

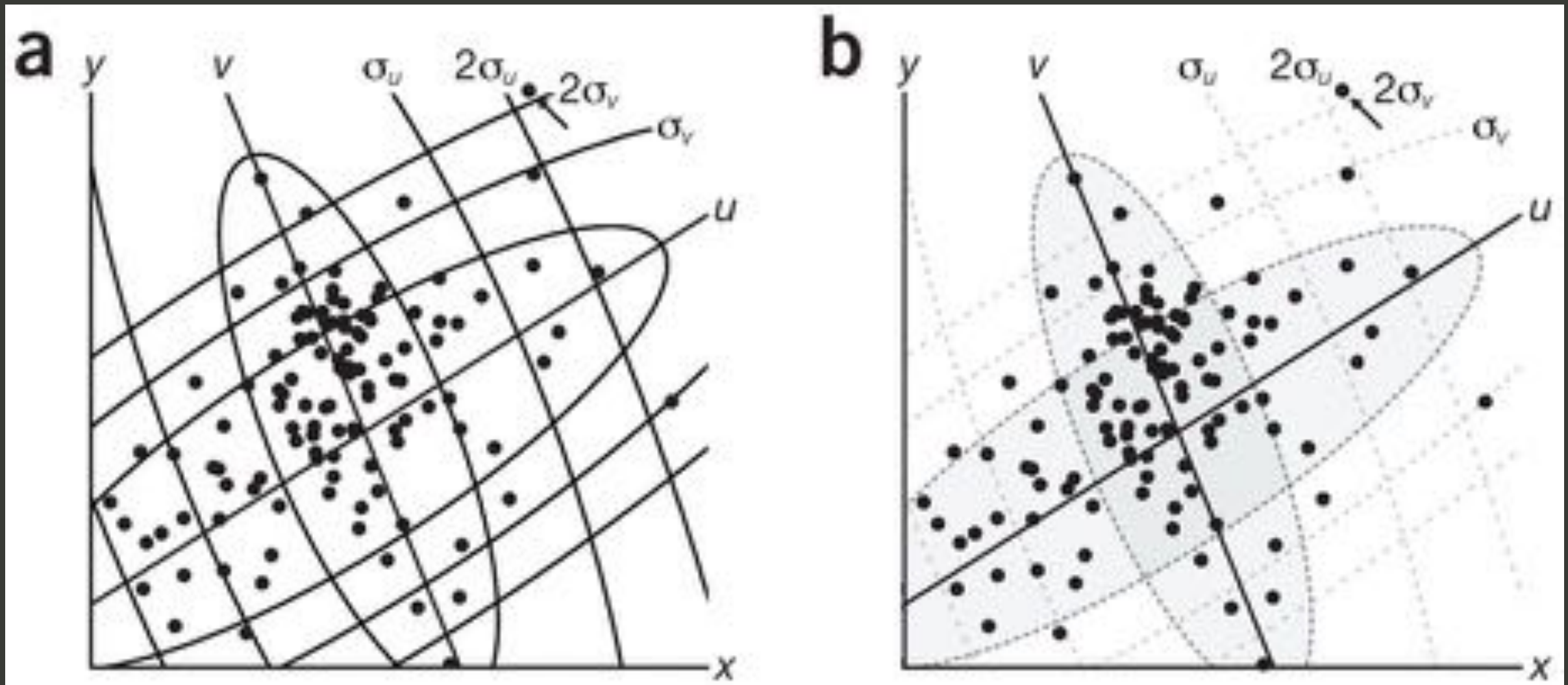
Upper limits obtained in the hours after explosion for SN 2011fe enable precise constraints on the radius of the progenitor star when compared to expectations from shock break-out models. Combined with pre-explosion limits on the temperature of the progenitor, it is possible to definitively conclude that a WD must have exploded for this type Ia SN.

# Human brain is not a multiprocessor

Information transmission needs to be efficient

Impossible to simultaneously read *and* listen

# Building Visualizations via Principles of Design



**Adam A Miller**

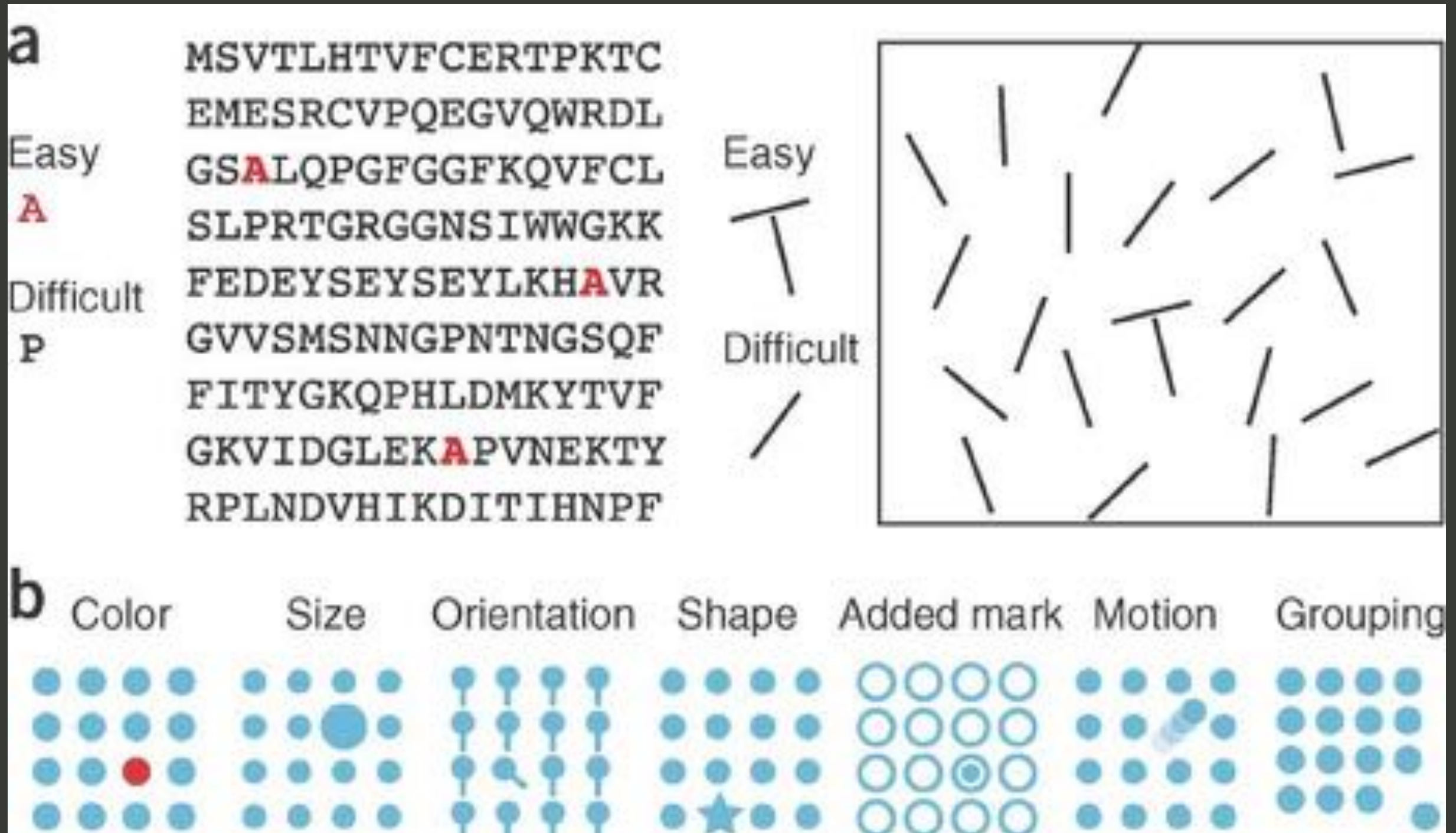
Northwestern/CIERA

LSSTC DSFP Session 13

29 Sep 2021

# Salience

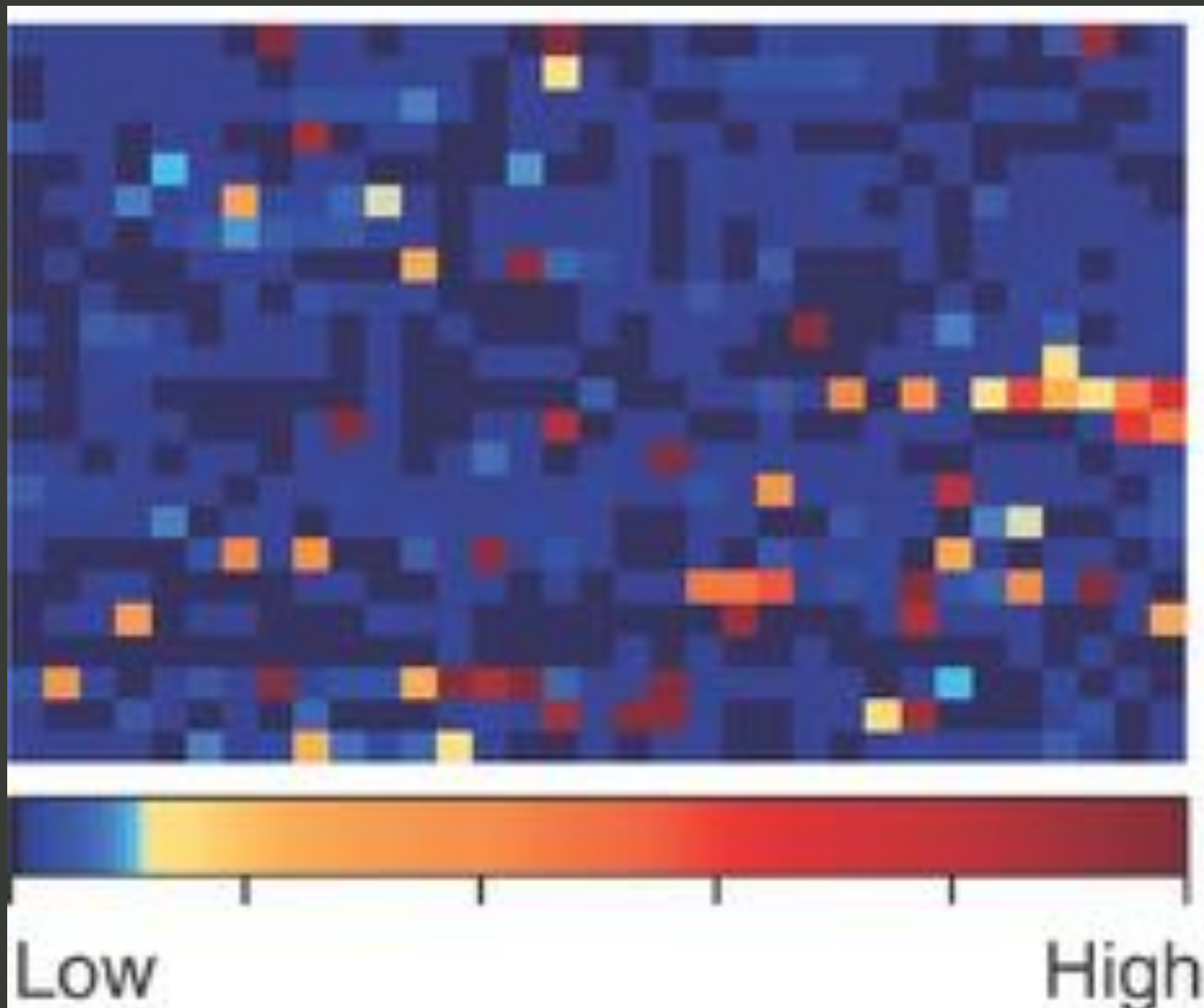
Things that stand out are easy to find





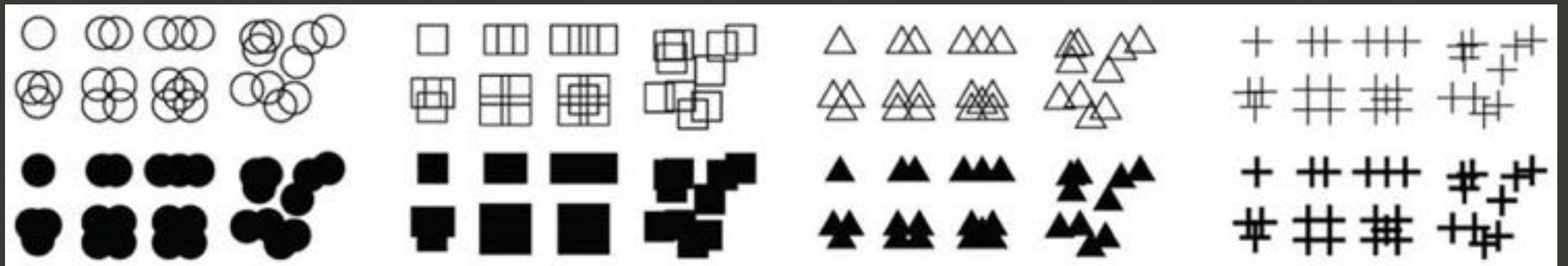
# Salience

Salience must match relevance



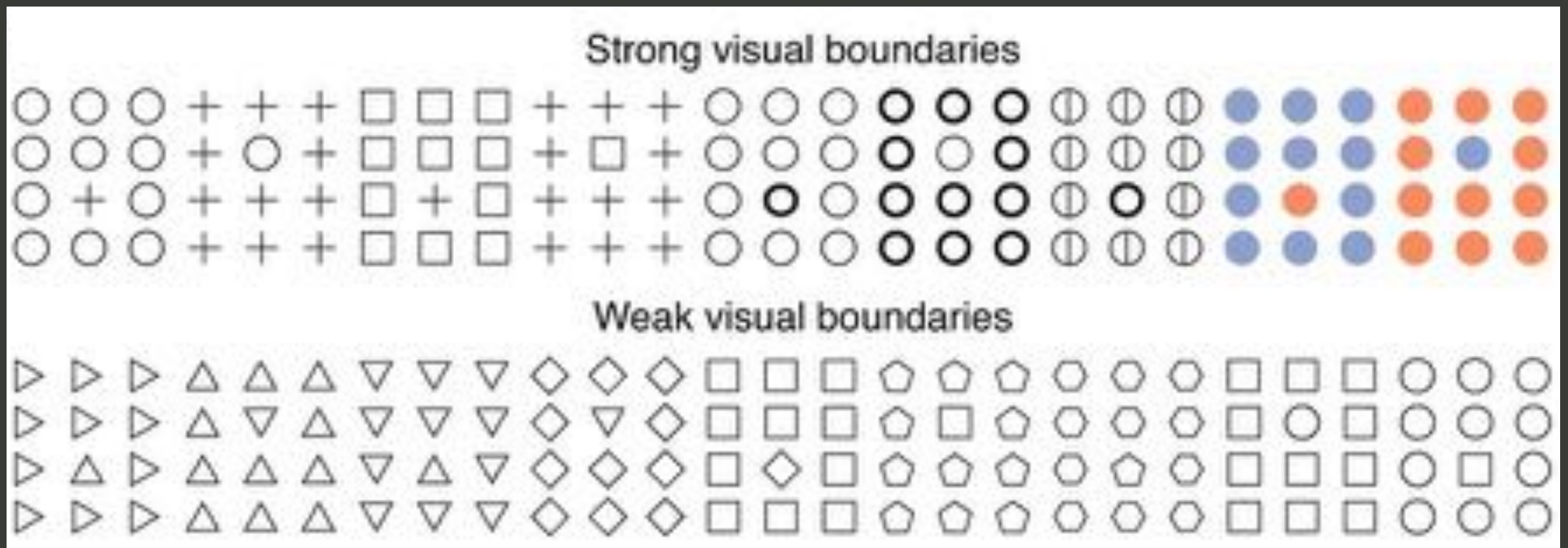
# Symbols

Hollow circle is the most flexible and robust



# Symbols

Form strong visual boundaries





# Figure Design

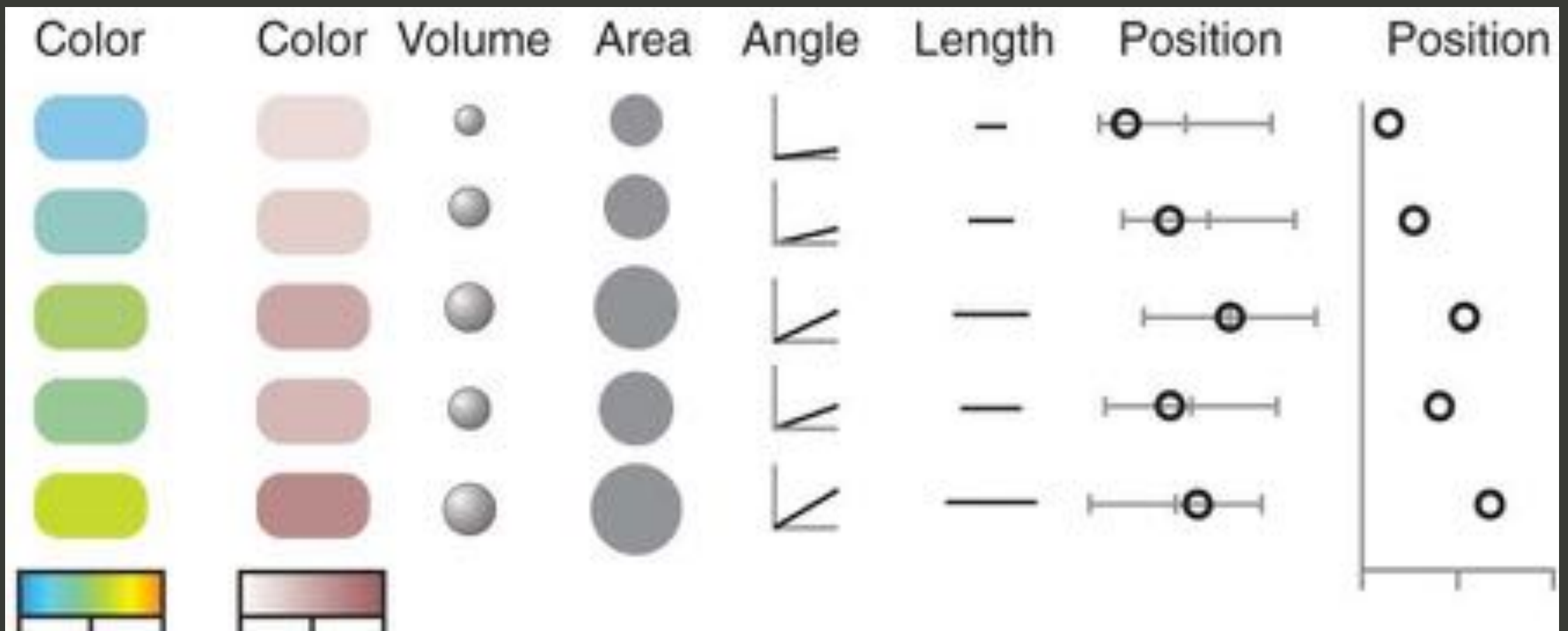
Use easy-to-estimate visual representations

Rank	Aspect to Compare
1	Positions on a common scale
2	Positions on the same but nonaligned scales
3	Lengths
4	Angles, slopes
5	Area
6	Volume, color saturation
7	Hue

# Figure Design

# Use easy-to-estimate visual representations

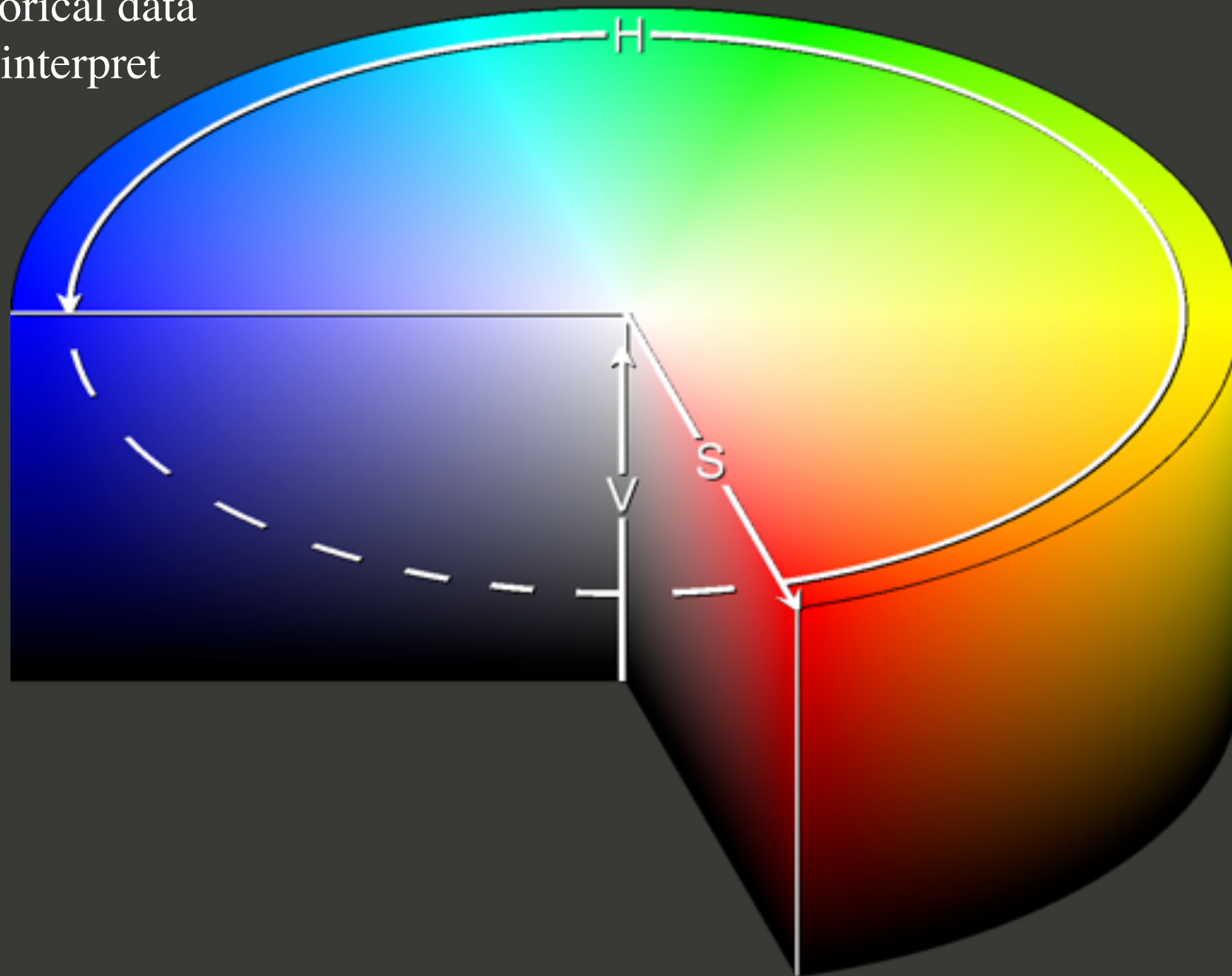
positions = easy  
colors = hard



# Color

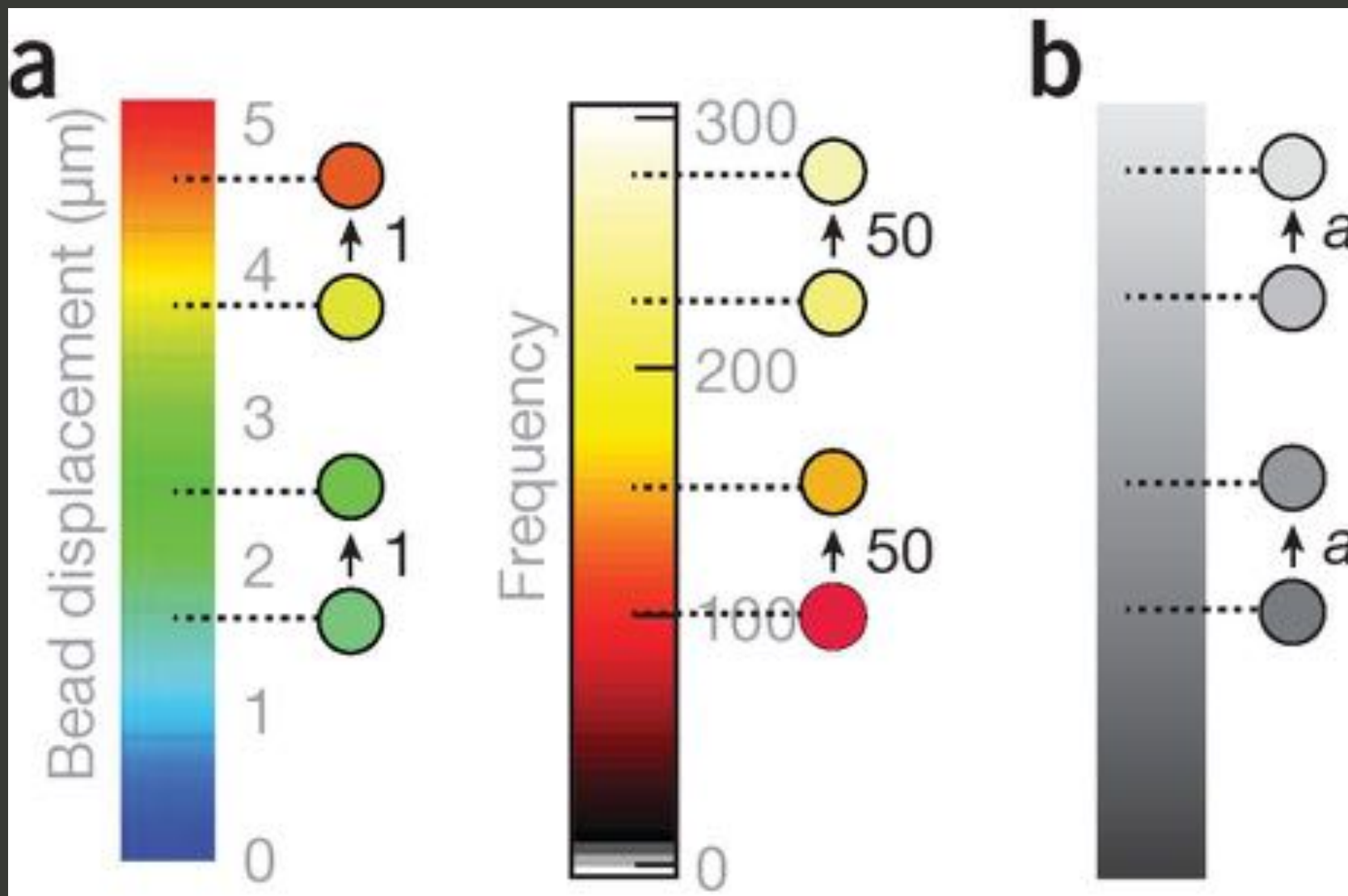
Color defined by hue, saturation, lightness

best for categorical data  
>6 = hard to interpret



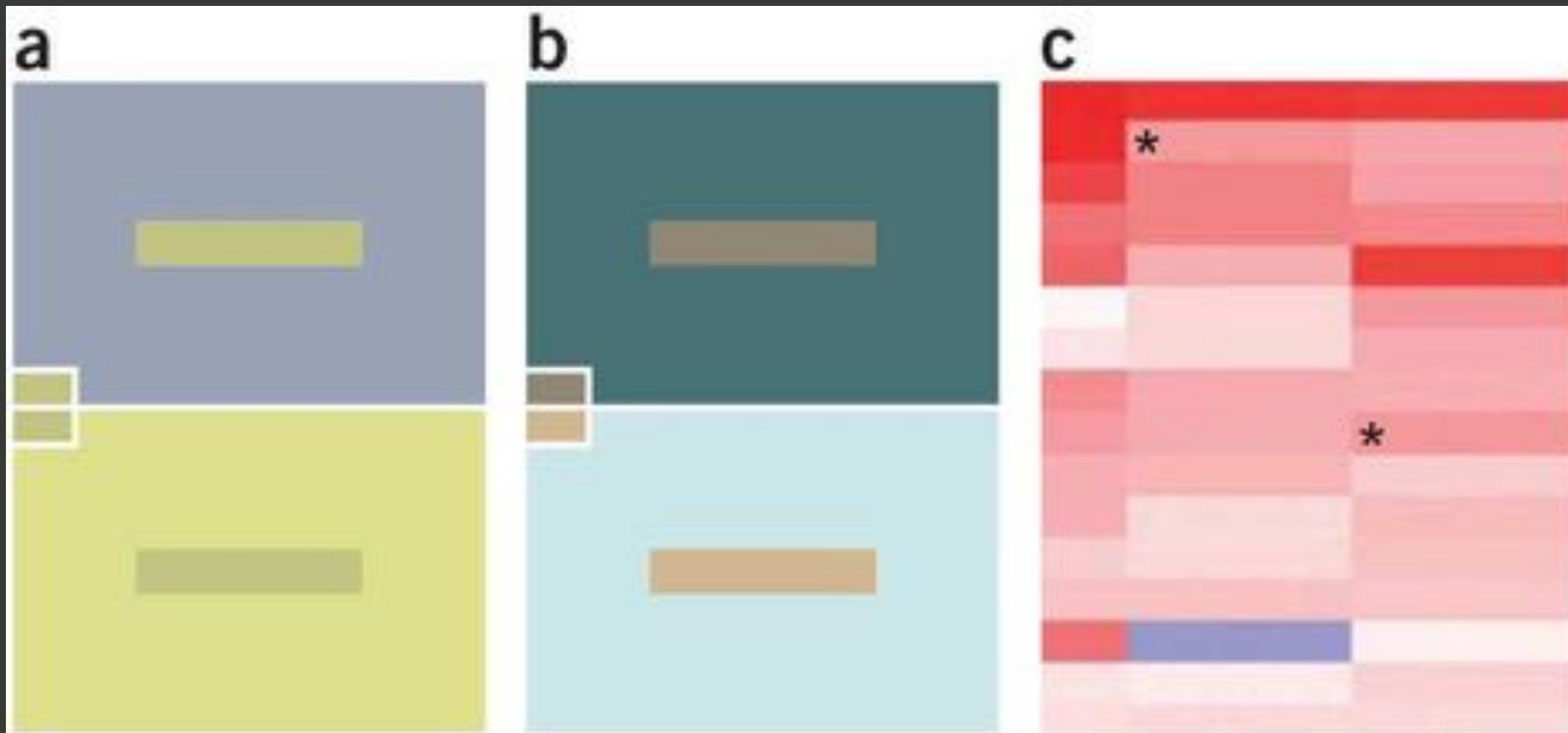
# Color

Hue does a poor job encoding relative numerical values



# Color

Color perception depends on context





# Color

Select semantically resonant colors

**banana**

**anger**

**money**

**sky**

# Color

Select semantically resonant colors

**banana**

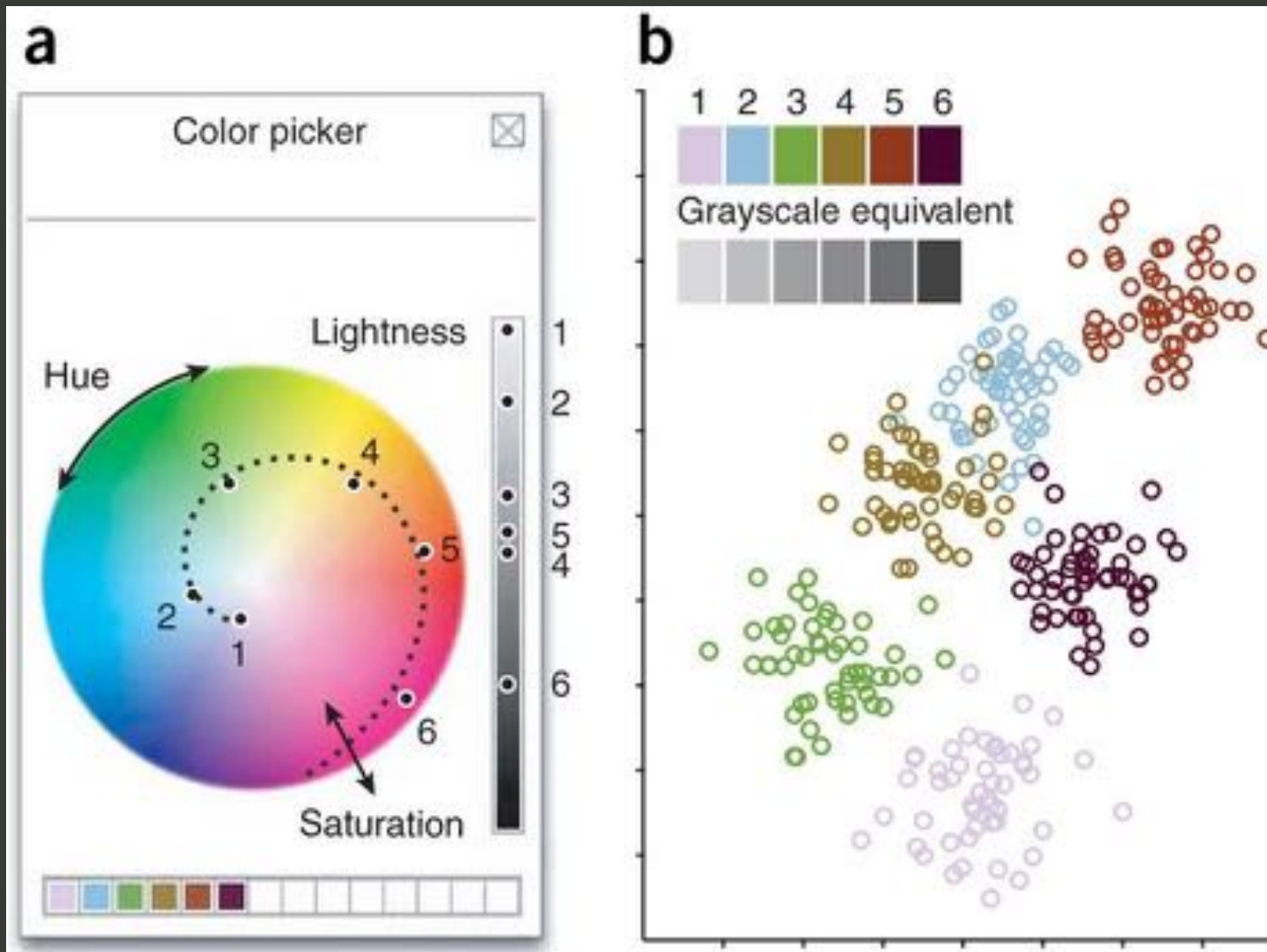
**anger**

**money**

**sky**

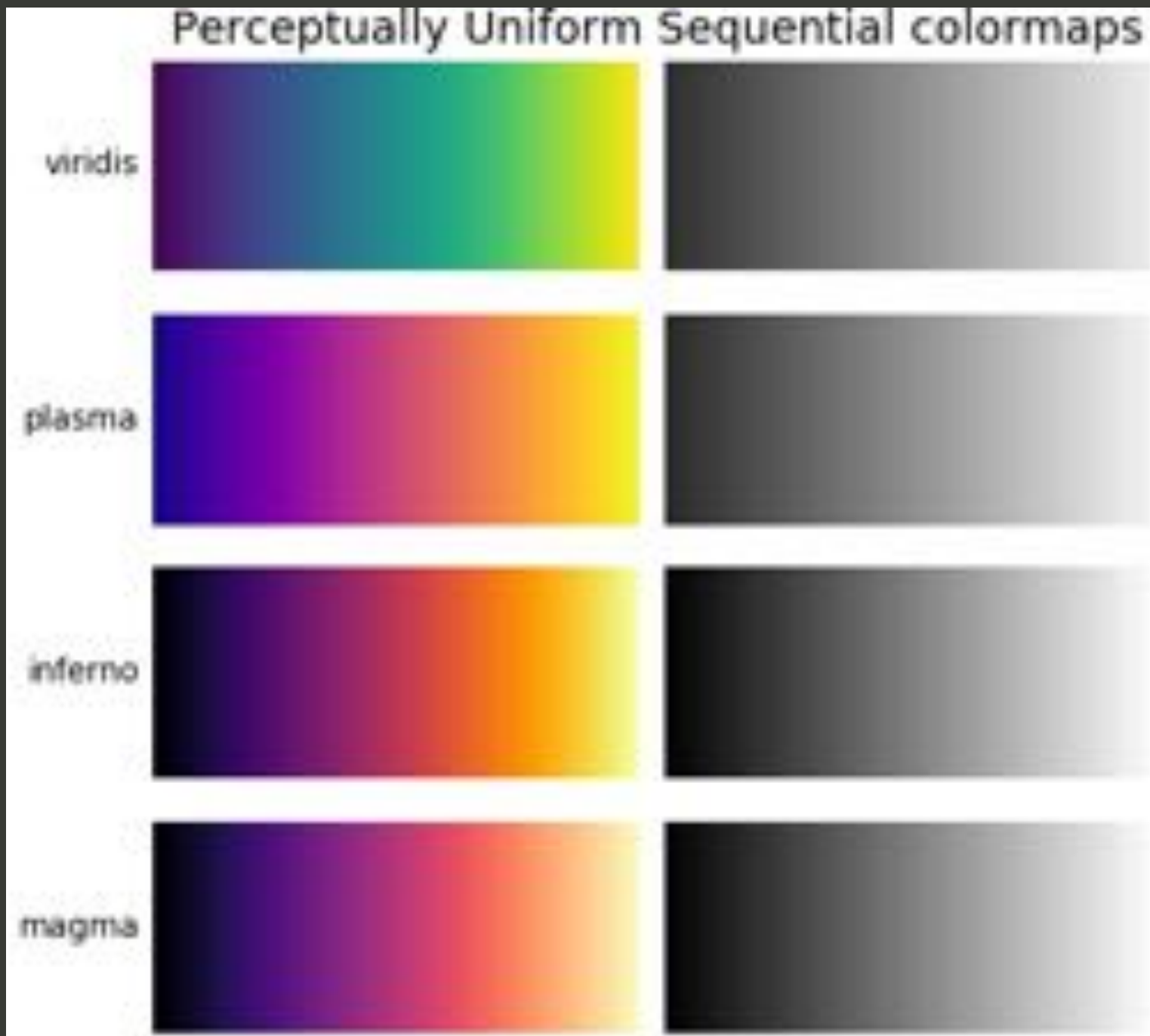
# Color

Rotate through color wheel for categorical selection



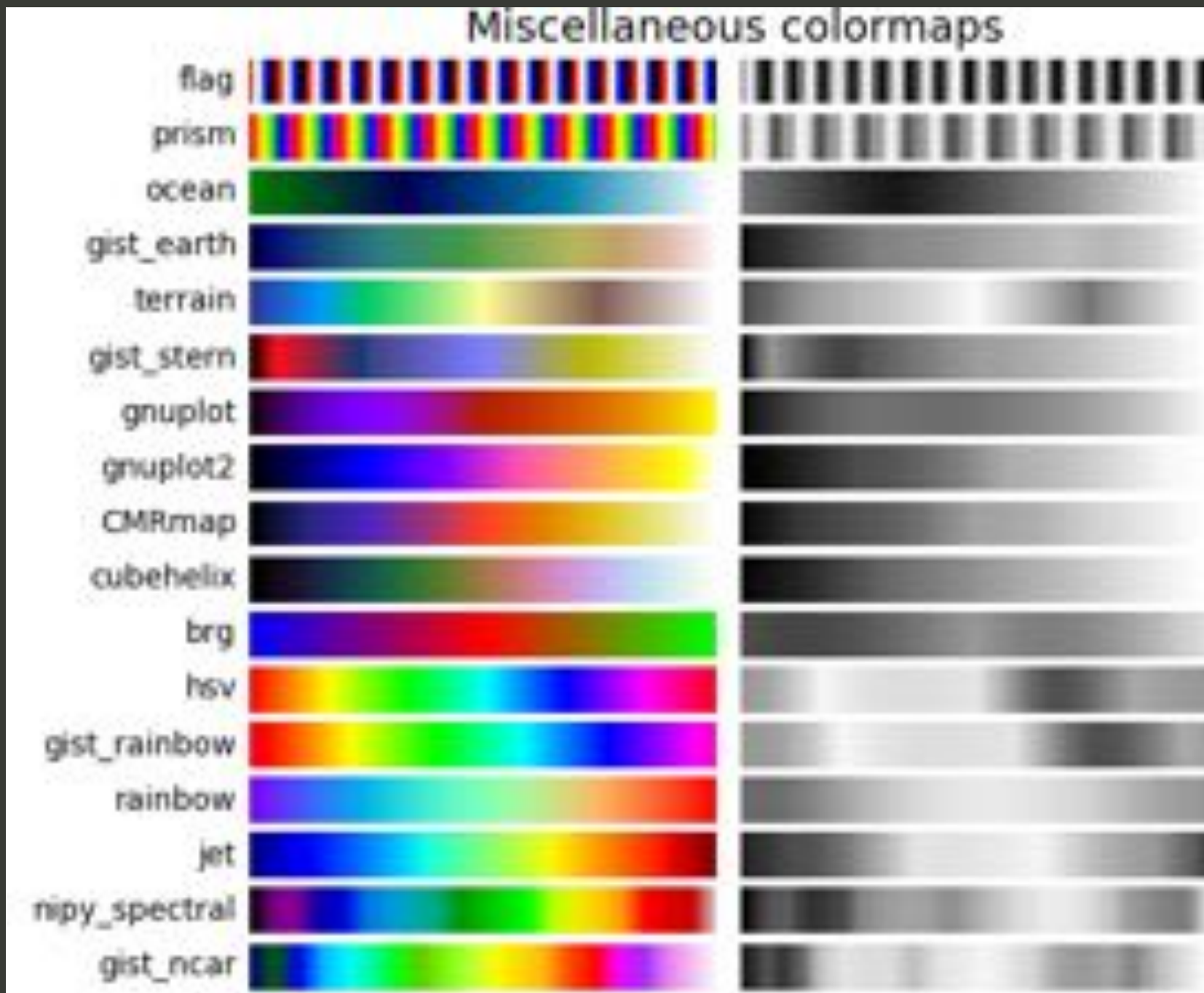
# Color

What does it look like in greyscale?



# Color

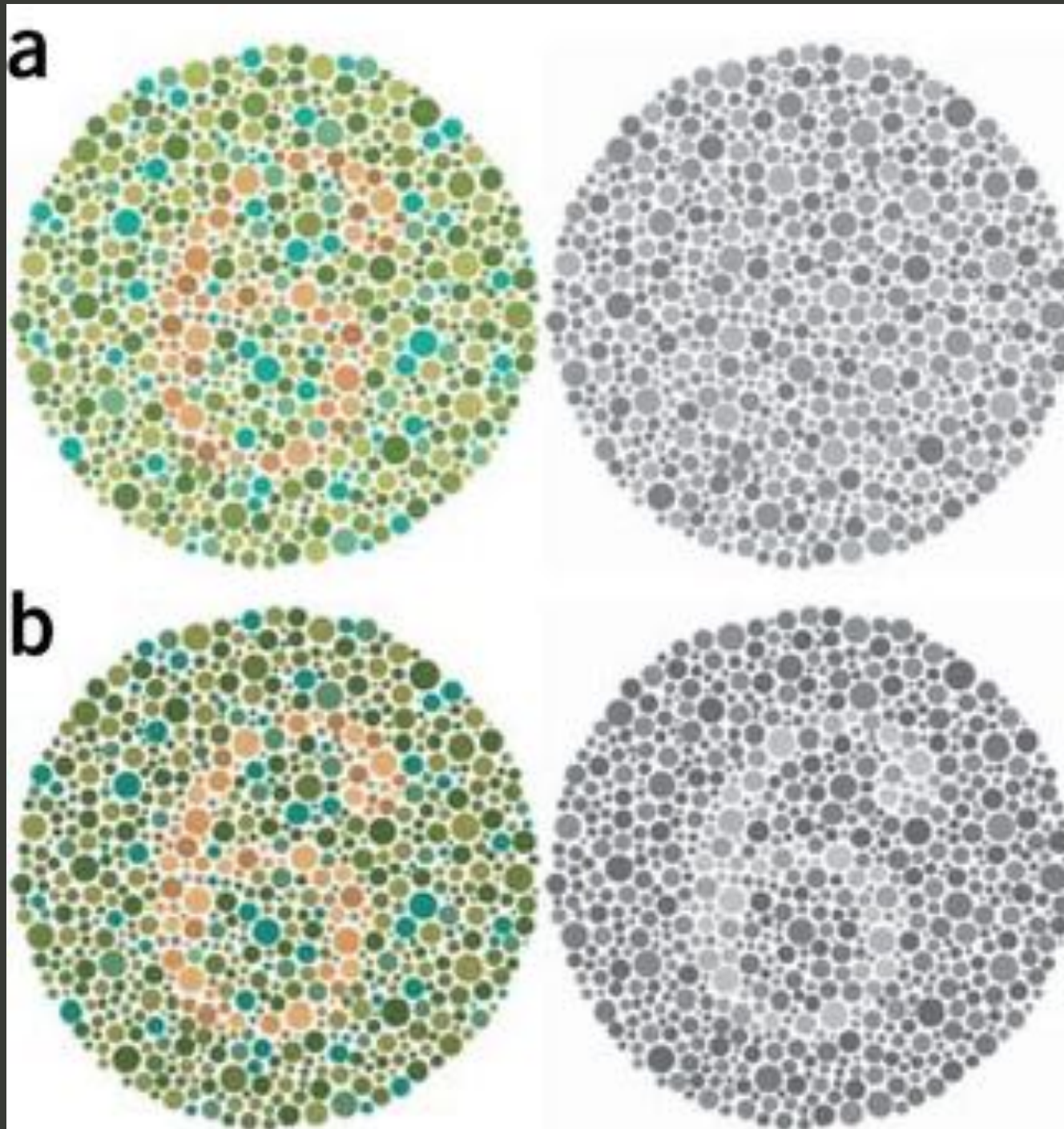
What does it look like in greyscale?





# Color

How does it look to the color blind?



# Color

If you must...

use [colorbrewer2.org](http://colorbrewer2.org) to select colorblind friendly palettes

use shapes to better highlight salience

select semantically resonant colors

consider background colors and how this affects final appearance