1 Notation & Definitions

$$A: \Gamma(E) \to \Gamma(H) \tag{1}$$

1.1 Data Space

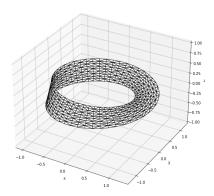


Figure 1: write up some words here

We use a fiber bundle model to represent the data, as proposed by Butler [2, 3].

One example of a fiber bundle is the mobius band shown in figure 1. A fiber bundle is a topological total space E with an embedded fiber space F, a base space on which the fibers lie K and the π and σ mappings between E and K. The space of all σ is Γ

As illustrated by the mobius band example in figure 1, the vertical lines F are the range of possible values embedded in E. The circle K is a representation of the connectivity of the points in E. The function π is the mapping from a point on a specific fiber $F_k|_{K} \in K$ in E to a location $k \in K$.? The section σ is the mapping from locations k on K to points on F_k in E. (Pull this back into more specific about fig, the general is making this more confusing.)

1.1.1 Base Space K

One way to represent the topological space K is as a set composed of simplices, such as those shown in figure ??. Simplices are a way of encoding the connectivity of each observation $(\sigma(k))$ to another:

0-simplex discrete observations (inventory records)

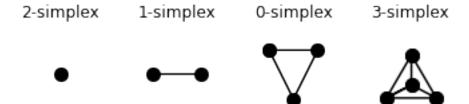


Figure 2: Simplices encode the connectivity of the data, from fully disconnected (0 simplex) observations to all observations are connected to at least 3 other observations. Higher order simplicies are outside the scope of this paper.

1-simplex 1D continuos data (timeseries)

2-simplex 2D continuos data (map)

3-simplex 3D continuos data (video)

In a locally trivial fiber bundle $E = F \times K$, it can be assumed that all F_k for $k \in K$ are equal. A fiber bundle can be made locally trivial by approximating the total space E as a simplacial complex.

1.1.2 Fiber Space F

The fibers encode the set of all possible values each observation can take. Spivak's formulation is that the fibers encode the union of the types of measurements[5]. For example, given the section $\Gamma(mobuisstrip) = \{\sigma_1 = \sin, \sigma_2 = \cos\}$: the fiber $F = \{float, float\}$.

1.1.3 Subset & Streaming

 $\Gamma(E)$ is the space of all points in F returned by σ ; therefore the points being visualized in a streaming or animation example can be considered a subset that lives on base space U embedded in K with the same fiber ι^*E and $\iota^*\sigma$.

1.2 Display Space

A physical display space can be thought of sets of \mathbb{R}^7 tuples, where

$$\mathbb{R}^7 = \{X, Y, Z, R, G, B, A\}$$
 (2)

and the sets correspond to the sections on \S , which is the topology of the output of the artist A. The space H is a total space representing the predisplay space, with a fiber of \mathbb{R}^7 and a base space of \S :

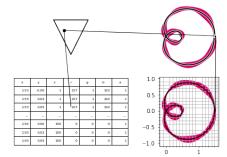


Figure 3

$$\mathbb{R}^7 \longleftrightarrow H$$

$$\downarrow^{/ \kappa}$$

$$\downarrow^{\kappa}$$

$$S$$

In the case of 2D screens, the predisplay space is a trivial fiber bundle $H = \mathbb{R}^7 \times S$. As illustrated in figure 3, a region on the screen defined by the corners (x_1, y_1) and (x_2, y_2) maps into a region on a 2-simplex in S defined by (α_1, β_1) and (α_2, β_2) . The function on the simplex f returns the (R, G, B, A) value for that (α, β) pair. For a region,

$$\rho(S) = \int_{\alpha_1}^{\alpha_2} \int_{\beta_1}^{\beta_2} \int_{z_1}^{z_2} R, G, B, A$$

where the R,G,B,A values are derived from the how the data values are mapped to visual characteristics. The z component of the mapping to \mathbb{R}^7 is moved to the integration because this is a trivial space representing a 2D screen; ρ varies depending on H.

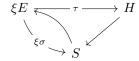
1.3 Artist

$$A: \Gamma(E) \to \Gamma(H)$$
 (3)

1.3.1 Screen to Data

$$\begin{array}{ccc} E & H \\ {}^{\mid \kappa} {}^{\quad \ \ \, \sigma} {}^{\quad \ \ \, \kappa} {}^{\rho} {}^{\rho} \\ {}^{\downarrow /} {}^{\quad \ \ \, \prime} {}^{\prime} {}^{\prime} {}^{\prime} {}^{\prime} \\ K \leftarrow \varepsilon - S \end{array}$$

The pullback ξ on $S \to K$ means that the values in E can be directly mapped to a simplex in S, which means there's a mapping from screen space back to the values.



1.3.2 Marks

Bertin describes a location on the plane as the signifying characteristic of a point, measurable length as the signifying characteristic of a line, and measurable size as the signifying

characteristic of an area and that in display (pixel) space these are marks [1, 4].

$$H \underset{\rho(\xi^{-1}(J))}{\longleftrightarrow} S \underset{\xi^{-1}(J)}{\overset{\xi(s)}{\longleftrightarrow}} J_k = \{ j \in K | \exists \Gamma \text{ s.t. } \Gamma(0) = k \text{ and } \Gamma(1) = j \}$$
 (4)

Each point s in the display space H, the mark it belongs to can be found by mapping s back to K via the lookup on S described in section 1.2 then taking $\xi(s)$ back to a point on $k \in K$ which lies on the connected component $J \subset K$. To got back to the display space H from the simplacial complex J of the signifier implanted in the mark, the inverse image of $J \in S$, $\xi^{-1}(J)$ is pushed back to S, and then $\rho(\xi^{-1}(J))$ maps it into R^7 .

1.3.3 Visual Characteristics

Tau can preserve the measurement type properties (group scales)

1.3.4 Visual Idioms: Equivalence class of artists

Two artists are equivalent when given data containers $\Gamma(E)$ of the same type, they output the same type of prerender $\Gamma(S)$: