

Interactive Data Visualizations



The Problem: Too Much Data

- Displays are getting smaller (smart phones)
- Datasets are getting larger
- Our cognitive abilities are limited
- Analysis is a process, often iterative



Solution: Interaction Techniques

- Interaction techniques allow the user to work with a much larger dataset than possible to be presented on the screen at once.
- By drilling down, animating, adjusting the data model and more, the user can explore the data space.
- Interaction also enables removing data from the display, By slicing, filtering, zooming, and querying the data, the user can narrow and search the information

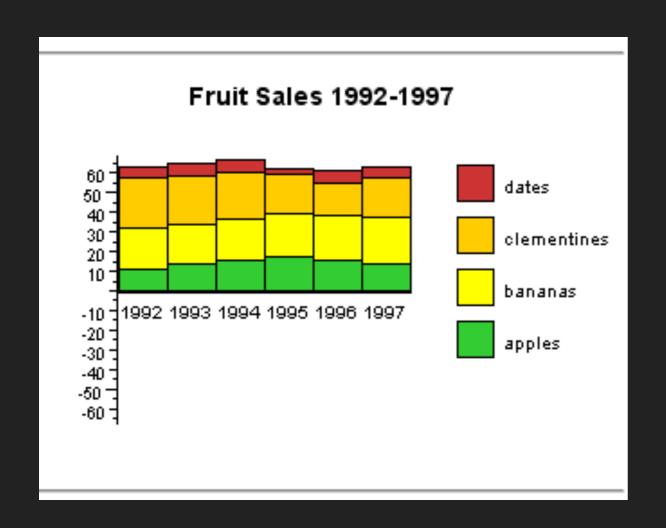


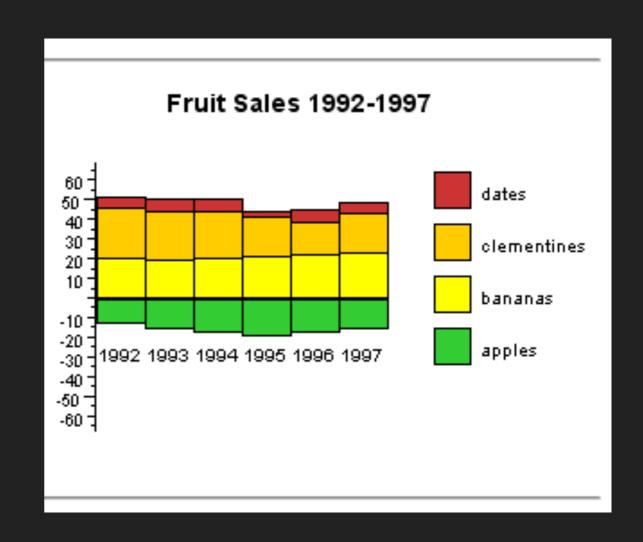
Schneiderman's Mantra

Overview first, zoom and filter, then details on demand



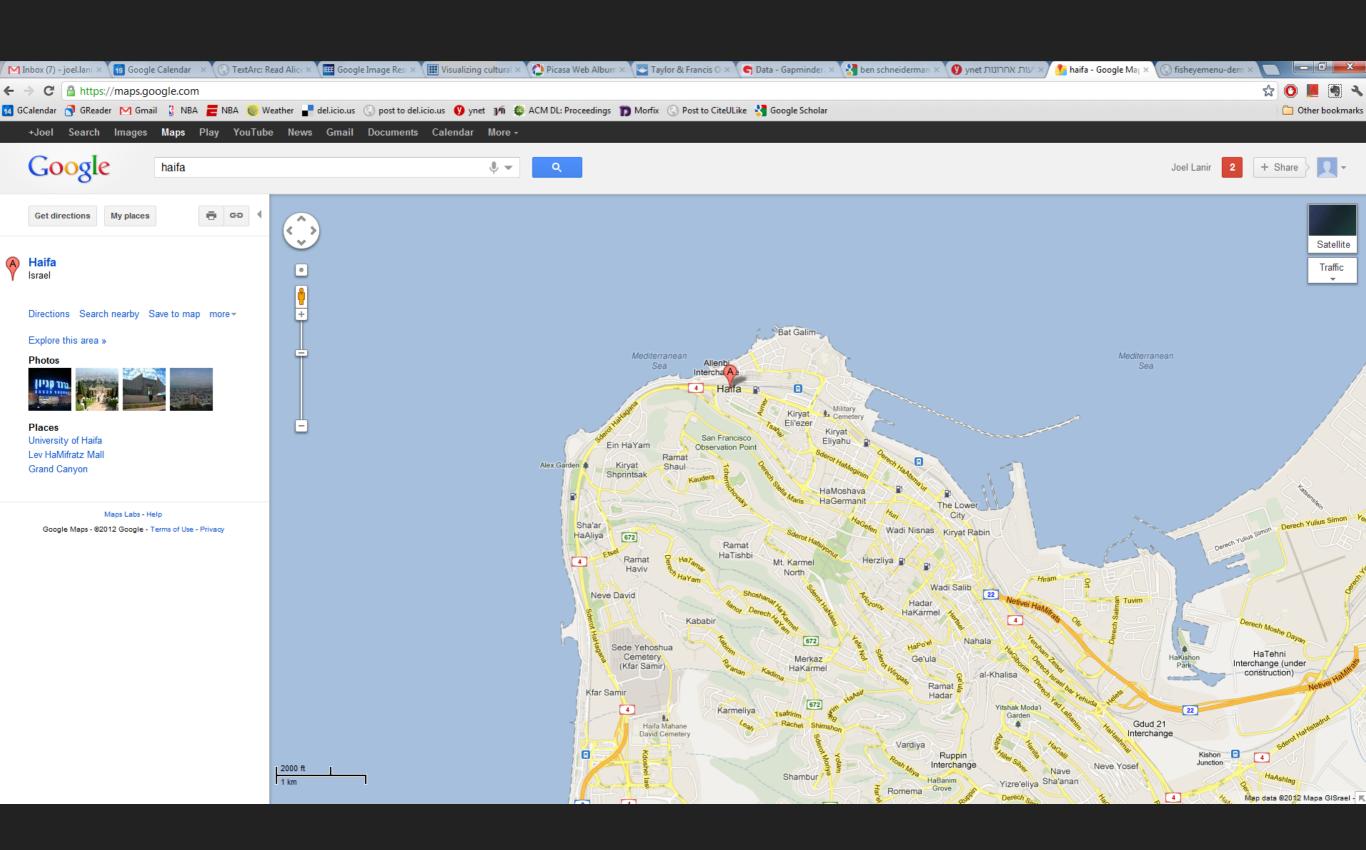
Interactive Stacked Histogram





http://www.meandeviation.com/dancing-histograms/hist.html

Interaction Operators



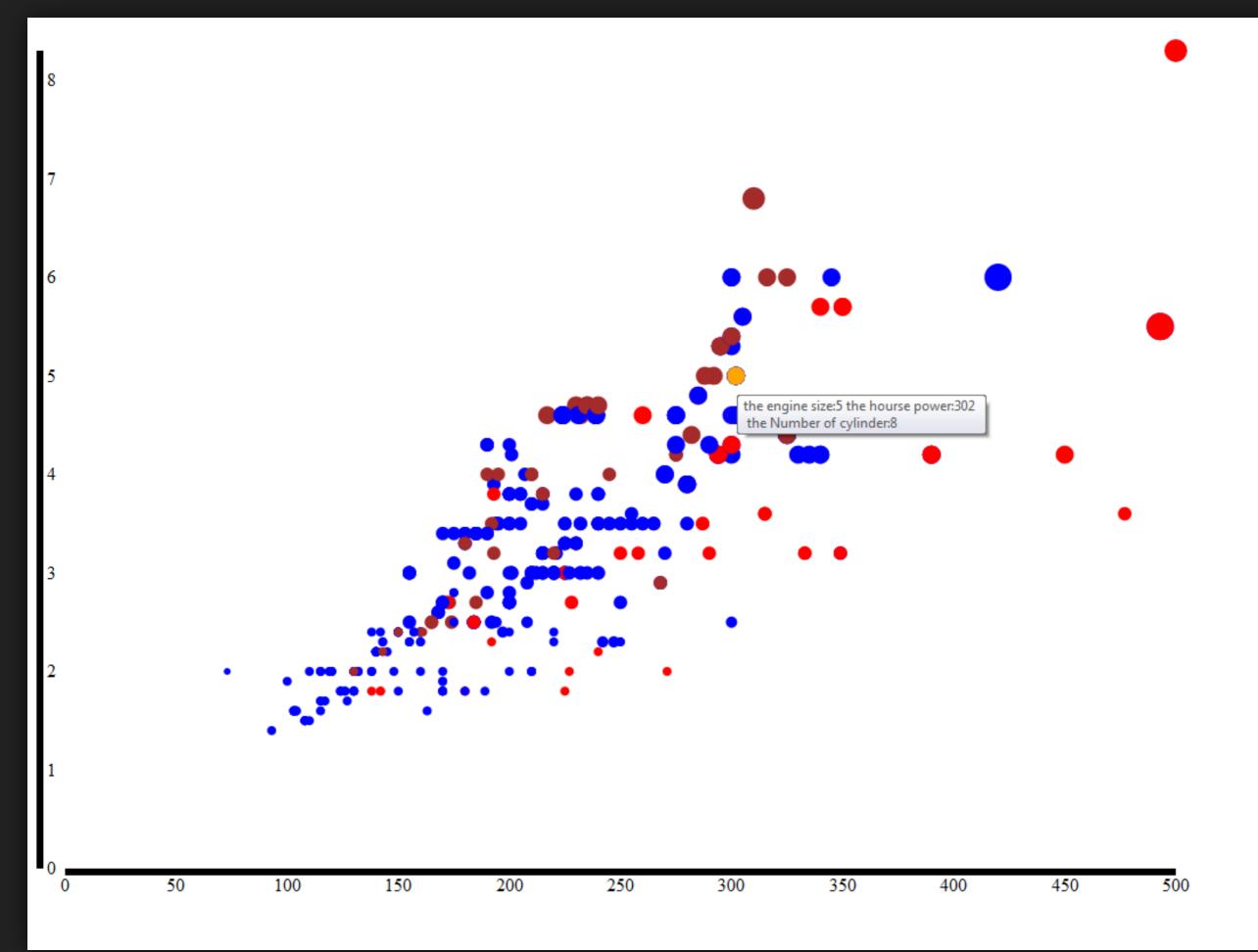


Navigation Operators

- Searching a subset of data to be viewed
- Refining the level of detail
- In a 3D or 2D plane, this means changing the camera orientation, Pan + zoom
- In multi-resolution visualizations this means drilling down or up hierarchical representations of the data



Navigate without loosing Context!



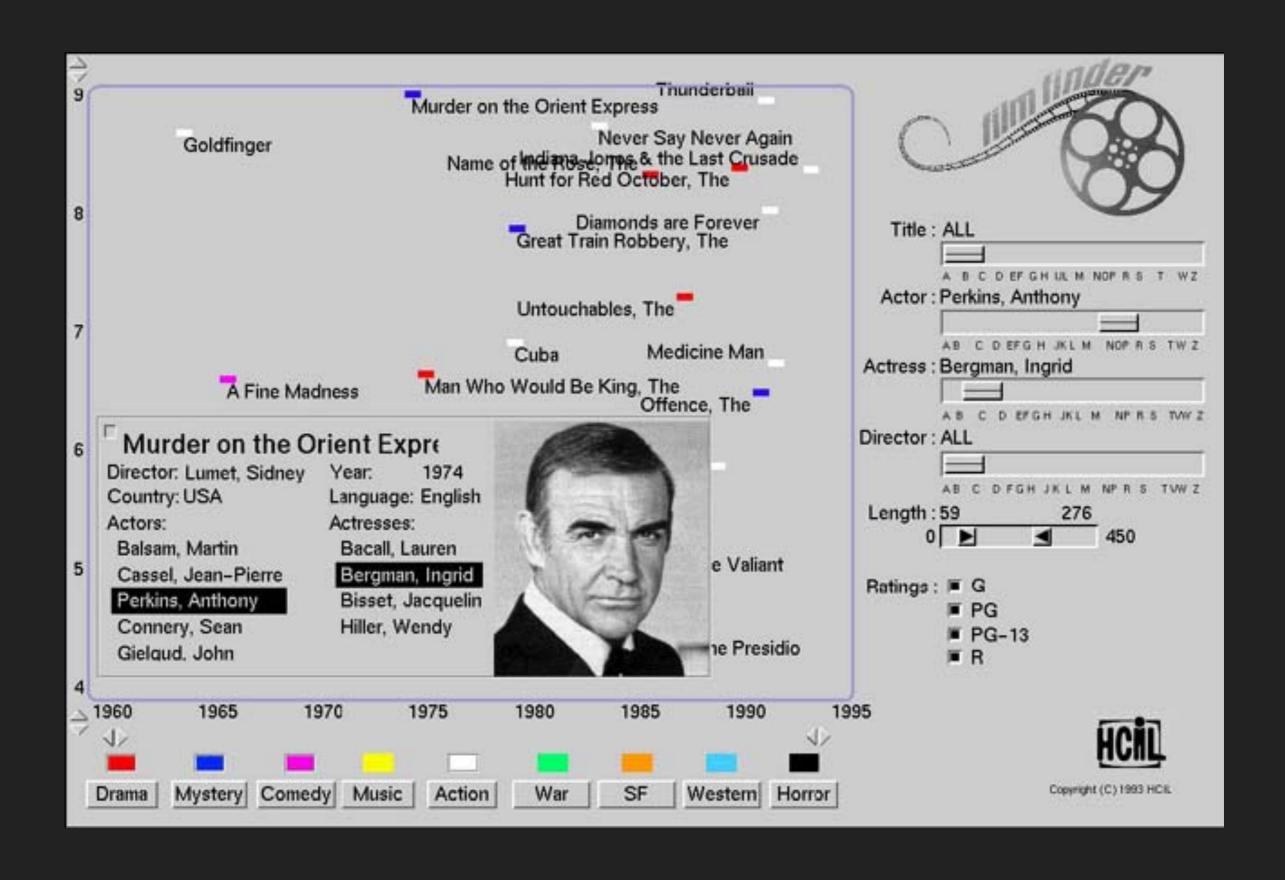


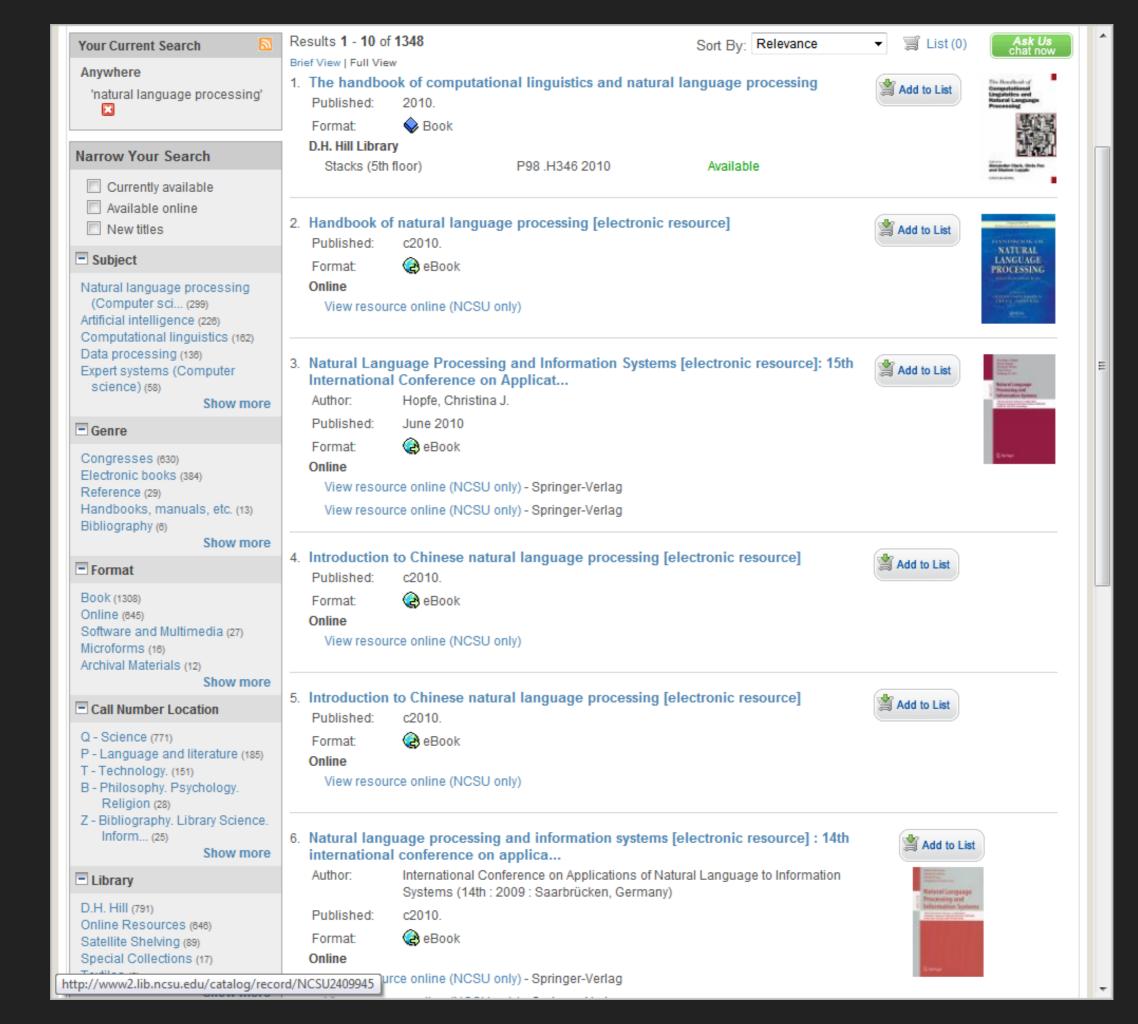
Selection Operators

- Isolating a subset of the display component to be subjected to some other operation (highlighting, deleting, moving)
- Many techniques for selection
 - Click on entity
 - Paint over a selection of entities
 - Bounding box, lassoing
 - Matching input or constraints



Should a new selection replace or supplement a previous selection?



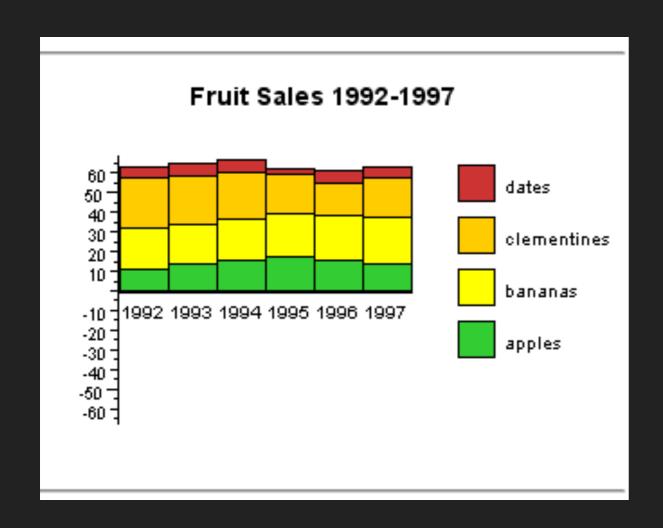


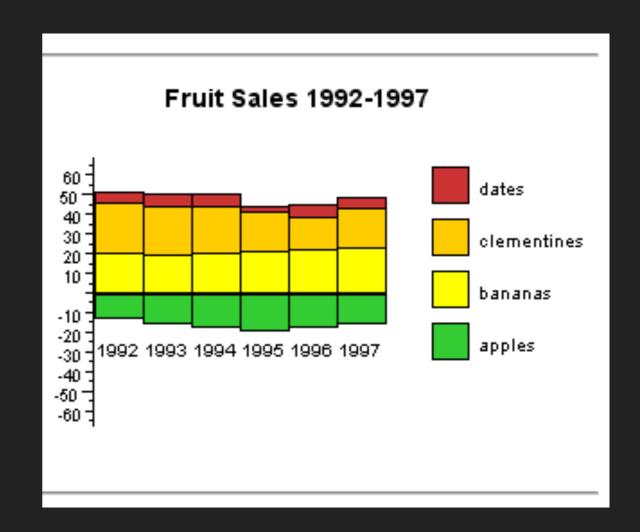


Filtering Operators

- Reduce the volume of data by setting constraints
- Filtering is often indirect (vs. selection which is direct)









Reconfiguring Operators

- Reorganizing the data to cope with complexity or scale
- Often comes together with filtering
 - For example, sorting rows or columns in table visualizations.
 - ▶ Change the dimensions of x- and y- coordinates

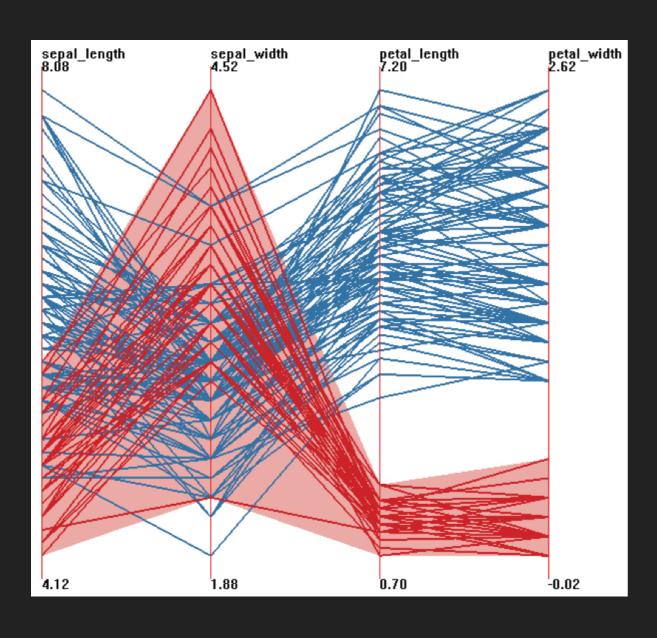


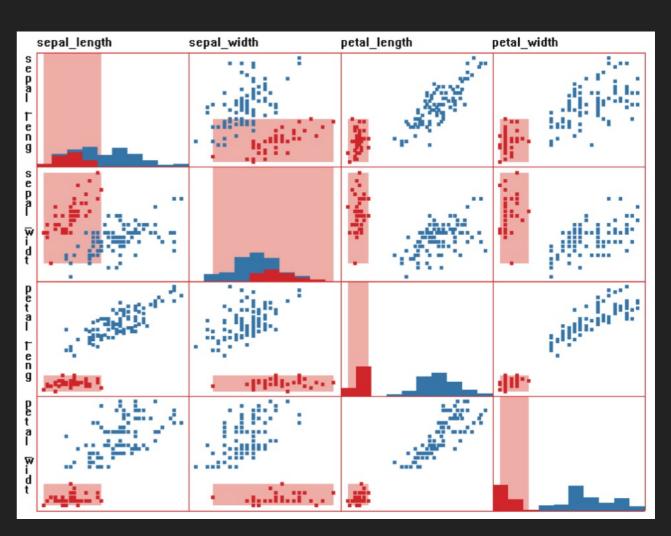
Encoding Operators

- Changing the type of visualization from one to another
- Modifying the color map, size or shape used
- Changing opacity, texture, line of fill style

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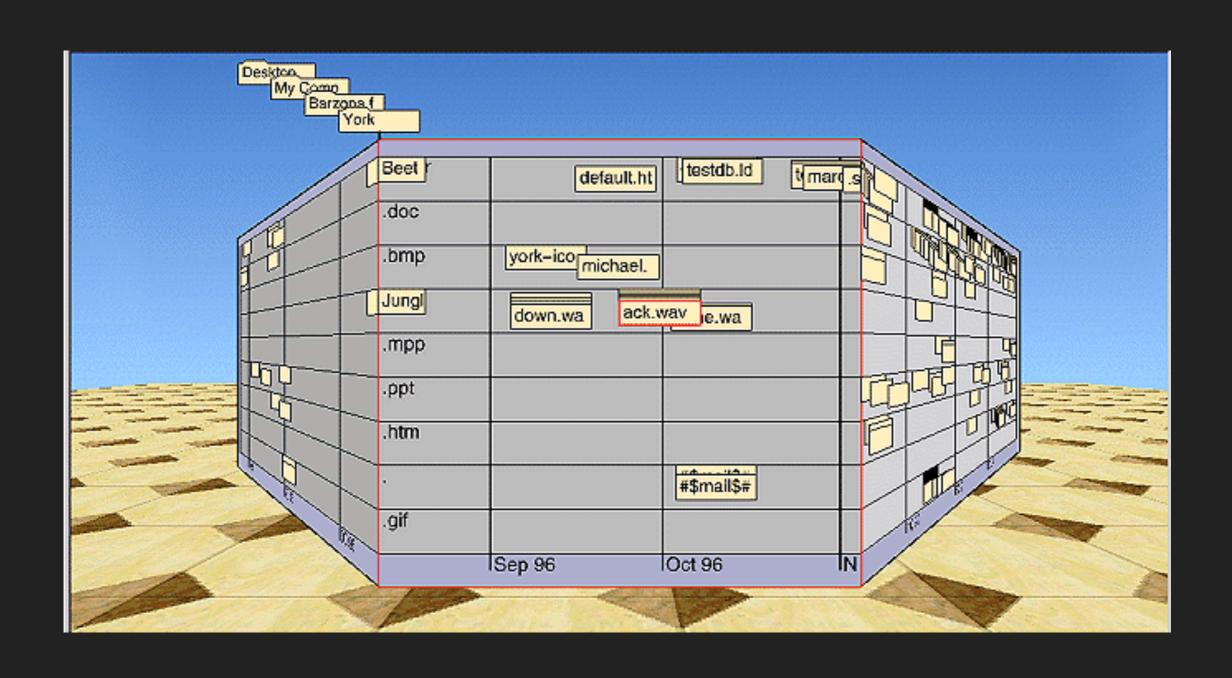




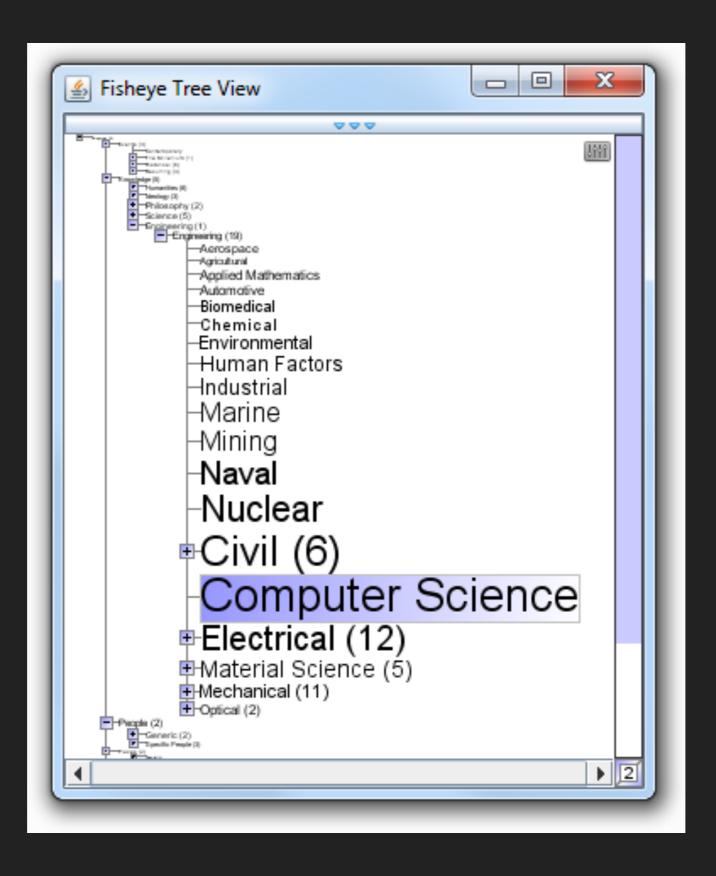
Connection Operators

- Inked selection: Selection often links selected data in one view to the corresponding data in other views.
- When the selection data is allowed to be interactively changed this is called brushing.
- Effective when we can only specify a certain constraint in a certain view (such as time constraint in a timeline).











Distortion Operators

- It is often desirable to focus in on a subset of the data to acquire details (elaboration)
- while reducing the level of details (abstraction) on the other part of the data.