

TOOLS

1. Patterns and Saliience
2. Lines and Areas
3. Colors and Contrast
4. Text
5. Visual Layering
6. Expectations, Conventions and Consistency

Text

This is Times New Roman (Serif). This is Arial (Sans Serif).

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Do not use Comic Sans.

T
O
P

D
O
W
N

or

rotated

texts

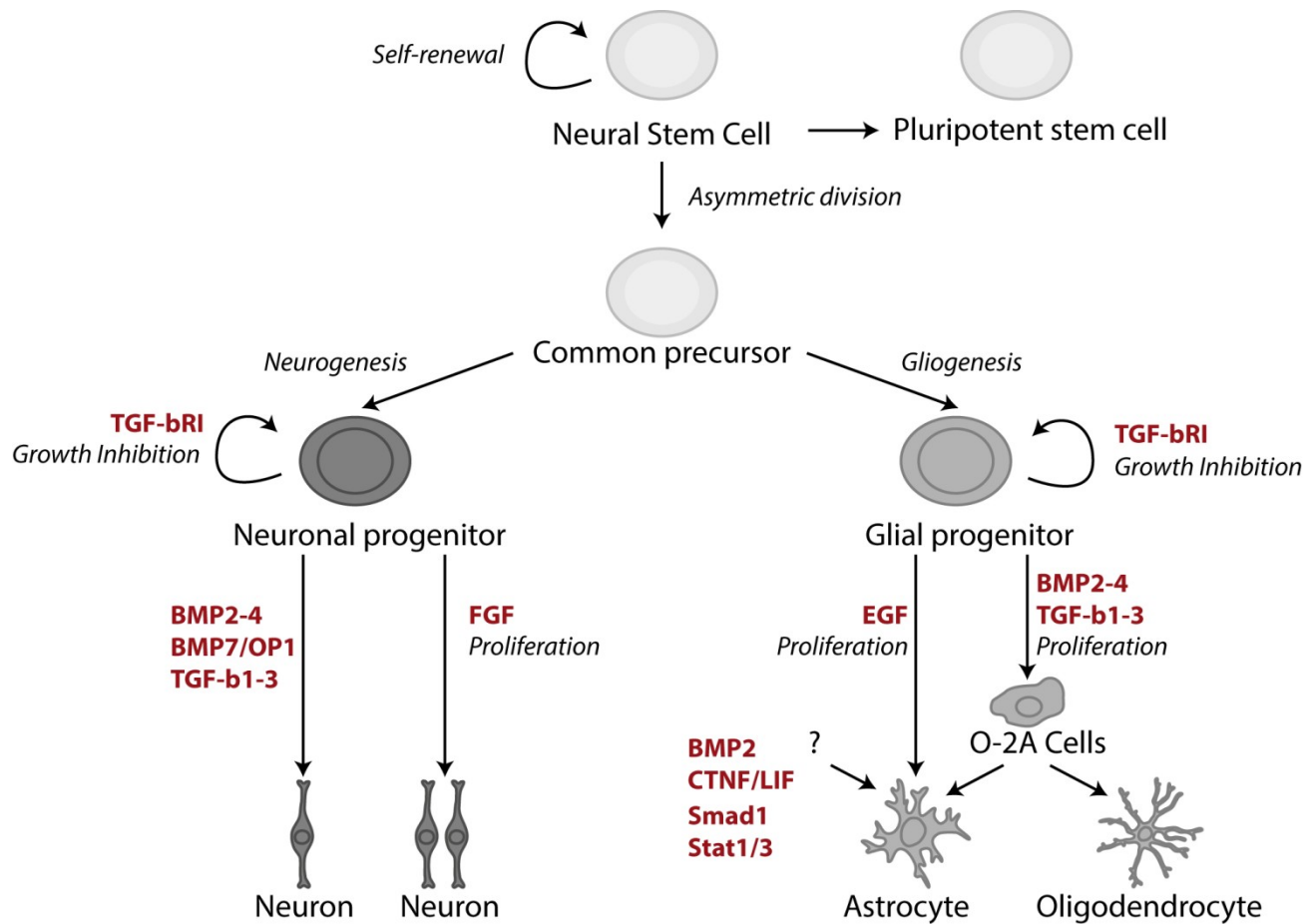
are hard to read.

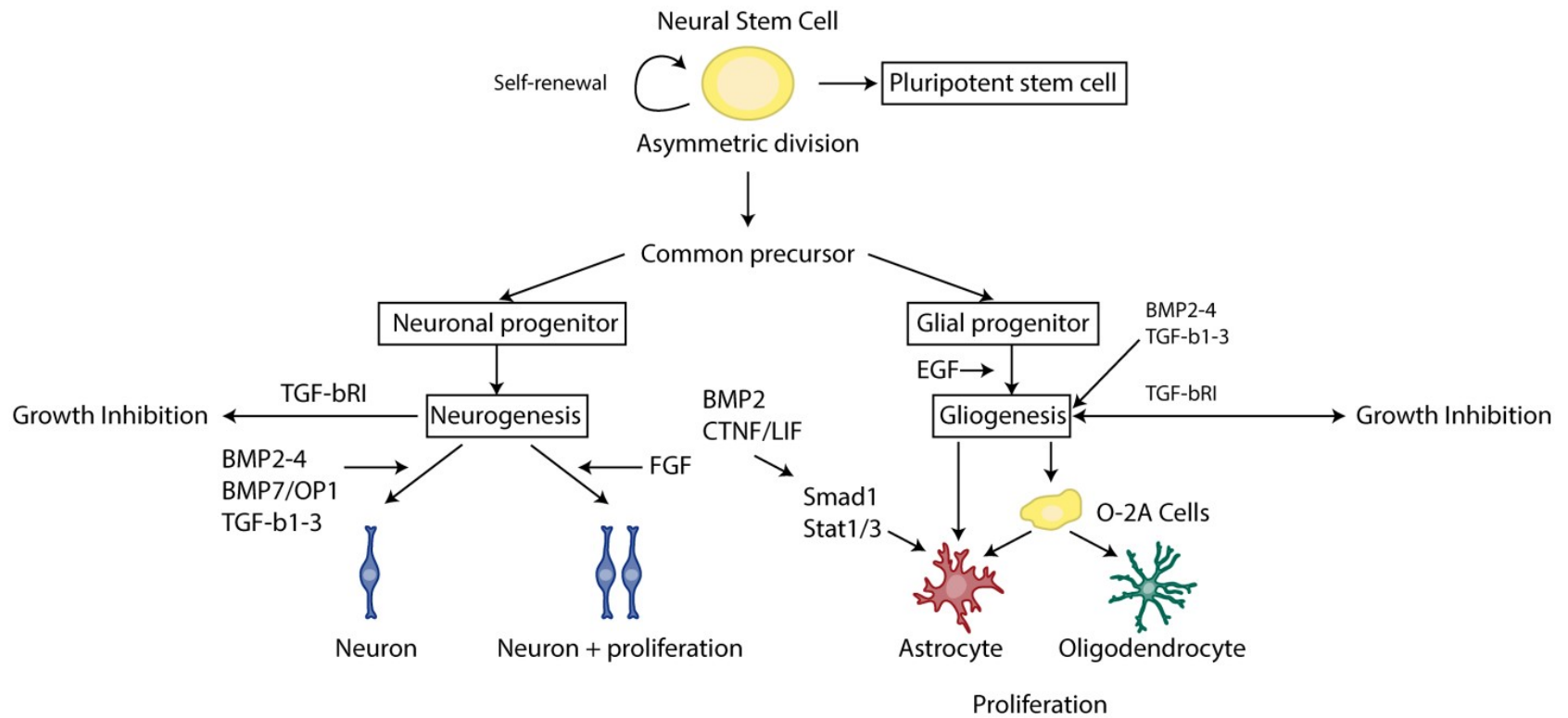
Text must be legible.

Use sparingly.
Shorten it.

Structure Text

- font size (print: min. 6 pt)
- typeface
- *italics*
- **bold**
- (not underlined)
- ALL CAPS

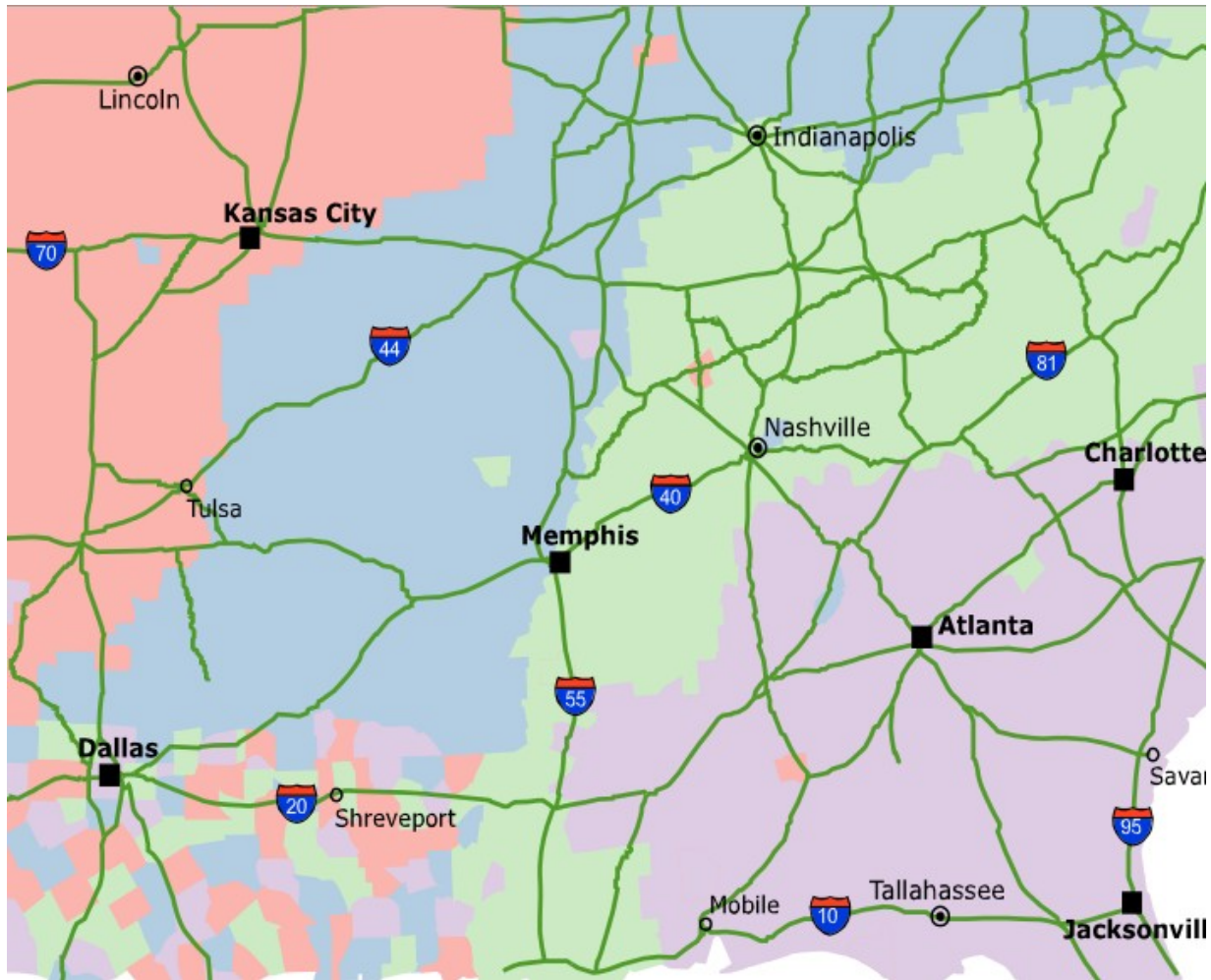




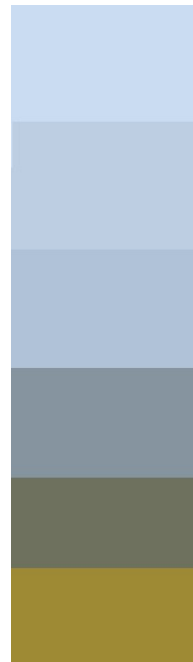
TOOLS

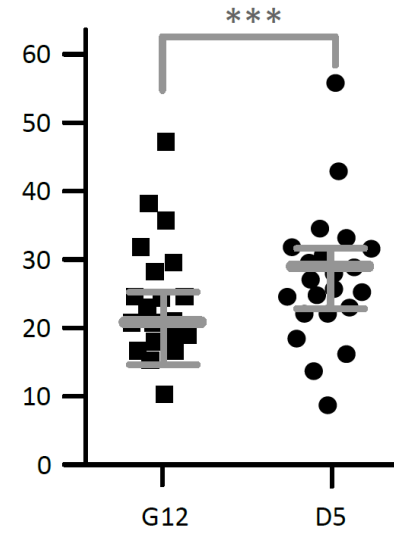
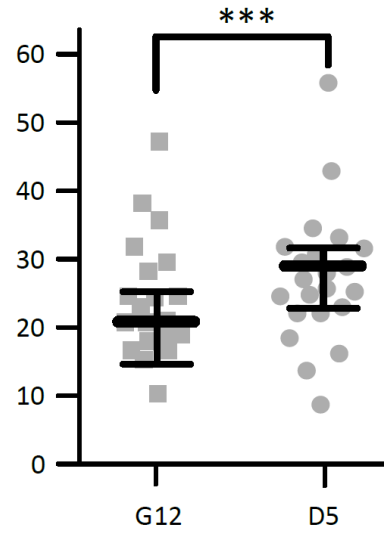
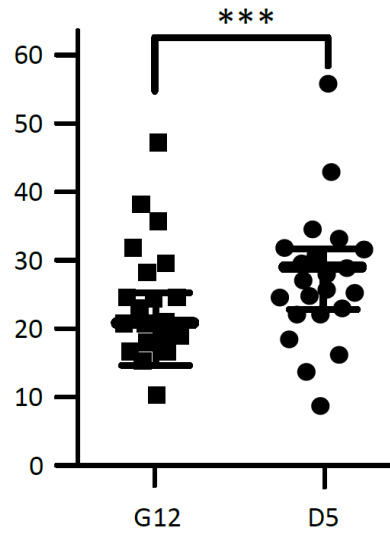
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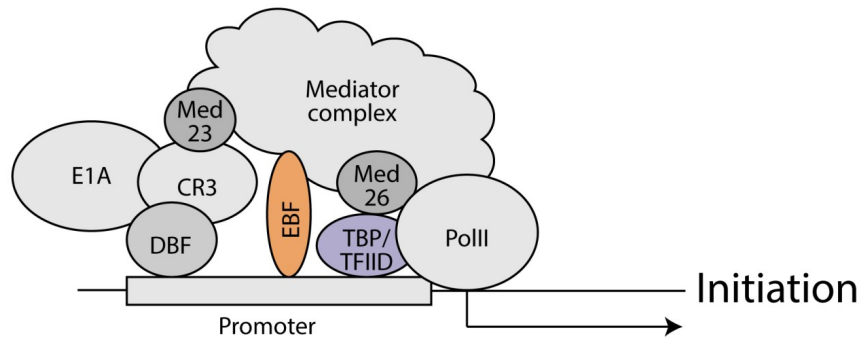
Visual layering



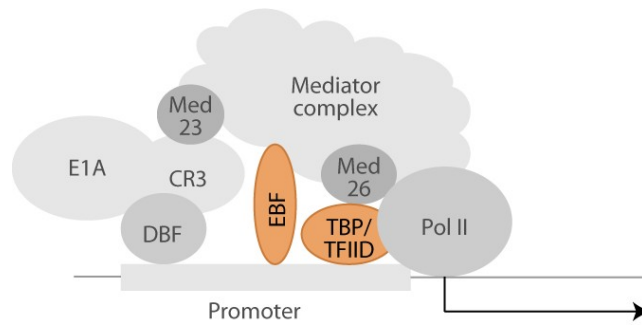
Colorbrewer2.org



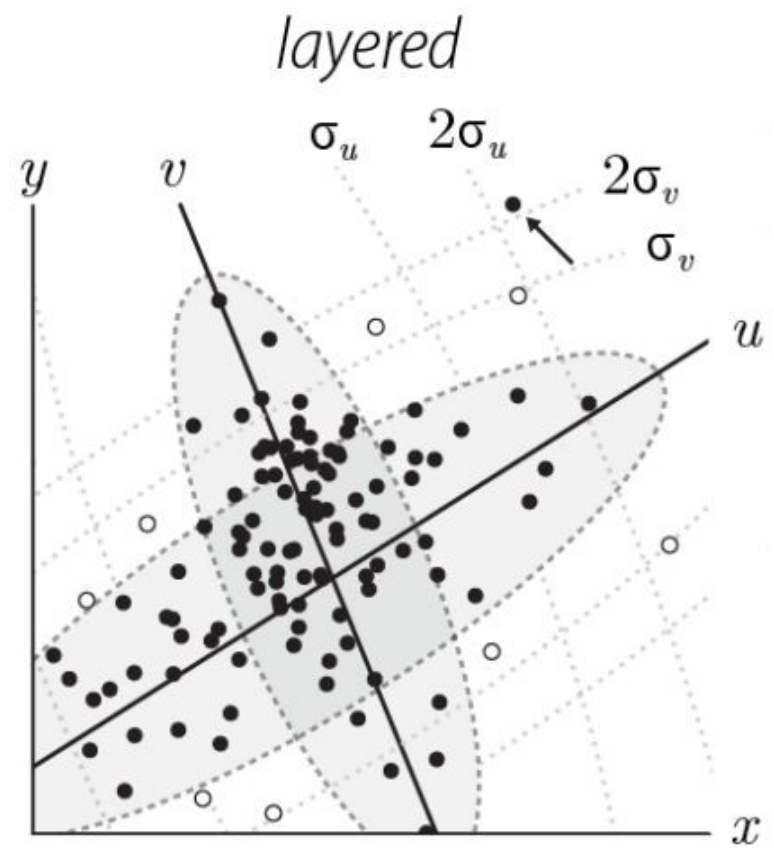
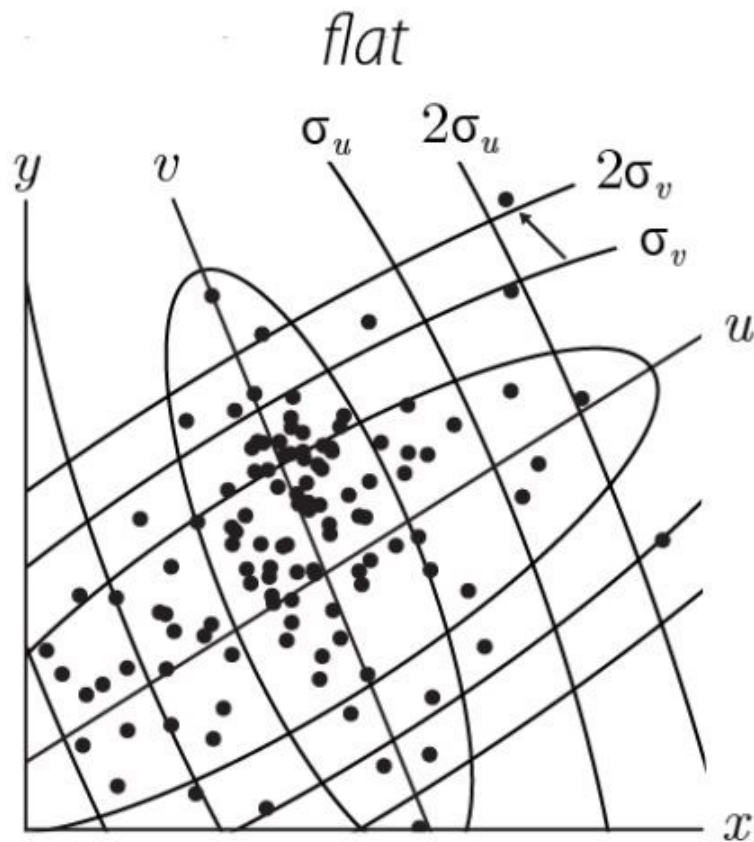


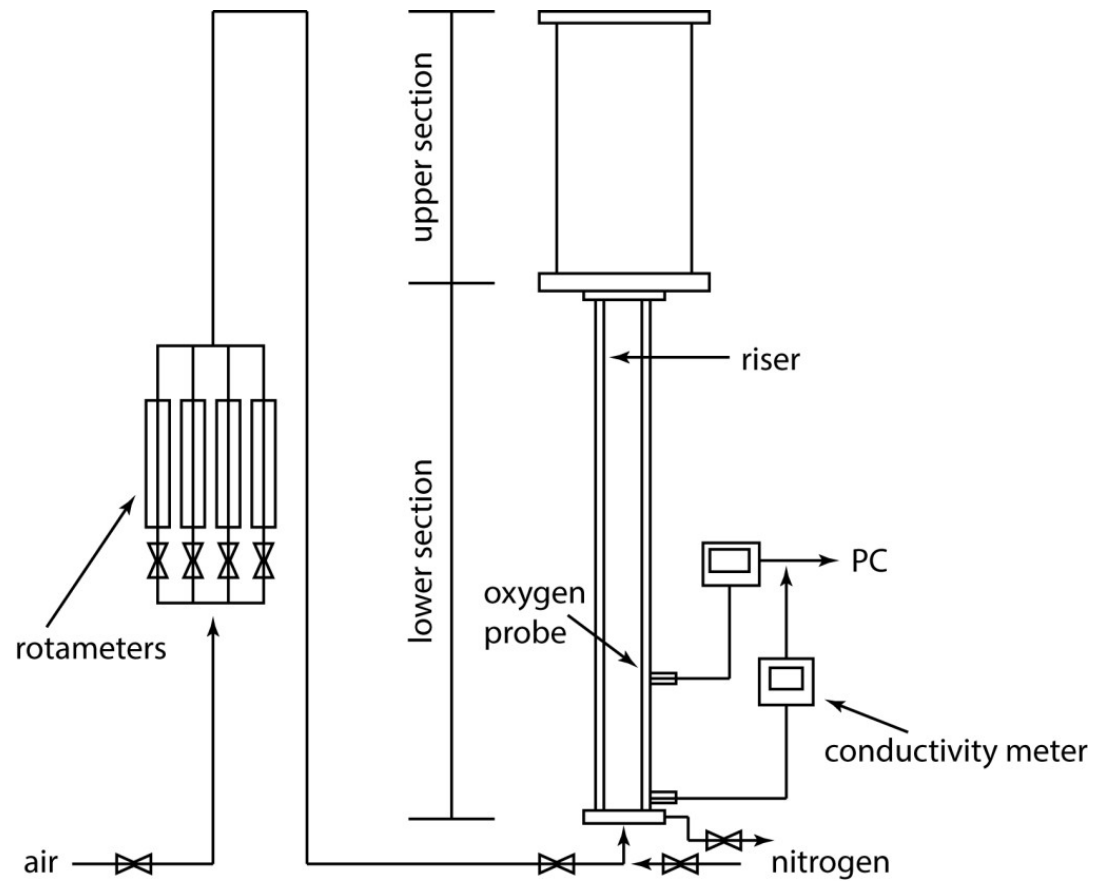


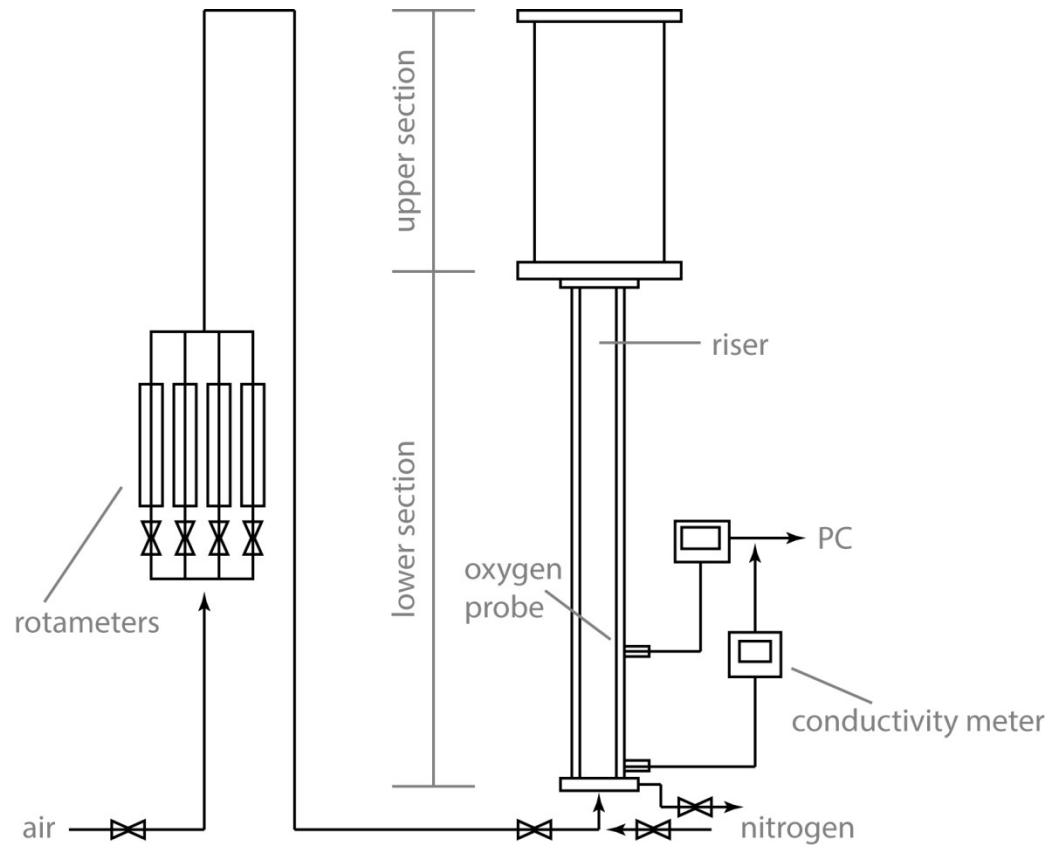
Initiation

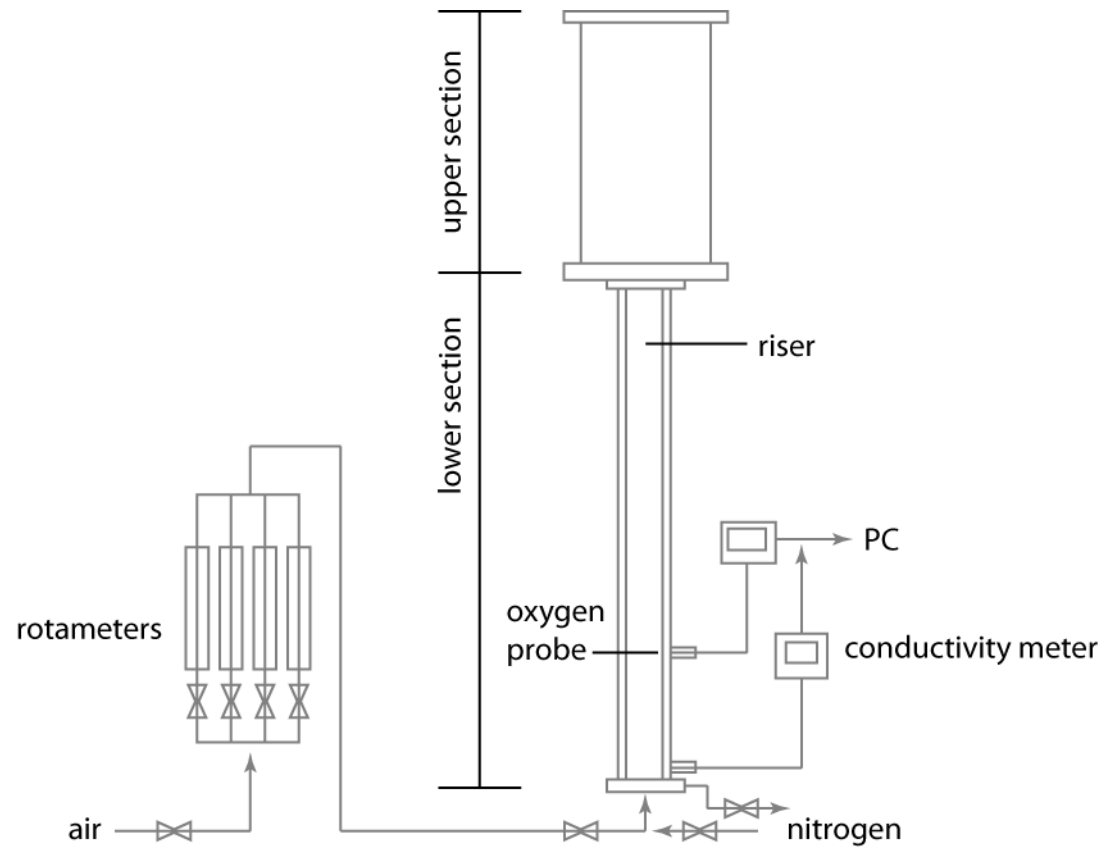


grids









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Expectations, Conventions, Consistency





Inhibition, Reduction

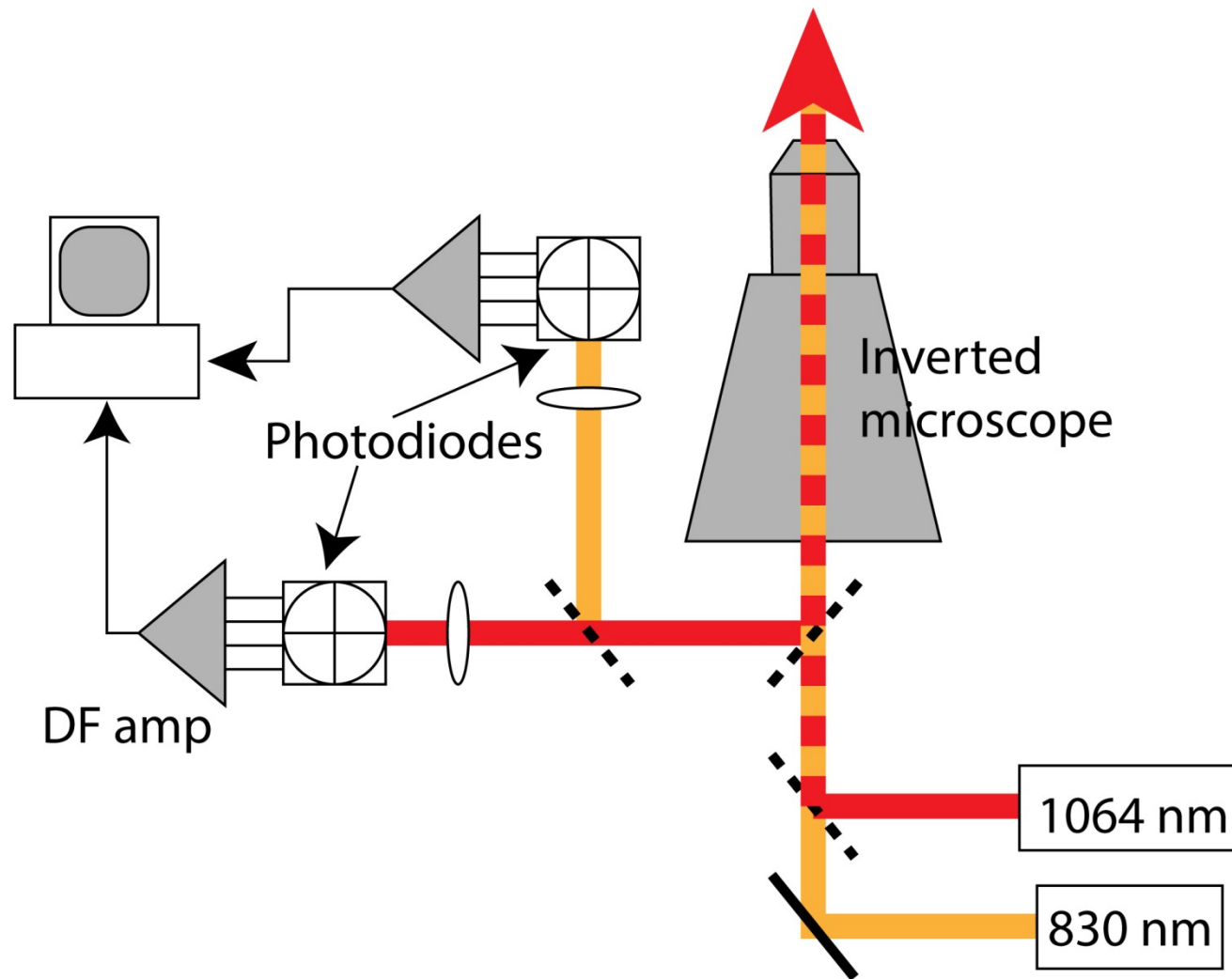


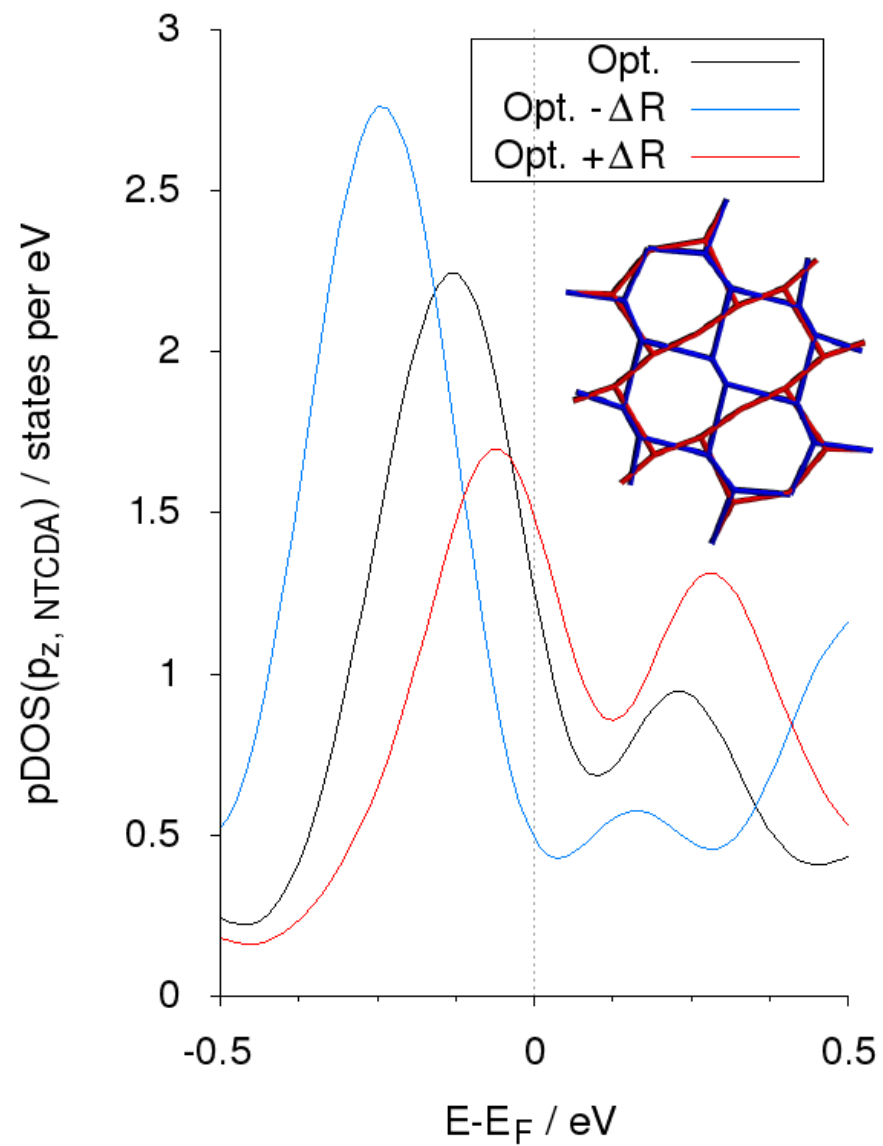
Activation, Increase



Resistance is futile







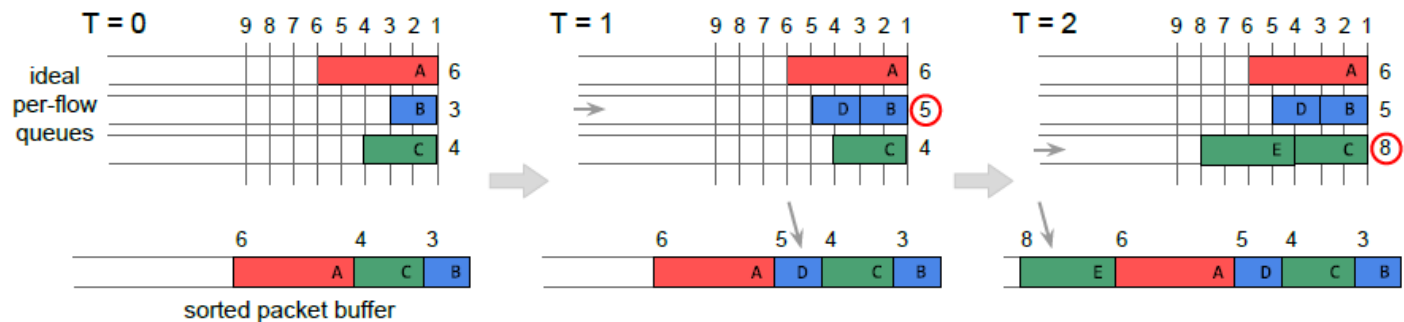


Figure 1: An example of the bit-by-bit round robin Fair Queueing algorithm. The algorithm buffers all packets in sorted order based on their departure round. When a blue packet D of size 2 arrives at $T=1$, its departure round is calculated as 5 and is placed between packets A and C in the sorted buffer. Similarly, when a green packet of size 4 arrives at $T=2$, its departure round is 8, and it is placed at the end of the departure queue.

Sharma et al. 2018 USENIX NSDI'18