

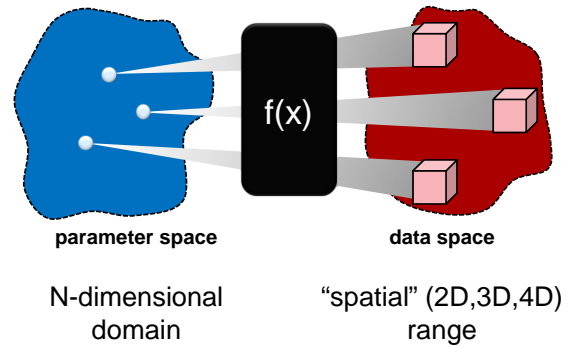
Similarity in Parameter Space Exploration



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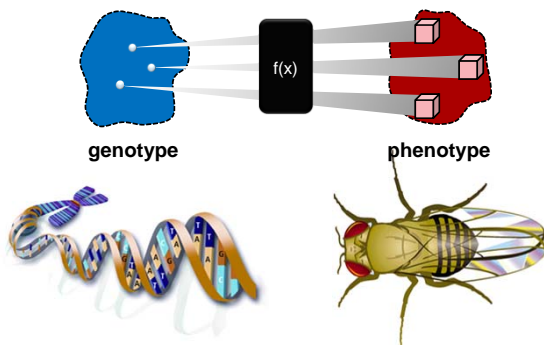
Spatial Data Spaces (1)



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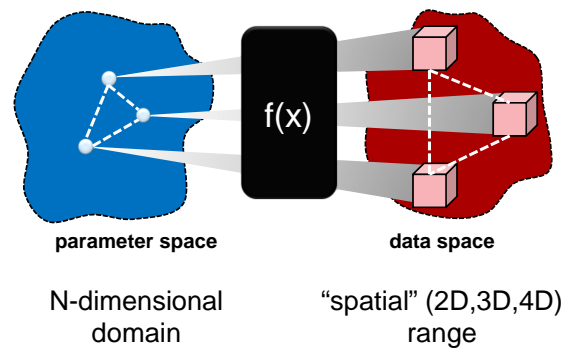
Spatial Data Spaces (2)



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Spatial Data Spaces (3)



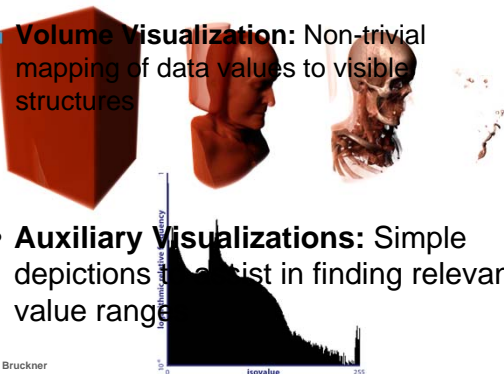
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Isosurface Similarity (1)

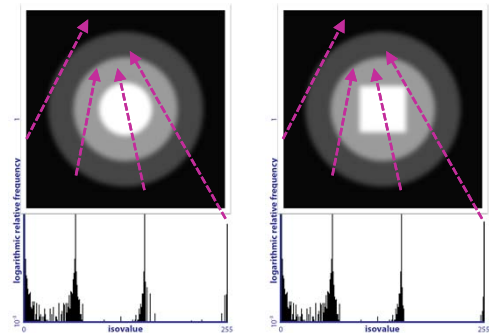
- **Volume Visualization:** Non-trivial mapping of data values to visible structures

- **Auxiliary Visualizations:** Simple depictions to assist in finding relevant value range



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Isosurface Similarity(2)



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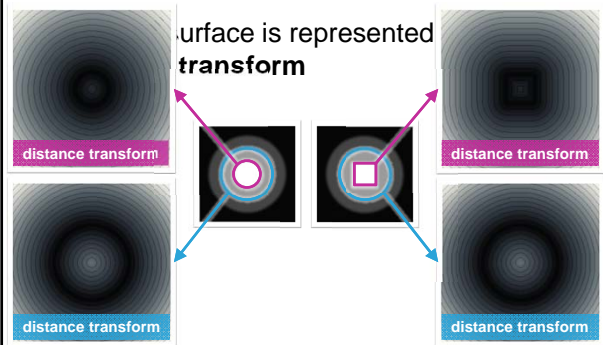
Similarity Maps – Key Aspects

- **Treat isosurfaces as a whole** instead of individual voxels
- **Characterize the shape** of every isosurface
- **Quantify their similarity** by comparing all isosurface shapes

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Isosurface Representation



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Similarity Measure (1)

- Regard the distances to a pair of isosurfaces as **random variables** X, Y
 - ◆ Characterize the amount of information they share to evaluate similarity
- **Mutual Information:** Commonly used information-theoretic measure
 - ◆ Measures how much knowing one variable reduces the uncertainty about the other

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Similarity Measure (2)

Mutual Information

marginal entropies of X, Y

$$I(X, Y) = H(X) + H(Y) - H(X, Y)$$

joint entropy of X and Y

- X and Y are **independent**: $I(X, Y) = 0$
- X and Y are **identical**: $I(X, Y) = H(X) = H(Y)$

normalized measure

$$\hat{I}(X, Y) = \frac{2I(X, Y)}{H(X) + H(Y)}$$

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Similarity Measure (3)

Joint Entropy

$$H(X, Y) = - \sum_{x \in X} \sum_{y \in Y} p_{X, Y}(x, y) \log(p_{X, Y}(x, y))$$

joint probability distribution of X and Y

- Requires knowledge of the **joint probability distribution** of X and Y
- Simple estimation method using the **joint histogram** of X and Y

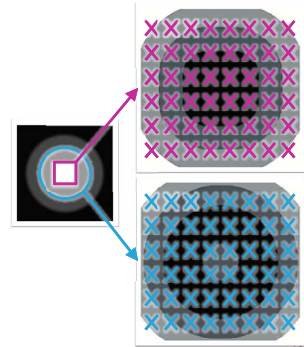
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Joint Distribution Estimation

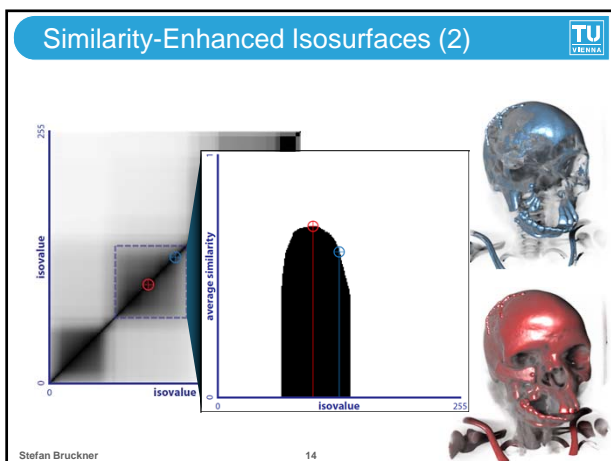
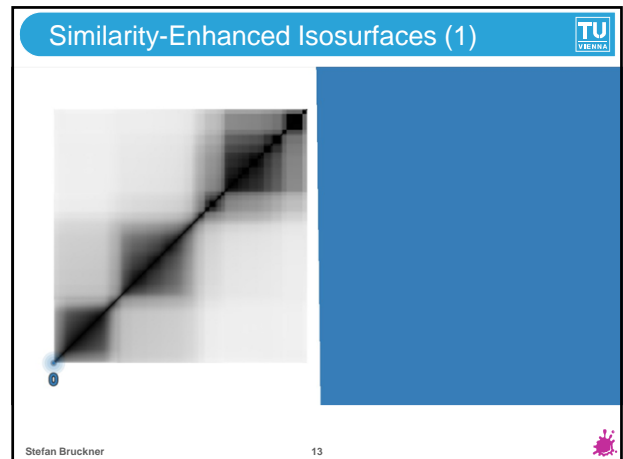
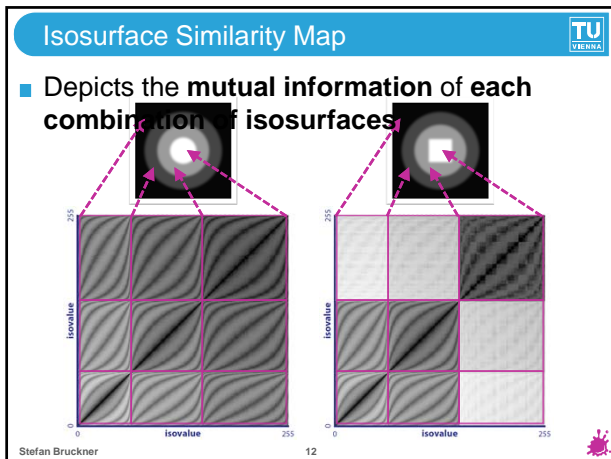
joint distribution $p_{X, Y}$

		isosurface h_1			
		d_1	d_2	d_3	d_4
isosurface h_2	d_1	0.25	0.333	0	0
	d_2	0	0.083	0.25	0
	d_3	0	0	0.083	0
	d_4	0	0	0	0

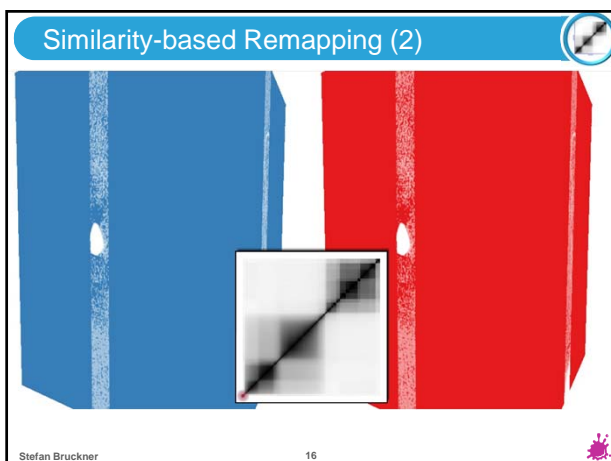


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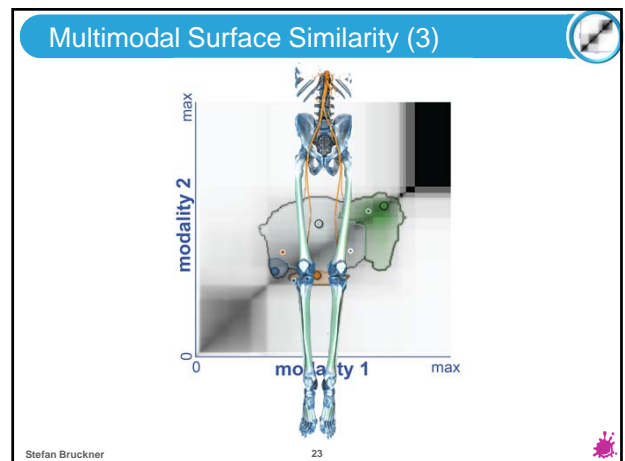
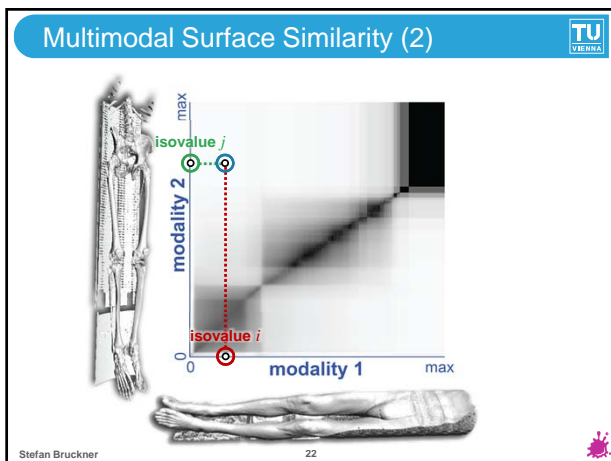
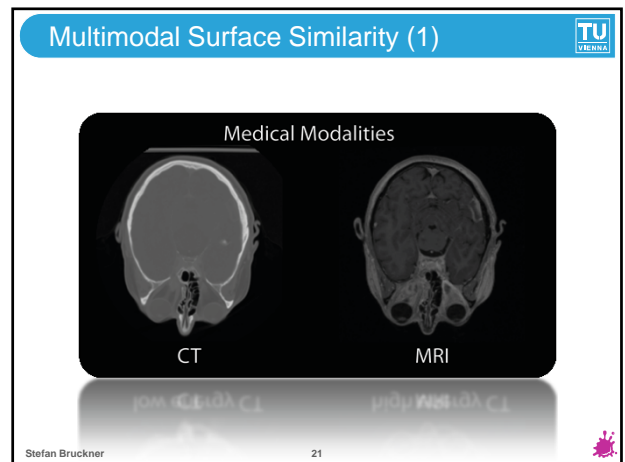
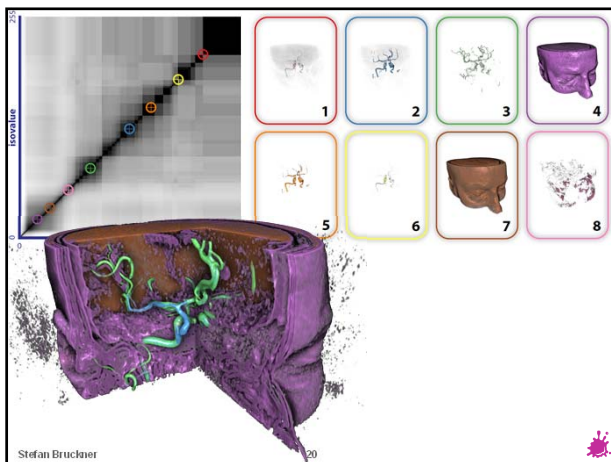
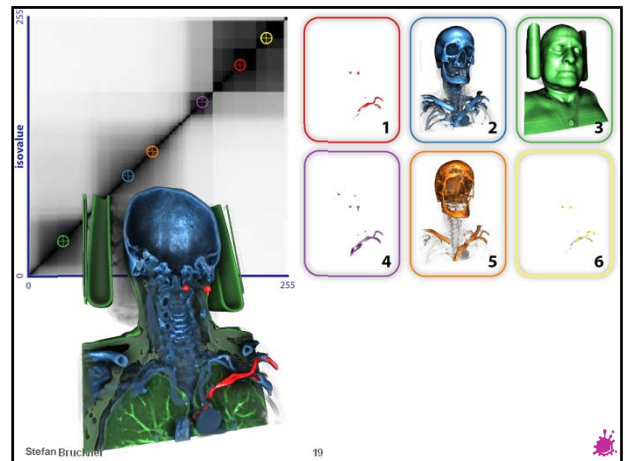
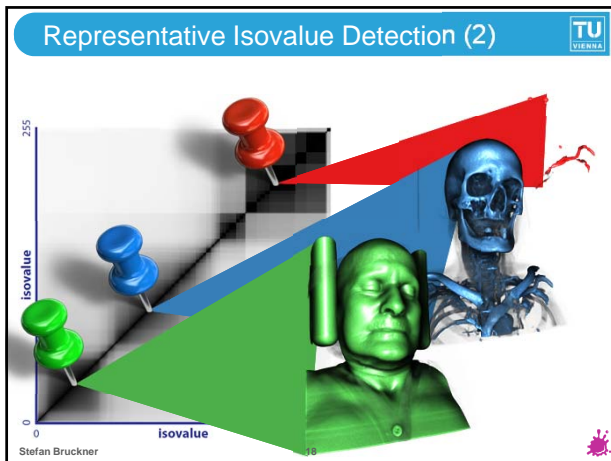
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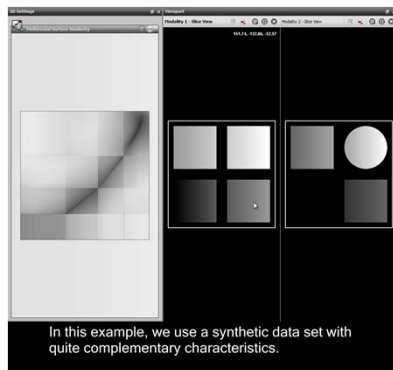
- ### Similarity-based Remapping (1)
- Mapping between user interface and isovalue is typically linear
 - ◆ Examples are slider widgets, mouse movement, etc.
 - ◆ Data-dependent nonlinear visual response to user interaction
 - ◆ Makes it more difficult to investigate transitional value ranges
 - Control derivative of the mapping function using the similarity between neighboring isovalues
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- ### Representative Isovvalue Detection (1)
- Find “good” isovalues for a given data set without requiring parameter tuning
 - ◆ **Representative:** Each isovalues exhibits high similarity to many other isovalues
 - ◆ **Distinct:** The individual chosen isovalues have low mutual similarity
 - Reorder all isovalues according to these criteria by recursively evaluating the similarity distribution
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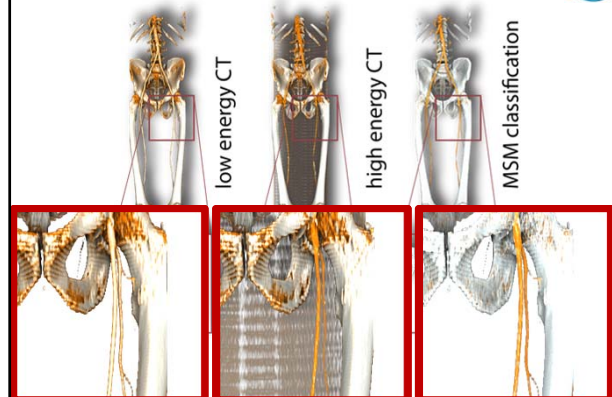


Similarity-Based Classification

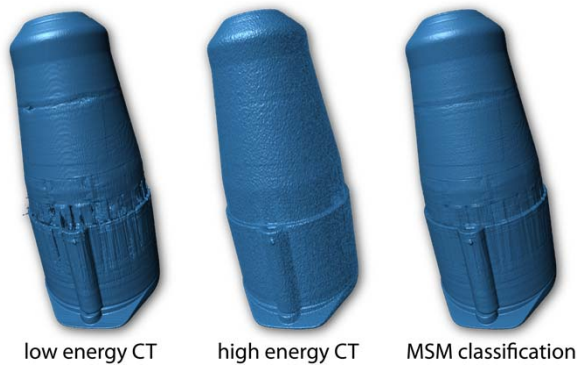


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Similarity-Based Classification (2)



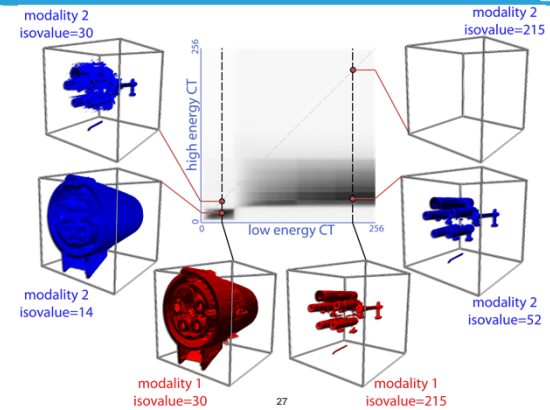
Similarity-Based Classification (3)



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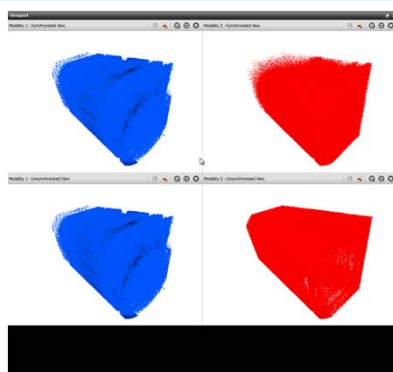
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Maximum Similarity Isosurfaces (1)



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Maximum Similarity Isosurfaces (2)



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Conclusions

- Spatial similarity measures can help us to guide visual exploration
- Provide insight into the stability of regions in parameter space
- Task-dependent: difficult to find “one measure to rule them all”
- Future: Dynamic measures, incorporate user knowledge

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