsible.html>

VORONOI TESSELLATION

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

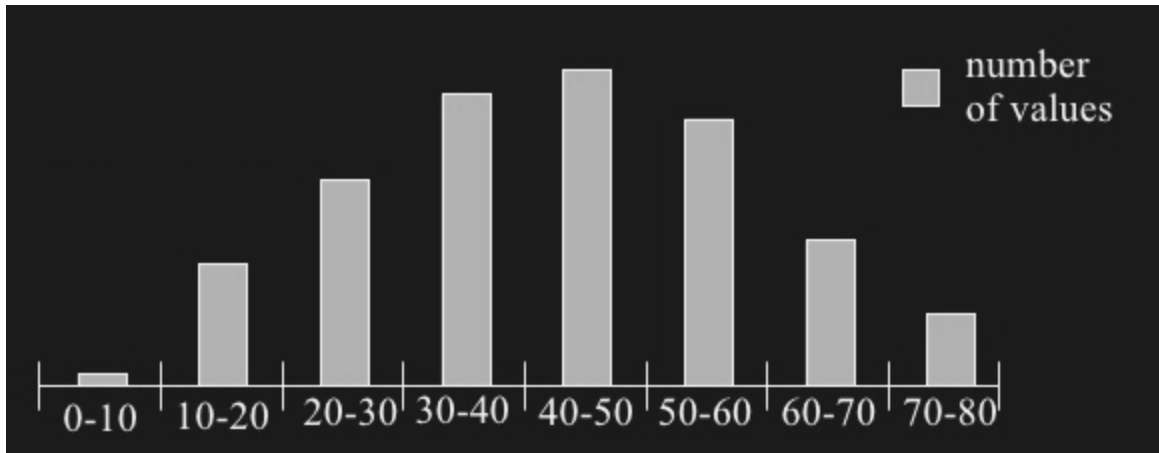
<http://bl.ocks.org/mbostock/4060366>

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

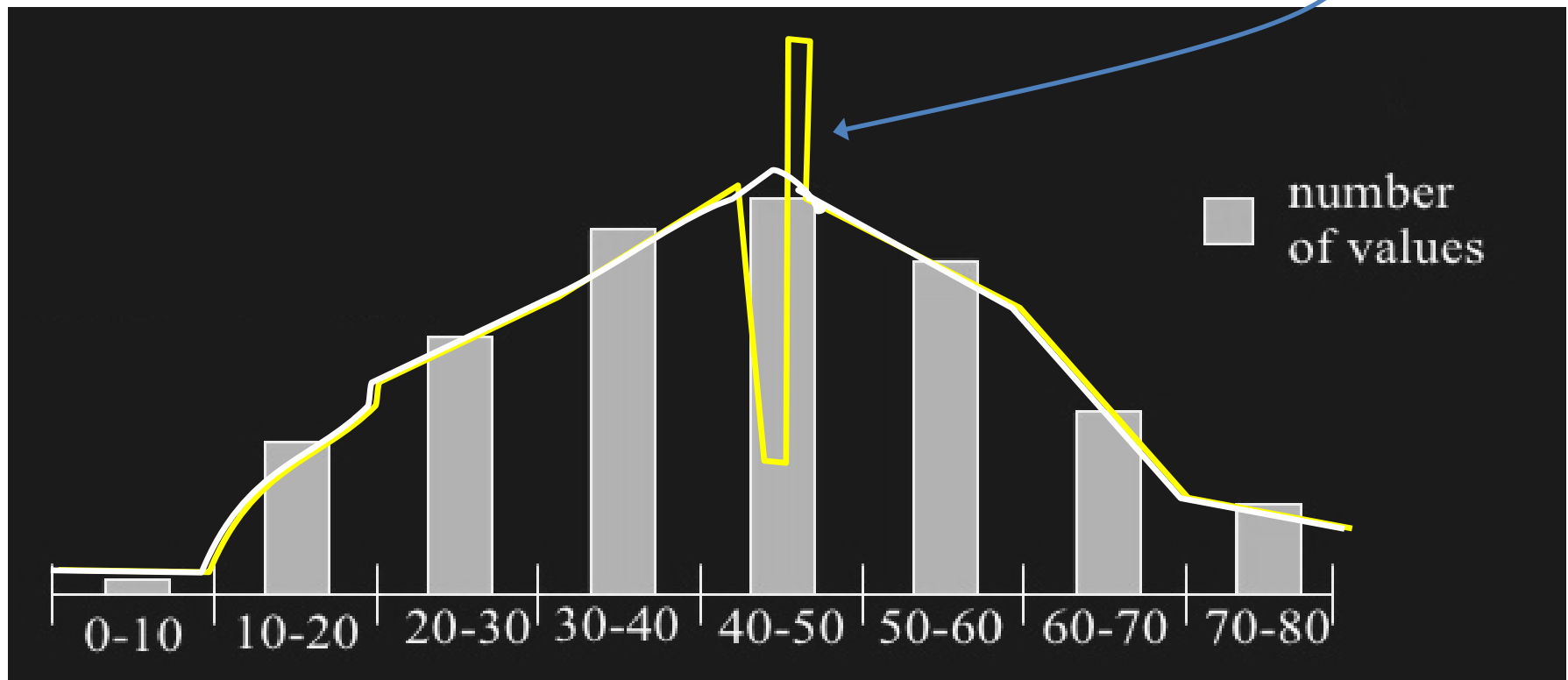


- what is lost here?

PROBLEM WITH EQUI-WIDTH HISTOGRAM

Age ranges of customers could be unevenly distributed within a bin

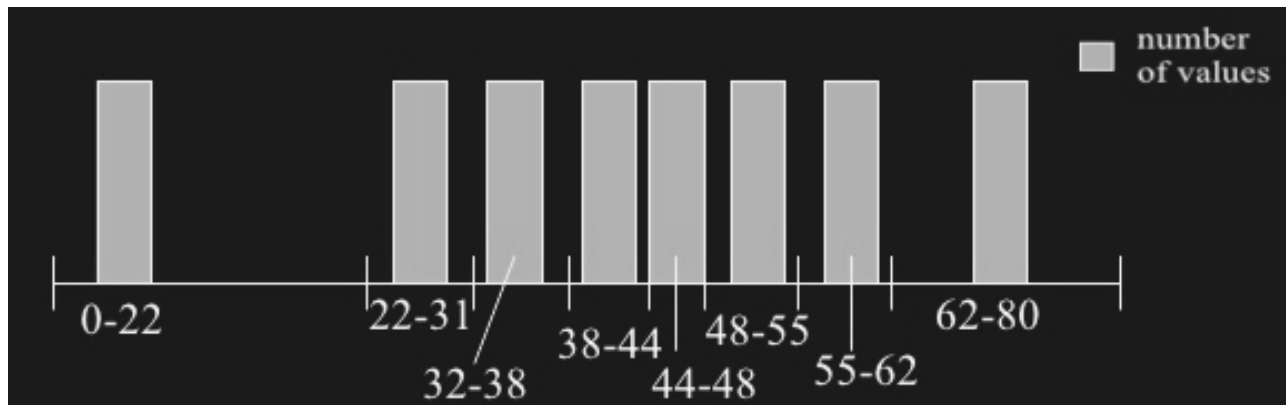
- this could be an interesting anomaly



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:

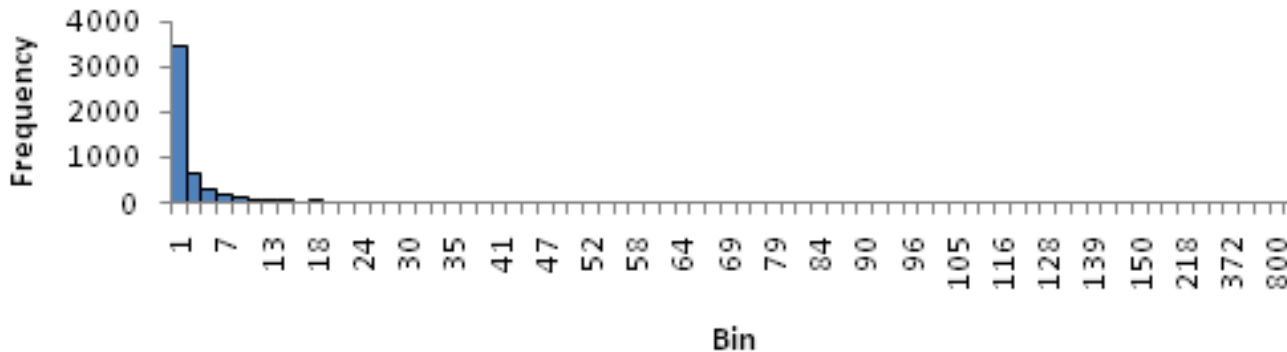


- what is the disadvantage here?
- extra storage needed: must store the start/end value for each bin

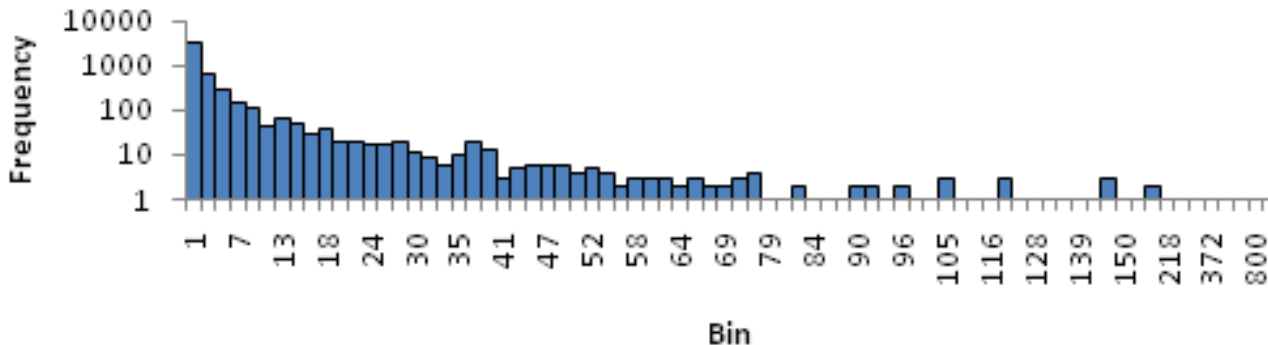
NUMERIC TO CATEGORICAL DATA: DISCRETIZATION (3)

Solution 3:

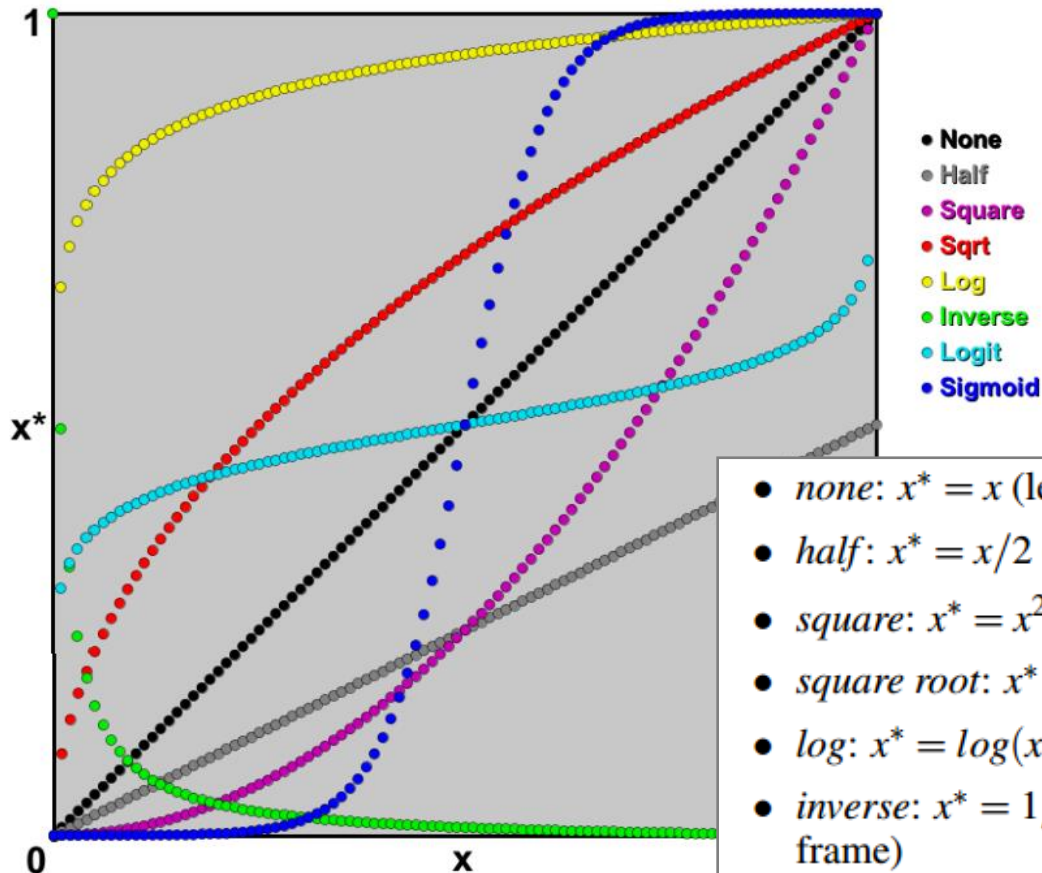
- what if all the bars have seemingly height
- or are dominated by one large peak



- switch to log scaling of the y-value



OTHER TRANSFORMATIONS



- *none*: $x^* = x$ (leaves points unchanged)
- *half*: $x^* = x/2$ (squeezes all points together)
- *square*: $x^* = x^2$ (pulls points toward left of frame)
- *square root*: $x^* = \sqrt{x}$ (mildly pulls points toward right of frame)
- *log*: $x^* = \log(x)$ (strongly pulls points toward right of frame)
- *inverse*: $x^* = 1/x$ (reverses scale and squeezes points into left of frame)
- *logit*: $x^* = (\log(x/(1-x)) + 10)/20$ (squeezes points toward middle of frame)
- *sigmoid*: $x^* = 1/(1 + \exp(-20x + 10))$ (expands points away from middle of frame)

DATA REPRESENTATION

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



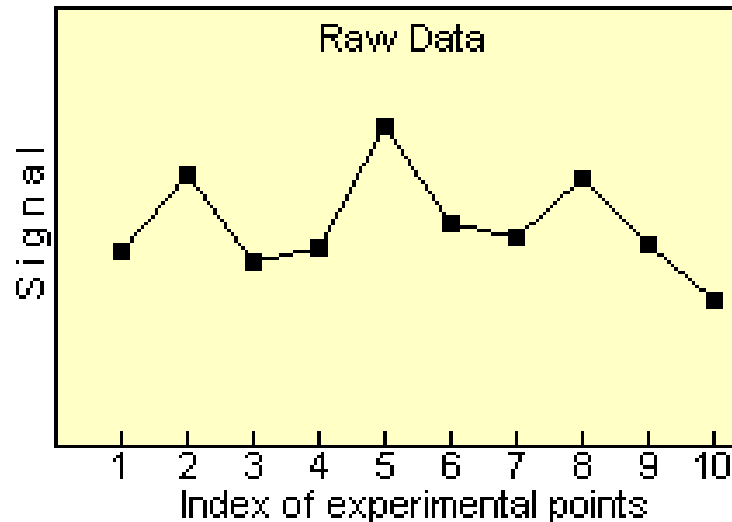
ANTI-ALIASING VIA SMOOTHING



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



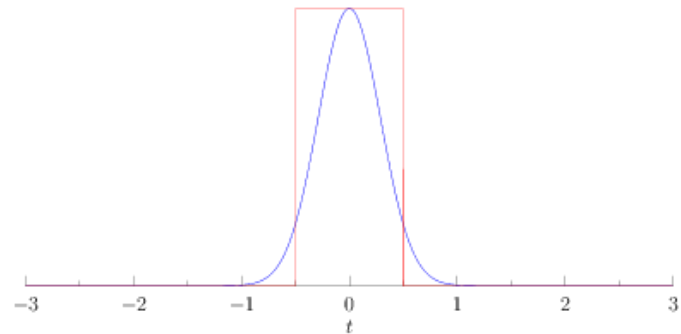
FILTERS

What is the filter we just used called?

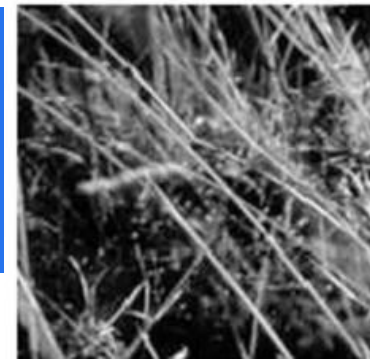
- it's called a *box filter*

There are other filters

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



BOX FILTER VS. GAUSSIAN FILTER

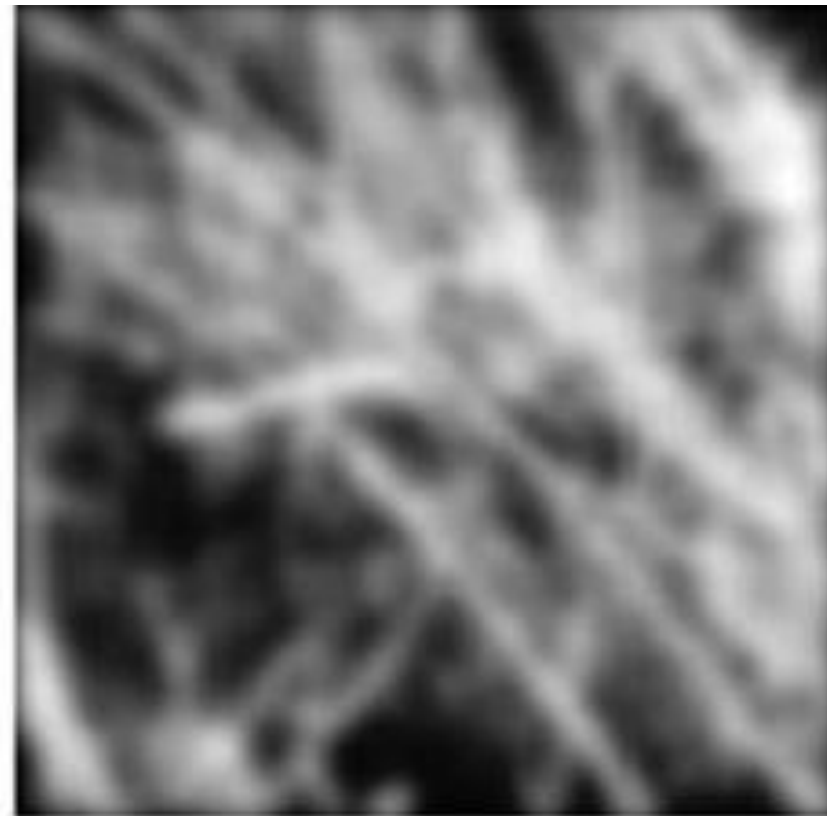


Can you see
some patterns?

It's another form
of aliasing



2D box

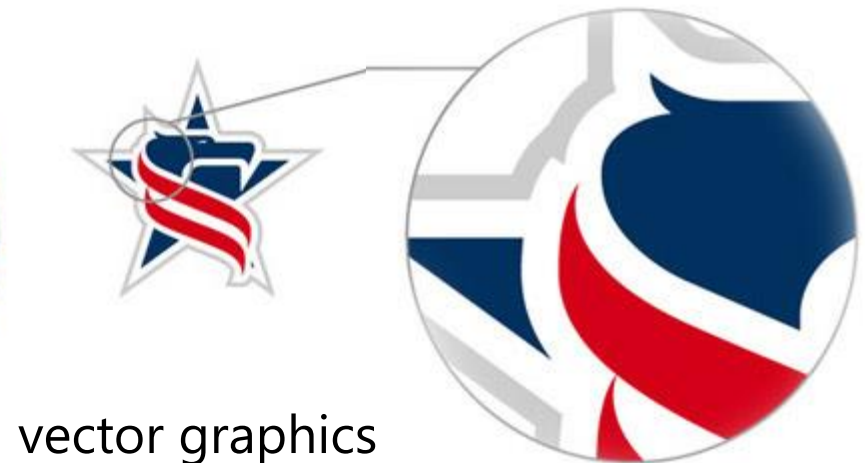
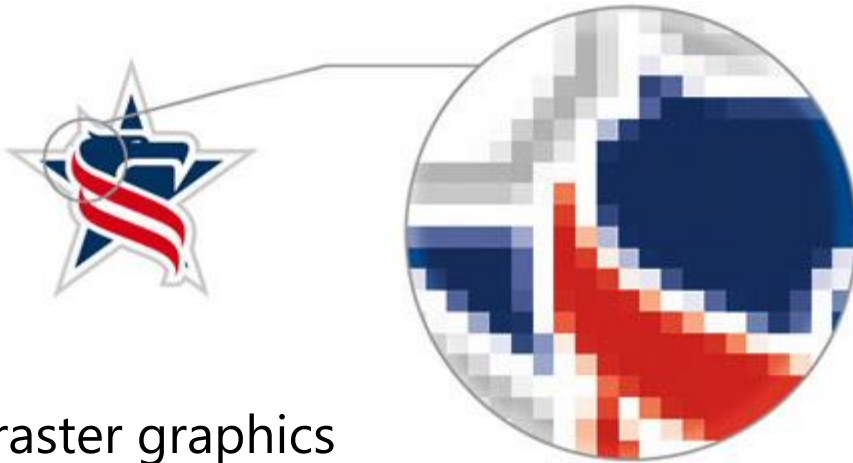


2D Gaussian

THE SOLUTION

What's the underlying problem?

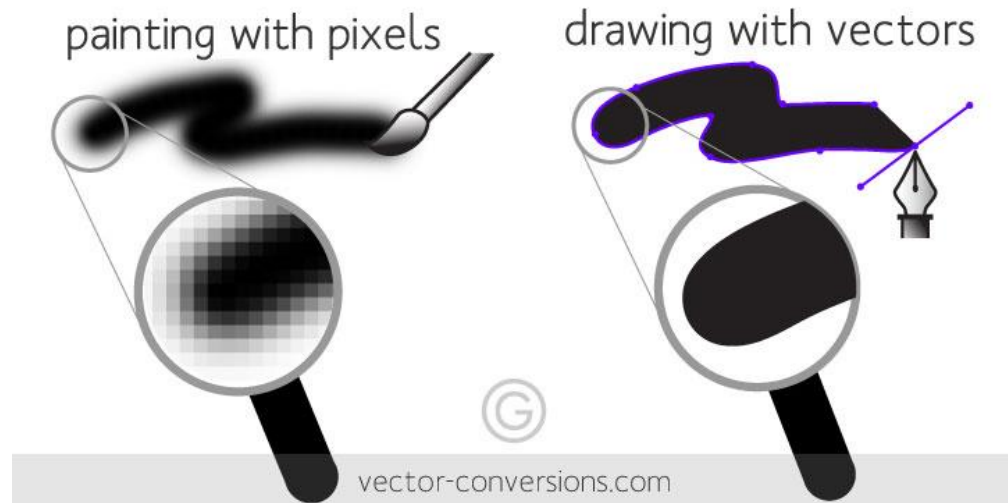
- detail can't be refined upon zoom
- can just be replicated or blurred



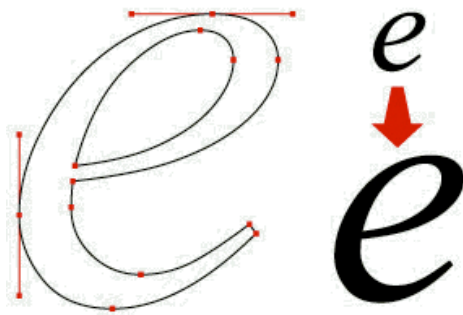
The solution...

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

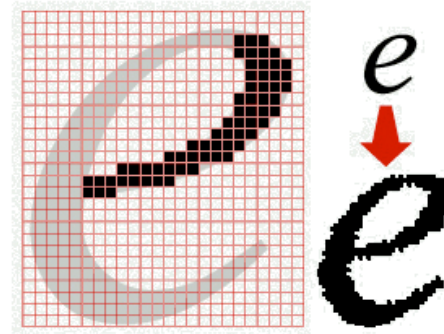
SCALABLE VECTOR GRAPHICS (SVG)



VECTOR GRAPHICS



BITMAPMED (RASTER) GRAPHICS



PHOTOGRAPHS AND IMAGES IN SVG

Vector graphics tends to have an “cartoonish” look



raster graphics

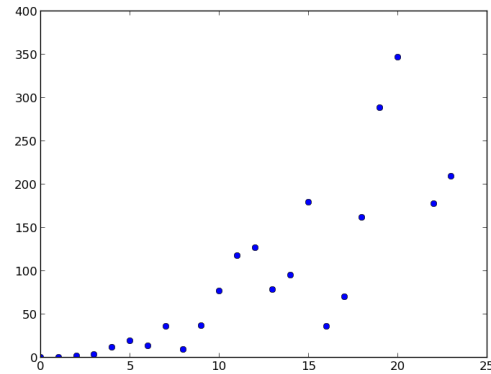
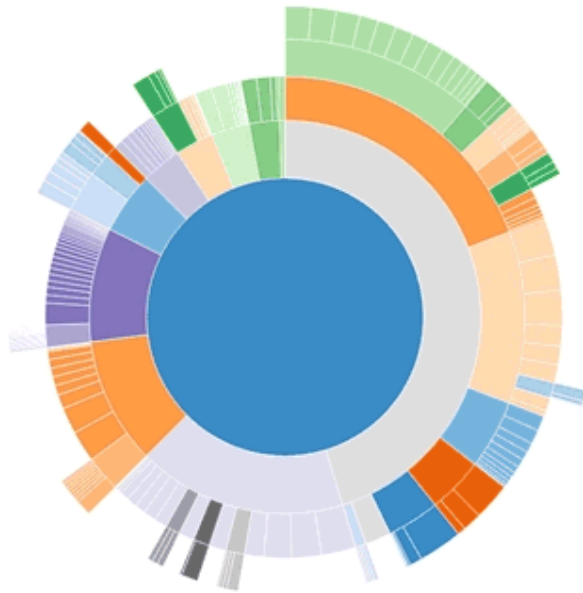


vector graphics

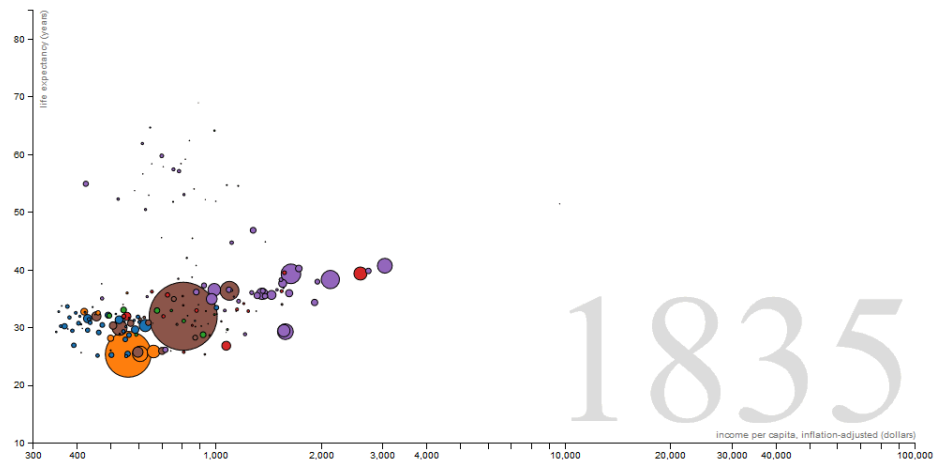
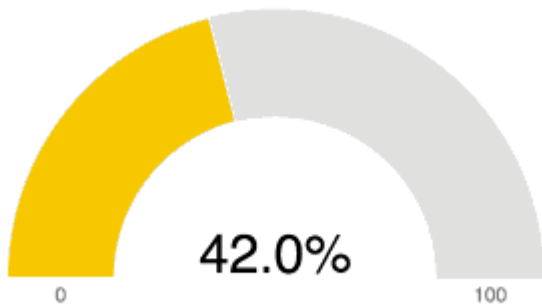
PHOTOGRAPHS AND IMAGES IN SVG



D3 USES SVG

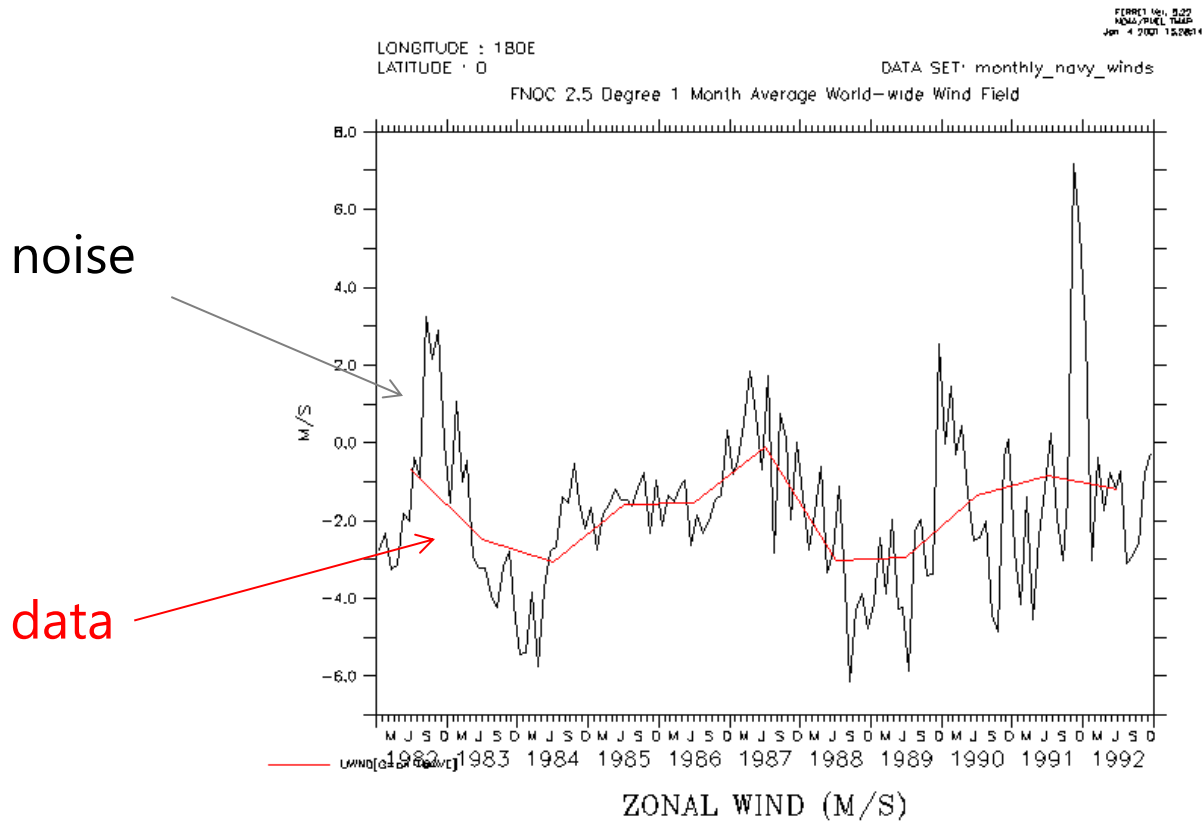


The Wealth & Health of Nations



DE-NOISING

Filtering also eliminates noise in the data



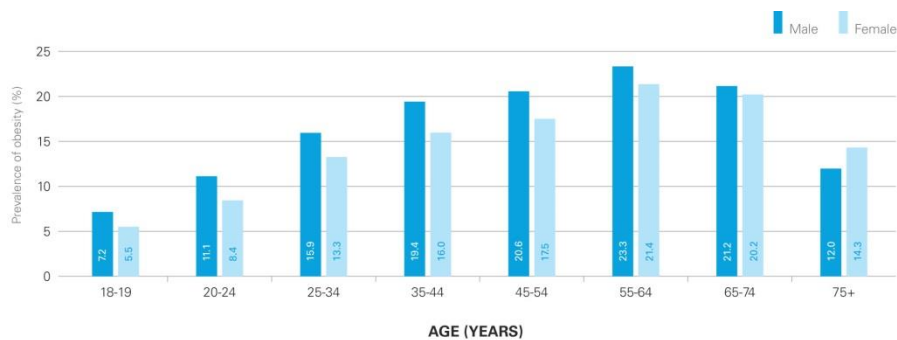
BACK TO BAR CHARTS

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

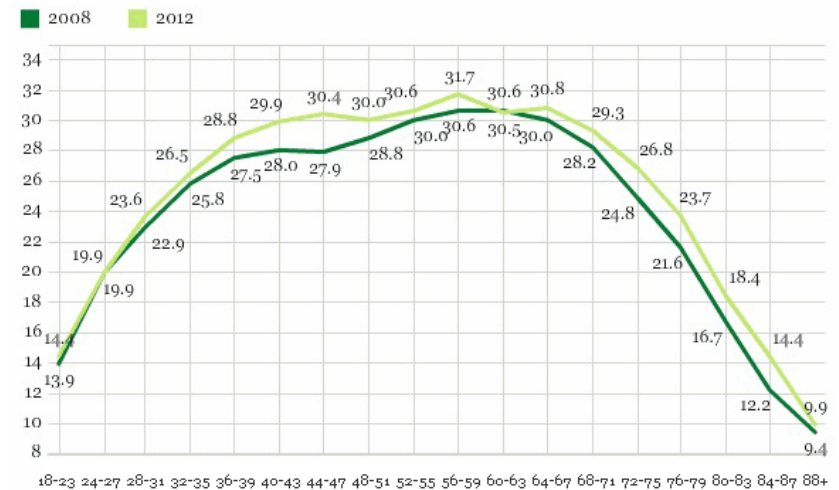
- the bins do the smoothing

Example:

- obesity over age (group)



SOURCE: Analysis of the 2007/08 Canadian Community Health Survey, Statistics Canada.

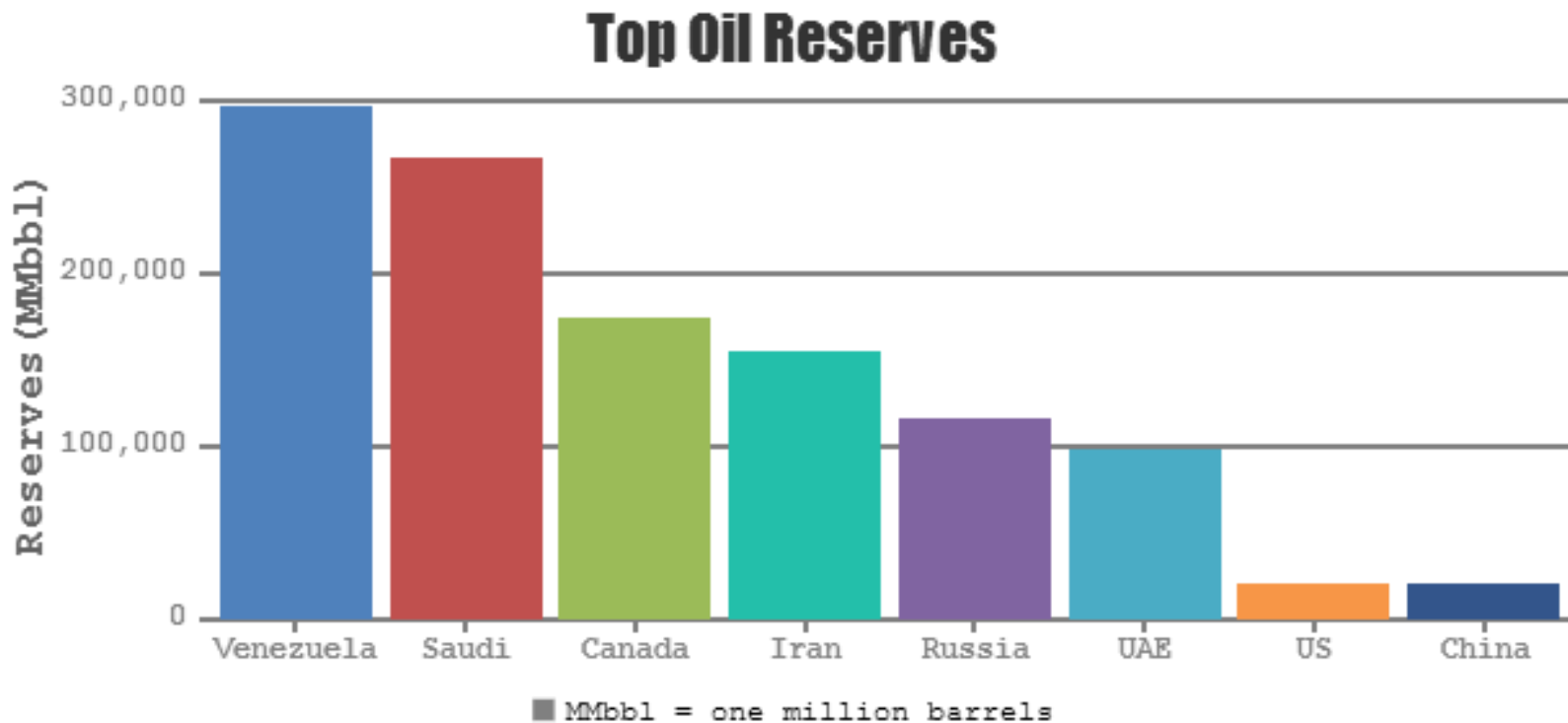


Gallup-Healthways Well-Being Index

GALLUP

BAR CHARTS

Of course, bar charts can also hold categorical data



BAR CHARTS IN D3

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

Working with bar charts will be your job for Lab 2

- the next two slides offer some help with calculations

BAR CHART CALCULATIONS – BINNING

Determine bin size

- $\min(\text{data})$ is optional, can also use 0 or some reasonable value
- $\max(\text{data})$ is optional, can also use some reasonable value

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

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

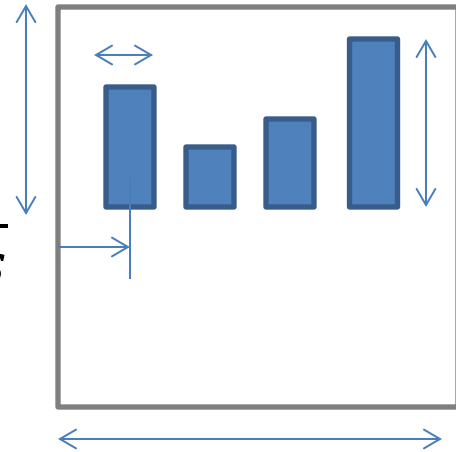
- but first initialize bin val array to 0

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

BAR CHART CALCULATIONS – PLOTTING

Determine bin size on the screen

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



Center of a bar for bin with index *bin index*

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

Height of the bar for a bin with index *bin index*

$$\text{bar height}(\text{bin index})$$

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

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

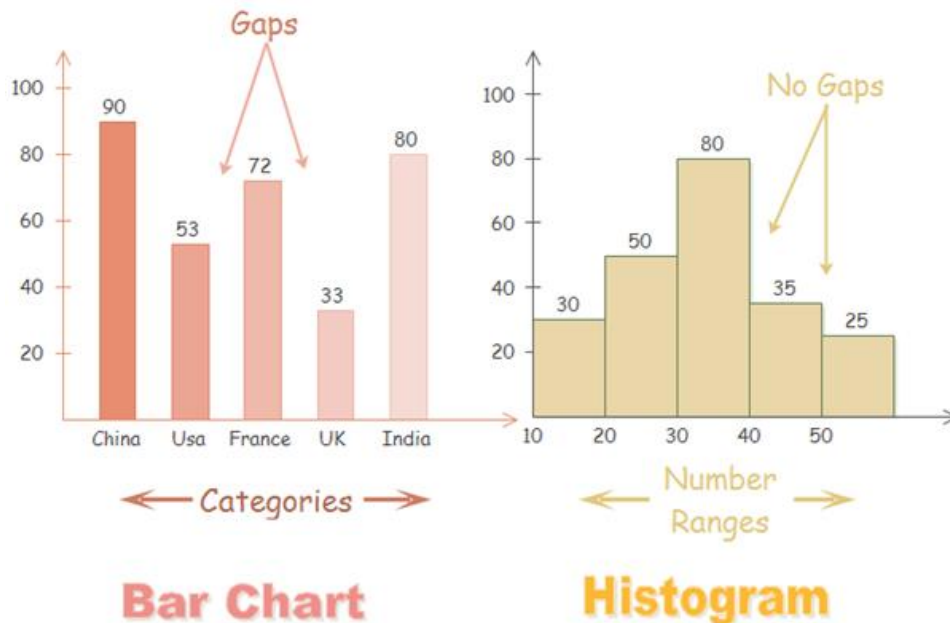
BAR CHART VS. HISTOGRAMS

Histogram:

- accurate representation of the distribution of numerical data.

Bar chart:

- presents categorical data with rectangular bars with heights and lengths proportional to the values that they represent.



for more information see [here](#)

D3, VEGA, VEGA-LITE

D3 – Data Driven Documents (we will use for this course)

- creates interactive webpages from data
- lots of creations are [here](#)

Vega (see [here](#))

- higher-level visualization specification language on top of D3
- D3 is still more “expressive” and allows for more creative freedom

Vega-Lite (see [here](#))

- a high-level grammar of interactive graphics
- built on top of Vega
- more concise & convenient form to author common visualizations
- supports data analytics (both data and visual transformations)
- better support for interactions

TABLEAU

Tableau is a leading commercial visual analytics platform

- founded in 2003 by a group of Stanford University researchers (Chris Stolte, Pat Hanrahan, and Christian Chabot)
- recently acquired by Salesforce
- goal was to make data more accessible through visualization
- key tech was VizQL – visualizes data by translating drag-and-drop actions into data queries through an intuitive interface

EXAMPLE TABLEAU DASHBOARDS

Account tracking



Quarterly results



Top accounts



Opportunity overview



Opportunity tracking



Marketing leads



D3 VS. TABLEAU

D3

Open Source

Web Standards Focused

Real-Time

Expansive Viz Options

Lots of Coding

Complex

Limited Native Data Connections

Manual Calculations

Limited Data Manipulations

Tableau

Proprietary / Paid

VizQL Language

Automated Updates but Not Real-Time

Limited Viz Choices*

Data to Viz in Seconds

Easy to Use

Native Data Connections

Automated Calculations

Strong Data Manipulations

[source](#)

Essentially, **Tableau** is great for expediently-developed in-house use

D3 is better for external use, real-time interactive web, and embedding into a product