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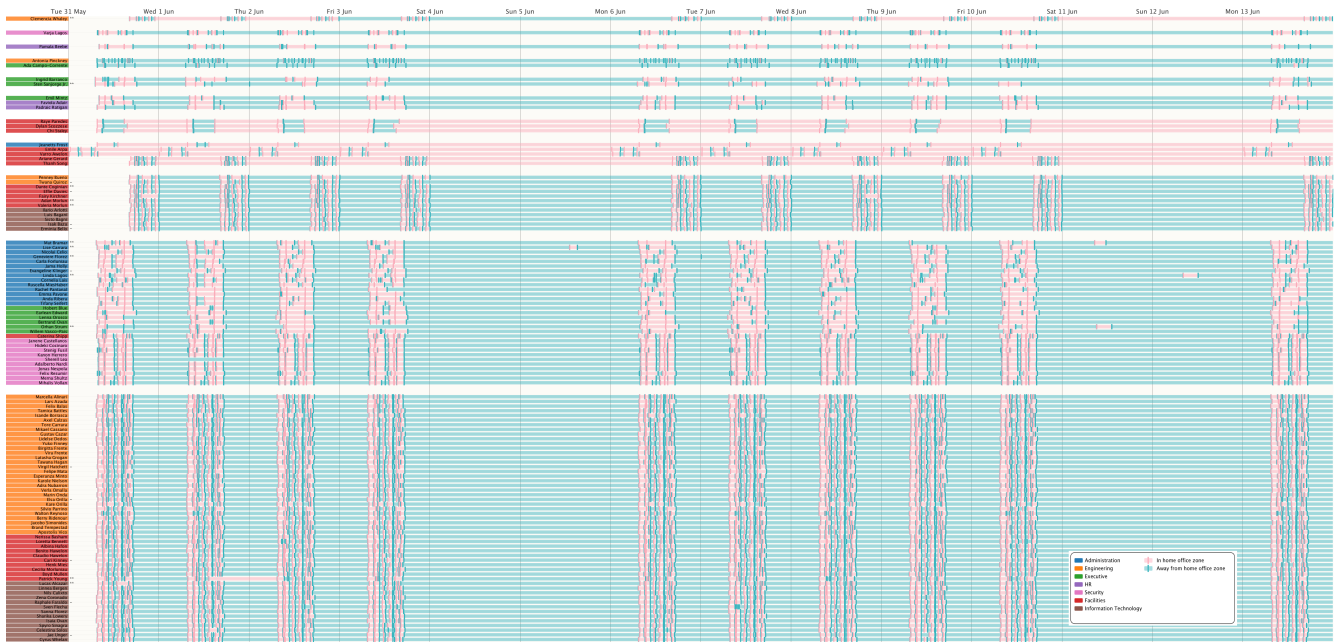


Figure 2: Employee view showing employees' location in their 'home' office zone (pink) or outside their home zone (blue) organised vertically by cluster and horizontally by time.

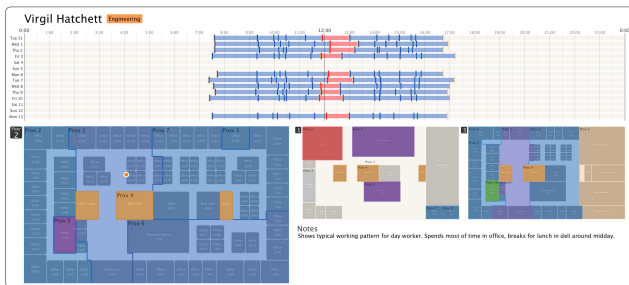


Figure 3: Single employee view showing calendar-type layout and classified locations.

points and lower saturation for interpolated location between prox card readings. While the prox card zone (Figure 1) can be mapped to hue, this provides little direct indication of the likely activity of each employee. So zones were additionally classified by their dominant function (e.g. office space, conference facility, dining etc.) and each given a unique hue evenly spaced in perceptual colour space. Where zones comprised more than one function (e.g. combined office and conference space), colours were linearly interpolated between classes to give some visual indication of classification uncertainty. Finally a zones were classified as being either a 'home' location in which an employee's regular office was located, or an 'away' location in a different prox zone (see Figure 2).

2.3 Cluster-driven Layout

To support both characterisation of routine behaviour and anomalous departure from routine, every employee's two-week pattern of zone location, home-away location and location function was represented as a multidimensional vector and clustered using multiple runs of k-means++ [1]. Despite the relative stability of this form of clustering, large vectors can produce different clusters when run on the same dataset so interaction permitted both re-runs of the clustering and dynamic changes in the number of clusters in order to vi-

sually assess their stability. By ordering employees by cluster size, common and anomalous patterns were separated visually (common patterns towards the bottom, unique patterns towards the top).

3 CONCLUSION

Analysis of the imprecise geosensor 'checkpoint' network data and comparison between staff movement and building environment was facilitated by a set of simple design choices that (i) reflected the importance of change over time in the inference of critical behaviour; (ii) used clustering and layout to automatically separate routine from anomalous movement patterns; (iii) recognised the uncertainty in classification through both symbolisation and the role of interaction. An interactive visual analytic system built following these design elements provided a means of exploring patterns; hypothesising causal and associative relationships within the data set; recording the provenance of observed patterns and inferences [4]; and communicating findings by the analysts.

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