

Foundation: Marks and Channels



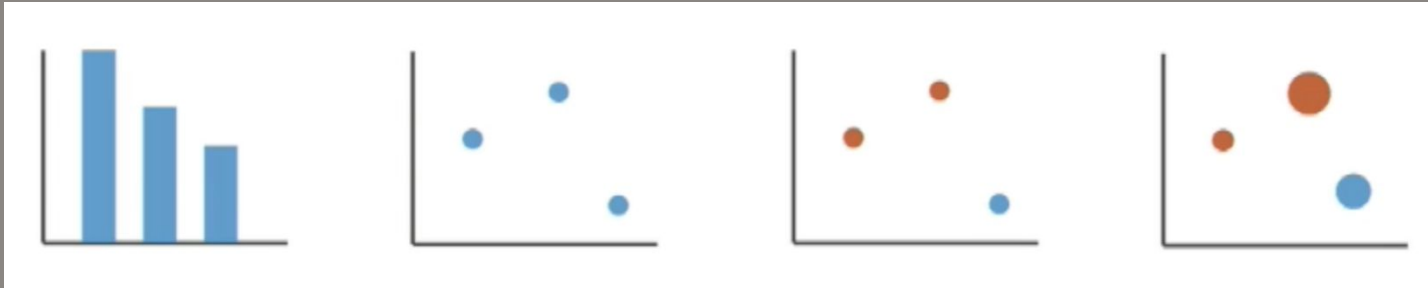


S03-01



Visual Encoding

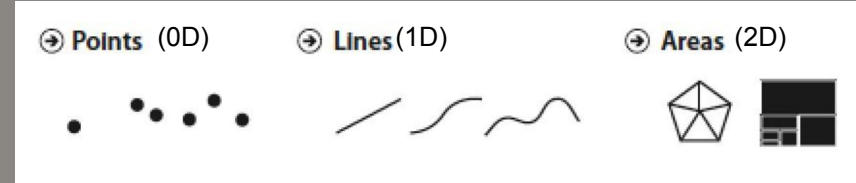
- Data/values -> shapes
- Analyze idiom structure





Definition: Marks and Channels

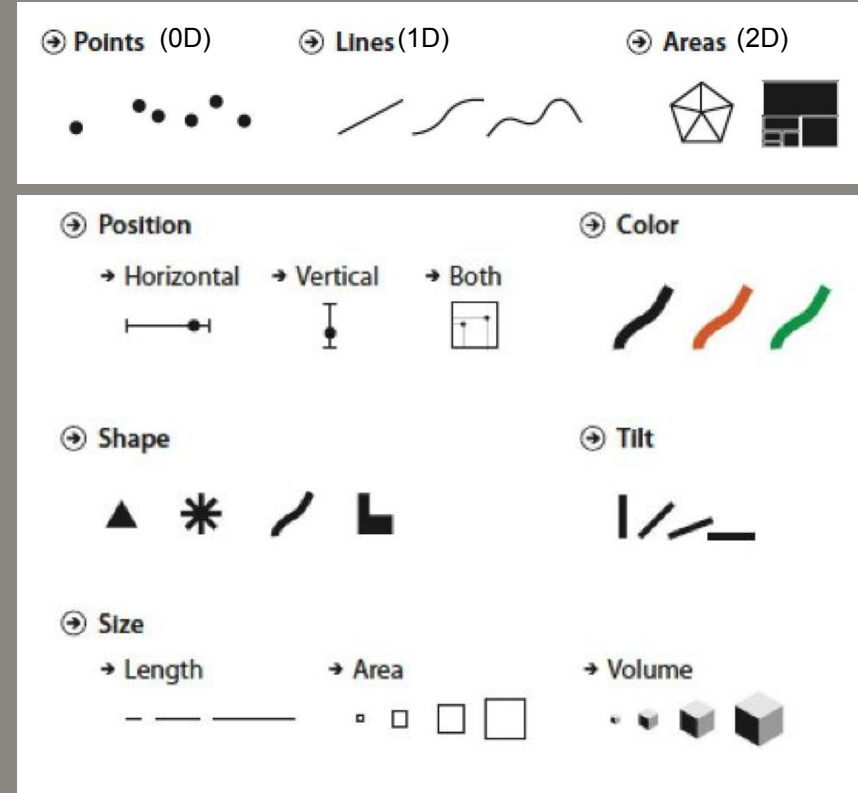
- Marks
 - Geometric primitives
 - Different spatial dimension





Definition: Marks and Channels

- Marks
 - Geometric primitives
 - Different spatial dimension
- Channels (visual variable)
 - Control appearance of marks
 - Can redundantly code with multiple channels





Visual Encoding

- Data/values -> shapes
- Analyze idiom structure: as combination of marks and channels



Channel: vertical position

Mark: line

Channel: vertical position
horizontal position

Mark: point

Channel: vertical position
horizontal position
color

Mark: point

Channel: vertical position
horizontal position
color
size

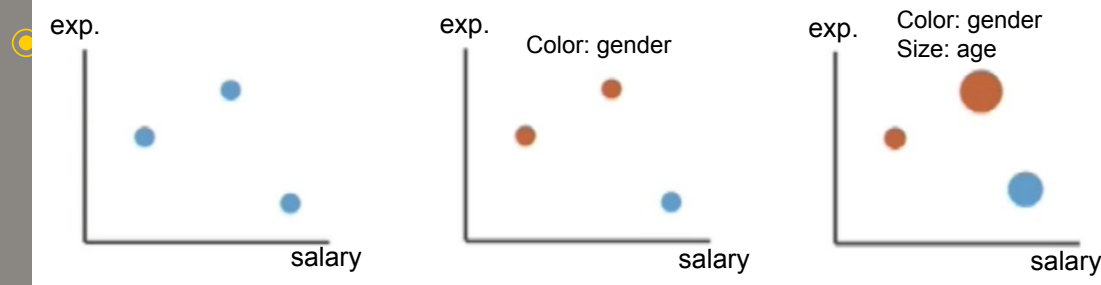
Mark: point



One Example to Map Data to a Picture

- Relation between data, and mark and channel
 - A mark could represent a data item
 - A channel could represent an attribute

salary	expenditure	gender	age
100000	80000	female	55
150000	40000	male	40
50000	60000	female	35



Channel: vertical position
horizontal position

Mark: point

Channel: vertical position
horizontal position
color

Mark: point

Channel: vertical position
horizontal position
color
size

Mark: point

Mark (each data item): 0D point

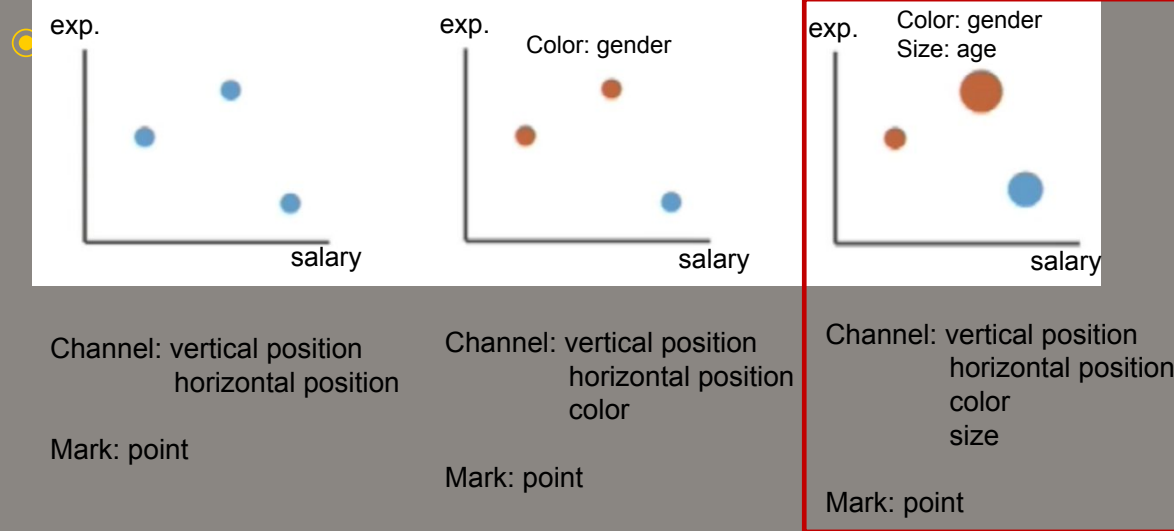


One Example to Map Data to a Picture

- Relation between data, and mark and channel
 - A mark could represent a data item
 - A channel could represent an attribute

Channels of the 0D point :

horizontal position	Vertical position	Color (hue)	size
salary	expenditure	gender	age
100000	80000	female	55
150000	40000	male	40
50000	60000	female	35





Channels

- We have a lot of choice about channel
 - How to determine which channel is proper to represent an attribute



Why not: color -> age
size -> gender

Position on common scale		Spatial region	
Position on unaligned scale		Color hue	
Length (1D size)		Motion	
Tilt/angle		Shape	
Area (2D size)			
Depth (3D position)			
Color luminance		Same	
Color saturation			
Curvature			
Volume (3D size)		Same	



S03-02



Choice of Mark and Channels

- Expressiveness
 - Match channel and data characteristic
 - For example, ordered data are seen as orders (and vice versa)



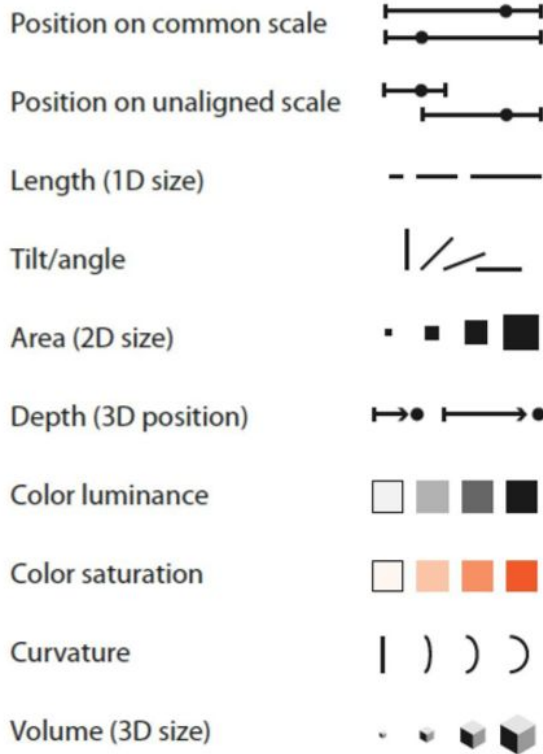
Why not: color -> age
size -> gender



Expressiveness

- Magnitude channel
 - human naturally percepts the order
 - good to represent “ordered” attribute
- Identity channel
 - human can easily separate the channel with different value
 - good to represent “categorical” attribute

➔ Magnitude Channels: Ordered Attributes



➔ Identity Channels: Categorical Attributes





S03-03



Choice of Mark and Channels

- ⦿ Expressiveness
 - Match channel and data characteristic
 - For example, ordered data are seen as orders (and vice versa)
- ⦿ Effectiveness
 - The importance of the attribute should match the **salience** channel
 - For example, important items are made the most noticeable



Effectiveness

○ Sensitivity of our visual system

Their length is the same?



Their angle is the same?



➔ Magnitude Channels: Ordered Attributes

Position on common scale	
Position on unaligned scale	
Length (1D size)	
Tilt/angle	
Area (2D size)	
Depth (3D position)	
Color luminance	
Color saturation	
Curvature	
Volume (3D size)	

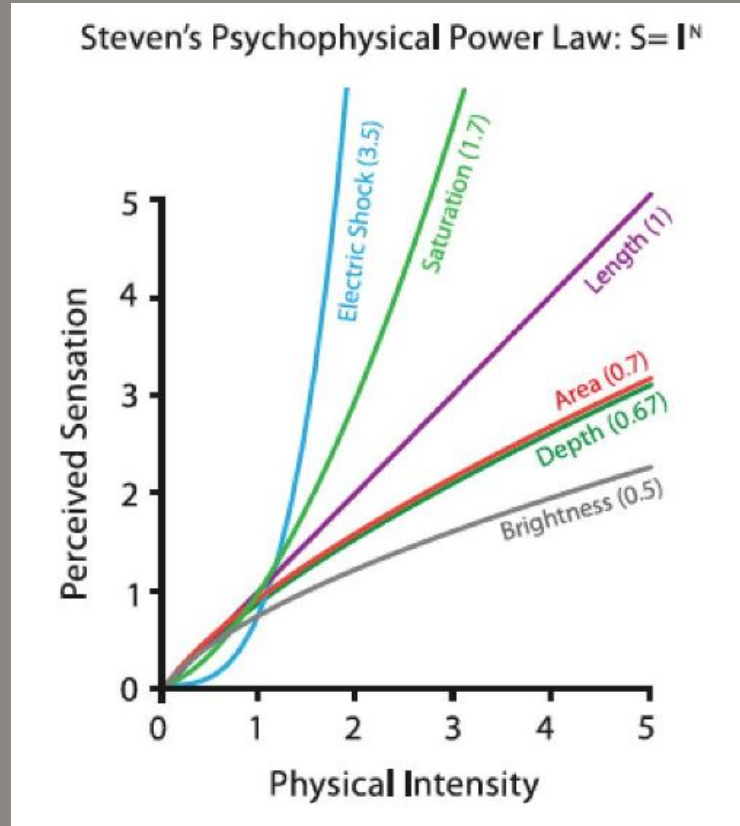
Most
↑
Effectiveness
↓
Least

➔ Identity Channels: Categorical Attributes

Spatial region	
Color hue	
Motion	
Shape	



Accuracy: Fundamental Theory



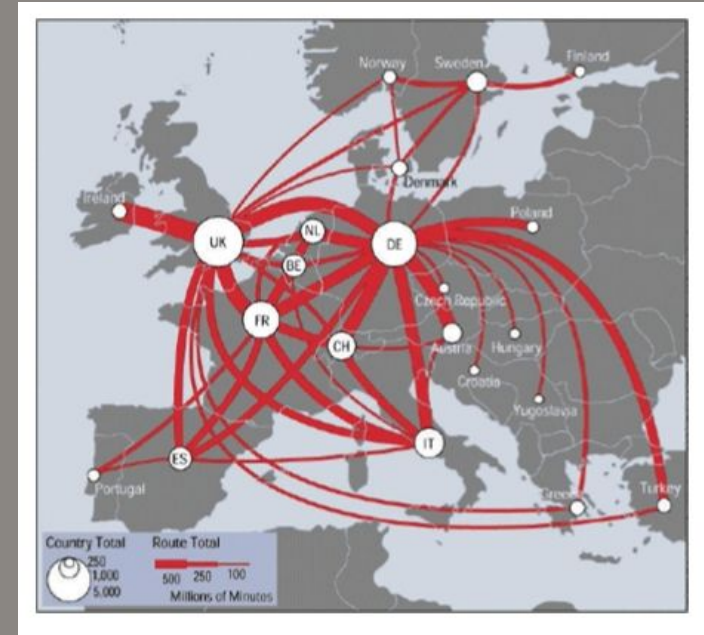


S03-04



Discriminability

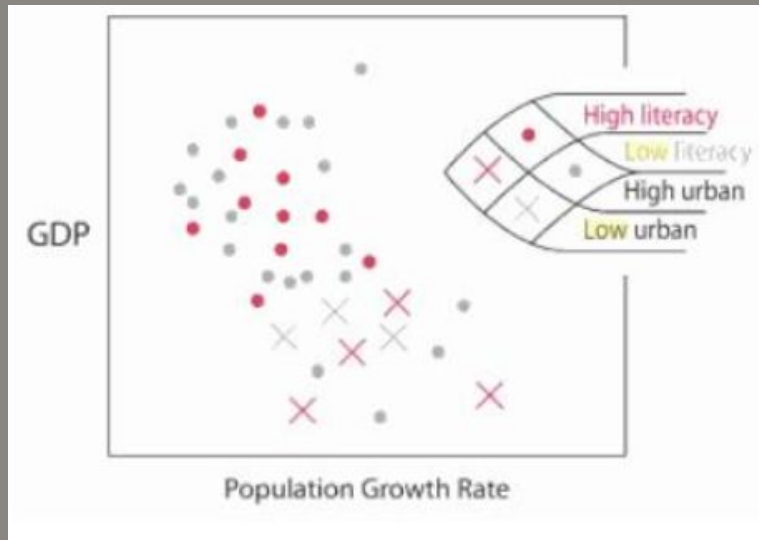
- When we use a channel to represent the values of an attribute, we should consider the discriminability of the channel
 - How many “usable” steps
- Must be sufficient for number of attribute level to show
 - Linewidth: 3 or 4 bins
 - Even if you draw lines with 10 different width, human cannot separate them





Example: Separability

- Sometimes, we want users can query and compare arbitrary groups
 - compare high vs low literacy (red and gray)
 - Compare high vs low urban (circle and cross)



This visual design is ok to meet above tasks

Encode the data by other channels? might not be as easy as this design to complete above tasks

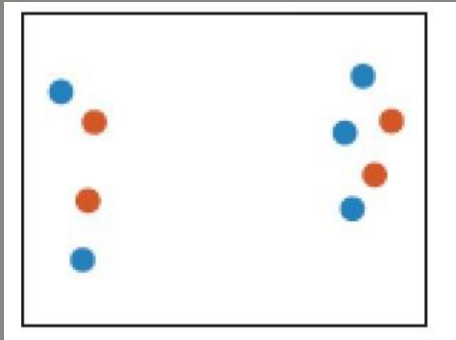


S03-05



Separability

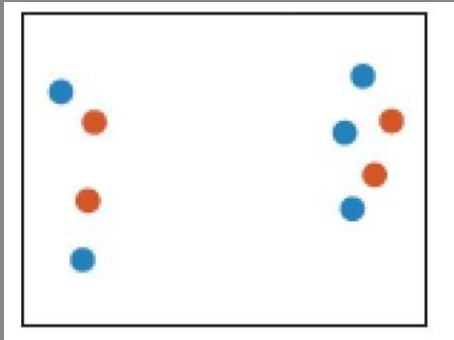
Separate red and blue group
Separate left and right group





Separability

Separate red and blue group
Separate left and right group

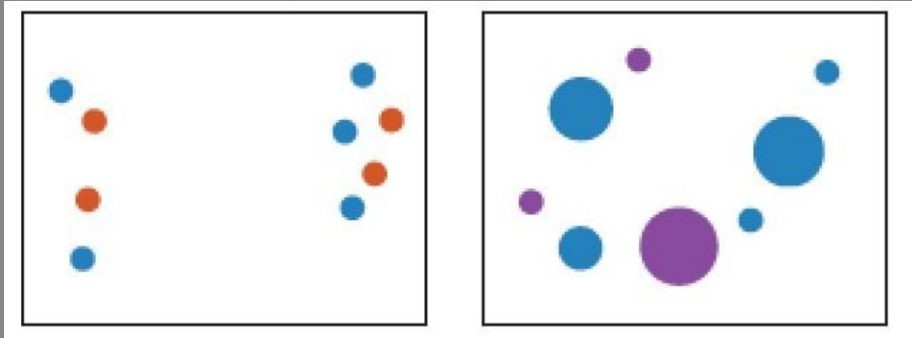


These two channel (position,
hue color) is fully separable



Separability

Separate large and small size
Separate blue and purple

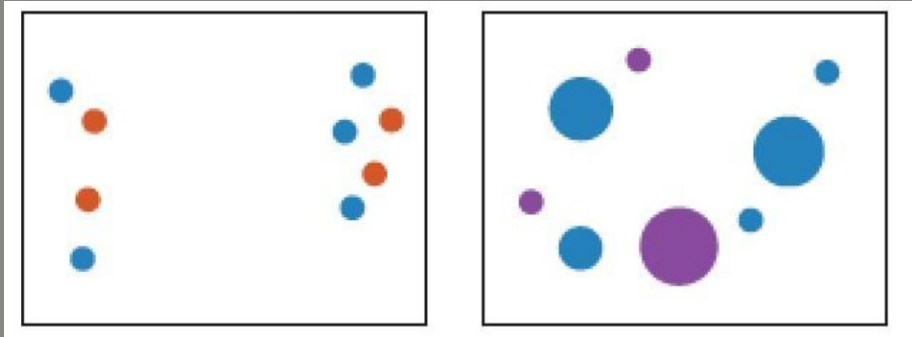


These two channel (position,
hue color) is fully separable



Separability

Separate large and small size
Separate blue and purple



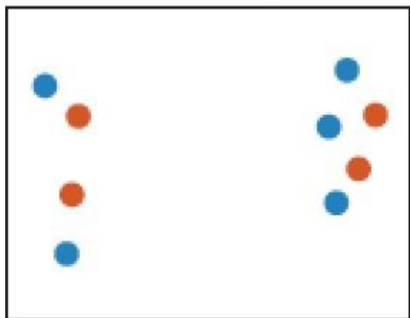
These two channel (position, hue color) is fully separable

Size and color (hue) have some interference

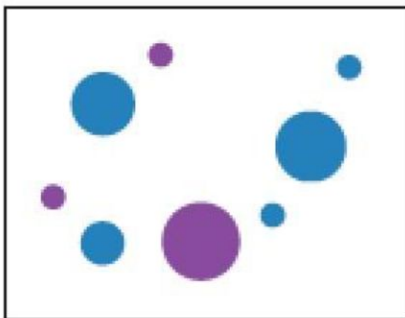


Separability

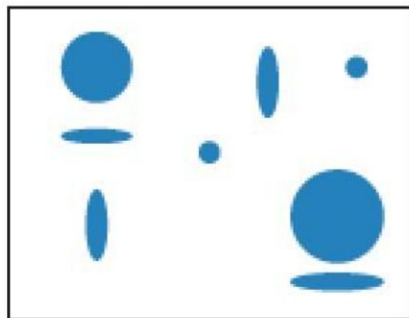
Separate wide and narrow width
Separate short and tall height



Position and hue color
channels are fully separable



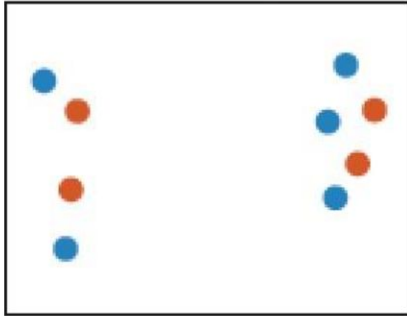
Size and color (hue) channels
have some interference



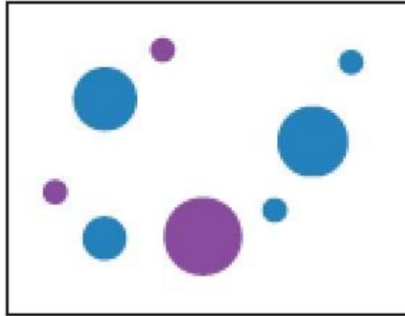


Separability

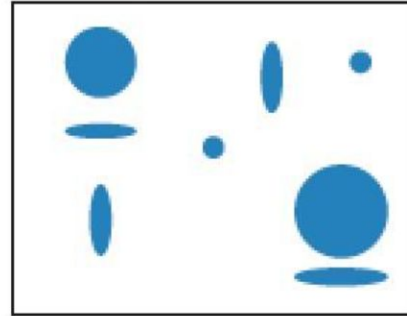
Separate wide and narrow width
Separate short and tall height



Position and hue color channels are fully separable



Size and color (hue) channels have some interference

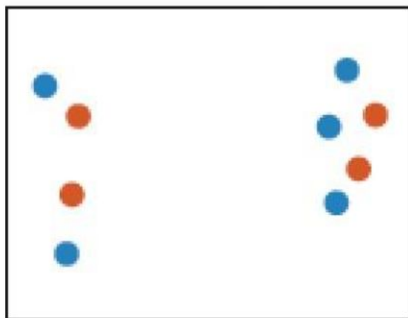


Width and height channels have significant interference (our visual system naturally focus to size channel)

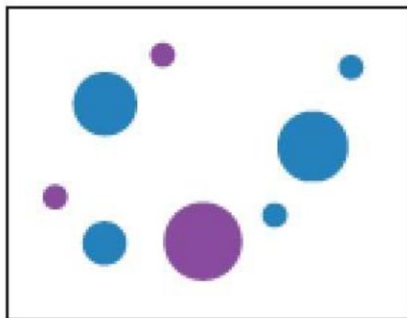


Separability

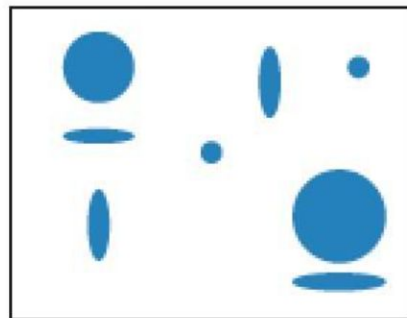
Consider RGB color
Separate high/low value in red channel
Separate high/low value in green channel



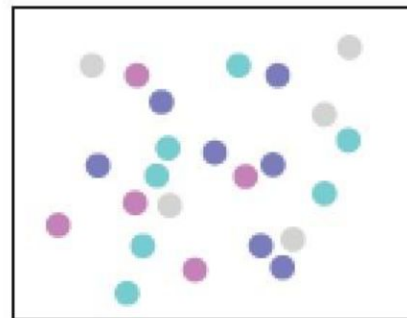
Position and hue color channels are fully separable



Size and color (hue) channels have some interference



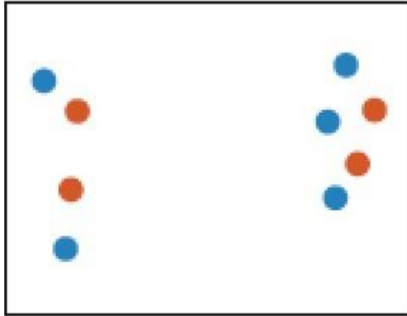
Width and height channels have significant interference (our visual system naturally focus to size channel)



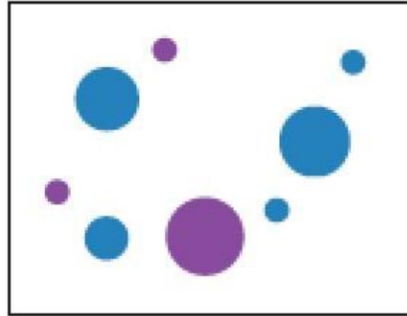


Separability

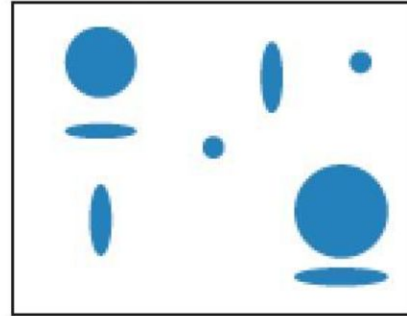
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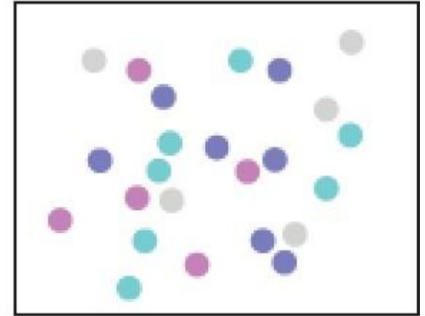
Position and hue color channels are fully separable



Size and color (hue) channels have some interference



Width and height channels have significant interference (our visual system naturally focus to size channel)

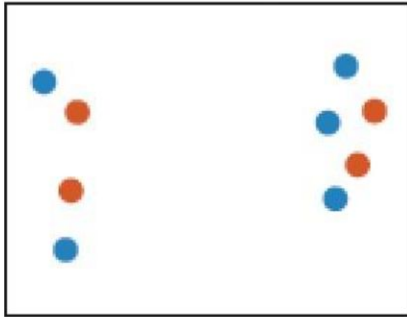


Major interference
Use RGB system to understand color does not fit out visual system

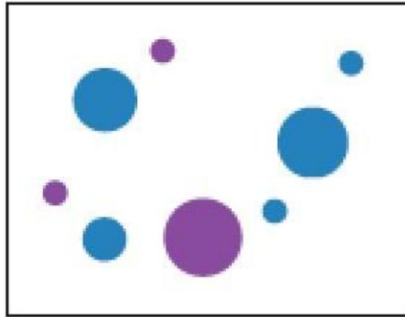


Separability

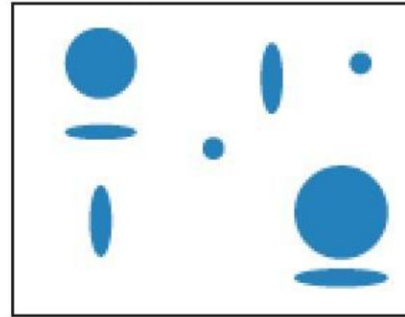
- Integrality vs separability is not good or bad
 - Key: match the characteristics of the channels to the information that to encode
 - Do you want users visually group data by one channel only and sometimes by another channel only?



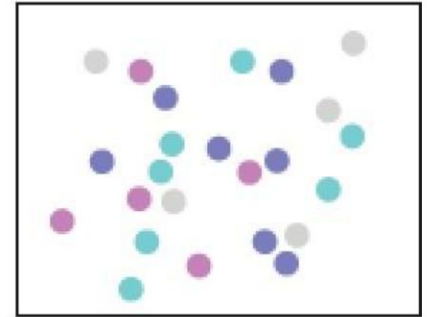
Position and hue color channels are fully separable



Size and color (hue) channels have some interference



Width and height channels have significant interference (our visual system naturally focus to size channel)

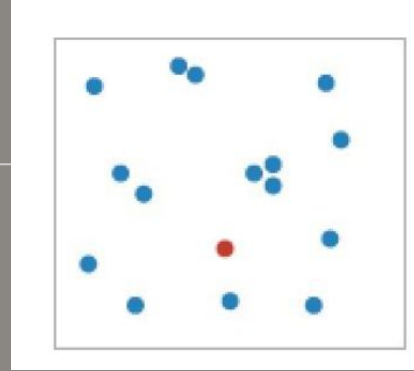


Major interference
Use RGB system to understand color does not fit out visual system



Popout

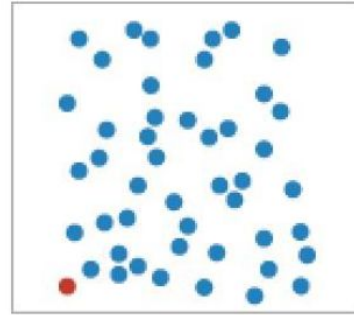
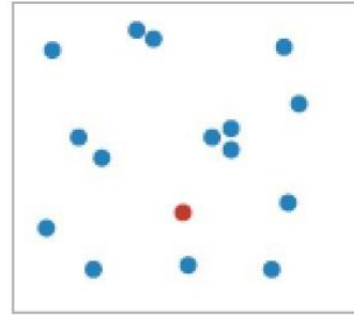
- Find the “red circle”
 - How long does it take?





Popout

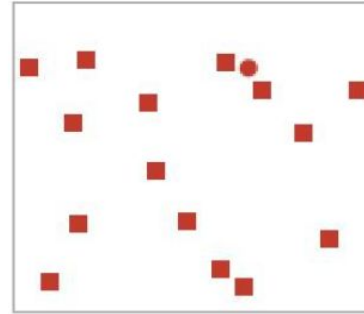
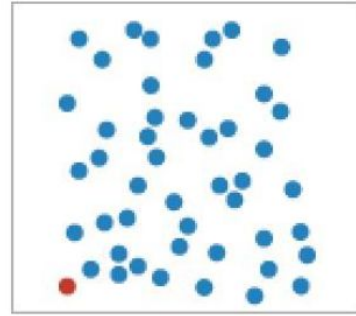
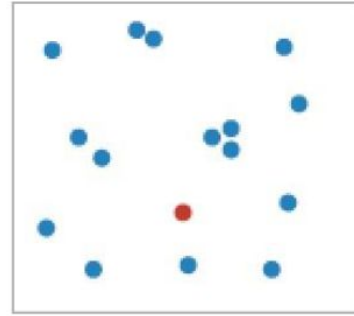
- Find the “red circle”
 - How long does it take?





Popout

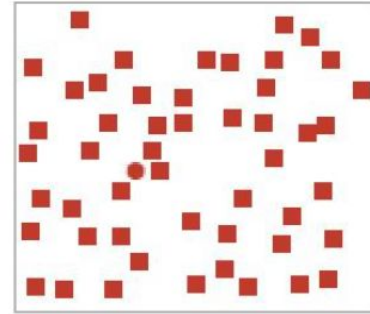
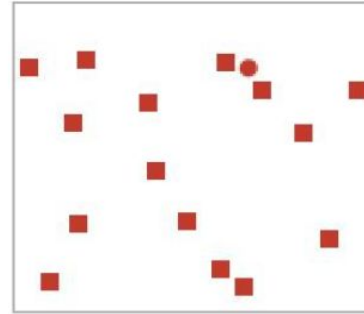
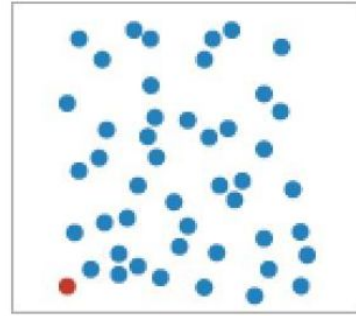
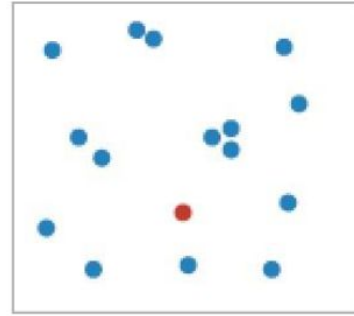
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Popout

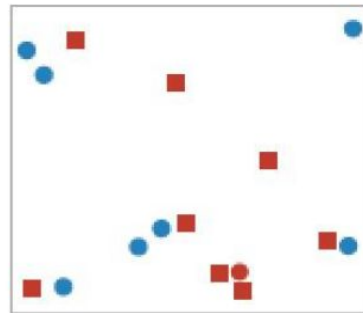
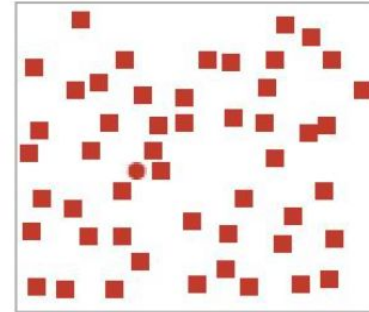
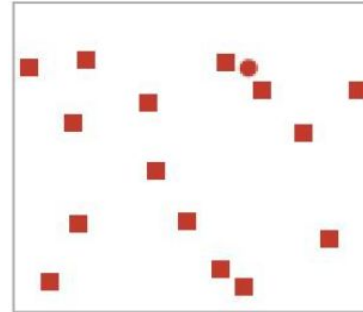
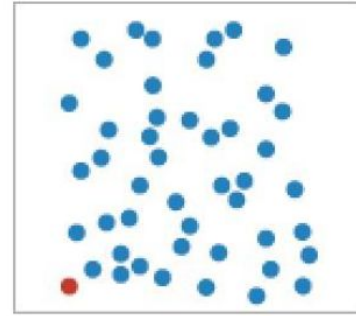
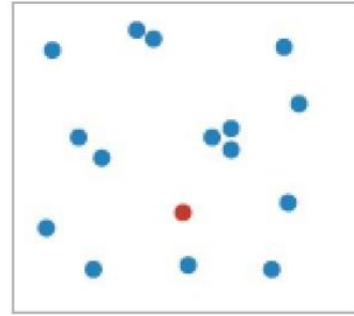
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Popout

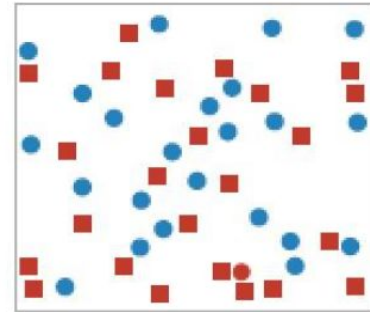
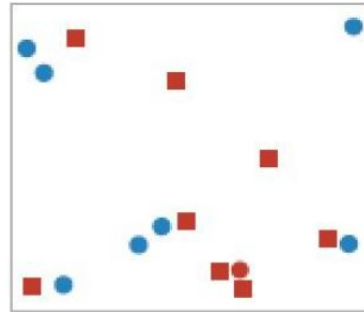
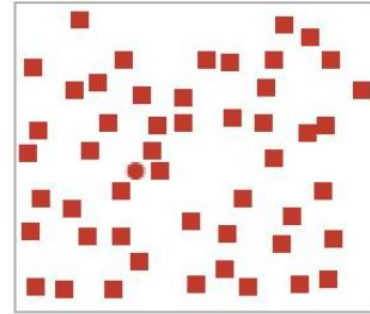
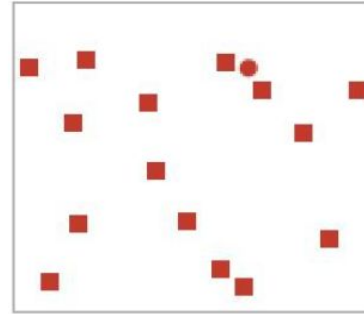
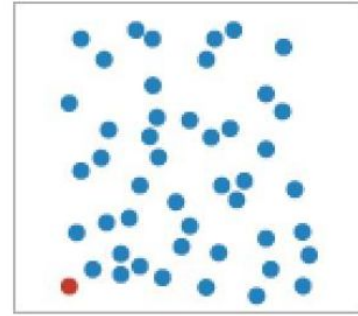
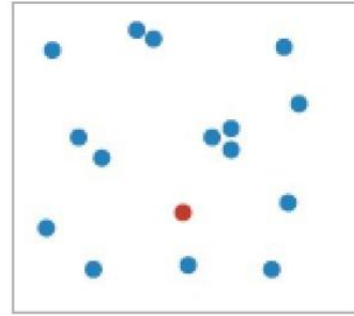
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Popout

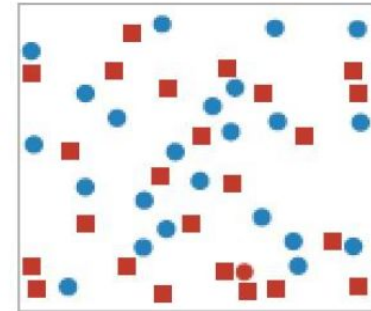
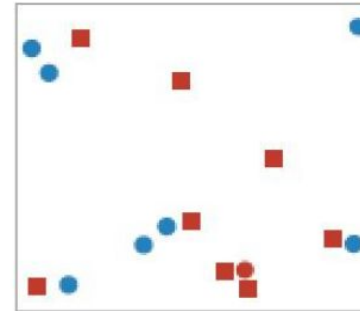
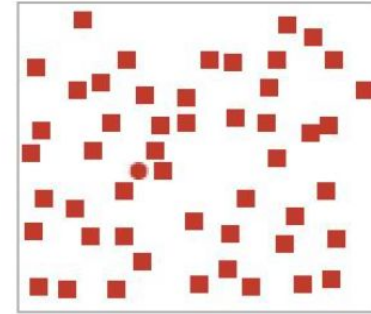
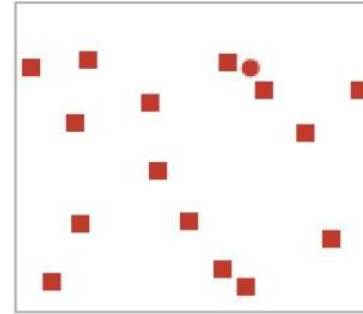
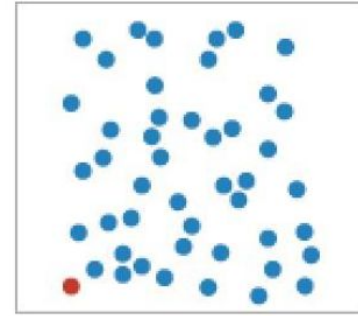
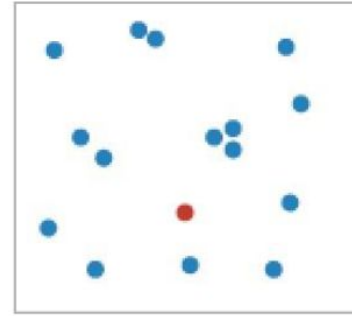
- Find the “red circle”
- How long does it take?





Popout

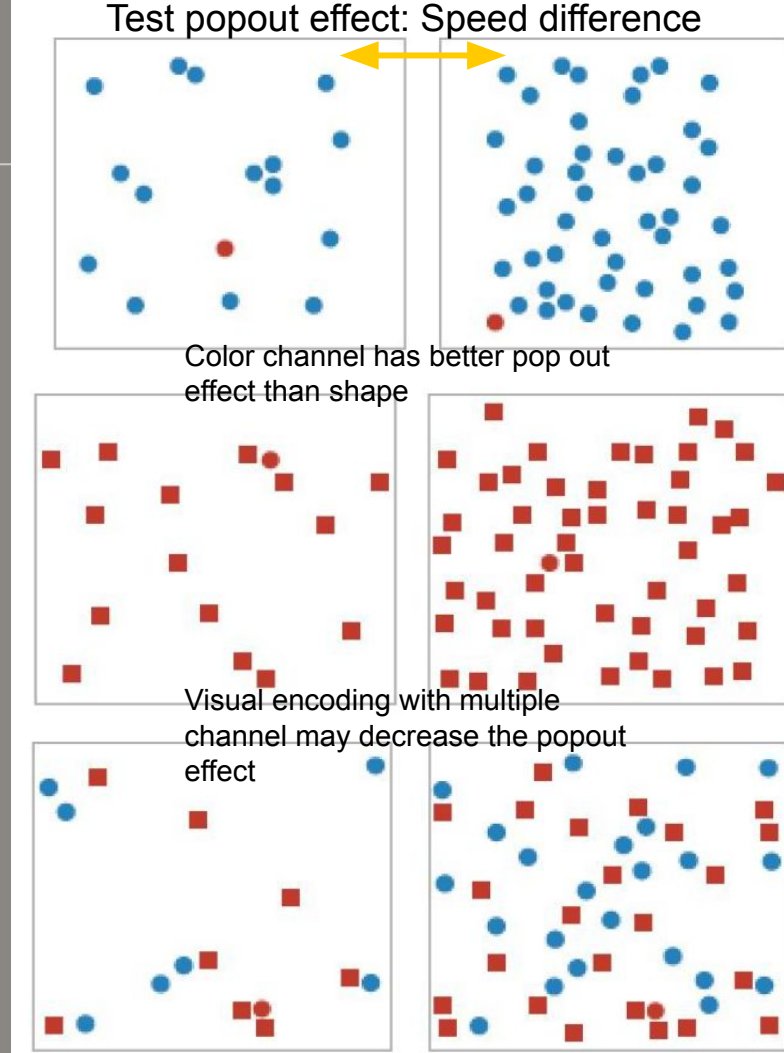
- Find the “red circle”
 - How long does it take?
- Parallel processing on many individual channels
 - Speed independent of distractor count
 - Speed depends on channel and amount of difference
- Serial search for (almost all) combinations
 - Speed depends on number of distractors





Popout

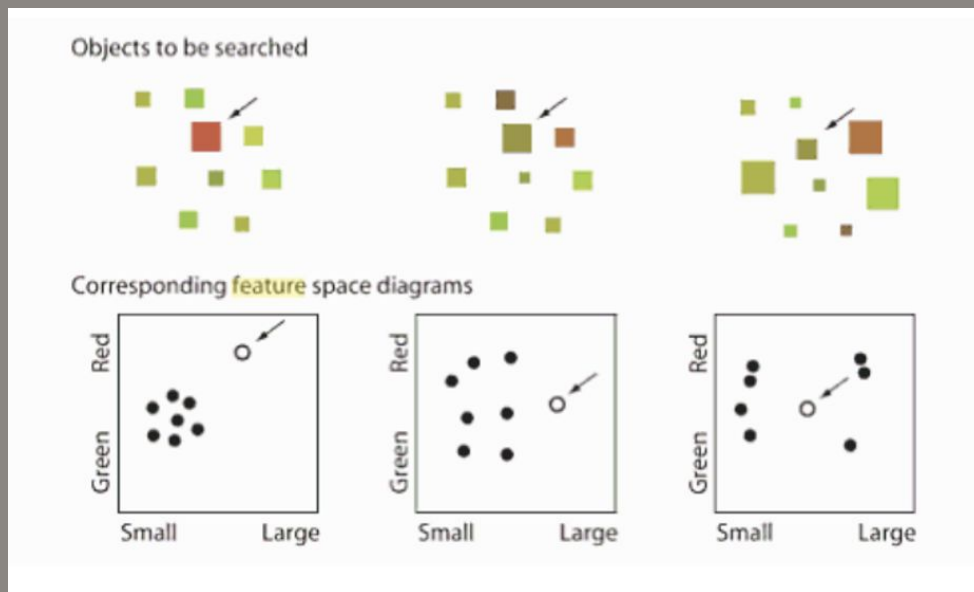
- Find the “red circle”
 - How long does it take?
- Parallel processing on many individual channels
 - Speed independent of distractor count
 - Speed depends on channel and amount of difference
- Serial search for (almost all) combinations
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Popout: Channel Space

- Evaluate your visual encoding in the low level channel space
- Learning does not help popout effect



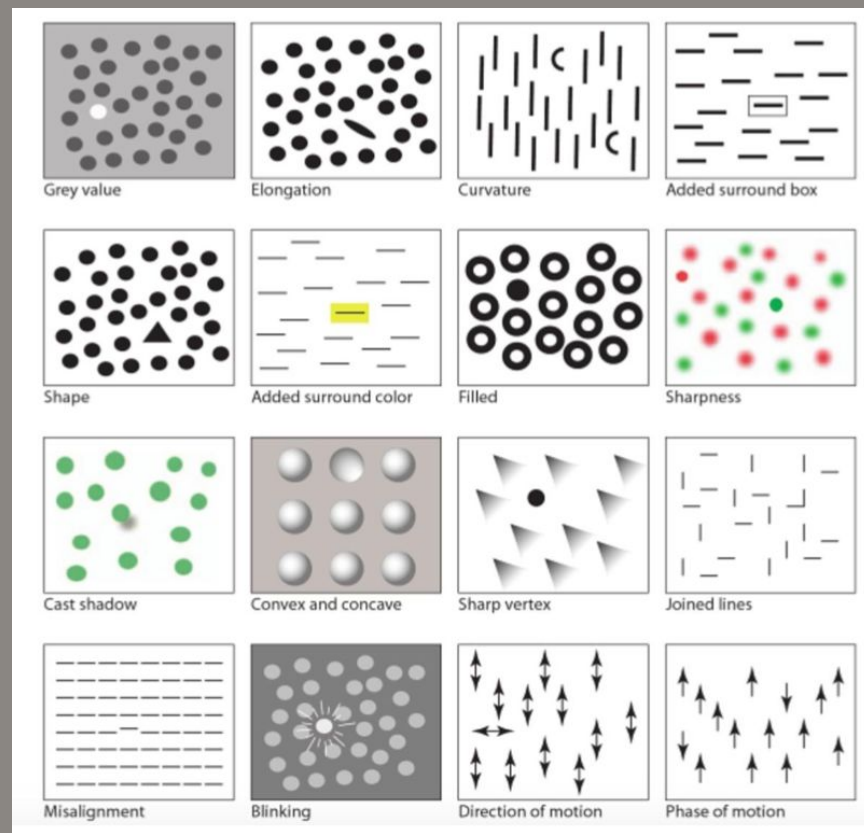


Popout: Other Conditions

- For things to pop out, the low level feature differences need to be sufficiently large
 - E.g. 30 degree difference or more
- The extend of variation in the background is also important
 - Extremely homogeneous vs busy background



Popout: More Examples

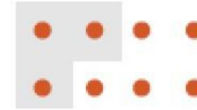




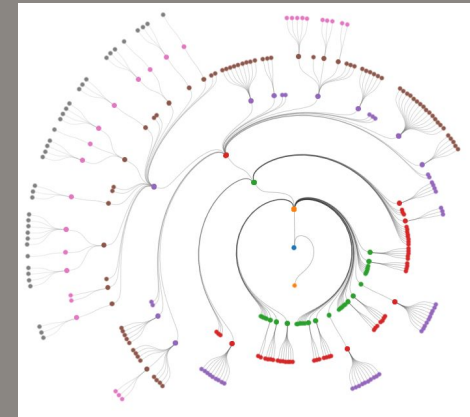
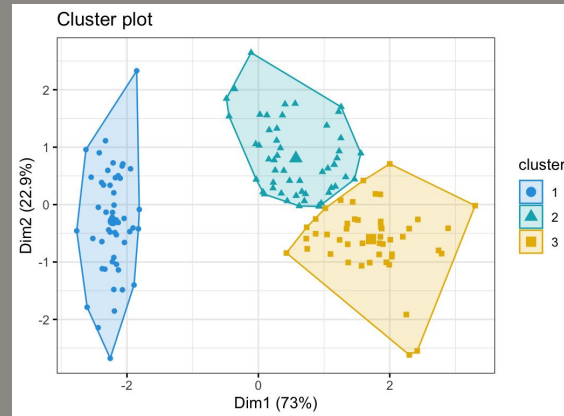
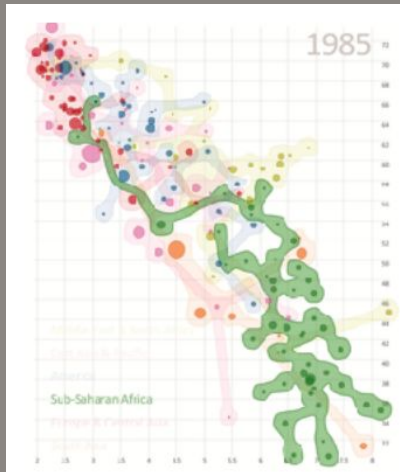
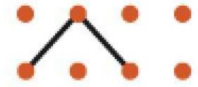
Grouping

- Directly visualize the group or link
 - e.g. data with labels, network data

➔ **Containment**



➔ **Connection**

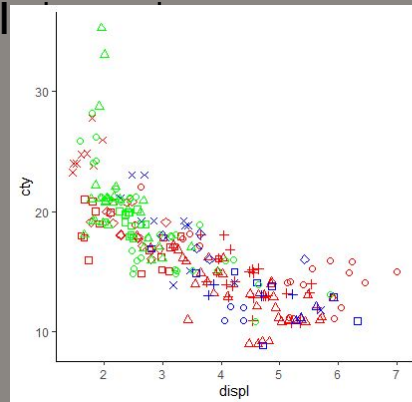
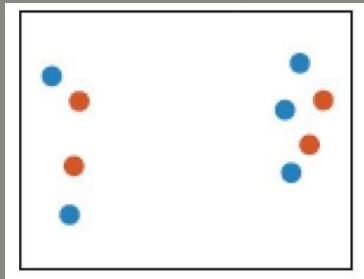




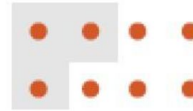
Grouping

- Directly visualize the group or link
 - e.g. data with labels, network data

- Same or similar values in the **categorical**



➔ Containment



➔ Connection



➔ Identity Channels: Categorical Attributes

Spatial region



Color hue



Motion



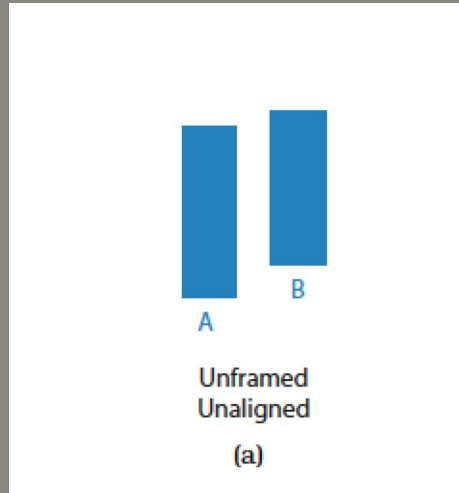
Shape





Relative vs. Absolute Judgements

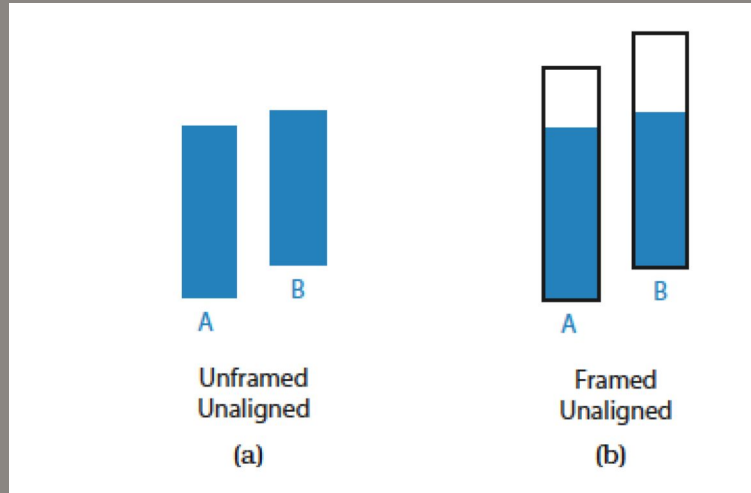
- Human's perceptual system mostly operates with relative judgements, not absolute
 - That is why accuracy increases with common frame/scale and alignment





Relative vs. Absolute Judgements

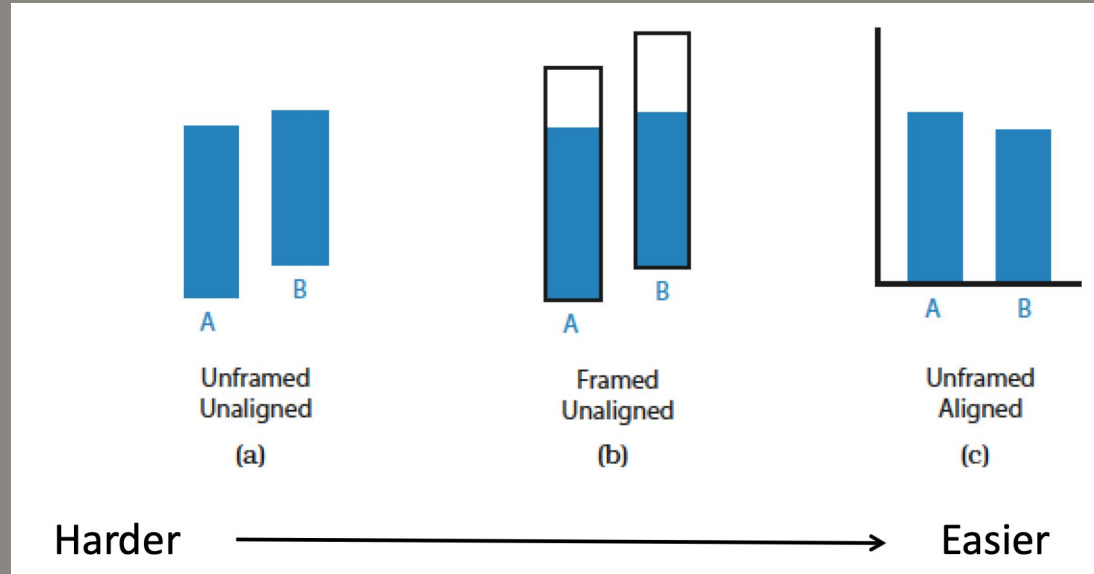
- Human's perceptual system mostly operates with relative judgements, not absolute
 - That is why accuracy increases with common frame/scale and alignment





Relative vs. Absolute Judgements

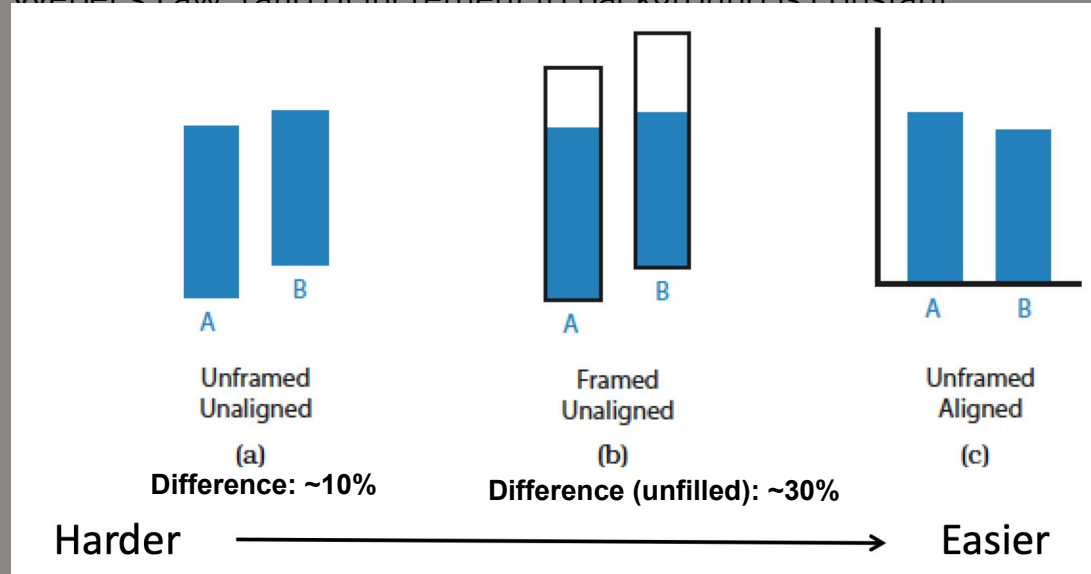
- Human's perceptual system mostly operates with relative judgements, not absolute
 - That is why accuracy increases with common frame/scale and alignment





Relative vs. Absolute Judgements

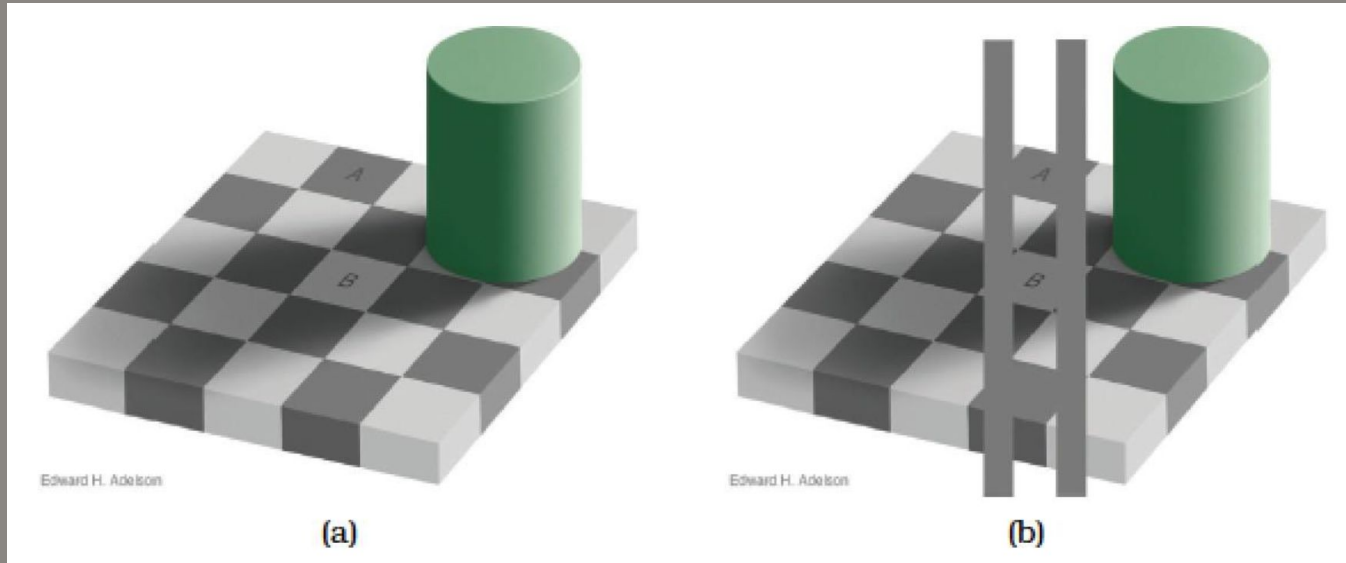
- Human's perceptual system mostly operates with relative judgements, not absolute
 - That is why accuracy increases with common frame/scale and alignment
 - Weber's Law: ratio of increment to background is constant





Relative Luminance Judgements

- Perception of luminance is contextual based on contrast with surroundings



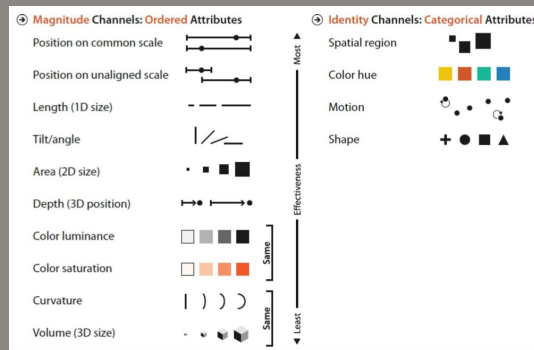
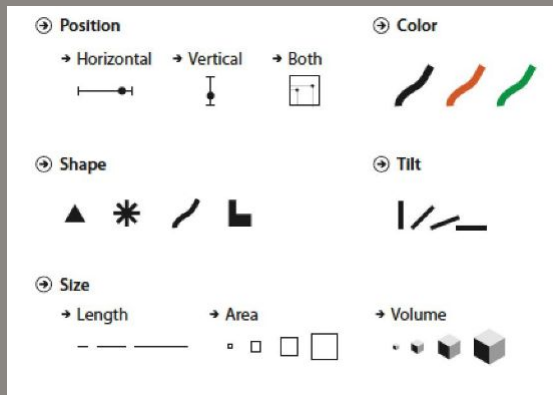


Summary

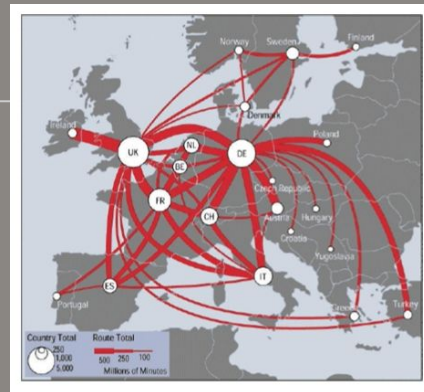
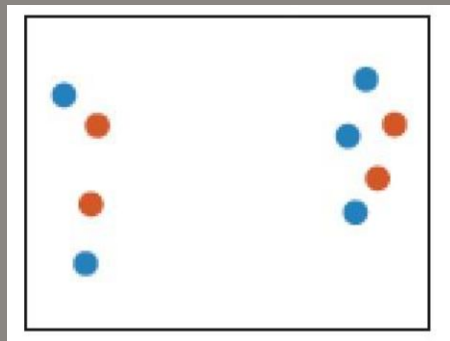
Expressiveness and effectiveness

Discriminability

Visual encoding: attribute -> visual channel

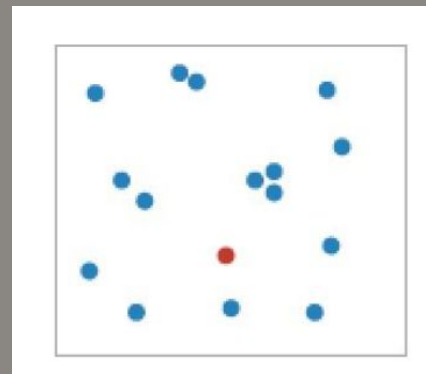


Separability

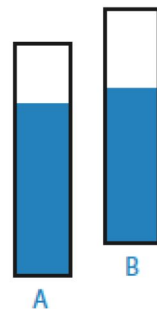


Relative vs. Absolute Judgements

Popout effect



Grouping



Framed
 Unaligned
 (b)

Containment



Connection





S03-06



Exercise

● Name the visual channels

