

On Proportional Symbol Maps - An applied perspective

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Geometry Lab SS 2020

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Introduction

Motivation (1/2)



(a) 2020.02.23

Motivation (2/2)



(a) 2020.02.23



(b) 2020.05.11 [TODO: Current picture]

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Algorithmic Aspects of Proportional Symbol Maps

[Sergio Cabello](#), [Herman Haverkort](#), [Marc van Kreveld](#) & [Bettina Speckmann](#) 

[Algorithmica](#) **58**, 543–565(2010) | [Cite this article](#)

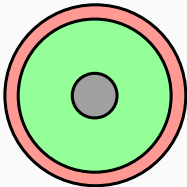
678 Accesses | 17 Citations | 6 Altmetric | [Metrics](#)

Abstract

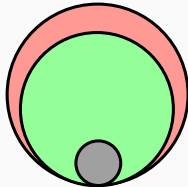
Proportional symbol maps visualize numerical data associated with point locations by placing a scaled symbol—typically an opaque disk or square—at the corresponding point on a map. The area of each symbol is proportional to the numerical value associated with its location. Every visually meaningful proportional symbol map will contain at least some overlapping symbols. These need to be drawn in such a way that the user can still judge their relative sizes accurately.

Figure 3: Algorithmic Aspects of Proportional Symbol Maps

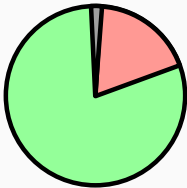
Maps and Glyphs



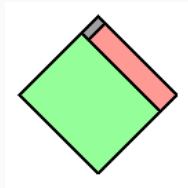
(a) Coffee.



(b) More coffee.



(c) Tasty coffee.



(d) Too much coffee.

Why this lab? (1/2)

$$\phi : \{1, \dots, n\} \mapsto D$$

Why this lab? (2/2)

We want to extend

$$\phi : \{1, \dots, n\} \mapsto D.$$

to reach

$$\phi : \{(1_1, 1_2, 1_3, \dots), \dots, (n_1, n_2, n_3, \dots)\} \mapsto D_i.$$

Physically realizable drawings

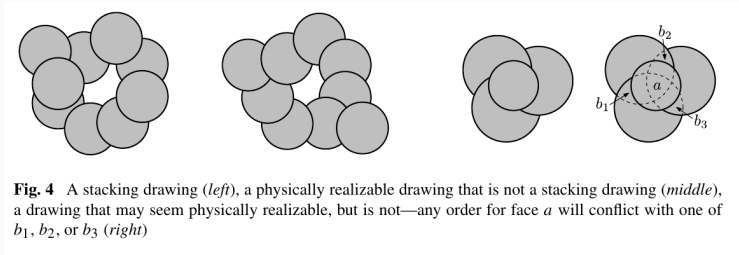


Figure 5: Physically realizable vs. stacking drawings vs. impossible

Objective functions

$$U_i^{vis} = \partial D_i \setminus \bigcup_{j>i} D_j$$

$$U_i^{cov} = \partial D_i \cap \bigcup_{j>i} D_j.$$

Algorithms

David's part. See Philip's list and or discussion.

See Philip's list and or discussion.

Our approach

See Philip's list and or discussion.



Nested circles with additional degrees of freedom







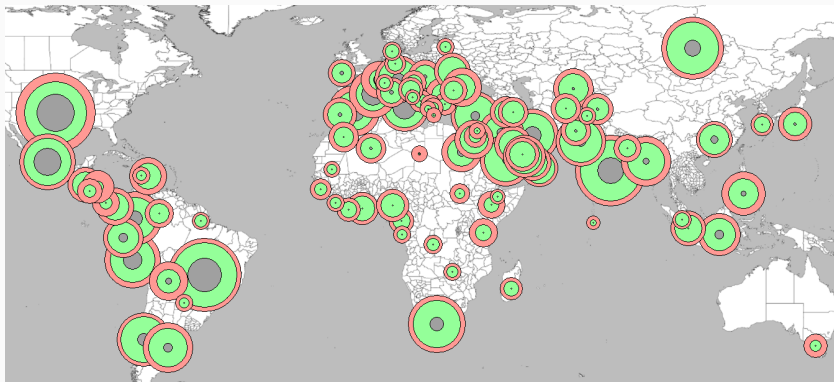
Experimental results

Experimental Setup

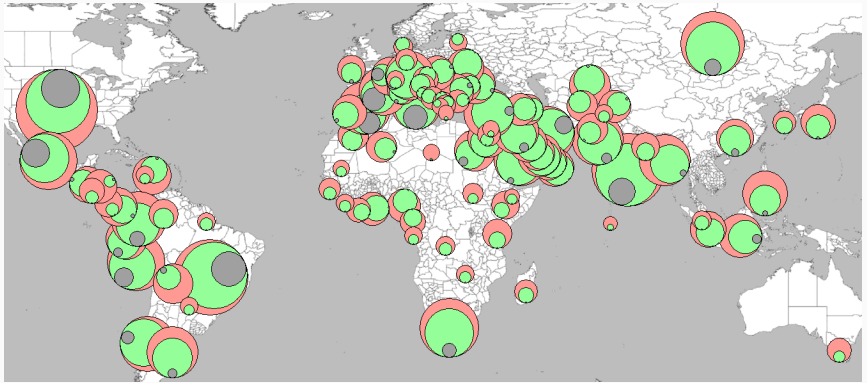
- We use the John Hopkins University Covid-19 data
- recovered are coloured green, deceased are coloured black and the infected are coloured red
- logarithmic scaling dependent on two parameters:

$$r = M * \log \left(\frac{c_i S}{c_{max}} + 1 \right)$$

M is the maximum size of a glyph, S is a scaling factor and c_{max} is the maximum number of cases



algorithm	covered	minVis (rel)	minVis (abs)	min one glyph	average rel vis	absolute perc
random	44	0.011 (0)	0.995 (0)	0	0.658	0.677
LeftToRight	42	0.053 (0)	2.189 (0)	0	0.641	0.678
RightToLeft	43	0.053 (0)	0.995 (0)	0	0.656	0.693
Painter	16	0.064 (0)	6.283 (0)	34.991	0.761	0.718
MinMinStacking (abs)	16	0.075 (0)	2.189 (0)	44.467	0.757	0.724
MinMinStacking (rel)	18	0.11 (0)	2.189 (0)	37.327	0.748	0.725
MinSumStacking (abs)	18	0.111 (0)	3.974 (0)	44.467	0.75	0.721
MinSumStacking (rel)	18	0.111 (0)	2.189 (0)	37.327	0.744	0.723



algorithm	covered	minVis (rel)	minVis (abs)	min one Glyph	average rel vis	absolute perc
random	21	0.0001 (0)	0.589 (0)	0	0.765	0.714
LeftToRight	12	0.15 (0)	2.743 (0)	0	0.775	0.725
RightToLeft	13	0.106 (0)	2.89 (0)	0	0.783	0.735
Painter	0	0.093	6.283	47.758	0.857	0.759
our Stacking	0	0.373	6.283	75.034	0.859	0.77

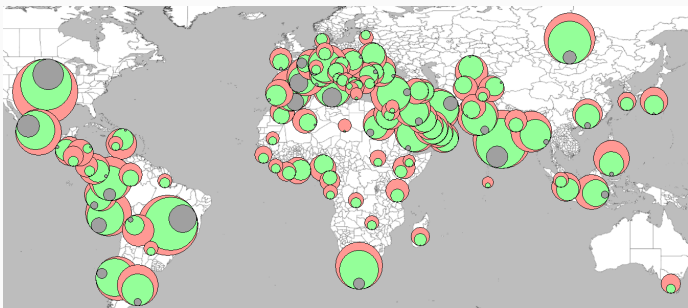
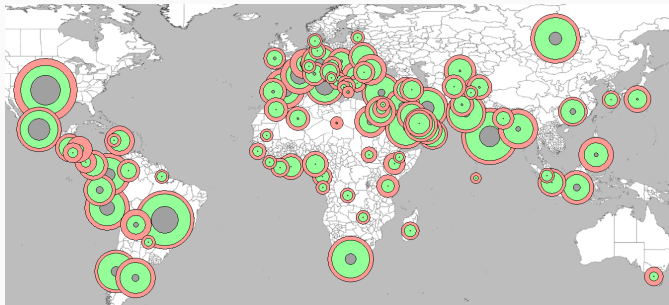
Table 2: date: 02.08.2020 , $M = 50$, $S = 500$ and $MnC = 5000$

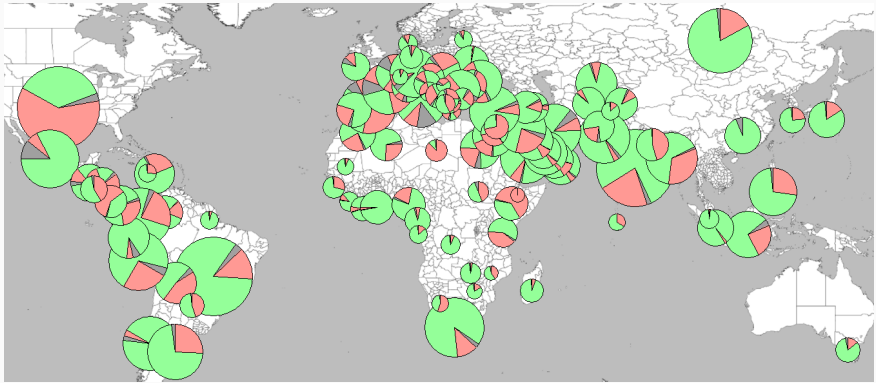
algorithm	covered	minVis (rel)	minVis (abs)	min one glyph	average rel vis	absolute perc
random	44	0.011 (0)	0.995 (0)	0	0.658	0.677
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MinSumStacking (rel)	18	0.111 (0)	2.189 (0)	37.327	0.744	0.723

Table 3: centered disks

algorithm	covered	minVis (rel)	minVis (abs)	min one Glyph	average rel vis	absolute perc
random	21	0.0001(0)	0.589 (0)	0	0.765	0.714
LeftToRight	12	0.15 (0)	2.743 (0)	0	0.775	0.725
RightToLeft	13	0.106 (0)	2.89 (0)	0	0.783	0.735
Painter	0	0.093	6.283	47.758	0.857	0.759
our Stacking	0	0.373	6.283	75.034	0.859	0.77

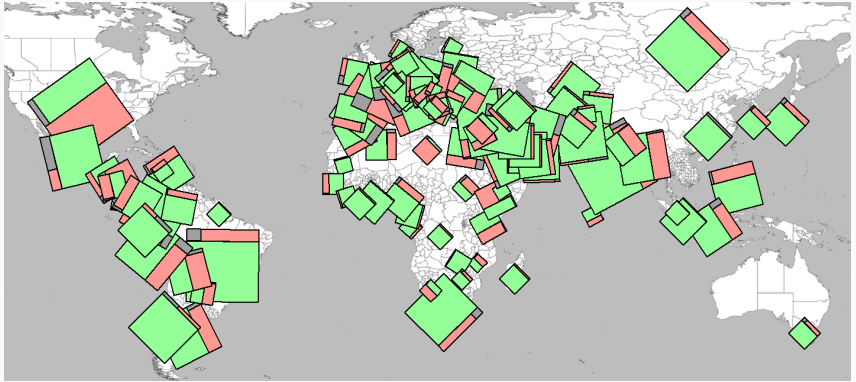
Table 4: date: 02.08.2020 , $M = 50$, $S = 500$ and $MnC = 5000$





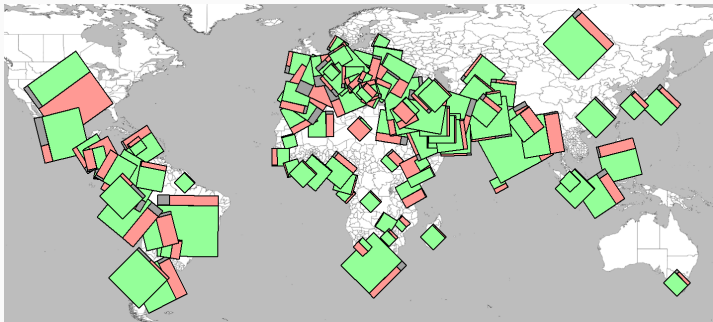
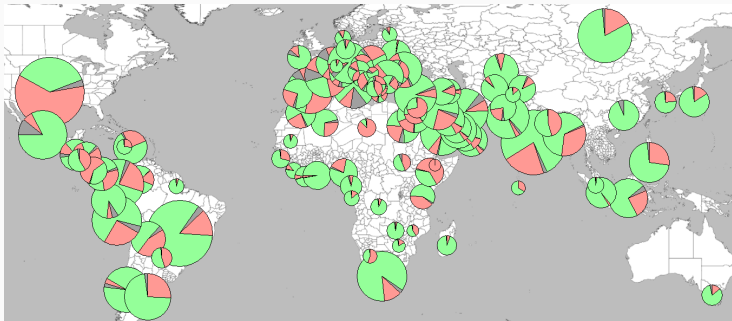
algorithm	covered	minDist (rel)	minDistAvg (rel)	minDistAvg (abs)
Painter+random	80	0.0 (0)	1.01	24.266
random+heuristic	29	0.0 (0)	1.587	42.946
RightToLeft	18	0.017 (0)	1.621	43.407
Painter+ heuristic	5	0.022 (0)	1.706	41.719
our Stacking	0	0.271	1.765	44.452

Table 5: date: 22.08.2020, $M = 50$, $S = 500$ and $MnC = 5000$



algorithm	covered	minDist
random Stacking+random rotations	87	0.235 (0)
Painter+random rotations	41	0.58 (0)
random Stacking+heuristic rotations	56	0.027 (0)
Painter+heuristic	19	0.052 (0)
our Stacking	13	0.052 (0)

Table 6: date: 22.08.2020 , $M = 50$, $S = 500$ and $MnC = 5000$



Exploration in App

Exploration of the data

[Switch to app and play!]

Conclusion and Outlook

Summary

- Four glyphs were shown, with two new approaches.
- NP-hardness of new approaches was outlined.
- Heuristics and greedy approach usually are good choices.
- Square/pie approach can be interpreted as discrete version of the relative visibility.
- All of this was verified on the most recent COVID-19 data,
- and experimentally demonstrated.