



ĐẠI HỌC BÁCH KHOA HÀ NỘI  
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# LESSON 3: DATA VISUALIZATION

# Content

1. Static chart
2. Pixel-based visualization
3. Visualization in vector space
4. Super sphere tree
5. SOM

# 1. Static chart

## 1.1 Attributes

- Data objects represent entities in the data (e.g. customers, products, transactions)
- Data objects are also known as samples, examples, or data points
- An attribute is a data field that represents a property or features of the data
- Attributes are also known as dimensions, features, or variables

- The values of a given attribute are called observations
- The set of attributes that describe a given object is called an attribute vector (or feature vector).
- The attribute type is determined by the set of attribute values

# Nominal attribute

- Valuable as symbols or names
- eg: 'hair color' includes 'blue', 'red', 'black', 'white', 'platinum'
- Description of categories, codes, states
- Common value based on mode function

# Binary attribute

- The category attribute has only two categories or two states
  - 0 ~ absent, 1 ~ exists
  - or 0 ~ false, 1 ~ true
- Symmetrical attributes (e.g. 'gender' includes 'male' and 'female')
- Asymmetric attributes (e.g. 'result' includes 'positive' and 'negative')

# Ordinal attribute

- The values follow a certain order
- Example: 'size' includes 'small', 'normal', 'large' and 'oversized'
- Typical value based on mode and median function

# Interval attribute

- Use to define values measured along a scale, with each point placed at an equal distance from one another.
- Can compare, calculate the distance between values
- For example: Temperature according to the Celsius scale.



# Ratio attribute

- Thuộc tính số có giá trị 0
- Có thể nhân các giá trị với nhau
- VD: Các giá trị đếm và đo đạc:
  - Số lượng
  - Trọng lượng
  - Chiều cao
  - Số tiền
  - ...

# Discrete and Continuous Attributes

- Has only a finite or countably infinite set of values.
- Example:
  - Finite: color, age
  - Countable infinite: Customer ID
- Attribute is continuous if not discrete

# 1.2 Basic data statistics

- Data Description:
  - Central value
  - Distribution range
  - Visualization based on charts
- Identify outliers

# mean

- Values have the same role

$$x = \frac{x_1 + x_2 + \dots + x_n}{n}$$

- Values with different weights

$$x = \frac{w_1x_1 + w_2x_2 + \dots + w_nx_n}{n}$$

- The most common measurement, however sensitive to outliers

# median

- The median divides the data into larger and smaller parts; These two parts have the same number of elements
- Calculate the median approximation
  - Group data into ranges of values
  - Calculate the frequency of values in each interval
  - Find the interval containing the median frequency

# median

- Approximate median by formula:

$$\text{median} = L_1 + \left[ \frac{N/2 - (\sum freq)_l}{freq_{median}} \right] \frac{width}{h}$$

Where:

- $L_1$ : lower boundary of median
- $N$ : number of value
- $(\sum freq)_l$  sum of the frequencies of intervals less than median
- $freq_{median}$ : frequency of median range
- $width$ : width of the median range

# mode

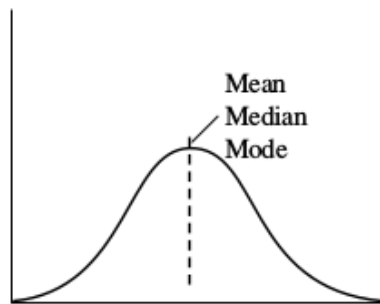
- The most frequency value in the dataset
- Multimodal: more than one mode
- Set containing only unique values without mode
- Với tập unimodal (one mode)

$$\text{mean} - \text{mode} \approx 3 \times (\text{mean} - \text{median})$$

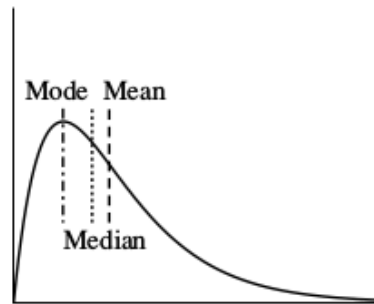
# midrange

- Average of the maximum and minimum values

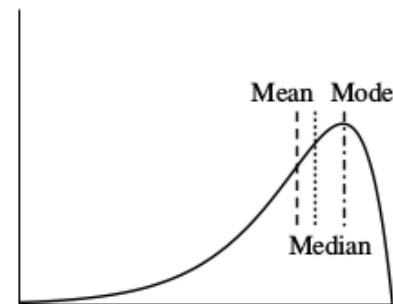
$$\text{midrange} = \frac{\text{max} + \text{min}}{2}$$



(a) Symmetric data



(b) Positively skewed data



(c) Negatively skewed data



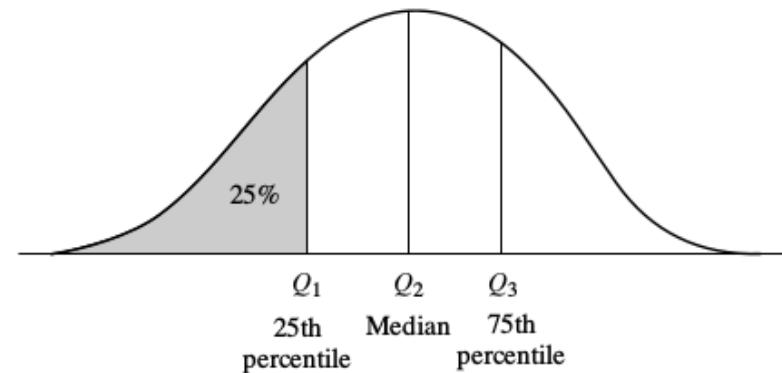
# range

- distance between the largest and the smallest value in the set

$$\text{range} = \text{max} - \text{min}$$

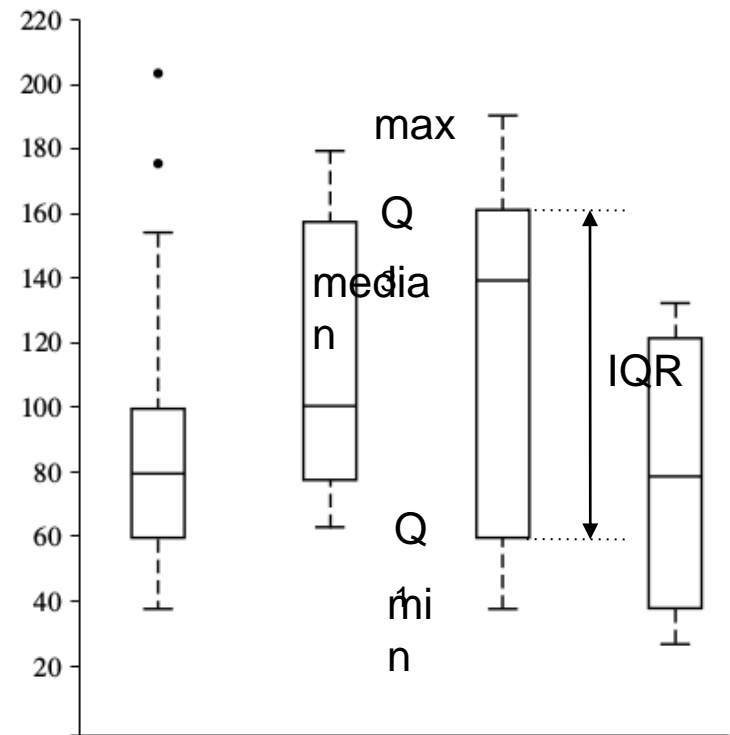
# quantile

- Quantiles are points that divide data into (nearly) equal parts (with equal number of elements).
  - 2-quantile: a point that divides data into two equal parts ~ median
  - 4-quantile (quartile)
  - 100-quantile (percentile)
  - Interquartile range  $IQR = Q_3 - Q_1$
- Interquartile range  $IQR = Q_3 - Q_1$



# boxplot

- The box chart includes:
  - $Q_1$ ,  $Q_3$ : the beginning and the end of the box
  - IQR: length of the box
  - Median
  - Min and max values



# variance, standard deviation

- Variance

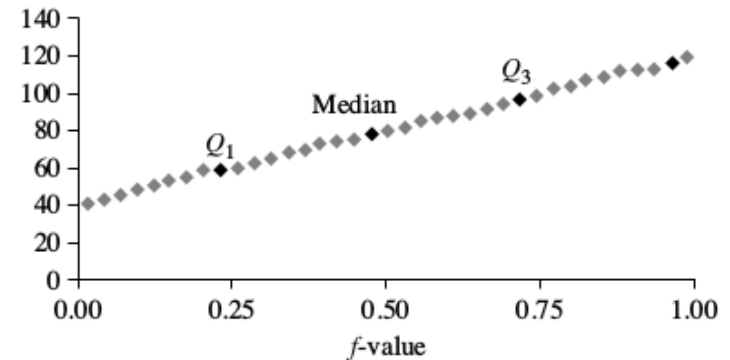
$$\sigma^2 = \frac{1}{N} \sum_{i=1}^N (x_i - \bar{x})^2 = \left( \frac{1}{N} \sum_{i=1}^N x_i^2 \right) - \bar{x}^2,$$

- $\sigma$ : standard deviation represents the dispersion of the data relative to mean

# Quantile chart

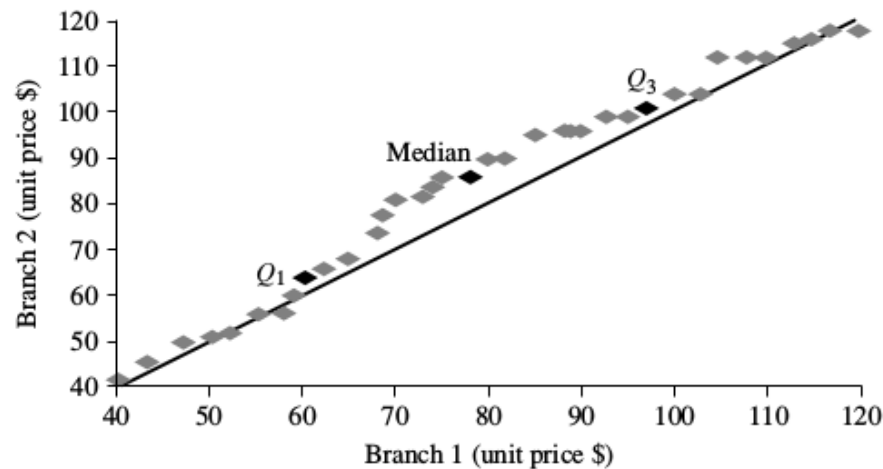
- Sort the values in ascending order  $x_1 < x_2 < \dots x_n$
- Frequency  $f_i$  corresponding to  $x_i$  là is the percentage of data with values below  $x_i$

$$f_i = \frac{i - 0.5}{N}$$



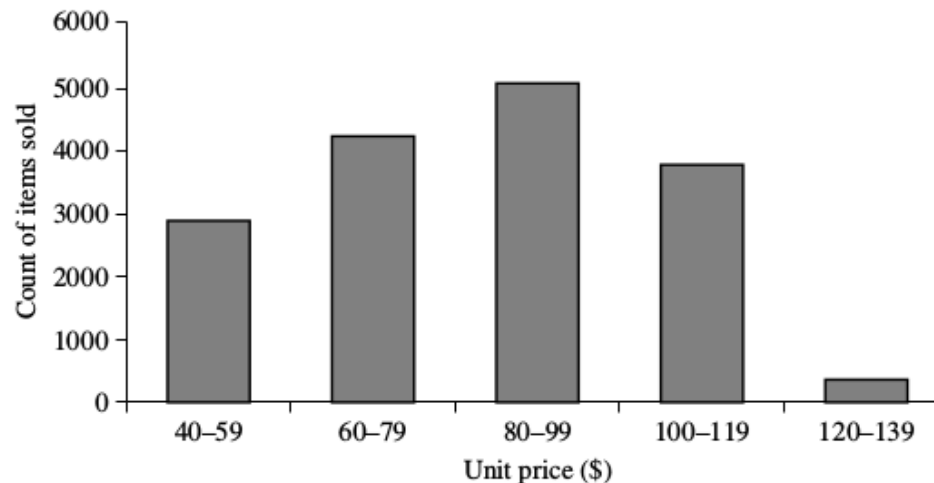
# Quantile - quantile chart

- Show the relationship between quantile values of two univariate distributions



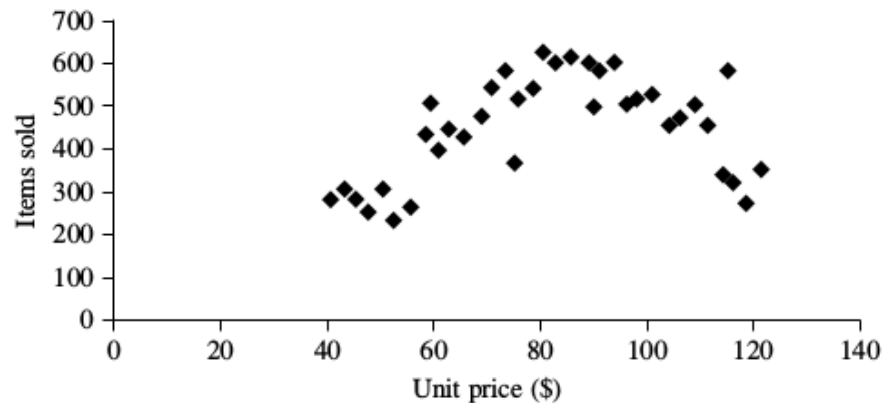
# Histogram

- Values are grouped into equal intervals called buckets.



# Scatter chart

- Determine the reciprocity between two numeric attributes





# Scatter chart (cont.)



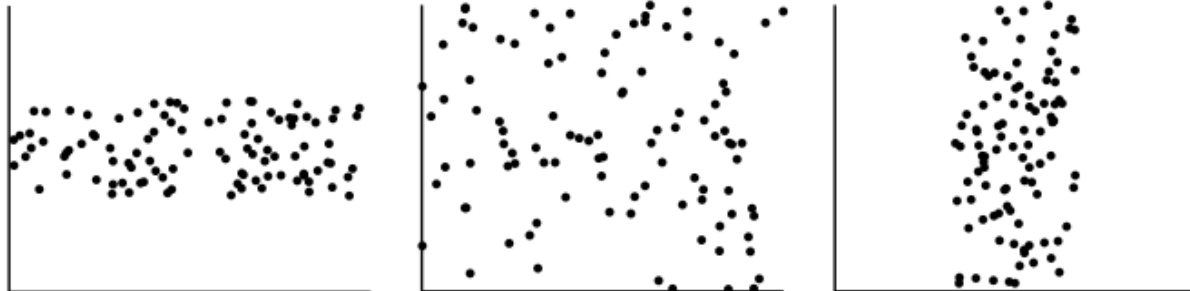
(a)

*positive reciprocity*



(b)

*negative reciprocity*

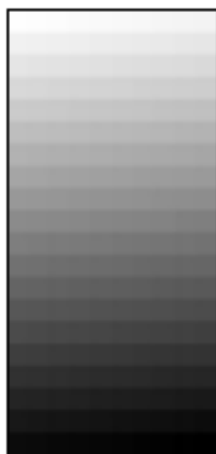


*Null reciprocity*

## 2. Pixel based visualization

- The value of a data dimension represented by a pixel with the color corresponding to the value
- Example: Small value corresponds to light color, large value corresponds to dark color
- $m$  dimension corresponds to  $m$  window. A data point with  $m$  dimensions is represented by  $m$  pixels at corresponding positions in each window

- Records are usually sorted in a dimension of interest
- Correlation, if any, between the data dimensions is expressed through the color distribution (data values) over the windows



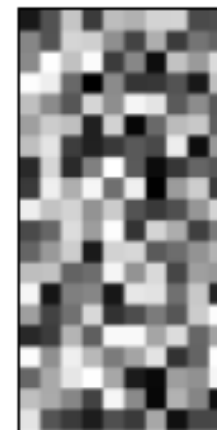
(a) *income*



(b) *credit\_limit*



(c) *transaction\_volume*



(d) *age*

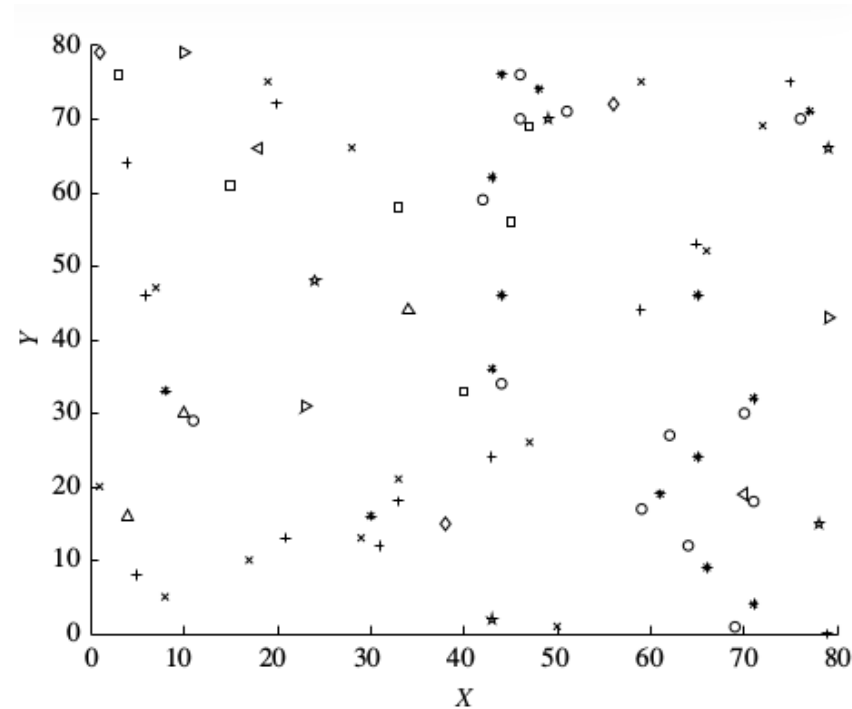
# 3. Visualization in vector space

- Pixel-based visualization does not represent the density of data points
- Visualization on vector space based on projection technique to represent multidimensional data in 2D space

# Scatter Charts

- How to represent:
  - Two axes X and Y used to represent two-dimensional numbers in Cartesian coordinates
  - The third dimension is represented by different shapes
  - The fourth dimension can be represented by color

# Scatter Chart (cont)

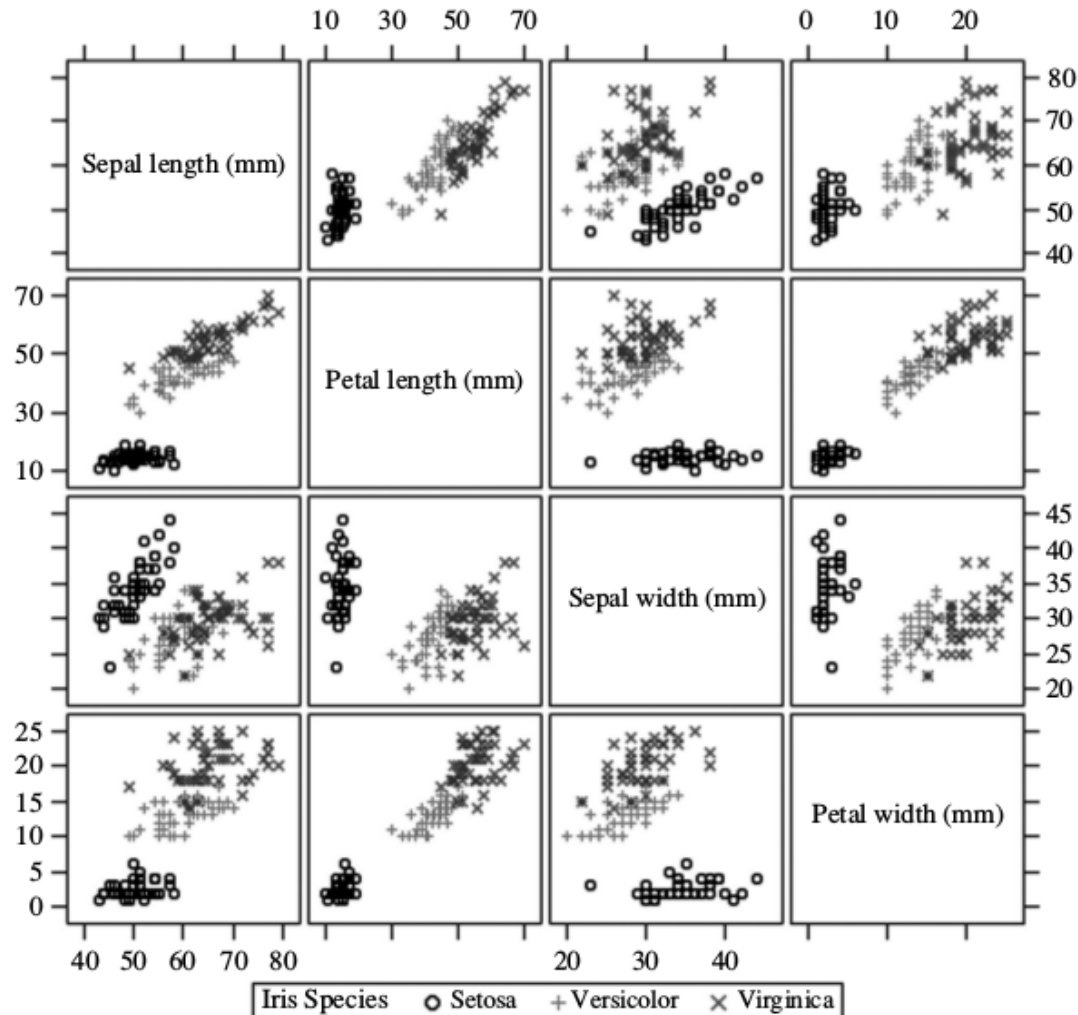


# Scatter chart matrix

- Scatter charts can only represent up to 4 dimensions
- For data with more than 4 dimensions, use the scatter plot method
  - Data has  $m$  dimensions
  - Use a 2D scatter plot  $m \times m$  matrix to represent each data dimension with the remaining data dimensions
  - Example: The Iris dataset has 5 dimensions visualized by a  $4 \times 4$  matrix consisting of 24 3D scatter plots



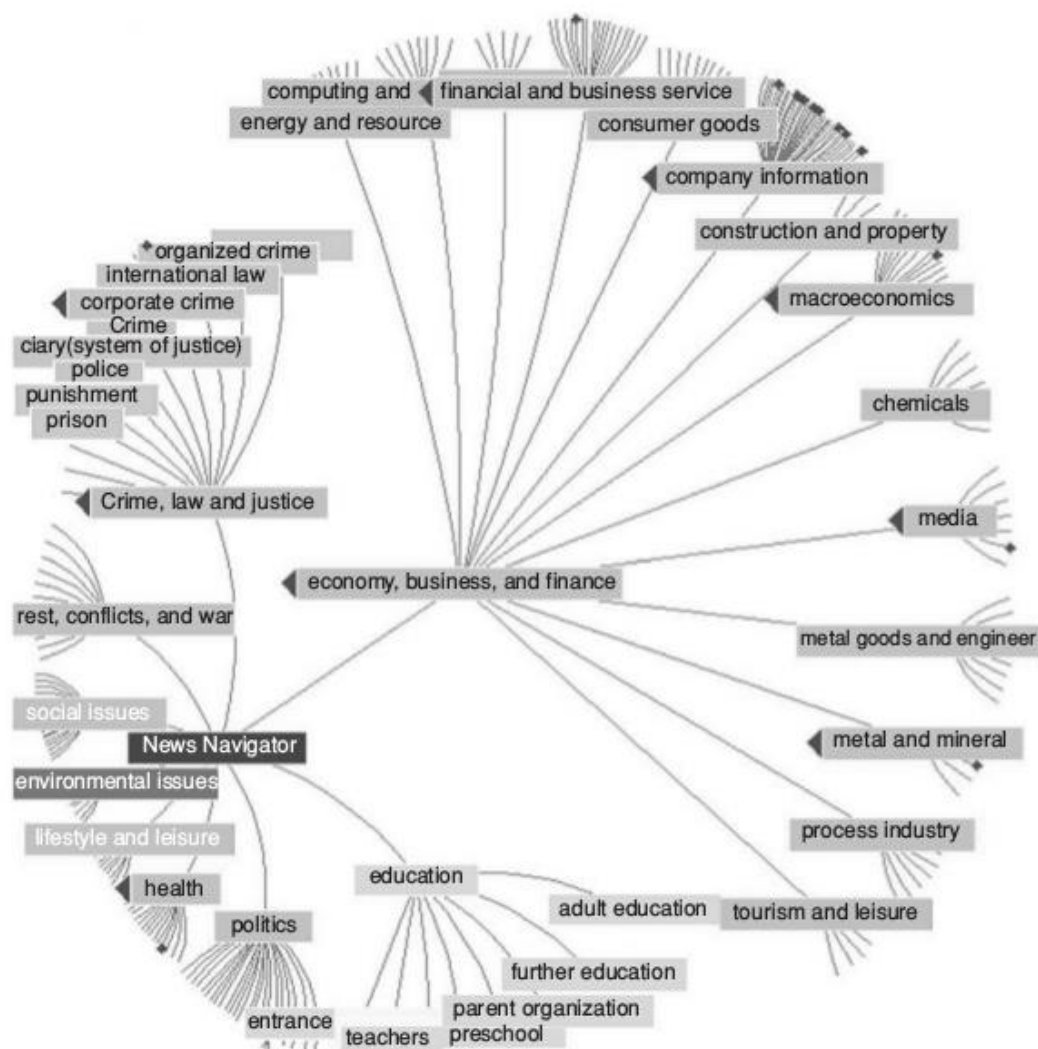
# Example: *Iris* Dataset



## 4. Super sphere tree

- Visualize large amounts of data
- Data has a tree structure
- focus on a part of the data, on the other hand still represent the general context of the data
- Fish eye properties:
  - The size of unfocused buttons rapidly decreases when
  - The size of the buttons are focused is rapidly increasing

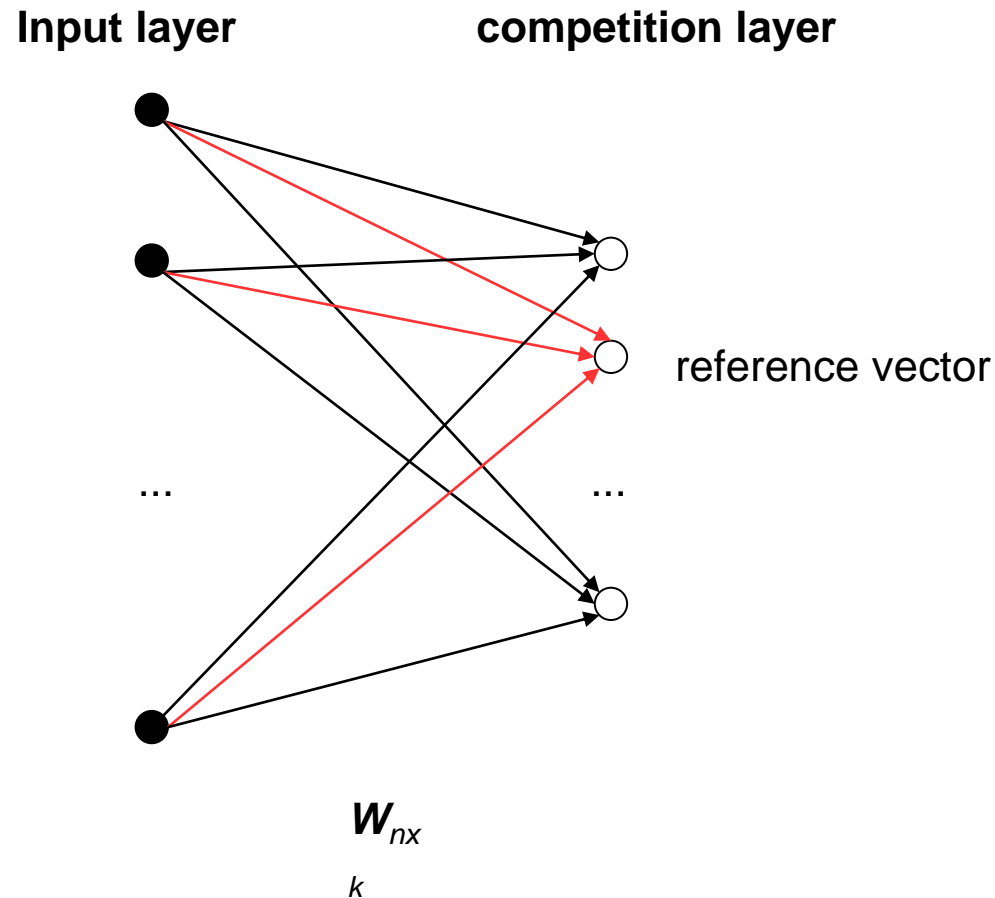
# Example



# 5. SOM (Self Organizing Map)

- SOM learns 2D representation of multidimensional data
- SOM is a feed-forward neural network (2 layers)
  - Input layer receives a signal from the input data, whose dimension is equal to the dimension of the data
  - Competition layer is organized in a certain shape (rectangle, hexagon, etc.) showing the spatial relationship between neurons.
  - Each neuron in competition layer has association weights from the input layer called a reference vector

# SOM architecture

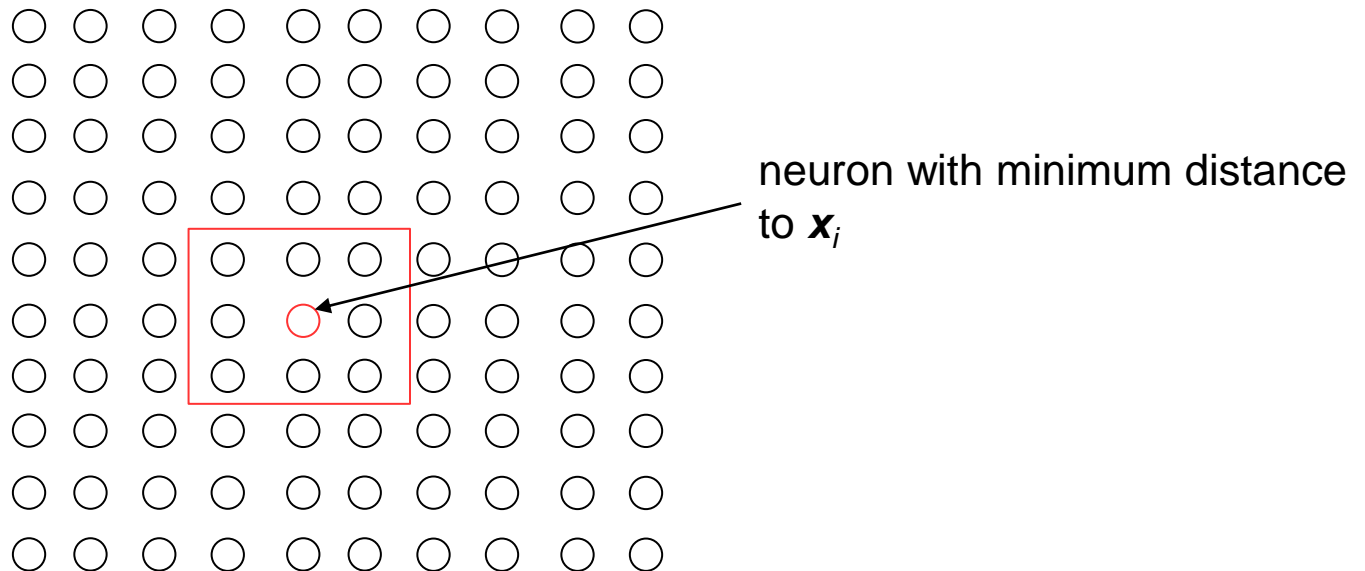


# Competitive learning

- For each input  $x_i$ , select neuron  $m_k$  whose distance to  $x_i$  is the smallest
- Distance between  $x_i$  and  $m_k$ : euclidean distance between  $x_i$  and reference vector of  $m_k$
- Objective function: Minimize total distance between input and corresponding nearest neuron
- Weight Update: Only update weights of  $m_k$  and neighboring neurons

# Example: neighboring neurons

## Competition layer



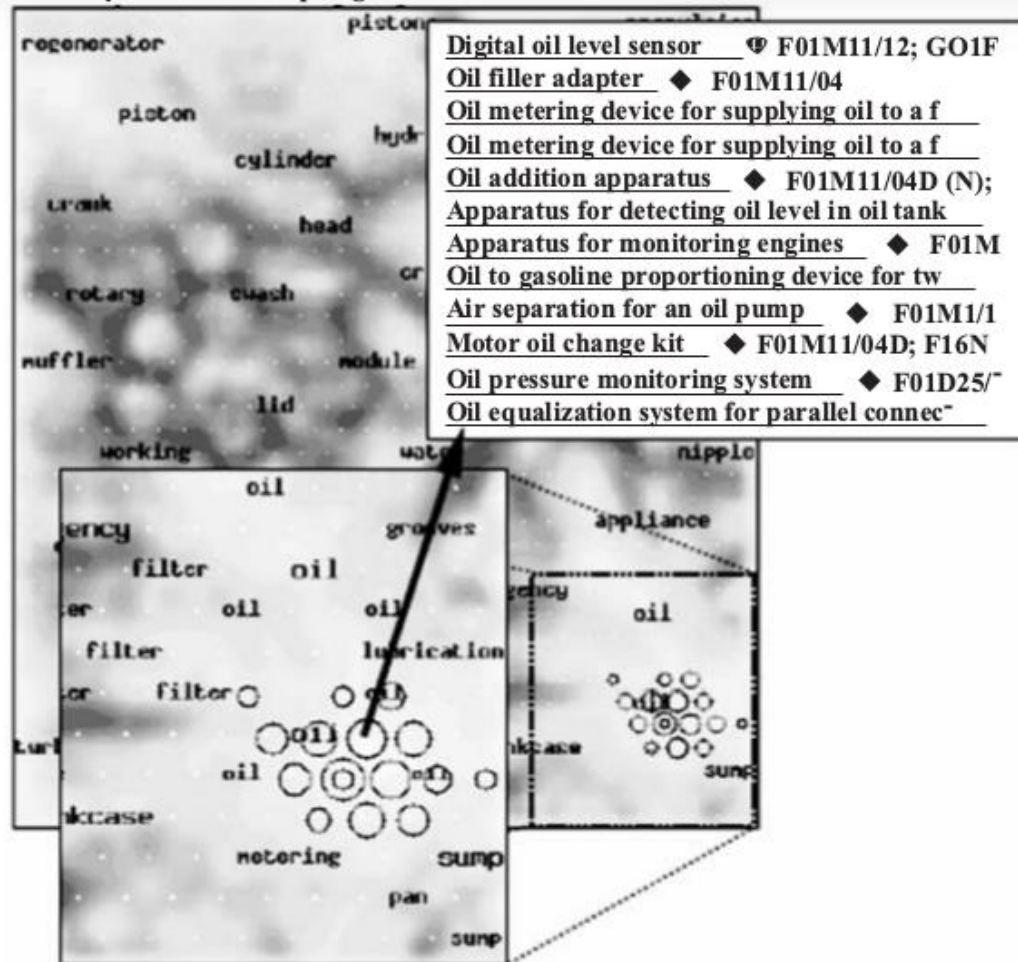
# WEBSOM

- Representation of a set of documents on a 2D map
- Texts are represented as bags of words
- After learning, each text group can be represented by specific keywords
- Areas with high density are places where a lot of text is concentrated



# WEBSOM

Click any area on the map to get a zoomed view!





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