



Module #6:

Taxonomy of User Interactions



Main Purposes of Interaction

1. Tell storyline (usually over time)
 - Time-based playback
 - Sequence of actions based playback
2. Allow user to explore data (visual analytics)
 - Zoom in on details
 - Create different views into data
 - Change/Filter values
 - Show connections between data (including to other datasets)



Shneiderman's Visualization Mantra

- Overview, zoom & filter, details on demand
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Shneiderman's Taxonomy of Information Visualization Tasks

1. **Overview:** see overall patterns, trends
2. **Zoom:** see a smaller subset of the data
3. **Filter:** see a subset based on values, etc.
4. **Detailed on demand:** see values of objects when interactively selected
5. **Relate:** see relationships, compare values
6. **History:** keep track of actions and insights
7. **Extract:** mark and capture data



Interaction Techniques

1. Filtering
2. Dynamic query
3. Selecting
4. Direct manipulation
5. Brushing
6. Details on demand
7. Zoom



FILTERING




Filtering

- Filtering
 - one of the basic interaction techniques often used in data visualization
 - used to limit the amount of displayed information through filter criteria

Filtering

Type

(None) 

Enter search text

- ☐ (All)
- ☐ Anatomy
- ☐ Disorder
- ☐ Drug
- ☐ Finding
- ☐ Procedure

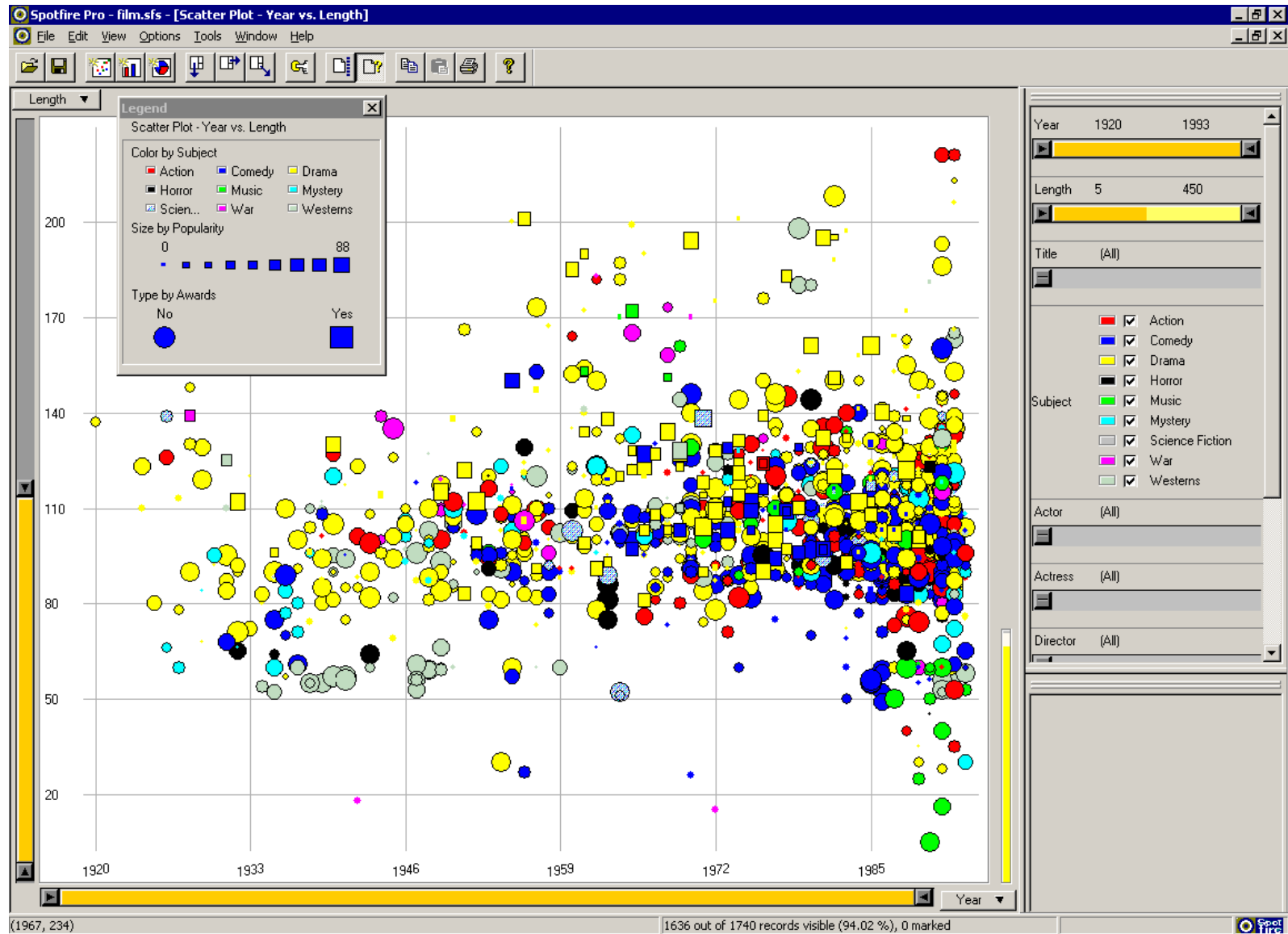


DYNAMIC QUERY



Dynamic Query

- Dynamic queries:
 - continuously update the data that is filtered from the database
 - users adjust sliders or select buttons to form simple queries or to find patterns or exceptions
 - work instantly within a few milliseconds
 - applies the principles of direct manipulation to the database
 - allows beginners a faster entrance without having much practice



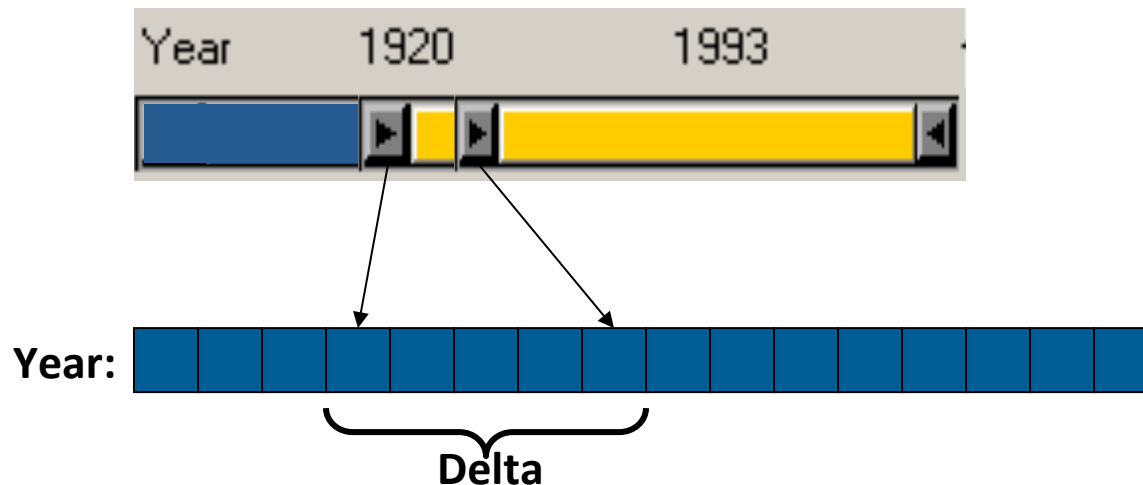
Dynamic Query Algorithm

- Idea: incremental algorithm
 - only deal with data items that changed state
- When slider moves:
 - Calculate slider delta
 - Search in **data structure** for data items in the delta region
 - If slider moved inward (filter out):
 - Erase data items from visualization
 - Else slider moved outward (filter in):
 - Draw data items on visualization



Dynamic Query Algorithm

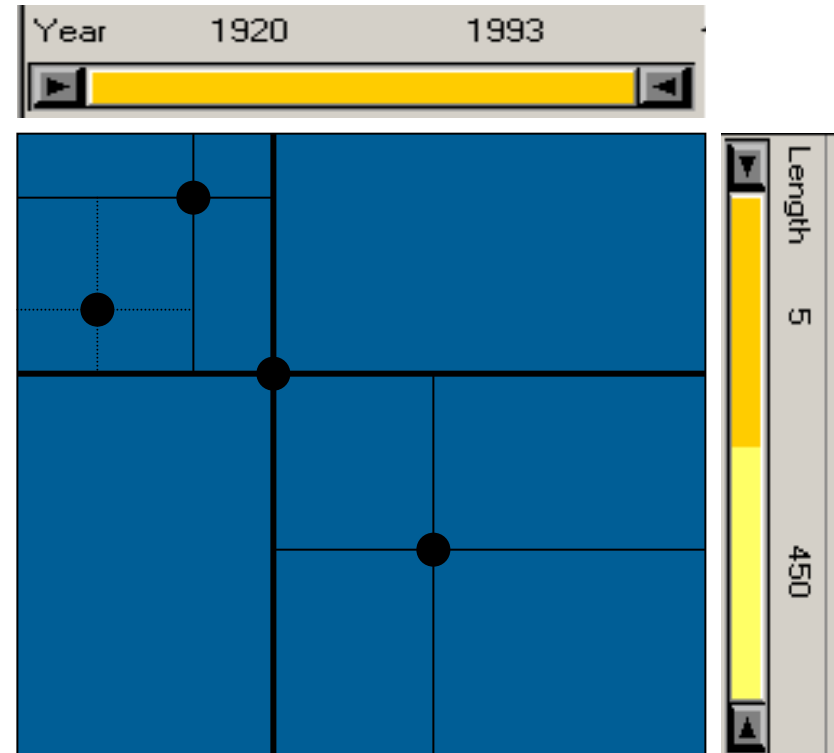
- Sorted array of the data for each slider



- Need counter for each data item = # sliders that filter it
 - Attribute Explorer visualizes these counters too!
- $O(\text{delta})$

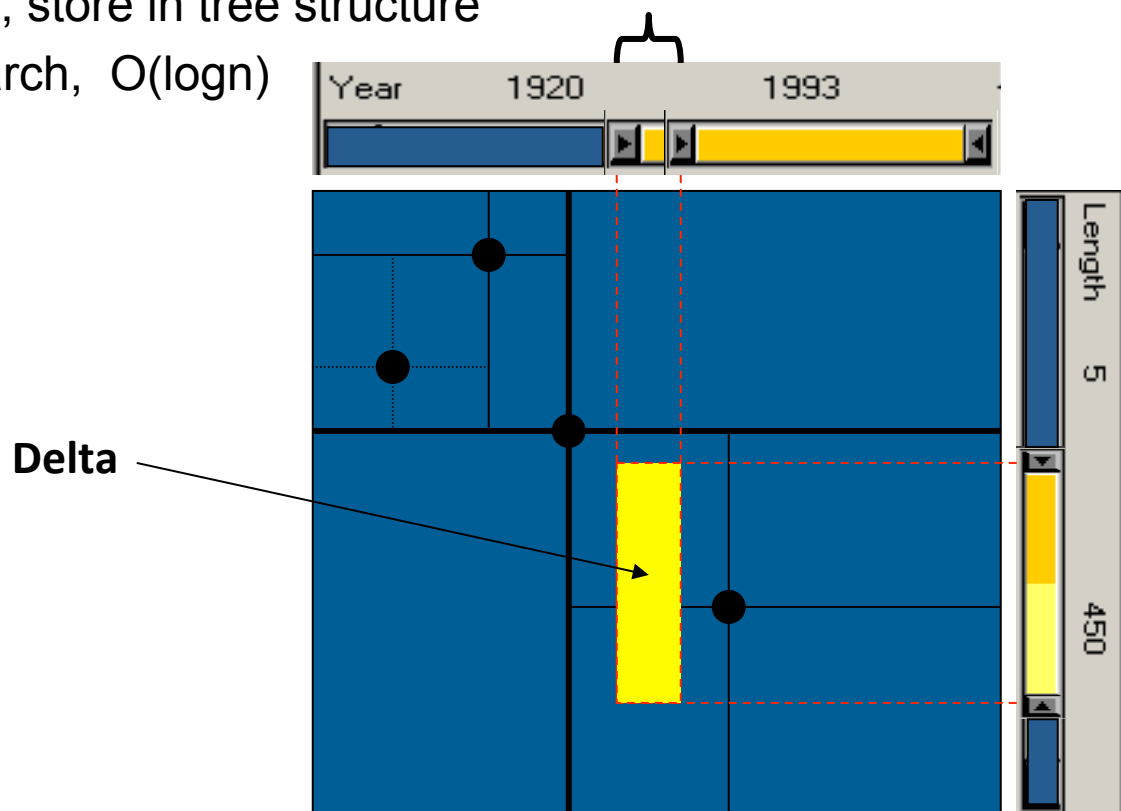
Dynamic Query Algorithm

- Multi-dimensional data structure
 - E.g.: K-d tree, quad-tree, ...
 - Recursively split space, store in tree structure
 - Enables fast range search, $O()$



Dynamic Query Algorithm

- Multi-dimensional data structure
 - E.g.: K-d tree, quad-tree, ...
 - Recursively split space, store in tree structure
 - Enables fast range search, $O(\log n)$

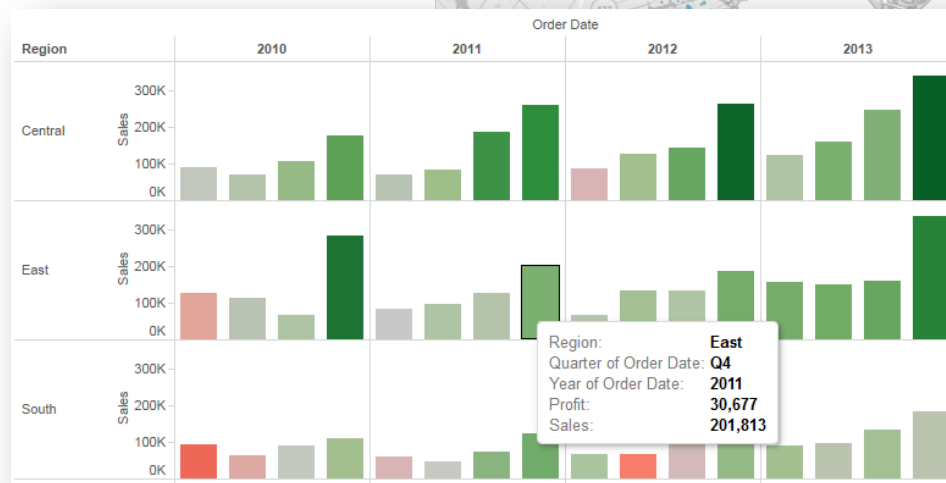
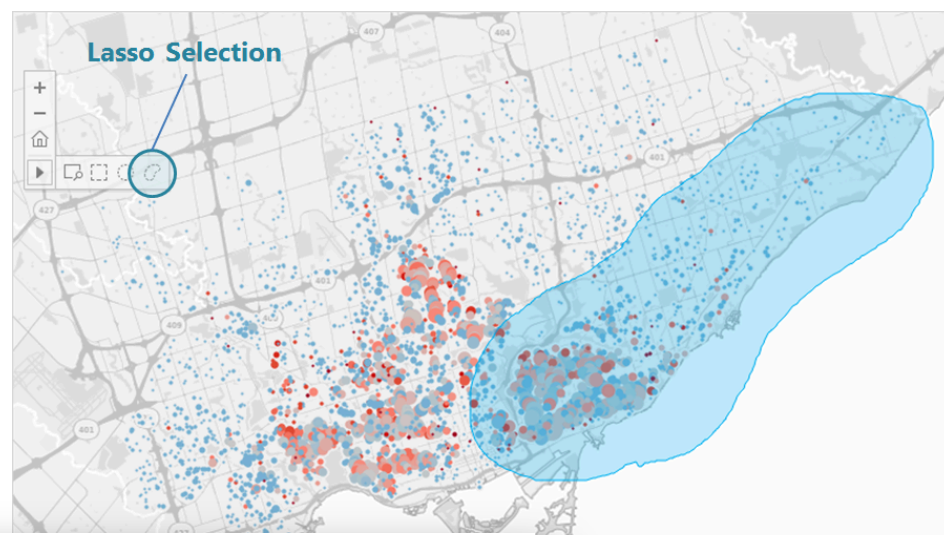




SELECTING

Basic Interaction Techniques

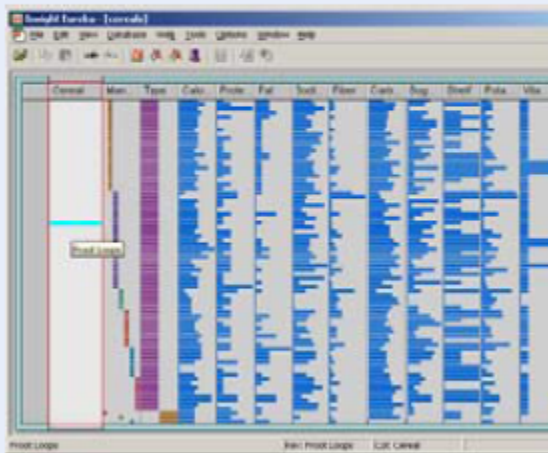
- Selecting
 - Mouse click
 - Mouseover / hover / tooltip
 - Lasso / drag
- Rearrange
 - Move
 - Sort
 - Delete



Selecting

Pop-up tooltips

Hovering mouse cursor brings up details of item



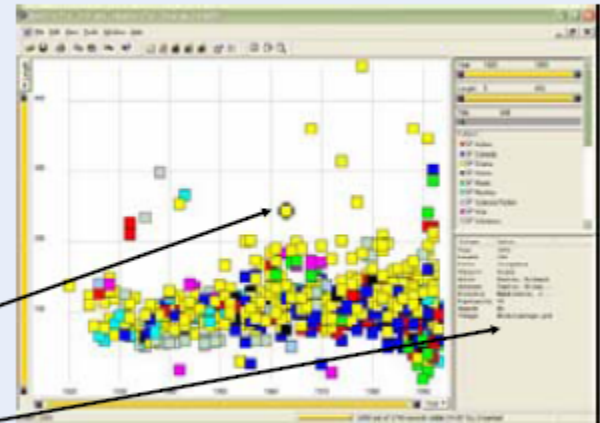
Slide adapted from John Stasko

Mouse Selection

Clicking on an item selects it and attributes of the data point are shown

Selected item

Attributes



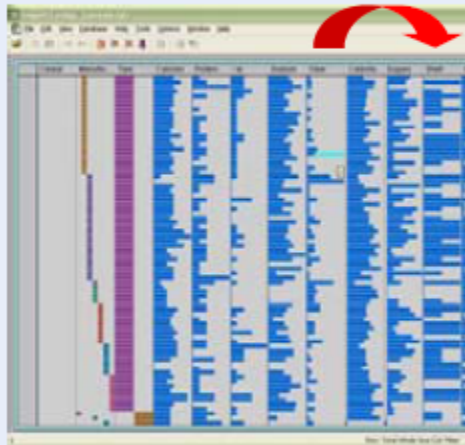
Slide adapted from John Stasko

Selecting

Rearrange



In TableLens
you can move
columns
(attributes)
left and right



Slide adapted from John Stasko

Sorting

Can sort data with respect to a particular
attribute in Table Lens



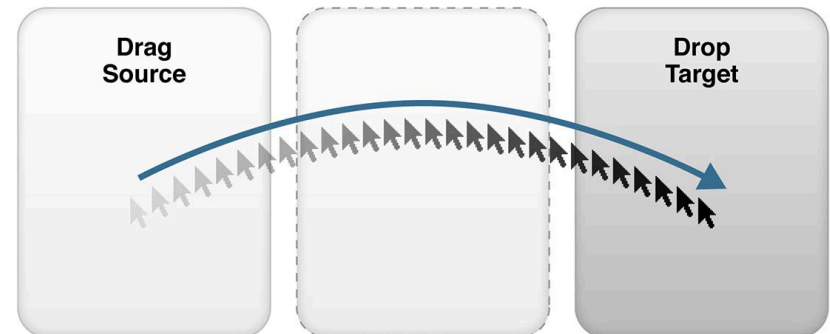
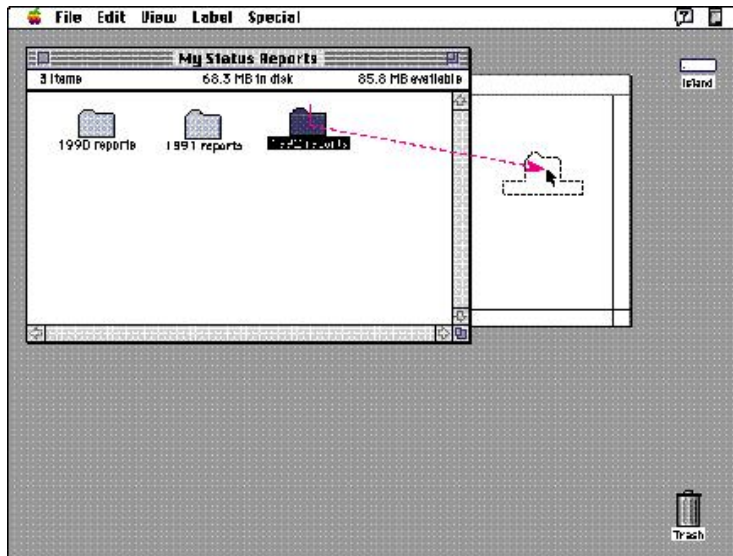
Slide adapted from John Stasko



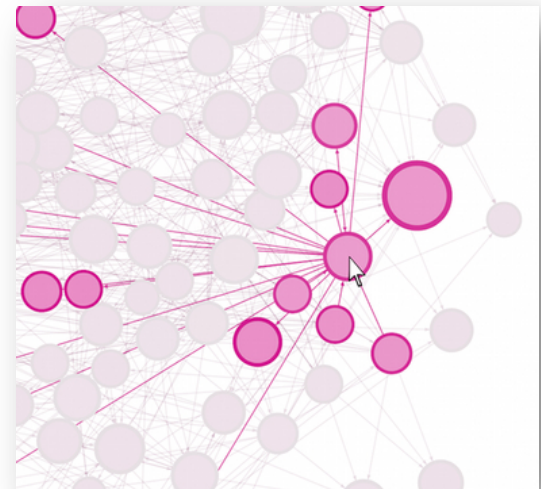
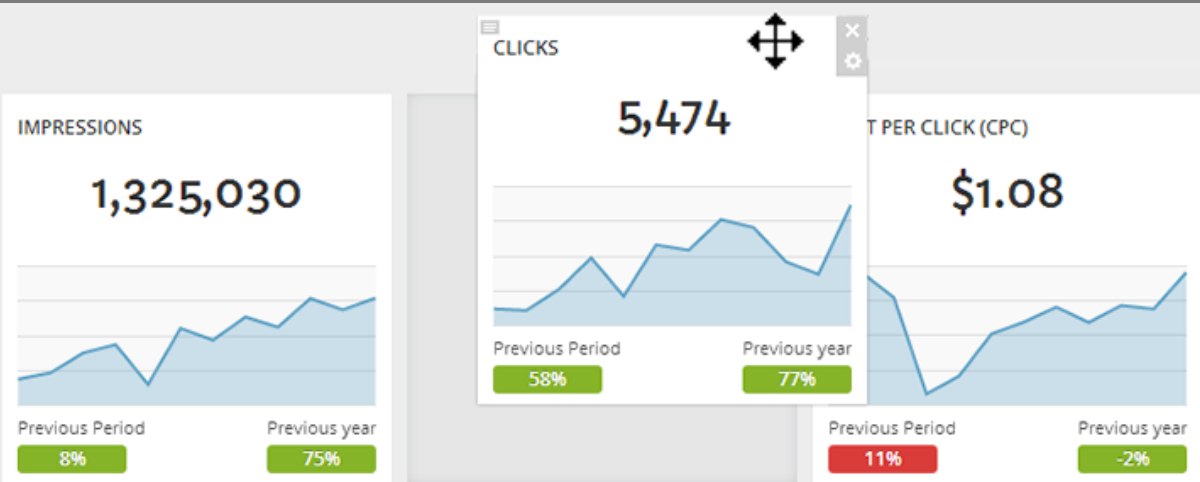
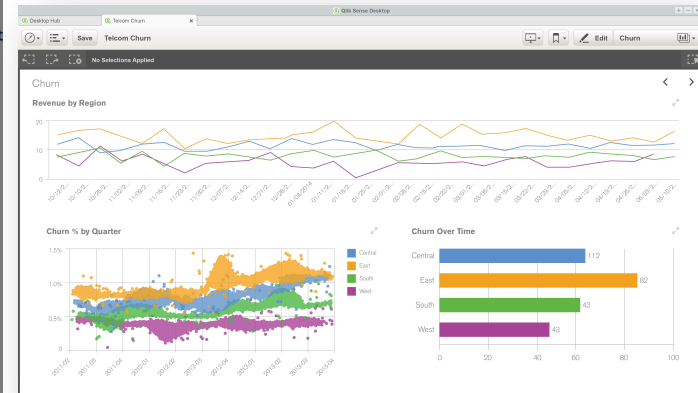
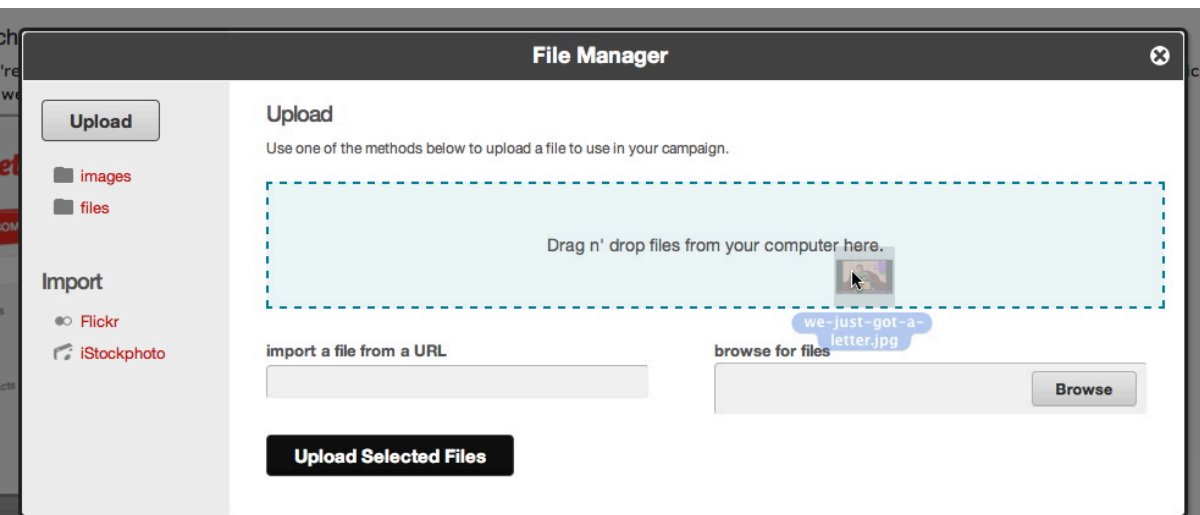
DIRECT MANIPULATION

Direct Manipulation

- Direct manipulation
 - allows people to feel that they are directly controlling the objects represented by the computer.
 - an object on the screen remains visible while a user performs physical actions on the object.
 - when the user performs operations on the object, the impact of those operations on the object is immediately visible.



Direct Manipulation





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