

Handle Complexity: Facet (Juxtapose, Partition, Superimpose)



How?

Encode

➔ Arrange

➔ Express



➔ Separate



➔ Order



➔ Align



➔ Use



➔ Map

from **categorical** and **ordered** attributes

➔ Color

➔ Hue



➔ Saturation



➔ Luminance



➔ Size, Angle, Curvature, ...



➔ Shape



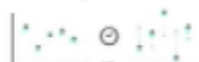
➔ Motion

Direction, Rate, Frequency, ...



Manipulate

➔ Change



➔ Select

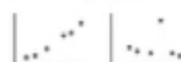


➔ Navigate



Facet

➔ Juxtapose



➔ Partition



➔ Superimpose



Reduce

➔ Filter



➔ Aggregate



➔ Embed



What?

Why?

How?



Handle Complexity



If what we have before does not work



If the data or tasks are too complicated, do not insist on **one static view** to solve all problems



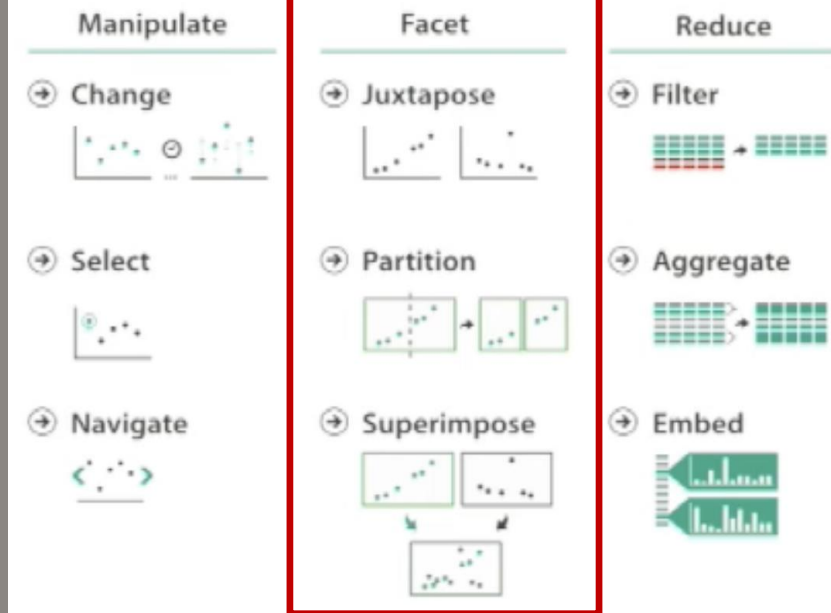
Change view (what you see) over time



Facet across multiple view



Reduce item/attribute within single view





Facet

- One example: Juxtapose
 - Get different insight from different views

A view



A view

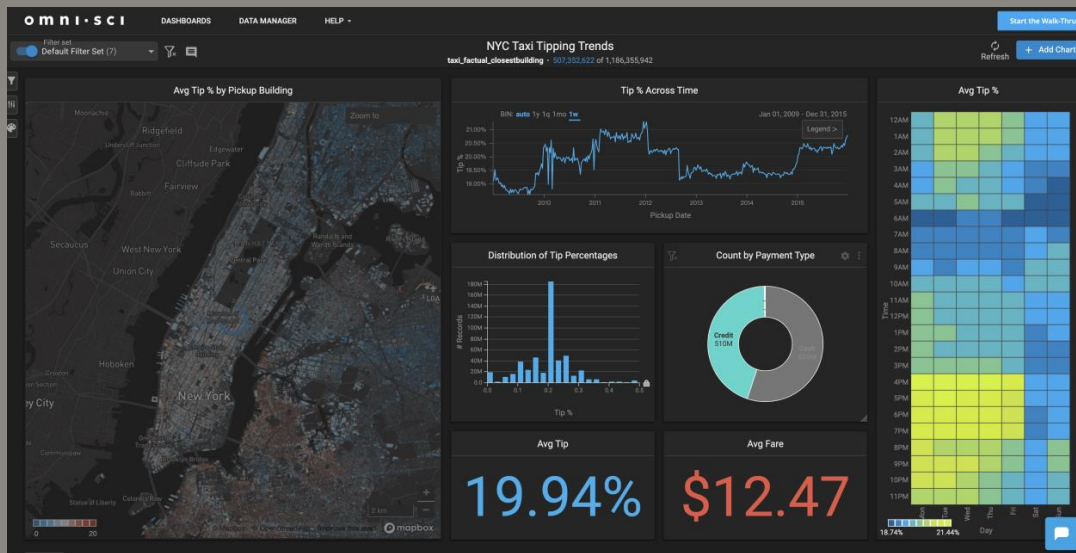




Facet

Juxtapose, Partition, Superimpose

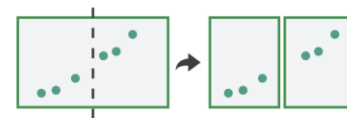
- Different ways to layout multiple views



➔ Juxtapose



➔ Partition



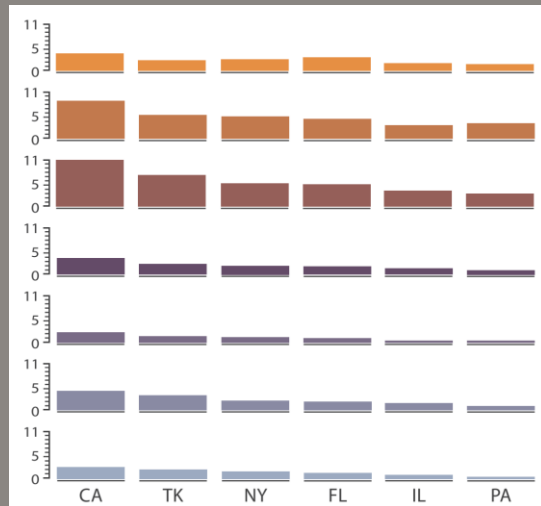
➔ Superimpose





Facet

- Juxtapose, Partition, Superimpose
 - Different ways to layout multiple views



➔ Juxtapose



➔ Partition



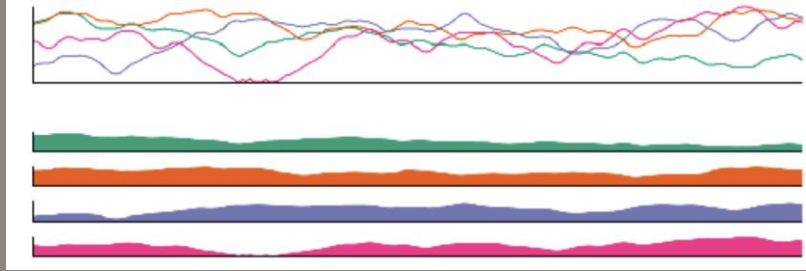
➔ Superimpose





Facet

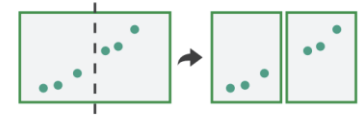
- Juxtapose, Partition, Superimpose
 - Different ways to layout multiple views



➔ Juxtapose



➔ Partition



➔ Superimpose





Juxtapos

→ Juxtapose



→ Partition



→ Superimpose





Juxtapose

☉ Show multiple views on the screen at the same time

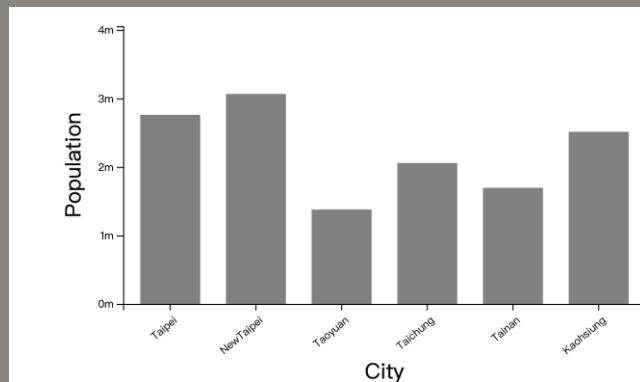




Why Juxtapose View?

- Benefits: eye vs. memory
 - Lower cognitive load to move eyes between 2 views than remembering previous state with single changing view
 - Easy to compare
 - Usually, eye beats memory
- Cost?
 - Display area, multiple views spend more display area

animation



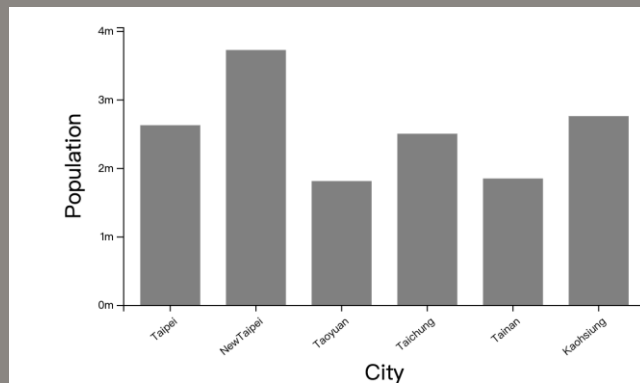
1990



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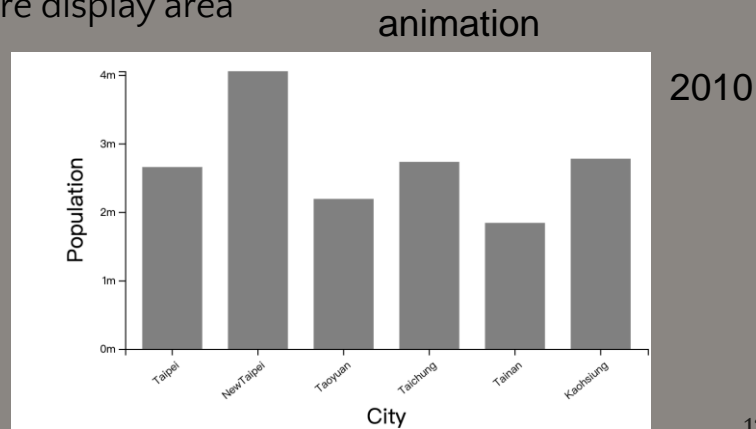
animation





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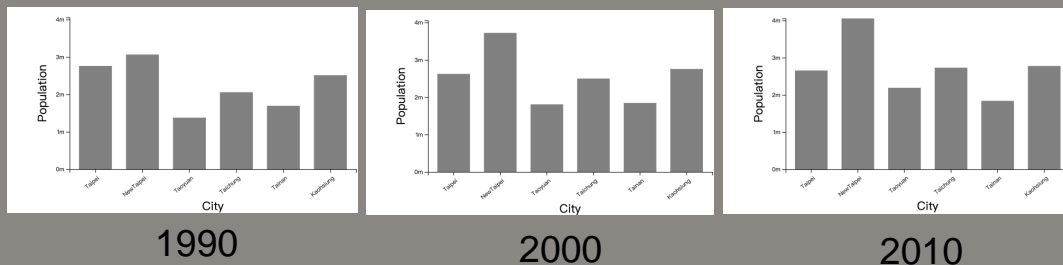




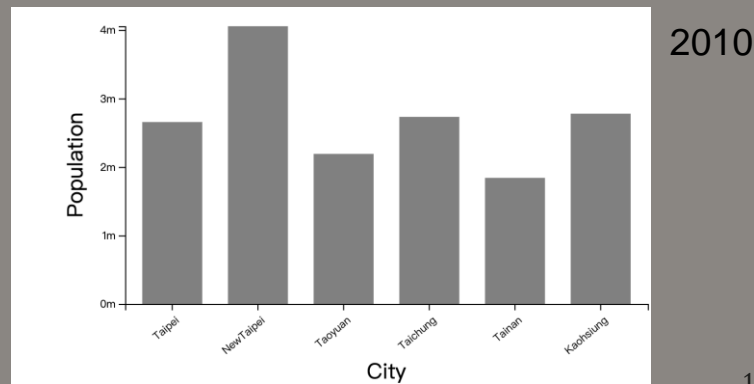
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Juxtapose



animation





Juxtapose





- Without linking/coordinating views, it would be boring





Juxtapose

- ☉ We can have different design choice (between views) of juxtapose
 - Data: all/subset/none
 - Encoding: same/different

		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	No Linkage

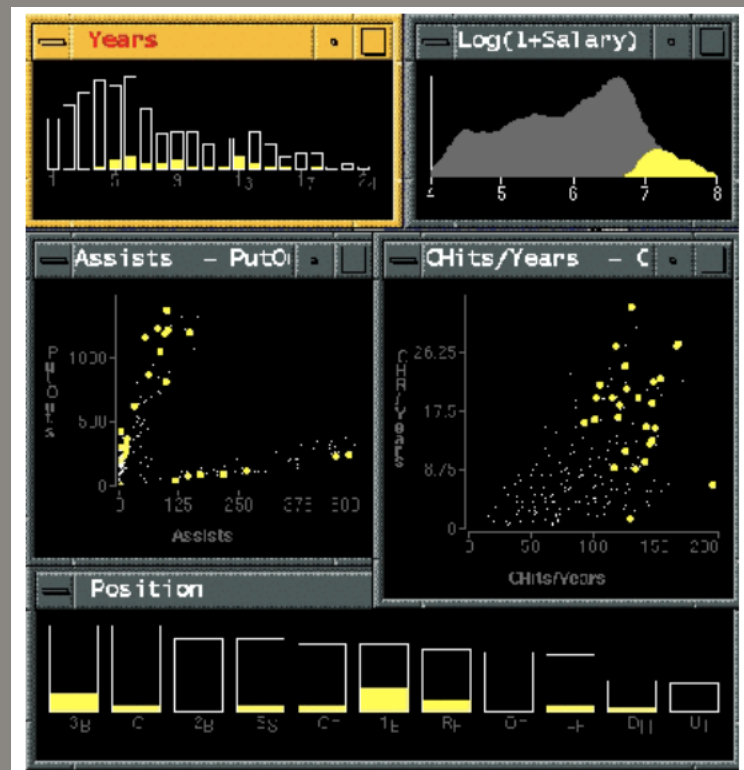
We are going to introduce different idioms of juxtapose



Idiom: Link Highlighting

- See how regions contiguous in one view are distributed within another
 - Powerful and pervasive interaction idiom
- Encoding: different
 - Multiform
- Data:
 - all items shared
 - Different attribute across views
- brushing and linking

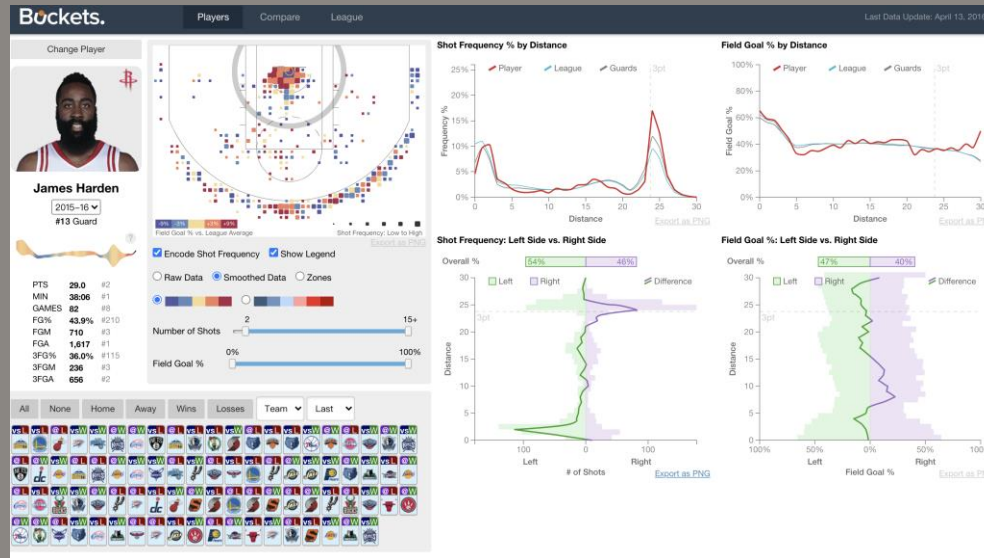
		Data		
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Idiom: Link Highlighting






● Multidirectional linking (more useful than unidirectional linking)



https://buckets.peterbeshai.com/app/#/playerView/201935_2015



Idiom: Overview-detail views

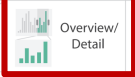




		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	 No Linkage

- Encoding: same
- Data: subset shared
- Navigation: bi-directional
- Differences
 - Viewpoint, size



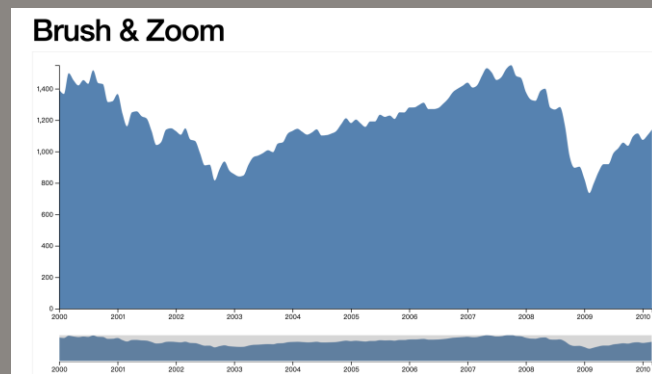


Idiom overview-detail navigation

		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	 No Linkage

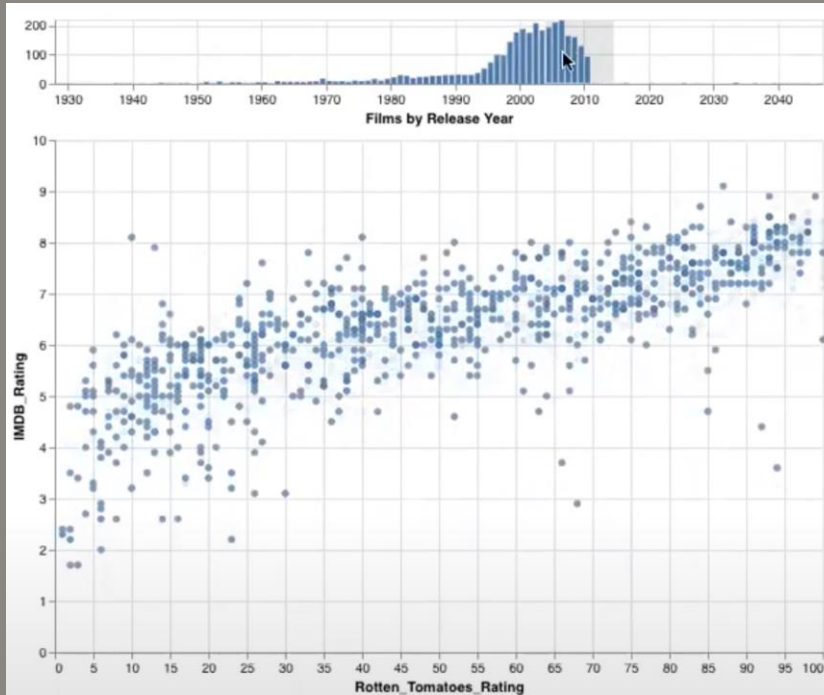
- Encoding: same
- Data: subset shared
- Navigation: shared
 - Unidirectional linking
 - Select in small overview
 - Change extent in large detail view

<https://observablehq.com/@d3/focus-context>





Idiom: overview-detail navigation



		Data		
		All	Subset	None
Encoding	Same	Redundant	Overview/ Detail	Small Multiples
	Different	Multiform	Multiform, Overview/ Detail	No Linkage

<https://observablehq.com/@uwdata/interaction?collection=@uwdata/visualization-curriculum>



Idiom: Small Multiples

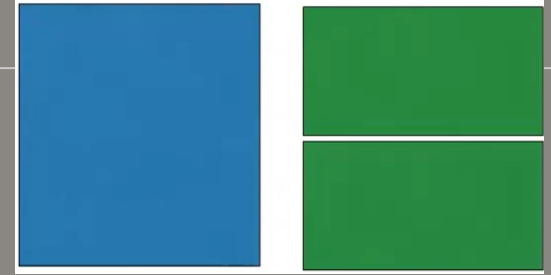
		Data		
		All	Subset	None
Encoding	Same	Redundant	Overview/ Detail	Small Multiples
	Different	Multiform	Multiform, Overview/ Detail	No Linkage

- Encoding: same
- Data: none shared (different data partition)
 - Different stock price over time
- Make different partition of data simultaneous visible
- Often aligned into a list or matrix
- Often use as an alternative of animation
- Small screen real estate is a weakness





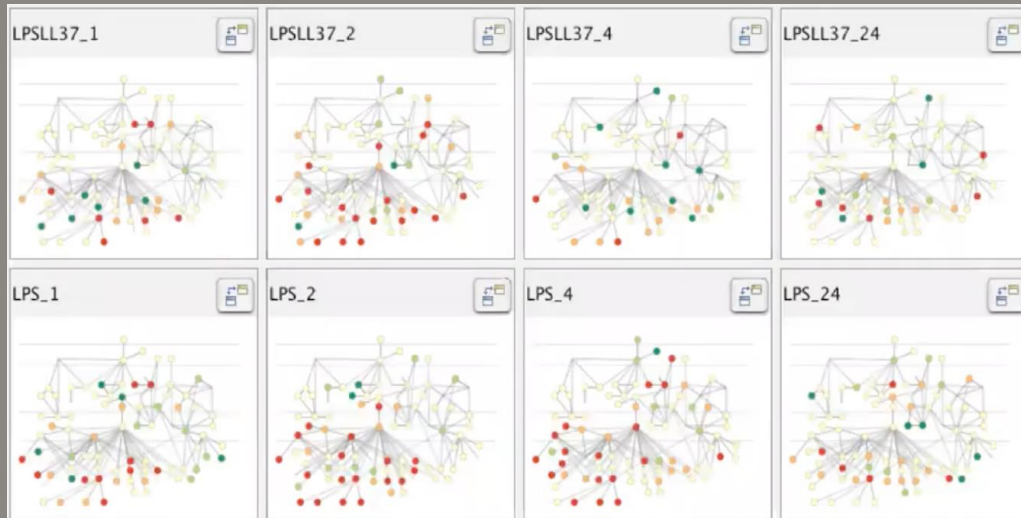
Juxtapose View: Tradeoffs



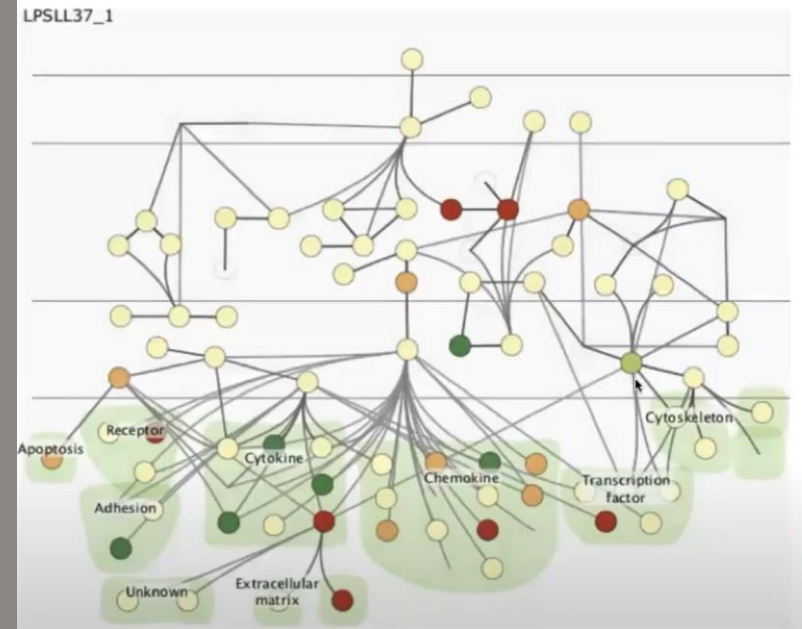
- Juxtapose costs
 - Display area
 - 2 views side by side: each has only half of the area of one view
- Juxtapose benefits
 - Cognitive load: eye (juxtapose) vs memory (animation)
 - Lower cognitive load: move eye between 2 views
 - Higher cognitive load: compare single changing view to memory of previous state



Juxtapose vs Animation



Juxtapose (small multiple)



An animation



S09-01

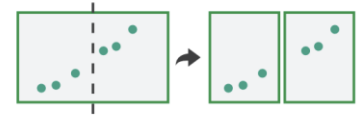


Partition

➔ Juxtapose



➔ Partition



➔ Superimpose



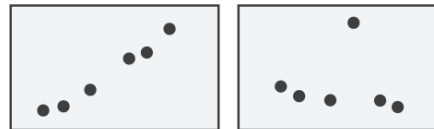


Partition (data) into Views

- How to divide data between views
 - Split into regions by attributes
 - Only one attribute? You may not need multiple views
 - Encodes association between items using spatial proximity
 - Close \leftrightarrow easy to compare
 - Order** of splits has major implications for what patterns are visible
 - Hierarchically partition

- Even if you visualize the same dataset, different ways to partition may give you different insights

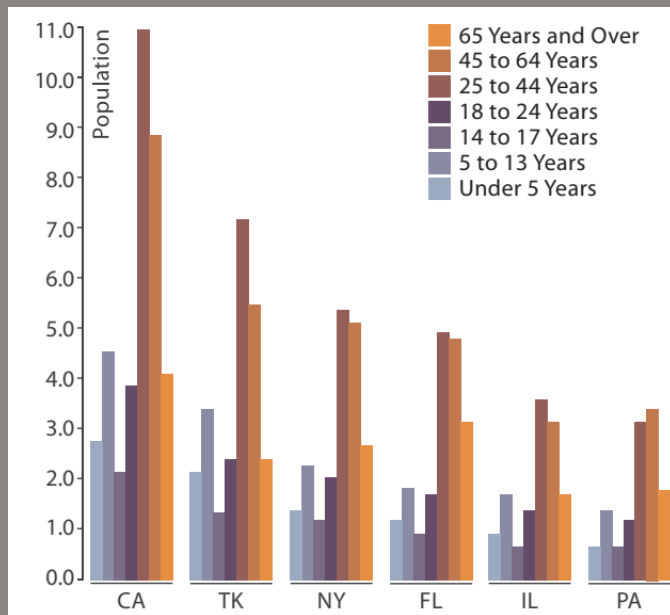
➔ Partition into Side-by-Side Views



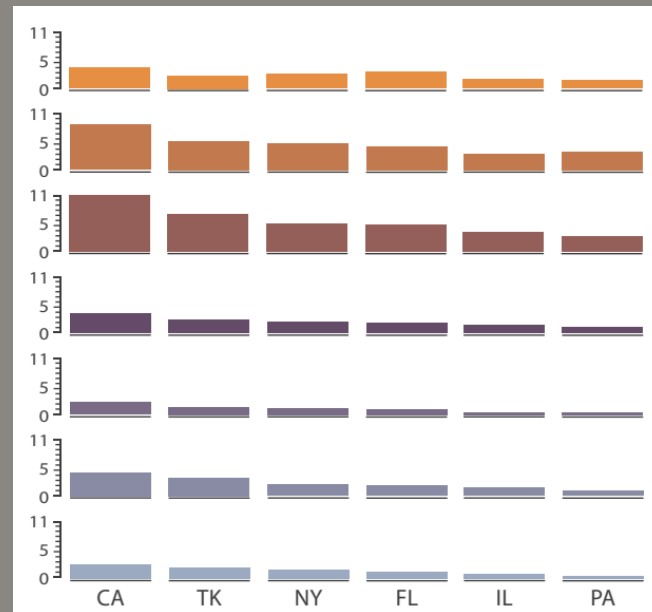


Partition: List Alignment

- Split by state into regions
 - Easy within state, hard across ages



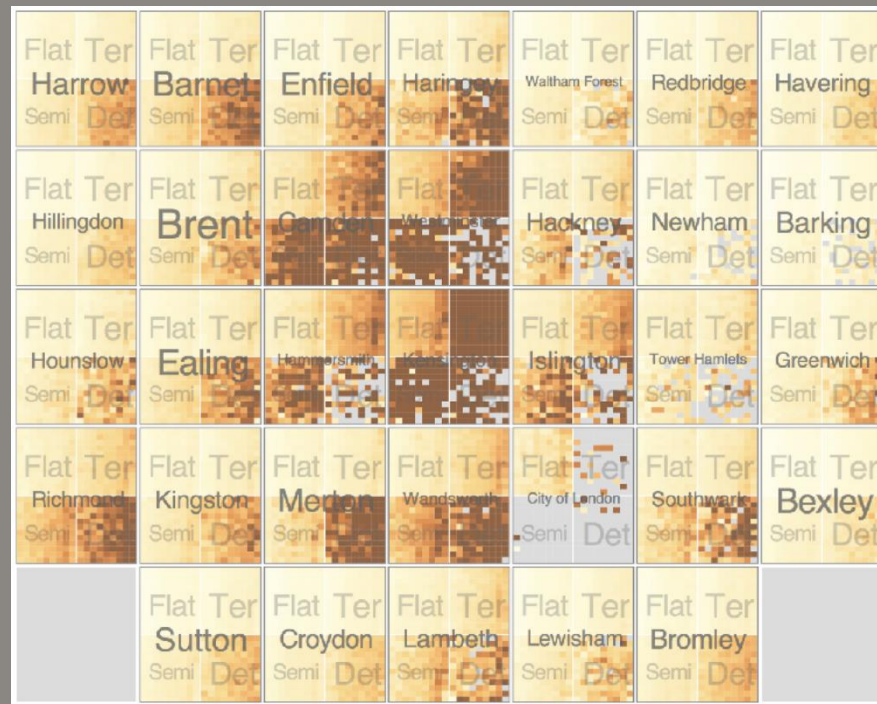
- Split by age into regions
 - Easy within age, harder within states





Partitioning: Recursive Subdivision

- Split by neighborhood,
 - then by type,
 - then by time (row: years, column: months)
- Color: price
- Easy to know
 - Where it is expensive
 - Where you pay much more for detached type



Each big rectangle is a region in London

In UK, they have four type of hours (flat, attached terrance semidetached, detached)



Partitioning: Recursive Subdivision

- Split by house types
- then neighborhood
- then by time (row: years, column: months)
- Color: price variation
- Easy to know
 - Within specific type, which neighborhoods inconsistent





S09-02

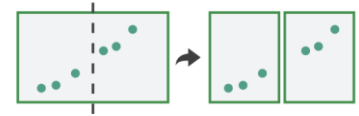


Superimpose

➔ Juxtapose



➔ Partition



➔ Superimpose





Superimpose Layers

- Layer: set of objects spread out over region
 - Each set is visually distinguishable group
- 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

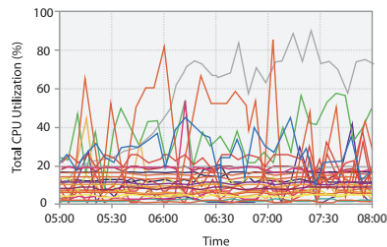
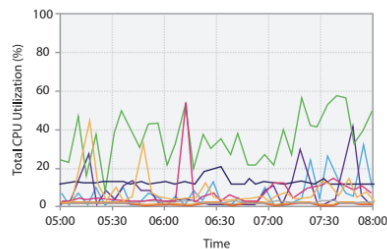
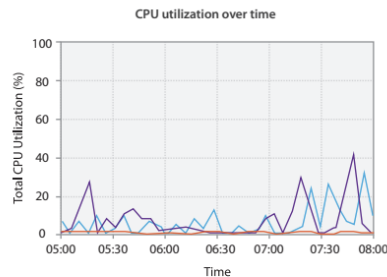
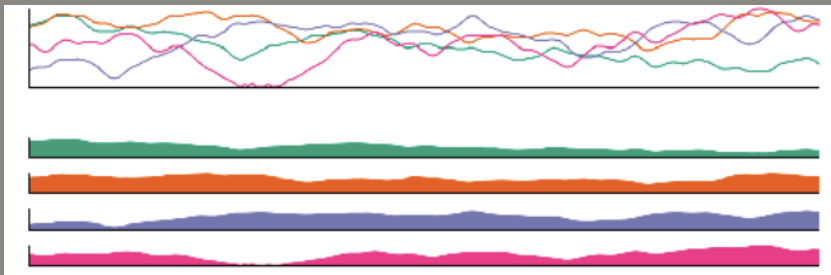
- Foreground layer: road
- Background layer: regions
 - Hue or saturation to separate
- User can selectively focus attention





Superimposing Limits

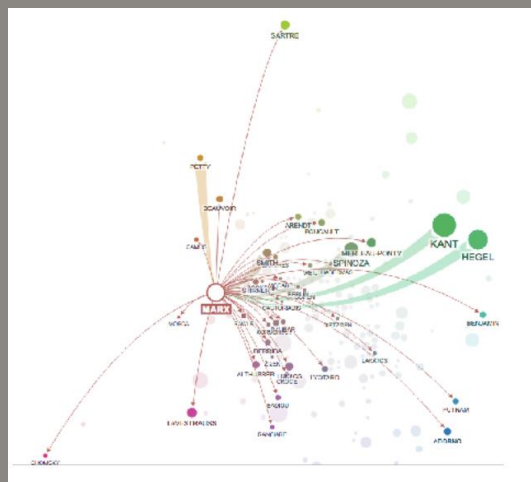
- Few layers, but many lines
 - Up to a few dozen
 - But not hundreds
- Superimpose vs juxtapose: empirical study
 - Superimposed for local, multiple for global
 - Tasks:
 - Local: maximum
 - Global: slope, discrimination



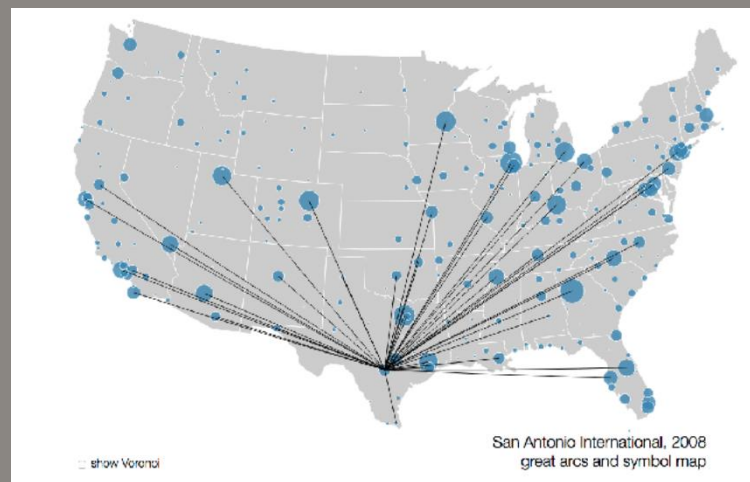


Dynamic Visual Layers

- Interactive based on selection
- One-hop neighbor highlighting demo



[https://mariandoerk.de/edgemaps/demo/#philis;map;:/en/immanuel_kant;](https://mariandoerk.de/edgemaps/demo/#philis;map;:/en/immanuel_kant;https://mariandoerk.de/edgemaps/demo/#philis;map;:/en/immanuel_kant;)



[http://mbostock.github.io/d3/talk/20111116/airports.html](http://mbostock.github.io/d3/talk/20111116/airports.htmlhttp://mbostock.github.io/d3/talk/20111116/airports.html)

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➔ Change



➔ Select



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