

Data Visualization Principles Practice Telea

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Using Design Techniques for Clear and Appealing Data Visualization

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Designing a complete visualization system involves many subtle decisions. When designing a complex, real-world visualization system, such decisions involve many types of constraints, such as performance, platform (in)dependence, available programming languages and styles, user-interface toolkits, input/output data format constraints, integration with third-party code, and more. Focusing on those techniques and methods with the broadest applicability across fields, the second edition of Data Visualization: Principles and Practice provides a streamlined introduction to various visualization techniques. The book illustrates a wide variety of applications of data visualizations, illustrating the range of problems that can be tackled by such methods, and emphasizes the strong connections between visualization and related disciplines such as imaging and computer graphics. It covers a wide range of sub-topics in data visualization: data representation; visualization of scalar, vector, tensor, and volumetric data; image processing and domain modeling techniques; and information visualization. See What's New in the Second Edition: Additional visualization algorithms and techniques New examples of combined techniques for diffusion tensor imaging (DTI) visualization, illustrative fiber track rendering, and fiber bundling techniques Additional techniques for point-cloud reconstruction Additional advanced image segmentation algorithms Several important software systems and libraries Algorithmic and software design issues are illustrated throughout by (pseudo)code fragments written in the C++ programming language. Exercises covering the topics discussed in the book, as well as datasets and source code, are also provided as additional online resources.

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Learn How to Design Effective Visualization SystemsVisualization Analysis and Design provides a systematic, comprehensive framework for thinking about visualization in terms of principles and design choices. The book features a unified approach encompassing information visualization techniques for abstract data, scientific visualization techniques

Our society has entered a data-driven era, one in which not only are enormous amounts of data being generated daily but there are also growing expectations placed on the analysis of this data. Some data have become simply too large to be displayed and some have too short a lifespan to be handled properly with classical visualization or analysis methods. In order to address these issues, this book explores the potential solutions where we not only visualize data, but also allow users to be able to interact with it. Therefore, this book will focus on two main topics: large dataset visualization and interaction. Graphic cards and their image processing power can leverage large data visualization but they can also be of great interest to support interaction. Therefore, this book will show how to take advantage of graphic card computation power with techniques called GPGPUs (general-purpose computing on graphics processing units). As specific examples, this book details GPGPU usages to produce fast enough visualization to be interactive with improved brushing techniques, fast animations between different data representations, and view simplifications (i.e. static and dynamic bundling techniques). Since data storage and memory limitation is less and less of an issue, we will also present techniques to reduce computation time by using memory as a new tool to solve computationally challenging problems. We will investigate innovative data processing techniques: while classical algorithms are expressed in data space (e.g. computation on geographic locations), we will express them in graphic space (e.g., raster map like a screen composed of pixels). This consists of two steps: (1) a data representation is built using straightforward visualization techniques; and (2) the resulting image undergoes purely graphical transformations using image processing techniques. This type of technique is called image-based visualization. The goal of this book is to explore new computing techniques using image-based techniques to provide efficient visualizations and user interfaces for the exploration of large datasets. This book concentrates on the areas of information visualization, visual analytics, computer graphics, and human-computer interaction. This book opens up a whole field of study, including the scientific validation of these techniques, their limitations, and their generalizations to different types of datasets.

This book seeks to promote the exploitation of data science in healthcare systems. The focus is on advancing the automated analytical methods used to extract new knowledge from data for healthcare applications. To do so, the book draws on several interrelated disciplines, including machine learning, big data analytics, statistics, pattern recognition, computer vision, and Semantic Web technologies, and focuses on their direct application to healthcare. Building on three tutorial-like chapters on data science in healthcare, the following eleven chapters highlight success stories on the application of data science in healthcare, where data science and artificial intelligence technologies have proven to be very promising. This book is primarily intended for data scientists involved in the healthcare or medical sector. By reading this book, they will gain essential insights into the modern data science technologies needed to advance innovation for both healthcare businesses and patients. A basic grasp of data science is recommended in order to fully benefit from this book.

This book constitutes the refereed proceedings of the 26th International Symposium on Graph Drawing and Network Visualization, GD 2018, held in Barcelona, Spain, in September 2018. The 41 full papers presented in this volume were carefully reviewed and selected from 85 submissions. They were organized in topical sections named: planarity variants; upward drawings; RAC drawings; orders; crossings; crossing angles; contact representations; specialized graphs and trees; partially fixed drawings, experiments; orthogonal drawings; realizability; and miscellaneous. The book also contains one invited talk in full paper length and the Graph Drawing contest report.

"This book covers the basics of traditional educational testing, measurement, and evaluation theory and methodology, as well as sociopolitical issues and trends influencing the future of that research and practice"--Publisher's description.

The goal of data visualization is to use images to improve our understanding of a dataset, drawing on techniques from mathematics, computer science, cognitive and perception science, and physics. In this introductory text, the author provides a compact introduction to the field that allows readers to learn about visualization techniques. The material focuses on those techniques and methods that have a broad applicability in visualization applications, occur in most practical problems in various guises, and do not demand a specialized background to be understood. However, the author has also included a number of less mainstream visualization techniques. With these methods, the book gives the reader an idea of the large variety of applications of data visualizations, illustrates the wide range of problems that can be tackled by such methods, and emphasizes the strong connections between visualization and related disciplines such as imaging and computer graphics.

Given current science-related crises facing the world such as climate change, the targeting and manipulation of DNA, GMO foods, and vaccine denial, the way in which we communicate science matters is vital for current and future generations of scientists and publics. The Routledge Handbook of Scientific Communication scrutinizes what we value, prioritize, and grapple with in science as highlighted by the rhetorical choices of scientists, students, educators, science gatekeepers, and lay commentators. Drawing on contributions from leading thinkers in the field, this volume explores some of the most pressing questions in this growing field of study, including: How do issues such as ethics, gender, race, shifts in the publishing landscape, and English as the lingua franca of science influence scientific communication practices? How have scientific genres evolved and adapted to current research and societal needs? How have scientific visuals developed in response to technological advances and communication needs? How is scientific communication taught to a variety of audiences? Offering a critical look at the complex relationships that characterize current scientific communication practices in academia, industry, government, and elsewhere, this Handbook will be essential reading for students, scholars, and professionals involved in the study, practice, and teaching of scientific, medical, and technical communication.

"This is a book about what the science of perception can tell us about visualization. There is a gold mine of information about how we see to be found in more than a century of work by vision researchers. The purpose of this book is to extract from that large body of research literature those design principles that apply to displaying information effectively"--