Outline	Introduction	Qt-based Interactive Graphics Canvas	Looking Forward: Integration

## Interactive Visualization of Genomic Data Interfacing Qt and R

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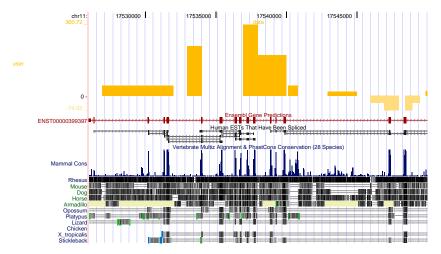
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#### 1 Introduction

#### Qt-based Interactive Graphics Canvas Design Implementation

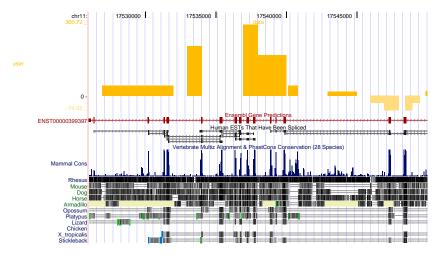
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## Typical Genome Browser Plot



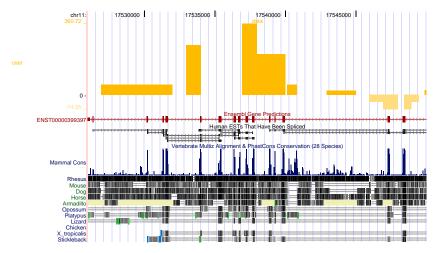
Stacking tracks relates data to annotations along the genomeUseful picture (if a bit ugly)

## Typical Genome Browser Plot



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## Typical Genome Browser Plot



- Stacking tracks relates data to annotations along the genome
- Useful picture (if a bit ugly)

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## R and Genome Browsers: *rtracklayer*

- Original goal of *rtracklayer*: abstraction around genome browsers, internal or external
- First (and still only) implementation was the UCSC Genome Browser
- > session <- browserSession("UCSC")</pre>
- > session\\$user <- userTrack</pre>
- > browserView(session, full = "user")

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## Thinking Outside the Browser

#### Genome Browser

- Look at the data in multiple, coordinated views
- Jump to the most interesting parts of the data
- Move beyond the genome axis

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## Thinking Outside the Browser

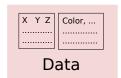
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## Interactive Graphics

#### • Many types of data

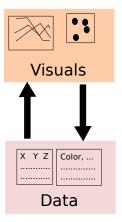
- Many types of plots, interactions
- Many preprocessing approaches, statistics, transformations, ...



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## Interactive Graphics

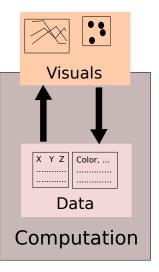
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## Interactive Graphics

- Many types of data
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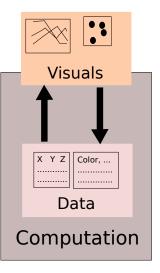


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## Interactive Graphics

- Many types of data
- Many types of plots, interactions
- Many preprocessing approaches, statistics, transformations, ...

Exploring this space requires lots of rapid experimentation



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#### Introduction

#### Qt-based Interactive Graphics Canvas Design Implementation

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- Support constructing interactive graphics "from scratch" in R
  - R draws every graphical primitive
  - R handles every user event
- Maximize performance
  - Static graphics: Be lazy, little work as possible
  - Dynamic graphics: Only redraw what needs to be redrawn
  - Interactive graphics: Quickly map actions in the plot to actions on the data

• Leave high-level graphics to other packages (e.g. mosaiq)

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## Optimized Rendering Layer

- Draw each unique glyph only once, blit to buffer
- Use hardware (OpenGL) whenever possible
  - Rarely-used GL\_POINT\_SPRITE mode draws glyphs (small textures) at roughly same rate as GL\_POINTS (fastest primitive)
  - Drawing cached as texture through FBO

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## Layered Buffering Strategy

- Plot updates tend to be incremental, only a part of the plot changes
- Divide the plot elements into layers, such that elements within the same layer tend to change together
- Cache each layer in a buffer, only redraw when necessary
- Compose plot by compositing/stacking the layers

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- Spatial indices (e.g. quad tree) provide fast ( O(log(n))) lookup of data elements from coordinates
- Lazily update spatial index whenever element positions have changed and R requests a lookup
- Populate spatial index by passing a special renderer to the R drawing callback, thus indexing is transparent to R user
- Sometimes additional or separate logic is required (e.g. area plots, smooth scatter)

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#### Introduction

# Qt-based Interactive Graphics Canvas Design Implementation

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Qt			

- C++ application library for GUIs, graphics and lots more
- Professionally developed, open-source, maintained by Nokia
- Basis of *KDE* desktop on Linux, *MeeGo*
- Official installer for all major platforms





- Core Basic utilties, collections, threads, I/O, ...
- Gui Widgets, models, canvas etc for graphical user interfaces
- OpenGL Convenience layer (e.g., 2D drawing API) over OpenGL
  - Webkit Embeddable HTML renderer (shared with Safari, Chrome)
  - Others DBus, Designer, Help, Multimedia, Network, Xml, Script (Javascript), Sql, Svg, Declarative (UI language)



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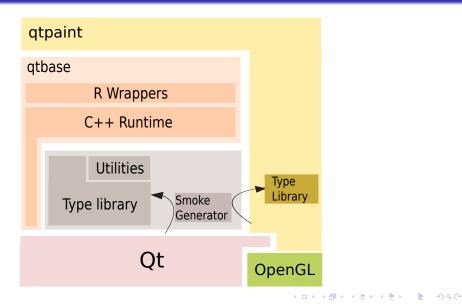
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#### Implementation

## The qtpaint Package



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## The qtpaint Package

- **qtpaint** implements our approach using QGraphicsView
- Each layer of the plot corresponds to a canvas item, which is cached and composited by *Qt*
- In a callback, R draws canvas items through optimized renderer based on QPainter
- All user events handled in R, using *Qt*'s spatial index for fast mapping of event coordinates to data elements

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## Impressionistic Example: Interactive Scatterplot

#### Code

```
circle <- qglyphCircle()
scatterplot <- function(item, painter) {</pre>
  qdrawGlyph(painter, circle, df[,1], df[,2],
              fill = fill
}
scene <- qscene()</pre>
root <- qlayer(scene)</pre>
points <- qlayer(root, scatterplot,</pre>
                   hoverMove = pointIdentifier)
labels <- qlayer(root, labeler, cache = FALSE)</pre>
view <- qplotView(scene = scene, opengl = TRUE)</pre>
print(view)
```

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## *VisNAB*: VisNAB is Not A Browser

- Toolbox for interactive visualization of genomic data in R
- Joint work with Teng Fei Yin (intern), Nicholas Lewin-Koh
- Leverages Bioconductor infrastructure Preprocessing ShortRead, Biostrings Data Manipulation IRanges
- Relies on *plumbr* package from GGobi foundation for its reference-based data model
- Demonstration on ChIP-seq data

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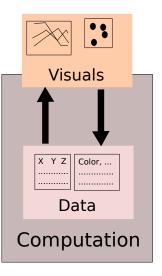
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## Data and Computation: The Pipeline Pattern

- Every interactive graphics software needs to compute on the data
- During drawing, and in response to user input
- Data must be mutable, not copy-on-write, so that graphic implicitly updates upon user changes
- plumbr package provides a mutable data frame and list



## Interval Data into Pipeline

- Need mutable data structures specific for interval data
- *MutableRanges* extends data structures in *IRanges* and *GenomicRanges* using "R5" reference classes
- Defines *Signal* class for registering R functions as callbacks that are invoked upon data changes

connect(mutableRanges, "rangesChanged", function(i) { ... })

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## Examples of Existing Browsers

- Web-based
  - UCSC (restrictive license)
  - Ensembl (open)
- Desktop (Java, open-source)
  - IGB (Integrated Genome Browser, Affy)
  - *IGV* (Integrative Genomics Viewer, Broad)

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## IGB: Integrated Genome Browser

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## Data All standard track formats, including SAM/BAM, also DAS and QuickLoad Visualization Many plot types, combining plots, smooth zoom, some limited linked views (slice, external)

Computation Coverage, thresholding, track arithmetic

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Adaptability Plugins, more configurable GUI Visualization Multiple views Computation More operations on tracks 
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## IGB + R Integration: Requirements

Data Set genome, load URL, synchronize through shared data models (mutable ranges)

Visualization Set view range, select features, control tier visibility, respond to changes in range and selection, customize

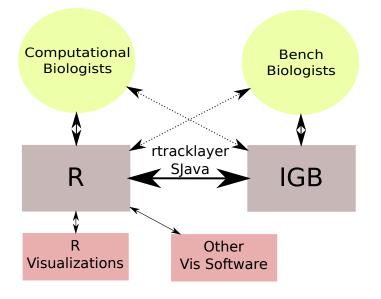
GUI Add R-driven actions, customize



• Direct embedding through R and Java bridge (*SJava*).

- Embedding should be bi-directional
- Implement rtracklayer API for basic operations

## **Big Picture Design**



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## qtinterfaces http://github.com/ggobi visnab http://github.com/tengfei/visnab

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Acknow	wledgements		

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Teng Fei Yin Nicholas Lewin-Koh Robert Gentleman

GGobi Foundation