# Interactive Multidimensional Visual Analytics for Earth's Mantle Convection Jansen Wong, Vung Pham, Tommy Dang Great Neck South High School, Texas Tech University

### Abstract

This project creates an interactive visualization of the Earth's mantle convection. We first process the data using Python; then, the processed data is visualized in the browser using JavaScript. The application uses parallel coordinates, a correlogram, a line graph, cross-sections and volume renderers for visual comparison and qualitative analysis of the Earth's mantle convection.

### Data Processing

Data converted into a 50x50x50 grid to make file sizes smaller for interaction.

## Parallel Coordinates

- Data was visualized using parallel coordinates in D3 [1, 3] for variable manipulation.
- Color map: ParaView's Rainbow Desaturated
- Parallel coordinates can be brushed to filter and recolored by variables.

### Volume Rendering

- Visualization of spherical model of the Earth using the Three.js library [2].
- Rendered using data texture
- Responds to selections on parallel coordinates.
- A depth slider at the bottom acts as a guide for different depths.

### **Cross Sections**

- Cross sections to analyze the correlation between variables.
- Variables binned into 10 bins to make the time animation faster.
- Differences between timesteps, 3D velocity field, and high-quality options available on cross sections

#### Correlations

- Pearson correlation coefficient calculated between variables for every time step, plotted on line graph.
- Line of correlation between two variables selected is emphasized
- Correlation matrix created in D3 to visualize the correlations at a single time. Represents correlation coefficients with numbers and circles for quick comparison.

### Limitations

- Compressed data made visualizations more blocky and less precise
- Were not able to synchronize the arrows, cross-sections, and volume renderer, limiting analytics.
- Were not able to highlight the hot plumes and cold slabs intelligently to allow user to locate these quickly.

