

Provenance for Interactive Visualizations

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Background

- Data scientists need to **explore** large volumes of information to gain data insights as **fast** as possible
- Interactive visualizations bring powerful **ad-hoc** and **focused** analysis to both **technical** and **non-technical** data scientists
- Interactive visualizations are increasingly adopted **across** domains
 - Machine learning toolkits (e.g., Tensorflow and R Studio)
 - Decision support Systems (e.g., Endeca, Tableau, and PowerPivot)
 - Knowledge exploration (e.g., TimeMachine and Yago Explorer)
 - News (e.g., Interactive Stories at New York Times)

Problem Statement

Specify and optimize interactive visualizations

- Previous approaches: using data visualization systems or manual implementation using popular toolkits that scale with the Web
- Data visualization systems: **limited interactions** yet **easy to use**
 - Tableau: interactions for OLAP queries
 - Crossfilter: linked selection interactions for correlated dimensions
- Manual implementations: **hard to optimize, maintain, extend, and reason about**

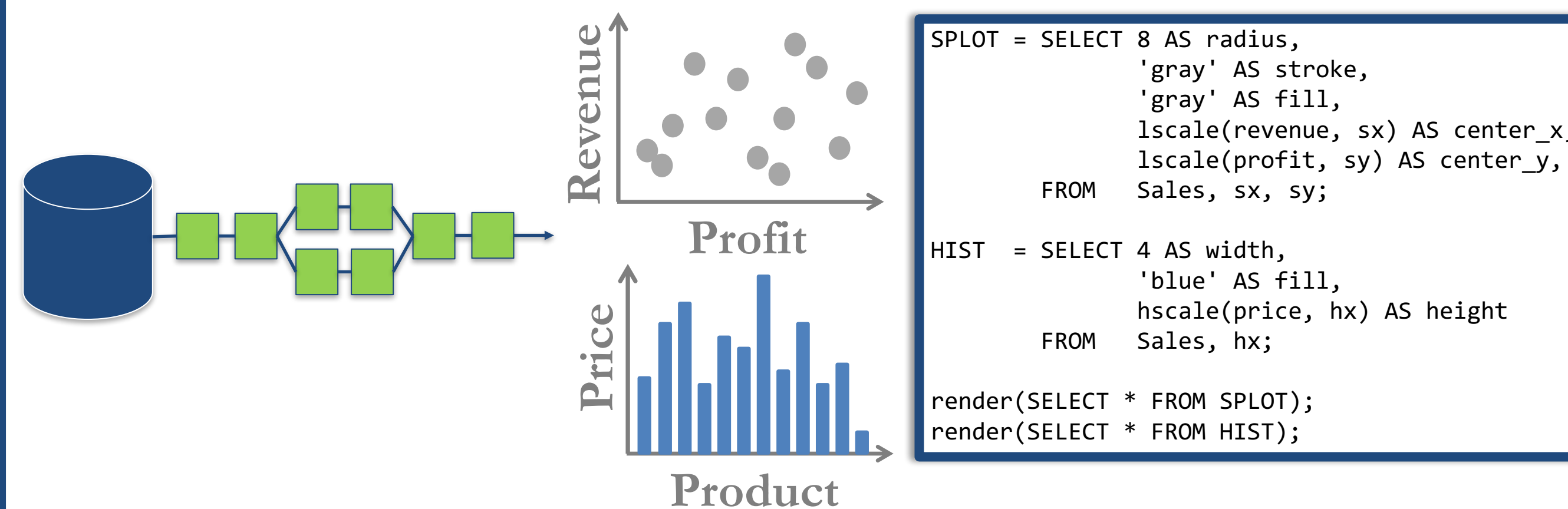
The DVMS Project



- A **declarative, relational** approach to interactive visualizations
- Main win:** push down optimization and design choices into the database system with readily available guarantees and optimizations
- DVMS ecosystem:** several extensions to the database box for the optimization and design of interactive visualizations
- Provenance subsystem** for the **specification and optimization of interactive visualizations**
- Other extensions:
 - Asynchronous interactions using concurrency control ideas
 - Streaming for the optimization of near-interactive visualizations
 - Precision interfaces for recommendation of new designs
 - and many more...

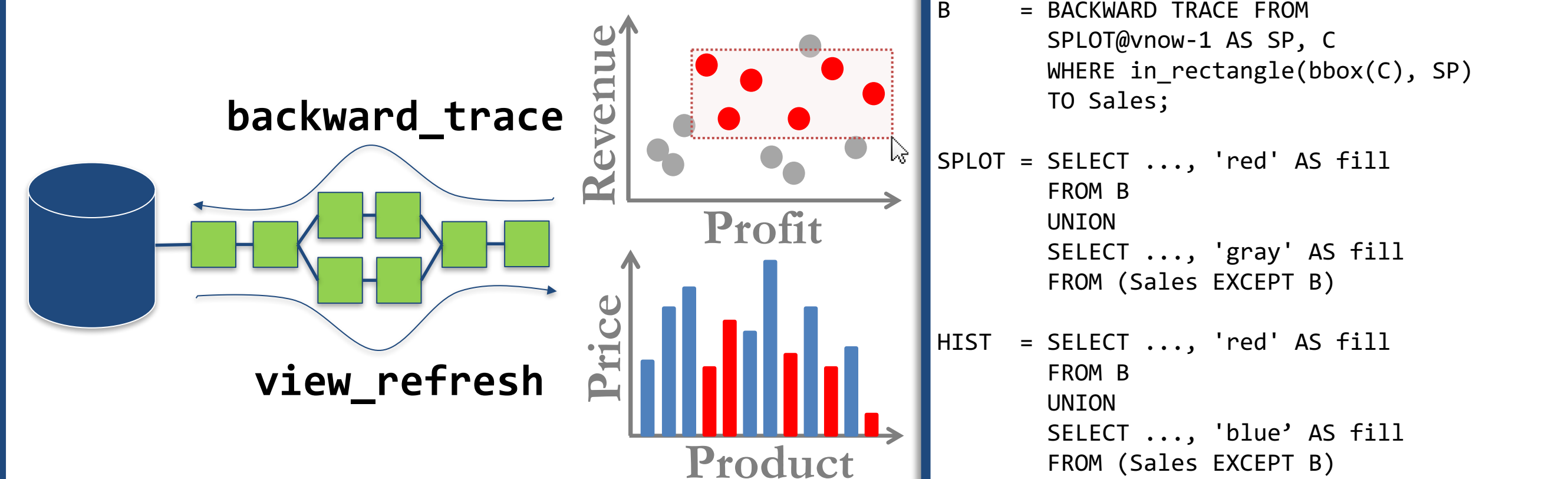
Static Visualizations

- Data from a database converted to **visual marks** using SQL queries (i.e., **as database views**)
- Visual marks** (encoded as views) are rendered using **mark-specific render** functions

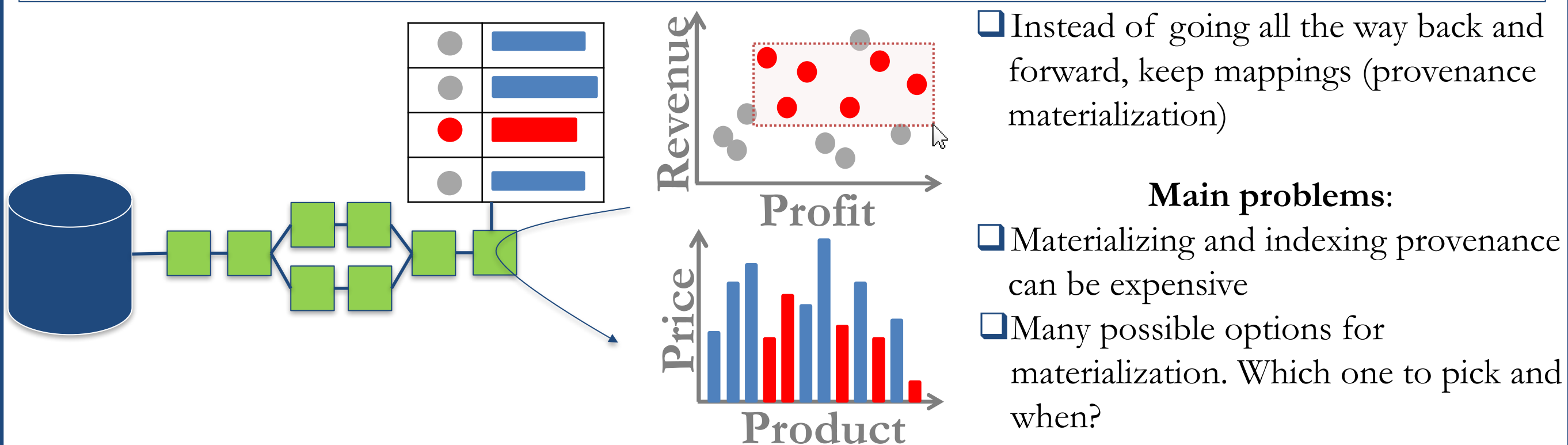


Interactive Visualizations using Provenance

- Selection of marks: (**user event stream** \bowtie **visual marks**)
- Linked brushing: Backward trace** selection to base data and **refresh** the coordinated **view** based on the traced subset



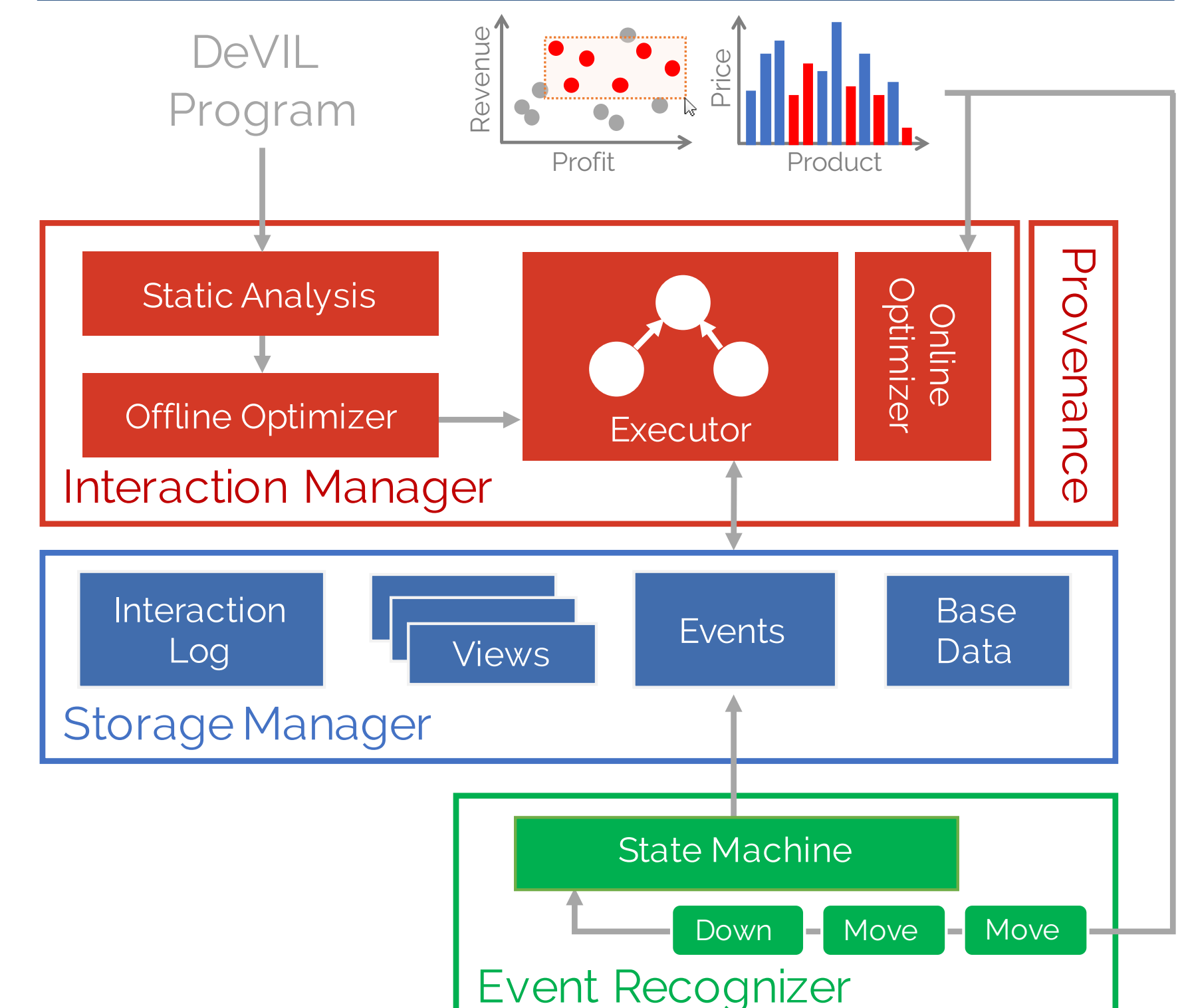
Optimizing Interactions through Provenance



Evaluation and Results

- Specification**
 - Completeness on several interaction taxonomies**
 - Support for many novel techniques** due to provenance availability
 - Interactive debugging of applications
 - Deconstruction and restyling of visualizations
 - Data explanation
 - Provenance visualization
- Optimization**
 - Preliminary results: **20-150%** improvements on provenance materialization latency against state-of-the-art provenance subsystems
 - Expecting improvements on interaction latency with novel materialization options (i.e., data skipping and delta propagation)

DVMS: Research Prototype



E. Wu, F. Psallidas, Z. Miao, H. Zhang, L. Rettig, Y. Wu, and T. Sellam; **Combining Design and Performance in a Data Visualization Management System**; In Proceedings of the Conference on Innovative Database Research, 2017.