



Scientific Visualization



What is visualization?

- ? Vision is a powerful sensor system
- ? Uses a substantial part of the brain
- ? With vision we can see complex patterns and relationships in data

Visualization - *Transformation of data or information into IMAGES.*



Visualization

- Data can be generated from simulations and measurements (microscopes, satellites, ...).
- Generating the data is usually not the goal.
- Understanding is!
- Size and/or sheer complexity of data could be a barrier for understanding.
- Multivariate data can be hard to interpret



? So why visualization?

- Important both for exploration and understanding in the scientist's own work.
- Visualization help researchers find errors in their simulations and experiments.
- Researchers can see complex patterns and relationships in their data.
- Conveys information and ideas efficiently among collaborators
- Visualization helps educate funders and the public



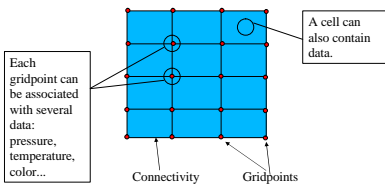
Data

? What is data?

- Consists of two things:
 - ? The grid/connectivity
 - ? The data
 - Can be several datapoints per gridpoint



Data





Data

- Data can be 1-dimensional, 2, 3 or multidimensional.
- Can be timevariant
- Can have different topology
- Can be structured, or unstructured
- Think of an ordinary bitmap image:
 - 2 Dimensional, structured, 3 or 4 scalar values per gridpoint (RGBA)
- Structured:

Cartesian

$$x_{j+1} = x_j + \Delta$$



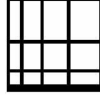
Regular or Uniform

$$x_{j+1} = x_j + \Delta x$$



Rectilinear

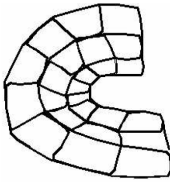
$$x_j = x(j)$$



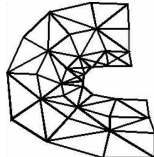


Data

- ? Unstructured
- ? A common result from a material simulation (FEM)



Hexahedral

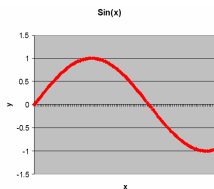


Tetrahedral



1D Visualization

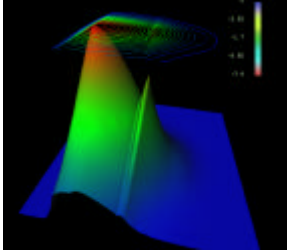
- ? $Y=f(x)$
- ? Line charts
- ? Curve fitting
- ? Smoothing or approximation





2D Visualization

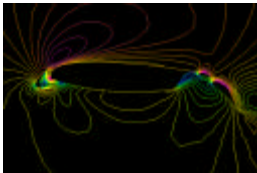
- ? Scalar Data on a regular grid
- Surface plot





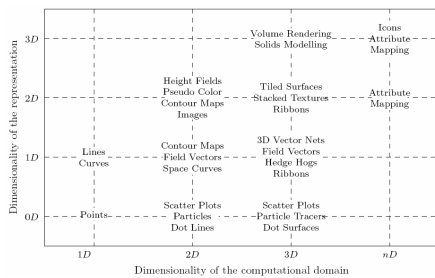
2D Visualization

- ? Contour Lines – $f(x,y) = \text{constant}$
- ? Heightlines on a map!





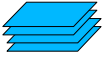
3D Visualization



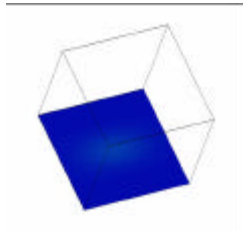


3D Visualization

- Assume we have data in 3 Dimensions
- Imagine bitmap images in a stack



- Very common in medicine visualization, CT Scans
- How can we look "into" that?
- One way is to look at one slide at a time:
 - Orthoslice

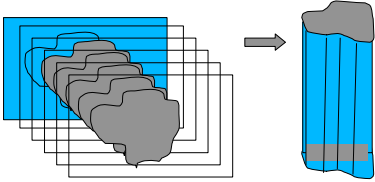




3D Visualization

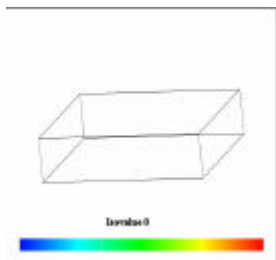
? We could also use the heightline technique from maps (Isolines) in 3D, **Isosurface**

? $f(x,y,z) = \text{constant value}$





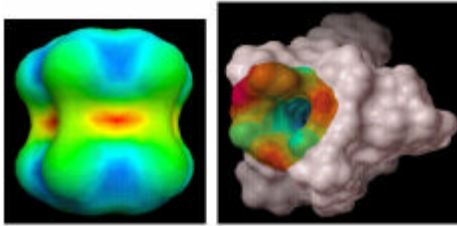
Isosurface





Isosurface

- ? Surface generated from one datapoint (density?)
- ? Color from another (temperature?)





3D Visualization

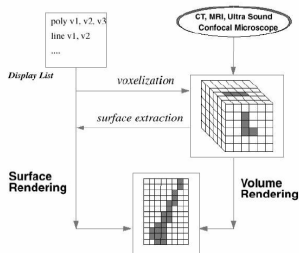
- ? Another technique to visualize a 3D volume is volume rendering
- ? We want to handle volumetric objects
 - Gas, fire, smoke, clouds
 - Sampled data sets (MRI, CT)
 - We want to be able to cut, sculpt
 - ? Any operation that exposes the interior
 - Each datapoint is called a Voxel (volume element/compare with pixel (picture element))





3D Visualization

- ? Comparison of surface and volume representation

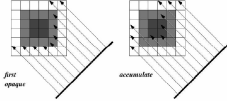




3D Visualization

? How to render?

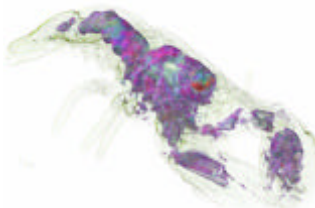
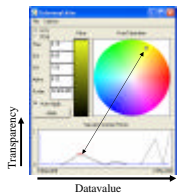
- Raycasting
- Cast rays from viewplane into the volume
- Accumulate the values to the final color
- Each voxel has a value and or a opacity associated to it





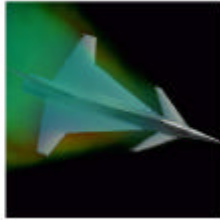
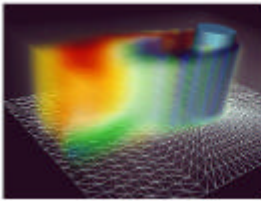
Transfer function

- › Transfer function is a function that converts a value from one domain to another
- › Assume we have a 128x128x128 volume = 2097152 voxels. From a CT scan of a lobster
- › Each voxel has a value from 0..255
- › Assume we know that the values are corresponds to how much radiation is absorbed. 0 all radiation goes through, 255 no radiation goes through (lead)
- › Close to 255 should be the hardest parts of the shell (for humans it is the teeth) close to 0 should be air or perhaps water.
- › Assume we know that bone are in the range of 200-230
- › We would like to make everything outside the bone-range(!!) transparent, so we can only see the bone.
- › We need a transfer function that handles this.





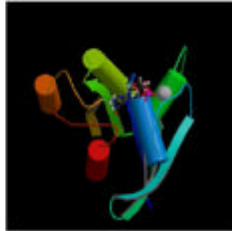
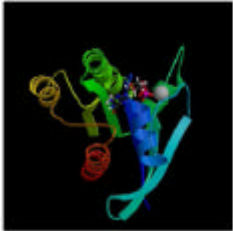
Volume rendering





3D Visualization

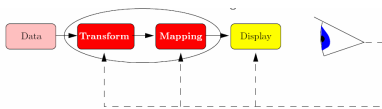
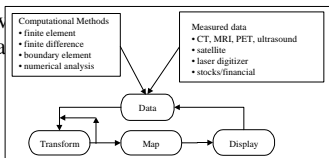
The Ras p21 protein is a central component in the cell-signalling system that transmits extra-cellular growth signals via cell membrane receptors, via a cascade of signalling molecules into the nucleus. It is present in many cell types, and several forms of cancer are associated with a mutated form of the protein, where it is locked in a growth-promoting state. Ras p21 is an enzyme; it hydrolyzes GTP (guanosine triphosphate) to GDP (guanosine diphosphate); it is a GTPase. The protein exists in vivo as a tertiary complex with one magnesium ion (Mg) and GDP (or GTP).





The visualization process

? How
usual





Computational Steering

7 In some cases a close connection between:

Data generation
(simulation)



Data consuming
(visualization)

7 Is needed to:

- Change parameters in realtime.
 - Steer/interact with the simulation.
 - Experience the simulation
- ⇒ Computational steering.



Tools for visualization

- 7 Two examples,
- 7 One commercial
 - AVS/Express
 - 7 Visual Programming
 - 7 +Fast prototyping
 - 7 -Expensive
 - 7 -No code
- 7 One opensource
 - VTK
 - 7 Traditional programming
 - 7 -Slow prototyping
 - 7 Easy to share
 - 7 Cheap
 - 7 Code available



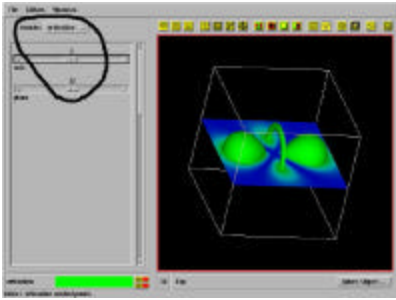
Tools for visualization

7 AVS/Express





Tools for visualization





Tools for visualization

- ? VTK – Visualization Toolkit
- ? OpenSource
- ? Large user community
- ? Hundreds of C++ classes for
 - Reading data
 - Filtering
 - Visualization algorithm
 - Rendering
 - Interaction
- ? Java+TCL language bindings



The end?

