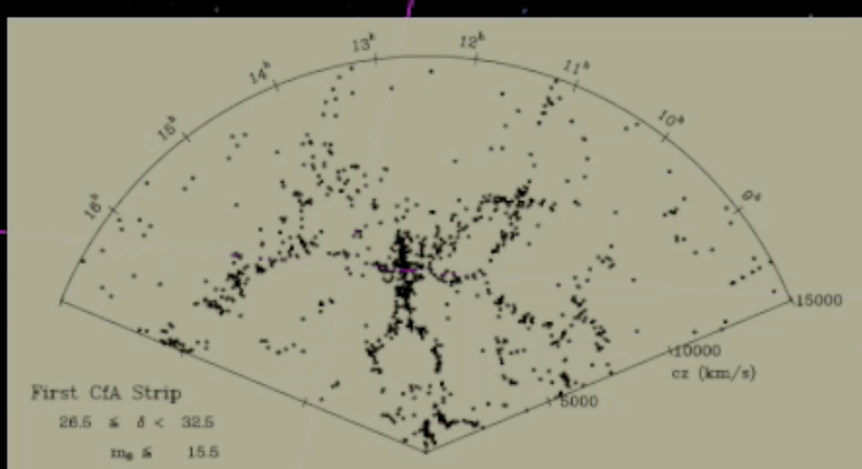
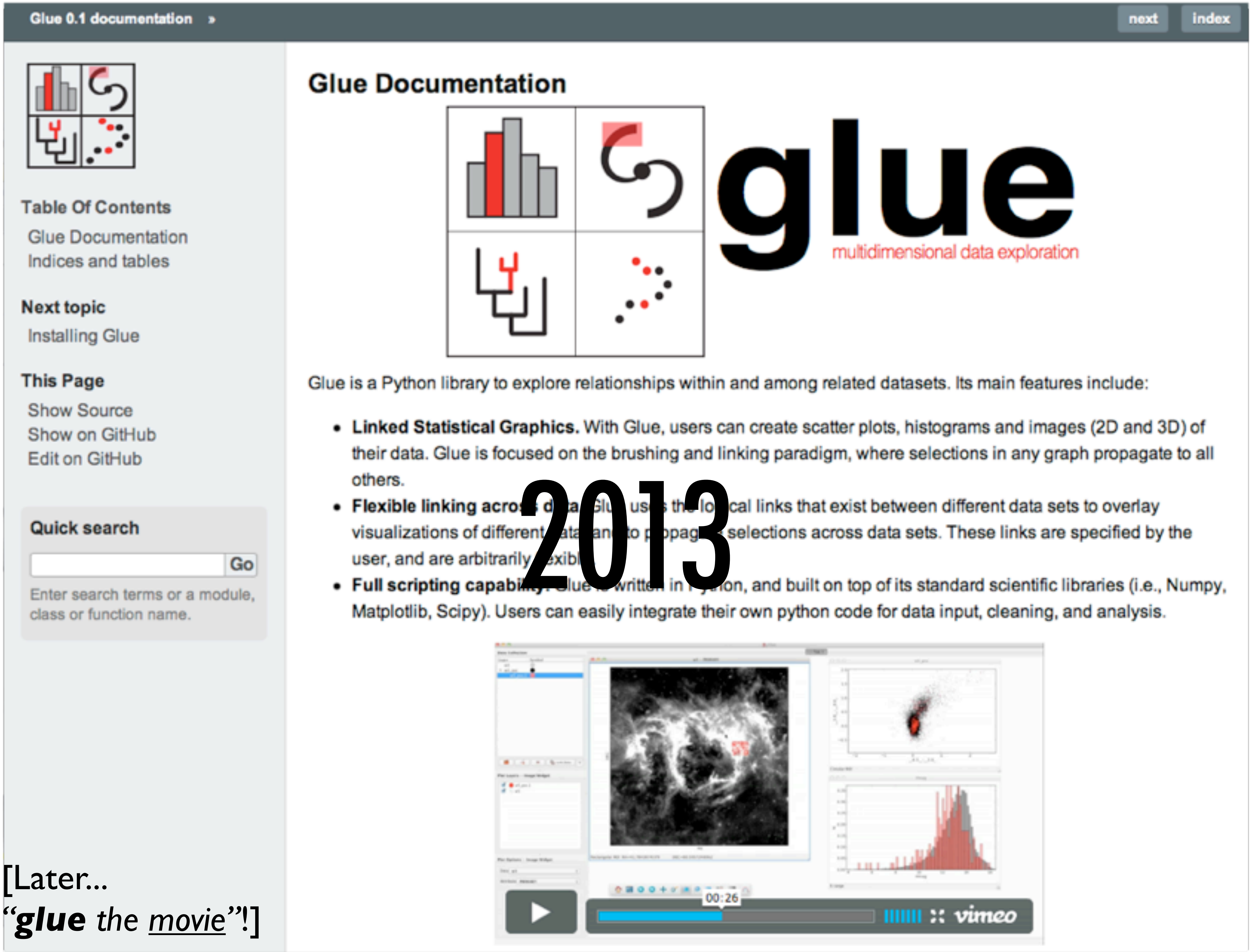
Why do we need a **WorldWide Telescope** and **glue** to solve the Mysteries of the Universe?



Alyssa A. Goodman
Harvard-Smithsonian Center for Astrophysics

Experience WWT at **worldwidetelescope.org**



Glue 0.1 documentation » next index

Glue Documentation

glue
multidimensional data exploration

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- Installing Glue

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Glue is a Python library to explore relationships within and among related datasets. Its main features include:

- **Linked Statistical Graphics.** With Glue, users can create scatter plots, histograms and images (2D and 3D) of their data. Glue is focused on the brushing and linking paradigm, where selections in any graph propagate to all others.
- **Flexible linking across data.** Glue uses the logical links that exist between different data sets to overlay visualizations of different data and to propagate selections across data sets. These links are specified by the user, and are arbitrarily flexible.
- **Full scripting capability.** Glue is written in Python, and built on top of its standard scientific libraries (i.e., Numpy, Matplotlib, Scipy). Users can easily integrate their own python code for data input, cleaning, and analysis.

00:26 vimeo

2013

[Later...
"***glue*** *the* *movie*"!]

python™

Glue collaboration: ***Beaumont****, Borkin, Goodman, Robitaille*

2013

2006

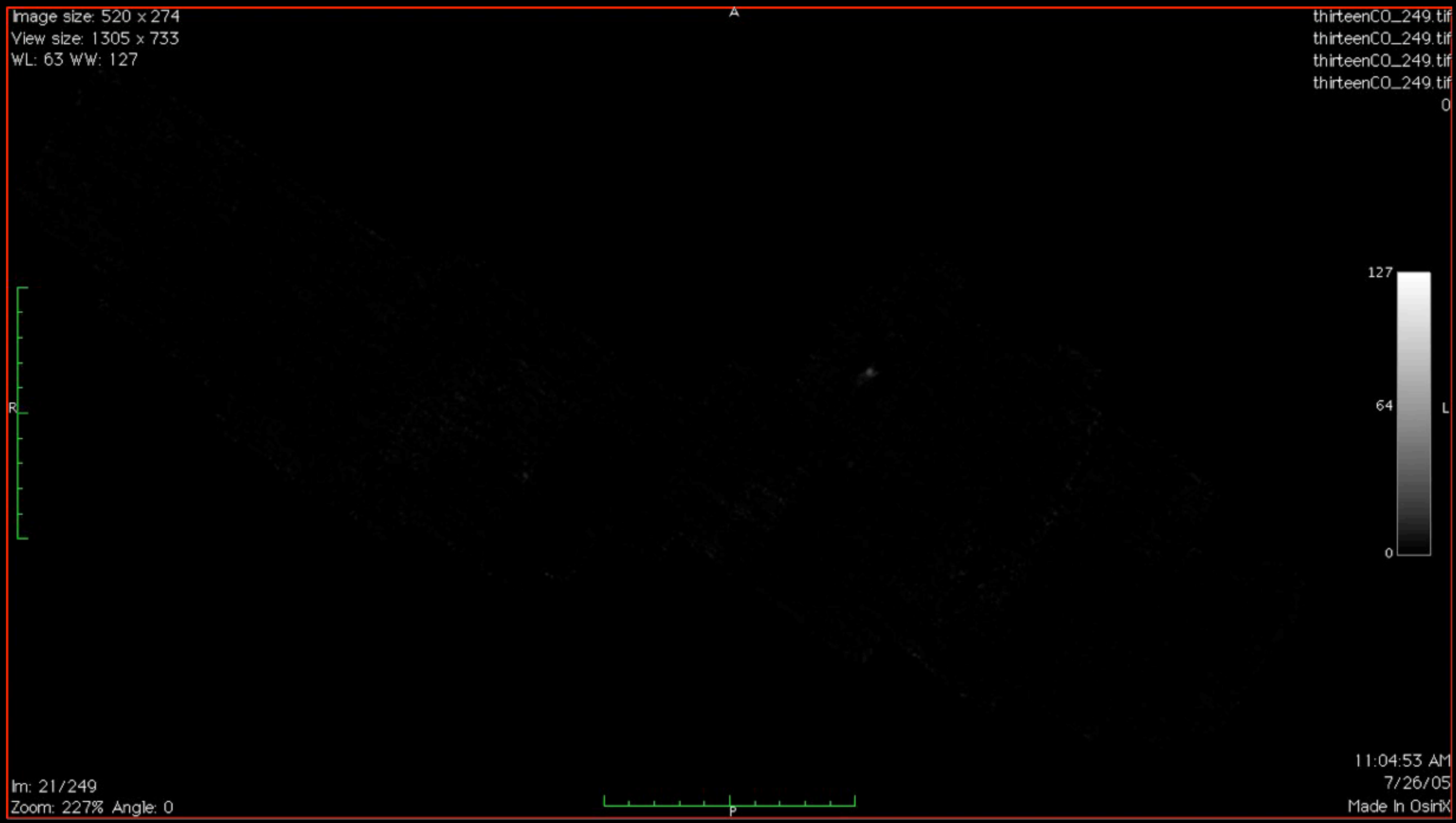
"Astronomical Medicine"

"Astronomical Medicine"

"KEITH"

"z" is depth into head

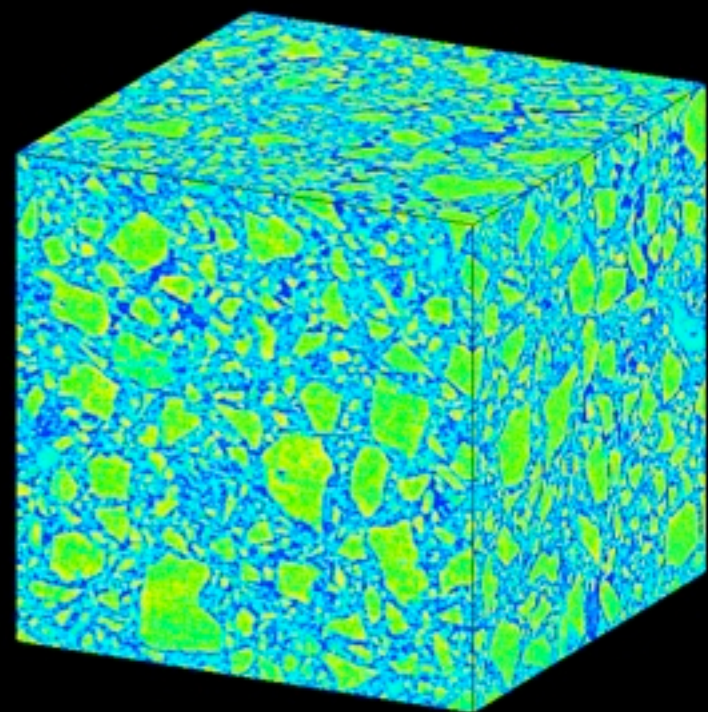
"PERSEUS"

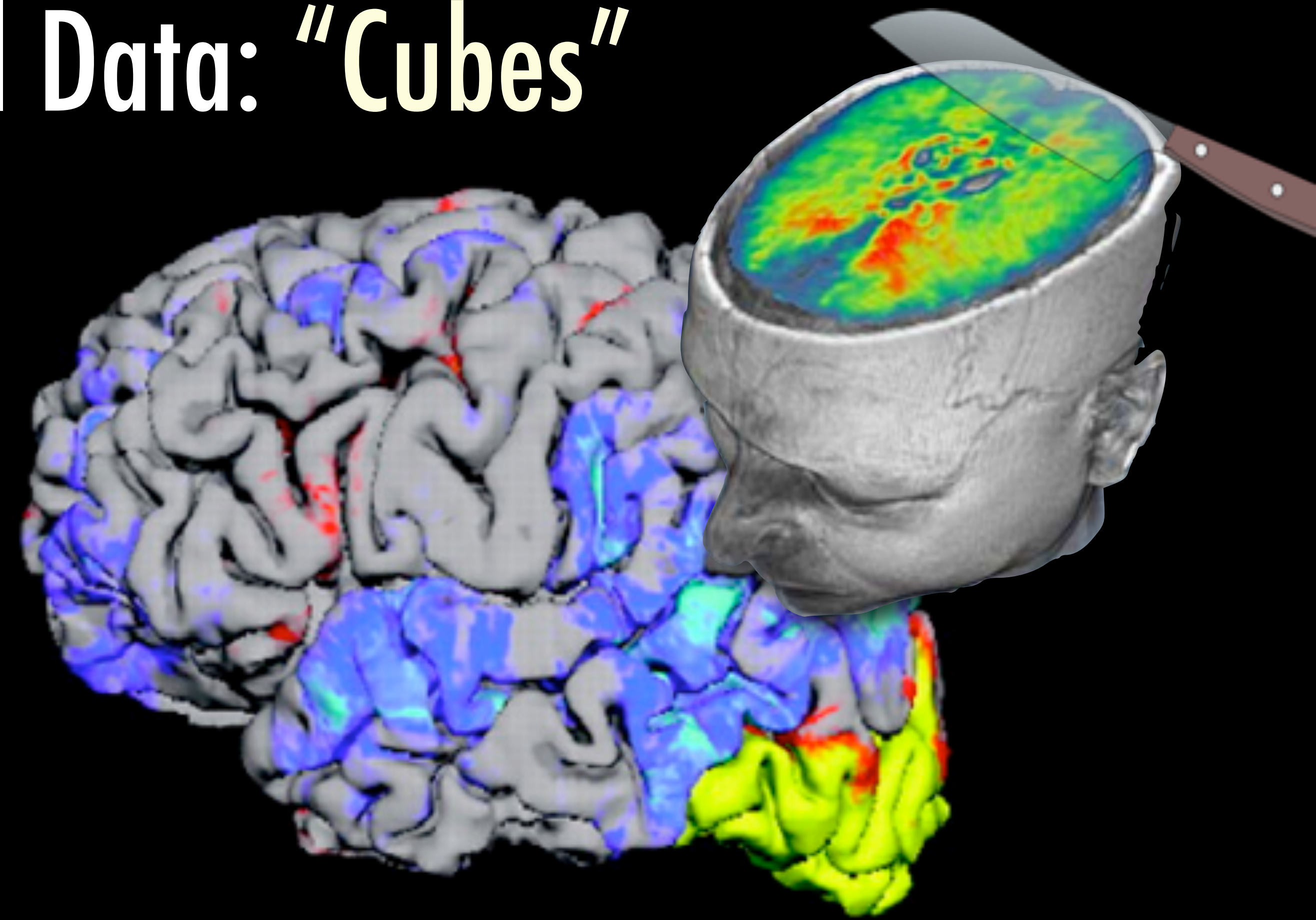


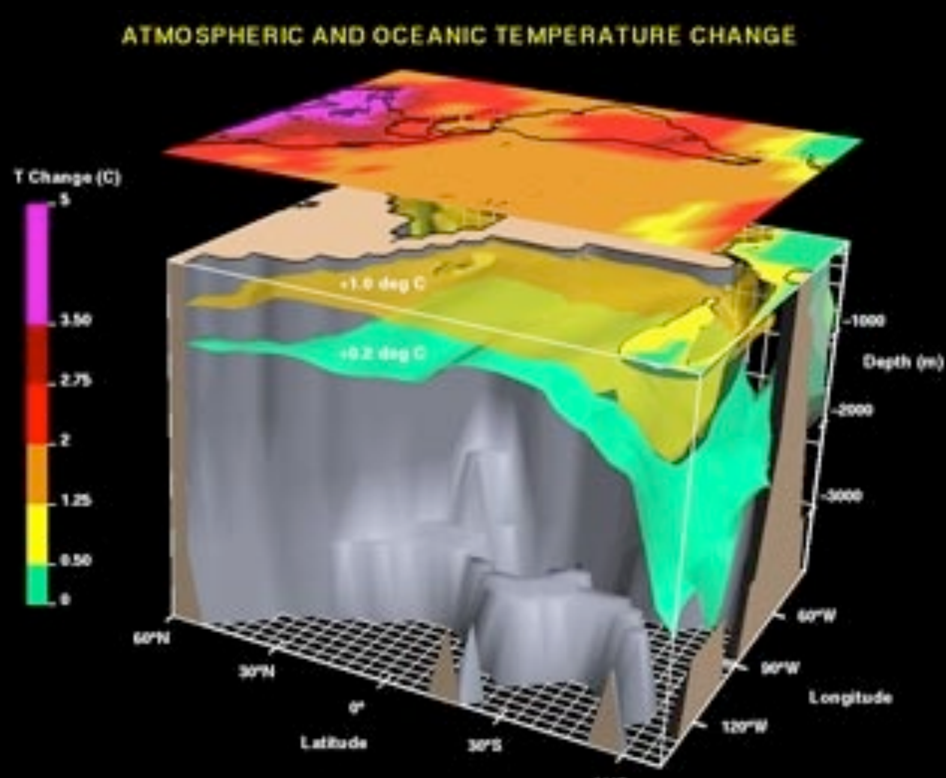
"z" is line-of-sight velocity

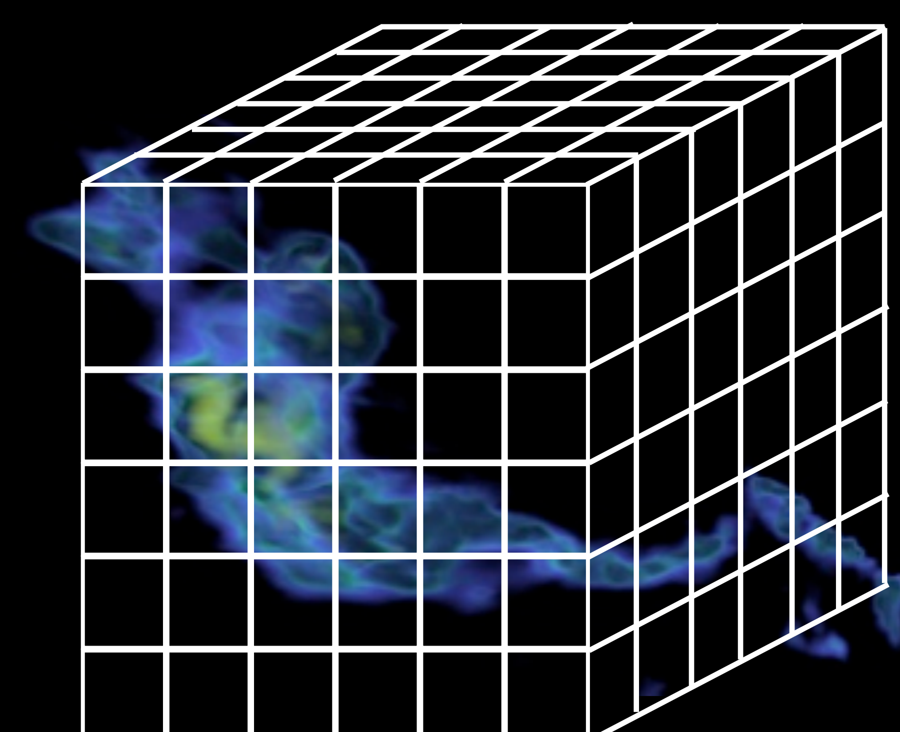
http://am.iic.harvard.edu/

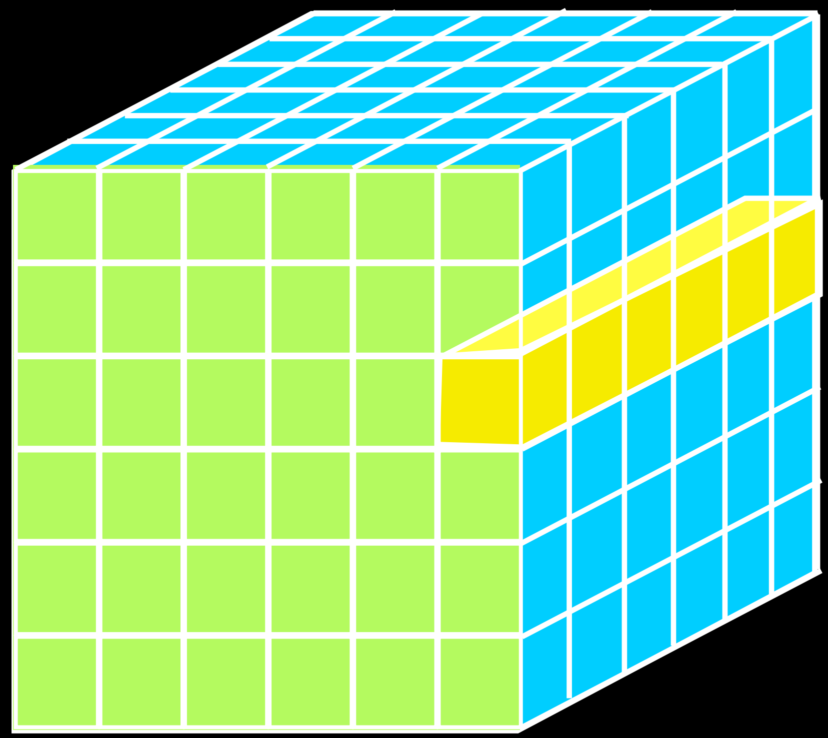
High-Dimensional Data: “Cubes”











GENERALLY

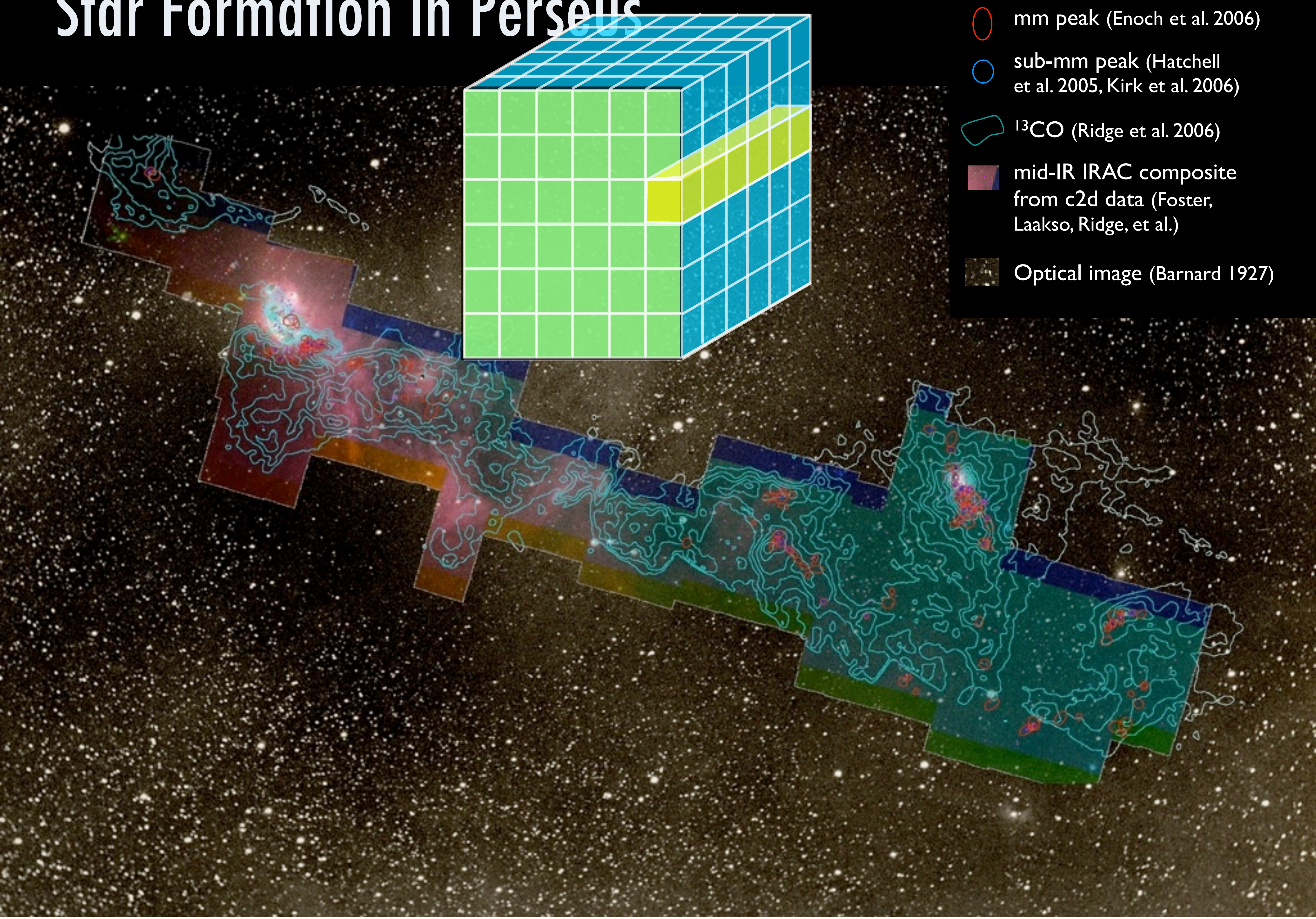
1D: Columns = "Spectra", "SEDs" or "Time Series"

2D: Faces or Slices = "Images"

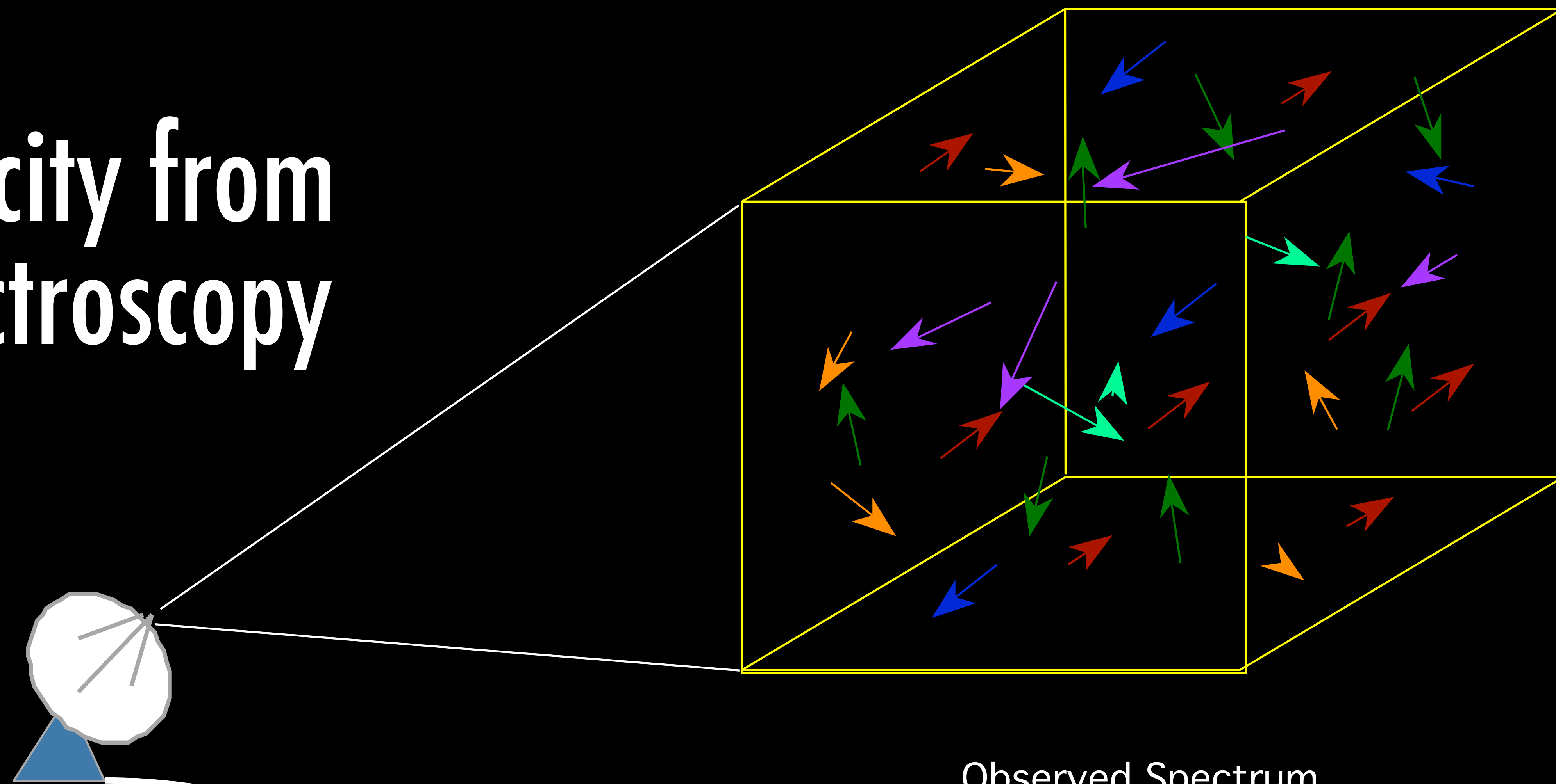
3D: Volumes = "3D Renderings", "2D Movies"

4D: Time Series of Volumes = "3D Movies"

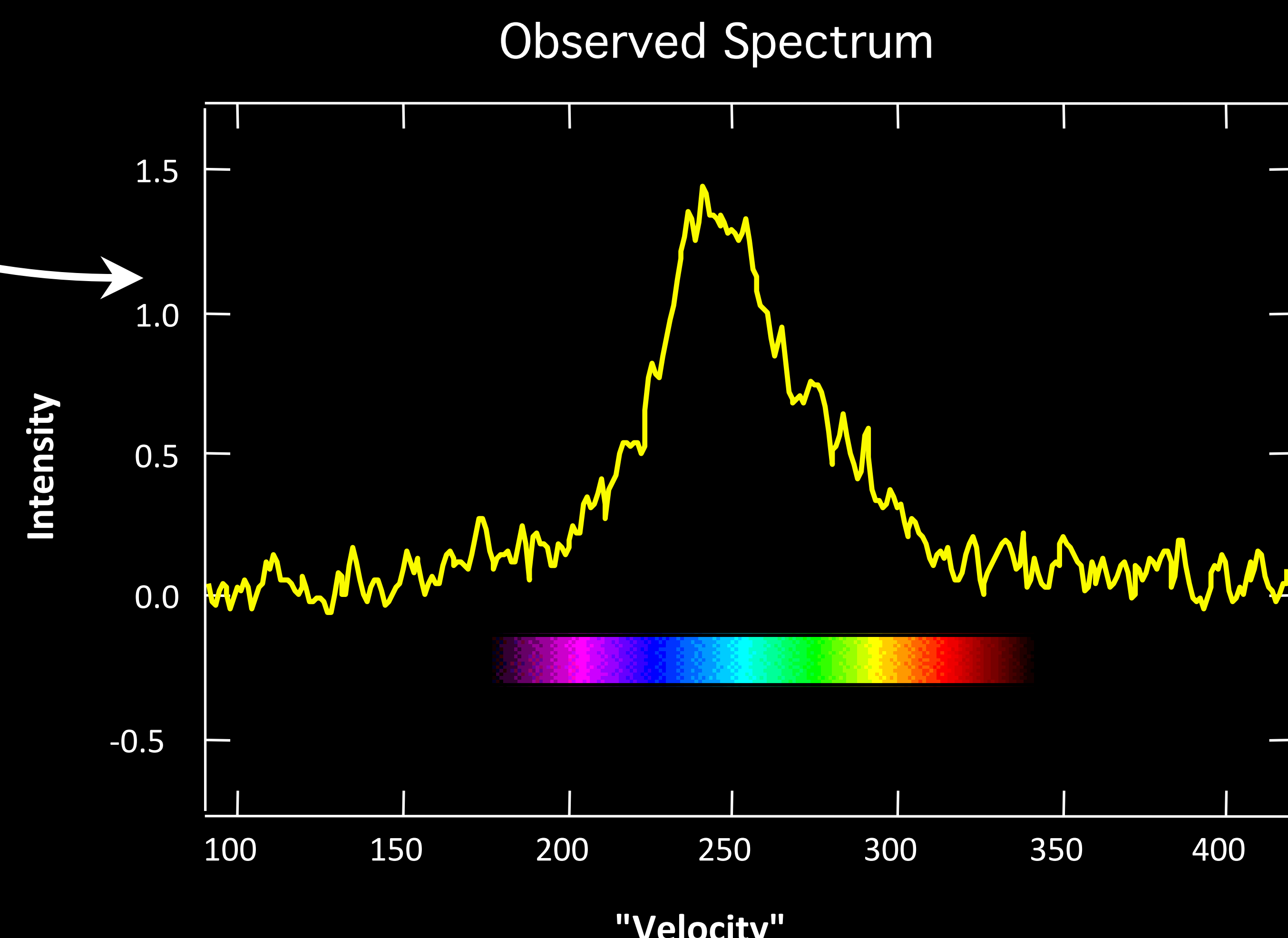
Star Formation in Perseus



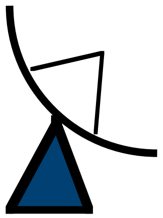
Velocity from Spectroscopy



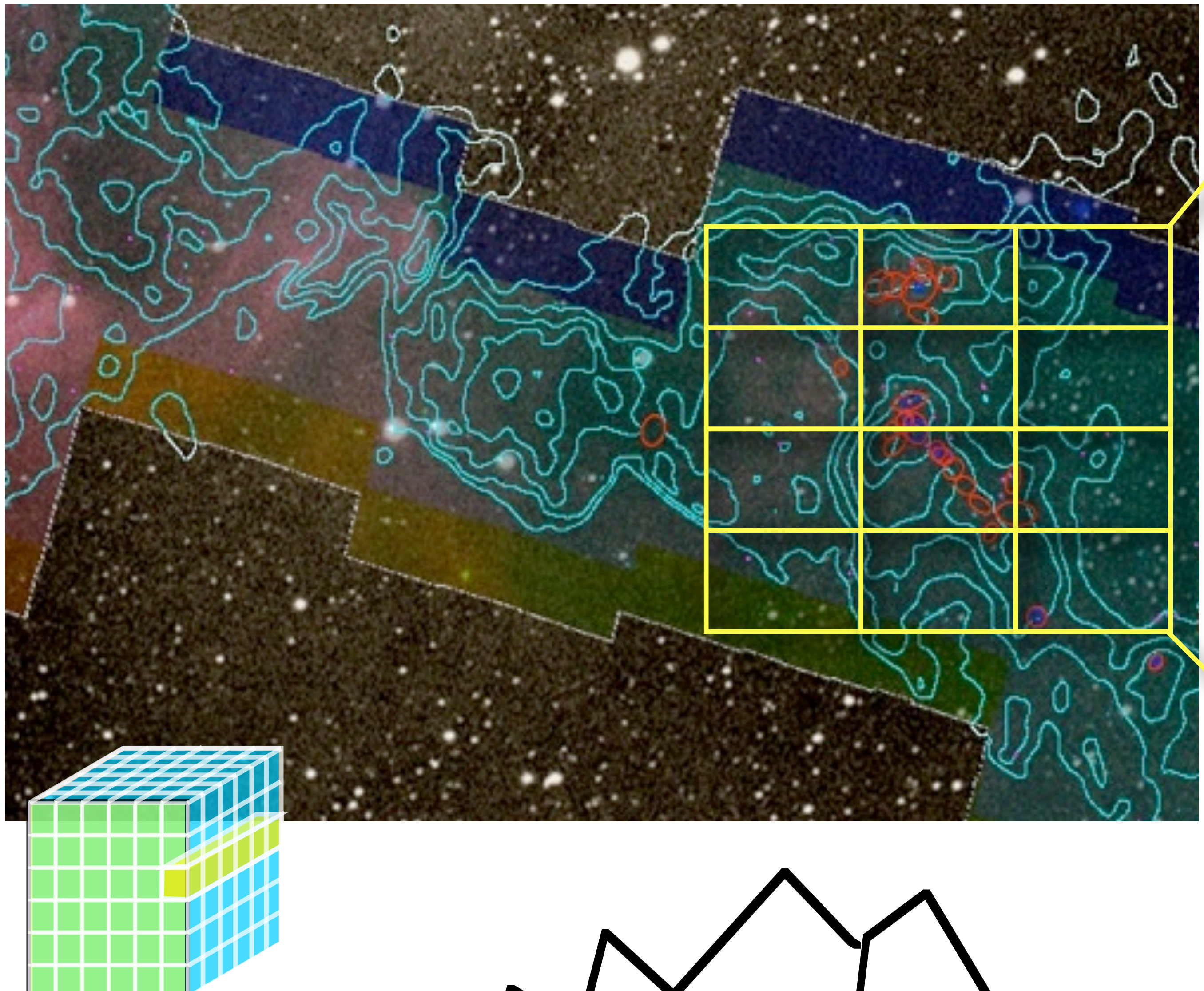
Telescope +
Spectrometer

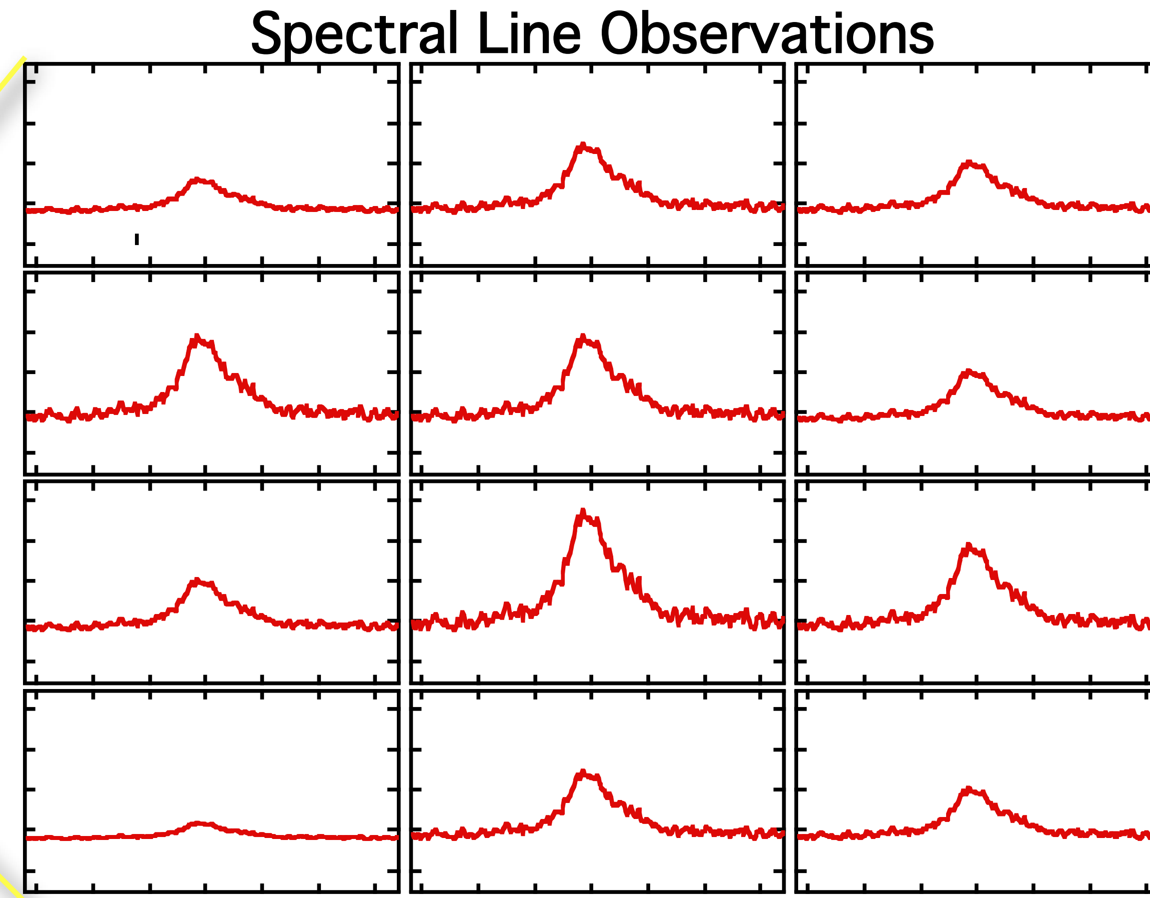


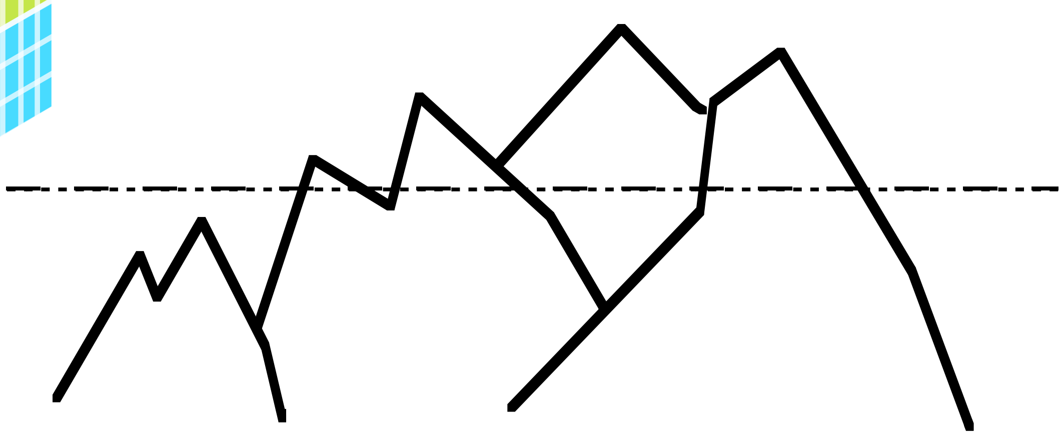
All thanks to Doppler



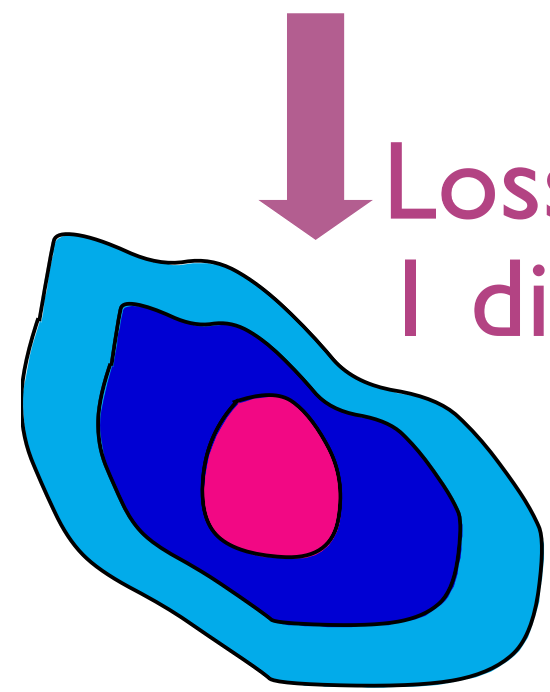
Spectral-Line Mapping





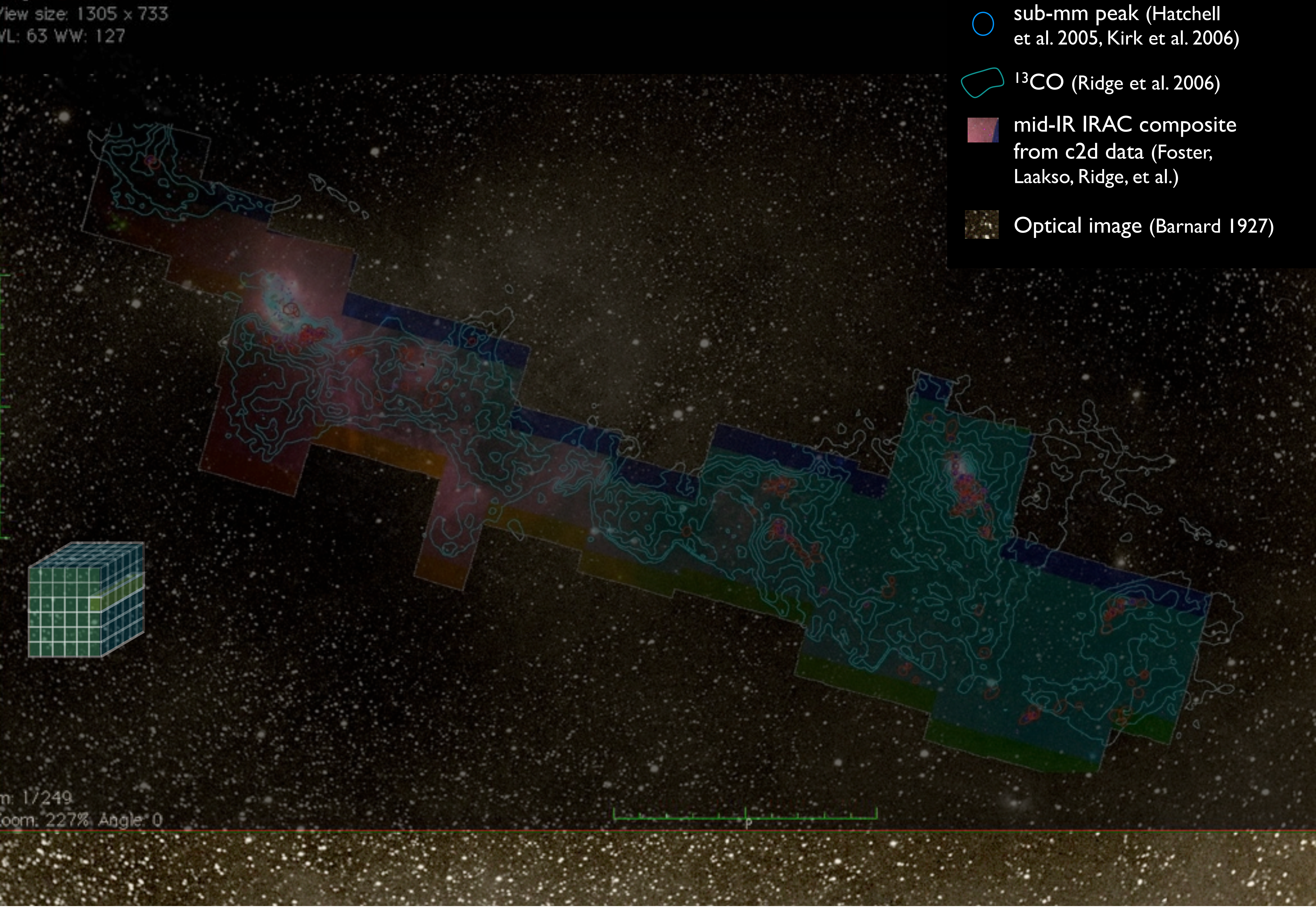


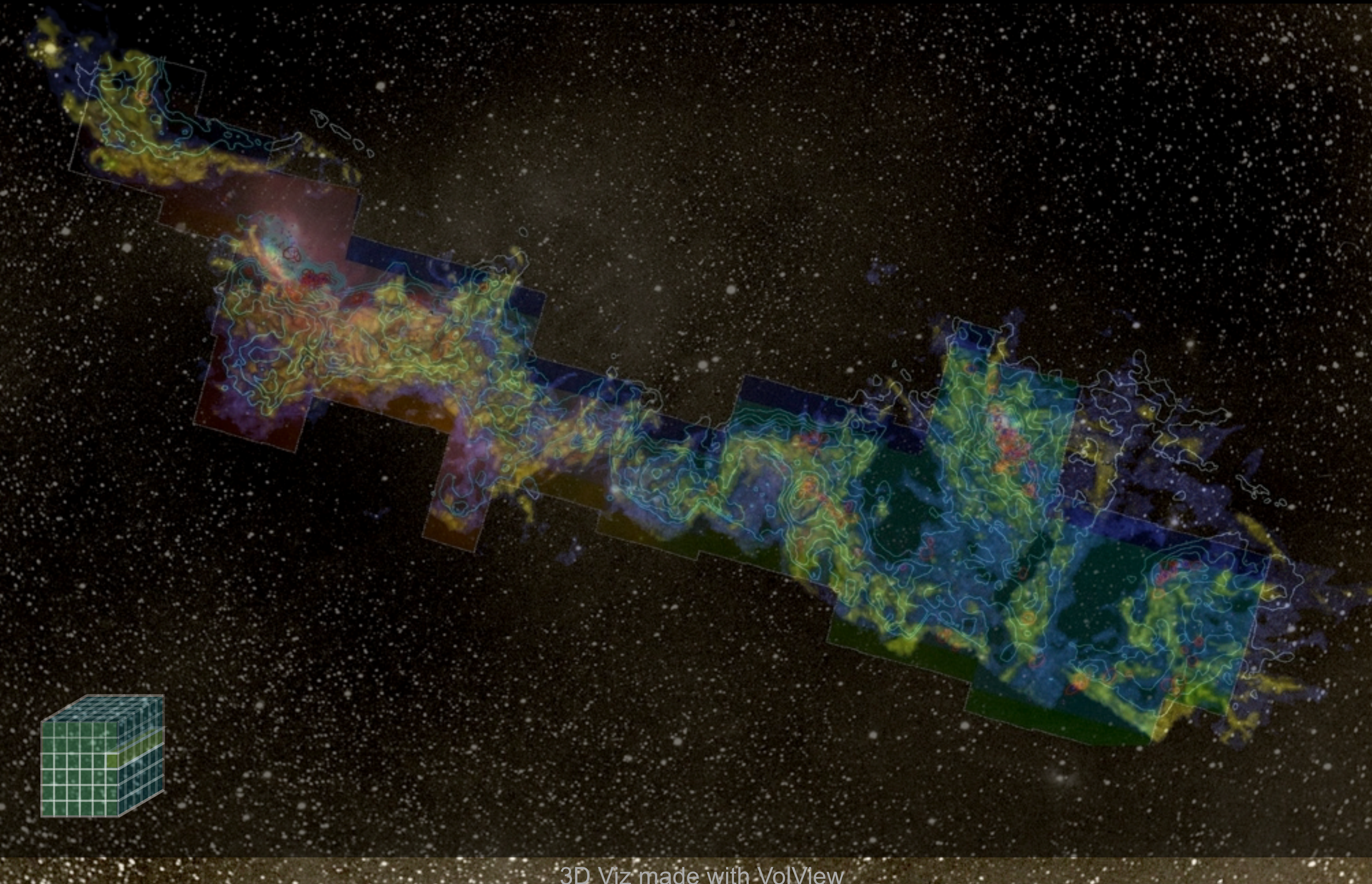
No loss of information



Loss of 1 dimension

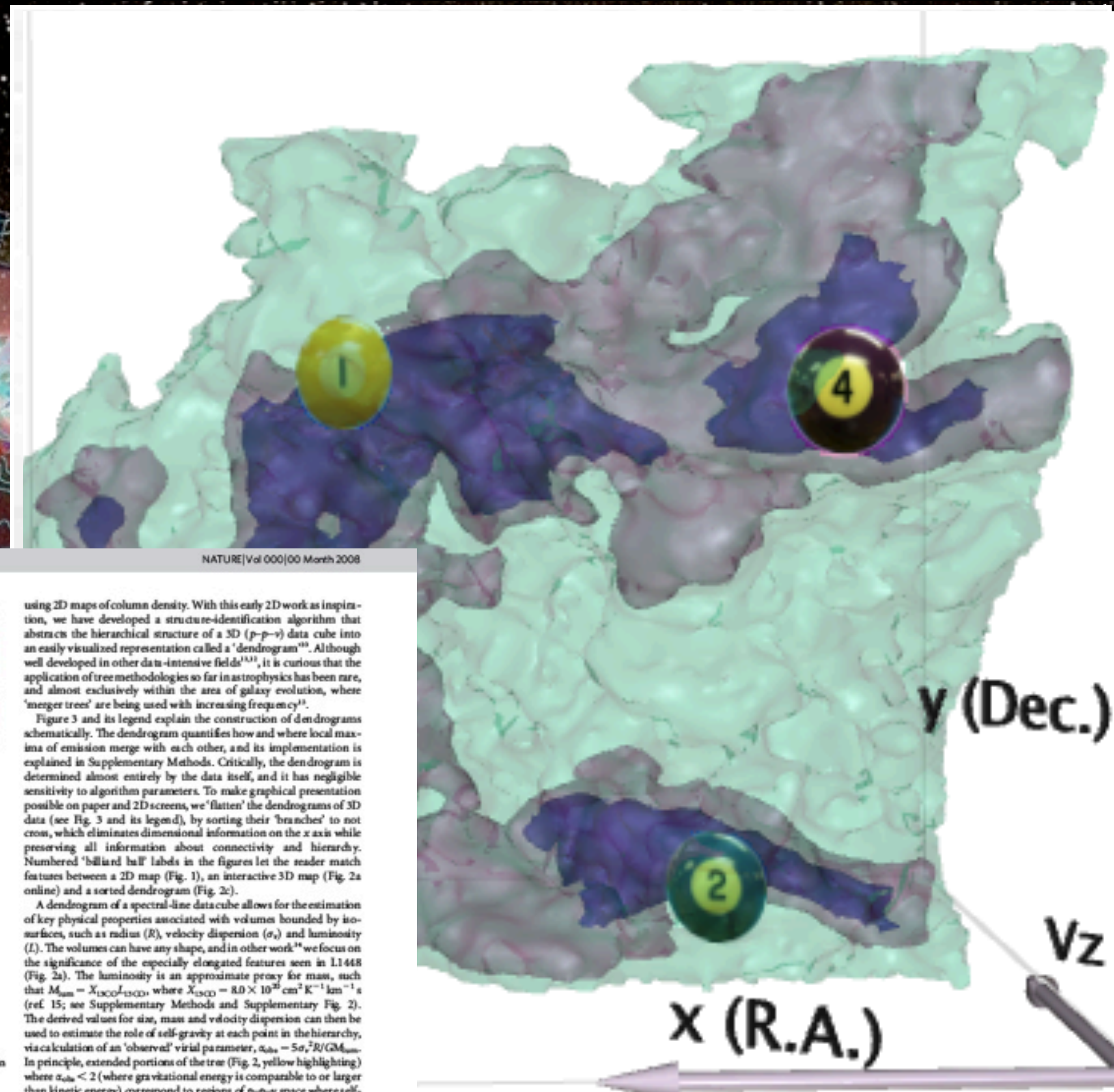
COMPLETE Perseus

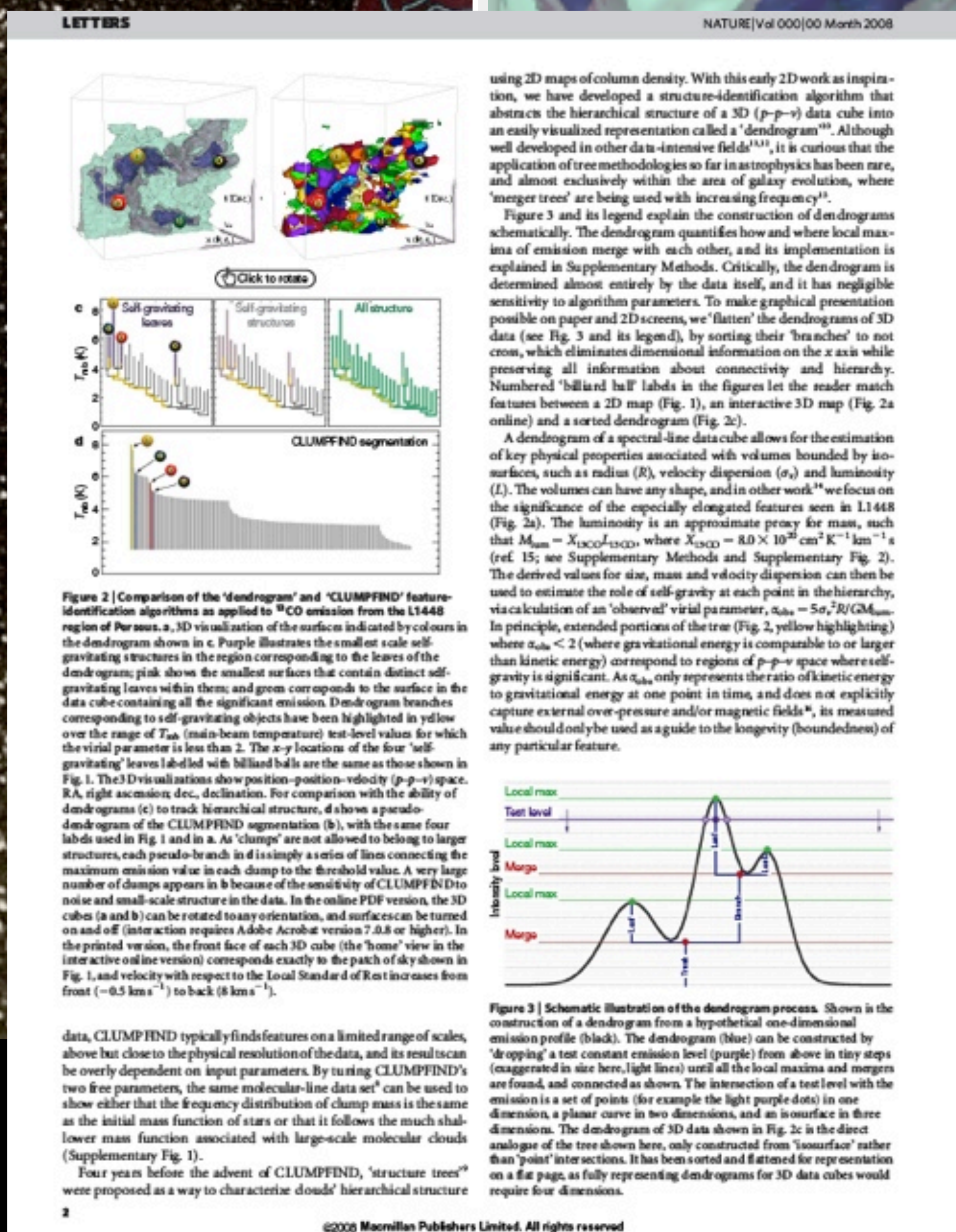




AstronomicalMedicine@IIC

COMPLETE





LETTERS NATURE|Vol 000|00 Month 2008

Figure 2 | Comparison of the 'dendrogram' and 'CLUMPFIND' feature-identification algorithms as applied to [13]CO emission from the L1448 region of Perseus. a, 3D visualization of the surfaces indicated by colours in the dendrogram shown in c. Purple illustrates the smallest scale self-gravitating structures in the region corresponding to the leaves of the dendrogram; pink shows the smallest surfaces that contain distinct self-gravitating leaves within them; and green corresponds to the surface in the data cube containing all the significant emission. Dendrogram branches corresponding to self-gravitating objects have been highlighted in yellow over the range of T_{mb} (main-beam temperature) test-level values for which the virial parameter is less than 2. The x–y locations of the four 'self-gravitating' leaves labelled with billiard balls are the same as those shown in Fig. 1. The 3D visualizations show position–position–velocity (p–p–v) space. RA, right ascension; dec., declination. For comparison with the ability of dendrograms (c) to track hierarchical structure, d shows a pseudo-dendrogram of the CLUMPFIND segmentation (b), with the same four labels used in Fig. 1 and in a. As 'clumps' are not allowed to belong to larger structures, each pseudo-branch in d is simply a series of lines connecting the maximum emission value in each clump to the threshold value. A very large number of clumps appears in b because of the sensitivity of CLUMPFIND to noise and small-scale structure in the data. In the online PDF version, the 3D cubes (a and b) can be rotated to any orientation, and surfaces can be turned on and off (interaction requires Adobe Acrobat version 7.0.8 or higher). In the printed version, the front face of each 3D cube (the 'home' view in the interactive online version) corresponds exactly to the patch of sky shown in Fig. 1, and velocity with respect to the Local Standard of Rest increases from front ($-0.5\ \mathrm{km\,s^{-1}}$) to back ($8\ \mathrm{km\,s^{-1}}$).

data, CLUMPFIND typically finds features on a limited range of scales, above but close to the physical resolution of the data, and its results can be overly dependent on input parameters. By tuning CLUMPFIND's two free parameters, the same molecular-line data set[8] can be used to show either that the frequency distribution of clump mass is the same as the initial mass function of stars or that it follows the much shallower mass function associated with large-scale molecular clouds (Supplementary Fig. 1).

Four years before the advent of CLUMPFIND, 'structure trees'[9] were proposed as a way to characterize clouds' hierarchical structure using 2D maps of column density. With this early 2D work as inspiration, we have developed a structure-identification algorithm that abstracts the hierarchical structure of a 3D (p–p–v) data cube into an easily visualized representation called a 'dendrogram'[10]. Although well developed in other data-intensive fields[11,12], it is curious that the application of tree methodologies so far in astrophysics has been rare, and almost exclusively within the area of galaxy evolution, where 'merger trees' are being used with increasing frequency[13].

Figure 3 and its legend explain the construction of dendrograms schematically. The dendrogram quantifies how and where local maxima of emission merge with each other, and its implementation is explained in Supplementary Methods. Critically, the dendrogram is determined almost entirely by the data itself, and it has negligible sensitivity to algorithm parameters. To make graphical presentation possible on paper and 2D screens, we 'flatten' the dendrograms of 3D data (see Fig. 3 and its legend), by sorting their 'branches' to not cross, which eliminates dimensional information on the x axis while preserving all information about connectivity and hierarchy. Numbered 'billiard ball' labels in the figures let the reader match features between a 2D map (Fig. 1), an interactive 3D map (Fig. 2a online) and a sorted dendrogram (Fig. 2c).

A dendrogram of a spectral-line data cube allows for the estimation of key physical properties associated with volumes bounded by isosurfaces, such as radius (R), velocity dispersion (σ_v) and luminosity (L). The volumes can have any shape, and in other work[14] we focus on the significance of the especially elongated features seen in L1448 (Fig. 2a). The luminosity is an approximate proxy for mass, such that $M_{lum} = X_{13CO} L_{13CO}$, where $X_{13CO} = 8.0 \times 10^{20}\ \mathrm{cm^2\,K^{-1}\,km^{-1}\,s}$ (ref. 15; see Supplementary Methods and Supplementary Fig. 2). The derived values for size, mass and velocity dispersion can then be used to estimate the role of self-gravity at each point in the hierarchy, via calculation of an 'observed' virial parameter, $\alpha_{obs} = 5\sigma_v^2 R/GM_{lum}$. In principle, extended portions of the tree (Fig. 2, yellow highlighting) where $\alpha_{obs} < 2$ (where gravitational energy is comparable to or larger than kinetic energy) correspond to regions of p–p–v space where self-gravity is significant. As α_{obs} only represents the ratio of kinetic energy to gravitational energy at one point in time, and does not explicitly capture external over-pressure and/or magnetic fields[16], its measured value should only be used as a guide to the longevity (boundedness) of any particular feature.

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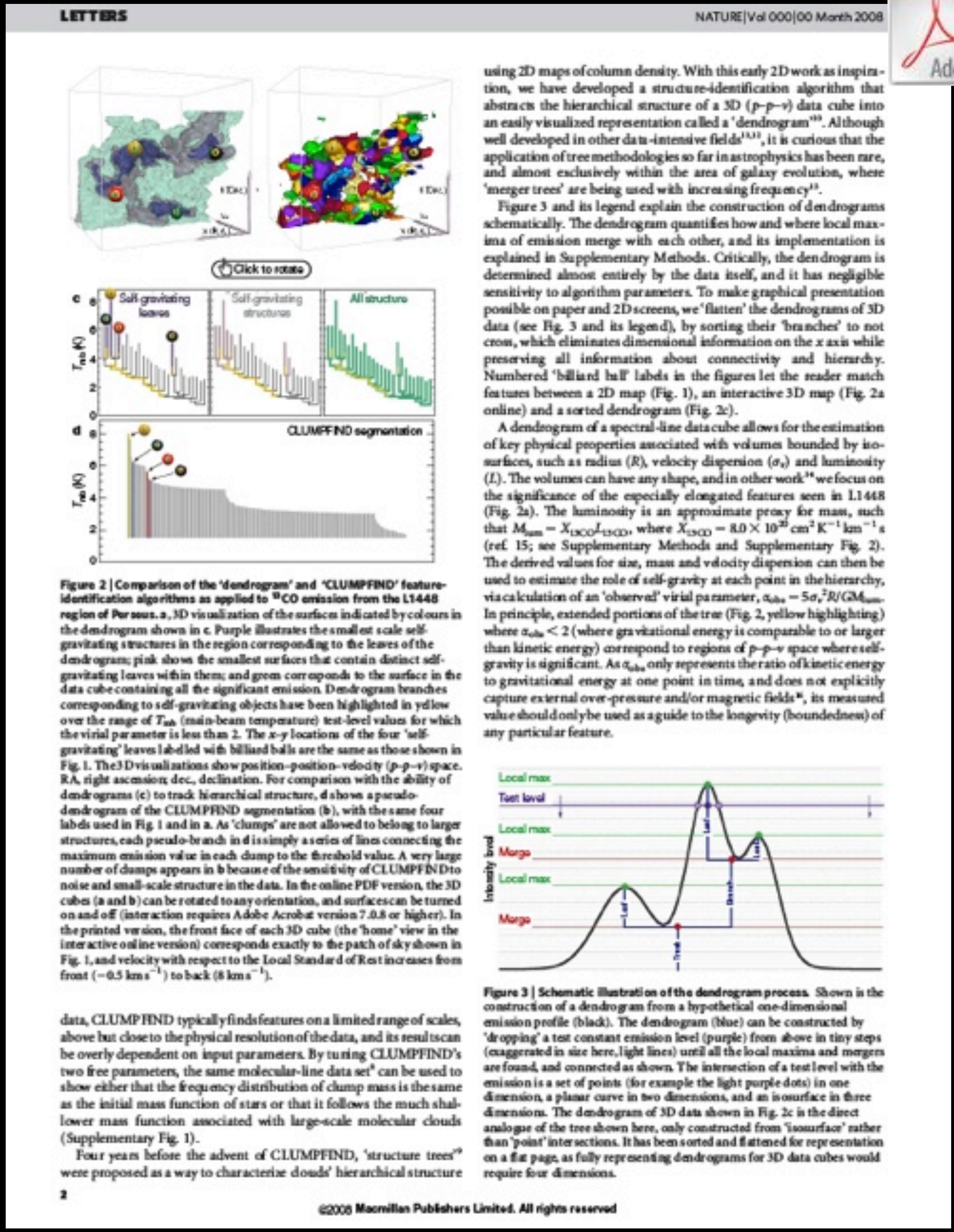
2

COMPLETE

"3D PDF"



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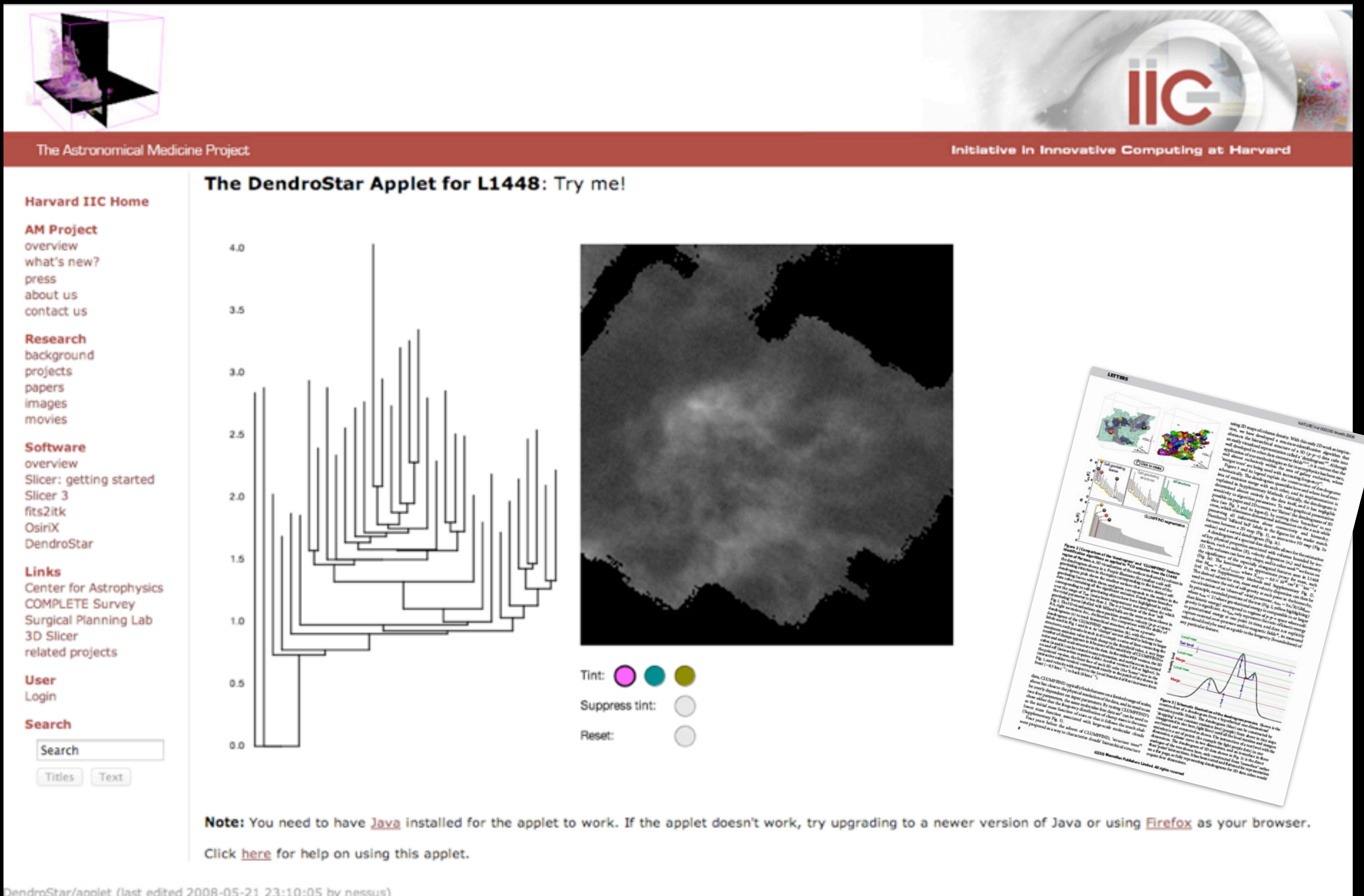
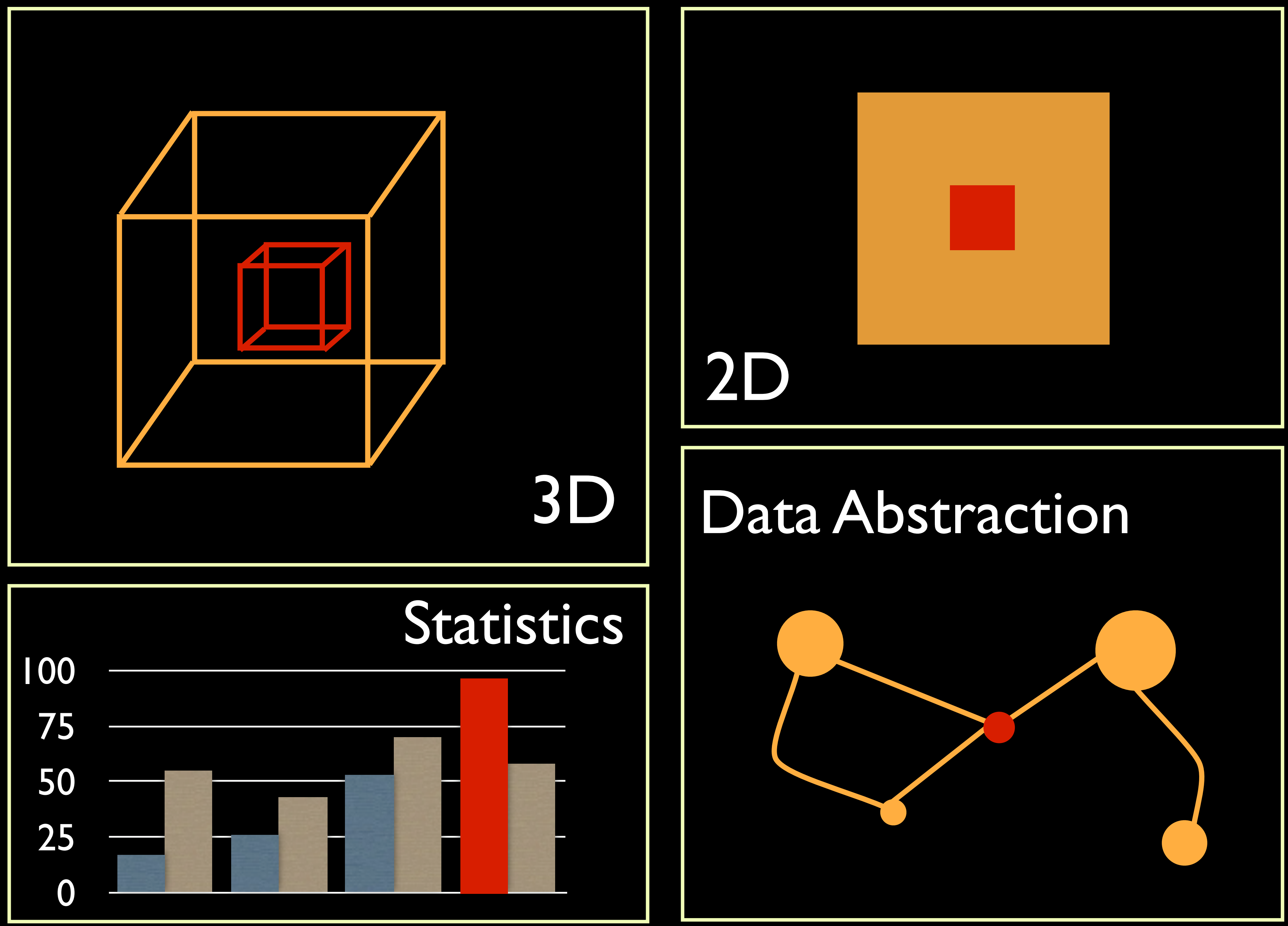
Goodman et al. 2009, 1st 3D PDF in Nature

2008: Dendrostar by Douglas Alan

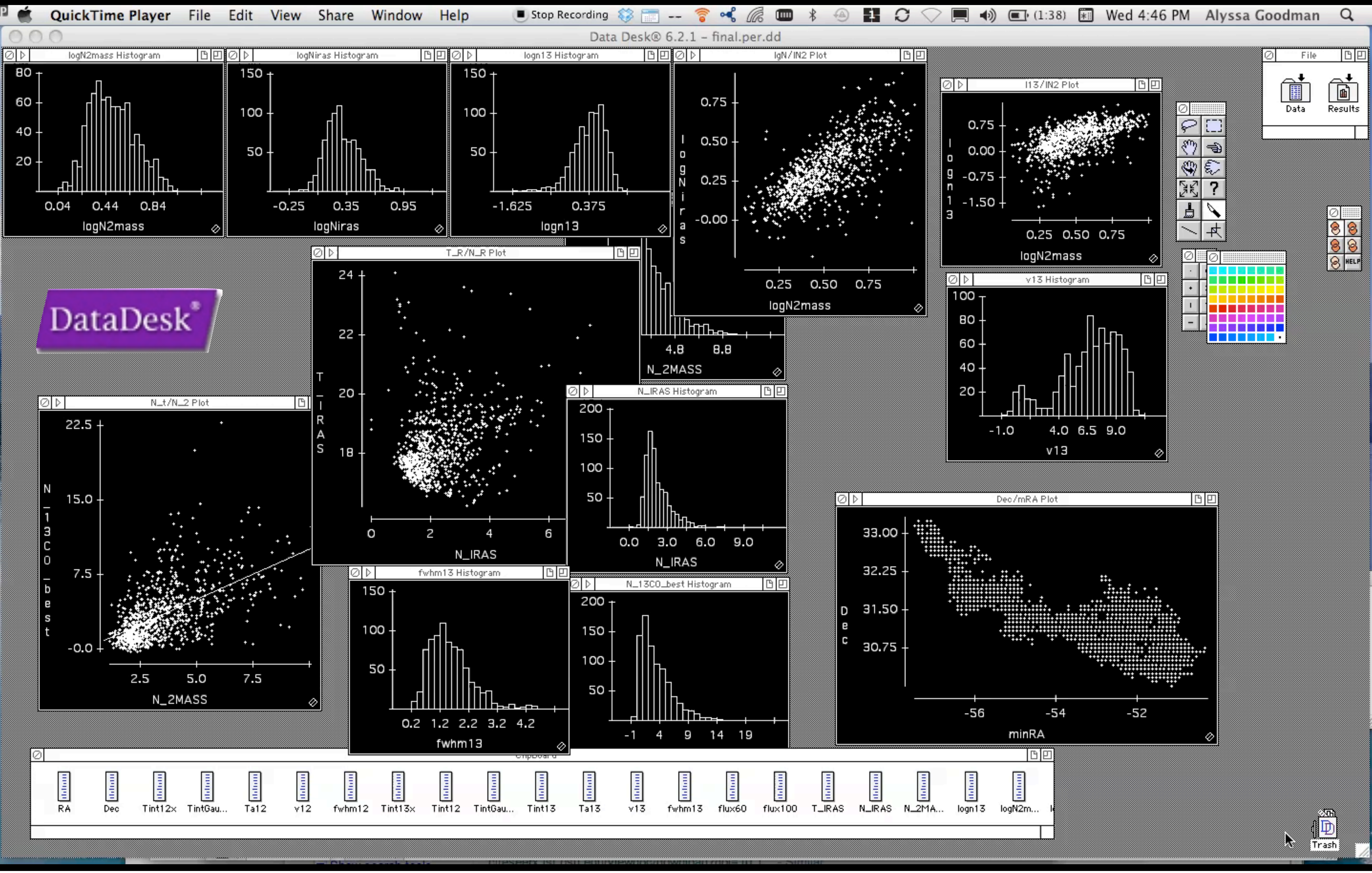


http://am.iic.harvard.edu/index.cgi/DendroStar/applet

“Linked Views”



DataDesk (est. 1986)



John Tukey's "Four Essentials" (c.1972)

Picturing

Rotation

Isolation

Masking

Selection

and these "*need to work together*"
in a "*dynamic display*"

Brushing

Linking

Results...

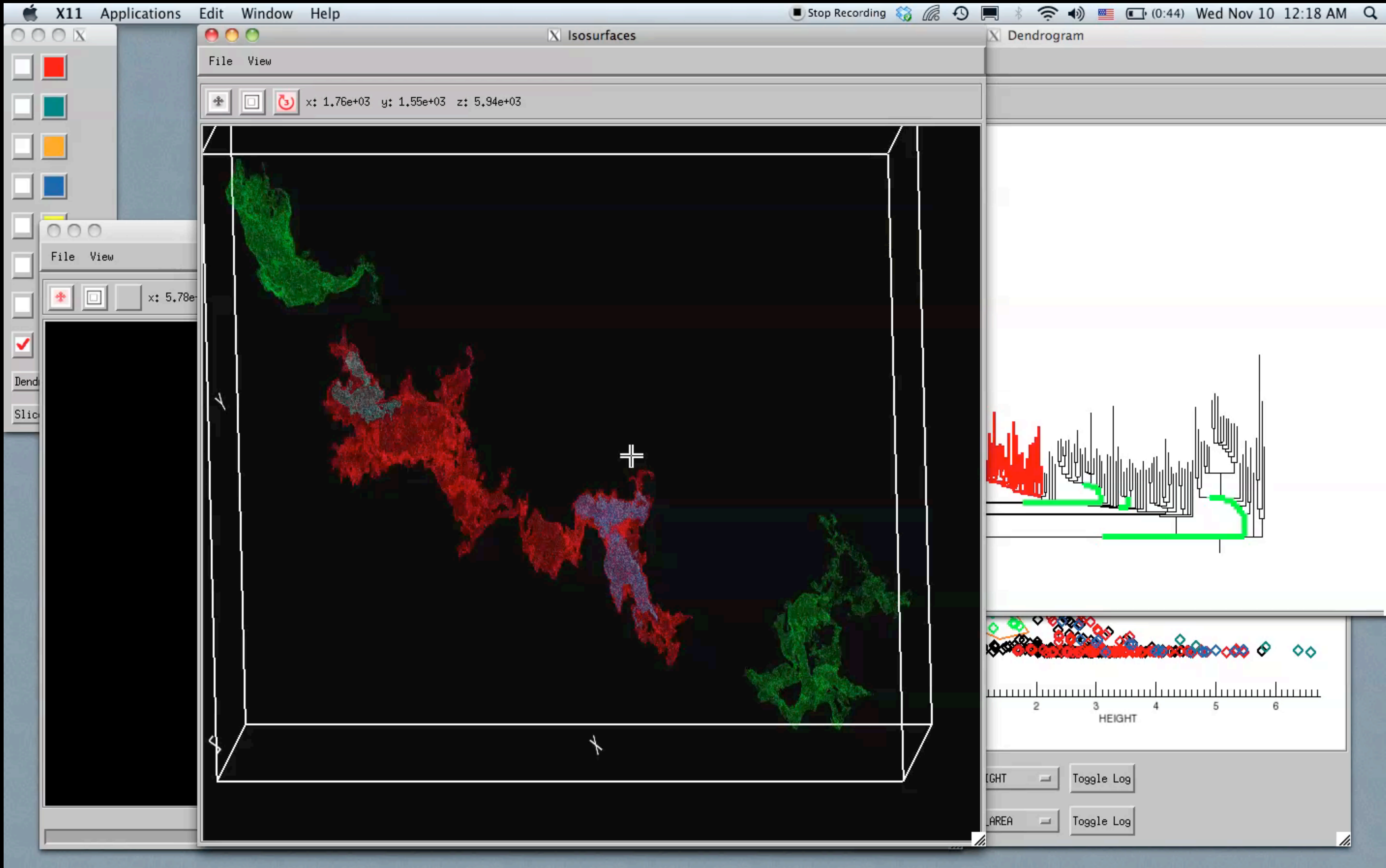
1. for immediate insight
2. as visual source of ideas for statistical algorithms (...relation to SVM)

Warning

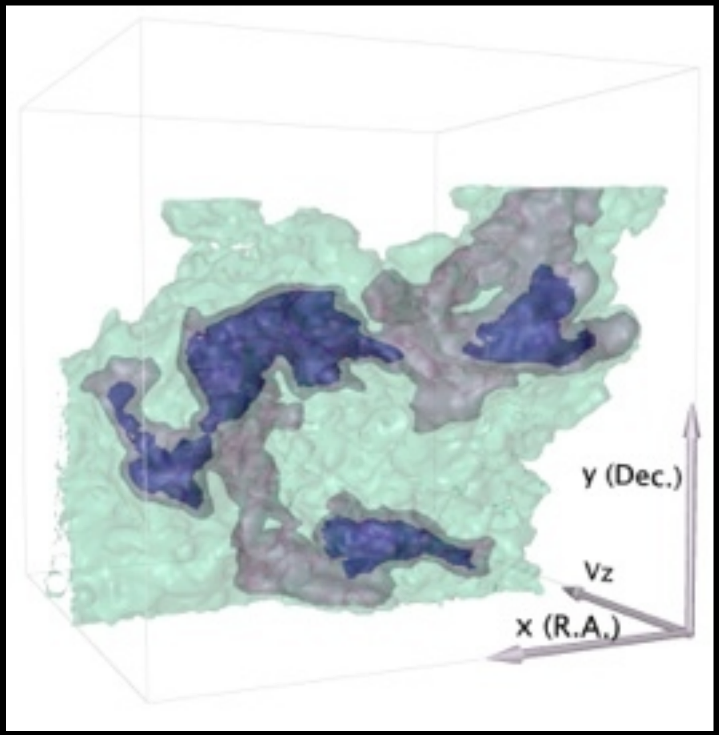
"details of control can make or break such a system"

Watch the PRIM-9 video at: http://stat-graphics.org/movies/prim9.html

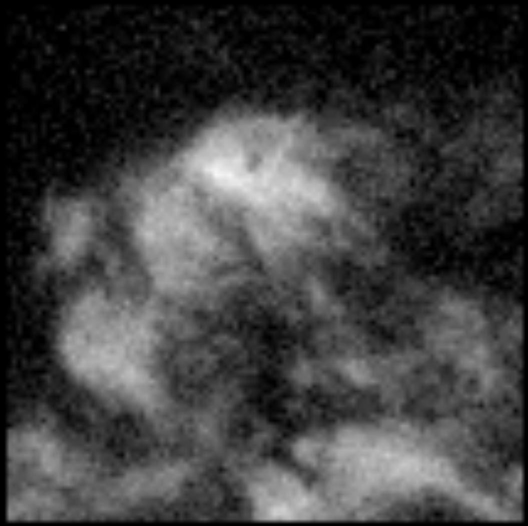
2010: Chris Beaumont comes to Harvard & Creates "3D Data Desk" in IDL



*Video & implementation: Christopher **Beaumont**, CfA/UHawaii;*
inspired by AstroMed work of Douglas Alan, Michelle Borkin, AG, Michael Halle, Erik Rosolowsky

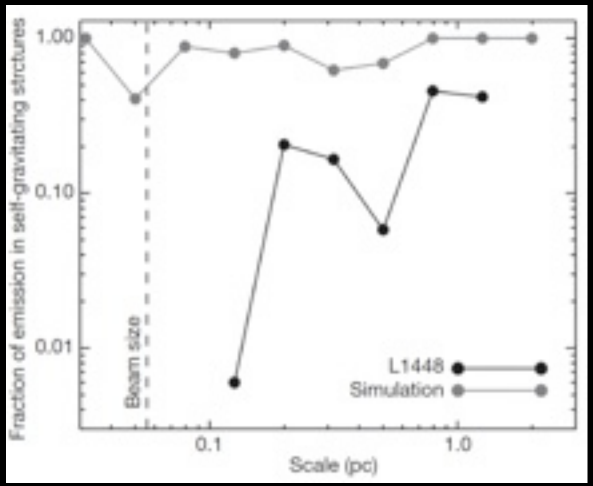


3D

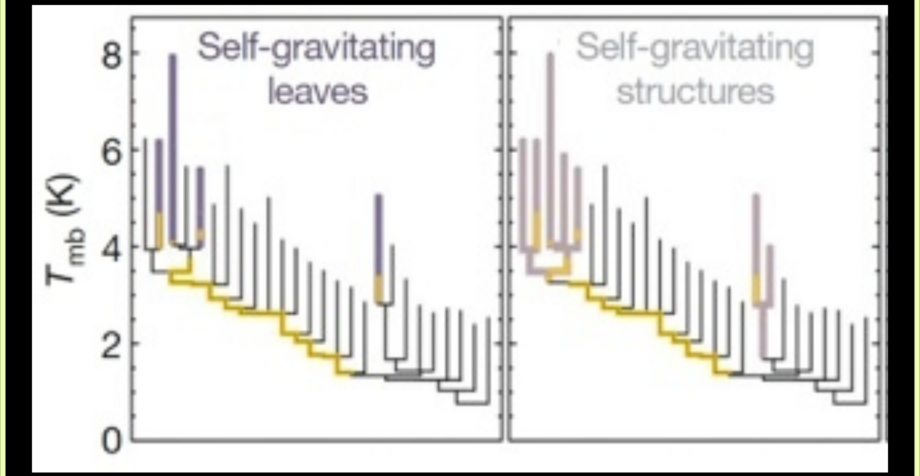


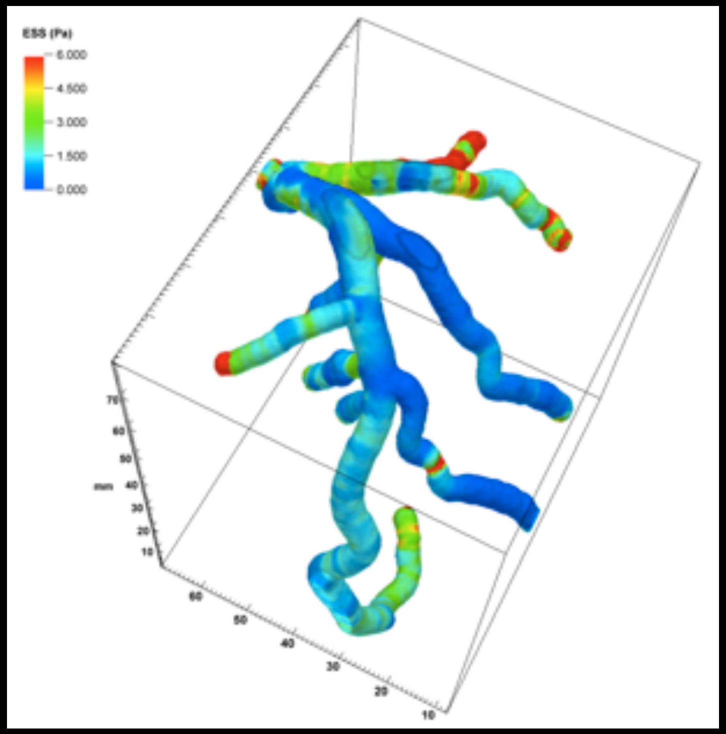
2D

Statistics



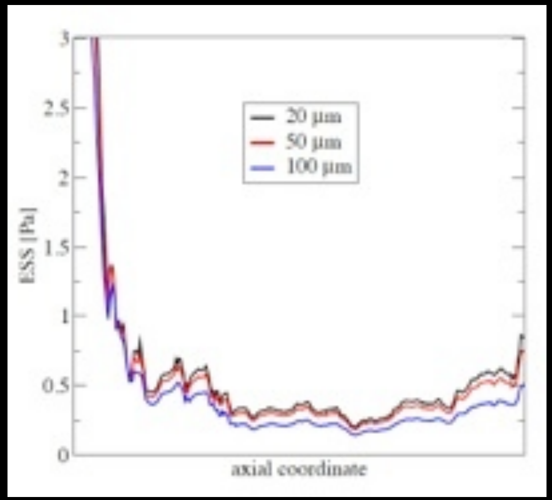
Data Abstraction





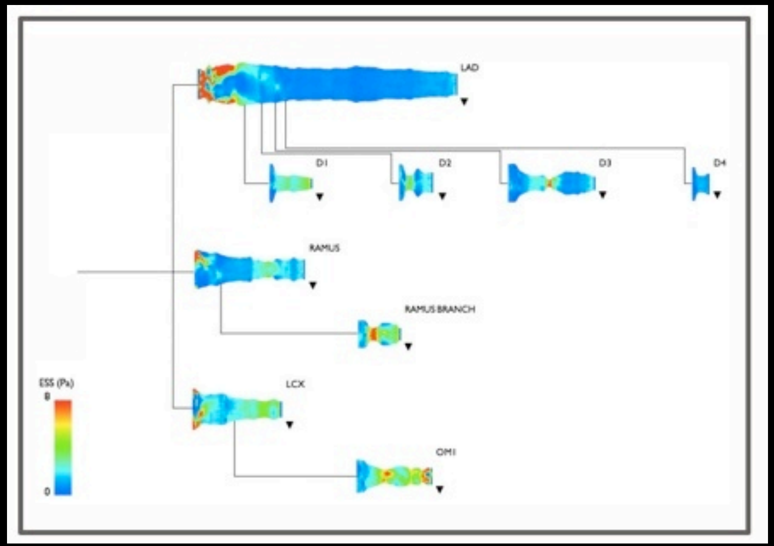
3D

2D

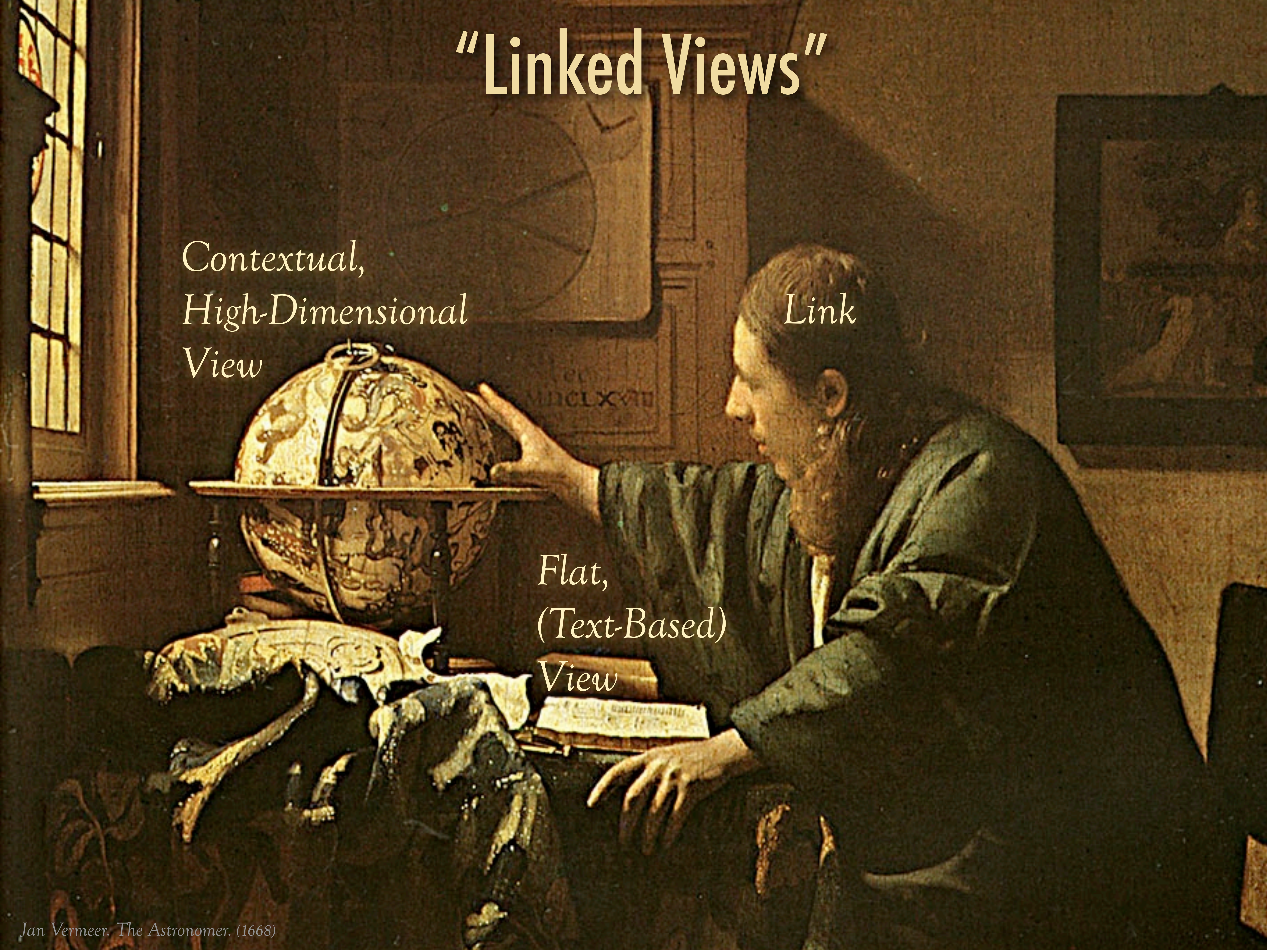


Statistics

Data Abstraction



“Linked Views”



Jan Vermeer. The Astronomer. (1668)

Glue 0.1 documentation »

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Glue Documentation

glue
multidimensional data exploration

Glue is a Python library to explore relationships within and among related datasets. Its main features include:

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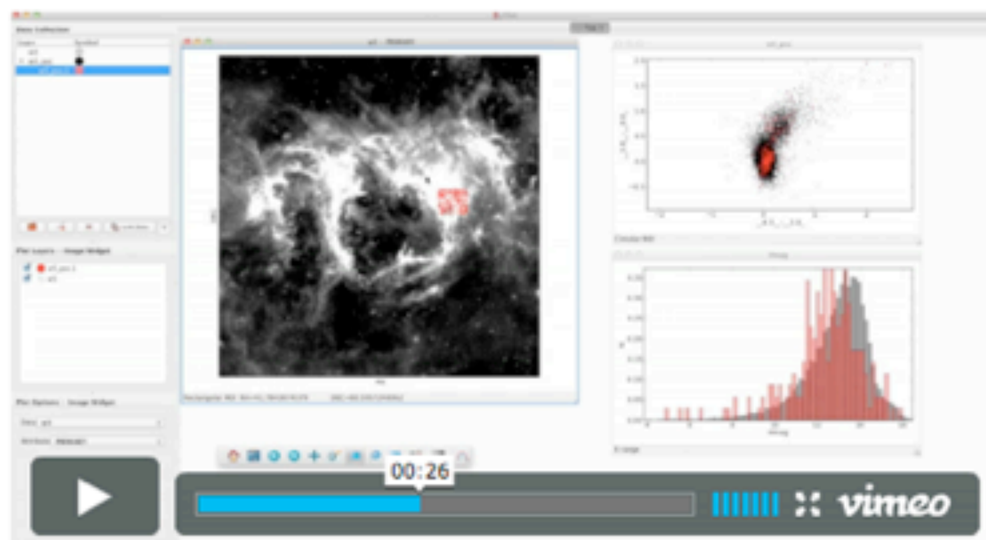
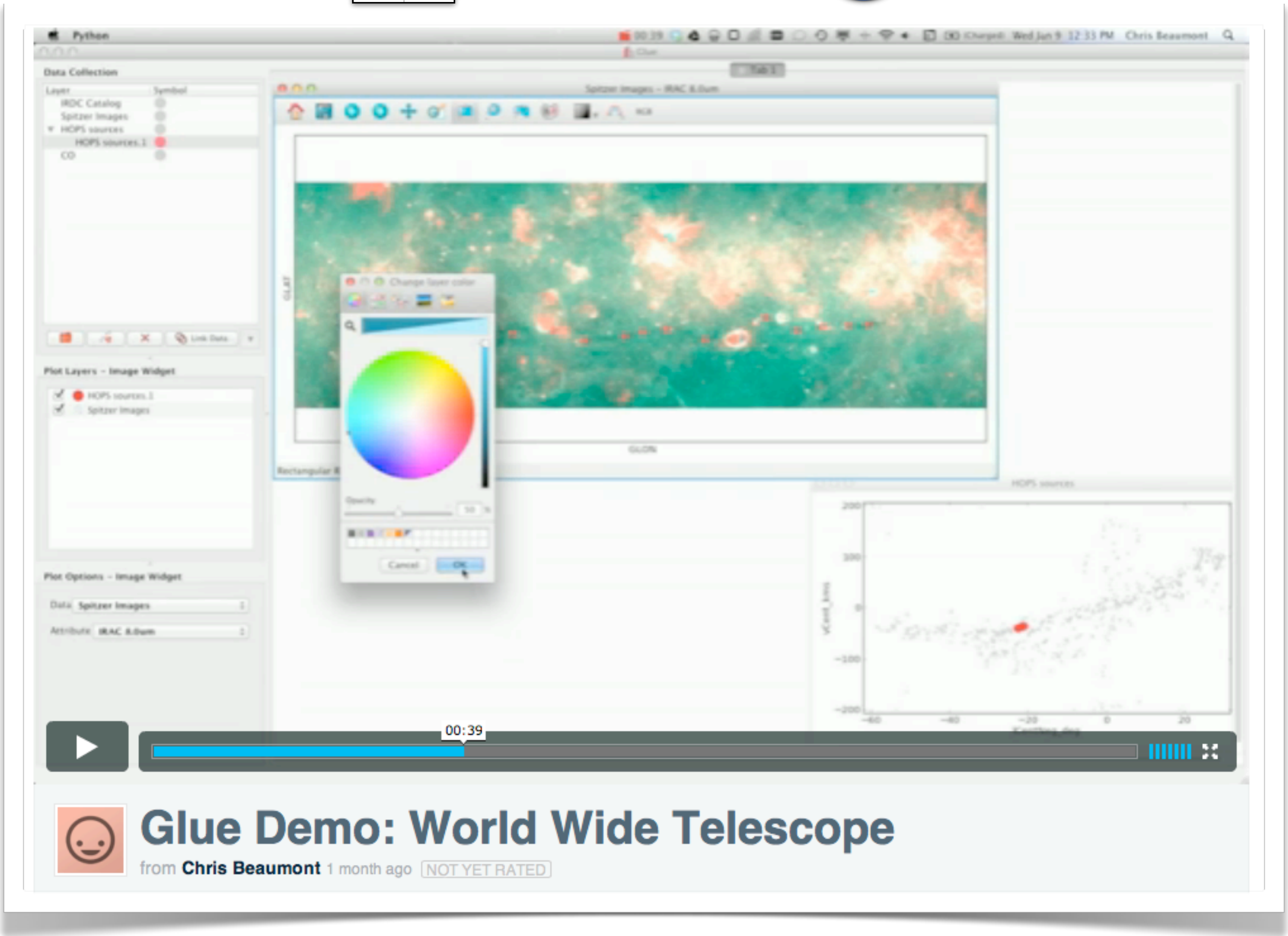


[Now...
"***glue*** *the* *movie*"!]

python

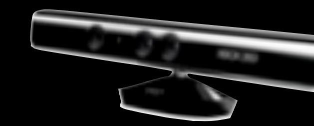
Glue collaboration: ***Beaumont****, Borkin, Goodman, Robitaille*

Glue + WWT

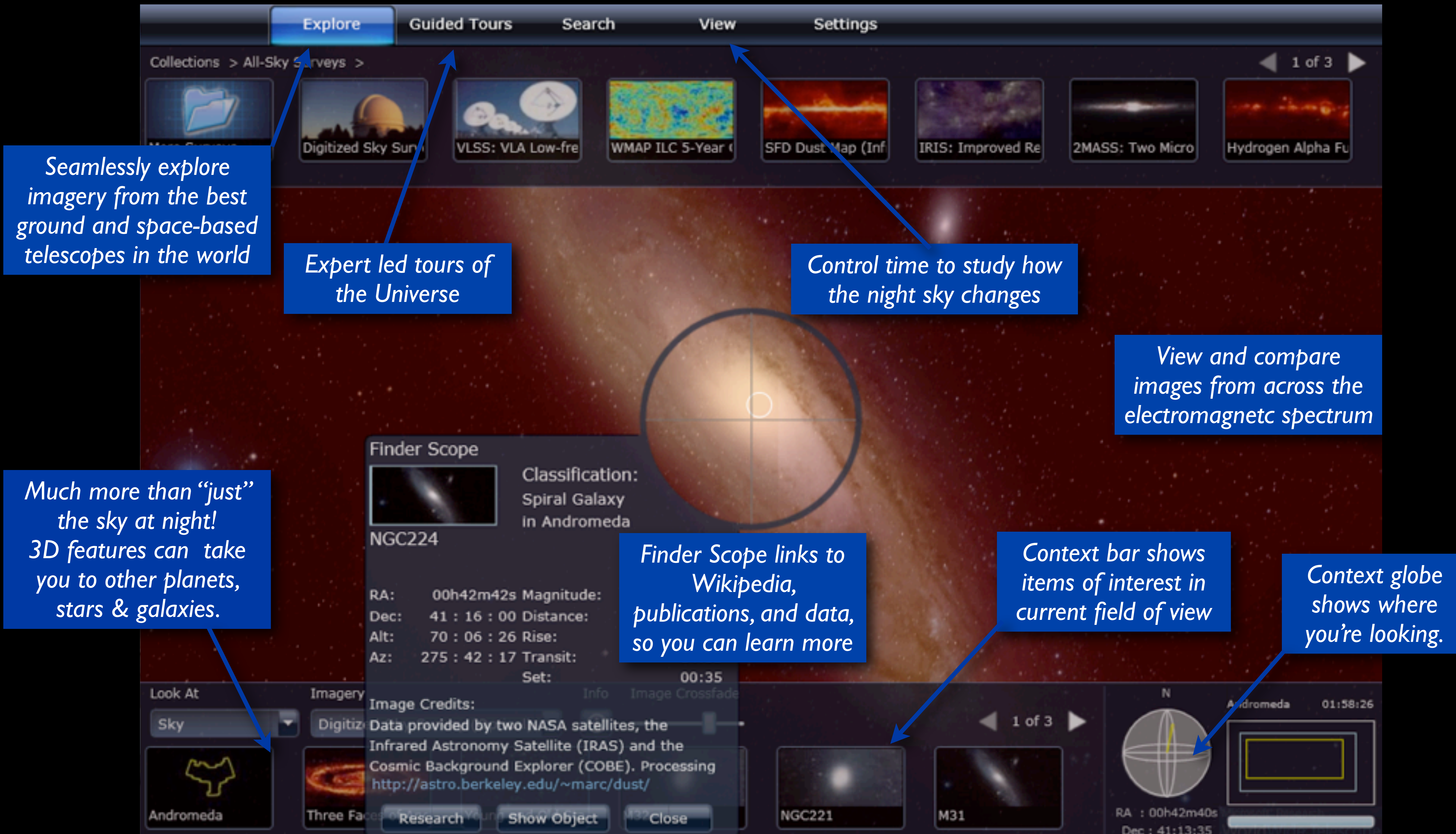


http://vimeo.com/57078802

Microsoft® Research
WorldWide Telescope

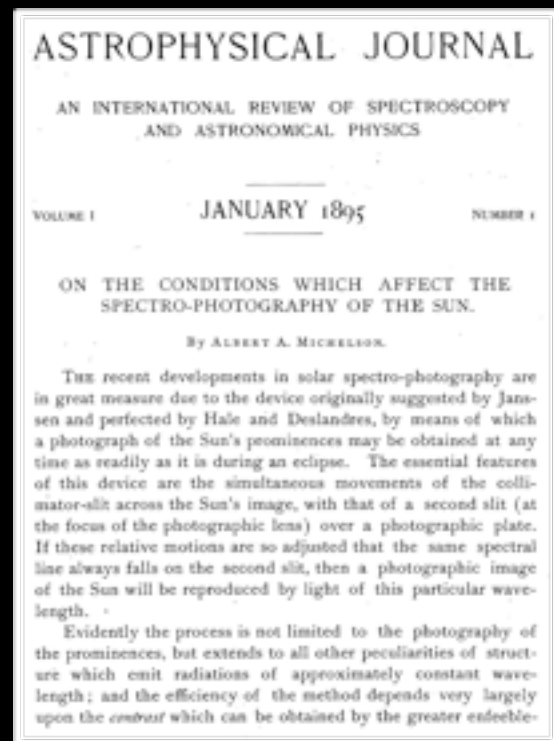


Experience WWT at **worldwidetelescope.org**



[demo]

Evolution


ASTROPHYSICAL JOURNAL

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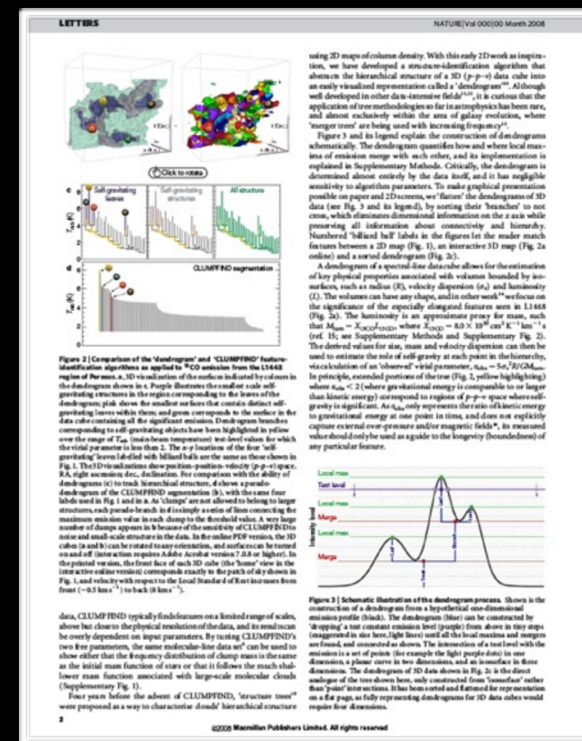
ON THE CONDITIONS WHICH AFFECT THE SPECTRO-PHOTOGRAPHY OF THE SUN.

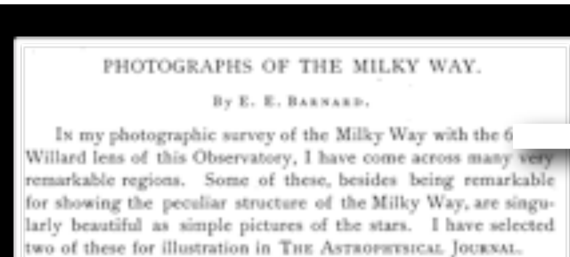
By Albert A. Michelson.

The recent developments in solar spectro-photography are in great measure due to the device originally suggested by Janssen and perfected by Hale and Deslandres, by means of which a photograph of the Sun's prominences may be obtained at any time as readily as it is during an eclipse. The essential features of this device are the simultaneous movements of the collimator-slit across the Sun's image, with that of a second slit (at the focus of the photographic lens) over a photographic plate. If these relative motions are so adjusted that the same spectral line always falls on the second slit, then a photographic image of the Sun will be reproduced by light of this particular wave-length.

Evidently the process is not limited to the photography of the prominences, but extends to all other peculiarities of structure which emit radiations of approximately constant wave-length; and the efficiency of the method depends very largely upon the *contrast* which can be obtained by the greater extebile-



1665 ..230 yr... *1895* ...114 yr... *2009* ...4 yr... *2013*


PHOTOGRAPHS OF THE MILKY WAY.

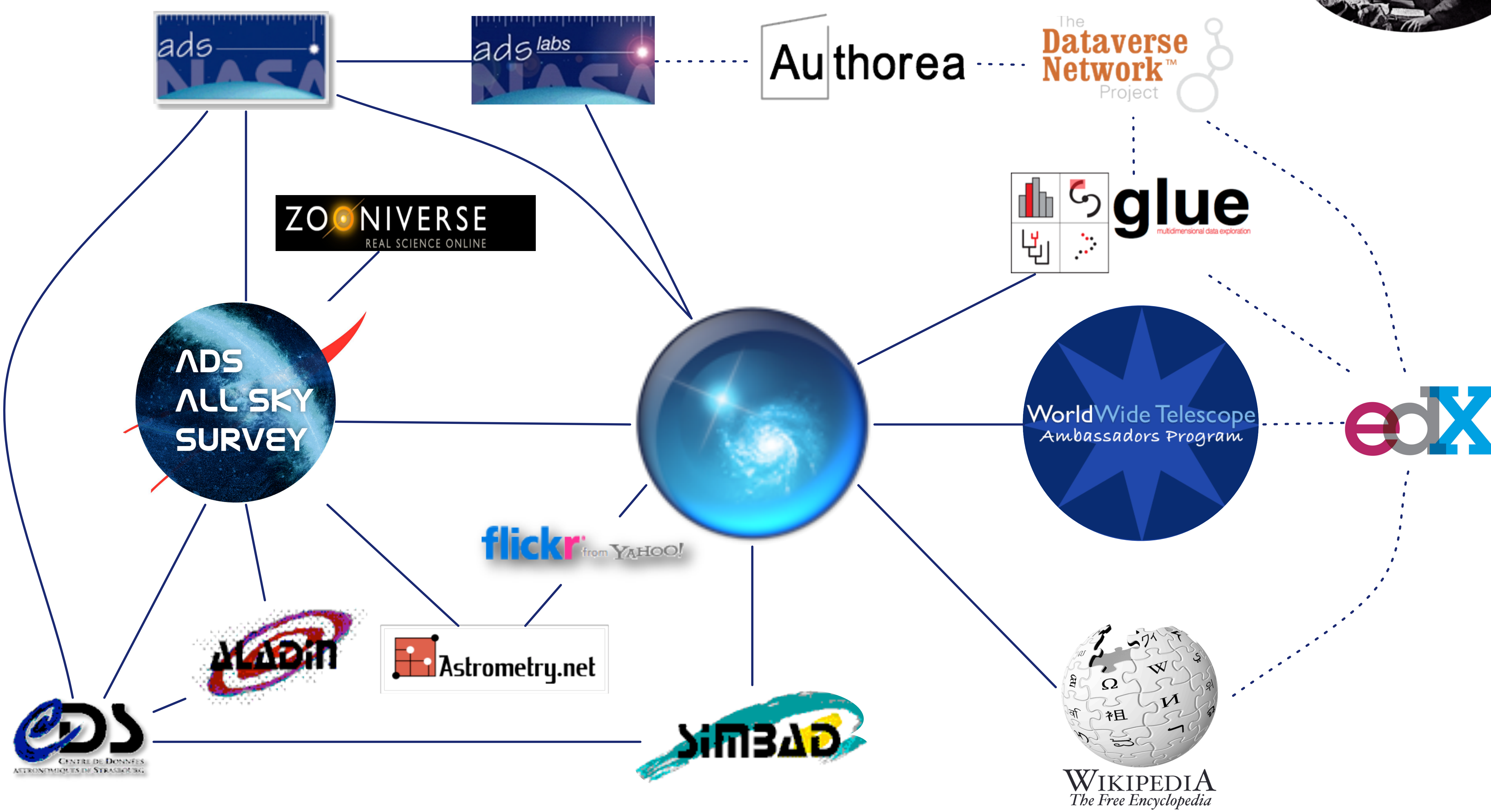
By E. E. Barnard.

In my photographic survey of the Milky Way with the 6 Willard lens of this Observatory, I have come across many very remarkable regions. Some of these, besides being remarkable for showing the peculiar structure of the Milky Way, are singularly beautiful as simple pictures of the stars. I have selected two of these for illustration in The Astrophysical Journal.

ads NASA → flickr from YAHOO! Astrometry.net →

SEAMLESS ASTRONOMY

Linking scientific data, publications, and communities



https://www.cfa.harvard.edu/~agoodman/seamless/

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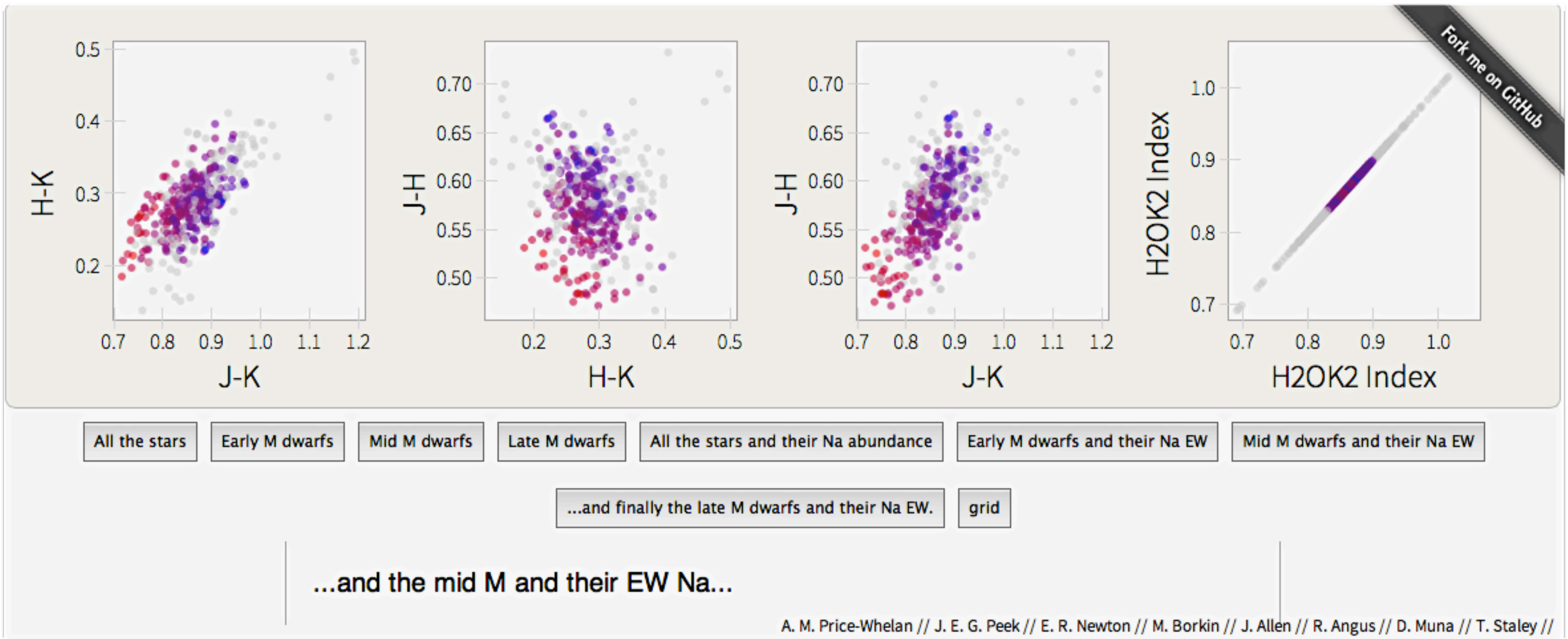
Linked Views in “d3po”



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Setptember 2013

Relative Strengths

Pattern Recognition
Creativity

Calculations

Astron. Nachr. / AN **333**, No. 5/6, 505 – 514 (2012) / **DOI** 10.1002/asna.201211705

JohnTukey

Principles of high-dimensional data visualization in astronomy

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Key words cosmology: large-scale structure – ISM: clouds – methods: data analysis – techniques: image processing – techniques: radial velocities

Astronomical researchers often think of analysis and visualization as separate tasks. In the case of high-dimensional data sets, though, interactive *exploratory data visualization* can give far more insight than an approach where data processing and statistical analysis are followed, rather than accompanied, by visualization. This paper attempts to charts a course toward "linked view" systems, where multiple views of high-dimensional data sets update live as a researcher selects, highlights, or otherwise manipulates, one of several open views. For example, imagine a researcher looking at a 3D volume visualization of simulated or observed data, and simultaneously viewing statistical displays of the data set's properties (such as an x-y plot of temperature vs. velocity, or a histogram of vorticities). Then, imagine that when the researcher selects an interesting group of points in any one of these displays, that the same points become a highlighted subset in all other open displays. Selections can be graphical or algorithmic, and they can be combined, and saved. For tabular (ASCII) data, this kind of analysis has long been possible, even though it has been under-used in astronomy. The bigger issue for astronomy and other "high-dimensional" fields, though, is that no extant system allows for full integration of images and data cubes within a linked-view environment. The paper concludes its history and analysis of the present situation with suggestions that look toward cooperatively-developed open-source modular software as a way to create an evolving, flexible, high-dimensional, linked-view visualization environment useful in astrophysical research.

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