



## **OLAP & A Show**

### **Designing Highly Effective OLAP Solutions**

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June 21, 2001



# Contents

✓ **BI Trends**

✓ **Seven Habits**

✓ **Trivial Pursuit**

✓ **Characteristics of a Good Show**

✓ **Q&A**

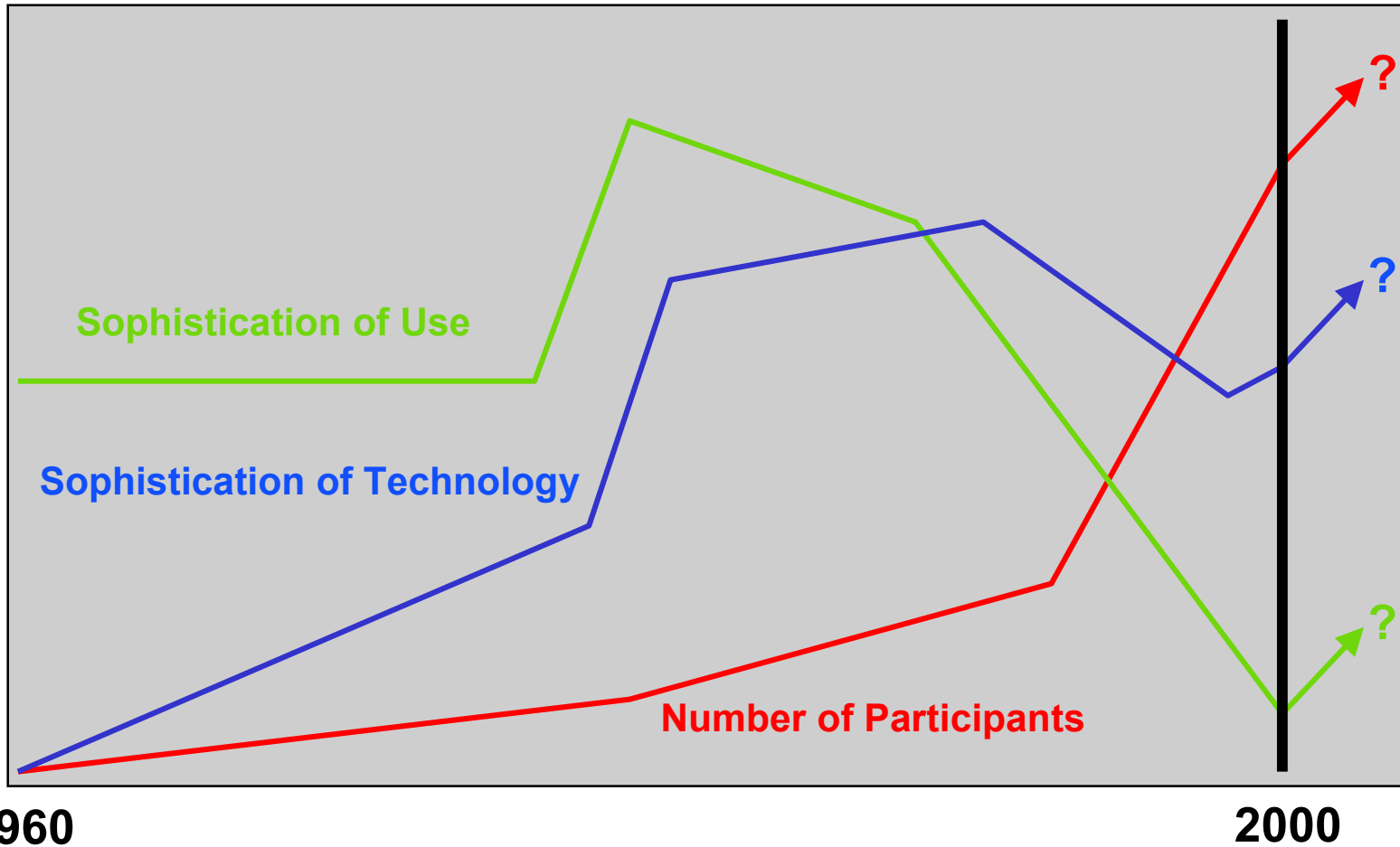


“A new factor, that of rapid change, has come into the world. We have not yet learned how to adjust ourselves to its economic and social consequences.”

*Harvard Business Review*  
*October 1932*



# Business Intelligence Trends



1960

2000

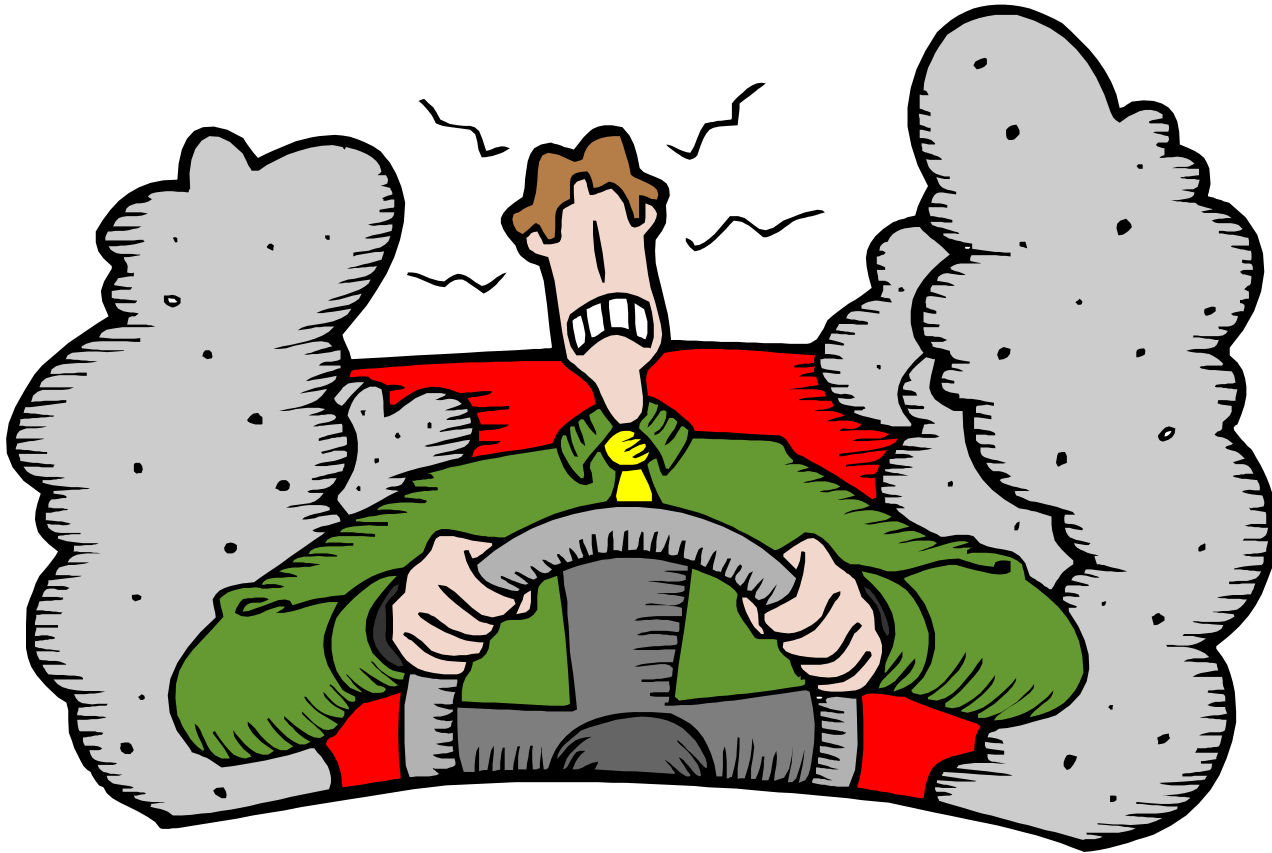


# Analytical Application Trends

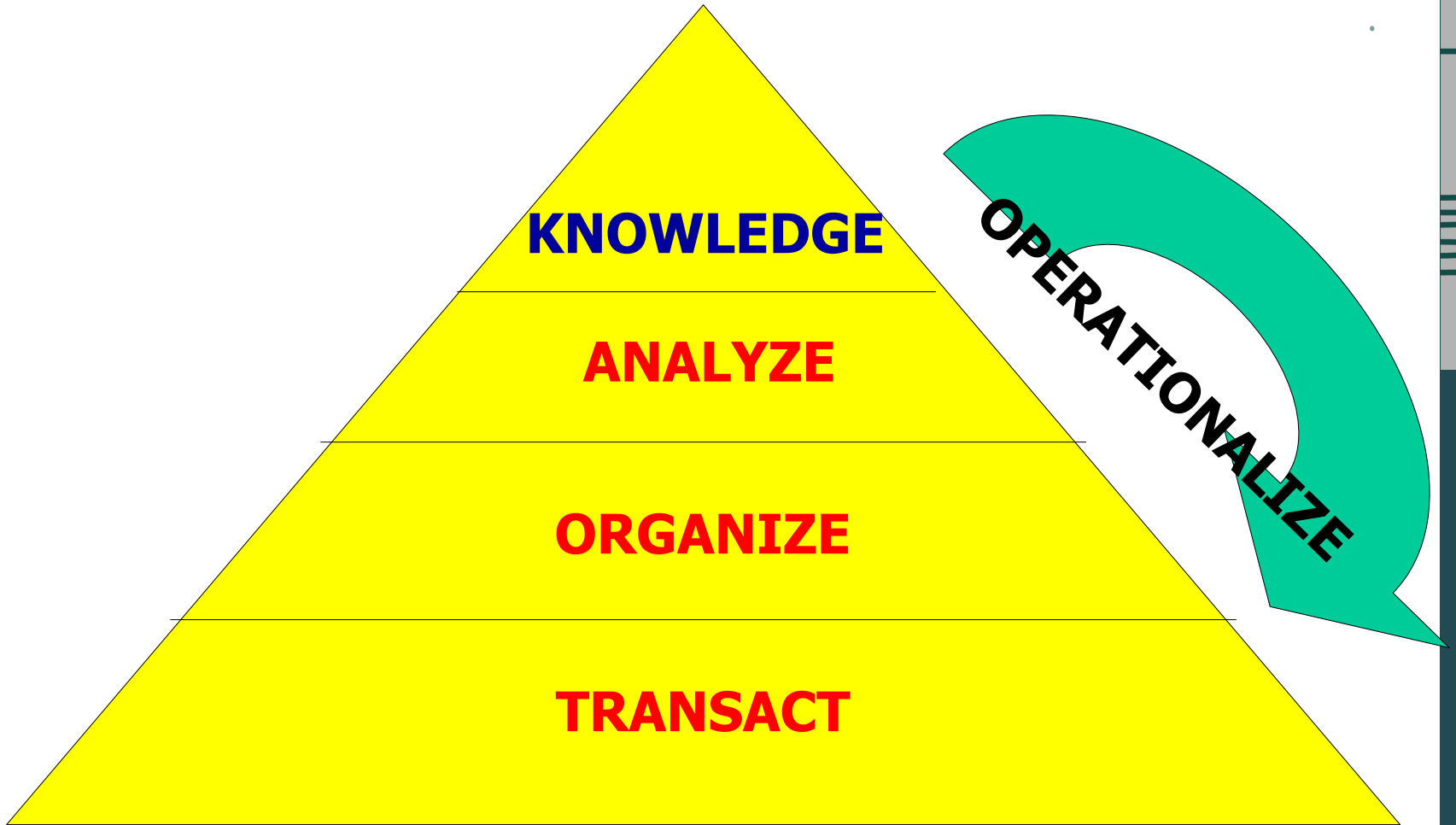
- **Underlying OLAP engines continue to become more robust in order to meet scalability demands**
- **The cost of OLAP and complementary presentation software continues to slide as the technology improves**
- **Web-based presentation is making analytical applications more ubiquitous**
- **Data mining becoming more mainstream**
- **Ubiquity of Analytics is forcing integration of BI**



# Look out Maslow!



# Hierarchy of Information Needs



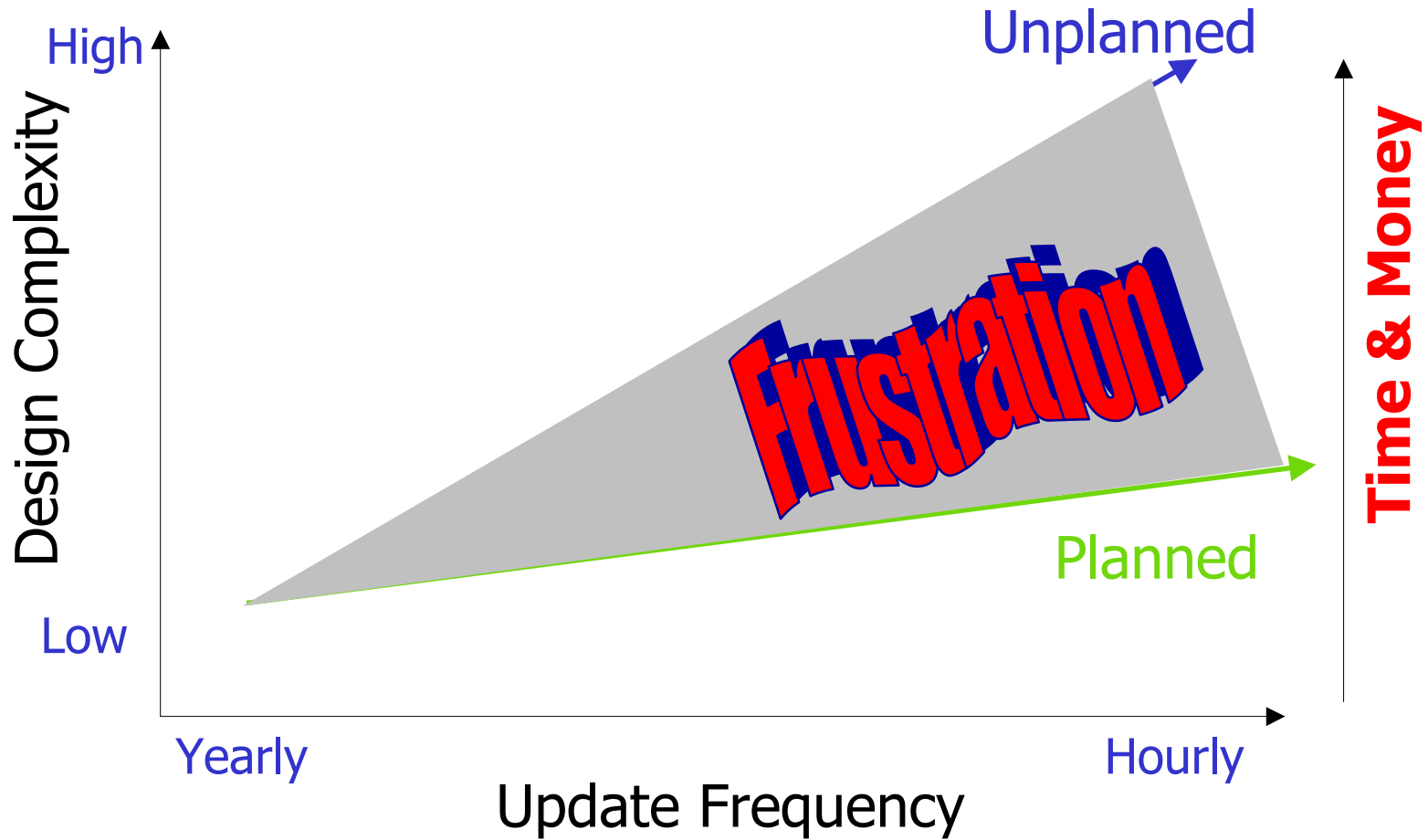
## Nature vs. Nurture

- **Having an infrastructure to collect and transact business is natural to IT**
- **Being able to understand and provide a process that allows for aggregation of collected transaction data to facilitate analysis takes the nurture of the business environment**
- **There must be a concerted effort to cultivate the data for a meaningful harvest and “reseeding”**

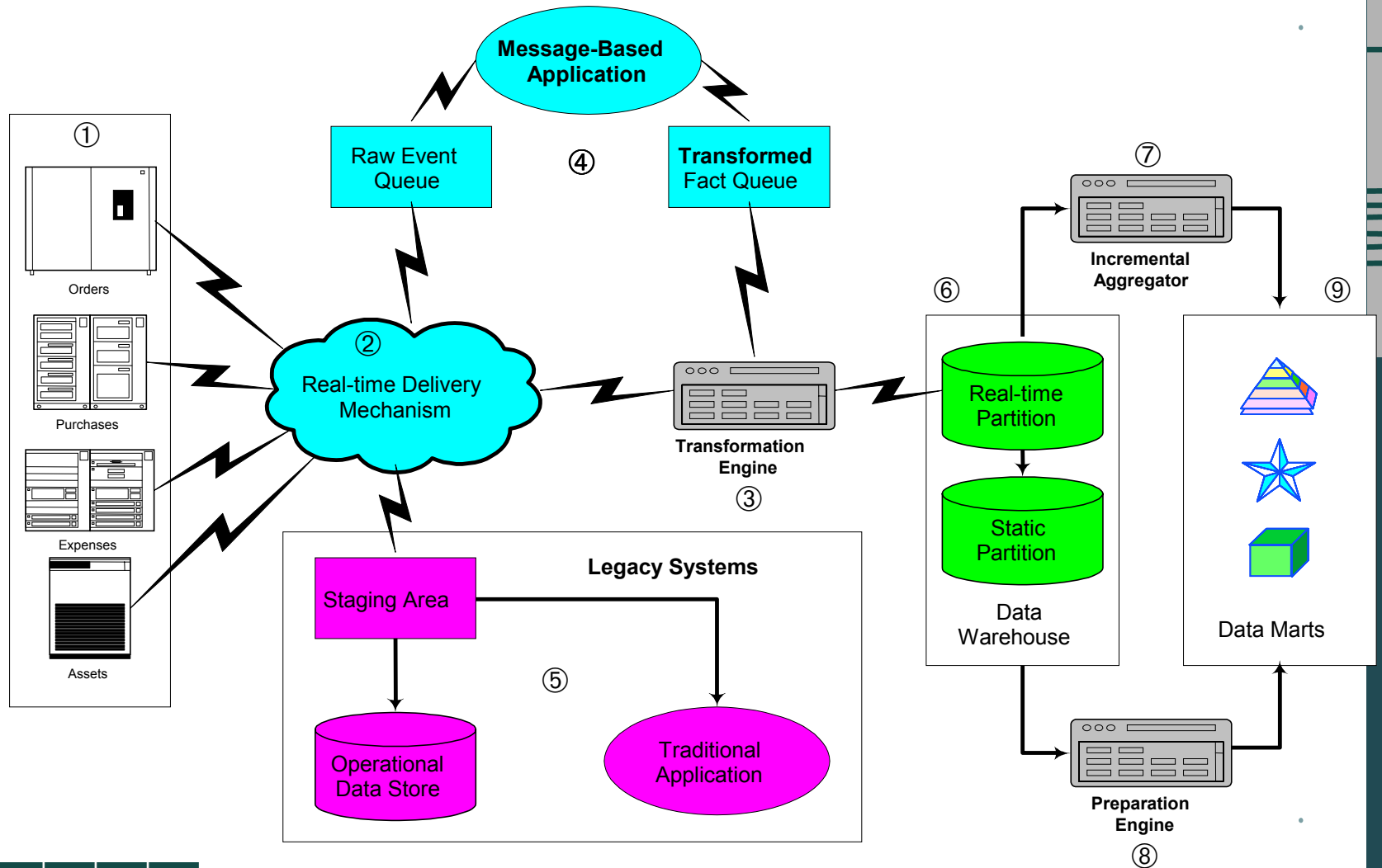




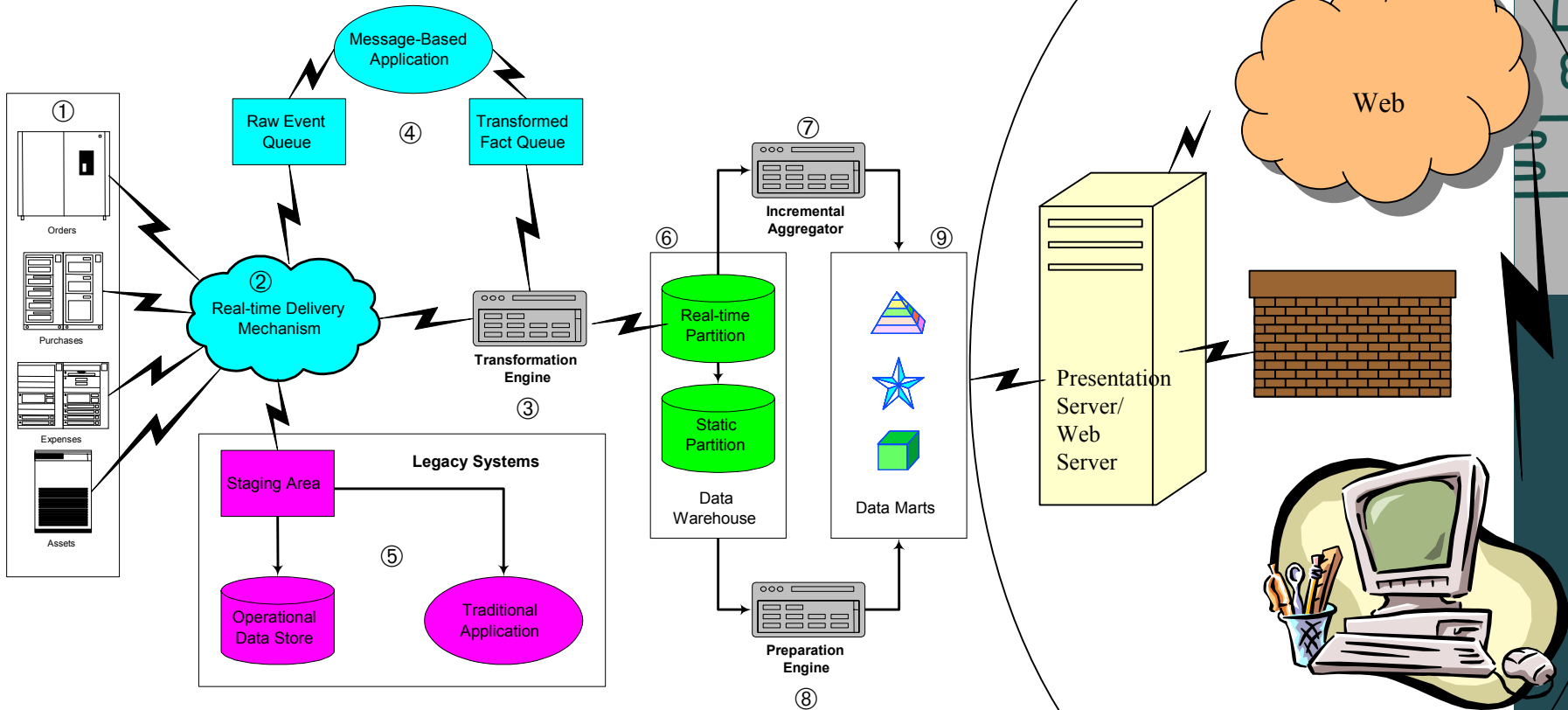
# Highly Effective OLAP Solutions



# Real-Time Data Warehousing



# Real-Time Data Warehousing – Integrated BI



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# Seven Habits for Designing Highly Effective OLAP Solutions

- **Visualize**
- **Design with the end in mind**
- **First things first**
- **Focus on the Customers**
- **Listen first, then execute**
- **Collaborate**
- **Review, Analyze, Iterate**



<b>Establish the Program</b>	<ol style="list-style-type: none"> <li>1. Develop the Rationale</li> <li>2. Target the Opportunities</li> <li>3. Define the Architecture</li> <li>4. Create the DW Program</li> </ol>
<b>Prepare the Project</b>	<ol style="list-style-type: none"> <li>5. Plot the Project Tasks</li> <li>6. Establish the Infrastructure</li> <li>7. Procure the Tool Kit</li> <li>8. Assemble the Team</li> </ol>
<b>Initiate the Database</b>	<ol style="list-style-type: none"> <li>9. Investigate Consumer Needs</li> <li>10. Triage the Source Elements</li> <li>11. Model States and Dimensions</li> <li>12. Design the Database</li> <li>13. Acquire Source Data</li> <li>14. Populate the Database</li> </ol>
<b>Explore the Data</b>	<ol style="list-style-type: none"> <li>15. Iterate Base Table Design</li> <li>16. Explore Consumer Usage Interactively</li> <li>17. Tune Collection Design</li> <li>18. Plan Cycles and Production Migration</li> </ol>
<b>Implement the Deliverables</b>	<ol style="list-style-type: none"> <li>19. Prepare for Release</li> <li>20. Train the Consumers</li> <li>21. Initiate Support Processes</li> <li>22. Migrate to Production</li> </ol>
<b>Expand the Environment</b>	<ol style="list-style-type: none"> <li>23. Manage the DW Inventory</li> <li>24. Synchronize with Evolving Business Needs</li> <li>25. Evangelize Endlessly</li> <li>26. Do it Again!</li> </ol>



# ACCLIMATE

## The OLAP Design Methodology for Effective Solutions

**A**ssemble the Team

**C**onduct FSR Interview

**C**onduct IS Analyst Interview

**L**everage DW infrastructure

**I**dentify OLAP Engine and Presentation Tools

**M**odel Presentation Modes Collaboratively

**A**mend Cube Design for Prime Time

**T**rain the Consumers

**E**xploit the Cube



# Contents

✓ **BI Trends**

✓ **Seven Habits**

✓ **Trivial Pursuit**

✓ **Characteristics of a Good Show**

✓ **Q&A**







# Trivial Pursuit

Millions

RANK	MOVIE TITLES (1900-2001)	DOMESTIC	WORLD	Budget	Return on Investment	
					DOMESTIC	WORLD
1	Titanic (1997)	\$600.80	\$1,835.40	\$200	300%	918%
2	Star Wars: Episode I - The Phantom Menace (1999)	\$431.10	\$922.60	\$115	375%	802%
3	Jurassic Park (1993)	\$357.10	\$920.10	\$63	567%	1,460%
4	Independence Day (1996)	\$306.20	\$811.20	\$75	408%	1,082%
5	Star Wars (1977)	\$461.00	\$798.00	\$11	4,191%	7,255%
<b>124</b>	<b>Waterworld (1995)</b>	<b>\$88.20</b>	<b>\$255.20</b>	<b>\$175</b>	<b>50%</b>	<b>146%</b>
<b>137</b>	<b>Blair Witch Project, The (1999)</b>	<b>\$140.50</b>	<b>\$240.50</b>	<b>\$0</b>	<b>401,428,571%</b>	<b>687,142,857%</b>

Source: *IMDB.com & WorldwideBoxOffice.com*



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✓ **BI Trends**

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✓ **Trivial Pursuit**

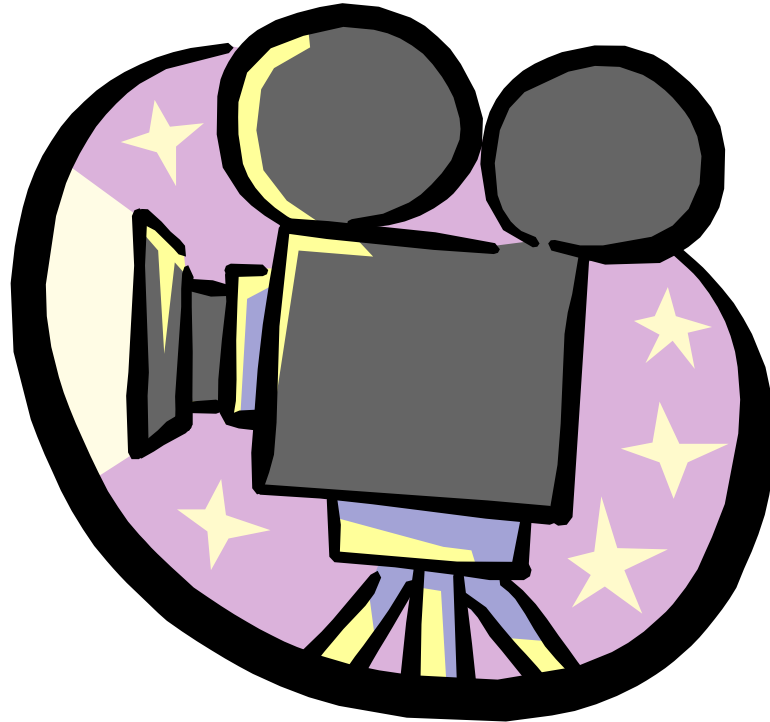
✓ **Characteristics of a Good Show**

✓ **Q&A**



# What defines a good show?

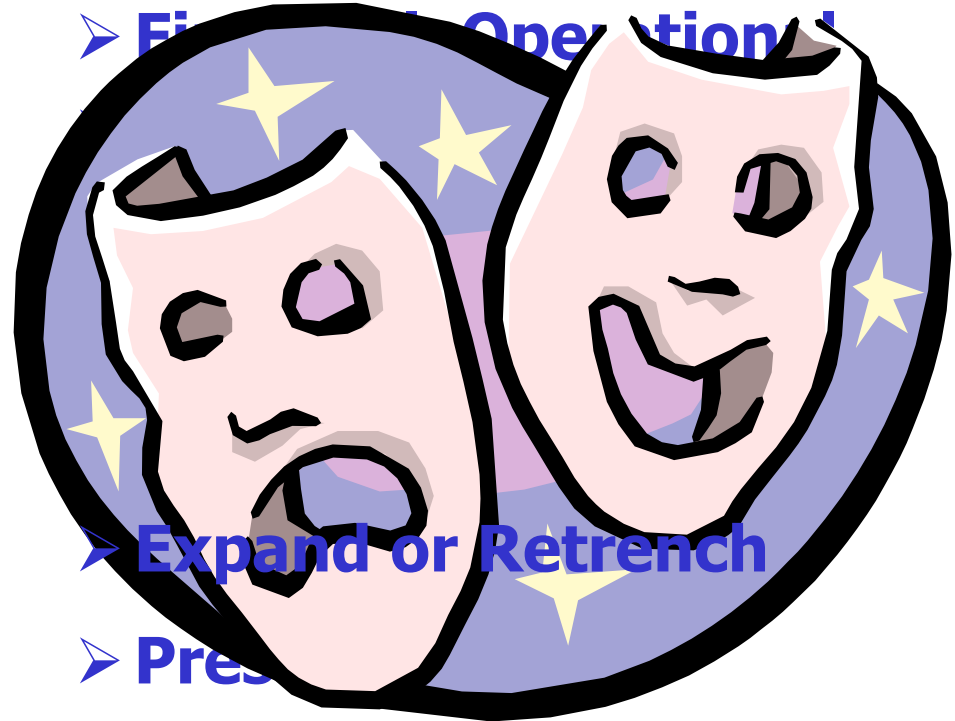
- **Actors?**
- **Directors?**
- **Editors?**
- **Producers?**
- **Story?**
- **Setting?**
- **Special Effects?**
- **Budget?**



# Characteristics of a good **OLAP** Show

**OLAP**

- PLOT
- SETTING
- CHARACTERS
- POINT OF VIEW
- SYMBOLISM
- THEME
- STYLE/VOICE



# PLOT

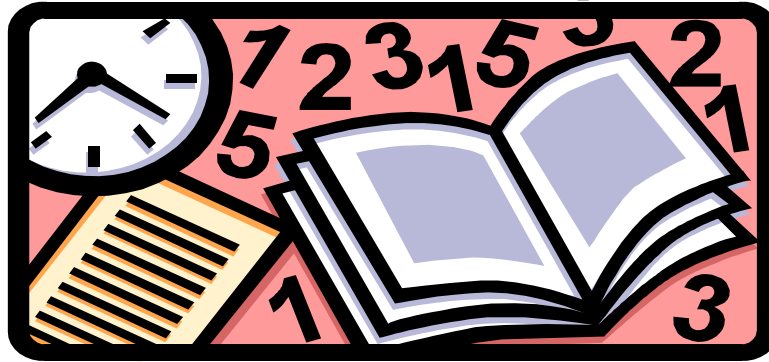
- What *exactly* happens in the presentation?
- Is there revelation, resolution, or both?



If conclusions are drawn, what recommendations made?

# SETTING

- **What is the time period of the presentation?**
- **Does the setting make a difference, or could this story take place anytime, anywhere?**
- **How might a different time period affect the story?**



Design around time.

# CHARACTERS

- **What characters are multi-dimensional/dynamic?**
- **What characters are flat/static? Why?**
- **How is their character revealed (hierarchy, comments, member properties, etc.)?**



Understand how your customers look at dimensions.



# POINT OF VIEW

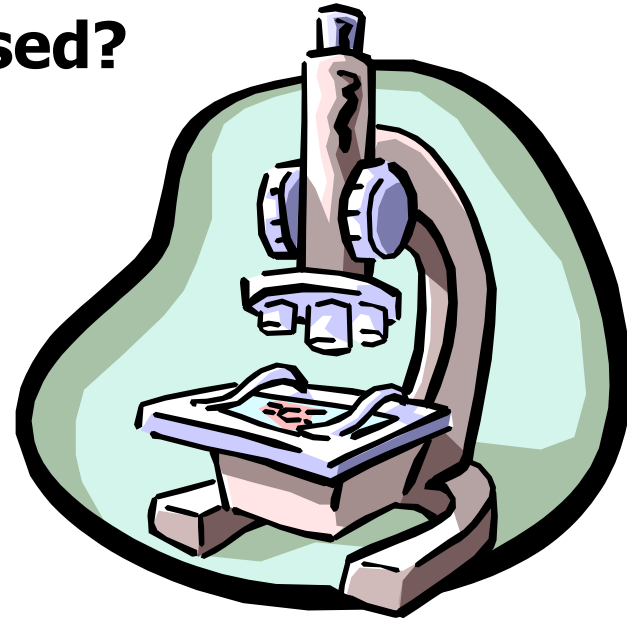
- **Who tells the story?**
- **What about the narrator makes a difference in the story (participant/nonparticipant, function, character, limitations, etc.)?**



Is there enough depth to satisfy the info consumer?

# SYMBOLISM

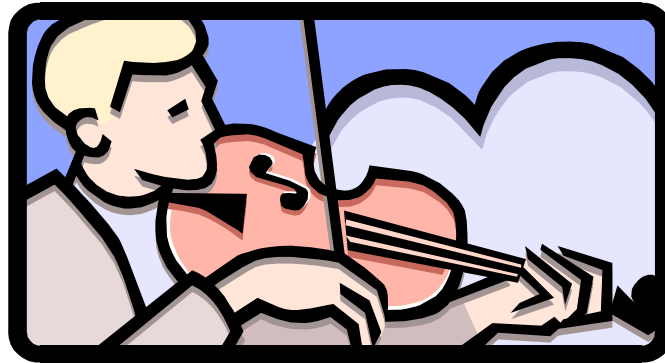
- **What are the symbolic elements?**
- **How and why are they used?**



What about icons, color schemes and tag lines?

# THEME

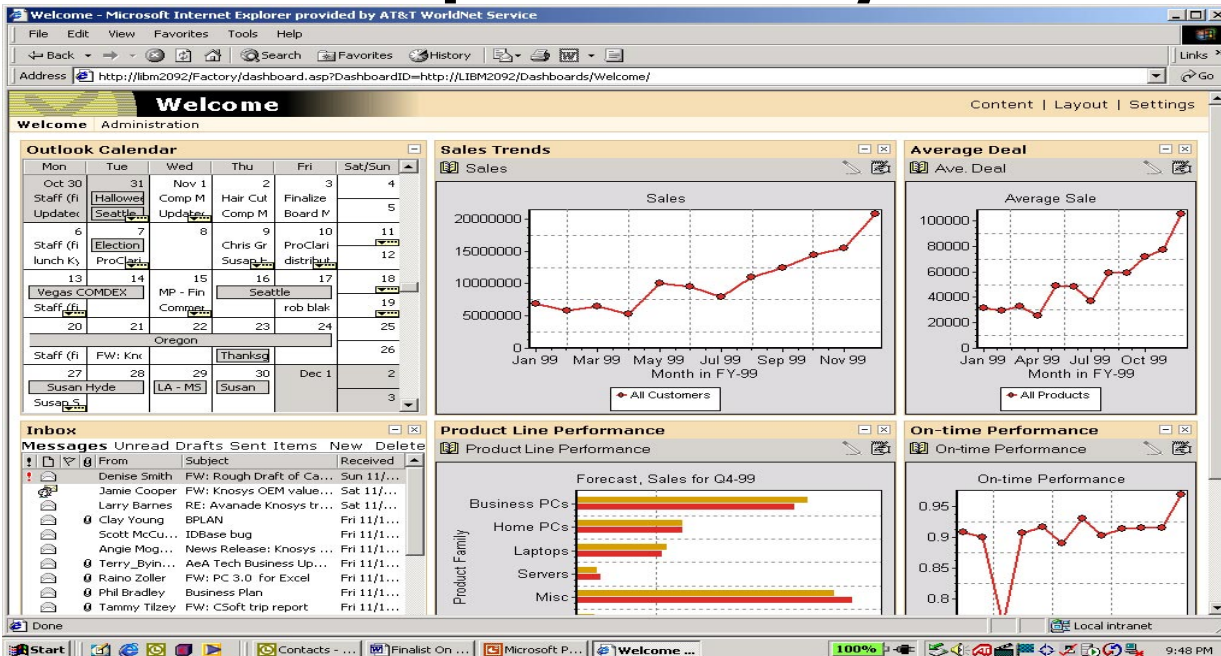
- **What repetitions of words or details do you want people to find?**
- **What does the story say about the business? How loudly? How well?**



To be or not to be subtle???

# STYLE/VOICE

- What presentation tools are you using?
- How does it impact the story?



One size does not fit all!!!

# It's not Magic!



# Visually Compelling

- **Graphical display**
- **Graphical augmentation**
- **High synthesis**
- **Intuitive Drill down**



# Reporting, Charting & Graphing

Polystyria - [Project1 - \\CUBE01\FoodMart 2000: Sales]

File Edit View Workmap Window Help

Unit Sales

Dimension Tree

Name	C...	Descendants
+	[-]	Promotion Media 14 15
+	[-]	Promotions 51 52
+	[-]	Customers 3 10407
+	[-]	Education Level 5 6
+	[-]	Gender 2 3
+	[-]	Marital Status 2 3
+	[-]	Store Size in SQFT 21 22
+	[-]	Store Type 6 7
+	[-]	Yearly Income 8 9

Charts

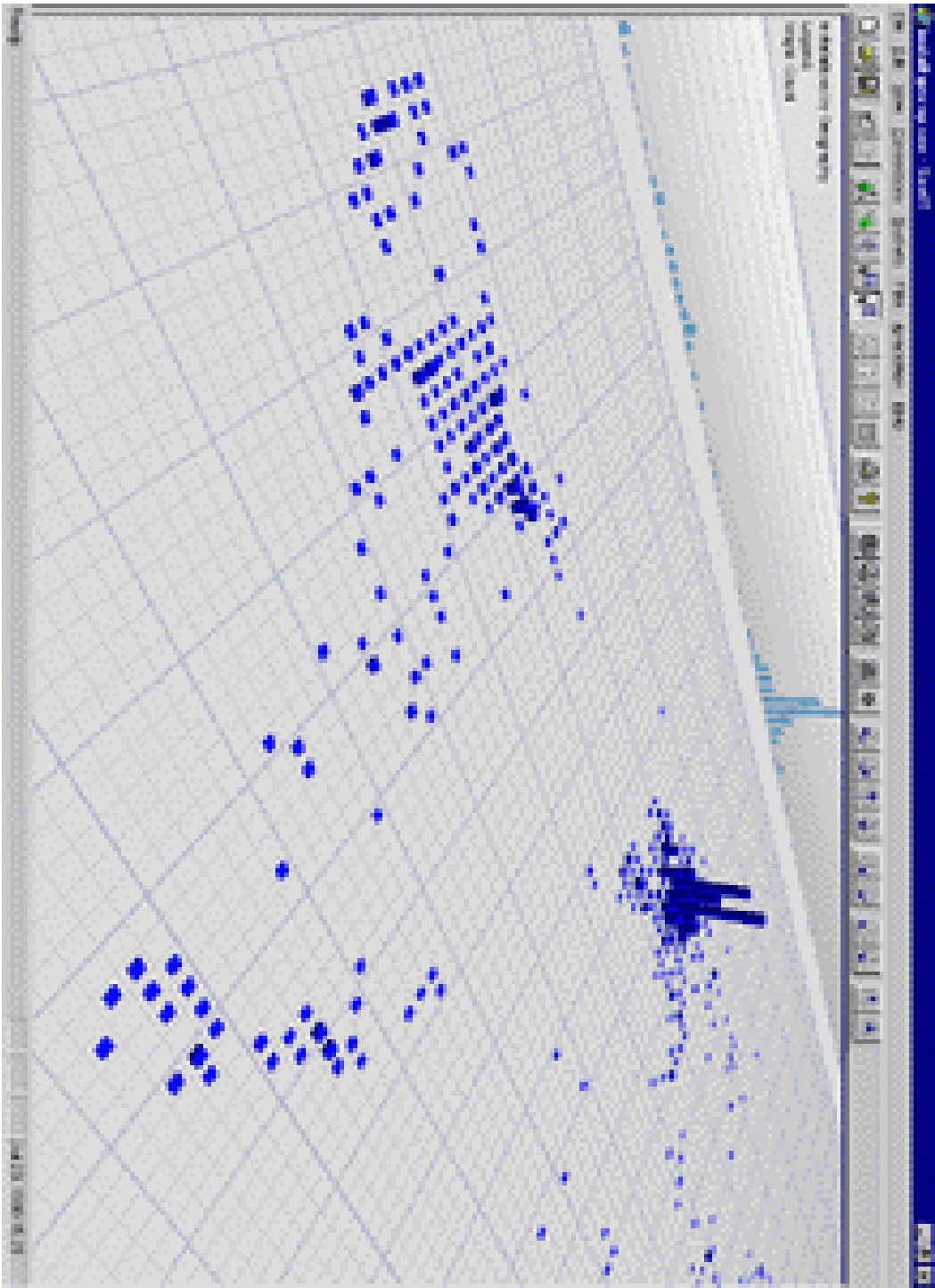
	Drink	Food	Non-Consu
\$10K - \$30	5,310.00	41,913.00	10,727.00
\$30K - \$50	8,057.00	62,757.00	16,496.00
\$50K - \$70	4,045.00	32,571.00	8,351.00
\$70K - \$90	3,059.00	23,589.00	6,397.00
\$90K - \$11	1,117.00	8,515.00	2,287.00
\$110K - \$1	1,120.00	8,378.00	2,063.00
\$130K - \$1	1,309.00	10,179.00	2,904.00
\$150K +	580.00	4,038.00	1,011.00

Table

Ready

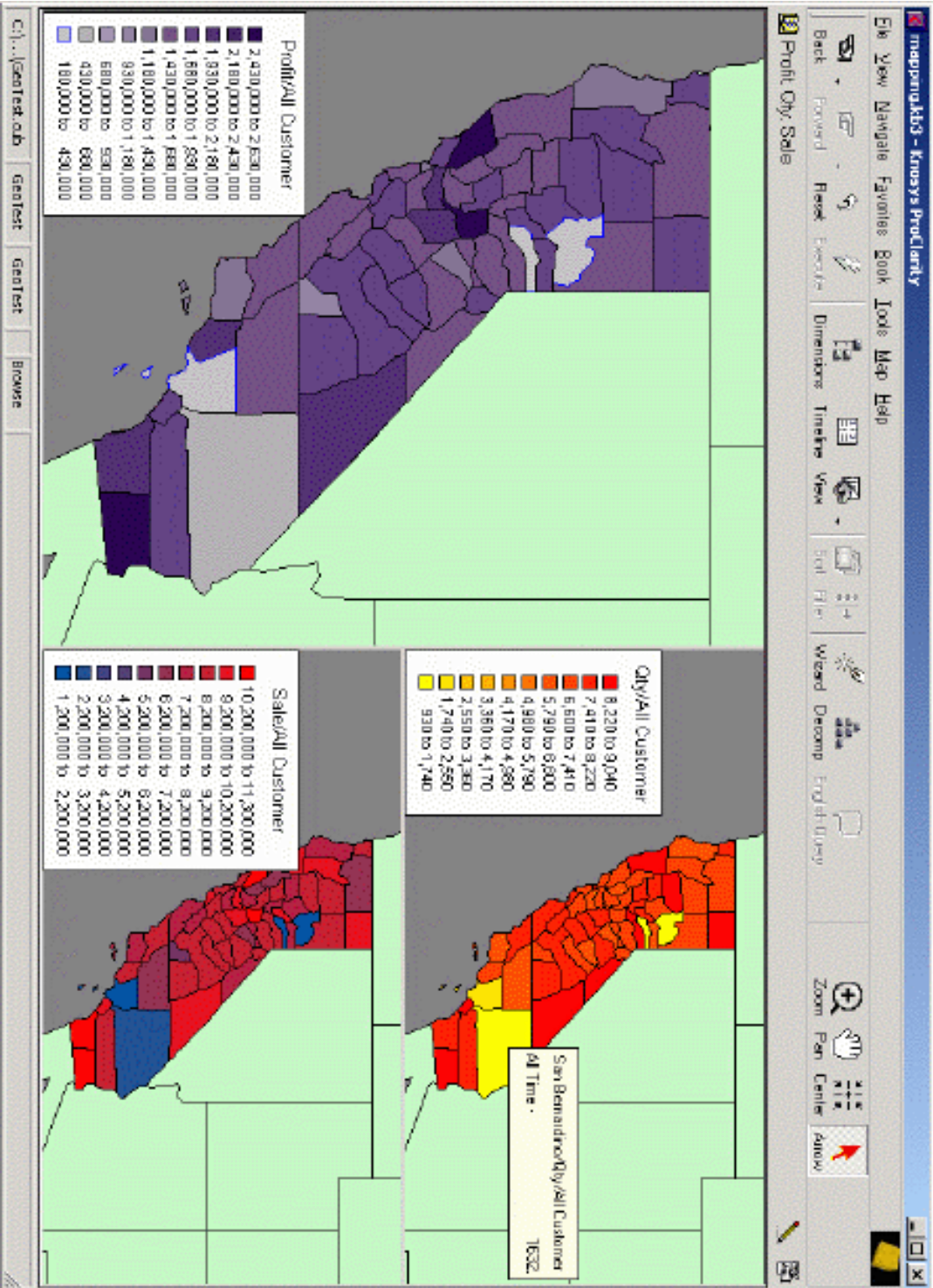
Report Sales-Salary Sales-Education

# 3D Visualization

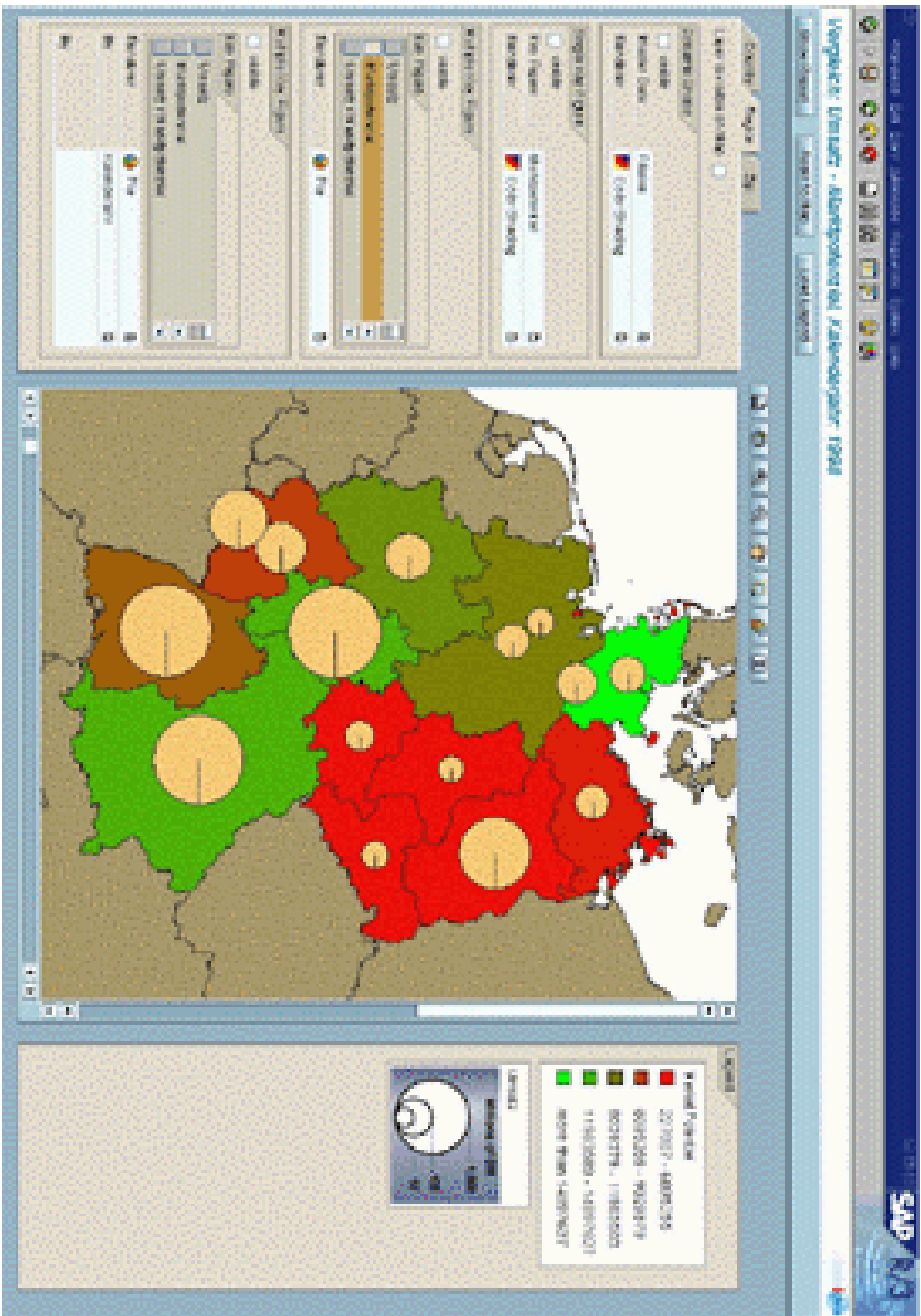




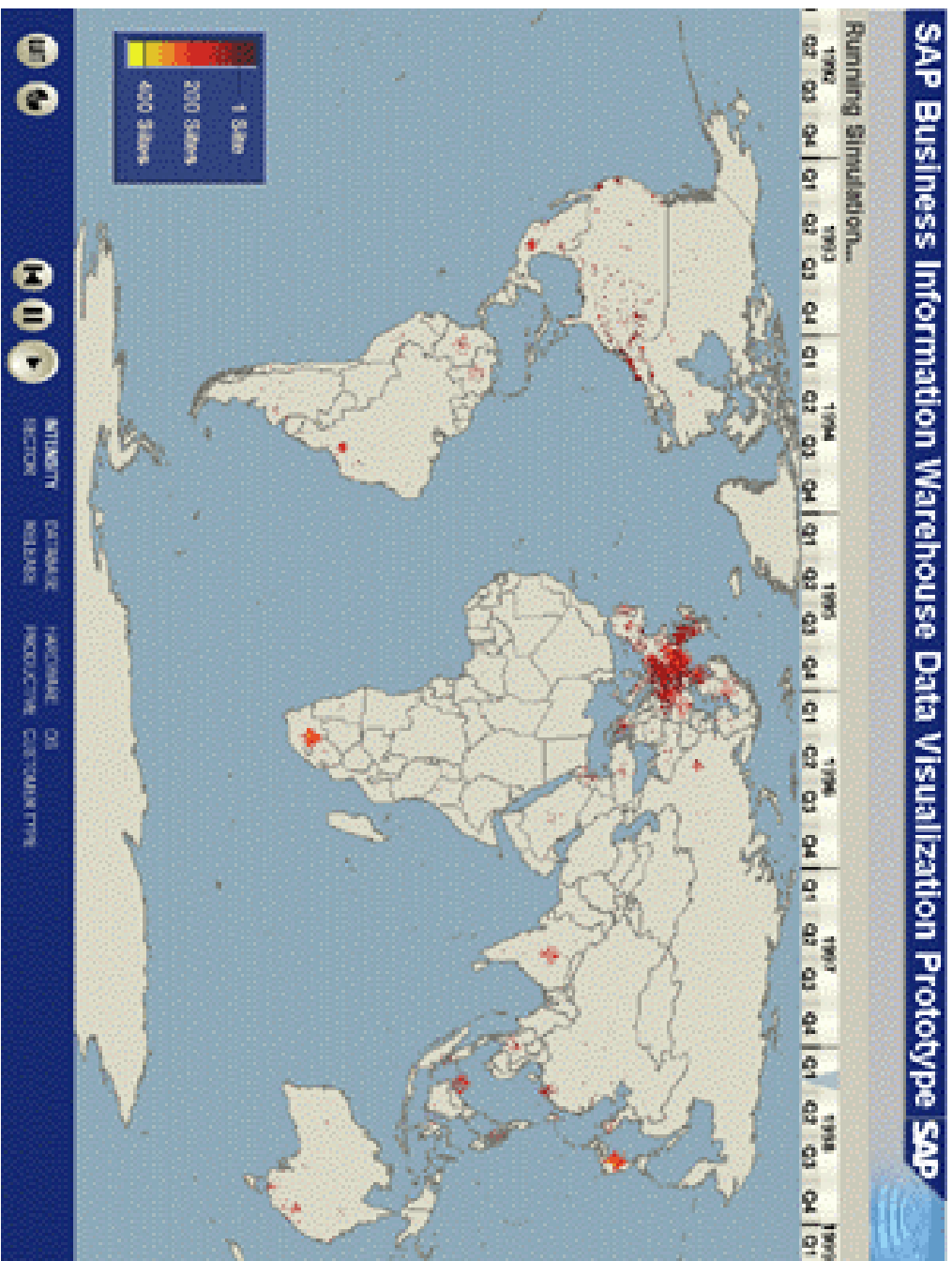
# Geographic Spatial Mapping



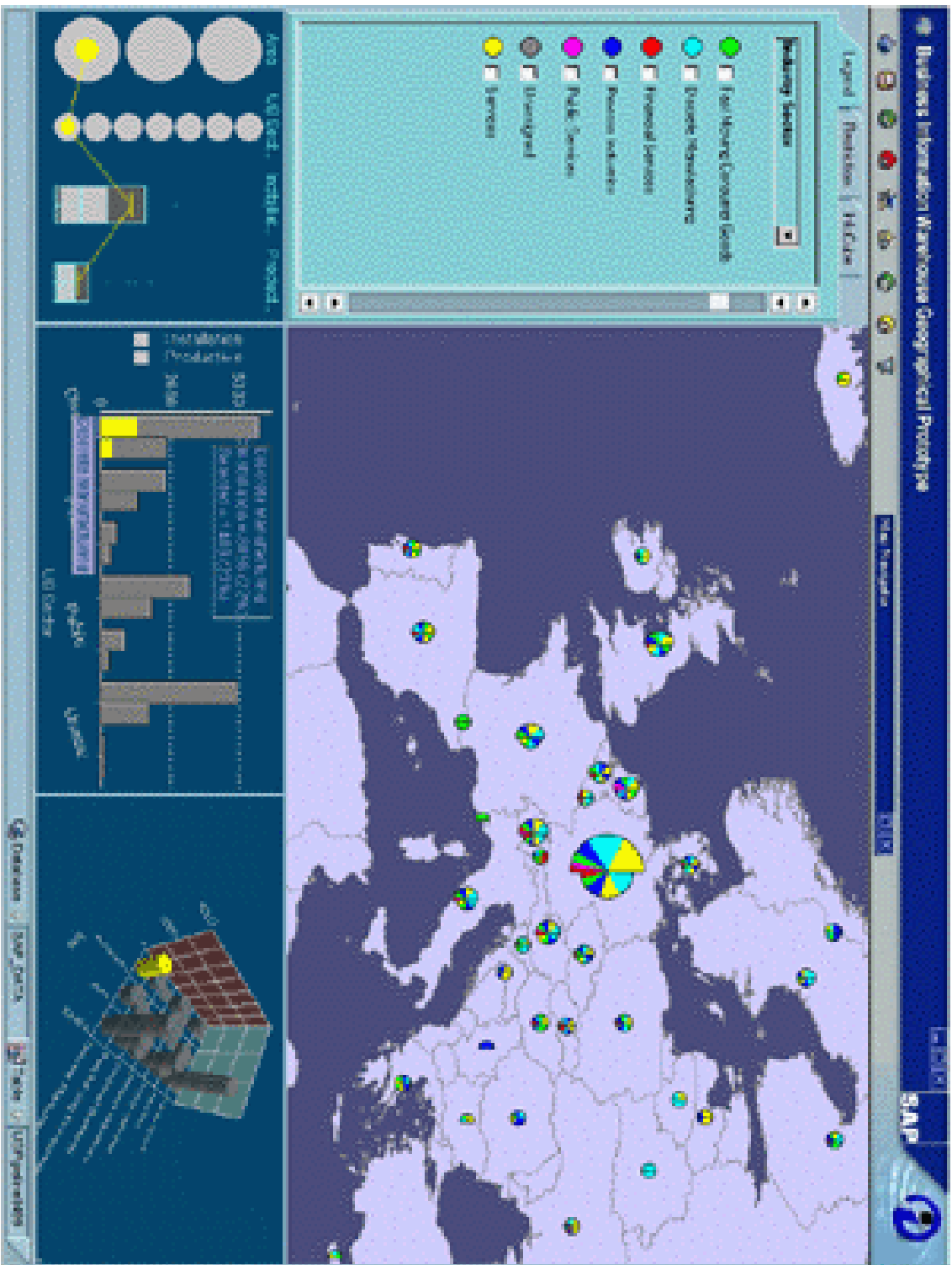
# Geographic Data Presentation



# Animation over Time



# Split Pie/ Combination Visualization



# 2D/3D Visualization & Animation

Polymista - [Project1 - \\CUBE01\FoodMart 2000: Sales]

File Edit View Workmap Window Help

Unit Sales

Dimension Tri

Name Chi... Descendants

- Store 3 63
- Time 2 34
- Product 3 2256
- Promotion Media 14 15
- Promotions 51 52
- Customers 3 10407
- Education Level 5 6
- Gender 2 3
- Marital Status 2 3
- Store Size in SQFT 21 22
- Store Type 6 7
- Yearly Income 8 9

Table

	Drink	Food	Non-Consu
\$10K - \$30	5,310.00	41,913.00	10,727.00
\$30K - \$50	8,057.00	62,757.00	16,496.00
\$50K - \$70	4,045.00	32,571.00	8,351.00
\$70K - \$90	3,059.00	23,589.00	6,397.00
\$90K - \$11	1,117.00	8,515.00	2,287.00
\$110K - \$1	1,120.00	8,378.00	2,063.00
\$130K - \$1	1,309.00	10,179.00	2,904.00
\$150K +	580.00	4,038.00	1,011.00

3D Visualization: A 3D bar chart showing sales data. The vertical axis is labeled 'TOTAL' and 'Actual 580.00'. The horizontal axis is labeled 'Deviation -2.44'. The depth axis is labeled '62,757.00' and '3.72'. The chart shows a blue surface representing the data, with a red bar indicating a deviation. The chart is titled 'Polymista' and 'PolySurface'.

# Data Mining

Polysty - [Project1 - \\CUBE01\FoodMart 2000: Sales]

File Edit View Workmap Window Help

Unit Sales

Dimension Tr...

Name	Child...	Descendants
Sales		
Measures	7	7
Store	3	63
Time	2	34
Product	3	2256
Promotion Media	14	15
Promotions	51	52
Customers	3	10407
Education Level	5	6
Gender	2	3
Marital Status	2	3

Cross-Tab Description

Gender=F, Marital Status=M, Yearly Income=\$70K - \$90K, Measure = Unit Sales	Score
Marital Status=M, Time=Q1, Yearly Income=\$70K - \$90K, Measure = Unit Sales	10.46
Gender=M, Marital Status=M, Yearly Income=\$30K - \$50K, Measure = Unit Sales	10.22
Gender=M, Marital Status=S, Yearly Income=\$130K - \$150K, Measure = Unit Sales	10.14
Gender=M, Yearly Income=\$30K - \$50K, Measure =	10.14
00:00:08 673	Ready

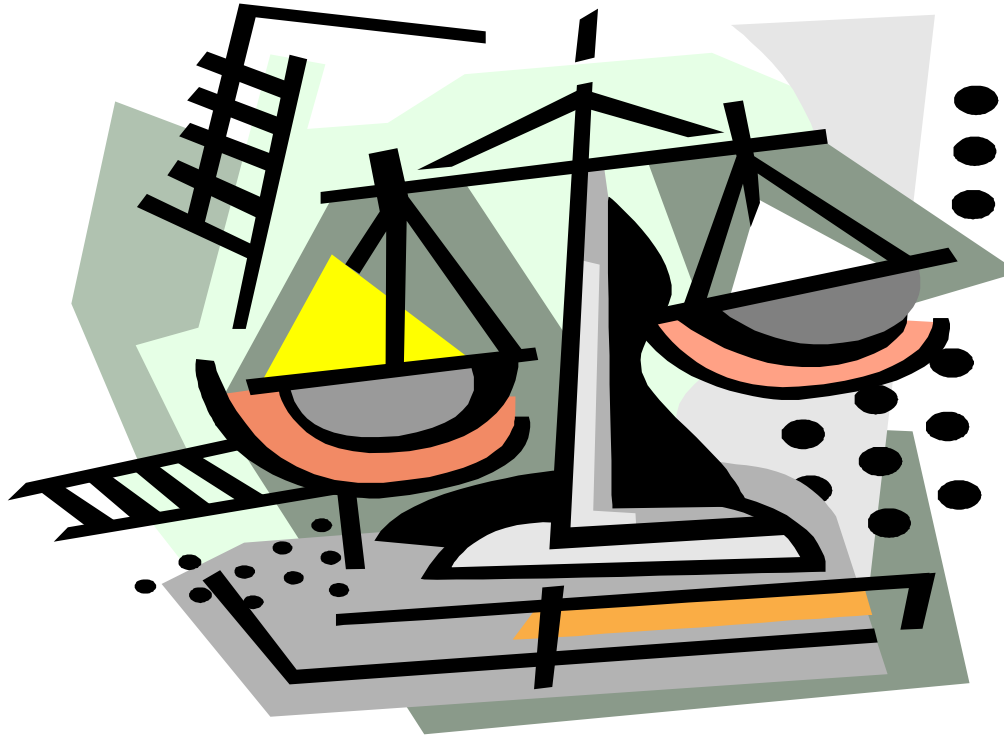
Discovery

Table

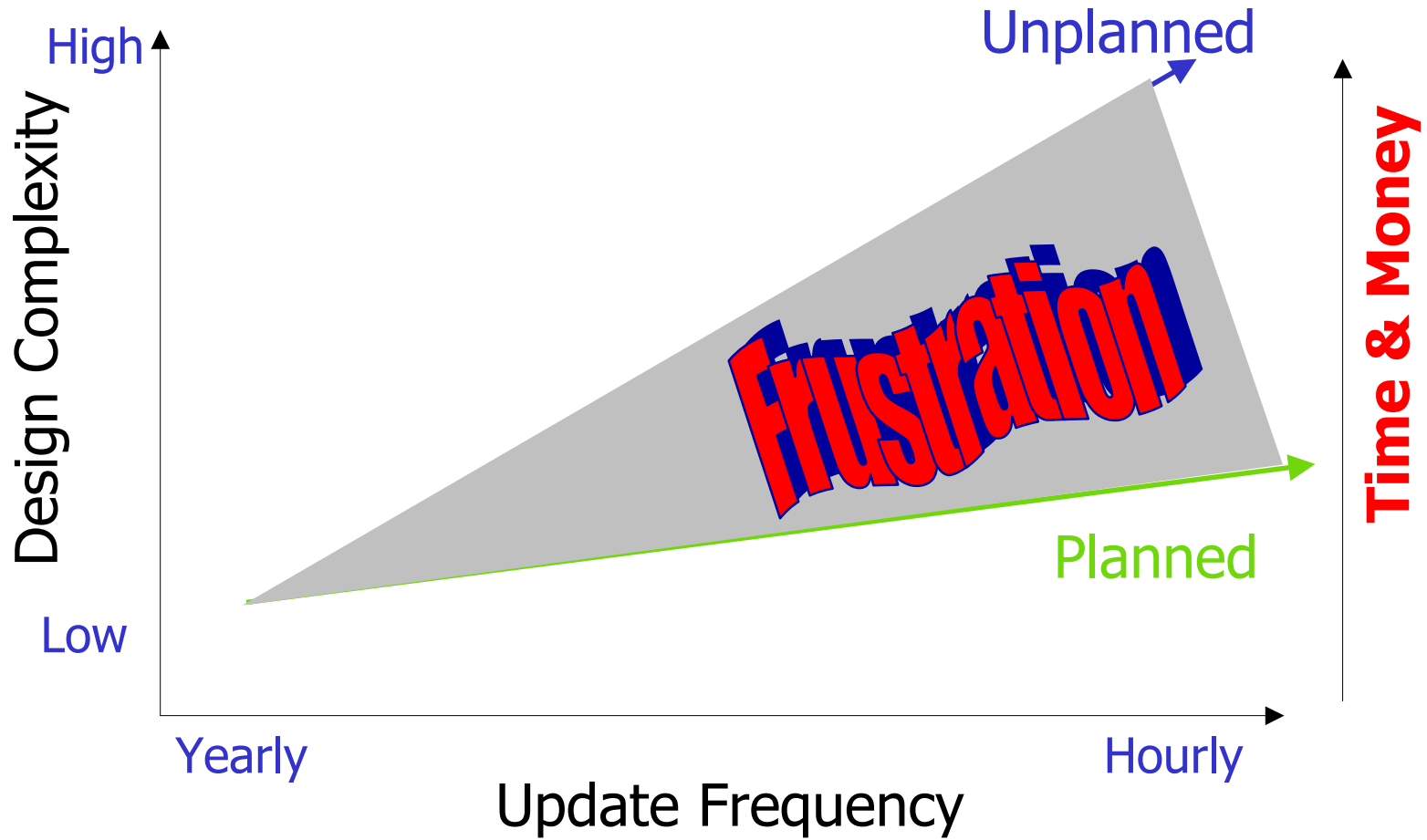
	IF	IM
\$10K - \$30	14,057.00	14,200.00
\$30K - \$50	18,886.00	23,374.00
\$50K - \$70	11,809.00	10,194.00
\$70K - \$90	9,388.00	7,910.00
\$90K - \$11	3,243.00	2,522.00
\$110K - \$1	2,914.00	3,248.00
\$130K - \$1	3,352.00	3,409.00
\$150K +	1,687.00	1,603.00

Actual 1,603.00  
Deviation -14.26  
23,374.00  
14.14

# Back End vs. Front End



# Highly Effective OLAP Solutions





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The logo for BIX CHANGE. 'BIX' is in a large, green, serif font. 'CHANGE' is in a smaller, brown, serif font, positioned below 'IX' and separated by a thin horizontal line.

**BIX** CHANGE

**Norman Comstock**  
**Director – OLAP Solutions**  
**[ncomstock@damanconsulting.com](mailto:ncomstock@damanconsulting.com)**

The logo for DAMAN CONSULTING. 'DAMAN' is in white, serif, all-caps letters inside five dark green rectangular boxes. 'CONSULTING' is in a smaller, dark green, serif, all-caps font below it.

**DAMAN**  
CONSULTING

**BIX** CHANGE

**“Avoid DRIP through SIT”**



**BIX** CHANGE

**Break Time!**

**DAMAN**  
CONSULTING

