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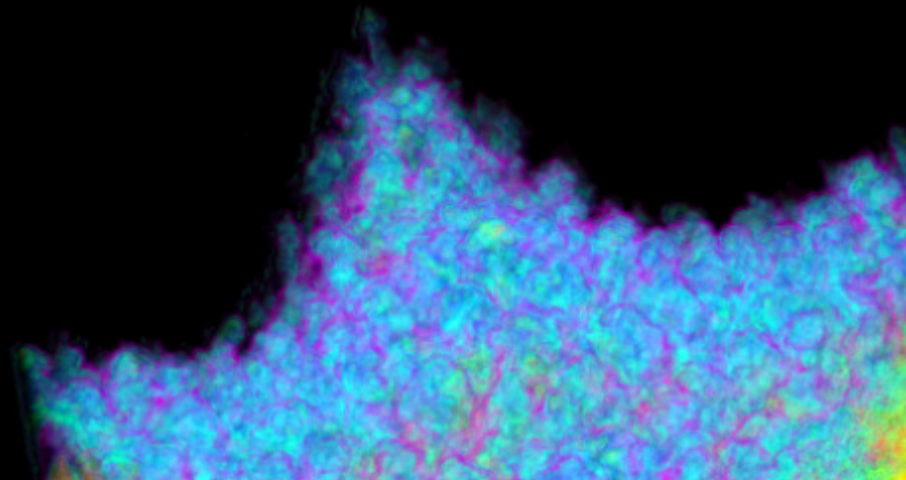
# Enabling User Interfaces for Time-Varying Data Analysis and Visualization

Chaoli Wang

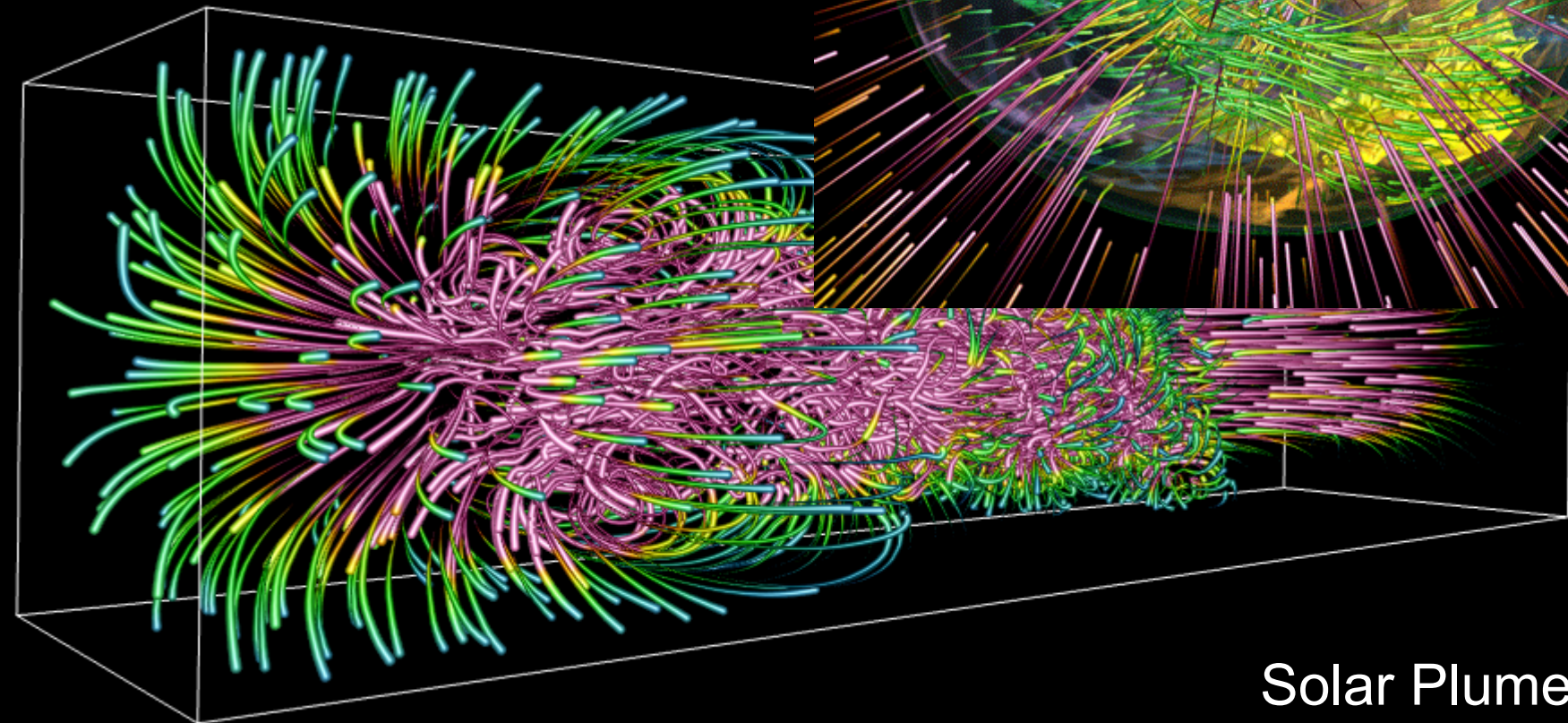
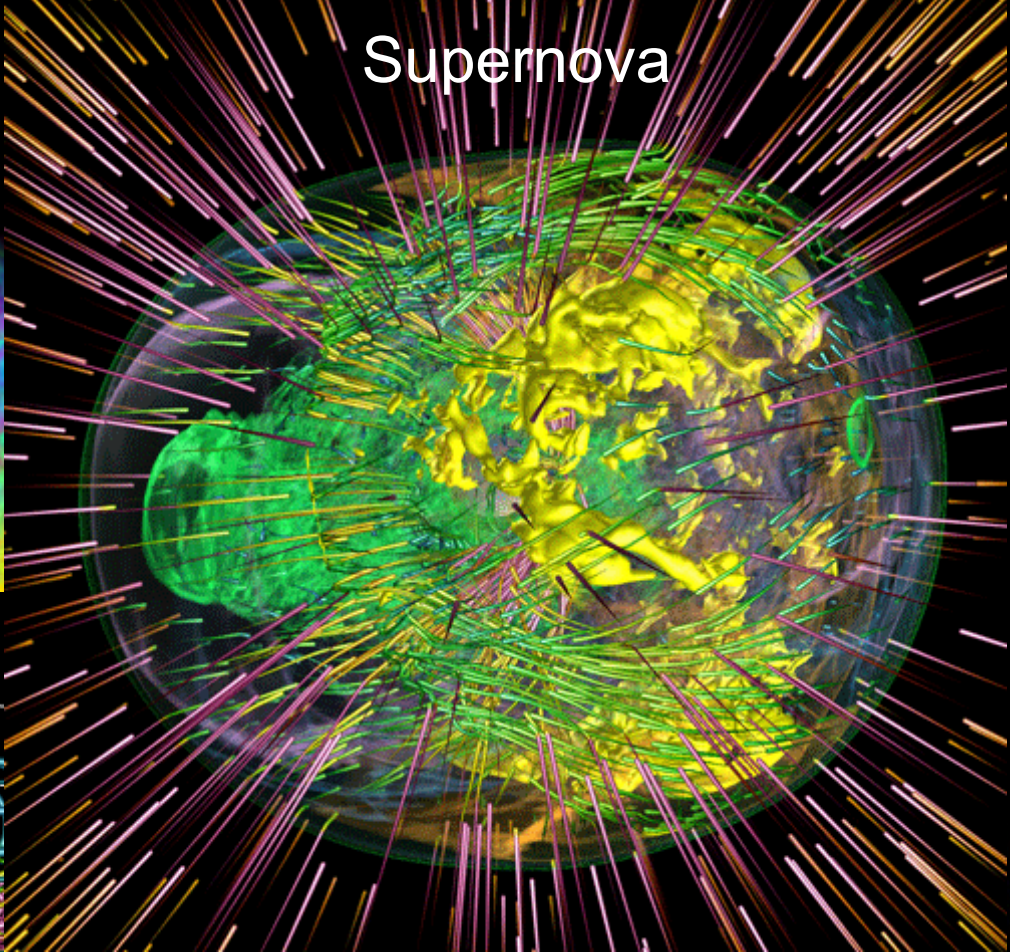
CScADS Summer Workshops  
31 Jul 2008



Richtmyer-Meshkov Instability



Supernova



Solar Plume



# Introduction

- Large-scale scientific simulation data
  - Spatial, temporal, and variable domains
  - Sizes of data increase dramatically
- New techniques to data analysis and visualization
  - Seeing previously unseen
  - Interactive visual exploration and analytics
  - Propel scientific discoveries

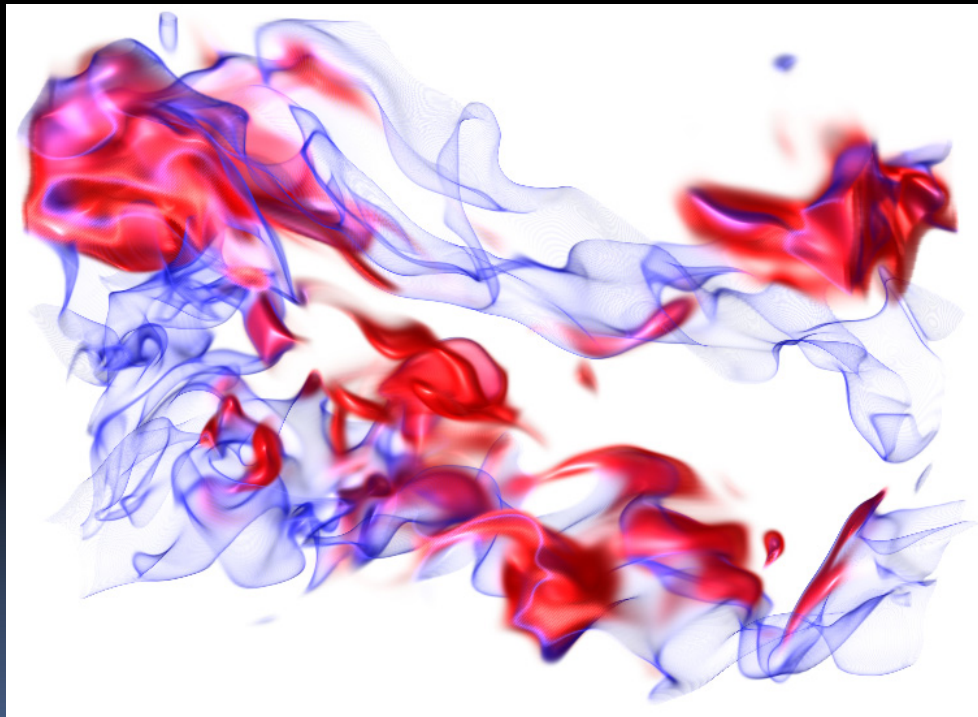
# Outline

- A tri-space interface for time-varying, multivariate volume data visualization
- A system for exploring time-varying, multivariate fusion particle data
- Multiple views for uncertainty visualization of cosmological particle data

# Tri-Space UI for TVMV Data Visualization

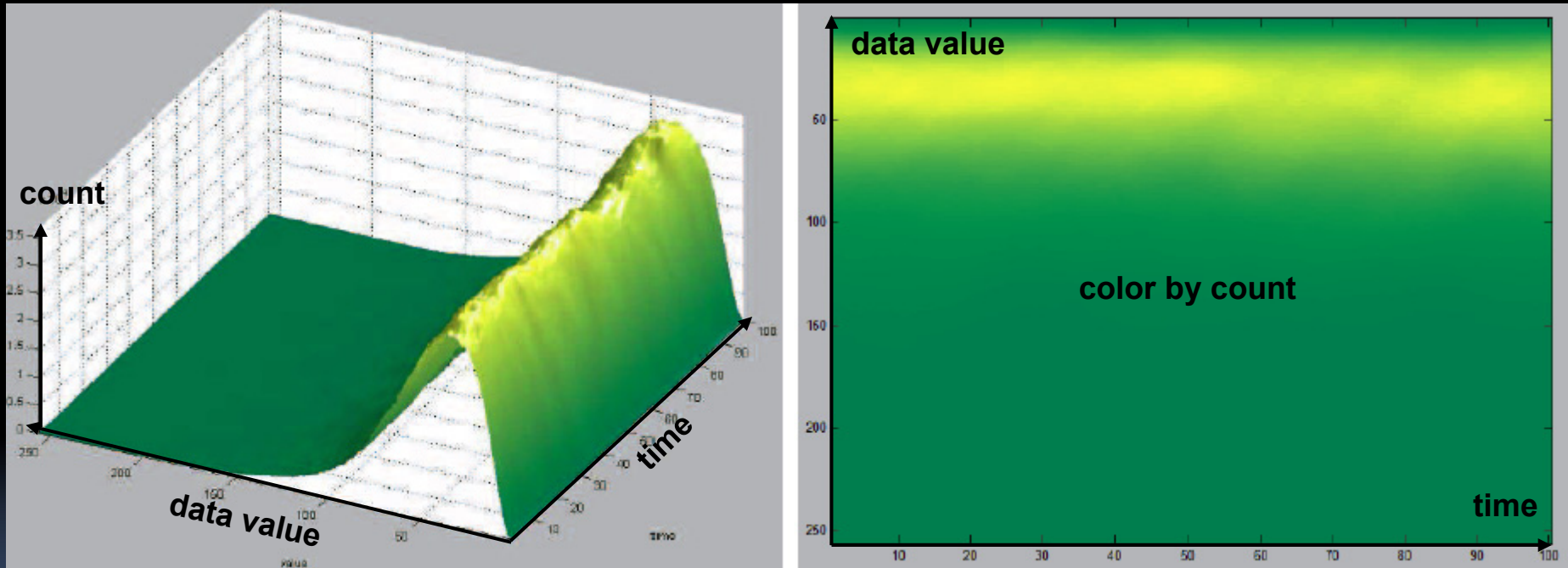
- A tri-space visual interface that allows the user to explore
  - Spatial, temporal, and variable domains
  - Spatial view – volume rendering
  - Temporal view – time histogram
  - Variable view – parallel coordinate
  - All views are linked together in the visual exploration

# Spatial View



- Hardware-accelerated volume rendering
  - GPU raycasting
- Support multivariate data
  - Linearly blend opacity-weighted color

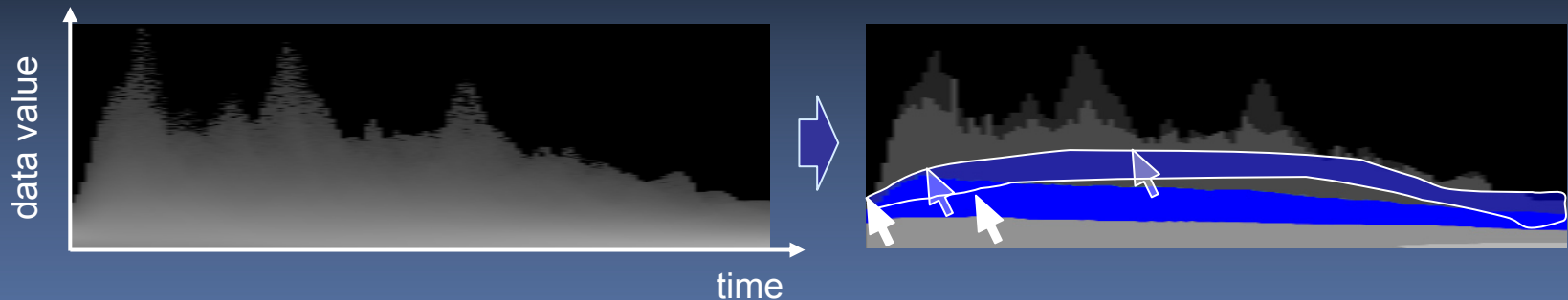
# Temporal View – Time Histogram



- Time histogram displayed as a 3D height field (left) or a 2D image (right)

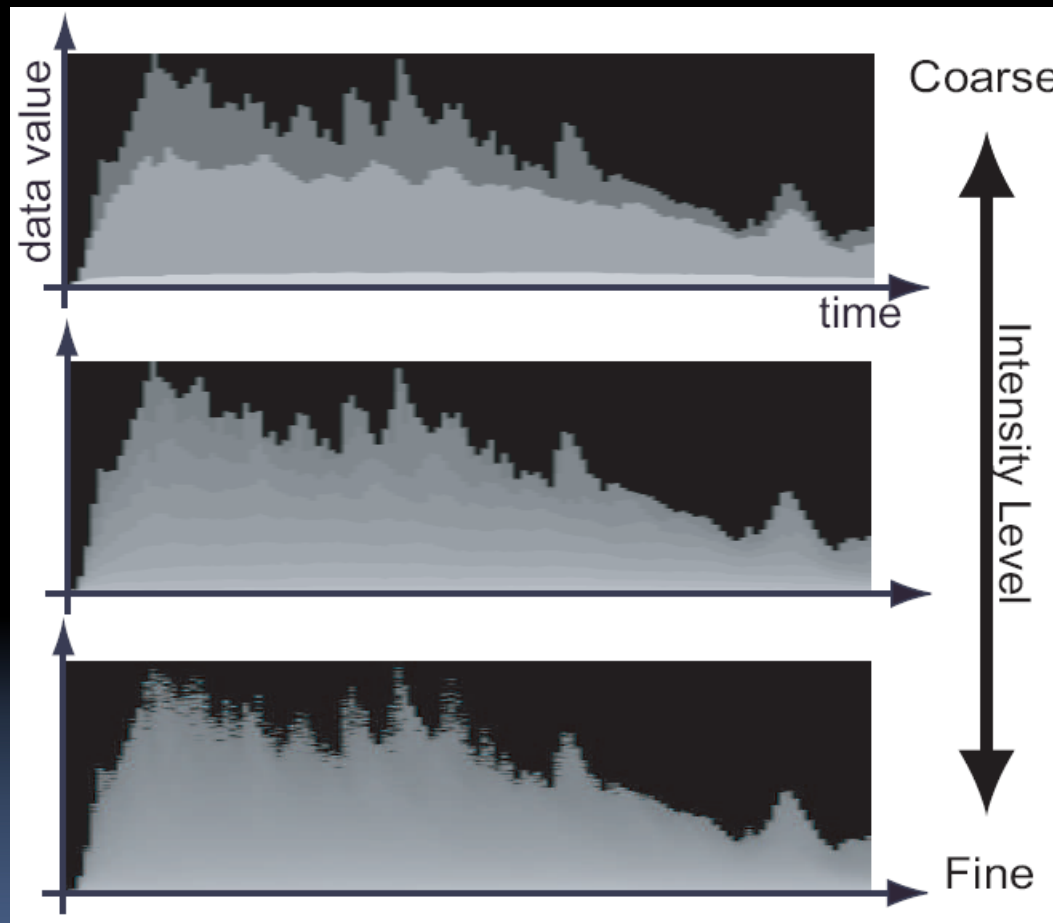
# Time Histogram for Classification

- Traditional trial-and-error approach
  - Time consuming and non-trivial
- Our method
  - Set mapping function from count to color
  - Quantize into the user-specified number of clusters
  - Specify transfer function by clicking one of the clusters or manually drawing a region

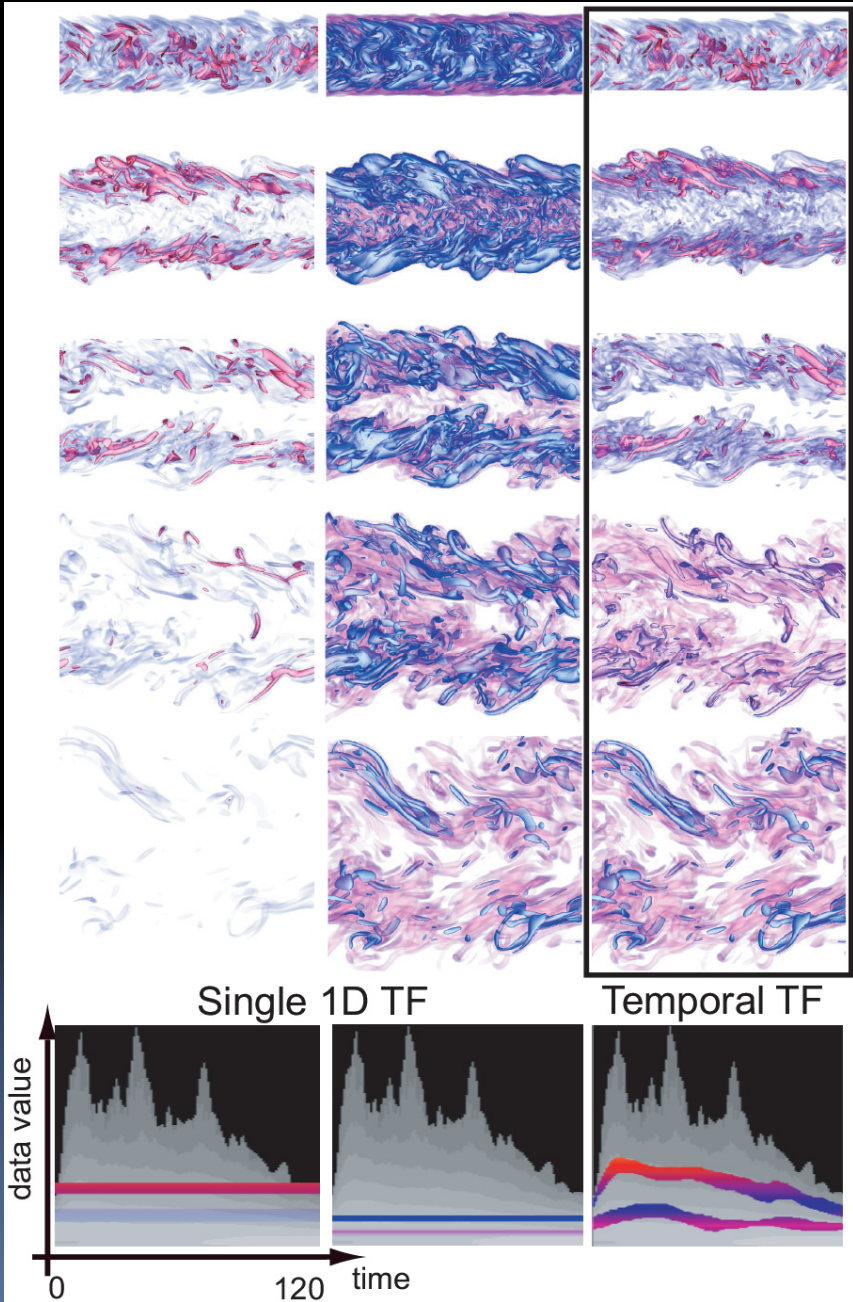




# Time Histogram for Classification



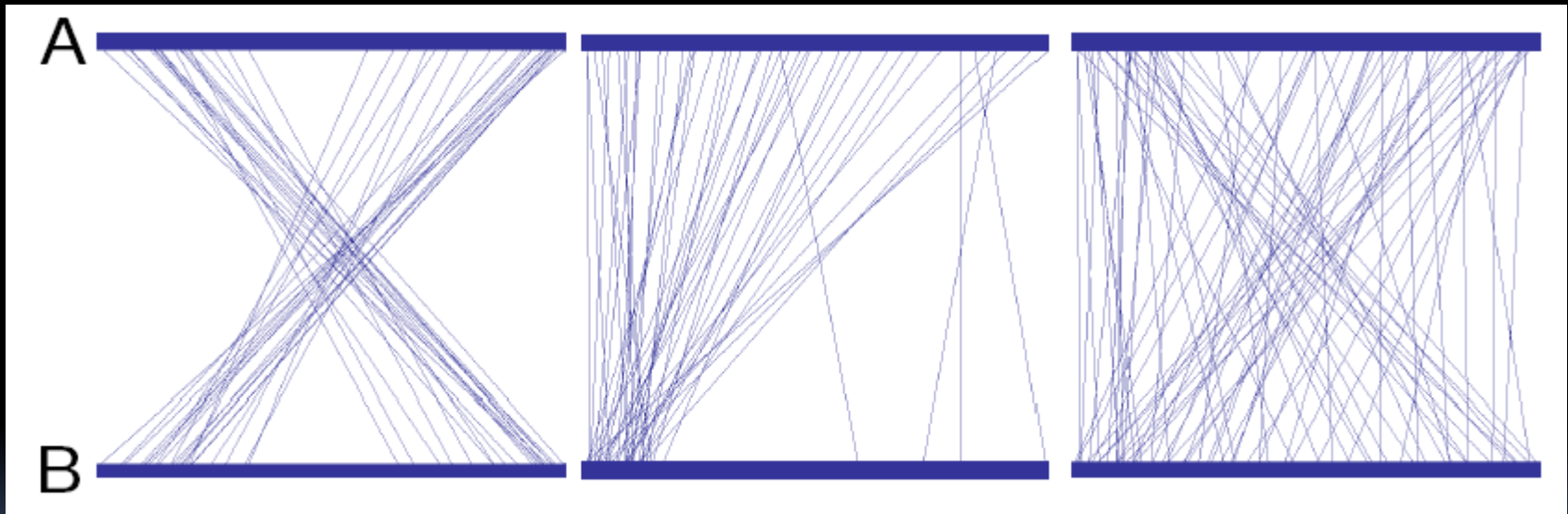
- Coarse to fine classification through adjusting histogram display mapping and the granularity of quantization



- Classification of the vorticity magnitude, time-histogram classification is able to show the vorticity structures from all time steps

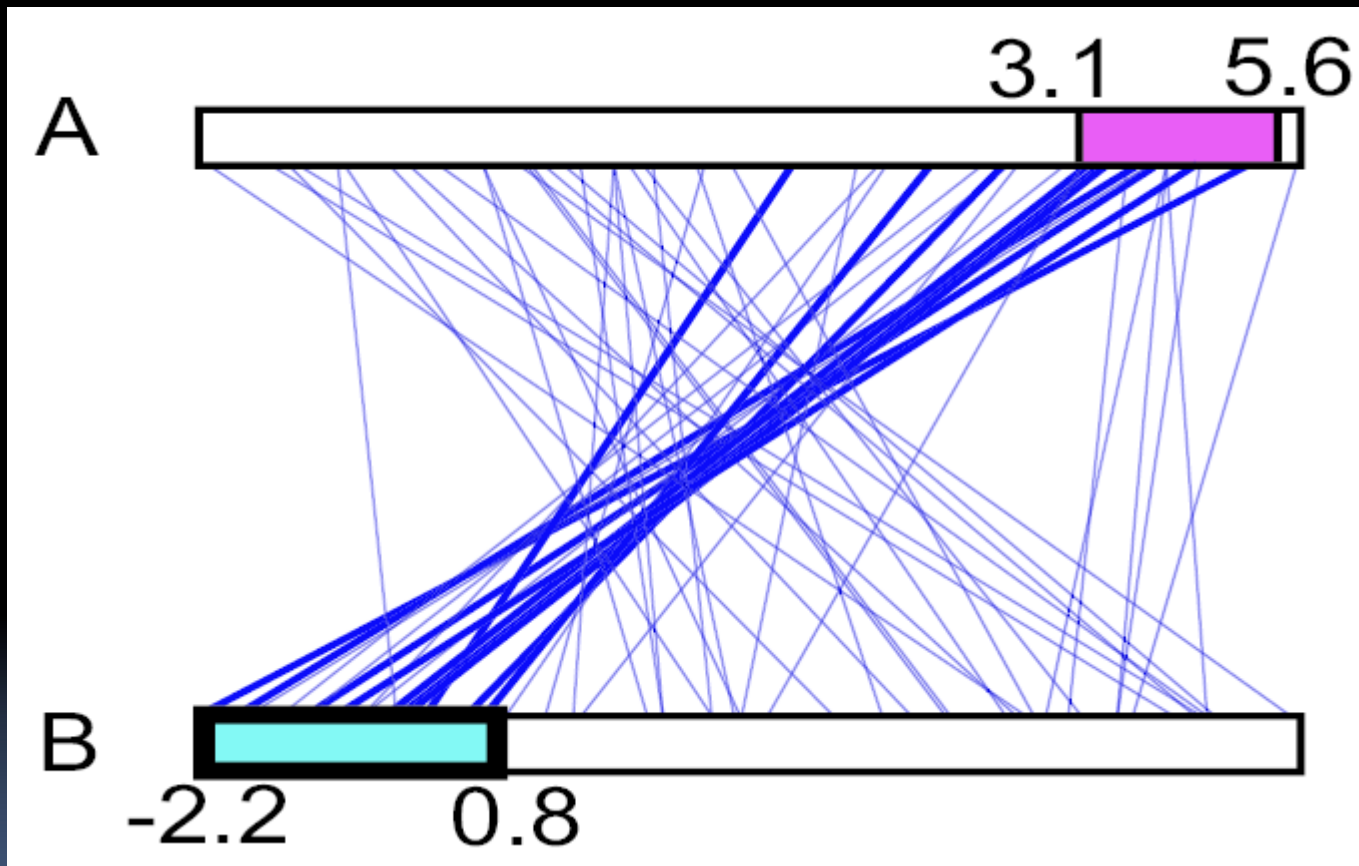
← static color assignment

# Variable View



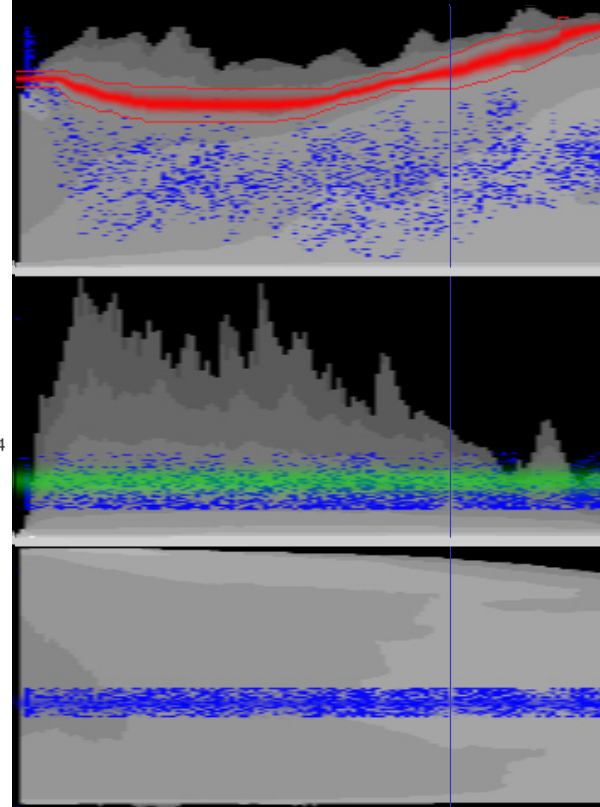
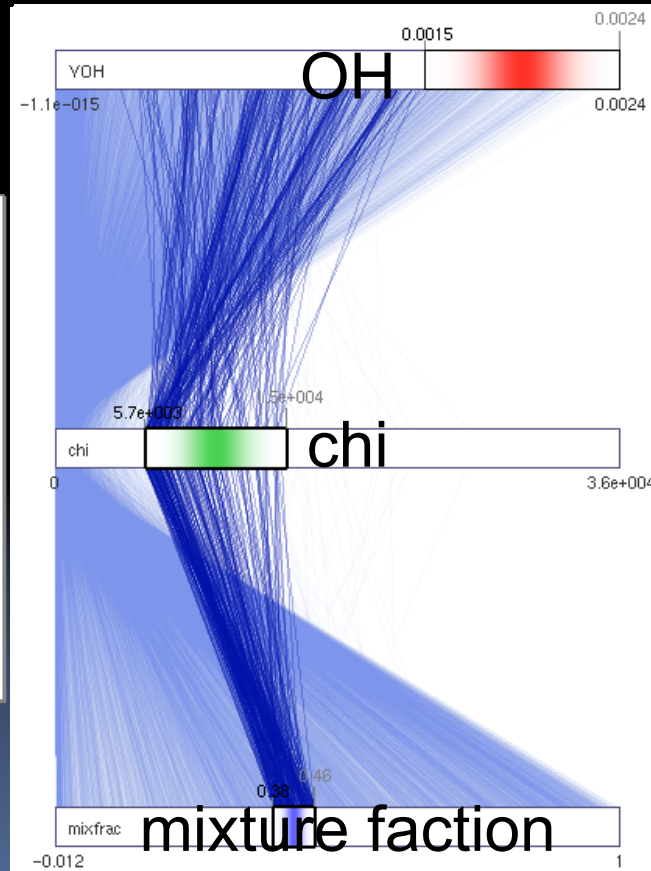
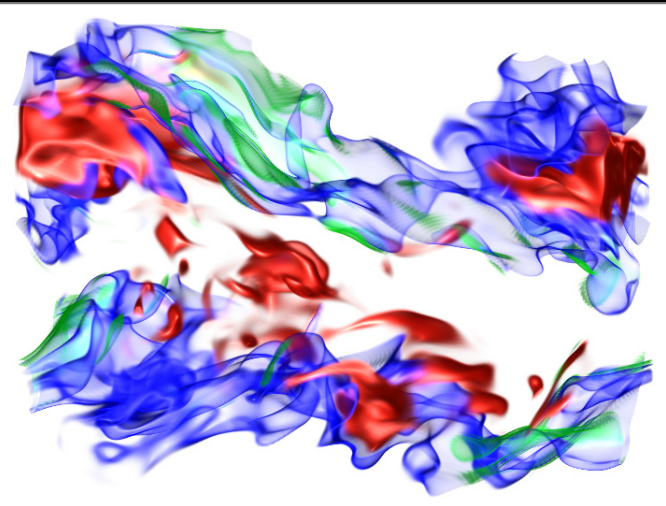
- Parallel coordinate showing variables A and B with negative correlation (left); strong correlation of A and lower values of B (middle); no obvious correlation (right)

# Variable View – Brushing



- Transfer function widgets on the parallel coordinate

# Examples

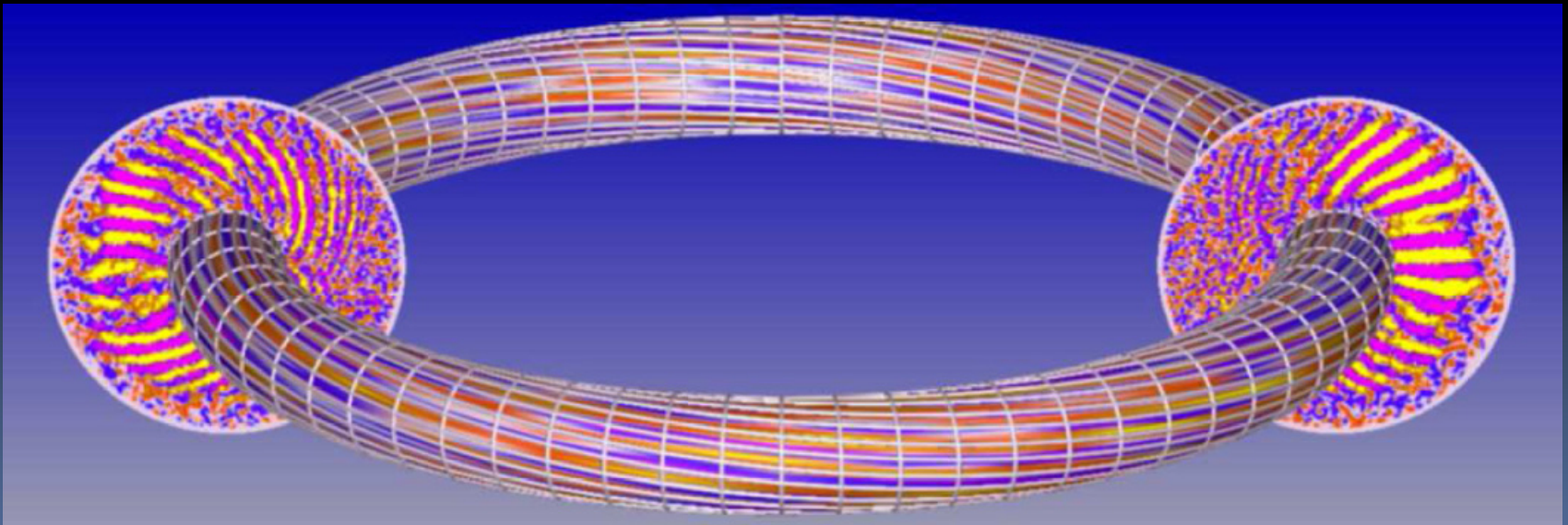


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# Gyrokinetic Particle Simulations

- Study anomalous energy transport associated with plasma microturbulence
  - Use the torus for plasma confinement
  - Up to 1 billion particles
  - Time-varying, multivariate particle data



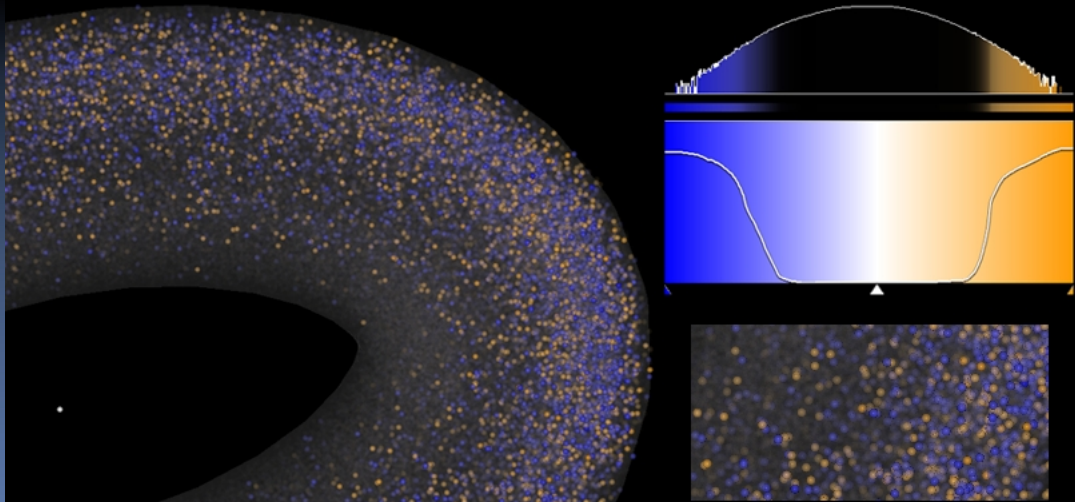
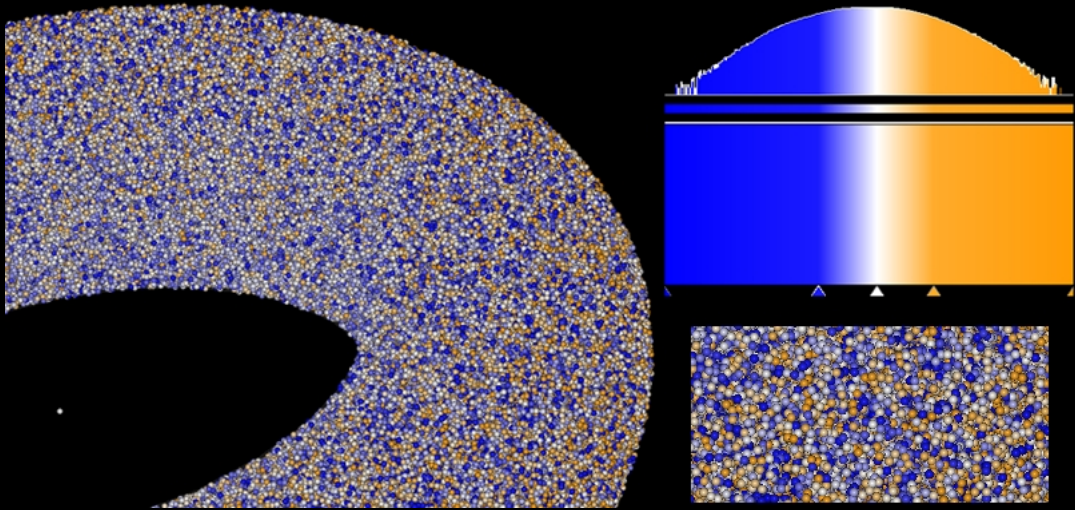
Tokamak – a machine producing a toroidal magnetic field for confining a plasma

# Integrated Approach for Visualizing Fusion Data

- Variable view
  - Show relationships and trends among variables
  - Provide the interface for data selection
- Physical view
  - Show spatial representation of the data
  - Display particle visualization results
    - Particle rendering
    - Pathline rendering
- Both views are linked together

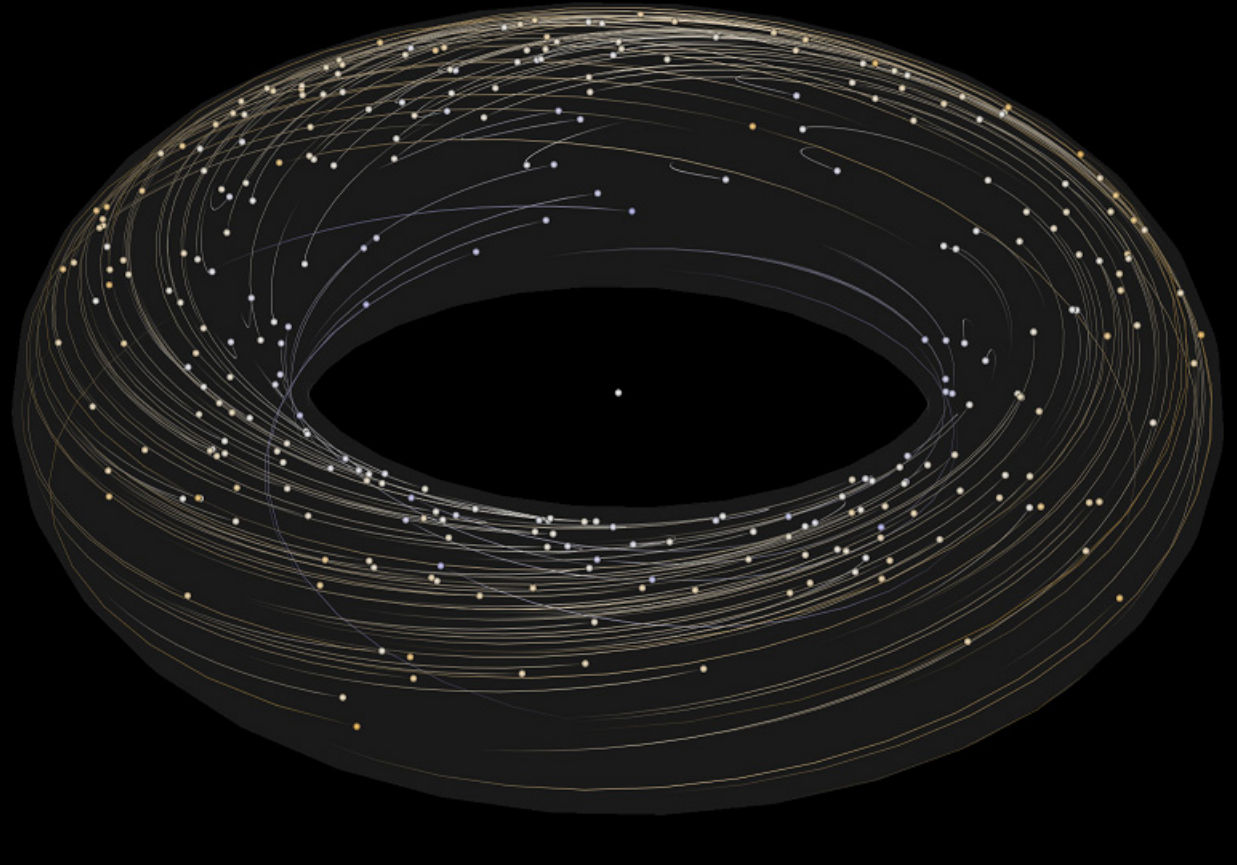


# Particle Rendering



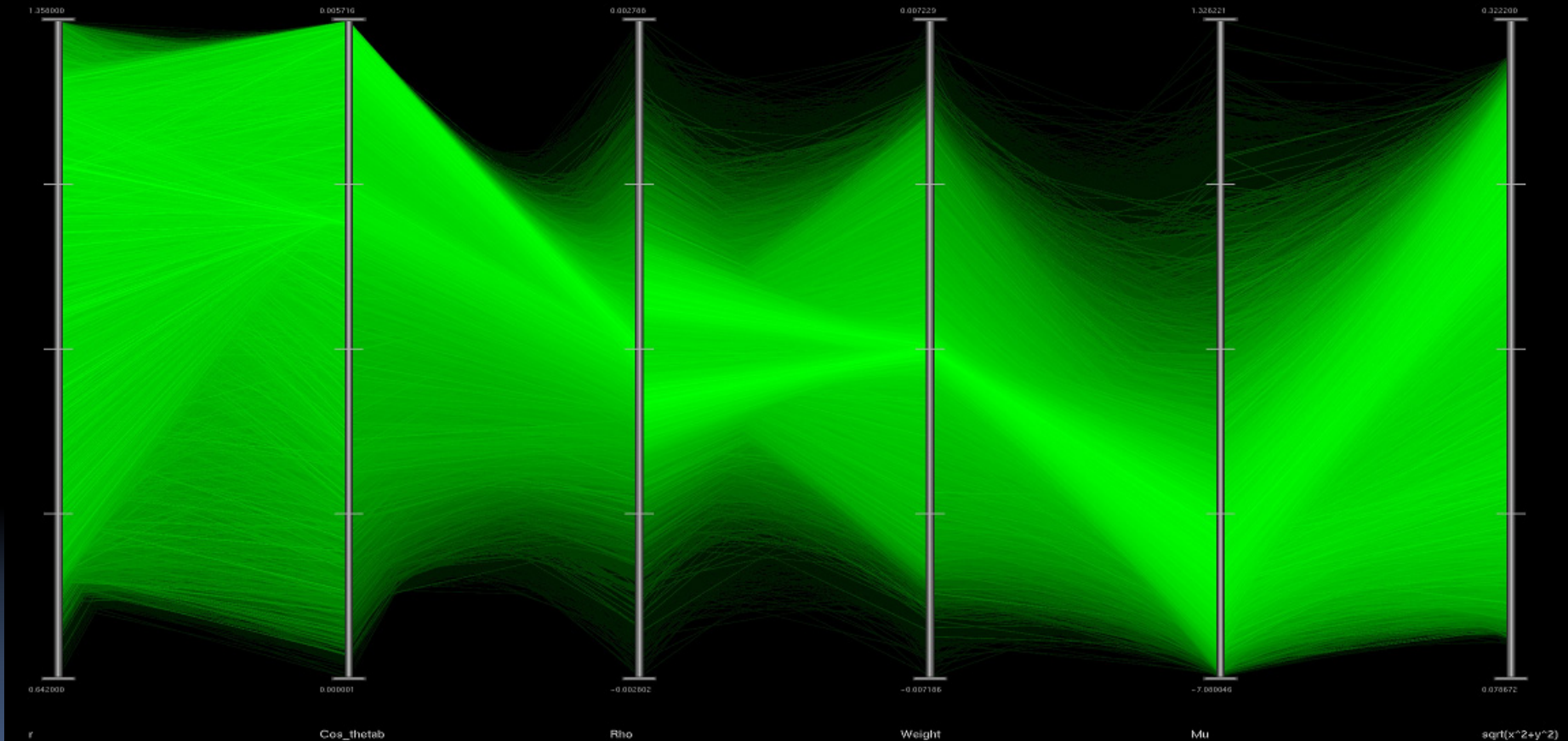
- Particles – GPU shaded 3D spherical glyphs
- Color and opacity – mapped from a selected variable
  - Parallel velocity
    - Blue (negative)
    - White (zero)
    - Orange (positive)

# Pathline Rendering



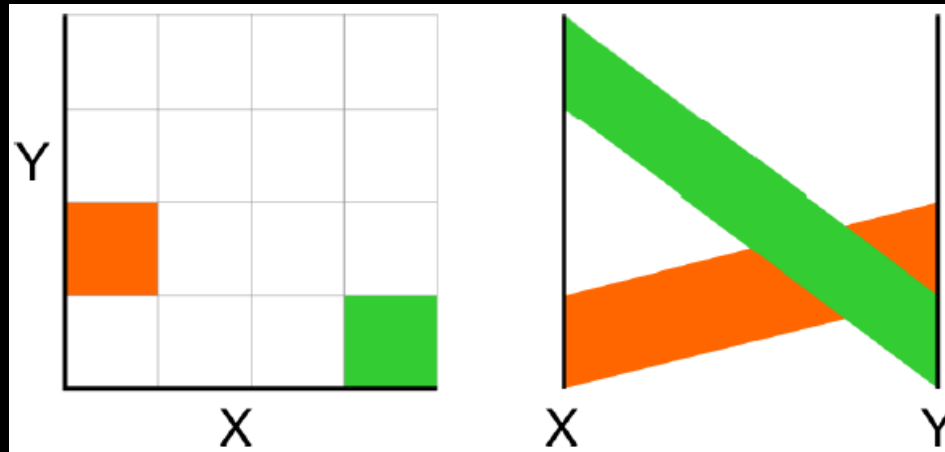
- Pathlines – illuminated, colored lines
  - Time-dependent changes of value and location
  - Color at each location used the same scalar mapping from the transfer function

# Parallel Coordinate



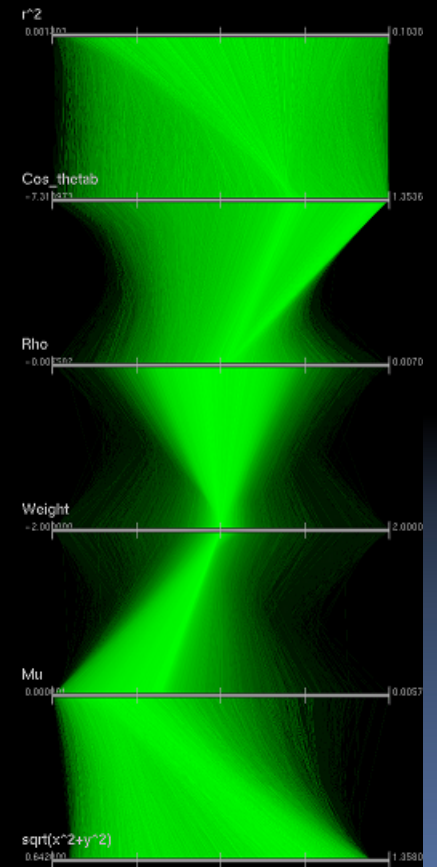
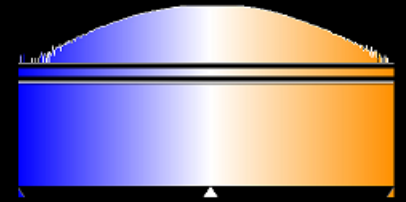
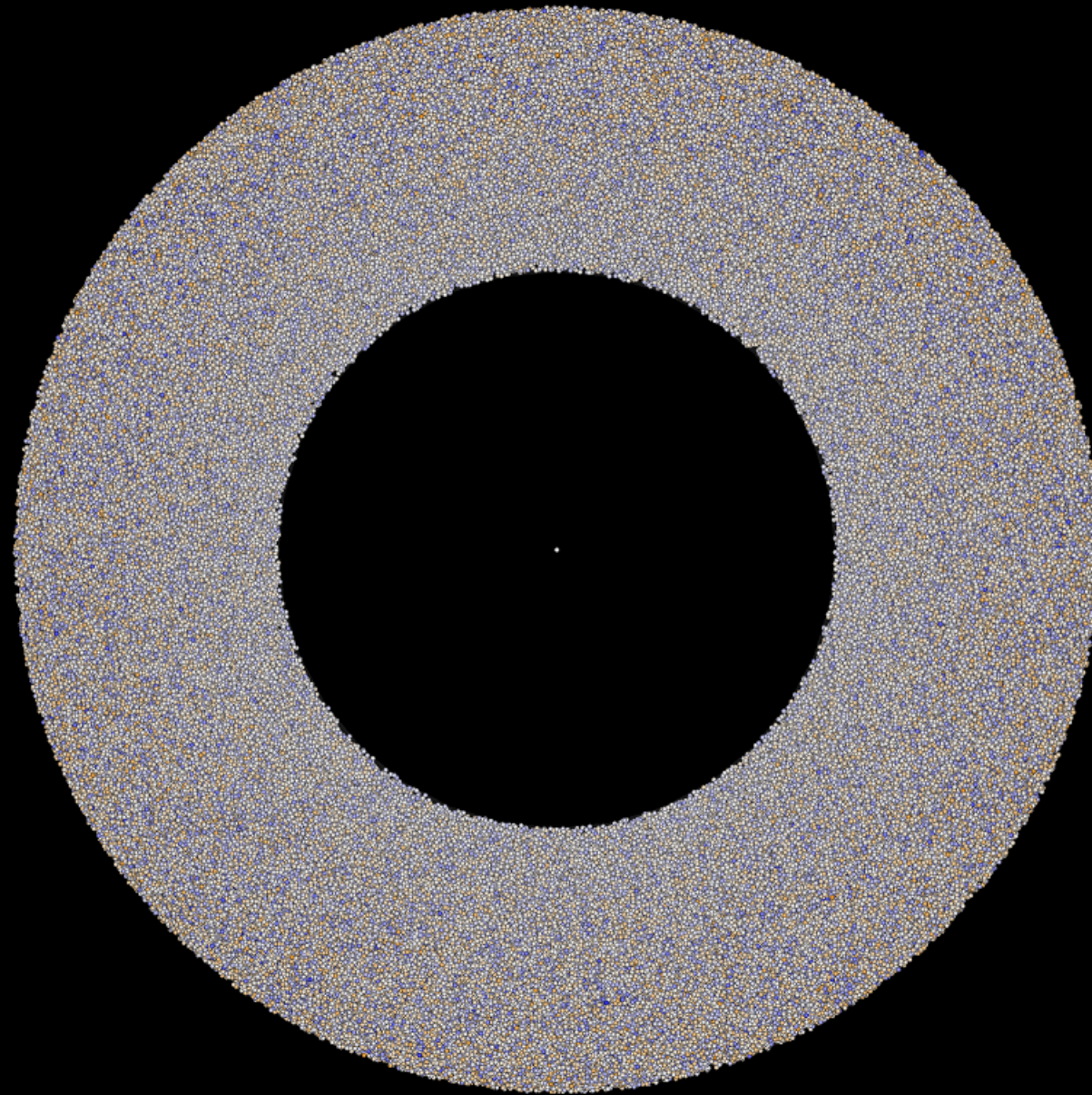
- Shows relationships between multiple variables
- Serves as an interface for particle selection

# Over Saturation – Bin Map

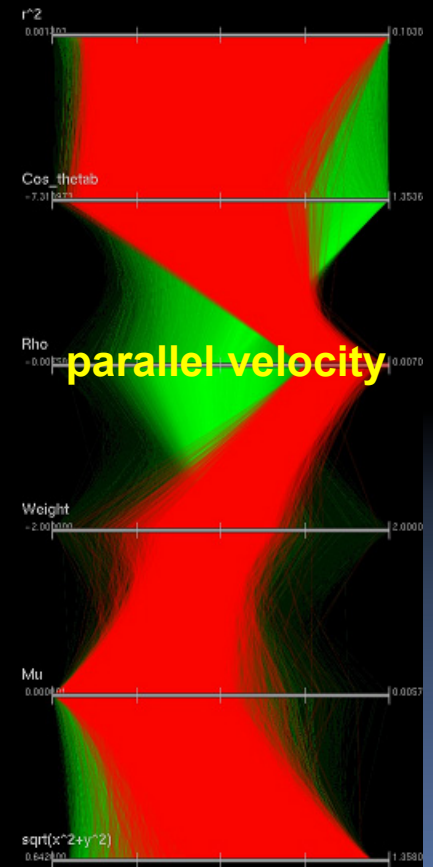
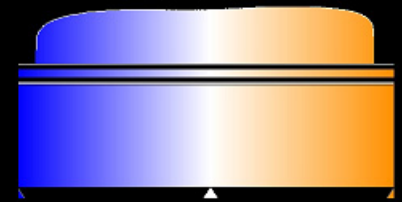
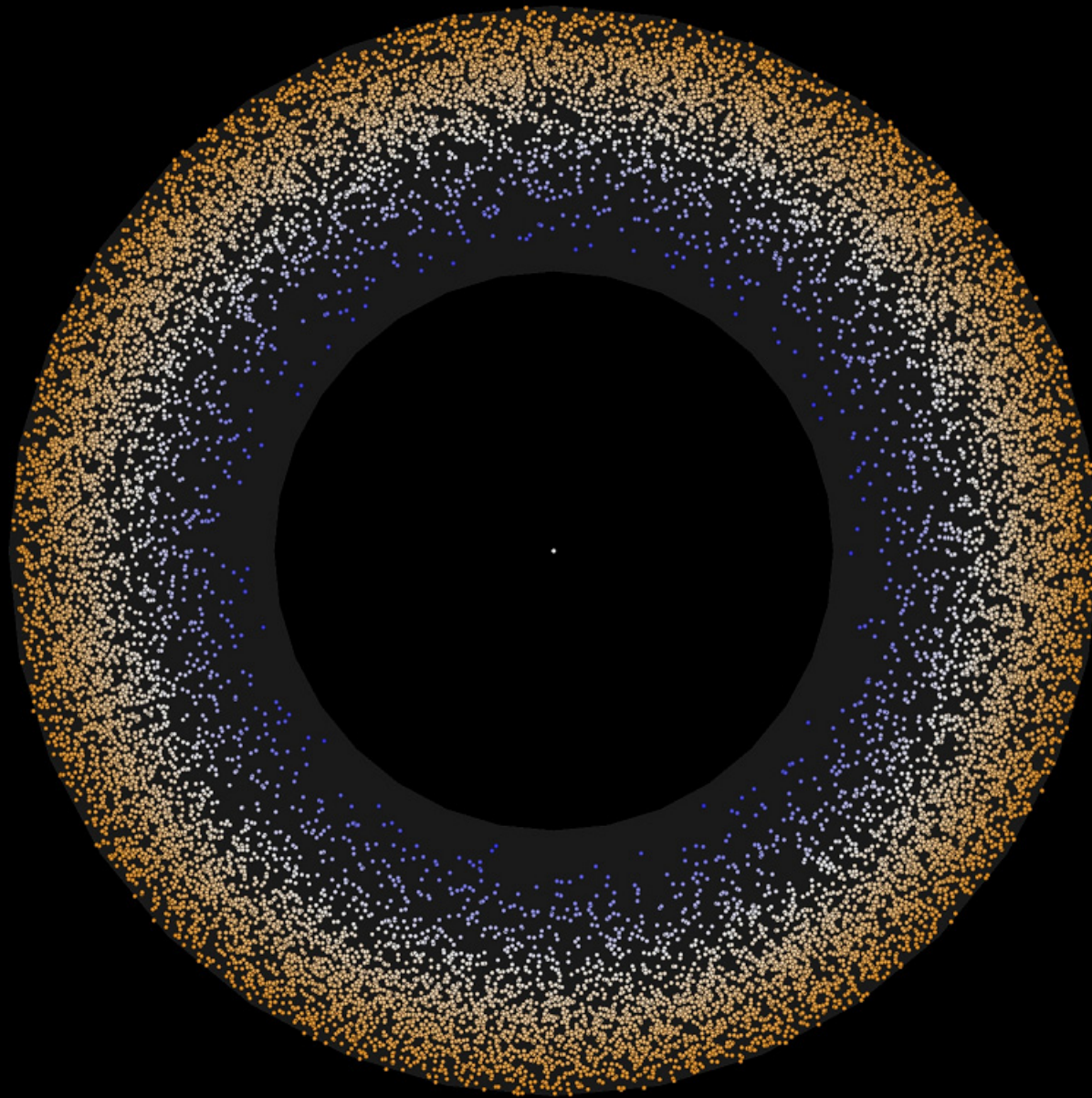


- Created for every pair of axes on the parallel coordinate
- A 2D histogram recording the frequency of lines between locations
- Render a global overview of the data
  - More contextual information
  - Independent of the size of data
  - W/O heavy memory demand

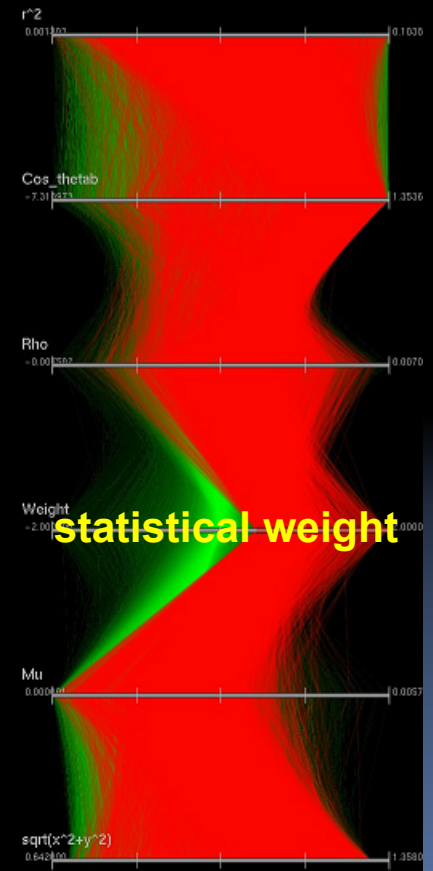
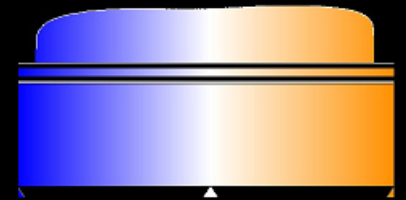
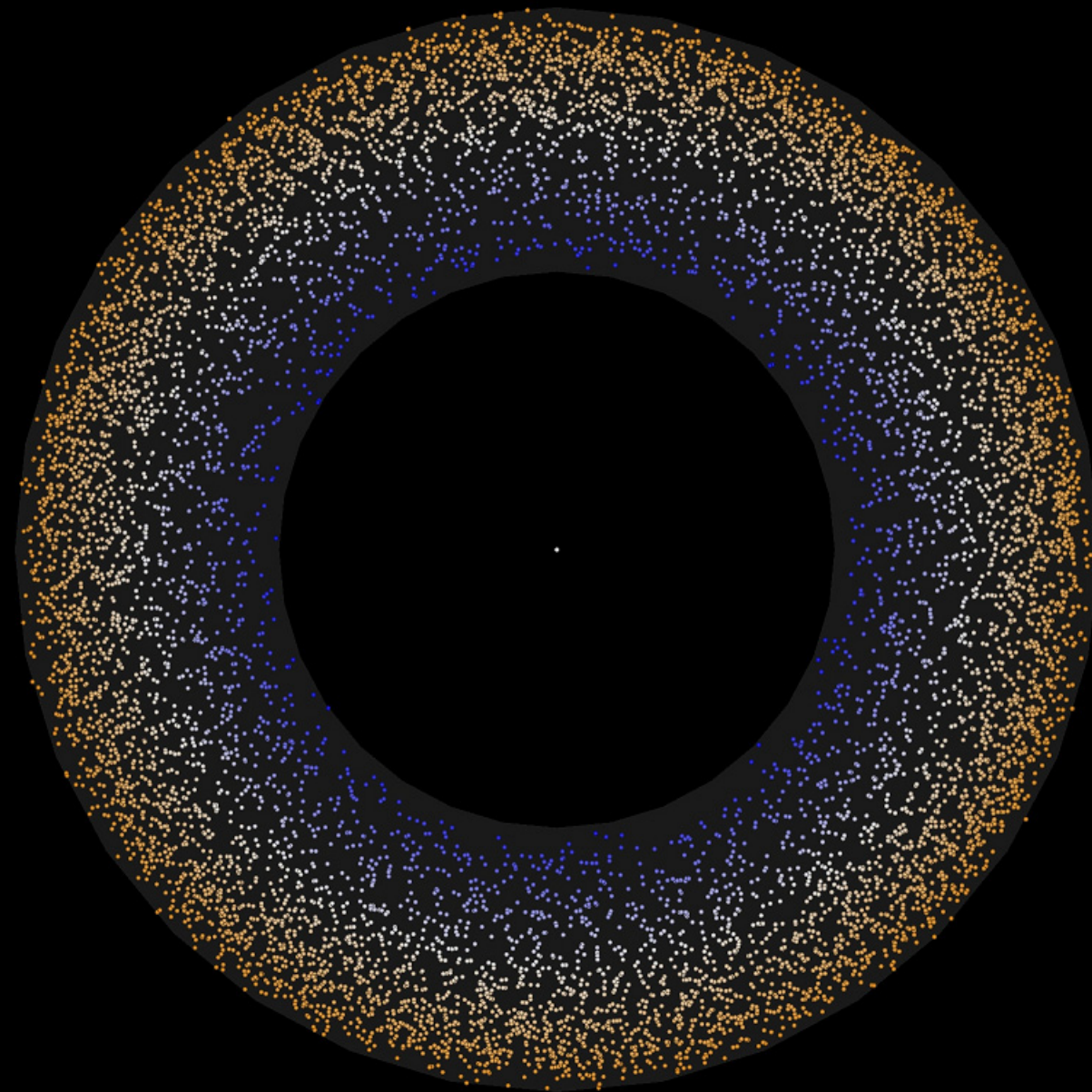
# Particle Selection – 1M Particles



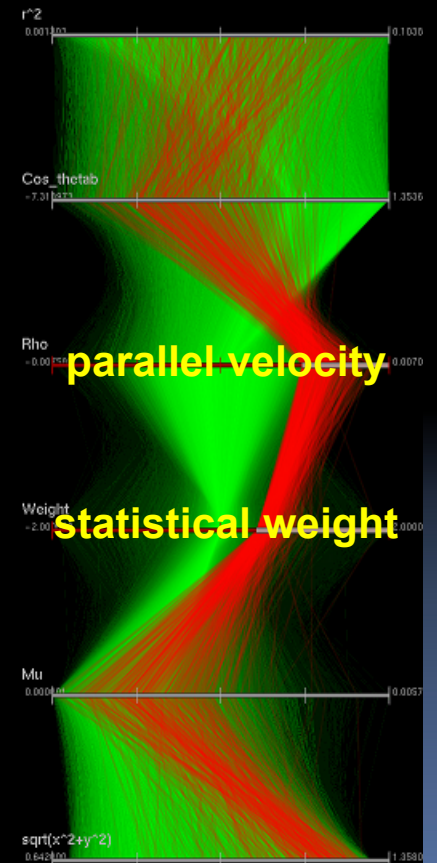
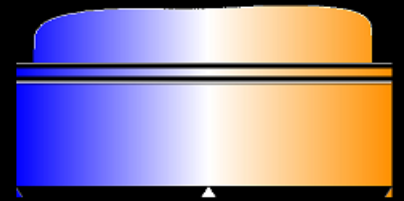
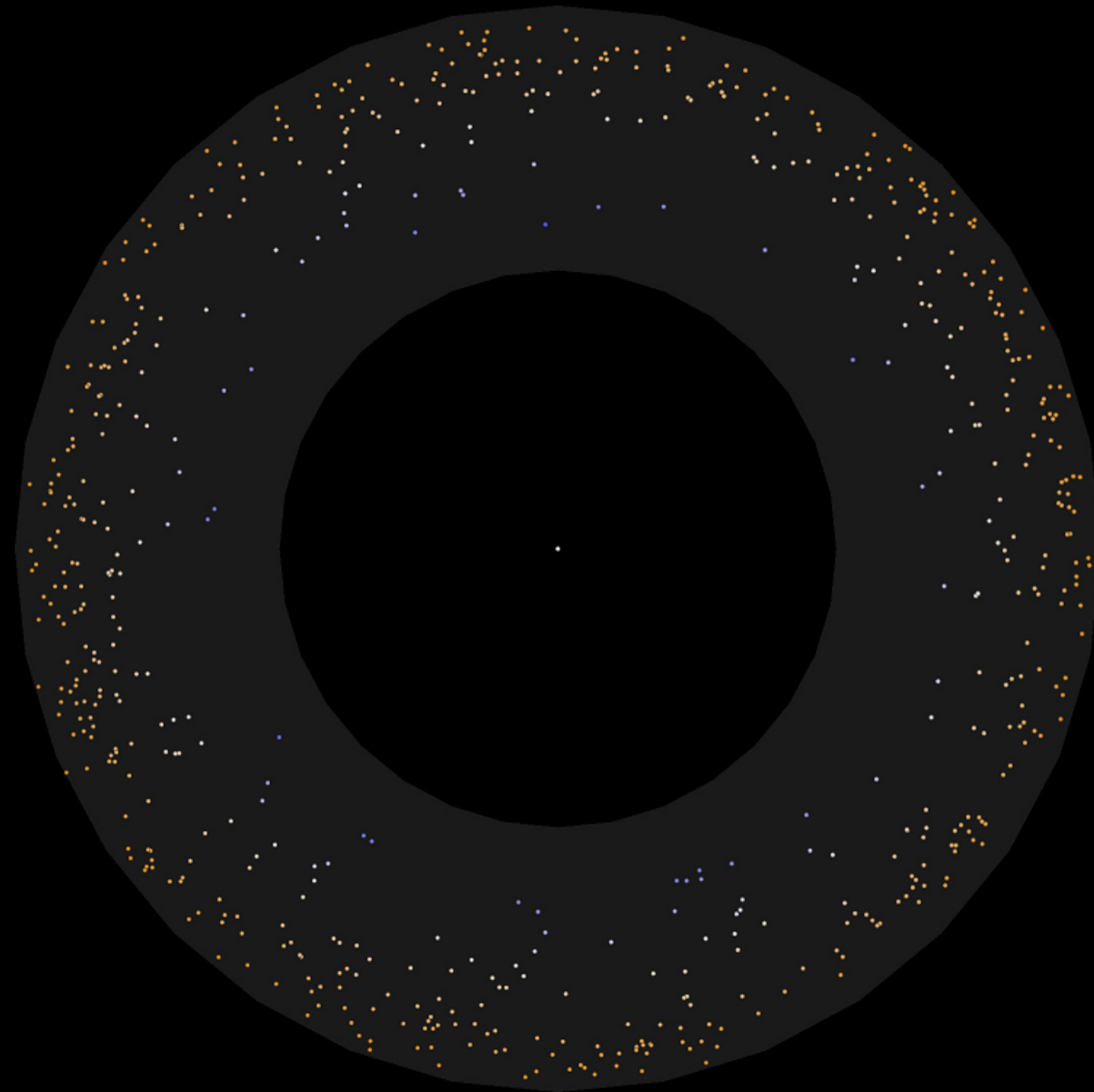
# Particle Selection – High Positive Velocity



# Particle Selection – High Positive Weight



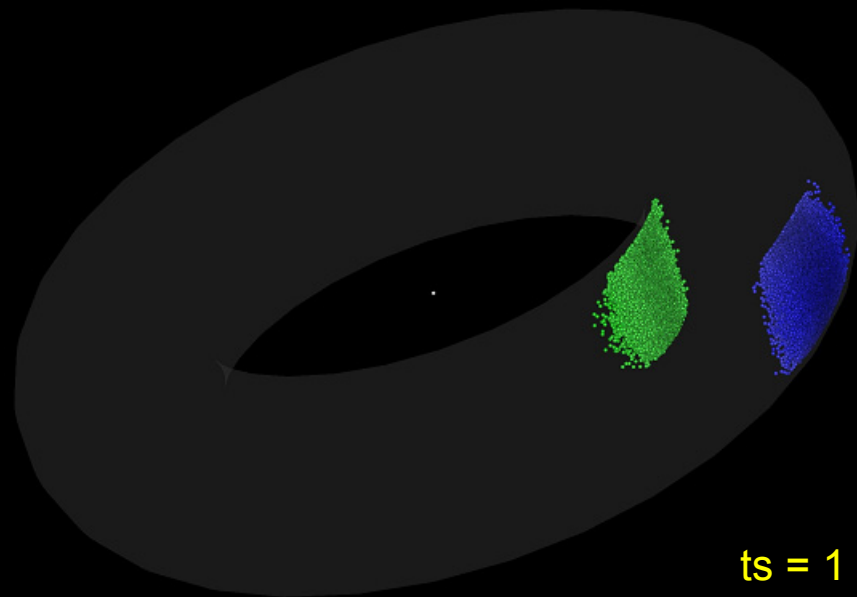
# Particle Selection



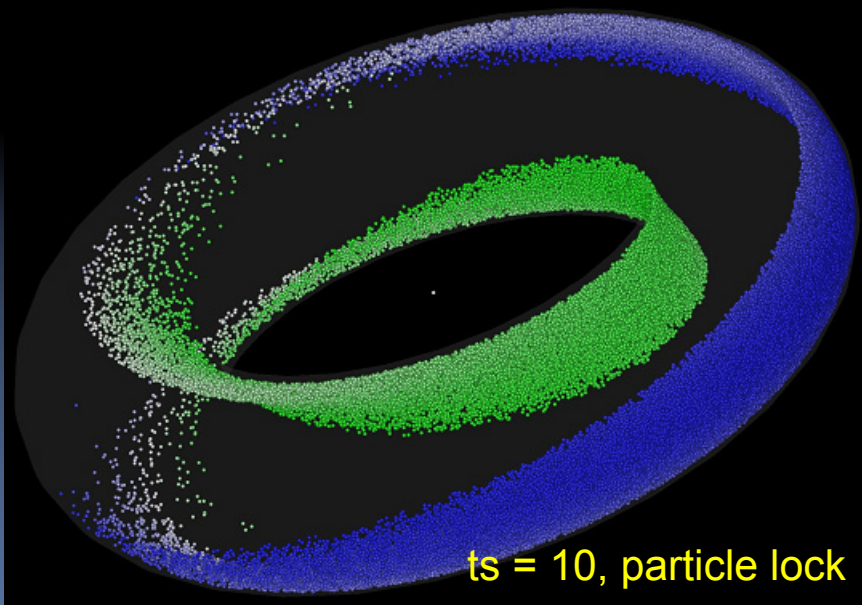


# Selection Locking

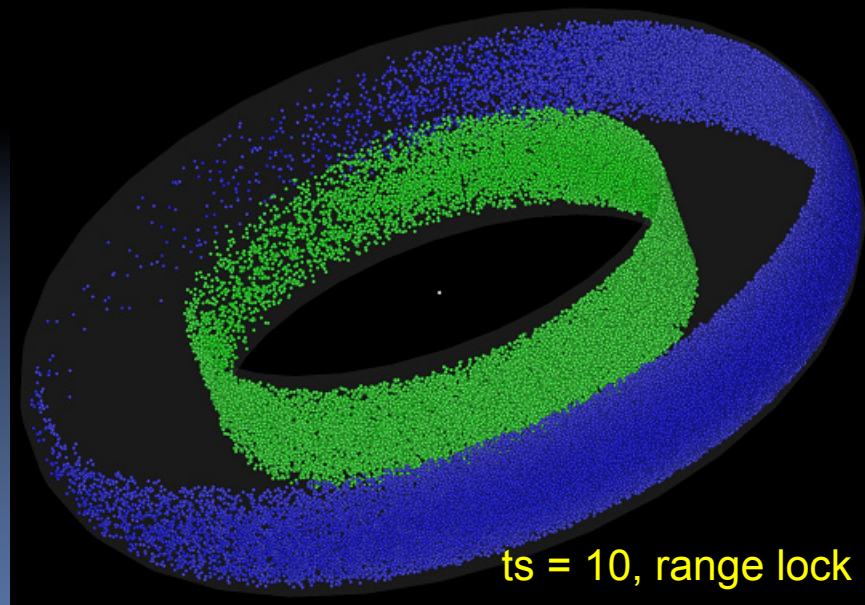
- Particle lock
  - Particles selected at a time step are kept as focus over other time steps
- Range lock
  - Ranges of data values selected at a time step are enforced over other time steps



ts = 1



ts = 10, particle lock

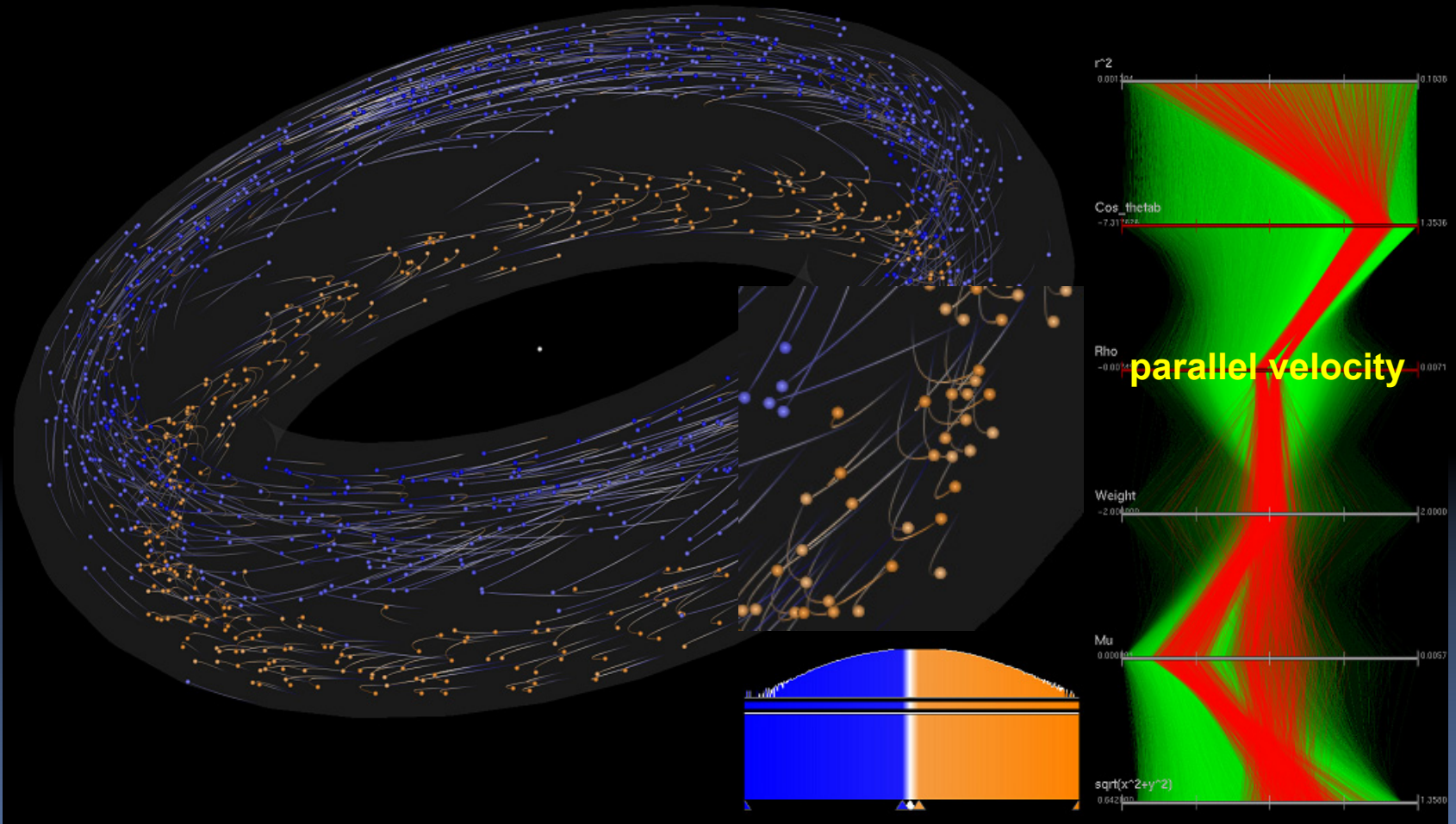


ts = 10, range lock

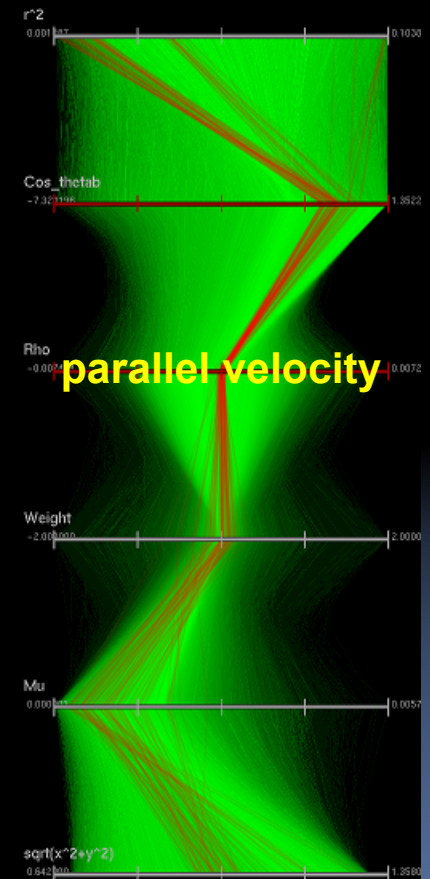
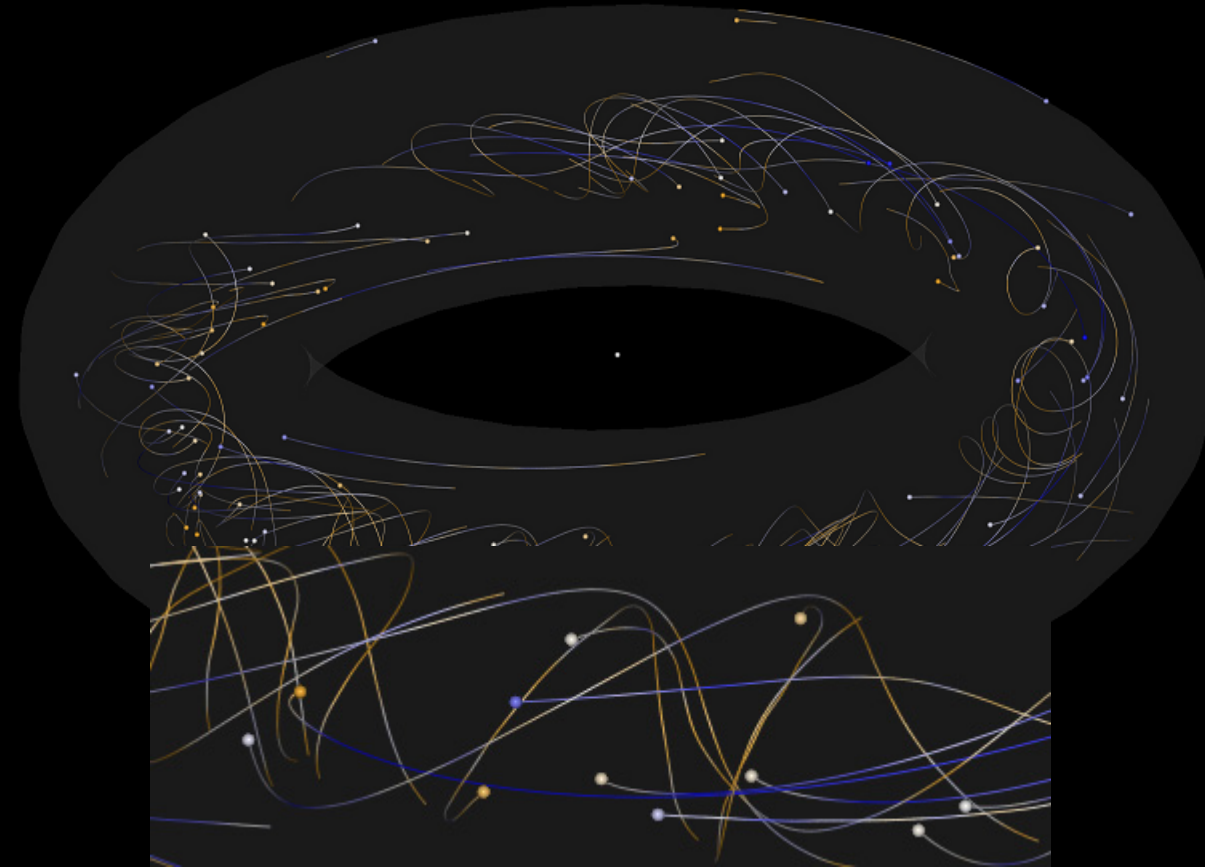
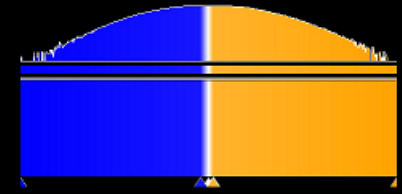
# Trapped Particles

- Particles trapped due to turbulent flow
  - Turn around and change directions
  - Parallel velocity changes sign
- Have a much greater impact on transport than passing particles
- Isolate trapped particles using the parallel coordinate and trace their paths

# Trapped Particles



# Trapped Particles

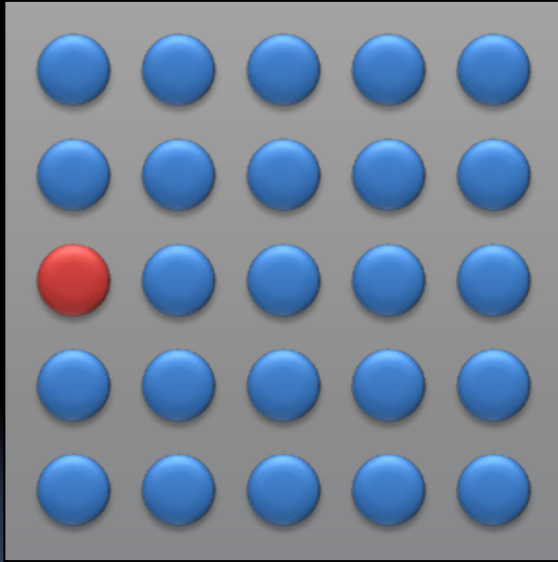


# Outline

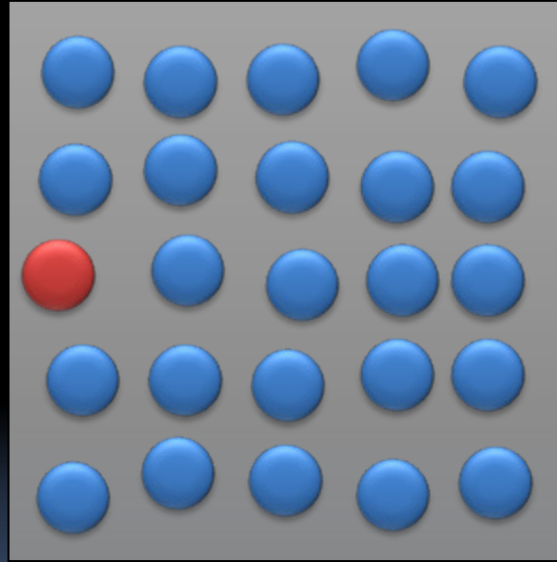
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# Cosmological Simulation

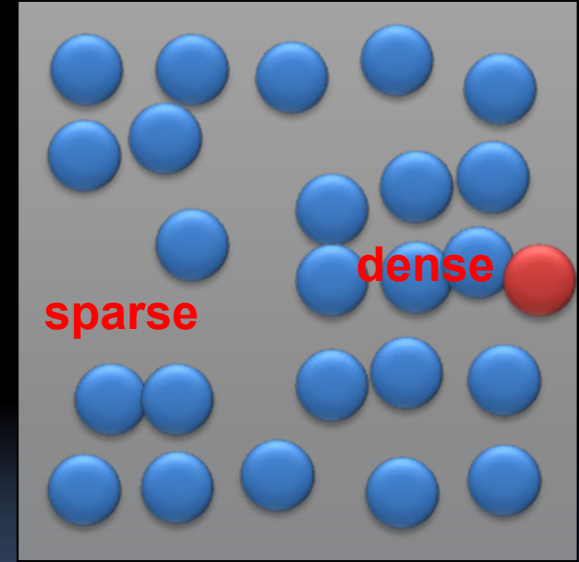
Grid



Zel'Dovich Approximation

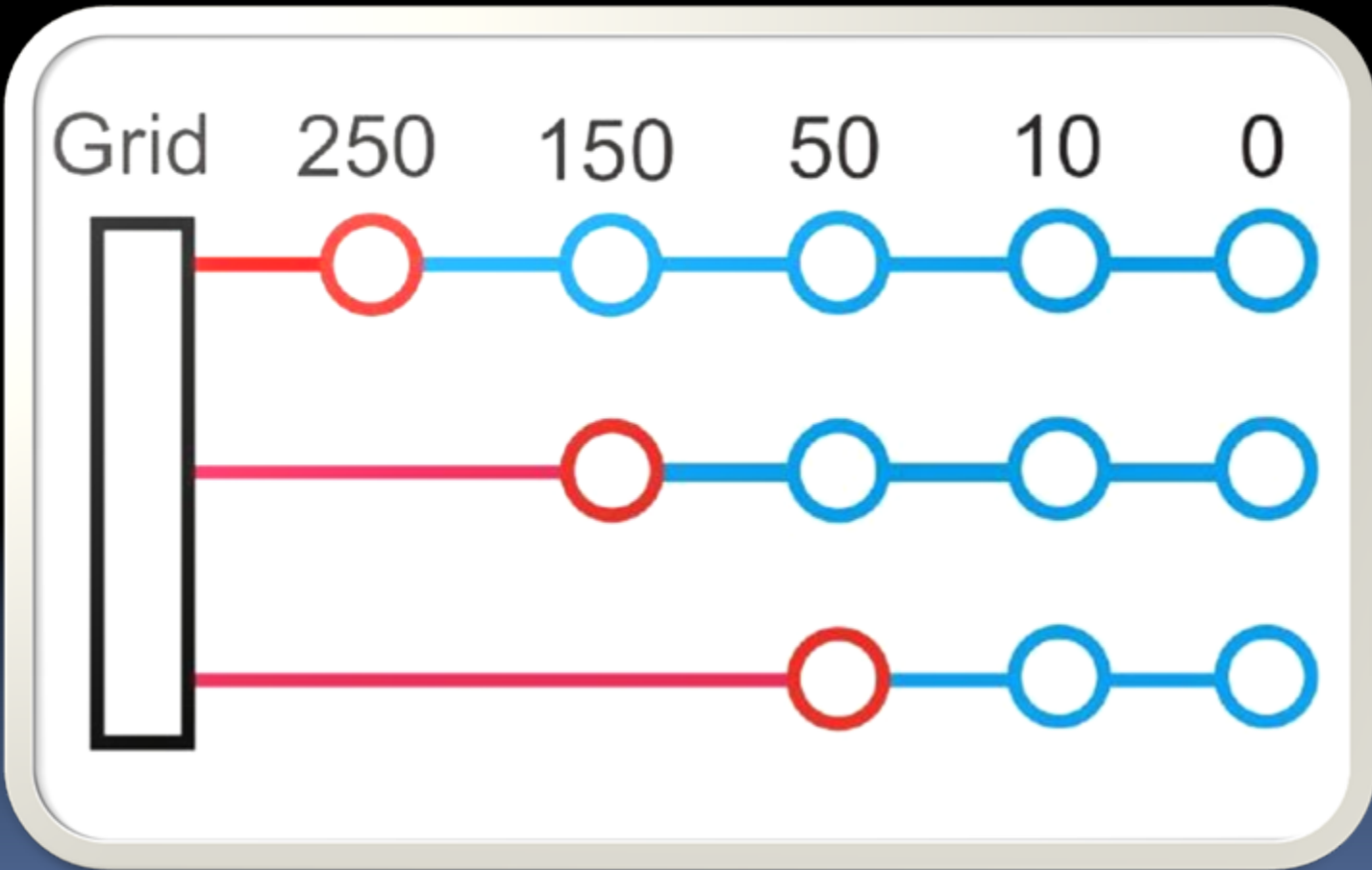


Simulation



Time-varying, multivariate cosmological particle data

# Zel'Dovich Approximations





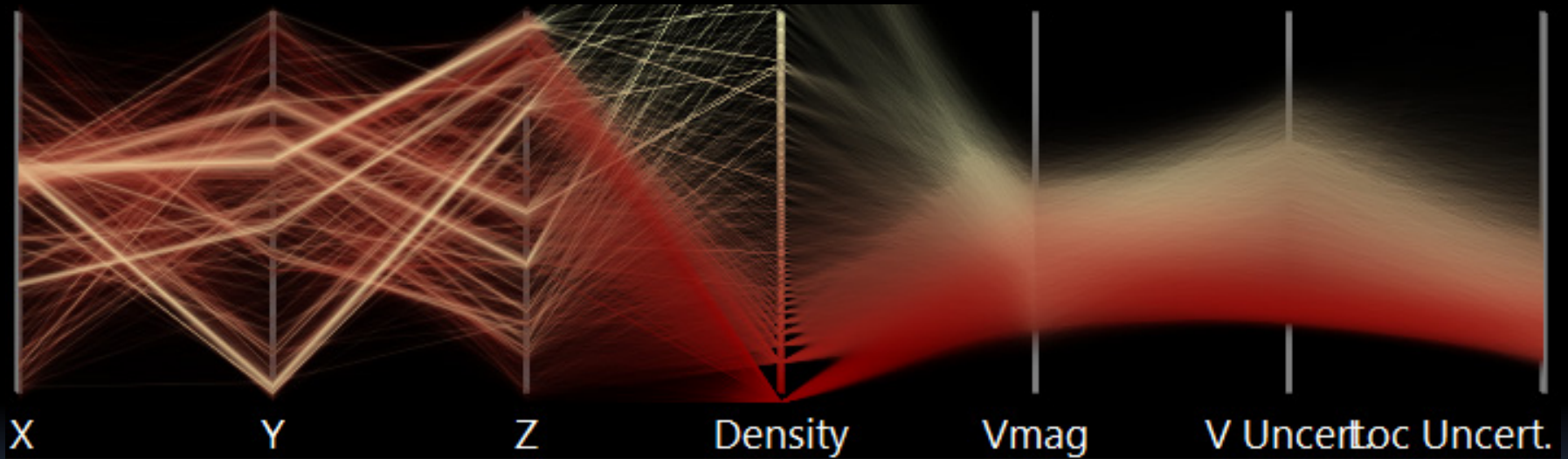
# Cosmological Simulation

- Source of uncertainty
  - Different simulation codes used to compute inter-particle forces
    - Hierarchical sampling of the system phase space distribution function
    - Simplify by distance
- Variables
  - Positional dimensions
  - Velocity components and magnitude
  - Positional and velocity uncertainty

# Visualization Consideration

- Particle clusters
  - Highly dense region – cluster
  - Highly sparse region – void
  - Filament
- Different simulations have the same general structure but varying locations and densities
- Extremely close proximity in dense clusters
  - Voxelizing is not desirable
  - Render particle as line segment
    - Center – particle location
    - Length – particle velocity

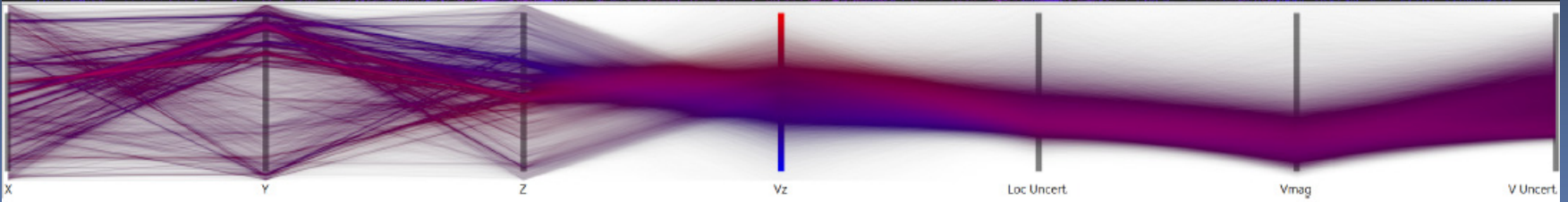
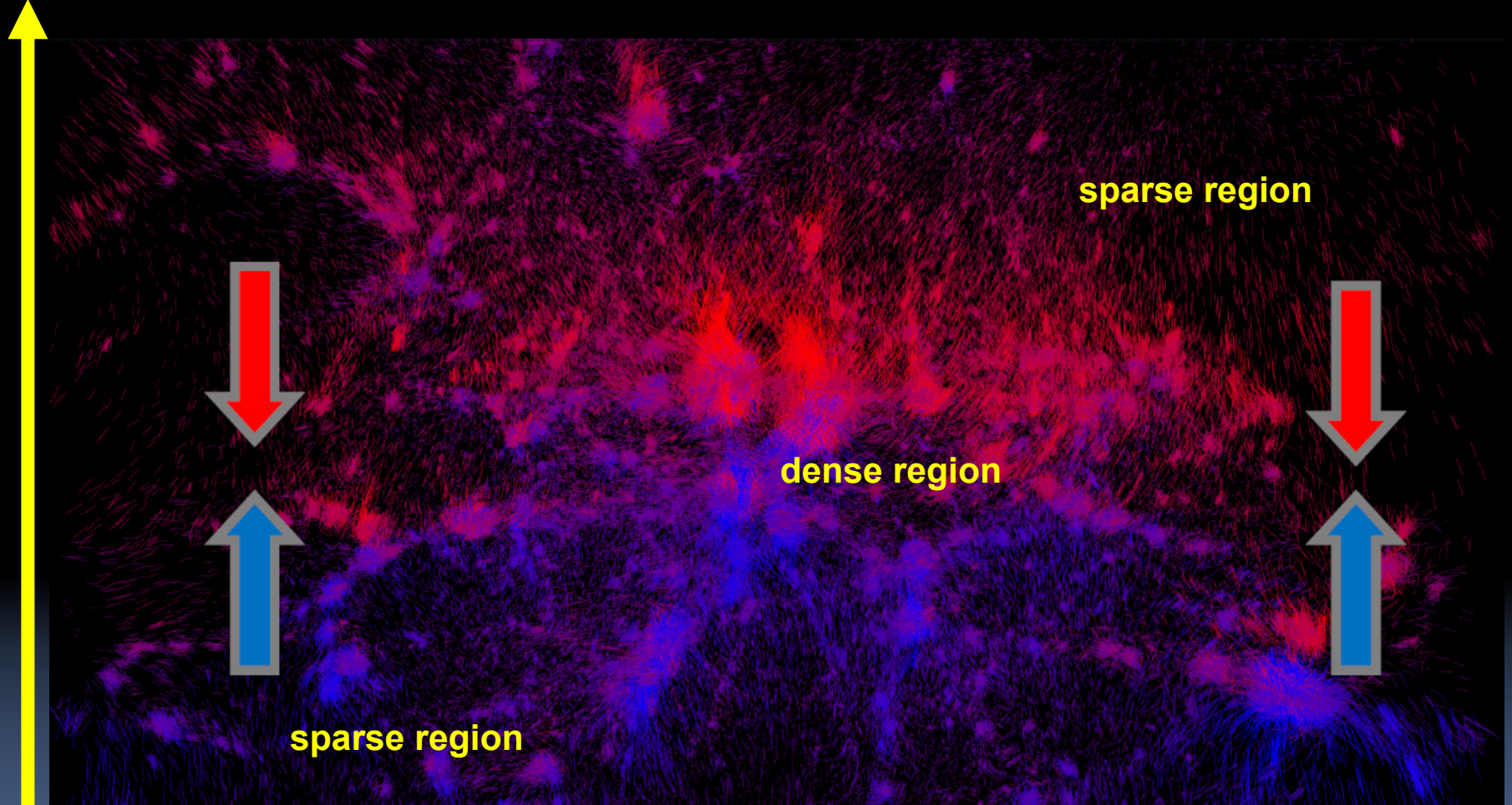
# Parallel Coordinate



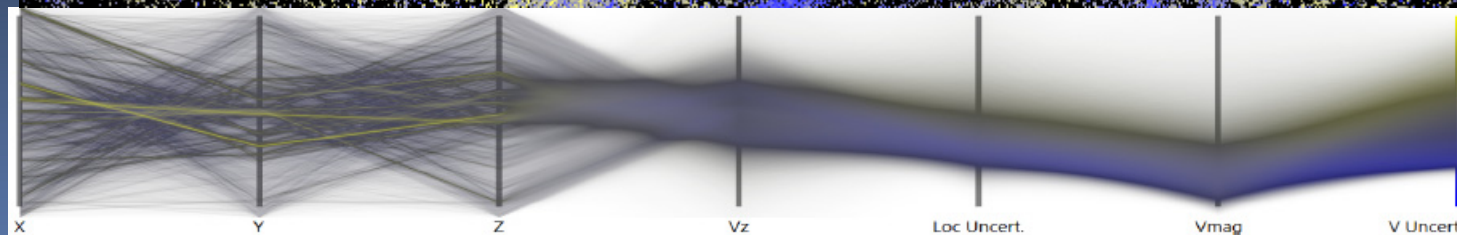
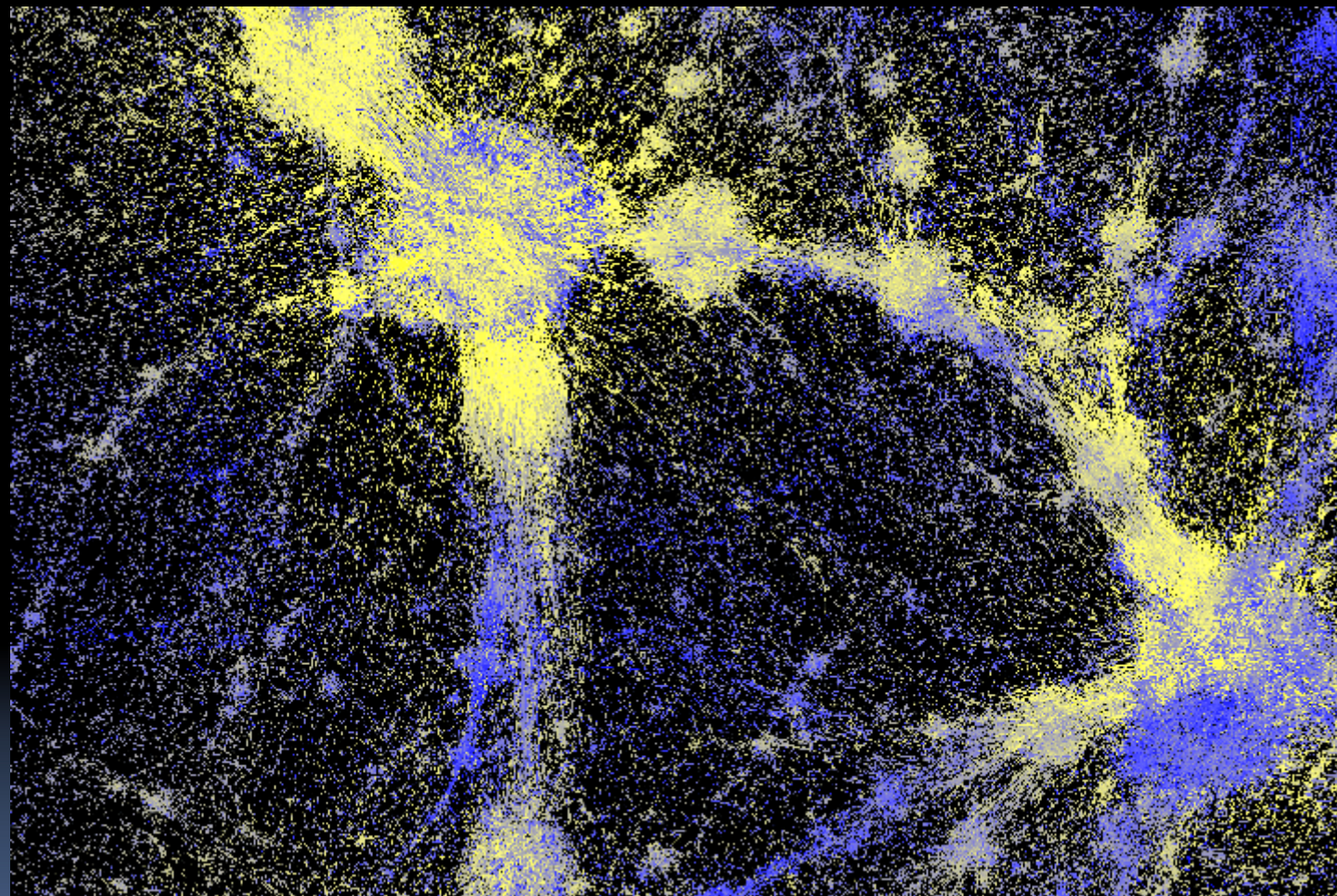
↑  
Color by variable

# Color by Velocity

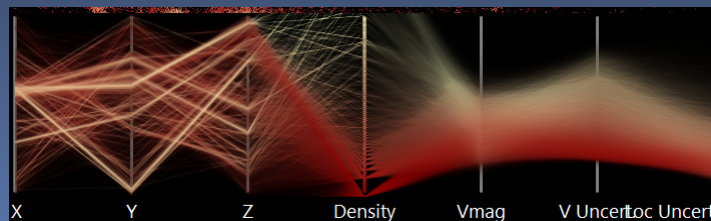
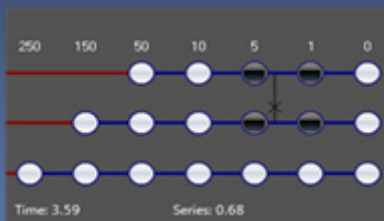
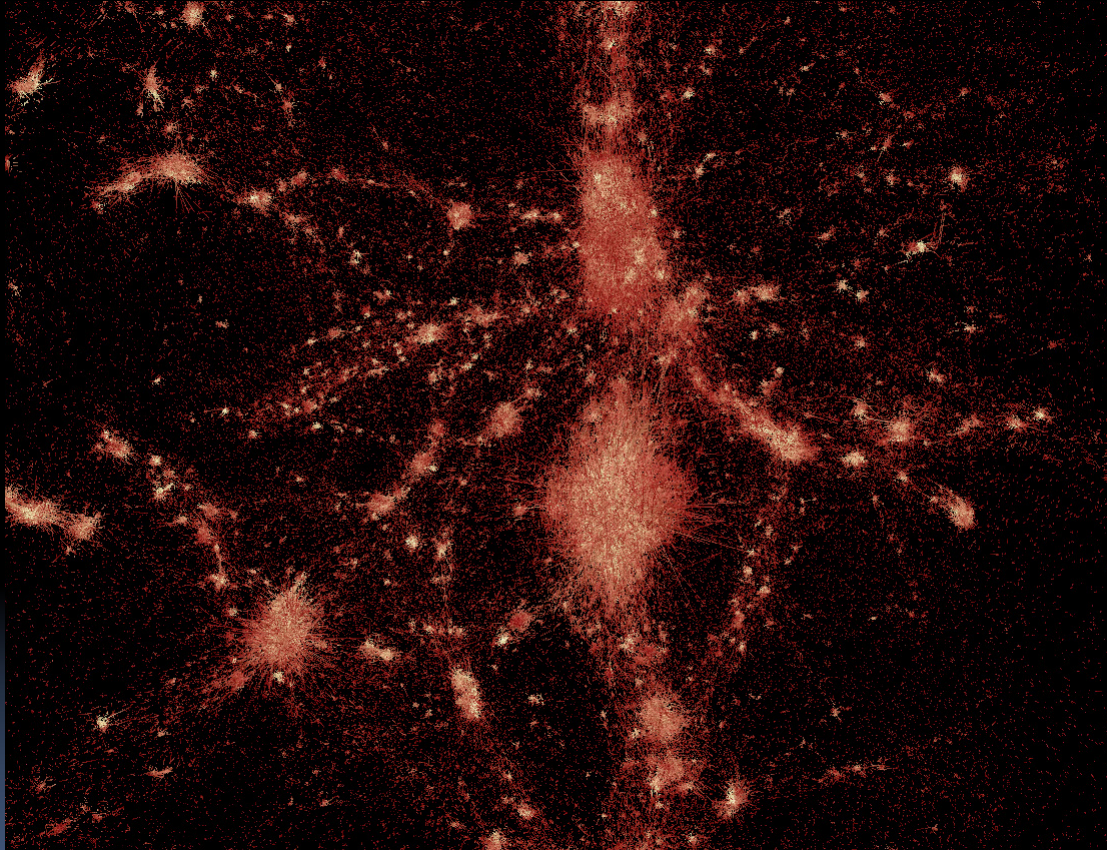
z



# Color by Difference/Uncertainty



# Multiple Views



# Summary

- Application-driven user interface design
- Handle large-scale data sets
  - Time-varying, multivariate
- Leverage InfoVis techniques for SciVis
  - Multiple coordinated views
  - Parallel coordinate is powerful for multivariate visualization

# References

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- S. Haroz, K. Heitmann, Seeing the Differences between Cosmological Simulations, *IEEE Computer Graphics and Applications*, Sep./Oct. 2008.



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