## **Information Visualization**

User tasks and infovis techniques 2020

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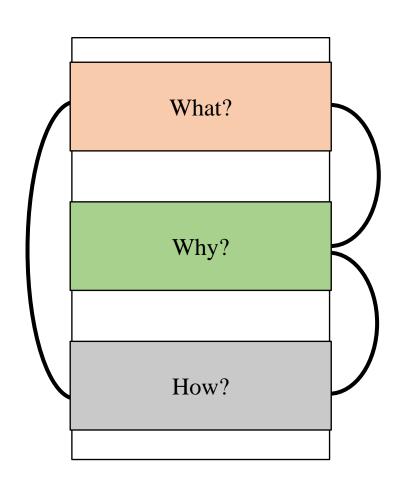
http://www.i3s.unice.fr/~winckler/





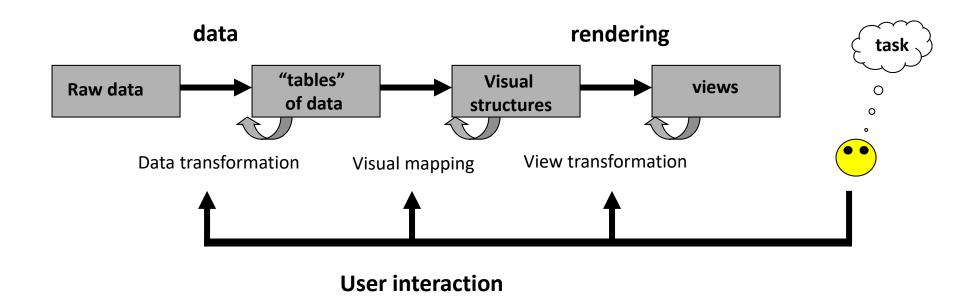
# User tasks

## Approach "what-why-how"



- It is a way to analyze visualization techniques using three questions:
- What
  - · Which data are represented
- Why
  - Why users are using the visualization technique
- How
  - Which are the visual codification and which are the interaction techniques implemented

#### Standard visualization model



#### **Foundations**

- Data characterization
- Interaction and user tasks
- Perception

#### Interaction

- Changing the display
  - Selection
  - Navigation
  - Reorder/reorganize
  - Changing the visual coding
  - Remove/include elements using filtering, clustering, etc
- Latency
- Feedback
- Costs
  - Time and user attention

#### User tasks

#### Keller & Keller (1994)

- Identify
- Localize
- Distinguish
- Categorize
- Cluster
- Order
- Compare
- Associate
- Correlate

Keller, P. e Keller, M. *Visual Cues: Practical Data Visualization*. IEEE Computer Society Press, 1994

#### Shneiderman (1996)

- Overview
- "Zoom"
- Filtering
- Details on demand
- Relate
- History
- Export (data)

Shneiderman, Ben *The Eyes Have it: A Task by Data Type Taxonomy for Information Visualization*. 1996 IEEE Symposium on Visual Language, pp336-343

#### User tasks

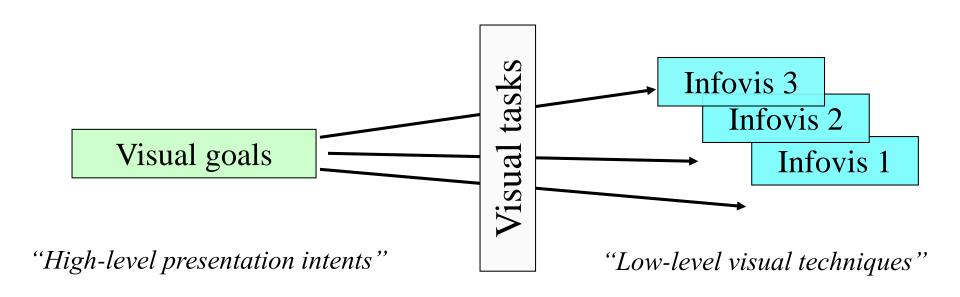
- Wehrend and Lewis, 1990
- Springmeyer, 1990
- Shneiderman, 1996
- Zhou and Feiner, 1998
- Morse et al., 2000
- Amar and Stasko, 2004
- Amar et al., 2005
- Valiati et al., 2006

#### Low level analytical tasks

- Find value
- Filter data
- Compute value
- Find limits
- Classify/order
- Determine threshold
- Characterize distribution
- Find anomalies
- Cluster
- Correlate

## Visual strategies for user tasks

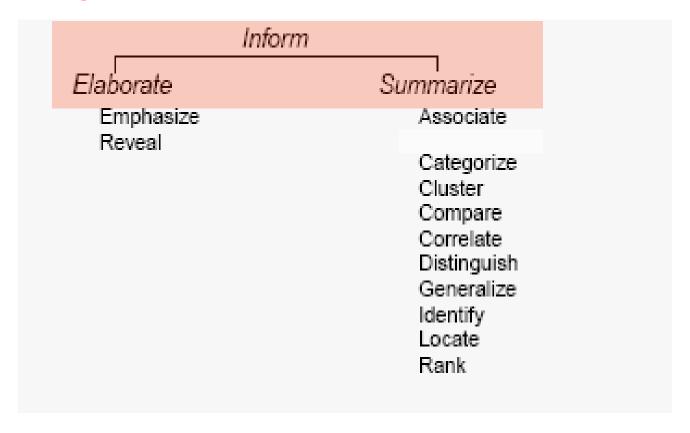
 Two levels of abstraction to explain the relationship between user tasks and interaction with infovis techniques



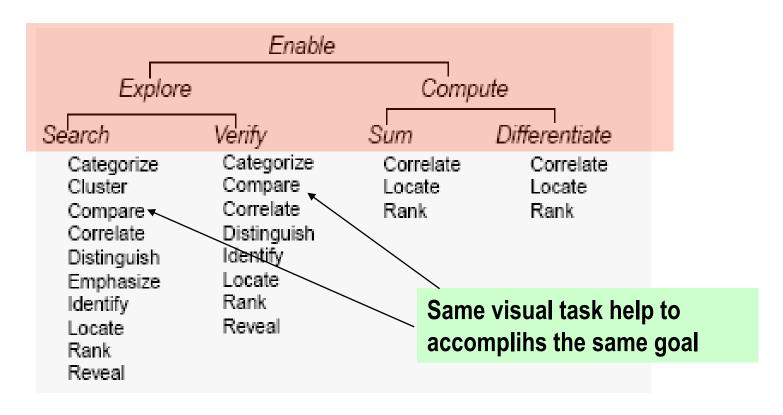
## Visual tasks

- Are characterized by two dimensions
  - Visual goals )
    - Goals that should be accomplished with the infovis technique
  - Visual implications
    - The visual actions the infovis technique implements

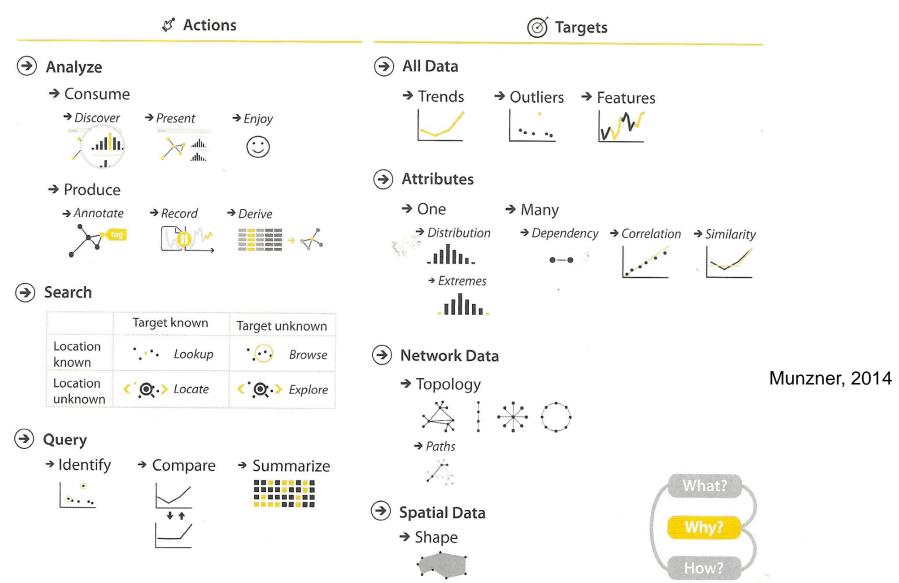
# Visual goals & visual tasks



# Visual goal and visual tasks

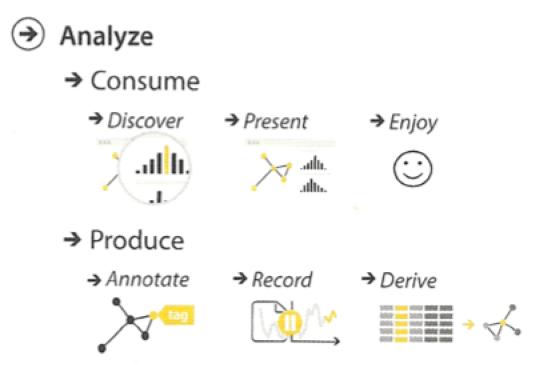


# Why people are using vis in terms of actions and targets



## High-level actions: Analyze

- Consume
  - Discover vs Present
    - classical split
    - explore vs explain
  - Enjoy
    - newcomer
    - casual, social
- Produce
  - Annotate, Record
  - Derive
    - crucial design choice

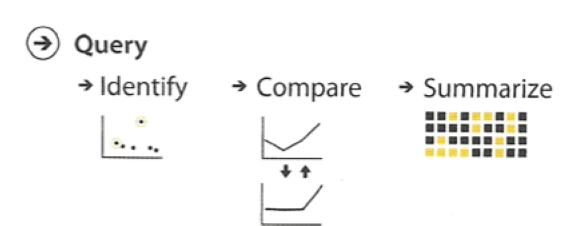


## Actions: Mid-level search, low-level query

- what does user know?
  - target, location
- how much of the data matters?
  - one, some, all



	Target known	Target unknown
Location known	·.·· Lookup	••• Browse
Location unknown	<b>⟨`@∙&gt;</b> Locate	<b>₹</b> Explore



## Why: Targets

→ Distribution

→ Extremes

→ All Data
 → Trends
 → Outliers
 → Features
 ✓ ✓
 → Attributes
 → One
 → Many

→ Dependency → Correlation → Similarity

- → Network Data

  → Topology

  → → Paths
- → Spatial Data→ Shape→ The state of the sta

#### Interaction

- Distinguishes infovis from static paper visualizations.
- Analysis is a process, often iterative, with branches and sideways paths.

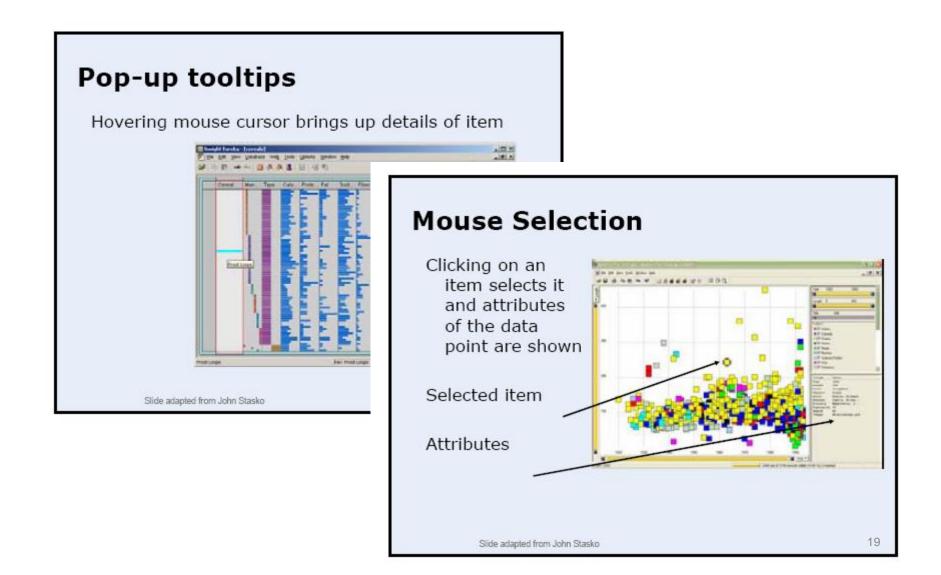
## Acceptable Response Times

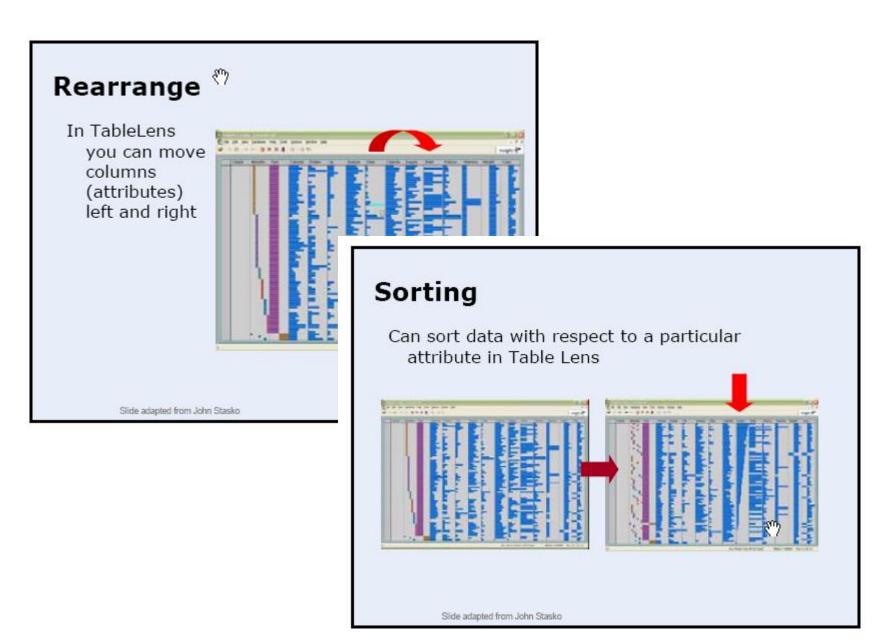
- .1 second
  - Animation, visual continuity, sliders
- 1 second
  - System response, pause in conversation
- 10 seconds
  - Cognitive response

## Basic Interaction Techniques

- Selecting
  - Mouse click
  - Mouseover / hover / tooltip
  - Lasso / drag
- Rearrange
  - Move
  - Sort
  - Delete

## Selecting





## Strategies for interactive visualization

How to exhibit large data sets?













details

zoom

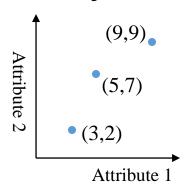
O+D

F+C

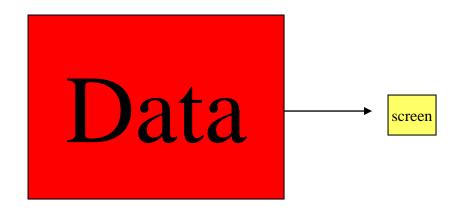
transformation

## How to ensure overview: by scalability

- Small datasets are easy
  - "Just show everything"
- Large datasets...
  - What to exhibit?



## Strategies for scalability

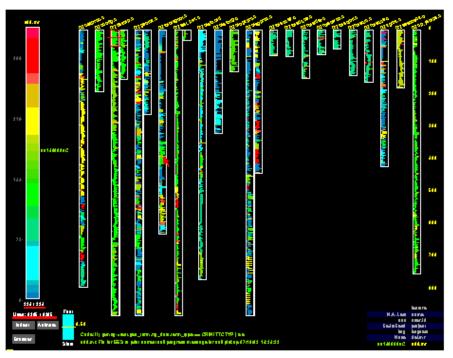


- Compress information
  - Reduce size (geometric zoom)
- Reduce amount of information
  - Compress without losing data (semantic zoom)
  - Increase density

# Example: SeeSoft

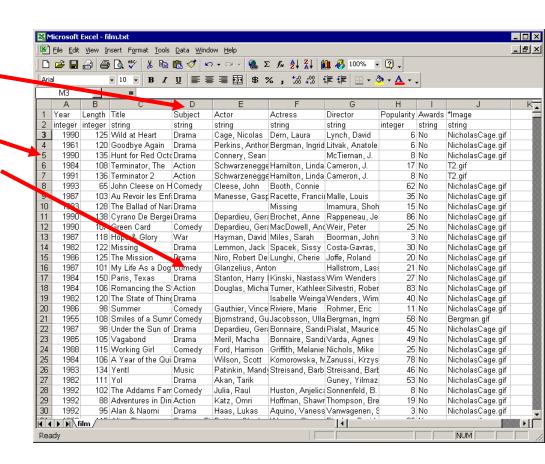
• 1 pixel line per line of code

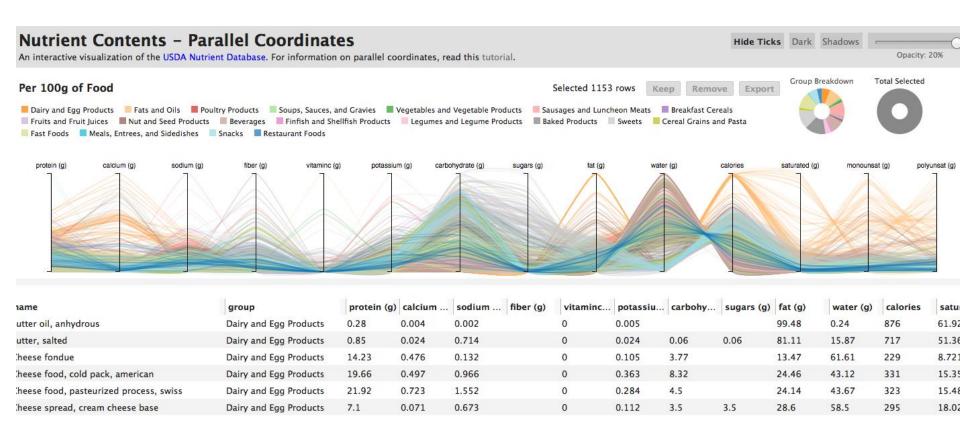




#### Reduce the amount of data

- Example
  - Reduce # attributes
  - Reduce # items
  - Reduce range of values
- Two ways
  - Remove
  - Grouping



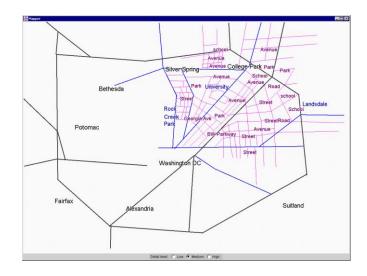


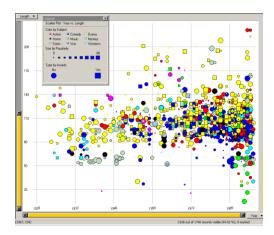
http://exposedata.com/parallel/

## Remove= cut/ prunning

Remove items

- Remove attributes
  - Scatterplots:
    - Select 2 or 3 attributes, ignore the others
  - Spotfire:
    - Use the query to select attributes
    - · And show details on demand
- Problem: loosing information

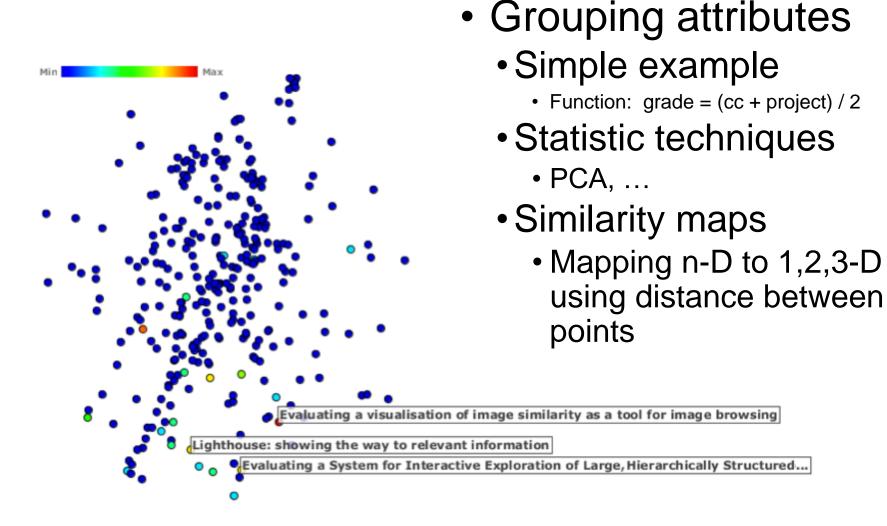




## Grouping= clustering

- Clustering (grouping many items in a one entity)
  - What to group?
    - By category (SQL "group by")
    - Spatial (TableLens)
    - · By algorithm (clustering)
    - Defined by the user ("folders")
  - What are the values associated to a group?
    - Mathematic functions (SQL "group by")
      - Counting, average, min, max
    - · Semantic abstraction
  - Grouping many levels = trees
  - · Navigation:
    - · Parallel visualizations
    - · Semantic zooming

## Clustering



## Advanced Interaction Techniques

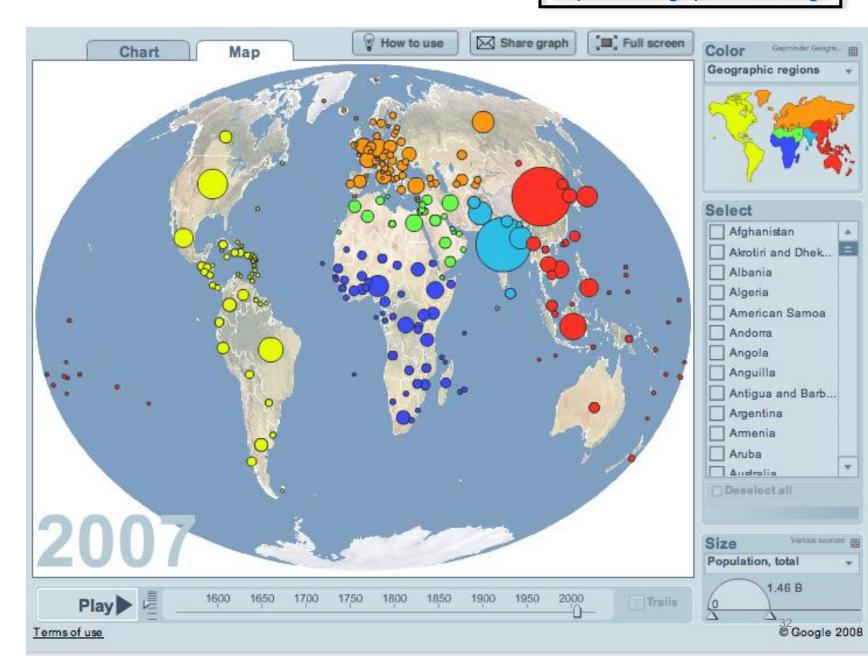
- Overview + Detail (O+D)
- Focus + Context (F+C)
- Brushing and Linking
- Zoom: Panning and Zooming
- Transformation: distortion-based Views

#### Overview + Details

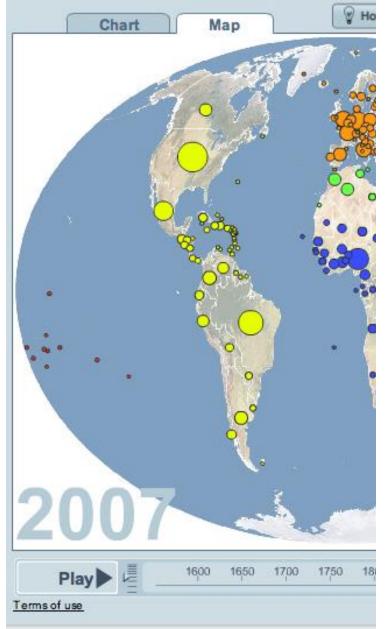
- Separate views
  - No distortion
  - Shows both overview and details simultaneously
  - Drawback: requires the viewer to consciously shift there focus of attention.

## Overview

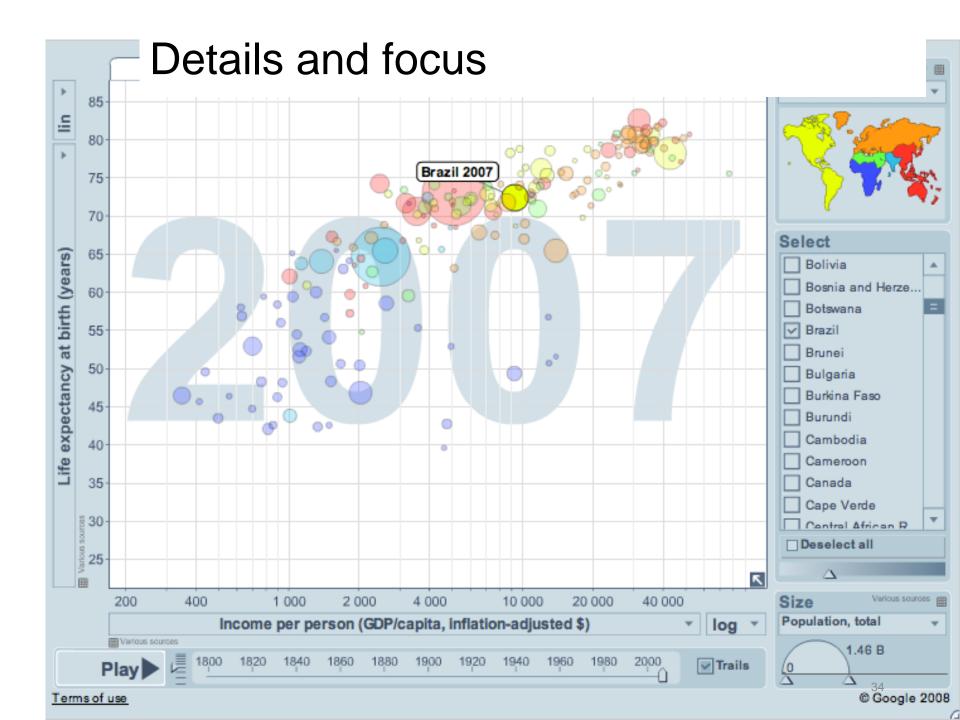
http://www.gapminder.org/

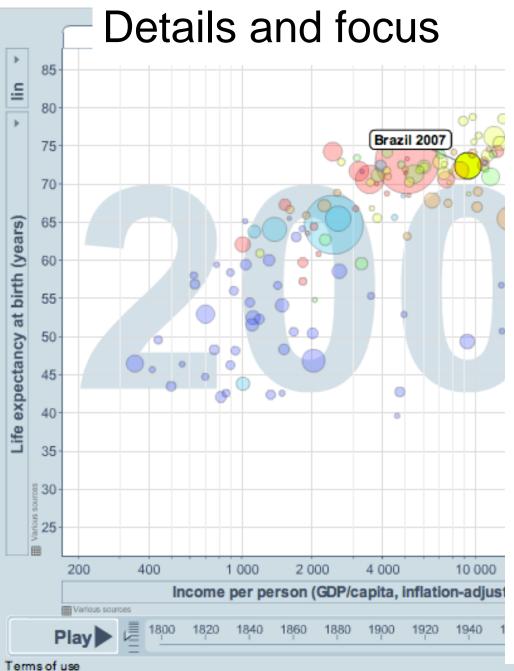


## Overview



- It provides
  - Maps, spatial orientation
  - Contextual information, relationships
  - Which information is (or not) present in the display
- Detection of patterns
- Direct access
- Reduce searching process
- Enforce exploration, help to select the next move
- HCI metric improve user performance, time of learning and satisfaction

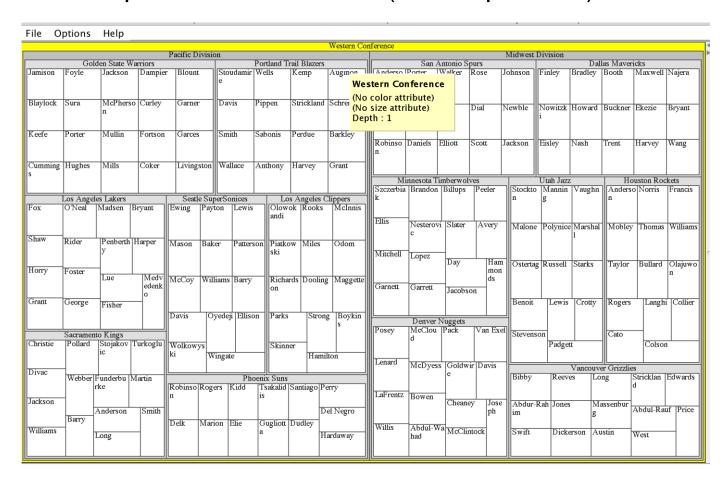




- It is the result of a cleaning data process (data that are of the scope/focus)
- It provides details about part of data
- Semantic zooming

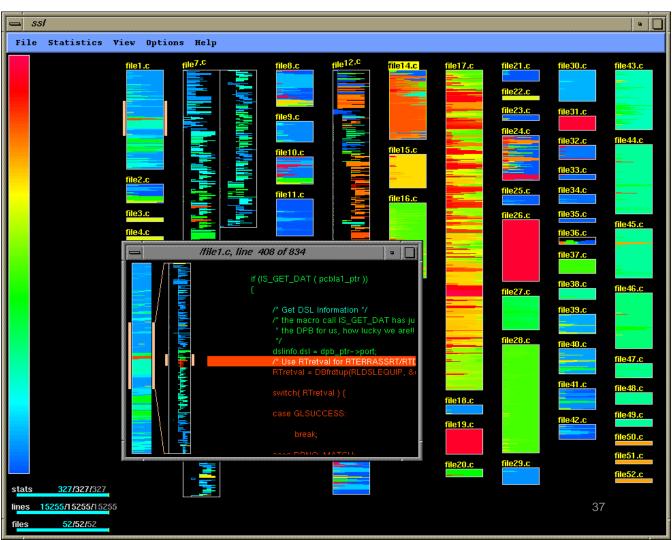
# Overview+Detail: Treemaps

Treemaps: overview + detail (time separation)



#### Overview+Detail: Seesoft

Spatial separation



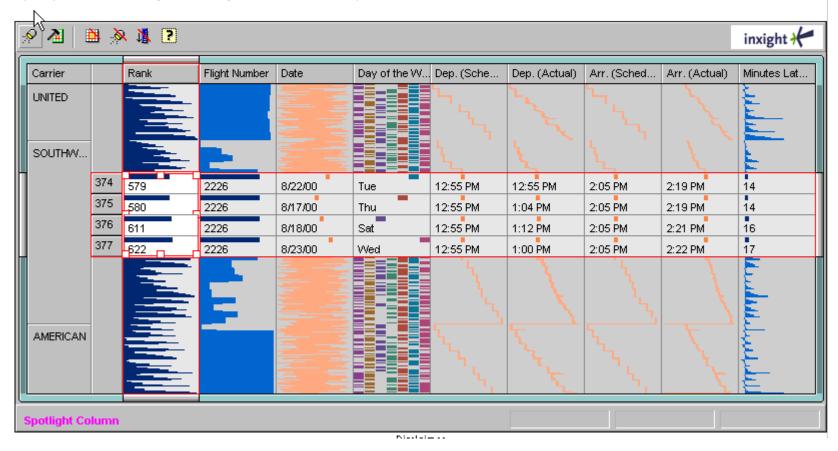
#### Focus + Context

- A single view shows information in context
  - Contextual info is near to focal poin
  - Distortion may make some parts hard to interpret
  - Distortion may obscure structure in data
    - We'll have a lecture on distortion later
- Examples from Xerox PARC:
  - TableLens
  - Perspective Wall
  - Hyperbolic Tree Browser

## Focus + Context: TableLens from PARC/Inxight

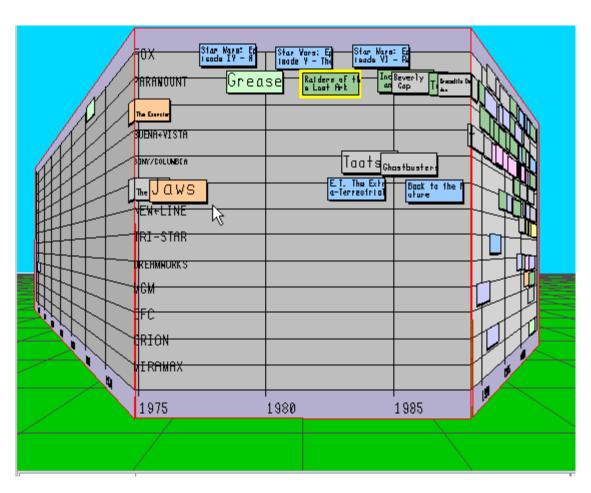
2) what day of the week has the most delays: least delays:

3) Can you see that United flights tended to get later and later as the day went on?

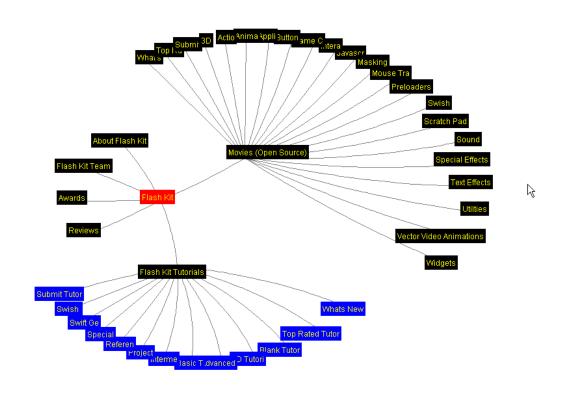


http://www.inxight.com/products/sdks/tl/ http://www.inxight.com/demos/tl\_calcrisis/tl\_calcrisis.html

## Focus + Context (+ Distortion): Perspective Wall from PARC/Inxight

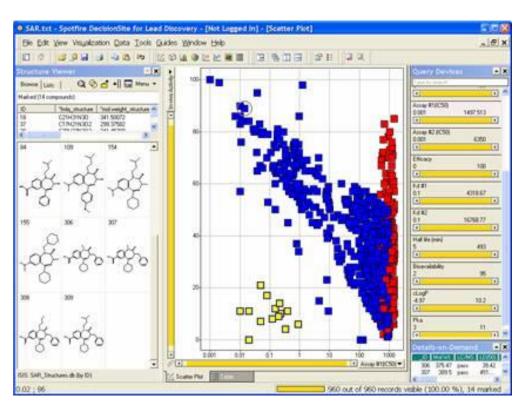


# Focus + Context: Hyperbolic Tree from PARC/Inxight



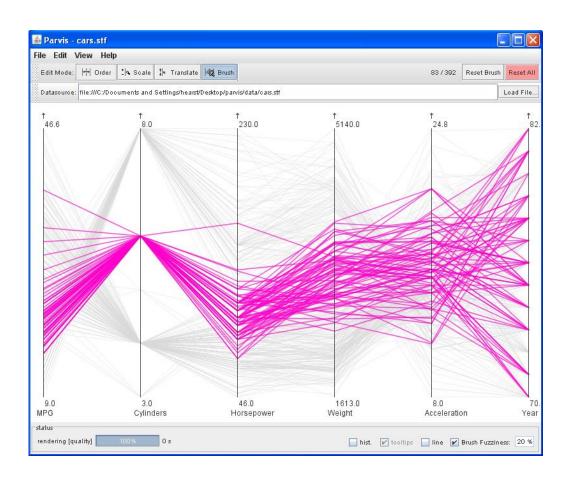
# Highlighting / Brushing and Linking / Dynamic Queries

- Spotfire, by Ahlberg & Shneiderman
  - http://hcil.cs.umd.edu/video/1994/1994 visualinfo.mpg
  - Now a very sophisticated product:
    - http://spotfire.tibco.com/products/gallery.cfm



# Highlighting and Brushing: Parallel Coordinates by Inselberg

- Free implementation: Parvis by Ledermen
  - http://home.subnet.at/flo/mv/parvis/



#### Pan and Zoom

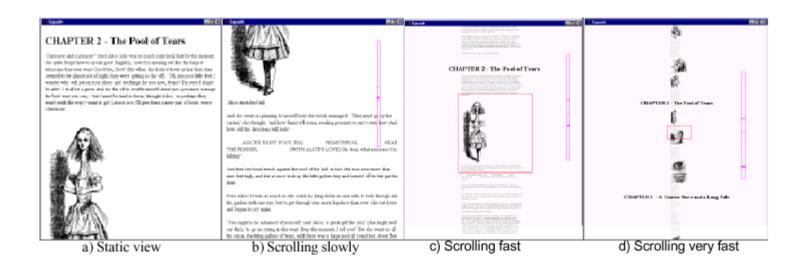
#### How to show a lot of information in a small space?

- Multiple Levels of Resolution
  - The view changes depending on the "distance" from the viewer to the objects
- Distortion-based techniques
  - Keep a steady overview, make some objects larger while simultaneously shrinking others

### Zooming

- Standard Zooming
  - Get close in to see information in more detail
  - Example: Google earth zooming in
- Intelligent Zooming
  - Show semantically relevant information out of proportion
  - Smart speed up and slow down
  - Example: speed-dependent zooming, Igarishi & Hinkley
- Semantic Zooming
  - Zooming can be conceptual as opposed to simply reducing pixels
  - Example tool: Pad++ and Piccolo projects
    - http://hcil.cs.umd.edu/video/1998/1998 pad.mpg

# Speed-dependent Zooming by Igarashi & Hinkley 2000



http://www-ui.is.s.u-tokyo.ac.jp/~takeo/video/autozoom.mov http://www-ui.is.s.utokyo.ac.jp/~takeo/java/autozoom/autozoom.htm

### Standard vs. Semantic Zooming

- Geometric (standard) zooming:
  - The view depends on the physical properties of what is being viewed
- Semantic Zooming:
  - When zooming away, instead of seeing a scaled-down version of an object, see a different representation
  - The representation shown depends on the meaning to be imparted.

### Examples of Semantic Zoom

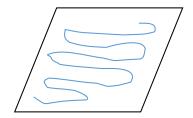
- Information Maps
  - zoom into restaurant
    - see the interior
    - see what is served there
  - maybe zoom based on price instead!
    - see expensive restaurants first
    - keep zooming till you get to your price range
- Browsing an information service
  - Charge user successively higher rates for successively more detailed information

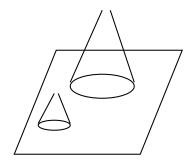
### Examples of Semantic Zoom

- Infinitely scalable painting program
  - close in, see flecks of paint
  - farther away, see paint strokes
  - farther still, see the holistic impression of the painting
  - farther still, see the artist sitting at the easel

#### Pad++

- An infinite 2D plane
- Can get infinitely close to the surface too
- Navigate by panning and zooming
- Pan:
  - move around on the plane
- Zoom:
  - move closer to and farther from the plane
  - http://hcil.cs.umd.edu/video/1998/1998\_pad.mpg







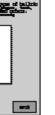




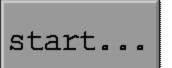


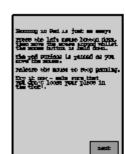


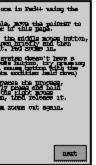




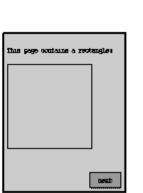
# Pad++ Tour









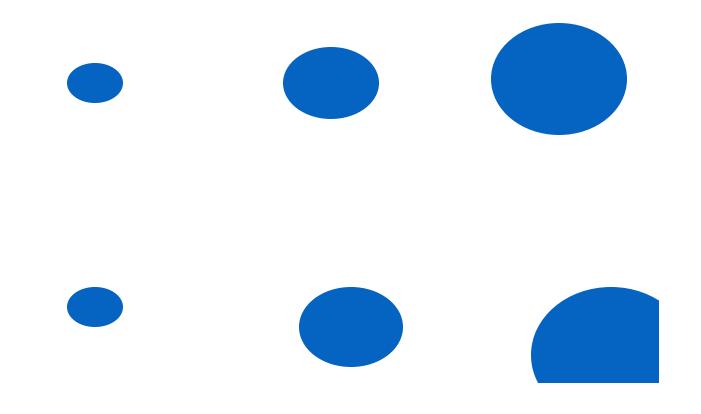




## How to Pan While Zooming?

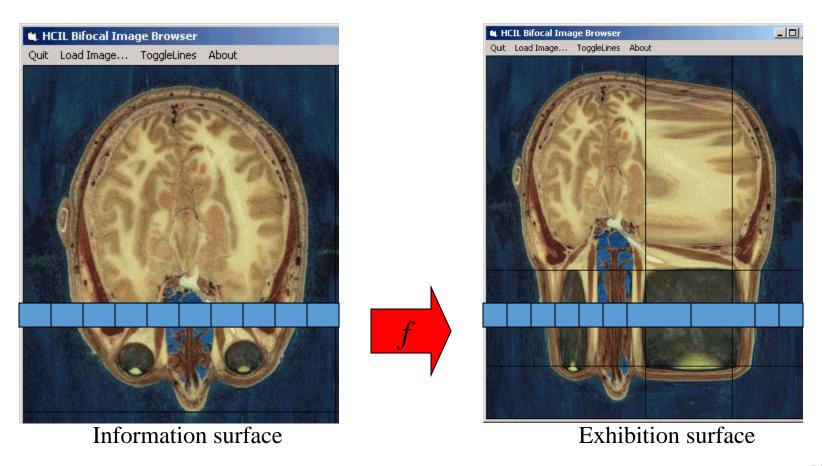


## How to Pan While Zooming?

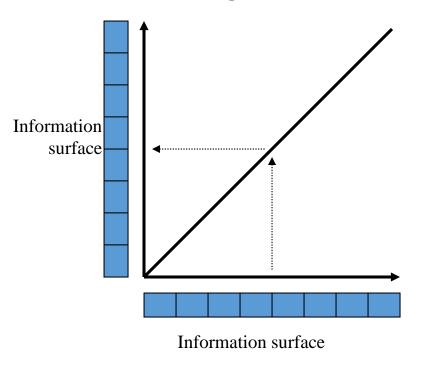


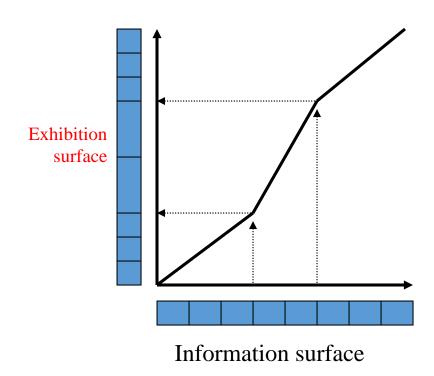
### Distortion

Mapping the information to a surface of exhibition



## Mapping function



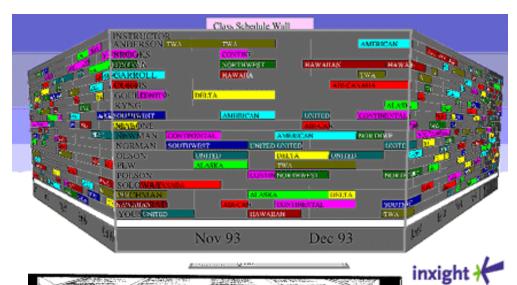


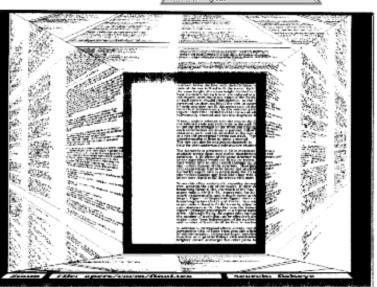
Identity function = normal overview

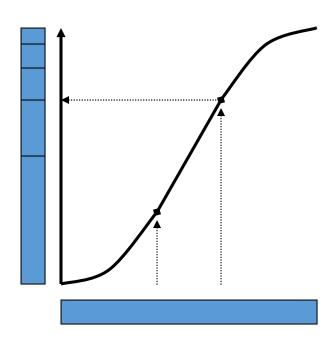
**Bifocal** 

## Perspective Wall / Document Lens

### Contexto diminui gradualmente





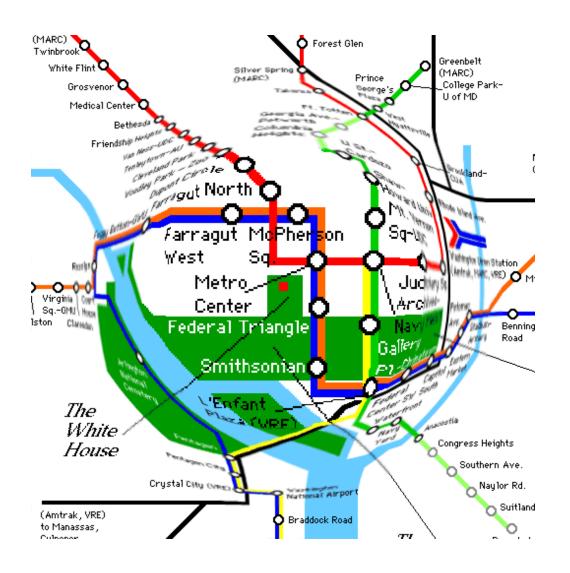


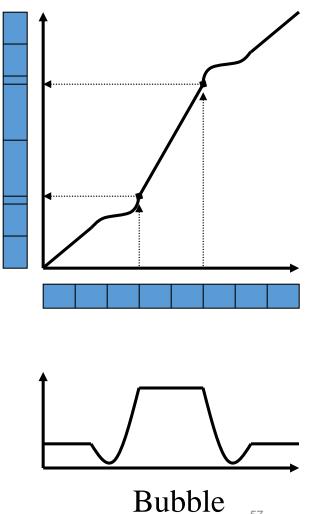


Perspective

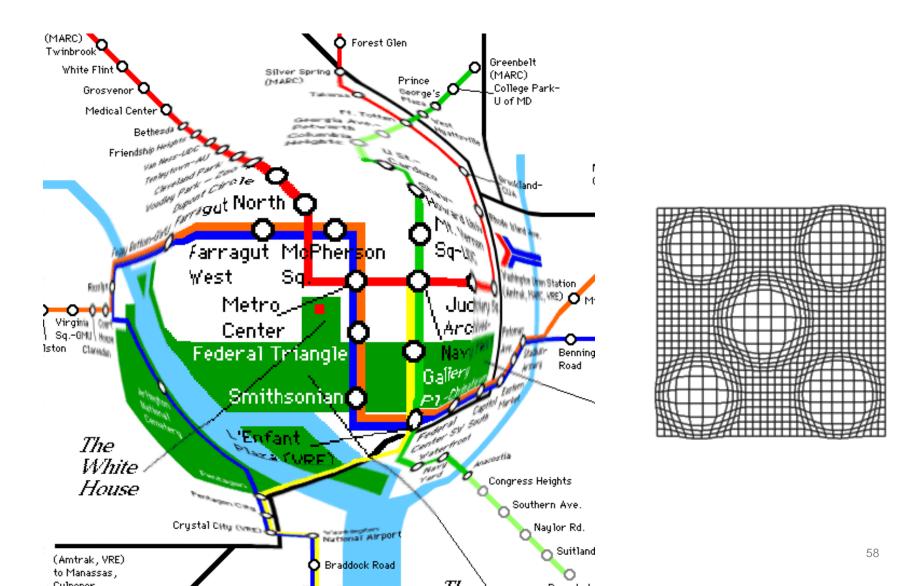
## "Bubble"

#### Inconvenient: local context is smaller



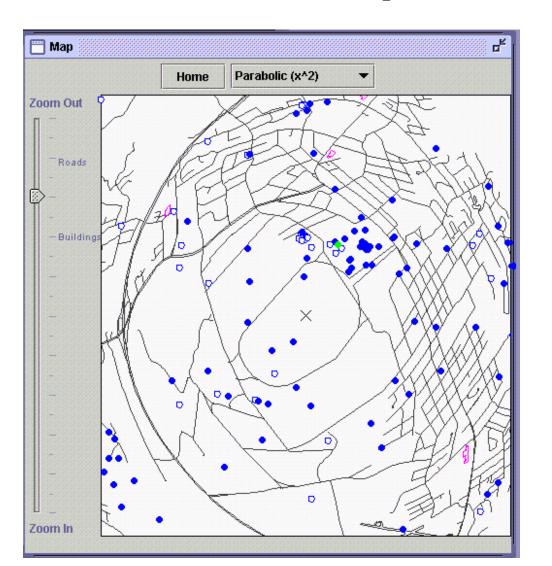


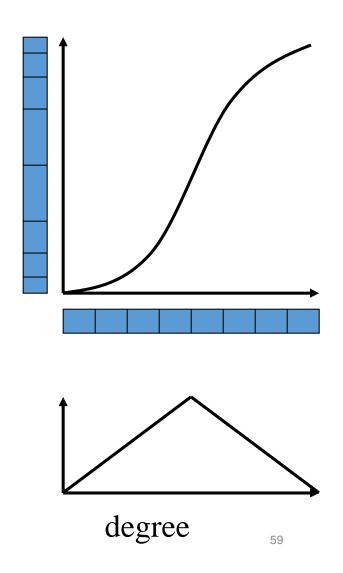
### Non linear



## "Fisheye", "wide-angle lens"

Inconvenient: don't have a plain area

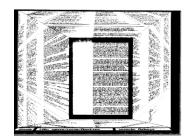




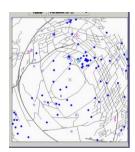
## Summary

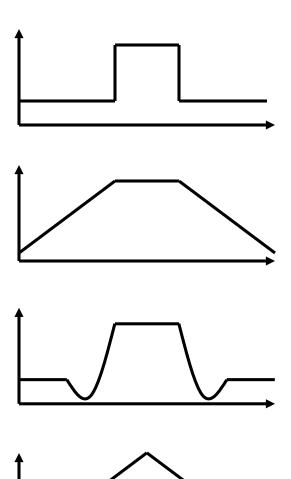
- Bifocal
- Perspective
- Bubble
- Wide-angle











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# Shneiderman's Taxonomy of Information Visualization Data Types

- 1-D Linear Document Lens, SeeSoft
- **2-D Map** GIS, Medical imagery
- **3-D World** CAD, Medical, Molecules, Architecture
- Multi-Dim Parallel Coordinates, Spotfire, Influence Explorer, TableLens
- **Temporal** Perspective Wall, LifeLines, Lifestreams
- **Tree** Cone/Cam/Hyperbolic, TreeBrowser, Treemap
- **Network** Netmap, netViz, Multi-trees

# Shneiderman's Taxonomy of Information Visualization Tasks

- Overview: see overall patterns, trends
- Zoom: see a smaller subset of the data
- Filter: see a subset based on values, etc.
- Details on demand: see values of objects when interactively selected
- Relate: see relationships, compare values
- History: keep track of actions and insights
- Extract: mark and capture data

#### Shneiderman's Visualization Mantra

- Overview, zoom & filter, details on demand
- Overview, zoom & filter, details on demand