

# Visual Analytics

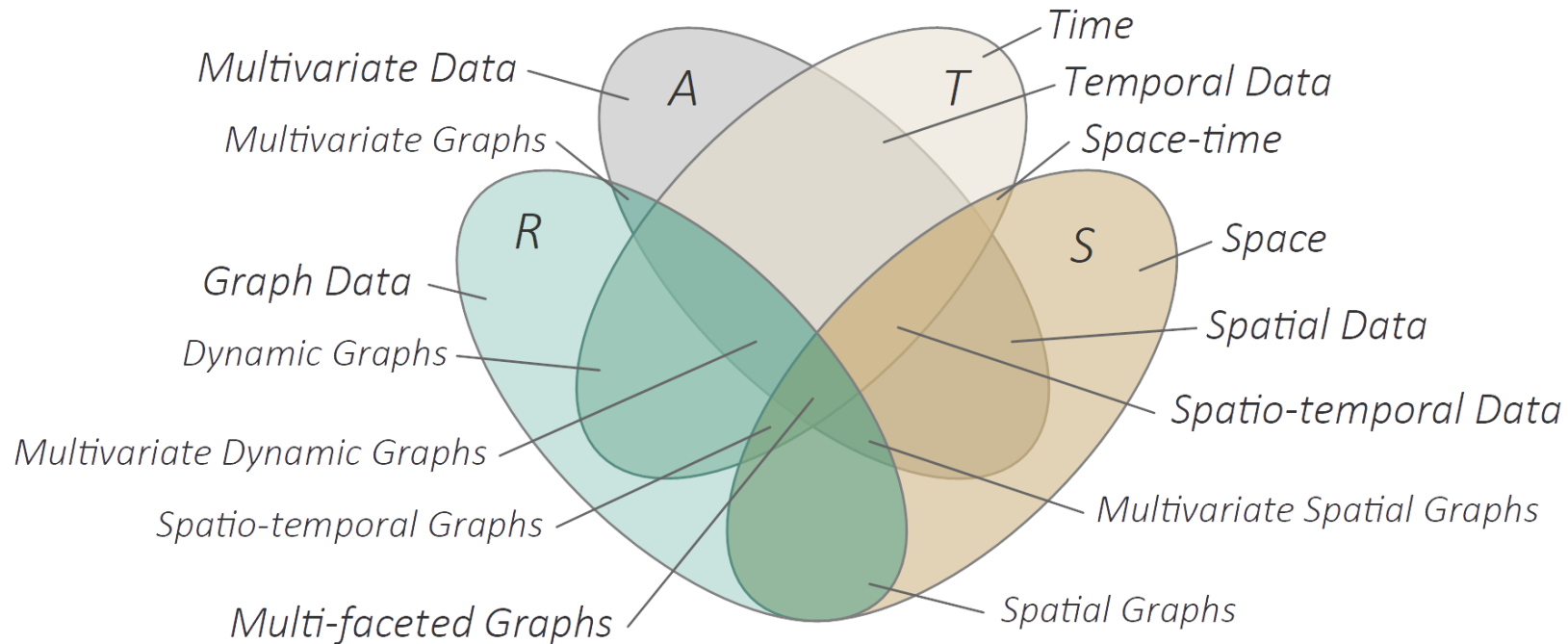
## Empowering the Human in the Loop

Christian Tominski

Institute for Visual & Analytic Computing  
University of Rostock

2020-05-25

# Visual Analytics



Gain **insight** into large **data** to **understand** complex **phenomena**

# Visual Analytics

- Interplay of:

*If answer can be computed, do:*

**Computation**



*If answer cannot be computed, add:*

**Visualization**



*If visual representations do not suffice, add:*

**Interaction**

Many real-world problems are here!

# Historic Roots

“The purpose of **computing** is **insight**, not numbers.

— Richard Hamming, 1962

“**Visualization** offers a method for **seeing the unseen**. It enriches the process of **scientific discovery** and fosters **profound and unexpected insights**.

— McCormick et al., 1989

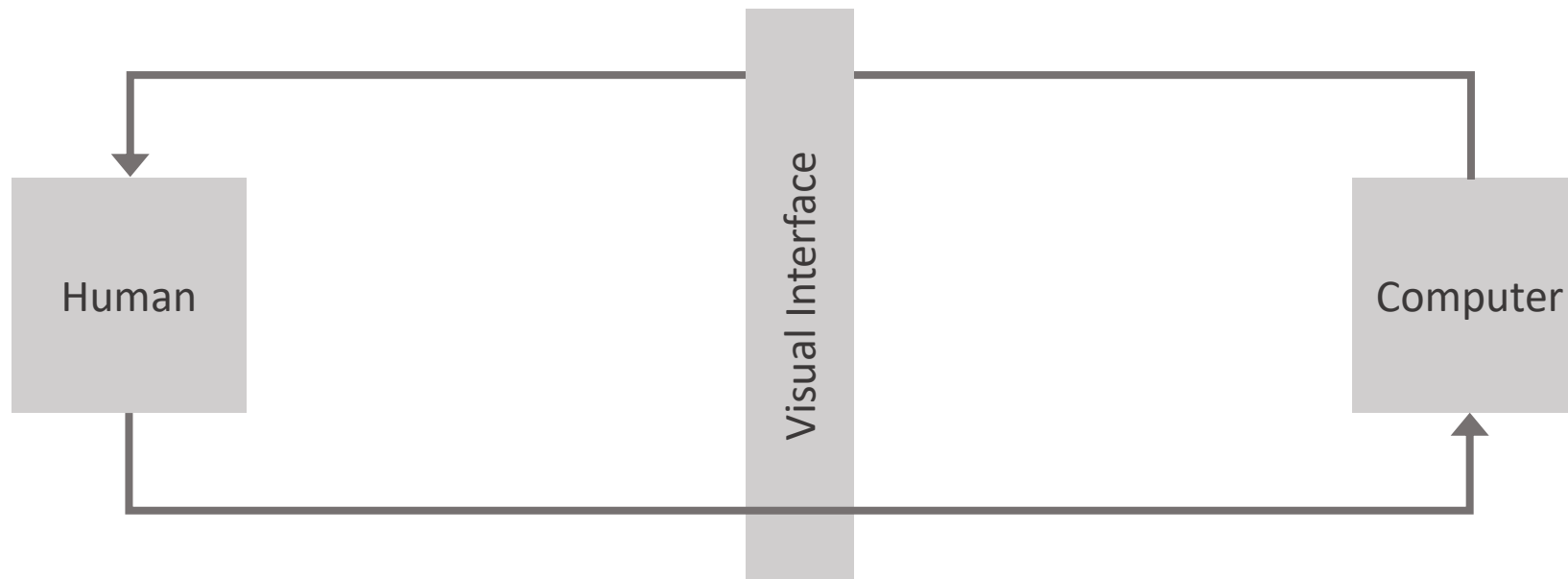
“Are we analyzing data? Then we should be **manipulating the data themselves**; or if we are designing an analysis of data, we should be **manipulating the analytic structures themselves**.

— Hutchins et al., 1985

# Interactive Visual Data Analysis as a Loop

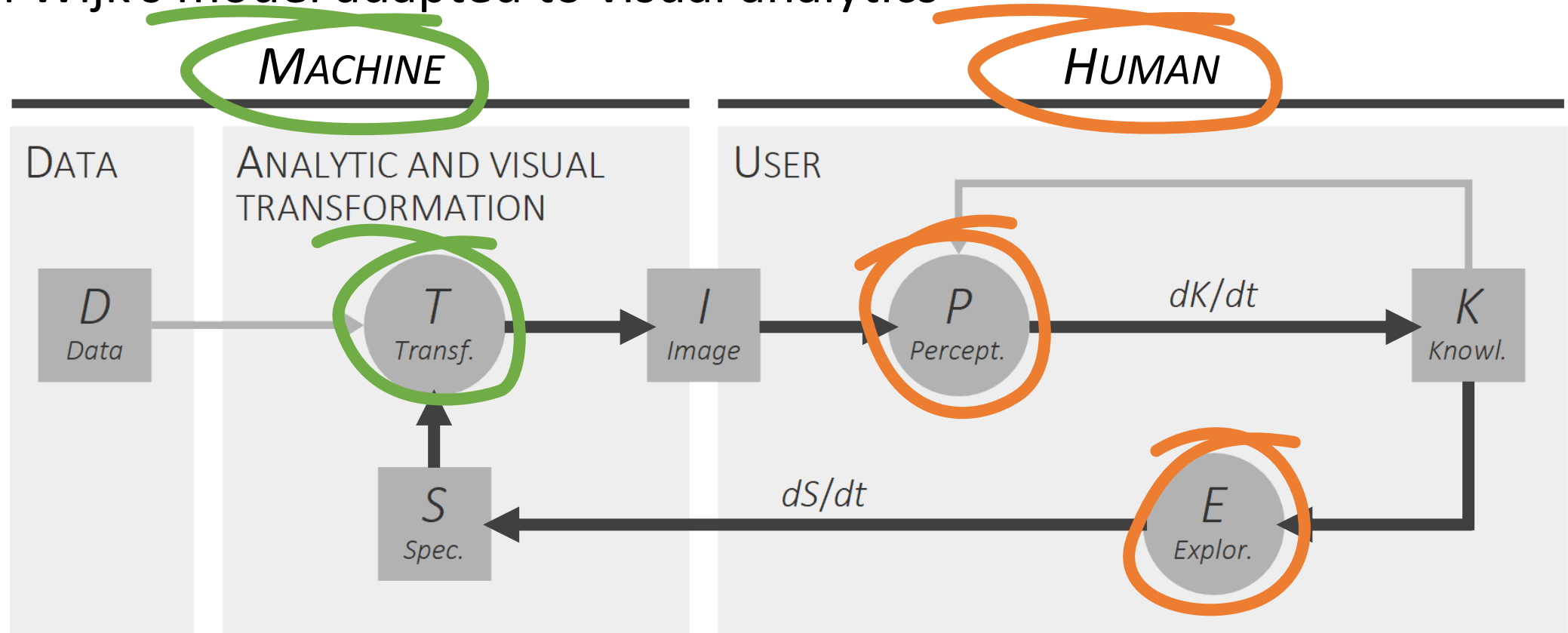
“**Visual analytics** is the science of **analytical reasoning** facilitated by **interactive visual interfaces**.

— Thomas & Cook, 2005



# Interactive Visual Data Analysis as a Loop

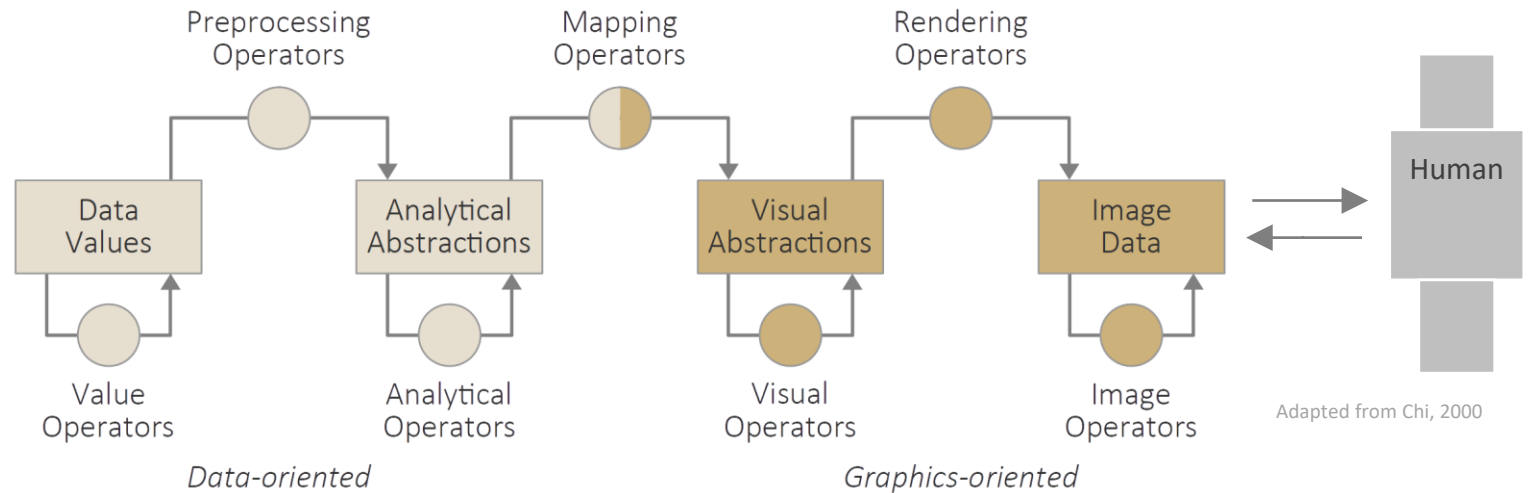
Van Wijk's model adapted to visual analytics



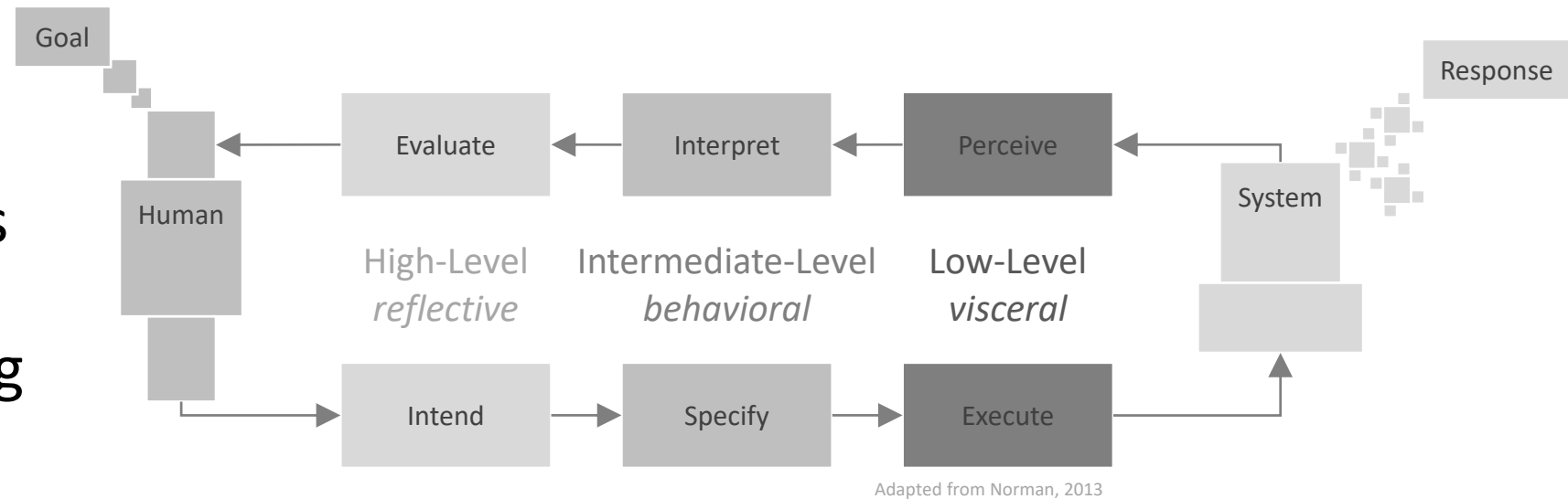
Adapted from van Wijk, 2006

# Interactive Visual Data Analysis as a Loop

- **T** explained in data state reference model (Chi, 2000)



- **P** and **E** explained in Norman's stages of action and levels of processing (Norman, 1988)



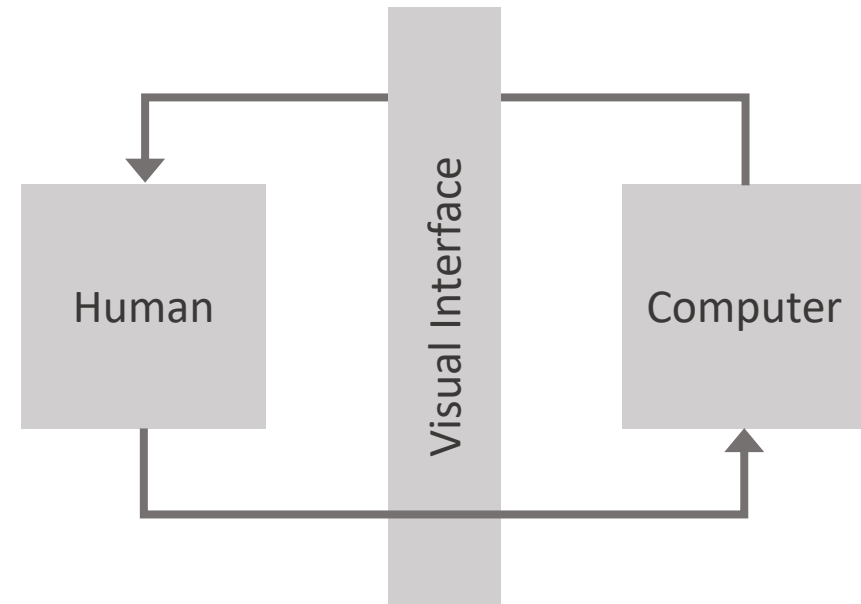
# Directness of Human Control

Visual analytics loop requires **high degree of directness**

- Direct manipulation (Hutchins et al., 1985)
- Fluid interaction (Elmqvist et al., 2011)

## Threats to directness

- Spatial separation
- Temporal separation
- Conceptual separation



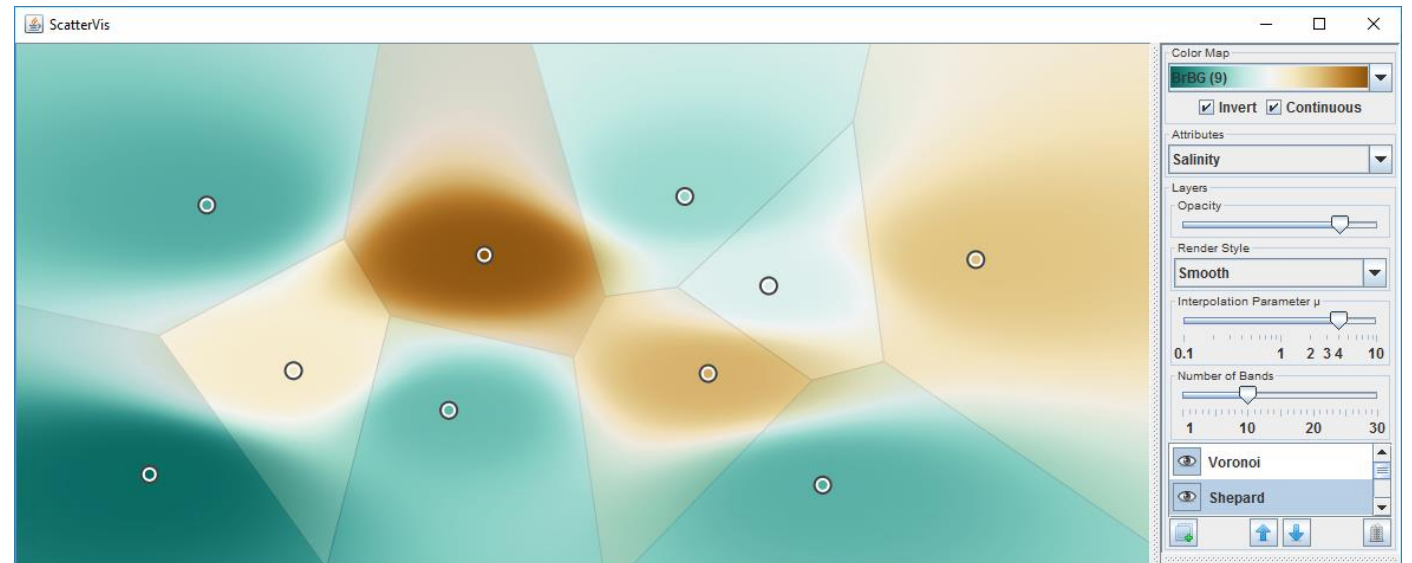
# Threats to Directness

## Spatial separation

- Control and effect in different places

## Temporal separation

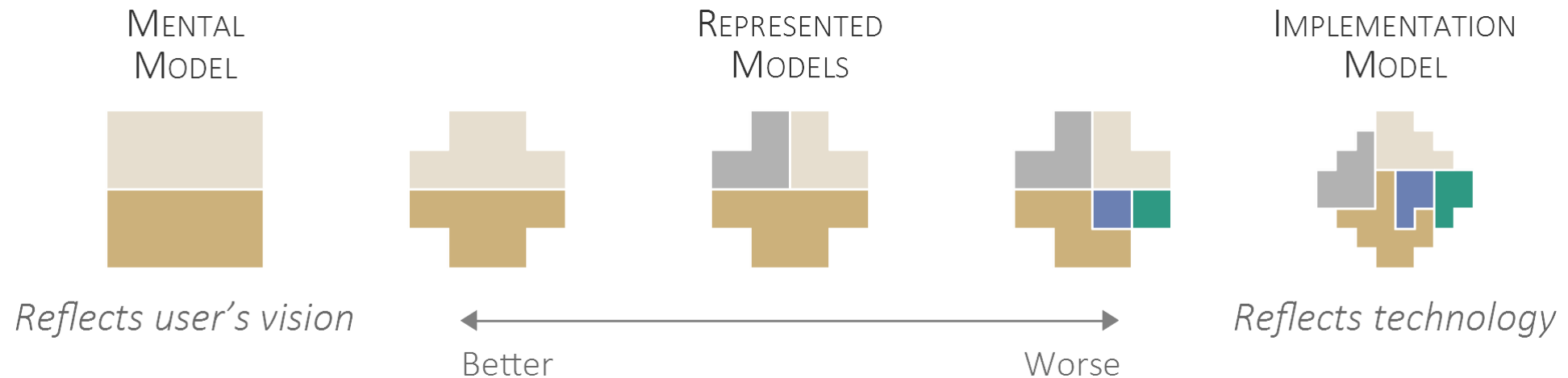
- Latency between action and effect



# Threats to Directness

## Conceptual separation

- Discrepancy between user's vision and technology (Cooper et al., 2007)

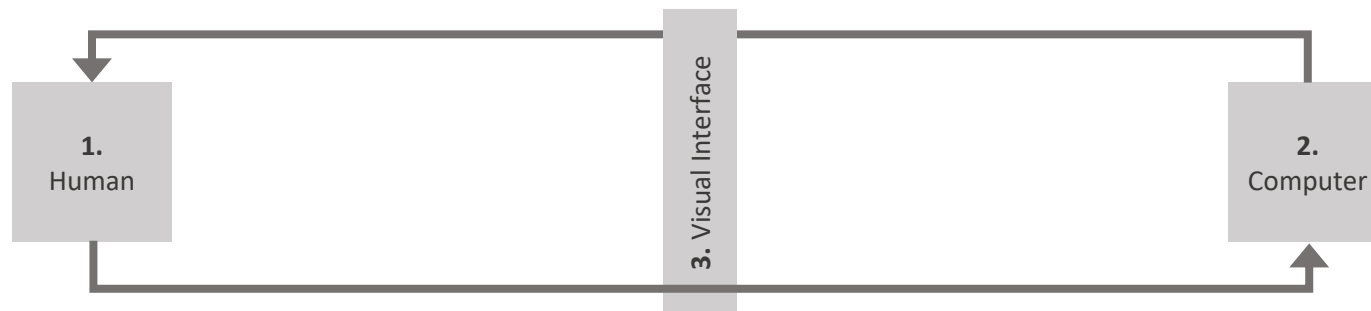


Adapted from Cooper et al., 2007

# Outline

**Goal:** Reduce spatial, temporal, and conceptual separation to **empower the human in the loop**

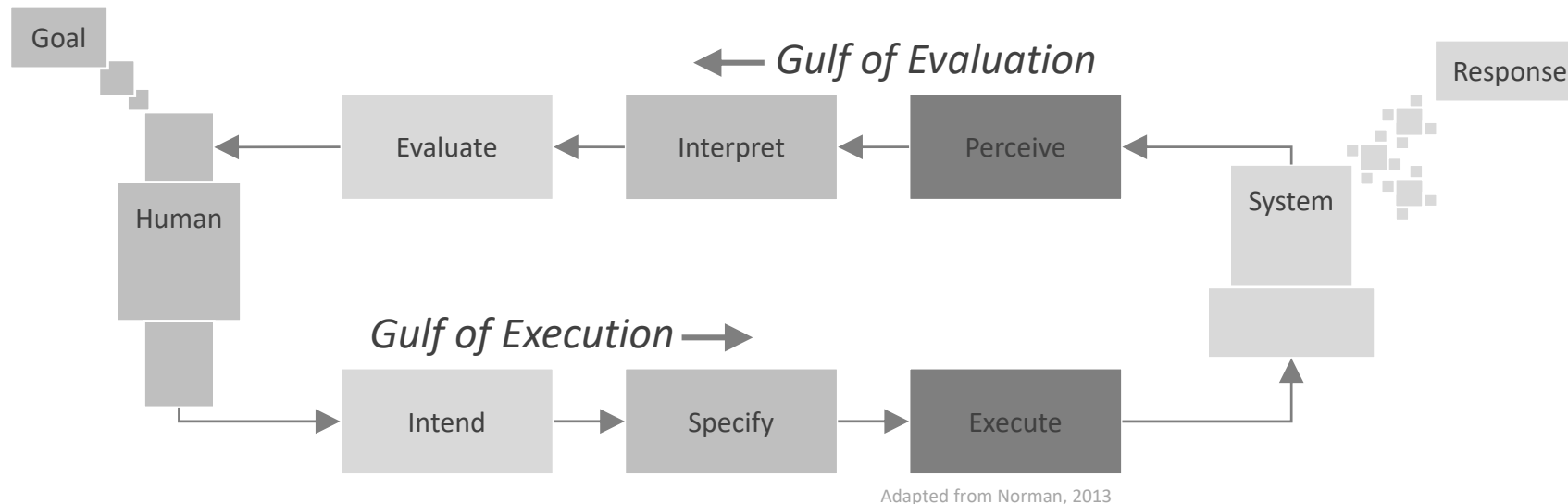
- 1. In-situ interaction:** Shorten distances for flexible information access
- 2. Progressive computation:** Reduce latency and improve control
- 3. Guidance:** Overcome conceptual hurdles to keep analysis going



# Interaction for Visual Analytics

## Why consider reducing spatial separation?

- Interaction costs due to **Gulfs of Execution and Evaluation** (Lam, 2008)



# Interaction for Visual Analytics

**Standard approach:** Basic VA graphical user interface

- **Usually spatially separated, often heavyweight, sometimes costly**
  - Interaction and effect not in same place
  - Global and permanent effect
  - Difficult to perform and understand

# In-situ Interaction for Visual Analytics

**In-situ approach** inspired by direct manipulation (Hutchins et al., 1985) and fluid interaction (Elmqvist et al., 2011)

- **Integrated, lightweight, efficient**
  - Interaction and effect in same place
  - Local and transient effect
  - Interaction costs reduced

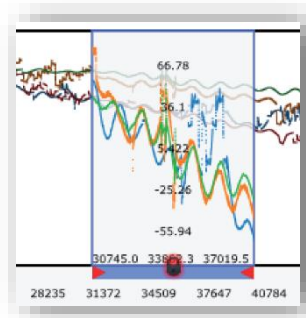
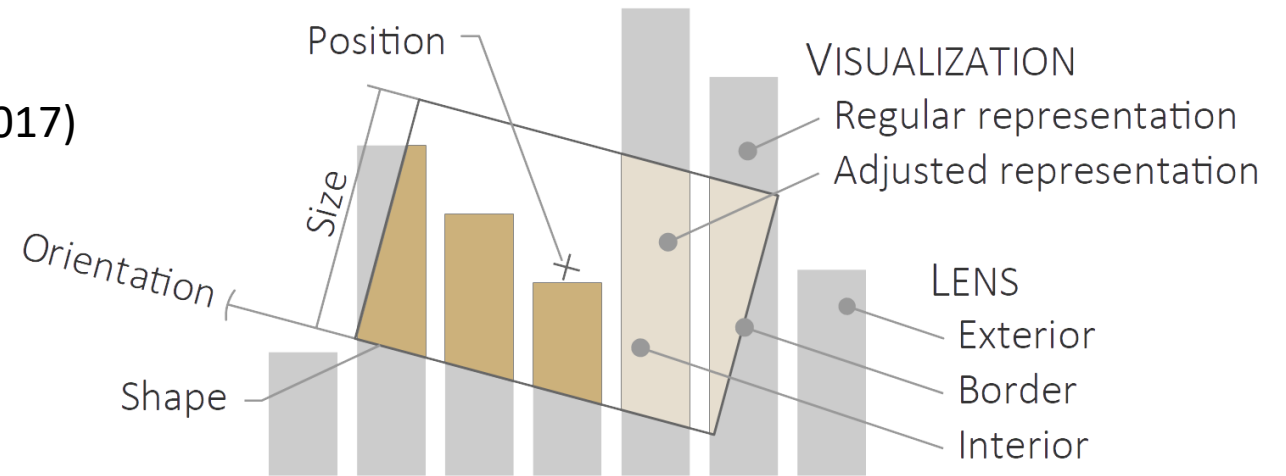
## Examples

- Lenses for graph exploration
- Interaction for visual comparison

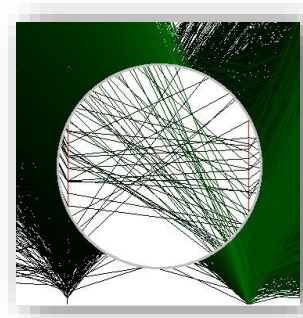
# In-situ Interaction with Lenses

## Interactive lenses (Tominski et al., 2017)

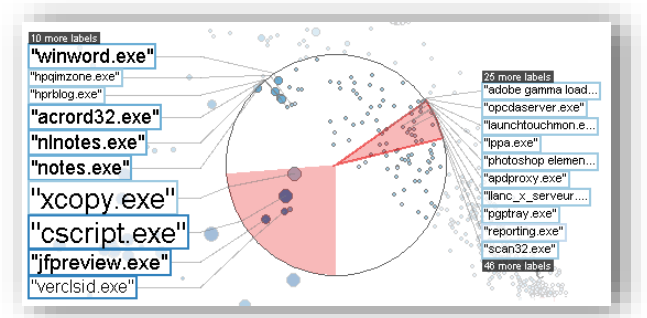
- Model
  - Select
  - Lens function
  - Join
- Effects
  - Alteration
  - Suppression
  - Enrichment



ChronoLenses,  
Zhao et al., 2011  
(alteration)



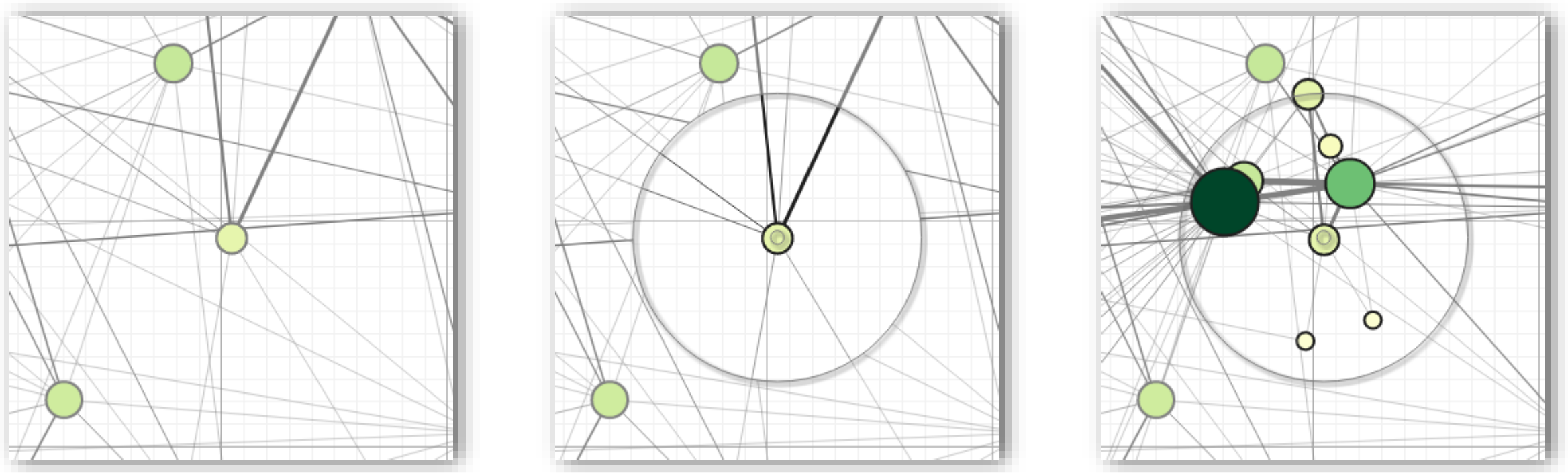
Sampling Lens,  
Ellis & Dix, 2006  
(suppression)



Extended Excentric Labeling,  
Bertini et al., 2009  
(enrichment)

# In-situ Interaction with Lenses

## Graph Lenses (Tominski et al., 2009)



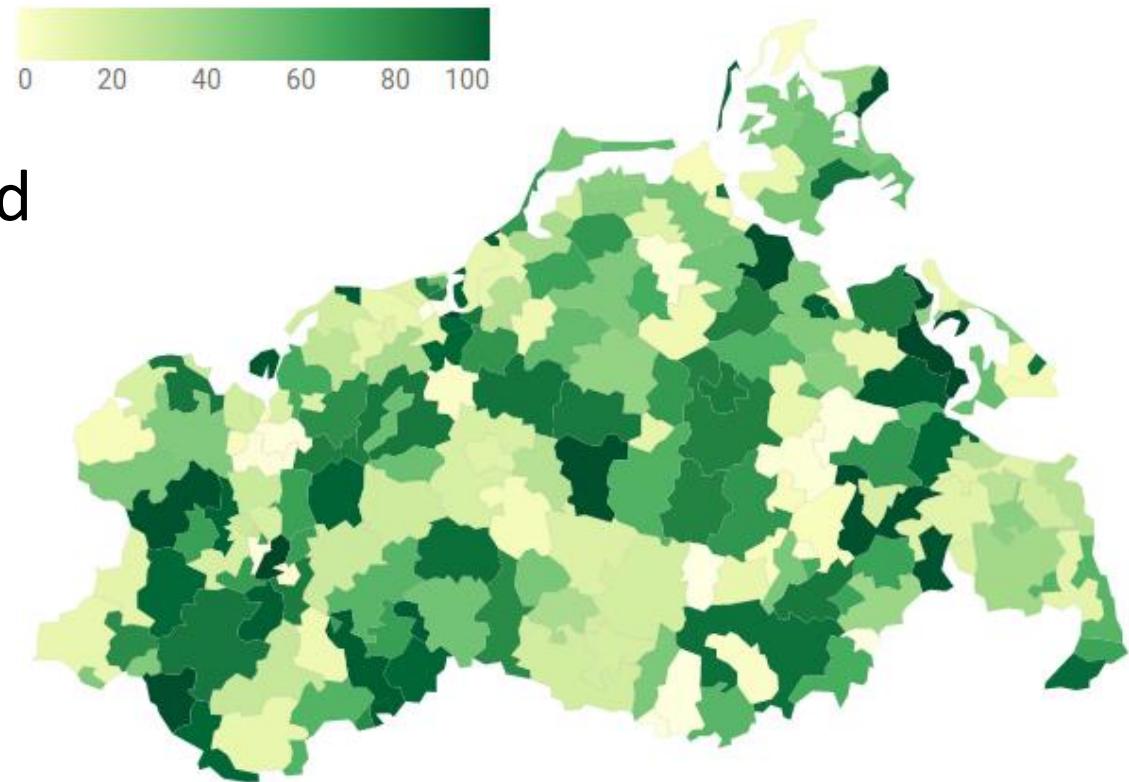
<https://tinyurl.com/GraphLenses>

# In-situ Interaction for Visual Comparison

## Visual Comparison

1. Select objects to be compared
2. Carry out visual comparison
3. Understand data in context

***How to support these steps  
with in-situ interaction?***



# In-situ Interaction for Visual Comparison

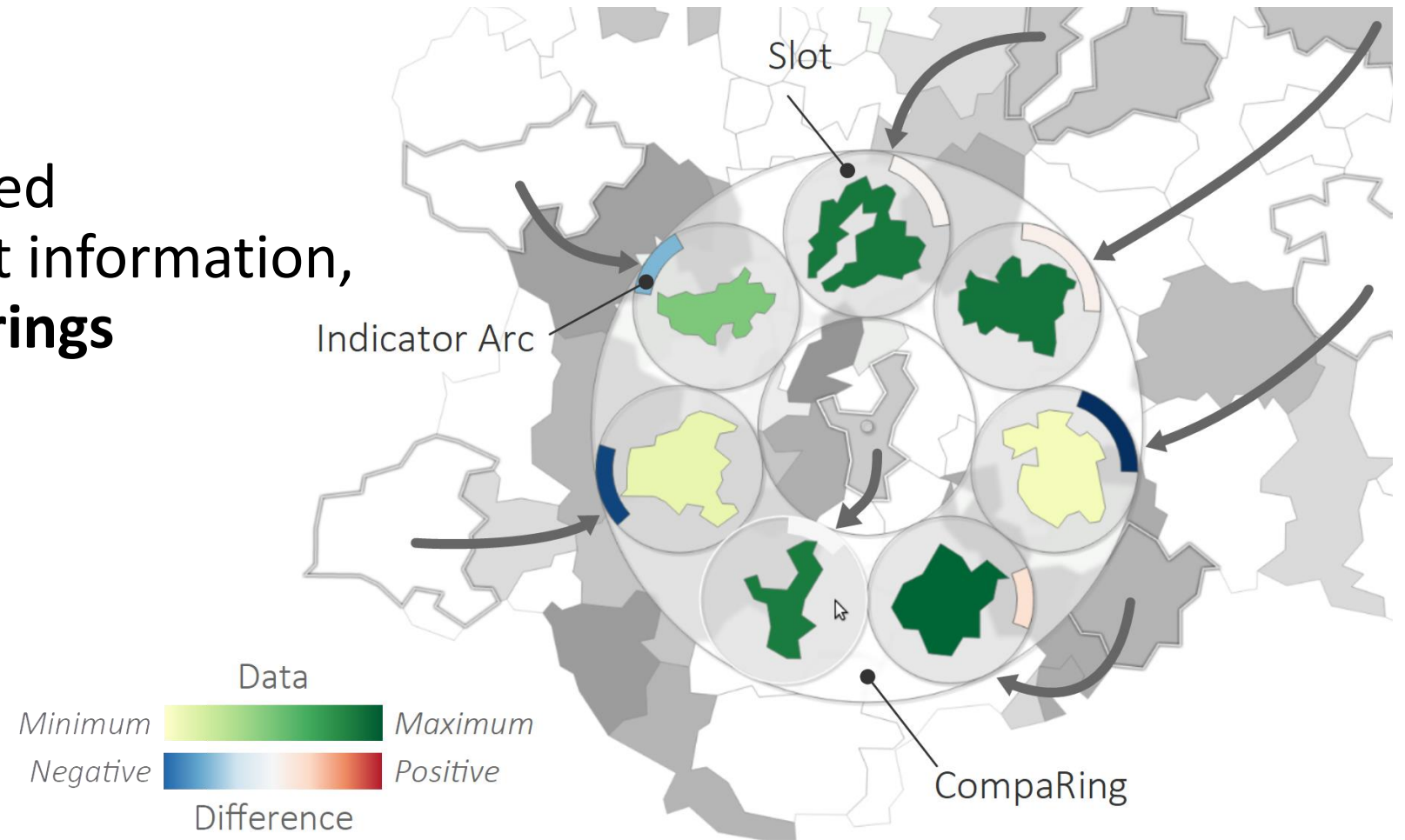
## **Visual Comparison** with the **CompaRing** (Tominski, 2016)

Combine interactive and automatic means:

- Dynamic rearrangement of data objects to be compared
- Semi-automatic selection of comparison candidates
- Navigation shortcuts for studying data in context

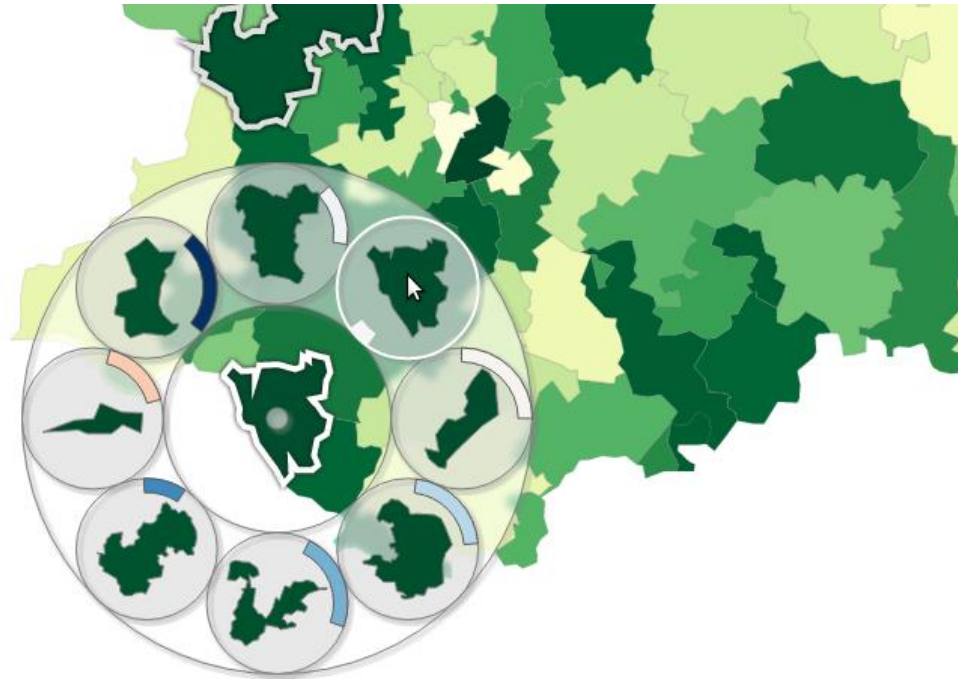
# In-situ Interaction for Visual Comparison

The user does not need to collect the relevant information, instead the **system brings the information to the user!**



# In-situ Interaction for Visual Comparison

- Demo: Visual comparison with CompaRing



<https://tinyurl.com/CompaRingDemo>

# In-situ Interaction

- **Empowering the Human**

- Flexible access to information directly where it is needed

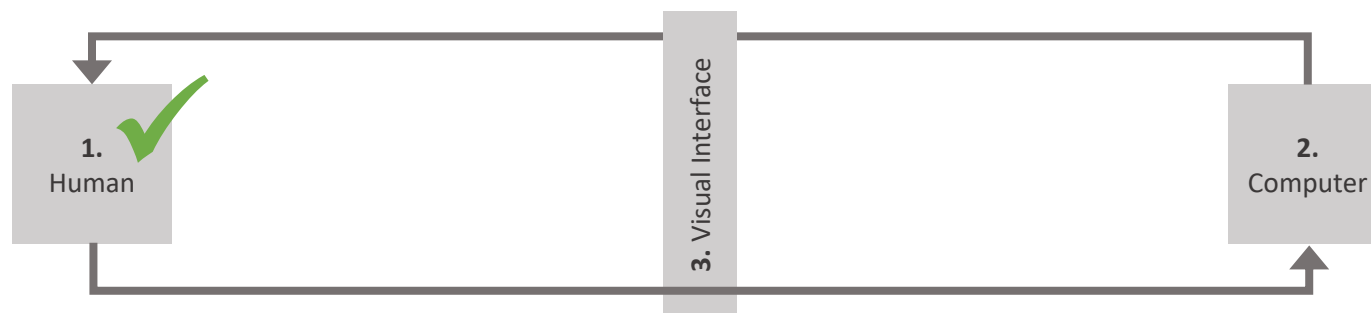
- **Future Work**

- In-situ interaction across views and devices
- Conflict-free integration of several interaction modalities
- In-depth cost analysis of in-situ interaction
- Toolkit support
- ...

# Outline

**Goal:** Reduce spatial, temporal, and conceptual separation to **empower the human in the loop**

1. **In-situ interaction:** Shorten distances for flexible information access
2. **Progressive computation:** Reduce latency and improve control
3. **Guidance:** Overcome conceptual hurdles to keep analysis going



# Computation for Visual Analytics

## Why consider reducing temporal separation?

- Delays disrupt the analysis loop (Liu & Heer, 2015)
- Users turn away from unresponsive system

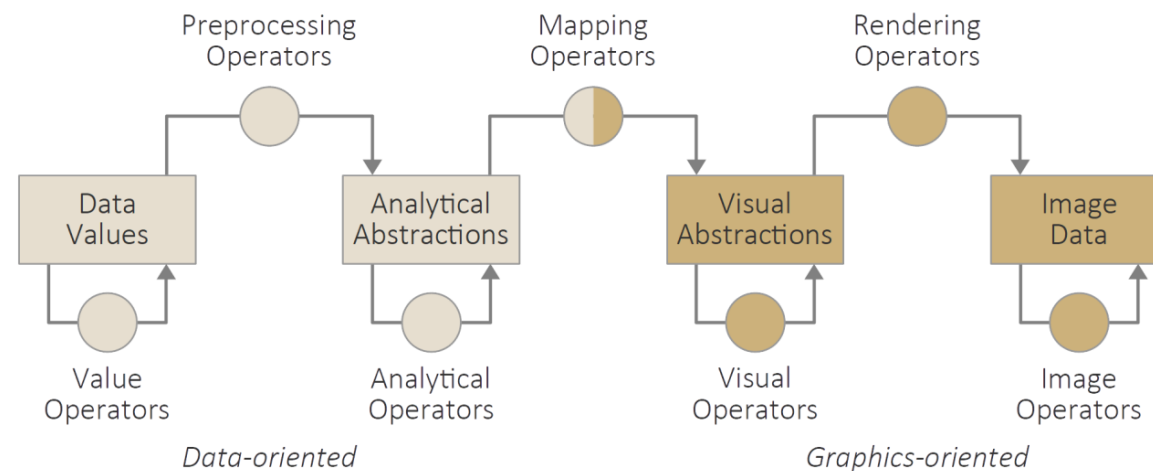
“ To be **most effective**, visual analytics tools must support the **fluent and flexible** use of visualizations at rates resonant with the **pace of human thought**.

— Heer & Shneiderman, 2012

# Computation for Visual Analytics

**Standard approach:** Monolithic operators process entire data

- Latency adversely effects visual data analysis
- No insight into black-box operators
- Limited control due to monolithic design



Adapted from Chi, 2000

# Progressive Computation

**Progressive approach** (Stolper et al., 2014, Schulz et al., 2016, Turkay et al., 2017, Fekete et al., 2018)

- Generate **partial results** of increasing completeness and correctness
- Basic steps
  - Subdivide computations
  - Subdivide data
- Key advantages
  - **Responsiveness** of the system
  - **Transparency** of the involved calculations
  - **Control** of the visual data analysis

# Progressive Computation

## Progressive approach

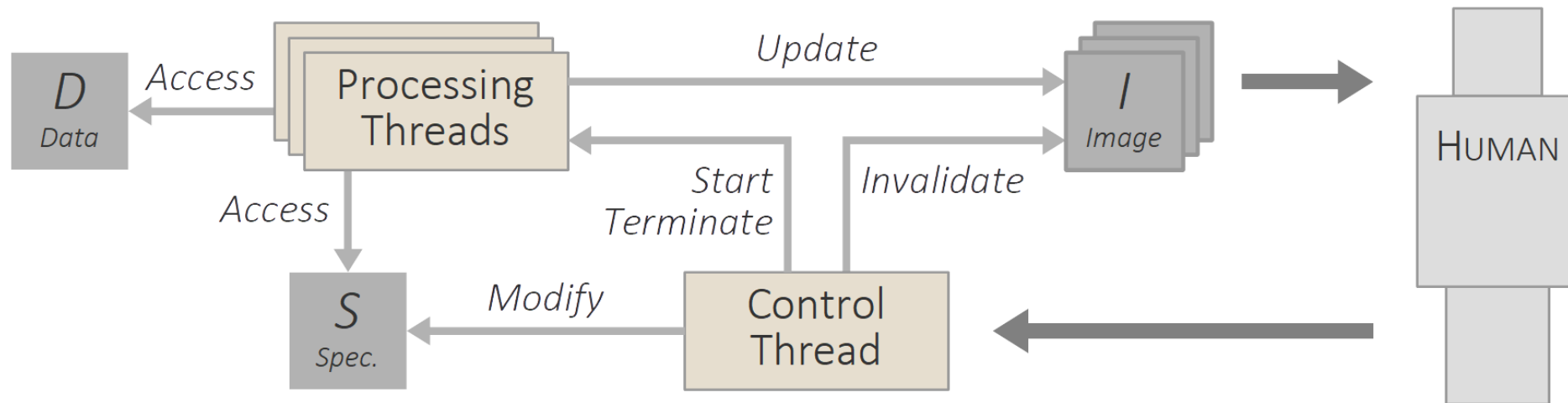
“ Especially for **large datasets**, supporting **real-time interactivity** requires careful attention to **system design** and poses important research **challenges** ranging from low-latency architectures to intelligent sampling and aggregation methods.

— Heer & Shneiderman, 2012

# Progressive Computation

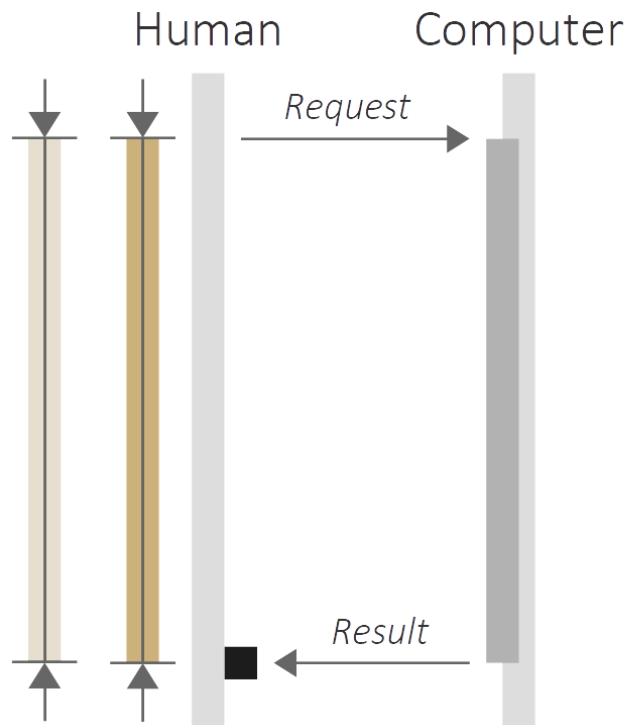
## Multi-threading architecture (Piringer et al., 2009)

- Utilize control thread and multiple compute threads
- Early thread termination
- Visualization layers (incremental, semantic, LoD)

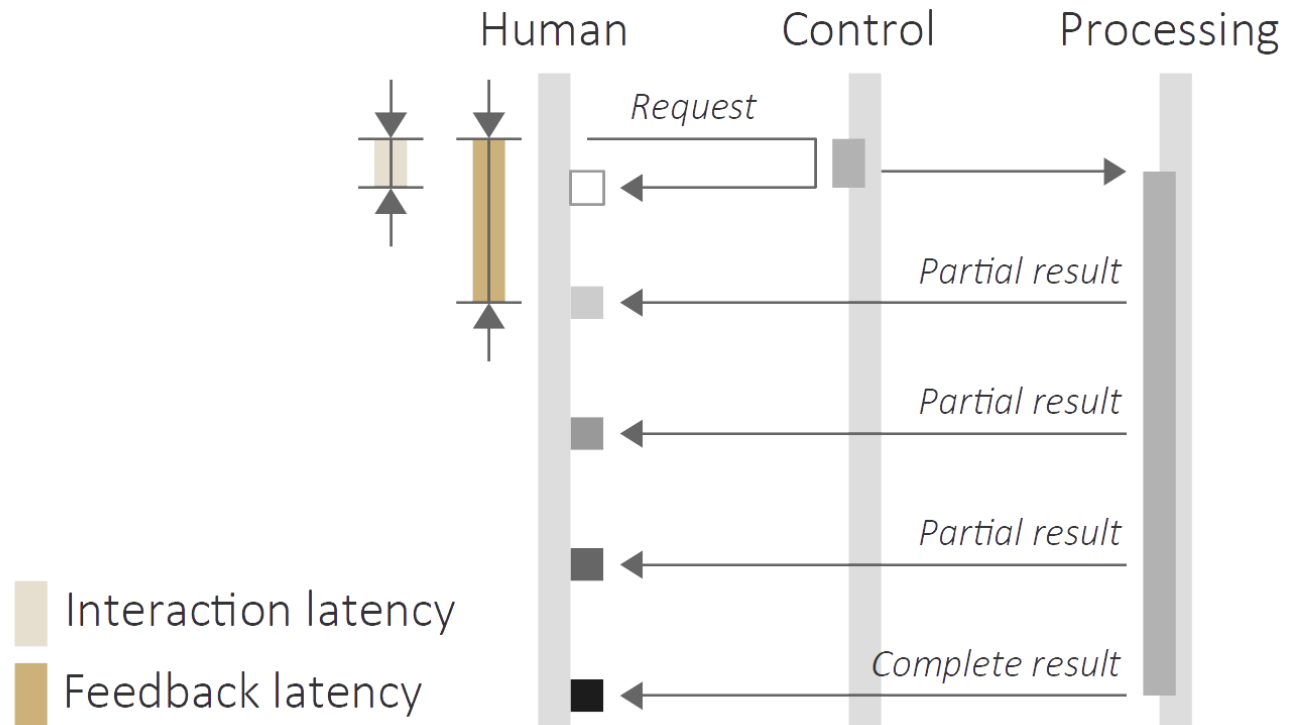


# Benefits of Progressive Computation

- Standard approach

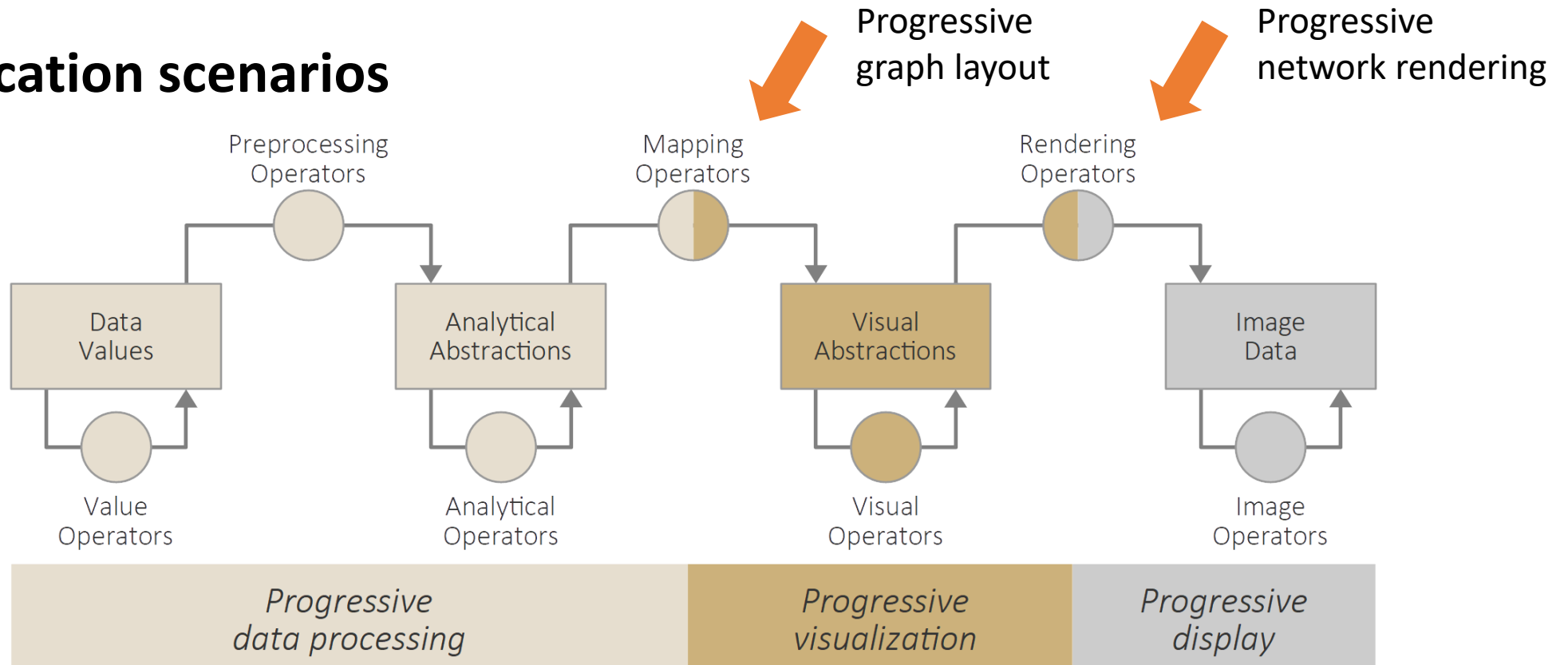


- **Progressive approach**

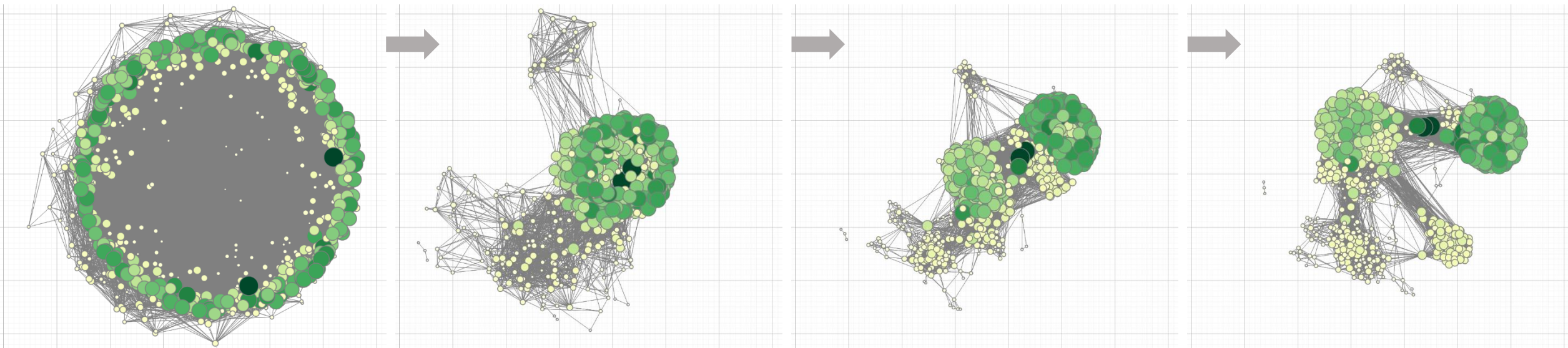


# Applications of Progressive Computations

- **Application scenarios**



# Progressive Graph Layout



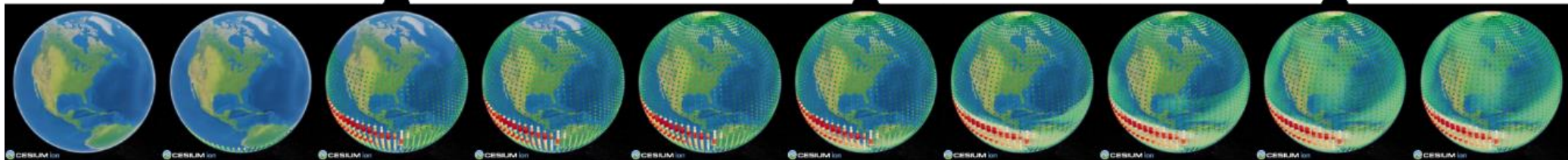
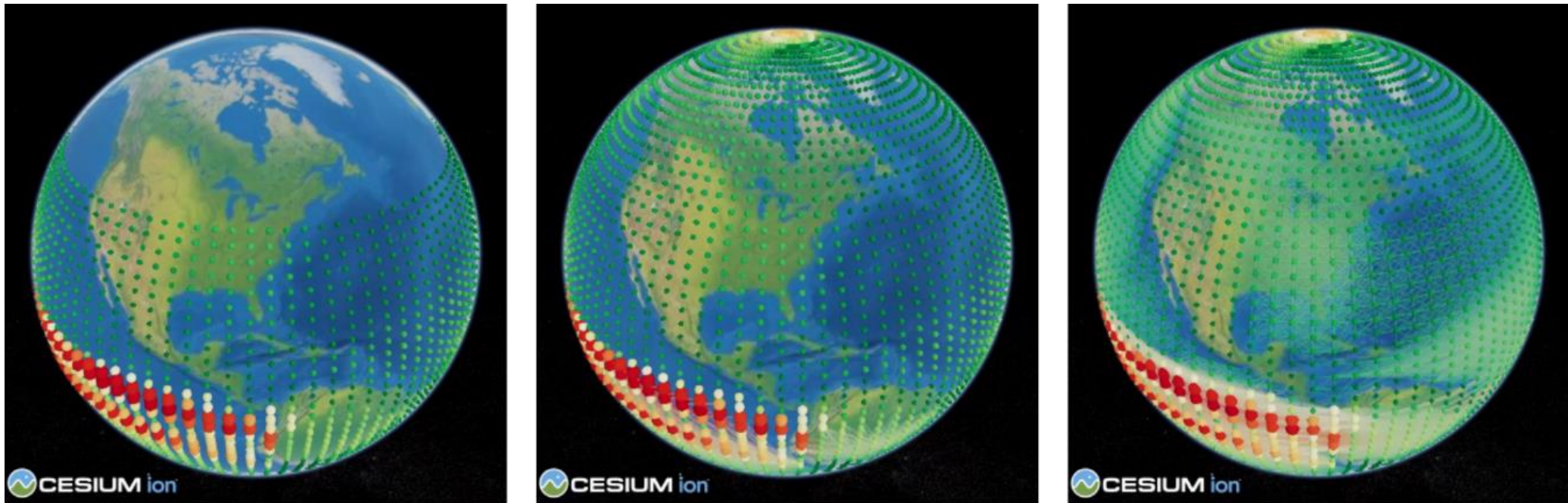
- Social network with 747 nodes and 60,050 edges
- Refine layout with increasingly accurate positions

# Progressive Network Rendering

- Climate network with 6,816 nodes and 232,940 edges
- Globe with nodes as 3D spheres and edges as curved 3D lines
- Combined semantic and incremental chunking



# Progressive Network Rendering



Nodes being added →

Edges being added →

# Progressive Computations

- **Empowering the Human**

- Timely visual feedback and better control and insight into computations

- **Future Work**

- Compile time

- Guidelines and strategies for chunking data and subdividing processing best
- Utilize new capabilities of programming languages (co-routines, generators, async, etc.)

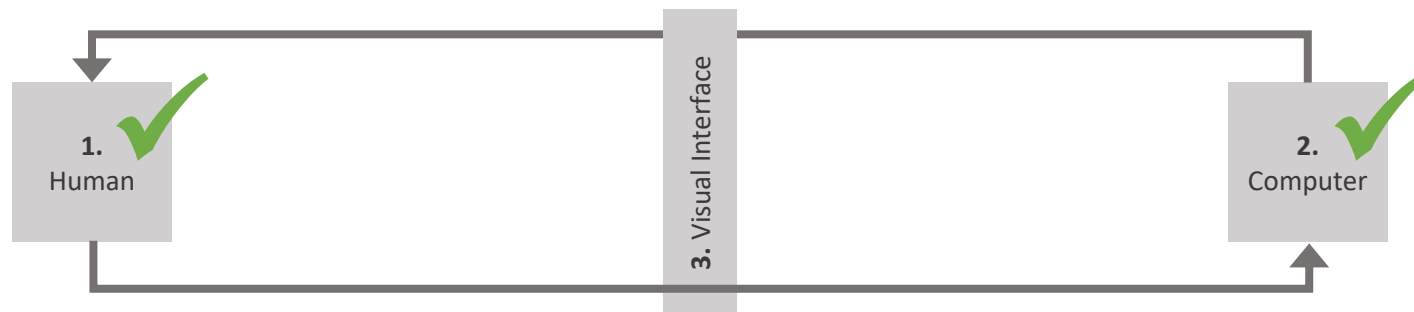
- Run time

- Methods for determining and communicating the quality of intermediate results
- Strategies for reacting to user interactions (caching, prefetching, provenance, ...)
- ...

# Outline

**Goal:** Reduce spatial, temporal, and conceptual separation to **empower the human in the loop**

1. **In-situ interaction:** Shorten distances for flexible information access
2. **Progressive computation:** Reduce latency and improve control
3. **Guidance:** Overcome conceptual hurdles to keep analysis going



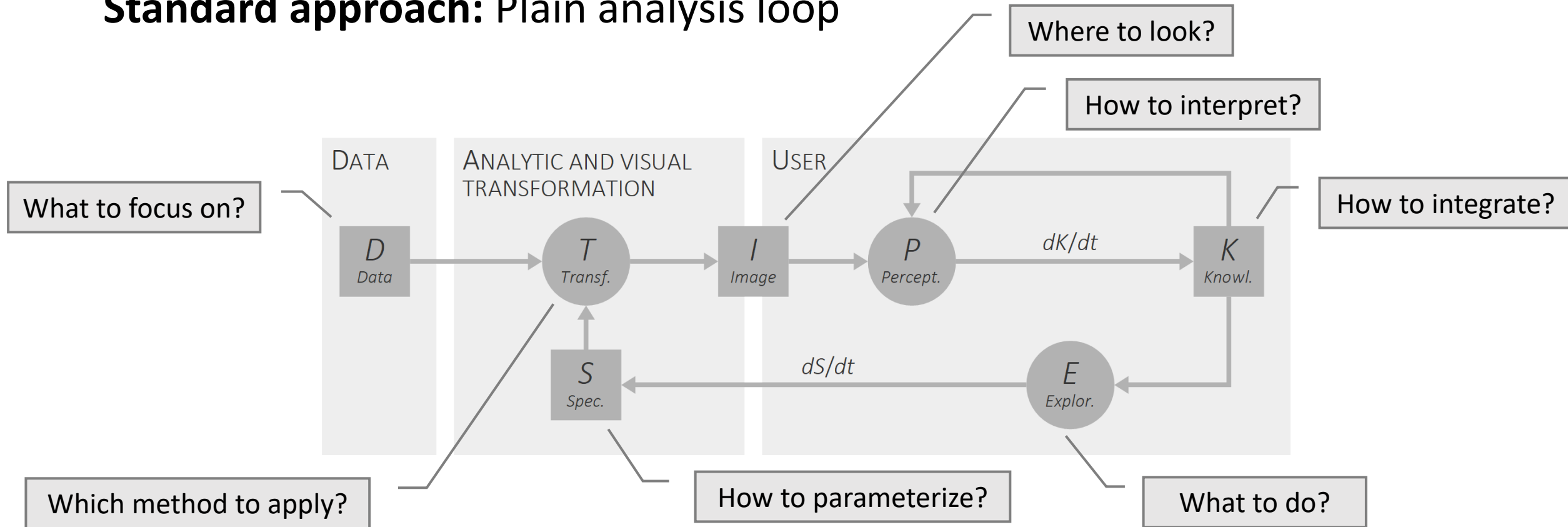
# Insight Generation with Visual Analytics

## **Why consider reducing conceptual separation?**

- Complex data and tasks lead to complex workflows and tools
- Users face many potentially non-trivial questions
  - Which algorithm, which view, which parameter value, ...
- If questions cannot be answered,  
**analysis loop stops and analytic progress is hindered**

# Insight Generation with Visual Analytics

## Standard approach: Plain analysis loop



# Insight Generation with Visual Analytics

## Guided approach

- Keep the analysis loop going
- Provide support where needed



Photo 8418708 © Ana Sousa - Dreamstime.com

Adapted from Schulz et al., 2013

## • Definition

“**Guidance** is a computer-assisted **process** that aims to actively resolve a **knowledge gap** encountered by users during an **interactive** visual analytics session.

— Ceneda et al., 2017

# Aspects of Guidance

- **Knowledge gap** – Why is guidance needed?
- **Input** – What information can be utilized for providing guidance?
- **Output** – How is guidance conveyed and how does it look like?
- **Degree** – How much help does guidance provide?

# Aspects of Guidance

- **Knowledge gap** – Why is guidance needed?
  - Type: Target (what?) and/or path (how to get there?)
  - Domain: Data, tasks, methods, users, infrastructure
- **Input** – What information can be utilized for providing guidance?
  - Information derived from the data
  - Visualization images, parameter specification
  - Domain conventions, user knowledge, data analysis history

# Aspects of Guidance

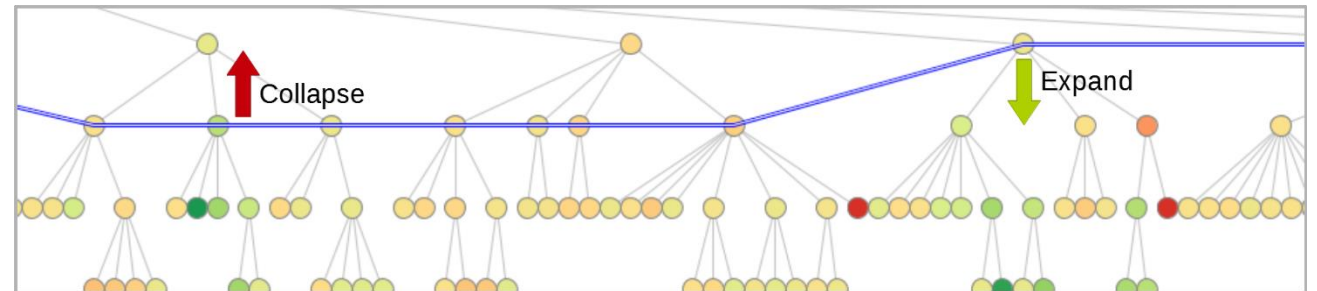
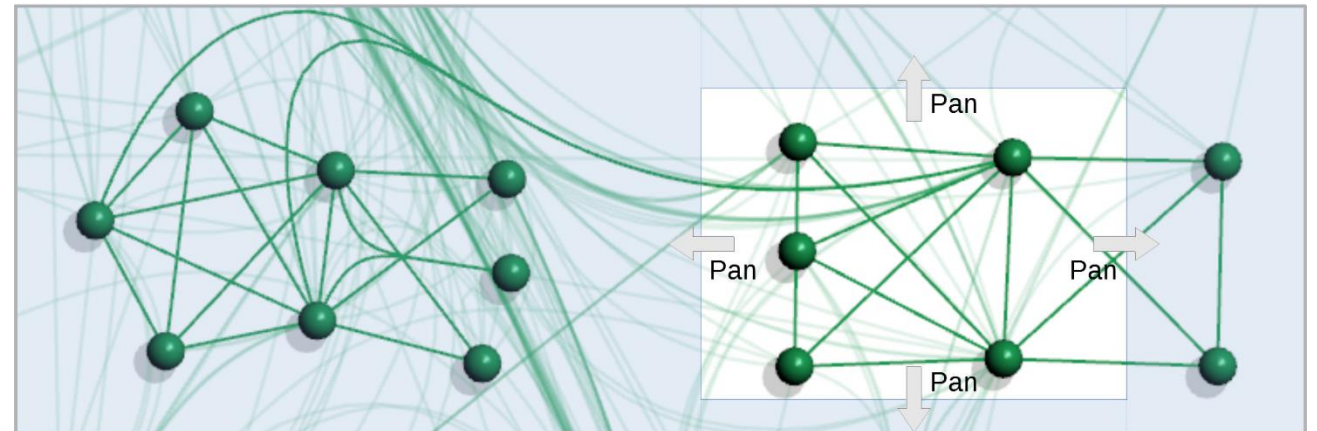
- **Output** – How is guidance conveyed?
  - Visual cues to indicate
  - Options to be selected
  - Automatic specification
- **Degree** – How much help does guidance provide?
  - Low: Orienting
  - Medium: Directing
  - High: Prescribing



# Example of Guidance

## Navigation Recommendations for Hierarchical Graphs (Gladisch et al., 2013)

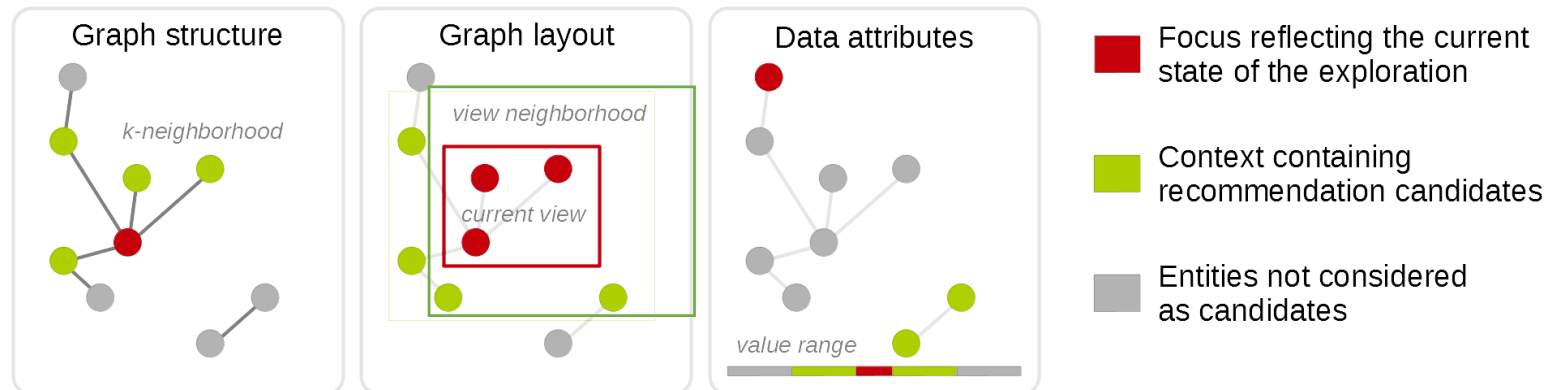
- Data and task
  - Hierarchically clustered graph
  - Navigation
    - Horizontal (pan)
    - Vertical (expand/collapse nodes)
- Knowledge gap
  - Target: Where to go next?



# Example of Guidance

## Navigation Recommendations for Hierarchical Graphs (Gladisch et al., 2013)

- Guidance input: Data, specification, domain, history, user
  1. Collect recommendation candidates (data)
  2. Rank and select candidates via degree-of-interest (DoI) function
    - Distance to focus (specification)
    - A-priori interest (domain)
    - User interest (user)
    - Visited state (history)

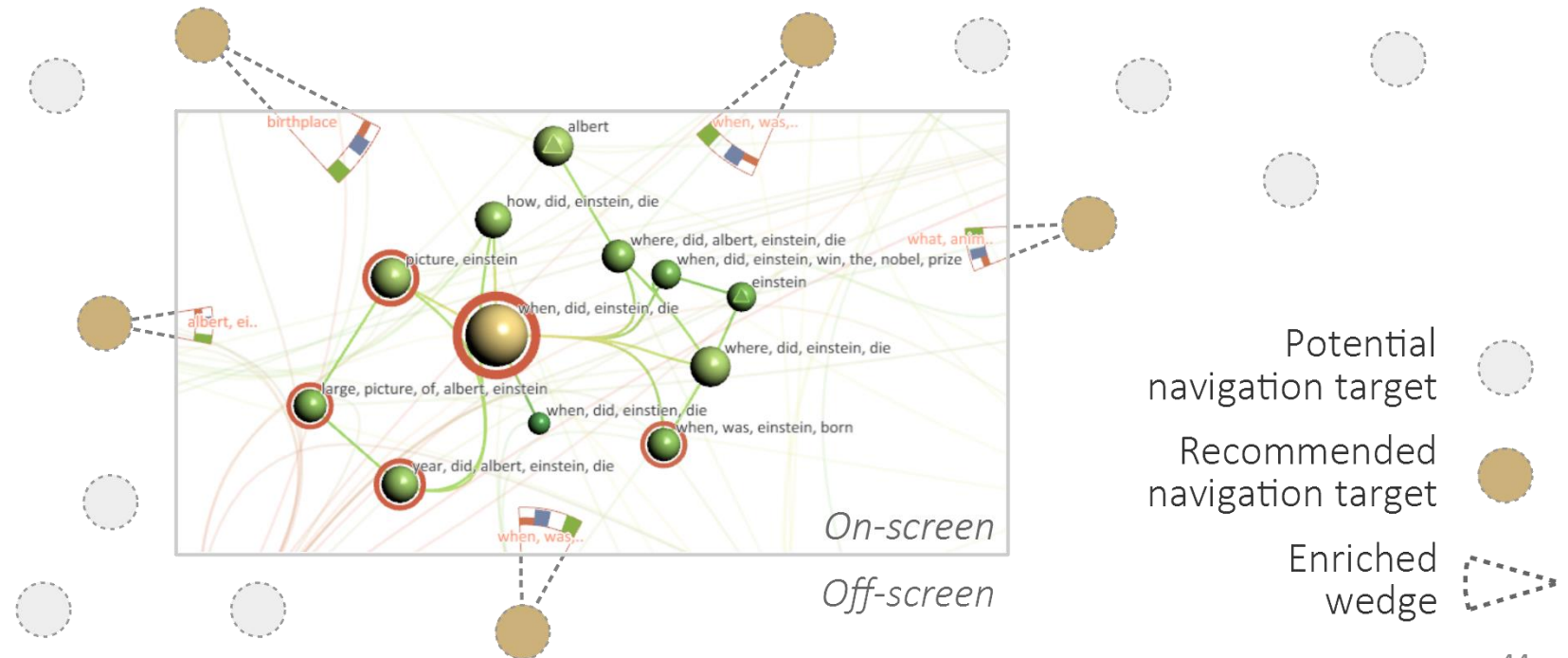


# Example of Guidance

## Navigation Recommendations for Hierarchical Graphs (Gladisch et al., 2013)

- Guidance output and degree
  - Visual cues indicate potentially interesting navigation targets

- *Wedges* for horizontal navigation
- *Pulsing rings* for vertical navigation



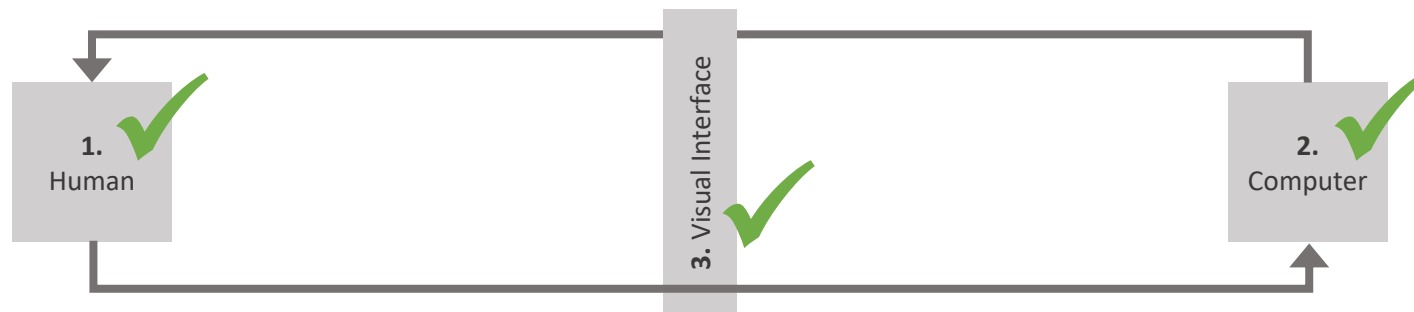
# Guidance

- **Empowering the Human**
  - Computer-generated assistance to overcome conceptual hurdles
- **Open Questions** (Ceneda et al., 2020)
  - How can the knowledge gap be inferred by the system?
  - How can the knowledge gap be conveyed to the system?
  - When is the right moment to provide guidance?
  - What degree of guidance is appropriate?
  - What are suitable means to guide the user?
  - ...

# Outline

**Goal:** Reduce spatial, temporal, and conceptual separation to **empower the human in the loop**

- 1. In-situ interaction:** Shorten distances for flexible information access
- 2. Progressive computation:** Reduce latency and improve control
- 3. Guidance:** Overcome conceptual hurdles to keep analysis going



# Empowering the Human in the Loop

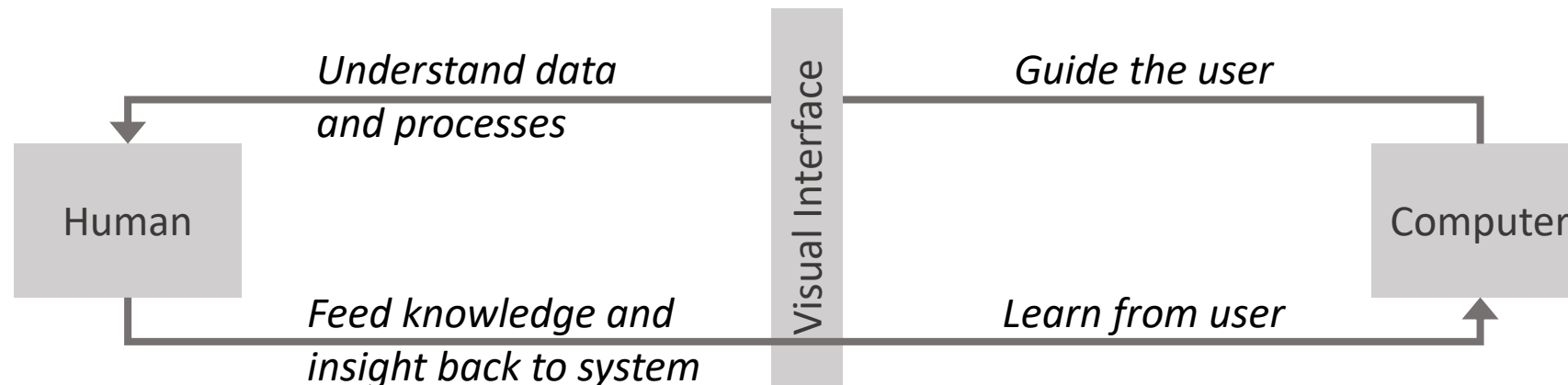
## **Take-home messages**

1. Go beyond standard VA GUI and strive for in-situ interaction
2. Consider progressive computations to reduce latency
3. Think of how to assist users during the analysis process

# Empowering the Human in the Loop

## What next?

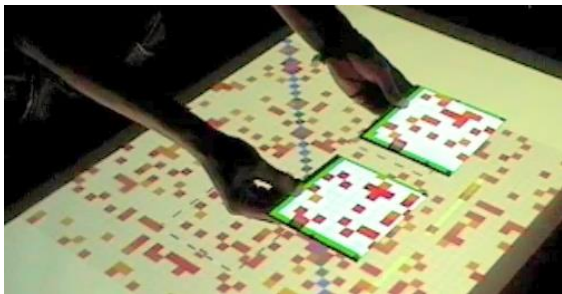
- Foster integration of computation, visualization, and interaction
  - Make algorithms work progressively
  - Design visualization techniques for flexible information access
  - Strive for more natural and direct interaction
  - True **mixed-initiative** visual analytics



# Empowering the Human in the Loop

## What next?

- New visual analytics environments
  - Multiple heterogeneous display environments
  - Multi-modal interaction



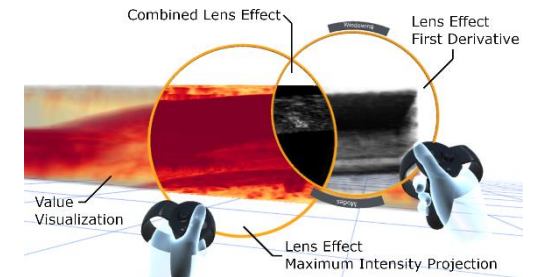
Tangible Views,  
Spindler et al., 2011



Proxemic interaction,  
Lehmann et al., 2011



Multi-display environments,  
Eichner et al., 2015

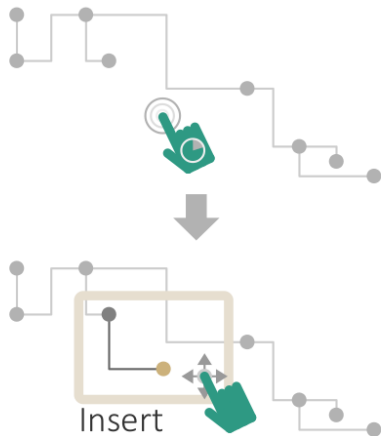


Immersive Lenses,  
Kluge et al., 2019

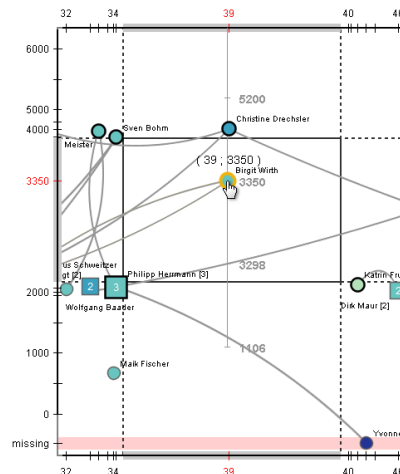
# Empowering the Human in the Loop

## What next?

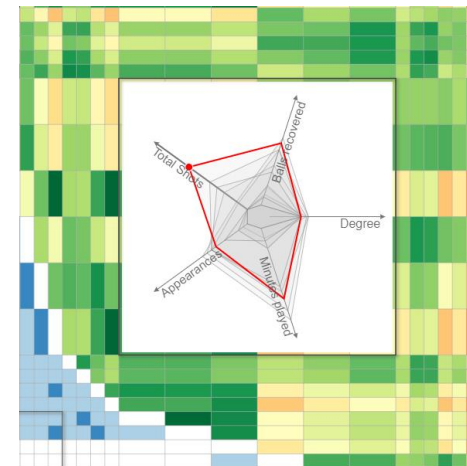
- New tasks
  - From visual **data analysis** to visual **data editing** to visual **data curation**



EditLens for graph editing,  
Gladisch et al., 2014

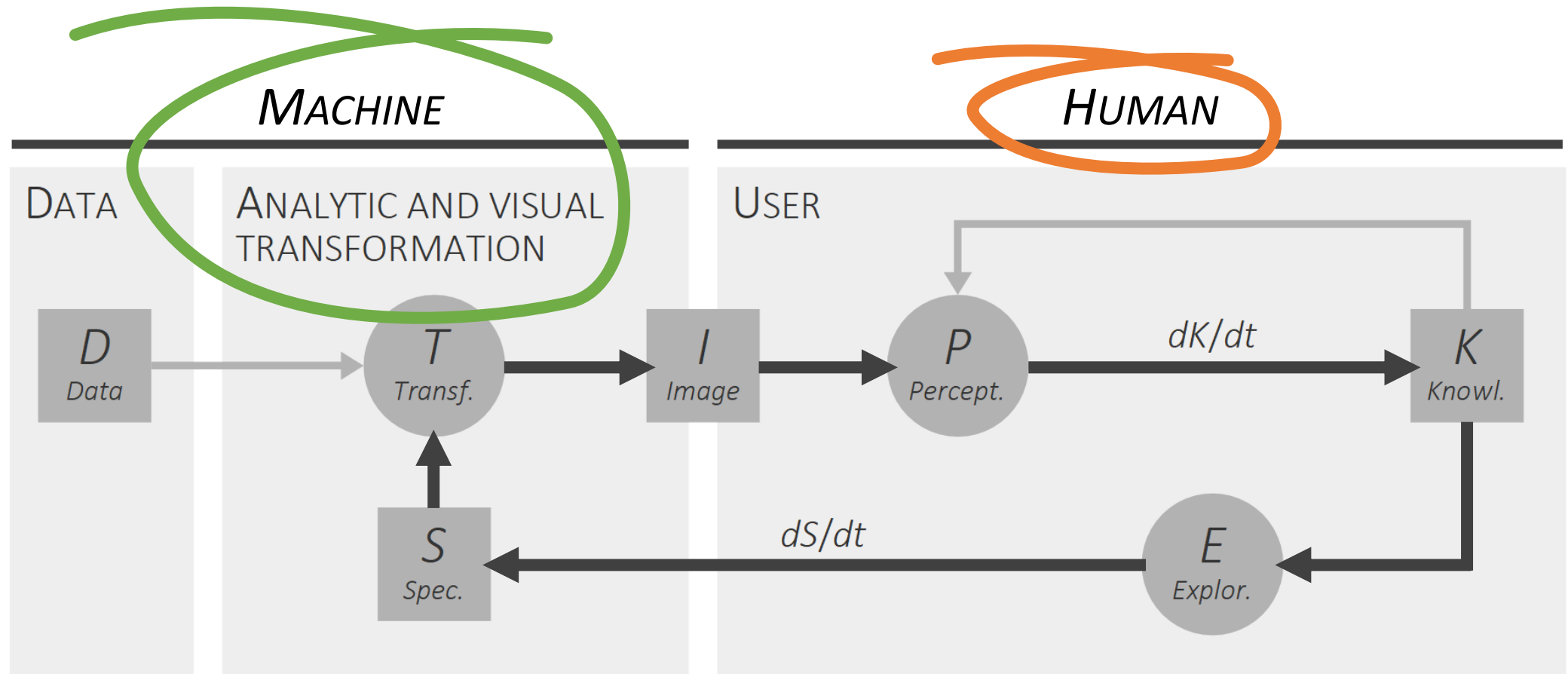


Direct editing of node attributes,  
Eichner et al., 2016



Integrated analysis and editing,  
Horak et al., hopefully soon

# Enjoy EuroVA 2020

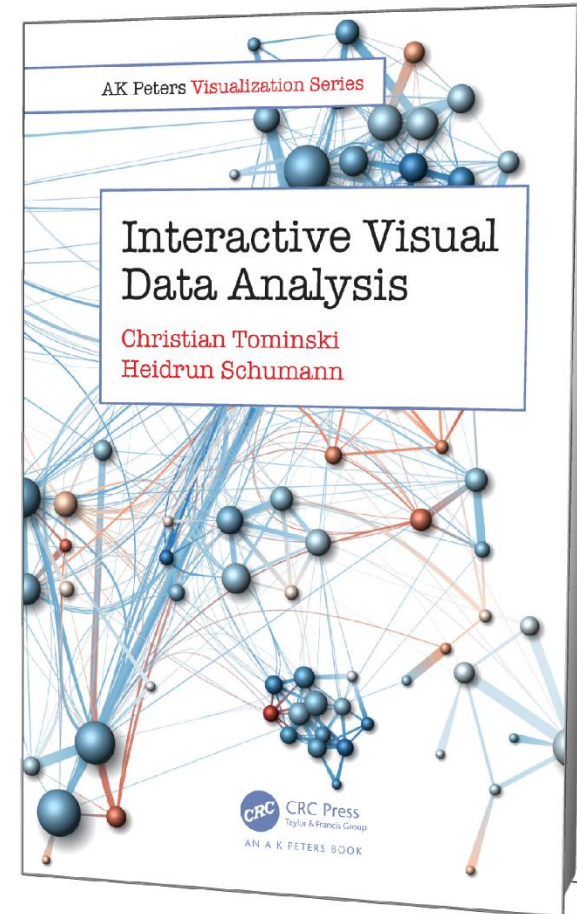


Adapted from van Wijk, 2006

# Enjoy EuroVA 2020

## Thank you!

- Organizers
- Collaborators
- Audience
  
- Heidrun “Heidi” Schumann



<https://ivda-book.de>