Prov Viewer: a graph-based visualization tool for interactive exploration of provenance data



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Introduction

Recent attention to provenance gathering

- Many tools for capturing provenance data
 Provenance for each task
- Displaying provenance is an issue in present times
 - Simple node-link diagrams
 - Basic visualization features

Goal

Introduction

Prov Viewer

Case Studies

Conclusion



Motivation

- Workflow management systems
 - Build-in visualization features
 - Lack manipulation features
 - Incompatible with other tools
 - Restricted metadata visualization





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Introduction

Conclusion



Motivation

- Standalone visualization tools
 - Additional knowledge (e.g., SQL, prolog)
 - Not compatible with PROV
 - Restricted metadata visualization







Prov Viewer



Goal



Specialized provenance visualization tool

• Prov-compatible

Exploratory and interactive visualization

• Visual analysis of provenance data



Prov Viewer

• Provenance Graph Visualization Tool





Configuration

- Layout
- Relationships (Edges)
 - Color scheme
 - Summarization formula for values (if any)
- Vertices
 - Color schemes
- Automatic detection
 - Relationships
 - Vertex attributes for Color schemes

- <default_layout>SpatialLayout</default_layout> <layoutAxis_X>ObjectPosition_X</layoutAxis_X> <layoutAxis_Y>ObjectPosition_Y</layoutAxis_Y> <imageLocation></imageLocation> <imageOffset_X>0</imageOffset_X> <imageOffset_Y>0</imageOffset_Y> <spatialLayoutPosition>0.0</spatialLayoutPosition> <zoomLevel>0</zoomLevel> <temporalLayoutbackbone>Player</temporalLayoutbackbone>
- <temporalLayoutscale>1.0</temporalLayoutscale>

```
<edgetype>
```

```
<edge>wasGeneratedBy</edge>
<edgestroke>MAX</edgestroke>
<collapsefunction>SUM</collapsefunction>
</edgetype>
```

<colorscheme>

```
<attribute>Duration</attribute>
<class>ActivityInvertedScheme</class>
<values></values>
<goodvalue></goodvalue>
<badvalue></badvalue>
</colorscheme>
```



Shapes and Colors

- PROV shapes
 - Pentagon: Agent
 - Circle: Entity
 - Square: Activity

- Default PROV colors
- Color Schema
 - Traffic light color based on metadata information



Case Studies

Conclusion



Shapes and Colors





Shapes and Colors



Prov Viewer









Temporal Filter





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Vertex Metadata



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Vertex Metadata



Graph 01

- Combine similar vertices
 - Compare vertices
 - **Detect similarity**
 - No information loss
- Similarity
 - Vertex type
 - Attributes
 - Values
- Between graphs
 - Graph merge
 - Analyze multiple trials or sessions
- Within same graph
 - Sequential vertices
 - Deduplication

Program v1



Program v4 Merge

Instituto de

Program v5

Prov Viewer

Case Studies

Coding

Derek

Program 2 Coding

Conclusion

ogram v3 Coding

Introduction Goal

- Combine similar vertices
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Introduction

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Jordan



Program v5

Goal

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Automatic Summarization

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Prov Viewer

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Case Studies



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Prov Viewer

Prov Viewer

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Computação

- Combine similar vertices
 - Compare vertices
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Introduction

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Spatial referencing data





Prov Viewer









Case Studies

Conclusion













- Case Study
- Game session

- Angry Bots from Unity

- Graph
 - Vertices: 1275
 - Edges: 2976
- Vertices represent actions (Activity), objects (Entity), and agents

Case Studies

Conclusion





Case Studies

Conclusion



Zoom





1st Combat





2nd Combat





3rd Combat



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Prov Viewer

• Future work

Introduction

- Improved summarization techniques
- Explore more visualization features and layouts
- Tool optimization
- Improved graph merge heuristic



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CAPES





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https://github.com/gems-uff/prov-viewer/wiki





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