

Visualization Analysis & Design

Interactive Views (Ch 11/12)

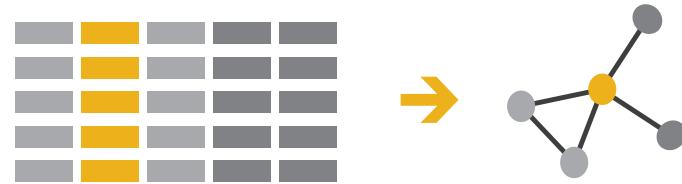
Tamara Munzner

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University of British Columbia

@tamaramunzner

How to handle complexity: I previous strategy

→ *Derive*



- derive new data to show within view

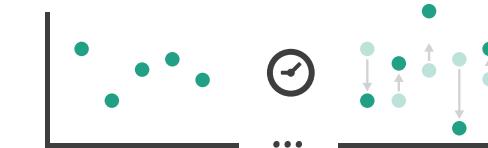
How to handle complexity: 1 previous strategy + 2 more

→ *Derive*



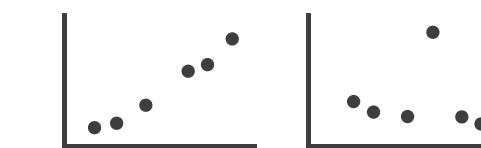
Manipulate

→ **Change**



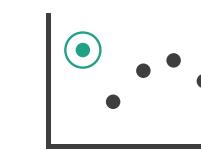
Facet

→ **Juxtapose**

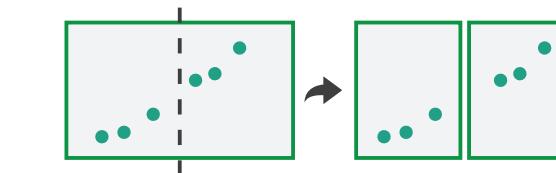


- derive new data to show within view
- change view over time
- facet across multiple views

→ **Select**



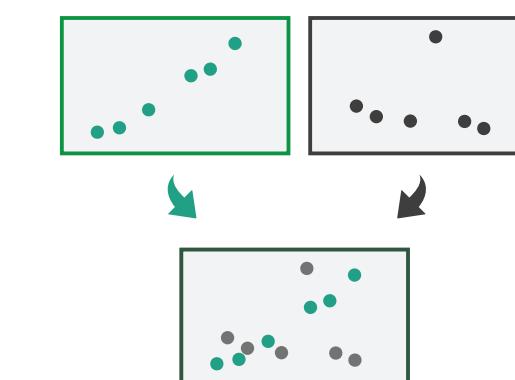
→ **Partition**



→ **Navigate**



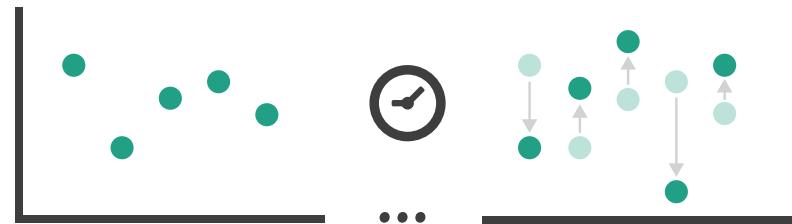
→ **Superimpose**



Manipulate View

Manipulate

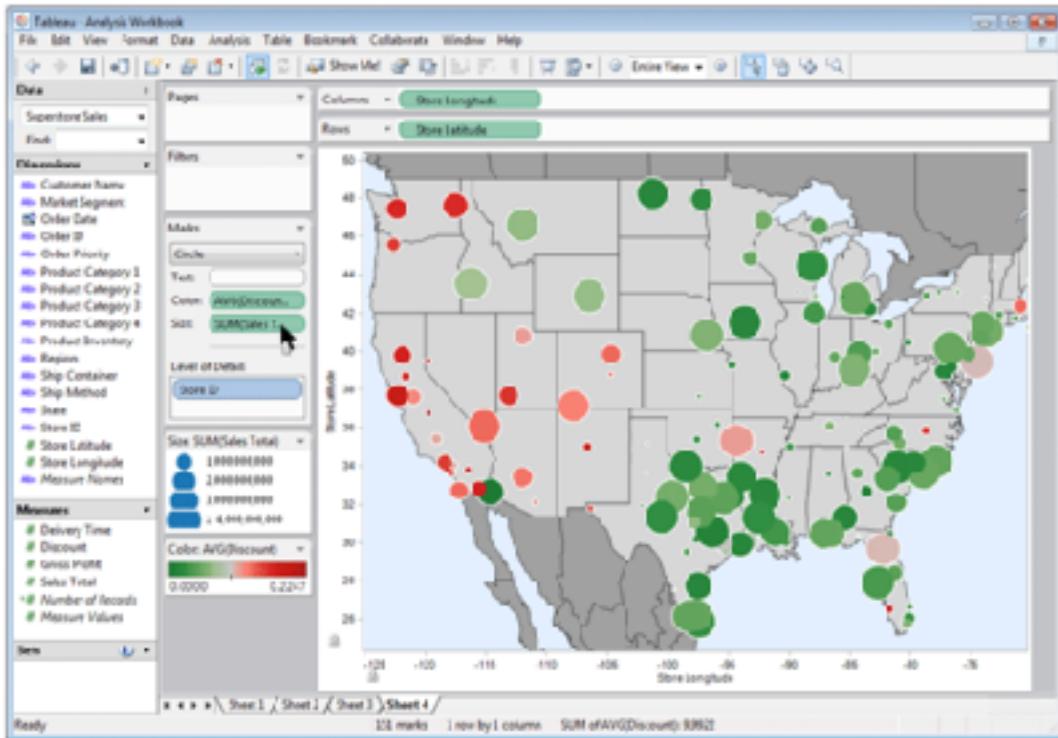
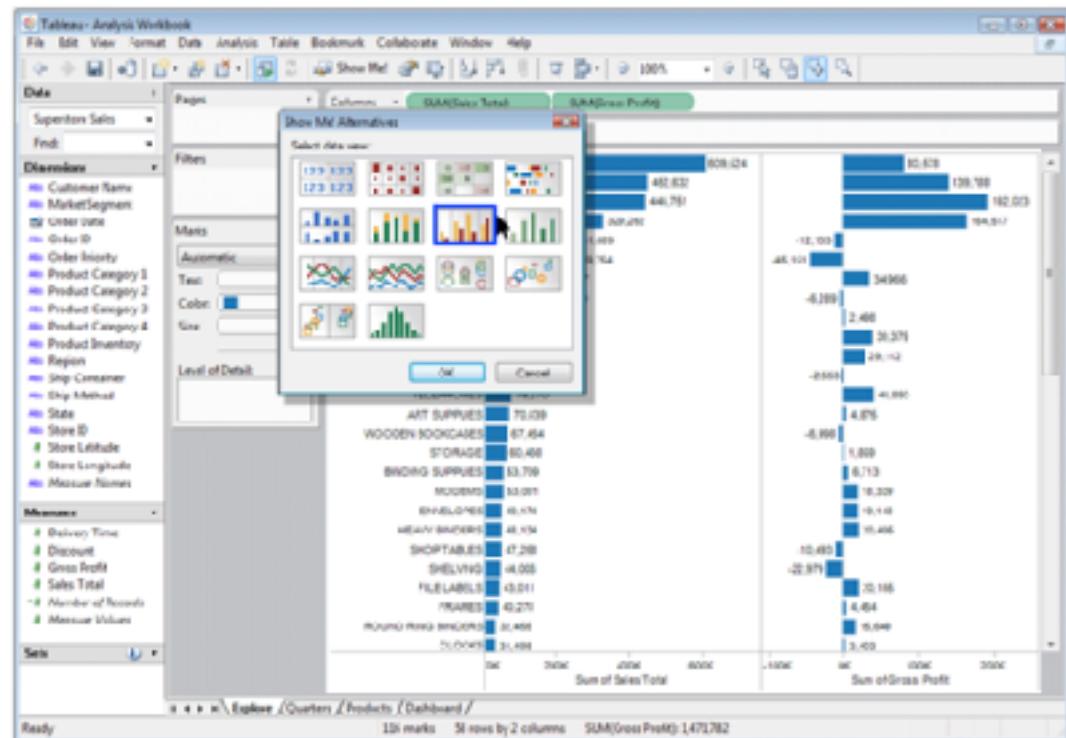
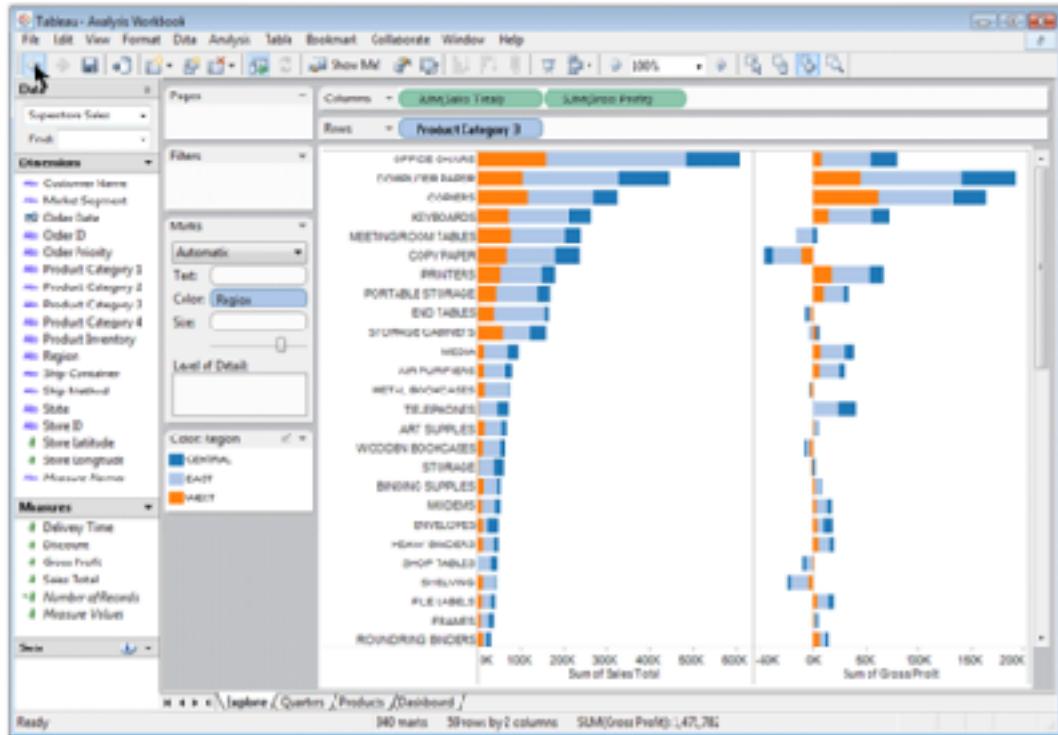
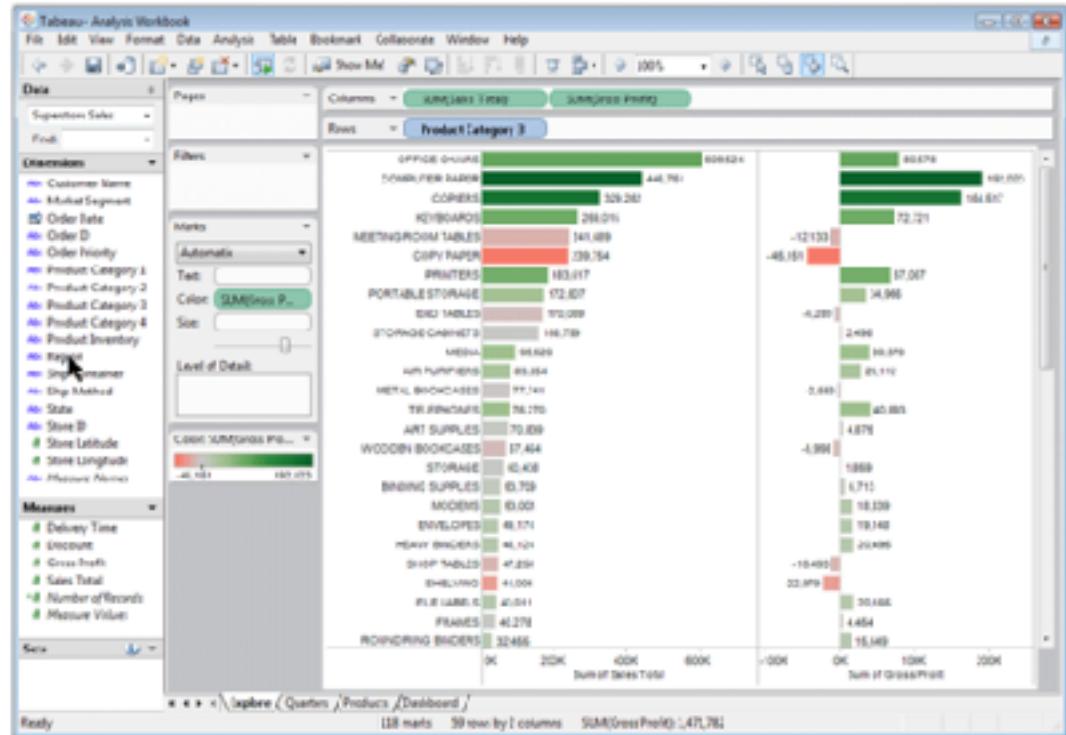
→ Change over Time



Change over time

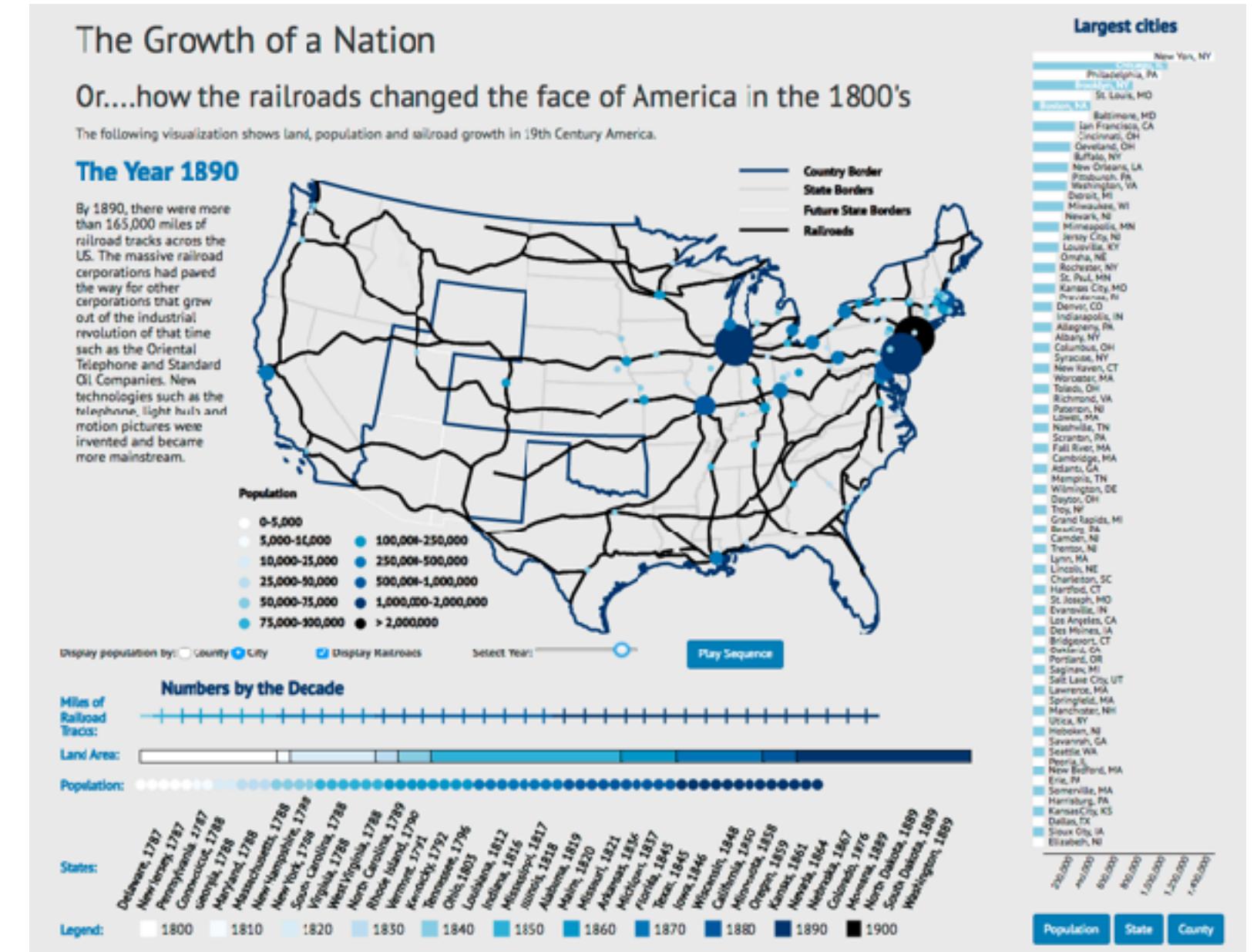
- change any of the other choices
 - encoding itself
 - parameters
 - arrange: rearrange, reorder
 - aggregation level, what is filtered...
 - interaction entails change
- powerful & flexible

Idiom: Re-encode



Idiom: Change parameters

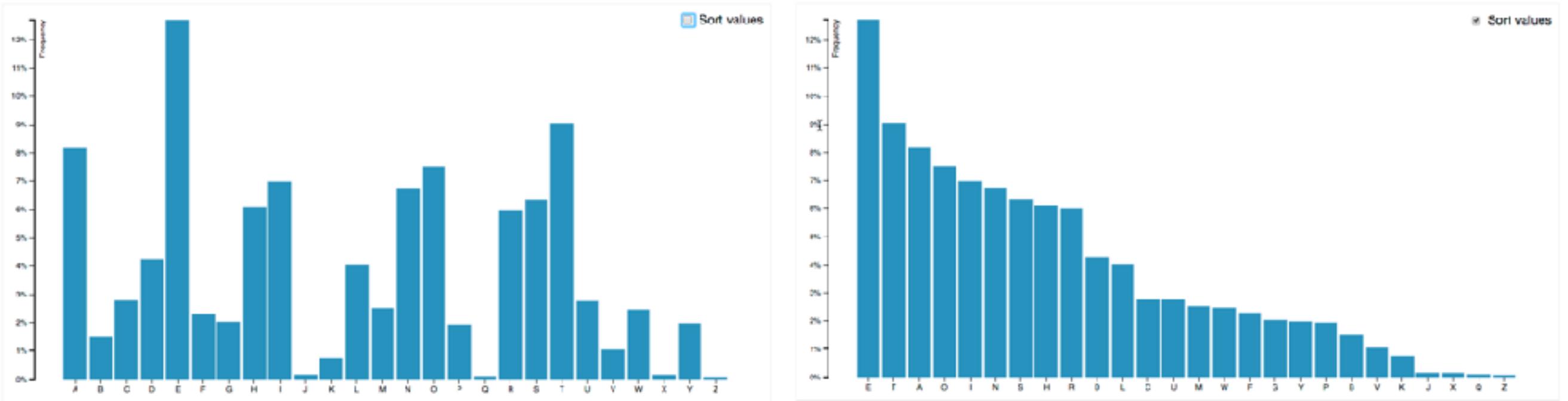
- widgets and controls
 - sliders, buttons, radio buttons, checkboxes, dropdowns/comboboxes
- pros
 - clear affordances, self-documenting (with labels)
- cons
 - uses screen space
- design choices
 - separated vs interleaved
 - controls & canvas



[Growth of a Nation](<http://laurenwood.github.io/>)
made with D3

Idiom: Change order/arrangement

- what: simple table
- how: data-driven reordering
- why: find extreme values, trends



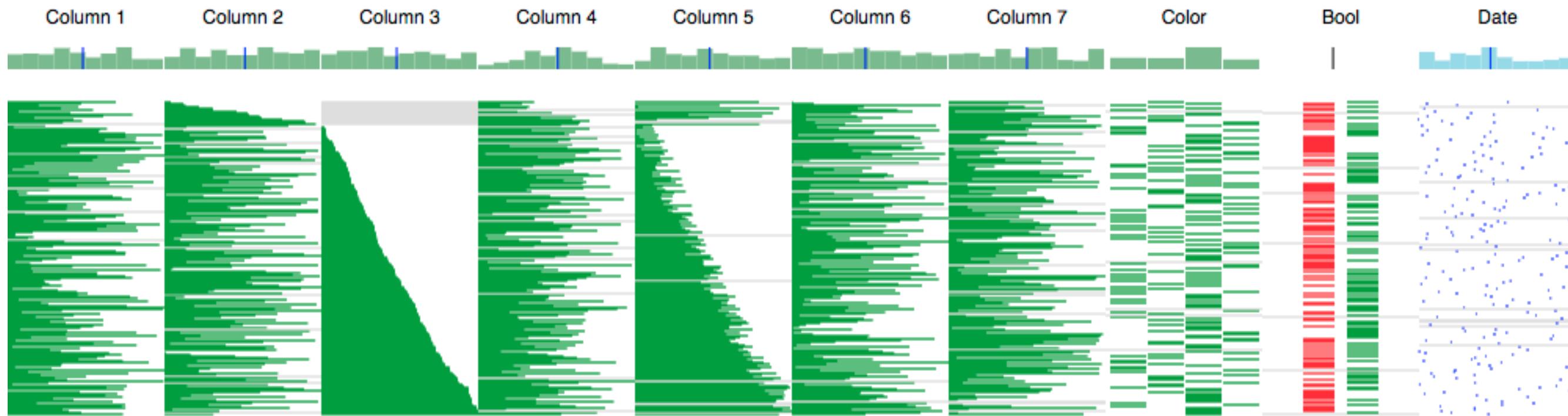
[Sortable Bar Chart] <https://observablehq.com/@d3/sortable-bar-chart>

made with D3

Idiom: Reorder

System: DataStripes

- what: table with many attributes
- how: data-driven reordering by selecting column
- why: find correlations between attributes



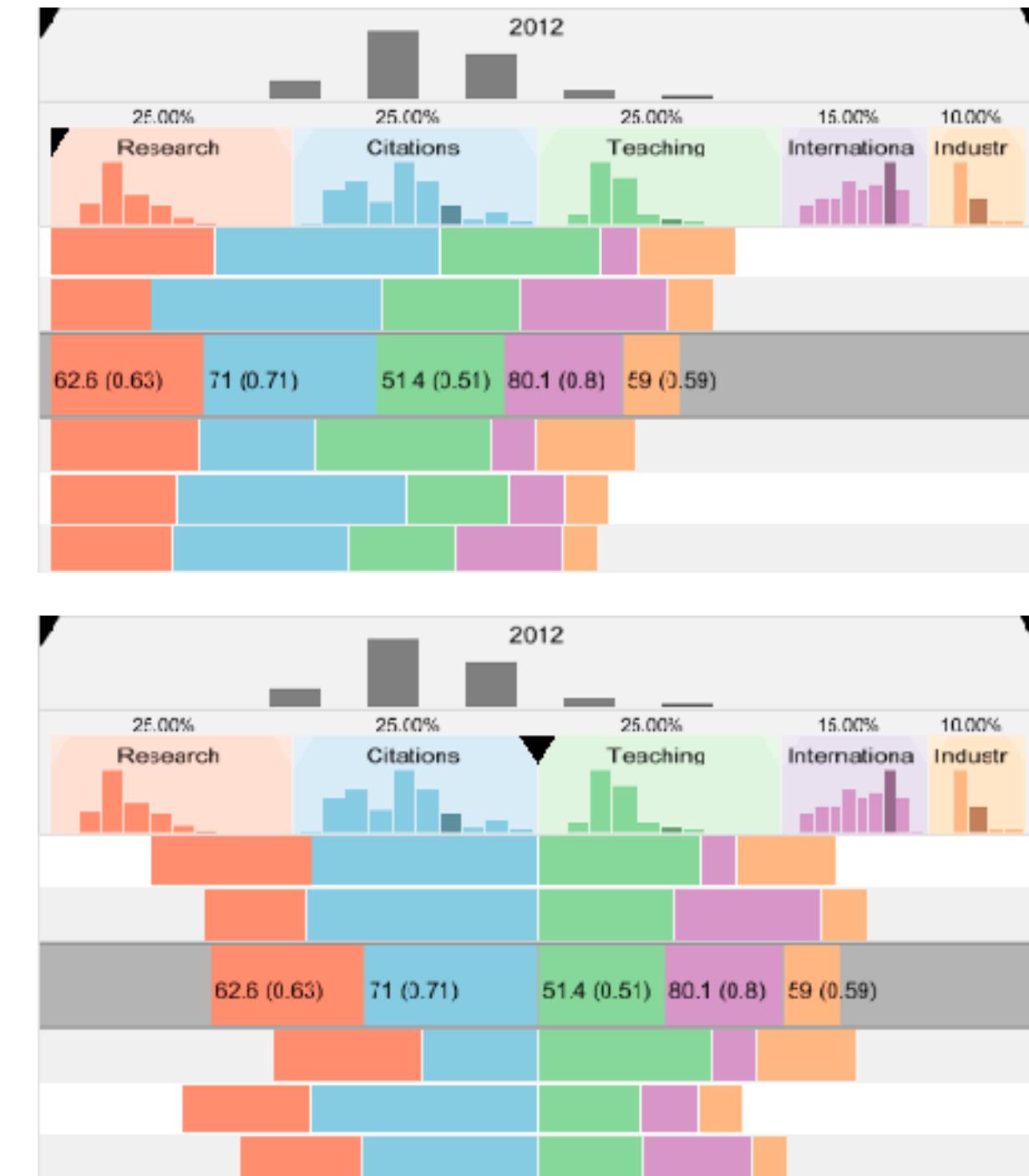
[<http://carlmanaster.github.io/dastripes/>]

made with D3

Idiom: Change alignment

System: LineUp

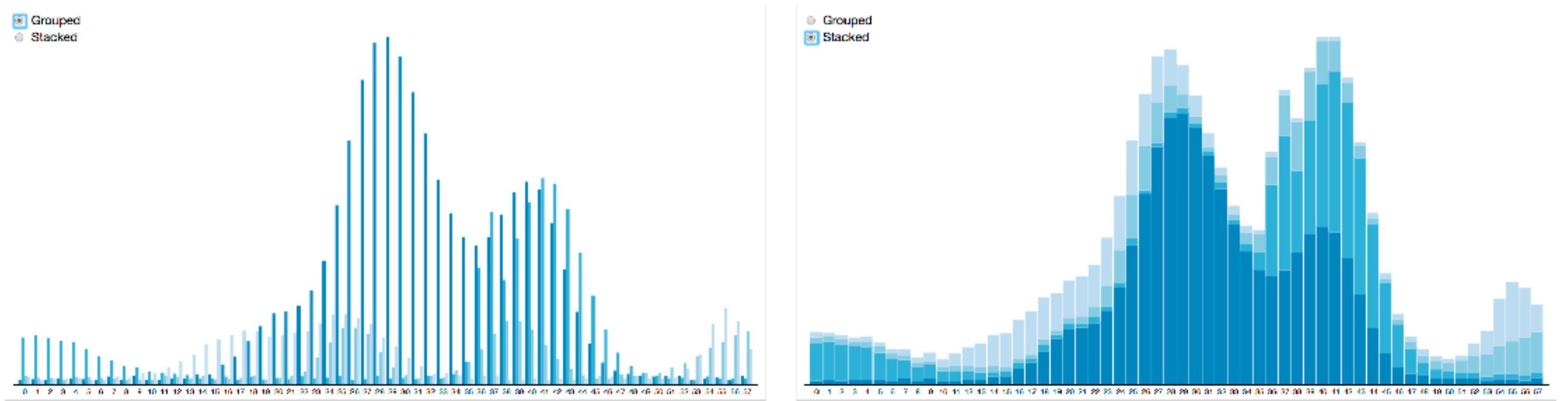
- stacked bars
 - easy to compare
 - first segment
 - total bar
- align to different segment
 - supports flexible comparison



[LineUp: Visual Analysis of Multi-Attribute Rankings. Gratzl, Lex, Gehlenborg, Pfister, and Streit. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2013) 19:12 (2013), 2277–2286.]

Idiom: Animated transitions - visual encoding change

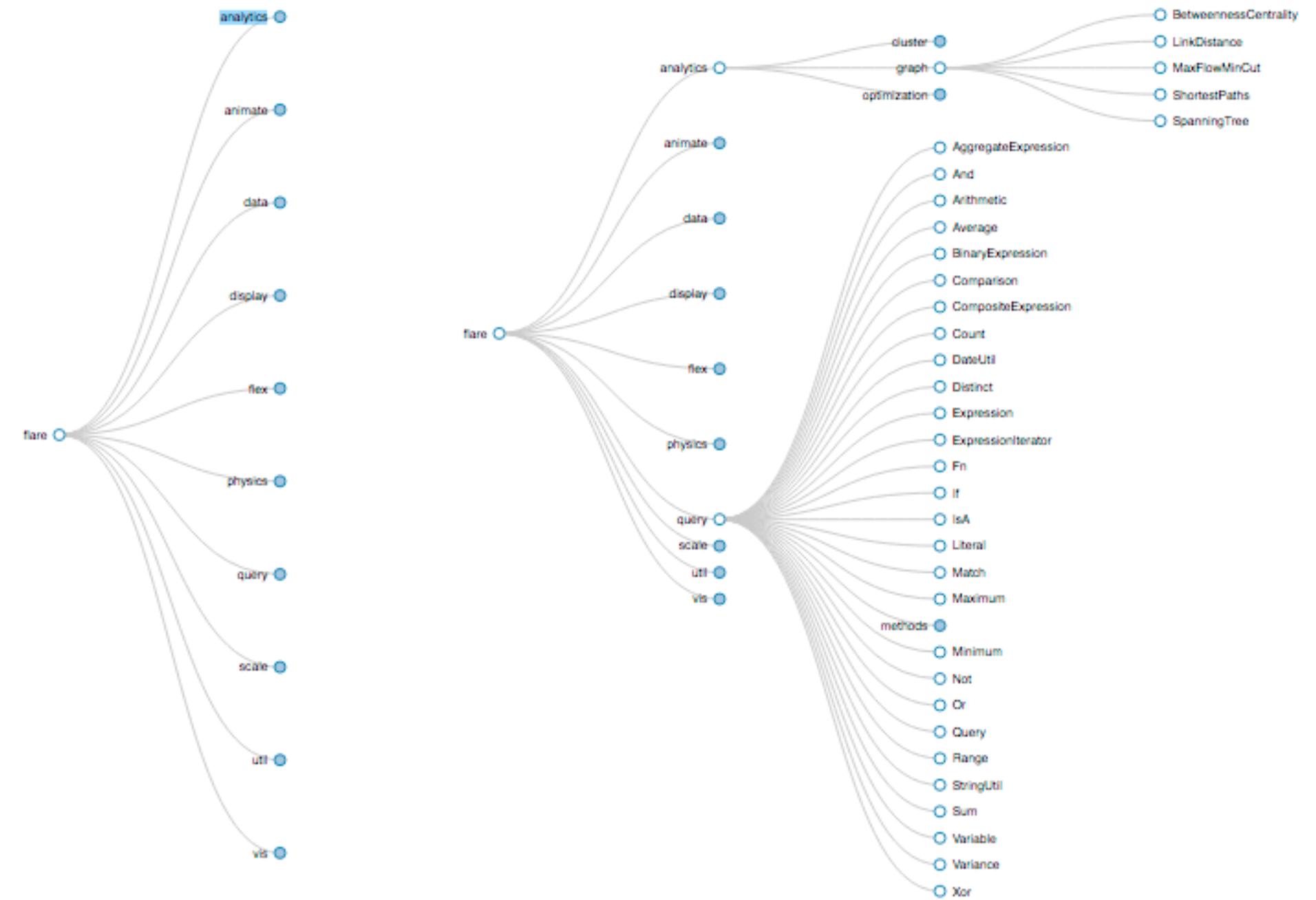
- smooth transition from one state to another
 - alternative to jump cuts, supports item tracking
 - best case for animation
 - staging to reduce cognitive load



[Stacked to Grouped Bars] <https://observablehq.com/@d3/stacked-to-grouped-bars>

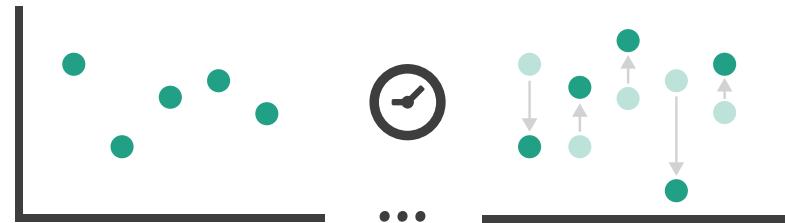
Idiom: Animated transition - tree detail

- animated transition
 - network drilldown/rollup

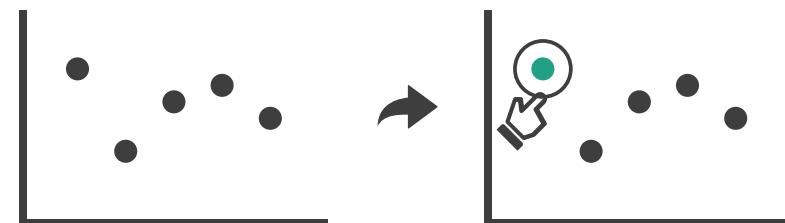


Manipulate

→ Change over Time



→ Select



Interaction technology

- what do you design for?
 - mouse & keyboard on desktop?
 - large screens, hover, multiple clicks
 - touch interaction on mobile?
 - small screens, no hover, just tap
 - gestures from video / sensors?
 - ergonomic reality vs movie bombast
 - eye tracking?



Data visualization and the news - Gregor Aisch (37 min)
vimeo.com/182590214

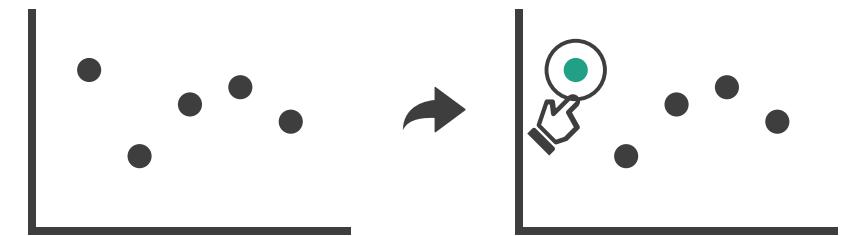


I Hate Tom Cruise - Alex Kauffmann (5 min)
www.youtube.com/watch?v=QXLfT9sFcbc

Selection

- selection: basic operation for most interaction
- design choices
 - how many selection types?
 - interaction modalities
 - click/tap (heavyweight) vs hover (lightweight but not available on most touchscreens)
 - multiple click types (shift-click, option-click, ...)
 - proximity beyond click/hover (touching vs nearby vs distant)
 - application semantics
 - adding to selection set vs replacing selection
 - can selection be null?
 - ex: toggle so nothing selected if click on background
 - primary vs secondary (ex: source/target nodes in network)
 - group membership (add/delete items, name group, ...)

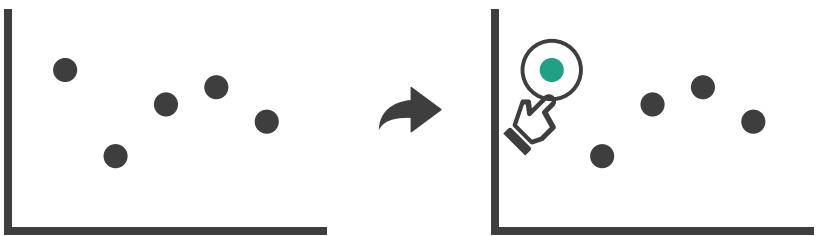
→ Select



Highlighting

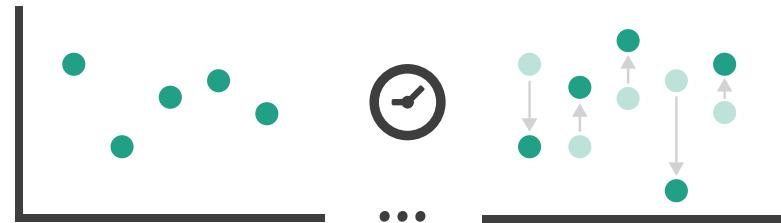
→ Select

- highlight: change visual encoding for selection targets
 - visual feedback closely tied to but separable from selection (interaction)
- design choices: typical visual channels
 - change item color
 - but hides existing color coding
 - add outline mark
 - change size (ex: increase outline mark linewidth)
 - change shape (ex: from solid to dashed line for link mark)
- unusual channels: motion
 - motion: usually avoid for single view
 - with multiple views, could justify to draw attention to other views

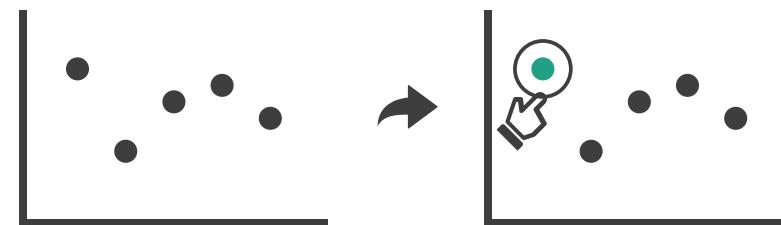


Manipulate

→ Change over Time



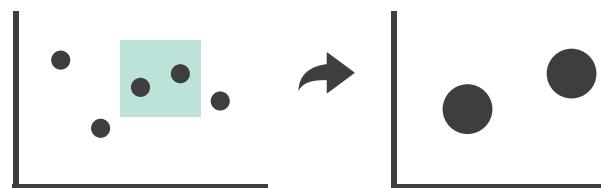
→ Select



→ Navigate

→ Item Reduction

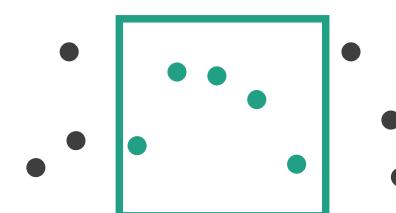
→ Zoom
Geometric or *Semantic*



→ Pan/Translate

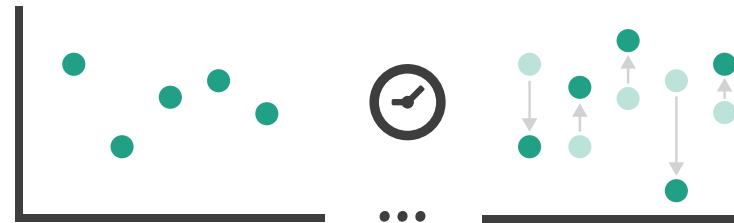


→ Constrained

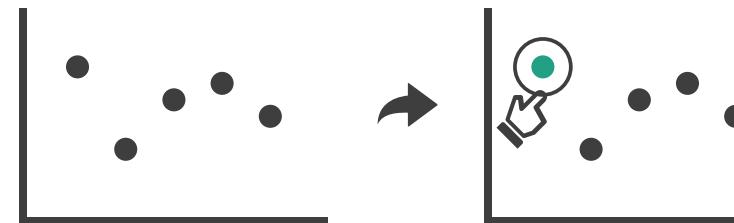


Manipulate

→ Change over Time

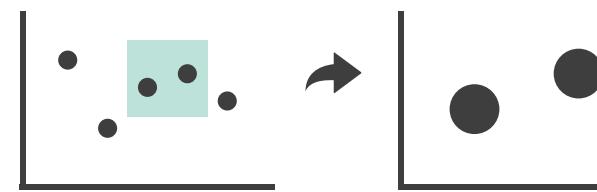


→ Select

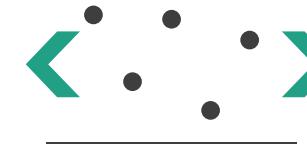


→ Navigate

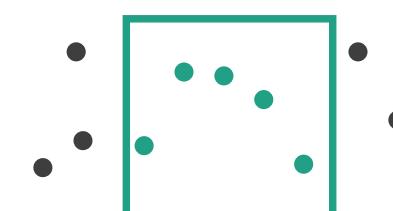
→ Zoom
Geometric



→ Pan/Translate



→ Constrained

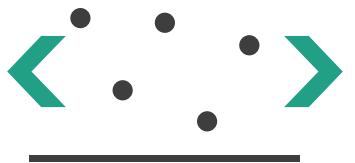


Navigate: Changing viewpoint/visibility

→ Navigate

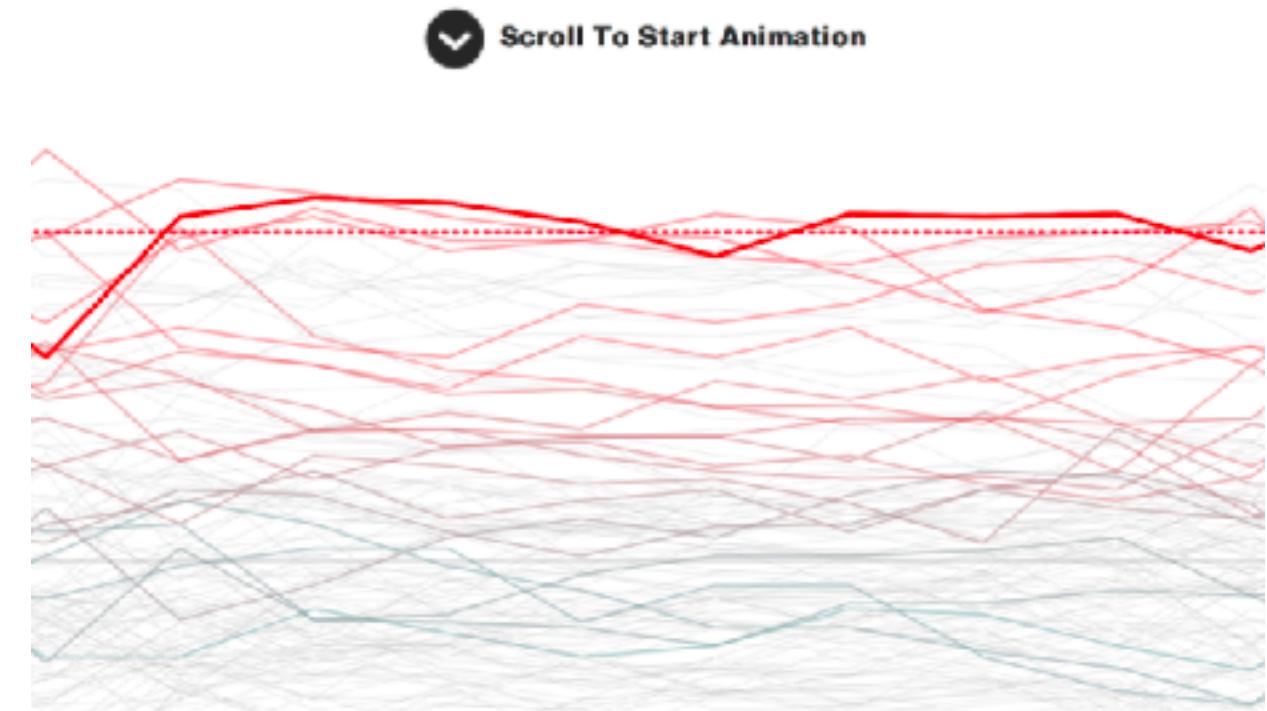
- change viewpoint
 - changes which items are visible within view
- camera metaphor
 - pan/translate/scroll
 - move up/down/sideways

→ Pan/Translate



Idiom: Scrollytelling

- how: navigate page by scrolling (panning down)
- pros:
 - familiar & intuitive, from standard web browsing
 - linear (only up & down) vs possible overload of click-based interface choices
- cons:
 - full-screen mode may lack affordances
 - scrolljacking, no direct access
 - unexpected behaviour
 - continuous control for discrete steps



[How to Scroll, Bostock](<https://bostocks.org/mike/scroll/>)

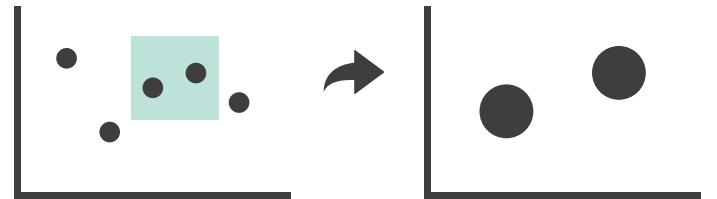
<https://eagereyes.org/blog/2016/the-scrollytelling-scourge>

Navigate: Changing viewpoint/visibility

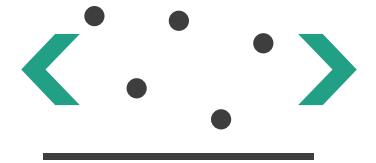
→ Navigate

- change viewpoint
 - changes which items are visible within view
- camera metaphor
 - pan/translate/scroll
 - move up/down/sideways
 - rotate/spin
 - typically in 3D
 - zoom in/out
 - enlarge/shrink world == move camera closer/further
 - geometric zoom: standard, like moving physical object

→ Zoom
Geometric

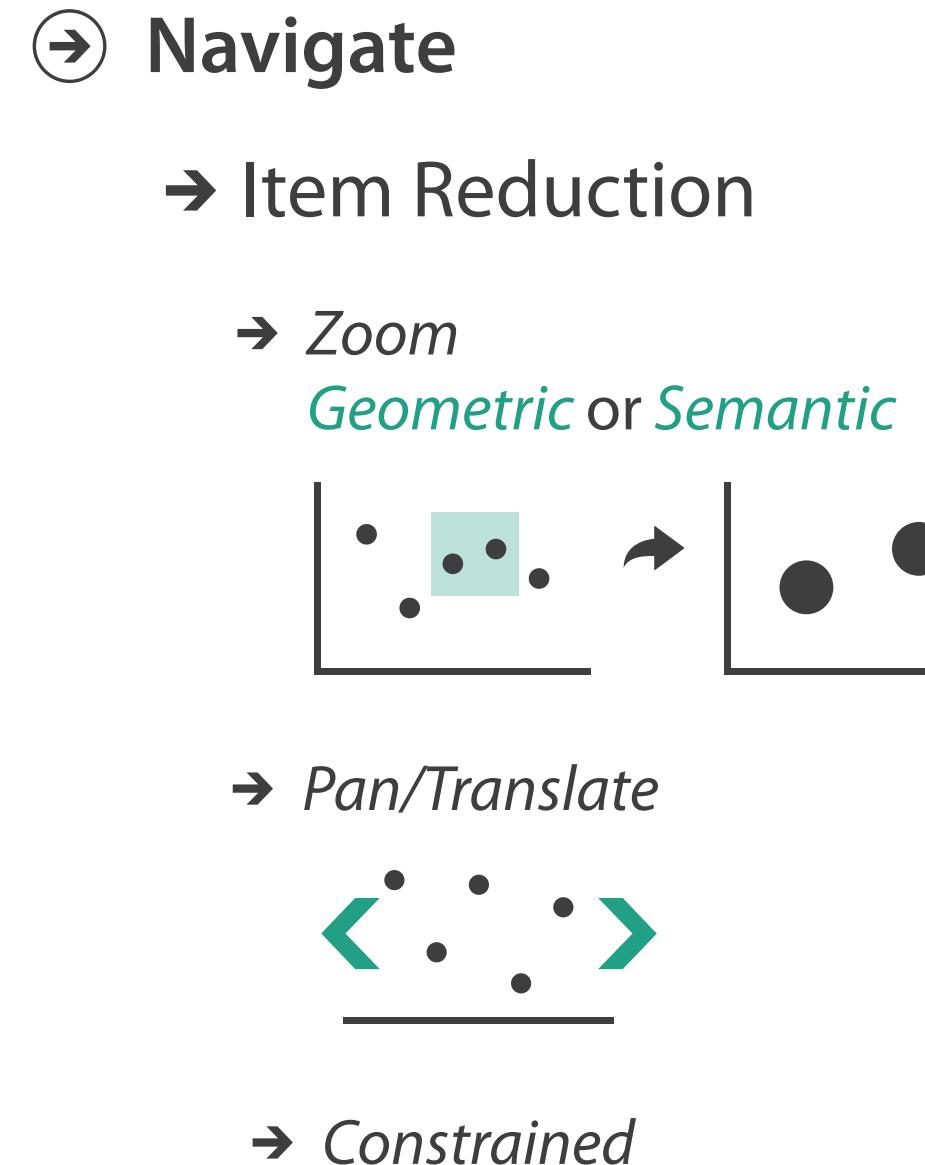


→ Pan/Translate



Navigate: Unconstrained vs constrained

- unconstrained navigation
 - easy to implement for designer
 - hard to control for user
 - easy to overshoot/undershoot
- constrained navigation
 - typically uses animated transitions
 - trajectory automatically computed based on selection
 - just click; selection ends up framed nicely in final viewport



Idiom: Animated transition + constrained navigation

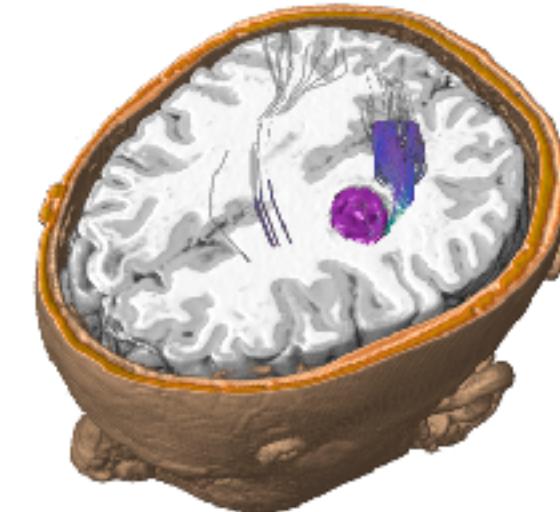
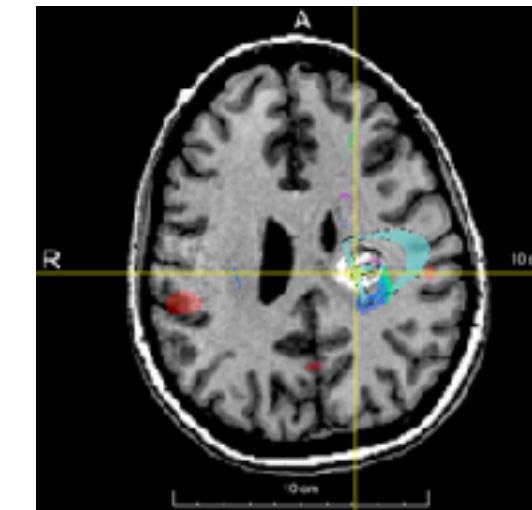
- example: geographic map
 - simple zoom, only viewport changes, shapes preserved



[Zoom to Bounding Box] <https://observablehq.com/@d3/zoom-to-bounding-box>

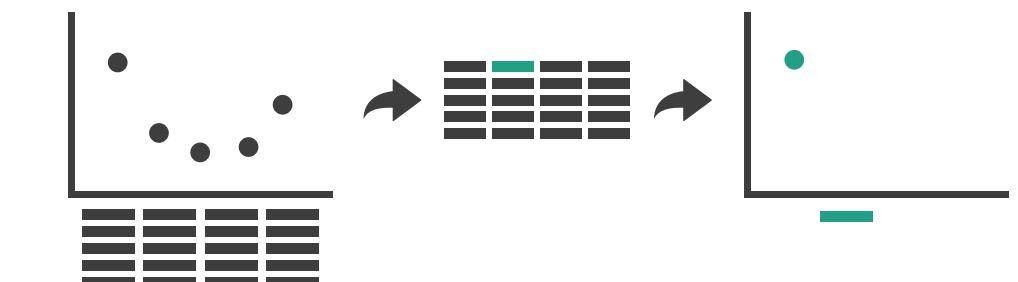
Navigate: Reducing attributes

- continuation of camera metaphor
 - slice
 - show only items matching specific value for given attribute: slicing plane
 - axis aligned, or arbitrary alignment
 - cut
 - show only items on far slide of plane from camera
 - project
 - change mathematics of image creation
 - orthographic
 - perspective
 - many others: Mercator, cabinet, ...

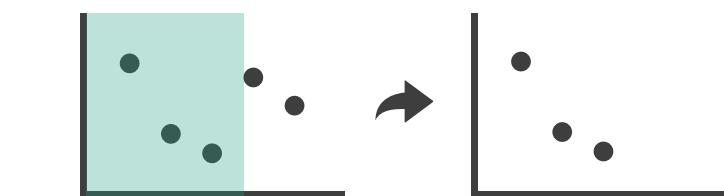


→ Attribute Reduction

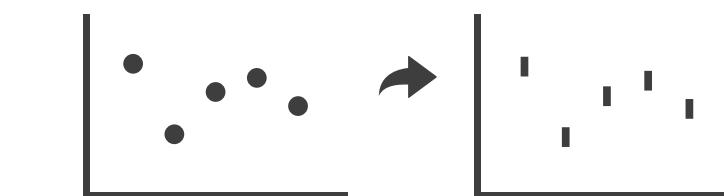
→ Slice



→ Cut



→ Project

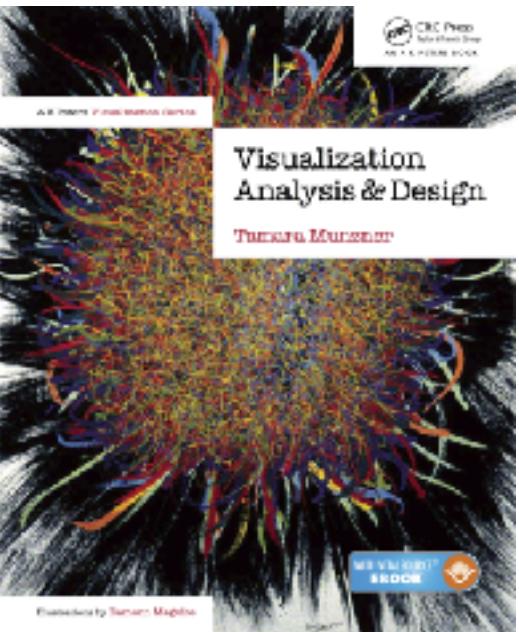


Interaction benefits

- interaction pros
 - major advantage of computer-based vs paper-based visualization
 - flexible, powerful, intuitive
 - exploratory data analysis: change as you go during analysis process
 - fluid task switching: different visual encodings support different tasks
 - animated transitions provide excellent support
 - empirical evidence that animated transitions help people stay oriented

Interaction limitations

- interaction has a time cost
 - sometimes minor, sometimes significant
 - degenerates to human-powered search in worst case
- remembering previous state imposes cognitive load
- controls may take screen real estate
 - or invisible functionality may be difficult to discover (lack of affordances)
- users may not interact as planned by designer
 - NYTimes logs show ~90% don't interact beyond scrollytelling - Aisch, 2016



Visualization Analysis & Design

Interactive Views (Ch 11/12) II

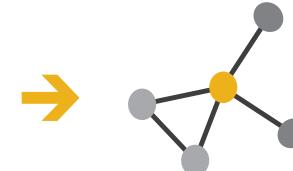
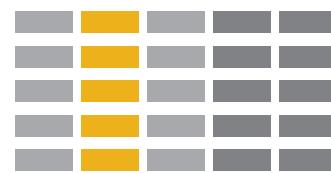
Tamara Munzner

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How to handle complexity: I previous strategy + 2 more

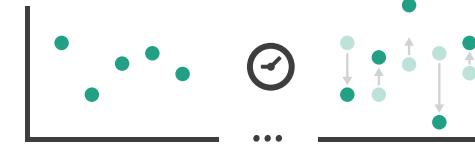
→ *Derive*



- derive new data to show within view
- change view over time
- facet across multiple views

Manipulate

→ **Change**



→ **Select**

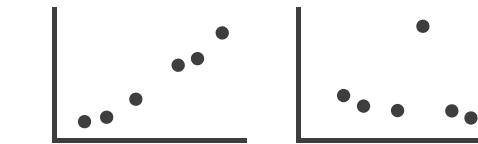


→ **Navigate**

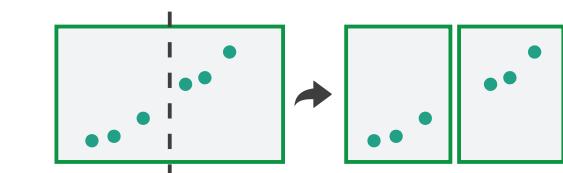


Facet

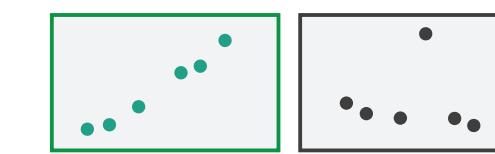
→ **Juxtapose**



→ **Partition**



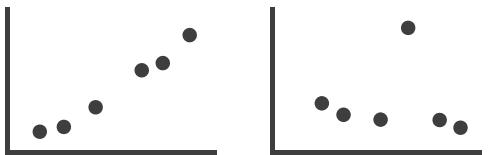
→ **Superimpose**



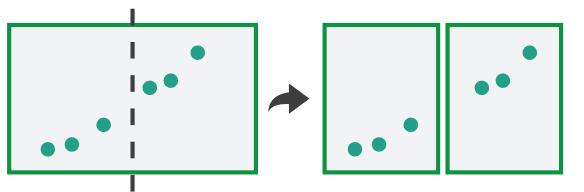
Multiple Views

Facet

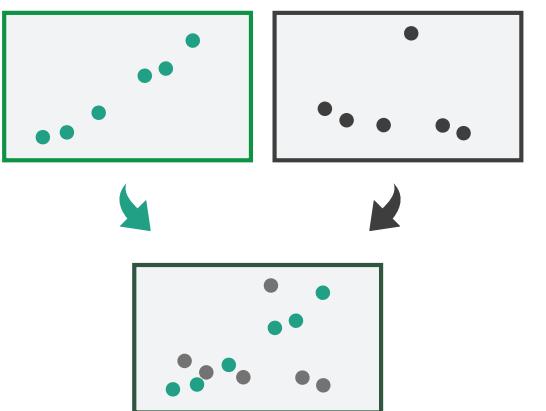
→ Juxtapose



→ Partition

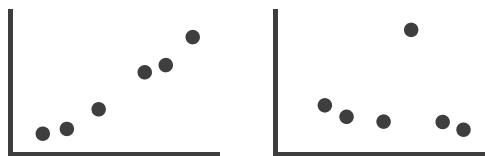


→ Superimpose

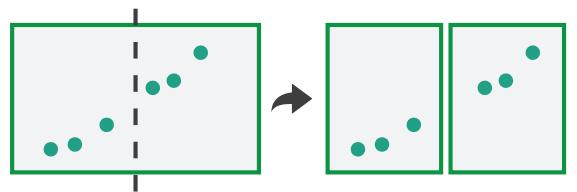


Facet

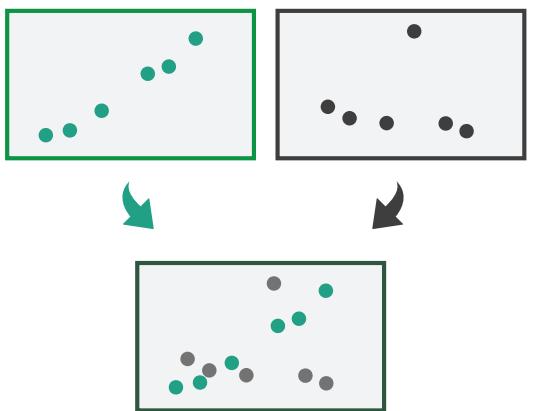
→ Juxtapose



→ Partition



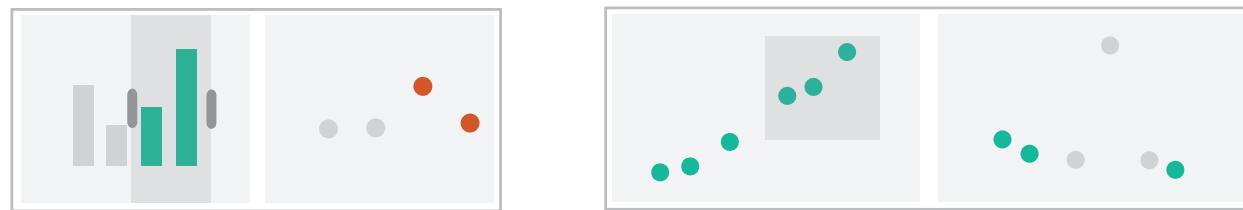
→ Superimpose



Juxtapose and coordinate views

→ Share Encoding: Same/Different

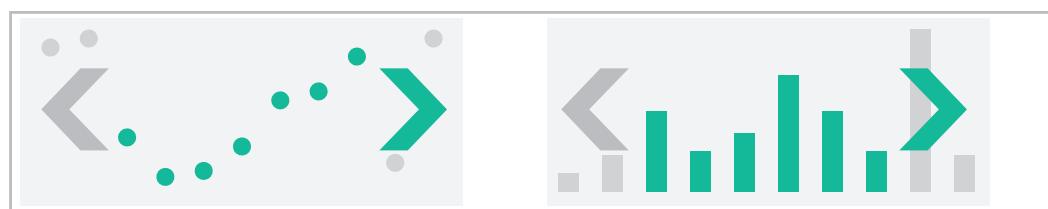
→ *Linked Highlighting*



→ Share Data: All/Subset/None



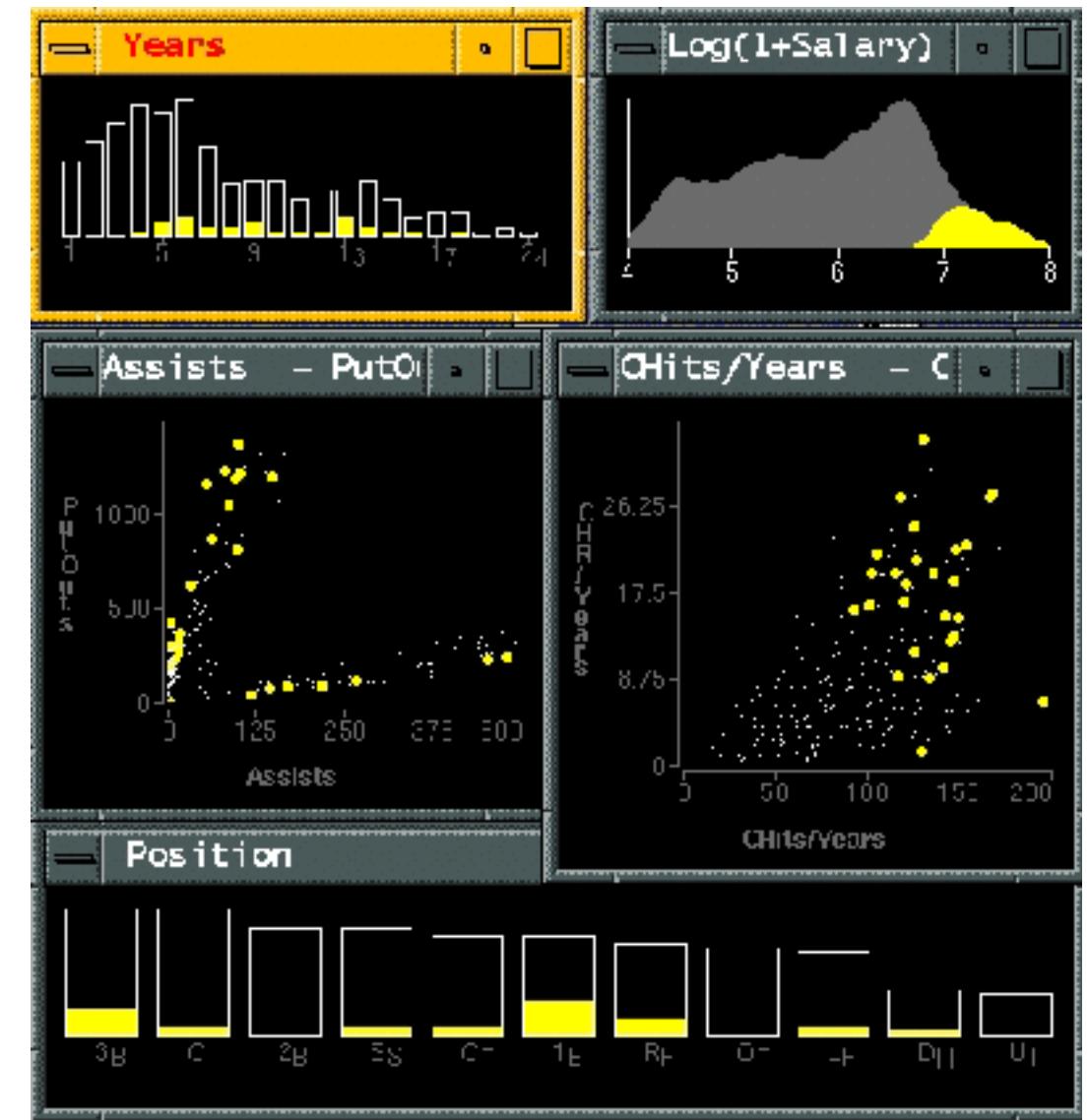
→ Share Navigation



Idiom: Linked highlighting

System: EDV

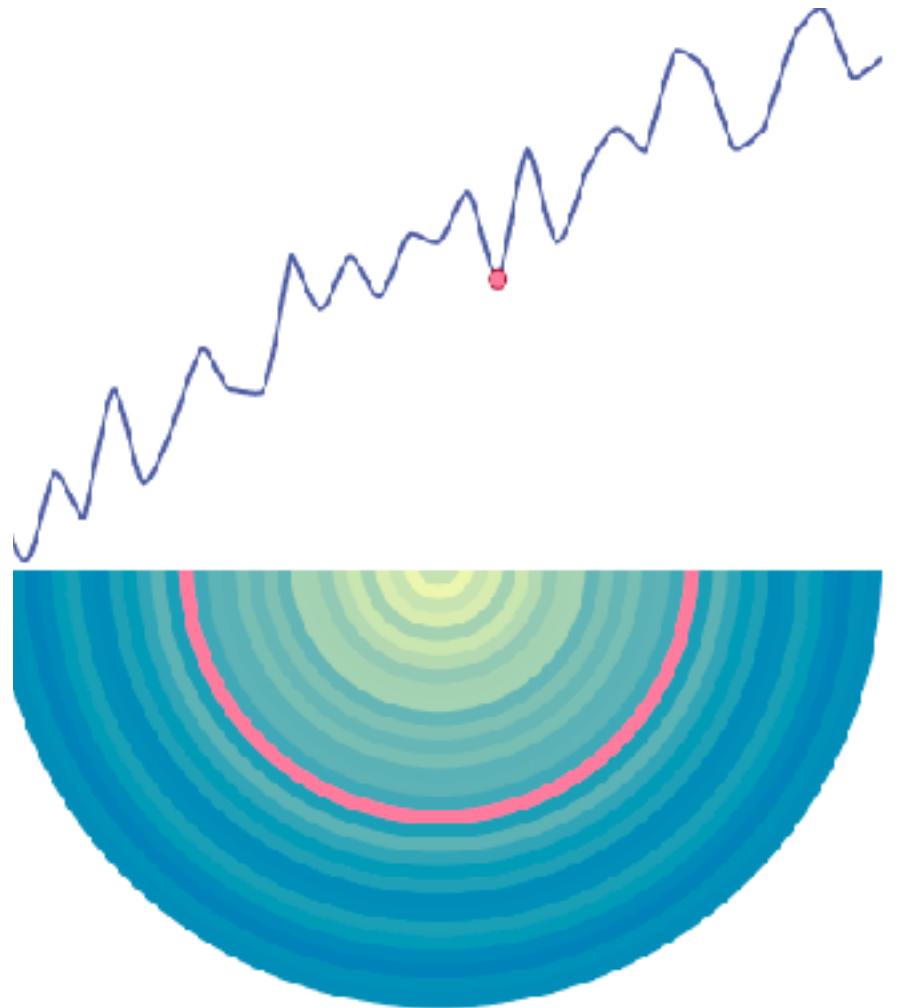
- see how regions contiguous in one view are distributed within another
 - powerful and pervasive interaction idiom
- encoding: different
 - *multiform*
- data: all shared
 - all **items** shared
 - different **attributes** across the views
- aka: brushing and linking



[Visual Exploration of Large Structured Datasets. Wills.
Proc. New Techniques and Trends in Statistics (NTTS), pp. 237–246. IOS Press, 1995.]

Linked views: Directionality

- unidirectional vs bidirectional linking
 - bidirectional almost always better!



<http://pbeshai.github.io/linked-highlighting-react-vega-redux/>

<https://medium.com/@pbesh/linked-highlighting-with-react-d3-js-and-reflux-16e9c0b2210b>

Idiom: Overview-detail views

- encoding: same or different
 - ex: same (birds-eye map)
- data: subset shared
 - viewpoint differences:
subset of data items
- navigation: shared
 - bidirectional linking
- other differences
 - (window size)

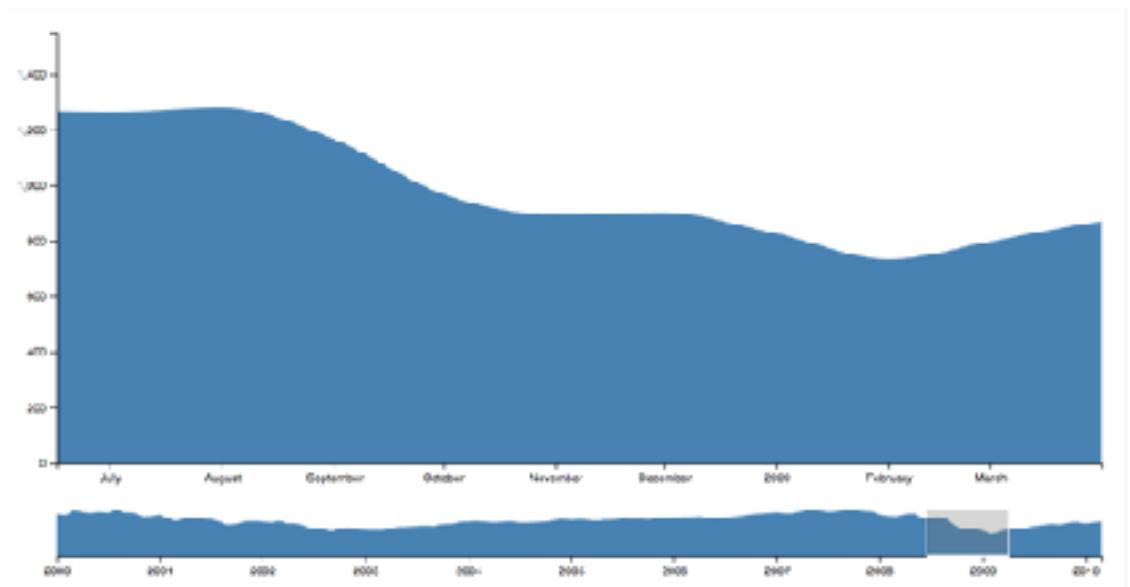
System: Google Maps



[A Review of Overview+Detail, Zooming, and Focus+Context Interfaces.
Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.]

Idiom: Overview-detail navigation

- encoding: same or different
- data: subset shared
- navigation: shared
 - unidirectional linking
 - select in small overview,
change extent in large detail view



<https://observablehq.com/@uwdata/interaction>

Idiom: Tooltips

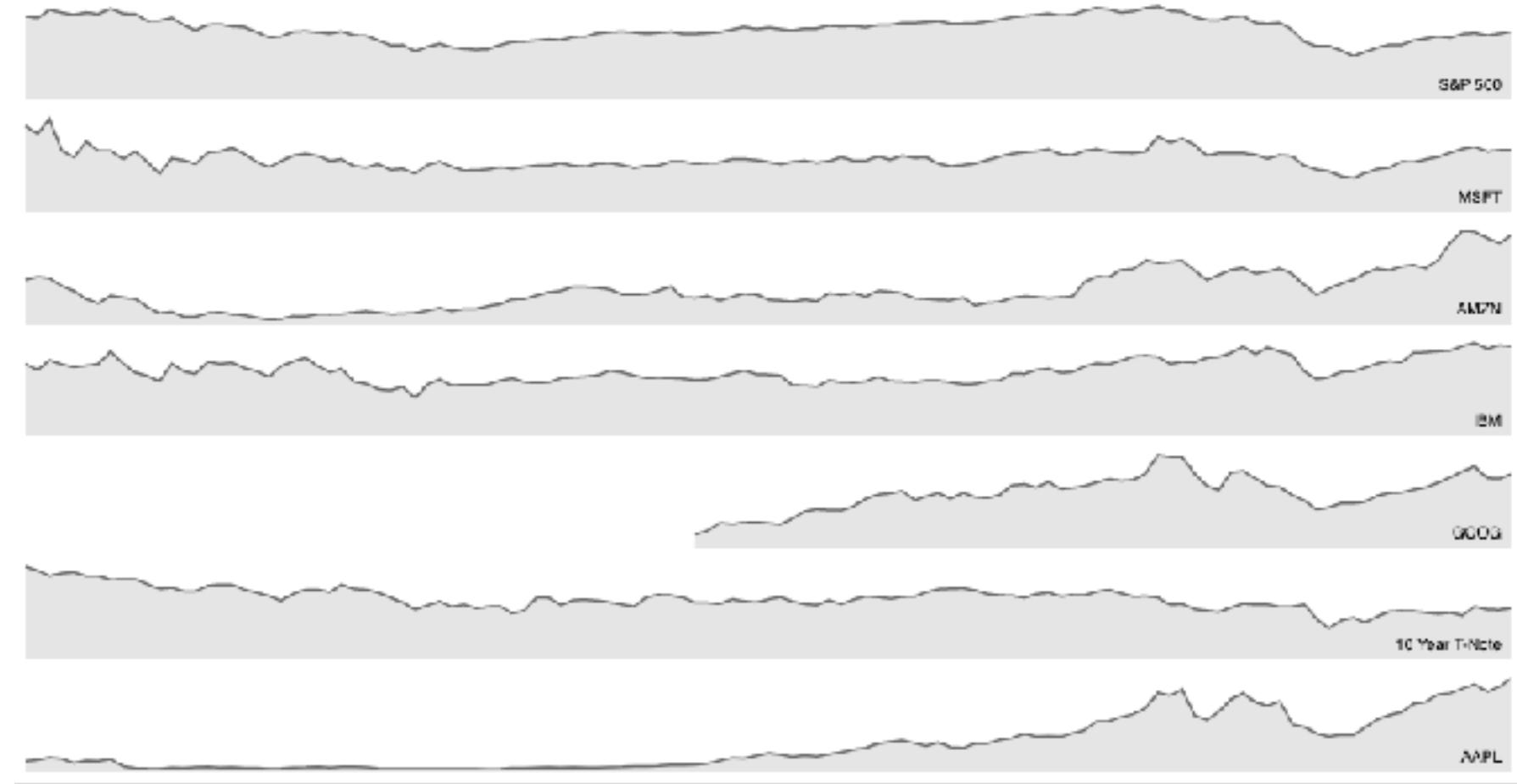
- **popup information for selection**
 - hover or click
 - specific case of detail view:
provide useful additional detail on demand
 - beware: does not support overview!
 - always consider if there's a way to visually encode directly to provide overview
 - “If you make a rollover or tooltip, assume nobody will see it. If it's important, make it explicit.”
 - Gregor Aisch, NYTimes



[<https://www.highcharts.com/demo/dynamic-master-detail>]

Idiom: Small multiples

- encoding: same
 - ex: line charts
- data: none shared
 - different slices of dataset
 - items or attributes
 - ex: stock prices for different companies



Interactive small multiples

- linked highlighting:
analogous item/attribute
across views
 - same year highlighted across all
charts if hover within any chart

The Rise and Decline of Ask MetaFilter

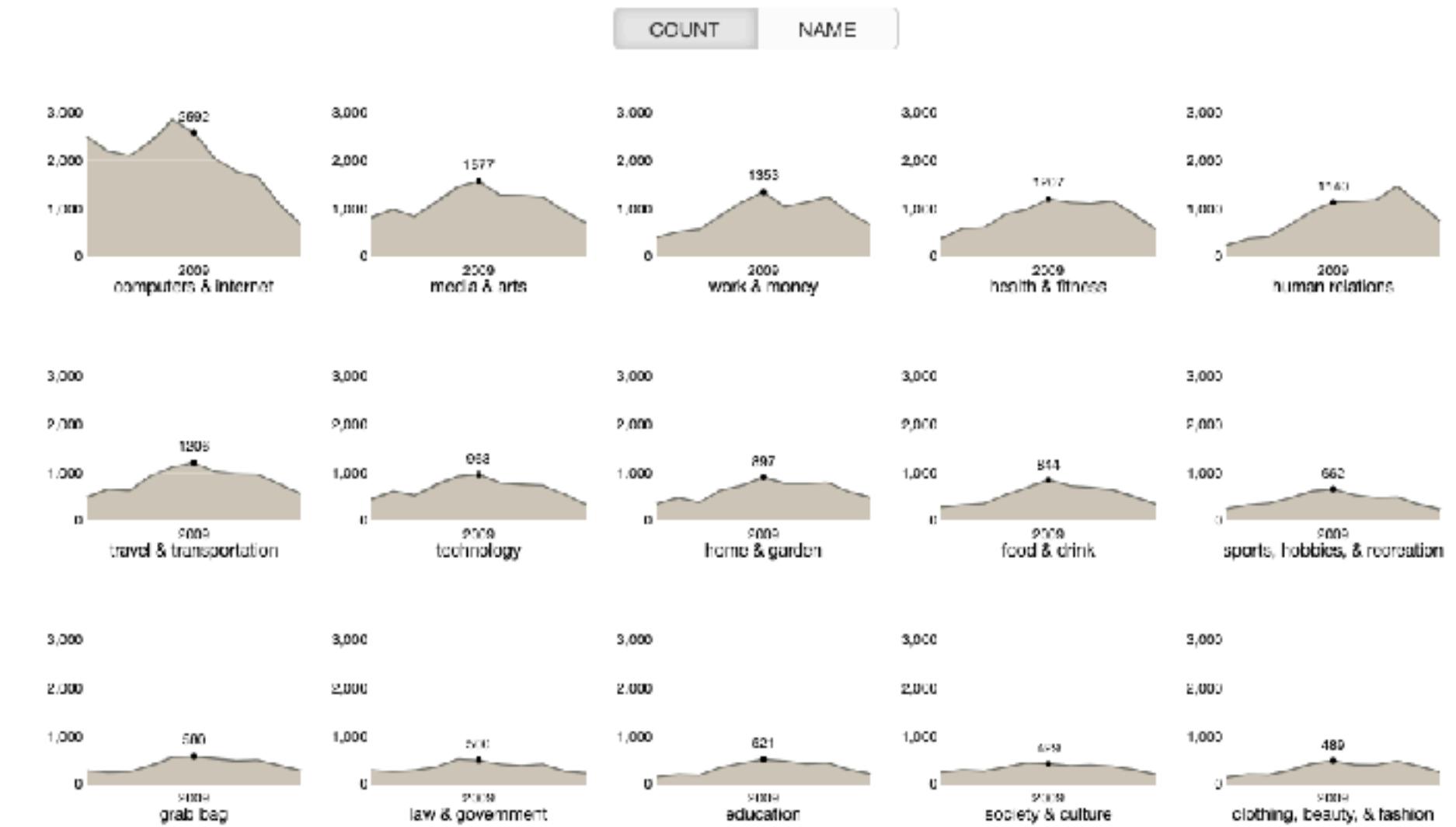
Metafilter's revenue has been on the decline, but has its content dried up as well?

Here we look at new posts on Ask Metafilter by category.

Categories like computers & internet have been dropping in use for a long time, most likely due to competition like Stack Overflow.

Other smaller categories have had consistent use patterns until more recently.

Disclaimer: 2014 is included, even though the year is not over yet.



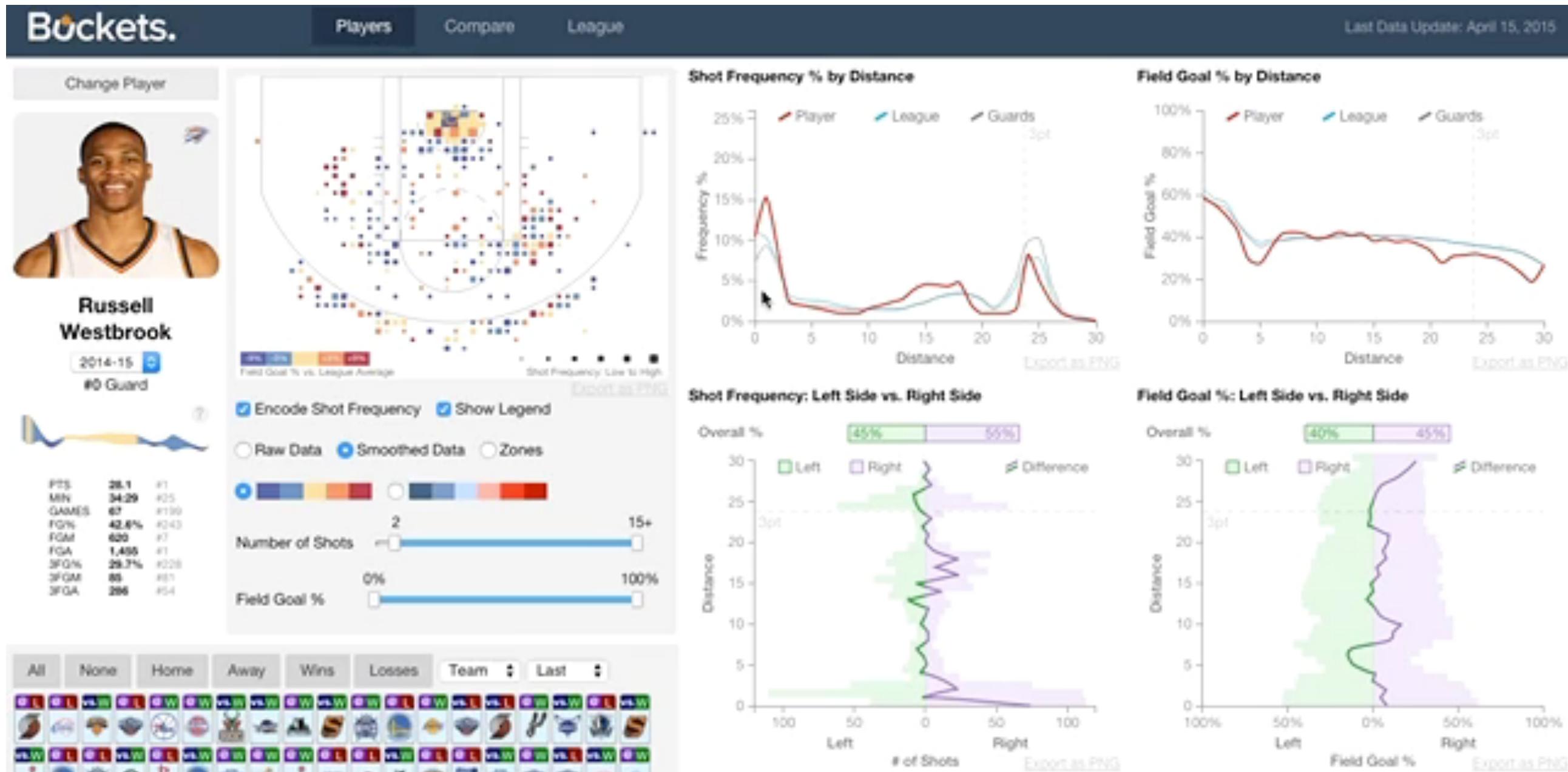
[<https://blocks.org/ColinEberhardt/3c780088c363d1515403f50a87a87121>]

[<https://blog.scottlogic.com/2017/04/05/interactive-responsive-small-multiples.html>]

[http://projects.flowingdata.com/tut/linked_small_multiples_demo/]

Example: Combining many interaction idioms

System: Buckets

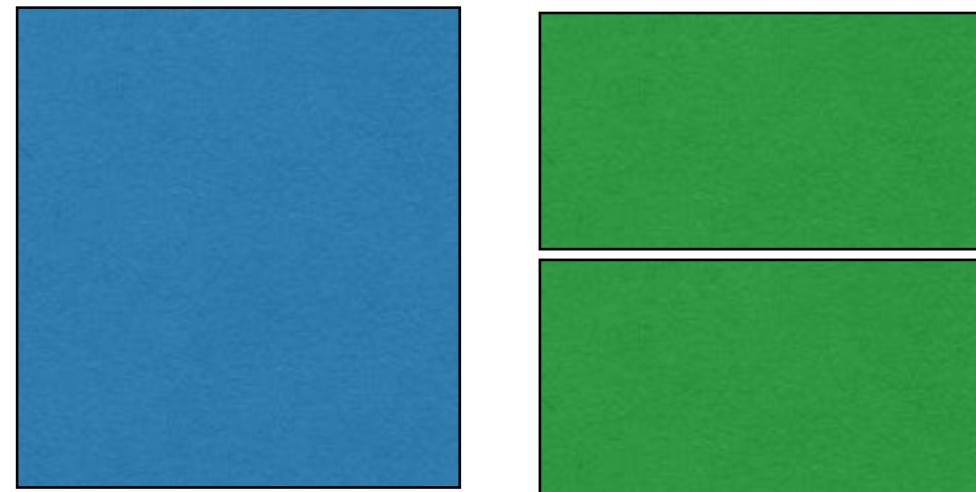


- multiform
- multidirectional linked highlighting of small multiples
- tooltips

<http://buckets.peterbeshai.com/>

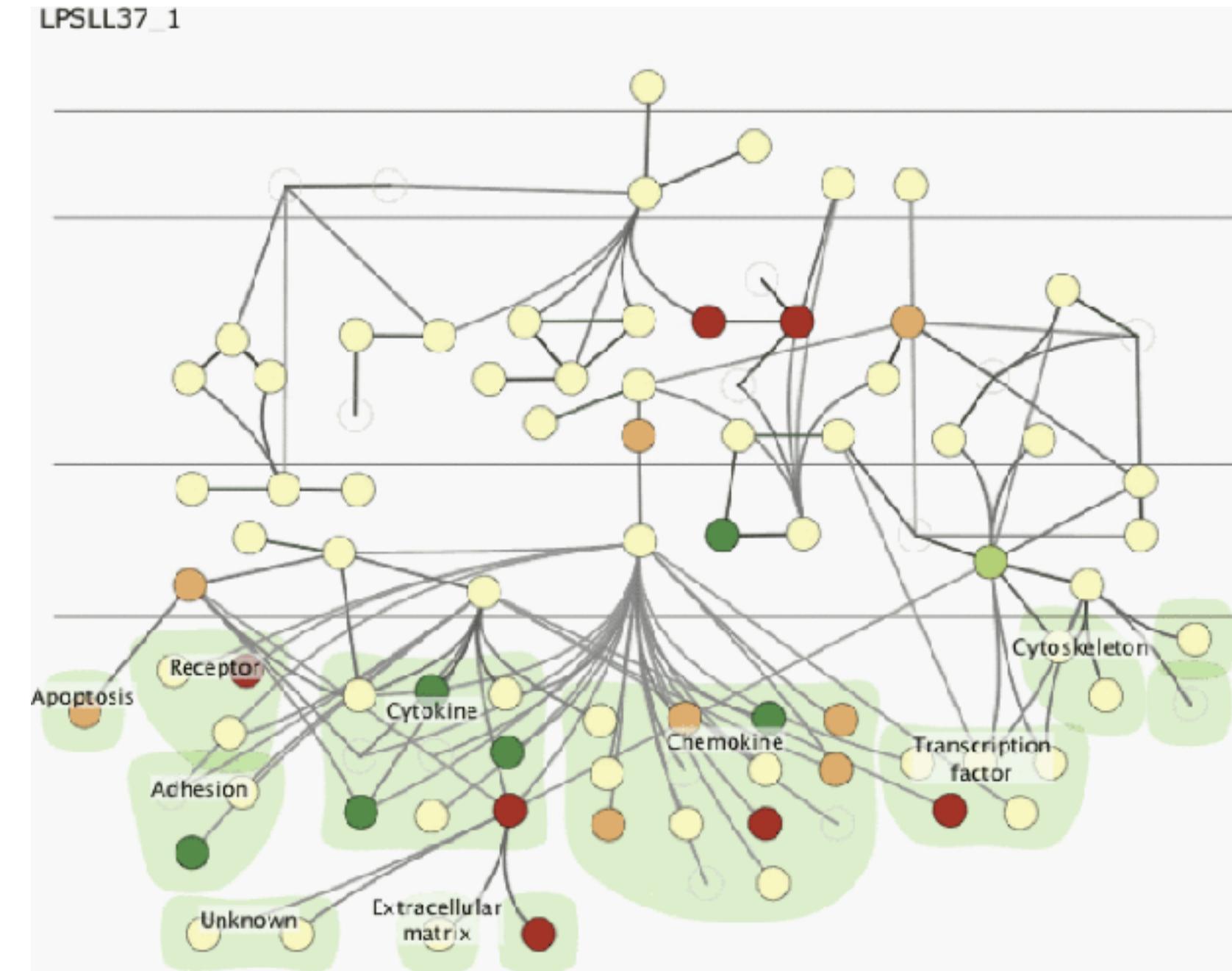
Juxtapose views: tradeoffs

- juxtapose costs
 - display area
 - 2 views side by side: each has only half the area of one view
- juxtapose benefits
 - cognitive load: eyes vs memory
 - lower cognitive load: move eyes between 2 views
 - higher cognitive load: compare single changing view to memory of previous state



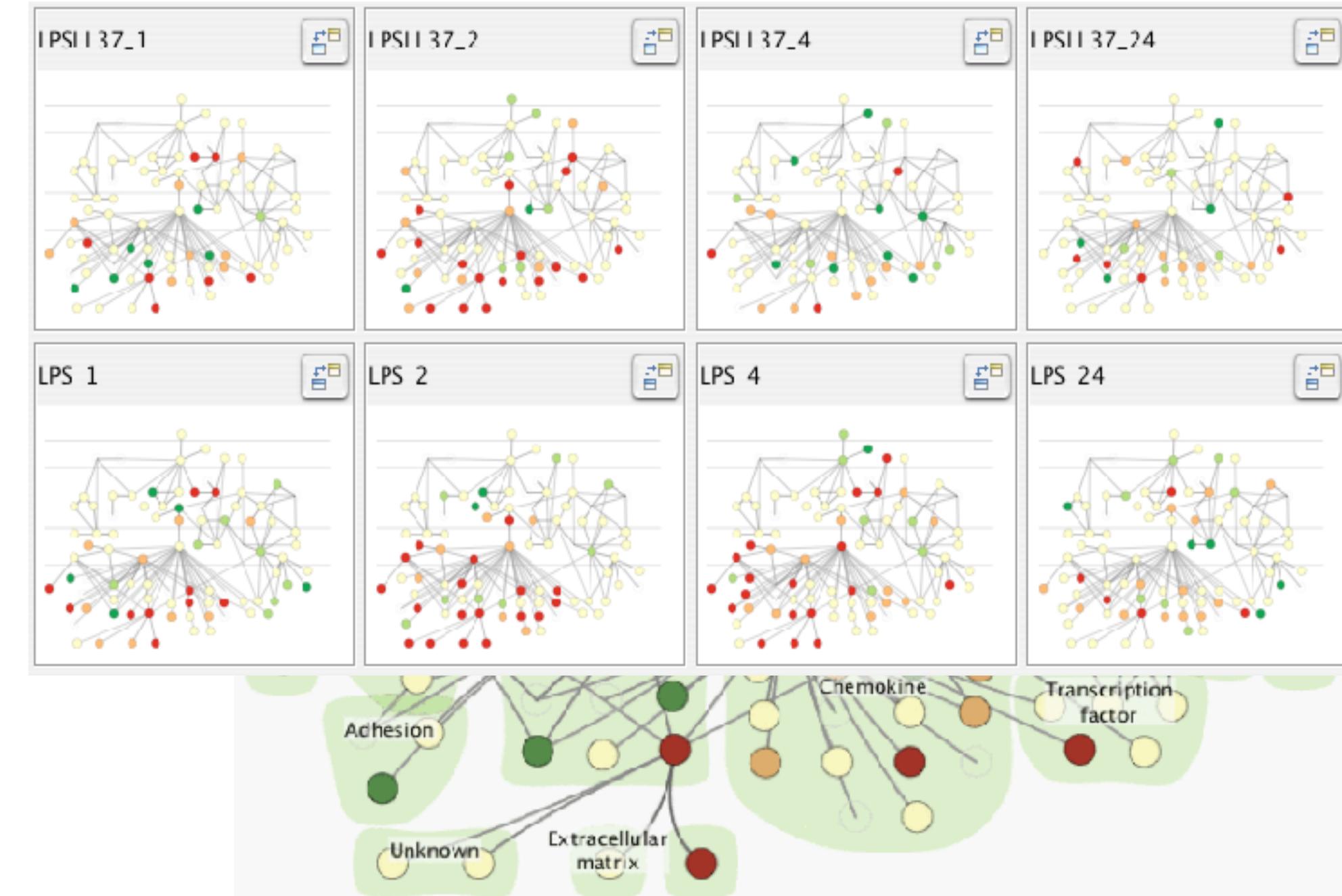
Juxtapose vs animate

- animate: hard to follow if many scattered changes or many frames
 - vs easy special case: animated transitions

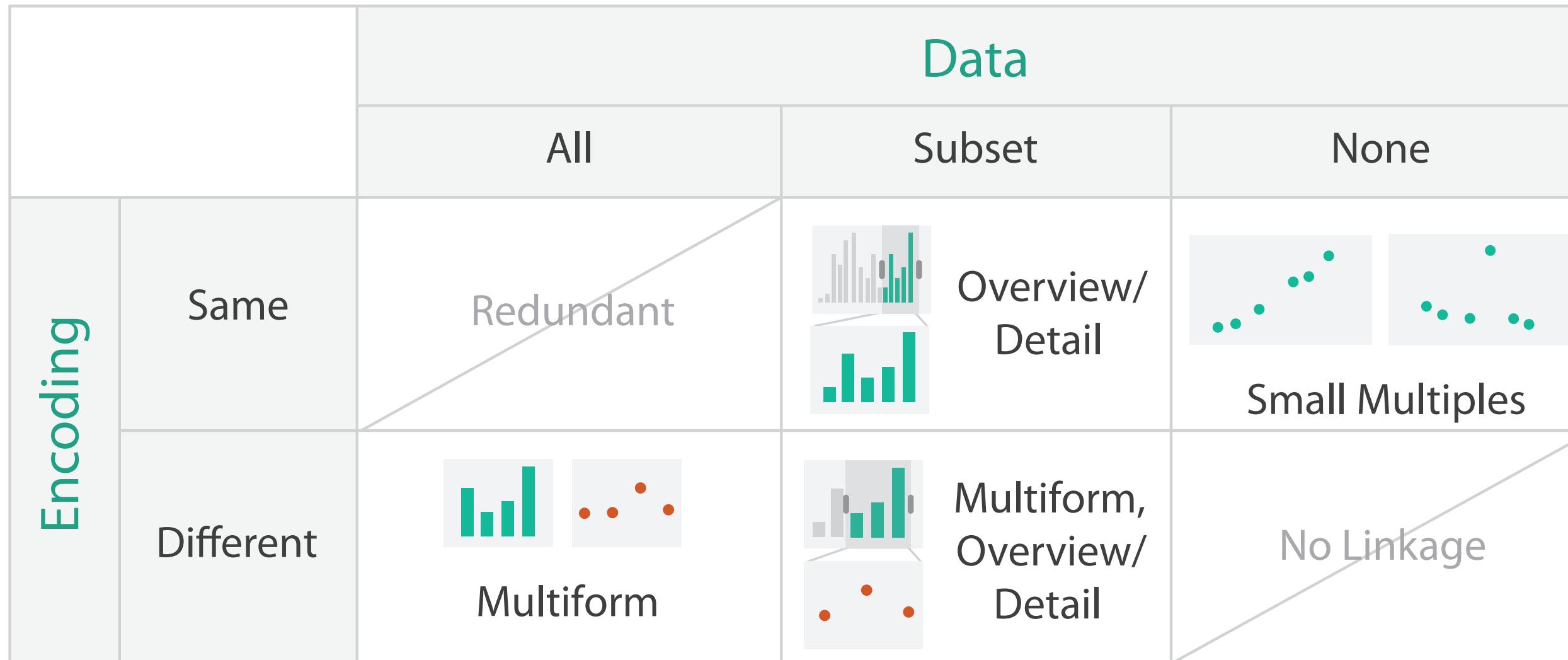


Juxtapose vs animate

- **animate:** hard to follow if many scattered changes or many frames
 - vs easy special case: animated transitions
- **juxtapose:** easier to compare across small multiples
 - different conditions (color), same gene (layout)



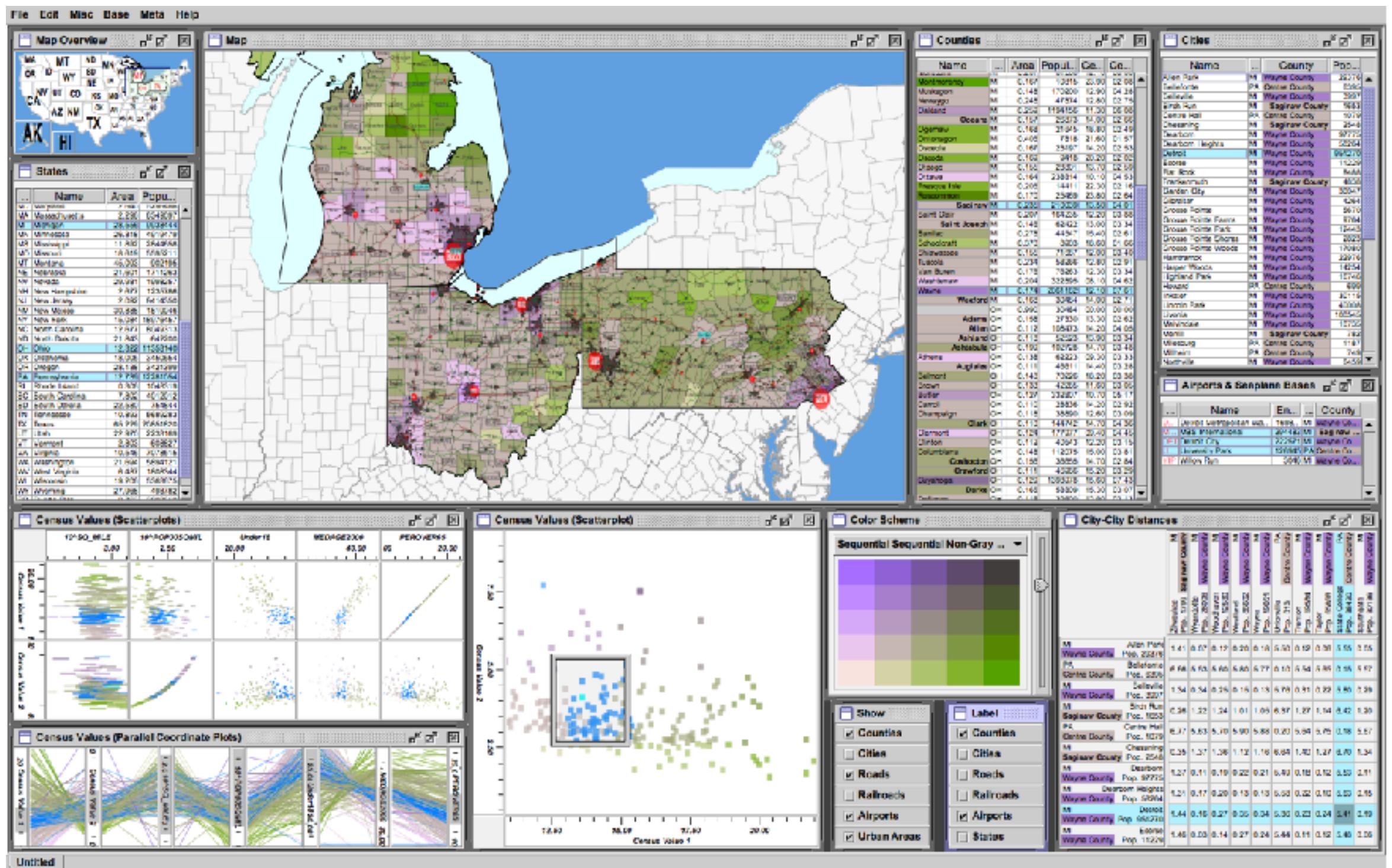
View coordination: Design choices



Idiom: Reorderable lists

- list views
 - easy lookup
 - useful when linked to other views
- how many views is ok vs too complex?
 - open research question

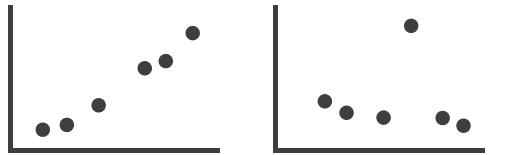
System: Improvise



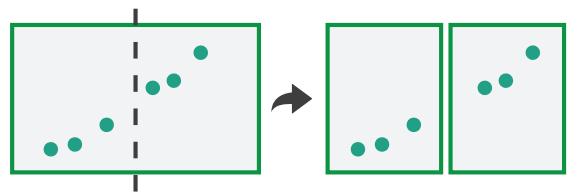
[Building Highly-Coordinated Visualizations In Improvise.Weaver.
Proc. IEEE Symp. Information Visualization (InfoVis), pp. 159–166, 2004.]

Facet

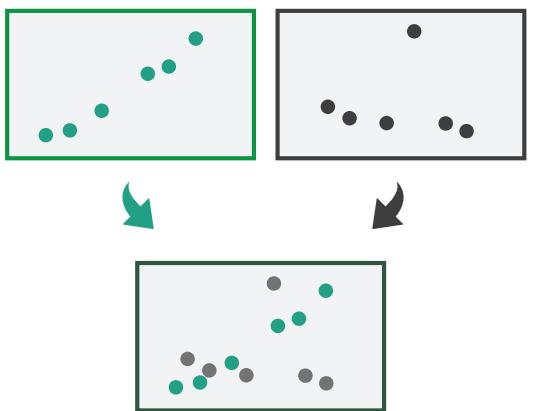
→ Juxtapose



→ Partition



→ Superimpose

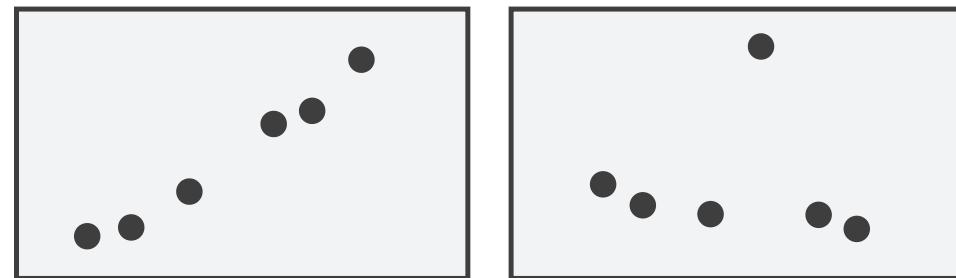


Partition into views

- how to divide data between views
 - split into regions by attributes
 - encodes association between items using spatial proximity
 - order of splits has major implications for what patterns are visible

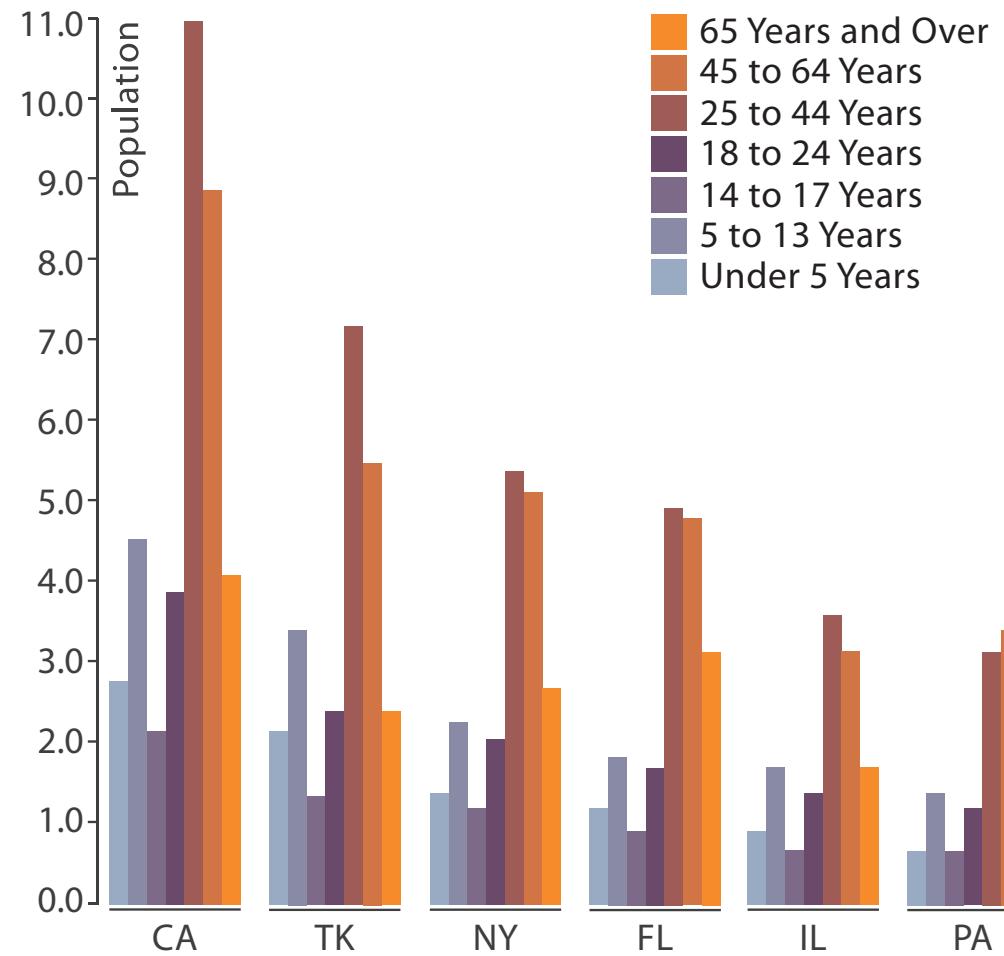


Partition into Side-by-Side Views

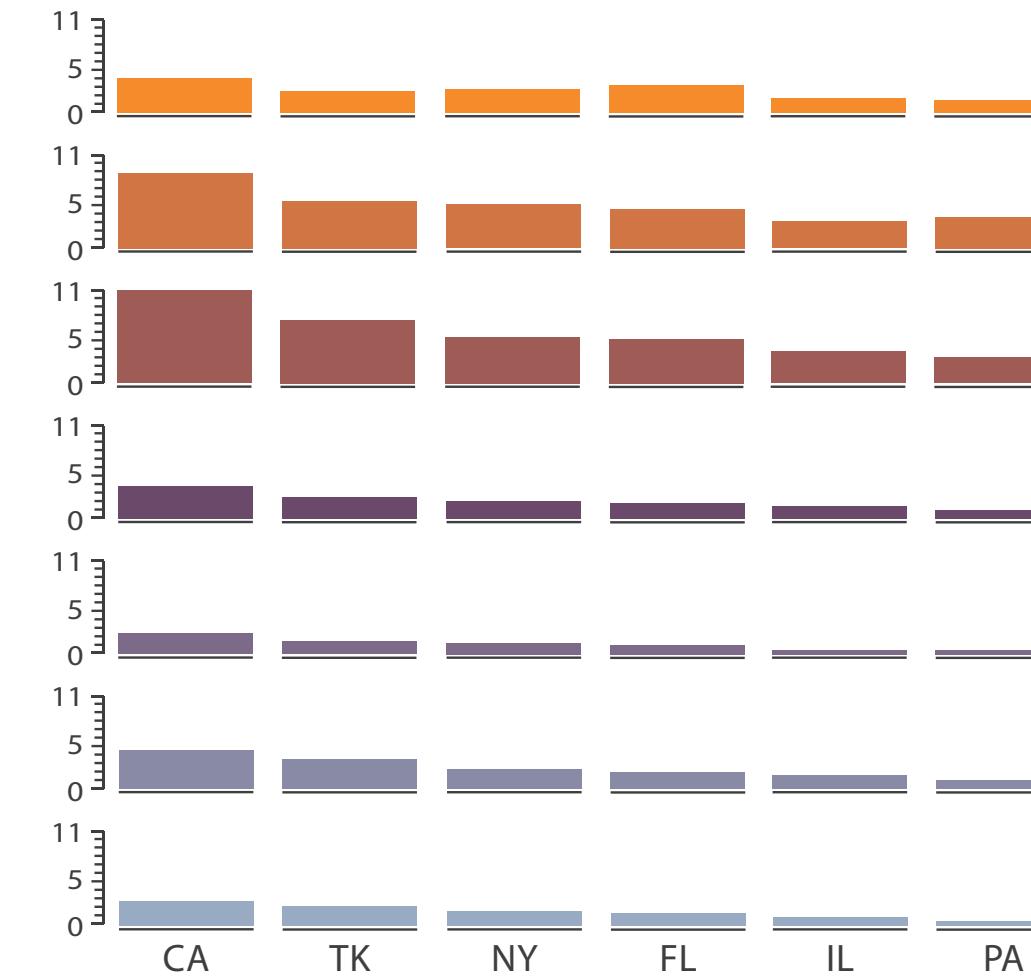


Partitioning: Grouped vs small-multiple bars

- single bar chart with grouped bars
 - split by state into regions
 - complex glyph within each region showing all ages
 - compare: easy within state, hard across ages
- small-multiple bar charts
 - split by age into regions
 - one chart per region
 - compare: easy within age, harder across states



[<https://observablehq.com/@d3/grouped-bar-chart>]

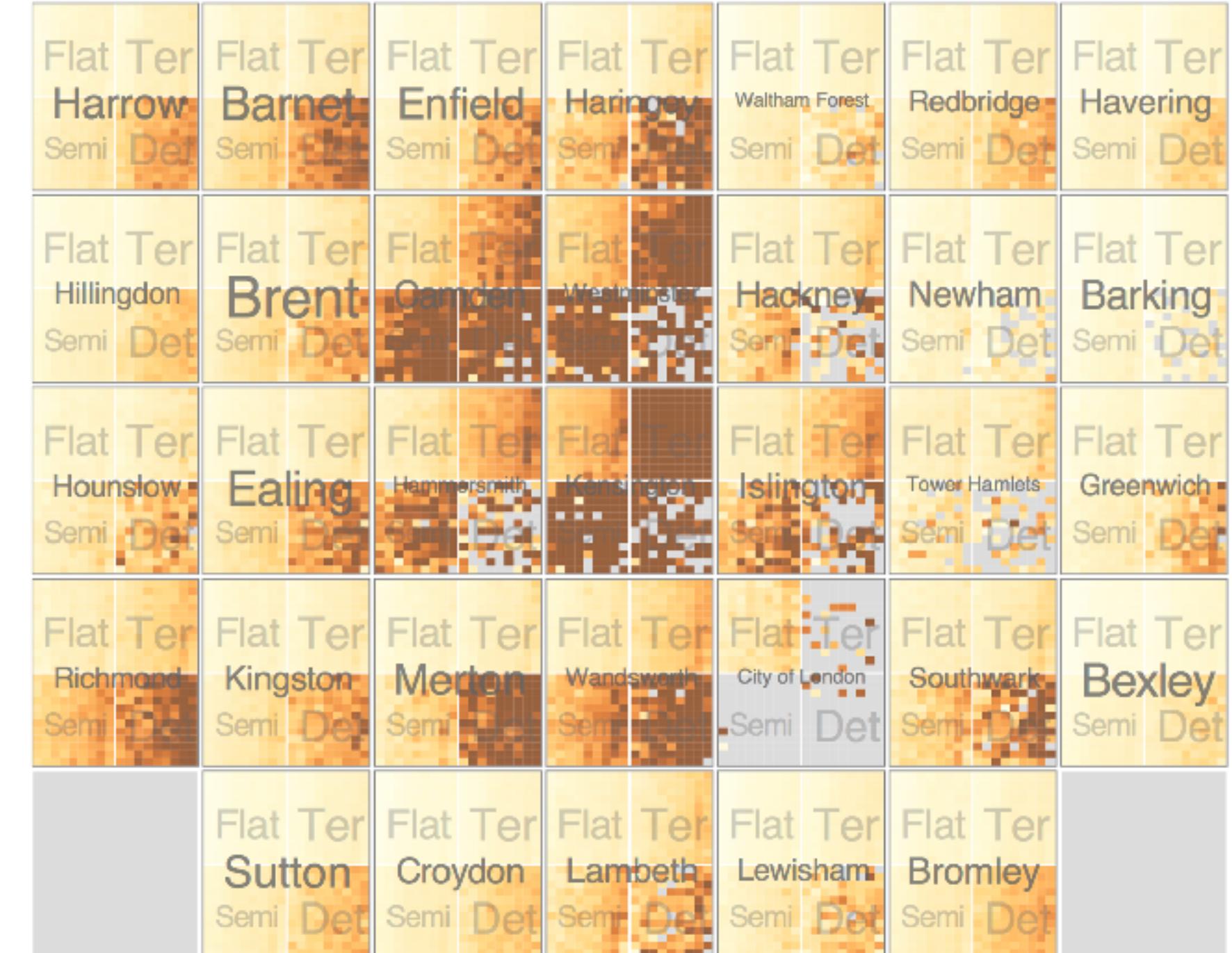


[<https://bl.ocks.org/mbostock/4679202>]

Partitioning: Recursive subdivision

System: **HIVE**

- split by neighborhood
- then by type
 - flat, terrace, semi-detached, detached
- then time
 - years as rows
 - months as columns
- color by price
- neighborhood patterns
 - where it's expensive
 - where you pay much more for detached type



Partitioning: Recursive subdivision

System: **HIVE**

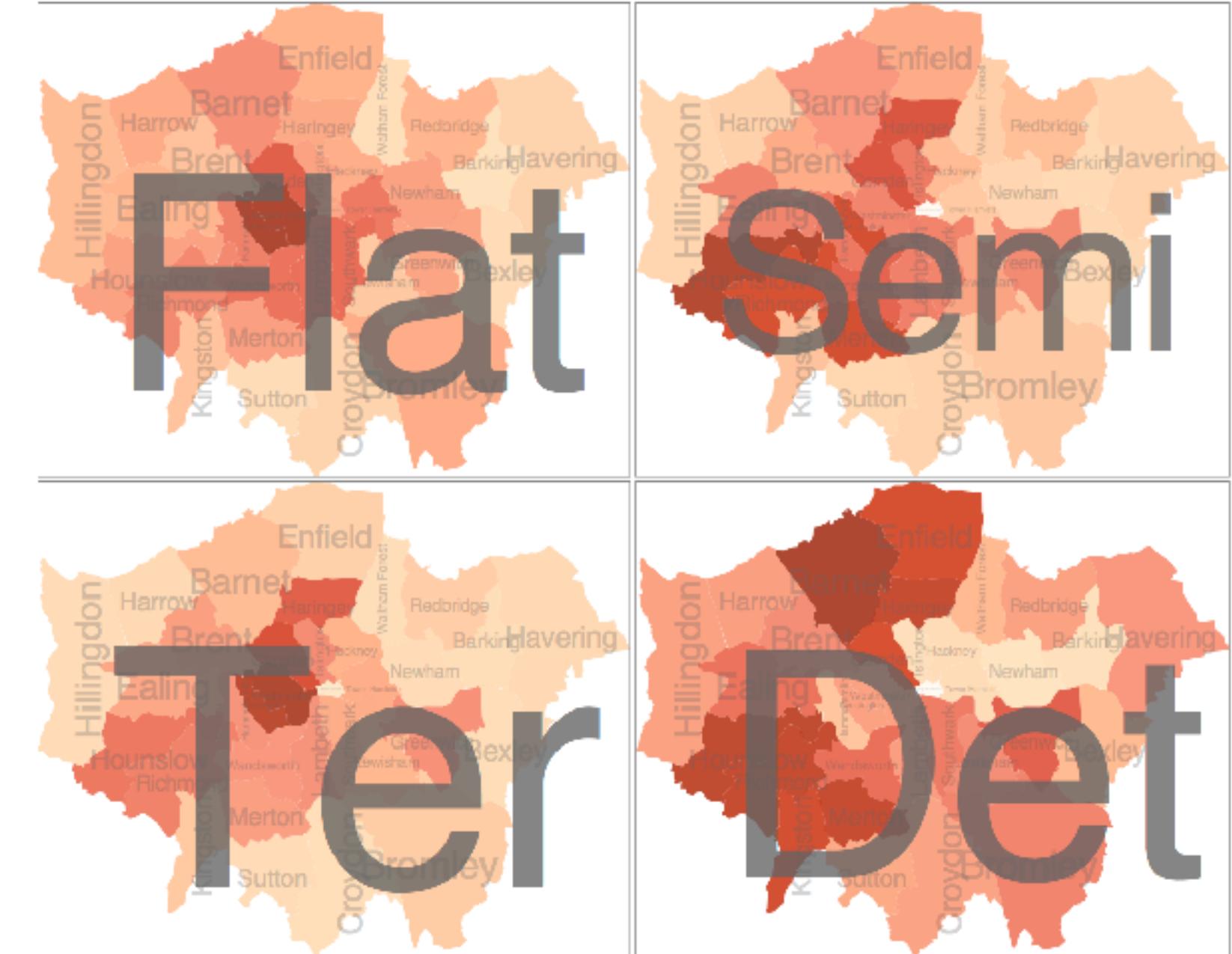
- switch order of splits
 - type then neighborhood
- switch color
 - by price variation
- type patterns
 - within specific type, which neighborhoods inconsistent



Partitioning: Recursive subdivision

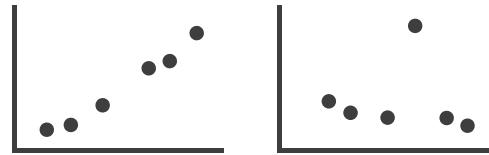
System: **HIVE**

- different encoding for second-level regions
 - choropleth maps

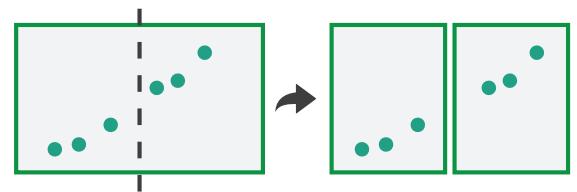


Facet

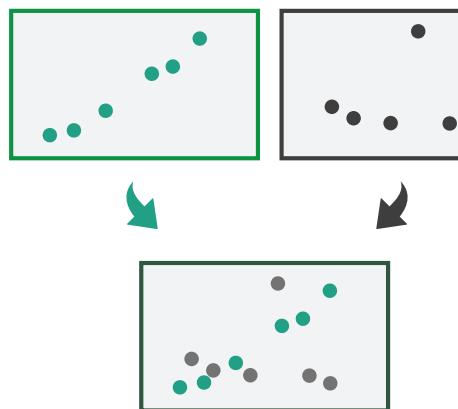
→ Juxtapose



→ Partition



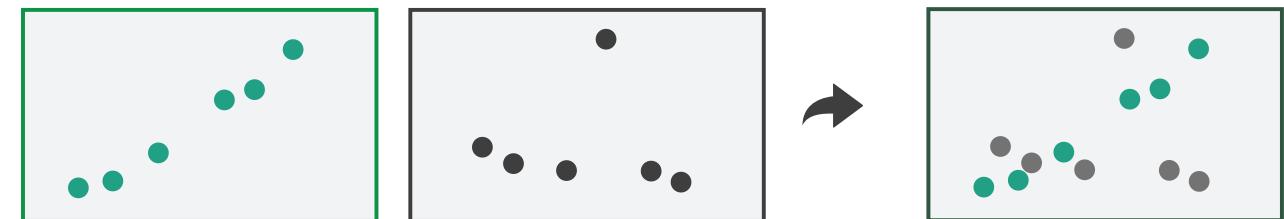
→ Superimpose



Superimpose layers

- layer: set of objects spread out over region
 - each set is visually distinguishable group
 - extent: whole view
- design choices
 - how many layers, how to distinguish?
 - encode with different, nonoverlapping channels
 - two layers achievable, three with careful design
 - small static set, or dynamic from many possible?

→ Superimpose Layers



Static visual layering

- foreground layer: roads
 - hue, size distinguishing main from minor
 - high luminance contrast from background
- background layer: regions
 - desaturated colors for water, parks, land areas
- user can selectively focus attention

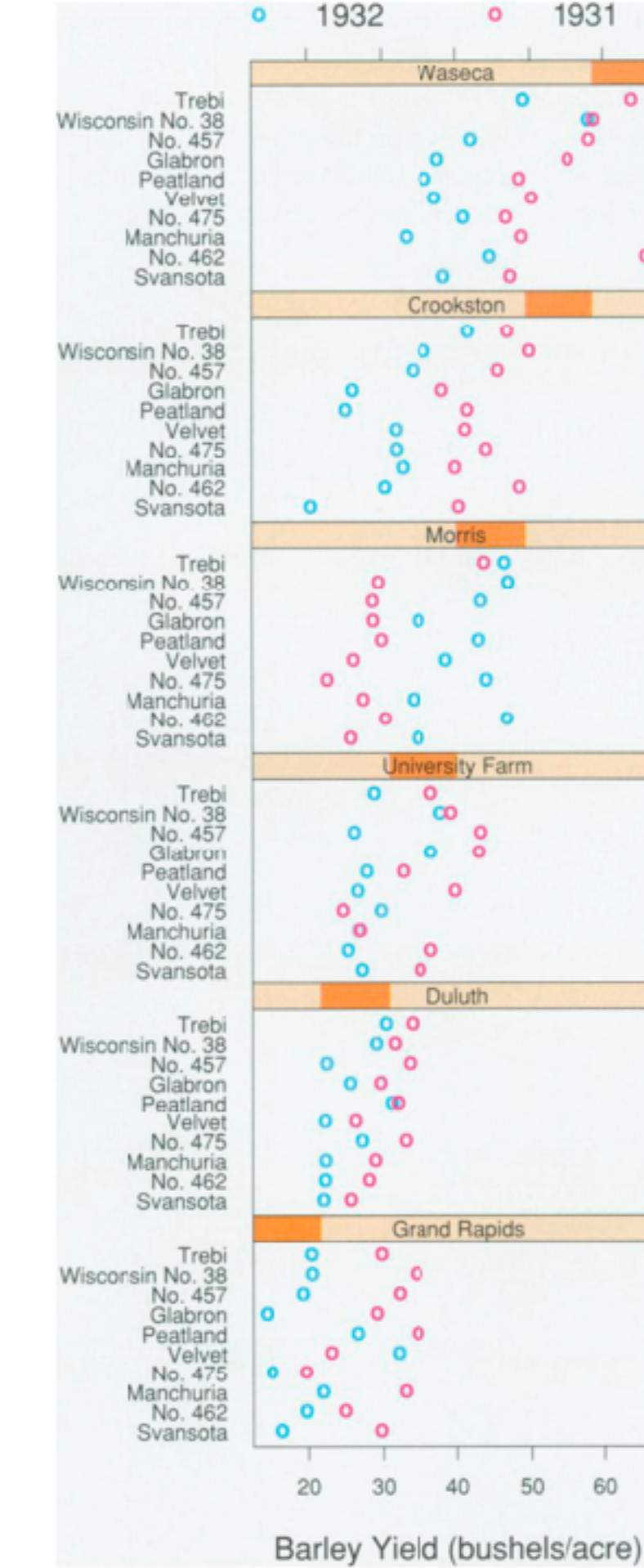


[Get it right in black and white. Stone. 2010.

<http://www.stonesc.com/wordpress/2010/03/get-it-right-in-black-and-white>]

Idiom: Trellis plots

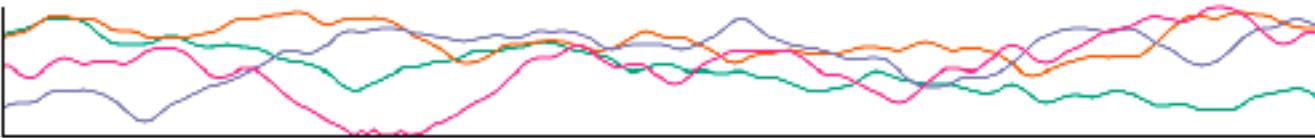
- superimpose within same frame
 - color code by year
- partitioning
 - split by site, rows are barley varieties
- main-effects ordering
 - derive value of median for group
 - order rows within view by variety median
 - order views themselves by site median



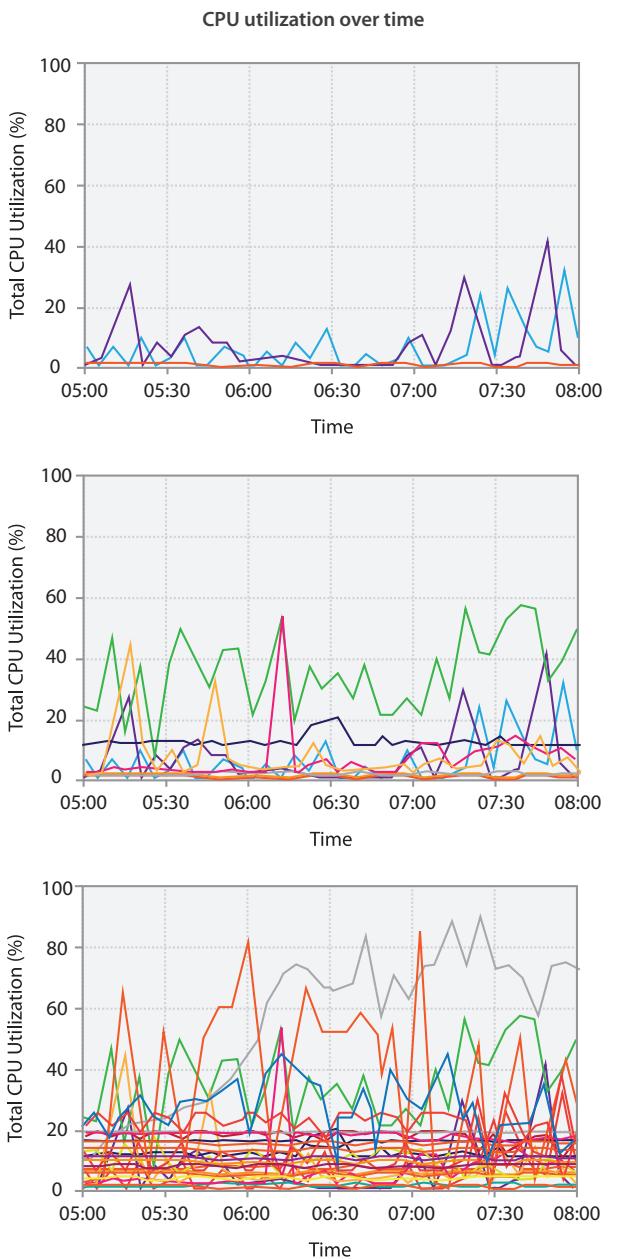
[*The Visual Design and Control of Trellis Display*. Becker, Cleveland, & Shyu.
Journal of Computational and Graphical Statistics 5(2):123-155 1996.]

Superimposing limits (static)

- few layers, more lines
 - up to a few dozen lines
 - but not hundreds
- superimpose vs juxtapose: empirical study
 - same size: all multiples, vs single superimposed
 - superimposed: local tasks
 - juxtaposed: global tasks, esp. for many charts



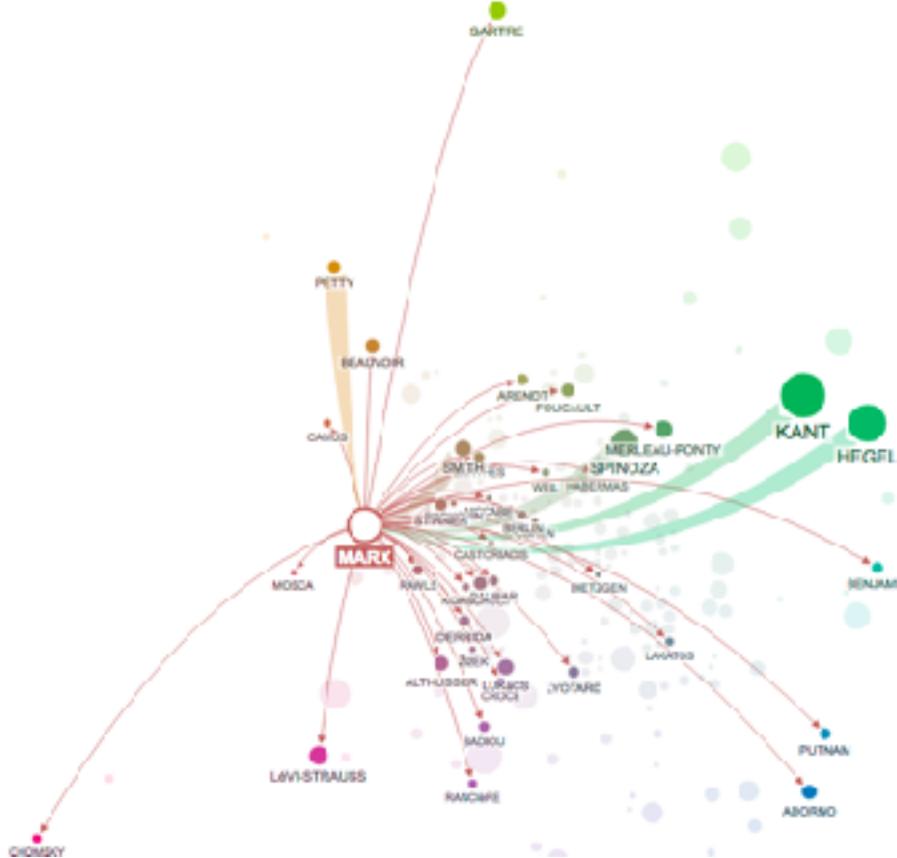
[Graphical Perception of Multiple Time Series.
Javed, McDonnel, and Elmquist. IEEE Transactions
on Visualization and Computer Graphics (Proc.
IEEE InfoVis 2010) 16:6 (2010), 927–934.]



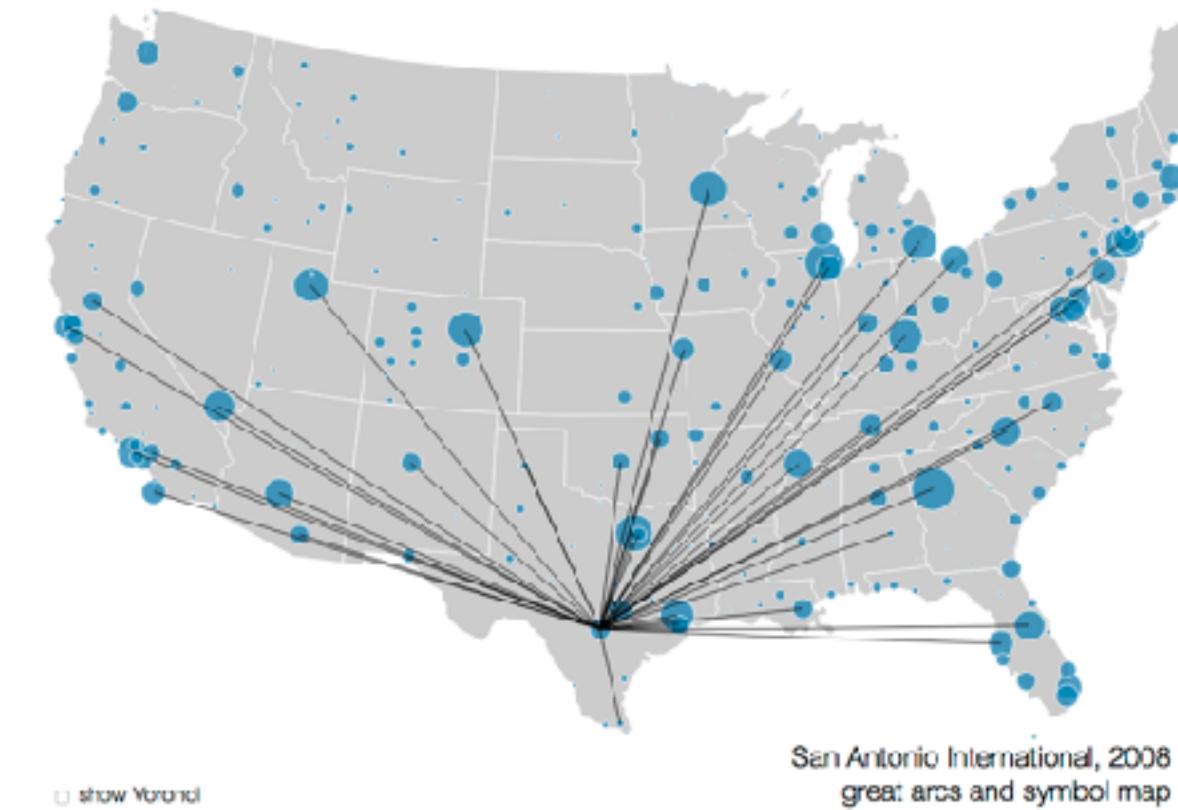
Dynamic visual layering

- interactive, based on selection
- one-hop neighbour highlighting

click (heavyweight)



hover (fast)



<https://mariandoerk.de/edgemaps/demo/>

<http://mbostock.github.io/d3/talk/20111116/airports.html>

How?

