

Hybrid Line-Based and Region-Based Interactive Set Data Visualization

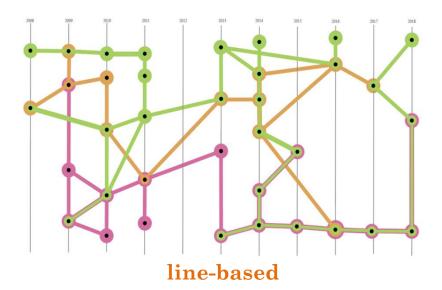
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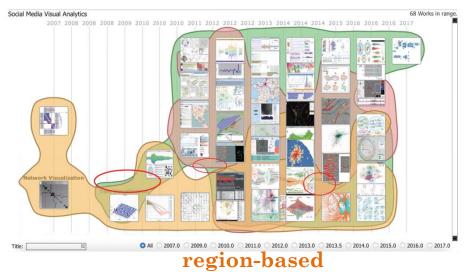


Motivation

- Data exploration is popular:
 - It is challenging to visualize all set data items
- Existing methods are imperfect:
 - The **tabular** form
 - The **line-based** scheme
 - The **region-based** scheme



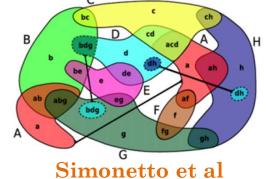


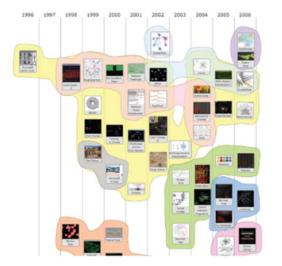


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Background and Related Work

- Related Work
 - Euler and Venn diagrams
 - Region-based methods to visualize the set membership
 - Line-based methods to visualize the set membership











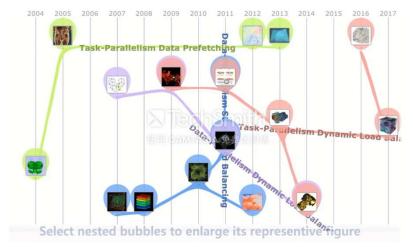
region-based overlays

line-based overlays

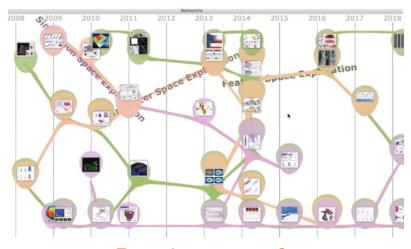
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Design Rationale

- Design Goals
 - Indicate the multiple categories which the set data item belongs to clearly.
 - Allow users to directly identify set data items belonging to an identical category.
 - Alleviates artefacts caused by empty overlapping regions in region-based methods without disconnected regions.
 - Avoid too much visual clutter while preserving the original layout of the timeline.



Show representative image

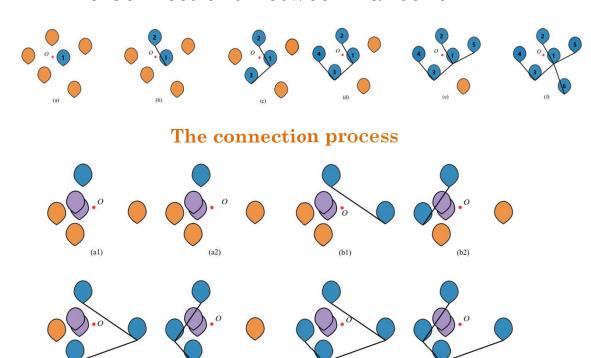


Drag items to re-layout



Algorithm 1: Balloon Connection

• The Connections Between Balloons



The comparisons between the method using cost value

```
Algorithm 1 Balloon_Blob_Line_Connection() function.
  1: function BA_BLOB_LINE_CONN(start_list, end_list, sub_cato_pts[pts_size])
       find central point C based on sub_cato_location[item_size]
        for point_iterator = 0 to pts_size do
           start_list.add(sub_cato_pts[point_iterator])
        for point_iterator = 0 to pts_size do
           cost_pts[point_iterator]=
           \alpha^*distance(start list[point iterator], C)
           + \beta^* obstacles(sub_cato_pts[point_iterator], C)
        start list.remove(item with lowest cost)
        end list.add(item with lowest cost)
        while start list is not empty do
           for start\ iterator = 0 to start\ list.size\ do
 14:
               for end_iterator = 0 to end_list.size do
                   cost_pts[start_iterator][end_iterator]=
                   \alpha^*distance(start list[start iterator],
                   end_list[end_iterator]) + \beta^*obstacles(start_list[start_iterator],
                   end list[end iterator])
               end for
           end for
           find minimum cost pts[M][N]
           Connect start list[M] and end list[N]
           start_list.remove(M)
           end list.add(N)
        end while
 27: end function
```



Algorithm 2: Line Connection

- Line Connection Algorithms
 - Consider each balloon as a rectangle
 - Add control points

```
Algorithm 2 Balloon_Avoidance_Line_Conn() function.

function BA_BLOB_LINE_CONN(start_pt, end_pt, control_pts_list)
```

```
while The line from start_pt to end_pt intersects the rectangle do
Find the smaller area A

if The top left or right point is in A then

control_pts_list.add(the top left or right point)

start_pt=the top left or right point

else

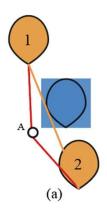
control_pts_list.add(the bottom left or right point)

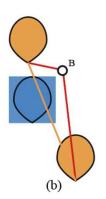
start_pt=the bottom left or right point

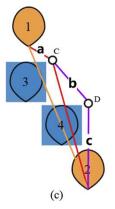
end if

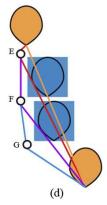
end while

end function
```











Algorithm 3: Hierarchical Merge

- Hierarchical Clustering and Merging
 - Different depths of the tree indicate the different degrees
 - The number of nodes is the number of balloons automatically merged into this level.

```
Algorithm 3 Calculate_Distance() function.

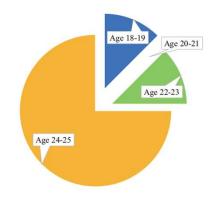
function CAL_DIST(possibility_cluster_a, possibility_cluster_b)
dist←0
for each grid point do
possibility_a=possibility_cluster_a[grid point]
possibility_b=possibility_cluster_b[grid point]
dist←dist+|possibility_a - possibility_b|
end for
return dist
end function
```

```
Algorithm 4 Balloon_Merge() function.
 function BA_MERGE(ba_list, new_run_list, glyph_list)
     for ba iterator = 0 to ba list.size do
        cur_run_list = ba_list[ba_iterator].getRunList()
        for run iterator = 0 to cur run list.size do
            if cur_is_not_new(cur_run_list[run_iterator],new_run_list) then
               new run list.add(cur run list[run iterator])
            end if
        end for
     end for
     for ba iterator = 0 to ba list.size do
        glyph_list.add(ba_list[ba_iterator].getGlyph()
     new_glyph=merge_Glyph(glyph_list)
     new balloon=construct balloon(new run list, new glyph)
     for ba_iterator = 0 to ba_list.size do
        BalloonVis.add(new balloon)
     end for
 end function
```

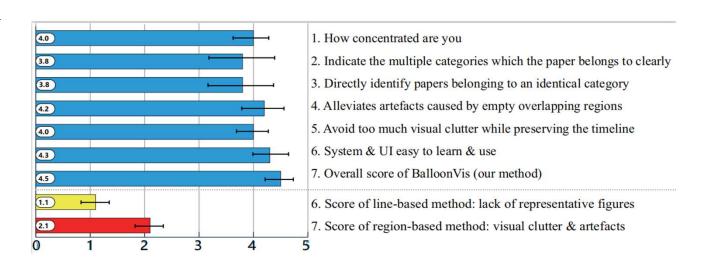


User Study

- We recruited 12 participants
- The participants identify literatures cited in a survey paper by:
 - Line-based method
 - Region-based method
 - Our method



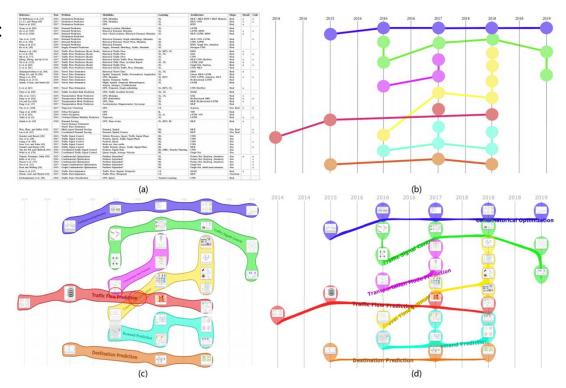
Age distribution



Post-study results



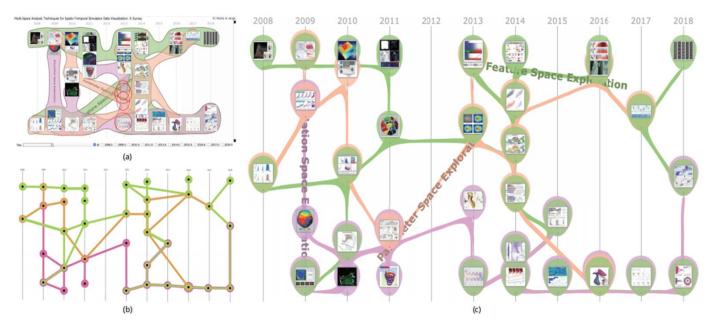
- Conduct three evaluation tests on:
 - The survey of emerging trends of deep learning methods
 - The survey on simulation data visualization
 - The survey on social media data visualization



A survey paper on "emerging trends of deep learning methods"



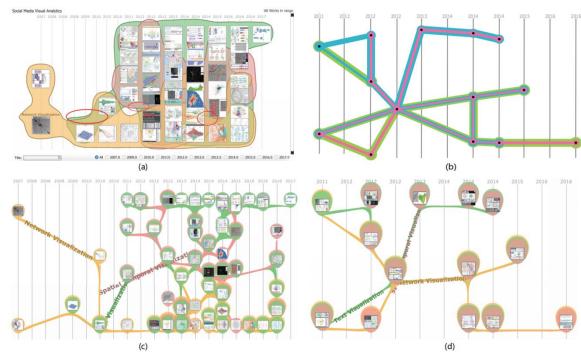
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A survey paper on "Simulation data visualization"



- Conduct three evaluation tests on:
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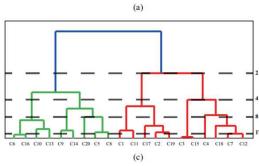


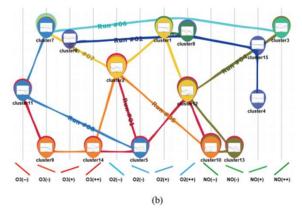
A survey on "Social media data visualization"

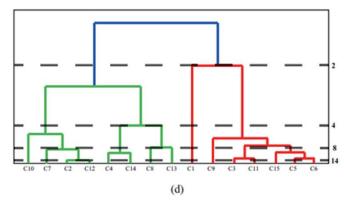




- Case study on two cases:
 - Goddard Earth Observing System Model, Version 5 (GEOS-5)
 - Model of Ozone and Related Tracers, Version 4 (MOZART-4)
- Visualize set information in the overlapping clusters and overlapping simulation runs







MOZART-4



Discussion and Future Work

Limitations

- Introduce visual clutter when the number of data items is too large
- It is hard to perceive the colors when there are too many set categories

Future Work

- Enable users better control the merging processes interactively when hierarchical merging



Conclusions

- A novel method to explore set relations interactively in set data based on hybrid strategy: line-based and region-based
- Support placing the representative illustration for each set data item
- Reduce visual clutters
- The scalability is guaranteed



Acknowledgement

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Thank You!