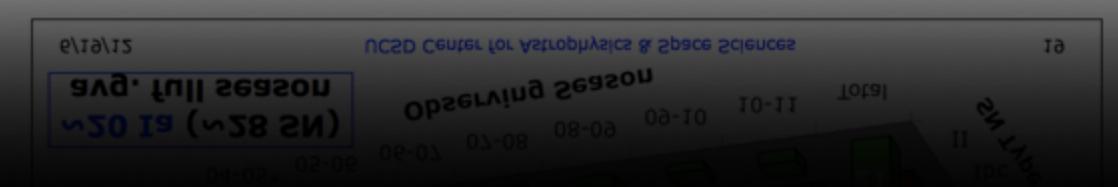
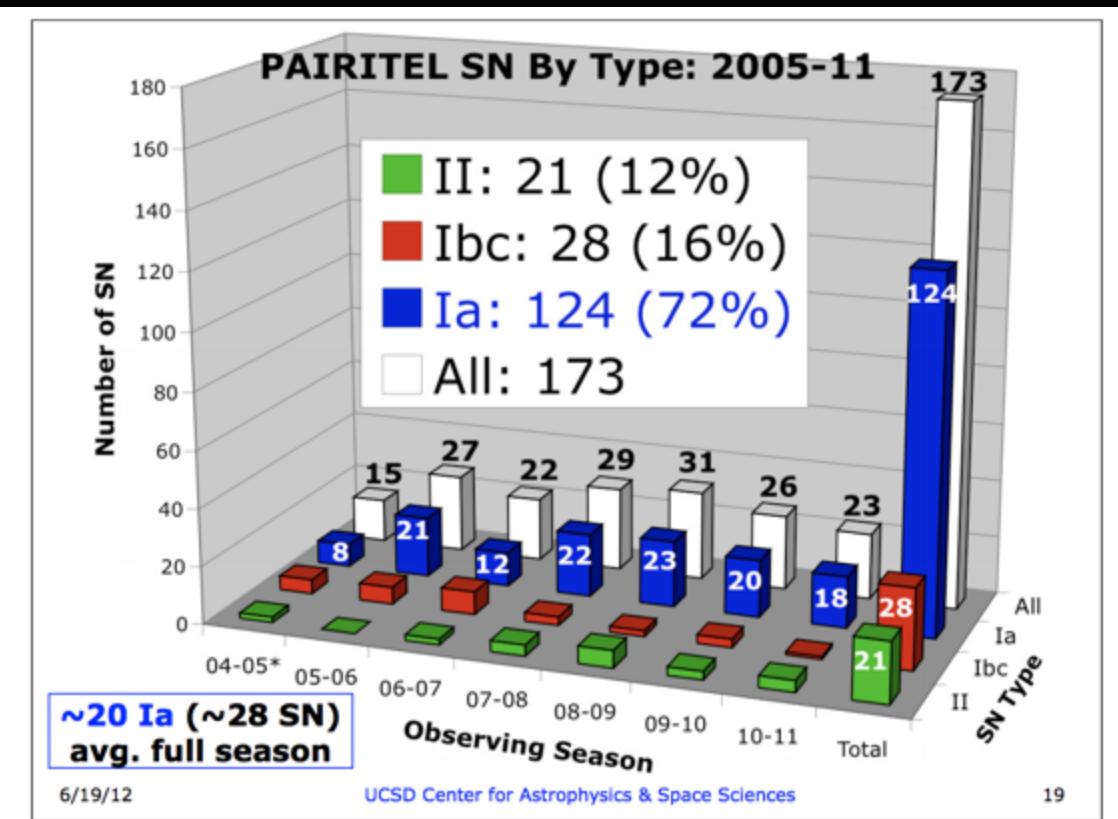
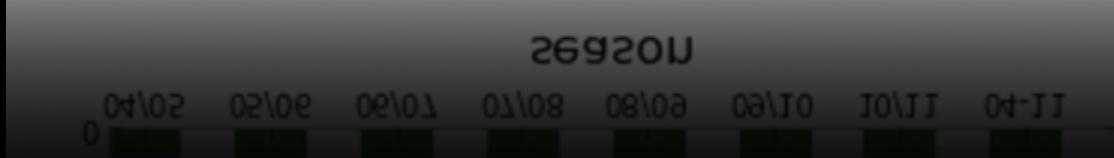
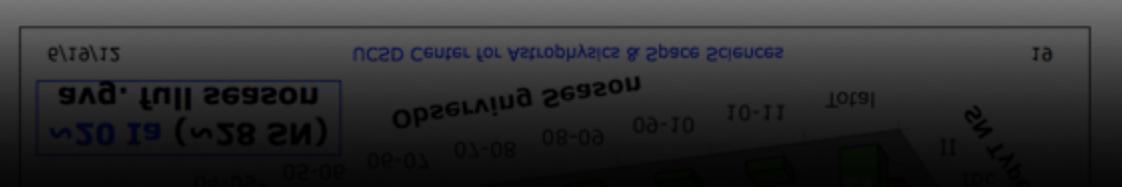
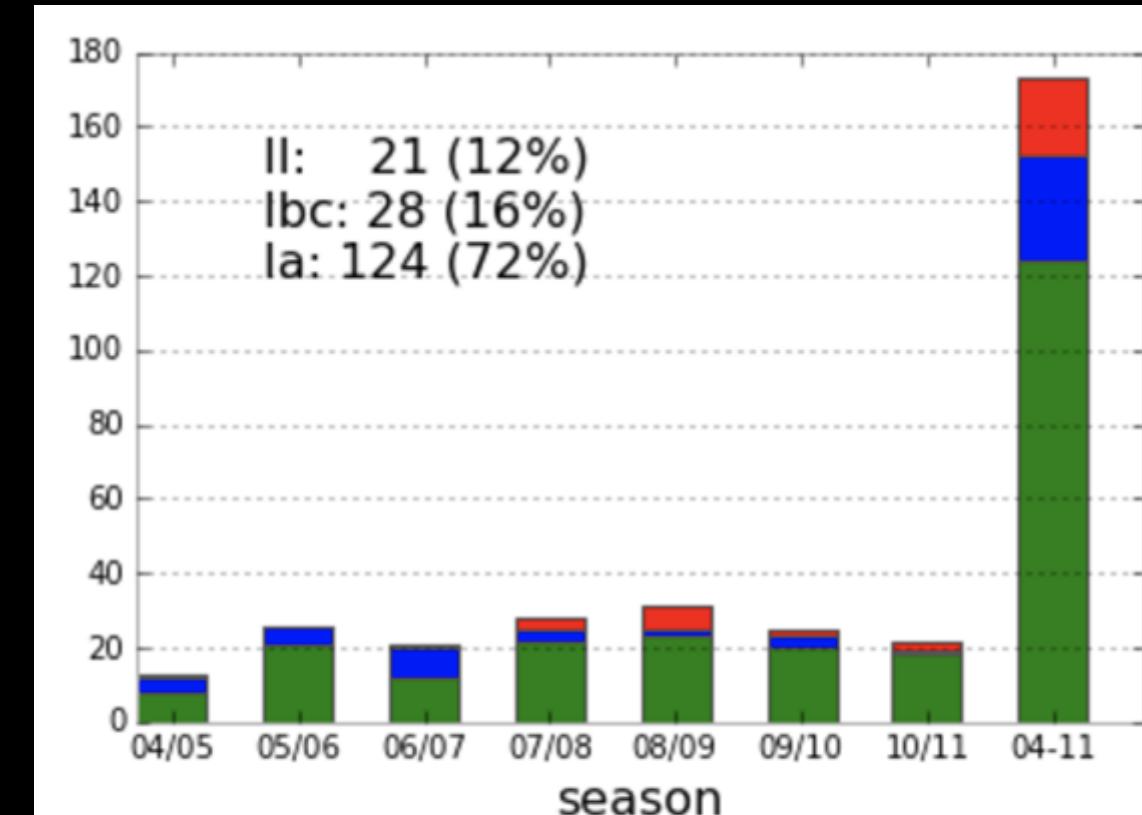
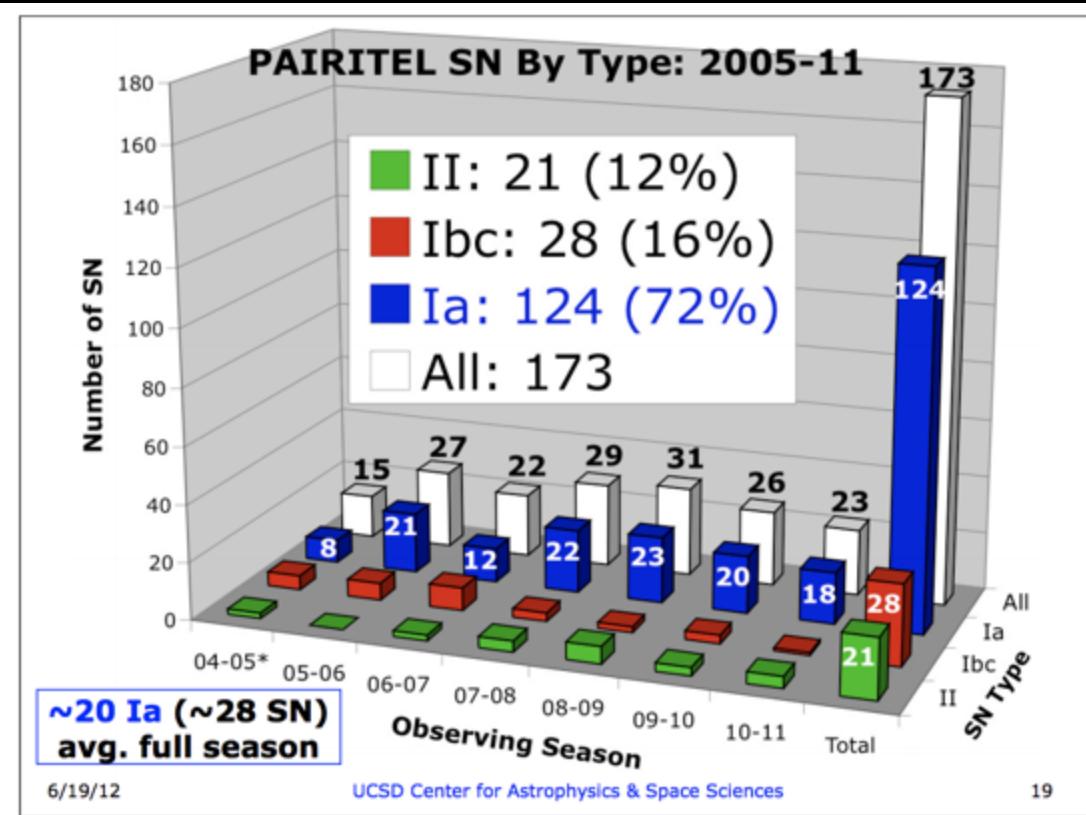


how would you improve these plots?

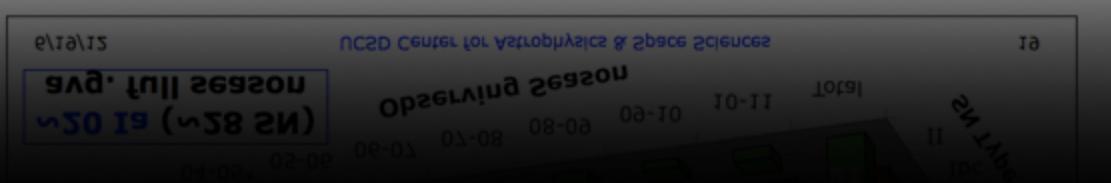
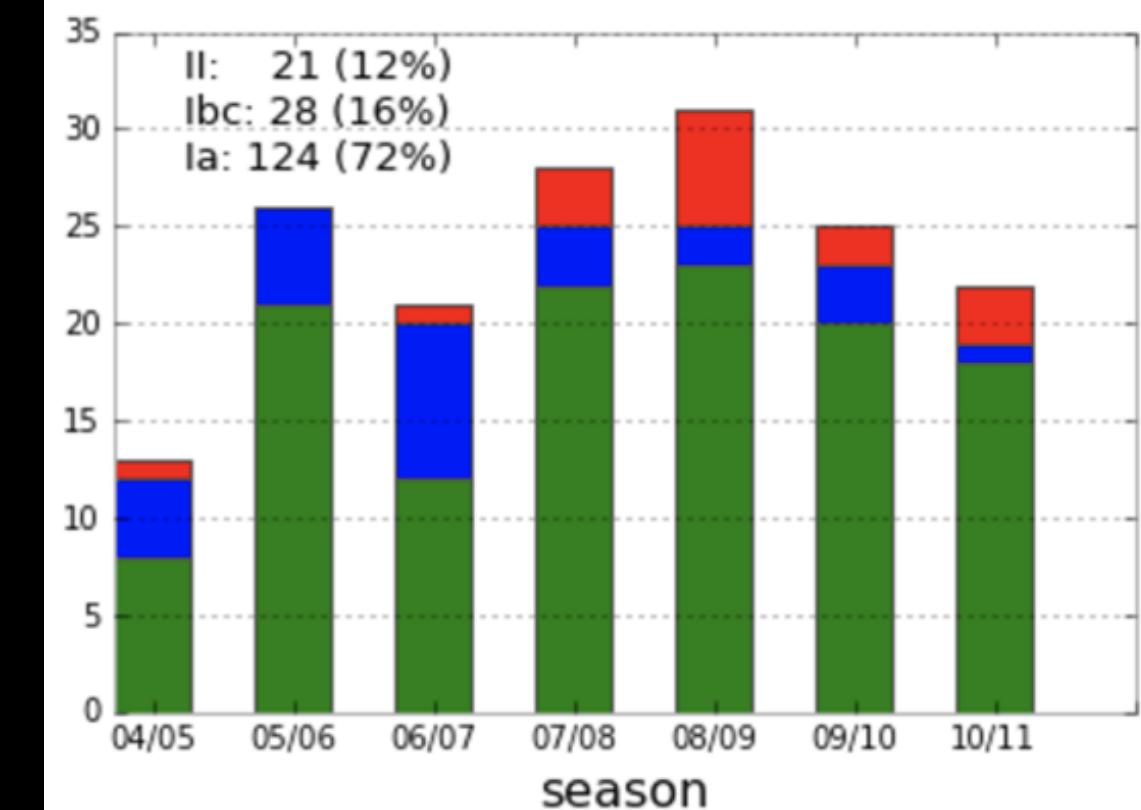
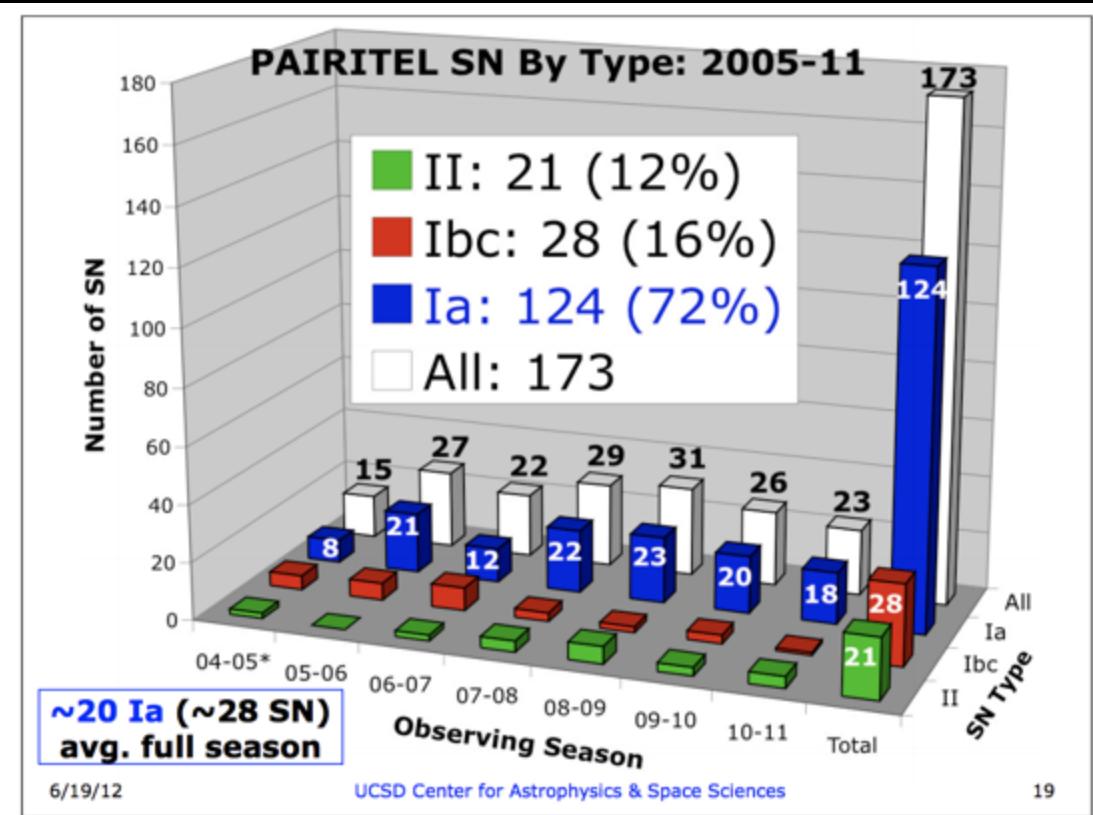
A true story of a plot created for inclusion in a paper of mine



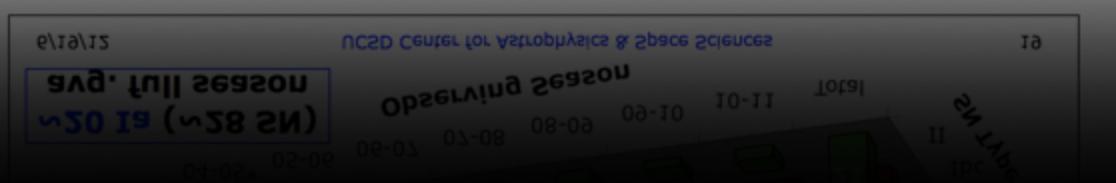
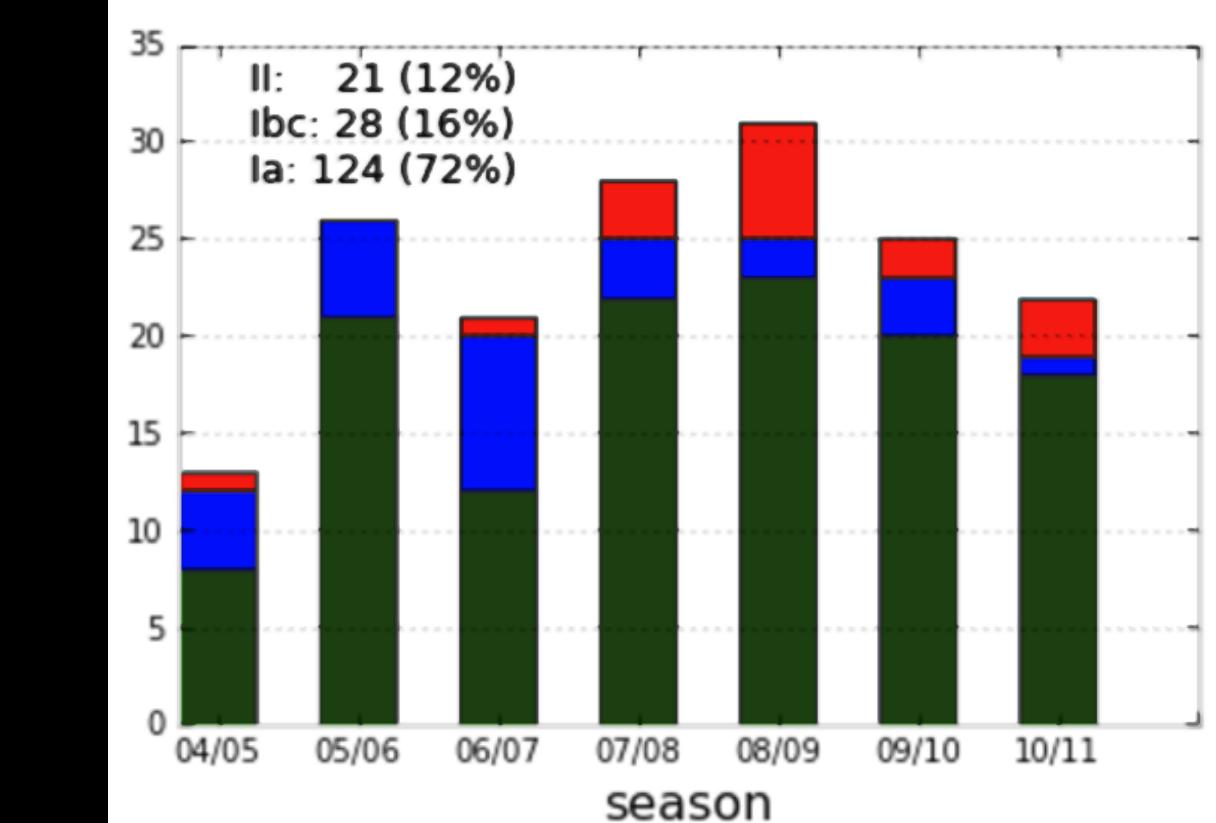
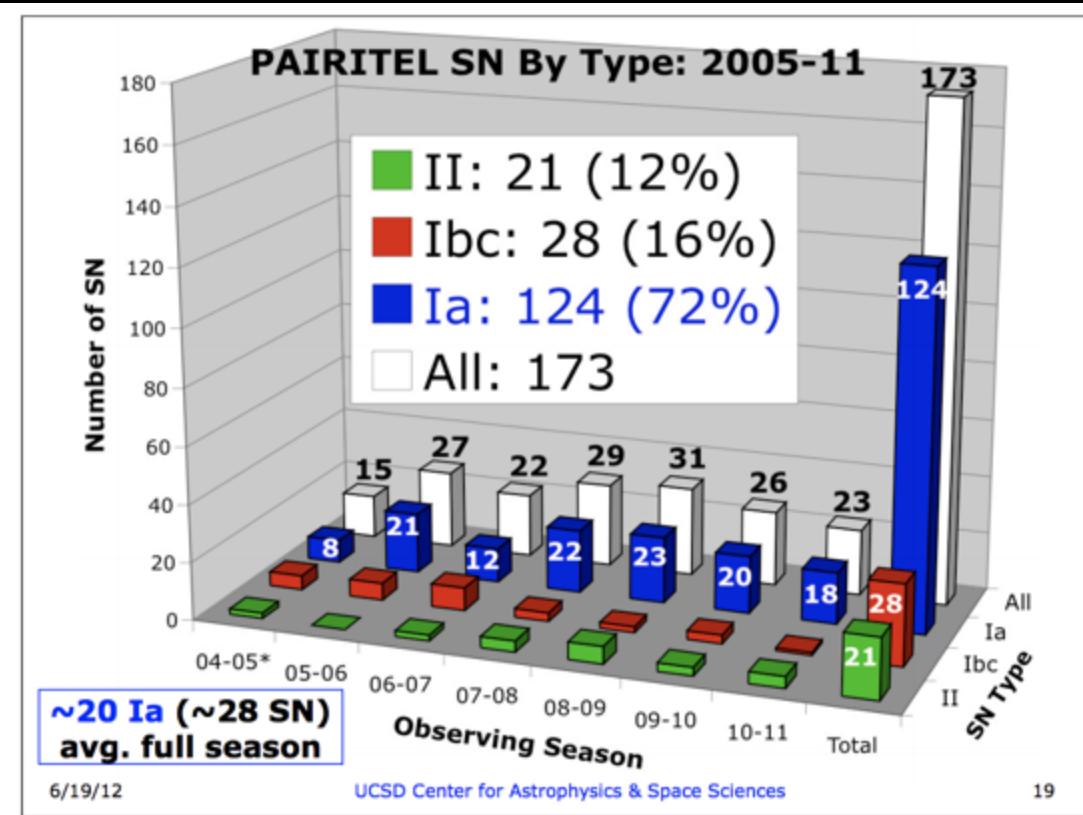
A true story of a plot created for inclusion in a paper of mine



A true story of a plot created for inclusion in a paper of mine

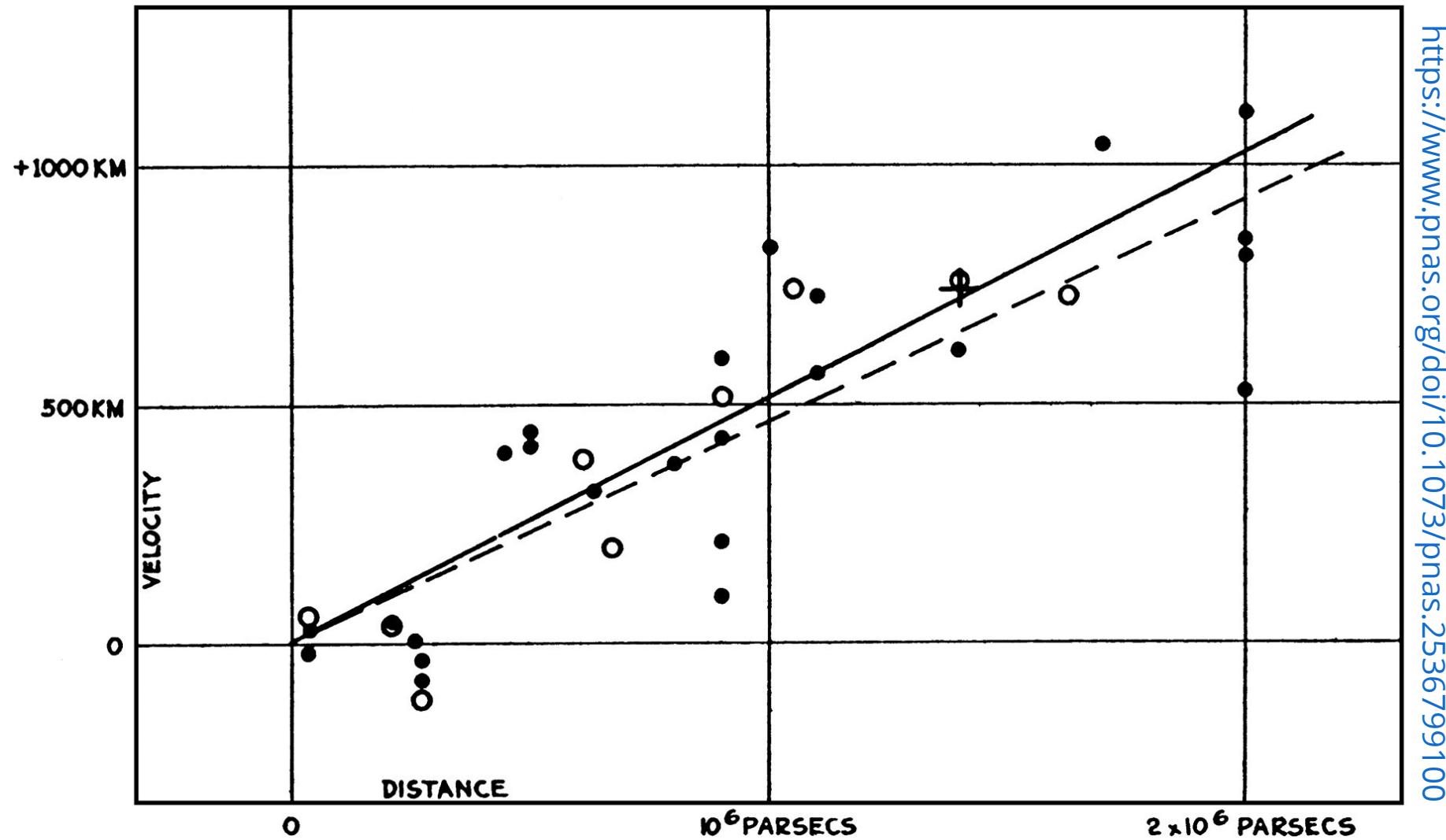


A true story of a plot created for inclusion in a paper of mine



how would you improve these plots?

Plot A
E. Hubble 1929

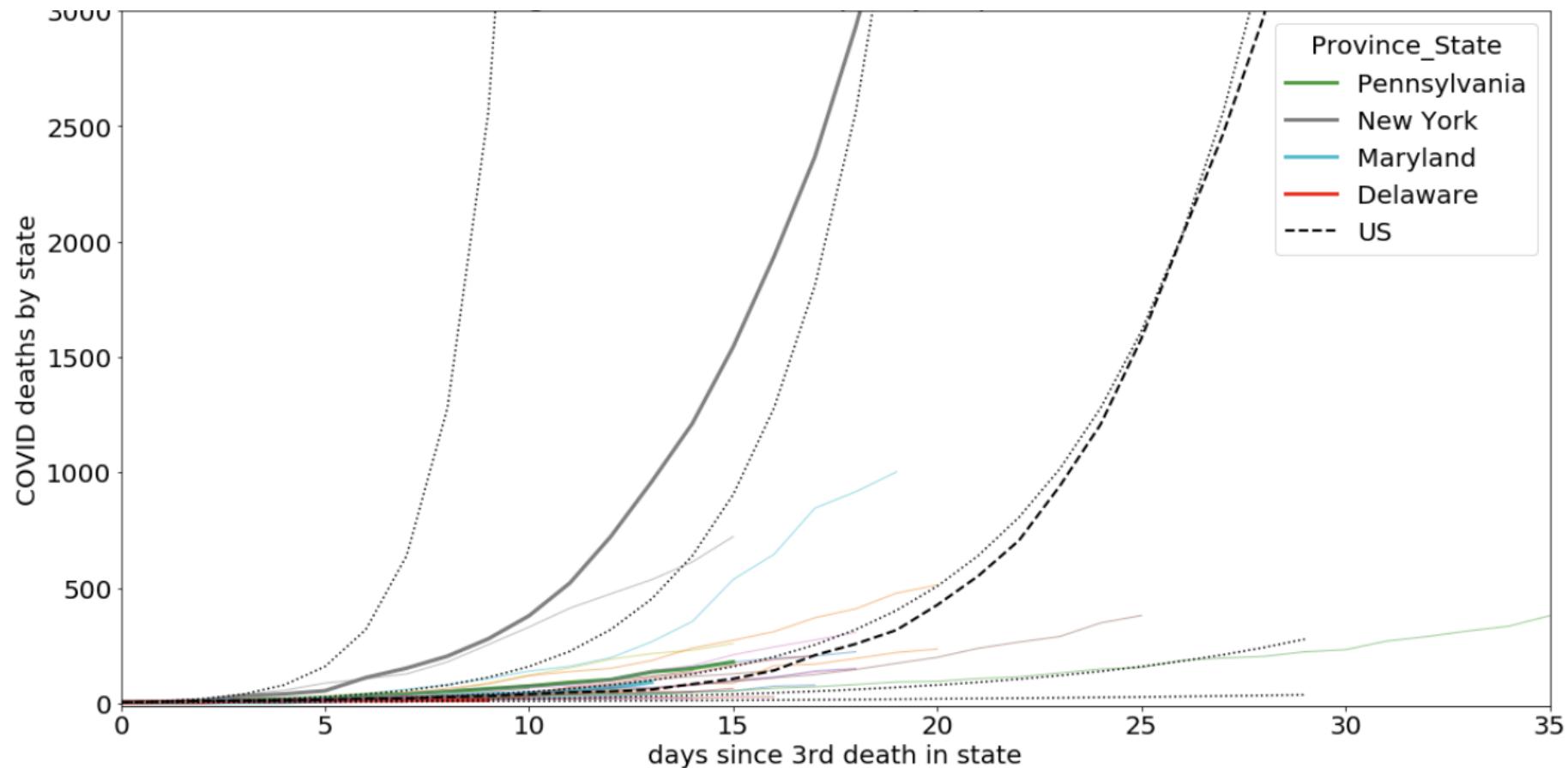


<https://www.pnas.org/doi/10.1073/pnas.2536799100>

how would you improve these plots?

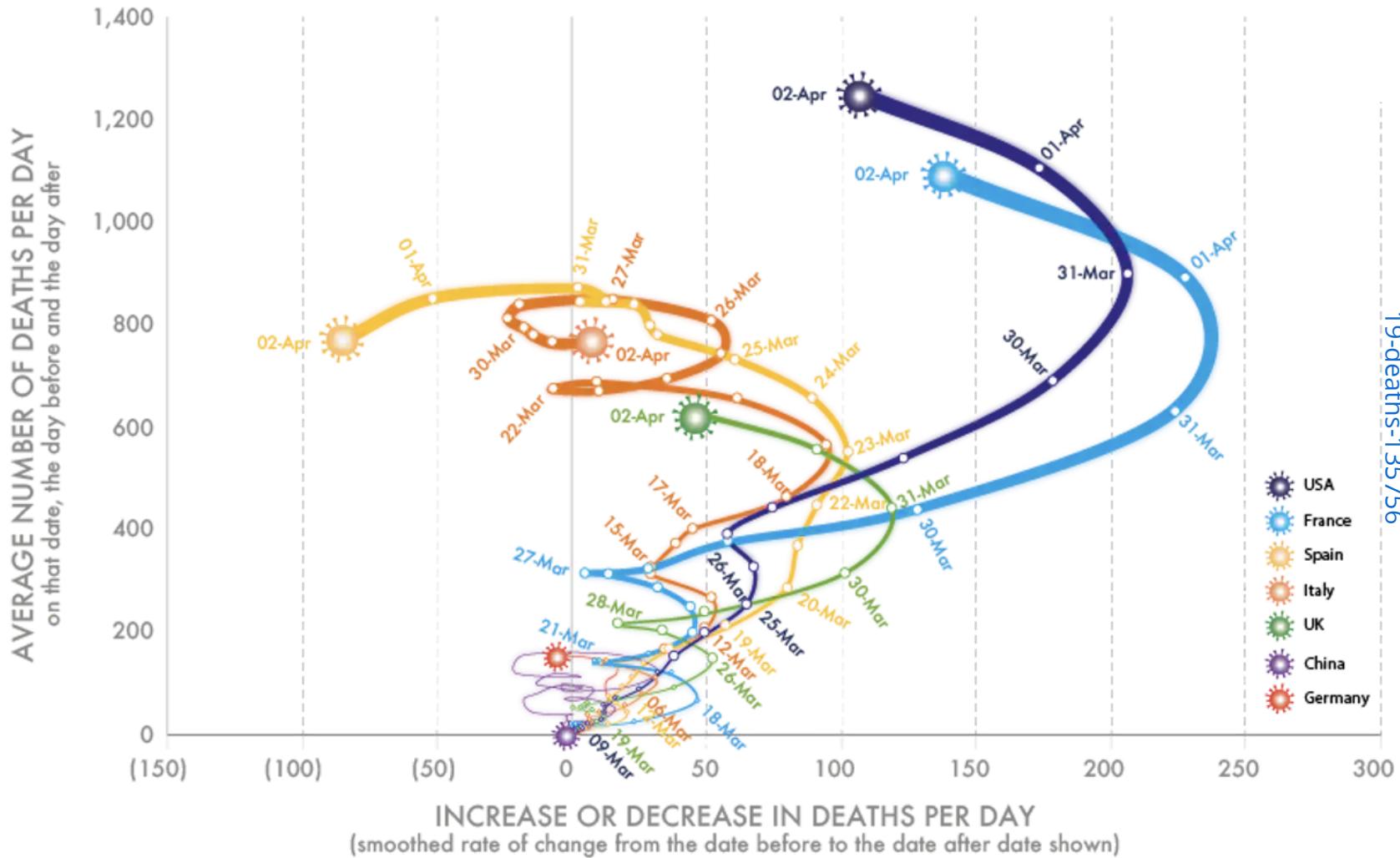
Plot B

2020



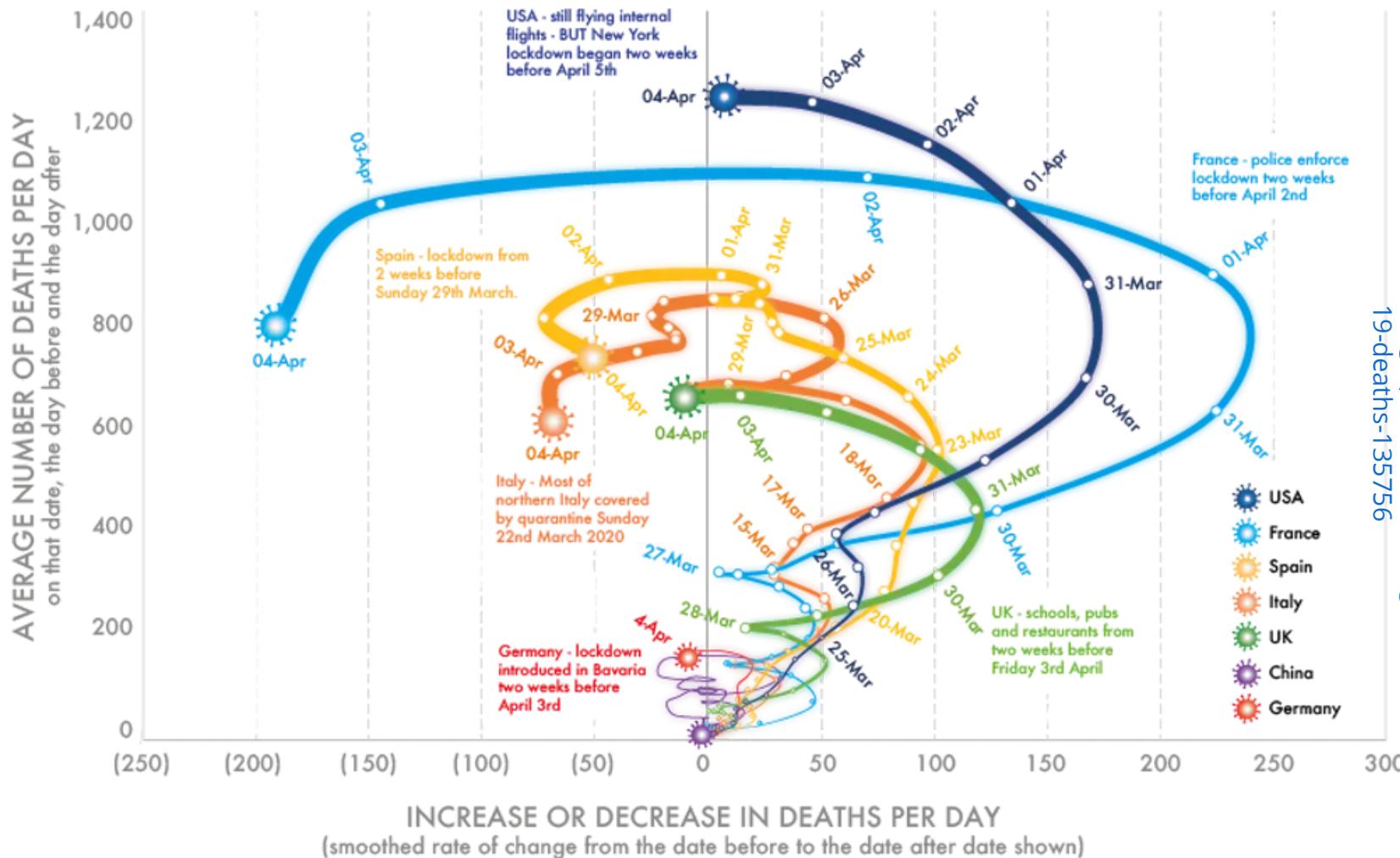
how would you improve these plots?

Plot C



how would you improve these plots?

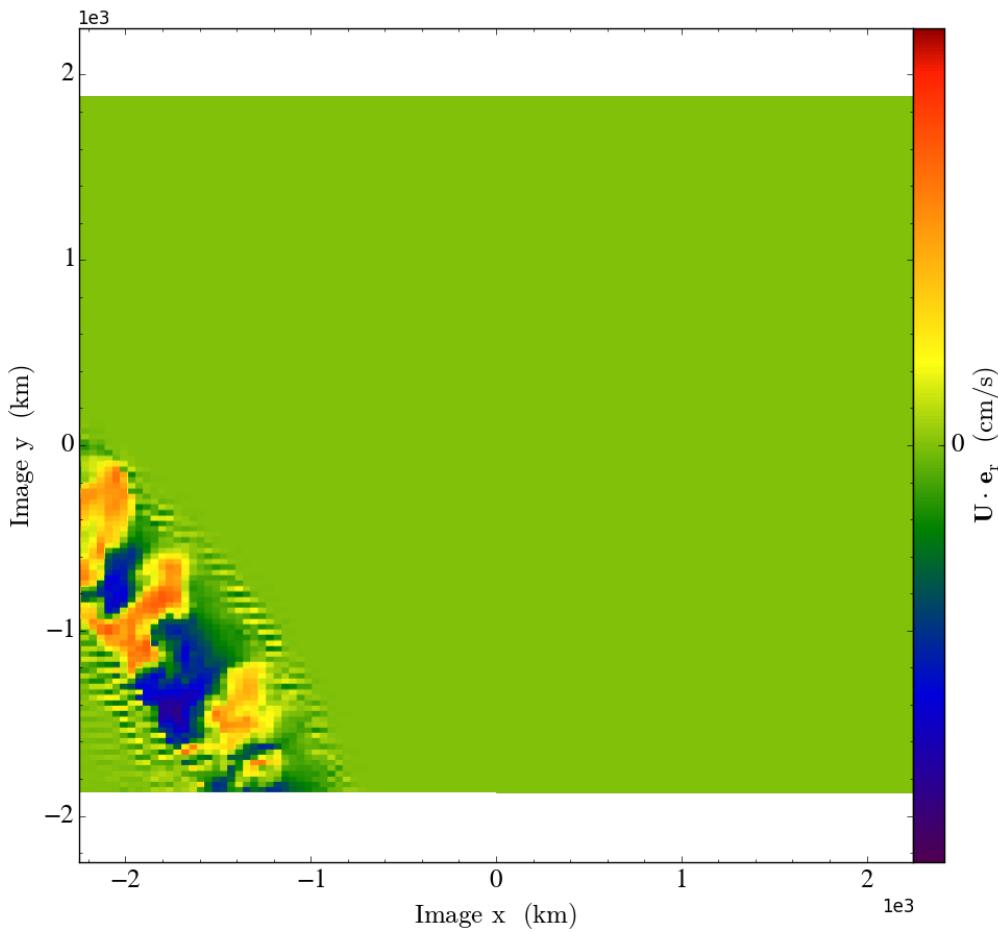
I would say this plot is at the limit of confusion (information saturation)



how would you improve these plots?

Plot D

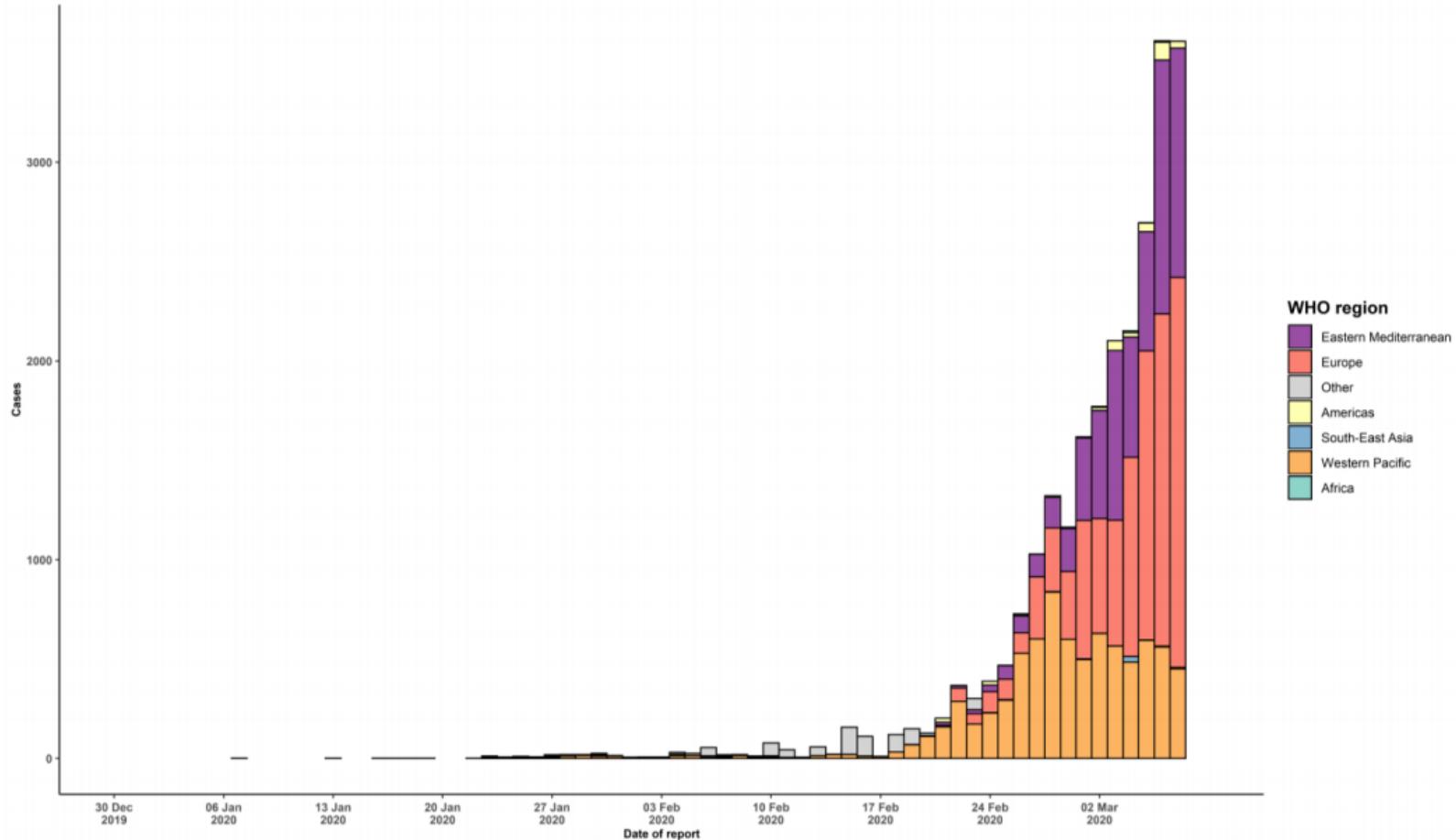
(no author, no need to shame,
but this was published in a peer
reviewed journal)



how would you improve these plots?

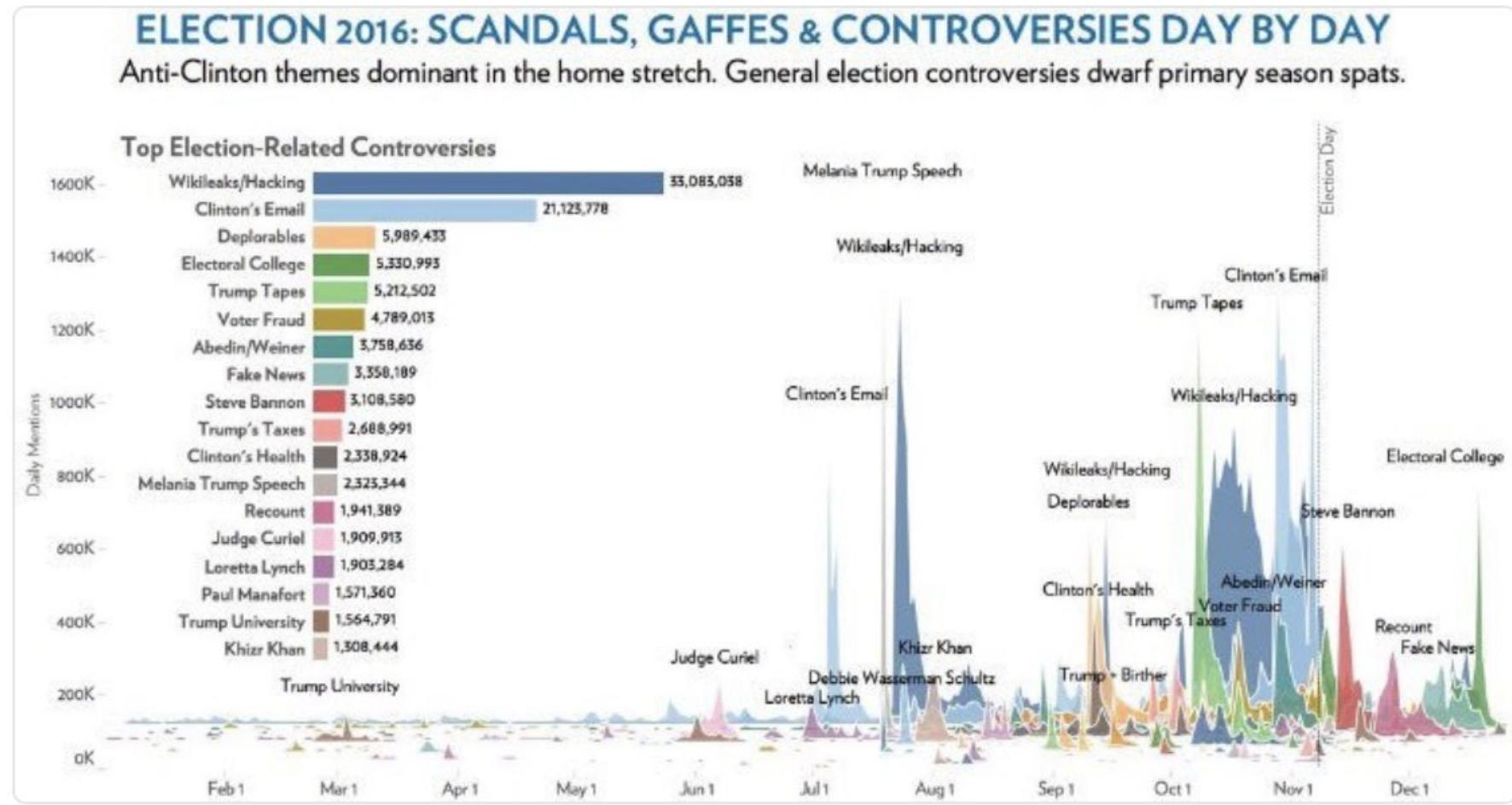
Plot E

Figure 2. Epidemic curve of confirmed COVID-19 cases reported outside of China ($n=24,727$), by date of report and WHO region through 08 March 2020



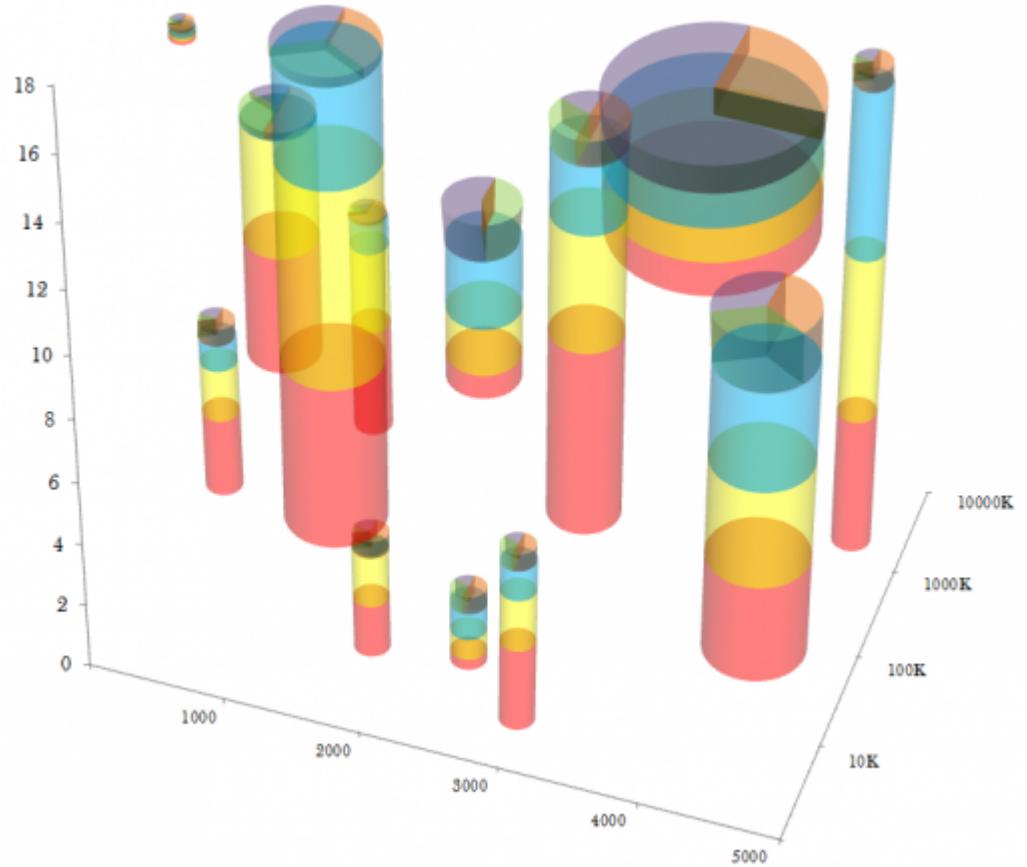
how would you improve these plots?

Plot F



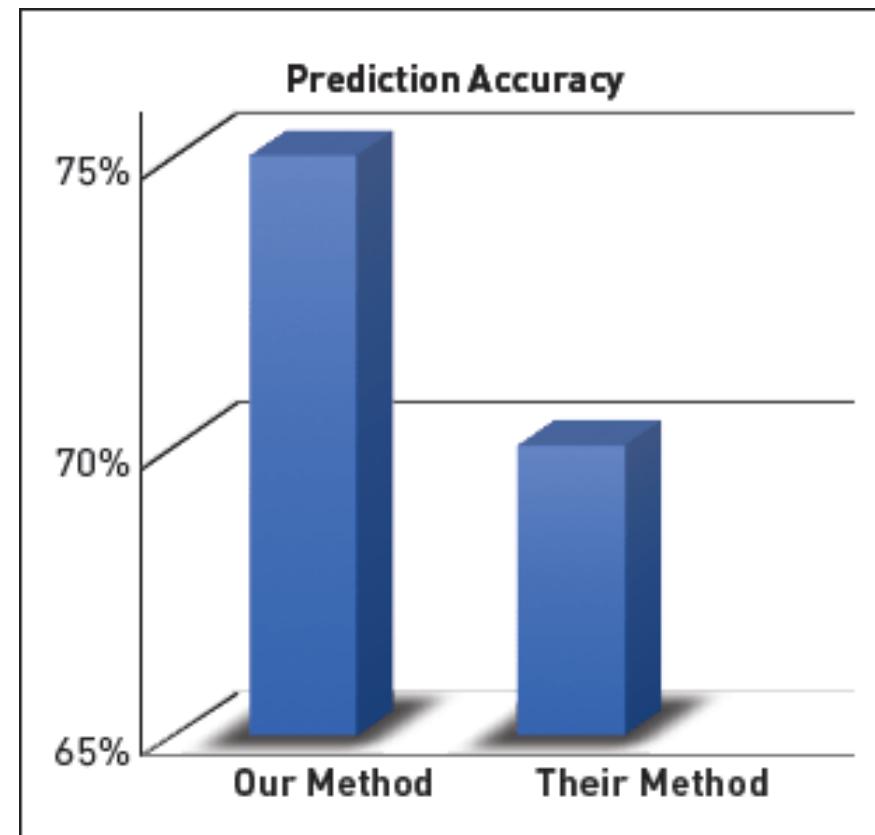
how would you improve these plots?

Plot G

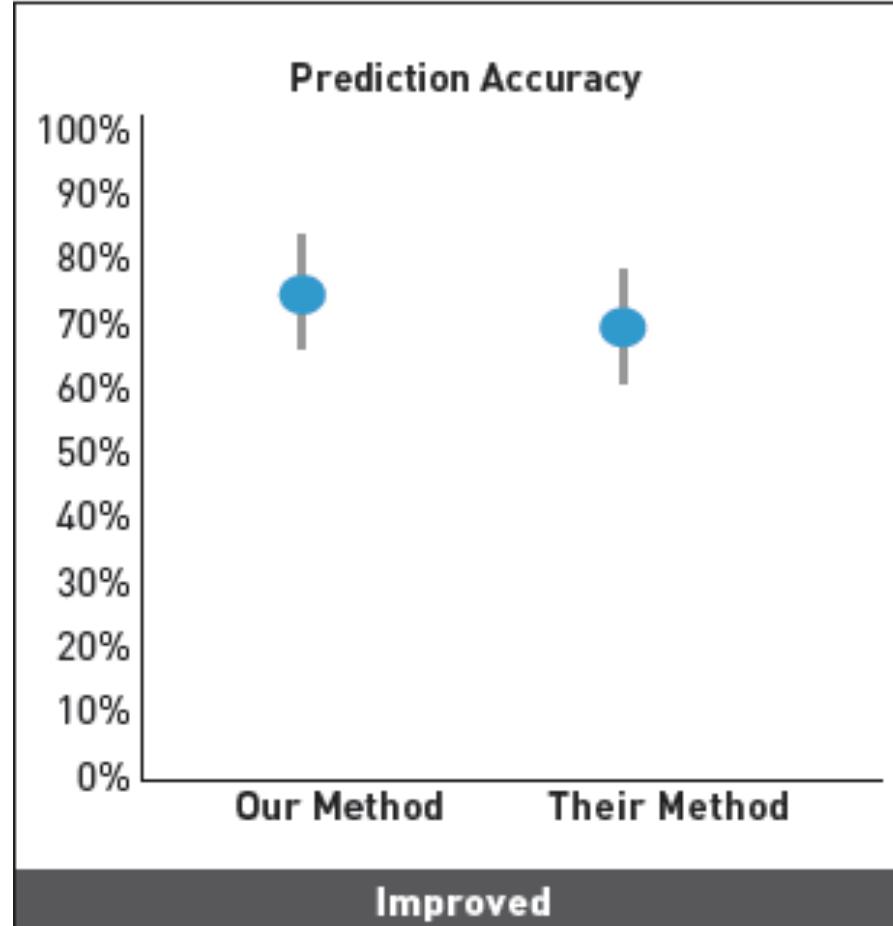
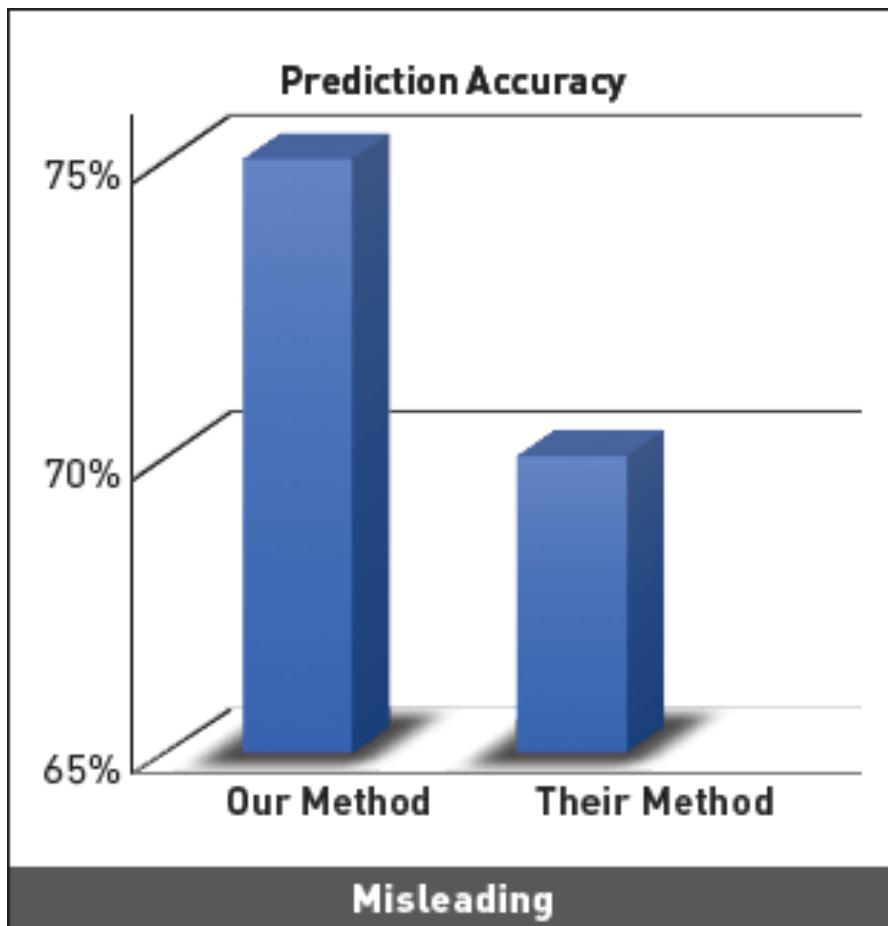


how would you improve these plots?

Plot H



how would you improve these plots?



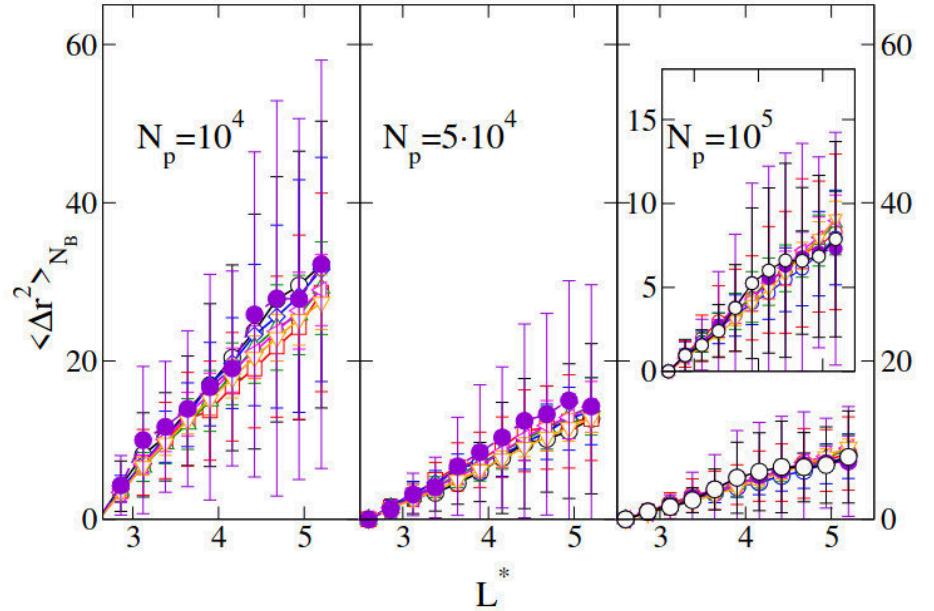
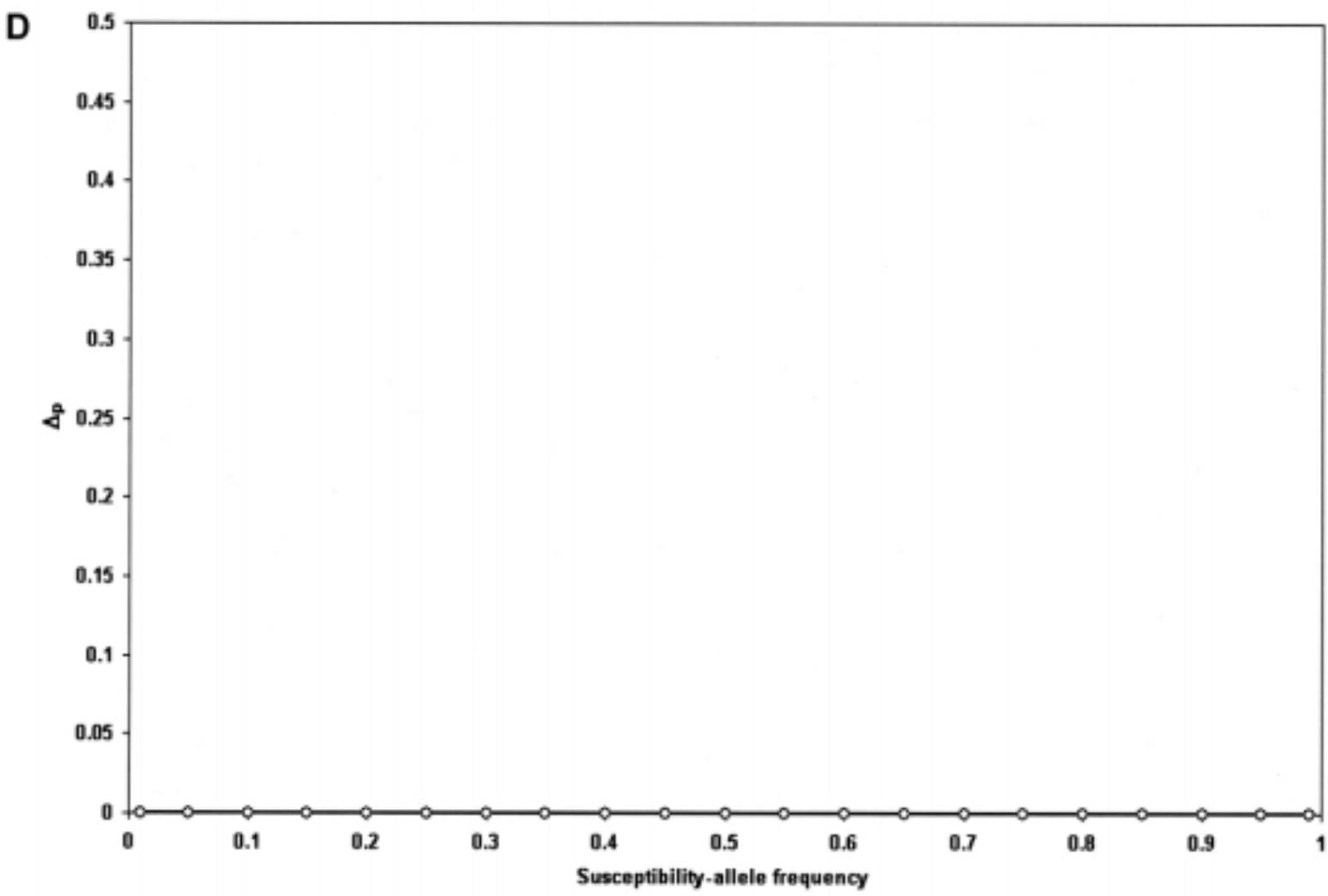
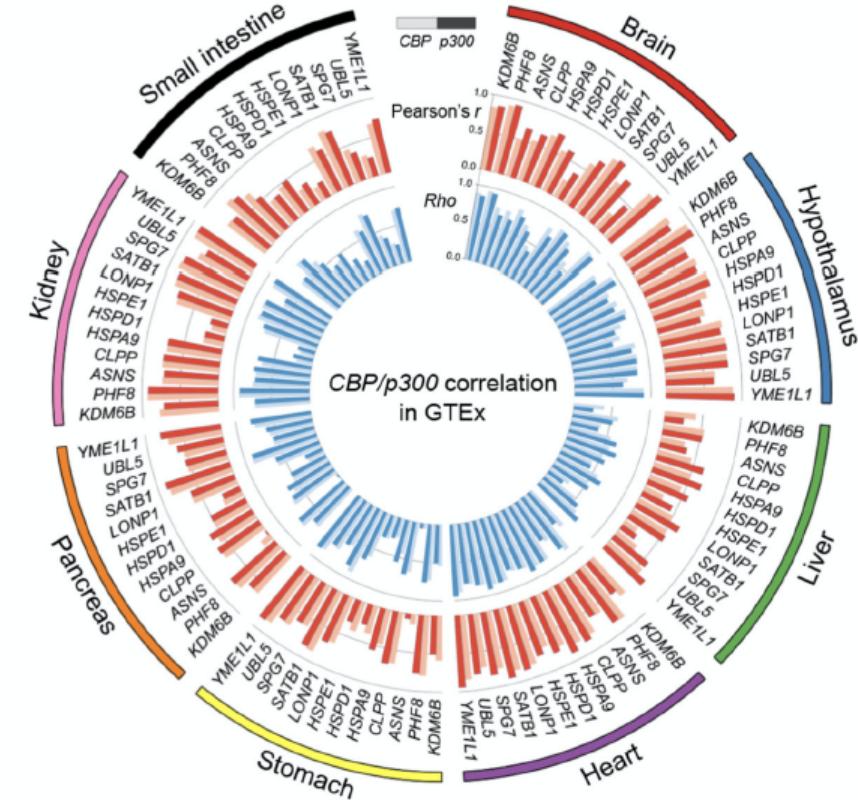
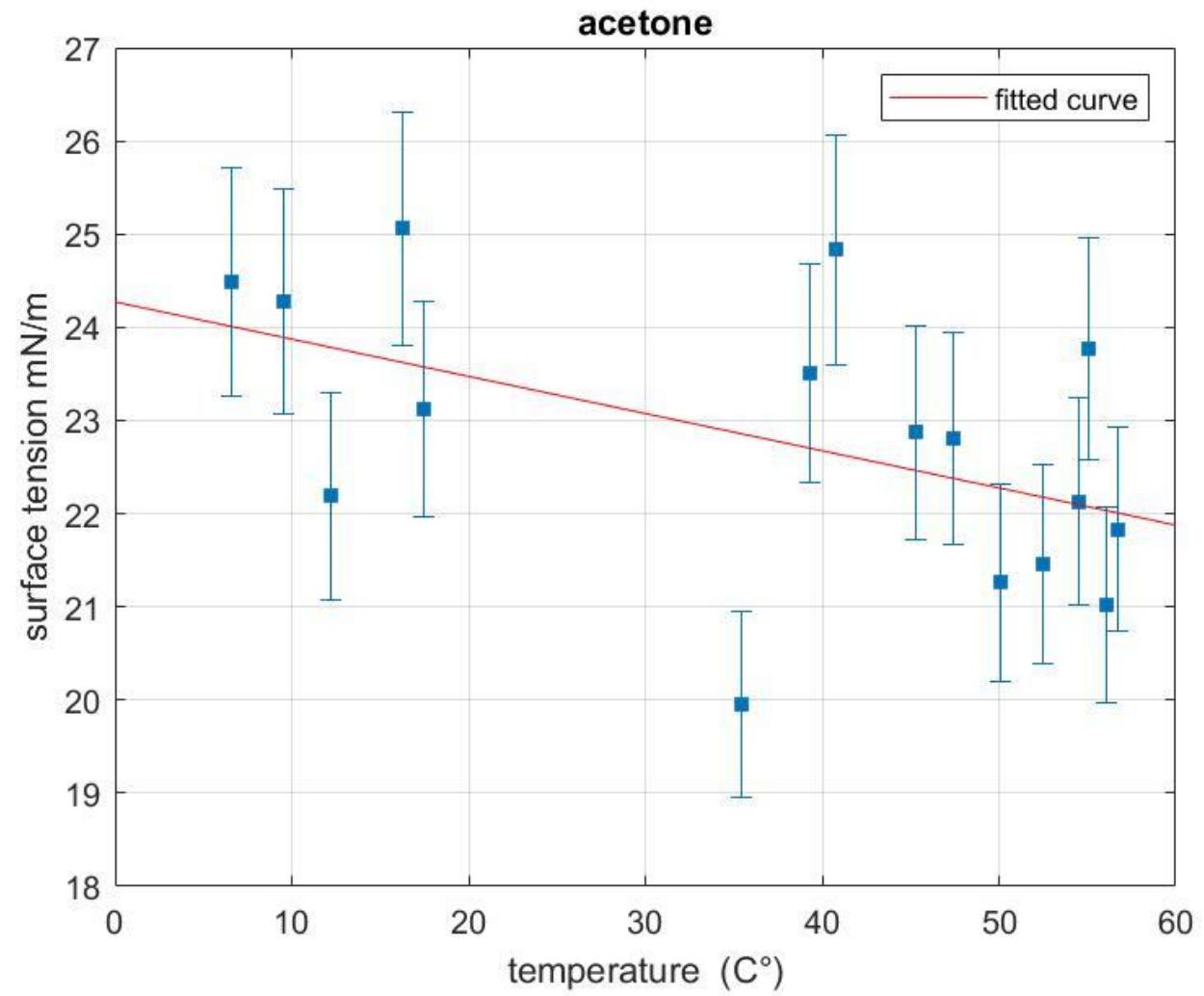


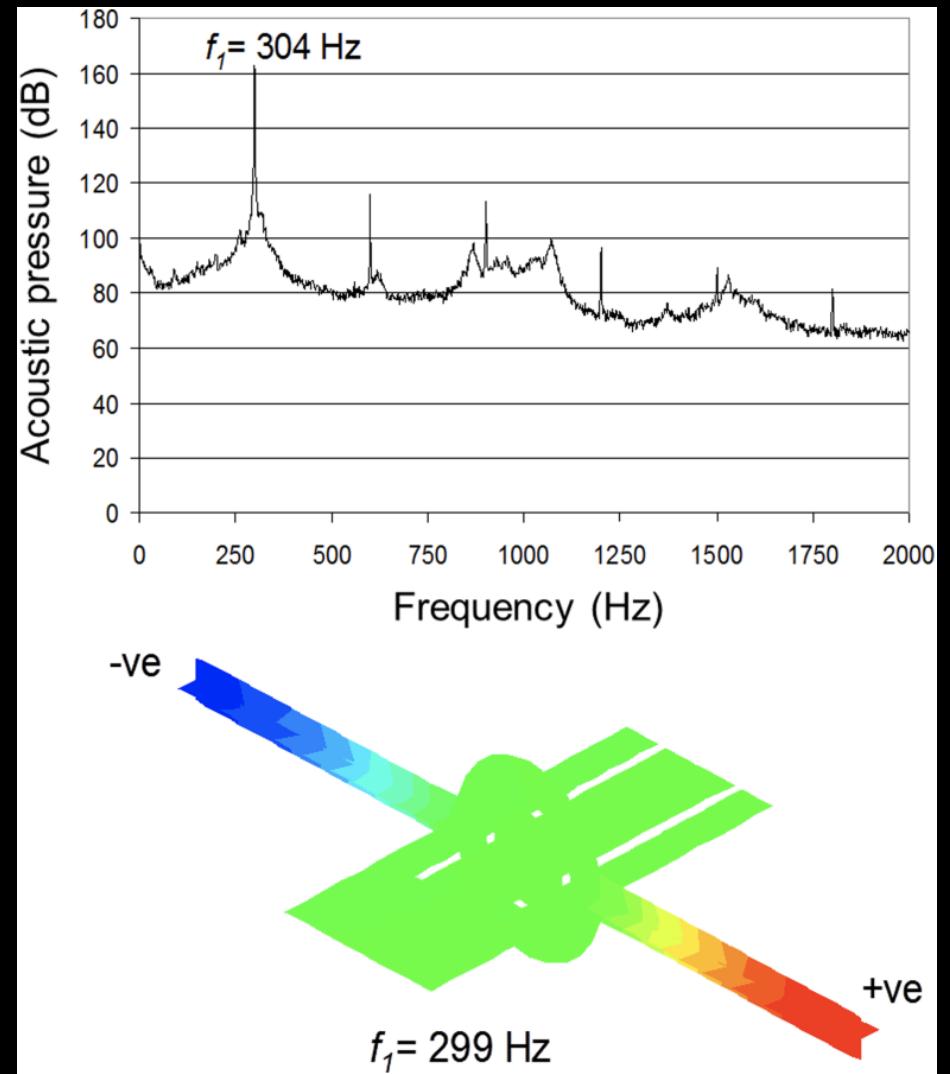
FIG. 6: MSDs as a function of bacteria aspect ratio L^* for colonies containing 1 to 64 bacteria and $N_p = 10^4$ (left), $N_p = 5 \cdot 10^4$ (middle) and $N_p = 10^5$ (right) polymer particles with diameter $\sigma_p = 0.1\sigma$. Symbols refer to colonies containing 1 (●), 2 (○), 4 (□), 8 (◇), 16 (△), 32 (◁) and 64 (▽) bacteria. The inset in the right frame magnifies the panel where it is included. Solid lines are guides for the eye and error bars represent the standard deviation of the mean.



d



Tufte's rules:



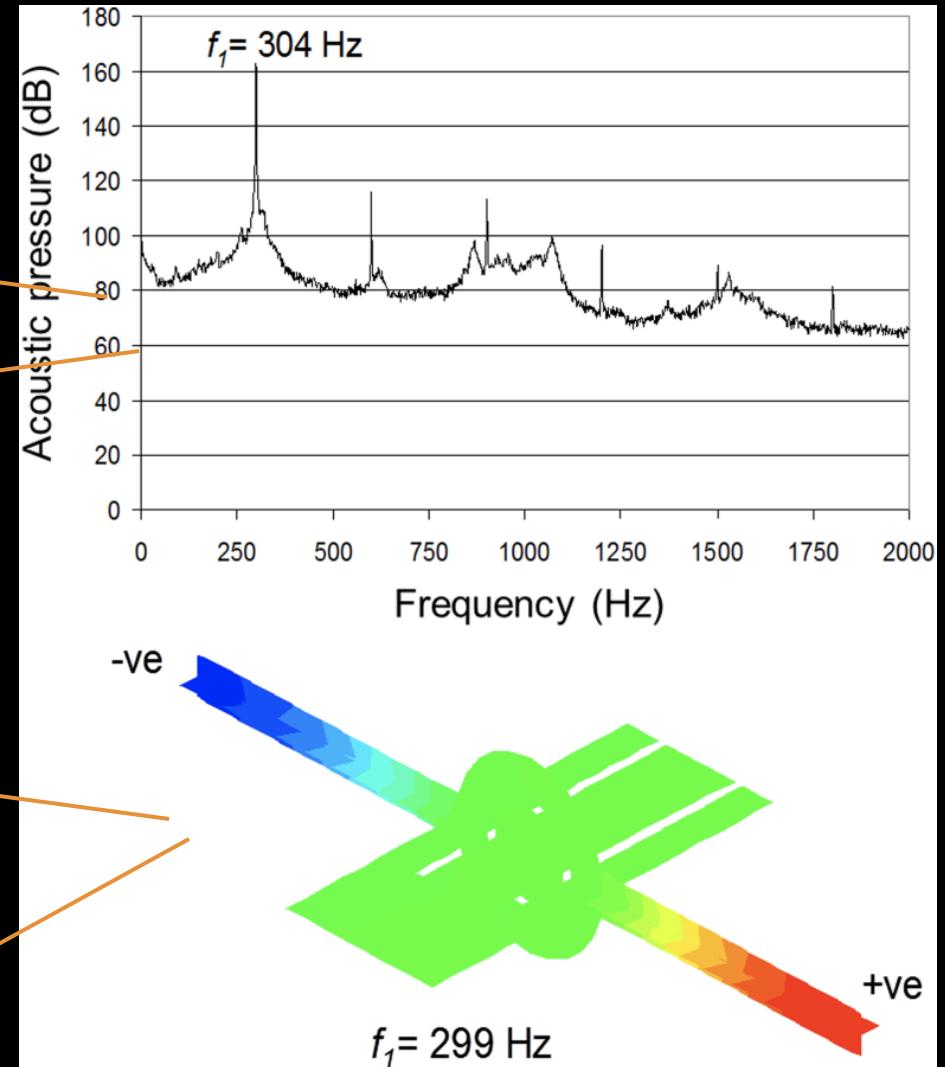
Tufte's rules:

low data/ink ratio

no comparison

chart junk

2 graphical elements for frequency
(color and position)

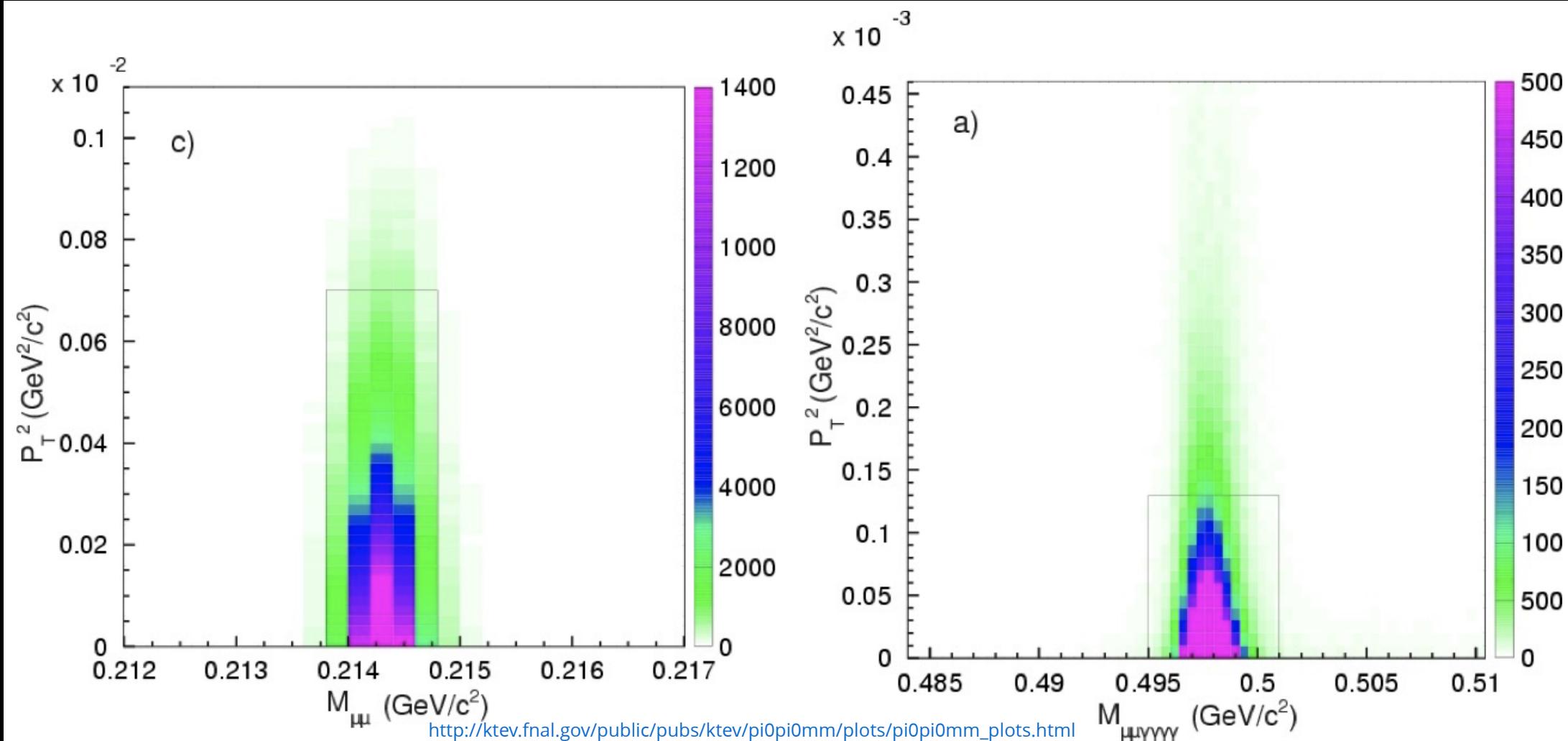


Tufte's rules:

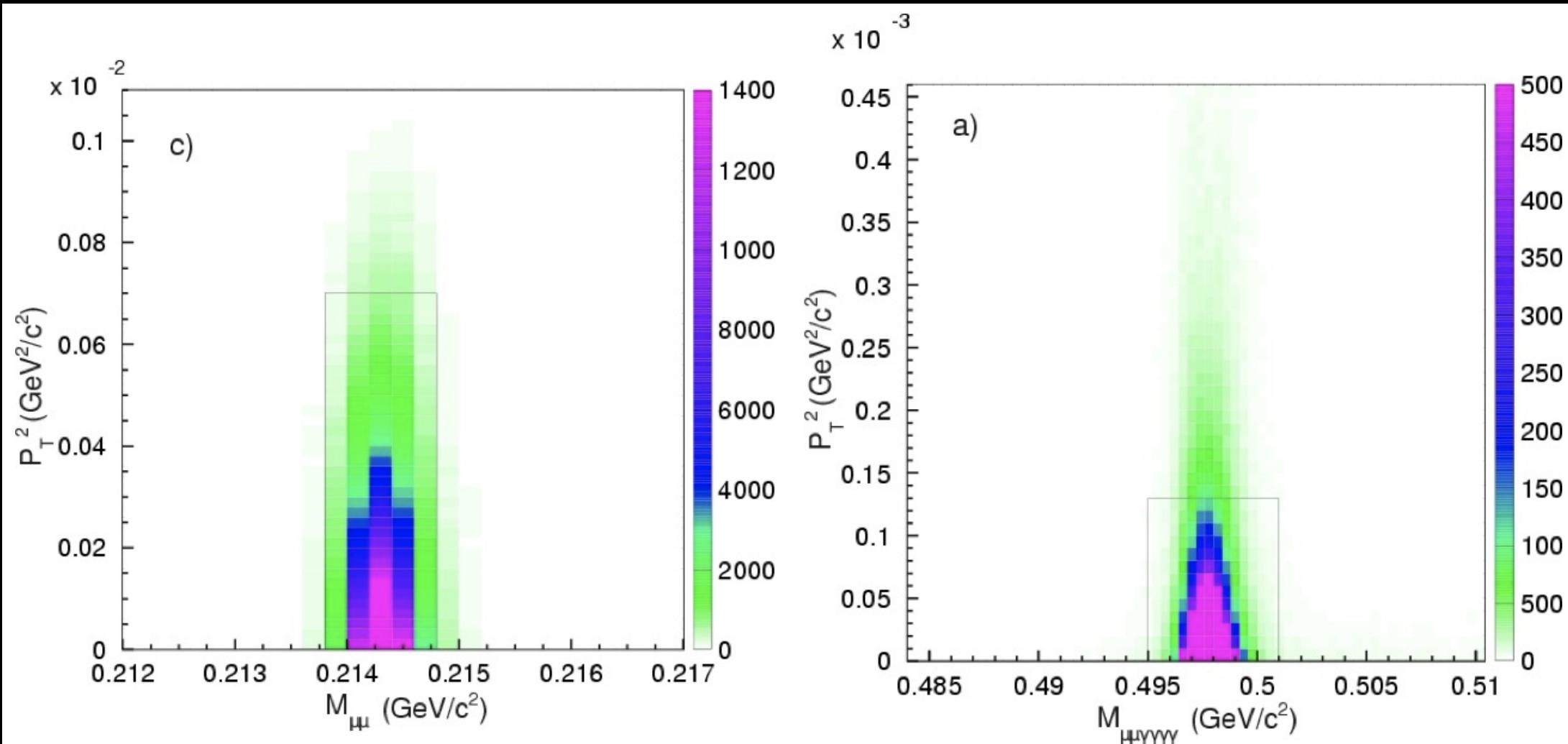
low data/ink ratio

comparison but scale out of context

high effect-size due to the choice of color map (more on this later)

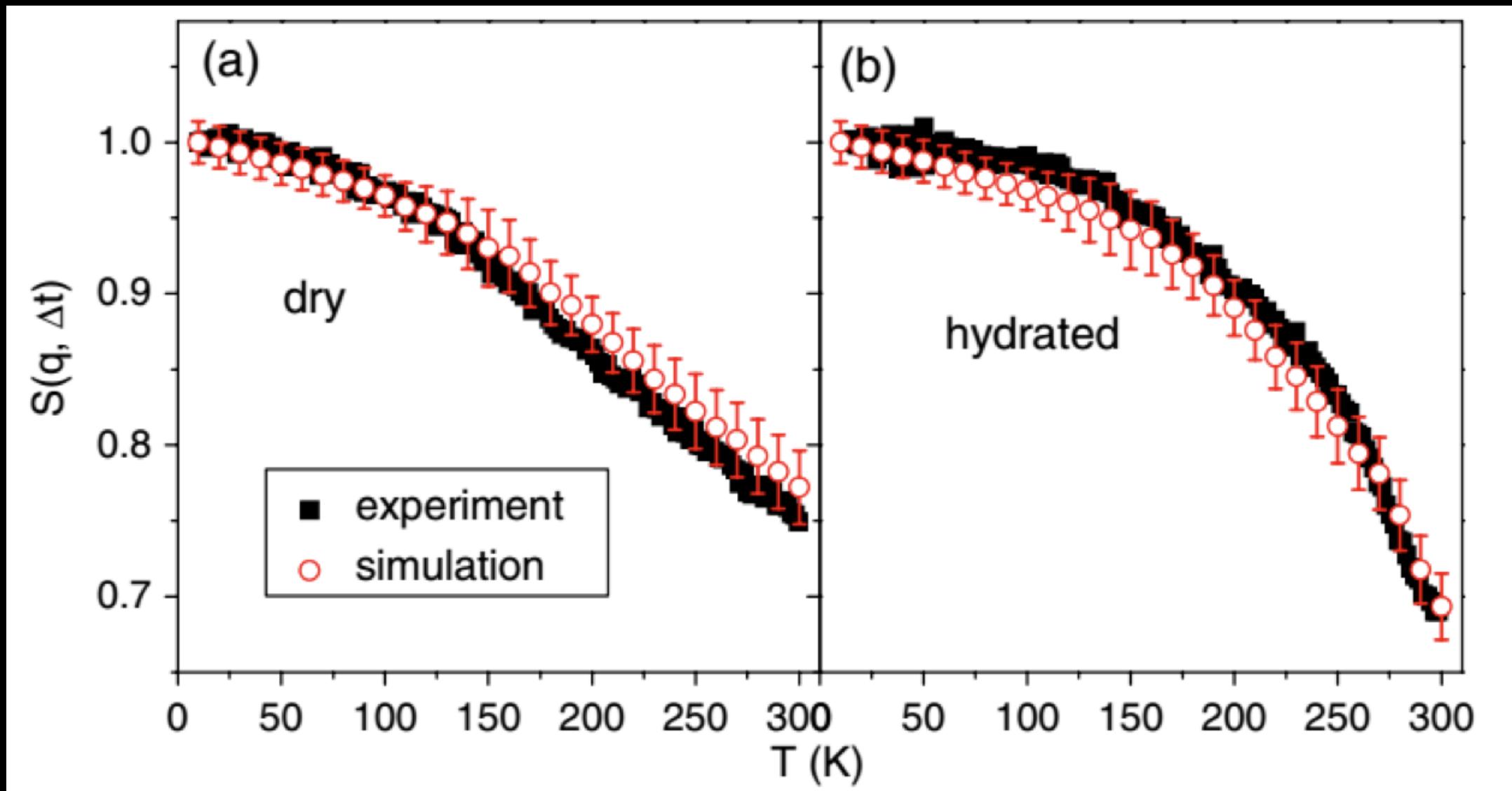


Tufte's rules:

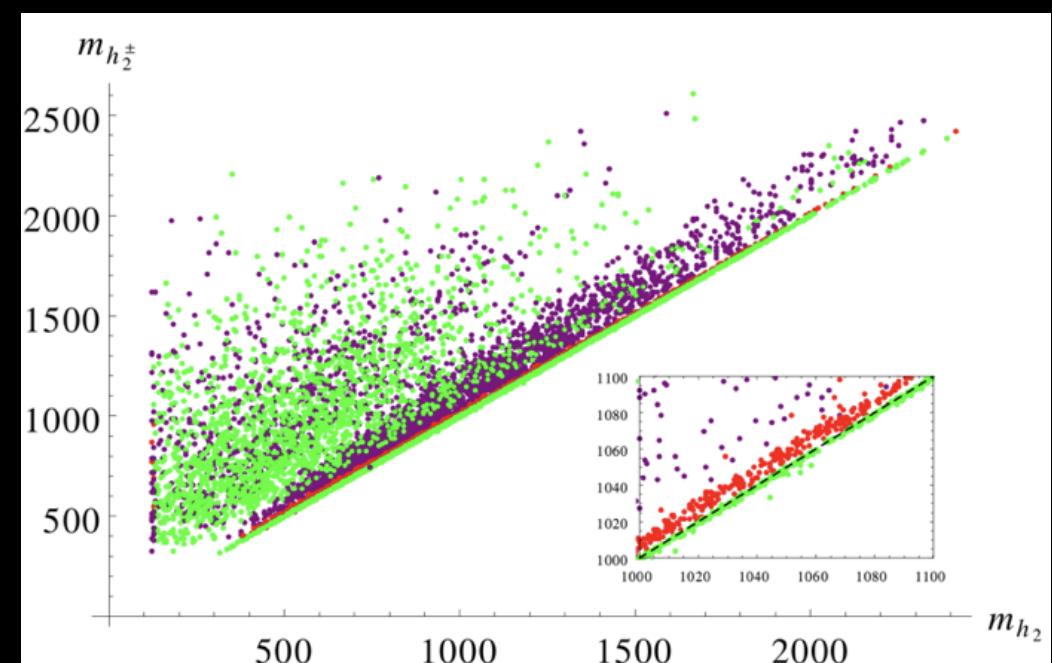
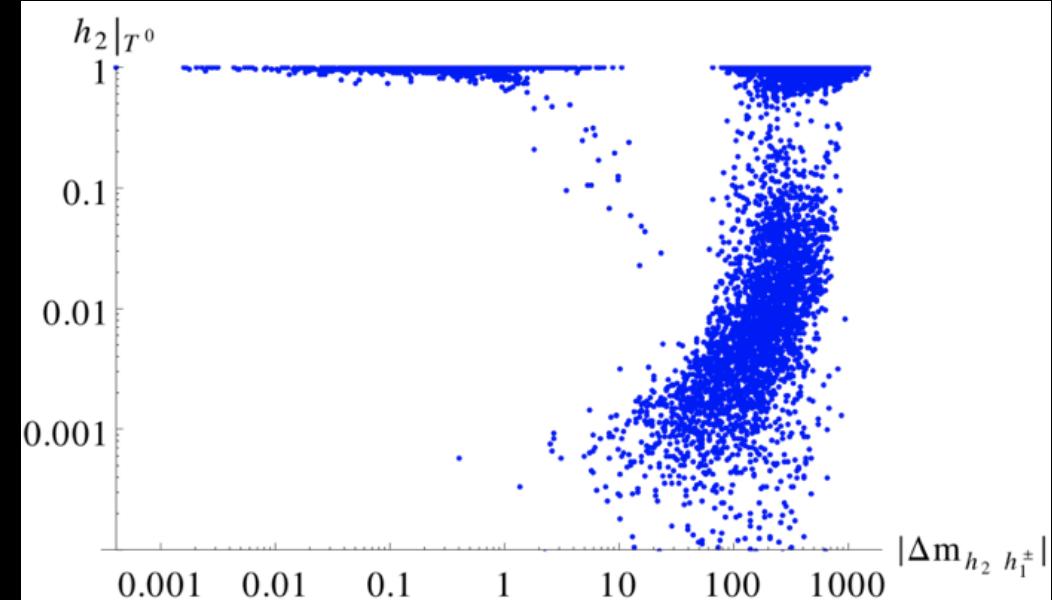
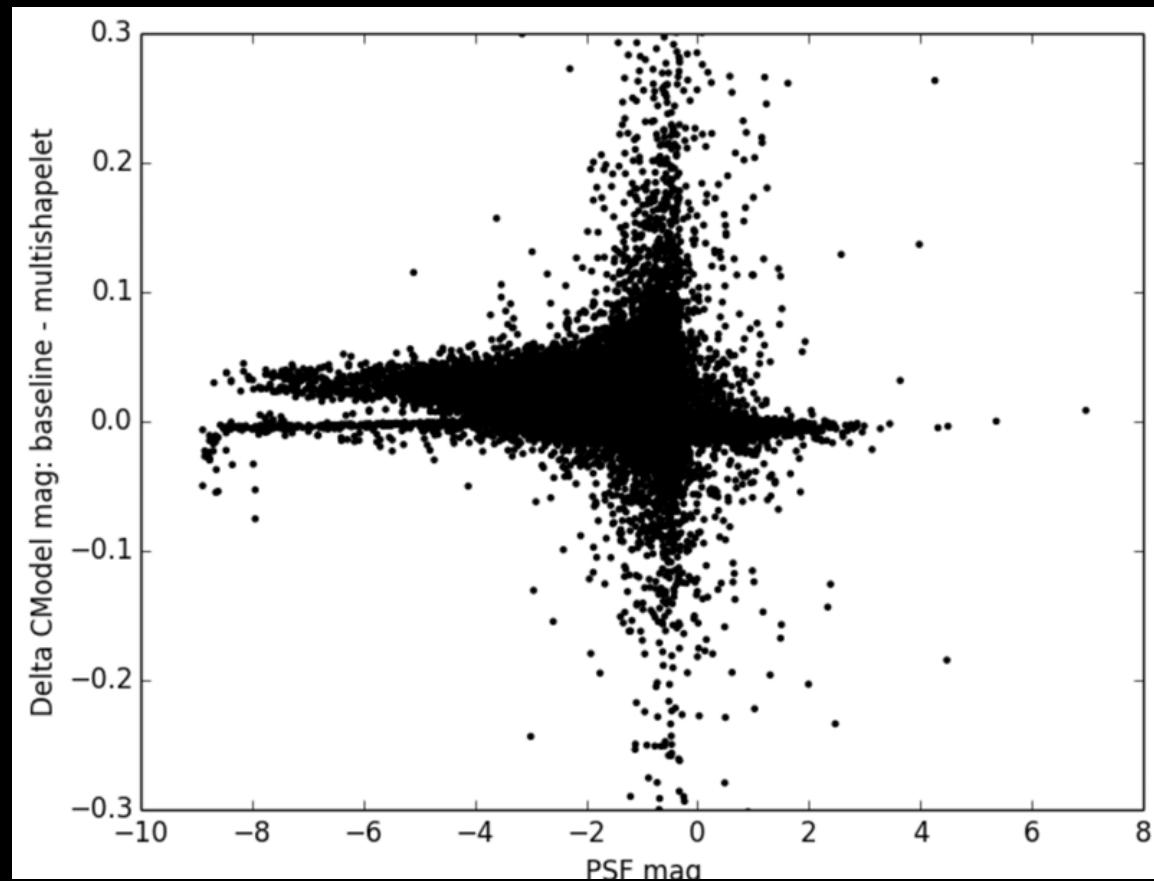


Tufte's rules:

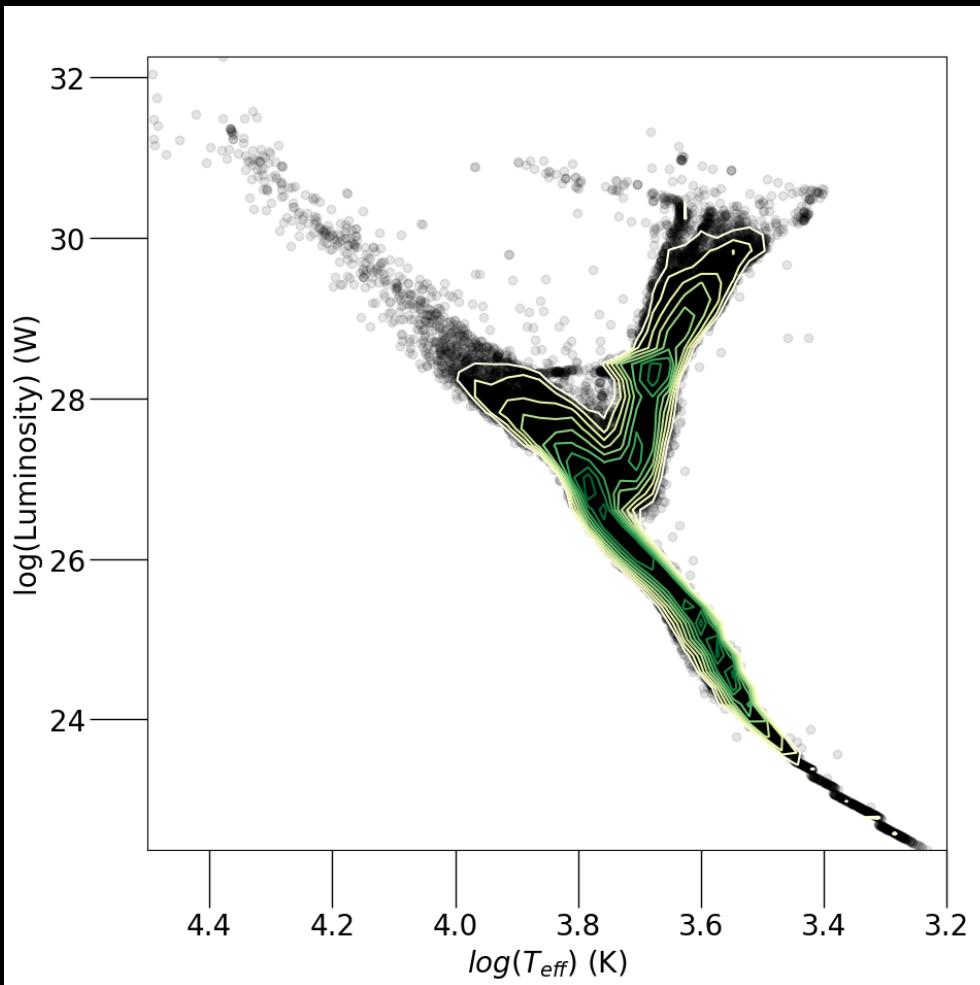
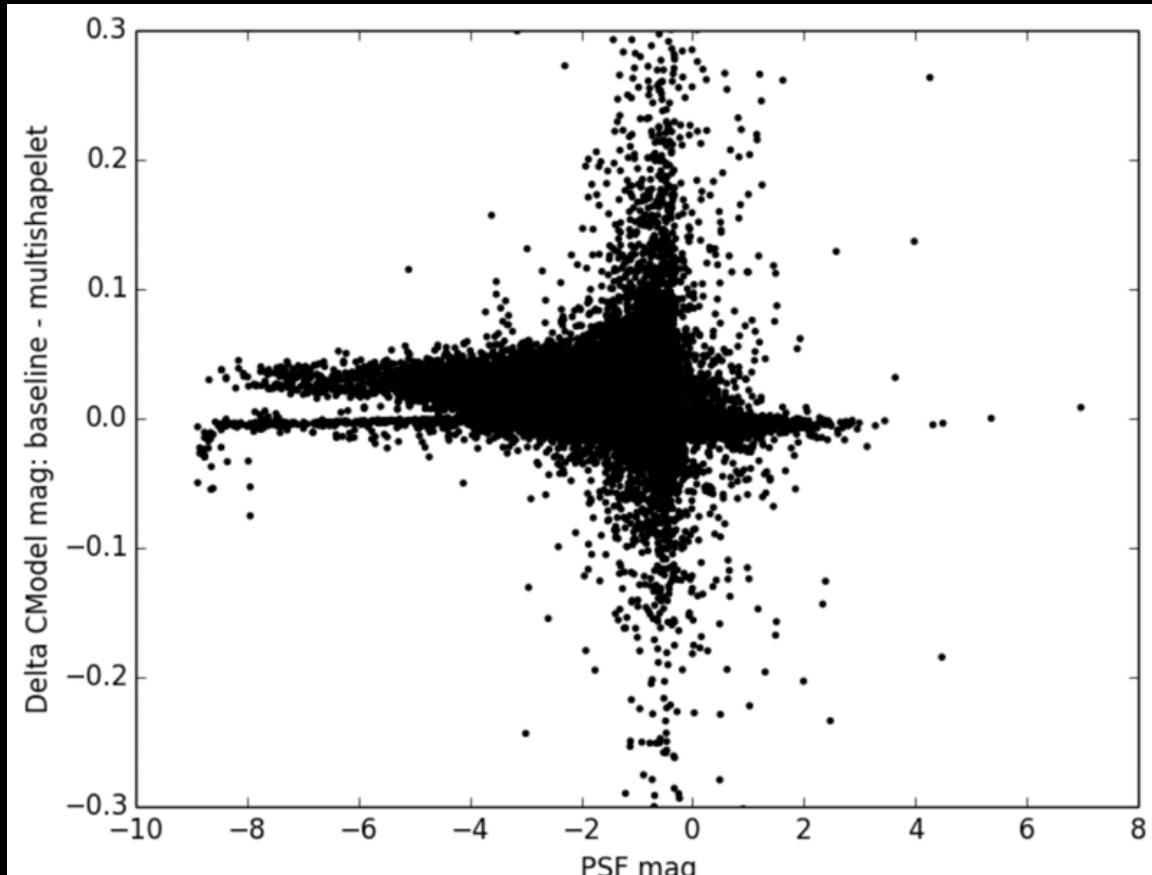
<http://ins.sjtu.edu.cn/people/lhong/english/research.html>



Tufte's rules:



Tufte's rules:

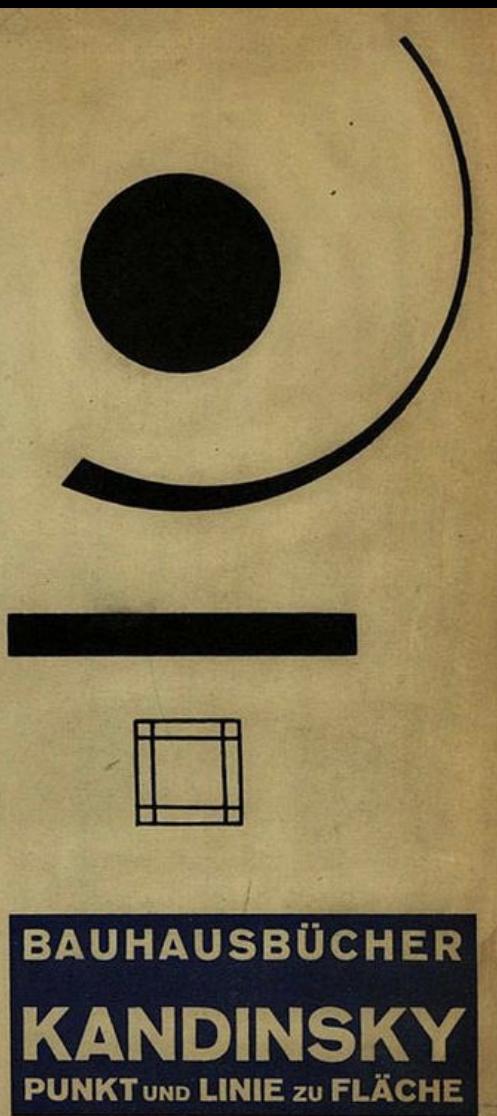


a better alternative
<https://github.com/fedhere/DSPS/blob/master/lab8/badPlotgoodPlot.ipynb>

Graphic Vocabulary

Graphic Vocabulary

What graphical elements are available and what elements are appropriate to convey certain information?



The ideal of all research is:

1. precise investigation of each individual phenomenon — in isolation,
2. the reciprocal effect of phenomena upon each other — in combinations,
3. general conclusions which are to be drawn from the above two divisions.

My objective in this book extends only to the first two parts. The material in this book does not suffice to cover the third part which, in any case, cannot be rushed.

The investigation should proceed in a meticulously exact and pedantically precise manner. Step by step, this "tedious" road must be traversed — not the smallest alteration in the nature, in the characteristics, in the effects

Point, Line, and Plane, Wassily Kandinsky, 1926

point

line

plane

position

size

intensity

texture

color

orientation

shape

LES VARIABLES DE L'IMAGE

XY

2 DIMENSIONS
DU PLAN

Z

TAILLE

VALEUR

LES VARIABLES DE SÉPARATION DES IMAGES

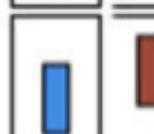
GRAIN

COULEUR

ORIENTATION

FORME

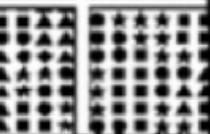
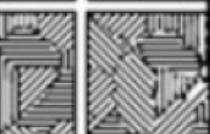
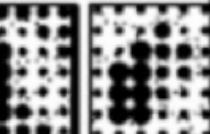
POINTS

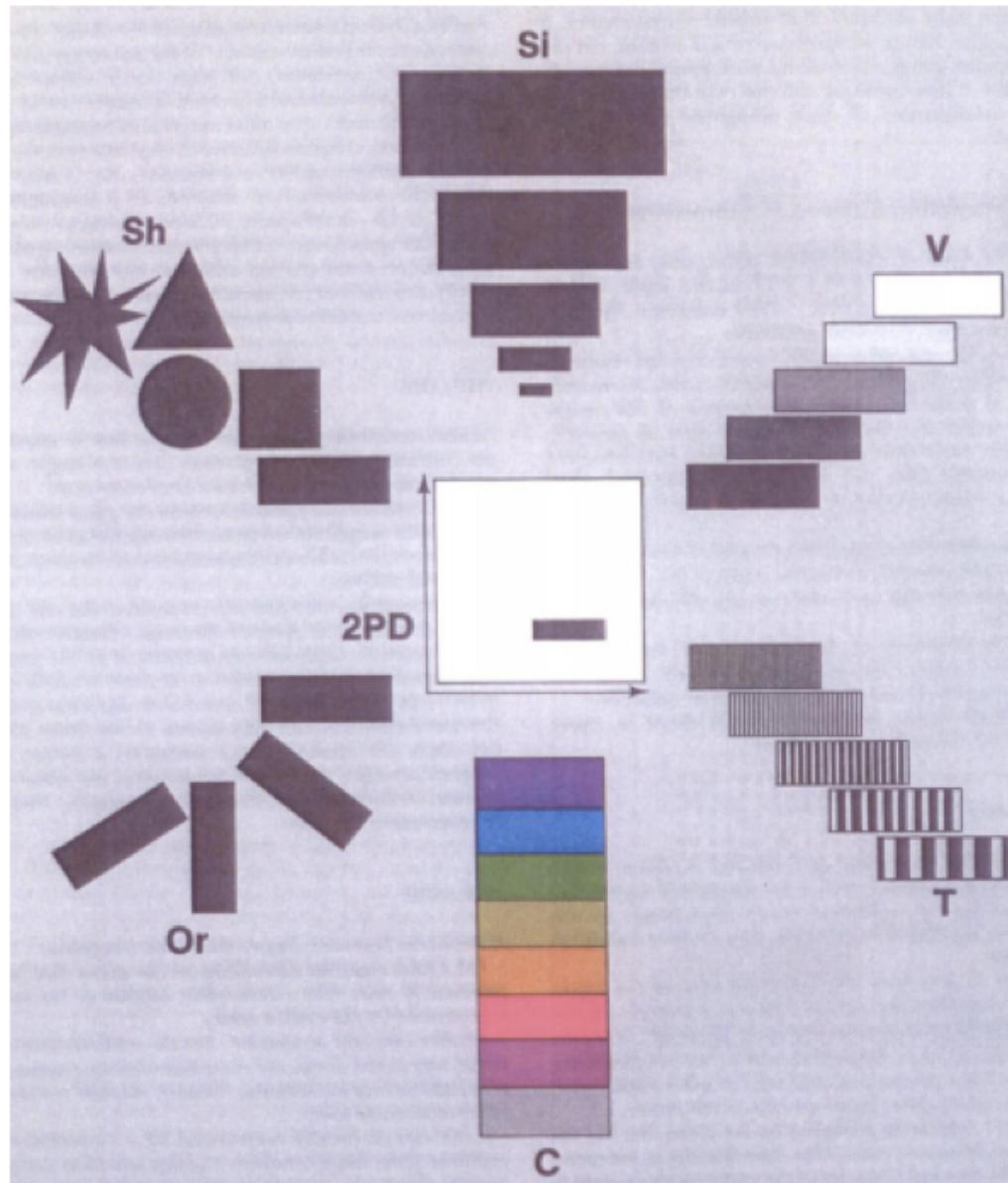


LIGNES



ZONES





- Size
- Value (Density)
- Texture
- Color
- Orientation
- Shape

- 3D
- Animation/Time

data

types

graphical elements
work differently on
different data types

- **Continuous:** distance to the closest star (can take any value)

Continuous data may be:

- **Continuous Ordinal:** Earthquakes (notlinear scale)
- **Interval:** F temperature - interval size preserved
- **Ratio:** Car speed - 0 is naturally defined

- **Discrete:** any countable, e.g. number of brain synapses

Discrete data may be:

- **Counts:** number of bacteria at time t in section A
- **Ordinal:** survey response Good/Fair/Poor

- **Categorical:** fermion - bosons: any object by class

▪

Data may also be:

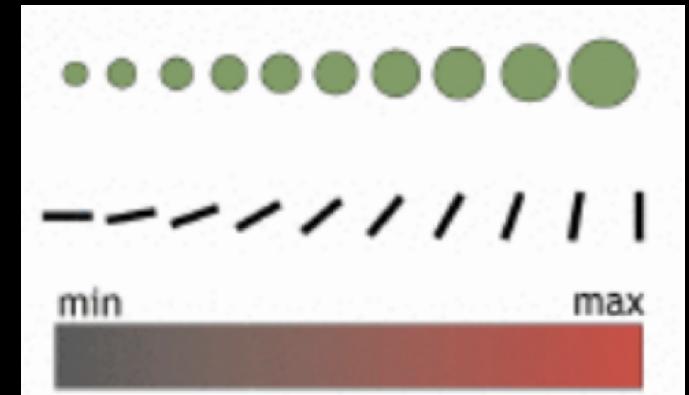
- **Censored:** star mass >30 Msun
- **Missing:** "Prefer not to answer" (NA / NaN)

data

types

graphical elements
work differently on
different data types

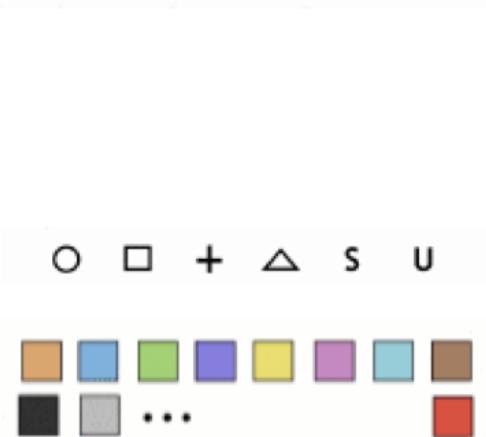
continuous



ordered

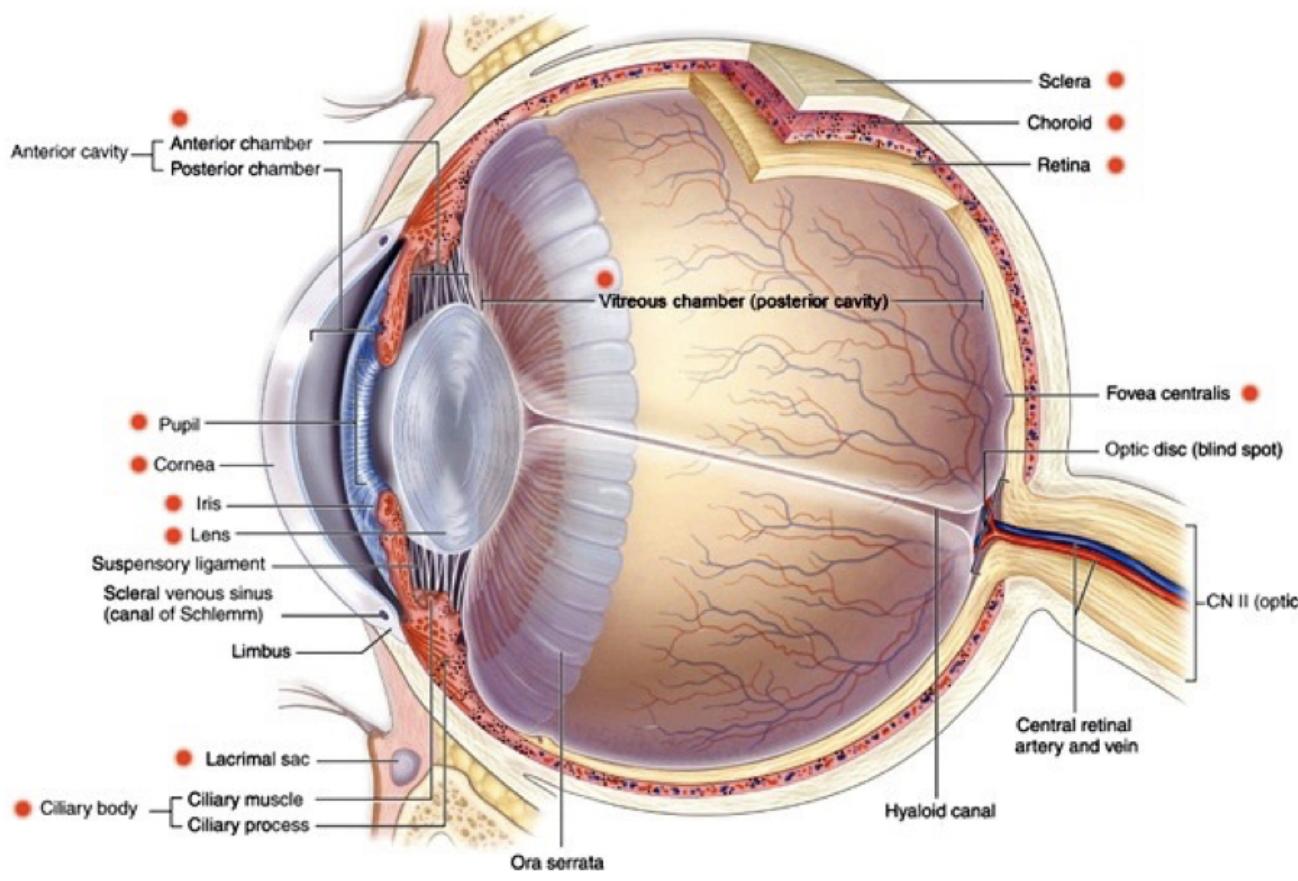


categorical



psychophysics

The study of human perception



why do we visualize? cause our brain is best suited to receive visual stimuli (compared to tactile or auditory for example)

alternatives:

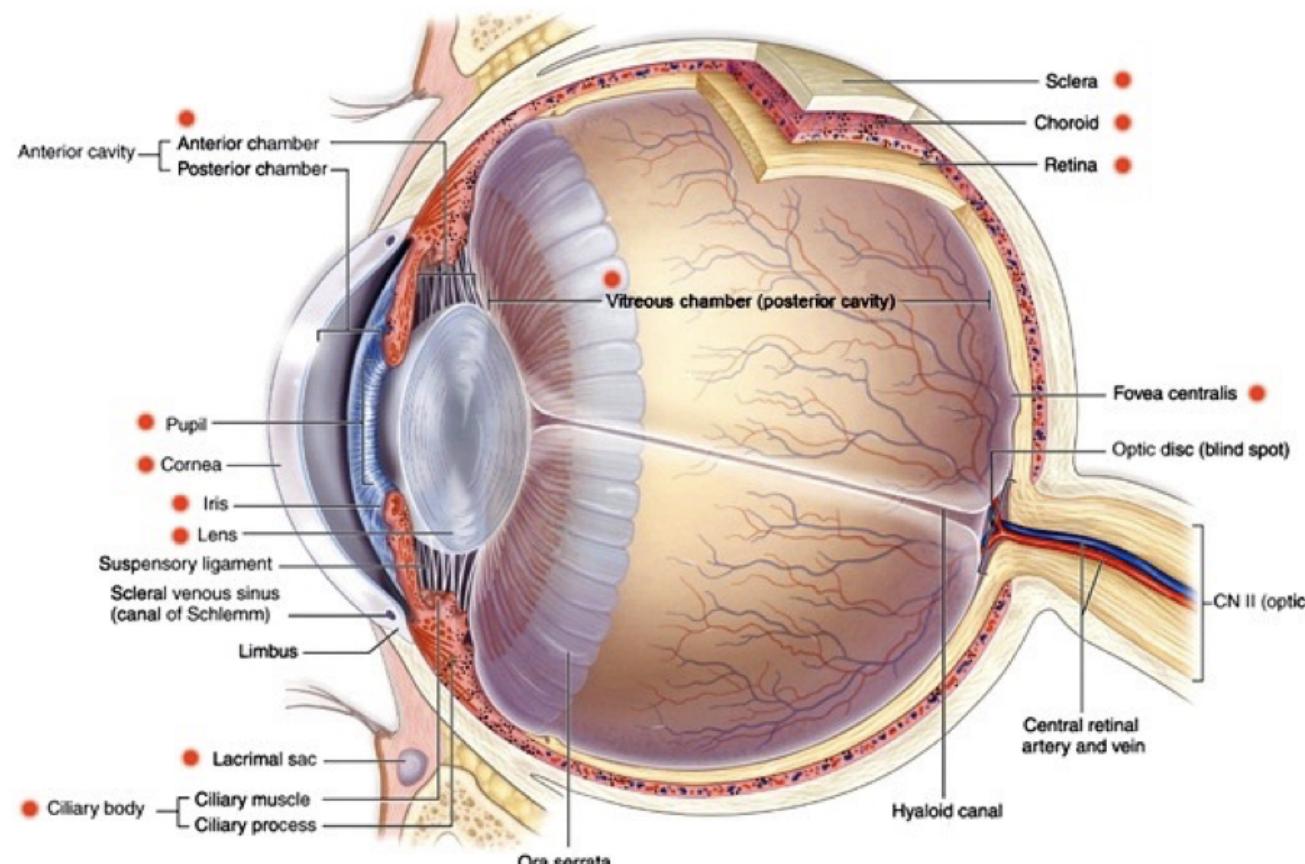
sonification

<https://en.wikipedia.org/wiki/Sonification>

tactile maps

<https://www.nasa.gov/audience/foreducators/a-feel-for-astronomy.html>

psychophysics



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alternatives:

sonification

<https://en.wikipedia.org/wiki/Sonification>

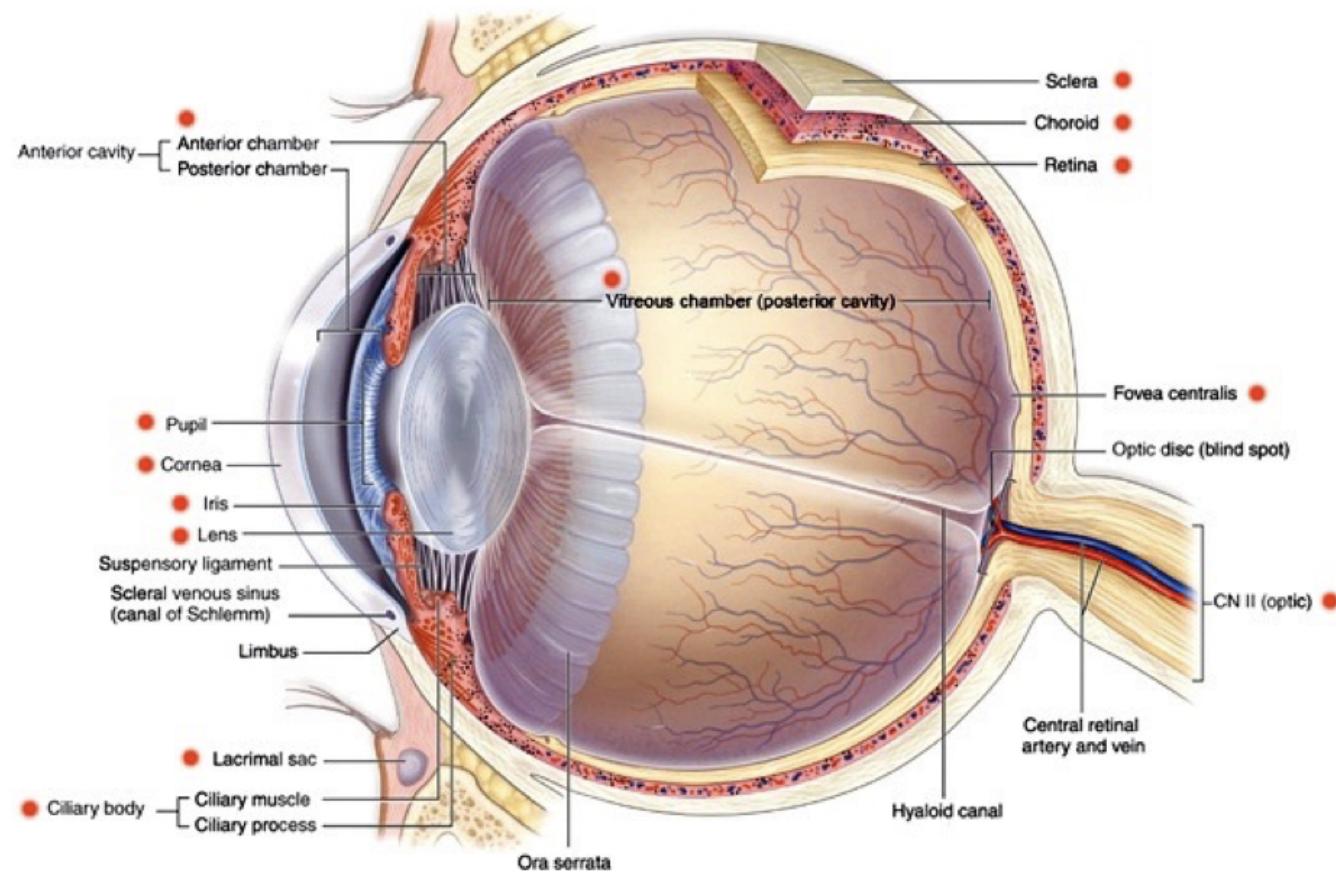
tactile maps

<https://www.nasa.gov/audience/foreducators/a-feel-for-astronomy.html>

psychophysics

exploring these alternative is important as a social justice issue to make science and data science accessible to vision impaired people but also: can the different ways in which we process information give new insight?

e.g.: we process visual stimuli but sound stimuli holistically (we hear a chord, not the notes in it)



Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods

WILLIAM S. CLEVELAND and ROBERT MCGILL*

WILLIAM S. CLEVELAND and ROBERT MCGILL*

psychophysics

The study of human perception
here limited to visual stimuli

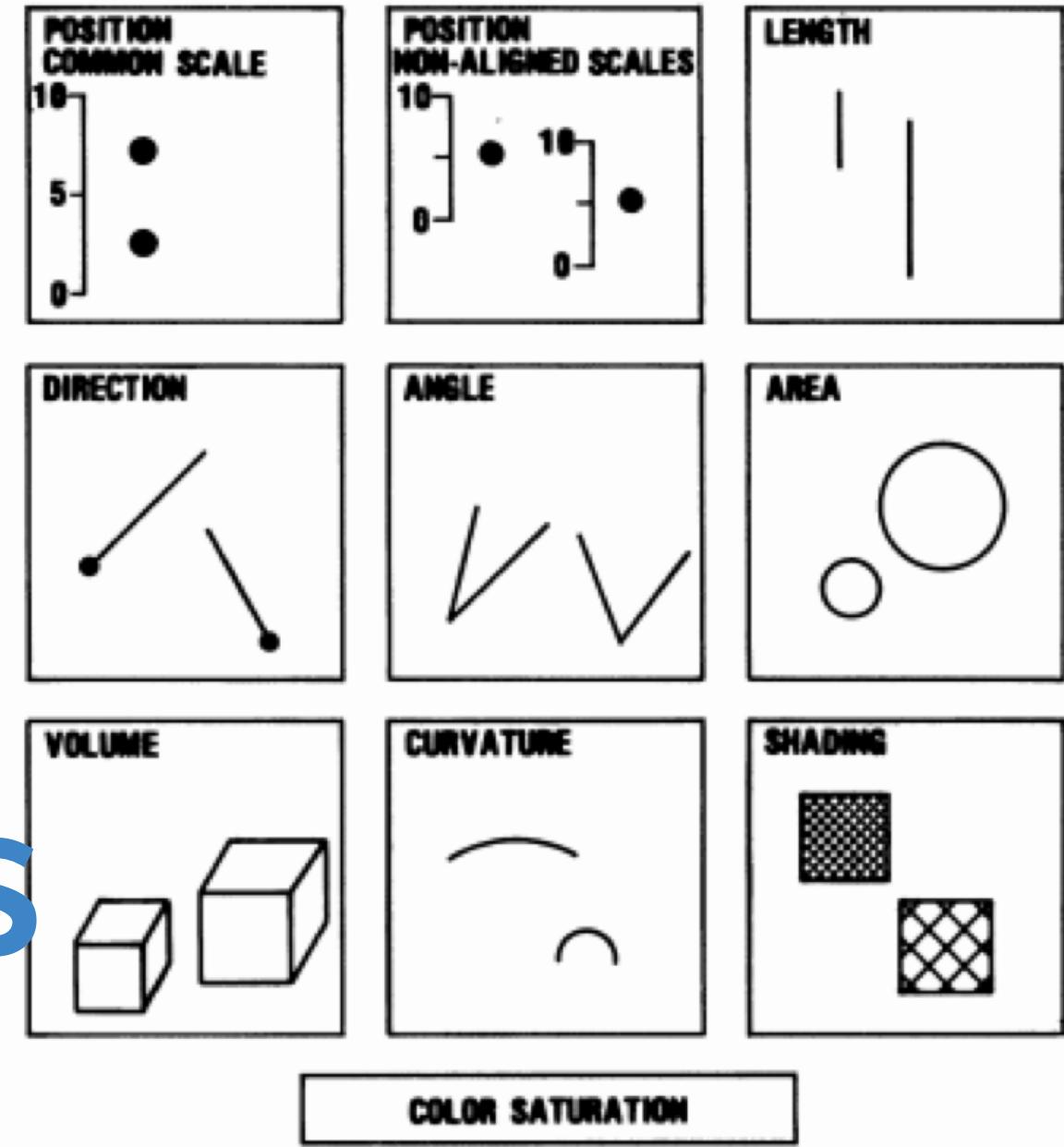


Figure 1. Elementary perceptual tasks.

Stevens 1975

Psychophysical power law

The apparent magnitude of all sensory channels follows a power law based on the stimulus intensity

$$S = I^n$$

S sensation, I intensity

Stevens 1975

response to length: $I = S$

when shown something 4x as long we perceive it as being 4x as long

response to brightness: $I = \sqrt{S}$

when shown something 4x as bright we perceive it as being 2x as bright

response to saturation: $I = S^{1.7}$

when shown something 4x as saturated we perceive it as being 11x as saturated

Steven's Psychophysical Power Law: $S = I^n$

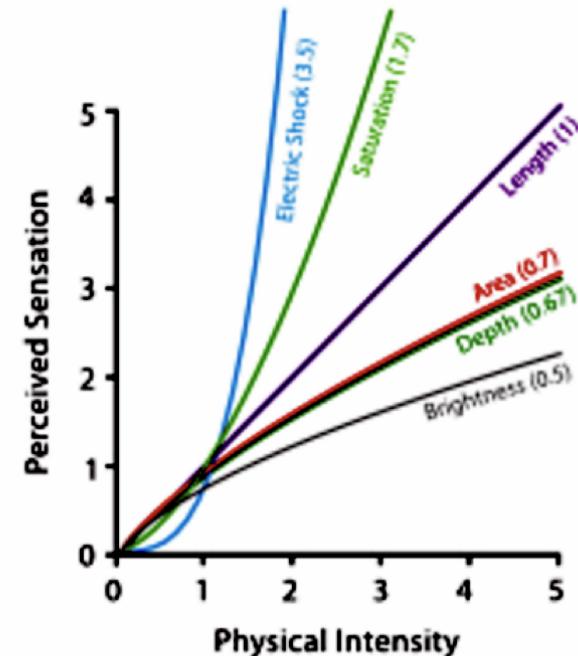


Figure 5.7. Stevens showed that the apparent magnitude of all sensory channels follows a power law $S = I^n$, where some sensations are perceptually magnified compared with their objective intensity (when $n > 1$) and some compressed (when $n < 1$). Length perception is completely accurate, whereas area is compressed and saturation is magnified. Data from Stevens [Stevens 75, p. 15].

Stevens 1975

response to electroshock: $I = S^{3.5}$

when given an electroshock 4x as strong
we perceive it as 128x as strong

(personally, I do not know of any
electroshock based visualizations)

Steven's Psychophysical Power Law: $S = I^n$

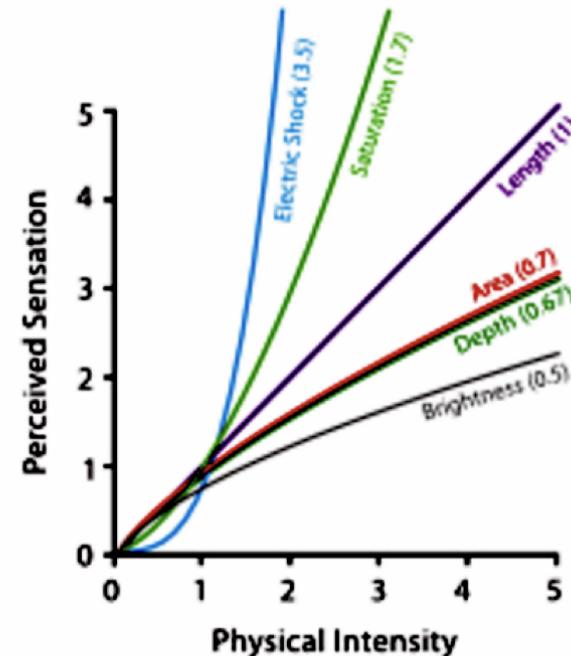
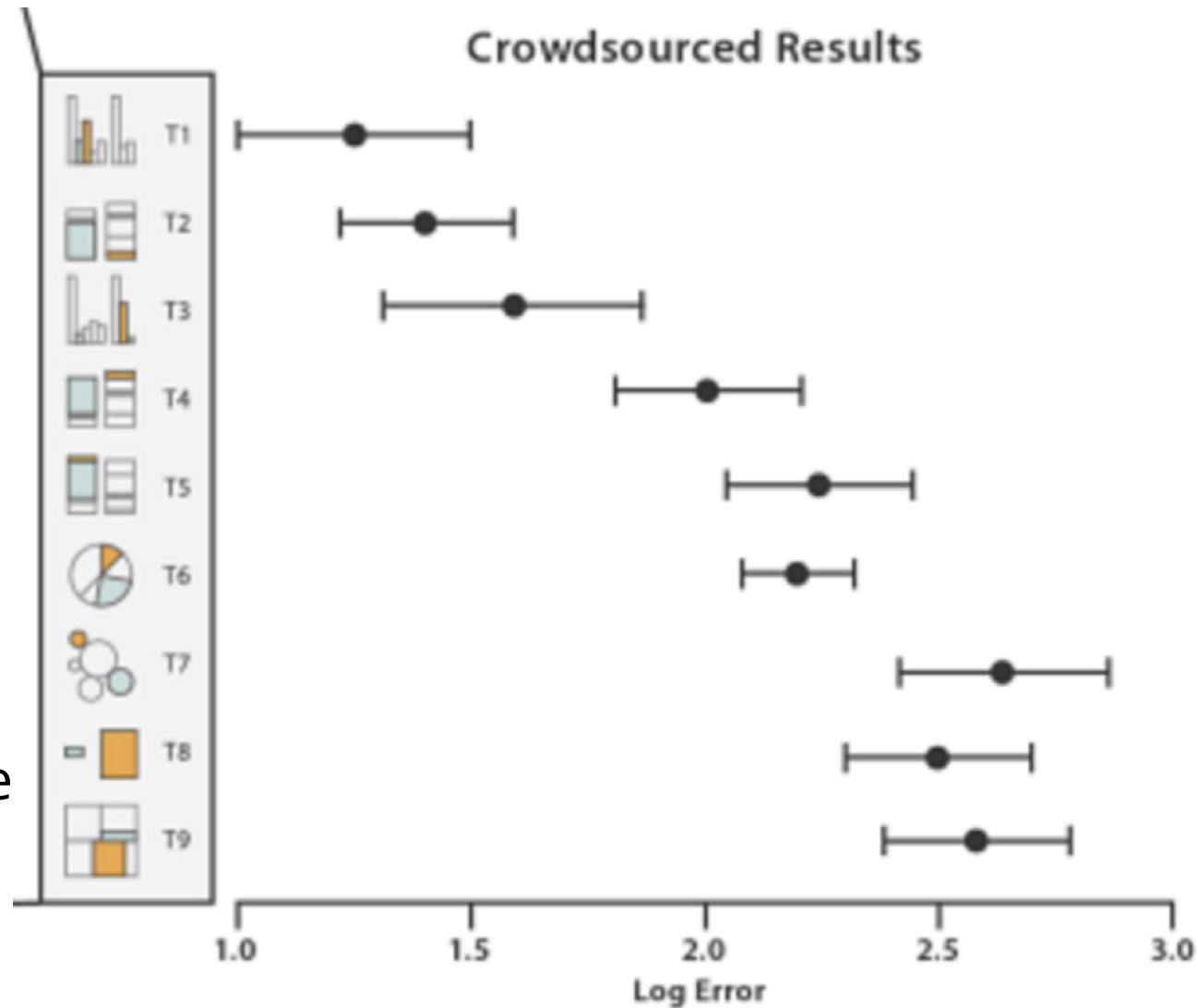
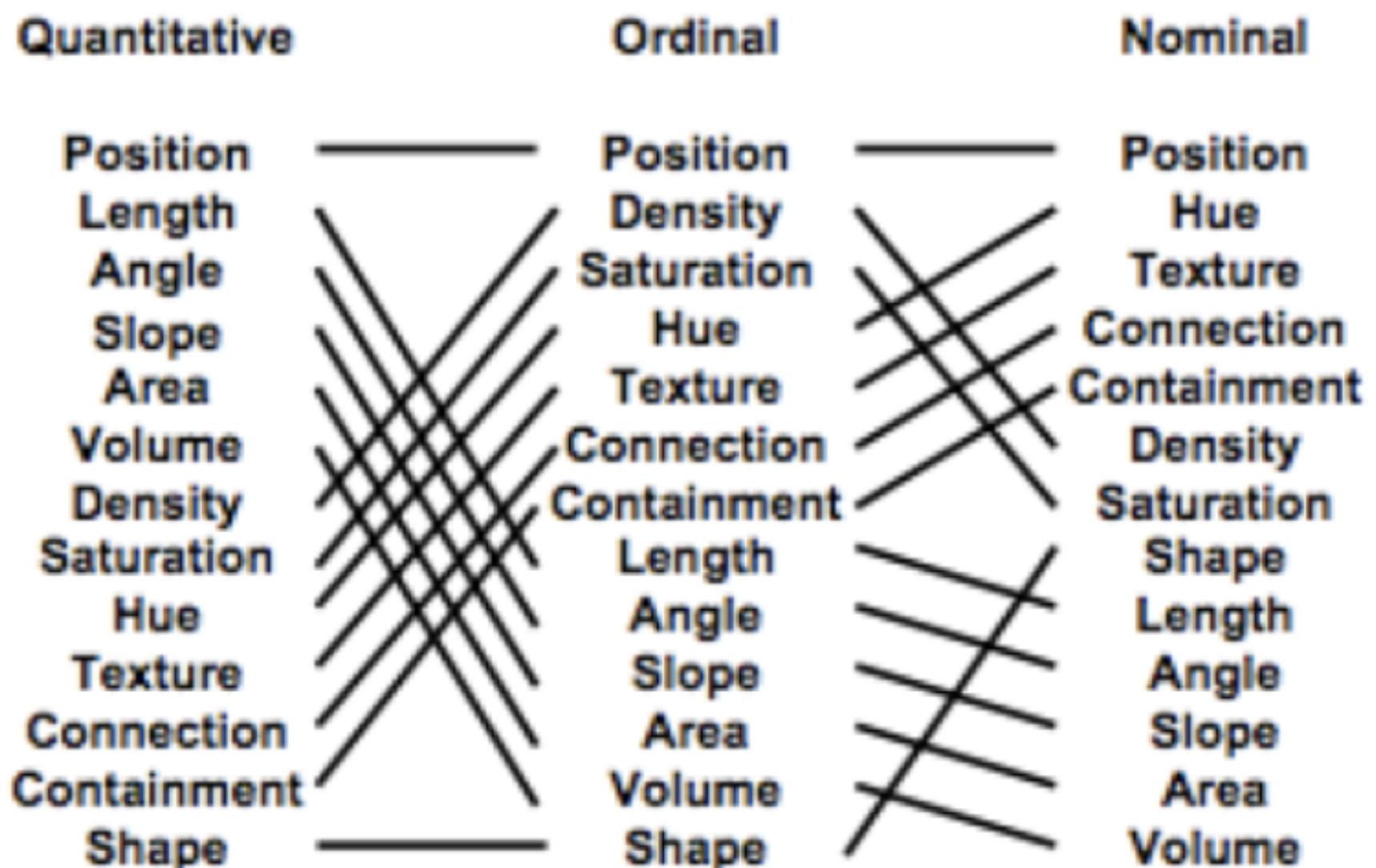


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Heer and Bostock 2010

modern version gets uncertainties to these quantities by crowdsourcing the tests





[Mackinlay, Automating the Design of Graphical Presentations of Relational Information, ACM TOG 5:2, 1986]

Weber law

We judge based on relative differences

The detectable difference in stimulus intensity is a fixed percentage of the object magnitude

$$\delta I / I = K$$

I intensity, K constant



Unframed
Unaligned

(a)



Unframed
Unaligned

(a)



Framed
Unaligned

(b)



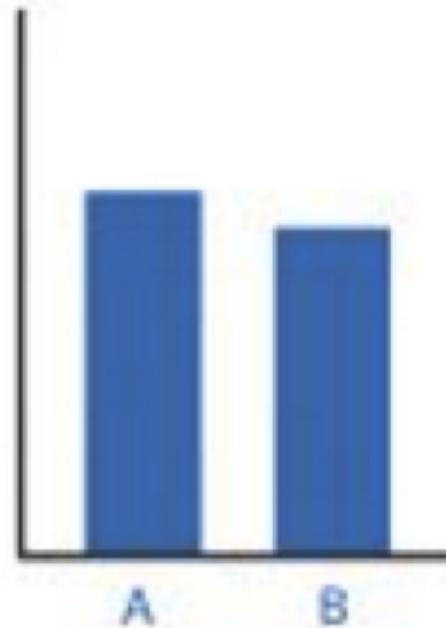
Unframed
Unaligned

(a)



Framed
Unaligned

(b)



Unframed
Aligned

(c)

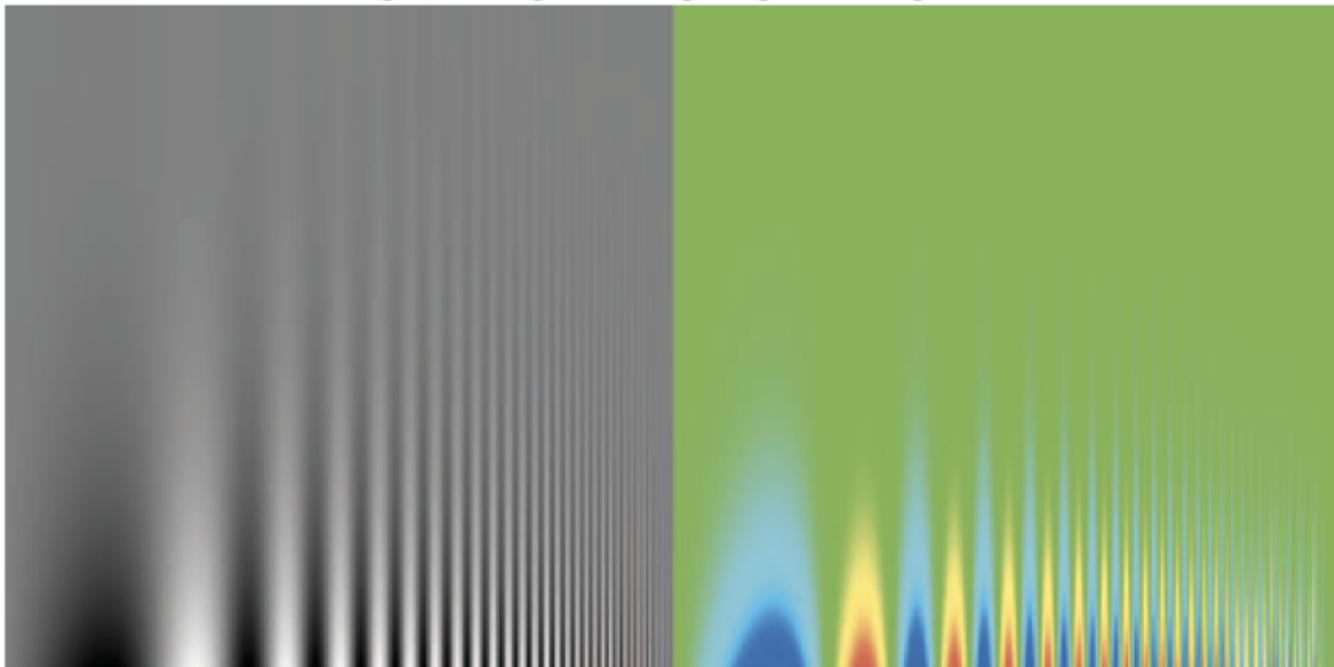
Color

theory
(and good practice)

Good and Bad color choices

5. Detail is actually harder to see in a rainbow.

The logic that it is easier to see detail in a range when you add colors seems to make sense, but in reality, more detail can be seen in a single hue image with a high brightness range.



(source)

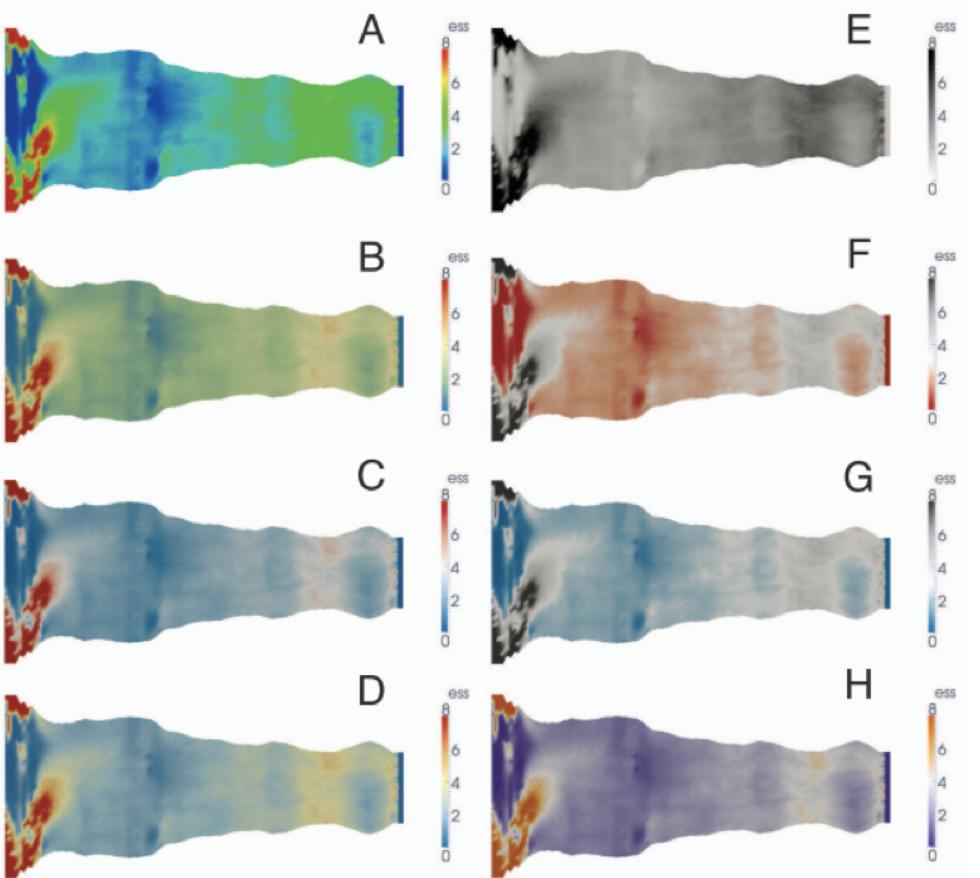


Fig. 4. Color schemes presented during the qualitative user study. The rainbow scheme (A) was preferred by most since it is what they are accustomed to viewing. The next most popular scheme was the red-black diverging scale (F). The grayscale image (E) was unanimously disliked since participants assume black-and-white images to be raw radiological data, while color indicates that the data has been processed or simulated.

very real
consequences
of bad color
choices

Borkin et al. 2011

<http://www.eecs.harvard.edu/~kgajos/papers/2011/borkin11-infoviz.pdf>

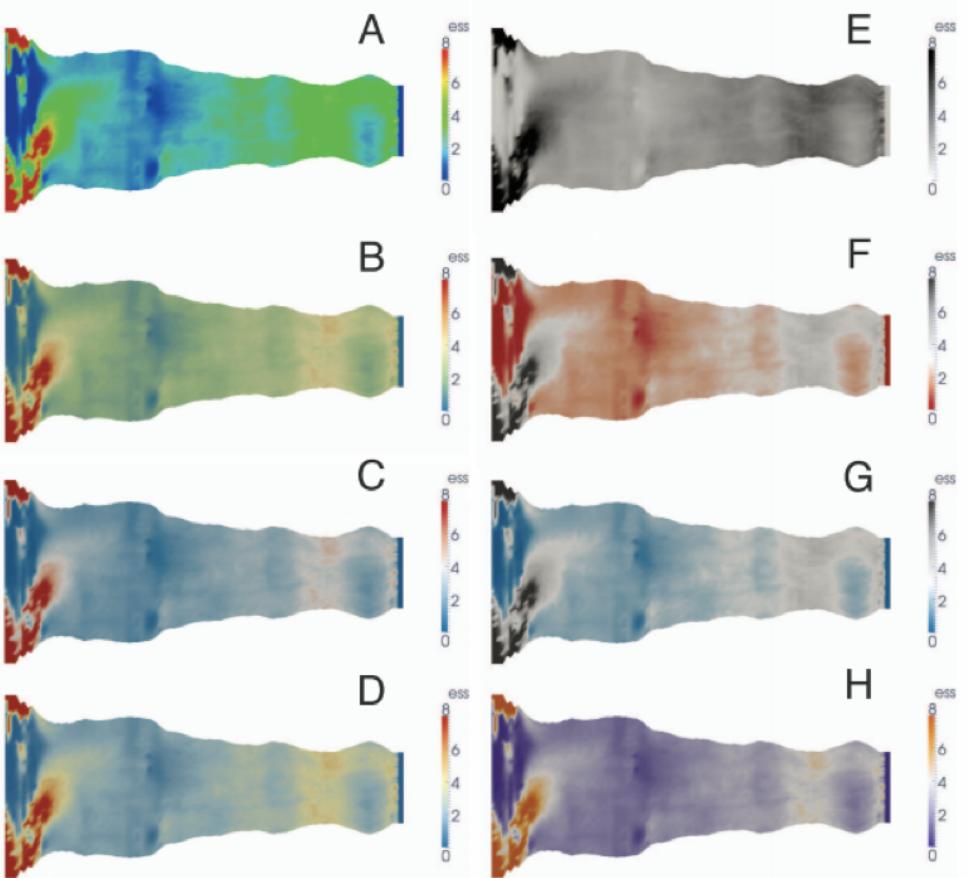


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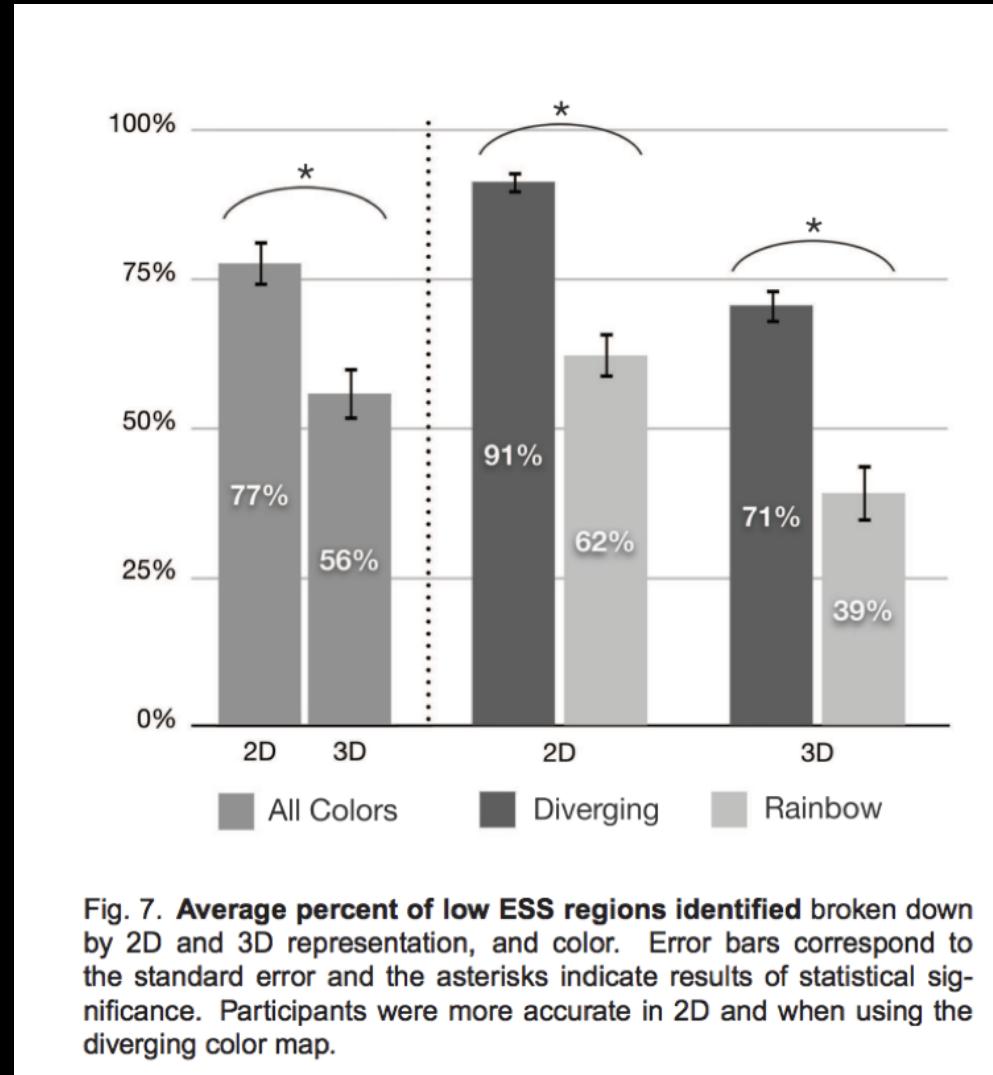


Fig. 7. Average percent of low ESS regions identified broken down by 2D and 3D representation, and color. Error bars correspond to the standard error and the asterisks indicate results of statistical significance. Participants were more accurate in 2D and when using the diverging color map.

Borkin et al. 2011

<http://www.eecs.harvard.edu/~kgajos/papers/2011/borkin11-infoviz.pdf>

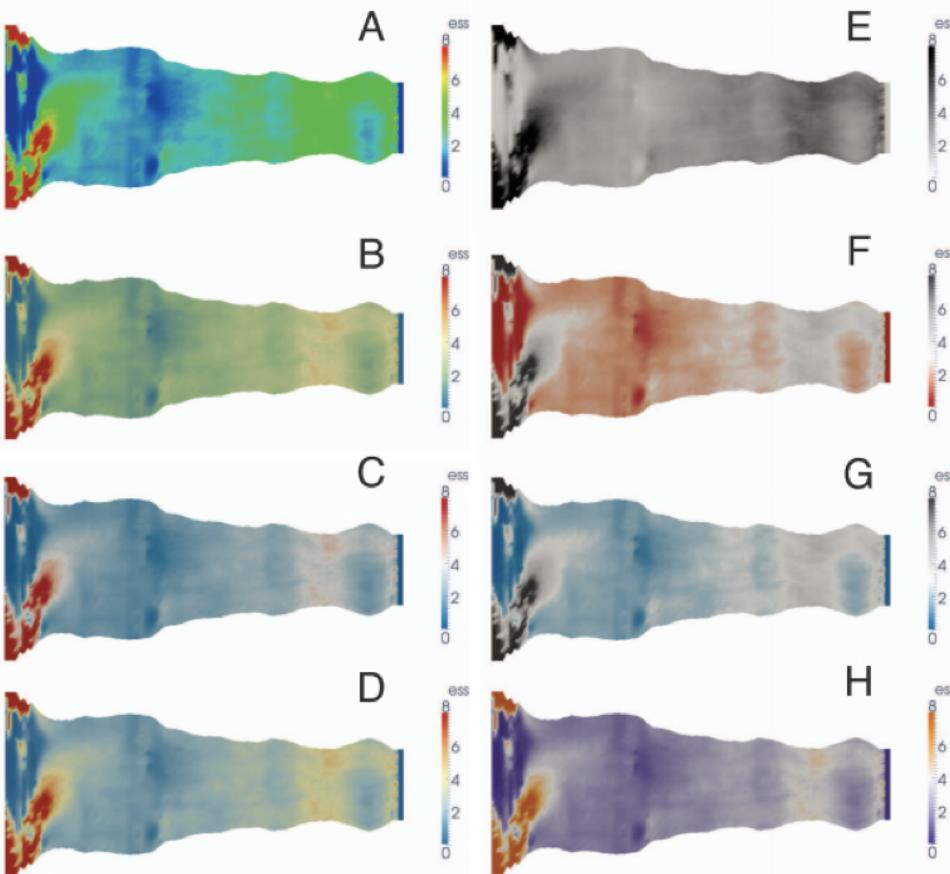


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1) Never use Rainbow



2) Use *diverging* color maps for data where the center value is “special” (e.g. 0, with data ranging from positive to negative. In a diverging cm the center of the range is white or black

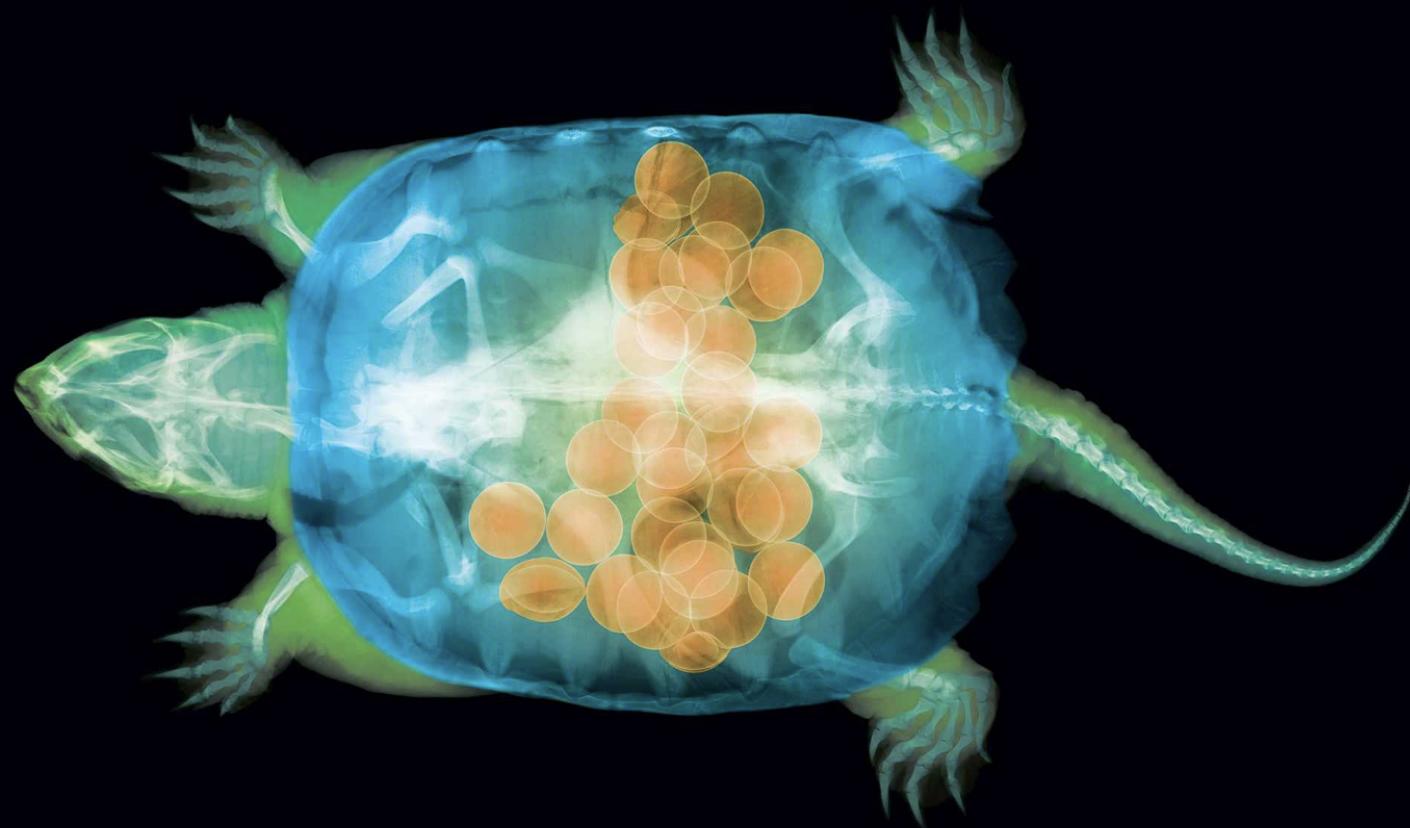


3) Choose a *perceptually uniform* color map for continuous data that does not have a focal point (a special point inside the range)



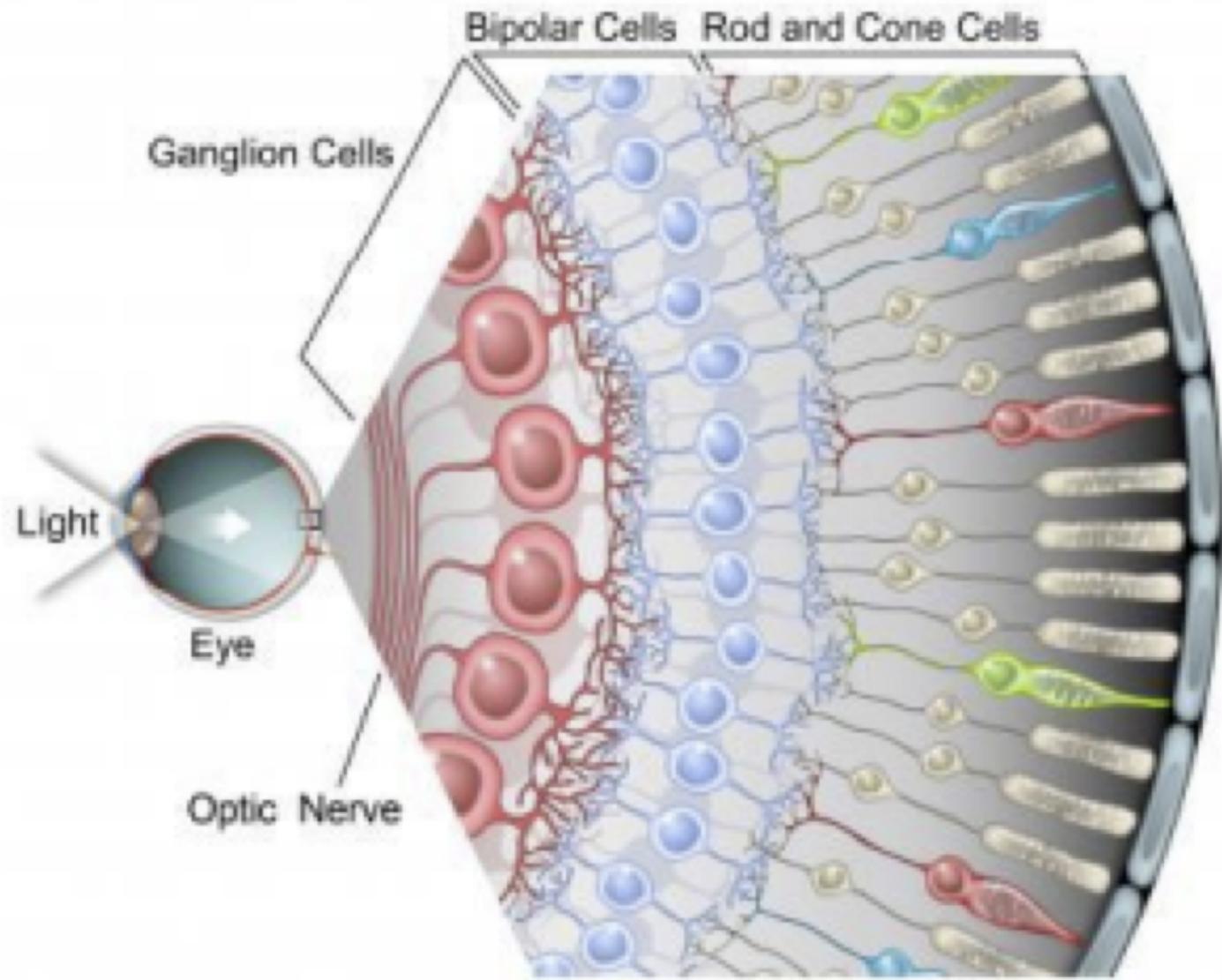
4) Choose a sequential cm if your data range represents a progression (reflects some intensity property of the data)





<http://www.popsci.com/2015-vizzies-science-visualizations-video-images?image=0>

Eye Physiology and color perception deficiencies



color blindness

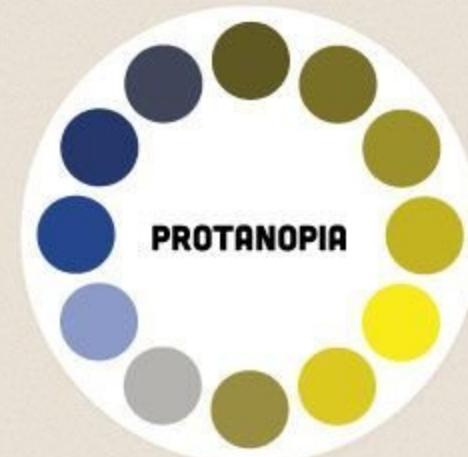
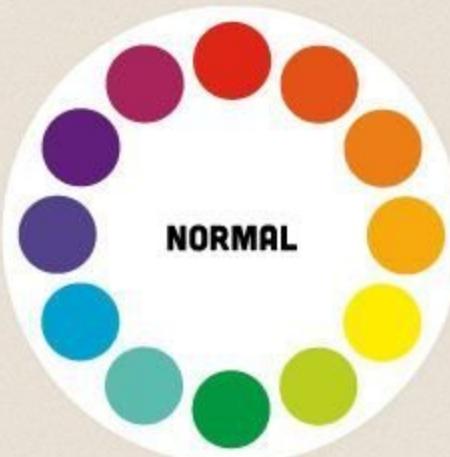
Color blindness (color vision deficiency, CVD) affects approximately

1 in 12 men (8%) and 1 in 200 women

in the world.

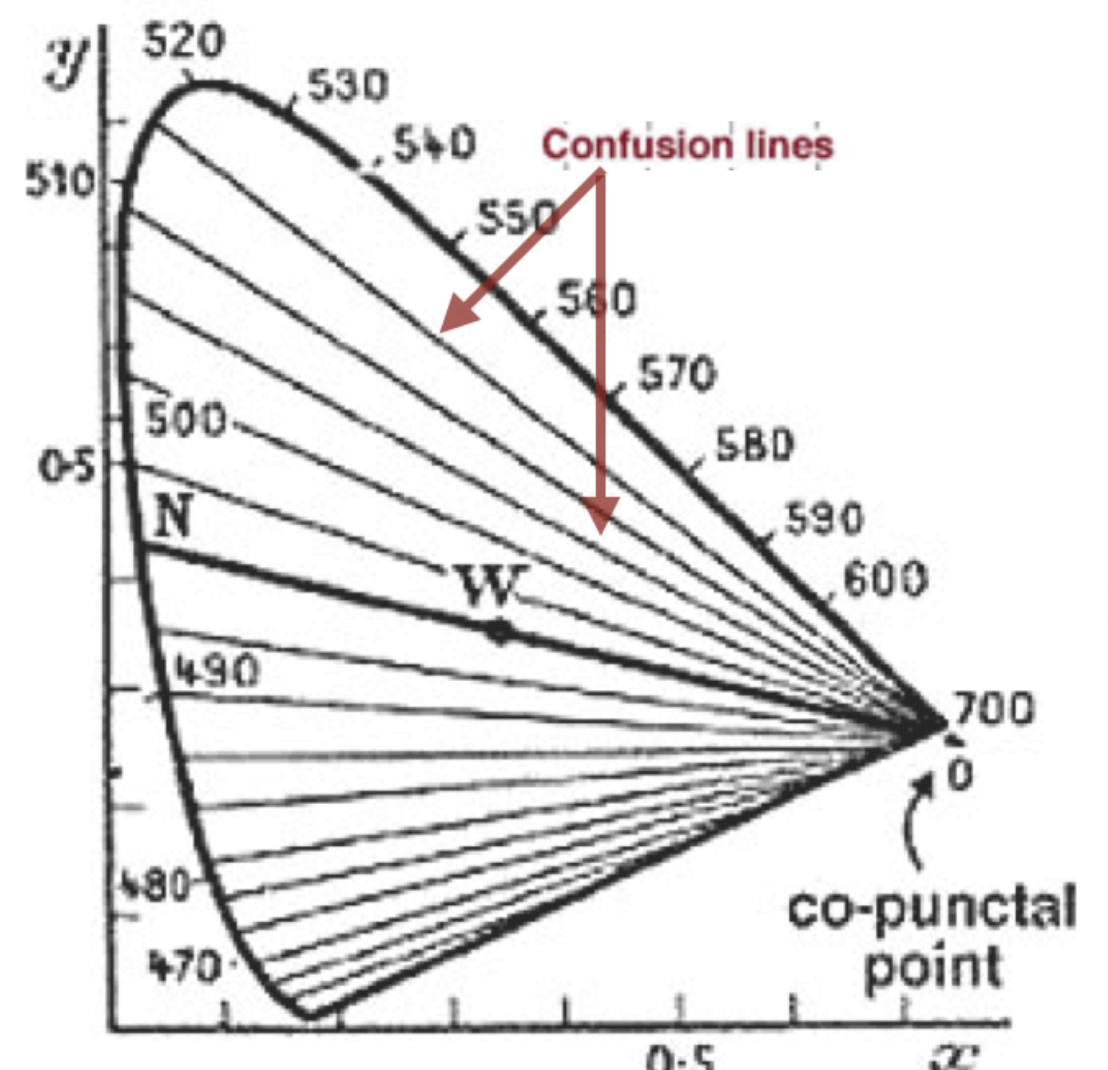
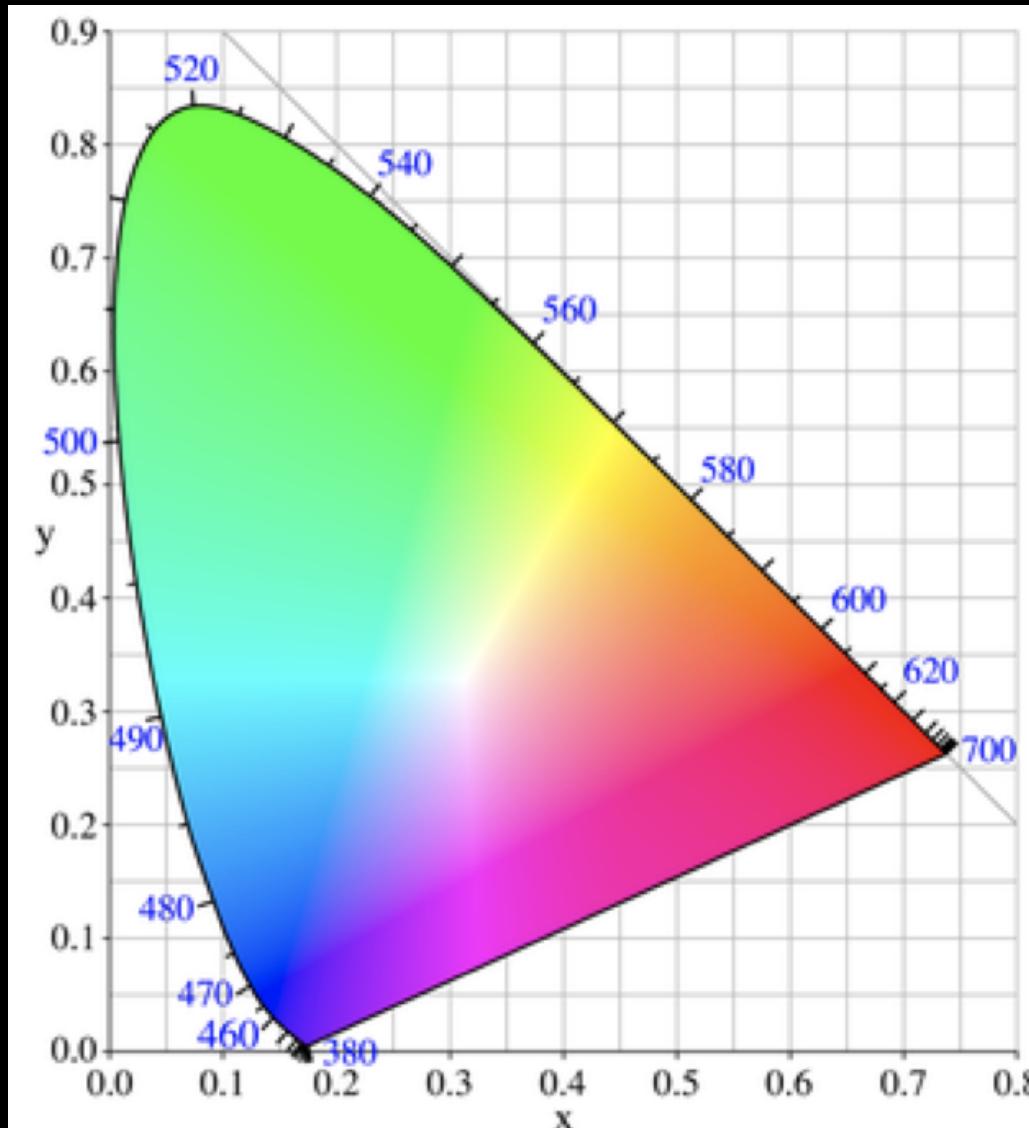
Worldwide, there are approximately 300 million people with colour blindness, almost the same number of people as the entire population of the USA!

color blindness



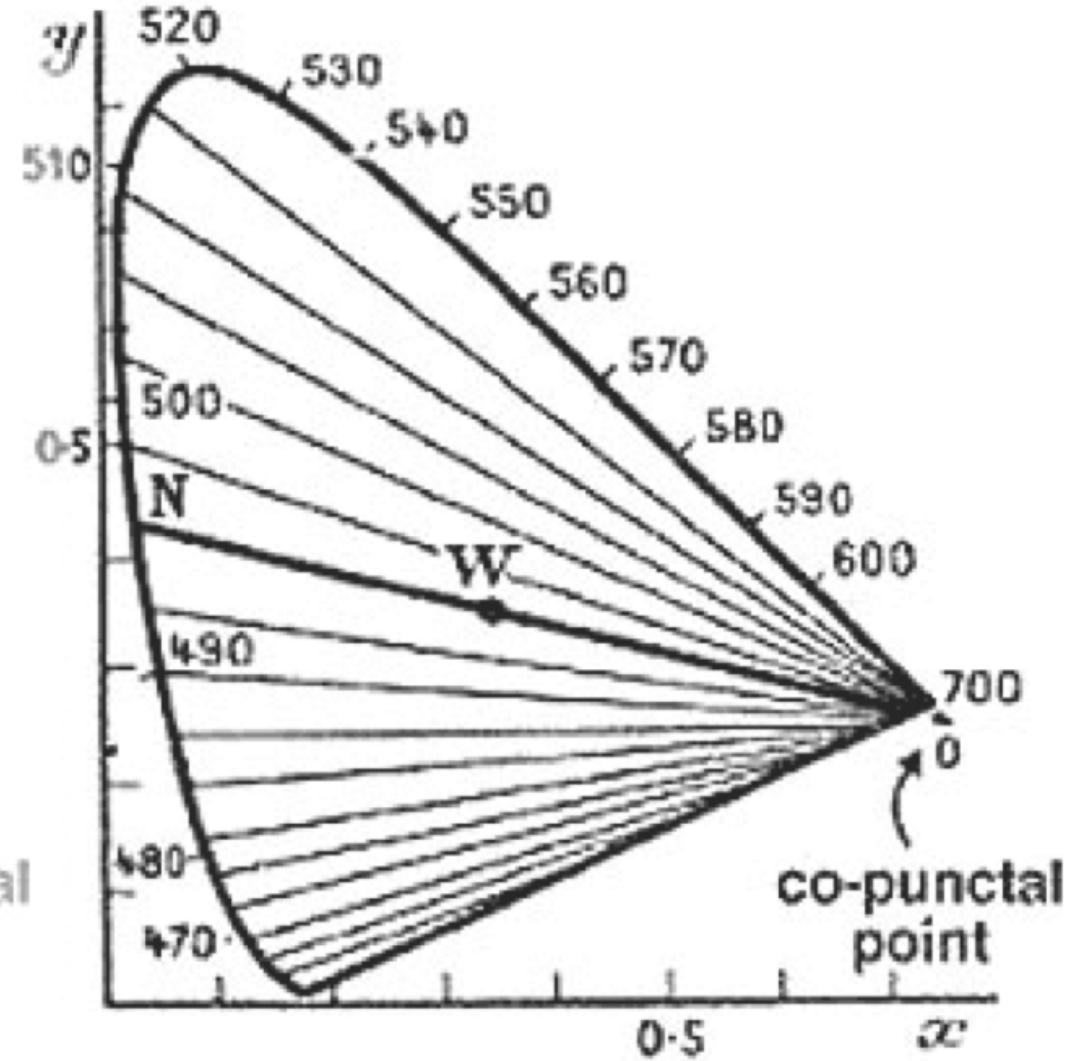
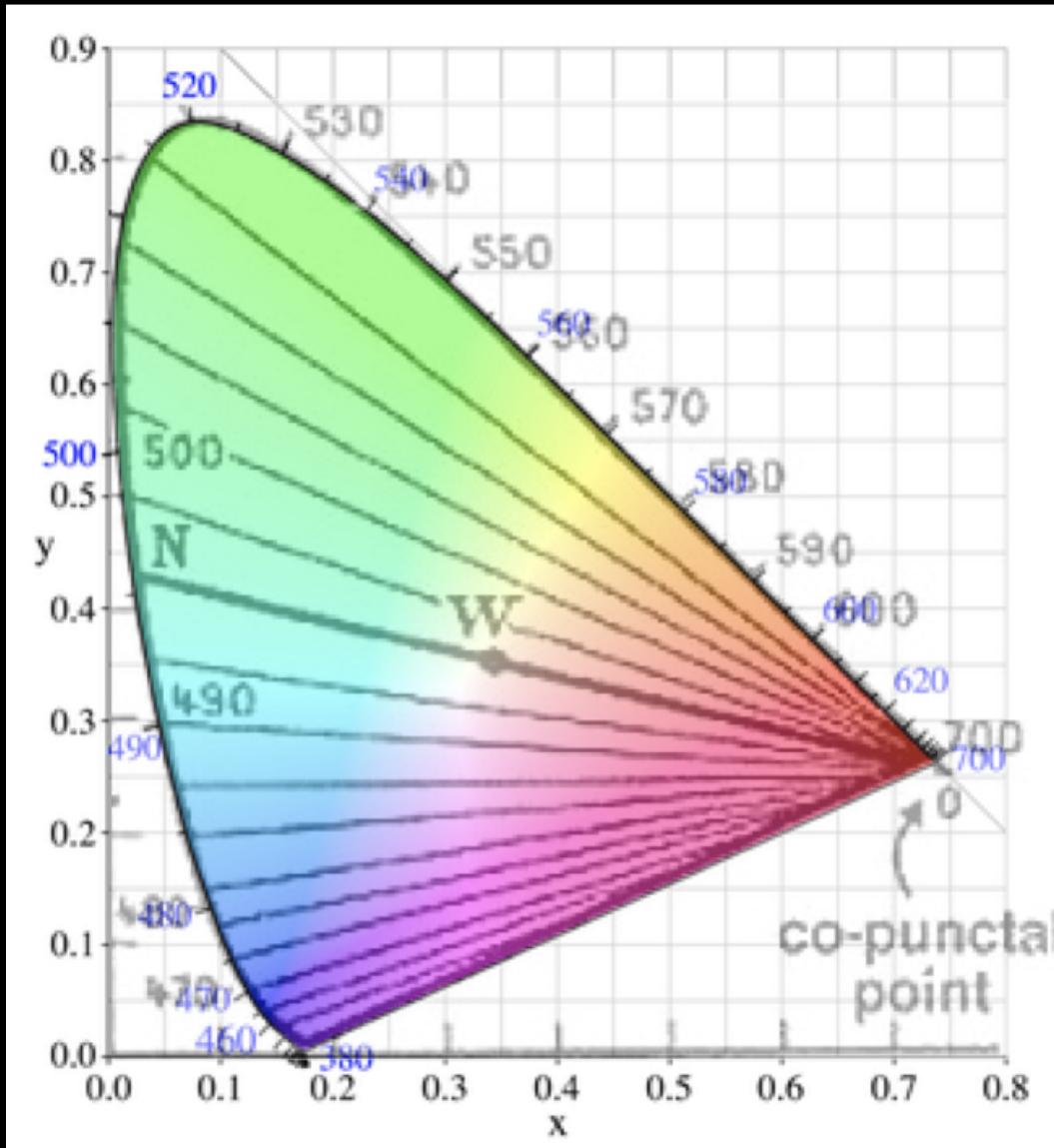
<http://www.colourblindawareness.org/colour-blindness/>

color blindness



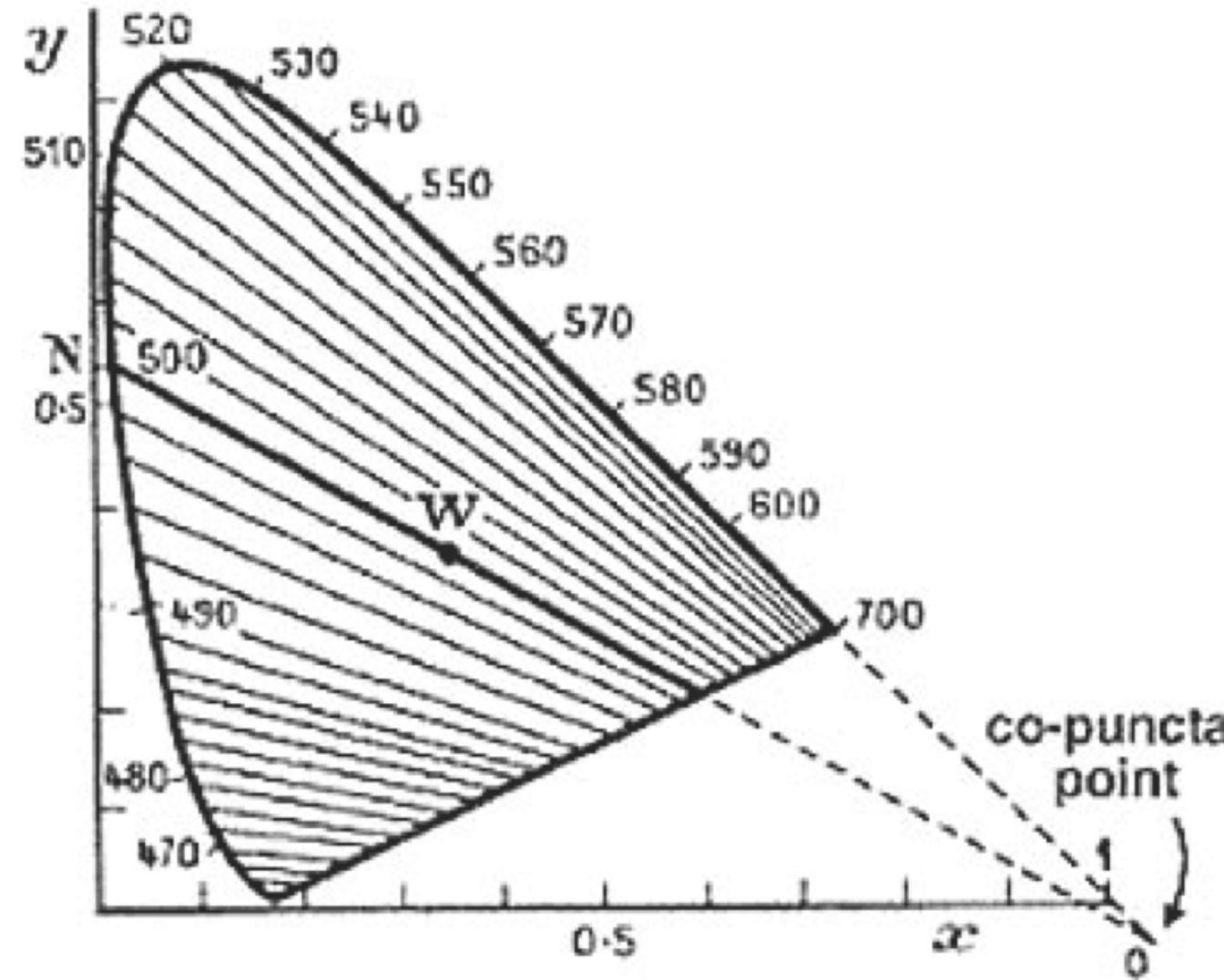
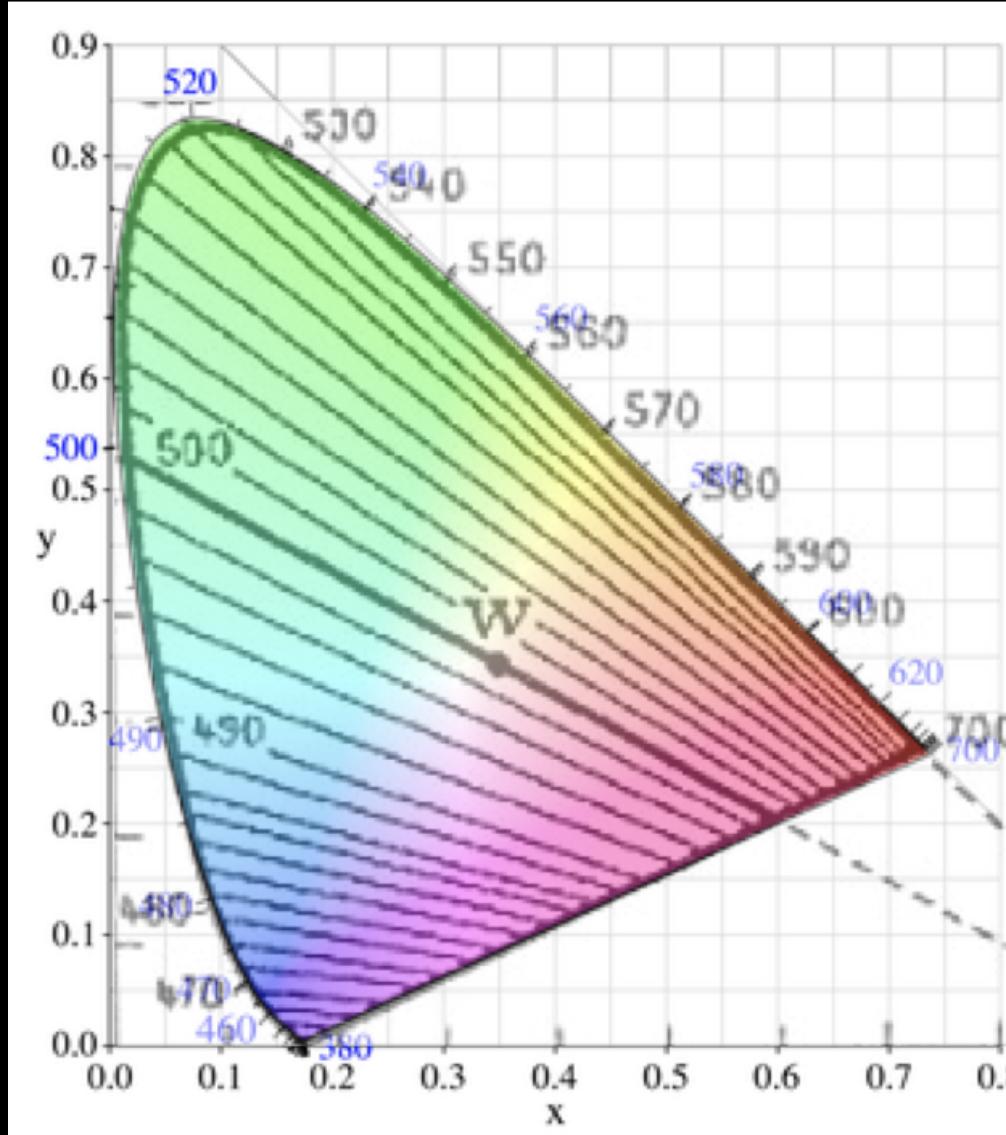
Protanopia

color blindness



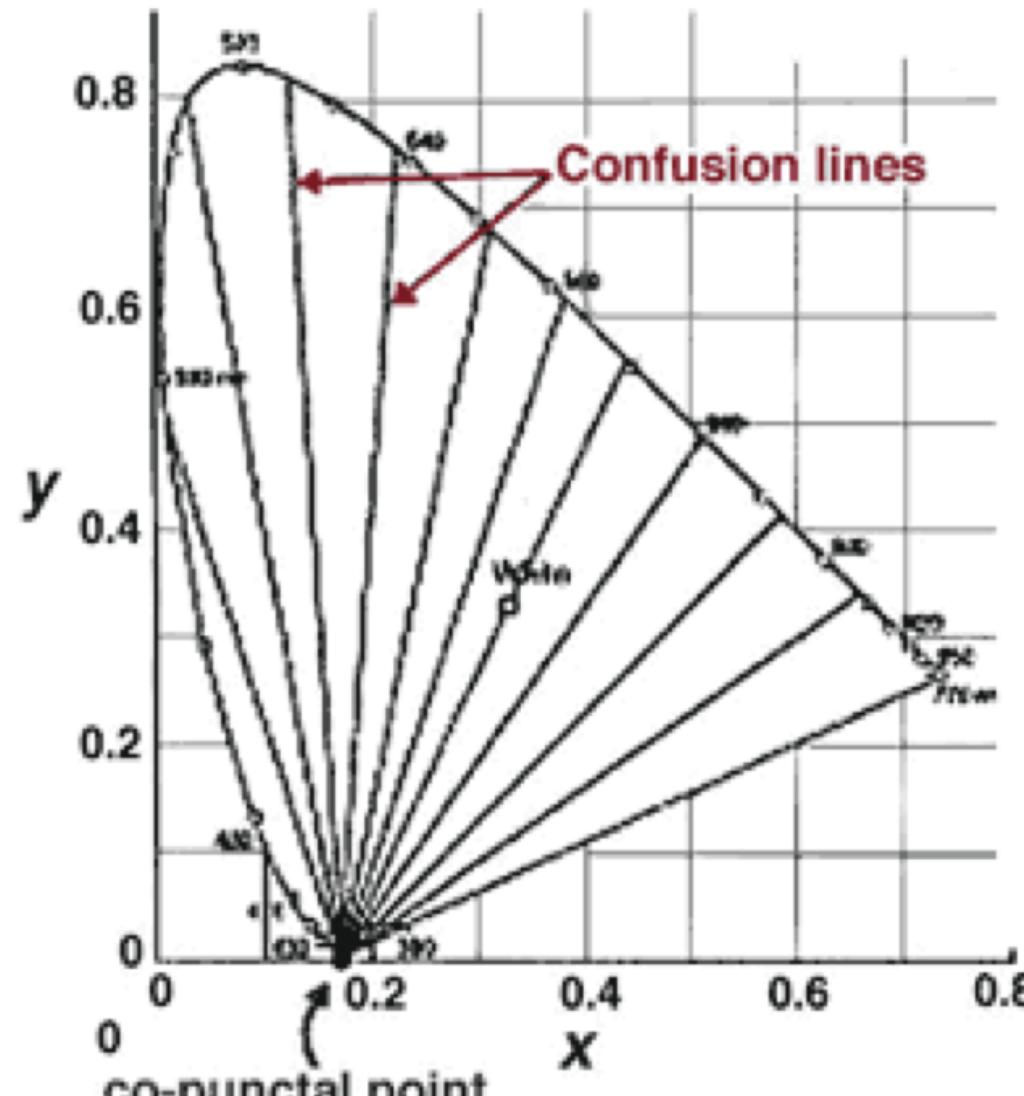
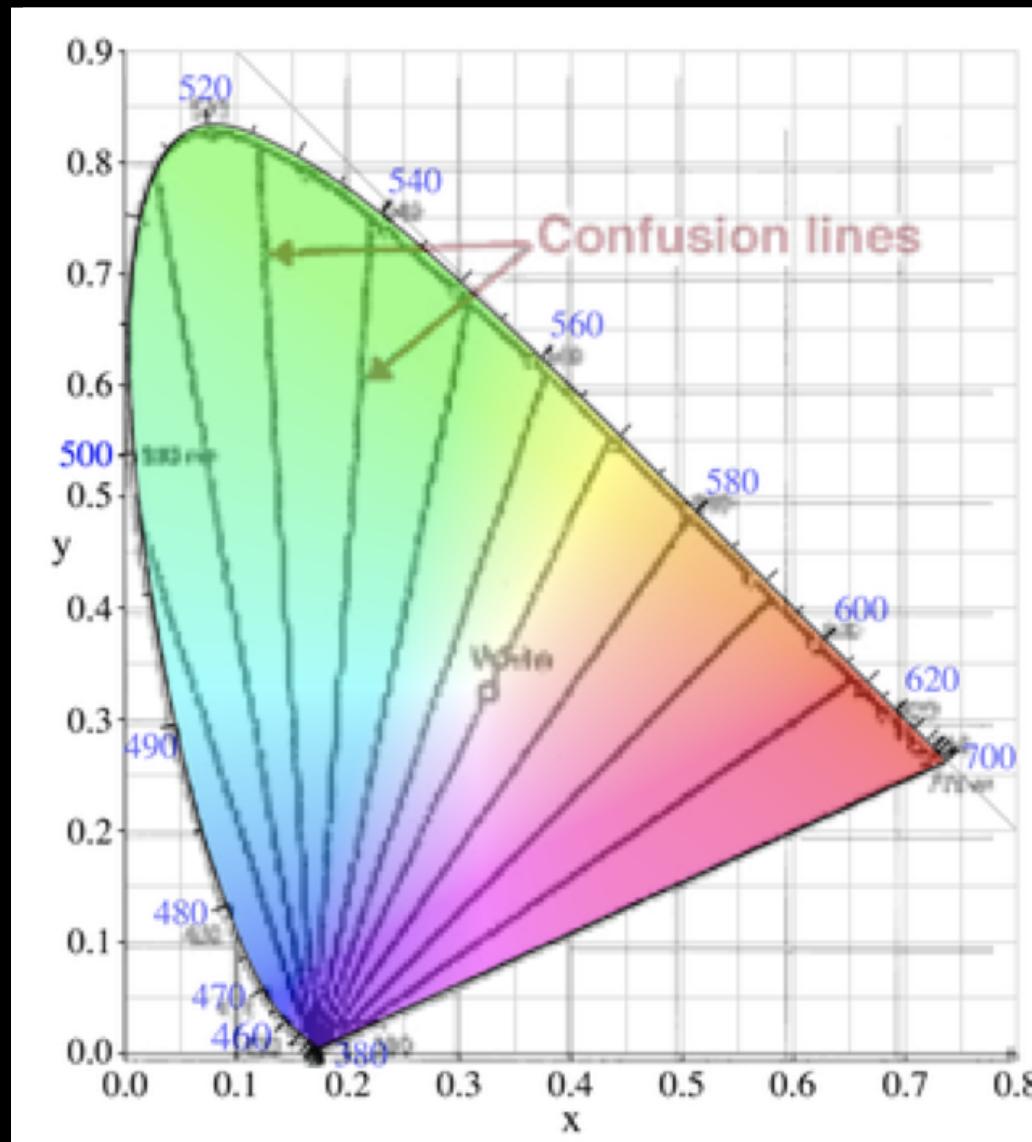
Protanopia (red-blind)

color blindness



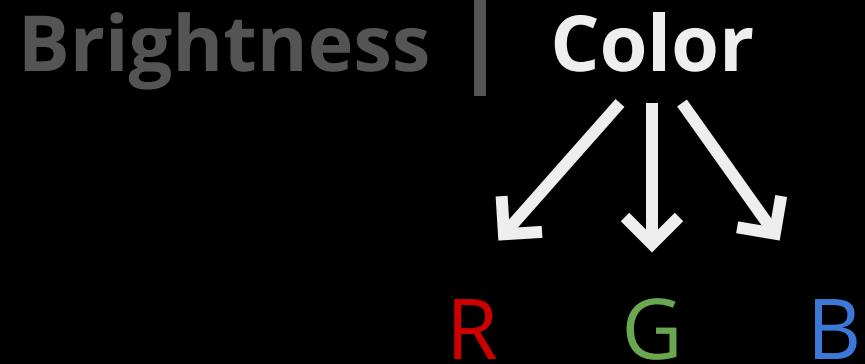
Protanopia (green-blind)

color blindness

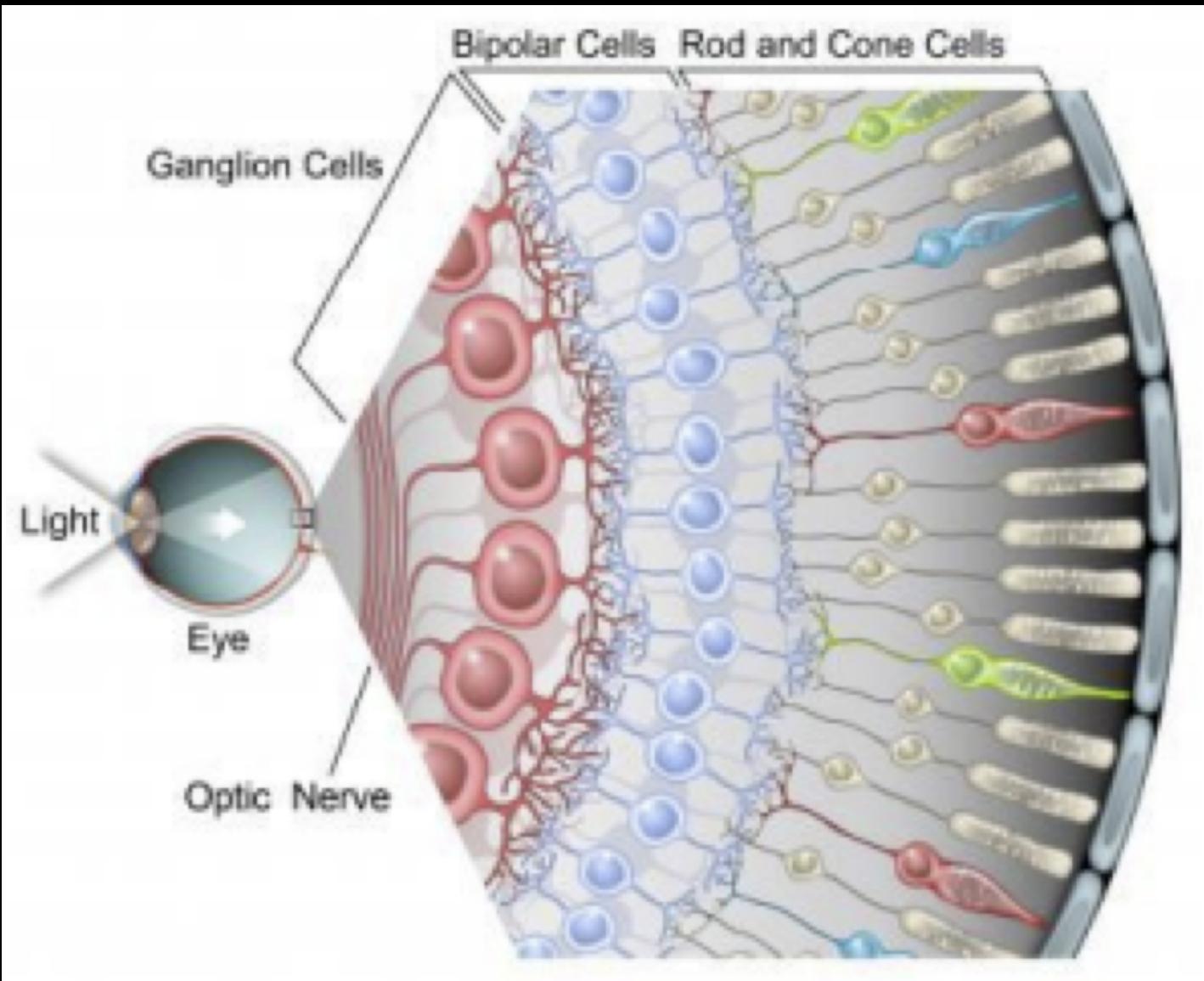


small differences can still
be perceived as colors are
also associated to
brightness

Rods | Cones



brightness: 31% 59% 10%



<http://colororacle.org/>

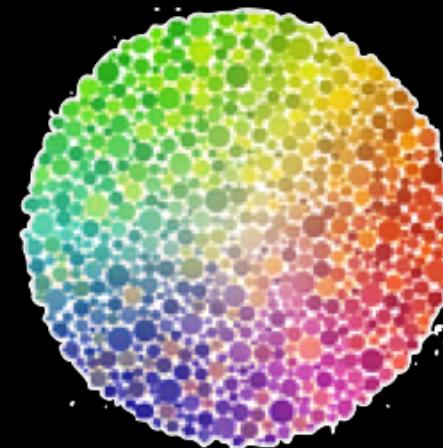


TABLE I—COLORS OF MAXIMUM CONTRAST

Color Serial or selection number	General color name	ISCC-NBS centroid number	ISCC-NBS color- name (abbreviation)	Munsell notation of ISCC-NBS Centroid Color
1	white	263	white	2.5PB 9.5/0.2
2	black	267	black	N 0.8/
3	yellow	82	v.Y	3.3Y 8.0/14.3
4	purple	218	s.P	6.5P 4.3/9.2
5	orange	48	v.O	4.1YR 6.5/15.0
6	light blue	180	v.I.B	2.7PB 7.9/6.0
7	red	11	v.R	5.0R 3.9/15.4
8	buff	90	gy.Y	4.4Y 7.2/3.8
9	gray	265	med.Gy	3.3GY 5.4/0.1
<hr/>				
10	green	139	v.G	3.2G 4.9/11.1
11	purplish pink	247	s.pPk	5.6RP 6.8/9.0
12	blue	178	s.B	2.9PB 4.1/10.4
13	yellowish pink	26	s.yPk	8.4R 7.0/9.5
14	violet	207	s.V	0.2P 3.7/10.1
15	orange yellow	66	v.OY	8.6YR 7.3/15.2
16	purplish red	255	s.pR	7.3RP 4.4/11.4
17	greenish yellow	97	v.gY	9.1Y 8.2/12.0
18	reddish brown	40	s.rBr	0.3YR 3.1/9.9
19	yellow green	115	v.YG	5.4GY 6.8/11.2
20	yellowish brown	75	deep yBr	8.8YR 3.1/5.0
21	reddish orange	34	v.rO	9.8R 5.4/14.5
22	olive green	126	d.OIG	8.0GY 2.2/3.6

Kelly 1965 designed a list of 22 maximally contrasting colors for colorblind compliance (the “Kelly colors”):

<https://medium.com/@rjourney/kellys-22-colours-of-maximum-contrast-58edb70c90d1>

```
"#023fa5", "#7d87b9", "#bec1d4", "#d6bcc0", "#bb7784", "#8e063b", "#4a6fe3", "#8595e1",
"#b5bbe3", "#e6afb9", "#e07b91", "#d33f6a", "#11c638", "#8dd593", "#c6dec7", "#ead3c6",
"#f0b98d", "#ef9708", "#0fcfc0", "#9cded6", "#d5eae7", "#f3e1eb", "#f6c4e1", "#f79cd4"
```

visualizationsfordata

exploration?



Jer Thorp



Using visualizations to understand the data, not to communicate a result

there definitely are historical precedents:

John Snow's map of cholera,

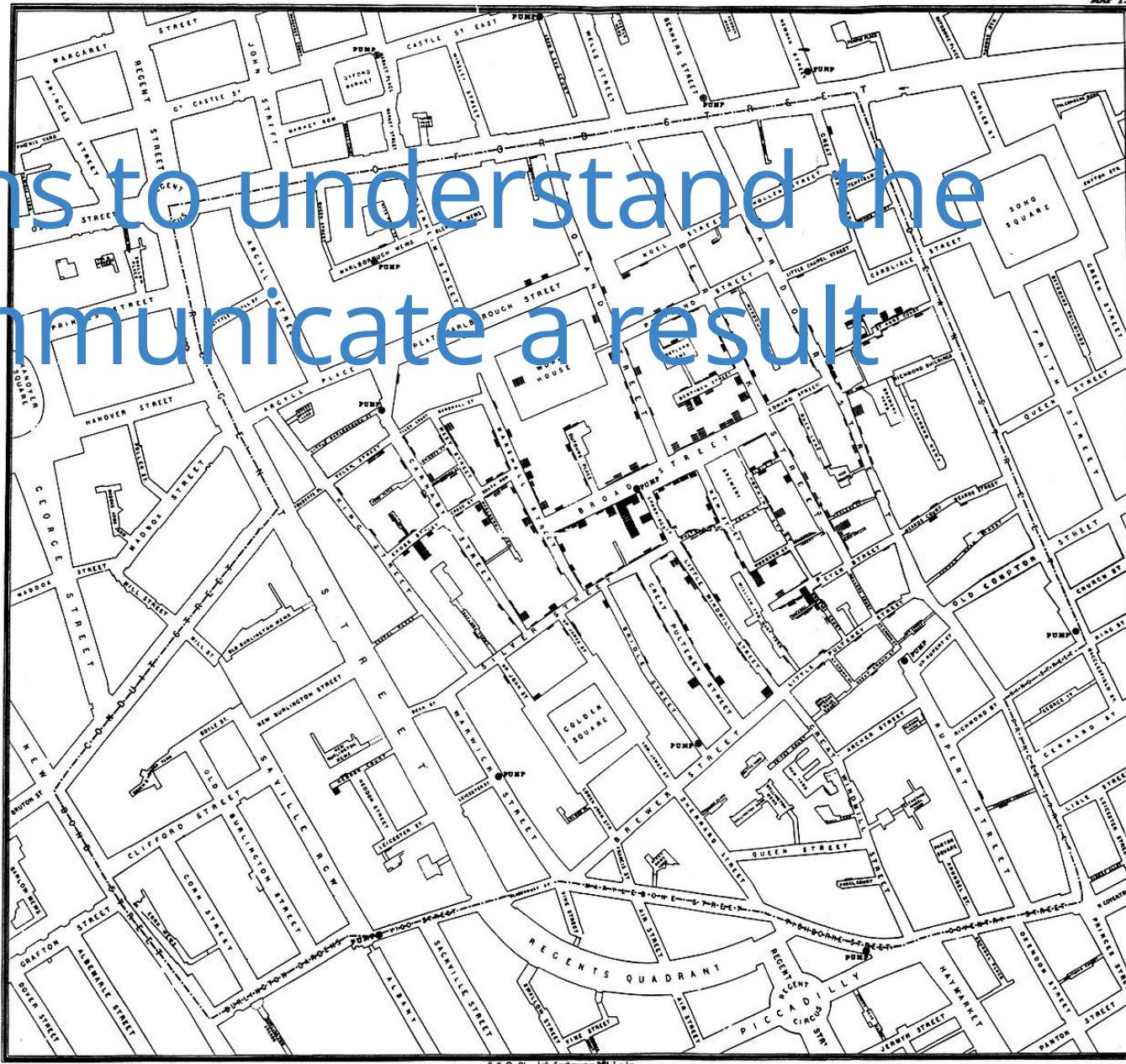
considered the first

"data science project"

uses "clustering" to drive causal inference

https://en.wikipedia.org/wiki/1854_Broad_Street_cholera_break#cite_ref

FOOTNOTESnow1855[https://archive.org/stream/b28985266p38mode1up_38_19-0]



John Snow - Published by C.F. Cheffins, Lith, Southampton Buildings, London, England, 1854

Using visualizations to understand the data, not to communicate a result

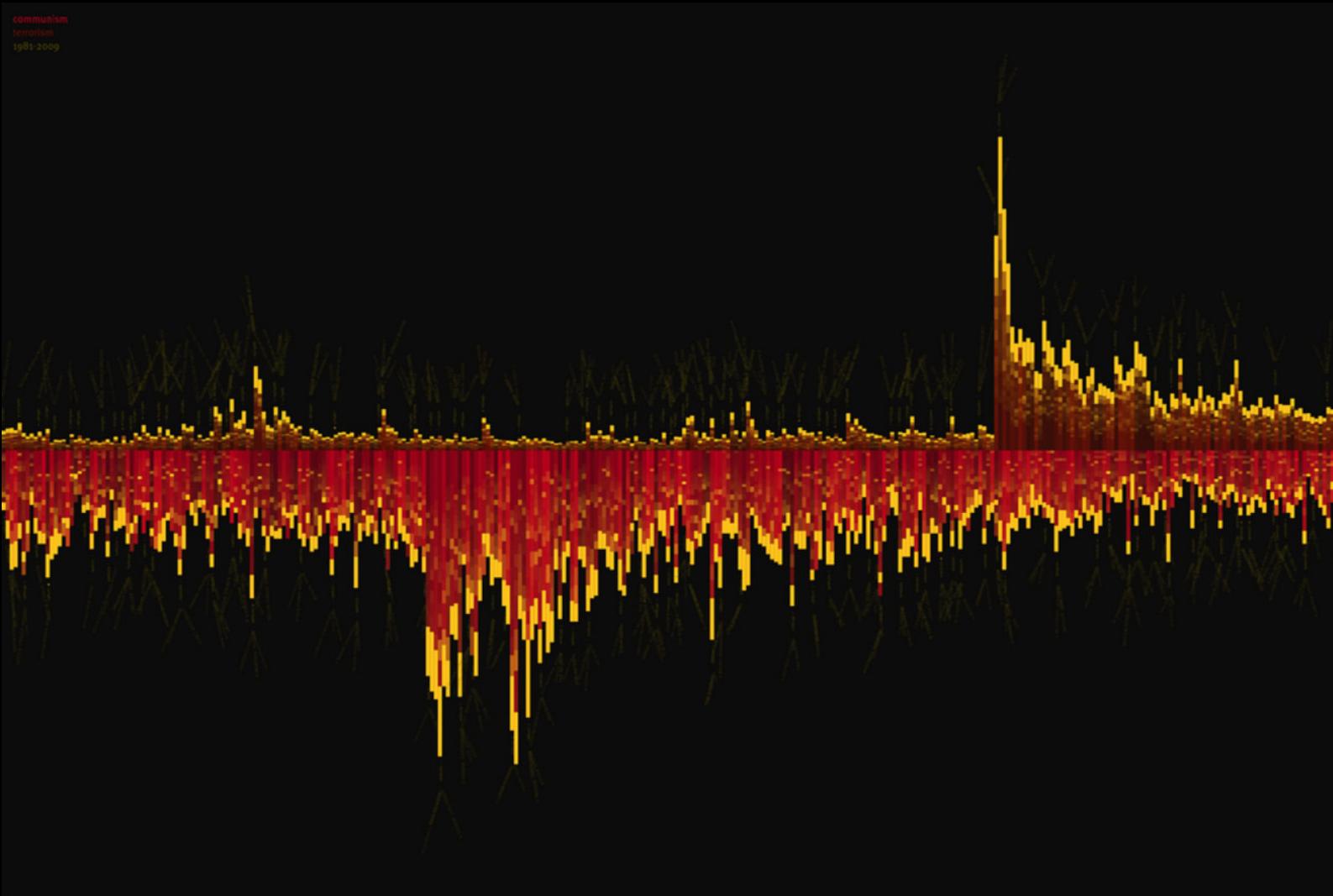
but only recently visualizations to aid science exploration became a well developed and active field of research

why the paradigm shift?

Jer Thorp



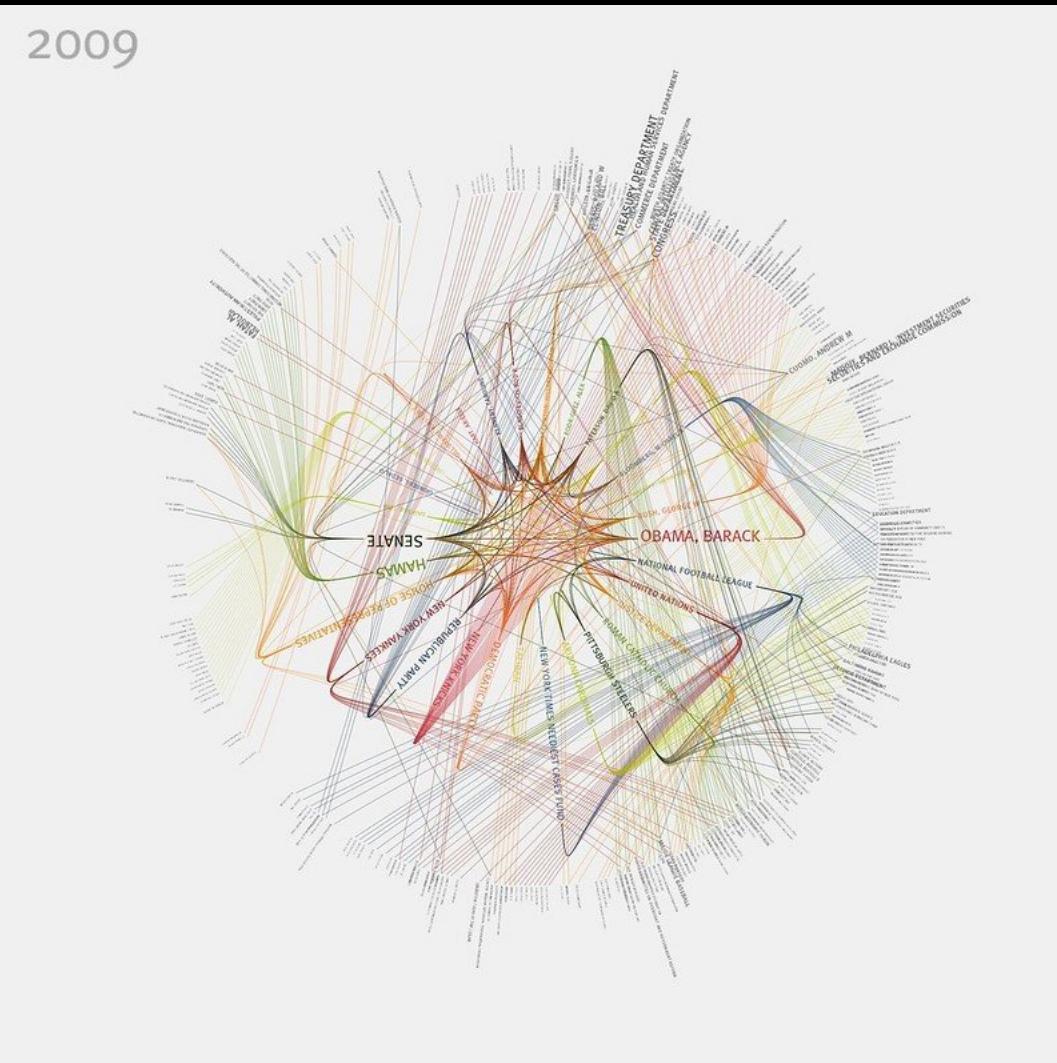
Big data: increased data volume



One of Thorp's projects is a visualization of the number of times the terms "communism" (bottom) and "terrorism" (top) appeared in The New York Times, from 1981 until 2009. The spike for "terrorism" is the reflection of 9/11. As the word "terrorism" is used more and more, the use of the word "communism" decreases. (Image courtesy Jer Thorp; flickr.com/photos/blprnt/)



Big data: increased data complexity



<https://www.flickr.com/photos/blprnt/3291268016/in/album-72157614008027965/>

These visualizations show the top organizations and personalities for every year from 1985 to 2001. Connections between these people & organizations are indicated by lines.

Data is from the newly-released NYTimes Article Search API: developer.nytimes.com

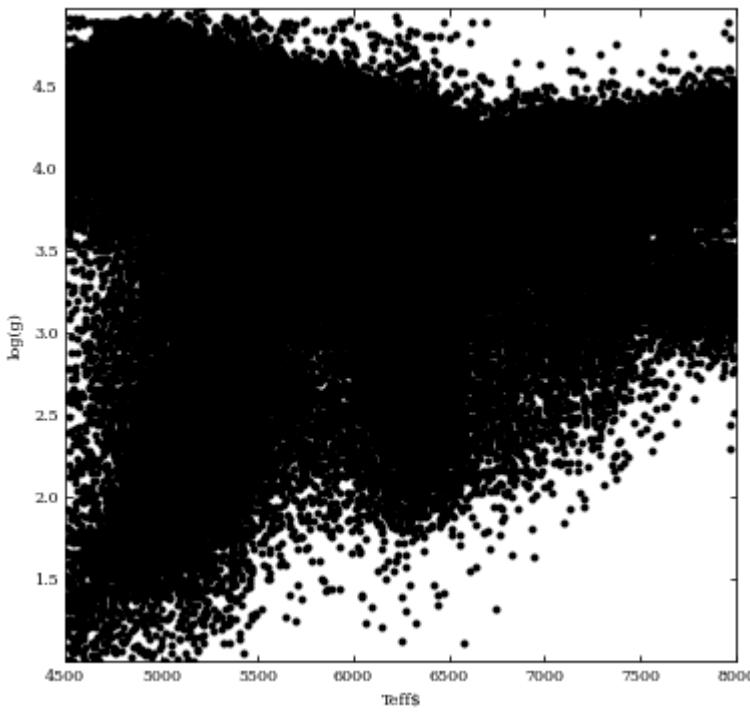
For more information, and source code to access the NYTimes API, visit my blog: blog.blprnt.com



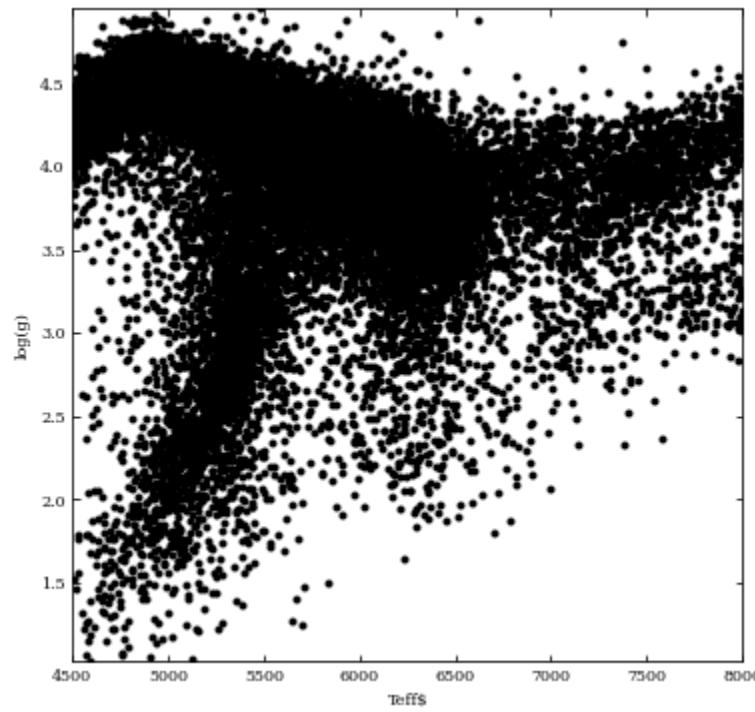
A common problem: too many points

solution: subsample

```
1 plt.plot(Teff, logg, 'k.')
```

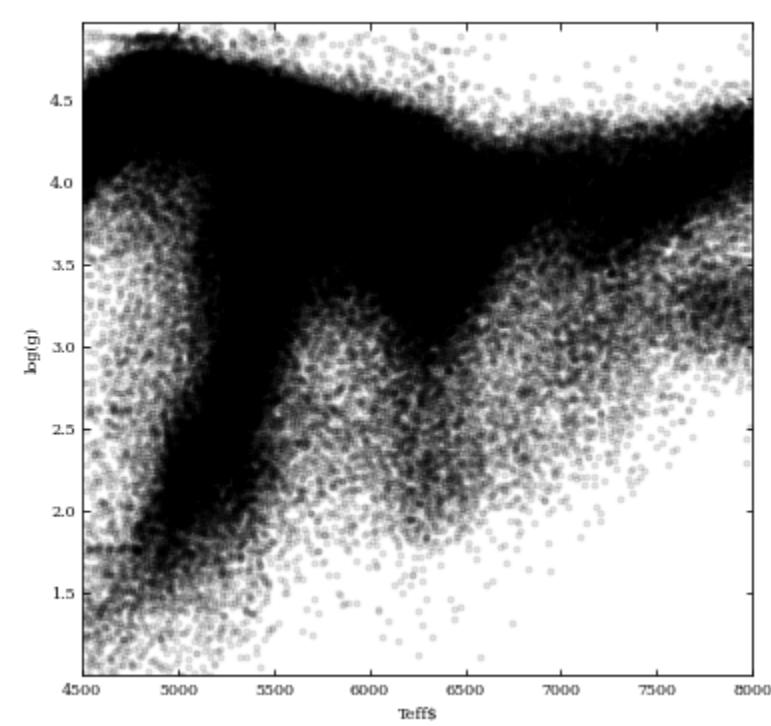


```
1 plt.plot(Teff[::10], logg[::10], 'k.')
```



solution: alpha

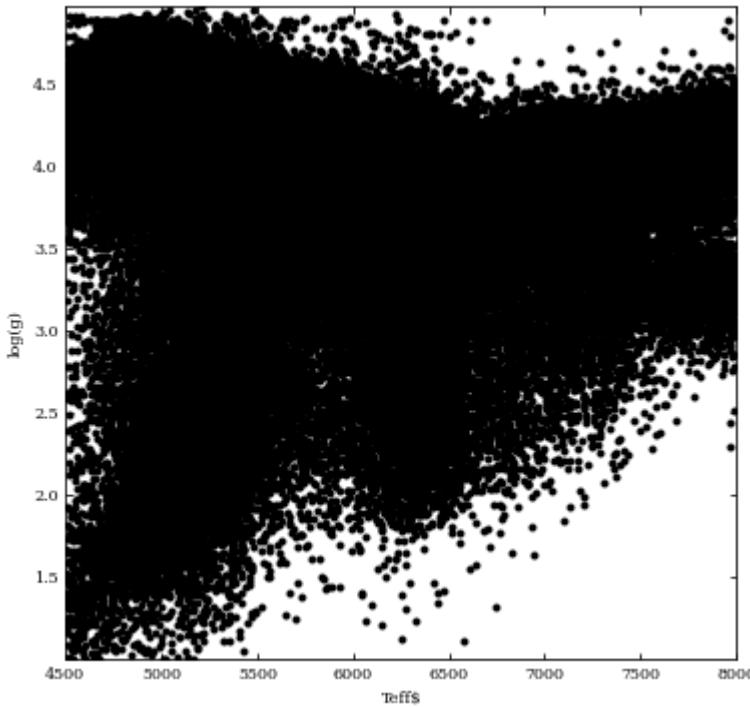
```
1 plt.plot(Teff, logg, 'k.', alpha=0.1)
```



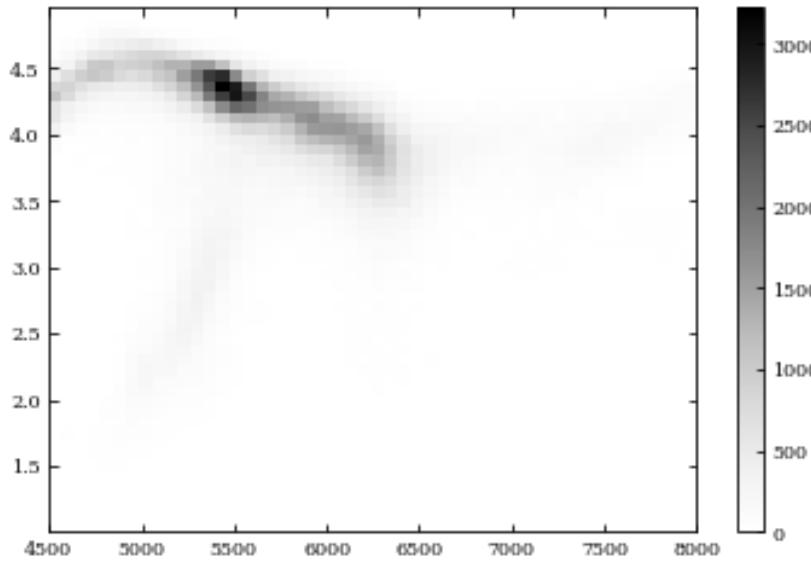
A common problem: too many points

solution: density histograms

```
1 plt.plot(Teff, logg, 'k.')
```

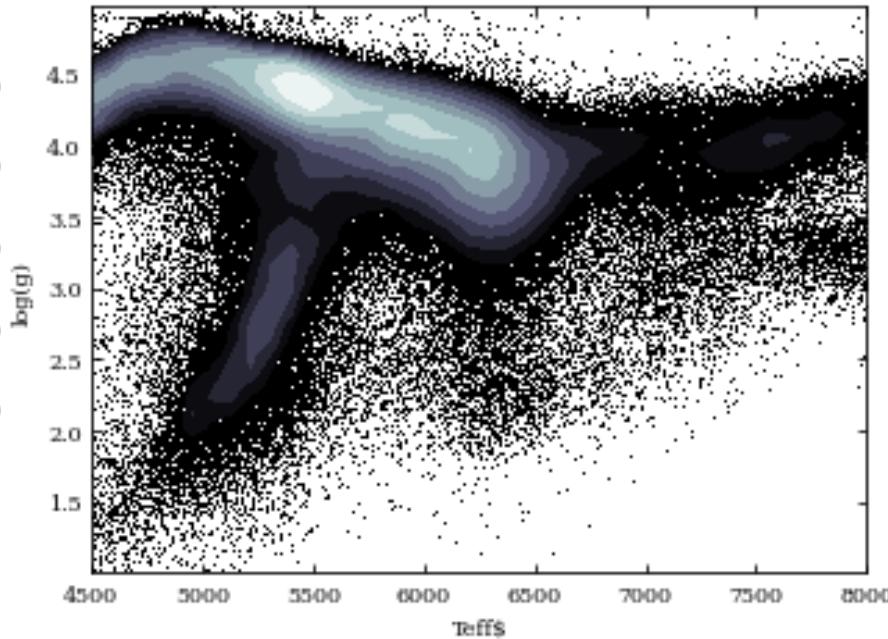


```
1 plt.hist2d(Teff, logg, bins=(50, 50), c
```



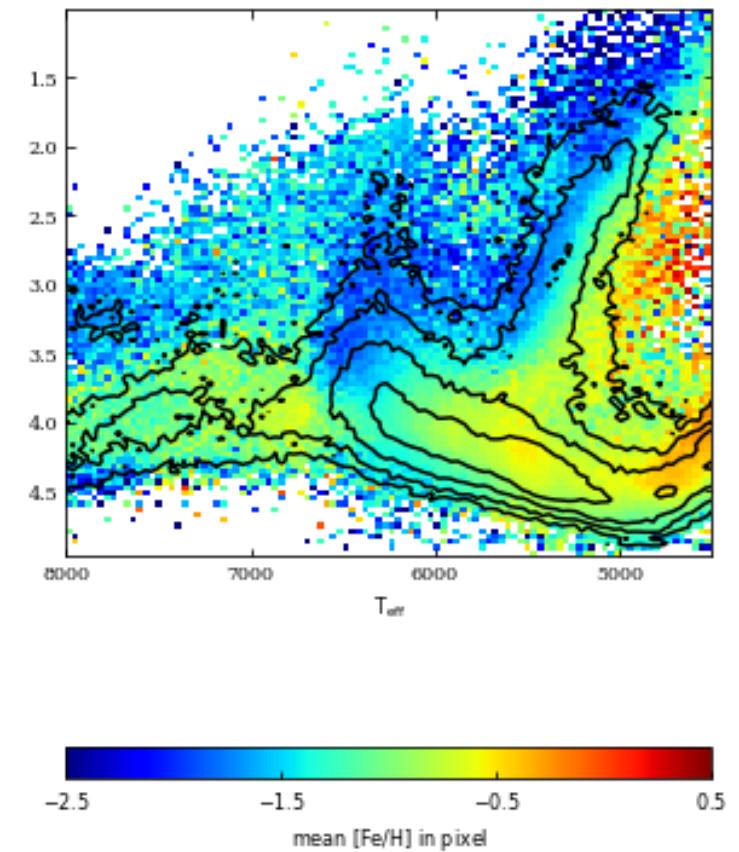
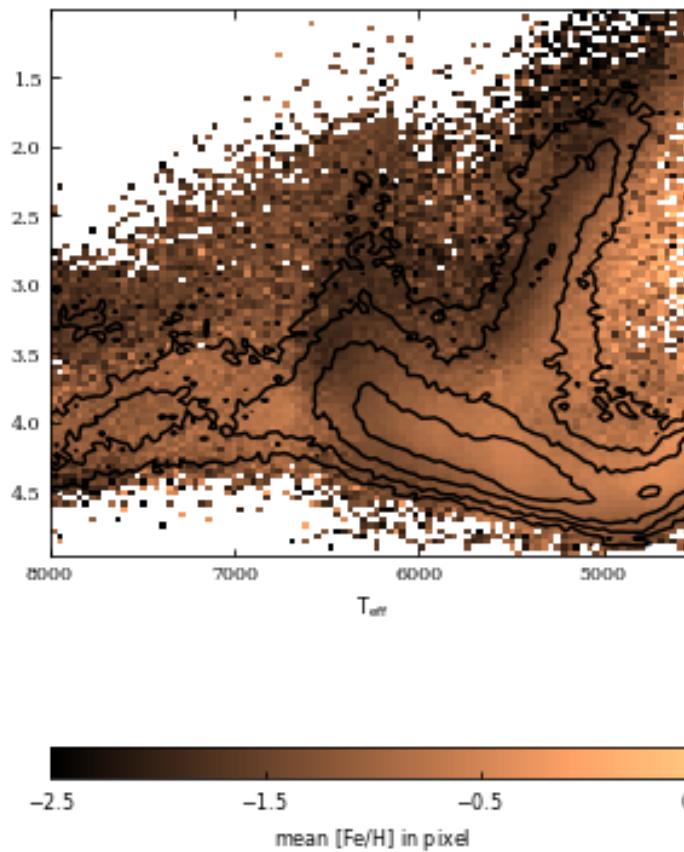
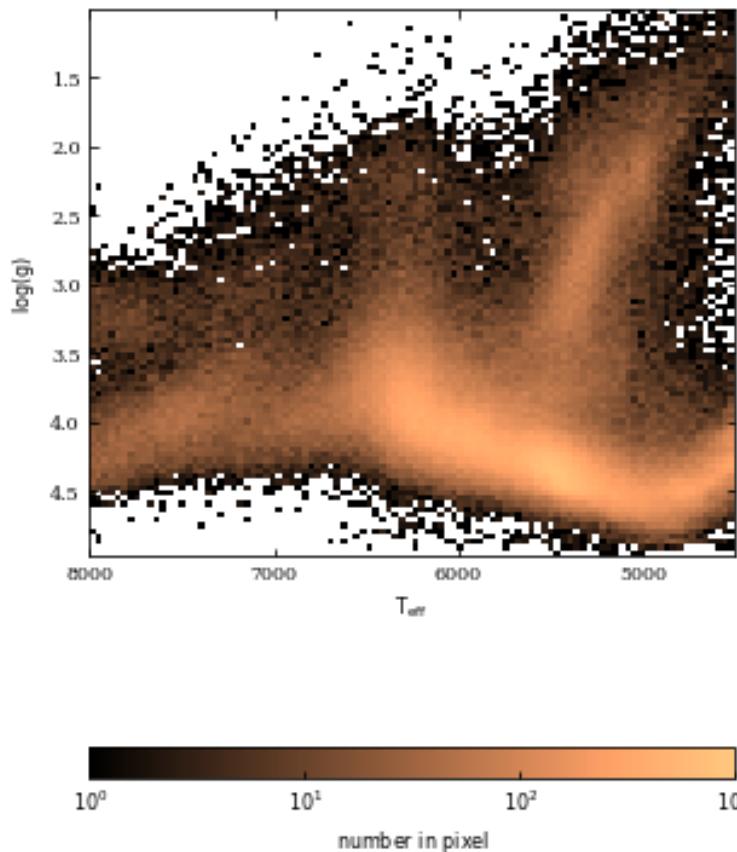
solution: scatter contours

```
1 plt.plot(Teff, logg, 'k.', alpha=0.1)
```



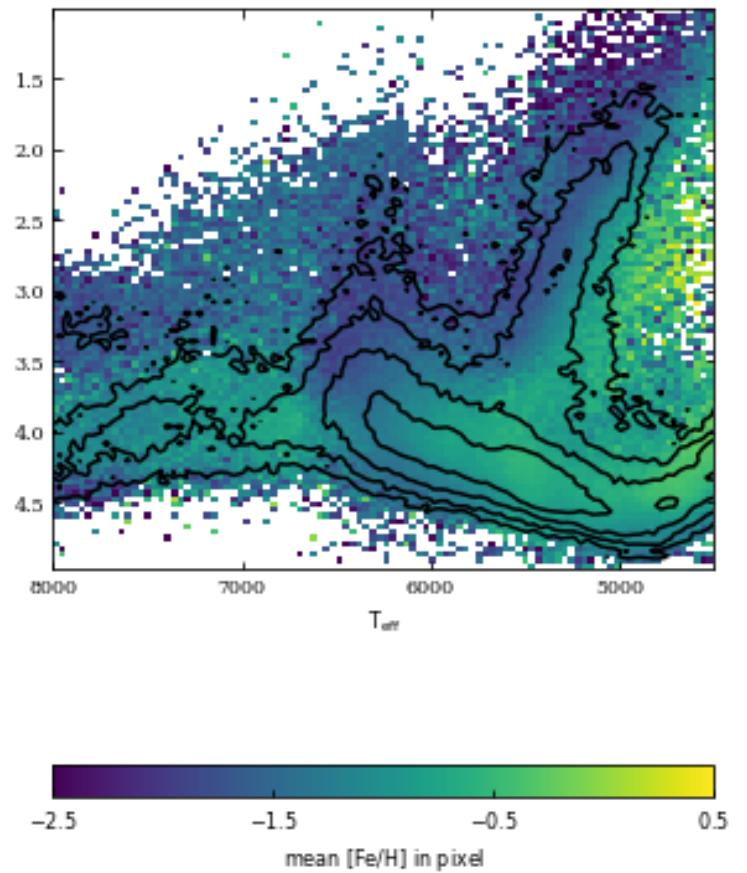
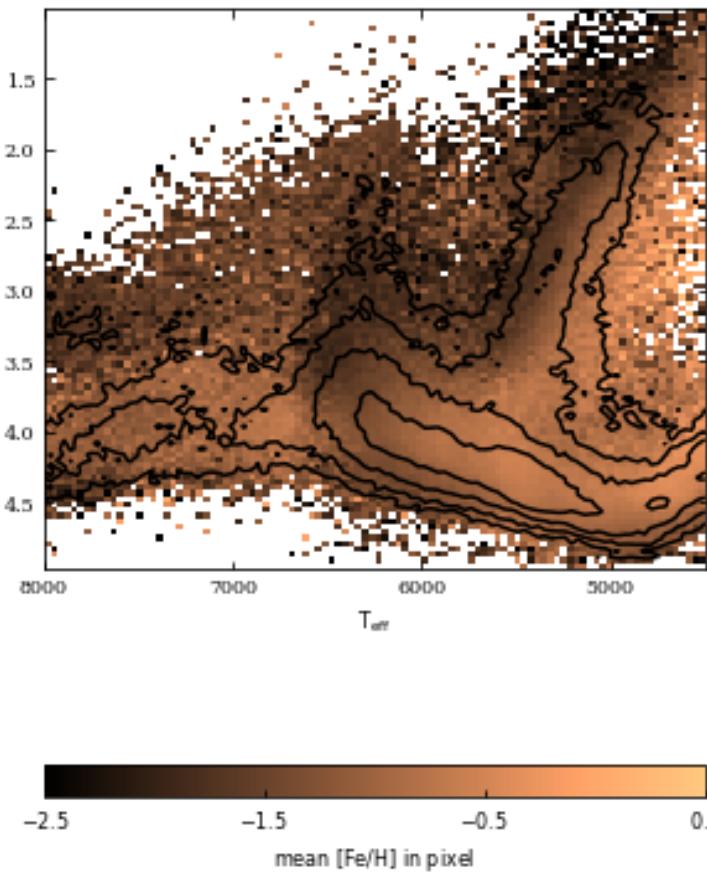
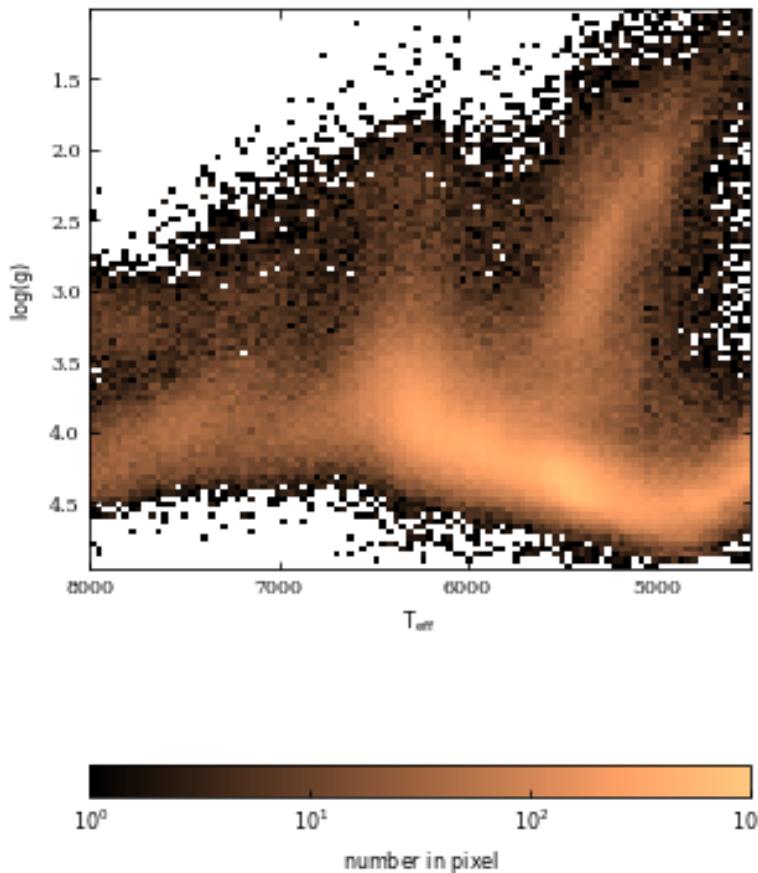
A common problem: too many points

Bad Color Choice!



A common problem: too many points

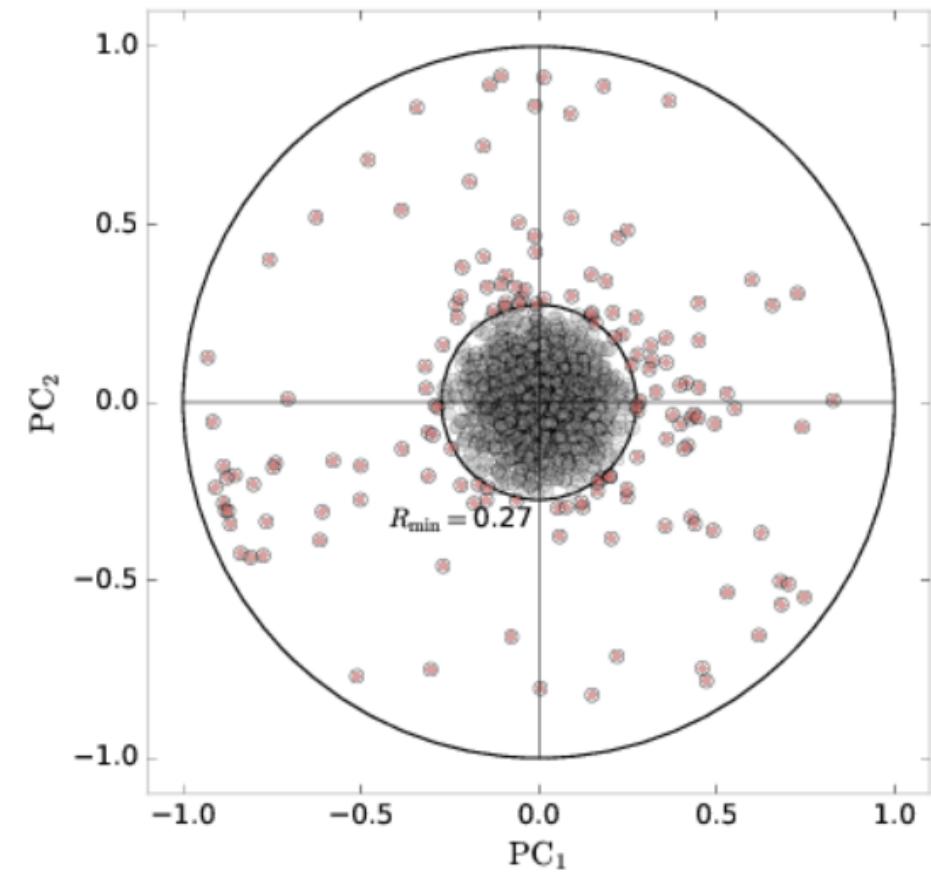
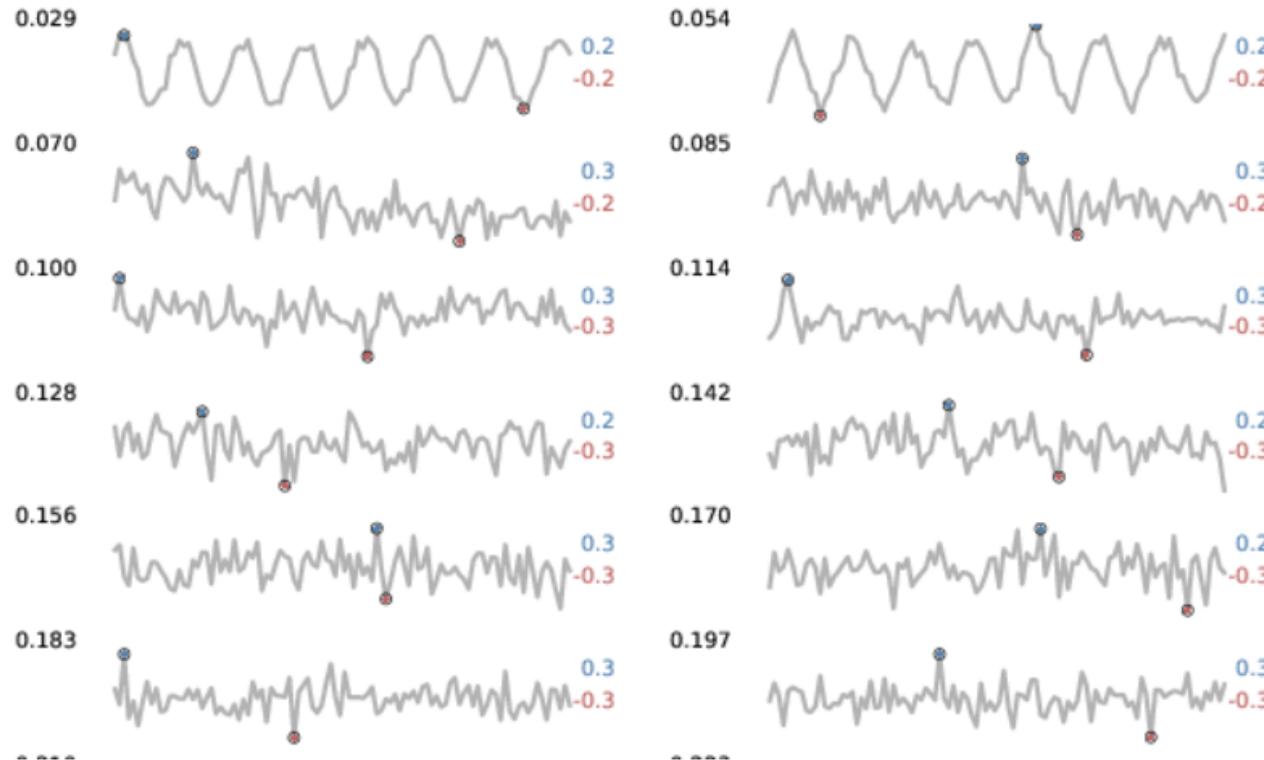
http://www.astroml.org/book_figures/chapter1/fig_SSPP_metallicity.html



A common problem: too many dimensions

Solution: dimensionality reduction to 2 dimension

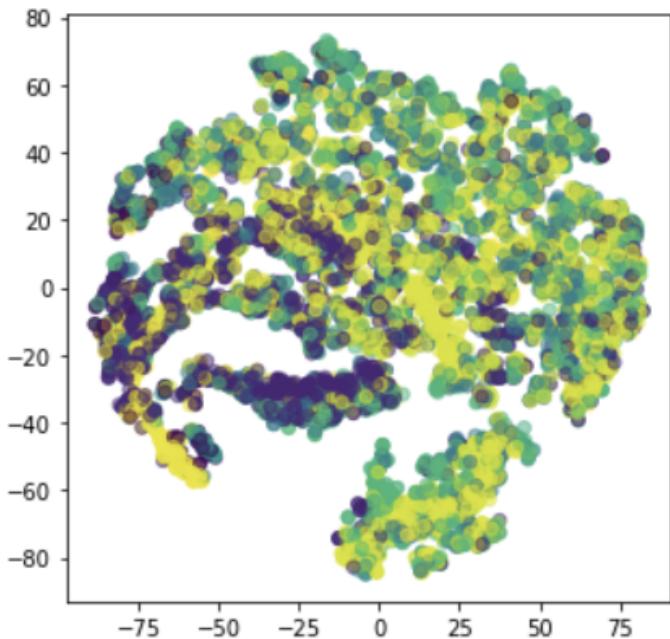
e.g. Principal Component Analysis



A common problem: too many dimensions

Solution: dimensionality reduction to 2 dimension

e.g. t-SNE



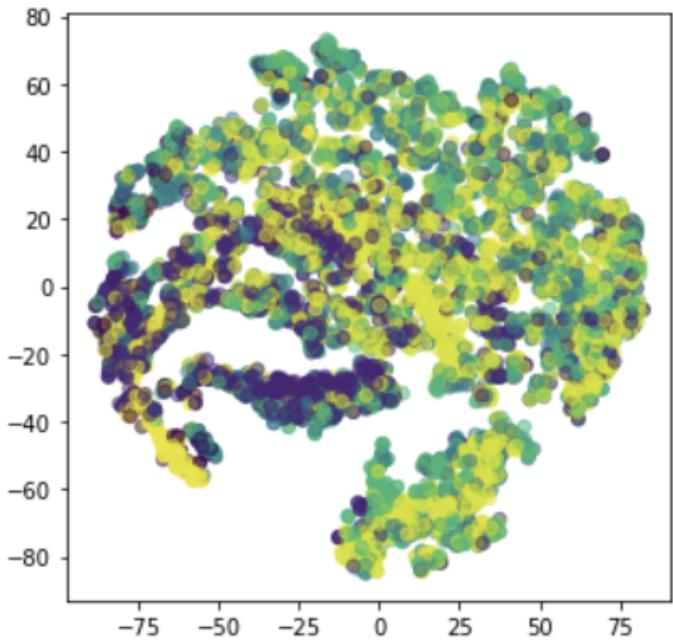
https://github.com/fedhere/MLTSA_FBianco/tree/master/HW5

Figure: the 2D projection of the 79-dimensional feature space we created by extracting features from the time series. The separation of the objects in the t-distribution based stochastic neighbourhood embedding (t-SNE) is promising: t-SNE is an embedding (a transformation to a different coordinate space) which is designed to preserve Euclidean pairwise distances existing in the higher dimensional parameter space. How many clusters can you see in this embedding? A note: since the t_SNE produces a projection of the feature space on an ideal set of coordinates, this is the only case in which you are allowed not to label your axes!

A common problem: too many dimensions

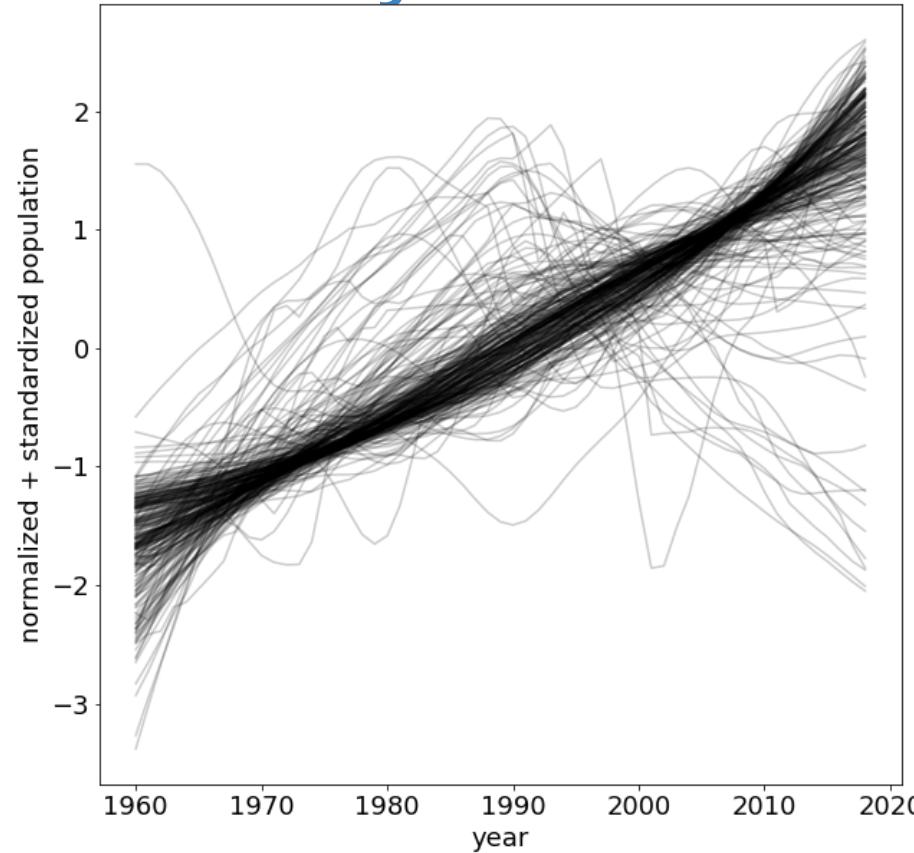
Solution: dimensionality reduction to 2 dimension

e.g. t-SNE



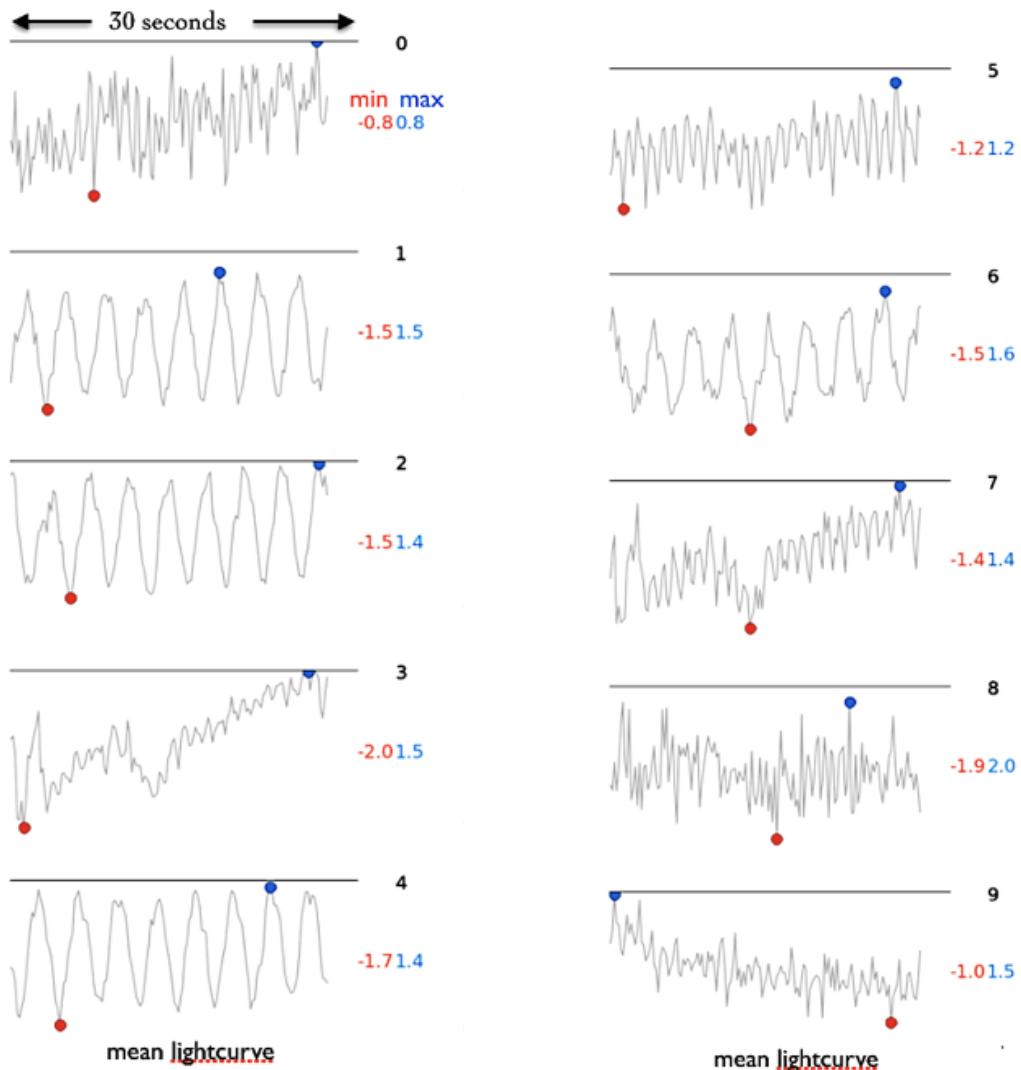
The t-distributed Stochastic Neighbor Embedding (SNE) method, (Maaten & Hinton, 2008), improving upon SNE (Hinton & Roweis 2003). SNE works by *embedding multidimensional Euclidean distances with conditional probabilities*. The similarity between x_i and x_j is the conditional probability $P_{x_j | x_i}$ that x_i will choose x_j as a neighbor under the normal distribution. Do the same in the full dimensional and lower dimensional space, SNE then attempts to minimize the Kullback-Leibler (KL) divergence between the two probability. However, SNE is computationally very expensive; *t-SNE attempts to resolve this issue by looking at a “symmetric” SNE and redefines the lower dimensional distribution using a Student t-distribution.*

too many time series



	1999.1.1	65 months	2004.4.28	low	high		2003.4.28	12 months	2004.4.28	low	high
Euro foreign exchange \$	1.1608	1.1907	.8252	1.2858	\$	1.1025	1.1907	1.0783	1.2858		
Euro foreign exchange ¥	121.32	130.17	89.30	140.31	¥	132.54	130.17	124.80	140.31		
Euro foreign exchange £	0.7111	0.6665	.5711	0.7235	£	0.6914	0.6665	0.6556	0.7235		

too many time series



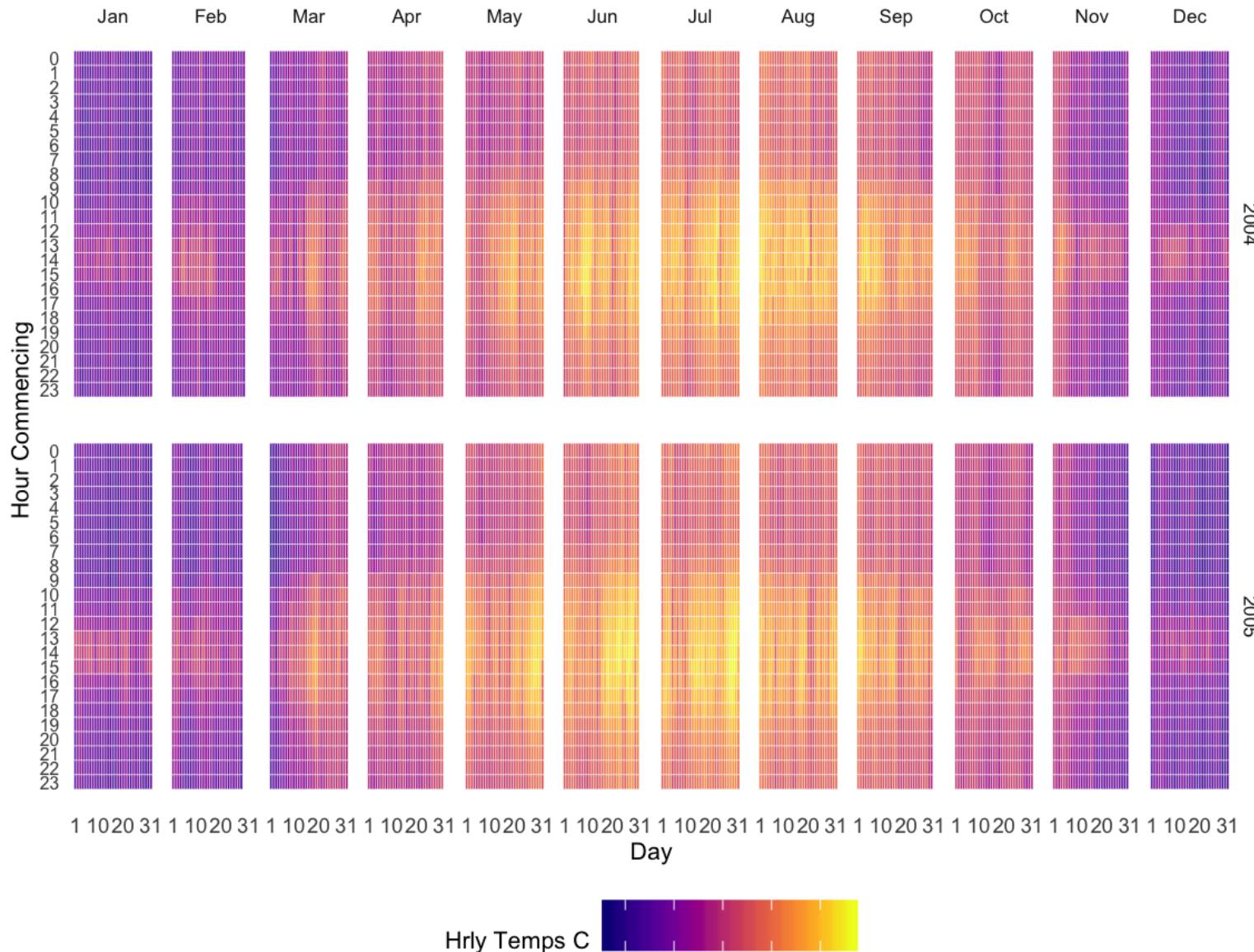
Tufte's small multiples and
spakrlines

In time-series displays of
<money>, deflated and
standardized units of monetary
measurement are nearly
always better than nominal
units.

enable comparison by giving the data center stage

too many time series

Hourly Temps - Station T0001

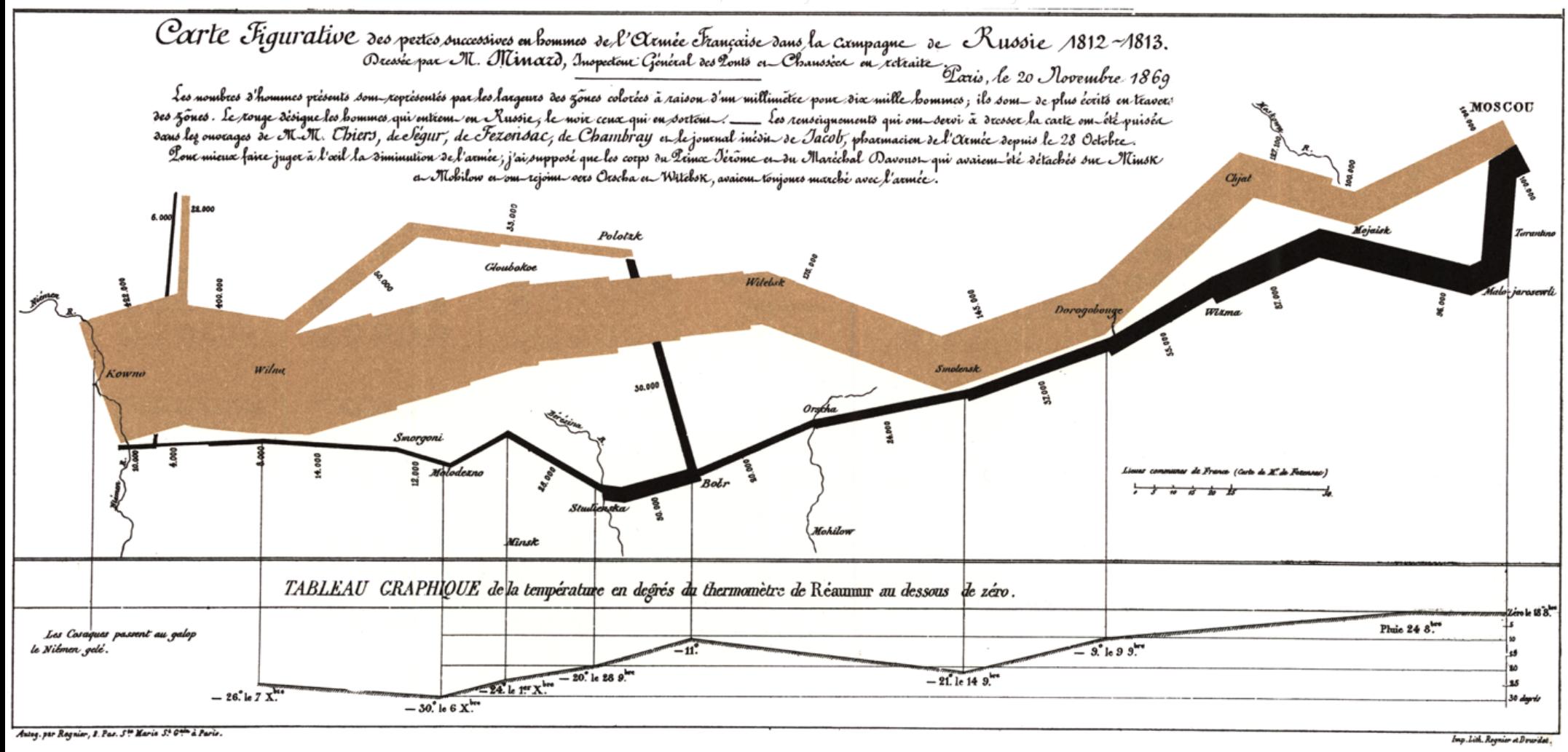


Time series heatmaps

Minard's russian campaign : so why is this plot so good?

Figurative Map of the successive losses in men of the French Army in the Russian campaign 1812-1813.

The numbers of soldiers present are represented by the widths of the colored zones in a rate of one millimeter for ten thousand soldiers; these are also written beside the zones. Red designates men moving into Russia, black those on retreat. — The information used for drawing the map were taken from the works of Messrs. Chiers, de Ségur, de Fezensac, de Chambray and the unpublished diary of Jacob, pharmacist of the Army since 28 October. In order to facilitate the judgement of the eye regarding the diminution of the army, I supposed that the troops under Prince Jérôme and under Marshal Davout, who were sent to Minsk and Mobilow and who rejoined near Orscha and Witebsk, had always marched with the army.



so there is a thing called "the rule of 7": you cannot put more than 7 pieces of information in your plot because that is the maximum number of things a person can remember. Well, that 7 comes from a test where people are told several words and asked to repeat them back. On average people remember 7... +/- 4 ...

The number of information elements that are shown in a plot depends on how effectively you can show them. This plot contains (at least) the following features:

space (distance, however approximate), time, size of the army, rate of lives lost (highly covariant with size of the army), purpose (going on the attack toward Moskow or retreating, indicated by the color), topography (changes of direction, rivers), temperature, the last 2 are conveying a causal connection by showing the lives lost (decrease in width of the army size) in conjunction with critical temperatures and rivers)

Tufte's rules lie factor=1, data/ink ratio high, no chart junk,
#graphical elements<#features

Munzner's rules functional use of color, no unjustified 3D, eyes over memory
(granted.... they did not have animations back then)

Be thoughtful and make sure your visualizations are (in this order):

honest

clear

convincing

beautiful

key
concepts

Identify the purpose of your visualization:

visualize to communicate results

visualize to understand data and guide analysis

key
concepts

Edwaed tufte (anything)

Wassily Kandinsky, *Point, Line, and Plane*, 1926

Tamara Munzner

Visualization Analysis & Design, 2014

(link to a talk slide-deck about her book:

<http://www.cs.ubc.ca/~tmm/talks/minicourse14/vad15london.pdf>)

color maps <http://www.kennethmoreland.com/color-maps/>

Kelly colors <https://medium.com/@rjourney/kellys-22-colours-of-maximum-contrast-58edb70c90d1>

resources

7 Great Visualizations from History

<https://web.archive.org/web/20171114145335/http://data-informed.com/7-great-visualizations-history/>

7 classical vis papers

<https://web.archive.org/web/20190226213626/http://fellinlovewithdata.com/guides/7-classic-foundational-vis-papers>

Six Lessons from the Bauhaus: Masters of the Persuasive Graphic

<http://blog.visual.ly/six-lessons-from-the-bauhaus-masters-of-the-persuasive-graphic/>

Using preattemptive processing elements

<https://pdfs.semanticscholar.org/0456/bc9cdf02c3a446e252cf2e6b83145e17749a.pdf>

resources

Any of these papers:

7 classical vis papers

<https://web.archive.org/web/20190226213626/http://fellinlovewithdata.com/guides/7-classic-foundational-vis-papers>

