

# Value-Suppressing Uncertainty Palettes

Michael Correll  
Dominik Moritz  
Jeffrey Heer

# Value-Suppressing Uncertainty Palettes

Michael Correll



Dominik Moritz



Jeffrey Heer

# Outline

What We Did

Why We Did It

Why We Think It Works

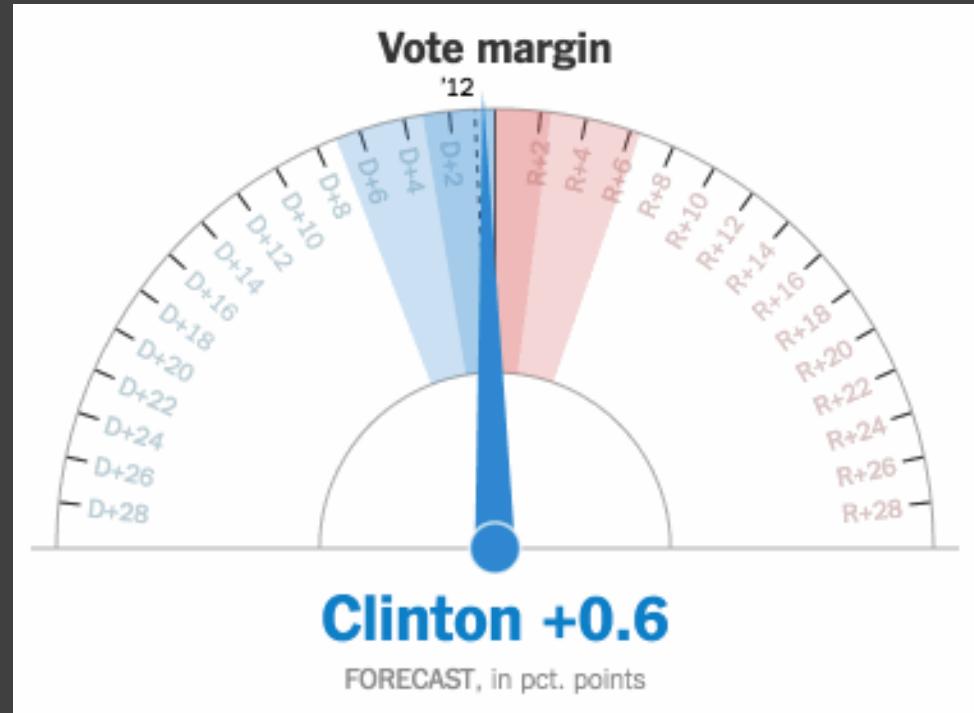
# Outline

What We Did

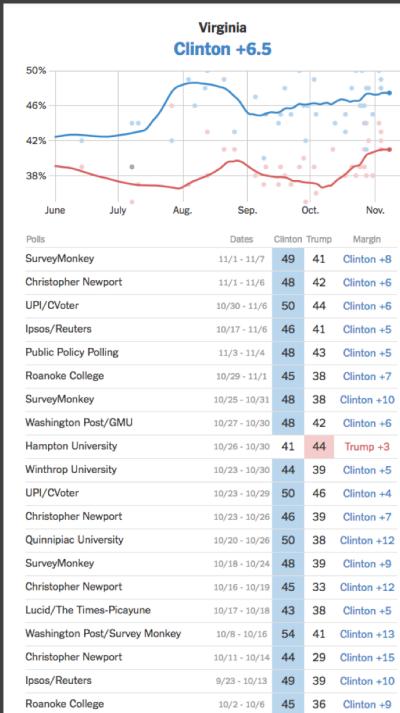
Why We Did It

Why We Think It Works

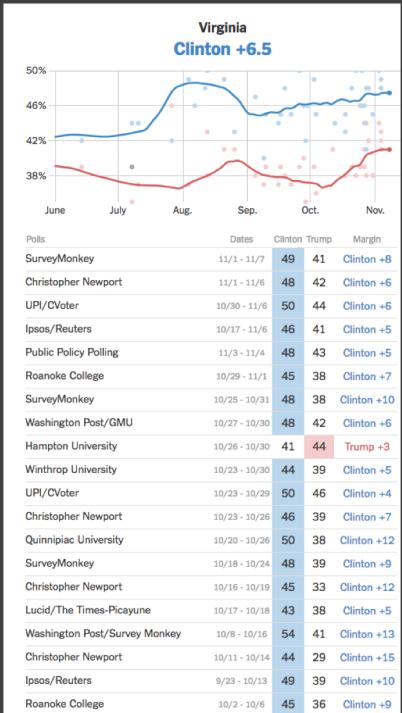
# 2016 Election



# 2016 U.S. Election

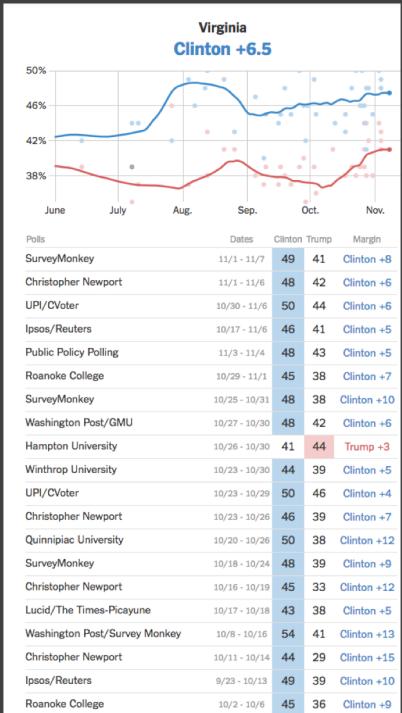


# 2016 U.S. Election



Clinton is only 1.6 margins of error away! ( $p>0.05$ )

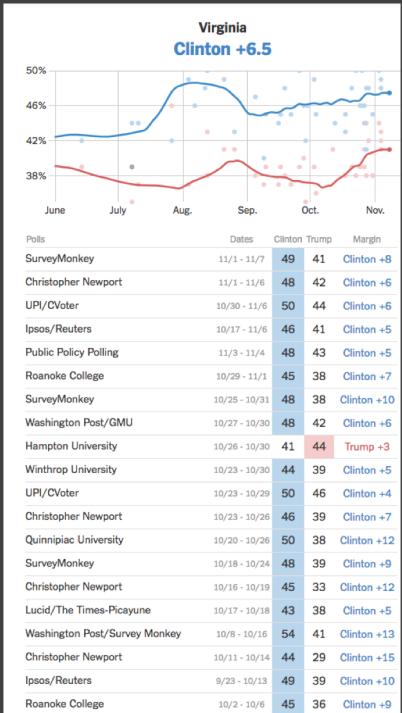
# 2016 U.S. Election



Clinton is only 1.6 margins of error away! ( $p>0.05$ )

How to convey uncertainty?

# 2016 U.S. Election

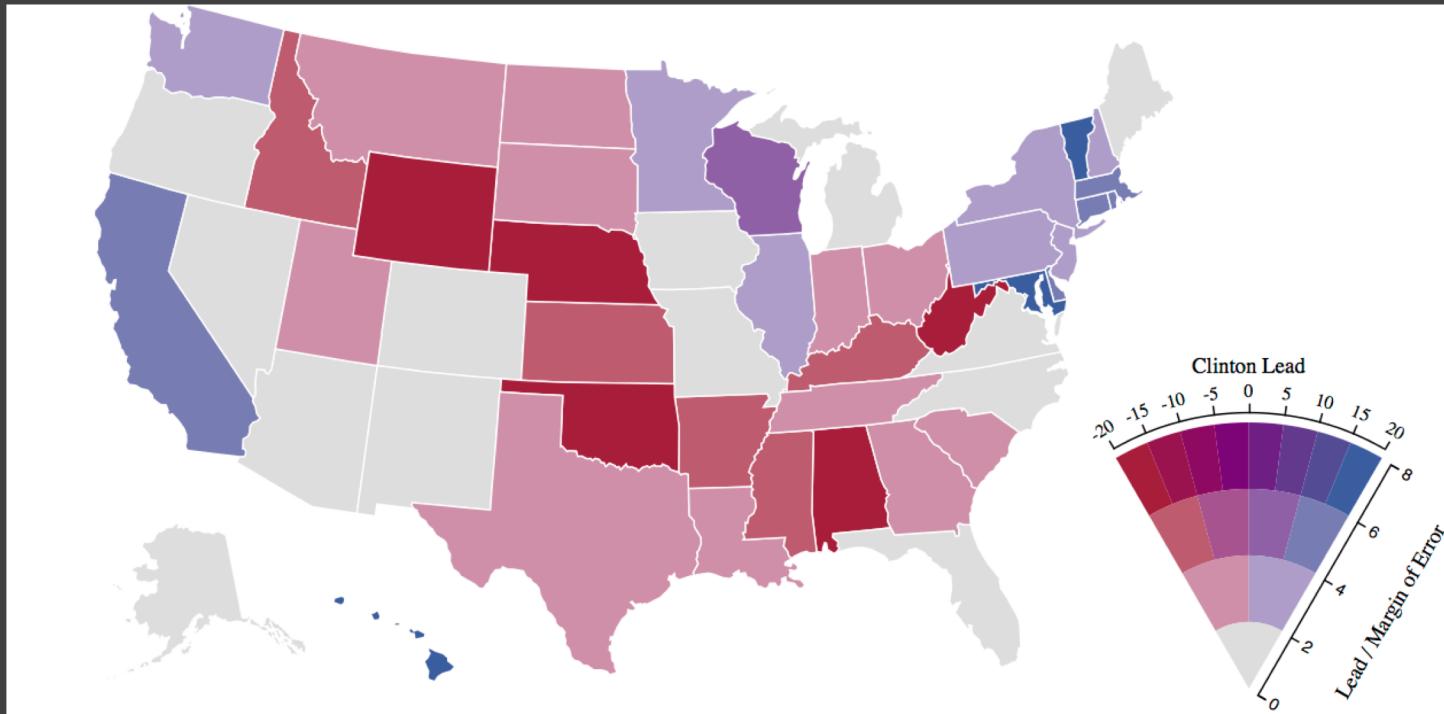


Clinton is only 1.6 margins of error away! ( $p>0.05$ )

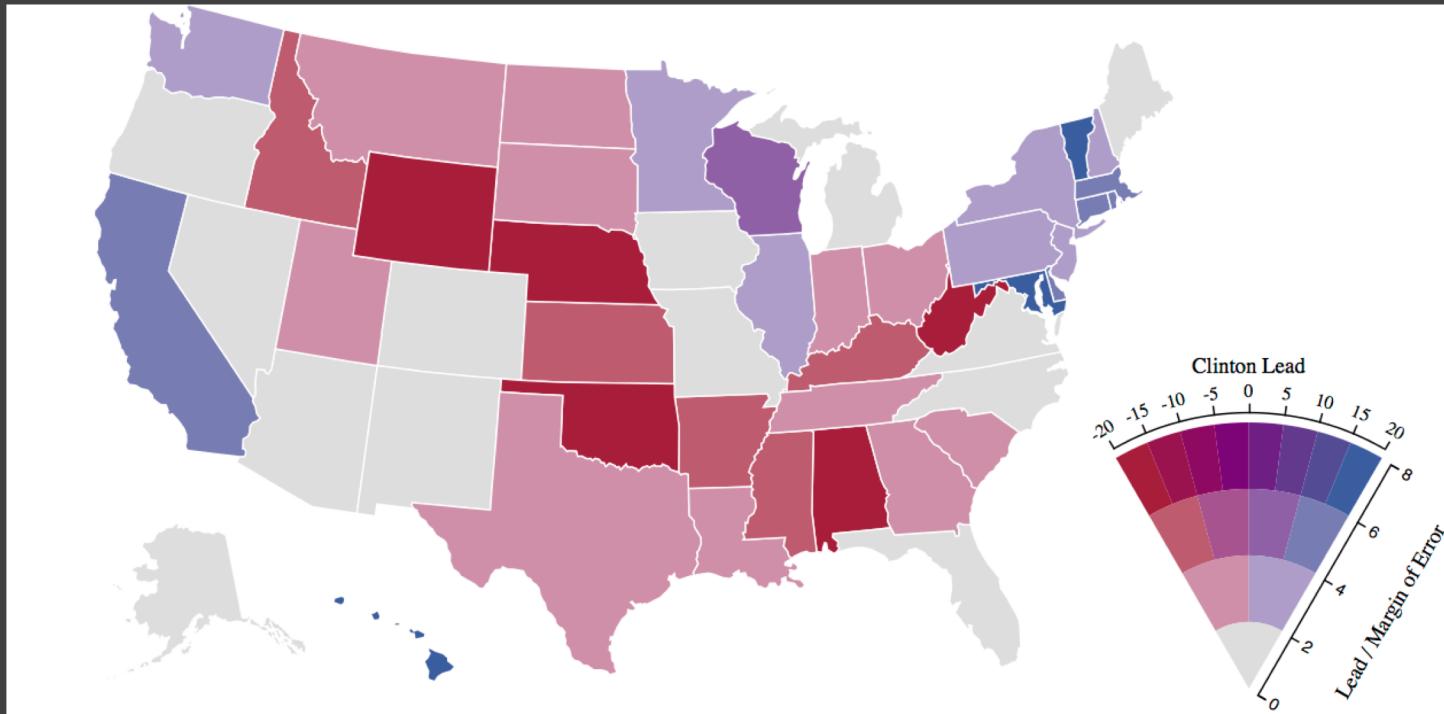
How to convey uncertainty?

How to encourage people from refraining from deciding?

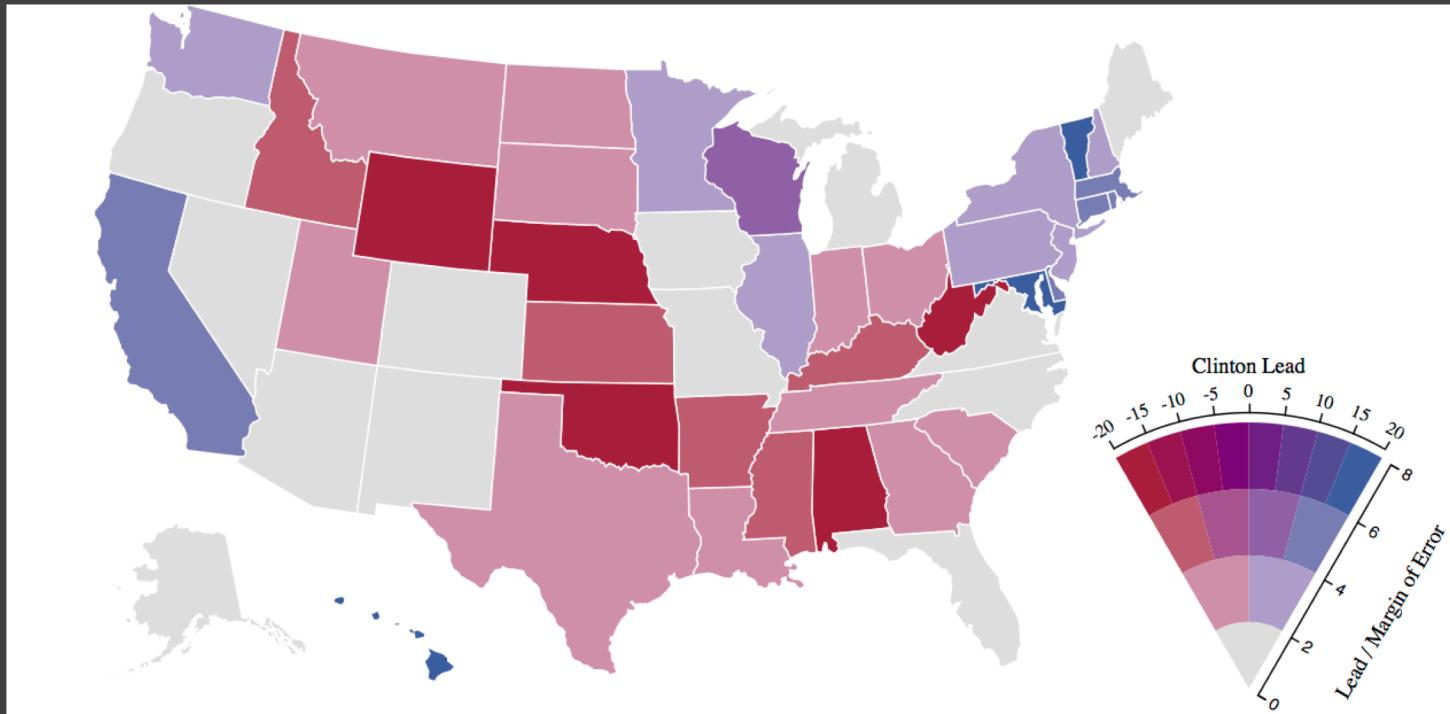
# Value-Suppressing Uncertainty Palette



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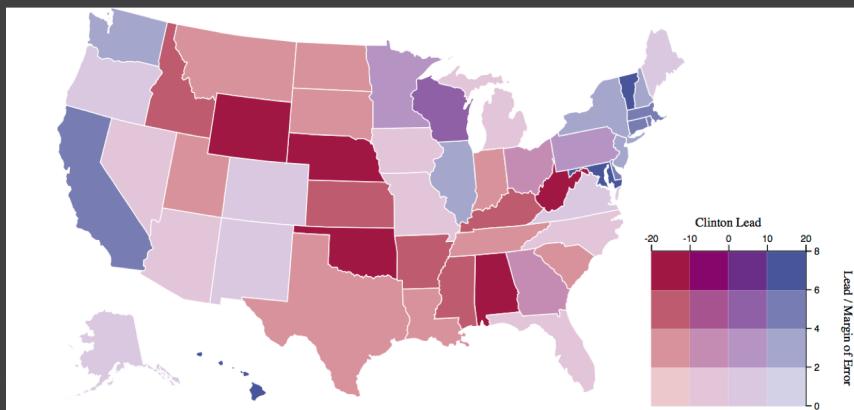


# Value-Suppressing Uncertainty Palette



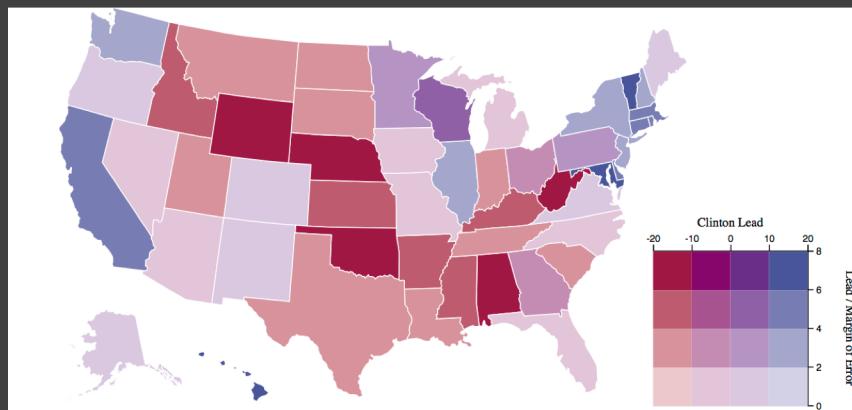
# Value-Suppressing Uncertainty Palettes

## Traditional Bivariate Map

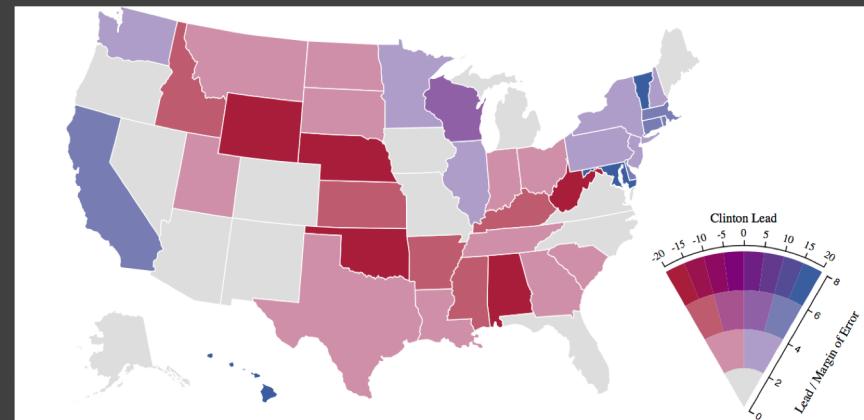


# Value-Suppressing Uncertainty Palettes

Traditional Bivariate Map

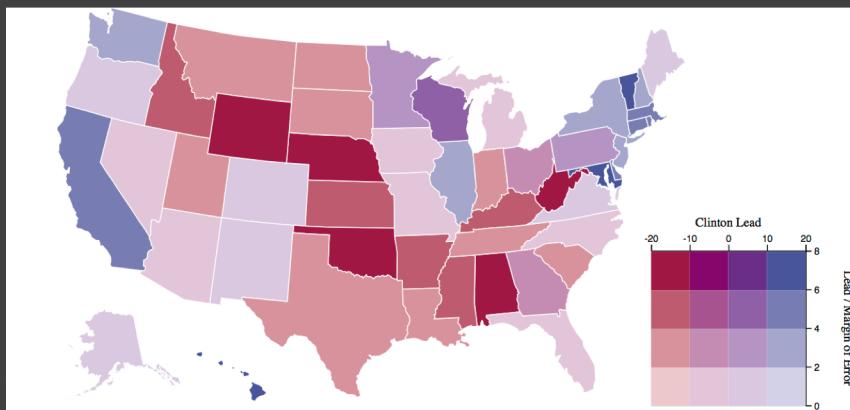


VSUP

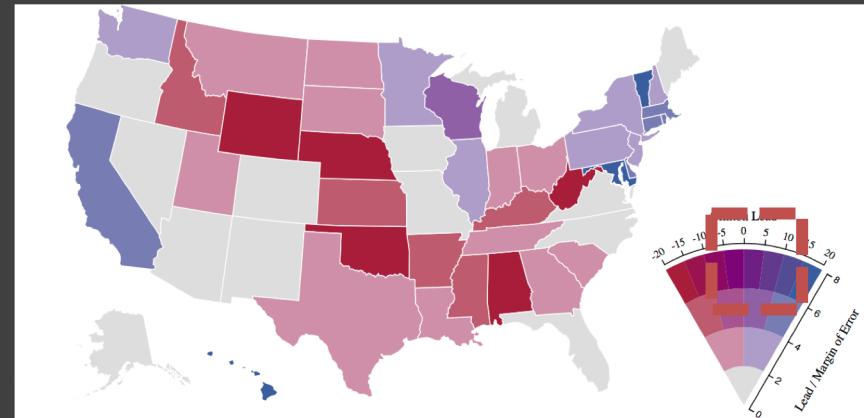


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Traditional Bivariate Map

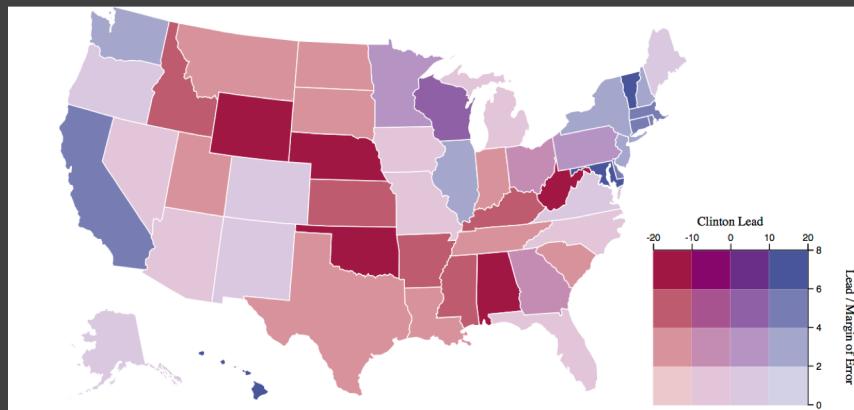


VSUP

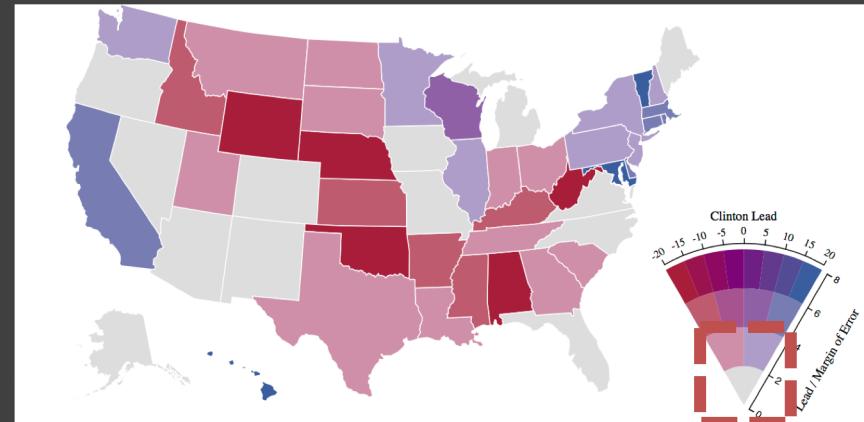


# Value-Suppressing Uncertainty Palettes

Traditional Bivariate Map

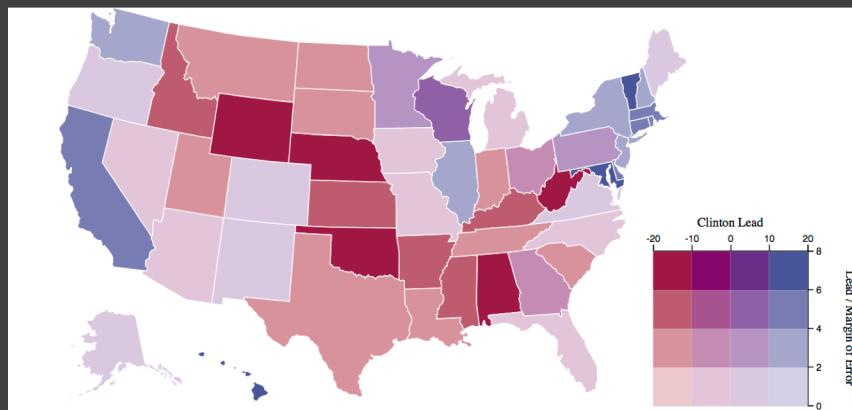


VSUP

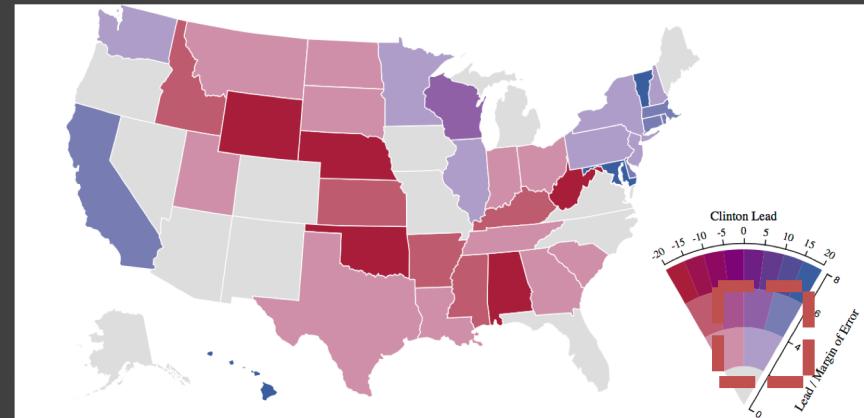


# Value-Suppressing Uncertainty Palettes

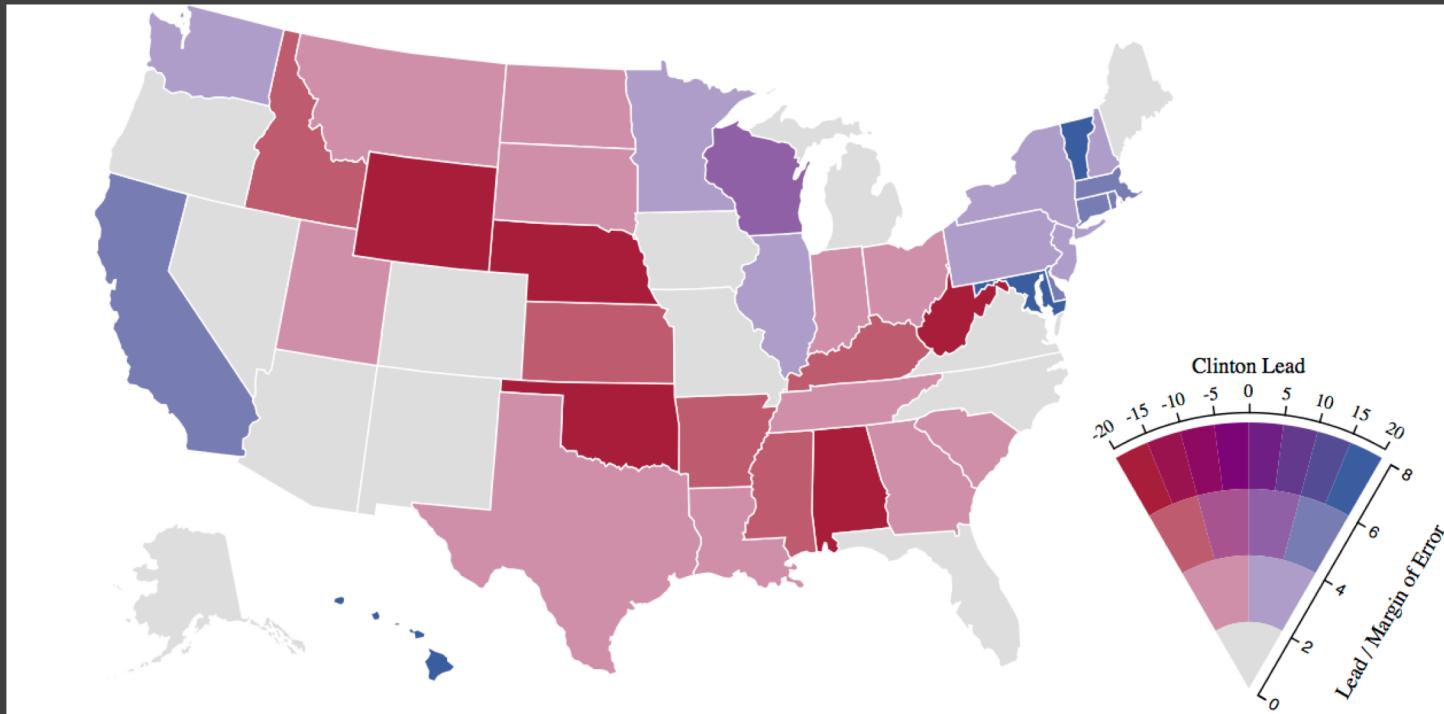
Traditional Bivariate Map



VSUP



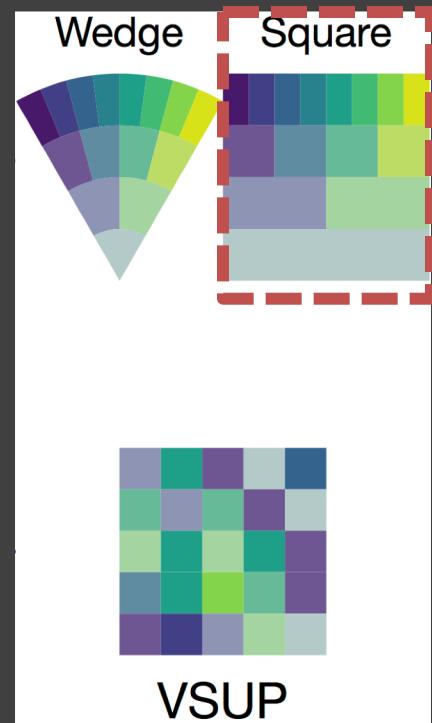
# VSUP



# Tree-Quantization

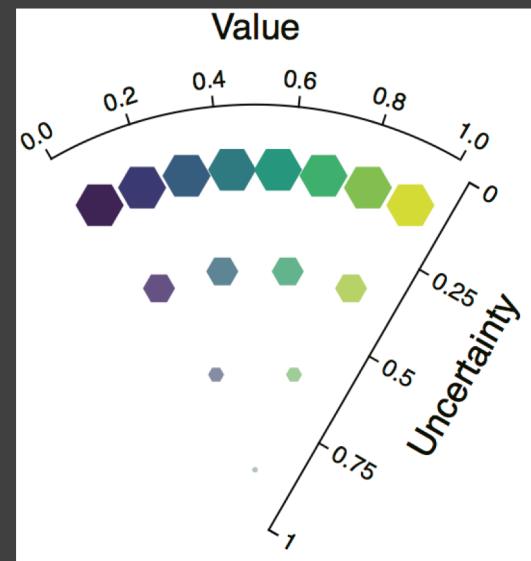
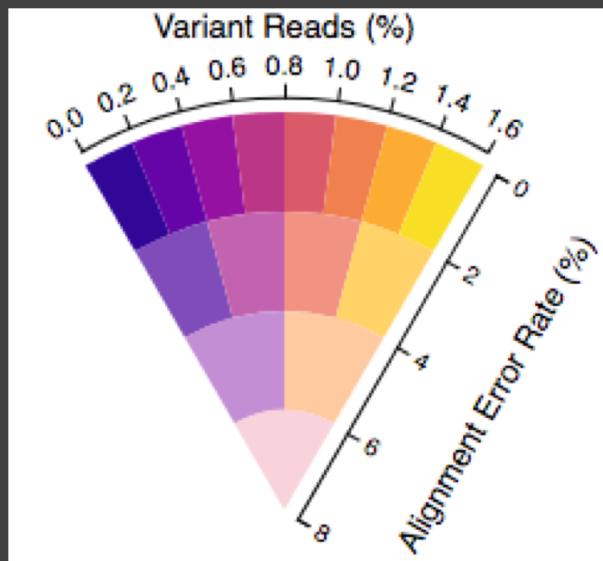
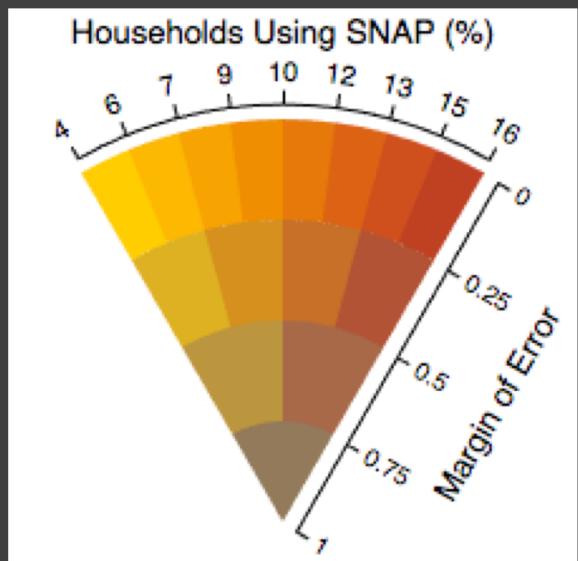


# Tree-Quantization



# Tree-Quantization





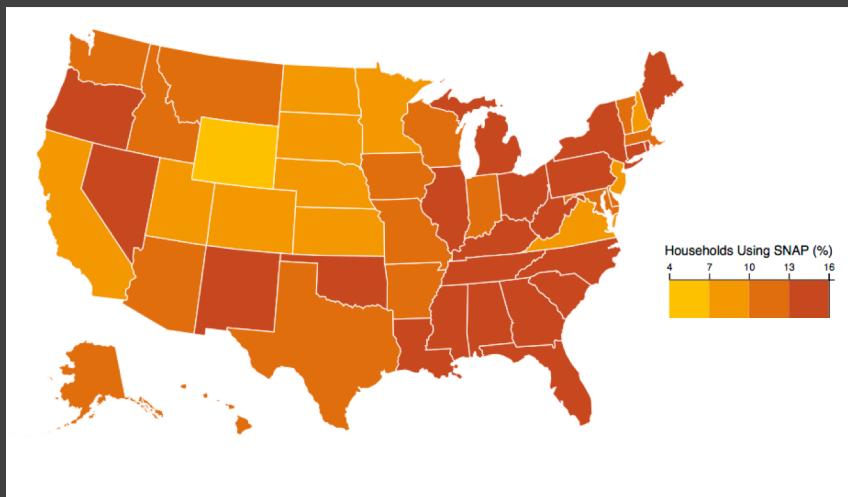
# Outline

What We Did

Why We Did It

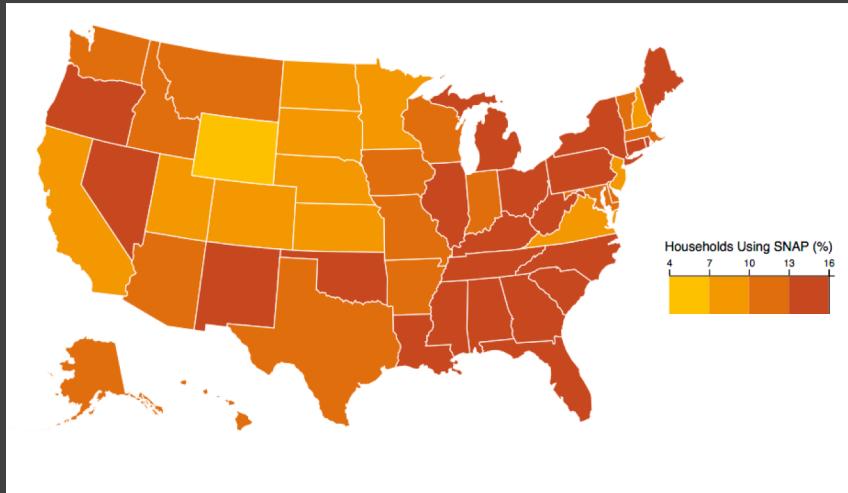
Why We Think It Works

# Uncertainty In Maps



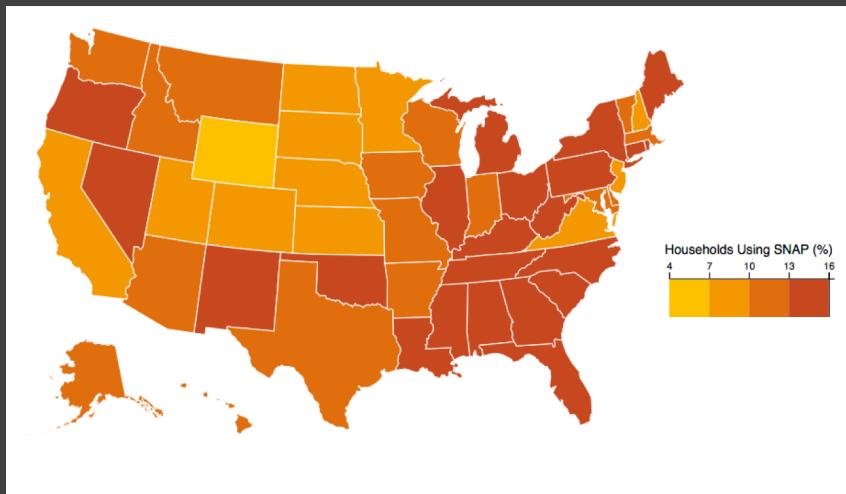
# Uncertainty In Maps

## Data Map

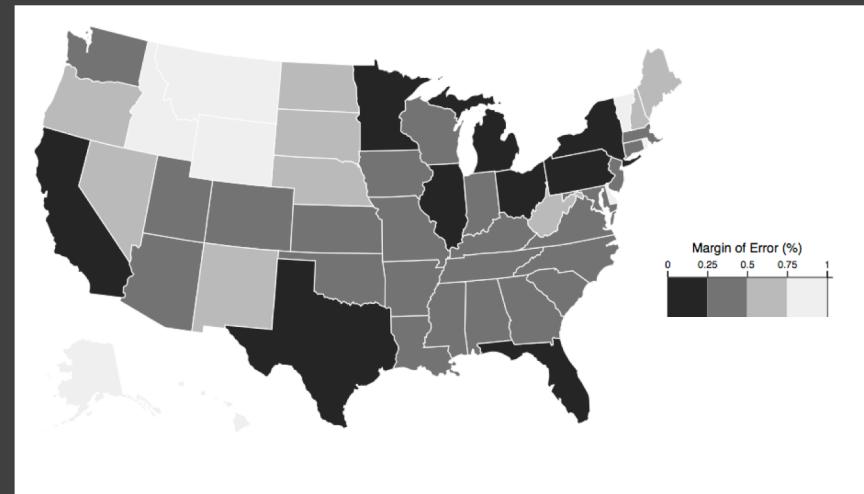


# Uncertainty In Maps

Data Map



Uncertainty Map

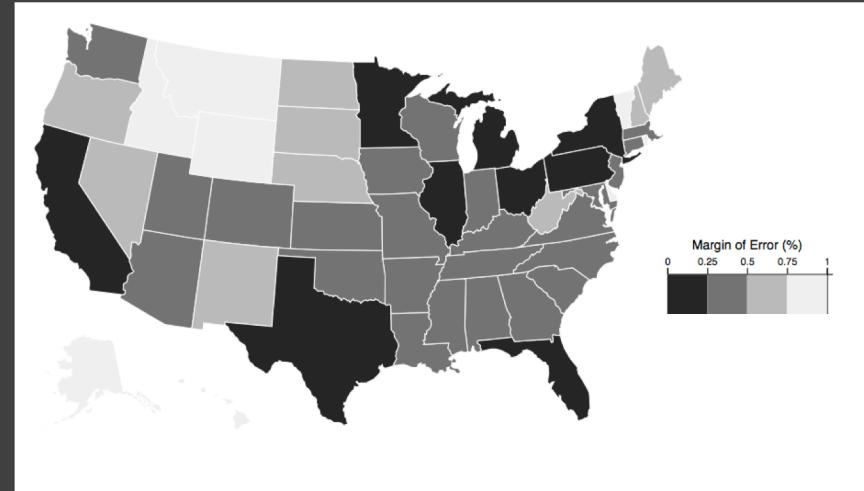


# Uncertainty In Maps

Data Map



Uncertainty Map



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Uncertainty Map



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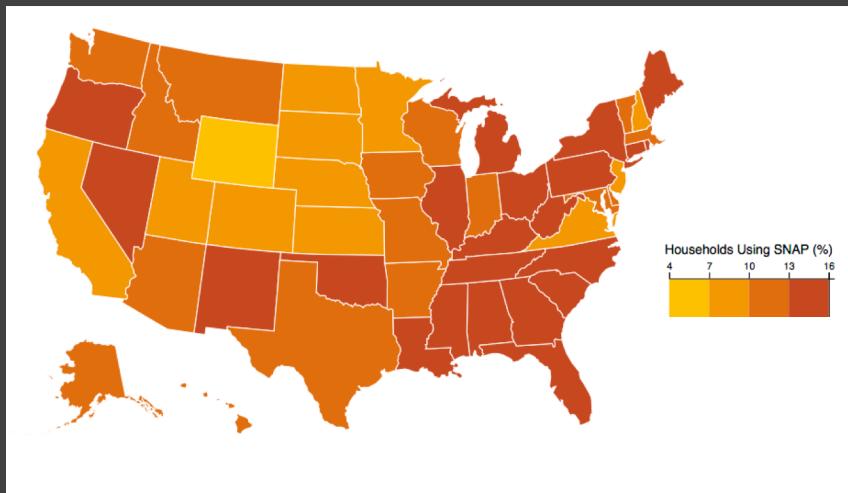


Uncertainty Map

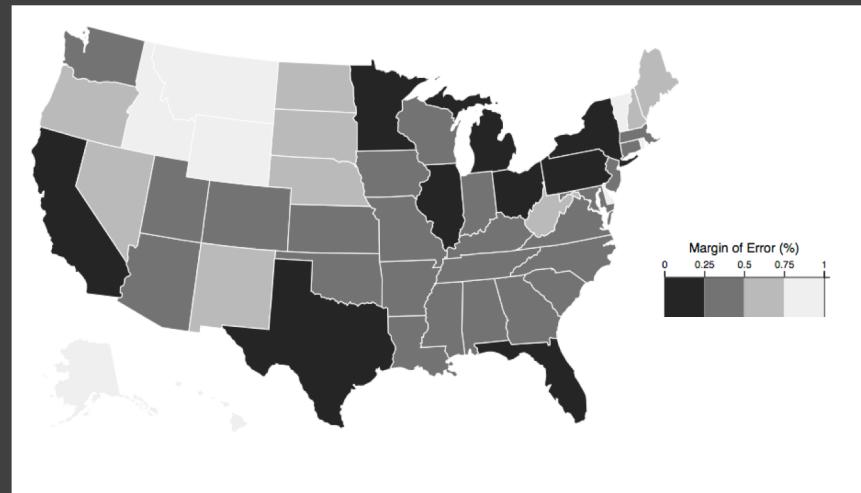


# Juxtaposition

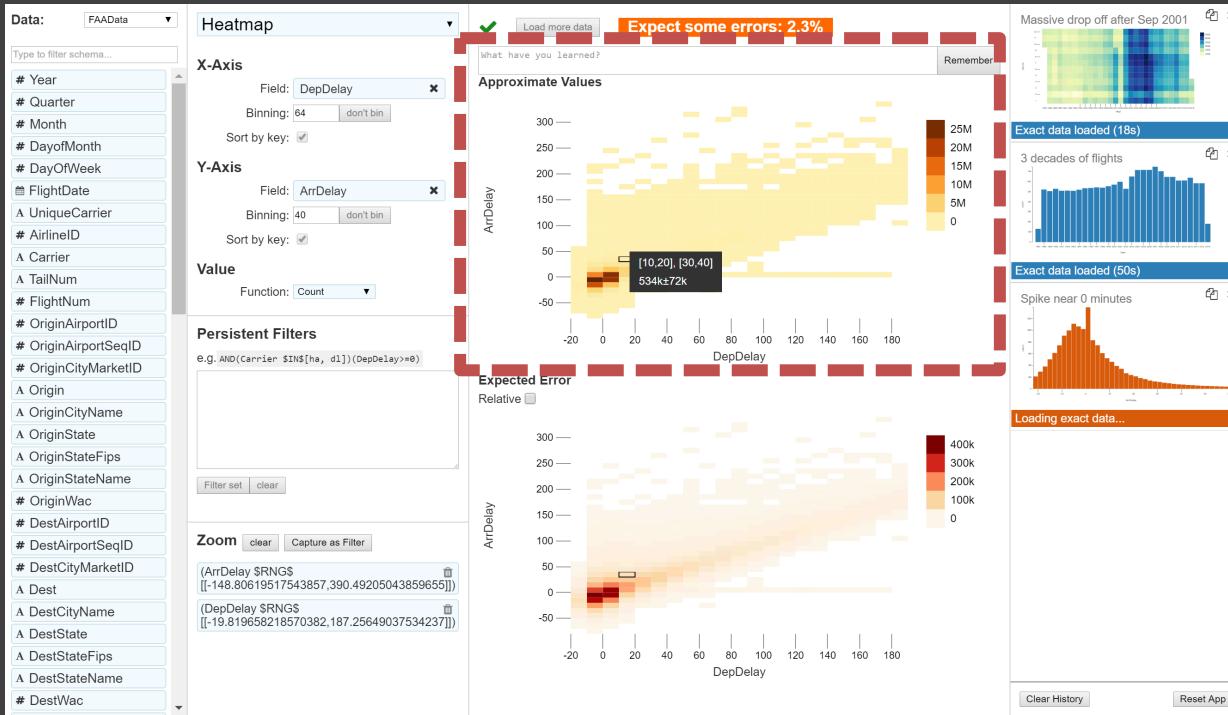
Data Map



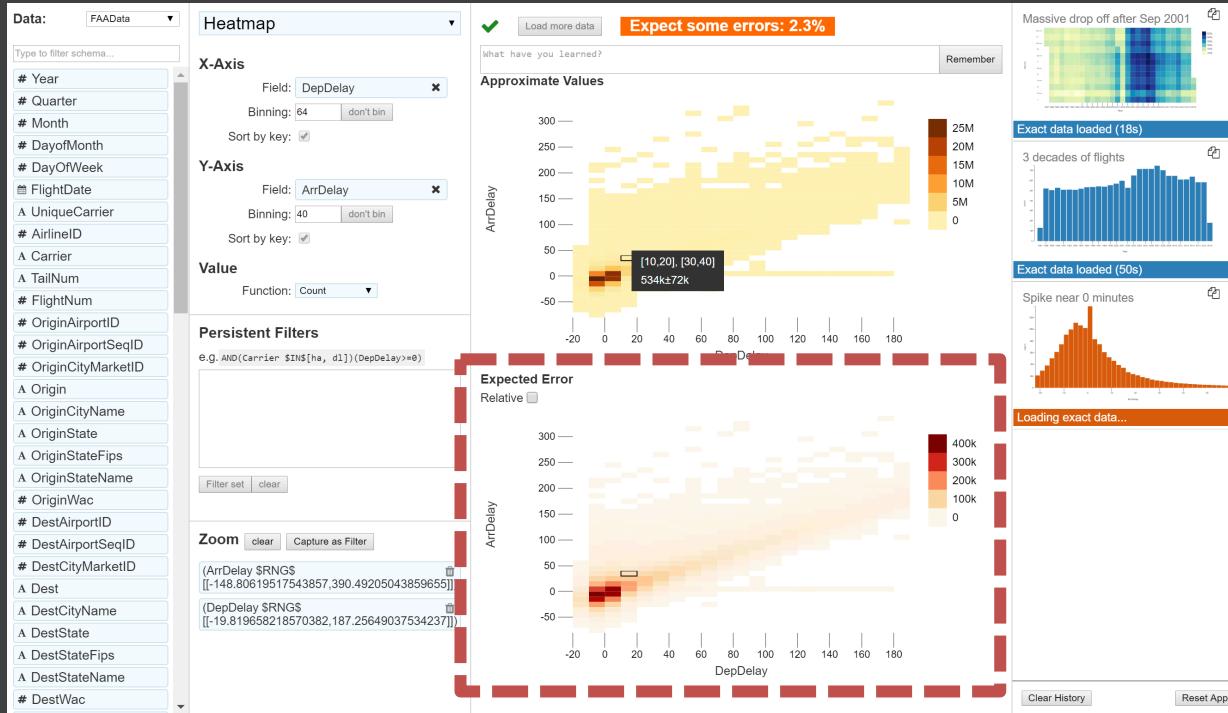
Uncertainty Map



# Data Map

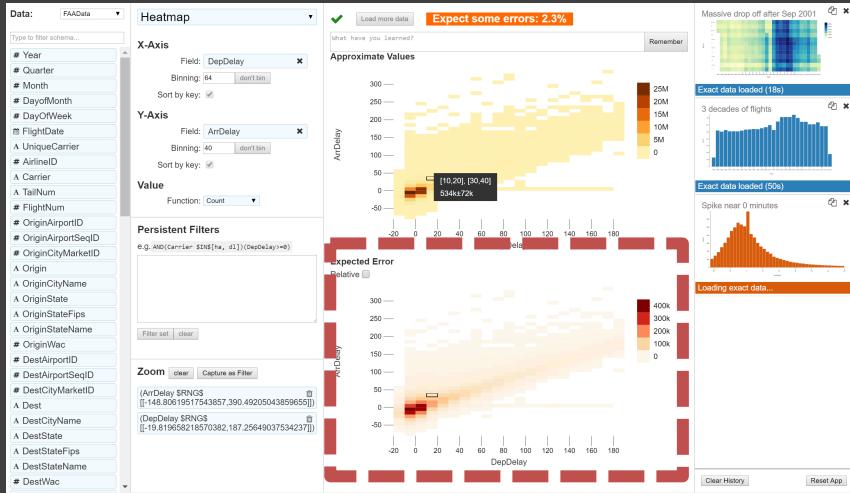


# Juxtaposed Uncertainty



# Why This Is Bad

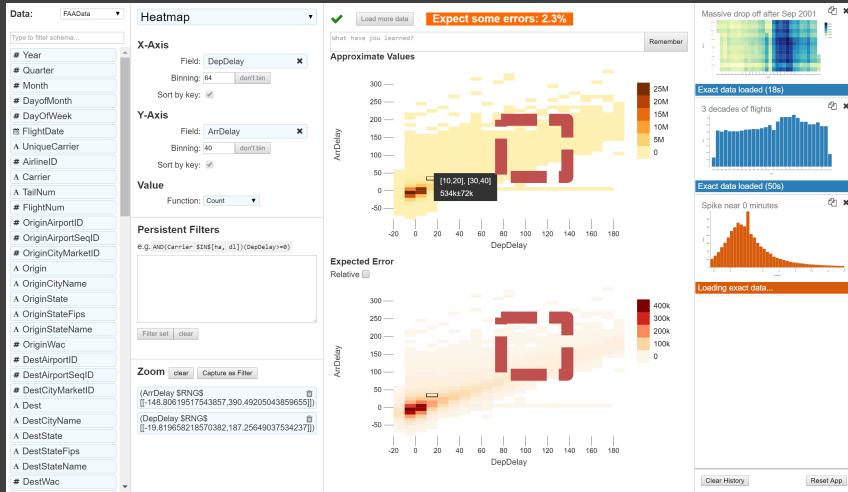
## 2x Space Requirements



# Why This Is Bad

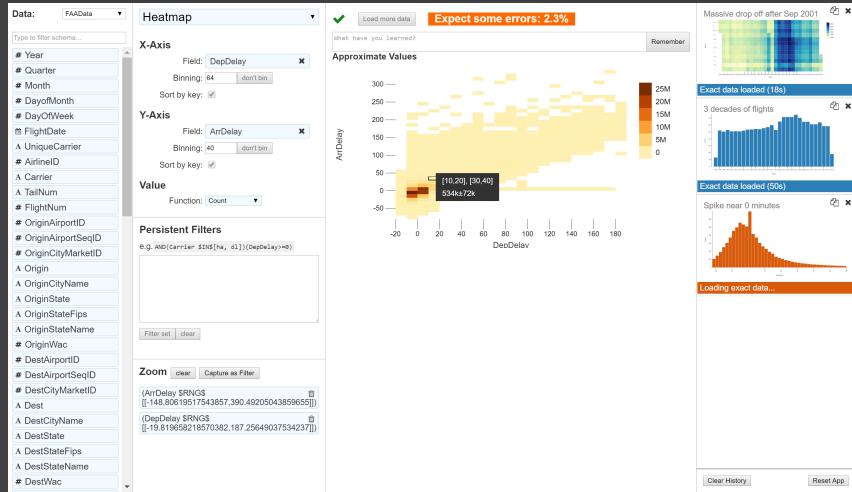
2x Space Requirements

Requires Searching



# Why This Is Bad

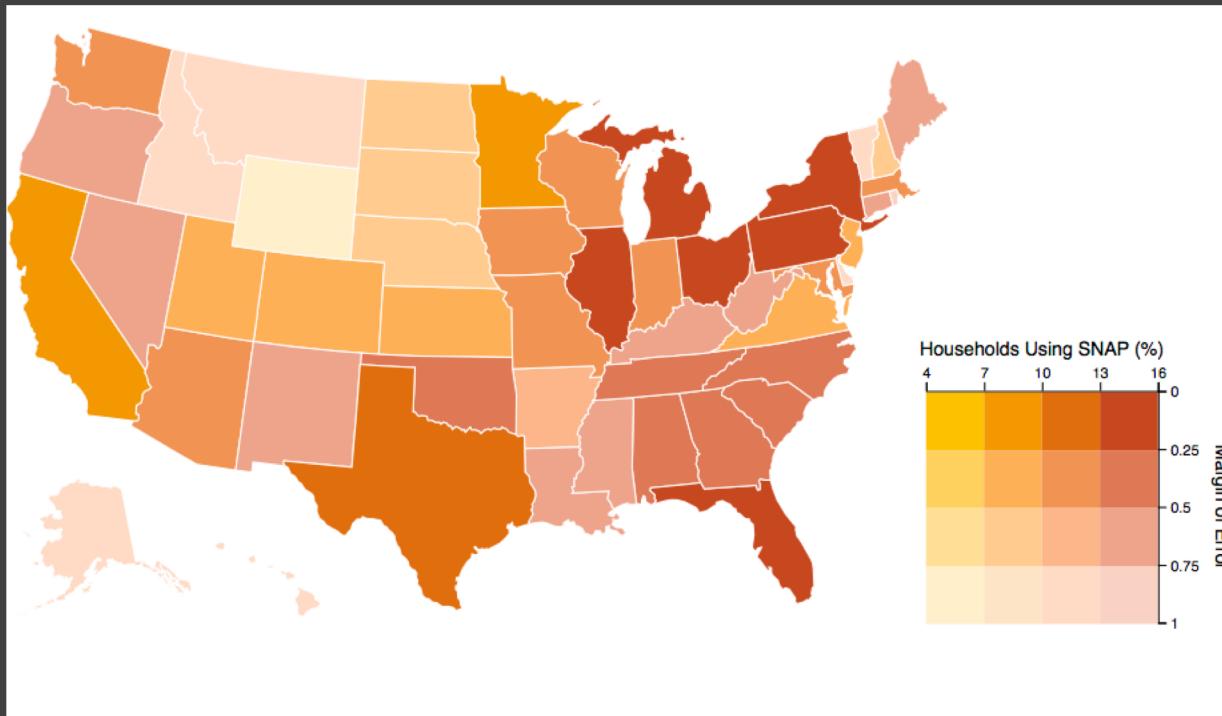
2x Space Requirements



Requires Searching

Ignorable

# Superposition



# Bivariate Map

1928

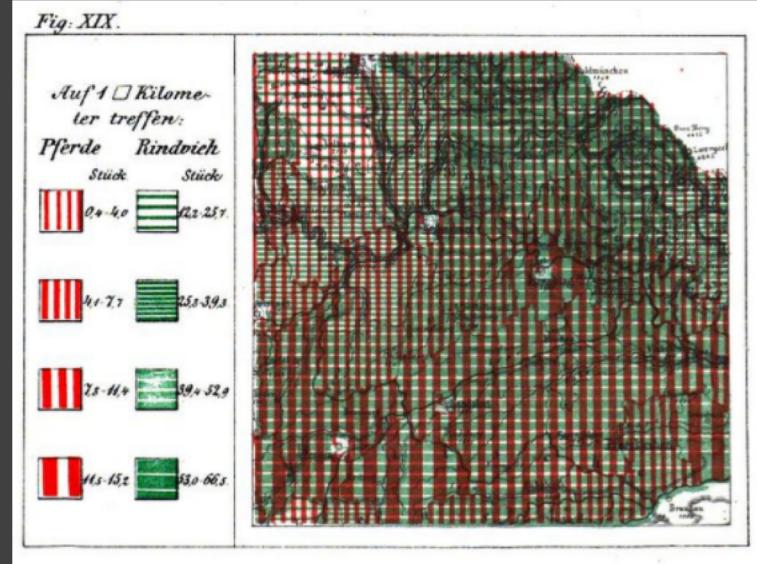


# Bivariate Map

1928

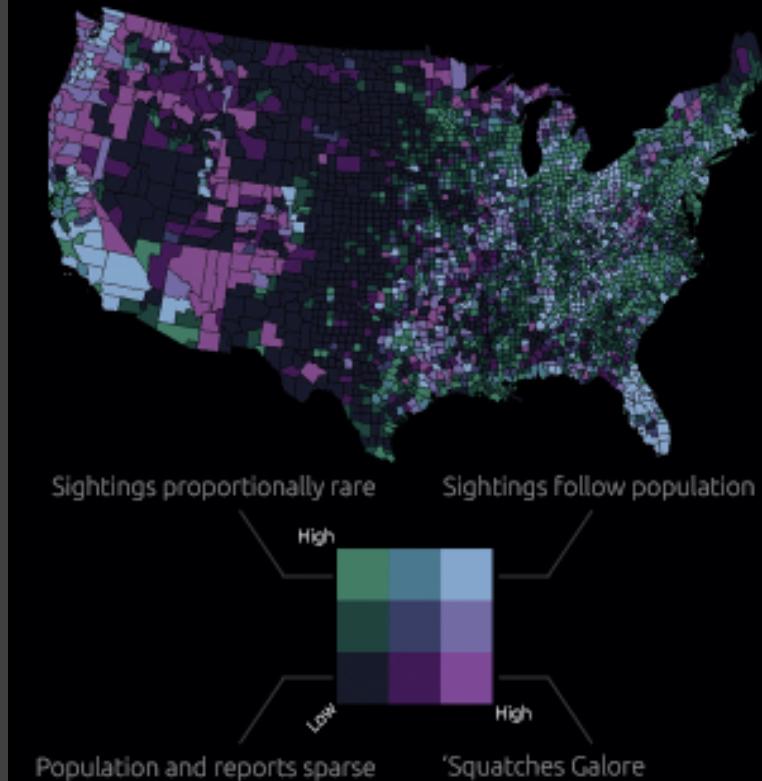


1874

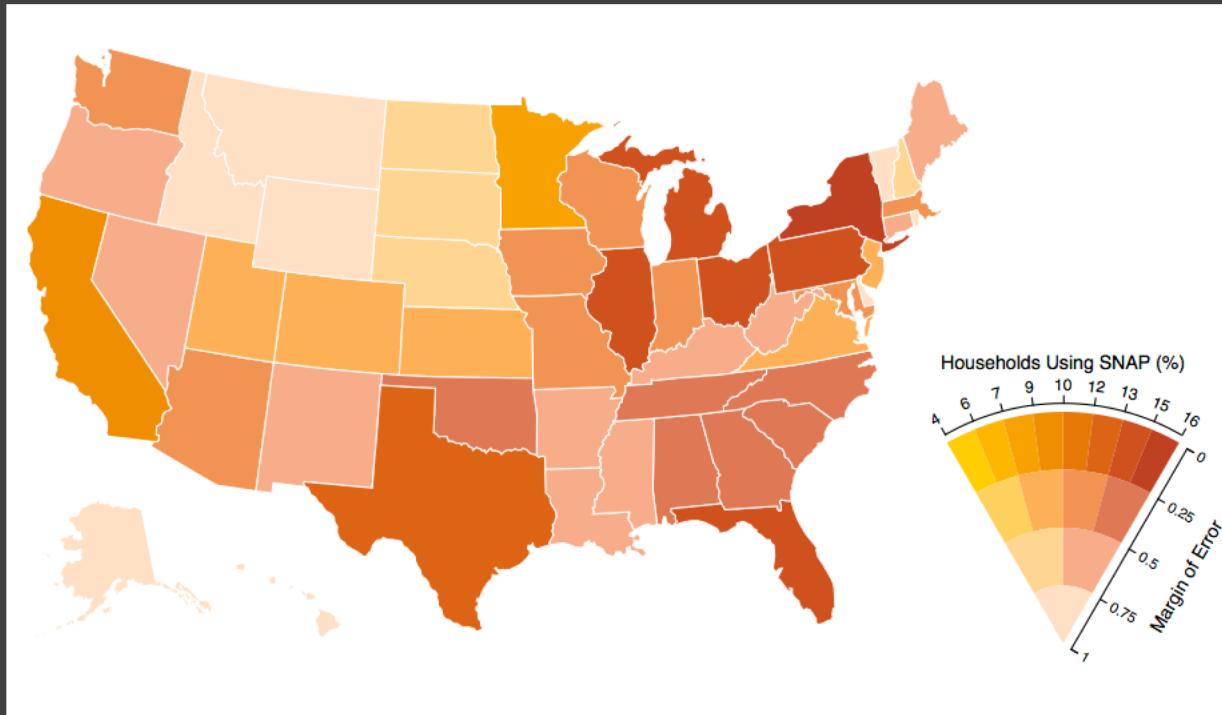


## **Bigfoot or Big Population Effect?**

Are reported sasquatch sightings simply following population trends? This map shows the relationship between **reported sightings** and **population density** within each US county.



# VSUP



# VSUP

VSUPs are a *bivariate* mapping of data and uncertainty that allow *fine-grain comparisons* when data are more certain, and *coarser comparisons* when data are less certain.

# Outline

What We Did

Why We Did It

Why We Think It Works

# Will This Work?



# Will This Work?



A vintage photograph of a meal on a white plate. The plate contains four square waffles with a diamond pattern, a scoop of pinkish tuna, sliced stuffed olives, and a small garnish of green parsley. Below the plate is a can of Campbell's Condensed Cream of Mushroom Soup.

**TUNA 'N WAFFLES**

Blend 1 can Campbell's Cream of Mushroom Soup with  $\frac{1}{2}$  cup milk, 1 cup drained, flaked tuna (7-oz. can) and  $\frac{1}{4}$  cup sliced stuffed olives. Heat thoroughly. Pour over 4 crisp waffles. Presto, a quick'n easy dinner for 4.

[www.midcenturymenu.com](http://www.midcenturymenu.com)

# Bivariate Maps Are Hard!

"[R]eading Two-Variable Color Maps at the elementary, intermediate, or superior level is at the very least difficult, and may be impossible."

-Wainer & Francolini, 1980

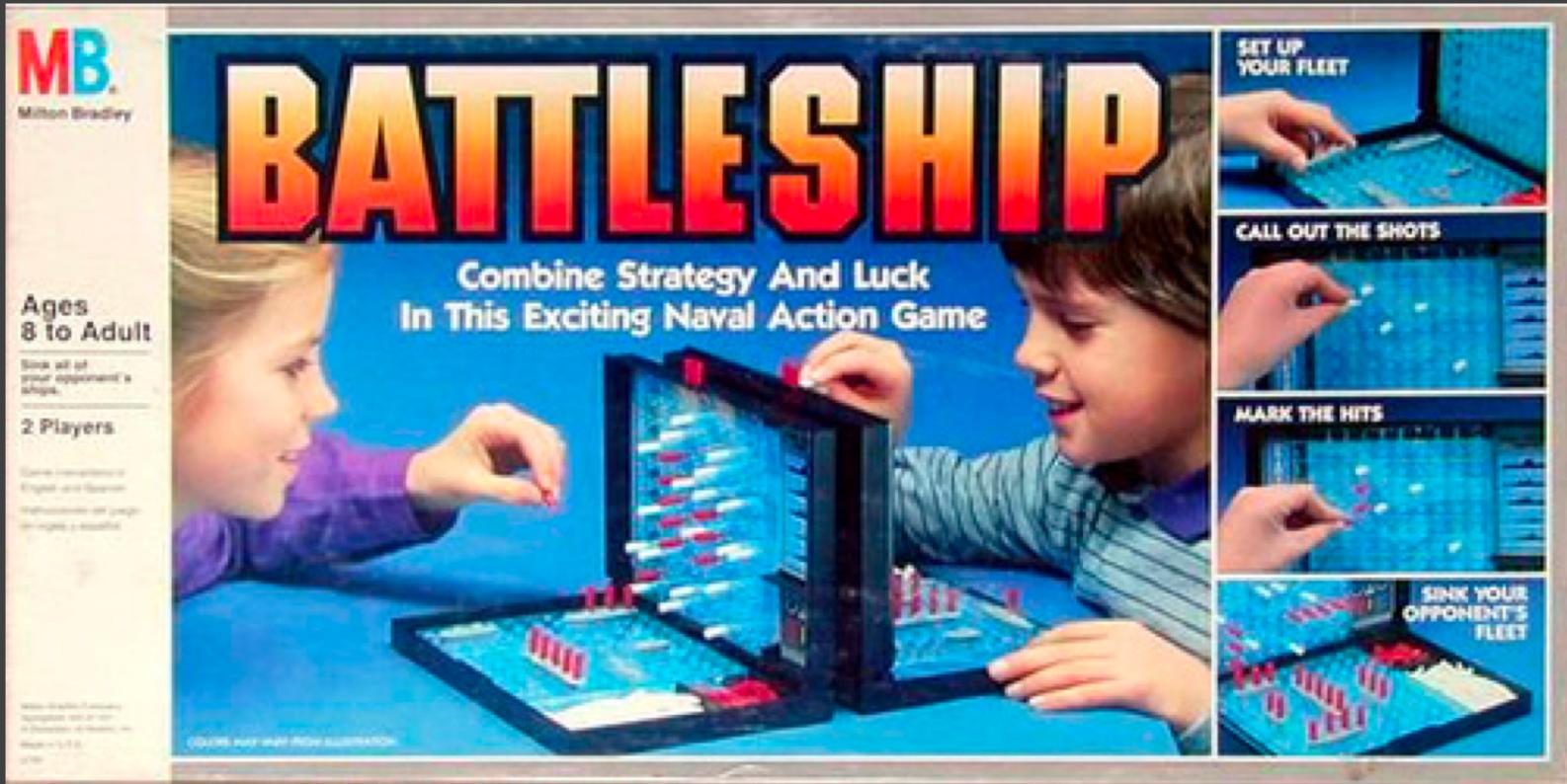
# Discrete Color Maps Are Inaccurate!

"[W]ith possible rare exceptions,  
continuous color scales represent the data  
more effectively than binned color scales,  
so we should stick with them."

-Few, 2017

# Evaluating VSUPs

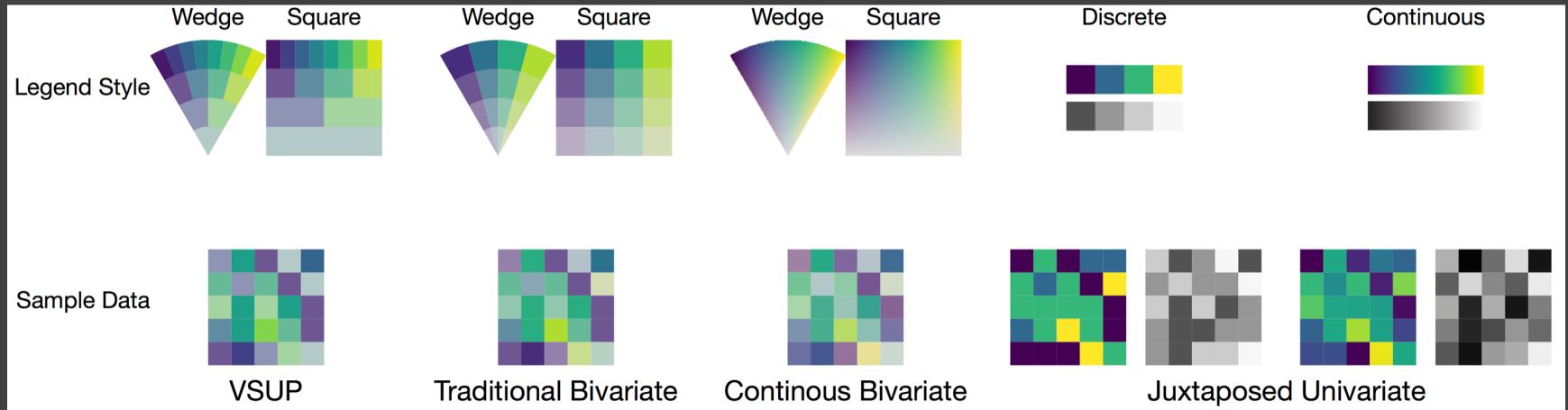
# Evaluating VSUPs



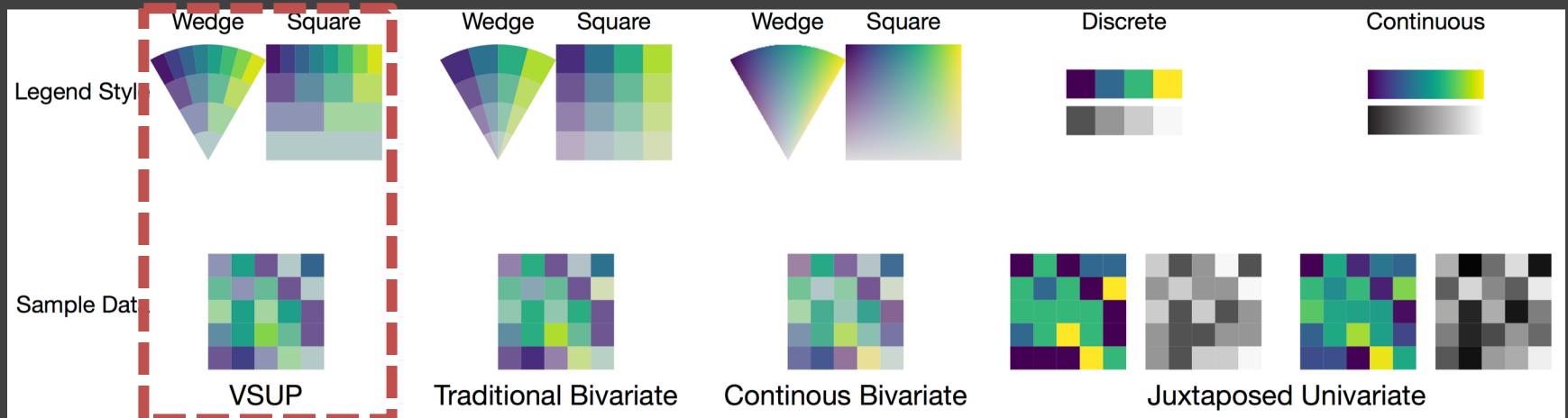
# Evaluating VSUPs



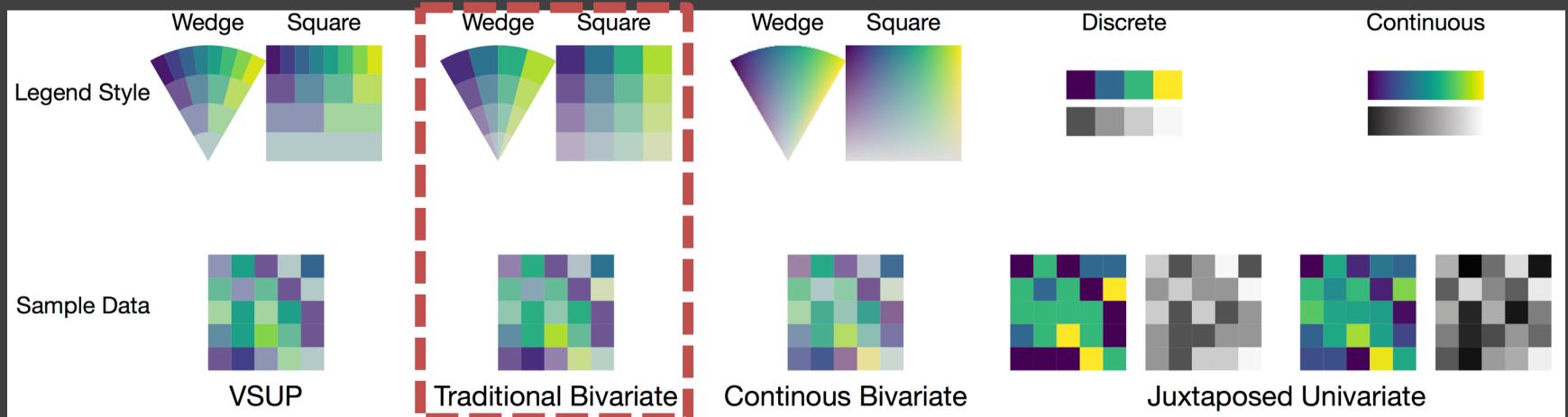
# Alternative Designs



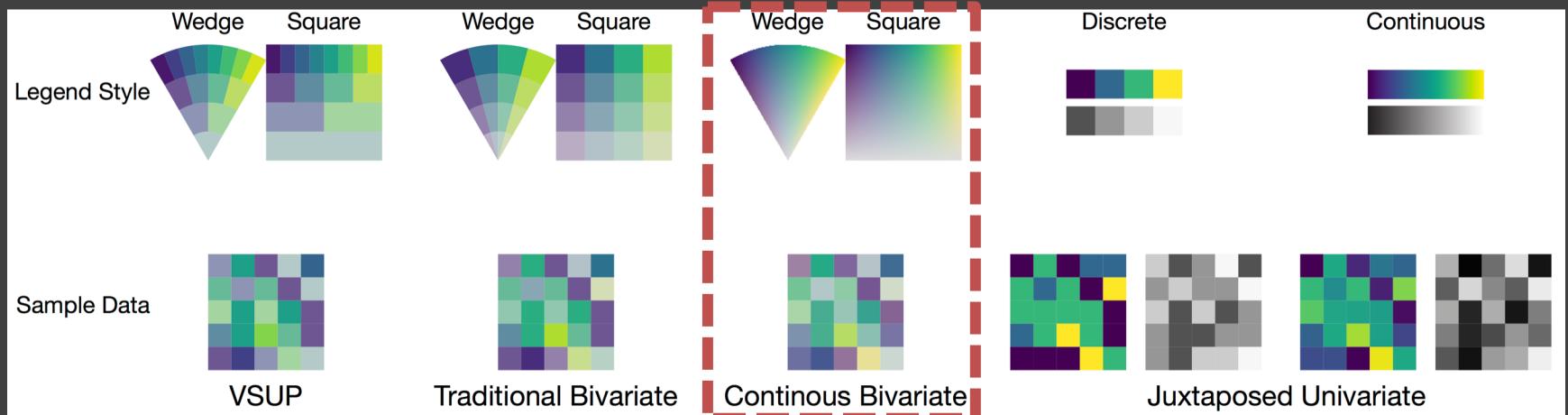
# Alternative Designs



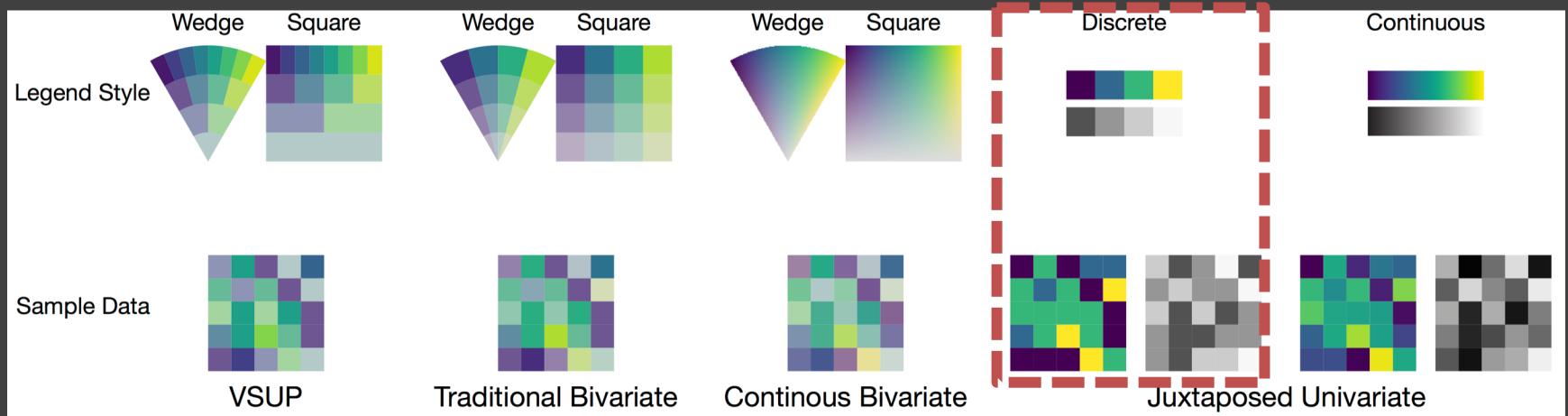
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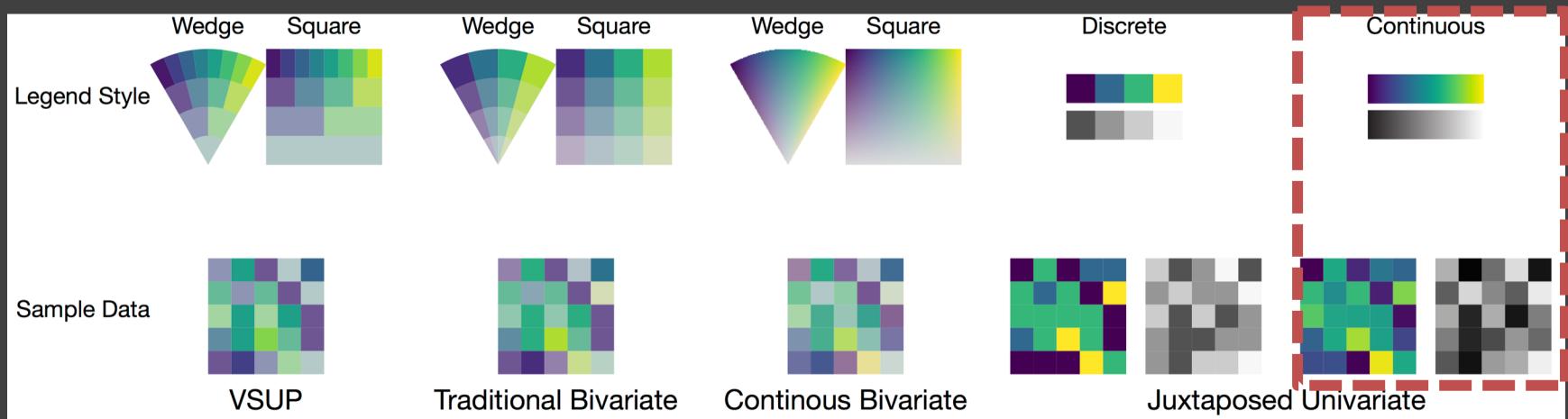
# Alternative Designs



# Alternative Designs



# Alternative Designs



# Methods

2 MTurk Experiments:

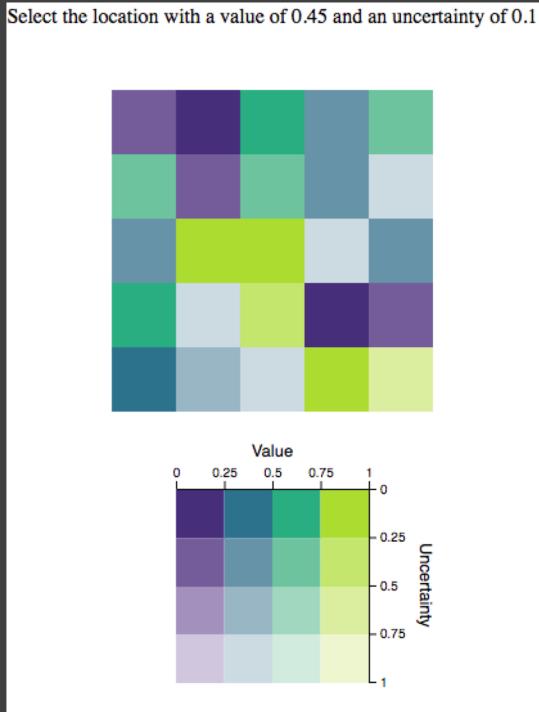
Identification Task

Prediction Task

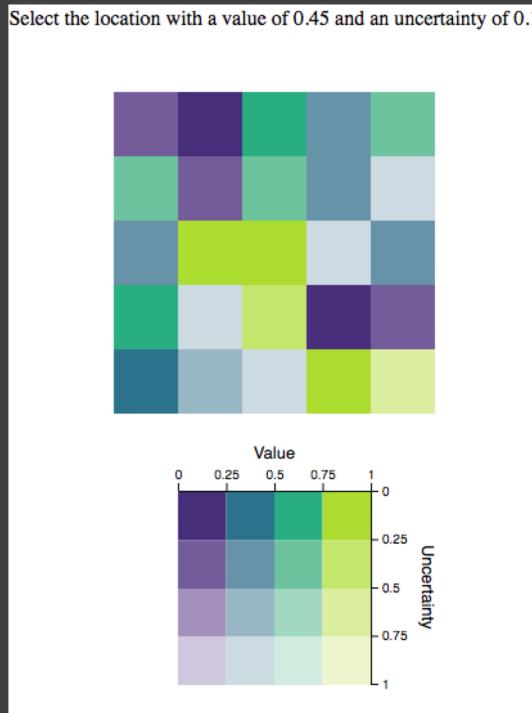
48 Participants (w/o CVD)

2112 Trials

# Identification Task

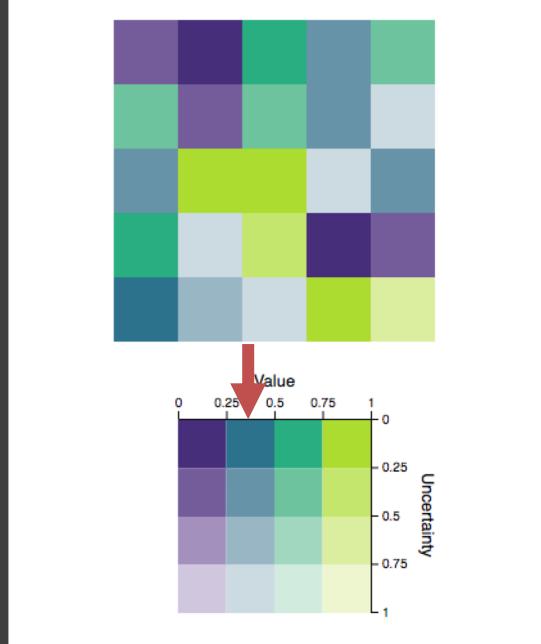


# Value of 0.45, Uncertainty of 0.1



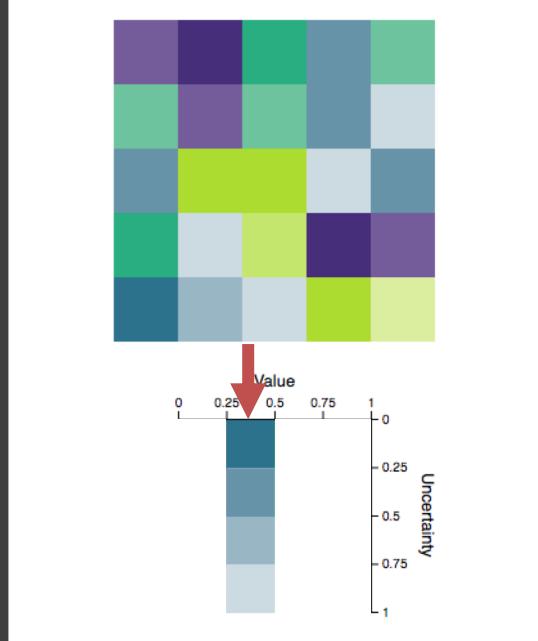
# Value of 0.45

Select the location with a value of 0.45 and an uncertainty of 0.1



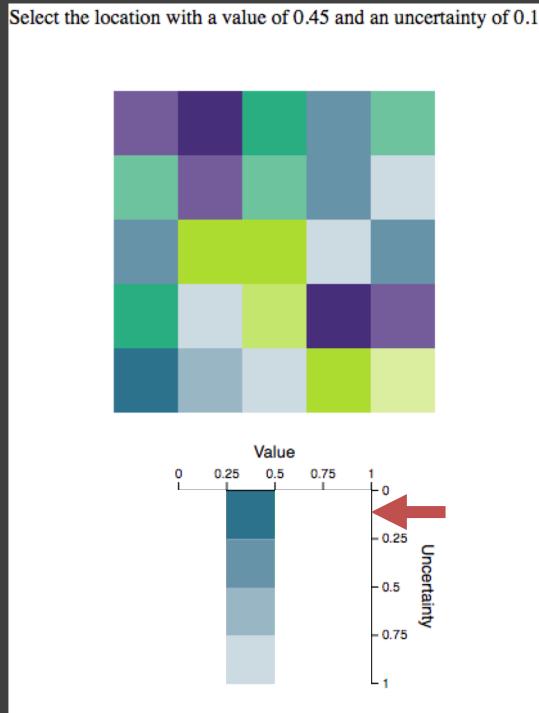
# Value of 0.45

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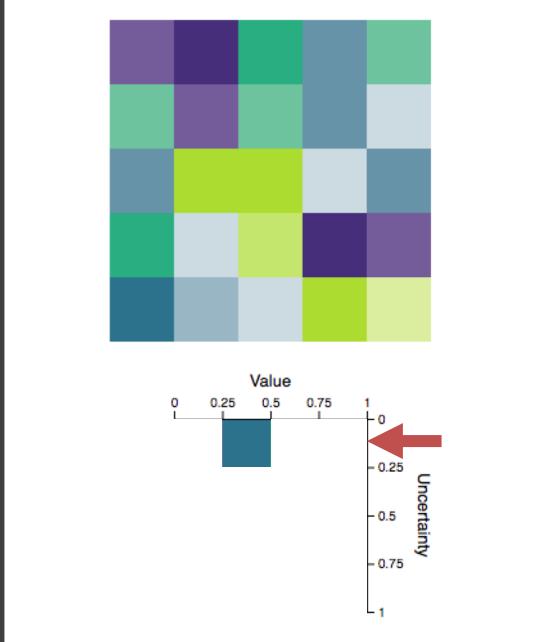
# Uncertainty of 0.1

Select the location with a value of 0.45 and an uncertainty of 0.1



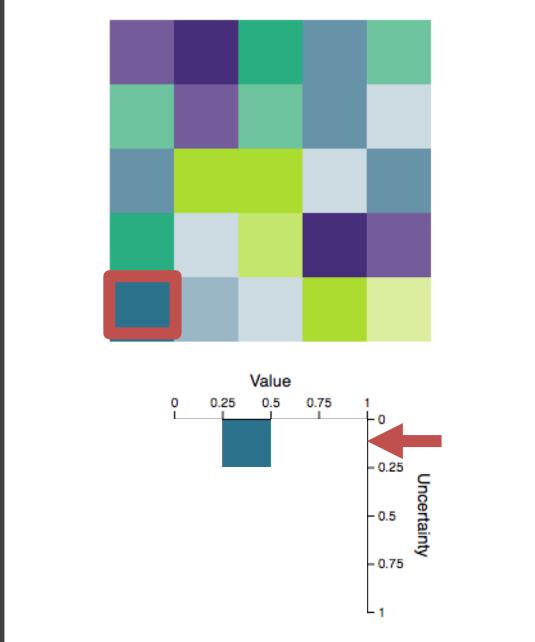
# Uncertainty of 0.1

Select the location with a value of 0.45 and an uncertainty of 0.1

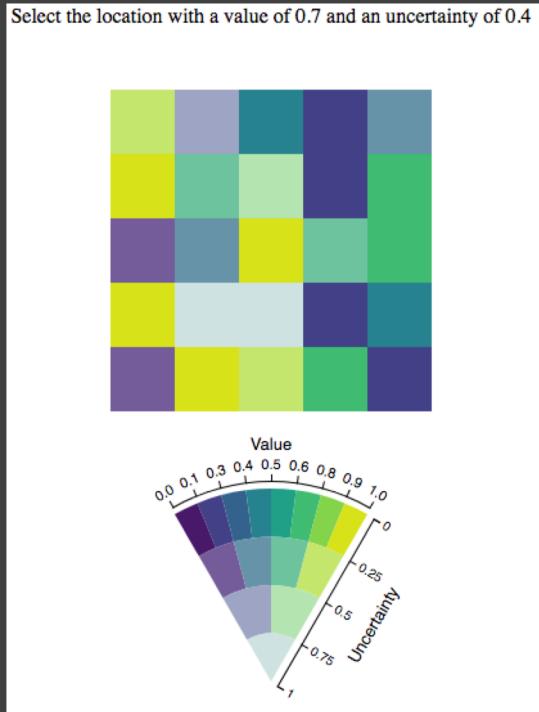


# Uncertainty of 0.1

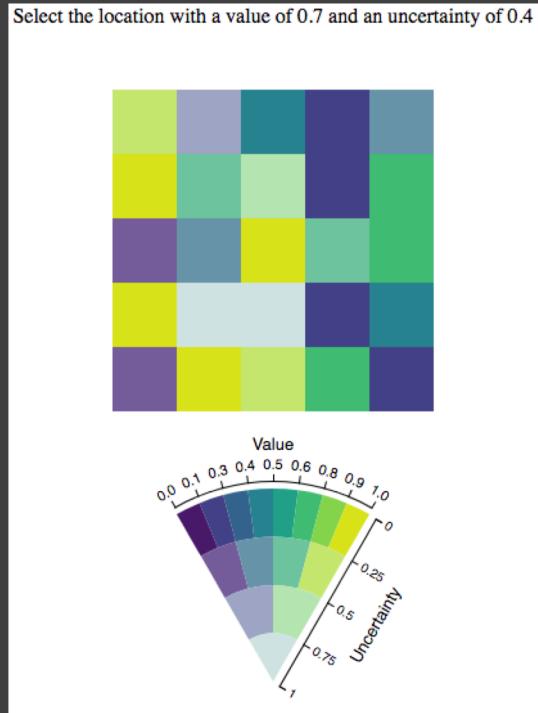
Select the location with a value of 0.45 and an uncertainty of 0.1



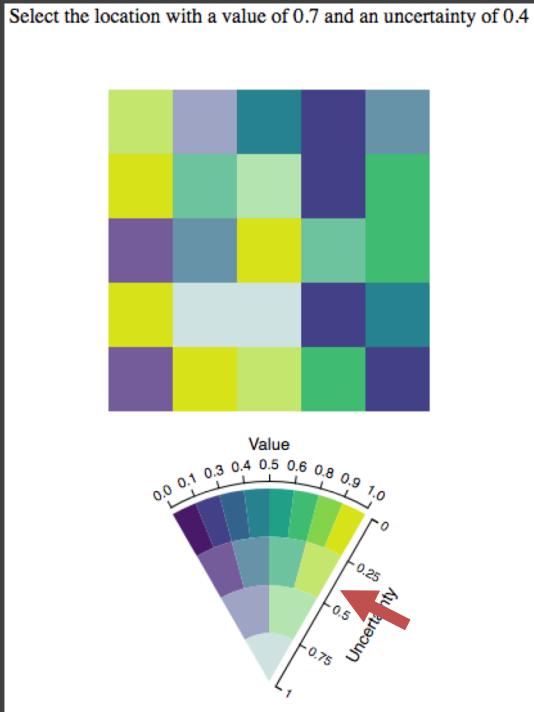
# Identification Task



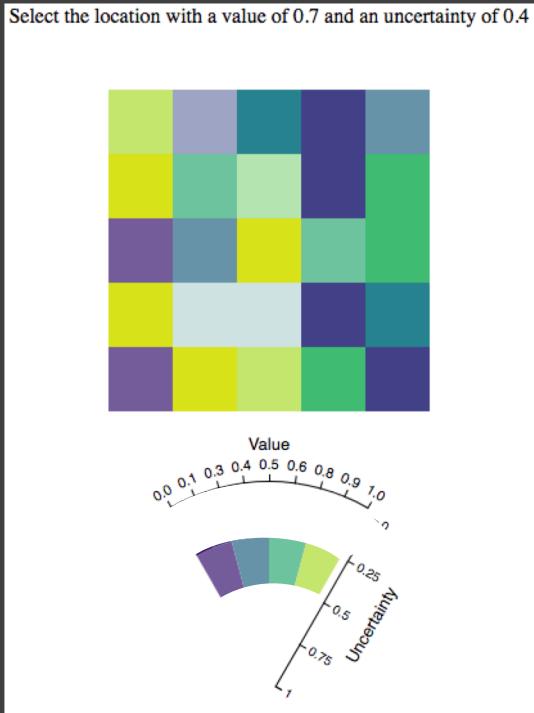
# Value of 0.7, Uncertainty of 0.4



# Uncertainty of 0.4

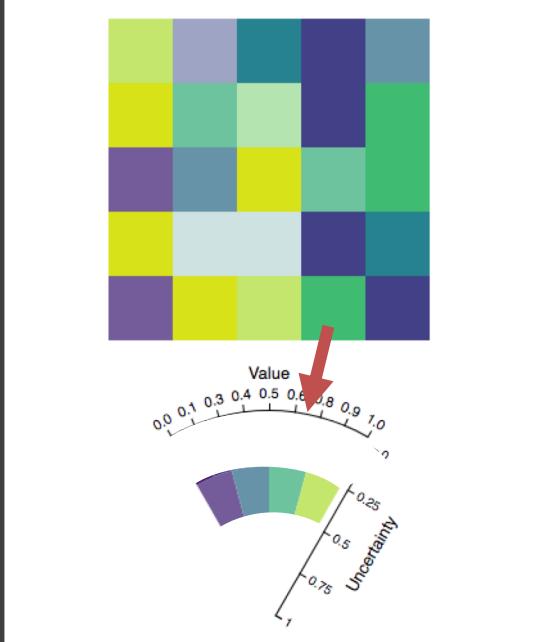


# Uncertainty of 0.4



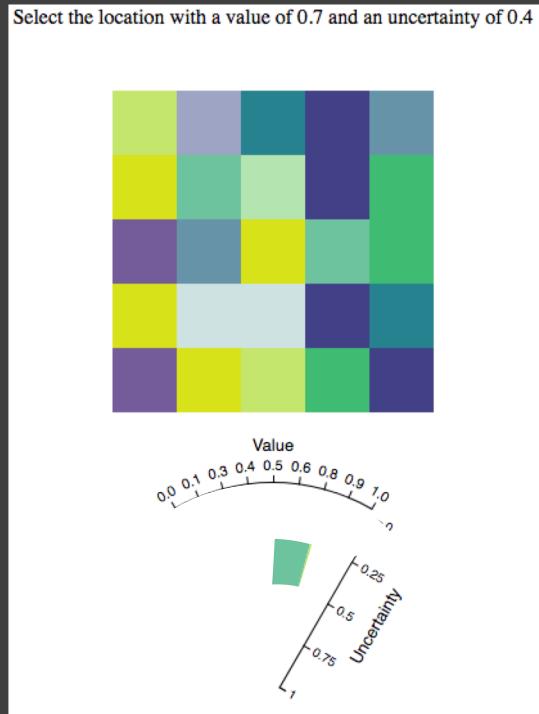
# Value of 0.7

Select the location with a value of 0.7 and an uncertainty of 0.4



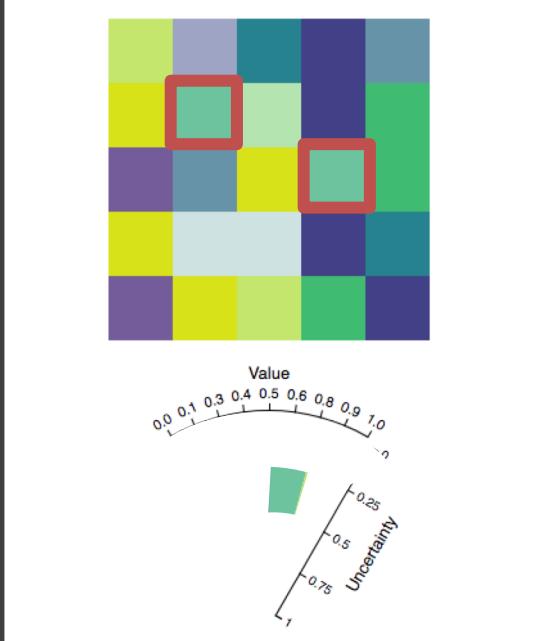
# Value of 0.7

Select the location with a value of 0.7 and an uncertainty of 0.4

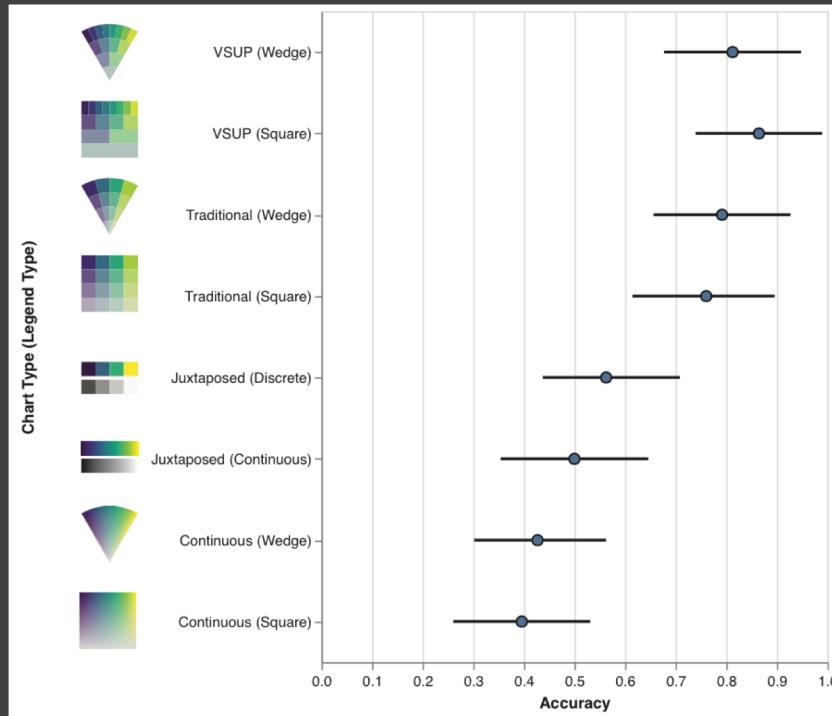


# Value of 0.7

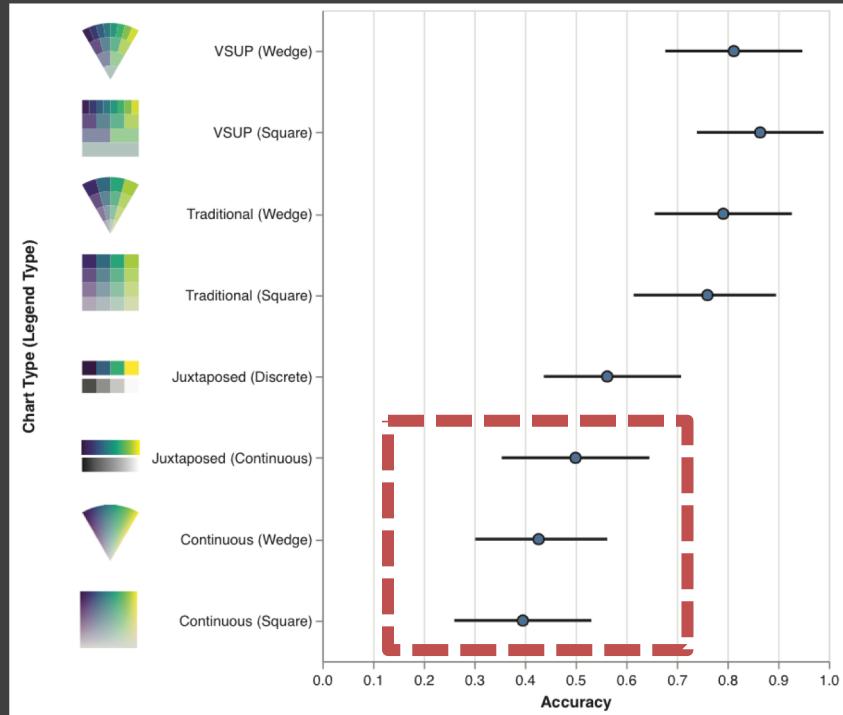
Select the location with a value of 0.7 and an uncertainty of 0.4



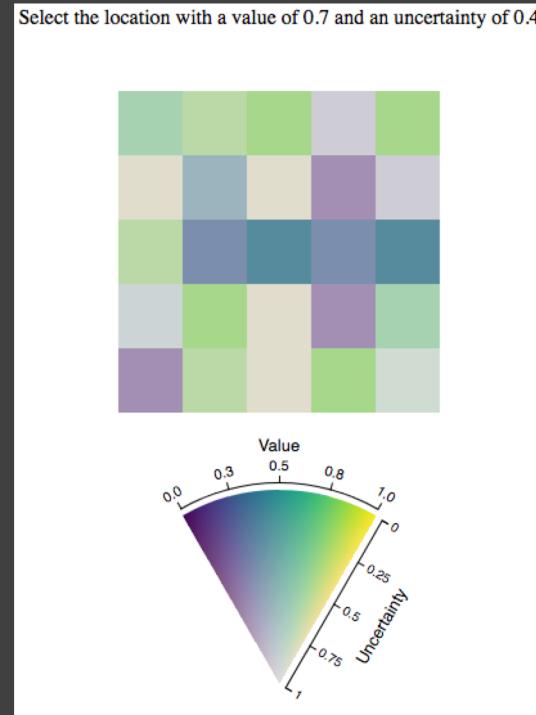
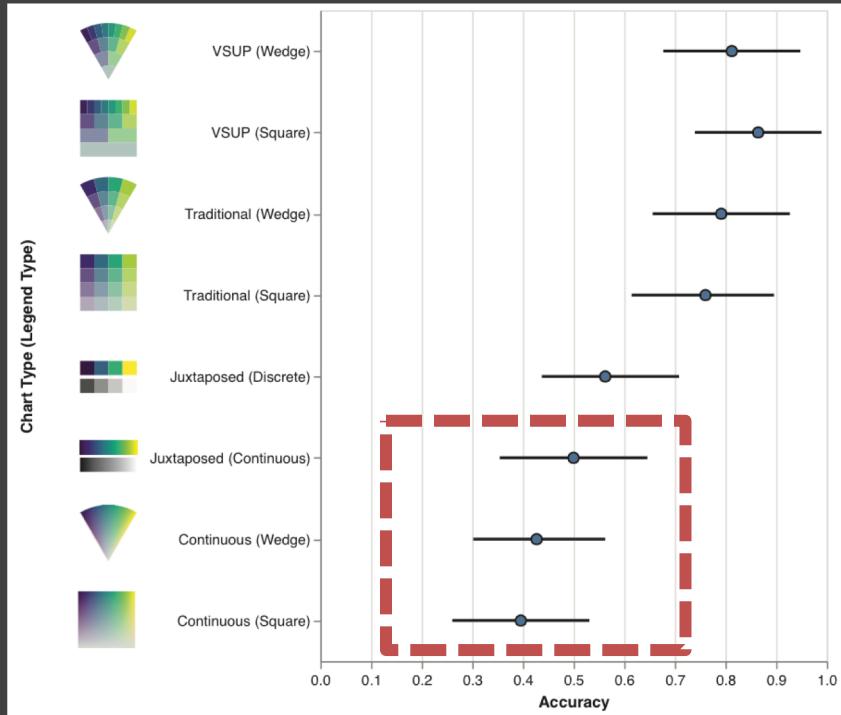
# Results



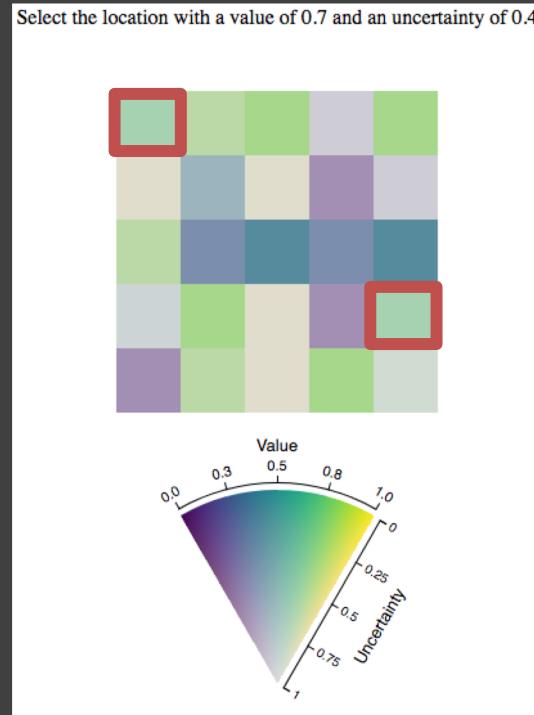
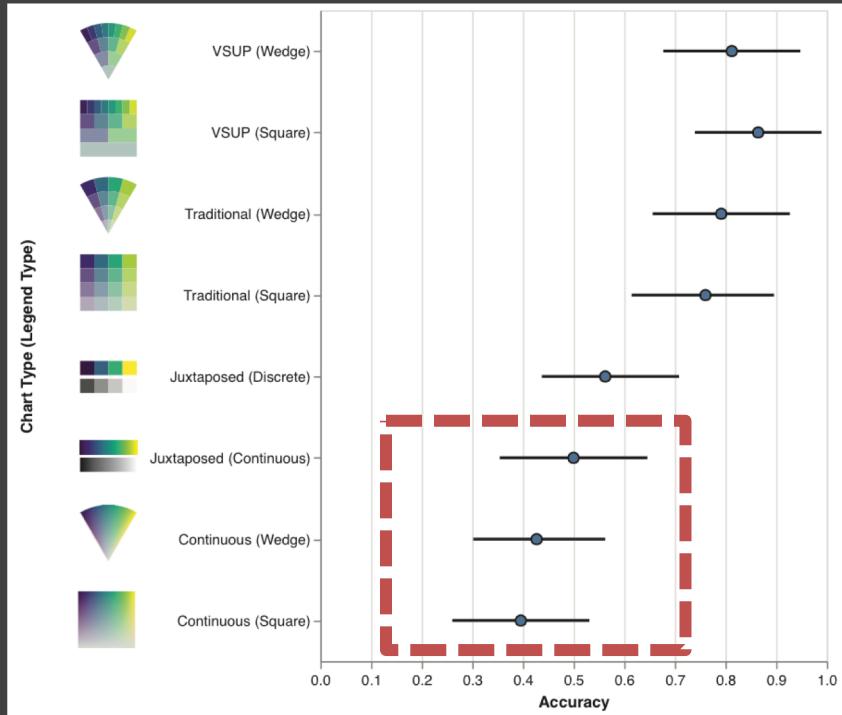
# Results



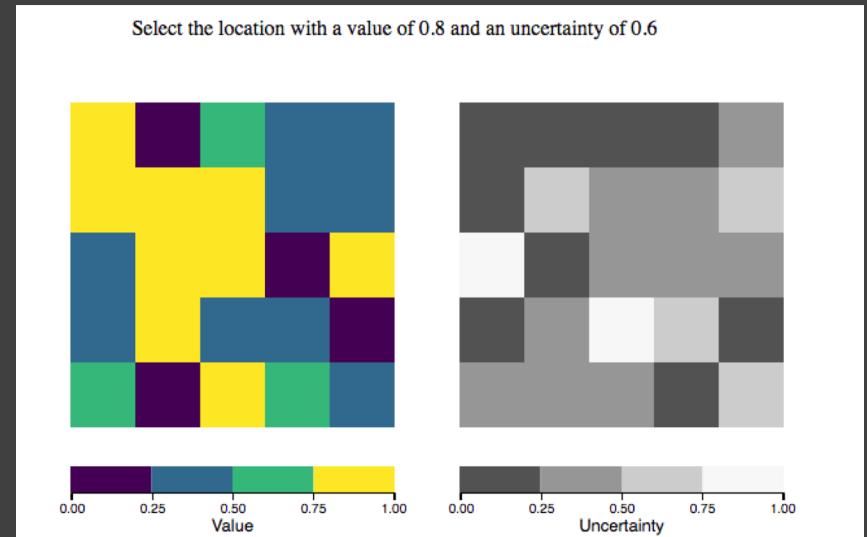
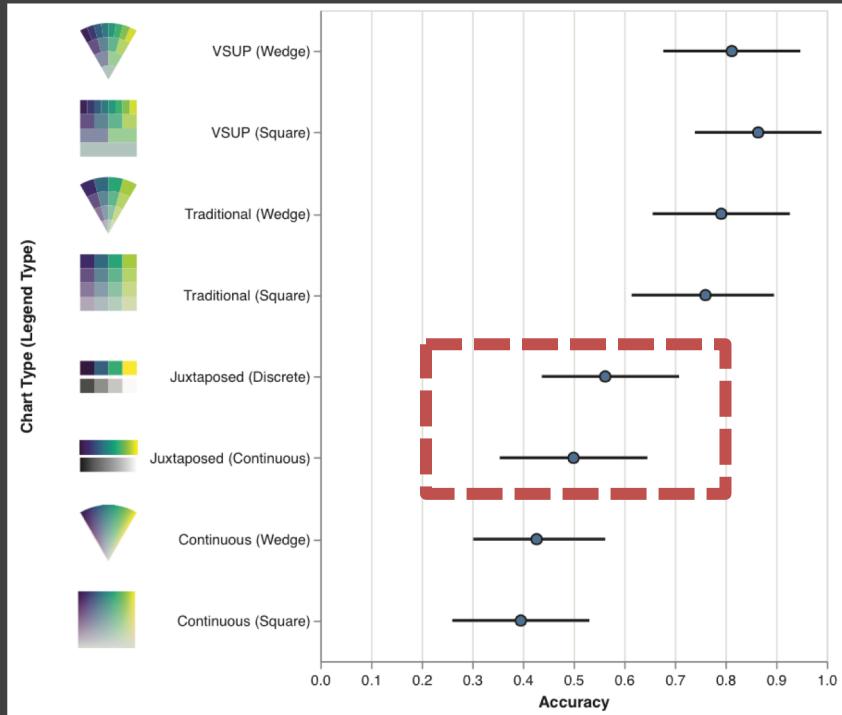
# Value of 0.7, Uncertainty of 0.4



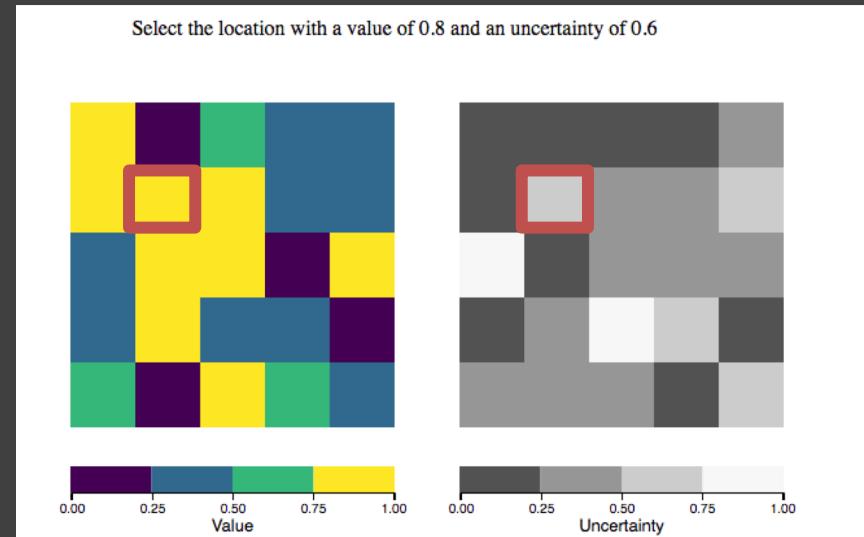
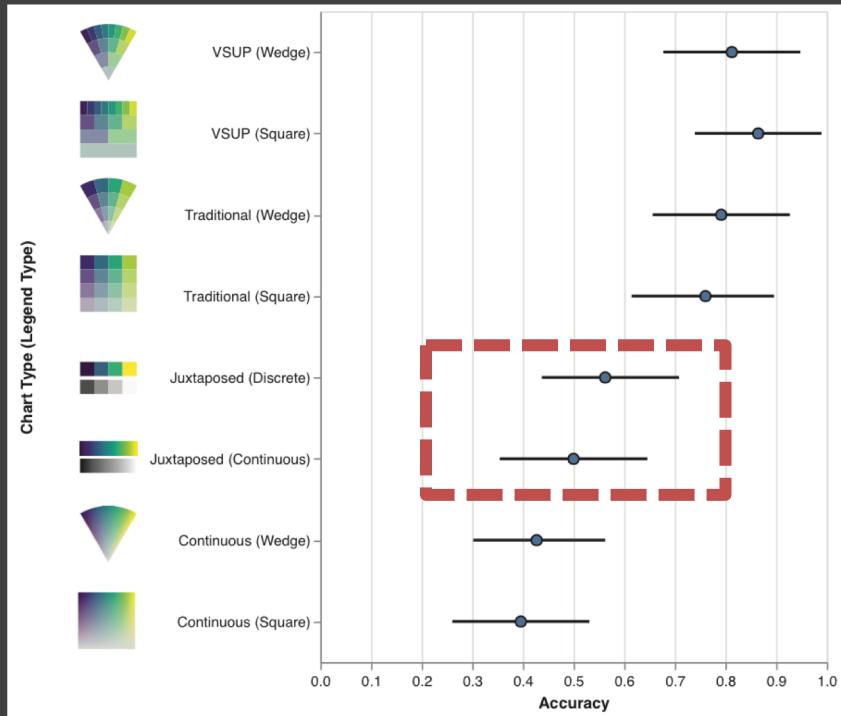
# Value of 0.7, Uncertainty of 0.4



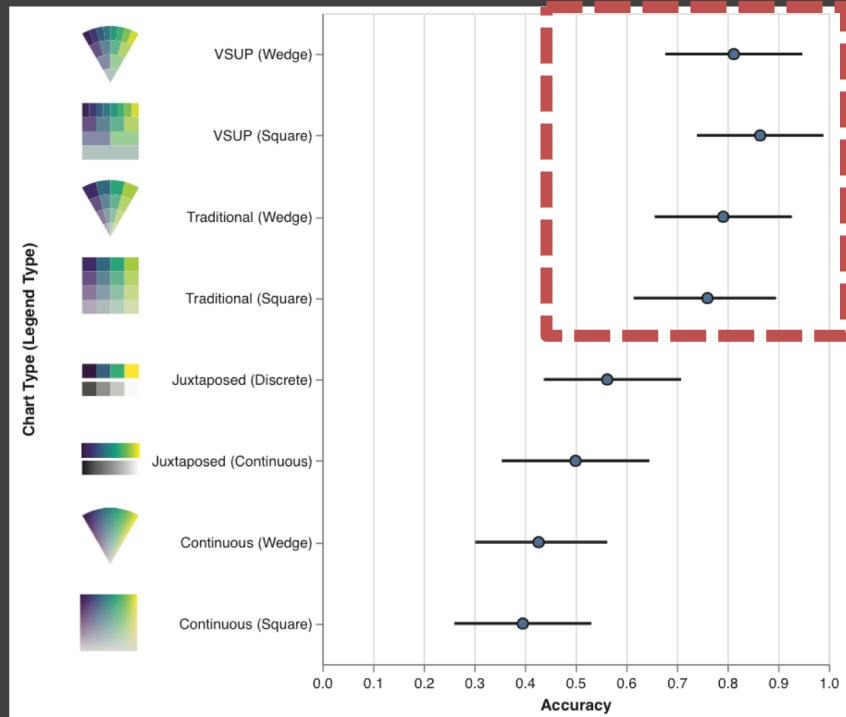
# Results



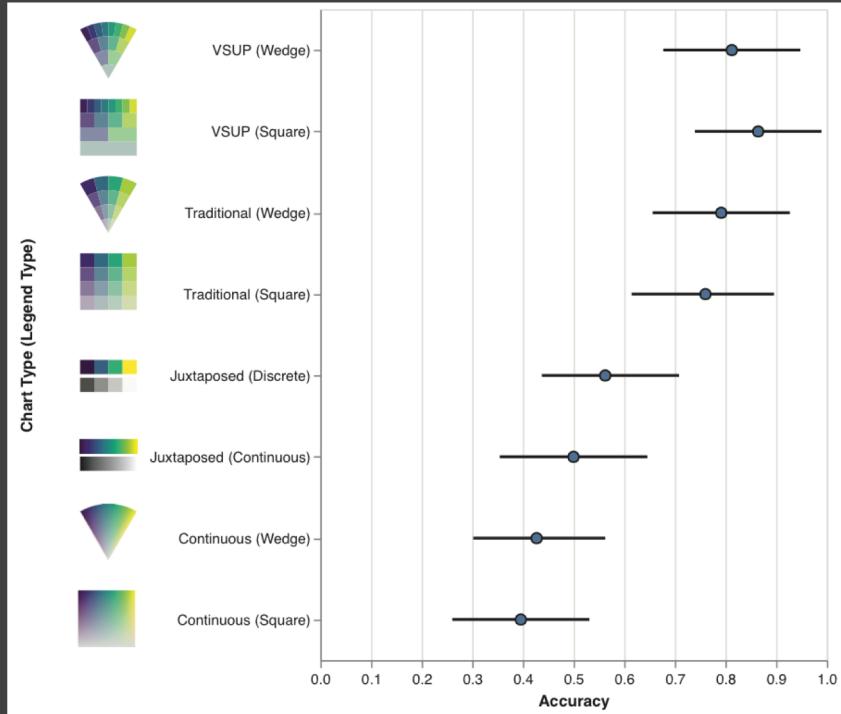
# Results



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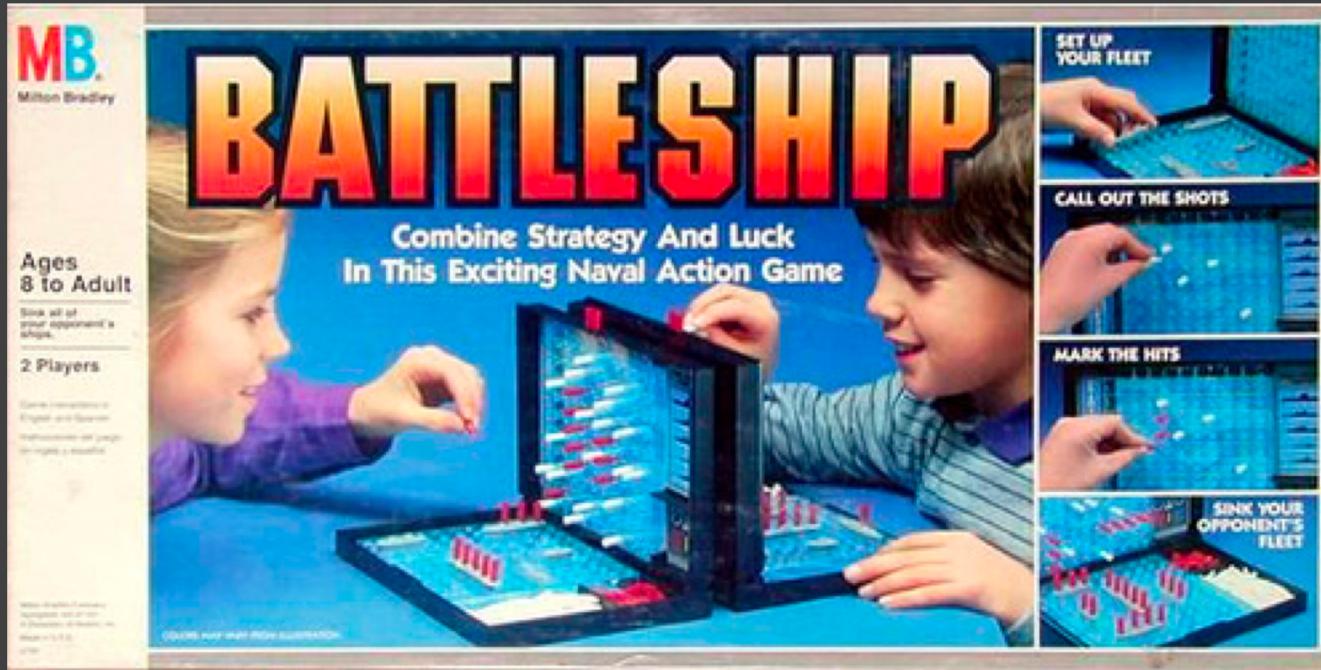
*Interference* disrupts  
Continuous Maps

*Search* disrupts  
Juxtaposed Maps

# Prediction Task

How can we induce and compare  
*risk-averse* behavior in heatmaps?

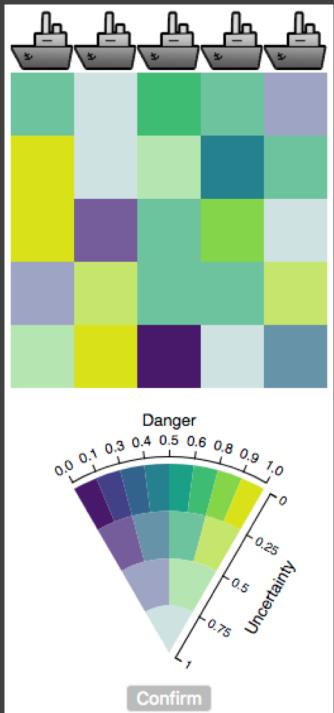
# Prediction Task



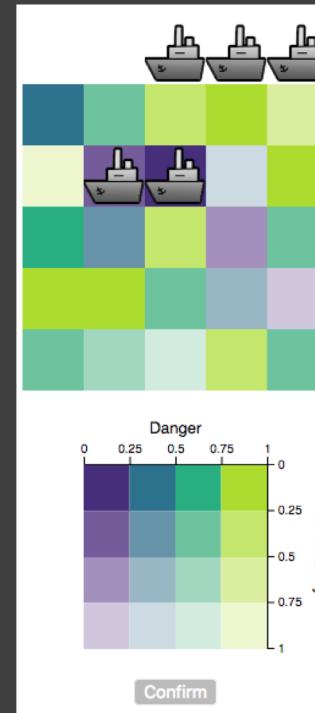
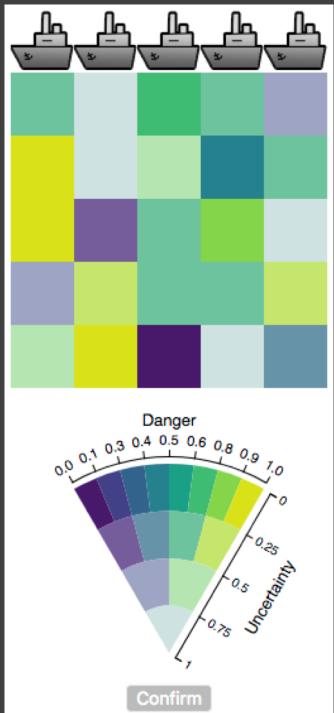
# Prediction Task



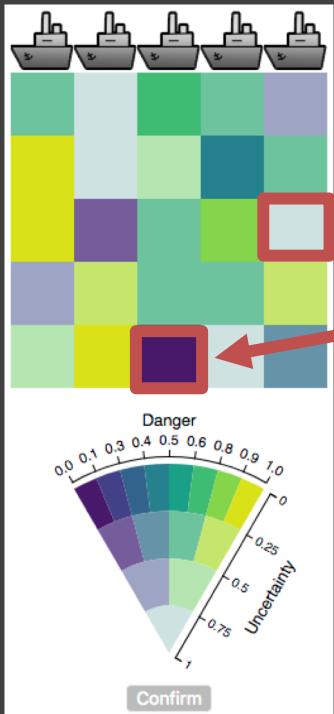
# Prediction Task



# Prediction Task



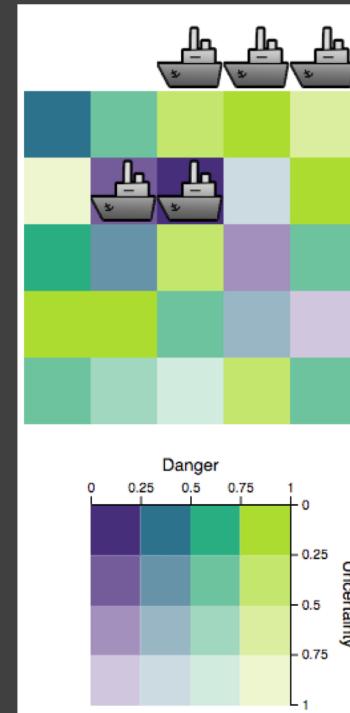
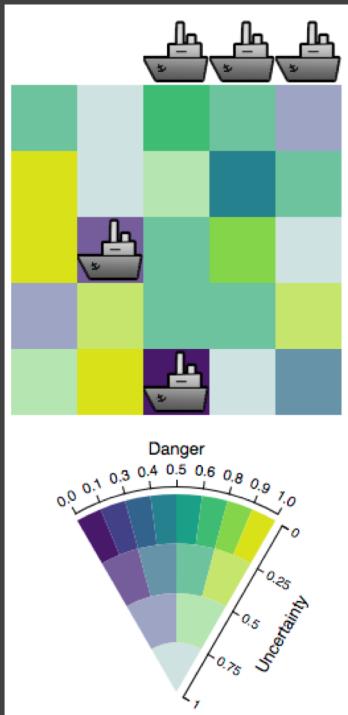
# Prediction Task



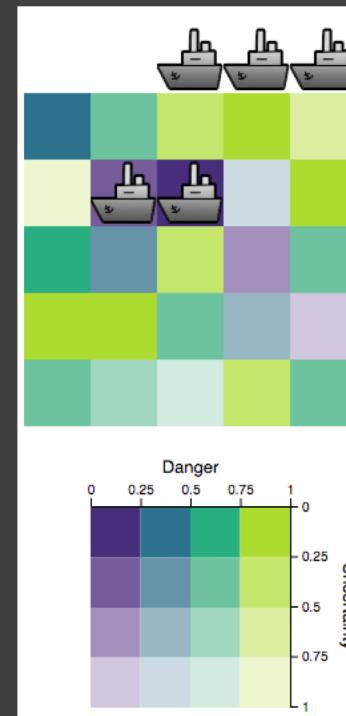
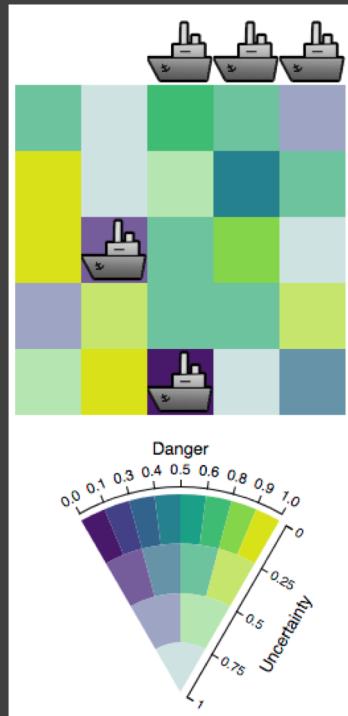
Could be Dangerous!

Definitely Safe.

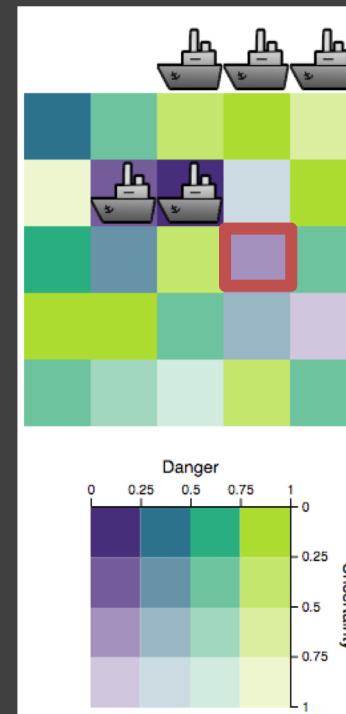
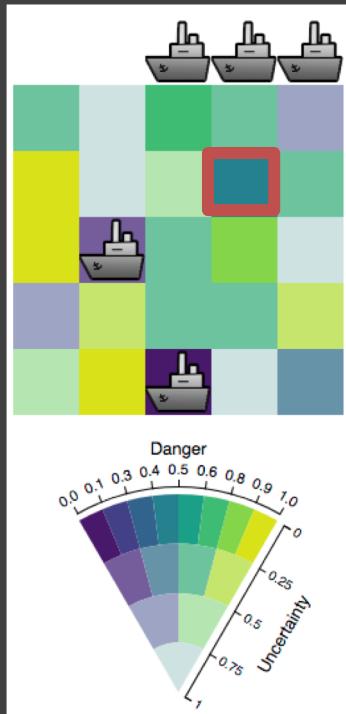
# Placing Ships



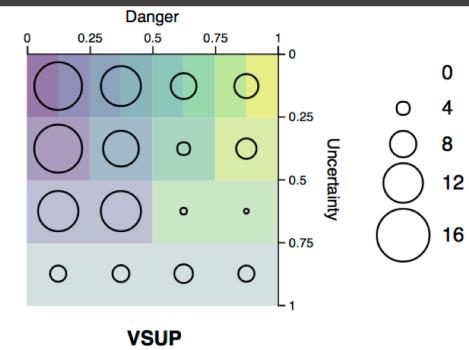
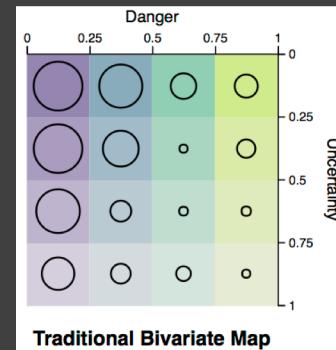
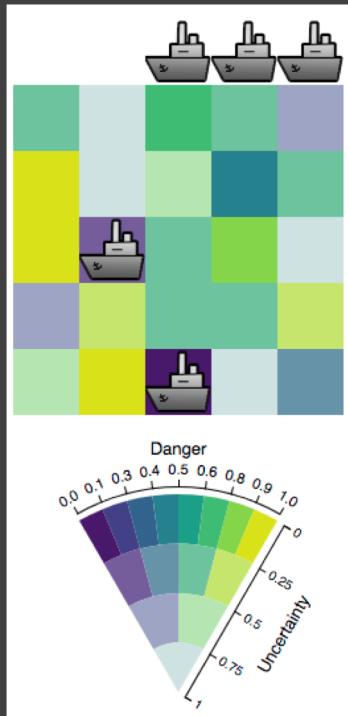
# Where To Put The Last Ships?



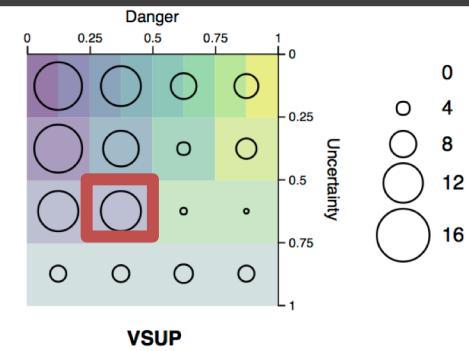
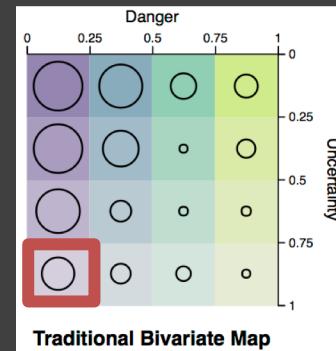
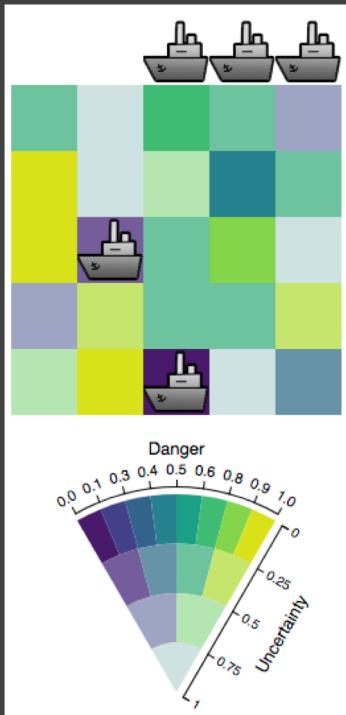
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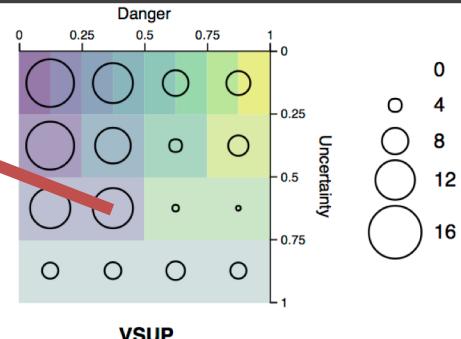
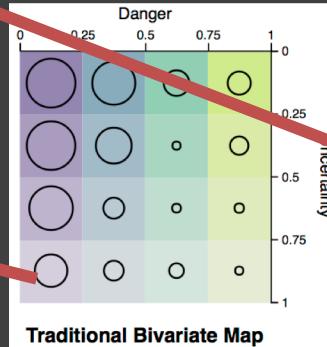
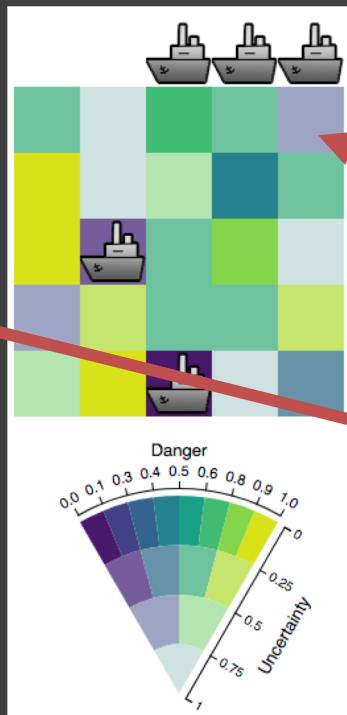
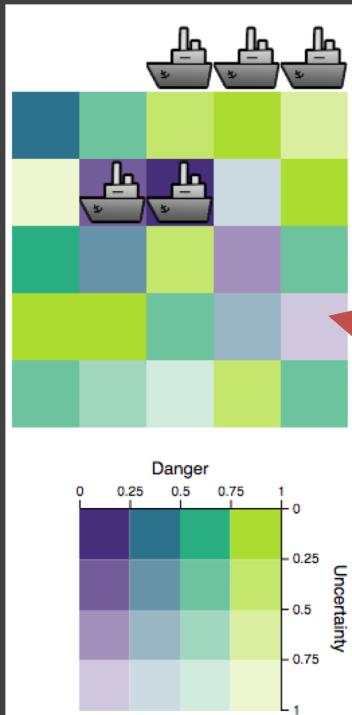
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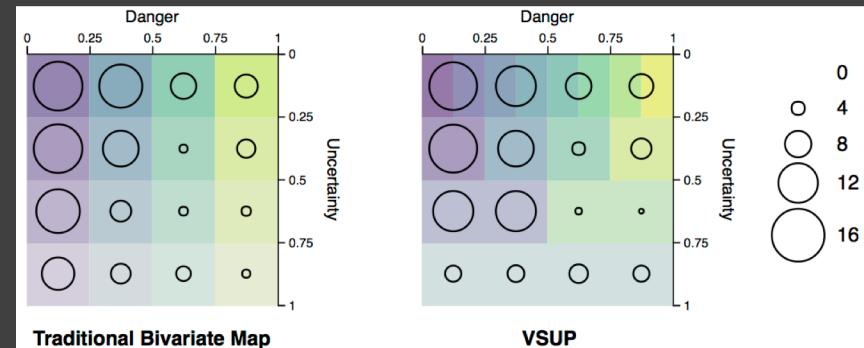
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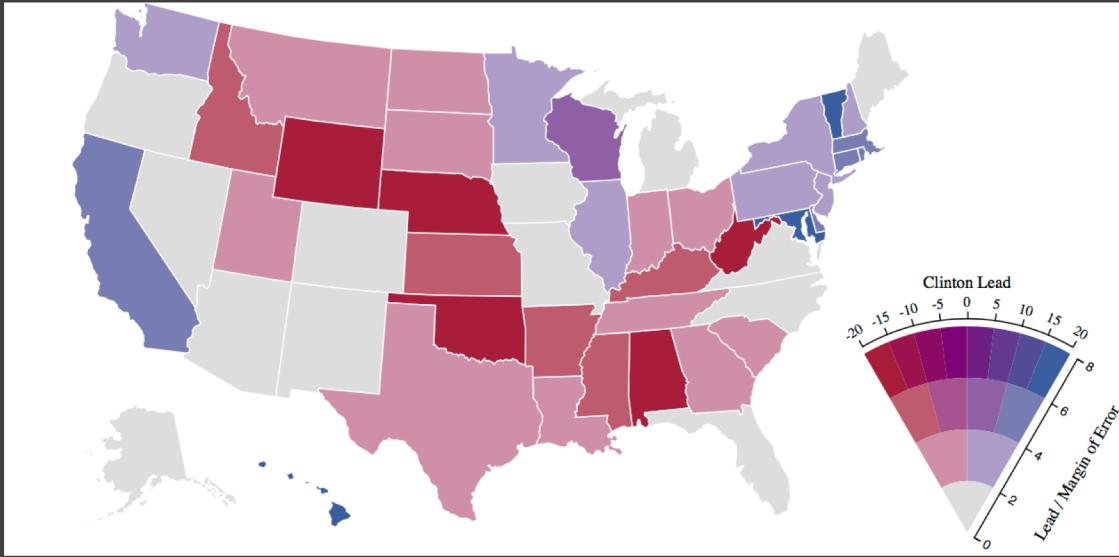


# Results

Bivariate Maps  
encourage *risk seeking*

VSUP Maps  
encourage *risk aversion*





VSUPs are an *unignorable* way of *integrating* data and uncertainty.

VSUPs make people more *cautious* in their decision-making.

# Thanks!

This work was supported by a Moore Foundation  
Data-Driven Discovery Investigator award.

Study materials available at:

<https://github.com/uwdata/papers-vsup>

Make your own VSUPs at:

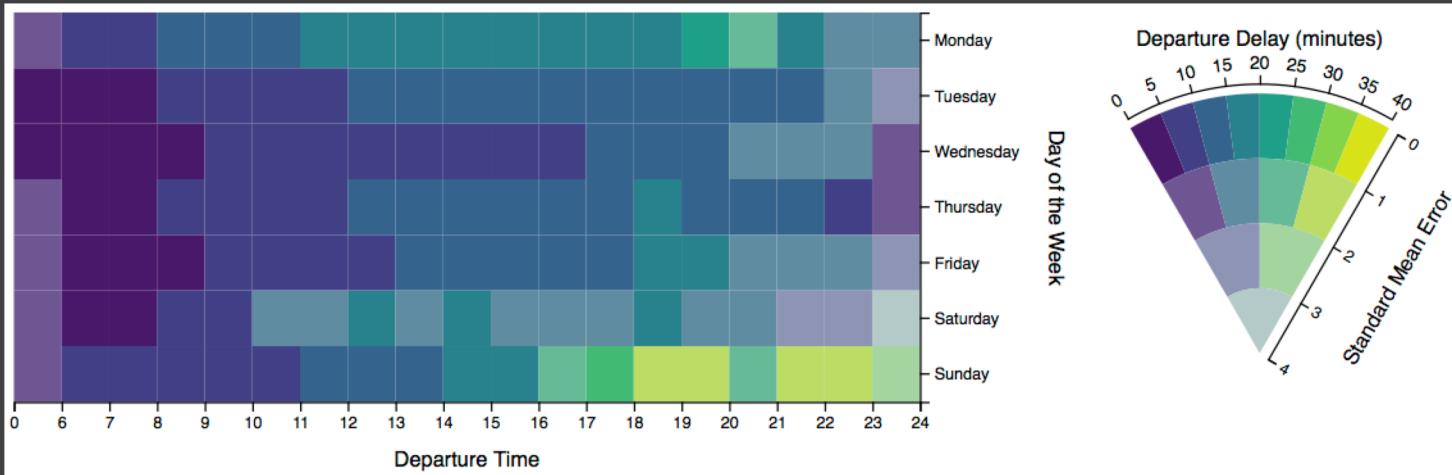
<https://github.com/uwdata/vsup>



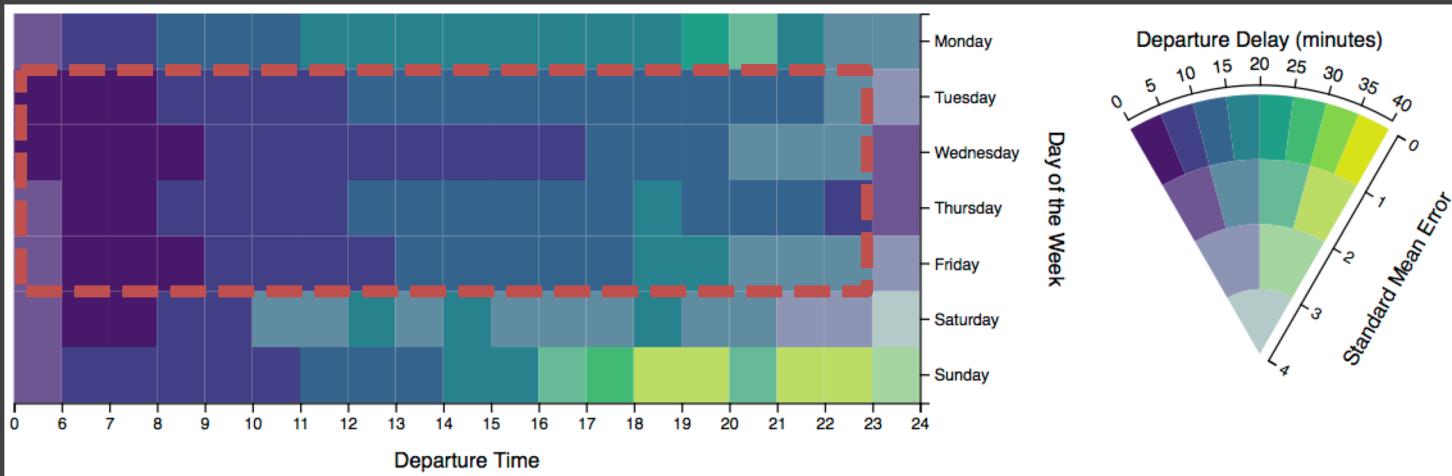
# Extra Slides



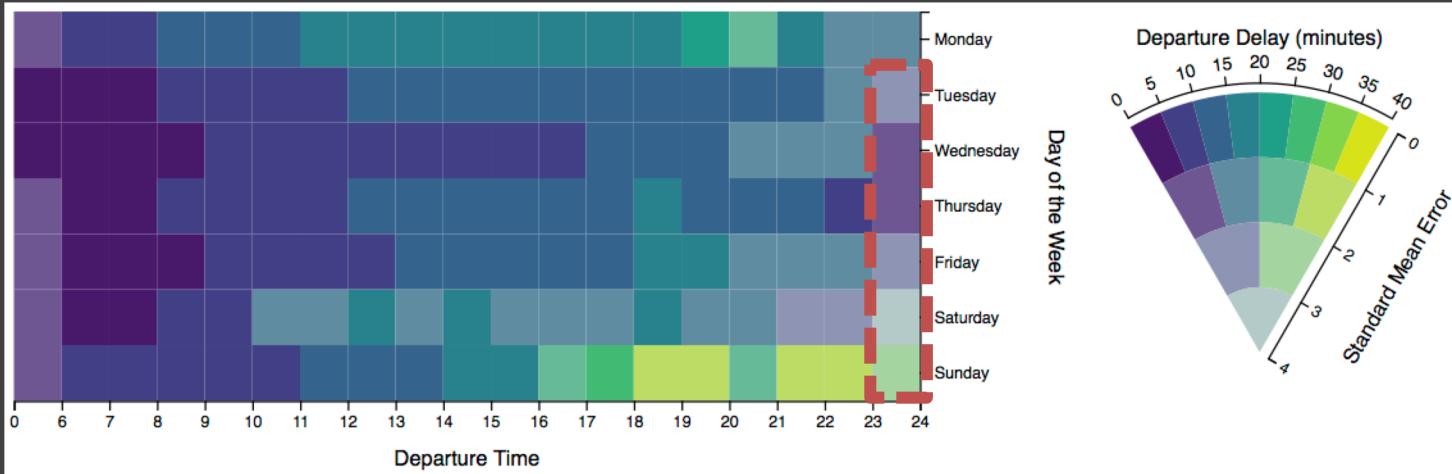
# Flight Delay

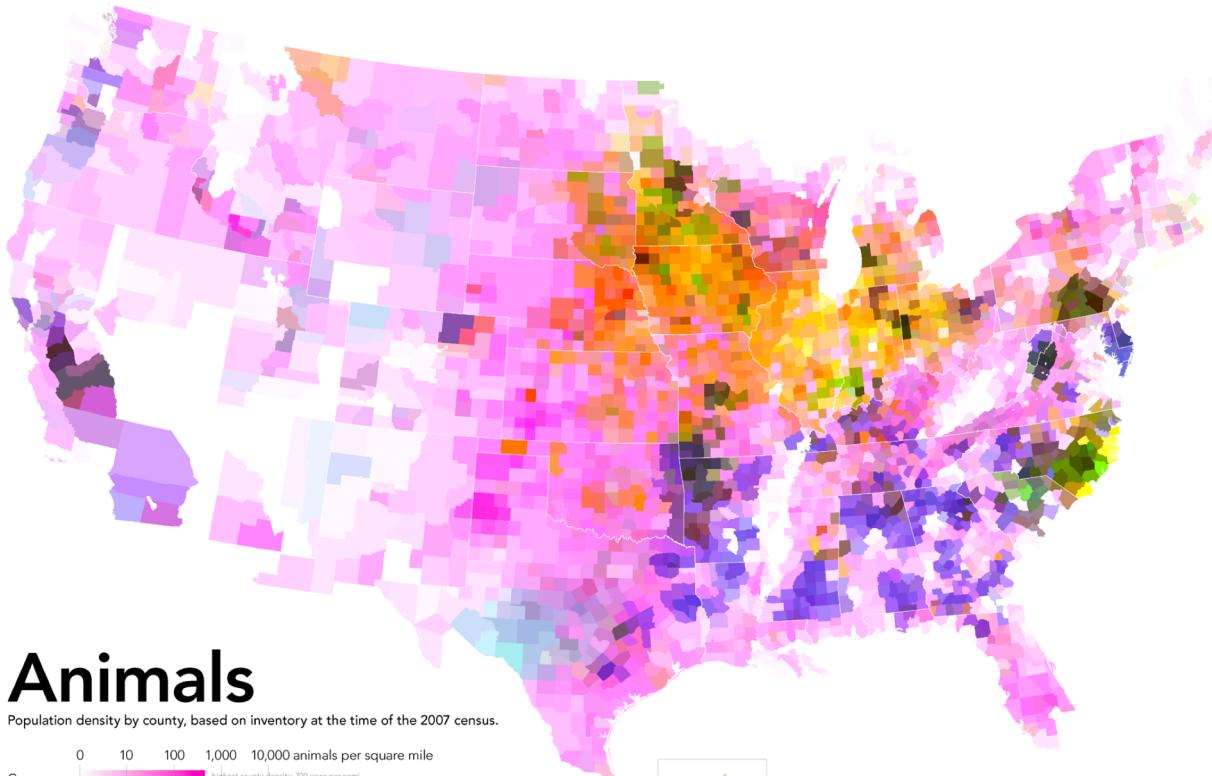


# Flight Delay



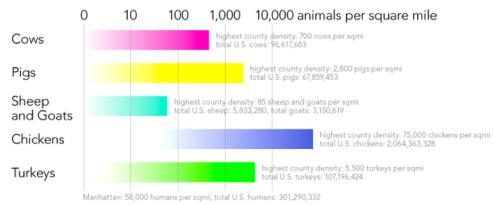
# Flight Delay





# Animals

Population density by county, based on inventory at the time of the 2007 census.



All maps shown at the same scale using equal-area projections. Data from the 2007 U.S. Census of Agriculture. Map by Bill Rankin, 2009.

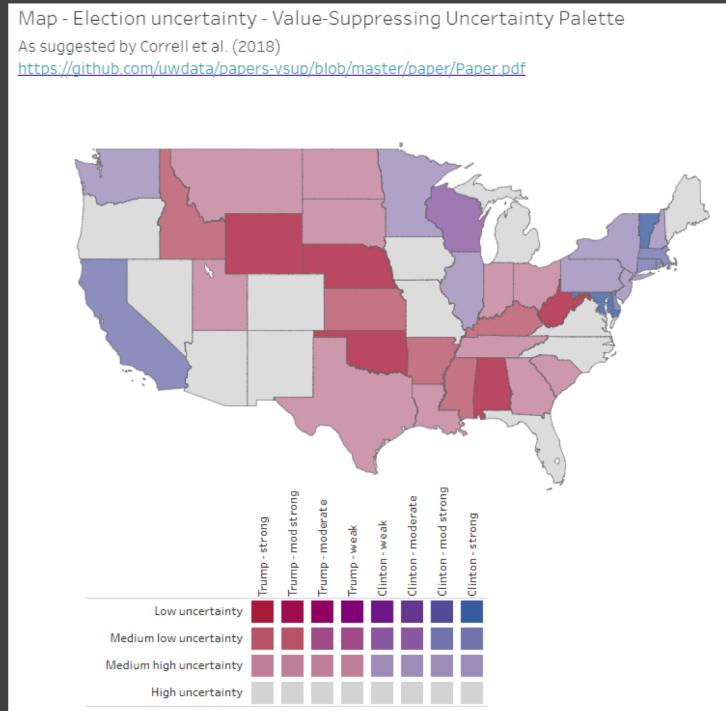


No cartographically meaningful agriculture in Alaska. Only inhabited islands shown.



# Can you do this in Tableau?

“How to make effective bivariate choropleth maps with Tableau”  
Sarah Battersby  
<https://www.tableau.com/about/blog/2018/2/how-make-effective-bivariate-choropleth-maps-tableau-83121>



# Have you Used this for Anything?

