

Browsing the Web Using Stacked Three-Dimensional Sunbursts to Visualize Term Co-Occurrences and Multimedia Content

Markus Schedl¹
markus.schedl@jku.at

Peter Knees¹
peter.knees@jku.at

Gerhard Widmer^{1,2}
gerhard.widmer@jku.at

Klaus Seyerlehner¹
klaus.seyerlehner@jku.at

Tim Pohle¹
tim.pohle@jku.at

¹ Department of Computational Perception
Johannes Kepler University (JKU)
Linz, Austria
<http://www.cp.jku.at>

² Austrian Research Institute for Artificial Intelligence (OFAI)
Vienna, Austria
<http://www.ofai.at>

ABSTRACT

We present a novel visualization approach that extends the Sunburst technique to the third dimension, which allows for encoding additional data in the height of each arc segment. By stacking a number of such 3D-Sunbursts, we build a user interface for browsing collections of web pages. We apply techniques for web content indexing of multimedia data (text, audio, image, video) and text analysis to create a UI where each layer of the Sunburst stack represents a specific multimedia content type. We call this user interface the *Co-Occurrence Browser (COB)* and demonstrate its usability on a collection of web pages related to music artists.

Keywords: Stacked 3D-Sunbursts, User Interface, Web Content Mining, Co-Occurrence Browser

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1 INTRODUCTION AND CONTEXT

The *Sunburst* as proposed in [3, 6] is a circular, space-filling visualization technique that is used to visualize hierarchical data. The center of the visualization represents the highest element in the hierarchy, whereas elements on deeper levels are illustrated by arcs further away from the center. Child elements are drawn within the angular borders of their parent, but at a more distant position from the center.

In this paper, we propose a visualization technique that makes use of the Sunburst approach, but allows for visualizing additional dimensions of the data set. This is achieved first by enhancing the visual representation of the Sunburst with a third dimension, which provides the possibility to encode continuous data in the height of each arc. Second, by organizing a set of N such enhanced 3D-Sunbursts in a stack, we are able to display, for every arc, the values of N continuous data dimensions.

We demonstrate the presented technique in our Co-Occurrence Browser (COB) application for browsing collections of web pages by means of co-occurring terms and multimedia content. Since the size of the Sunbursts of the COB is in principle only restricted by the number of possible combinations of all terms, we further introduce three constraints that limit this size. To get an impression

of the appearance of a visualization employing the proposed technique, the reader is invited to take a look at Figure 1.

2 STACKED 3D-SUNBURSTS

Each arc of a fixed Sunburst in the stack can encode two different data dimensions. The first one is represented by the arc's angular extent, which obviously has to be the same for a particular arc over all layers of the stack. The second one is encoded in the height of the arc, which may vary according to the layer. Considering a Sunburst stack of N layers, it is possible to encode the values of $N + 1$ data dimensions for each arc (1 in the arc's angular extent and N in its height in each of the N layers).

As for user interaction, our prototypical Java implementation currently provides the following possibilities: *rotating* the Sunburst stack around the Y-axis, i.e. the vertical axis going through the root nodes of all Sunbursts in the stack, by moving the mouse in the horizontal direction while pressing an arbitrary mouse button, *zooming in/out* (within predefined boundaries) by holding the left mouse button pressed and moving the mouse upwards/downwards, *changing the inclination of the stack* limited to angles between a front view and a bird's eye view by moving the mouse upwards/downwards while holding the right mouse button pressed.

Selecting a particular arc, i.e. moving in the hierarchy visualized by the Sunbursts, is accomplished by the arrow keys. Furthermore, two different methods for highlighting a selected arc are provided. The first one highlights only the most recently selected arc and should be used when it is important to concentrate the user's attention on this arc. Employing the second method, the selected arc at each hierarchy level is highlighted, which facilitates tracing the selection back to the root arc. We use this second highlighting method in the application presented in the next section – cf. Figure 1, where the arcs labeled “guitar” and “punk” are highlighted by coloring their labels and arc borders in white.

3 THE CO-OCCURRENCE BROWSER

We demonstrate the proposed visualization technique for the application scenario of exploring a collection of web pages about music artists. To this end, we elaborated a user interface that allows for browsing web page collections by means of co-occurring terms and multimedia content. We call this UI the Co-Occurrence Browser (COB). The COB has been implemented in Java using the *processing* environment [1] and parts of our *CoMIRVA* framework [5, 4] for music and multimedia processing, information retrieval, and visualization.

The purpose of the COB is threefold. First, it facilitates getting an overview of the web pages related to a specific topic, a music artist in our case, by structuring them according to co-occurring terms.

