

# **AMCS / CS 247 – Scientific Visualization**

## **Lecture 4: Introduction, Pt. 4;**

### **Data Representation, Pt. 1**

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# Reading Assignment #2 (until Feb 6)



Read (required):

- Data Visualization book, finish Chapter 2
- Data Visualization book, Chapter 4 until 4.1 (inclusive)
- Continue familiarizing yourself with OpenGL if you do not know it !

# Programming Assignments Schedule (tentative)



## Assignment 1:

- Volume slice viewer

due: Feb 5

## Assignment 2:

- Iso-contours and iso-surface rendering

due: Feb 26

## Assignment 3:

- Volume ray-casting

due: Mar 26

## Assignment 4:

- Flow vis 1 (hedgehog plots, streamlines, pathlines)

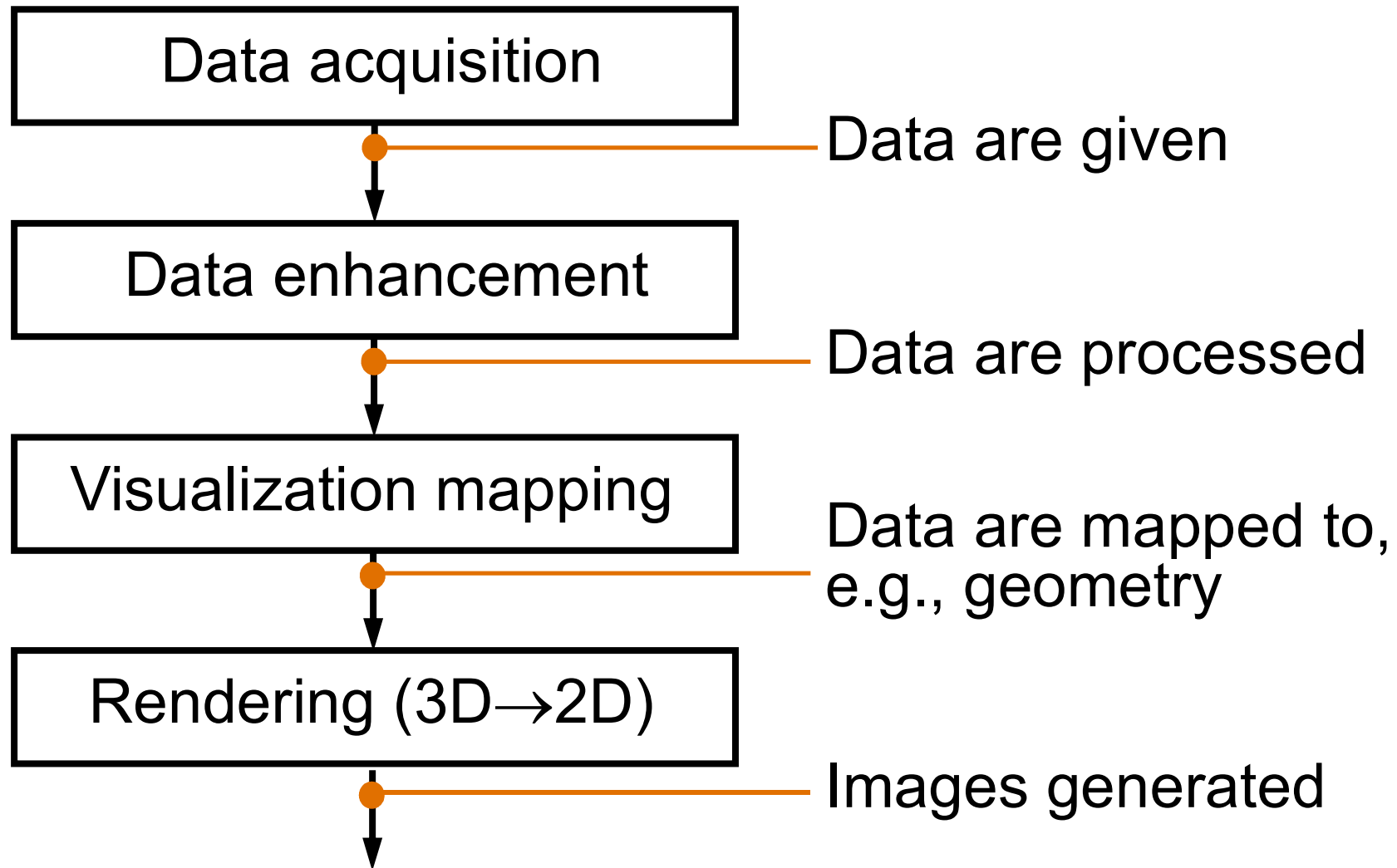
due: Apr 16

## Assignment 5:

- Flow vis 2 (LIC with color coding)

due: Apr 30

# The Visualization Pipeline – Overview



# Data Generation, Visualization, Interaction



Coupling varies considerably:

- Data generation (data acquisition):
  - Measuring, simulation, modeling
  - Can take very long (measuring, simulation)
  - Can be very costly (simulation, modeling)
- Visualization (rest of visualization pipeline):
  - Data enhancement, visualization mapping, rendering
  - Depending on computer, implementation: fast or slow
- Interaction (user feedback):
  - How can the user intervene, vary parameters

# Passive Visualization



All three steps separated:

- Off-line data generation

- Measurements
- Simulation
- Modeling

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- Off-line Visualization

- Previously generated data are visualized
- Result: video or images/animation

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- Passive Visualization

- Viewing of the visualization results



# Interactive Visualization



Only data generation is separated:

- Off-line data generation

- Measurements, Simulation, Modeling

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- Interactive visualization

- Previously generated data are available
- Visualization program allows interactive visualization of the data
- Possibilities:  
choice, variation, parameterization of the visualization technique
- Nowadays widespread
- Focus of this course!



# Interactive Steering



All three steps coupled:

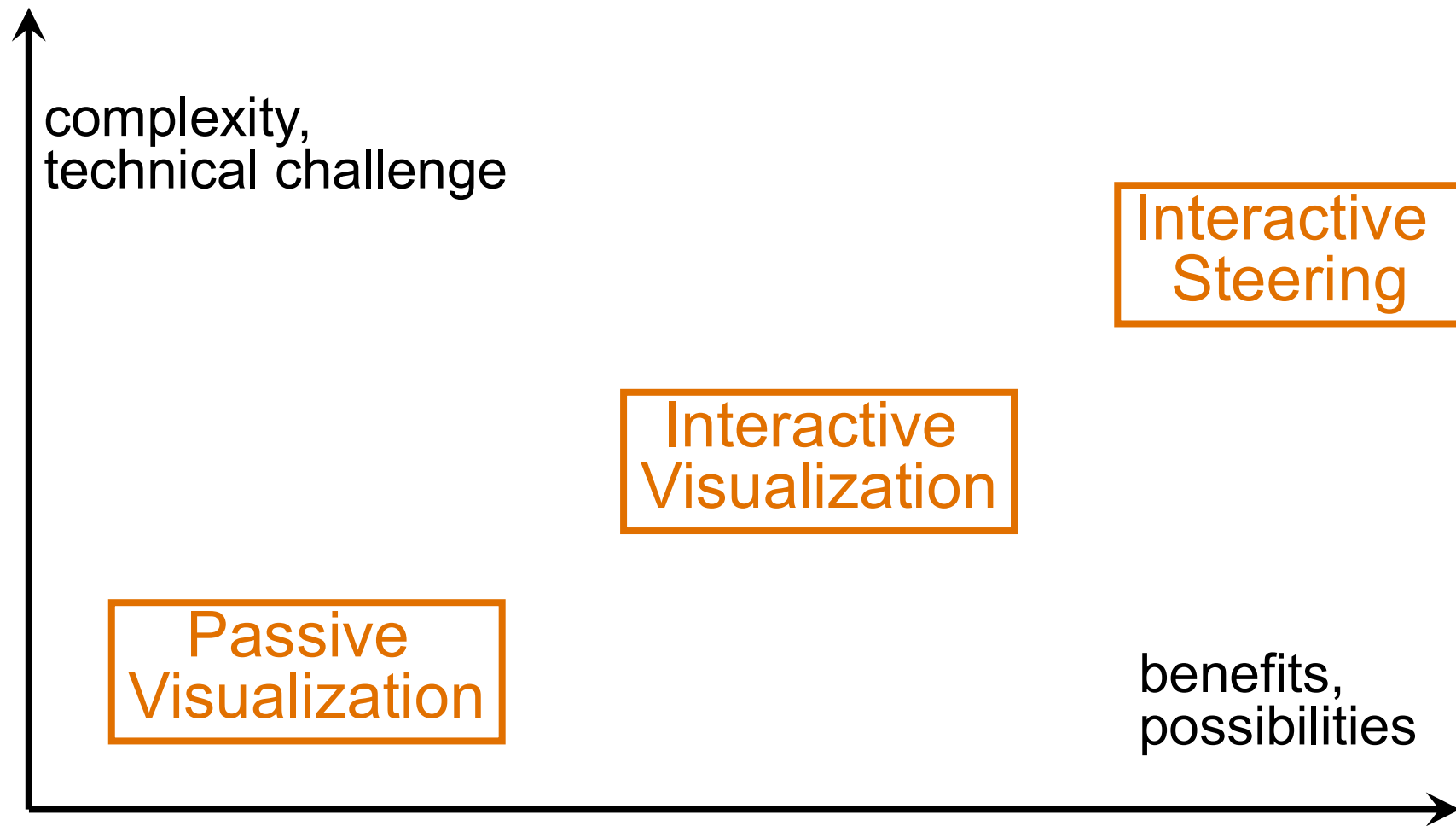
- **Interactive steering**

- Simulation and/or modelling (measuring) generate data “on the fly”
- Interactive visualization allows “real-time” insight into the data
- Extended possibilities:  
user can interfere with the simulation and/or the modeling, change the design, ...
- Often requires lots of effort, very costly





# Visualization Scenarios



# Data – General Information



## Data:

- Focus of visualization, everything is centered around the data
- Driving factor (besides user) in choice and attribution of the visualization technique
- Important questions:
  - Where do the data “live” (**data space**)
  - **Type** of the data
  - Which **representation** makes sense (secondary aspect)

# Data Space



## Where do the data “live”?

- Inherent spatial domain (**SciVis**):
  - 2D/3D data space given
  - examples: medical data, flow simulation data, GIS data, etc.
- No inherent spatial reference (**InfoVis**):
  - abstract data,  
spatial embedding through visualization
  - example: data bases
- **Aspects**: dimensionality, domain, coordinates,  
region of influence (local, global)

# Data Type



What type of data?

- **Data types:**
  - Scalar = numerical value  
(natural, integer, rational, real, complex numbers)
  - Non-numerical (categorical) values
  - Multi-dimensional values (n-dim. vectors,  $n \times n$ -dim. tensors of data from same type)
  - Multi-modal values (vectors of data with varying type [e.g., row in a table])
- **Aspects:** dimensionality, co-domain (range)



# Visualization Examples



data	description	visualization example
$\mathbb{N}^1 \rightarrow \mathbb{R}^1$	value series	bar chart, pie chart, etc.
$\mathbb{R}^1 \rightarrow \mathbb{R}^1$	function over $\mathbb{R}$	(line) graph
$\mathbb{R}^2 \rightarrow \mathbb{R}^1$	function over $\mathbb{R}^2$	2D-height map in 3D, contour lines in 2D, false color map
$\mathbb{R}^2 \rightarrow \mathbb{R}^2$	2D vector field	hedgehog plot, LIC, streamlets, etc.
$\mathbb{R}^3 \rightarrow \mathbb{R}^1$	3D densities	iso-surfaces in 3D, volume rendering

# Thank you.

## Thanks for material

- Helwig Hauser
- Eduard Gröller
- Daniel Weiskopf
- Torsten Möller
- Ronny Peikert
- Philipp Muigg
- Christof Rezk-Salama