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## Design Considerations for a Visualization and Simulation Tool for CBMS Data

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**Abstract:** A visualization and simulation tool for a community-based dataset from Angelo King Institute (AKI) called Community-Based Monitoring System (CBMS) is designed. Currently, there is no local visualization and simulation tool for CBMS data. The data in the CBMS dataset is mainly categorized into eight indicators considered to be the basic needs of a local government unit. These are health, nutrition, housing, water and sanitation, education, income, employment, and peace and order. This research is useful for government officials, and local communities in creating or formulating policies. This tool is developed to give policymakers and program implementors necessary information to study the effect of macroeconomic reforms and different kinds of policy shocks. The application is designed to be web-based. It allows users to extract data from the CBMS dataset, to visualize the data with the use of maps (over Google Maps) and charts to provide a more accessible summary of the conditions inside a community, and simulate the effects on the data given parameters that can be adjusted to have a view of what might be the outcome of a given scenario for both economical researcher and non-economical researcher to give them a better view of data. Through the results based on economic computations performed on the data, this can help the government units in deciding what policies to implement in a certain community. By implementing agile development methodology, initial design and prototype of the application has been done. The prototype allows users to select fields and ranges of values to visualize and simulate. Careful design and presentation of information is necessary so that it is easy to comprehend. A menu of simulation parameters will be built into the software. These parameters will be curated based on the most recent and relevant to the data available, and may be updated.

**Key Words:** visualization, simulation, big data, statistics, economics



## 1. INTRODUCTION

Visualization and simulation has now showed its importance especially with regards to data analytics and processing datasets. Considering the capabilities of current technology, visualizing and simulating big data has evolved from the traditional Command Line Interface (CLI) to the modern Graphical User Interface (GUI). Visualizing data and converting it into graphics while being able to manipulate and simulate it can aid data analytics in a fast and productive way.

There are ways to visualize and simulate data such as using software like IBM Cognos, a Web-based suite by IBM (2012). Another demonstration of visualizing and simulating big data in the field of economics is Outline (Bier et al., 2013a). It aims to provide a platform for open policymaking by allowing users to interact with a simulation of the US economy and observe the effects of creating and modifying policies (Bier et al., 2013b).

The main goal of the research is to visualize and simulate generic datasets based on the needs of researchers or end-users, primarily using Community-Based Monitoring System (CBMS). CBMS is the first way of collecting and processing information about the development and current status of the households (Reyes and Valencia, 2009) in the Philippines. In cities or provinces, CBMS is used as a tool to gauge the poverty level (Reyes and Valencia, 2009).

CBMS also aims to provide assistance to its members in order for them to develop. This tool is developed to give policymakers the necessary information to study the effect of macroeconomic reforms and different kinds of policy shocks (DILG Region VI, 2010).

The data that can be generated by CBMS is categorized into 8 indicators, which are considered to be the basic needs of a local government unit. These criteria are: health, nutrition, housing, water and sanitation, education, income, employment, and peace and order. Other information may include, but are not limited to, migration of families, community/political participation and access to government programs.

With the availability of the CBMS, it is no surprise that other research efforts have been conducted in the field of poverty reduction. One such example is Tan (2010), which discusses the use of

regression modeling and spatial analysis in order to simulate strategies on reducing poverty in a community. CBMS and the Statistical Package for the Social Sciences (SPSS) were used. SPSS was used to generate poverty models. CBMS data were then fed to these models.

CBMS is only a method for collecting and processing current household data and its development (Reyes and Valencia, 2009). Because of the unavailability of a modern way of processing and viewing of these data, the motive of the research is to provide a visualization and simulation application of this dataset.

## 2. METHODOLOGY

The project started with several brainstorming and consultations among the team members. The DLSU College of Computer Studies (CCS) proponents also consulted the DLSU School of Economics (SOE) and the DLSU Angelo King Institute Community-Based Monitoring System (AKI CBMS) to provide proper direction to the project. Studies of related literature were conducted in parallel to the consultations to further solidify the ideas presented and discussed in the meetings.

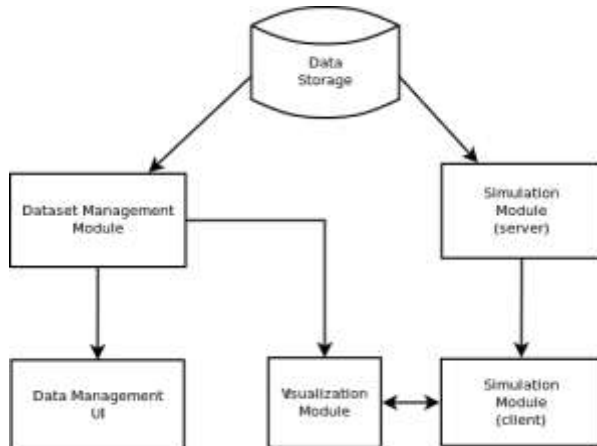
From the consultations and meetings, requirements specification for the system was established. In this phase, the exact requirements of the software as well as the target users for the system were determined.

Initial data gathering from DLSU AKI CBMS was done since poverty-related data is needed in the project. The survey questionnaire used by DLSU AKI CBMS shows that the system will be dealing with big data.

Initial design of the system was created. Initial prototyping was also done. An agile methodology, specifically, Scrum, is used in developing the system, to allow for the rapid integration of expert feedback received during consultations and meetings.

## 3. INITIAL DESIGN

The system is designed to be composed of three major modules, each providing one category of functionality required by the system. This is shown



in Fig. 1. The three major modules are: dataset management module, visualization module, and simulation module.

The dataset management module handles the import, storage, and querying of datasets to be used in the system. This module is primarily based on a server, with a comparatively small management interface in the client side. In this module, a user can upload datasets, view datasets, assign labels to a field in the dataset, filter datasets, among others.

Fig. 1. System Modules

The visualization module is responsible for the display of datasets as visualizations. Through this module, the user can select from a list of datasets, visualize data in chart form, visualize data in map form, among others.

The simulation module works alongside the visualization module, and works with it to perform calculations on the records of a dataset. Through this module, the user can view a list of available simulations, run simulations, and see simulation results as visualizations.

#### 4. INTIAL RESULTS

Initial prototyping of the system has been done and results are presented in this section.

For the dataset management module, the prototyping of five major functionalities are presented here.

First is field editing. Fields can be edited to have an informative name and unit of measurement. These make fields more distinguishable during data extraction. A sample screen shot is shown in Fig. 2.

Second is filtering. Datasets can be filtered by specifying one or more conditions or criteria that the can specify. Only the records or data set values that satisfy these conditions are displayed. A sample screen shot is shown in Fig. 3.



Fig. 2. Field Editing



Fig. 3. Filtering

Third is the provision of layers. Layers are a way of organizing multiple fields of a dataset based on their meaning, purpose, or other factors decided by the user, and act as folders grouping fields together. For convenience, all fields in a dataset may be selected in bulk, placing all of its data for viewing

in the data extraction screen's table. A sample screen shot is shown in Fig. 4.



id	complete
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1
11	1
12	1
13	1
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94	1
95	1
96	1
97	1
98	1
99	1
100	1

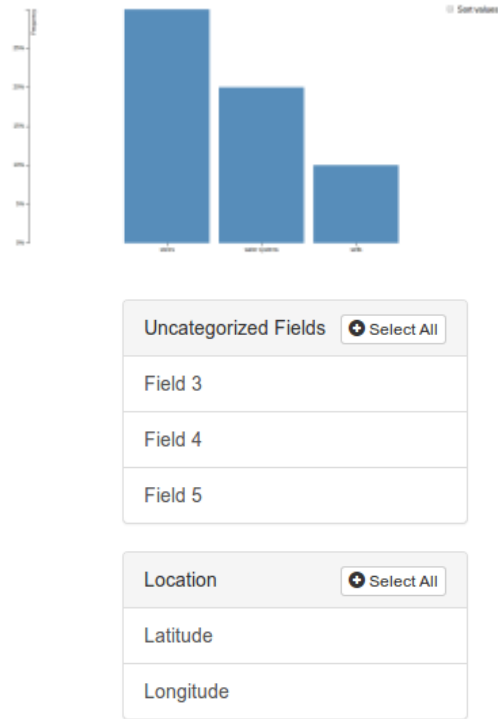
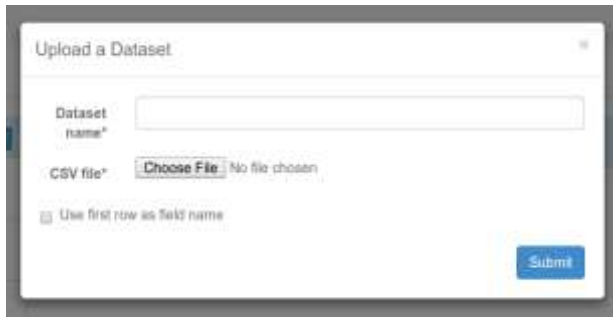


Fig. 4. Layer Provisions

Fourth is pagination. The system is expected to work with large datasets. Such data, which can have sizes exceeding thousands of records, will be cumbersome to view as a whole. Pagination allows datasets to be viewed in small increments. A sample screen shot is shown in Fig. 5.

Fig. 5. Pagination



Upload a Dataset

Dataset name\*

CSV file\*  No file chosen

Use first row as field name

Fifth is uploading. The system can read datasets regardless of the number of fields, their type, or their ordering. This functionality does not require user intervention at upload time. The system is capable of storing and retrieving these for display on its own. A sample screen shot is shown in Fig. 6.

Fig. 6. Uploading datasets

The succeeding screenshots presents the initial prototyping of the visualization module. Fig. 7

to Fig. 10 show the various non-map visualizations that the system can automatically generate given a user selected field. These are the bar chart, histogram, line chart, and pie chart.

Fig. 7. Sample Bar Chart

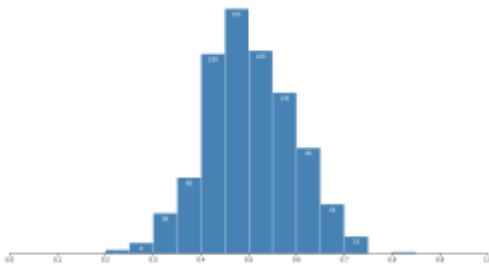


Fig. 8. Sample Histogram



Fig. 9. Sample Line Chart



Fig. 10. Sample Pie Chart

Guidelines and standards in producing charts were applied and implemented in the system to properly produce the charts. For example, the standard color normally used for graphs are shades



of blue. Another example is bar charts are normally used for discrete data or categories while histogram are better used for continuous data. For pie charts, only a maximum of 8 divisions or slices is recommended.

When a user selects a field, the non-map visualizations are placed as cards on a panel as shown in Fig 11. The user can zoom into a selected chart as shown in Fig. 12.

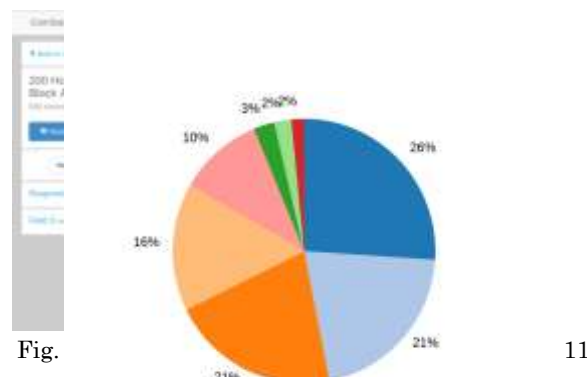


Fig. 11.



Sample Chart Panel



Fig. 12. Sample Panel with a Zoomed Chart

Aside from chart-based visualizations, the user is provided with map-based visualizations.

Google Maps is used for the geographic map, allowing users to zoom in or out, and pan around the map, as one would expect with Google's mapping tool.

User interactions for selecting datasets and fields are handled, as well as rendering with Google Maps.

Fig. 13 and Fig. 14 show two different layers of maps namely education layer and water and sanitation layer.

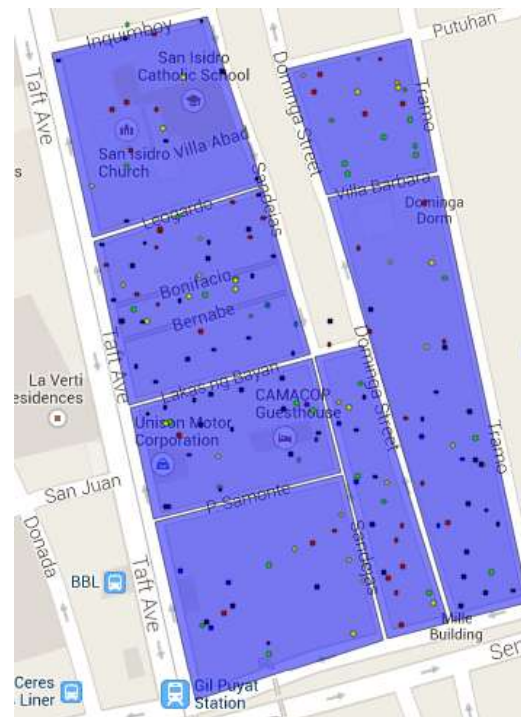
Fig. 13. Education Layer Map

Fig. 14. Water and Sanitation Layer Map

Fig. 15 shows another sample map screen shot where the size of the circles representing households varies depending on the number of children in the household.

Fig. 15. Map Showing Varying Household Sizes

A sample screen shot for the simulation module is shown in Fig. 16. Here, the user can change the values of the parameters and see the effects on the map.



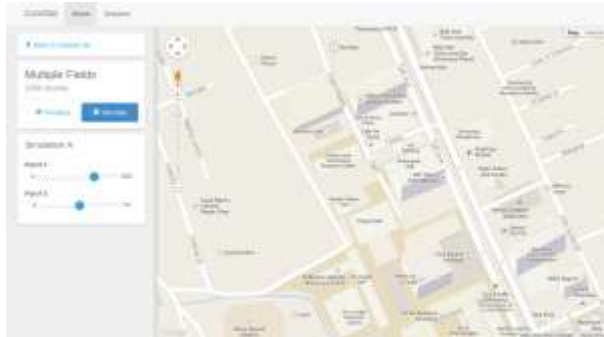


Fig. 16. Sample Simulation Screen Shot

## 5. CONCLUSION

An initial prototype has been made. However, continuous consultations with DLSU AKI CMBS and SOE will be done to refine the prototype and consider other factors in the design of the visualization and simulation modules which are the major parts of the system. The system also has to be populated with large data sets to ensure that the system will be able to handle such big data.

## 6. ACKNOWLEDGMENTS

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