

CIS 4930/6930-002

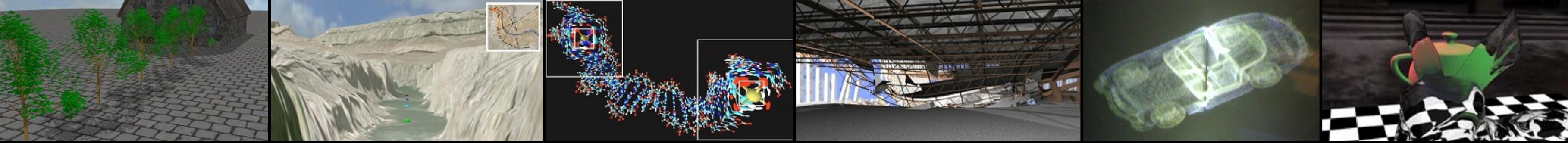
DATA VISUALIZATION



TASKS & INTERACTION

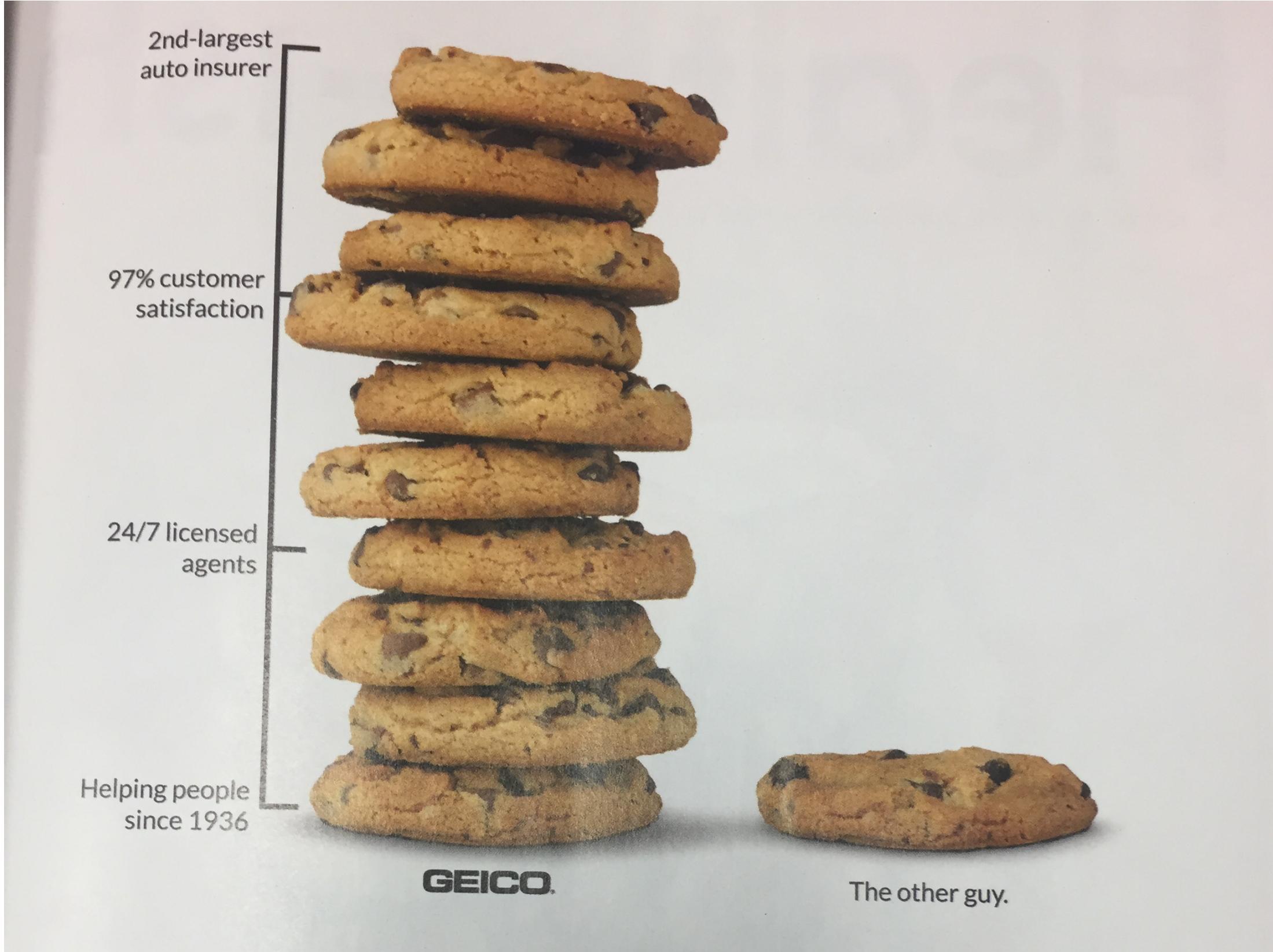
Paul Rosen
Assistant Professor
University of South Florida

slides credits Miriah Meyer (U of Utah)



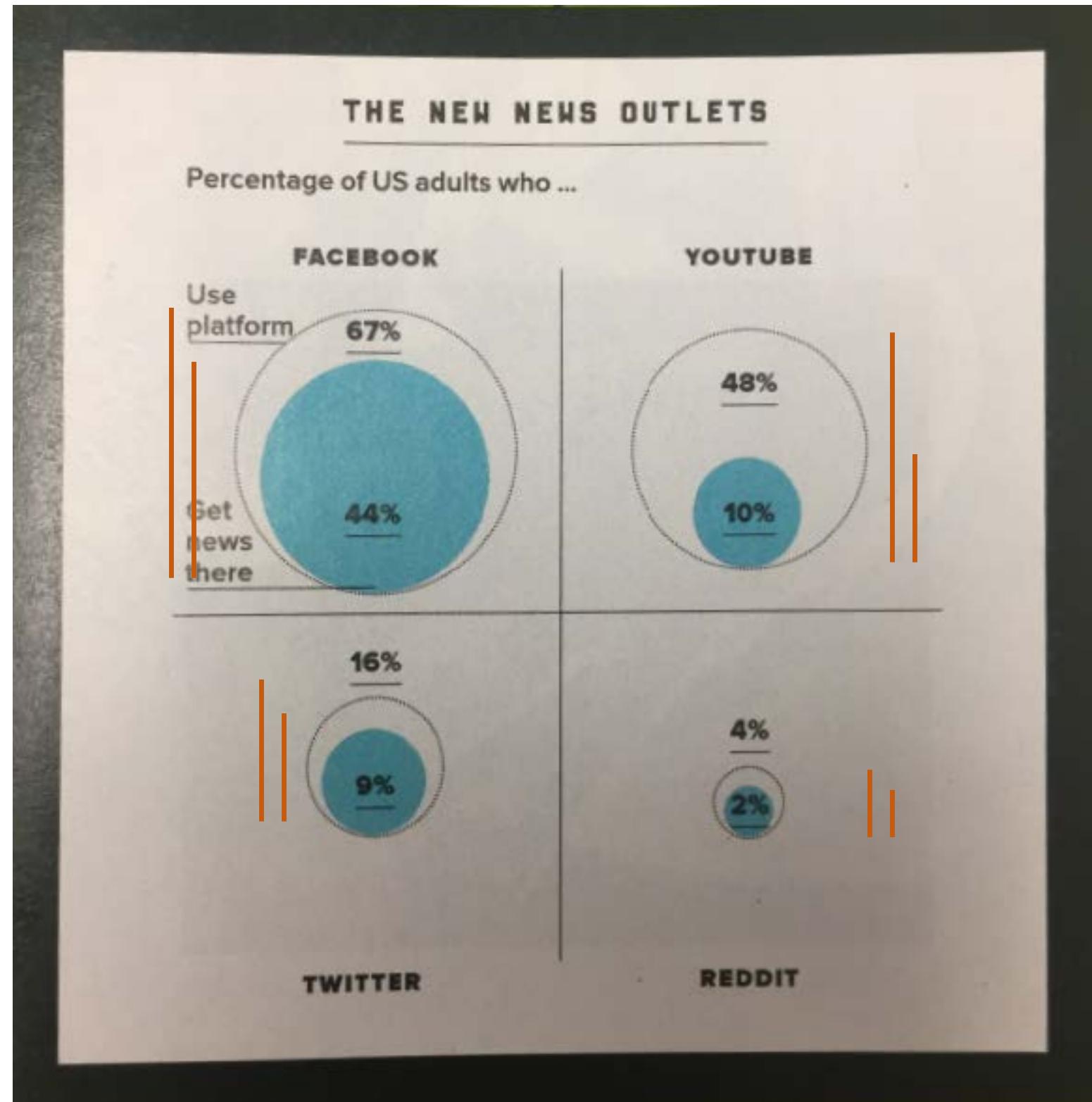
LET'S CRITIQUE SOME MORE
VISUALIZATIONS!





WIRED, JAN 2017





D = 2.0, A = PI

D = 1.6, A = 0.65*PI

A Ratio = 0.65 (67%/43.5%)

D Ratio = 0.8 (67%/53.6%)

D = 1.05, A = 0.28*PI

D = 0.8, A = 0.16*PI

A Ratio = 0.57 (16%/9.1%)

D Ratio = 0.76 (16%/12.1%)

D = 1.7, A = 0.73*PI

D = 0.8, A = 0.16*PI

A Ratio = 0.21 (48%/10.1%)

D Ratio = 0.47 (48%/22.6%)

D = 0.5, A = 0.06*PI

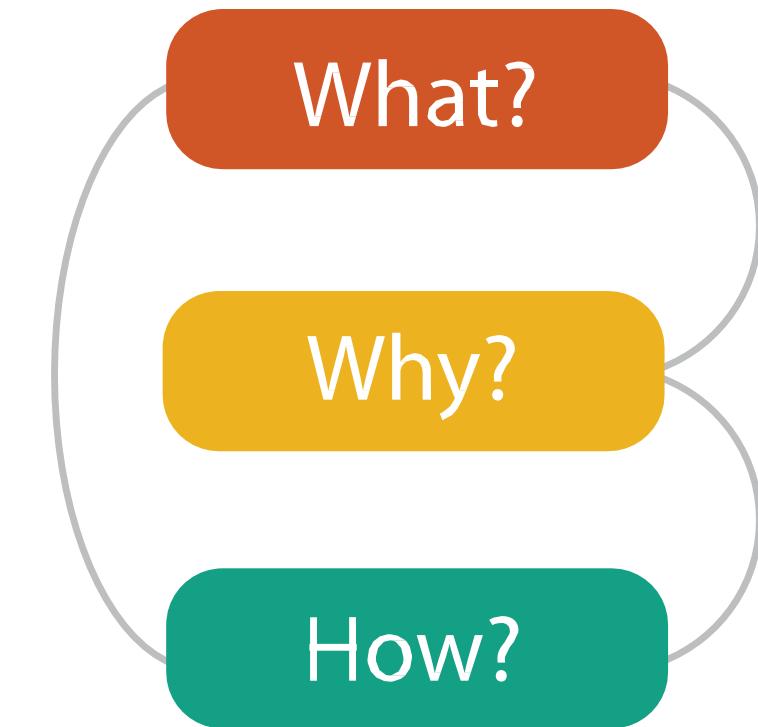
D = 0.35, A = 0.03*PI

A Ratio = 0.5 (4%/2%)

D Ratio = 0.7 (4%/2.8%)

ANALYSIS:WHAT,WHY,AND HOW

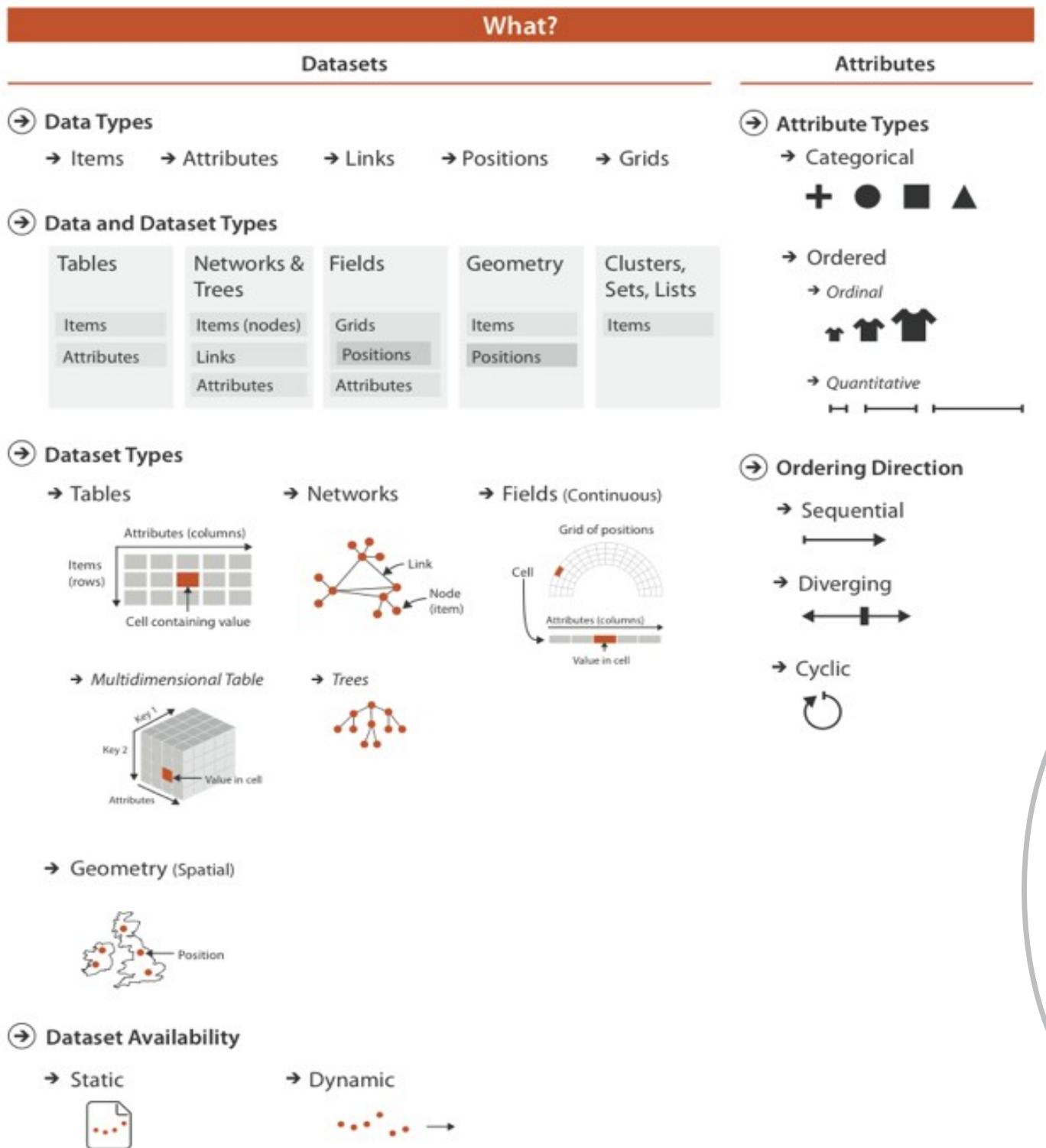
what is shown?
why is the user looking at it?
how is it shown?



abstract vocabulary avoids domain-specific terms
what-why-how analysis framework as scaffold to think systematically about design space



DATA ABSTRACTION



What?

Why?

How?



VISUAL ENCODING

How?

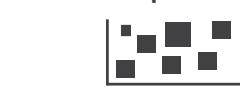
Encode

Arrange

→ Express



→ Separate



Order

→ Align



→ Align



Use

→

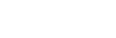


Map

from categorical and ordered attributes

Color

→ Hue



→ Saturation



→ Luminance



→ Size, Angle, Curvature, ...

▪ ■ □

↖ ↗ ↘ ↙

○ ○ ○ ○ ○

→ Shape



+ ● ■ □ ▲

→ Motion

Direction, Rate, Frequency, ...



• • • •



Manipulate

Change



Select



Navigate



Facet

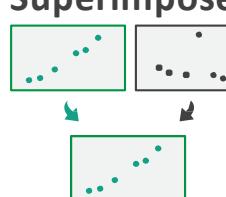
Juxtapose



Partition



Superimpose



Reduce

Filter



Aggregate



Embed



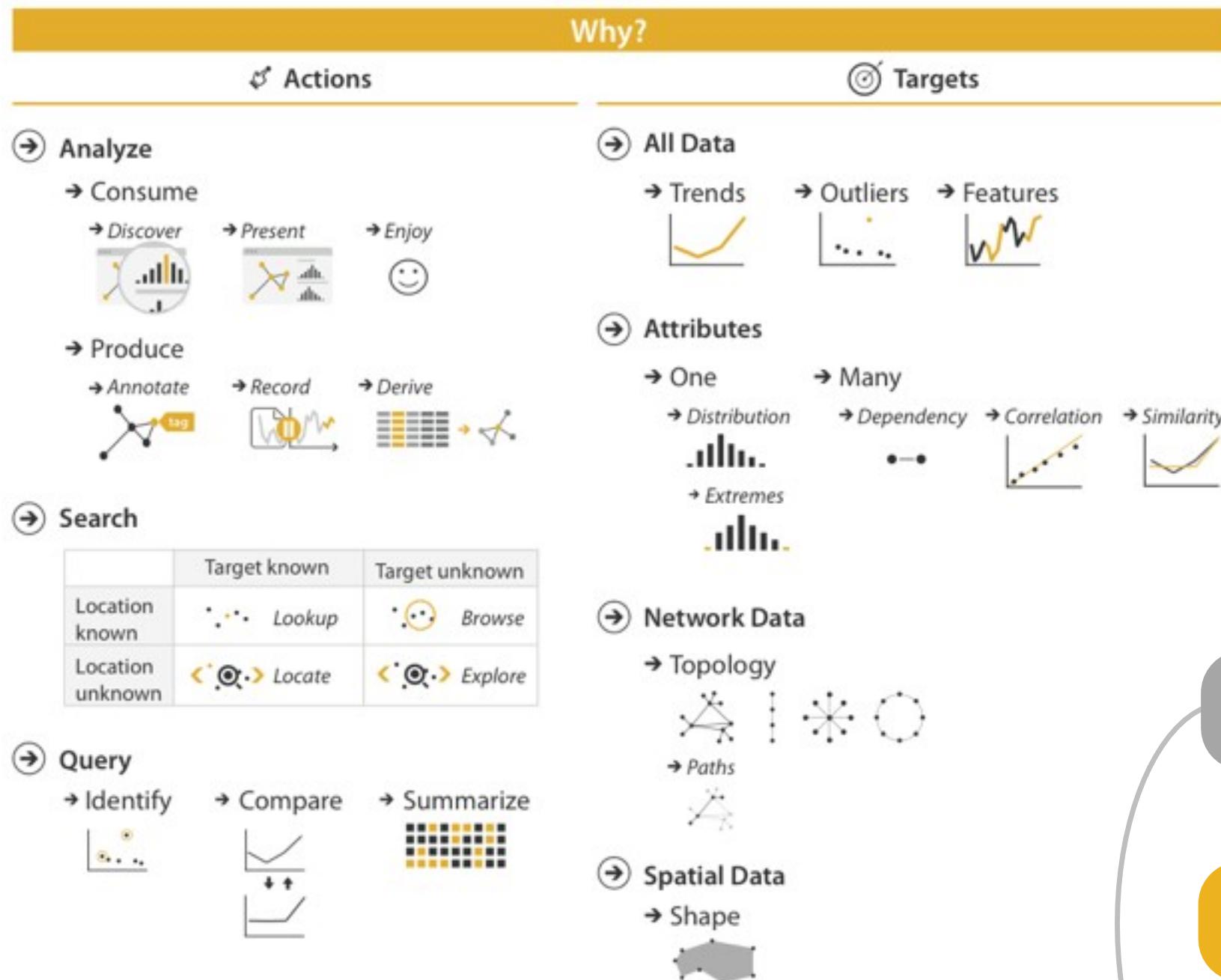
What?

Why?

How?



TASK ABSTRACTION



What?

Why?

How?



{ACTION, TARGET} PAIRS

discover distribution

compare trends

locate outliers

browse topology



➔ Analyze

{ACTION, TARGET}

➔ Search

➔ Query



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



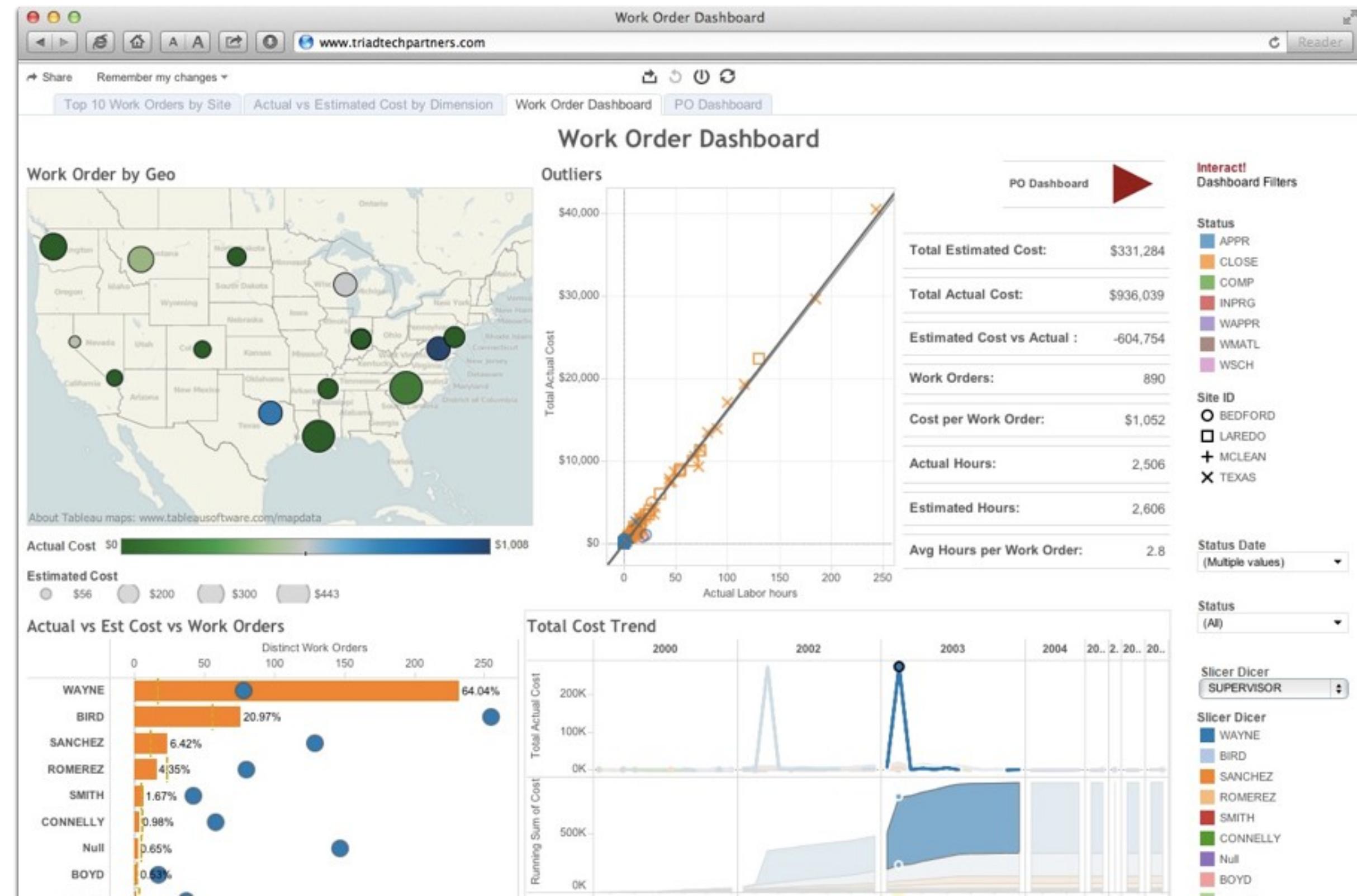
{ACTION, TARGET}

➔ Search

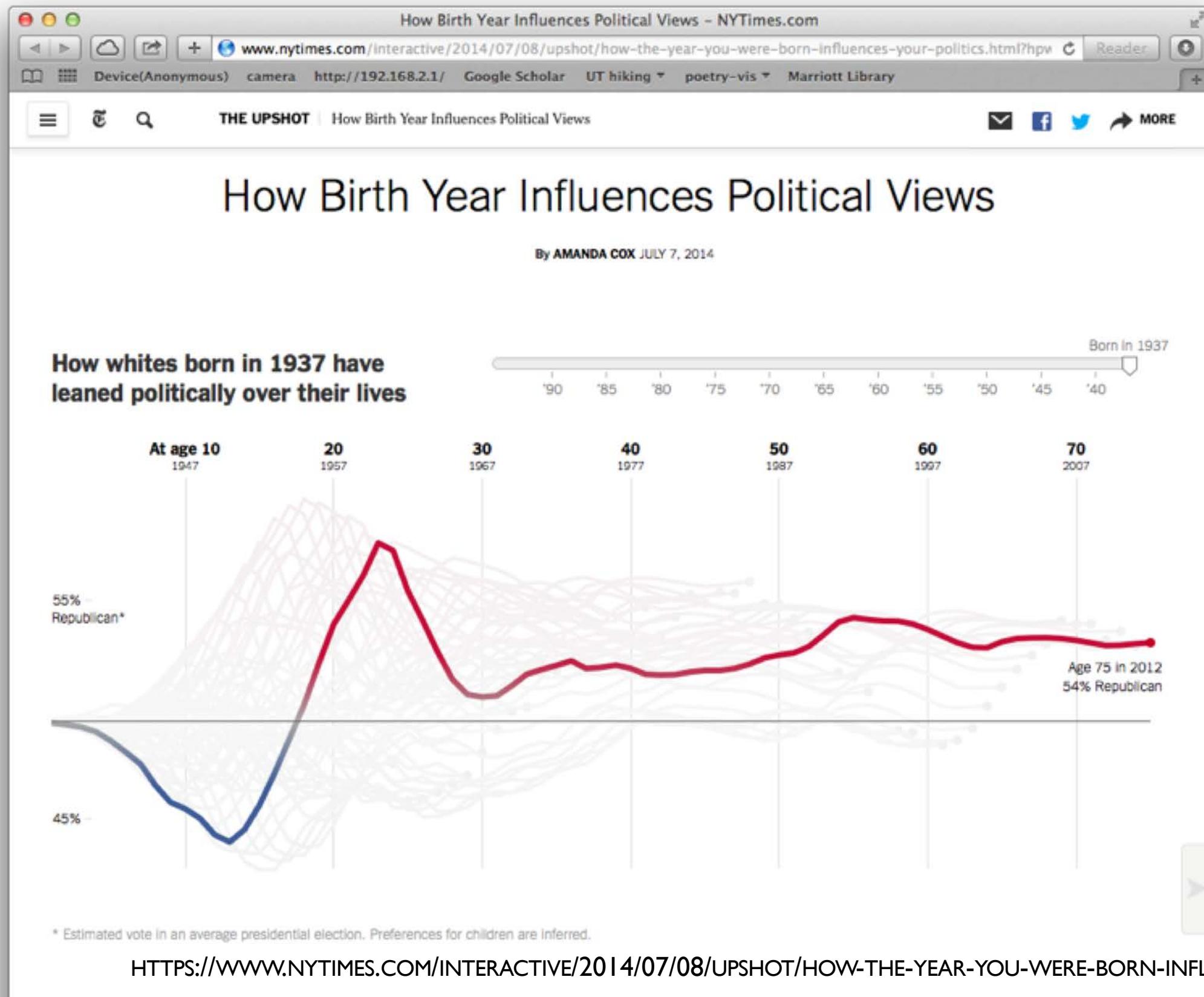
➔ Query



DISCOVER



PRESENT



ENJOY



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



{ACTION, TARGET}

➔ Search

➔ Query



ANNOTATE & RECORD



[HTTP://VIS.STANFORD.EDU/FILES/SENSE.US/](http://vis.stanford.edu/files/sense.us/)



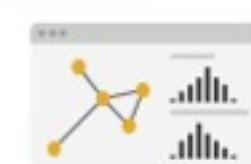
➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



{ACTION, TARGET}

➔ Search

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

➔ Query



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



{ACTION, TARGET}

➔ Search

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

➔ Query

➔ Identify



➔ Compare

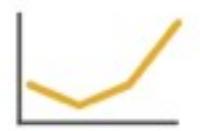


➔ Summarize



⟳ All Data

→ Trends



→ Outliers



→ Features

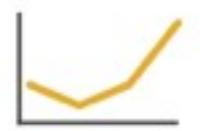


{ACTION, TARGET}



→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One

→ Distribution



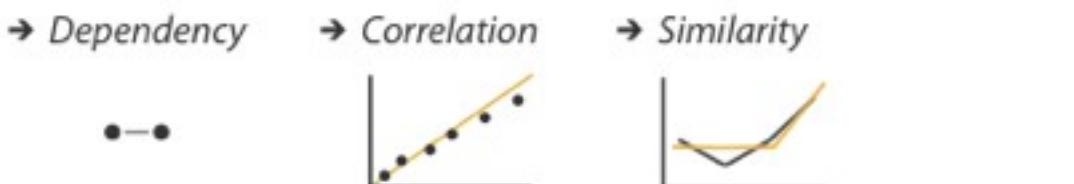
→ Extremes



→ Many

→ Dependency

...



→ Correlation



→ Similarity

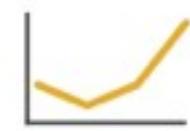
{ACTION, TARGET}



ACTION, TARGET

→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One



→ Many

→ Distribution



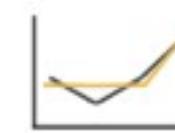
→ Dependency

...

→ Correlation



→ Similarity



→ Network Data

→ Topology



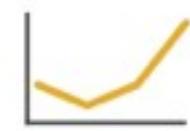
→ Paths



ACTION, TARGET

→ All Data

→ Trends



→ Outliers

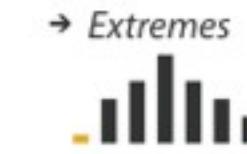


→ Features



→ Attributes

→ One



→ Many

→ Distribution

→ Dependency

→ Correlation

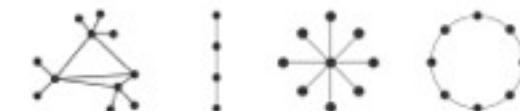


→ Similarity



→ Network Data

→ Topology



→ Paths



→ Spatial Data

→ Shape



WHY DOES THIS MATTER?



A Design Space of Visualization Tasks

Hans-Jörg Schulz, Thomas Nocke, Magnus Heitzler, and Heidrun Schumann

Abstract—Knowledge about visualization tasks plays an important role in choosing or building suitable visual representations to pursue them. Yet, tasks are a multi-faceted concept and it is thus not surprising that the many existing task taxonomies and models all describe different aspects of tasks, depending on what these task descriptions aim to capture. This results in a clear need to bring these different aspects together under the common hood of a general design space of visualization tasks, which we propose in this paper. Our design space consists of five design dimensions that characterize the main aspects of tasks and that have so far been distributed across different task descriptions. We exemplify its concrete use by applying our design space in the domain of climate impact research. To this end, we propose interfaces to our design space for different user roles (developers, authors, and end users) that allow users of different levels of expertise to work with it.

Index Terms—Task taxonomy, design space, climate impact research, visualization recommendation

1 INTRODUCTION

As the field of information visualization matures, a phase of consolidation sets in that aims to pull together multiple individual works of research under a common conceptual hood. This hood can take on different shapes and forms, one of which is the *design space*. Such a design space realizes a descriptive generalization that permits to specify a concrete instance – be it a layout [8], a visualization [46], or a combination of visualizations [28] – by making design choices along a number of independent design dimensions. Even last year’s InfoVis conference recognized the increasing importance of design spaces by dedicating an entire session to them.

Yet, information visualization is more than the visual representation alone. It also takes into account the tasks the user wishes to pursue with the visual representation. The literature contains a wealth of classifications, taxonomies, and frameworks that describe these tasks: lists of verbal task descriptions, mathematical task models, domain-specific task collections, and procedural task combinations into workflows. All of these serve the respective purpose well for which they have been developed. However, the research question of how to consolidate them under the hood of one common design space is still open, even though it has been shown on a smaller scale that such a combination into a common framework can be a useful endeavor [9, 21].

In this paper, we aim to give a first answer to this research question by contributing such a design space for visualization tasks. This contribution is twofold. First, it derives an abstract design space that brings together the different aspects of the existing task taxonomies and models. It strives to clarify the somewhat fragmented notion of visualiza-

a visualization task design space for climate impact research based on structured interviews with eight domain experts and two visualization developers. This design space is then utilized to recommend visualizations that are suitable to pursue a given task in that field.

The remainder of this paper is organized as follows: The related work is summarized in Section 2 and from its discussion, we derive our task design space in Section 3. We then debate its properties, limitations, and applications in Section 4. This also includes examples of how some of the existing task taxonomies can be expressed as parts of our design space. After this conceptual part, Section 5 details the use case example of how to apply the general design space to the application domain of climate impact research and how to draw concrete benefits from it. With this example, we aim to show a feasible way for the adaptation of the design space that can be transferred to other application domains as well. We conclude this paper by briefly sharing our personal experience from working with the design space and pointing out directions for future work in Section 6.

2 RELATED WORK

The concept of *tasks* exhibits numerous facets that are also reflected in the existing body of research on that topic. Commonly, *visualization tasks* are understood as activities to be carried out interactively on a visual data representation for a particular reason. The investigation of visualization tasks has the aim to **establish recurring tasks** in order to use the knowledge about them for improving the **design and evaluation of visualizations**. Existing research for both of these aspects is



A Design Space of Visualization Tasks

Hans-Jörg Schulz, Thomas Nocke, Magnus Heitzler, and Heidrun Schumann

Abstract—Knowledge about visualization tasks plays an important role in choosing or building suitable visual representations to pursue them. Yet, tasks are a multi-faceted concept and it is thus not surprising that the many existing task taxonomies and models all describe different aspects of tasks, depending on what these task descriptions aim to capture. This results in a clear need to bring these different aspects together under the common hood of a general design space of visualization tasks, which we propose in this paper. Our design space consists of five design dimensions that characterize the main aspects of tasks and that have so far been distributed across different task descriptions. We exemplify its concrete use by applying our design space in the domain of climate impact research. To this end, we propose interfaces to our design space for different user roles (developers, authors, and end users) that allow users of different levels of expertise to work with it.

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1 INTRODUCTION

As the field of information visualization matures, a phase of consolidation sets in that aims to pull together multiple individual works of

a visualization task design space for climate impact research based on structured interviews with eight domain experts and two visualization

- **WHY** is a task pursued? This specifies the **task's goal**.
- **HOW** is a task carried out? This specifies the **task's means**.
- **WHAT** does a task seek? This specifies the data **characteristics**.
- **WHERE** in the data does a task operate? This specifies the **target**, as well as the **cardinality** of data entities within that target.
- **WHEN** is a task performed? This specifies the order of tasks.
- **WHO** is executing a task? This specifies the (type of) user.



USING INTERACTION

Change Over Time

Rearranging

Selection & Highlighting

Linking

Filtering

Navigation



CHANGE OVER TIME

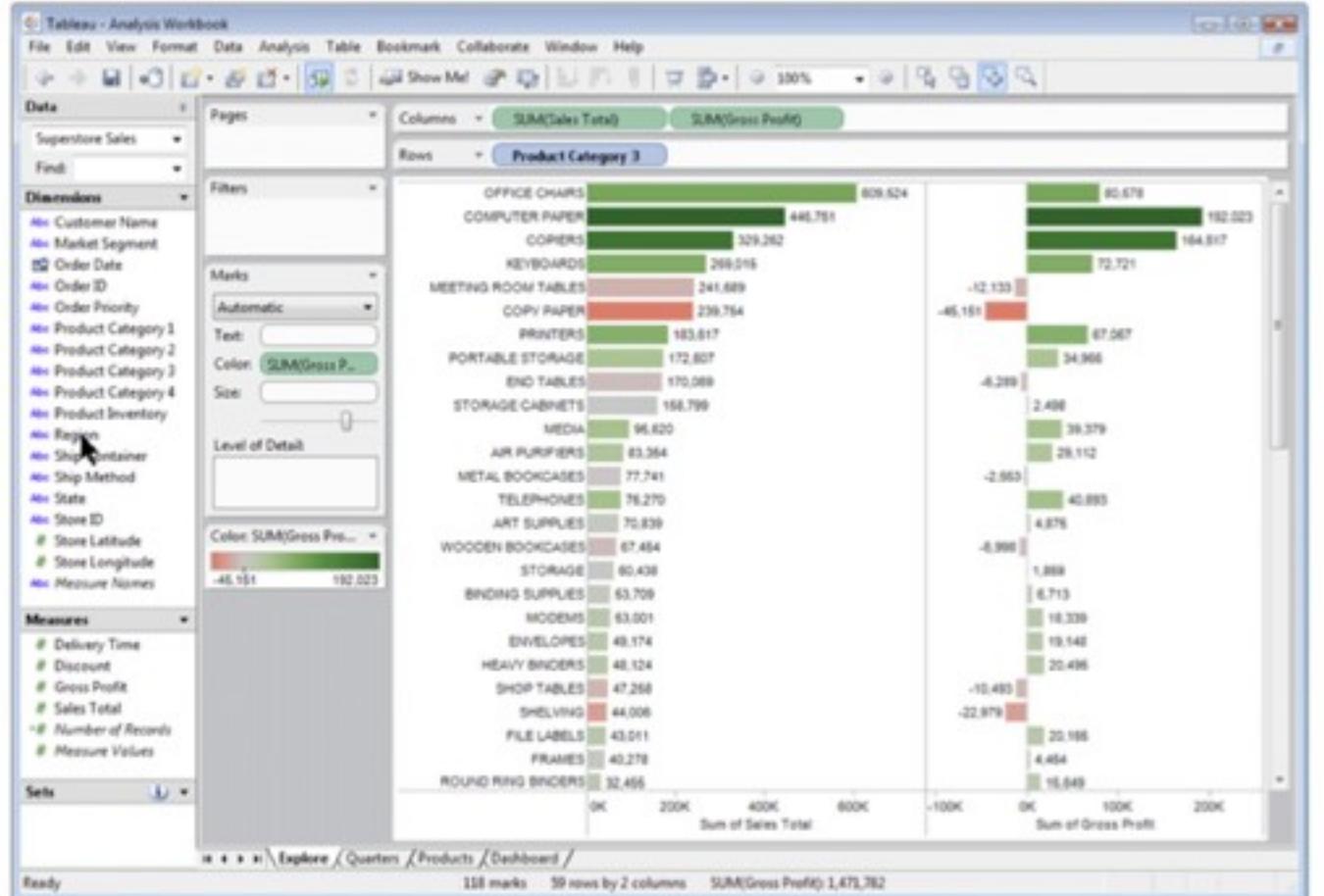


ANIMATED TRANSITIONS



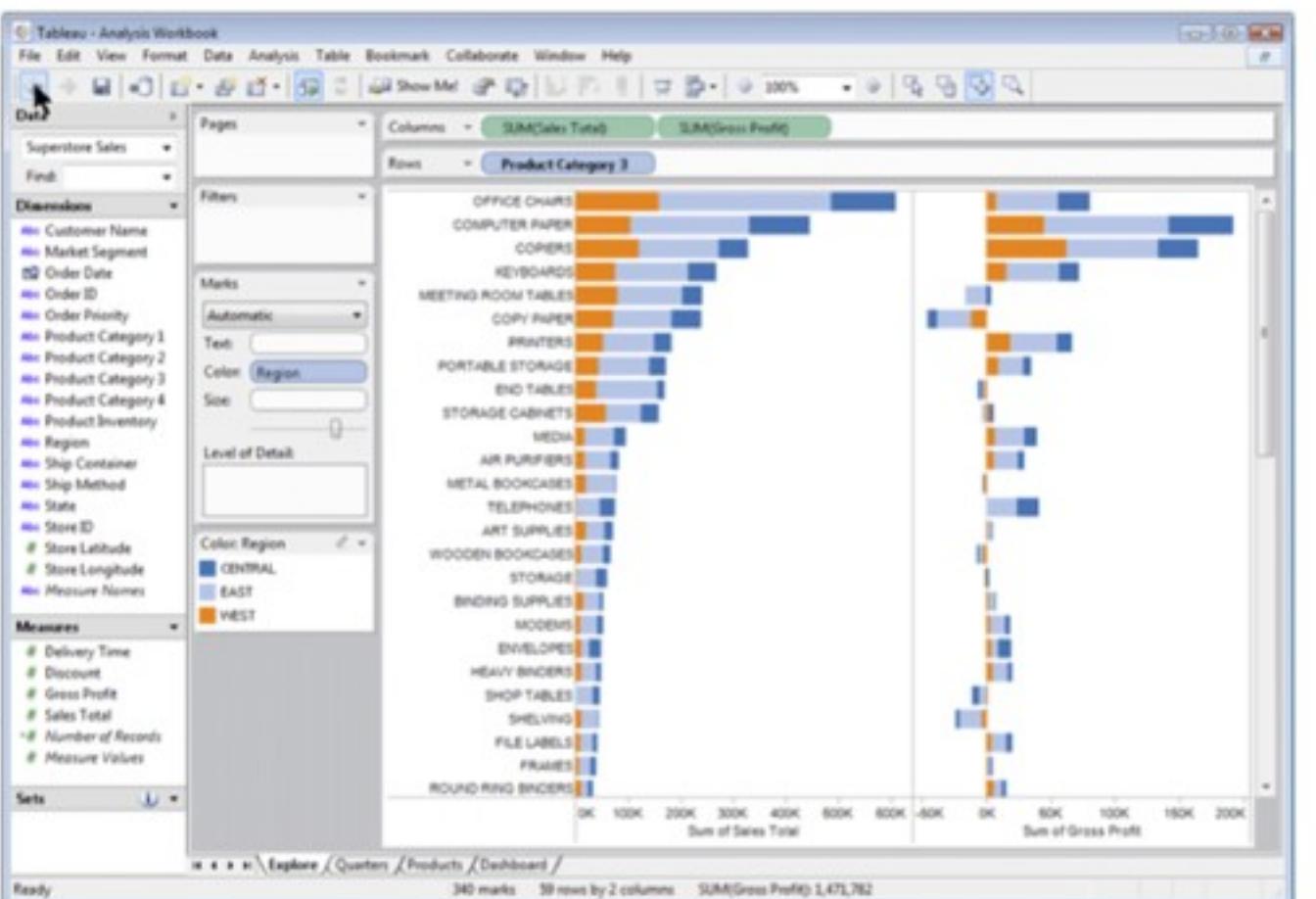
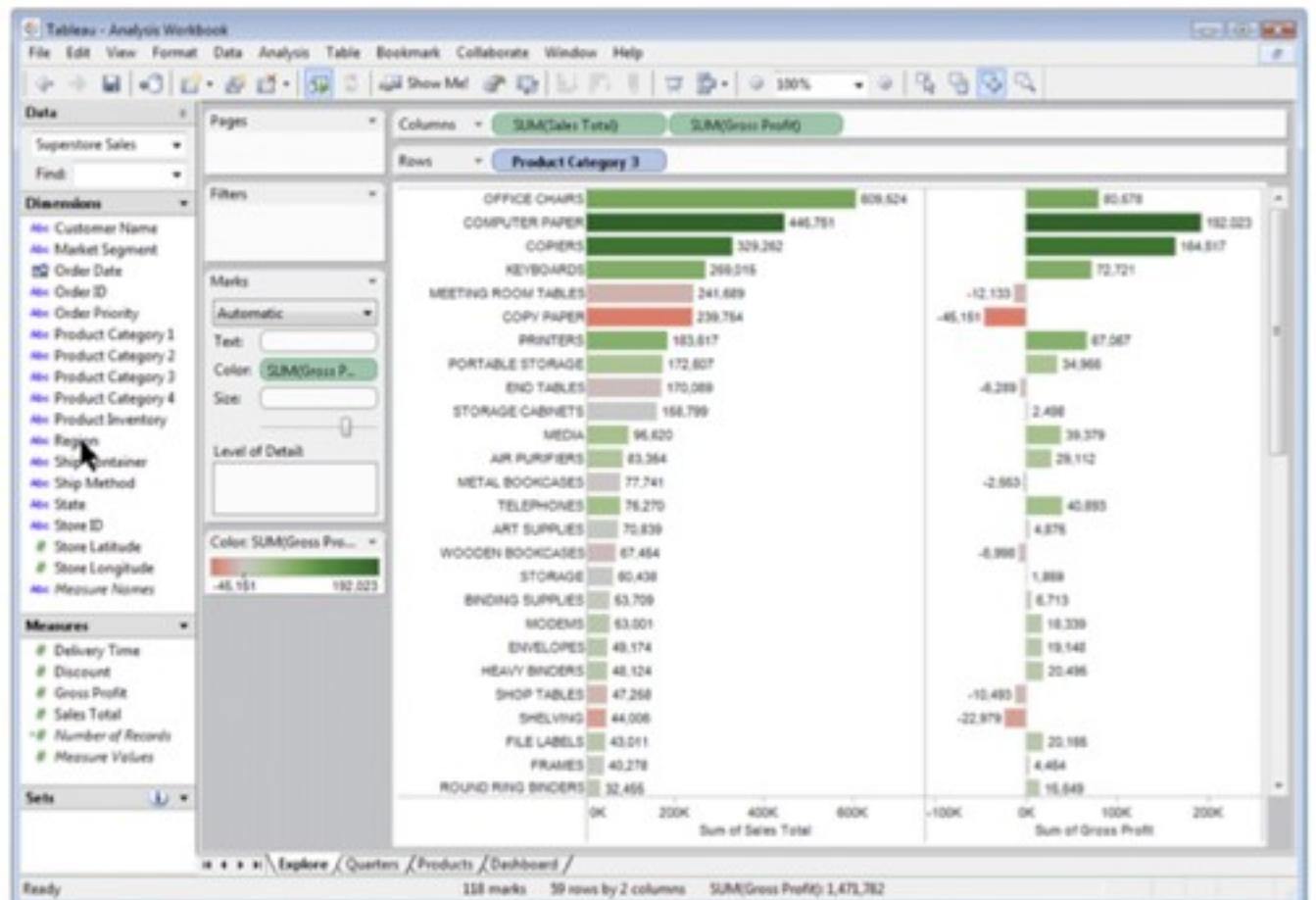
REARRANGING

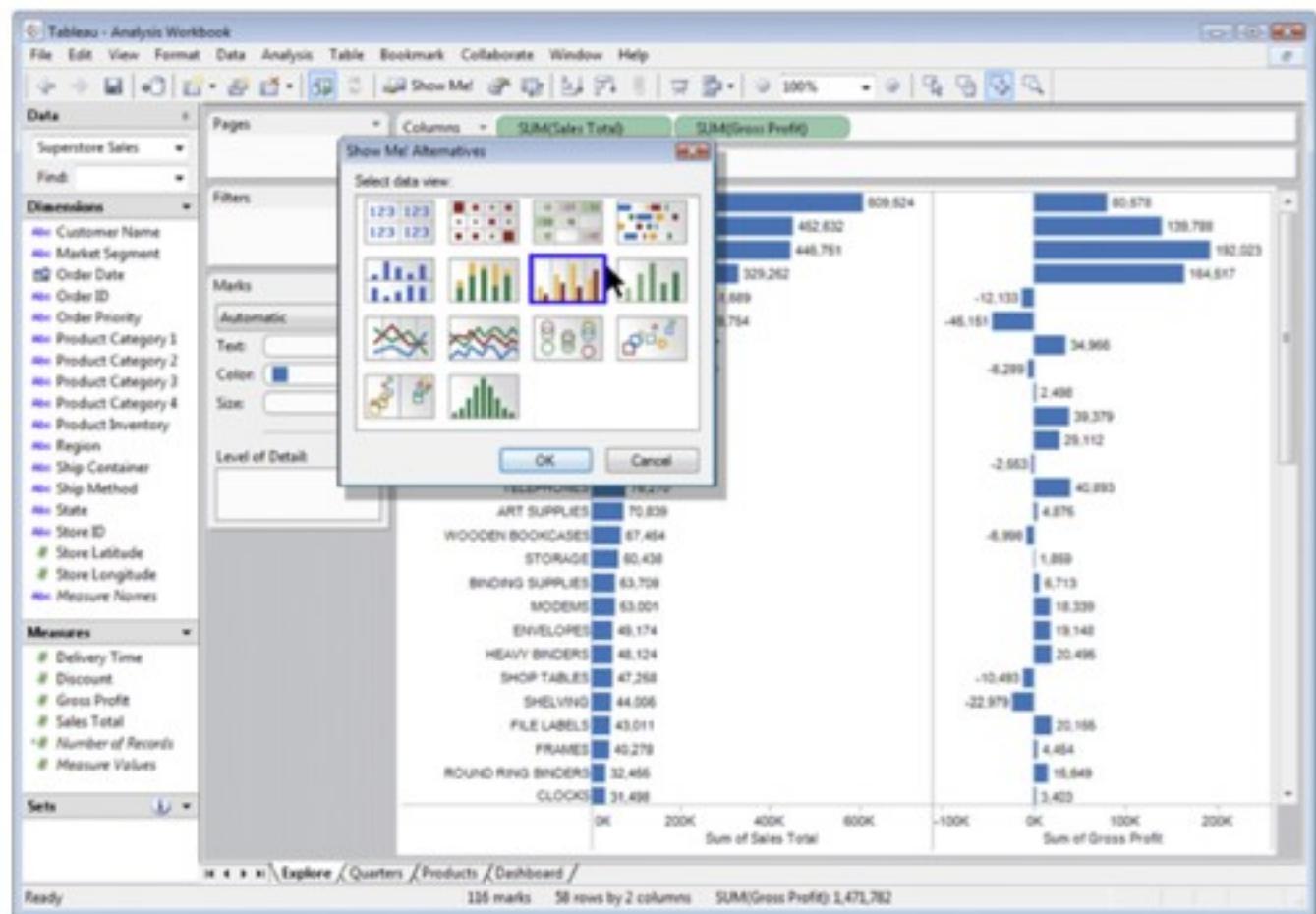
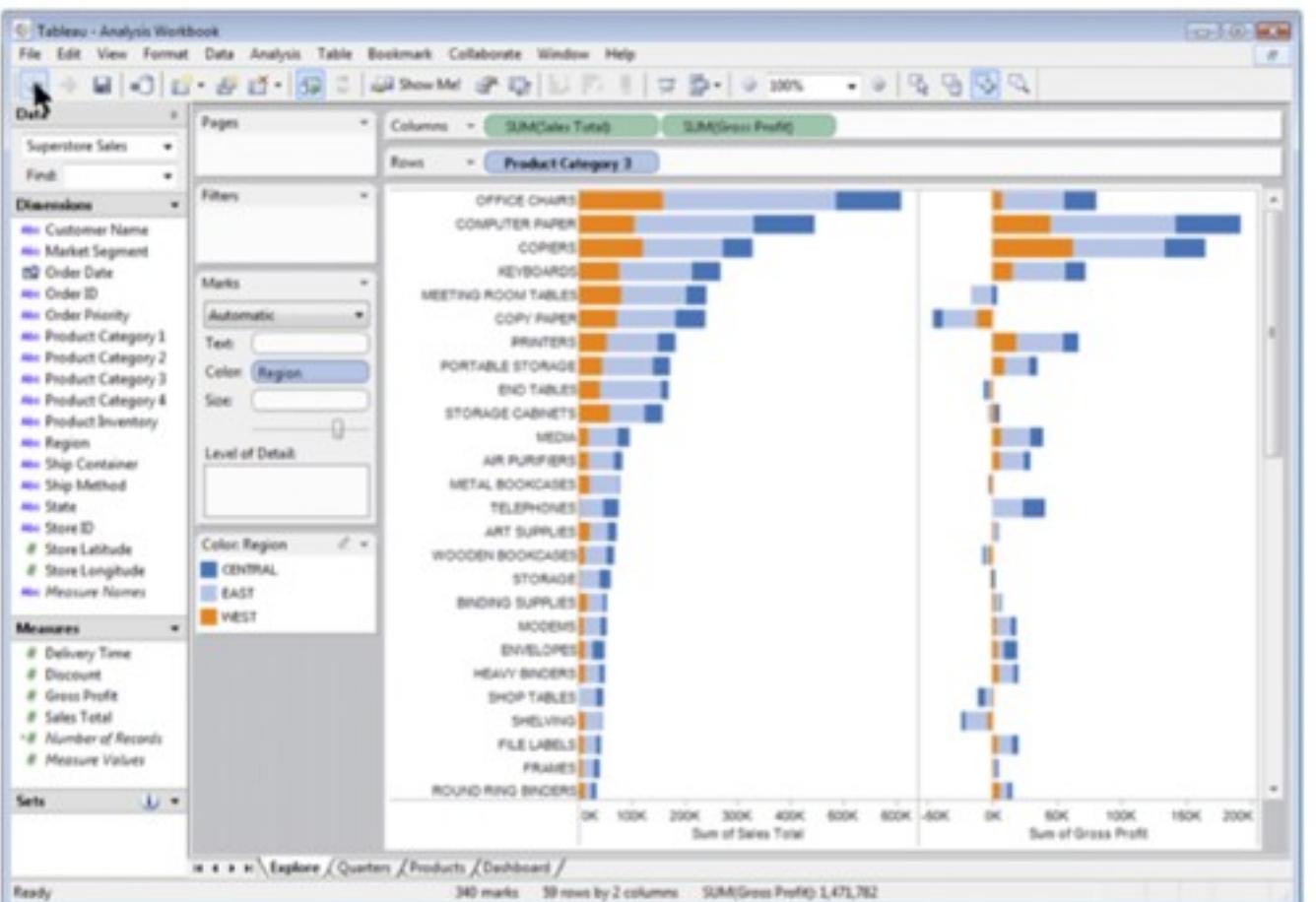
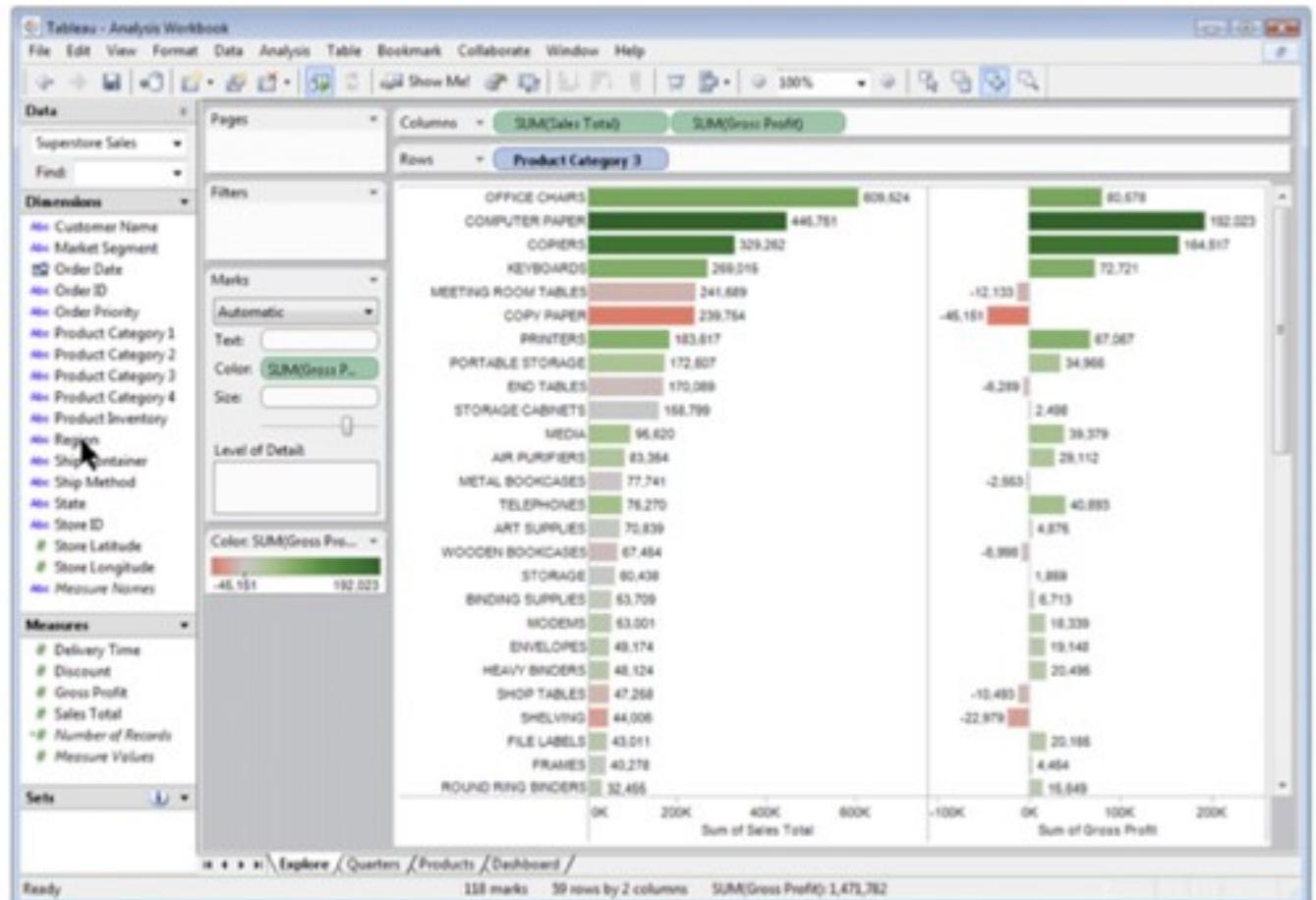


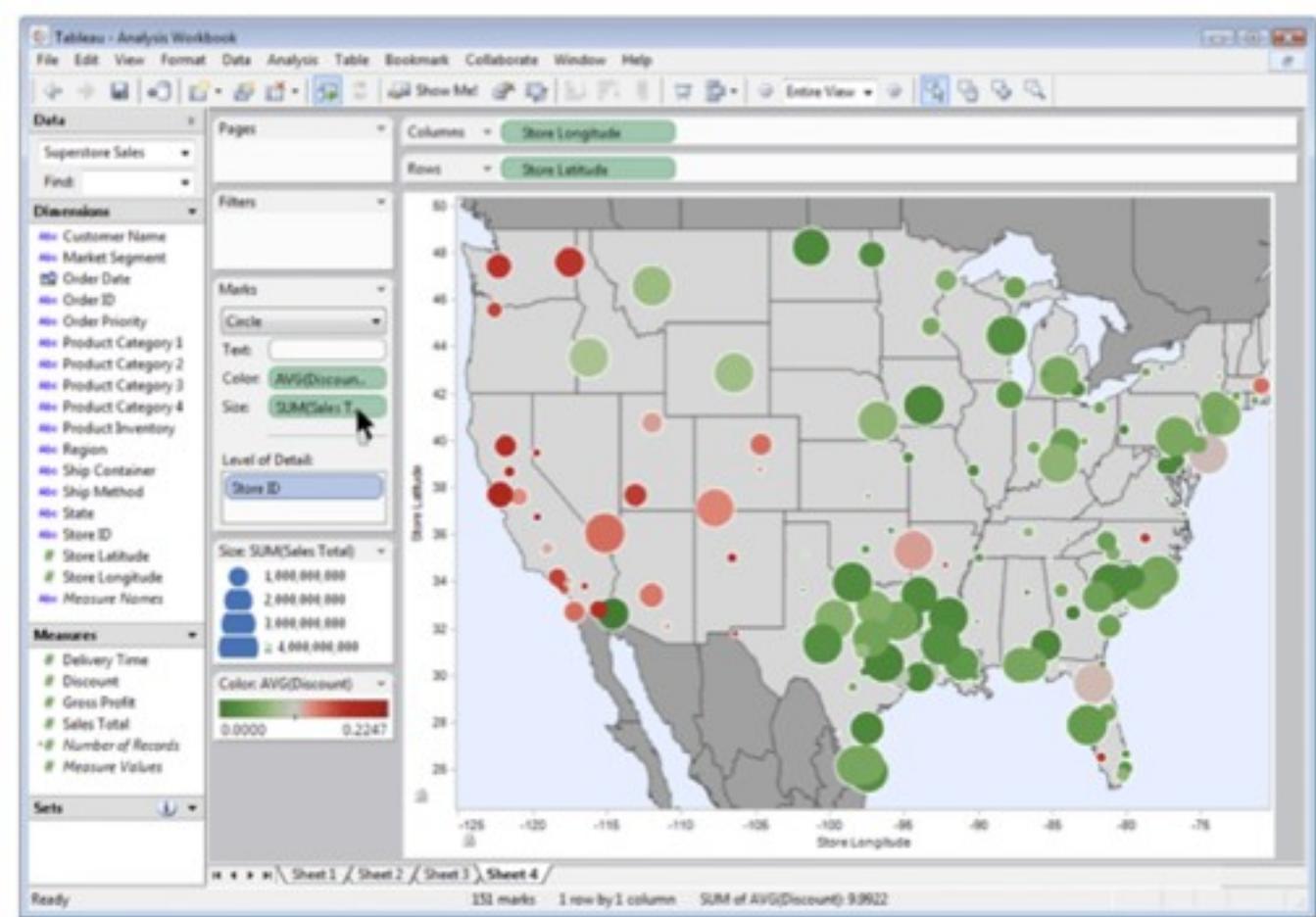
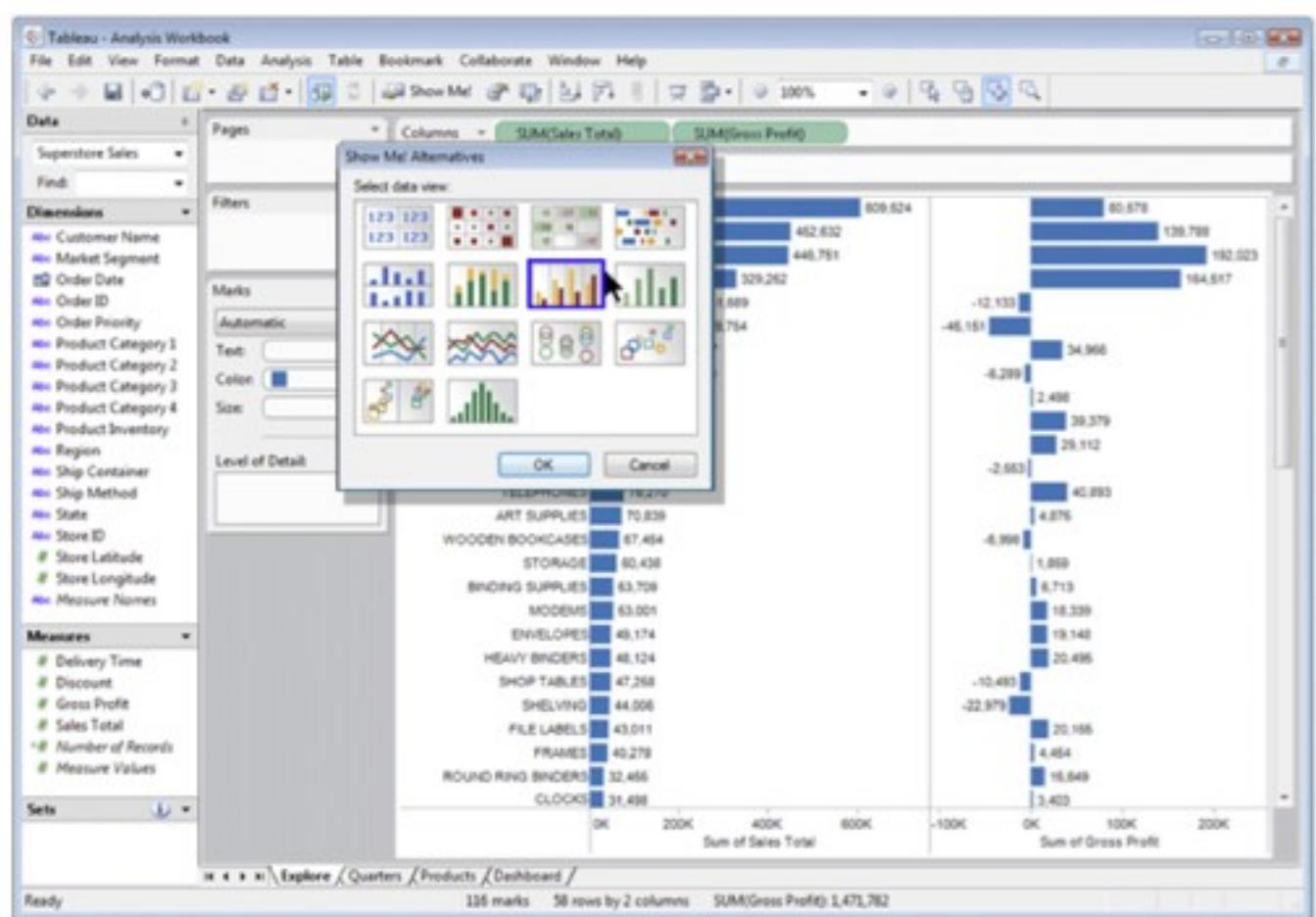
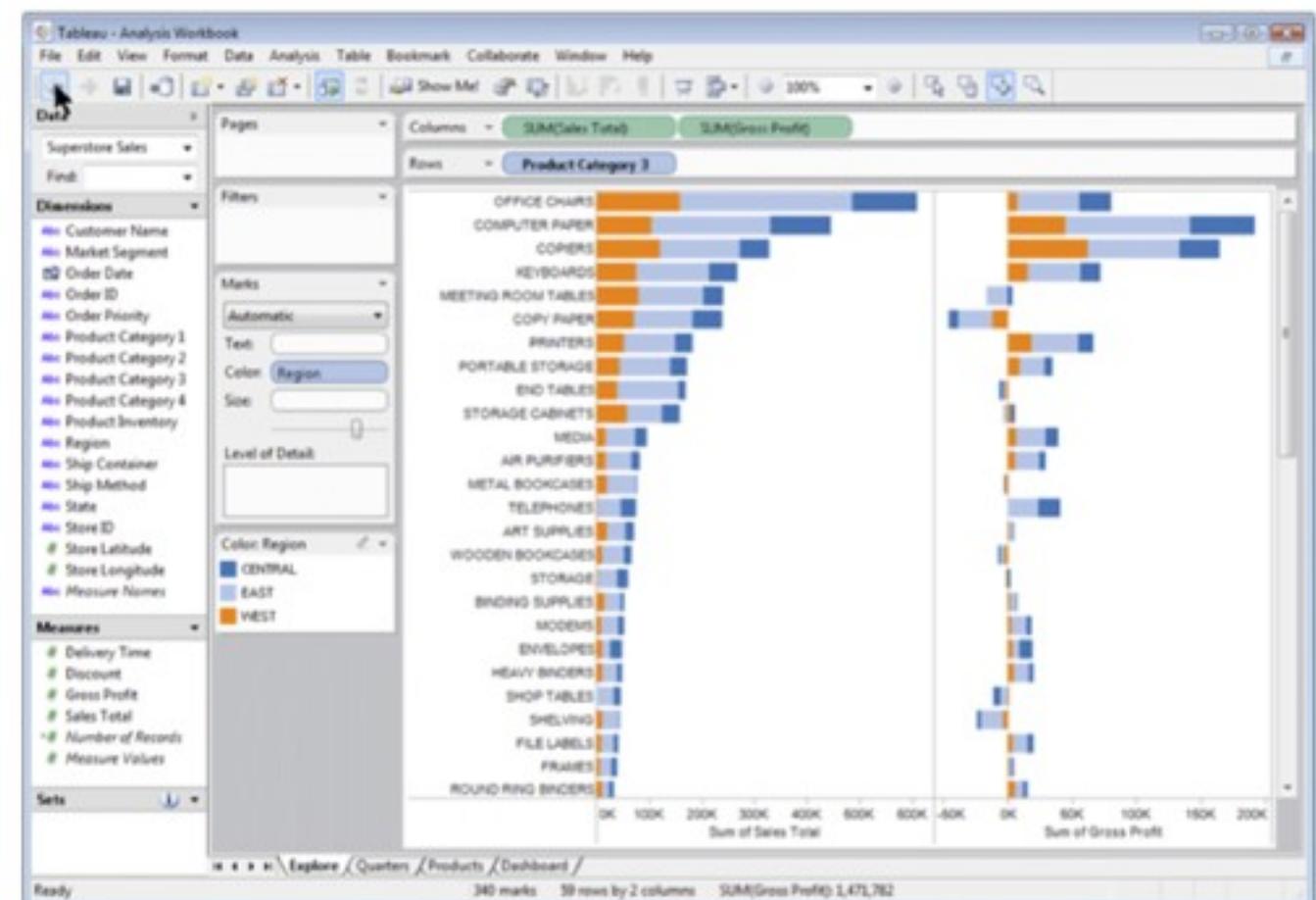
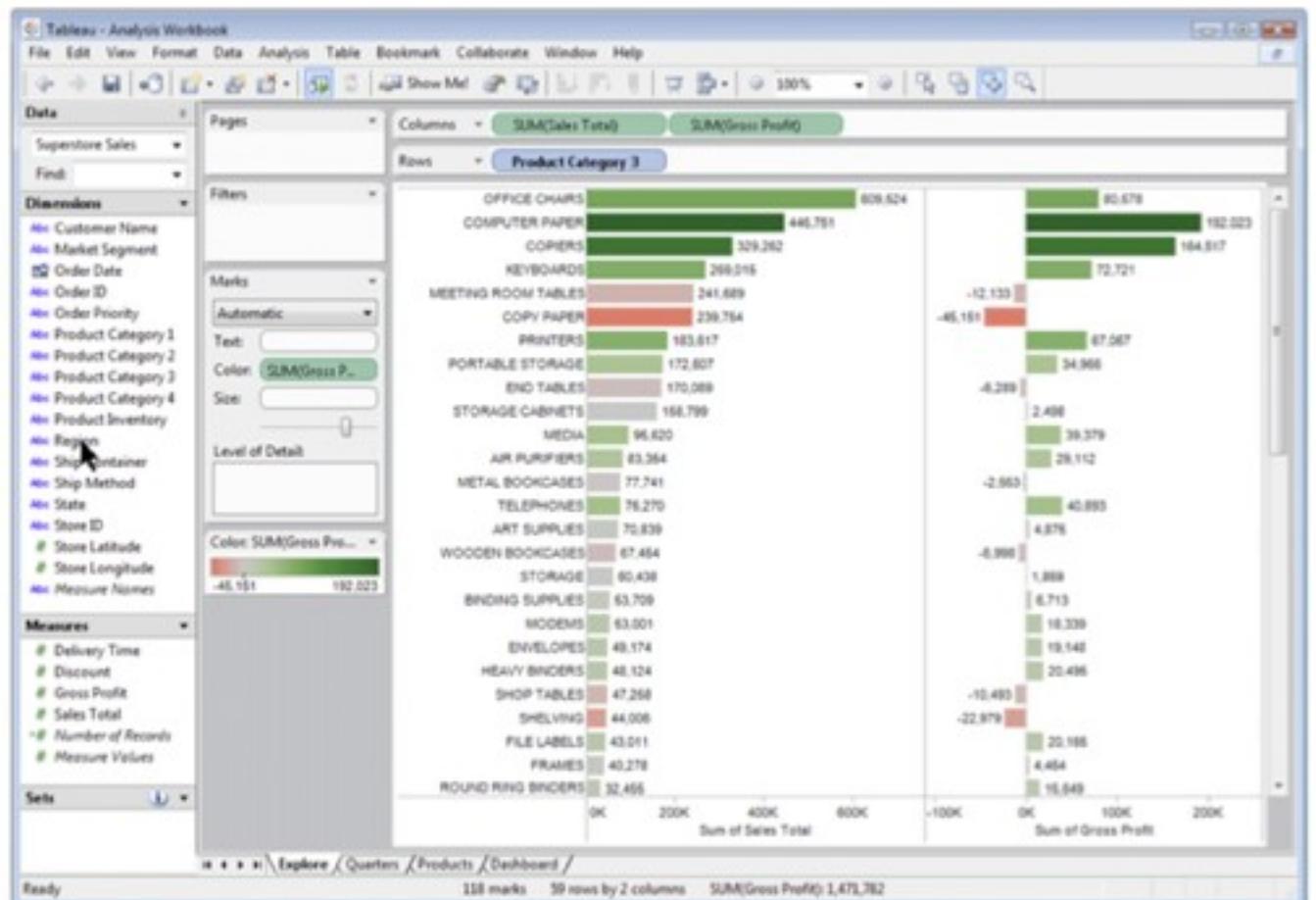


CHANGE ENCODING



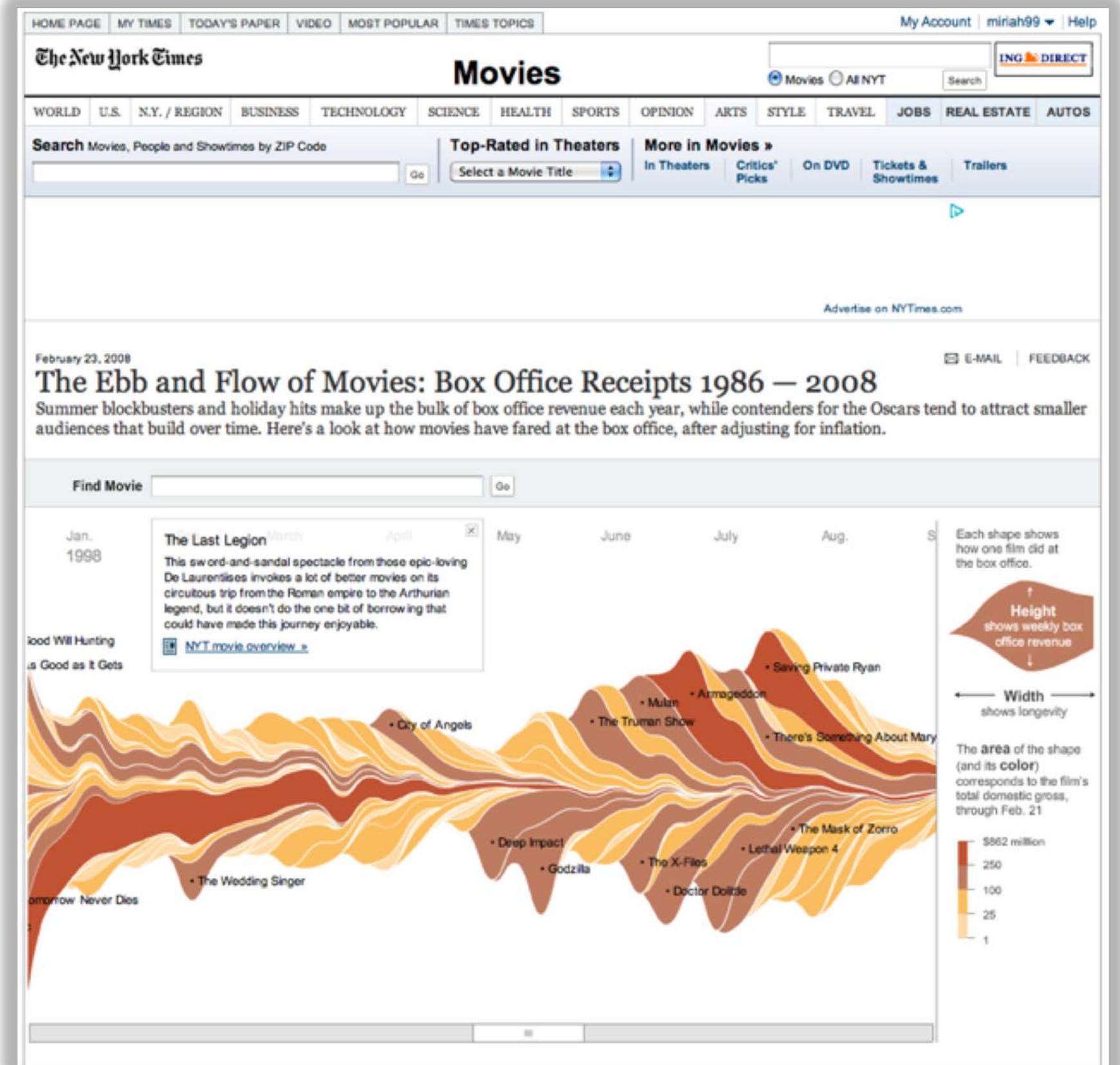






SELECTION & HIGHLIGHTING





LINKING



Global Excess Nitrogen

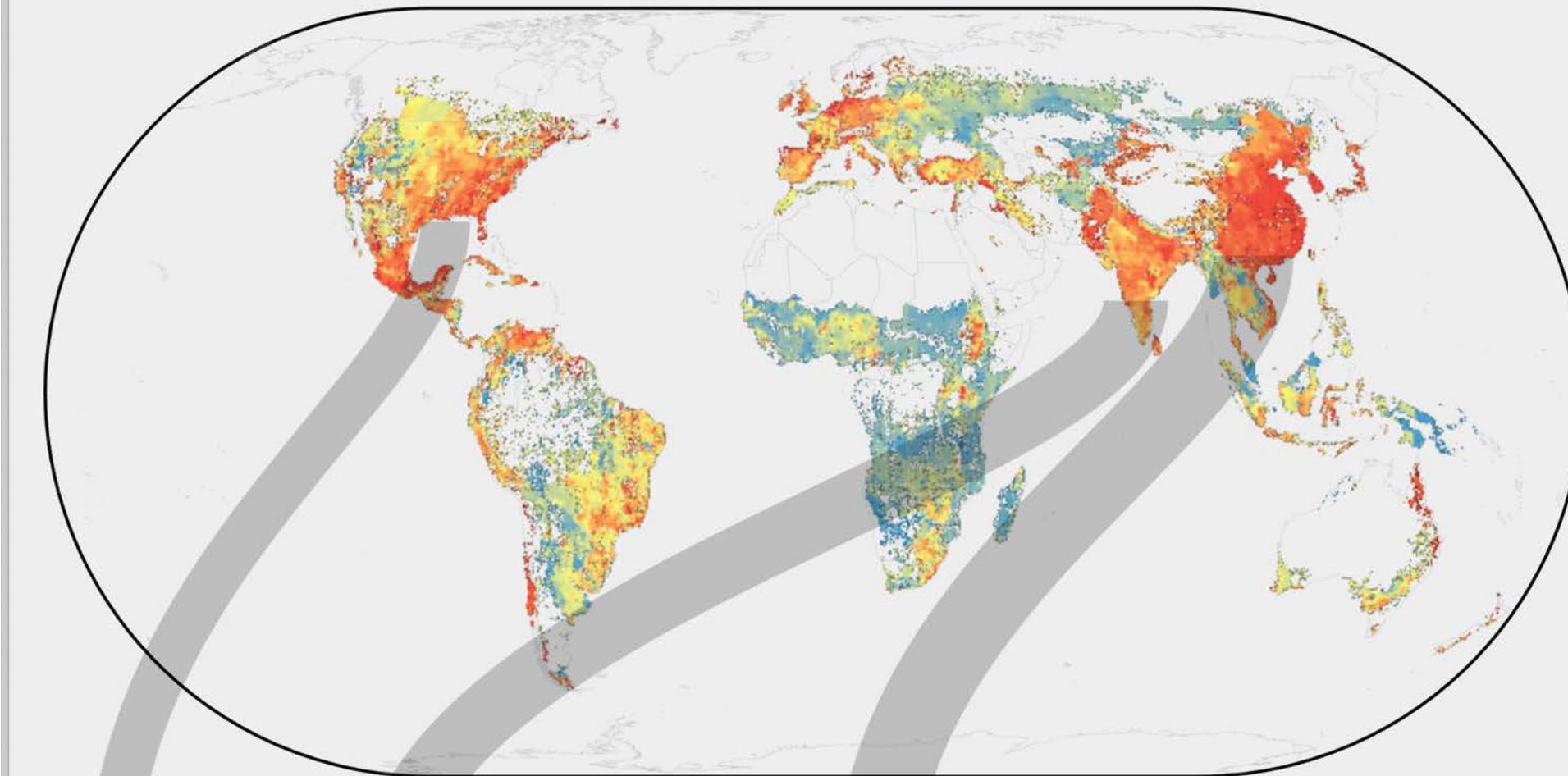
Canada

Excess Nitrogen: 737,678.4 TONNS

Global Percentage: 1.49%

Developed by [Shipeng Sun](#)
[Global Landscapes Initiative](#)
[Institute on the Environment](#)
University of Minnesota
Now at [Environmental Studies](#)
University of Illinois Springfield

[Source Code](#)

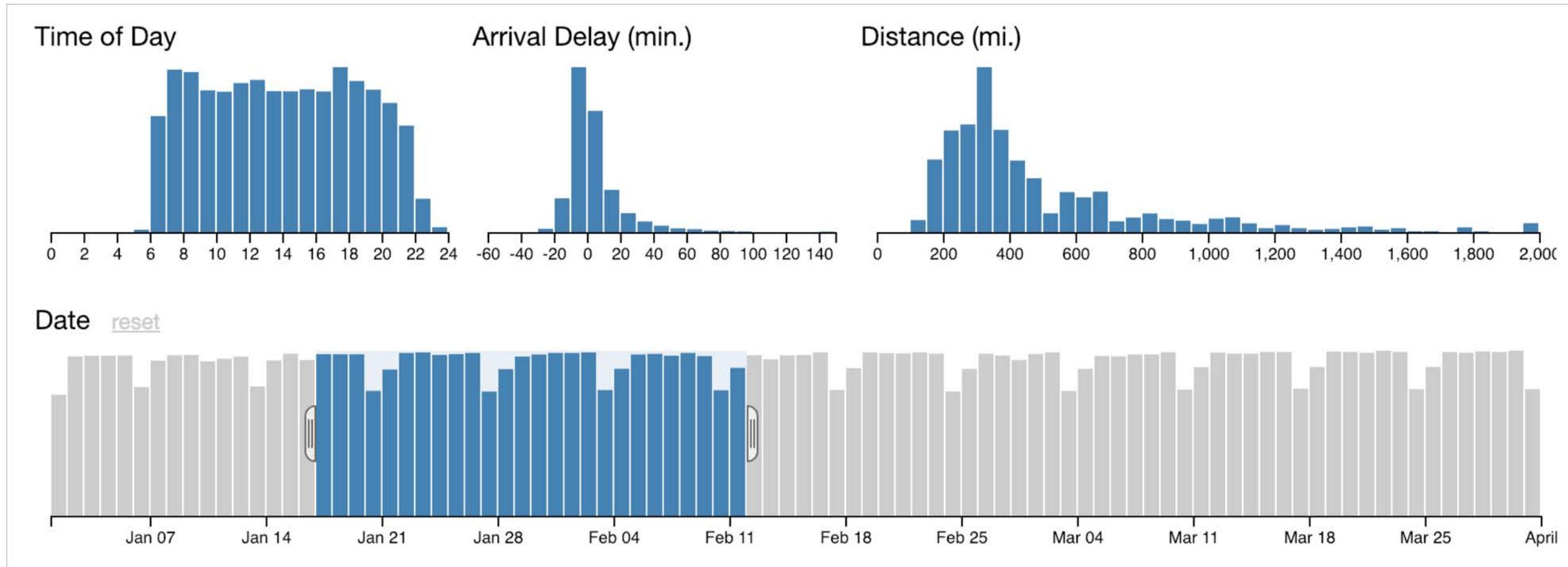


United States	India	China	Venez Peru Col Ecu Bol Par Trin Rus Por Pur Fra Finl Chil Pen Aus M Ca Hn Zir	Gree D C Tun Rus Por Pur Fra Finl Swe Chil Den Pen Bela Iraq Gua Colo Sri Vene	Nepal Belg Cuba Hung Ukra Moroc Syria Dem. Philippin Czech United Sudan Uzbek Japan Ethiop Korea	Argentin South Africa Nigeria Syria Philippin United Kingdon Japan Ethiop Korea	Italy South Africa Nigeria Syria Philippin United Kingdon Japan Ethiop Korea	Iran Thailand Australia Poland Spain	Egypt Thailand Canada France Germany	Vietnam Canada Turkey Brazil Indonesia	Mexico Pakistan	Bangladesh
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FILTERING

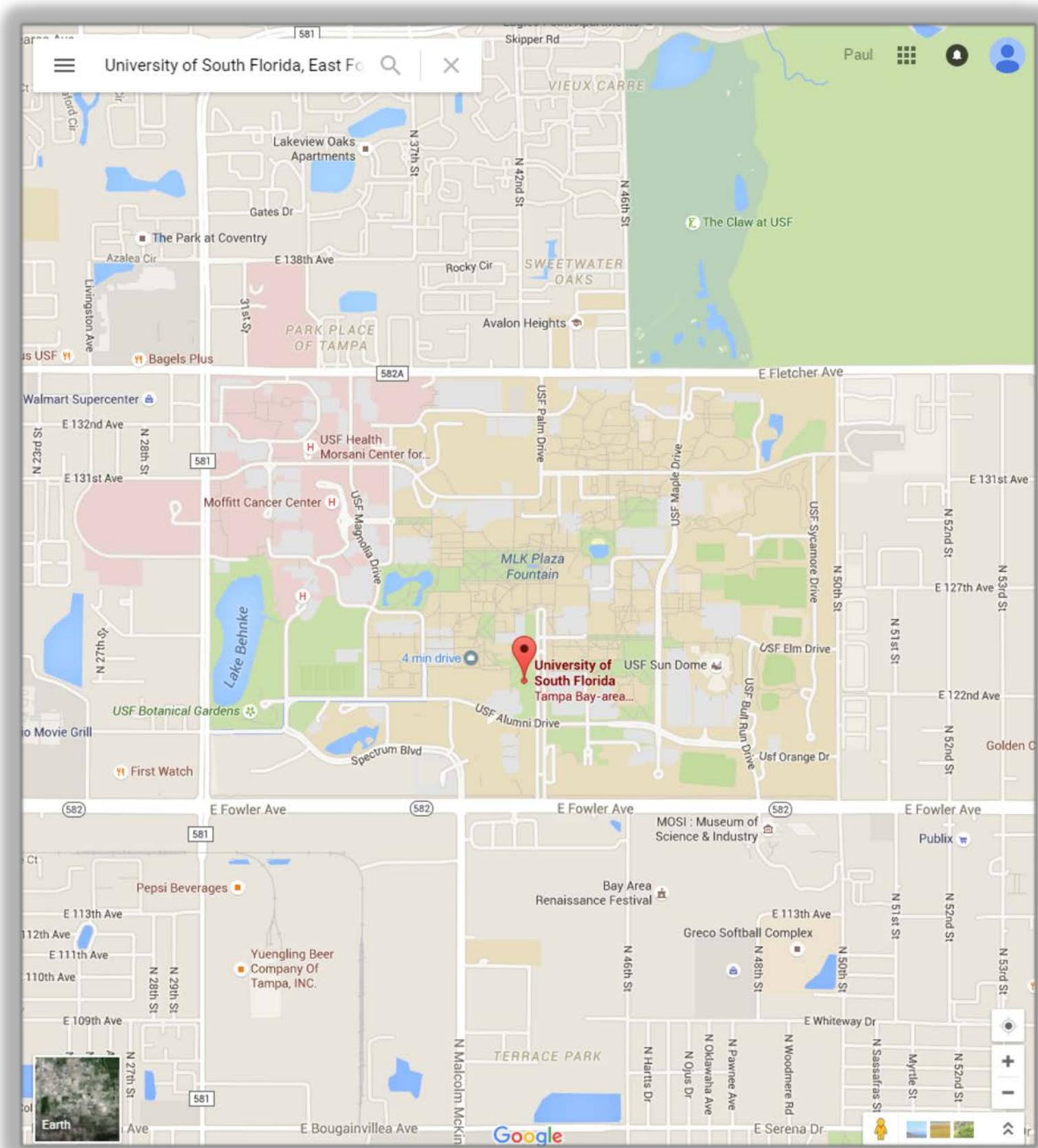




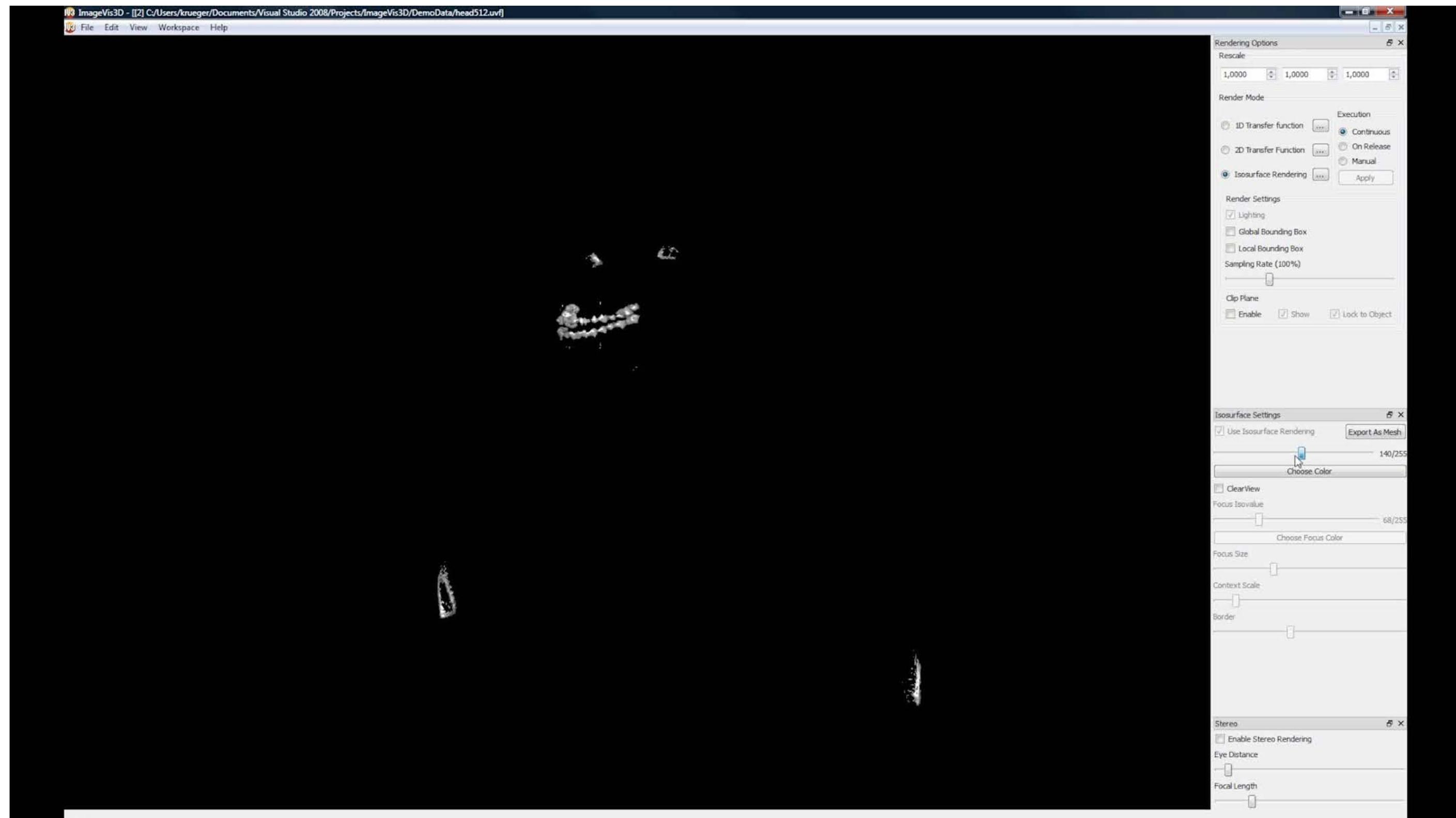
NAVIGATION



PAN (AND TRANSLATE)



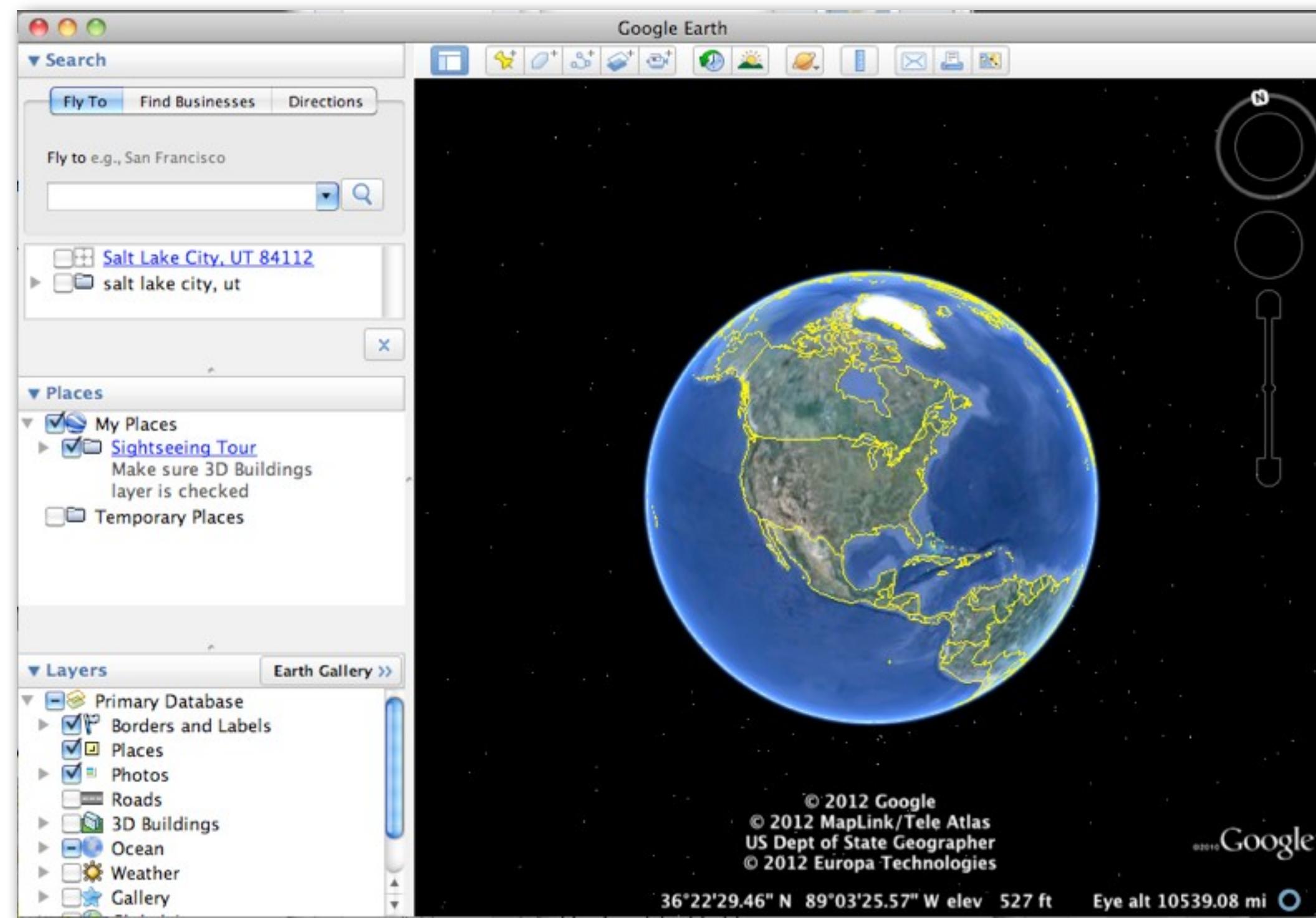
ROTATE



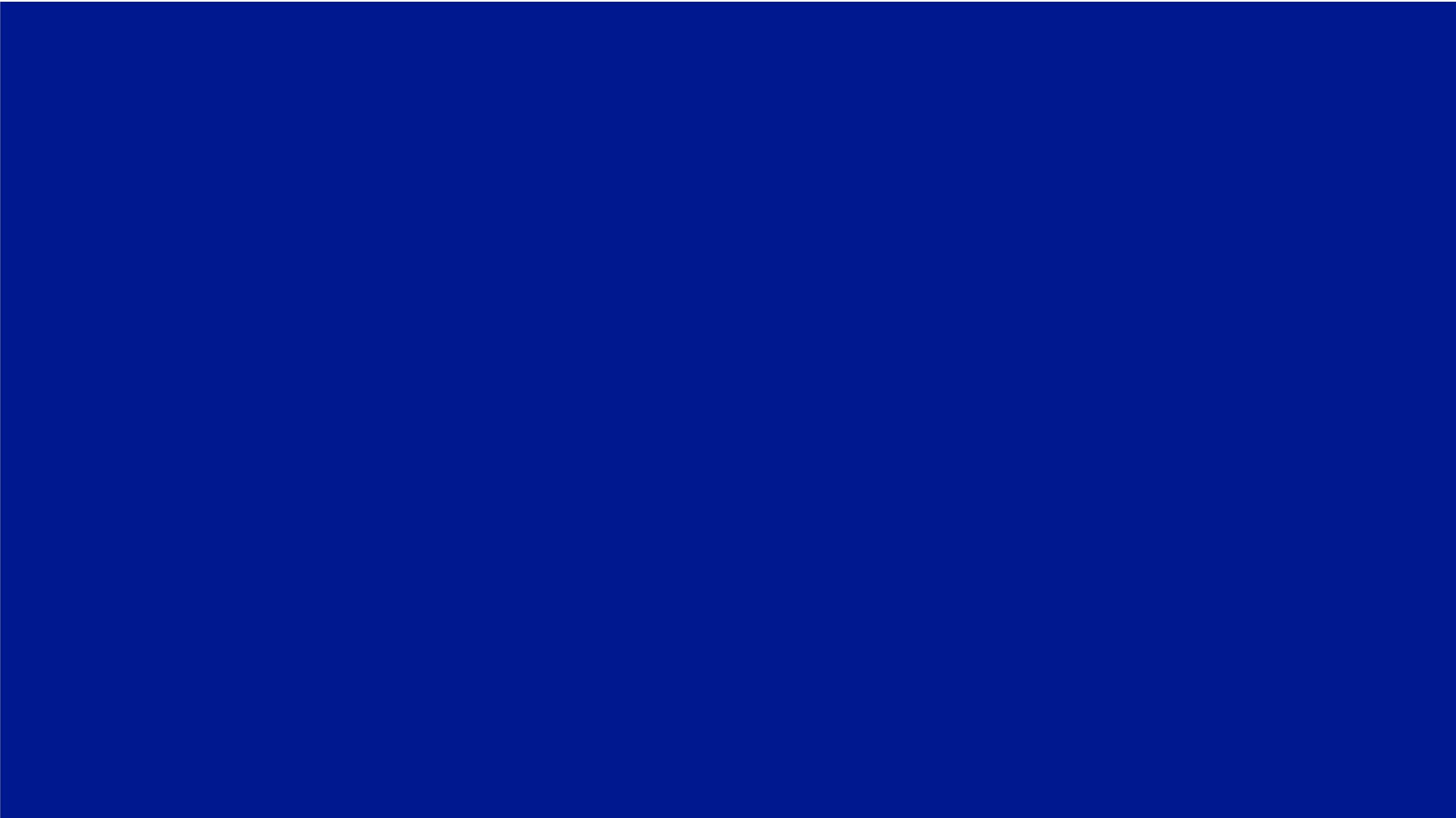
GEOMETRIC vs SEMANTIC ZOOMING



GEOMETRIC



SEMANTIC



SEMANTIC

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



RECOMMENDED READING

Visualization Analysis & Design: Chapter 3 (pp. 42-65)



