

# Data Visualization, an introduction

What a nice picture !

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M2R-MOSIG Scientific Methodology



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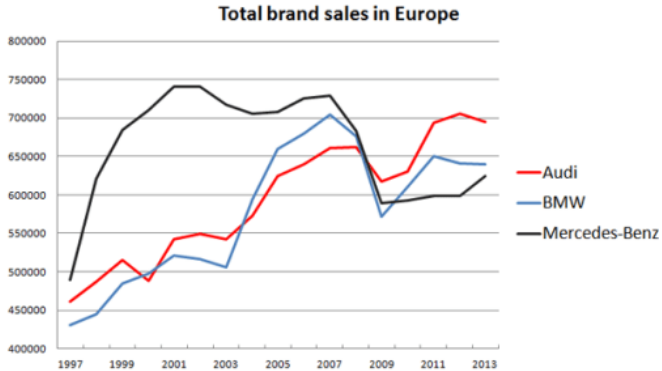
# INTRODUCTION

## Motivation for Graphics

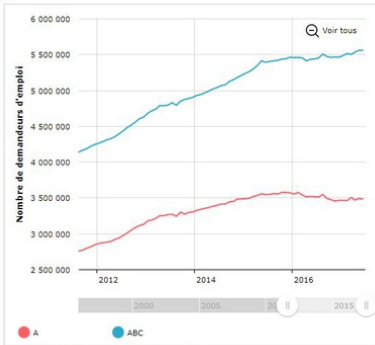
- ▶ Synthesis of the information
- ▶ Explore datasets
- ▶ Visual tests
- ▶ Communication of results

## Criteria for good graphics

- ▶ Readability for the reader
- ▶ Intelligibility of the message to the reader
- ▶ No possible misunderstanding



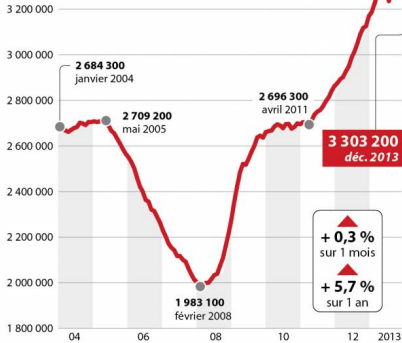
Demandeurs d'emploi inscrits en fin de mois à Pôle emploi, Catégorie A, ABC - France métropolitaine - Janvier 1996 à Juin 2017 [🔗](#)



Source : Pôle emploi-Dares, STMT, Données CVS-CJO.

## Le chômage

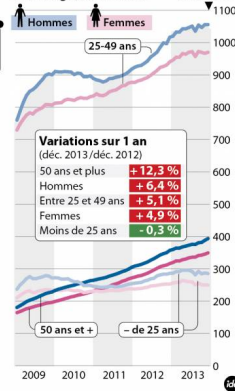
Nombre de demandeurs d'emploi (catégorie A)

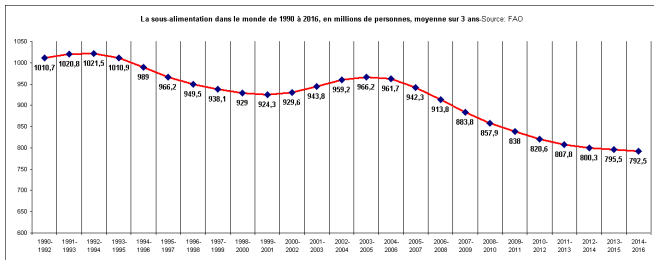


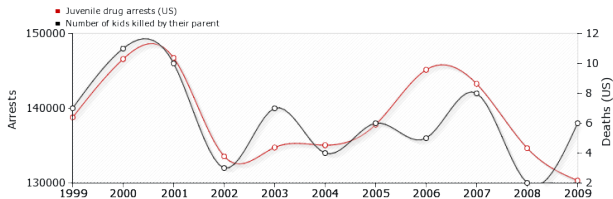
Source : Dares

Par catégorie, en milliers

déc. 2013

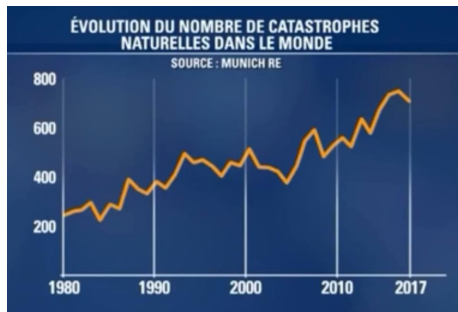


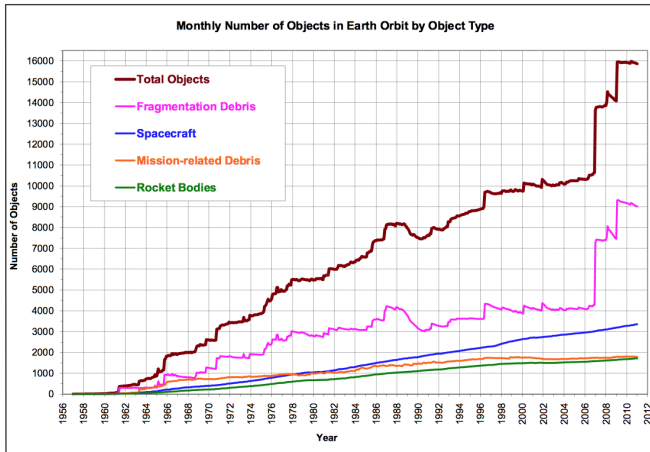












*Monthly Number of Cataloged Objects in Earth Orbit by Object Type: This chart displays a summary of all objects in Earth orbit officially cataloged by the U.S. Space Surveillance Network. "Fragmentation debris" includes satellite breakup debris and anomalous event debris, while "mission-related debris" includes all objects dispensed, separated, or released as part of the planned mission.*

# DATA

- ▶ The type of the graphic is adapted to the nature of data (curve, bars, pie, histogram, cloud...);
- ▶ Approximations/interpolation make sense;
- ▶ Curves are defined by a sufficient number of points;
- ▶ The building method of the curve is clear : interpolation (linear, polynomial, regression...);
- ▶ Confidence intervals are visualized (or given separately);
- ▶ Steps of histograms are adequate;
- ▶ Histograms visualize probabilities (from 0 to 1).

The nature of the data implies the type of representation

# GRAPHICAL OBJECTS

- ▶ Graphical objects are readable on screen, on printed version (B/W), on video... ;
- ▶ Graphic range is standard, without too similar colors, without green (video) ;
- ▶ Graphical axis are well identified and labelled ;
- ▶ Scales and units are explicit ;
- ▶ Curves cross without ambiguity ;
- ▶ Grids help the reader.

Graphical objects provide the readability of the graphic

# ANNOTATIONS

- ▶ Axis are labelled by quantities ;
- ▶ Labels of the axis are clear, and self contained ;
- ▶ Units are indicated on the axis ;
- ▶ Axes are oriented from the left to the right and from the bottom to the top ;
- ▶ Origin is  $(0, 0)$ , if not it should be clearly justified ;
- ▶ No hole on the axes.
- ▶ For bar graphs/histograms order of bars is based on classical ordering (alphabetical, temporal, from the best to the worse) are better than a random order ;
- ▶ Each curve has a legend ;
- ▶ Each bar has a legend ;

Annotations put a semantic on graphics

# INFORMATION

- ▶ Curves are on the same scale ;
- ▶ The number of curves on a same graph is small (less than 6) ;
- ▶ Compare curves on a same graphic ;
- ▶ A curve cannot be removed without reducing the information ;
- ▶ The graphic gives a relevant information to the reader ;
- ▶ If the vertical axis shows averages, it should indicates error bars ;
- ▶ It is not possible to remove any objet without modifying the readability of the graphic.

Graphical information should answer some precise question

# CONTEXT

- ▶ All the symbols are defined and referenced in the text ;
- ▶ The graphic produces more information than any other representation (choice of the variable) ;
- ▶ The graphic has a title ;
- ▶ The title is sufficiently self contained to partially understand the graphic ;
- ▶ The graphic is referenced in the text ;
- ▶ The text comment the figure.

A graphic should be a partial necessary information in a specific context

# SYNTHESIS

**Keep always in mind : Who is the reader and why should he read the graphic ?**

## Hints for the design of a good graphical representation.

- ▶ Minimize efforts of the reader ;
- ▶ Maximize information ;
- ▶ Minimize *ink* ;
- ▶ Use traditional conventions
- ▶ Make several representations, before choosing the more adequate.
- ▶ Some classical errors
  - ▶ Too many graphical objects
  - ▶ Confusing scales, Cryptic notations
  - ▶ Non necessary informations,

## Principles

- ▶ **Occam's Razor** If two representations contain the same information, choose the simpler one.
- ▶ **Completion (Dijkstra)** When you cannot remove any simple object from the representation, then it is complete.
- ▶ **Common sense** Use an adapted sophistication level.

From Jean-Yves Le Boudec.

Last but not least : **The graphical representation should be elegant**