

A 3D anatomical model of a human head and neck, viewed from the side. The skull is rendered in a light gray color. The neck and upper chest area are shown with various anatomical structures, including muscles, bones, and internal organs. A prominent feature is a series of green spheres connected by thin lines, representing a neural pathway or a specific anatomical structure. The background is dark, making the model stand out.

# Visualization

Pire Workshop 2014  
University of Amsterdam



# NAVAL POSTGRADUATE SCHOOL

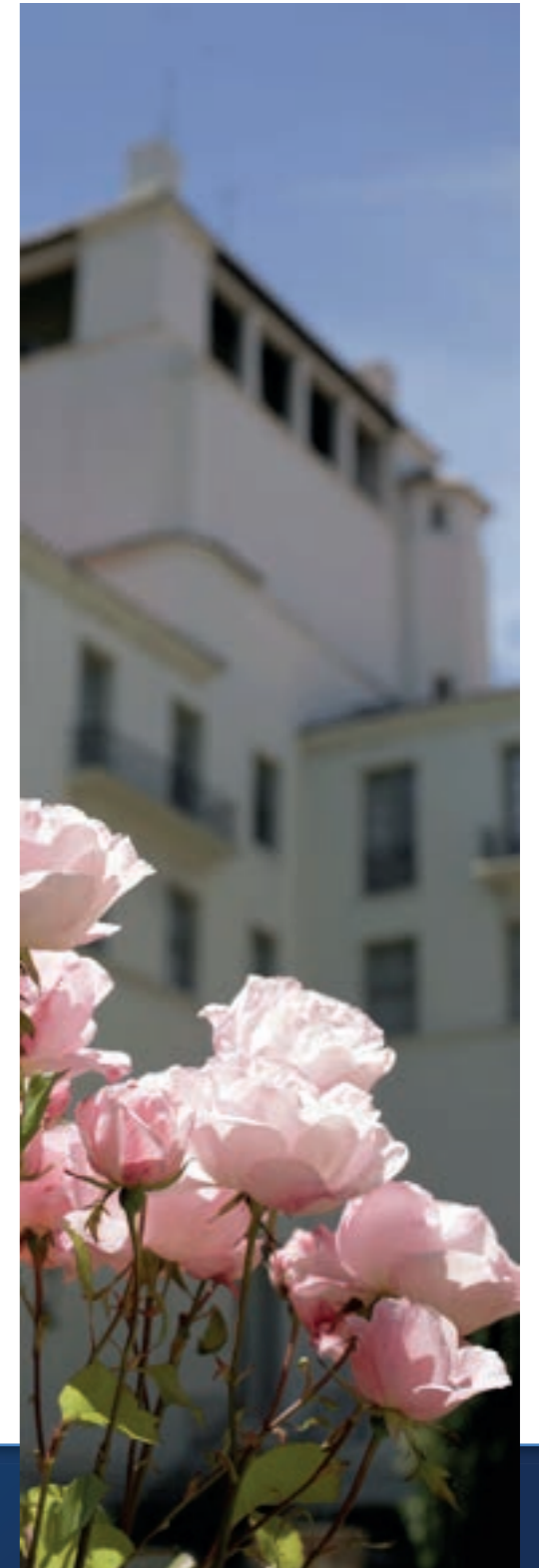
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NPS is a **graduate-level research university**, applying academic rigor to a defined niche.

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- Responds to joint, interagency, emerging needs and coalition requirements of the Departments of Navy, Defense, Homeland Security and more
- Defends the nation, leading and transforming the DOD
- Fosters a multi-service, interagency, coalition learning environment
- Prepares the joint intellectual leaders for tomorrow's joint forces



# NPS fulfills the **graduate education needs** of the Department of Defense.

- Master's Degrees, Ph.D., Engineer, MBA, EMBA, more
- Accelerated, defense-focused degree programs unique in academia
- Interdisciplinary, relevant, agile – from expressed need to delivered program with an extremely quick turnaround.
- Biennial program reviews by flag-level sponsors



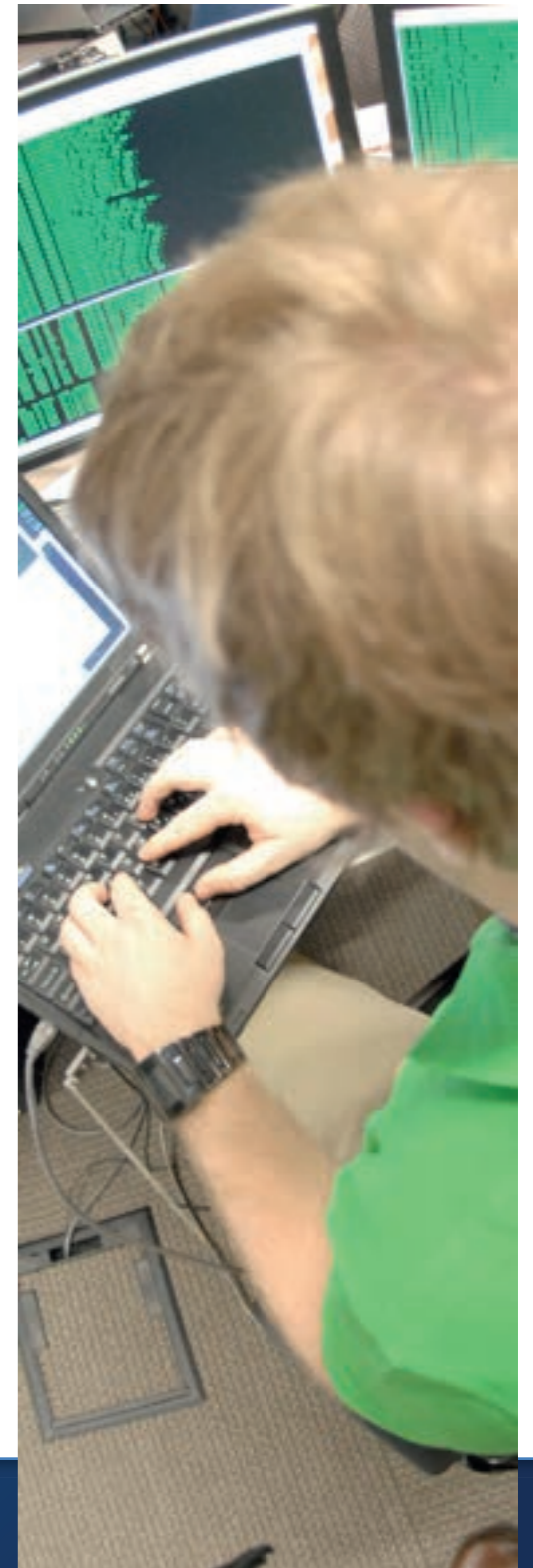


The **Graduate School of Engineering and Applied Sciences** develops leading-edge technological advancements with strict applications to DOD's needs.

- 
- Applied Mathematics
  - Combat Systems Science and Technology
  - Electronic Systems Engineering (resident and DL)
  - Mechanical and Aerospace Engineering
  - Mechanical Engineering for Nuclear Trained Officers (DL)
  - Meteorology and Oceanography
  - Meteorology
  - Oceanography
  - Operational Oceanography
  - Reactors/Mechanical Engineering
  - Space Systems Engineering
  - Space Systems Operations (with GSOIS) (resident and DL)
  - Systems Engineering (resident & DL)
  - Systems Engineering Management (DL)
  - Undersea Warfare (domestic and international)
  - Underwater Acoustic Systems (DL)

# The Graduate School of Operational and Information Sciences is the Navy's path to Information Dominance.

- 
- Computer Science (Res & DL)
  - Computer Technology (DL)
  - Cost Estimating & Analysis (DL)
  - Electronic Warfare Systems
  - Human Systems Integration
  - Identity Management and Cyber Security (Resident & DL)
  - Information Sciences
  - Information Systems & Operations
  - Information Systems & Technology
  - Information Warfare
  - Joint C4I Systems
  - Joint Information Operations
  - Joint Operational Logistics
  - Modeling, Virtual Environments, and Simulation
  - Operations Analysis
  - Remote Sensing
  - Software Engineering (Resident & DL)
  - Special Operations
  - Systems Analysis (DL)





# Motivation

Given that we live in an era where data are ubiquitous, our ability to process them, understand them, visualize them and to use these data effectively is a complimentary SCARCE resource.



# Enabling Knowledge Accidents

Proper Preprocessing with Careful Filtering

Meaningful Representations

Appropriate Media

Intelligent Interactivity

Validity

lifespan  
75 years  
50 years  
25 years



0:39 / 4:47



# What is Visualization?

a few key meanings...



**Visualization is any technique for creating images, diagrams or animations to communicate a message.**

**Visualization today has ever-expanding applications in science, education, engineering (e.g., product visualization), interactive multimedia (games), medicine**



**Scientific  
visualization**

**Information  
visualization**

**Software  
visualization**

# Visualization Principles



“Overview first, zoom and filter, details on demand”



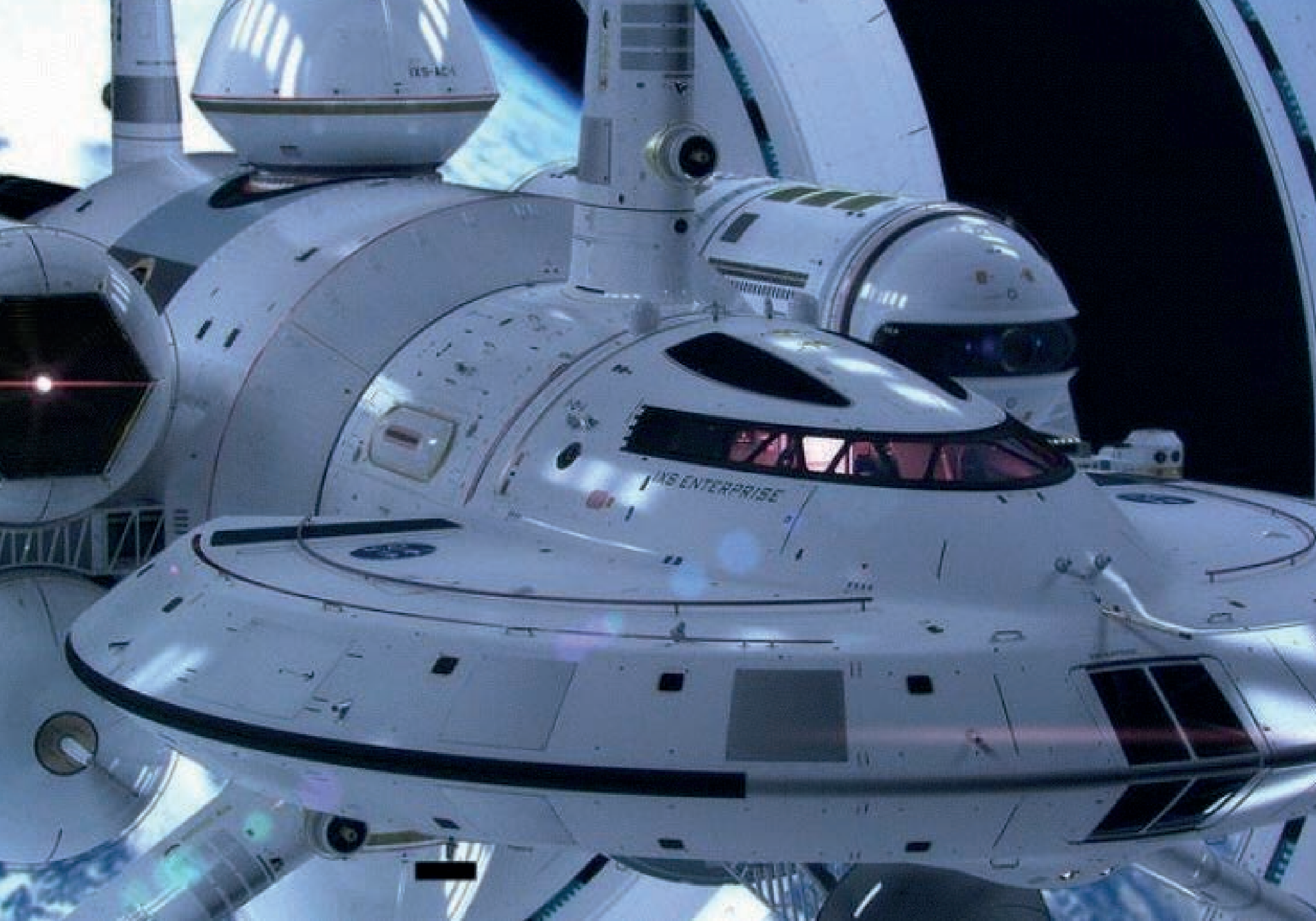


Van Eyck 1432



*Ceci n'est pas une pipe.*





# Things to Remember

- All models are wrong, some are useful
- Simulation is doomed to success
- When no one has to ask what it means, the representation is correct
- The more money spent on a simulation, the less likely it is to work

# Information Channels in Visualization

Size



Glyph



Color



Shape



Scale



Clustering



Position



Contrast





G



L



Y



P



H



A



B



B



C



D



E



F



G



H



H



I



J



K



L



M



N



N



O



P



Q



R



S



T



T



U



V



W



X

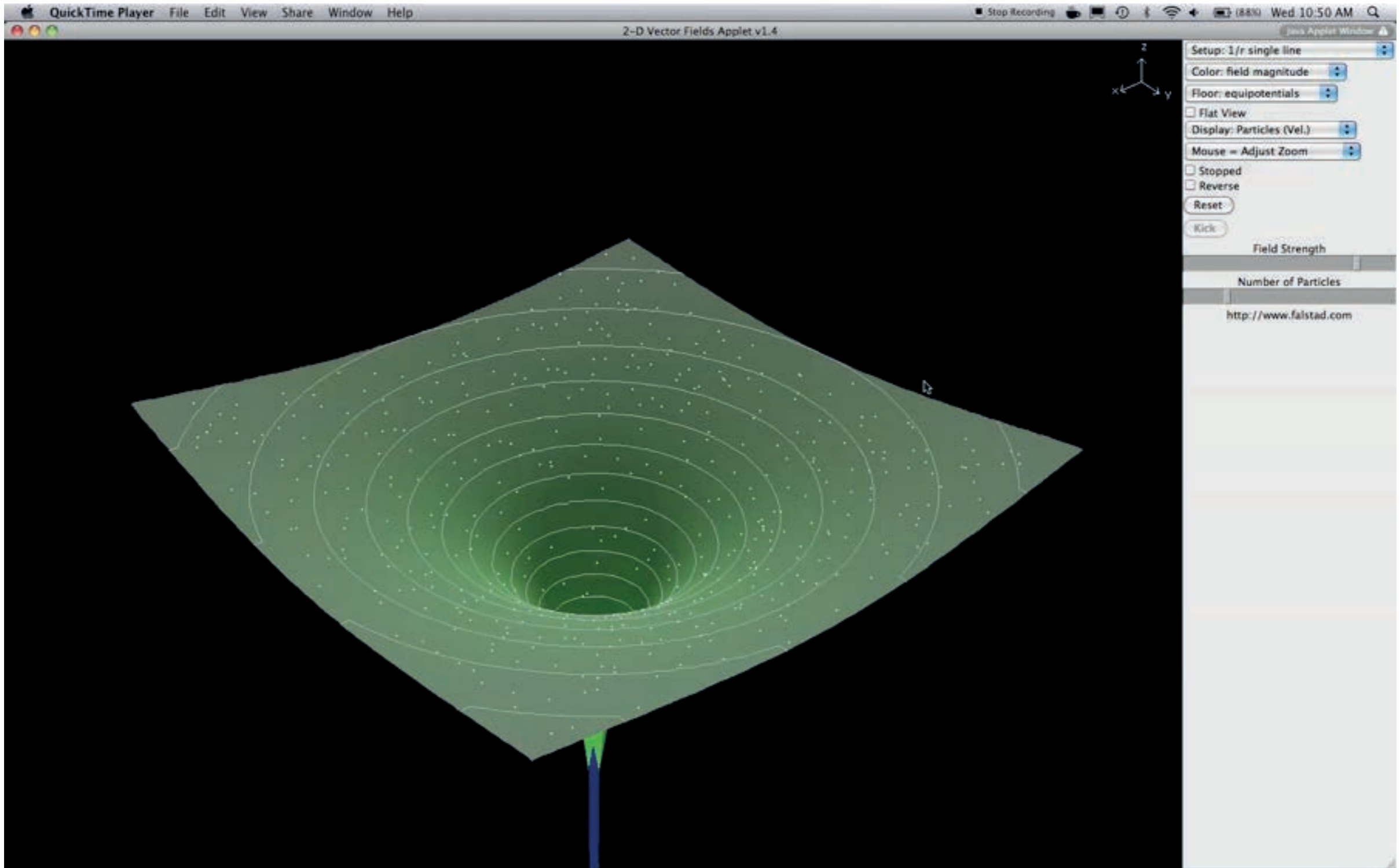


Y



Z

# 2D vs 3D Vector Field





# Regional Ocean Model System (ROMS) Model Output

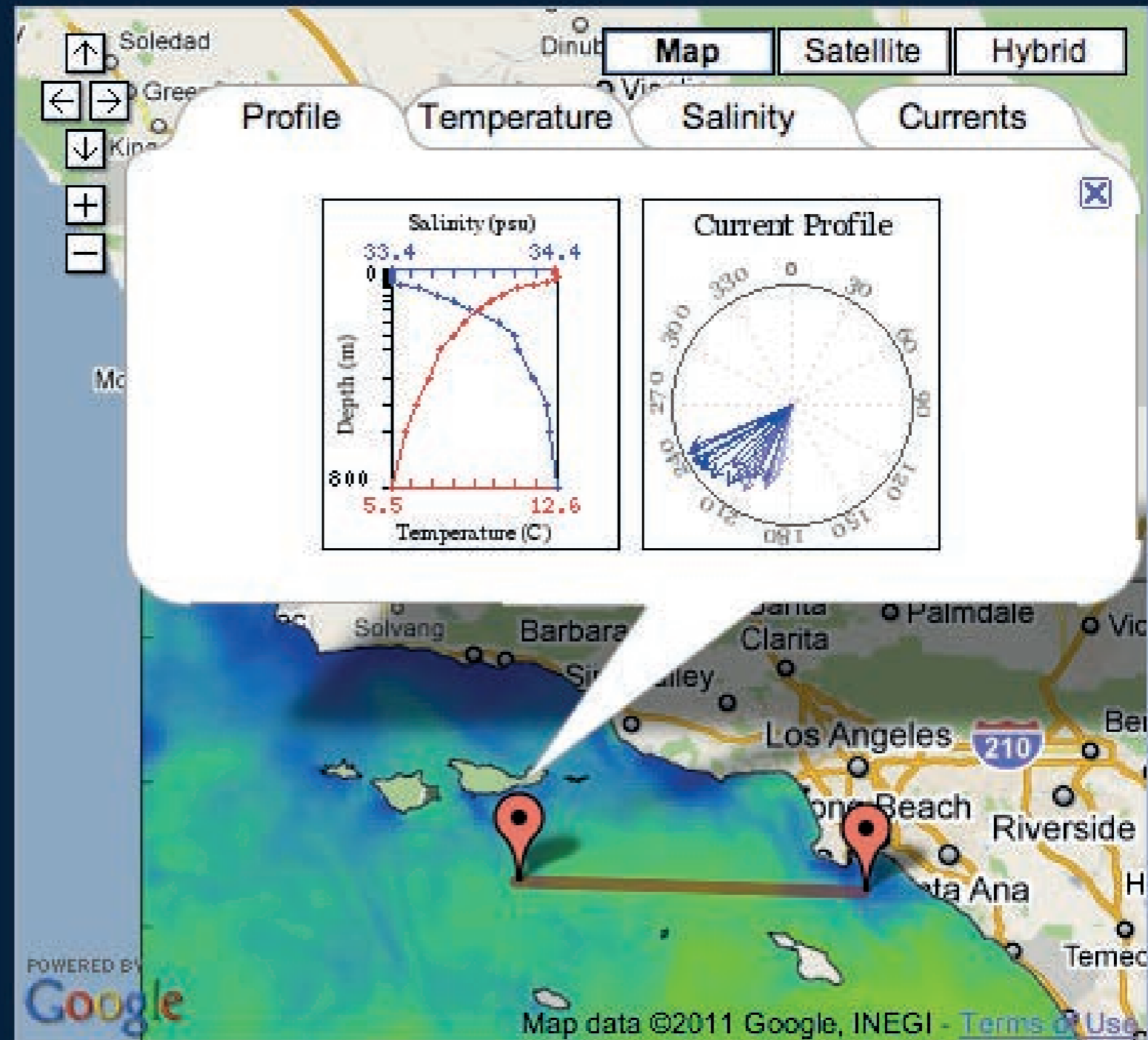
The ROMS model is produced and distributed by NASA JPL and is available from <http://ocean.jpl.nasa.gov/SCB/>.



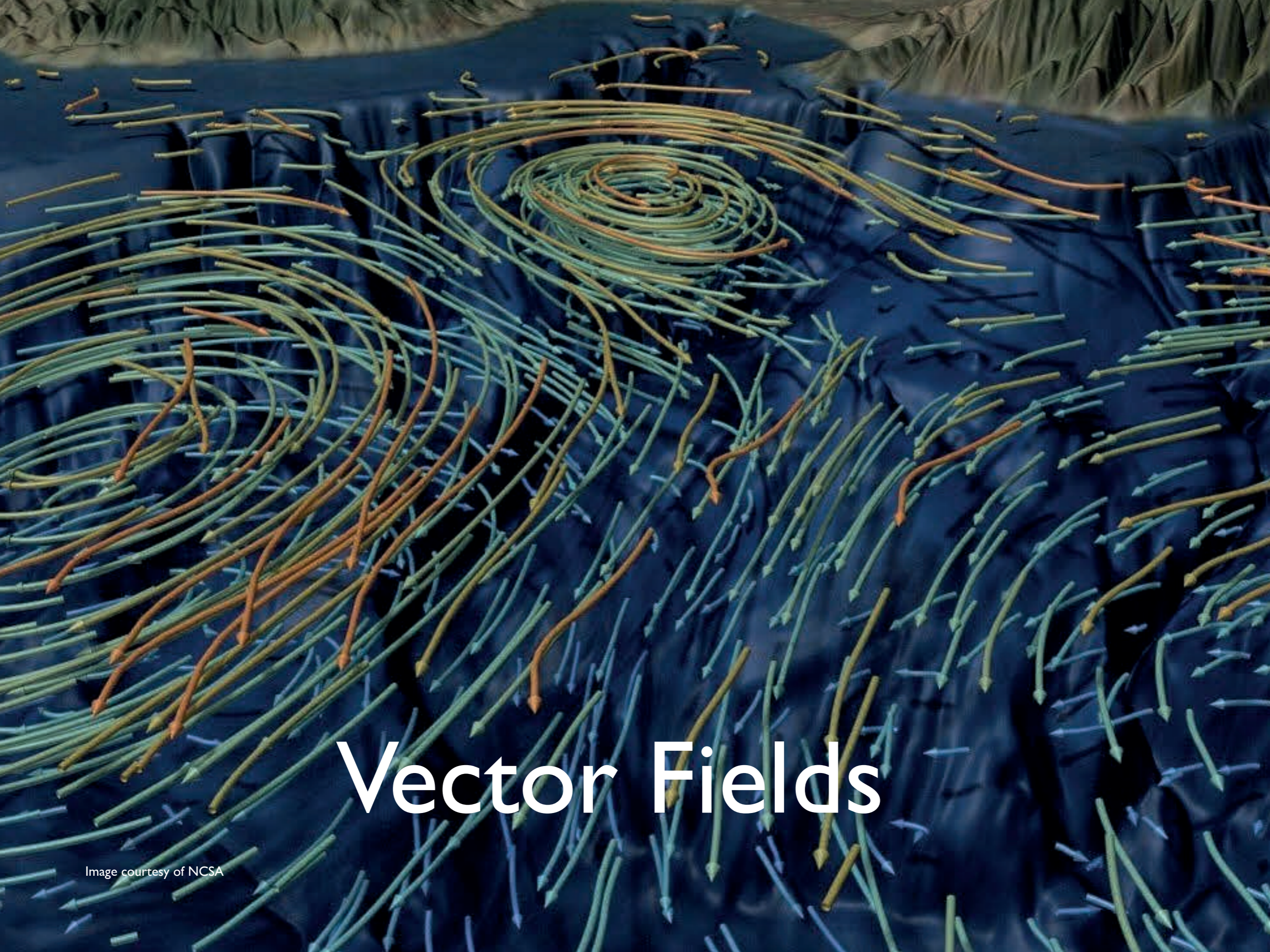
## Available Products

- [ASBS Data](#)
- [Automated Shore Stations](#)
- [Bathymetry](#)
- [Gliders](#)
- [Harbors](#)
- [Harmful Algae & Red Tides](#)
- [Manual Shore Stations](#)
- [Meteorological Observations](#)
- [Moorings](#)
- [Plume Tracking](#)
- [ROMS Model Output](#)
- [Recent Model Runs](#)
- [Virtual Moorings](#)
- [Drifter Trajectory](#)
- [Satellite Imagery](#)
- [Ship Tracking \(AIS\)](#)
- [Ship Casts](#)
- [Surface Current Mapping](#)
- [Wave Conditions \(CDIP\)](#)

| Depth |
|-------|
| 0m    |
| 5m    |
| 10m   |
| 15m   |
| 20m   |
| 30m   |
| 40m   |
| 50m   |
| 60m   |
| 75m   |
| 100m  |
| 125m  |
| 150m  |
| 200m  |
| 250m  |
| 300m  |
| 400m  |
| 500m  |
| 600m  |
| 800m  |
| 1000m |
| 1200m |
| 1500m |
| 2000m |

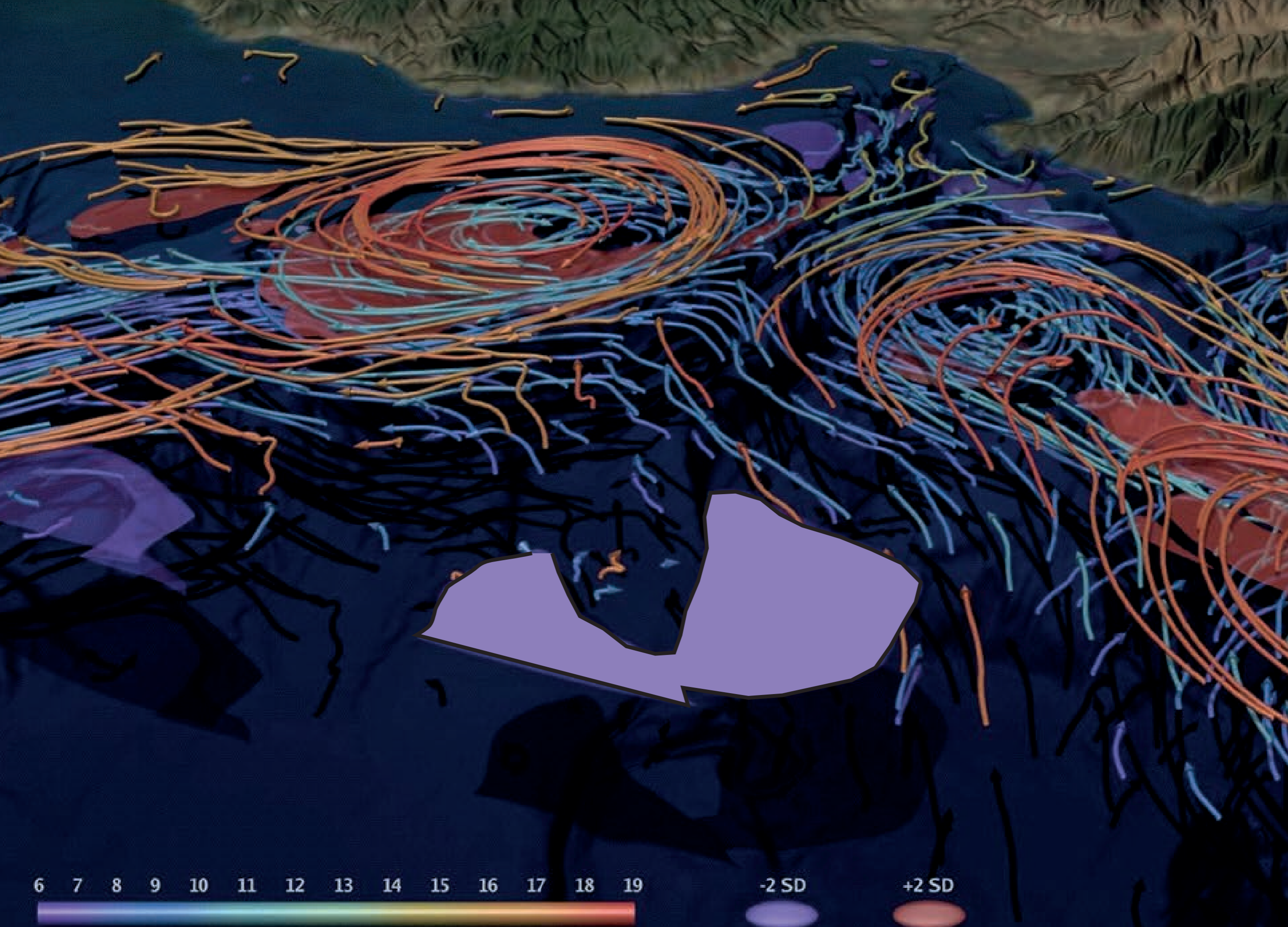


# Regional Ocean Model Simulation



# Vector Fields

Image courtesy of NCSA



6 7 8 9 10 11 12 13 14 15 16 17 18 19

-2 SD

+2 SD

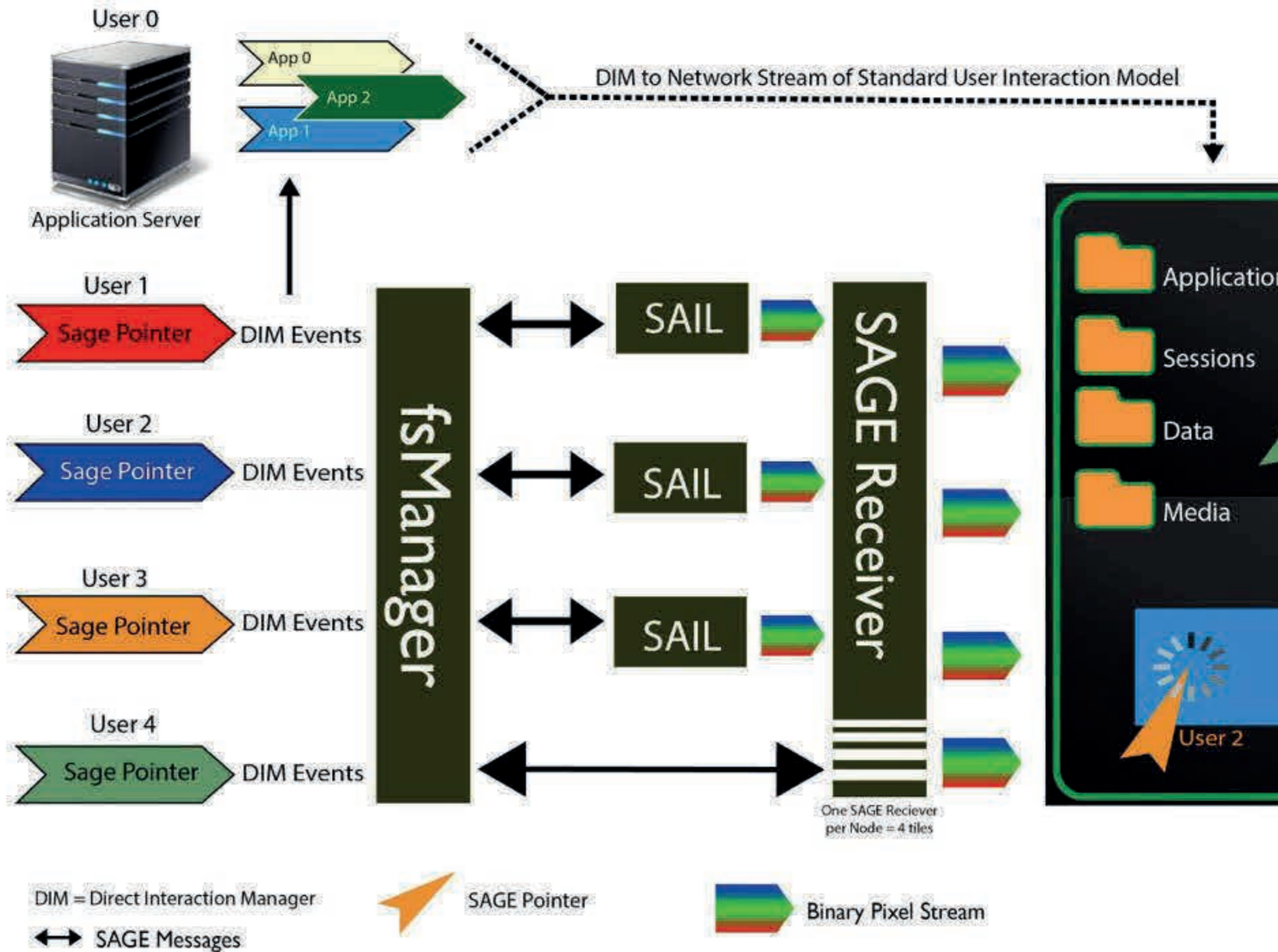
**ROMS Temperature (celsius)**

**Temperature Deviation**

Image courtesy of NCSA

# Steve Duenes, NY Times

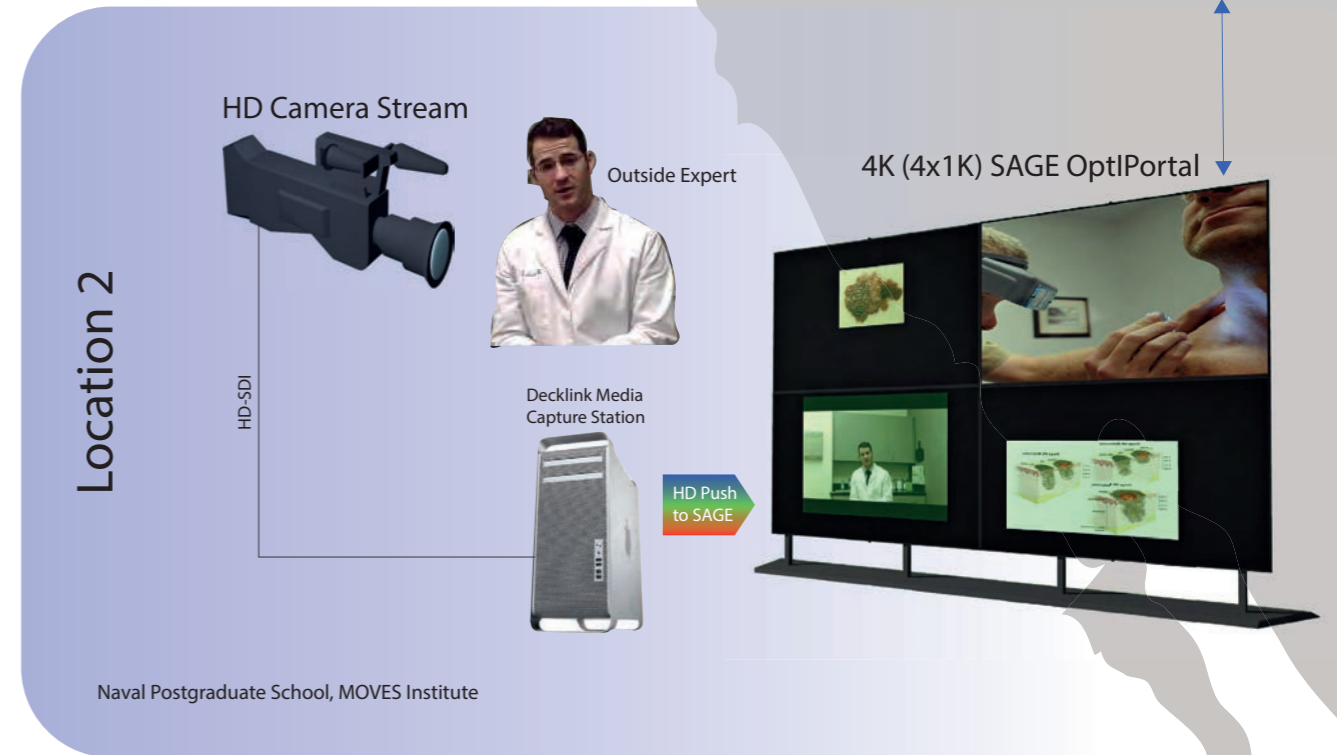
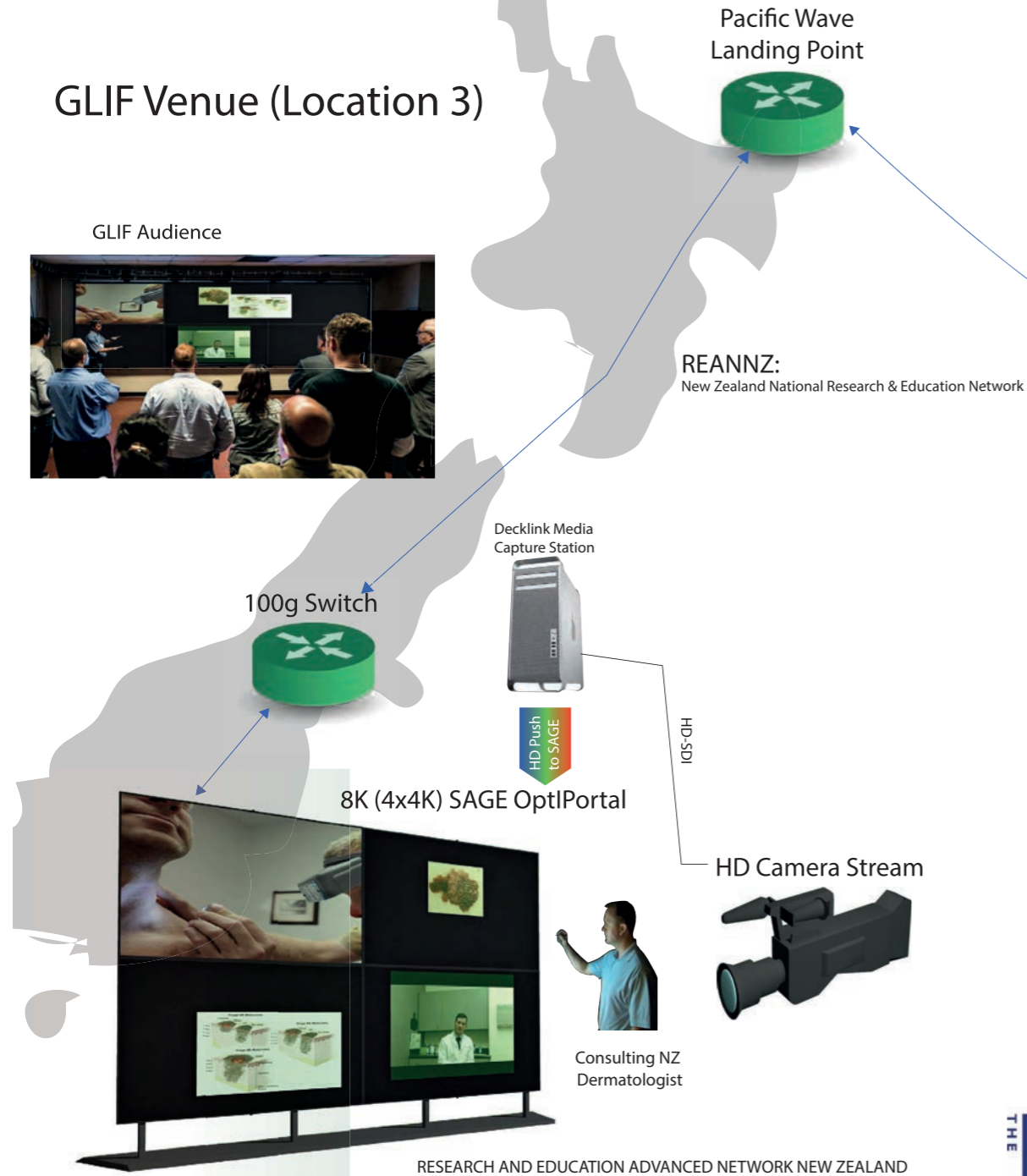




# 8K Telemedicine - Remote Collaborative High-resolution Dermatology Exam at 8K

## REANNZ / NPS 100g GLIF Demonstration

### GLIF Venue (Location 3)



# Digital Video as “Big Data”

Challenges associated with Video

Video is about x30-60  
harder than still imagery

But motion provides some interesting possibilities



Just like Everybody's Dog is Special

Everybody's Data is Big



*My dog is really special*

# My Data *is* Really Big

- 60fps 24-bit HD Video 2.98 Gbit/s
- 60fps 24-bit 4K Video 11.92 Gbit/s
- 60fps 48-bit 4K Video 23.94 Gbit/s
- 30fps 24-bit 8K Video 47.69 Gbit/s
- 60fps 24-bit 8K Video 95.38 Gbit/s
- (Theoretical) 60fps 48-bit 8K Video 190.76 Gbit/s

# 5 minute 4K Movie

- 18,000 Frames
- Each Frame = 48MB (16-bit TIFF)
- Total Size ~0.86TB

# 5 minute 8K Movie

- 18,000 Frames
- Each Frame = 192MB (16-bit TIFF)
- Total Size ~3.44TB

# Metadata

- Metadata is often decoupled from Content
- Deriving Metadata can be difficult
- Many containers vary in their capacity to carry Metadata

# Meaning

- Classification is often metadata dependent
- Deriving Semantics is difficult
- Video Analysis is very difficult
- Feature Extraction and other analytical methods can be computationally costly

# Sampling of SIGGRAPH 2014 Technical Papers Related to Video Analysis

## Near-Regular Structure Extraction Using Linear Programming

Introducing a linear programming formulation for detecting near-regular structures and demonstration of applications in structure-preserving pattern manipulation and markerless correspondence detection.

## Relating Shapes Via Geometric Symmetries and Regularities

This paper examines the usage of symmetry relations for matching shapes of strongly varying geometry and shows that symmetry-based cues can help in finding correspondences in pairs of shapes that are very hard to relate with previous, geometry-based methods.

## Shape2Pose: Human-Centric Shape Analysis

This algorithm for estimating the pose that a person typically would adopt when interacting with an object is used to assist several shape-analysis applications.

## Mesh Saliency Via Spectral Processing

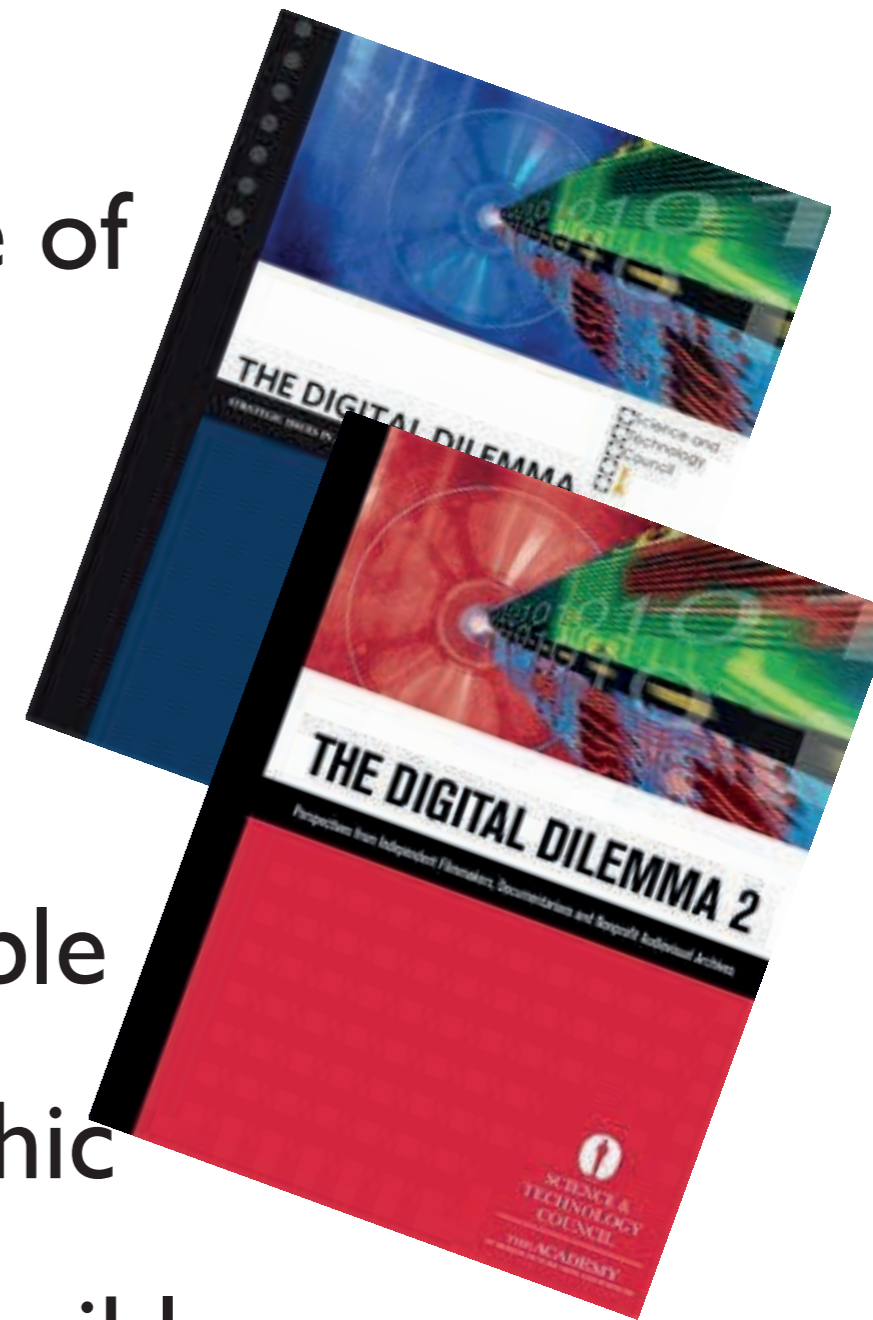
A novel method for detecting mesh saliency, a perceptually based measure of regional importance by analysing a mesh in the spectral domain.

## Inverse Procedural Modeling of Façade Layouts

This paper addresses the following open research problem: How to generate a deterministic shape grammar to explain a given façade layout? The proposed solution contributes to compression of urban models, architectural analysis, and generation of shape grammars for large-scale urban modeling.

# Preservation of Digital Video Materials

- Digital Migration is broken because of various factors
- Format changes every 3-5 years
- Media changes every 3-5 years
- Unlike film, digital video is inscrutable
- Minor corruption can be catastrophic
- Normal data integrity checks impossible



# Questions?

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# Thank you

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Dr. Heidi Alvarez, Florida International University

Dr. Paola Grosso, University of Amsterdam

NSF PIRE Summer Fellows 2014