

CSC 544

Data Visualization

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Lecture 10

Tasks and Interaction

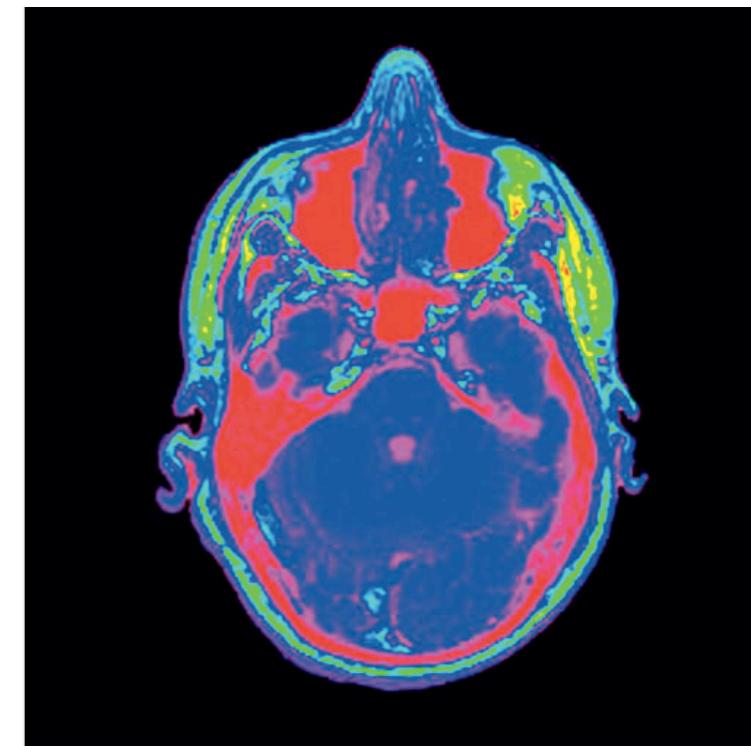
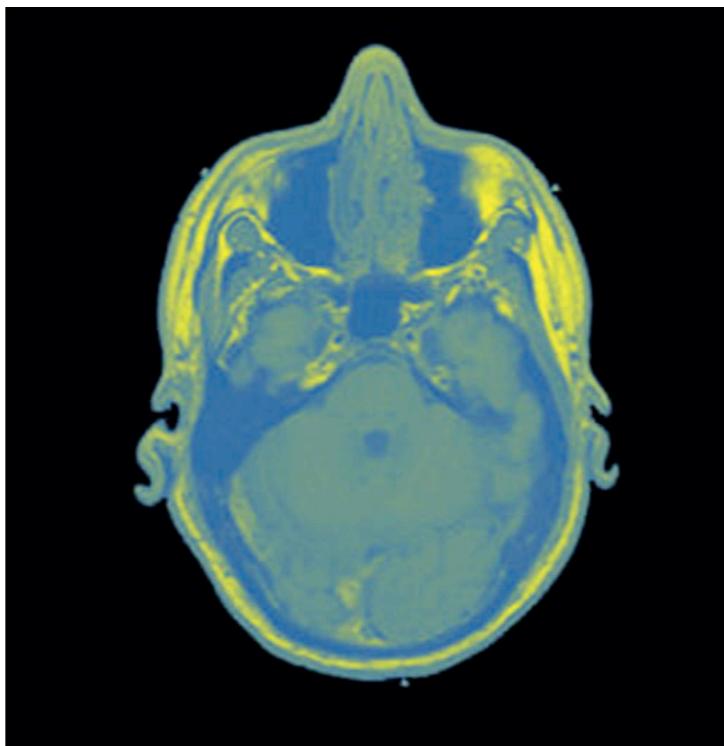
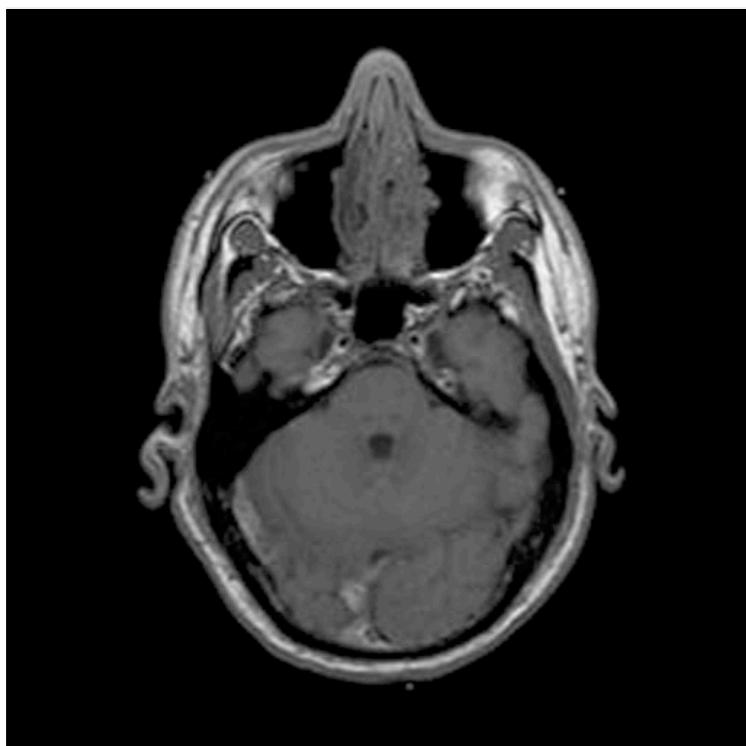
Feb. 15, 2023

Today's Agenda

- Reminders:
 - P01, A02 questions?
- Goals for today:
 - Wrap up discussion on color
 - Discuss tasks and interaction

**Last Time
(Color)**

Other Colormaps for Quantitative Data



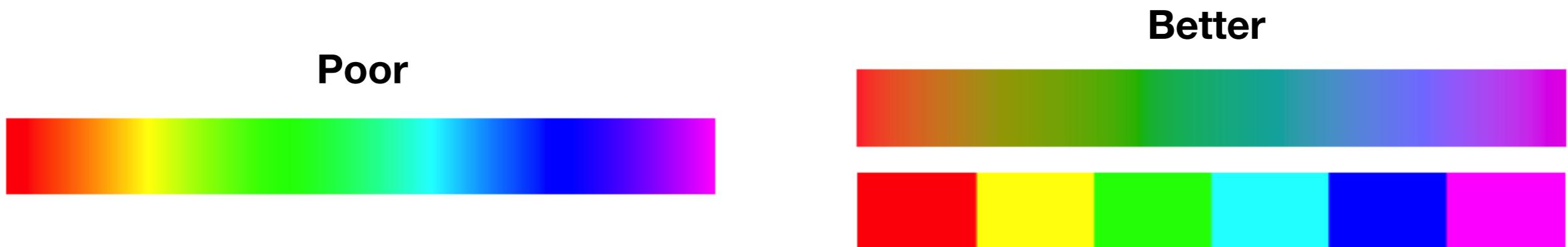
Lightness scale

Lightness scale
with hue and
chroma variation

Hue scale with
lightness variation

Summary/Guidelines

- Because of contrast effects, it is difficult to perceive absolute luminance of noncontiguous regions
 - Use only 2-4 bins when background is nonuniform
 - For text, ideally use 10:1 ratio, 3:1 minimum
- Show quantitative data with either a discrete set of colors or continuous (discrete for accuracy)
- Redundantly vary lightness and saturation



“Get it right in black and white”

-Maureen Stone

Tools for Color

Number of data classes: 3

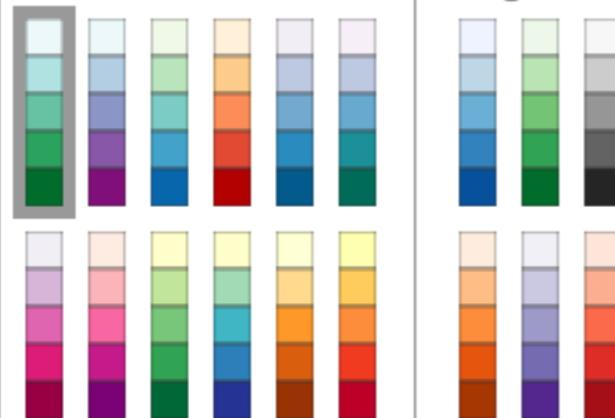
[how to use](#) | [updates](#) | [downloads](#) | [credits](#)

Nature of your data:

 sequential diverging qualitative

Pick a color scheme:

Multi-hue:



Single hue:



Only show:

- colorblind safe
- print friendly
- photocopy safe

Context:

- roads
- cities
- borders

Background:

- solid color
- terrain

color transparency

3-class BuGn

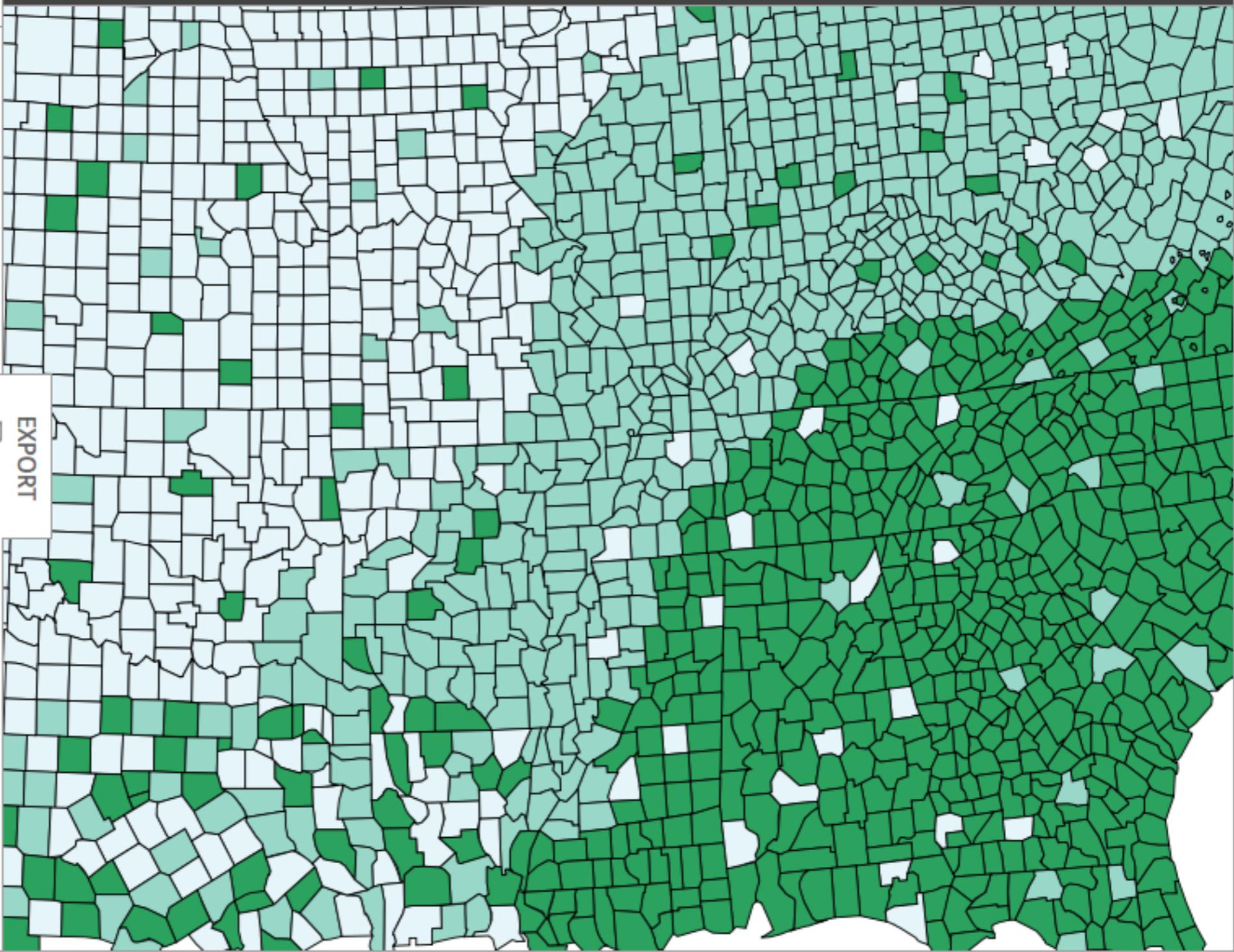


EXPORT



HEX

#e5f5f9
#99d8c9
#2ca25f



Color Scales in d3.js

D3 Color spaces

- Comparing interpolation in different spaces:
 - <https://blocks.roadtolarissa.com/mbostock/3014589>
- Color Pickers:
 - Lab: <https://blocks.roadtolarissa.com/mbostock/9f37cc207c0cb166921b>
 - HCL: <https://blocks.roadtolarissa.com/mbostock/3e115519a1b495e0bd95>
 - HSL: <https://blocks.roadtolarissa.com/mbostock/debaad4fcce9bcee14cf>

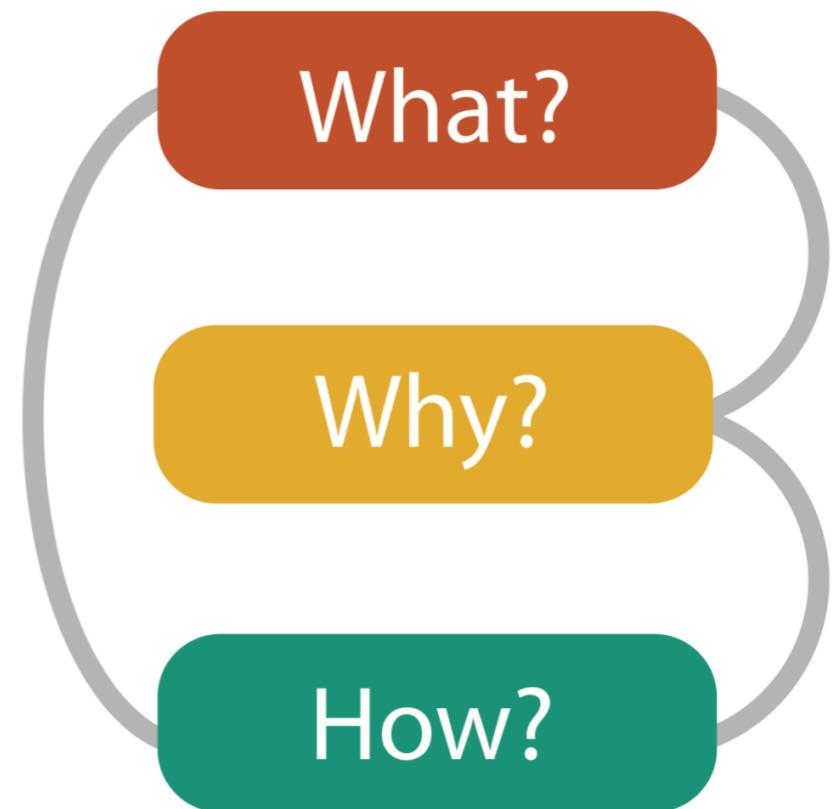
D3's Colorscales

- Helpful links:
 - <https://github.com/d3/d3-scale-chromatic>
 - [https://observablehq.com/@d3/color-schemes?
collection=@d3/d3-scale-chromatic](https://observablehq.com/@d3/color-schemes?collection=@d3/d3-scale-chromatic)
 - [https://observablehq.com/@d3/sequential-scales?
collection=@d3/d3-scale-chromatic](https://observablehq.com/@d3/sequential-scales?collection=@d3/d3-scale-chromatic)
- Testing them out:
 - <https://cscheid.net/projects/d3-scale-playground/>

New for Today: Task Abstraction

Recall: Munzner's What-Why-How Framework

- **What** data the user sees?
- **Why** the user intends to use vis?
- **How** the visual encoding and interaction idioms are constructed in terms of design choices?
- Each of these questions will be mapped to a data-task-idiom trio to evaluate the quality of the visualization.



Data Abstraction

What?

Datasets

Attributes

④ Data Types

- Items
- Attributes
- Links
- Positions
- Grids

④ Data and Dataset Types

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

④ Attribute Types

- Categorical



- Ordered

- Ordinal

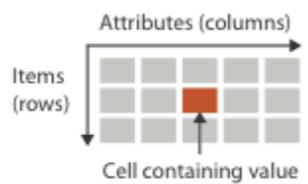


- Quantitative

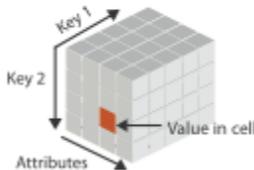


④ Dataset Types

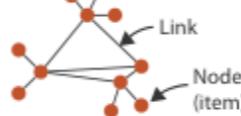
- Tables



- Multidimensional Table



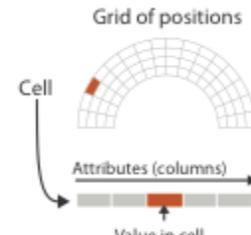
- Networks



- Trees



- Fields (Continuous)



- Geometry (Spatial)



④ Ordering Direction

- Sequential



- Diverging



- Cyclic



What?

Why?

How?

Visual Encoding

How?

Encode

④ Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



④ Map

from categorical and ordered attributes

→ Color

→ Hue → Saturation → Luminance



→ Size, Angle, Curvature, ...



→ Shape



→ Motion

Direction, Rate, Frequency, ...

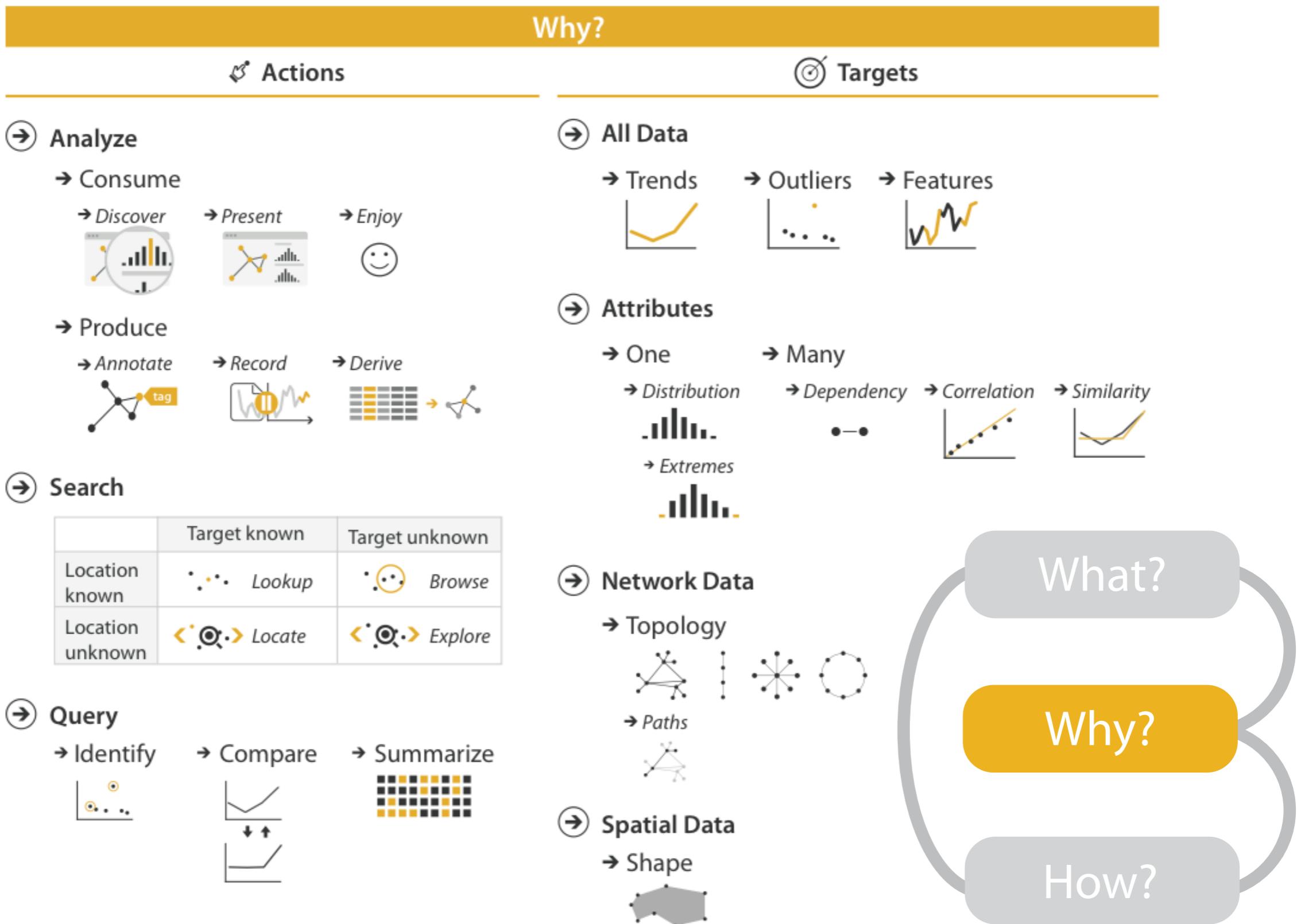


What?

Why?

How?

Task Abstraction



{action, target} pairs

- **action**: verb describing a particular goal
- **target**: noun describing some aspect of the data that is of interest
- Examples:
 - {discover, distribution}
 - {compare, trends}
 - {locate, outliers}
 - {browse, topology}

 Analyze

{action, target}
pairs

 Search

 Query

→ Analyze

→ Consume

→ Discover



→ Present



→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive

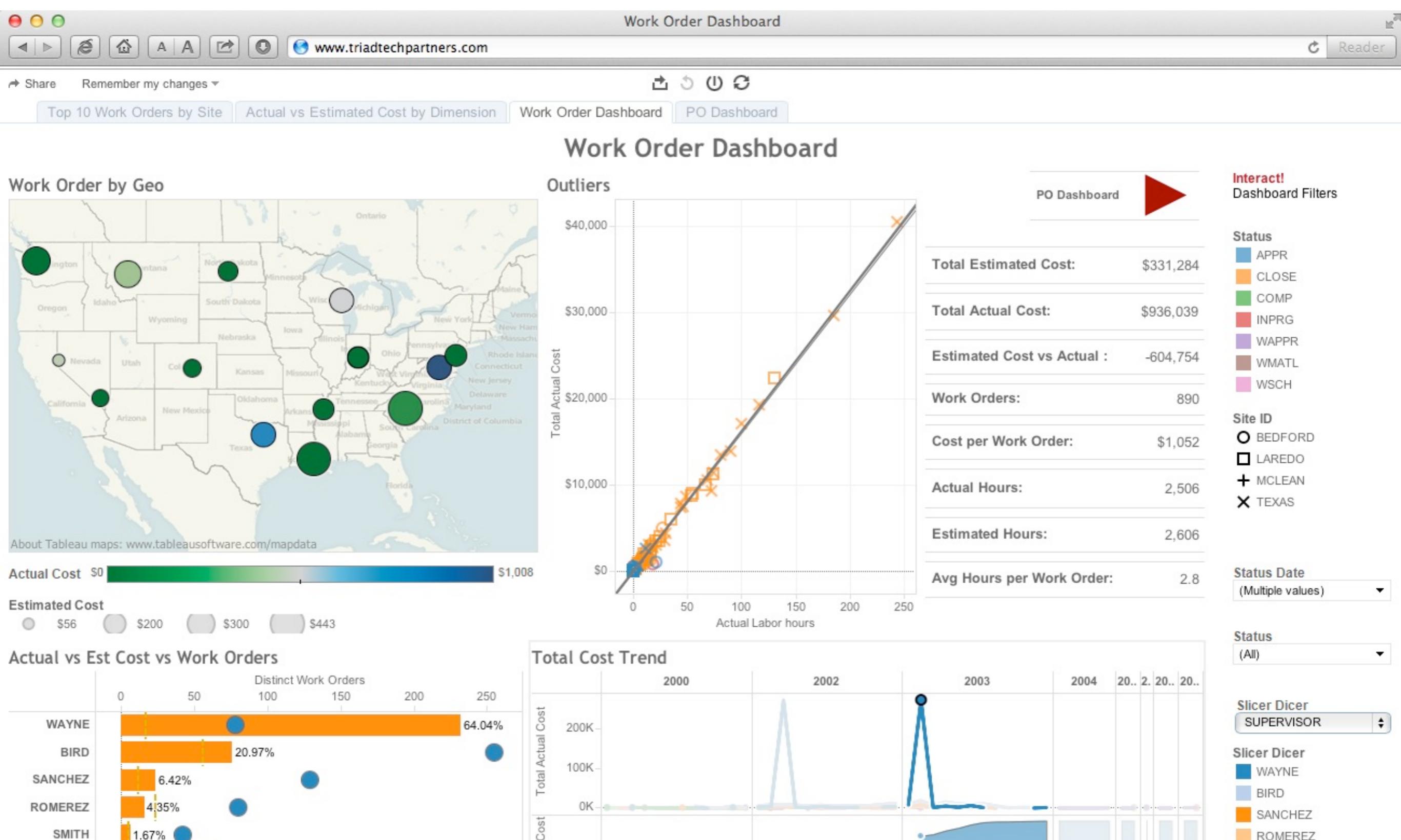


{action, target}
pairs

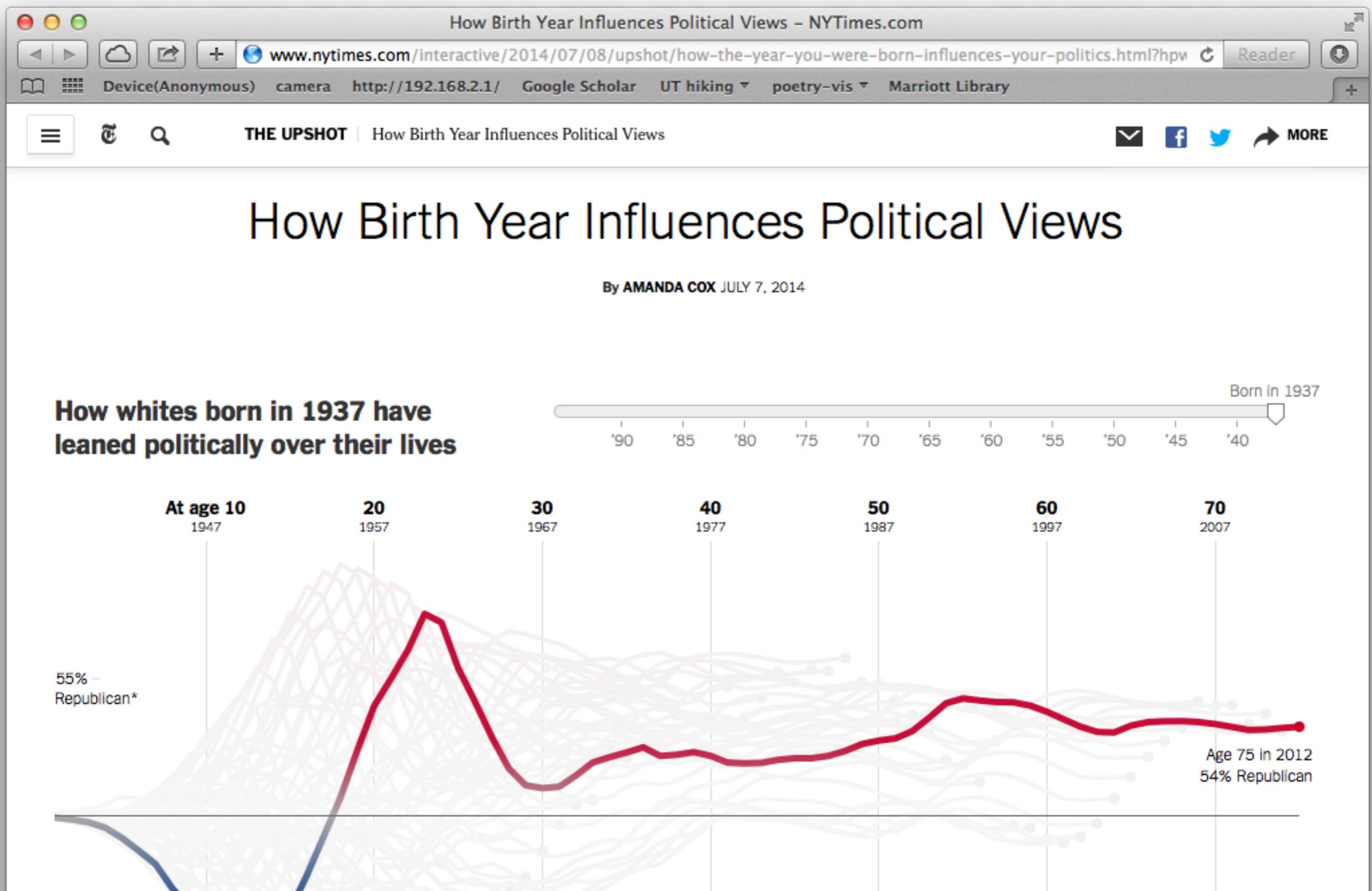
→ Search

→ Query

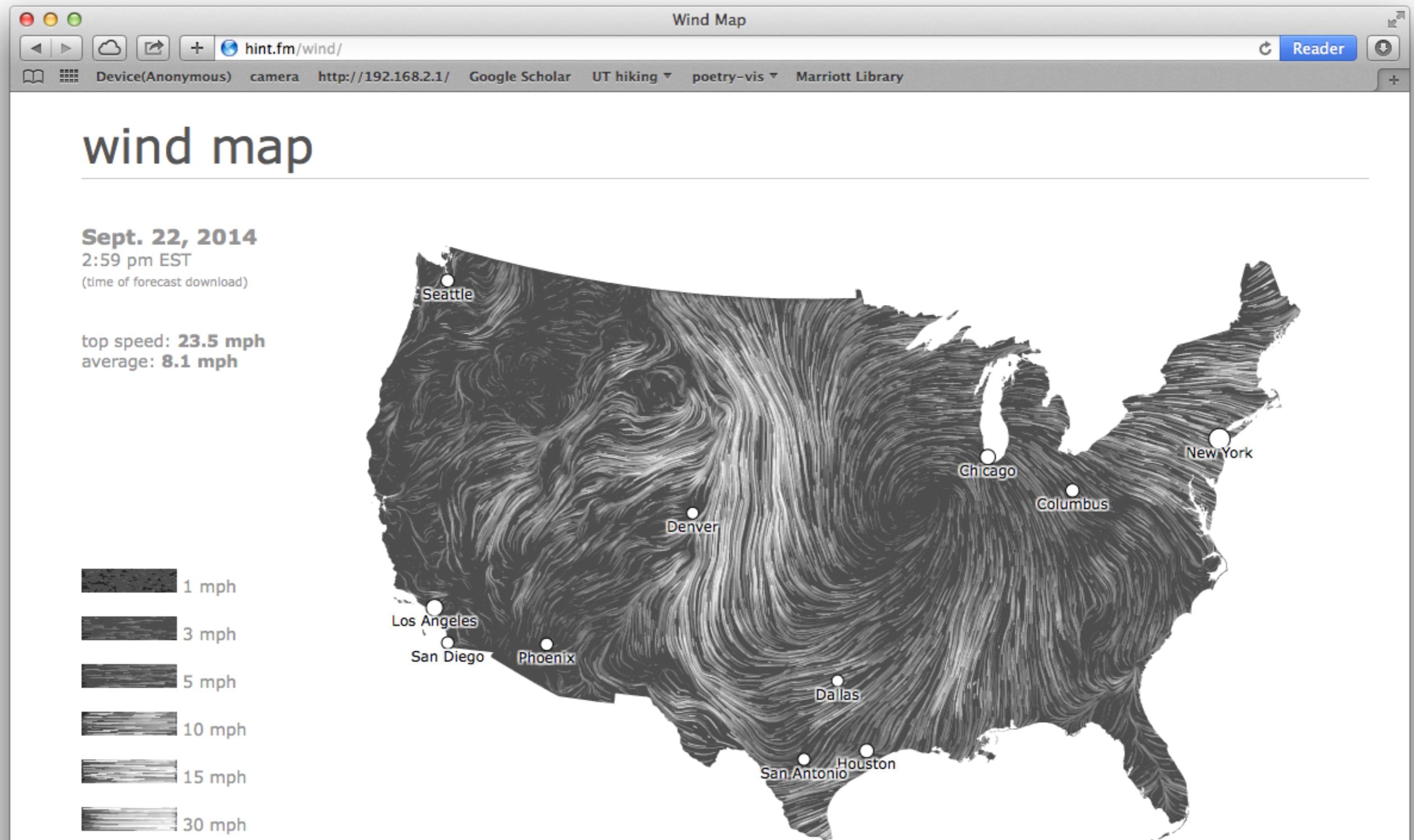
Discover



Present



Enjoy



→ Analyze

→ Consume

→ Discover



→ Present



→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive

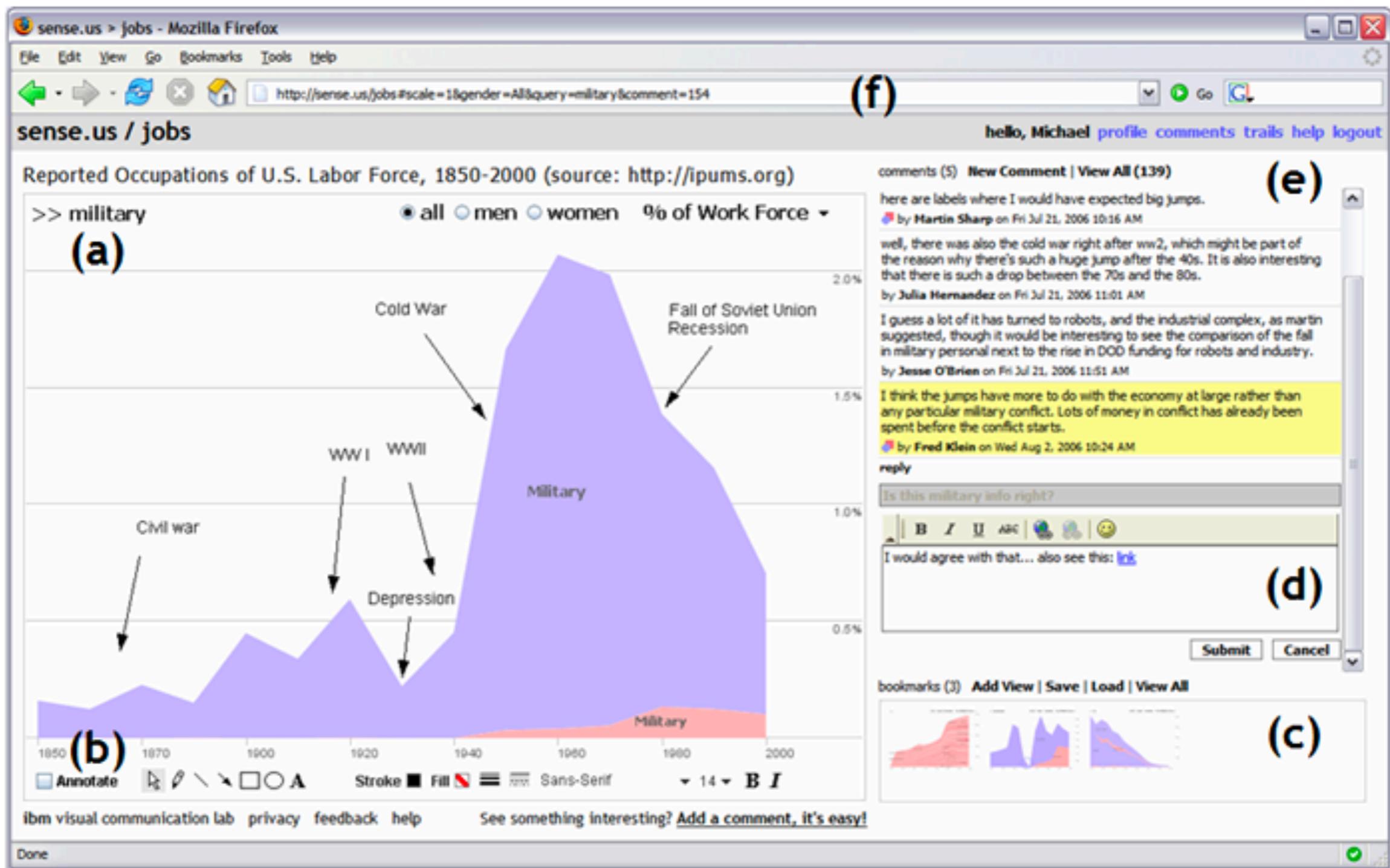


{action, target}
pairs

→ Search

→ Query

Annotate & Record



→ Analyze

→ Consume

→ Discover



→ Present



→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive



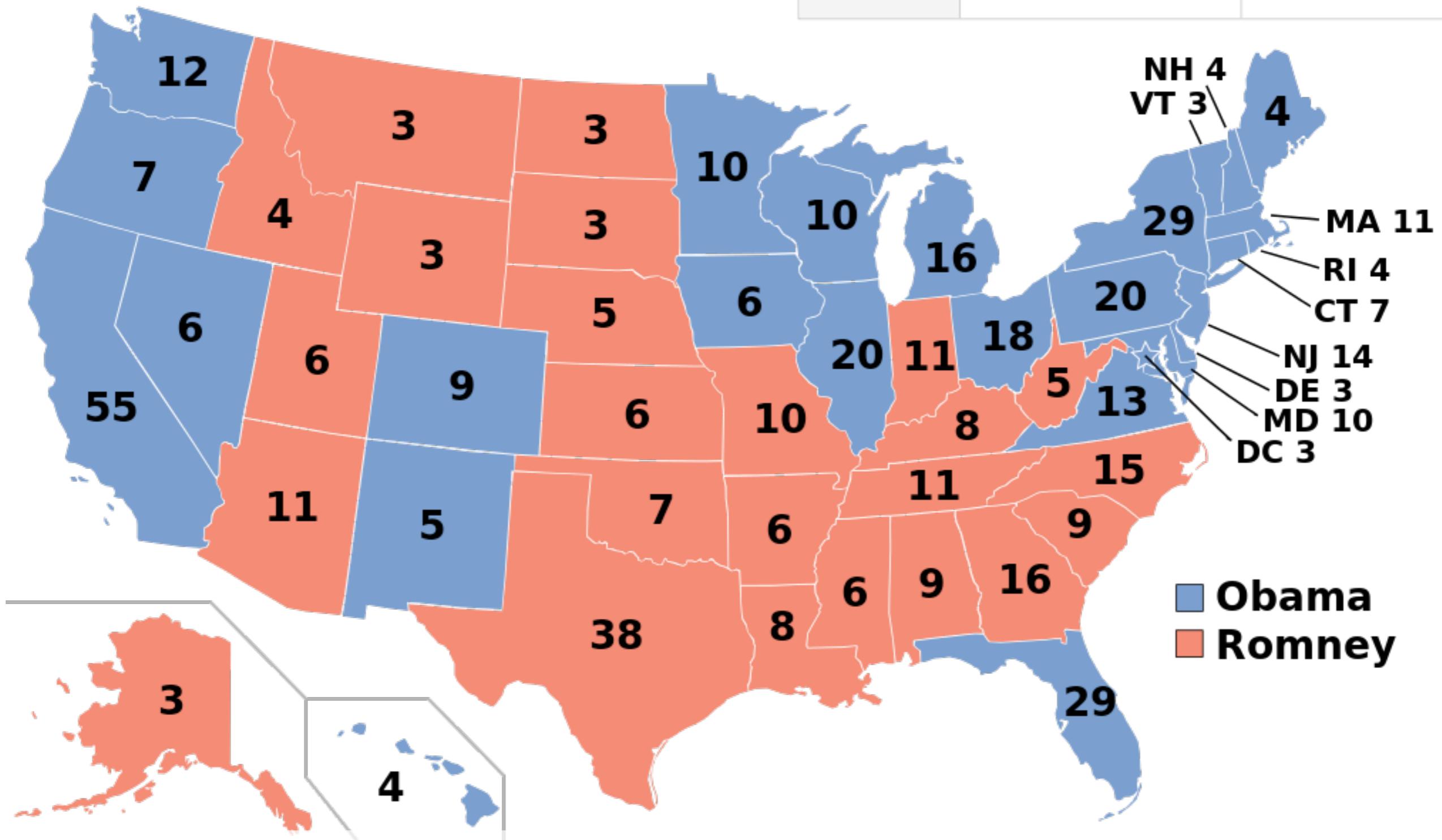
{action, target} pairs

→ Search

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

→ Query

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



2012 election results: https://en.wikipedia.org/wiki/Political_colour

→ Analyze

→ Consume

→ Discover



→ Present



→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive



{action, target} pairs

→ Search

	Target known	Target unknown
Location known	Lookup	Browse
Location unknown	Locate	Explore

→ Query

→ Identify



→ Compare



→ Summarize



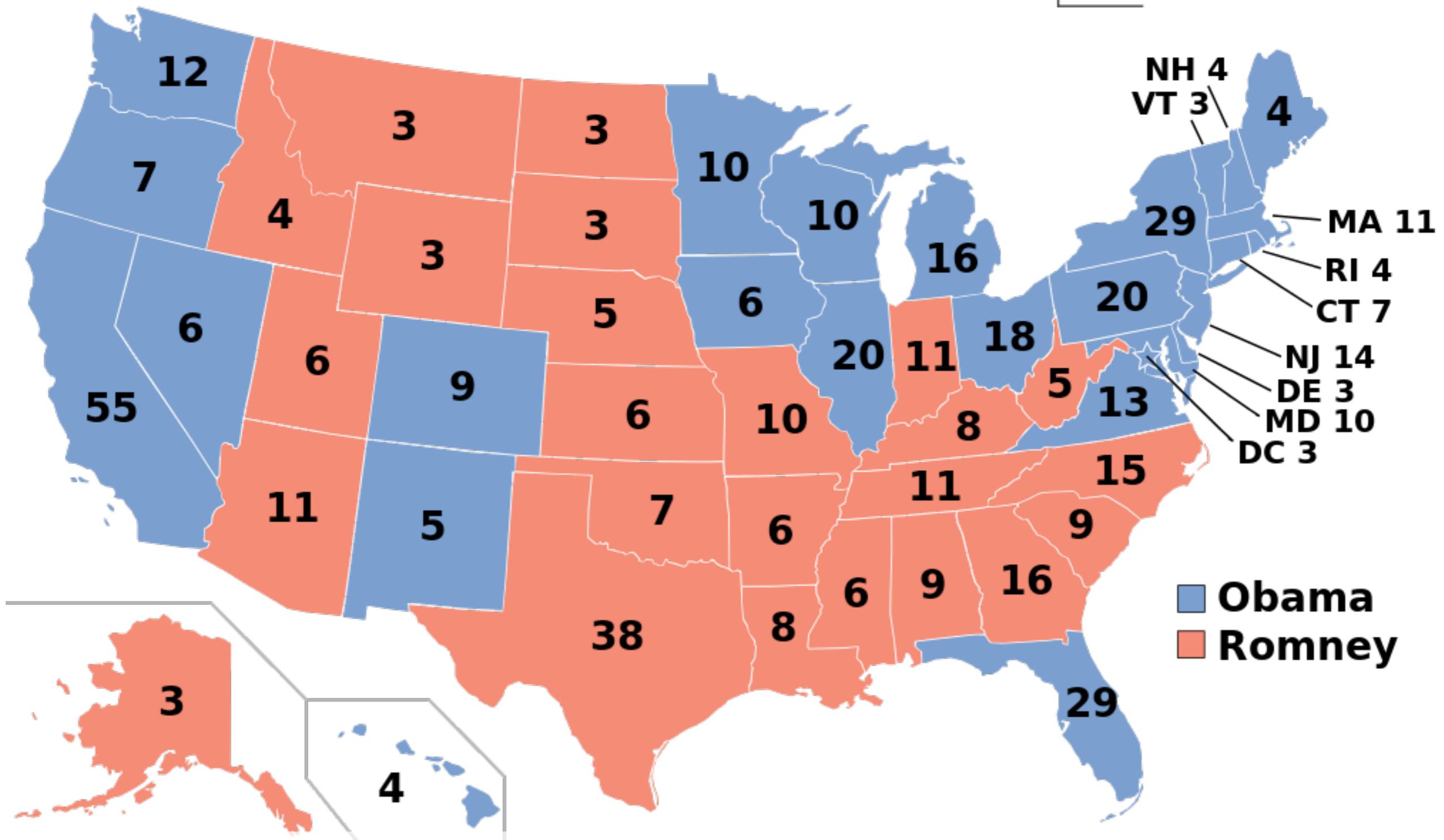
→ Identify



→ Compare



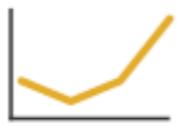
→ Summarize



2012 election results: https://en.wikipedia.org/wiki/Political_colour

→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One

→ Distribution



→ Extremes

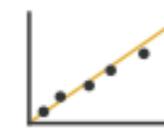


→ Many

→ Dependency

...

→ Correlation



→ Similarity

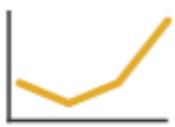


{action, target}
pairs

{action, target} pairs

→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One



→ Extremes



→ Many

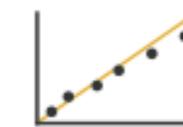
→ Distribution

...

→ Dependency

→ Correlation

→ Similarity



→ Network Data

→ Topology



→ Paths



→ Spatial Data

→ Shape



Perspective: Connecting Why to How

Why?

Actions

→ Analyze

→ Consume



→ Discover



→ Present

→ Enjoy



→ Produce

→ Annotate



→ Record



→ Derive



→ 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



Targets

→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

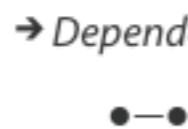
→ One



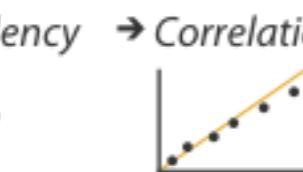
→ Distribution
→ Extremes



→ Many



→ Dependency



→ Correlation



→ Similarity

→ Network Data

→ Topology



→ Paths



→ Spatial Data

→ Shape



{action, target}

Interaction

Visual Encoding

How?

Encode

④ Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



④ Map

from categorical and ordered attributes

→ Color

→ Hue → Saturation → Luminance



→ Size, Angle, Curvature, ...



→ Shape



→ Motion

Direction, Rate, Frequency, ...



What?

Why?

How?

Visual Encoding

How?

Encode

④ Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



④ Map

from categorical and ordered attributes

→ Color



→ Saturation



→ Luminance



→ Size, Angle, Curvature, ...



→ Shape



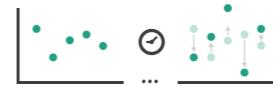
→ Motion

Direction, Rate, Frequency, ...



Manipulate

④ Change



④ Select



④ Navigate

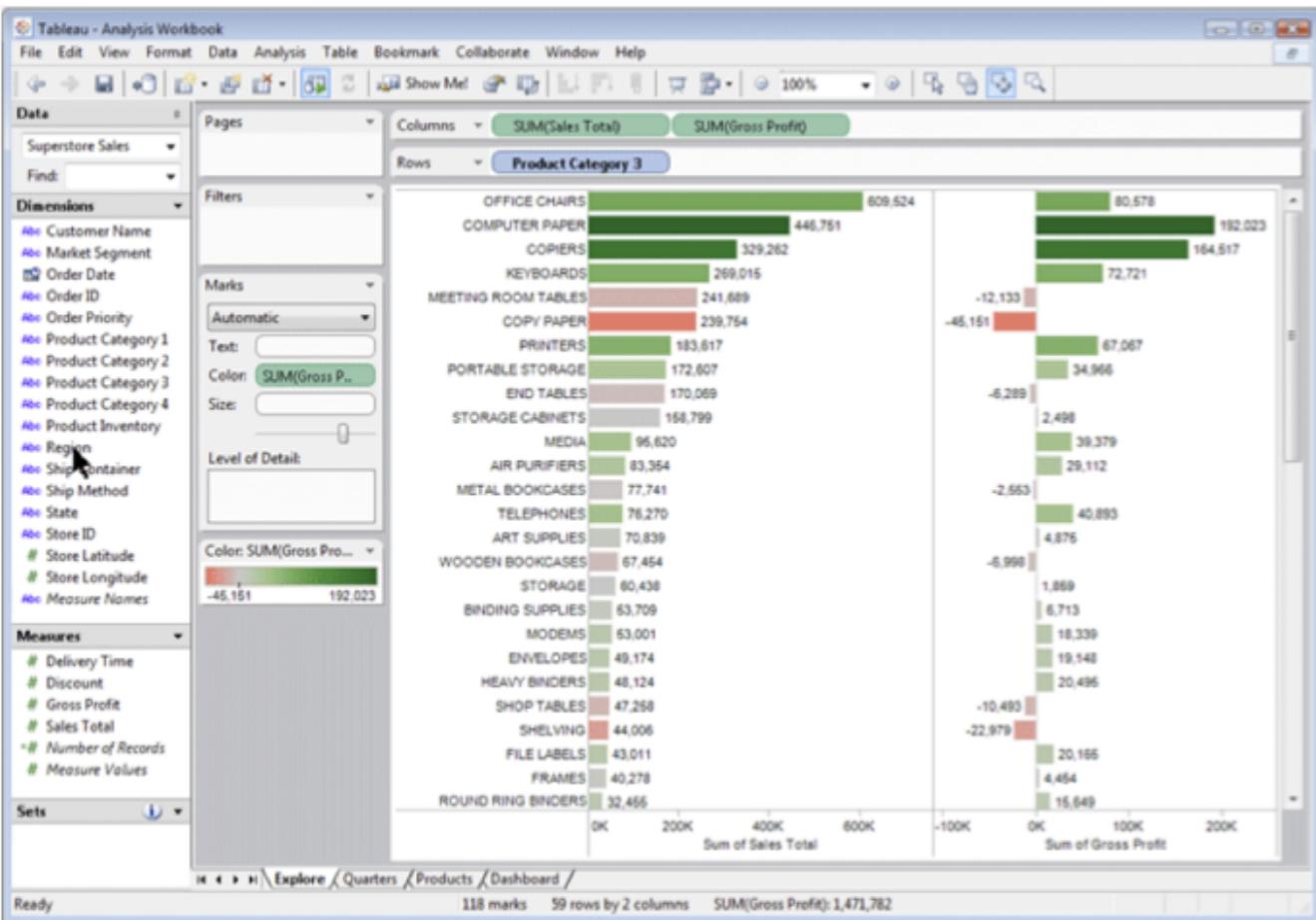


What?

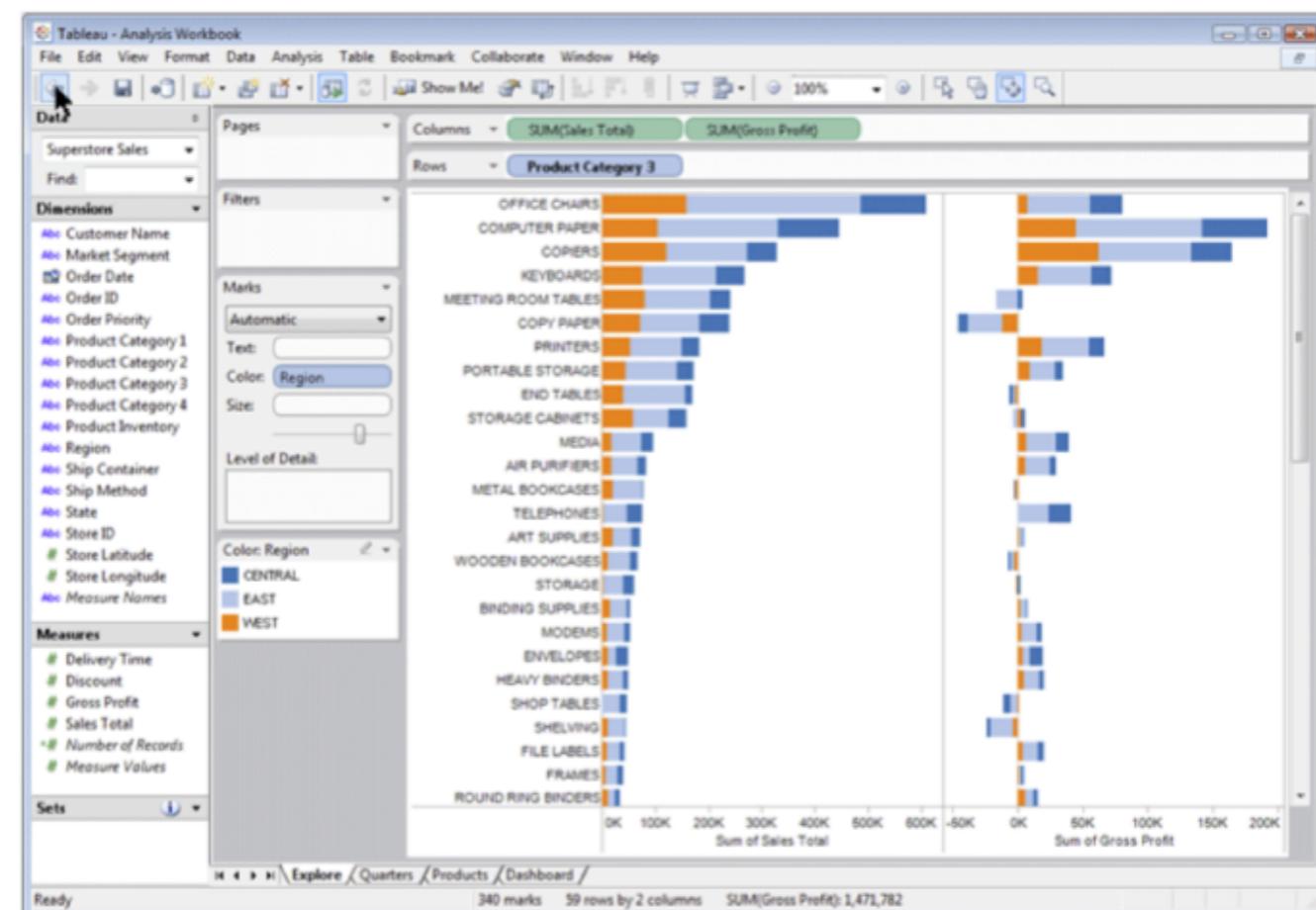
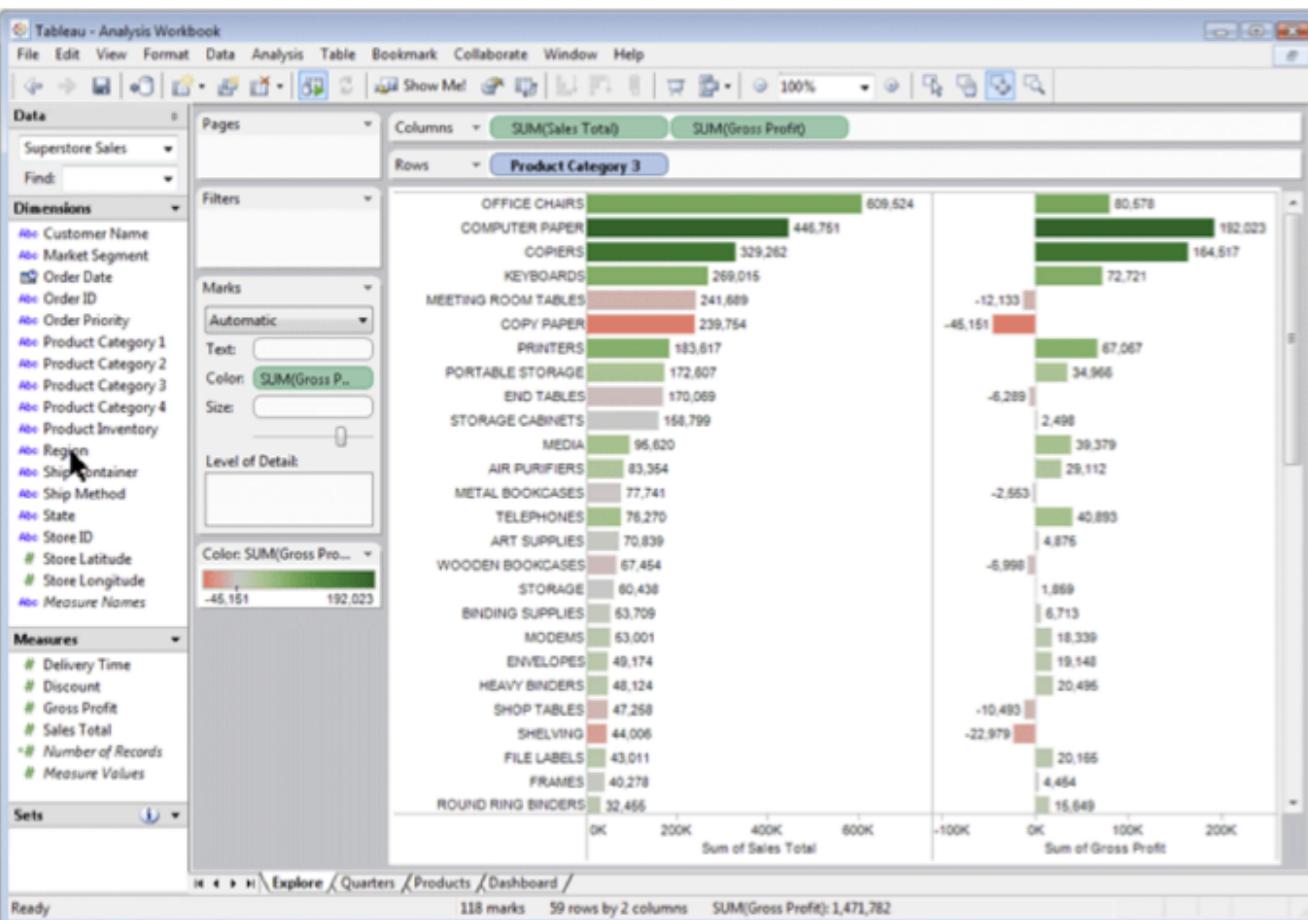
Why?

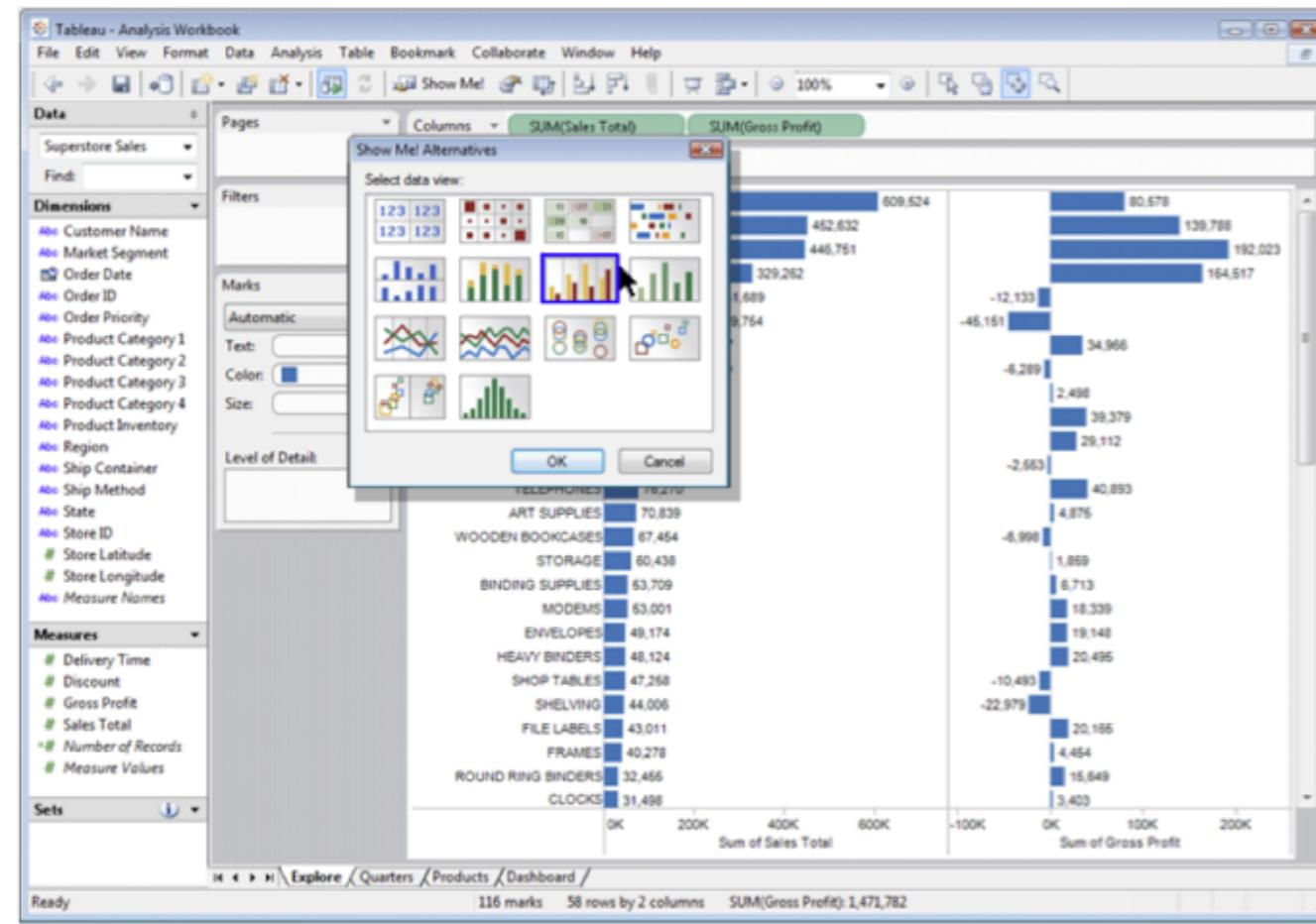
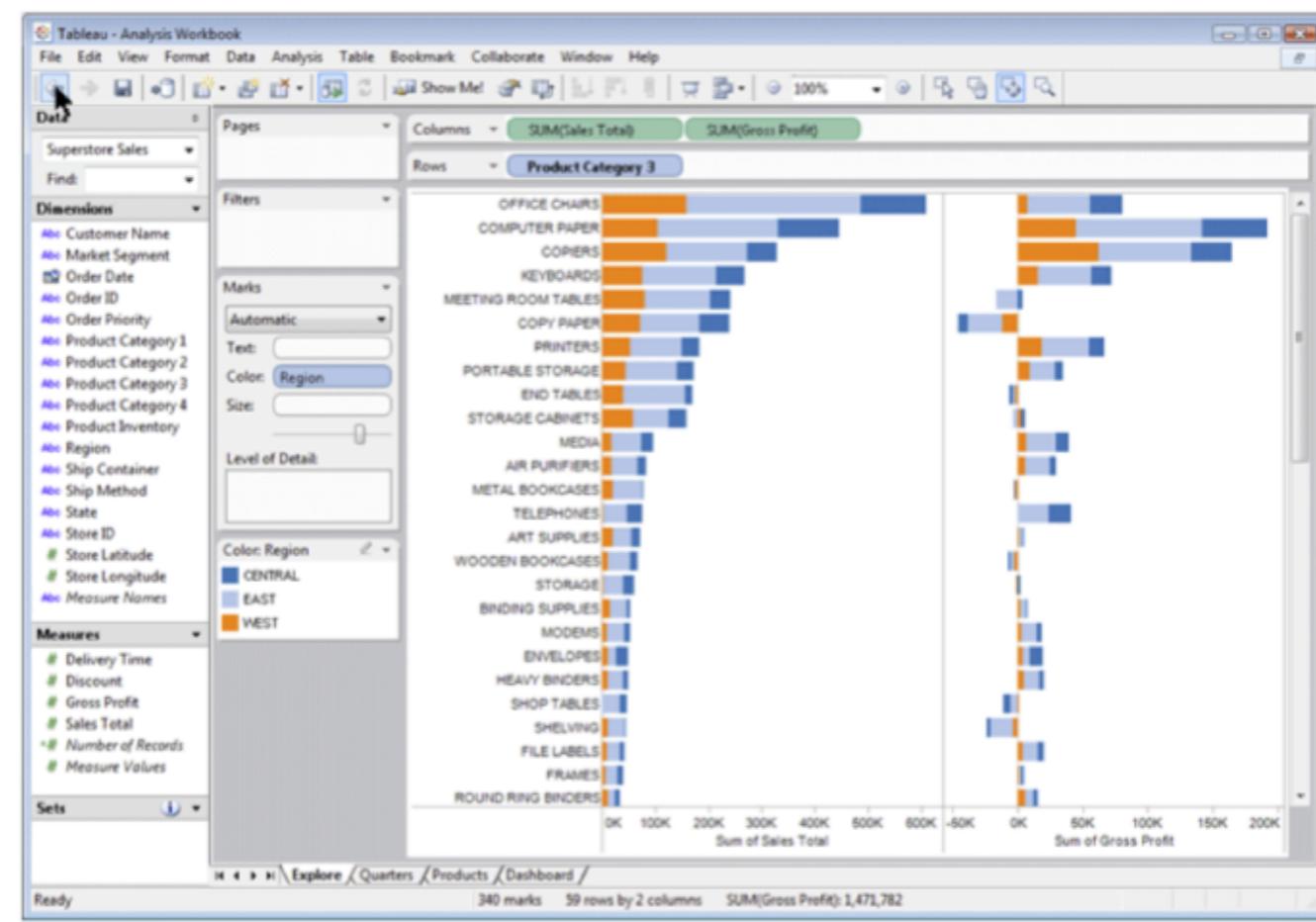
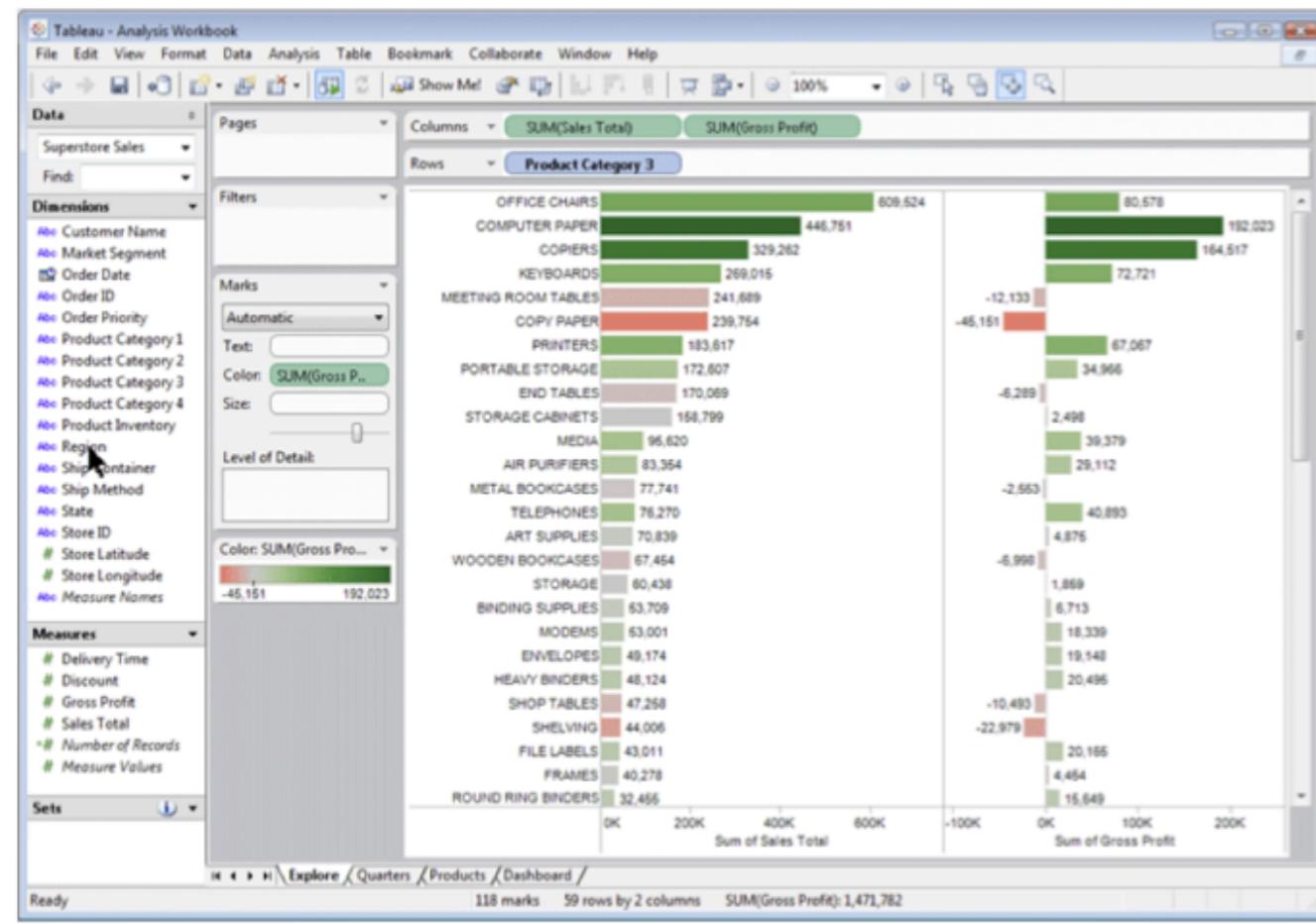
How?

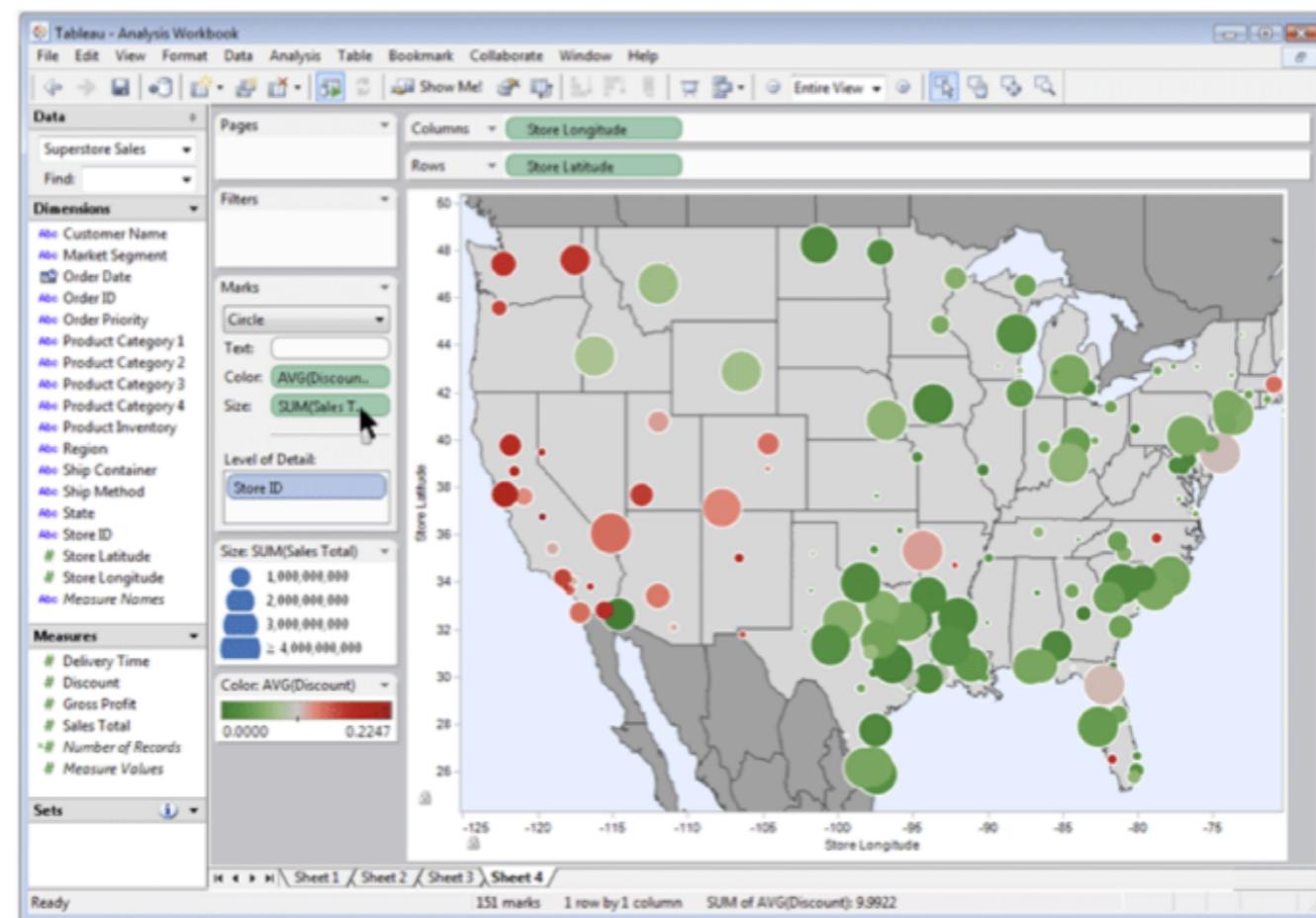
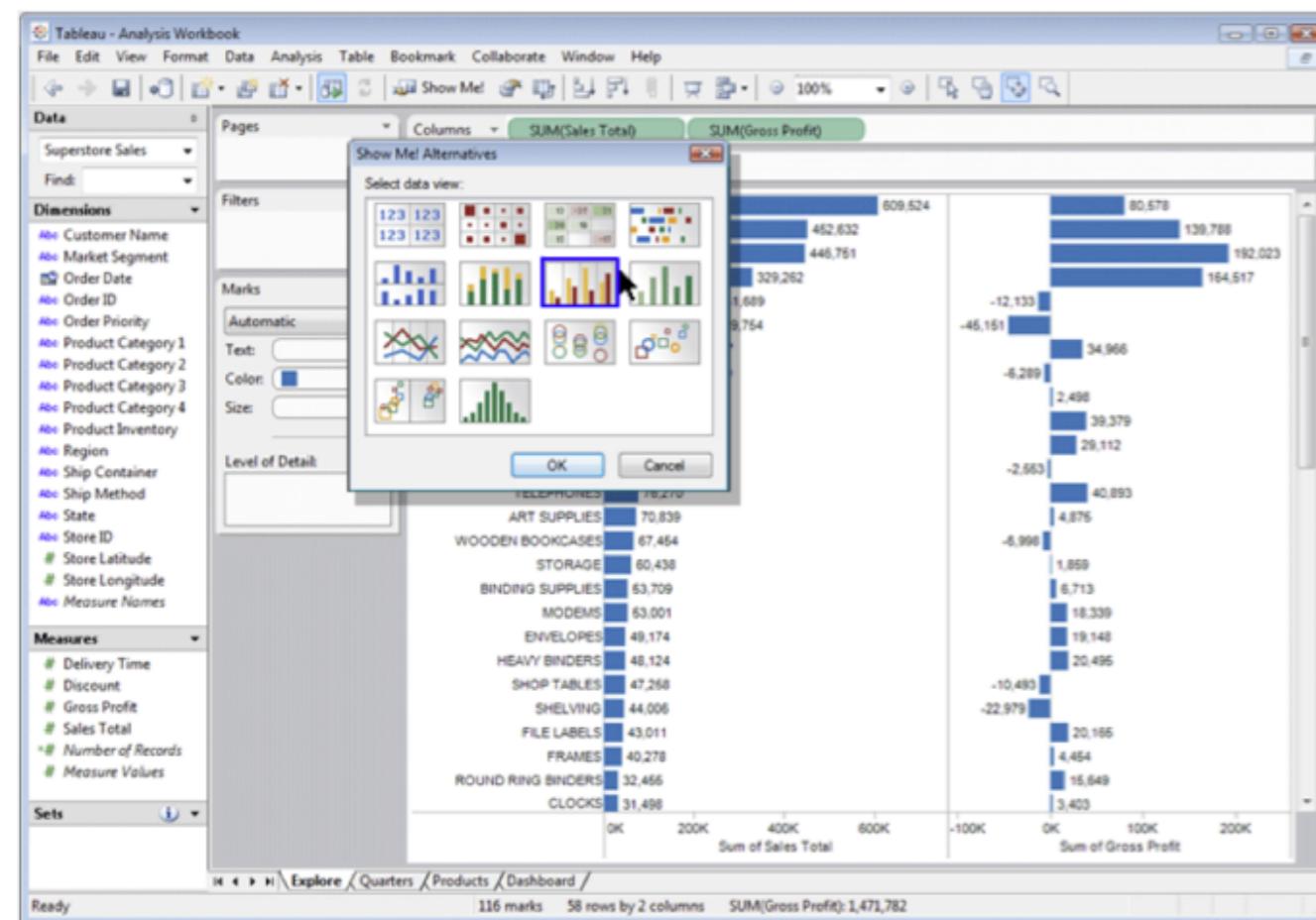
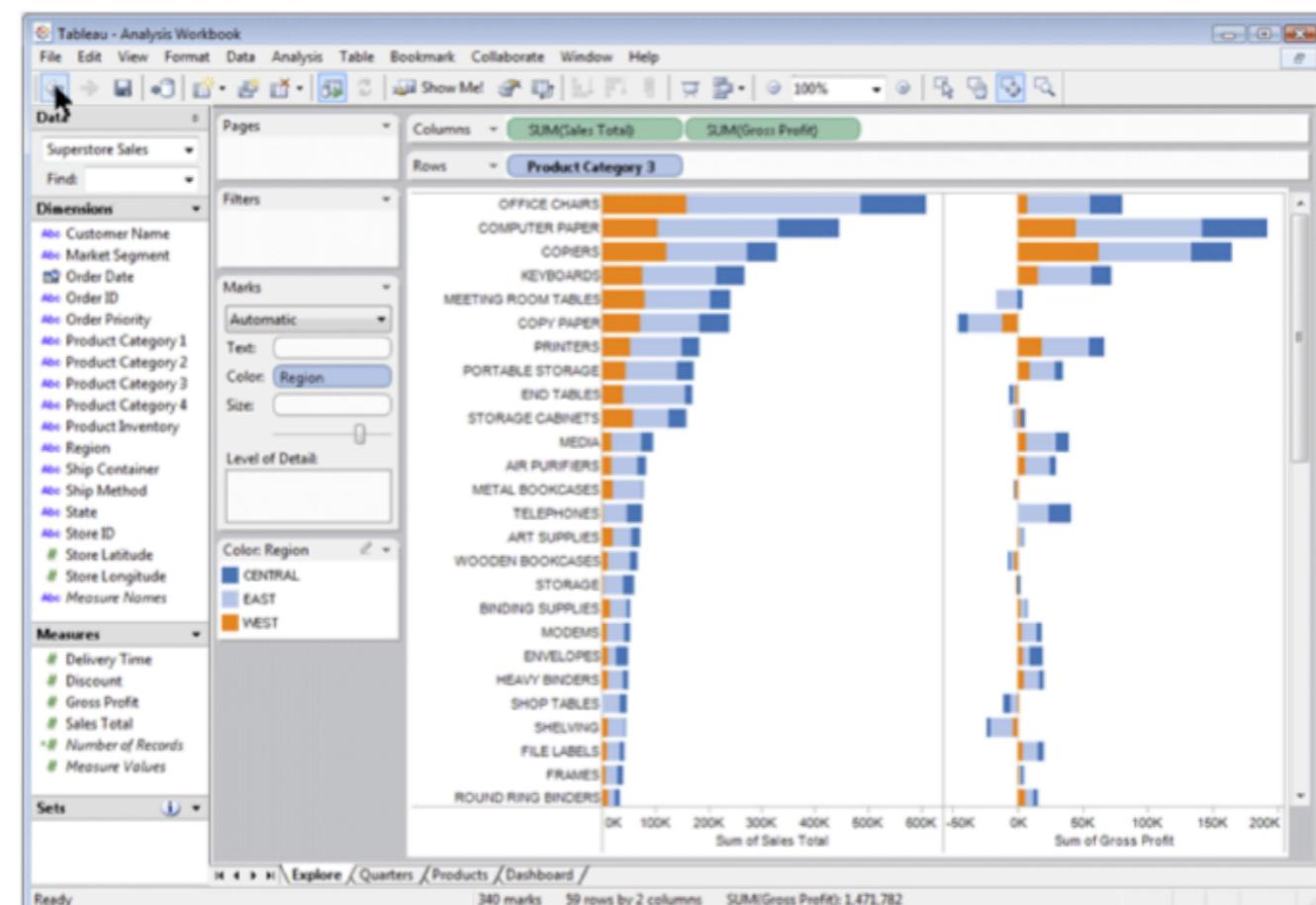
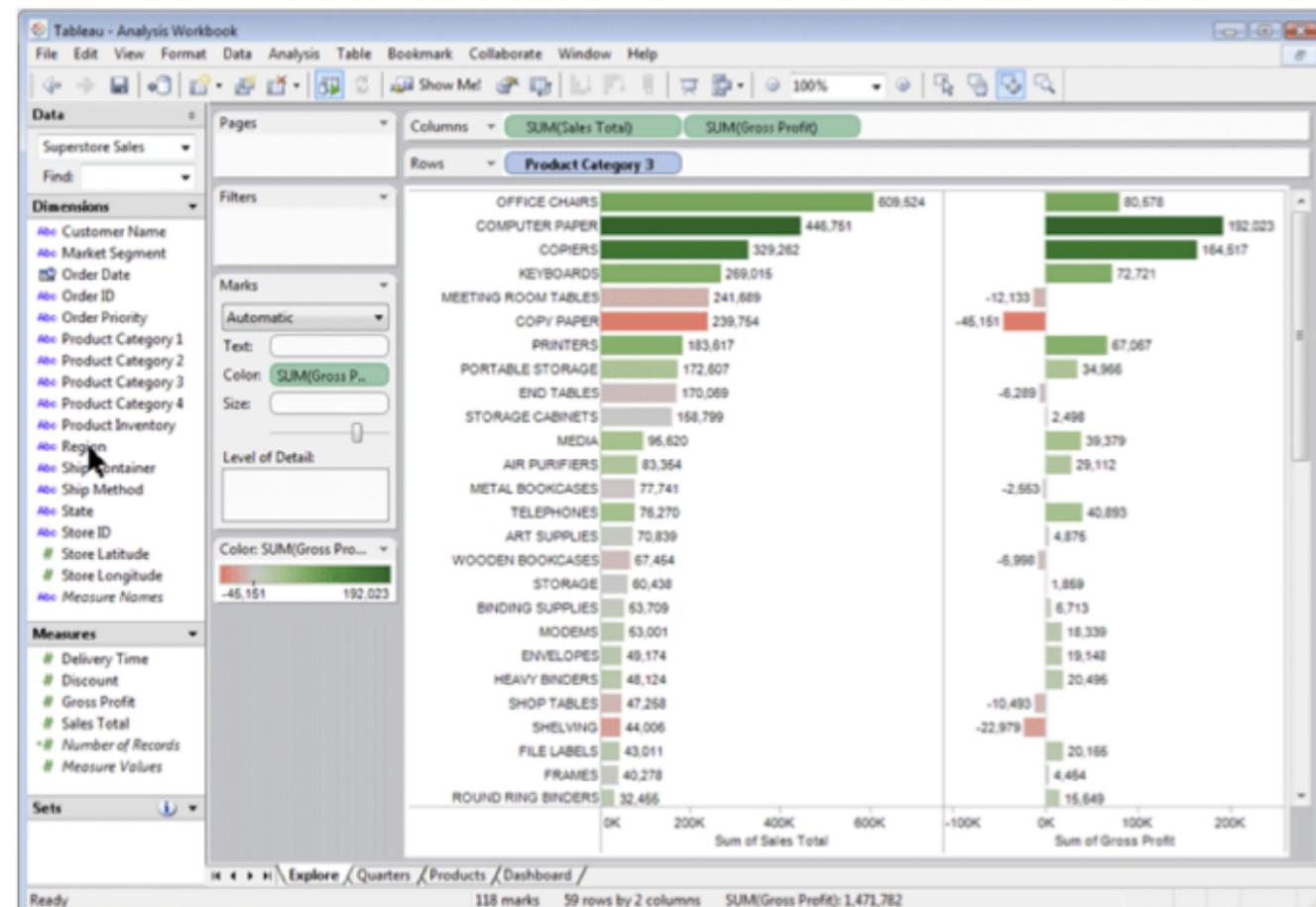
Interaction: Change Views Over Time



Change Encoding







Animating Transitions

**Animated Transitions in
Statistical Data Graphics**

**Jeffrey Heer
George G. Robertson**

Microsoft
Research

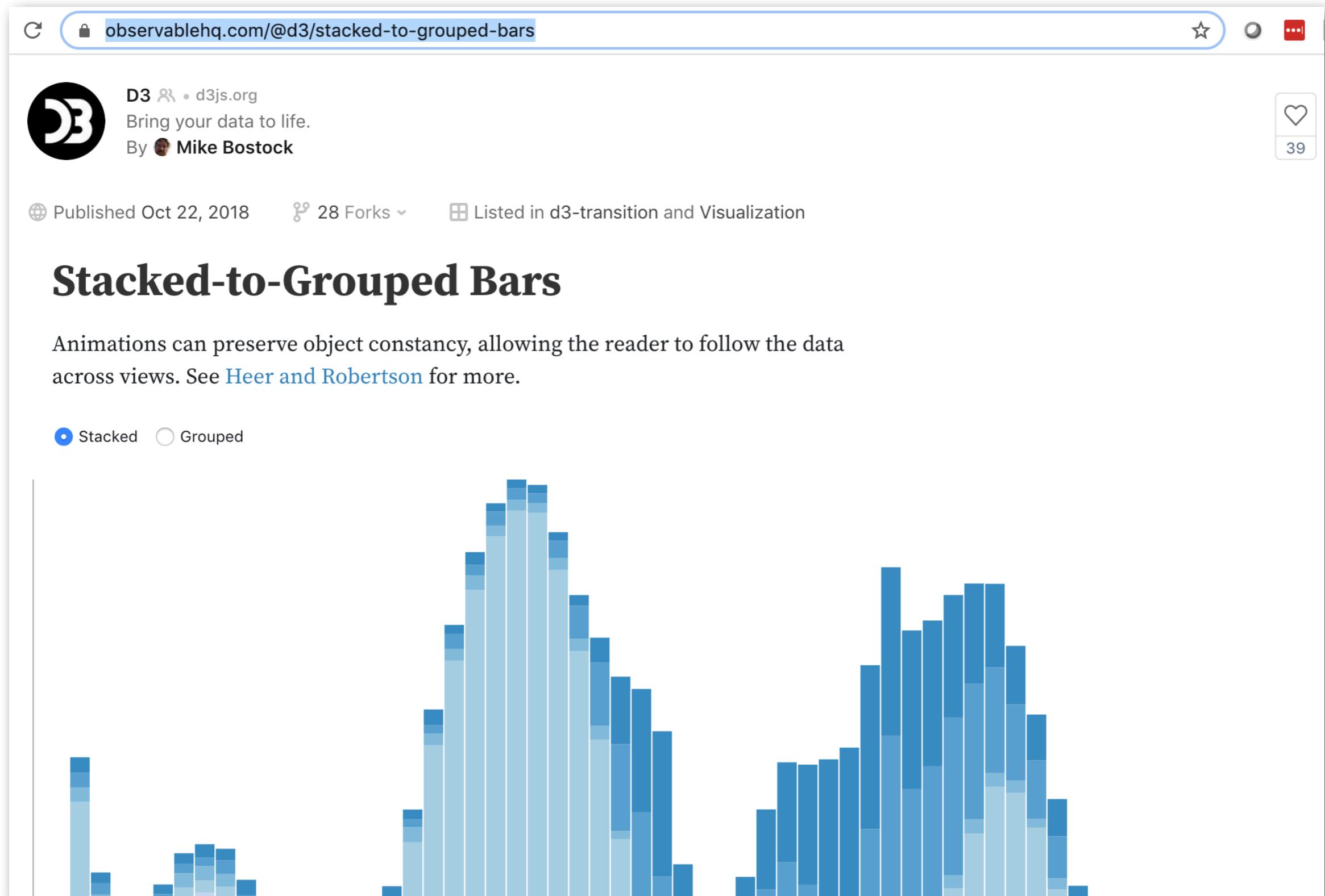
Animating Transitions

**Animated Transitions in
Statistical Data Graphics**

**Jeffrey Heer
George G. Robertson**

Microsoft
Research

Animated Transitions in d3

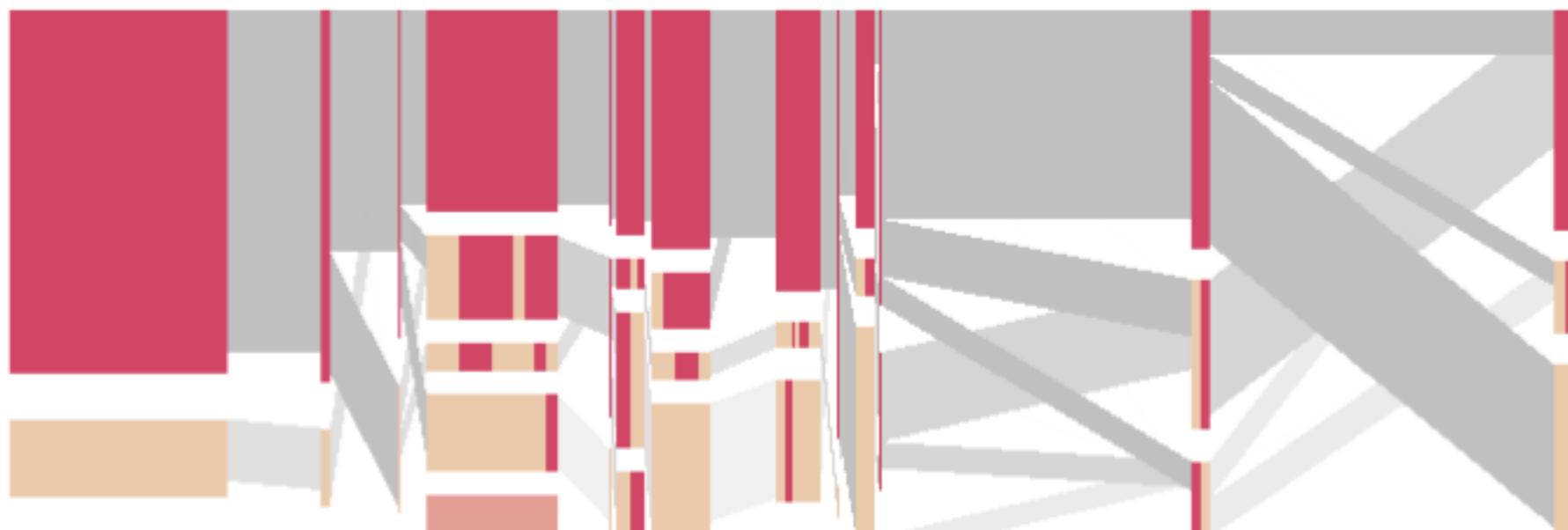


[<< BEN FRY](#)

isometricblocks

When comparing the genome of two different people, you'll see single letter changes (called SNPs, pronounced "snips") every few thousand letters. An interesting feature of SNPs is that their ordering has distinct patterns, where sets of consecutive changes are most often found together. There are many methods for looking at this data, so this piece combines several of them into a single visual display. The project is described in greater detail in my [dissertation](#), starting in chapter four.

View [2D](#) [2D Even Spacing](#) [2D Quantitative](#) [3D](#) [3D with LD Units](#) [LD Units from above](#)



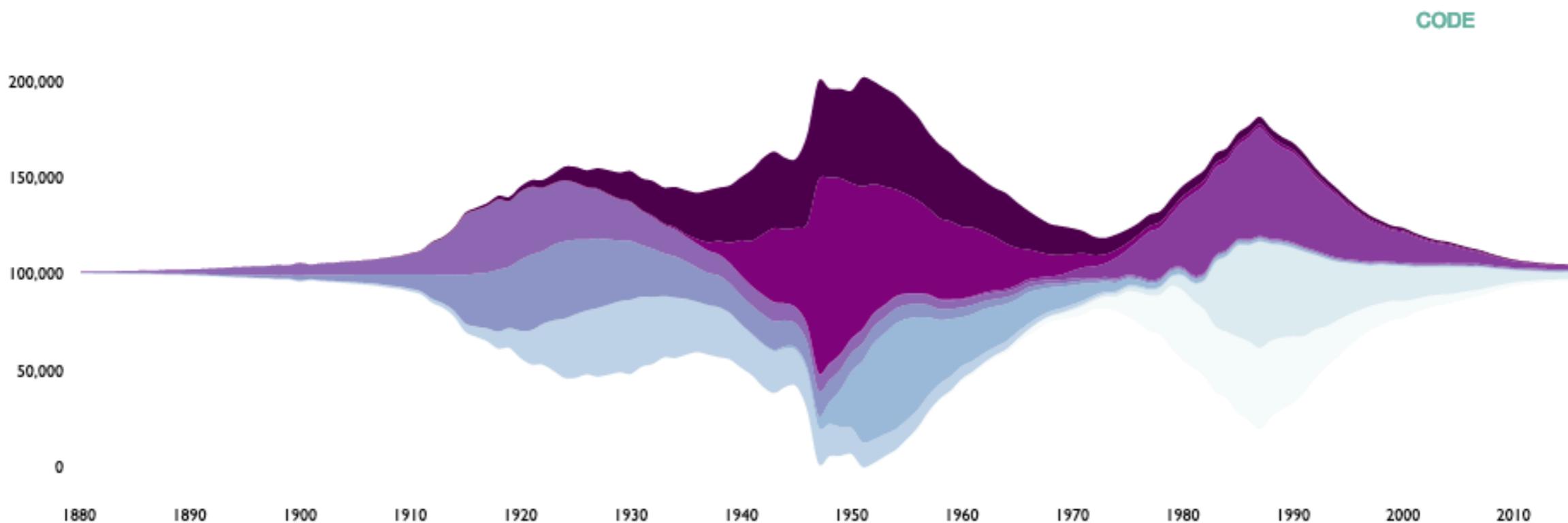
Interaction: Selection and Highlighting

Definition

A Stream graph is a type of [stacked area chart](#). It displays the evolution of a numeric value (Y axis) following another numeric value (X axis). This evolution is represented for several groups, all with a distinct color.

Contrary to a stacked area, there is no corner: edges are rounded what gives this nice impression of flow. Moreover, areas are usually displaced around a central axis, resulting in a flowing and organic shape.

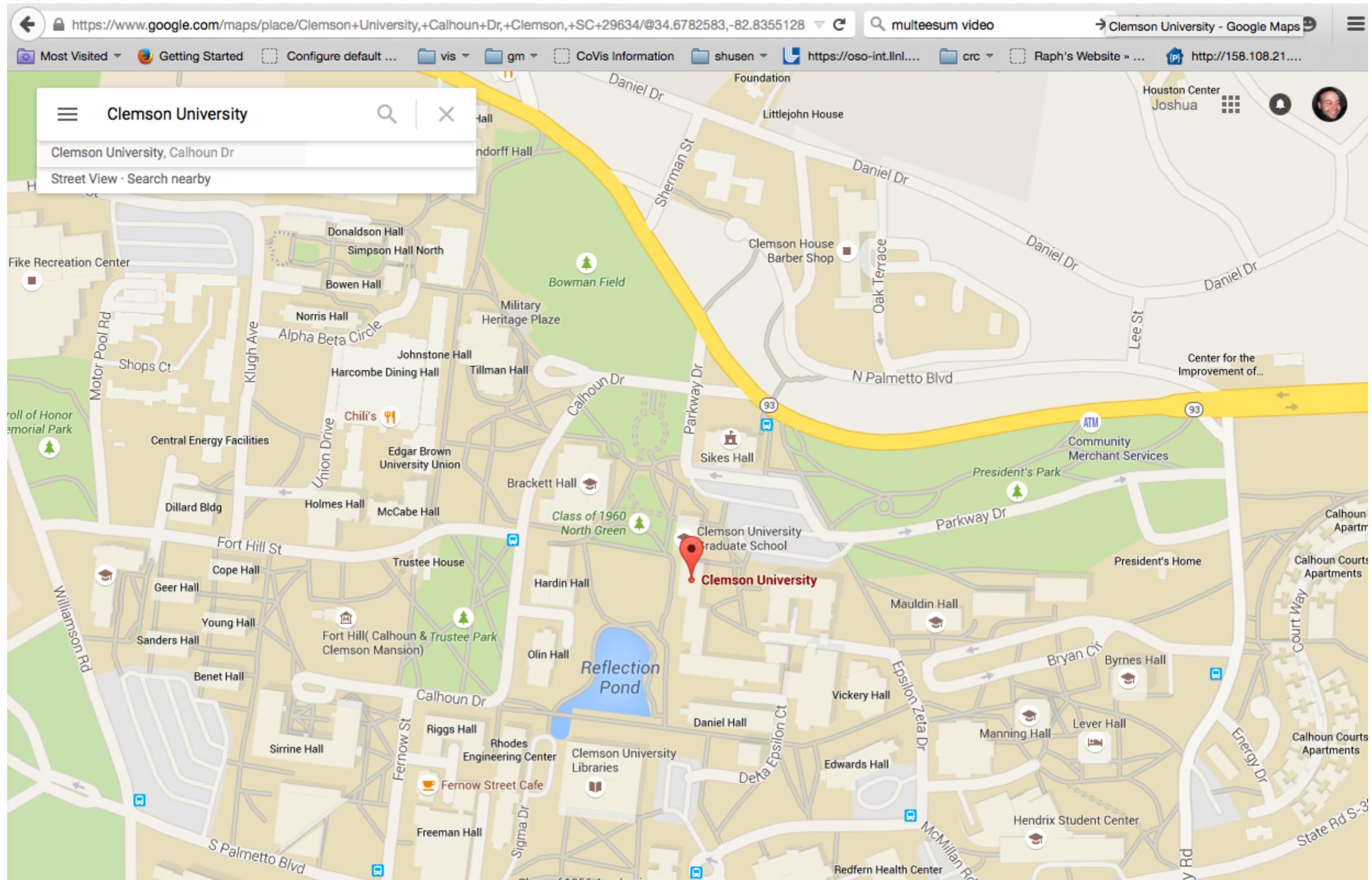
The following example shows the evolution of baby name frequencies in the US between 1880 and 2015.



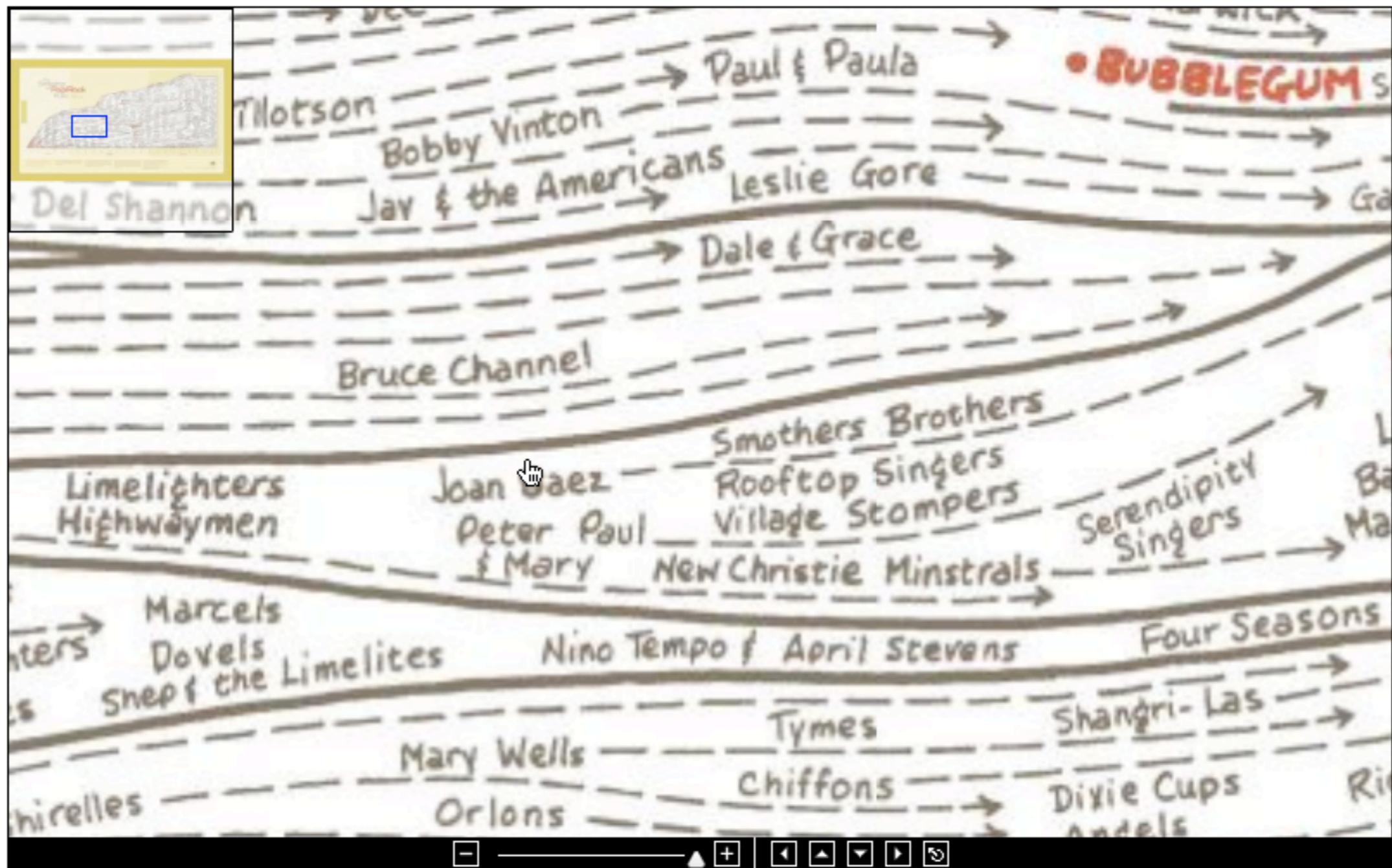
Note: The dataset is available through the [babynames](#) R library and a [.csv](#) version is available on [github](#).

Interaction: Navigation

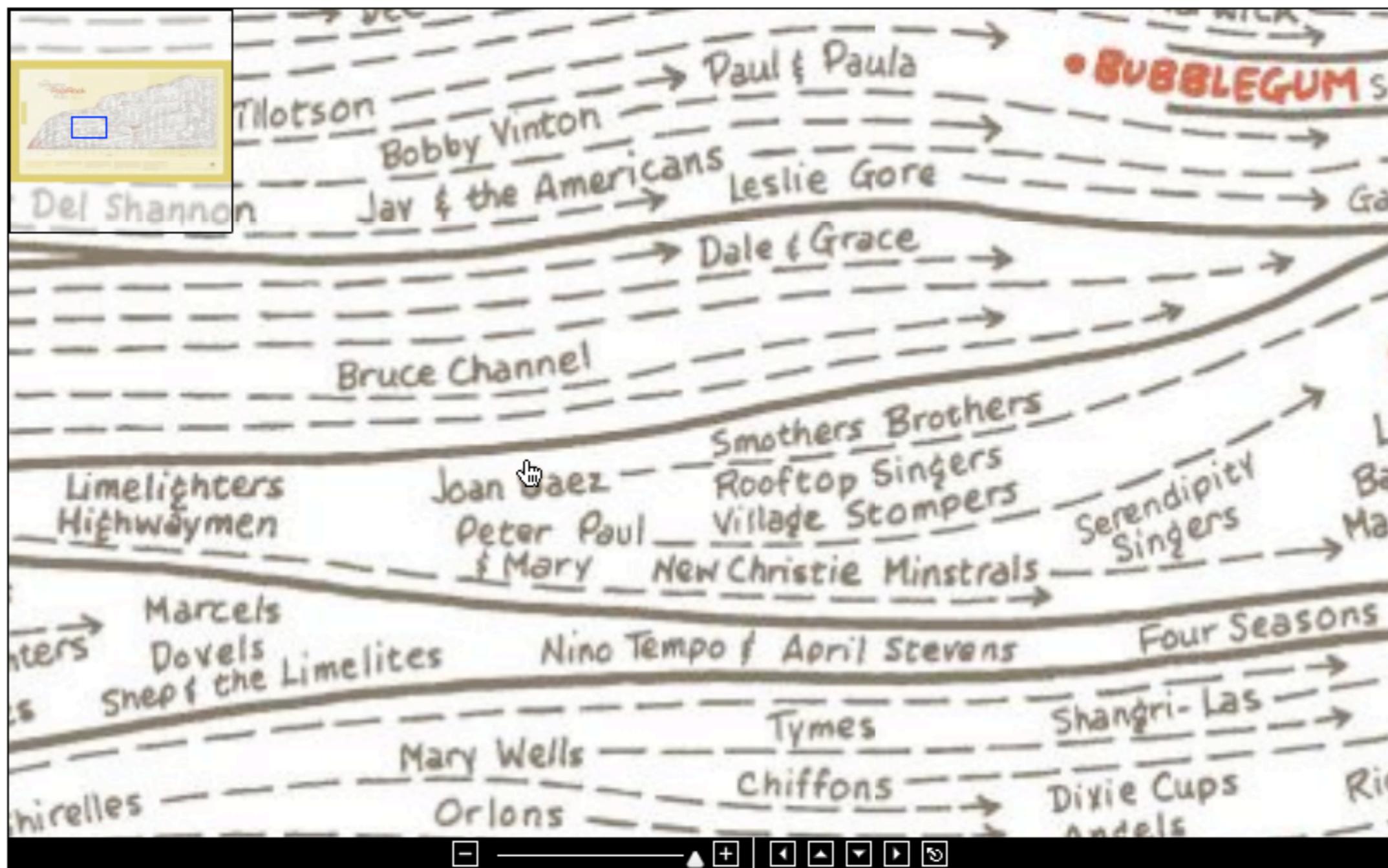
Pan (and Translate)



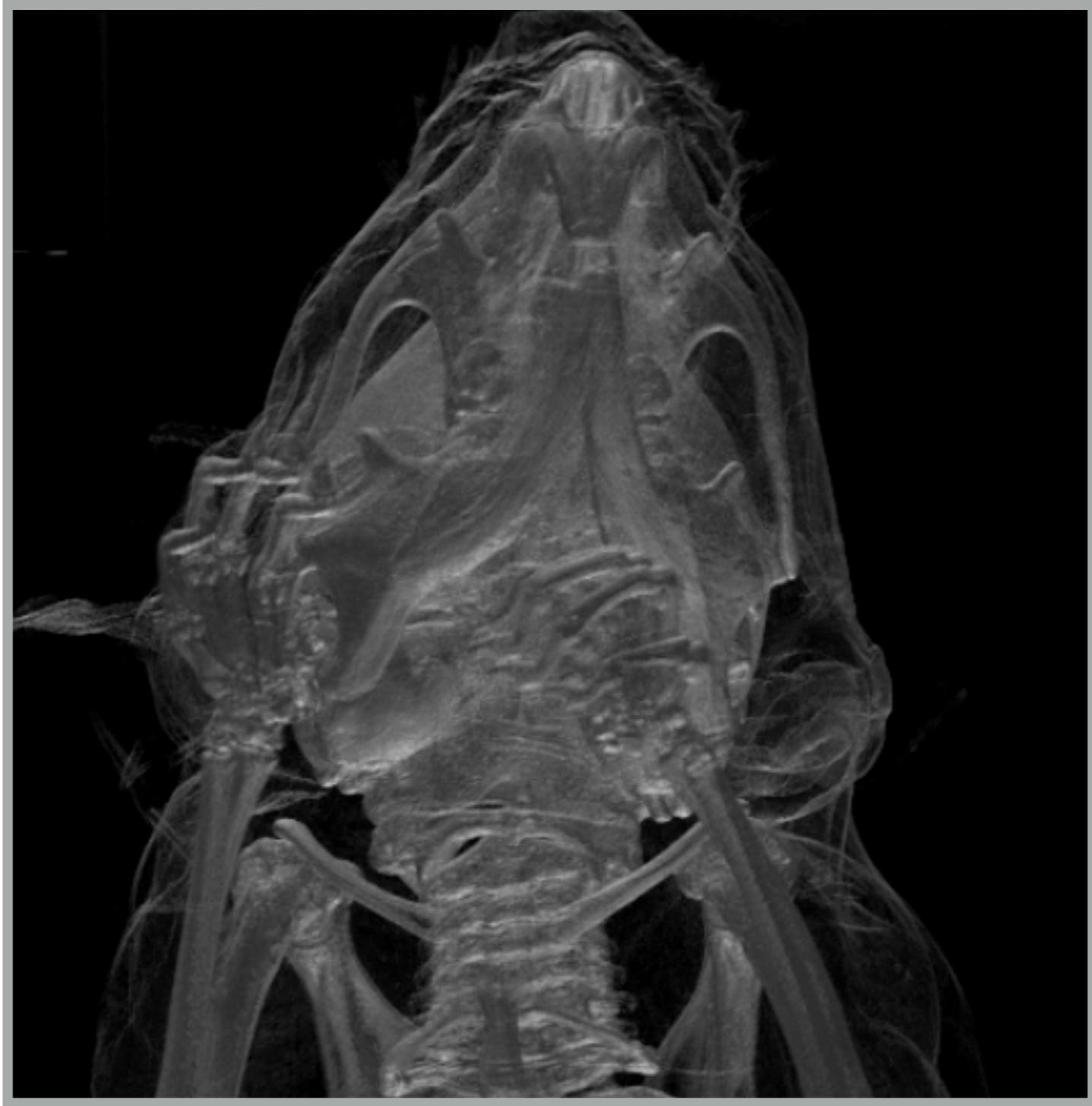
Pan (and Translate)



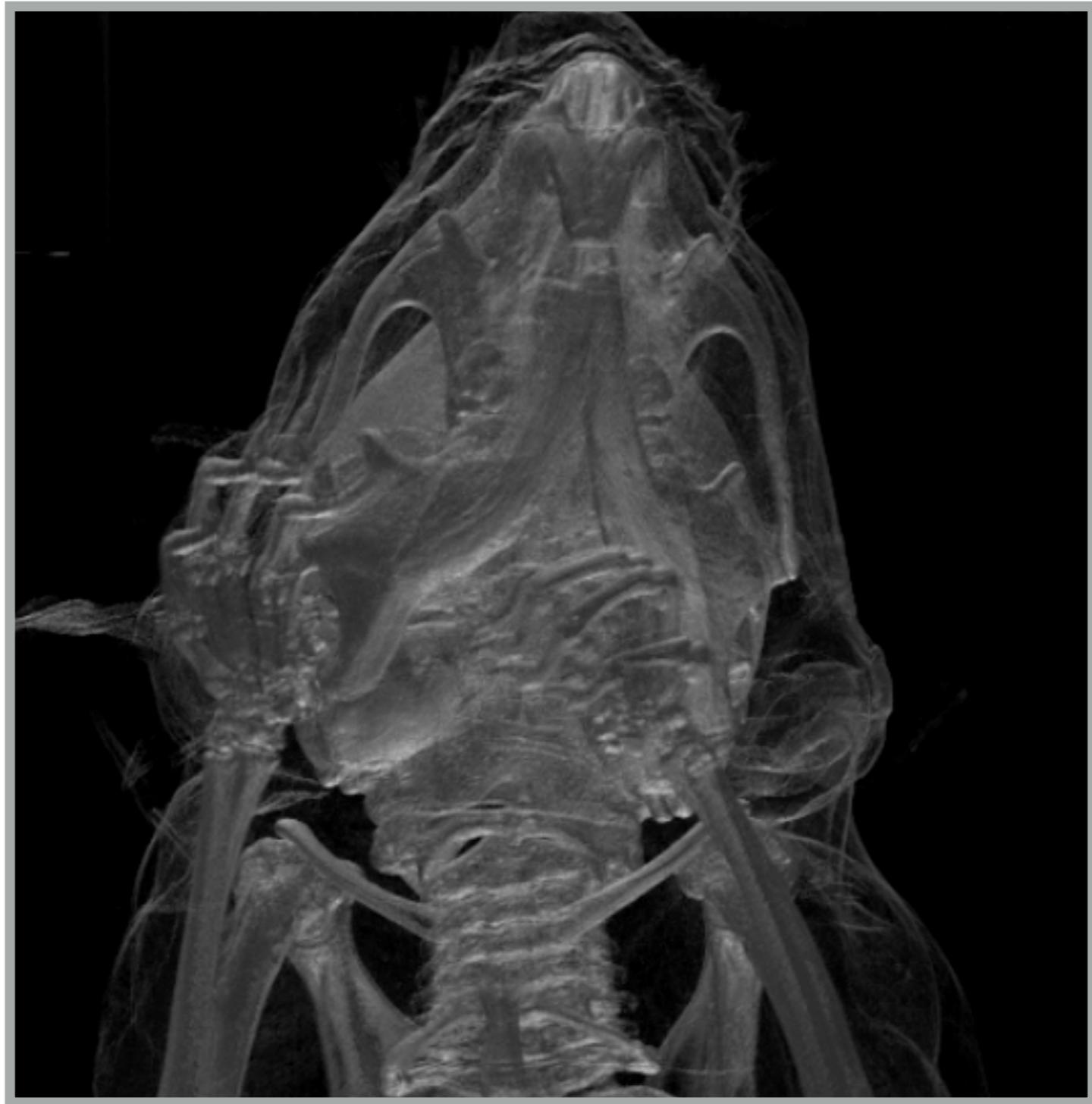
Pan (and Translate)



Rotate

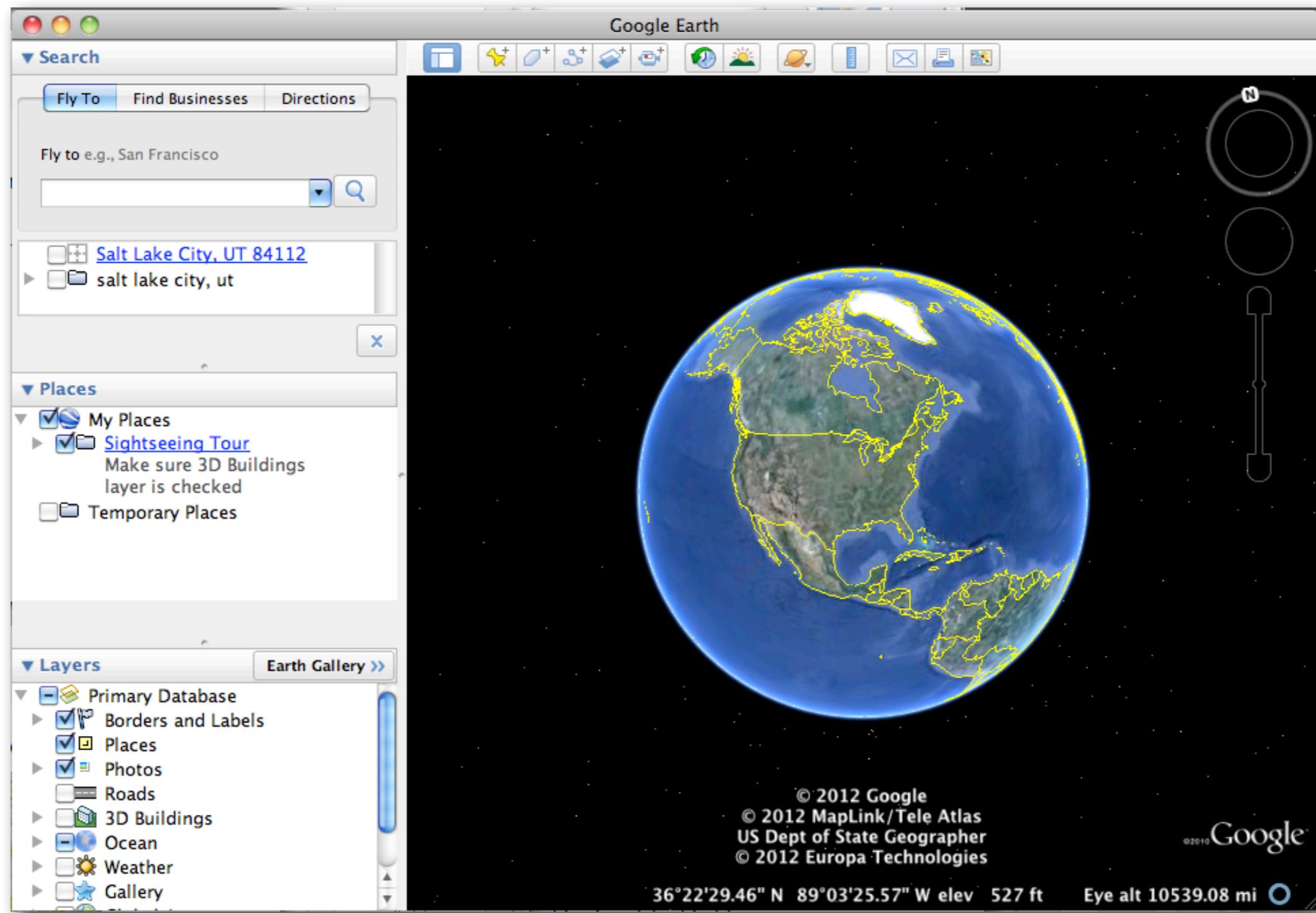


Rotate

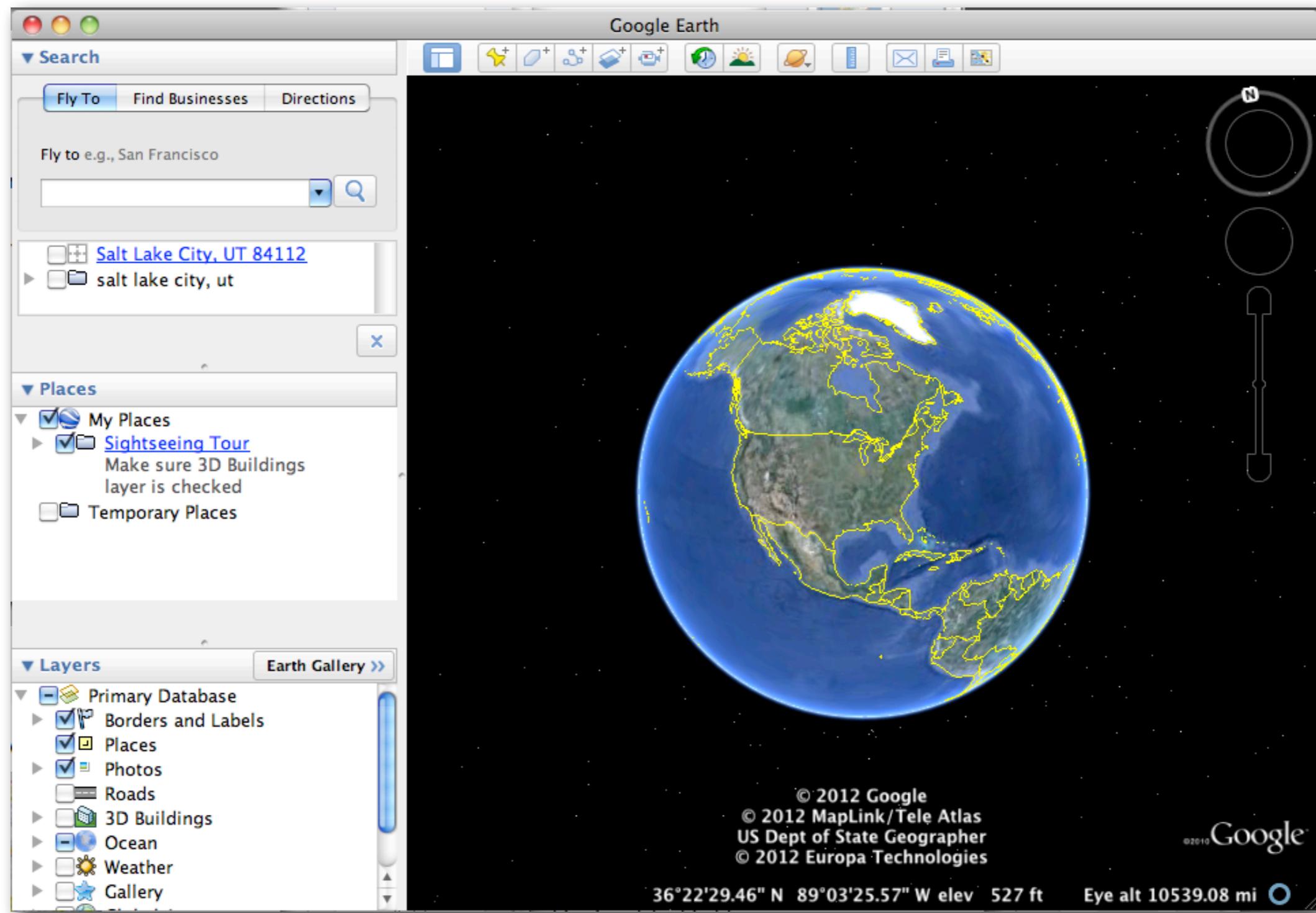


Geometric vs. Semantic Zooming

Geometric Zoom



Geometric Zoom



Semantic Zooming



Semantic Zoom

Adam Barlow, Program Manager
Developer Experience

Semantic Zooming



Semantic Zoom

Adam Barlow, Program Manager
Developer Experience

Semantic Zooming

LiveRAC: Interactive Visual Exploration of
System Management Time-Series Data

Semantic Zooming

LiveRAC: Interactive Visual Exploration of
System Management Time-Series Data

Comparing Geometric and Semantic Zooming in d3

bl.ocks.org/mbostock/3680957



Mike Bostock's Block 3680957

Updated August 30, 2017

Popular / About

SVG Semantic Zooming



Smooth and efficient zooming and panning

Jarke J. van Wijk

Technische Universiteit Eindhoven *

Wim A.A. Nuij

Abstract

Large 2D information spaces, such as maps, images, or abstract visualizations, require views at various level of detail: Close ups to inspect details, overviews to maintain (literally) an overview. Users often switch between these views. We discuss how smooth animations from one view to another can be defined. To this end, a metric on the effect of simultaneous zooming and panning is defined, based on an estimate of the perceived velocity. Optimal is defined as *smooth and efficient*. Given the metric, these terms can be translated into a computational model, which is used to calculate an analytic solution for optimal animations. The model has two free parameters: animation speed and zoom/pan trade-off. A user experiment to find good values for these is described.

CR Categories: I.3.6 [Computer Graphics]: Methodology and Techniques—Interaction techniques; D.2.2 [Software Engineering]: Tools and Techniques—User interfaces

Keywords: Navigation, zooming, panning, scrolling, scale space

1 INTRODUCTION

We consider a simple problem. Suppose, we are developing an interactive cartographic application. The user is presented a map of, say, the US, and can zoom in on regions, states, and cities by picking items from a list or clicking on areas on the screen. We want to offer a smooth animation from one close-up on the map to another. How to define this animation?

One encounters this problem frequently. Cartography is the prime example, but in Information Visualization there is an even stronger need for such smooth animations. Abstract data is typically mapped to 2D graphic representations, such as scatterplots, graph diagrams, or treemaps. Large data sets lead to large im-

eye views [Furnas 1986]. Here we consider the use of the time dimension for this purpose. In other words, if the user shifts his attention, from overview to detail or from one detail to another, a smooth transition aids in understanding the relation between the two views.

At first sight, interpolation (linear in space, logarithmic in scale) might seem to be sufficient to make the transition from one view to another. However, this solution falls short when the transition has to be made from one close-up to another. For instance, suppose we focus on New York and shift to Los Angeles. Such a simple solution leads to a long animation, where a small strip of the US is shown in detail. A somewhat better solution is to zoom out first, pan across the continent, followed by a zoom in on the city of destination. But how much to zoom out? How much time should the animation take? How to combine zooming and panning? What is the optimal path? How can we define optimal here? The problem is less simple than it seems at first sight.

In this paper we present a solution to this problem, or, in other words, we present a computational model for fast navigation in scale space. After a review of related work in section 2, we analyze the problem in section 3. Central is the definition of a metric on the effect of zooming and panning, derived from an estimate of average velocity. Based on this metric we first present an optimal solution for a simple zoom-out, pan, zoom-in scenario (section 4). Next we consider arbitrary transitions (section 5) and present how an optimal path of a virtual camera can be determined analytically given two projections. In section 6 we present a first user experiment in order to find satisfying values for the two free parameters in the model (animation speed and zoom/pan trade off). Finally, conclusions are drawn and possible extensions are discussed in section 7.

2 BACKGROUND

Smooth Transitions on Zooming

- What's the “best” way to go from one zoomed view to another?

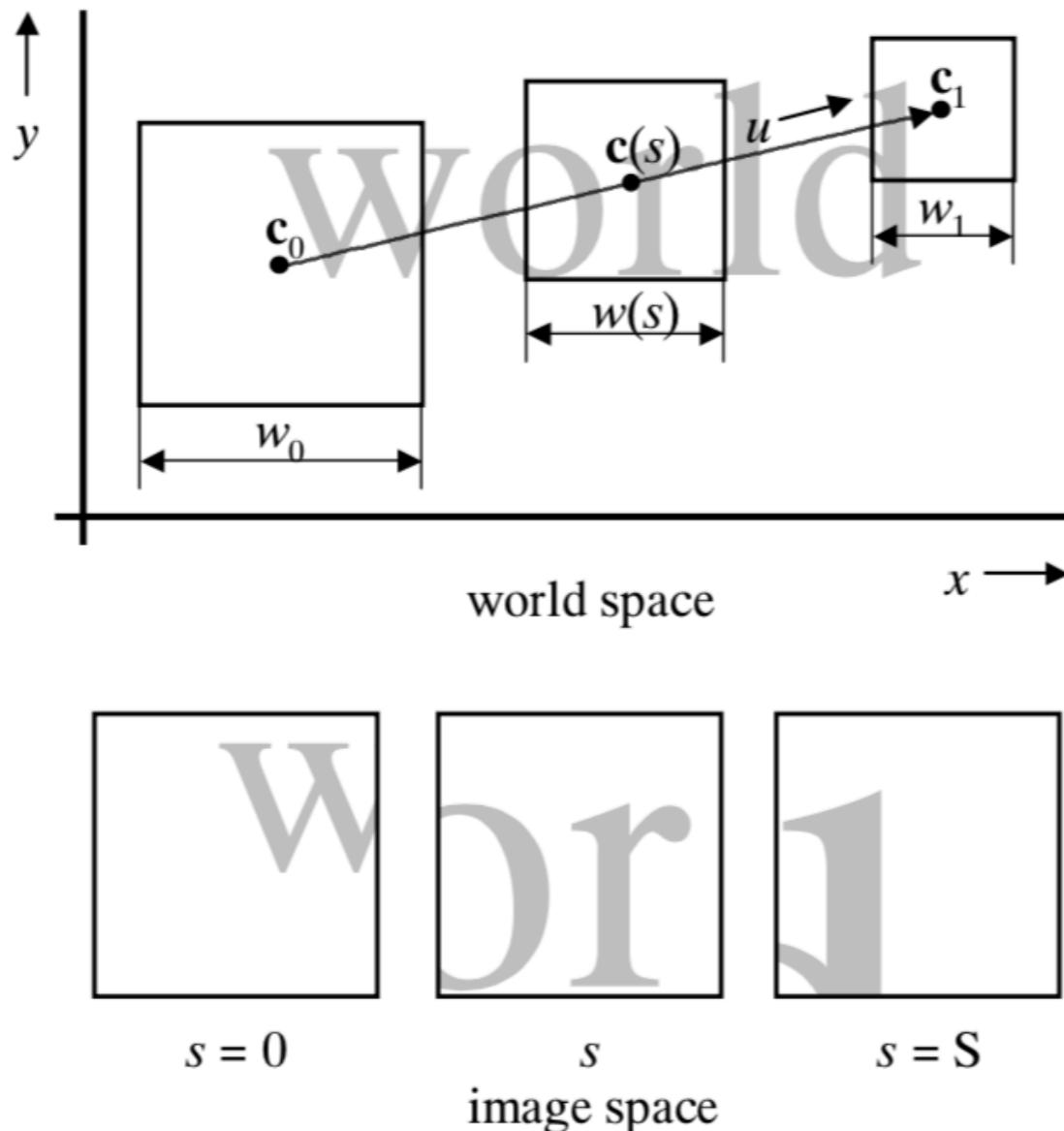


Figure 1: World space and image space

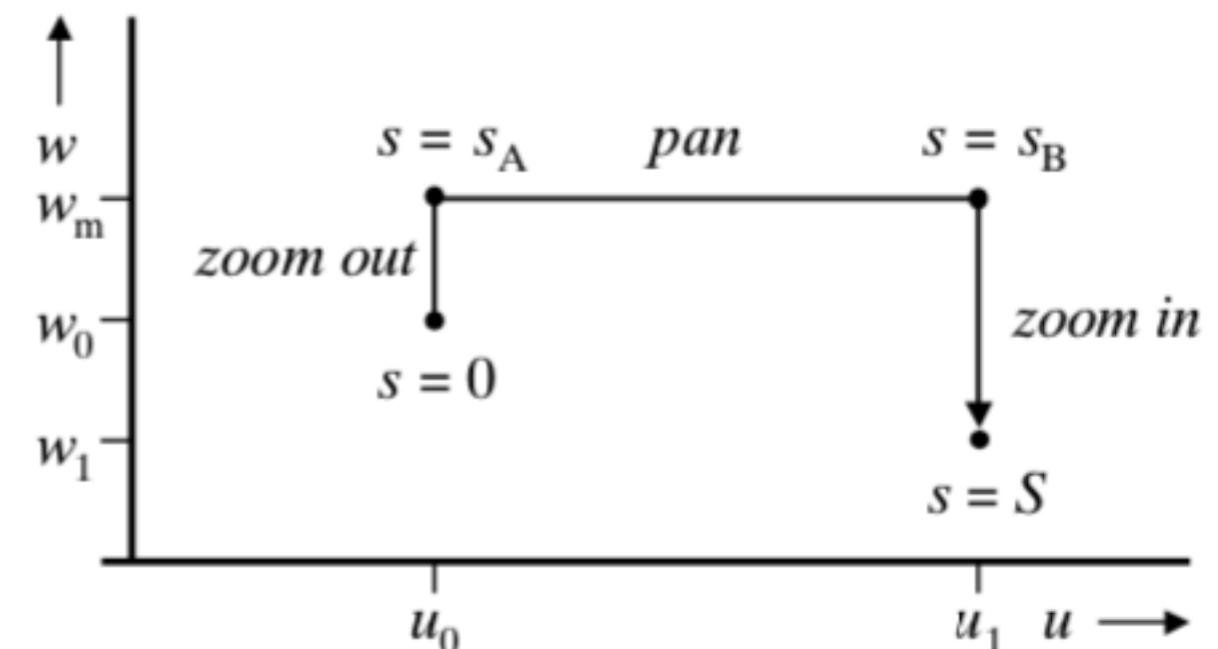


Figure 4: Zoom out, pan, zoom in

Interactions Summary

- Change (over time)
- Selection / Highlighting
- Navigation:
 - Panning, Translate, Rotate
 - Zooming (Geometric / Semantic)

Lec11 Reading

- Munzner, Ch. 12, 6.7, 14
- A review of overview+detail, zooming, and focus+context interfaces. Andy Cockburn, Amy Karlson, and Benjamin B. Bederson. ACM Computing Surveys 41(1), 2008.

Reminder

Assignment 02

Assigned: Monday, February 6

Due: Monday, February 20, 4:59:59 pm

Reminder

Project Milestone 01

Assigned: Monday, January 25

Due: Wednesday, February 22, 4:59:59 pm