High Density Visualizations

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Clusters and Scaling

A cluster is a very large error amplifier

You pay for capacity and bandwidth separately

Cheap hardware isn't

GUIs don't scale

Typical Display Problems

Diffuse information

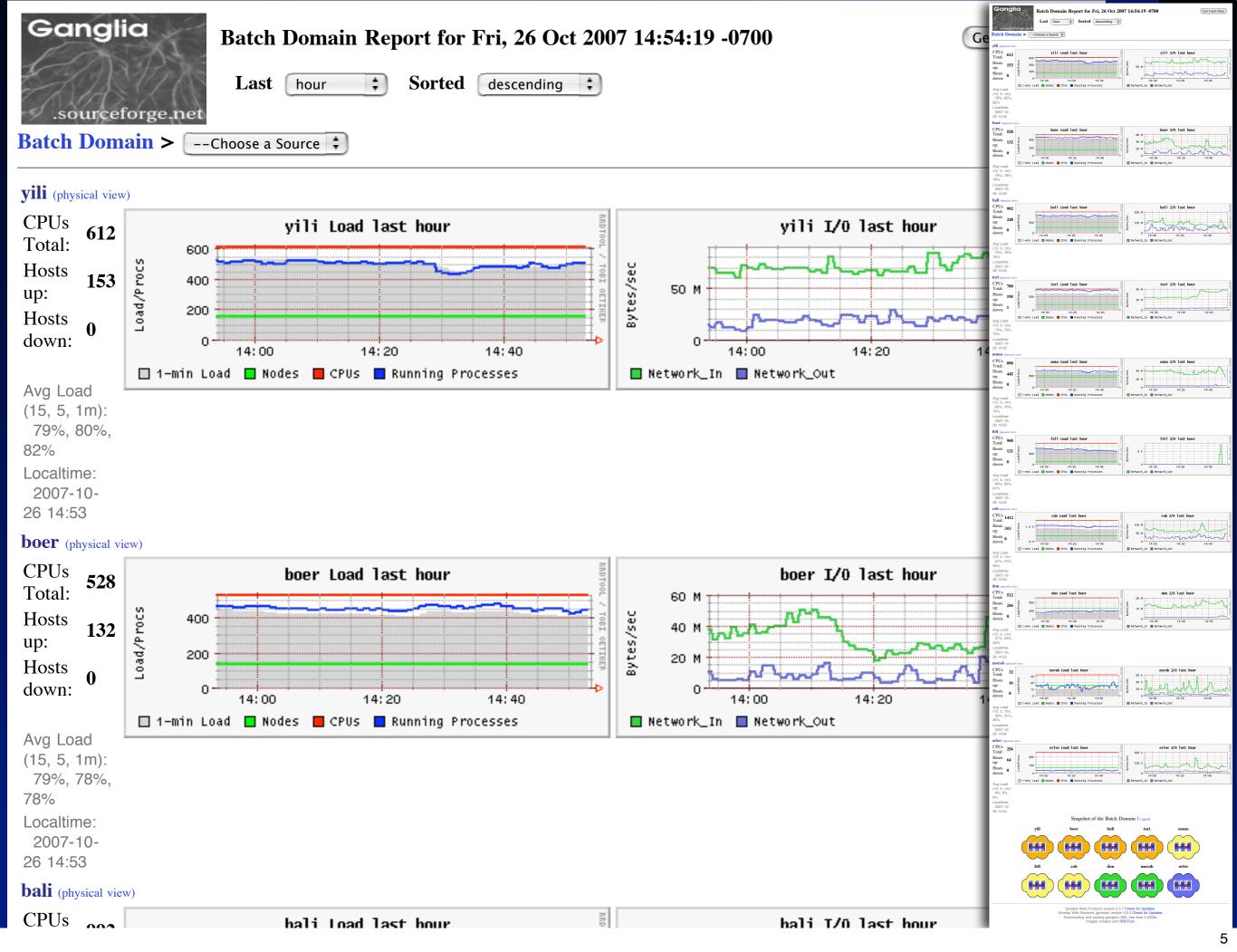
Few variables displayed at once

Context and detail mutually exclusive

Excessive white space and decoration

LSF Status Display

unavai adam	l pok jijijiji bali0001	unavai bali0002	l pok jijig bali0003	ok bali0004	ok bali0005	ok jing bali0006	ok Jimiji bali0007	ok jijig bali0008	ok bali0009	ok jang bali0010	ok jang bali0011	ok jang bali0012	ok bali0013	ok bali0014
ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok
bali0015	bali0016	bali0017	bali0018	bali0019	bali0020	bali0021	bali0022	bali0023	bali0024	bali0025	bali0026	bali0027	bali0028	bali0029
lok	ok	ok	ok	ok	ok	ok	ok	ok	pok	ok	ok	ok	ok	ok
bali0030	bali0031	bali0032	bali0033	bali0034	bali0035	bali0036	bali0037	bali0038	bali0039	bali0040	bali0041	bali0042	bali0043	bali0044
ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok
bali0045	bali0046	bali0047	bali0048	bali0049	bali0050	bali0051	bali0052	bali0053	bali0054	bali0055	bali0056	bali0057	bali0058	bali0059
ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok
bali0060	bali0061	bali0062	bali0063	bali0064	bali0065	bali0066	bali0067	bali0068	bali0069	bali0070	bali0071	bali0072	bali0073	bali0074
ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok
bali0075	bali0076	bali0077	bali0078	bali0079	bali0080	bali0081	bali0082	bali0083	bali0084	bali0085	bali0086	bali0087	bali0088	bali0089
pok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	ok	Sunavai	l pok
bali0090	bali0091	bali0092	bali0093	bali0094	bali0095	bali0096	bali0097	bali0098	bali0099	bali0100	bali0101	bali0102	bali 0103	bali0104
pok bining bali0105	ok bali0106	ok bali0107	ok bali0108	ok bali0109	ok bali0110	ok bali0111	ok bali0112	ok bali0113	ok bali0114	ok bali0115	ok bali0116	ok bali0117	ok bali0118	ok bali0119
pok bali0120	ok bali 0121	ok bali 0122	ok bali 0123	ok ஹ்ஜ் bali0124	ok bali0125	ok bali0126	ok bali 0127	ok bali0128	ok bali0129	ok bali0130	ok ஹாழ் bali0131	ok bali0132	ok bali0133	ok bali0134
pok bali0135	ok bali0136	ok bali0137	ok bali0138	ok ஹாழ் bali0139	ok hali 0140	ok ஹாழ் bali0141	ok bali 0142	ok bali 0143	ok bali0144	ok ஹாழ் bali0145	ok ஹாழ் bali0146	ok ஹாழ் bali0147	ok ஹாழ் bali0148	ok bali0149
pok jimija bali0150	ok bali0151	ok ஹஜ bali0152	ok bali0153	ok bali0154	ok bali0155	ok bali0156	ok bali 0157	ok bali0158	ok bali0159	ok bali0160	ok bali0161	ok bali0162	ok bali0163	ok bali0164
pok himpi bali0165	ok bali0166	ok bali0167	ok bali0168	ok bali0169	ok bali0170	ok ஹத bali0171	ok bali0172	ok bali0173	ok bali0174	ok bali0175	ok bali0176	ok ஹ்ஜ் bali0177	ok ஹத bali0178	ok bali0179



Good Practices

Allow the eye to find patterns Provide the detail in context Use all the space Think beyond bar charts Correlate variables Allow comparisons Provide different views Allow exploration

A Data Exploration Tool

Magnaview (www.magnaview.nl)

Commercialization of Sequoiaview from University of Eindhoven

Can visualize 1 million observations

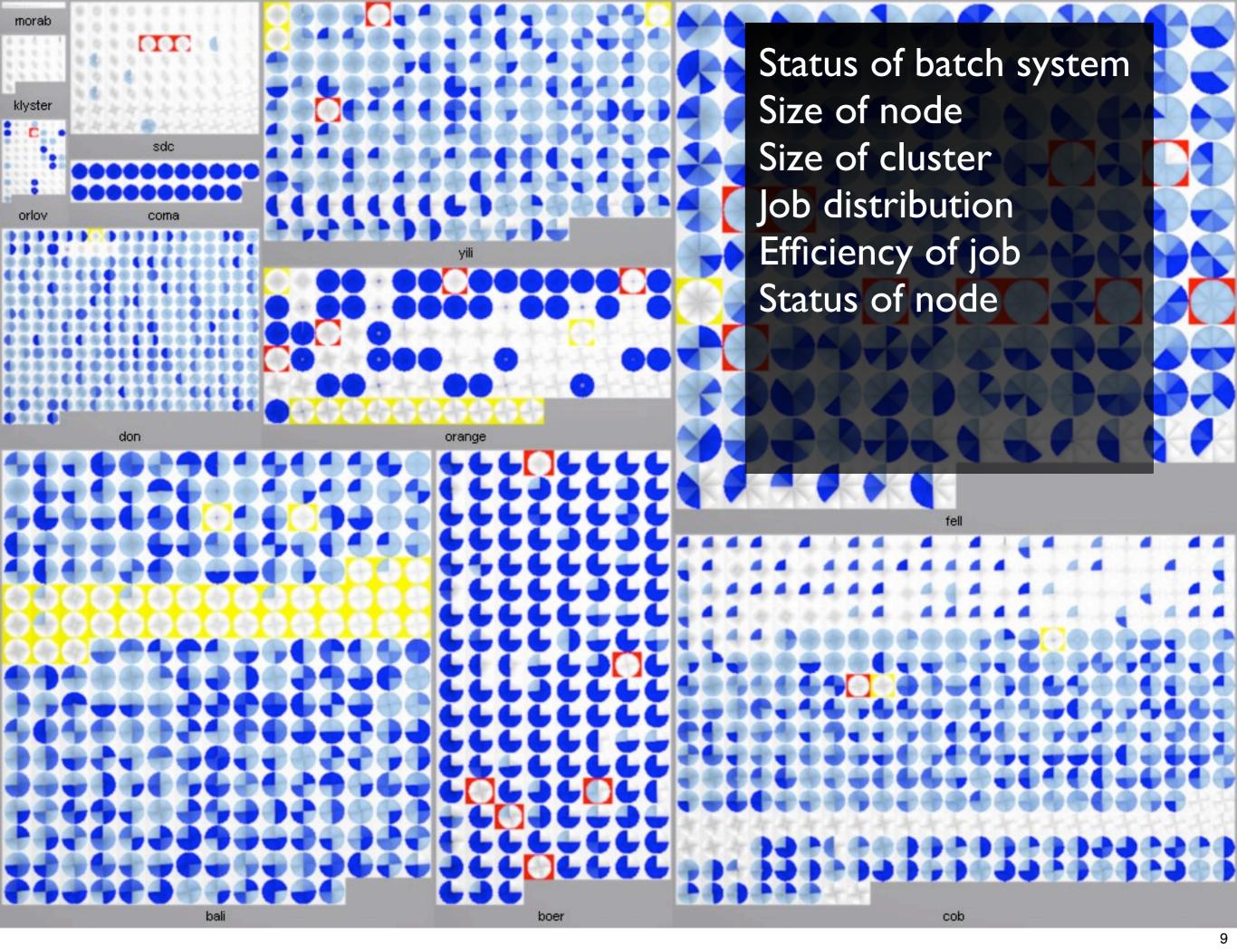
Support has been excellent

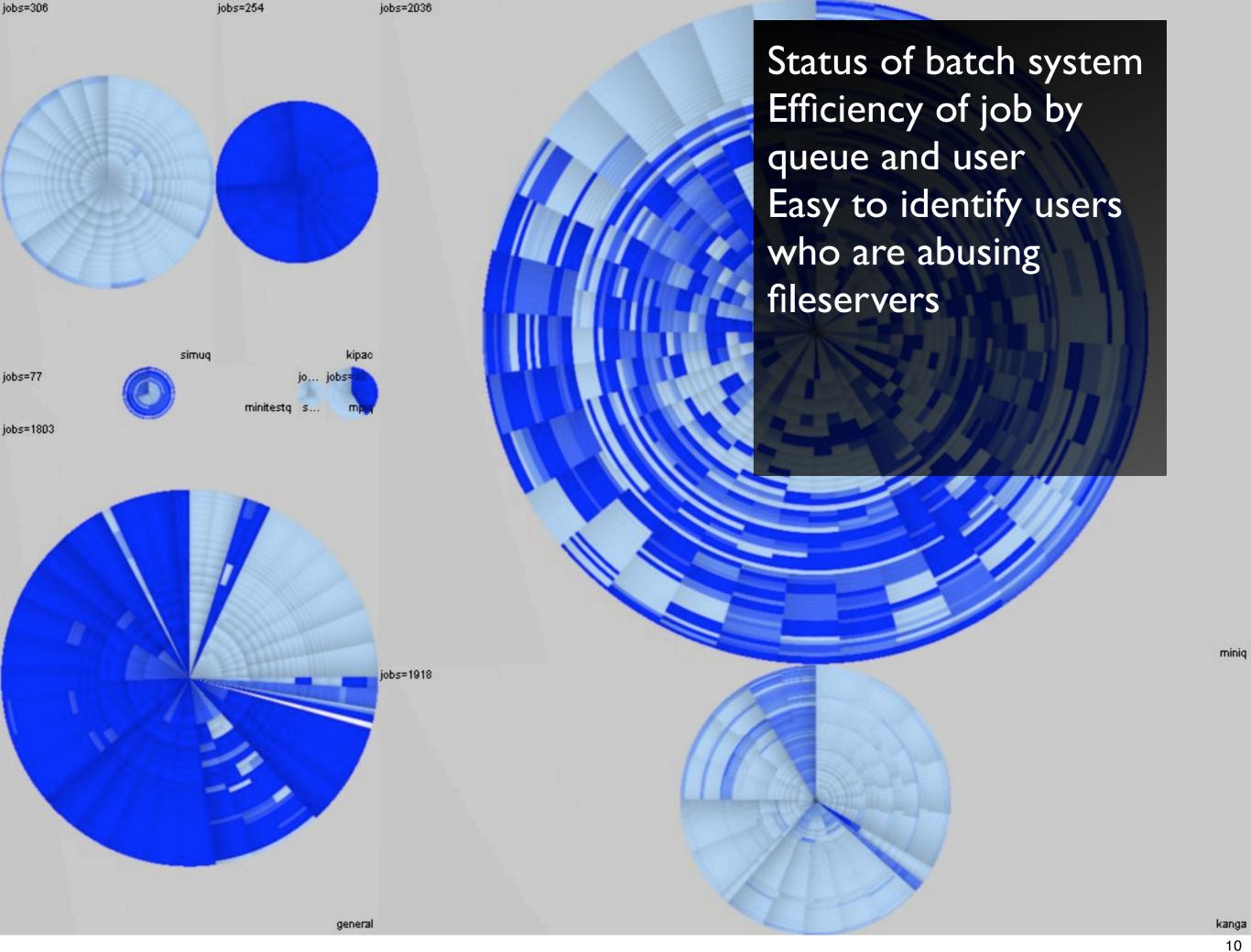
Also evaluated freeware packages, did not find one with as many features

Display types in Magnaview

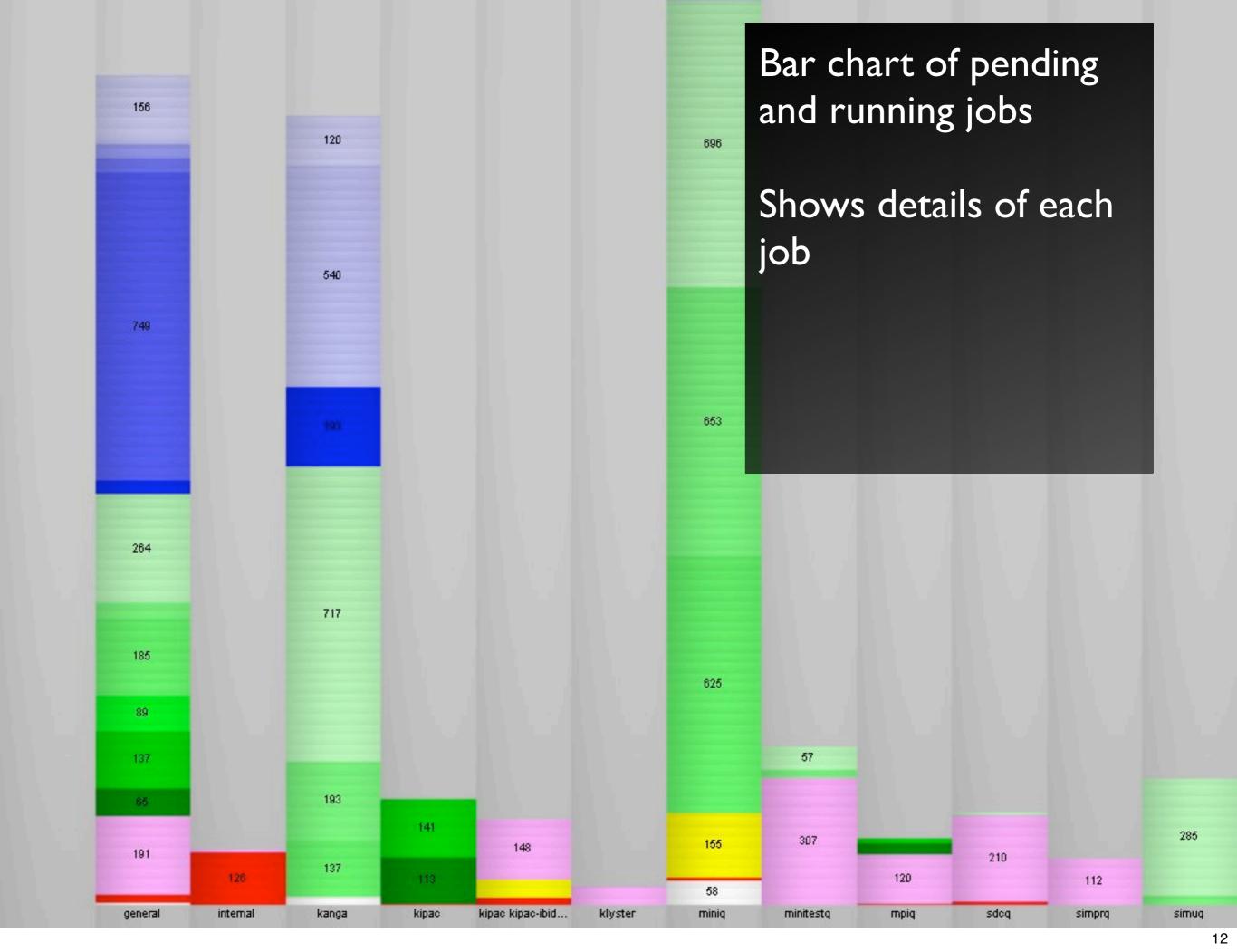
- Treemaps
- Colormaps
- Pixelmaps
- Grids
- Slices
- Bar charts
- Pie charts
- Line charts

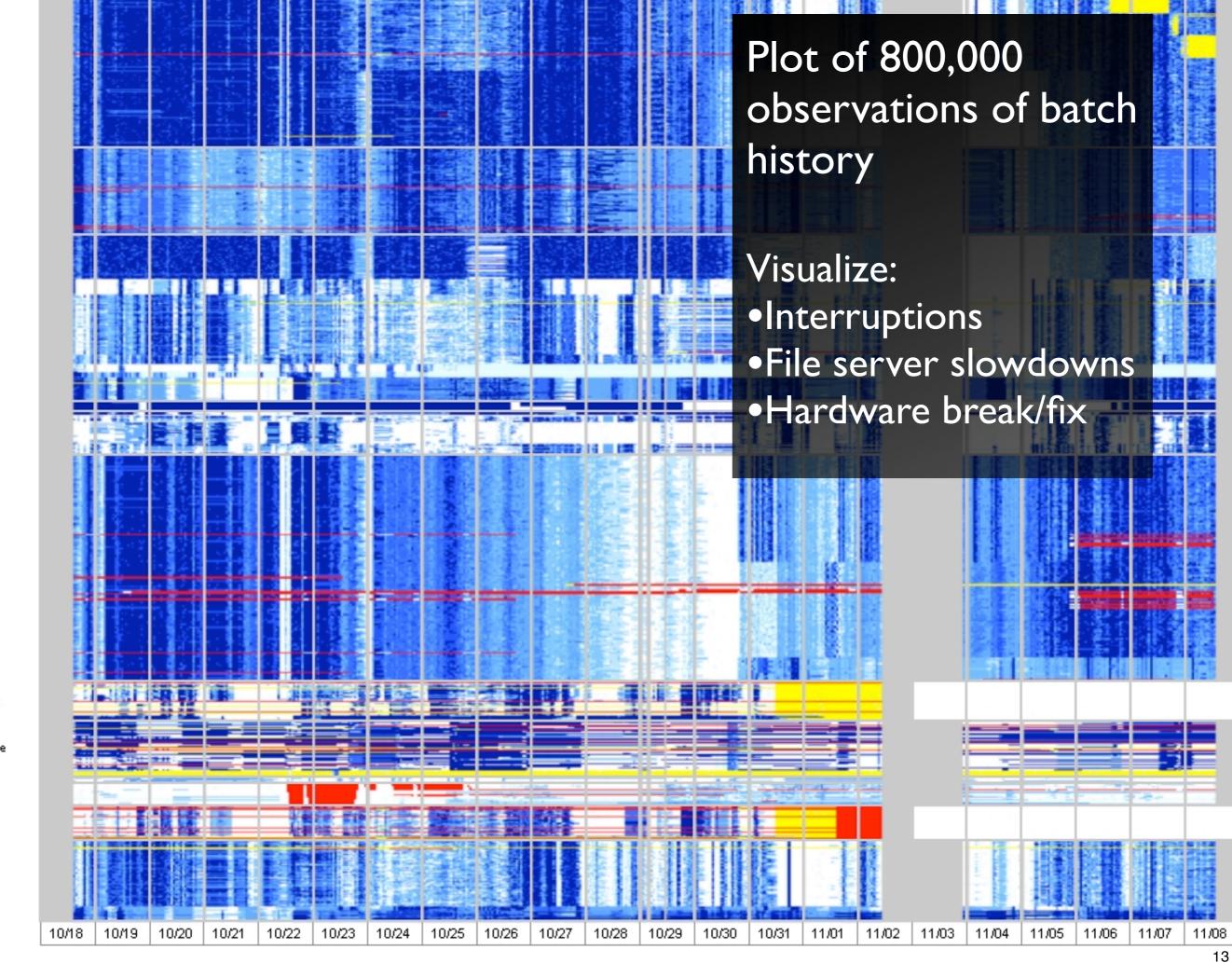
Each type can contain any other type Each project can have multiple views of data











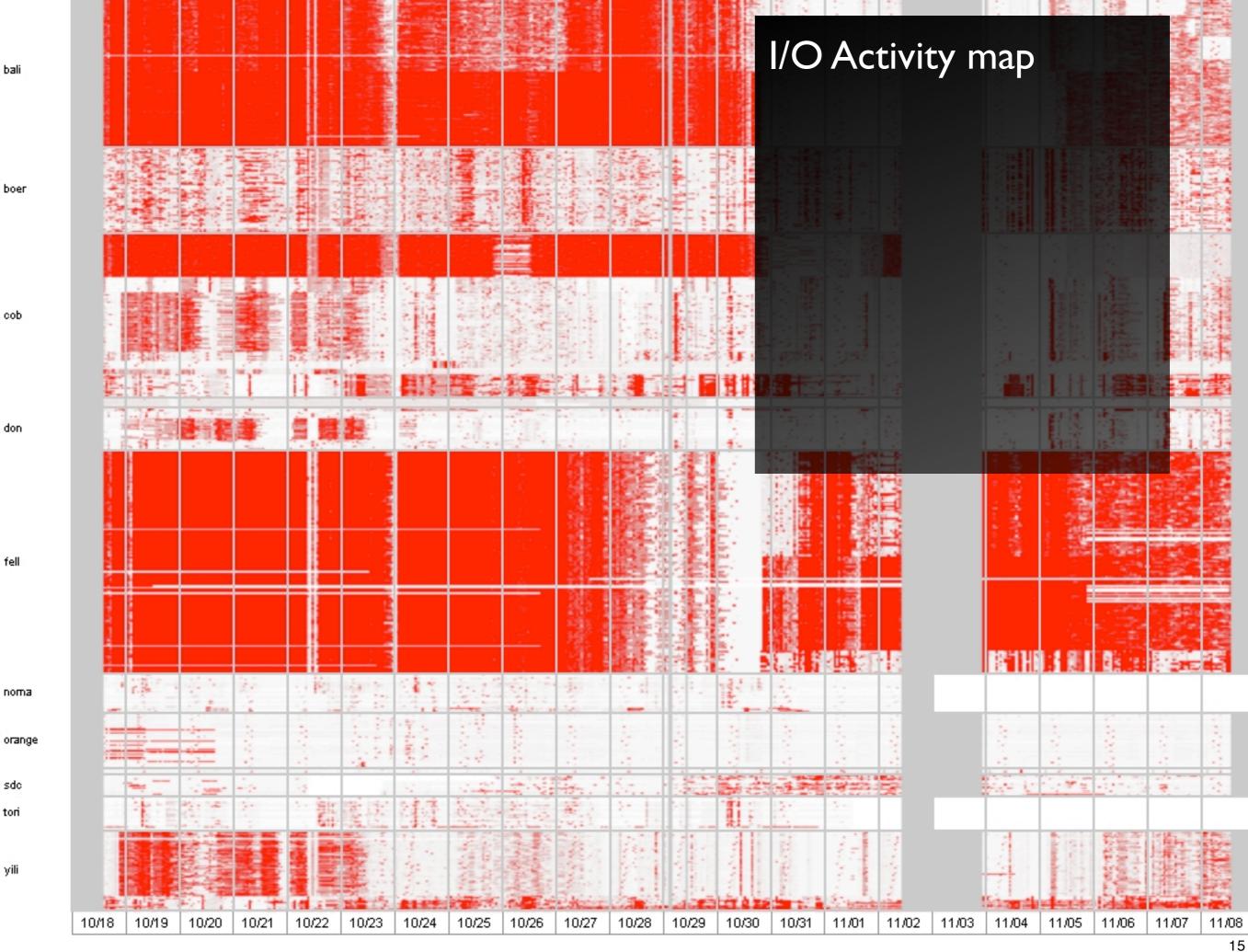
noma



boer

noma

tori



boer

cob

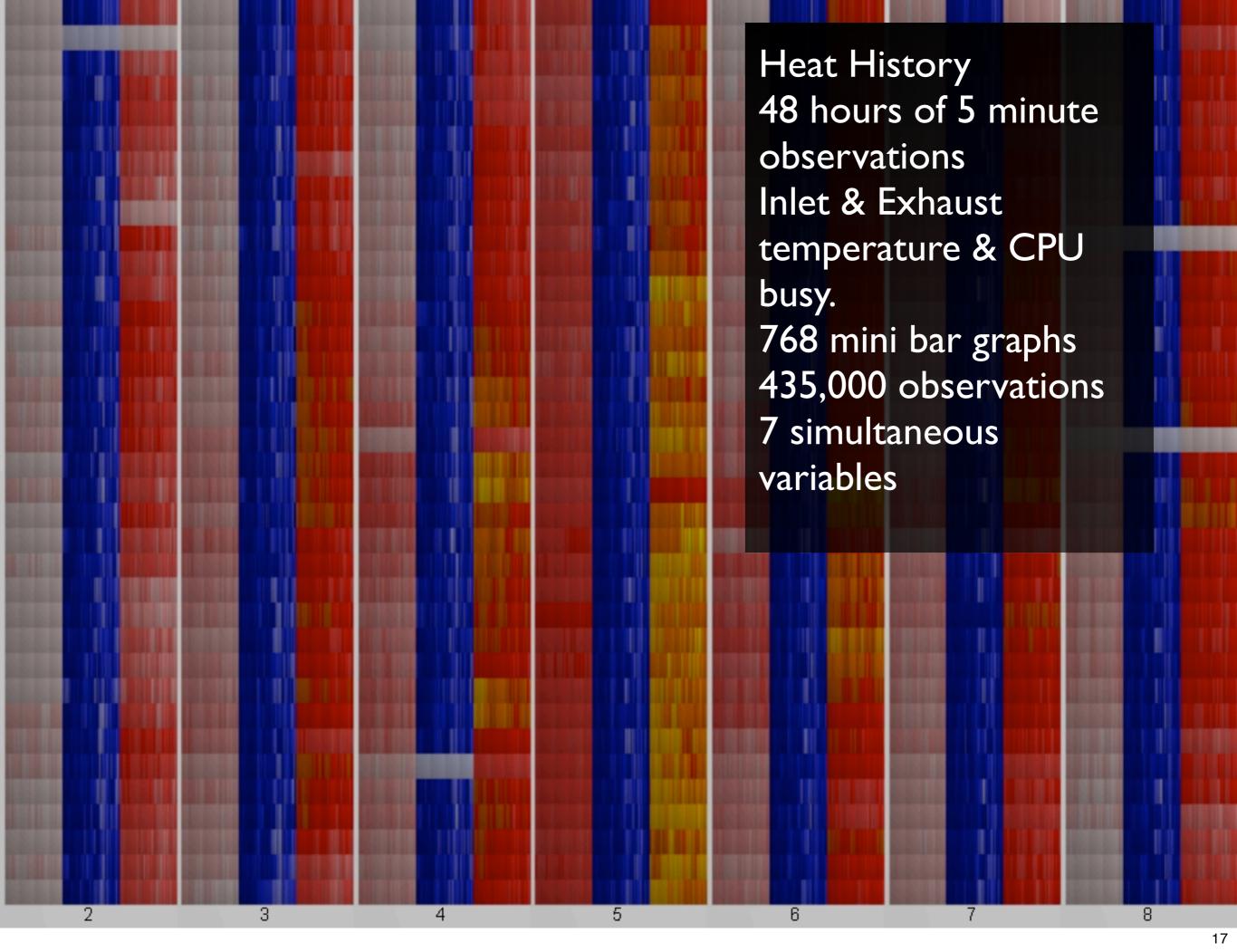
don

fell

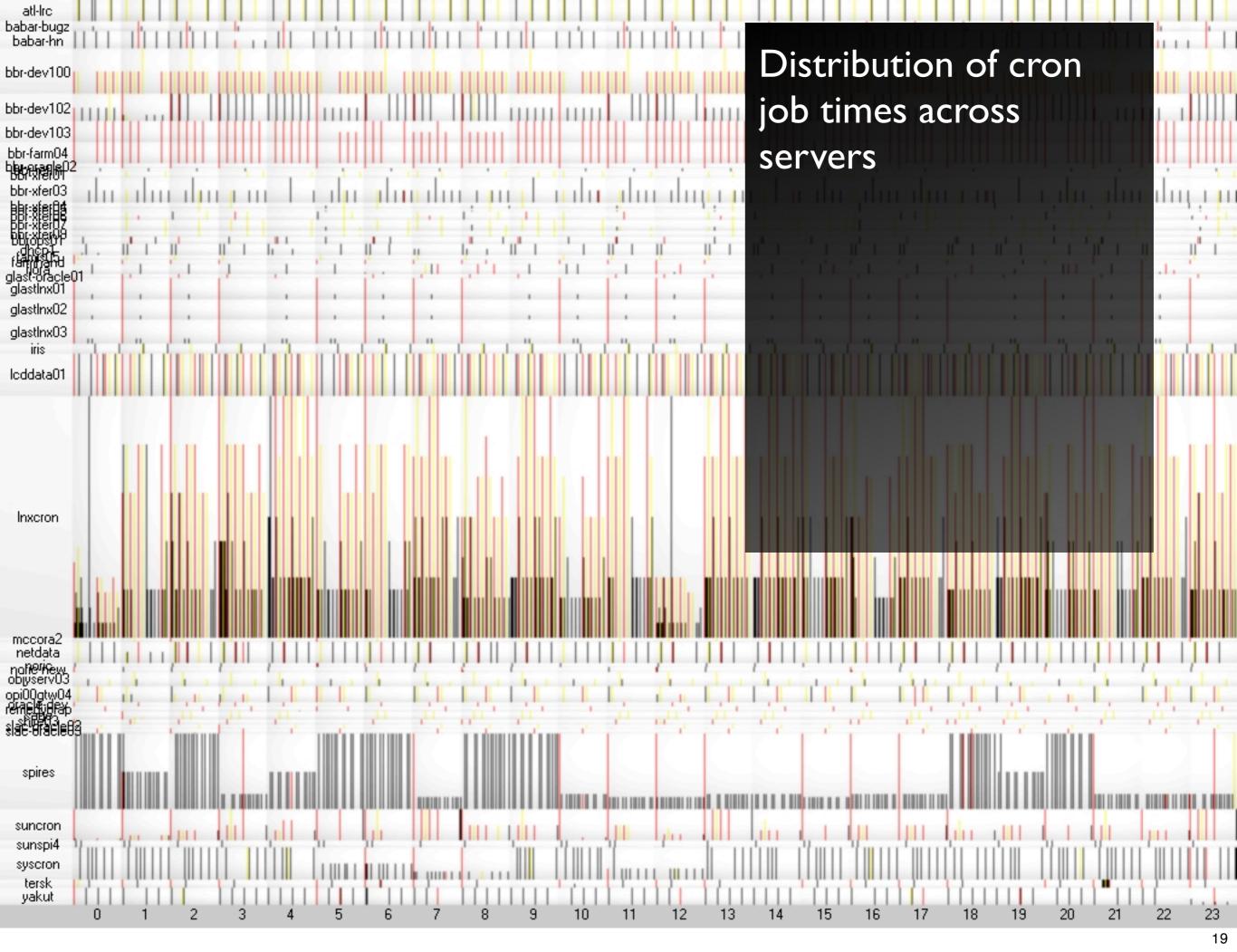
tori

yili

0	fell0001	31	0	fell0044	0	0	fell0087	28
0	fell0002	31	0	fell0045	30	0	fell0088	28
0	fell0003	32	0	fell0046	31	0	fell0089	28
0	fell0004	32	0	fell0047	31	0	fell0090	29
0	fell0005	33	0	fell0048	32	0	fell0091	28
0	fell0006	33	0	fell0049	32	0	fell0092	29
0	fell0007	33	0	fell0050	33	0	fell0093	30
0	fell0008	32	0	fell0051	34	0	fell0094	30
0	fell0009	31	0	fell0052	35	0	fell0095	30
0	fell0010	31	0	fell0053	35	0	fell0096	29
0	fell0011	31	0	fell0054	35	0	fell0097	30
0	fell0012	32	0	fell0055	35	0	fell0098	31
0	fell0013	32	0	fell0056	33	0	fell0099	31
0	fell0014	31	0	fell0057	31	0	fell0100	33
0	fell0015	30	0	fell0058	30	0	fell0101	33
0	fell0016	30	0	fell0059	31	0	fell0102	32
0	fell0017	30	0	fell0060	33	0	fell0103	30
0	fell0018	30	0	fell0061	33	0	fell0104	28
0	fell0019	31	0	fell0062	29	0	fell0105	27
0	fell0020	30	0	fell0063	28	0	fell0106	28
0	Heat map by r	ack	0	fell0064	27	0	fell0107	27
0	1910022	29	0	fell0065	28	0	fell0108	27
0	Heat map by rlocation			fell0066	28	0	fell0109	26
0	locacioni.			fell0067	28	0	fell0110	26
0			0	fell0068	28	0	fell0111	27
0			0	fell0069	28	0	fell0112	27
0	Identified a fac	Jest fo	0	fell0070	30	0	fell0113	26
	Identified a fau	ll o	fell0071	31	0	fell0114	26	
0	fell0029	30	0	fell0072	31	0	fell0115	25
	sensor	29	0	fell0073	31	0	fell0116	25
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0		28	0	fell0075	30	0	fell0118	25
0	fell0033	28	0	fell0076	28	0	fell0119	25
0	fell0034	28	0	fell0077	27	0	fell0120	25
0	fell0035	28	0	fell0078	26	0	fell0121	25
0	fell0036	28	0	fell0079	25	0	fell0122	25
0	fell0037	28	0	fell0080	24	0	fell0123	25
0	fell0038	27	0	fell0081	22	0	fell0124	24
0	fell0039	0	0	fell0082	22	0	fell0125	19
0	fell0040	27	0	fell0083	23	0	fell0126	16
0	fell0041	27	0	fell0084	25			
0	fell0042	27	0	fell0085	26			
0	fell0043	28	0	fell0086	26			
	Rack 1			Rack 2			Rack 3	







Conclusions

Dense displays allow more meaningful information to reach the user

There are over 18 million bits on a screen – use them

GUIs can scale

