#### Reflection session

Step 1:

In pairs of rows, take turns discussing with your neighbors what you read and what you found interesting about it.

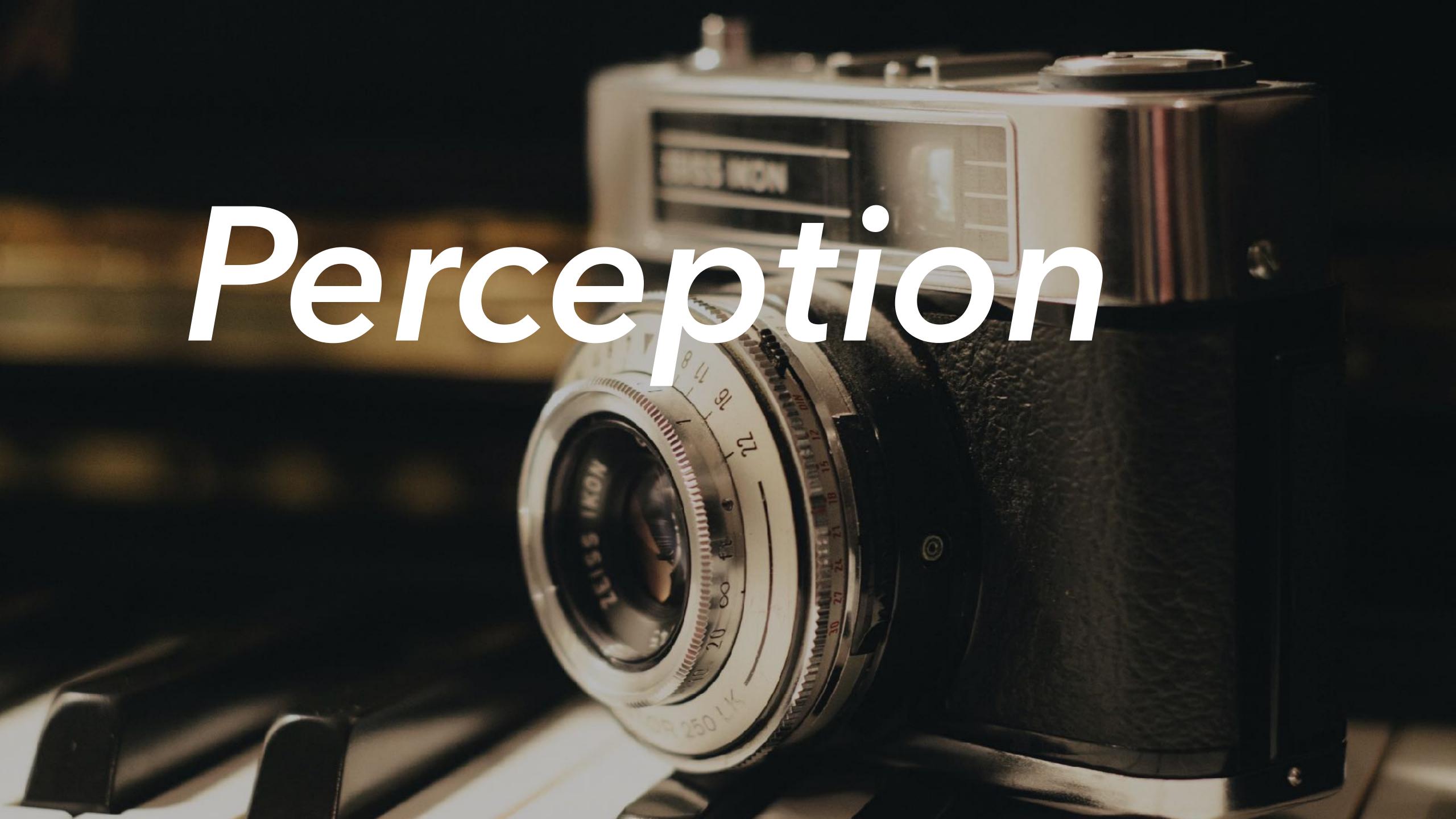
- 10 minutes



Visual Channels and Data Mapping



Perception and Cognition

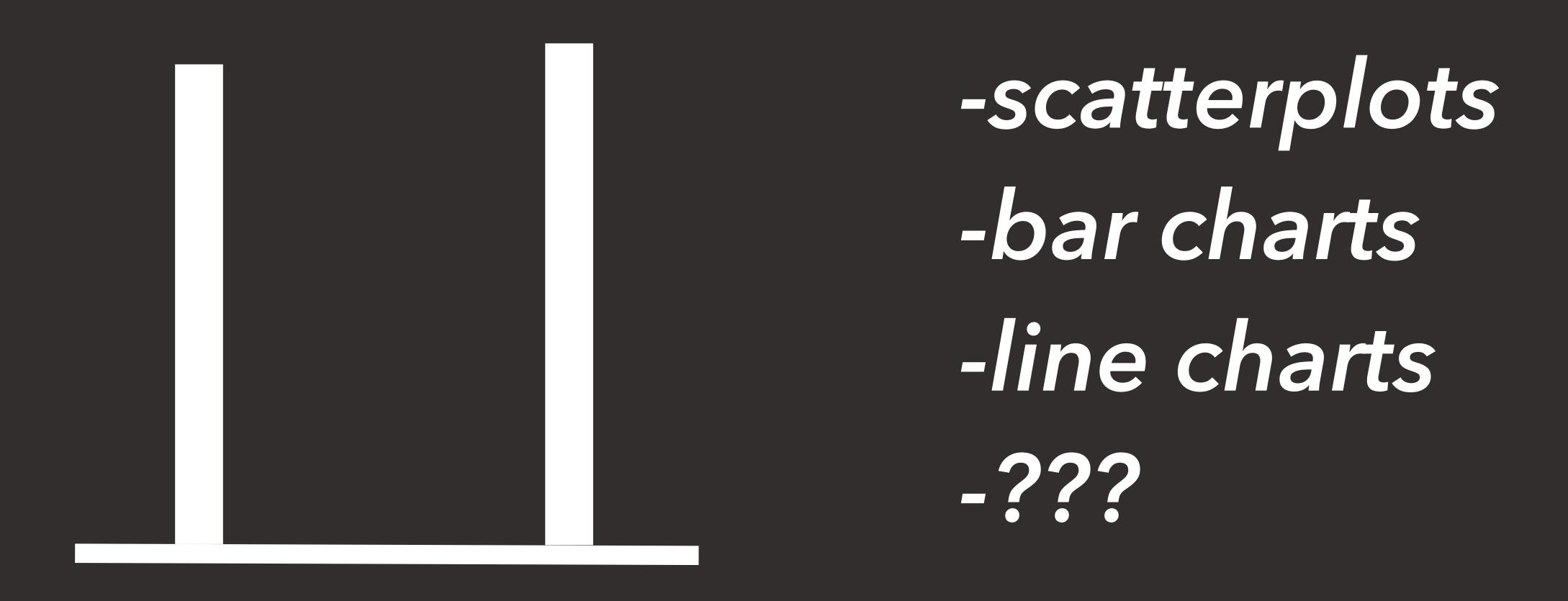




#### → Magnitude Channels: Ordered Attributes

Position on common scale Most Position on unaligned scale Length (1D size) Tilt/angle Area (2D size) Depth (3D position) Color luminance Color saturation Curvature Volume (3D size)

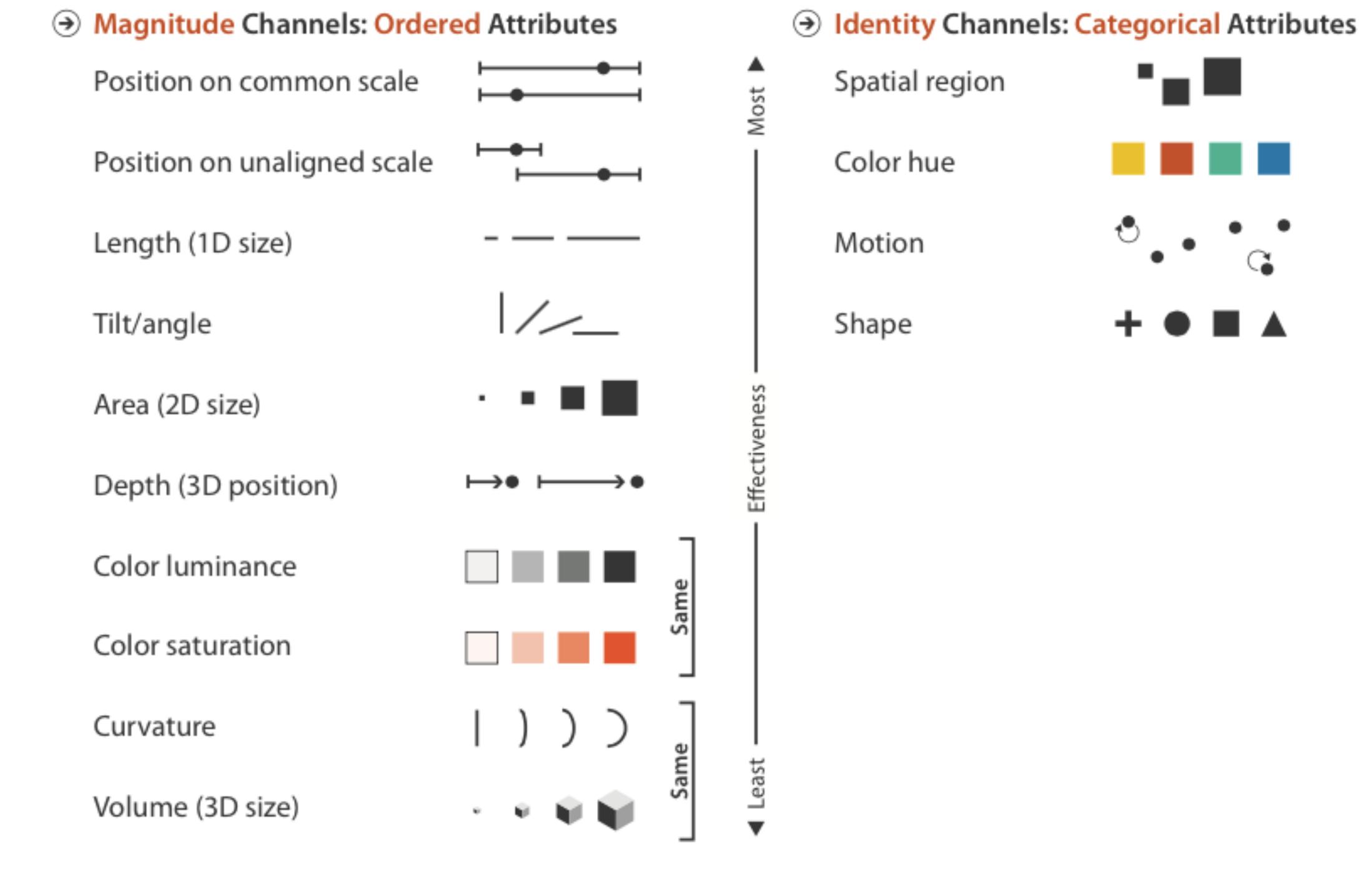
#### Position (Common Scale)

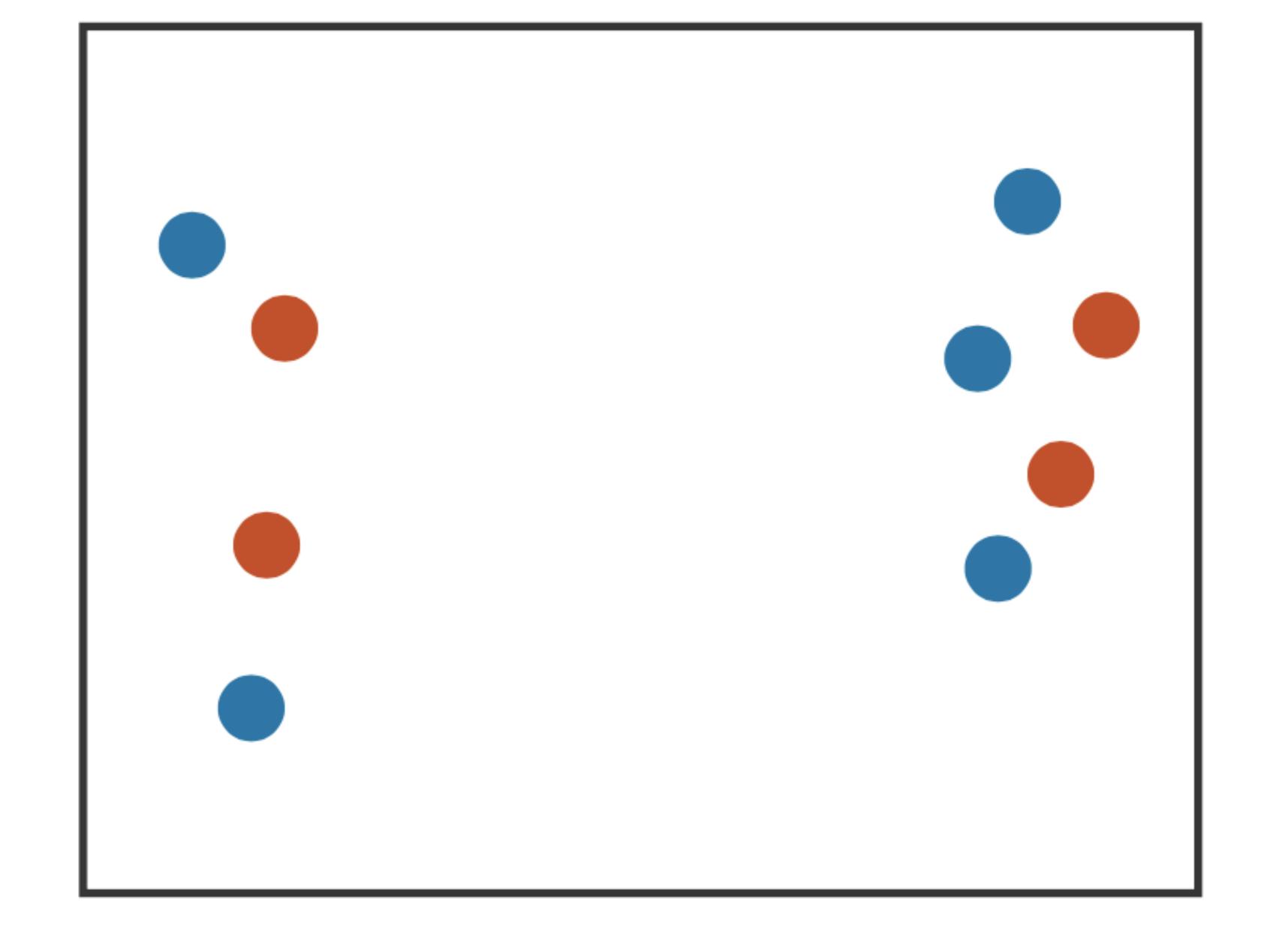


#### Position (Un-aligned Scale)

-stacked bars -stacked area -???

### Identity



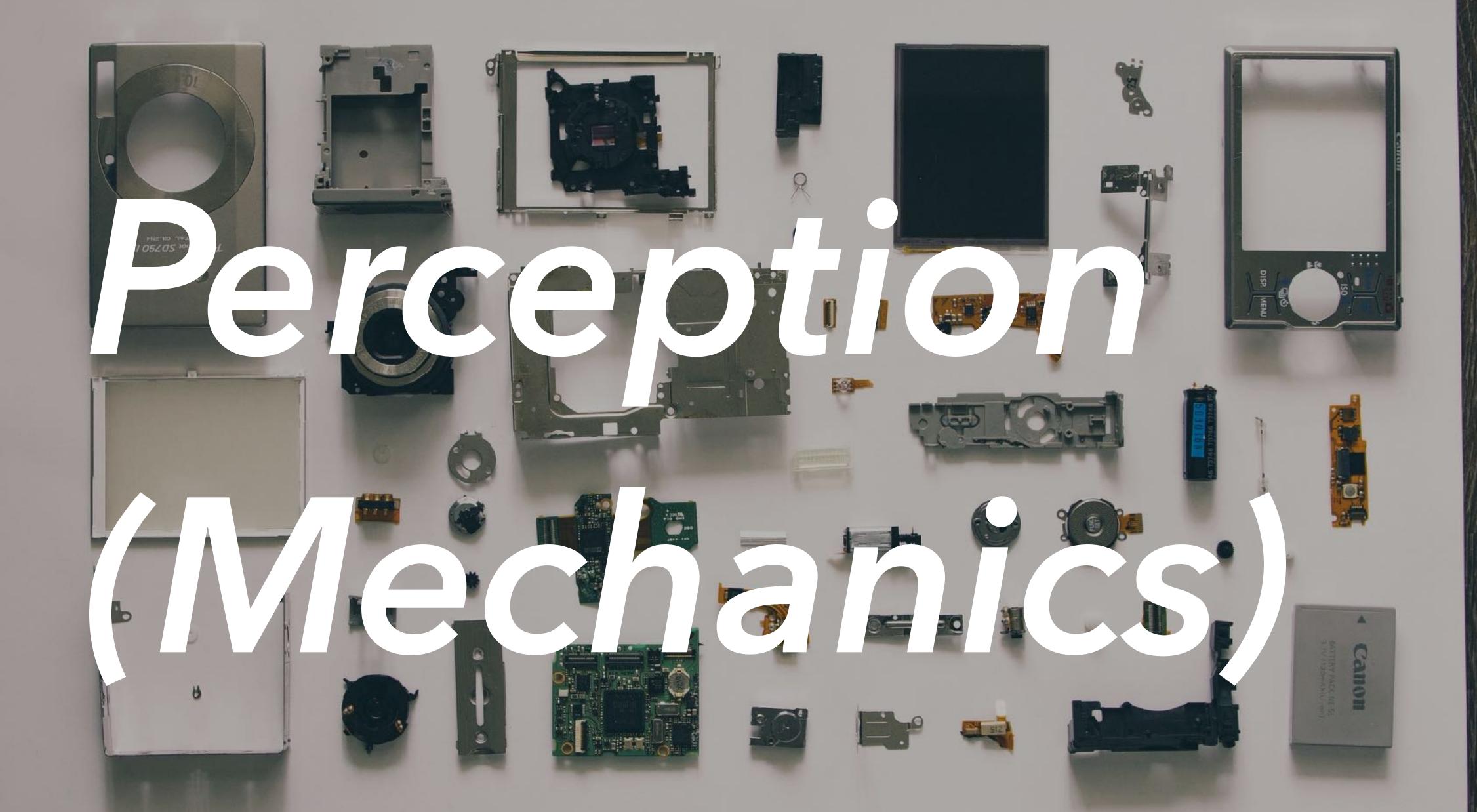


Spatial Region

#### Hue sucks for magnitude:

#### Hue sucks for magnitude:

#### Hue doesn't suck for identity:



\*

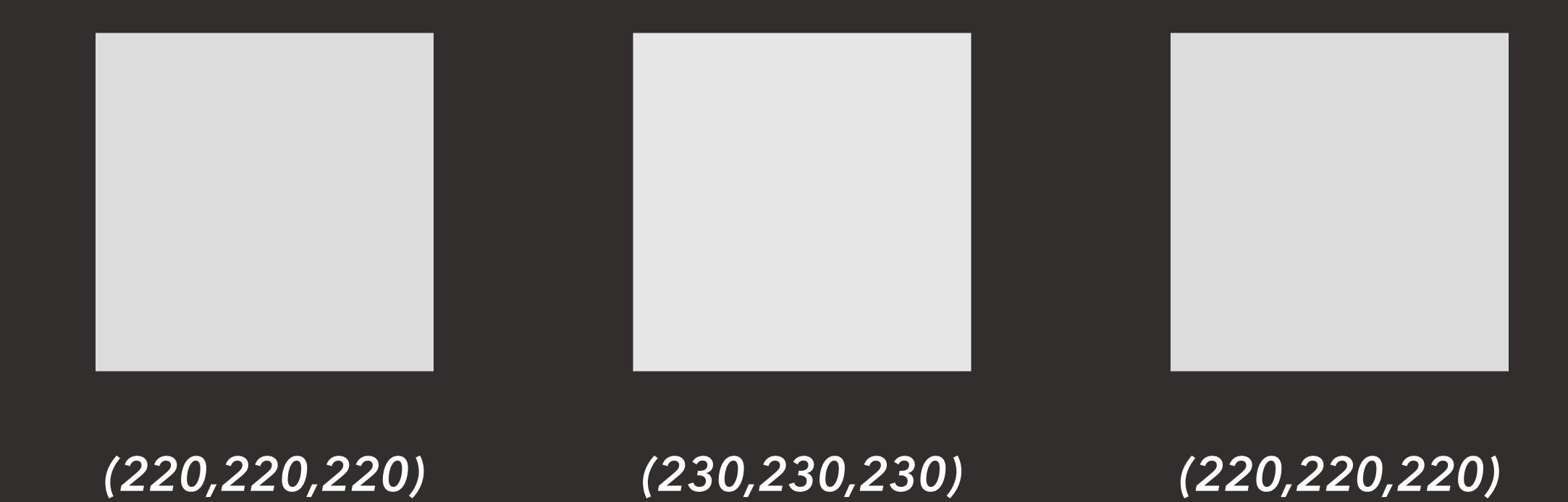
### Discrimination

# Mhichis brighter?





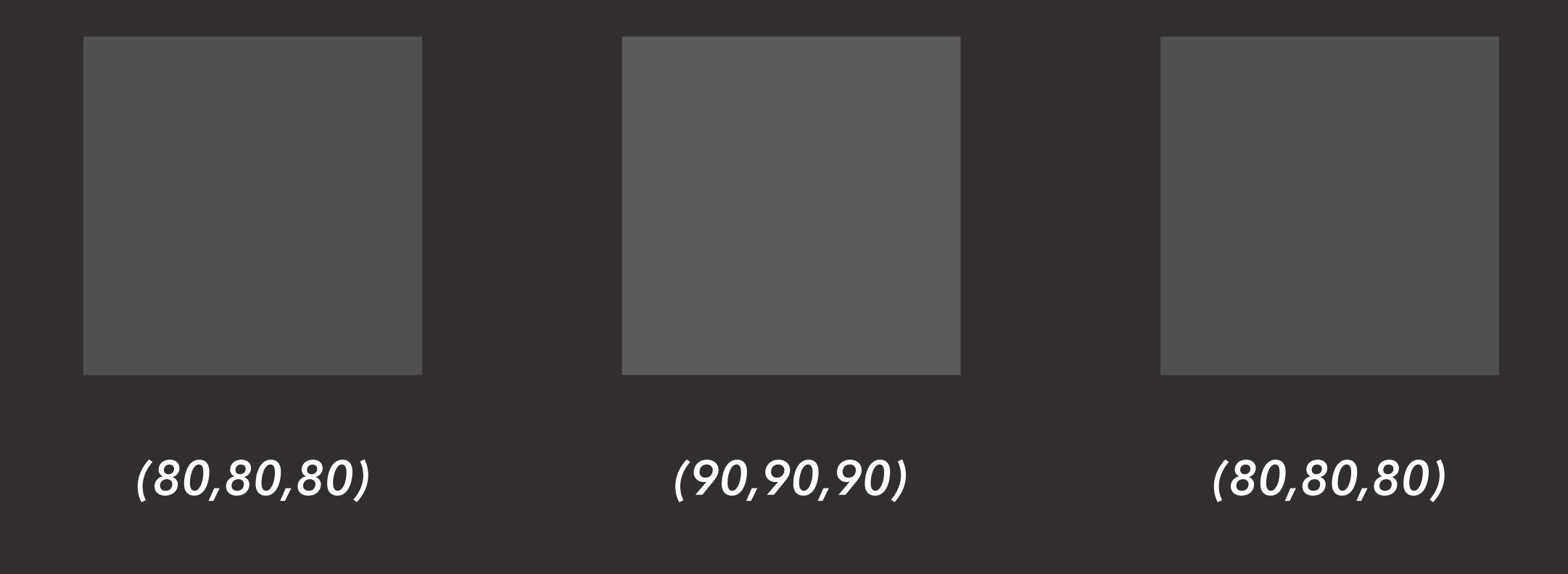












#### Same distance, but easier. Why?

# Mhich is longer?





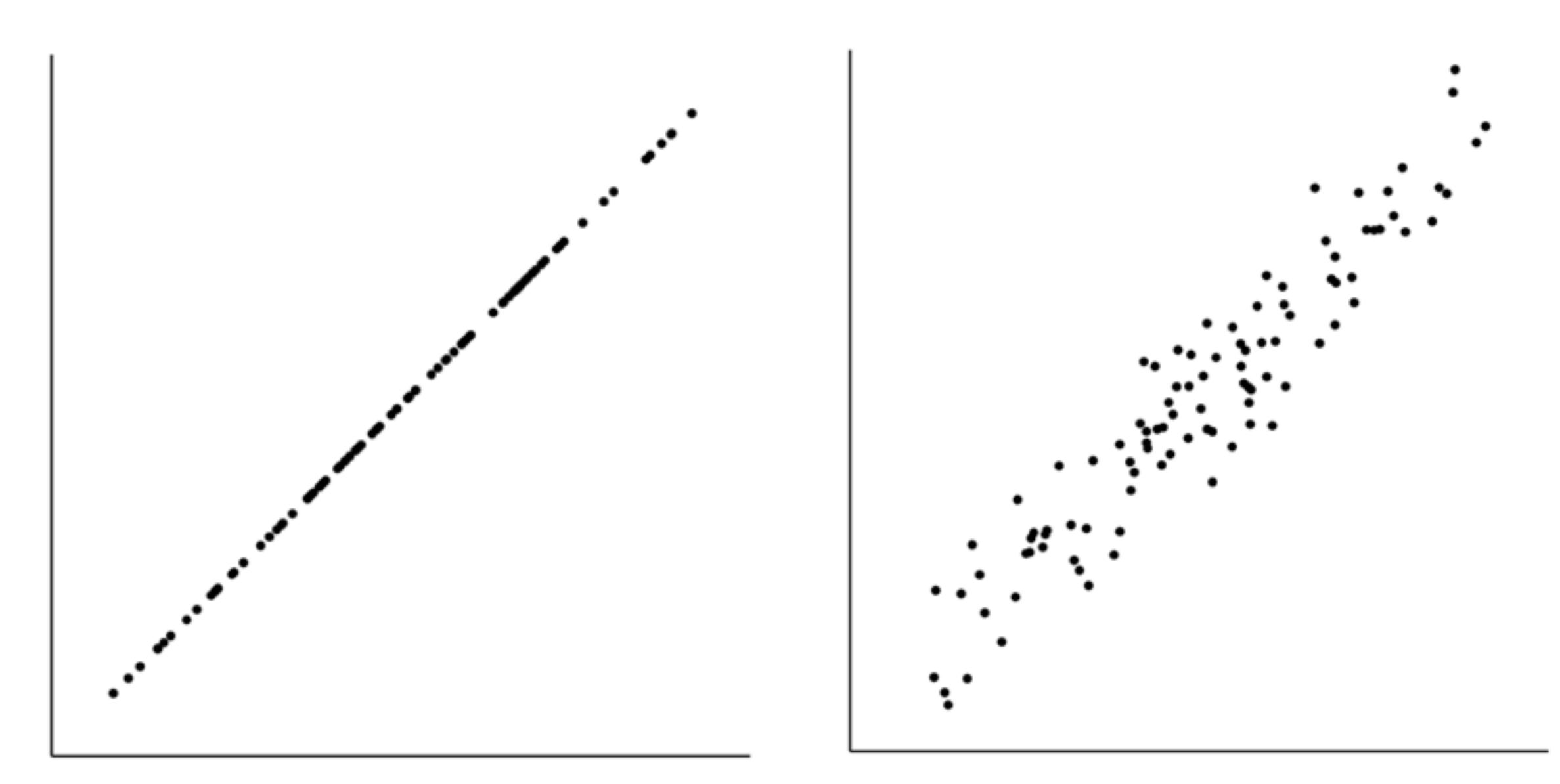


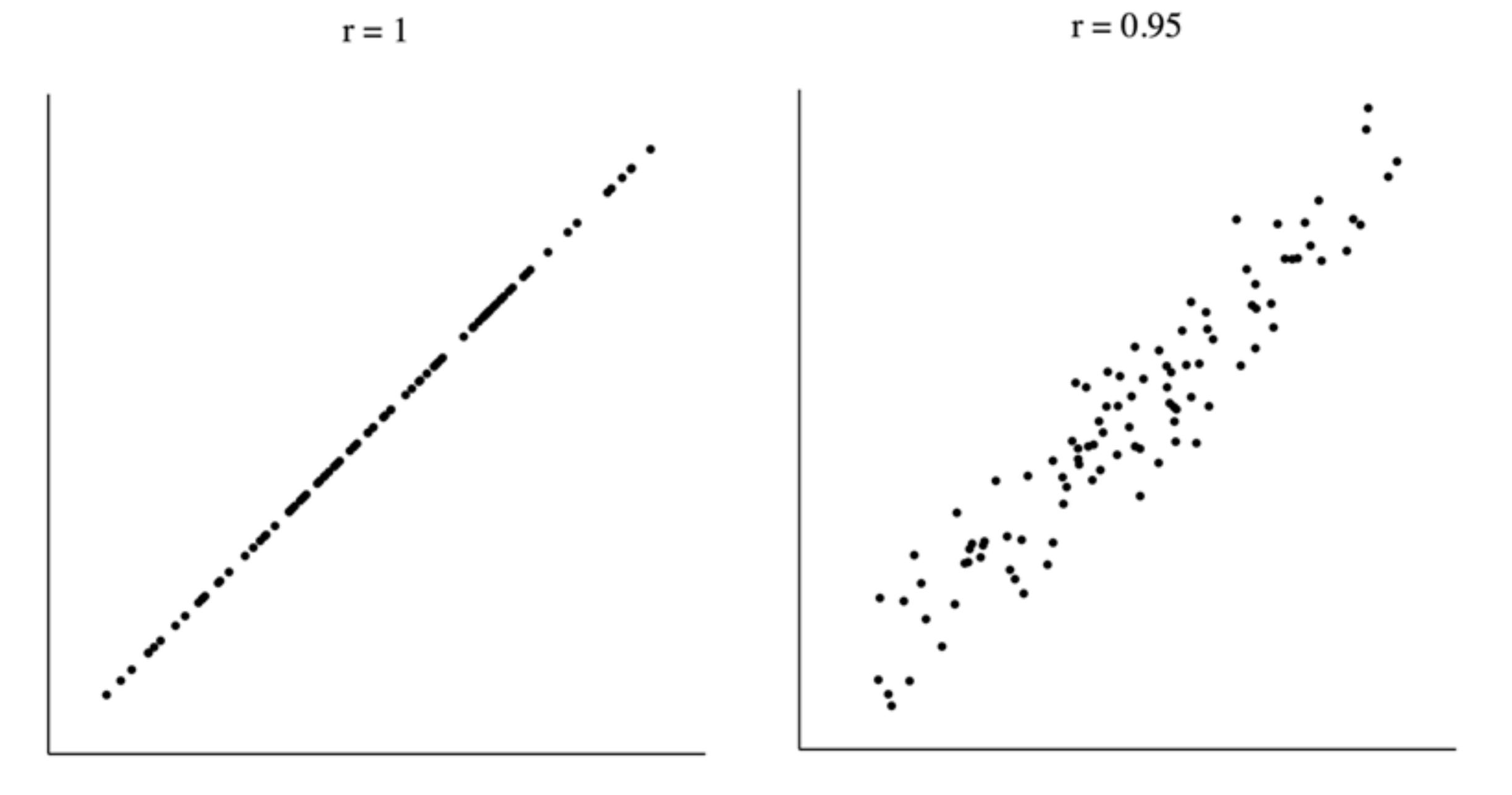


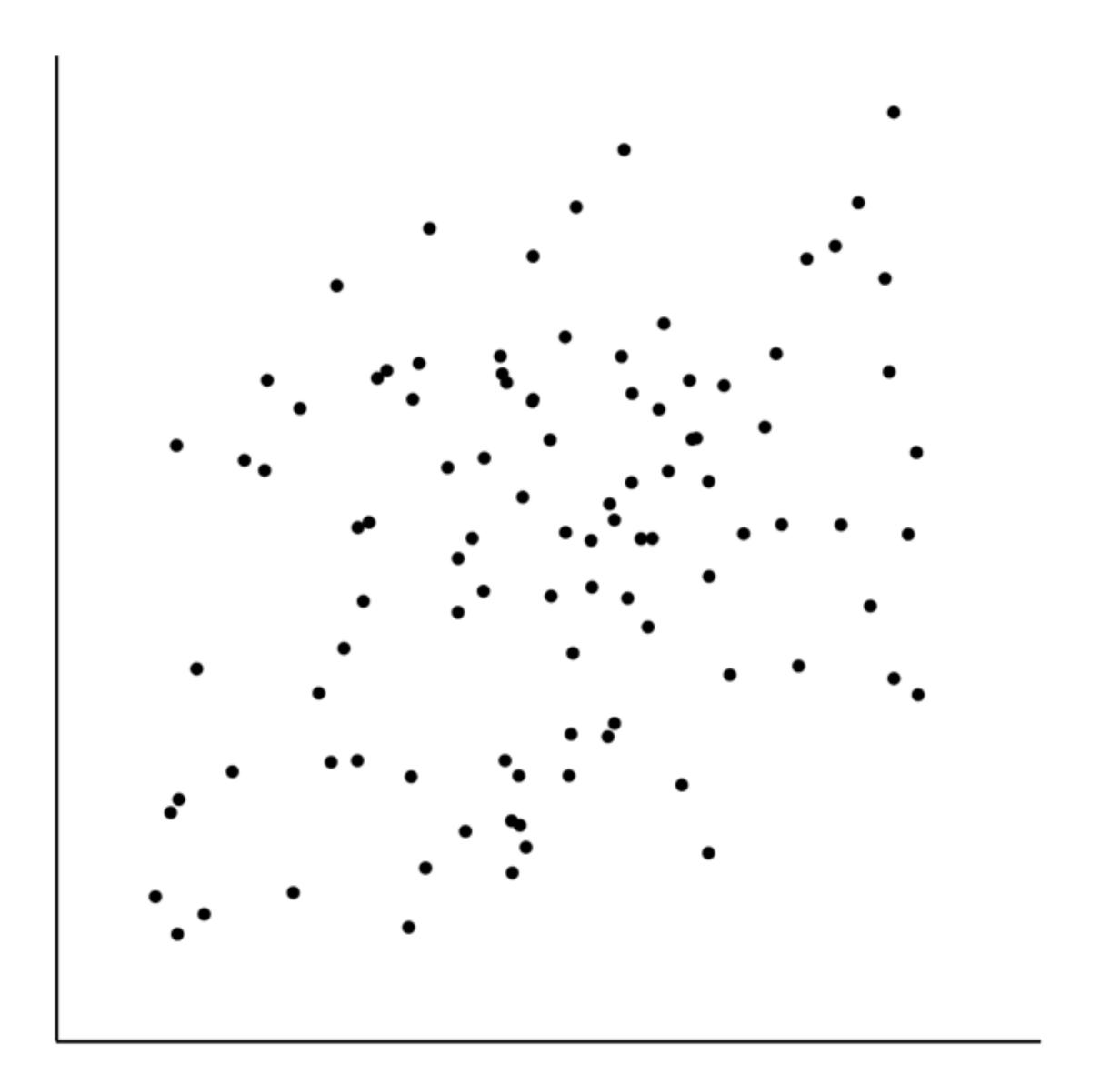
Same distance, but same. Why!?

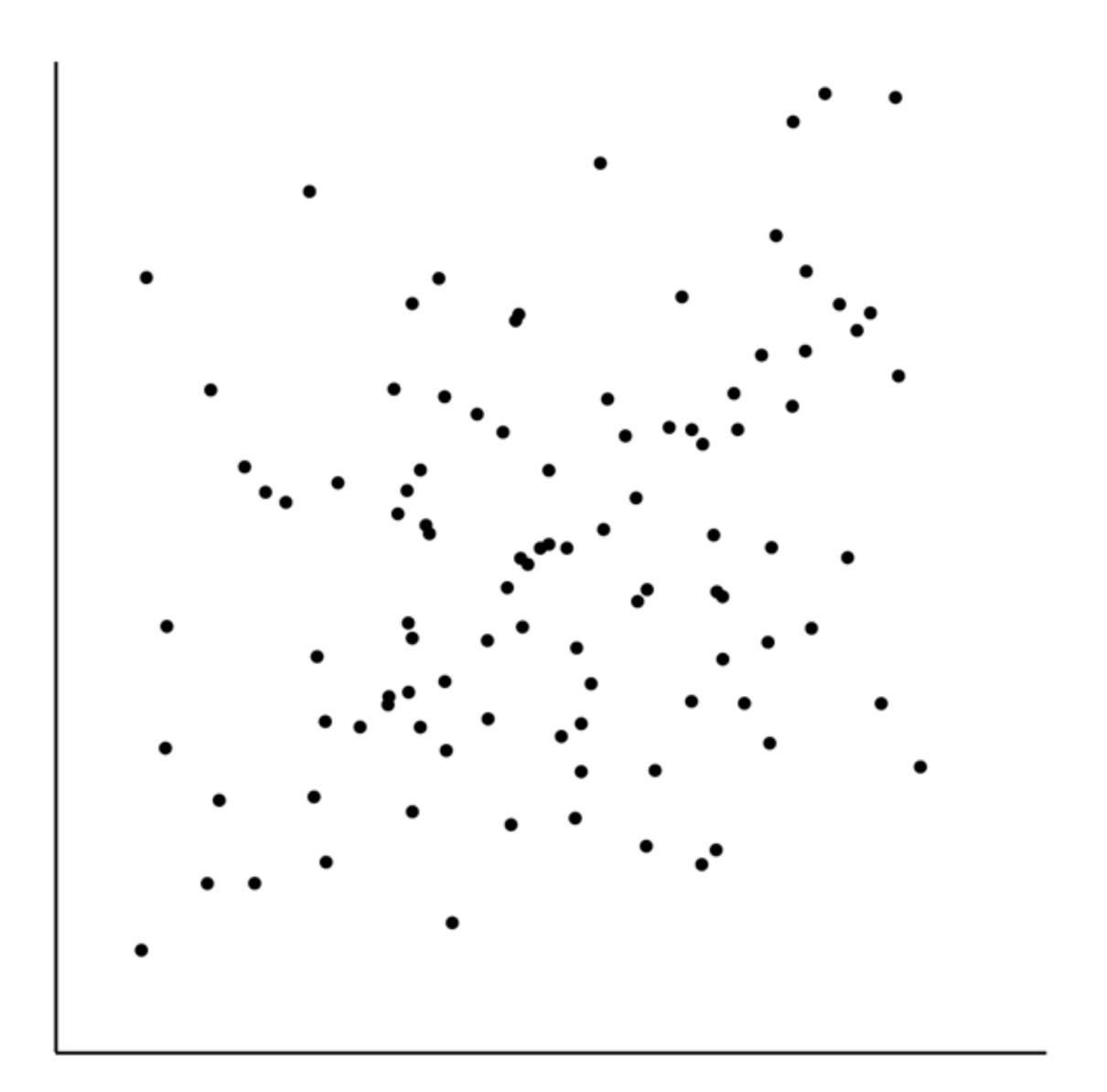
### Mhich is

correlated?

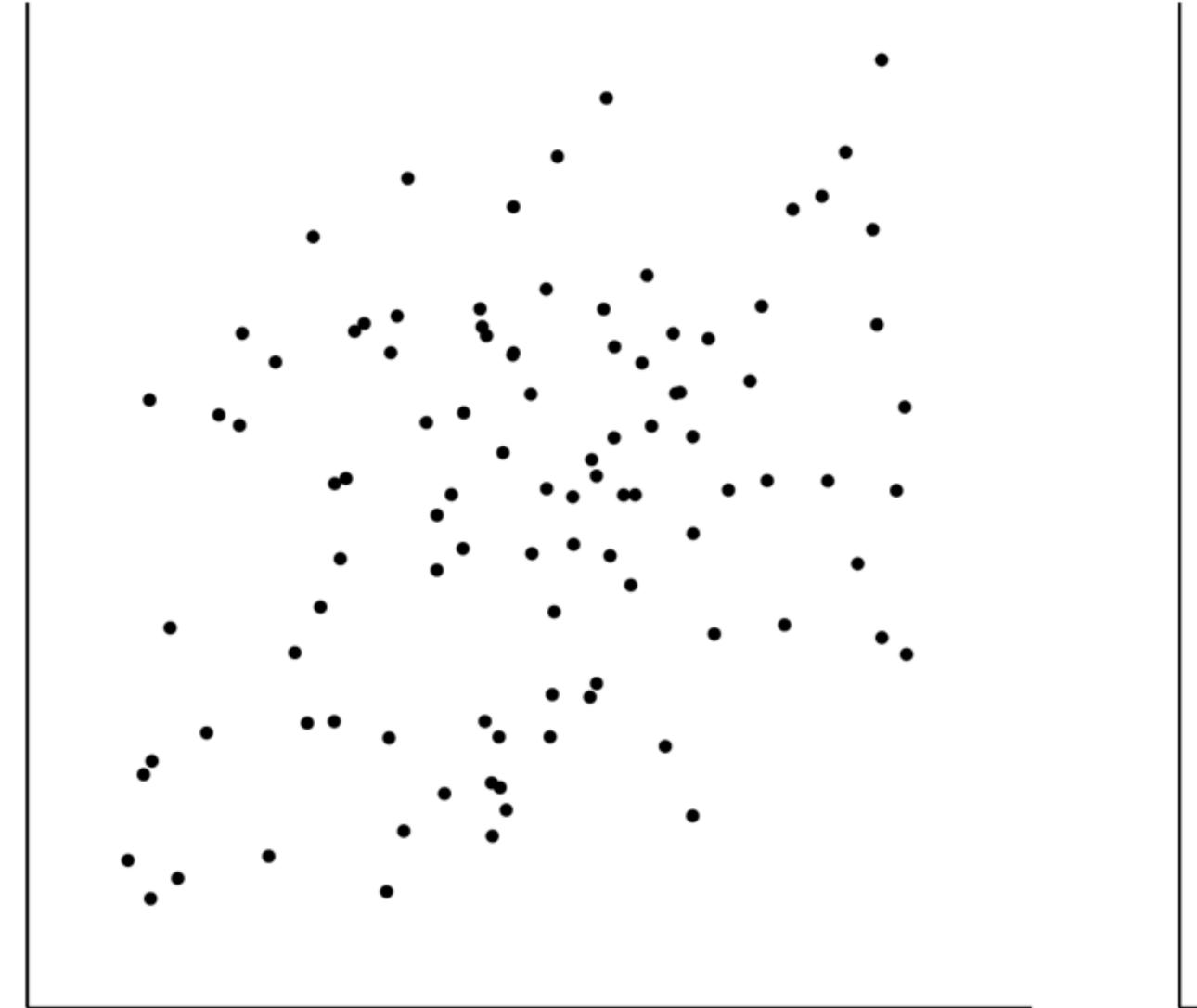








$$r = 0.35$$

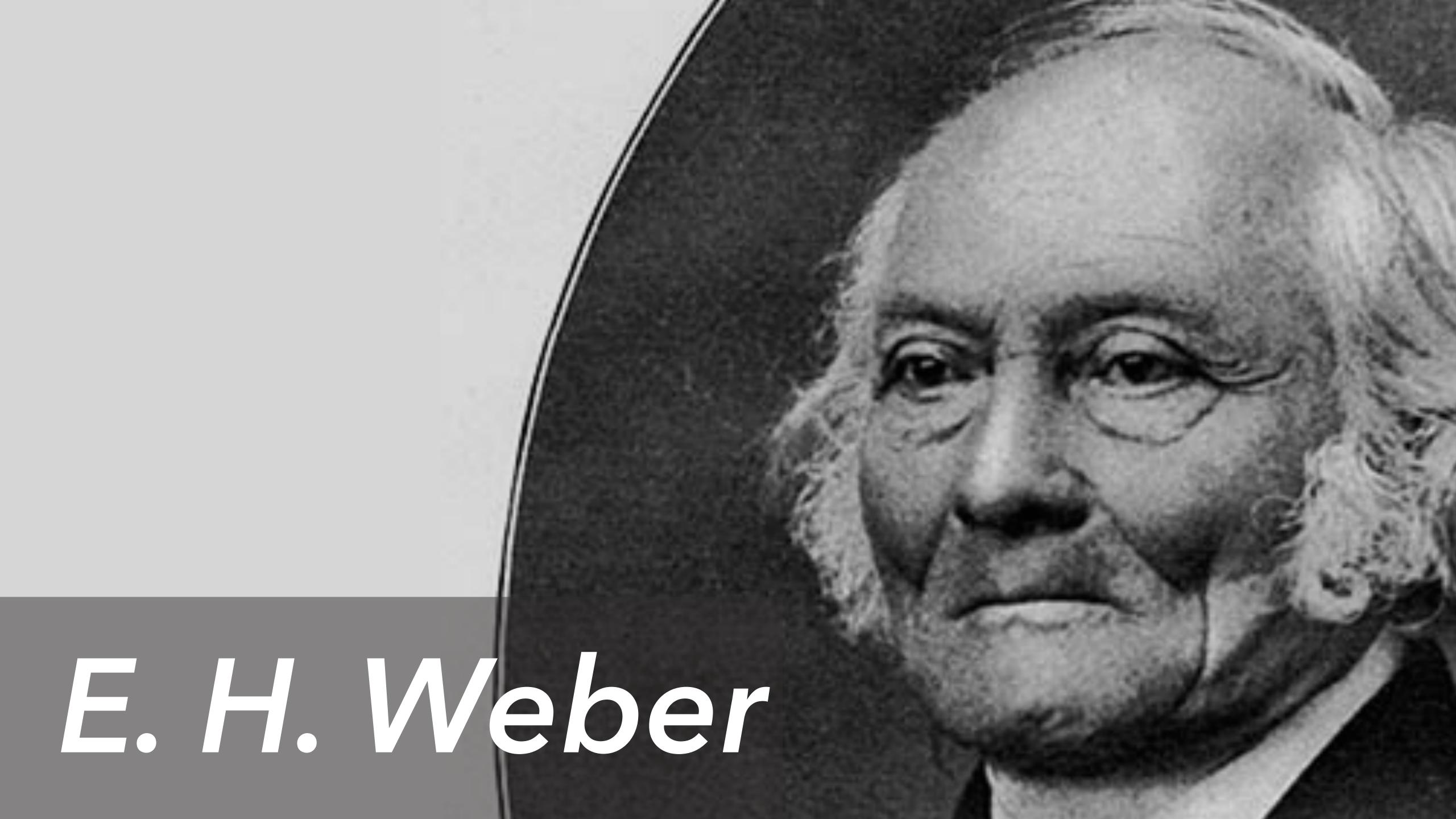




## just-noticeable differences (jnd)

The smallest difference necessary to perceive two stimuli as being different.

# Why were some distances different?



$$\Delta P = k * \Delta I$$

Weber's Law

#### Perceived diff

$$\Delta P = k * \Delta I$$

#### Perceived diff

$$\Delta P = k * \Delta I$$

Actual intensity of Stimulus

#### Perceived diff

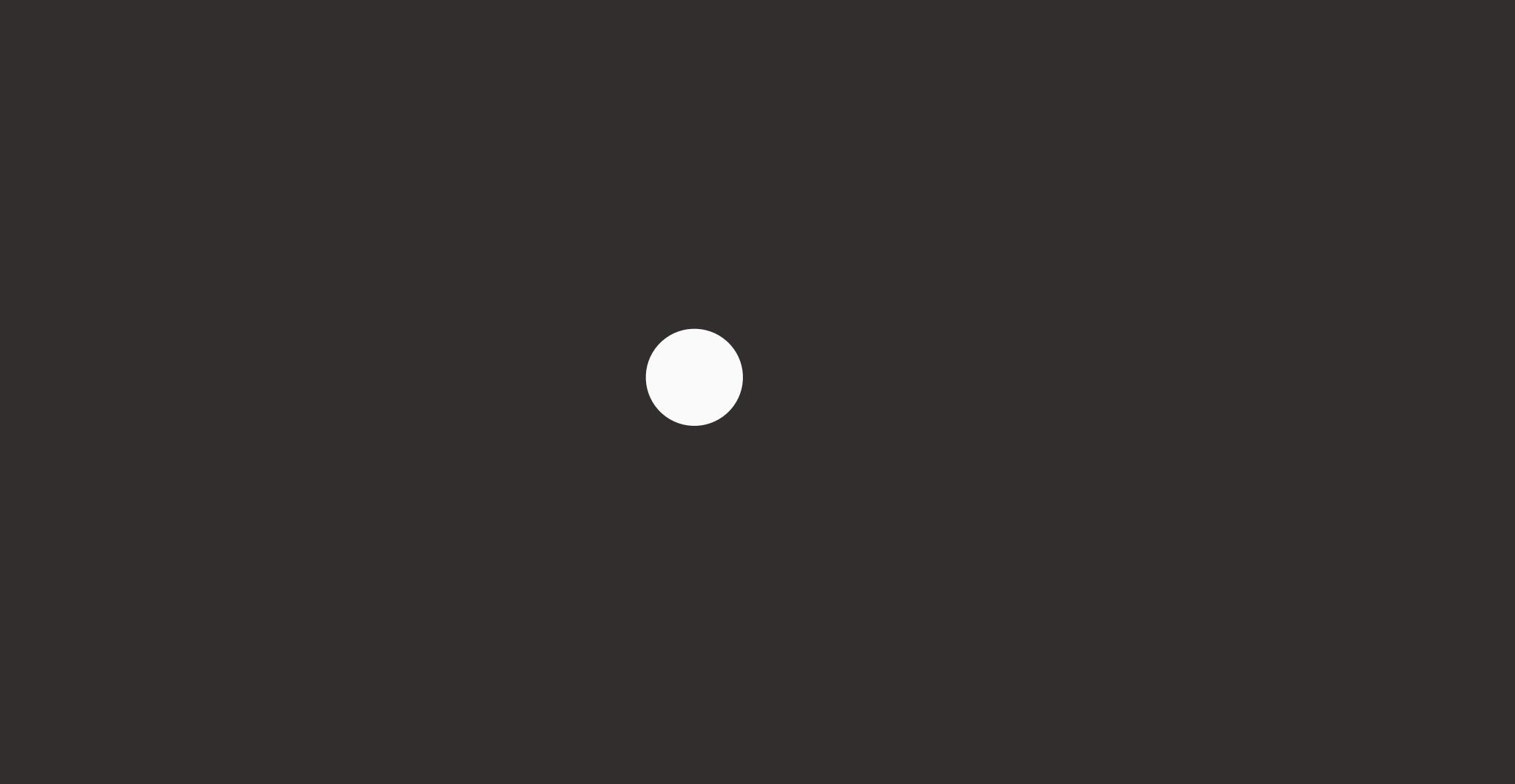
### Change in Intensity

$$\Delta P = k \star \Delta I$$

Actual intensity of Stimulus

# imagine yourself in a dark room...







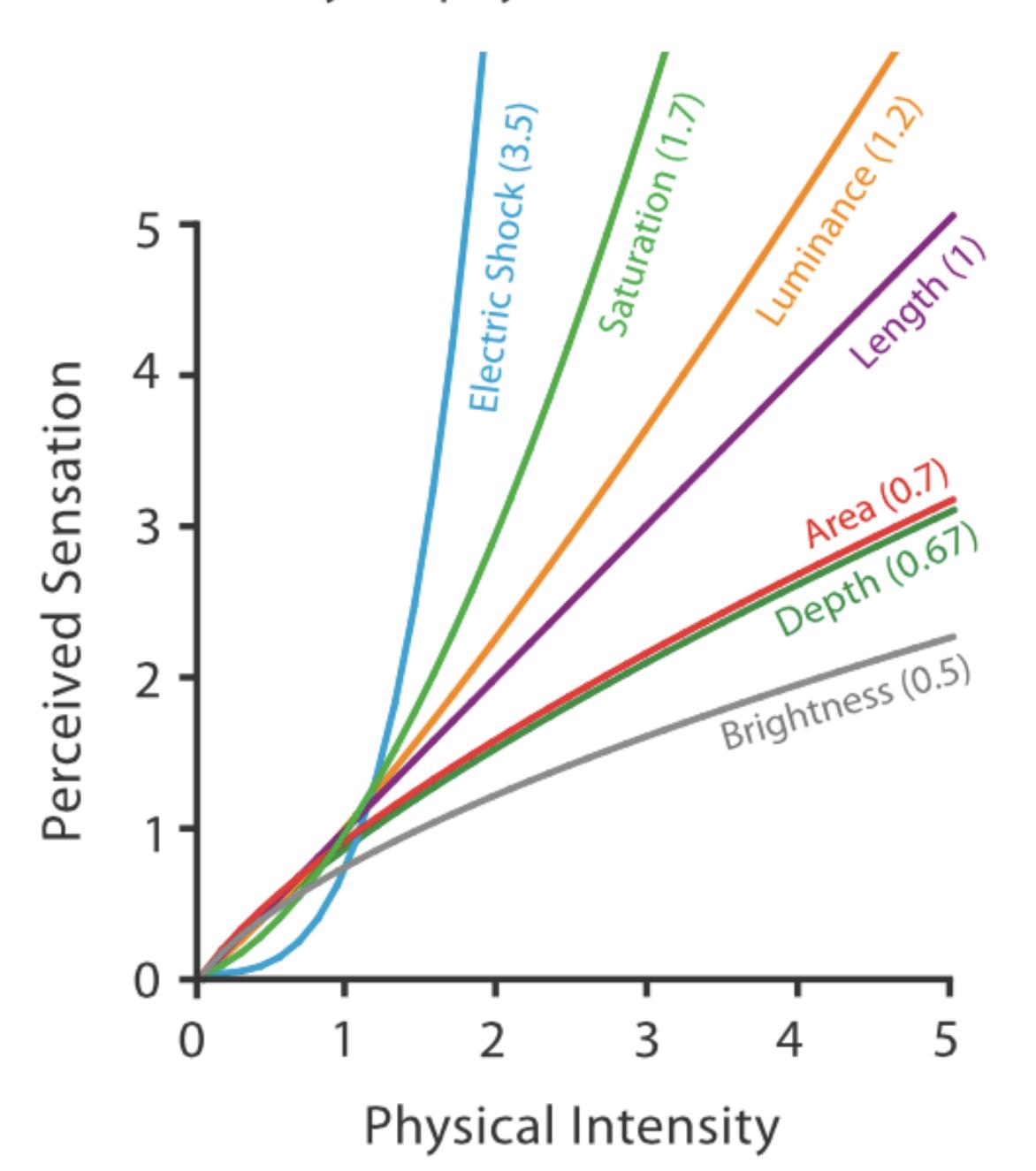
### bright room, high intensity

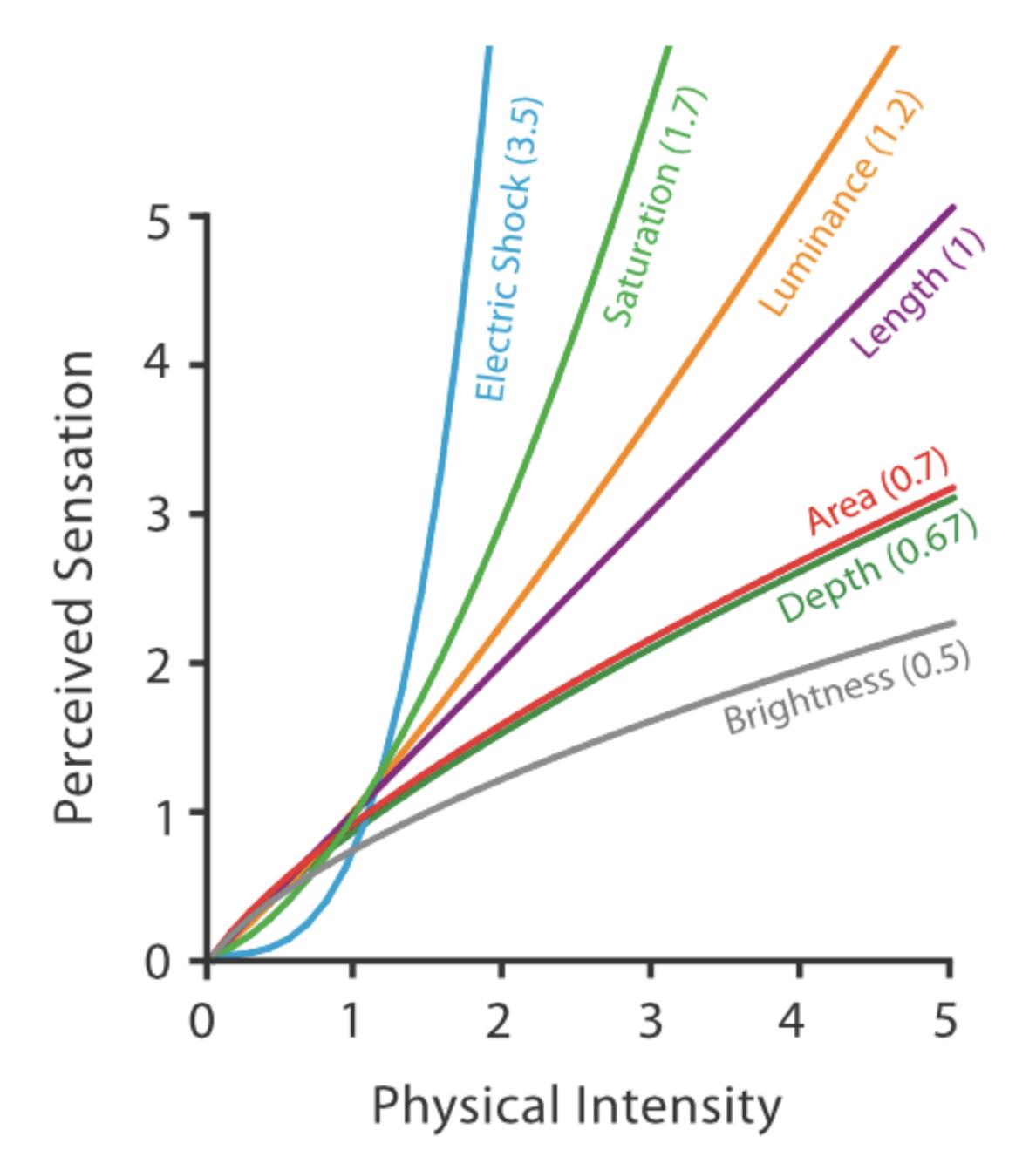
$$\Delta P = k * \Delta I$$

#### super bright light needed

$$\Delta P = k * \frac{\Delta I}{I}$$

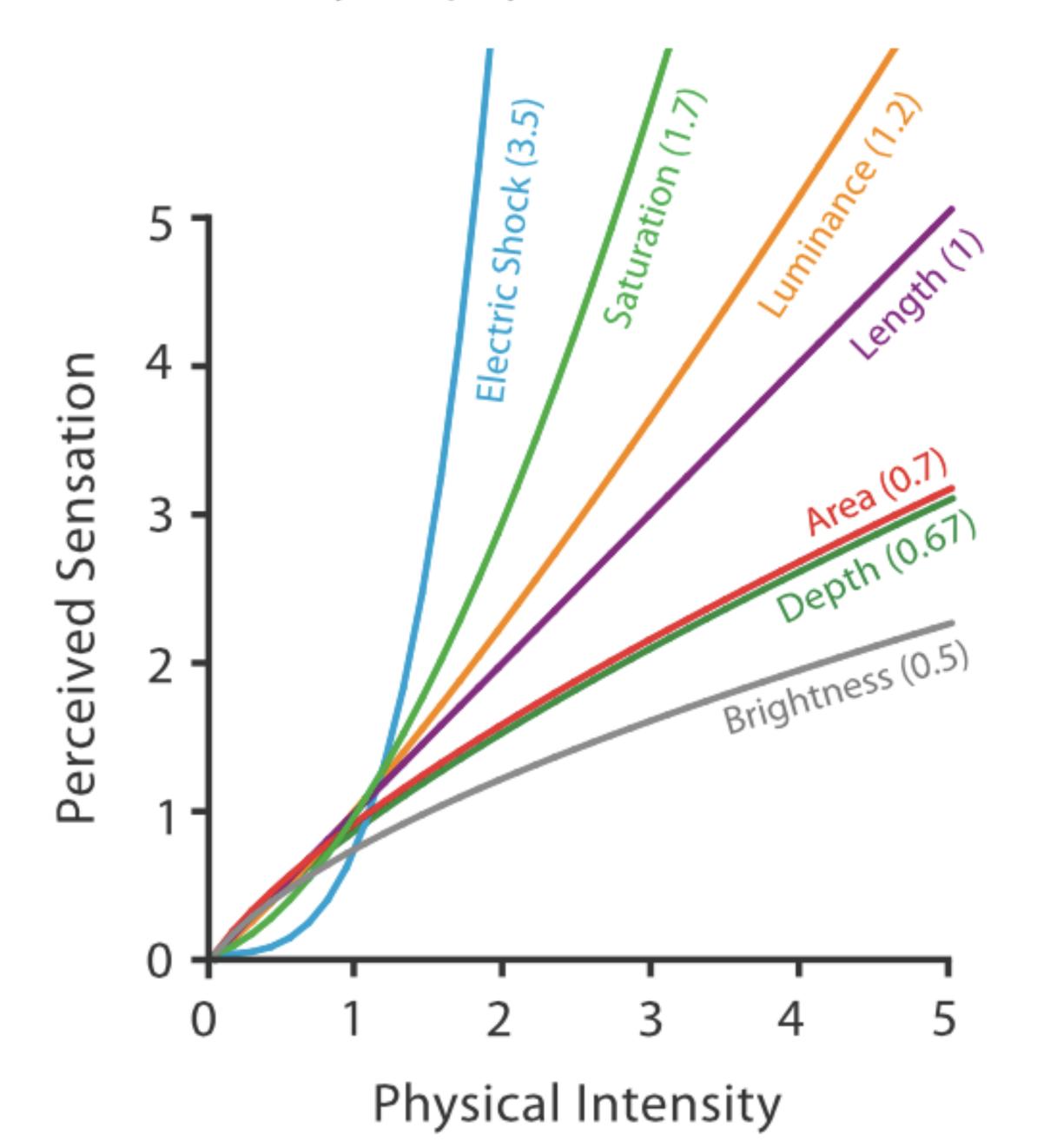
## Estimation





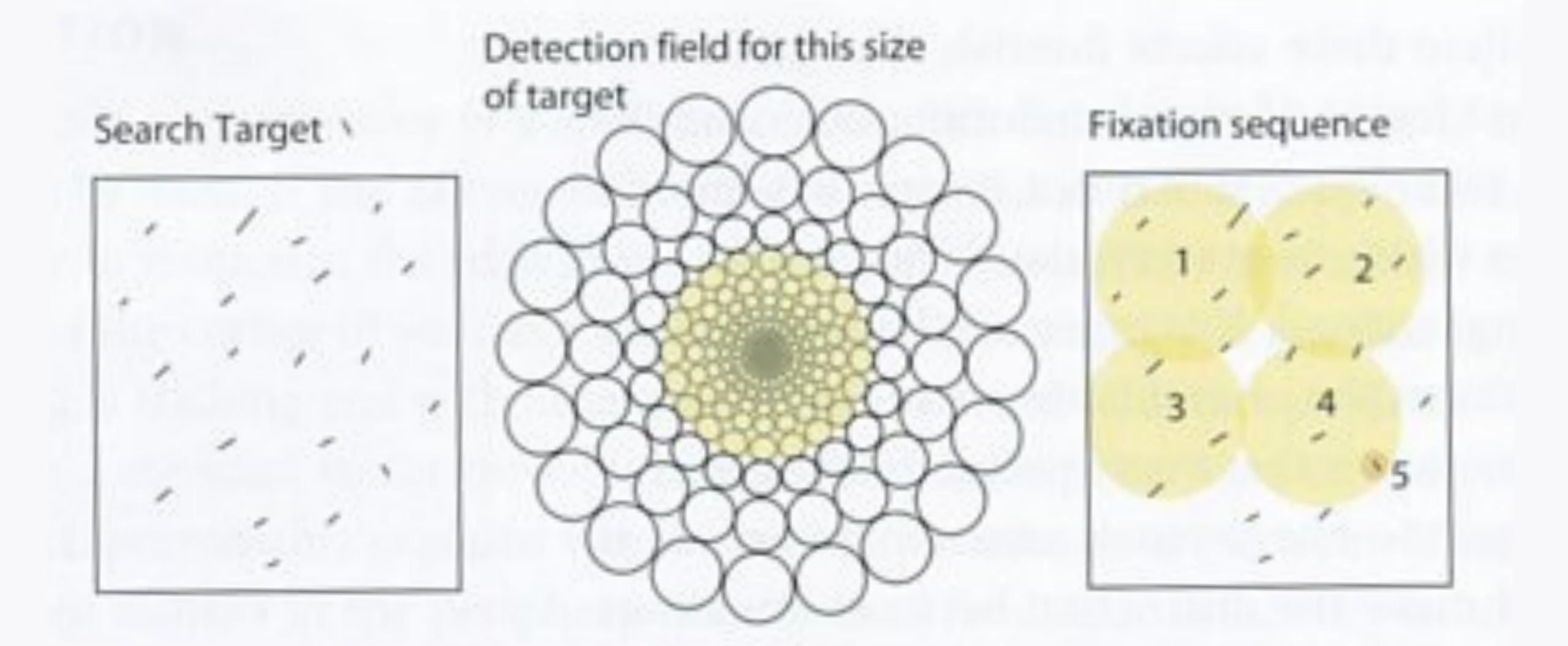
## we under-estimate brightness





## we are great at length

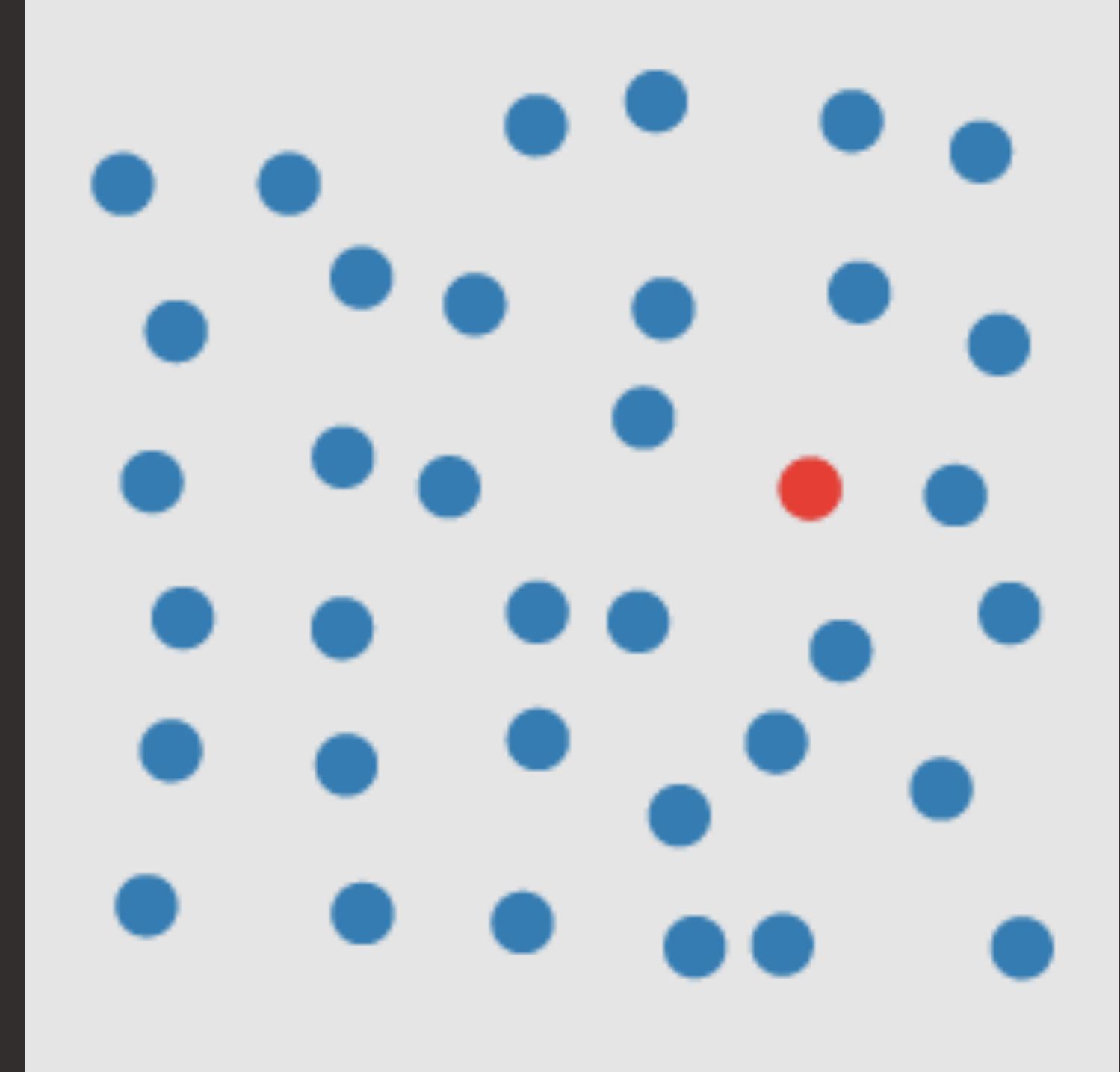
## Eye-Movement



#### Visual-Search

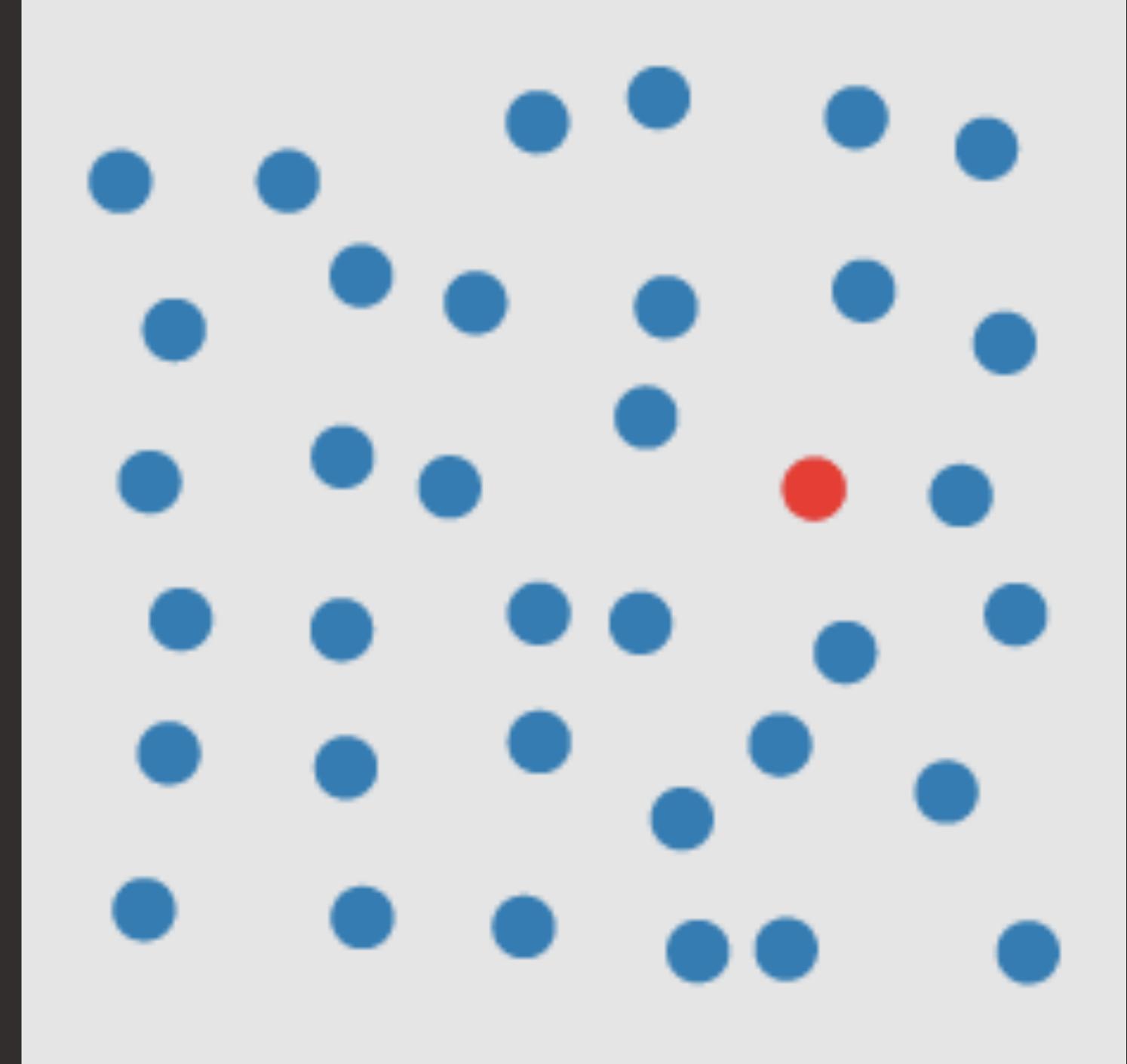
# "Find the Tomato"

## "Find the Tomato"



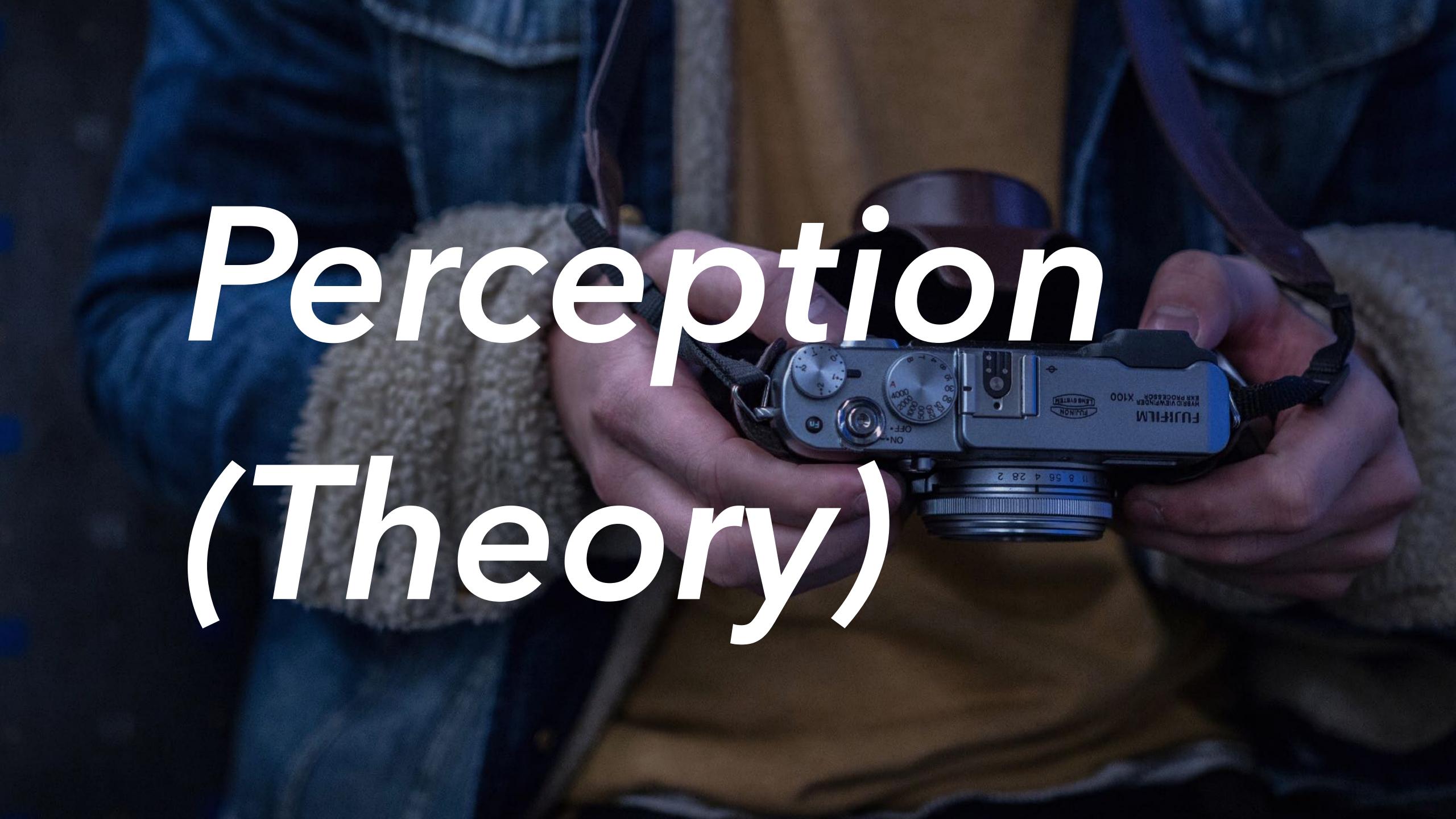
"Find the Tomato"

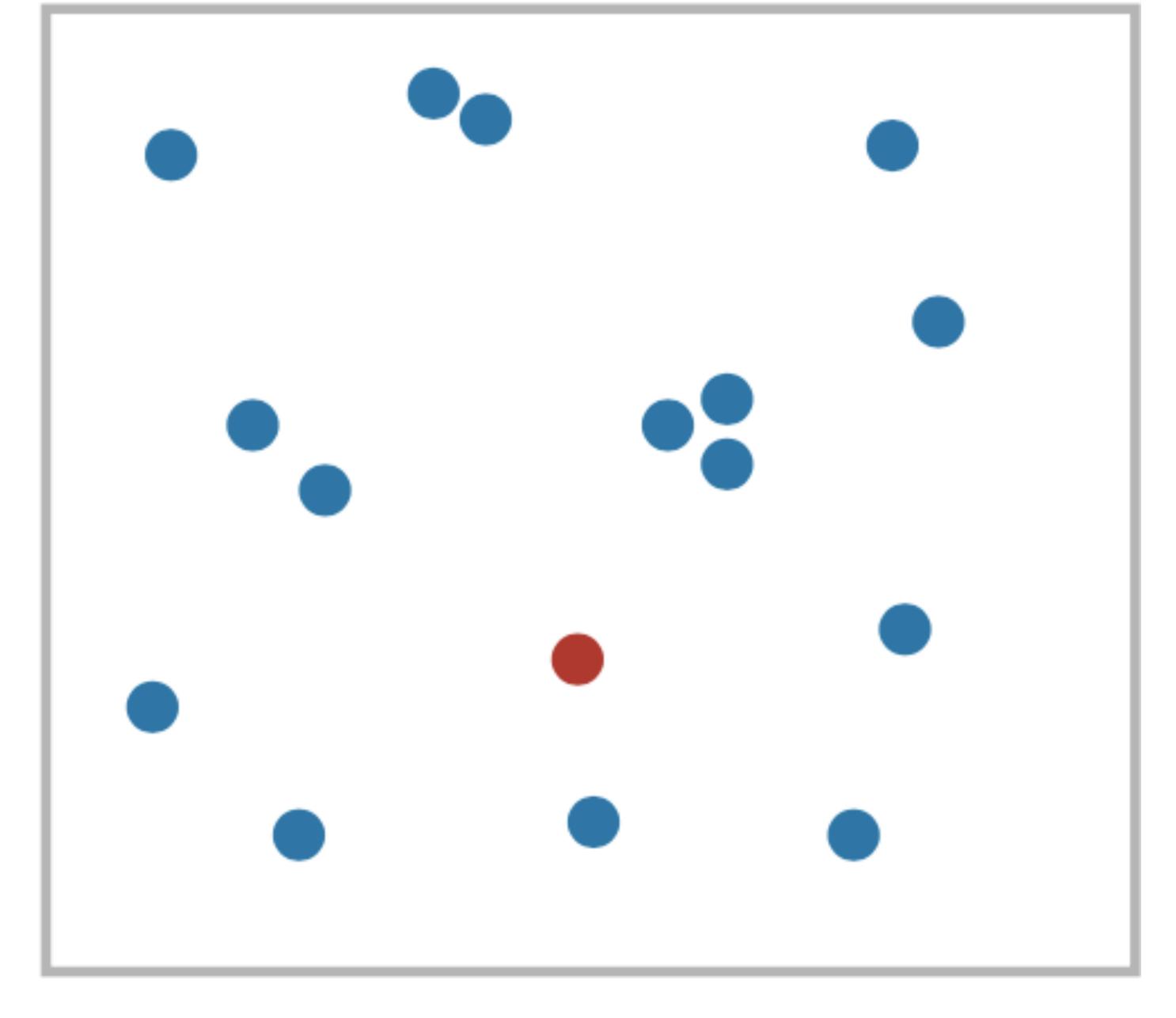
one O(1)
eye-move!



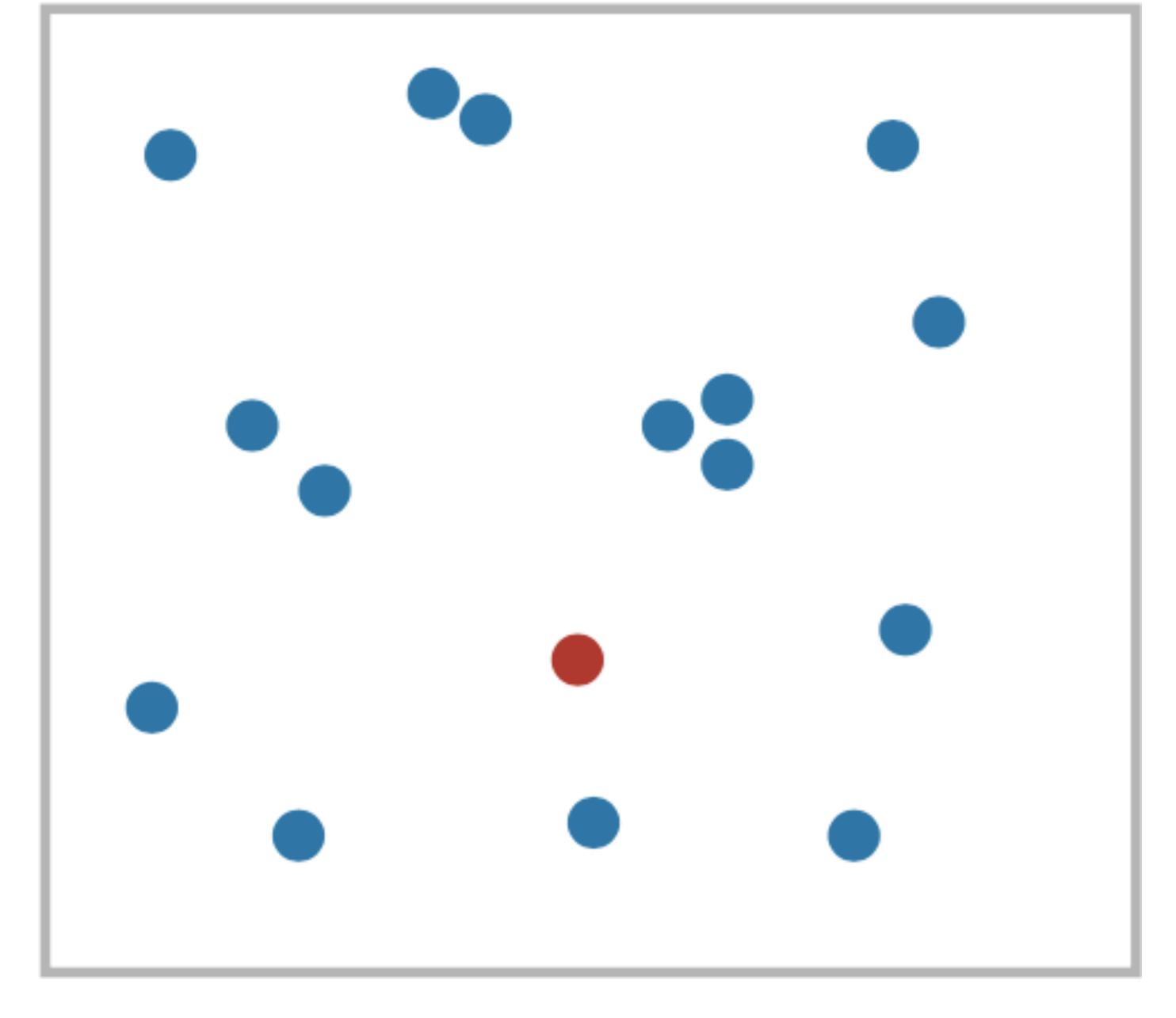
## recap

Discrimination Weber's Law (jnd)
Estimation Stephen's Power Law
Targeting Eye-Movement

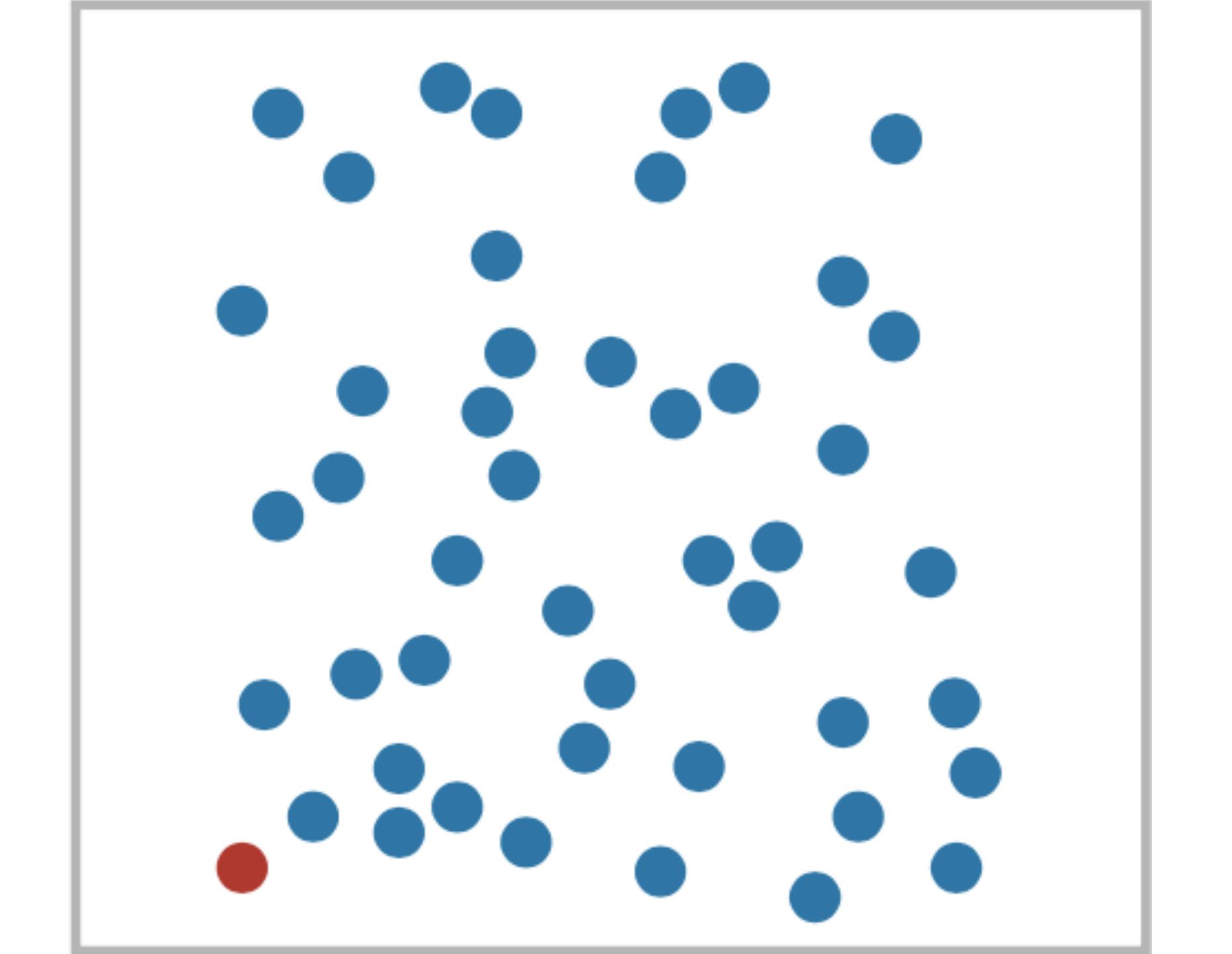


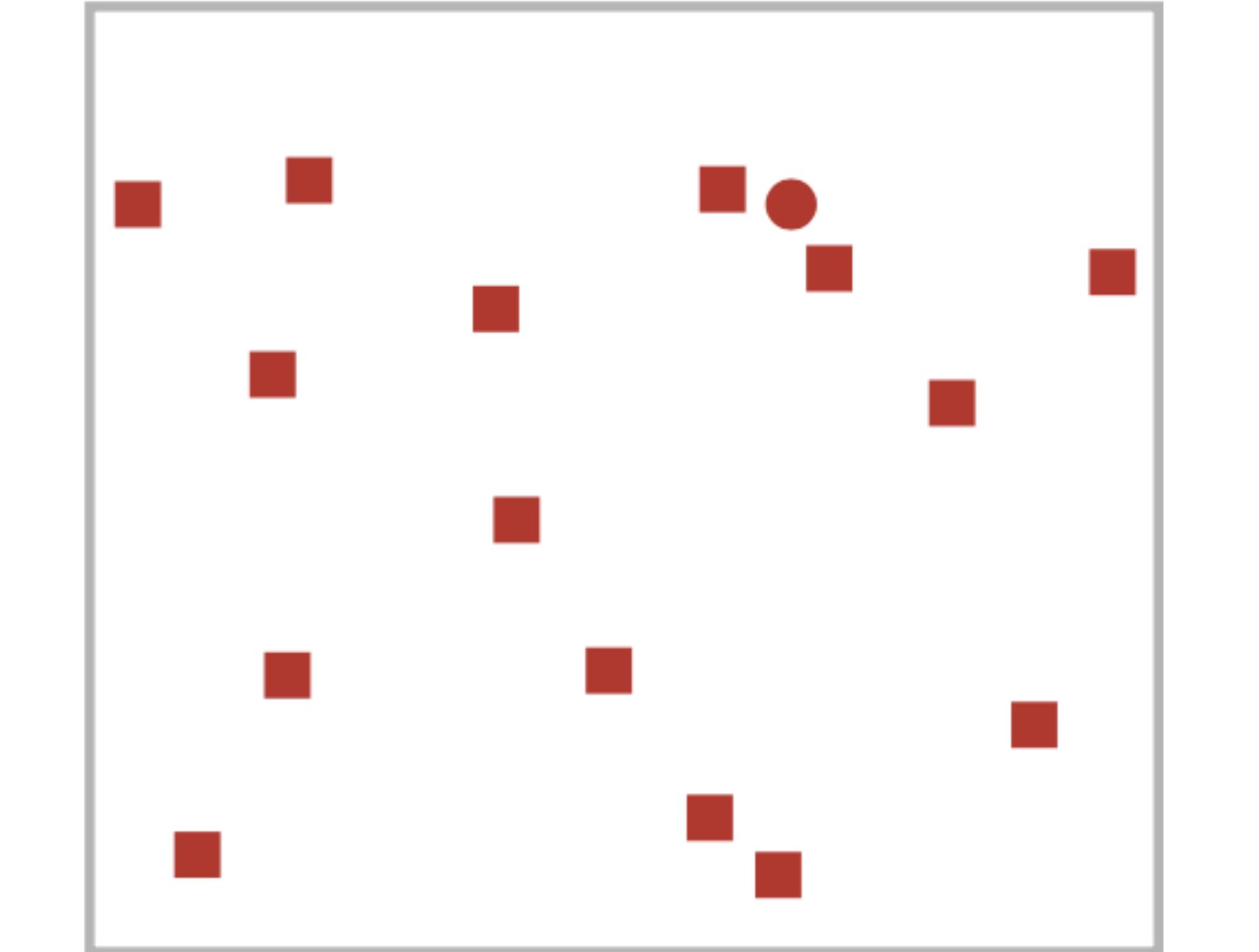


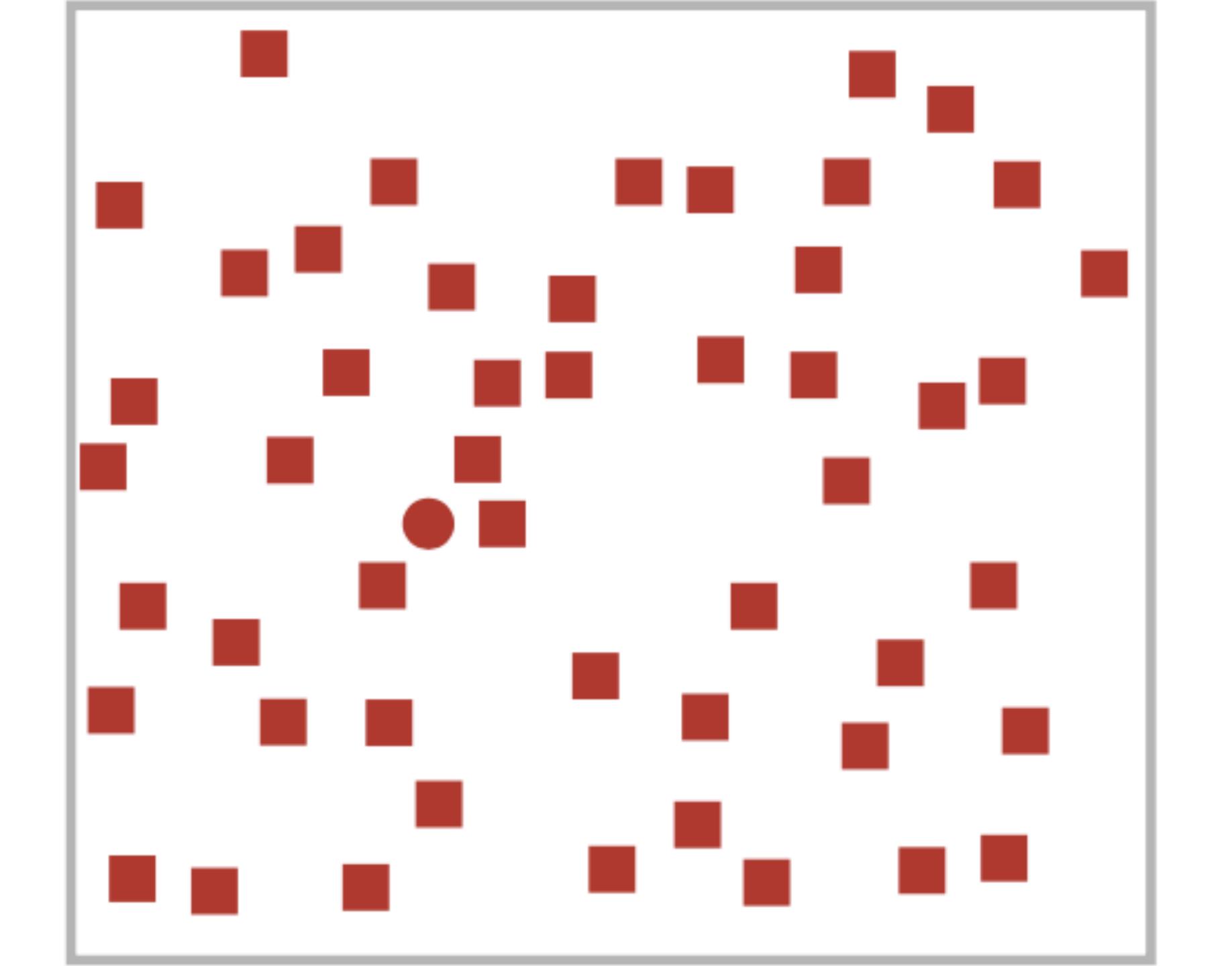
Find the Tomato, part 2



Let's add more distractors...







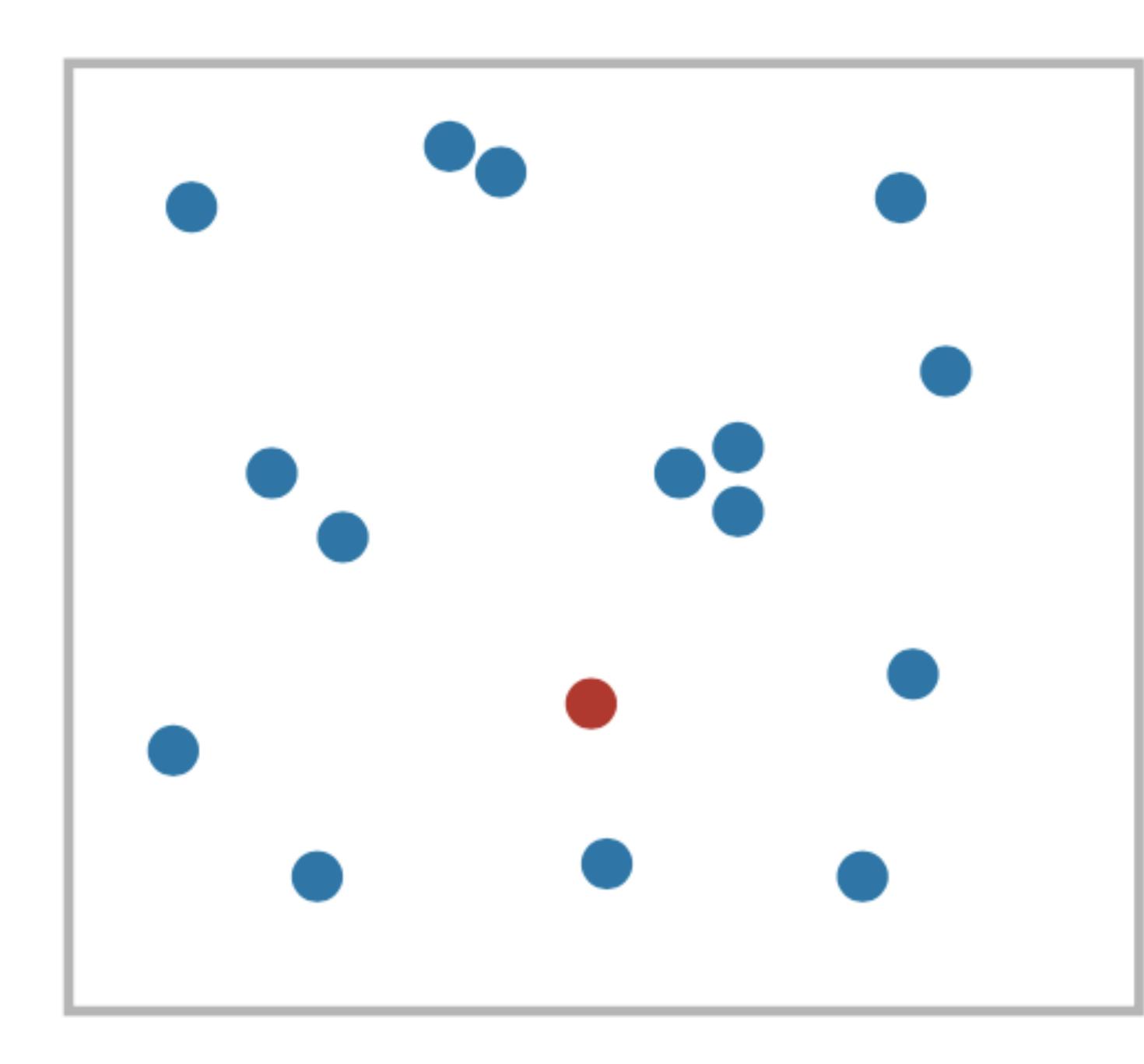
## How would a

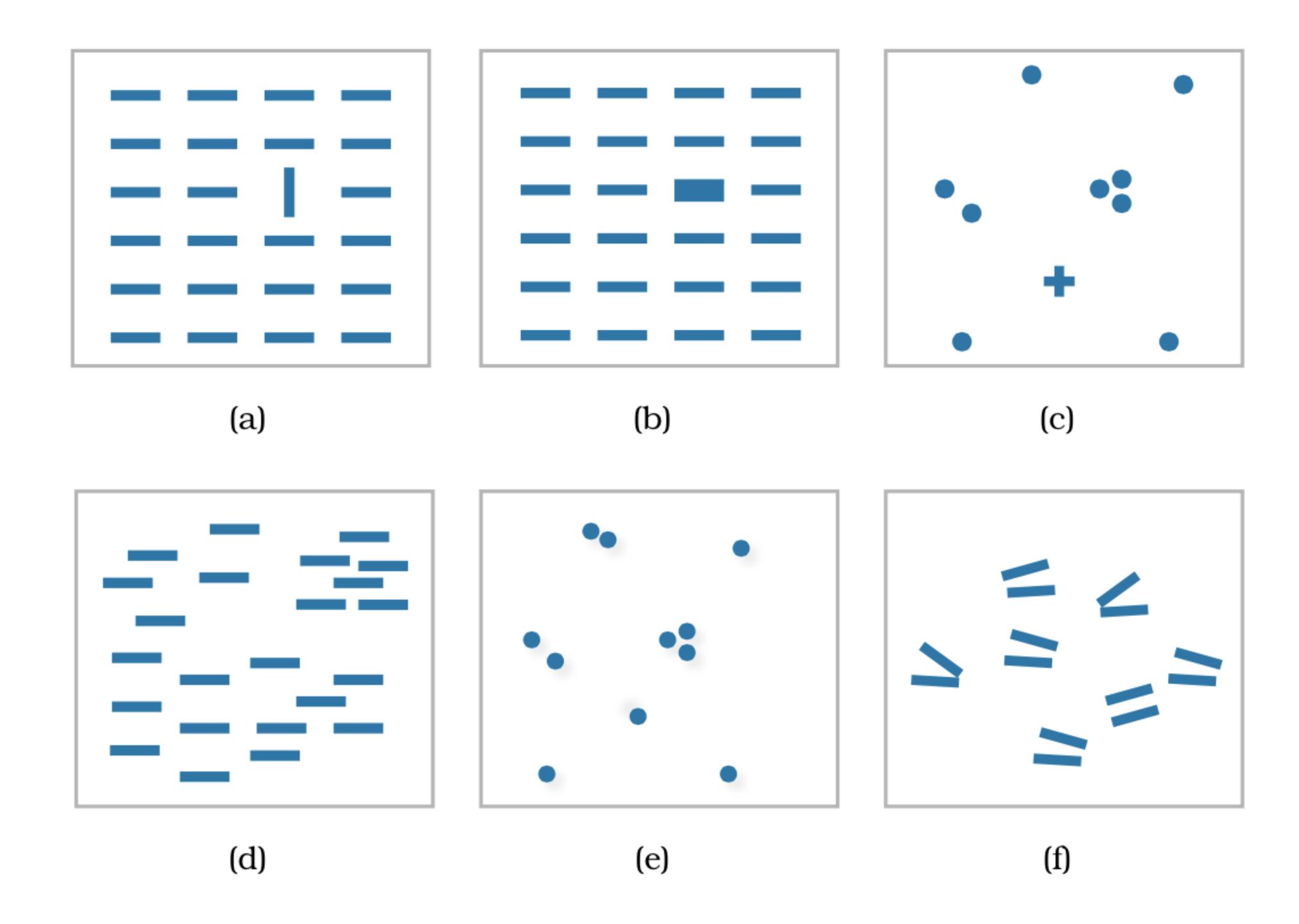
## computer

search?

# Pre-attentive processing

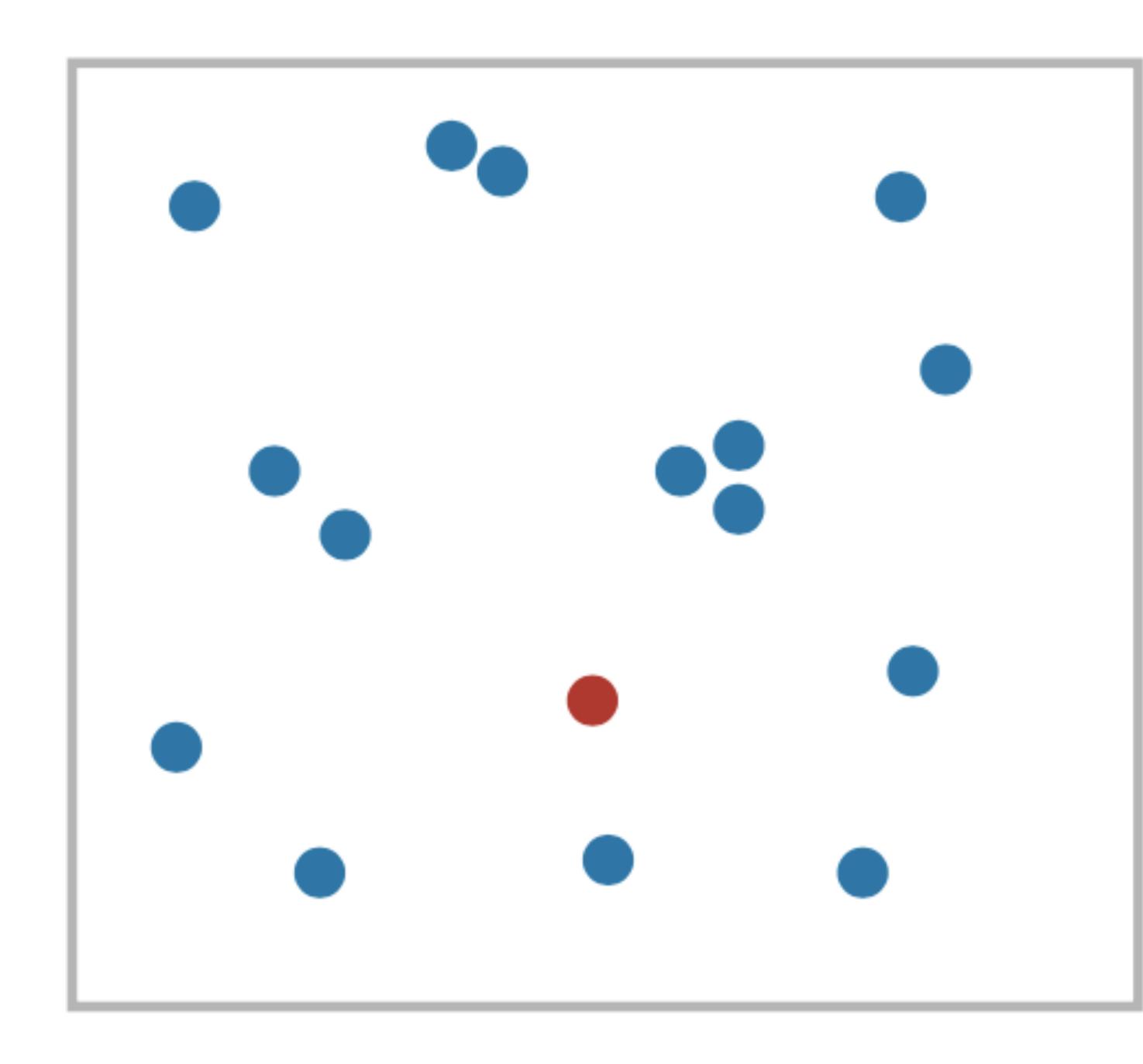
hard-wired many-channels

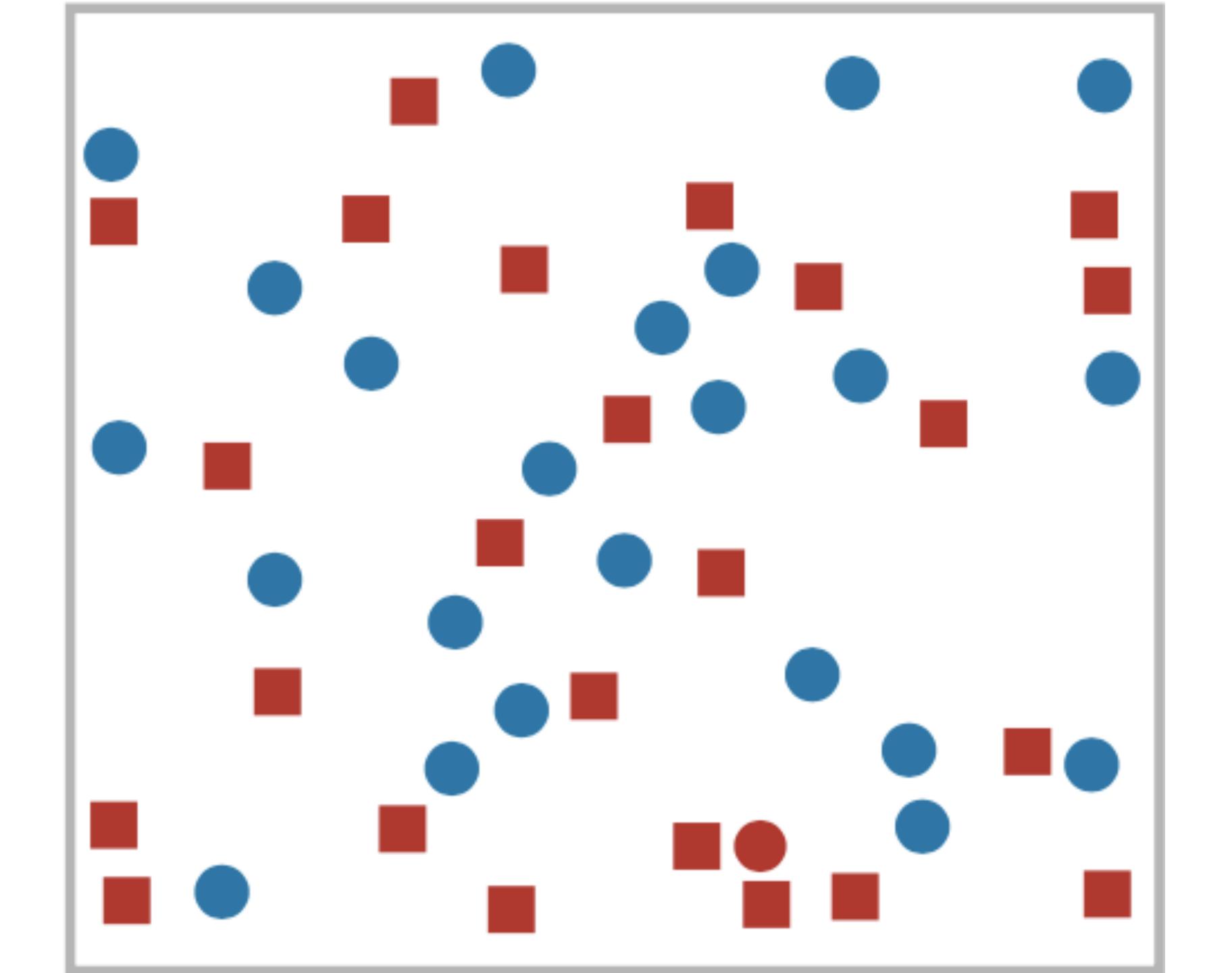




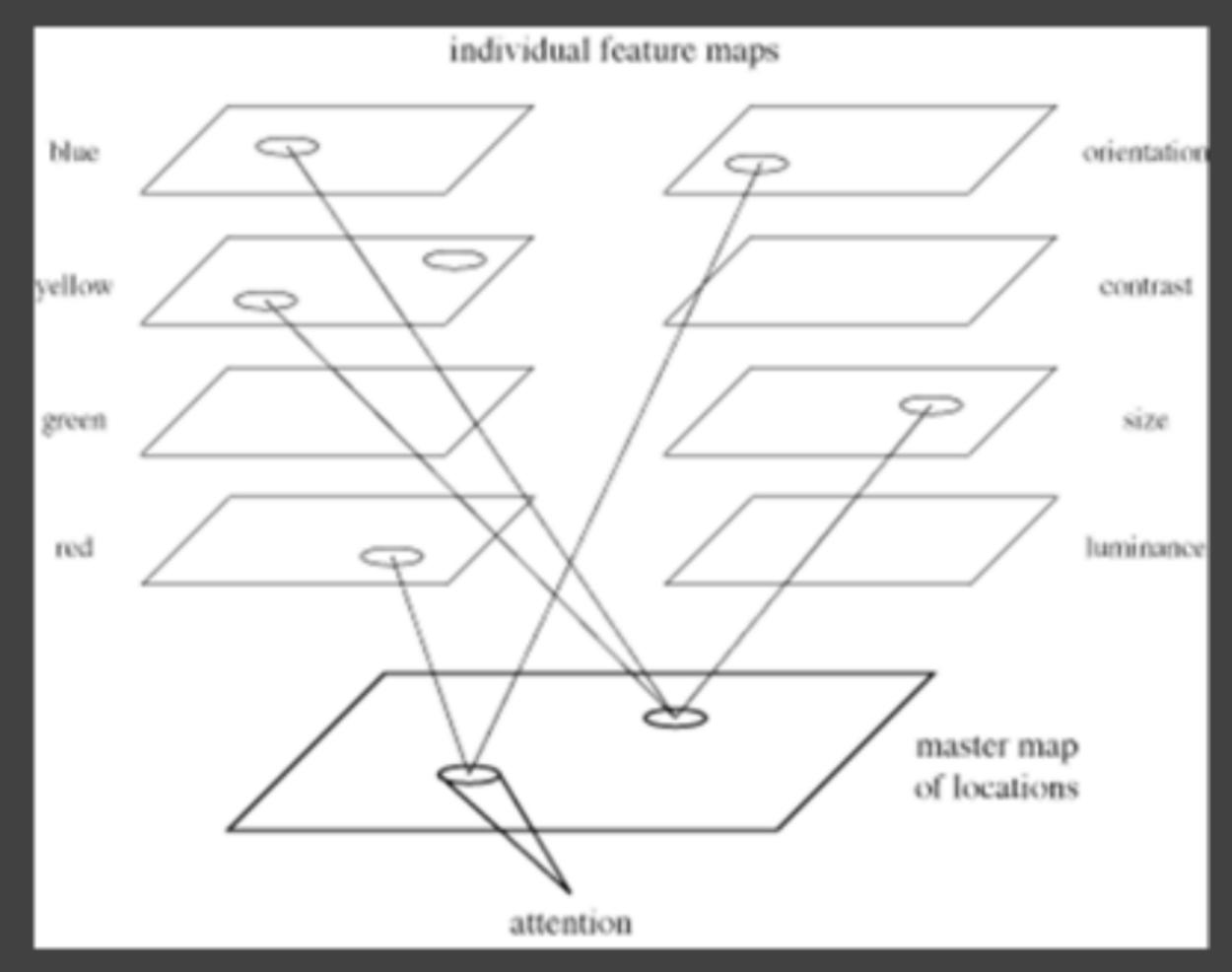
Pre-attentive processing

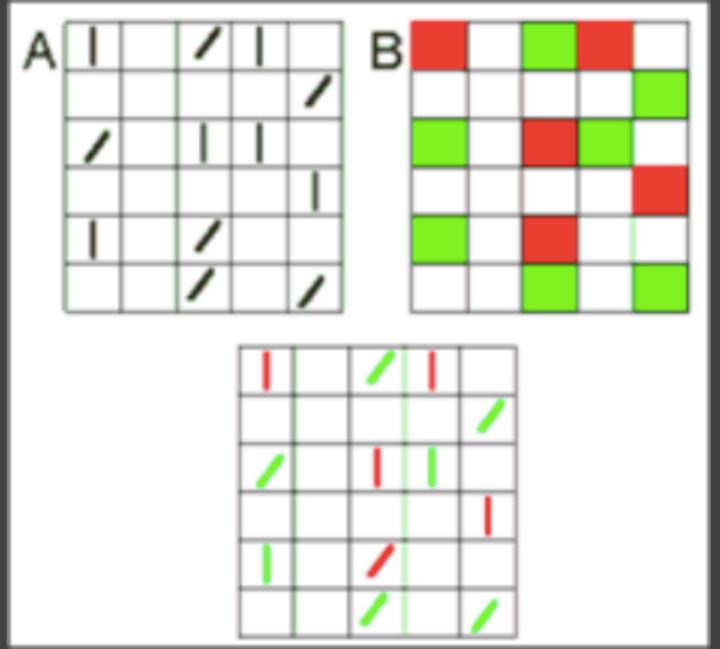
hard-wired
many-channels
easy to mess up





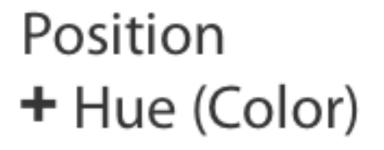
#### Feature Integration Theory

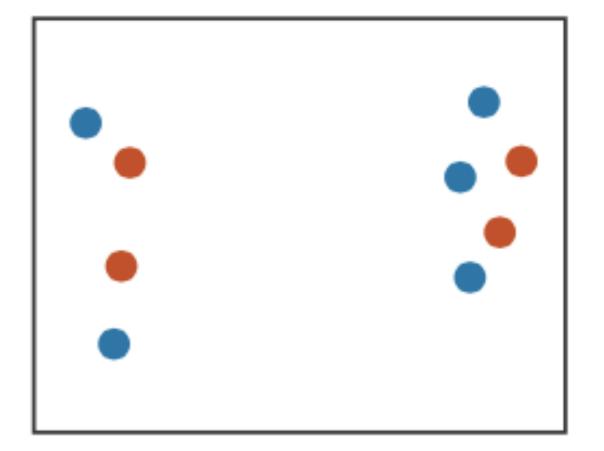




Feature maps for orientation & color [Green]

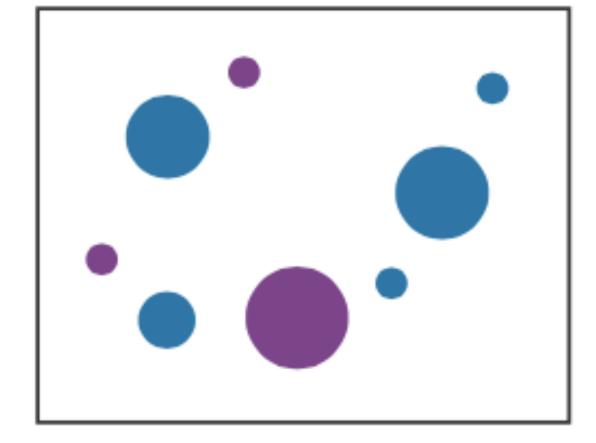
Treisman's feature integration model [Healey 04]





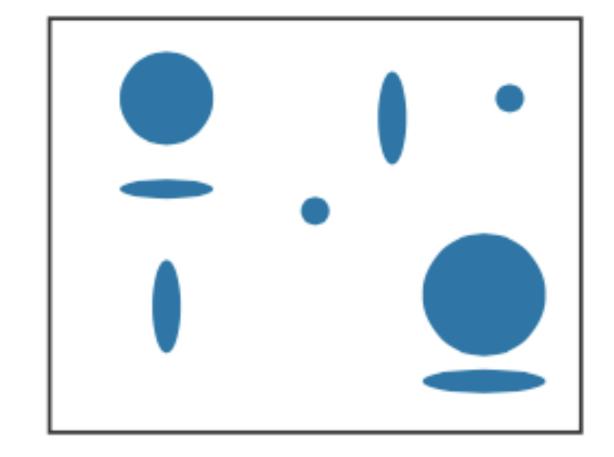
Fully separable

Size + Hue (Color)



Some interference

Width + Height



Some/significant interference

Red + Green



Major interference

#### Separable vs. Integral



# Change Blindness

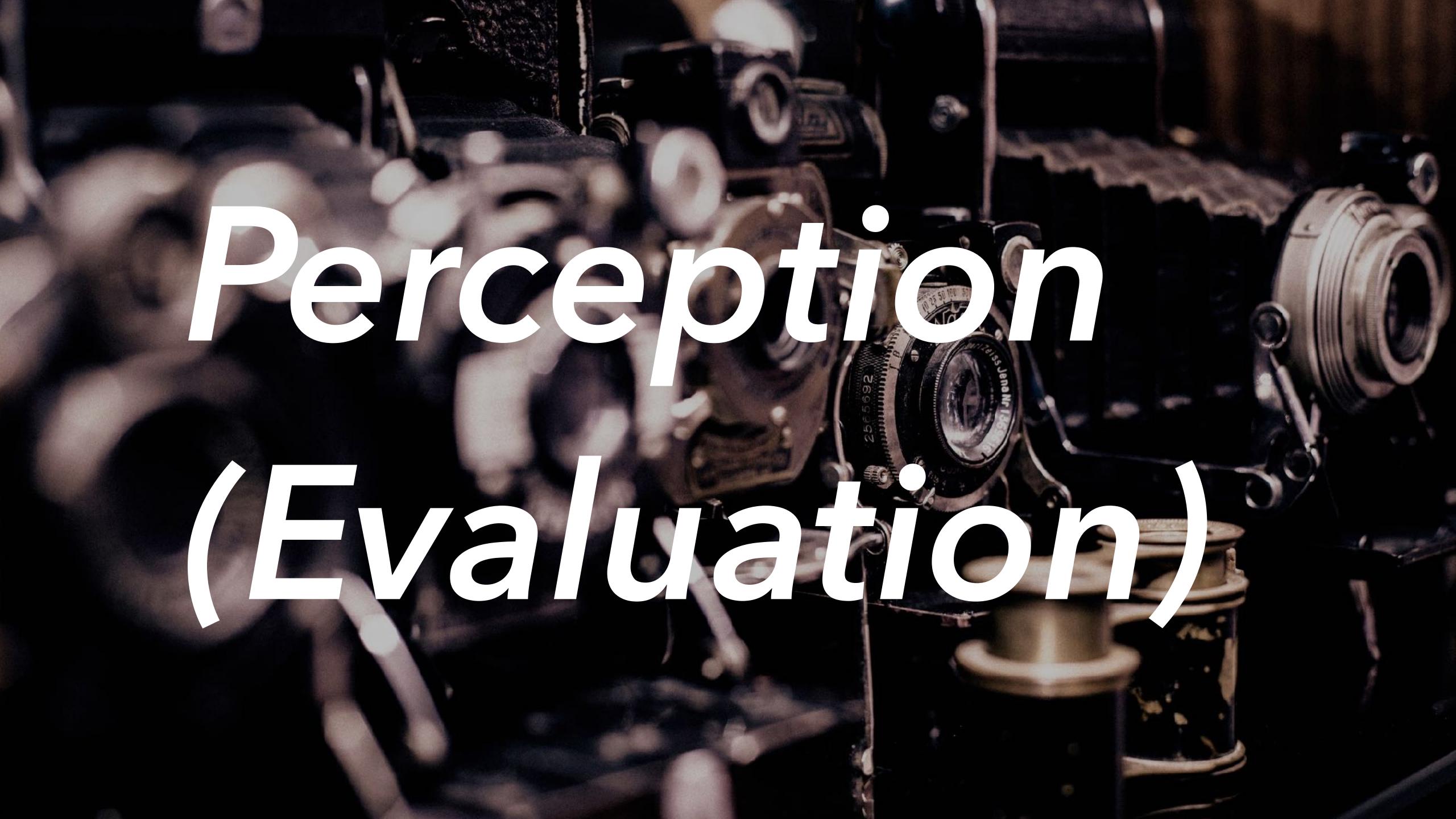
#### Attention

# Working Memory

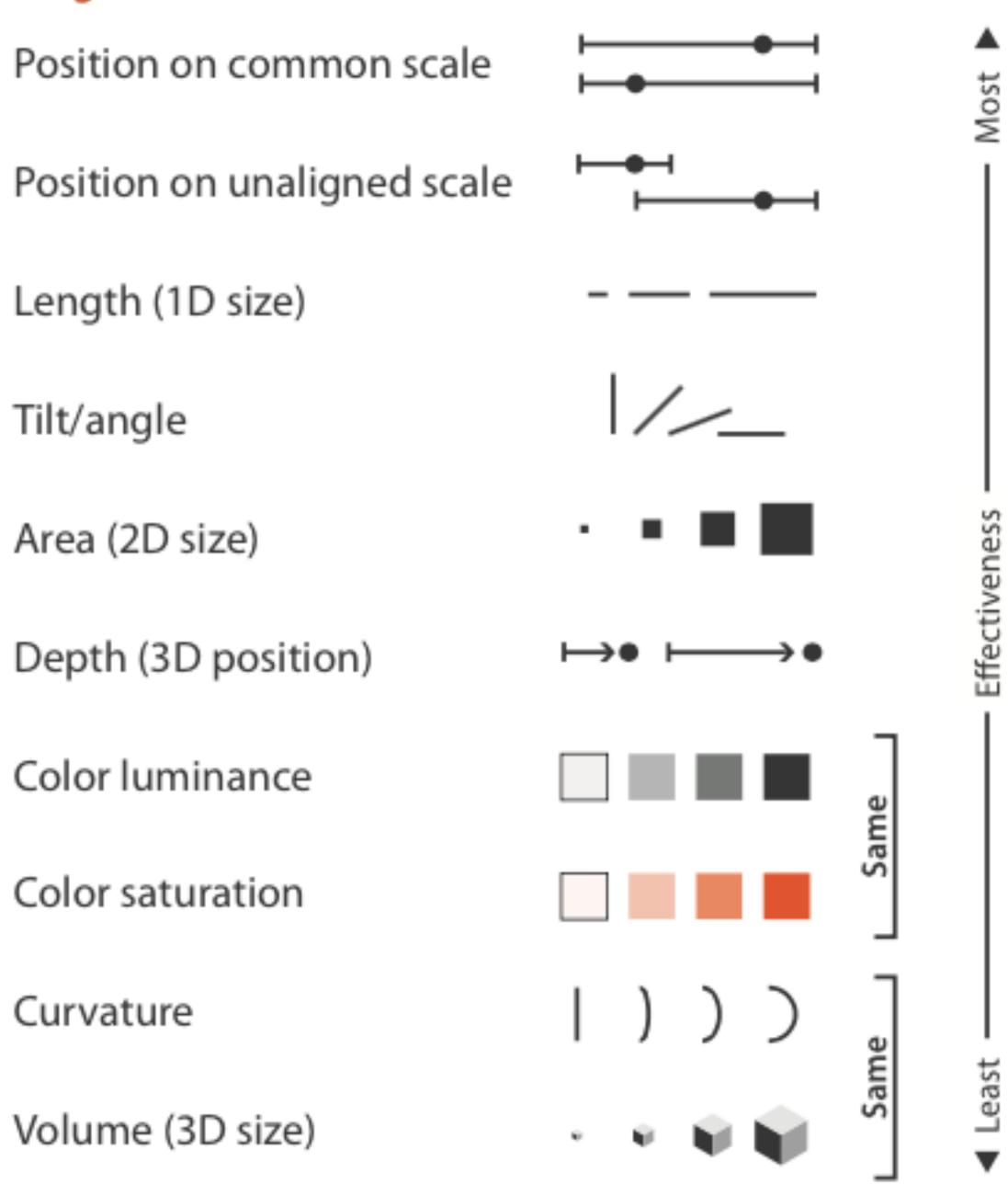
### Latency

Time Constant	Value (in seconds)
perceptual processing	0.1
immediate response	1
brief tasks	10

**Table 6.1.** Human response to interaction latency changes dramatically at these time thresholds. After [Card et al. 91, Table 3].

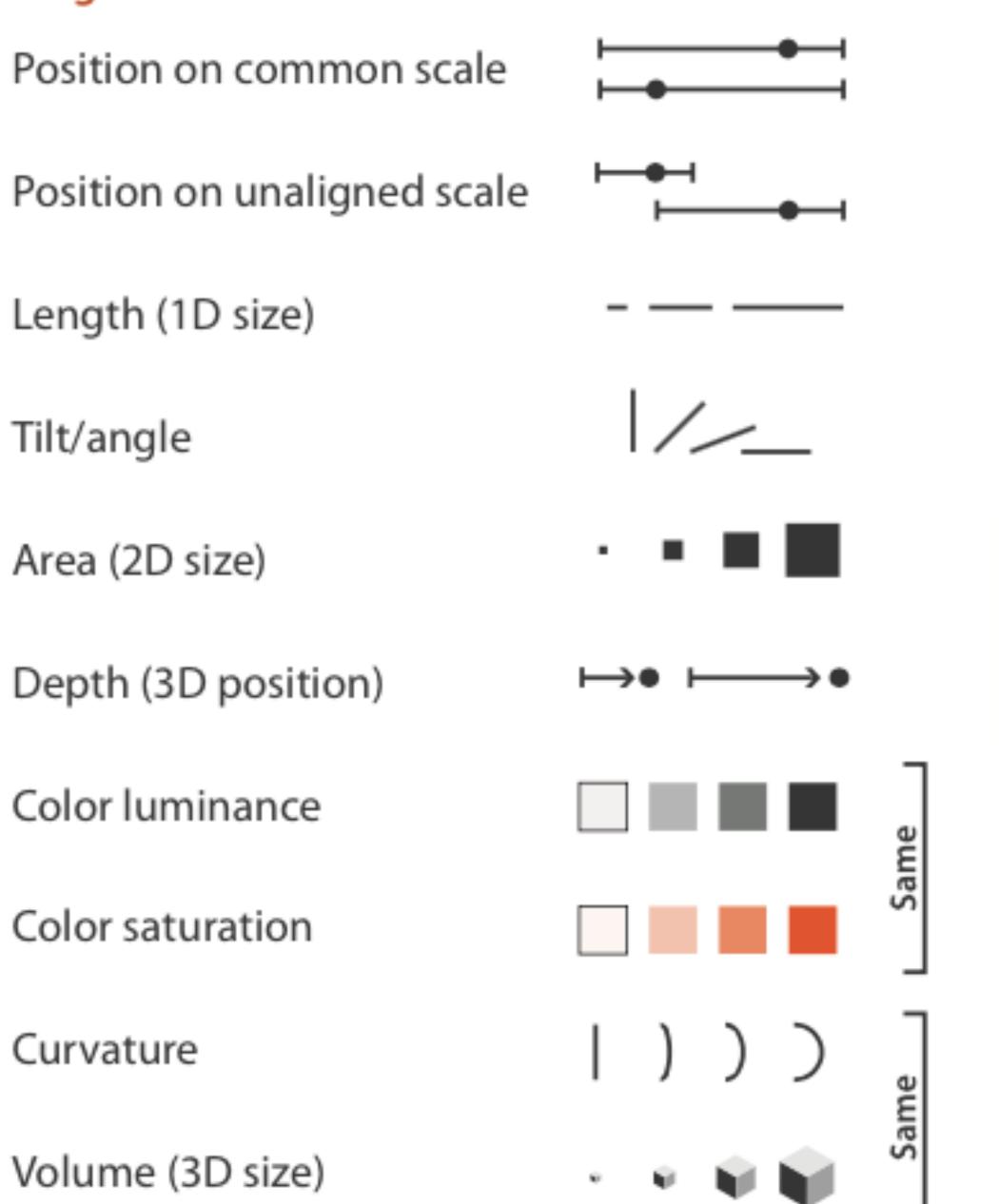


#### Magnitude Channels: Ordered Attributes



### How do we get this?

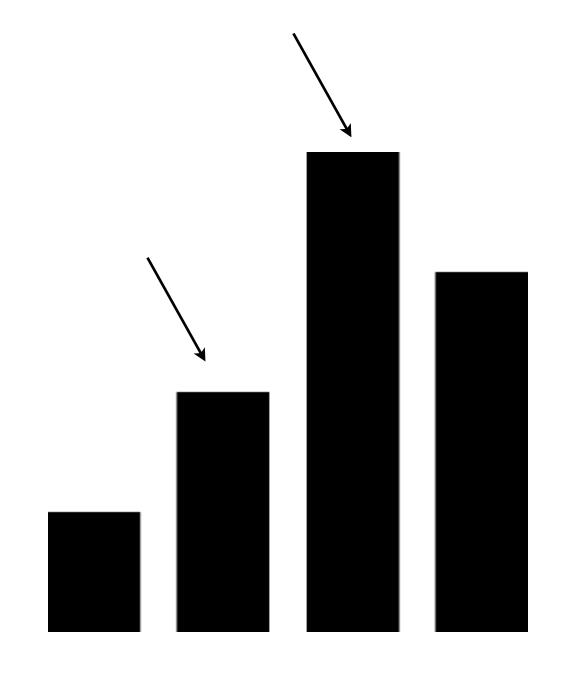
#### Magnitude Channels: Ordered Attributes



### How do we get this?

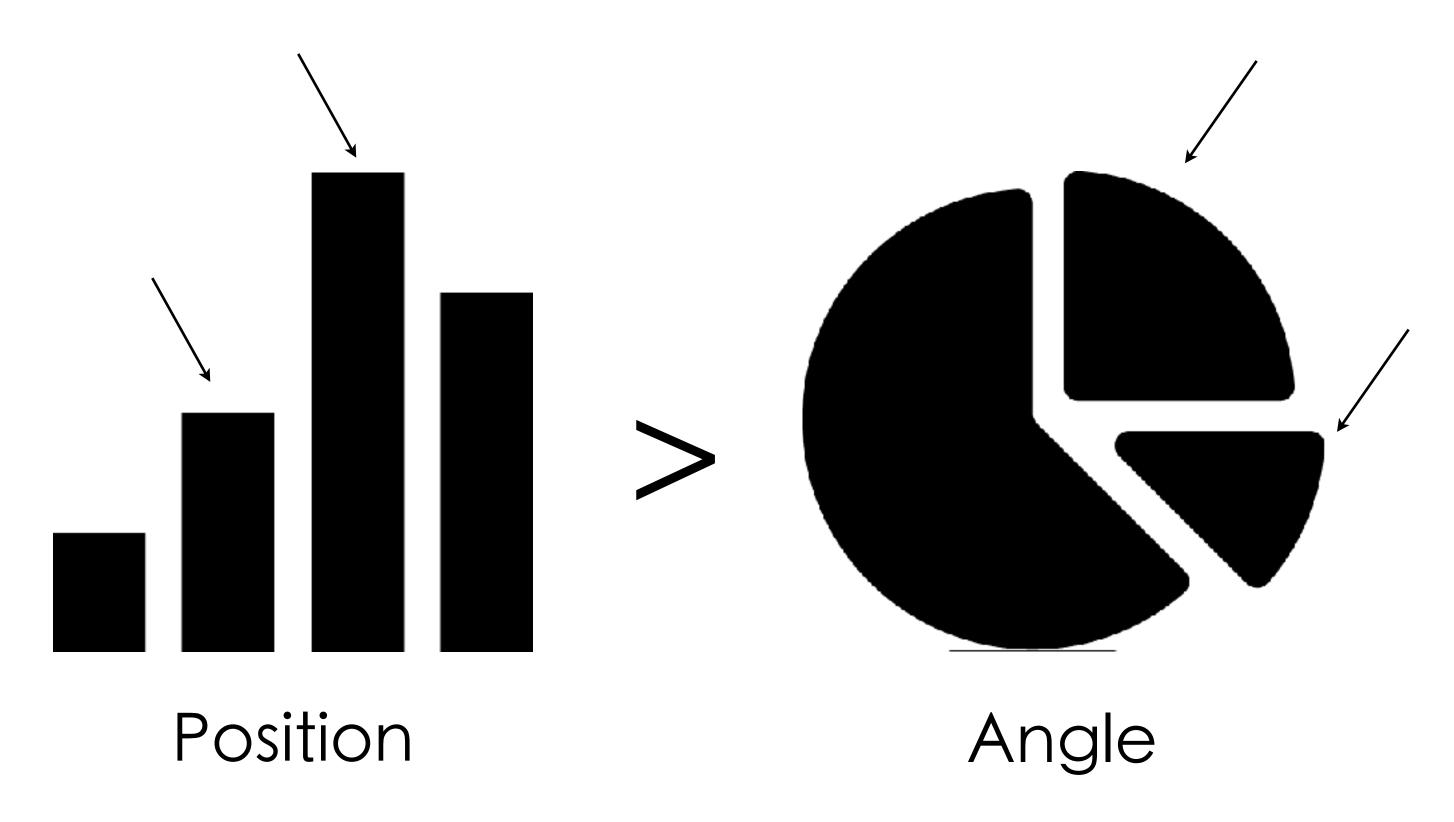
Most ▶

Effectiveness



a. Which of the two is larger?

b. What percentage is the smaller of the larger?



(Cleveland & McGill, 1984)

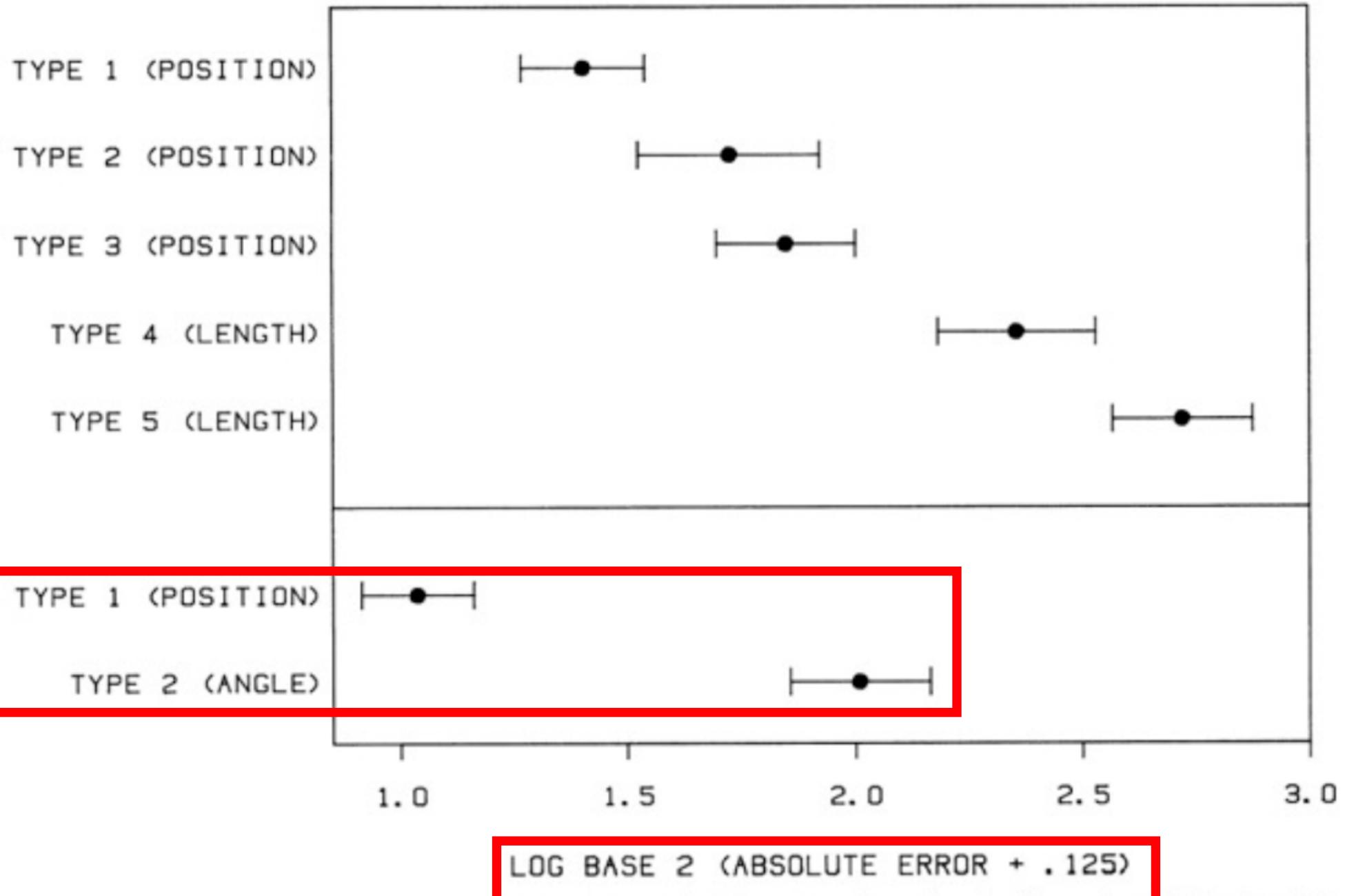
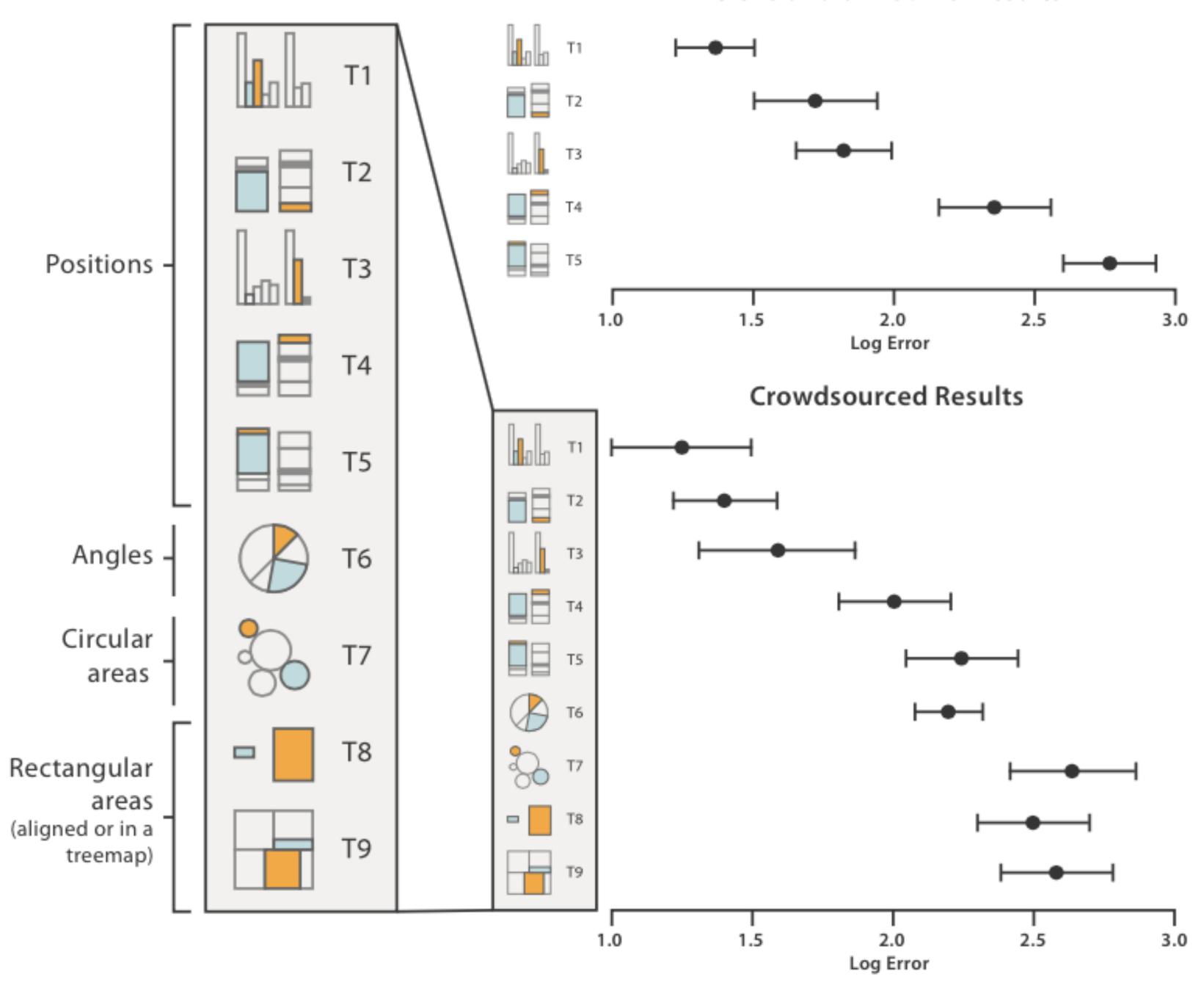
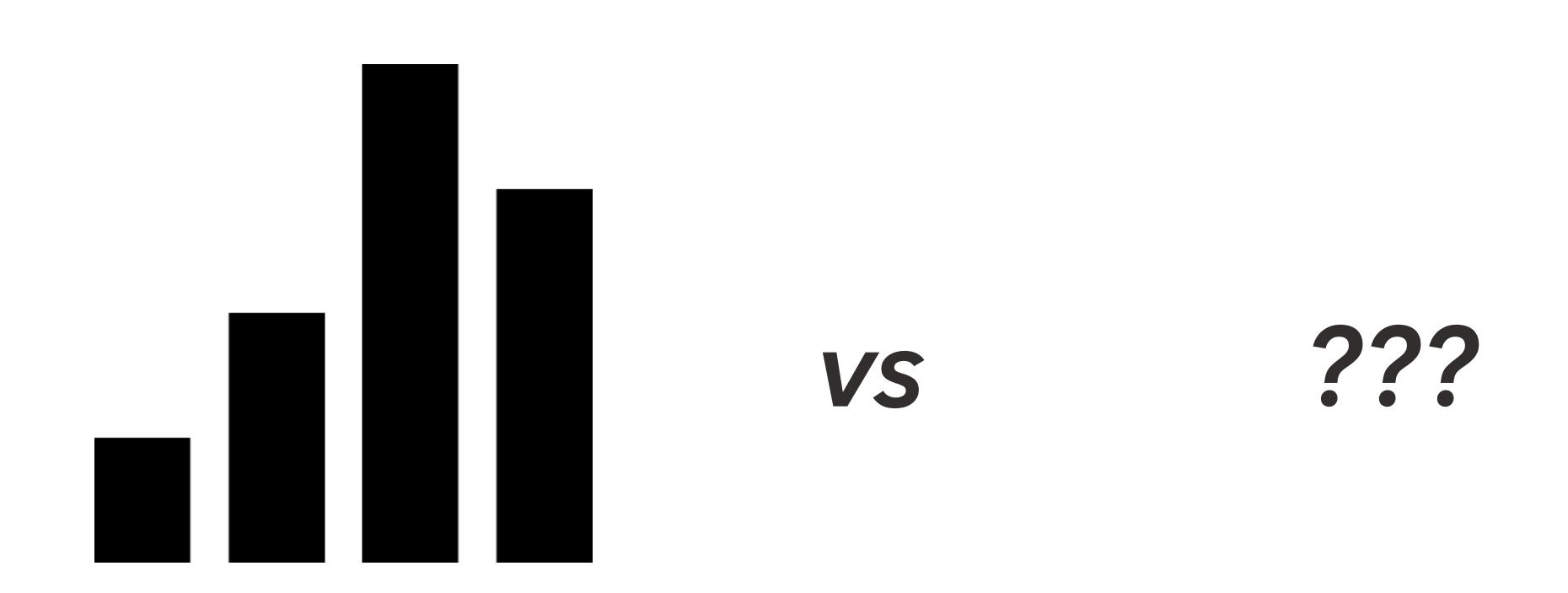


Figure 16. Log absolute error means and 95% confidence intervals for judgment types in position—length experiment (top) and position—angle experiment (bottom).

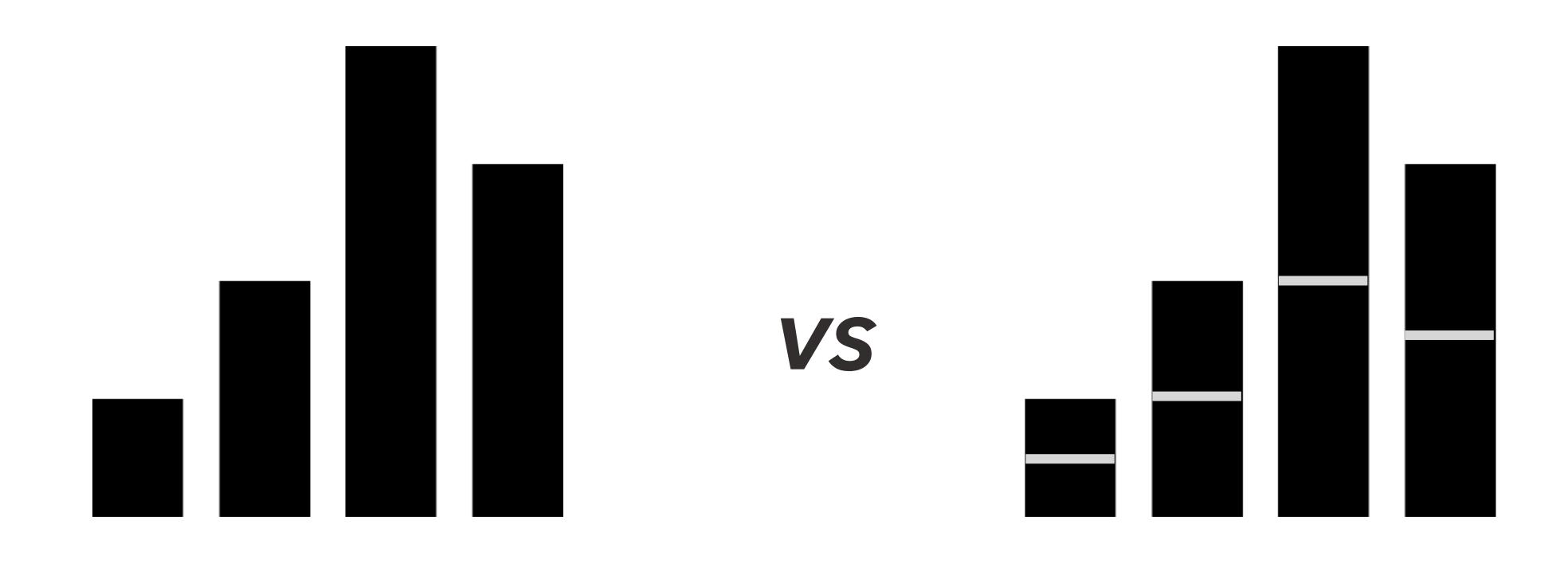
#### Cleveland & McGill's Results



## What changes can help perception?



## What changes can help perception?



## What changes can help perception?

