VISUALIZATION

Tasks & Interactions

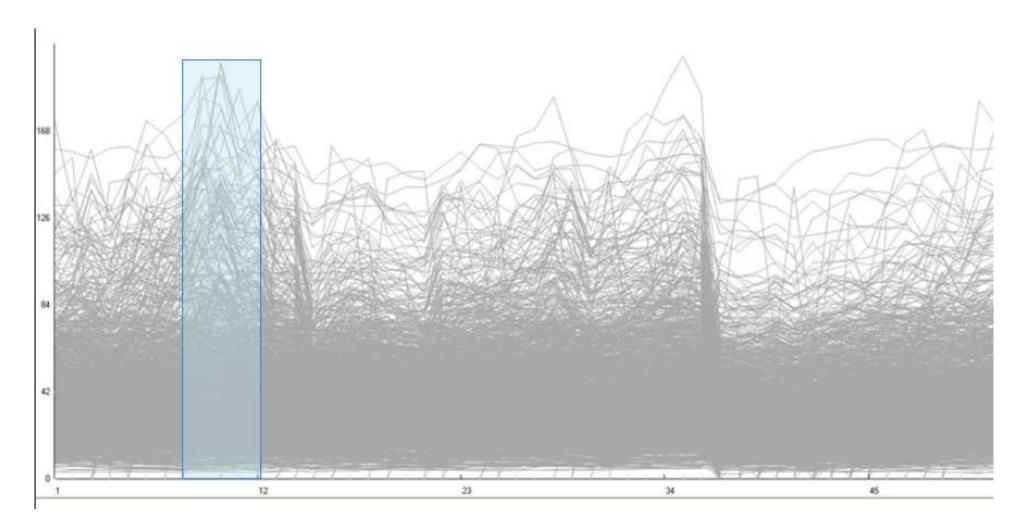
Tasks

- In order to build better visualizations, we need to understand what people might use them for.
- What tasks do they want to accomplish?

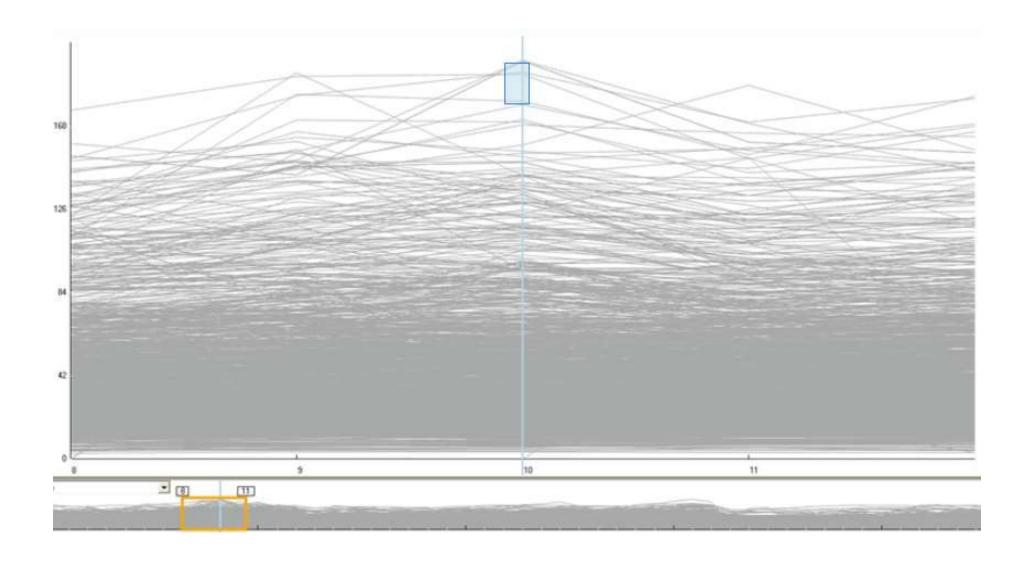
Analytical Tasks

- 1. Overview: Gain an overview of the entire collection
- 2. **Zoom**: Zoom in on items of interest
- 3. Filter: Filter out uninteresting items
- 4. **Details-on-demand:** Select an item or group and get details when needed
- 5. Relate: View relationships among items
- 6. **History:** Keep a history of actions to support undo, replay, and progressive refinement
- 7. Extract: Allow extraction of sub-collections and of the query parameters
- Shneiderman, 1996

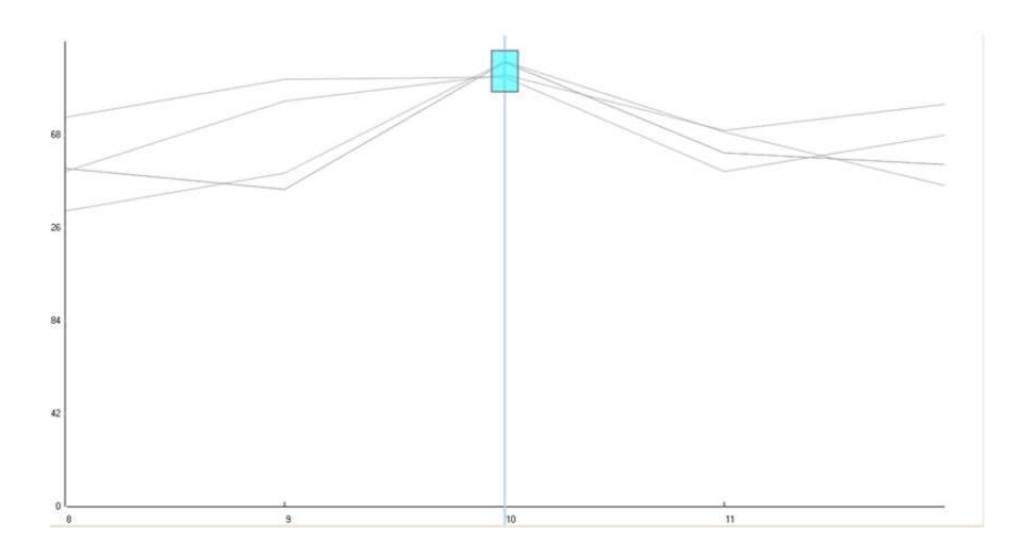
Overview



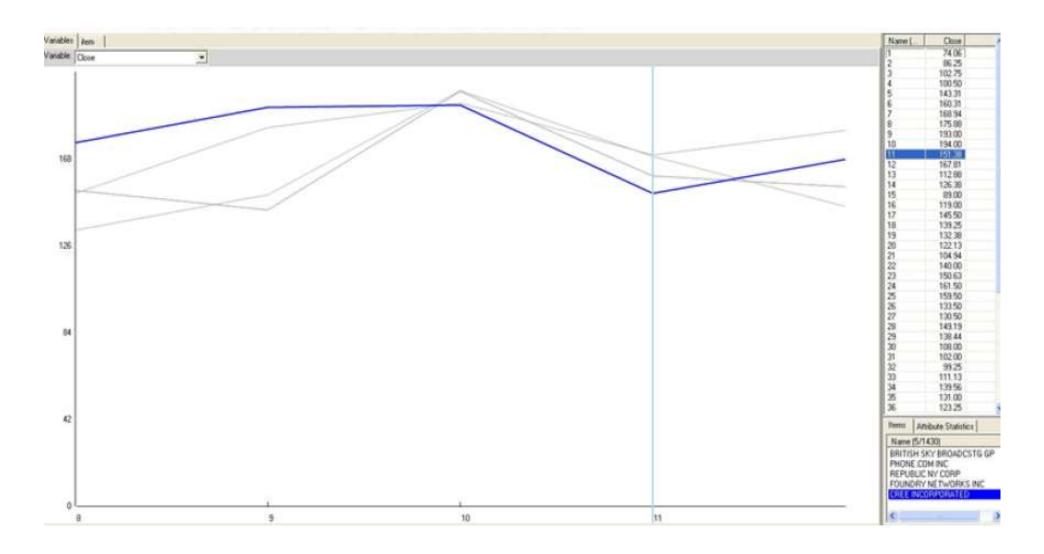
Zoom & Filter



Zoom & Filter



Details on Demand



Analytical Tasks

- 1. Retrieve Value
- 2. Filter
- 3. Compute Derived Value
- 4. Find Extremum
- 5. Sort
- 6. Determine Range
- 7. Characterize Distribution
- 8. Find Anomalies
- 9. Cluster
- 10. Correlate
- Amar, Eagan and Stasko, 2005

Retrieve Value

 General Description: Given a set of specific cases, find attributes of those cases.

- What is the mileage per gallon of the Audi TT?
- How long is the movie Gone with the Wind?

Filter

 General Description: Given some concrete conditions on attribute values, find data cases satisfying those conditions.

- What Kellogg's cereals have high fiber?
- What comedies have won awards?
- Which funds underperformed the last one year?

Compute Derived Value

 General Description: Given a set of data cases, compute an aggregate numeric representation of those data cases.

- What is the gross income of all stores combined?
- How many manufacturers of cars are there?
- What is the average calorie content of Post cereals?

Find Extremum

 General Description: Find data cases possessing an extreme value of an attribute over its range within the data set.

- What is the car with the highest MPG?
- What director/film has won the most awards?
- What Robin Williams film has the most recent release date?

Sort

 General Description: Given a set of data cases, rank them according to some ordinal metric.

- Examples:
 - Order the cars by weight.
 - Rank the cereals by calories.

Determine Range

 General Description: Given a set of data cases and an attribute of interest, find the span of values within the set.

- What is the range of film lengths?
- What is the range of car horsepowers?
- What actresses are in the data set?

Characterize Distribution

 General Description: Given a set of data cases and a quantitative attribute of interest, characterize the distribution of that attribute's values over the set.

- What is the distribution of carbohydrates in cereals?
- What is the age distribution of shoppers?

Find Anomalies

 General Description: Identify any anomalies within a given set of data cases with respect to a given relationship or expectation, e.g. statistical outliers.

- Are there any outliers in protein?
- Are there exceptions to the relationship between horsepower and acceleration?

Cluster

 General Description: Given a set of data cases, find clusters of similar attribute values.

- Examples:
 - Are there groups of cereals w/ similar fat/calories/sugar?
 - Is there a cluster of typical film lengths?

Correlate

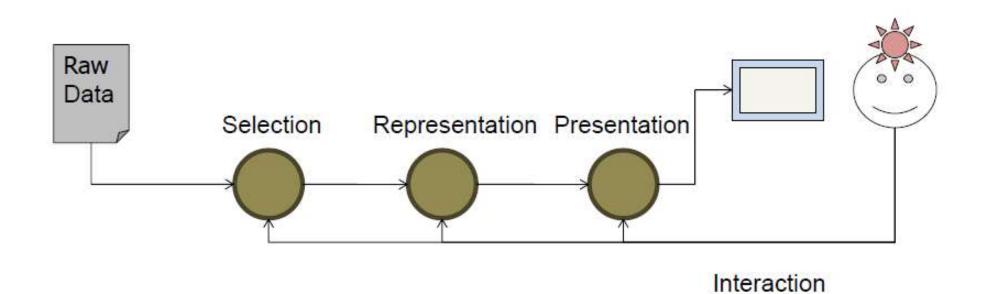
 General Description: Given a set of data cases and two attributes, determine useful relationships between the values of those attributes.

- Is there a correlation between carbohydrates and fat?
- Is there a correlation between country of origin and MPG?
- Do different genders have a preferred payment method?
- Is there a trend of increasing film length over the years?

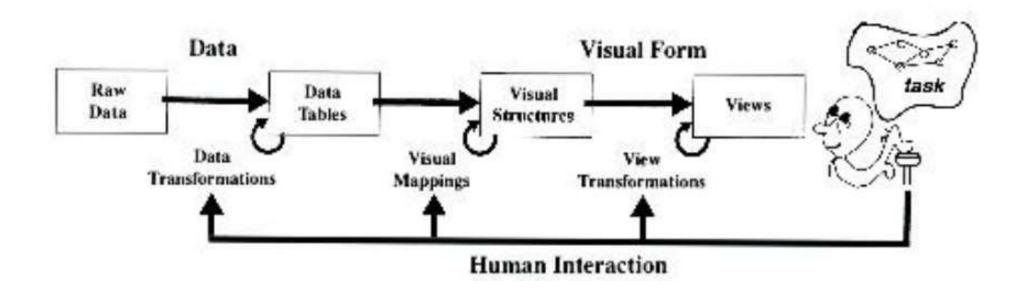
Interactions

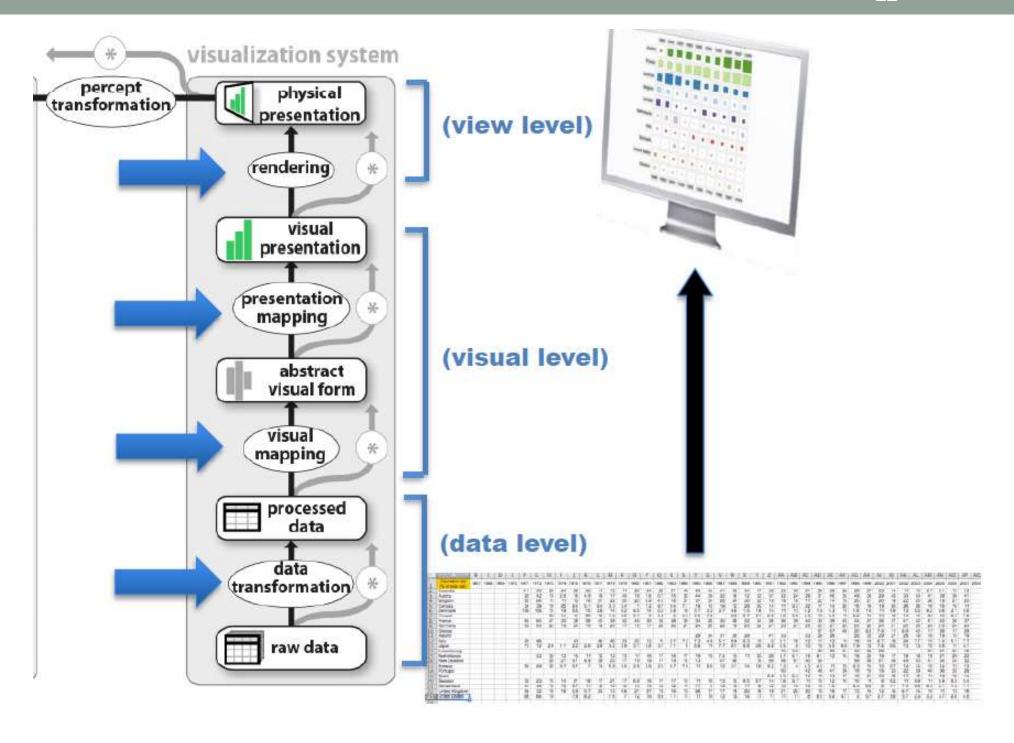
- "The effectiveness of information visualization hinges on two things: its ability to clearly and accurately represent information and our ability to interact with it to figure out what the information means."
 - > S. Few Now You See It, p. 55
- What is Interaction?
 - "The communication between user and the system" [Dix et al., 1998]
 - "Direct manipulation and instantaneous change" [Becker et al., 1987]
- There is too much to be shown
- There are many ways to show it
 - Let the user dynamically control what to show and how to show it

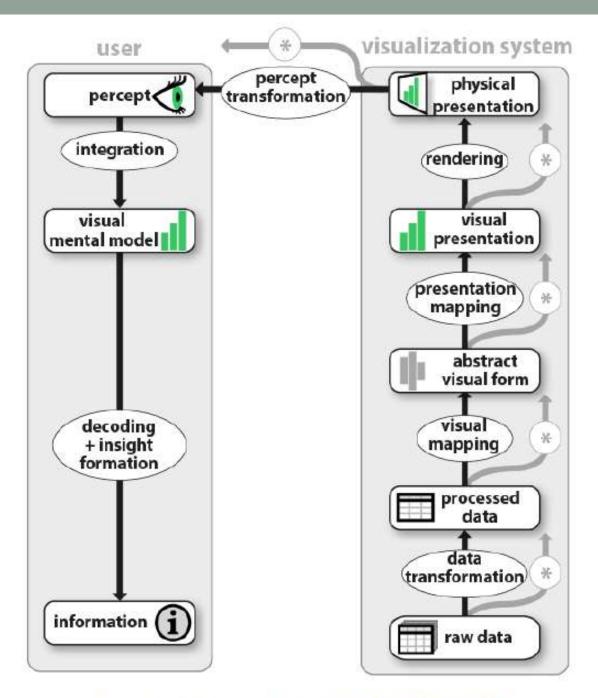
The Visualization Pipeline



The Visualization Pipeline







Jansen and Dragicevic 2013 (www.aviz.fr/bevond)

Interaction Technique

- "An interaction technique is the fusion of input and output, consisting of all software and hardware elements, that provides a way for the user to accomplish a task"
 - Tucker, 2004

- Types of interaction techniques
 - Command-line interfaces
 - Input: mouse, touch, keyboard, speech,...
 - Direct manipulation interfaces

Families of Infovis Interaction Techniques

- Selection
- Rearrangement
- Filtering techniques
- Navigation techniques
- Multiple views

Select

- "Mark something as interesting"
- Mark items of interest to keep track
- Seems to often work as a preceding action to subsequent operations.
- Example
 - Selecting a placemark in Google Map

Mouse Selection

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

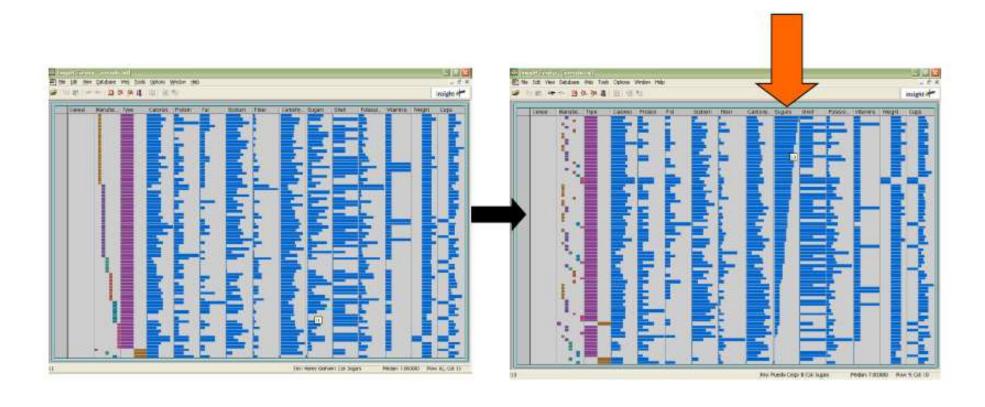
Rearrangement

- "Show me a different arrangement"
- Provide different perspectives by changing the spatial arrangement of representation

Example

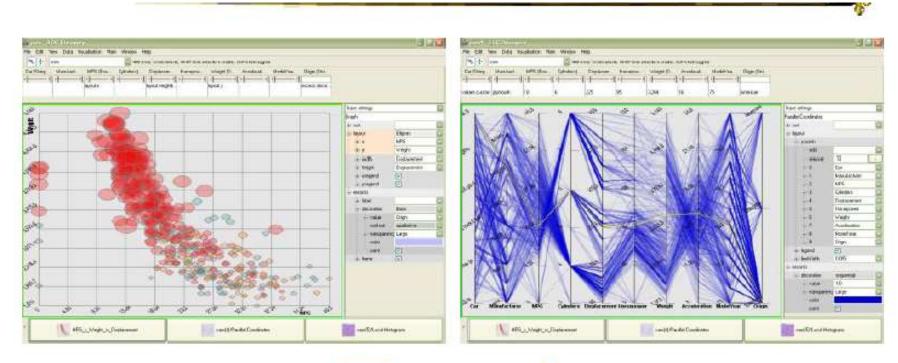
- Sorting and rearranging columns in TableLens
- Changing the attributes in a scatter plot
- Changing data representation

Sorting



Changing Representation

- May interactively change entire data representation
 - Looking for new perspective
 - Limited real estate may force change





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Filtering

- "Show me something conditionally"
- Change the set of data items being presented based on some specific conditions.
- Example
 - Dynamic query

Faceted metadata

- Attributes of datasets are grouped into multiple orthogonal categories
- Selecting a value from one filters on that value and updates the items in other categories
- User explores data collection by series of selections

Database Queries

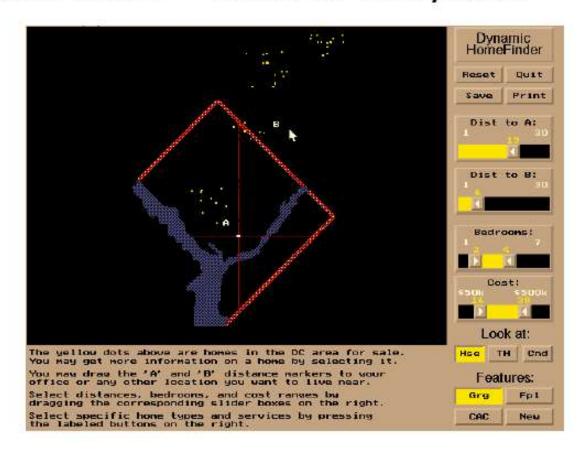
- Pros
 - Powerful, flexible
- Cons
 - Must learn language
 - Only shows exact matches
 - Don't know magnitude of results
 - No helpful context is shown
 - Reformulating to a new query can be slow

Dynamic Queries

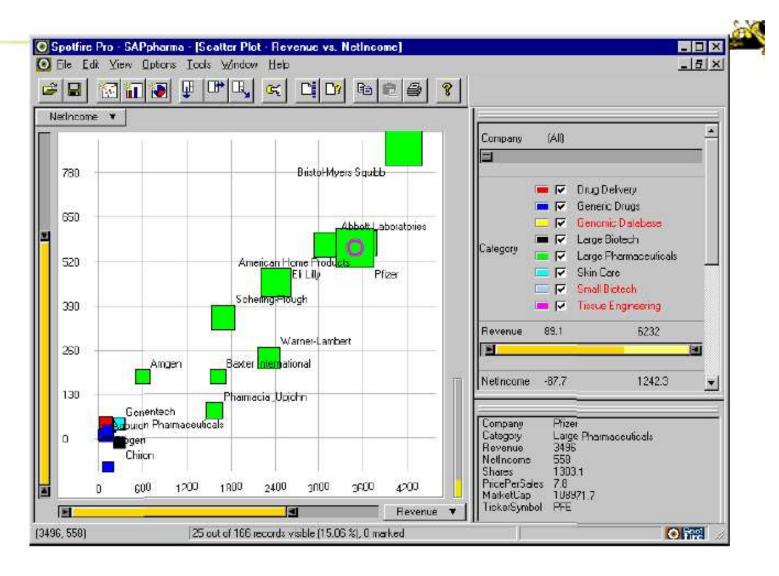
- Probably best-known and one of most useful infovis techniques (Shneiderman IEEE Software '94)
- Visual representation of world of action including both the objects and actions
- Rapid, incremental and reversible actions
- Selection by pointing (not typing)
- Immediate and continuous display of results

Dynamic Query - Example

HomeFinder - Univ. of Maryland



Dynamic Query - Example



Spotfire

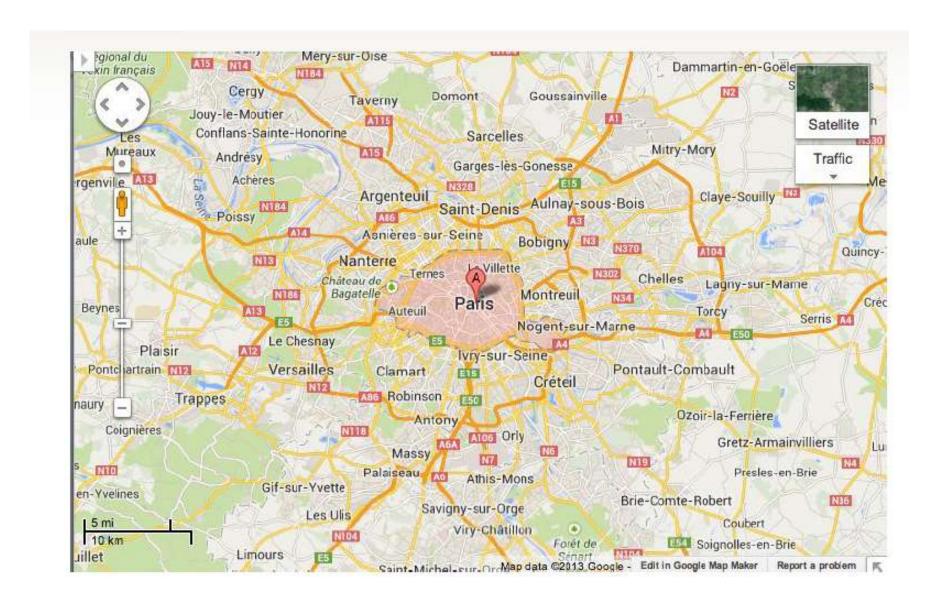
Families of Infovis Interaction Techniques

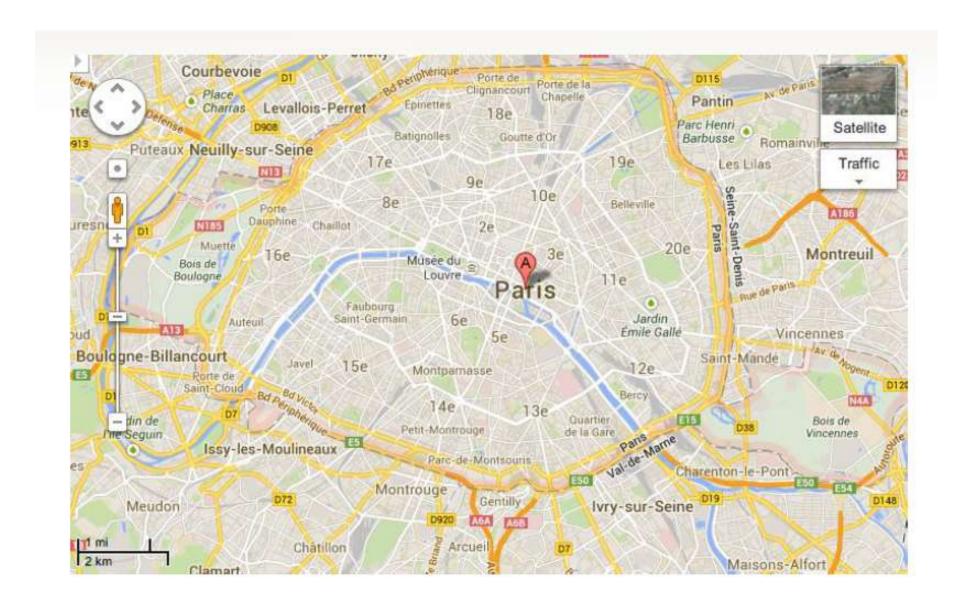
- Selection
- Rearrangement
- Filtering techniques
- Navigation techniques
 - Pan + Zoom
 - Focus + Context
- Multiple views

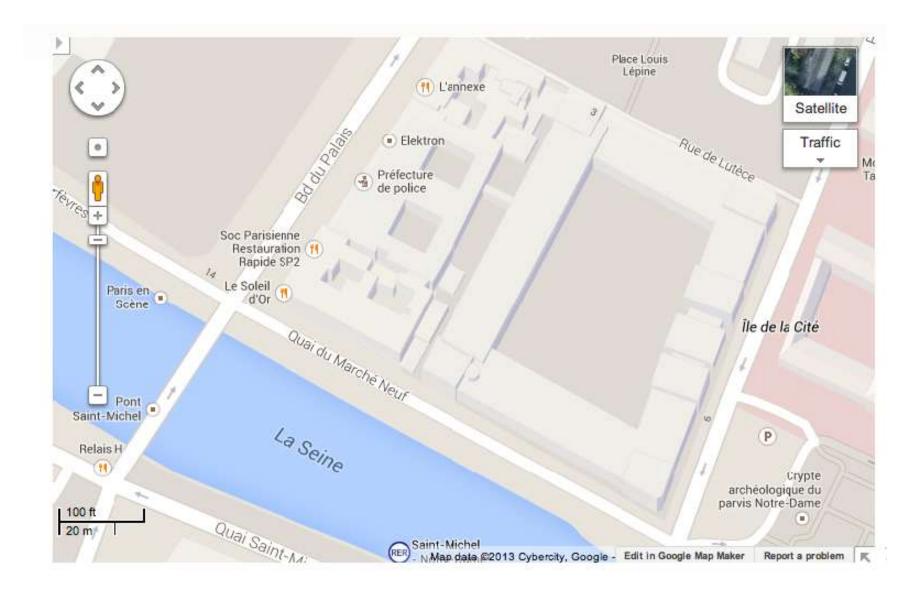
Incremental Exploration and Navigation

- For very large datasets
- Small portion displayed
- Other parts displayed as needed
- Displayed visualization small
- ⇒Layout and interaction times may be small

- Zoom and Pan
 - Zoom for graphs exact, not pixel-based (adjustment of screen transformations)
- Geometric Zooming
 - Simple blow-up
- Semantic Zooming
 - Content changes
 - Clustering





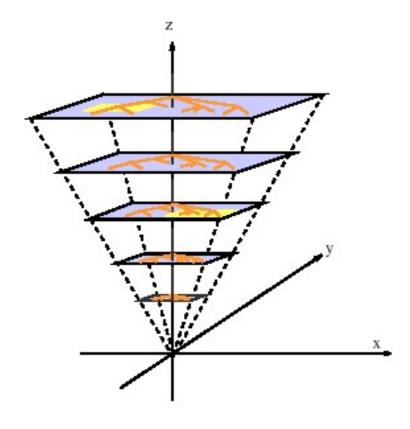


Problem – Where am I?



Problem with Combination of Zoom and Pan

- Assume zoom and pan independent
- Objects may temporarily move away
- Semantic Zoom:
 Picture differs
 for each level



Focus + Context Techniques

- Zooming looses contextual information
- Focus + Context keeps context
- Example: Fisheye Distortion

Real-world Example



Degree of Interest

- Concept introduced in classic paper: "Generalized fisheye views" George Furnas, 1986
- Definition :
- $DOI_{fisheye}(x|y) = API(x) D(x,y)$
 - x is any node
 - y is current point of focus
 - API(x) is the global A Priori Importance
 - D(x,y) is the Distance between x and the current point y

Example – C program

```
1 #define DIG 40
         t[0] = (t[0] + 10000)
                                                   2 #include <stdio.h>
              -x[0];
                                                ...4 main()
         for(i=1; i < k; i++){
                                                  5 {
              t[i] = (t[i] + 10000)
                                                           int c, i, x[DIG/4], t[DIG/4], k = DIG/4, noprint = 0;
                                                  6
                   - x[i]
                                                          while((c=getchar()) != EOF){
                   -(1-t[i-1]/10000);
                                                  9
                                                                if(c >= '0' && c <= '9'){
              t[i-1] \% = 10000;
                                                                } clsc {
                                               ..16
                                                 17
                                                                      switch(c){
         t[k-1] \% = 10000;
                                                                            case '+':
                                                 18
         break;
                                                . . 27
                                                                            case '-':
    case 'c':
                                                . . 38
                                                                            case 'e':
         for(i=0; i < k; i++) t[i] = x[i];
                                               >>39
                                                                                  for(i=0;i< k;i++) t[i] = x[i];
         break;
                                                 40
                                                                                  break;
    case 'q':
                                                 41
                                                                            case 'q':
         exit(0);
                                                                            default:
                                                . . 43
    default:
         noprint = 1;
                                                 47
                                                                      if(!noprint){
         break;
                                                . . 57
                                                 58
if(!noprint){
                                                 59
                                                                noprint = 0;
    for (i=k-1;t[i] \le 0 & i > 0;i-);
                                                  60
    printf("%d",t[i]);
                                                 61 }
    if(i > 0) {
```

STANDARD

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FISH-EYE

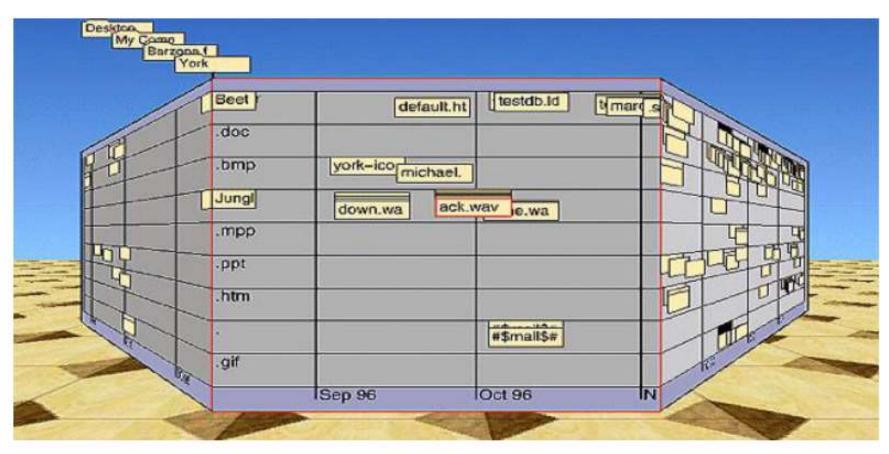
Focus + Context

- Space Distorsion
 - Fisheye Menus



Perspective Wall

Focus+Context View of Calendars



Mackinlay, Roberston and Card, 1991

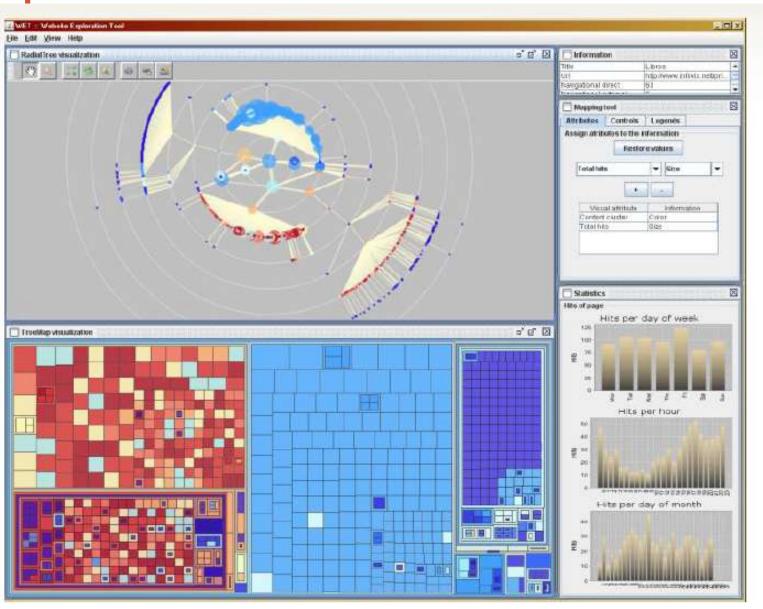
Problems with Fish-eye Views

- Distortion can be annoying
- Can be very difficult to implement
- Any change in focal point potentially requires recalculation of Dol for all objects and hence rerendering of all objects affects performance.

Families of Infovis Interaction Techniques

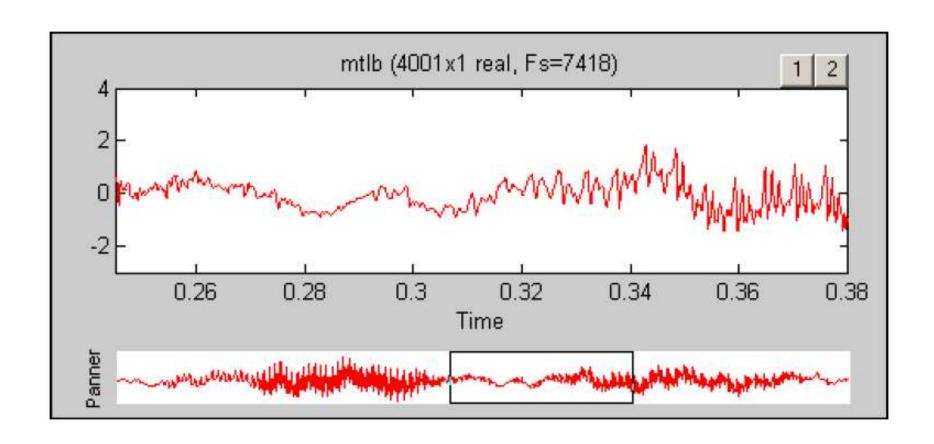
- Selection
- Rearrangement
- Filtering techniques
- Navigation techniques
- Multiple views
 - Overview + Detail
 - Magic Lens
 - Coordinated Views

Multiple Views

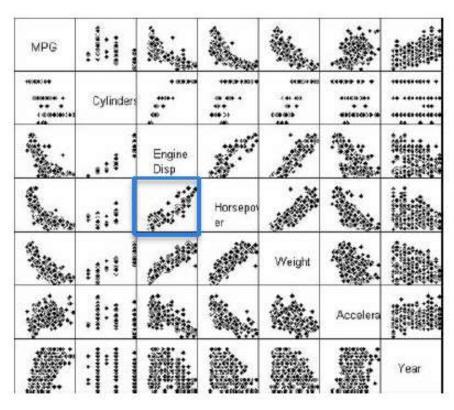


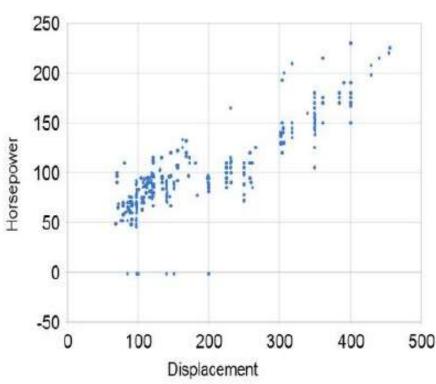
Overview + Detail

Panning a line chart



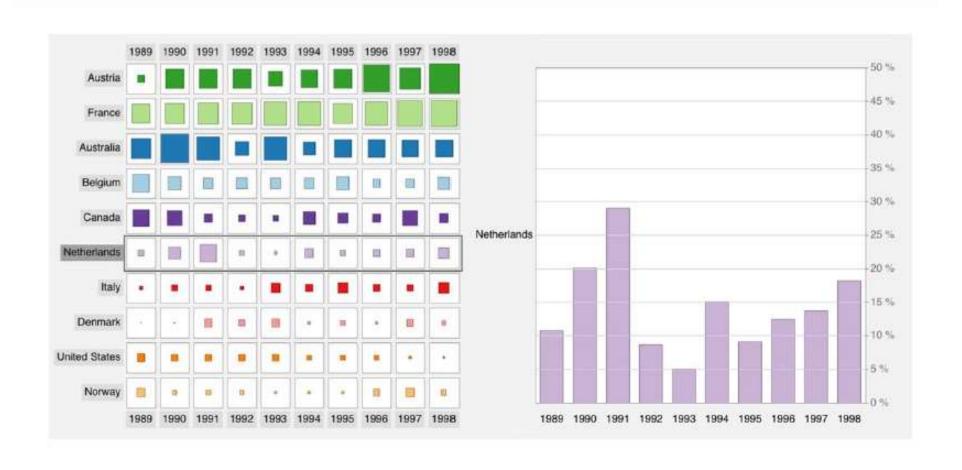
Browsing Multiple Views





Overview + Detail

Browsing Multiple Views



Magic Lens



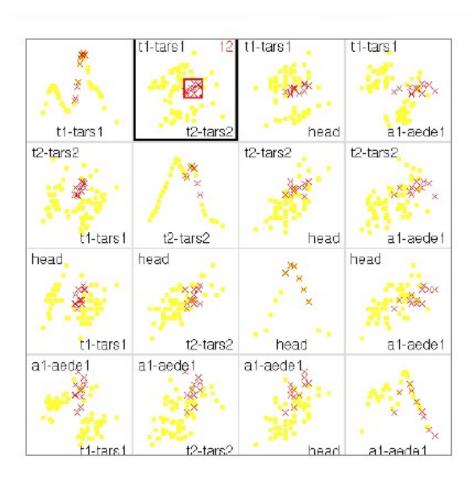
Coordinated Views

- "Show me related items in different views"
 - Highlight associations and relationships
 - Show hidden data items that are relevant to a specified item

Brushing

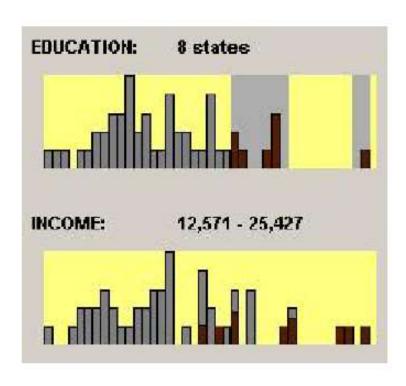
- Selecting or highlighting a case in one view generates highlighting the case in the other views
- Very common technique in InfoVis

Brushing & Linking Scatterplots

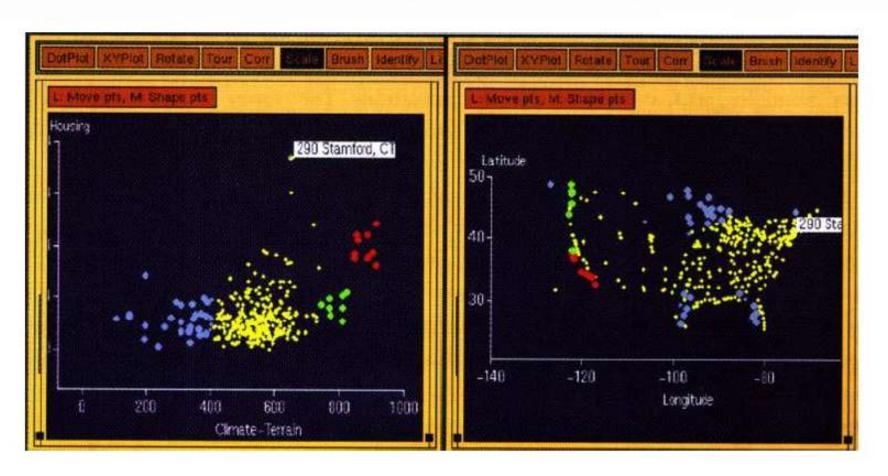


Voigt, 2002

Brushing & Linking Histograms

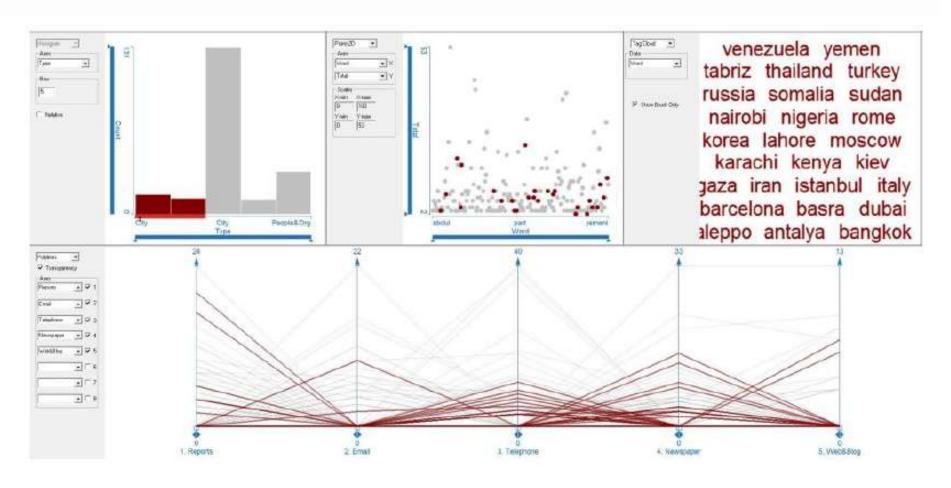


Colored Brushing & Linking



Chris North, 2001

Brushing & Linking Everything



Turkay et al, 2010

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Moving beyond WIMP

- In human—computer interaction WIMP stands for "windows, icons, menus, pointer"
- WIMP metaphor on desktop machines assumes certain input devices
 Keyboard and mouse centric
- How does interaction change when we move to a more mobile platform - Tablet, phone, etc.?
- What will it be like to interact with visualizations on a (touch) device?
- Lots of UI controls in vis applications
- Lots of small data objects to manipulate
- Many touch gestures possible, but what are the right ones?

Reading

- Christopher Ahlberg, Christopher Williamson and Ben Shneiderman.
 "Dynamic Queries for Information Exploration: An Implementation and Evaluation", Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (ACM CHI)1992.
 https://www.cs.umd.edu/users/ben/papers/Ahlberg1992Dynamic.pdf
- George Furnas. "Generalized Fisheye Views", Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (ACM CHI) 1986. https://dl.acm.org/doi/abs/10.1145/22339.22342