

Data Visualization

460-4120

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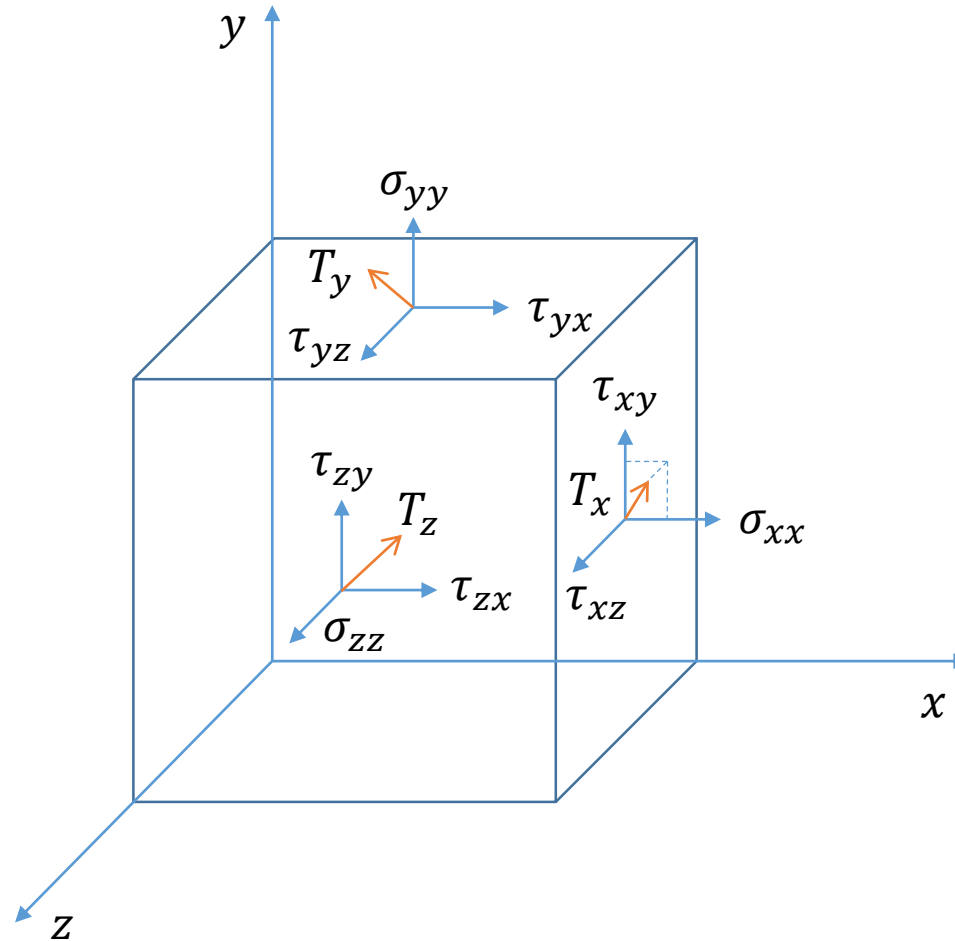
Tensor Data Visualization

The total number of indices required to identify each component uniquely is equal to the dimension of the array, and is called the order, degree or *rank* of the tensor

- 0th order tensors – scalars (magnitude, 1 value)
- 1st order tensors – vectors (magnitude + direction, e.g. 3 values in 3D space)
- 2nd order tensors – dyads (quantities that have magnitude and two directions, represents variation of magnitude, e.g. 3×3 values)
- 3rd order tensors – triads (e.g. 3×3×3 values)
- 4rd order tensors – Einstein's general relativity required a tensor of rank 4 (x, y, z, t), i.e. $4 \times 4 \times 4 \times 4 = 256$ components
- and so on...
- Tensors (together with scalars and vectors) are important quantities in many fields: mechanics, electrodynamics, fluid mechanic, crystal structure, general relativity and others
- But the visualization of tensors is quite challenging

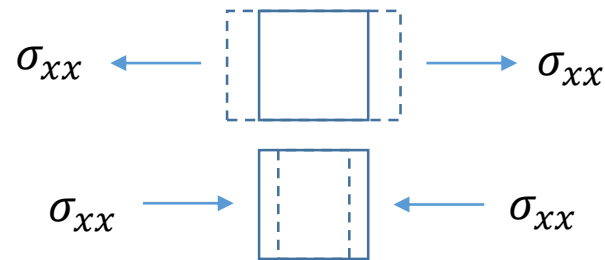
Graphical Representation of Dyad

$$\begin{matrix} T_x \\ T_y \\ T_z \end{matrix} \begin{bmatrix} \sigma_{xx} & \tau_{xy} & \tau_{xz} \\ \tau_{yx} & \sigma_{yy} & \tau_{yz} \\ \tau_{zx} & \tau_{zy} & \sigma_{zz} \end{bmatrix}$$
$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}$$

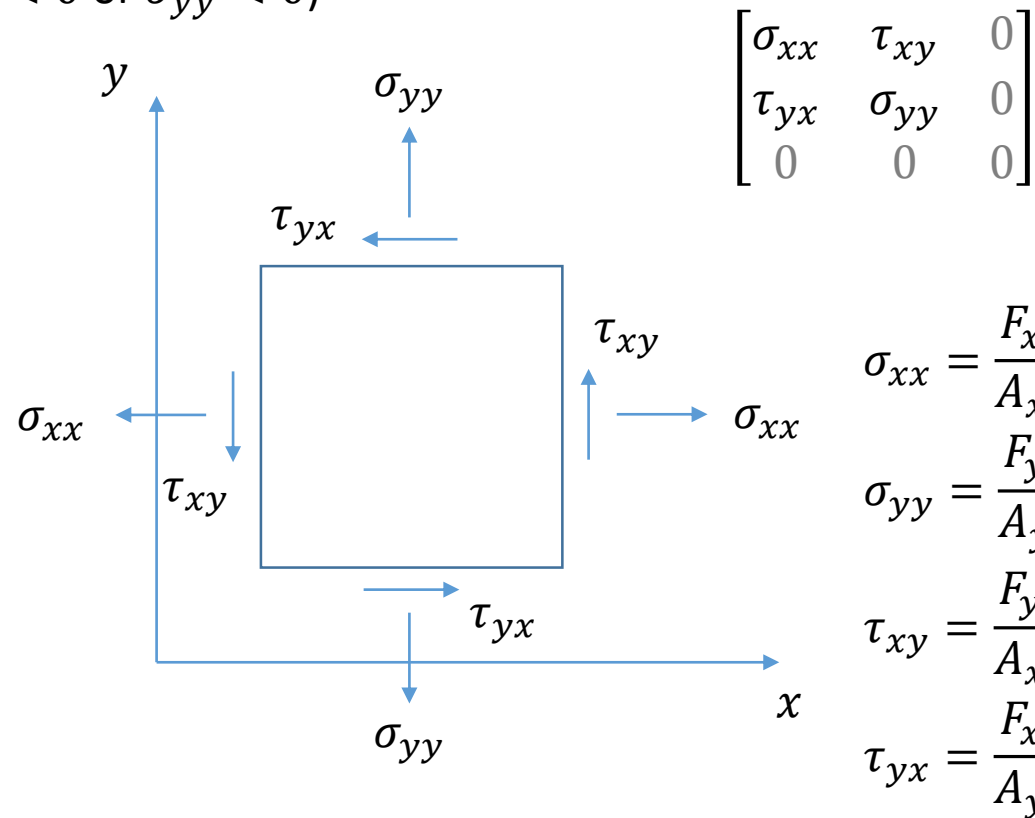
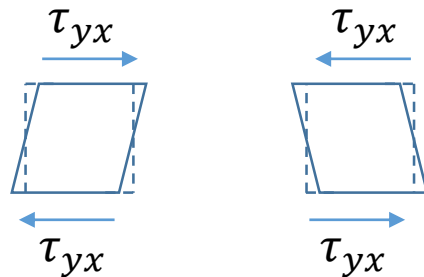


Stress Tensor in 2D

Force acting along the axis perpendicular to the sides ($\sigma = \frac{F_{\text{normal}}}{A}$) causes stretching ($\sigma_{xx} > 0$ or $\sigma_{yy} > 0$) or compression ($\sigma_{xx} < 0$ or $\sigma_{yy} < 0$)



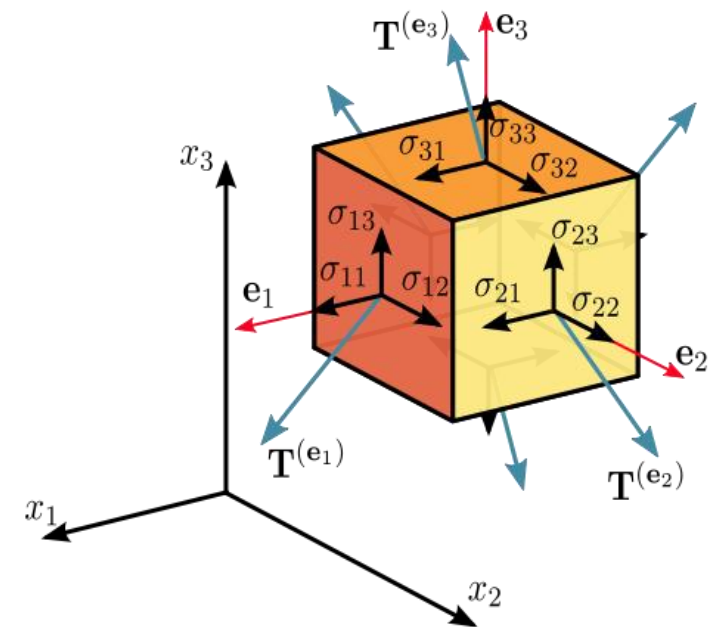
Force acting along the sides ($\tau = \frac{F_{\text{parallel}}}{A}$) causes shear stress ($\tau_{xy} \neq 0$ or $\tau_{yx} \neq 0$)



Stress Tensor in 3D

- Cauchy stress tensor – 2nd order tensor
- Completely define the state of stress at a point inside a material

$$\begin{bmatrix} T_1^{(\mathbf{n})} & T_2^{(\mathbf{n})} & T_3^{(\mathbf{n})} \end{bmatrix} = \begin{bmatrix} n_1 & n_2 & n_3 \end{bmatrix} \cdot \begin{bmatrix} \sigma_{11} & \sigma_{12} & \sigma_{13} \\ \sigma_{21} & \sigma_{22} & \sigma_{23} \\ \sigma_{31} & \sigma_{32} & \sigma_{33} \end{bmatrix}.$$



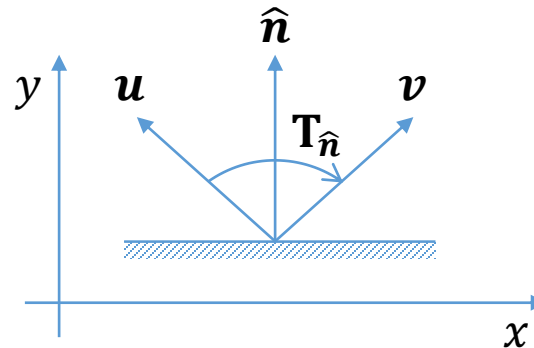
Second Order Tensors

- May be defined as an operator that acts on a vector \mathbf{u} generating another vector \mathbf{v} , so that $\mathbf{T}(\mathbf{u}) = \mathbf{v}$ or $\mathbf{T} \cdot \mathbf{u} = \mathbf{v}$
- \mathbf{T} is a mapping that takes one vector as input, and gives one vector as output
 $\mathbf{T}: V \rightarrow V$, where V is a vector space
- It is a linear operator (linear transformation) so it holds that \mathbf{T} is
 - distributive $\mathbf{T}(\mathbf{a} + \mathbf{b}) = \mathbf{T}\mathbf{a} + \mathbf{T}\mathbf{b}$
 - associative $\mathbf{T}(k\mathbf{a}) = k\mathbf{T}(\mathbf{a})$for all $\mathbf{a}, \mathbf{b} \in V$ and $k \in \mathbb{R}$
- Tensors \mathbf{S} and \mathbf{T} are equal iff $\mathbf{S} \cdot \mathbf{v} = \mathbf{T} \cdot \mathbf{u}$ for any $\mathbf{u}, \mathbf{v} \in V$

Second Order Tensor Example

- Operator which transforms every vector into its mirror-image with respect to a given plane

$$\begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \mathbf{T}_{\hat{n}} \cdot \mathbf{u} = \mathbf{T}_{\hat{n}}(\mathbf{u}) = \mathbf{v} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

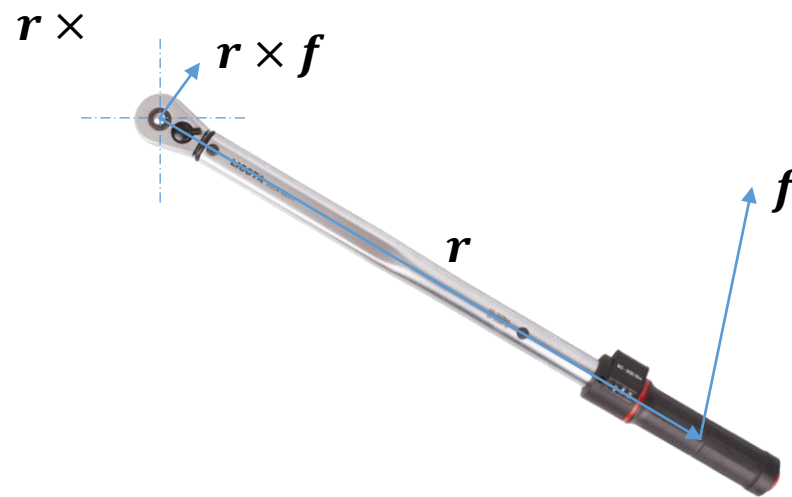


- Note that the situation will be the same in 3D

Second Order Tensor Example

- Operator which transforms force vector \mathbf{f} into the moment/torque vector $\mathbf{r} \times \mathbf{f}$

$$\begin{bmatrix} 0 & -r_z & r_y \\ r_z & 0 & -r_x \\ -r_y & r_x & 0 \end{bmatrix} \cdot \mathbf{f} = \mathbf{T}_r \cdot \mathbf{f} = \mathbf{T}_r(\mathbf{f}) = \mathbf{r} \times \mathbf{f}$$



Tensor Product (Dyad)

- The tensor product of two vectors \mathbf{u} and \mathbf{v} is written as $\mathbf{u} \otimes \mathbf{v}$
 - Dot product $\mathbf{u} \cdot \mathbf{v}$
 - Cross product $\mathbf{u} \times \mathbf{v}$
 - Direct sum $\mathbf{u} \oplus \mathbf{v}$
 - Tensor (outer) product $\mathbf{u} \otimes \mathbf{v}$

„making new vectors from old“

$$\mathbf{u} \oplus \mathbf{v} = \begin{bmatrix} \mathbf{u} \\ \mathbf{v} \end{bmatrix}$$

$$\mathbf{u} \otimes \mathbf{v} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} \otimes \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} u_1 v_1 \\ u_1 v_2 \\ u_2 v_1 \\ u_2 v_2 \\ u_3 v_1 \\ u_3 v_2 \end{bmatrix} \xleftrightarrow{\text{reshape}} \begin{bmatrix} u_1 v_1 & u_1 v_2 \\ u_2 v_1 & u_2 v_2 \\ u_3 v_1 & u_3 v_2 \end{bmatrix} = \mathbf{u} \mathbf{v}^T$$

1st order tensor with dimension 3 1st order tensor with dimension 2

2nd order tensor with dimensions (3, 2)

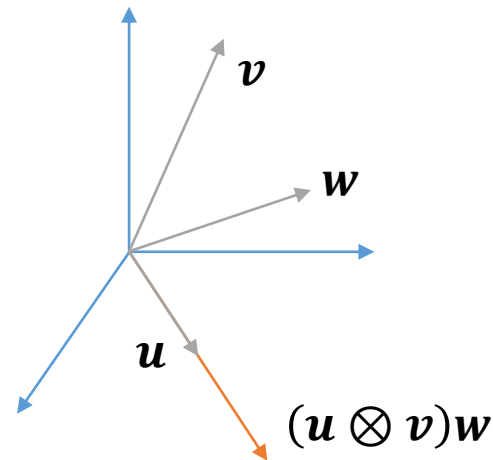
$\mathbb{R}^m \otimes \mathbb{R}^n$ is isomorphism to \mathbb{R}^{mn}

Tensor Product (Dyad)

- Tensor product of two vectors (dyad transformation) can be defined as follows

$$(\mathbf{u} \otimes \mathbf{v})\mathbf{w} = \mathbf{u}(\mathbf{v} \cdot \mathbf{w})$$

- It transforms a vector \mathbf{w} into a new vector with the direction of \mathbf{u} and length of $\|\mathbf{u}\|(\mathbf{v} \cdot \mathbf{w})$



- Note that the tensor product is not commutative

Let us have two vectors $u := \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix}$ and $v := \begin{bmatrix} 7 \\ 6 \\ -5 \end{bmatrix}$

and if their tensor (outer) product is

$$u \cdot v^T = \begin{bmatrix} 7 & 6 & -5 \\ -14 & -12 & 10 \\ 21 & 18 & -15 \end{bmatrix}$$

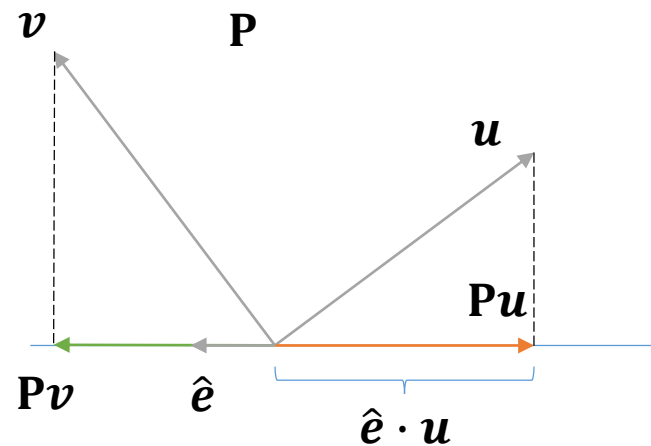
then for an arbitrary vector w , e.g. $w := \begin{bmatrix} -1 \\ 4 \\ 3 \end{bmatrix}$

the following equality must hold

$$(u \cdot v^T) \cdot w = \begin{bmatrix} 2 \\ -4 \\ 6 \end{bmatrix} = u \cdot (v \cdot w) = \begin{bmatrix} 2 \\ -4 \\ 6 \end{bmatrix}$$

Projection Tensor

- Consider the dyad $\hat{e} \otimes \hat{e}$ then from the definition we get
$$(\hat{e} \otimes \hat{e})\mathbf{u} = \hat{e}(\hat{e} \cdot \mathbf{u})$$



- $\hat{e} \otimes \hat{e}$ is called projection tensor

Tensor Data Visualization

- Scalar field, e.g. $s: \mathbb{R}^3 \rightarrow \mathbb{R}$
- Vector field, e.g. $\mathbf{u}: \mathbb{R}^3 \rightarrow \mathbb{R}^3$
- Tensor field, e.g. $\mathbf{T}: \mathbb{R}^3 \times \mathbb{R}^3 \rightarrow \mathbb{R}$

- With tensor fields, we measure some magnitude at some point and in some direction
- Tensors are independent of the coordinate systems

Tensor Data Visualization

- Tensor attributes are high-dimensional generalization of vectors and matrices
- In other words, tensor data encode some spatial property that varies as a function of position and direction
- A tensor with rank (order) r in a n -dimensional space has r indices and n^r components (r is a number representing simultaneous directions)
 - Scalars ($r = 0$) ... n^0 component with no index (value)
 - Vectors ($r = 1$) ... n^1 components with only one index (vector[i])
 - Matrices ($r = 2$) ... n^2 components with two indices (matrix[i][j])
 - Tensors ($r \geq 3$)

Tensor Data Visualization

Only where $\frac{\partial f}{\partial x}(x) = 0$, otherwise $k = \frac{y''}{(1+y'^2)^{3/2}}$

$x_0: f(x) = 0, k(x) = \frac{\partial^2 f}{\partial x^2}(x) = 0$

$x_1: f(x) = -x^2, k(0) = \frac{\partial^2 f}{\partial x^2}(0) = -2$

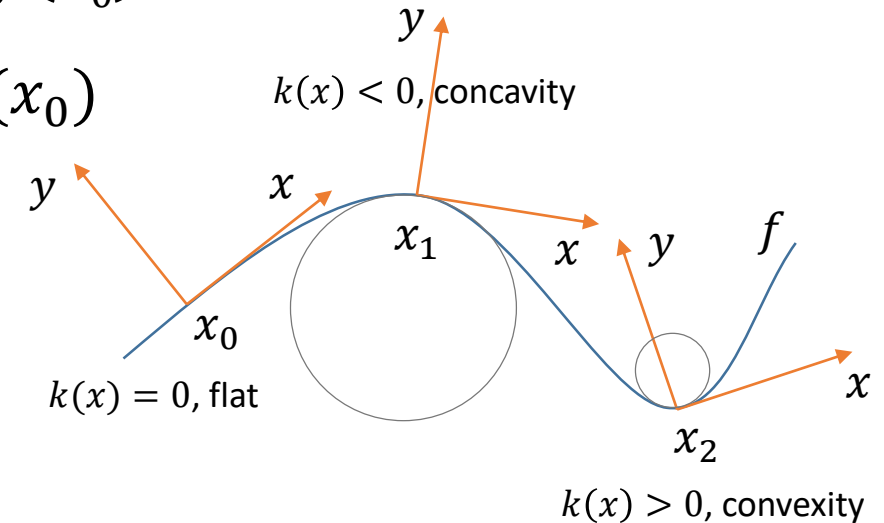
$x_2: f(x) = 2x^2, k(0) = \frac{\partial^2 f}{\partial x^2}(0) = 4$

- Example: curvature of a planar curve
 - In local xy coordinate system, a curve can be described as $y = f(x)$ (explicit curve) in the neighborhood of a point x_0 where $f(x_0) = 0$

- Signed curvature is then defined as $k(x) = \frac{\partial^2 f}{\partial x^2}(x_0)$

a single number ↑

- Alternative definitions of curvature
 - $k(x) = 1/\text{radius of circle tangent to } f \text{ at } x_0$
 - How quickly normal \mathbf{n} changes around x_0



Curvature of Plane Curves

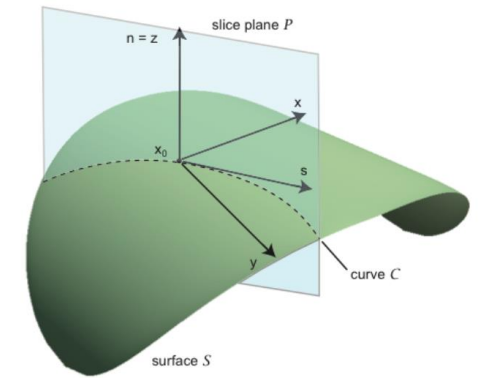
- Let $c(t) = (x(t), y(t))$ be a proper (dc/dt is defined, differentiable and nowhere equal to the zero vector) parametric representation of a plane curve then the signed curvature is

$$k = \frac{x'y'' - y'x''}{(x'^2 + y'^2)^{3/2}}$$

- Example: $x(t) = r \cos(t) + x_0$; $y(t) = r \sin(t) + x_0$

$$k = \frac{r \sin(t) r \sin(t) + r \cos(t) r \cos(t)}{(r^2 \sin^2(t) + r^2 \cos^2(t))^{3/2}} = \dots = \frac{r^2}{r^3} = \frac{1}{r}$$

Tensor Data Visualization



- Example: curvature of a surface

- In local xyz coordinate system, a surface can be described as $z = f(x, y)$ (explicit surface) in the neighborhood of a point x_0 where $f(x_0) = 0$
- Definition of a curvature is analogous with planar case but in which direction to look for changes? This implies that the curvature of a surface at some point cannot be described with a single number

- We have to compute $C(x_0) = \frac{\partial^2 f}{\partial s^2}(x_0) = \mathbf{s}^T H \mathbf{s}$ where H is called the Hessian of f

$$H = \begin{bmatrix} \frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial x \partial y} \\ \frac{\partial^2 f}{\partial y \partial x} & \frac{\partial^2 f}{\partial y^2} \end{bmatrix}$$

The problem is that we need to construct local coordinate systems at every point on surface and it is not obvious how to do that

and \mathbf{s} is the direction in which we look for the surface (normal) curvature

Tensor Data Visualization

- Example: curvature of a surface
 - Solution is to let the surface be describe by an implicit function $f(x, y, z) = 0$
 - Then we can express the curvature of the surface f as

$$C(x_0, \mathbf{s}) = \frac{\partial^2 f}{\partial \mathbf{s}^2}(x_0) = \frac{\mathbf{s}^T H \mathbf{s}}{\|\nabla f(x_0)\|},$$

where H is the 3×3 Hessian matrix in global coordinate system

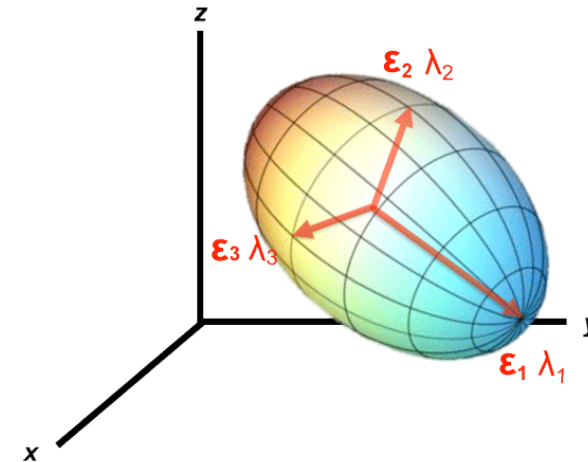
$$H = \begin{bmatrix} \frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial x \partial y} & \frac{\partial^2 f}{\partial x \partial z} \\ \frac{\partial^2 f}{\partial y \partial x} & \frac{\partial^2 f}{\partial y^2} & \frac{\partial^2 f}{\partial y \partial z} \\ \frac{\partial^2 f}{\partial z \partial x} & \frac{\partial^2 f}{\partial z \partial y} & \frac{\partial^2 f}{\partial z^2} \end{bmatrix}$$

A curvature tensor of the given surface f is fully described by 3×3 matrix of 2nd order derivatives

Recall that $\mathbf{T}: \mathbb{R}^3 \times \mathbb{R}^3 \rightarrow \mathbb{R}$

Tensor Data Visualization

- Tensor fields are common quantity in engineering and physical sciences:
 - Stress, strain, diffusion, velocity gradients, etc.
- Mostly second-order tensors – interpreted as a linear transformation between vectors (represented in 3D by 3x3 matrices):
 - Stress to strain, force to deformation
- Special case – symmetric second-order tensors:
 - Can be viewed as anisotropic ellipsoids (eigenvectors and eigenvalues are principal axes of the diffusion ellipsoids)



Tensor Data Visualization

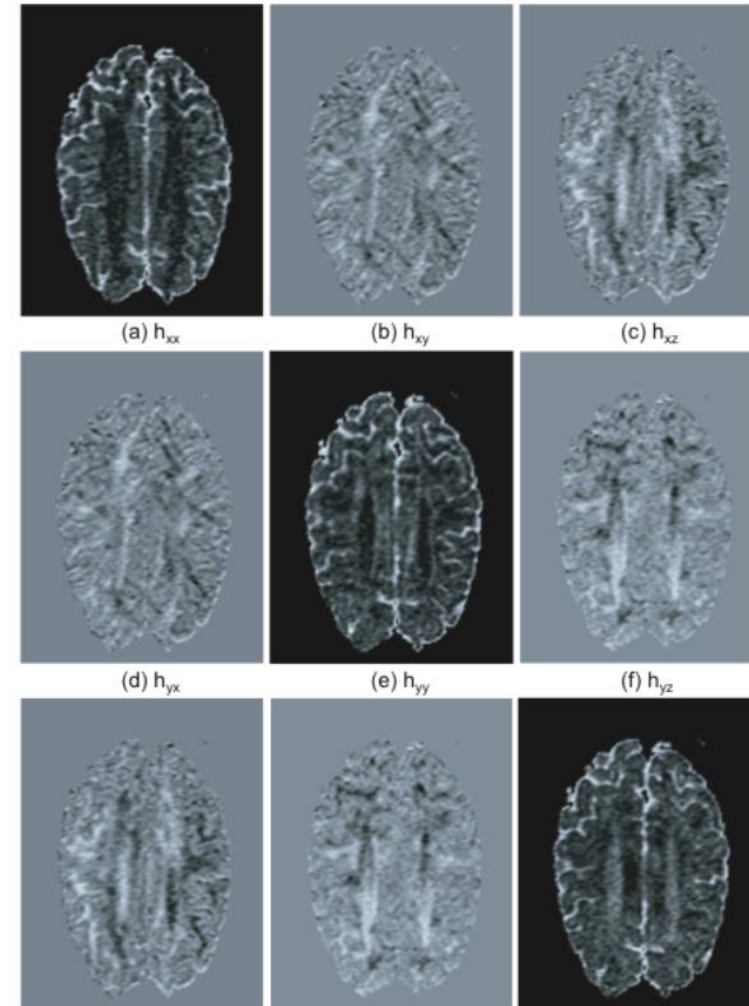
- Example: diffusion tensor
 - Consider an anisotropic material
 - We have to compute diffusivity at a point \mathbf{x} in a direction \mathbf{s}

$$D(\mathbf{x}, \mathbf{s}) = \frac{\partial^2 f}{\partial \mathbf{s}^2}(\mathbf{x}) \quad f \dots \text{speed of water motion in tissue}$$

- Application: Diffusion of water in the human brain tissue
 - Strong along neural fibers
 - Weak across fibers

Tensor Data Visualization

- Example: diffusion tensor
 - Compute Hessian in \mathbb{R}^3
 - Select some slice of interest
 - Visualize all components of H using color mapping
- We get 9 images, some are same due to the symmetry
- But we do not really care about diffusion along x, y, z axes



Tensor Data Visualization

- Principal component analysis

α ... angle of \mathbf{s} with local coordinate axis \mathbf{x}_0

$$\mathbf{s}^T = (\cos(\alpha), \sin(\alpha))$$

$$C(\mathbf{x}, \mathbf{s}) = \frac{\partial^2 f}{\partial \mathbf{s}^2}(\mathbf{x}) = \mathbf{s}^T \mathbf{H} \mathbf{s} = h_{11} \cos^2 \alpha + (h_{12} + h_{21}) \sin \alpha \cos \alpha + h_{22} \sin^2 \alpha$$

We are looking for extremal curvature

$$\frac{\partial C}{\partial \alpha}(\mathbf{x}, \mathbf{s}) = 0 \rightarrow -h_{11} \cos \alpha \sin \alpha - \frac{h_{12} + h_{21}}{2} (\sin^2 \alpha - \cos^2 \alpha) + h_{22} \sin \alpha \cos \alpha = 0$$

$$h_{11} \cos \alpha + h_{12} \sin \alpha = \lambda \cos \alpha$$

$$h_{21} \cos \alpha + h_{22} \sin \alpha = \lambda \sin \alpha$$

- This is equivalent to a system of equations in matrix form

$$\mathbf{H} \mathbf{s} = \lambda \mathbf{s}$$

Note that the matrix H only stretches (eigen) vector \mathbf{s}

$$(\mathbf{H} - \lambda \mathbf{I}) \mathbf{s} = \mathbf{0}$$

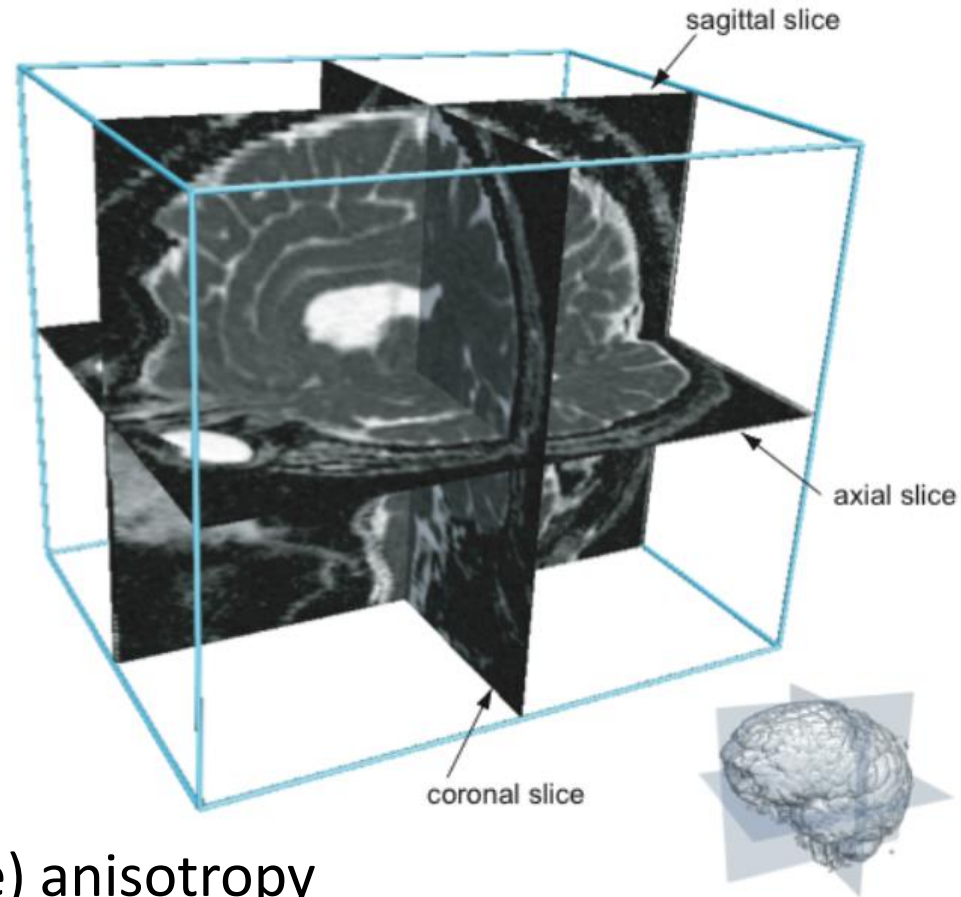
From linear algebra, this is equivalent to $\det(\mathbf{H} - \lambda \mathbf{I}) = 0$

Tensor Data Visualization

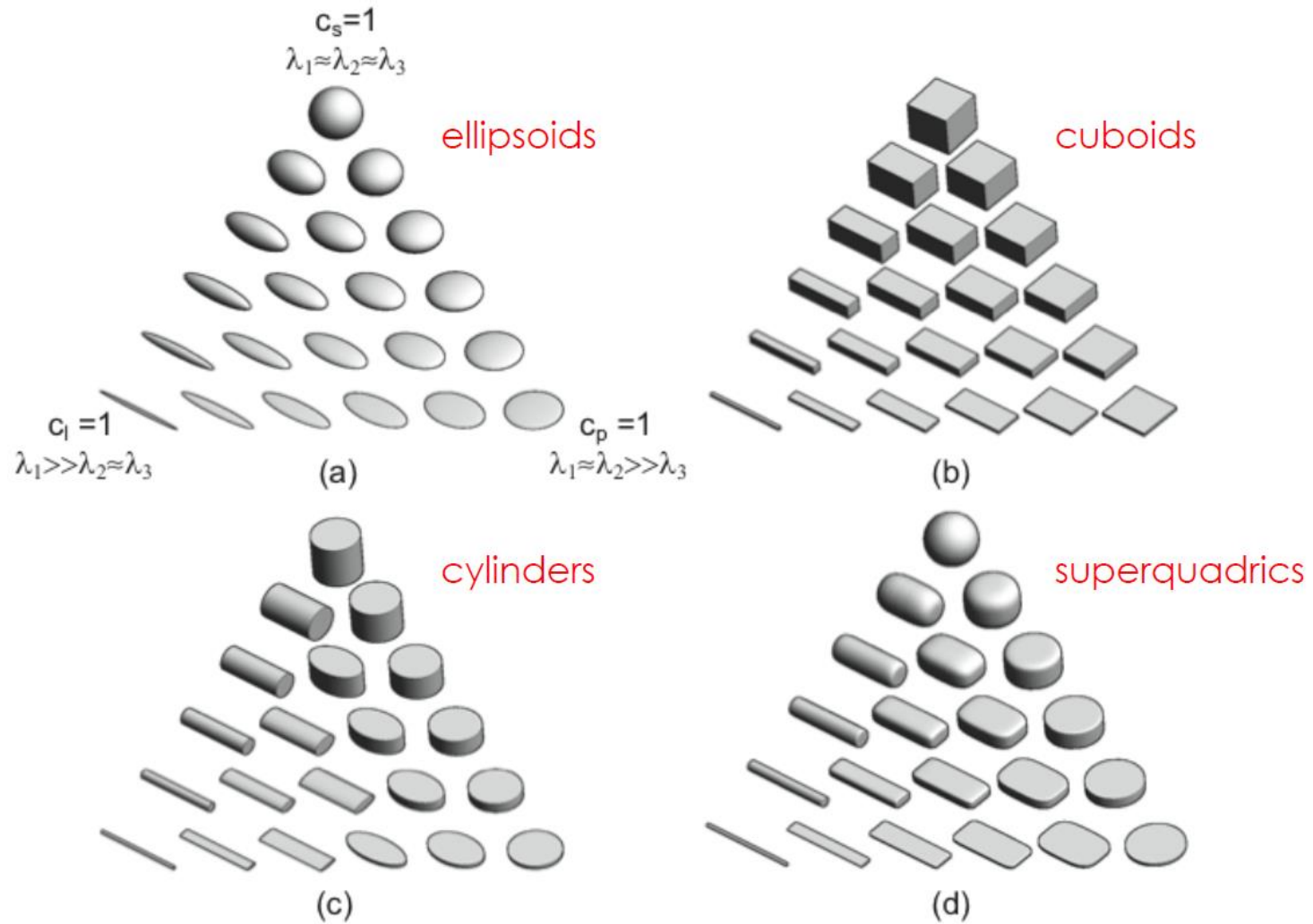
- Principal component analysis
- Mean diffusivity

$$\mu = \frac{1}{3}(\lambda_1 + \lambda_2 + \lambda_3)$$

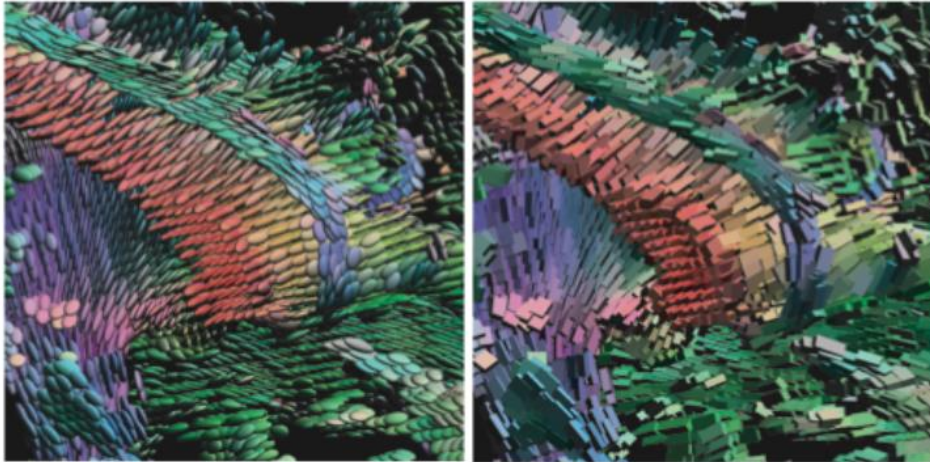
- White = strong mean diff.
- Black = weak mean diff.
- Other measures: (fractional/relative) anisotropy



Tensor Data Visualization

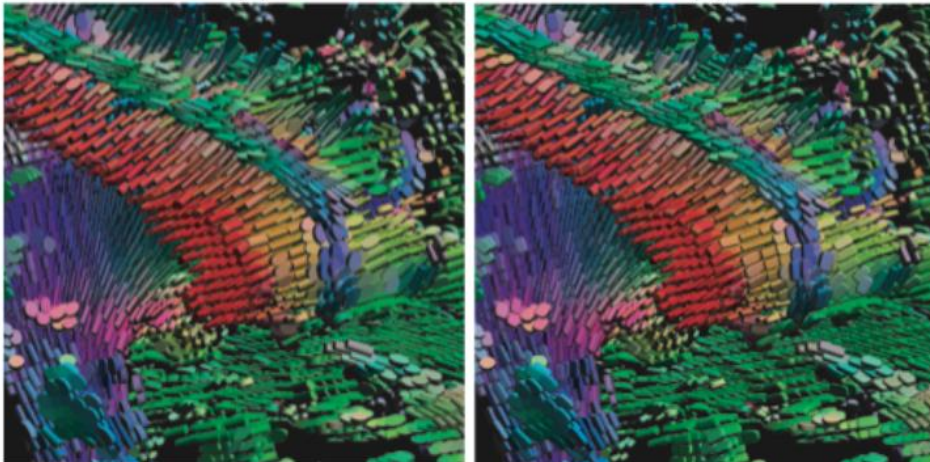


Tensor Data Visualization



(a)

(b)



(c)

(d)

- a) ellipsoids
- b) cuboids
- c) cylinders
- d) superquadrics

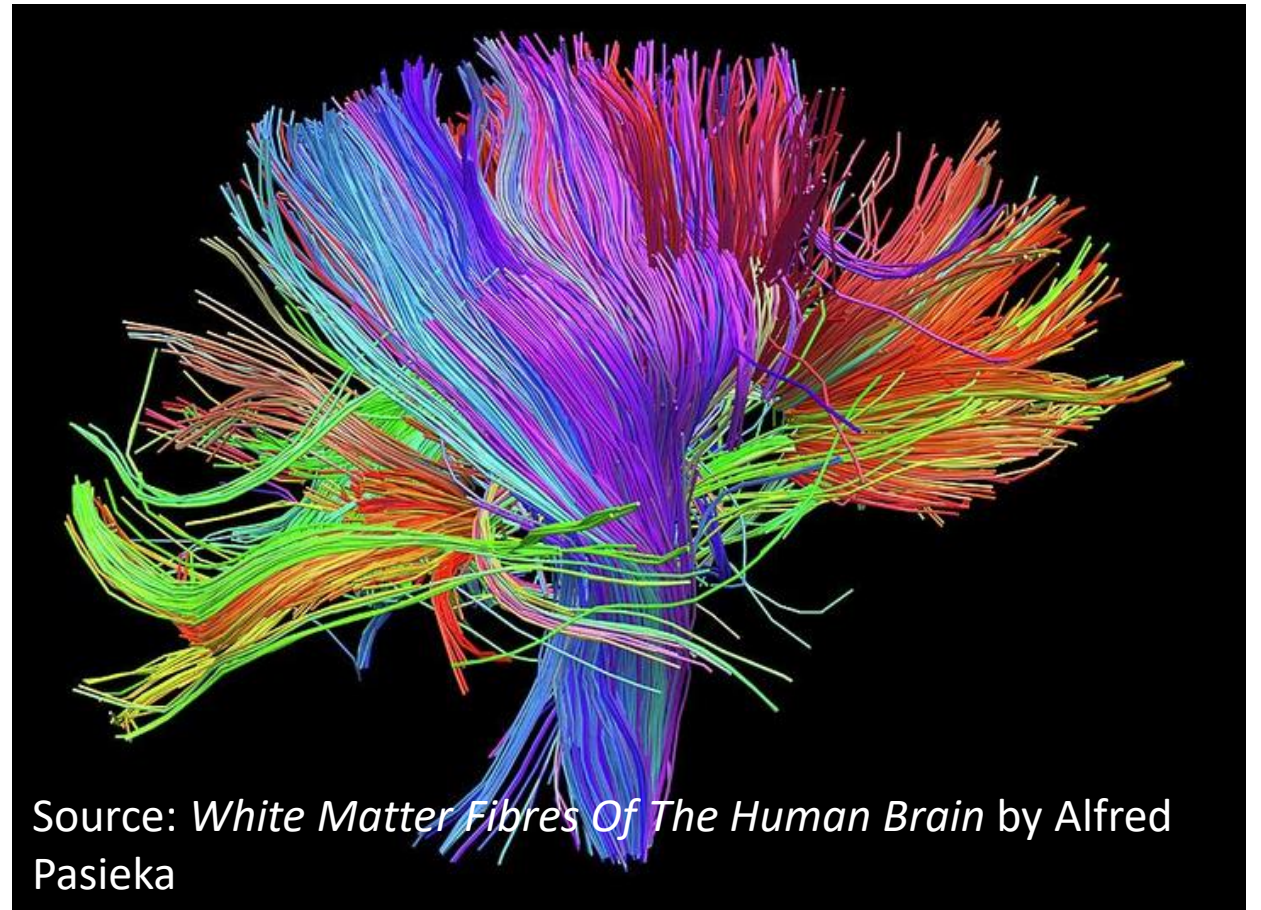
Superquadrics look arguably most 'natural'

Tensor Data Visualization

- Tensor visualization:
 - Component visualization
 - Anisotropy visualization
 - Major eigenvector visualization
- Fiber tracking
 - Basic fiber tracking
 - Stream tubes
 - Hyperstreamlines

Fiber Tracking

- Similar to streamlines in case of vector fields visualization
- Tracks the direction of the major eigenvectors
- Tubes have circular crosssection
- Color indicates the local direction of the hyperstreamlines
- Mostly used for DT-MRI tensors



Hyperstreamlines

- Extension of fiber tracking that enables us to visualize direction information from the tensor field beyond the major eigenvector
- Construct stream tubes in the direction of major eigenvector
- Circular cross section is replaced by an elliptical cross section controlled by medium and minor eigenvector

