Lecture 8: High Dimensionality

Information Visualization
CPSC 533C, Fall 2006

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Readings Covered

Hyperdimensional Data Analysis Using Parallel Coordinates Edward J. Wegman. Journal of the American Statistical Association, Vol. 85, No. 411. (Sep., 1990), pp. 664-675.

Fast Multidimensional Scaling through Sampling, Springs and Interpolation Alistair Morrison, Greg Ross, Matthew Chalmers, Information Visualization 2(1) March 2003, pp. 68-77.

Cluster Stability and the Use of Noise in Interpretation of Clustering George S. Davidson, Brian N. Wylie, Kevin W. Boyack, Proc InfoVis 2001.

Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets Jing Yang, Wei Peng, Matthew O. Ward and Elke A. Rundensteiner. Proc. InfoVis 2003.

Further Reading

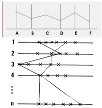
Visualizing the non-visual: spatial analysis and interaction with information from text documents. James A. Wise et al, Proc. InfoVis 1995

Hierarchical Parallel Coordinates for Visualizing Large Multivariate Data Sets Ying-Huey Fua, Matthew O. Ward, and Elke A. Rundensteiner, IEEE Visualization '99.

Parallel Coordinates: A Tool for Visualizing Multi-Dimensional Geometry. Alfred Inselberg and Bernard Dimsdale, IEEE Visualization '90.

Parallel Coordinates

- only 2 orthogonal axes in the plane
- instead, use parallel axes!



[Hyperdimensional Data Analysis Using Parallel Coordinates. Edward J. Wegman. Journal of the American Statistical Association, 85(411), Sep 1990, p 664-675.]

PC: Correllation

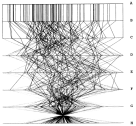
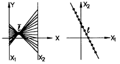


Figure 3. Parallel Coordinate Plot of Six-Dimensional Data Illustrating Correlations of ρ = 1, .8, .2, 0, −.2, −.8, and −1.

[Hyperdimensional Data Analysis Using Parallel Coordinates. Edward J. Wegman. Journal of the American Statistical Association, 85(411), Sep 1990, p 664-675.]

PC: Duality

- rotate-translate
- point-line
  - pencil: set of lines coincident at one point

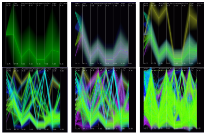


[Parallel Coordinates: A Tool for Visualizing Multi-Dimensional Geometry. Alfred Inselberg and Bernard Dimsdale, IEEE Visualization '90.]

PC: Axis Ordering

- geometric interpretations
  - hyperplane, hypersphere
  - points do have intrinsic order
- infovis
  - no intrinsic order, what to do?
  - indeterminate/arbitrary order
    - weakness of many techniques
    - downside: human-powered search
    - upside: powerful interaction technique
- most implementations
  - user can interactively swap axes
- Automated Multidimensional Detective
  - Inselberg 99
  - machine learning approach

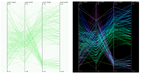
Hierarchical Parallel Coords: LOD



[Hierarchical Parallel Coordinates for Visualizing Large Multivariate Data Sets. Fua, Ward, and Rundensteiner, IEEE Visualization 99.]

Hierarchical Clustering

- proximity-based coloring
- interaction lecture later:
  - structure-based brushing
  - extent scaling



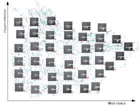
[Hierarchical Parallel Coordinates for Visualizing Large Multivariate Data Sets. Fua, Ward, and Rundensteiner, IEEE Visualization 99.]

Dimensionality Reduction

- mapping multidimensional space into
- space of fewer dimensions
  - typically 2D for infovis
  - keep/explain as much variance as possible
  - show underlying dataset structure
  - multidimensional scaling (MDS)
- minimize differences between interpoint
- distances in high and low dimensions

Dimensionality Reduction: Isomap

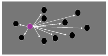
- 4096 D: pixels in image
- 2D: wrist rotation, fingers extension



[A Global Geometric Framework for Nonlinear Dimensionality Reduction. J. B. Tenenbaum, V. de Silva, and J. C. Langford. Science 290(5500), pp 2319–2323, Dec 22 2000]

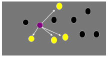
Naive Spring Model

- repeat for all points
  - compute spring force to all other points
  - difference between high dim, low dim distance
  - move to better location using computed forces
- compute distances between all points
  - $O(n^2)$ iteration, $O(n^3)$ algorithm



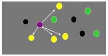
Faster Spring Model [Chalmers 96]

- compare distances only with a few points
  - maintain small local neighborhood set



Faster Spring Model [Chalmers 96]

- compare distances only with a few points
  - maintain small local neighborhood set
  - each time pick some randoms, swap in if closer



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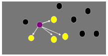
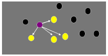


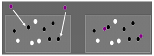
Faster Spring Model [Chalmers 96]

- compare distances only with a few points
  - maintain small local neighborhood set
  - each time pick some randoms, swap in if closer
- small constant: 6 locals, 3 randoms typical
  - $O(n)$ iteration, $O(n^2)$ algorithm



Parent Finding [Morrison 02, 03]

- lay out a $\sqrt{n}$ subset with [Chalmers 96]
- for all remaining points
  - find "parent": laid-out point closest in high D
  - place point close to this parent
- $O(n^{5/4})$ algorithm

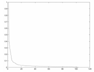


Issues

- which distance metric: Euclidean or other?
- computation
  - naive: $O(n^3)$
  - better: $O(n^2)$ Chalmers 96
  - hybrid: $O(n\sqrt{n})$

True Dimensionality: Linear

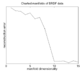
- how many dimensions is enough?
  - could be more than 2 or 3
  - knee in error curve
- example
  - measured materials from graphics
  - linear PCA: 25
  - get physically impossible intermediate points



[A Data-Driven Reflectance Model, SIGGRAPH 2003, W Matusik, H. Pfister M. Brand and L. McMillan, graphics.lcs.mit.edu/~wojciech/pubs/sig2003.pdf]

True Dimensionality: Nonlinear

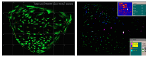
- nonlinear MDS: 10-15
  - all intermediate points possible
- categorizable by people
  - red, green, blue, specular, diffuse, glossy, metallic, plastic-y, roughness, rubbery, greasiness, dustiness...



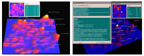
[A Data-Driven Reflectance Model, SIGGRAPH 2003, W Matusik, H. Pfister M. Brand and L. McMillan, graphics.lcs.mit.edu/~wojciech/pubs/sig2003.pdf]

MDS Beyond Points

- galaxies: aggregation



- themescapes: terrain/landscapes

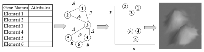


[www.pnl.gov/infoviz/graphics.html]

Cluster Stability

- display
  - also terrain metaphor
- underlying computation
  - energy minimization (springs) vs. MDS
  - weighted edges
- do same clusters form with different random start points?
- "ordination"
  - spatial layout of graph nodes

Approach



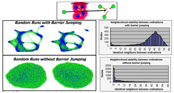
- normalize within each column
- similarity metric
  - discussion: Pearson's correllation coefficient
- threshold value for marking as similar
  - discussion: finding critical value

Graph Layout

- criteria
  - geometric distance matching graph-theoretic distance
    - vertices one hop away close
    - vertices many hops away far
  - insensitive to random starting positions
    - major problem with previous work!
  - tractable computation
- force-directed placement
  - discussion: energy minimization
  - others: gradient descent, etc
  - discussion: termination criteria

Barrier Jumping

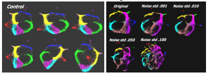
- same idea as simulated annealing
  - but compute directly
  - just ignore repulsion for fraction of vertices
- solves start position sensitivity problem



Results

- efficiency
  - naive approach: $O(V^2)$
  - approximate density field: $O(V)$
- good stability
  - rotation/reflection can occur

different random start adding noise



Critique

Critique

- real data
  - suggest check against subsequent publication!
- give criteria, then discuss why solution fits
- visual + numerical results
  - convincing images plus benchmark graphs
- detailed discussion of alternatives at each stage
- specific prescriptive advice in conclusion

Dimension Ordering

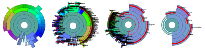
- in NP, like most interesting infovis problems heuristic
- divide and conquer
  - iterative hierarchical clustering
  - representative dimensions
- choices
  - similarity metrics
  - importance metrics
    - variance
  - ordering algorithms
    - optimal
    - random swap
    - simple depth-first traversal

Spacing, Filtering

- same idea: automatic support
- interaction
  - manual intervention
  - structure-based brushing
  - focus+context, next week

Results: InterRing

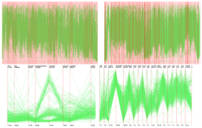
- raw, order, distort, rollup (filter)



[Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets. Yang Peng, Ward, and Rundensteiner. Proc. InfoVis 2003]

Results: Parallel Coordinates

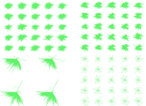
- raw, order/space, zoom, filter



[Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets. Yang Peng, Ward, and Rundensteiner. Proc. InfoVis 2003]

Results: Star Glyphs

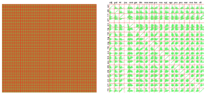
- raw, order/space, distort, filter



[Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets. Yang Peng, Ward, and Rundensteiner. Proc. InfoVis 2003]

Results: Scatterplot Matrices

- raw, filter



[Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets. Yang Peng, Ward, and Rundensteiner. Proc. InfoVis 2003]

Critique

Critique

- pro
  - approach on multiple techniques,
  - real data!
- con
  - always show order then space then filter
    - hard to tell which is effective
    - show ordered vs. unordered after zoom/filter?

Software, Data Resources

www.cs.ubc.ca/~tmm/courses/infovis/resources.html