## **Visualisation of Benchmark Experiments**

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## "Statistical decathlon"



## Layers of abstraction

### Layer One: Setup



# Layer Two: Execution (1)

Performances	P <sub>2</sub>	0.8	0.7
		8.3	9.1
		2.2	1.9
		12.9	12.3
		0.9	1.1
		1.3	1.3
	P <sub>1</sub>	0.020	0.011
		0.219	0.350
		0.372	0.299
		0.014	0.032
		0.386	0.115
		0.299	0.450
_			
Samples		L <sub>1</sub>	 $\mathbf{L}_B$

# Layer Two: Execution (2)



# Layer Two: Execution (3)



## Layer Three: Analysis

Exploratory: get a better understanding of the benchmark experiment, "dig" for interesting information.Inferential: test hypotheses of interest, infer a statistically correct order.

## **Exploratory Analysis: Visualisation**

#### **Common visualisation tools**



## Benchmark experiment plot



Podium

### "Full" benchmark experiment plot



Podium

#### Matter for deeper analyses ...



... are the *bootstrap samples* different?

... are the models different?

## Formal analysis

#### Statistically correct order\*:

Modelling of the random block design.



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#### Statistically correct order\*:

Modelling of the random block design.



# Benchmark summary plot



## **Overall order**

#### **Consensus ranking\*:**

Aggregation of "preferences of voters" with all order relations equally relevant.

 $\texttt{blue} \approx \texttt{yellow} < \texttt{red} < \texttt{green} < \texttt{purple} < \texttt{orange}$ 

# **Overall order**

#### Statistical modelling\*:

Modelling of the design with two experimental factors, their interactions and blocking factors at two levels.



### **Overall order**

 $\label{eq:consensus} \begin{array}{l} {\sf Consensus: \ blue} \approx {\tt yellow} < {\tt red} < {\tt green} < {\tt purple} < {\tt orange} \\ {\sf LME: \ blue} < {\tt red} \approx {\tt orange} \approx {\tt green} < {\tt purple} < {\tt yellow} \end{array}$ 

### **Overall order interpretation**



### **Overall order interpretation**



## **End titles**

## Goals and outlook

**Ultimate goal:** develop a comprehensive toolbox for exploratory and inferential analysis of benchmark experiments; set a quasi-standard for the comparison of learning methods.

Visualisation: interactivity, interactivity, interactivity.

## References

Bench Plot and Mixed Effects Models: First steps toward a comprehensiv benchmark analysis toolbox. Manuel J. A. Eugster and Friedrich Leisch. Technical Report 26, LMU Munich. Accepted for the Compstat 2008-Proceedings in Computational Statistics.

(\*) *Exploratory and Inferential Analysis of Benchmark Experiments.* Manuel J. A. Eugster, Torsten Hothorn and Friedrich Leisch. Technical Report 30, LMU Munich.

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