

# Lecture 8 Graphical Perception

## What is graphical perception?

- The human capacity for visually interpreting information on graphs and charts
- The visual decoding of information encoded on graphs



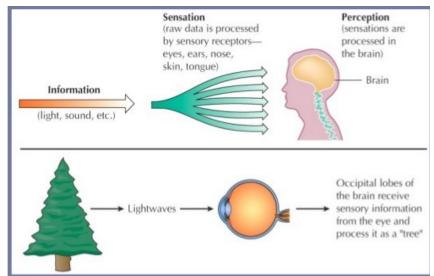
## Sensation vs. perception

#### Sensation

 The process by which our sensory receptors and nervous system receive stimulus from the environment

#### Perception

 The process of organizing and interpreting sensory information, enabling us to recognize meaningful objects and events





#### Sensation

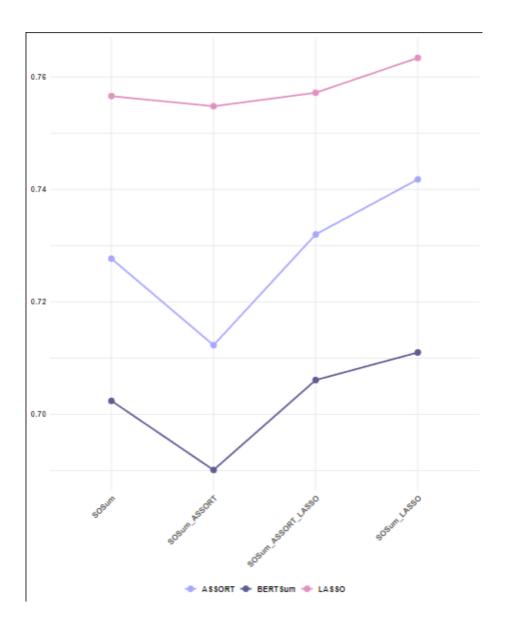
"The process by which our sensory receptors and nervous system receive and represent stimulus energies from our environment." Perception

"The process of organizing and interpreting sensory information, enabling us to recognize meaningful objects and events."

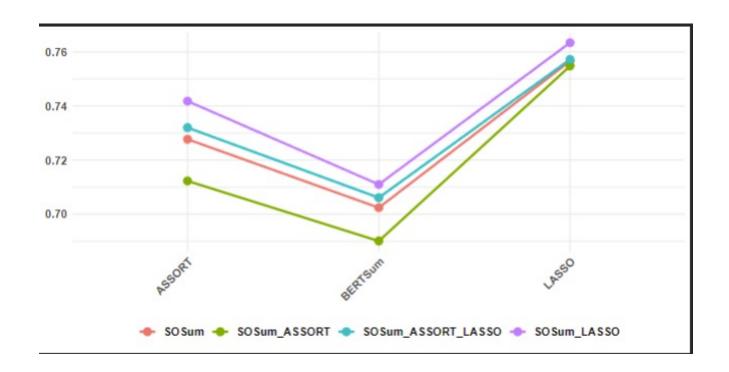
The brain receives input from the sensory organs.

The brain makes sense out of the input from sensory organs.









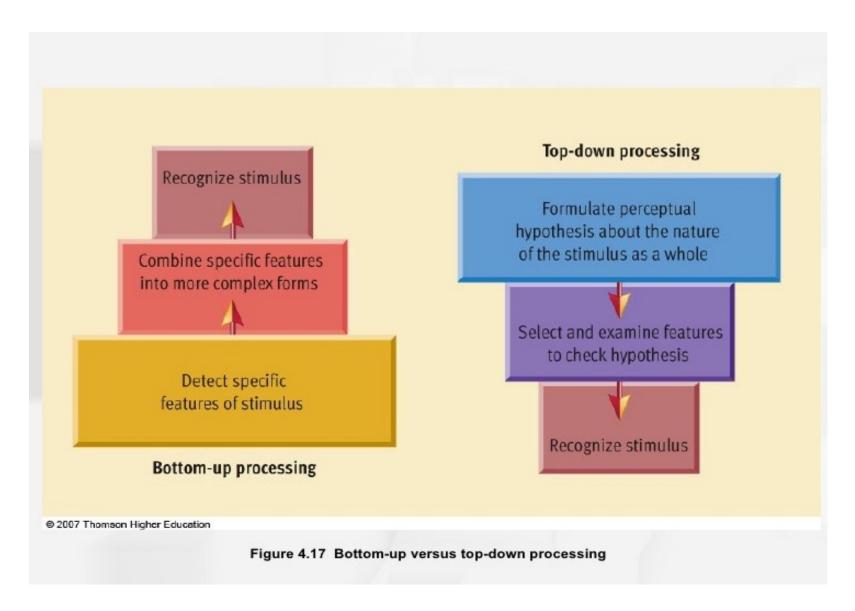


## Example

- Bottom-Up Processing
  - Analysis that begins with the sense receptors and works up to the brain's integration of sensory information
    - Example: piecing lines together to recognize a number
    - SENSATION

- Top-Down Processing
  - Information processing guided by higher-level mental processes
  - constructing perceptions by drawing on our experiences and expectations
    - Example: Thinking you know someone and as they get closer, you realize that you don't
    - PERCEPTION







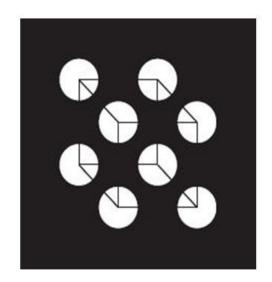
#### Bottom Up and Top Down Processing

- Bottom up processing processing of current stimulation influences what is perceived
- Top down processing person's background knowledge, learning and expectations influence what is perceived.

Bottom up processing is data driven.

Top down processing is theory-driven, knowledge-driven, and context-driven.

Example of top down processing: Your knowledge of rectilinear solids informs your perception.





## Why important?

"Graphical excellence is that which gives to the viewer the greatest number of ideas in the shortest time with the least ink in the smallest space" — Edward Tufte





## Goal

Understand the role of perception in visualization design



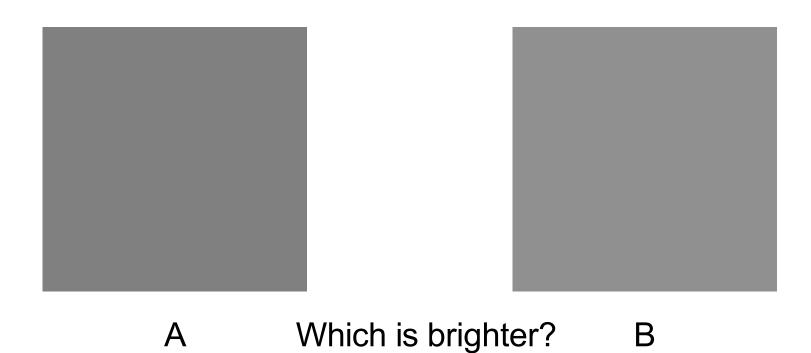
## **Topics**

- Signal Detection
- Magnitude Estimation
- Pre-Attentive Processing
- Using Multiple Visual Encodings
- Gestalt Grouping
- Change Blindness

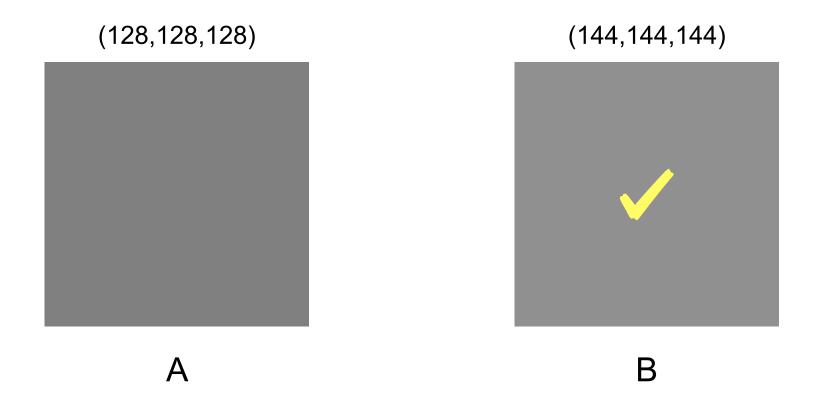


# Signal Detection

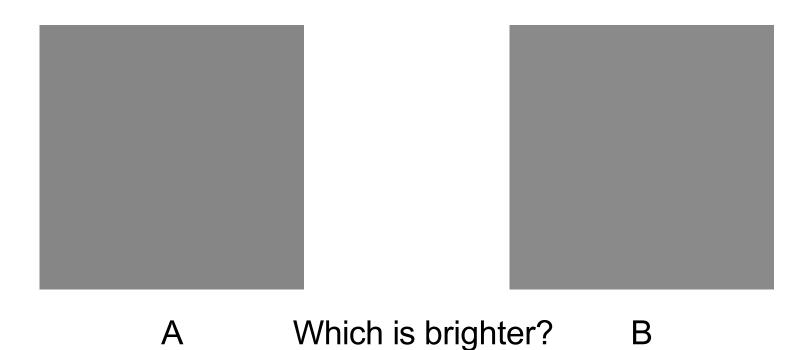




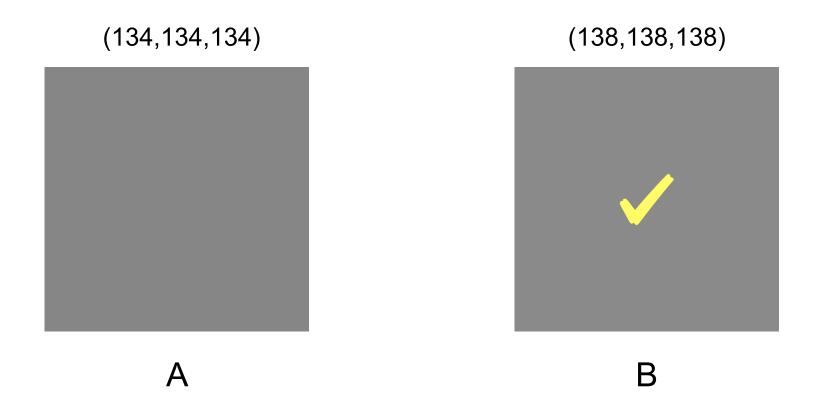














 also known as the difference threshold, is the minimum level of stimulation that a person can detect 50 percent of the time.

$$dp = k \frac{dS}{S}$$



 also known as the difference threshold, is the minimum level of stimulation that a person can detect 50 percent of the time.

$$dp = k \frac{dS}{S}$$
 Change of Intensity

Physical Intensity



 also known as the difference threshold, is the minimum level of stimulation that a person can detect 50 percent of the time.

Perceived Change 
$$dp = k \frac{dS}{S}$$
 Change of Intensity

Physical Intensity



Perceived Change 
$$dp = k \frac{dS}{S}$$
 Change of Intensity

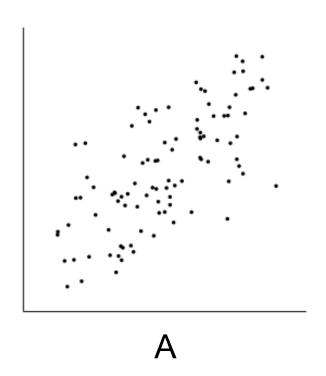
Physical Intensity

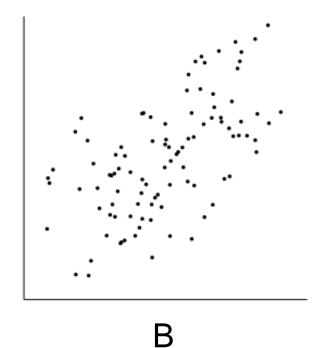
Most continuous variation in stimuli are perceived in discrete steps





Which of the two appeared to be more highly correlated?

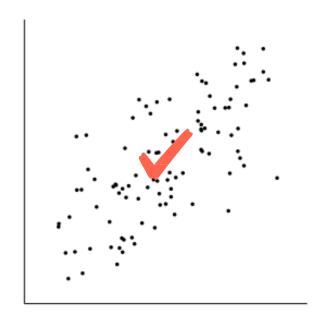




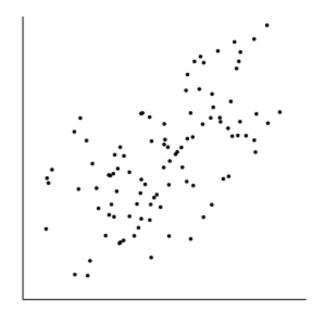
[Harrison et al 2014]



Which of the two appeared to be more highly correlated?

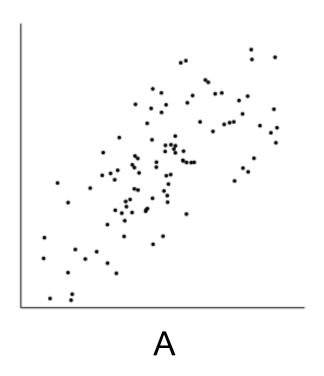


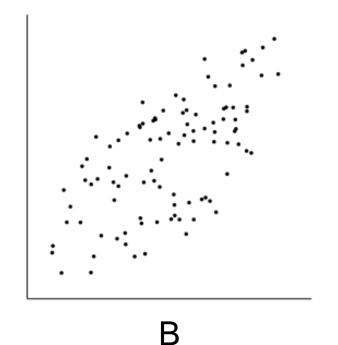
$$r = 0.7$$



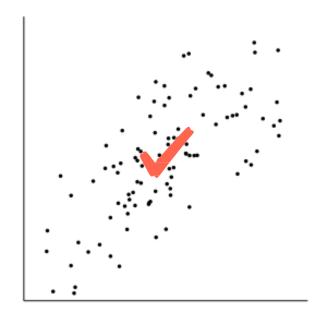
$$r = 0.6$$

Which of the two appeared to be more highly correlated?

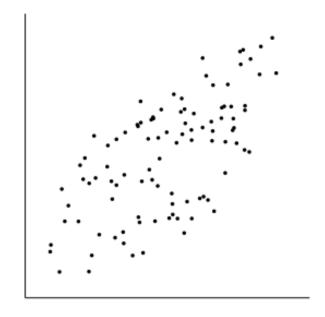




Which of the two appeared to be more highly correlated?



$$r = 0.7$$



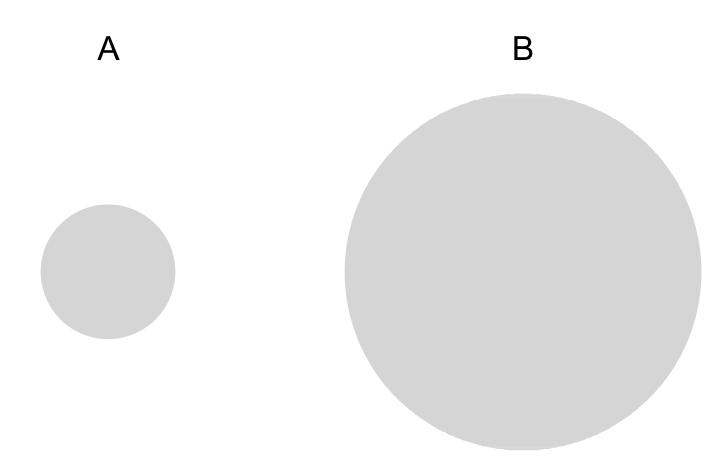
$$r = 0.65$$

# Magnitude Estimation



# A Quick Experiment...

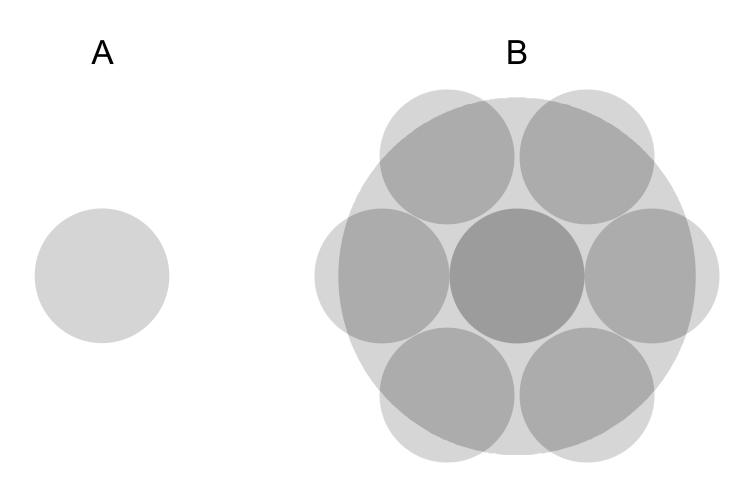






В









В

Length



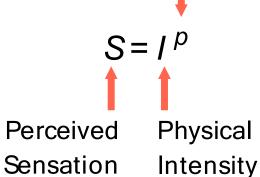
### Steven's Power Law

[Graph from T. Munzner 2014]

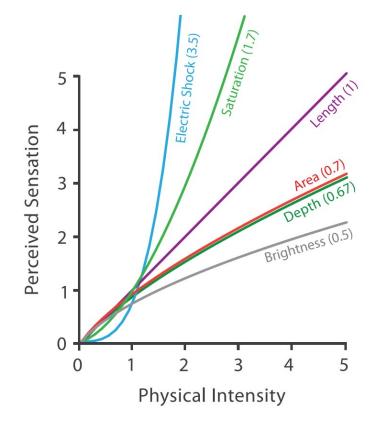
Models the **relationship** between the **magnitude** of a physical

stimulus and its perceived intensity.

Exponent (Empirically Determined)

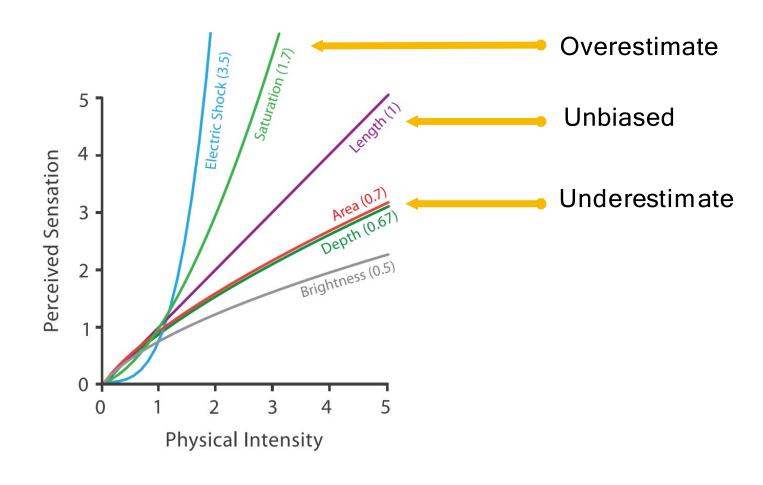


Predicts bias, not necessarily accuracy!



#### Steven's Power Law

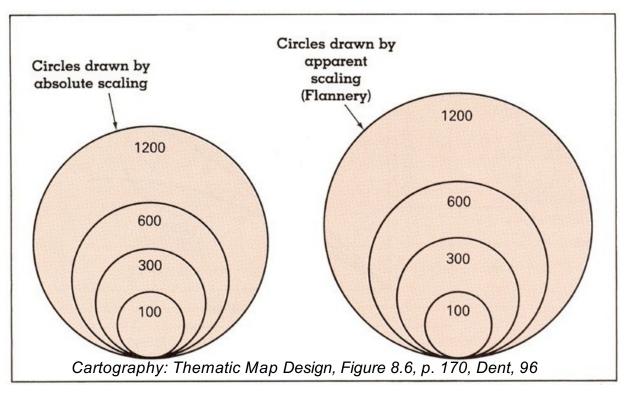
[Graph from T. Munzner 2014]

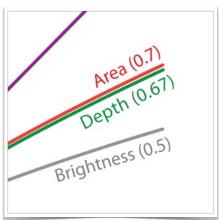




## Apparent Magnitude Scaling

 To compensate for human error in interpreting scale because people tend to underestimate area

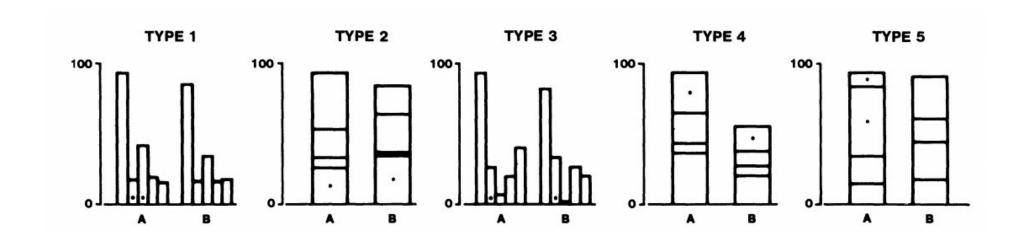




$$X \frac{1}{0.7}$$

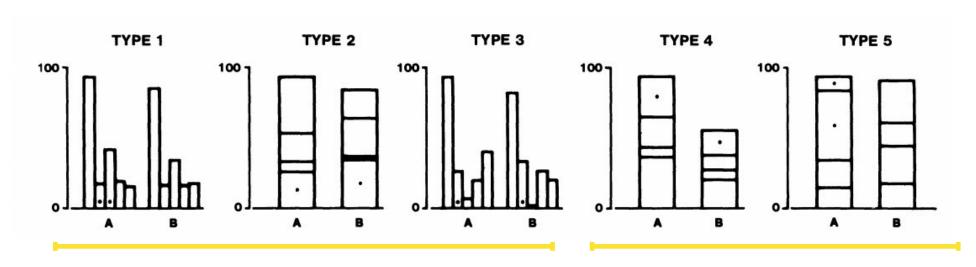
#### Graphical Perception [Cleveland & McGill 84]

What percentage of the smaller was of the larger?



#### Graphical Perception [Cleveland & McGill 84]

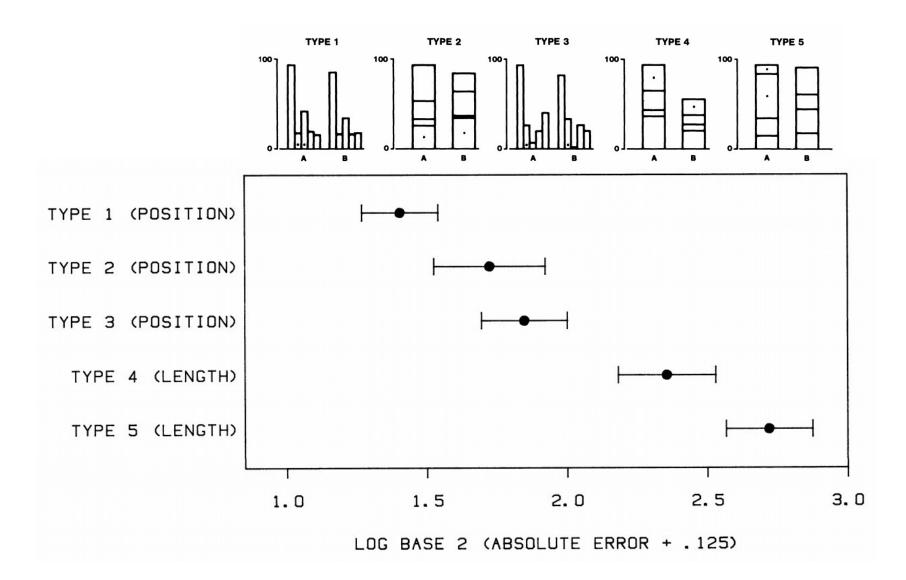
What percentage of the smaller was of the larger?



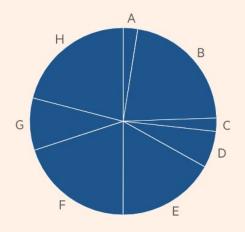
Compare positions (along common scale)

Compare lengths



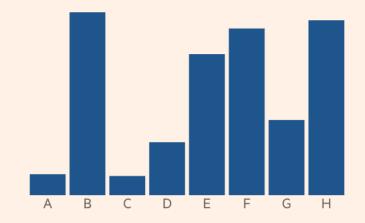






Which is the third largest segment in the pie chart?

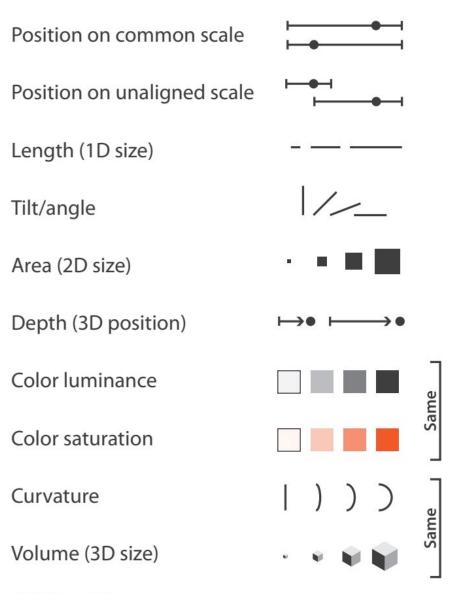
E	F
G	н



#### Which is the 3rd largest bar?

E	F
G	н





# Effectiveness Ranking of Visual Encoding Variables

for comparing numerical quantities

[T. Munzer 2014]

Effectiveness



# Pre-Attentive Processing



#### How Many 3's?

[based on a slide from J Stasko]



#### How Many 3's?

**333**0209905959595772564675050678904567 **3**



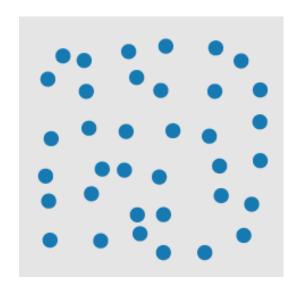
### Pre-attentive processing

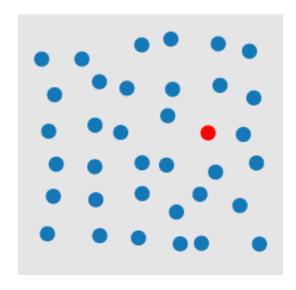
• The ability of the low-level human visual system to effortlessly identify certain basic visual properties.



#### Visual Pop-Out: Color

 A unique visual property in the target allows it to "pop out" of a display

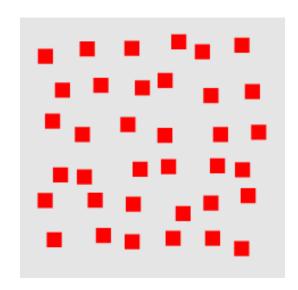


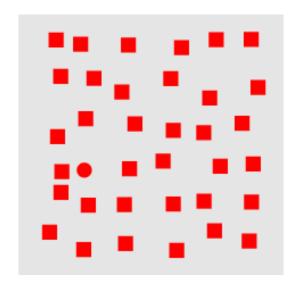


www.csc.ncsu.edu/faculty/healey/PP/index.html

#### Visual Pop-Out: Shape

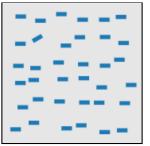
 A unique visual property in the target allows it to "pop out" of a display



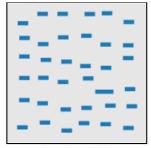


www.csc.ncsu.edu/faculty/healey/PP/index.html

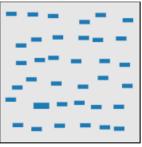
#### A partial list of preattentive visual features



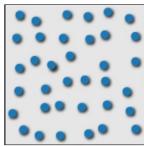
line (blob) orientation Julész & Bergen 83; Sagi & Julész 85a, Wolfe et al. 92; Weigle et al. 2000



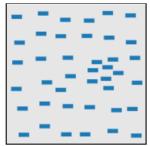
length, width Sagi & Julész 85b; Treisman & Gormican 88



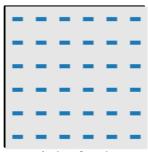
size
Treisman & Gelade 80;
Healey & Enns 98; Healey &
Enns 99



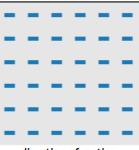
3D depth cues Enns 90b; Nakayama & Silverman 86



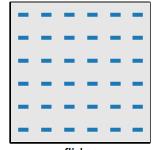
density, contrast Healey & Enns 98; Healey & Enns 99



velocity of motion Tynan & Sekuler 82; Nakayama & Silverman 86; Driver & McLeod 92; Hohnsbein & Mateeff 98; Huber & Healey 2005



direction of motion Nakayama & Silverman 86; Driver & McLeod 92; Huber & Healey 2005



flicker Gebb et a. 55; Mowbray & Gebhard 55; Brown 65; Julész 71; Huber & Healey 2005

and many more...

Christopher Healey,

https://www.csc.ncsu.edu/faculty/healey/PP/index.html



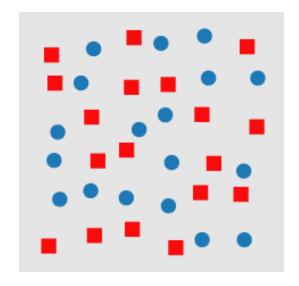
# Multiple Attributes



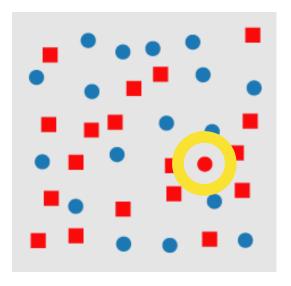
#### **Feature Conjunctions**

- A target made up of a combination of non-unique features (a conjunction target) normally cannot be detected preattentively
- Where is red circle?

Consistent



**Inconsistent** 



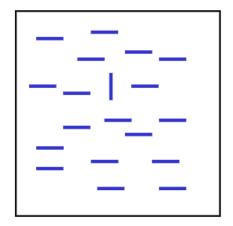
No unique visual property of the target

Christopher Healey,

https://www.csc.ncsu.edu/faculty/healey/PP/index.html

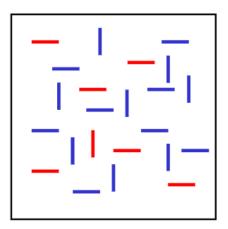


#### **Feature search**

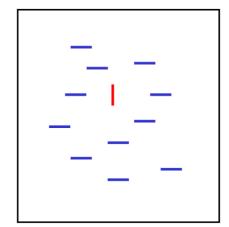


Fast, parallel, pre-attentive, effortless, pops out

#### **Conjunction search**



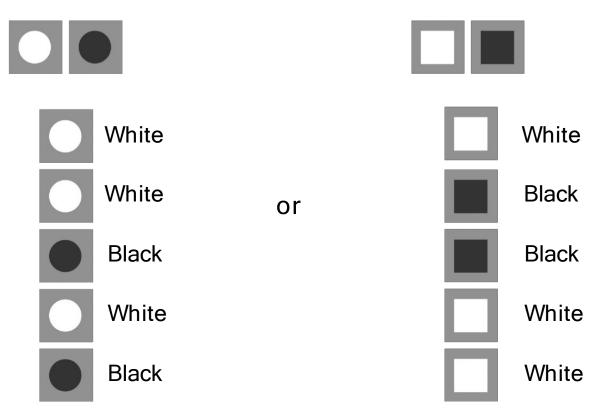
#### **Double feature search**



Slow, serial, effortful, needs attention, does not pop out

### One-Dimensional: Lightness

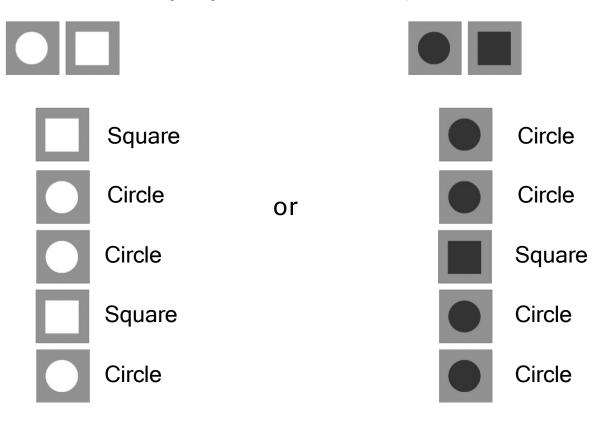
Classify objects based on lightness





### One-Dimensional: Shape

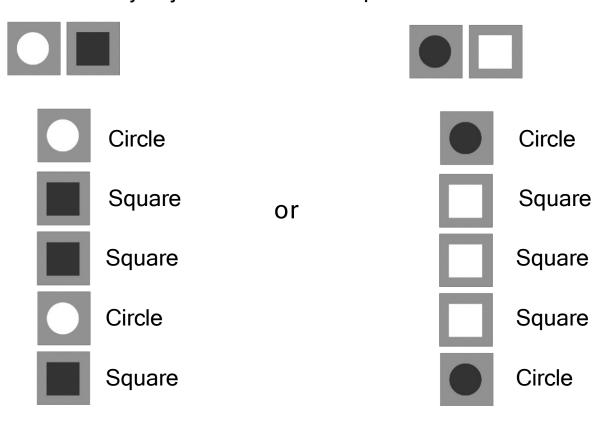
Classify objects based on shape





### Redundant: Shape & Lightness

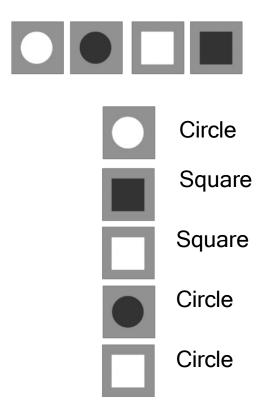
Classify objects based on shape. Easier?





### Orthogonal: Shape & Lightness

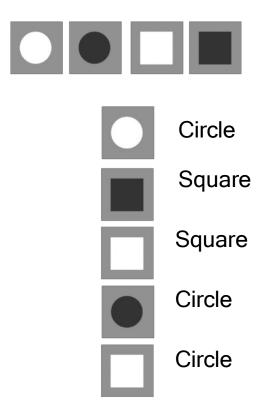
Classify objects based on shape. Difficult?





### Orthogonal: Shape & Lightness

Classify objects based on lightness. Difficult?

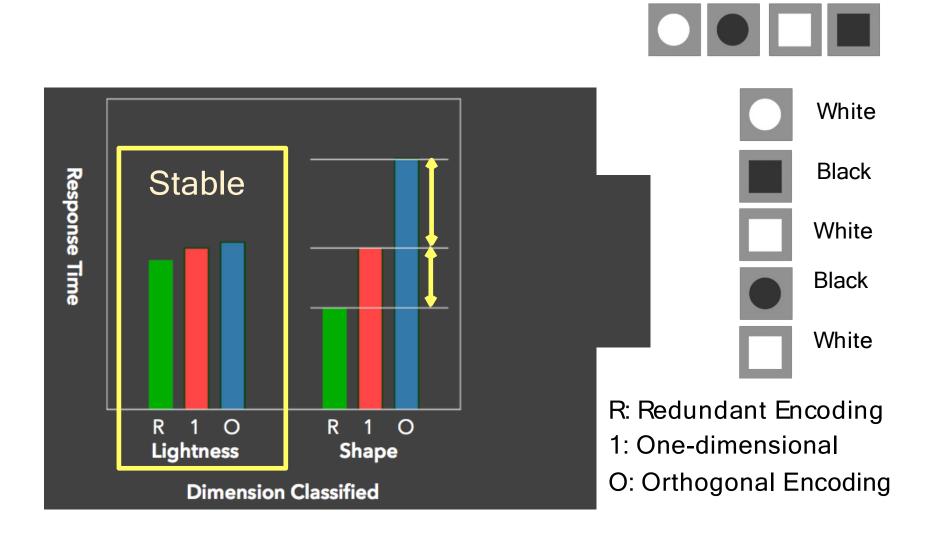


#### **Speeded Classification**

- Redundancy Gain
  - Facilitation in reading one dimension when the other provides redundant information.

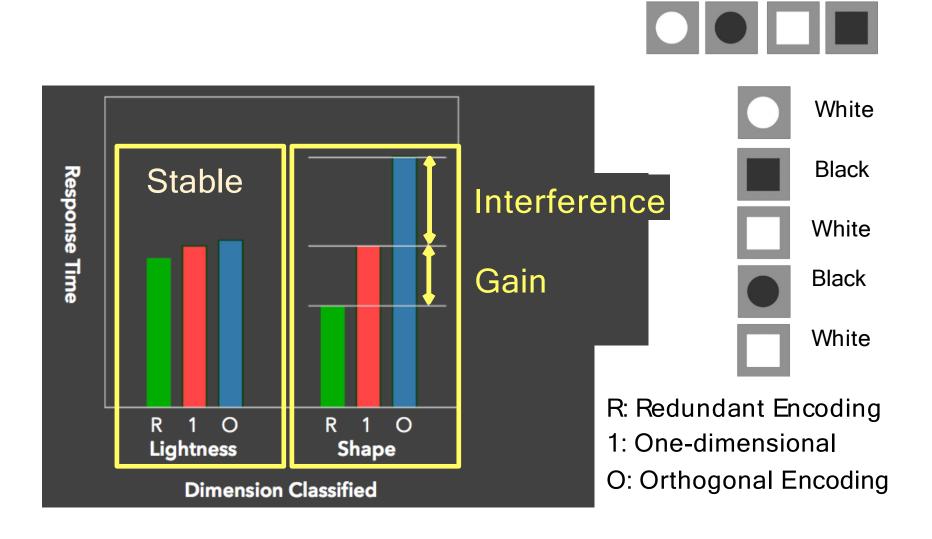
- Filtering Interference
  - Difficulty in ignoring one dimension while attending to the other.

#### **Speeded Classification**





#### Speeded Classification



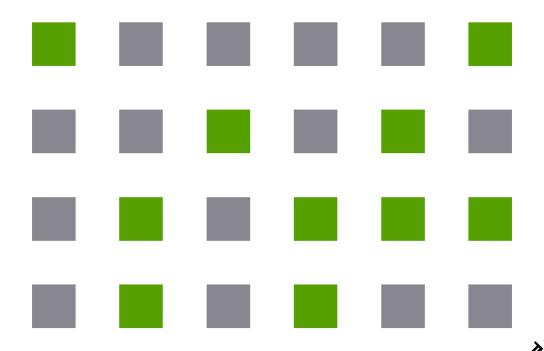


# Gestalt Grouping



### Gestalt principles of design

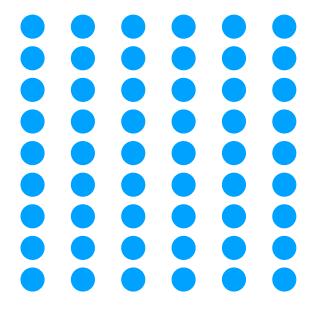
- Similar elements are visually grouped, regardless of their proximity to each other.
  - They can be grouped by color, shape, or size.



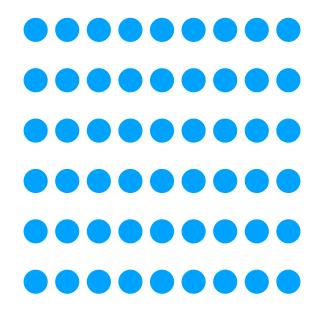
The squares here are all equally spaced and the same size, but we automatically group them by color, even though there's no rhyme or reason to their placement.



### Proximity

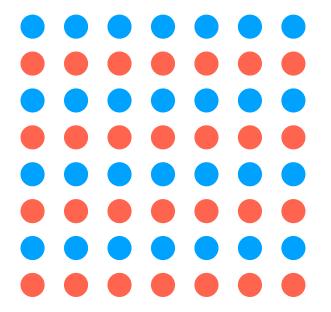


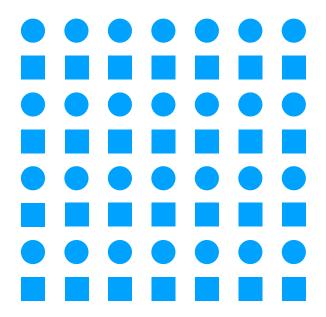
Columns



Rows

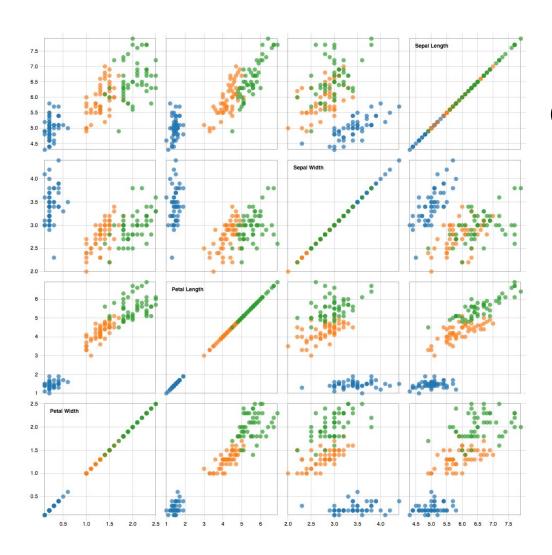
### Similarity





Rows stand out due to similarity.



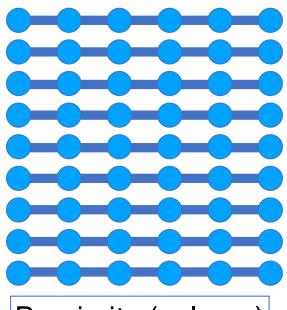


#### **Scatter Plot Matrix**

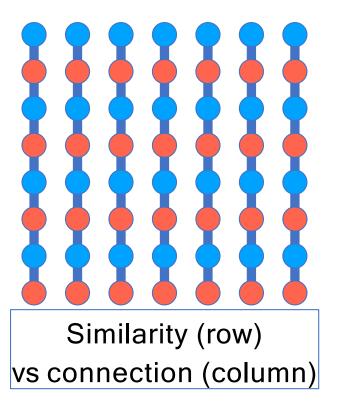
Clusters and outliers

#### **Uniformed Connectedness: Connection**

Connectedness dominates proximity and similarity



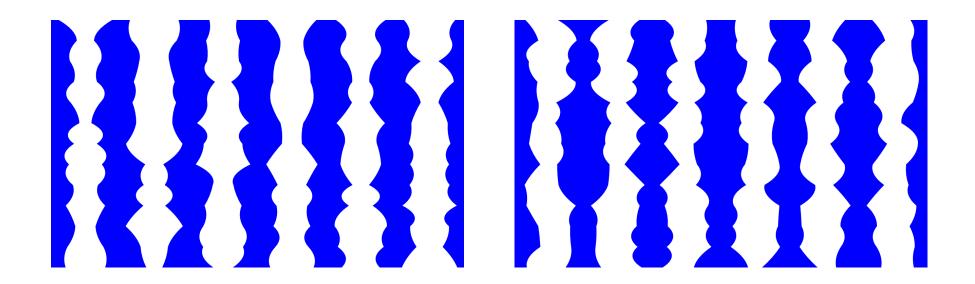
Proximity (column) vs connection (row)





#### Symmetry

 Elements that are symmetrical to each other tend to be grouped together.





## Change Blindness



The phenomenon where even very large changes are not noticed if we are attending to something else.

















"To see an object change, it is necessary to attend to it."

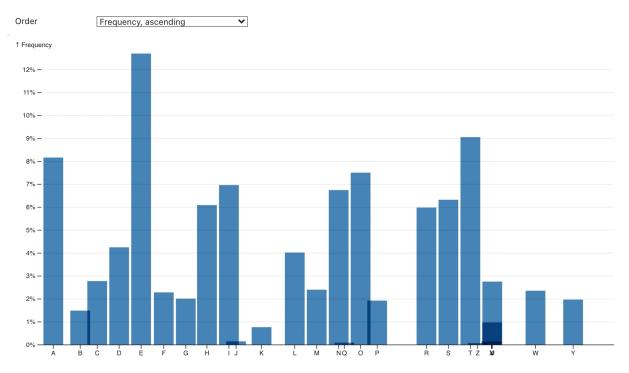
Ronald A. Rensink



#### Reducing change blindness in visualization

- Provide attentional guidance by leveraging preattentive features, Gestalt principles, etc.
- Example: Ease tracking objects through motion

Use the dropdown menu to change the sort order.





#### **Topics**

- Signal Detection
- Magnitude Estimation
- Pre-Attentive Processing
- Using Multiple Visual Encodings
- Gestalt Grouping
- Change Blindness



#### Take away

- Knowledge of perception can benefit visualization design
  - 1. Human don't perceive changes and magnitude at face value.
  - 2. Use pre-attentive visual features for faster target detection.
  - Be aware of interference and redundancy of multiple features.
  - Leverage gestalt principles for high-level grouping.
  - 5. Change blindness in visualization is the failure of design, not because of our vision system.

