



Towards a Plausible Geomorphological Spatialisation of Graph Data

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4th November 2022

AutoCarto 2022

Example spatialisation:

Non-spatial data: time is area; difficulty is height; certainty is roughness



With Marc Russwurm and Mike Bricker

Overview

- An exercise in using naïve geomorphological process and landform knowledge to synthesise non-spatial phenomena
 - Application and data context (the Dunedin music scene 1977-1993)
 - Exploration of two geomorphologically plausible algorithms to construct the spatialisation
 - Orogenesis (mountain building)
 - Young volcano
 - Concluding thoughts

Traverse from the abstract towards the map (and landscape)

- "...a data transformation...based on spatial metaphors... generating cognitively adequate graphic representations." Fabrikant and Skupin
- Content of news stories and book chapters are communicated through our naïve familiarity with landscapes and maps



Spatialisation

- Applications of spatialization
 - Often large corpuses of documents
- Benefits of spatialization
 - Mining hidden space, time and attribute relationships
- How spatialization works
 - Usually employs map or landscape visual metaphors
 - Needs to be cognitively plausible
 - For landscapes and topographic maps that means geomorphologically (and/or geologically) plausible

Transformation techniques

- Self-Organising Map (SOM) then Cartogram
- SOM then Kernel Density Estimation
- Clustered Graph then Tree Mapping
- Force-Directed Graph then Multiplicatively-Weighted Voronoi



Biberstine et al 2012



Sigmoidal profile

^{6,1417387,4924150,6,105} **"Points"**

ID,X,Y,duration,difficulty 1,1417125,4924412,5,74 2,1417256,4924362,4,68 3,1417387,4924412,4,41 4,1417125,4924150,4,57 5,1417256,4924100,3,22

(arbitrary "location")

MW Voronoi





Curriculum spatialisation







A.Moore; colour design by E.Sutherland



Geomorphically-plausible spatialisation



Mountain Building

"earlier is higher; duration is wider"

- Add bands as points at their graph location, one-by-one from earliest to latest
- For each added band at time of formation
 - MWV is calculated for all bands in existence before the current time, disbanded or not
 - Apply uplift and erosion (uplift > erosion) to all those bands
 - Apply spread to all active bands
 - Move bands from active to disbanded according to their end time
 - (uplift, erosion and spread \propto time elapsed)



Young Volcano

"earlier is lower; duration is wider".

- Add bands as unit volcanoes at their graph location, one-by-one from earliest to latest
- For each added band at time of formation
 - MWV is calculated for all bands in existence before the current time, disbanded or not
 - Apply erosion to all those bands
 - Apply spread (eruption) to all active bands
 - Move bands from active to disbanded according to their end time
 - (erosion and spread \propto time elapsed)



Summary

- Spatialisation is a powerful way of expressing non-spatial phenomena
 - A spatialisation based on geomorphological landform and process knowledge held at a naïve level
 - Feedback from the music application to the action of the visual metaphor via a shared creativity
- Naïve geomorphological solutions are needed to broaden understanding
 - A couple of examples have been presented but a naïve ontology of geomorphology ultimately needs to be defined
 - Also, does the linking network between band peaks and musician 'settlements' work according to a separate visual metaphor?
- Promise of revealing insights into application data BUT there needs to be a phase of testing
 - Including usability assessment of the shared geomorphological knowledge base between developer and user

Thanks – any questions?

Thanks also to: Alexander Kent, Kenneth Field, Linda Beale, Marc Russwurm, Mike Bricker, Ella Sutherland, Amanda Mills, Katherine Milburn, Neil Lowe