

CIS 4930/6930-002

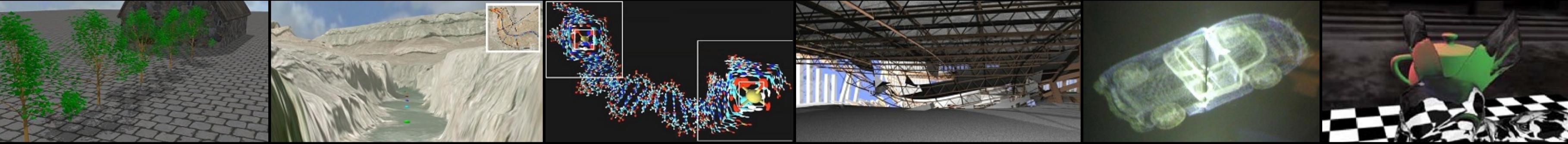
DATA VISUALIZATION



TASKS & INTERACTION

Paul Rosen
Assistant Professor
University of South Florida

slides credits Miriah Meyer (U of Utah)



REMINDERS

2/14/2018 – Project 3 Peer Reviews

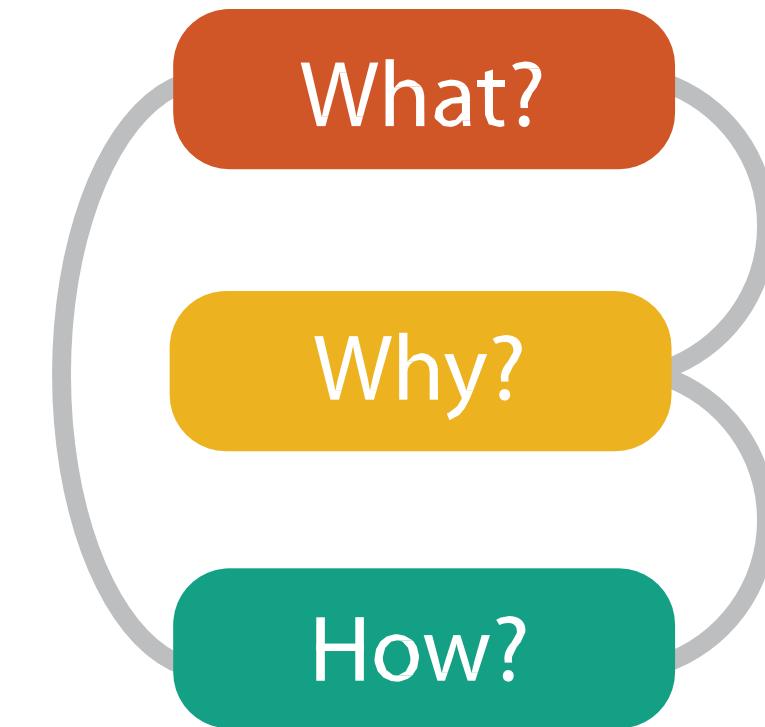
2/19/2018 – Project 4 due

2/21/2018 – Paper Review 2 Due



ANALYSIS:WHAT,WHY,AND HOW

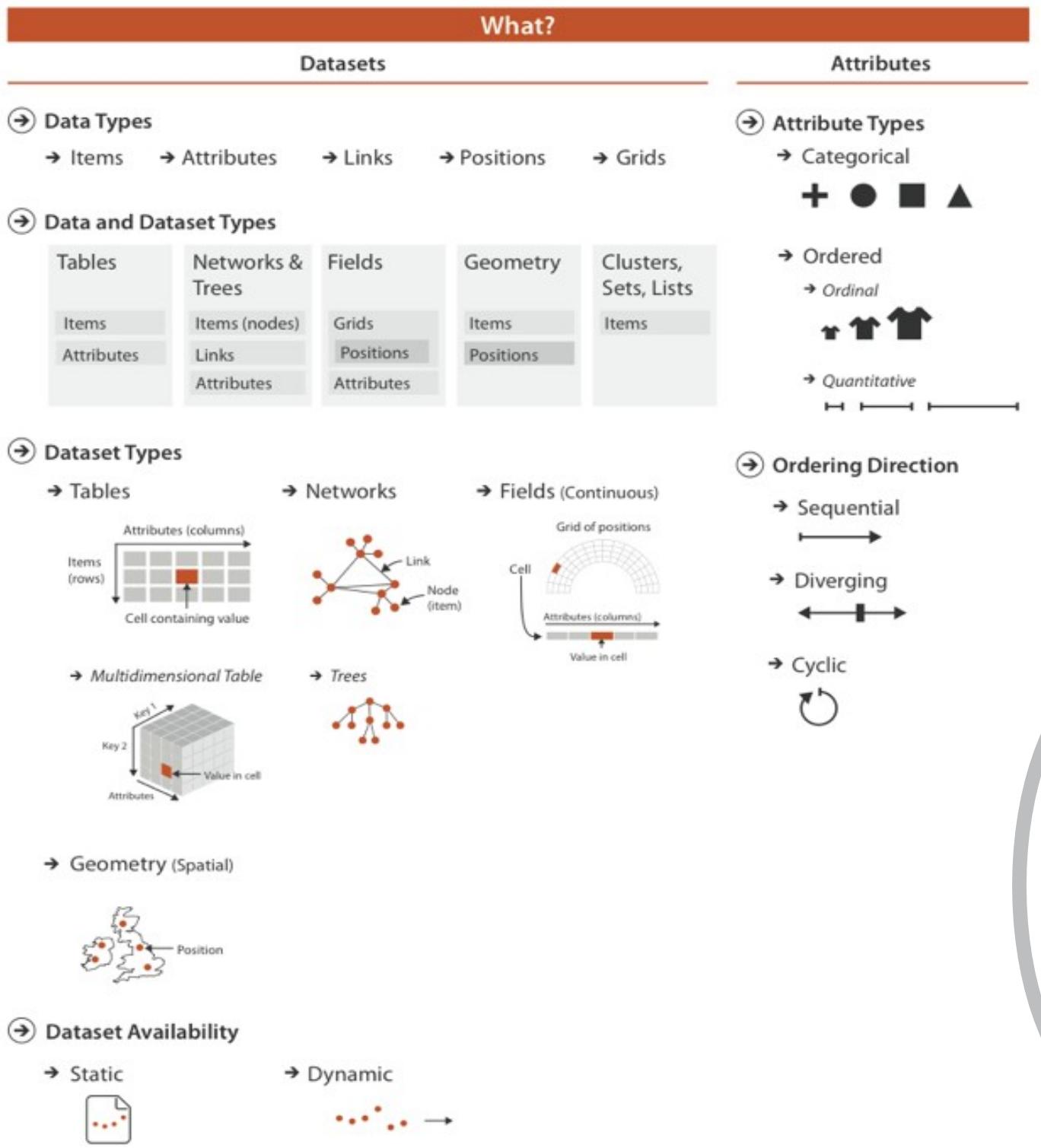
what is shown?
why is the user looking at it?
how is it shown?



abstract vocabulary avoids domain-specific terms
what-why-how analysis framework as scaffold to think systematically about design space



DATA ABSTRACTION



What?

Why?

How?



VISUAL ENCODING

How?

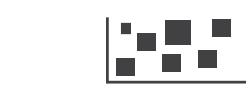
Encode

④ Arrange

→ Express



→ Separate



→ Order

→ Align



→ Use

④ Map

from categorical and ordered attributes

→ Color

→ Hue → Saturation → Luminance

→ Size, Angle, Curvature, ...

▪ ■ □ △ ▱ ▲ △ △ △

→ Shape

+ ● □ ▲

→ Motion

Direction, Rate, Frequency, ...

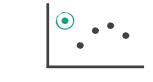


Manipulate

④ Change



④ Select



④ Navigate



Facet

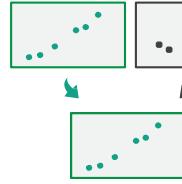
④ Juxtapose



④ Partition



④ Superimpose



Reduce

④ Filter



④ Aggregate



④ Embed



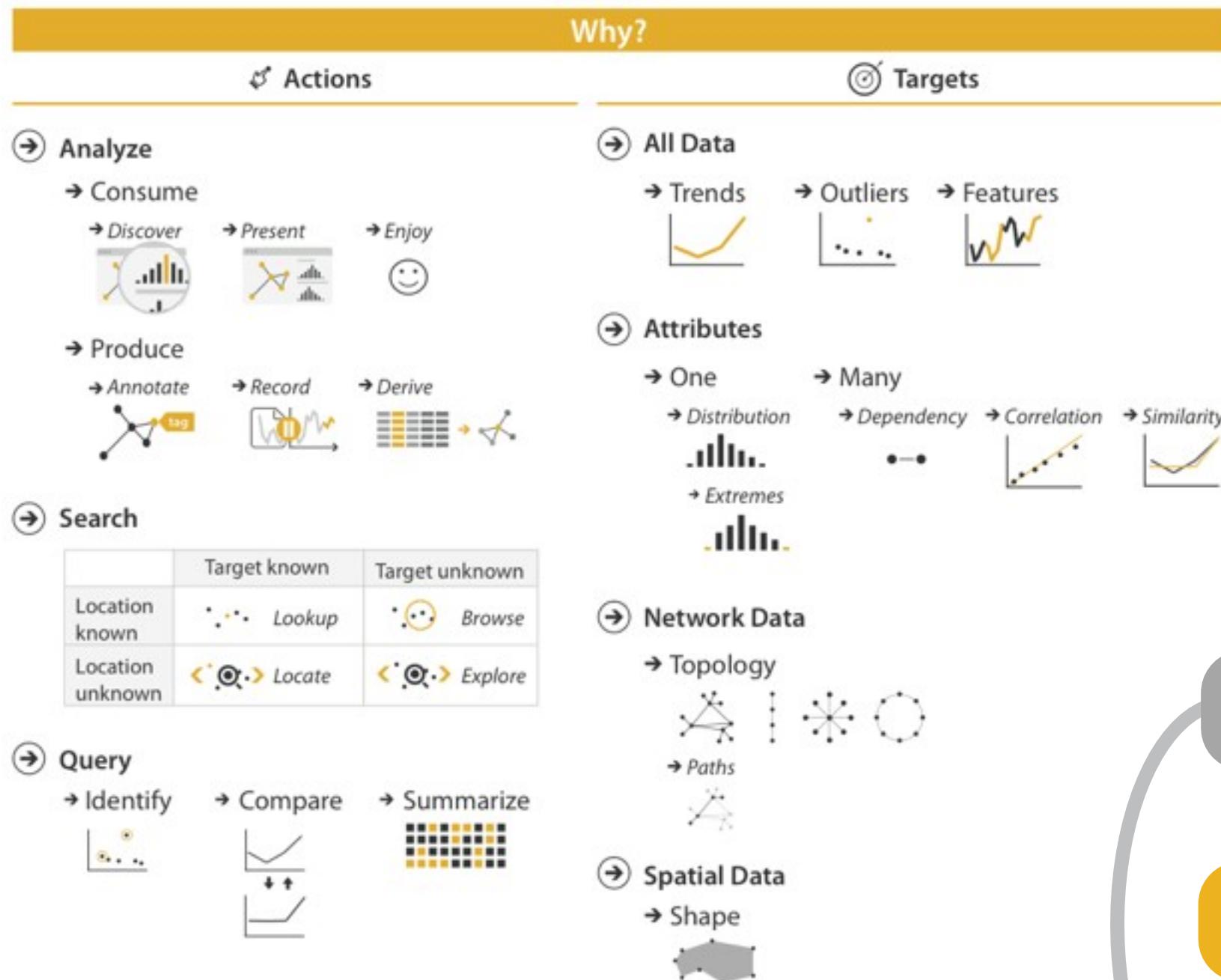
What?

Why?

How?



TASK ABSTRACTION



What?

Why?

How?



{ACTION, TARGET} PAIRS

discover distribution

compare trends

locate outliers

browse topology



➔ Analyze

{ACTION, TARGET}

➔ Search

➔ Query



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



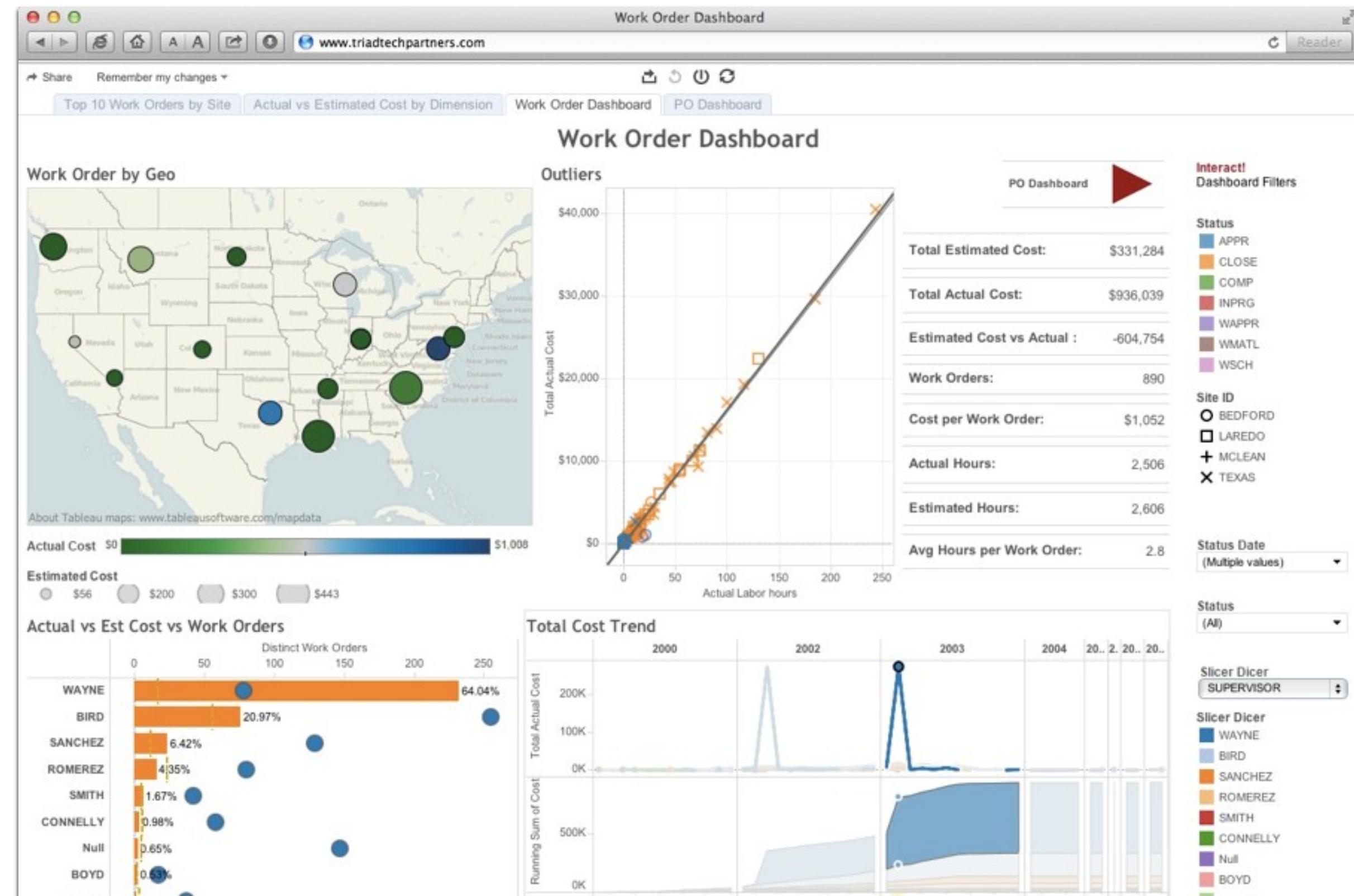
{ACTION, TARGET}

➔ Search

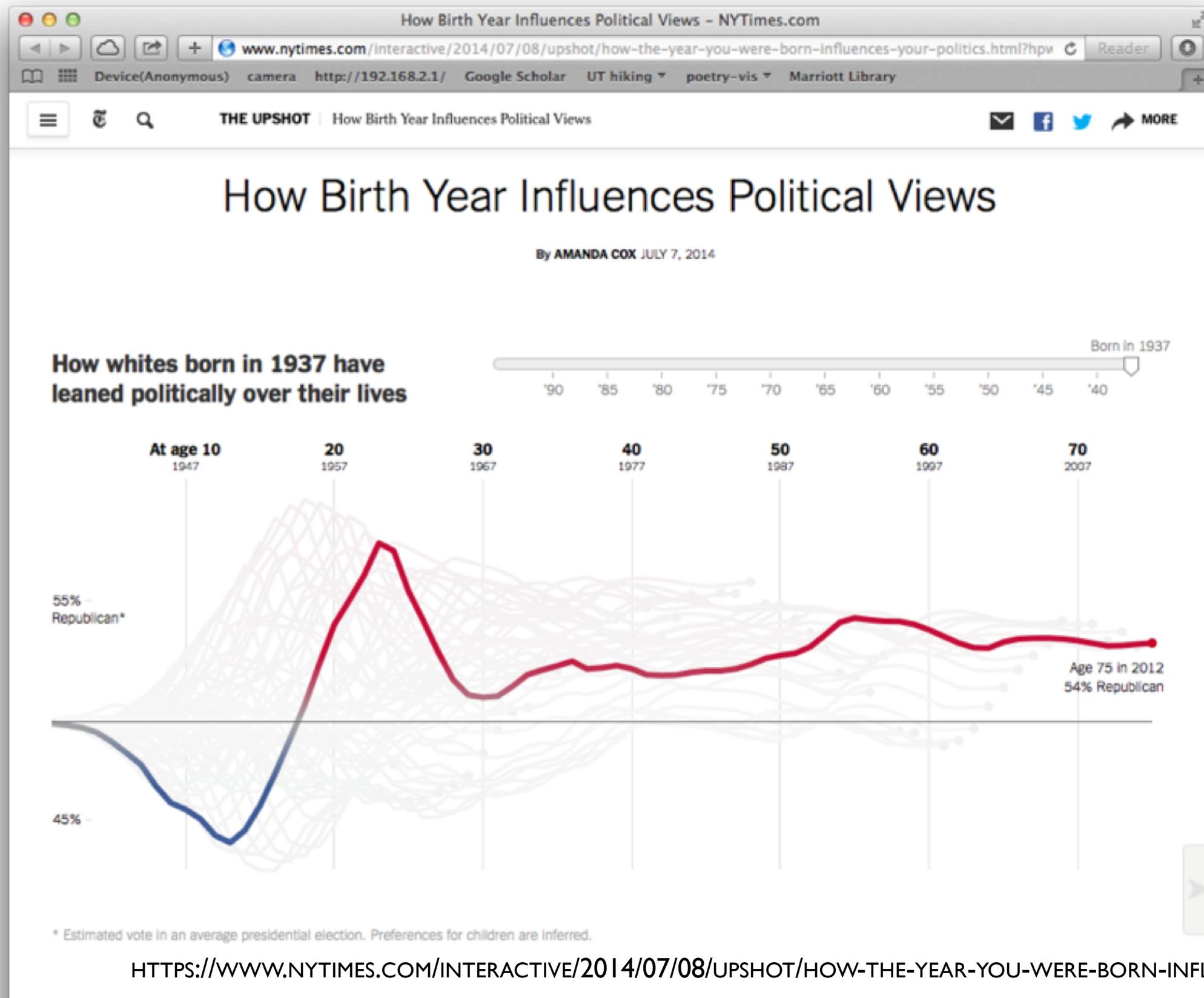
➔ Query



DISCOVER



PRESENT



ENJOY



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



{ACTION, TARGET}

➔ Search

➔ Query



ANNOTATE & RECORD



[HTTP://VIS.STANFORD.EDU/FILES/SENSE.US/](http://vis.stanford.edu/files/sense.us/)



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



{ACTION, TARGET}

➔ Search

	Target known	Target unknown
Location known	<i>Lookup</i>	<i>Browse</i>
Location unknown	<i>Locate</i>	<i>Explore</i>

➔ Query



➔ Analyze

➔ Consume

➔ Discover



➔ Present



➔ Enjoy



➔ Produce

➔ Annotate



➔ Record



➔ Derive



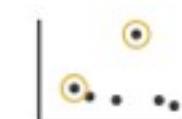
ACTION, TARGET

➔ Search

	Target known	Target unknown
Location known	•.. •.. <i>Lookup</i>	•.. ○.. <i>Browse</i>
Location unknown	◁○▷ <i>Locate</i>	◁○▷ <i>Explore</i>

➔ Query

➔ Identify



➔ Compare



➔ Summarize



⟳ All Data

→ Trends



→ Outliers



→ Features

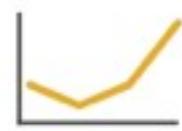


{ACTION, TARGET}



→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One

→ Distribution

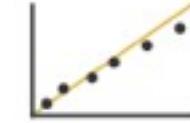


→ Many

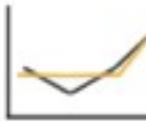
→ Dependency

...

→ Correlation



→ Similarity



{ACTION, TARGET}



ACTION, TARGET

→ All Data

→ Trends



→ Outliers

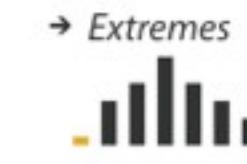


→ Features



→ Attributes

→ One



→ Many

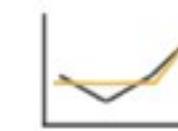
→ Distribution

→ Dependency

→ Correlation

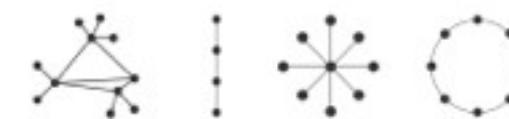
→ Similarity

...



→ Network Data

→ Topology



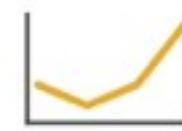
→ Paths



ACTION, TARGET

→ All Data

→ Trends



→ Outliers



→ Features



→ Attributes

→ One



→ Many

→ Distribution

→ Dependency

→ Correlation



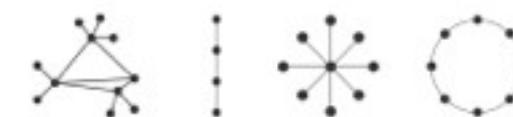
...

→ Similarity



→ Network Data

→ Topology



→ Paths



→ Spatial Data

→ Shape



WHY DOES THIS MATTER?



A Design Space of Visualization Tasks

Hans-Jörg Schulz, Thomas Nocke, Magnus Heitzler, and Heidrun Schumann

Abstract—Knowledge about visualization tasks plays an important role in choosing or building suitable visual representations to pursue them. Yet, tasks are a multi-faceted concept and it is thus not surprising that the many existing task taxonomies and models all describe different aspects of tasks, depending on what these task descriptions aim to capture. This results in a clear need to bring these different aspects together under the common hood of a general design space of visualization tasks, which we propose in this paper. Our design space consists of five design dimensions that characterize the main aspects of tasks and that have so far been distributed across different task descriptions. We exemplify its concrete use by applying our design space in the domain of climate impact research. To this end, we propose interfaces to our design space for different user roles (developers, authors, and end users) that allow users of different levels of expertise to work with it.

Index Terms—Task taxonomy, design space, climate impact research, visualization recommendation

1 INTRODUCTION

As the field of information visualization matures, a phase of consolidation sets in that aims to pull together multiple individual works of research under a common conceptual hood. This hood can take on different shapes and forms, one of which is the *design space*. Such a design space realizes a descriptive generalization that permits to specify a concrete instance – be it a layout [8], a visualization [46], or a combination of visualizations [28] – by making design choices along a number of independent design dimensions. Even last year’s InfoVis conference recognized the increasing importance of design spaces by dedicating an entire session to them.

Yet, information visualization is more than the visual representation alone. It also takes into account the tasks the user wishes to pursue with the visual representation. The literature contains a wealth of classifications, taxonomies, and frameworks that describe these tasks: lists of verbal task descriptions, mathematical task models, domain-specific task collections, and procedural task combinations into workflows. All of these serve the respective purpose well for which they have been developed. However, the research question of how to consolidate them under the hood of one common design space is still open, even though it has been shown on a smaller scale that such a combination into a common framework can be a useful endeavor [9, 21].

In this paper, we aim to give a first answer to this research question by contributing such a design space for visualization tasks. This contribution is twofold. First, it derives an abstract design space that brings together the different aspects of the existing task taxonomies and models. It serves to clarify the somewhat fuzzy notion of visual

a visualization task design space for climate impact research based on structured interviews with eight domain experts and two visualization developers. This design space is then utilized to recommend visualizations that are suitable to pursue a given task in that field.

The remainder of this paper is organized as follows: The related work is summarized in Section 2 and from its discussion, we derive our task design space in Section 3. We then debate its properties, limitations, and applications in Section 4. This also includes examples of how some of the existing task taxonomies can be expressed as parts of our design space. After this conceptual part, Section 5 details the use case example of how to apply the general design space to the application domain of climate impact research and how to draw concrete benefits from it. With this example, we aim to show a feasible way for the adaptation of the design space that can be transferred to other application domains as well. We conclude this paper by briefly sharing our personal experience from working with the design space and pointing out directions for future work in Section 6.

2 RELATED WORK

The concept of *tasks* exhibits numerous facets that are also reflected in the existing body of research on that topic. Commonly, *visualization tasks* are understood as activities to be carried out interactively on a visual data representation for a particular reason. The investigation of visualization tasks has the aim to **establish recurring tasks** in order to use the knowledge about them for improving the **design and evaluation of visualizations**. Existing research for both of these aspects is



A Design Space of Visualization Tasks

Hans-Jörg Schulz, Thomas Nocke, Magnus Heitzler, and Heidrun Schumann

Abstract—Knowledge about visualization tasks plays an important role in choosing or building suitable visual representations to pursue them. Yet, tasks are a multi-faceted concept and it is thus not surprising that the many existing task taxonomies and models all describe different aspects of tasks, depending on what these task descriptions aim to capture. This results in a clear need to bring these different aspects together under the common hood of a general design space of visualization tasks, which we propose in this paper. Our design space consists of five design dimensions that characterize the main aspects of tasks and that have so far been distributed across different task descriptions. We exemplify its concrete use by applying our design space in the domain of climate impact research. To this end, we propose interfaces to our design space for different user roles (developers, authors, and end users) that allow users of different levels of expertise to work with it.

Index Terms—Task taxonomy, design space, climate impact research, visualization recommendation

1 INTRODUCTION

As the field of information visualization matures, a phase of consolidation sets in that aims to pull together multiple individual works of

a visualization task design space for climate impact research based on structured interviews with eight domain experts and two visualization

- **WHY** is a task pursued? This specifies the **task's goal**.
- **HOW** is a task carried out? This specifies the **task's means**.
- **WHAT** does a task seek? This specifies the data **characteristics**.
- **WHERE** in the data does a task operate? This specifies the **target**, as well as the **cardinality** of data entities within that target.
- **WHEN** is a task performed? This specifies the order of tasks.
- **WHO** is executing a task? This specifies the (type of) user.



USING INTERACTION

change over time

selection

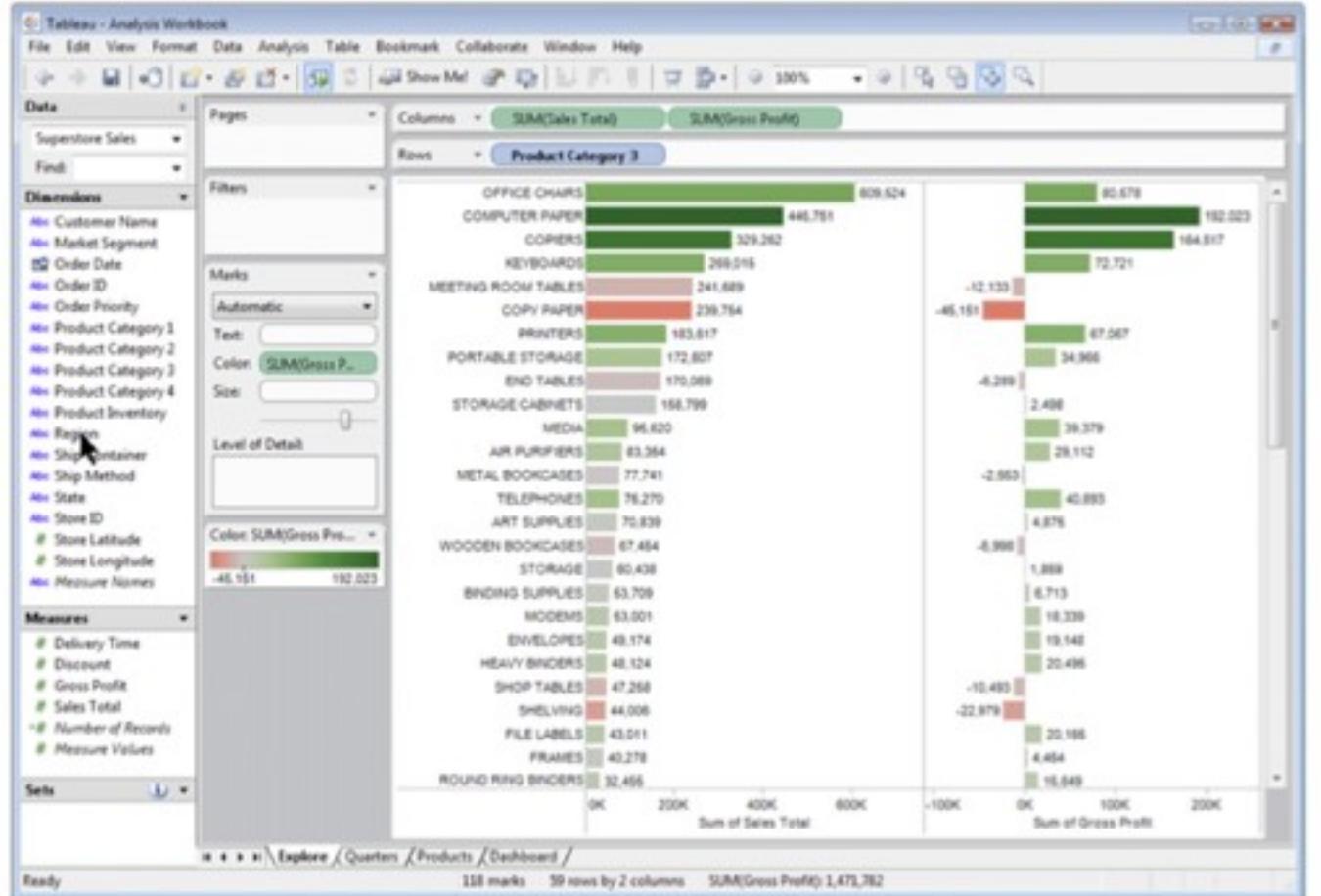
highlighting

navigation



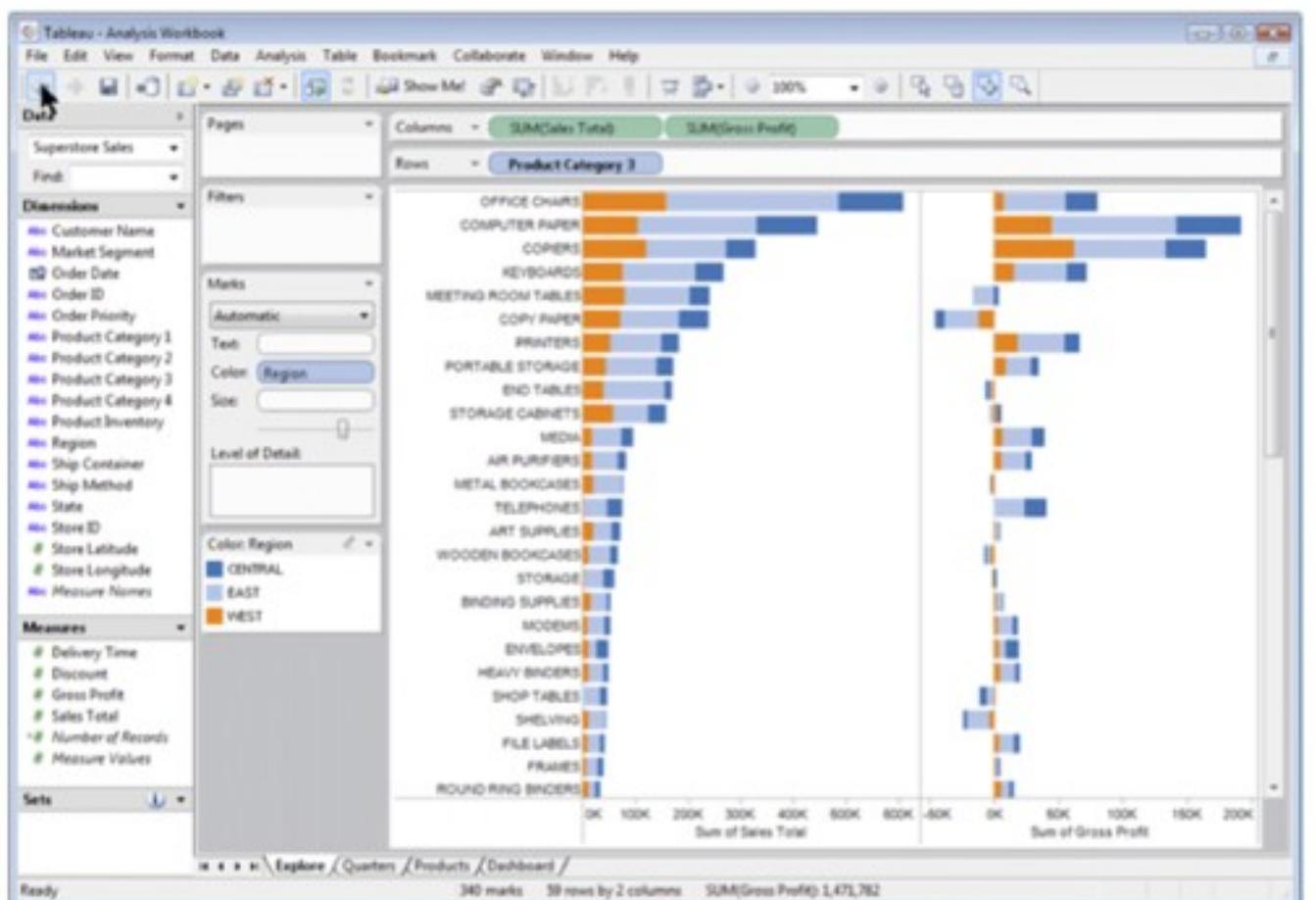
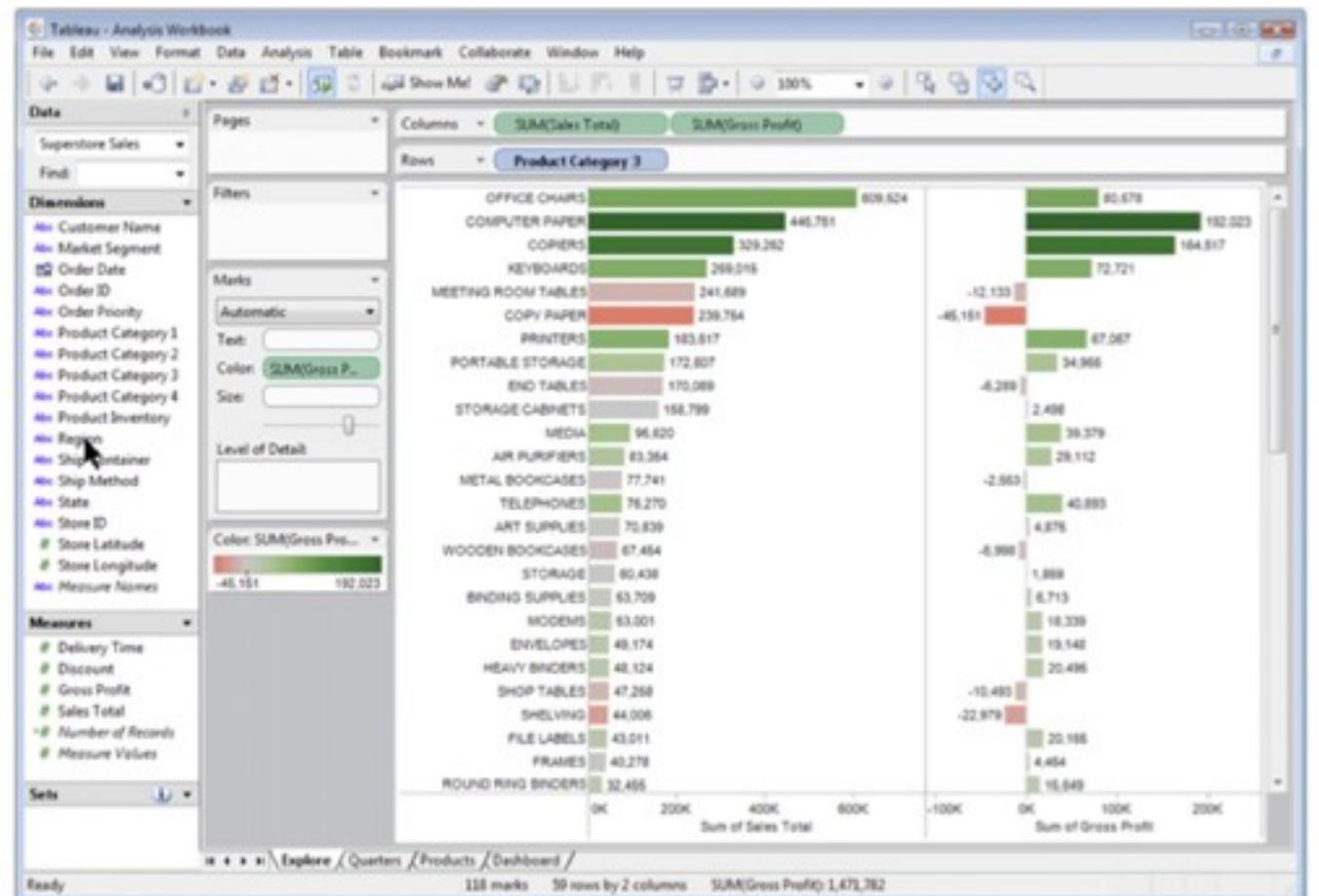
CHANGE OVER TIME

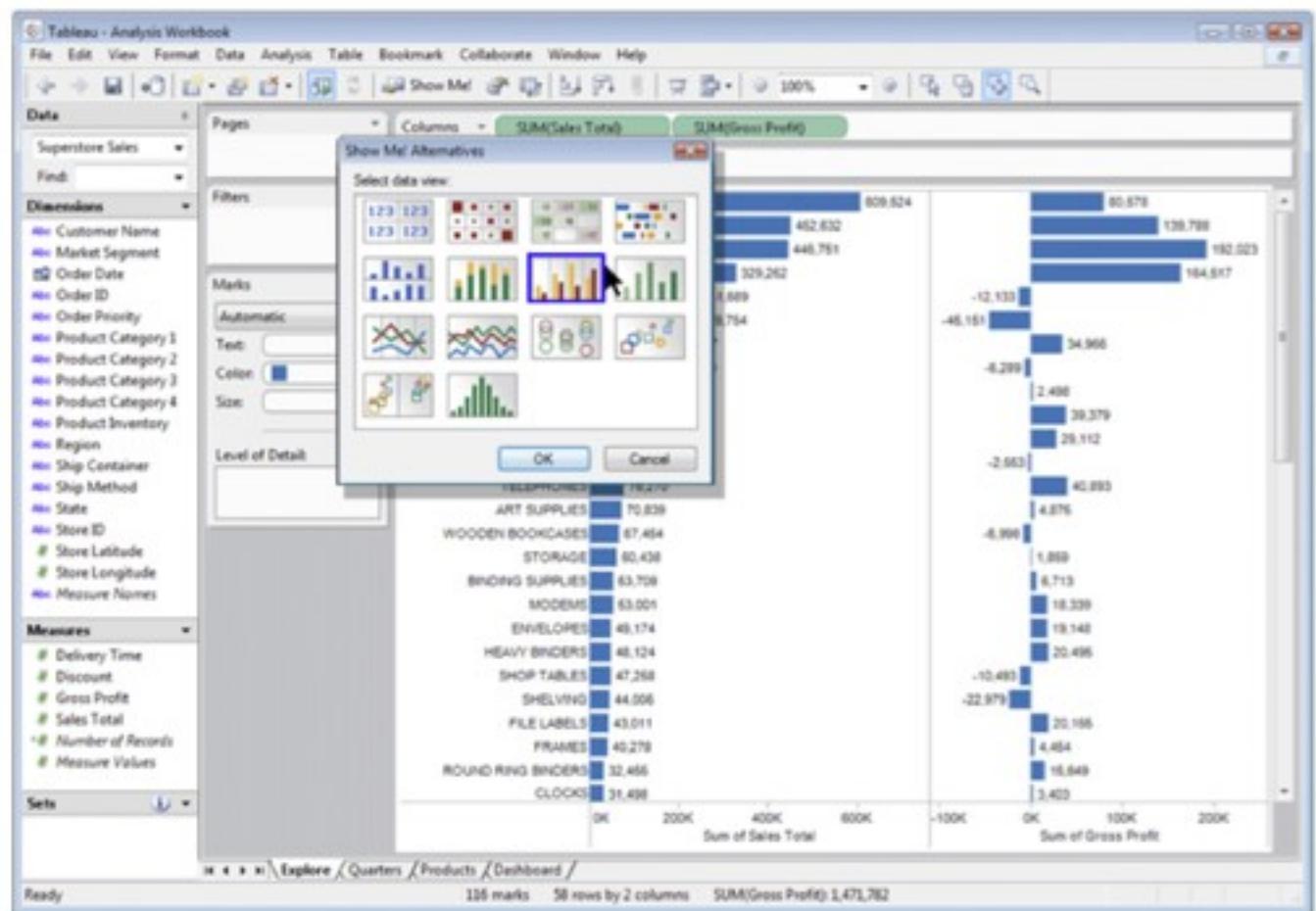
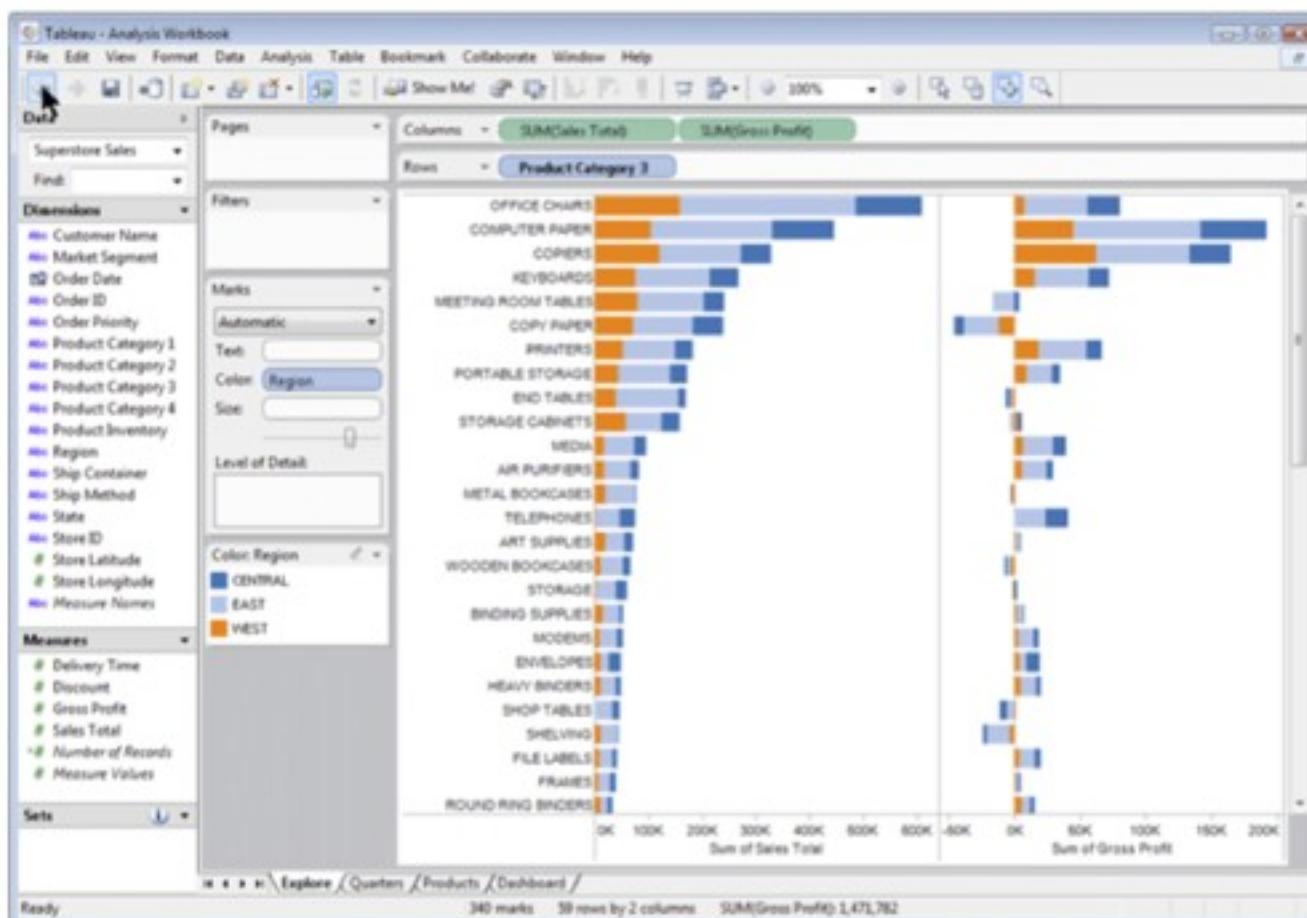
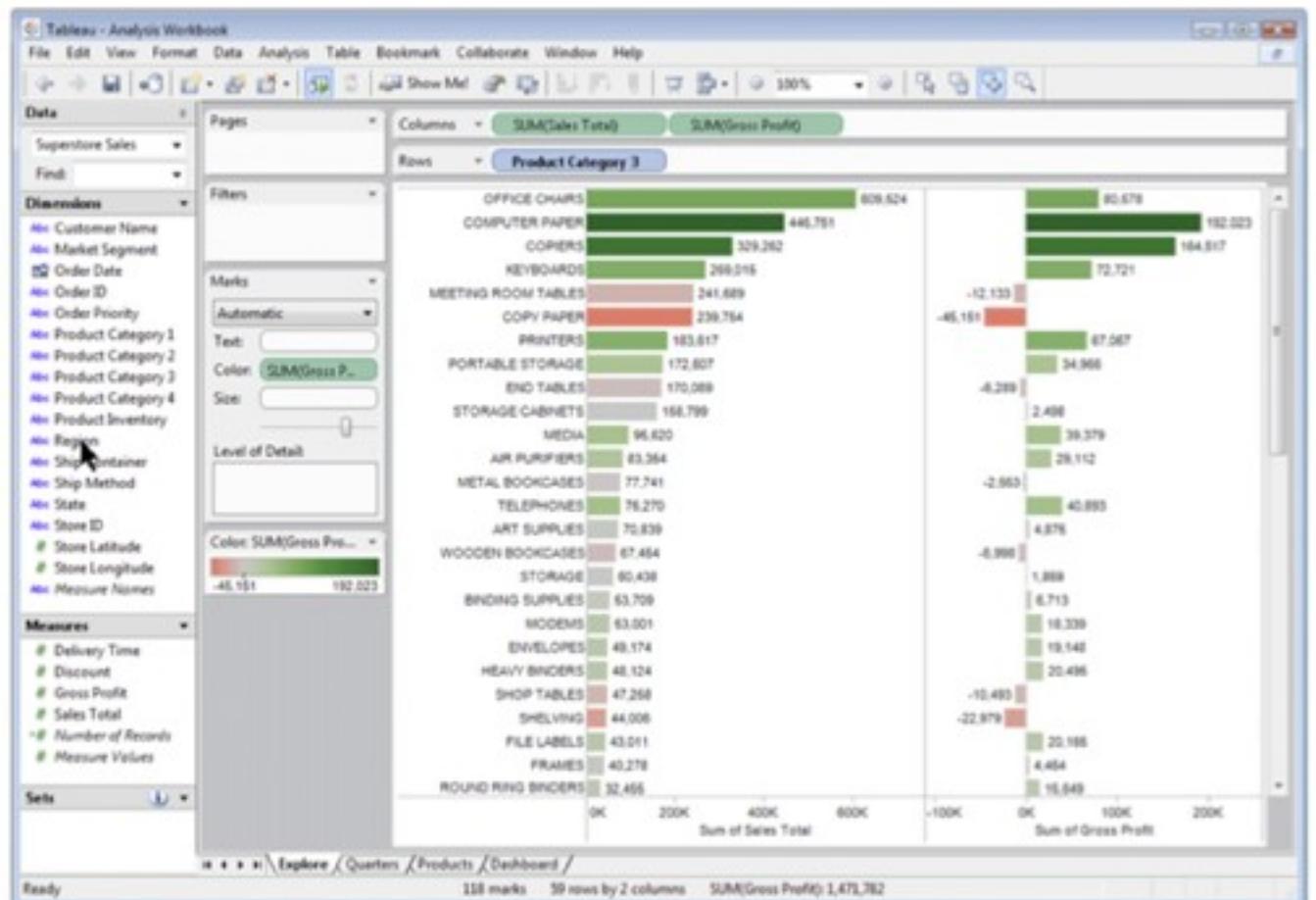


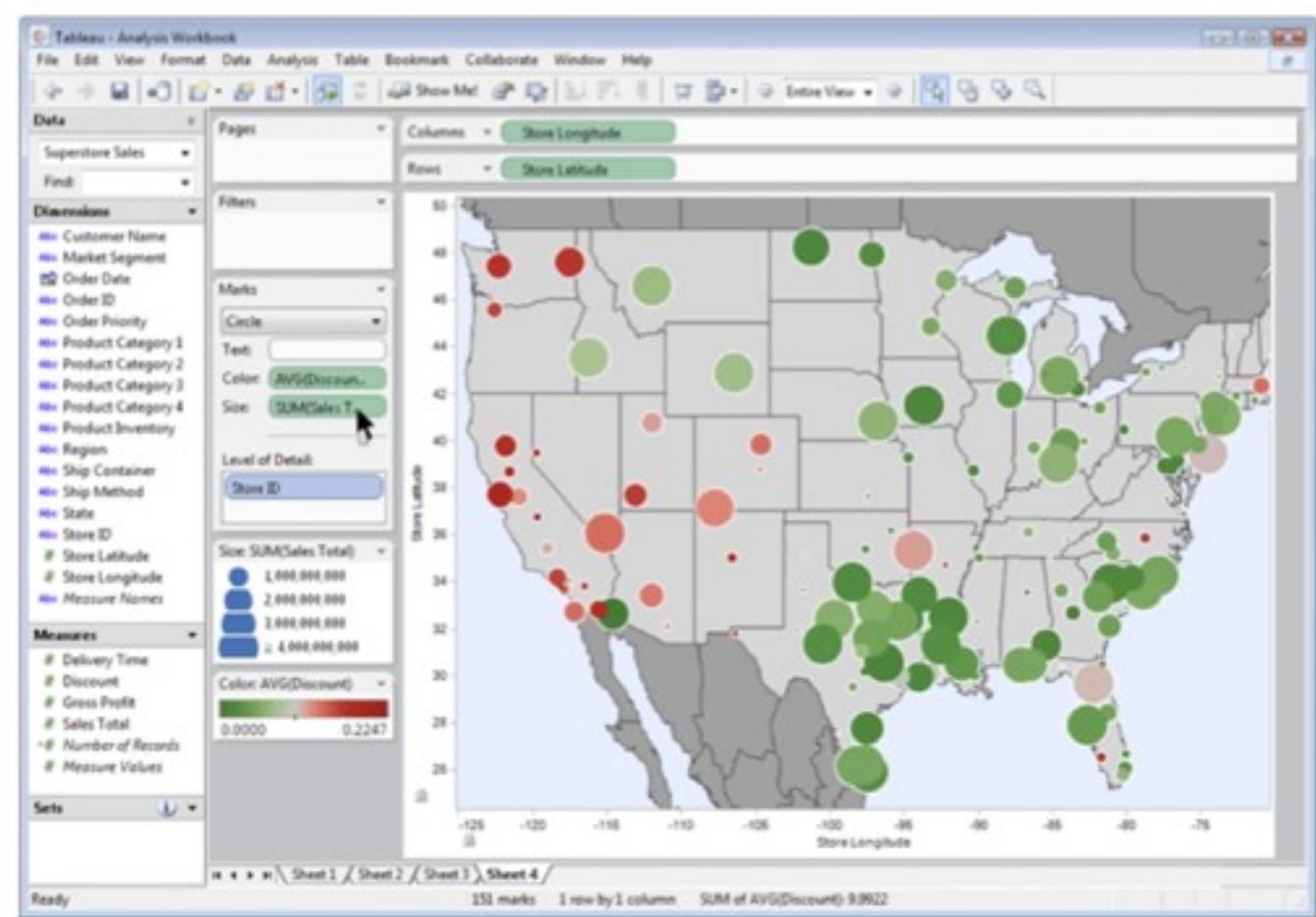
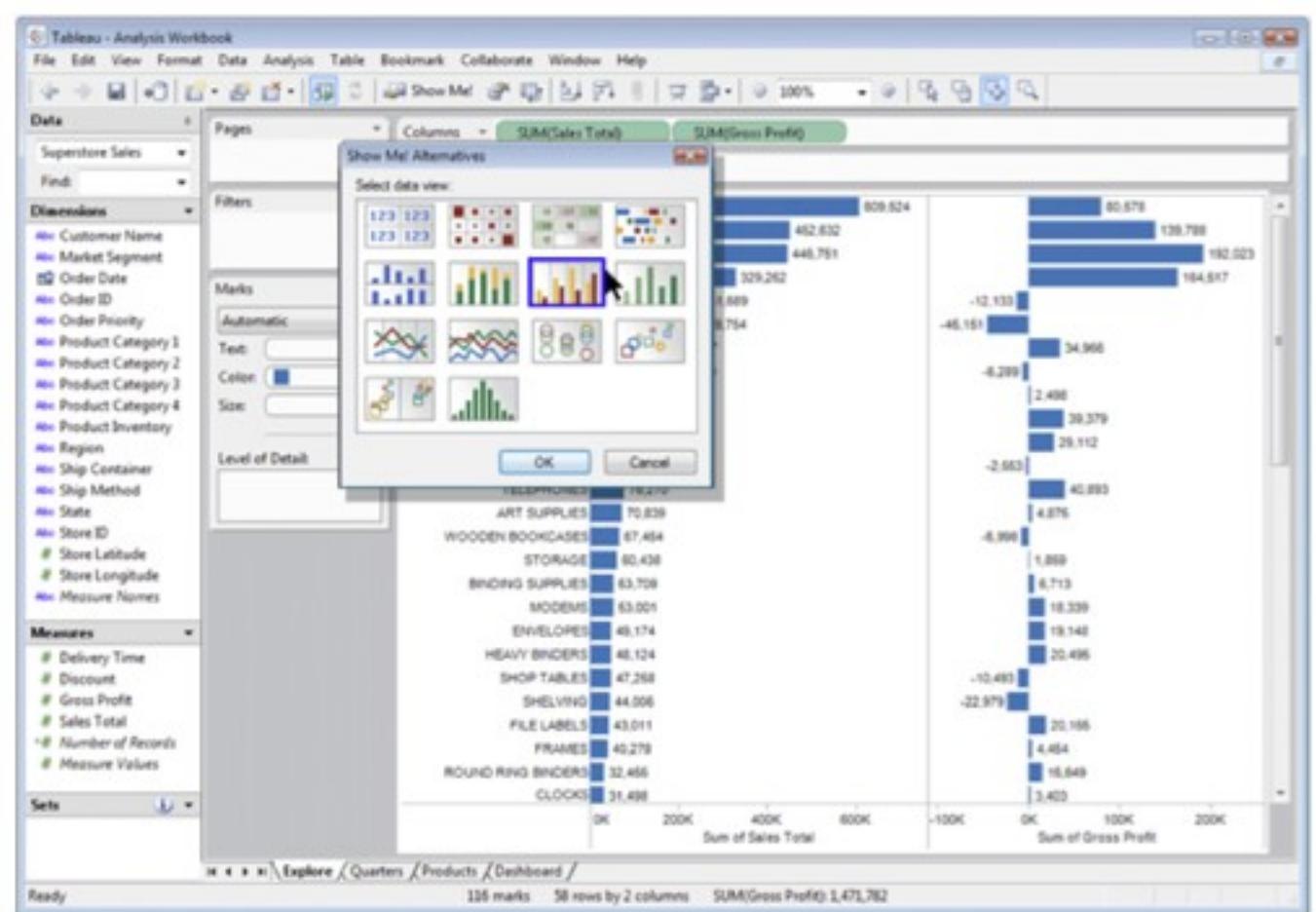
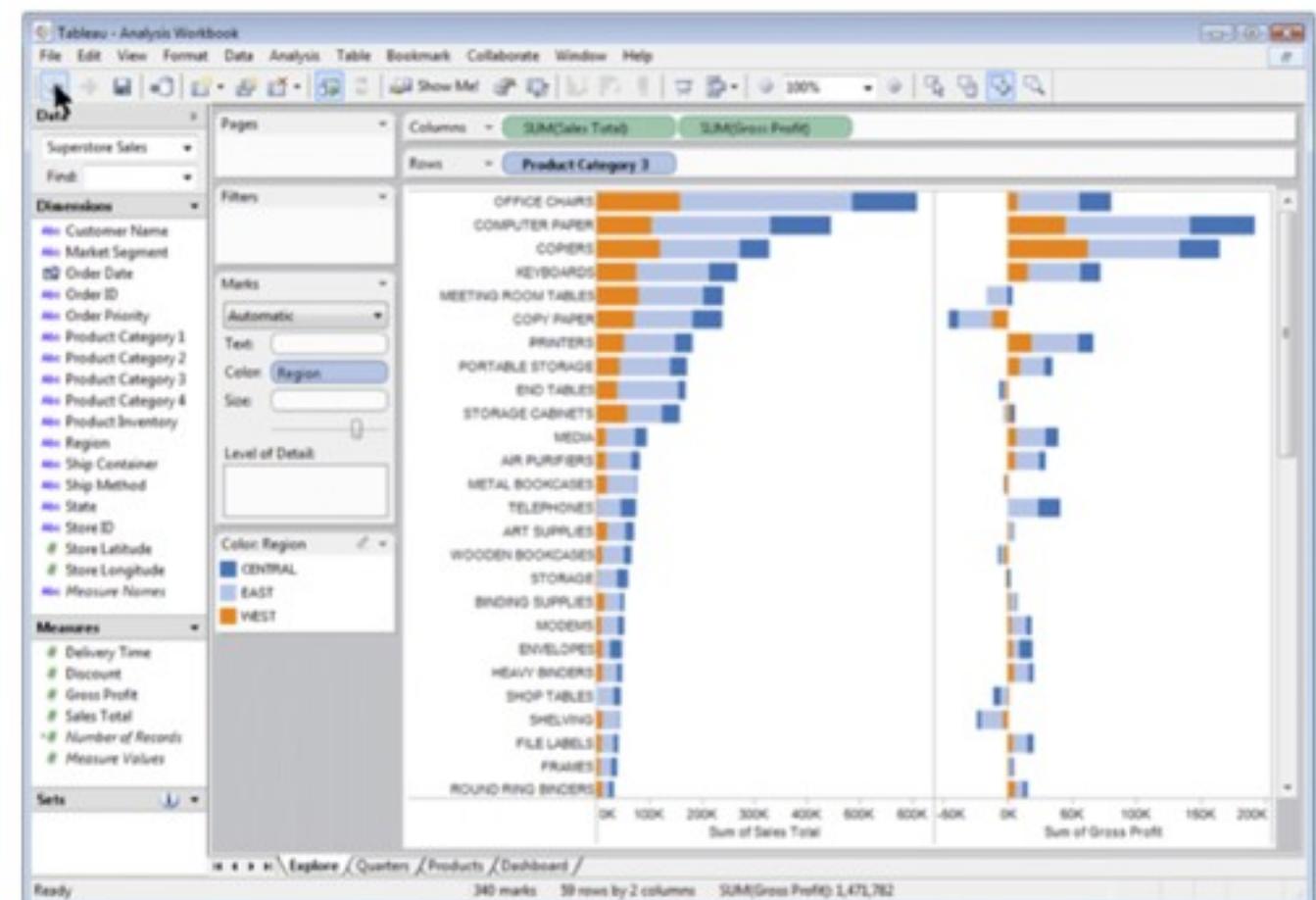
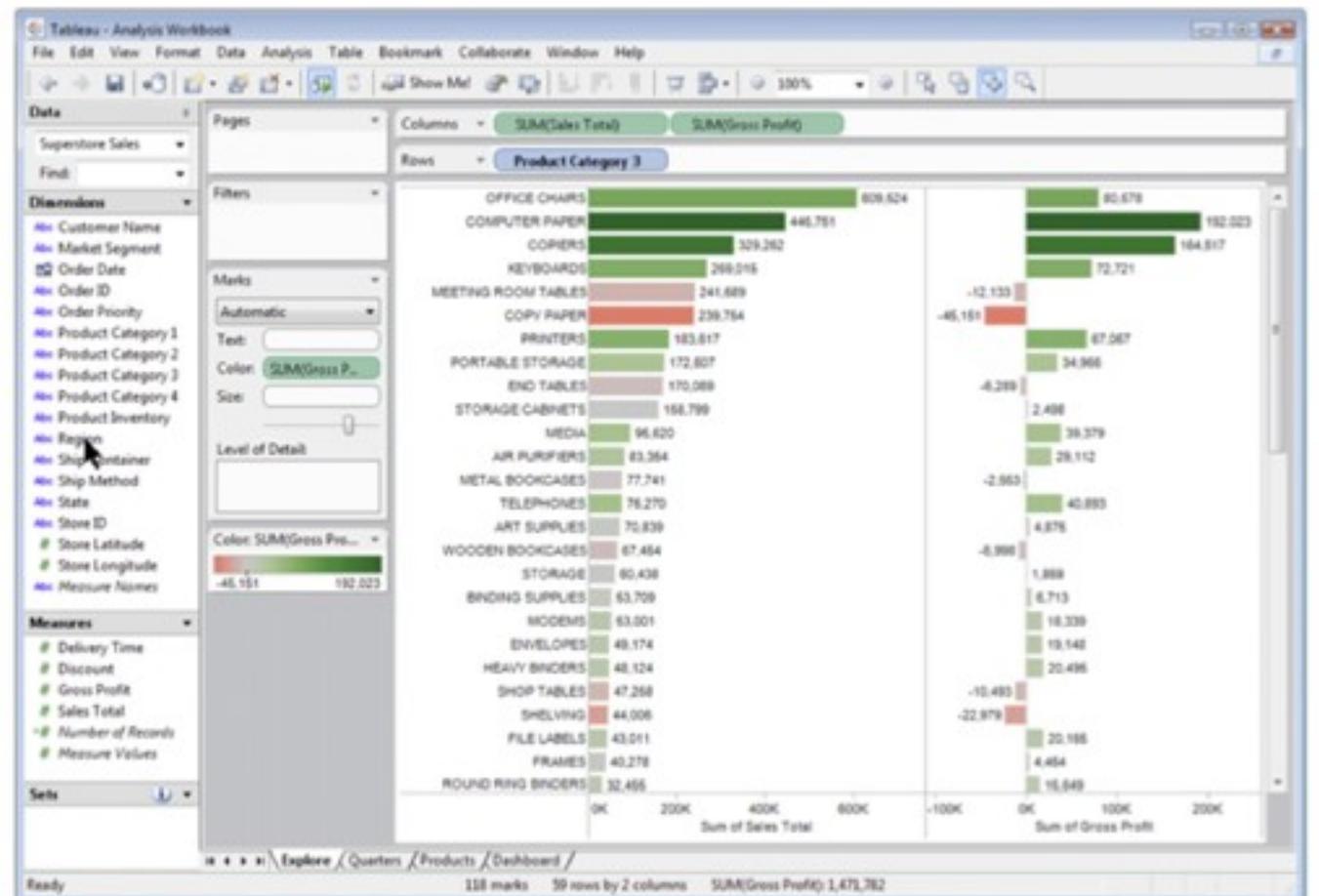


CHANGE ENCODING

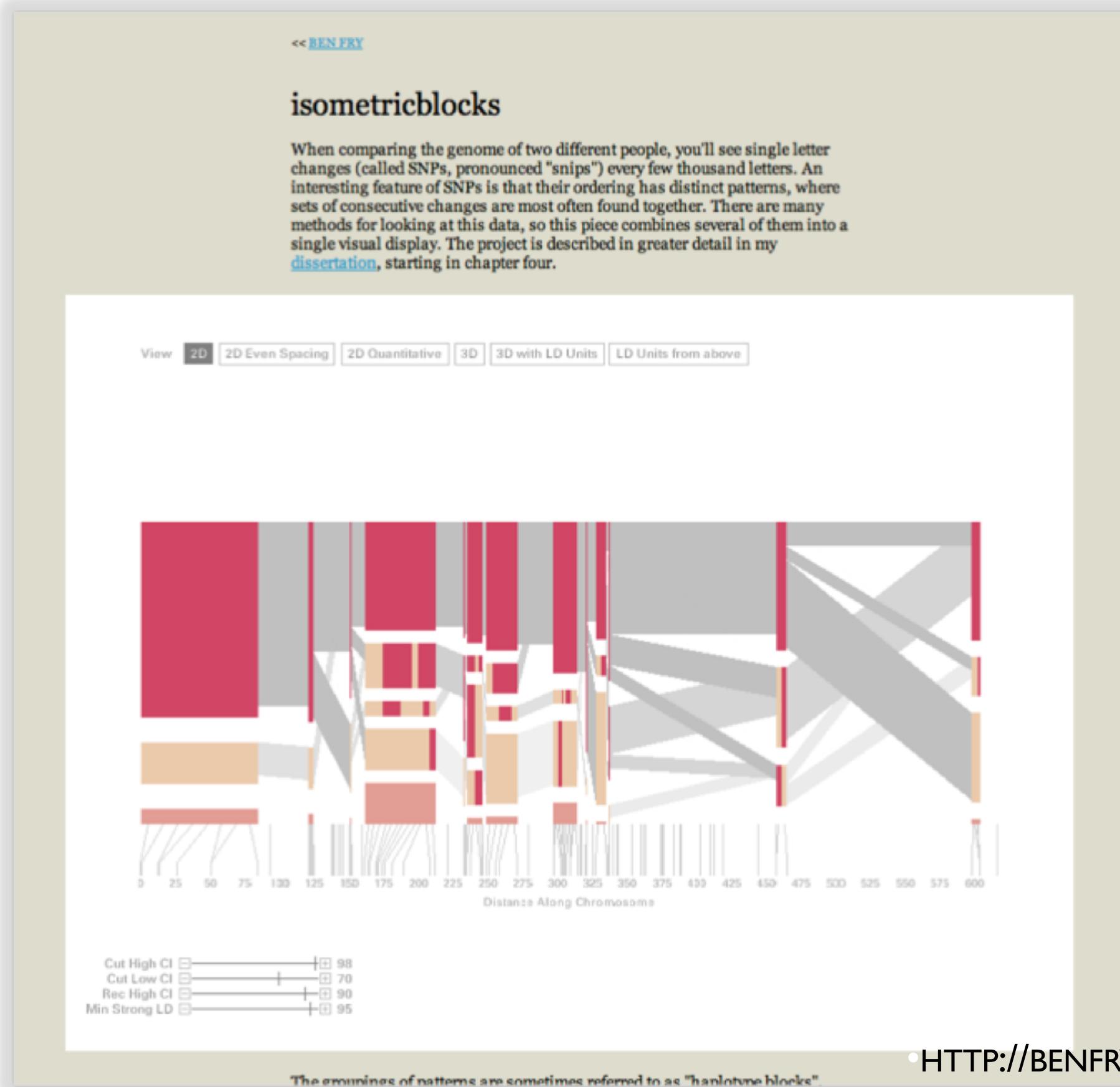






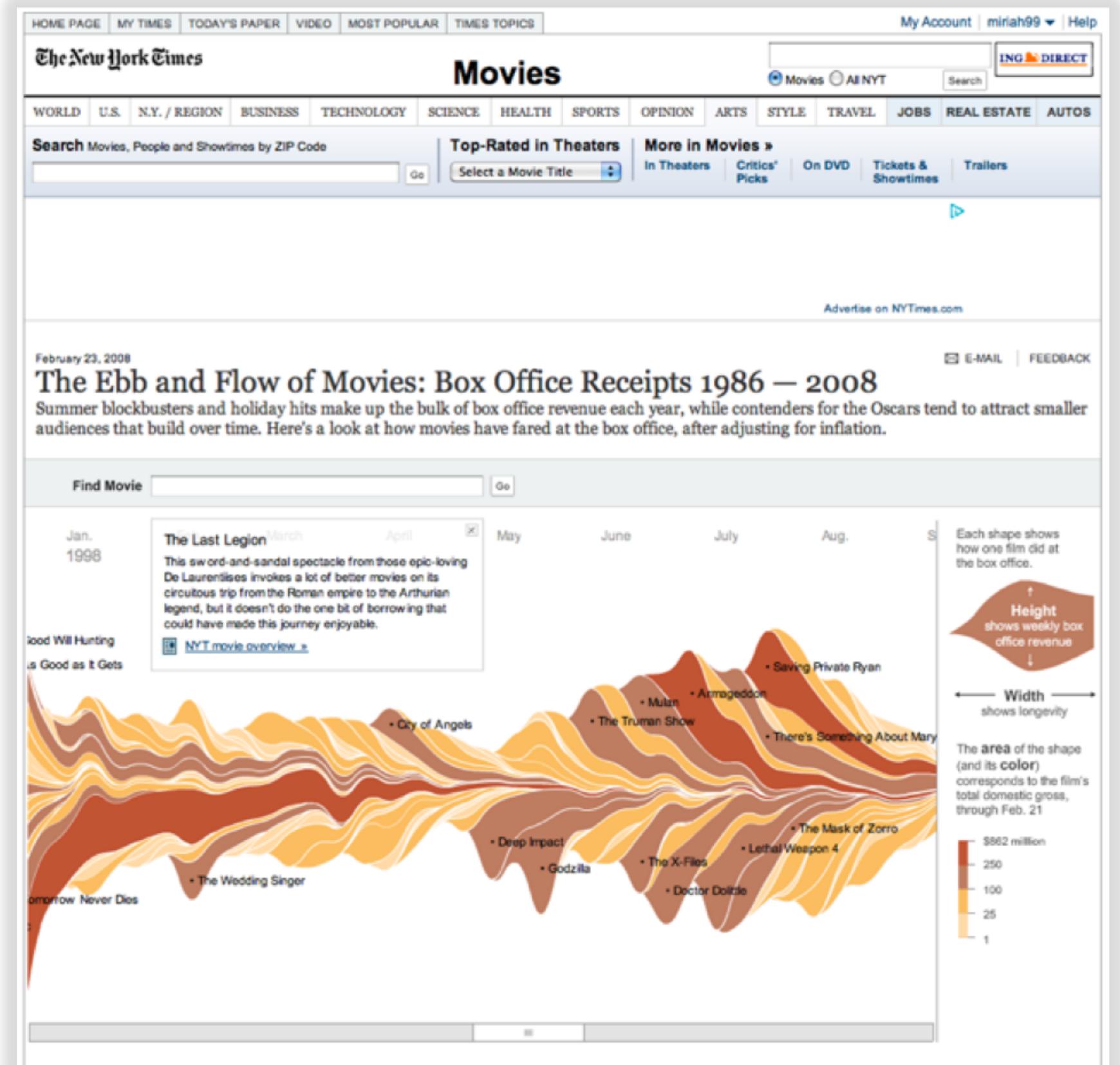


ANIMATED TRANSITIONS



SELECTION & HIGHLIGHTING

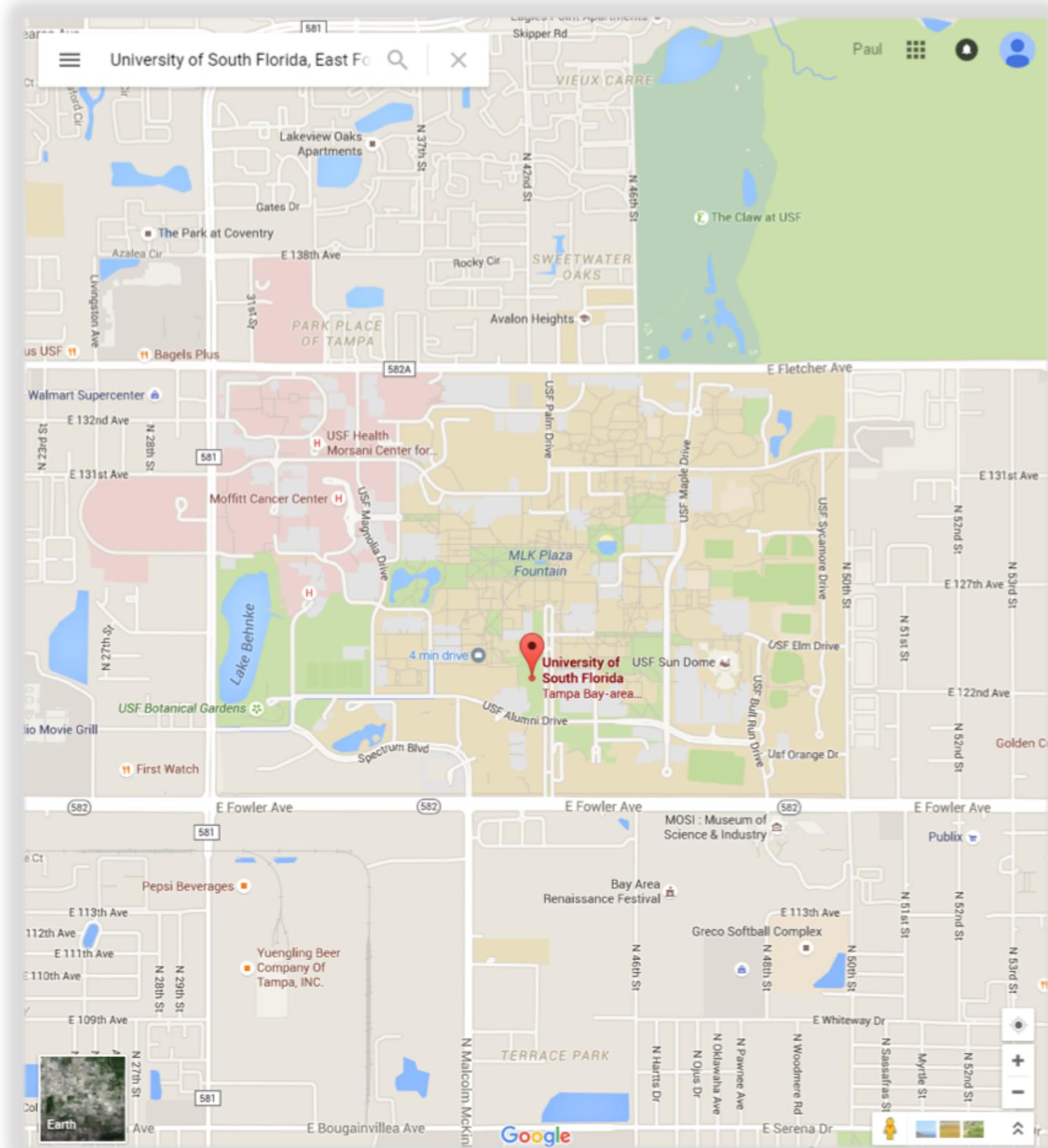




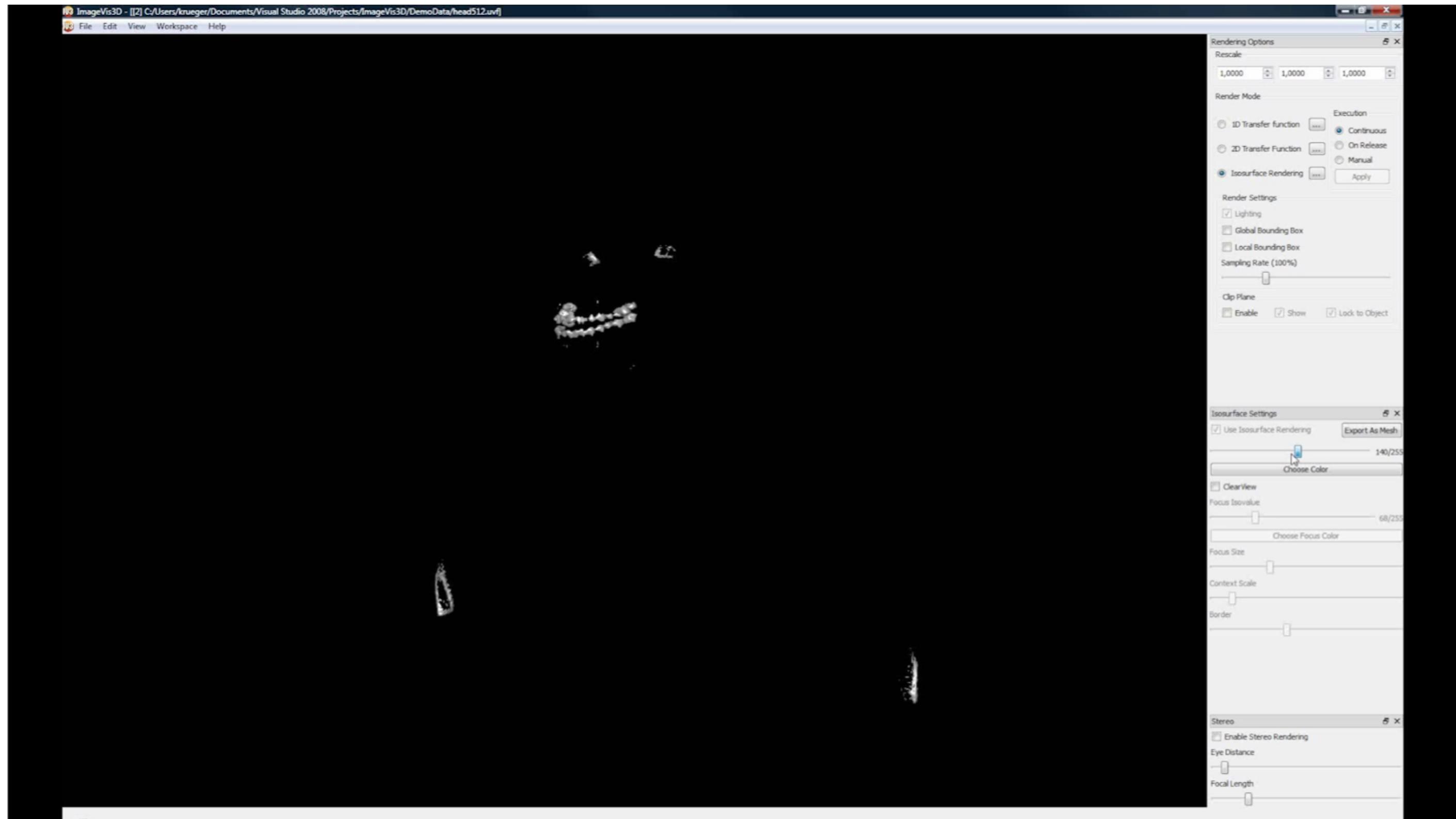
NAVIGATION



PAN (AND TRANSLATE)



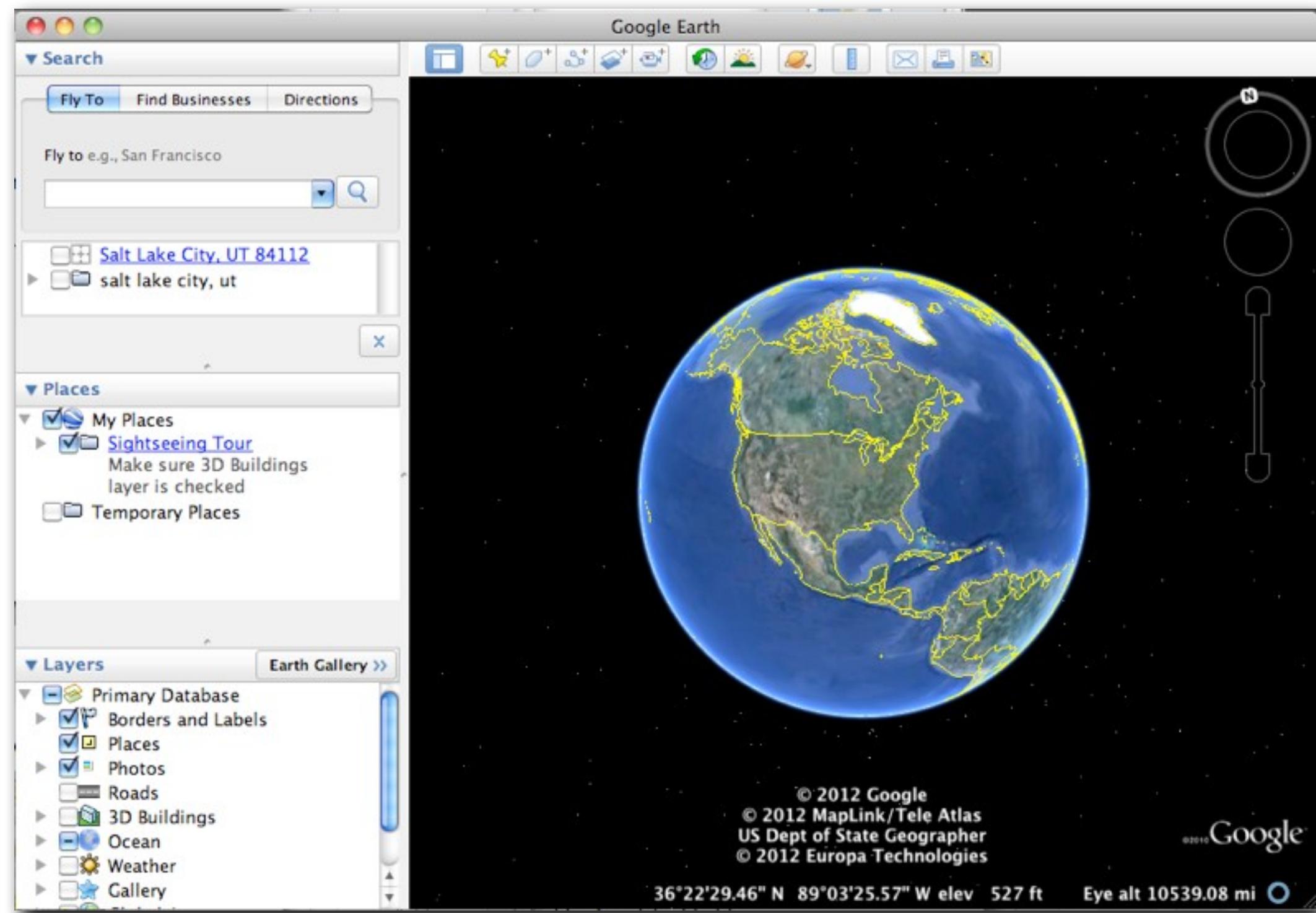
ROTATE



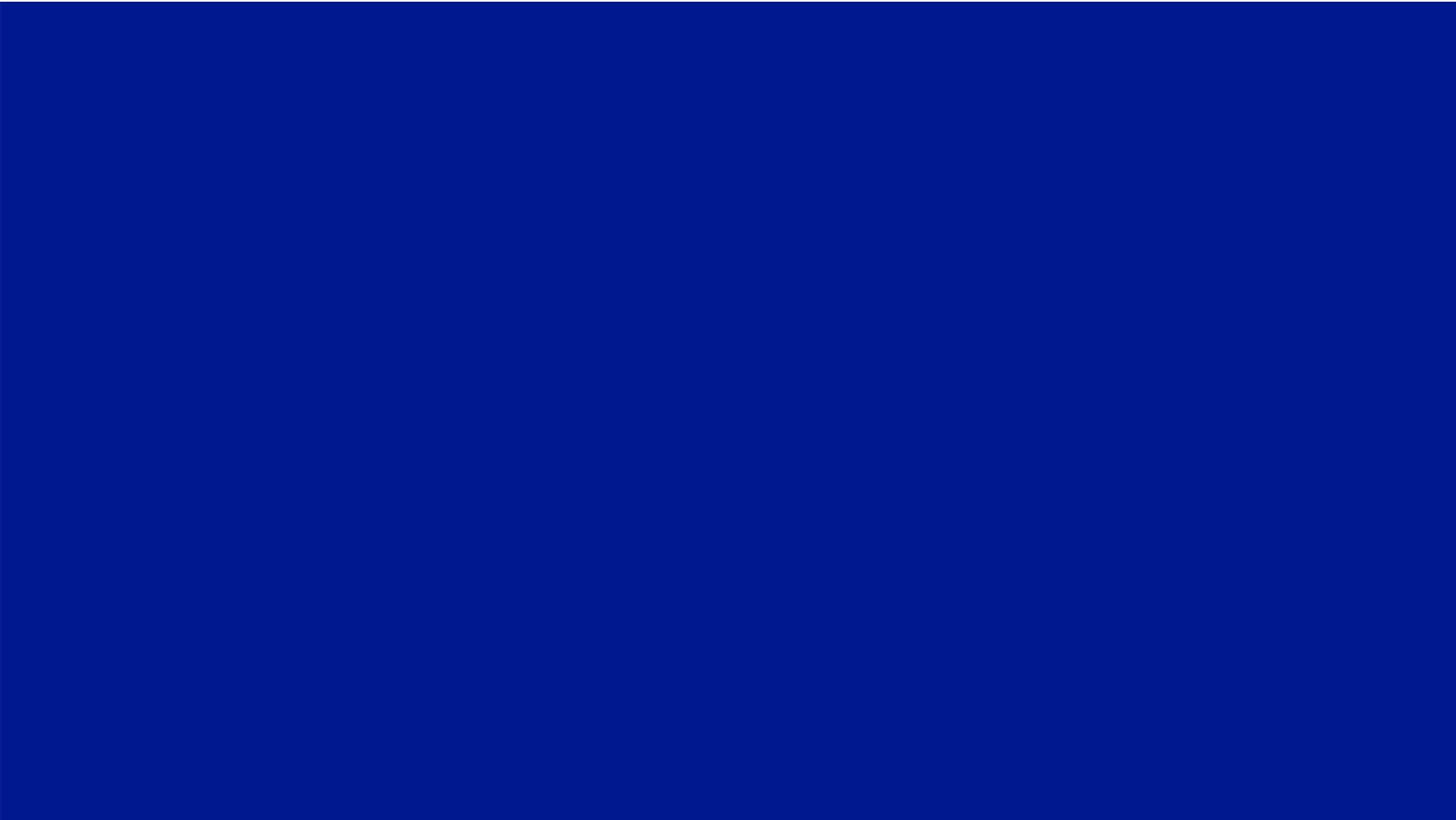
GEOMETRIC vs SEMANTIC ZOOMING



GEOMETRIC



SEMANTIC



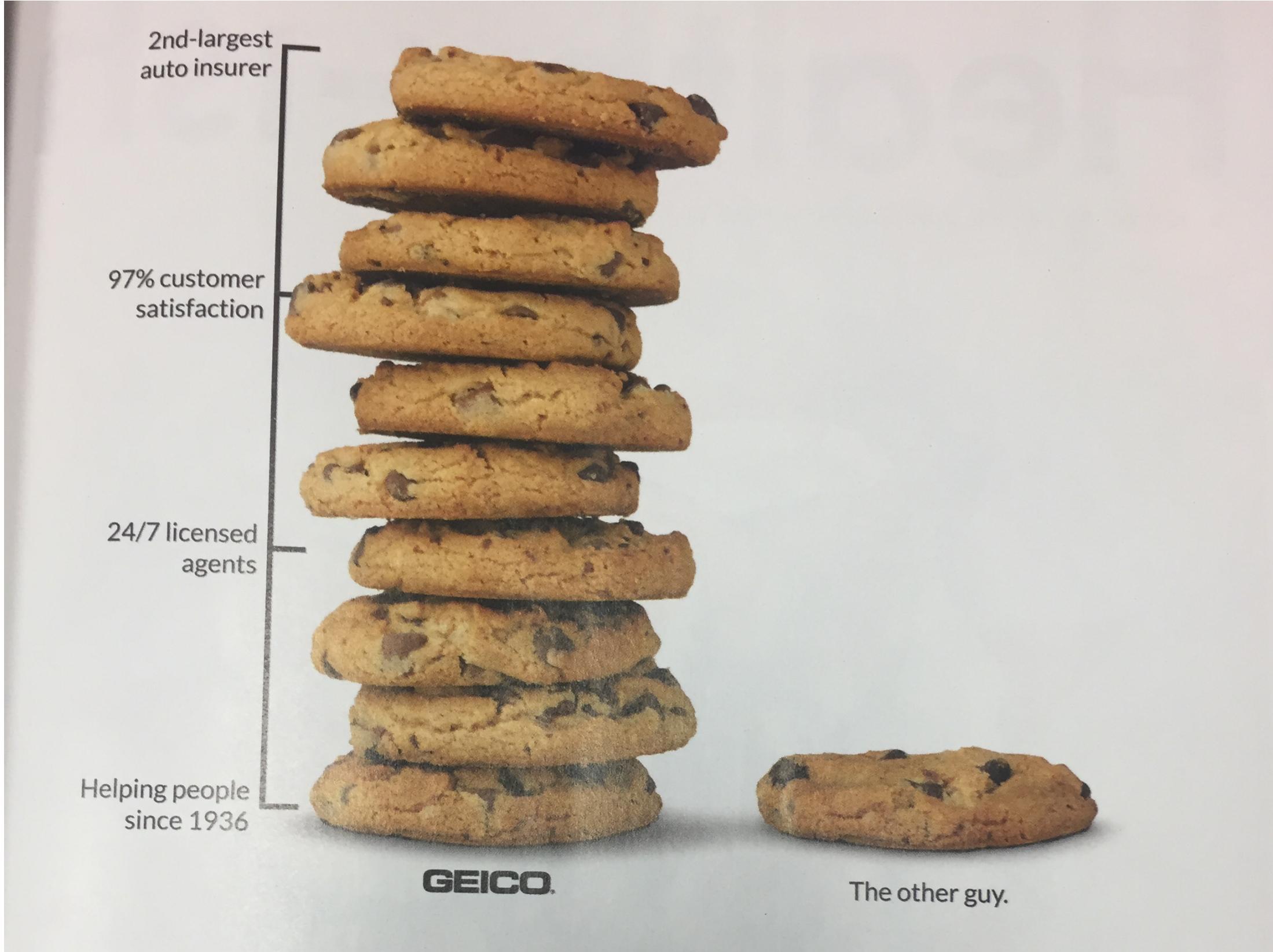
SEMANTIC

**LiveRAC: Interactive Visual Exploration of
System Management Time-Series Data**



LET'S CRITIQUE SOME MORE
VISUALIZATIONS!





WIRED, JAN 2017



alone, or even primarily, for the rise of abusive behavior. Traditional media—recklessly amplified nonsense this layed shamelessly by Russia's email

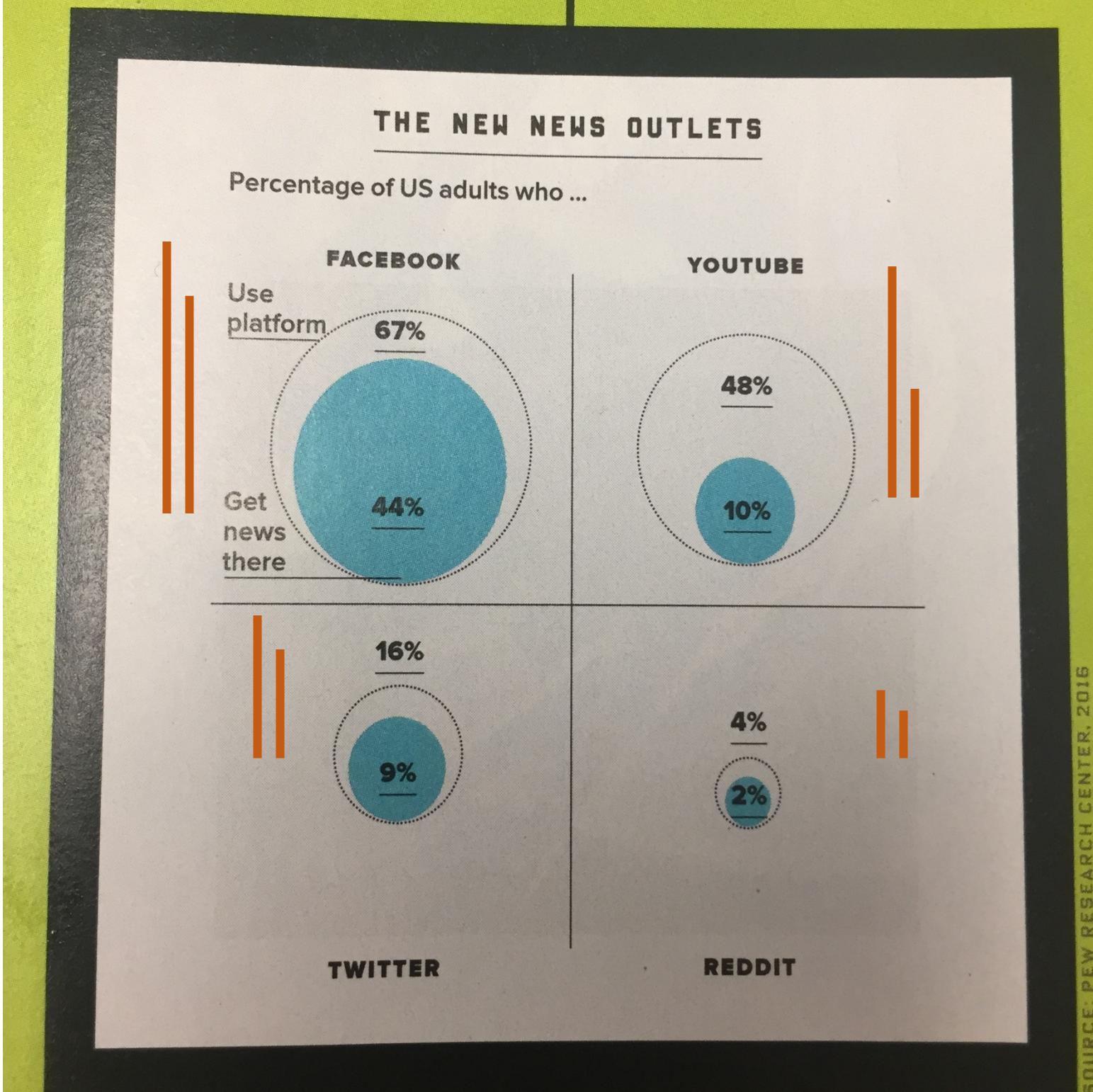
for anyone to flag a post if it seems li
If a link that purports to be a news st
it's sent to a human Facebook team
where a group of external fact-che

$$D = 2.0, A = PI$$
$$D = 1.6, A = 0.65 * PI$$

$$A \text{ Ratio} = 0.65 (67\% / 43.5\%)$$
$$D \text{ Ratio} = 0.8 (67\% / 53.6\%)$$

$$D = 1.05, A = 0.28 * PI$$
$$D = 0.8, A = 0.16 * PI$$

$$A \text{ Ratio} = 0.57 (16\% / 9.1\%)$$
$$D \text{ Ratio} = 0.76 (16\% / 12.1\%)$$



$$D = 1.7, A = 0.73 * PI$$
$$D = 0.8, A = 0.16 * PI$$

$$A \text{ Ratio} = 0.21 (48\% / 10.1\%)$$
$$D \text{ Ratio} = 0.47 (48\% / 22.6\%)$$

$$D = 0.5, A = 0.06 * PI$$
$$D = 0.35, A = 0.03 * PI$$

$$A \text{ Ratio} = 0.5 (4\% / 2\%)$$
$$D \text{ Ratio} = 0.7 (4\% / 2.8\%)$$



residents. As food astride Selma, he's d Bonos of ding for an ar worse. Horowitz s to work far more obation. ing bros sees an t comes

odic Friday for Good company outing, in the church's aging industrial kitchen, CEO Jack Dorsey slips on a hairnet and begins to dole out lunch. Dorsey is slender and unassuming, decked out in red high-tops and jeans. "Earlier I was cutting potatoes," he tells me. The image is oddly destabilizing: On the one hand it's uncomplicatedly good that a person who could pop over to Paris for lunch has come to a dingy church basement to serve the poor. On the other hand is this naive but nagging thought: Couldn't he, you know, feed these people forever? That question has been a growing part of San Francisco's, and the nation's, complicated relationship with its newest industry. Is it unfair to expect a company to solve generational poverty simply because it has set up shop nearby? Or—and this question might require a channeling of Glide's most

failed public policy. We wanted to remain a precious, beautiful two-story city, and we did not build housing."

What happened and didn't happen on these streets is indeed more complicated than is commonly understood. In the early 20th century the Tenderloin was the Paris of the West, a lively center of vice brimming with nightlife and culture. What followed is both unique to these blocks and broadly familiar to anyone who has studied how healthy inner cities plunge into cascading poverty—a blend of dumb policy, dumb luck, structural racism, and the occasionally vengeful Greek dairy owner turned mayor.

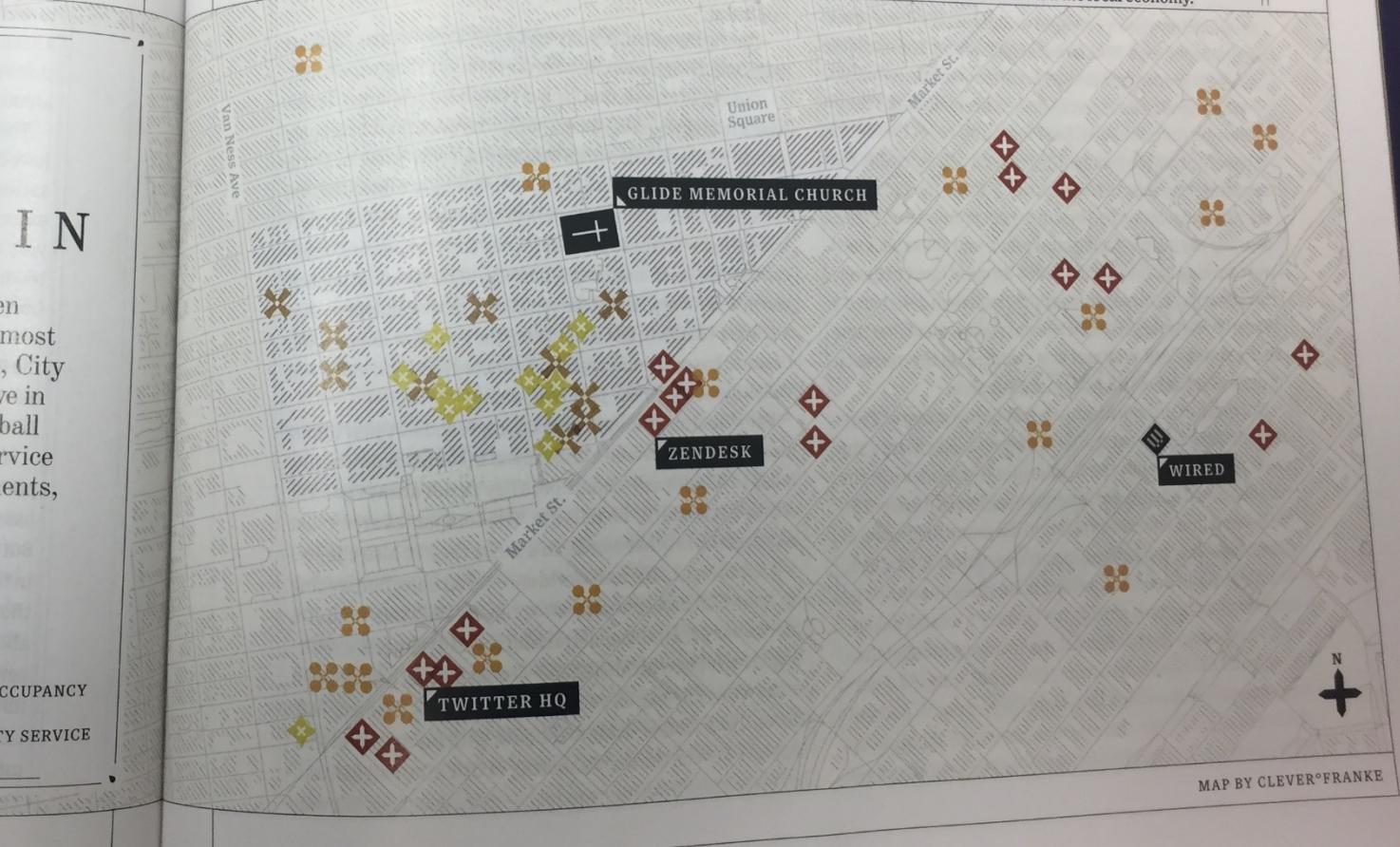
The Tenderloin's roots go back to the 19th century, when prospectors settled here after the Gold Rush. The neighborhood grew—and then became rubble in the 1906 earthquake. A

grant (and the eventual dairy owner), to be its 34th mayor. Christopher, a Republican, is generally heralded for luring the Giants from New York, building schools and firehouses and pools, and offering his home to Willie Mays after a local real estate agent had refused to sell to him. But as Randy Shaw, the founder of the Tenderloin Museum, writes in his 2015 book, *The Tenderloin*, Christopher's deep "dislike of the Tenderloin became personal when his 27-year-old brother was arrested on narcotics charges." Despite the mayor's efforts to keep the young addict away from these blocks—sending him as far away as the Sierras—he was no match for their draw; when Christopher's brother died an early death, Shaw writes, the mayor blamed the neighborhood. The city cracked down on gambling, streetcars were ripped out, disruptive one-way streets were established, and all of it crushed the local economy.

THE NEW TENDERLOIN

The neighborhood has long been known as a last stop for the city's most destitute. But about five years ago, City Hall enticed tech companies to move in nearby. Today, the area is an oddball tangle of tech companies, social-service centers, gleaming high-end apartments, and single-room residences.

- KEY
- TECH COMPANY
 - HIGH-RISE APARTMENTS
 - SINGLE-RESIDENT OCCUPANCY
 - SOCIAL & COMMUNITY SERVICE



RECOMMENDED READING

Visualization Analysis & Design: Chapter 3 (pp. 42-65)





