

MONASH INFORMATION TECHNOLOGY

FIT3179 Data Visualisation

Week 01: Introduction to Data Visualisation







A definition of a Data Viz.

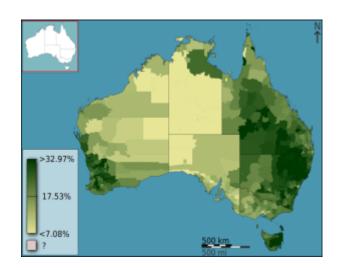


- Humans acquire more information through vision than any of the other senses combined.
- Human Vision
 - Highest bandwidth sense
 - Fast, parallel
 - Pattern recognition
 - Pre-attentive
 - Extends memory and cognitive capacity
 - People think visually
- Creating an image is a really effective way to transmit information.



There isn't a universal definition! For a starting place though: any visual representation of information.

The process of using Data Visualisation in combination with interactive analysis tools is called *Visual Analytics*.

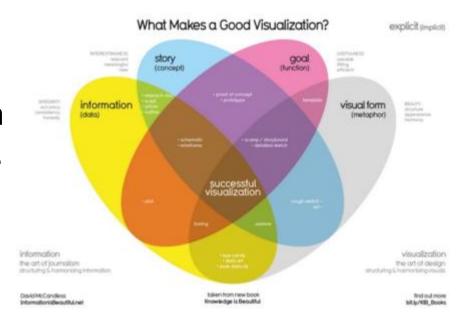




Intersecting fields of knowledge



- It is a conjunction of a number of areas:
 - Knowledge Discovery
 - Cognitive Science
 - Graphic Design
 - Interactive Computer Graphics
 - Data Science
- You may have experience in some or all of these already.
 We just need to put them together.



Transformation



- A visualisation transforms data into information (then understanding and insight) and makes it useful to people
- Clichés...
 - "Seeing is believing"
 - "A picture is worth a thousand words"



Making a Graphic versus Forming Insight



- Making a Visualisation is often thought of as process of making a graphic or an image
- But really it is a cognitive process
 - Form a mental image of something
 - Internalize an understanding
 - "The purpose of visualization is insight, not pictures"
 - Insight: discovery, decision making, explanation





The History of Visualisations

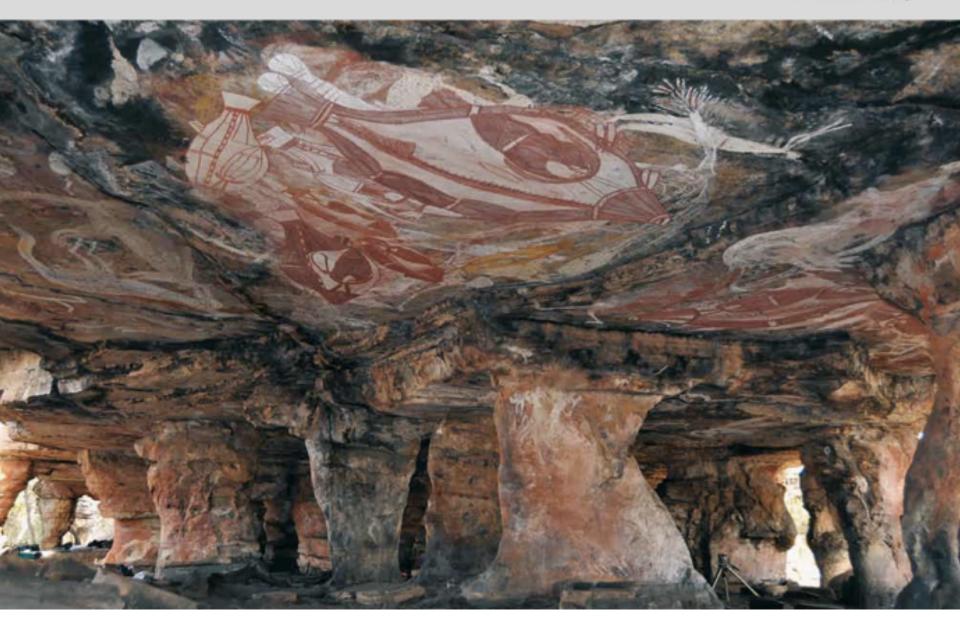
A Historical Overview of Info Vis



We can argue that the first viz. is the first image!

- Narrow View:
 - Started with Computer Graphics
 - 1987 first journal on Computer Graphics and Visualisation
- Wider View:
 - Cave Paintings, Hieroglyphics, Maps, Astrological Charts... Info
 Graphics
- Which view? Depends on your philosophies

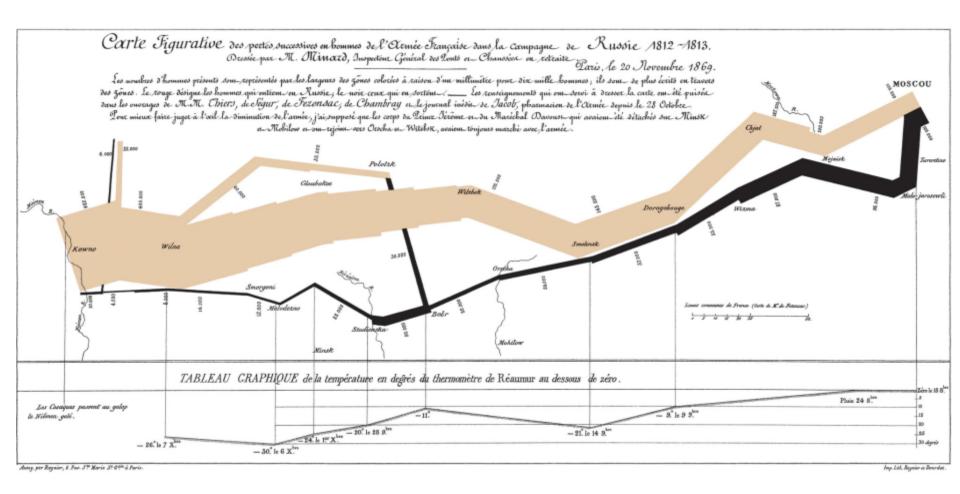




Rock art at Narwala Garbarnmang in Arnhem Land (from D. Bruno et al, 2011)

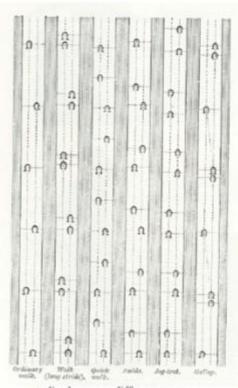


Napoleon's March by Charles Minard (1861)





Time Series (Etienne-Jules Marey, 1800's)



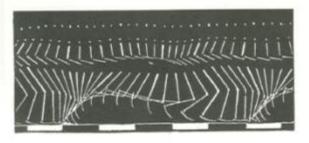
studies horses at different paces



the undulations of the dorsal fin of a descending sea-horse,



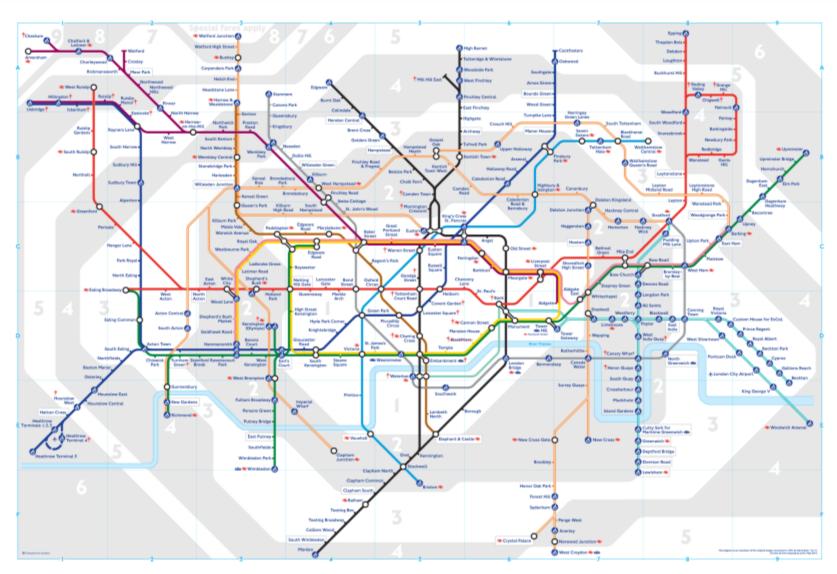
Marey's man in black velvet, photographed in stick-figure images, became the time-series forerunner of Marcel Duchamp's Nude Descending a Staircase.



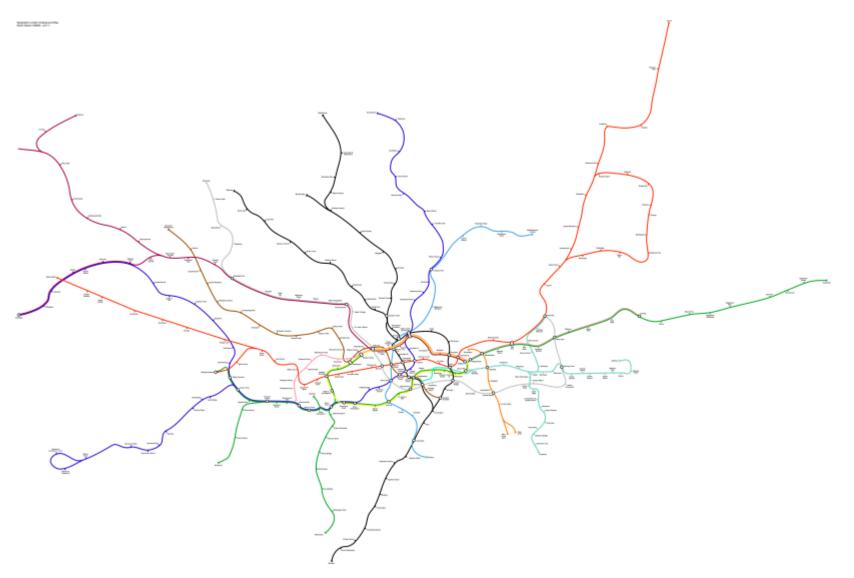


London Underground Map based on a design by Harry Beck (1931) MONASH









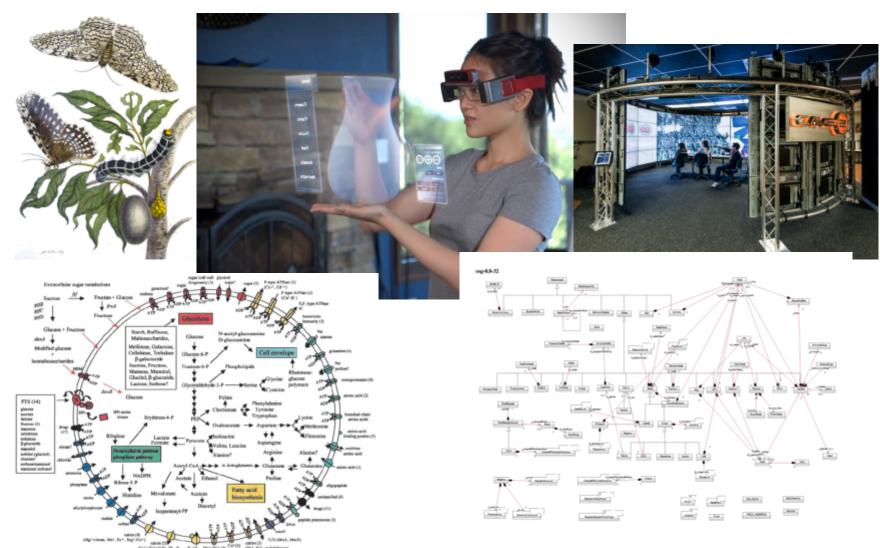
Source: http://ni.chol.as/media/geoff-files/sillymaps/large_geographical_map.gif



Source: Jenny, B. 2006. Geometric distortion of schematic network maps.

Visualisation of Scientific and Engineering Data







Basic steps in Building a Viz.



So maybe all this talk has made you interested in building your own viz. What would you need to do?

Get data

- Evaluate data in some way
- Consider Interaction principles
- Compose data into useful sets (build the viz)
- Reduce data clutter
- Design
- Add user interaction

We'll cover these steps in detail during the semester!

Basic Data Availability (Munzner)



Data input can be:

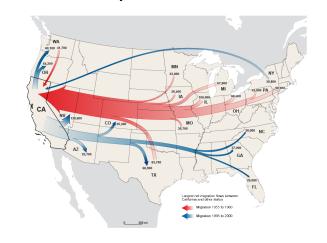
- Static (AKA discrete) information (e.g. one point in time)
- Dynamic (AKA continuous) information what reality is
 - Hard for use to see continuous info from discrete data
 - Visualisation helps us see the continuous



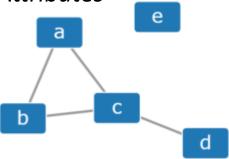
Data can belong to different dataset types:

Tables: Items, AttributesGeometry: Items, Positions





Networks and Trees: Items (nodes), Links, Attributes





Data attributes can allow sorting/grouping in different ways

- Categorical (nominal data): departments, gender, state...
- Ordered (ordinal data): age bracket, day of the week...
- Quantitative: \$, voltage, degrees Celsius, latitude/ longitude...



http://intellspot.com/nominal-vs-ordinal-data/
http://intellspot.com/categorical-data-examples/



Generally it's better to have an image than a number

Humans are not good at interpreting numbers

- Better to combine multi-dimensional information into a single, easily understandable form
- Easier to extract and emphasise important info

Problems with building an InfoViz



- In building a viz., there are three basic limitations to visualisations
 - Computer limits (for interactive vis)
 - Human perceptual & cognitive limits
 - http://en.wikipedia.org/wiki/Misleading graph
 - http://www.abc.net.au/news/2013-05-08/jericho--read-between-the-lines/4674322
 - Display limits (run out of pixels to show fine changes)
- The designer always needs to trade-off between showing as much data as possible and reducing clutter.



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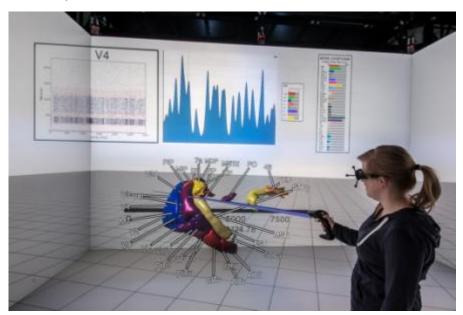


Modern Interactive Visualisations

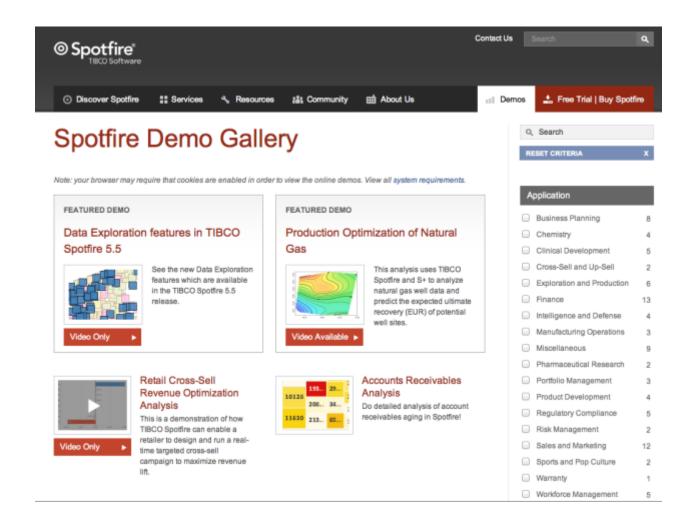


To resolve the inherent tension between 'more data' vs 'less clutter', computers allow us to provide *interactivity*.

- Allows us to show multiple different perspectives on the data.
- Larger data sets maybe easier to work with now too (zooming, expanding, clicking down into data).
- The user can see what they need without distraction.

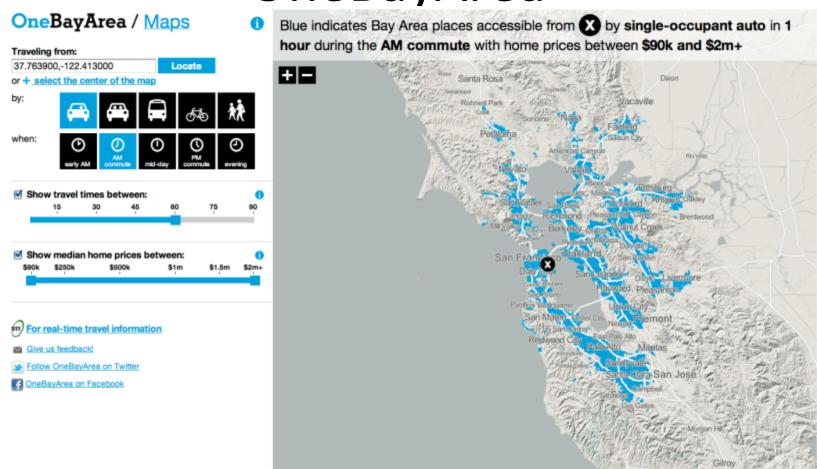








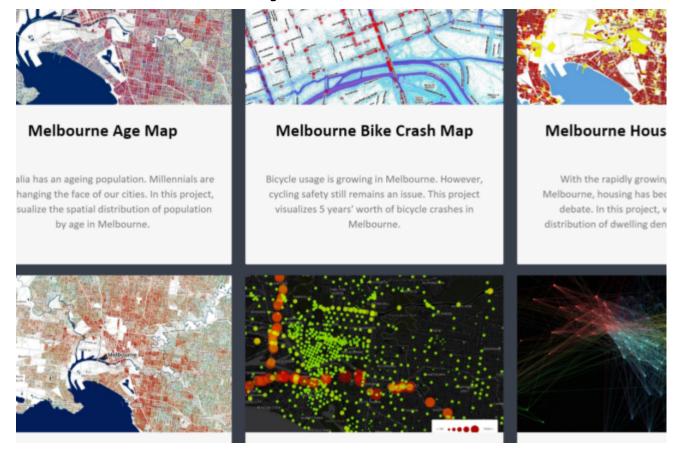
OneBayArea



Source: http://maps.onebavarea.org/travel_housing/



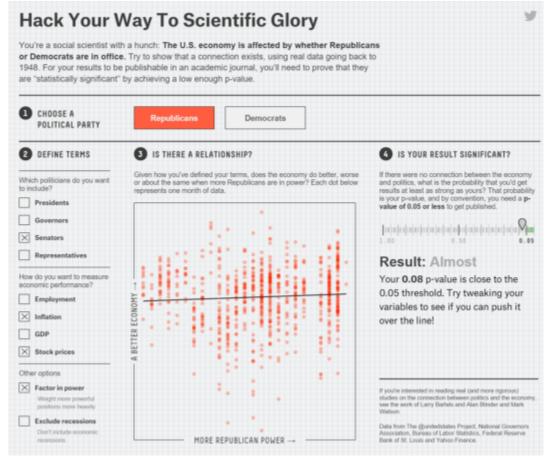
Monash CityX (formerly City Science)



Source: http://monash.edu/research/city-science/#visualization/



Science Isn't Broken





Research and Readings

Some Links to Get Started



- http://flowingdata.com
- http://www.visualcomplexity.com/vc/
- http://www.informationisbeautiful.net/
- http://datavisualization.ch/
- http://www.visualizing.org/
- http://www.smashingmagazine.com/2009/09/11/25useful-data-visualization-and-infographics-resources/