

Visual tools for understanding multi-dim. parameter spaces

Michael Sedlmair + Torsten Möller
Visualization and Data Analysis
University of Vienna



Quiz

- “Each match must agree within 15 degrees orientation, $\sqrt{2}$ change in scale, and 0.2 times maximum model size in terms of location. If fewer than 3 points remain after discarding outliers, then the match is rejected.”
- Lowe, 1999, Object recognition from local scale-invariant features (SIFT);
14,000 citations

Overview

- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - Tasks
 - Strategies
- Challenges

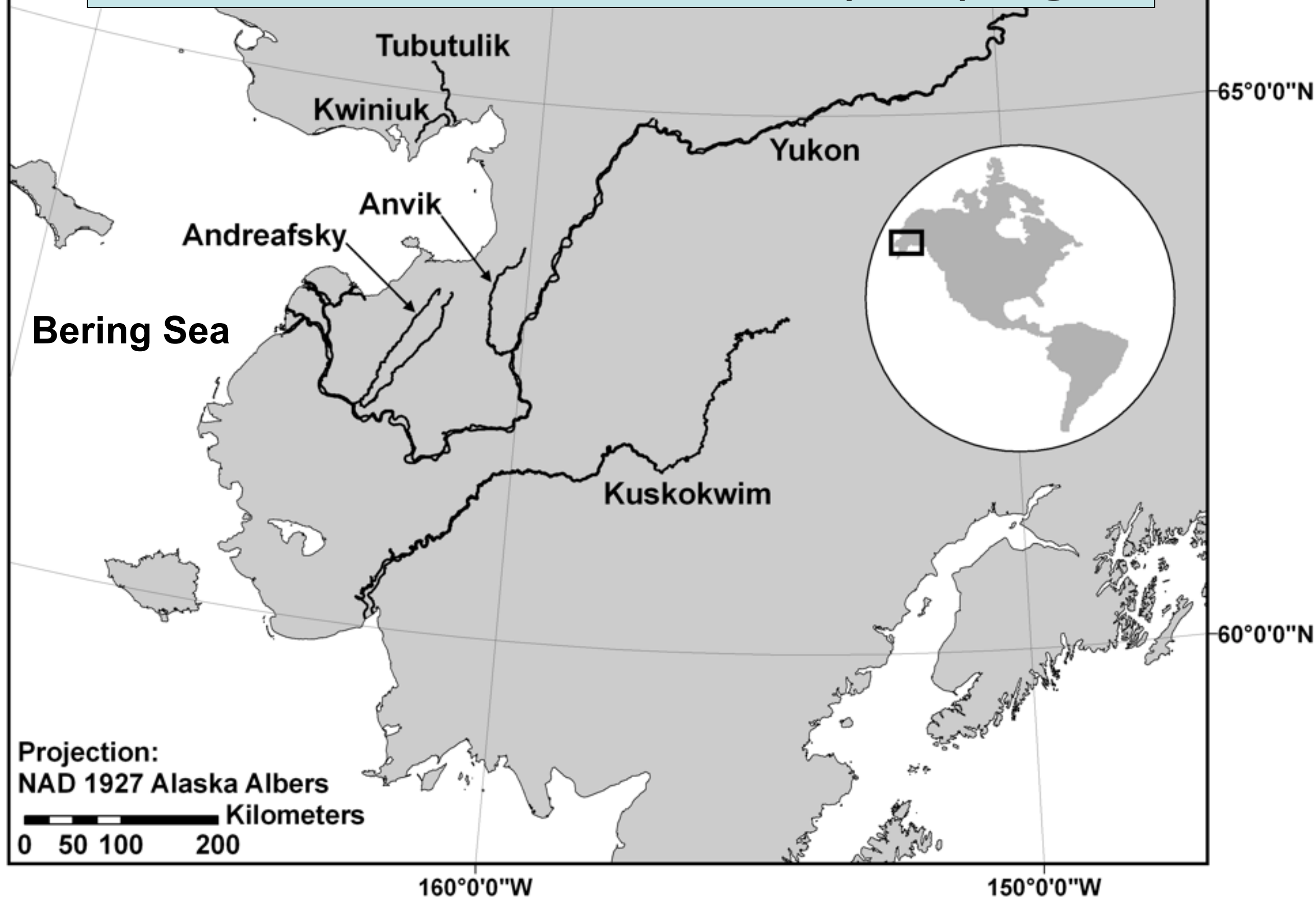
Overview

- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - Tasks
 - Strategies
- Challenges

Vismon

Fisheries science

The Arctic-Yukon-Kuskokwim (AYK) region



Roles - old days



Scientists



Managers

Goal



Scientists

Simulation worksheet



Managers

Data-driven
decision making

Goal:

move data-driven decision making from scientists
to managers

Roles



Data-driven
decision making

Managers

Simulation data

Interests

Goal:
move data-driven
decision making
from scientists to
managers



Scientists



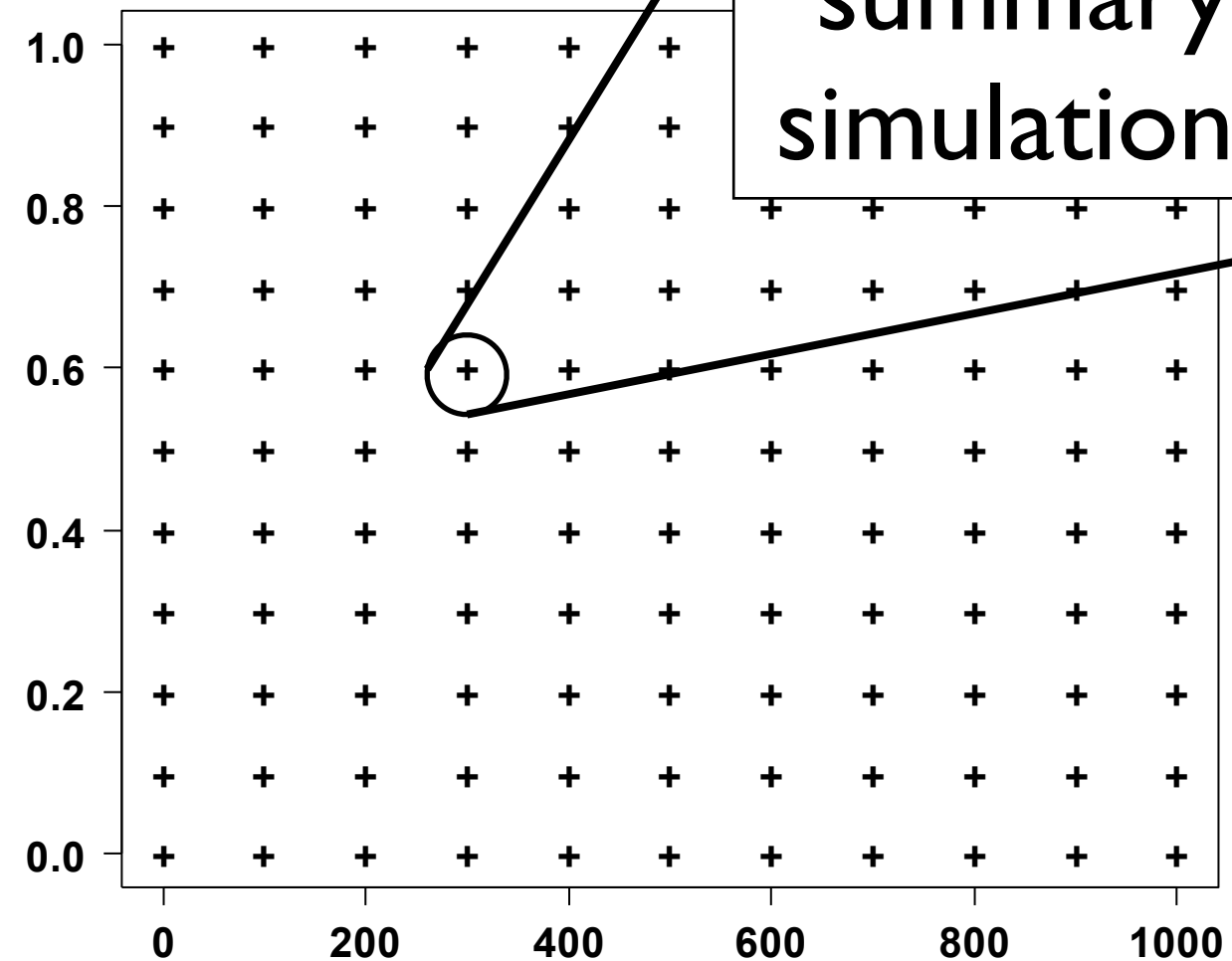
Stakeholders

Alaskan Salmon Model



Scenario: 2 input values

Harvest rate



Statistical
summary of the
simulation output

Escapement (in 1000's)



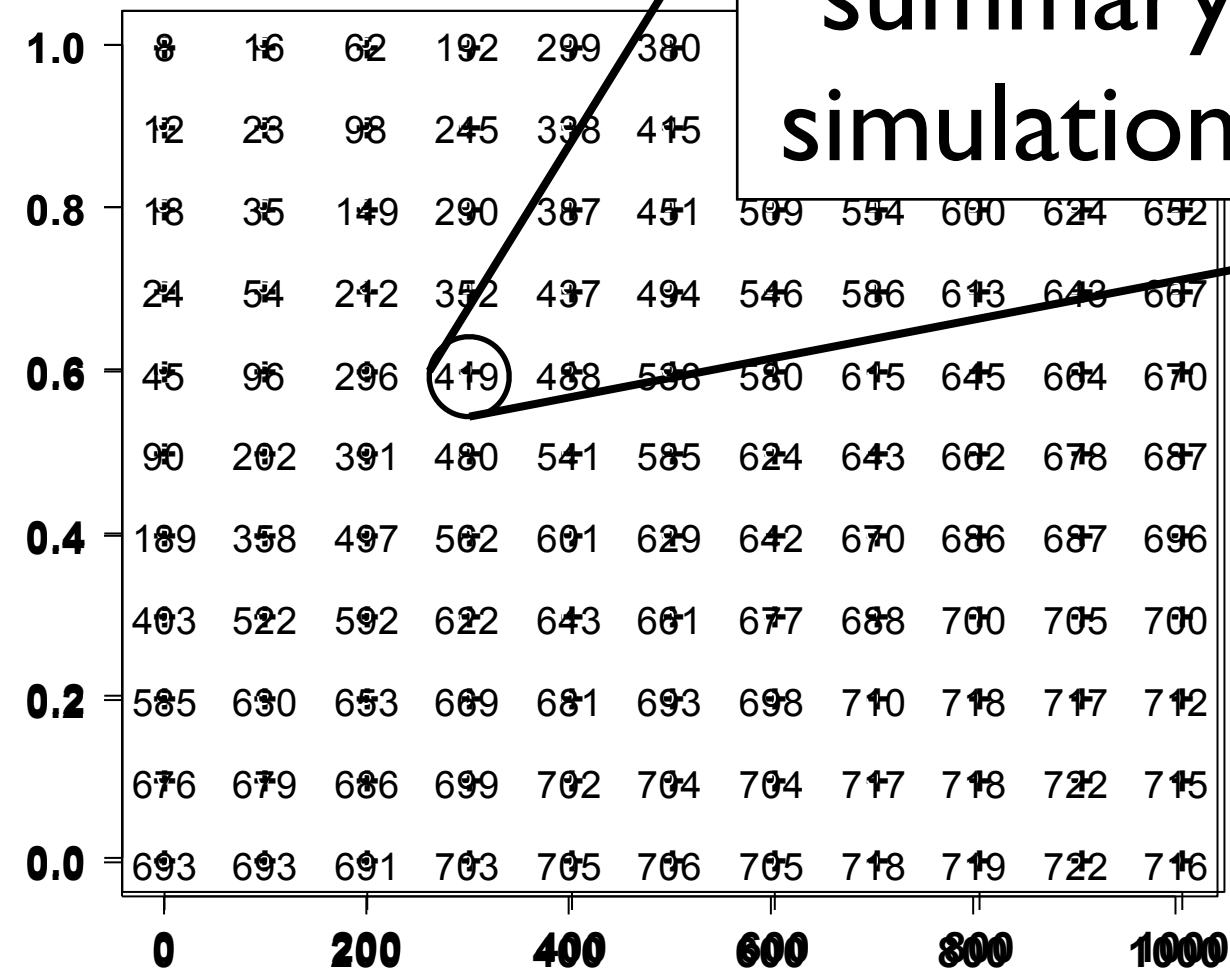
Output summarized ...

Statistical
summary of the
simulation output

- Average
- Median
- Coefficient of variation
- % of years something bad happens

Scenario: 2 input values

Harvest rate



Statistical
summary of the
simulation output

Escapement (in 1000's)



Scenario: 2 input values

Avg

1.0	8	16	62	192	299	380	443	500	546	593	621
	12	23	98	245	338	415	479	531	572	601	634
0.8	18	35	149	290	387	451	509	554	600	624	652
	24	54	212	352	437	494	546	586	613	643	667
0.6	45	96	296	419	488	538	580	615	645	664	670
	90	202	391	480	541	585	624	643	662	678	687
0.4	189	358	497	562	601	629	642	670	686	687	696
	403	522	592	622	643	661	677	688	700	705	700
0.2	585	630	653	669	681	693	698	710	718	717	712
	676	679	686	699	702	704	704	717	718	722	715
0.0	693	693	691	703	705	706	705	718	719	722	716
	0	200	400	600	800	1000					

Median

1.0	8	16	62	192	299	380	443	500	546	593	621
	12	23	98	245	338	415	479	531	572	601	634
0.8	18	35	149	290	387	451	509	554	600	624	652
	24	54	212	352	437	494	546	586	613	643	667
0.6	45	96	296	419	488	538	580	615	645	664	670
	90	202	391	480	541	585	624	643	662	678	687
0.4	189	358	497	562	601	629	642	670	686	687	696
	403	522	592	622	643	661	677	688	700	705	700
0.2	585	630	653	669	681	693	698	710	718	717	712
	676	679	686	699	702	704	704	717	718	722	715
0.0	693	693	691	703	705	706	705	718	719	722	716
	0	200	400	600	800	1000					

CV

1.0	8	16	62	192	299	380	443	500	546	593	621
	12	23	98	245	338	415	479	531	572	601	634
0.8	18	35	149	290	387	451	509	554	600	624	652
	24	54	212	352	437	494	546	586	613	643	667
0.6	45	96	296	419	488	538	580	615	645	664	670
	90	202	391	480	541	585	624	643	662	678	687
0.4	189	358	497	562	601	629	642	670	686	687	696
	403	522	592	622	643	661	677	688	700	705	700
0.2	585	630	653	669	681	693	698	710	718	717	712
	676	679	686	699	702	704	704	717	718	722	715
0.0	693	693	691	703	705	706	705	718	719	722	716
	0	200	400	600	800	1000					

%

1.0	8	16	62	192	299	380	443	500	546	593	621
	12	23	98	245	338	415	479	531	572	601	634
0.8	18	35	149	290	387	451	509	554	600	624	652
	24	54	212	352	437	494	546	586	613	643	667
0.6	45	96	296	419	488	538	580	615	645	664	670
	90	202	391	480	541	585	624	643	662	678	687
0.4	189	358	497	562	601	629	642	670	686	687	696
	403	522	592	622	643	661	677	688	700	705	700
0.2	585	630	653	669	681	693	698	710	718	717	712
	676	679	686	699	702	704	704	717	718	722	715
0.0	693	693	691	703	705	706	705	718	719	722	716
	0	200	400	600	800	1000					

12 Outputs / Indicators

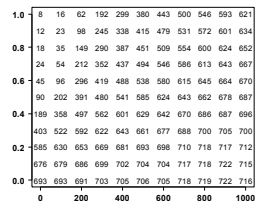
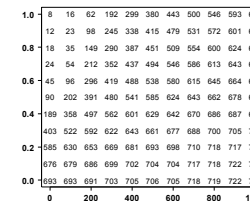
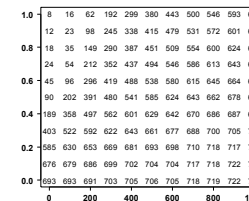
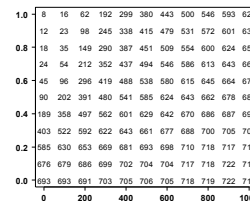
Avg

Median

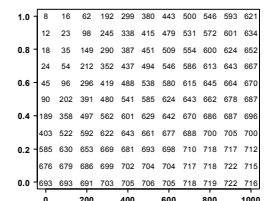
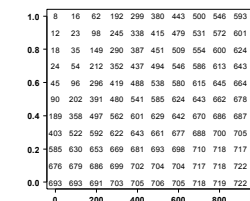
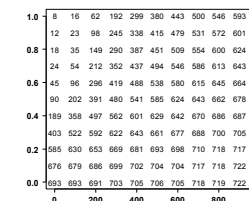
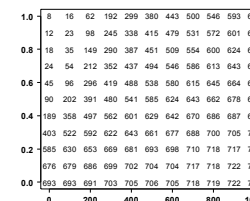
CV

%

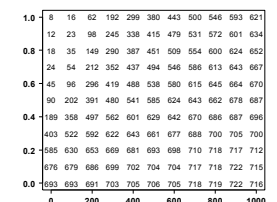
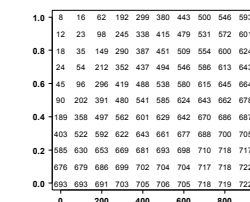
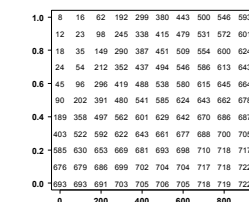
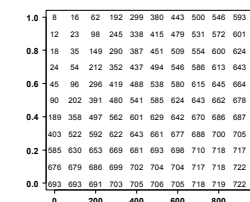
Spawners
(Escapement)



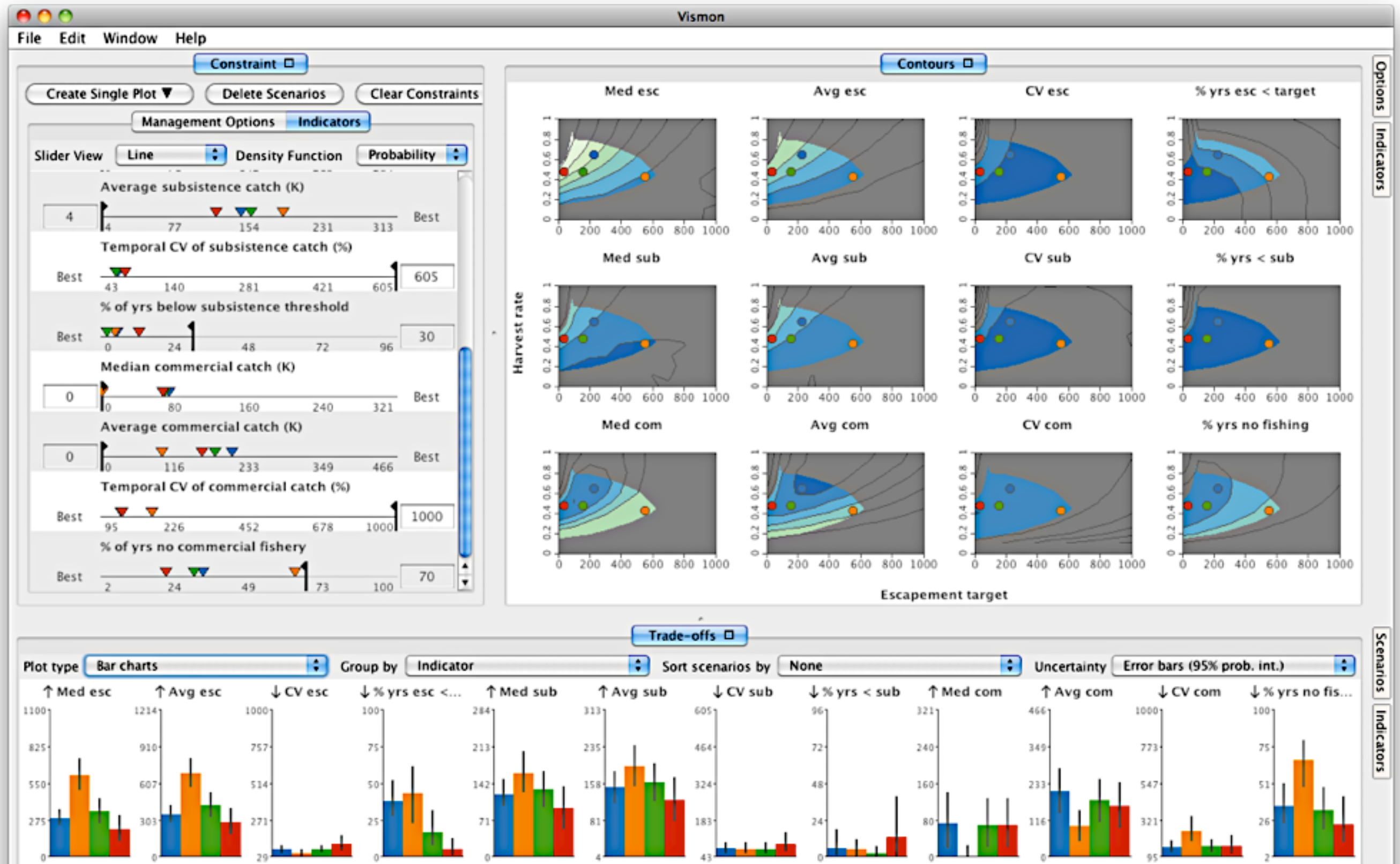
Food
(subsistence)



\$
(commercial)



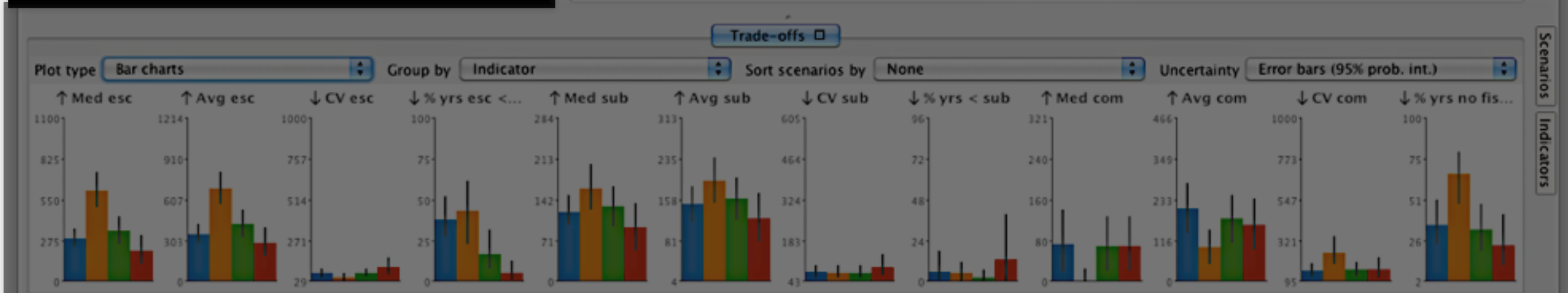
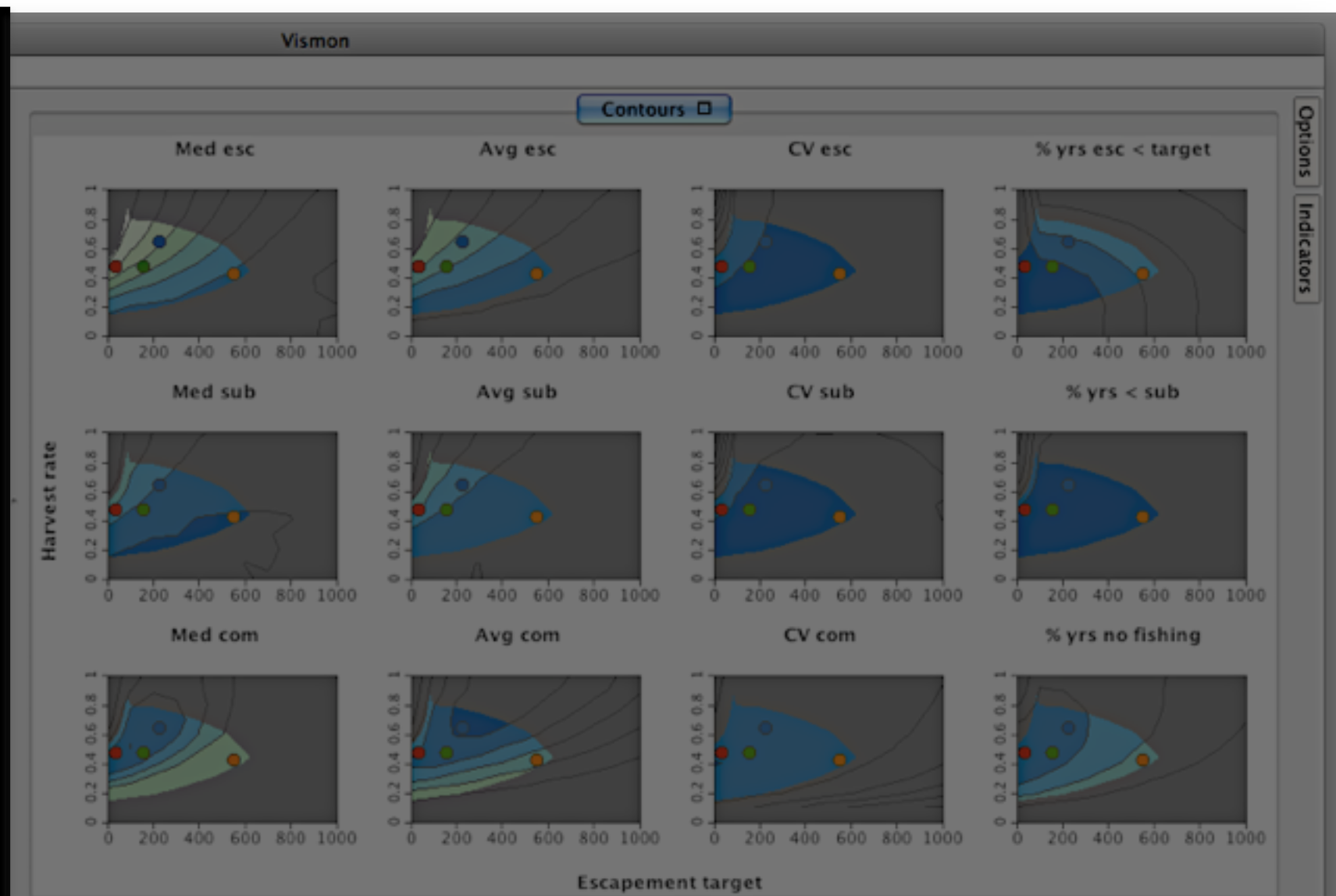
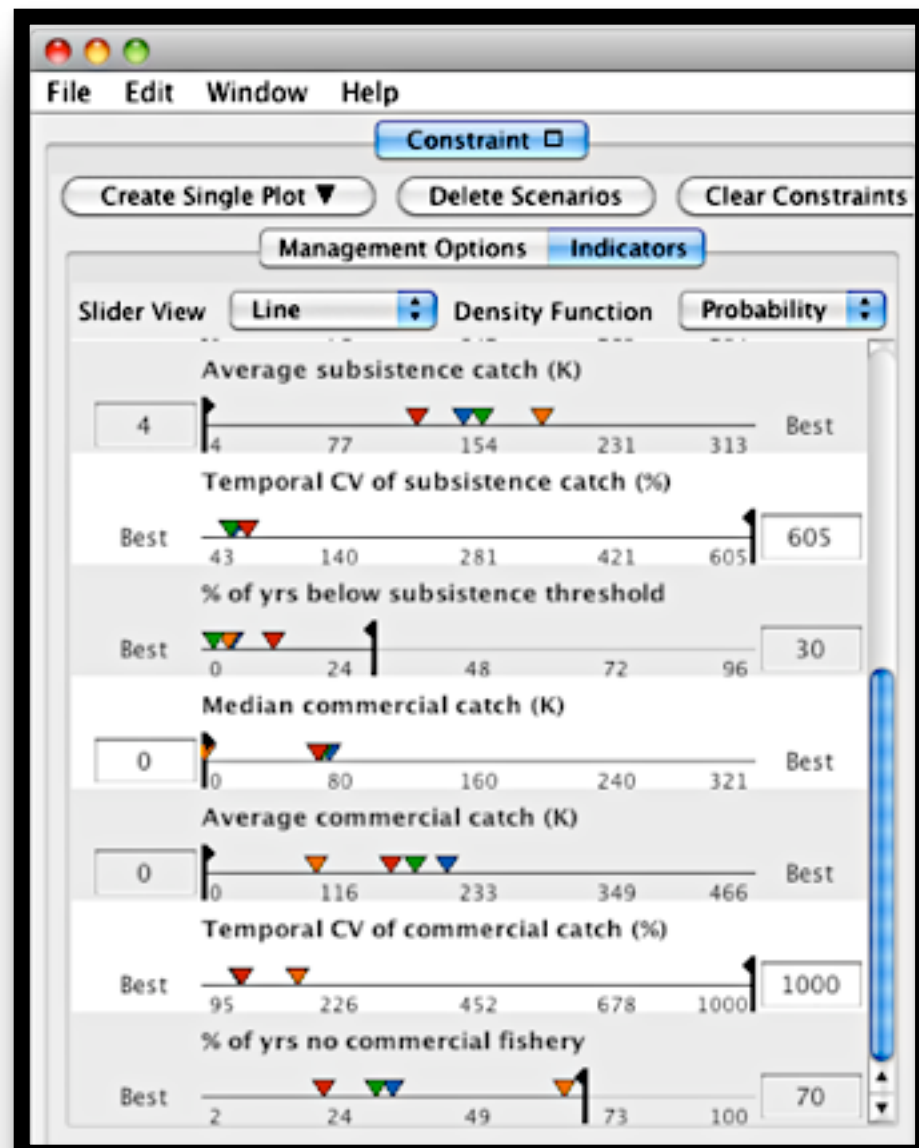
Vismon



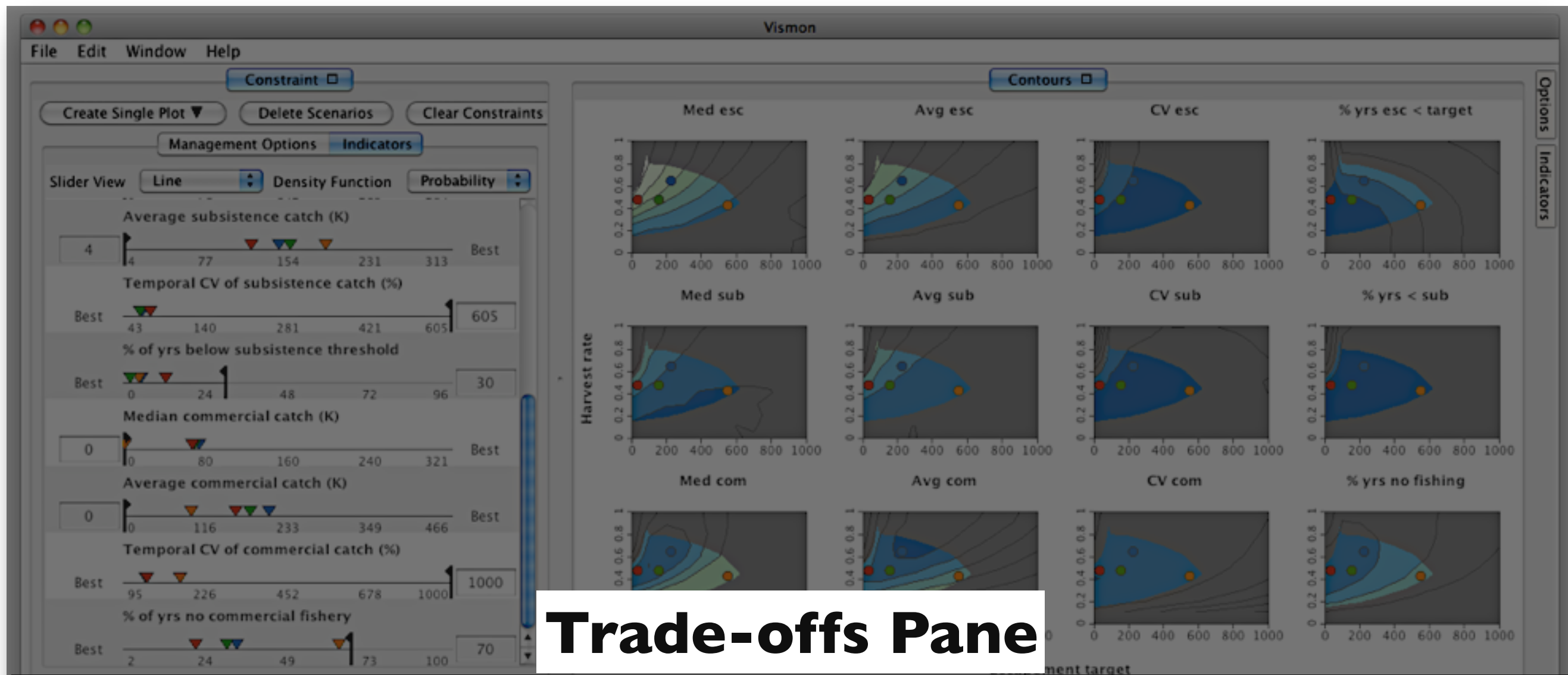
Vismon Contours Pane



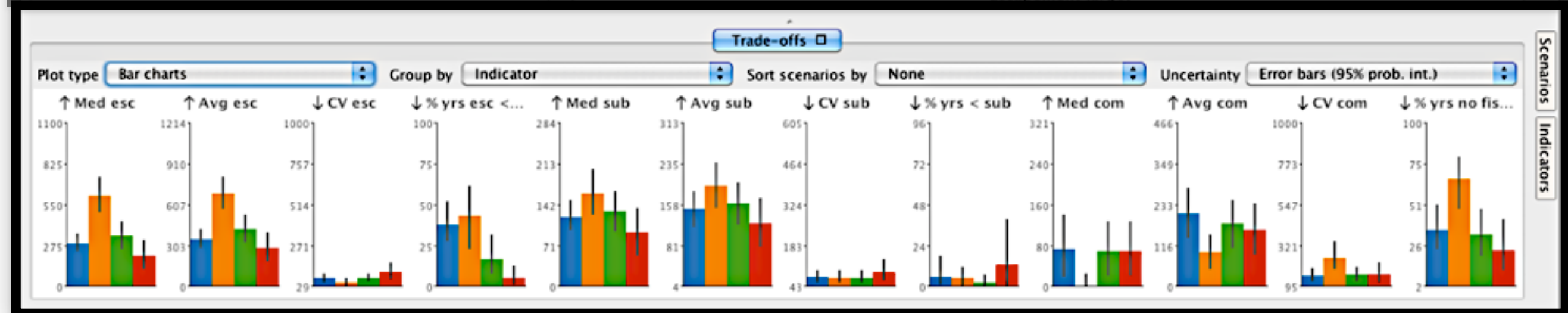
Constraint Pane Vismon



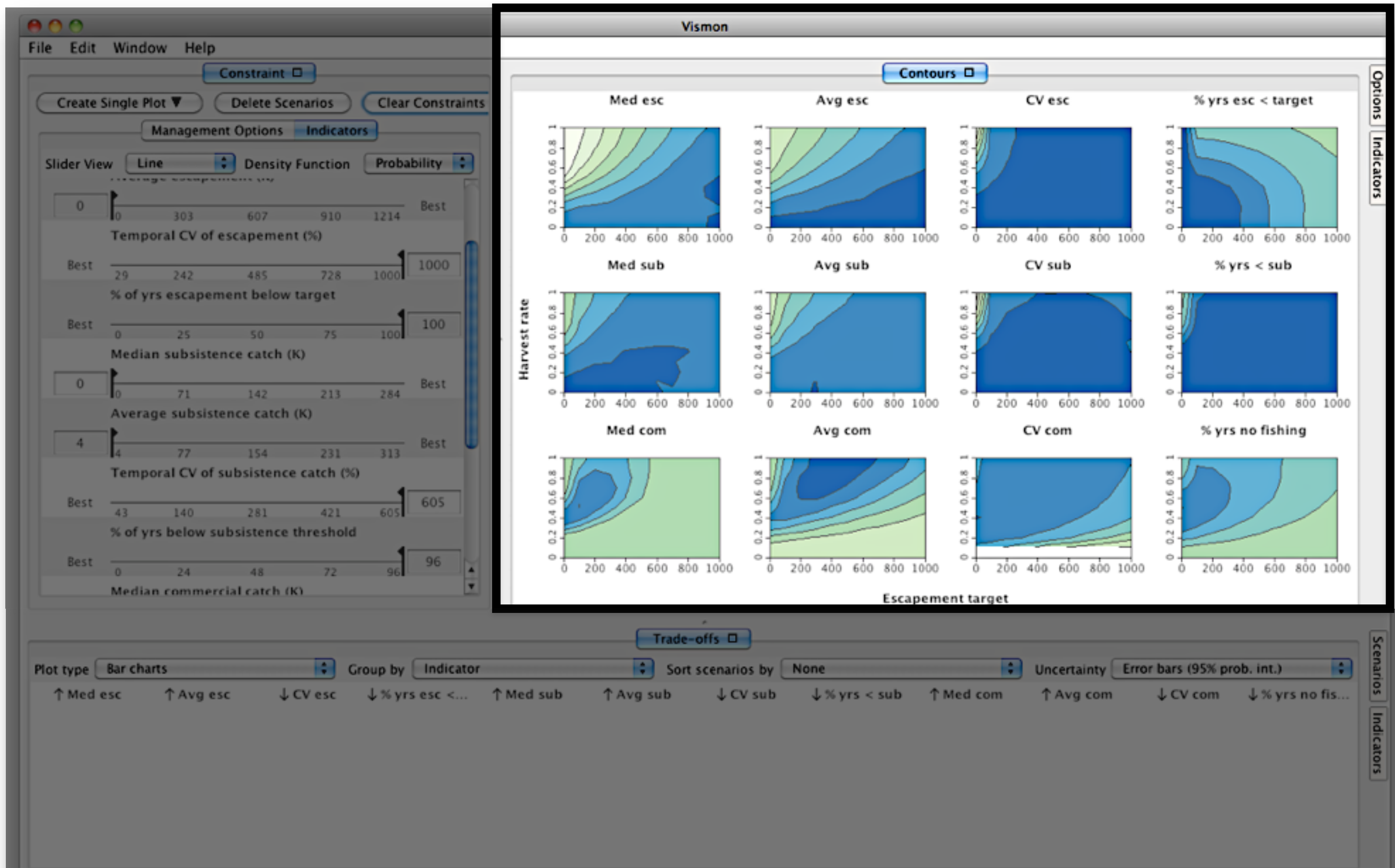
Vismon



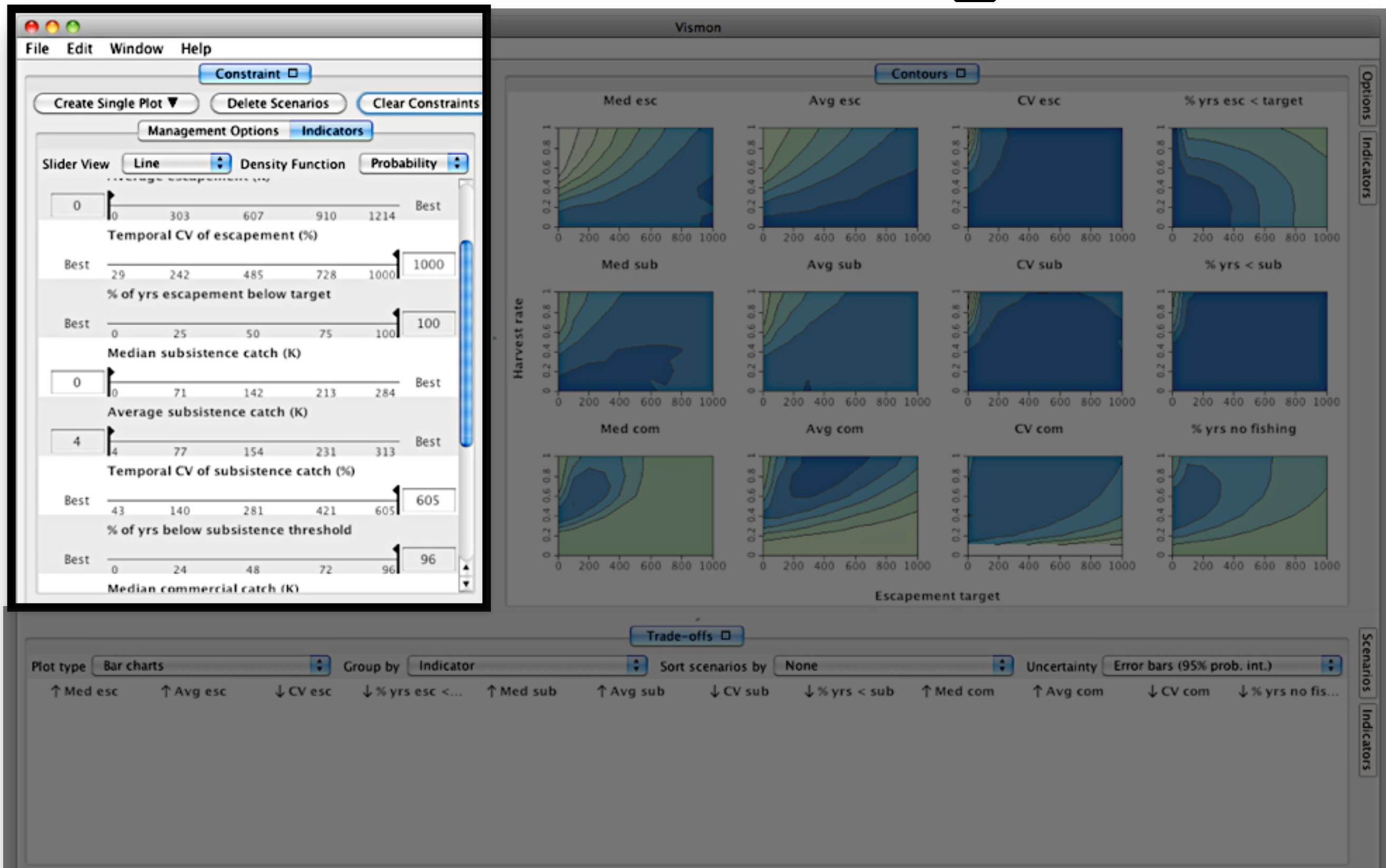
Trade-offs Pane



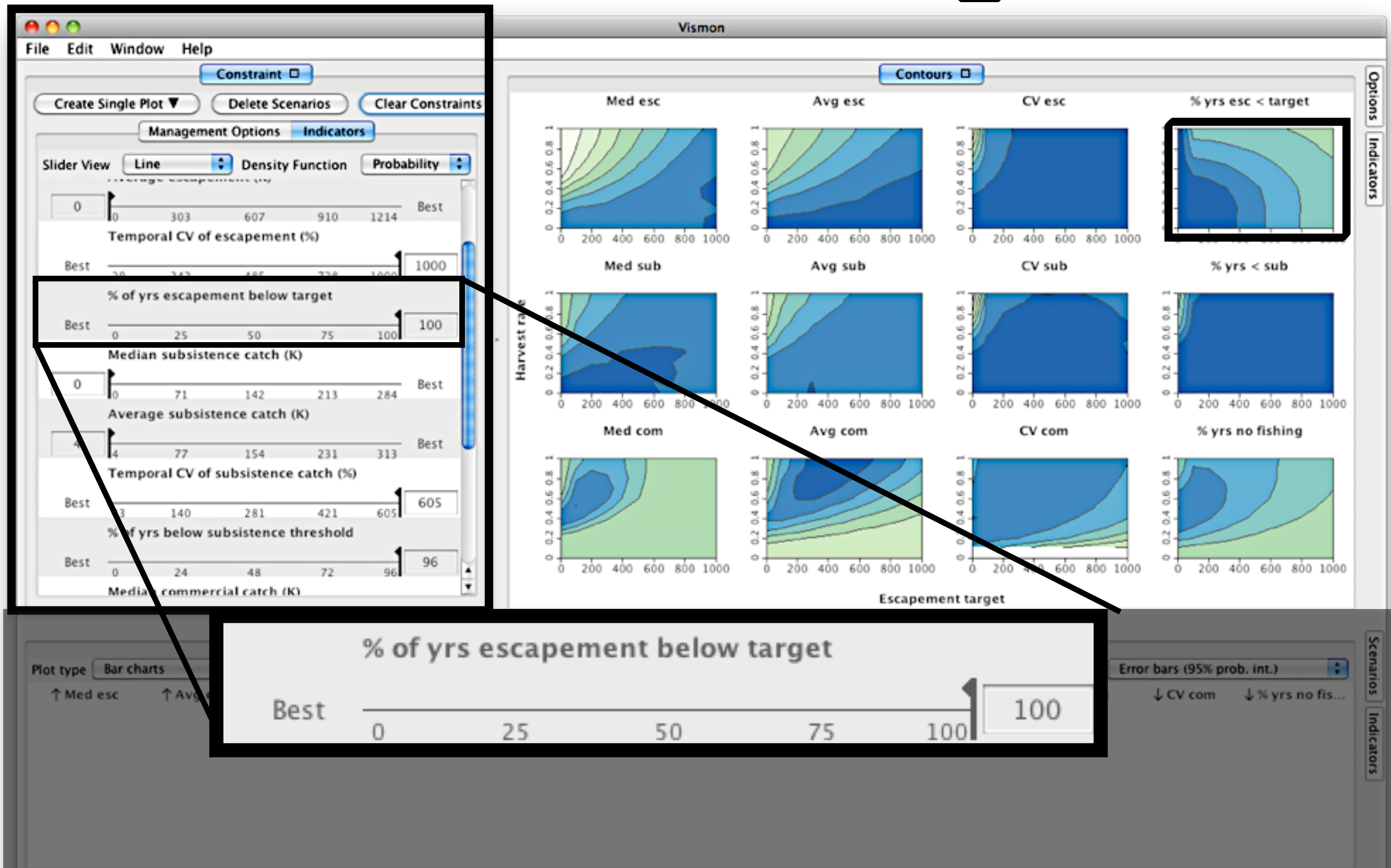
Summarization



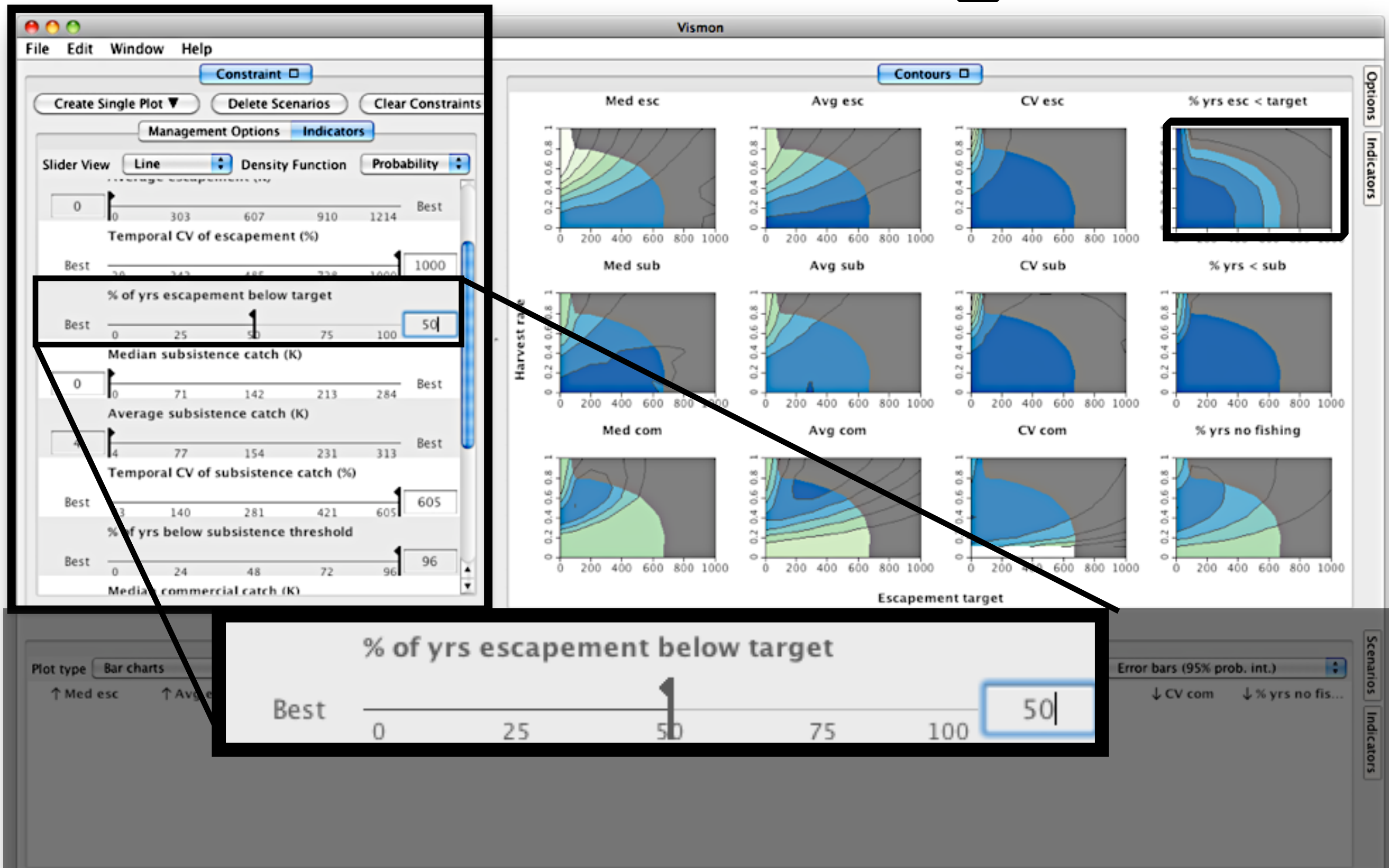
Constraining



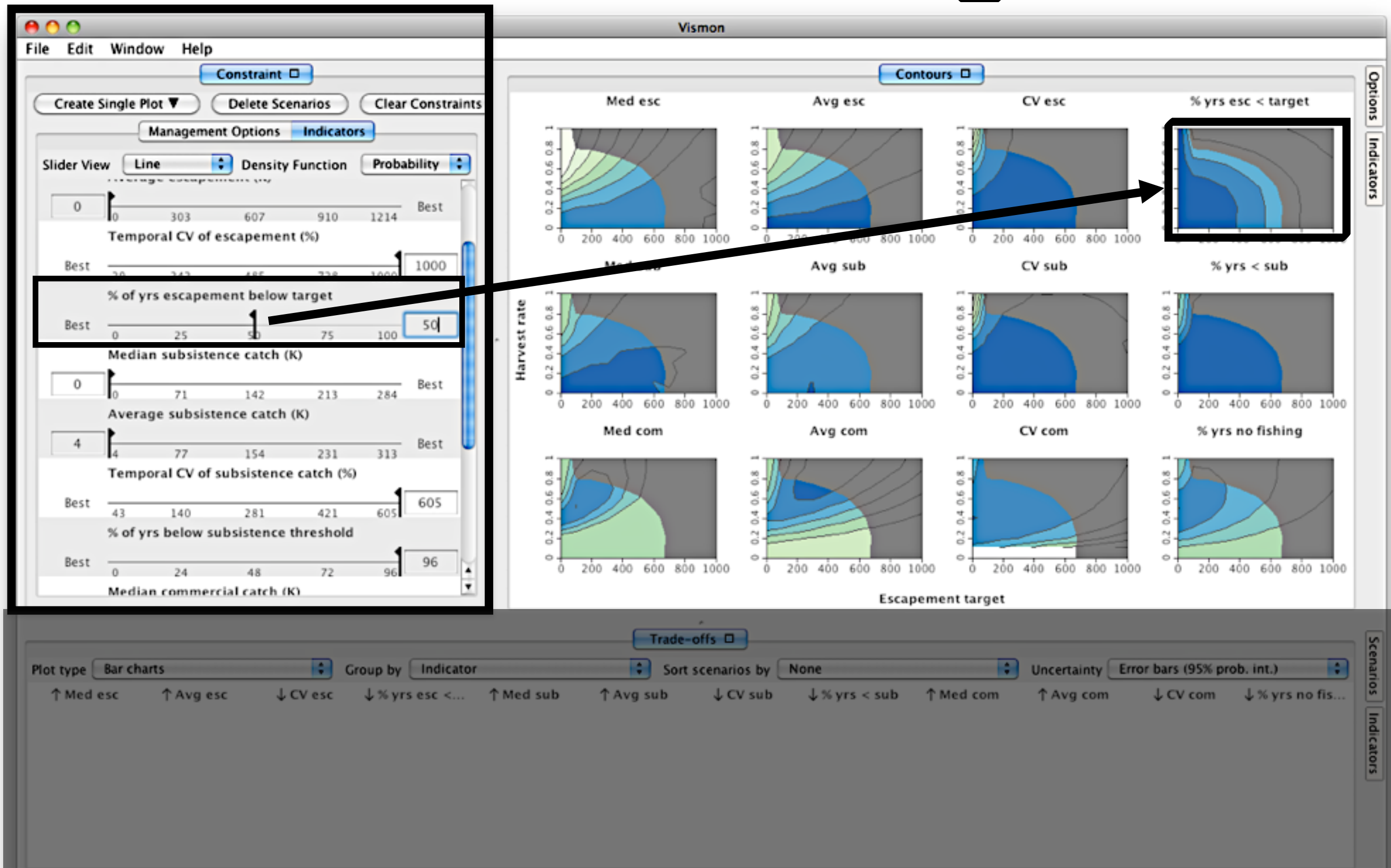
Constraining



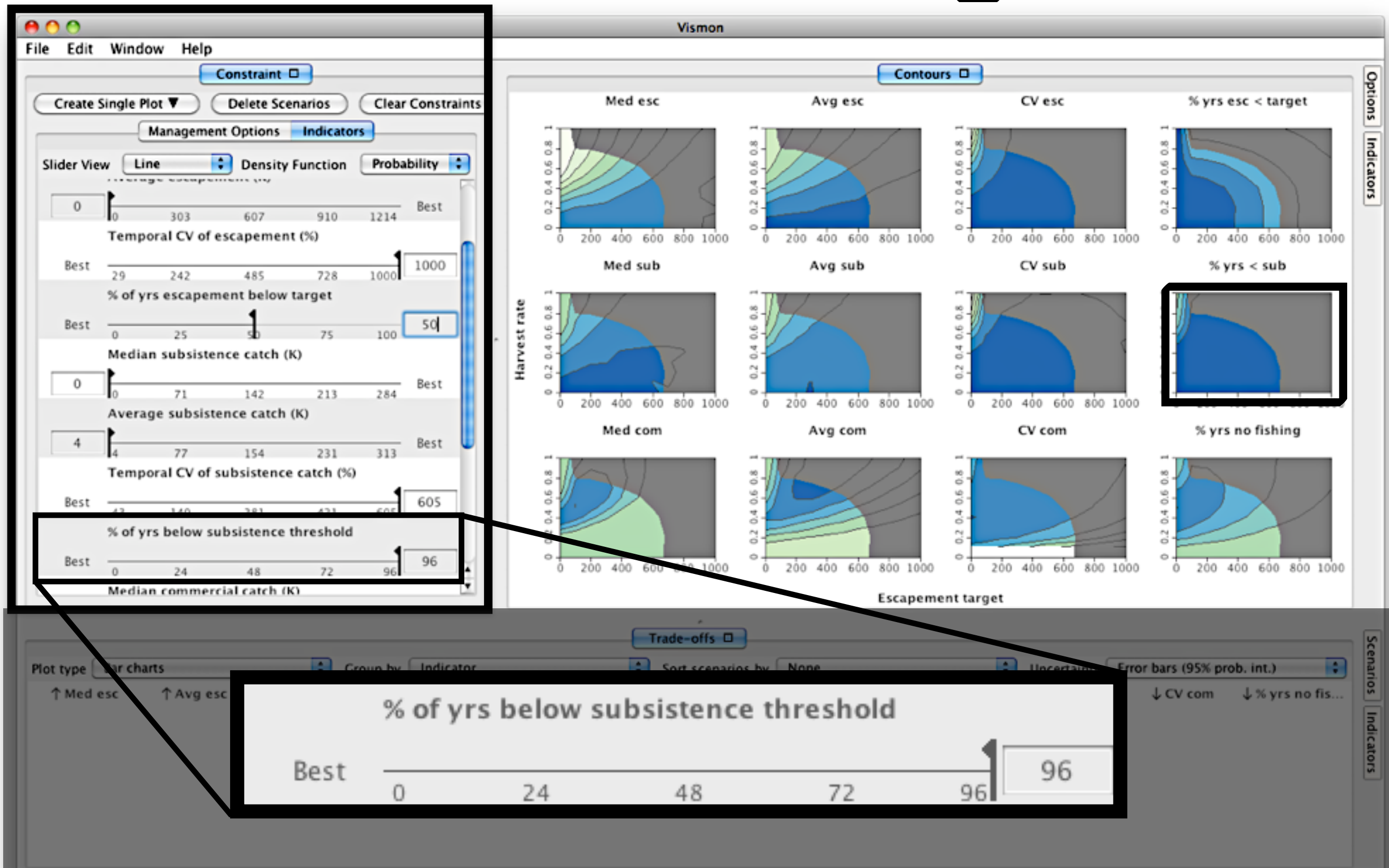
Constraining



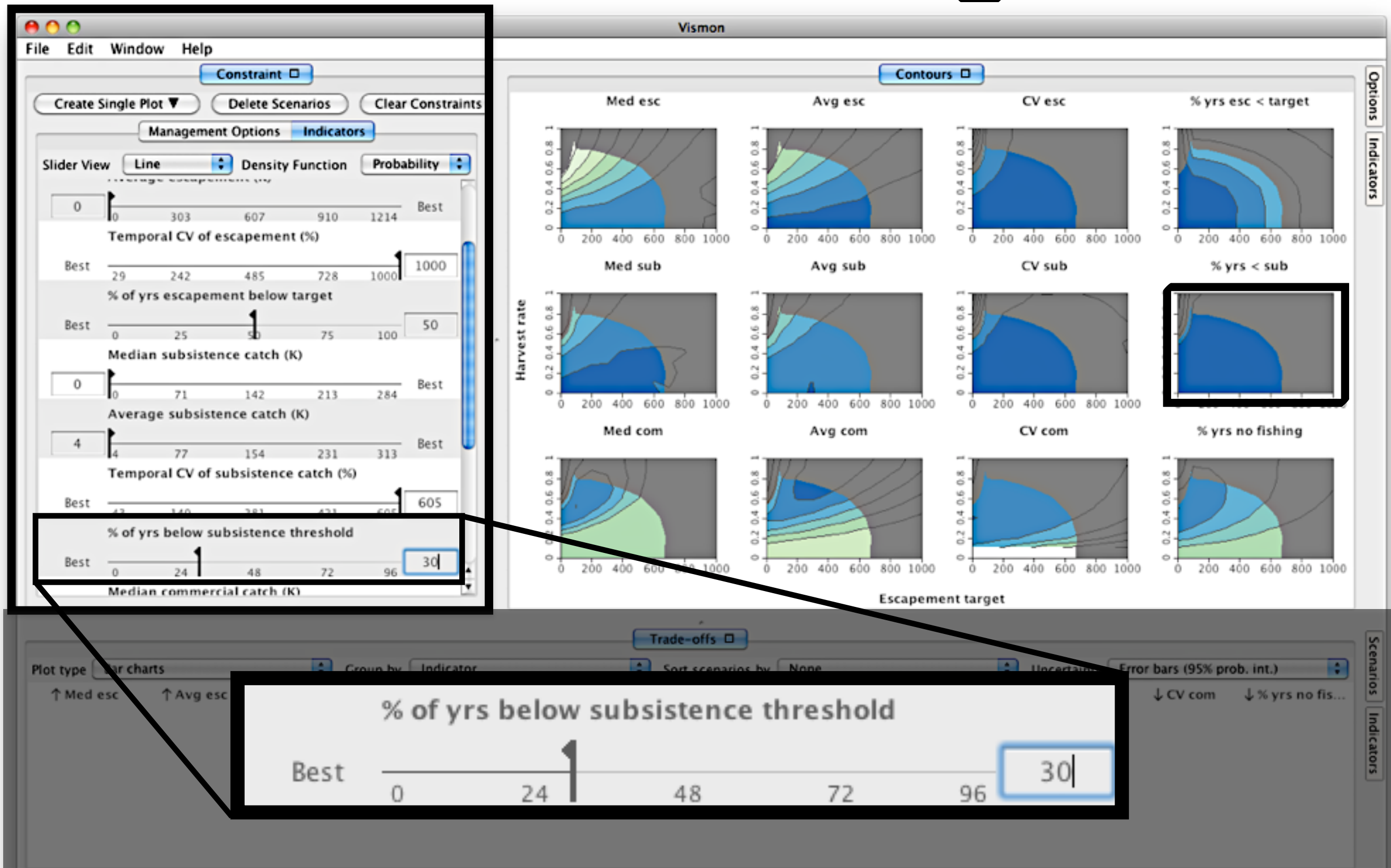
Constraining



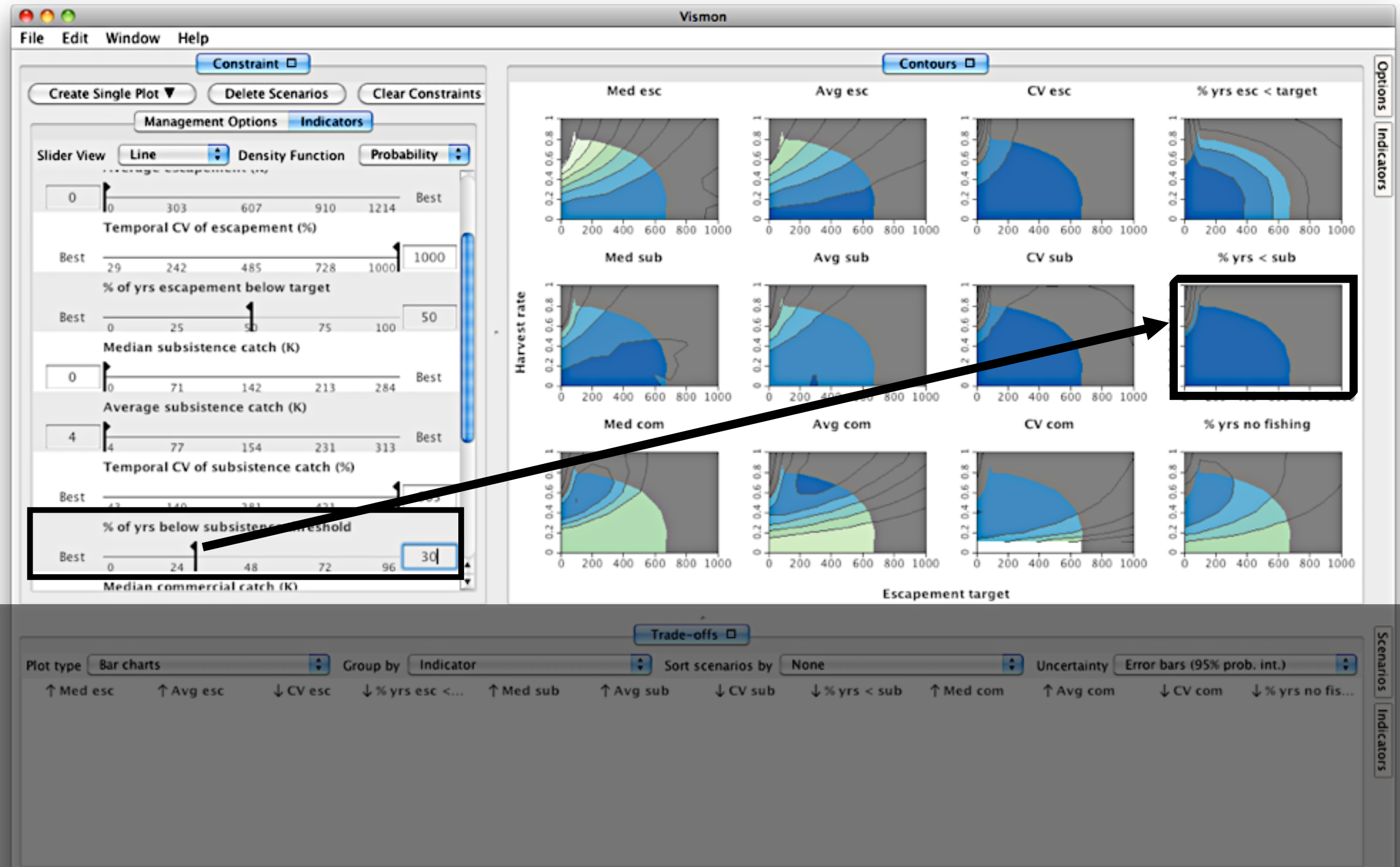
Constraining



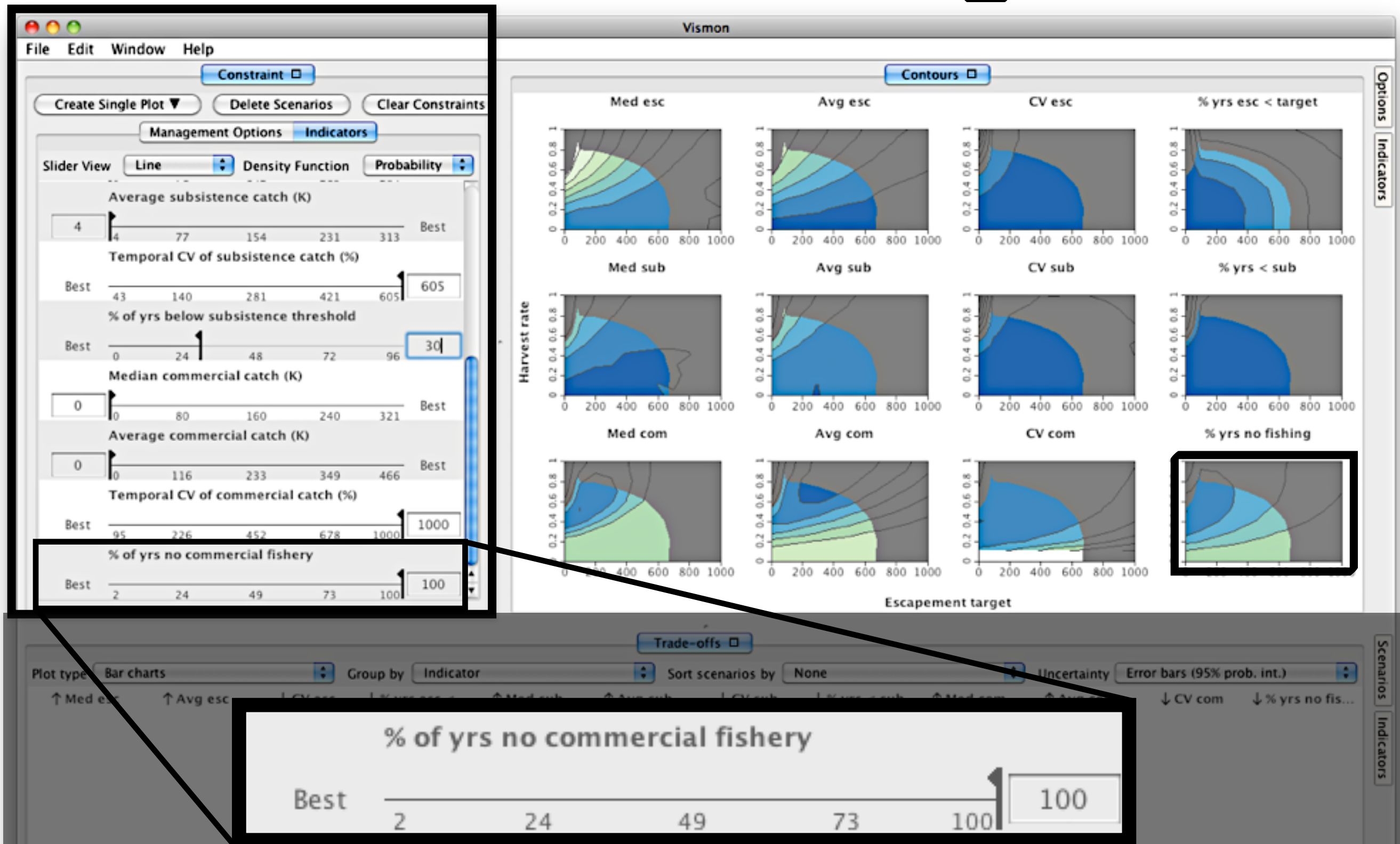
Constraining



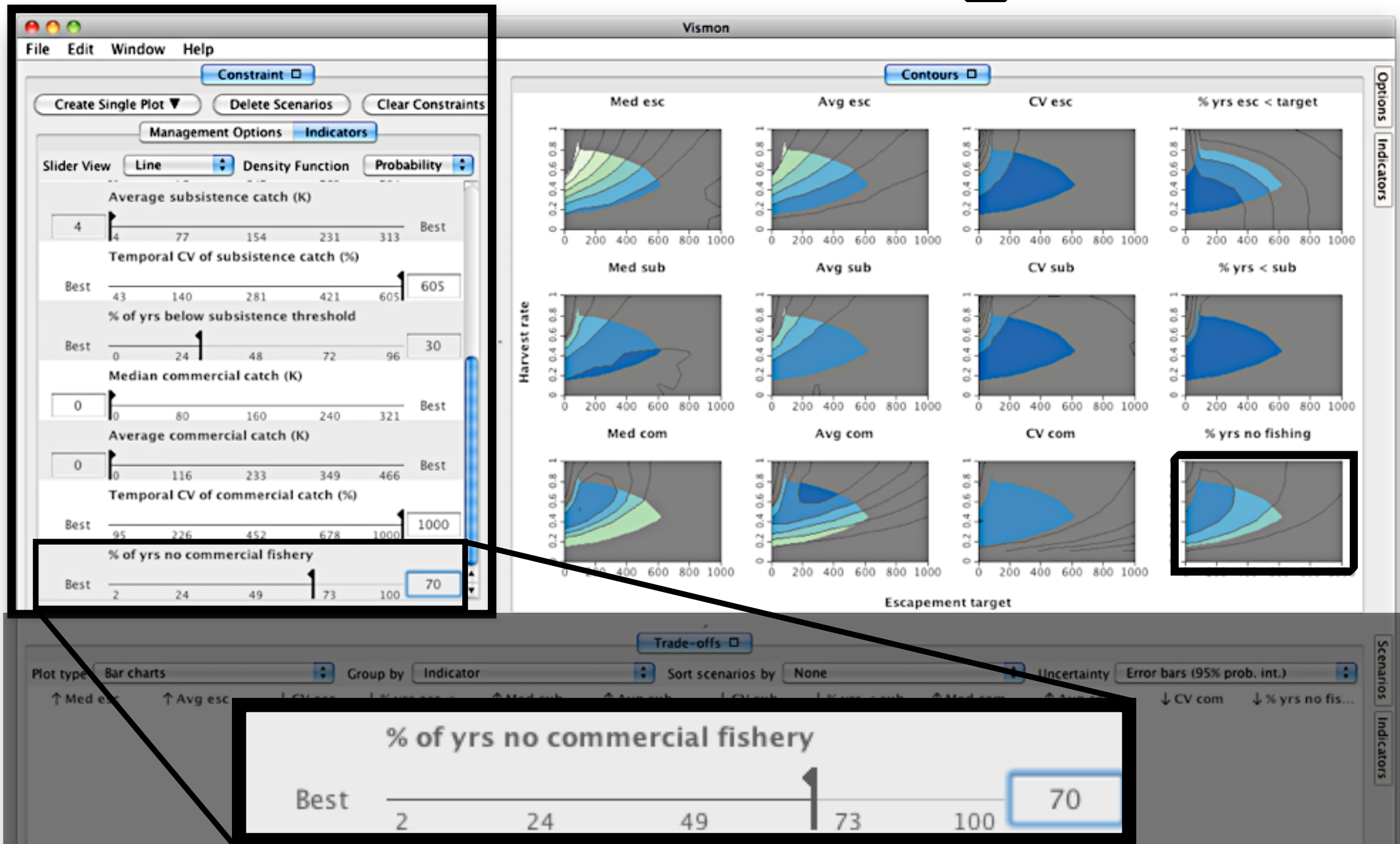
Constraining



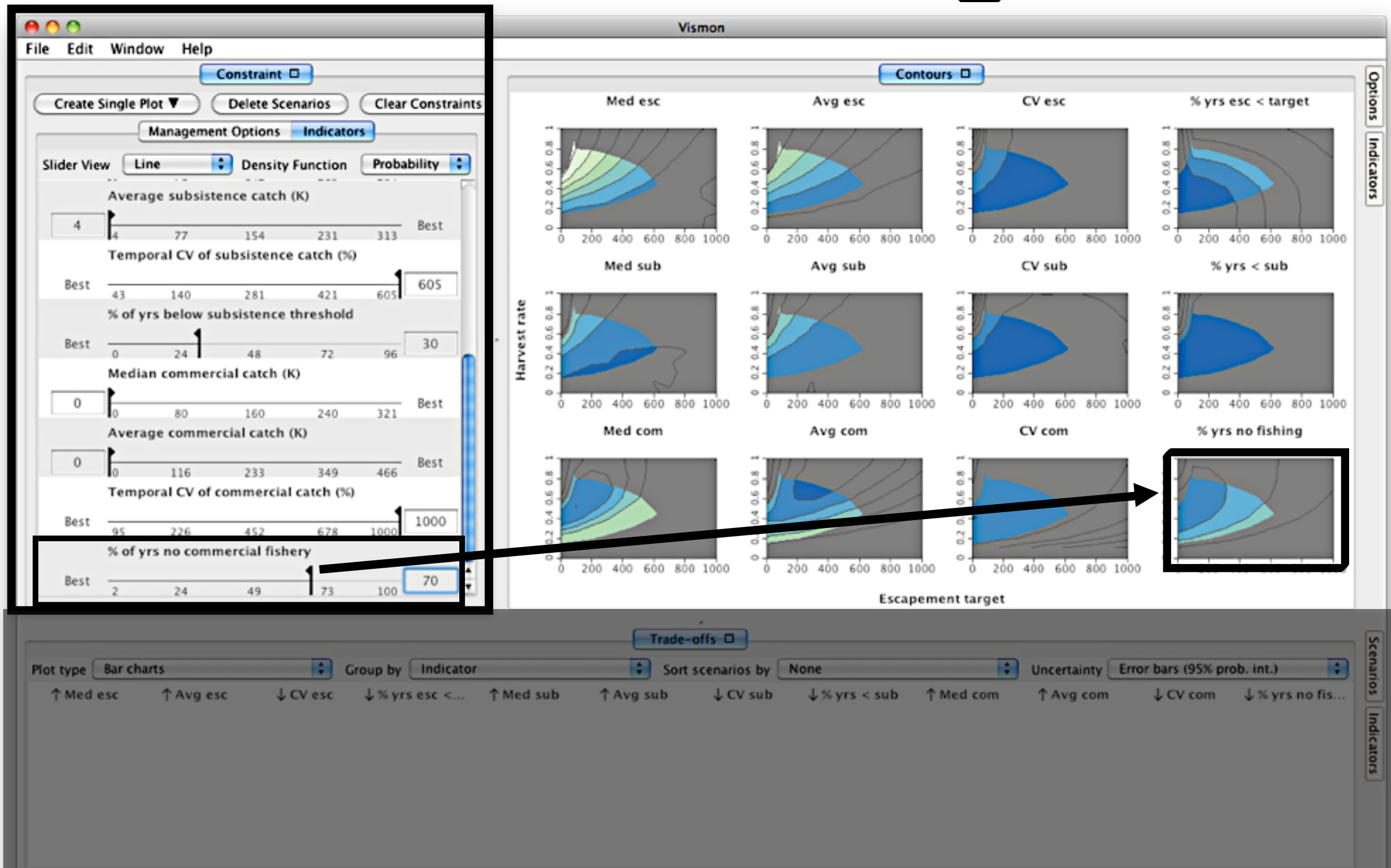
Constraining



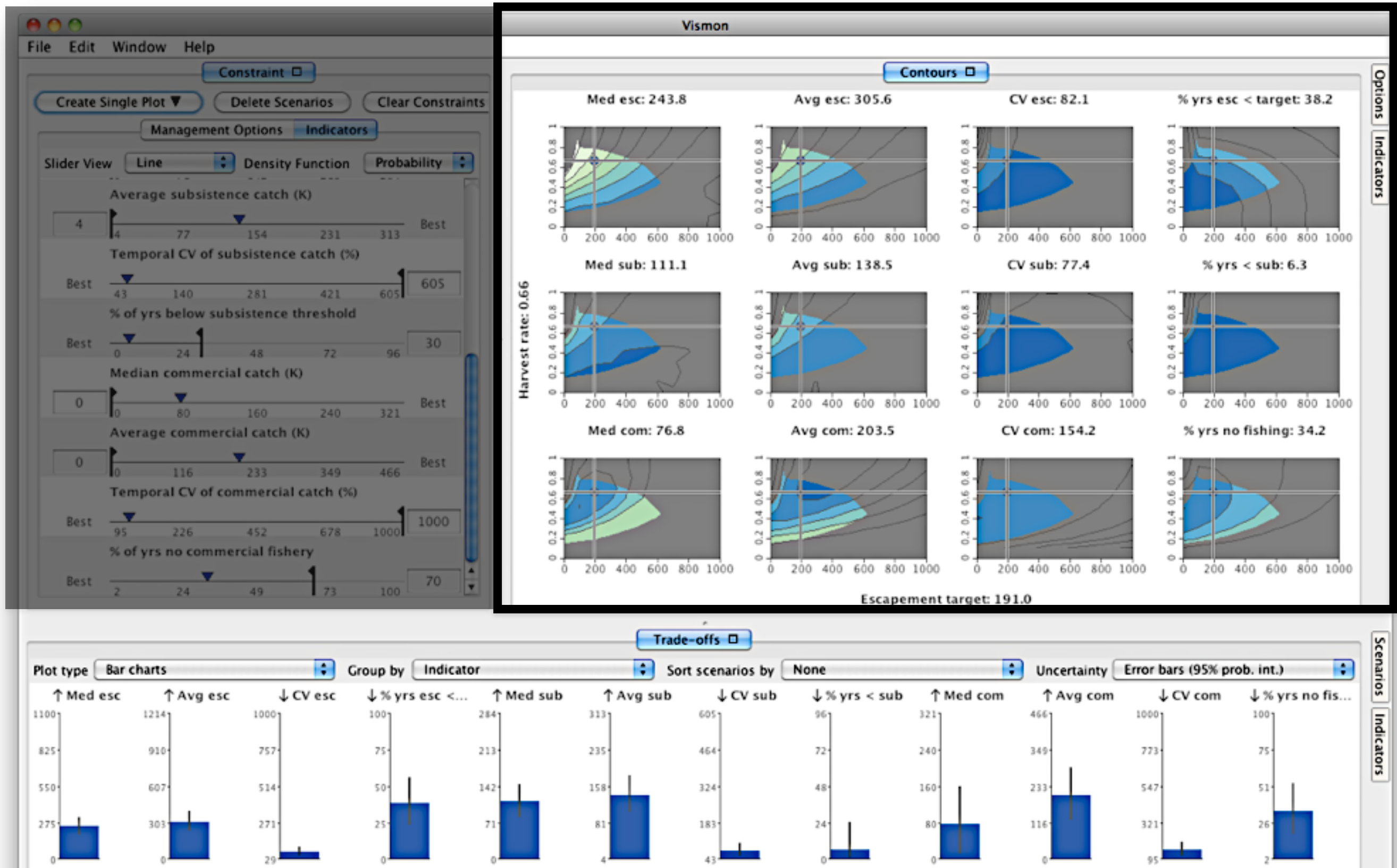
Constraining



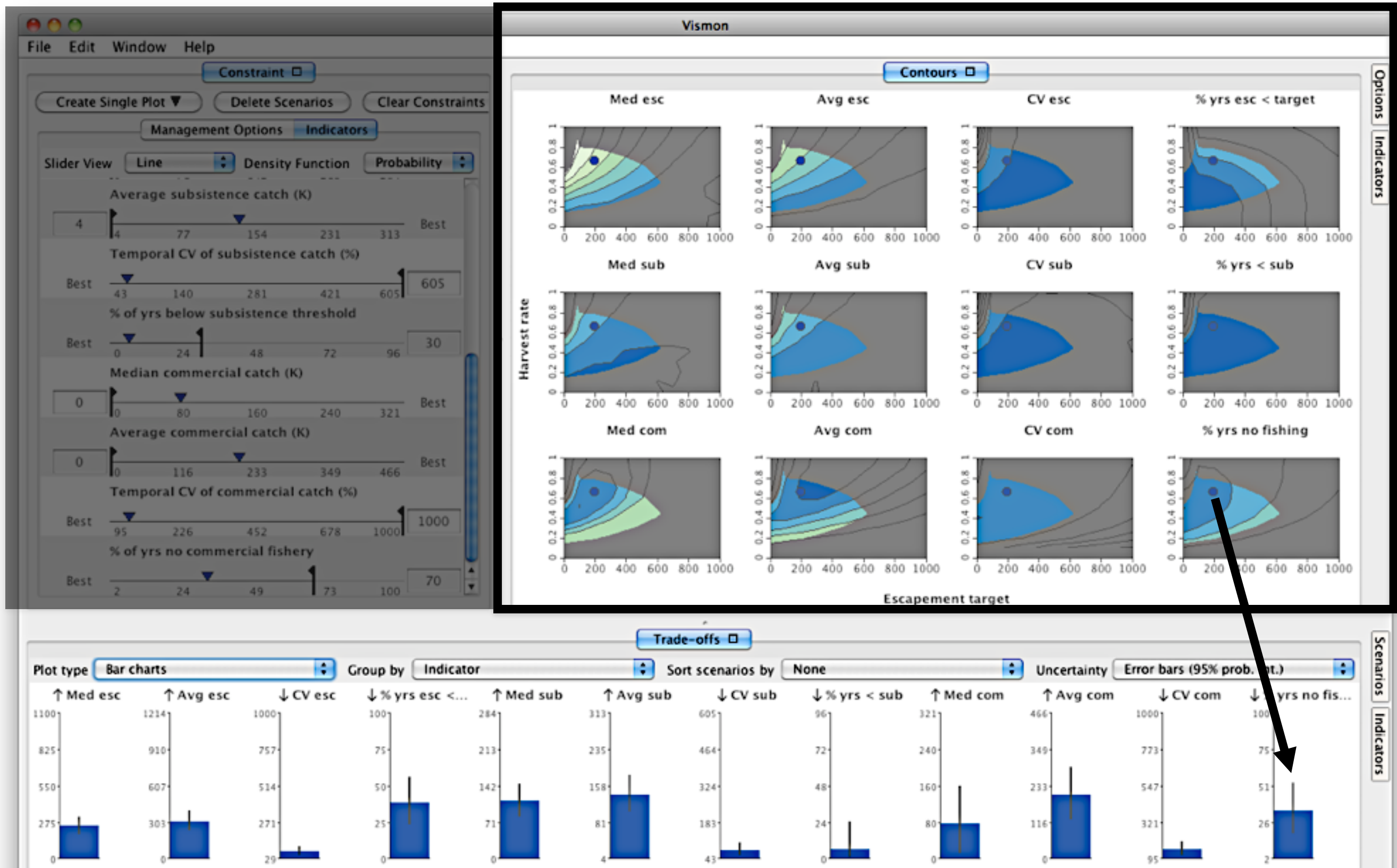
Constraining



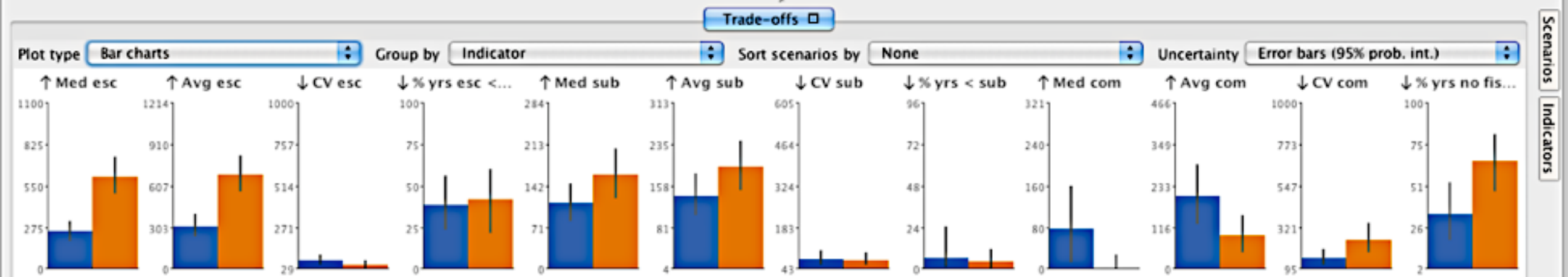
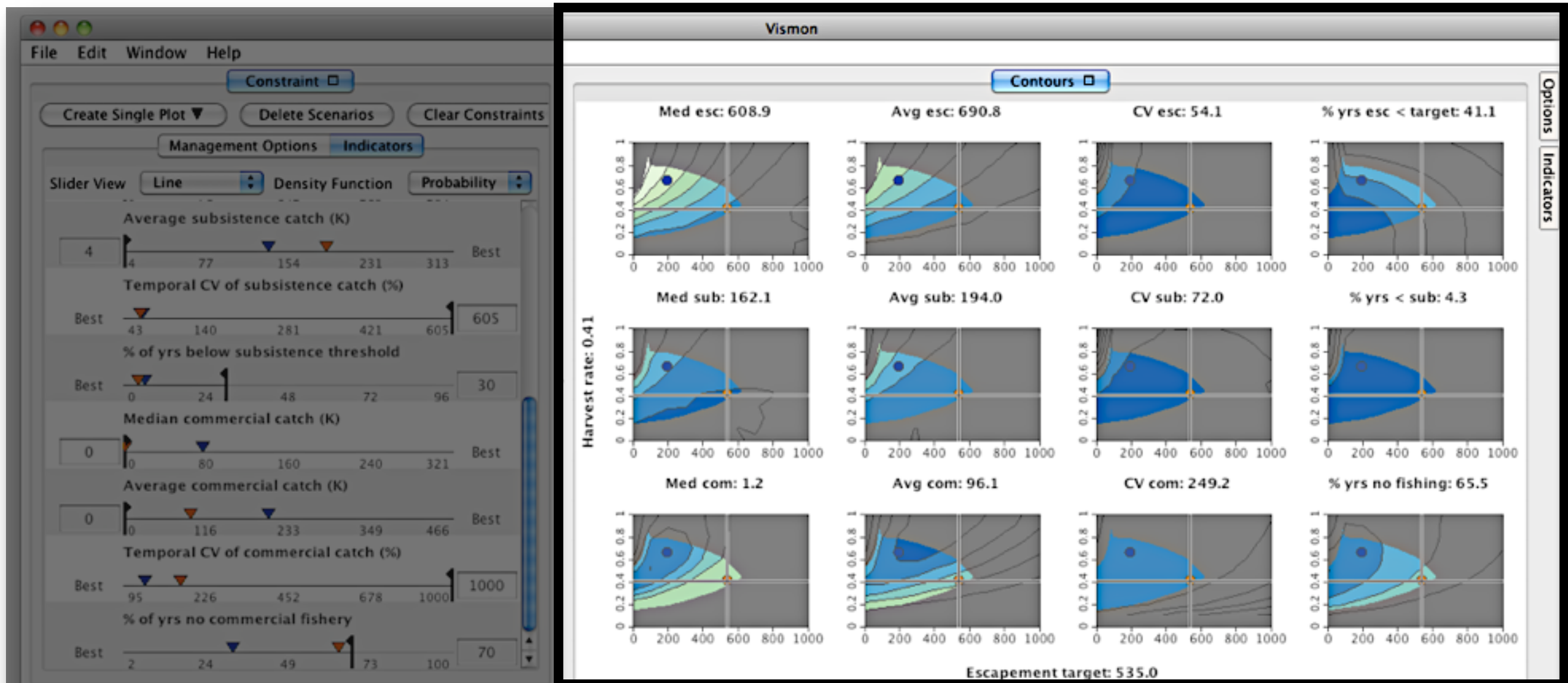
Selection



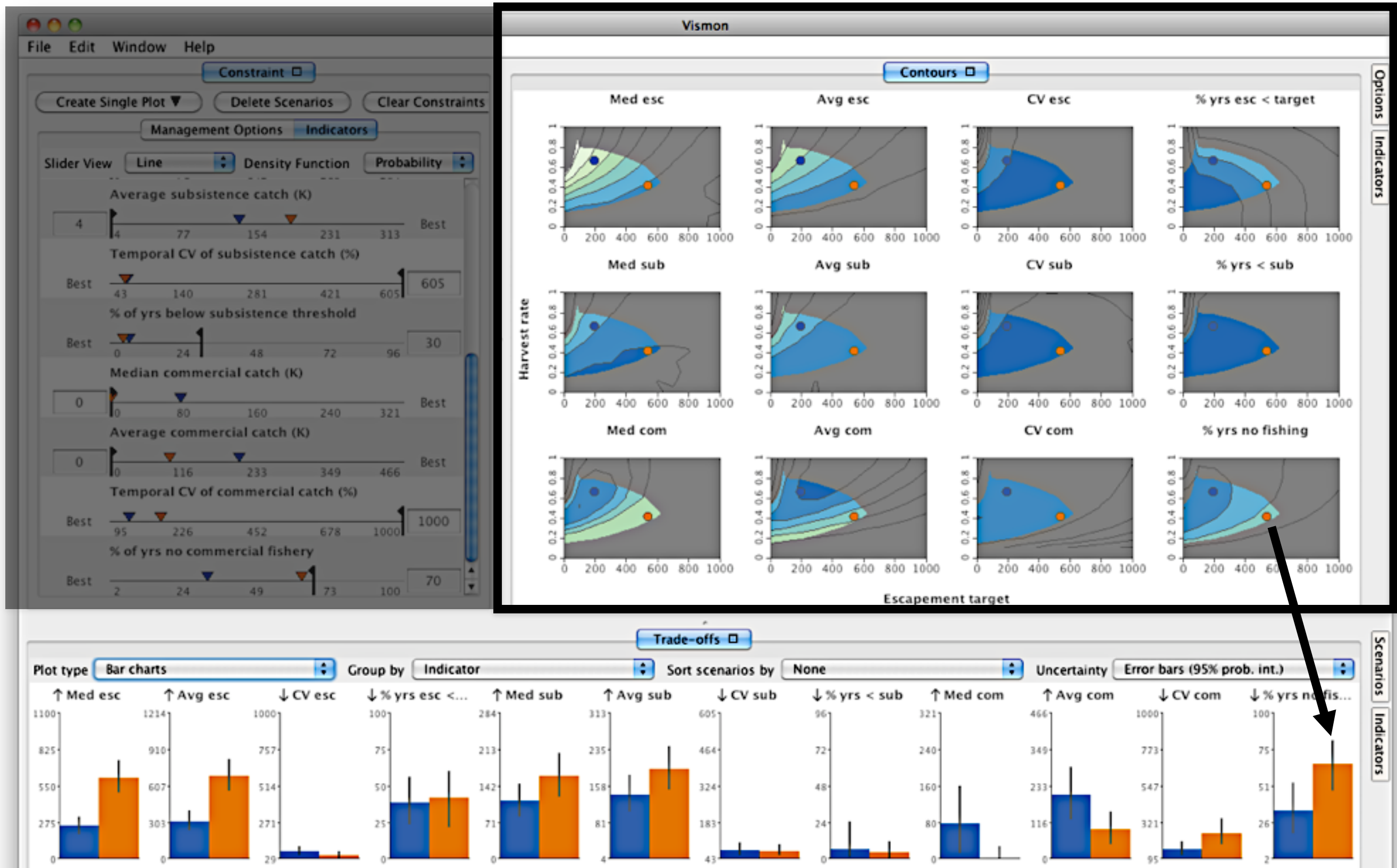
Selection



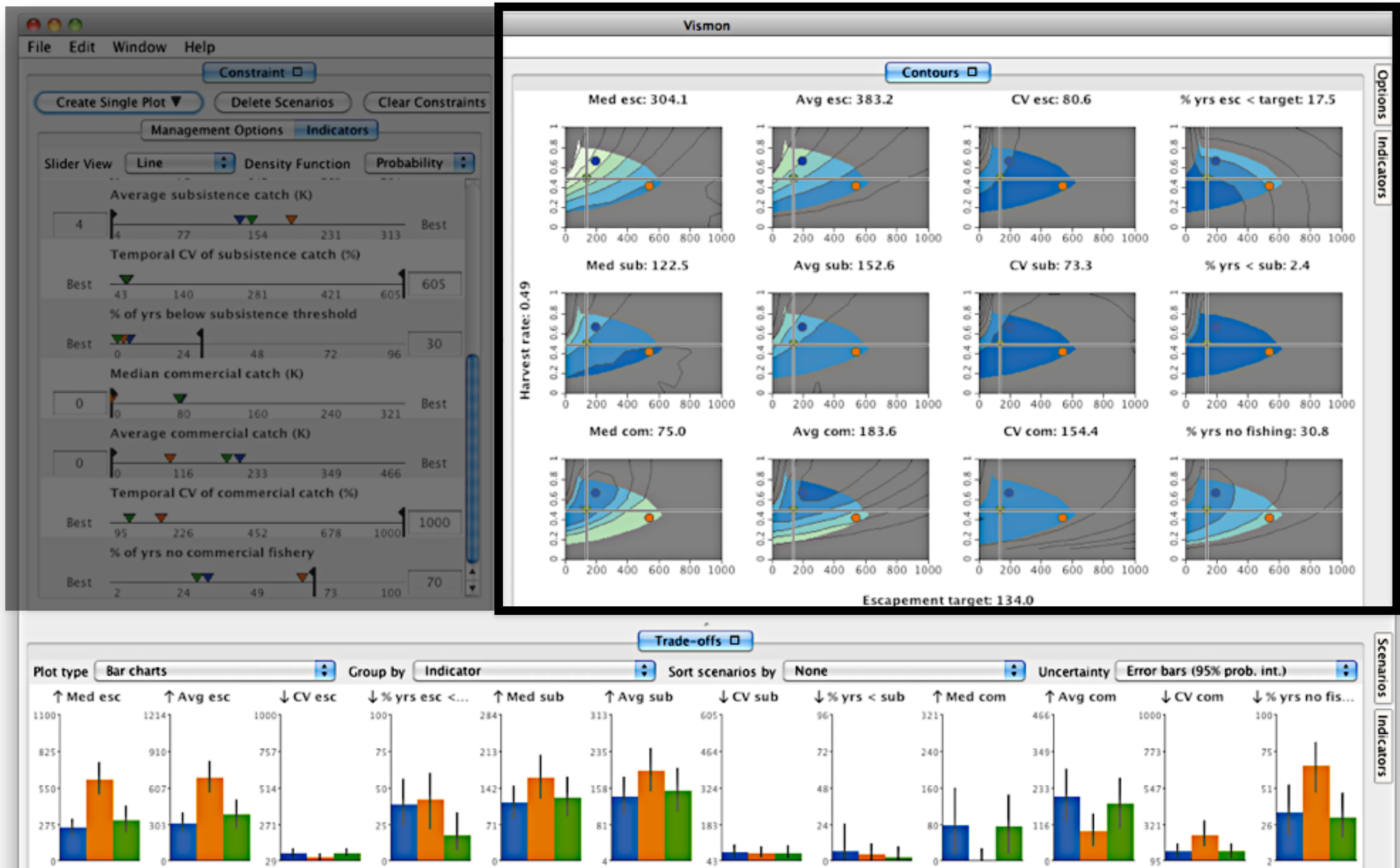
Selection



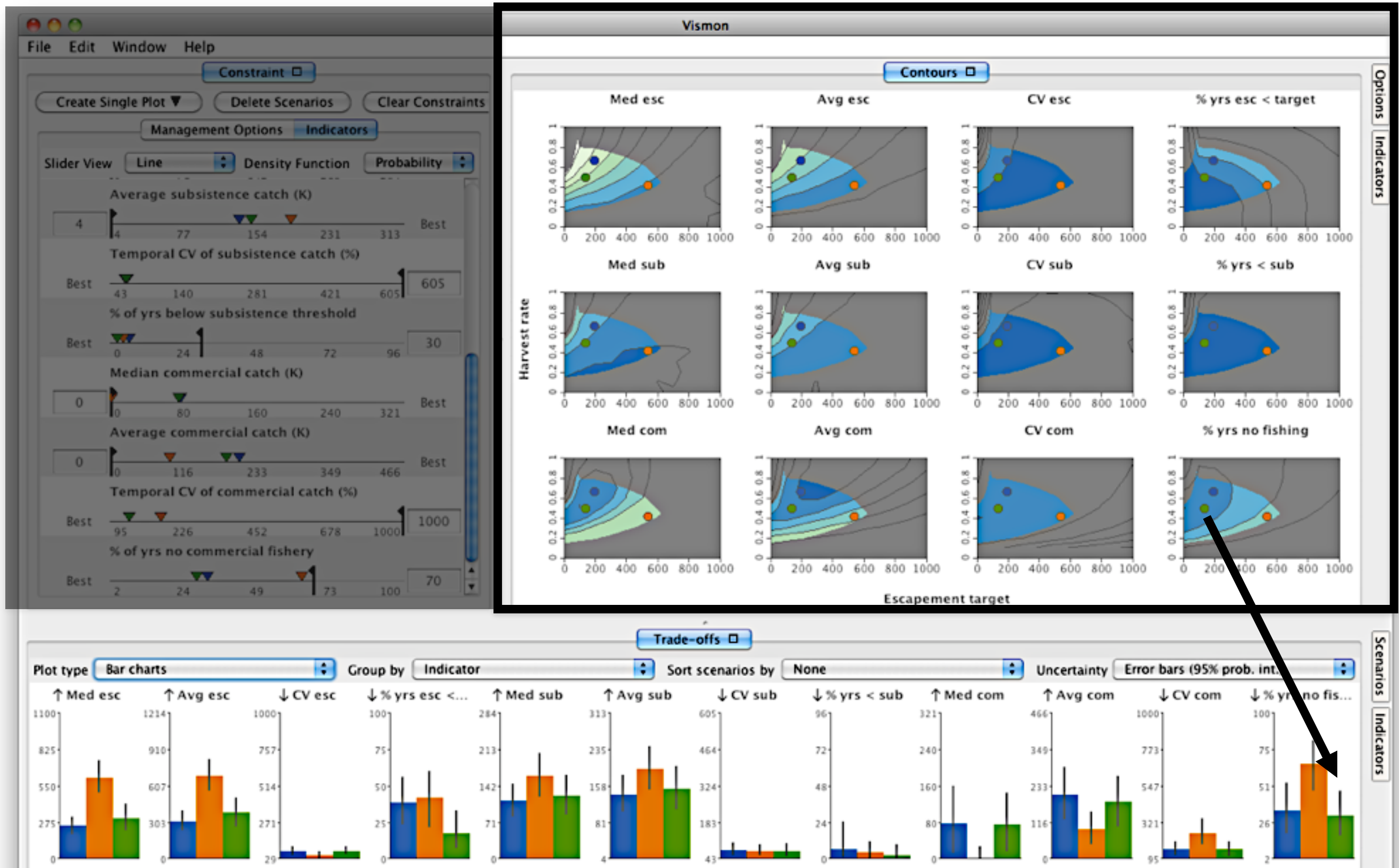
Selection



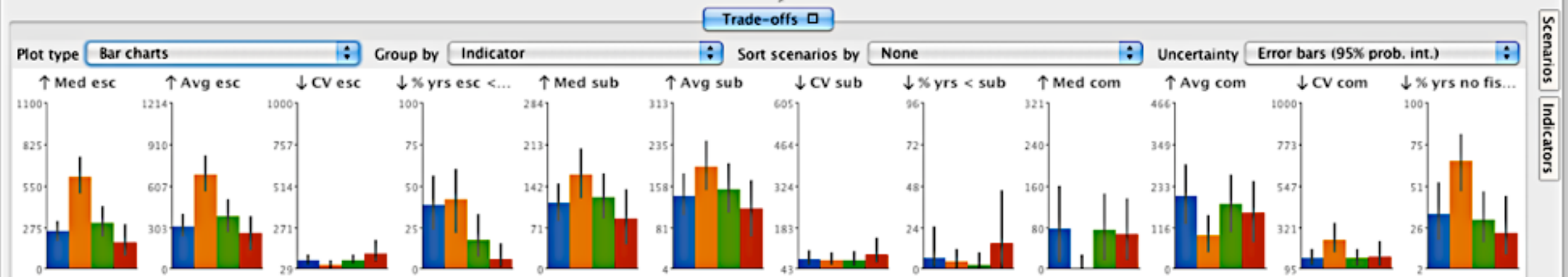
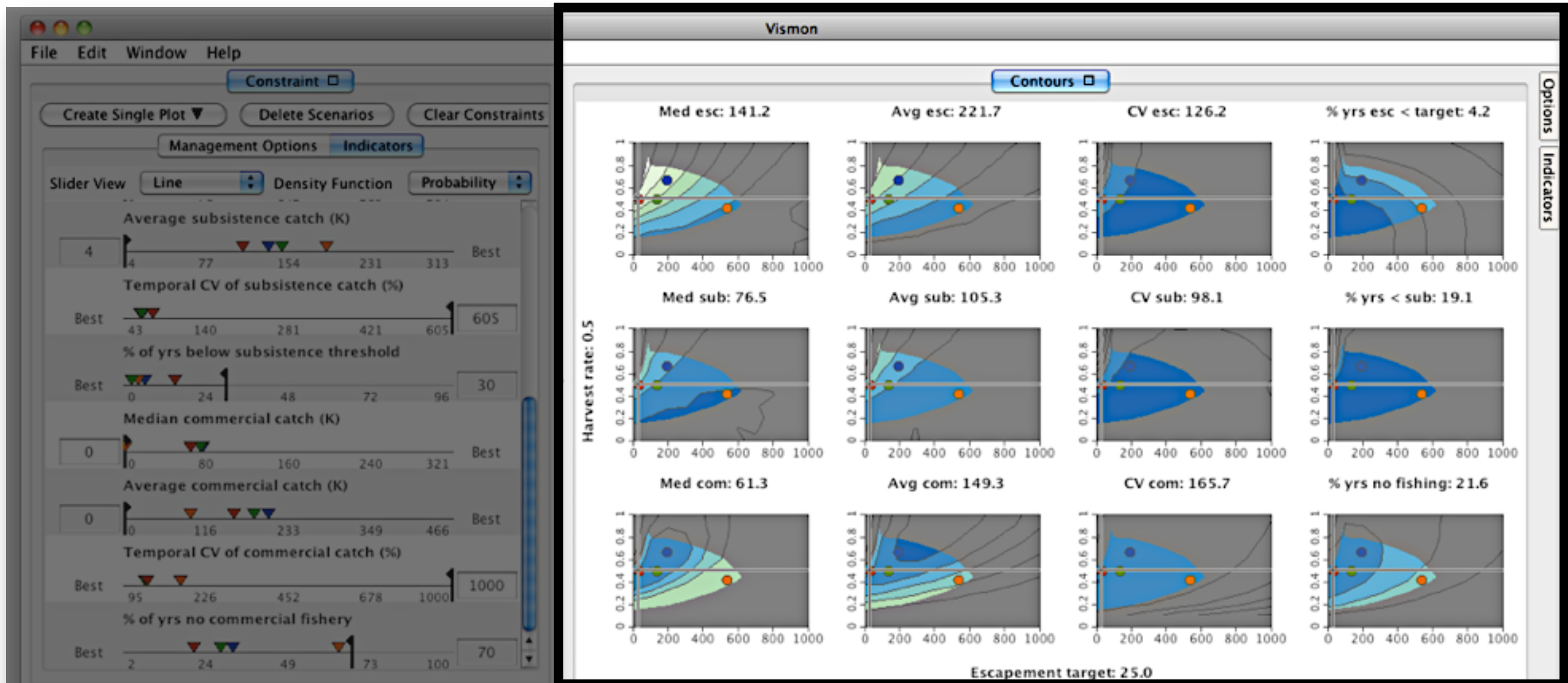
Selection



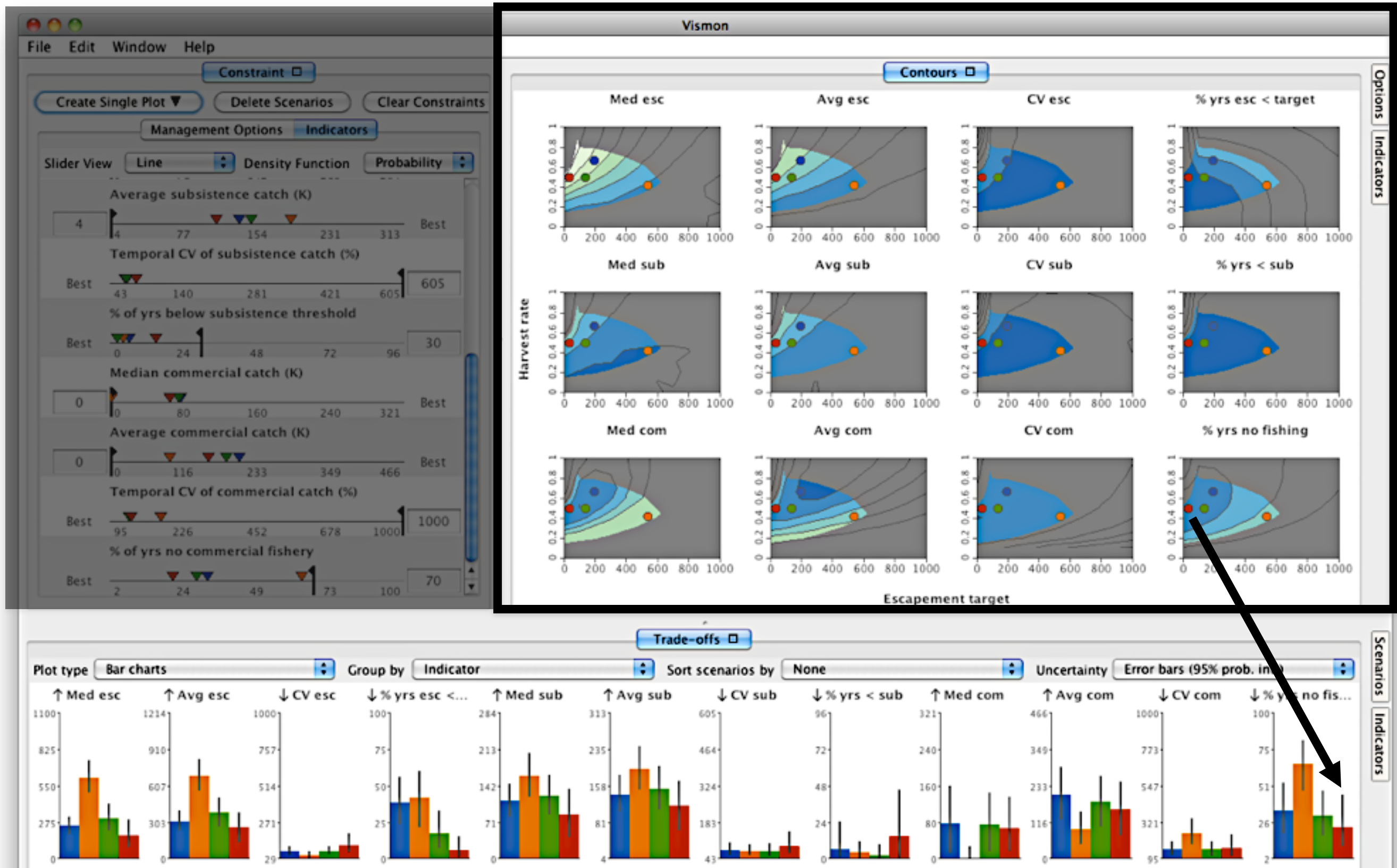
Selection



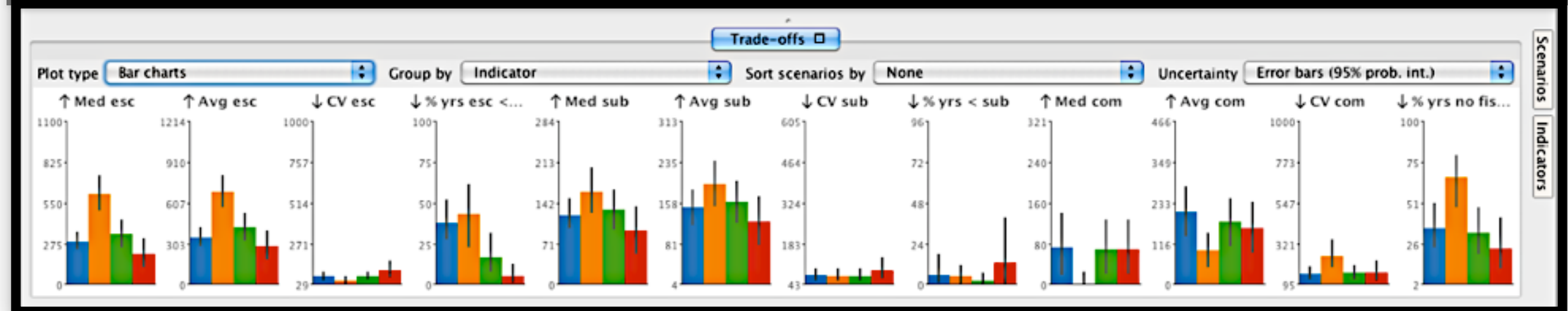
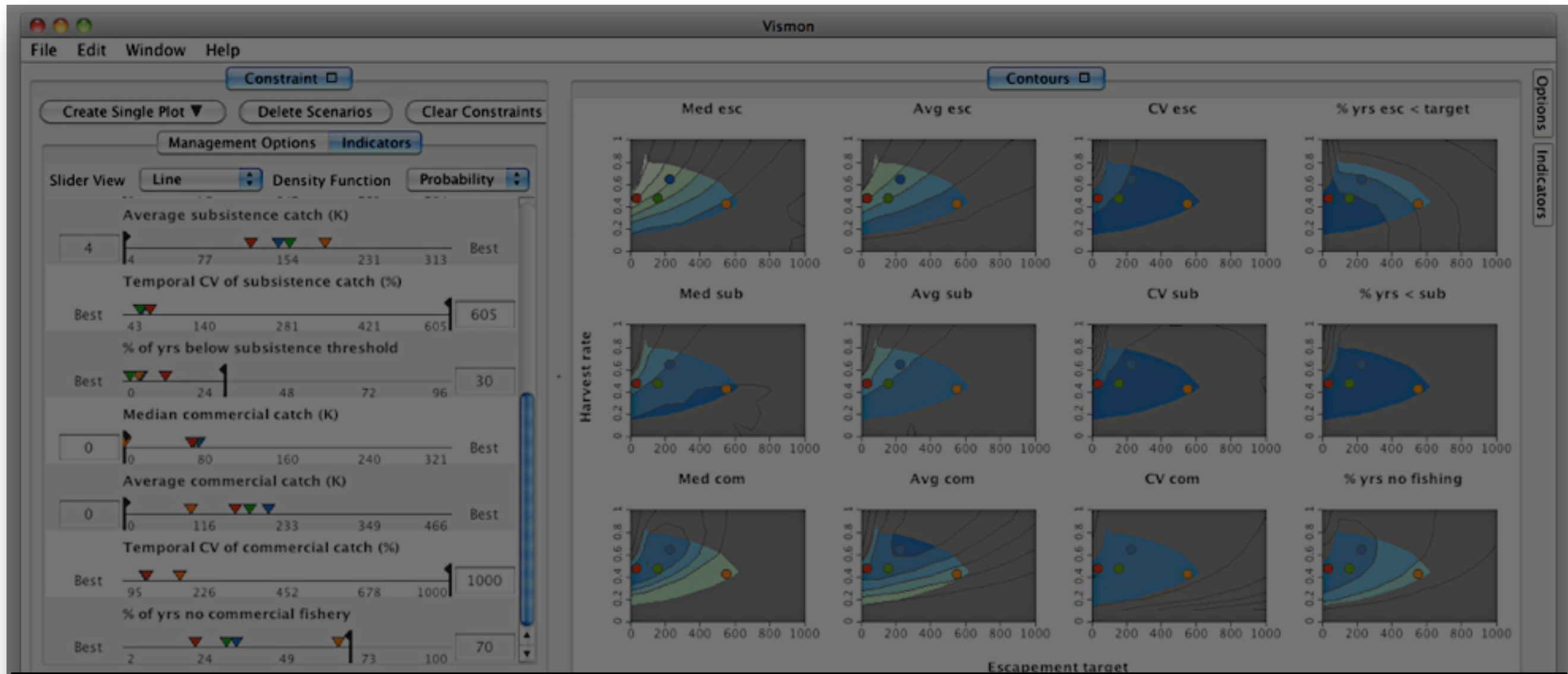
Selection



Selection



Trade-off quantification



FluidExplorer

Fluid animation

Special effects

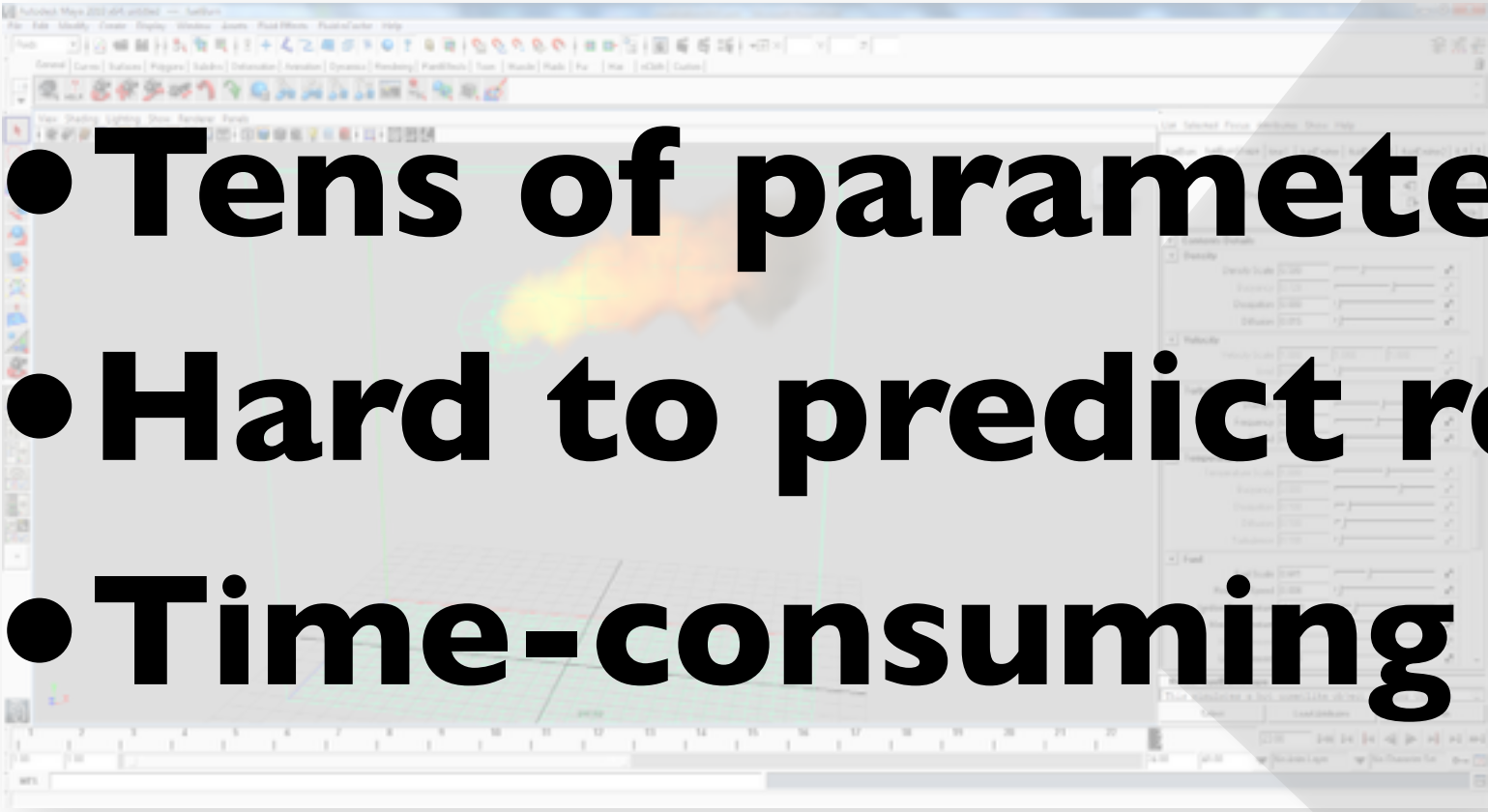


- Fluid simulation is heavily used in the motion picture industry
- Most common animation packages include solvers or offer add-ons
- Problem: Difficult to control for visual effects artists

Special effects (2)

- Tens of parameters
- Hard to predict results
- Time-consuming trial & error

Autodesk Maya 2010



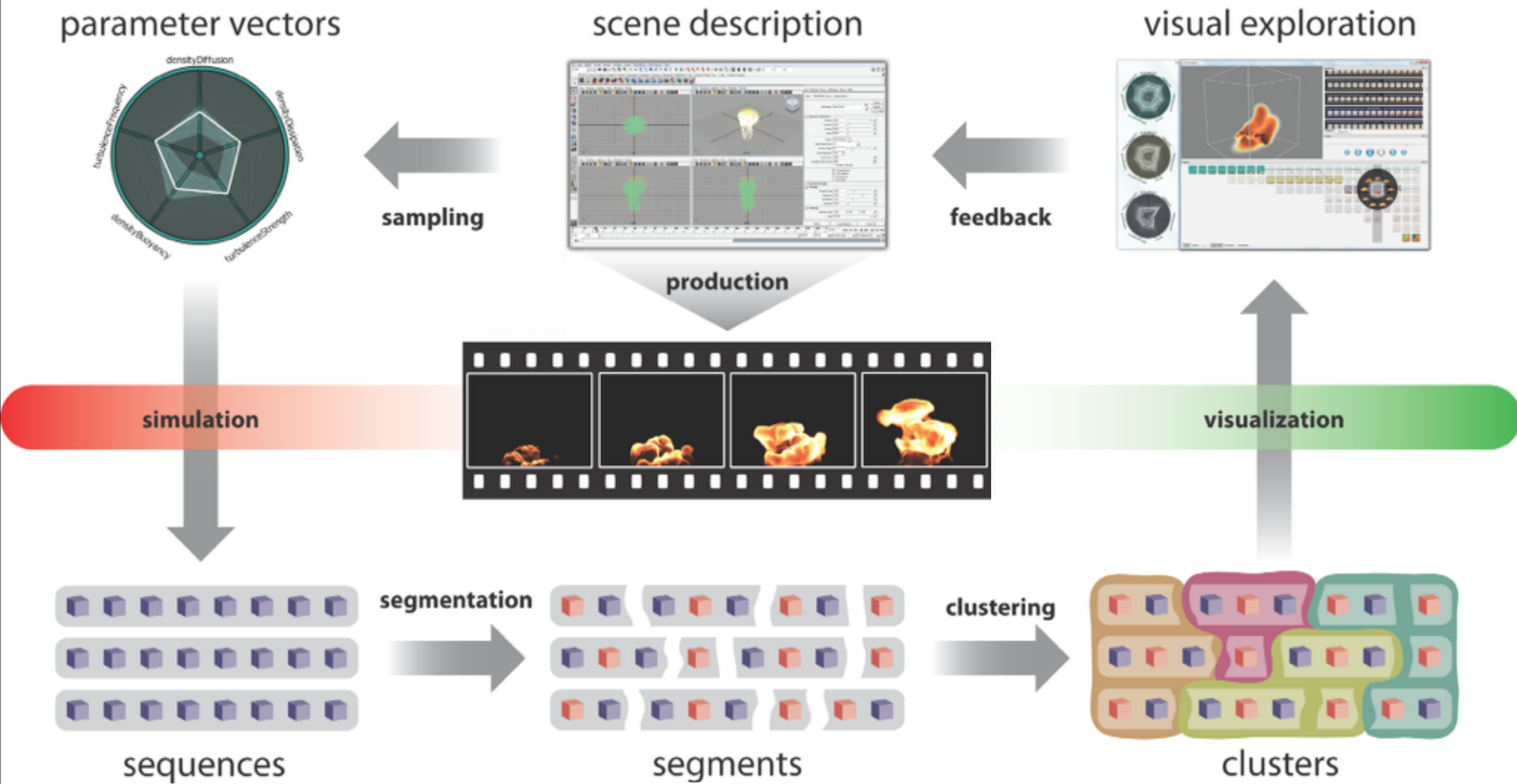
The image shows a screenshot of the Autodesk Maya 2010 software interface. In the background, a 3D viewport displays a fire simulation with a bright orange and yellow flame. Overlaid on the right side of the interface is a detailed parameter panel for a fluid object. This panel is organized into several sections: Density, Velocity, Turbulence, Temperature, and Fuel. Each section contains multiple numerical parameters, each with a text input field and a corresponding slider control. The 'Density' section includes Density Scale (0.500), Buoyancy (0.728), Dissipation (0.000), and Diffusion (0.015). The 'Velocity' section includes Velocity Scale (1.000) and Swirl (0.000). The 'Turbulence' section includes Strength (0.466), Frequency (0.816), and Speed (0.058). The 'Temperature' section includes Temperature Scale (1.000), Buoyancy (3.000), Dissipation (0.100), and Diffusion (0.000). The 'Fuel' section includes Fuel Scale (0.641), Reaction Speed (0.008), Ignition Temperature (-0.100), Max Temperature (0.000), Heat Released (1.000), and Light Released (0.000). The interface also shows standard Maya toolbars and a timeline at the bottom.

Section	Parameter	Value
Density	Density Scale	0.500
	Buoyancy	0.728
	Dissipation	0.000
	Diffusion	0.015
Velocity	Velocity Scale	1.000
	Swirl	0.000
Turbulence	Strength	0.466
	Frequency	0.816
	Speed	0.058
Temperature	Temperature Scale	1.000
	Buoyancy	3.000
	Dissipation	0.100
	Diffusion	0.000
Fuel	Fuel Scale	0.641
	Reaction Speed	0.008
	Ignition Temperature	-0.100
	Max Temperature	0.000
	Heat Released	1.000
	Light Released	0.000

The Zen of tuning parameters!

- very tedious and time consuming
- loop over
 - guess a parameter combination
 - wait for animation result (often minutes)
 - evaluate result (often visually)
- did we reach a stable parameter region?

Overview



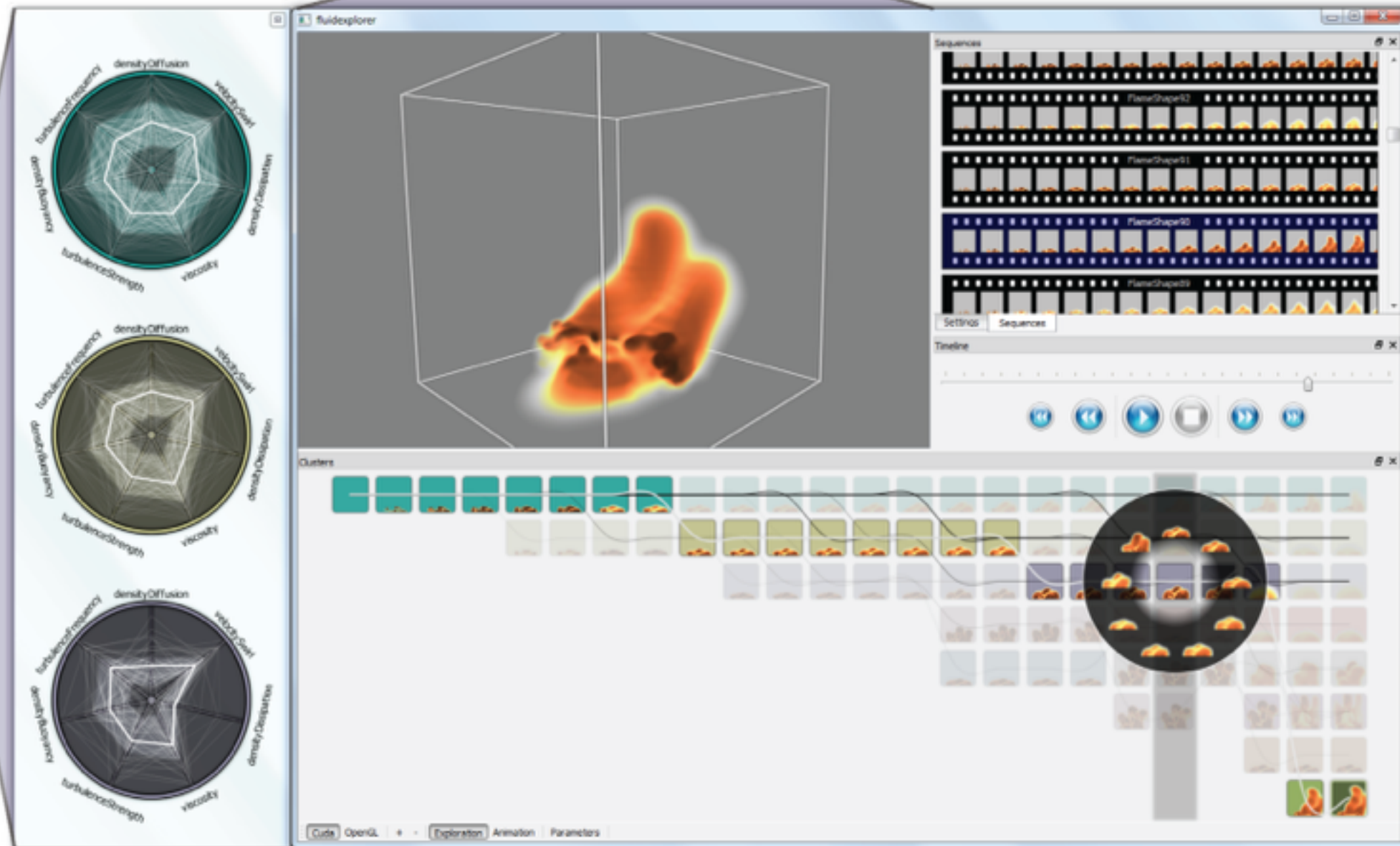
Visualization

animation view

parameter view

sequence view

cluster timeline

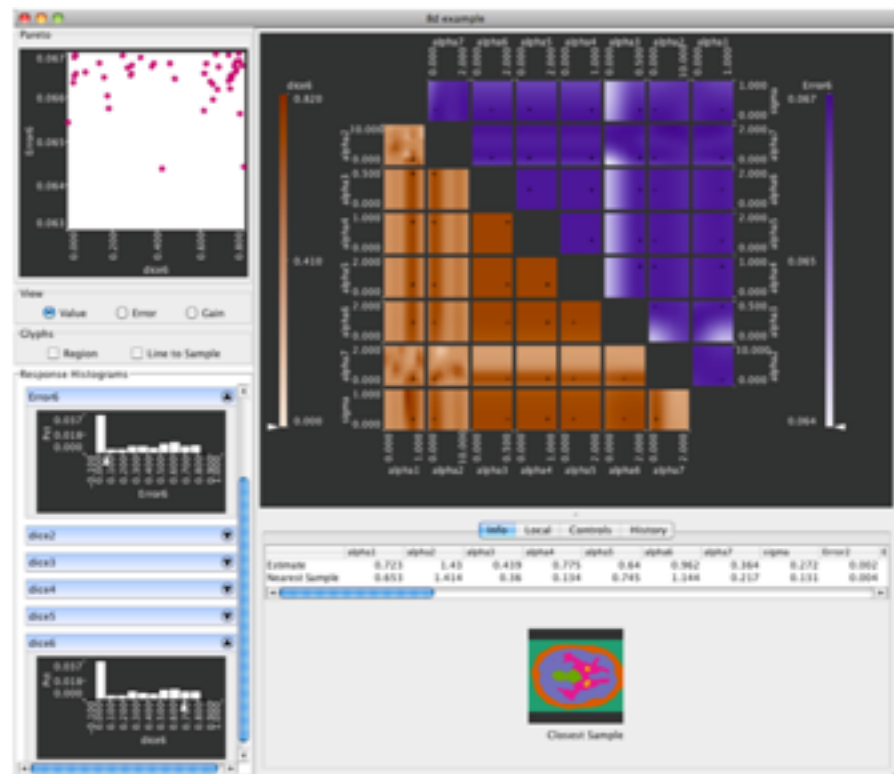


Evaluation

- iterative loop -- human-centered design
- Vismon: 4 years
- FluidExplorer: 1 year

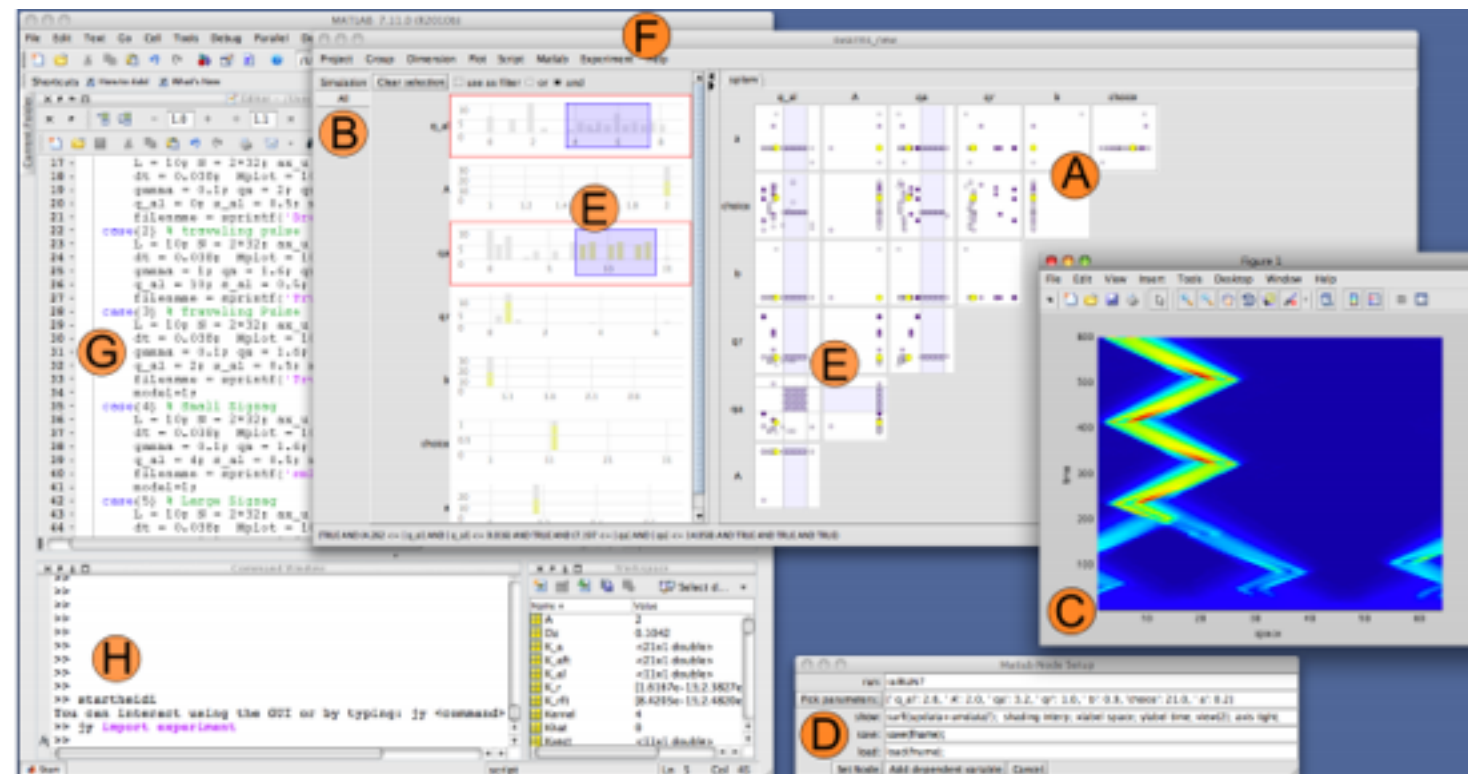
Overview

- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - Tasks
 - Strategies
- Challenges



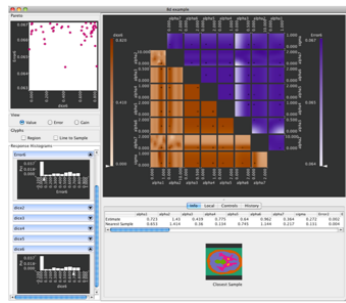
Tuner

[Torsney-Weir et al., Vis 2011]



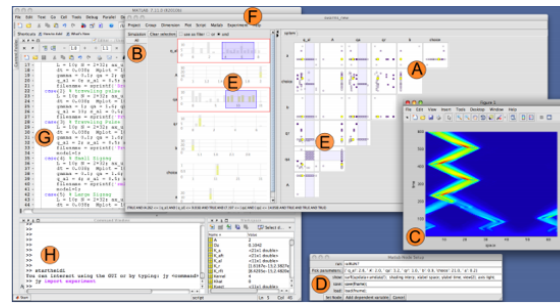
Paraglide

[Bergner et al., TVCG 2013]



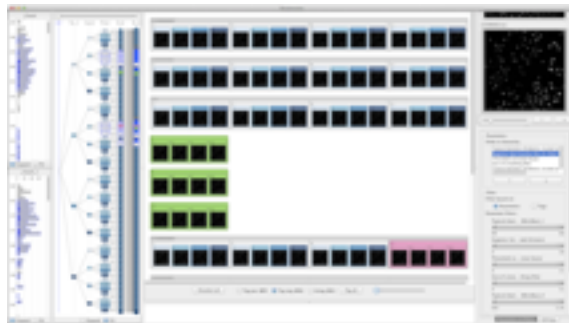
Tuner

[Torsney-Weir et al., Vis 2011]



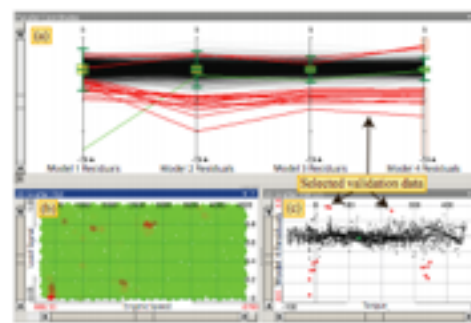
Paraglide

[Bergner et al., TVCG 2013]



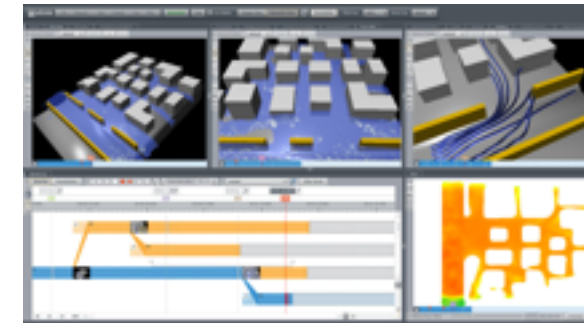
Paramorama

[Pretorius et al., InfoVis 2011]



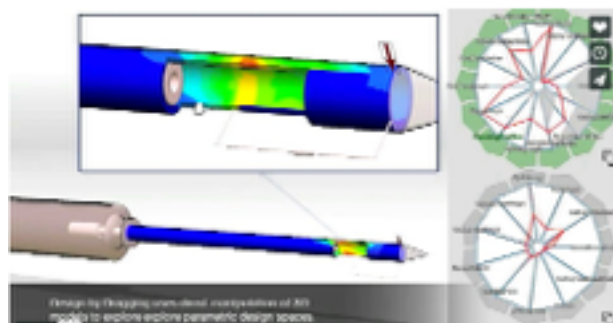
HyperMoVal

[Piringer et al., EuroVis 2010]



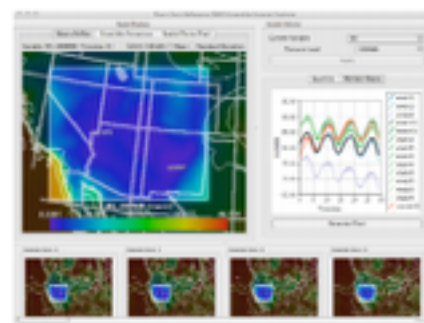
World Lines

[Waser et al., Vis 2010]



Design by Dragging

[Coffey et al., SciVis 2013]

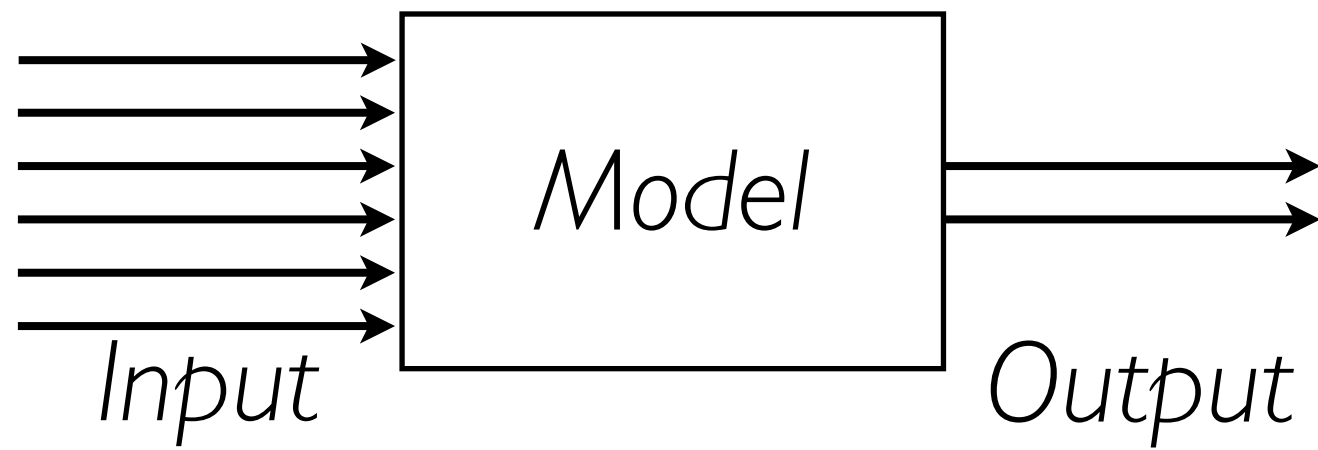


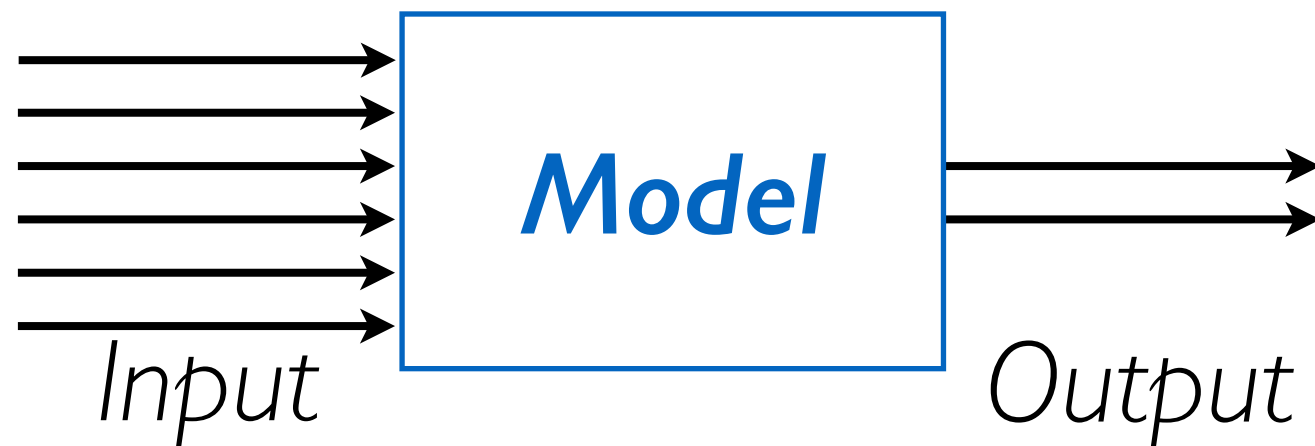
Ensemble-Vis

[Potter et al., 2009]

... and
many more

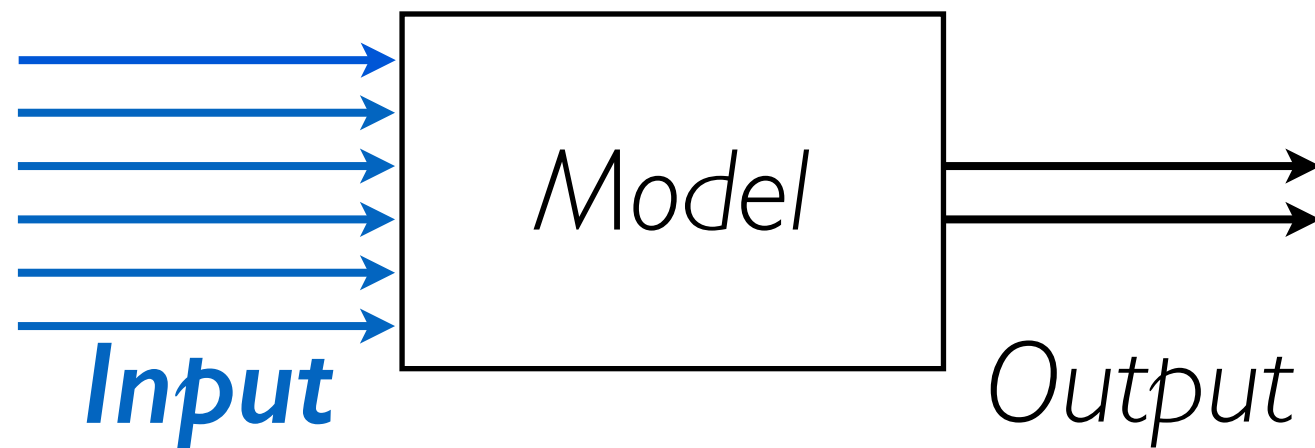
Problem Abstraction





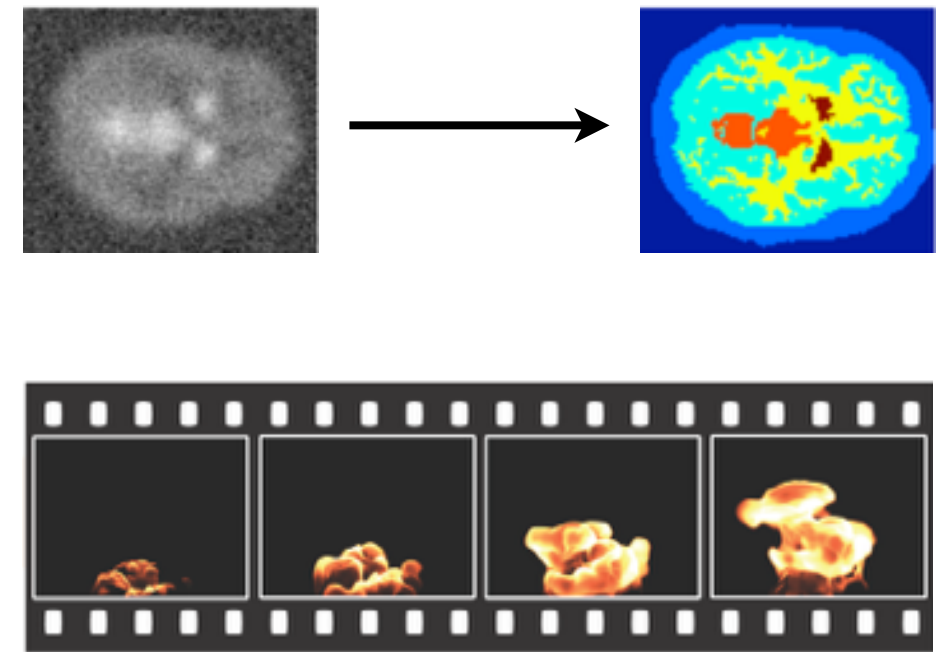
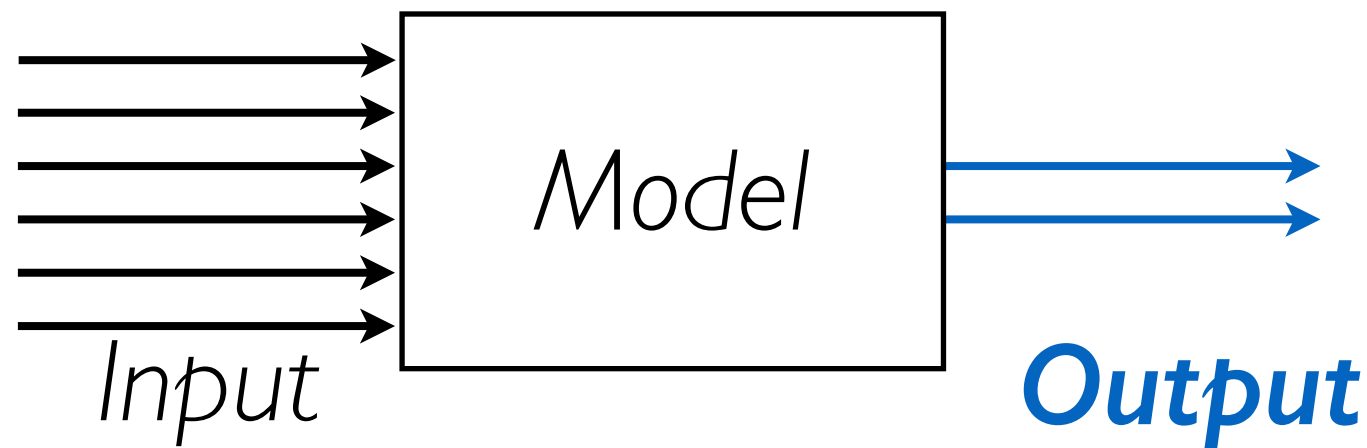
Model

- simulation model, prediction model, ...
- ... but also algorithm
- stochastic, deterministic
- usually black box (to us as Vis researchers)



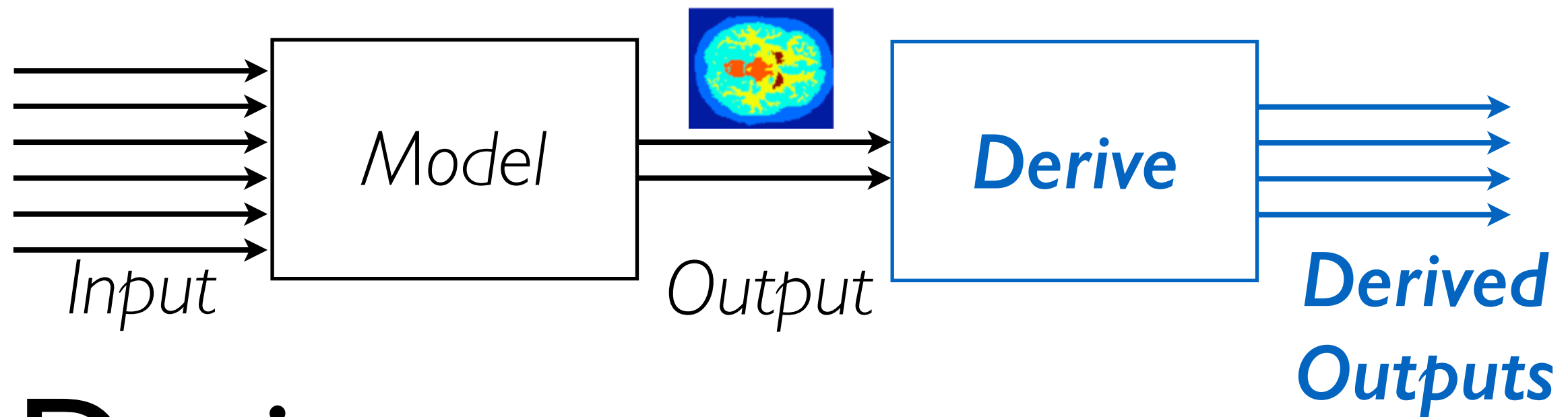
Inputs

- well chosen by the scientist, i.e. people care about their inputs
- normally continuous (quantitative data)
 - need to sample the space
- categorical data common too (e.g. use of a different algorithm)



Outputs

- typically complex objects, e.g.
 - 2D, 3D images (Tuner)
 - animations (FluidExplorer)
 - performance graphs (fuel cells)
- hard to evaluate / compare many complex outputs



Derive

- one-dimensional (“goodness”) rating: $d(O_1)$
- two-dimensional comparison: $d(O_1, O_2)$
- objective measures can be
 - exact (reliable)
 - approximate - about right, but not 100% precise
 - unknown (active learning)

Overview

- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - **Tasks**
 - Strategies
- Challenges

Optimization

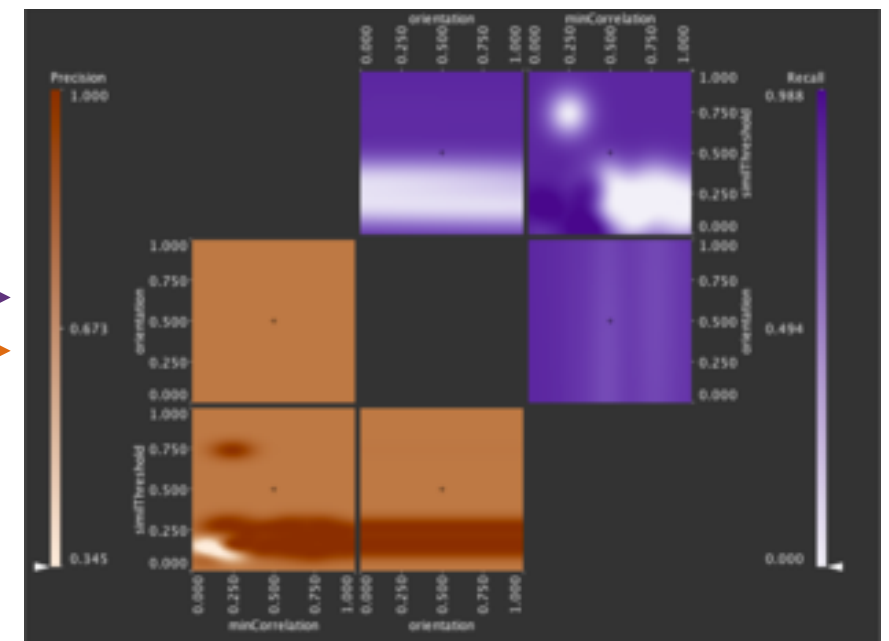
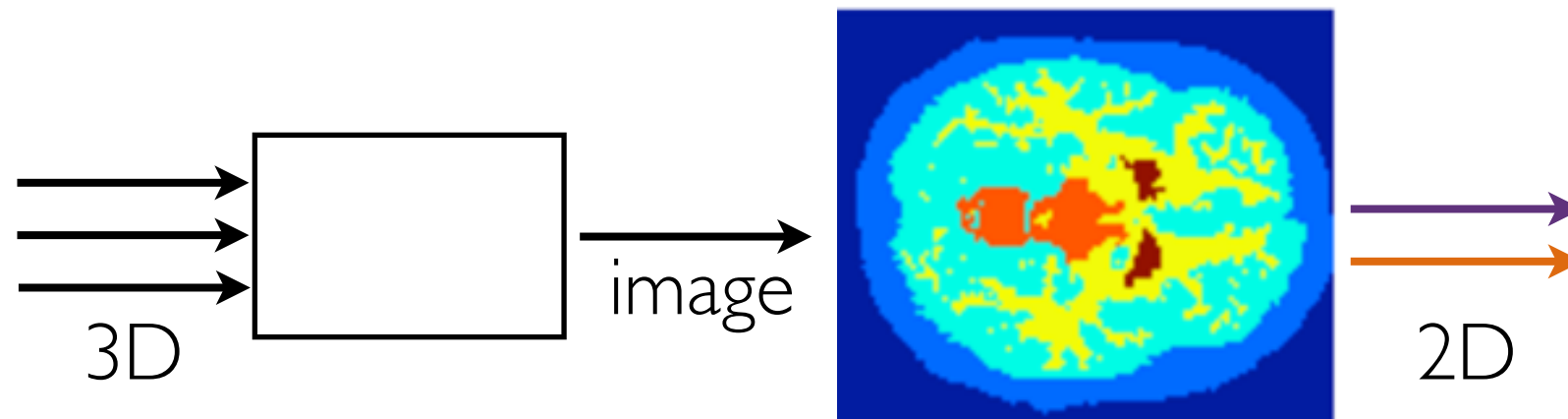
“Find the ‘best’ parameter combination.”

- subjective optimization



“Find the ‘best’ parameter combination.”

- subjective optimization
- derive objective measures

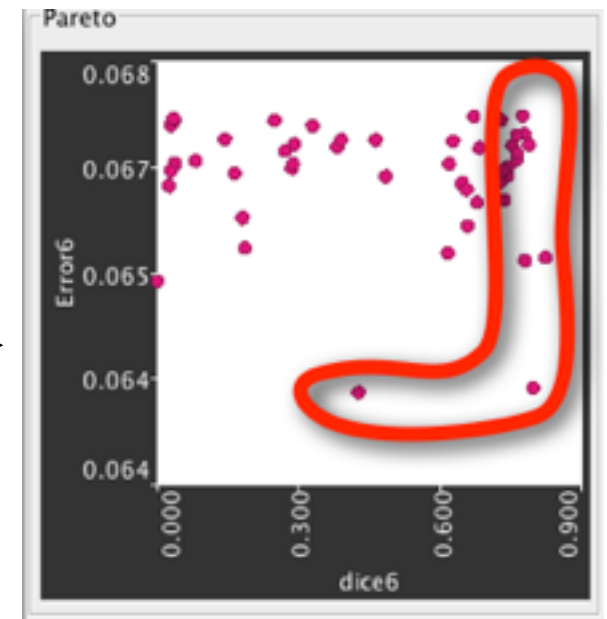


Tuner

[Torsney-Weir et al., Vis 2011]

“Find the ‘best’ parameter combination.”

- subjective optimization
- derive objective measures
- often times multiple objectives that need to be balanced
 - one: no Vis, just use some optimization toolbox
 - two: 2D Pareto front (e.g. Tuner) →
 - multiple: facilitate multi-objective trade-off (e.g. Vismon)

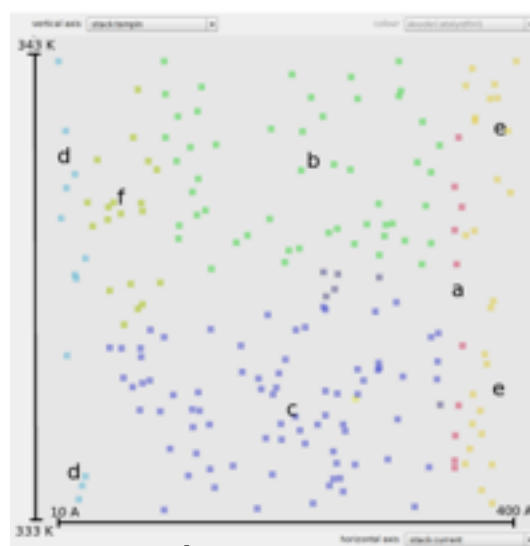


Tuner

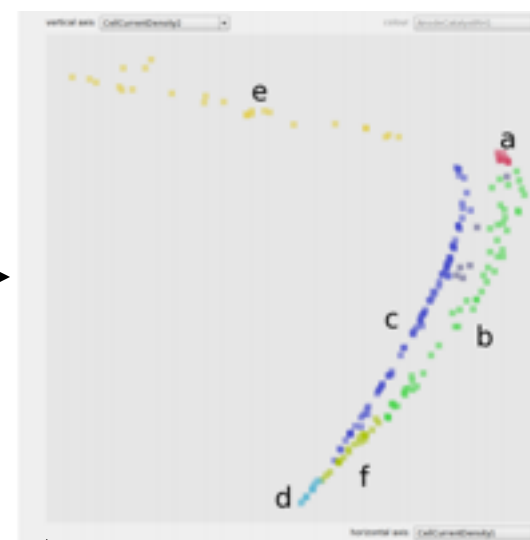
Partitioning

“How many different types of behaviors are possible?”

- essentially find a segmentation (or clustering) of the output space
- apply to input space
- user wants to know the parameter combinations (and ranges) that create one particular output behavior



Input



Output

Paraglide

[Bergner et al., TVCG 2013]

Fitting

“Where in the parameter space fall actual measured data?”

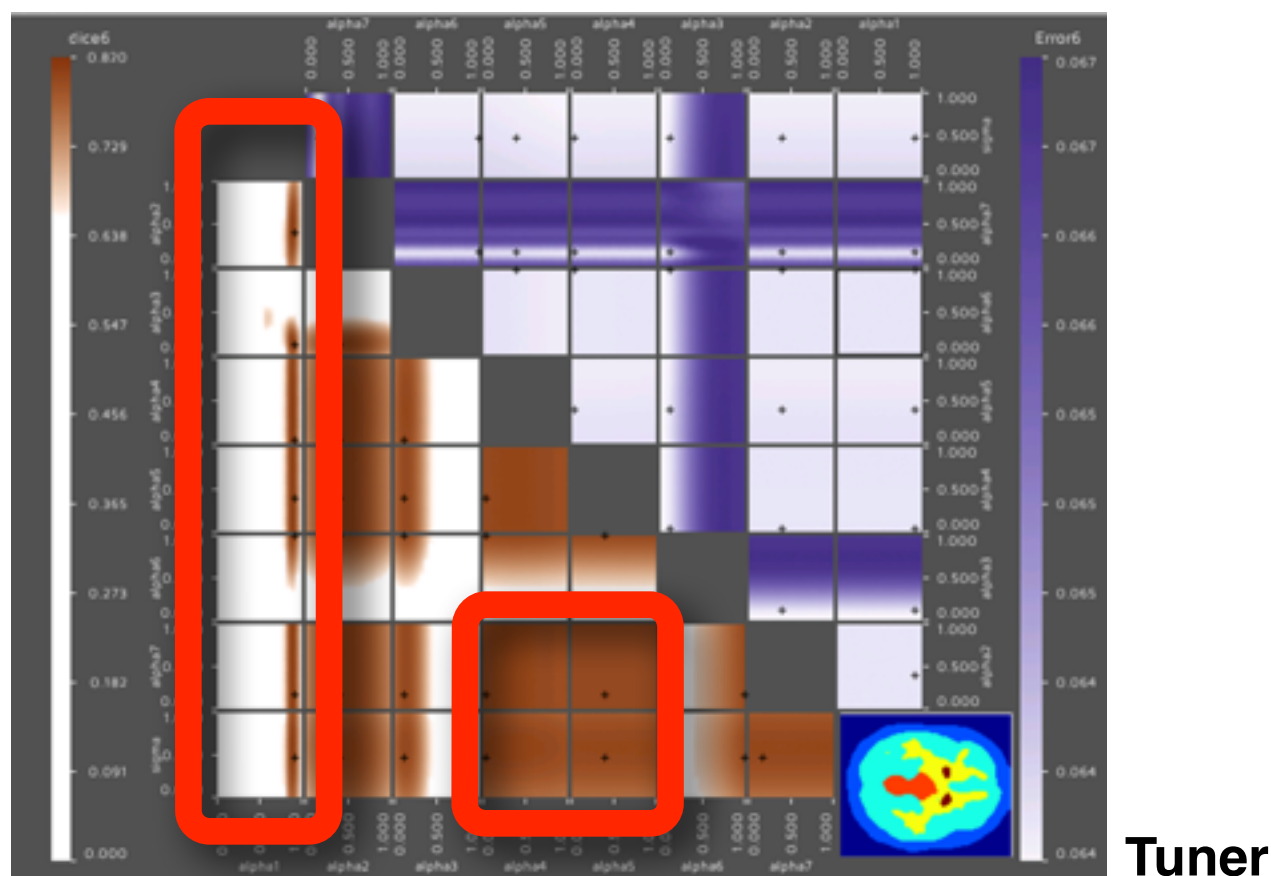
- Data fitting - given real inputs and their outputs, improve the understanding / modeling
- Inverse Problem (level sets) - given ONLY the outputs, what inputs would yield this behavior?
- could be formulated as an optimization problem
- e.g. HyperMoVal [Piringer et al., EuroVis 2010]

Sensitivity

“What ranges/variations of outputs to expect with changes of input?”

“What ranges/variations of outputs to expect with changes of input?”

- Optimization - *“How stable are my optimal parameter settings?”*



“What ranges/variations of outputs to expect with changes of input?”

- Optimization - *“How stable are my optimal parameter settings?”*
- Partitioning - *“How quick/slow are the transition from one behavior to another?”*
- Fitting - *“How close does the simulation come to the actual measured data?”*

Uncertainty

- structural uncertainty (model vs. real system)—“*How much might the model differ from reality?*”
- aleatoric/statistical uncertainty (of stochastic models)—“*How much do (non-deterministic) runs with the same parameter settings differ?*”
- interpolation uncertainty (of surrogate models)—“*How accurate are interpolations between sampled runs?*”

Overview

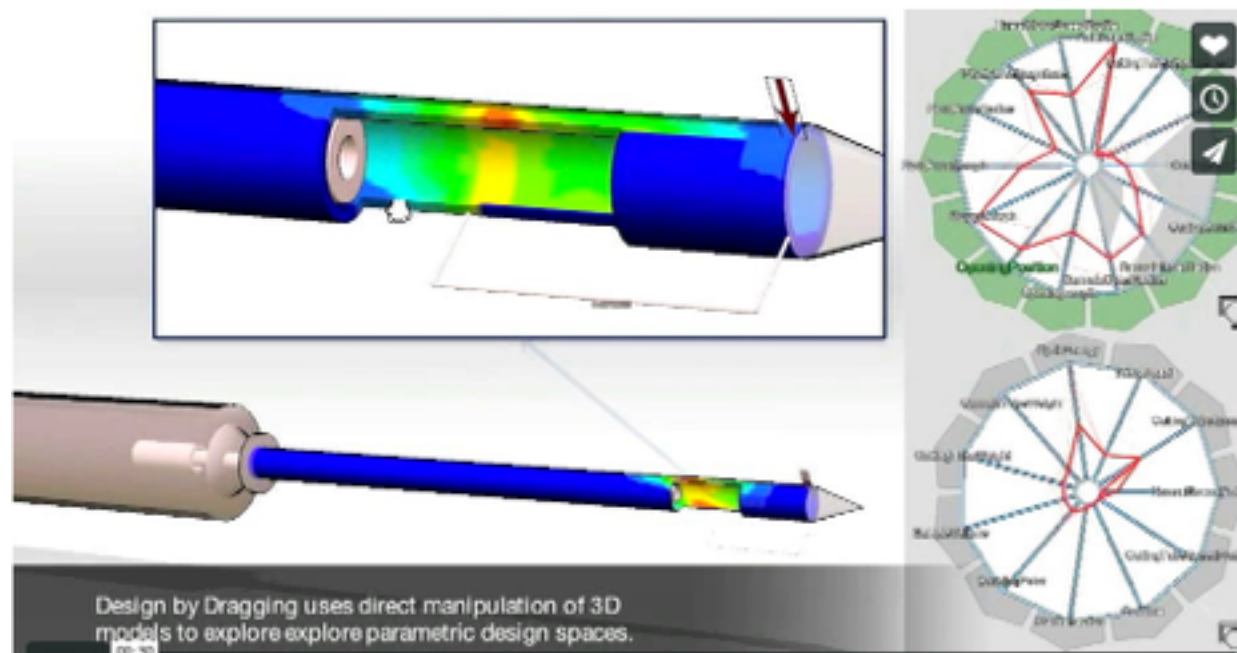
- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - Tasks
 - **Strategies**
- Challenges

Main strategies

- Trial and error (traditional approach)

Main strategies

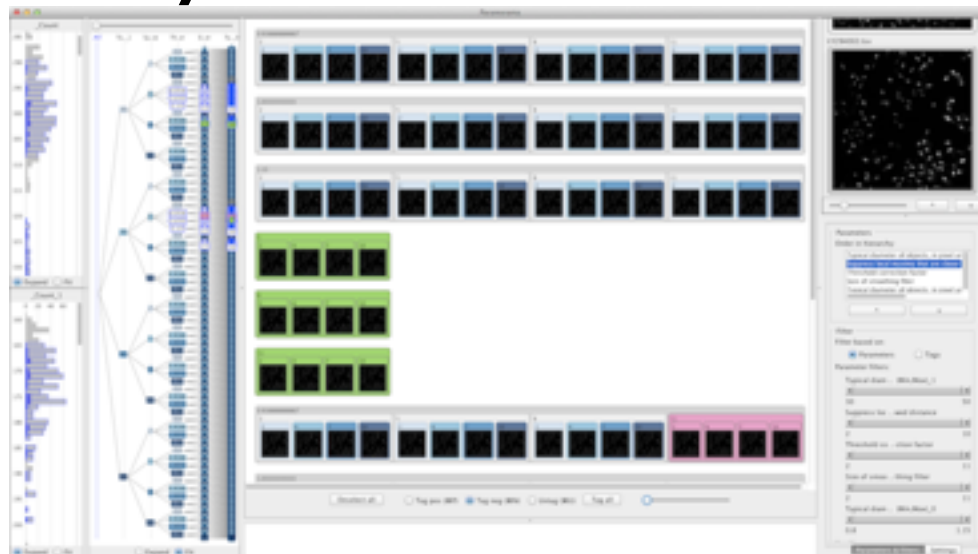
- Trial and error (traditional approach)
- Local —> global tweaking



Design by Dragging
[Coffey et al., SciVis 2013]

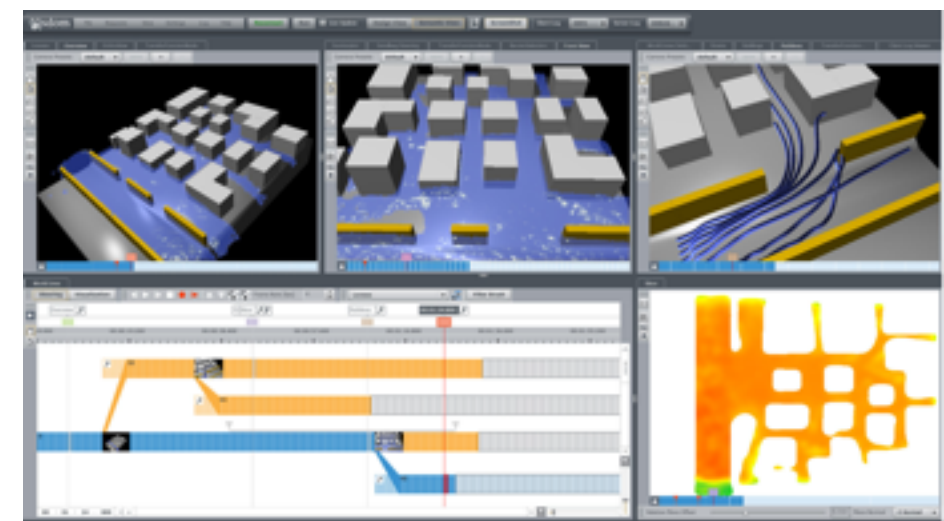
Main strategies

- Trial and error (traditional approach)
- Local —> global tweaking
- **Global —> local exploration**
 - FluidExplorer, Vismon, Tuner
 - **many others: Paramorama** [Pretorius et al., InfoVis 2011]



Main strategies

- Trial and error (traditional approach)
- Local $\longrightarrow$ global tweaking
- Global $\longrightarrow$ local exploration
- **Steering**
 - simulation steering: e.g. real-time simulators
 - computational steering: e.g. change the grid size, stop if no insight



World Lines

[Waser et al., Vis 2010]

Overview

- Case Studies
 - Vismon - Fisheries science
 - FluidExplorer - Fluid animation
- Abstraction
 - Problem abstraction
 - Tasks
 - Strategies
- **Challenges**

Technical Challenges

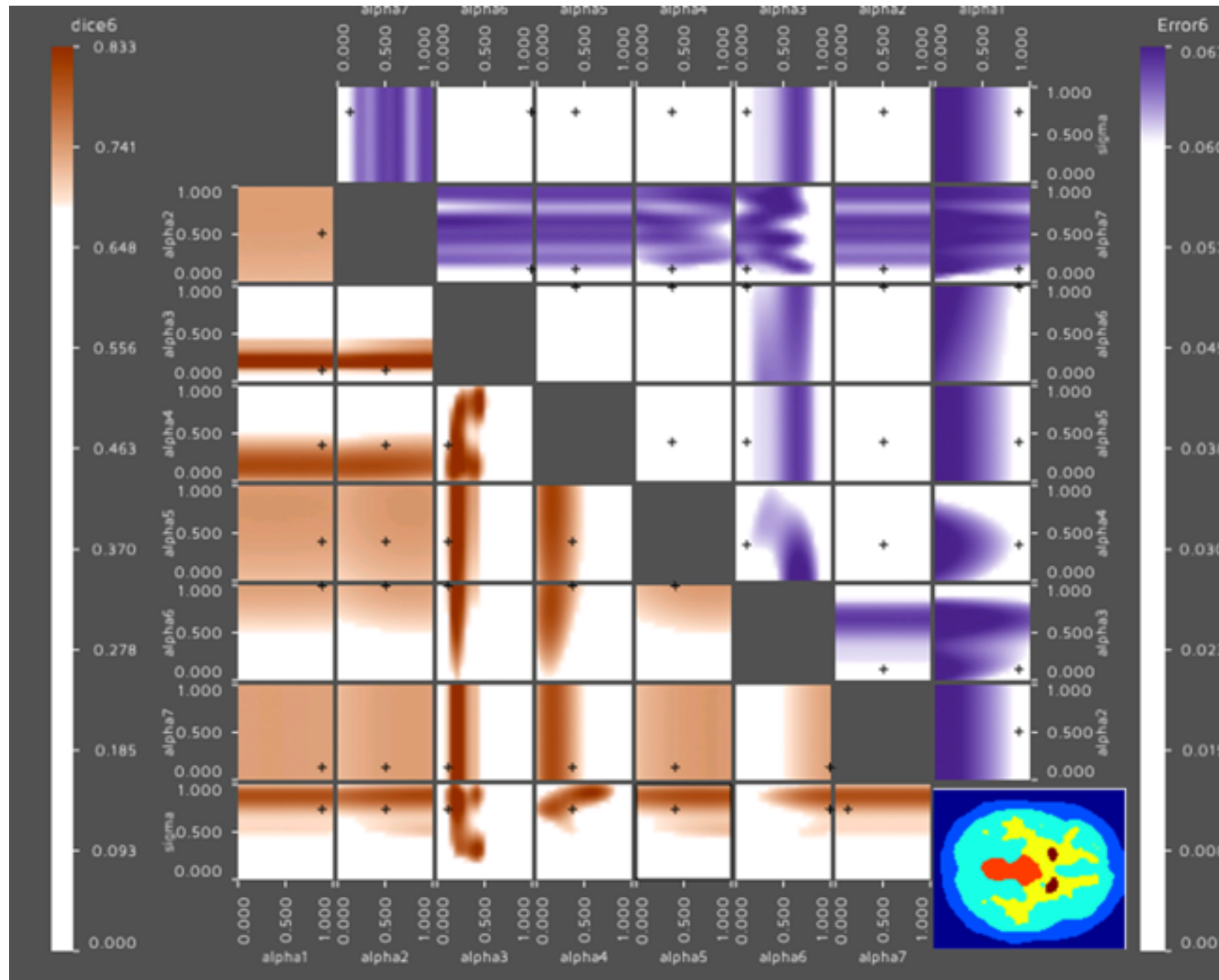
Data Management

- messy real data (“Big Data”)
 - uncertainty
 - data wrangling
- large data sets
 - from real data
 - from simulations
 - storage (“exascale computing”)
 - out-of-core

Sampling

- trading-off time and accuracy
 - 1h / sim — 24 sims / day
 - 1s / sim — 86,400 sims / day
- time — would like to have analysis result in less than a day (there always is a cost / deadline!)
- accuracy - would like to have as dense a sampling as possible
- often reconstruct / infer values at non-sampled values from sampled neighbors (surrogate model)

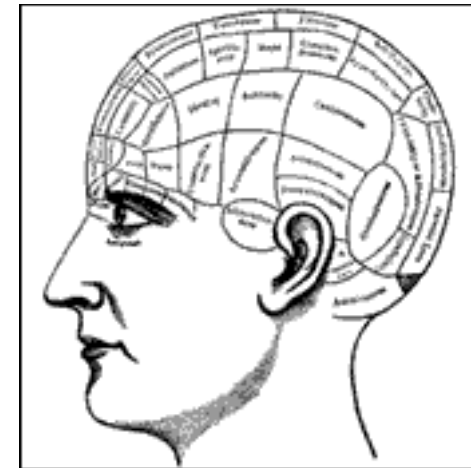
Real-time Rendering



Cognition and Design Challenges

Cognition

- how to understand multi-dimensional spaces?
- facilitating sensitivity
- facilitating uncertainty
- facilitating trade-offs

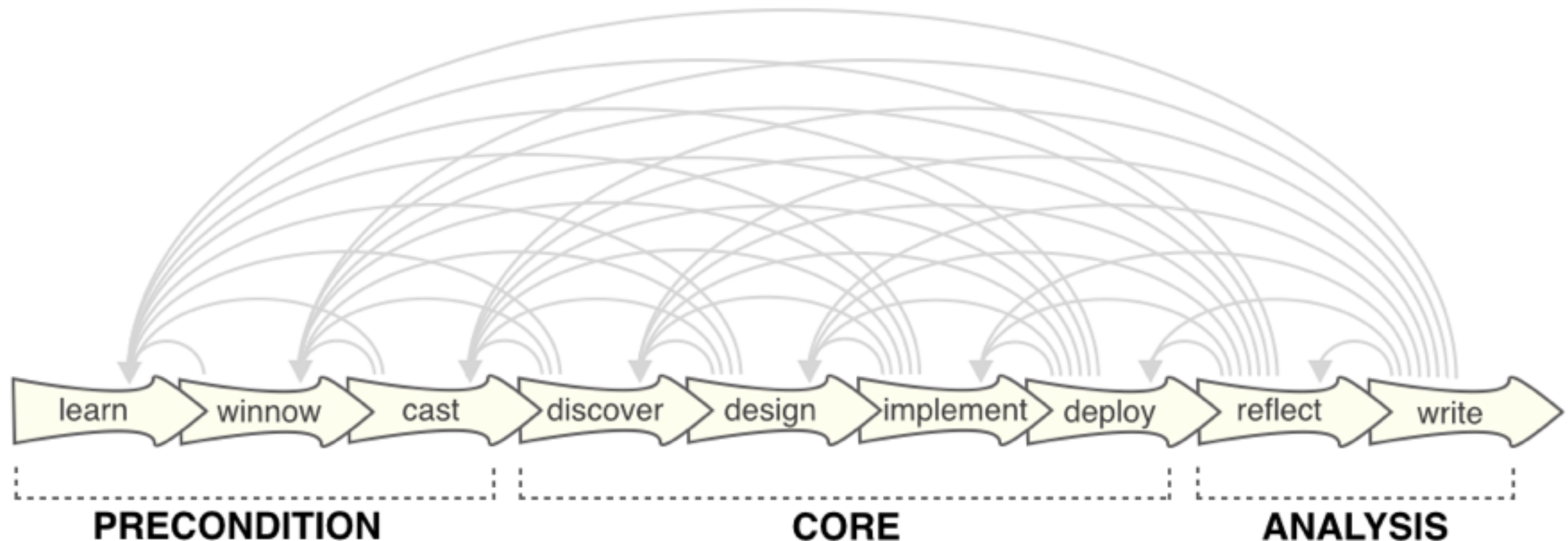


Visual + Interaction Design

- compare complex objects
- navigating multi-dimensional spaces
- slices vs. scatterplots
- multi-dimensional Pareto panels
- specifying neighborhoods in multi-dim

Process Challenges

Design Studies



Design Study Methodology
[Sedlmair et al., InfoVis 2012]

From Design Studies to Theory

- From single design/case studies to more generalizable insights?

From Design Studies to Theory

**“the visualization and data
analysis cookbook”**



abstract data & task



data analysis technique

From Design Studies to Theory

- work-in-progress, together with



Christoph Heinzl
FH Wels



Harald Piringer
VRVis



Stefan Bruckner
Univ. of Bergen



Edi Gröller
TU Vienna

Summary

- understanding parameter space - an essential task of computational science
- visual tools—universal across domains / stimulate intuition about complex (in-out) relationships
- recognition—*“This reduced the work of days to a couple of hours.”*

Acknowledgments



Steven Bergner
SFU



Maryam Booshehrian
SFU



Stephen Ingram
UBC



Thomas Torsney-Weir
U of Vienna



Stefan Bruckner
U of Bergen

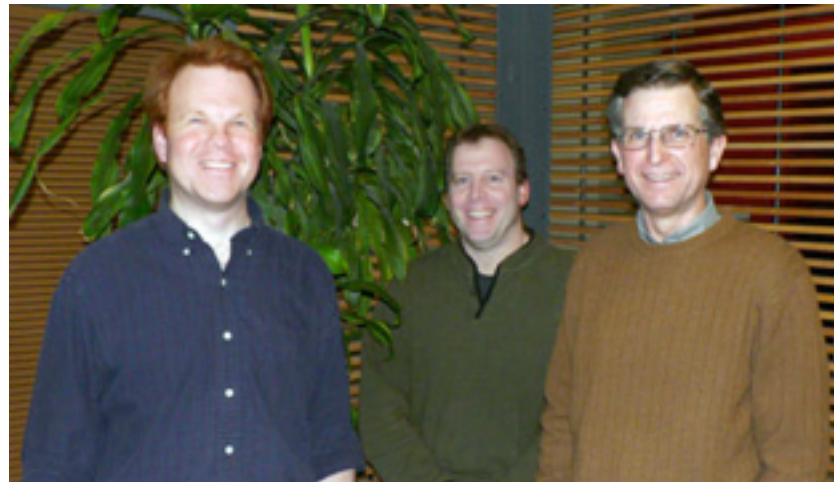


Tamara Munzner
UBC



Melanie Tory
U Victoria

Collaborators



A. Cooper, S. Cox, R. Peterman,
REM



Blair Tennessy
SpinPro



Ahmed Saad
SFU



Britta Weber
Zuse I Berlin



Hans-Christian Hege
Zuse I Berlin



Jean-Marc Verbavatz
MPI-CBG Dresden

Questions?

<http://cs.univie.ac.at/vda>

torsten.moeller@univie.ac.at
michael.sedlmair@univie.ac.at