



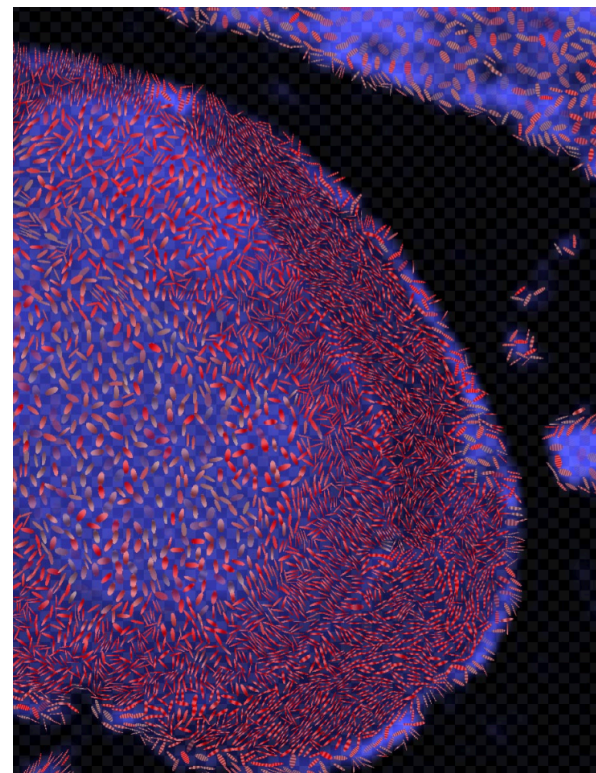
# Glyphs for Asymmetric Second-Order 2D Tensors

Nicholas Seltzer and Gordon Kindlmann

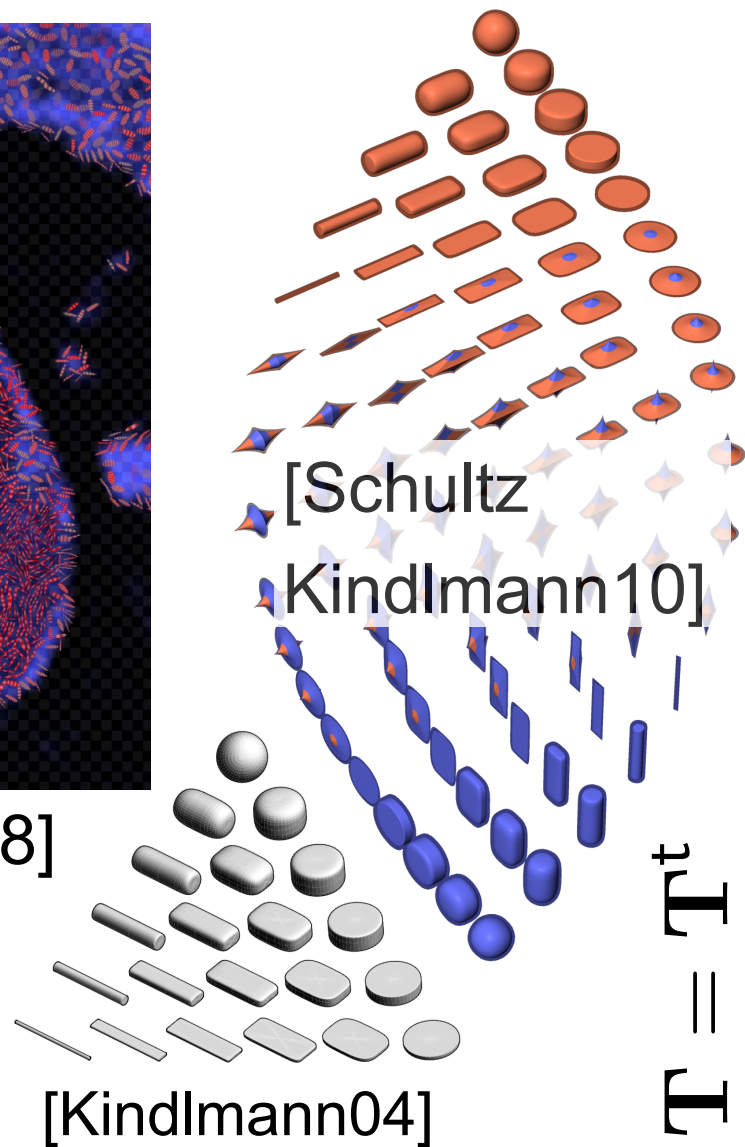
Department of Computer Science and Computation  
Institute, University of Chicago, USA

# Why another tensor glyph?

- Tensors locally model complex physical phenomena
- Intrinsically multi-variate: focus of vis research



[Laidlaw+98]

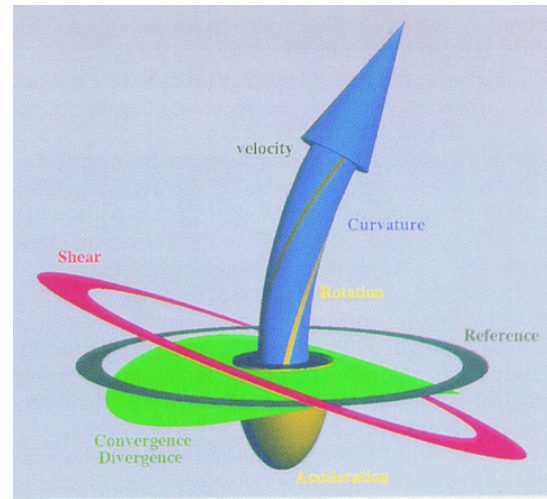


[Kindlmann04]

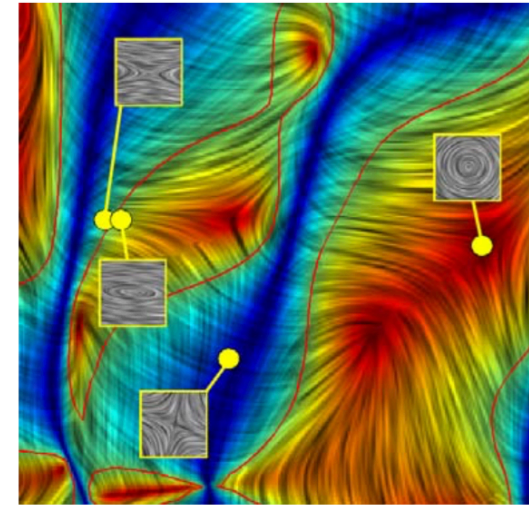
[Schultz  
Kindlmann10]

$\mathbf{T} = \mathbf{T}^t$   
symmetric

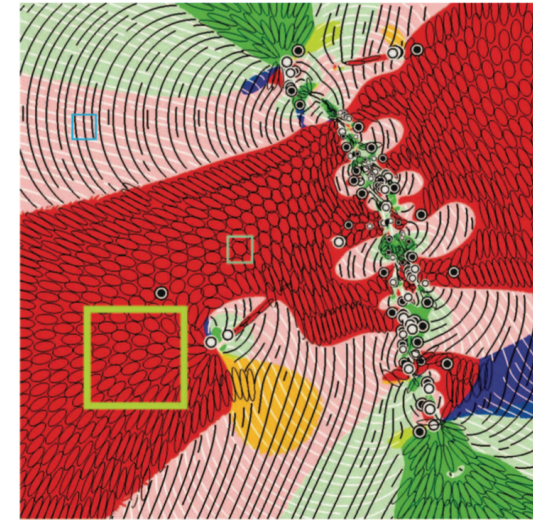
asymmetric  
 $\mathbf{T} \neq \mathbf{T}^t$



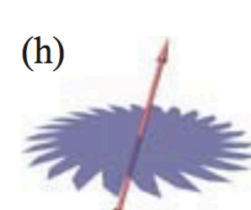
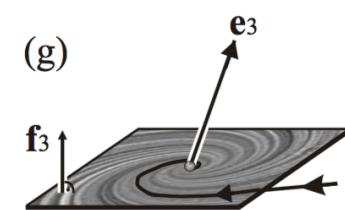
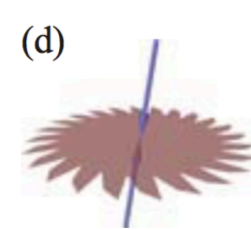
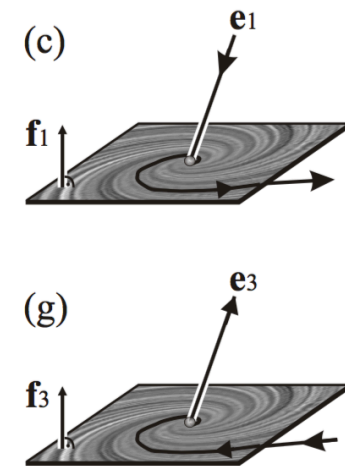
[deLeeuw vanWijk93]



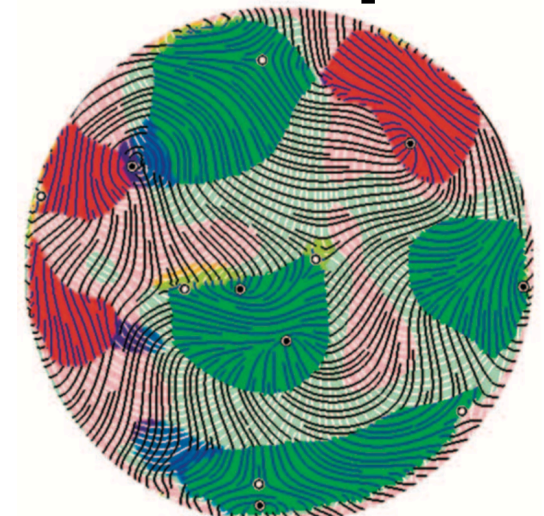
[ZhengPang05]



[Chen+11]



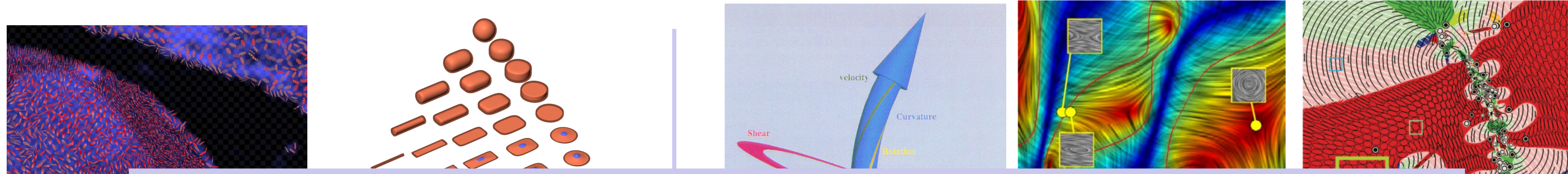
[Theisel+03]



[Zhang+09]

# Why another tensor glyph?

- Tensors locally model complex physical phenomena
- Intrinsically multi-variate: focus of vis research

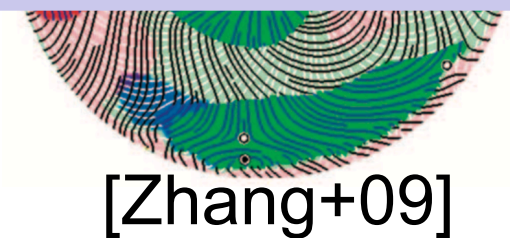


Basic vis research question: how can we “see” a 2x2 matrix as clearly as we can use an arrow glyph  $\nearrow$  to “see” a 2-vector?

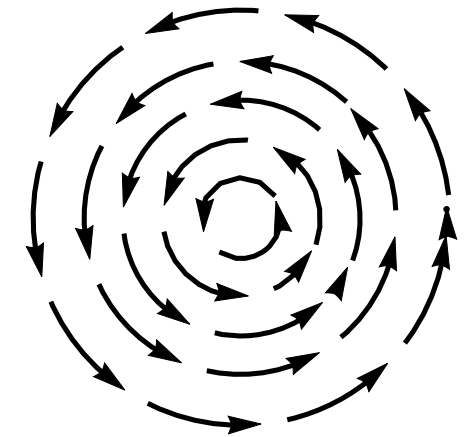
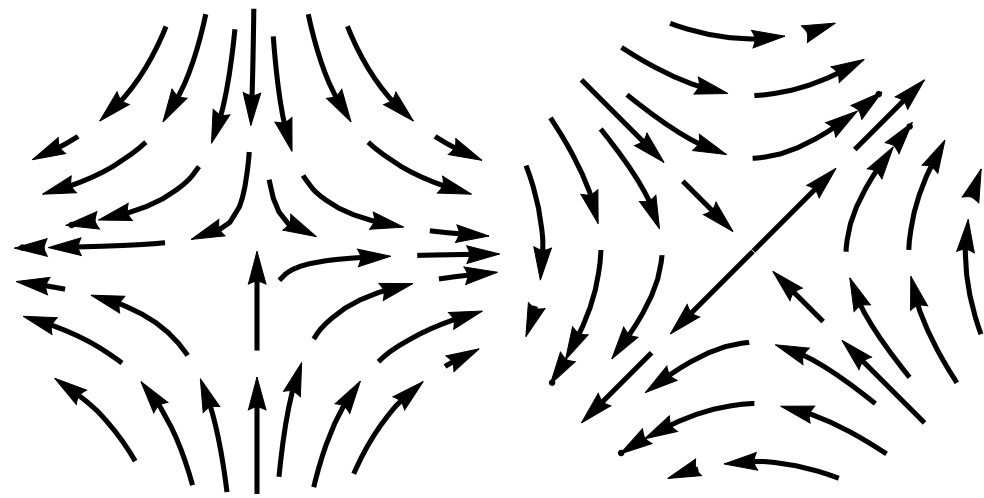
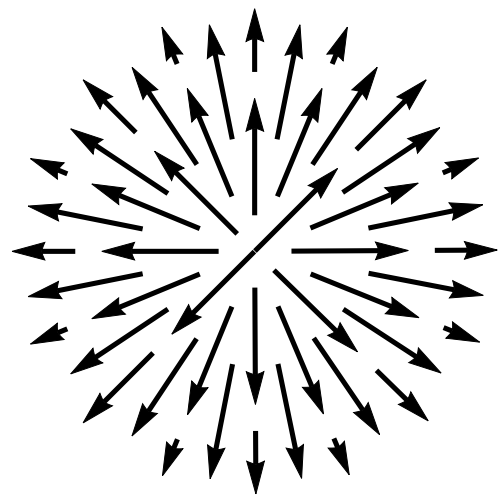
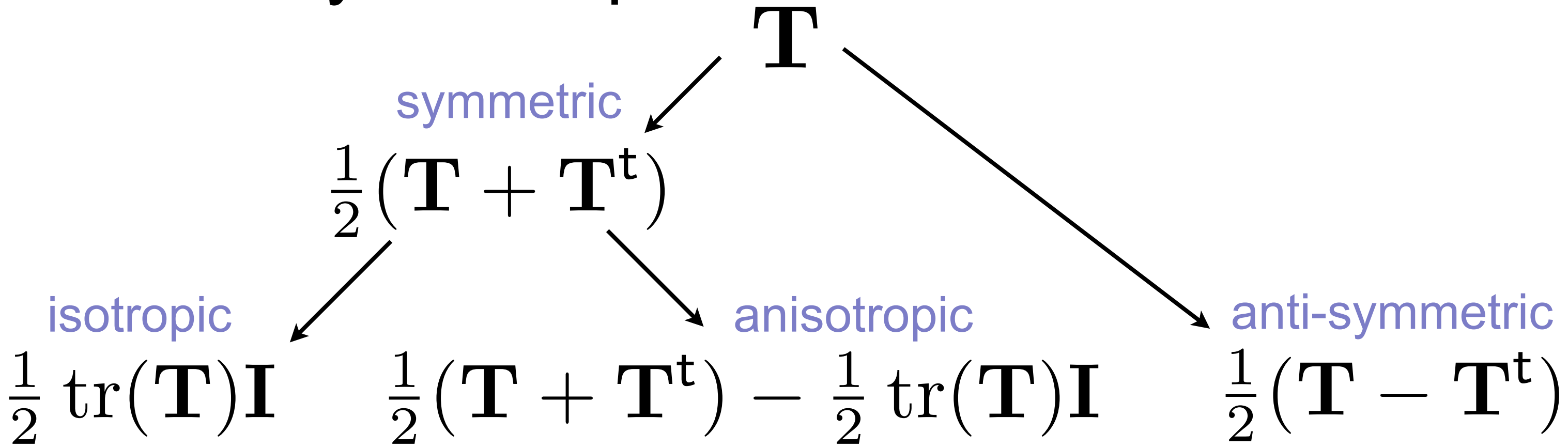
[Laio aw+98]



$\mathbf{T} = \text{sym}$  |  $\mathbf{T} \neq \text{asym}$

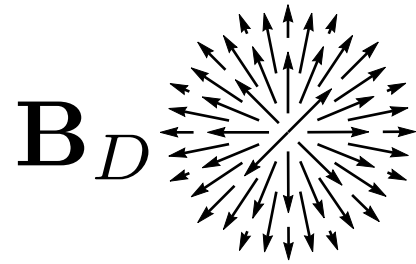


# Three-way decomposition of tensor

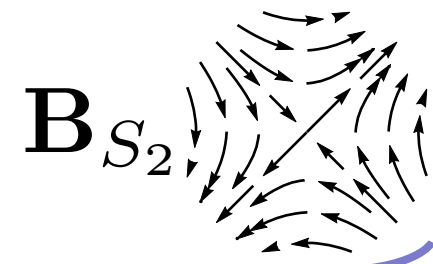
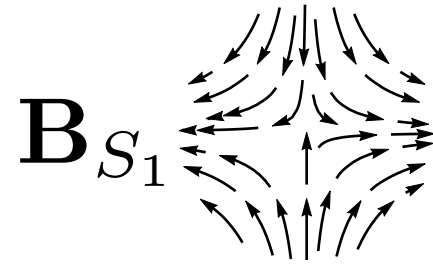


reference visualization of  $\mathbf{T}$ : streamlines through  $\mathbf{v}(\mathbf{x}) = \mathbf{T}\mathbf{x}$

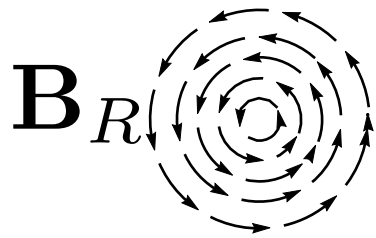
# Decomposition, coords of tensor in new basis



Dilation/Contraction



Stretching or Strain rate



Rotation

components:  $D, S_1, S_2, R$ ;  $X(\mathbf{T}) = \mathbf{T} : \mathbf{B}_X = \text{tr}(\mathbf{T}^t \mathbf{B}_X)$

$\mathbf{B}_{S_1}, \mathbf{B}_{S_2}$  rotations  
of each other:

$$\mathbf{A}(\alpha) = \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix}$$

$$S = \sqrt{S_1^2 + S_2^2}$$

$$\mathbf{B}_{S_2} = \mathbf{A}(\pi/4) \mathbf{B}_{S_1} \mathbf{A}(-\pi/4)$$

Coordinates:  $(D, S, R, \alpha) : \mathbf{T} = D \mathbf{B}_D + S \mathbf{A}(\alpha) \mathbf{B}_{S_1} \mathbf{A}(\alpha)^t + R \mathbf{B}_R$

## §3: Relative to previous math

- $(D, S, R) = \sqrt{2}(\gamma_d, \gamma_s, \gamma_r)$  [Zhang+09] [Chen+11]

- Highlighting connection to invariants and norms:

$$\text{tr}(\mathbf{T}) = \sqrt{2}D; \quad \det(\mathbf{T}) = (D^2 - S^2 + R^2)/2; \quad \|\mathbf{T}\|_F = \sqrt{(D^2 + S^2 + R^2)}$$

- Using double-angle formulae for stretch component

$$\begin{bmatrix} \cos \theta & \sin \theta \\ \sin \theta & -\cos \theta \end{bmatrix} = \sqrt{2} \mathbf{A}(\theta/2) \mathbf{B}_{S_1} \mathbf{A}(-\theta/2); \quad \mathbf{A}(\alpha) = \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix}$$

- Simplifies expression of dual [ZhengPang05], pseudo-eigenvectors [Zhang+09] [Chen+11]

# Glyph formation and design principles

$$G(\mathbf{T}) = s(\|\mathbf{T}\|_F) \tilde{\mathbf{E}} \tilde{\Lambda} \mathbf{b}(D, S, R)$$

[SchultzKindlmann10]    over-all scaling    transform    diagonal matrix to scale along each axis    base geometry

- Applying Algebraic Visualization Design [KindlmannScheidegger14], especially **Principle of Visual-Data Correspondence**:
- Continuity:  $T_1 \approx T_2 \Rightarrow G(T_1) \approx G(T_2)$
- Symmetry preservation:  $T = RTR^{-1} \Rightarrow G(T) = R(G(T))$ 
  - $S=0$  means  $\mathbf{b}$  should ideally be continuously rotationally symmetric
- “Transform legibility”: rotation:  $G(RTR^{-1}) = R(G(T))$ ;  
scaling:  $G(sT) = “s(G(T))”$ ; negation  $G(-T) = “-G(T)”$

# Glyph formation and design principles

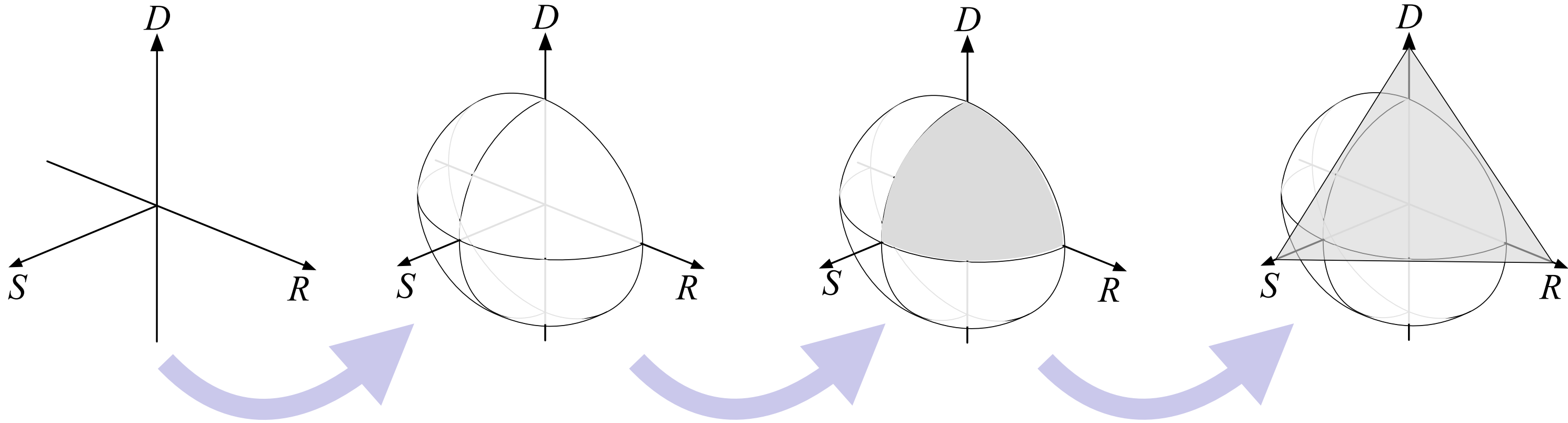
$$G(\mathbf{T}) = s(\|\mathbf{T}\|_F) \tilde{\mathbf{E}} \tilde{\Lambda} \mathbf{b}(D, S, R)$$

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- Applying Algebraic Visualization Design [KindlmannScheidegger14], especially **Principle of Visual-Data Correspondence**:
- Continuity:  $T_1 \approx T_2 \Rightarrow G(T_1) \approx G(T_2)$  4D to 3D space
- Symmetry preservation:  $T = RTR^{-1} \Rightarrow G(T) = R(G(T))$ 
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# Simplifying the glyph design space



Scale legibility:  
design  $\mathbf{b}$  for

$$\|\mathbf{T}\|_F = 1$$

Negation legibility:

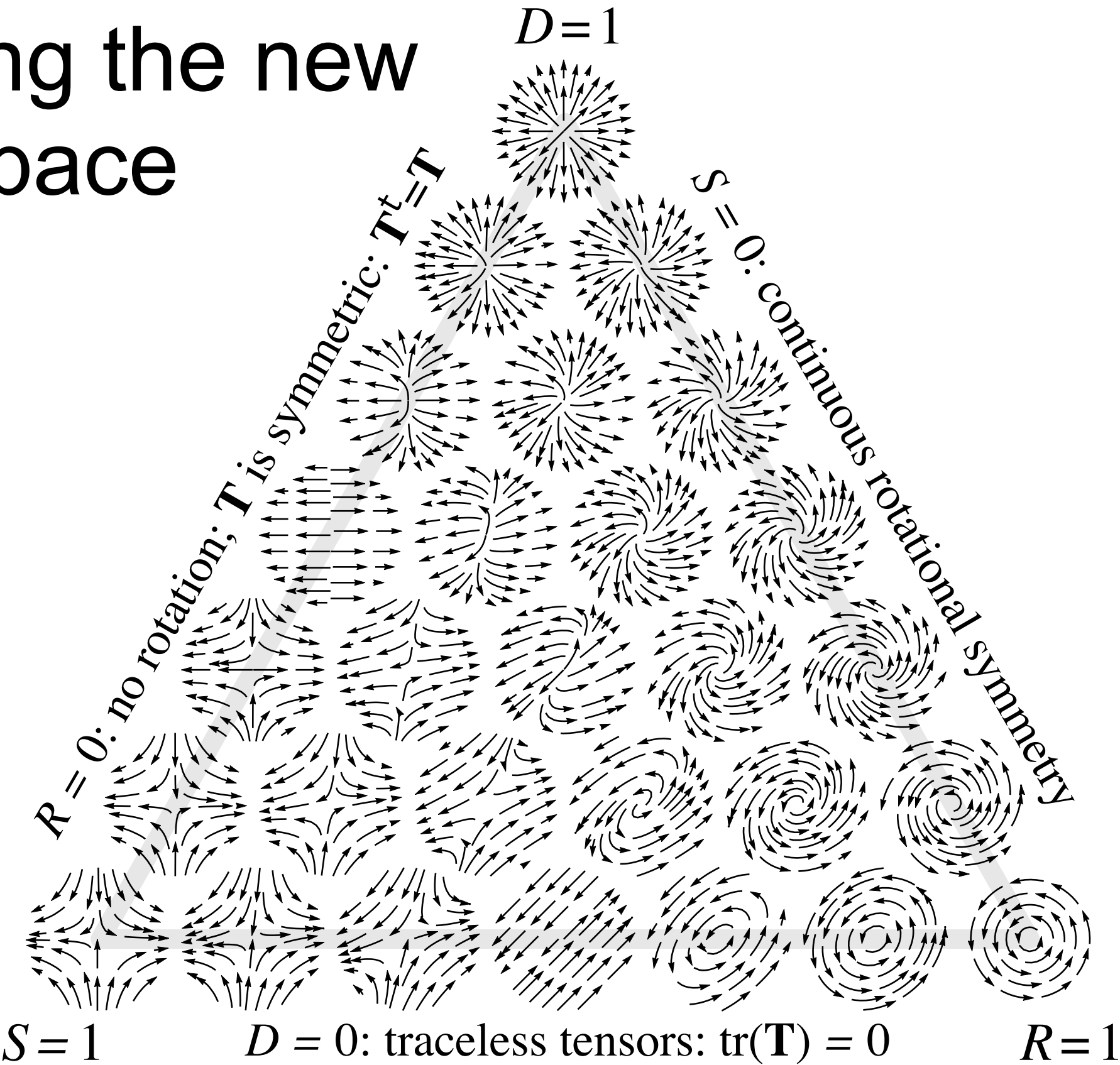
$$G(-D, S, R) = -G(D, S, R)$$

$$G(D, S, -R) = -G(D, S, R)$$

Gnomonic  
projection

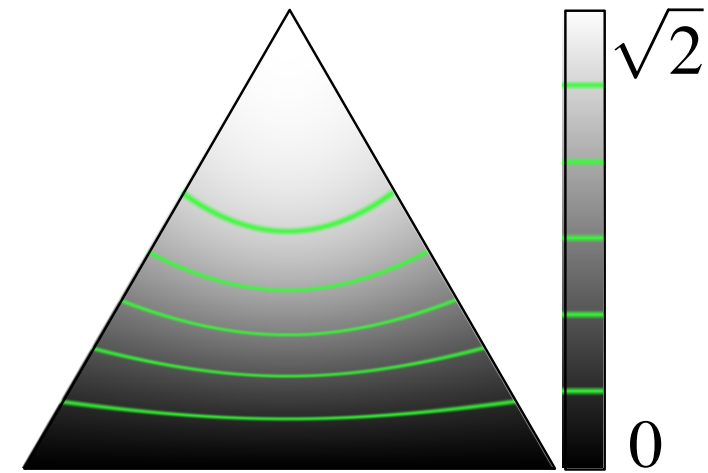
# Visualizing the new design space

Shown with streamlines through  $\mathbf{v}(\mathbf{x}) = \mathbf{T}\mathbf{x}$



# Visualizing the new design space

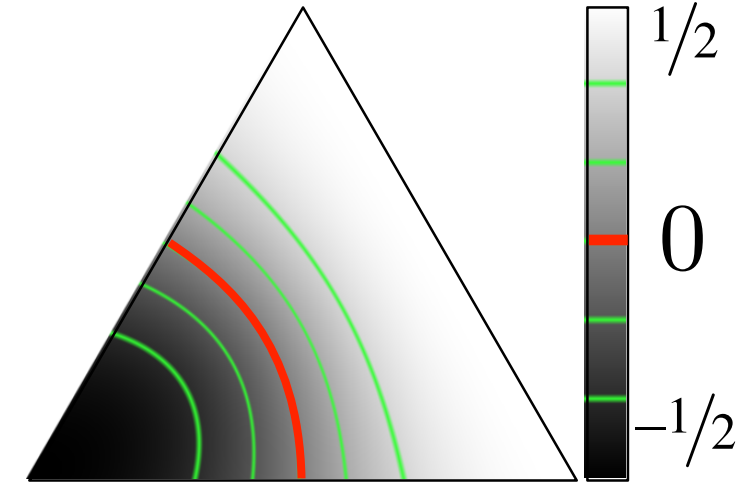
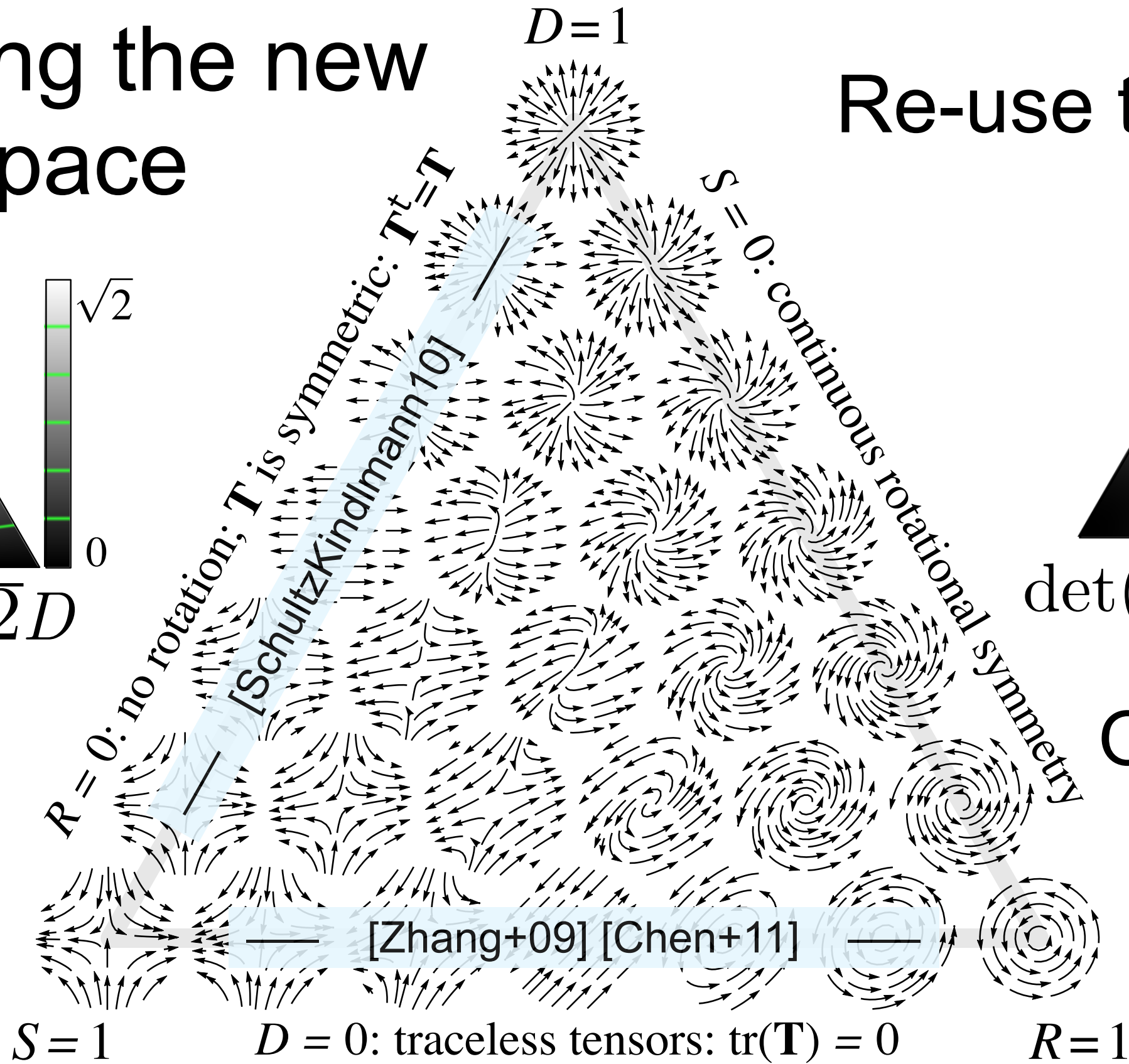
Re-use this space !



$$\text{tr}(\mathbf{T}) = \sqrt{2}D$$

Shown with streamlines through

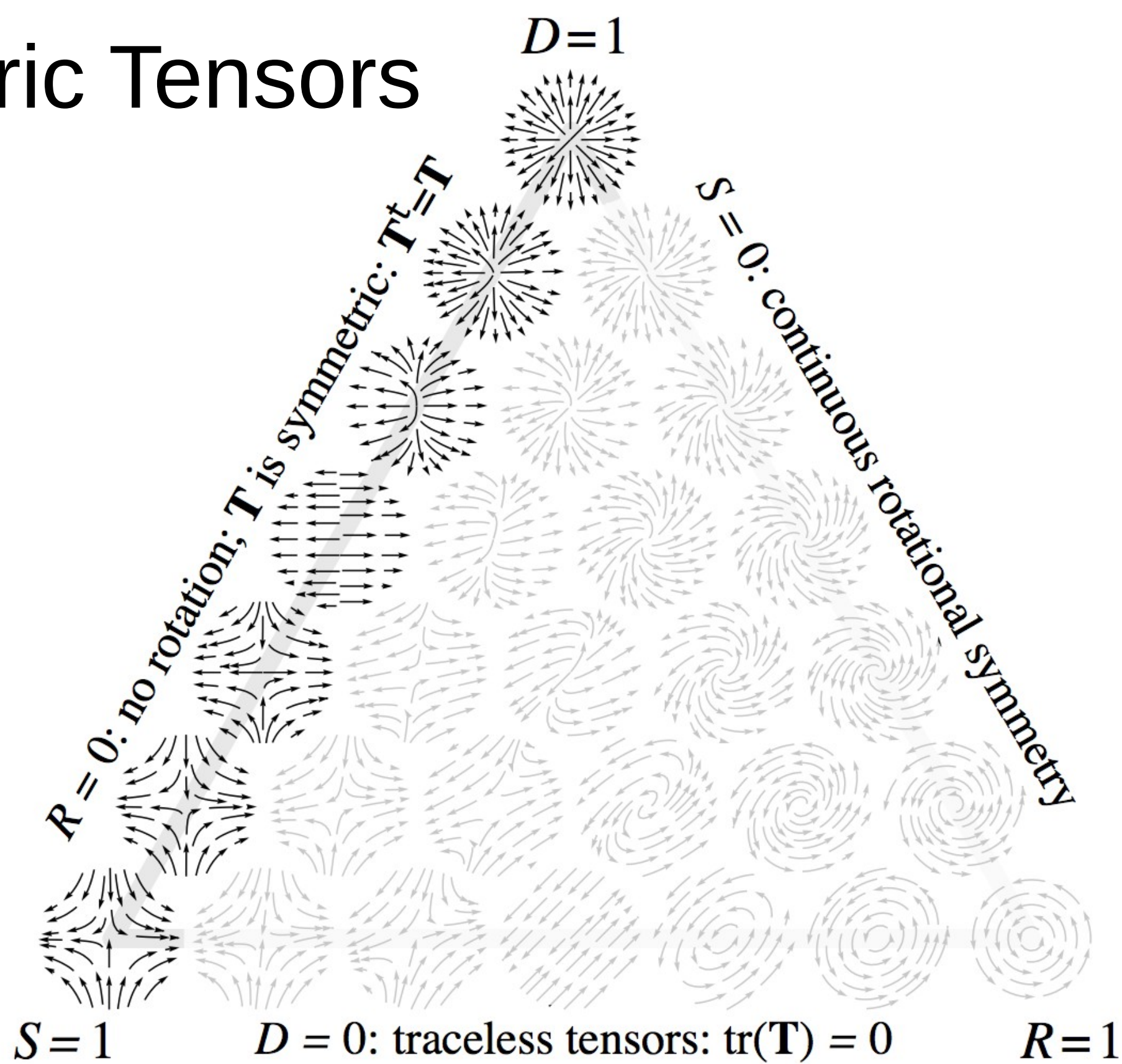
$$\mathbf{v}(\mathbf{x}) = \mathbf{T}\mathbf{x}$$



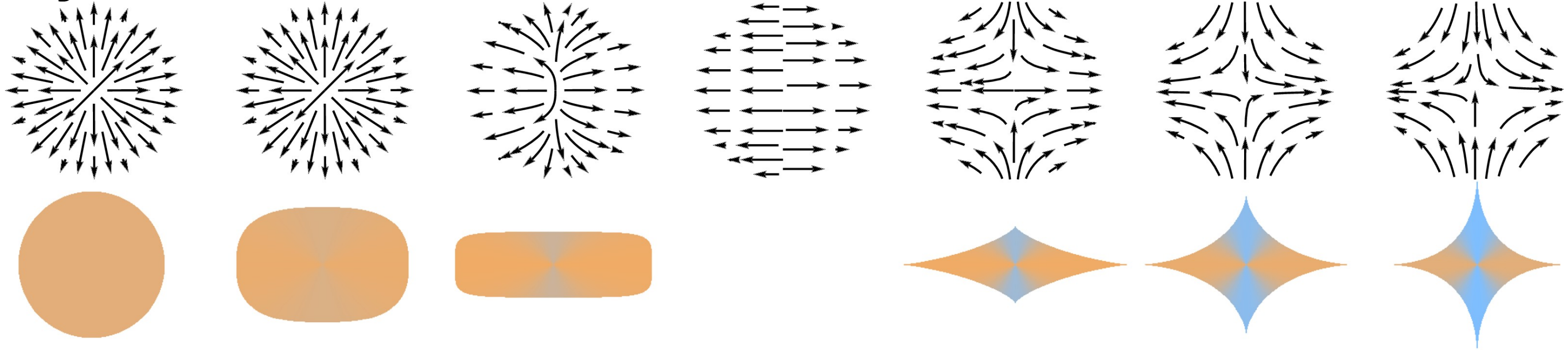
$$\det(\mathbf{T}) = \frac{1}{2} - S^2$$

Our strategy:  
design on  
edges, then  
fill interior

# Symmetric Tensors

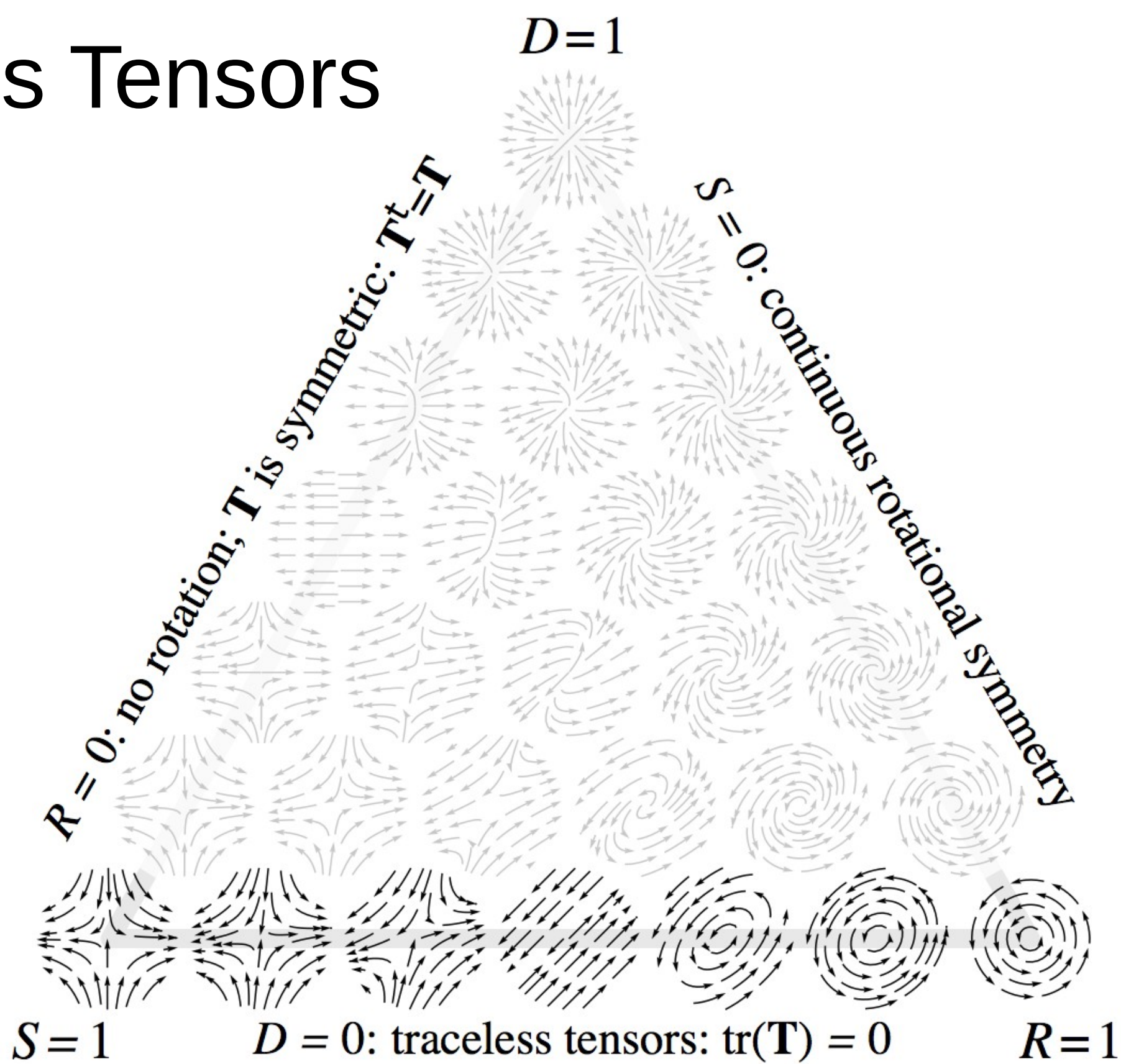


# Symmetric Tensors



- Superquadrics:  $(\cos^a \theta, \sin^a \theta)$
- Exponent varied to indicate rotational asymmetry
- Axes scaled by eigenvalue
- Negation legibility: negate A,B in CIELAB
  - $(L, A, B) = (80, 5.8 \mathbf{x} \cdot \mathbf{T} \cdot \mathbf{x}, 23.2 \mathbf{x} \cdot \mathbf{T} \cdot \mathbf{x})$

# Traceless Tensors

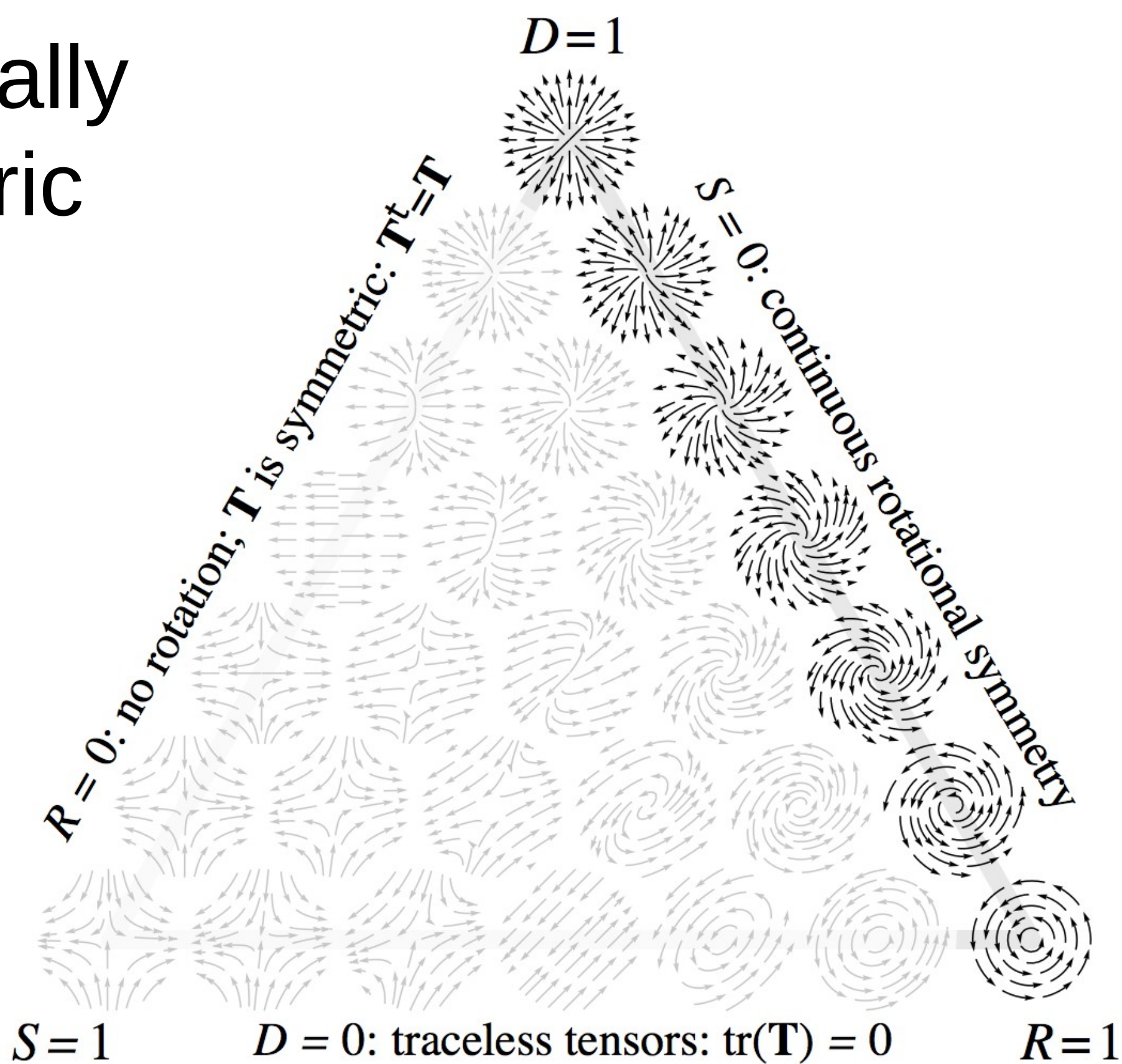


# Traceless Tensors



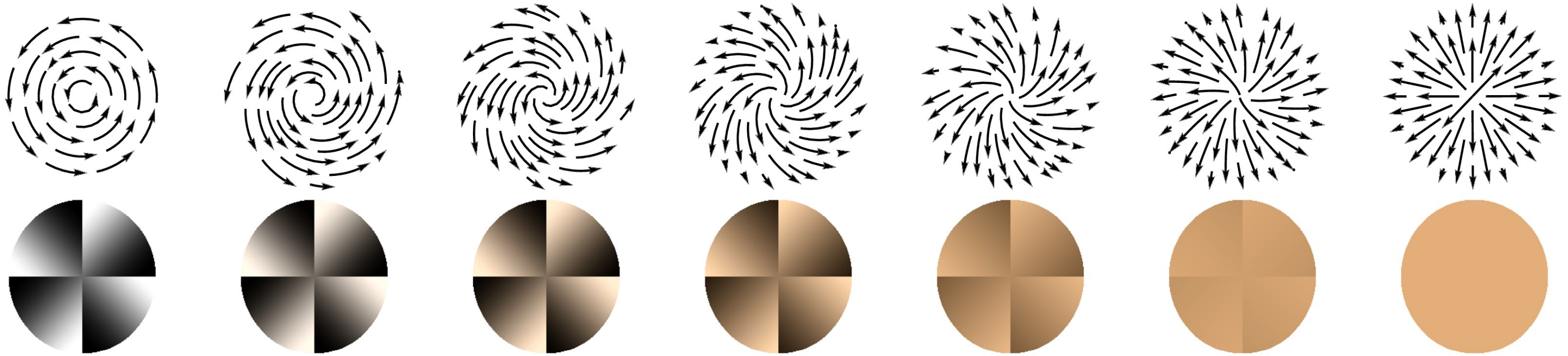
- Deform with matrix of eigenvector columns when real
- Use matrix of pseudoeigenvectors [Zhang+09] when complex
- Same coloring as in symmetric case: generates solid gray for  $S=0$

# Rotationally Symmetric Tensors





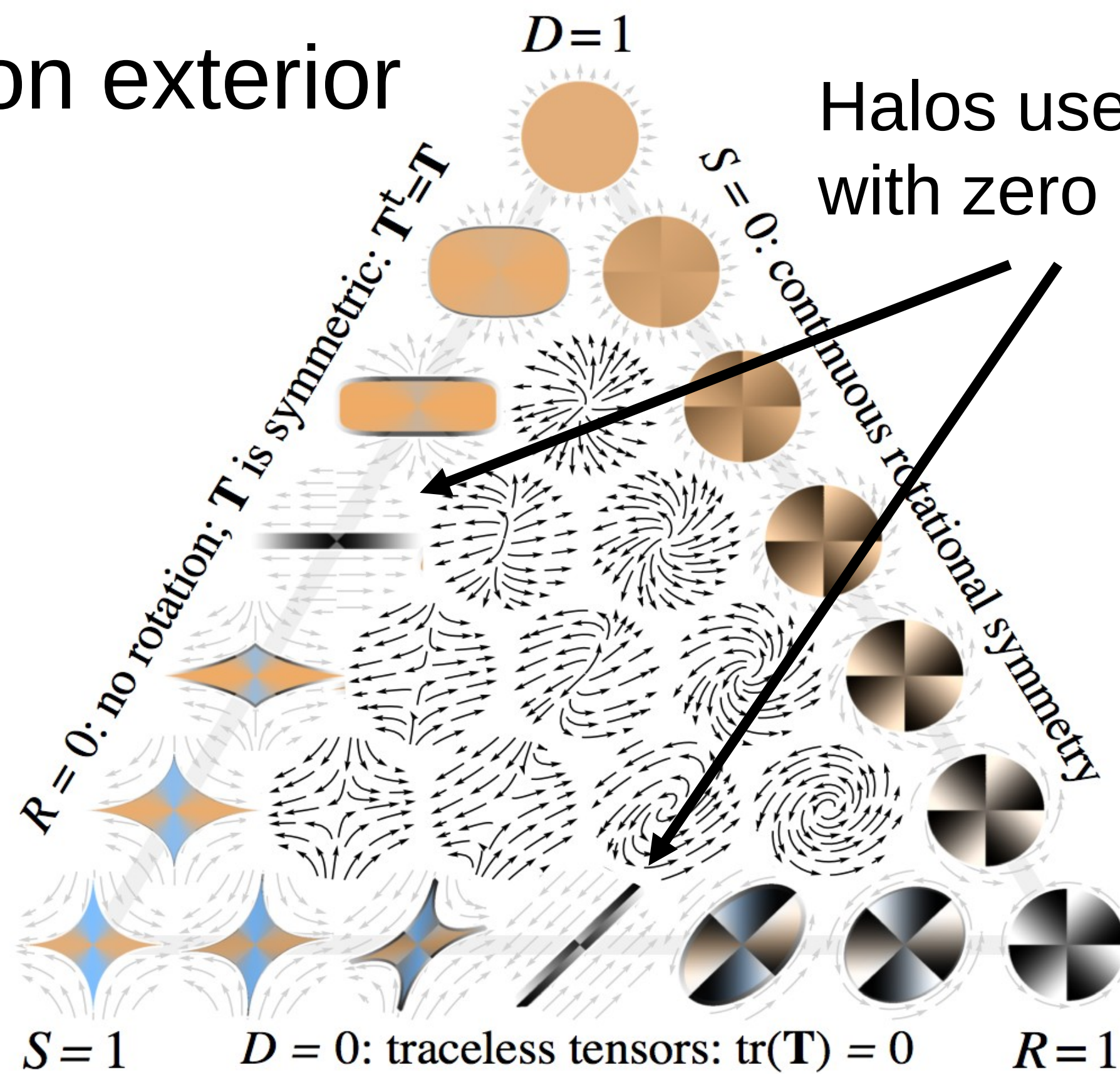
# Rotationally Symmetric Tensors



- Circular shape preserves rotational symmetry
- Luminance gradient
  - Gives rotation direction and magnitude
  - Pattern relates to peripheral drift illusion [Fraser79]
  - Breaks rotational symmetry

# Glyphs on exterior

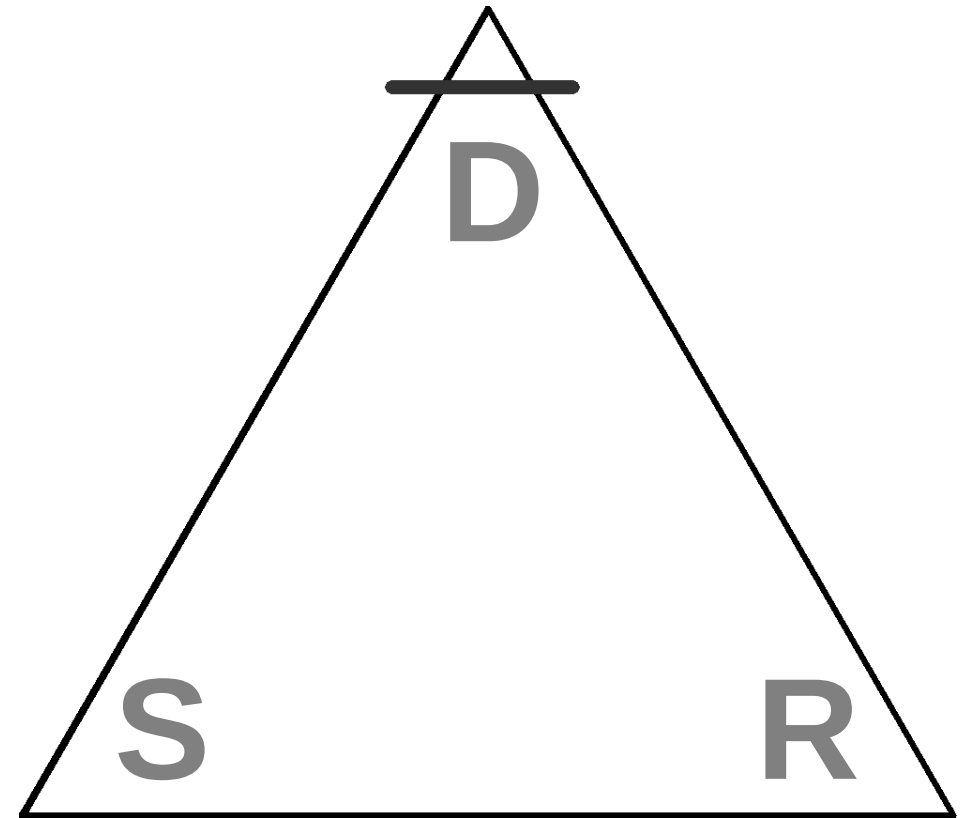
Halos used for tensors with zero determinant



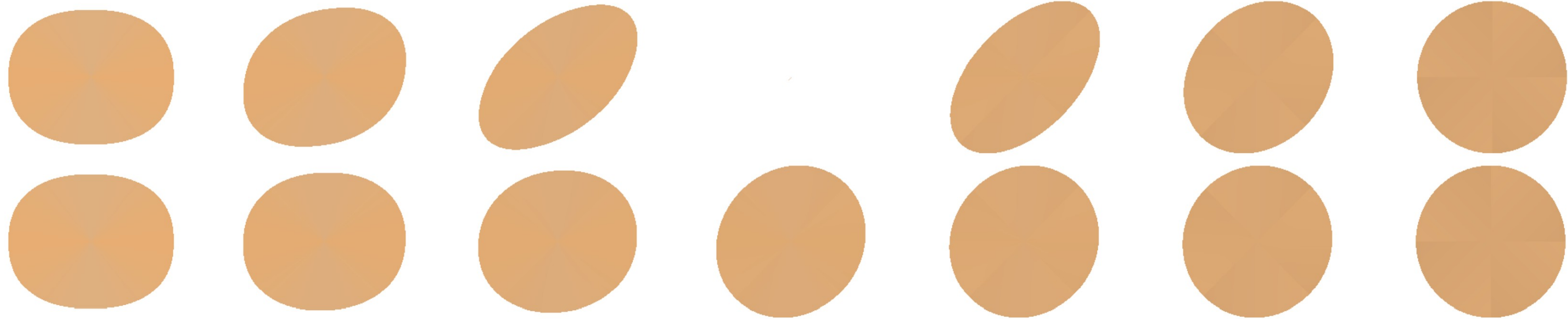
# Parallel eigenvectors



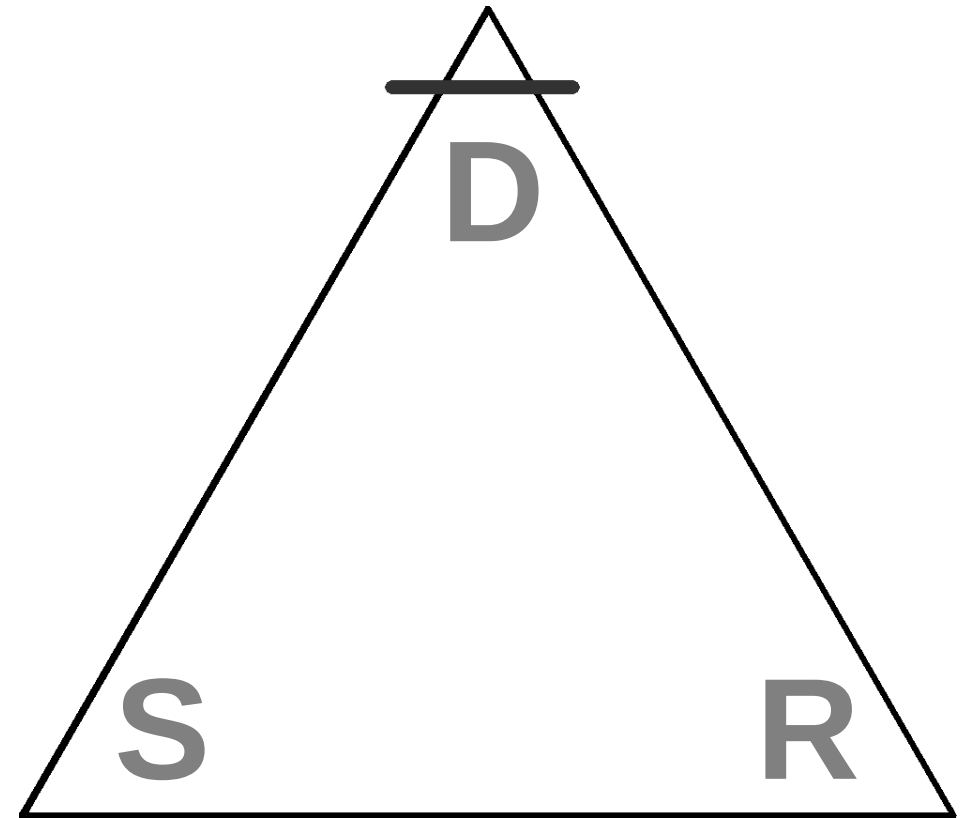
- (pseudo)eigenvectors are parallel when  $S=R$



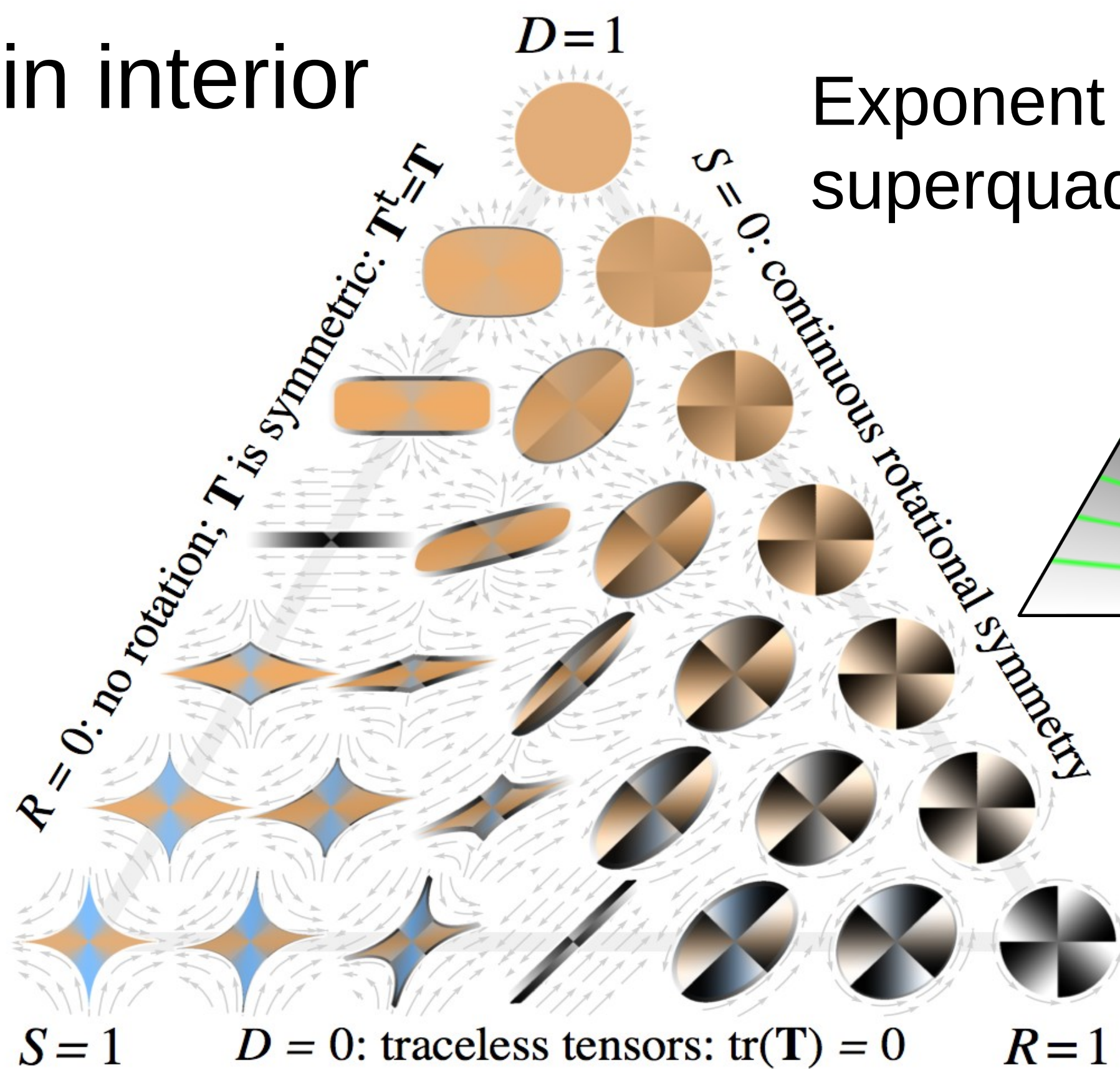
# Parallel eigenvectors



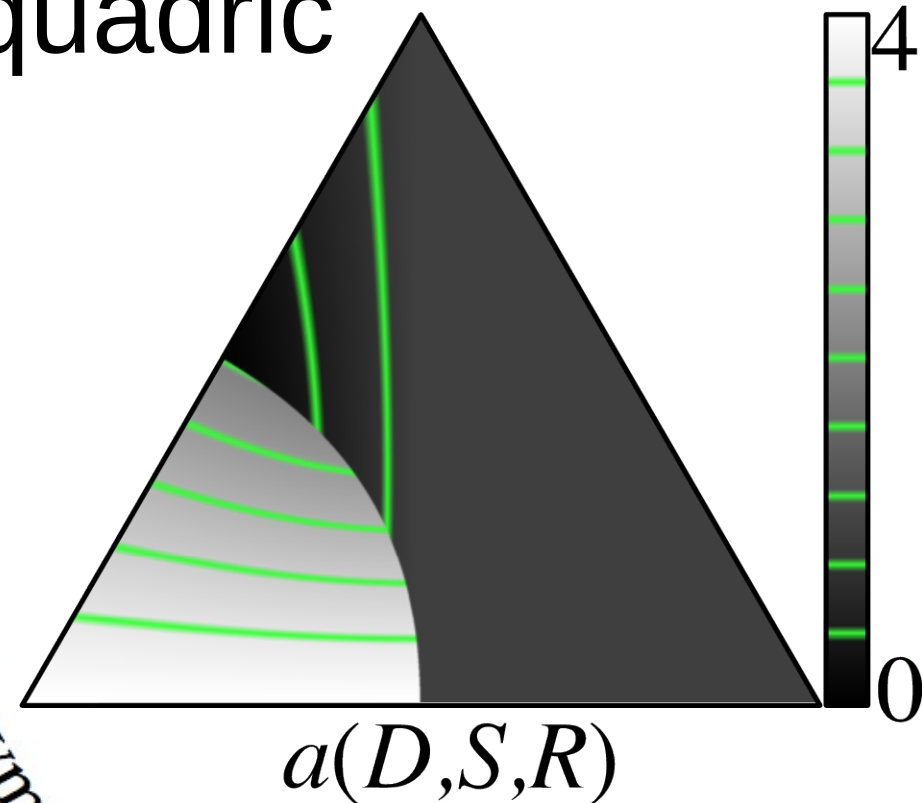
- (pseudo)eigenvectors are parallel when  $S=R$
- Adjust vectors so glyph area indicates tensor determinant (“quasi-eigenvectors”)



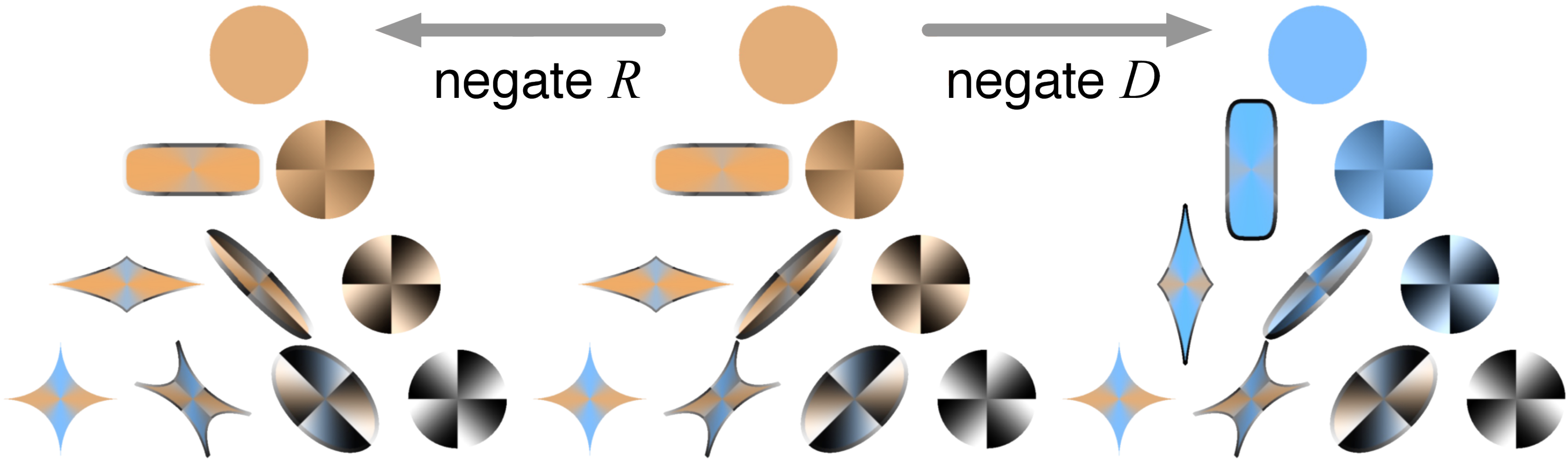
# Glyphs in interior



Exponent for base superquadric



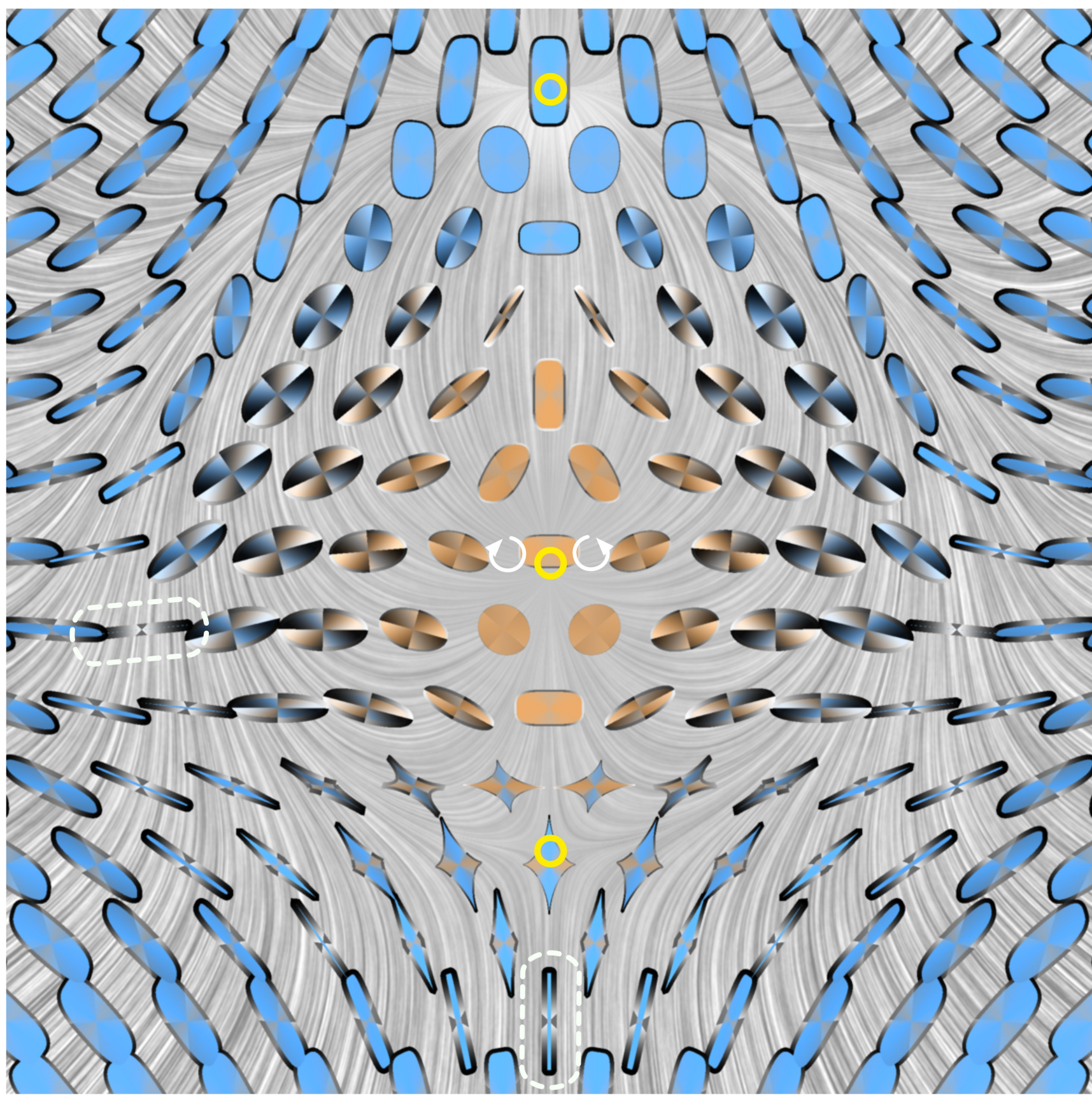
# Negation Legibility



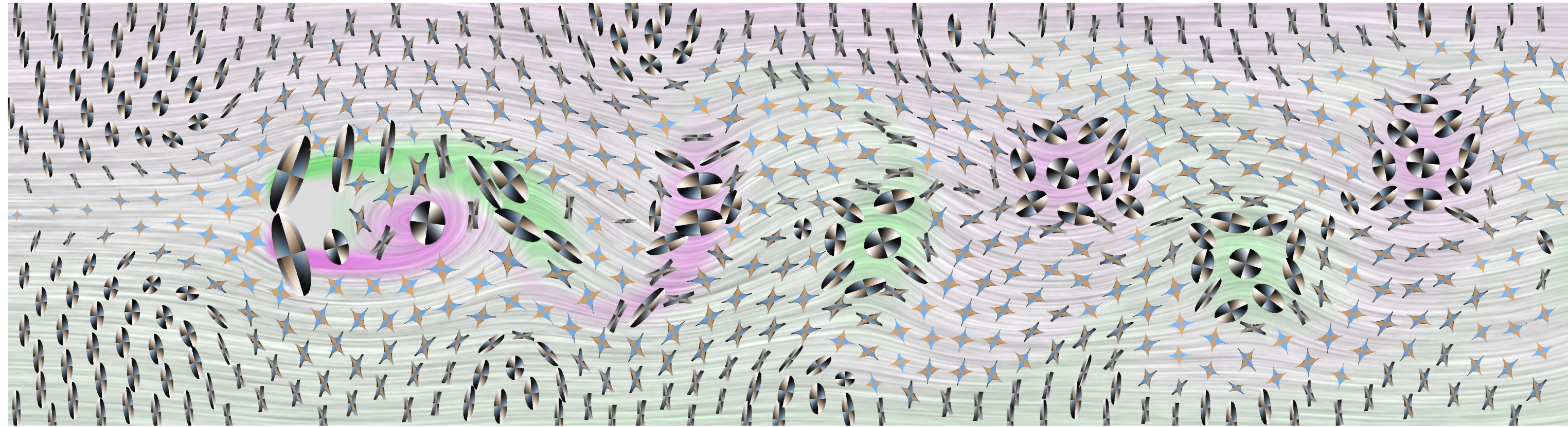
- Negating  $R$  is a reversal of rotation direction
- Negating  $D$  swaps expansion and contraction

# Results

- Two superimposed Sullivan vortices [Zhang+09]
  - Same magnitude
  - Opposite direction
  - Small horizontal offset
- LIC background



# Results



- Central slice of a 3D unsteady flow simulation [ICFDD]
- LIC background
- Magenta and green indicate positive and negative vorticity, respectively



# Conclusion & Future work

- Expanded the class of tensors visible by glyphs
- Constructively guided by Algebraic Vis design
  - Transform legibility: negation, scaling, rotation
  - Continuous, unambiguous
- Captures previous glyphs as special cases
- Designed glyphs within novel D,S,R triangle
- Extension to 3D case
- Evaluation
  - Measure quality of embedding [Demiralp+14]
  - User study in scientific application

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Thank you!  
Questions?