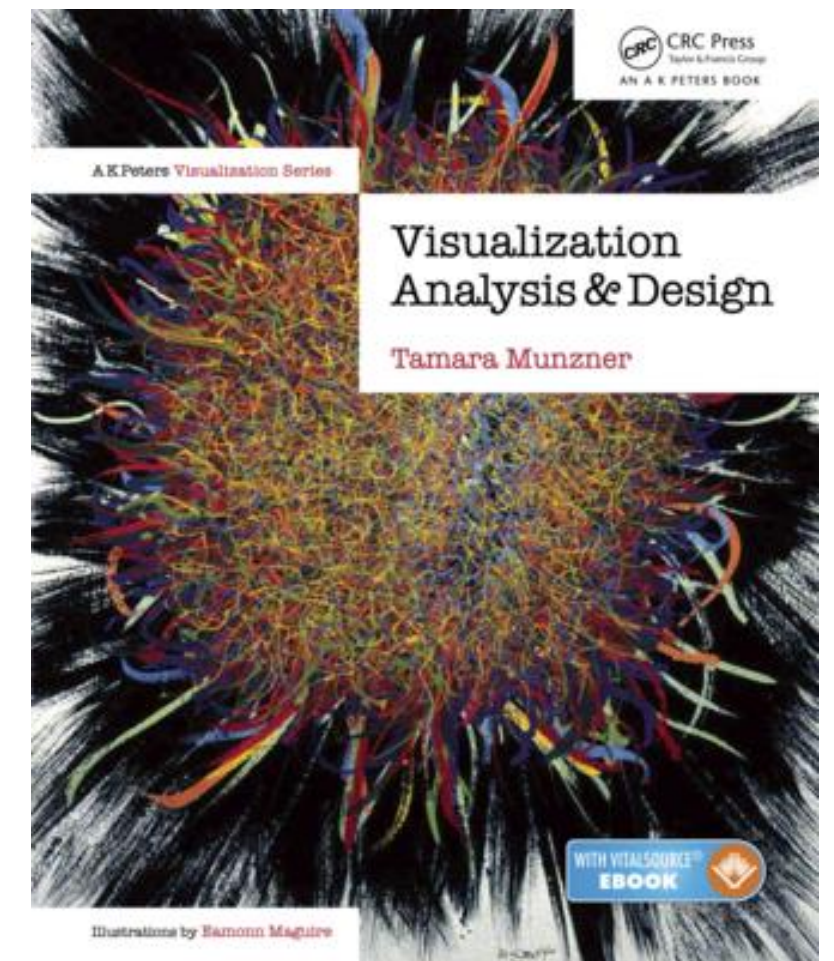


# Reduce & Embed

Yu-Shuen Wang, CS, NCTU

- Slides refer to <https://www.cs.ubc.ca/~tmm/>



# Guidelines

- Reduce: Filter, Aggregate (CH. 13)
- Embed: Focus + Context (CH. 14)

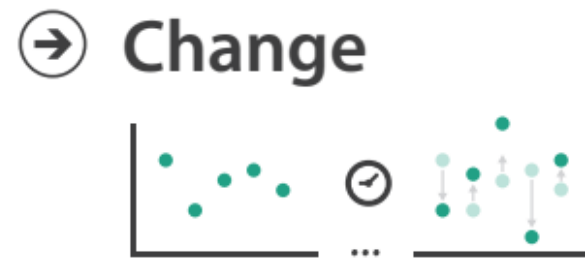
# How to handle complexity: 1 previous strategy + 3 more

→ *Derive*



- derive new data to show within view
- change view over time
- facet across multiple views
- **reduce items/attributes within single view**
- embed focus and context

Manipulate



→ **Select**



→ **Navigate**

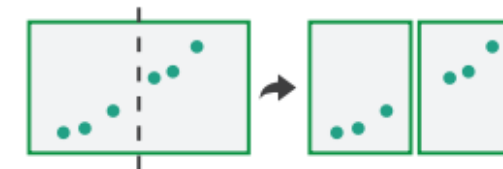


Facet

→ **Juxtapose**



→ **Partition**



→ **Superimpose**



Reduce

→ **Filter**



→ **Aggregate**



→ **Embed**



# Reduce:

## Filter,

## Aggregate

### Reduce

➔ Filter



➔ Aggregate



➔ Embed



# Reduce items and attributes

- reduce/increase: inverses
- **filter**
  - pro: straightforward and intuitive
    - to understand and compute
  - con: out of sight, out of mind
- **aggregation**
  - pro: inform about whole set
  - con: difficult to avoid losing signal
- not mutually exclusive
  - combine filter, aggregate
  - combine reduce, change, facet

## Reducing Items and Attributes

### ➔ Filter

→ Items



→ Attributes



### ➔ Aggregate

→ Items



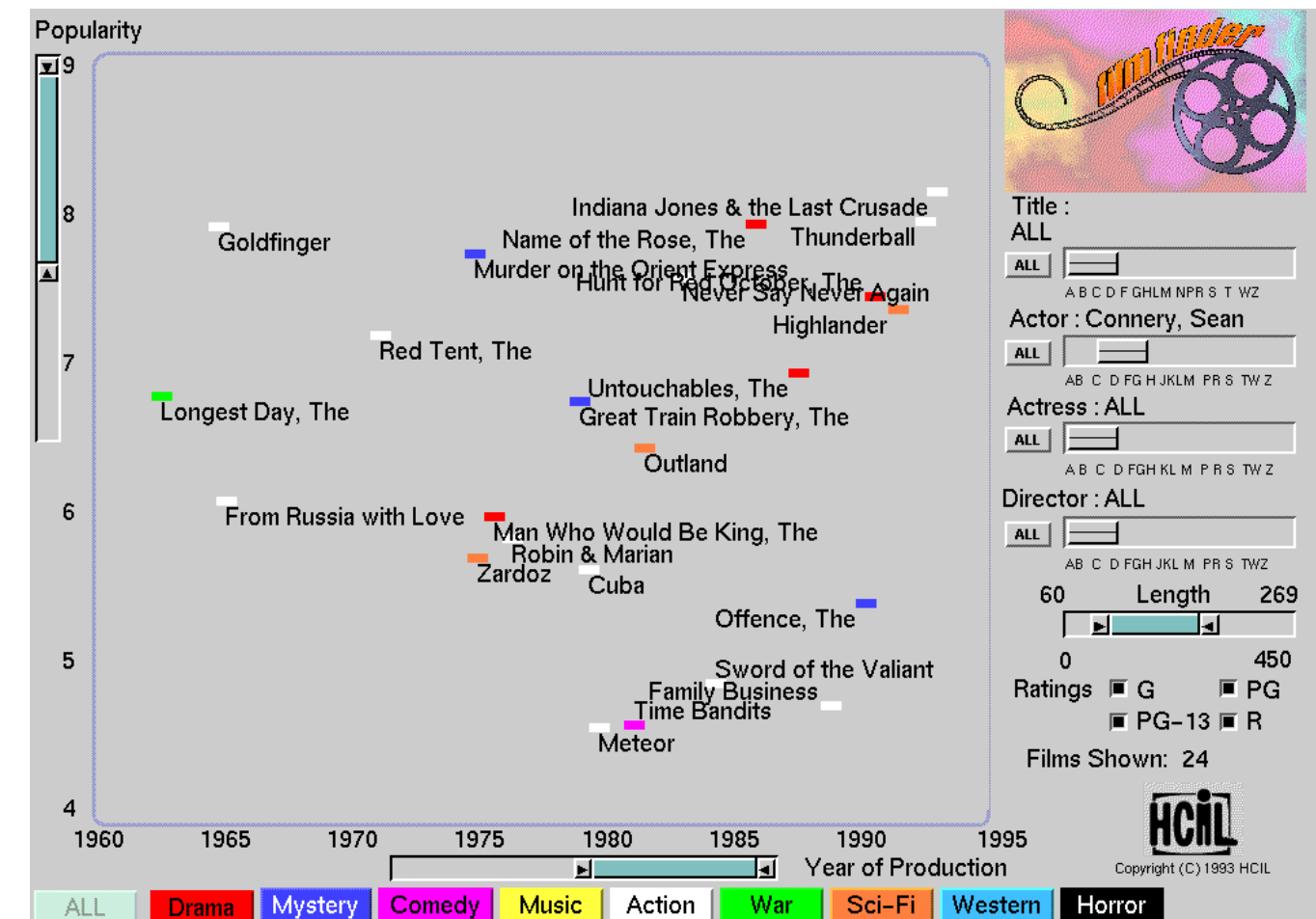
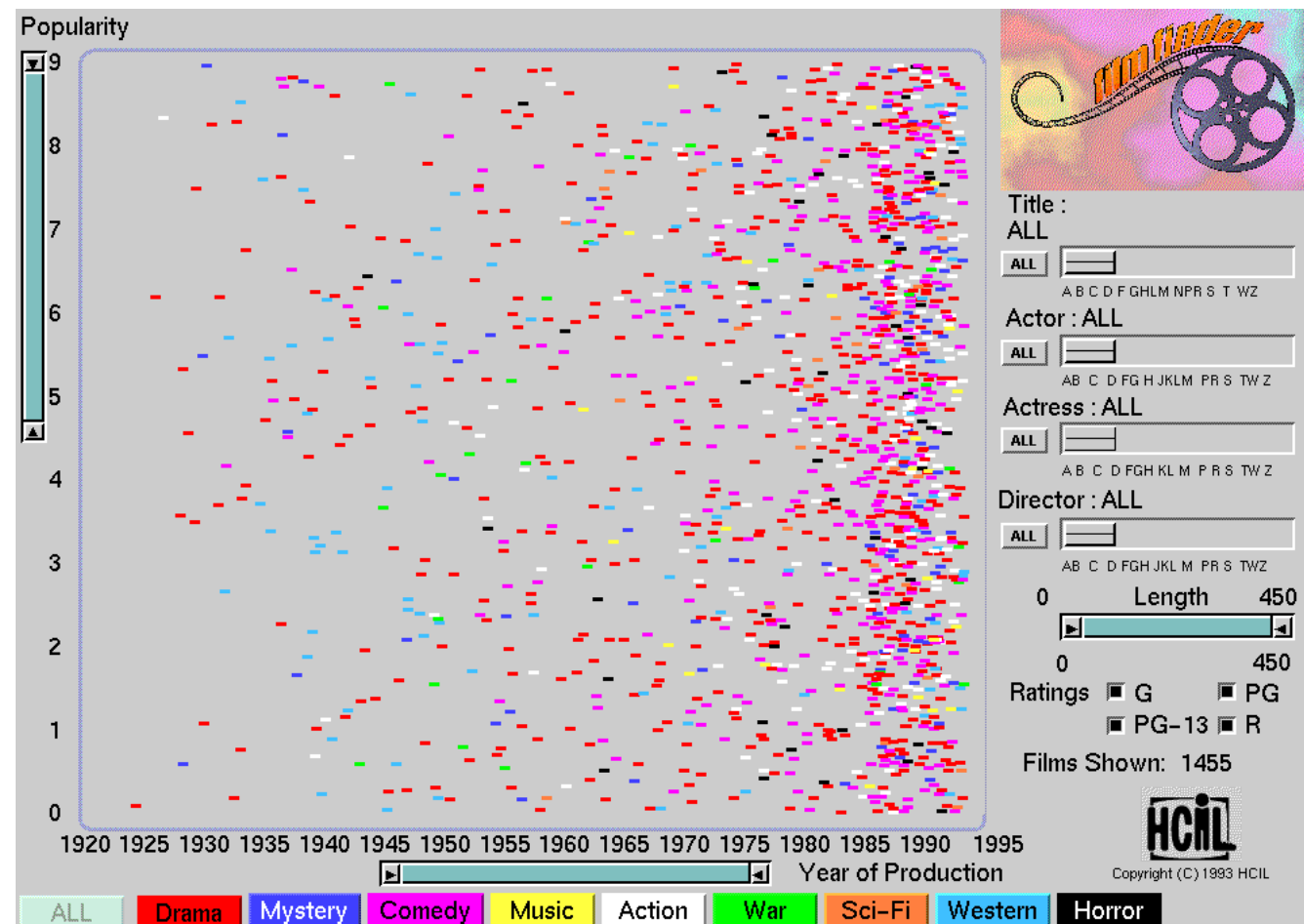
→ Attributes



# Idiom: dynamic filtering

# System: FilmFinder

- item filtering
- browse through tightly coupled interaction
  - alternative to queries that might return far too many or too few

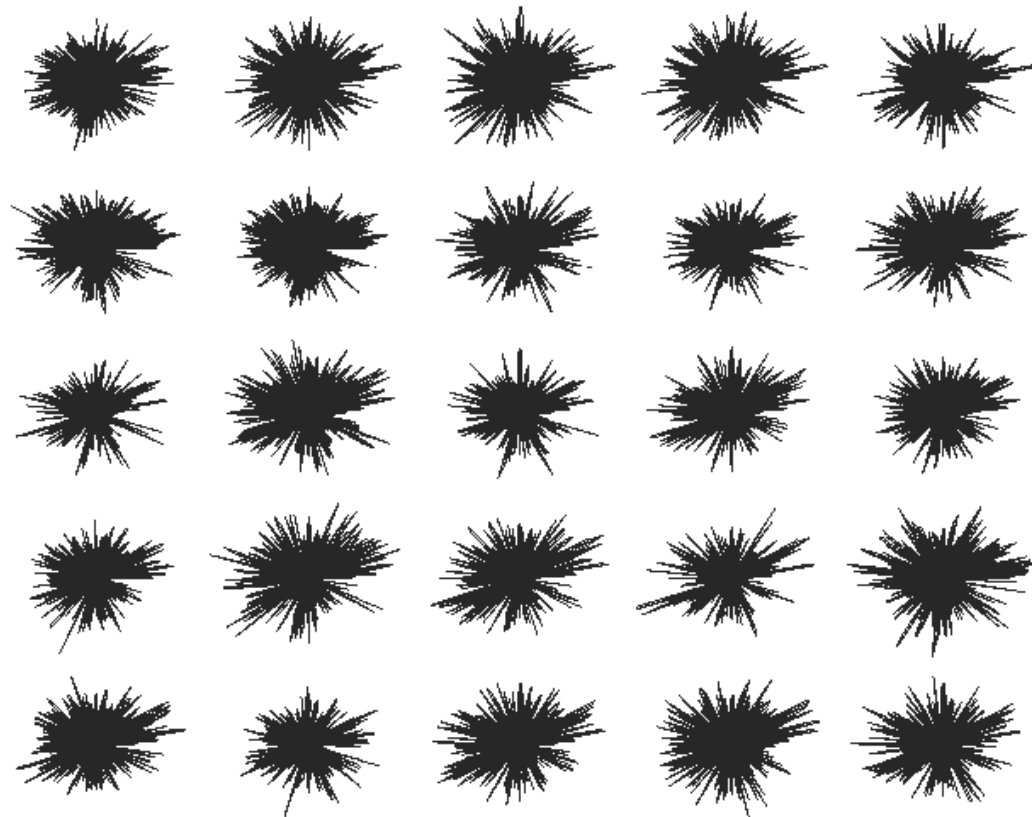


[Visual information seeking: Tight coupling of dynamic query filters with starfield displays. Ahlberg and Shneiderman. *Proc. ACM Conf. on Human Factors in Computing Systems (CHI)*, pp. 313–317, 1994.]

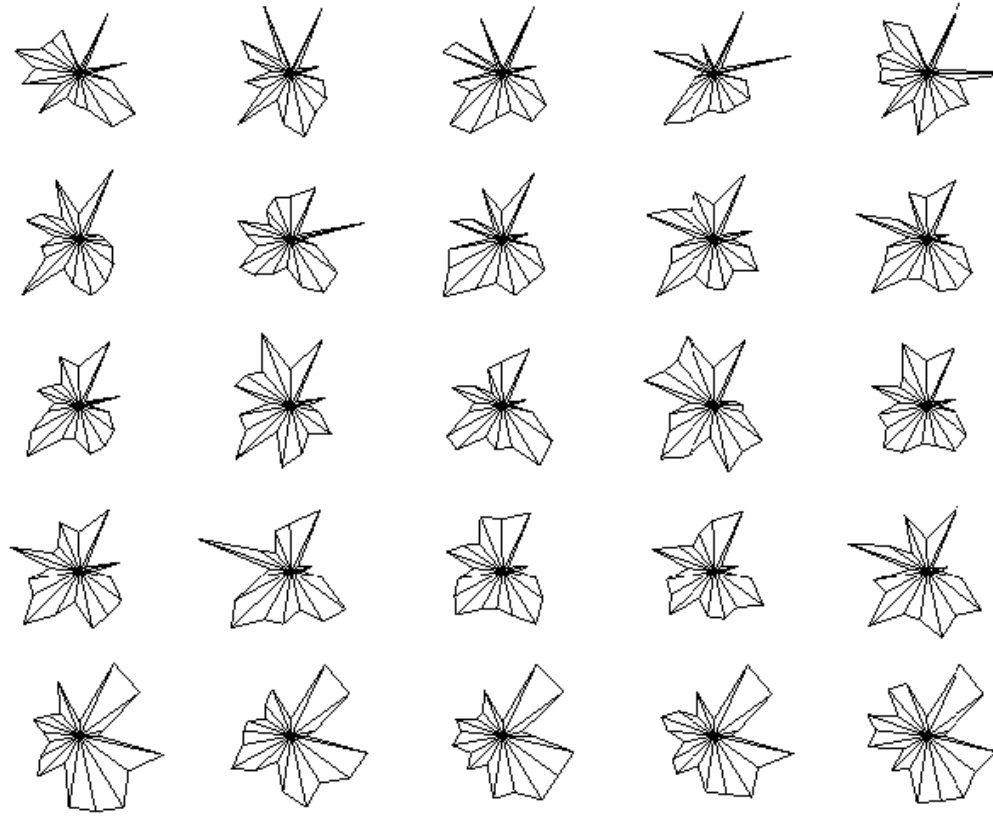


# Idiom: DOSFA

- attribute filtering
- encoding: star glyphs



full dataset(298dim)

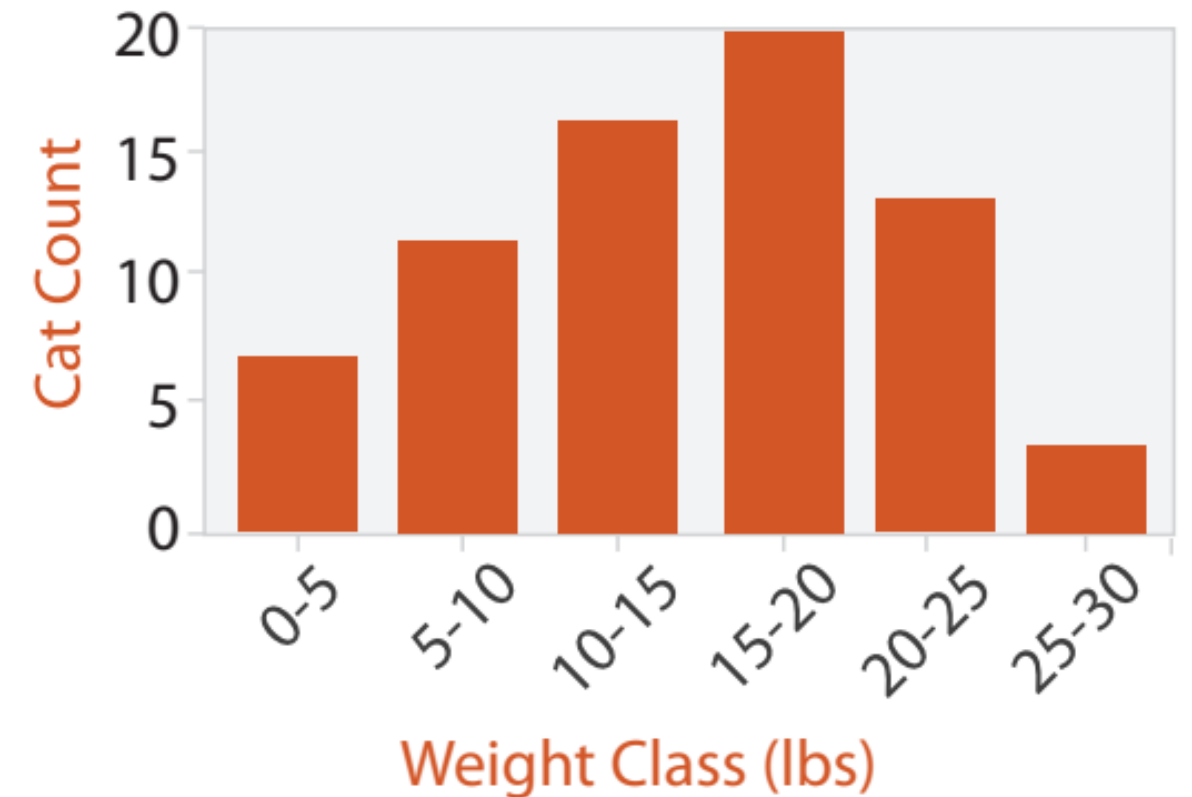


after

*[Interactive Hierarchical **D**imension **O**rdering, **S**pacing and **F**iltering for Exploration Of High Dimensional Datasets. Yang, Peng, Ward, and. Rundensteiner. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 105–112, 2003.]*

# Idiom: histogram

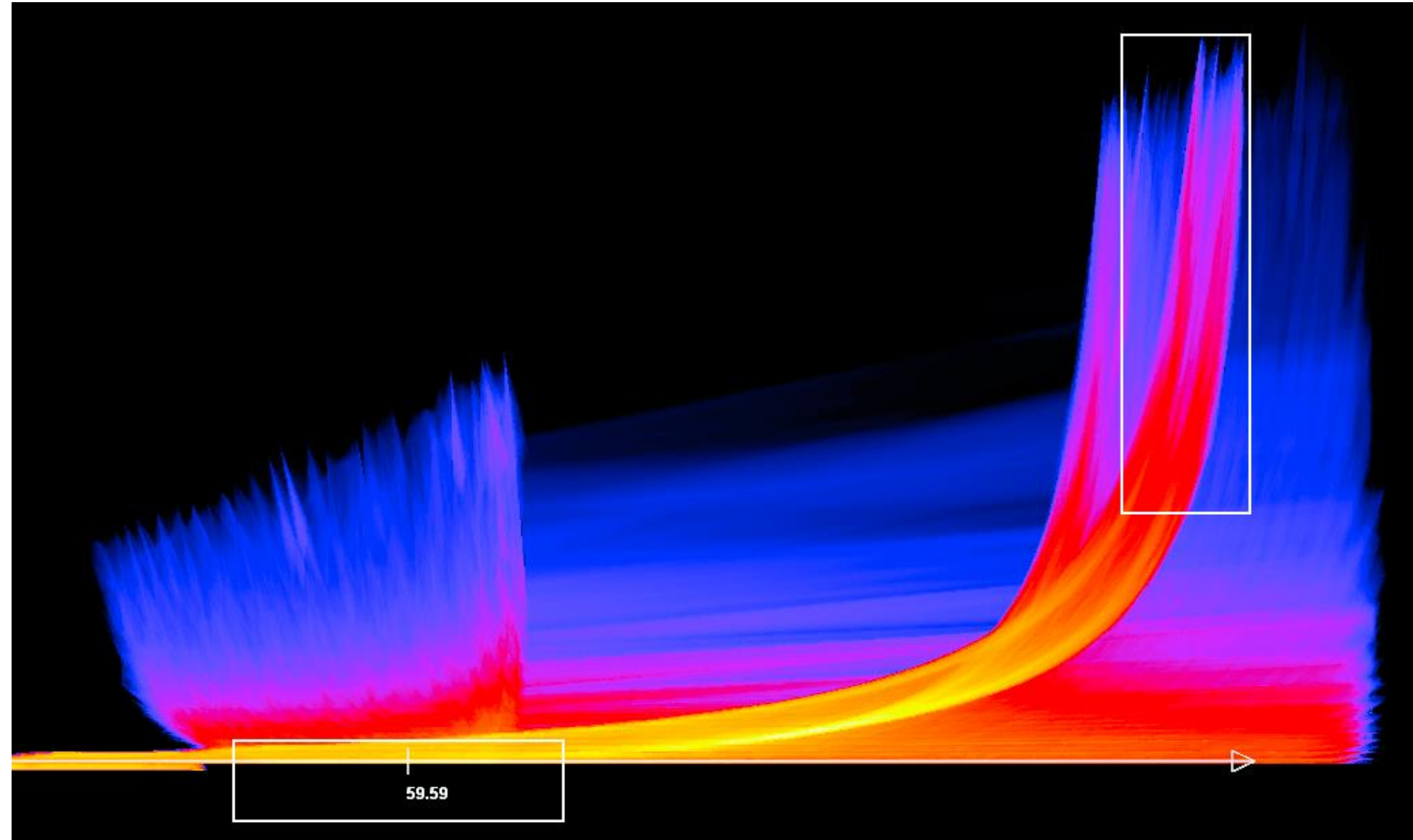
- static item aggregation
- task: find distribution
- data: table
- derived data
  - new table: keys are bins, values are counts
- bin size crucial
  - pattern can change dramatically depending on discretization
  - opportunity for interaction: control bin size on the fly





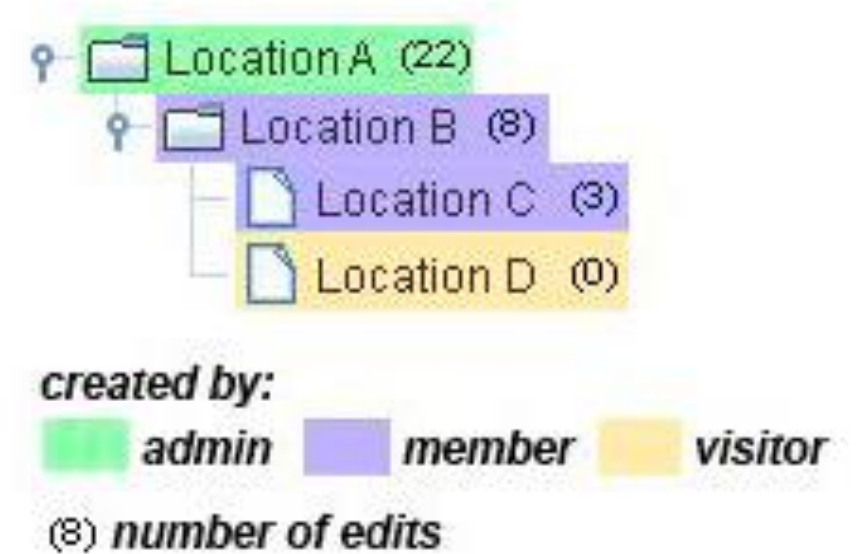
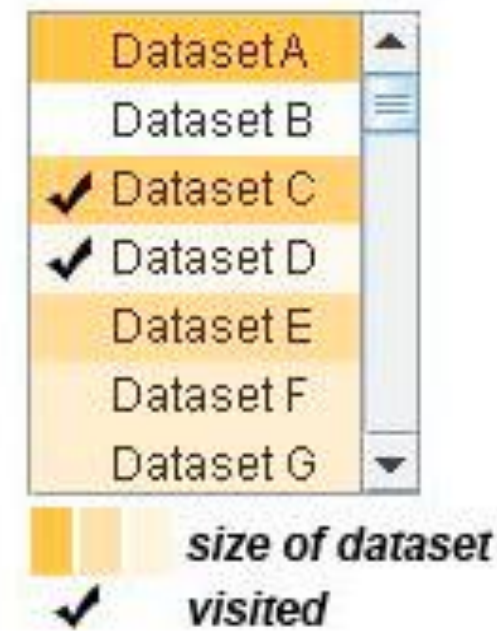
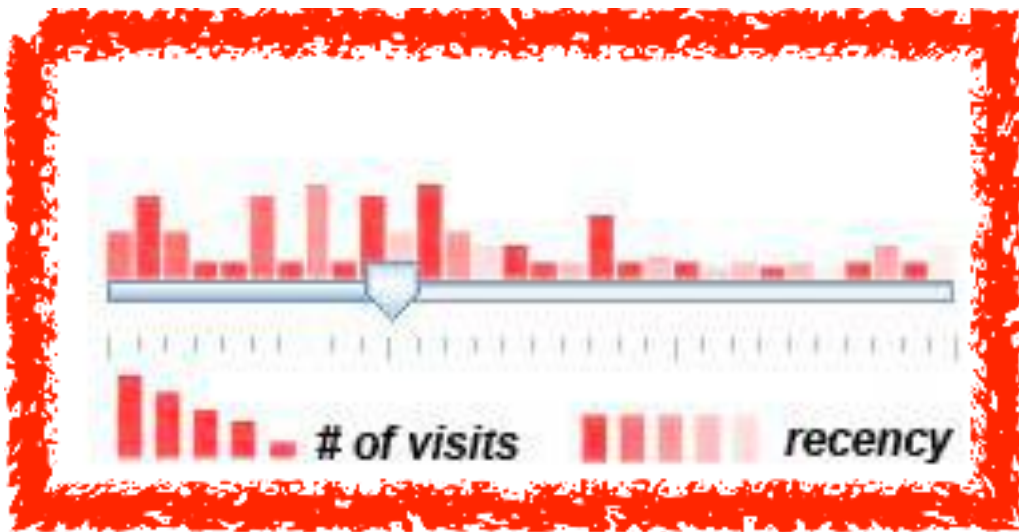
# Continuous scatterplot

- static item aggregation
- data: table
- derived data: table
  - key attrs x,y for pixels
  - quant attrib: overplot density
- dense space-filling 2D matrix
- color: sequential categorical hue + ordered luminance colormap



# Idiom: scented widgets

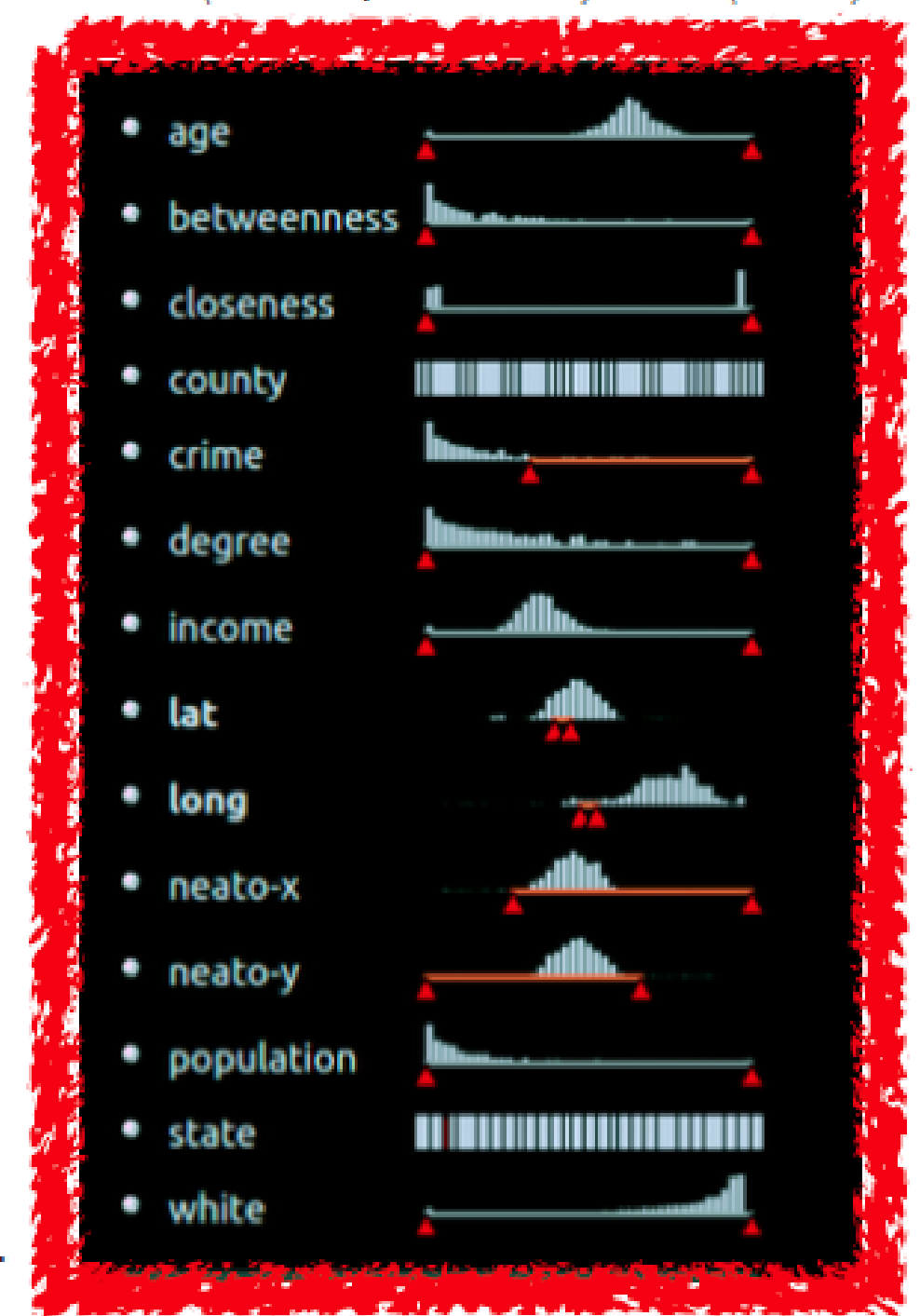
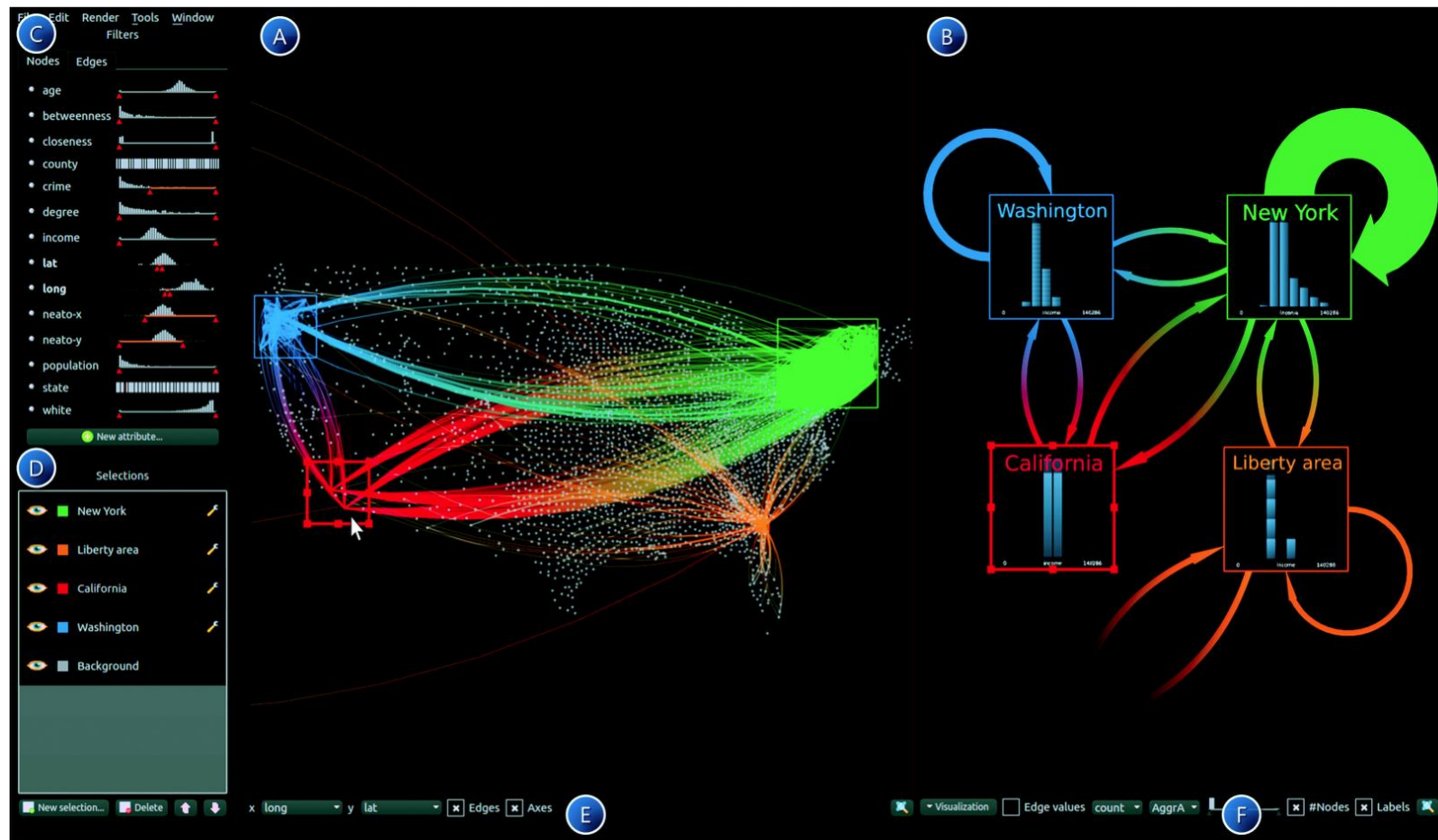
- augment widgets for filtering to show **information scent**
  - cues to show whether value in drilling down further vs looking elsewhere
- concise, in part of screen normally considered control panel



[Scented Widgets: Improving Navigation Cues with Embedded Visualizations. Willett, Heer, and Agrawala. *IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2007)* 13:6 (2007), 1129–1136.]

# Idiom: scented widgets

- augmented widgets show information scent
  - cues to show whether value in drilling down further vs looking elsewhere
- concise use of space: histogram on slider

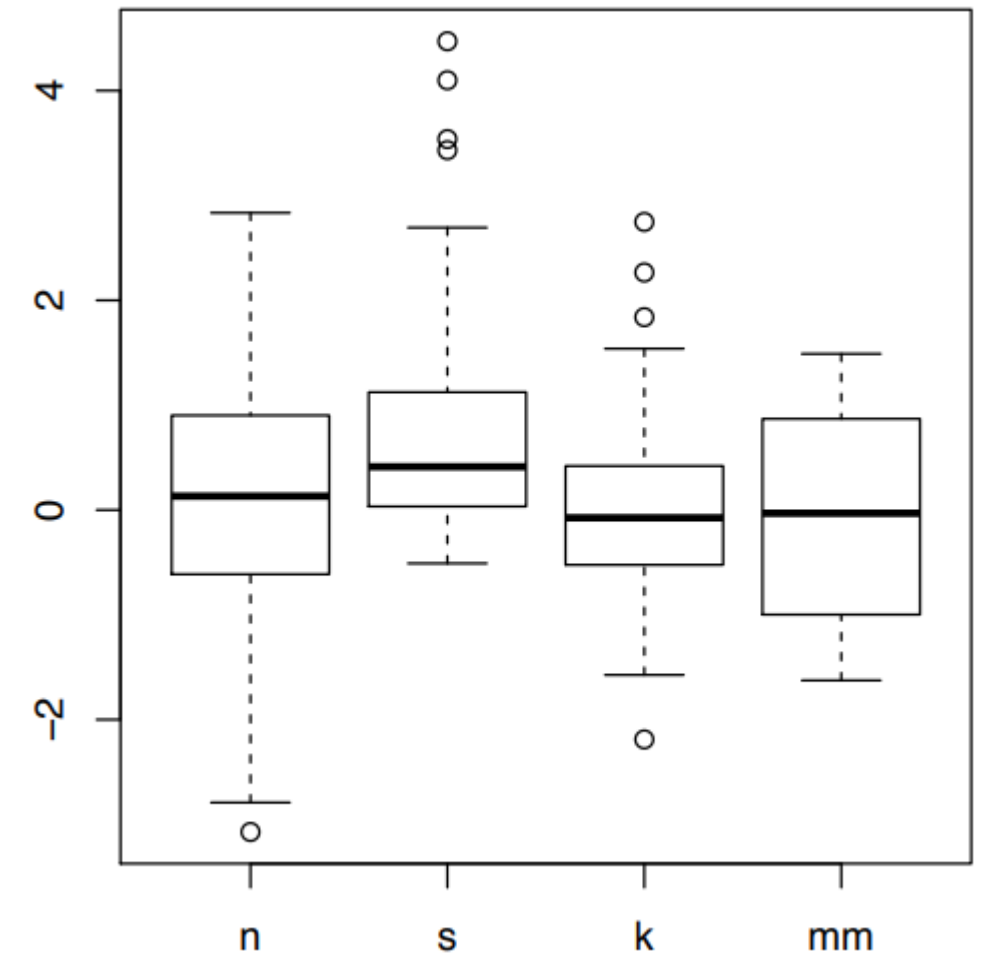
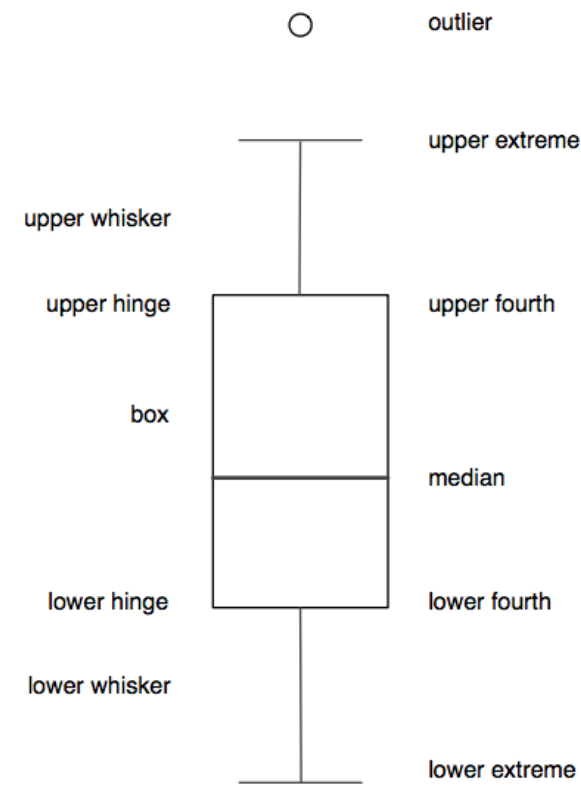


[Multivariate Network Exploration and Presentation: From Detail to Overview via Selections and Aggregations. van den Elzen and van Wijk, TVCG 20(12) 2014.] [video](#)



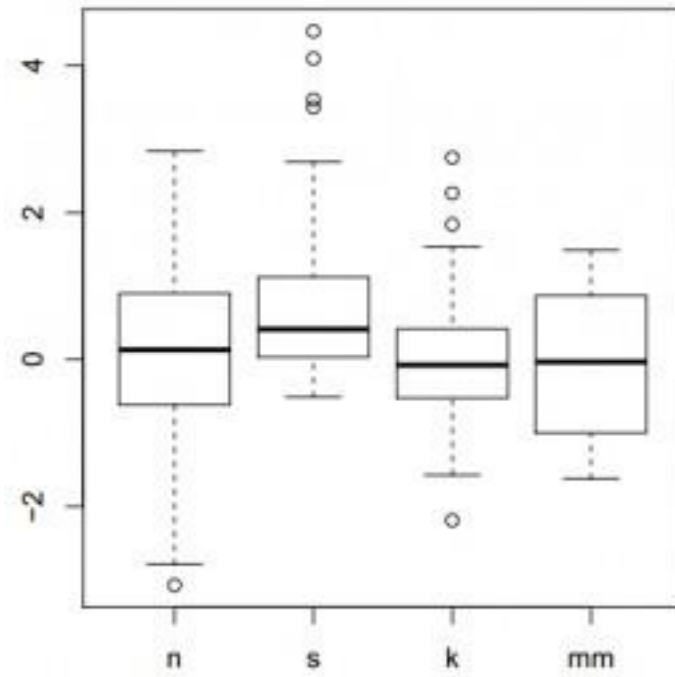
# Idiom: **boxplot**

- static item aggregation
- task: find distribution
- data: table
- derived data
  - 5 quant attribs
    - median: central line
    - lower and upper quartile: boxes
    - lower upper fences: whiskers
      - values beyond which items are outliers
  - outliers beyond fence cutoffs explicitly shown

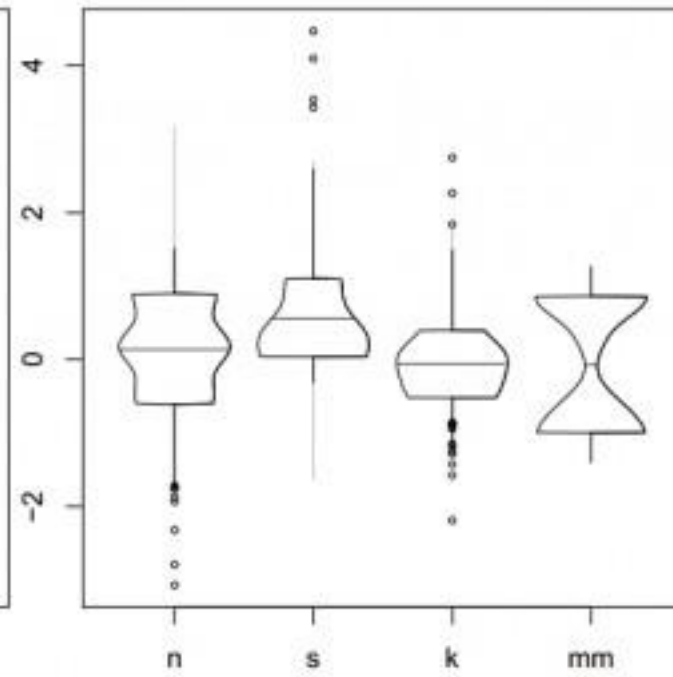


*[40 years of boxplots. Wickham and Stryjewski. 2012. had.co.nz]*

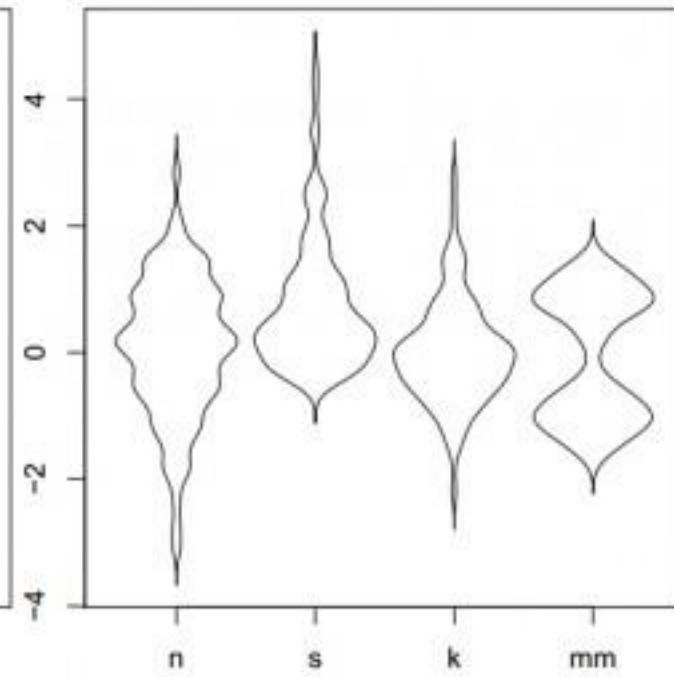
# Idiom: variants of boxplot



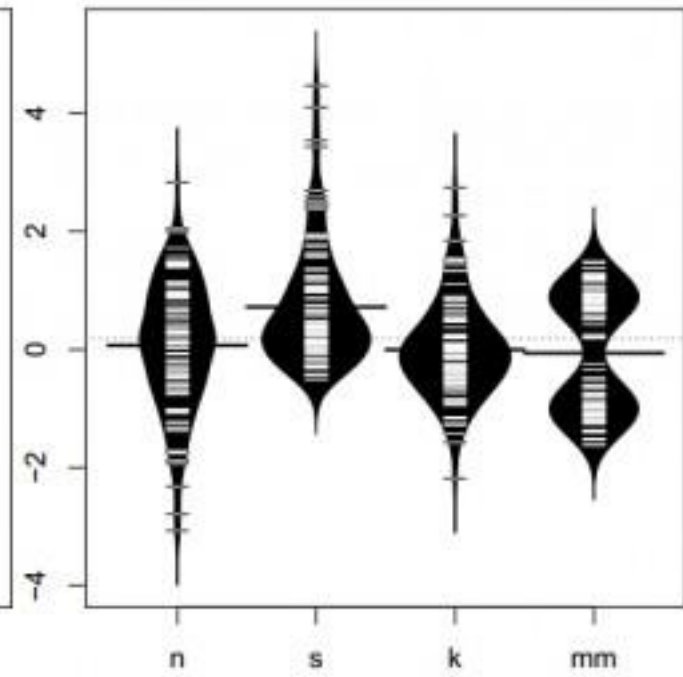
box plot,



vase plot,



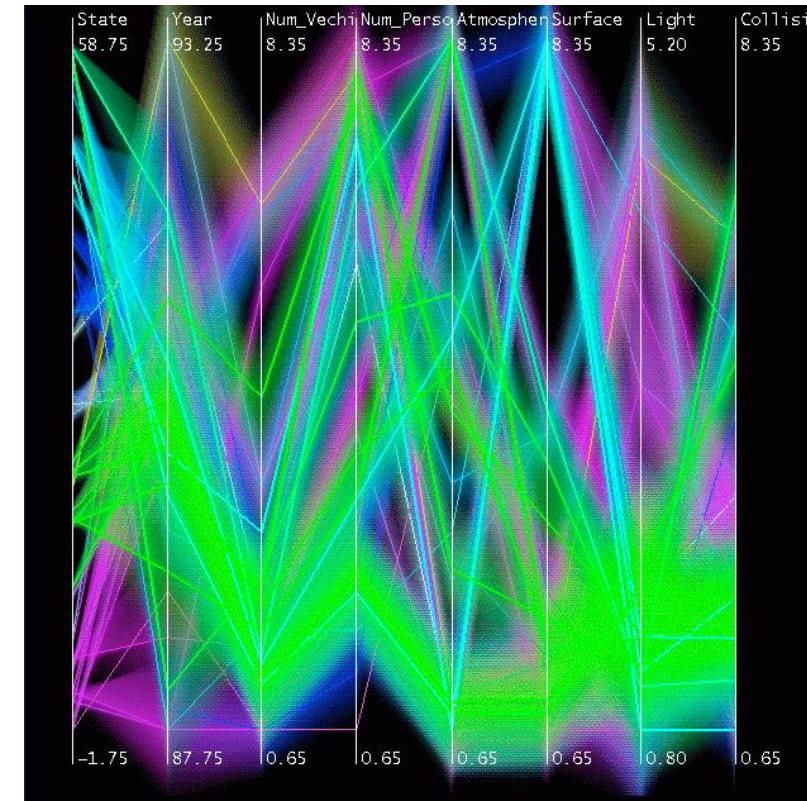
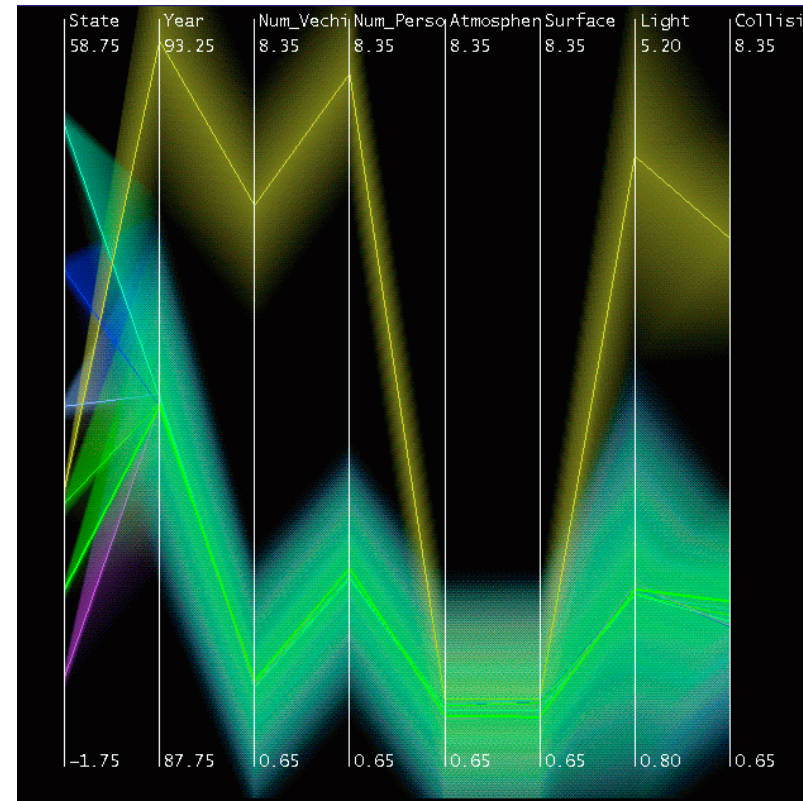
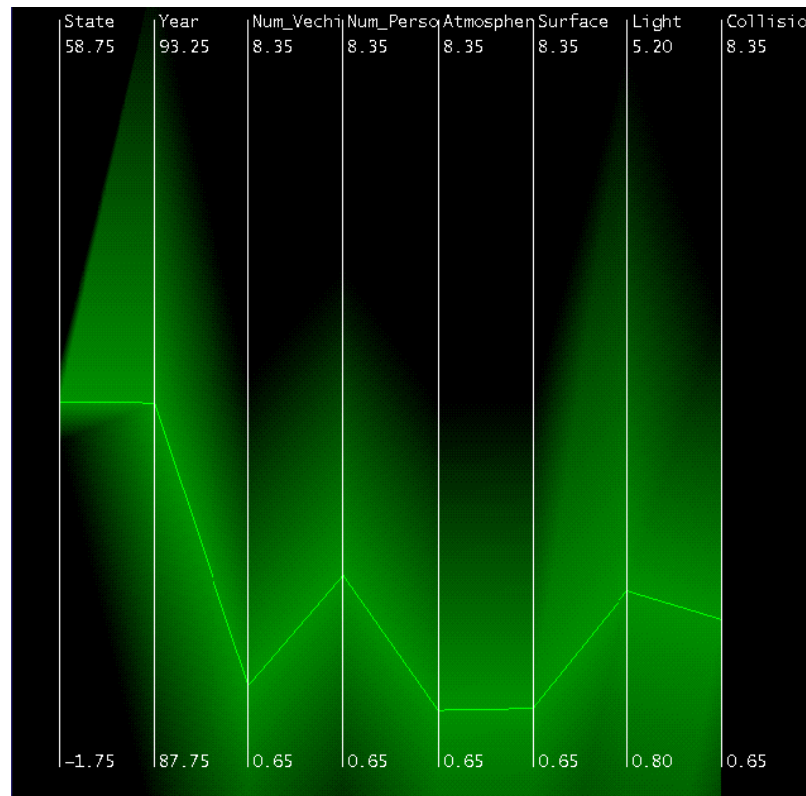
violin plot,



bean plot

# Idiom: Hierarchical parallel coordinates

- dynamic item aggregation
- derived data: **hierarchical clustering**
- encoding:
  - cluster band with variable transparency, line at mean, width by min/max values
  - color by proximity in hierarchy

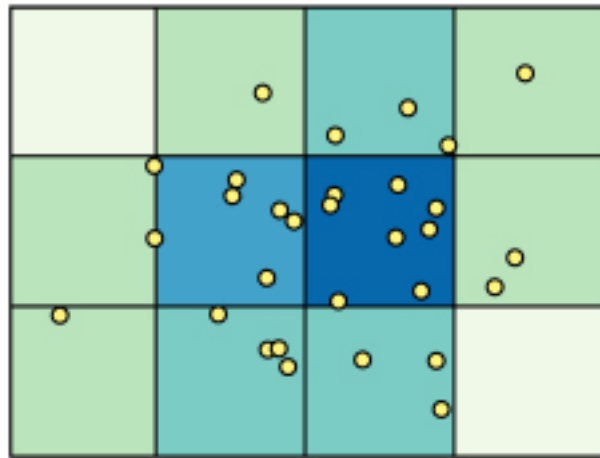


*[Hierarchical Parallel Coordinates for Exploration of Large Datasets. Fua, Ward, and Rundensteiner. Proc. IEEE Visualization Conference (Vis '99), pp. 43– 50, 1999.]*

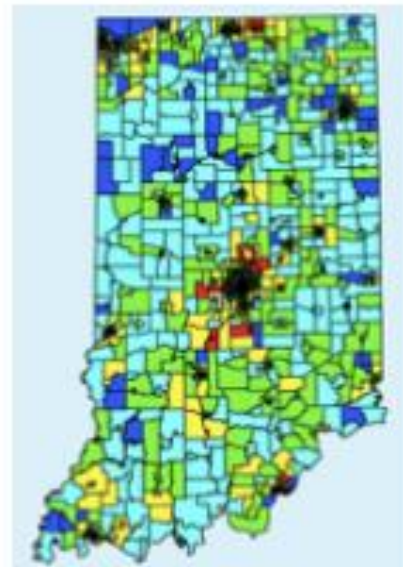
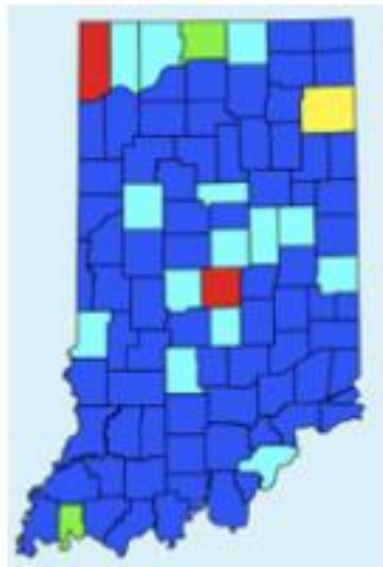


# Spatial aggregation

- **MAUP**: Modifiable Areal Unit Problem
  - gerrymandering (manipulating voting district boundaries) is one example!
  - Zone effects



- Scale effects





# Spatial aggregation

–Zone effects

–Scale effects

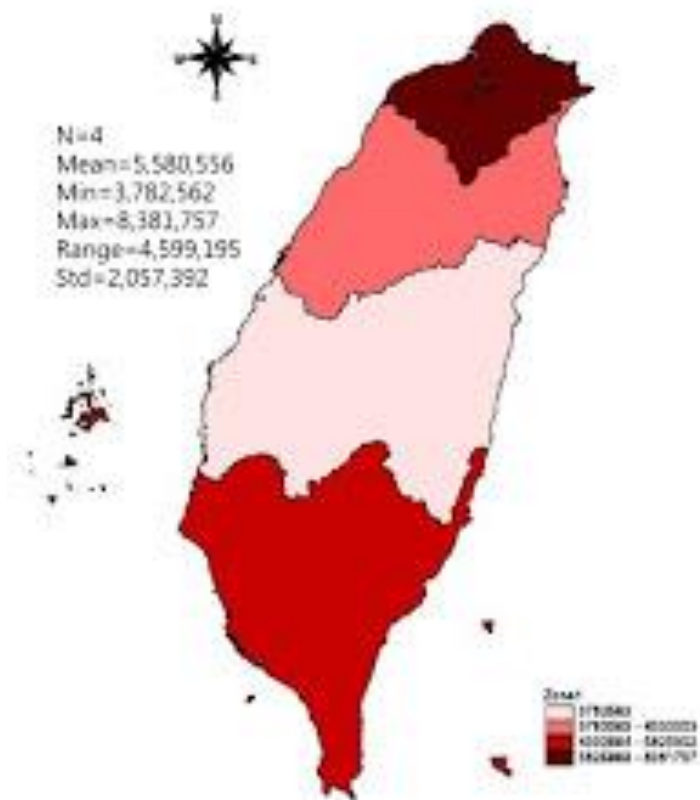


圖4 - 區域1之人口分布圖

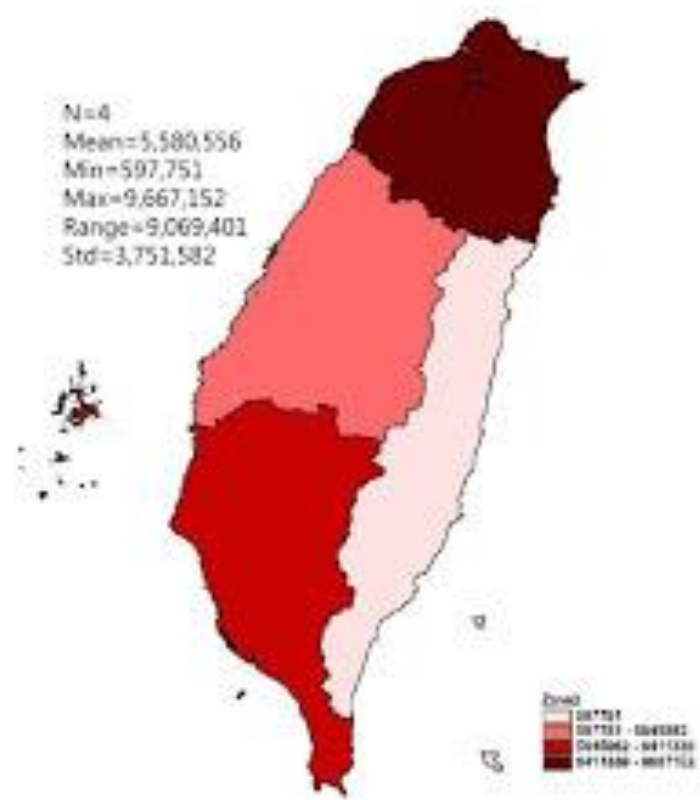


圖5 - 區域2之人口分布圖

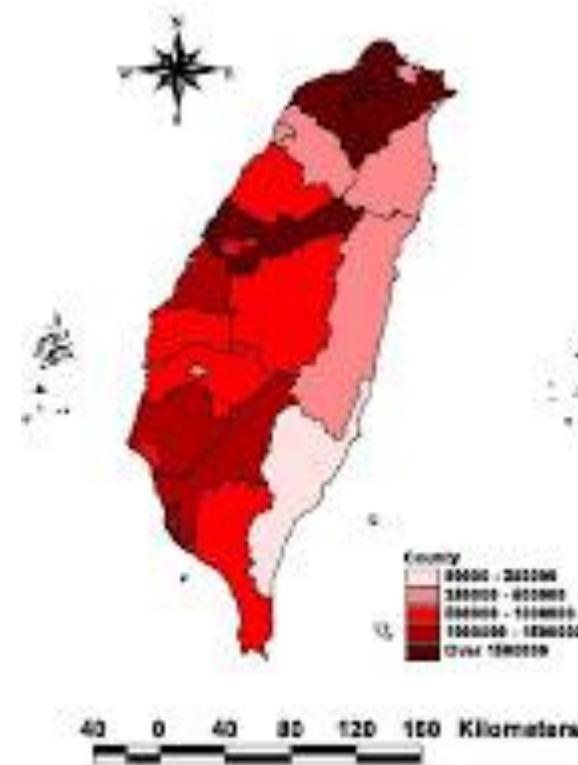


圖1 - 縣市人口分布圖



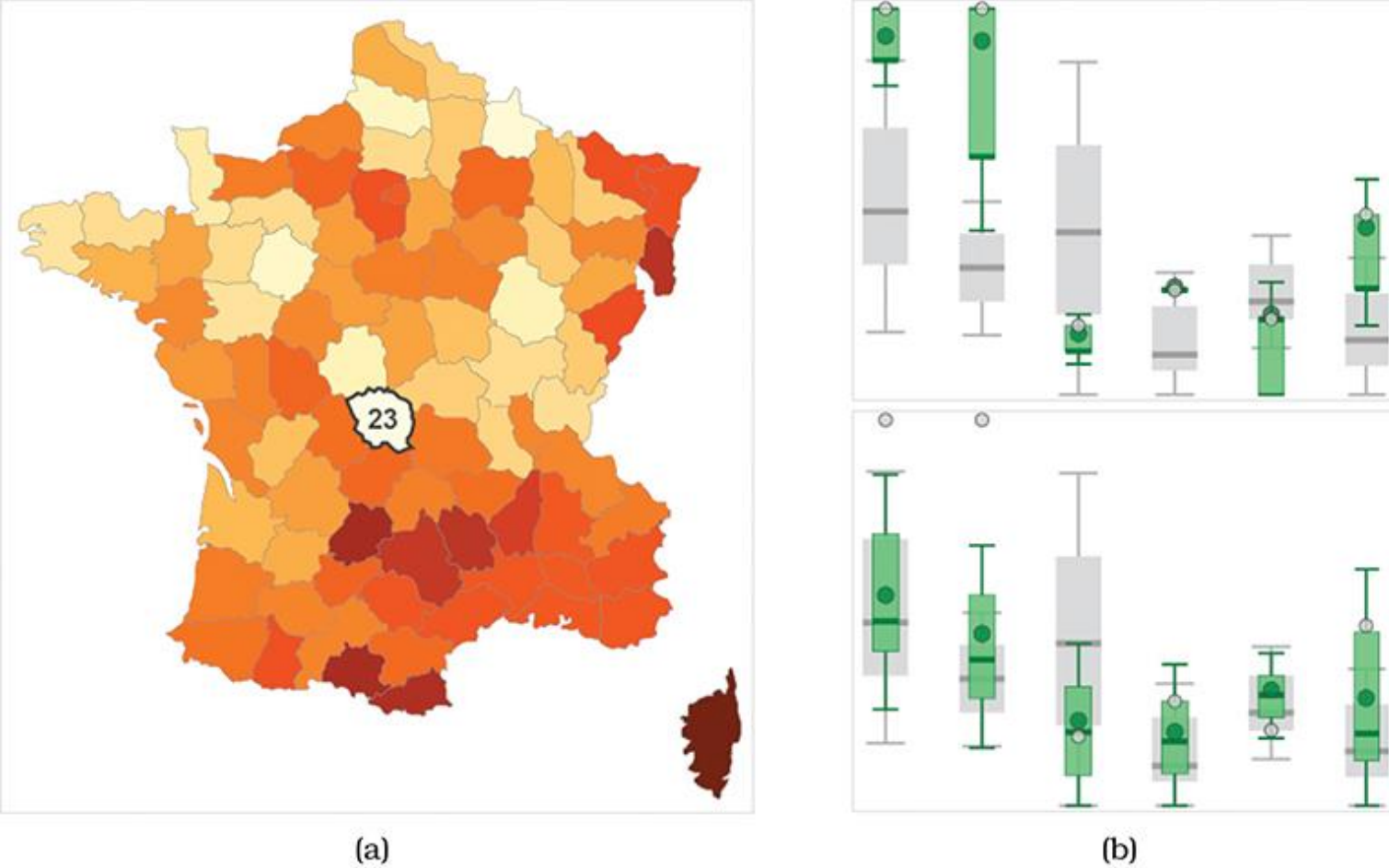
圖2 - 鄉鎮人口分布圖



圖3 - 村里人口分布圖

可調整地區單元問題(MAUP)

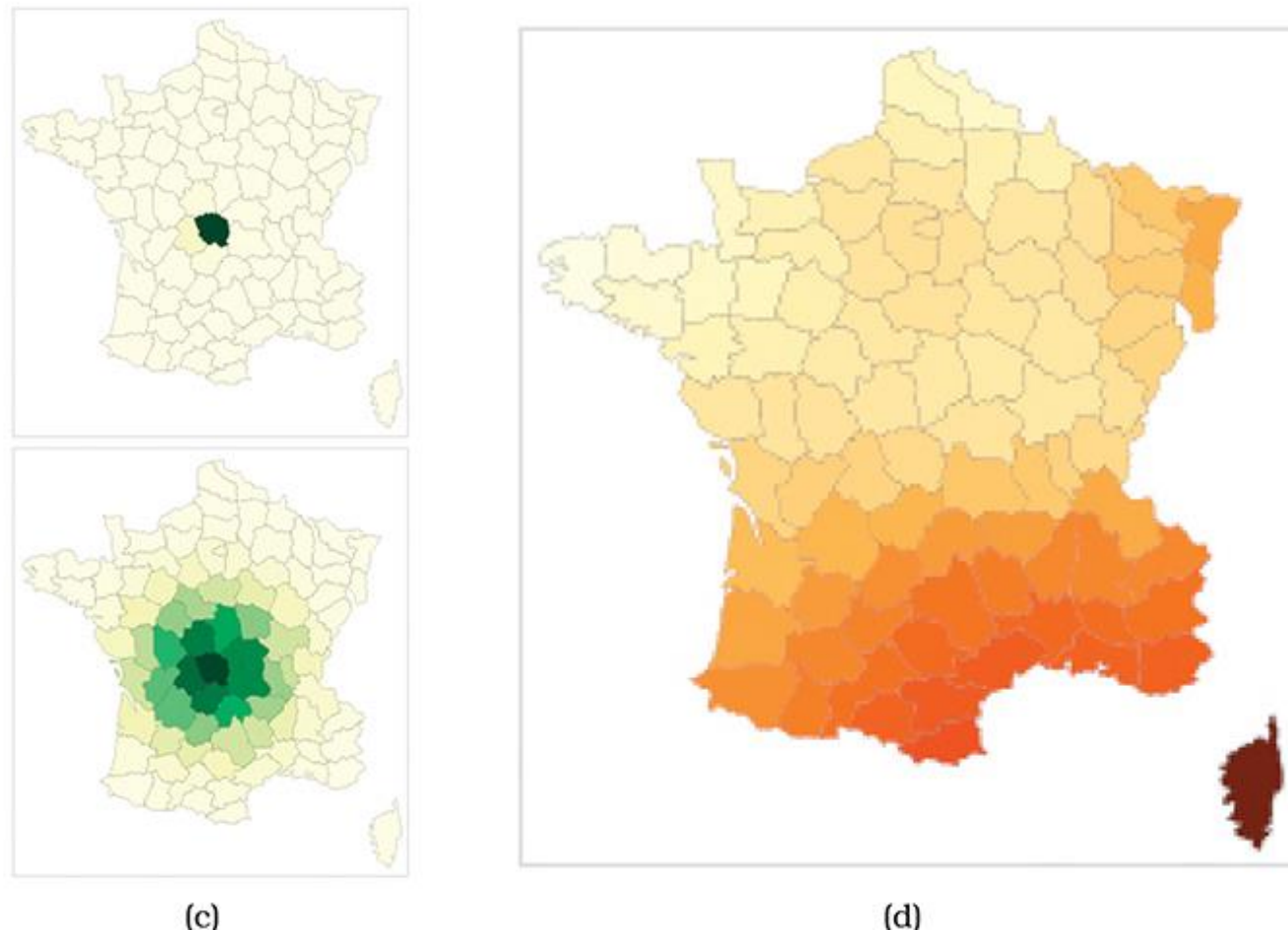
<http://utopia1234.blogspot.tw/2009/11/maup.html>



A multivariate geographic dataset used to explore social issues in 19th century France.

The six quantitative attributes are:

- population per crime against persons
- population per crime against property
- percentage who can read and write
- donations to the poor
- population per illegitimate birth
- population per suicide.



Geowigs are geographically weighted interactive graphics. (a) A choropleth map showing attribute x1. (b) The set of gw-boxplots for all six attributes at two scales. (c) Weighting maps showing the scales: local and larger. (d) A gw-mean map at the larger scale.

# Dimensionality reduction

- attribute aggregation
  - derive low-dimensional target space from high-dimensional measured space
  - use when you can't directly measure what you care about
    - true dimensionality of dataset conjectured to be smaller than dimensionality of measurements
    - latent factors, hidden variables

Tumor  
Measurement Data

data: 9D measured space

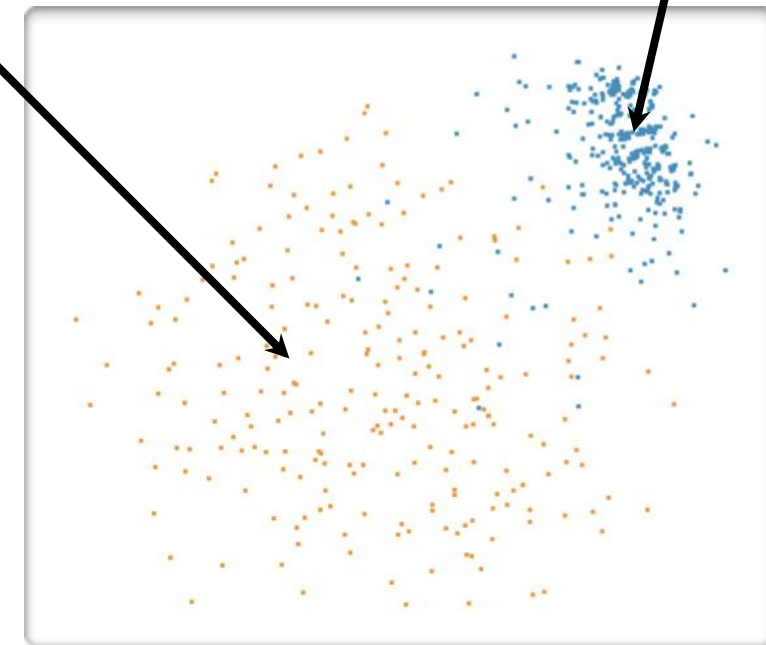


DR



Malignant

Benign



derived data: 2D target space

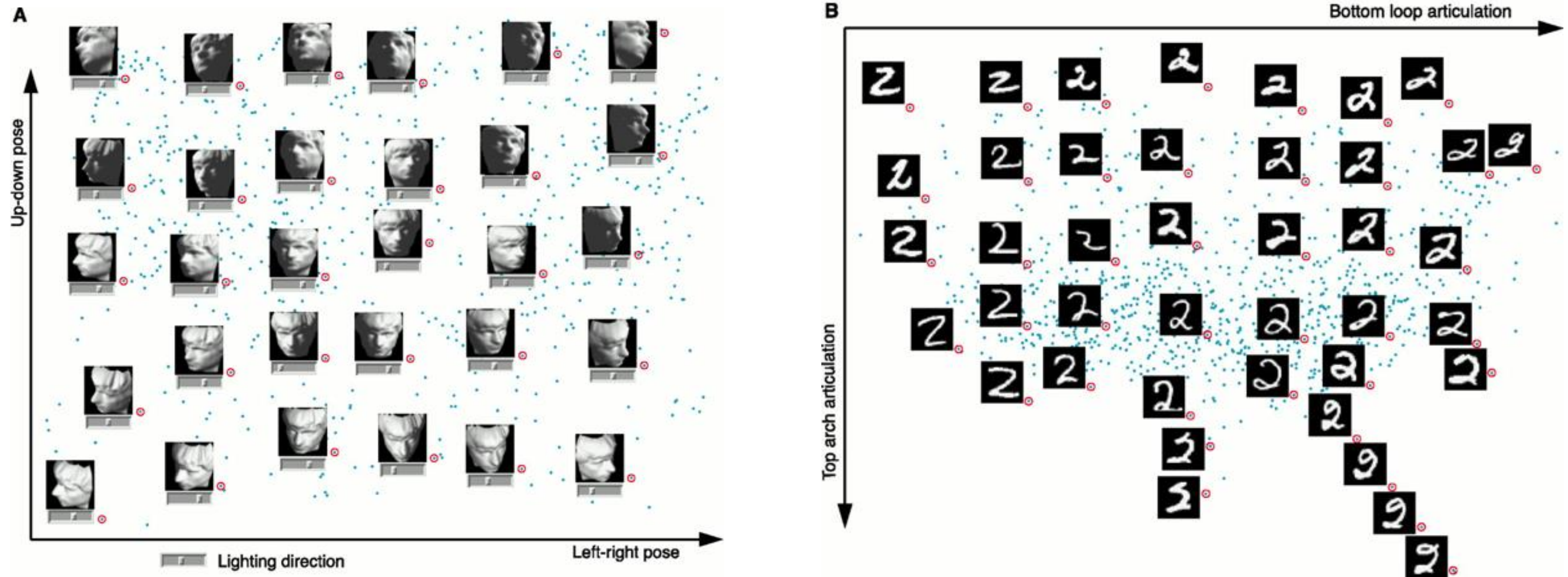
# Dimensionality reduction & visualization

- why do people do DR?
  - improve performance of downstream algorithm
- avoid curse of dimensionality
  - data analysis
- if look at the output: visual data analysis
- abstract tasks when visualizing DR data
  - dimension-oriented tasks
- naming synthesized dims, mapping synthesized dims to original dims
  - cluster-oriented tasks
- verifying clusters, naming clusters, matching clusters and classes



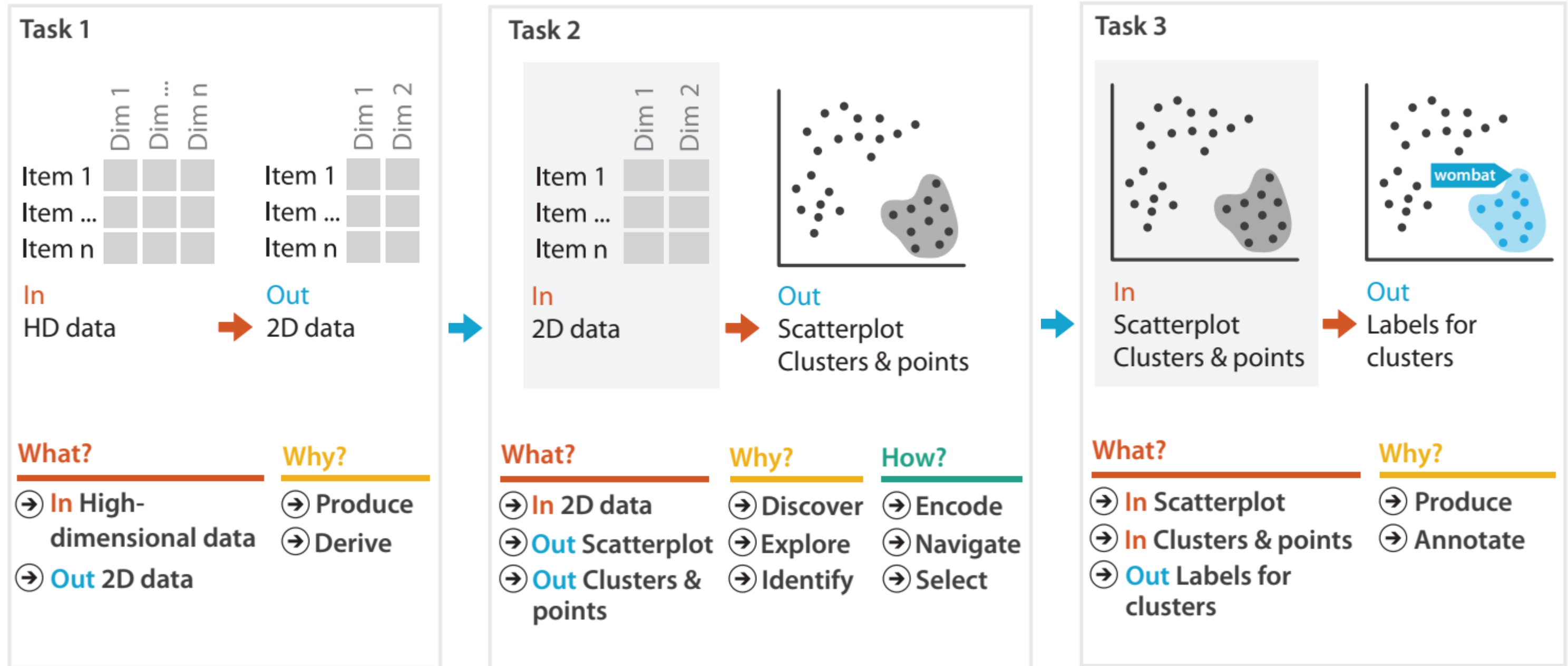
# Dimension-oriented tasks

- naming synthesized dims: inspect data represented by lowD points



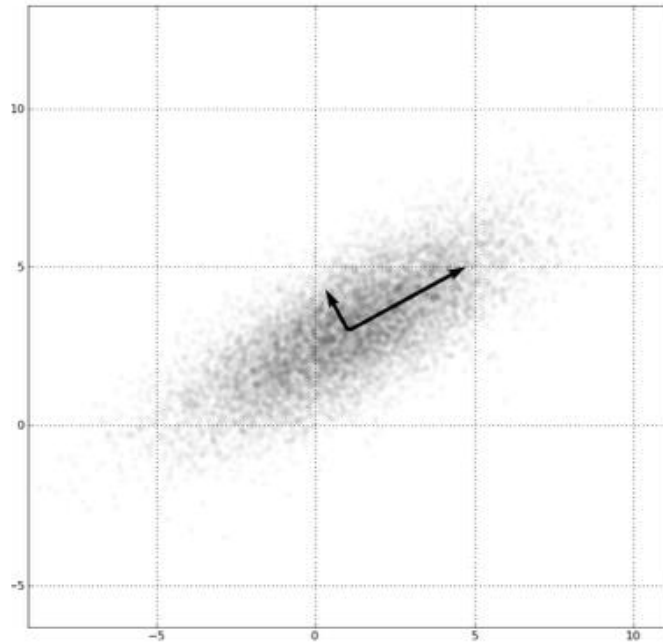
[A global geometric framework for nonlinear dimensionality reduction.  
Tenenbaum, de Silva, and Langford. Science, 290(5500):2319–2323, 2000.]

# Idiom: Dimensionality reduction for documents



# Linear dimensionality reduction

- principal components analysis (PCA)
  - finding axes: first with most variance, second with next most, ...
  - describe location of each point as linear combination of weights for each axis
- mapping synthesized dims to original dims



[<http://en.wikipedia.org/wiki/File:GaussianScatterPCA.png>]



# Nonlinear dimensionality reduction

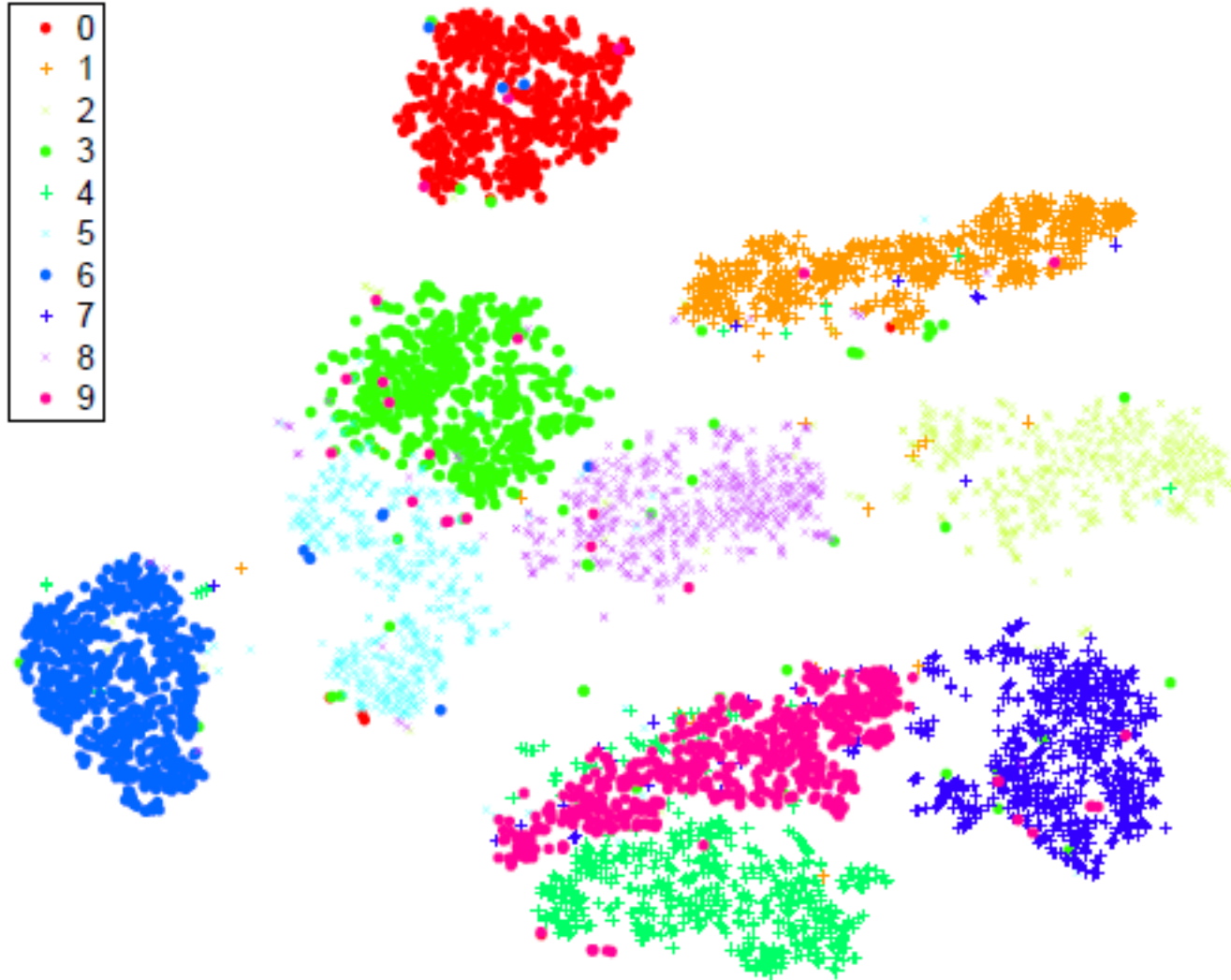
- pro: can handle curved rather than linear structure
- cons: lose all ties to original dims/attribs
  - new dimensions often cannot be easily related to originals
  - mapping synthesized dims to original dims task is difficult
- many techniques proposed
  - many literatures: visualization, machine learning, optimization, psychology, ...
  - techniques: t-SNE, MDS (multidimensional scaling), charting, isomap, LLE, ...
    - t-SNE: excellent for clusters
      - but some trickiness remains: <http://distill.pub/2016/misread-tsne/>
    - MDS: confusingly, entire family of techniques, both linear and nonlinear
      - minimize stress or strain metrics
      - early formulations equivalent to PCA

# t-distributed stochastic neighbor embedding (t-sne)

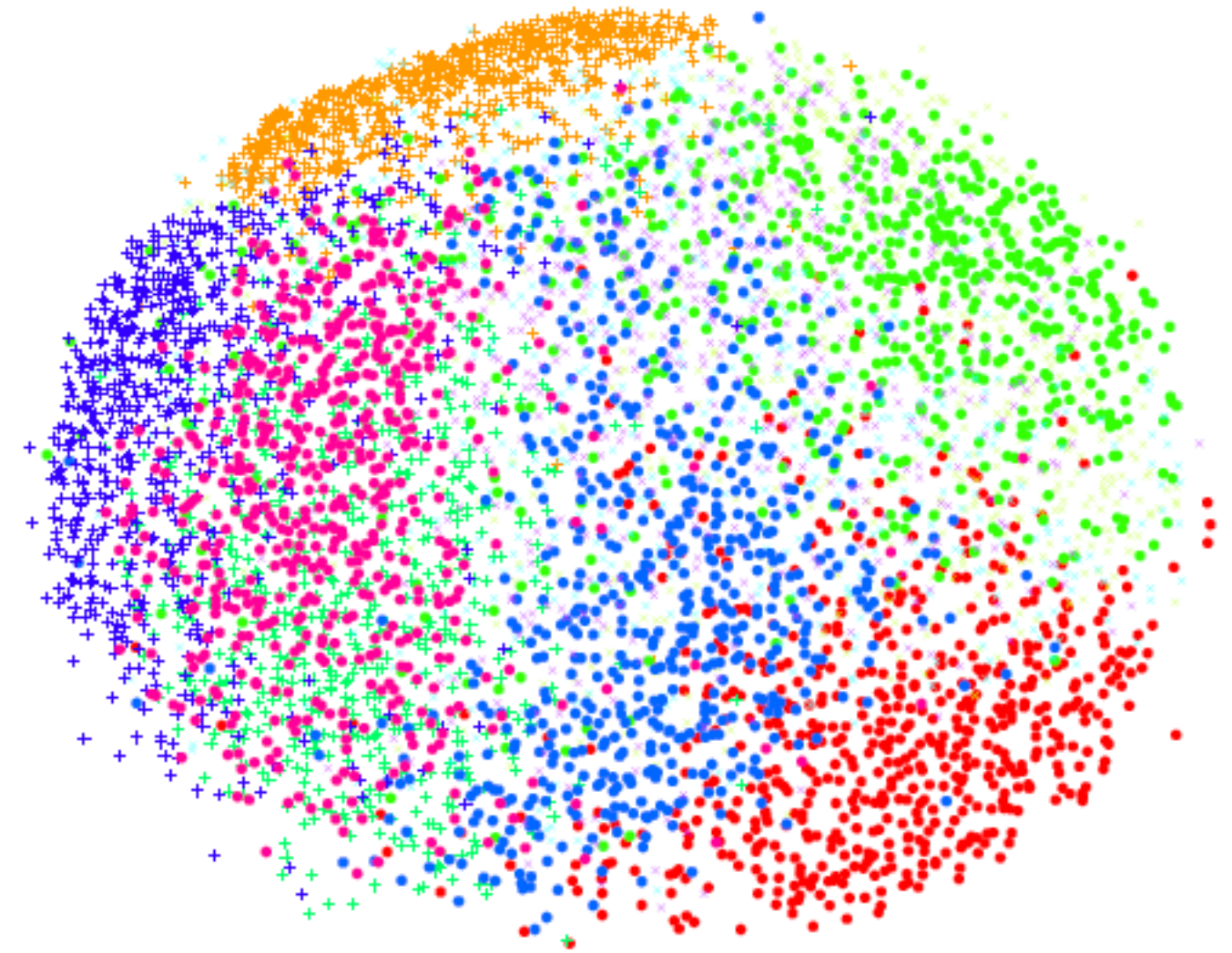
5	0	4	1	9	2	1	3
4	7	6	0	4	5	6	7
2	0	2	7	1	8	6	4
1	3	5	9	1	7	6	2
8	6	3	7	5	8	0	9
8	7	6	0	9	7	5	7
2	3	9	4	9	2	1	6
5	6	7	9	9	3	7	0

**MNIST**  
data set

•	0
+	1
•	2
•	3
+	4
•	5
•	6
+	7
•	8
•	9



(a) Visualization by t-SNE.



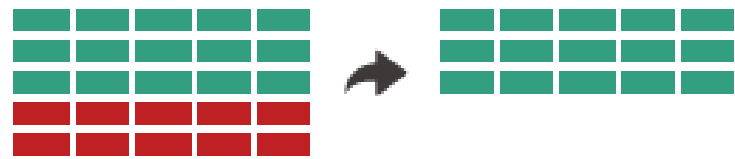
(b) Visualization by Sammon mapping.

# t-sne process (video)

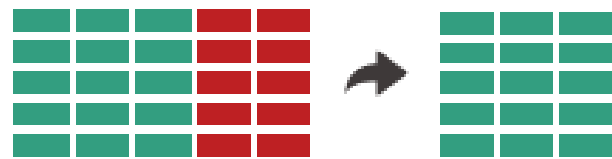
# Reduce items and attributes

## ➞ Filter

➞ Items



➞ Attributes

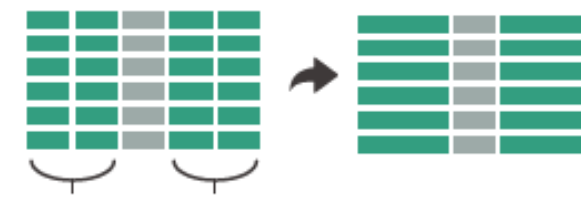


## ➞ Aggregate

➞ Items



➞ Attributes



## Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 2014.
  - Chap 13: Reduce Items and Attributes*
- *Hierarchical Aggregation for Information Visualization: Overview, Techniques and Design Guidelines*. Elmqvist and Fekete. IEEE Transactions on Visualization and Computer Graphics 16:3 (2010), 439–454.
- *A Review of Overview+Detail, Zooming, and Focus+Context Interfaces*. Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.
- *A Guide to Visual Multi-Level Interface Design From Synthesis of Empirical Study Evidence*. Lam and Munzner. Synthesis Lectures on Visualization Series, Morgan Claypool, 2010.

Embed

# Embed: Focus+Context



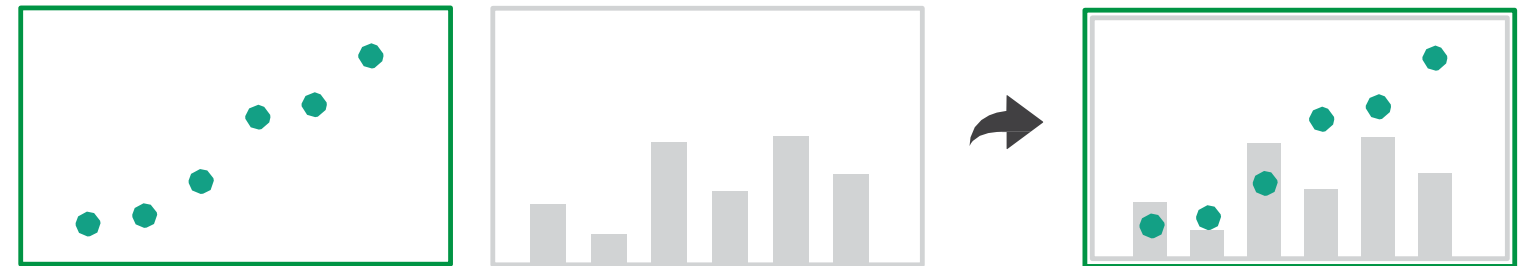
## Embed

- combine information within single view
- elide
  - selectively filter and aggregate
- superimpose layer
  - local lens
- distortion design choices
  - region shape: radial, rectilinear, complex
  - how many regions: one, many
  - region extent: local, global
  - interaction metaphor

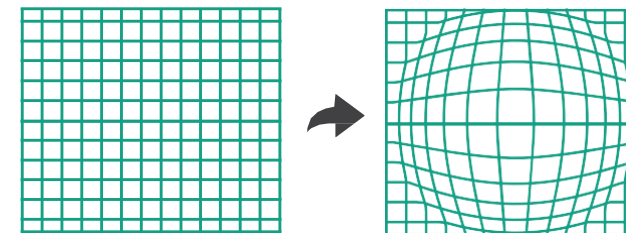
→ Elide Data



→ Superimpose Layer



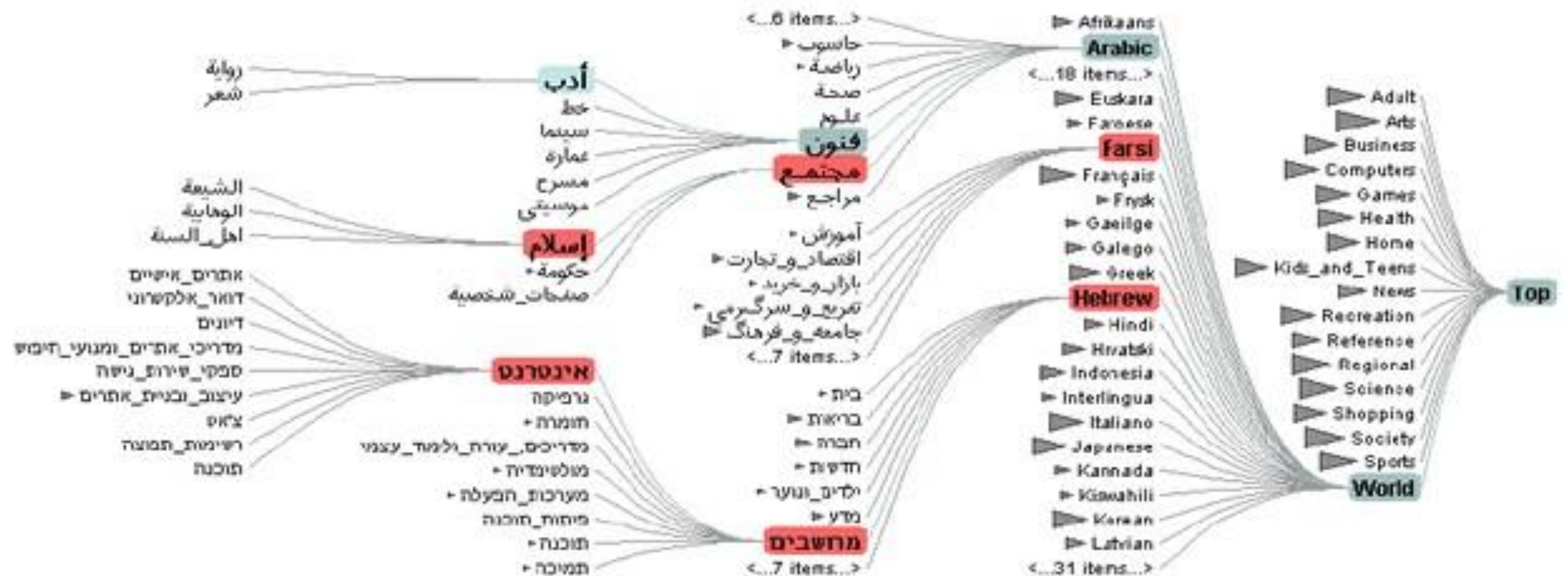
→ Distort Geometry



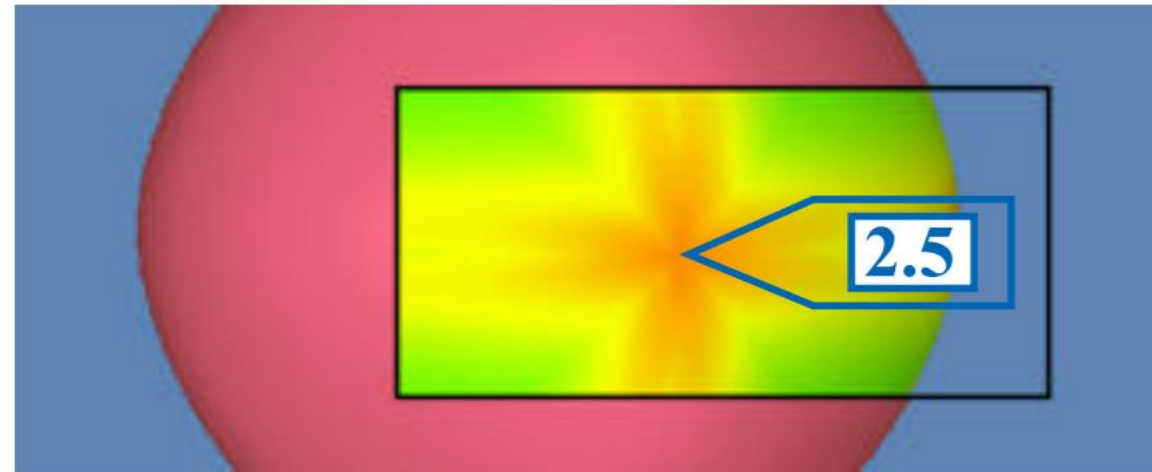


# Idiom: DOLTrees Revisited

- elide
  - some items dynamically filtered out
  - some items dynamically aggregated together
  - some items shown in detail



# Superimpose



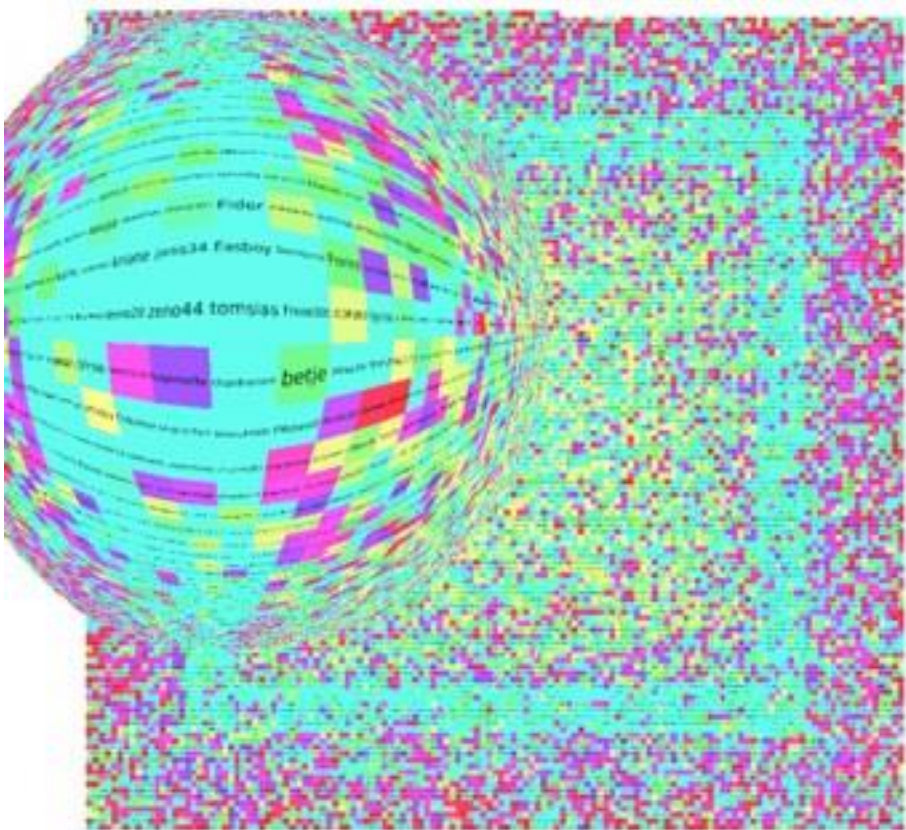
Gaussian curvature pseudo-color lens with overlaid tool to read the numeric value of the curvature.

**Toolglass and magic lenses: the see-through interface. 1993**

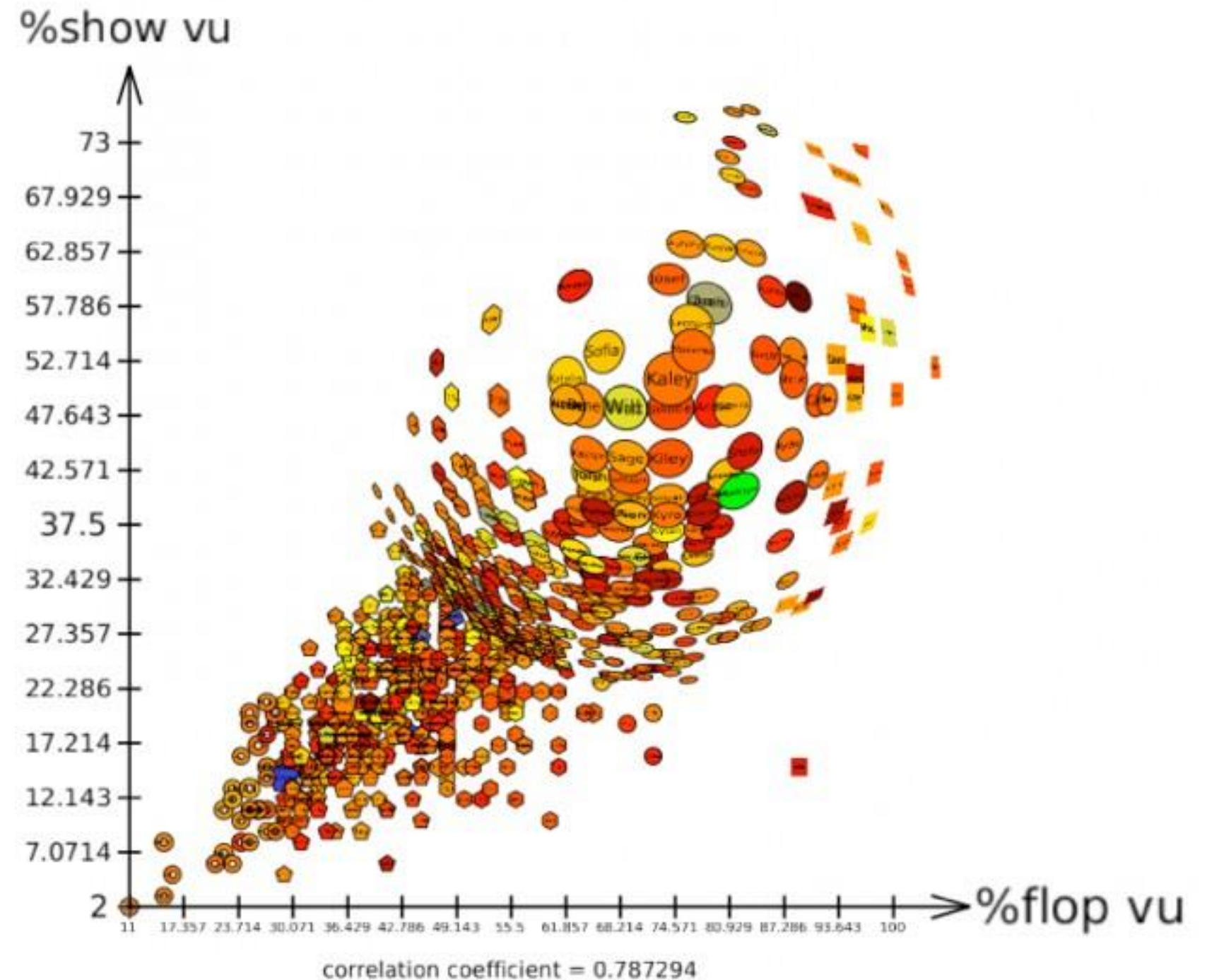


# Idiom: Fisheye Lens

- distort geometry
  - shape: radial
  - focus: single extent
  - extent: local
  - metaphor: draggable



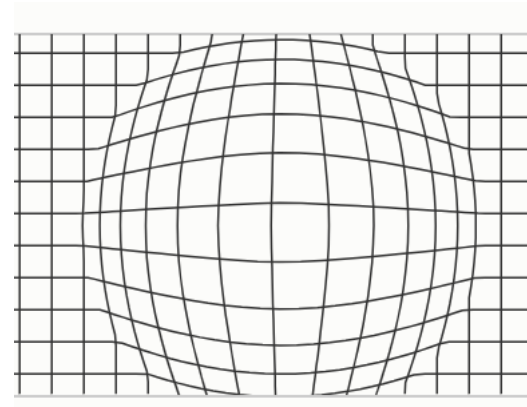
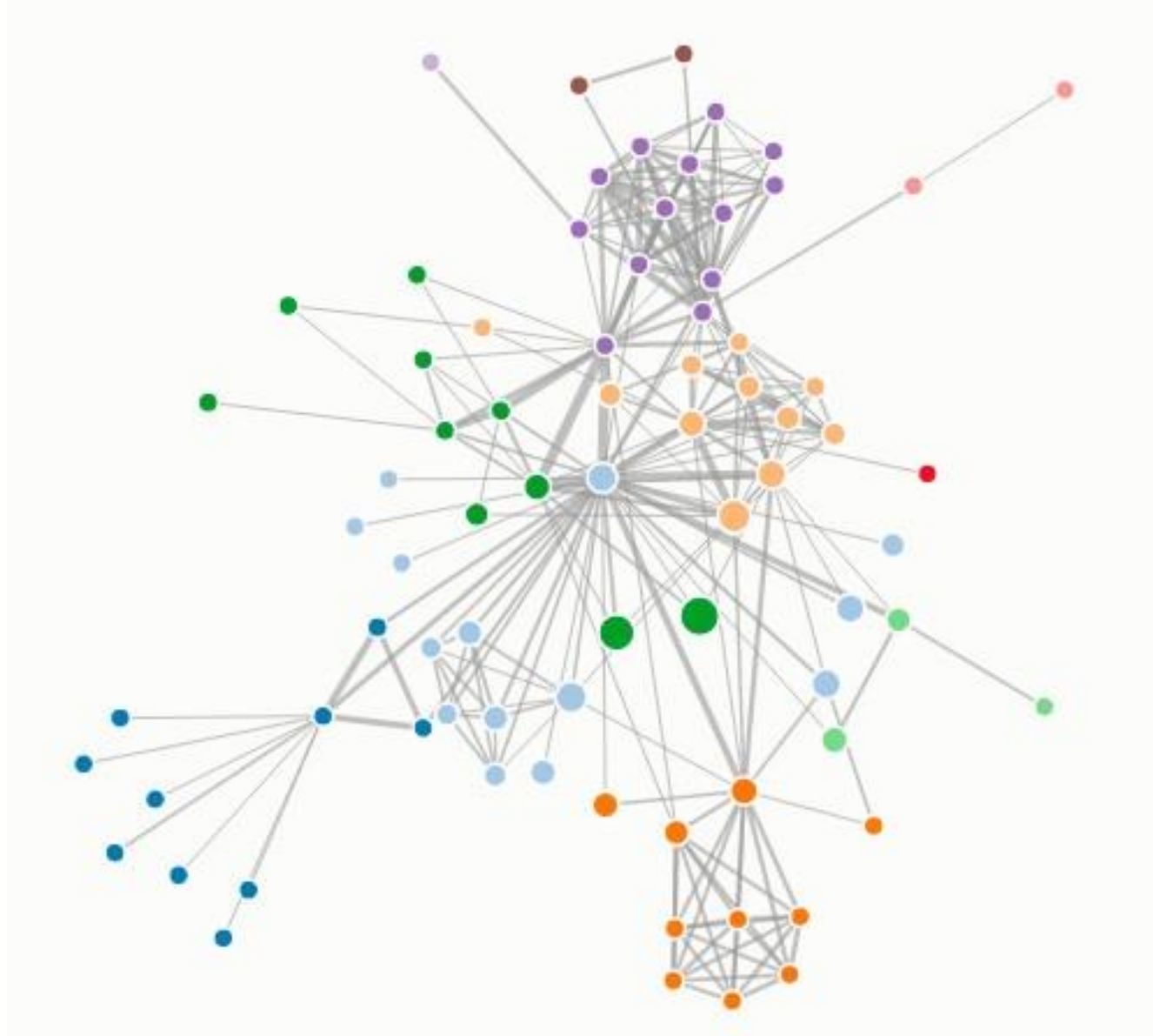
<https://tulip.labri.fr/TulipDrupal/?q=node/371>



<https://tulip.labri.fr/TulipDrupal/?q=node/351>

# Idiom: **Fisheye Lens**

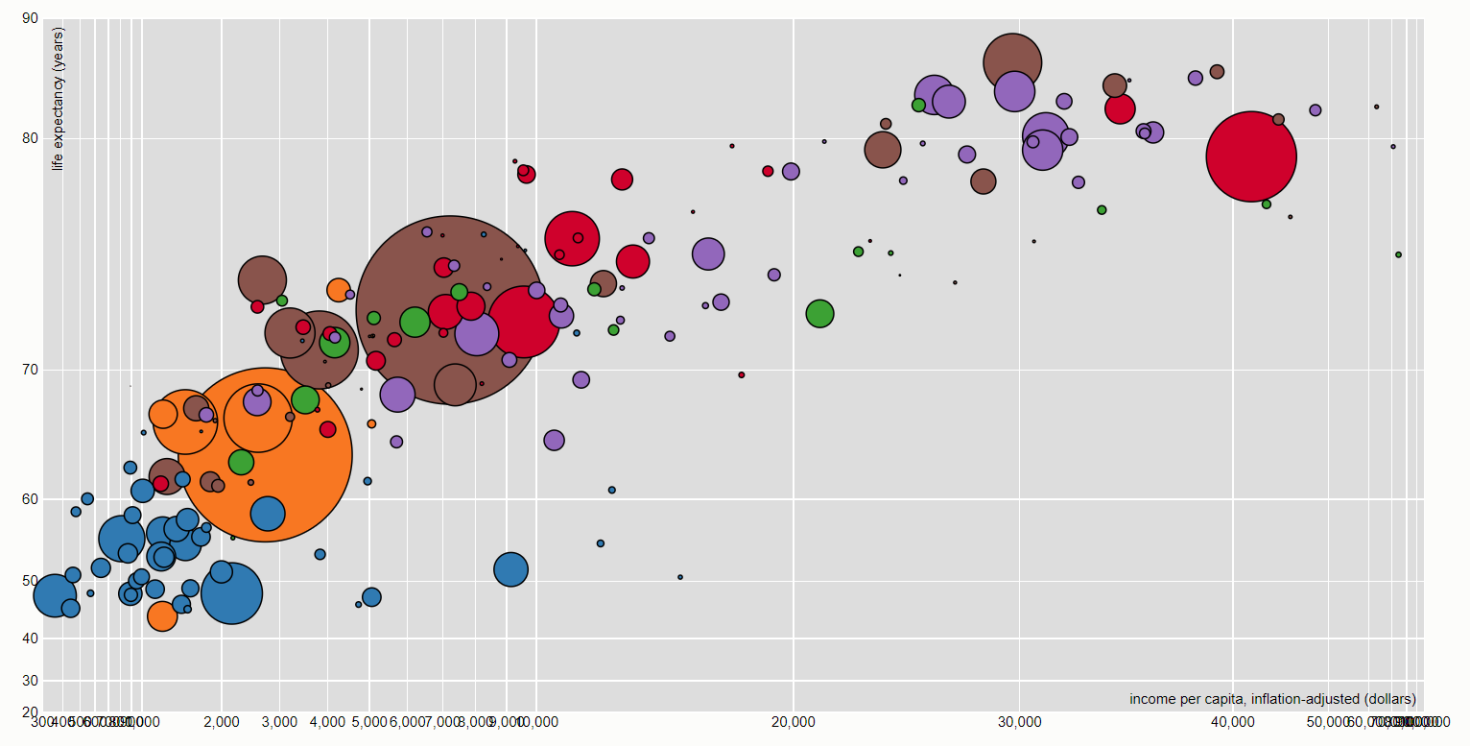
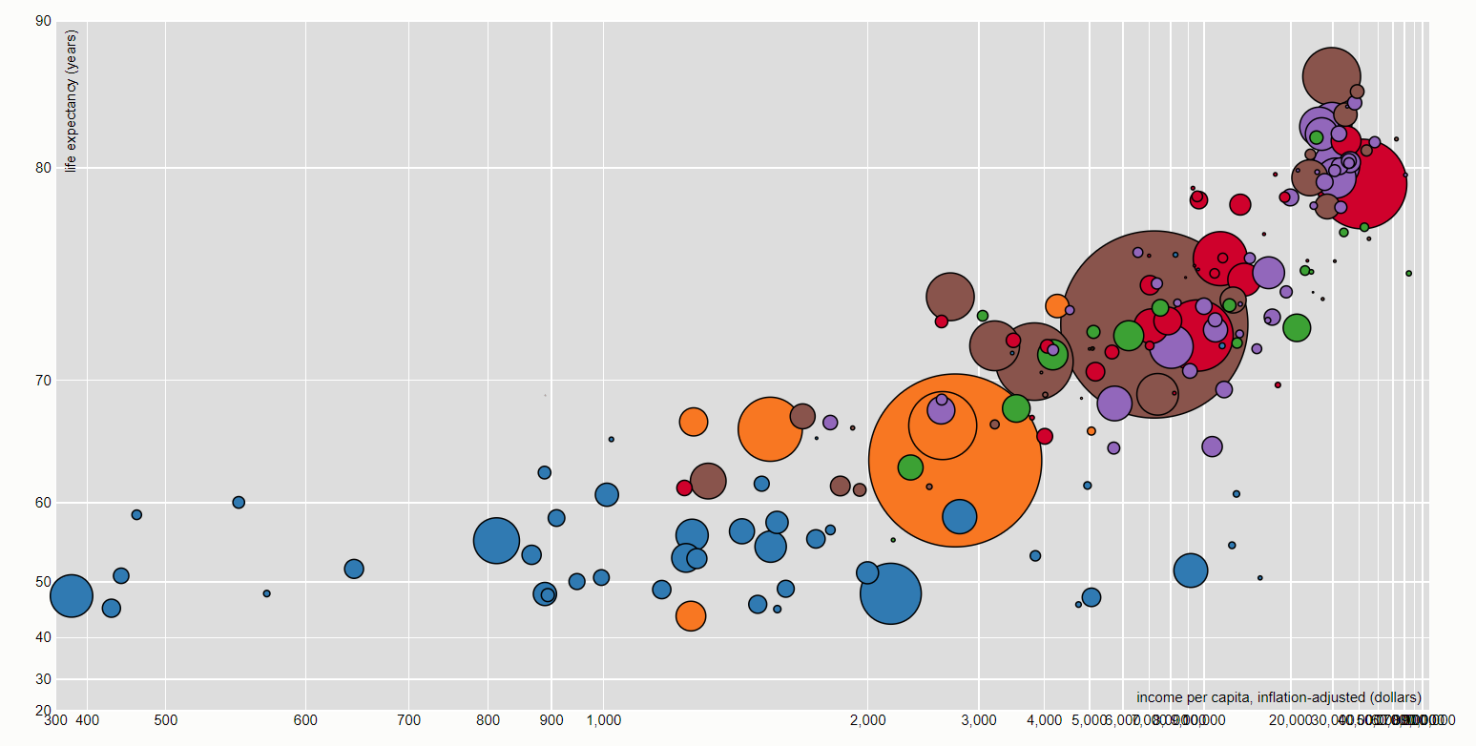
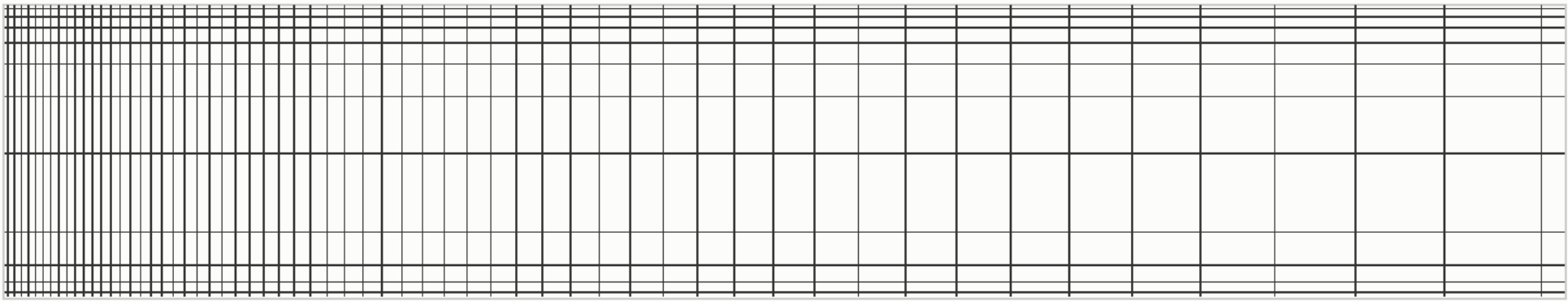
System:  
**D3**



[D3 Fisheye Lens]

( <https://bost.ocks.org/mike/fisheye/> )

# Cartesian Distortion





# Distortion costs and benefits

- benefits
  - combine focus and context information in single view
- costs
  - length comparisons impaired
    - network/tree topology comparisons unaffected: connection, containment
  - effects of distortion unclear if original structure unfamiliar
  - object constancy/tracking maybe impaired

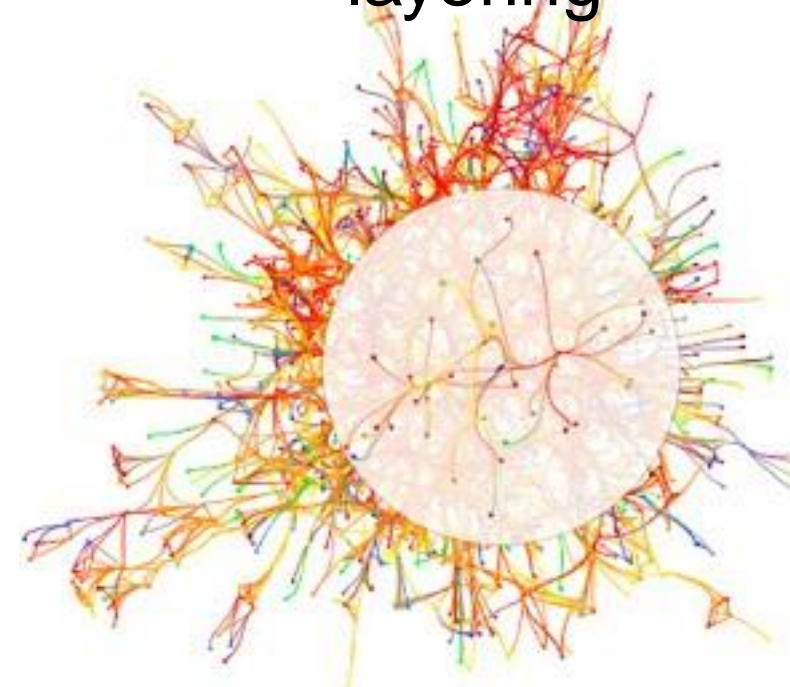
fish-eye lens



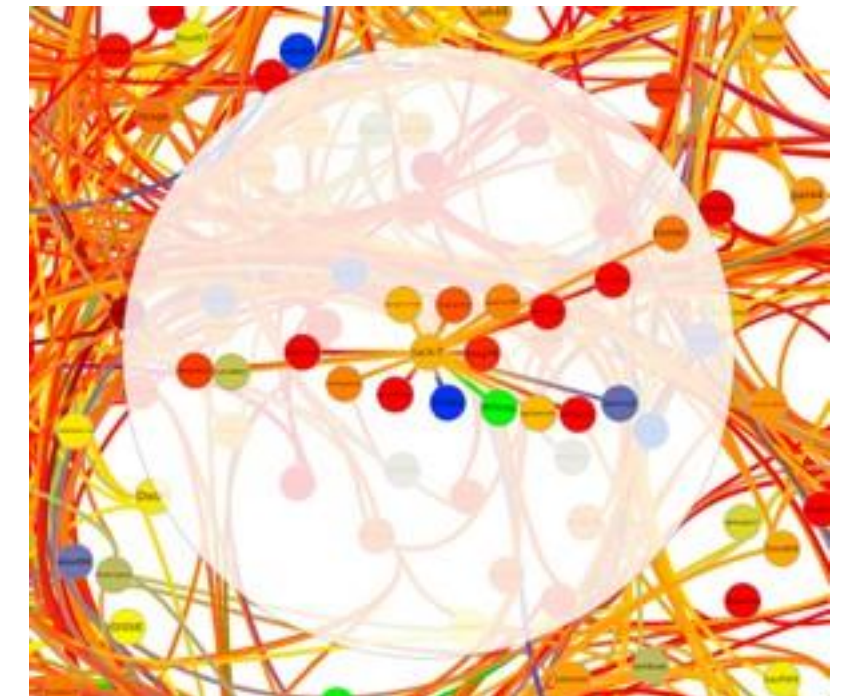
magnifying lens



neighborhood layering



Bring and Go

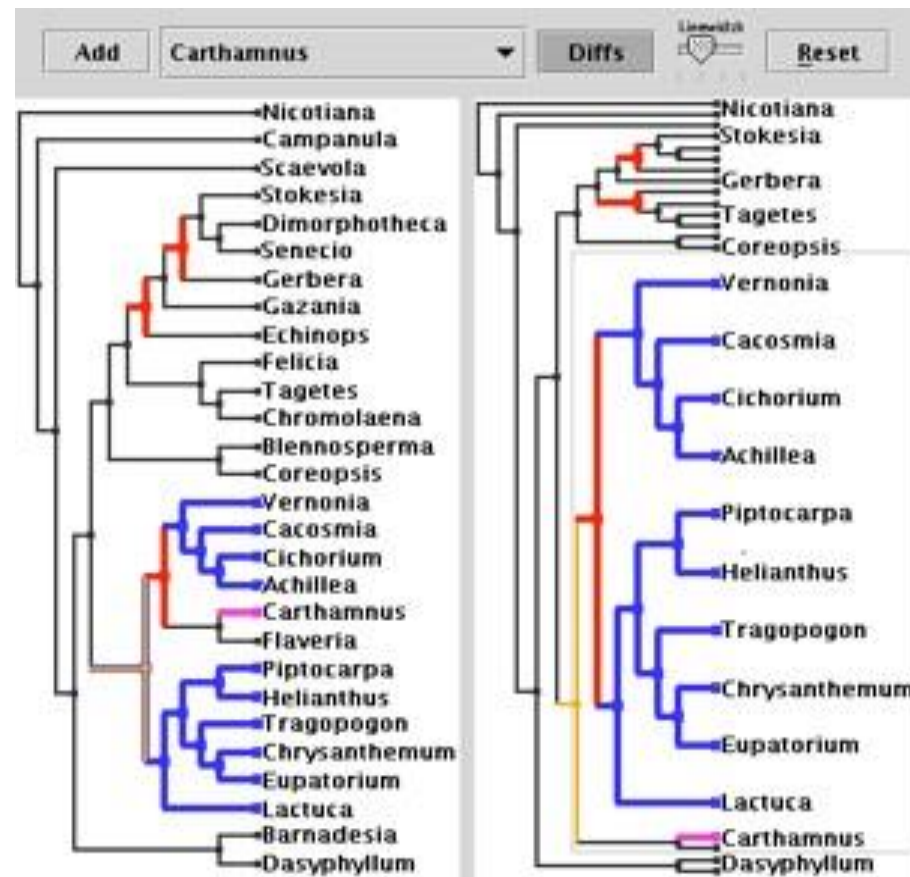




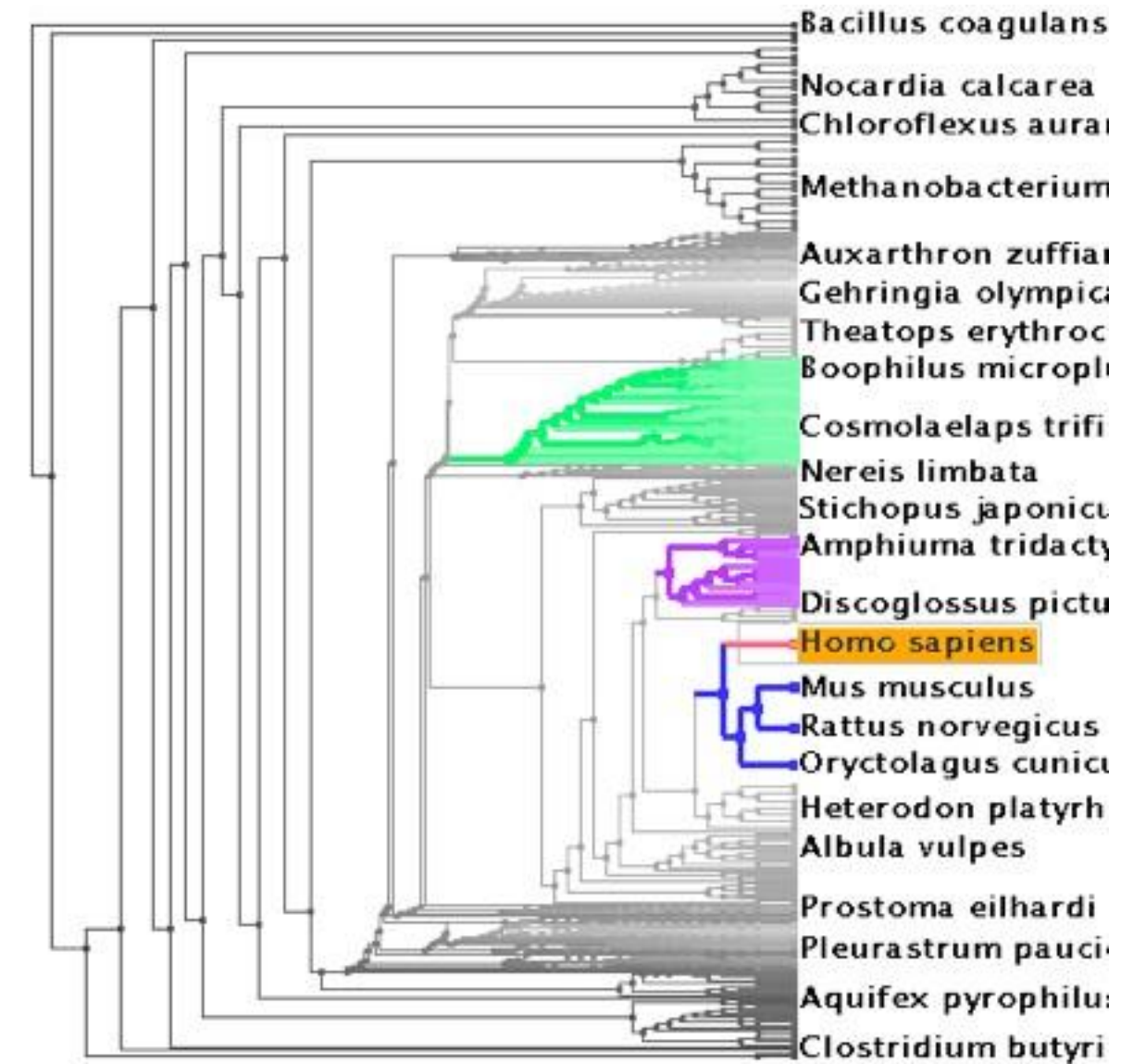
# Idiom: Stretch and Squish Navigation

- distort geometry
  - shape: rectilinear
  - foci: multiple
  - impact: global
  - metaphor: stretch and squish, borders fixed

## System: TreeJuxtaposer



[video](#)



[TreeJuxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. Munzner, Guimbretiere, Tasiran, Zhang, and Zhou. ACM Transactions on Graphics (Proc. SIGGRAPH) 22:3 (2003), 453– 462.]



# Focus+Contest Visualization with distortion minimization



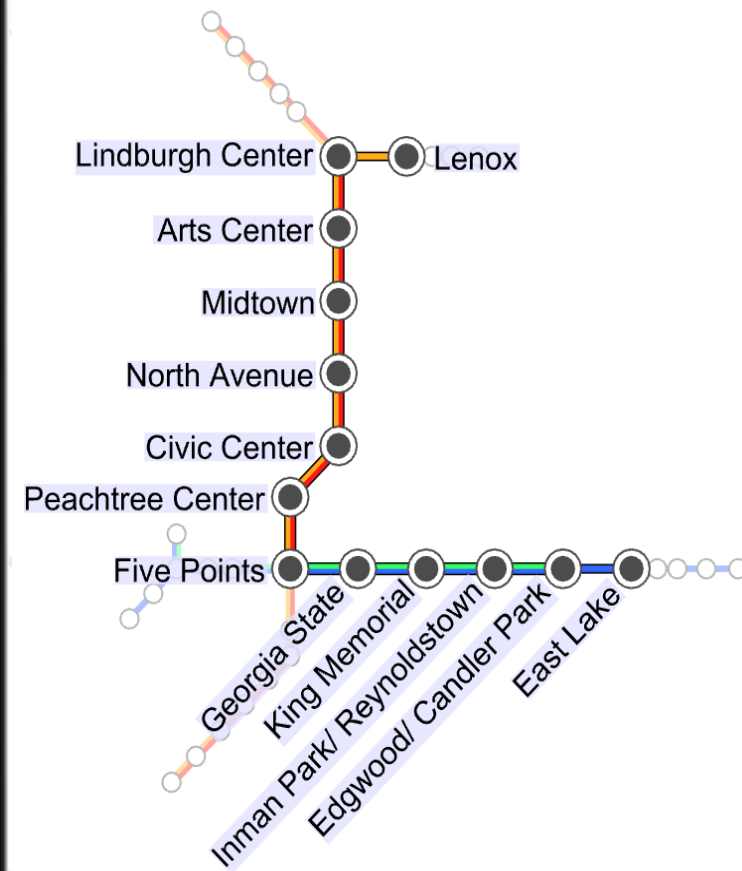


# Drawing Road Networks with Focus Regions

Edited from Jan-Henrik Haunert's slides



# Focus+Context Metro Maps



Can you see the  
station names?

Yes, you can!