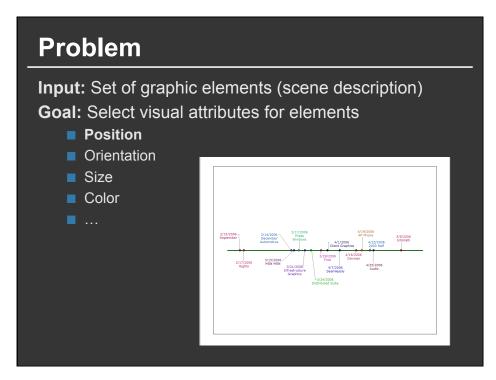
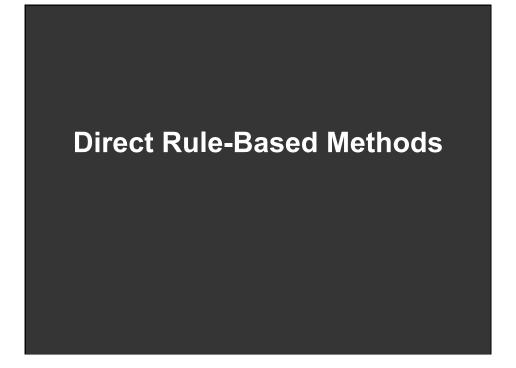
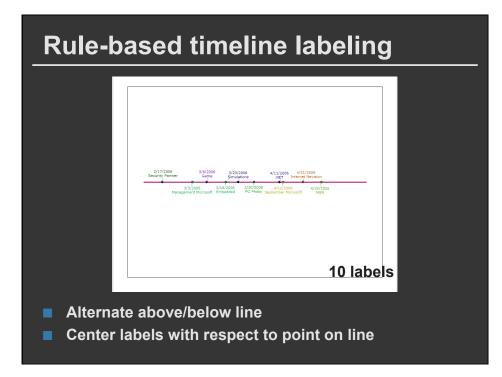




# Last Time: Spatial Layout







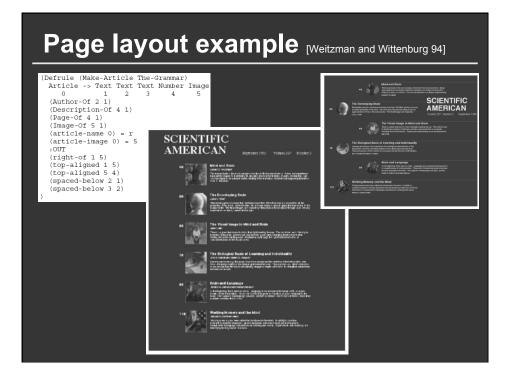
#### Pros

- Designed to run extremely quickly
- Simple layout algorithms are easy to code

## Cons

Complex layouts require large rule bases with lots of special cases



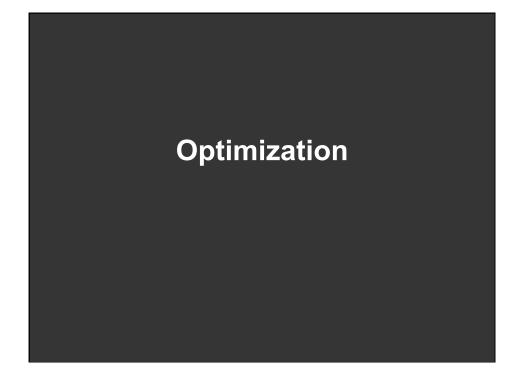


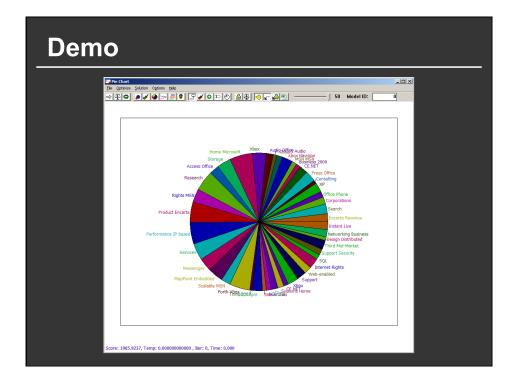
#### Pros

- Often run fast (at least one-way constraints)
- Constraint solving systems are available online
- Can be easier to specify relative layout constraints than to code direct layout algorithm

## Cons

- Easy to over-constrain the problem
- Constraint solving systems can only solve some types of layout problems
- Difficult to encode desired layout in terms of mathematical constraints





## Layout as optimization

#### **Scene description**

- **Geometry:** polygons, bounding boxes, lines, points, etc.
- **Layout parameters:** position, orientation, scale, color, etc.

Large design space of possible layouts

#### To use optimization we will specify ...

- Initialize/Perturb functions: Form a layout
- **Penalty function:** Evaluate quality of layout
- .. and find layout that minimizes penalty

## **Optimization algorithms**

## There are lots of them:

line search, Newton' s method, A\*, tabu, gradient descent, conjugate gradient, linear programming, quadratic programming, simulated annealing, ...

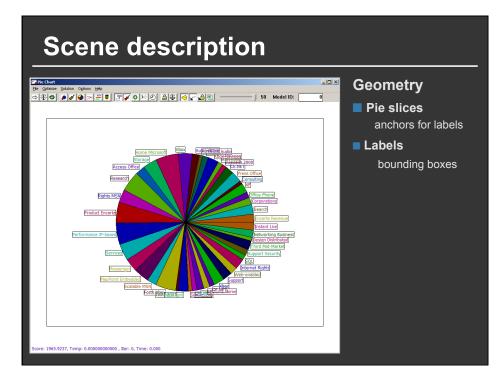
#### Differences

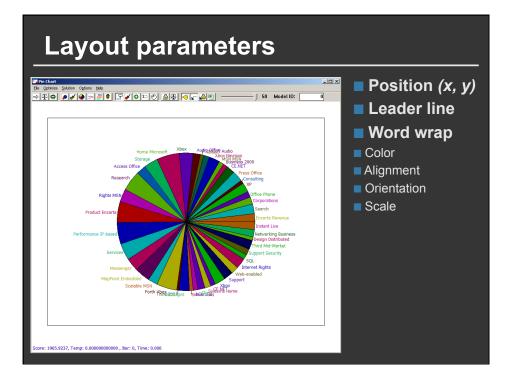
- Speed
- Memory
- Properties of the solution
- Requirements

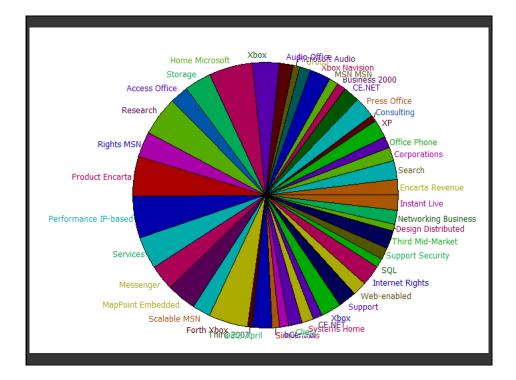
# Simulated annealing

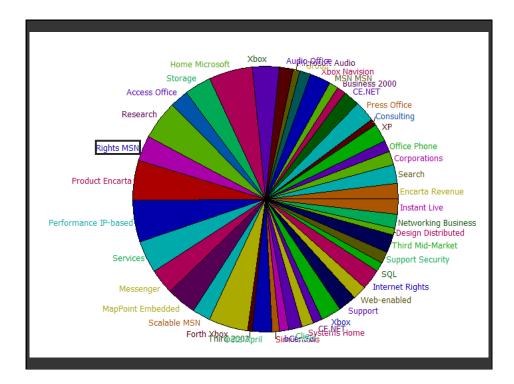
currL ← Initialize() while(! termination condition)	Form initial layout
<i>newL</i> ← Perturb( <i>currL</i> )	Perturb to form new layout
<i>currE</i> ← Penalty( <i>currL</i> ) <i>newE</i> ← Penalty( <i>newL</i> )	Evaluate quality of layouts
if((newE < currE) or	Always accept lower penalty
(rand[0,1) < e <sup>.⊿E/T</sup> )) then currL ← newL Decrease( <i>T</i> )	Small probability of accepting higher penalty

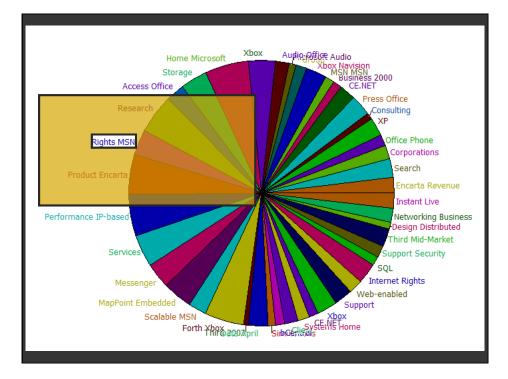
**Perturb:** Efficiently cover layout design space **Penalty:** Describes desirable/undesirable layout features

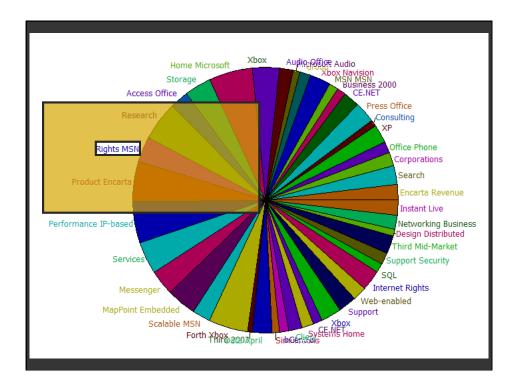


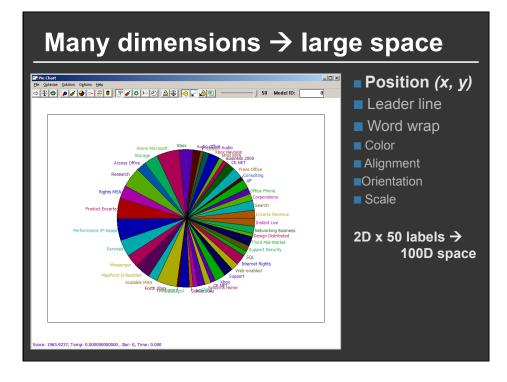


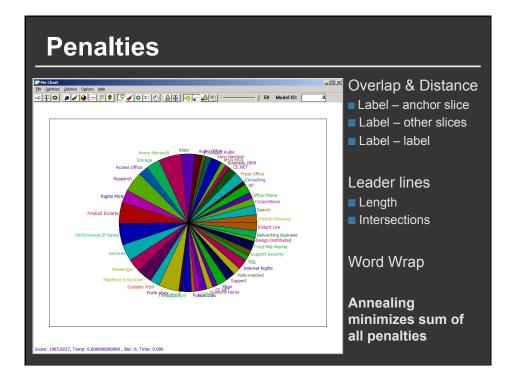


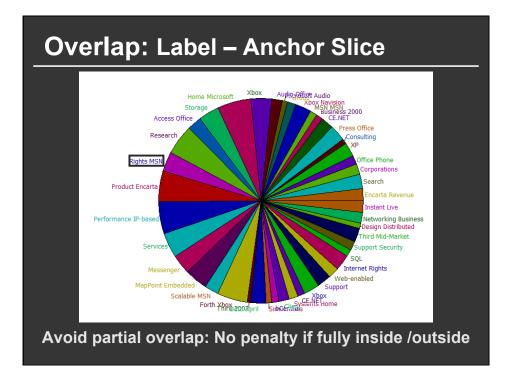


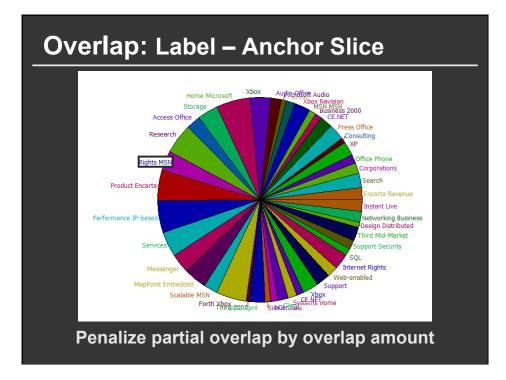


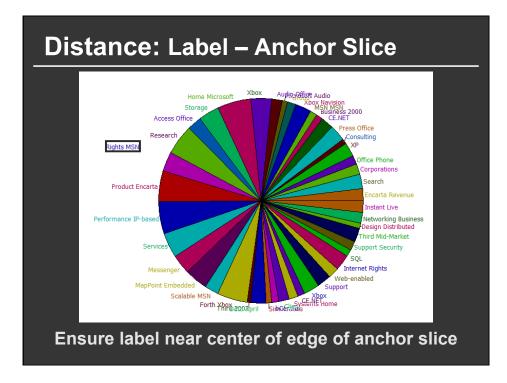


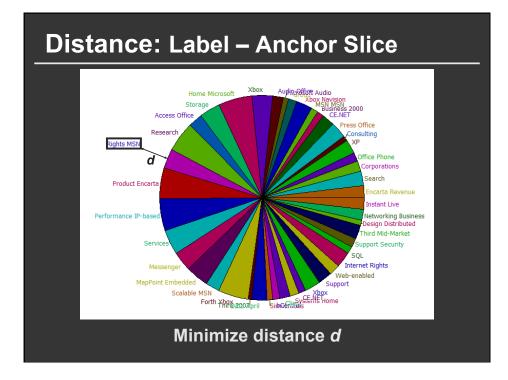


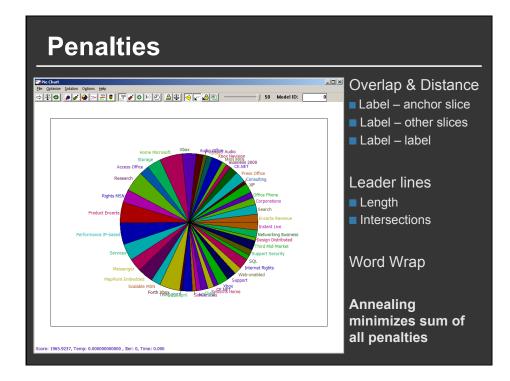


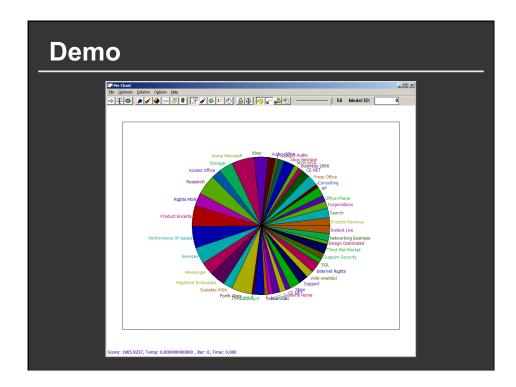










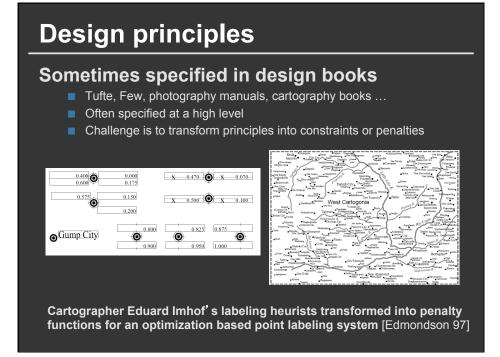


## Pros

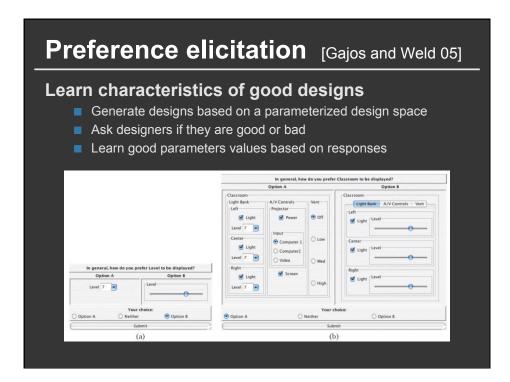
Much more flexible than linear constraint solving systems

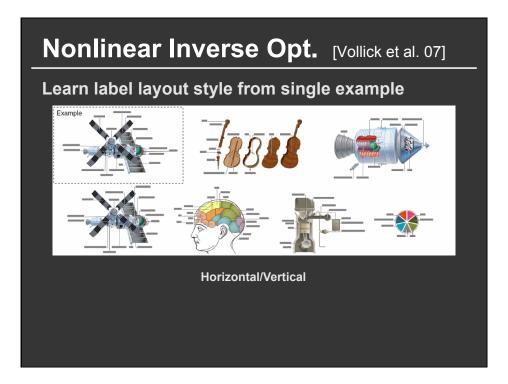
## Cons

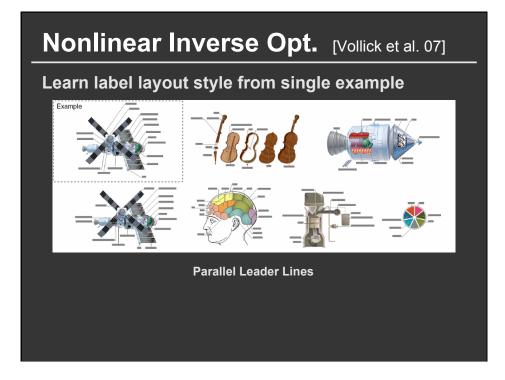
- Can be relatively slow to converge
- Need to set penalty function parameters (weights)
- Difficult to encode desired layout in terms of mathematical penalty functions











#### Pros

Often much easier to specify desired layout via examples

## Cons

- Usually requires underlying model
- Model will constrain types of layouts possible
- Large design spaces likely to require lots of examples to learn parameters well

# Announcements

## **Final project**

#### Design new visualization method (e.g. software)

- Pose problem, Implement creative solution
- Design studies/evaluations less common but also possible (talk to us)

#### **Deliverables**

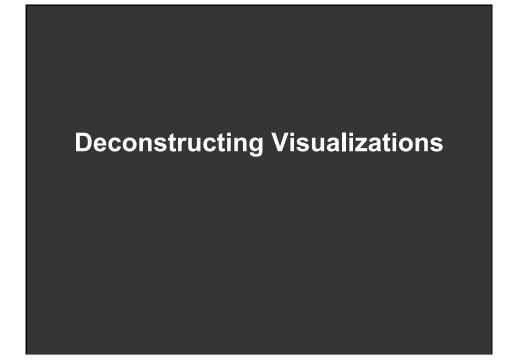
- Implementation of solution
- 6-8 page paper in format of conference paper submission
- Project progress presentations

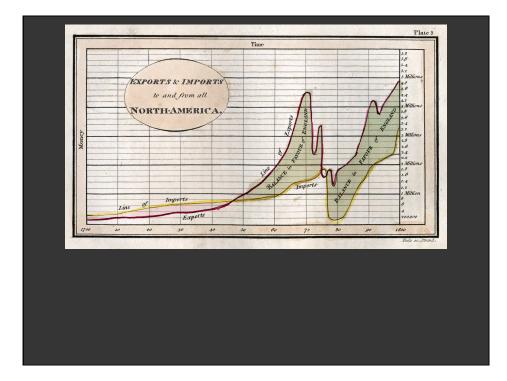
#### Schedule

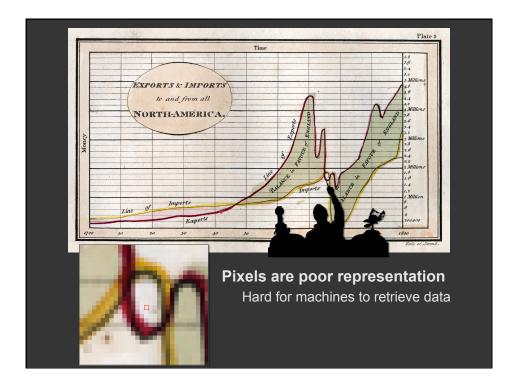
- Project proposal: Mon 11/6
- Project progress presentation: 11/13 and 11/15 in class (3-4 min)
- Final poster presentation: 12/6 Location: Lathrop 282
- Final paper: 12/10 11:59pm

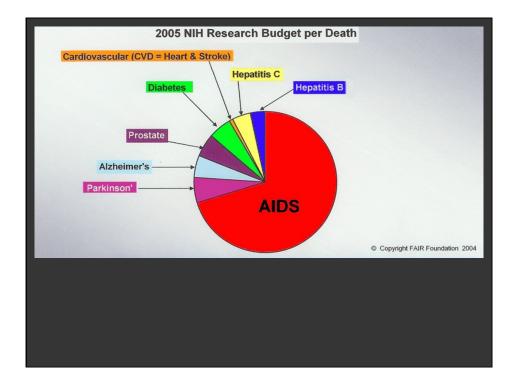
#### Grading

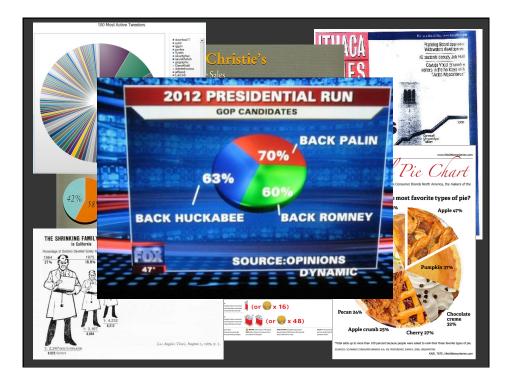
- Groups of up to 3 people, graded individually
- Clearly report responsibilities of each member

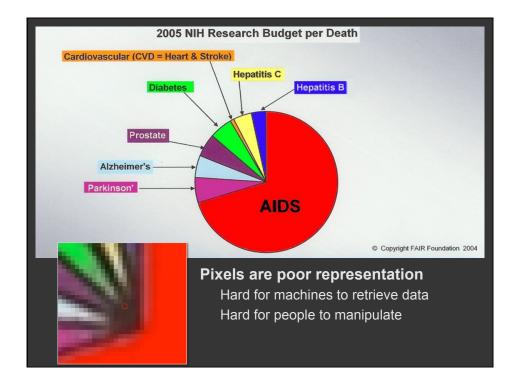


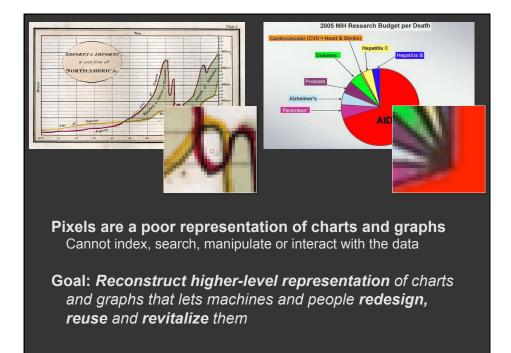




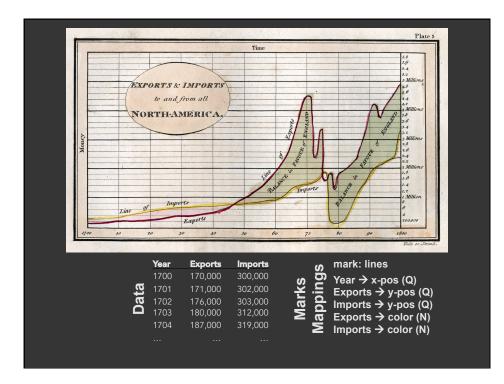


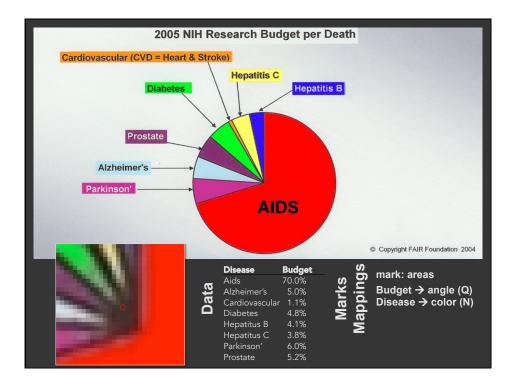


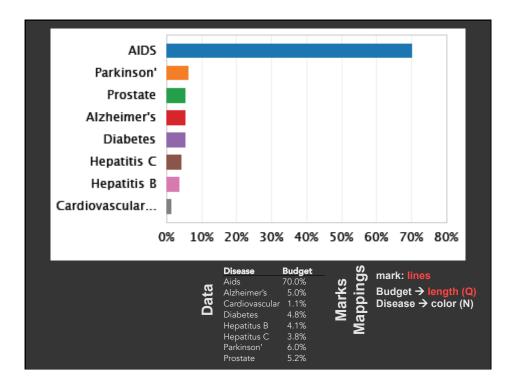






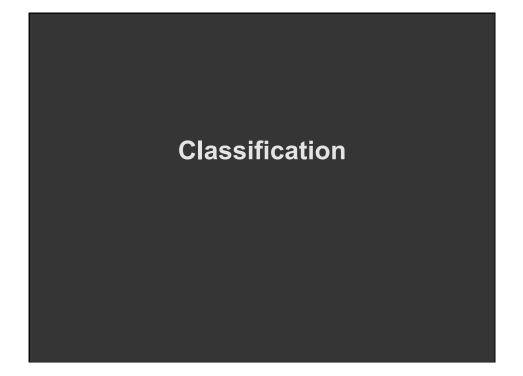


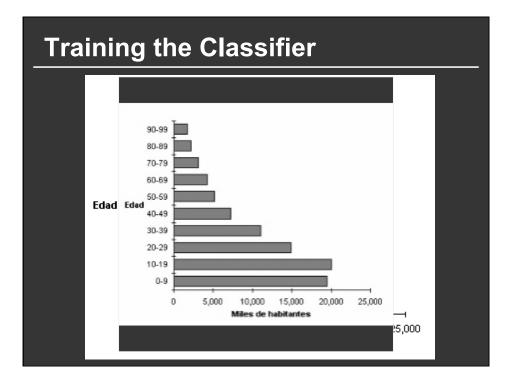


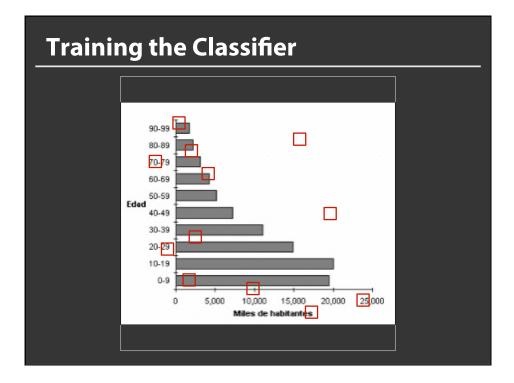


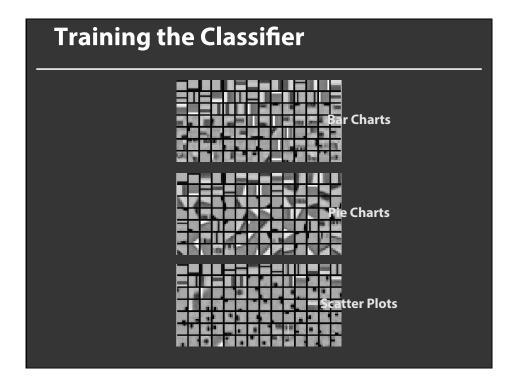
## Approach

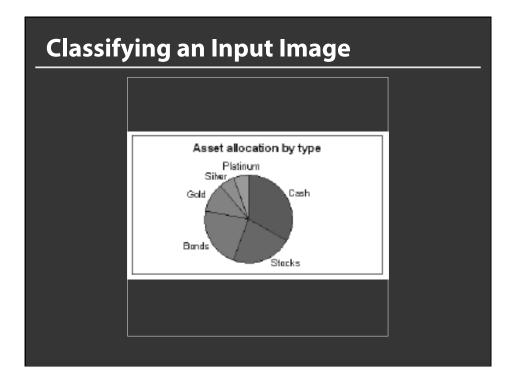
Classification: Determine chart type Mark extraction: Retrieve graphical marks Data extraction: Retrieve underlying data table

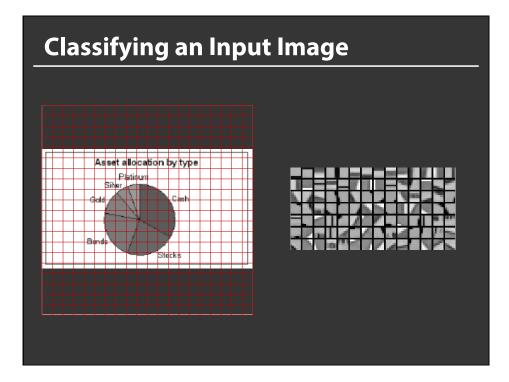


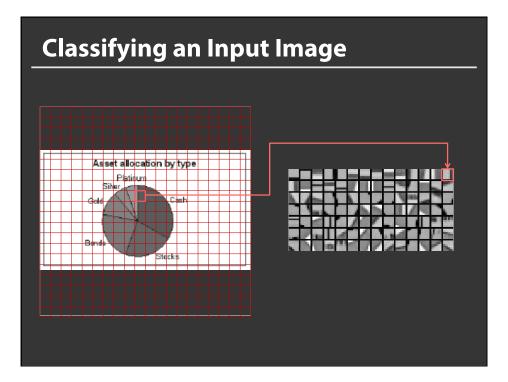


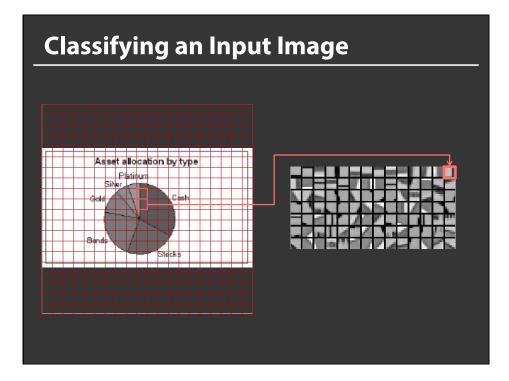


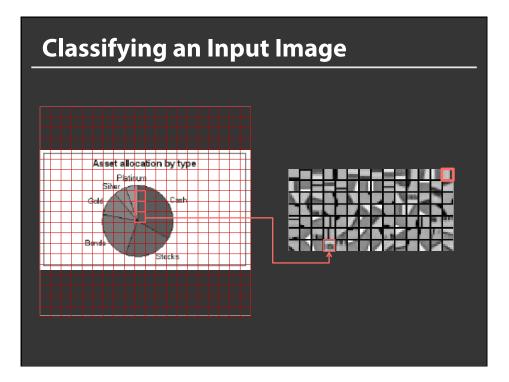


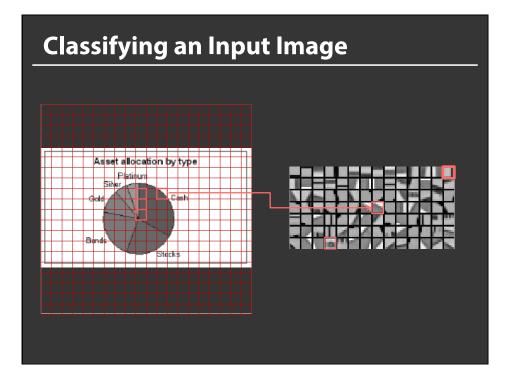




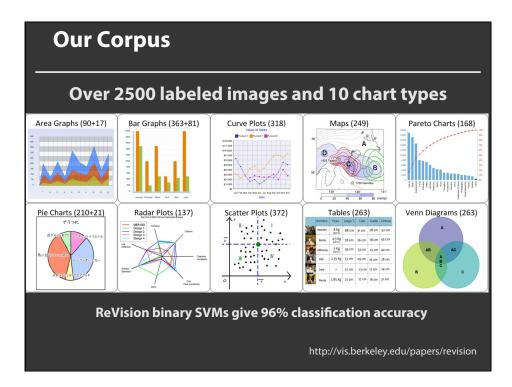








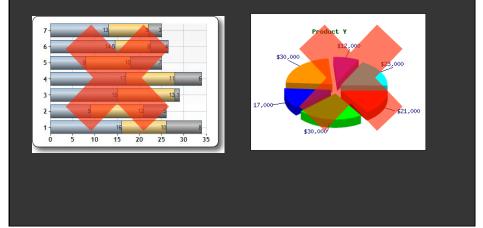
Classifying an Input Image		
SVM Classifier	→ Pie Chart	
Corpus: 667 charts, 5 chart types [Prasad 2007]	Average Accuracy	
[Prasad 2007] Multi-class SVM	84%	
ReVision: Multi-class SVM	88%	
ReVision: Binary SVM (yes/no for each chart type)	96%	

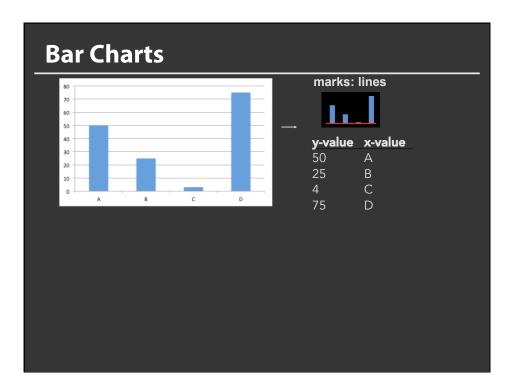


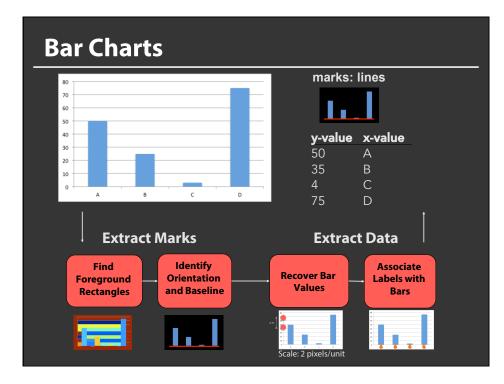


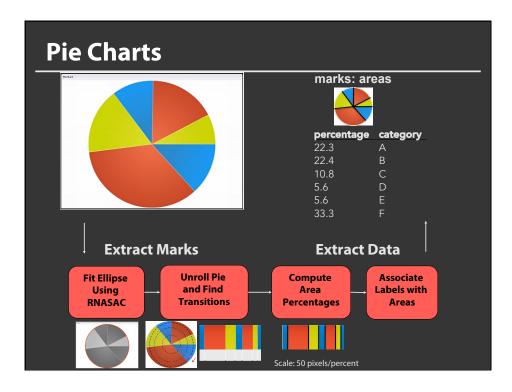
# Assumptions

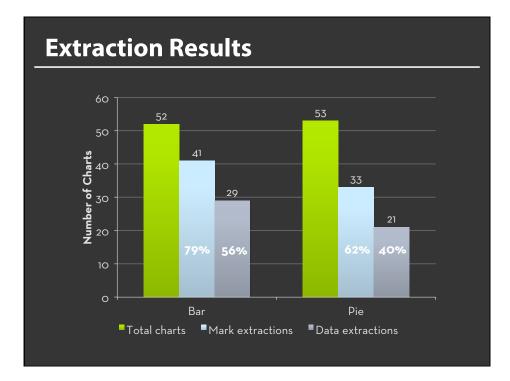
Bar charts and pie charts only No shading or texture, 3D, stacked bars, or exploded pies



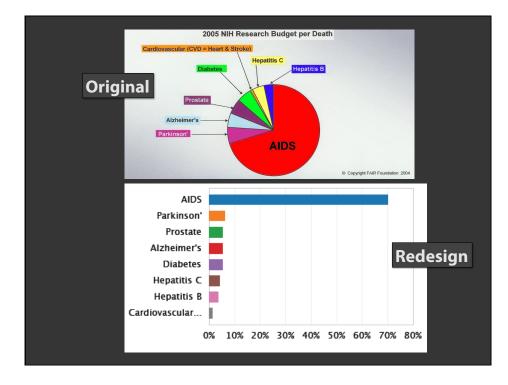


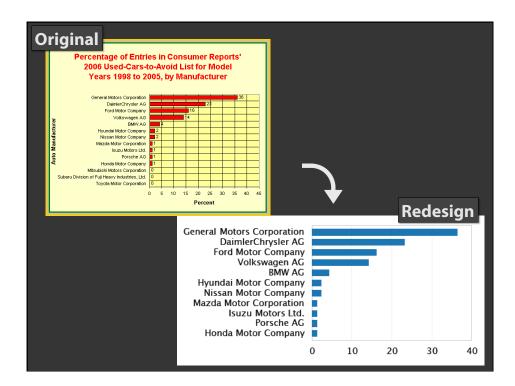


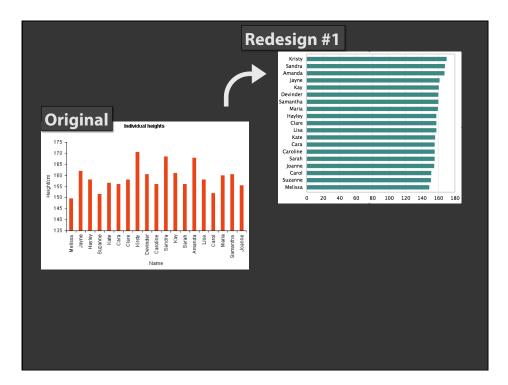


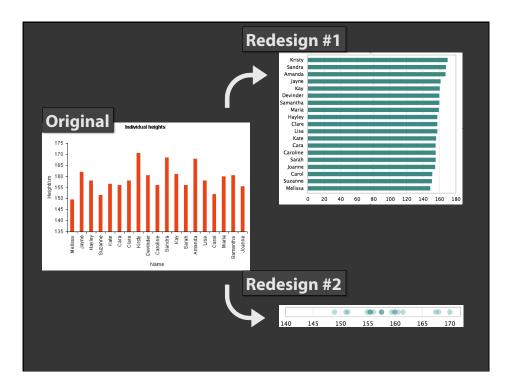


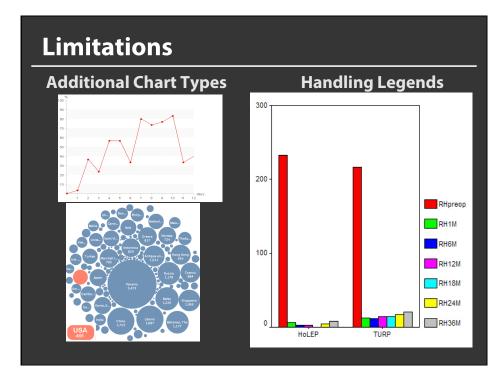


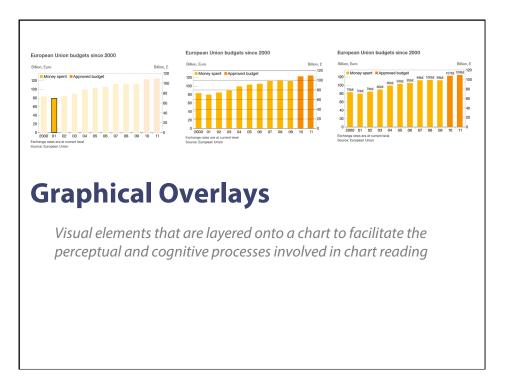


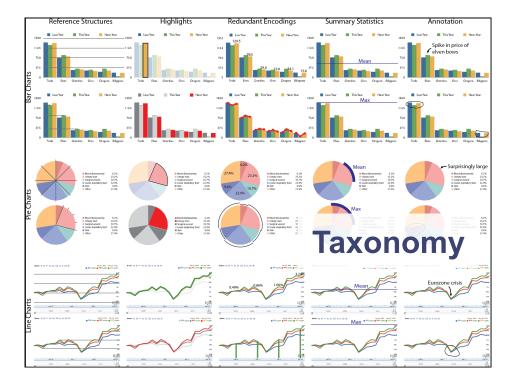


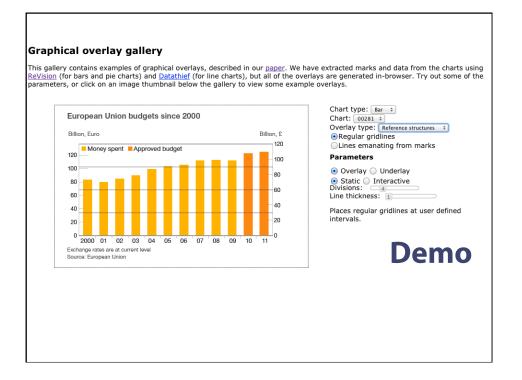


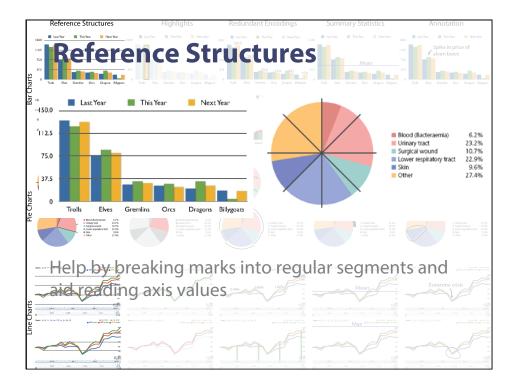


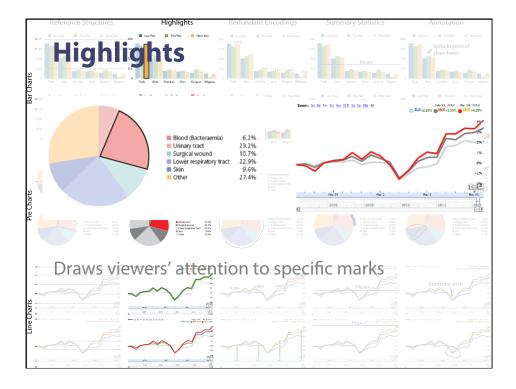


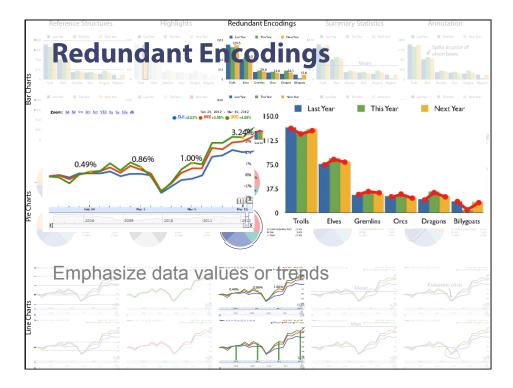


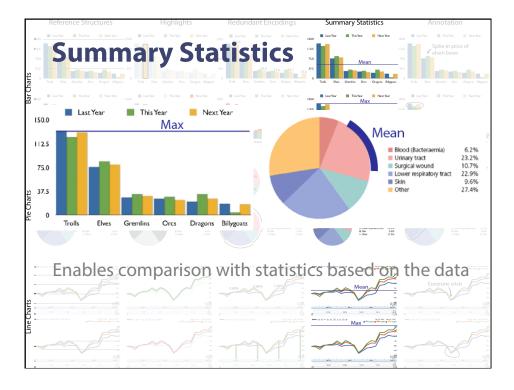


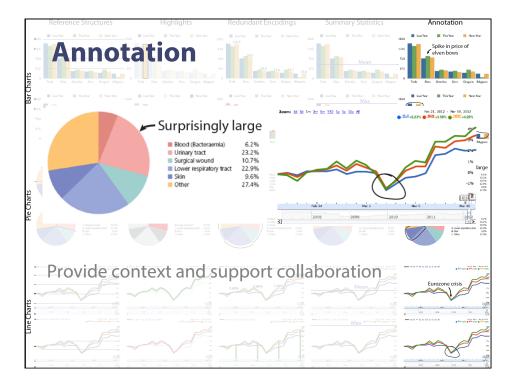


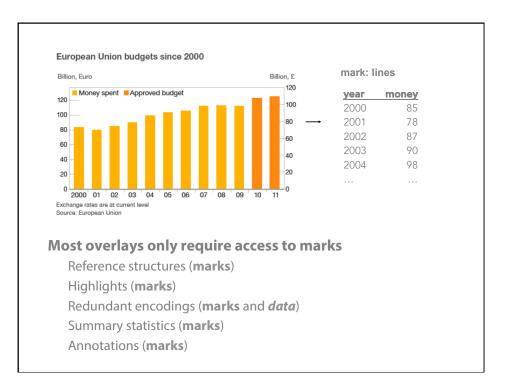


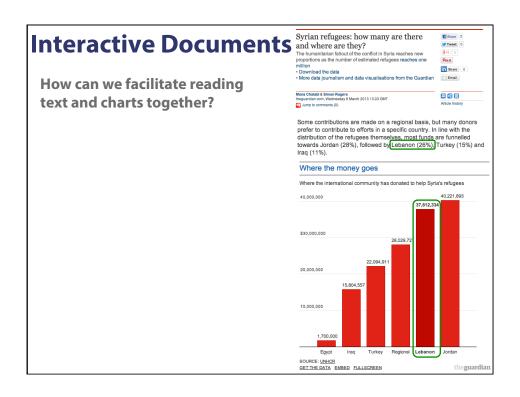


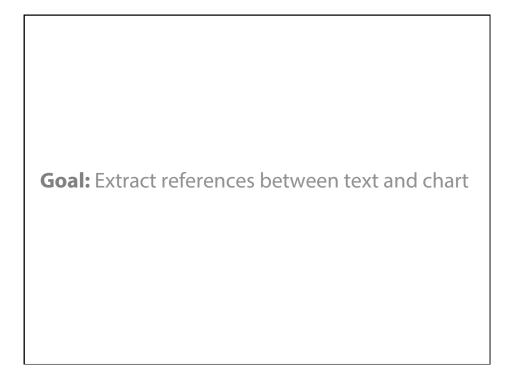












**Problem:** Diversity of writing styles

