

# Visual Analytics— Evaluation Techniques

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Slides based off slides courtesy of Jordan Crouser (<https://jcrouser.github.io/>)

# Plan for Today

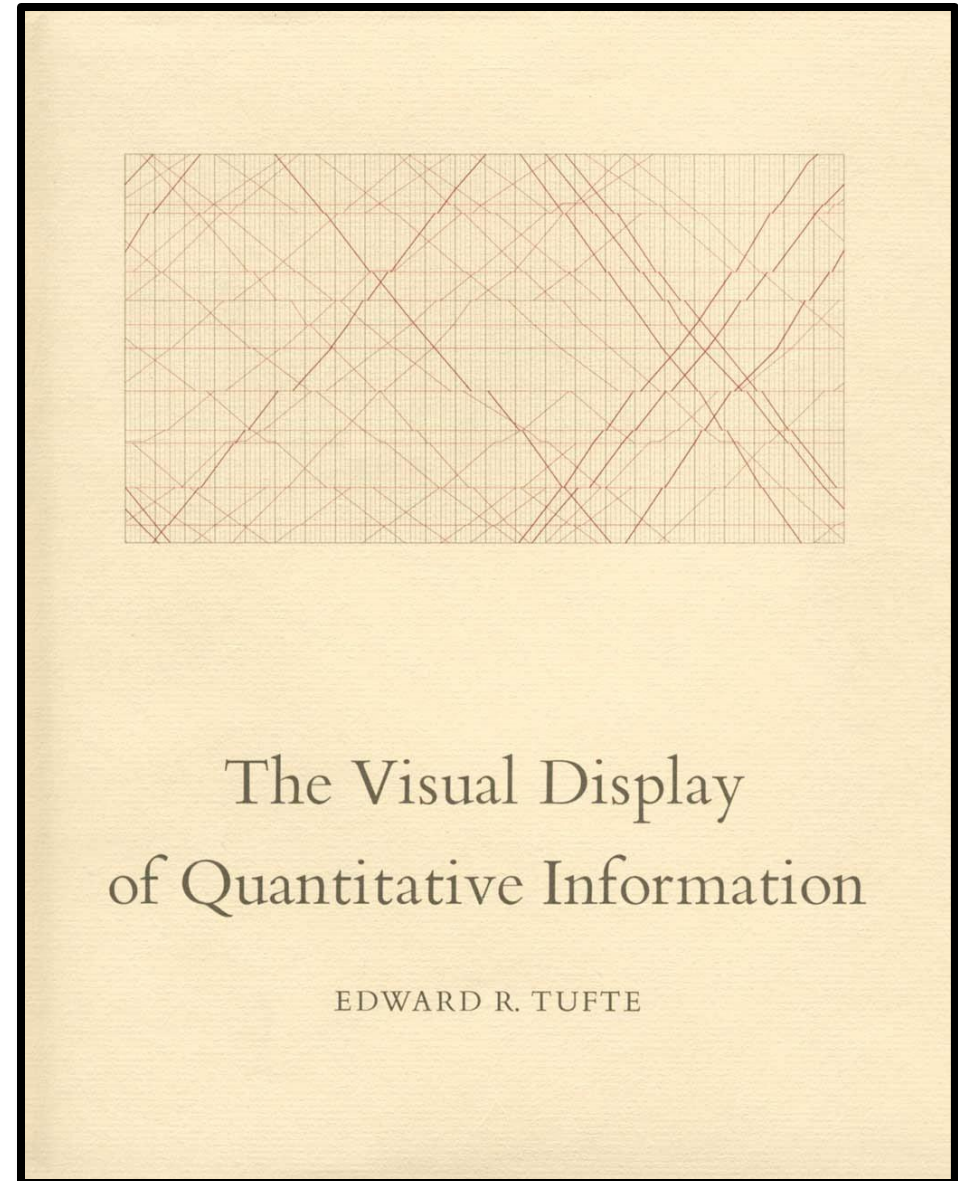
- Evaluation of visual analytic systems

# Discussion

How do we measure the **effectiveness**  
of a visualization system?

Tufte, 1983

- "Above all else, show the data."



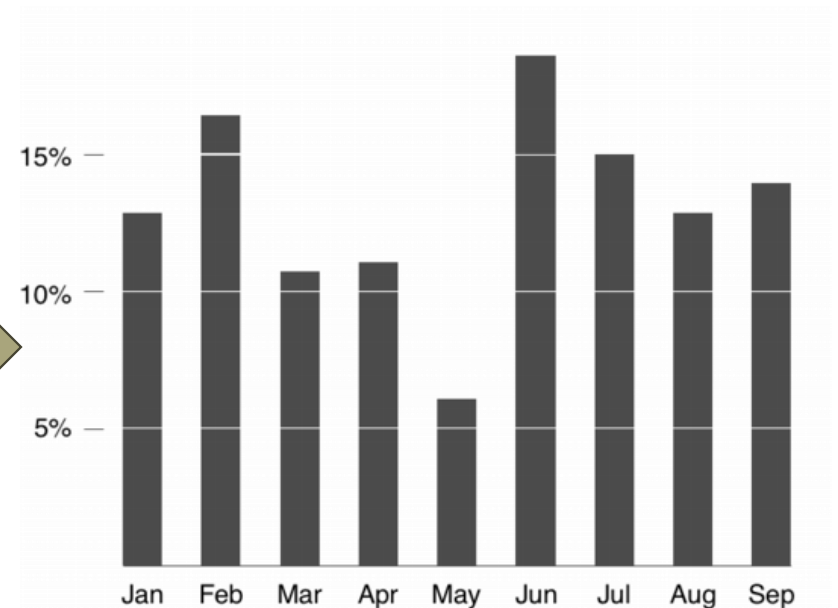
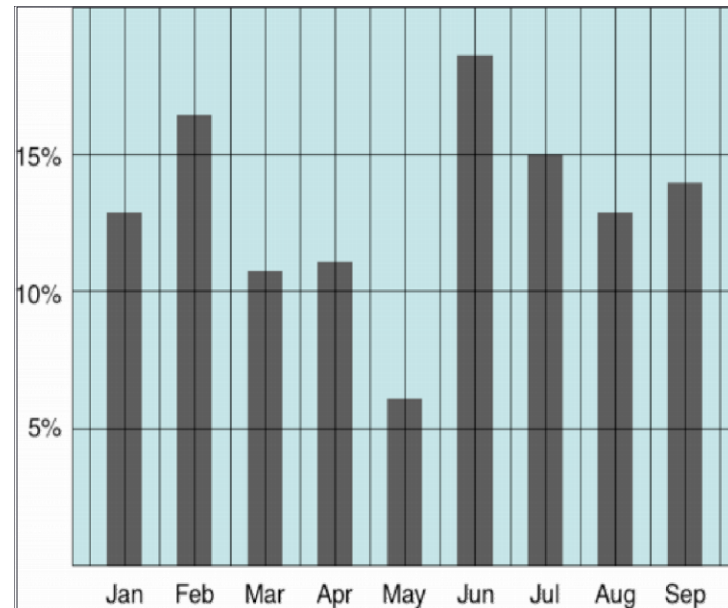
Tufte, 1983

$$\text{Data-ink ratio} = \frac{\text{Data-ink}}{\text{Total ink used to print the graphic}}$$

= proportion of a graphic's ink devoted to the non-redundant display of data-information

= 1 - proportion of a graphic that can be erased

Tufte:  
maximize the  
data-ink ratio

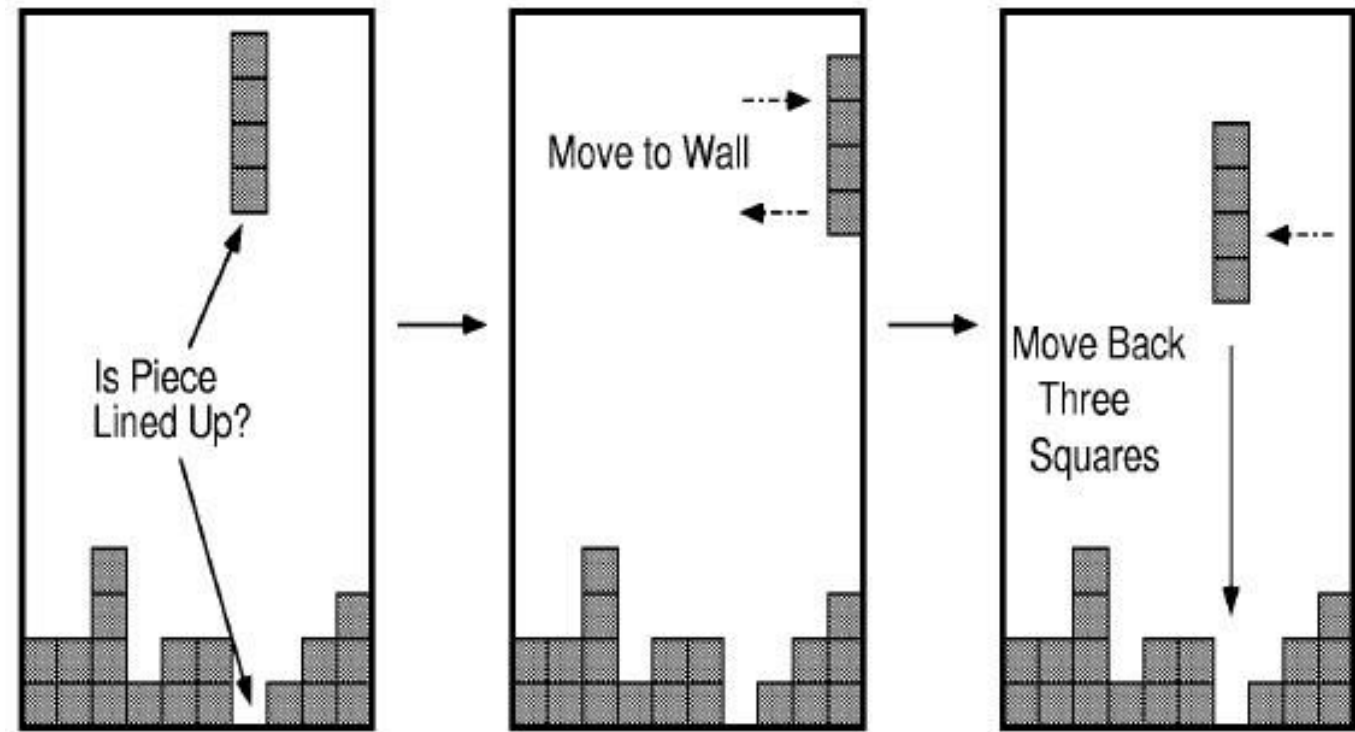


# Discussion

- What are the pros and cons of using data-ink ratio to evaluate visual analytic tools?

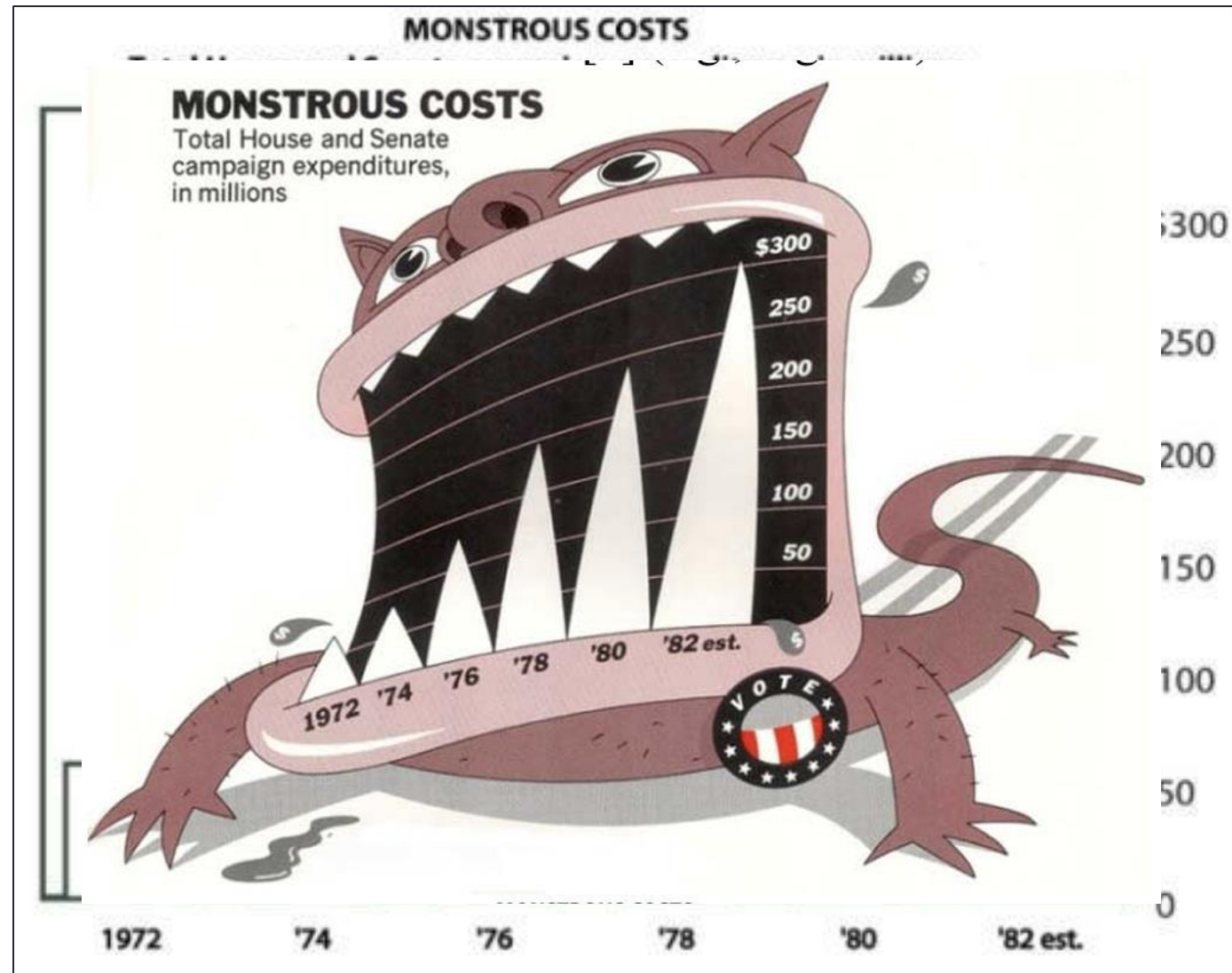
# Flashback: Epistemic Action

The purpose of some actions is not the effect they have on the environment but **the effect they have on the humans**.

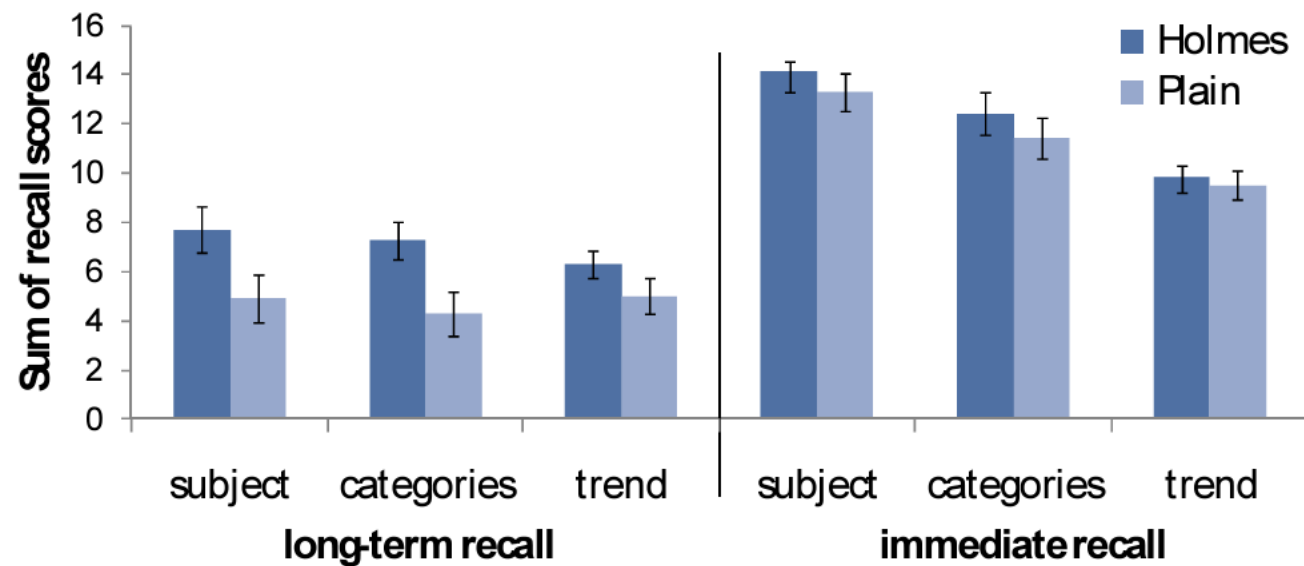




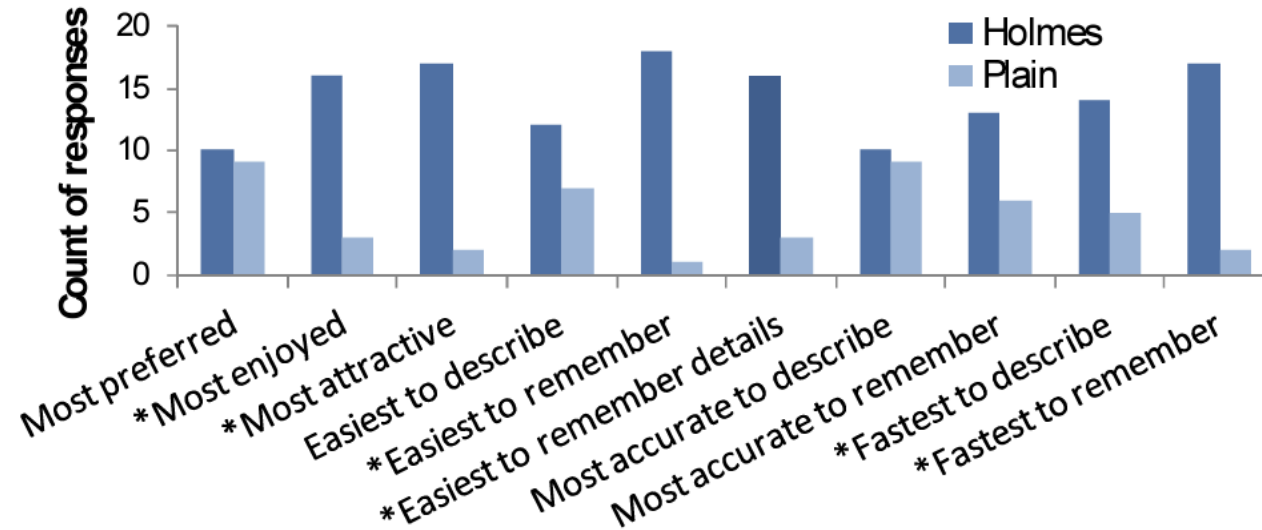
A caveat:  
“chart junk”  
and recall



# A caveat: “chart junk” and recall



# A caveat: “chart junk” and preference



**Figure 8. Count of user responses: \*indicates significant difference between chart types from chi-squared test at  $\alpha=0.05$**

# Chart junk and eye gaze

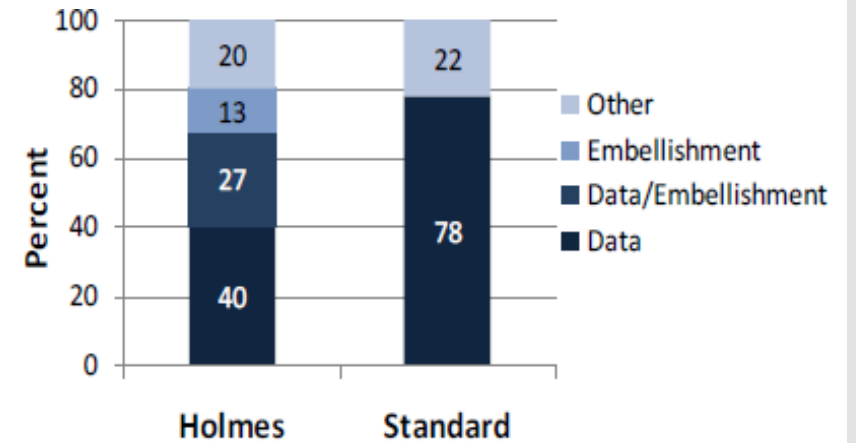
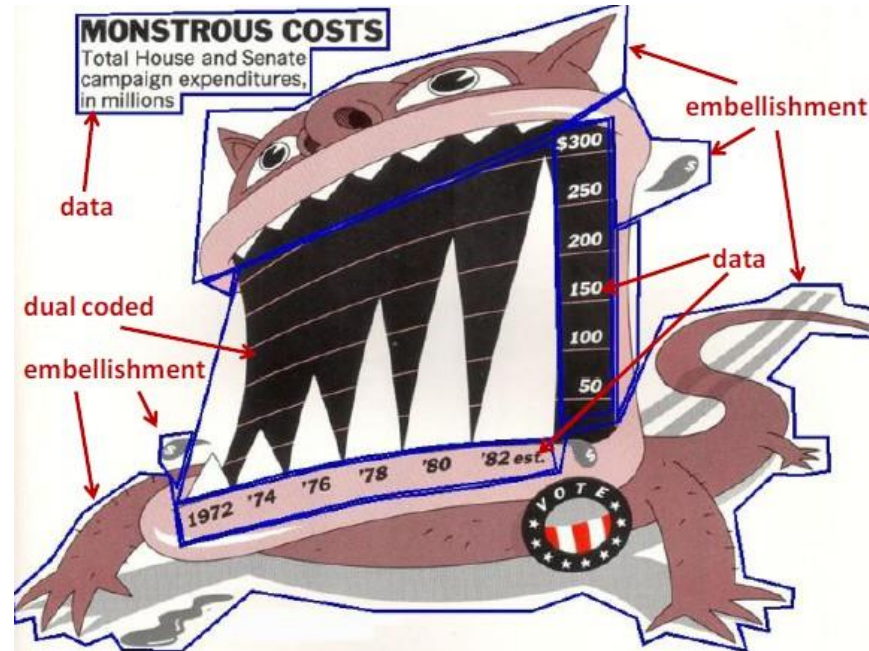
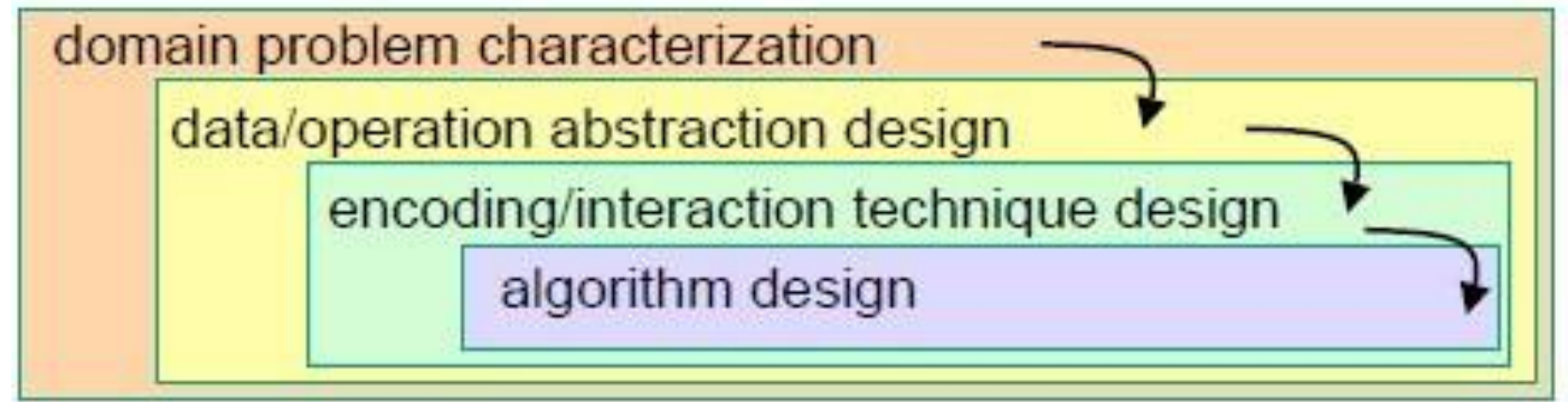


Figure 9. Percentage of on-screen time spent looking at different chart elements for Holmes and Plain charts.

# Discussion

- Know any **compelling** examples of visual embellishment?
- **Tragic** ones?
- What's the right balance between Tufte and ChartJunk?

# Nested Model of VIS Design (Munzner, 2009)



Munzner, Tamara. "A nested model for visualization design and validation." Visualization and Computer Graphics, IEEE Transactions on 15.6 (2009): 921-928.



# Threats

threat: wrong problem

validate: observe and interview target users

threat: bad data/operation abstraction

threat: ineffective encoding/interaction technique

validate: justify encoding/interaction design

threat: slow algorithm

validate: analyze computational complexity

implement system

validate: measure system time/memory

validate: qualitative/quantitative result image analysis

[test on any users, informal usability study]

validate: lab study, measure human time/errors for operation

validate: test on target users, collect anecdotal evidence of utility

validate: field study, document human usage of deployed system

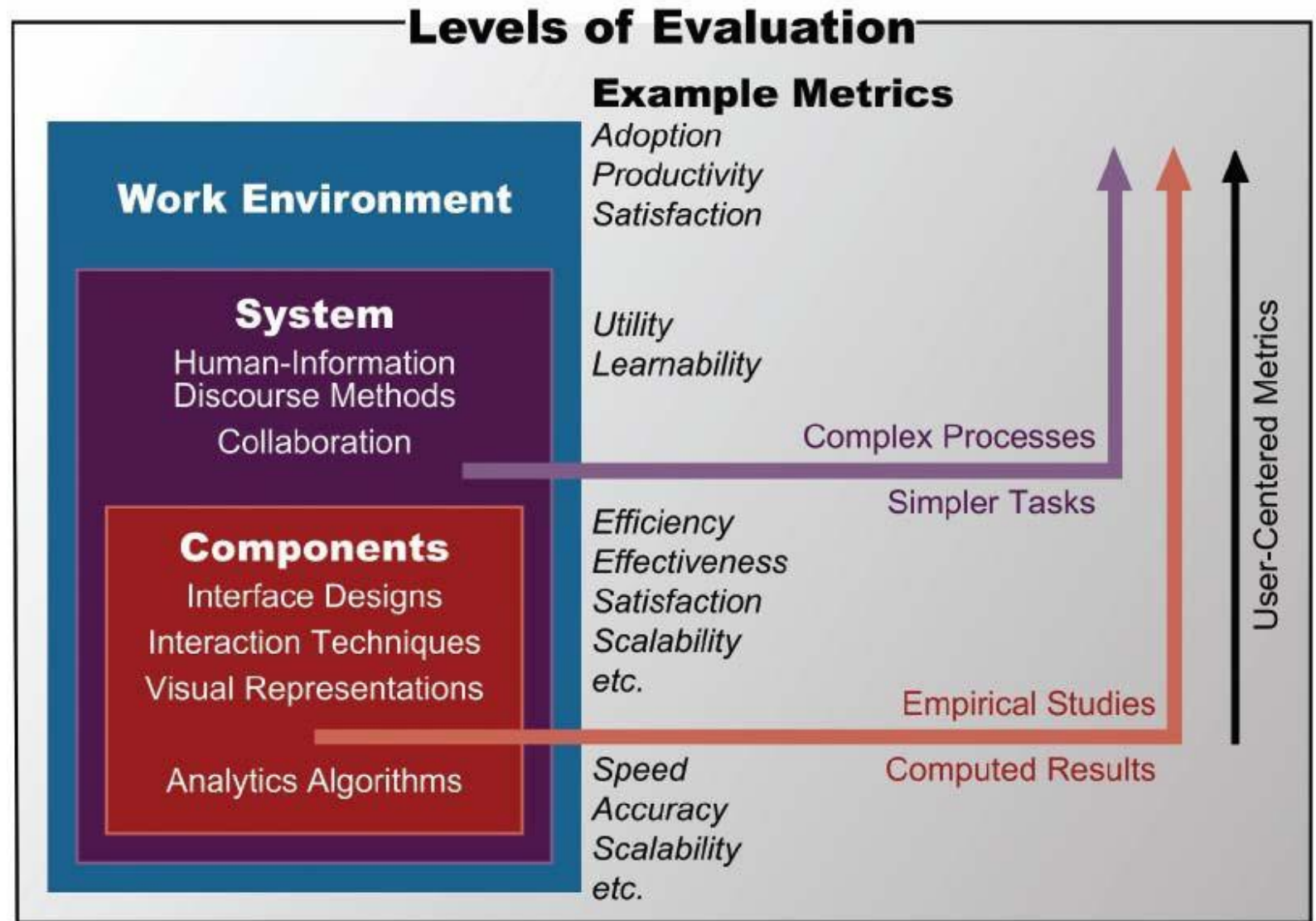
validate: observe adoption rates

# Evaluation “threats”

- **Mismatch:** a common problem in evaluating VIS systems
- Examples:
  - the value a new visual encoding can't be measured using a quantitative timing of the algorithm
  - mischaracterized task can't be addressed in a formal lab study



# Matching methods and metrics



## Insight-based evaluation (North et. al, 2005)

Measure the usefulness of a  
visualization by counting the  
**number of insights**  
a person generated  
while using it



## Insight-Based Evaluation Method

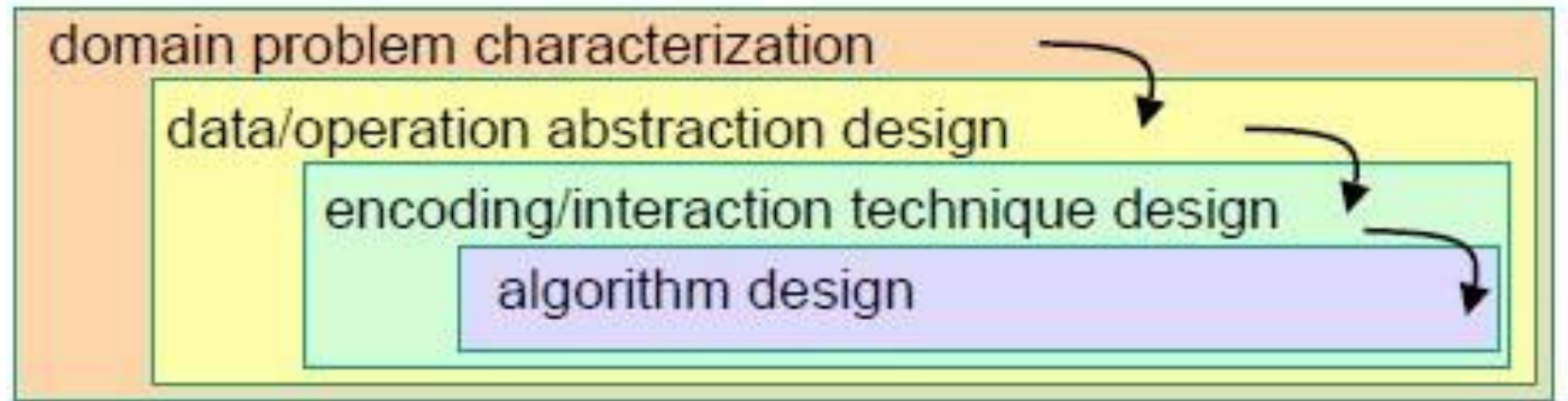
- No “benchmark tasks”
- Training on data and visualization for 15 minutes
- Participants list **questions** that they would like to pursue
- Asked to examine the data for as long as necessary until **no new insights** can be gained
- During analysis, participants are **asked to comment** on their observations, inferences, and conclusions

## Evaluating the Results

- Tally up the number of insights:
  - Insights: distinct observations about the data
  - Baseline: all insights generated by all participants
- Various quantitative statistics on insight generation (time spent, time to first insight, etc.)

# Discussion

What does insight-based evaluation address?



## Problem: defining “insight”

North’s definition:

“[Insight is] an individual observation about the data by the participant, a **unit of discovery**. It is straightforward to recognize insight occurrences in a think-aloud protocol as any data observation that the user mentions is considered an insight.”

## Example 1

“Our tool allows the biologists to interactively visualize and explore the whole set of trees, providing **insight** into the overall distribution and possible conflicting hypothesis”

Insight = knowledge about the overall  
distribution

## Example 2

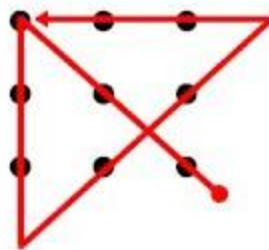
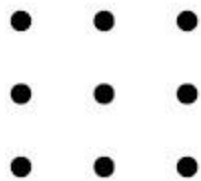
“The analyst determined the answers to these questions, but also came up with further **insights** that she shared with people from other administrative units. She used the discovered information to advise other administrators of **certain previously unknown relationships in their data**”

Insight = information about previously unknown relationships



# Cognitive science definition

- Something measurable in the frontal and temporal lobes (superior temporal gyrus).
- Spontaneous insight vs. model-building insight



boot  
summer  
ground

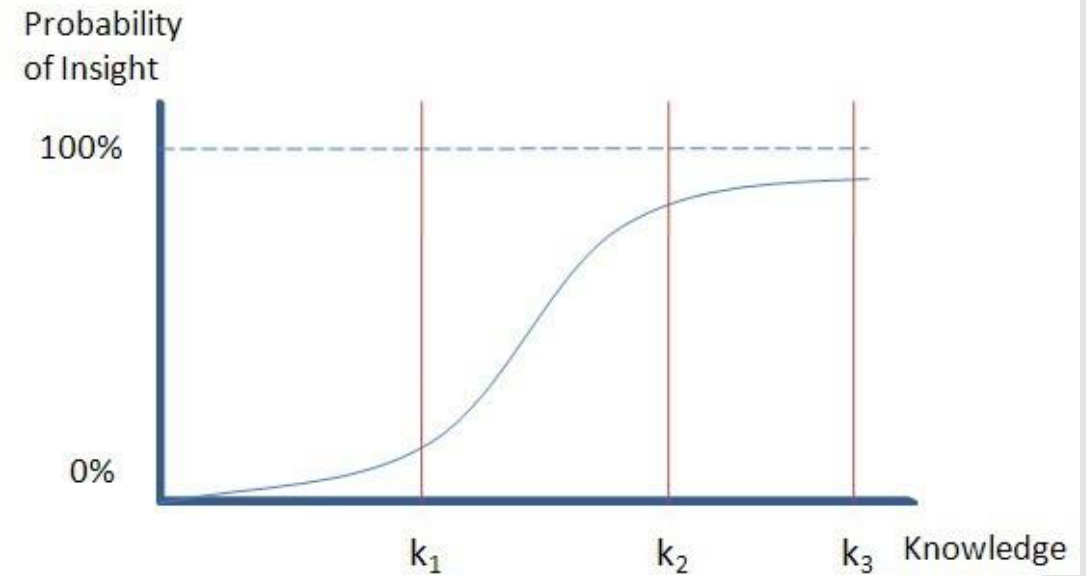
boot **camp**  
summer **camp**  
**camp**ground

# Disambiguating “Insight”

- Knowledge-building insight:  
Discovering insight, gaining insight, and providing insight  
Insight as a substance, that accumulates over time and could be measured/quantified
- Spontaneous insight:  
Experiencing insight, having an insight, or a moment of insight  
Insight as a discrete event, that occurs at a specific moment in time and could be observed

# Discussion

- Can we measure knowledge-building insight?
- Can we measure spontaneous insight?
- Are they related?



## MILCs – Shneiderman and Plaisant (2006)

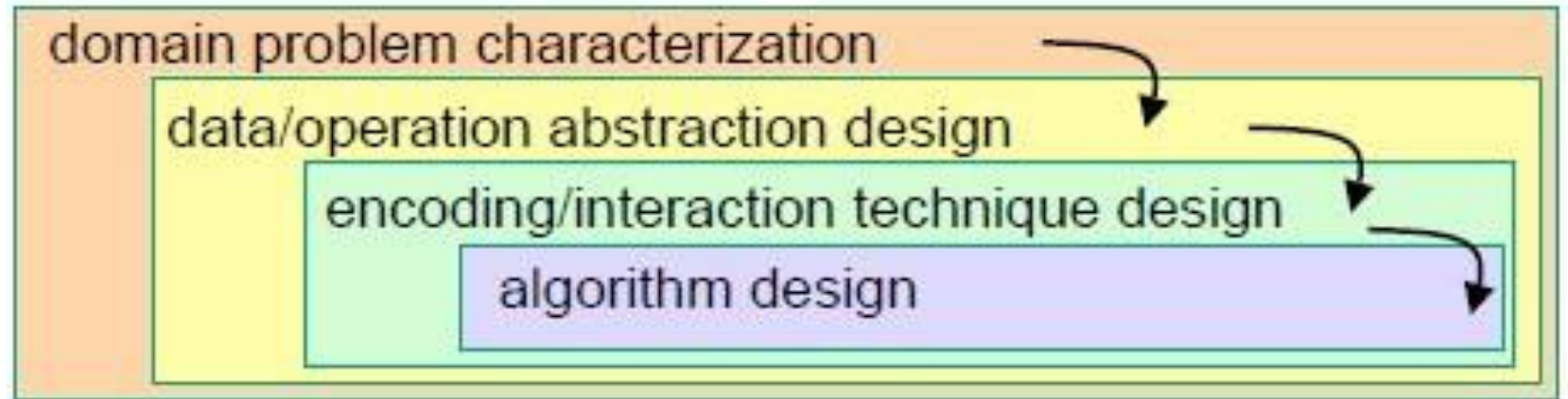
- Multi-dimensional In-depth Long-term Case studies
- Hypothesis: the efficacy of tools can be assessed by documenting:
  - Usage (observations, interviews, surveys, logging, etc.)
  - How successful the users are in achieving their professional goals

# Definition

- Multi-dimensional: using observations, interviews, surveys, and loggers
- In-Depth: intense engagement of the researchers with the expert users to the point of becoming a partner or assistant
- Long-term: longitudinal studies that begin with training in use of a specific tool through proficient usage that leads to strategy changes for the expert users.
- Case studies: detailed reporting about a small number of individuals working on their own problems, in their own environment

# Discussion

What do MILCs address?



# Motivation

- MILCs have been embraced by a small community of researchers interested in studying creativity support
- Challenges:
  - Cannot control for the users
  - Cannot control for the tasks
  - Toy problems in laboratories are not indicative of real-world problems and environments

## Execution issues with MILCs

- Duration is always a problem
- Number of participants has to be small
- Formalities are difficult
  - Understand organization policies and work culture
  - Gain access and permission to observe or interview
  - Observe users in their workplace, and collect subjective and objective quantitative and qualitative data.
  - Compile data of all types in all dimensions
  - Interpret the results
  - Isolate factors
  - Need to repeat the process



# Learning- based evaluation (Chang, 2010)

- Working assumption: “the goal of visualization is to gain insight and knowledge”
- Big idea: maybe we should evaluate a visualization based on whether or not the user actually gains insight or knowledge after using a visualization

Much like  
learning in  
education...

- How would an instructor choose between two textbooks for a course?
- We could:
  - Ask the students which book they prefer  
Issue: they might like a book because its cover is pretty
  - Ask colleagues what book they prefer  
Issue: different students in different environments
  - Ask the students to find some information in the book and measure how quickly they can perform the task  
Issue: this only demonstrates how well the book is organized

# Metaphor for visualization evaluation

- In a best case scenario, we would:
  - Ask half of the class to use book one to learn a subject
  - Ask the other half to use another book to learn the same subject
- Then we give the two groups the same test, and whichever scores higher “wins”

# Traditional LBE

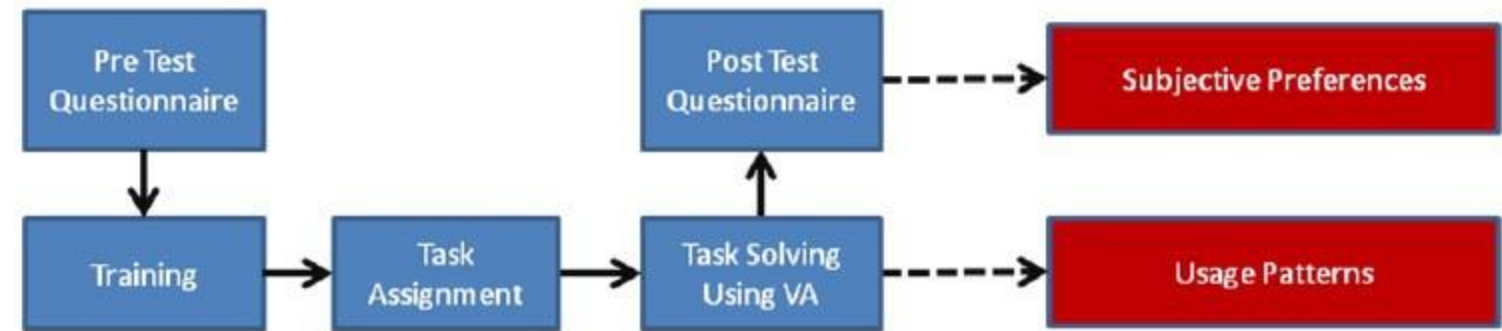


Figure 1. A pipeline for typical visualization evaluations

# Discussion

Potential problems with this method?

# Single-system LBE

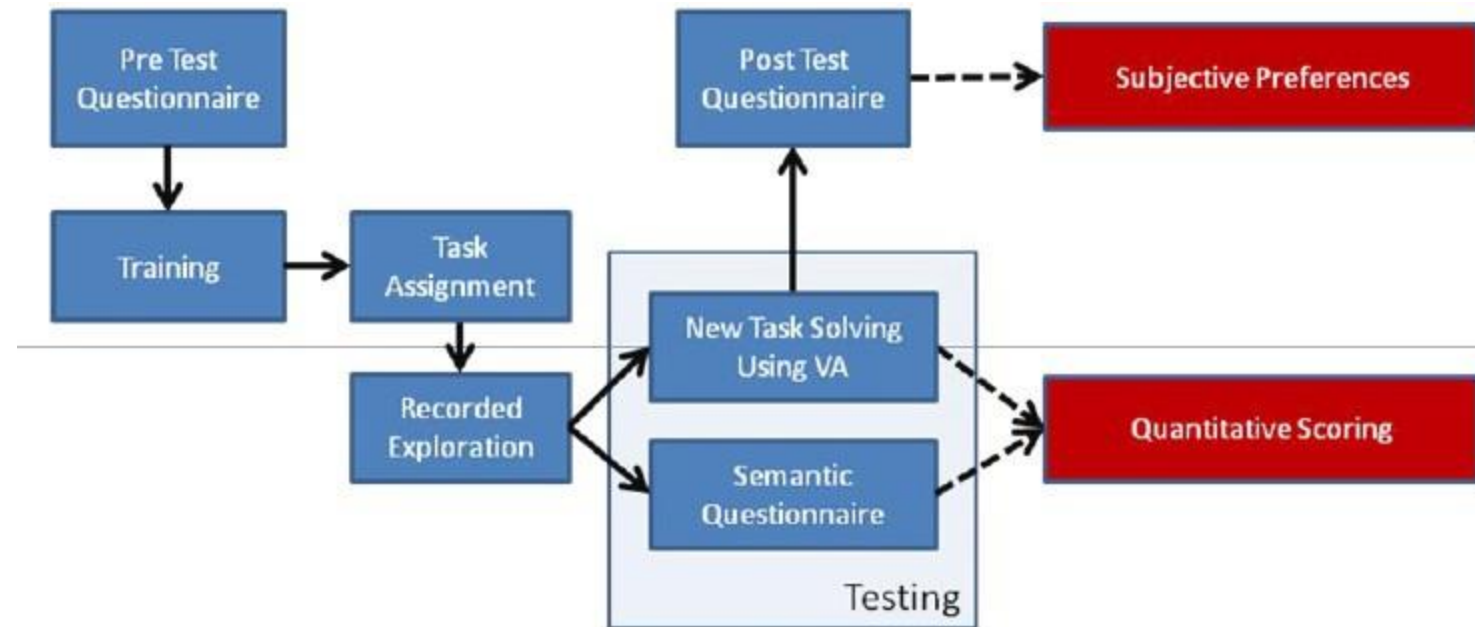


Figure 2. A pipeline for knowledge-based visualization evaluations

## Your Turn!

- Play with the Visual Analytics tool datavoyager:  
<https://vega.github.io/voyager/>
- Design two different types of evaluations you might do on this tool
- Be prepared to share your ideas and why you chose them

# Discussion

How should we evaluate your final projects?