

A Different Kind of Map

Integrating Document Content Representation, Cartographic Design, and GIS
toward Knowledge Domain Visualization

André Skupin

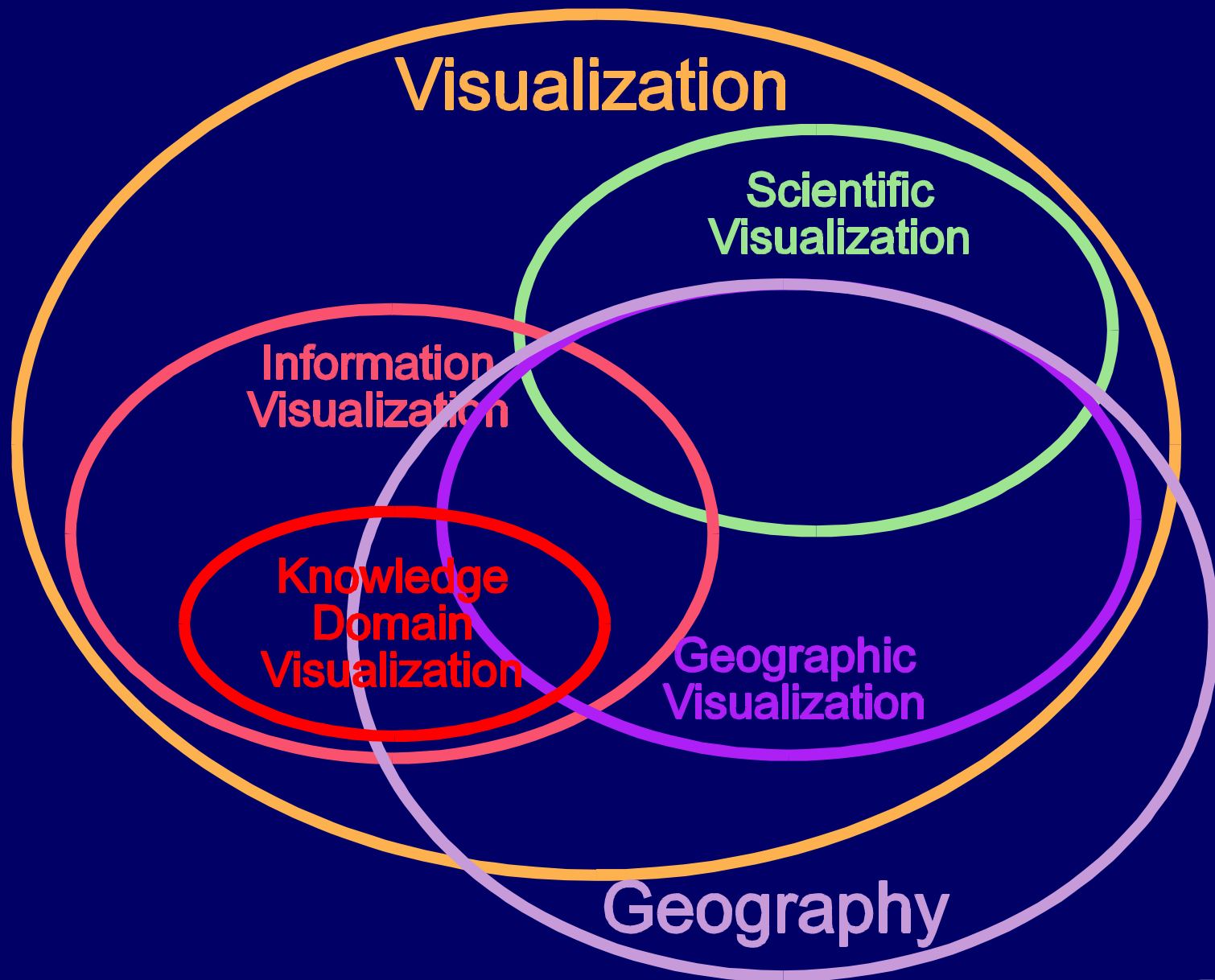
Dept. of Geography

University of New Orleans

A Different Kind of Map - Overview

- *Knowledge Domain Visualization*
 - Why? Who? How?
- Cartographic/Geographic/GIScience Perspectives on:
 - Metaphors
 - map, landscape
 - Technology
 - GIS
 - Methods
 - *objects vs. fields*
 - visualizing *change*
 - Challenges
 - computation
 - cognition

Knowledge Domain Visualization (KDV)



KDV – Overview

- Why?
 - understand knowledge domains in terms of:
 - Past à how *did* this research area develop?
 - Present à who *are* the leading researchers and topics?
 - Future à what *will* have high priority for federal funding?
- Who are the users?
 - non-specialists:
 - teaching tool
 - specialists:
 - find trends, emerging topics, potential collaborators
 - b/w specialists from different domains:
 - enable communication about knowledge domains
 - funding agencies
 - research impact analysis

KDV – Overview

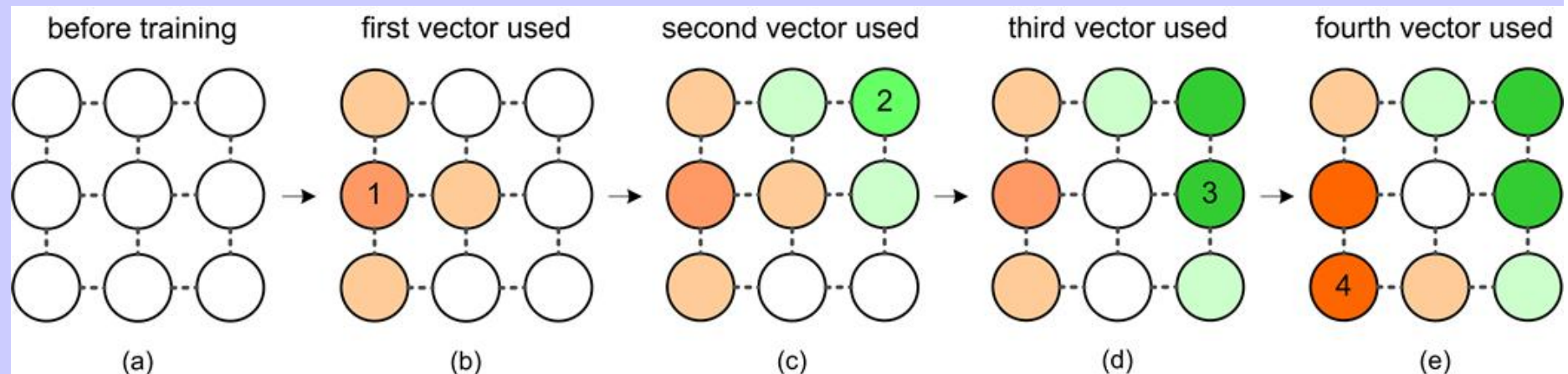
- How?
 - methodologies depend on source data
 - structure-based data
 - citation networks
 - co-author networks
 - hypermedia networks
 - content-based data
 - vector-space model
 - dimensionality reduction and spatial layout techniques
 - multidimensional scaling (MDS)
 - self-organizing maps (SOM)
 - pathfinder networks (PFN)
 - spring models
 - tree maps
 - map metaphors VERY popular

KDV – Overview

- How do I approach this?
 - Methodologies depend on source data
 - structure-based data
 - citation networks
 - co-author networks
 - hypermedia networks
 - content-based data
 - vector-space model
 - dimensionality reduction and spatial layout techniques:
 - multidimensional scaling (MDS)
 - self-organizing maps (SOM)
 - pathfinder networks (PFN)
 - spring models
 - tree maps
 - map metaphors VERY popular

Self-Organizing Map (SOM) = Kohonen Map

- artificial neural network
 - 2D lattice of neurons
 - topology-preservation
 - training with n-dimensional data
 - e.g., census statistics; financial data; text documents



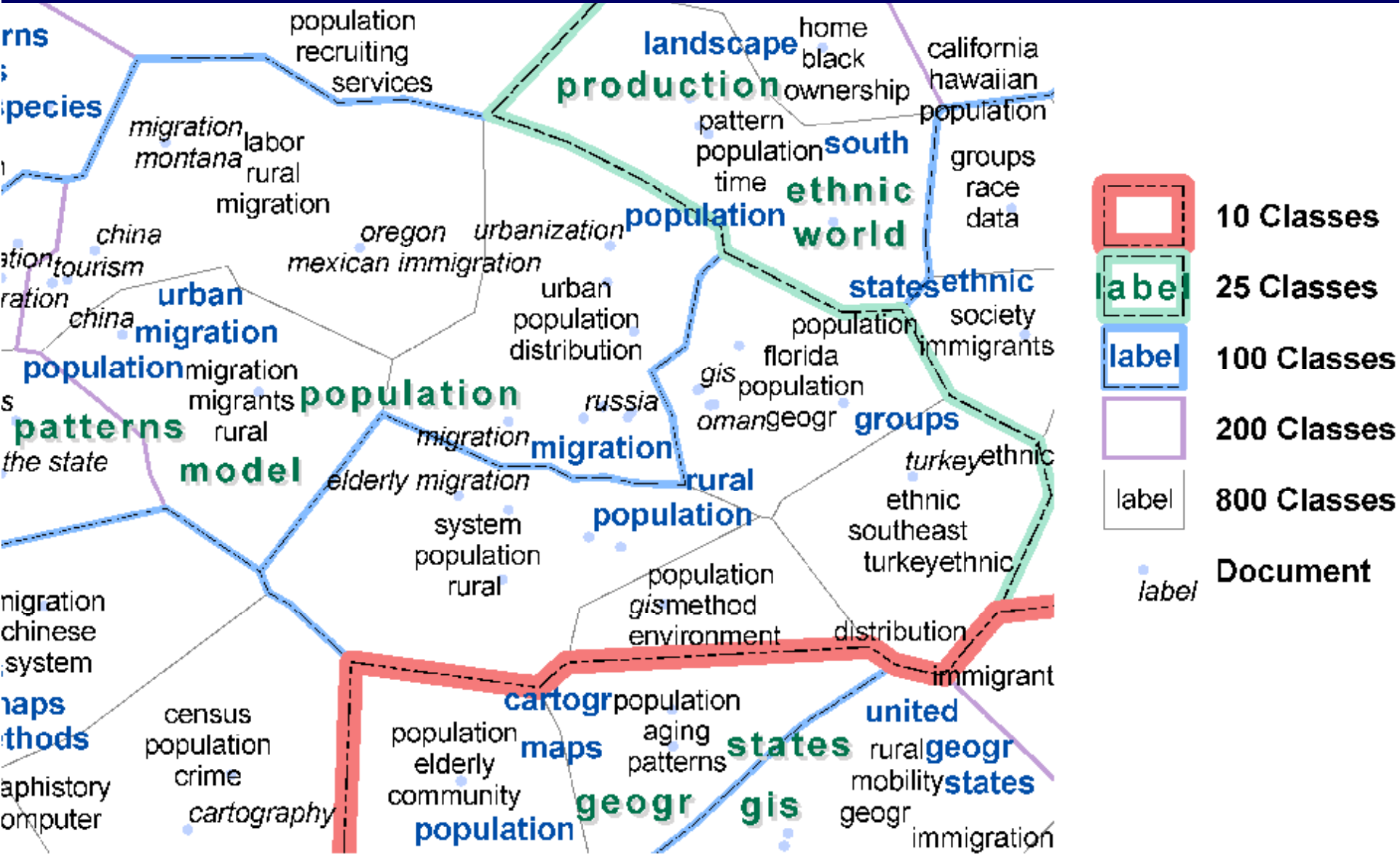
Cartographic and Geographic Perspectives

- Metaphors
 - proximity \Rightarrow similarity (“1st Law of Geography”)
 - landscape
 - natural (mountain, valley, ridge, ...)
 - man-made (city, village, road, ...)
 - scale
 - global – regional – local (overlapping)
 - country – state – county – municipality (non-overlapping)
 - map
 - look-and-feel
 - multi-scale
 - axis definition
 - interaction

Cartographic and Geographic Perspectives

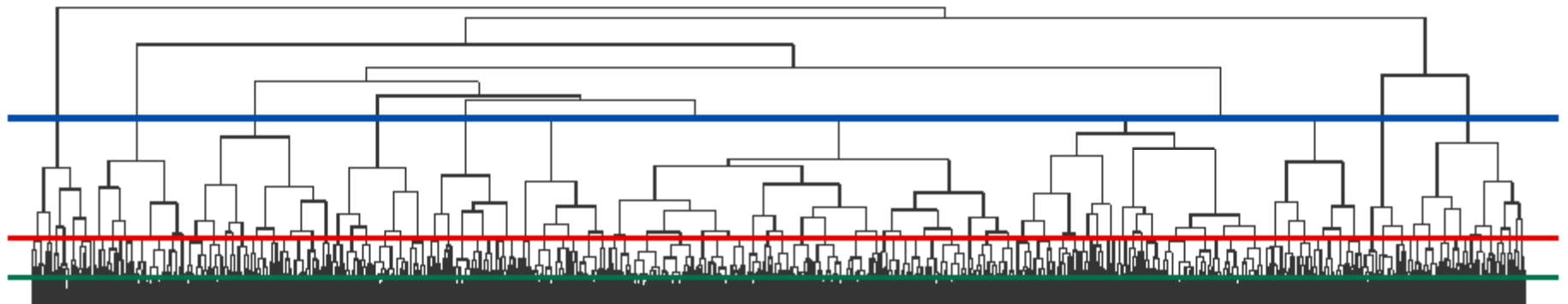
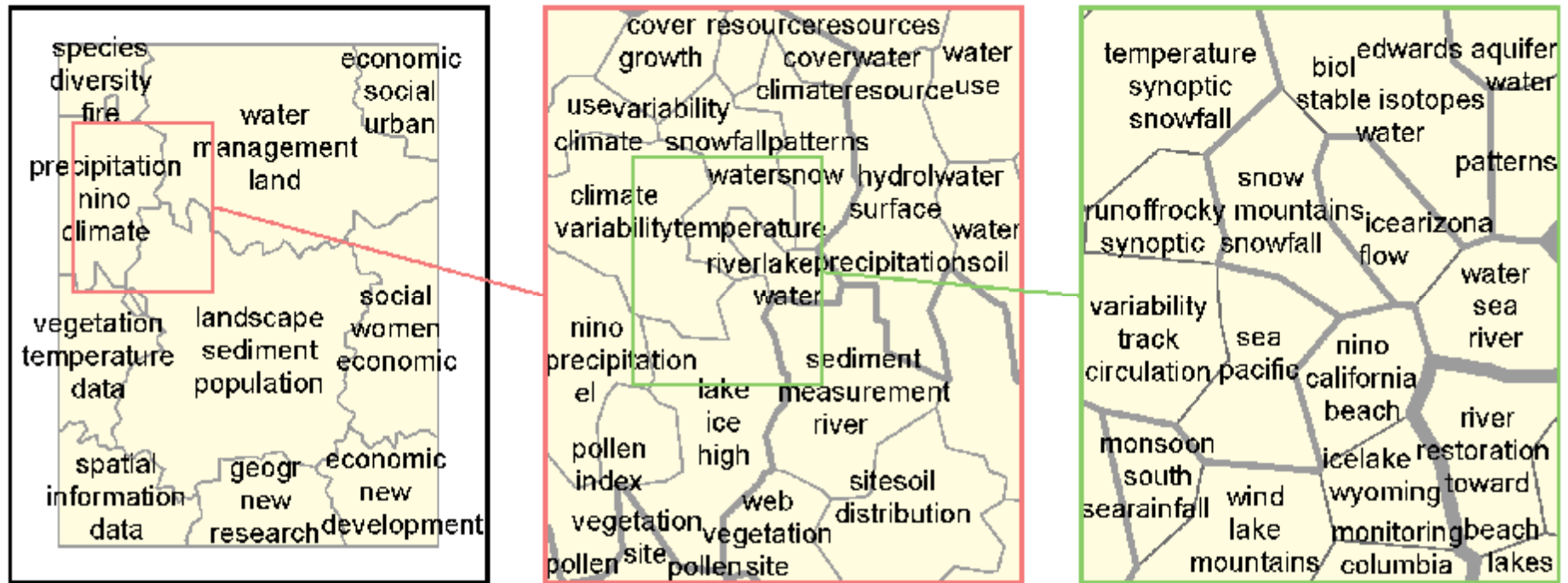
- Metaphors
 - proximity \Rightarrow similarity (“1st Law of Geography”)
 - landscape
 - natural (mountain, valley, ridge, ...)
 - man-made (city, village, road, ...)
 - scale
 - global – regional – local (overlapping)
 - country – state – county – municipality (non-overlapping)
 - map
 - look-and-feel
 - multi-scale
 - axis definition
 - interaction

Multiple granularities à Simultaneous display



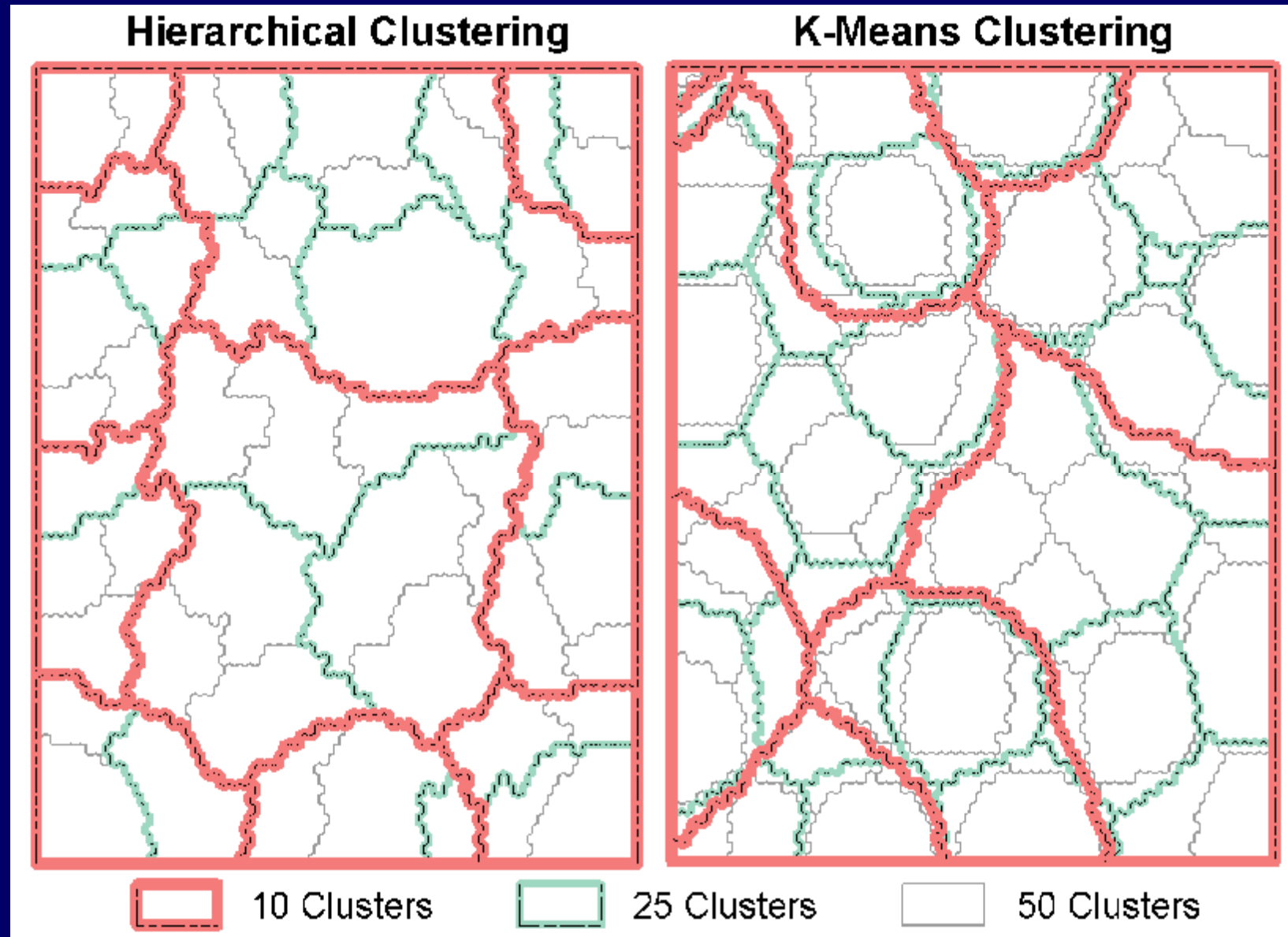
country – state – county – municipality

Multiple granularities à Semantic zooming



country – state – county – municipality

Cartographic and Geographic Perspectives



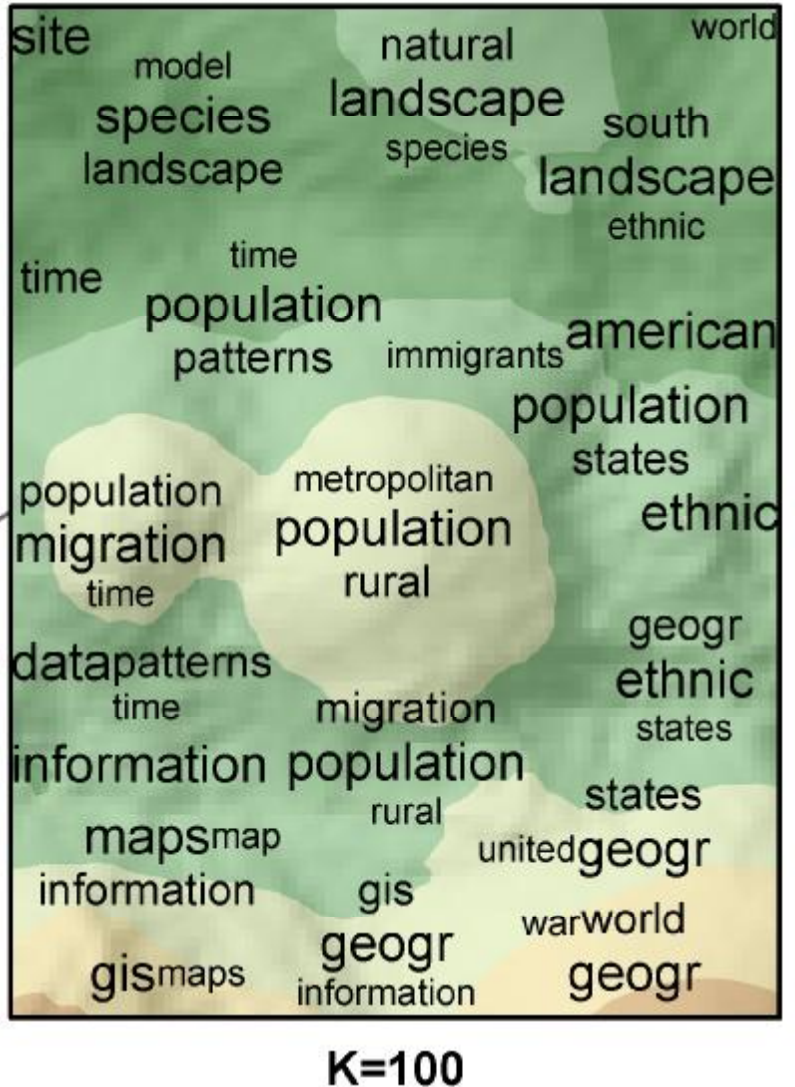
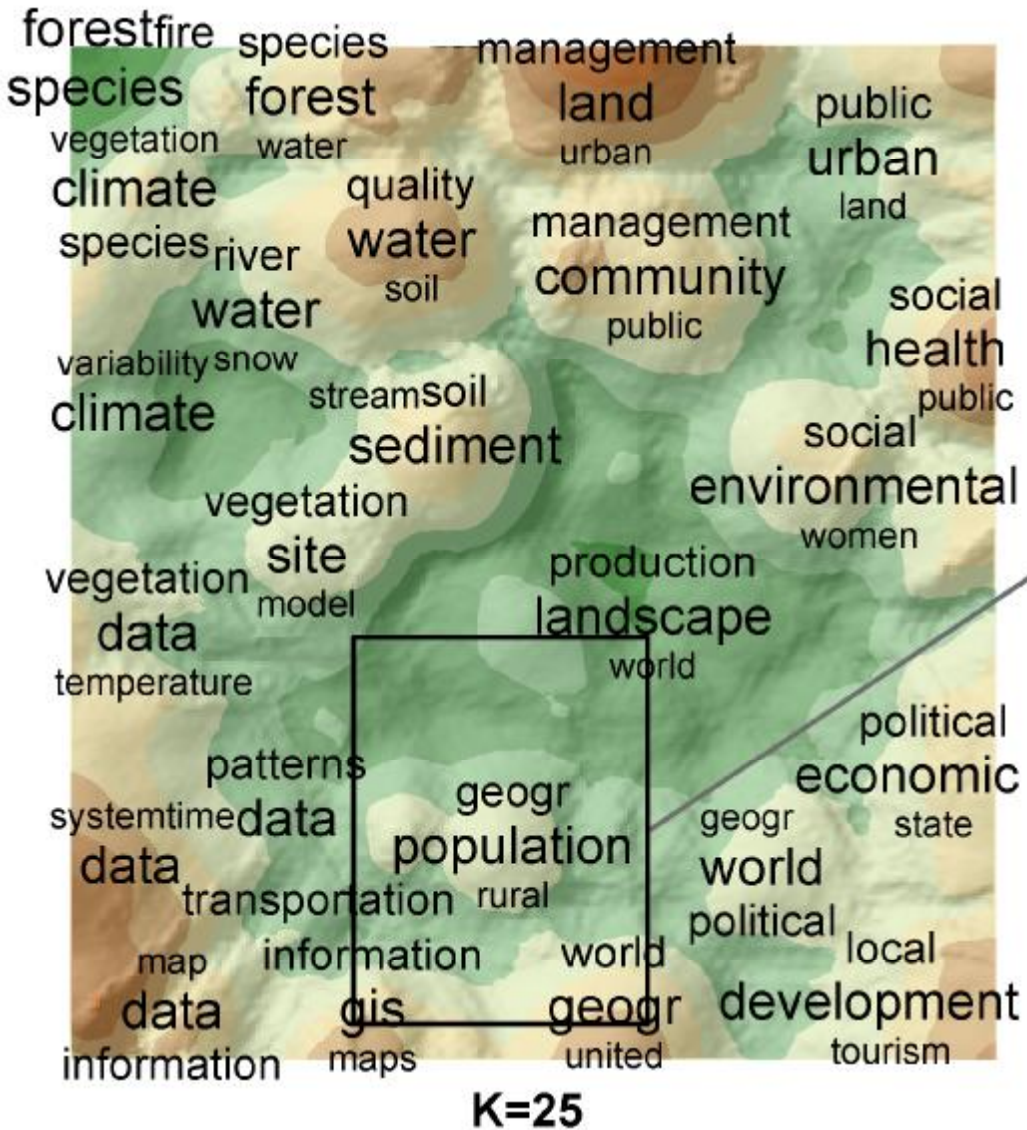
Hierarchies with/without overlapping levels

Cartographic and Geographic Perspectives

- Metaphors

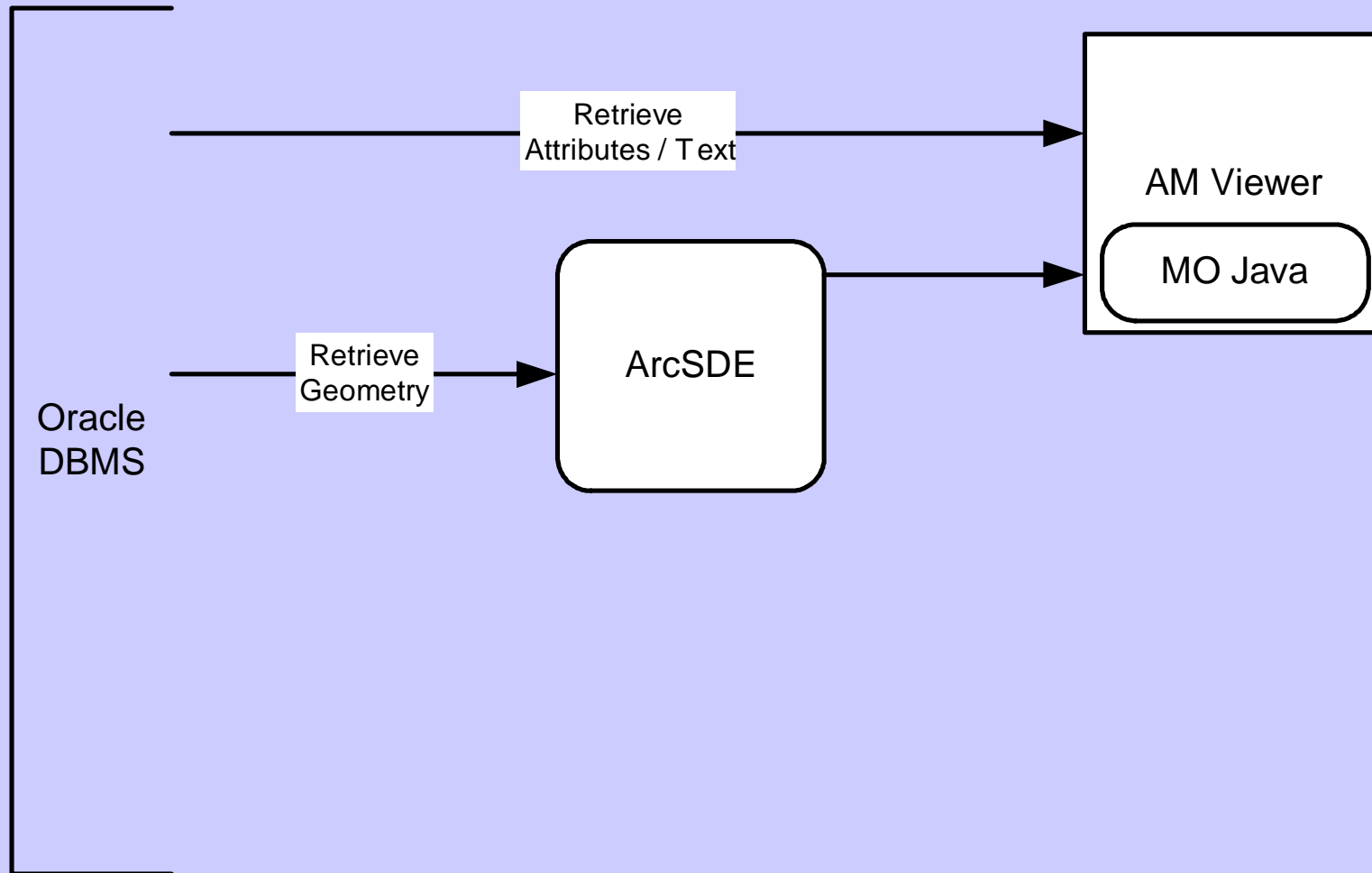
- proximity \Rightarrow similarity (“1st Law of Geography”)
- landscape
 - natural (mountain, valley, ridge, ...)
 - man-made (city, village, road, ...)
- scale
 - global – regional – local (overlapping)
 - country – state – county – municipality (non-overlapping)
- map
 - look-and-feel
 - multi-scale
 - axis definition
 - interaction

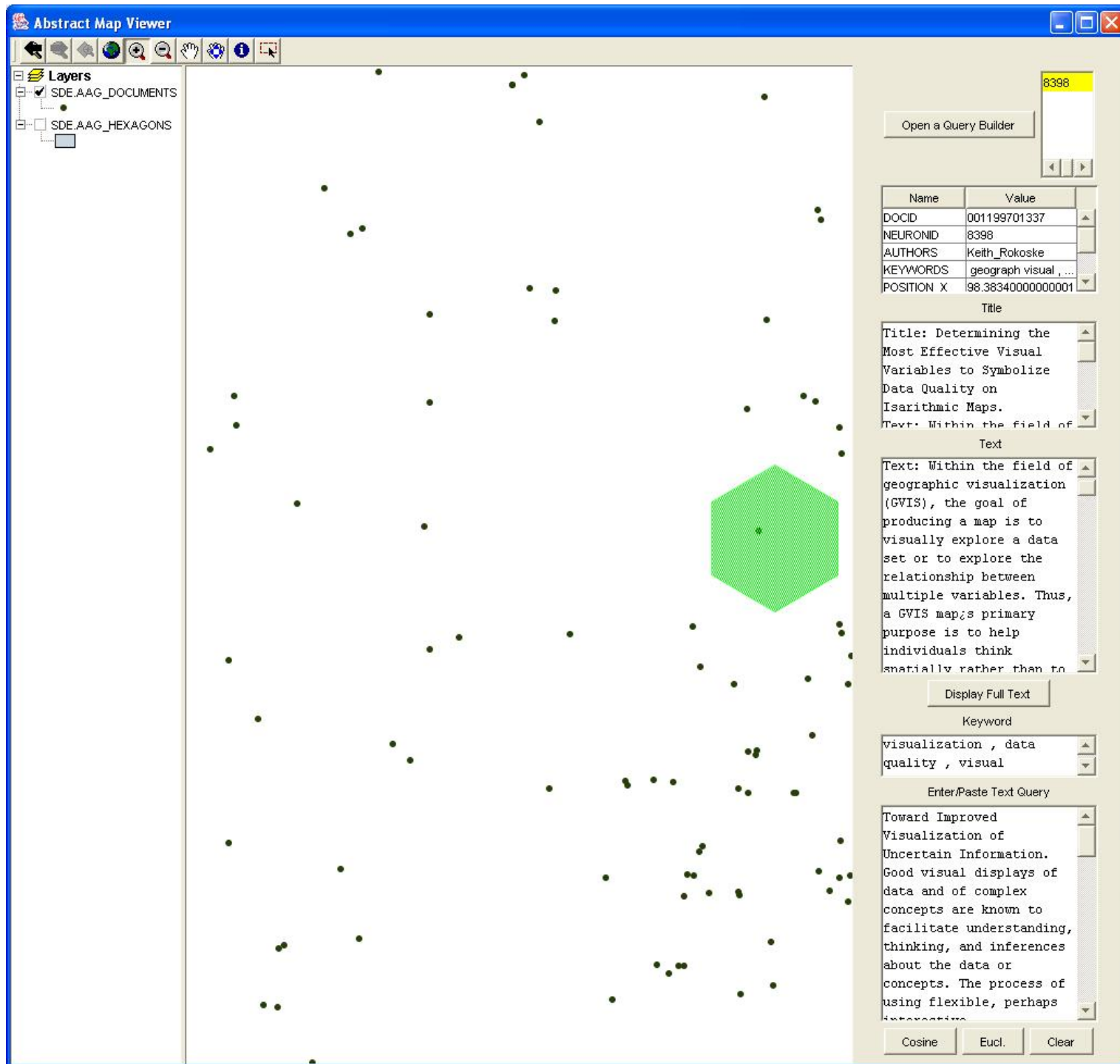
Multiple granularities à Semantic zooming



global – regional – local

AbstractMap: AM Viewer





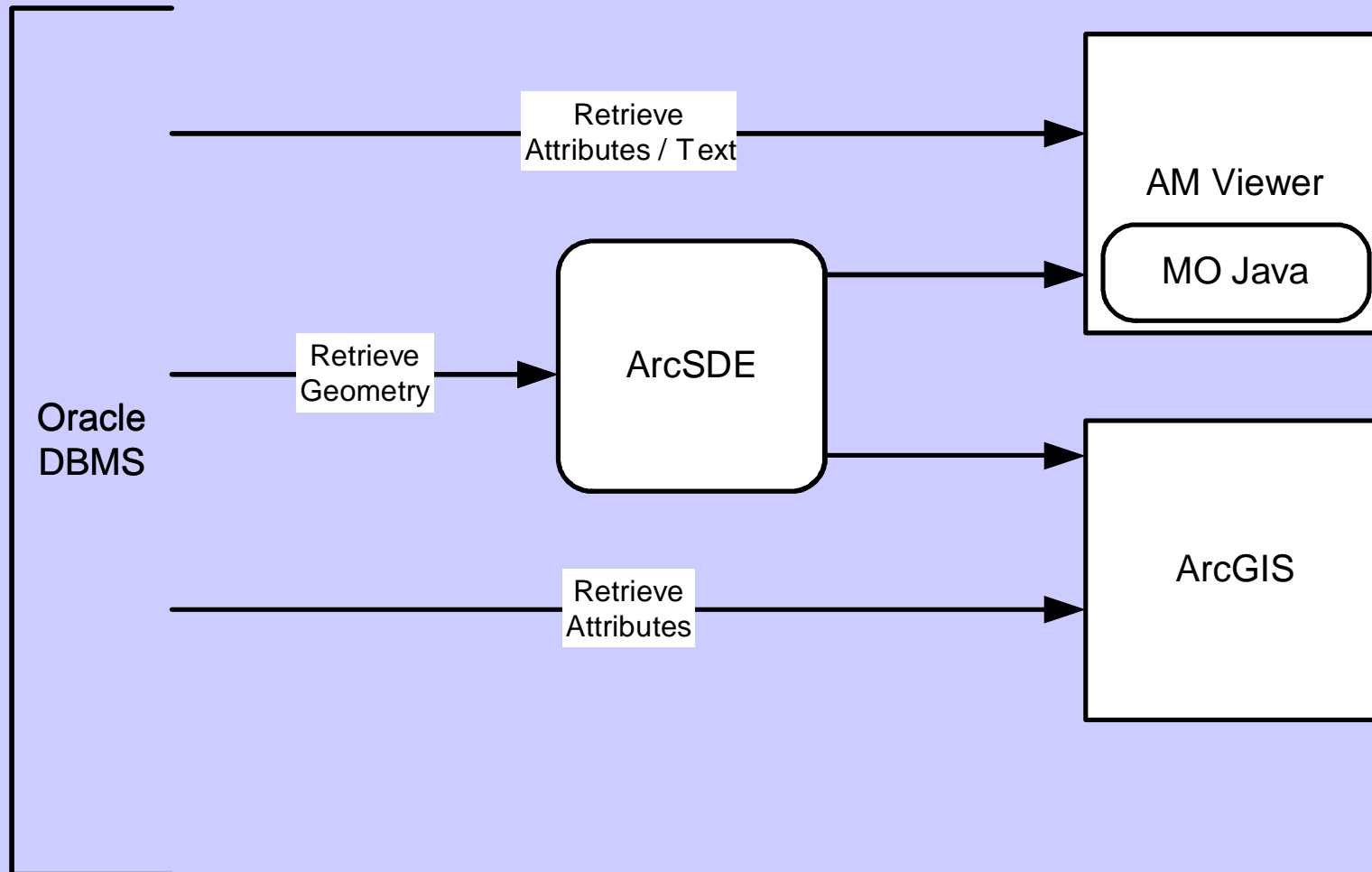
AM Viewer

Training Specs:
25,000 documents
10,000 neurons

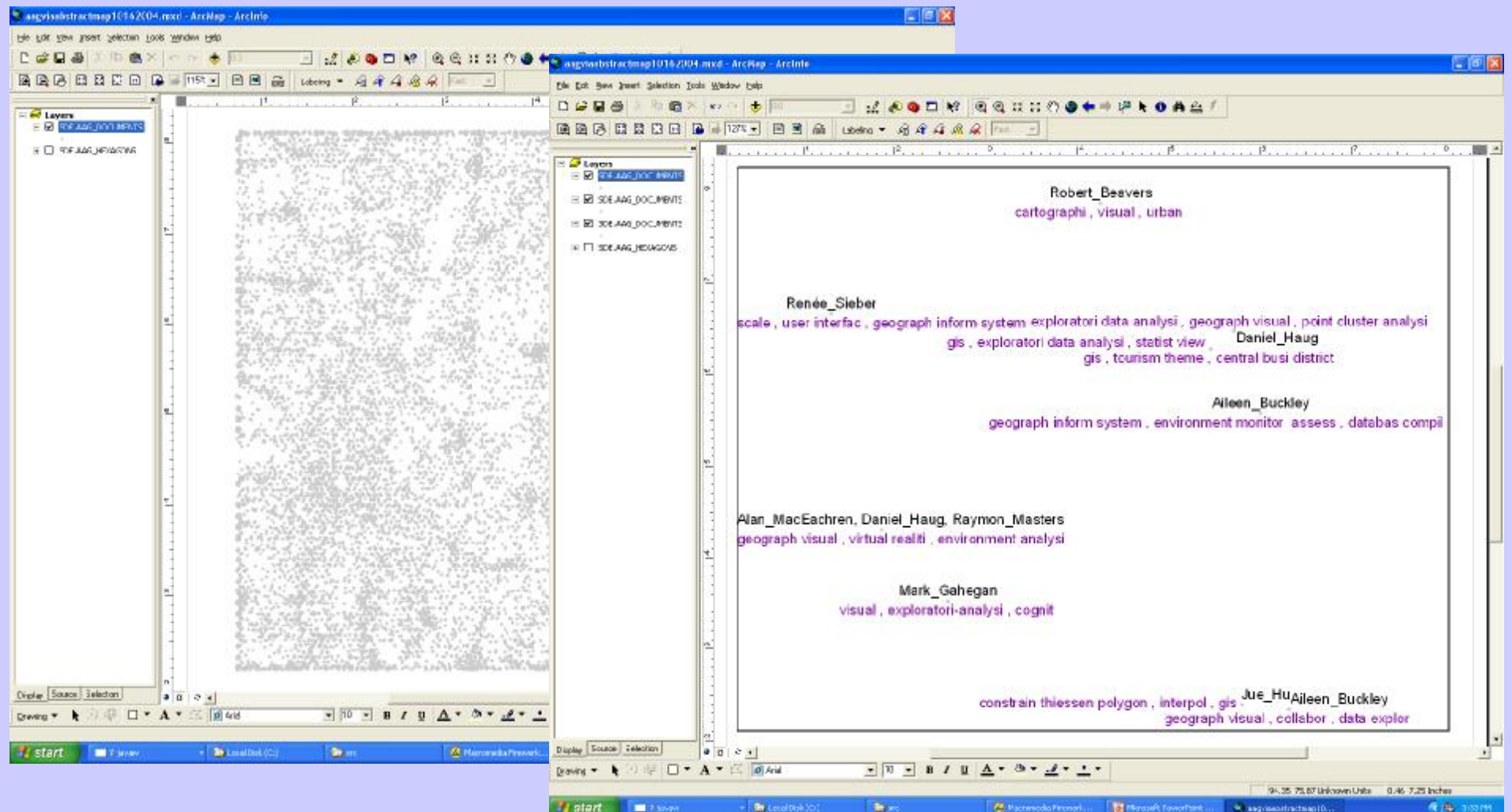
Query:
workshop abstract

Response:
(1) best-matching unit
(2) documents at BMU

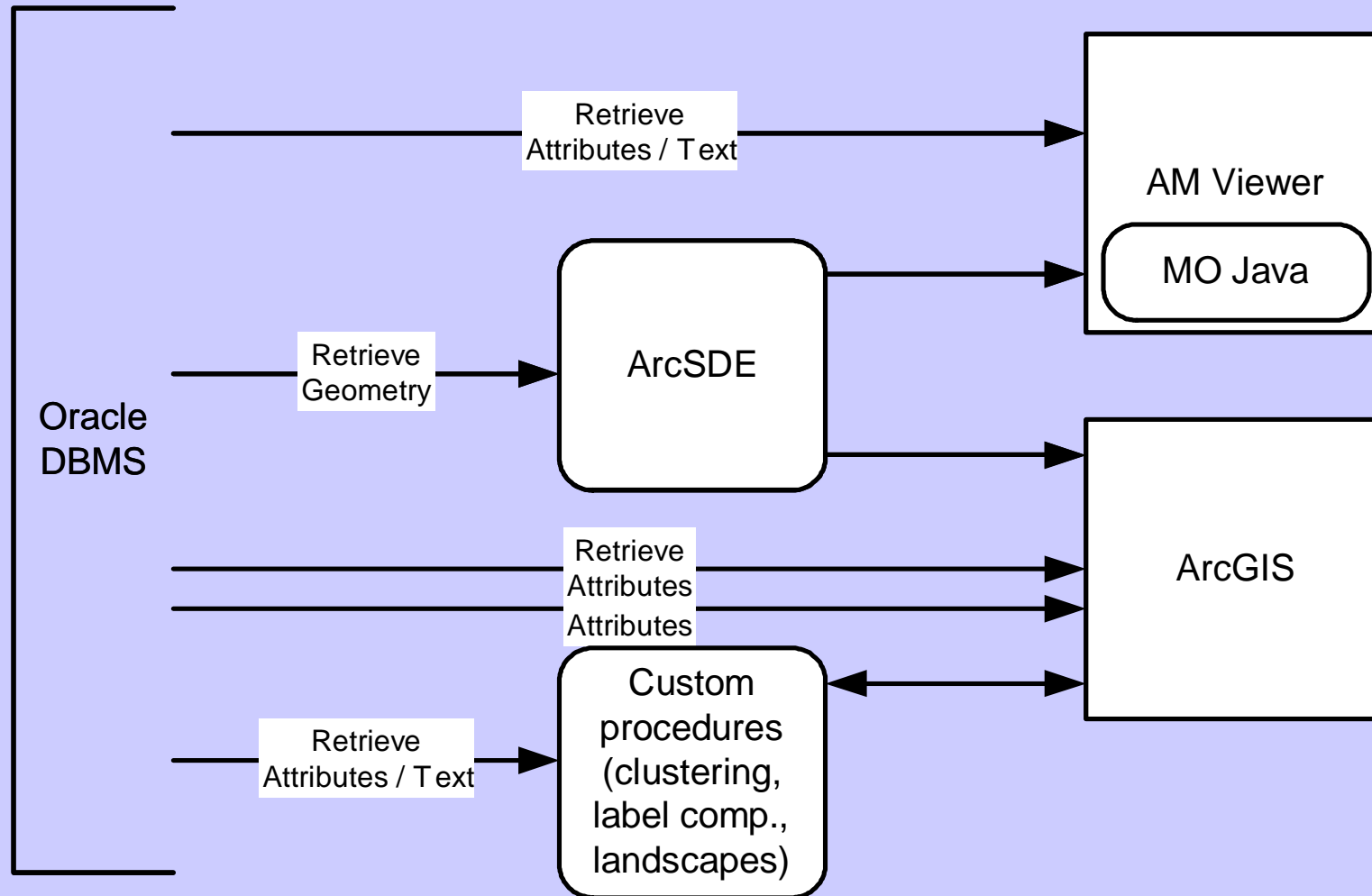
AbstractMap: Alternative Access

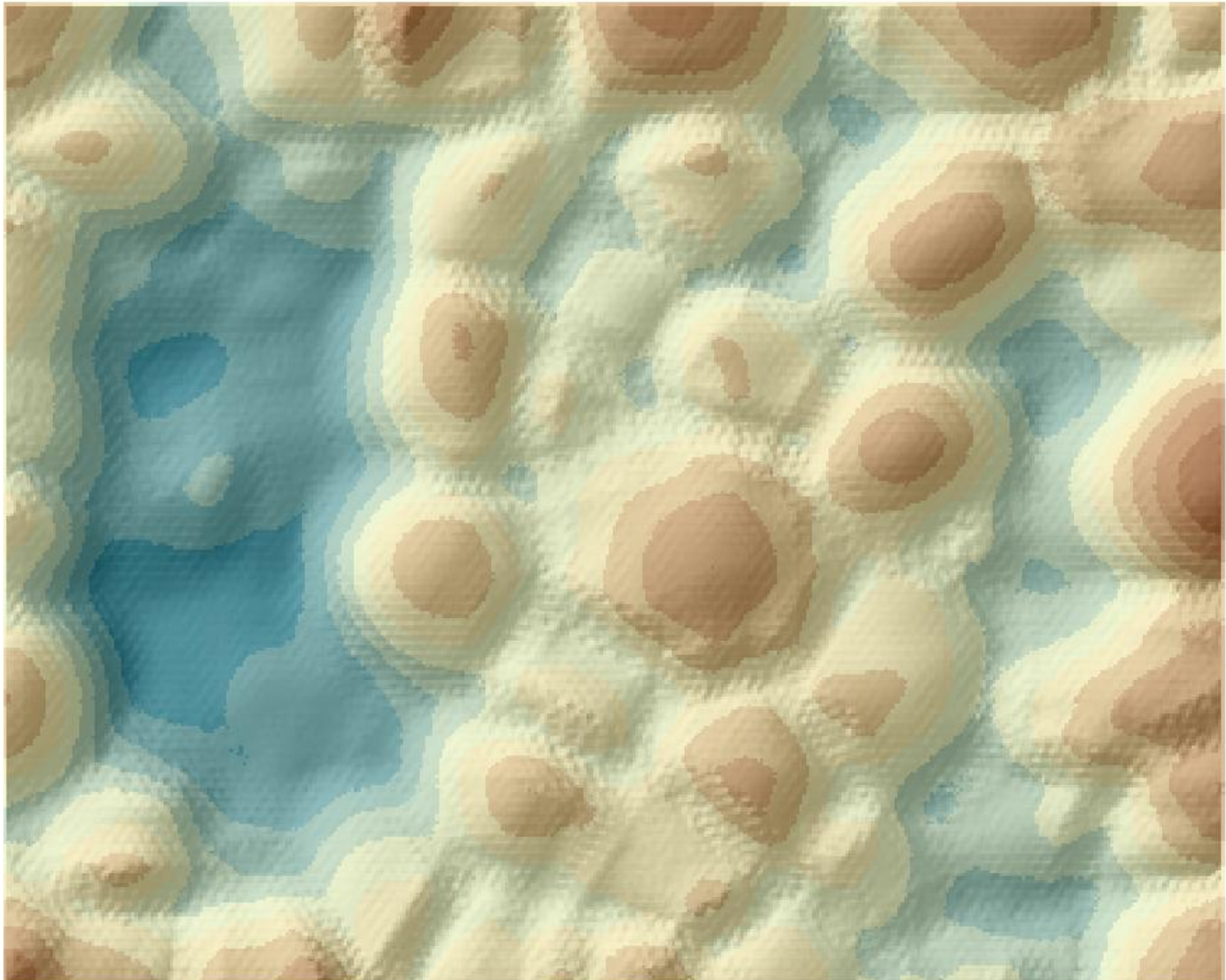


ArcGIS: AAG Meetings 1993-2002

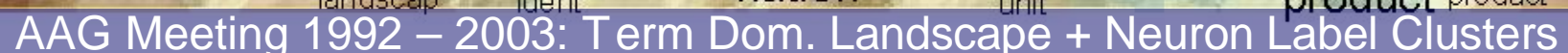


AbstractMap: Alternative Access





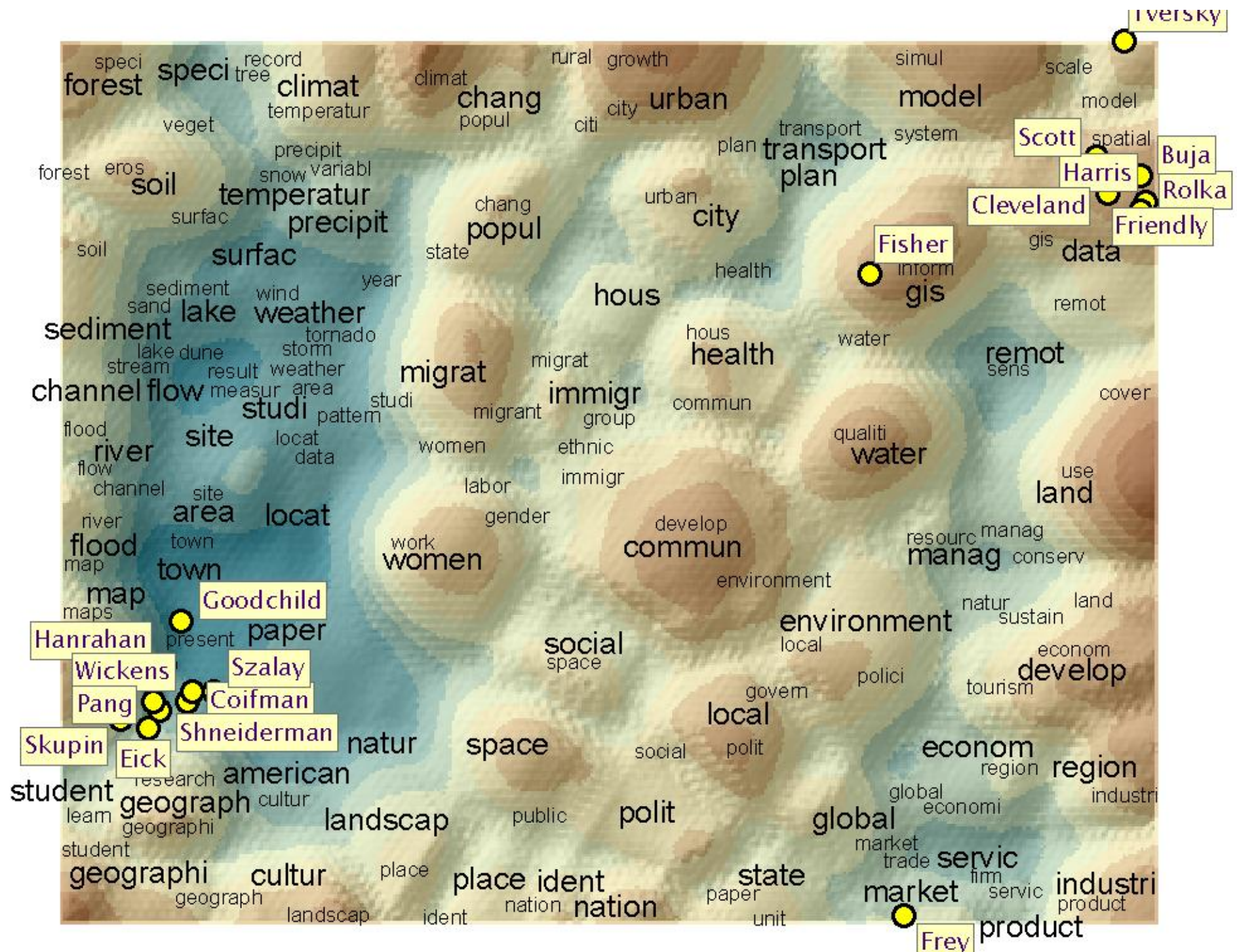
AAG Meeting 1992 – 2003: Term Dominance Landscape

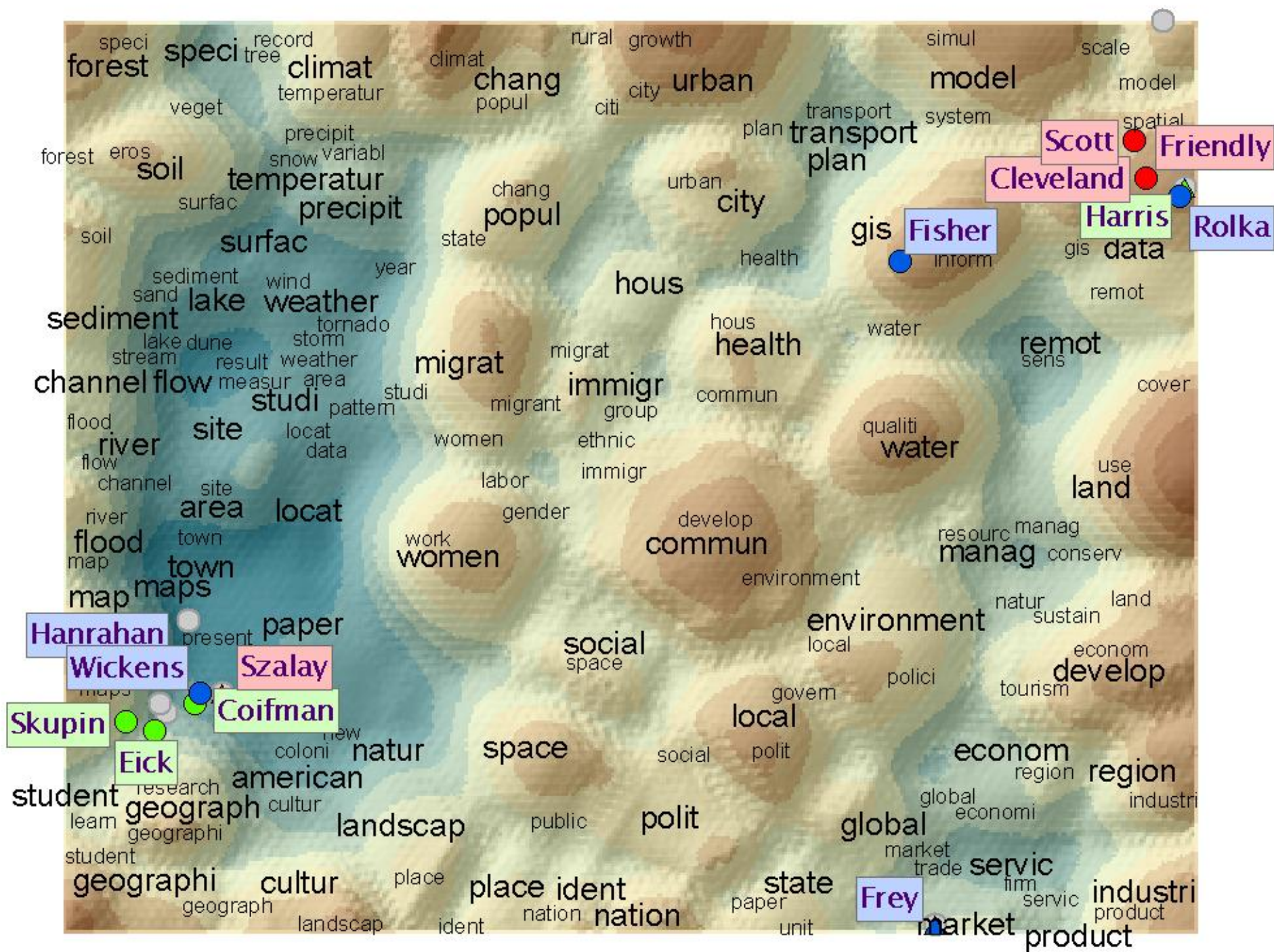




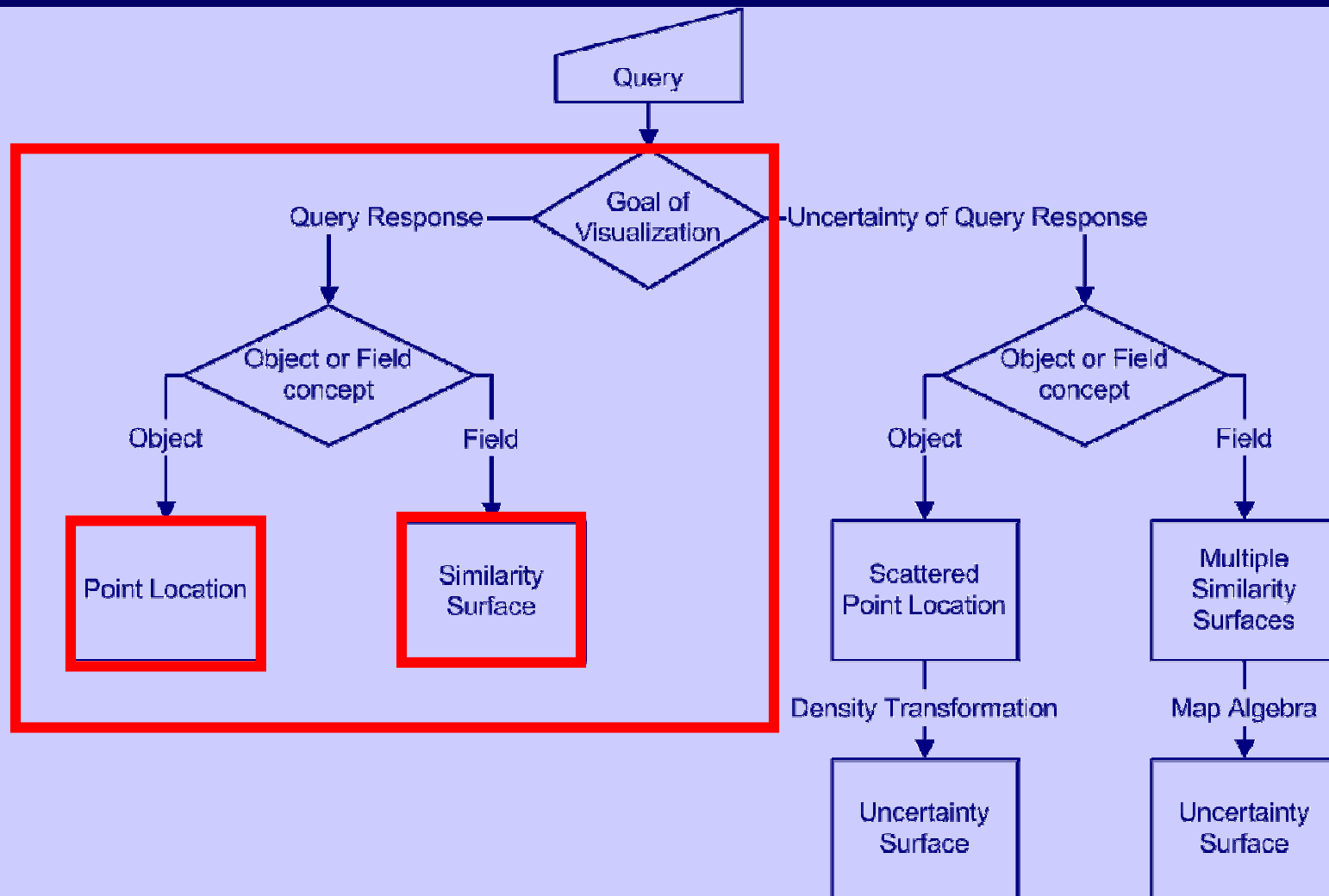
AAG Meeting 1992 – 2003: Where is this Workshop?







Query Processing: Object versus Field Conceptualization

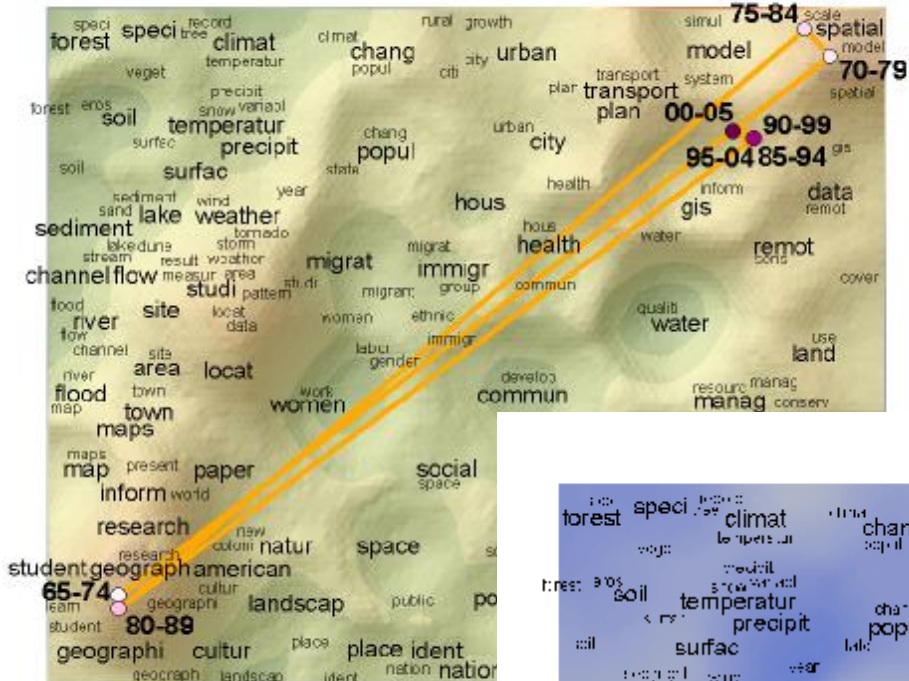


Multi-Temporal Visualization

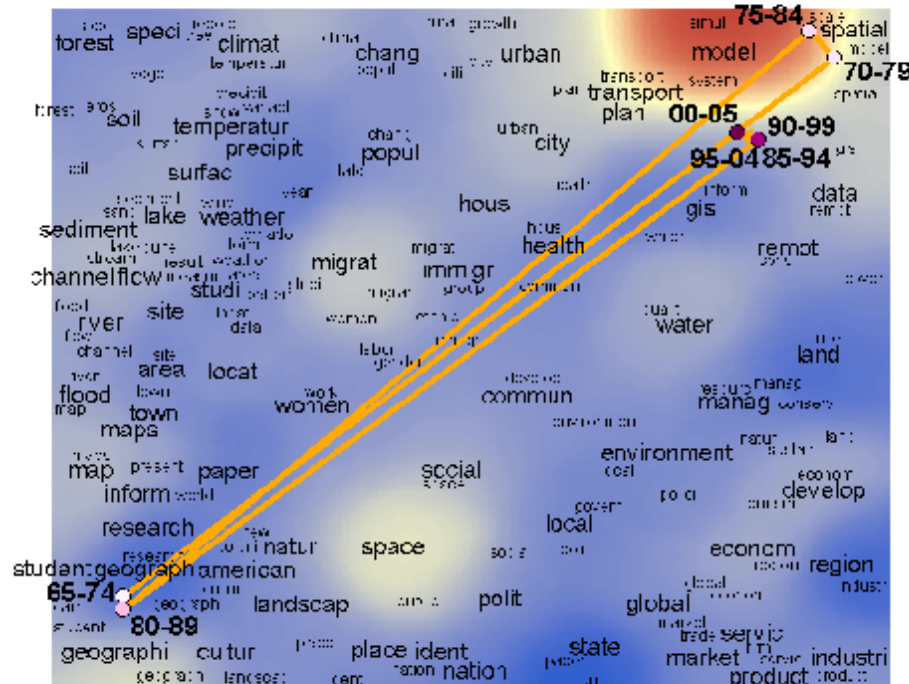
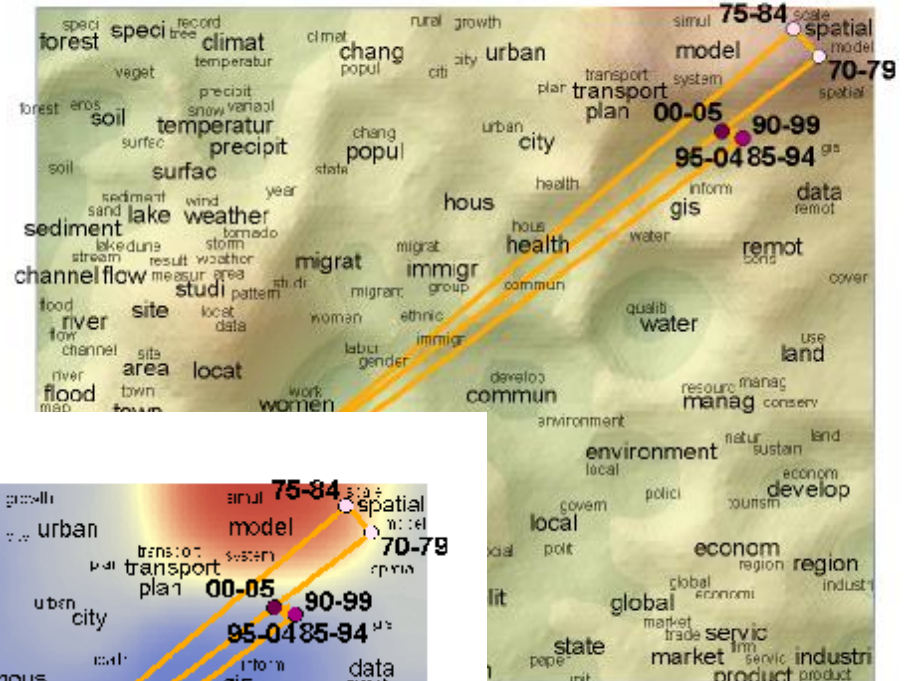
- e.g., author evolution
 - a) object conceptualization
 - author trajectory* = sequenced point locations
 - b) field conceptualization
 - author change surface*
 - = multi-temporal queries + map algebra

Author Change Surface – Michael Goodchild

1970 - 1979



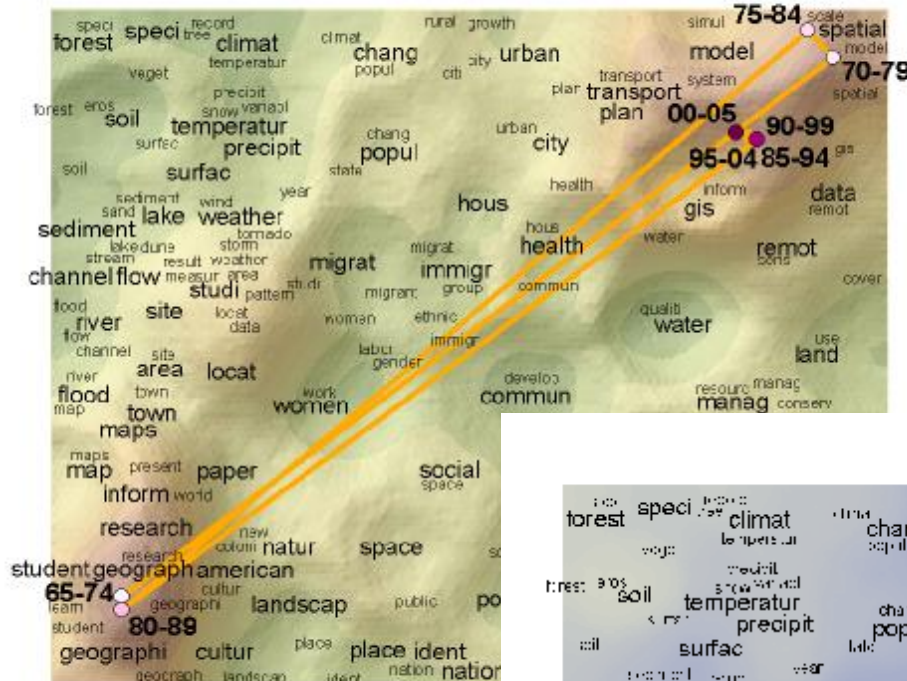
1975 - 1984



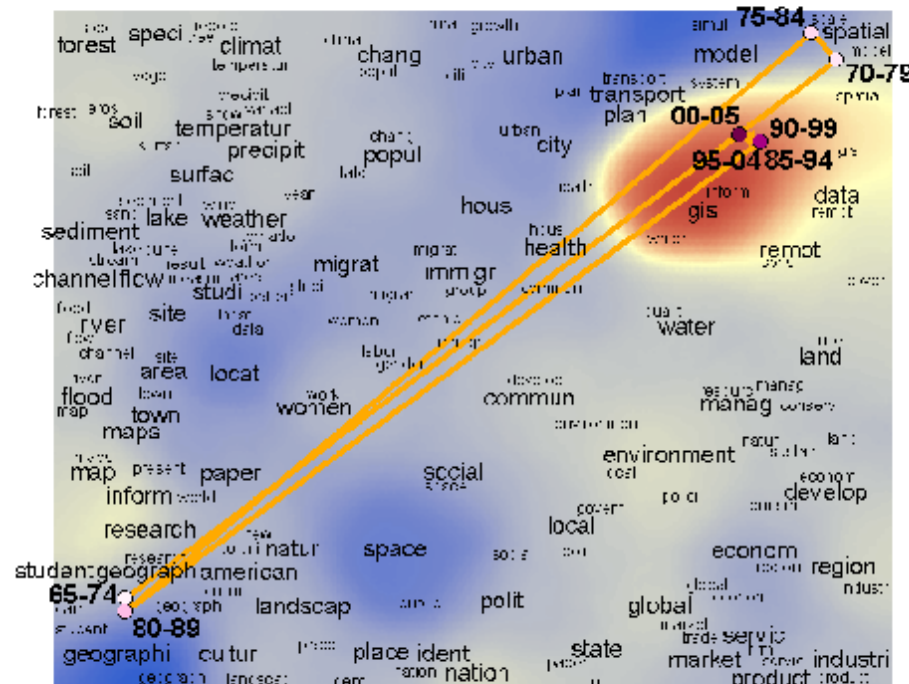
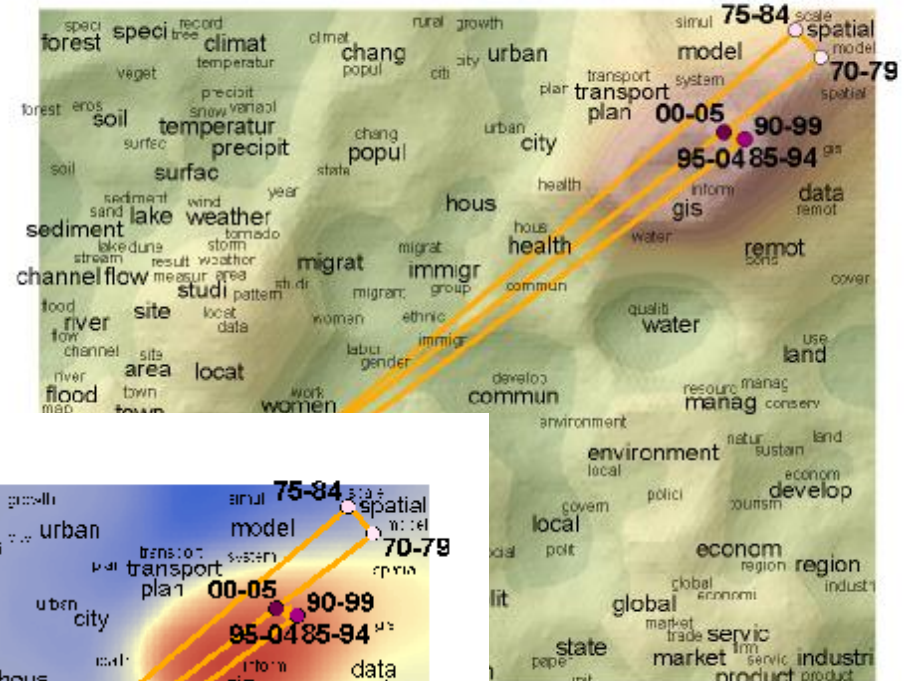
['75-'84] minus ['70-'79]

Author Change Surface – Michael Goodchild

1980 - 1989



1985 - 1994



['85-'94] minus ['80-'89]

Knowledge Domain Visualization

Some Challenges

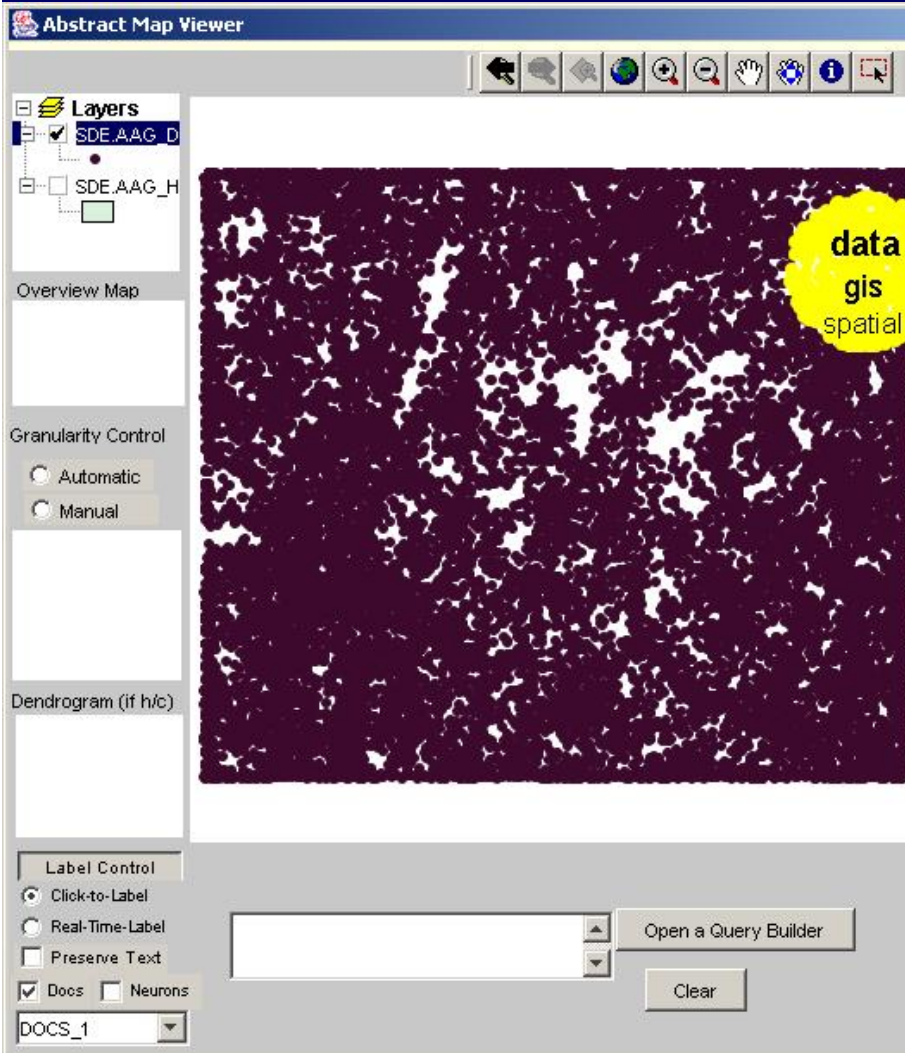
- software integration
 - text processing; neural networks; GIS
- intense interaction versus intense computation
 - sometimes high degree of user interaction
 - interaction with map-like information visualizations
 - sometimes high degree of core computation
 - neural network training
 - sometimes both
 - extract on-the-fly labels for interactively selected region
- cognition/usefulness/usability
 - Are invoked metaphors operating as intended/claimed?
 - e.g., “landscape” “city” → Sara Fabrikant (UC Santa Barbara)
 - Do users comprehend distortions in high-D to low-D transformations?

Challenge: Role of Interactivity



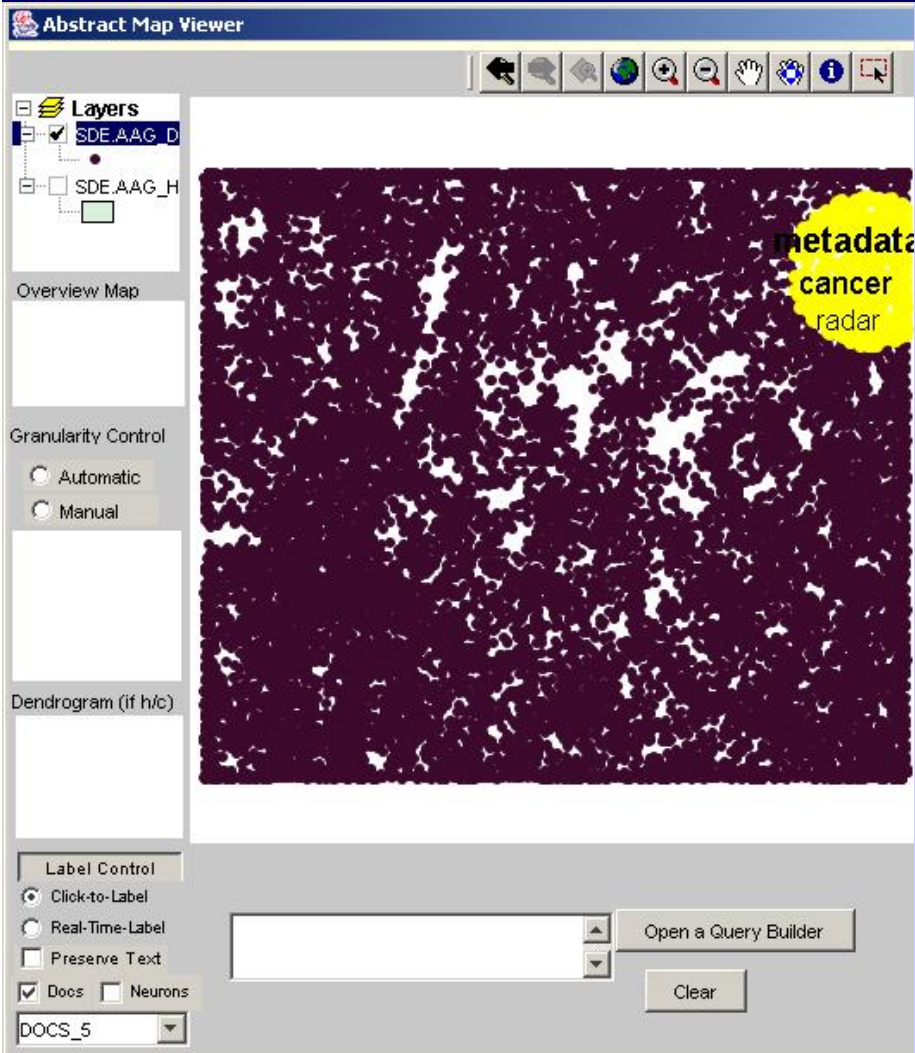
non-interactive vs. static vs. stable?

Challenge: Real-time Labeling



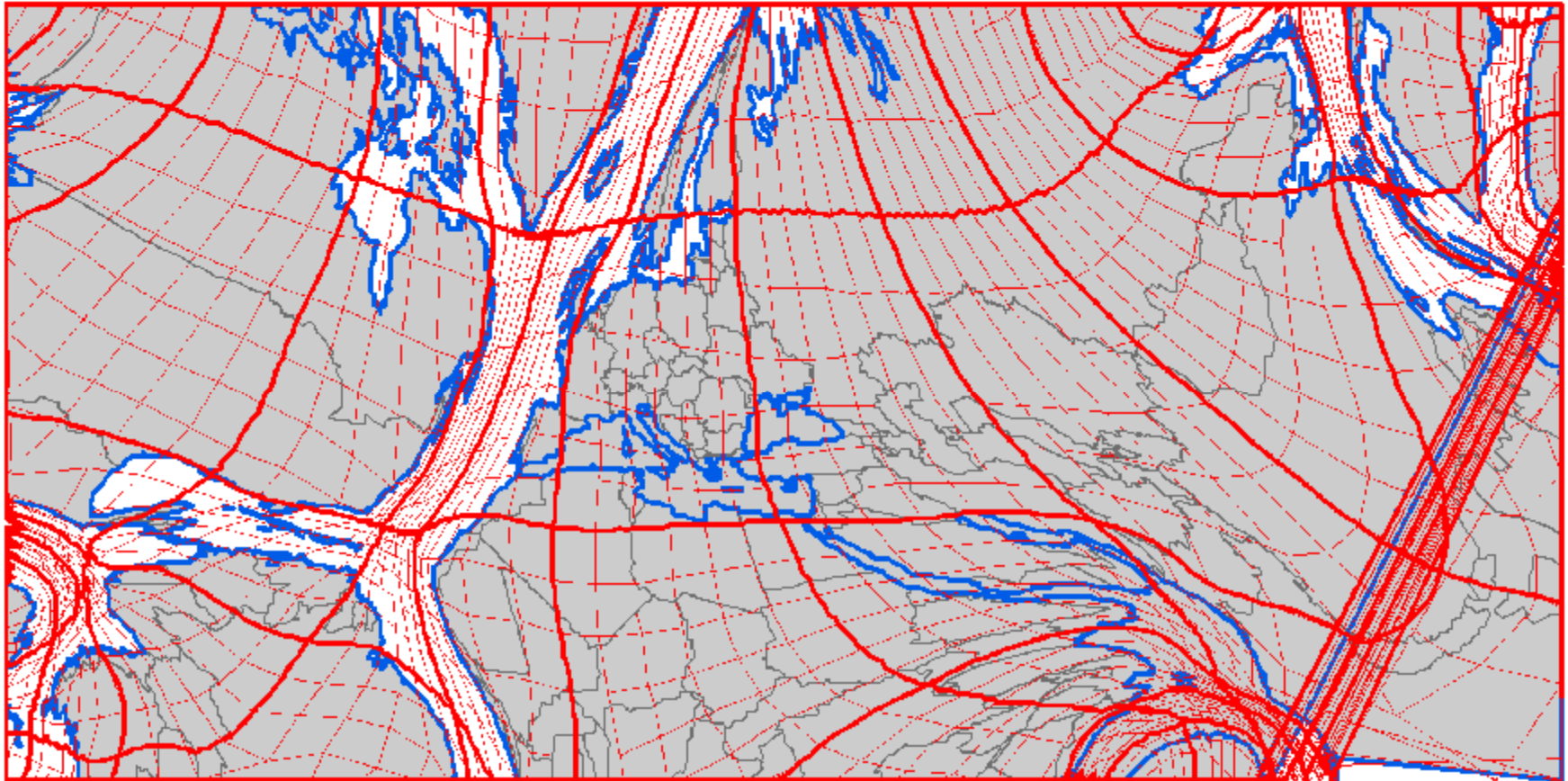
- same selection - different labels
- example: region around this workshop
 - (a) labels too general ?
 - (b) labels too specific ?

Challenge: Real-time Labeling



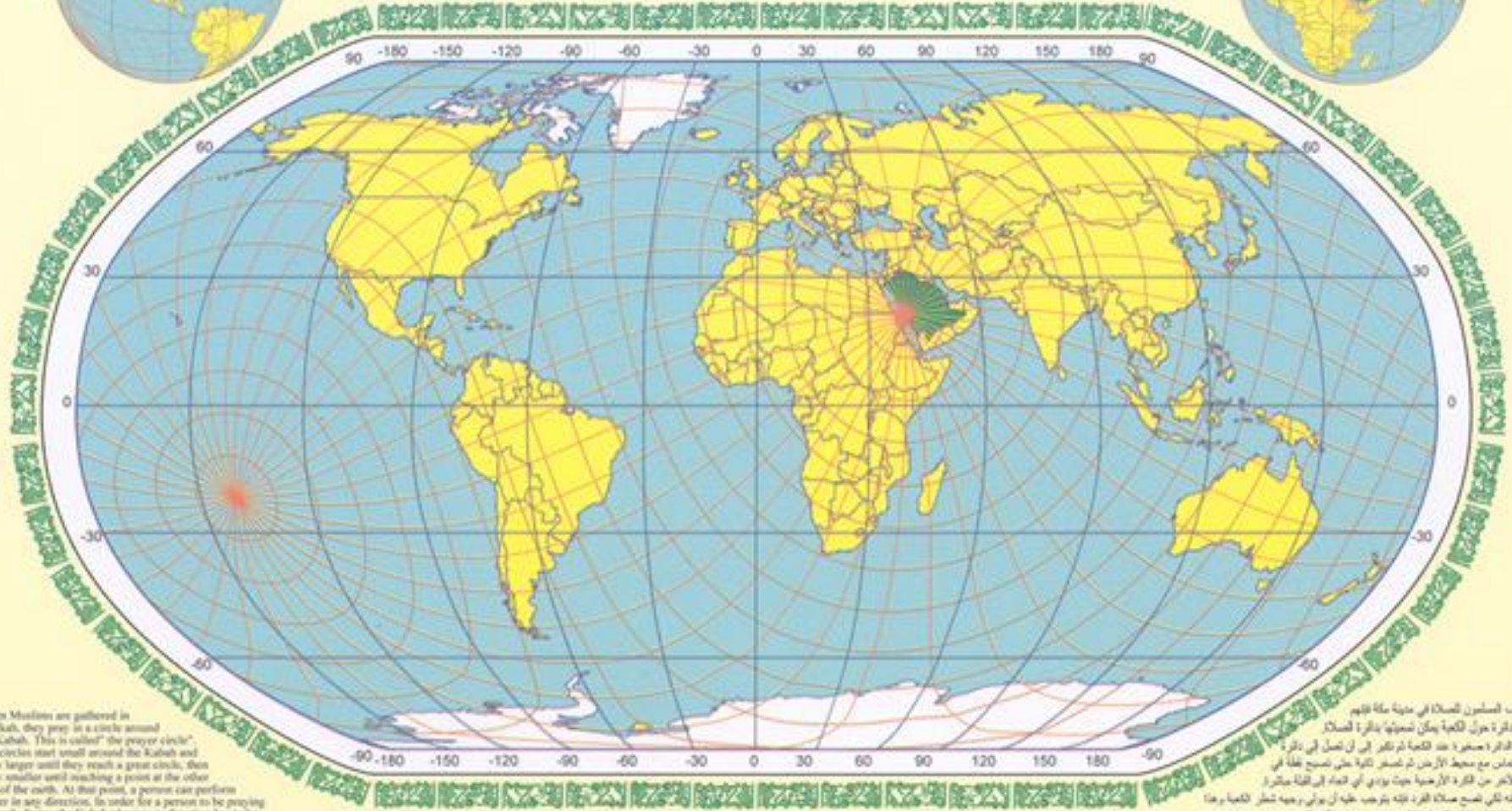
- same selection - different labels
- example: region around this workshop
 - (a) labels too general ?
 - (b) labels too specific ?

Challenge: Distortions in High-D to Low-D Transformation



بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

وحيث ما كنتم فهو اولوا وجوهكم شطره



When Muslims are gathered in Makkah, they pray in a circle around the Kaaba. This is called "the prayer circle". The circles start small around the Kaaba and grow larger until they reach a great circle, then grow smaller until reaching a point at the other side of the earth. At that point, a person can perform prayer in any direction. In order for a person to be praying correctly facing the Kaaba, the prayer direction has to be perpendicular to the prayer circle. Persons standing behind each other will form another circle called "the prayer direction circle."

World Map, Robinson Projection, PC and PDC are calculated using spherical trigonometry.

United Arab Emirates University
Faculty of Humanities and Social Sciences, Department of Geography
Made by: Ahmad S. Mawardi, Ph.D., March, 2001

دوائر الصلاة ودوائر اتجاه الصلاة

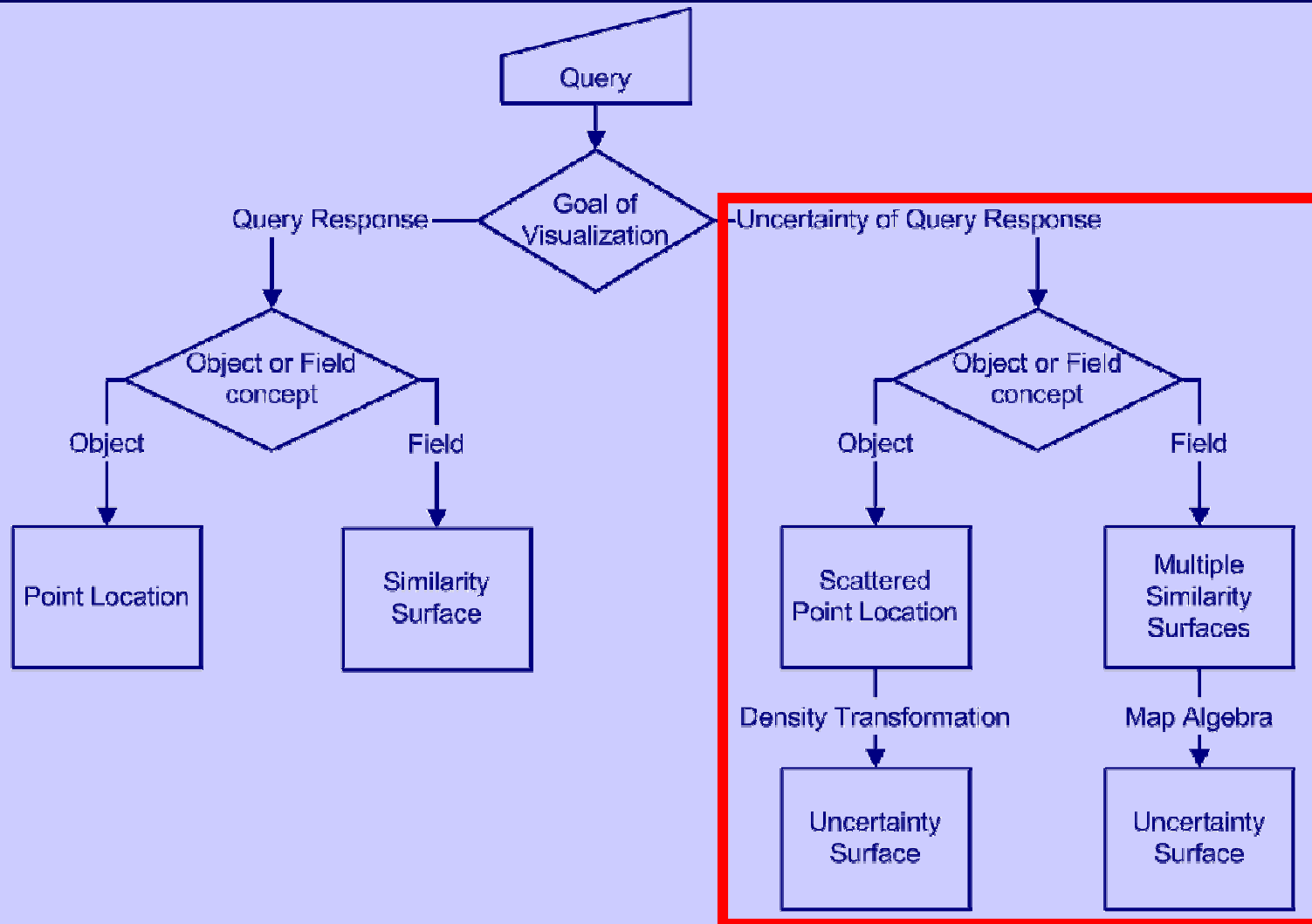
Prayer Circles (PC) and Prayer Direction Circles (PDC)

عندما يجمع المسلمون للصلاة في مدينة مكة المكرمة يشكلون دائرة حول الكعبة يمكن تسميتها بدائرة الصلاة. تبدأ هذه الدائرة صغيرة عند الكعبة ثم تكبر إلى أن تصل إلى دائرة تقسم العالم مع محيط الأرض ثم تصغر ثانية حتى تصبح نقطة في الاتجاه الآخر من الكرة الأرضية حيث يؤدي أي اتجاه إلى تلك النقطة. وبمعلوم أنه لكي تصبح صلاة الفرد قبلته يتوجب عليه أن يولي وجهه شطر الكعبة وهذا لا يتحقق إلا إذا استقبل الكعبة بشكل يتعامد مع دائرة الصلاة. المسلمون في كل من خلف بعضهم يشكلون دائرة تقسم العالم بدائرة اتجاه الصلاة.

خريطة العالم بملقط رومبي. دوائر الصلاة ودوائر اتجاه الصلاة تم حسابها باستخدام المثلثات الكروية.

جامعة الإمارات العربية المتحدة - كلية العلوم الإنسانية والاجتماعية - قسم الجغرافيا
صنعها الدكتور أحمد مصطفى

... and speaking of visualizing uncertainty



THE END