

Interactive Visual Analysis of Flow Data

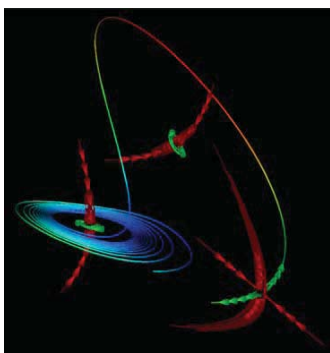
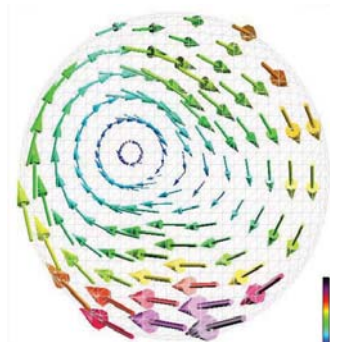
Helwig Hauser
(Univ. of Bergen)
et al.



- **Something moving**, usually some matter (a liquid or gas), but also dynamical systems, etc.
- Usefully **understood as differential wrt. time**
$$\mathbf{v} = d\mathbf{p} / dt \quad \mathbf{p} \in \Omega \subseteq \mathcal{R}^n, \mathbf{v} \in \mathcal{R}^n, t \in \mathcal{R}$$
- Often represented as a **vector field**, *i.e.*, as set of vector samples $\mathbf{v}(\mathbf{p}_i)$ over a certain grid $\{\mathbf{p}_i\}$
- Special challenge: unsteady flows $\mathbf{v}(\mathbf{x}, t): \mathcal{R}^n \times \mathcal{R} \rightarrow \mathcal{R}^n$
- **Flow data** origin in
 - **measurements**, *e.g.*, with PIV (particle image velocimetry)
 - **simulation**, *e.g.*, from CFD (computational fluid dynamics)
 - **modeling**, *e.g.*, as ODEs (ordinary differential equations)

Flow Visualization Methods

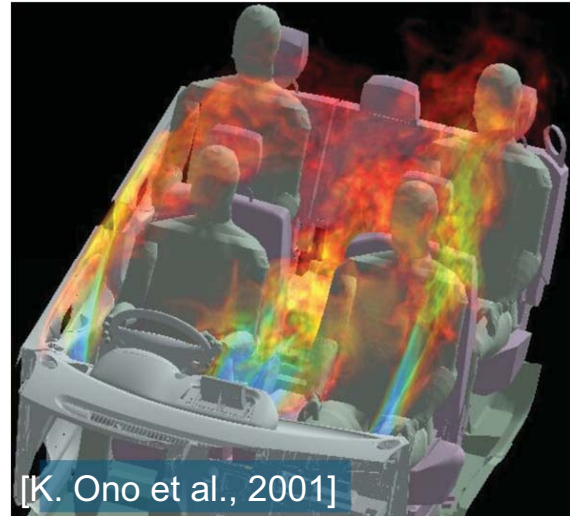
- From Post *et al.*:
Feature Extraction and Visualisation of Flow Fields
(Eurographics 2002 State-of-the-Art Report):
 - Direct flow visualization
 - Texture-based flow visualization
 - Integration-based flow visualization
 - Feature-based / topological FlowViz



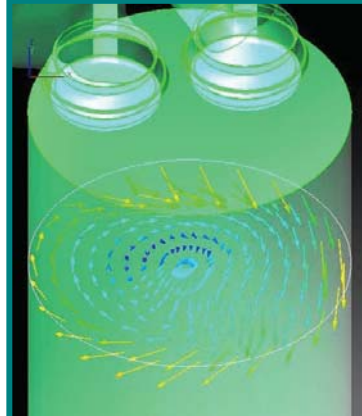
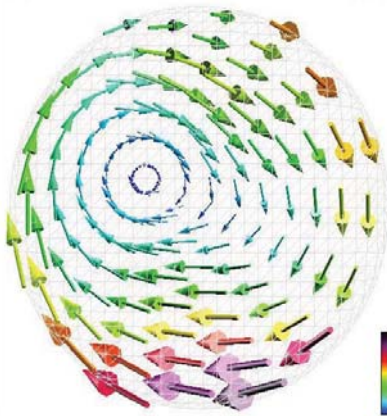
Direct Flow Visualization (1)



- One-to-one mapping of \mathbf{v} into vis. space
- Classical approaches:
 - arrows (hedgehog plot)
 - color coding



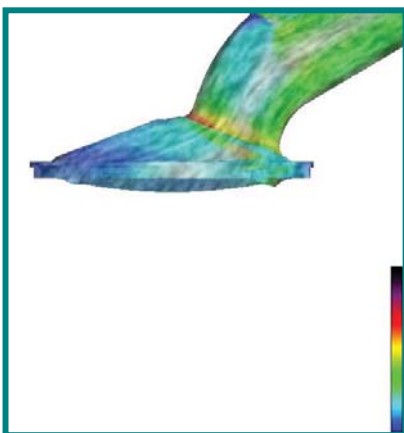
[Laramee et al., 2003]



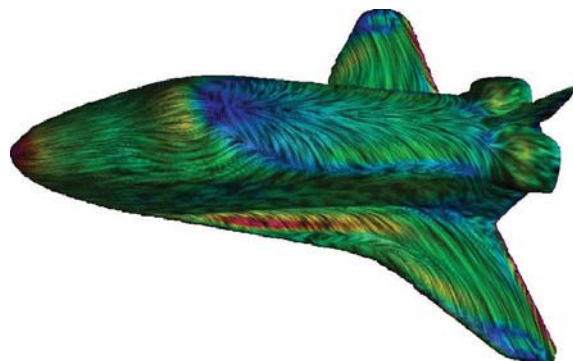
Texture-based FlowVis (2)



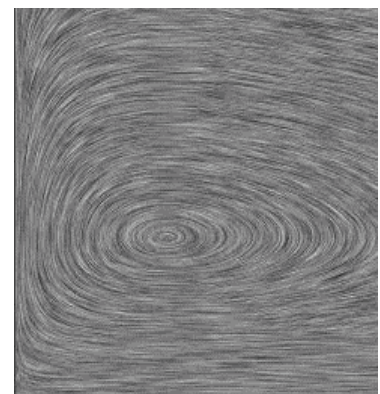
- Space-filling vis. of instantaneous flow \mathbf{v}
- Classical approaches:
 - line integral convolution (LIC) & spot noise
 - texture advection



[Laramee et al., 2003]



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[H. Löffelmann, 1998]

Integration-based FlowVis (3)

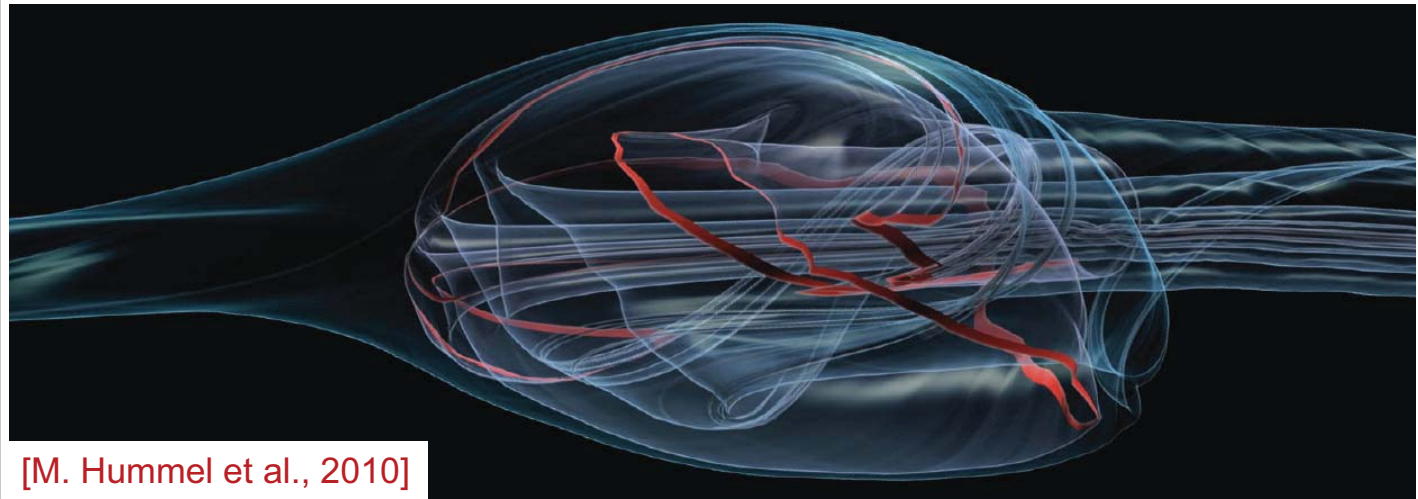
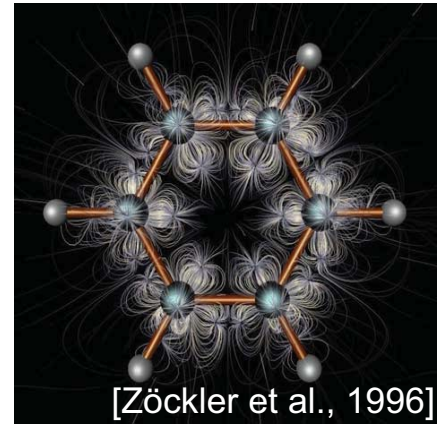


- Utilization of integration paths

$$\mathbf{p}(s) = \mathbf{p}_0 + \int_{\tau=0}^s \mathbf{v}(\mathbf{p}(\tau), t_0 + \tau) d\tau$$

- Classical approaches:

- streamlines
- streamsurfaces



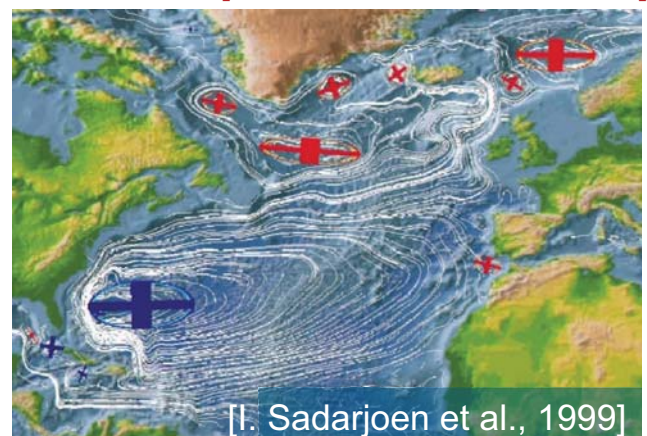
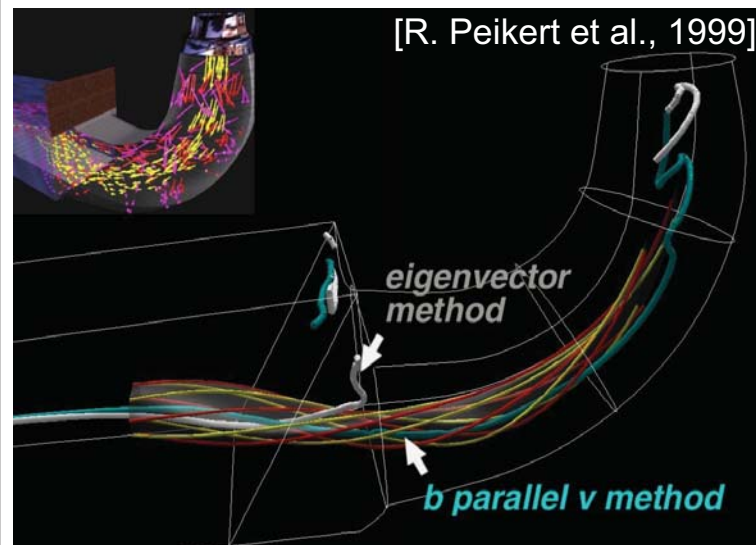
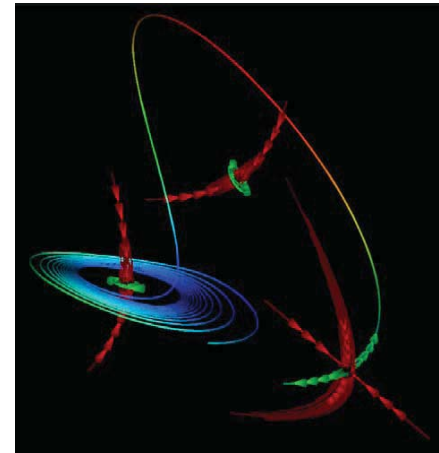
Feature-based / Topological FlowVis (4)



- Computational analysis, then vis.

- Approaches:

- topology-based FlowVis
- utilization of vortex extraction for FlowVis



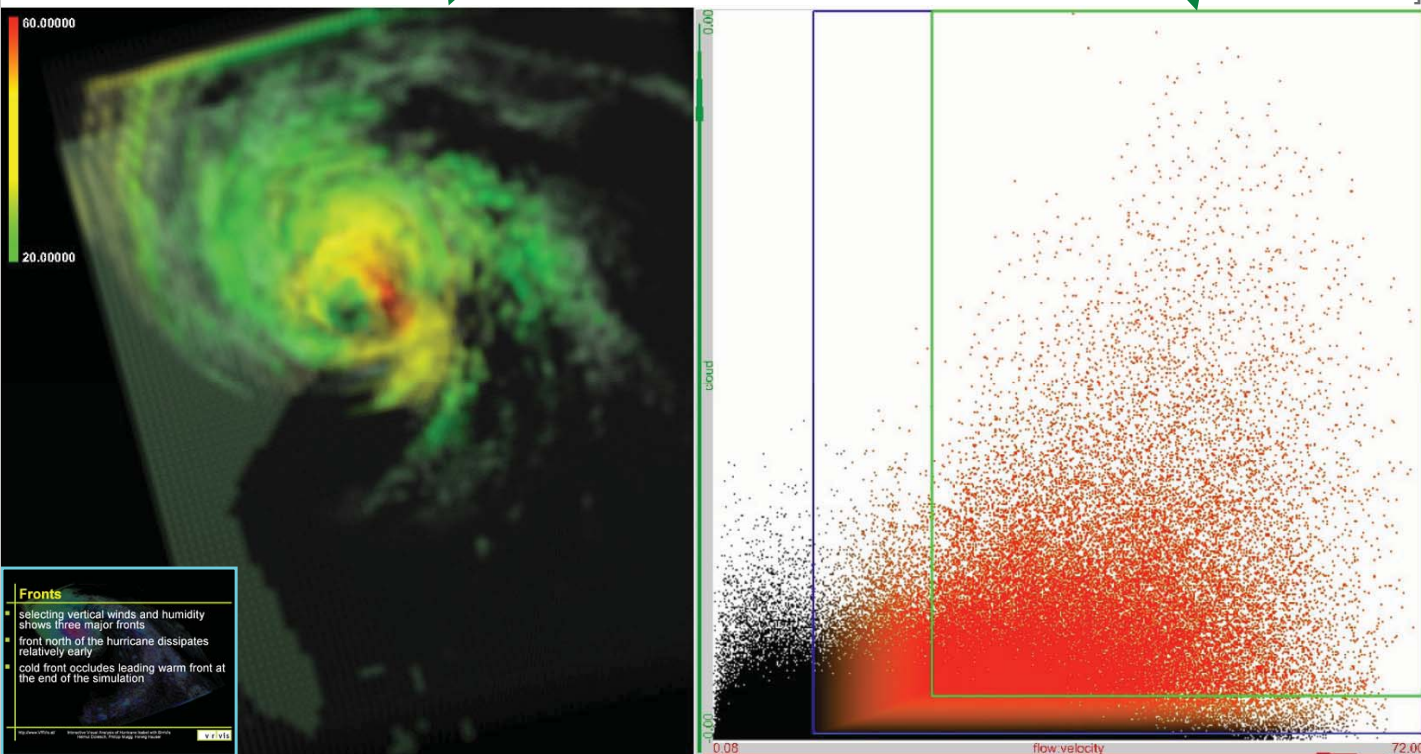
- **Base-level IVA** (*solves many problems, already!*)
 - bring up at **least two different views** on the data
 - allow to **mark up interesting data parts** (*brushing*)
 - utilize **focus+context visualization** to highlight the user selection *consistently(!)* in all views (*linking*)
- Example (interactively?)...
- With base-level IVA, you can already do
 - **feature localization** – *brush high temperatures in a histogram, for ex., and see where they are in spacetime*
 - **local investigation** – *for ex., select from spacetime and see how attributes are there (compared to all the domain)*
 - **multivariate analysis** – *brushing vorticity values and studying related pressure values (selection compared to all)*

Base-level IVA of Flow Data

At least one **spatial view** & at least one **attribute view**

→ studying different aspects of flow data

[Hauser, 2006]



- Starting from base-level IVA,
 - we enable the **identification of complex features**, for ex., by exploiting a *feature definition language*
 - we realize **advanced brushing schemes**, e.g., by realizing a *similarity brush*
 - we facilitate **interactive attribute derivation**, e.g., by means of a *formula editor*
 - we **integrate statistics/ML on demand**, e.g., by *linking to R*
- With advanced IVA,
 - we **drill deeper** (data→selections→features→...)
 - we **read between the lines** (semantic relations)
 - **answer complex questions** about the data

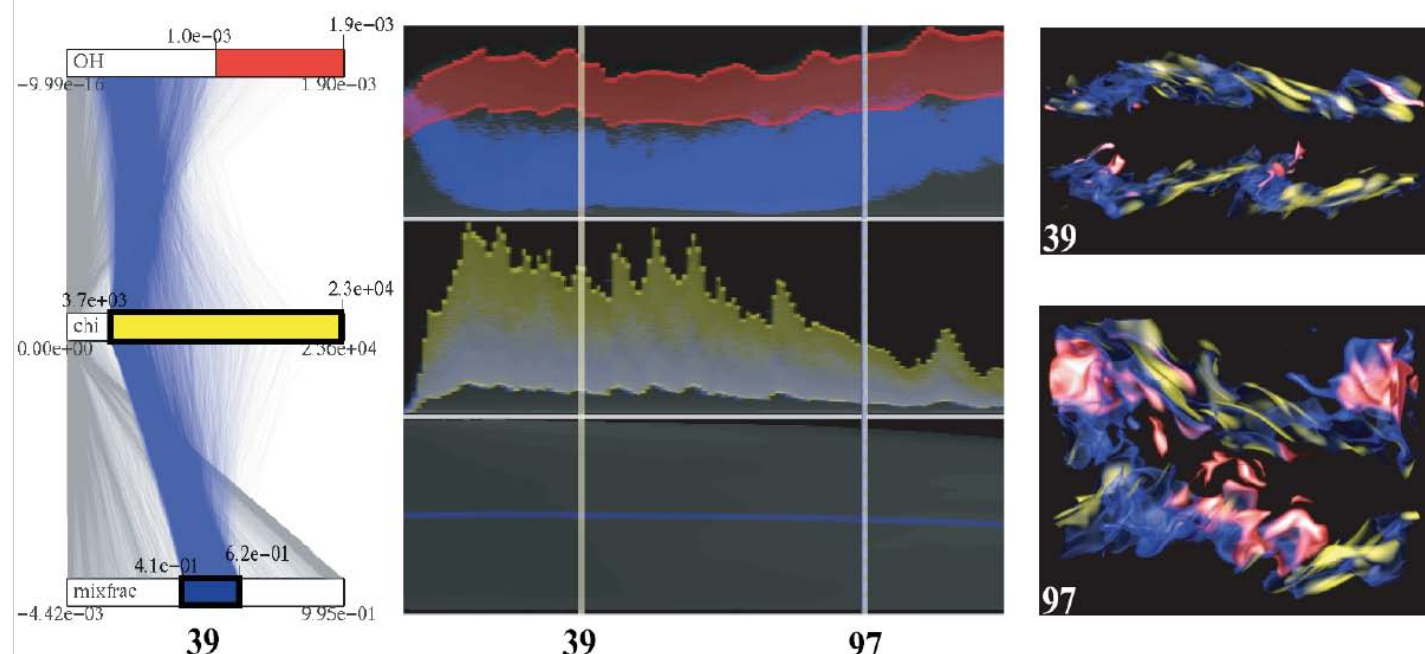
level 2

level 3

Low-level IVA of Flow Sim. Data

Multiple selections in parallel coordinates
plus a time-histogram
and linked volume rendering
(colors according to the selections)

[Akiba & Ma, 2007]



- Data from computational simulation, *e.g.*, CFD, is
 - usually given on (large & interesting) **spatial grids** (often also **time-dependent**)
 - often **multivariate** in terms of the simulated values
 - based on a **continuous model**
- Considering such data in the **$d(x)$** form
 - with **d** being the **dependent variables** (the simulated **variables**), for ex., velocities, pressure, temperature, ...
 - and **x** representing the **independent variables**, *i.e.*, the **domain** of the data (usually **space** and **time**)
- With IVA,
 - we **relate x and d** (feature localization, local investigation) as well as **d_i and d_j** (multivariate analysis)
 - we consider **$\delta(d)$** , *i.e.*, derived “views” on the data
 - either explicitly (by attribute derivation)
 - or implicitly (by advanced interaction mechanisms)

■ Local [vs. non-local (semi-local, global)] derivations

- considering **derivatives**, e.g., wrt. space/time, incl.
 - **temporal derivatives** d_i' (dd_i/dt) // Eulerian view
 - **spatial derivatives** ∇d_i (dd_i/dx), in particular also the spatial velocity gradient $\mathbf{J} = \nabla \mathbf{v}$ ($d\mathbf{v}/d\mathbf{x}$)
- **vector calculus** based on —"—, inc.
 - **divergence** $\text{div } \mathbf{v}$ ($\nabla \cdot \mathbf{v}$) ■ **rate of strain** $\mathbf{S} = (\mathbf{J} + \mathbf{J}^T)/2$
 - **curl (vorticity)** $\boldsymbol{\omega}$ ($\nabla \times \mathbf{v}$) ■ **rate of rotation** $\boldsymbol{\Omega} = (\mathbf{J} - \mathbf{J}^T)/2$
- **local feature detectors**, *e.g.*, based on —"— [Bürger et al., 2007]
 - **vorticity magnitude** $|\boldsymbol{\omega}|$ [Strawn et al., 1998]
 - **normalized helicity** [Levy et al., 1990] $H_n = \frac{\mathbf{v} \cdot \boldsymbol{\omega}}{|\mathbf{v}| \cdot |\boldsymbol{\omega}|}$
 - **Hunt's Q** [Hunt et al., 1988] $Q = \|\boldsymbol{\Omega}\|^2 - \|\mathbf{S}\|^2$
 - **kinematic vorticity number** [Truesdell, '54] $N_k = \|\boldsymbol{\Omega}\| / \|\mathbf{S}\|$
 - λ_2 according to Jeong & Hussain (1995) $\lambda_2(\boldsymbol{\Omega}^2 + \mathbf{S}^2)$

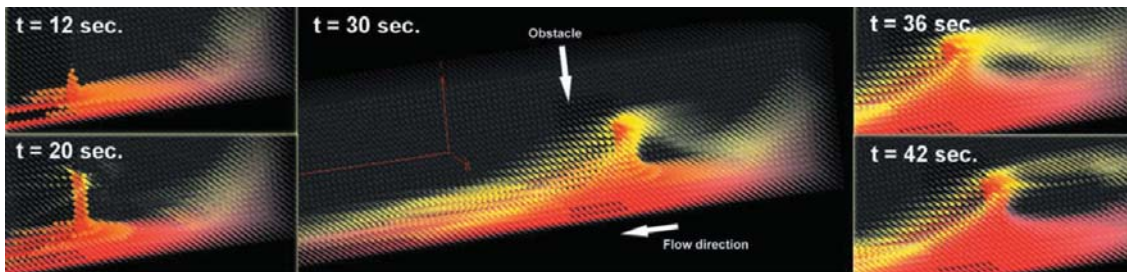
■ Non-local (semi-local, global) derivations

- **local neighborhoods** $P_r(\mathbf{x}) = \{ \mathbf{y} \mid |\mathbf{x} - \mathbf{y}| < r \}$
 - **local neighborhood statistics** [Angelesli et al., 2011], like also moving averages, for ex.
 - **stream-/streak-/pathlet statistics** (*e.g.*, averages)
 - **local normalization**
 - *etc.*
- **global methods**
 - **reconstructions from scale-space representation**, *e.g.*, POD-based reconstruction [Pobitzer et al., 2011]
 - **topology-based approaches**, *e.g.*, uncertain vector field topology [Otto et al., 2010 & 2011]
 - **integration-based approaches**, *e.g.*, FTLE computation

Analyzing the Change over Time



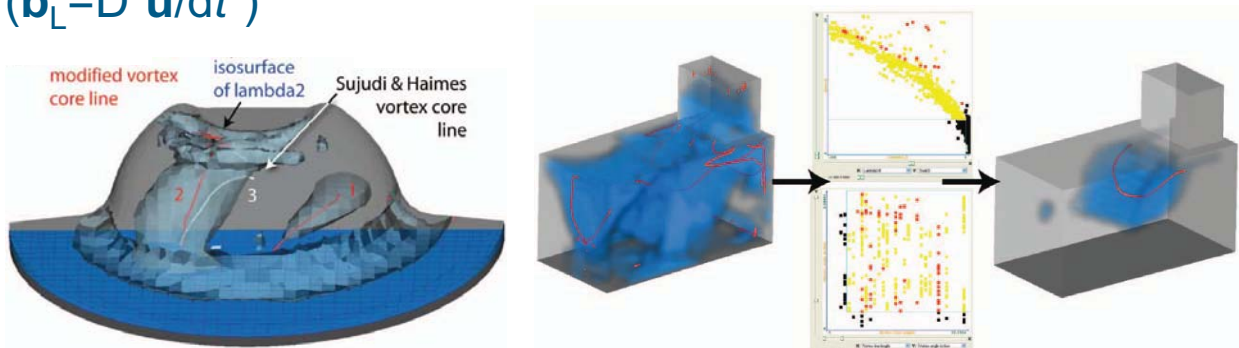
- To access unsteady aspects of flows, [Doleisch et al., 2006]
 - we look at **temporal changes** dd_i/dt , for ex., approximated by central differences, possibly computed after some temporal smoothing
 - we derive **time-step-relative normalization** (d_i normalized to $[0,1]$ per time-step, also zero-preserving)
 - we allow the **interpolation of selections over time** (like in keyframe animation)
 - we provide a **measure of how stationary a d_i is** (for how long it stays within an ε -neighborhood)
 - we provide a **measure to capture local extrema** (both maxima of d_i as well as minima of d_i)



Unsteady Vortex Extraction with IVA



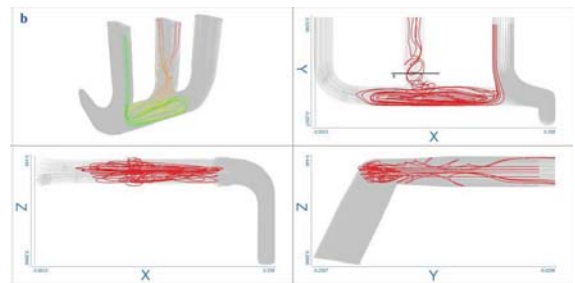
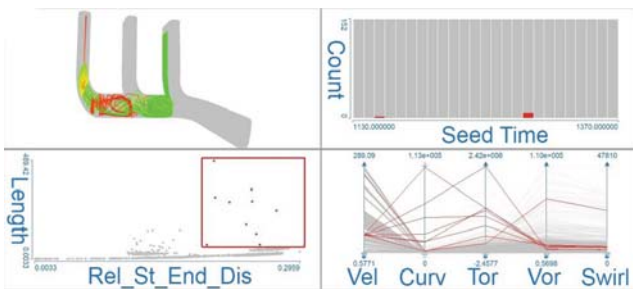
- Going unsteady in vortex extraction: [Fuchs et al., 2008]
 - Based on the approach by **Sujudi & Haimes (1995)**, i.e., to search where $\mathbf{e}_r \parallel \mathbf{v}$ (eigenvector corresponding to the only real eigenvalue of $\nabla \mathbf{v}$),
 - and a **re-formulation** [Peikert & Roth, 1999] as $\mathbf{a}_E \parallel \mathbf{v}$ (with $\mathbf{a}_E = (\nabla \mathbf{v})\mathbf{v}$, only for $\nabla \mathbf{v}$ with only one real eigenvalue),
 - we can now search for all places with $\mathbf{a}_L \parallel \mathbf{v}$ (with $\mathbf{a}_L = D\mathbf{u}/dt$, i.e., the **particle acceleration** $(\nabla \mathbf{v})\mathbf{v} + d\mathbf{v}/dt$)
 - higher-order [Roth & Peikert, 1998] $\mathbf{b}_E \parallel \mathbf{v} \Rightarrow \mathbf{b}_L \parallel \mathbf{v}$ ($\mathbf{b}_L = D^2\mathbf{u}/dt^2$)



■ Getting insight into flow via pathlines and their attributes

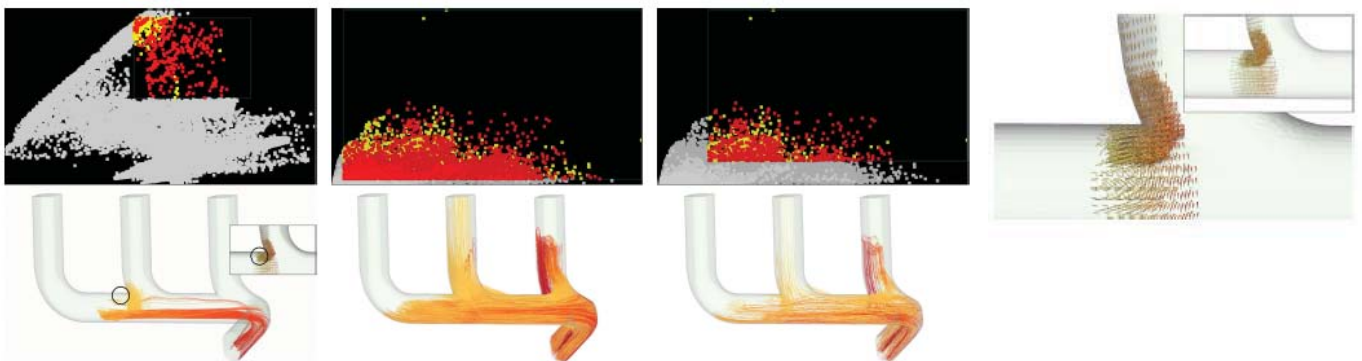
[Shi et al. 2009]
[Lež et al., 2011]

- we compute pathlines and various pathline attributes describing their local and global behavior
- we use IVA to explore the attribute space
- many parameters computed – scalar and time dep.
- multi-step analysis introduced – start with coarse pathlines, refine where necessary
- projections of pathlines to 2D planes used for interaction



Factor Analysis of Pathline Attributes IVA

- Main problem with parameters – parameter selection
 - statistical analysis in order to select relevant parameters [Pobitzer et al. 2012]
 - find an universal starting set of parameters
 - six data sets analyzed (5 simulated, 1 analytical)
 - six attributes identified (1 related to shape, 1 to vortices, 4 to motion) which for a common expressive set for analysis of all data sets



Conclusions



- IVA helps to integrate the user's and the computer's strengths to enable exploration and analysis
- IVA is interactive and iterative
- An approach to realize semantic abstraction from data (to features, insight)
- Enables the joint analysis based on multiple perspectives, e.g., several feature detectors
- Helps with questions of different character (physical, geometric, statistical, ...)
- Non-trivial integration of Eulerian and Lagrangian data for IVA

Acknowledgements



- **You** – thank you for your attention!
Question?
- H. Doleisch, R. Bürger/Fuchs, K. Shi, A. Lež, A. Pobitzer, *et al.*
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