Introduction to Information Visualization

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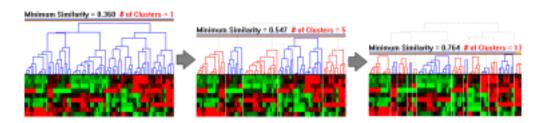
- Information Visualization vs. Scientific Visualization
- Data Visualizations its power
- Data Visualization definition



• Scientific Visualization

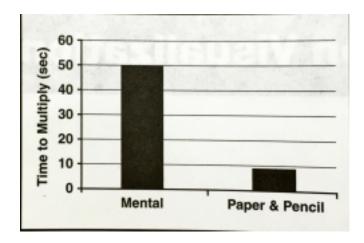


• Information Visualization - Abstract data

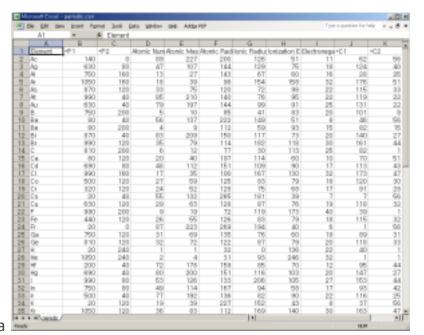


Introduction hail about the Why Use an External Representation?

- Finding the *artificial memory* that best supports our natural means of perception
 - Bertin, 1983



Introduction Anything Interesting?



• Periodic Table Data

Introduction Anything Interesting?

Scatter Plot

40

30

20

10

50 75 100 125 150 175 200 225 250 Ionization Energ

Introduction Anything Interesting?

Scatter Plot

Correlation...What else??

50 75 100 125 150 175 200 225 250

Ionization Energy

Scatter Plot

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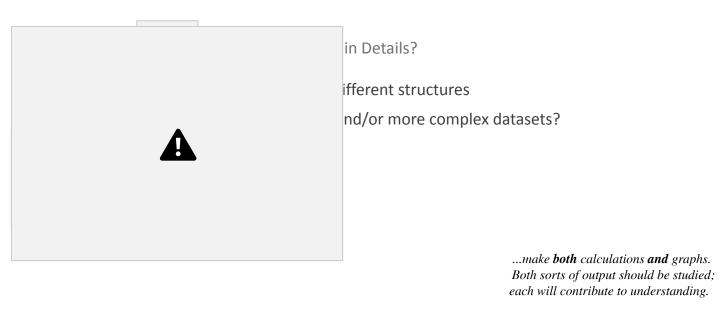
50 75 100 125 150 175 200 225 250 **Ionization Energy**

Introduction

Visualizations Reveal Structures

- Statistical characterization of datasets is a very powerful approach
 - losing information through summarization hide the true structure of the dataset





F. J. Anscombe, 1973

Introduction Same Stats, Different Graphs

• Generating Datasets with Varied Appearance and Identical Statistics



https://www.autodeskresearch.com/publications/samestats



- The use of computer-supported, interactive, visual representations of abstract data to amplify cognition
 - Stuart Card, Jock Mackinlay, Ben Shneiderman, 1999



- The use of computer-supported, interactive, visual representations of abstract data to amplify cognition
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• Finding the *artificial memory* that best supports our natural means of perception • Bertin, 1983 • Provide tools that present data in a way to help people understand and gain insight from it Data Data Visual Structures Views View Introduction Data Tables InfoVis Reference Model Visual Raw Transformations InteractionU ser/Task Mappings User

Introduction

InfoVis is Interdisciplinary

• Graphics: drawing in real time (<100 ms)

Cognitive psychology: appropriate

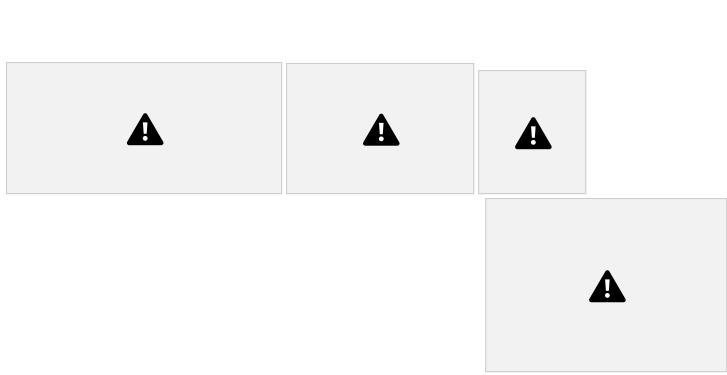
Transformations

representation • HCI: using users and tasks to

guide design and evaluation

Historical Aspect

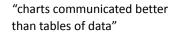
Data Visualizations — Historical Examples







ta Visualizations – Historical Examples





William Playfair (1759~1823) Scottish civil engineer Playfair has been credited with inventing the **line**, **bar**, **area**, and **pie** charts.

 $source: https://en.wikipedia.org/wiki/William_Playfair$

Historical Aspect

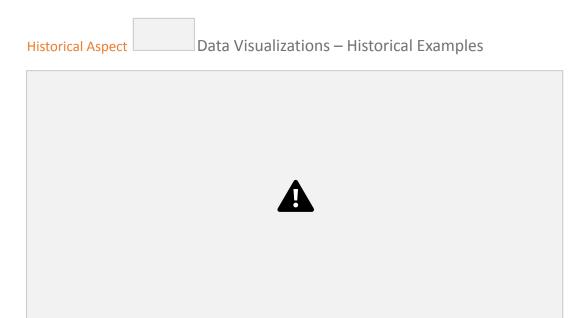
Data Visualizations – Historical Examples



Advance of Napoleon's Grande Armée into Russia in 1812 Charles Joseph Minard, 1861



Size of army Position Direction of movement Temperature Time



Modern redrawing of Charles Joseph Minard's figurative map of the 1812

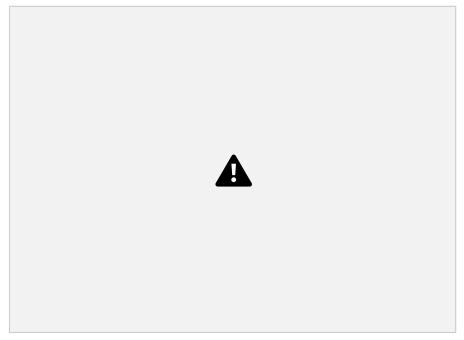
French invasion of Russia, including a table of temperatures converting degrees Réaumur to degrees Fahrenheit and Celsius_https://en.wikipedia.org/wiki/Charles_Joseph_Minard

Historical Aspect 1864 Exports of French Wine

			Charles Minard (economic cartographer)
Historical Aspect	1854 London Cholera Epidemio		
		John Snow	

Historical Aspect

Rose-petal diagram



Mortality of British Army

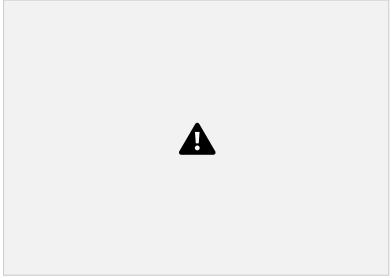


Florence Nightingale's diagram showing the dramatic reduction in death rates in the hospitals of Scutari following the changes she introduced Source: Nightingale (1858)

Perception Perception for InfoVis

- Visual Perception
- Visual Encodings of Quantitative Data
- Data Types and Tasks for InfoVis





 $courtesy \ of \ John\ McCann, from\ Stone\ 2001\ SIGGRAPH\ course\ graphics. stanford. edu/courses/cs448b-02-spring/04cdrom.pdf$

Perception Relative Perception



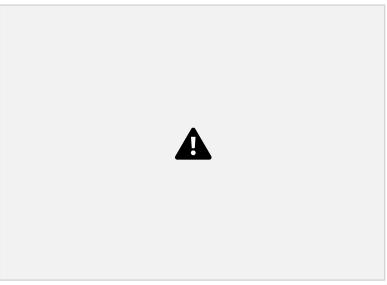
 $courtesy\ of\ John\ McCann,\ from\ Stone\ 2001\ SIGGRAPH\ course\ graphics. stanford. edu/courses/cs448b-02-spring/04cdrom.pdf$





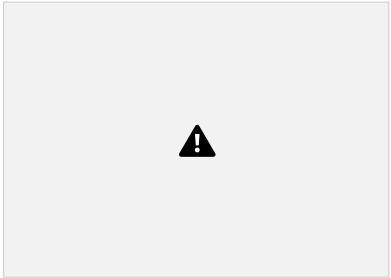
 $courtesy \ of \ John \ McCann, from \ Stone \ 2001 \ SIGGRAPH \ course \ graphics. stanford. edu/courses/cs448b-02-spring/04cdrom.pdf$

Perception Relative Perception

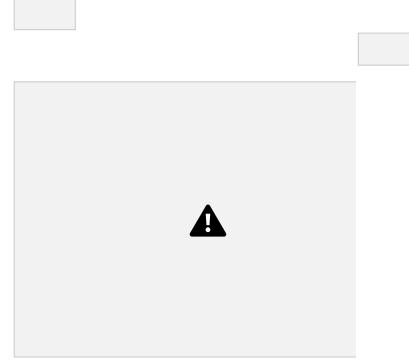


 $courtesy \ of \ John \ McCann, from \ Stone \ 2001 \ SIGGRAPH \ course \ graphics. stanford. edu/courses/cs448b-02-spring/04cdrom.pdf$

Perception Relative Perception



courtesy of John McCann, from Stone 2001 SIGGRAPH course graphics.stanford.edu/courses/cs448b-02-spring/04cdrom.pdf



Relative versus Absolute Judgements

• Luminance contrast – Simultaneous Brightness Contrast

• Luminance perception is based on relative judgements



Perception Relative versus Absolute Judgements

- Luminance contrast Simultaneous Brightness Contrast
- Luminance perception is based on relative judgements



Expressiveness and Effectiveness Principles Two criteria for evaluating graphical designs

Expressiveness

• Vis idiom should express all of, and only, the information in the dataset attributes

• Effectiveness

• Most important attributes should be encoded with the most effective channels ranking of channels



Expressiveness and Effectiveness Principles

Any better encodings?

Jock Mackinlay. 1986. Automating the design of graphical presentations of relational information. ACM Trans. Graph. 5, 2 (April 1986), 110-141DOI=http://dx.doi.org/10.1145/22949.22950 Better Expressiveness! More Effective? **Expressiveness and Effectiveness Principles** Jock Mackinlay. 1986. Automating the design of graphical presentations of relational information. ACM Trans. Graph. 5, 2 (April 1986), 110-141DOI=http://dx.doi.org/10.1145/22949.22950

Expressiveness and Effectiveness Principles

Two criteria for evaluating graphical designs

- Expressiveness
 - Vis idiom should express all of, and only, the information in the dataset attributes
- Effectiveness
 - Most important attributes should be encoded with the most effective channels ranking of channels

Expressiveness and Effectiveness

1D, 2D, 3D

• size ratio for each pair 1:4

INTERACTIVE DATA VISUALIZATION: FOUNDATIONS, TECHNIQUES, AND APPLICATIONS, Matthew O. Ward; Georges Grinstein; Daniel Keim, A K Peters Ltd (July 1, 2010)

Expressiveness and Effectiveness

Steven's Power Law

- p: perceived magnitude
- a: actual magnitude



p=ka^α

• $p_1/p_2 = (a_1/a_2)^{\alpha}$

• length judgment: $\alpha \approx 1$

• area judgment: α <1

• volume judgment: $\alpha \ll 1$

http://en.wikipedia.org/wiki/Stevens' power law



Accuracy of Quantitative Perceptual Tasks

Cleveland & McGill 1984

Visual Encoding

Visual

Encoding (Effectiveness) Principles

Channel Ranking
 Varies by Data Type



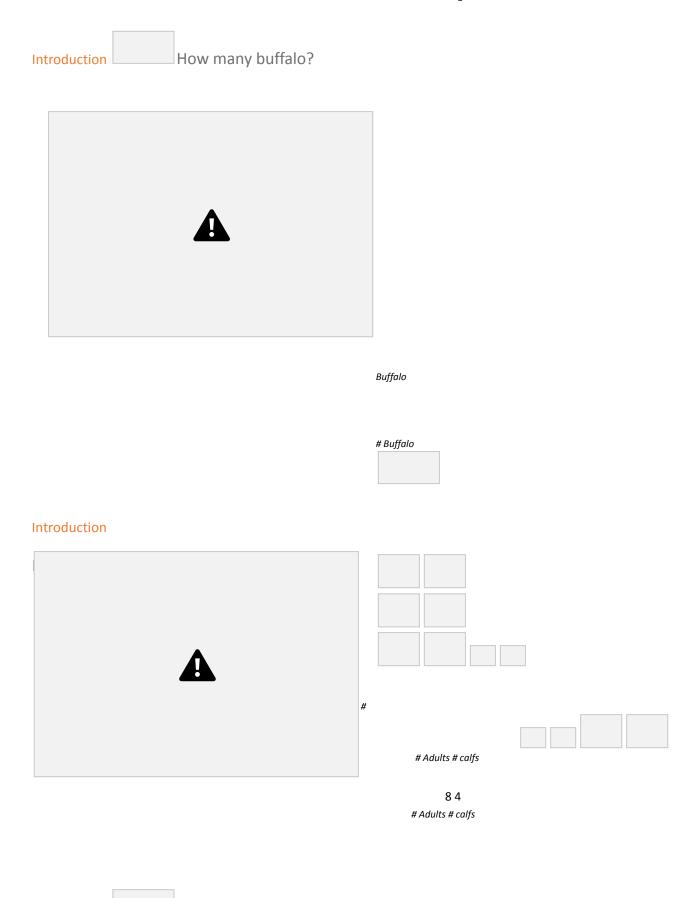
Introduction Which representation is best?

What is precise value?

• Depends heavily on task



How does the performance

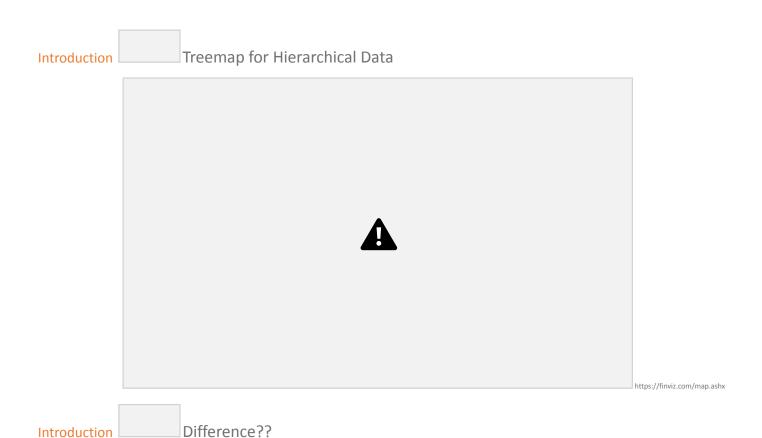


Am I wasting my HDD space??

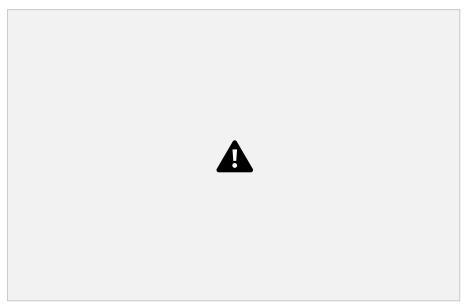
Introduction



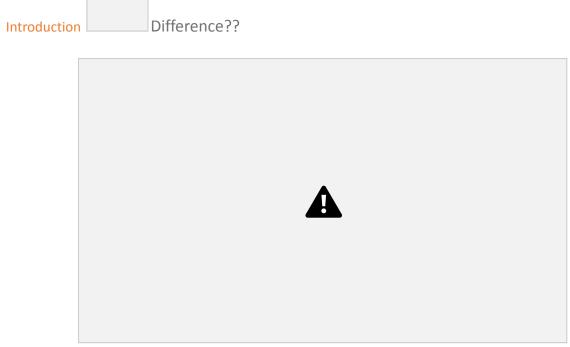
 $\underline{\text{http://w3.win.tue.nl/nl/onderzoek/onderzoek_informatica/visualization/sequoiaview//}}$



Introduction

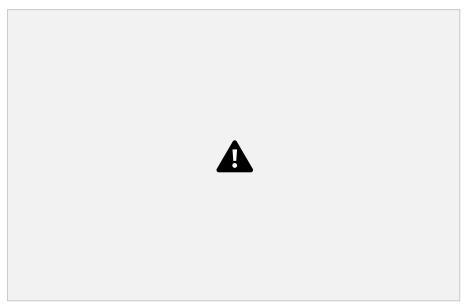


Graphical Perception: Theory, Experimentation and the Application to the Development of Graphical Models. William S. Cleveland, Robert McGill, J. Am. Stat. Assoc. 79:387, pp. 531-554,

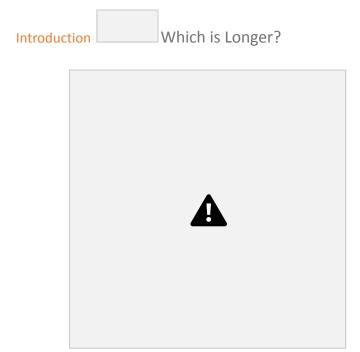


Graphical Perception: Theory, Experimentation and the Application to the Development of Graphical Models. William S. Cleveland, Robert McGill, J. Am. Stat. Assoc. 79:387, pp. 531-554, 1984.

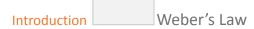
Introduction Difference??



Graphical Perception: Theory, Experimentation and the Application to the Development of Graphical Models. William S. Cleveland, Robert McGill, J. Am. Stat. Assoc. 79:387, pp. 531-554,



Graphical Perception: Theory, Experimentation and the Application to the Development of Graphical Models. William S. Cleveland, Robert McGill, J. Am. Stat. Assoc. 79:387, pp. 531-554, 1984.





Theory, Experimentation and the Application to the Development of Graphical Models. William S. Cleveland, Robert McGill, J. Am. Stat. Assoc. 79:387, pp. 531-554, 1984.



- Cognitive operations done preattentively, without the need for focused attention
 - less than 200-250 ms
 - eye movements take 200 ms
 - minimum time to initiate eye movement
 - involves only information available in a single glance
- Popout effects
- Segmentation effects



- visual features that are detected very rapidly by low-level, fast-acting visual processes
- seems to precede focused attention

- · occurring within a single fixation
- attention plays a critical role in what we see in this early stage
- "pop out" of a display
 - easily detected regardless of the number of distractors
 - vs. time-consuming visual search

Christopher G. Healey, James T. Enns: Attention and Visual Memory in Visualization and Computer Graphics. IEEE Trans. Vis. Comput. Graph. 18(7): 1170-1188

Preattentive Processing

How many sevens?

2398419309213985874506209348952034809502 3984210293841909238740129384610329849238 4265293845013945594858601239480234958728 4596394058640598239485802394895029348658 4561024596234851604569828309458673049561 3045916459086130495298646658956405196809 5866304598683049561835601830459680345907 6283486510465183560241620945613045618304 5968230459630459860395620349568204385362

Slide Idea from Colin Ware

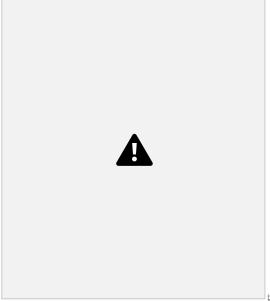
Preattentive Processing

Color Makes Them Pop Out

23984193092139858**7**4506209348952034809502 3984210293841909238**7**40129384610329849238 4265293845013945594858601239480234958**7**28 4596394058640598239485802394895029348658 4561024596234851604569828309458673049561 3045916459086130495298646658956405196809 5866304598683049561835601830459680345907 6283486510465183560241620945613045618304 5968230459630459860395620349568204385362

Slide Idea from Colin Ware





https://www.csc2.ncsu.edu/faculty/healey/PP

Preattentive Processing What Kinds of Tasks?

- Target detection
 - Is something there?
- Segmentation (Boundary detection)
 - Can the elements be grouped?
- Region tracking





Design Principles

• Shneiderman's Guidelines • Tufte's Design Principles • The

Feynman-Tufte Principle

Design Principles Design Guidelines / Principles

- Visual presentation of query components
- Visual presentation of results
- Rapid, incremental and reversible actions
- Immediate and continuous feedback
- Selection by pointing (not typing)
- Reduces errors
- Encourages exploration
- Visual Information Seeking Mantra
 - Overview first, zoom and filter, details on demand

Ben Shineiderman

Design Principles

Tufte's Design Principles

- Tell the truth
 - Graphical integrity
- Do it effectively with clarity, precision...
 - Design principles/aesthetics
- "simple design, intense content"
 - The Feynman-Tufte Principle, April 2005 Scientific American
 - E. Tufte, The Visual Display of Quantitative Information (1983)
 - E. Tufte, Envisioning Information (1990)
 - E. Tufte, Visual Explanations (1997)
 - E. Tufte, Beautiful Evidence(2006)

A

Jinwook Seo / John Stasko

Design Principles Measuring Misrepresentation

- Visual attribute value should be directly proportional to data attribute value
- Height/width vs. area vs. volume



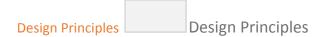
Size of effect shown in graphic

Lie factor =

Size of effect in data

"Lie factor" = 2.8

John Stasko

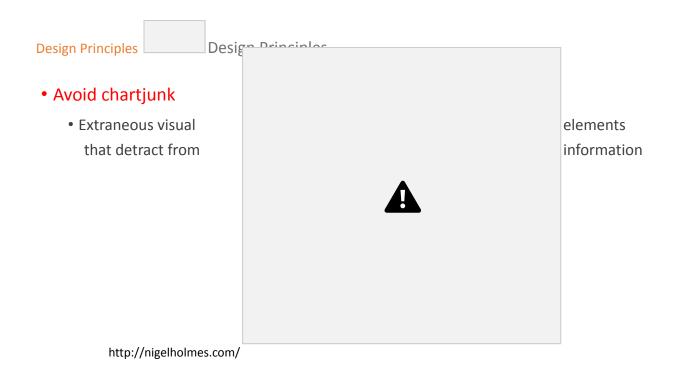


• Maximize data-ink ratio

Data ink

Total ink used in graphic Data-ink ratio =

 proportion of graphic's ink devoted to the non-redundant display of data-information

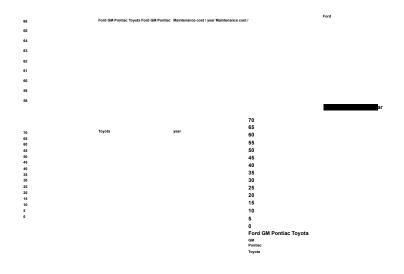


John Stasko

John Stasko

Design Principles Chartjunk

• All visual elements in charts and graphs that are not necessary to comprehend the information represented on the graph, or that distract the viewer from this information

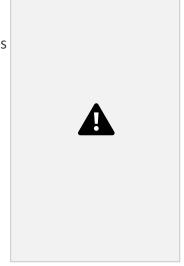


Design Principles

Design Principles

Use Small multiples

- Repeat visually similar graphical elements nearby rather than spreading far apart
- The same graphical design structure is repeated
- Learn once and compare
 - \rightarrow invite comparisons
- Reveal, all at once, a scope of alternatives, a range of options
 - \rightarrow overview



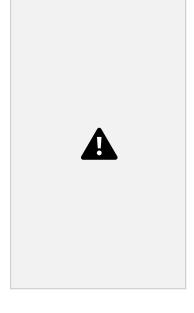


- Utilize narratives of space and time
 - Tell a story of position and chronology through visual elements

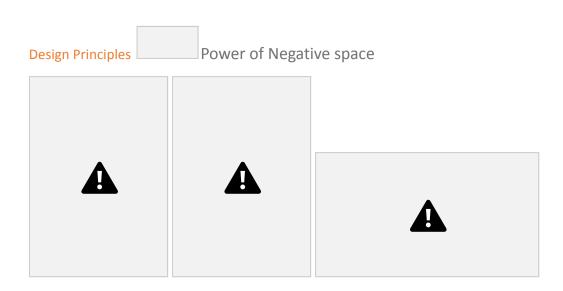
Design Principles

Design Principles

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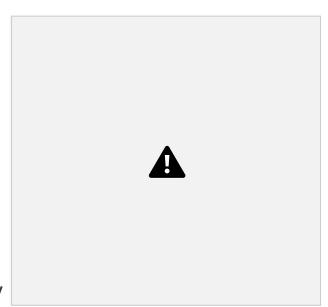




Design Principles Power of Negative space

Design Principles Power of Negative space

Note Questions?



http://hcil.snu.ac.kr/