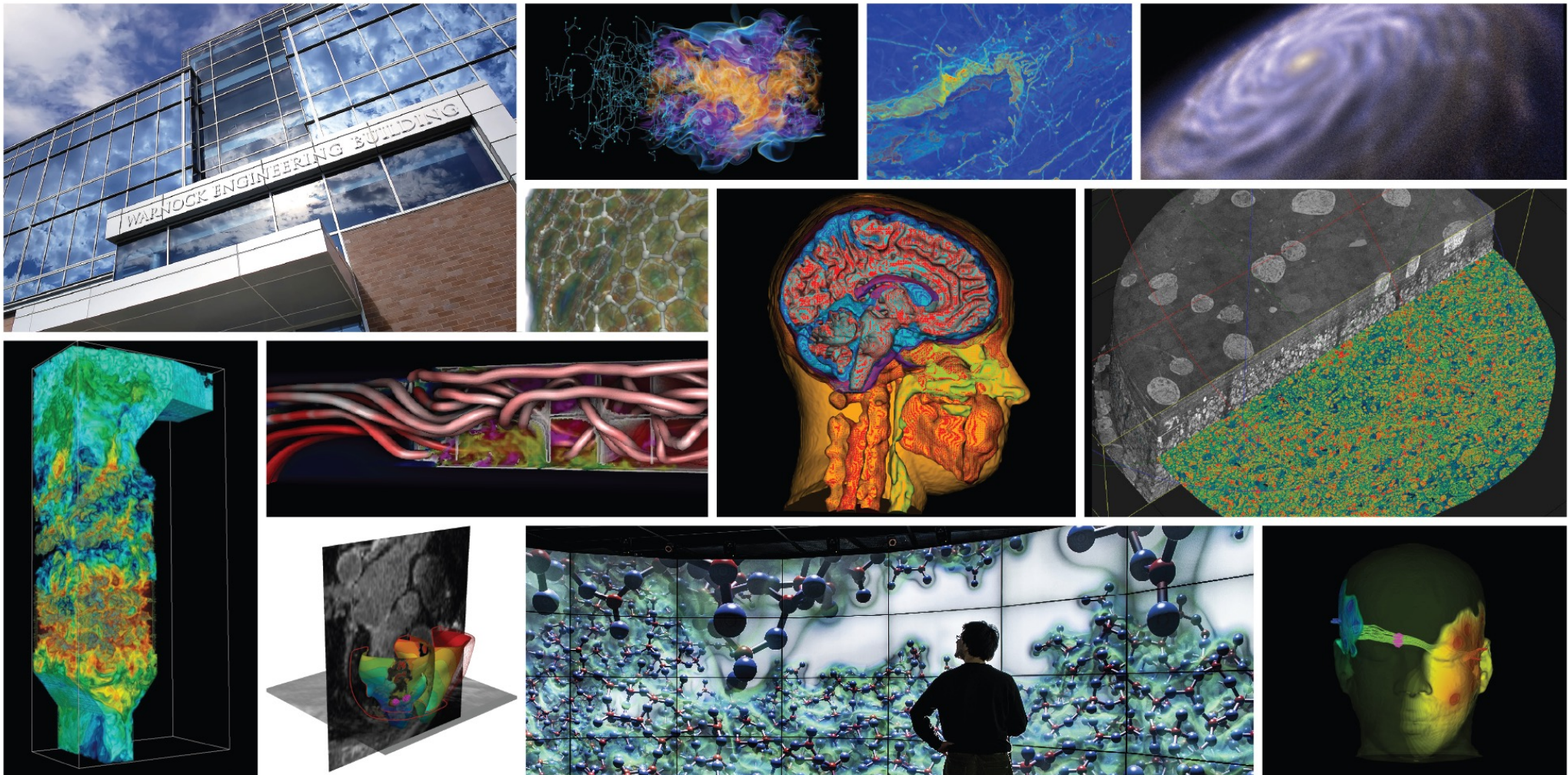


Visual Analysis in the Age of Data



Computer Graphics at Utah



1, 2. David Evans /Ivan Sutherland

- Founded CS Dept at the UofU in 1968
- Ivan Sutherland - Turing award
- Founded Evans & Sutherland Company

3. John Warnock

- Worked at Evans & Sutherland
- Founded Adobe
- Hidden Line Removal Algorithm
- Helped invent Postscript @ Adobe

4. Ed Catmull

- Worked at Lucas Film
- Co-Founded Pixar
- President of Disney Animation Studios
- Chair of CoE External Advisory Board

5. Jim Clark

- Founded SGI, Netscape, Healthcon
- Work in Geometry Pipelines

6. Alan Kay

- Personal Computer
- Turing Award Winner
- Object Oriented Languages

7. Nolan Bushnell

- Invented Pong
- Founded Atari

8. Jim Kajiya

- Rendering Equation
- VP Research at Microsoft

9. Tom Stockham

- Known for work in Signal Processing
- Helped to invent the CD Player

10. Jim Blinn

- Invented Blinn-Phong Shading Model

11. Henri Gouraud

- Invented Gouraud Shading Model

12. Bui Tuong Phong

- Invented Phong Reflection and Shading Models

13. Allen Ashton

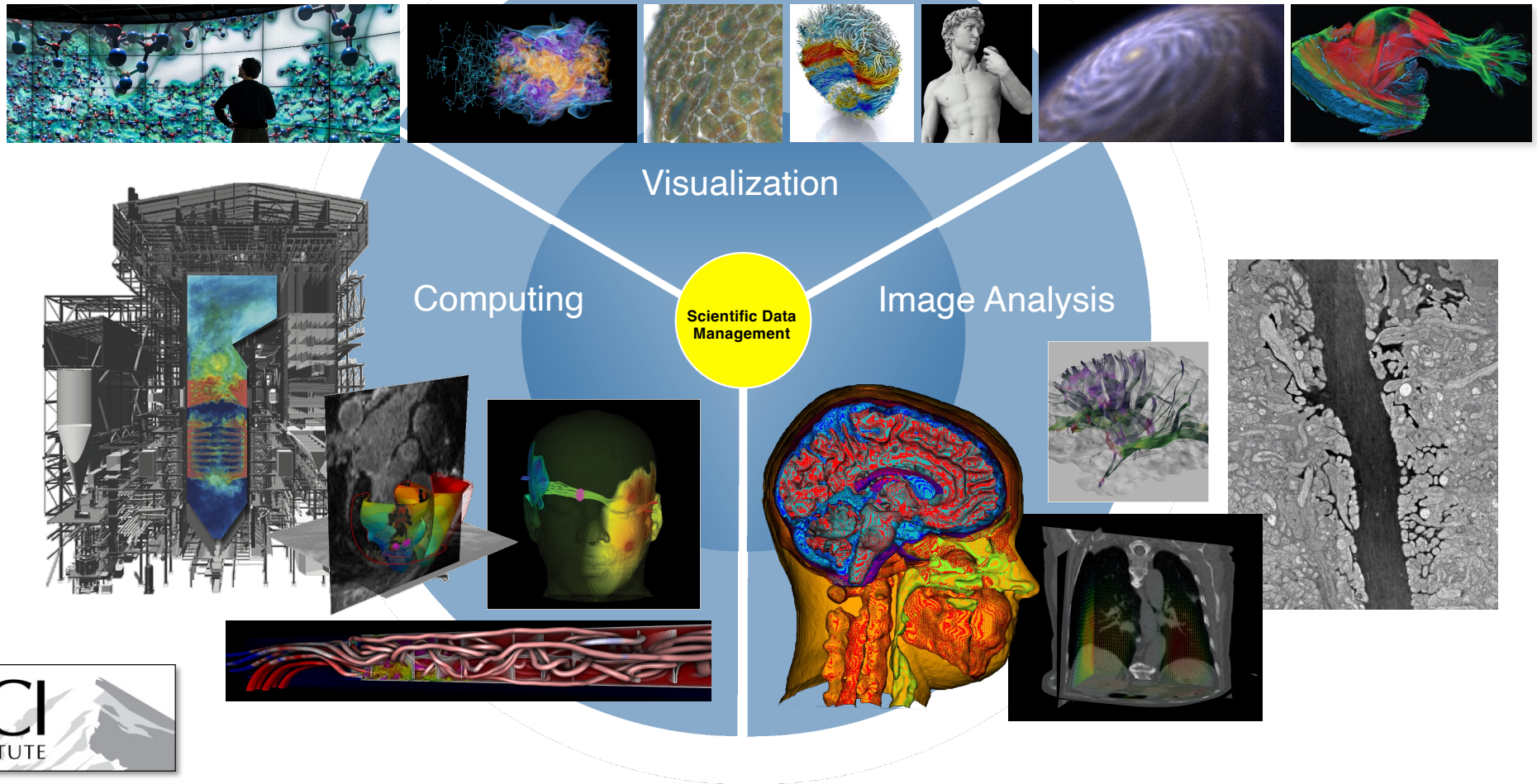
- Word Perfect
- My CFO Founder



SCI Institute Family

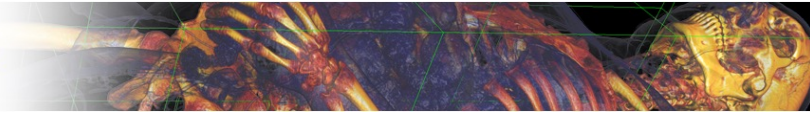


Research Cores




Centers We Direct

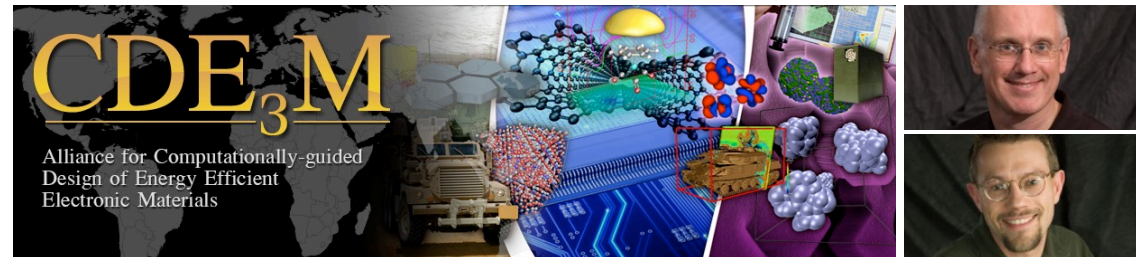
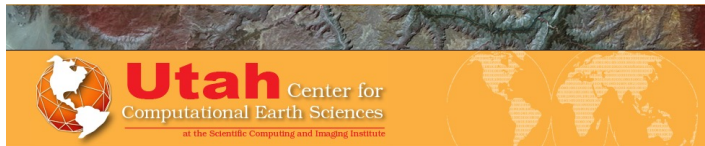
NIH/NIGMS Center for Integrative Biomedical Computing

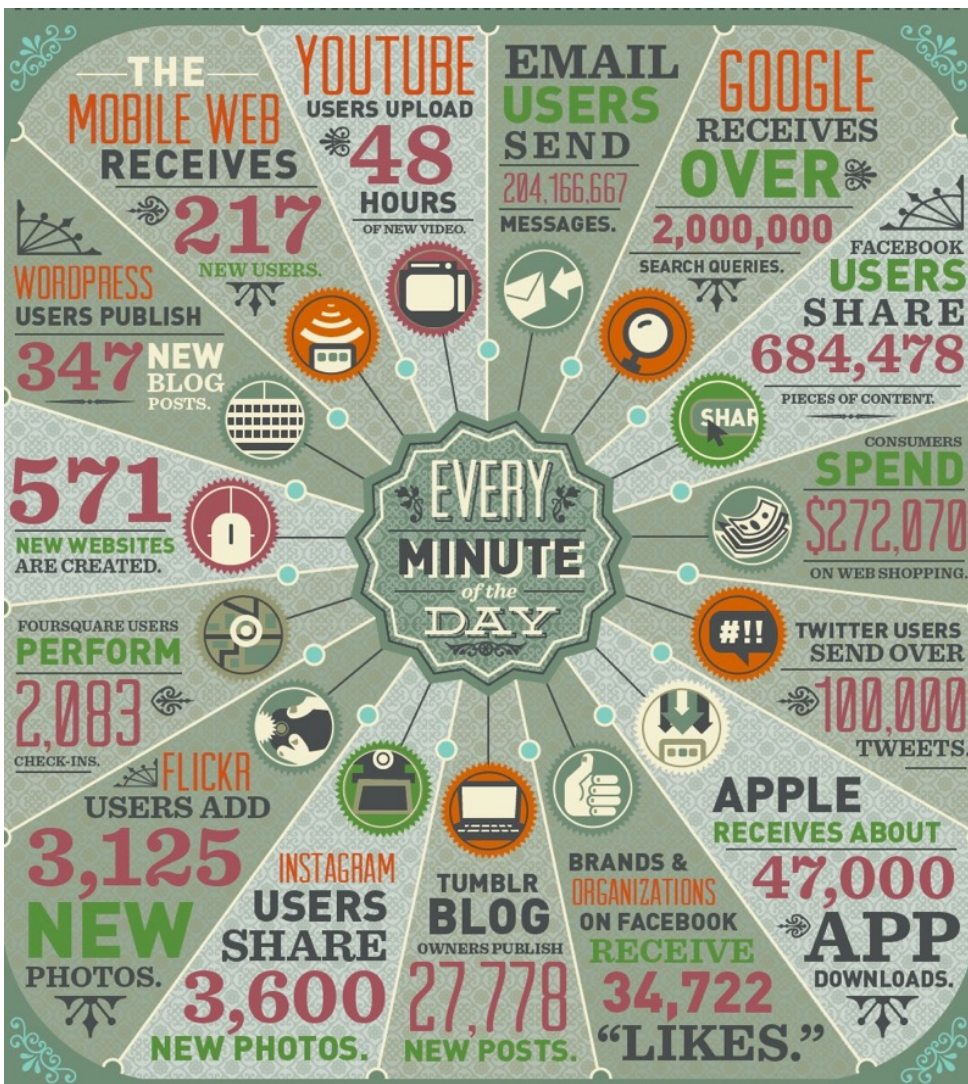


UNIVERSITY OF UTAH
CENTER FOR EXTREME DATA MANAGEMENT,
ANALYSIS, AND VISUALIZATION



 **Graphics and
Visualization Institute**





Brain Information Bandwidth

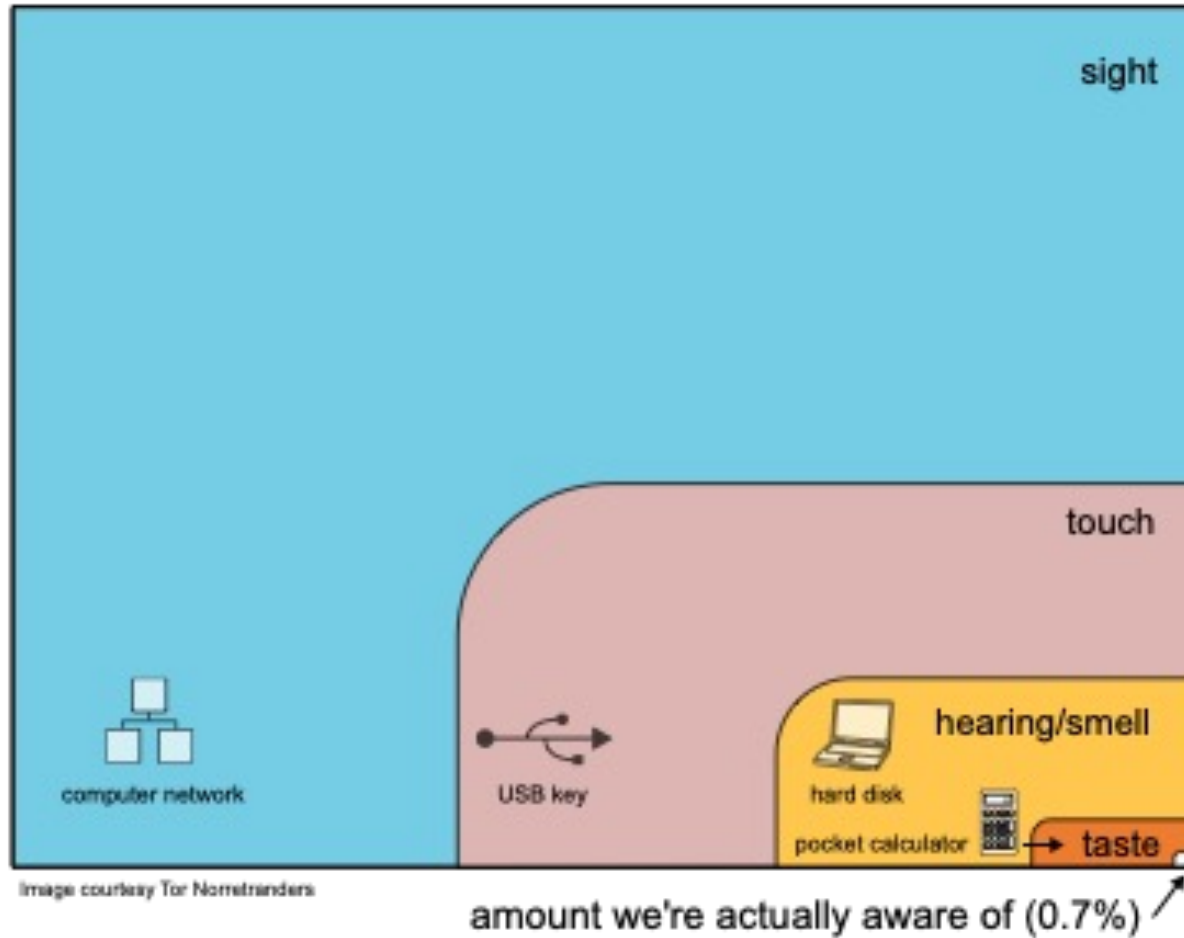
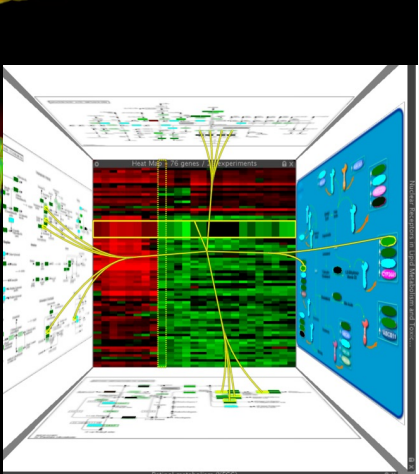
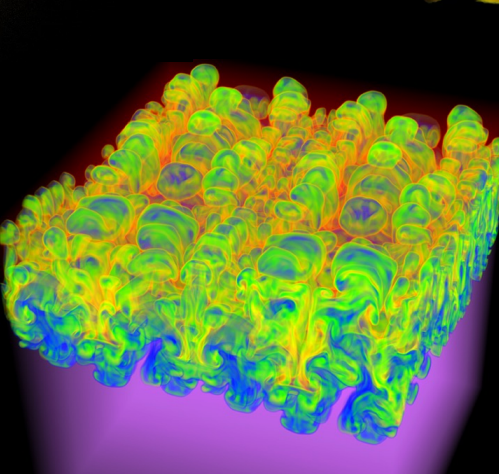
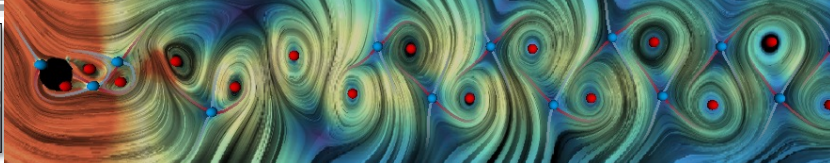
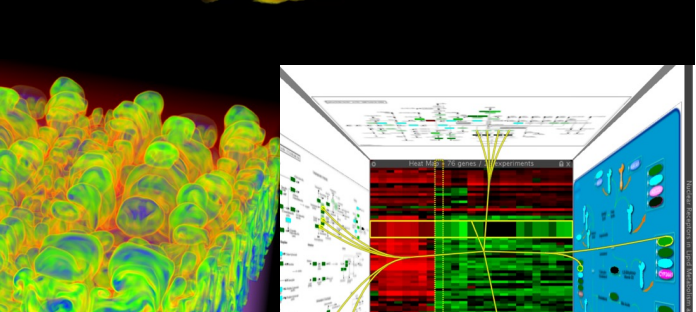
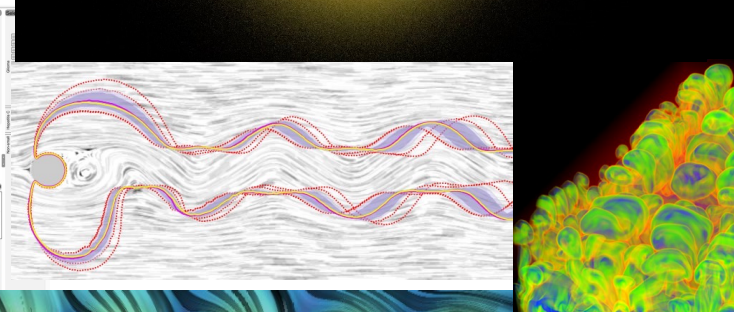
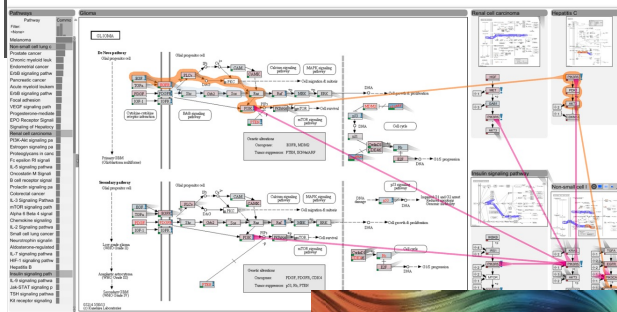
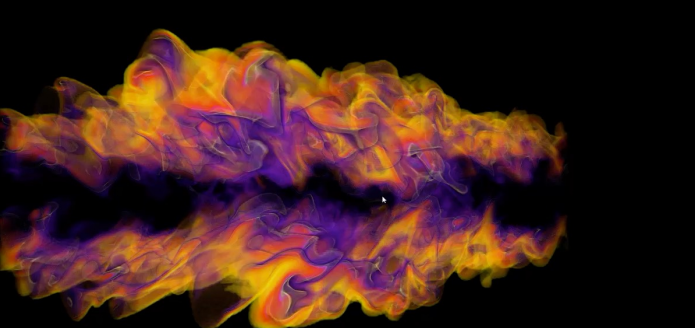
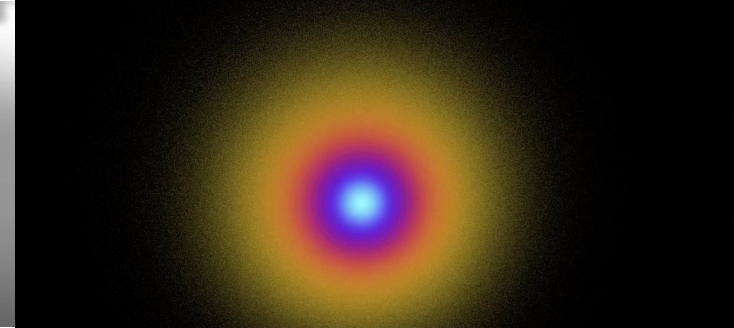
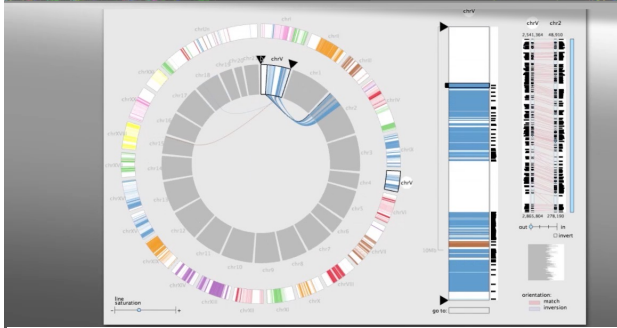
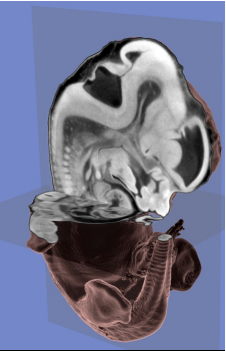
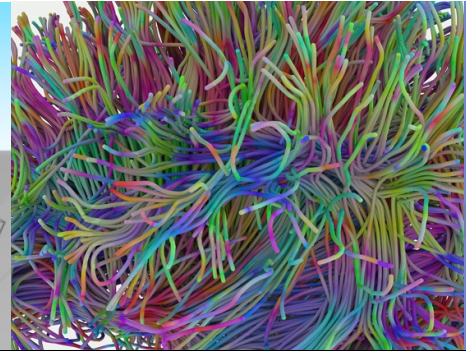
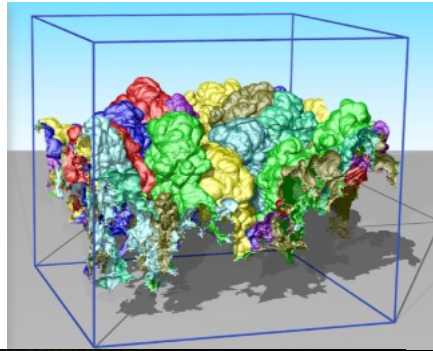
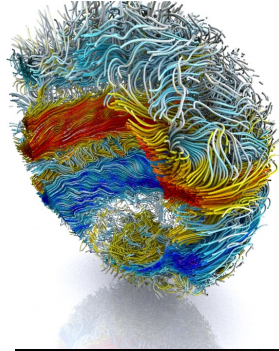
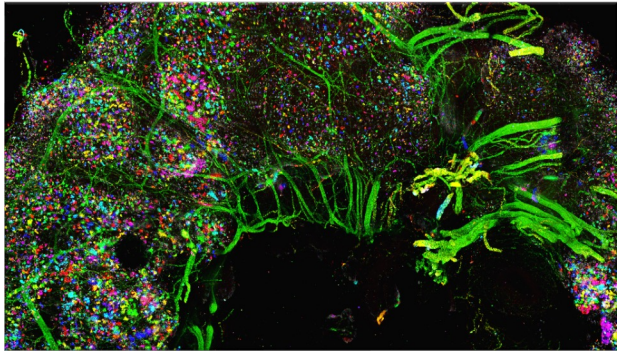
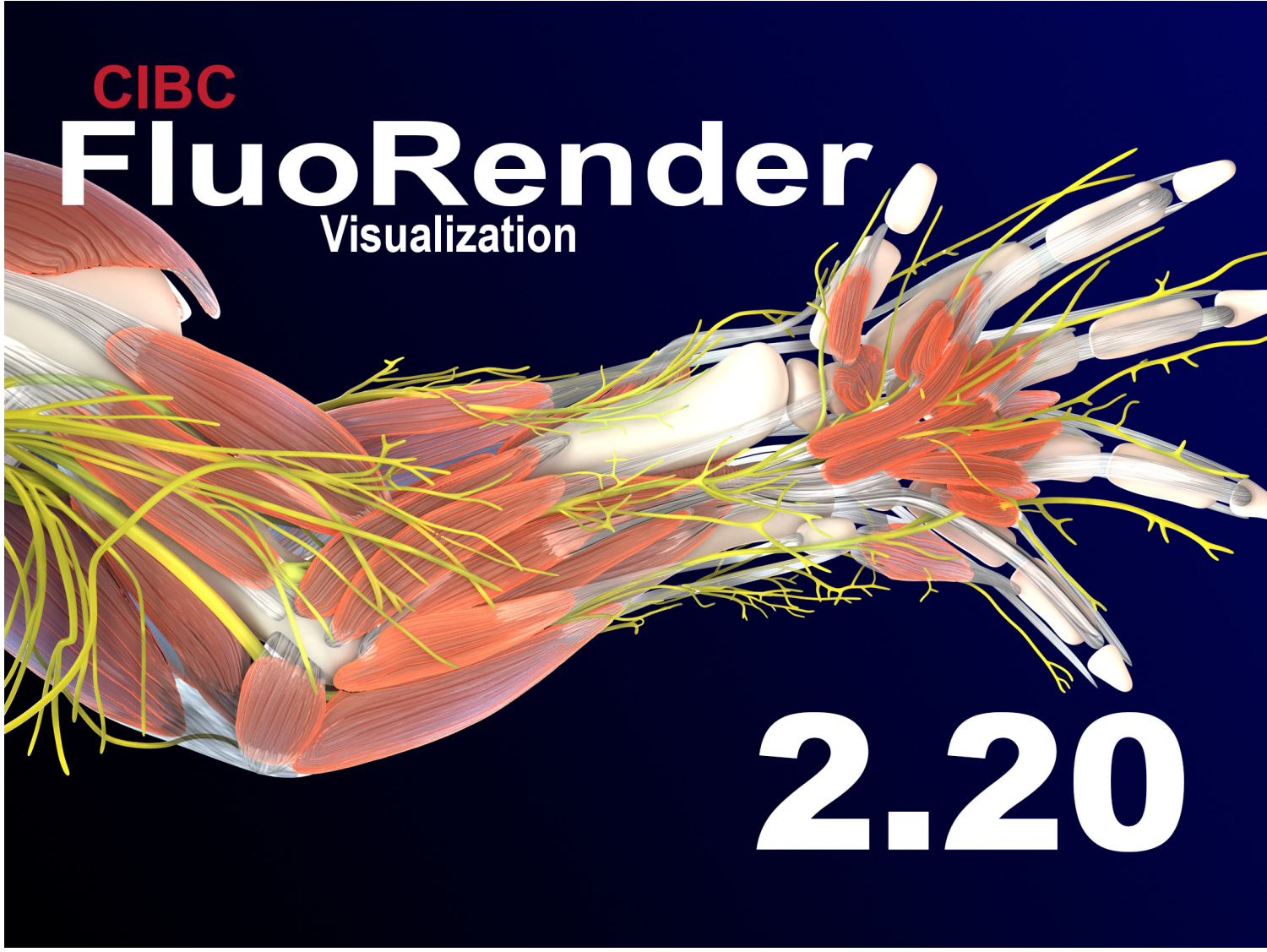


image courtesy Tor Norstranders



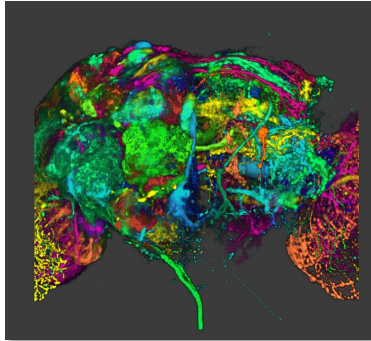


CIBC
FluoRender
Visualization

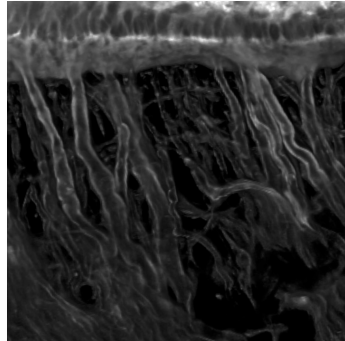


2.20

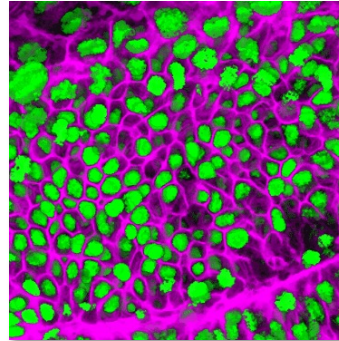
FluoRender Capabilities



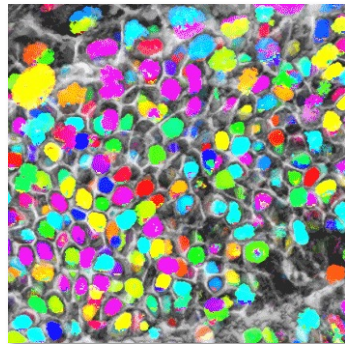
Multichannel
visualization



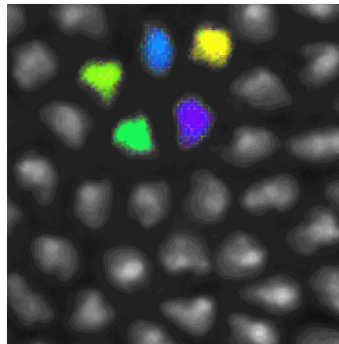
Interactive
segmentation



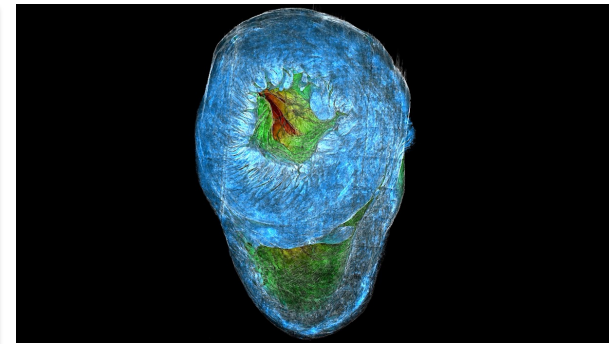
4D scan
visualization



Auto segmentation
on GPU

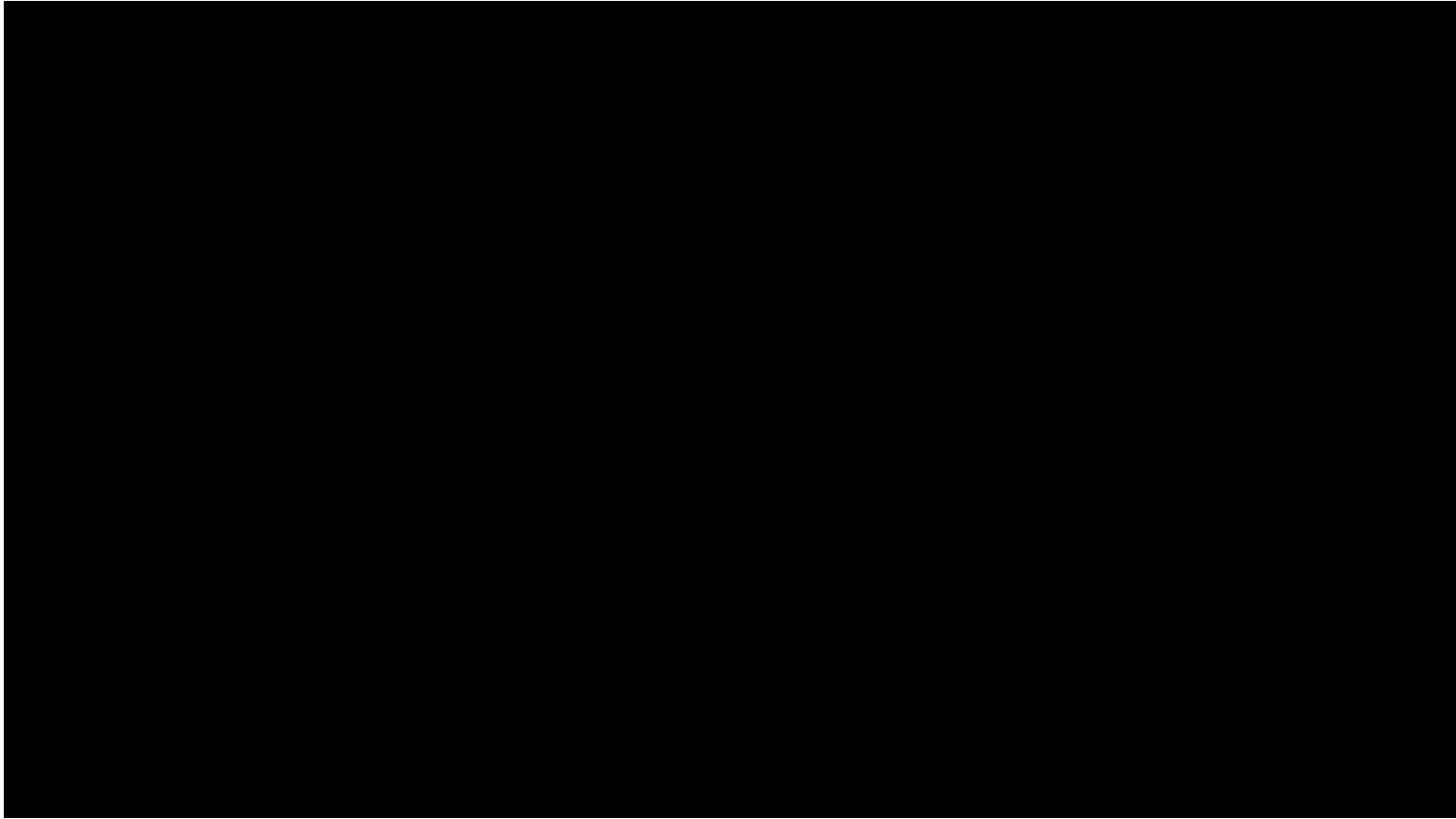


Tracking

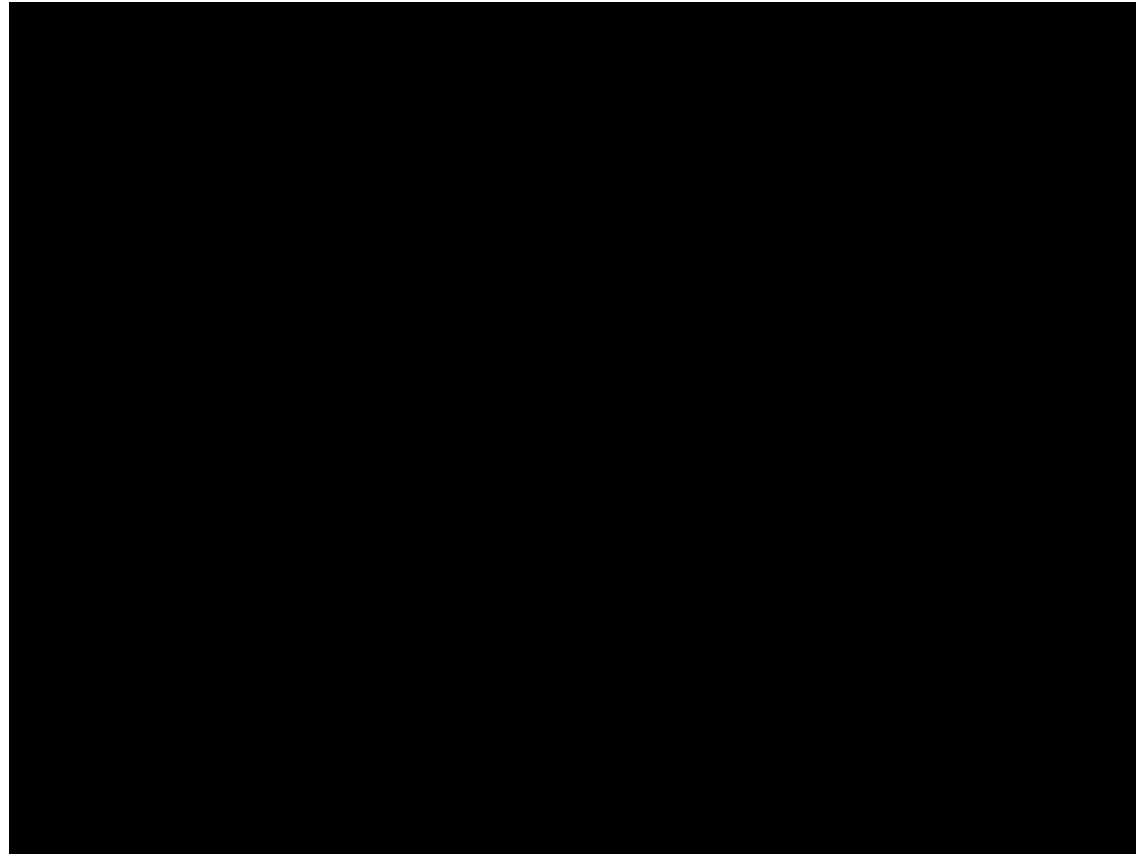


Large-Scale Data

FluoRender



Michelangelo's David



Michelangelo's David - Part 2



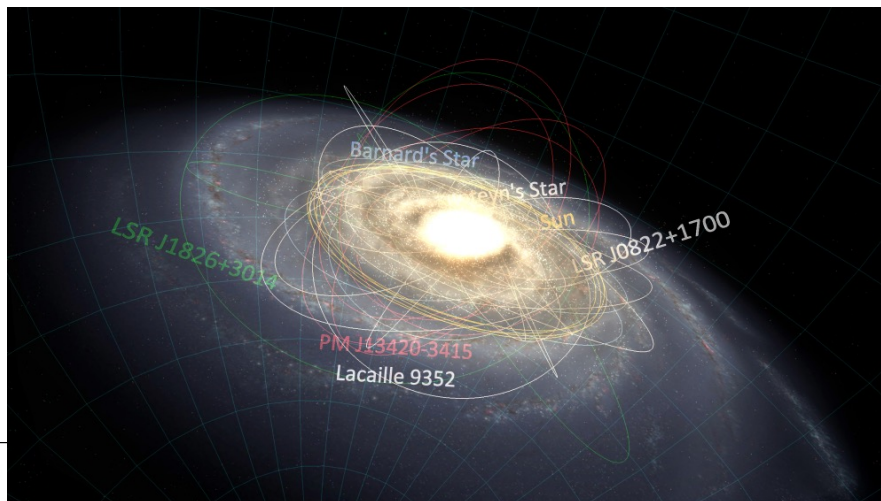
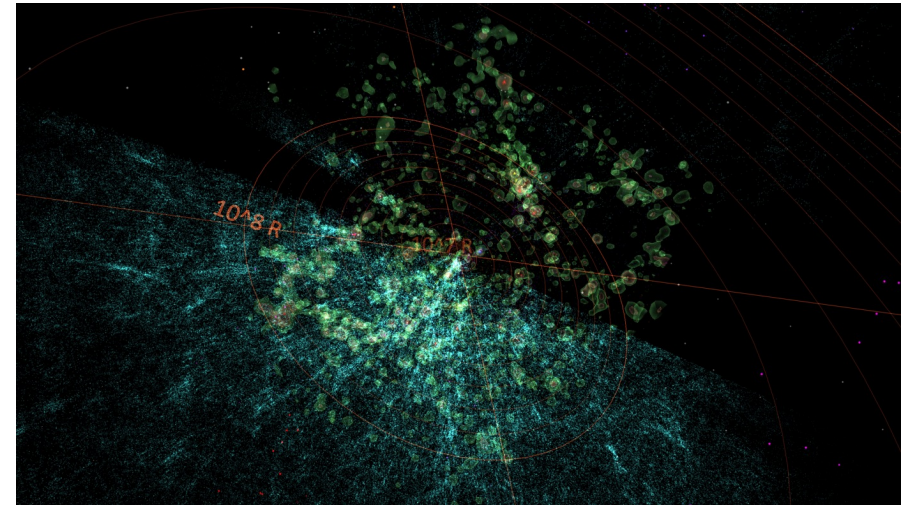
**One billion polygons
to billions of pixels**

Welcome to the first
gigapixel, multi-view
rendering of
The Digital Michelangelo
Project's David

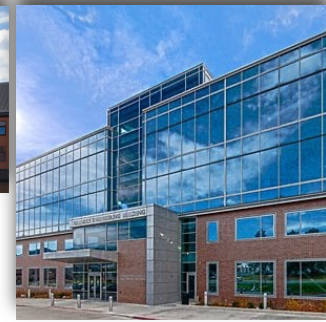
Three logos are displayed at the bottom of the central image. From left to right: a blue and green logo for 'VISUS', a blue logo for 'Manta interactive raytracer', and the 'SCI' logo with a stylized mountain graphic.

OpenSpace

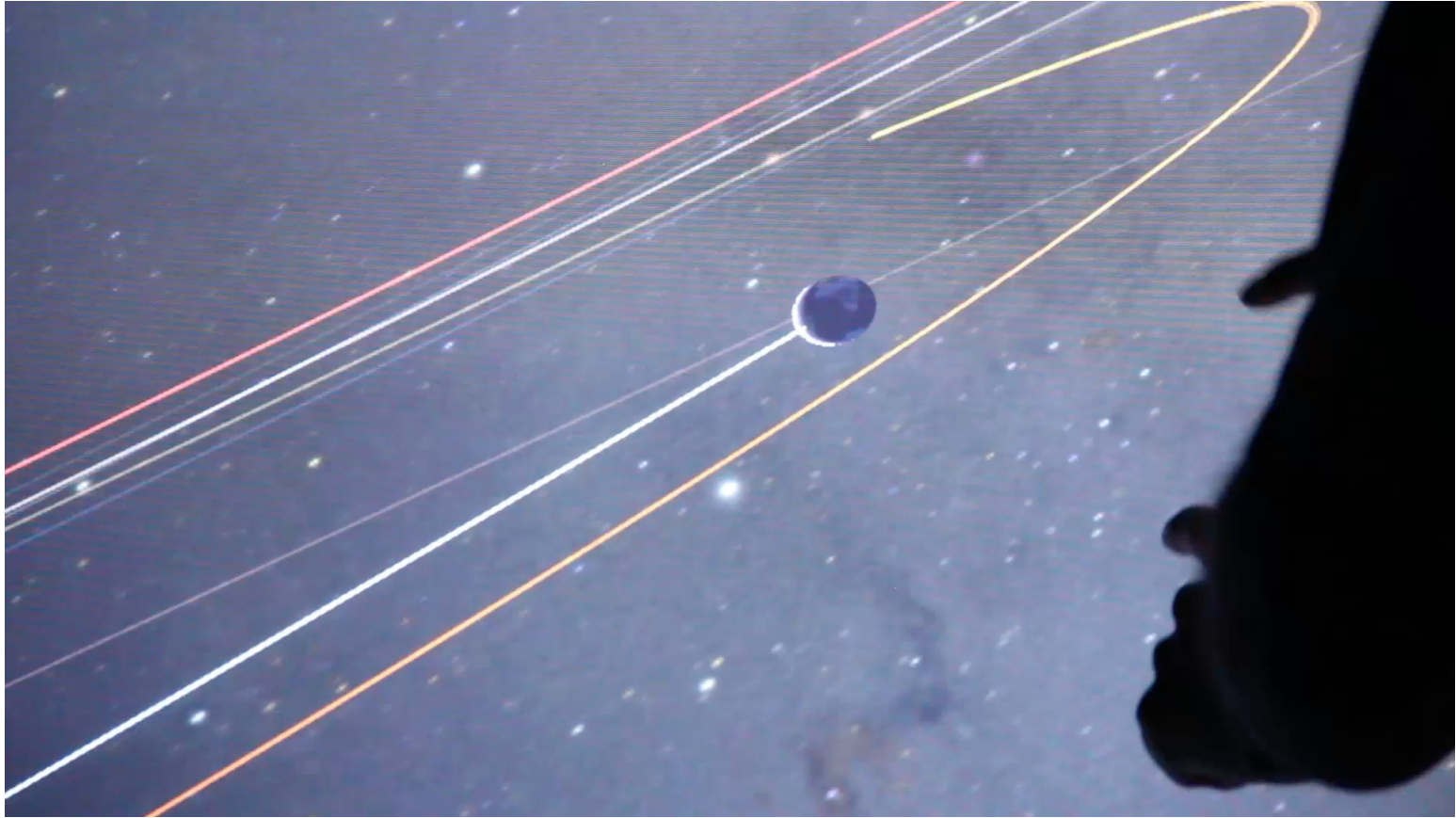
Platform for:
Visualization Research
Space & Astro Research
Science Communication

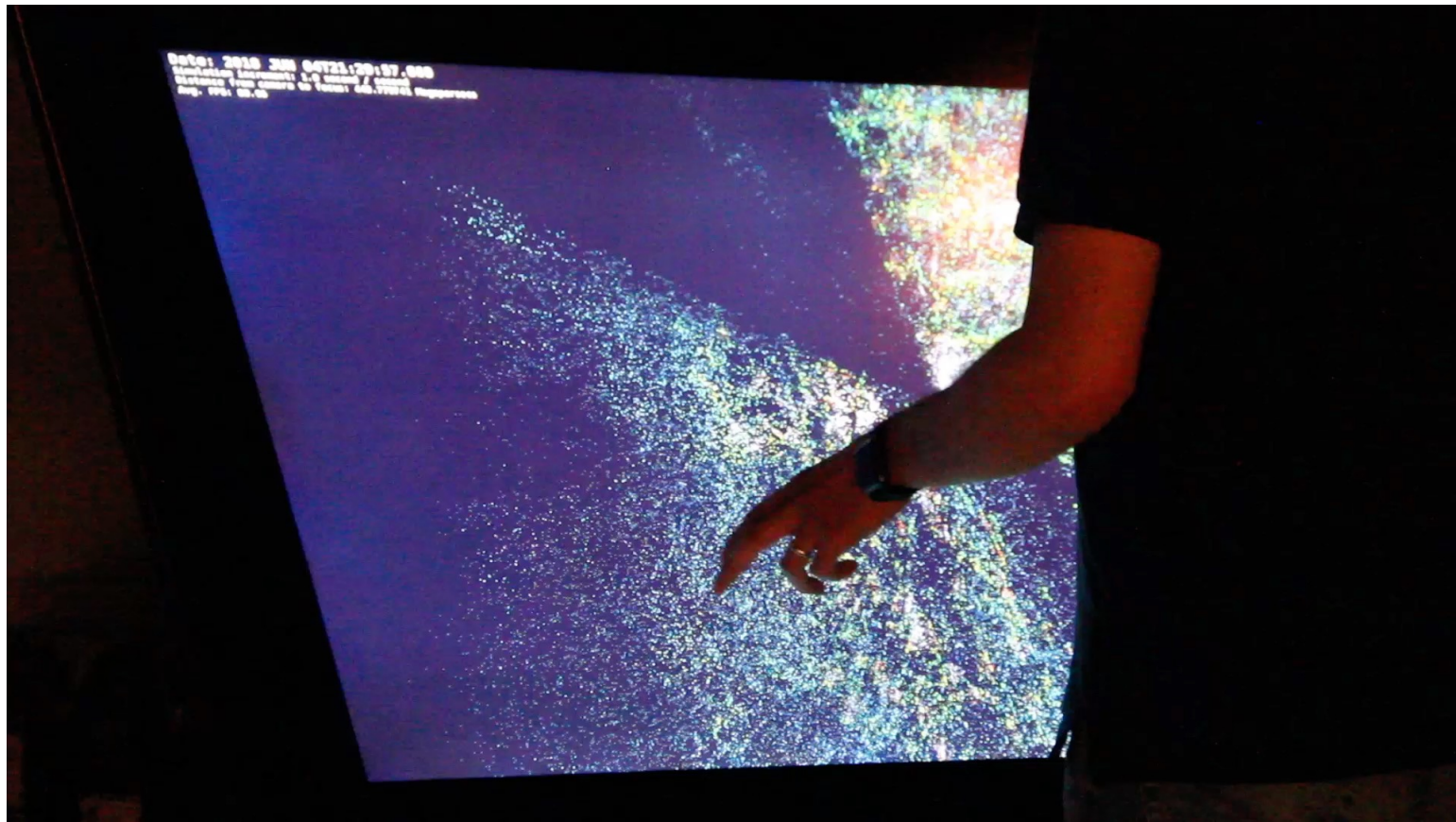


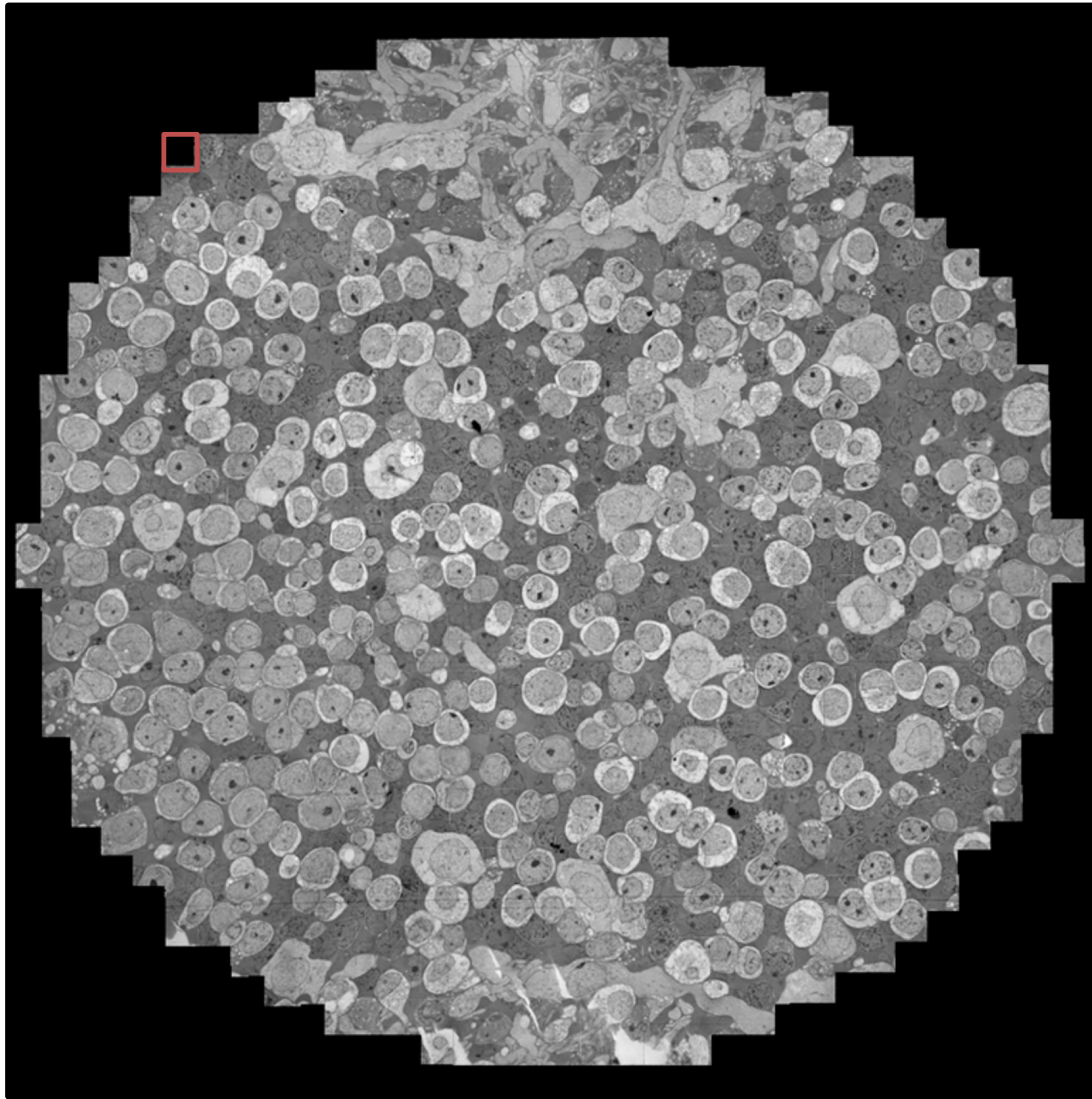
OpenSpace Team

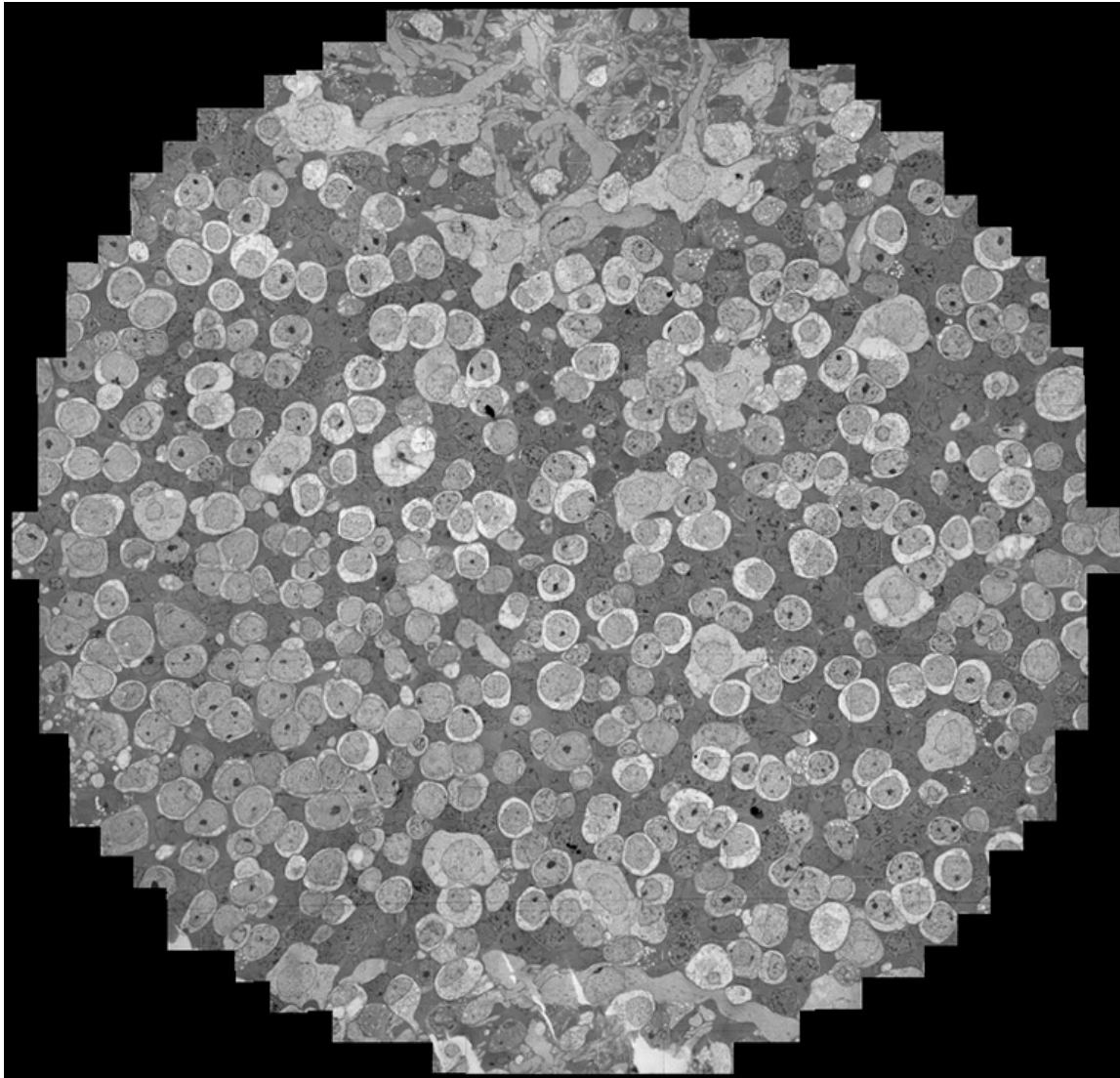


<http://openspaceproject.com>





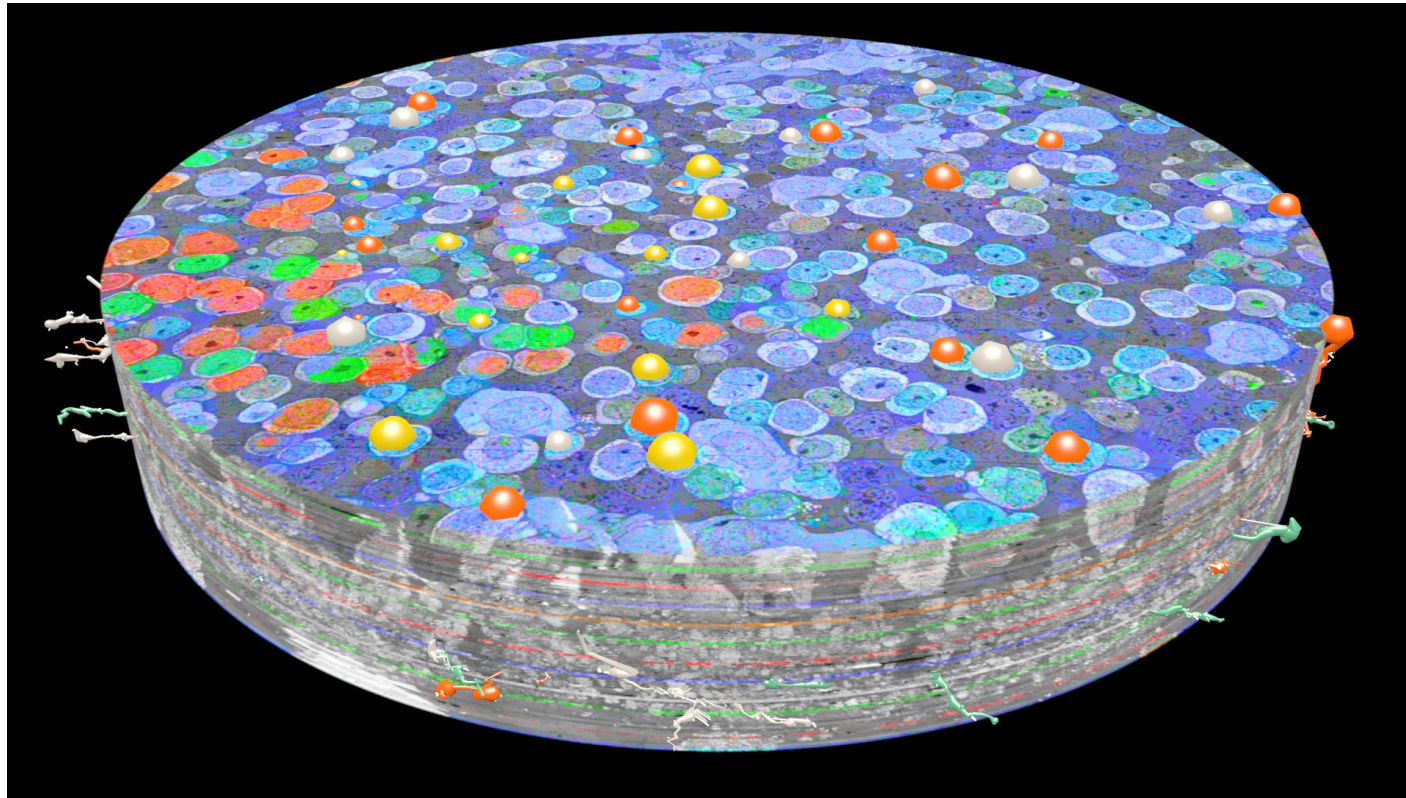




341 Sections
90nm thick sections
~32GB/Section
~1000 tiles/section
4096x4096 pixels/tile
2.18 nm/Pixel
16.5 TB after processing



Connectome

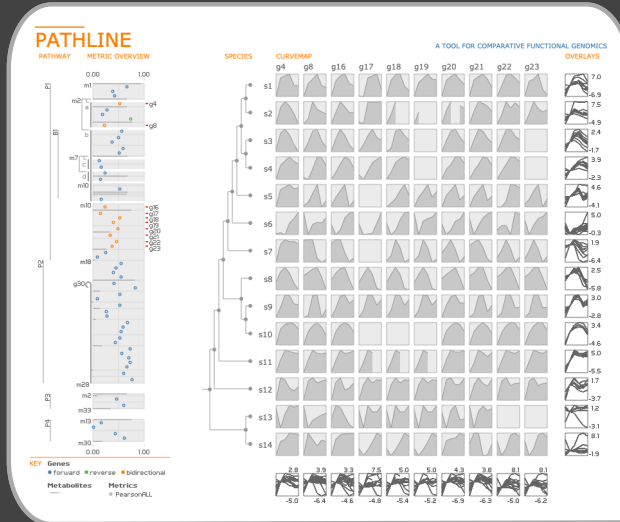


PROBLEM-DRIVEN VISUALIZATION RESEARCH *for biological data*

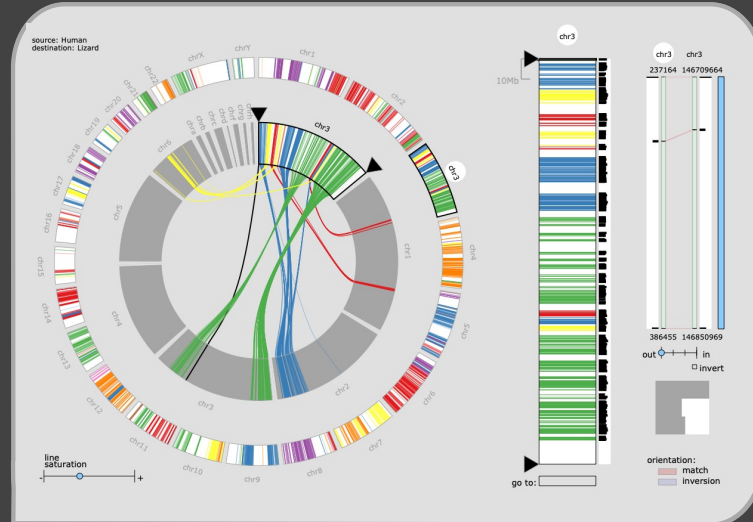
- *target specific biological problems*
- *close collaboration with biologists*
- *rapid, iterative prototyping*
- *focus on genomic and molecular data*



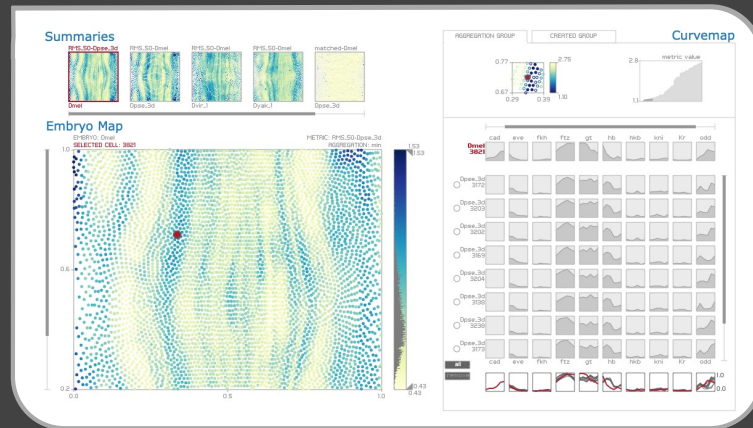
M. Meyer et al., EuroVis 2010. **Pathline**



MizBee M. Meyer et al., InfoVis 2009.



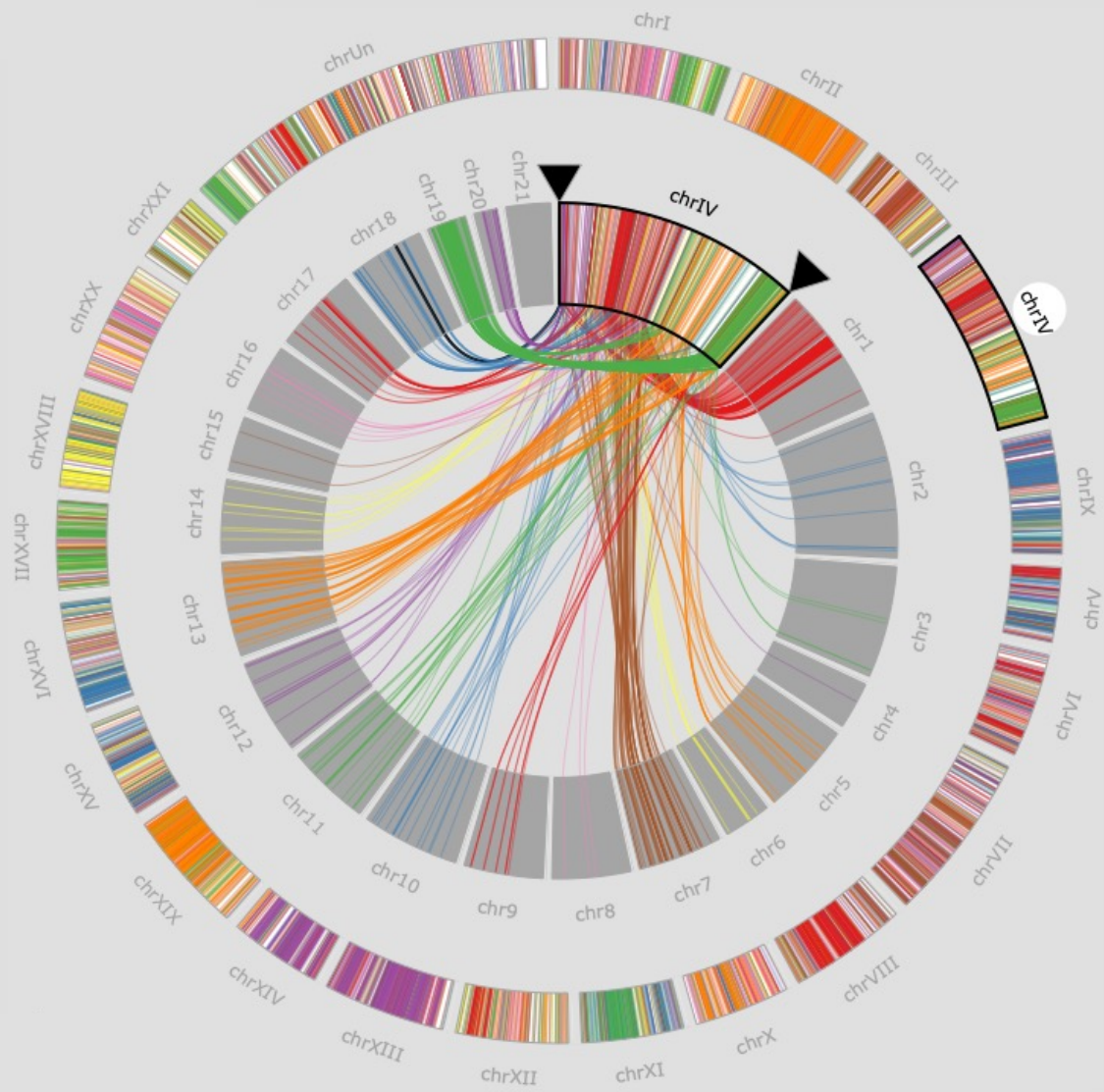
InSite

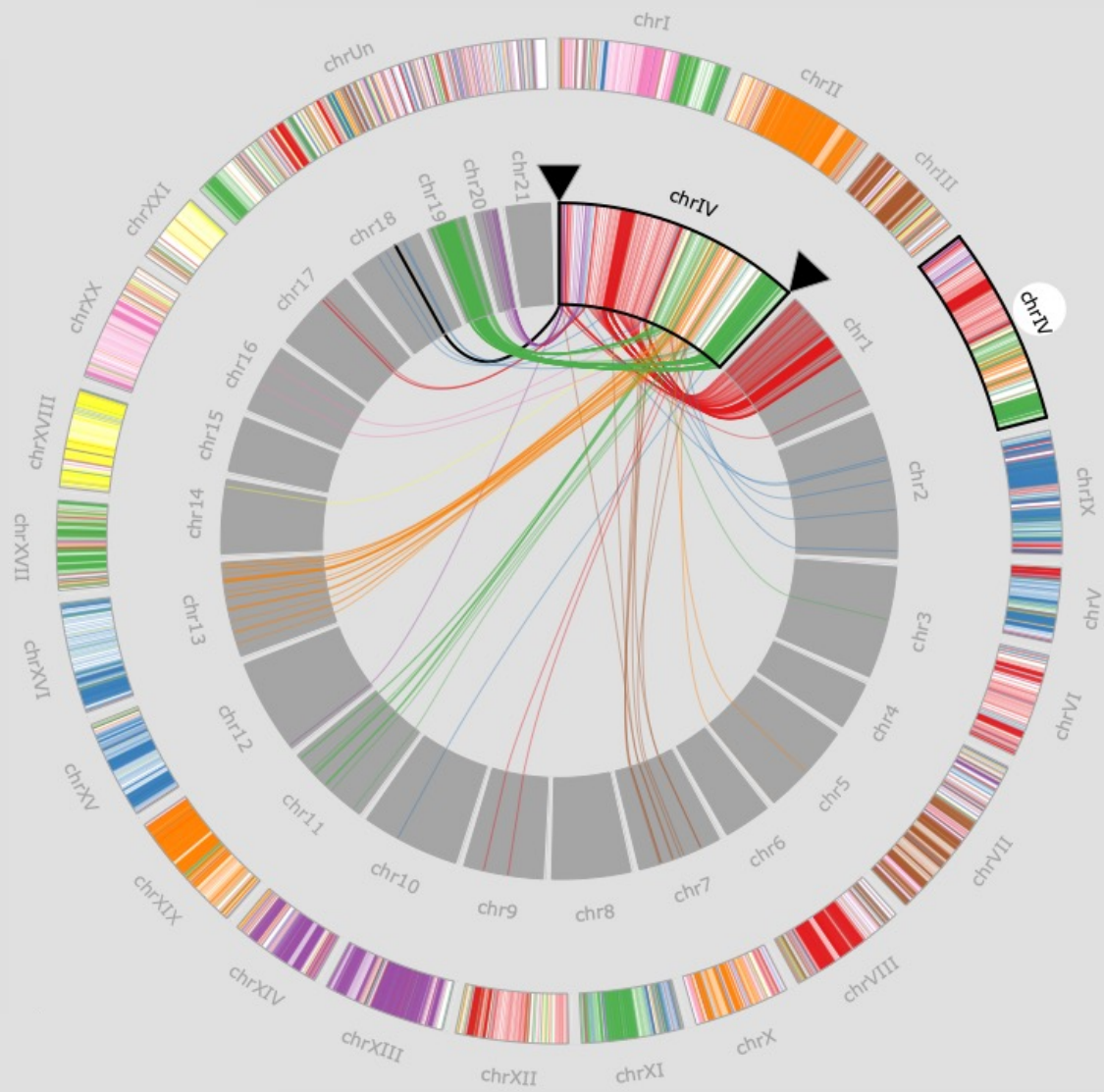


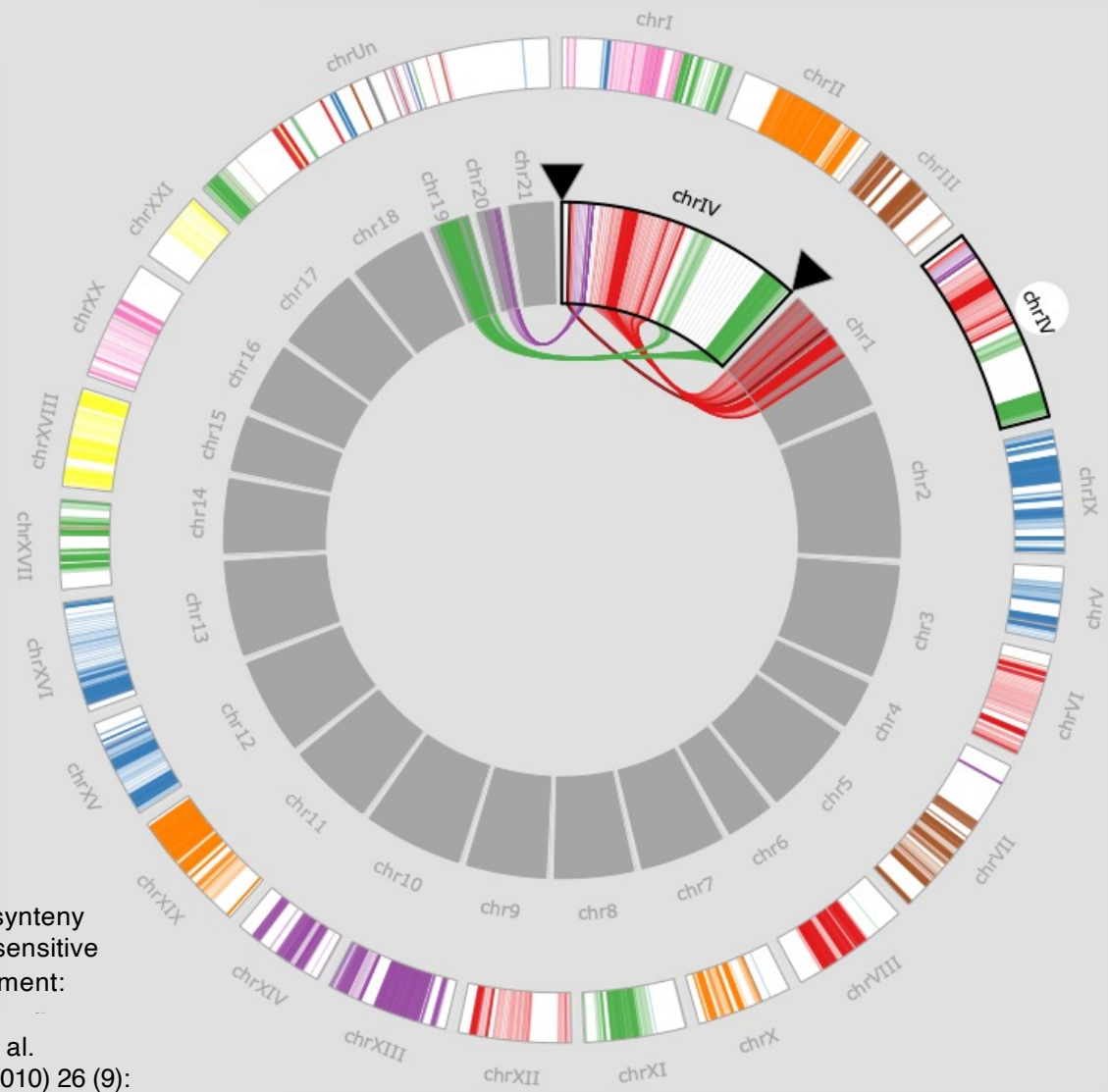
MulteeSum

M. Meyer et al., InfoVis 2010.









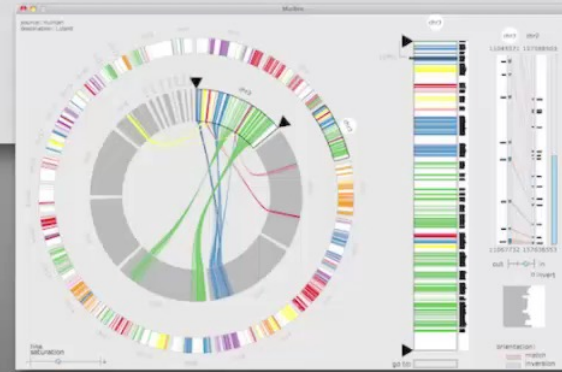
Genome-wide synteny through highly sensitive sequence alignment:
 Satsuma
[M. Grabherr](#), et al.
 Bioinformatics (2010) 26 (9):
 1145-1151.



Visualization of Biological Data

MizBee

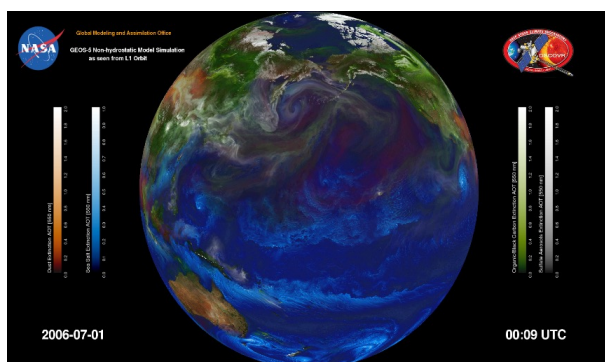
Browser that enables analysis of comparative genomics data through visualization across multiple scales.



Scalable Deployment: Exploration of 3.5PB of NASA Weather/Climate Data in Real Time

Workflow

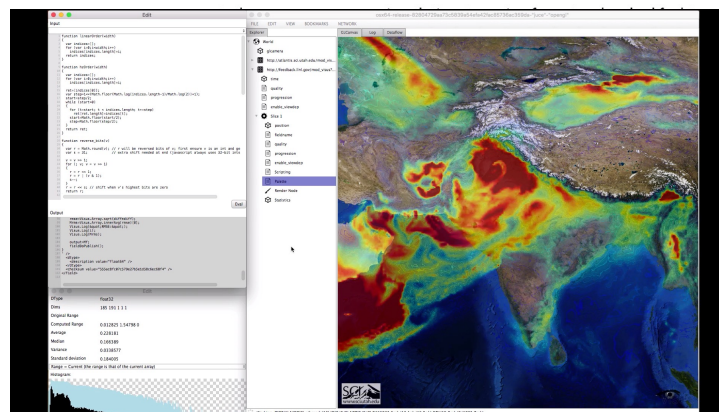
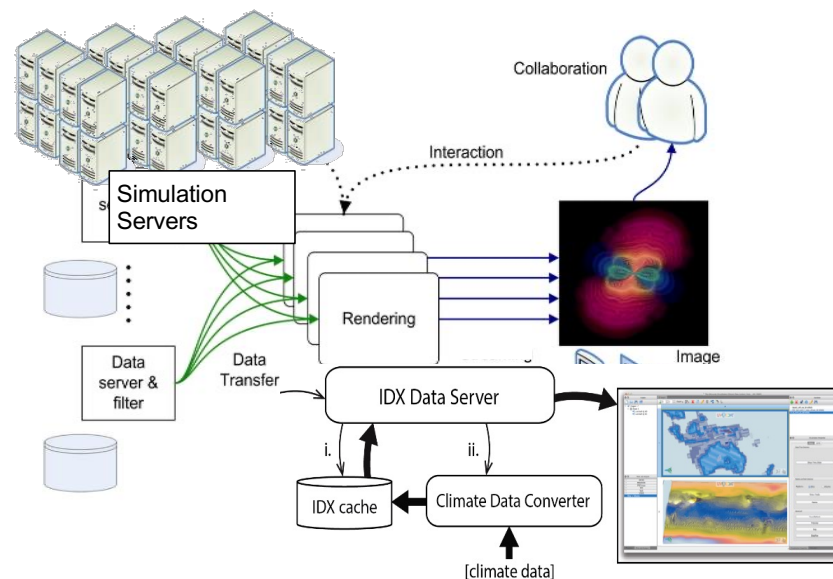
- *Data creation*
 - *Data Management*
- Processing
 - Analysis
 - Visualization

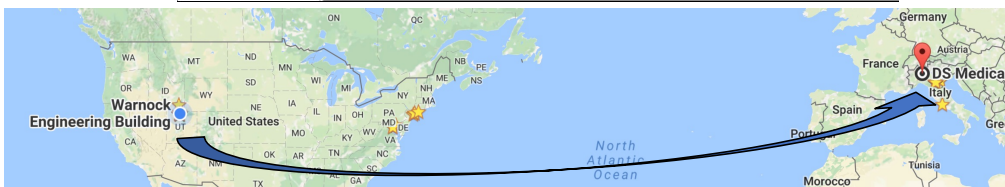
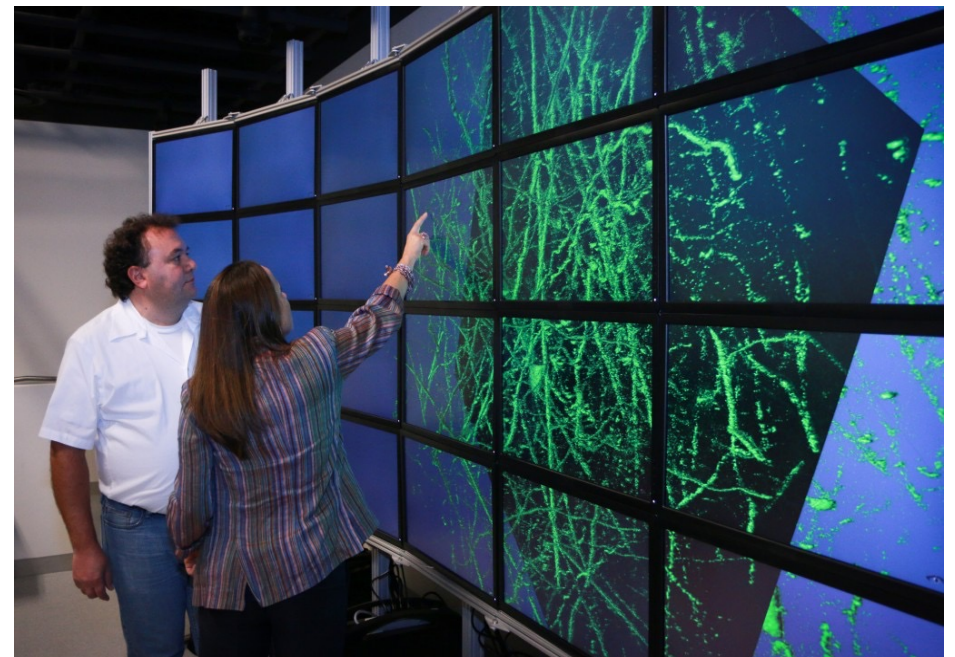
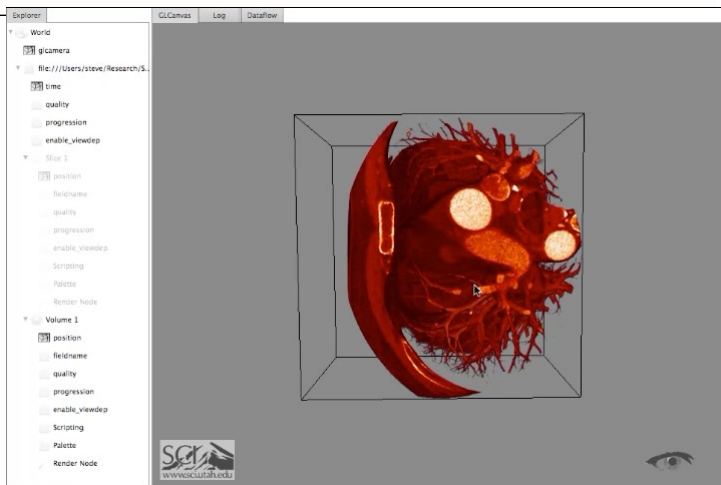
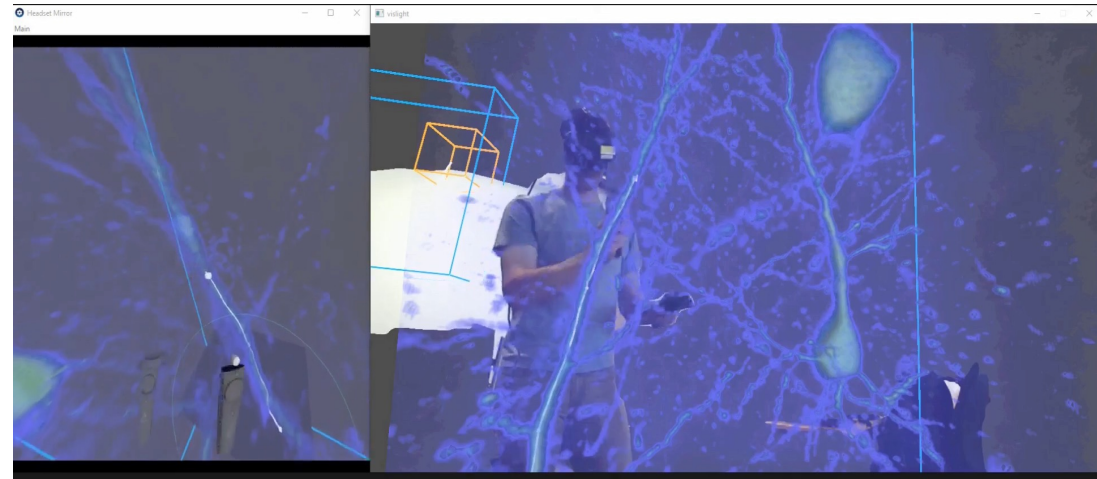
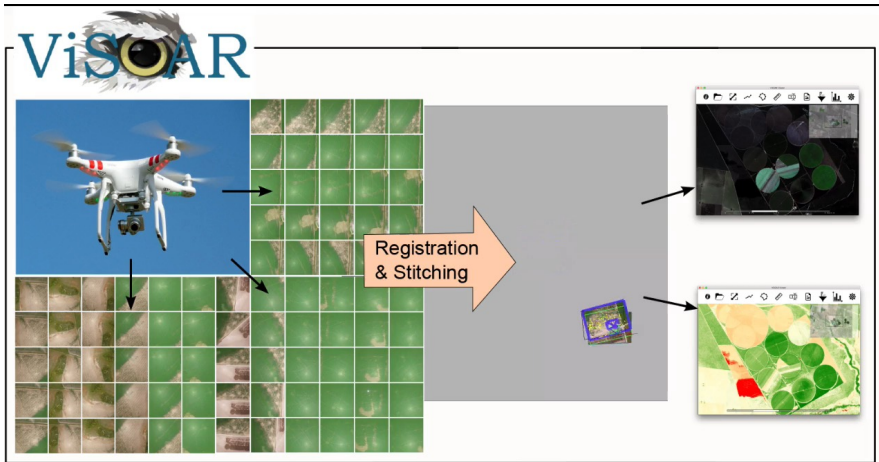


- 7km GEOS-5 “Nature Run”
- 1 dataset, 3.5 PB
- theoretically: openly accessible
- practically: precomputed pics

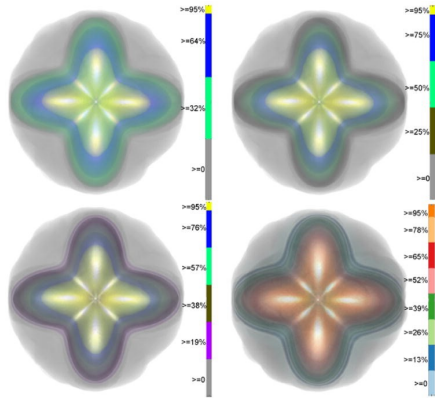
Distributed Resources

- 3.5 PB of data store in NASA
- Primary ViSUS server in LLNL
- Secondary ViSUS server in Utah
- Clients connect remotely
- Work without additional HPC resources

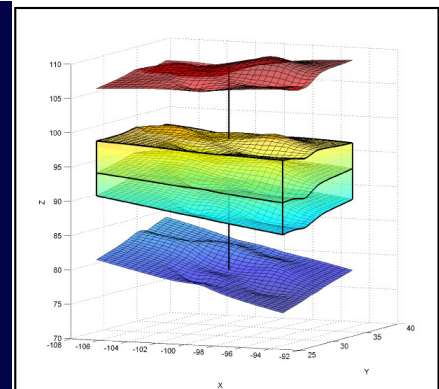
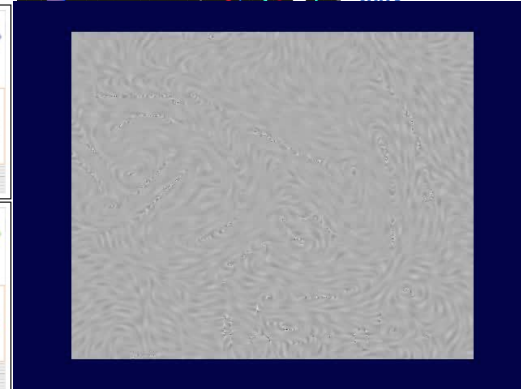
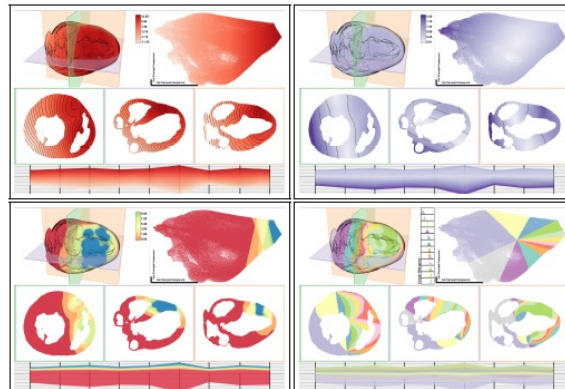
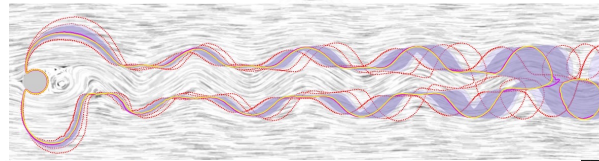
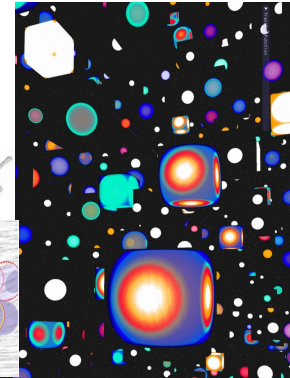
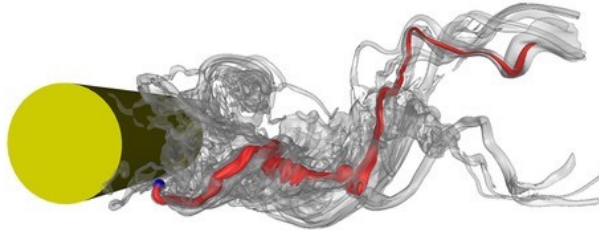




Uncertainty Visualization



When is the last time you've seen an error bar on an isosurface?



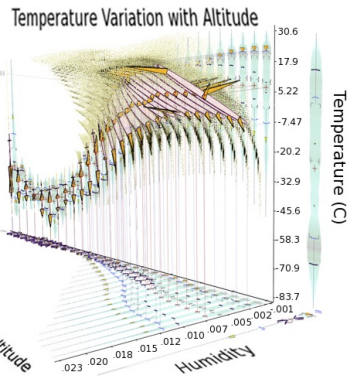
G.P. Bonneau, H.C. Hege, C.R. Johnson, M.M. Oliveira, K. Potter, P. Rheingans, T. Schultz. "Overview and State-of-the-Art of Uncertainty Visualization," In *Scientific Visualization: Uncertainty, Multifield, Biomedical, and Scalable Visualization*, Edited by M. Chen and H. Hagen and C.D. Hansen and C.R. Johnson and A. Kauffman, Springer-Verlag, pp. 3-27. 2014.

M.G. Genton, C.R. Johnson, K. Potter, G. Stenchikov, Y. Sun. "Surface boxplots," In *Stat Journal*, Vol. 3, No. 1, pp. 1-11. 2014.

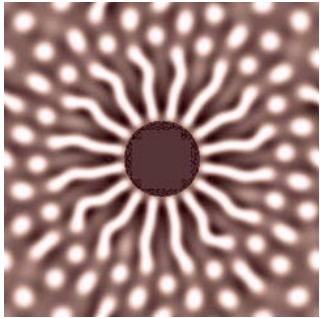
K. Potter, P. Rosen, C.R. Johnson. "From Quantification to Visualization: A Taxonomy of Uncertainty Visualization Approaches," In *Uncertainty Quantification in Scientific Computing*, IFIP Series, Vol. 377, Springer, pp. 226-249. 2012.

K. Potter, A. Wilson, P.-T. Bremer, D. Williams, C. Doutriaux, V. Pascucci, C.R. Johnson. "Ensemble-Vis: A Framework for the Statistical Visualization of Ensemble Data," In *Proceedings of the 2009 IEEE International Conference on Data Mining Workshops*, pp. 233-240. 2009.

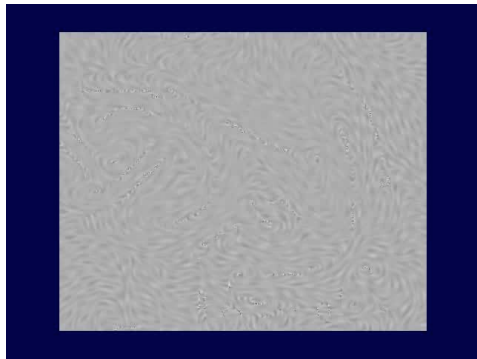
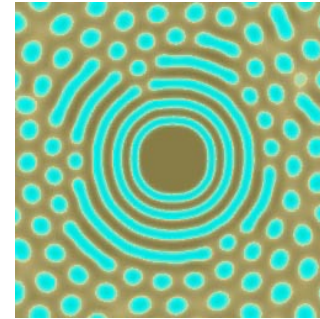
C.R. Johnson, A.R. Sanderson. "A Next Step: Visualizing Errors and Uncertainty," In *IEEE Computer Graphics and Applications*, Vol. 23, No. 5, pp. 6-10. September/October, 2003.



Alan Turing on Finding Patterns

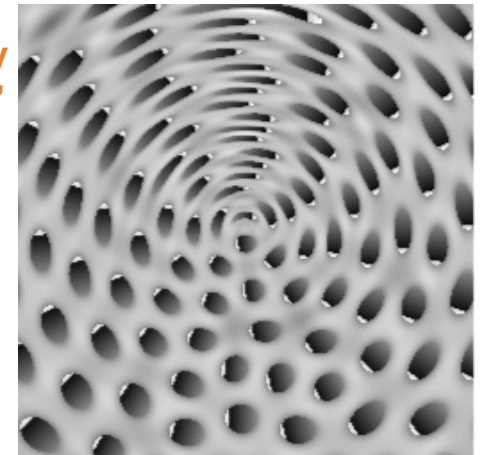


Alan Turing, *The Chemical Basis of Morphogenesis*,
Philosophical Transactions of the Royal Society of London, 1952



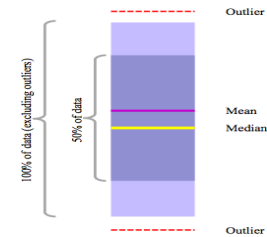
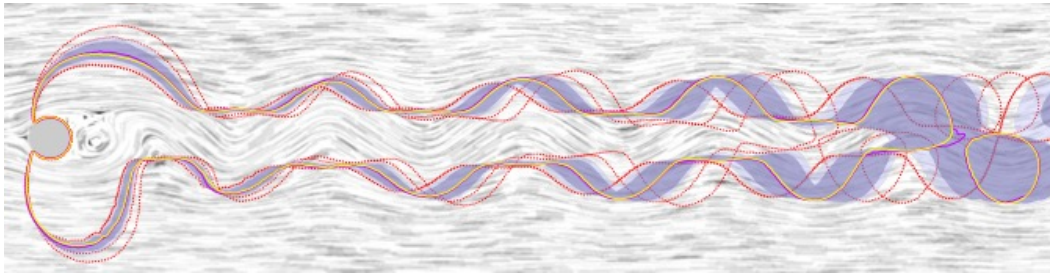
A.R. Sanderson, C.R. Johnson, R.M. Kirby. "Display of Vector Fields Using a Reaction Diffusion Model,"
In Proceeding of IEEE Visualization 2004, pp. 115--122. 2004

A.R. Sanderson, R.M. Kirby, C.R. Johnson, L. Yang.
"Advanced Reaction-Diffusion Models for Texture Synthesis," *In Journal of Graphics Tools*, Vol. 11, No. 3, pp. 47--71. 2006.



Contour Box Plots

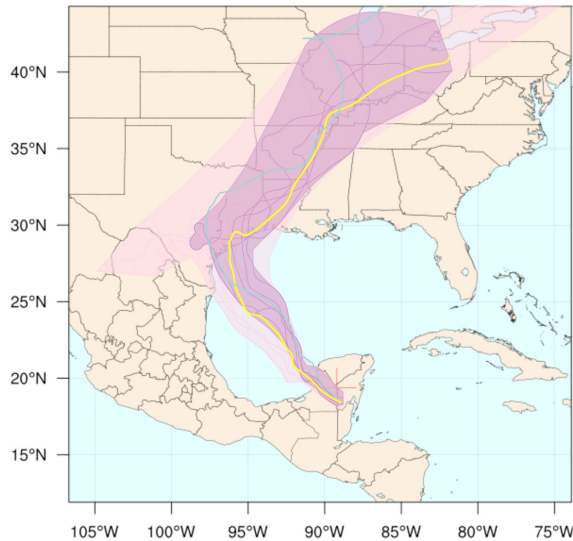
$$S \in \text{sB}(S_1, \dots, S_j) \iff \bigcap_{k=1}^j S_k \subset S \subset \bigcup_{k=1}^j S_k.$$



Whitaker, Mirzargar, Kirby, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 19, No. 12, pp. 2713--2722, 2013.

M.G. Genton, C.R. Johnson, K. Potter, G. Stenchikov, Y. Sun.
"Surface boxplots," In *Stat Journal*, Vol. 3, No. 1, pp. 1-11. 2014.

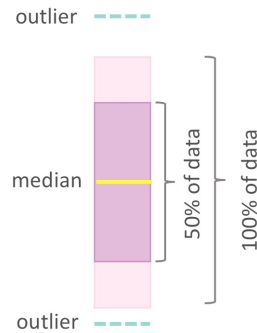
Ensemble Curved Boxplot



This plot is an experimental boxplot visualization

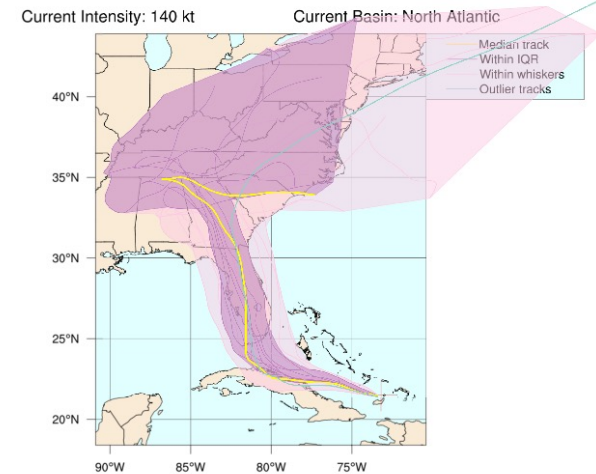
By using this plot, the user agrees to the UCAR Terms of Use which can be accessed at: <http://www2.ucar.edu/terms-of-use>

Plot generated at 0613 UTC 23 August 2017



MAJOR HURRICANE IRMA (AL11)

GFS ensemble curve boxplot initialized at 0600 UTC, 08 September 2017



This plot is an experimental boxplot visualization

By using this plot, the user agrees to the UCAR Terms of Use which can be accessed at: <http://www2.ucar.edu/terms-of-use>

Plot generated at 1522 UTC 08 September 2017

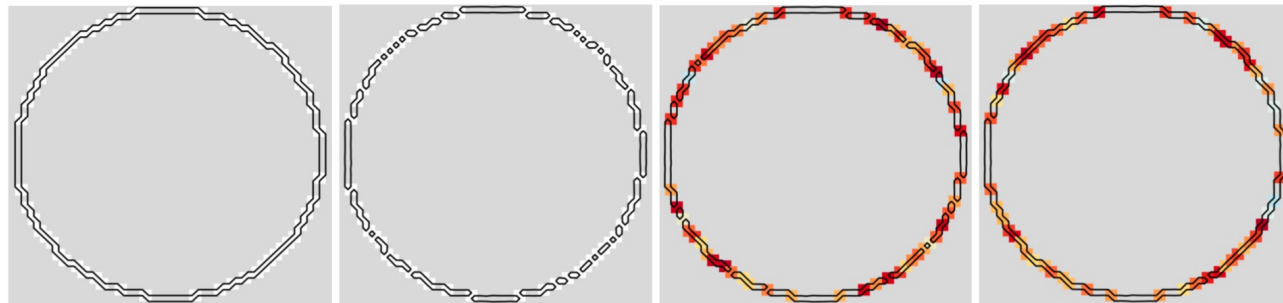


M. Mirzargar, R. Whitaker, R. M. Kirby. "Curve Boxplot: Generalization of Boxplot for Ensembles of Curves,"
IEEE Transactions on Visualization and Computer Graphics, Vol. 20, No. 12, IEEE, pp. 2654-63. December, 2014.

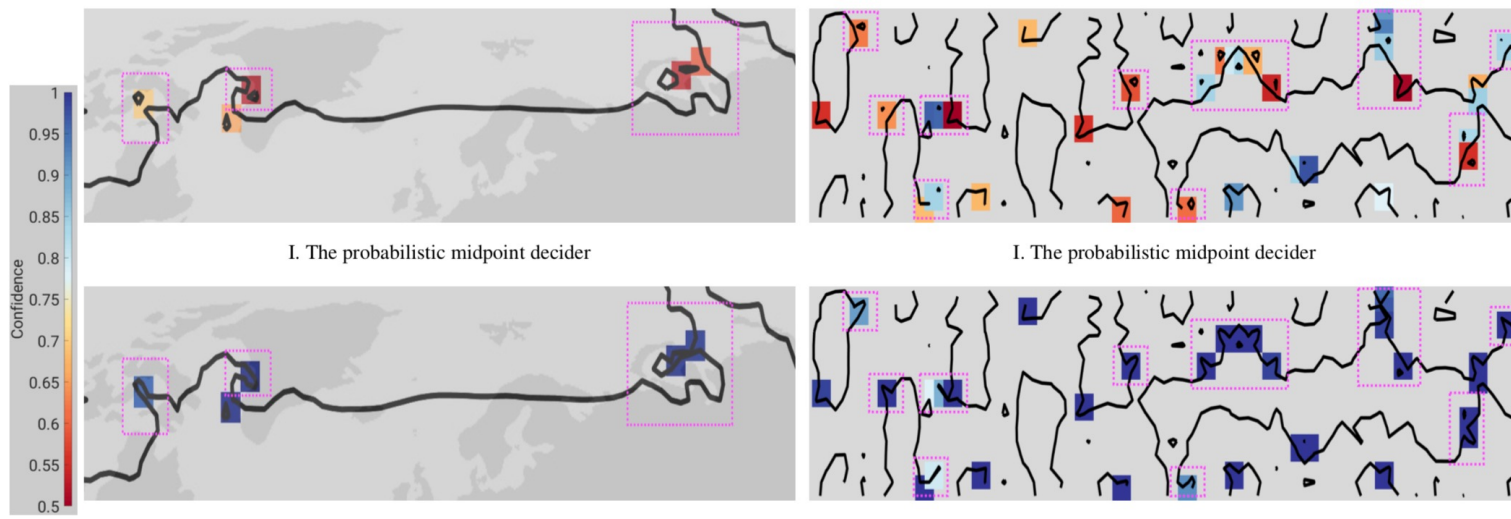


Probabilistic Asymptotic Decider for Topological Ambiguity Resolution in Level-Set Extraction for Uncertain 2D Data

Tushar Athawale and Chris R. Johnson



(a) The isocontour topology in the (b) The asymptotic decider in the mean (c) The probabilistic midpoint decider (d) The probabilistic asymptotic decider



I. The probabilistic midpoint decider

I. The probabilistic midpoint decider

II. The probabilistic asymptotic decider

II. The probabilistic asymptotic decider

(a) The temperature field

(b) The velocity field for the Kármán vortex street

Uncertainty Visualization of the Marching Squares and Marching Cubes Topology Cases - VIS 2021

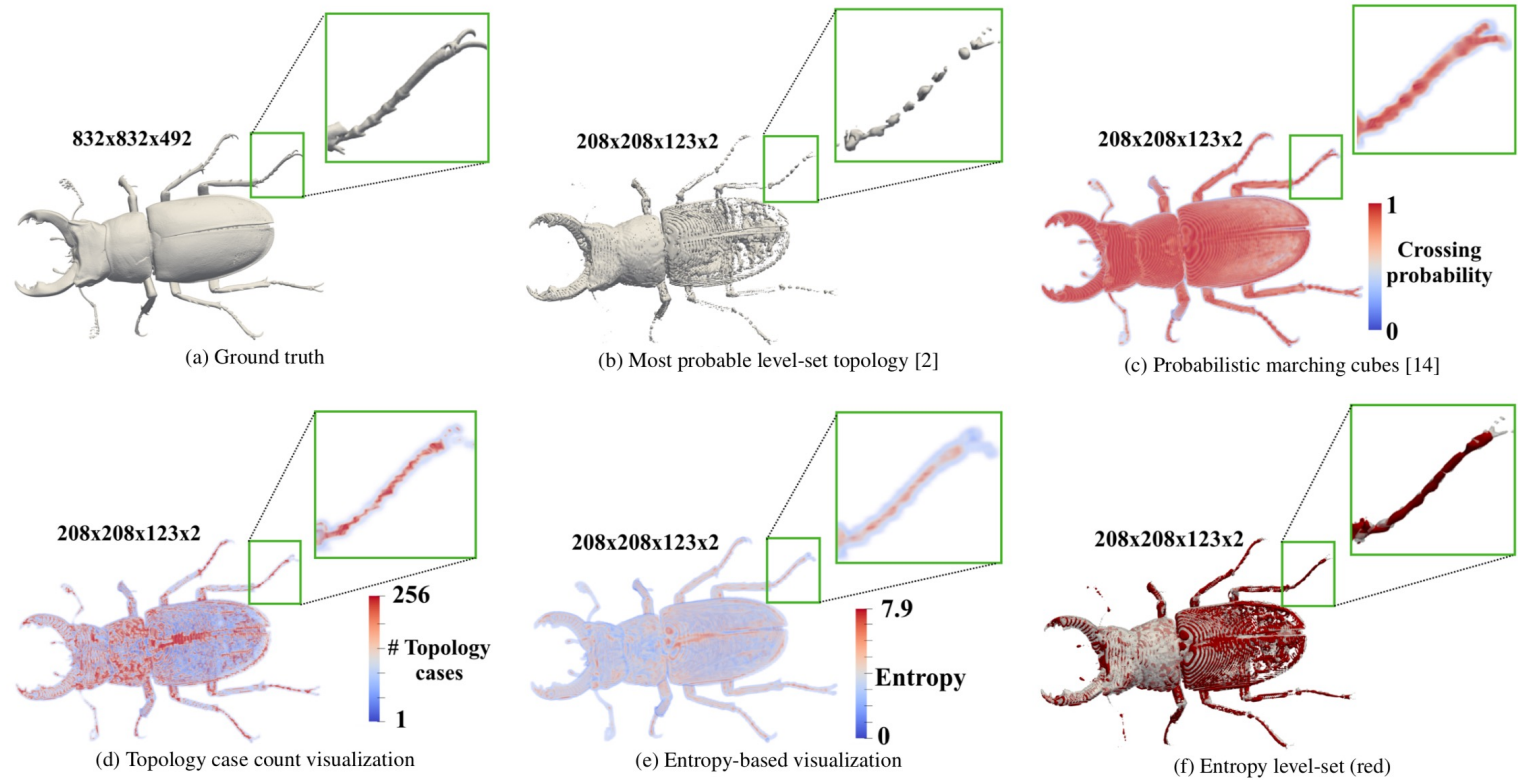
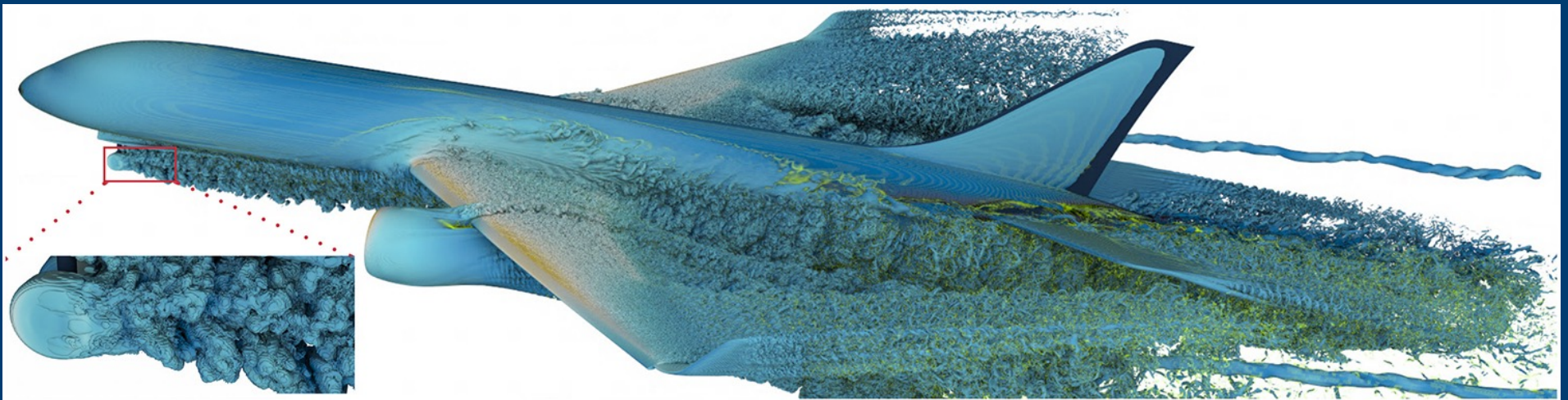


Figure 5: Uncertainty visualizations for the stag beetle [21] hixel dataset at $k = 900$. The noise in the data results in breaking of the beetle leg in image (b). In probabilistic marching cubes, it is difficult to distinguish between the regions of high and topological uncertainty, which is easier using our visualizations in images (d-f). The relatively high sensitivity of the beetle leg topology to noise is detected in images (d-f) by the red regions. In image (f), the most probable level-set (gray) is overlaid with the entropy volume level-set (red) for entropy isovalue 5.

CPU Ray Tracing of Tree-Based Adaptive Mesh Refinement Data

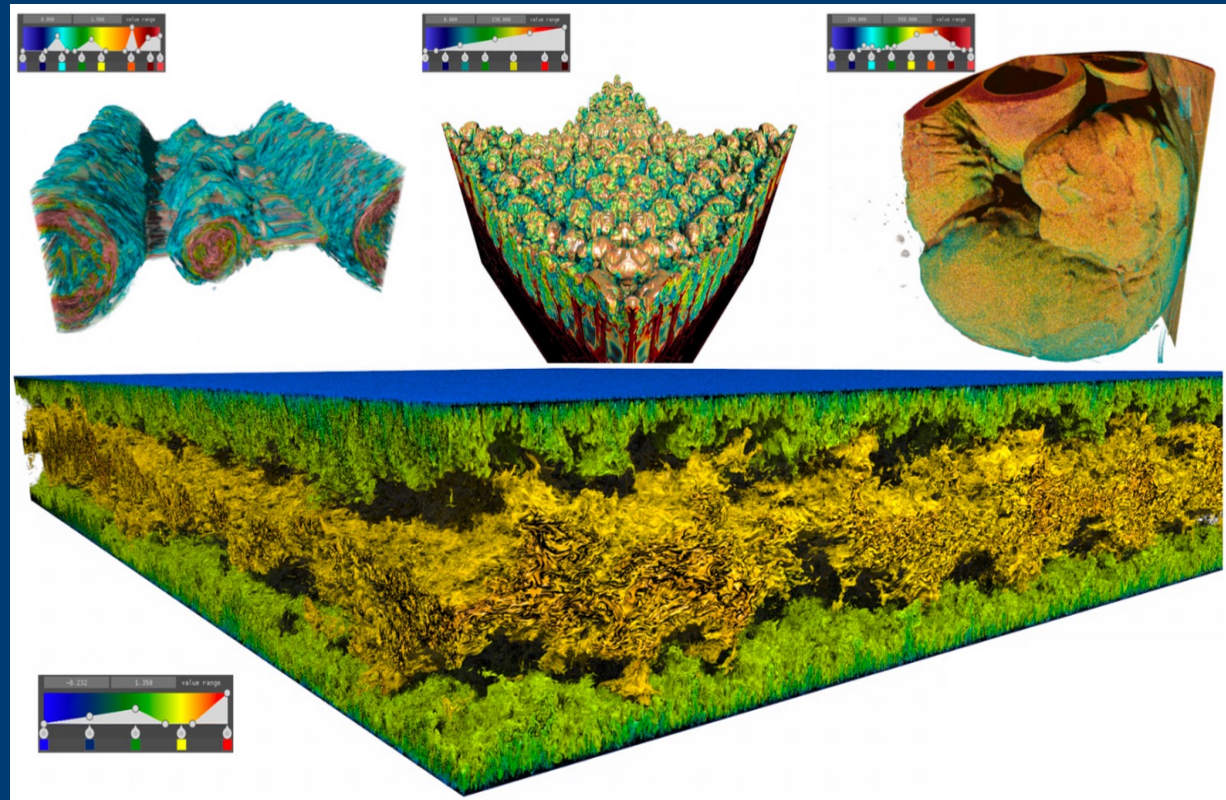
- An efficient high-fidelity visualization solution for both AMR and other multiresolution grid datasets on multicore CPUs, supporting empty space skipping, adaptive sampling and isosurfacing.
- Integration of our method into the OSPRay ray tracing library and open-source release to make it widely available to domain scientists



F. Wang, N. Marshak, W. Usher, C. Burstedde, A. Knoll, T. Heister, C. R. Johnson. “**CPU Ray Tracing of Tree-Based Adaptive Mesh Refinement Data**,” In *Eurographics Conference on Visualization (EuroVis) 2020*, Vol. 39, No. 3, 2020.

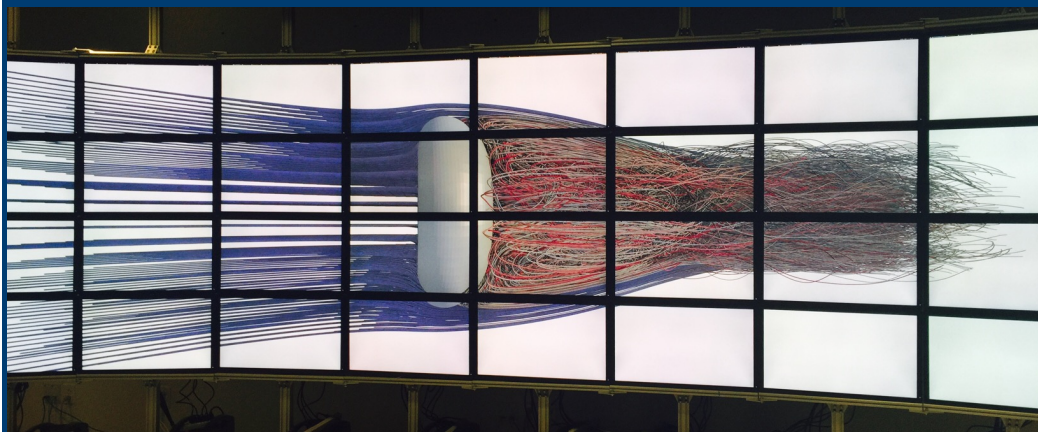
Bricktree for Large-scale Volumetric Data Visualization

- Interactive visualization solution for large-scale volumes in OSPRay
- + Quickly loads progressively higher resolutions of data, reducing user wait times
- Bricktree – a low-overhead hierarchical structure allows for encoding a large volume into multi-resolution representation
- Rendered via OSPRay module



Display Wall Rendering with OSPRay

- + Software infrastructure that allows parallel renderers (OSPRay) to render to large-tiled display clusters.
- + Decouples the rendering cluster and display cluster
- + Lightweight, inexpensive and easy to deploy options via Intel NUC + remote rendering cluster



Streamlines computed on flow past a torus



300M triangle isosurface on the Richtmeyer Meshkov



M. Han, I. Wald, W. Usher, N. Morrical, A. Knoll, V. Pascucci, and C.R. Johnson. A Virtual Frame Buffer Abstraction for Parallel Rendering of Large Tiled Display Walls. *IEEE Visualization 2020*,

Interactive Streamline Exploration and Manipulation using Deformation

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