

Data Analytics and Decision Sciences

Part 1

Data and Results Visualization

Daniele Loiacono



INTRODUCTION

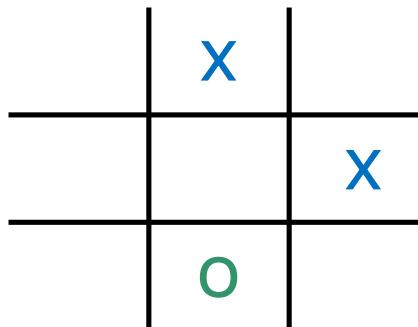
Why data visualization?

Why external representations?



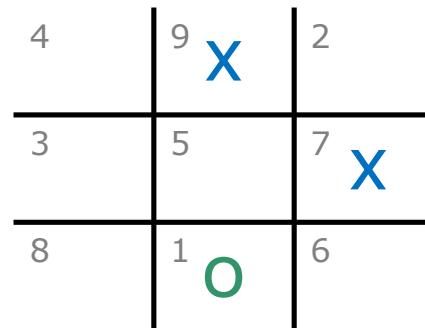
Why vision?

- It is a high-bandwidth channel to our brain!
- An example: the game of 15 (from [EuroVis'09 keynote](#))
 - ▶ There are 2 players
 - ▶ Each player takes a digit in turn
 - ▶ Once a digit is taken, it cannot be used by any of the players again
 - ▶ The first player to get three digits that sum to 15 wins
- Familiar?



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Why visualize data?

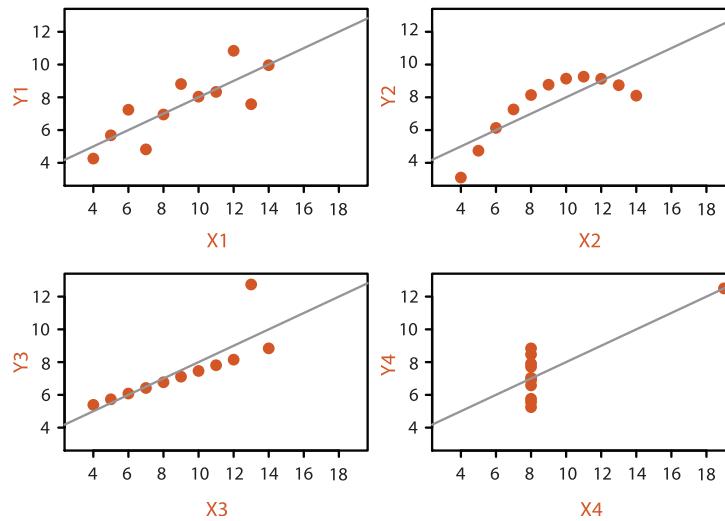
1		2		3		4	
X	Y	X	Y	X	Y	X	Y
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89

Why visualize data?

	1		2		3		4	
	X	Y	X	Y	X	Y	X	Y
	10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
	8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
	13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
	9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
	11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
	14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
	6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
	4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
	12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
	7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
	5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89
Mean	9.0	7.5	9.0	7.5	9.0	7.5	9.0	7.5
Variance	10.0	3.75	10.0	3.75	10.0	3.75	10.0	3.75
Correlation	0.816		0.816		0.816		0.816	

Why visualize data?

	1		2		3		4	
	X	Y	X	Y	X	Y	X	Y
	10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
	8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
	13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
	9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
	11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
	14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
	6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
	4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
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Mean	9.0	7.5	9.0	7.5	9.0	7.5	9.0	7.5
Variance	10.0	3.75	10.0	3.75	10.0	3.75	10.0	3.75
Correlation	0.816		0.816		0.816		0.816	

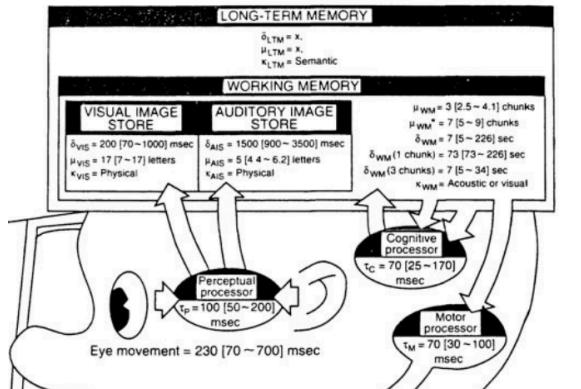


How to design effective visualization?

Understand human perception
Define your goal
Explore the design space

Human perception

□ How does human perception work?



Model Human Processor, Card et al. (1983)

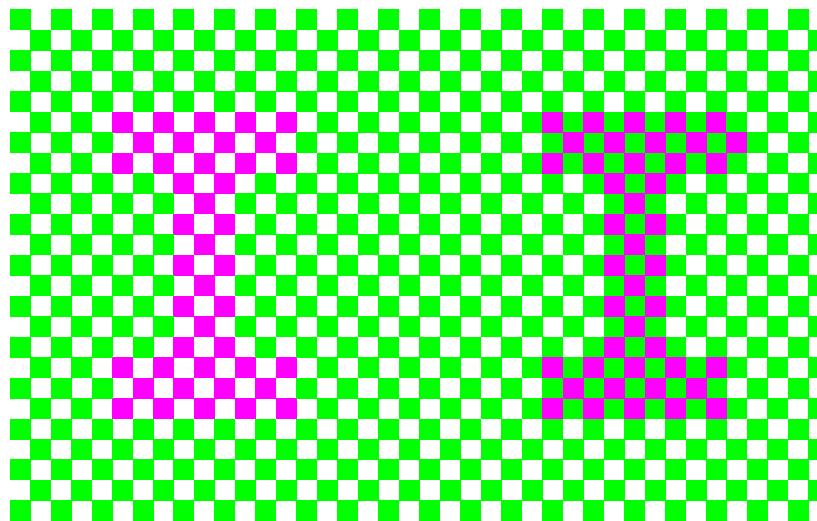
□ Major issues

- ▶ Memory and cognitive load
- ▶ Perception and context
- ▶ Change Blindness

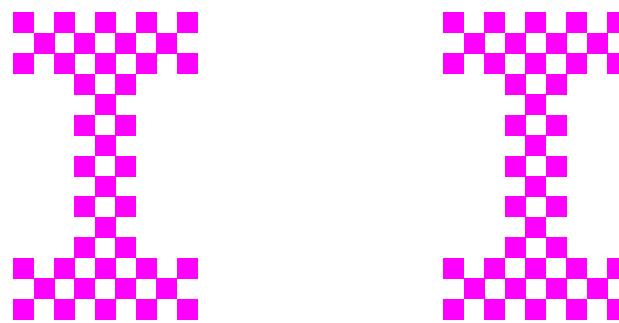
Example: memory



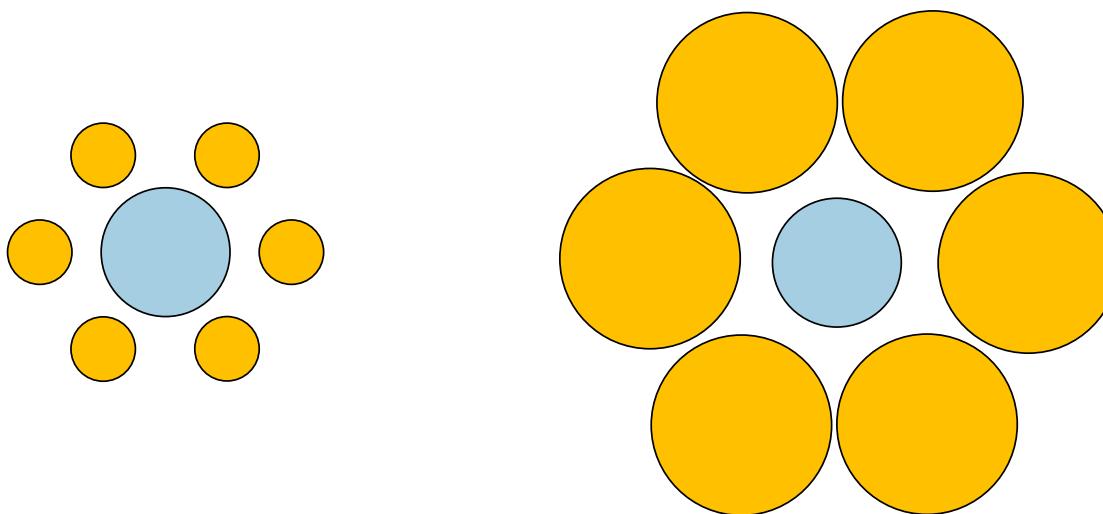
Example: color and context



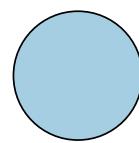
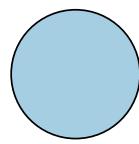
Example: color and context



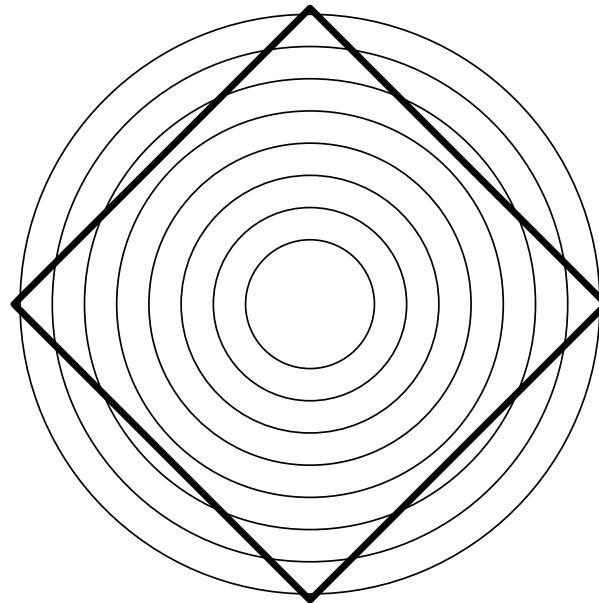
Example: size and context



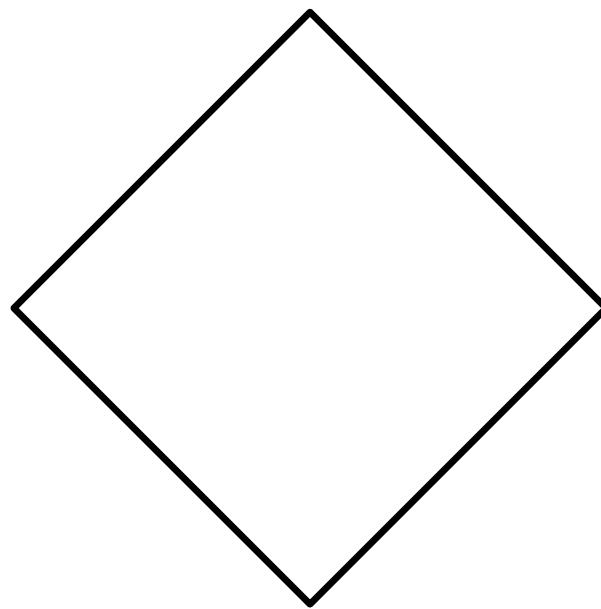
Example: size and context



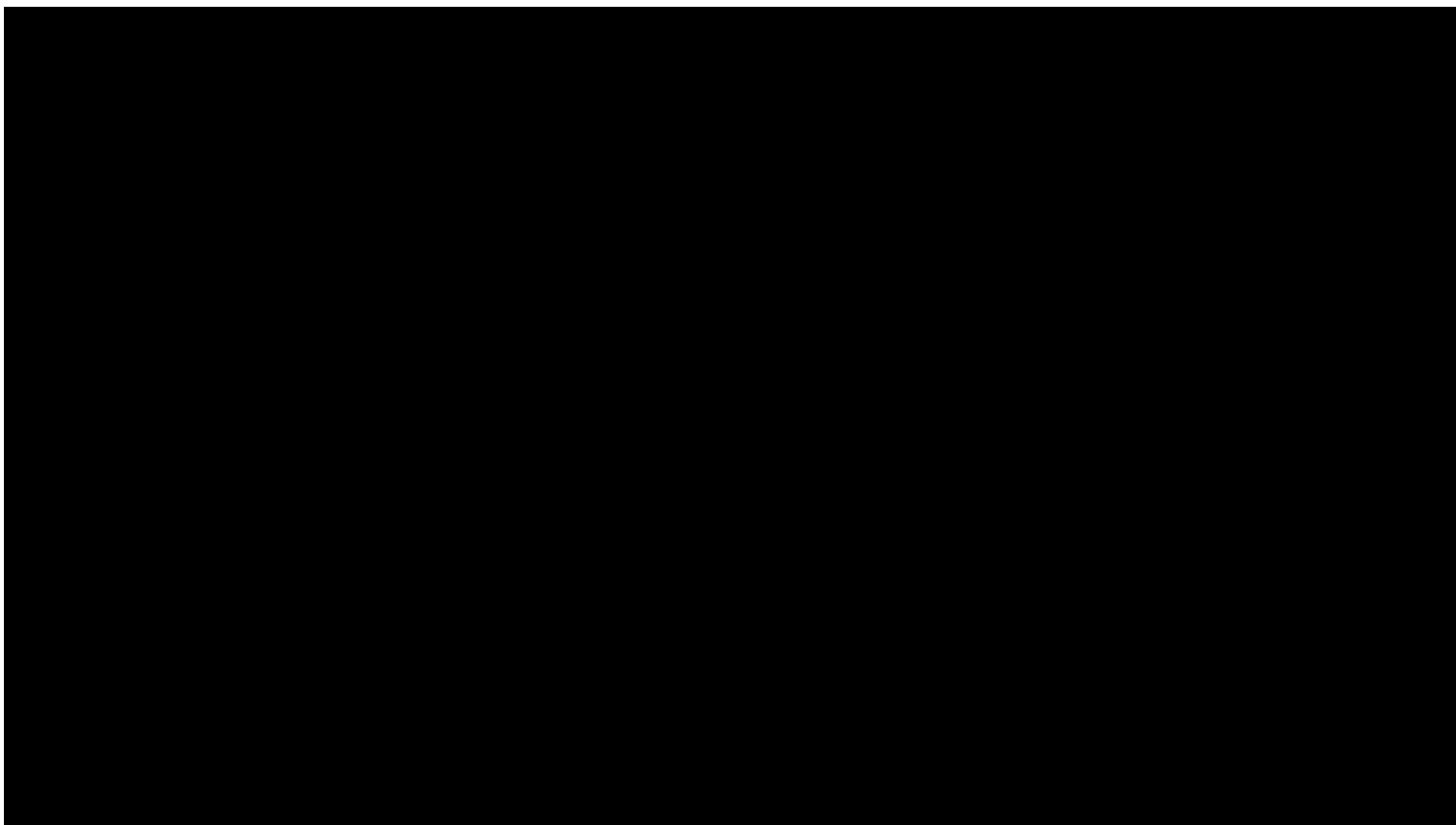
Example: curvature and context



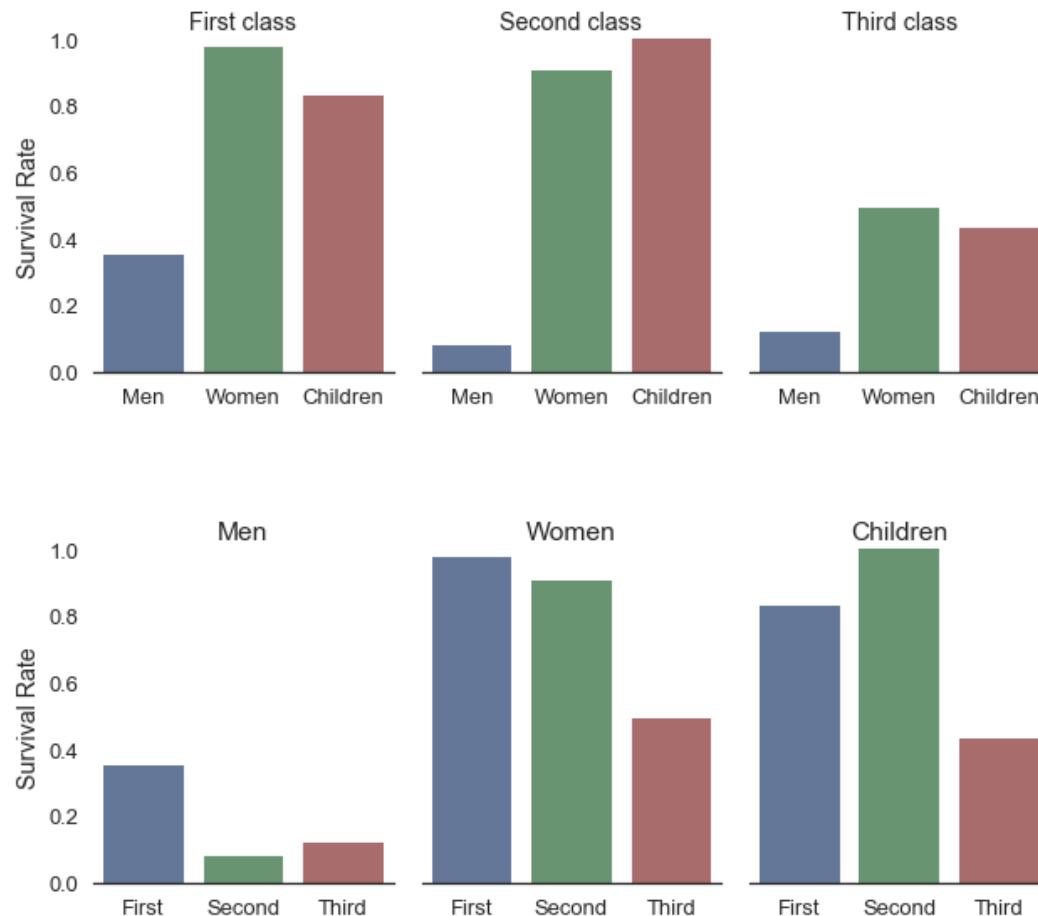
Example: curvature and context



Example: change blindness



Effective?

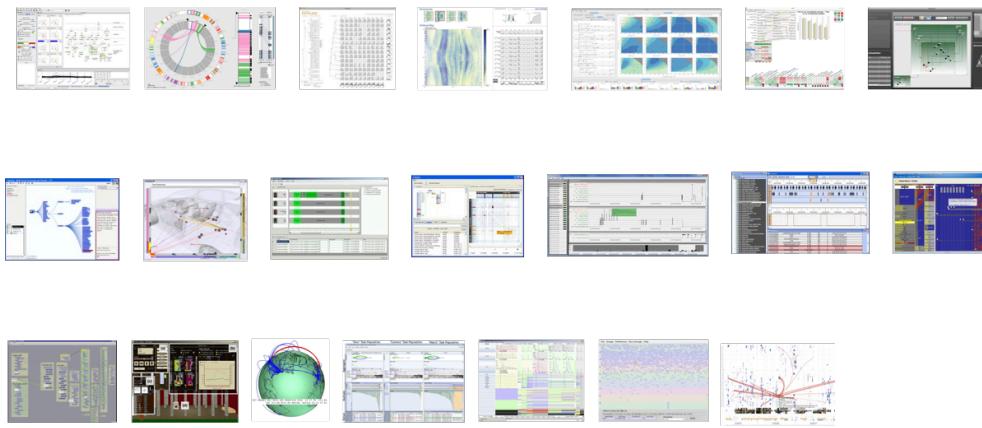


Effective visualization

- ❑ Effectiveness can be measured in terms of:
 - ▶ Speed
 - ▶ Accuracy
 - ▶ Insight
 - ▶ Confidence
- ❑ Effectiveness can be measured only in **relation to the specific goals and tasks.**
- ❑ Assessment of a visualization solution is complex.

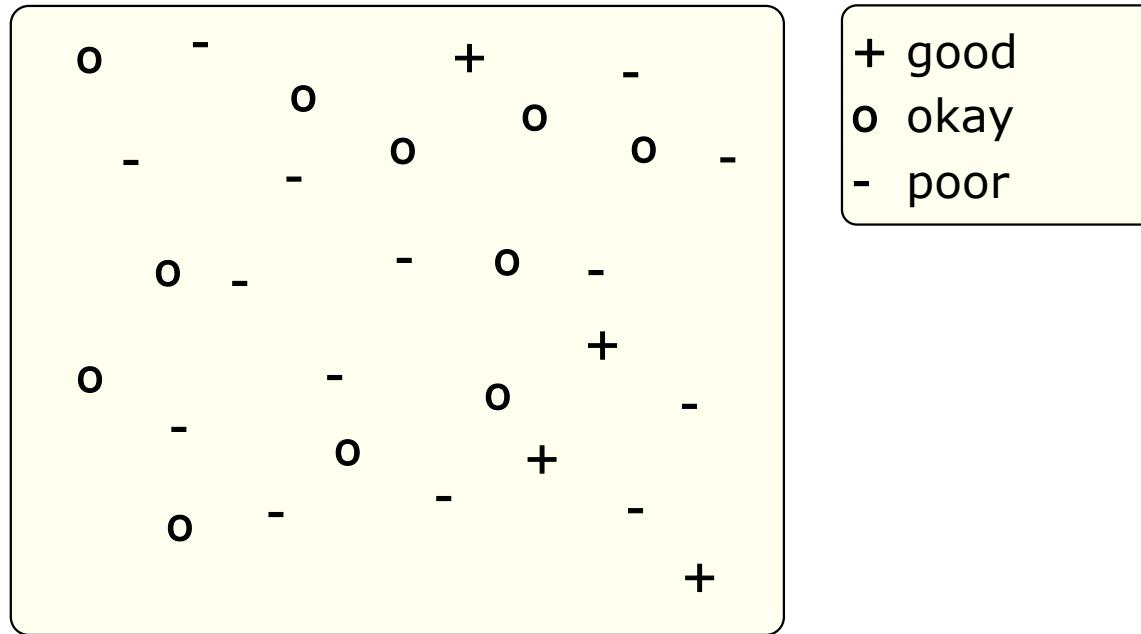
The design space

- The data visualization design space is huge:
 - ▶ several visual **encodings**
 - ▶ several ways to **combine** visualizations
 - ▶ several ways to **interact** with visualization

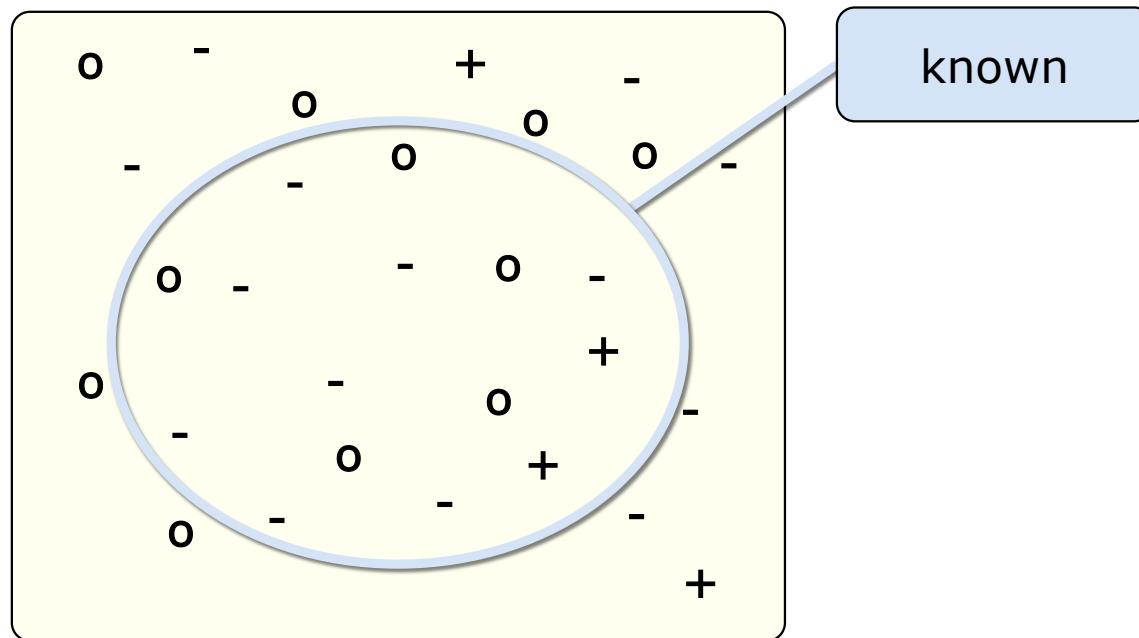


- We call visualization **idiom**, a specific approach to the the visual representation and manipulation of data.

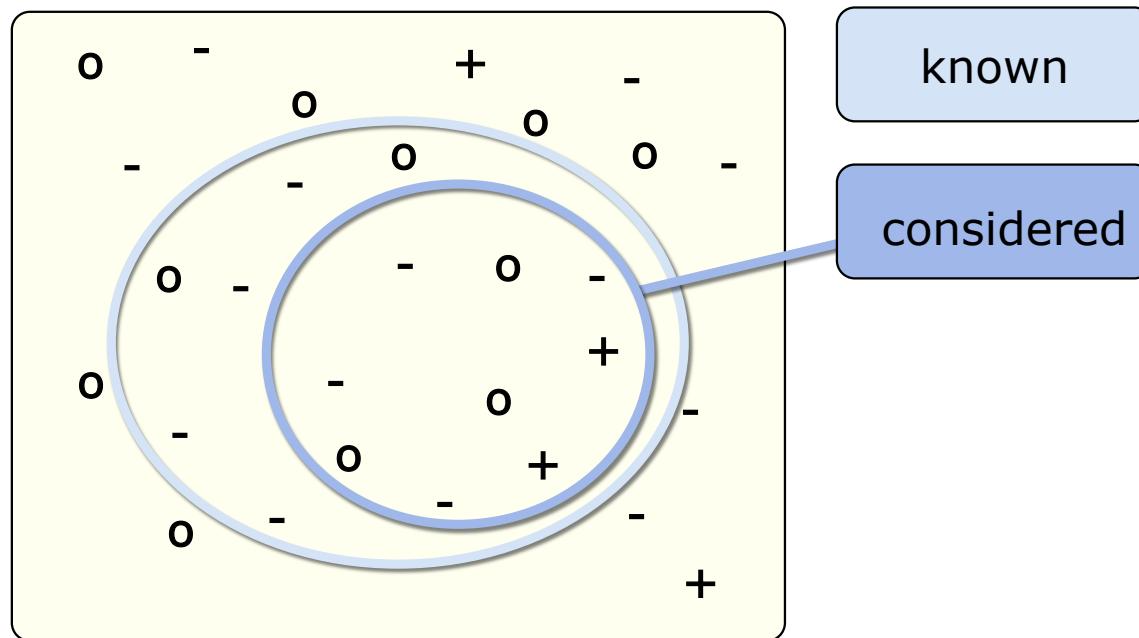
Search the design space



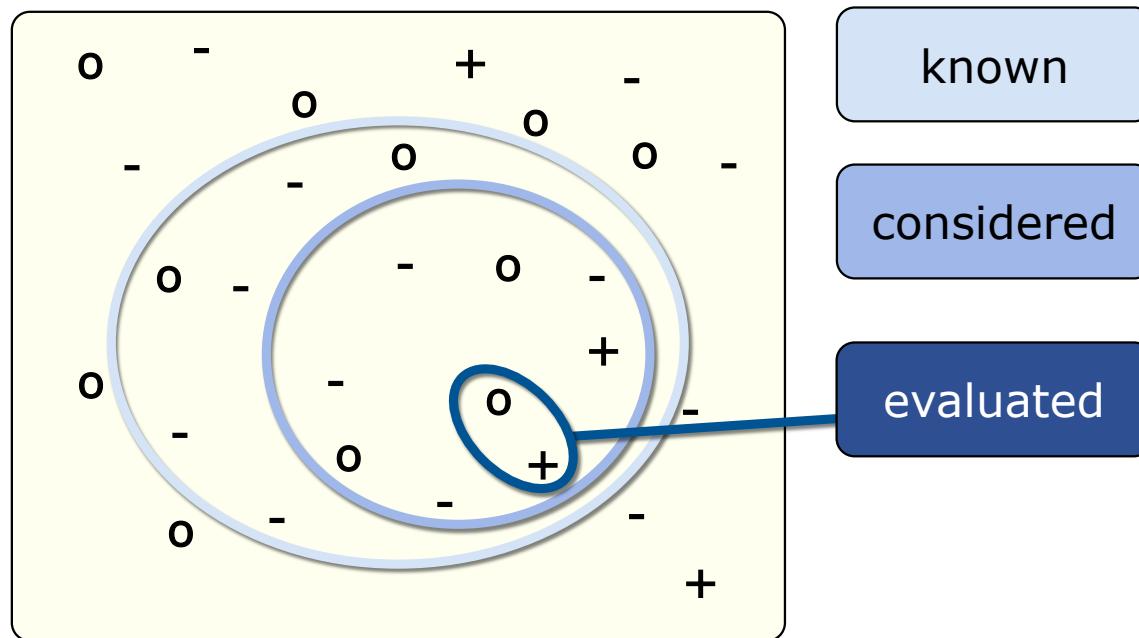
Search the design space



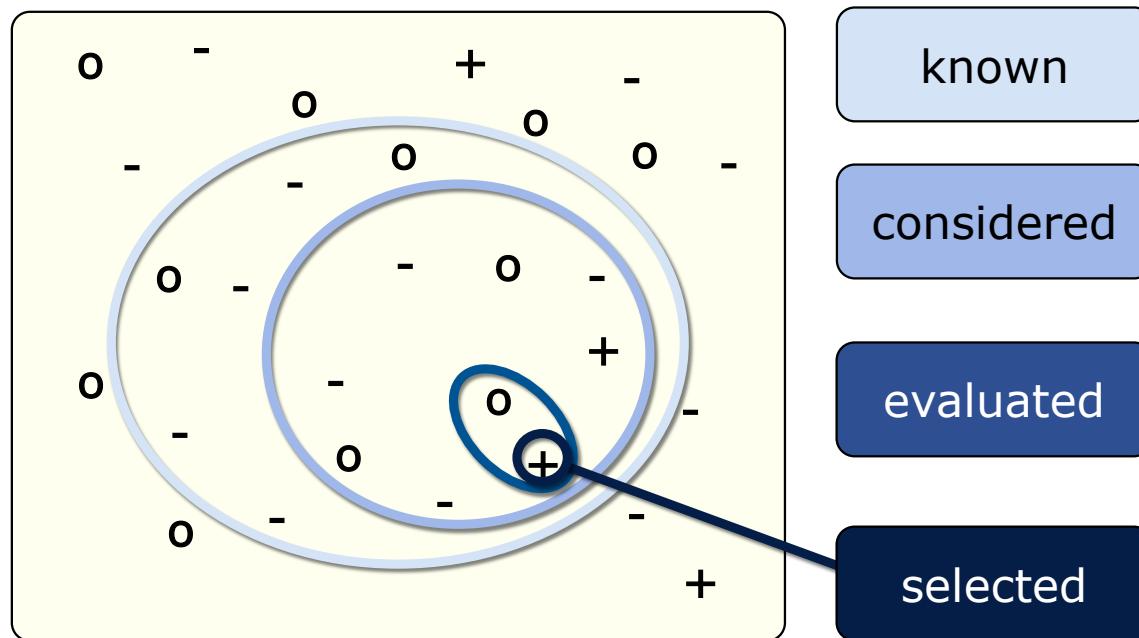
Search the design space



Search the design space

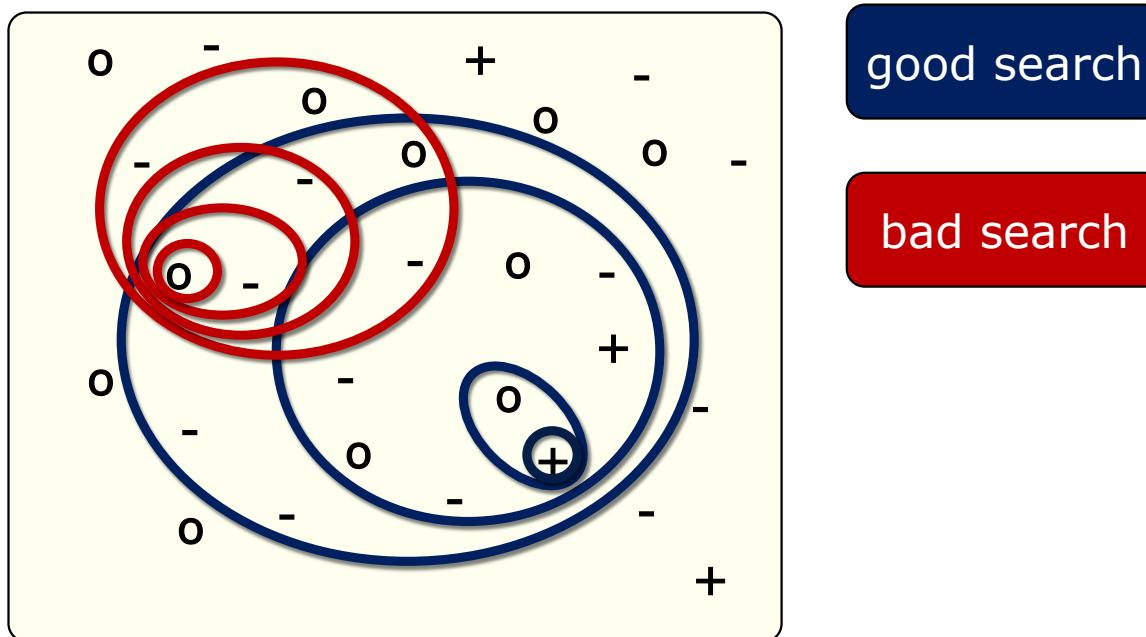


Search the design space



Search the design space

- ❑ Think broad!
- ❑ Iterate!

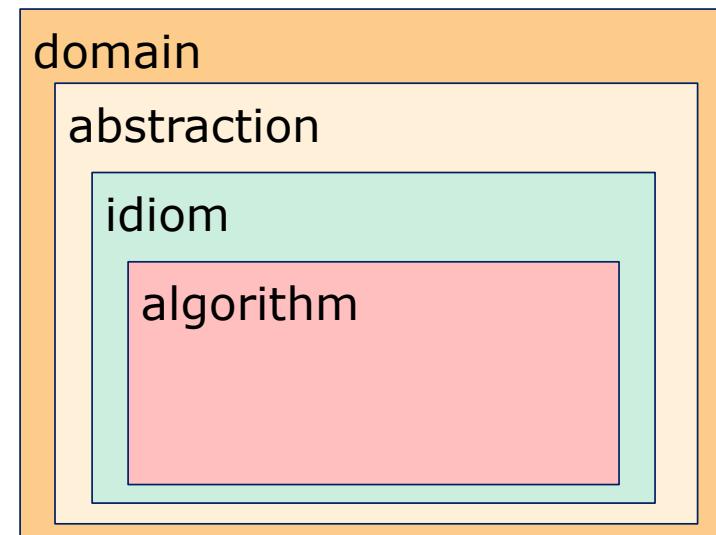


DESIGN FRAMEWORK

How do we analyze a design?

A four level analysis framework

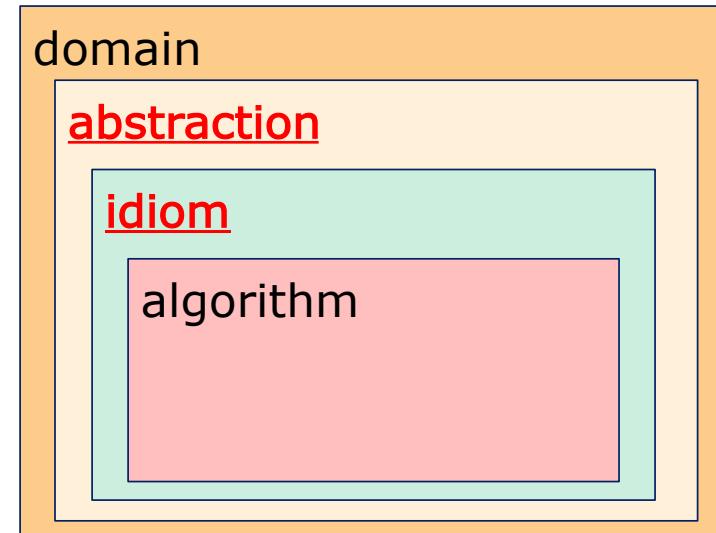
- In the *domain* level we identify **target**, **object**, **tasks** and **requirements** of the viz
- In the *abstraction* level we **map** domain-specific concepts to general ones
- In the *idiom* level we design **visual encoding** of data and **interaction**
- In the *algorithm* level we design the **computational process** to create visual encoding or to allow visual interaction



Munzner (2009)

A four level analysis framework

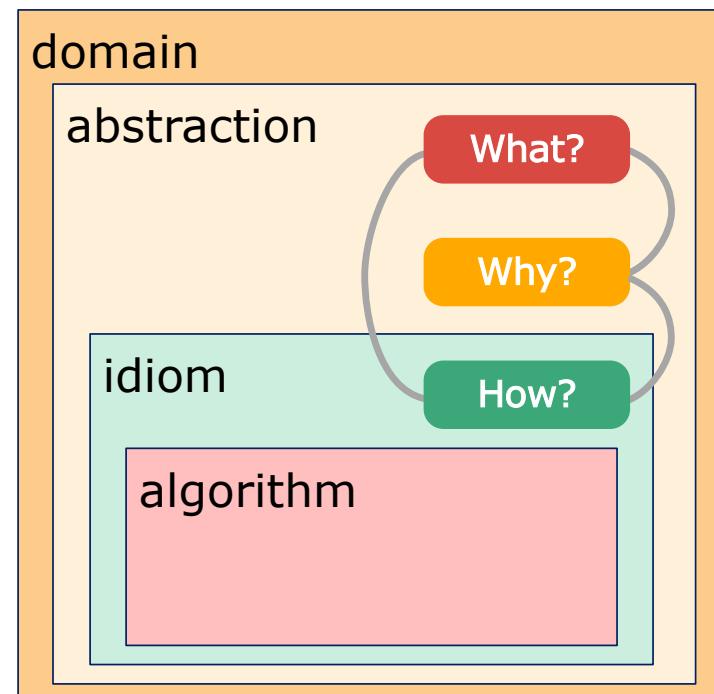
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Munzner (2009)

Four levels, three questions

- ❑ What data is visualized? (*data abstraction*)
 - ▶ Type
 - ▶ Transformation
- ❑ Why data is visualized? (*task abstraction*)
 - ▶ Who is the users?
 - ▶ Actions
 - ▶ Targets
- ❑ How data is visualized? (*idiom*)
 - ▶ Visual encoding
 - ▶ Interaction
- ❑ Design process is usually an iterative refinement



Brehmer and Munzner (2013)

What? Data Abstraction

Data types

- We identify five major abstract types of data:
 - ▶ **items** are discrete entities in the data
 - ▶ **links** are the relationships between items
 - ▶ **grids** are data sampling in a continuous domain (i.e., it is always possible to collect an additional sample between two collected ones)
 - ▶ **attributes** are measurable properties of an item, link or sample
 - ▶ **positions** are spatial data that locate in space items or samples

Attribute types

➔ Attribute Types

➔ Categorical

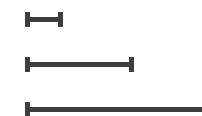


➔ Ordered

➔ *Ordinal*



➔ *Quantitative*



➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



Attribute types

➔ Attribute Types

➔ Categorical



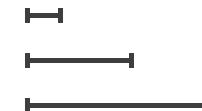
e.g., gender, race, eye color

➔ Ordered

➔ Ordinal



➔ Quantitative



➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



Attribute types

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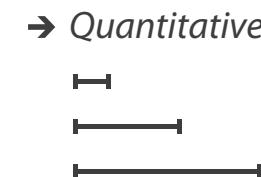


➔ Ordered



➔ Ordinal

e.g., edu level, ranking



➔ Quantitative

➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



Attribute types

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➔ Categorical

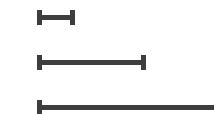


➔ Ordered

➔ Ordinal



➔ Quantitative



e.g., age, height, weight

➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



A	B	C	S	T	U
Order ID	Order Date	Order Priority	Product Container	Product Base Margin	Ship Date
3	10/14/06	5-Low	Large Box	0.8	10/21/06
6	2/21/08	4-Not Specified	Small Pack	0.55	2/22/08
32	7/16/07	2-High	Small Pack	0.79	7/17/07
32	7/16/07	2-High	Jumbo Box	0.72	7/17/07
32	7/16/07	2-High	Medium Box	0.6	7/18/07
32	7/16/07	2-High	Medium Box	0.65	7/18/07
35	10/23/07	4-Not Specified	Wrap Bag	0.52	10/24/07
35	10/23/07	4-Not Specified	Small Box	0.58	10/25/07
36	11/3/07	1-Urgent	Small Box	0.55	11/3/07
65	3/18/07	1-Urgent	Small Pack	0.49	3/19/07
66	1/20/05	5-Low	Wrap Bag	0.56	1/20/05
69	6/4/05	4-Not Specified	Small Pack	0.44	6/6/05
69	6/4/05	4-Not Specified		0.6	6/6/05
70	12/18/06	5-Low		0.59	12/23/06
70	12/18/06	5-Low		0.82	12/23/06
96	4/17/05	2-High		0.55	4/19/05
97	1/29/06	3-Medium		0.38	1/30/06
129	11/19/08	5-Low		0.37	11/28/08
130	5/8/08	2-High	Small Box	0.37	5/9/08
130	5/8/08	2-High	Medium Box	0.38	5/10/08
130	5/8/08	2-High	Small Box	0.6	5/11/08
132	6/11/06	3-Medium	Medium Box	0.6	6/12/06
132	6/11/06	3-Medium	Jumbo Box	0.69	6/14/06
134	5/1/08	4-Not Specified	Large Box	0.82	5/3/08
135	10/21/07	4-Not Specified	Small Pack	0.64	10/23/07
166	9/12/07	2-High	Small Box	0.55	9/14/07
193	8/8/06	1-Urgent	Medium Box	0.57	8/10/06
194	4/5/08	3-Medium	Wrap Bag	0.42	4/7/08

quantitative
ordinal
categorical

Attribute types

➔ Attribute Types

➔ Categorical

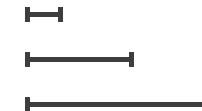


➔ Ordered

➔ *Ordinal*



➔ *Quantitative*



➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



e.g., age, height, weight

Attribute types

➔ Attribute Types

➔ Categorical

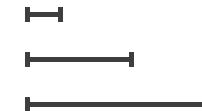


➔ Ordered

➔ Ordinal



➔ Quantitative

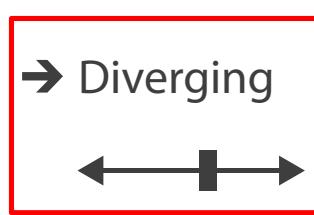


➔ Ordering Direction

➔ Sequential



➔ Diverging



e.g., temperature, altitude

➔ Cyclic



Attribute types

➔ Attribute Types

➔ Categorical

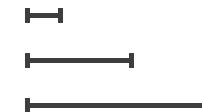


➔ Ordered

➔ *Ordinal*



➔ *Quantitative*



➔ Ordering Direction

➔ Sequential



➔ Diverging



➔ Cyclic



e.g., hour, week, year

Attribute types

➔ Attribute Types

➔ Categorical

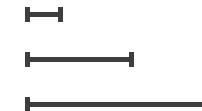


➔ Ordered

➔ *Ordinal*



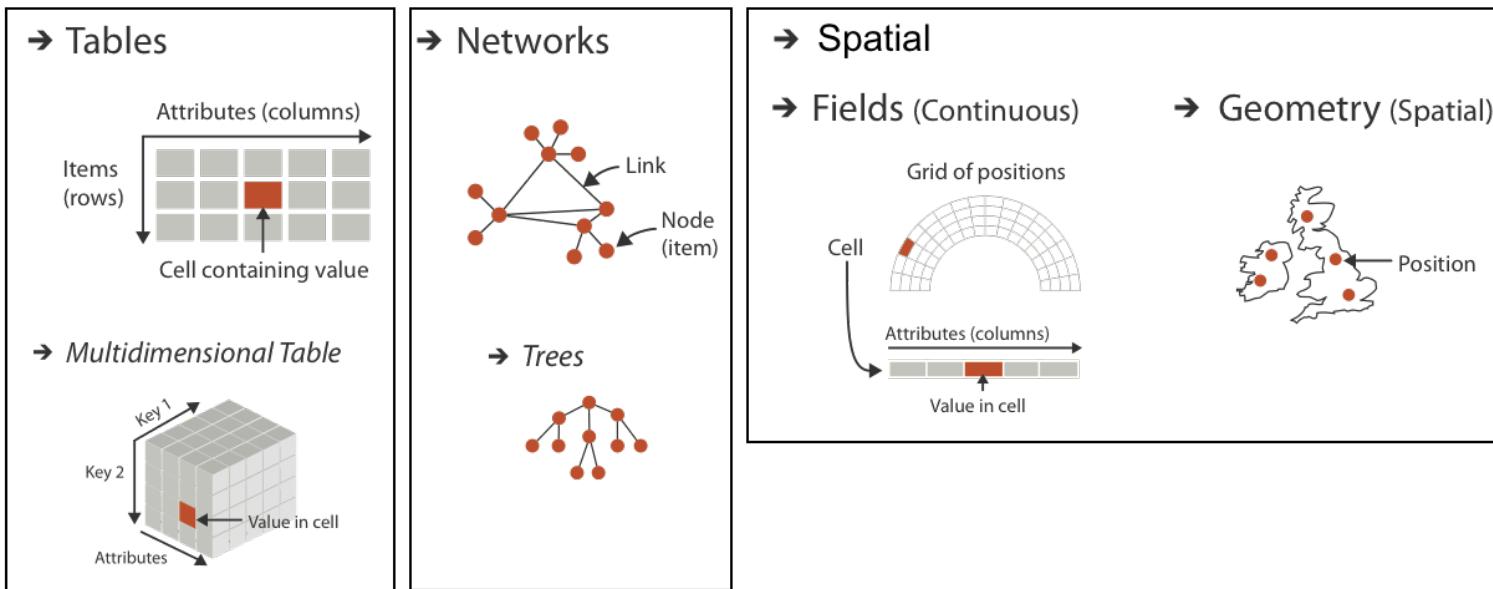
➔ *Quantitative*



Some attributes may have an internal hierarchical structure
(e.g., dates, spatial regions, taxonomies)

Dataset types

- A type of dataset is how data is arranged/collected
- Major types are:

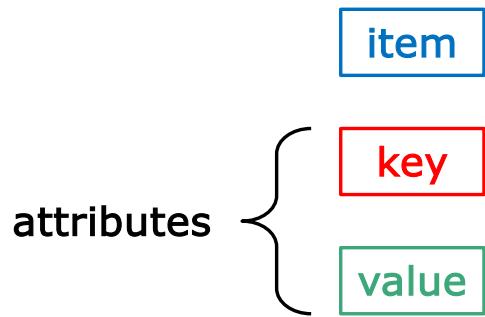


- Dataset can be either **static** or **dynamic** (that is changing over time)

➔ Data and Dataset Types

Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	Attributes

Tables

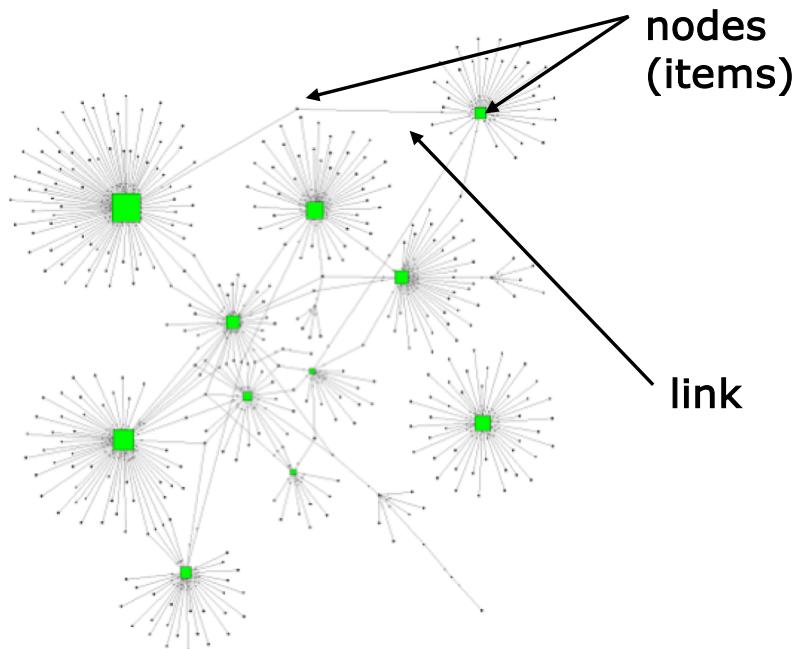


The diagram illustrates the structure of a table row. On the left, the word "attributes" is followed by a curly brace that spans three boxes: "item" (blue), "key" (red), and "value" (green). To the right of the brace is a table with columns A through E. The first column contains row numbers from 1 to 16. Columns A, B, C, D, and E represent different attributes. The data shows various names (Smith, Johnson, Williams, Jones, Brown) in column A, sales amounts in column B, countries in column C, and quarters in column D.

	A	B	C	D	E
1	Last Name	Sales	Country	Quarter	
2	Smith	\$16,753.00	UK	Qtr 3	
3	Johnson	\$14,808.00	USA	Qtr 4	
4	Williams	\$10,644.00	UK	Qtr 2	
5	Jones	\$1,390.00	USA	Qtr 3	
6	Brown	\$4,865.00	USA	Qtr 4	
7	Williams	\$12,438.00	UK	Qtr 1	
8	Johnson	\$9,339.00	UK	Qtr 2	
9	Smith	\$18,919.00	USA	Qtr 3	
10	Jones	\$9,213.00	USA	Qtr 4	
11	Jones	\$7,433.00	UK	Qtr 1	
12	Brown	\$3,255.00	USA	Qtr 2	
13	Williams	\$14,867.00	USA	Qtr 3	
14	Williams	\$19,302.00	UK	Qtr 4	
15	Smith	\$9,698.00	USA	Qtr 1	
16					

- In multidimensional tables, each item is identified by multiple keys

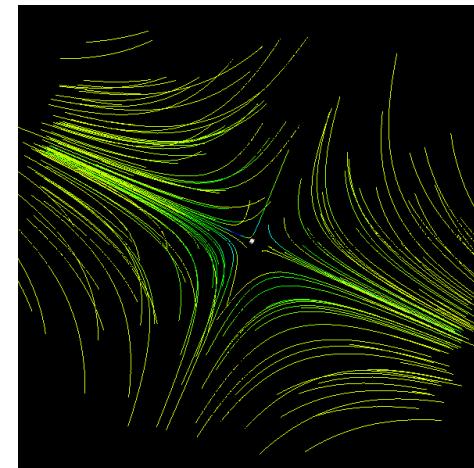
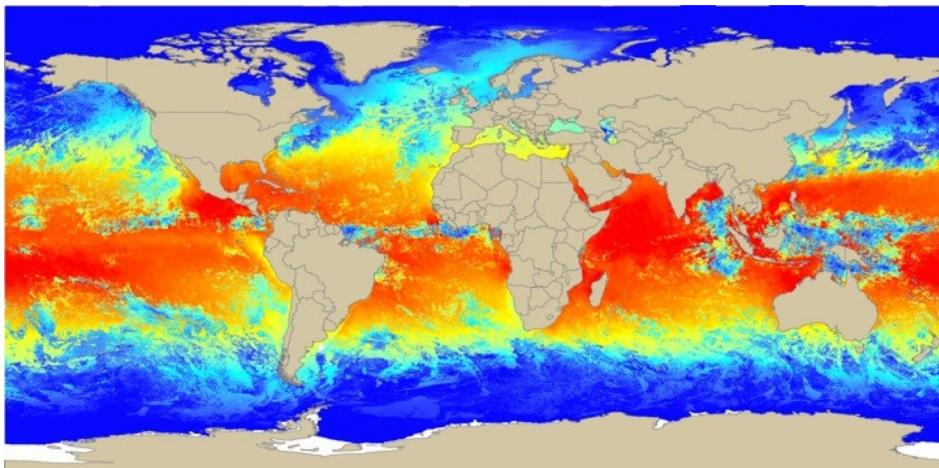
Networks (and trees)



- Trees have a **hierarchical** structure where each node has only one parent.
- Nodes and links can also have **attributes**

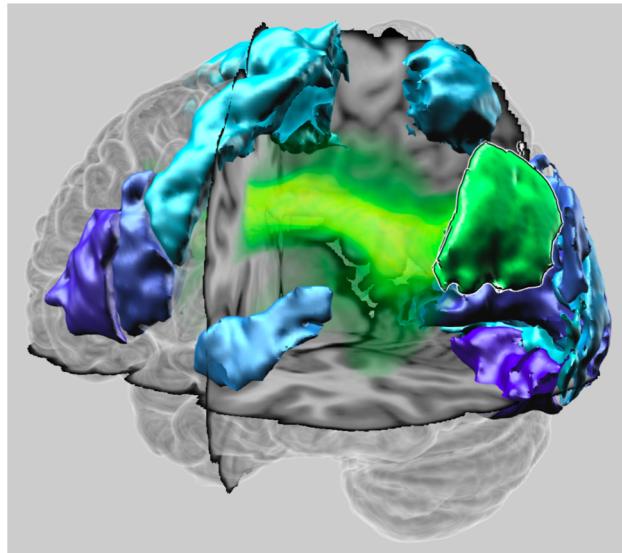
Fields

- ❑ Each **sample** of data is identified by a **position** and one or more **attributes** (**scalar field**, **vector field**, **tensor field**)
- ❑ Sampling grid might not be **uniform** and can have **complex structure**.



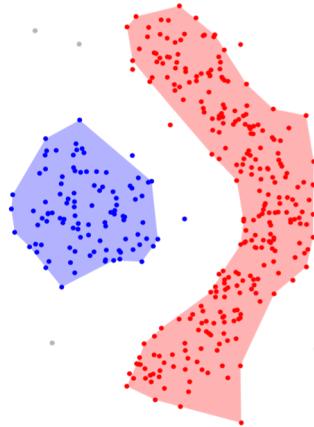
Geometry

- ❑ Dataset consist of **items with positions** (spatial or geographical)
- ❑ Items might have associated attributes



Clusters, sets, list

- ❑ Collection of items (grouped and/or ordered)



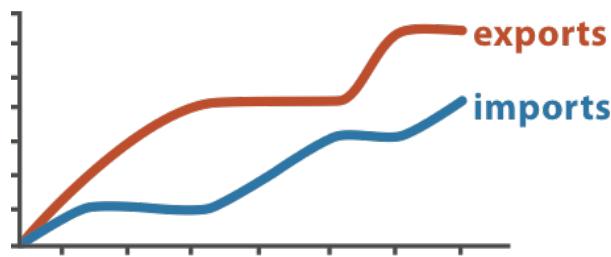
American Samoa
Argentina
Australia
Austria
Bahamas
Belgium
Brazil
Canada
Chile
China
Colombia
Costa Rica
Czech Republic
Denmark
Dominican Rep.
Estonia
Finland
France

Georgia
Germany
Greece
Guam
Hong Kong
Iceland
Ireland
Israel
Italy
Japan
Liechtenstein
Luxembourg
Malaysia
Mexico
Moldova
Netherlands
New Zealand
Norway

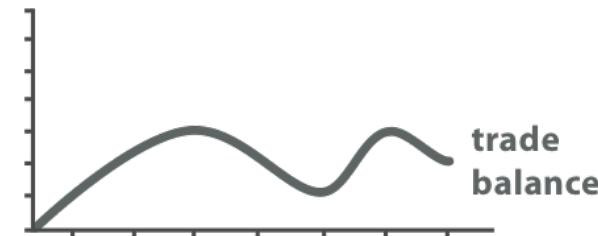
Peru
Poland
Portugal
Puerto Rico
Russia
Singapore
Slovakia
Slovenia
South Korea
Spain
Sweden
Switzerland
Taiwan
United Kingdom
Vatican City
Venezuela
U.S. Virgin Islands

Derived data

- A major strategy to deal with complexity is to transform data
- You don't have to just draw what you're given!
 - ▶ identify the right data to show
 - ▶ derive it transforming the original dataset
 - ▶ draw it



Original Data



$$\text{trade balance} = \text{exports} - \text{imports}$$

Derived Data

**Why?
Task Abstraction**

From domain problem to abstract task

- ❑ Map specific domain problems to general viz task
- ❑ Who will perform the task?
 - ▶ End-users
 - Not trained
 - Limited interaction (to prevent ineffective viz)
 - ▶ Visualization designer
 - Trained
 - Advanced interaction (flexible)
- ❑ A task is defined by two elements:
 - ▶ Action
 - ▶ Target

Actions

- User actions can be described at three different levels:
 - ▶ High-level actions: analyze
 - ▶ Mid-level actions: search
 - ▶ Low-level actions: query
- These three levels represent independent choices
- A specific action can be described by a combination of high-level, mid-level and low-level actions.

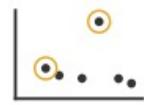
Mid-level and low-level actions

➔ Search

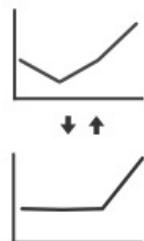
	Target known	Target unknown
Location known	 <i>Lookup</i>	 <i>Browse</i>
Location unknown	 <i>Locate</i>	 <i>Explore</i>

➔ Query

➔ Identify



➔ Compare



➔ Summarize



High-level actions

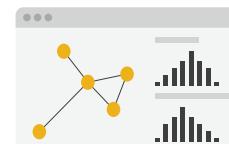
→ Analyze

→ Consume

→ Discover



→ Present

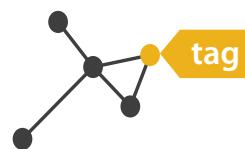


→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive



Targets

→ All Data

→ Trends



→ Outliers



→ Features

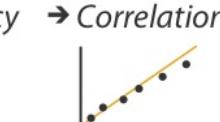


→ Attributes

→ One



→ Many



→ Network Data

→ Topology



→ Paths



→ Spatial Data

→ Shape



**How?
Idiom**

We will focus on this in the rest of the course!