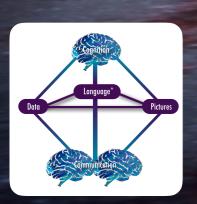
Last Night! OPEN SPACE





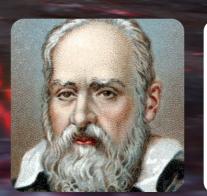


Seeing, Exploring, Explaining, and Sharing our Universe











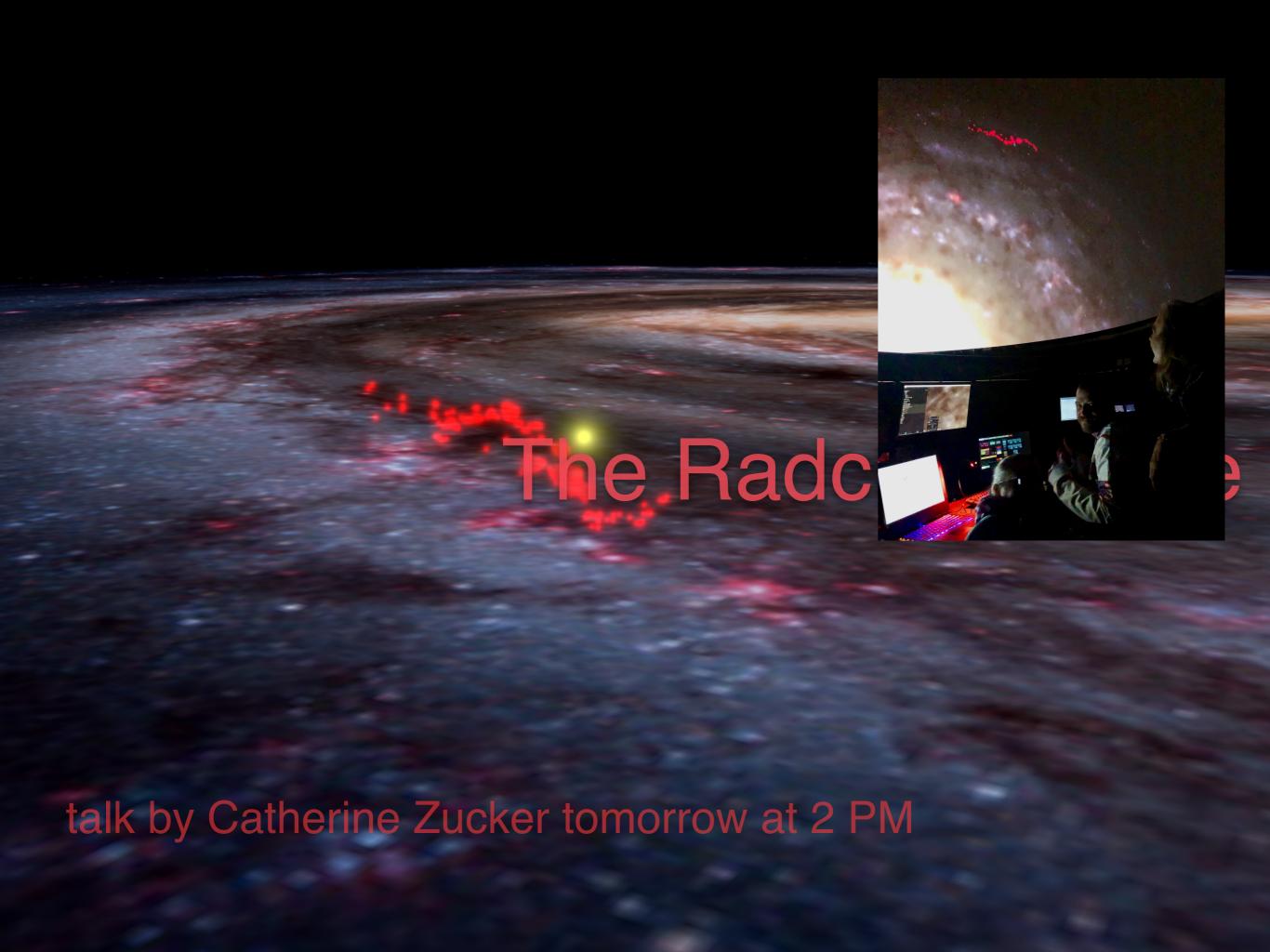




Alyssa A. Goodman

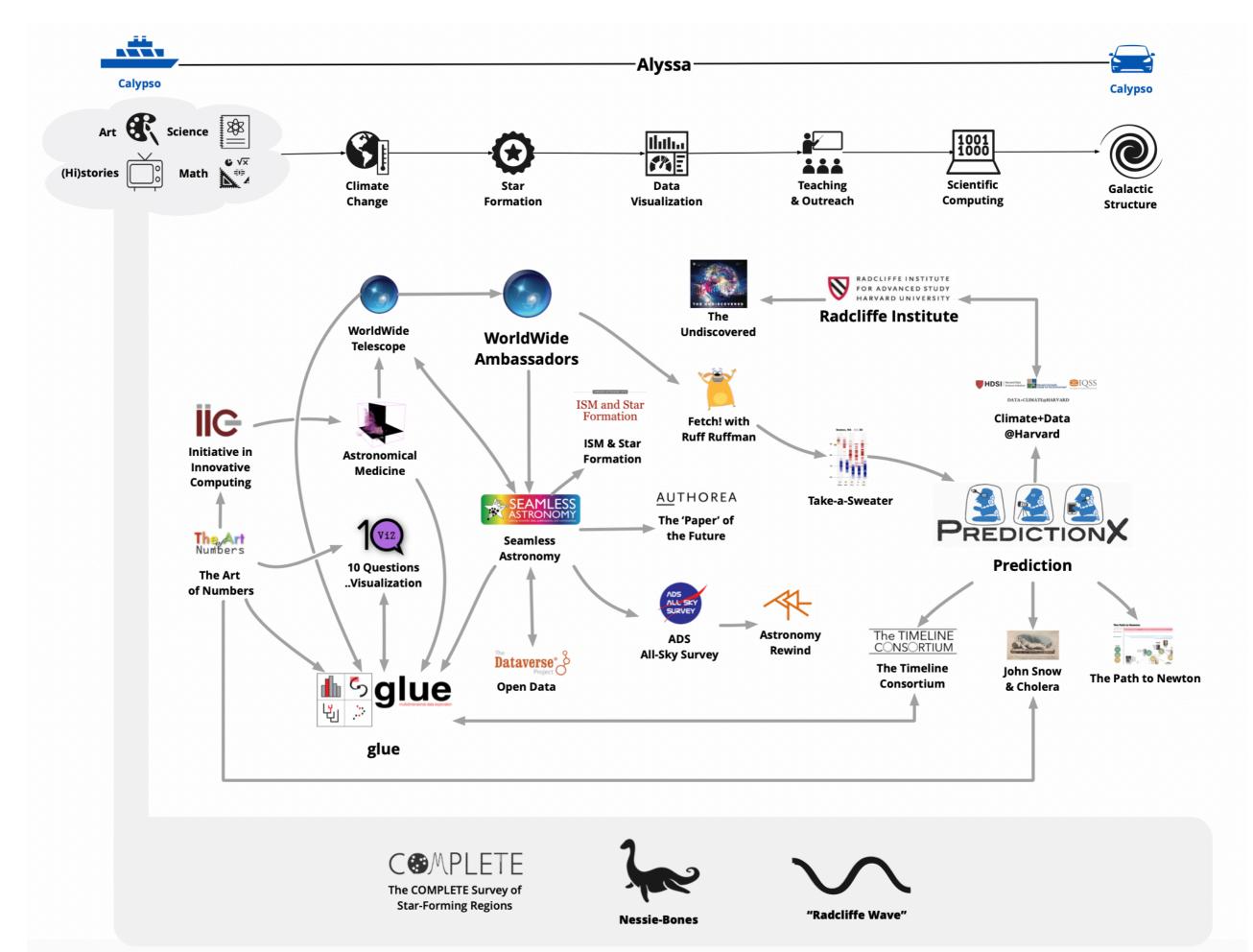
Center for Astrophysics I Harvard & Smithsonian Radcliffe Institute for Advanced Study

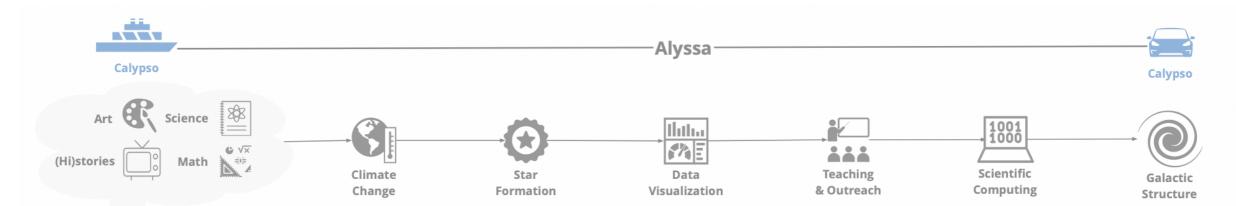
Apology/Disclaimer
Images of "The Radcliffe Wave" in this talk are embargoed by Nature until January 8, 2020.
Please do not record or share them.
Talks slides will be posted at Alyssa Goodman's web site after January 8.





The Radcliffe Wave



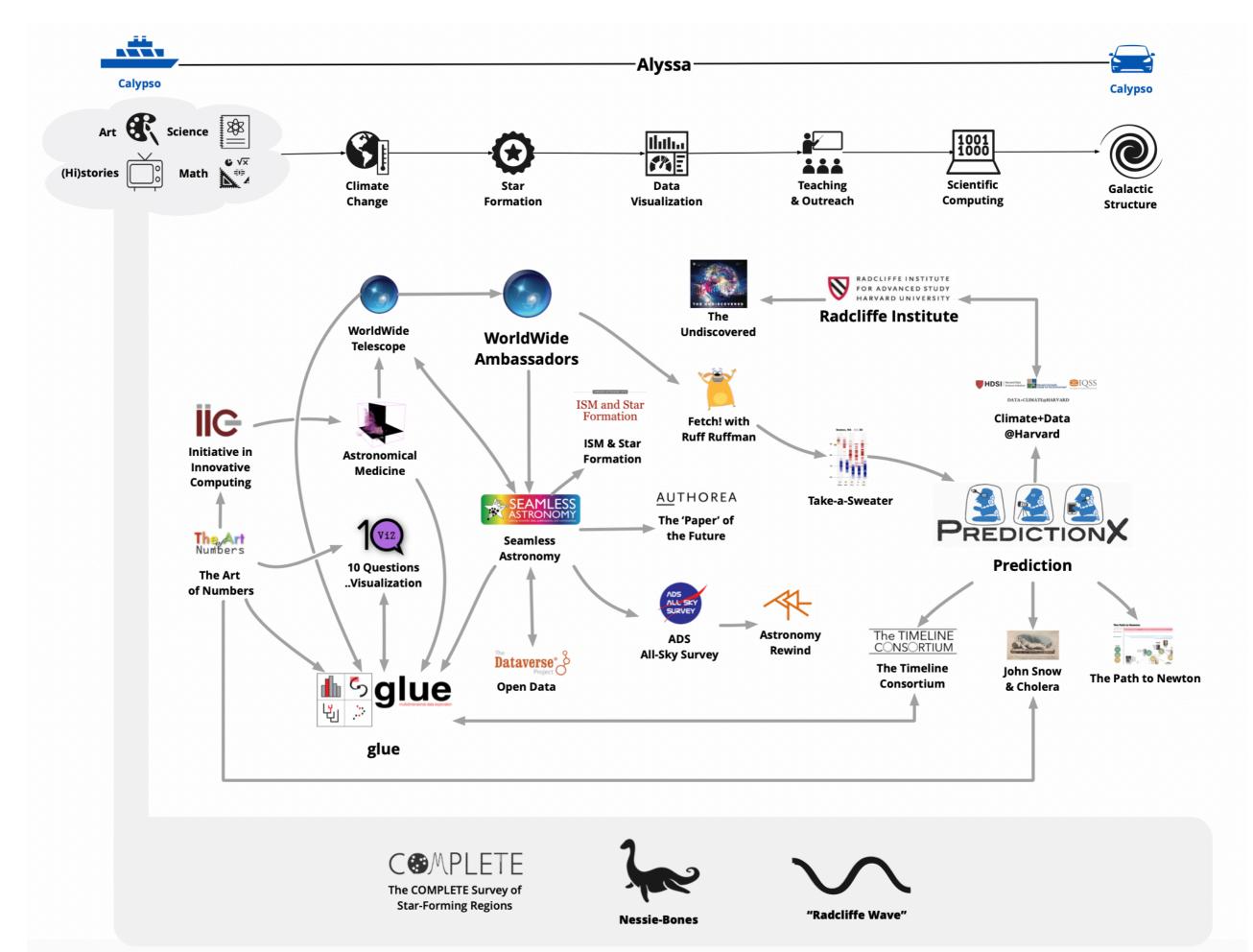






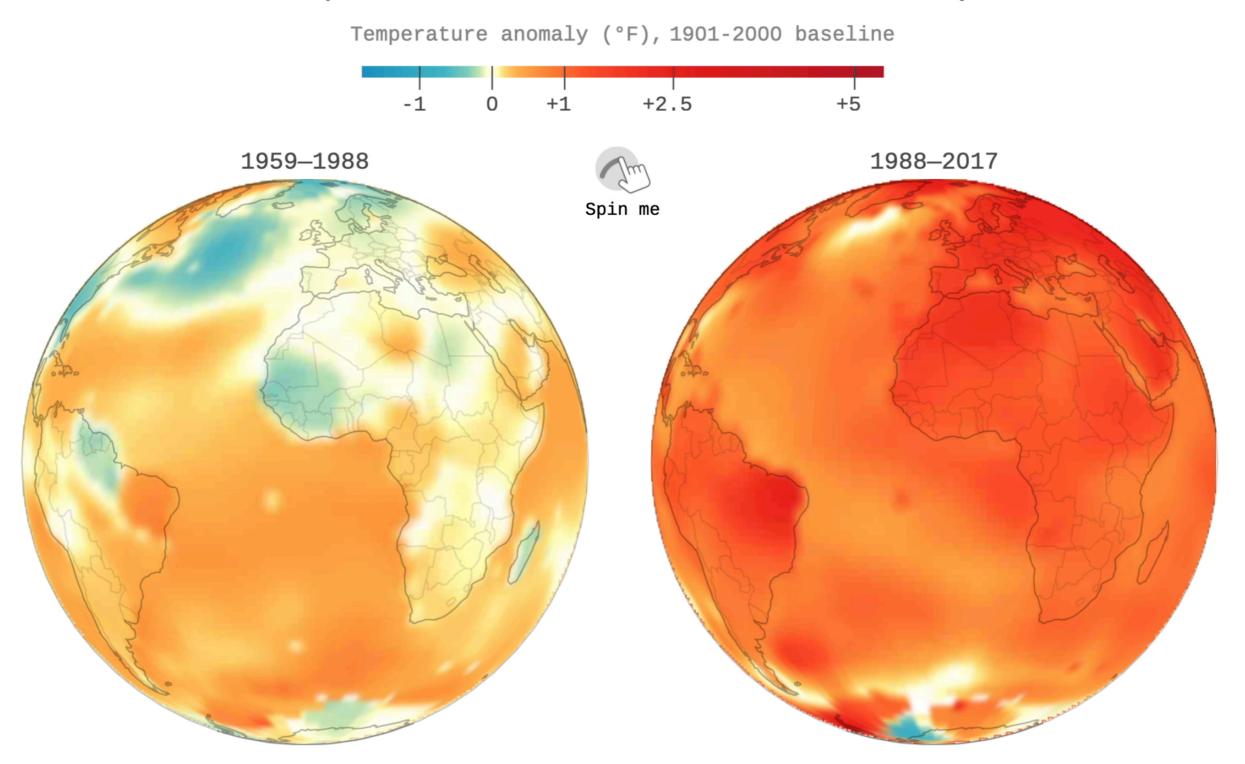








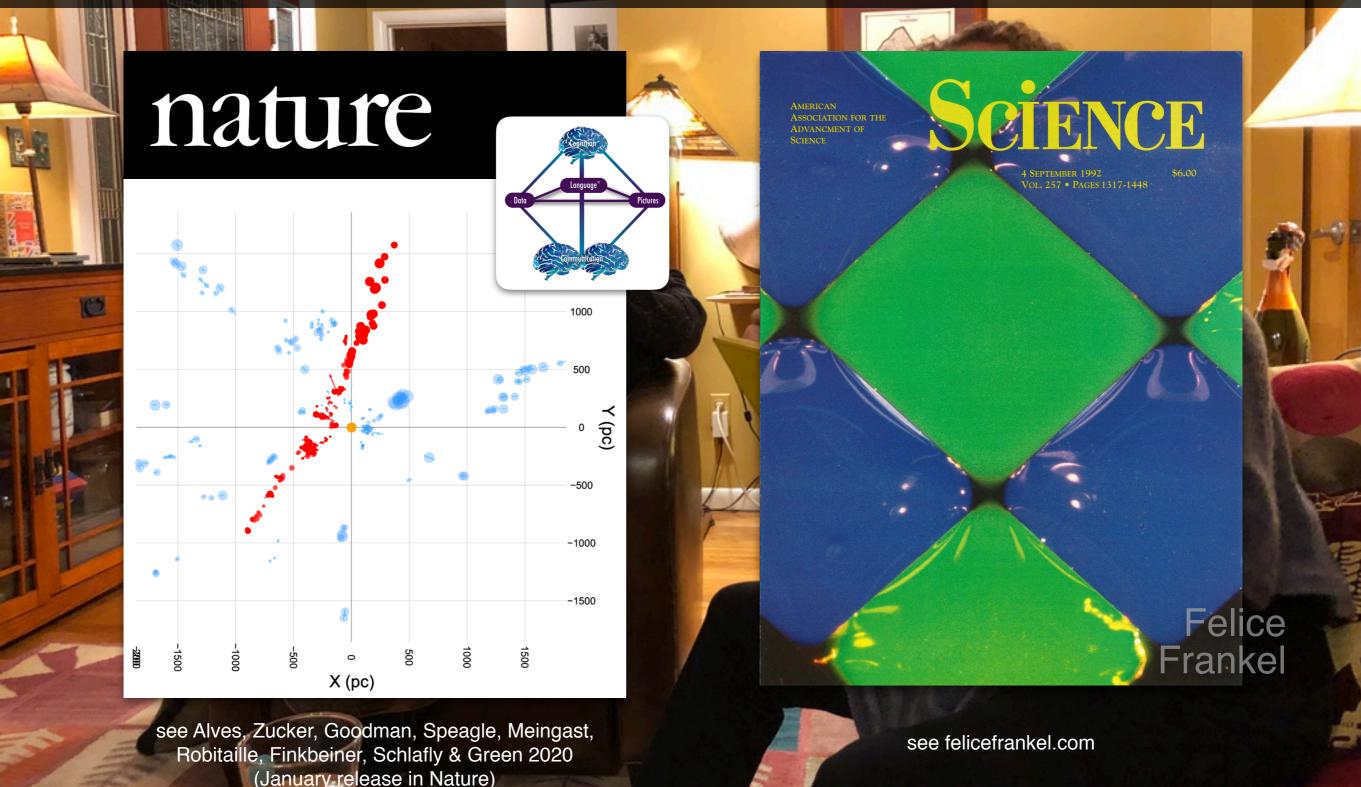
Temperatures before and after Hansen's Senate testimony



Data: NASA's Goddard Institute for Space Studies; Graphic: Harry Stevens/Axios

www.axios.com/how-much-earth-has-warmed-since-hansen-testified-b6f8fdb4-484e-477f- – b8b6-6ee320994dc0.html

"...how traditional and modern approaches to visualizing information are best combined to leverage human creativity in our quest to understand the world around us..."





Word Count

42 Comments





0

91

The "Paper" of the Future

Alyssa Goodman, Josh Peek, Alberto Accomazzi, Chris Beaumont, Christine L. Borgman, How-Huan Hope Chen, Merce Crosas, Christopher Erdmann, August Muench, Alberto Pepe,

A 5-minute video demonsration of this paper is available at this YouTube link.

1 Preamble

A variety of research on human cognition demonstrates that humans learn and communicate best when more than one processing system (e.g. visual, auditory, touch) is used. And, related research also shows that, no matter how technical the material, most humans also retain and process information best when they can put a narrative "story" to it. So, when considering the future of scholarly communication, we should be careful not to do blithely away with the linear narrative format that articles and books have followed for centuries: instead, we should enrich it.

Much more than text is used to commuicate in Science. Figures, which include images, diagrams, graphs, charts, and more, have enriched scholarly articles since the time of Galileo, and ever-growing volumes of data underpin most scientific papers. When scientists communicate face-to-face, as in talks or small discussions, these figures are often the focus of the conversation. In the best discussions, scientists have the ability to manipulate the figures, and to access underlying data, in real-time, so as to test out various what-if scenarios, and to explain findings more clearly. This short article explains-and shows with demonstrations-how scholarly "papers" can morph into long-lasting rich records of scientific discourse. enriched with deep data and code linkages, interactive figures, audio, video, and commenting.

Konrad Hinsen 3 days ago · Public

Many good suggestions, but if the goal is "long-lasting rich records of scientific discourse", a more careful and critical attitude towards electronic artifacts is appropriate. I do see it concerning videos, but not a word on the much more critical situation in software. Archiving source code is not sufficient: all the dependencies, plus the complete build environment, would have to be conserved as well to make things work a few years from now. An "executable figure" in the form of an IPython notebook wil...

Merce Crosas 3 days ago · Public

Konrad, good points; this has been a concern for the community working on reproducibility. Regarding data repositories, Dataverse handles long-term preservation and access of data files in the following way: 1) for some data files that the repository recognizes (such as R Data, SPSS, STATA), which depend on a statistical package, the system converts them into a preservation format (such as a tab/CSV format). Even though the original format is also saved and can be accessed, the new preservation format gua...

more

more

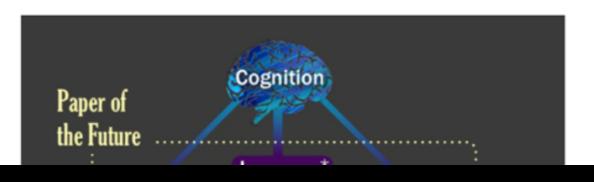
Konrad Hinsen 1 day ago · Public

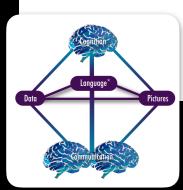
That sounds good. I hope more repositories will follow the example of Dataverse. Figshare in particular has a very different attitude, encouraging researchers to deposit as much as possible. That's perhaps a good strategy to change habits, but in the long run it could well backfire when people find out in a few years that 90% of those deposits have become useless.

Christine L. Borgman 4 months ago - Private



"publications"





d3po/Authorea: Peek, Price-Whelan, Pepe, Beaumont, Borkin, Newton; PotF: Goodman, Peek; WWT: Wong, Fay et al.; Astrometry.net: Hogg, Lang, Roweis et al.

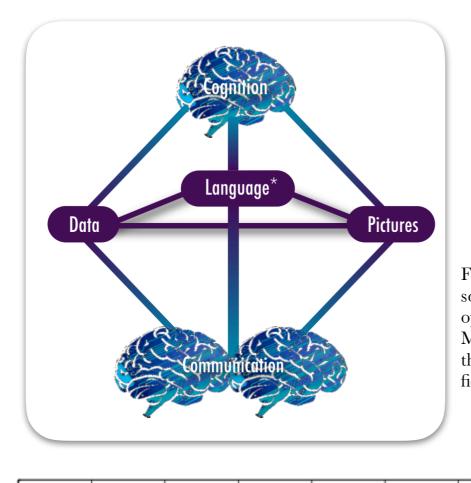
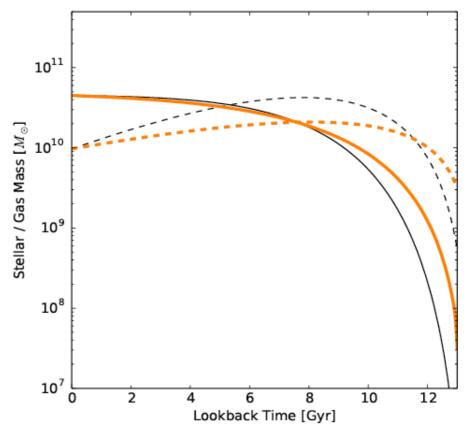
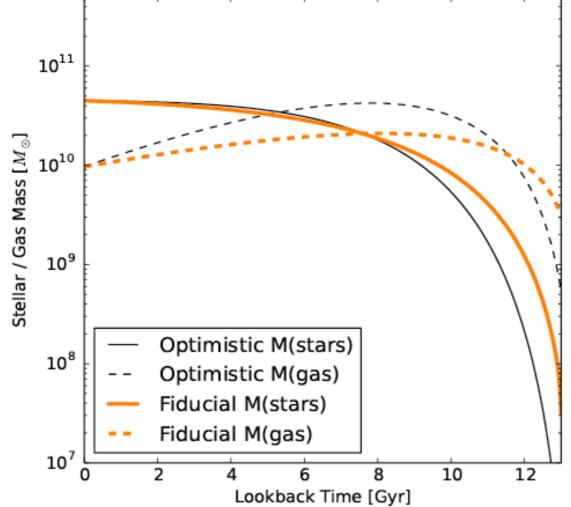
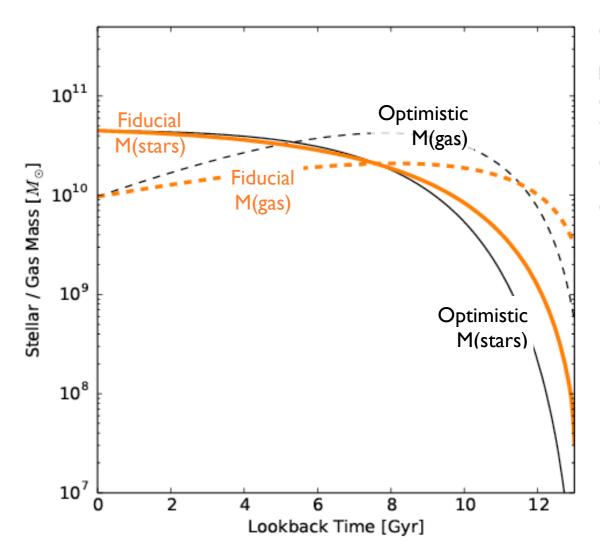


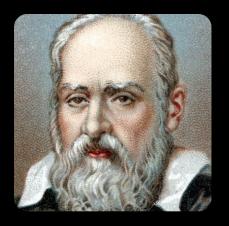
Figure Caption: The solid/solid black line shows the optimistic case for M(stars)/M(gas). The orange lines show the same quantities, for the fiducial case.



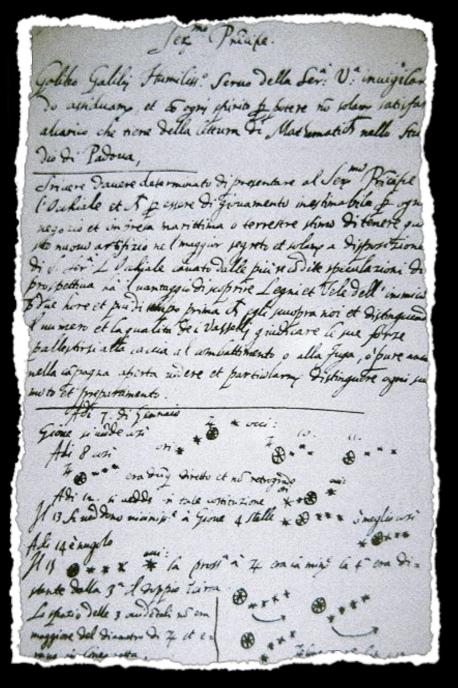


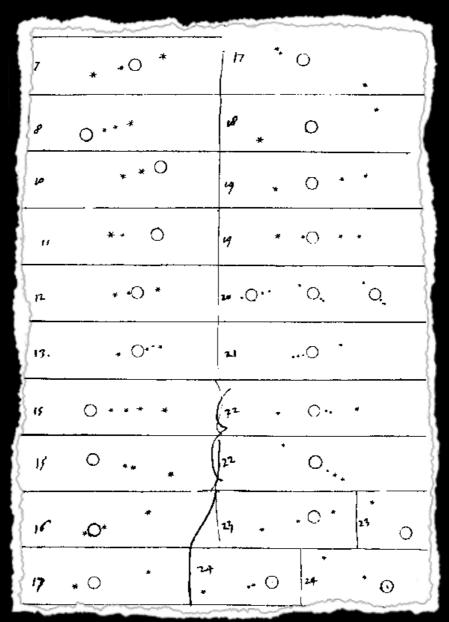


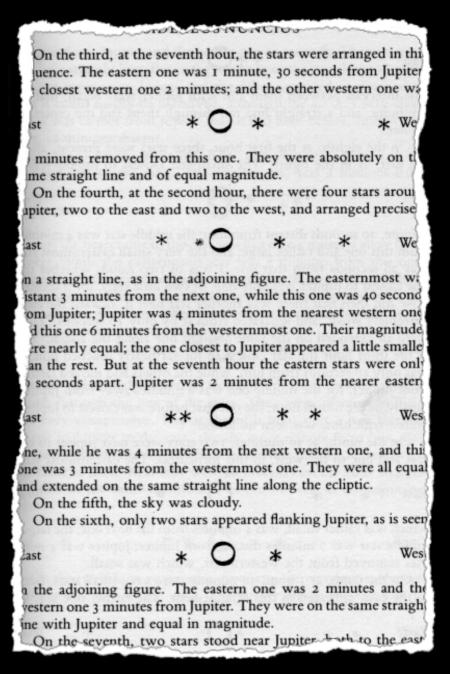




Galileo Galilei (1564-1642)



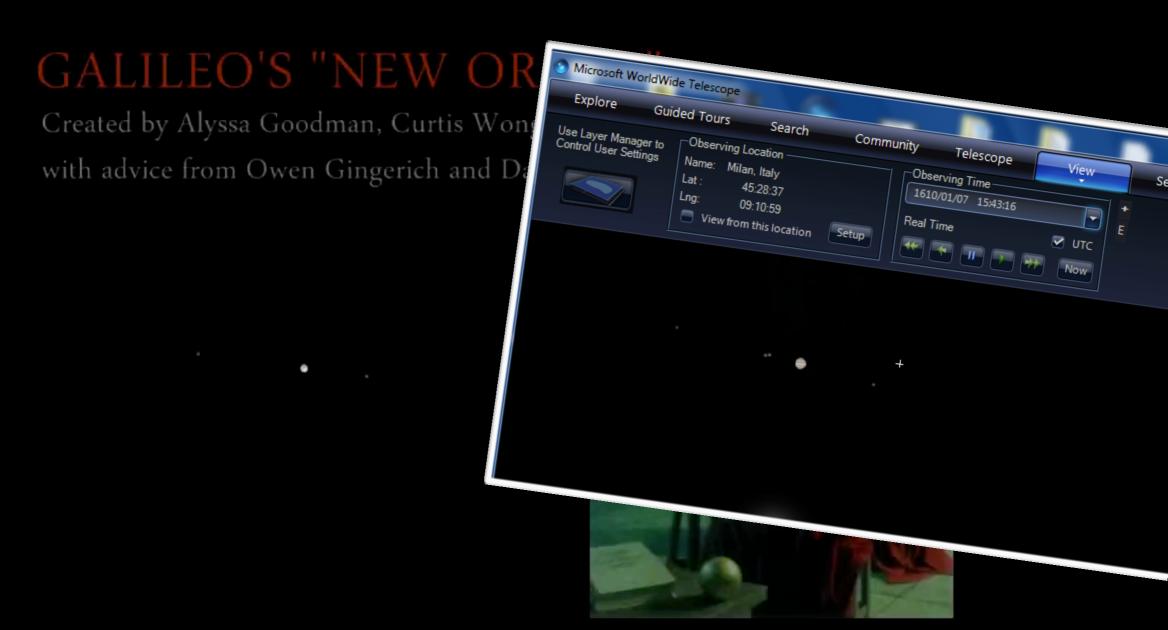






Galileo Galilei



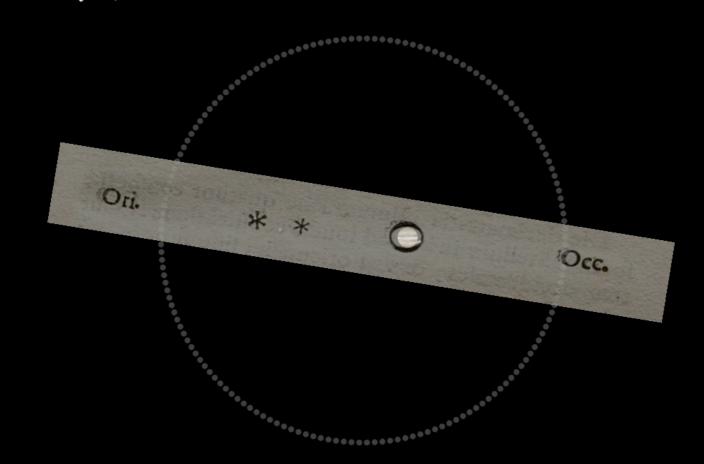




Galileo Galilei

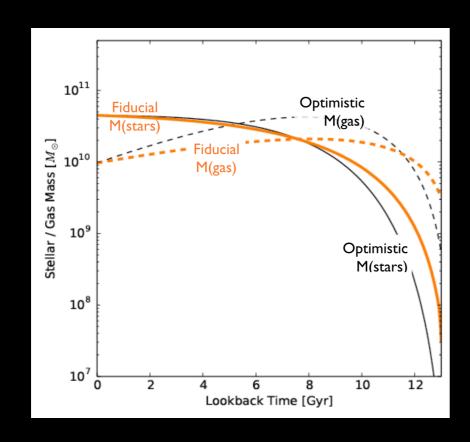


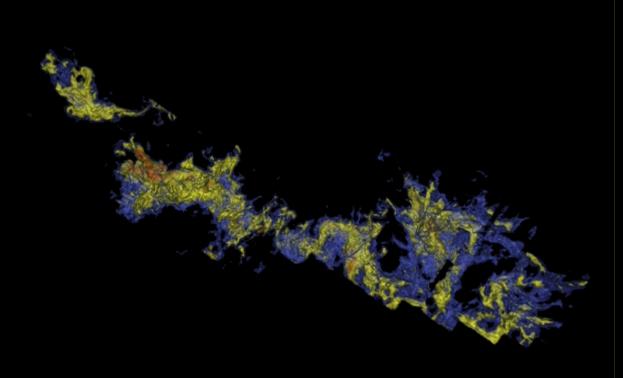
January 11, 1610



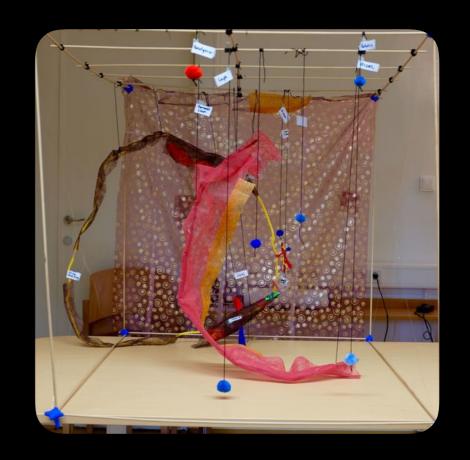




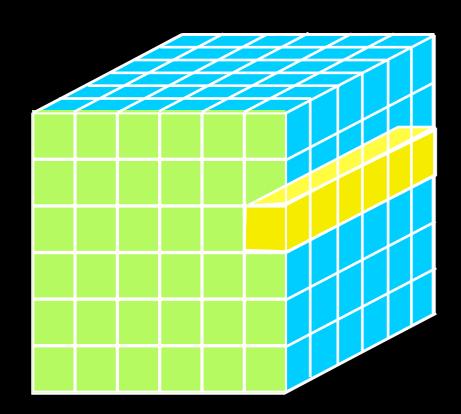












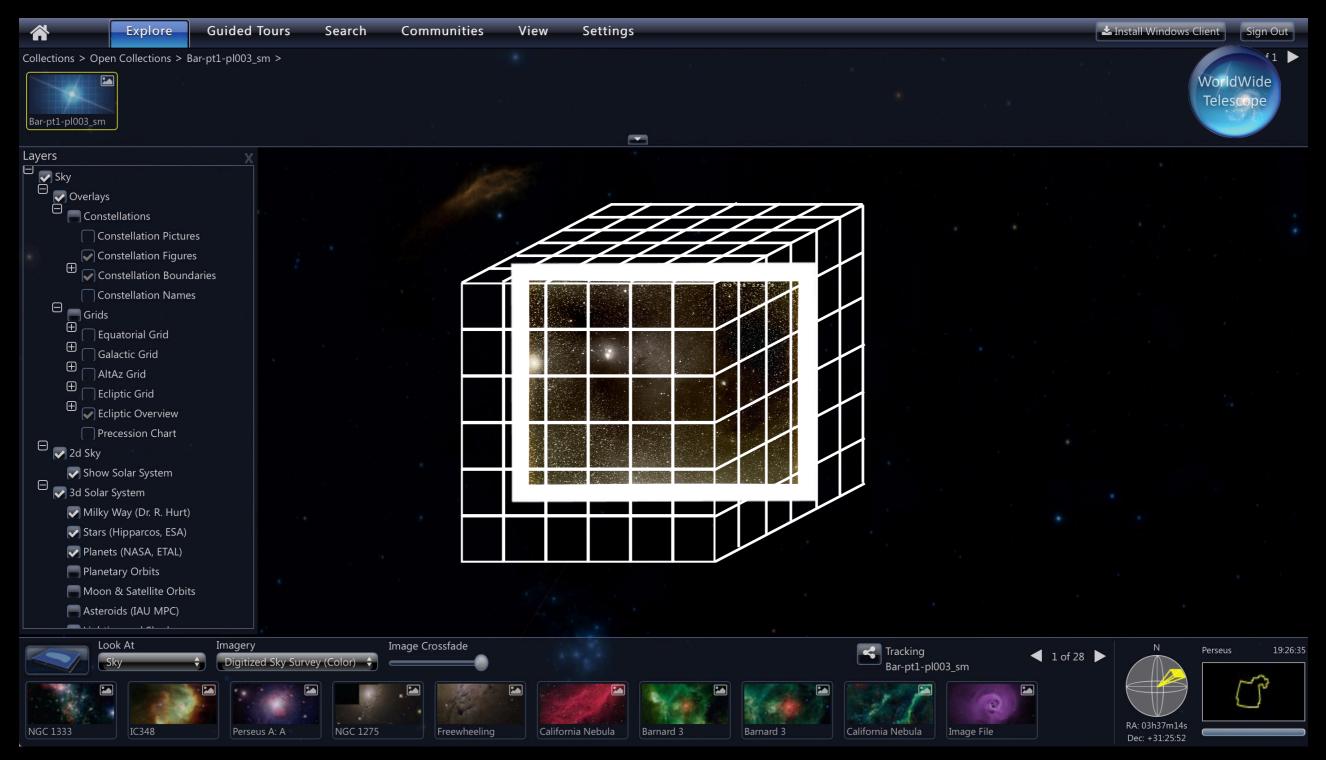
1D: Columns = "Graphs"

2D: Faces or Slices = "Images"

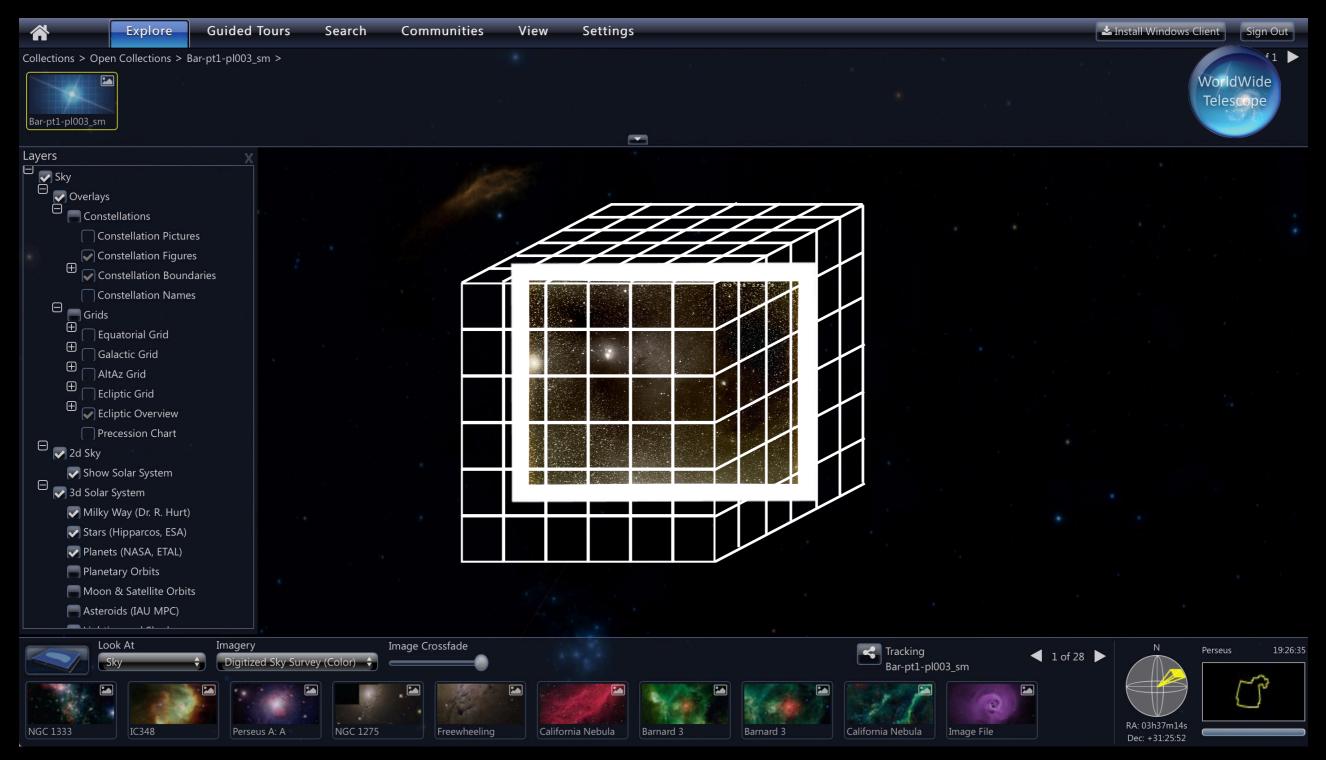
3D: Volumes = "3D Renderings", "2D Movies"

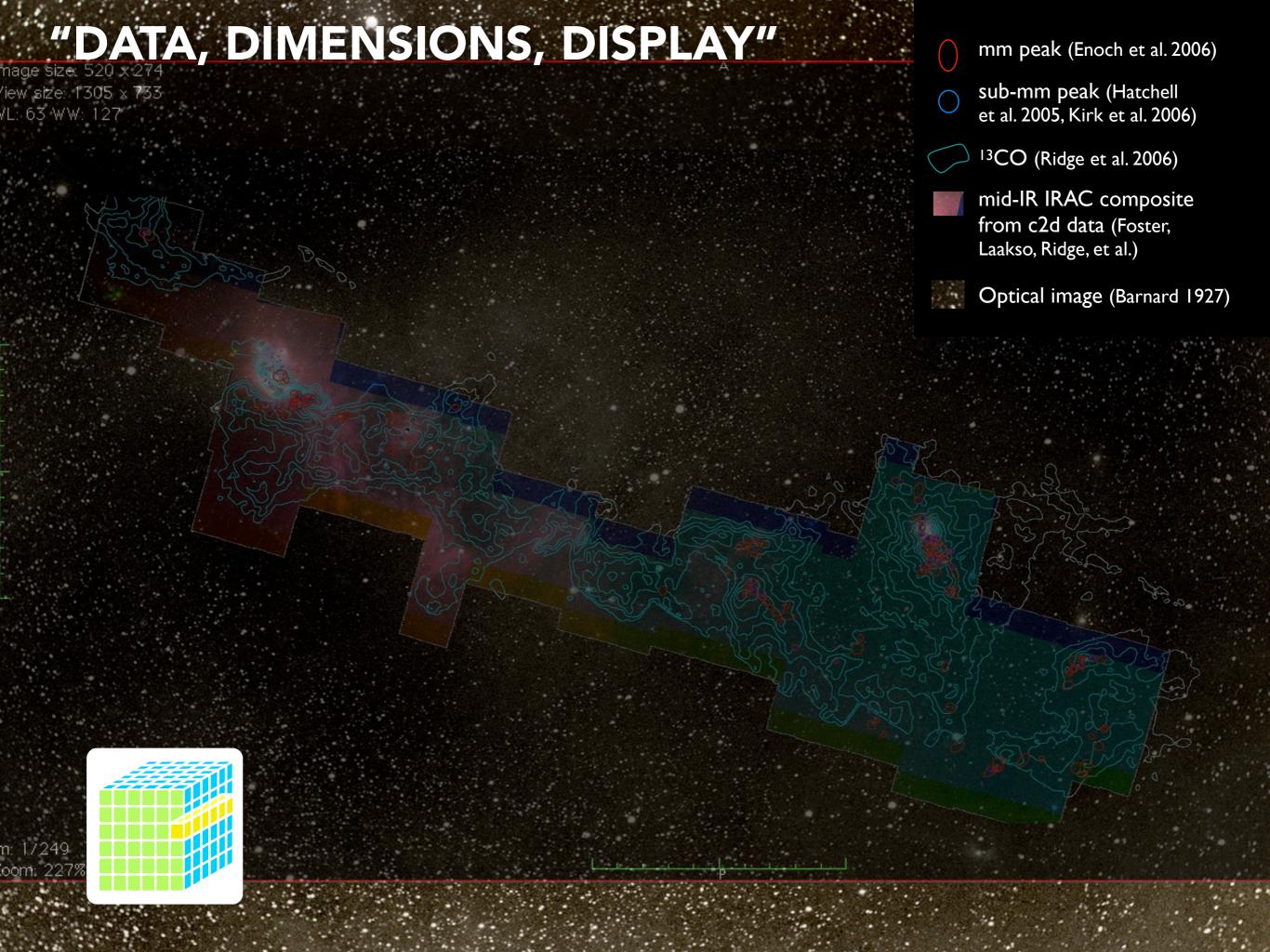
4D: Time Series of Volumes = "3D Movies"

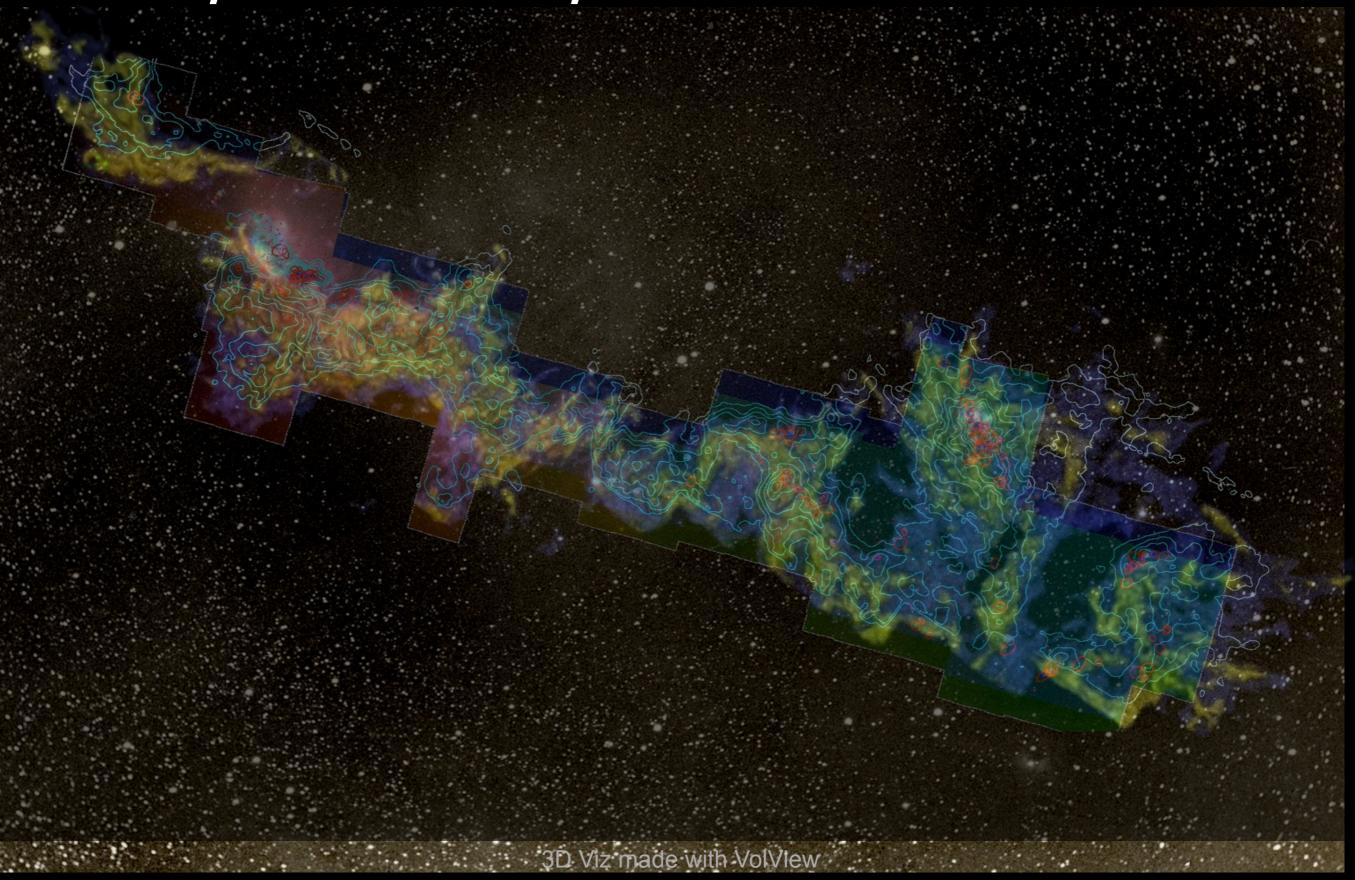








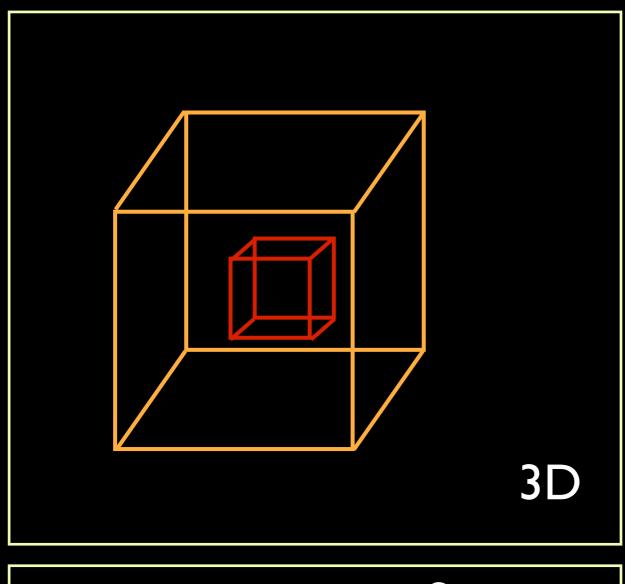


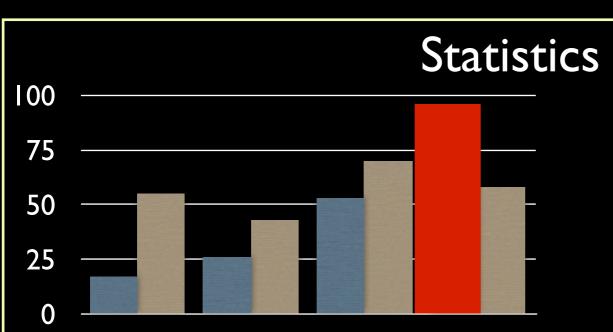


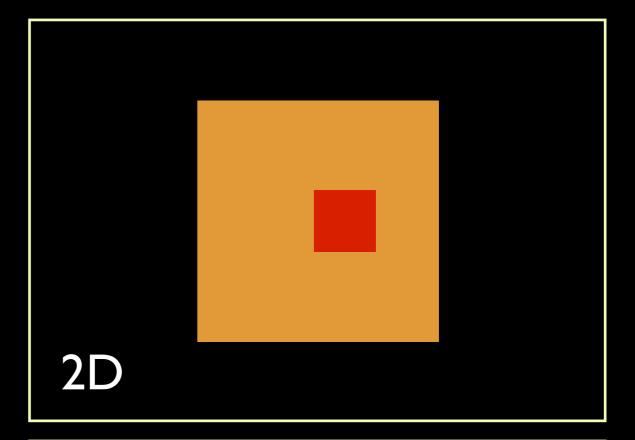


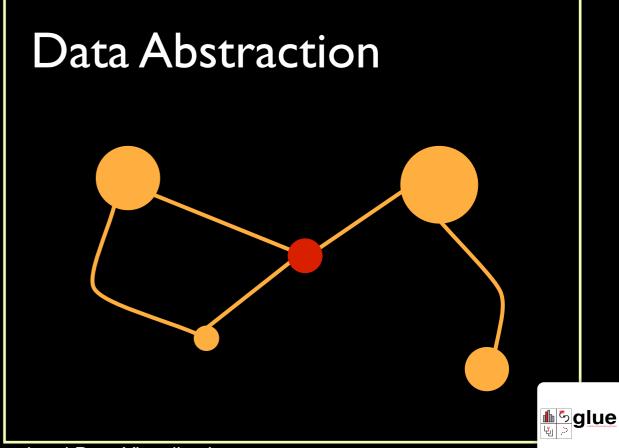


LINKED VIEWS OF HIGH-DIMENSIONAL DATA



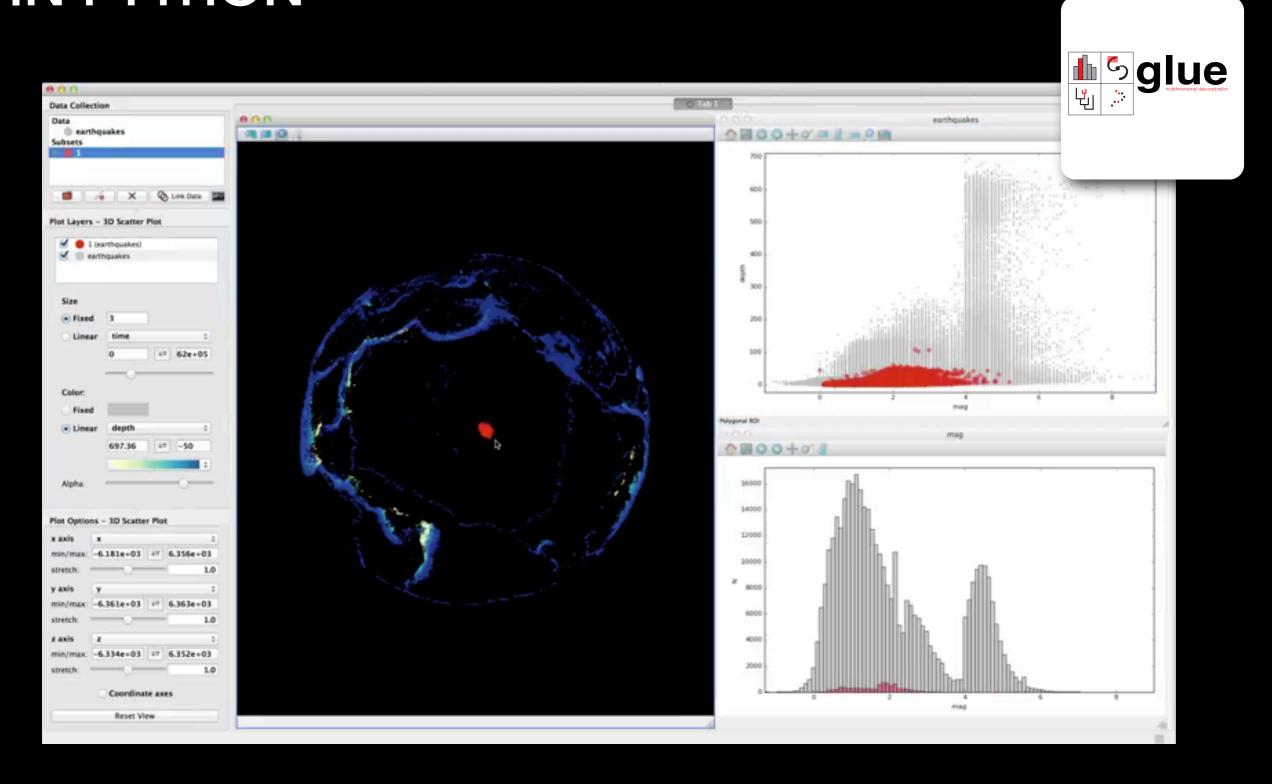




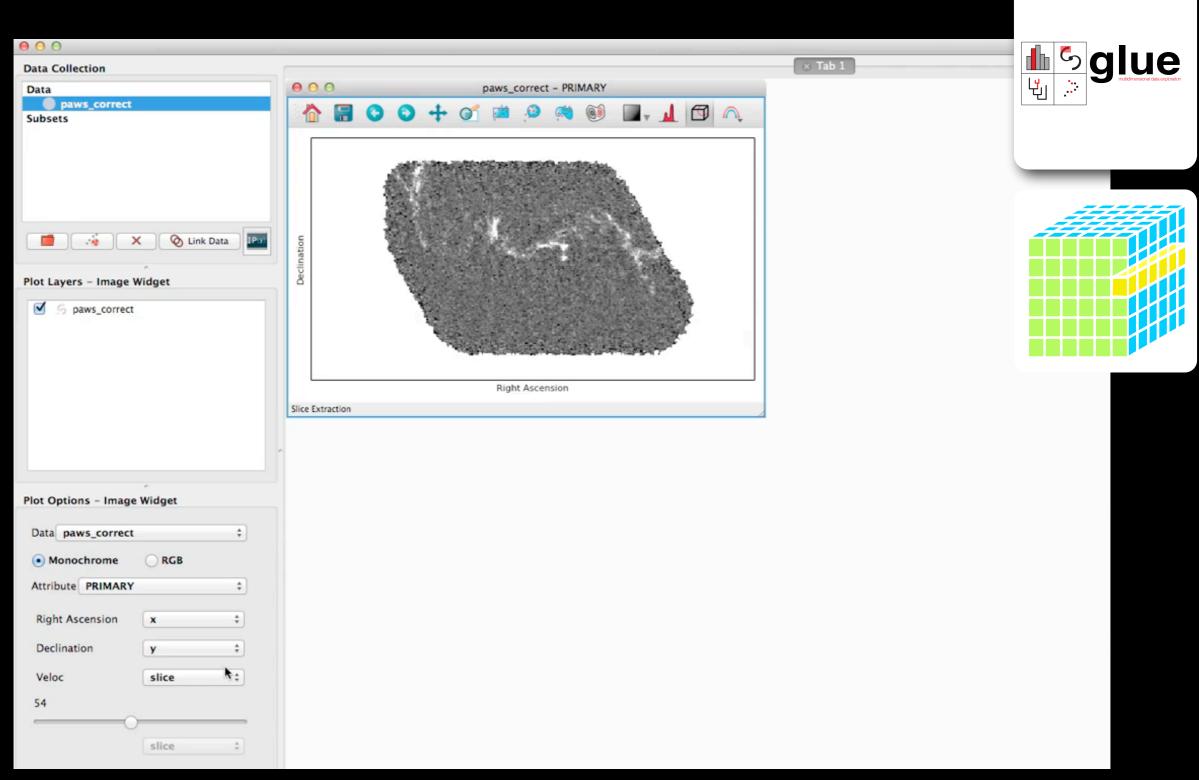


figure, by M. Borkin, reproduced from <u>Goodman 2012</u>, "Principles of High-Dimensional Data Visualization in Astronomy"

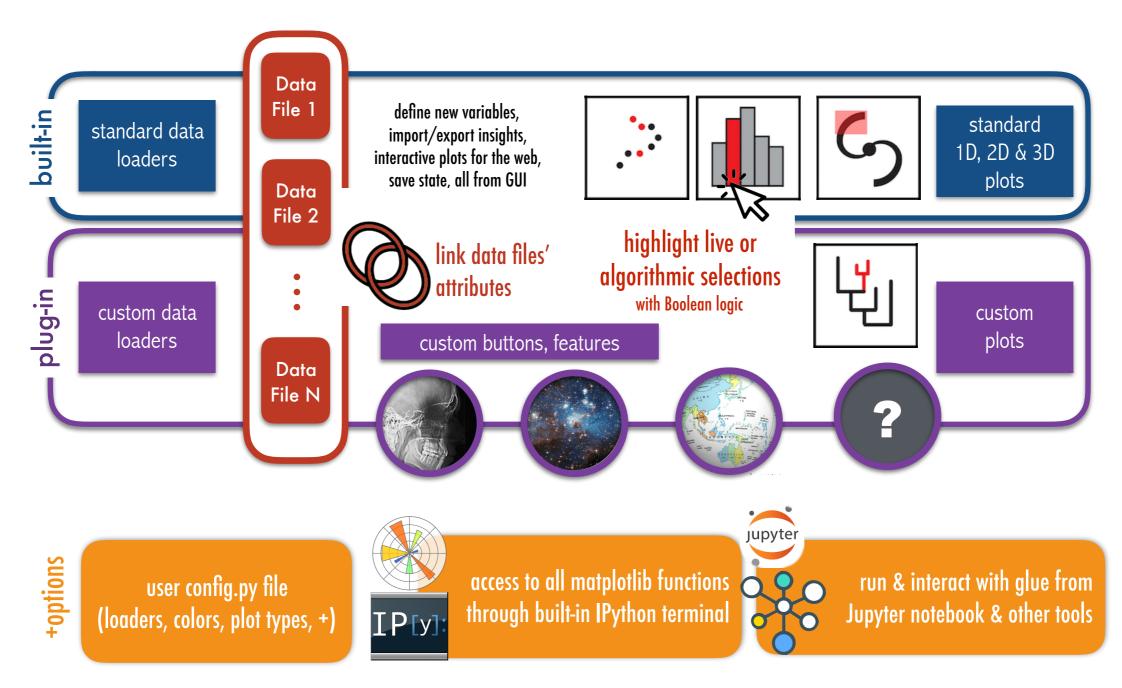
LINKED VIEWS OF HIGH-DIMENSIONAL DATA, IN PYTHON



LINKED VIEWS OF HIGH-DIMENSIONAL DATA, IN PYTHON









GLUE PLOTS • GLUE DATA SETS • GLUE TOOLS



The Path to Newton





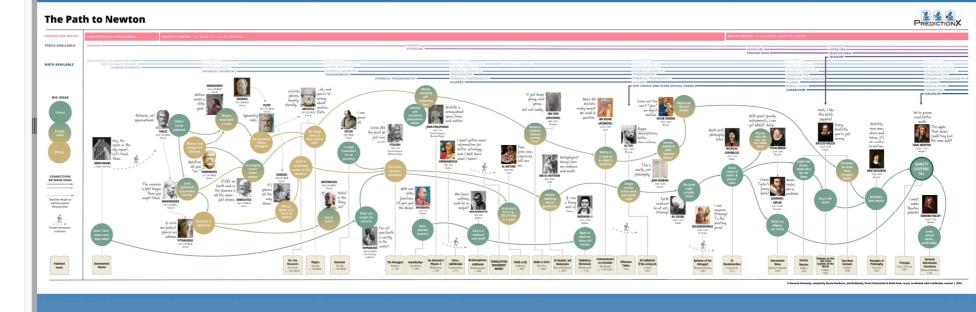
The Path to Newton

PREAMBLE:

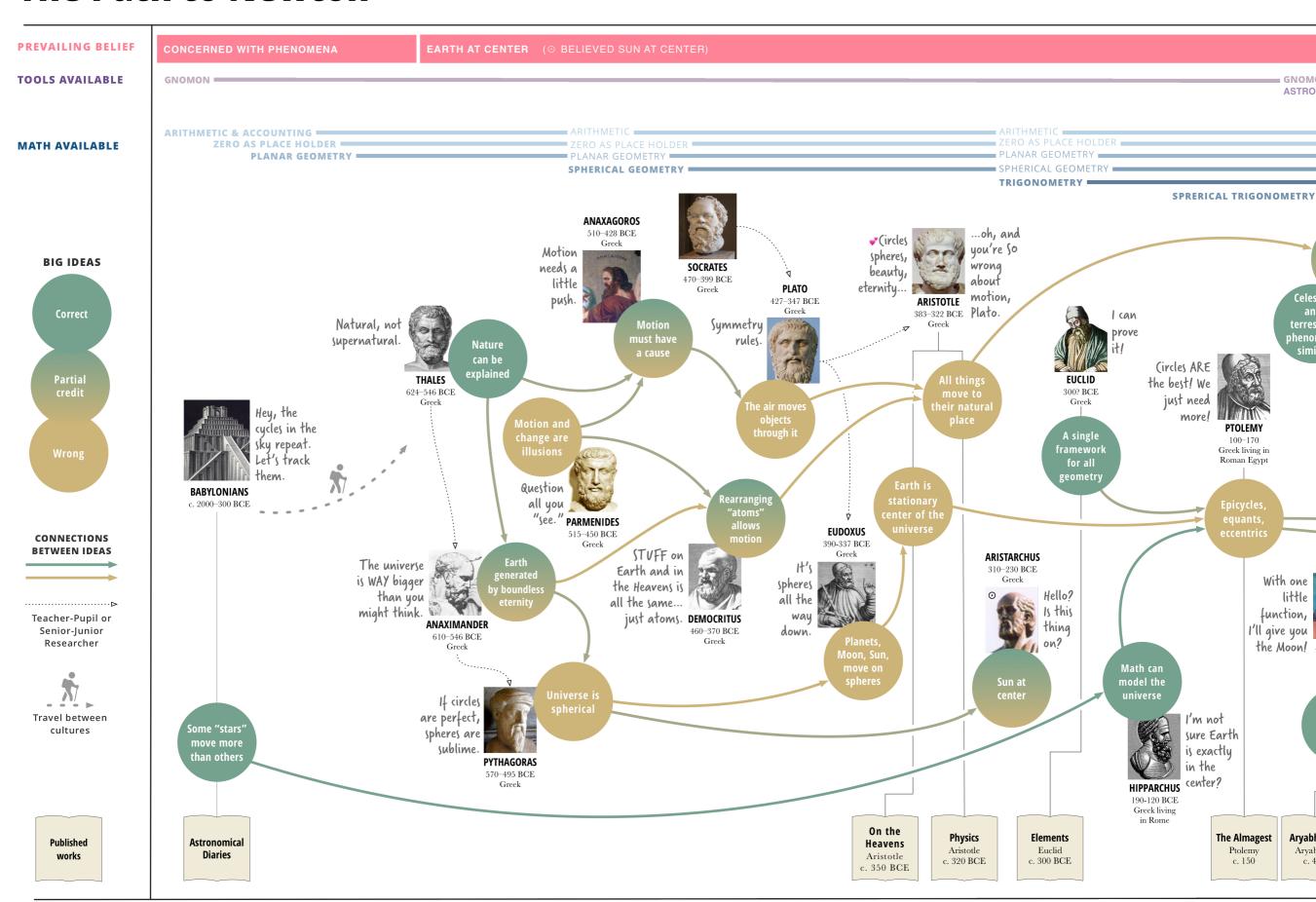
Isaac Newton's theory of gravity was truly revolutionary. For the first time in history, all motion -- from celestial bodies in Space to objects on Earth -- could be mathematically described and predicted. Newton's theory necessitated new mathematics, Calculus, as well as a trove of empirical observations from which to derive and against which to test the math. The observations required instruments, the instruments required inventors, and the inventors required ideas, models, and conceptual systems that tried to make sense of the world and its physical phenomena. Over millennia, the ideas that led to Newton's built on earlier ideas through critique, amendment, and refutation. Newton's theory of gravity was not quite like the other ideas that drove our understanding of how the Universe moves forward, though--it was a monumental paradigm shift, from a world described by empirical rules, like those Kepler had discovered, to a world that could be predicted a priori--with no prior data about a system.

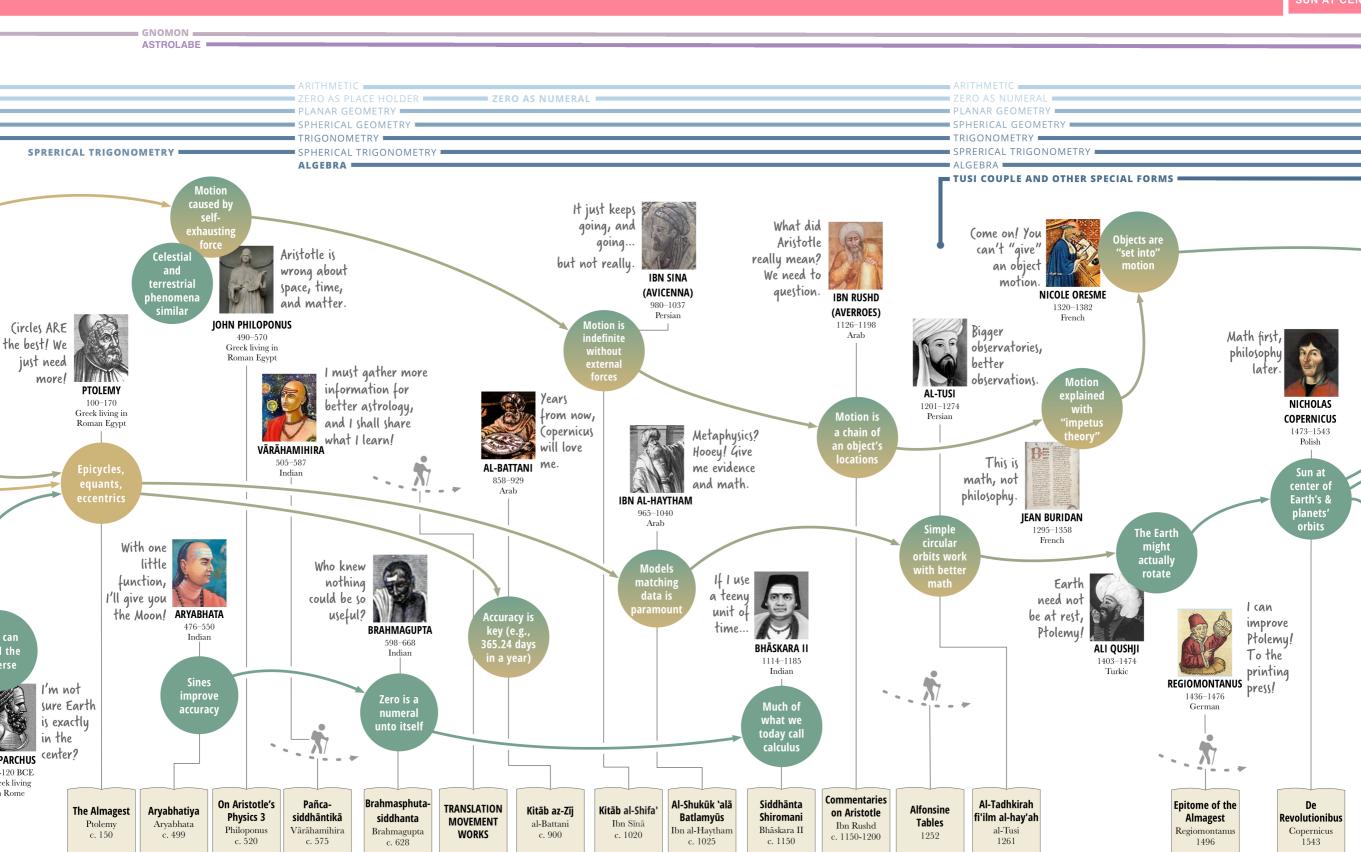
The Path to Newton is an attempt to demonstrate (some) of history behind how Newton knew what he knew and thought what he thought about motion. For many centuries, motion of objects in the Heavens (what we now think of as celestial mechanics) was considered categorically distinct from motion of objects on Earth (what was known as kinematics and, later, dynamics), so the Path focuses on philosophical and mathematical conceptions of the Universe and of how and why objects move on Earth, in order to explain how an ultimately unified theory of motion came to be.

Steps along the Path were facilitated by material technologies and greatly affected by religious doctrine, cultural exchange, and the migration and translation of ideas. The Path highlights the cultures, thinkers and tinkerers who wrestled ideas about motion into the stories, cosmologies, mathematics, tools, and data that lay before Newton as he worked. Each person highlighted along the Path stands in for a constellation of factors, often groups of people, that led to the historical recording or transmission of key ideas. While The Path employs these contributors as representatives and access points to seminal ideas and innovations necessary for a predictive theory of gravity, the immensity of the

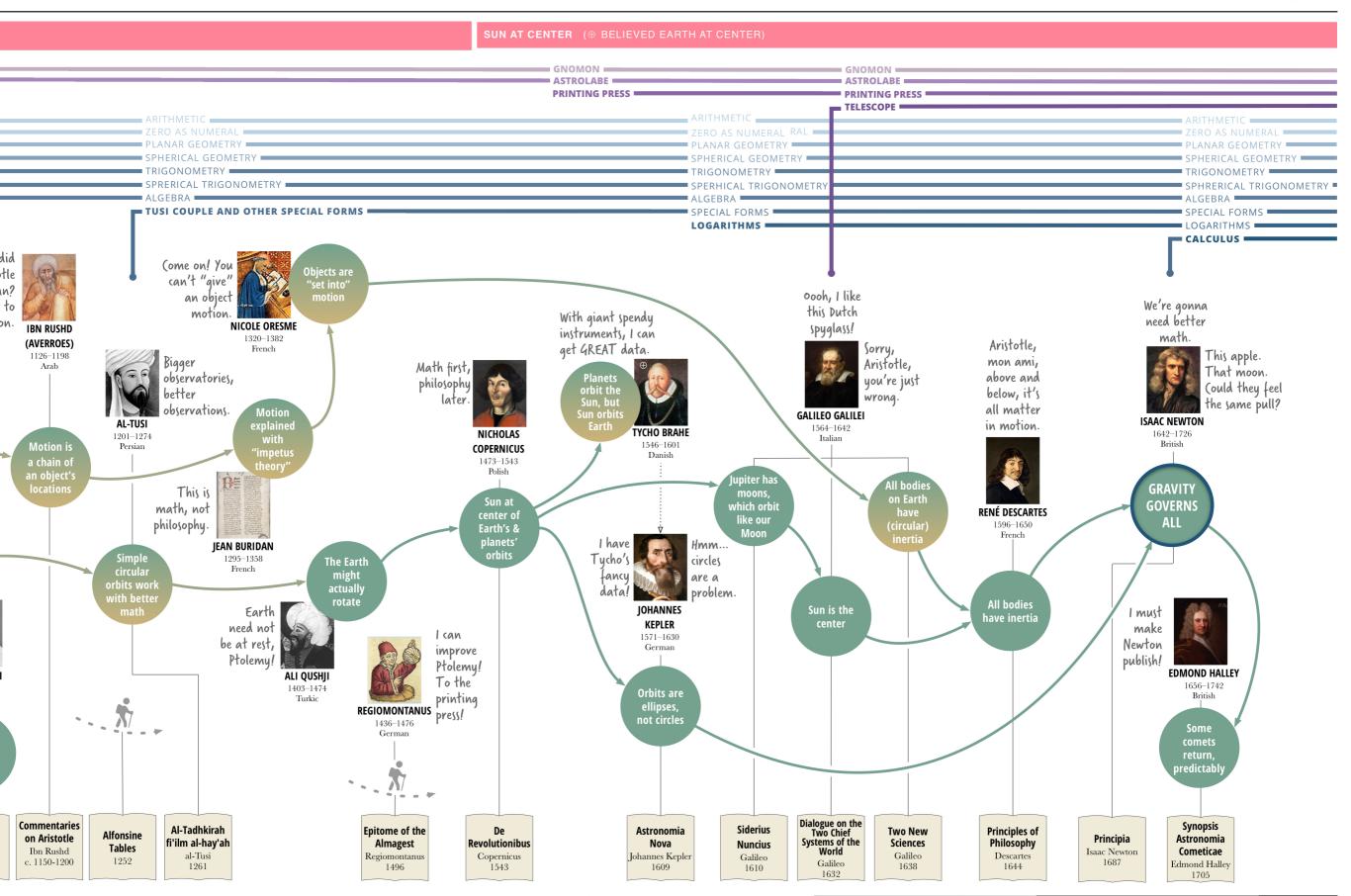


The Path to Newton









The Path to Newton





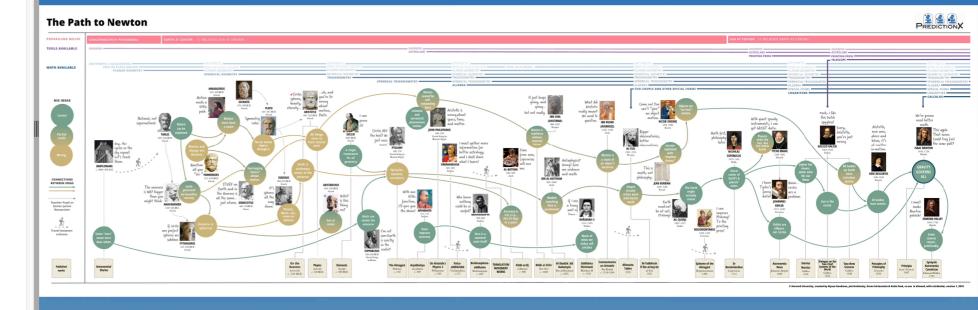
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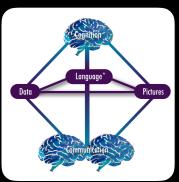


+Ask me about the

The TIMELINE CONSORTIUM

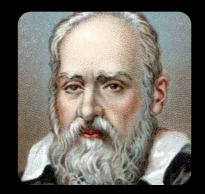
timelineconsortium.org

path-to.org — javascript by Francisco Ortiz
for more on the Prediction Project, see predictionX.org, and edX.org

















TEN QUESTIONS TO ASK WHEN CREATING A VISUALIZATION

The 10 Questions

- 1. Who | Who is your audience? How expert will they be about the subject and/or display conventions?
- 2. **Explore-Explain** | Is your goal to explore, document, or explain your data or ideas, or a combination of these?
- 3. Categories | Do you want to show or explore pre-existing, known, human-interpretable, categories?
- 4. **Patterns** | Do you want to identify new, previously unknown or undefined patterns?
- 5. **Predictions & Uncertainty** | Are you making a comparison between data and/or predictions? Is representing uncertainty a concern?
- 6. **Dimensions** | What is the intrinsic number of dimensions (not necessarily spatial) in your data, and how many do you want to show at once?
- 7. **Abstraction & Accuracy** | Do you need to show all the data, or is summary or abstraction OK?
- 8. Context & Scale | Can you, and do you want to, put the data into a standard frame of reference, coordinate system, or show scale(s)?
- 9. Metadata | Do you need to display or link to non-quantitative metadata? (including captions, labels, etc.)
- 10. **Display Modes** | What display modes might be used in experiencing your display?



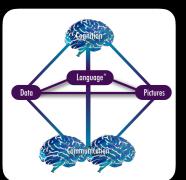
Now, visit the 10QViz conversation! There's so much more to talk about.



Curious about the **origins** of 10QViz? Try the About page.

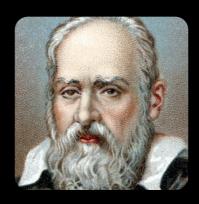
Want to learn how best to use and participate in 10QViz? Try the How to page.

Want to read about the **scholarship** behind 10QViz.org's questions? Write to ask for a draft of our research paper, Coltekin & Goodman 2019.







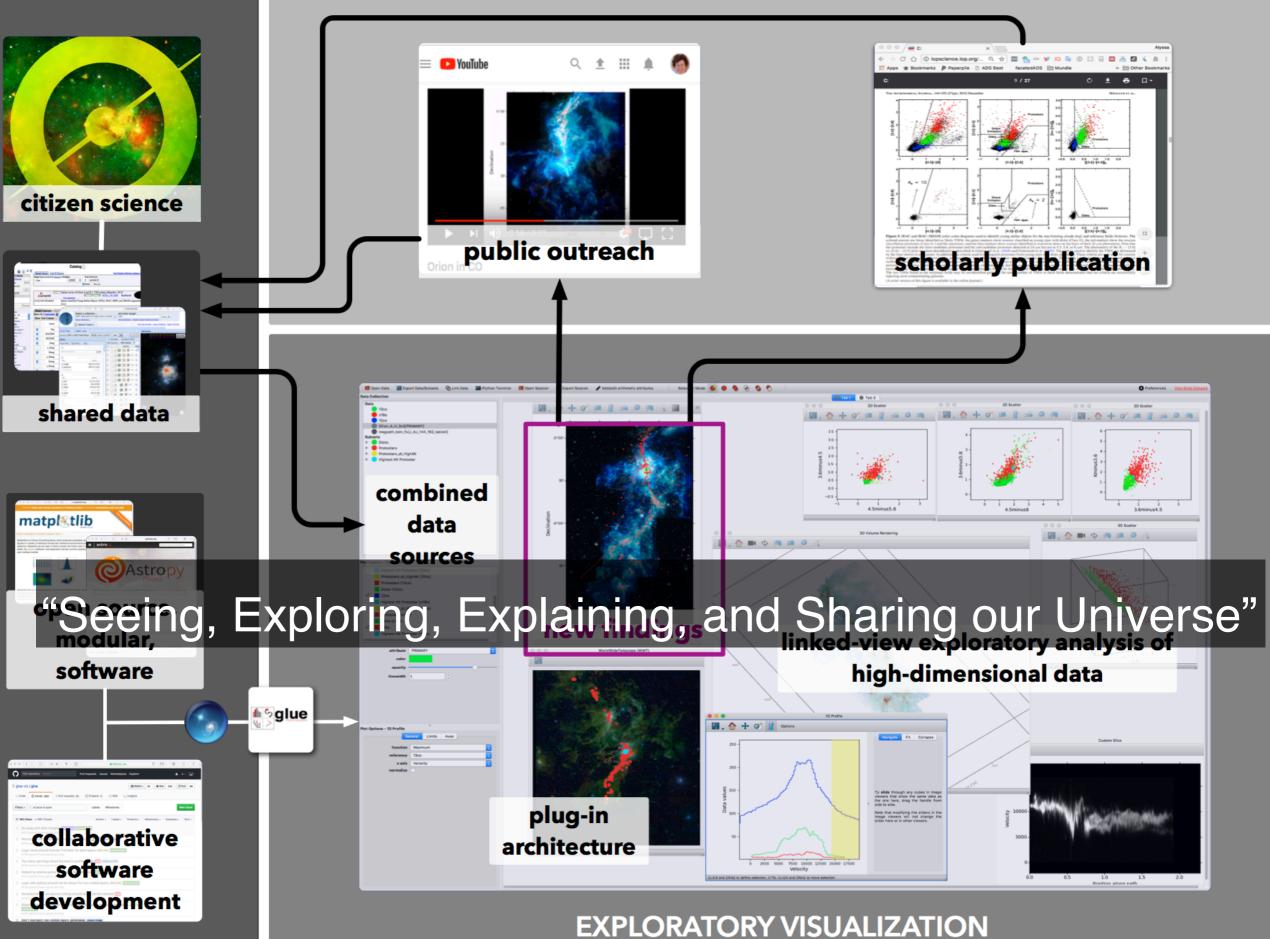






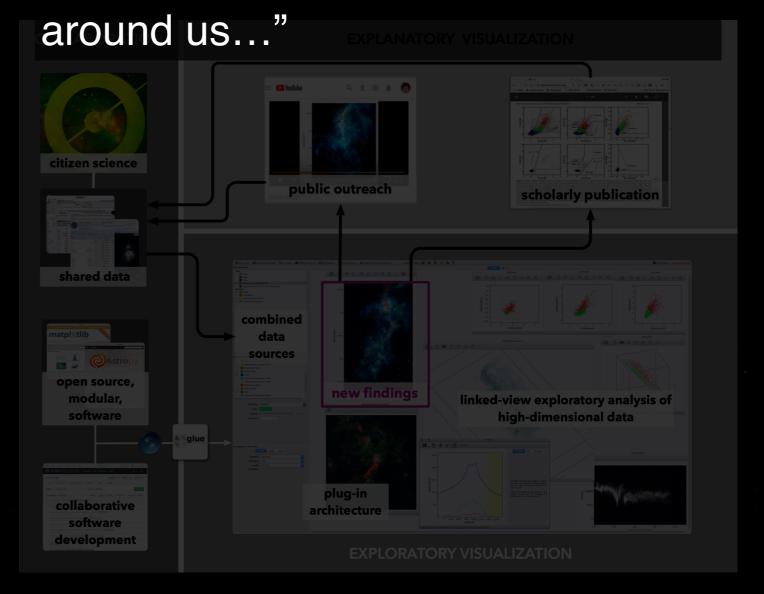


"Seeing, Exploring, Explaining, and Sharing our Universe"



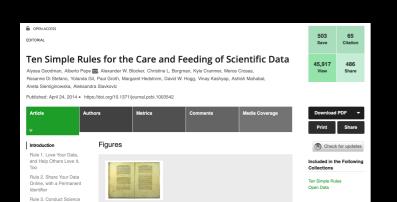


"...how traditional and modern approaches to visualizing information are best combined to leverage human creativity in our quest to understand the world



Seeing, Exploring, Explaining, and Sharing our Universe

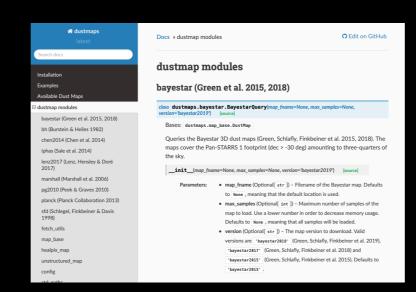
OPEN DATA





OPEN CODE

OPEN SCIENCE







More this afternoon... OPENSPACE





