# **Visualization Basics**

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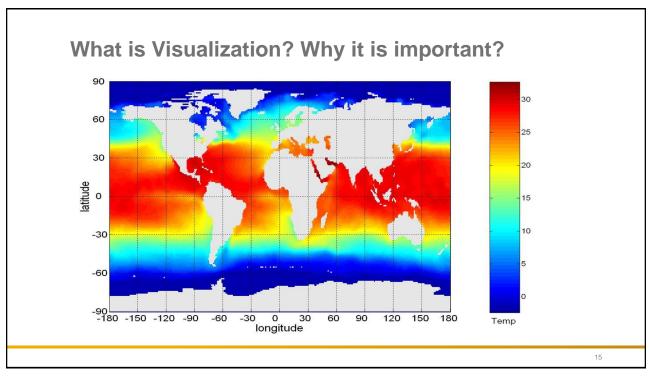
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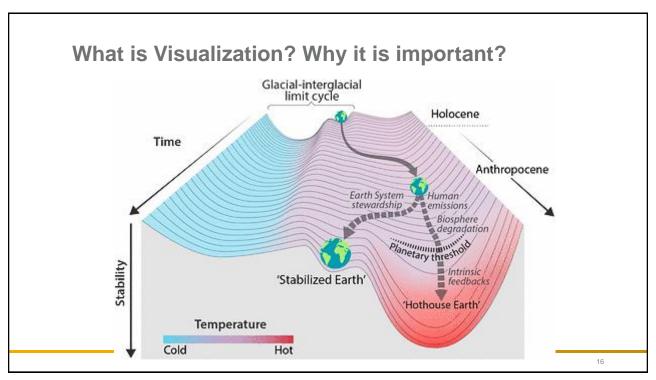
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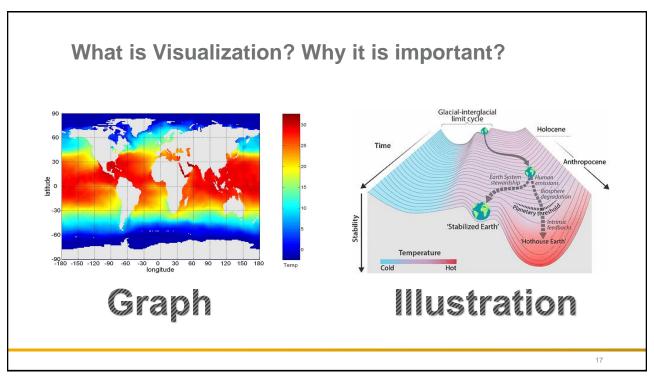
#### What is Visualization? Why it is important?

"Visualization is the communication of information through graphical representations"

- A single image can contain a large amount of information and it can be interpreted faster than textual information
  - Image interpretation is performed in parallel on the perceptual system while text is sequential (reading)
  - Image also does not depend on the language







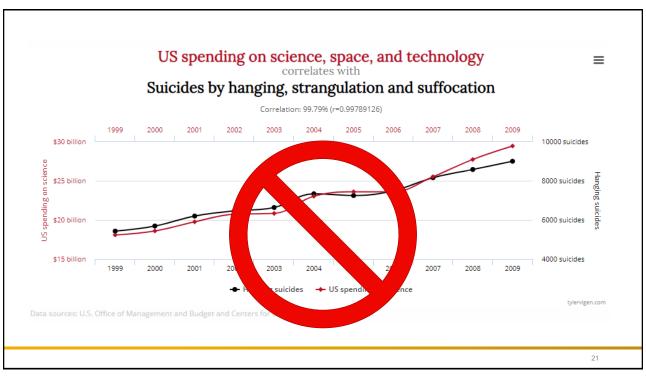
#### **User Roles**

- •A visualization can be used for different reasons
  - Exploration: user has some data and wants to verify certain specific properties
  - •Confirmation: there is a hypothesis about something, and the user wants to confirm or refuse it
  - Presentation: present concepts or facts/results to an audience



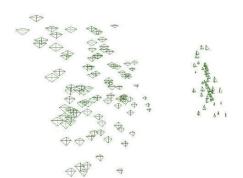
# But, be careful in what you are showing to audiences!

Do not transform apparent correlation into causality!



### **Graph Analysis**

- · When analyzing a graph
  - First, we detect groups of objects (pre-attentive)
  - Then we categorize such groups (cognitive)
  - Finally, we analyze special cases that were not grouped



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#### **Study Case (Scatterplots)**

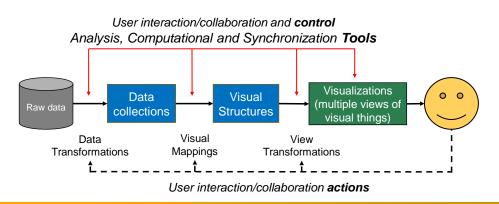
- Gapminder (<a href="https://www.gapminder.org/">https://www.gapminder.org/</a>)
- Example video.

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#### **Visualization Process**

- The visualization process defines a mapping between data and graphical elements, which are then displayed into the screen
- Interaction is also an important aspect of the visualization process and can be part of a larger process (of "knowledge discovery")



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#### **Data Processing and Transformation**

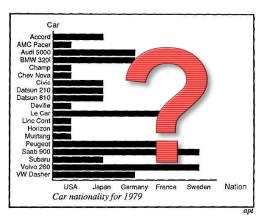
- The first step is to convert the data in some format that can be processed
  - Handle missing values (e.g. interpolation)
  - Identify wrong values
  - Reduce the data size (sampling, filtering or aggregation)
  - Data normalization

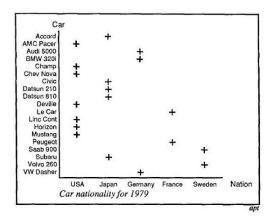
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#### **Visual Mappings**

- Data elements are mapped to specific visual representations
  - Geometry, color, texture, etc.

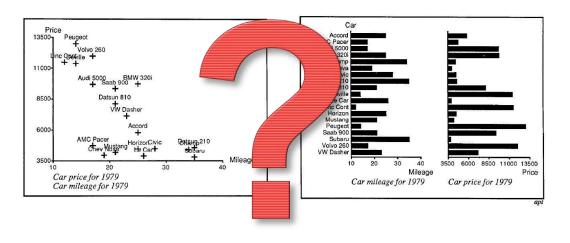




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## **Visual Mappings**

• Different choices of mapping can affect the visualization effectiveness



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