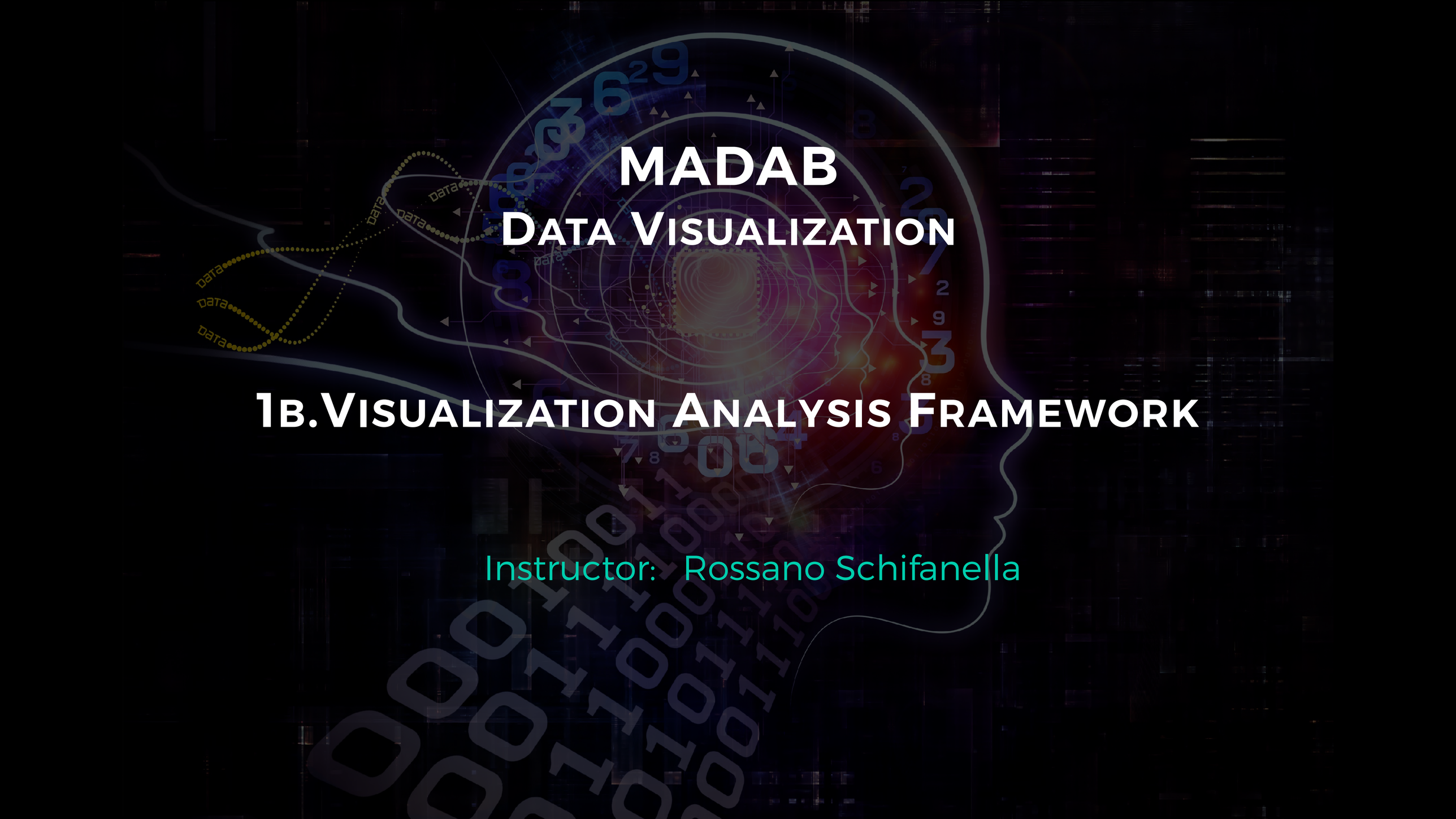


MADAB
Data Visualization

1b. Visualization Analysis Framework

Instructor: Rossano Schifanella

Introduction: Definitions

Defining visualization (vis)

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

Why?...

Visualization (vis) defined & motivated

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

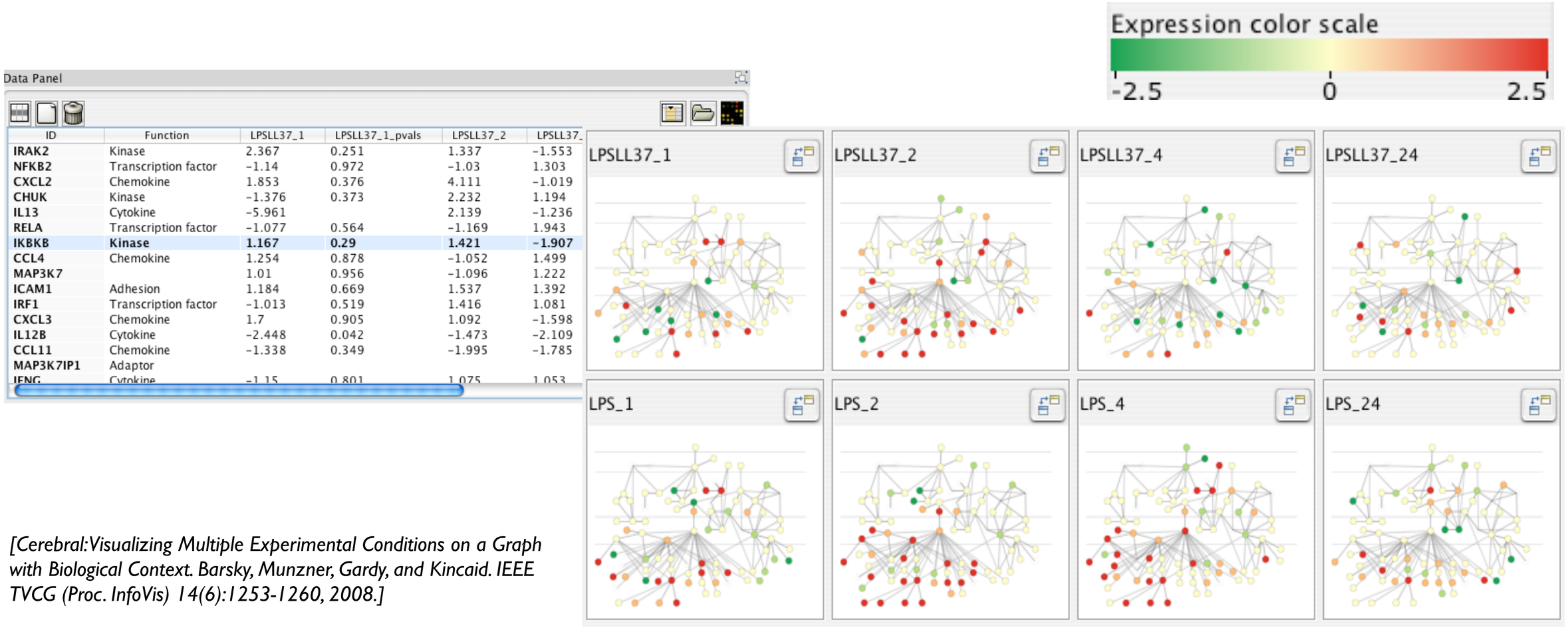
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- human in the loop needs the details & no trusted automatic solution exists
  - doesn't know exactly what questions to ask in advance
  - exploratory data analysis
    - ***speed up*** through human-in-the-loop visual data analysis
  - present known results to others
  - stepping stone towards automation
    - before model creation to provide understanding
    - during algorithm creation to refine, debug, set parameters
    - before or during deployment to build trust and monitor

Why use an external representation?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- external representation: replace cognition with perception



[Cerebral:Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE TVCG (Proc. InfoVis) 14(6):1253-1260, 2008.]

Why depend on vision?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- human visual system is high-bandwidth channel to brain
  - overview possible due to background processing
    - subjective experience of seeing everything simultaneously
    - significant processing occurs in parallel and pre-attentively
- sound: lower bandwidth and different semantics
  - overview not supported
    - subjective experience of sequential stream
- touch/haptics: impoverished record/replay capacity
  - only very low-bandwidth communication thus far
- taste, smell: no viable record/replay devices

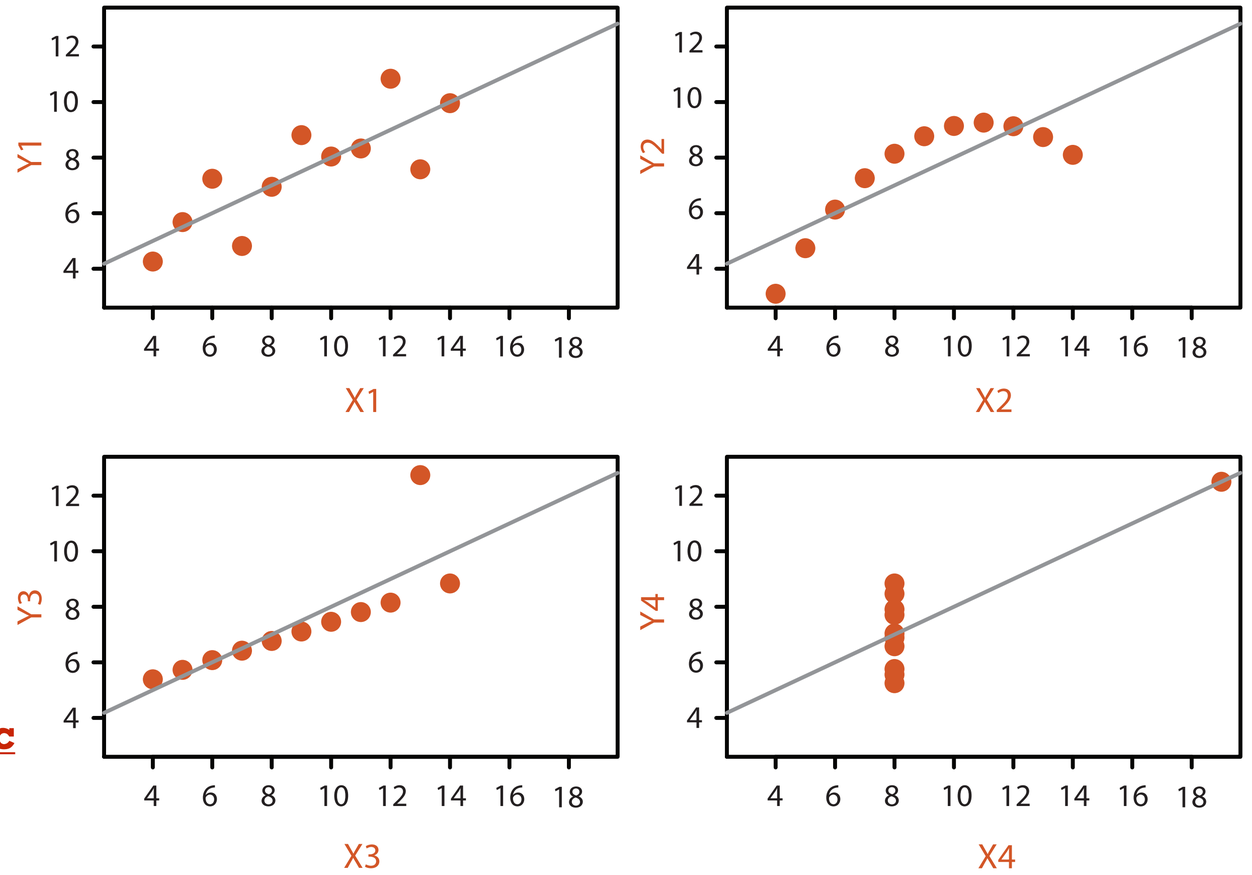
Why represent all the data?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- summaries lose information, details matter
  - confirm expected and find unexpected patterns
  - assess validity of statistical model

Anscombe's Quartet

Identical statistics	
x mean	9
x variance	10
y mean	7,5
y variance	3,75
x/y correlation	0,816



https://www.youtube.com/watch?v=DbJyPELmhJc

Same Stats, Different Graphs

What resource limitations are we faced with?

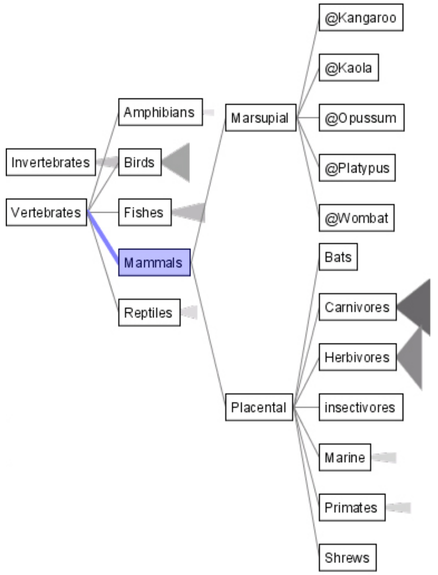
Vis designers must take into account three very different kinds of resource limitations: those of computers, of humans, and of displays.

- computational limits
  - processing time
  - system memory
- human limits
  - human attention and memory
- display limits
  - pixels are precious resource, the most constrained resource
  - **information density**: ratio of space used to encode info vs unused whitespace
    - tradeoff between clutter and wasting space, find sweet spot between dense and sparse

Why analyze?

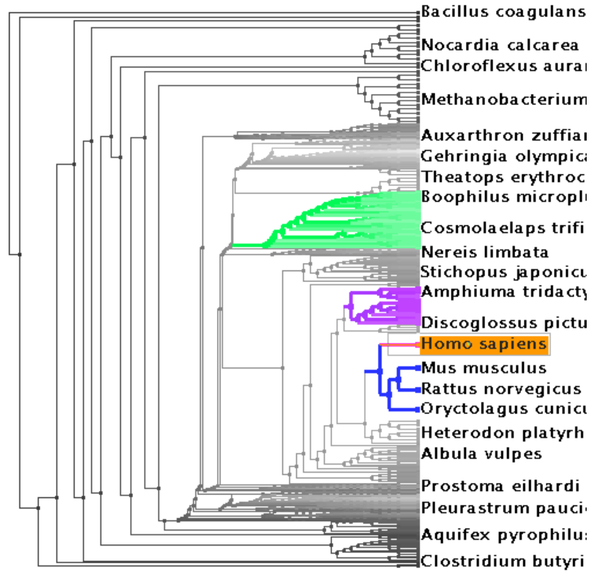
- imposes structure on huge design space
  - scaffold to help you think systematically about choices
  - analyzing existing as stepping stone to designing new
  - most possibilities ineffective for particular task/data combination

SpaceTree



[SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Grosjean, Plaisant, and Bederson. Proc. InfoVis 2002, p 57–64.]

TreeJuxtaposer



[TreeJuxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. ACM Trans. on Graphics (Proc. SIGGRAPH) 22:453– 462, 2003.]

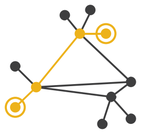
What?

- Tree

Why?

- Actions
  - → Present → Locate → Identify

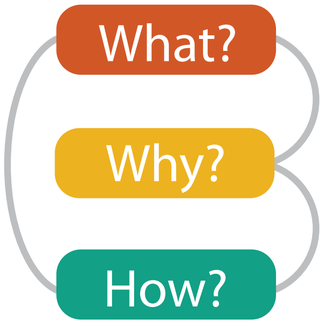
- Targets
  - → Path between two nodes



How?

- SpaceTree
  - → Encode → Navigate → Select → Filter → Aggregate

- TreeJuxtaposer
  - → Encode → Navigate → Select → Arrange



Further reading

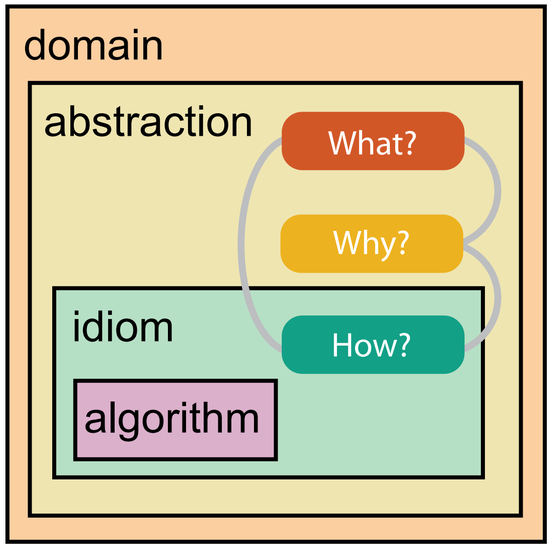
- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 2014.
  - *Chap 1: What's Vis, and Why Do It?*

Analysis: What, Why, How

Nested model: Four levels of vis design

- *domain situation*
  - who are the target users?
- *abstraction*
  - translate from specifics of domain to vocabulary of vis
    - **what** is shown? **data** abstraction
    - **why** is the user looking at it? **task** abstraction
- *idiom*
  - **how** is it shown?
    - **visual encoding** idiom: how to draw
    - **interaction** idiom: how to manipulate
- *algorithm*
  - efficient computation

[A Nested Model of Visualization Design and Validation. *Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).*]



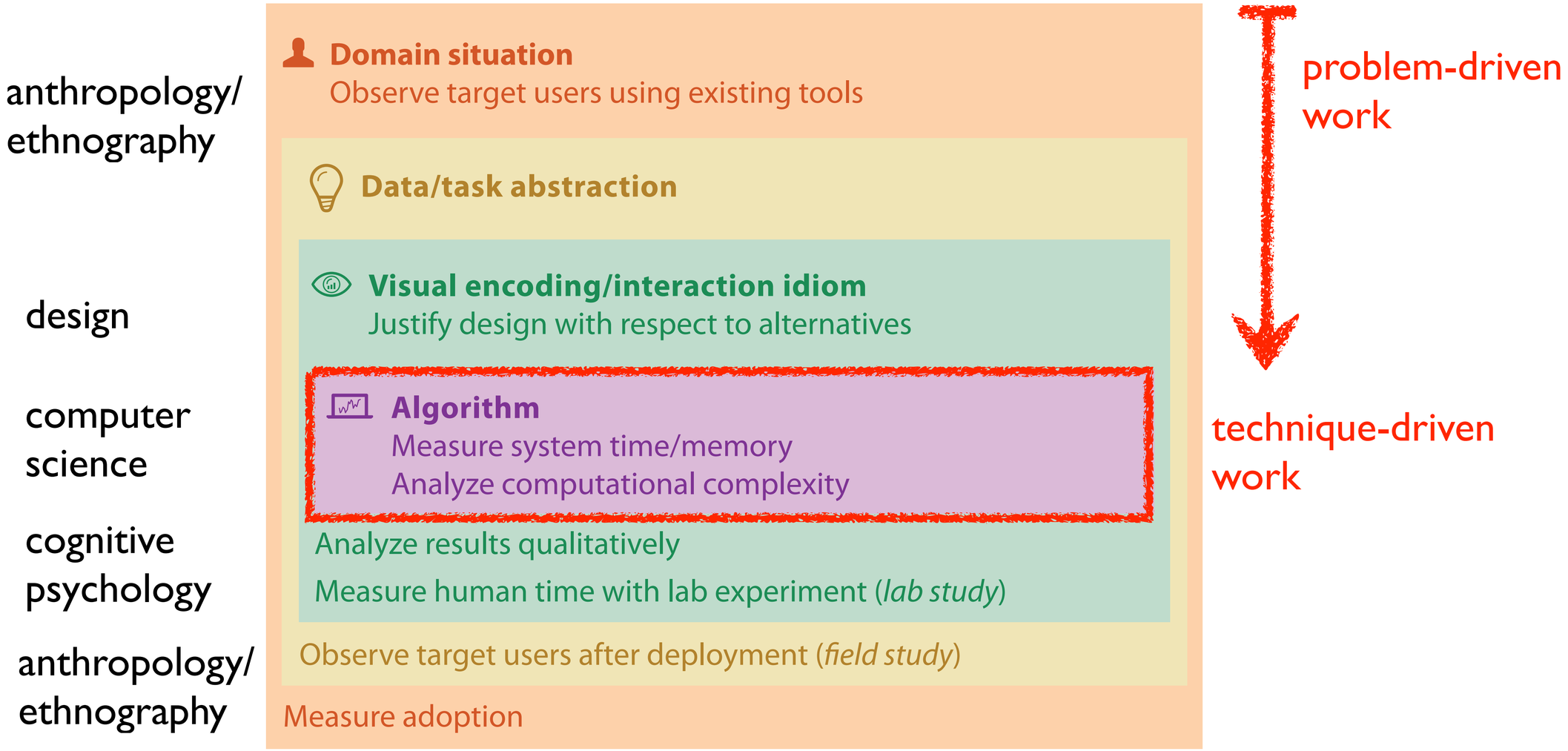
[A Multi-Level Typology of Abstract Visualization Tasks *Brehmer and Munzner. IEEE TVCG 19(12):2376-2385, 2013 (Proc. InfoVis 2013).*]

Why is validation difficult?

- different ways to get it wrong at each level

Why is validation difficult?

- solution: use methods from different fields at each level



[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

What?

Why?

How?

What?

Datasets

Data Types

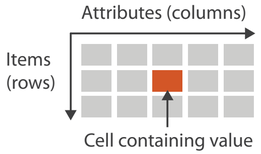
- Items
- Attributes
- Links
- Positions
- Grids

Data and Dataset Types

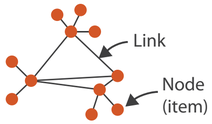
Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	
	Attributes	Attributes		

Dataset Types

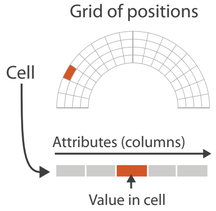
- Tables



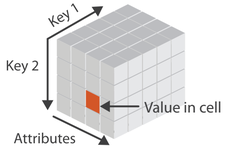
- Networks



- Fields (Continuous)



- *Multidimensional Table*



- *Trees*

- Geometry (Spatial)

Dataset Availability

- Static

- Dynamic

Attributes

Attribute Types

- Categorical

- Ordered
  - *Ordinal*

  - *Quantitative*

Ordering Direction

- Sequential

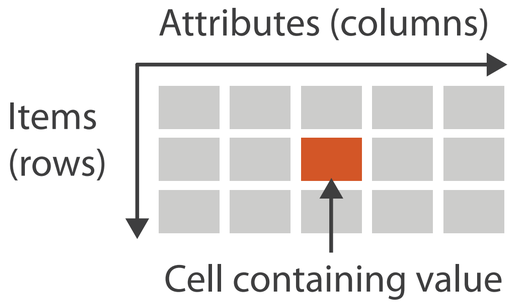
- Diverging

- Cyclic

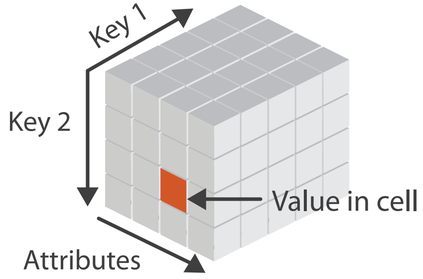
Three major datatypes

Dataset Types

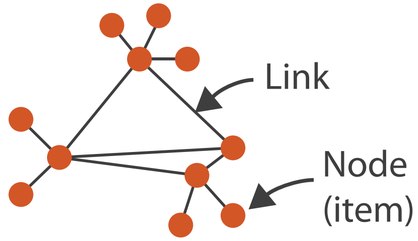
Tables



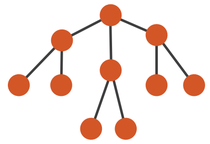
Multidimensional Table



Networks

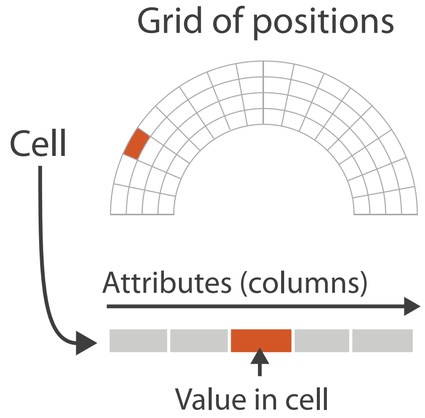


Trees

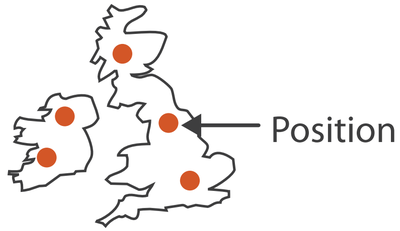


Spatial

Fields (Continuous)



Geometry (Spatial)



- visualization vs computer graphics
  - –geometry is design decision

Dataset and data types

Data and Dataset Types

Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	
	Attributes	Attributes		

Data Types

- Items
- Attributes
- Links
- Positions
- Grids

Dataset Availability

- Static

- Dynamic

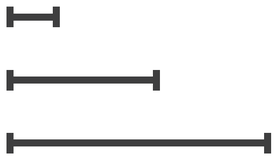
Attribute types

Attribute Types

- Categorical

- Ordered
  - *Ordinal*

  - *Quantitative*

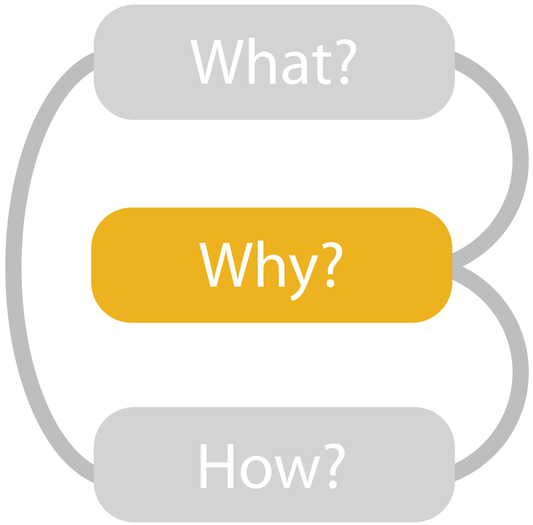


Ordering Direction

- Sequential

- Diverging

- Cyclic



- {action, target} pairs
  - *discover distribution*
  - *compare trends*
  - *locate outliers*
  - *browse topology*

Why?

Actions

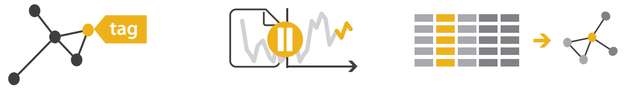
Analyze

→ Consume

→ *Discover* → *Present* → *Enjoy*

→ Produce

→ *Annotate* → *Record* → *Derive*

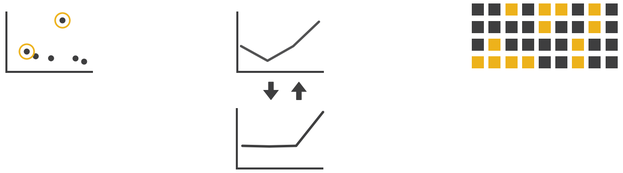


Search

	Target known	Target unknown
Location known	*Lookup*	*Browse*
Location unknown	*Locate*	*Explore*

Query

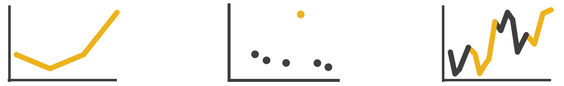
→ Identify → Compare → Summarize



Targets

All Data

→ Trends → Outliers → Features



Attributes

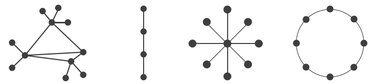
→ One → Many

→ *Distribution* → *Dependency* → *Correlation* → *Similarity*

→ *Extremes*

Network Data

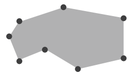
→ Topology

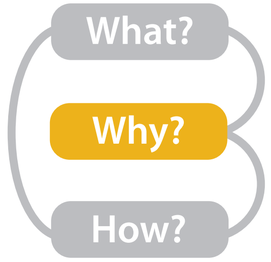


→ *Paths*

Spatial Data

→ Shape





Actions: Analyze

- consume
  - discover vs present
    - classic split
    - aka explore vs explain
  - enjoy
    - newcomer
    - aka casual, social
- produce
  - annotate, record
  - derive
    - crucial design choice

➔ **Analyze**

➔ Consume

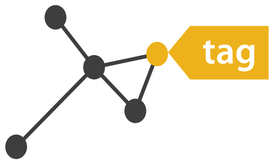
➔ *Discover*

➔ *Present*

➔ *Enjoy*

➔ Produce

➔ *Annotate*

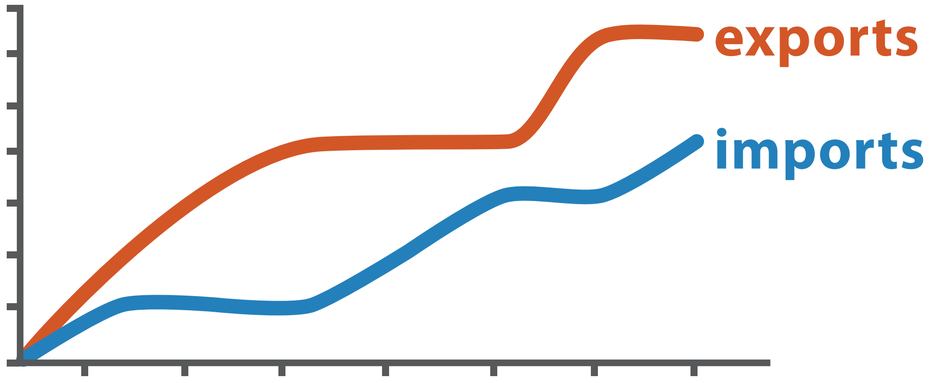


➔ *Record*

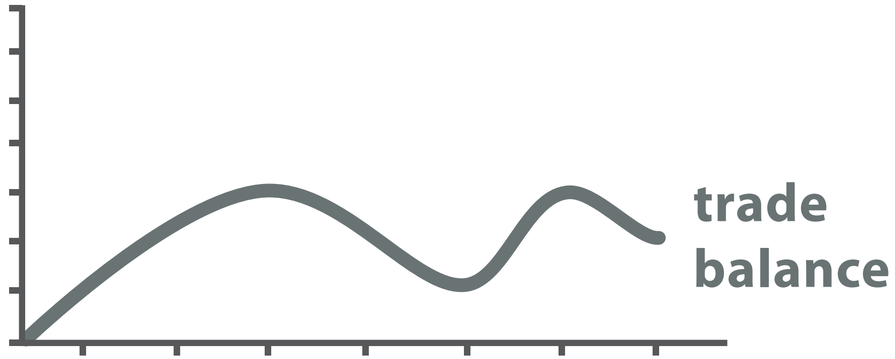
➔ *Derive*

Derive

- don't just draw what you're given!
  - decide what the right thing to show is
  - create it with a series of transformations from the original dataset
  - draw that
- one of the four major strategies for handling complexity



Original Data



trade balance = *exports* – *imports*

Derived Data

Actions: Search, query

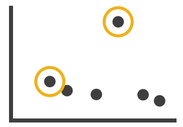
- what does user know?
  - target, location
- how much of the data matters?
  - one, some, all
- independent choices for each of these three levels
  - analyze, search, query
  - mix and match

Search

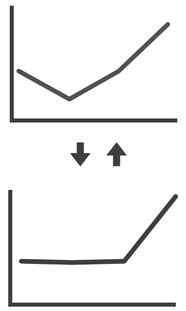
	Target known	Target unknown
Location known	*Lookup*	*Browse*
Location unknown	*Locate*	*Explore*

Query

→ Identify



→ Compare



→ Summarize

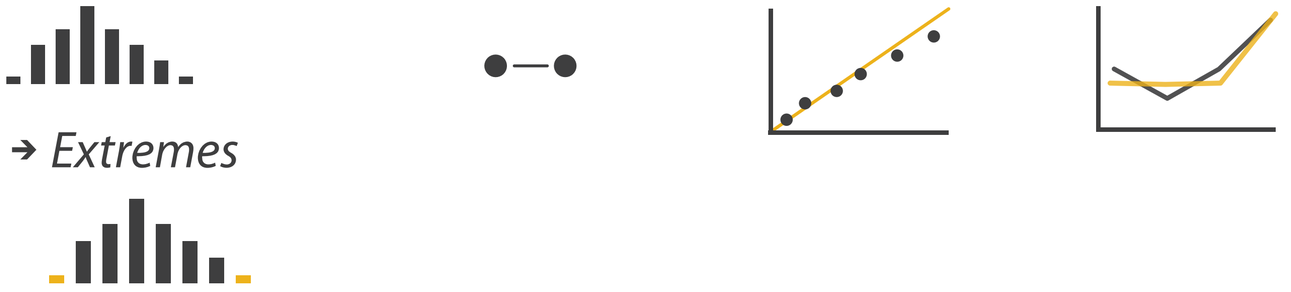
Why: Targets

All Data

- Trends
- Outliers
- Features

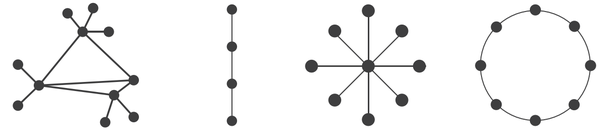
Attributes

- One
  - *Distribution*
  - *Extremes*
- Many
  - *Dependency*
  - *Correlation*
  - *Similarity*



Network Data

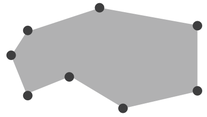
- Topology



- *Paths*

Spatial Data

- Shape



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

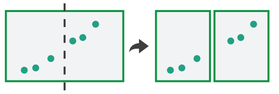
Select

Navigate

Facet

Juxtapose

Partition



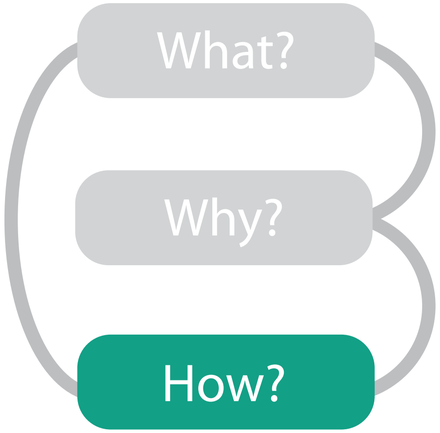
Superimpose

Reduce

Filter

Aggregate

Embed



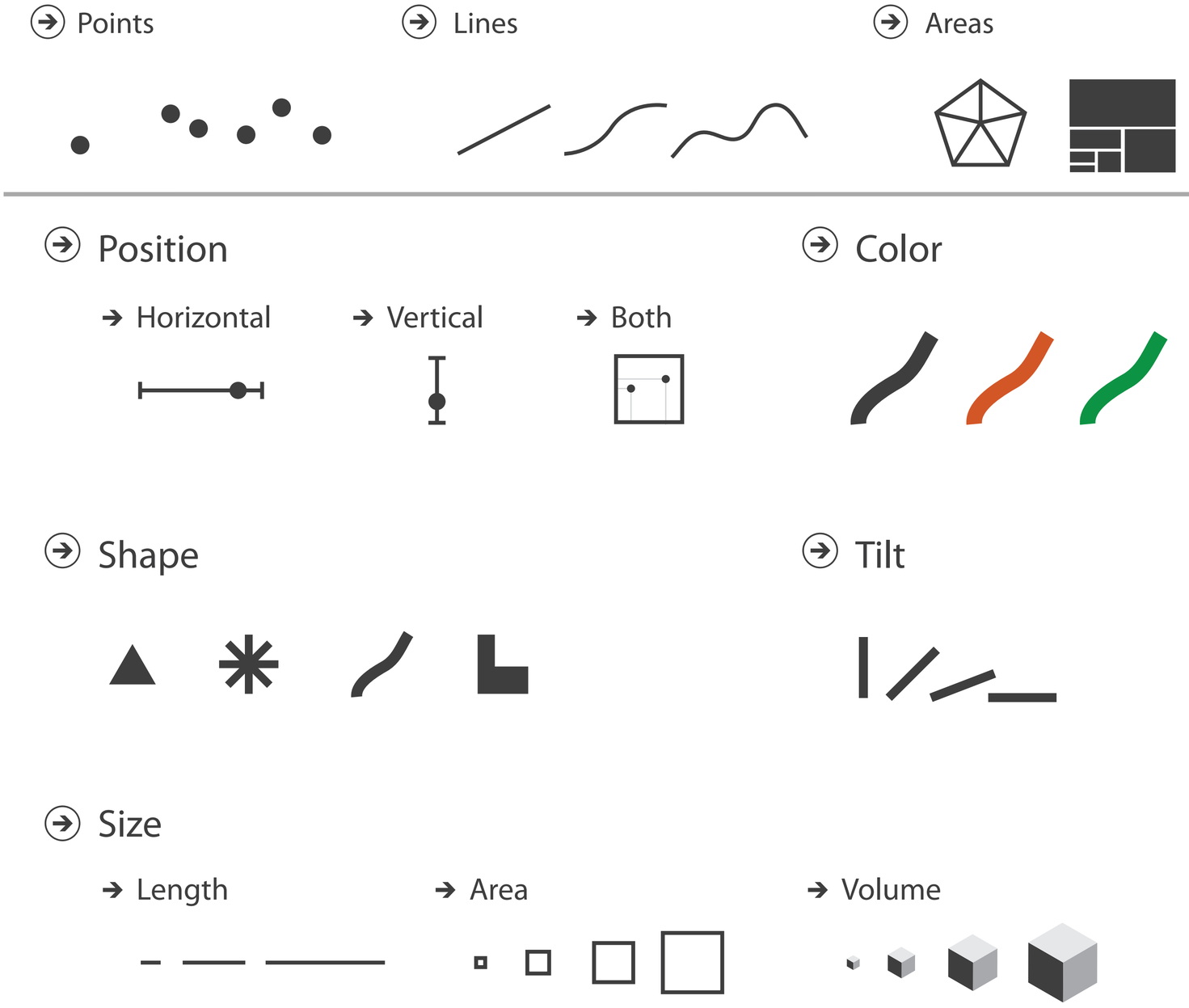
Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 2014.
  - *Chap 2: What: Data Abstraction*
  - *Chap 3: Why: Task Abstraction*
- *A Multi-Level Typology of Abstract Visualization Tasks*. Brehmer and Munzner. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis) 19:12 (2013), 2376–2385.
- *Low-Level Components of Analytic Activity in Information Visualization*. Amar, Eagan, and Stasko. Proc. IEEE InfoVis 2005, p 111–117.
- *A taxonomy of tools that support the fluent and flexible use of visualizations*. Heer and Shneiderman. Communications of the ACM 55:4 (2012), 45–54.
- *Rethinking Visualization: A High-Level Taxonomy*. Tory and Möller. Proc. IEEE InfoVis 2004, p 151–158.
- Visualization of Time-Oriented Data. Aigner, Miksch, Schumann, and Tominski. Springer, 2011.

Marks and Channels

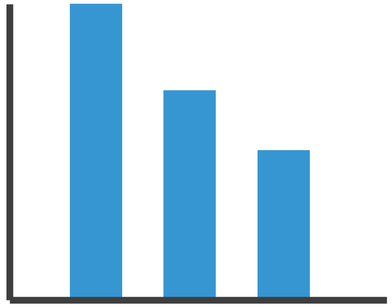
Definitions: Marks and channels

- marks
  - geometric primitives
- channels
  - control appearance of marks
  - can redundantly code with multiple channels



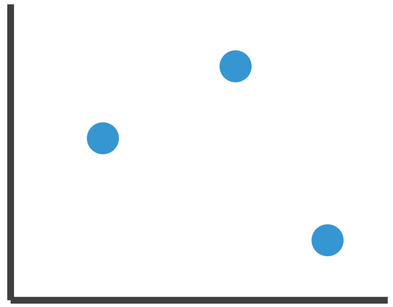
Visual encoding

- analyze idiom structure
  - as combination of marks and channels



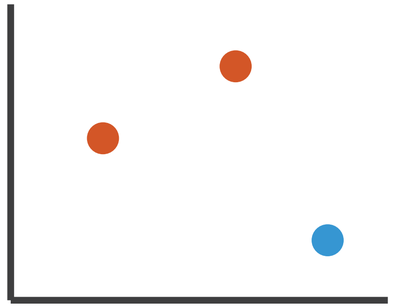
1:
vertical position

mark: line



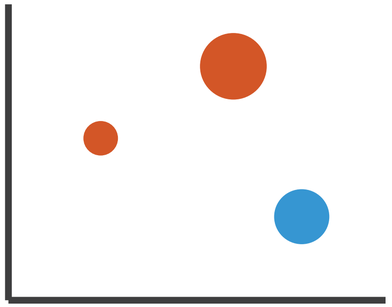
2:
vertical position
horizontal position

mark: point



3:
vertical position
horizontal position
color hue

mark: point



4:
vertical position
horizontal position
color hue
size (area)

mark: point

Channels:

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)

Same

Same

Spatial region

Color hue

Motion

Shape

Channels: Matching Types

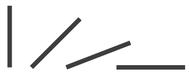
Magnitude Channels: Ordered Attributes

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)

Same

Same

Identity Channels: Categorical Attributes

Spatial region

Color hue

Motion

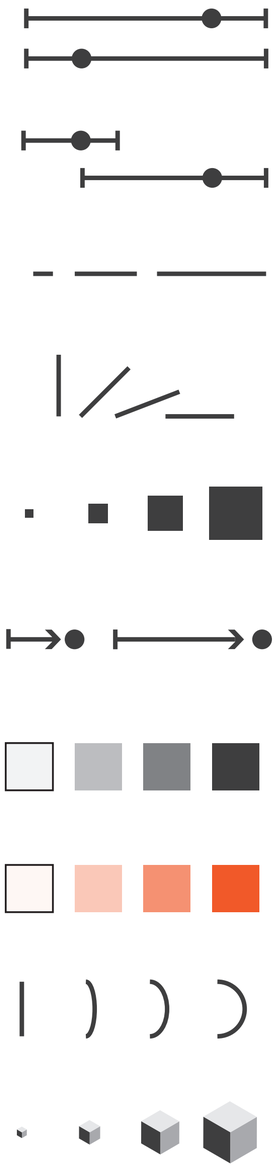
Shape

- expressiveness principle
  - match channel and data characteristics

Channels: Rankings

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)



Identity Channels: Categorical Attributes

- Spatial region
- Color hue
- Motion
- Shape

- expressiveness principle
  - match channel and data characteristics
- effectiveness principle
  - encode most important attributes with highest ranked channels

Channels: Expressiveness types and effectiveness rankings

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)

Same

Same

Best

Effectiveness

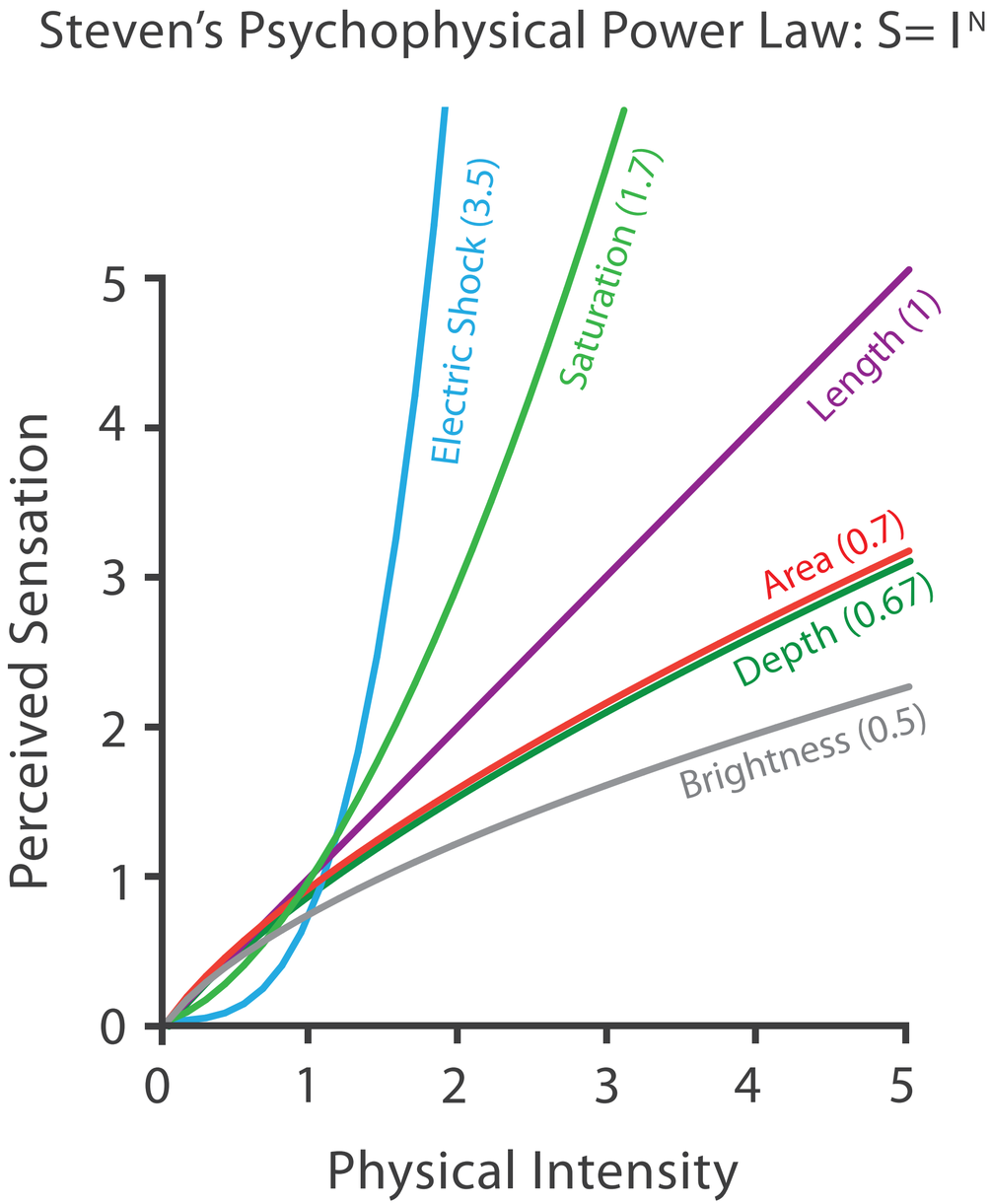
Least

Identity Channels: Categorical Attributes

- Spatial region
- Color hue
- Motion
- Shape

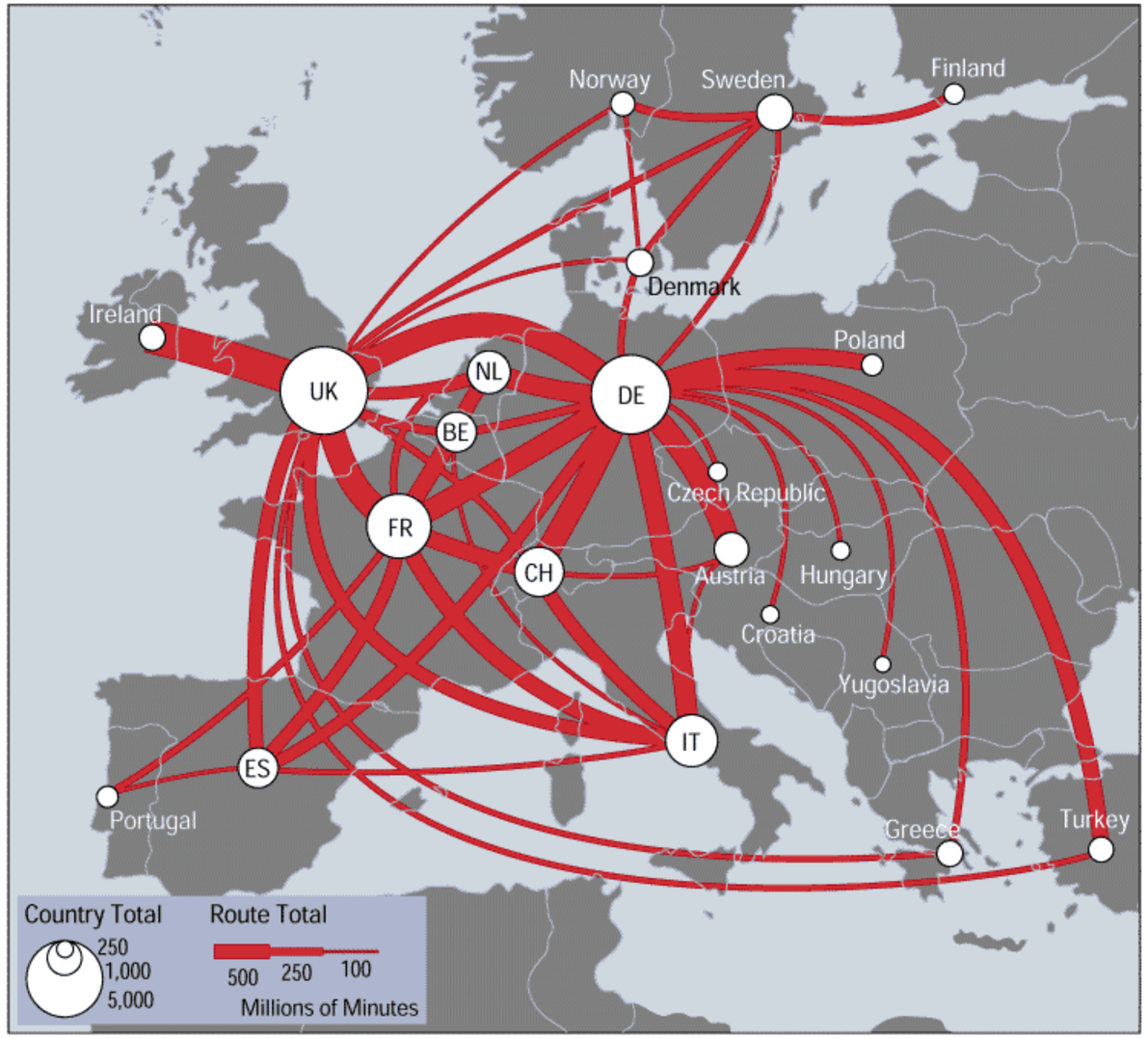
- expressiveness principle
  - match channel and data characteristics
- effectiveness principle
  - encode most important attributes with highest ranked channels
  - spatial position ranks high for both

Accuracy: Fundamental Theory



Discriminability: How many usable steps?

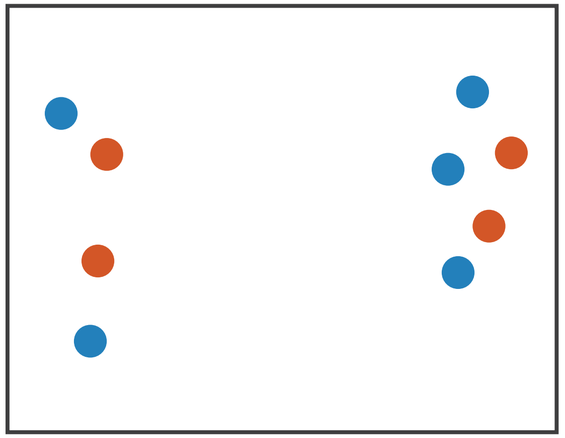
- must be sufficient for number of attribute levels to show
  - linewidth: few bins



[mappa.mundi.net/maps/maps 014/telegeography.html]

Separability vs. Integrality

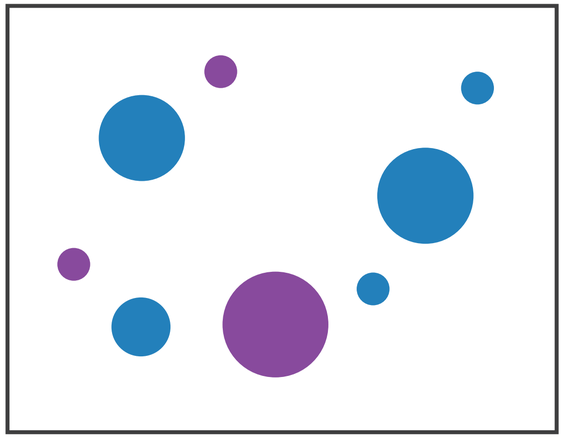
Position
+ Hue (Color)



Fully separable

2 groups each

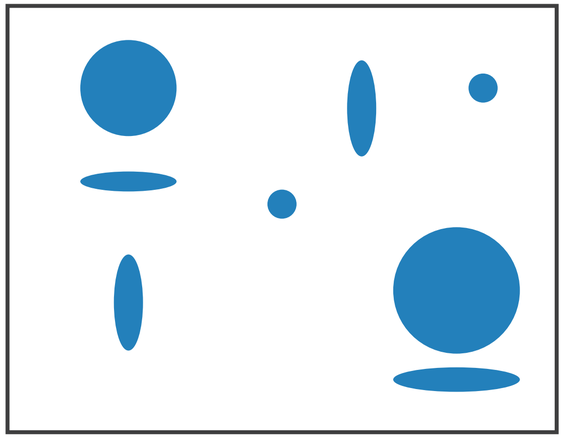
Size
+ Hue (Color)



Some interference

2 groups each

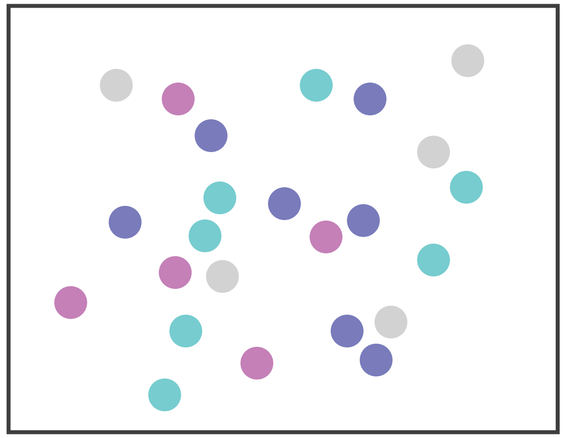
Width
+ Height



Some/significant interference

3 groups total: integral area

Red
+ Green

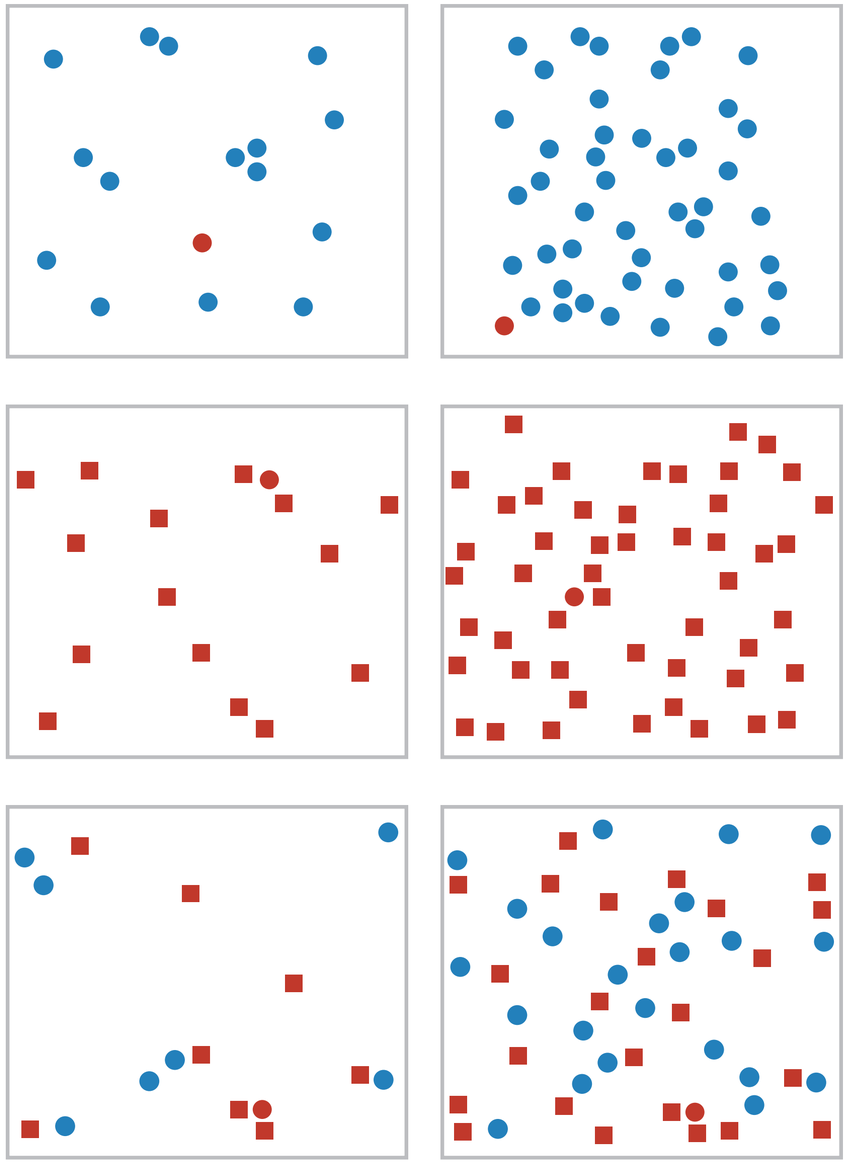


Major interference

4 groups total: integral hue

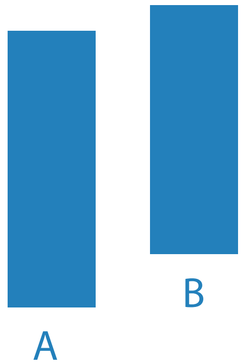
Popout

- find the red dot
  - how long does it take?
- parallel processing on many individual channels
  - speed independent of distractor count
  - speed depends on channel and amount of difference from distractors
- serial search for (almost all) combinations
  - speed depends on number of distractors

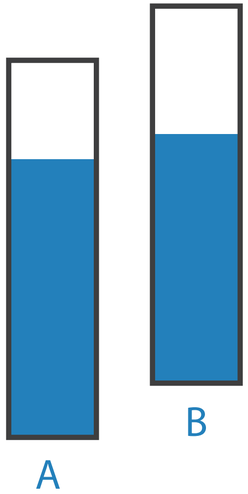


Relative vs. absolute judgements

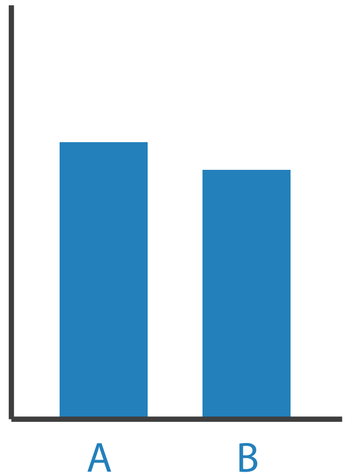
- perceptual system mostly operates with relative judgements, not absolute
  - that's why accuracy increases with common frame/scale and alignment
  - Weber's Law: ratio of increment to background is constant
    - filled rectangles differ in length by 1:9, difficult judgement
    - white rectangles differ in length by 1:2, easy judgement



length



position along unaligned common scale

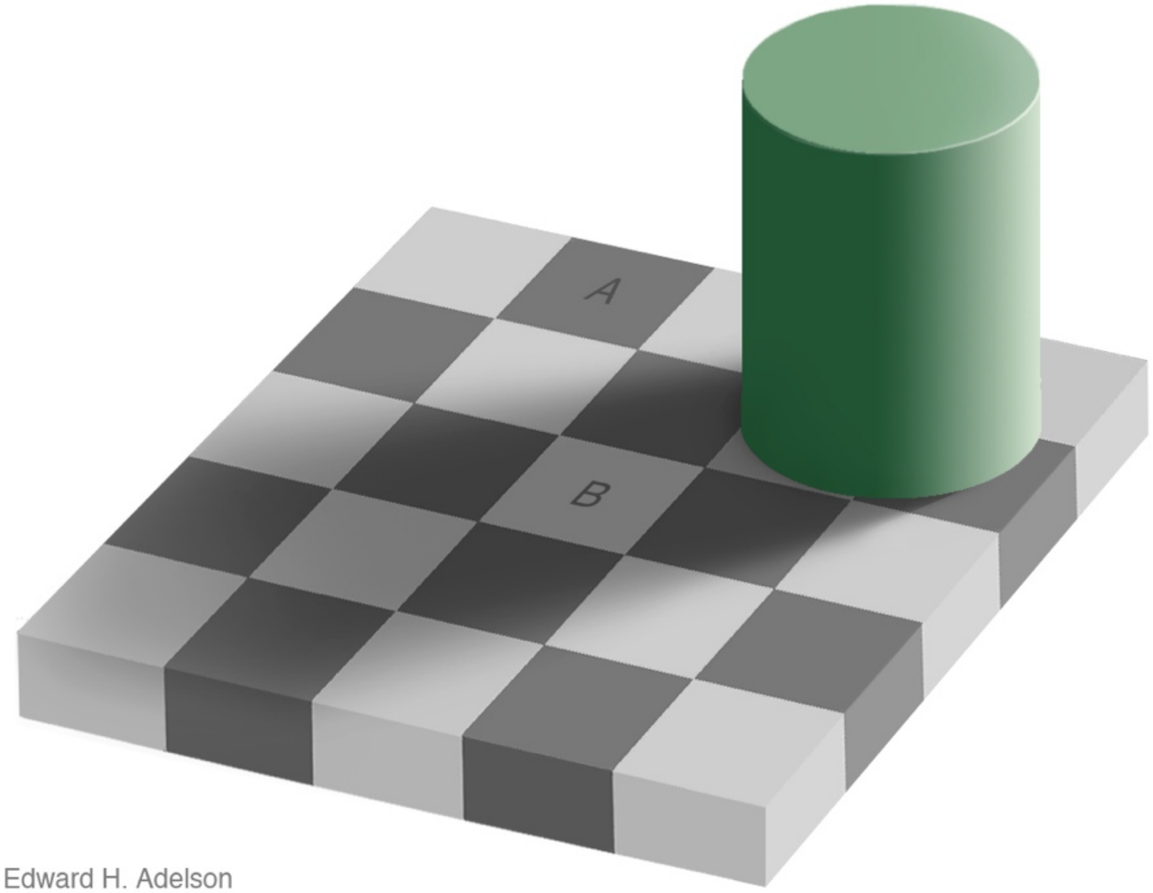


position along aligned scale

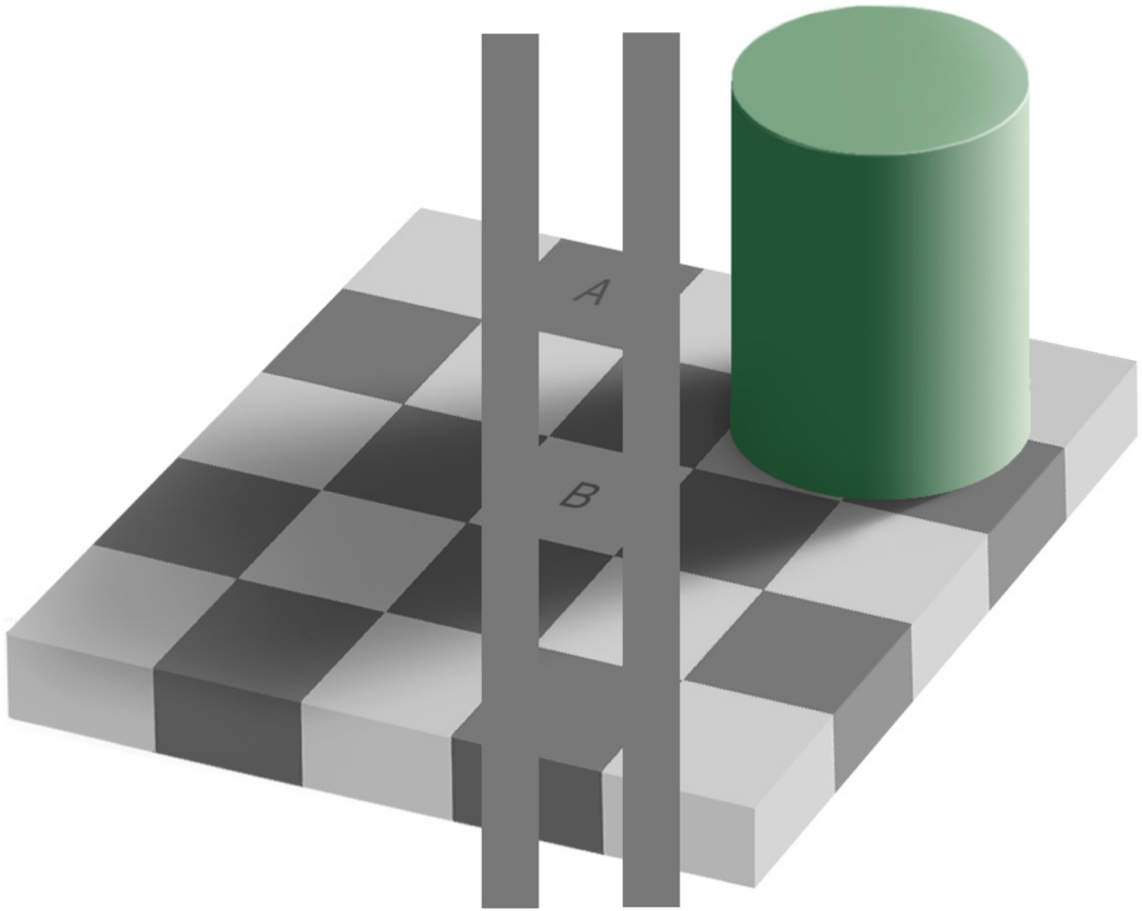
after [Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods. Cleveland and McGill. Journ. American Statistical Association 79:387 (1984), 531–554.]

Relative luminance judgements

- perception of luminance is contextual based on contrast with surroundings



Edward H. Adelson



http://persci.mit.edu/gallery/checkershadow

Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 2014.
  - *Chap 5: Marks and Channels*
- *On the Theory of Scales of Measurement*. Stevens. Science 103:2684 (1946), 677–680.
- Psychophysics: Introduction to its Perceptual, Neural, and Social Prospects. Stevens. Wiley, 1975.
- *Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods*. Cleveland and McGill. Journ. American Statistical Association 79:387 (1984), 531–554.
- *Perception in Vision*. Healey. http://www.csc.ncsu.edu/faculty/healey/PP
- Visual Thinking for Design. Ware. Morgan Kaufmann, 2008.
- Information Visualization: Perception for Design, 3rd edition. Ware. Morgan Kaufmann /Academic Press, 2004.

Questions?

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