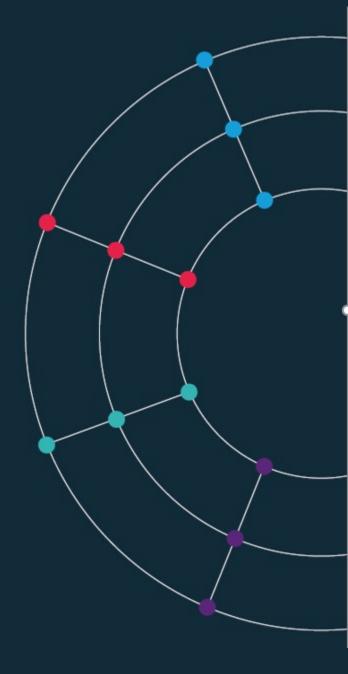


Session 4.

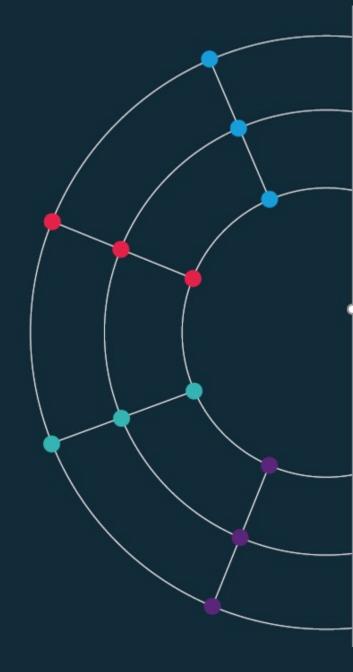
Advanced visualisations



Session 4.

Advanced visualisations

The grammar of graphics



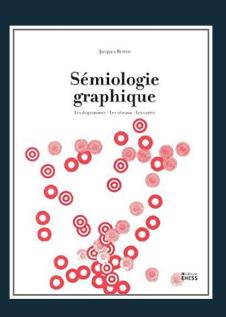
What is Data Science?

- Artificial Intelligence?
- Machine Learning?
- Deep Learning?
- Big Data?

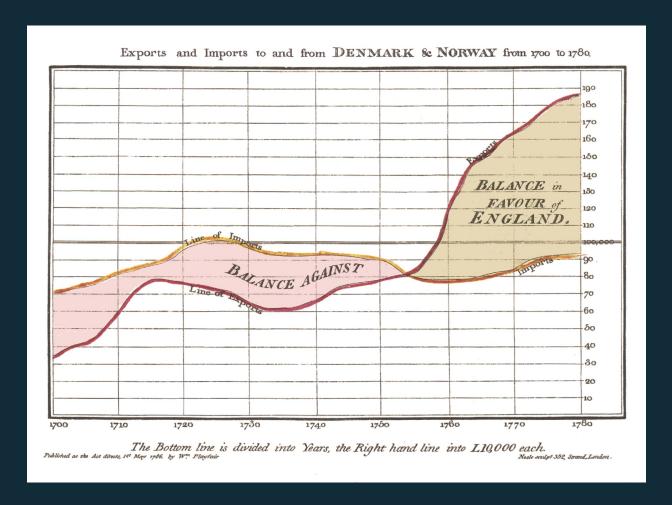


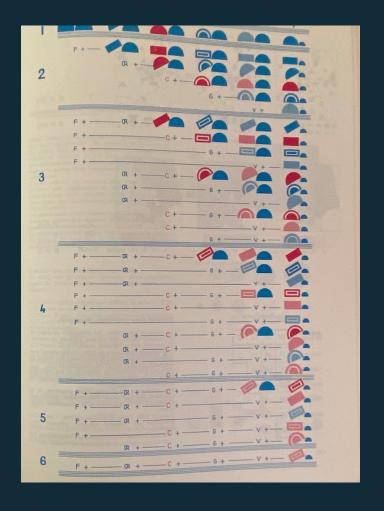
Visual language is a sign system.

- Images perceived as a set of signs.
- Sender encodes information in signs.
- Receiver decodes information from signs.
- In his foreword to the 1983 English translation, Howard Wainer called Bertin's work "the most important work on graphics since the publication of Playfair's Atlas"

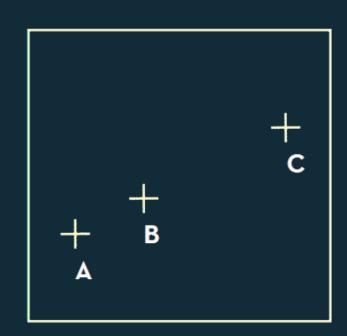


Visual language is a sign system.





Bertin's semiology of graphics.



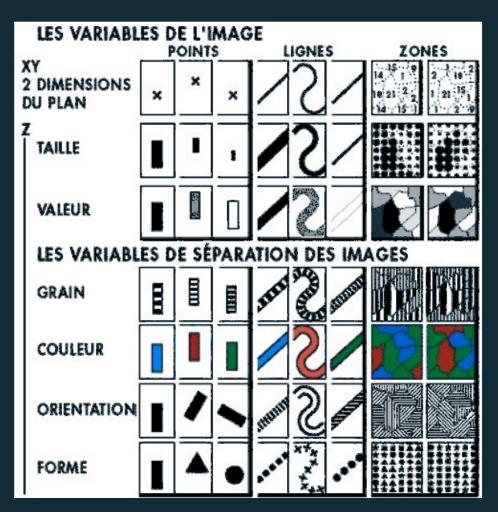
- 1. A, B, C are distinguishable
- 2. B is between A and C.
- 3. BC is twice as long as AB.
- ∴ Encode quantitative variables

"Resemblance, order and proportion are the three signifieds in graphics." - Bertin

Visual encoding variables.

Visual Grammar.

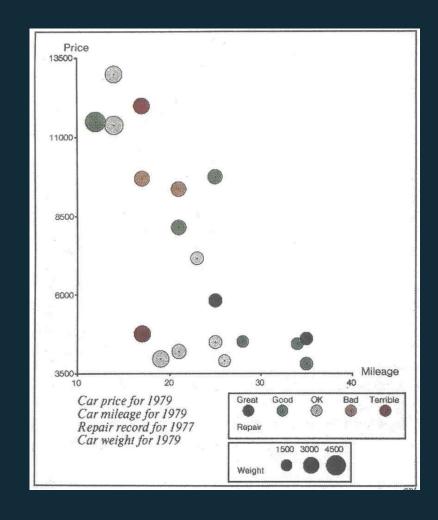
- Position (x2)
- Size
- Value (Saturation)
- Texture
- Colour
- Orientation
- Shape
- (Time/Animation, Focus, Opacity)



Position Bertin's list: Nominal Ordered based on theoretical N Size O **Q**uantitative considerations of Note: **Q < O < N** N Value O Q semiology N **Texture** 0 Bertin's Color N N Orientation "Levels of Organisation" N Shape

Mackinlay design criteria.

- Formalizes Bertin for machines.
- Expressiveness A set of facts is expressible in a visual language if the sentences (i.e. the visualisations) express all the facts in the set of data, and only the facts.
- Effectiveness A visualisation is more effective than another if the information conveyed by one visualisation is more readily perceived than the information in the other visualization.

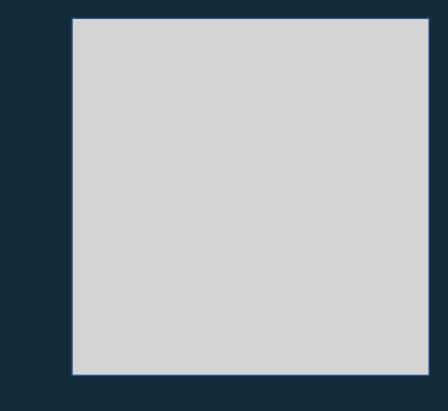


Mackinlay design criteria.

Quantitative Ordinal **Nominal Position Position Position** Length Density Hue **Angle** Saturation **Texture** Hue Connection Slope Containment **Texture** Area Connection Volume Density Density Containment Saturation Shape Saturation Length Hue Angle Length **Texture** Slope Angle Slope Connection Area Containment Volume Area Shape Volume Shape

- Mackinlay's list:
 - based on his
 experiments with
 computer graphics,
 trying to automate and
 formalize the creation
 of charts
- The Vega visual language/grammar is built on Mackinlay's work

Which square is lighter?



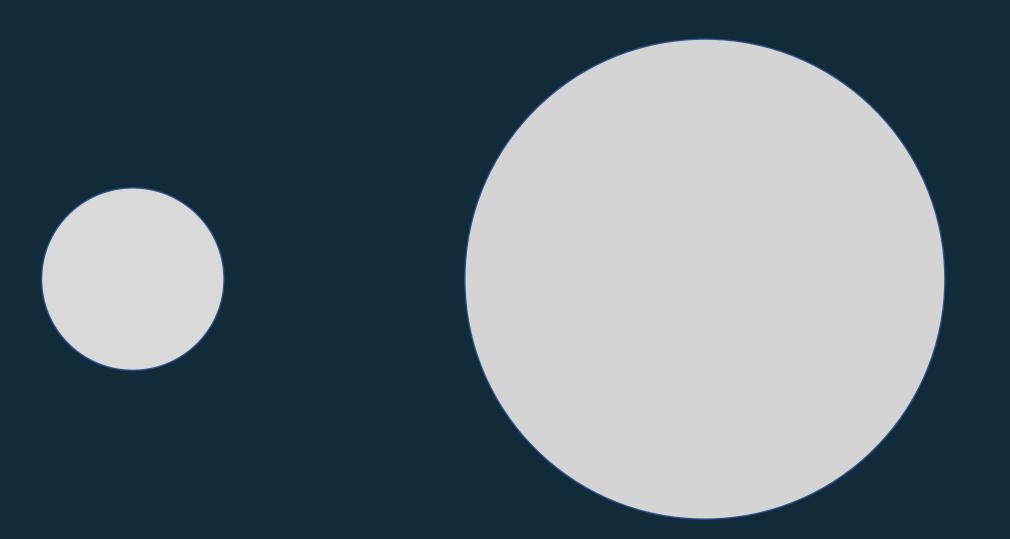
Which square is lighter?

217, 217, 217

> 2 %

212, 212, 212

How many times is the right circle larger?

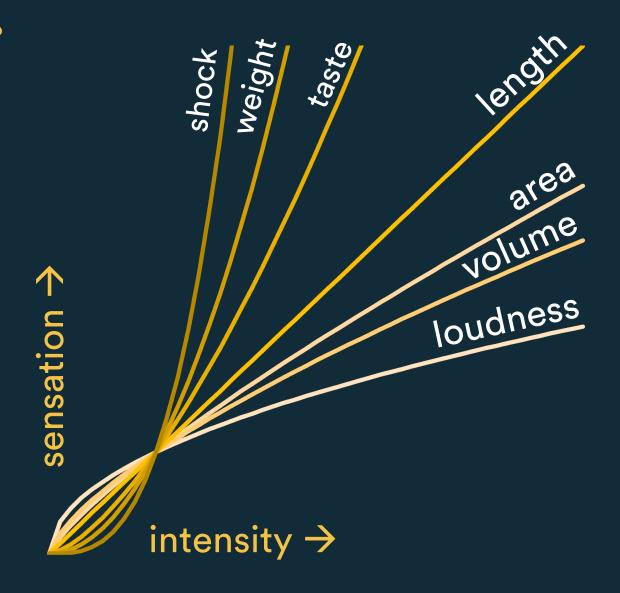


How many times is the top bar longer?

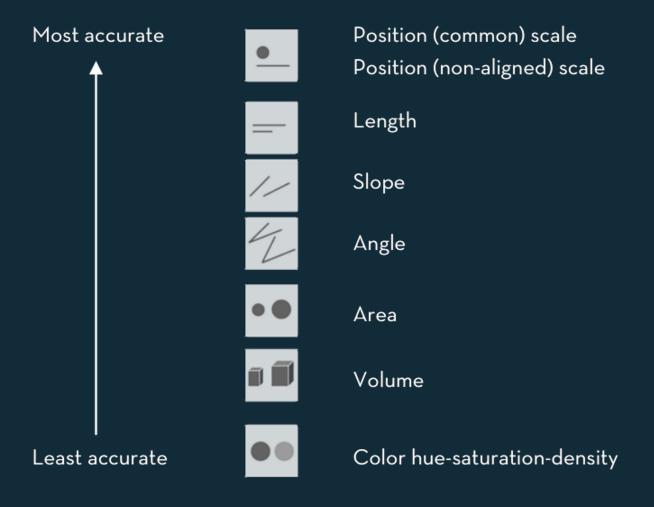
Stevens' power law.

sensation = intensity exponent

Our senses are not linear!



Stevens' power law.



Stevens' list:

based on psychological experiments with human senses

Visual language is a sign system.

- When designing visual information use correct encodings
- data → information correct data model
- information -> knowledge correct visual representation
 - Bertin's semiology of graphics
 - Mackinlay design criteria
 - Stevens' power law

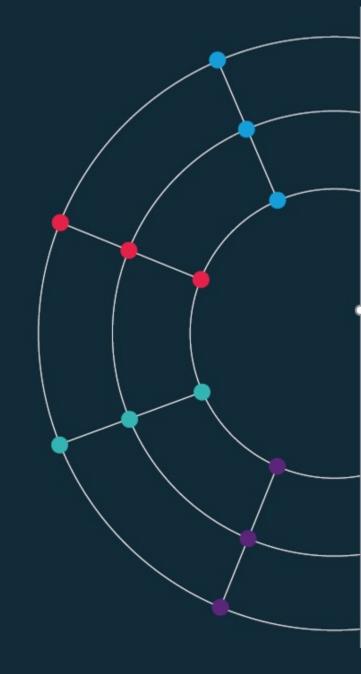
Data visualization zoo.

- The actual "A Tour through the Visualisation Zoo"
- Economics Observatory Visualisation Guidelines
- Financial Times Visual Vocabulary
- Vega Edition of the Visual Vocabulary
- The D3 Graph Gallery
- Andy Kirks's The Chartmaker Directory

Session 4.

Advanced visualisations

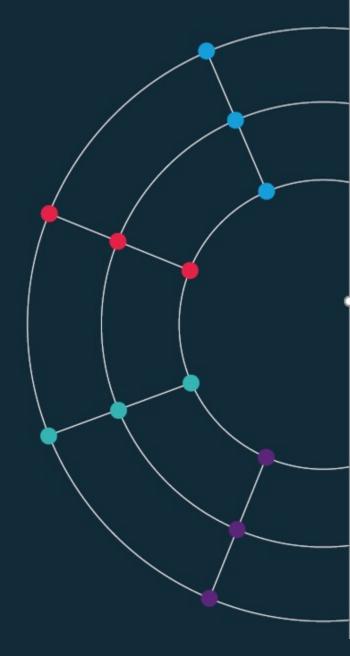
Adding multi-dimensional charts



Session 4.

Advanced visualisations

https://github.com/EconomicsObservatory/courses/blob/main/README.md



Code-along.

In this fourth practical session, we will use Vega-Lite, VS Code and GitHub to explore and embed a multi-dimensional chart into your website using one (or more) of the following:

- Beginner: "s4_chart1.json"
- Intermediate:
 - "s4_chart2.json"
 - "s4_chart3.json" (map)
- Advanced: "s4_chart4.json"
- More examples: "s4_more_example_charts"

