

Eye Fitting Straight Lines in the Modern Era

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Abstract

Fitting lines by eye through a set of points has been explored since the 20th century. Common methods of fitting trends by eye involve maneuvering a string, black thread, or ruler until the fit is suitable, then drawing the line through the set of points. In 2015, the New York Times introduced an interactive feature, called ‘You Draw It’. Readers are asked to input their own assumptions about various metrics and compare how these assumptions relate to reality. The New York Times team utilizes Data Driven Documents (D3) that allows readers to predict these metrics by drawing a line on their computer screen with their computer mouse. In my research, I established ‘You Draw It’ as a method for graphical testing by adapting the New York Times feature. I recruited participants via crowdsourcing websites and replicated the study found in Eye Fitting Straight Lines (Mosteller et al., 1981). Participants were directed to an RShiny application link and shown points following a linear trend and asked to draw a line through the data points using their computer mouse; task plots were generated using the r2d3 package in R statistical software. Results from my study were consistent with those found in the previous study; when shown points following a linear trend, participants tended to fit the slope of the first principal component over the slope of the least-squares regression line. This trend was most prominent when shown data simulated with larger variances. The reproducibility of these results serves as evidence of the reliability of the you draw it method. Future work is necessary to implement the ‘You Draw It’ tool as a method of testing graphics. [200 word limit]

Keywords: Graphics, Regression, Graph Perception, Scatterplot, Cognitive Bias

1 Introduction

- What are graphs? Why do we care?

1.1 Graph Perception

- Cleveland and McGill

1.2 Testing Statistical Graphics

Graphical tests are useful for studying the perception of statistical graphs. Studies might ask participants to identify differences in graphs, read information off of a chart accurately, use data to make correct real-world decisions, or predict the next few observations. All of these types of tests require different levels of use and manipulation of the information being presented in the chart. Early researchers studied graphs from a psychological perspective. These studies generally tested participants ability to detect a stimulus (or a difference between two stimuli) ([CITATIONS](#)). Here we focus on the how graphical testing has developed in statistics.

A major development in statistical graphics research is Wilkinson’s Grammar of Graphics (Wilkinson 2013). The grammar of graphics serves as the fundamental framework for data visualization with the notion that graphics are built from the ground up by specifying exactly how to create a particular graph from a given data set. Visual representations are constructed through the use of “tidy data” which is characterized as a data set in which each variable is in its own column, each observation is in its own row, and each value is in its own cell (Wickham & Grolemund 2016). Graphics are viewed as a mapping from variables in a data set (or statistics computed from the data) to visual attributes such as the axes, colors, shapes, or facets on the canvas in which the chart is displayed. Software, such as Hadley Wickham’s ggplot2 (Wickham 2011), aims to implement the framework of creating charts and graphics as the grammar of graphics recommends.

One useful tool for testing statistical graphics is the concept of a lineup. Buja et al. (2009) introduced the lineup protocol in which data plots are depicted and interpreted as statistics. Supported by the grammar of graphics, a data plot can be characterized as a

statistic, defined as, “a functional mapping of a variable or set of variables” (Vanderplas et al. 2020). This allows the data plot to be tested similar to other statistics, by comparing the actual data plot to a set of plots with the absence of any data structure we can test the likelihood of any perceived structure being significant. The construction of data plots as statistics allow for easy experimentation, granting researchers the ability to compare the effectiveness of and understand the perception of different types of charts (CITATIONS). The lineup protocol is one such example of the development of tools designed for statistical graphical testing. The advancement of graphing software provides the tools necessary to develop new methods of testing graphics.

1.3 Fitting Trends by Eye

Initial studies in the 20th century explored the use of fitting lines by eye through a set of points (Finney 1951, Mosteller et al. 1981). Common methods of fitting trends by eye involved maneuvering a string, black thread, or ruler until the fit is suitable, then drawing the line through the set of points. Recently, Ciccione & Dehaene (2021) conducted a comprehensive set of studies investigating human ability to detect trends in graphical representations from a psychophysical approach.

In Finney (1951), it was of interest to determine the effect of stopping iterative maximum likelihood calculations after one iteration. Many techniques in statistical analysis are performed with the aid of iterative calculations such as Newton’s method or Fisher’s scoring. The author was interested in whether one iteration of calculations was sufficient in the estimation of parameters connected with dose-response relationships. One measure of interest is the relative potency between a test preparation of doses and standard preparation of doses; relative potency is calculated as the ratio of two equally effective doses between the two preparation methods. In this study, twenty-one scientists were recruited via postal mail and asked to “rule two lines” in order to judge by eye the positions for a pair of parallel probit regression lines in a biological assay. The author then computed one iterative calculation of the relative potency based on starting values as indicated by the pair of lines provided by each participant and compared these relative potency estimates to that which was estimated by the full probit technique (reaching convergence through mul-

multiple iterations). Results indicated that one cycle of iterations for calculating the relative potency was sufficient based on the starting values provided by eye from the participants.

Mosteller et al. (1981), sought to understand the properties of least squares and other computed lines by establishing one systematic method of fitting lines by eye. Participants were asked to fit lines by eye to four scatter-plots using an 8.5 x 11 inch transparency with a straight line etched completely across the middle. A latin square design with packets of the set of points stapled together in four different sequences was used to determine if there is an effect of order of presentation. It was found that order of presentation had no effect and that participants tended to fit the slope of the principal axis (error minimized orthogonally, both horizontal and vertical, to the regression line) over the slope of the least squares regression line (error minimized vertically to the regression line). These results support previous research on “ensemble perception” indicating the visual system can compute averages of various features in parallel across the items in a set (CITATIONS).

In Ciccione & Dehaene (2021), participants were asked to judge trends, estimate slopes, and conduct extrapolation. To estimate slopes, participants were asked to report the slope of the best-fitting regression line using a trackpad to adjust the tilt of a line on screen. Results indicated the slopes participants reported were always in excess of the ideal slopes, both in the positive and in the negative direction, and those biases increase with noise and with number of points. This supports the results found in Mosteller et al. (1981) and suggest that participants might use Deming regression when fitting a line to a noisy scatterplot.

In 2015, the New York Times introduced an interactive feature, called You Draw It (Aisch et al. 2015, Buchanan et al. 2017, Katz 2017). Readers are asked to input their own assumptions about various metrics and compare how these assumptions relate to reality. The New York Times team utilizes Data Driven Documents (D3) that allows readers to predict these metrics through the use of drawing a line on their computer screen with their computer mouse. After the reader has completed drawing the line, the actual observed values are revealed and the reader may check their estimated knowledge against the actual reported data.

1.4 Research objectives

In this paper, we establish ‘You Draw It’, adapted from the New York Times feature, as tool for graphical testing. The ‘You Draw It’ method is validated by replicating the study conducted by Mosteller et al. (1981). The results of our study provide support for “ensemble perception”.

2 Methods

2.1 Participants

Participants were recruited through through Twitter, Reddit, and direct email in May 2021. A total of 39 individuals completed 256 unique ‘You Draw It’ task plots; all completed you draw it task plots were included in the analysis. All participants had normal or corrected to normal vision and signed an informed consent form. The experimental tasks took approximately 15 minutes to complete. Participants completed the experiment on their own computers in an environment of their choosing. The experiment was conducted and distributed through an RShiny application found [here](#).

2.2 ‘You Draw It’ Task

Data Driven Documents (D3), a JavaScript-based graphing framework that facilitates user interaction, is used to create the ‘You Draw It’ task plots. Integrating this into RShiny using the r2d3 package, participants are asked to draw a line using their computer mouse through trend shown on their screen. Details of the development of the ‘You Draw It’ task plots will be addressed in future work. In the study, participants are shown an interactive scatter-plot Fig. 1 along with the prompt, “Use your mouse to fill in the trend in the yellow box region.” The yellow-box region moves along as the participant draws their trend-line until the yellow region disappears, indicating the participant has filled in the entire domain.

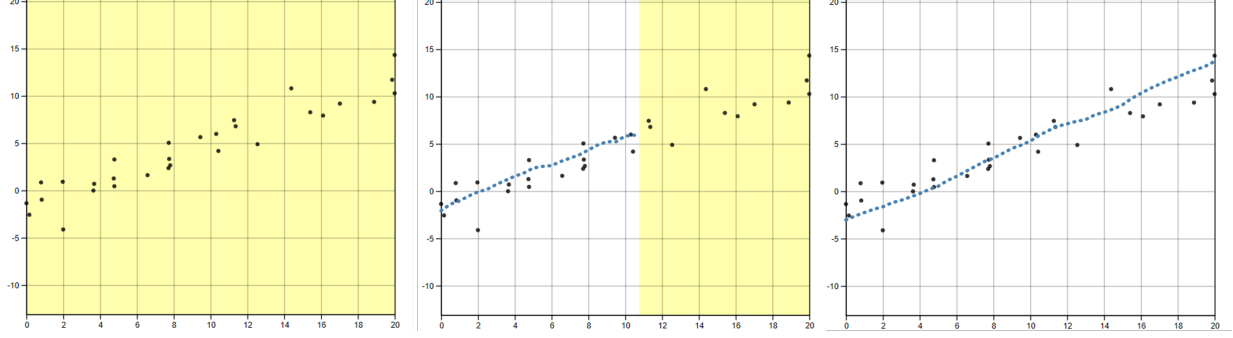


Figure 1: 'You Draw It' Stimuli

2.3 Data Generation

All data processing was conducted in R statistical software. A total of $N = 30$ points $(x_i, y_i), i = 1, \dots, N$ were generated for $x_i \in [x_{min}, x_{max}]$ where x and y have a linear relationship. Data were simulated based on linear model with additive errors:

$$y_i = \beta_0 + \beta_1 x_i + e_i \quad (1)$$

with $e_i \sim N(0, \sigma^2)$.

The parameters β_0 and β_1 are selected to replicate Mosteller et al. (1981) with e_i generated by rejection sampling in order to guarantee the points shown align with that of the fitted line.

Simulated model equation parameters were selected to reflect the four data sets (F, N, S, and V) used in Mosteller et al. (1981) (Table 1). Parameter choices F, N, and S simulated data across a domain of 0 to 20. Parameter choice F produces a trend with a positive slope and a large variance while N has a negative slope and a large variance. In comparison, S shows a trend with a positive slope with a small variance and V yields a steep positive slope with a small variance over the domain of 4 to 16. Fig. 2 illustrates an example of simulated data for all four parameter choices intended to reflect the trends in Mosteller et al. (1981). Aesthetic design choices were made consistent across each of the interactive you draw it plots. The y-axis range extended 10% beyond (above and below) the range of the simulated data points to allow for users to draw outside the simulated data set range.

Table 1: Eye Fitting Straight Lines in the Modern Era simulation model parameters

Parameter Choice	$y_{\bar{x}}$	β_1	σ
S	3.88	0.66	1.30
F	3.90	0.66	1.98
V	3.89	1.98	1.50
N	4.11	-0.70	2.50

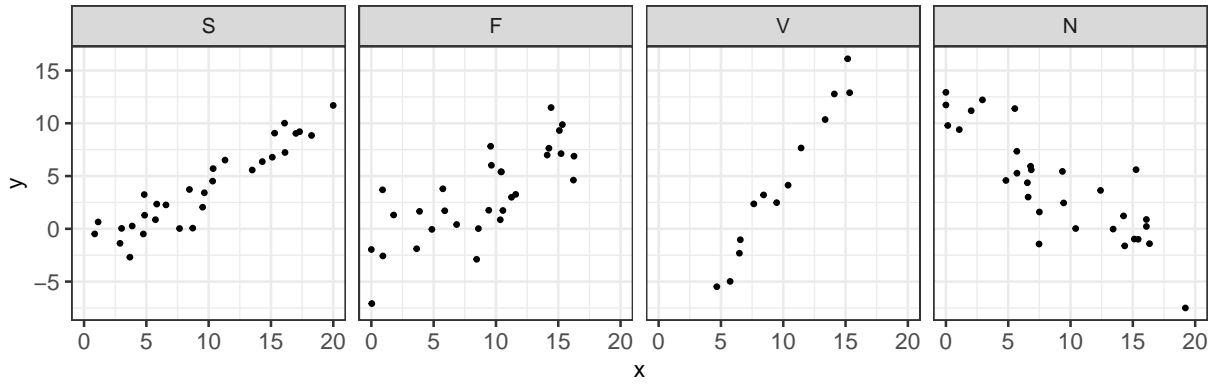


Figure 2: Eye Fitting Straight Lines in the Modern Era Simulated Data Example

2.4 Study Design

This experiment was conducted as part of a larger study; for simplicity, we focus on the study design and methods related to the current study. Each scatter-plot was the graphical representation of a data set that was generated randomly, independently for each participant at the start of the experiment. Participants in the study are shown two ‘You Draw It’ practice plots in order to train participants in the skills associated with executing the task followed by four task plots associated with the current study. The order of the task plots was randomly assigned for each individual in a completely randomized design.

3 Results

3.1 Fitted Values

In addition to the participant drawn points, $(x_k, y_{k,drawn})$, and the ordinary least squares (OLS) regression fitted values, $(x_k, \hat{y}_{k,OLS})$, a regression equation with a slope based on the first principal component (PCA) was used to calculate fitted values, $(x_k, \hat{y}_{k,PCA})$. For each set of simulated data and parameter choice, the PCA regression equation was determined by using the princomp function in the stats package in base R to obtain the rotation of the coordinate axes from the first principal component (direction which captures the most variance). The estimated slope, $\hat{\beta}_{1,PCA}$, is determined by the ratio of the axis rotation in y and axis rotation in x of the first principal component with the y-intercept, $\hat{\beta}_{0,PCA}$ calculated by the point-slope equation of a line using the mean of the simulated points, (\bar{x}_i, \bar{y}_i) . Fitted values, $\hat{y}_{k,PCA}$ are then obtained every 0.25 increment across the domain from the PCA regression equation, $\hat{y}_{k,PCA} = \hat{\beta}_{0,PCA} + \hat{\beta}_{1,PCA}x_k$. ?? illustrates the difference between an OLS regression equation which minimizes the vertical distance of points from the line and a regression equation with a slope calculated by the first principal component which minimizes the smallest distance of points from the line.

- Because of the randomness in the stimulus generation process, on any given trial the actual slope of the linear regression line could differ from its prescribed value.

3.2 Feedback Data

3.3 Linear Trend Constraint Performance

3.4 Smoothing Spline Trend Performance

4 Discussion and Conclusion

5 Future Work

- Use the method.
- Write R package.

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