

Big Data Visual Analytics with Parallel Coordinates

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Abstract—We present a web-based implementation of parallel coordinates suitable for big data visual analytics. While being easily accessible through via web-browsers, the system supports advanced analytics on the server via R as well as progressive and density-based rendering on the client with support for hardware accelerated graphics. A prototype implementation is available at parallelcoordinates.de.

I. INTRODUCTION

In many contexts we find the need to explore large and complex data sets with respect to data points as well as number of variables. A technique, well known in the visualization community, for exploring high variate data sets is Parallel Coordinates [1]. Parallel coordinates visualizes many variables at the same time by drawing an axis for each variable parallel to each other. A single data point is represented by a line which crosses each axis at the value the data point selects for the variable represented by the axis. Outside the visualization community however, it seems not so widely used, despite its straight forward usage.

In this exposition we present a web-based implementation to make it accessible to and usable for a wide audience. This implementation also demonstrates the core functionality of parallel coordinates. It supports large data in terms of data points by providing progressive rendering and density based rendering features. Furthermore it shows how parallel coordinates can be extended by advanced analytics by connecting it to the R statistical computing environment through OpenCPU[?]. This is a work in progress, which can be accessed online at <http://www.parallelcoordinates.de> and serves as demonstration for potential implementation of more targeted applications.

II. ANALYTICS

Visual analytics has been defined as the “combination of automated analytisis techniques with interactive visualizations for an effective understanding, reasoning and desicion making on the basis of very large and complex data sets” [?]. To this end we demonstrate how to combine a parallel coordinates visualization with R. R is both a language and an environment for statistical computing[?]. It is widely used in a variety of domains, among which bioinformatics is a prominent one. Combining parallel coordinates, therefore brings a wide range of analytical approaches.

A. OpenCPU

OpenCPU is a system which makes R packages available through an HTTP API. For example, in our demo application we provide a clustering function, which is by posting to:

<http://local/ocpu/library/pacode/R/pacode.kmeans>. Arguments to a function are transmitted in the post body in json format. As a reponse on calling such a function, OpenCPU sends back a session object. This object can either be used to get the actual function output in a variety of formats, amongst which json. Or, it can be used to chain functions, by passing a session key as arguments to another function call.

OpenCPU can be run from within R, however a more scalable approach is running the dedicated OpenCPU server.

The additional light-weight OpenCPU JavaScript library makes connecting R and a web front end straight forward.

Provides caching Can be made scalable using SparkR (distributed R)

B. Clustering & Dimensionality Reduction

R Provides many clustering algorithms out of the box A thin wrapper is required to provide a consistent API for the front-end

Like clustering, many dim. red. techniques available in R. Widely used analytical approach to search for structure E.g. PCA

III. RENDERING

In order to keep the system responsive even for large datasets, our system supports WebGL where available. Using hardware-accelerated graphics greatly improves rendering speed over canvas- or SVG-based rendering and allows for the use of custom shaders to implement advanced rendering techniques for parallel coordinates such as progressive rendering [2] and continuous parallel coordinates [3].

A. Continuous Parallel Coordinates

Overplotting is one of the main challenges with parallel coordinates: The view quickly becomes cluttered as the datasets grow. One possible clutter-reduction method is to compute and render the *density* of lines instead of individual lines. By using *line-kernels*, this approach is the same as computing a kernel-density estimate for histograms or scatterplots. Figure 2 shows an example of a continuous parallel-coordinates plot with Gaussian kernels.

B. Progressive Rendering

Our implementation supports progressive rendering. Here, the plot is updated after a number of lines or kernels have been processed in order to show the user an intermediate

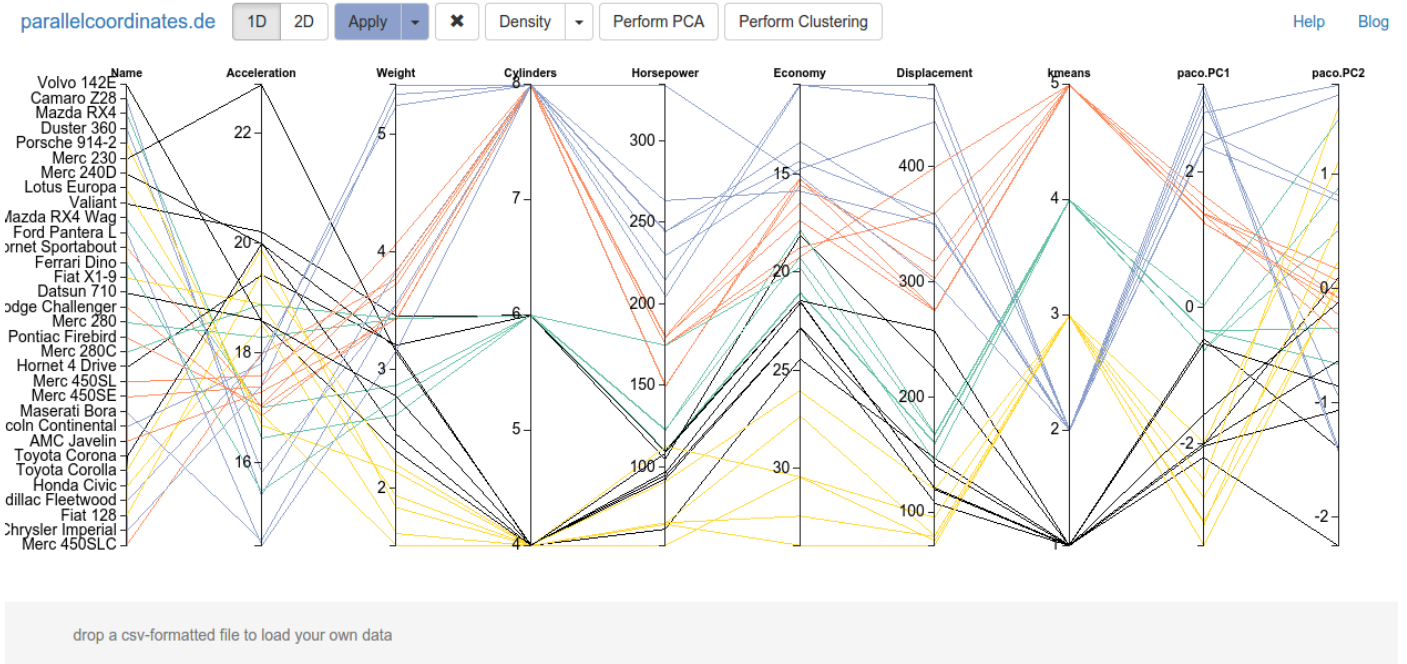


Fig. 1.

result. Hence, the image is *progressively* evolving towards the final result. This is particularly useful if aggregation techniques such as continuous parallel coordinates are employed, as the dominating patterns are likely to appear early in the process.

IV. CONCLUSION

The conclusion goes here.

REFERENCES

- [1] A. Inselberg, *Parallel Coordinates: Visual Multidimensional Geometry and Its Applications*. NY, USA: Springer, 2009.
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- [3] J. Heinrich and D. Weiskopf, "Continuous Parallel Coordinates," *IEEE Transactions on Visualization and Computer Graphics*, vol. 15, no. 6, pp. 1531–1538, 2009.

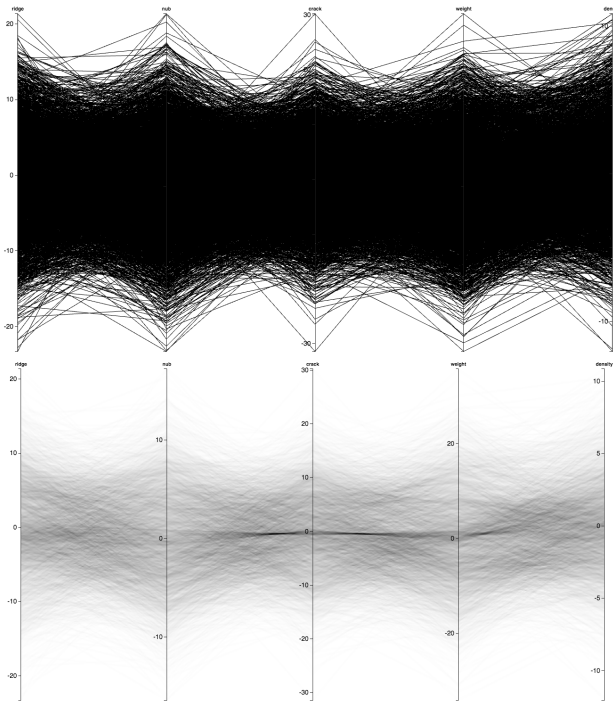


Fig. 2. In large datasets, important patterns may be obscured by the dominating feature. In this example, the envelope of lines in the top image suggests a Gaussian distribution for the data. The kernel-density estimate shown in the bottom image reveals the peak density hinting at a hidden cluster of lines.