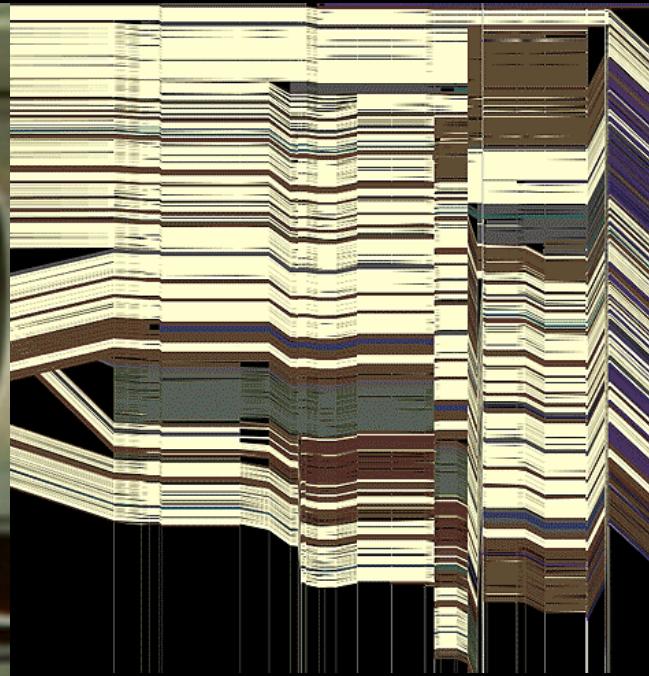
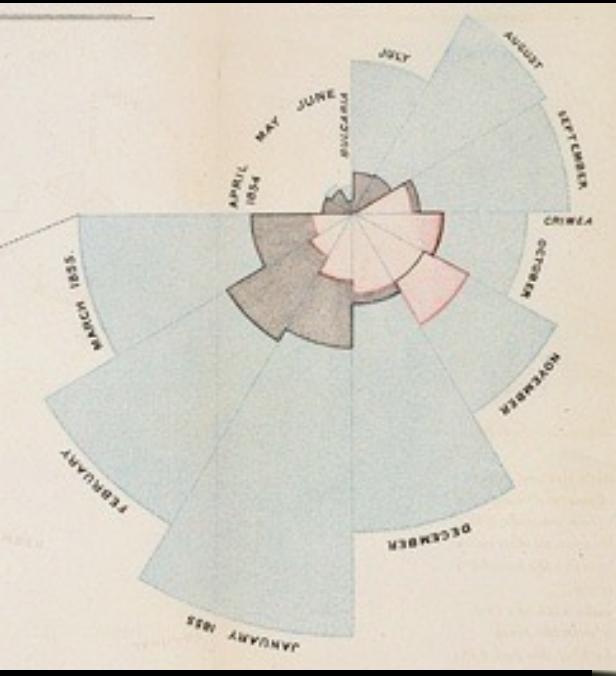


# CSE 512 - Data Visualization

# Interaction



Jeffrey Heer University of Washington

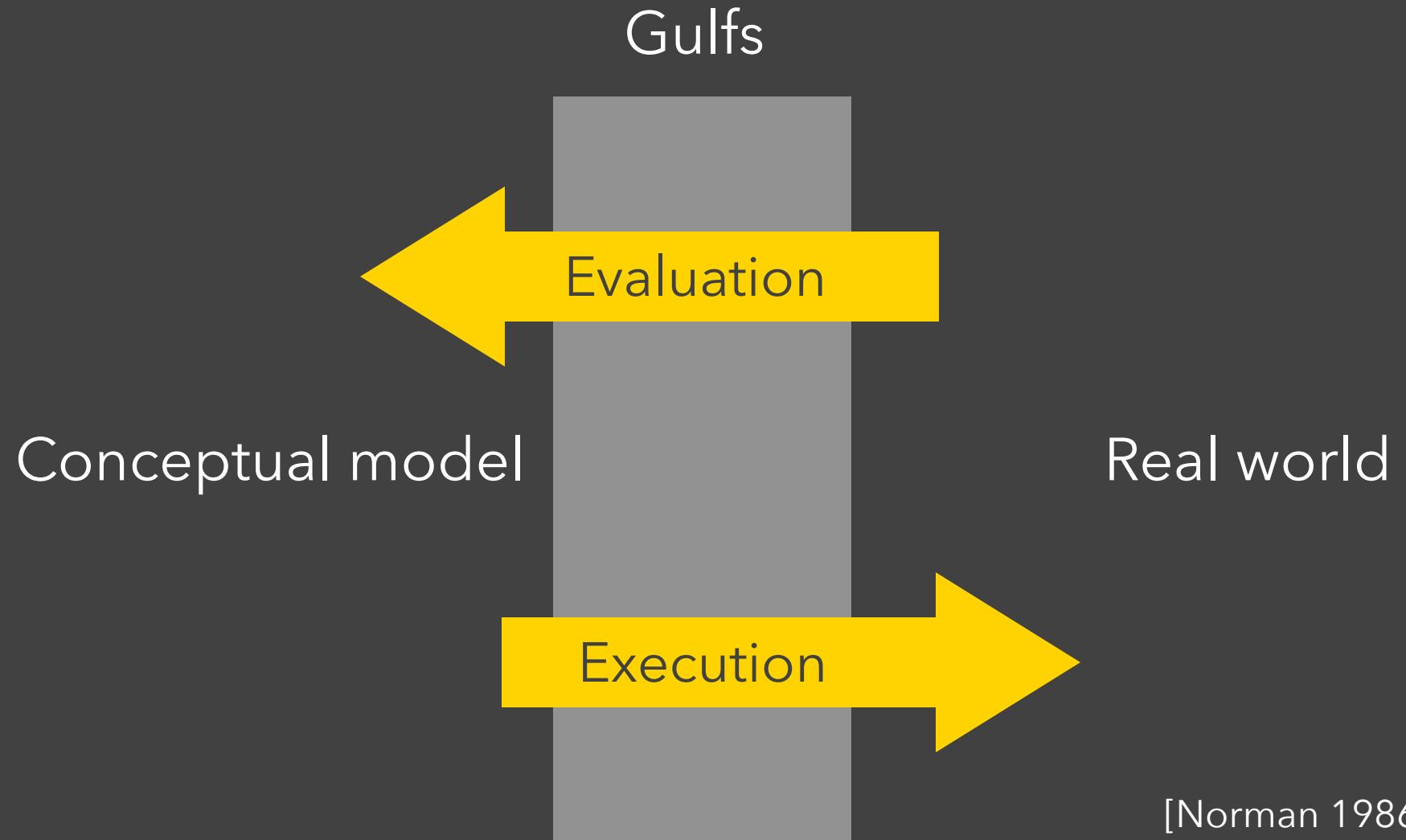
[There is an] apparent challenge that computational artifacts pose to the longstanding distinction between the physical and the social, in the special sense of those things that one designs, builds, and uses, on the one hand, and those things with which one communicates, on the other.

“Interaction” – in a sense previously reserved for describing a uniquely interpersonal activity – seems appropriately to characterize what goes on between people and certain machines as well.

Lucy Suchman, *Plans and Situated Actions*

**Interaction** between people and  
machines requires *mutual intelligibility*  
or *shared understanding*.

# Gulfs of Execution & Evaluation



## **Gulf of Execution**

The difference between the user's intentions and the allowable actions.

## **Gulf of Evaluation**

The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

[Norman 1986]

# Gulf of Evaluation

Gulf



Conceptual model:  
x, y related?

Real world:

X	Y
0.67	0.79
0.32	0.63
0.39	0.72
0.27	0.85
0.71	0.43
0.63	0.09
0.03	0.03
0.20	0.54
0.51	0.38
0.11	0.33
0.46	0.46

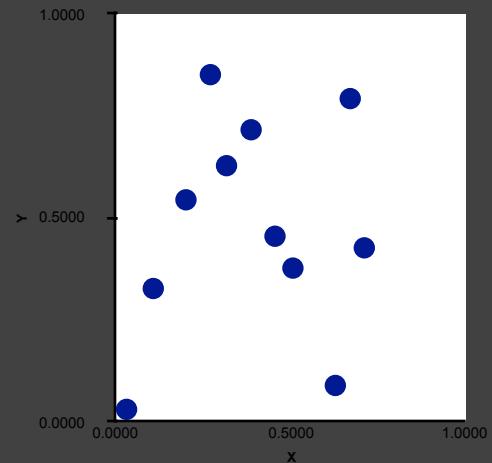
# Gulf of Evaluation

Gulf

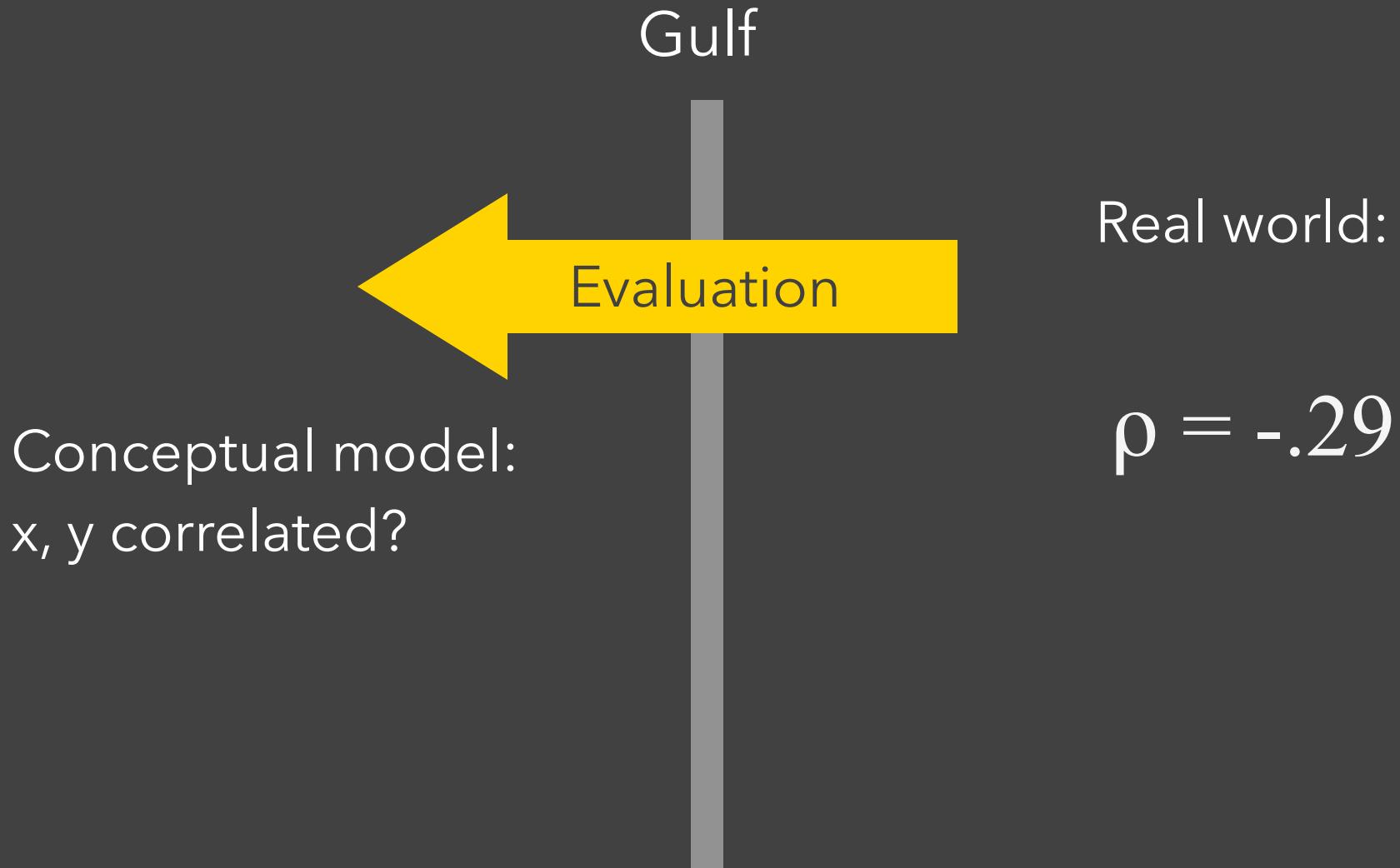


Conceptual model:  
x, y related?

Real world:



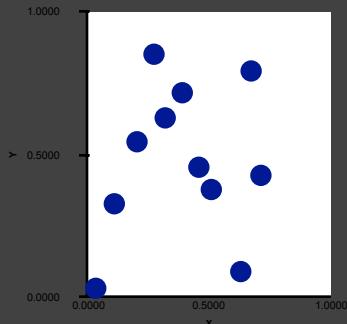
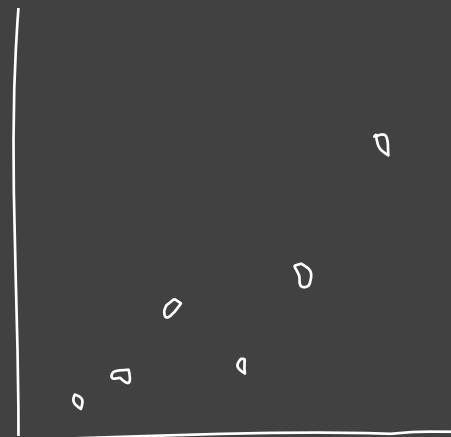
# Gulf of Evaluation



# Gulf of Execution

Gulf

Conceptual model:  
Draw a scatterplot



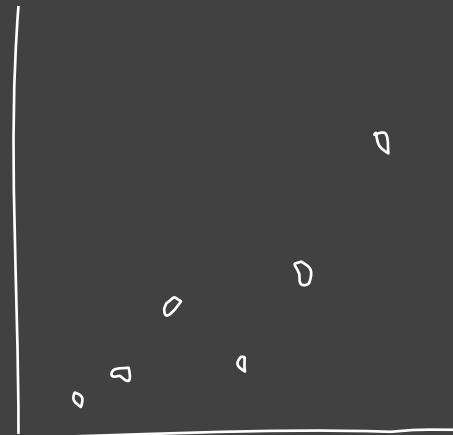
Real world

Move 90 30  
Rotate 35  
Pen down  
...

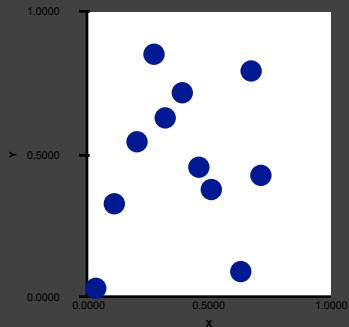
# Gulf of Execution

Gulf

Conceptual model:  
Draw a scatterplot



Execution



Real world

A	B	C	D	E	F	G
1	A1					
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						

# Interactive Visualization

# Interaction Techniques

Are there “essential” interactive operations  
for exploratory data visualization?

# Taxonomy of Interactions

# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

## View Manipulation

Select, Navigate, Coordinate, Organize

# **Taxonomy of Interactions**

## **Data and View Specification**

Visualize, Filter, Sort, Derive

## **View Manipulation**

Select, Navigate, Coordinate, Organize

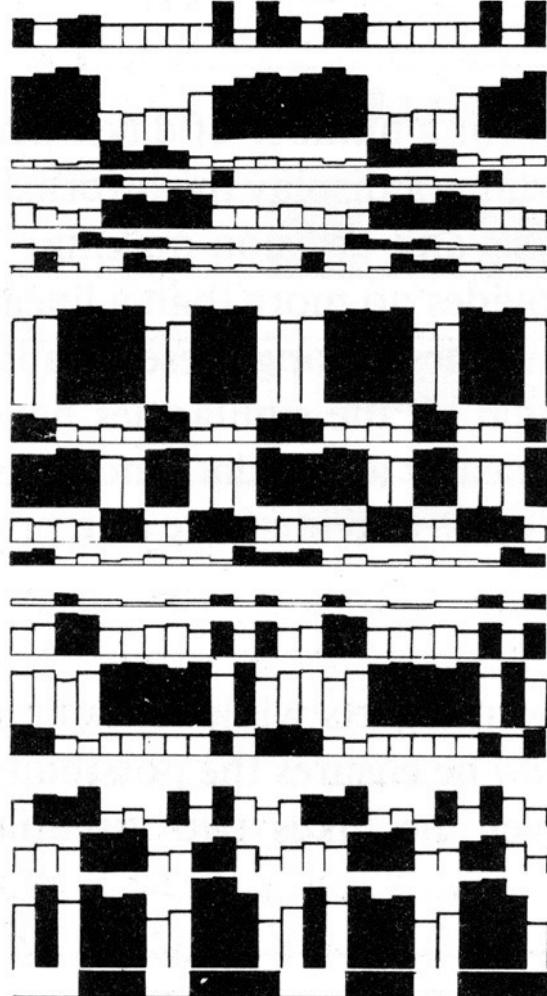
## **Process and Provenance**

Record, Annotate, Share, Guide

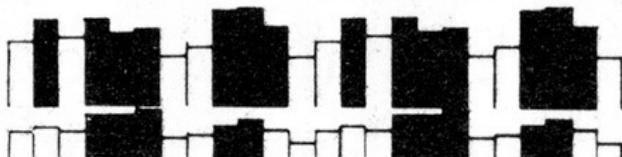
J	F	M	A	M	J	J	A	S	O	N	D								
26	21	26	28	20	20	20	20	20	40	15	40	1	% CLIENTELE FEMALE						
69	70	77	71	37	36	39	39	55	60	68	72	2	% —" LOCAL						
7	6	3	6	23	14	19	14	9	6	8	8	3	% —" U.S.A.						
0	0	0	0	8	6	6	4	2	12	0	0	4	% —" SOUTH AMERICA						
20	15	14	15	23	27	22	30	27	19	19	17	5	% —" EUROPE						
1	0	0	8	6	4	6	4	2	1	0	1	6	% —" M.EAST, AFRICA						
3	10	6	0	3	13	8	9	5	2	5	2	7	% —" ASIA						
78	80	85	86	85	87	70	76	87	85	87	80	8	% BUSINESSMEN						
22	20	15	14	15	13	30	24	13	15	13	20	9	% TOURISTS						
70	70	75	74	69	68	74	75	68	68	64	75	10	% DIRECT RESERVATIONS						
20	18	19	17	27	27	19	19	26	27	21	15	11	% AGENCY —" //						
10	12	6	9	4	5	7	6	6	5	15	10	12	% AIR CREWS						
2	2	4	2	2	1	1	2	2	4	2	5	13	% CLIENTS UNDER 20 YEARS						
25	27	37	35	25	25	27	28	24	30	24	30	14	% —" 20-35 —" //						
48	49	42	48	54	55	53	51	55	46	55	43	15	% —" 35-55 —" //						
25	22	17	15	19	19	19	19	20	19	22		16	% —" MORE THAN 55 —" //						
163	167	166	174	152	155	145	170	157	174	165	156	17	PRICE OF ROOMS						
1.65	1.71	1.65	1.91	1.90	2.	1.54	1.60	1.73	1.82	1.66	1.44	18	LENGTH OF STAY						
67	82	70	83	74	77	56	62	90	92	78	55	19	% OCCUPANCY						
		X	X	X			X	X	X	X	X	20	CONVENTIONS						

1

J F M A M J J A S O N D J F M A M J J A S O N D

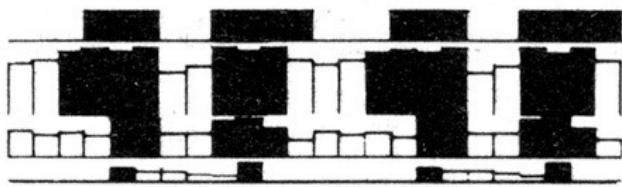


J F M A M J J A S O N D J F M A M J J A S O N D



10 % OCCUPANCY

18 LENGTH OF STAY



20 CONVENTIONS

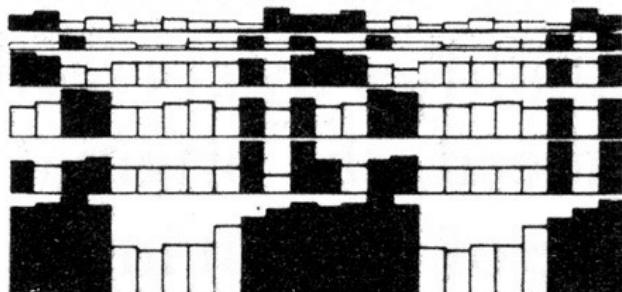
• BUSINESSMEN

11 AGENCY RESERVATIONS

4 SOUTH AMERICA

ACTIVE AND  
SLOW PERIODS

DISCOVERY FACTORS



18 AIR CREWS

18 CLIENTS UNDER 20 YEARS

16 CLIENTS MORE THAN 55 YEARS

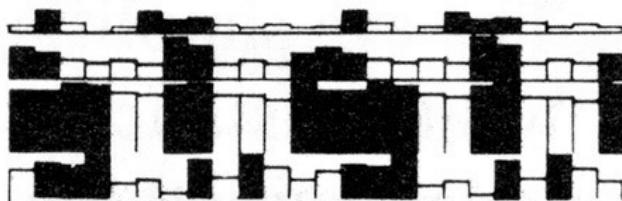
14 CLIENTS FROM 20-35 YEARS

1 FEMALE CLIENTELE

2 LOCAL CLIENTELE

RECOVERY FACTORS

WINTER

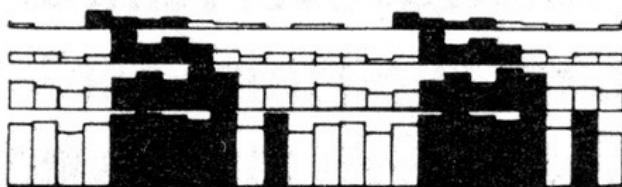


7 ASIA

9 TOURISTS

10 DIRECT RESERVATION

17 PRICE OF ROOMS



• MIDDLE EAST, AFRICA

3 U. S. A.

5 EUROPE

15 CLIENTS FROM 35-55 YEARS

WINTER-SUMMER

SUMMER



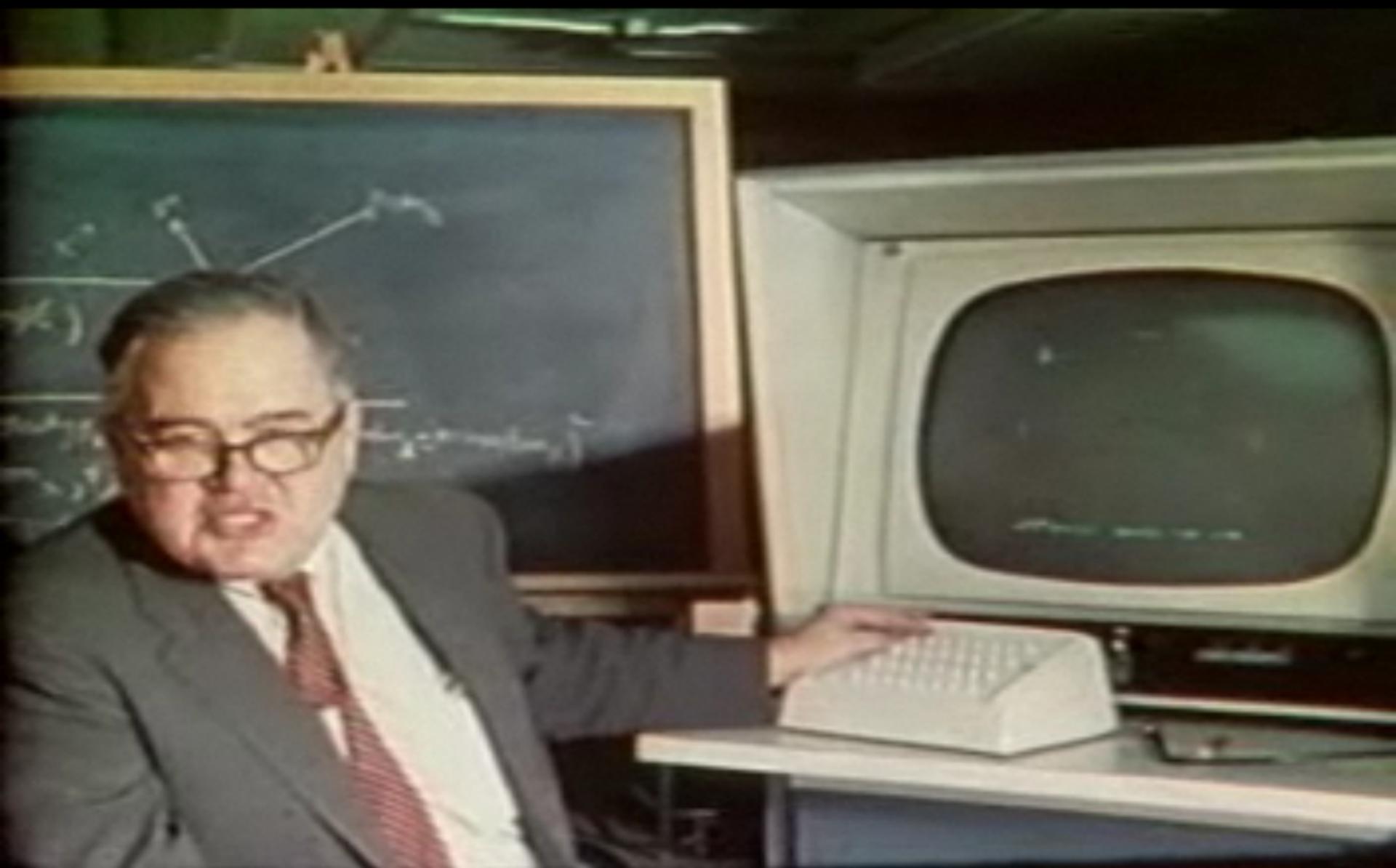
[Graphics and Graphic Information Processing, Bertin 81]



[Graphics and Graphic Information Processing, Bertin 81]



[Graphics and Graphic Information Processing, Bertin 81]



PRIM-9, Tukey, Fisherkeller, Friedman 1972

L.



|

|

1000 1000 1000 1000 1000

L



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—

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

# Selection

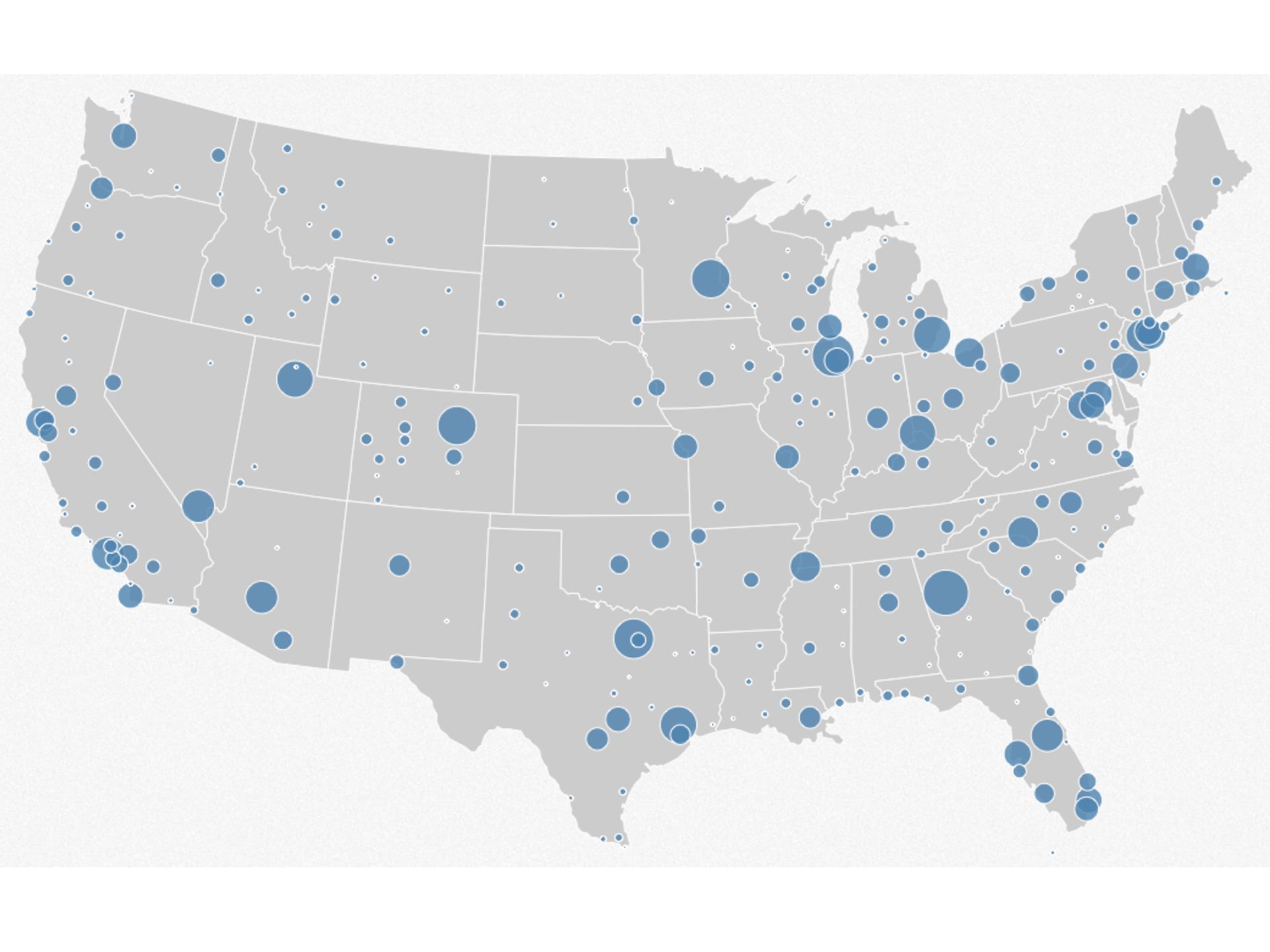
# Basic Selection Methods

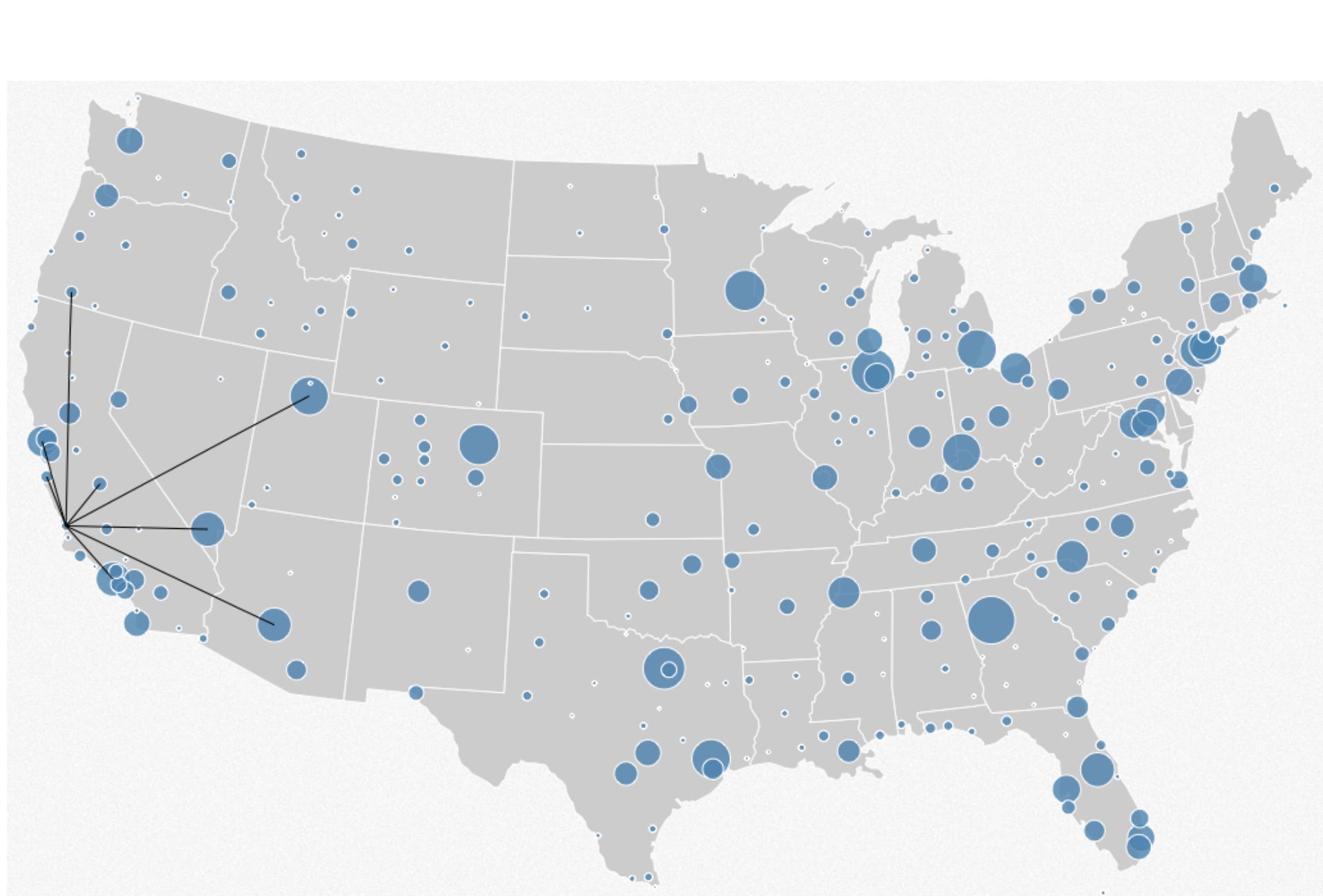
## Point Selection

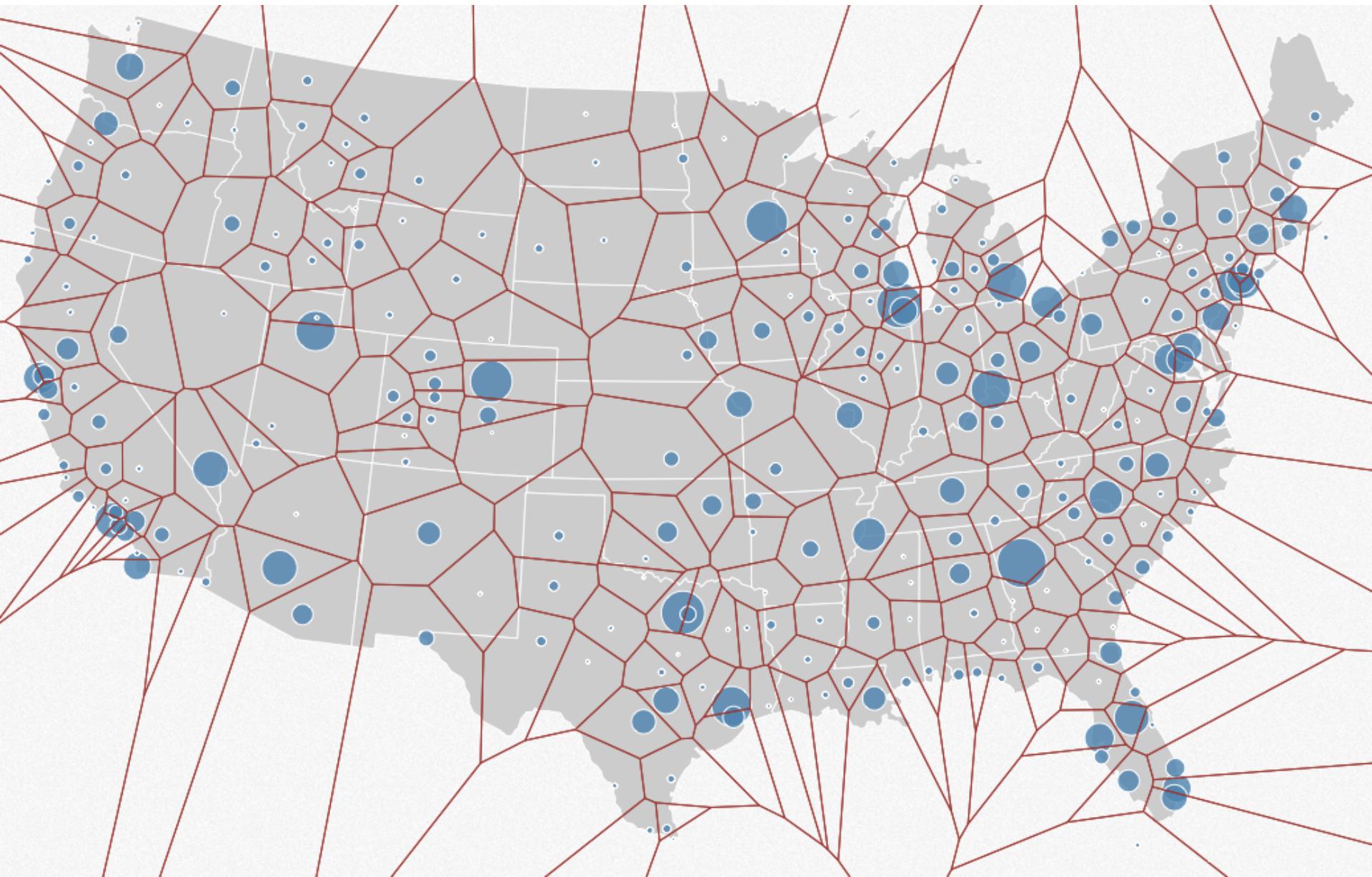
Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)







# Basic Selection Methods

## Point Selection

Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)

## Region Selection

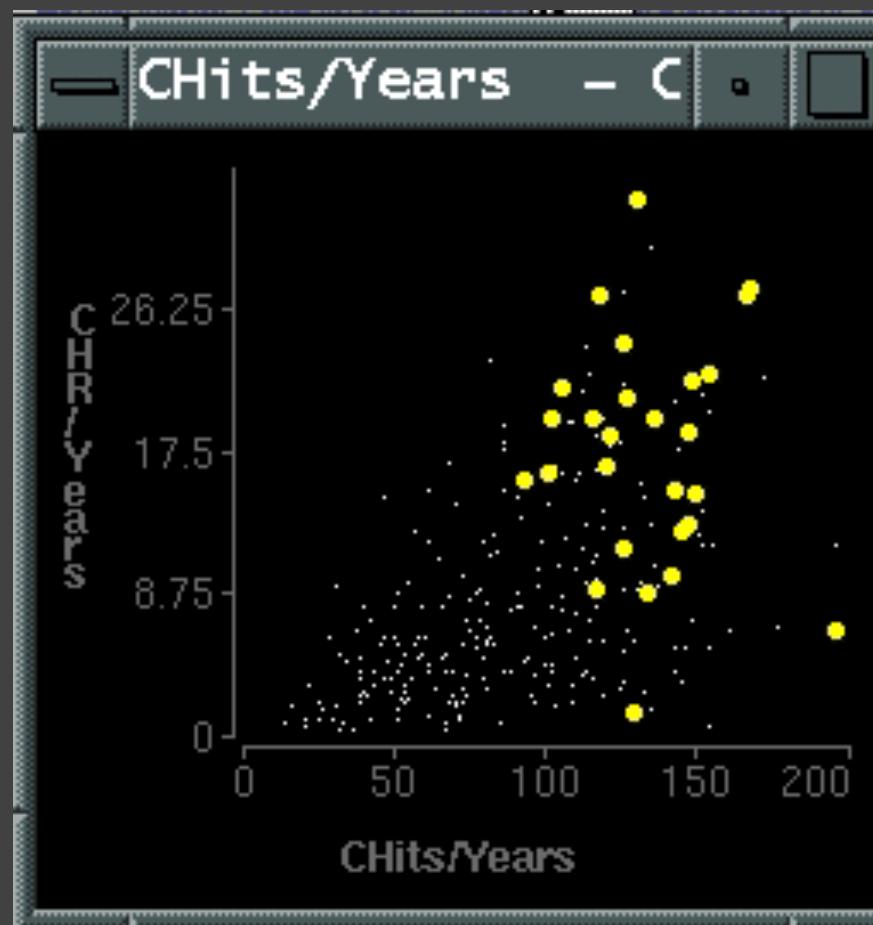
Rubber-band (rectangular) or Lasso (freehand)

Area cursors ("brushes")

# Brushing & Linking

# Brushing

Direct attention to a subset of data [Wills 95]



# Brushing & Linking

Select ("***brush***") a subset of data

See selected data in other views

The components must be ***linked***  
by *tuple* (matching data points), or  
by *query* (matching range or values)



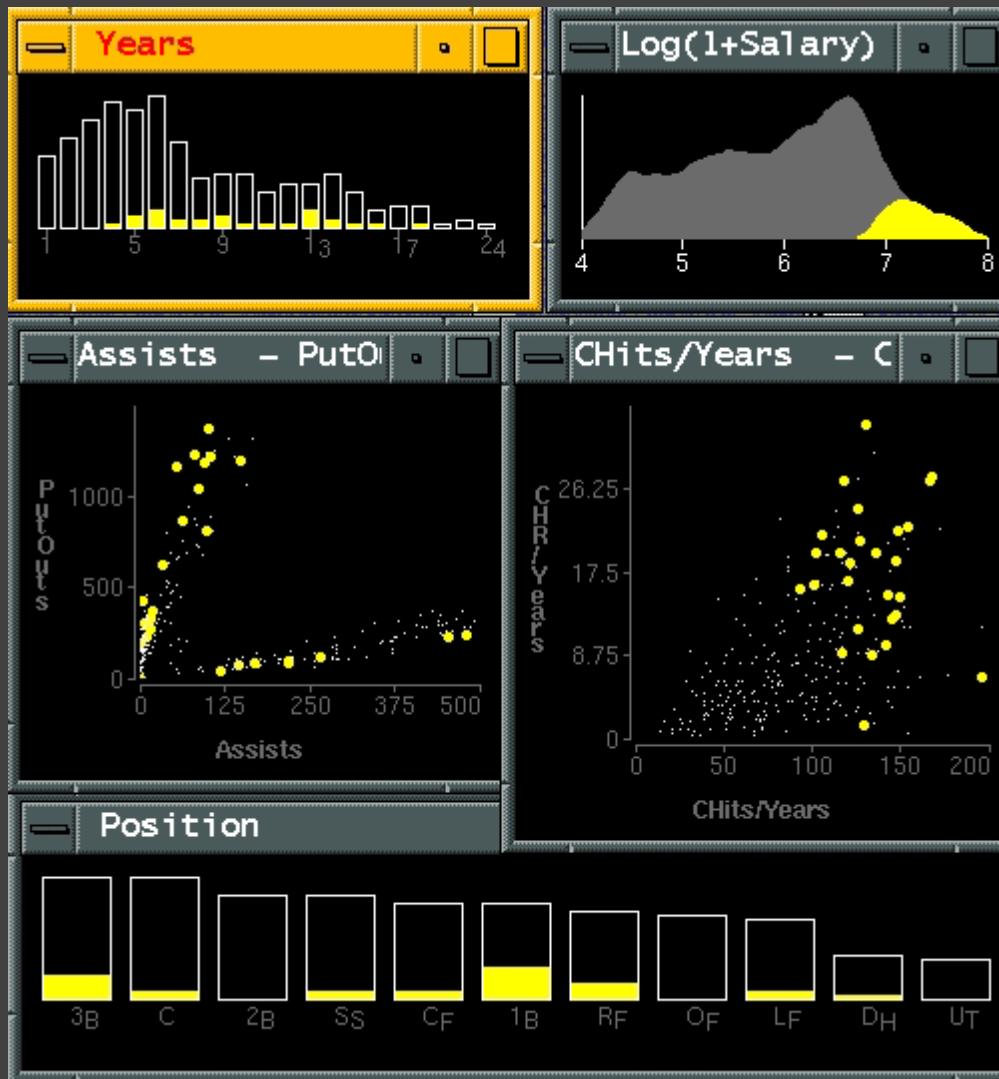
SEPARATION

P12

P12

Brushing Scatterplots, Becker & Cleveland 1982

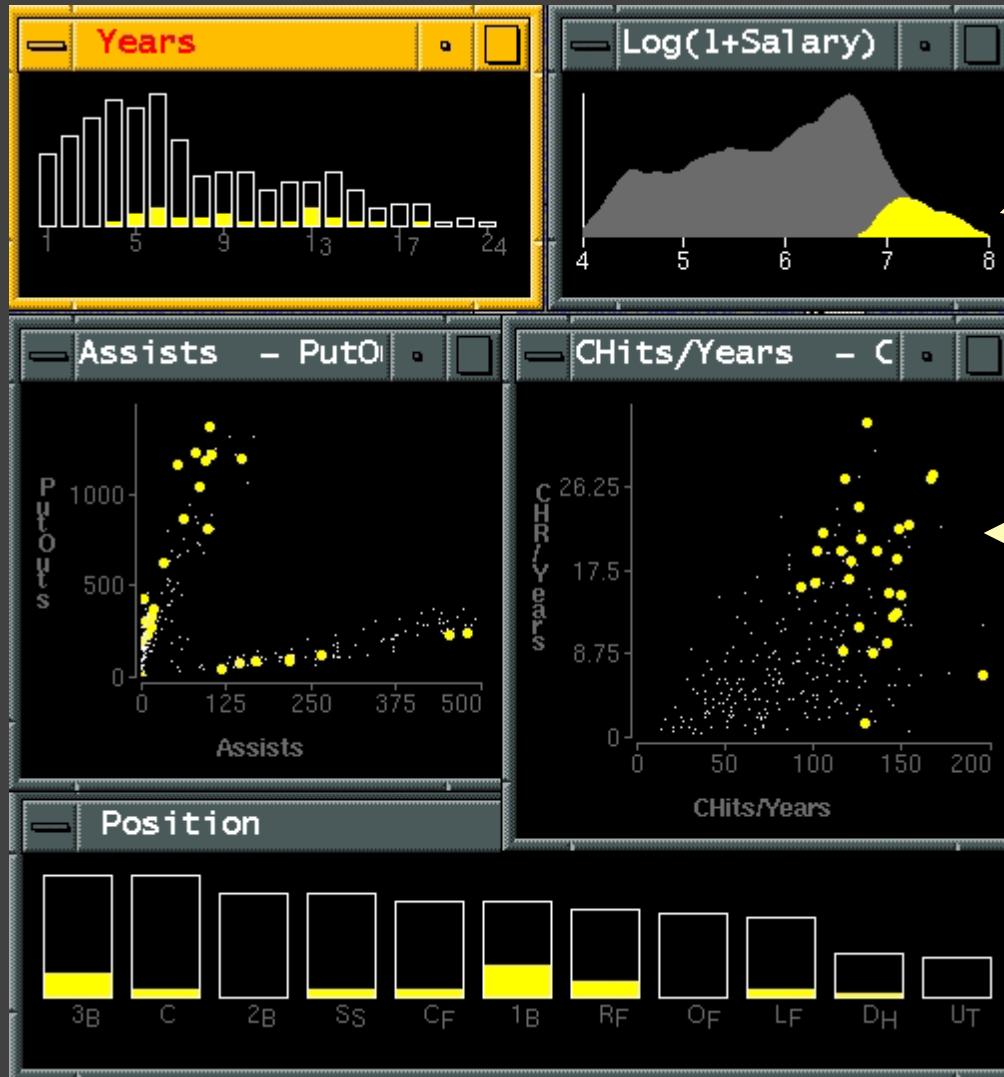
# Baseball Statistics [Wills 95]



# Baseball Statistics [Wills 95]

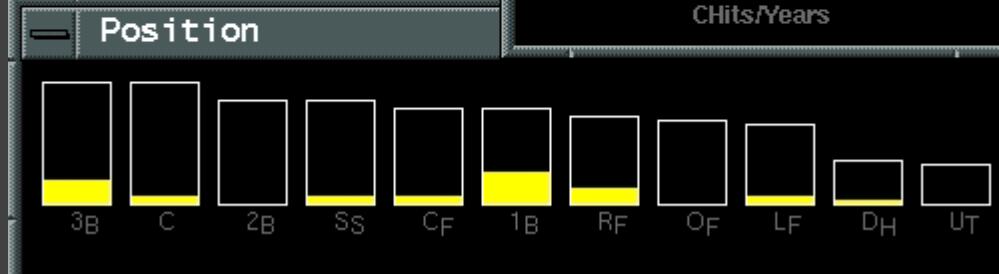
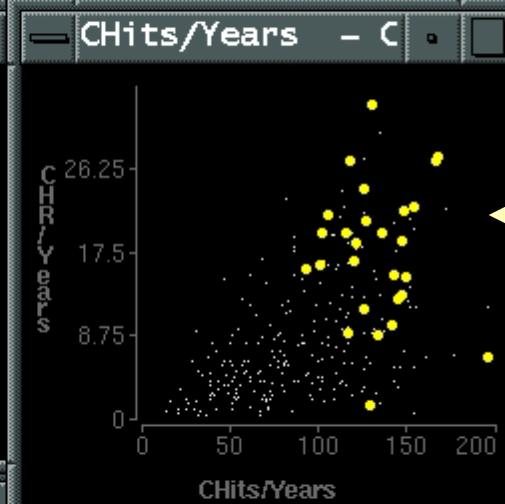
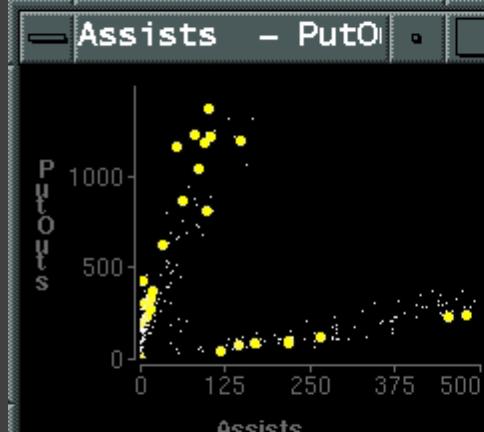
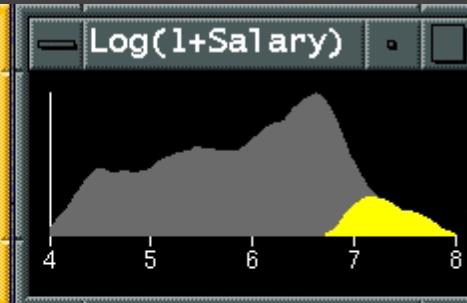
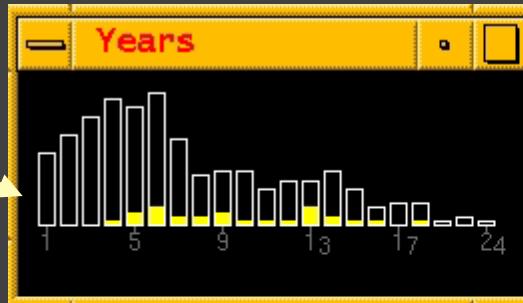


# Baseball Statistics [Wills 95]



# Baseball Statistics [Wills 95]

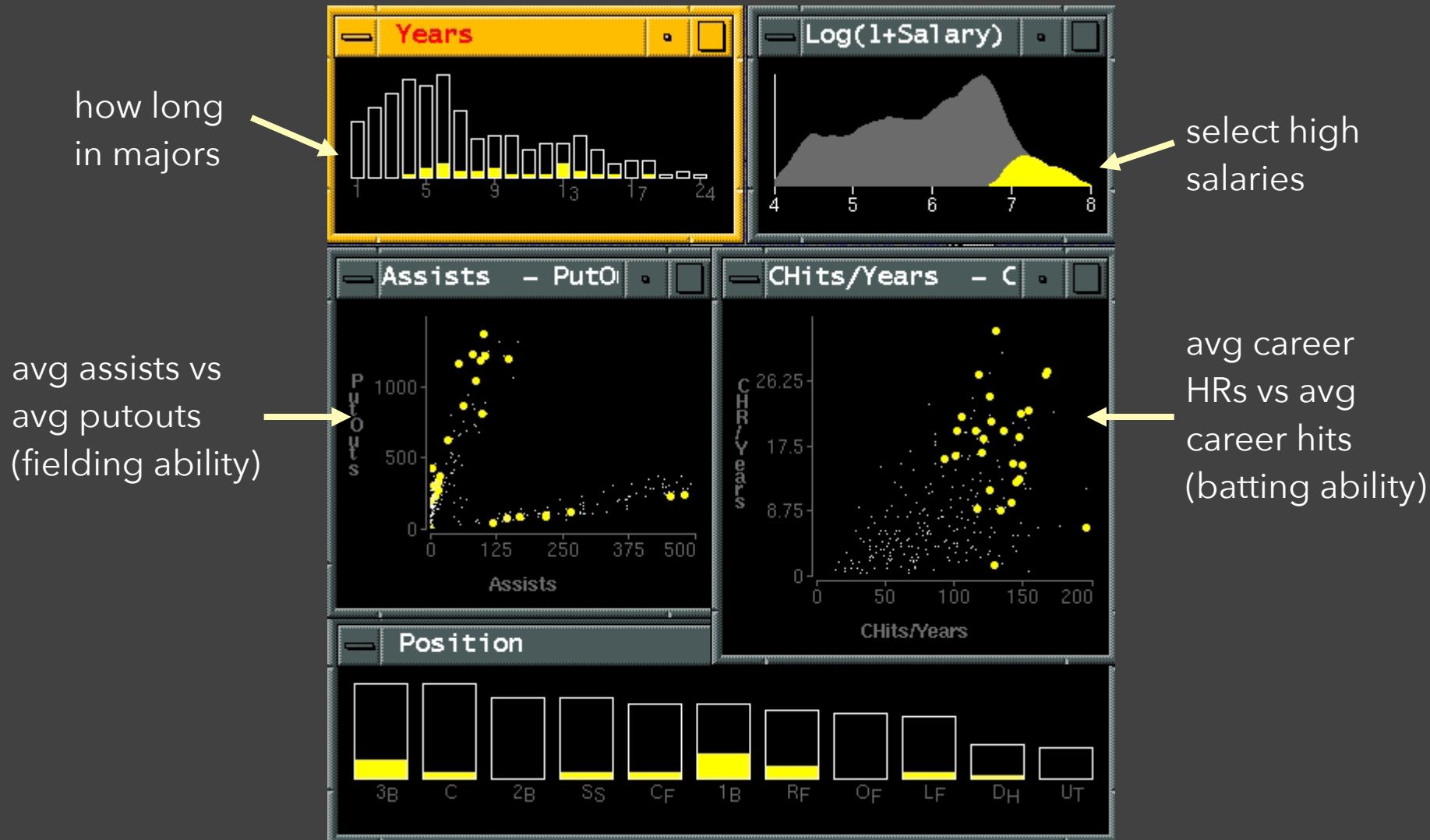
how long  
in majors



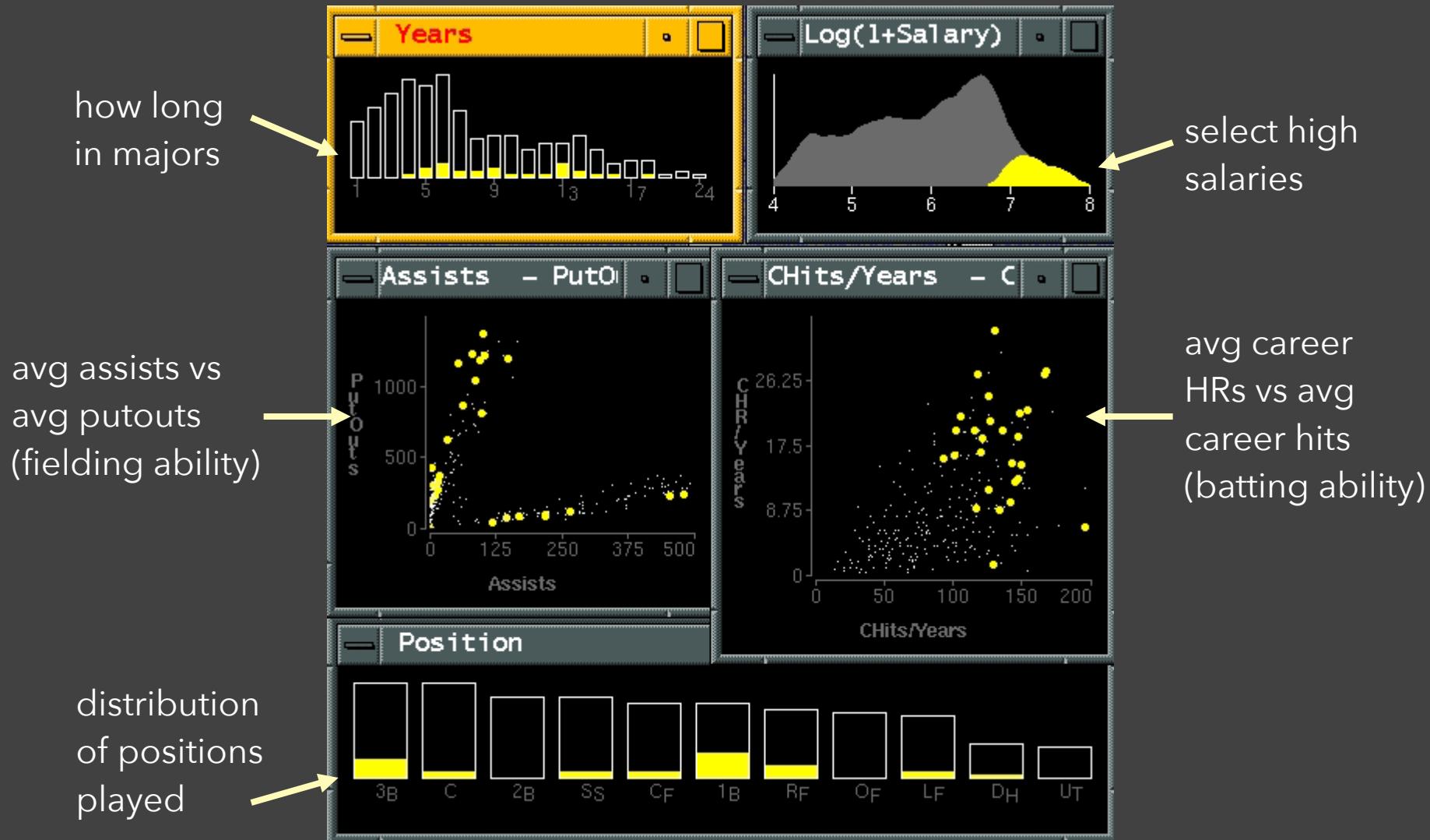
select high  
salaries

avg career  
HRs vs avg  
career hits  
(batting ability)

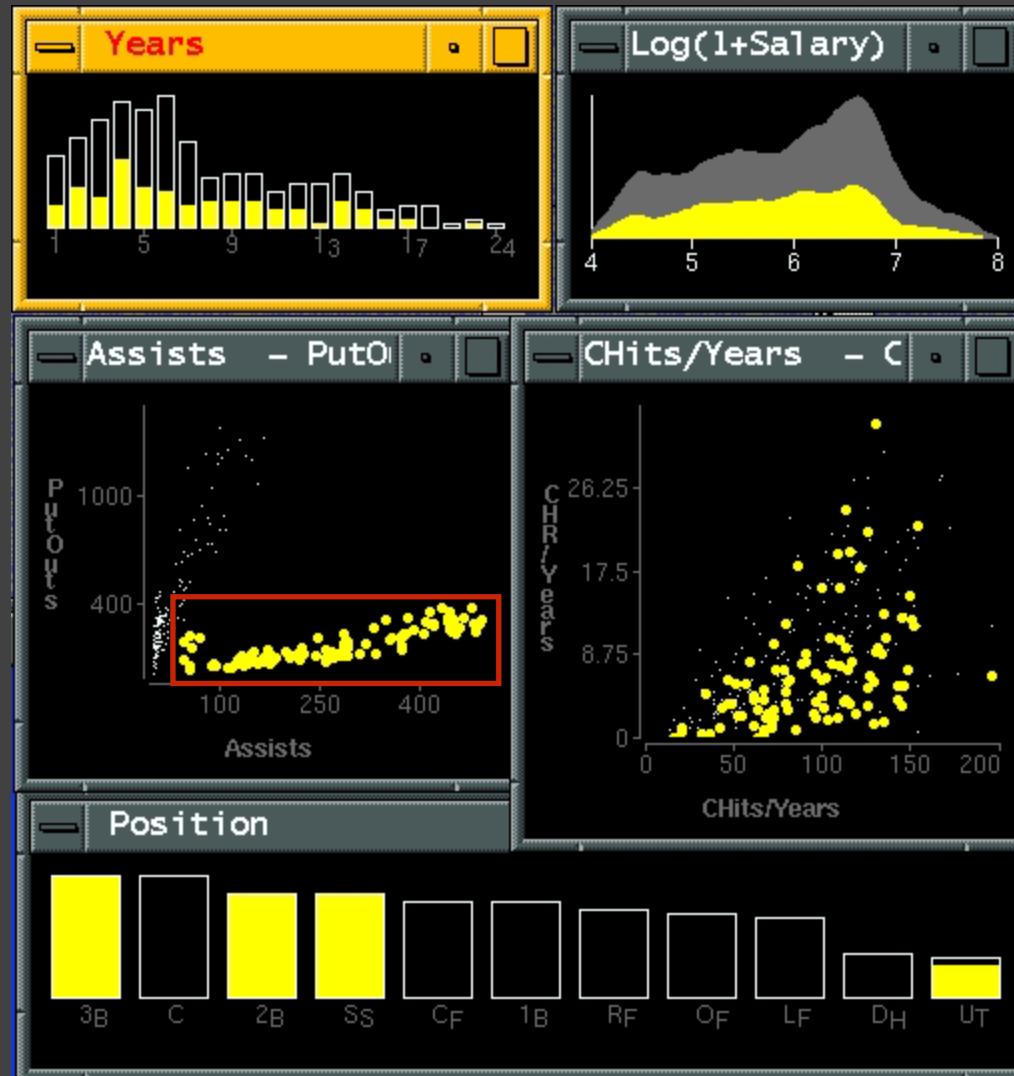
# Baseball Statistics [Wills 95]



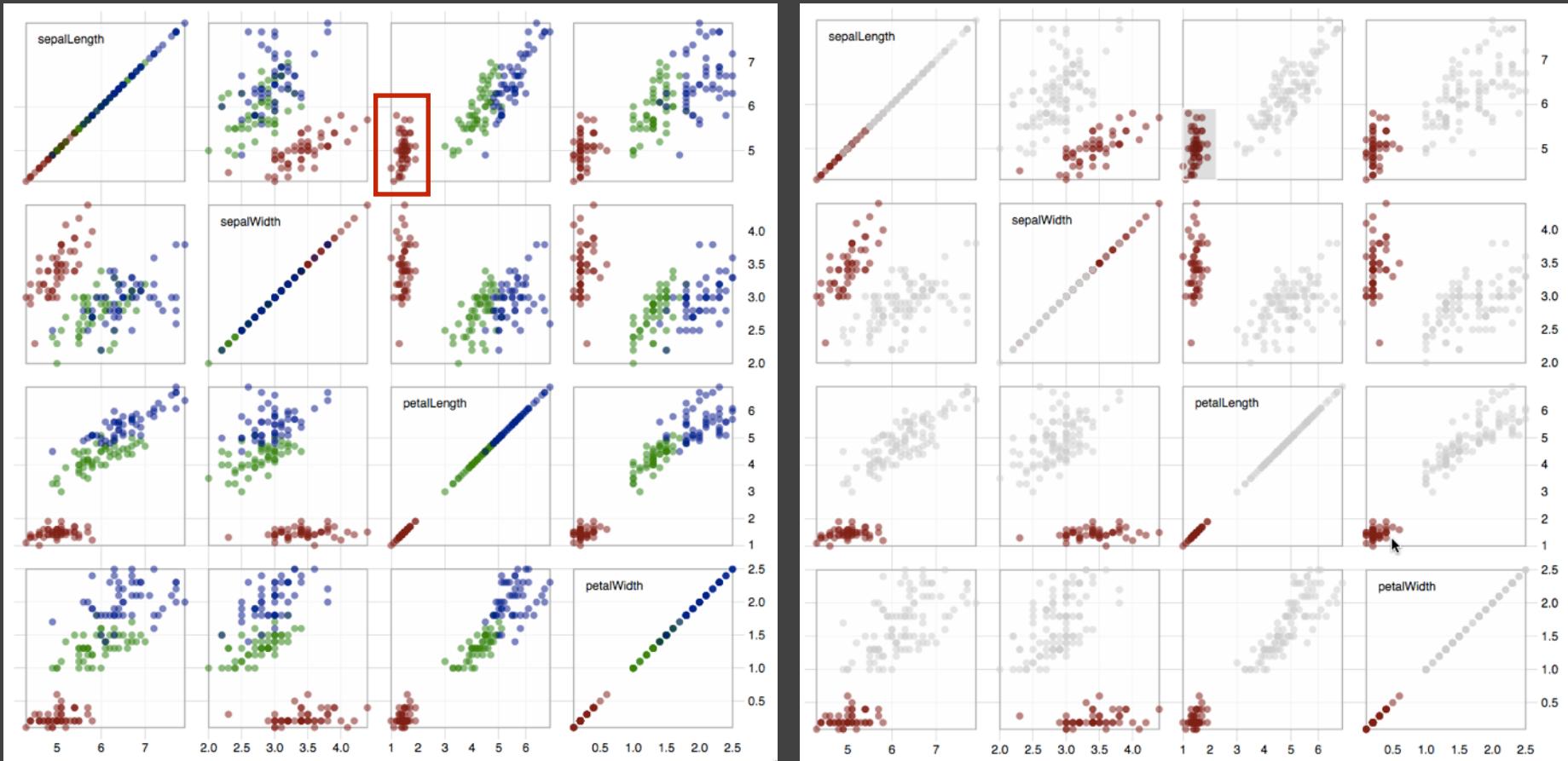
# Baseball Statistics [Wills 95]



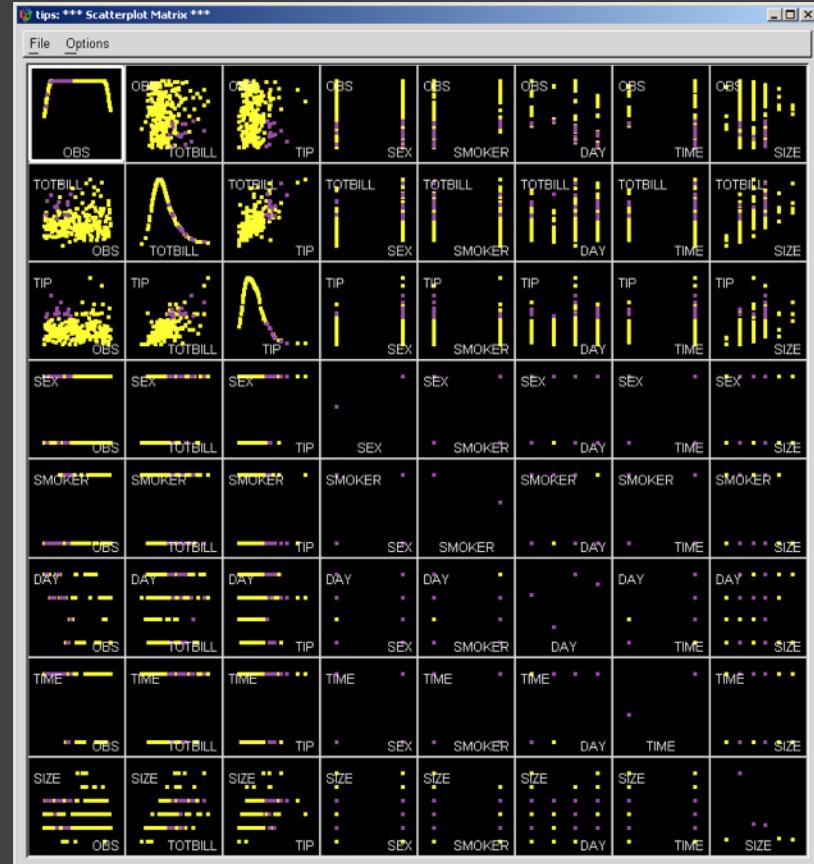
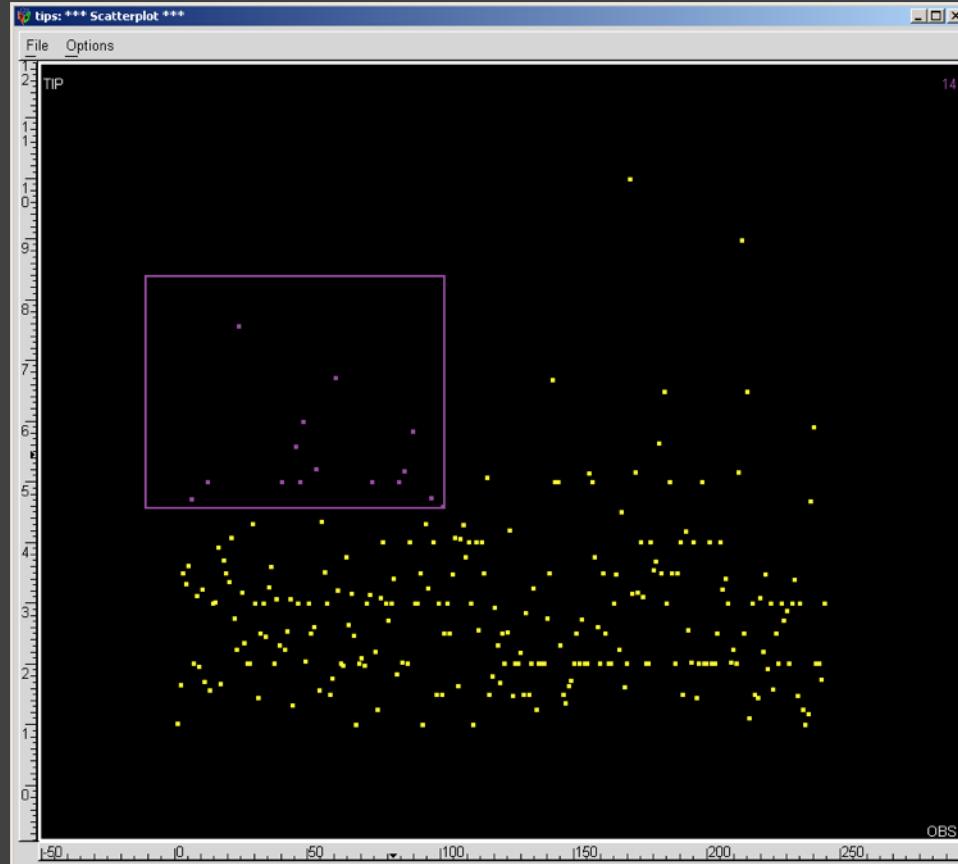
# Linking Assists to Positions



# Brushing Scatterplots



# Brushing in GGobi



<http://www.ggobi.org/>

# Dynamic Queries

# Query & Results

```
SELECT house FROM seattle_homes
```

```
WHERE price < 1,000,000 AND bedrooms > 2
```

```
ORDER BY price
```

Dynamic Browser : DC Home Finder			
<b>IdNumber</b>	Dwelling	Address	City
2	House	5256 S. Capitol St.	Beltsville, MD
4	House	5536 S. Lincoln St.	Beltsville, MD
5	House	5165 Jones Street	Beltsville, MD
8	House	5007 Jones Street	Beltsville, MD
9	House	4872 Jones Street	Beltsville, MD
17	House	5408 S. Capitol St.	Beltsville, MD
20	House	5496 S. Capitol St.	Beltsville, MD
85	Condo	5459 S. Lincoln St.	Laurel, MD
86	Condo	5051 S. Lincoln St.	Laurel, MD
88	Condo	5159 Hamilton Street	Laurel, MD
92	Condo	5132 Hamilton Street	Laurel, MD
93	Condo	5221 S. Lincoln St.	Laurel, MD
94	Condo	5043 S. Lincoln St.	Laurel, MD
95	Condo	4970 Jones Street	Laurel, MD
97	Condo	4677 Jones Street	Laurel, MD
98	Condo	4896 S. Capitol St.	Laurel, MD
99	Condo	5048 S. Capitol St.	Laurel, MD
100	Condo	4597 31st Street	Laurel, MD
101	Condo	5306 S. Lincoln St.	Laurel, MD
103	Condo	5562 Glass Road	Laurel, MD
105	Condo	5546 Hamilton Street	Laurel, MD
152	House	7670 31st Street	Upper Marlboro, MD

# Issues with Textual Queries

1. For programmers
2. Rigid syntax
3. Only shows exact matches
4. Too few or too many hits
5. No hint on how to reformulate the query
6. Slow question-answer loop
7. Results returned as table

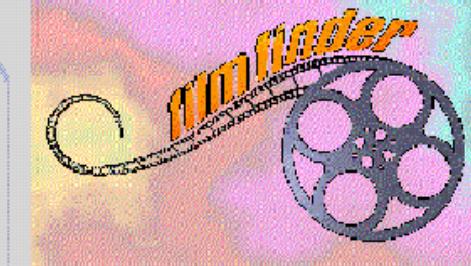
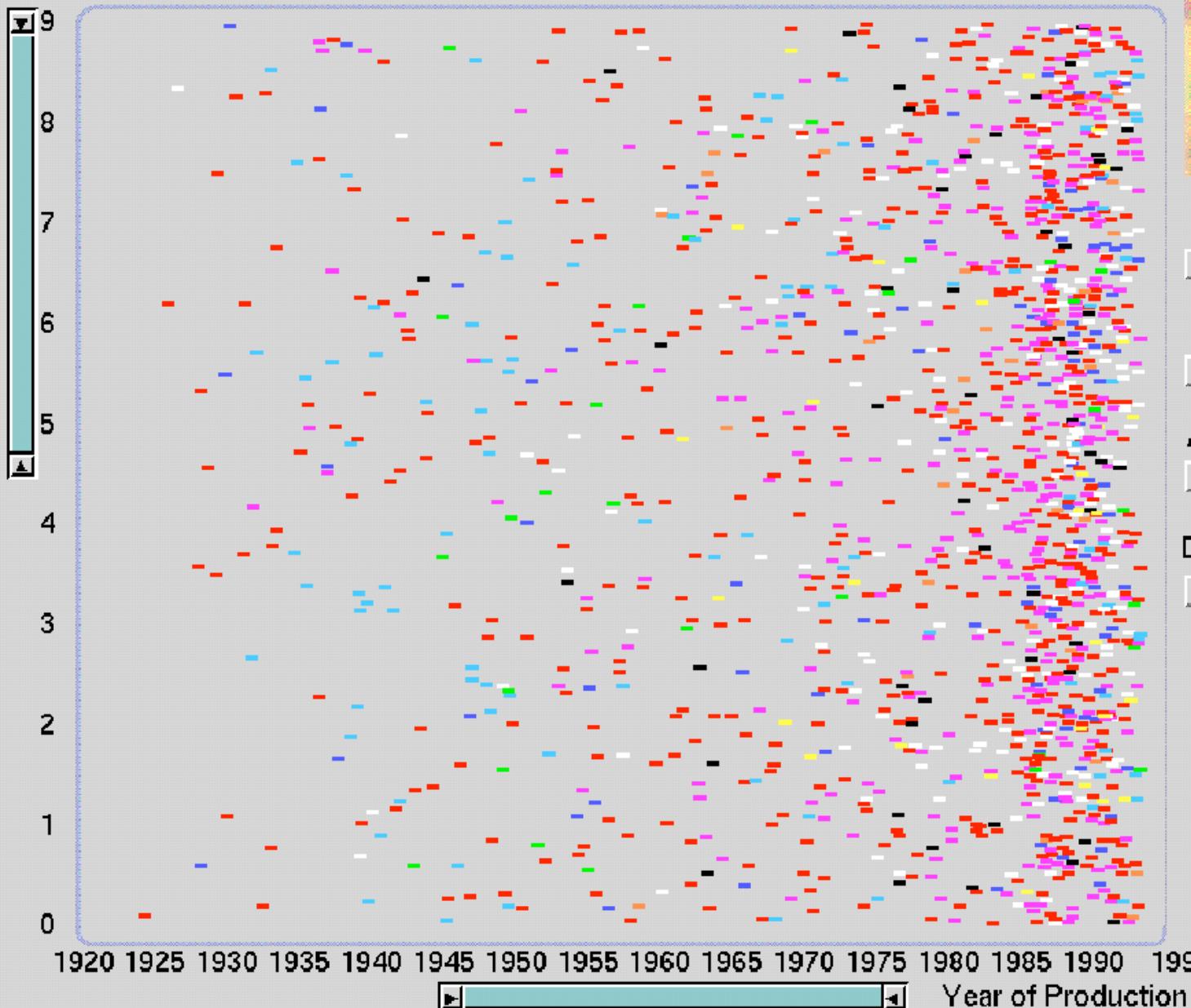
# HomeFinder



# Direct Manipulation

1. Visual representation of objects and actions
2. Rapid, incremental and reversible actions
3. Selection by pointing (not typing)
4. Immediate and continuous display of results

Popularity



Title :

ALL

ALL

A B C D F G H I L M N P R S T W Z

Actor : ALL

ALL

A B C D F G H I J K L M P R S T W Z

Actress : ALL

ALL

A B C D F G H I K L M P R S T W Z

Director : ALL

ALL

A B C D F G H I J K L M P R S T W Z

0

Length

450



0

450

Ratings    G    PG  
            PG-13    R

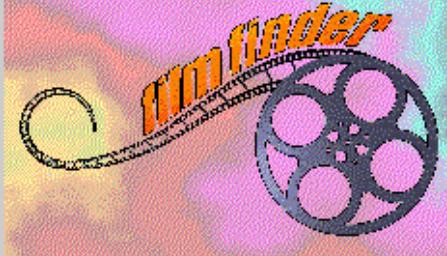
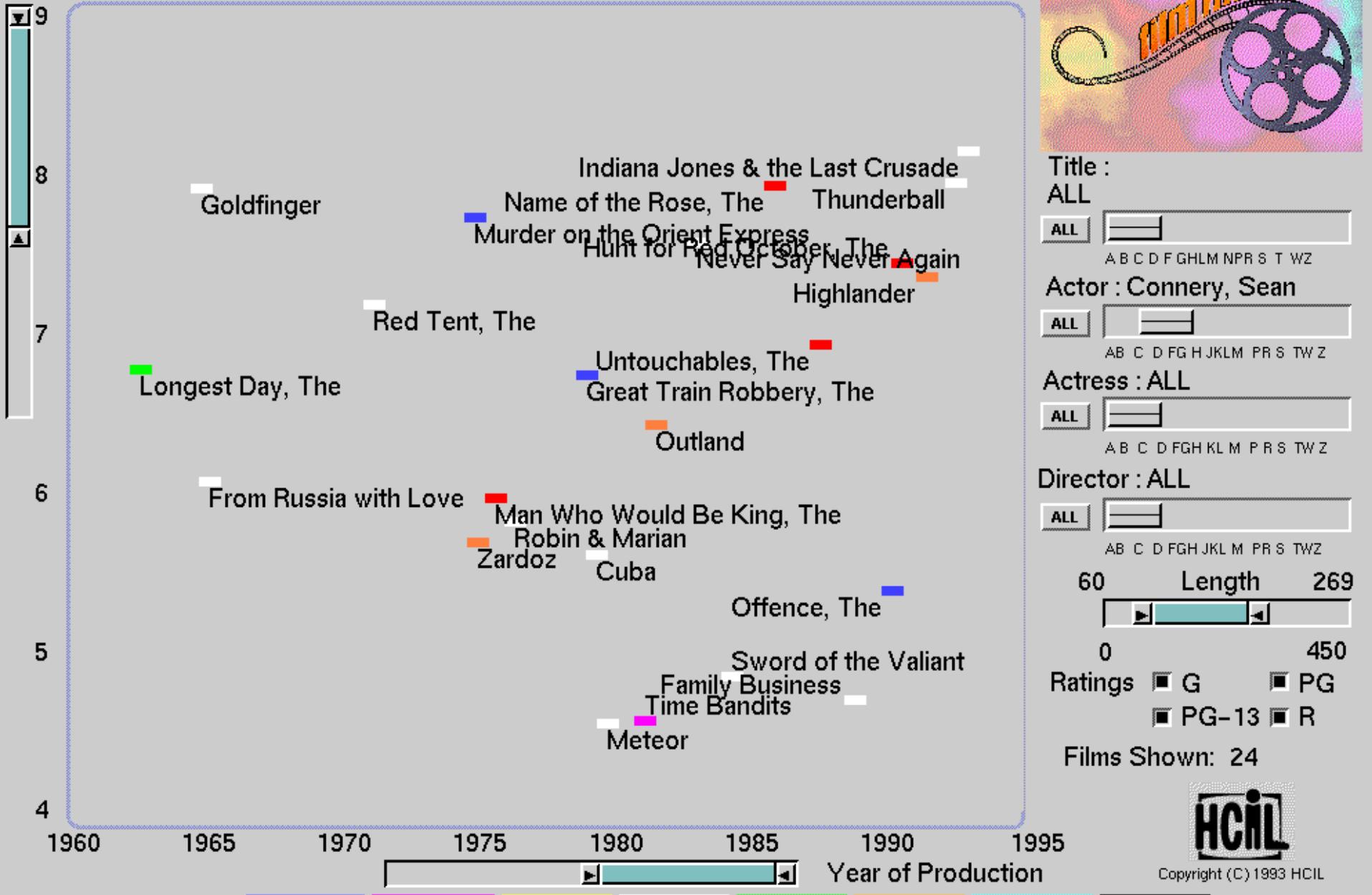
Films Shown: 1455



Copyright (C) 1993 HCIL

[Ahlberg and Shneiderman 94]

## Popularity



Title :

ALL

ALL

A B C D F G H I M N P R S T W Z

Actor : Connery, Sean

ALL

A B C D F G H J K L M P R S T W Z

Actress : ALL

ALL

A B C D F G H K L M P R S T W Z

Director : ALL

ALL

A B C D F G H J K L M P R S T W Z

Length 269

60 450

Ratings G PG

PG-13 R

Films Shown: 24



Copyright (C) 1993 HCIL

ALL

Drama

Mystery

Comedy

Music

Action

War

Sci-Fi

Western

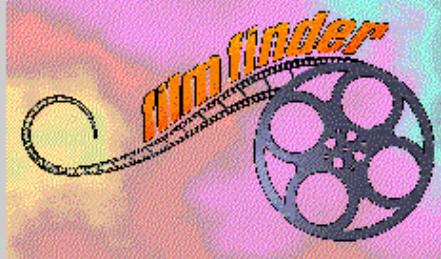
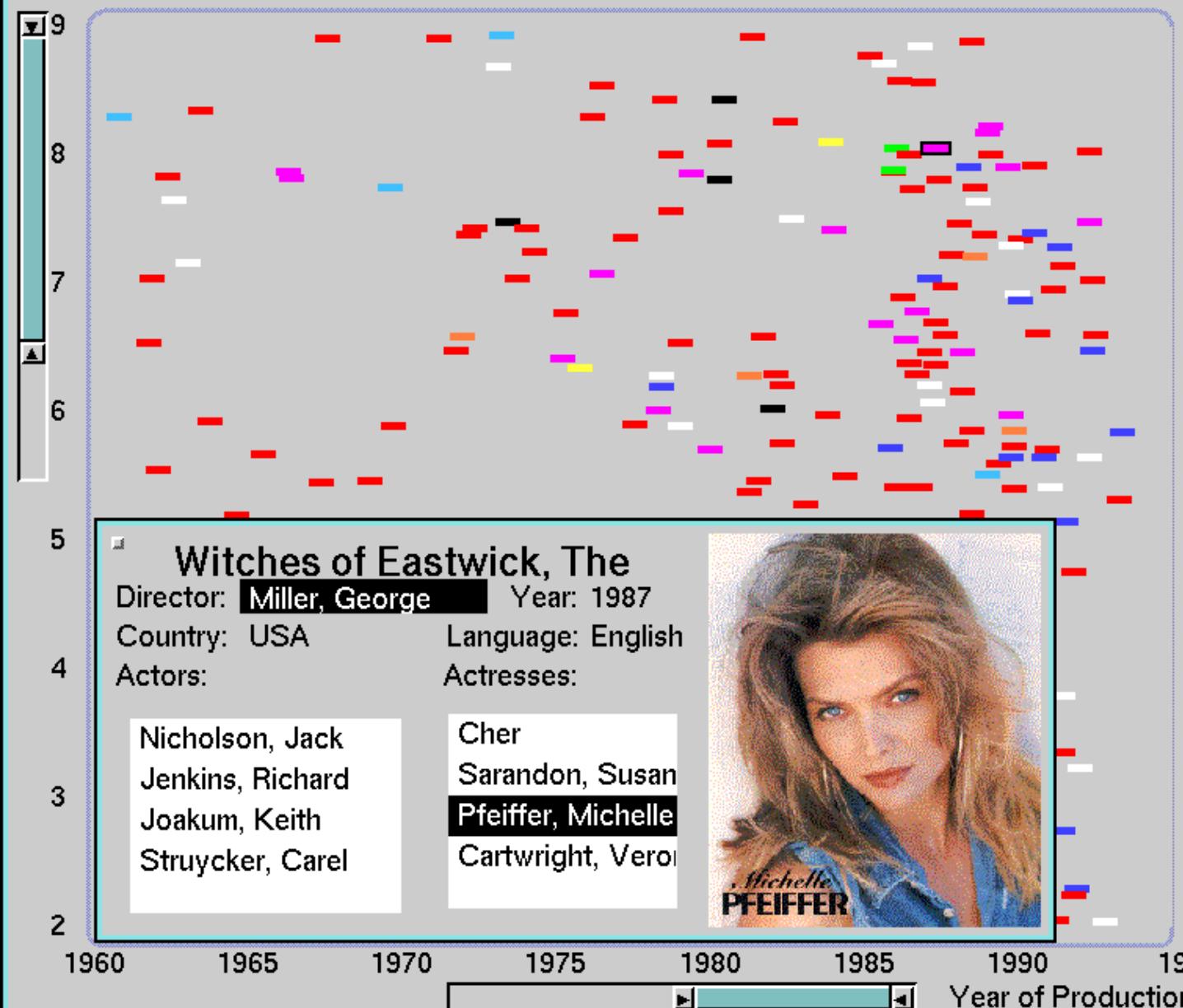
Horror

# Alphaslider

Title :  
Moonstruck



# Popularity



Title :

ALL

ALL

A B C D F G H I M N P R S T W Z

Actor : ALL

ALL

A B C D F G H J K L M P R S T W Z

Actress : Pfeiffer, Michelle

ALL

A B C D F G H K L M P R S T W Z

Director : Miller, George

ALL

A B C D F G H J K L M P R S T W Z

105 Length 231

0

450

Ratings

G

PG

PG-13

R

Films Shown: 210



Copyright (C) 1993 HCIL

ALL

Drama

Mystery

Comedy

Music

Action

War

Sci-Fi

Western

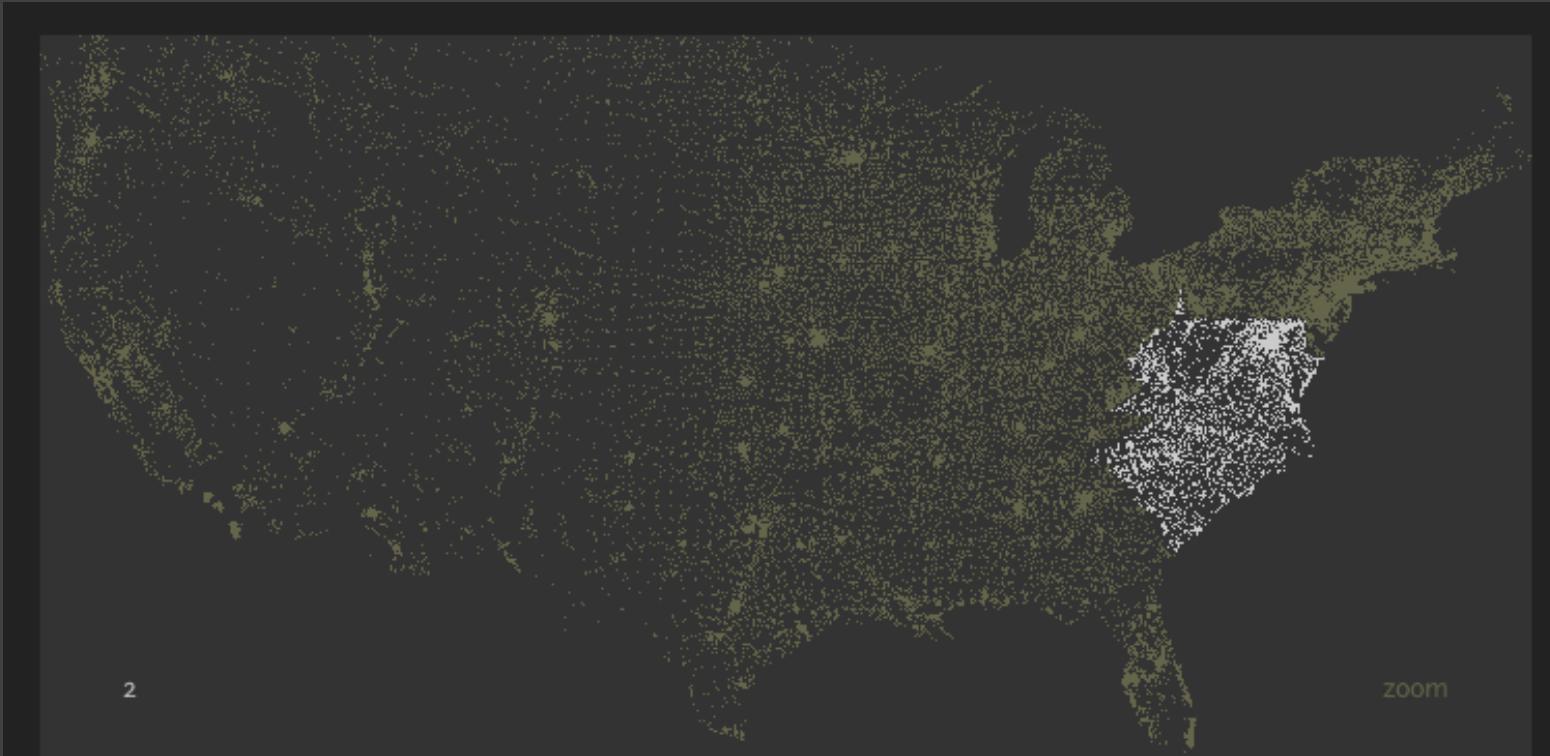
Horror

- The Attribute Explorer

# Attribute Explorer [Spence & Tweedie 96]

- Video Clip

# Zipdecode [Fry 04]

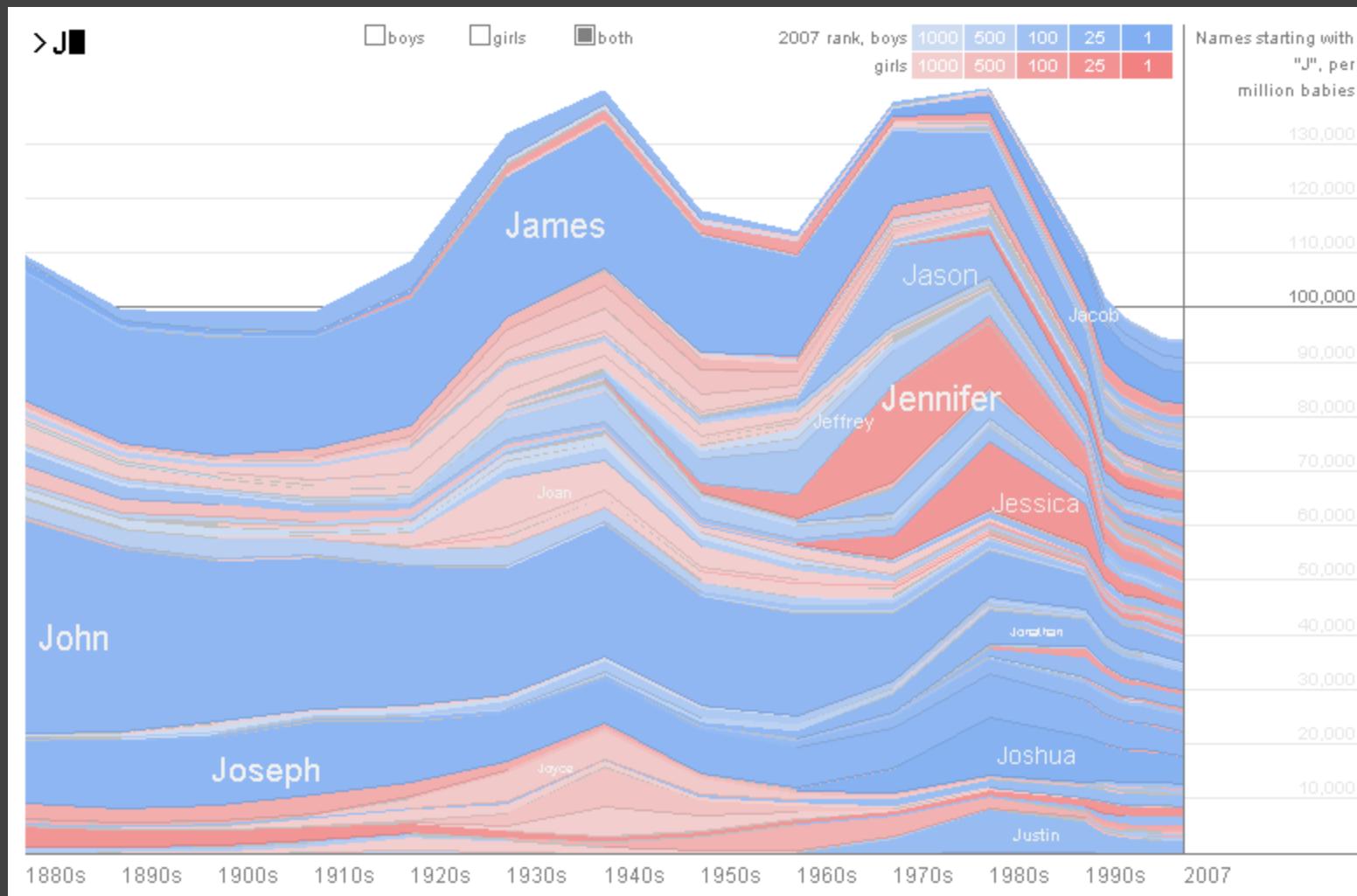


Hit the letter **z**, or click the word **zoom** to enable or disable zooming.

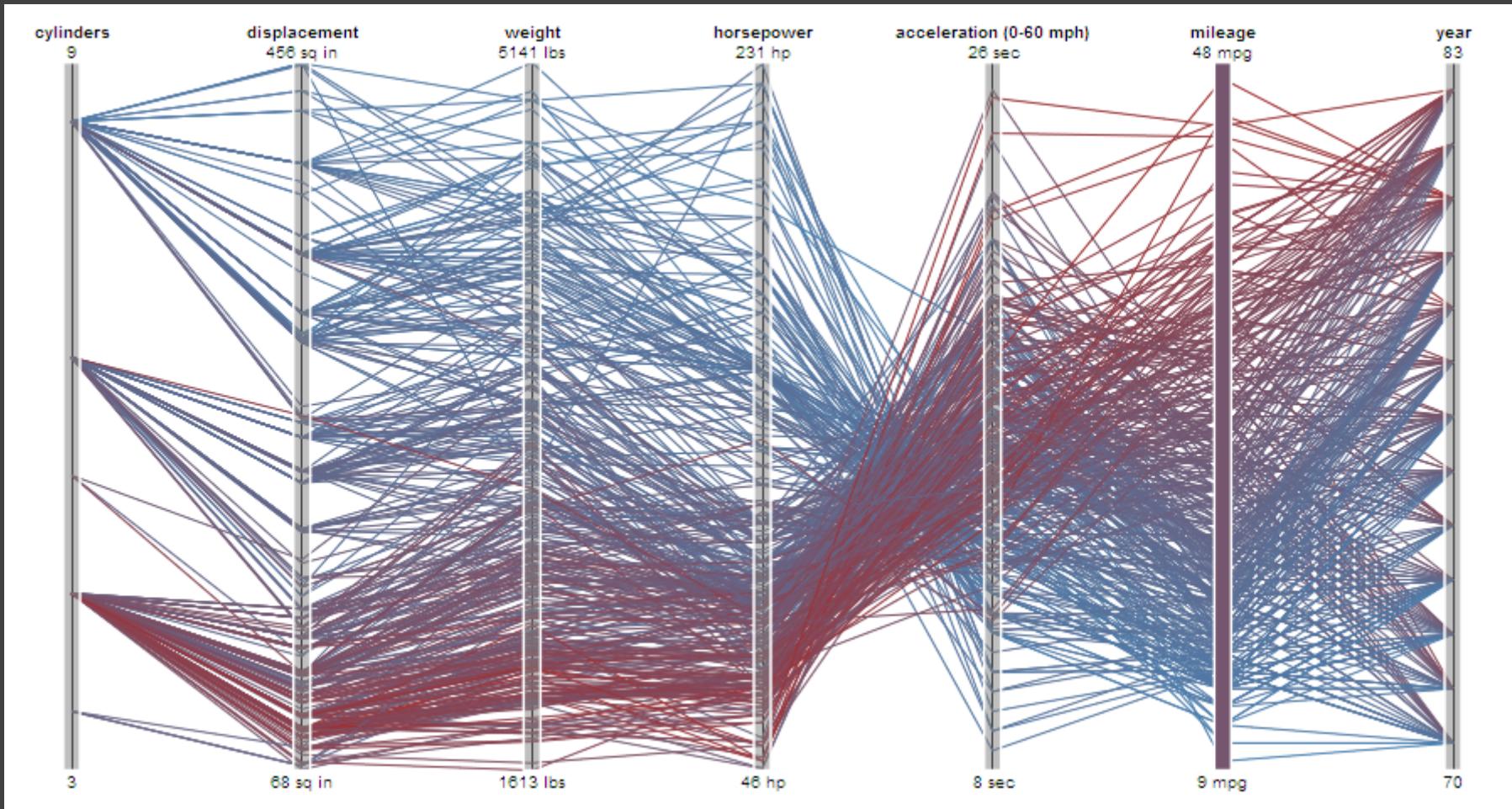
Hold down **shift** while typing a number to replace the previous number  
(U.S. keyboards only).

<http://benfry.com/zipdecode/>

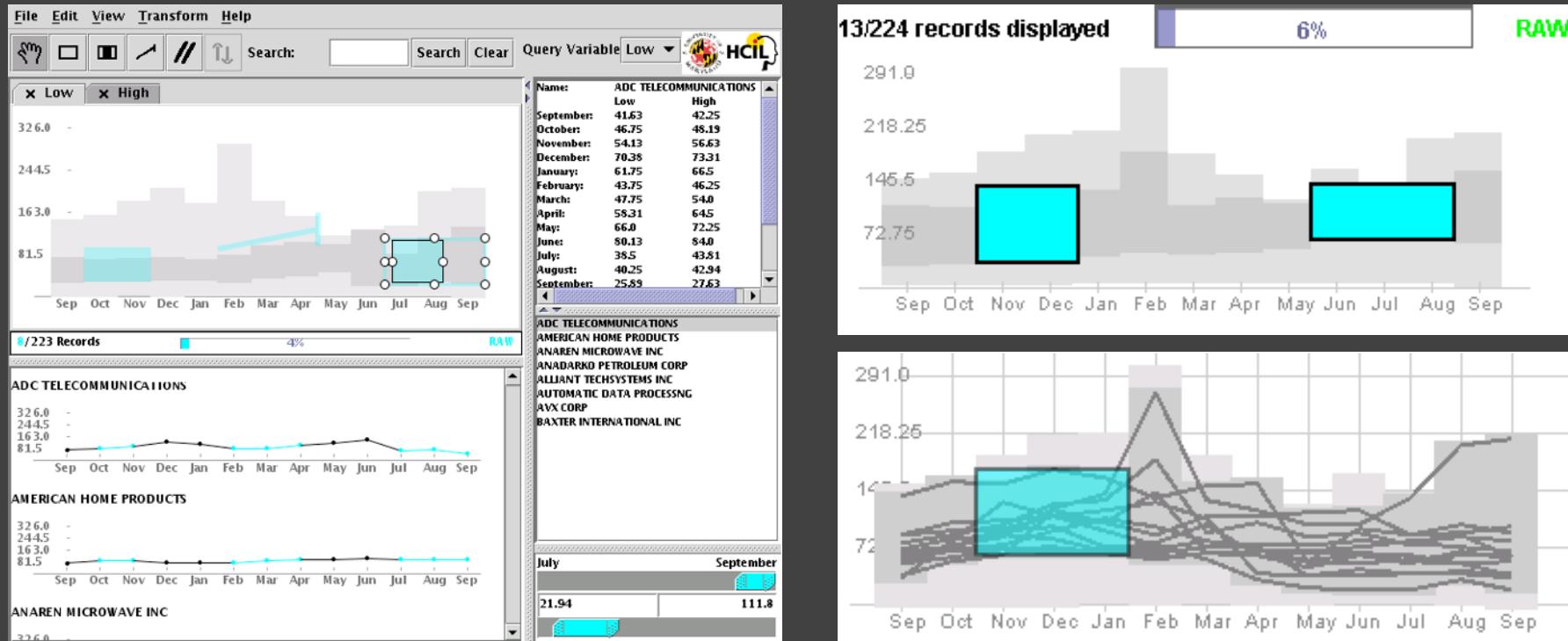
# NameVoyager [Wattenberg 06]



# Parallel Coordinates [Inselberg]

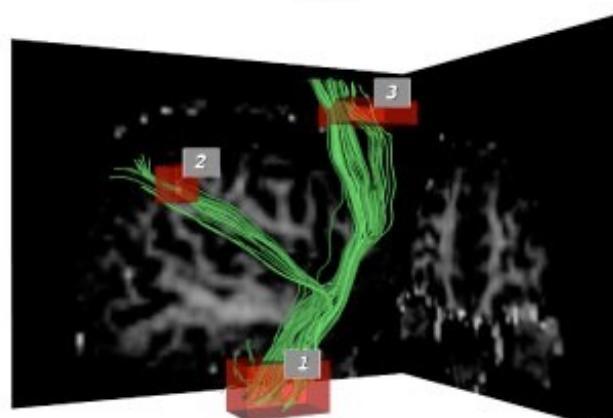
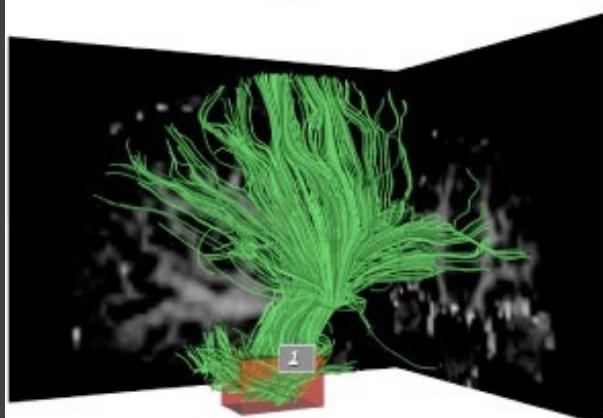
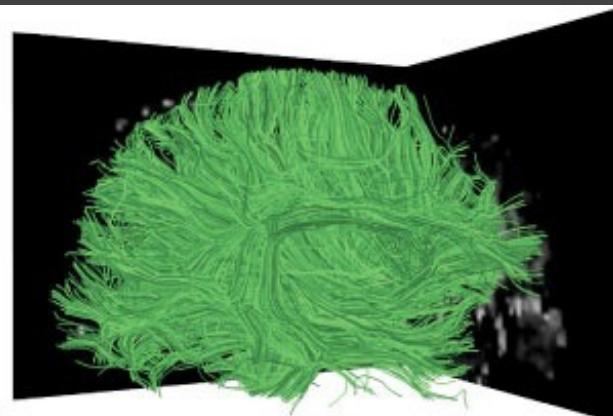
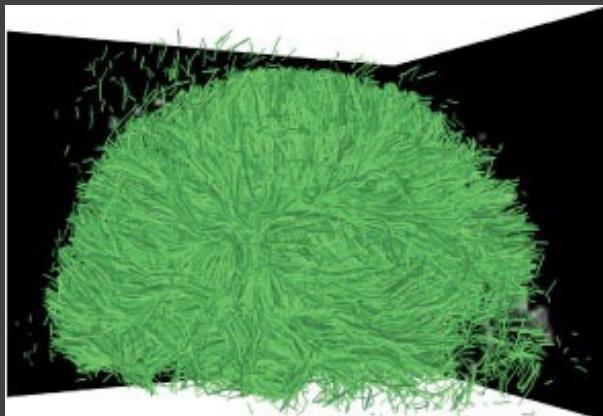


# TimeSearcher [Hocheiser 02]

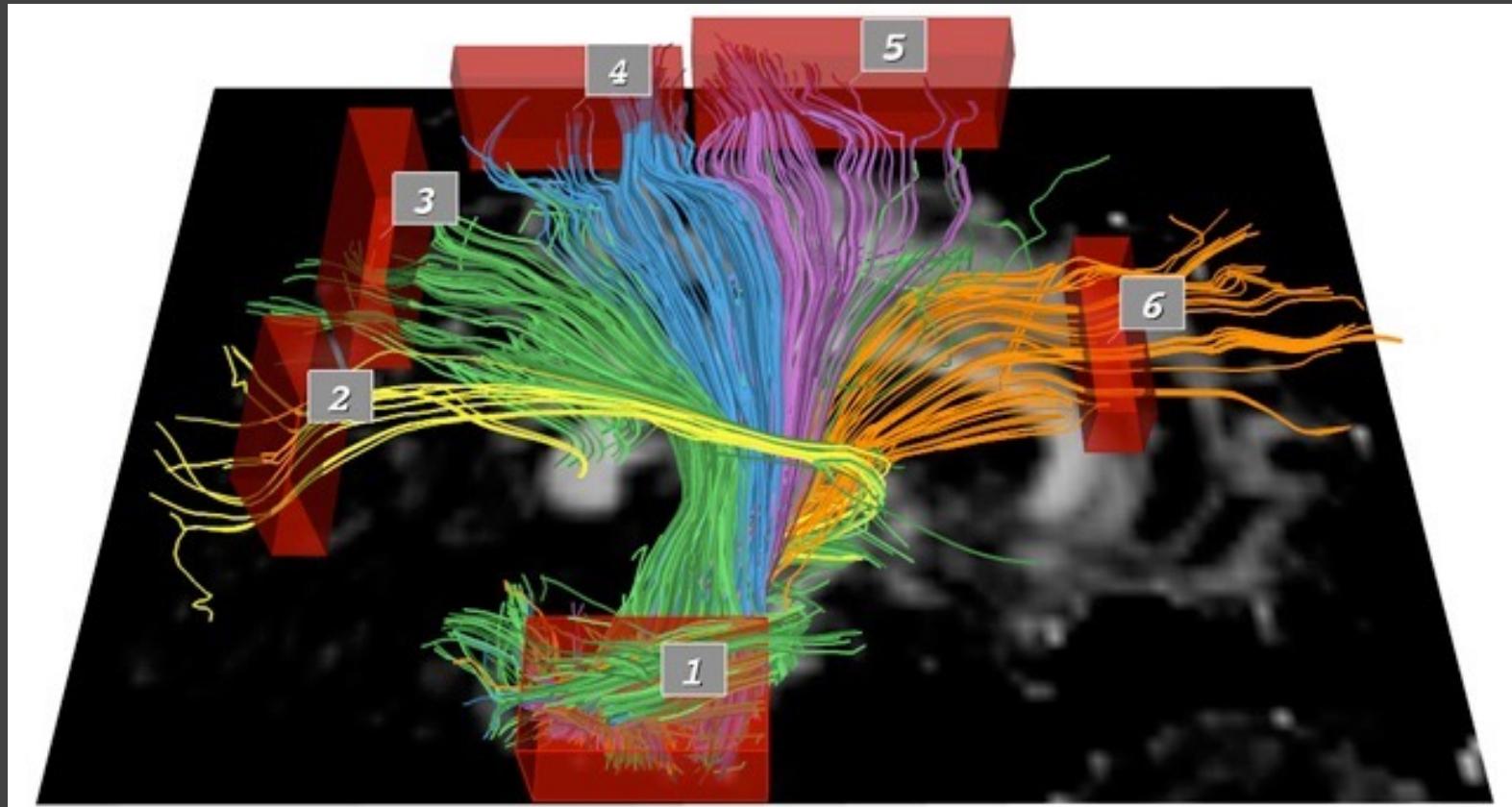


Builds on Wattenberg's [2001] idea for sketch-based queries of time-series data.

# 3D Dynamic Queries [Akers 04]



# 3D Dynamic Queries [Akers 04]



# Pros & Cons

## Pros

Controls useful for both novices and experts

Quick way to explore data

# Pros & Cons

## Pros

Controls useful for both novices and experts

Quick way to explore data

## Cons

Simple queries

Lots of controls

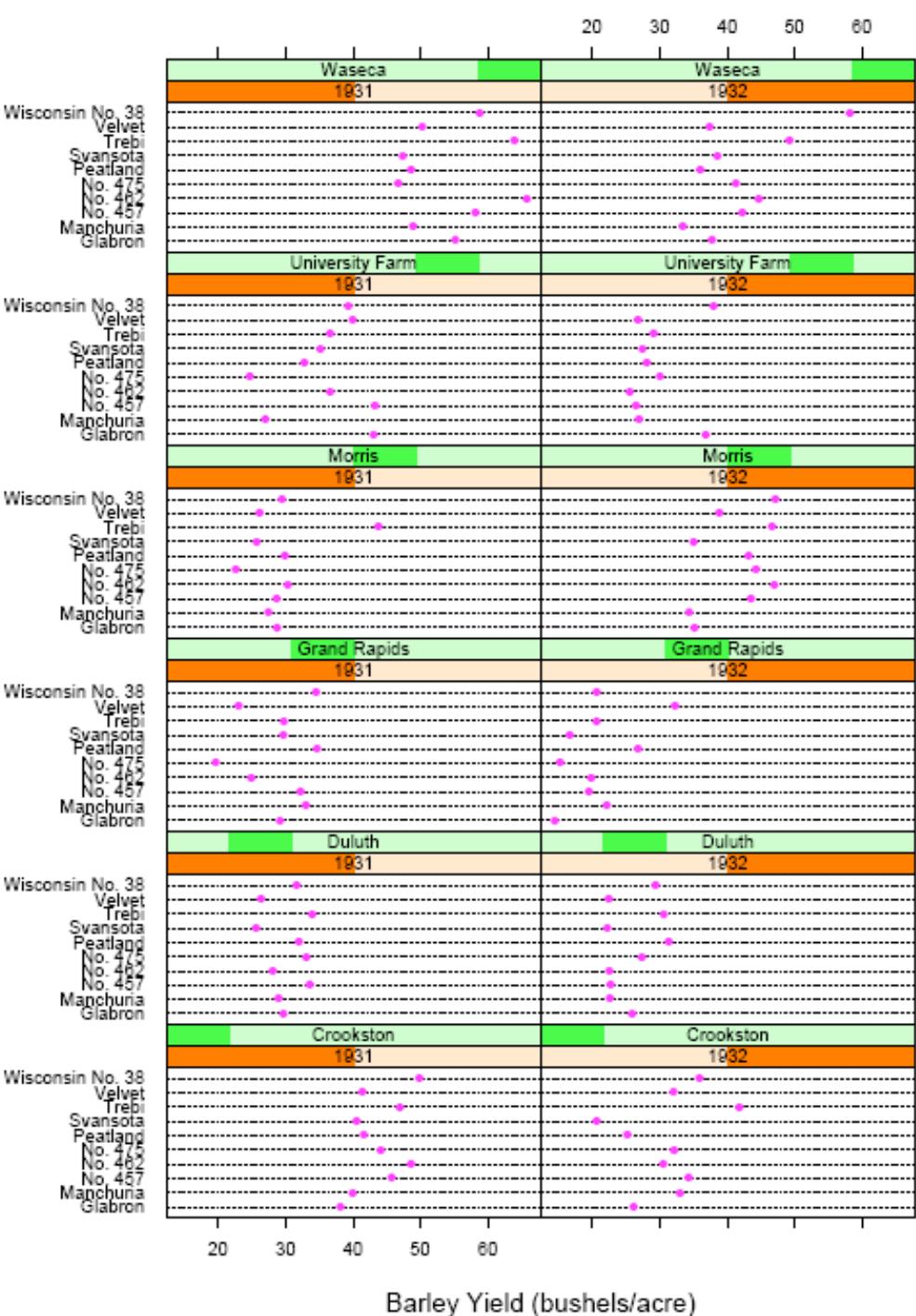
Amount of data shown limited by screen space

Who would use these kinds of tools?

# Sorting

# Trellis Display

[Becker, Cleveland, and Shyu 96]

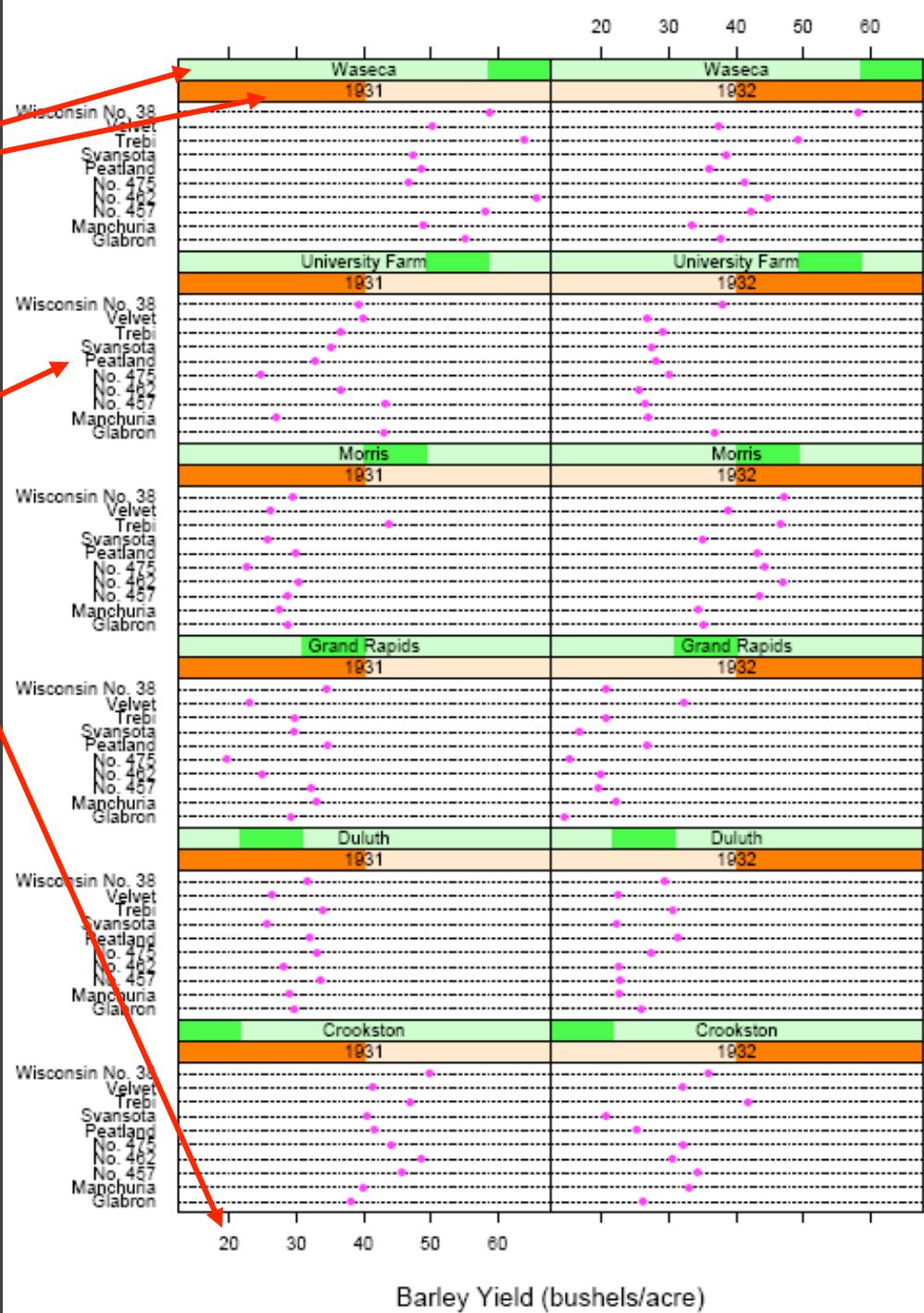


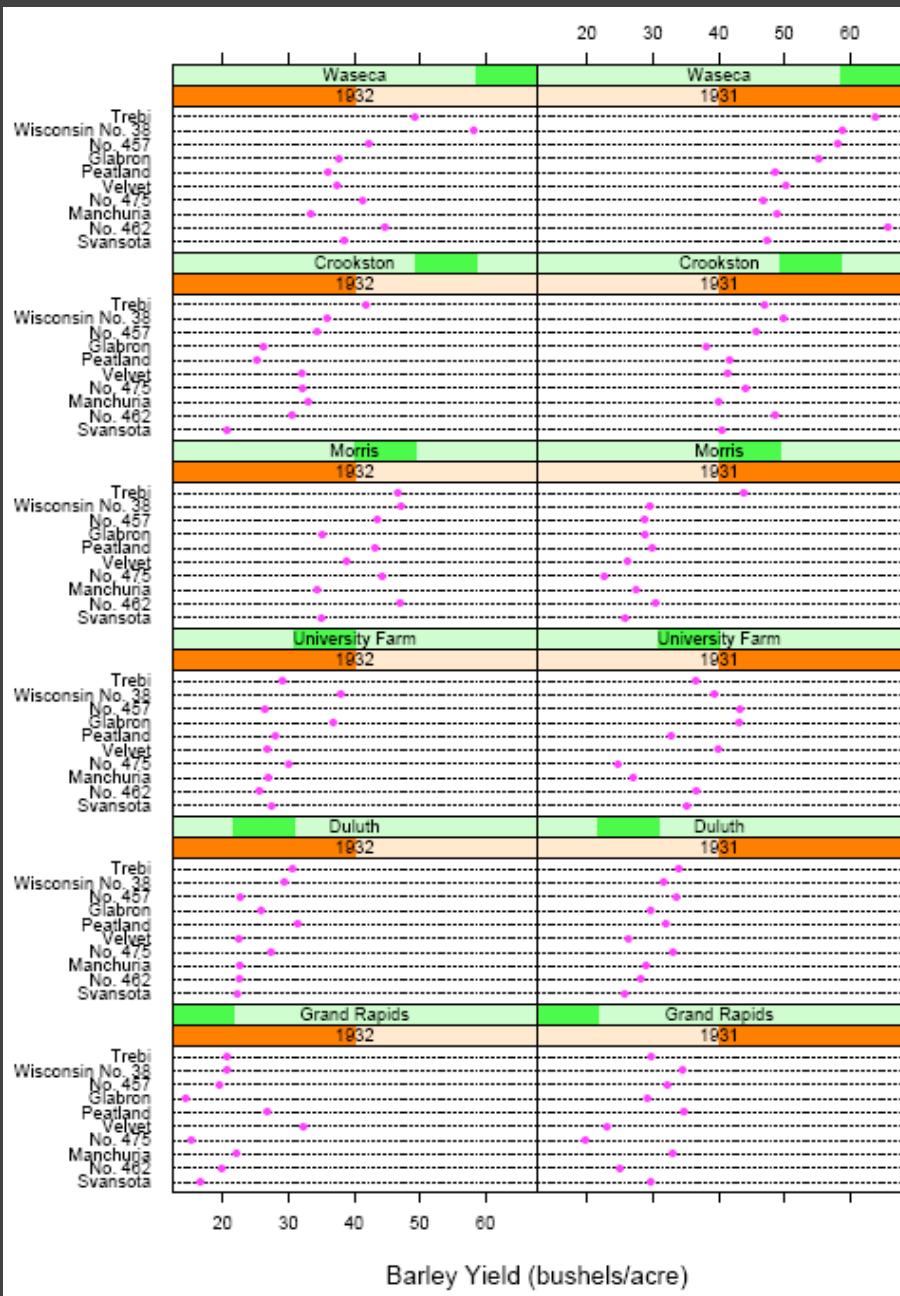
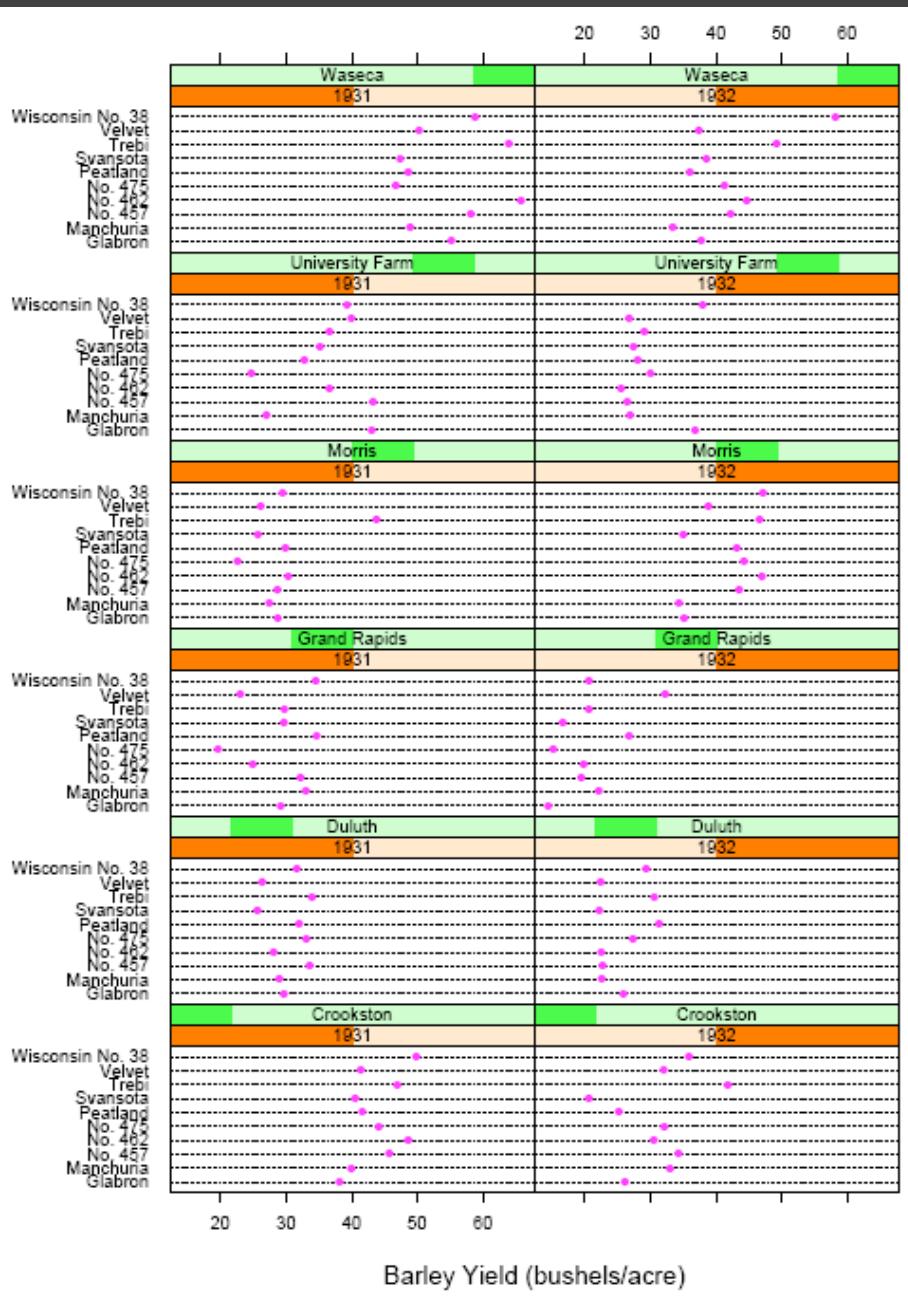
# Trellis Display

[Becker, Cleveland, and Shyu 96]

Condition variables  
location, year

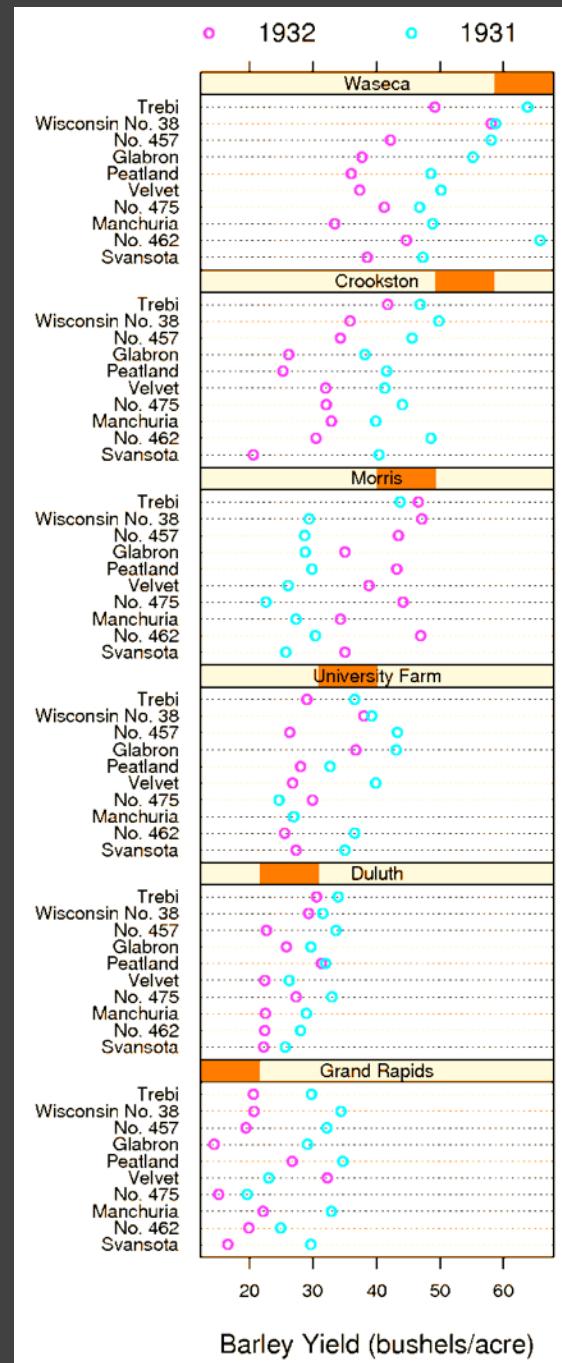
Panel variables  
type, yield





Alphabetical ordering

Main-effects ordering



# Graph Viewer

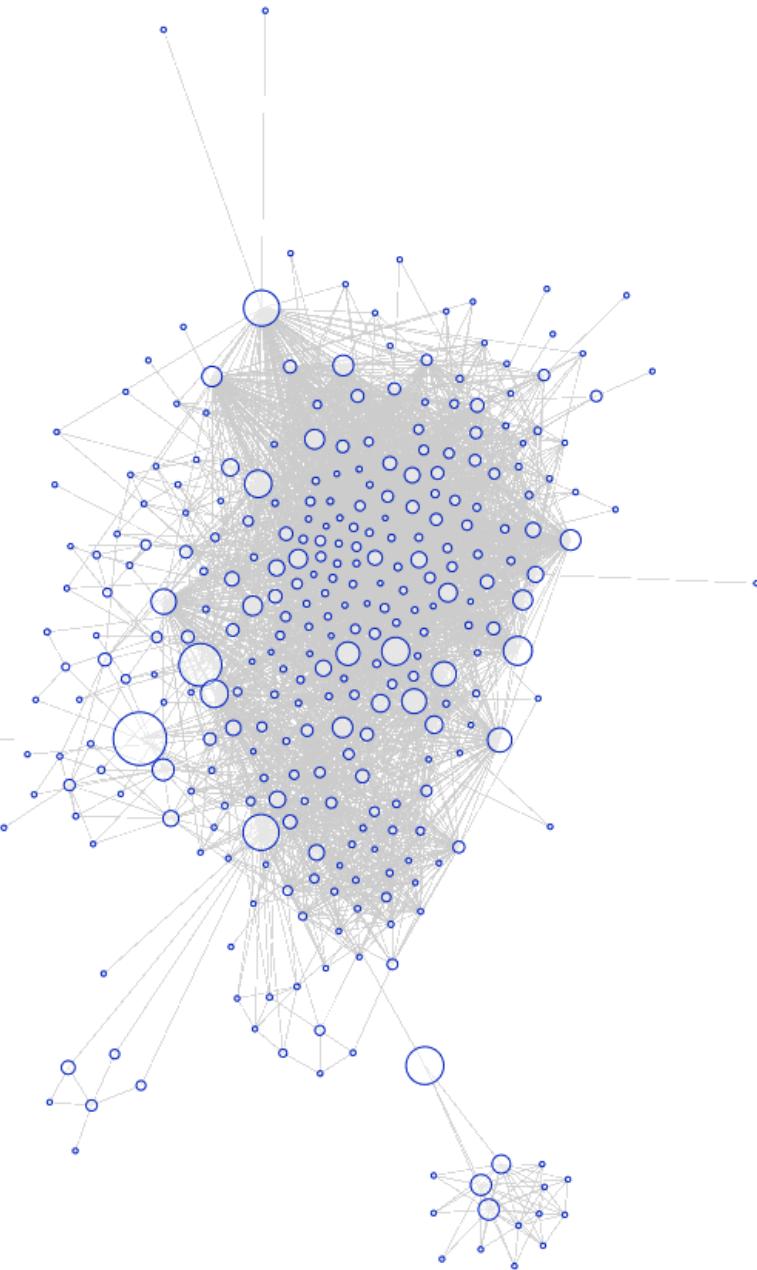
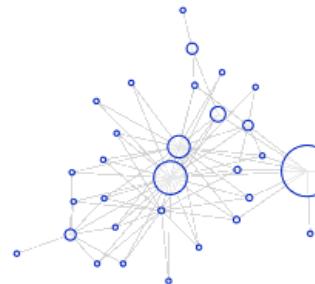
## Graph Viewer

Roll-up by:

Visualization:

Sort by:

Edge centrality filters:



Images

Animate

# Graph Viewer

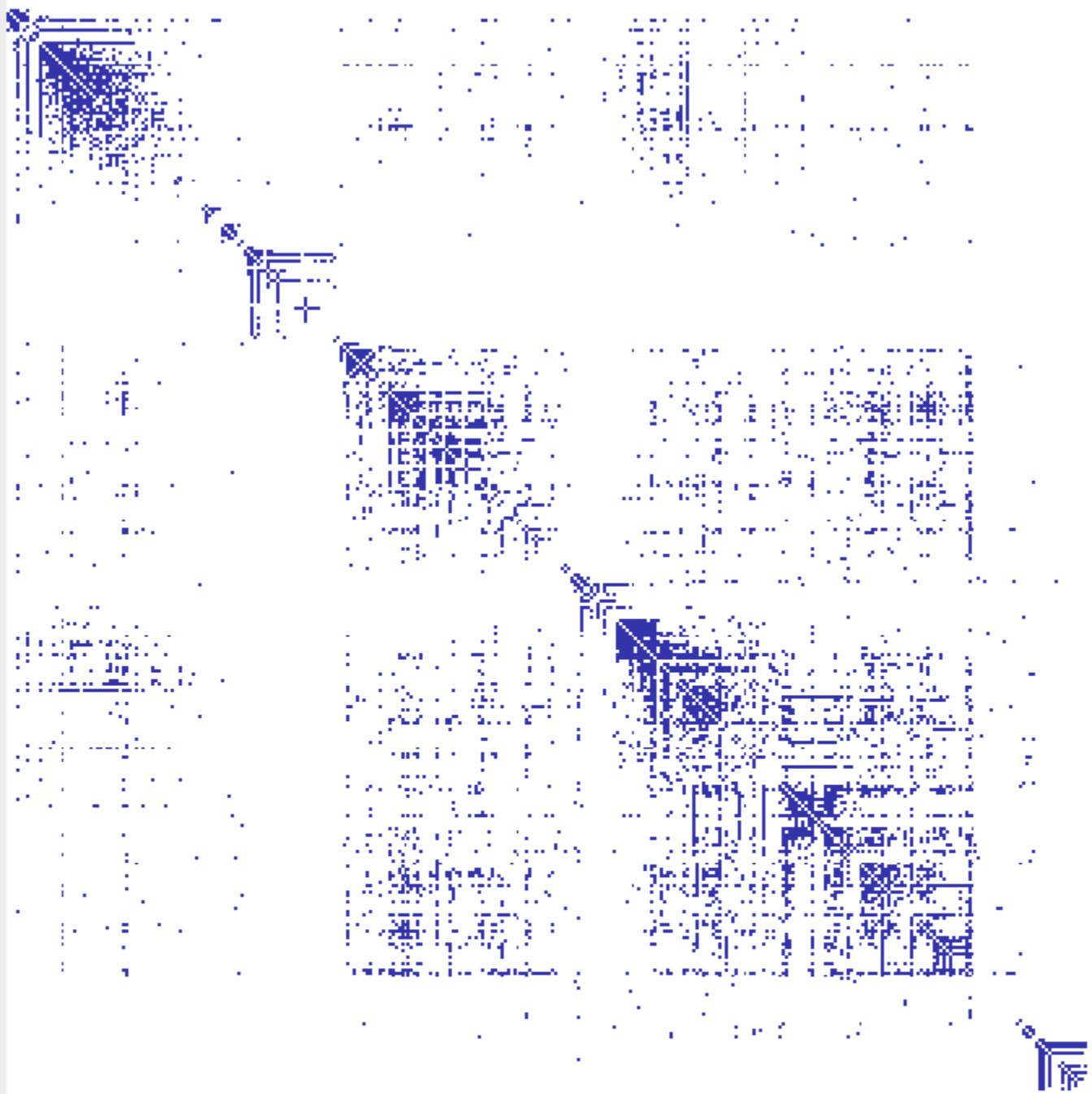
## Graph Viewer

Roll-up by:

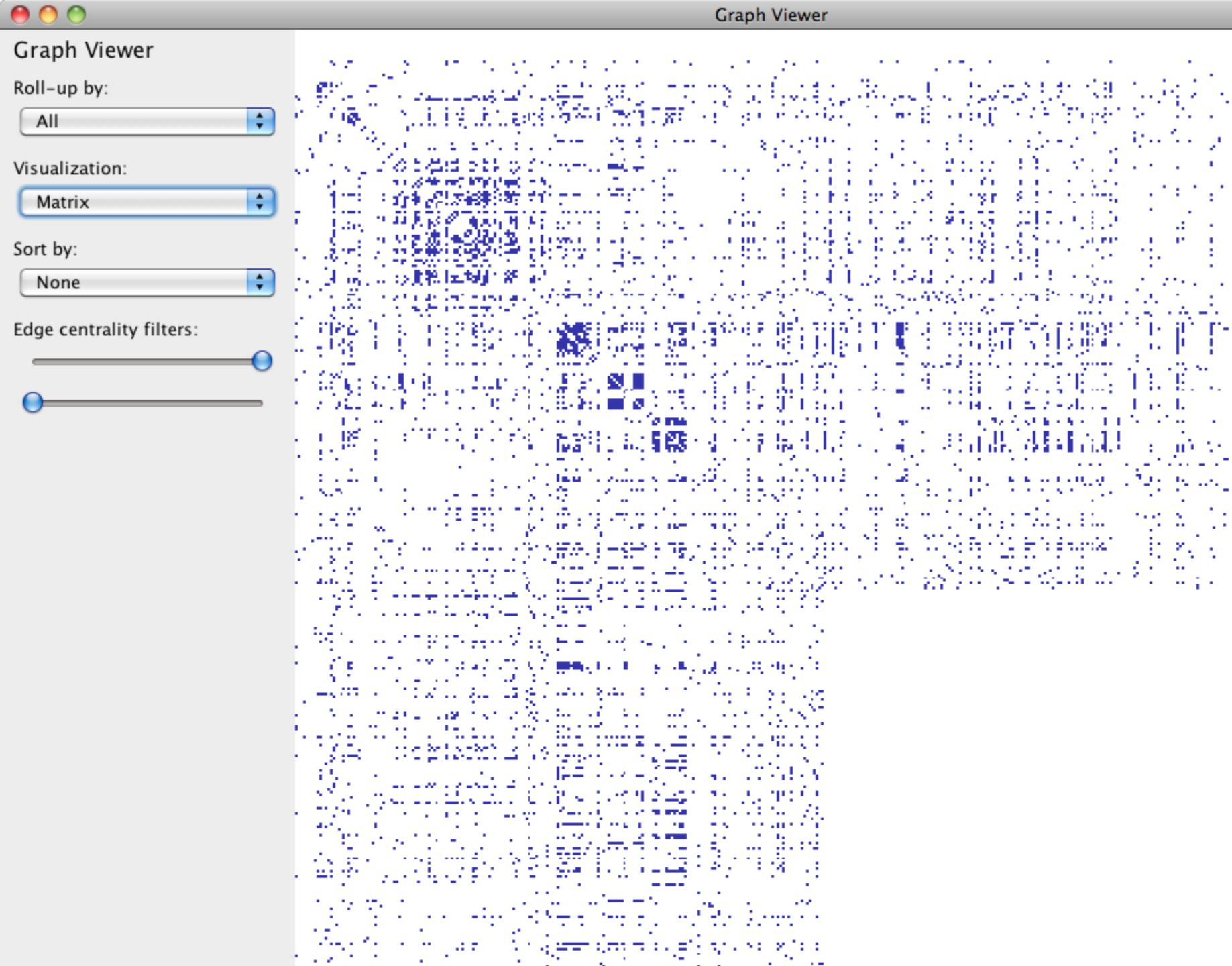
Visualization:

Sort by:

Edge centrality filters:



Graph Viewer



# Summary

**Most visualizations are interactive**

Even passive media elicit interactions

**Good visualizations are task dependent**

Pick the right interaction technique

Consider the semantics of the data domain

**Fundamental interaction techniques**

Selection / Annotation, Sorting, Navigation,  
Brushing & Linking, Dynamic Queries

# Administrivia

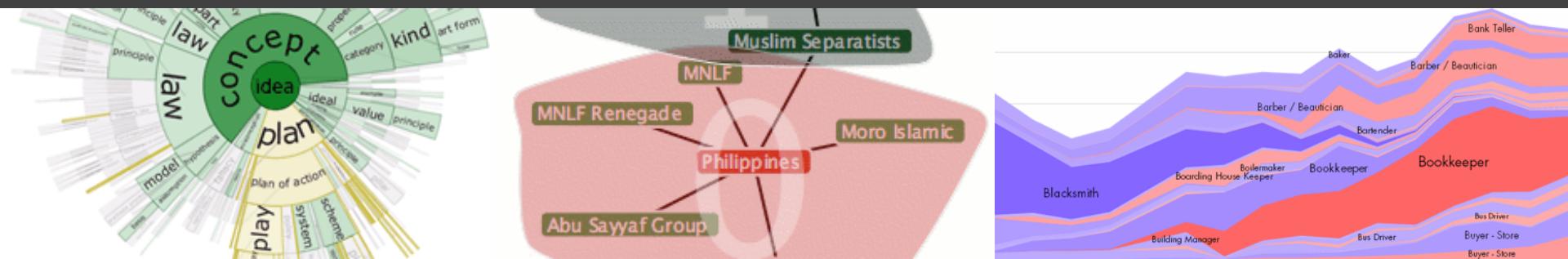
# A3: Interactive Visualization

Create an interactive visualization application. Choose a data domain and an appropriate visualization technique.

1. Choose a data set and storyboard your interface
  2. Implement the interface using tools of your choice
  3. Submit your application and produce a final write-up

You should work in groups of 2-3.

**Due by 5pm on Monday, May 2**



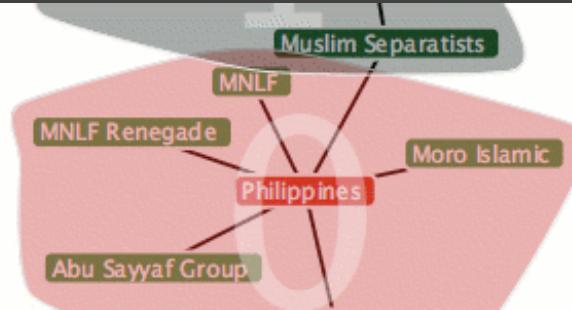
# A3: Project Partners

For A3, you should work in **groups of 2-3**.

**If you do not have a partner**, you should:

Use the facilities on Canvas

Stay after class to meet potential partners

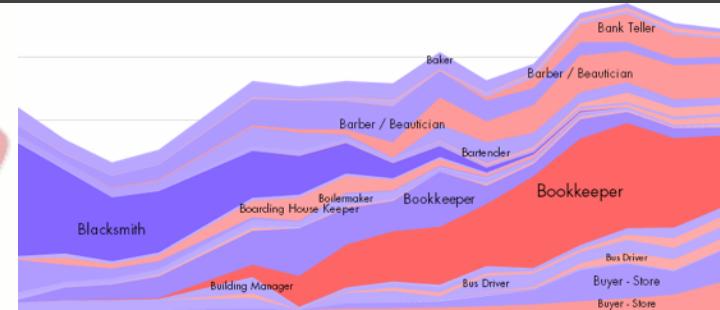
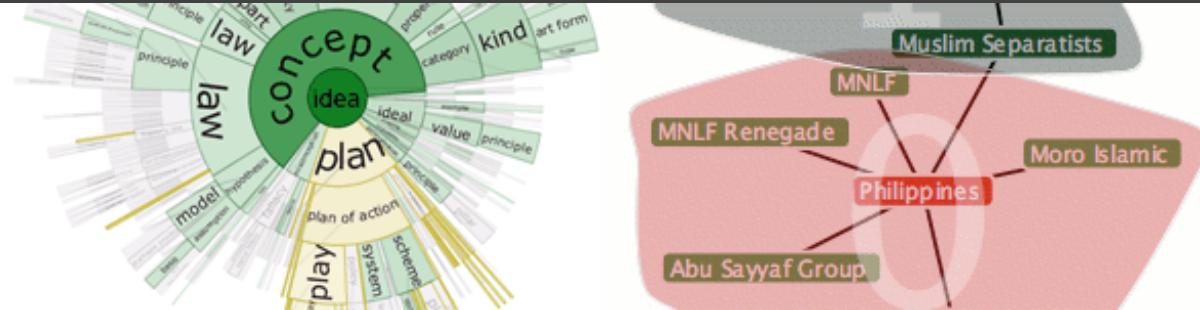


# Assignment 3 Tips

**Start now. It will take longer than you think.**

**Keep it simple.** Choose a minimal set of interactions that enables users to explore and generate interesting insights. Keep the design clean.

**Promote engagement.** How do your chosen interactions reveal interesting observations?



# imMens

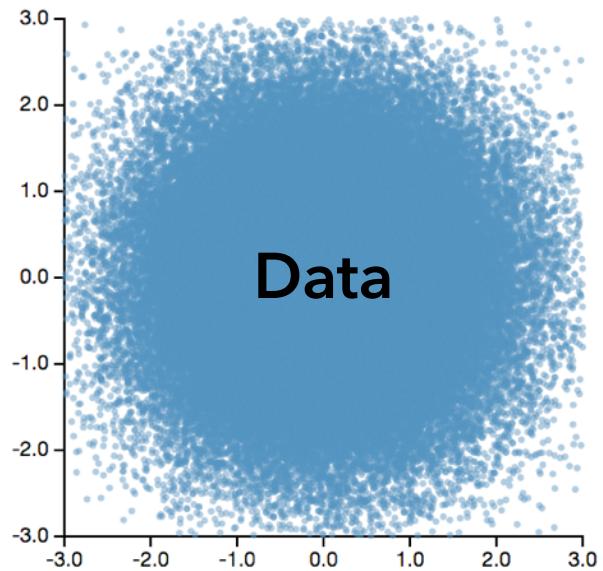
[Liu, Jiang & Heer '13]

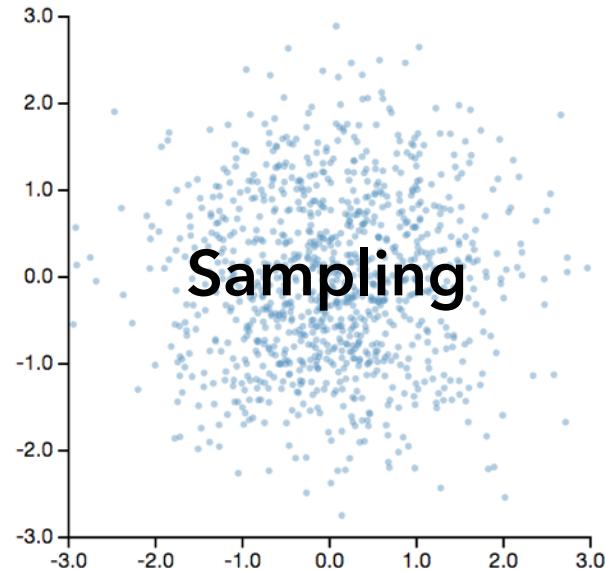
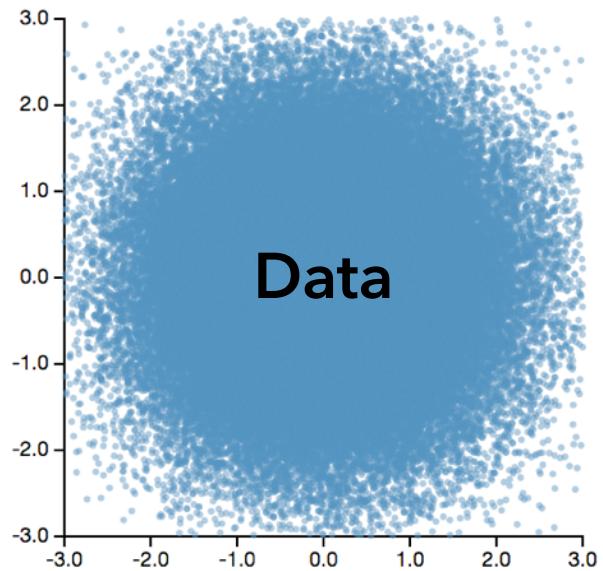
How can we visualize and  
interact with **billion+ record**  
databases in real-time?

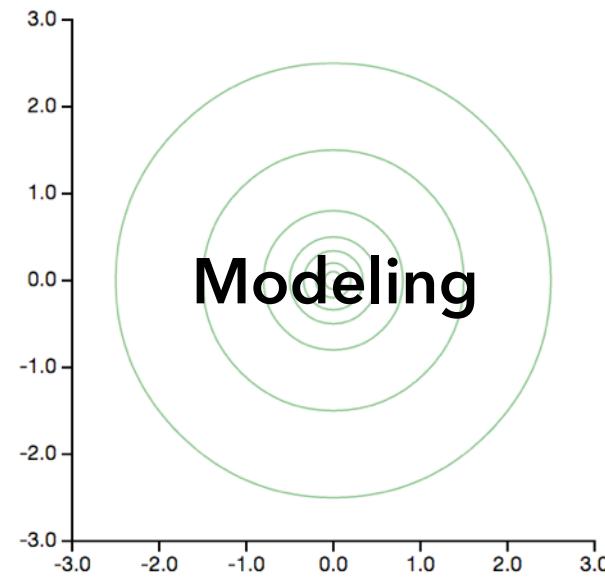
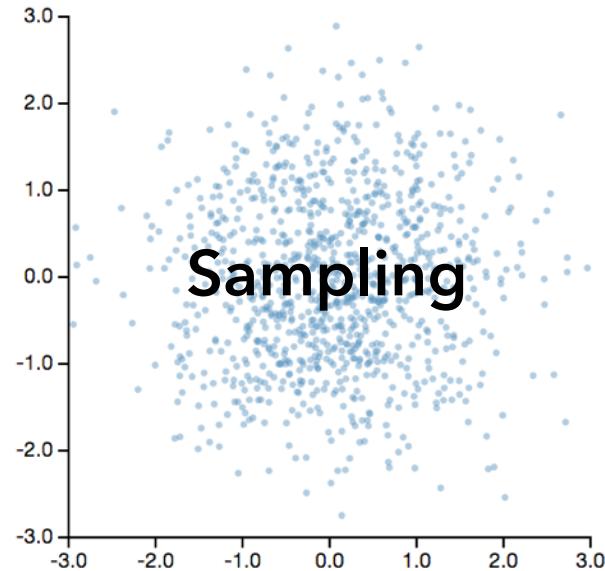
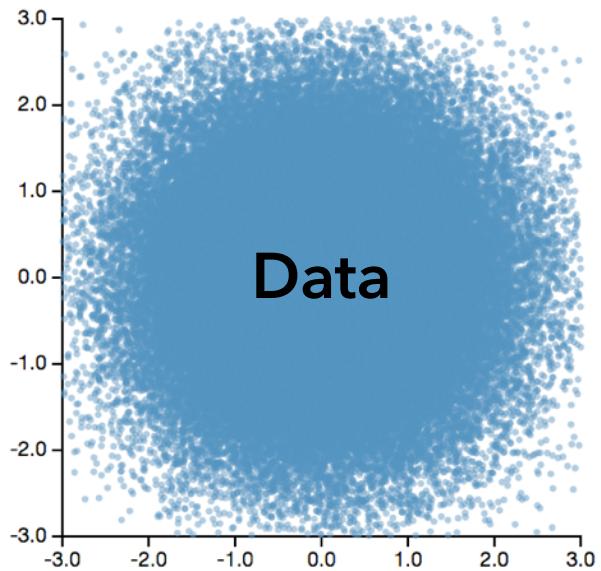
Two Challenges:

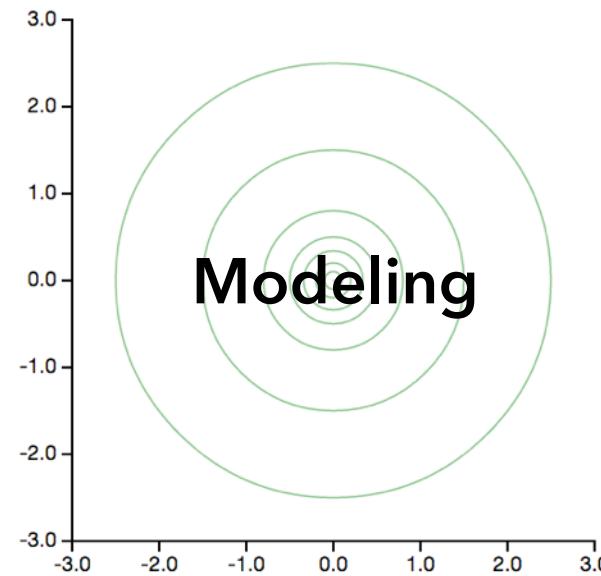
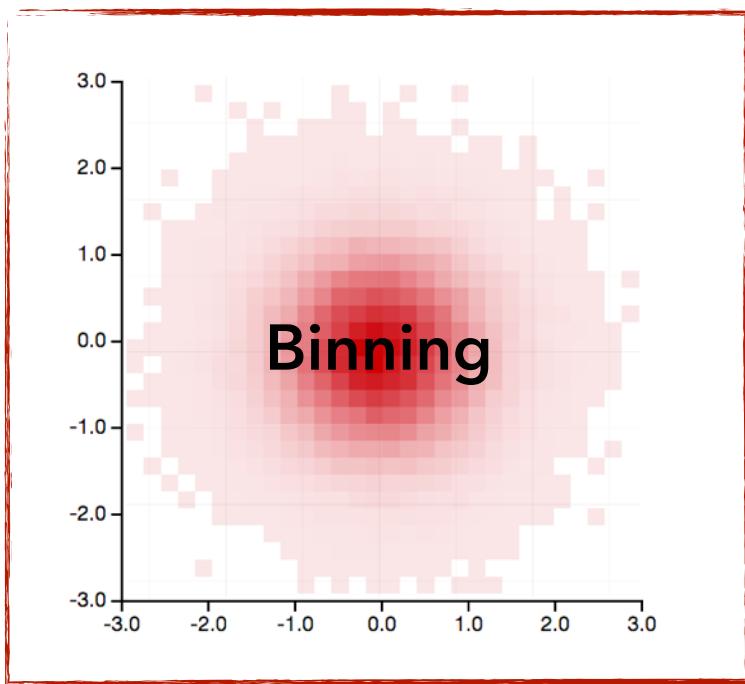
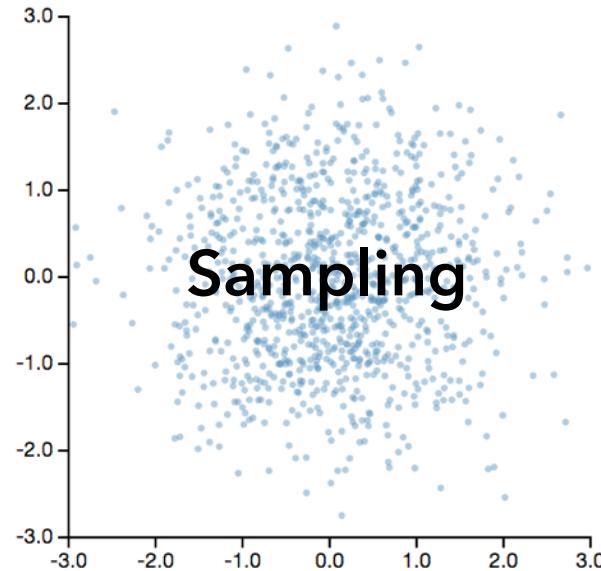
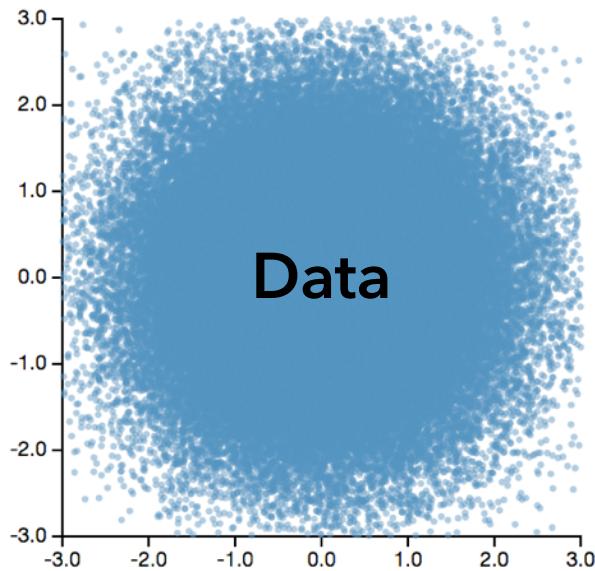
1. Effective **visual encoding**
2. Real-time **interaction**

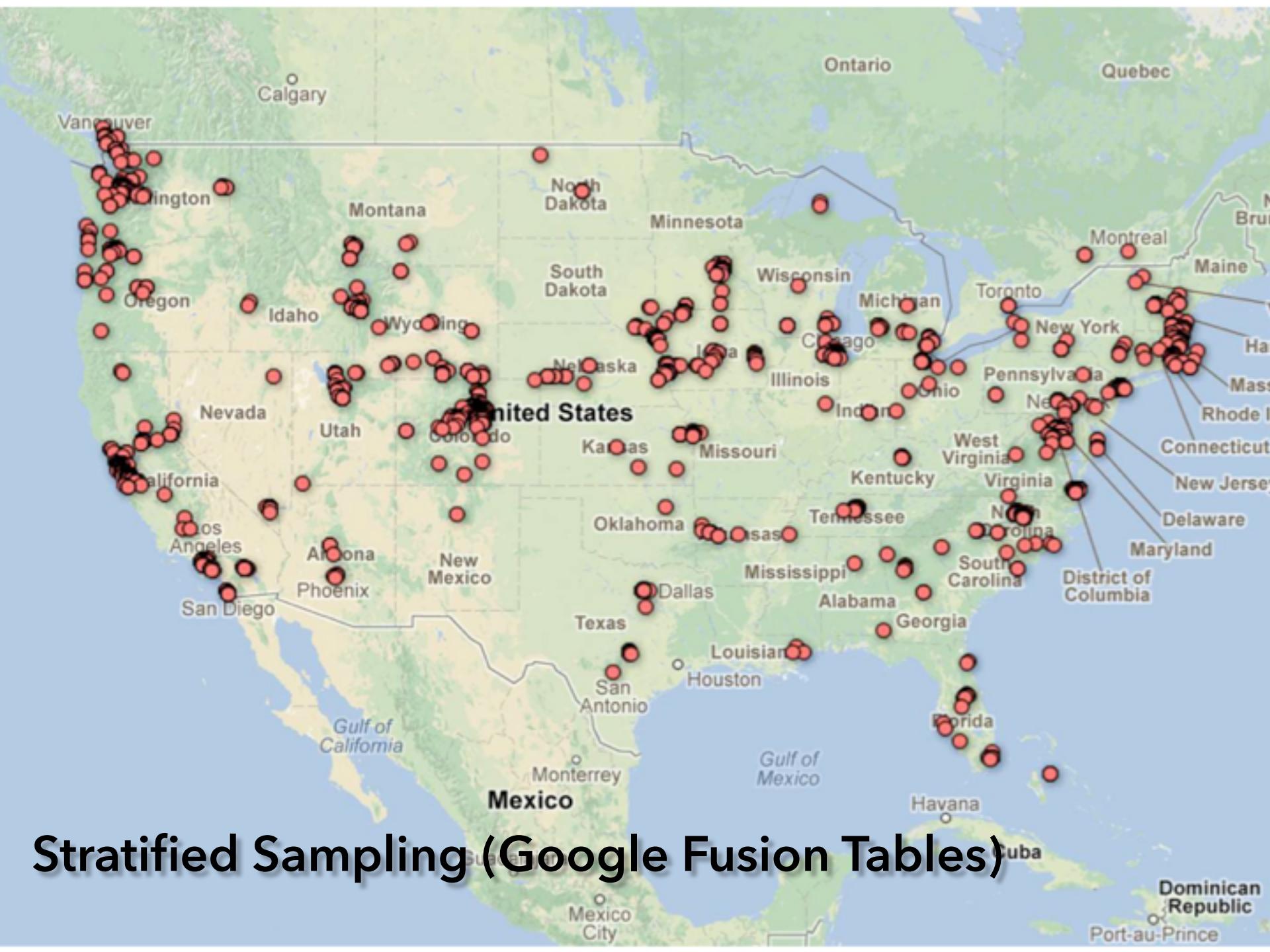
Perceptual and interactive scalability should be limited by the chosen resolution of the visualized data, not the number of records.







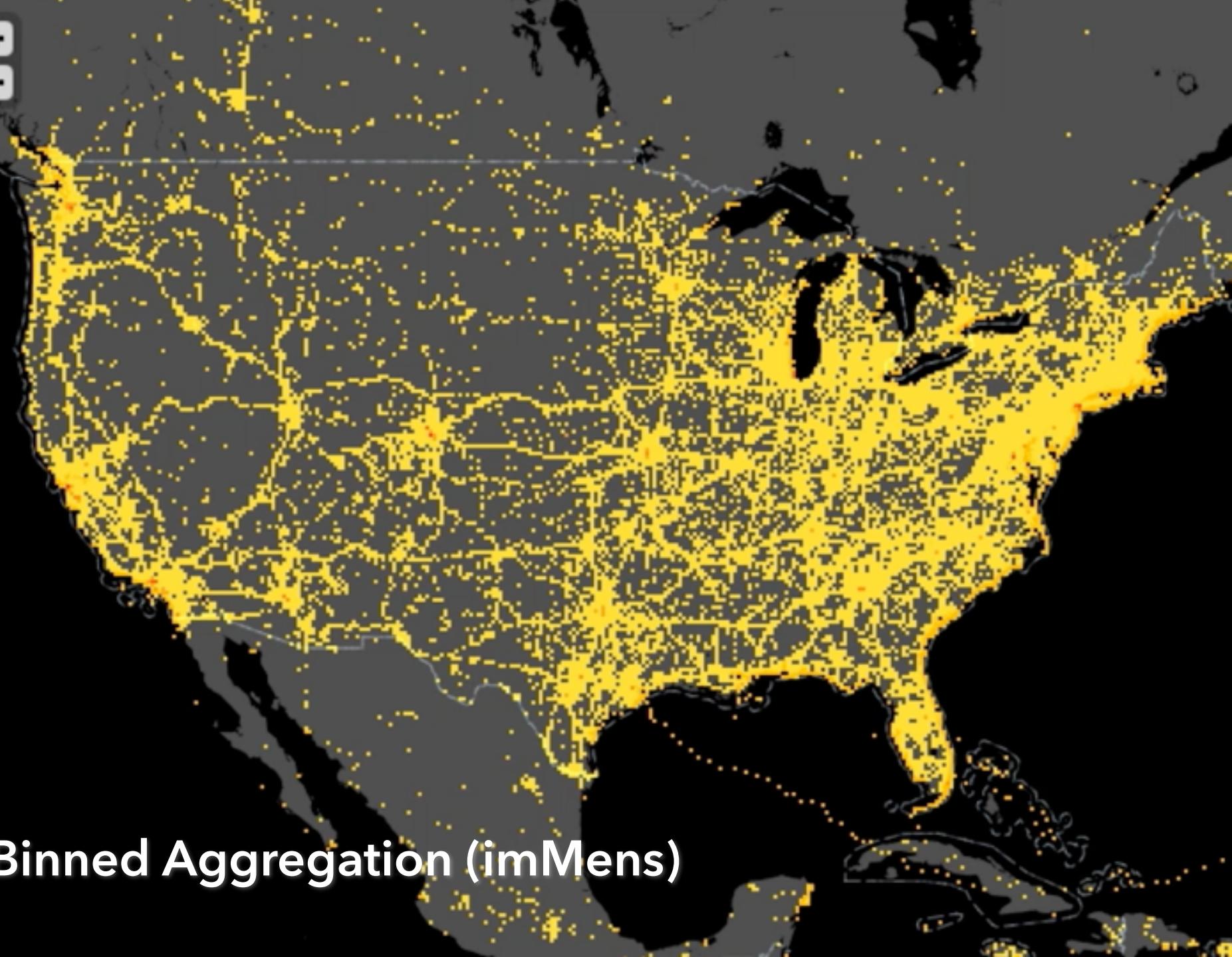




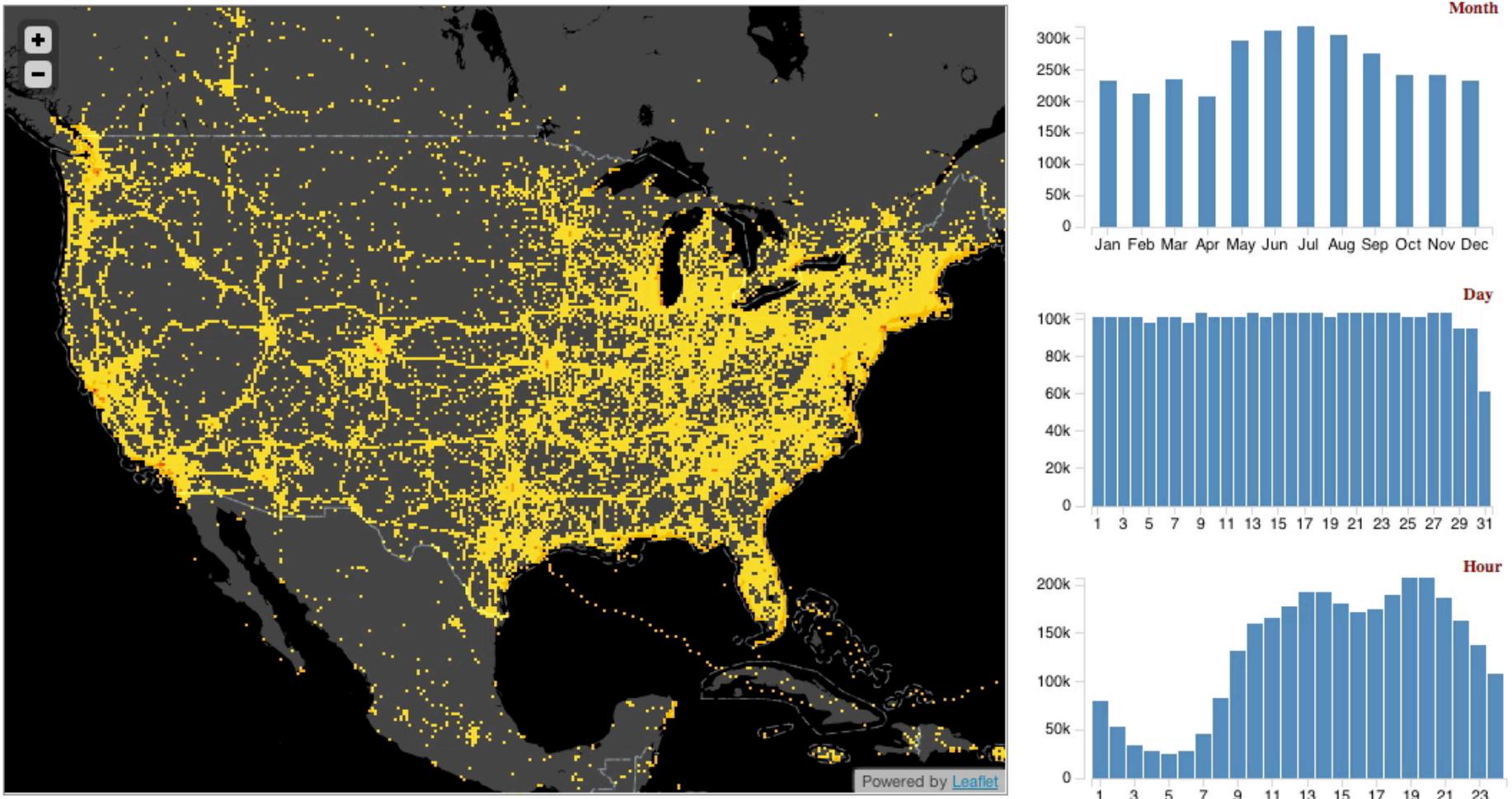
## Stratified Sampling (Google Fusion Tables)

+

-



Binned Aggregation (imMens)

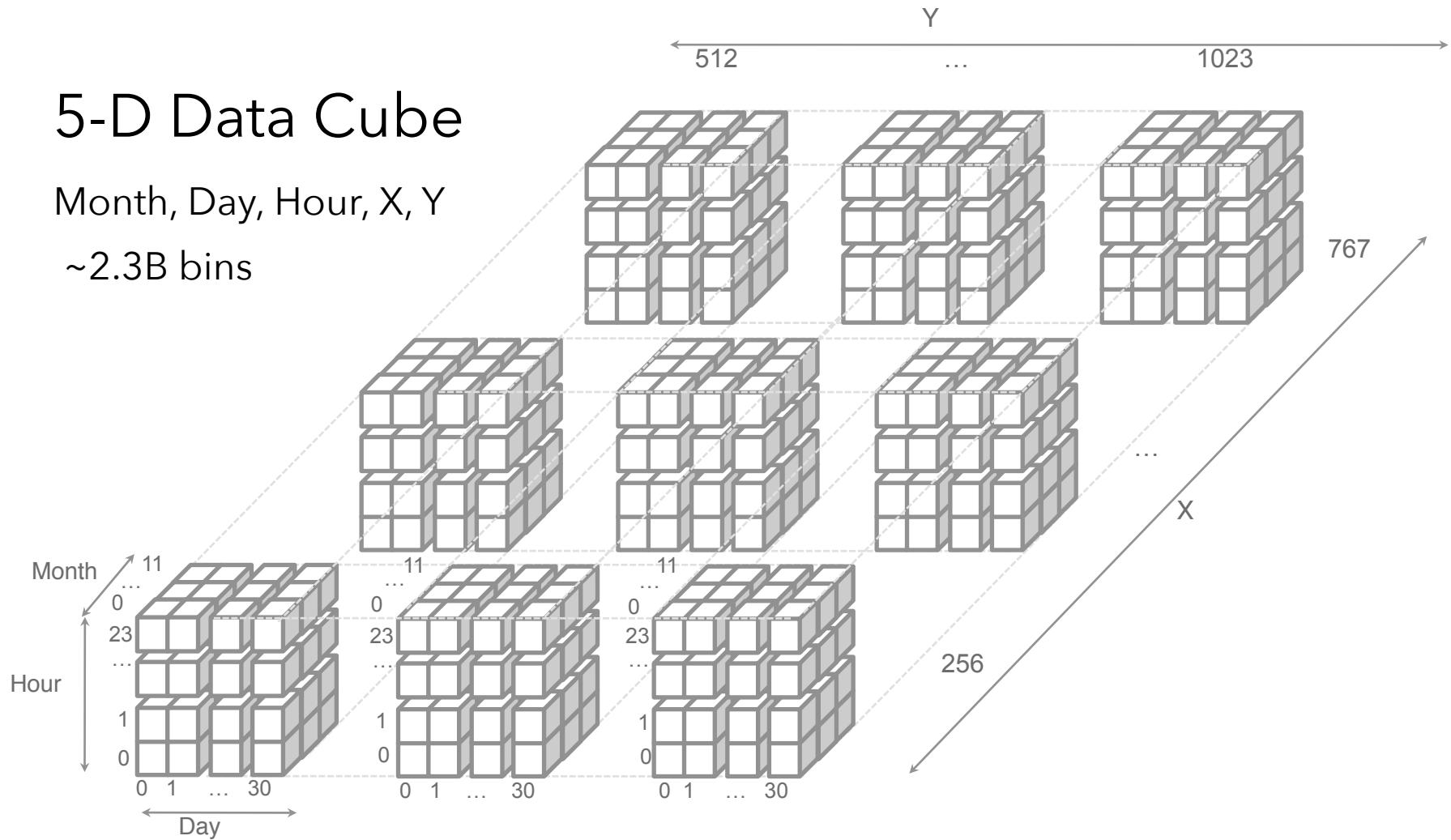


**imMens: Real-Time Visual Querying of Big Data**  
with Zhicheng (Leo) Liu & Biye Jiang

# 5-D Data Cube

Month, Day, Hour, X, Y

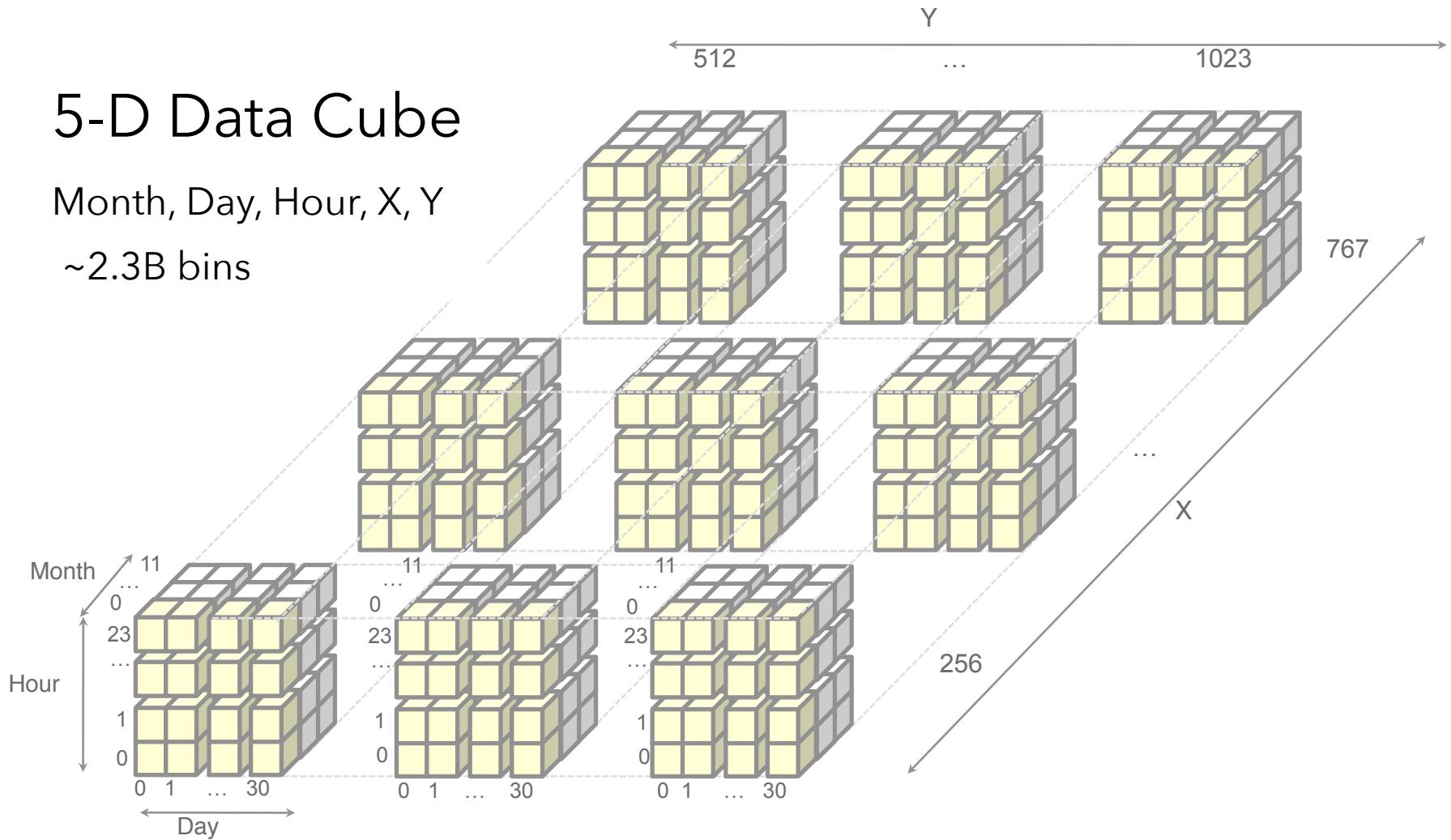
~2.3B bins

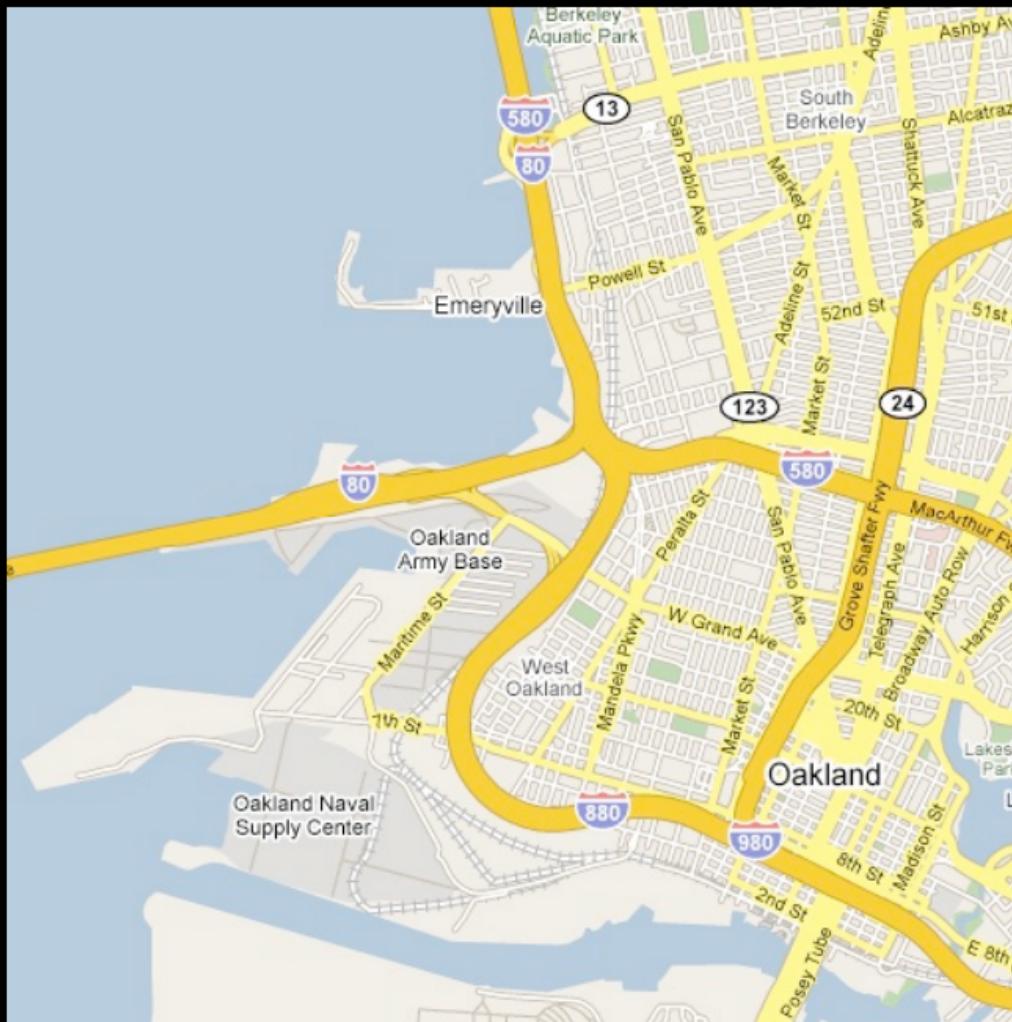


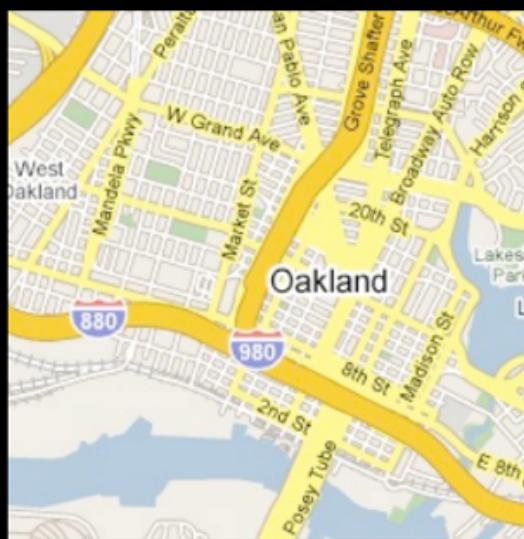
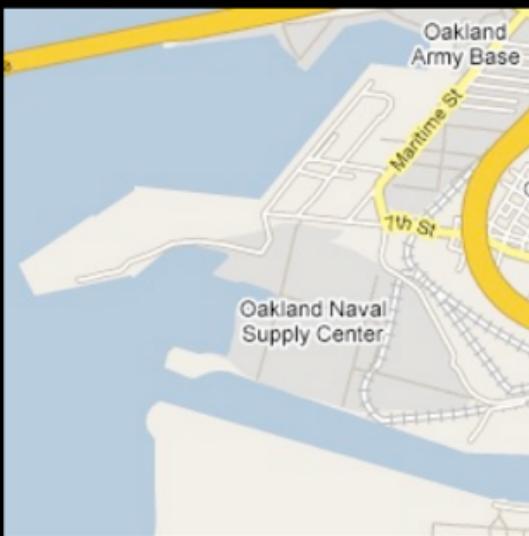
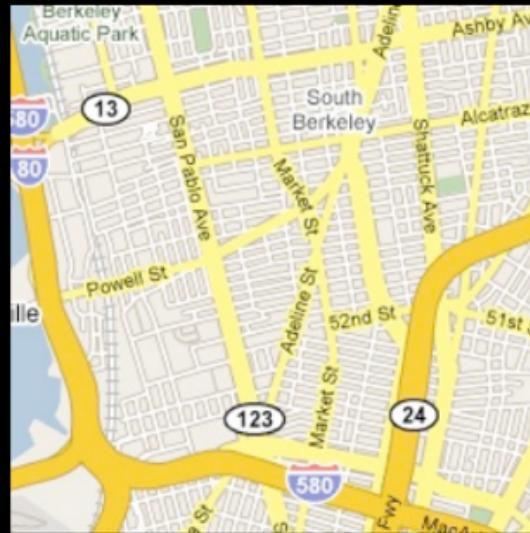
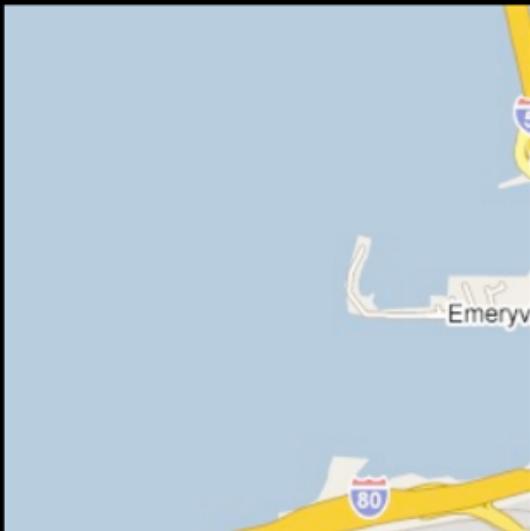
# 5-D Data Cube

Month, Day, Hour, X, Y

~2.3B bins

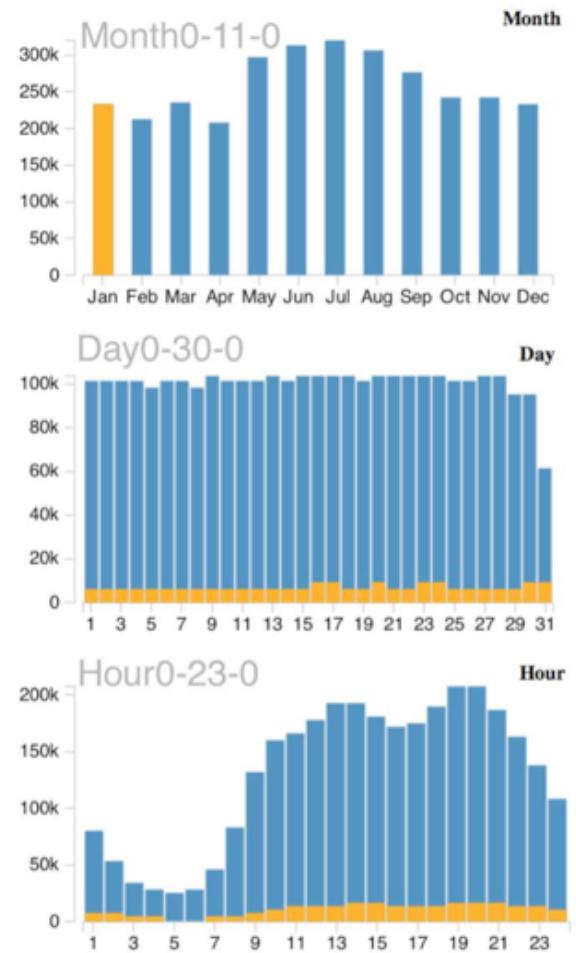
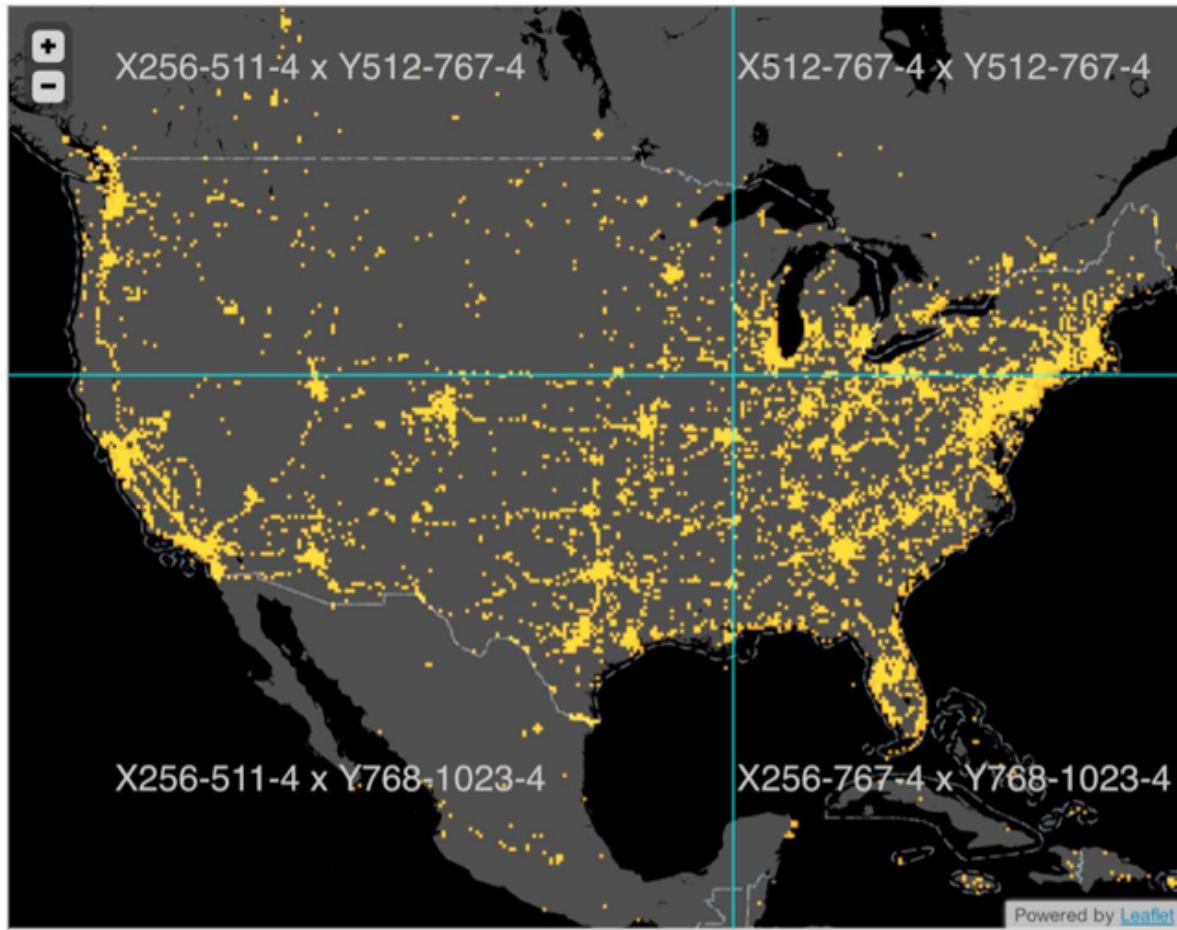


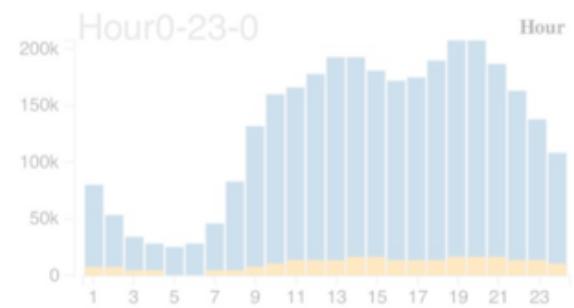
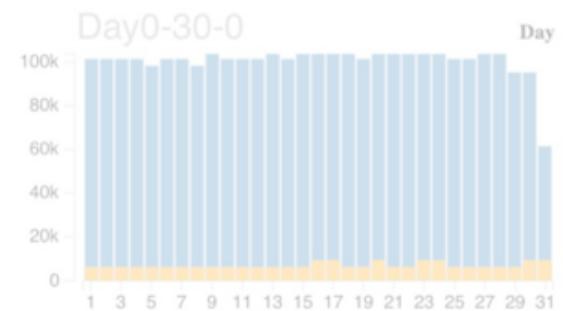
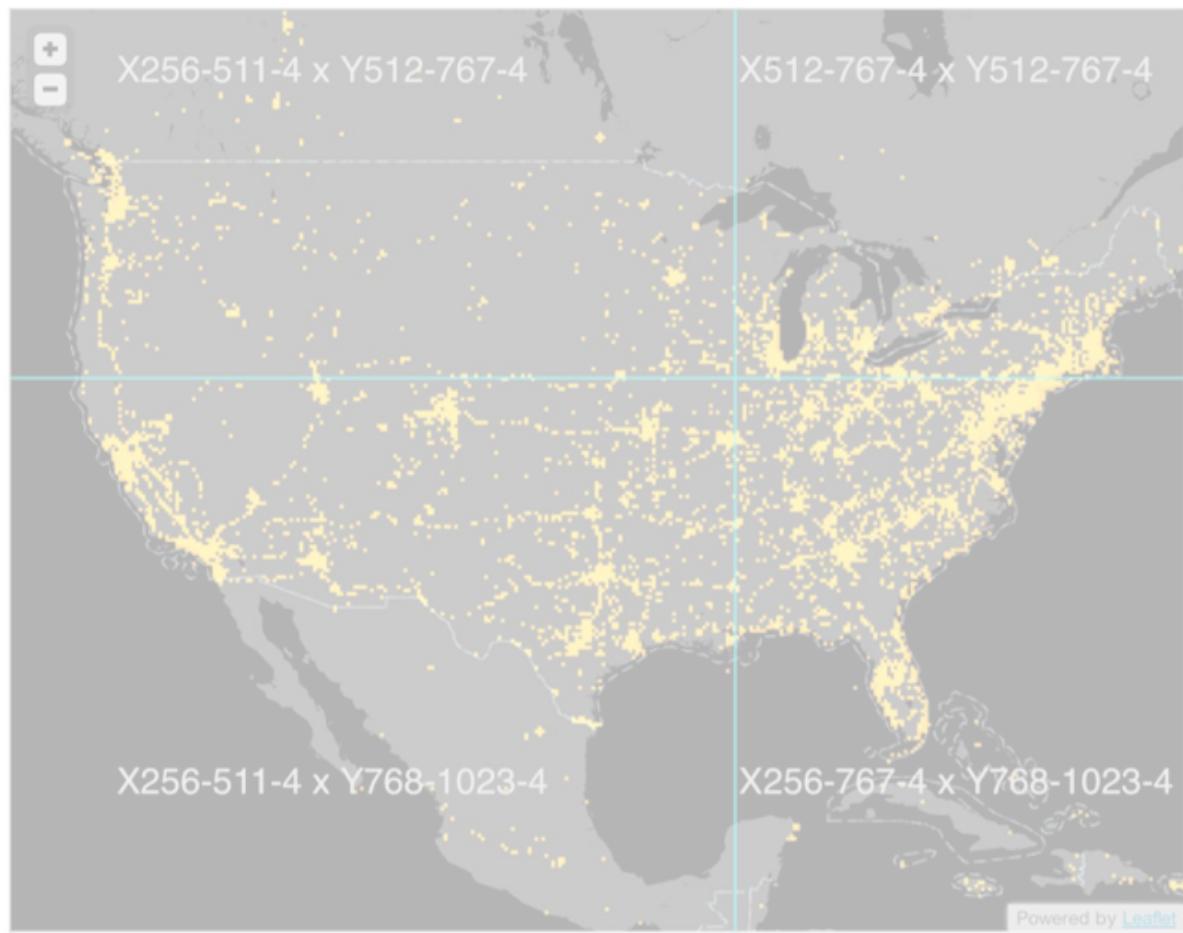


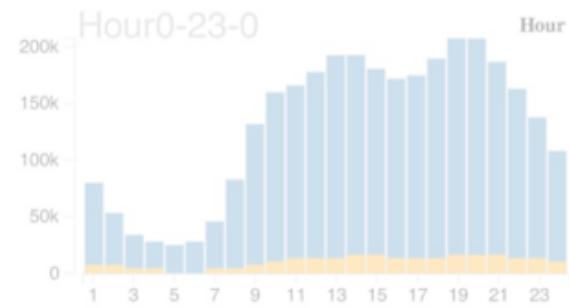
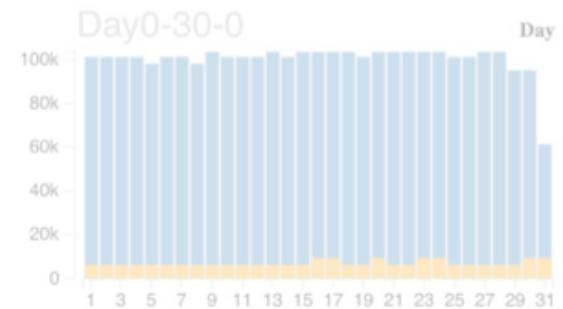
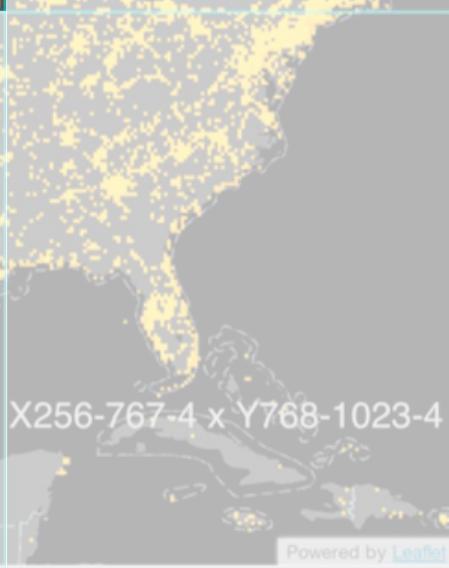
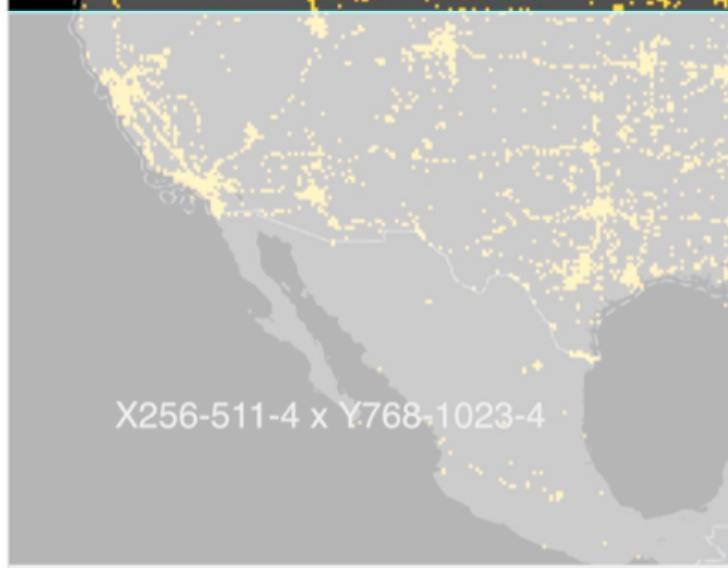
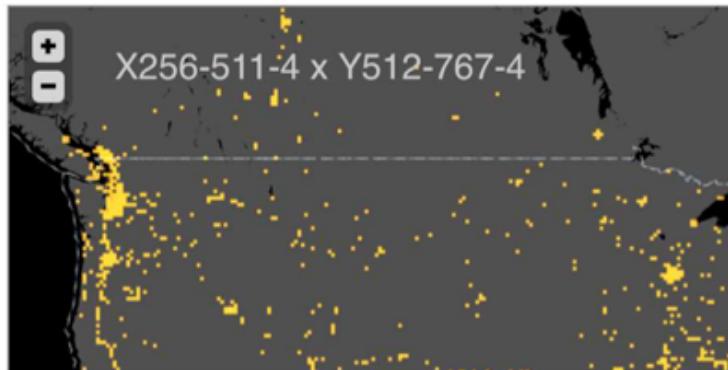


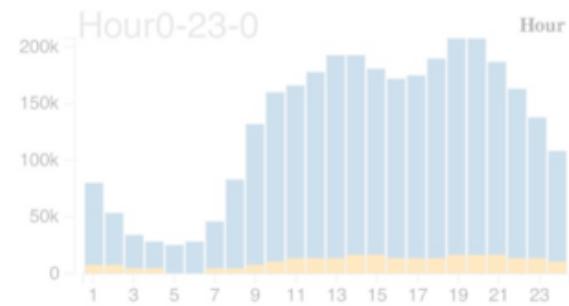
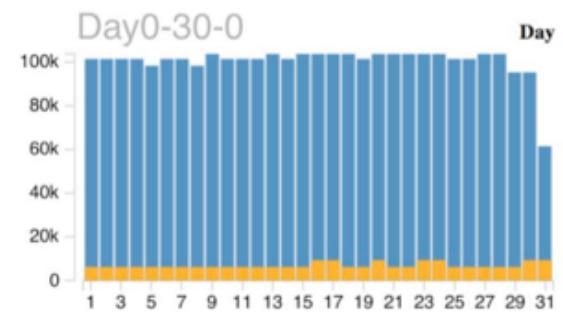
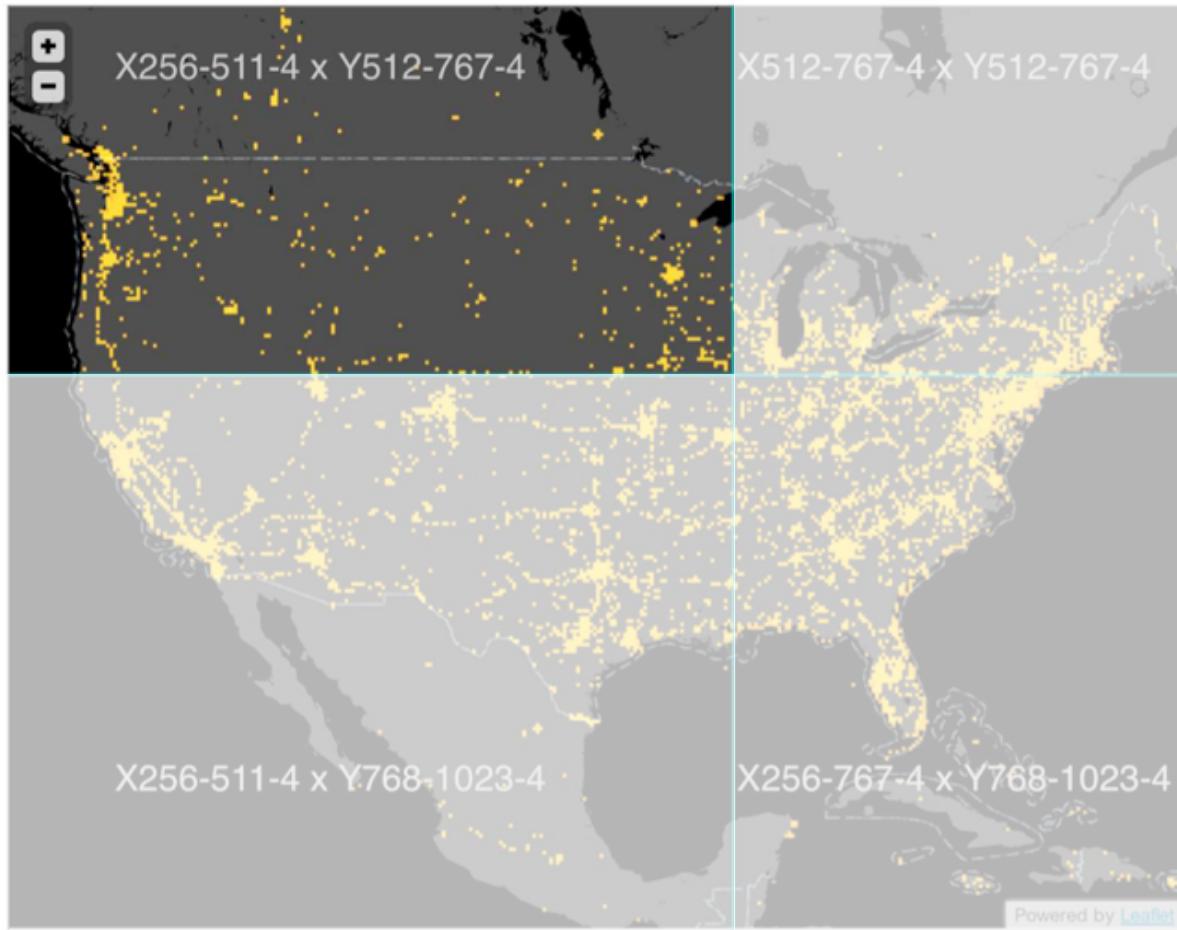
# Multivariate Data Tiles

1. Send data, not pixels
2. Embed multi-dim data

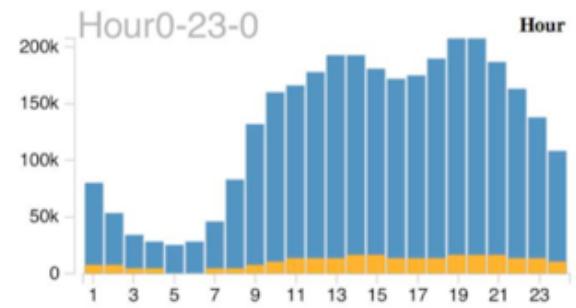
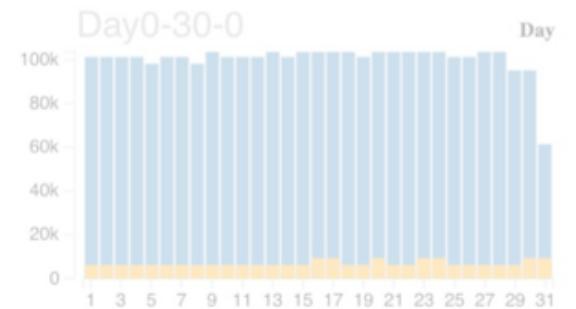
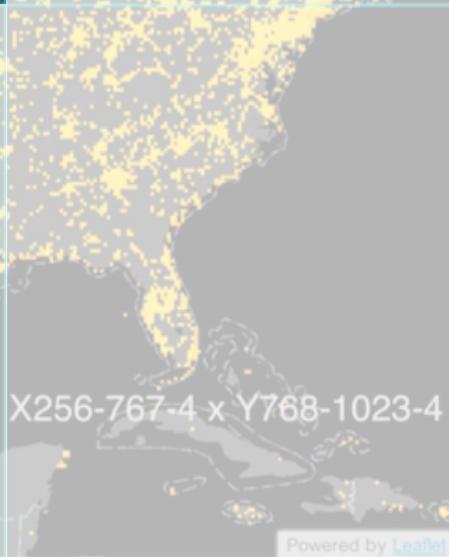
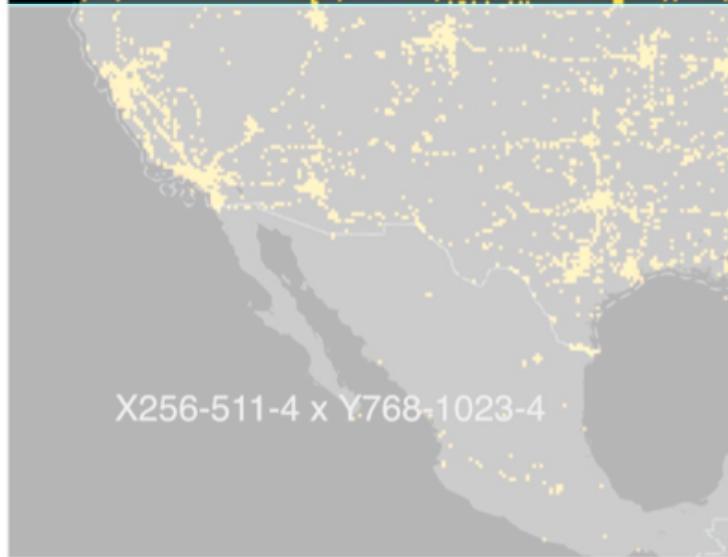
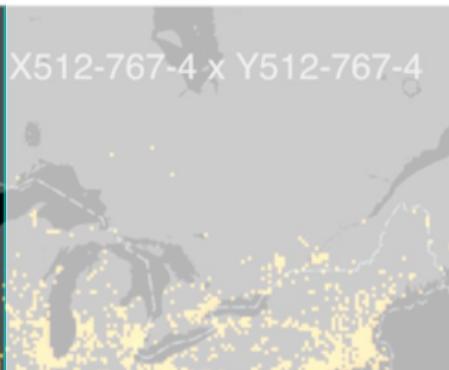
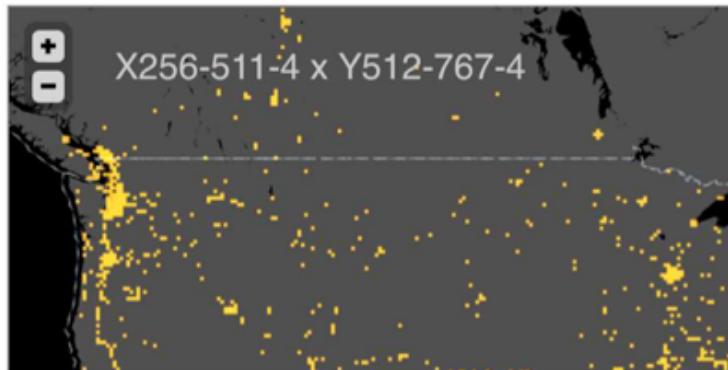




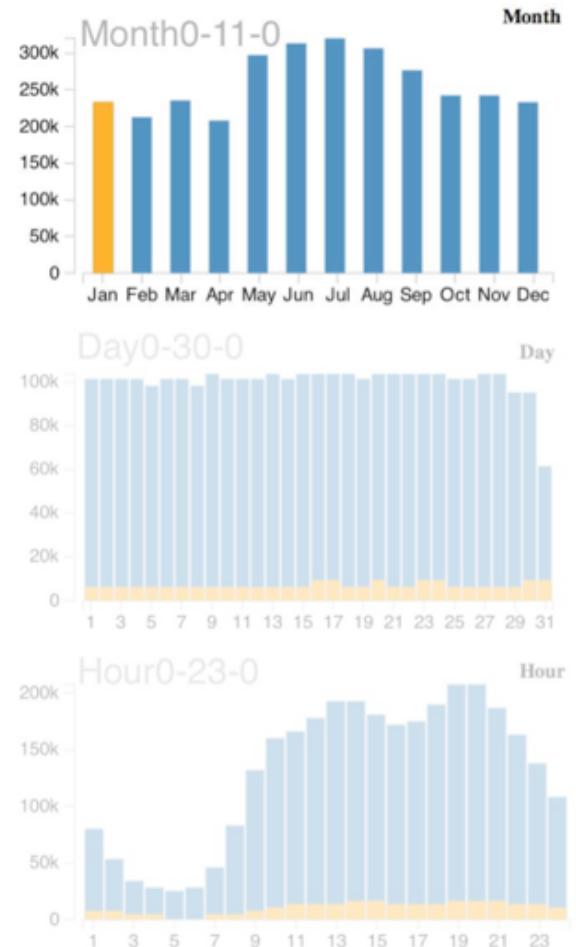
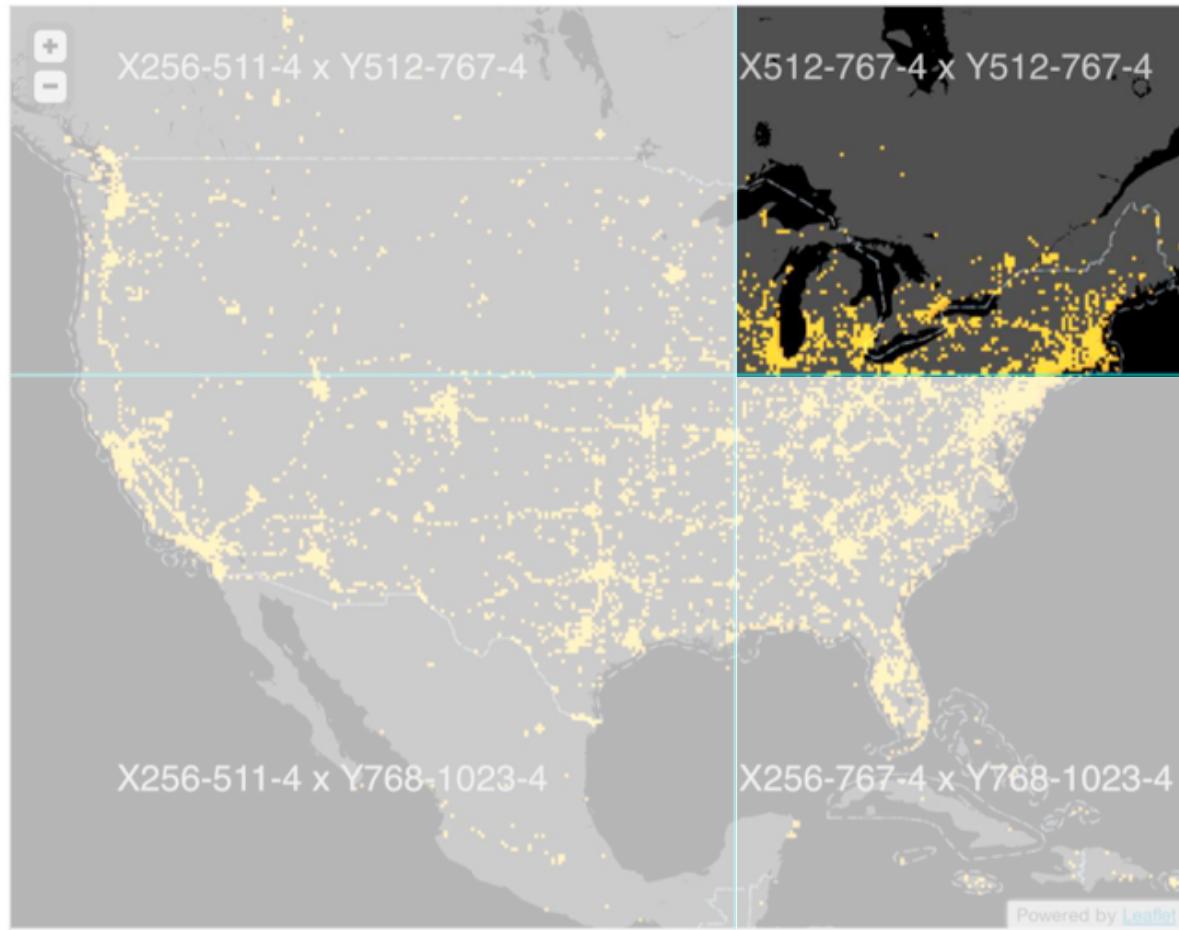


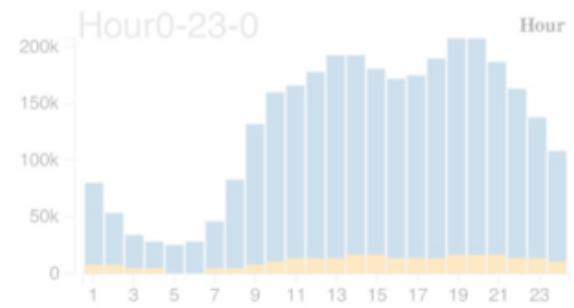
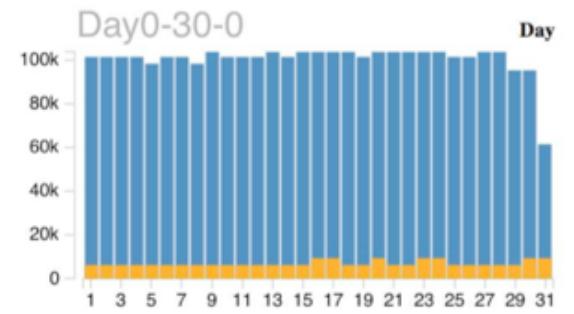
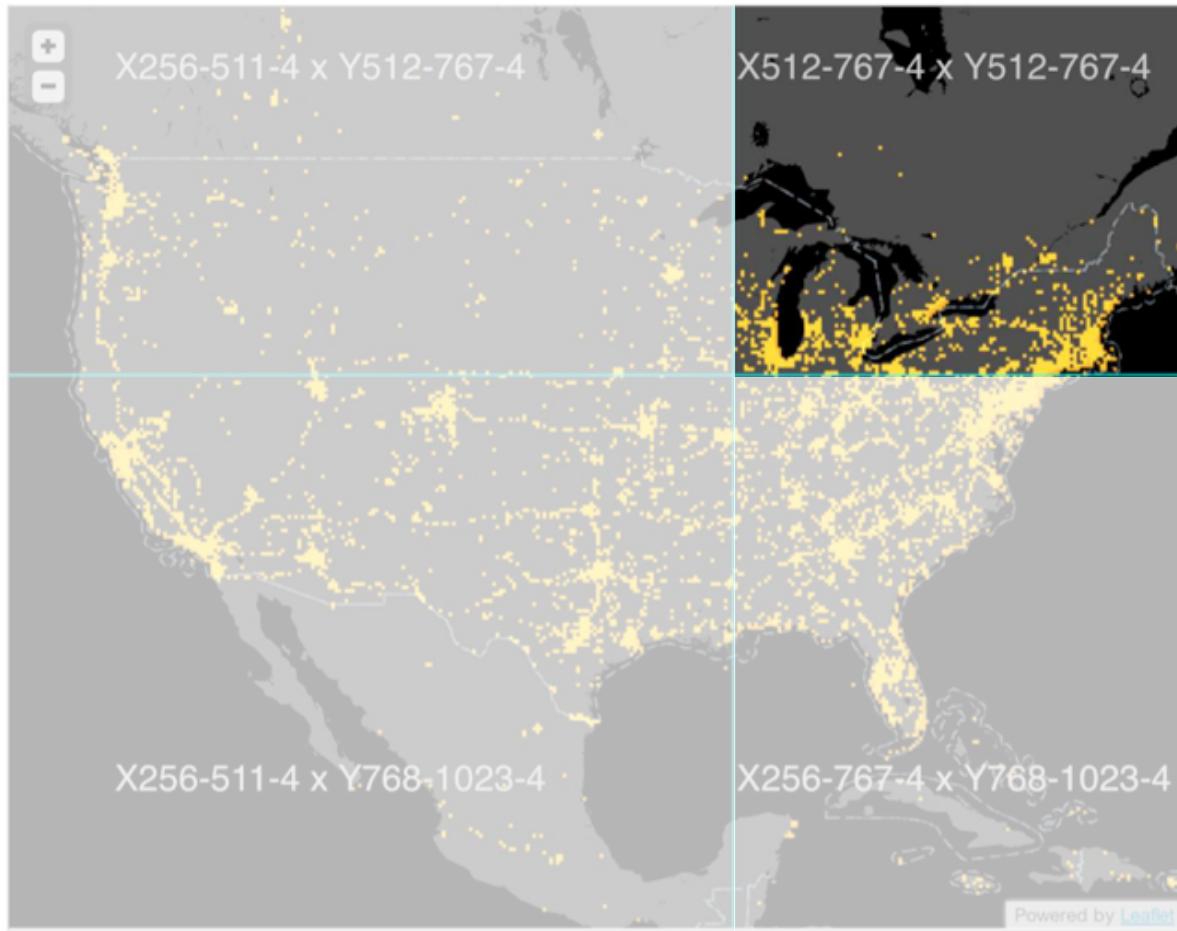


Powered by Leaflet

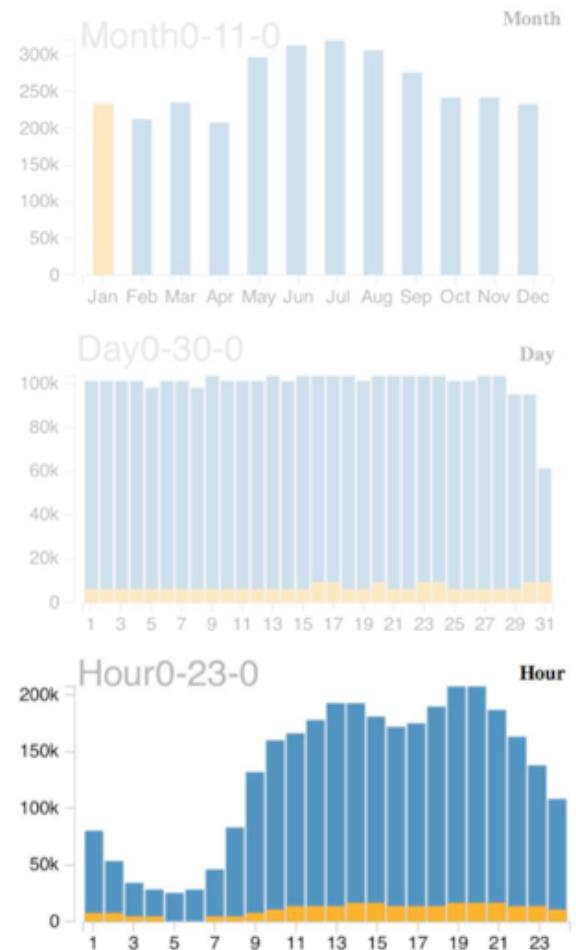
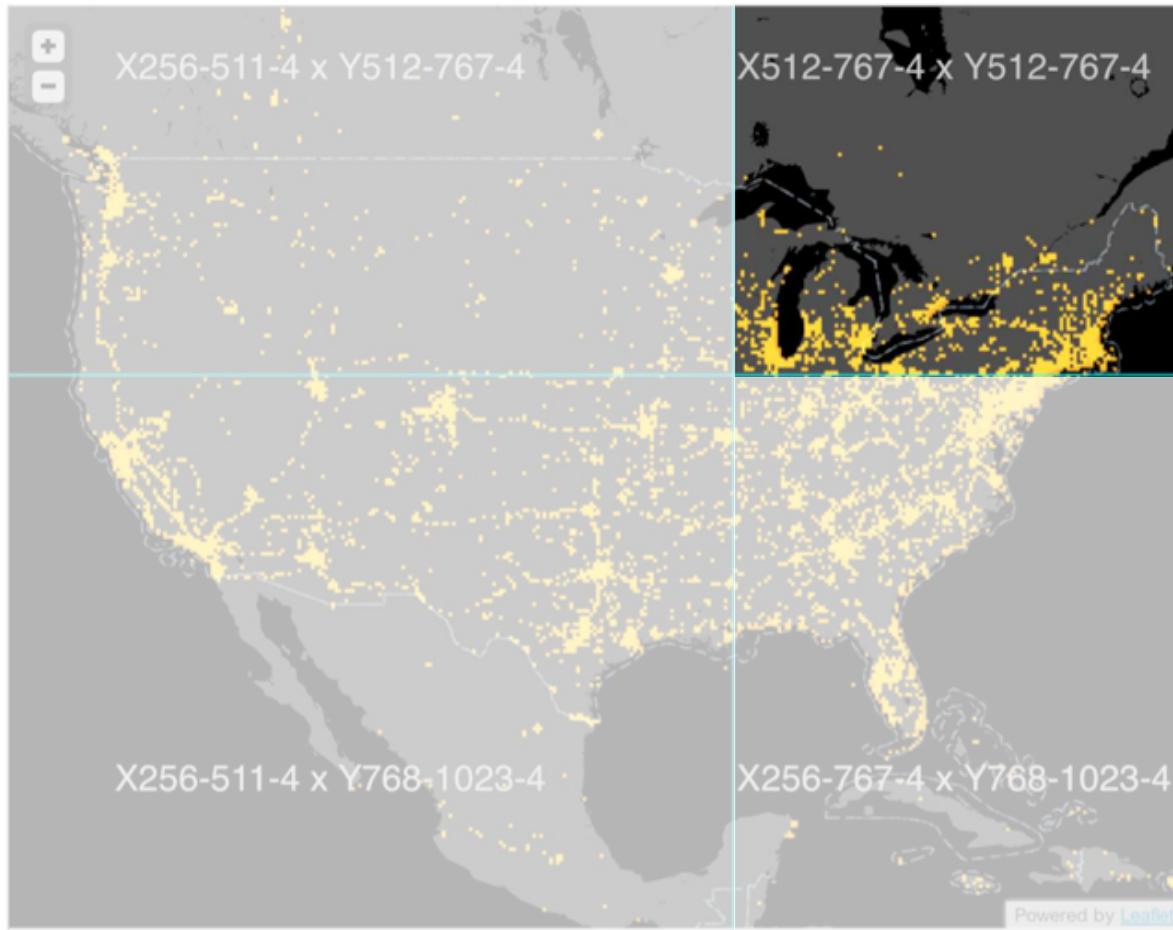


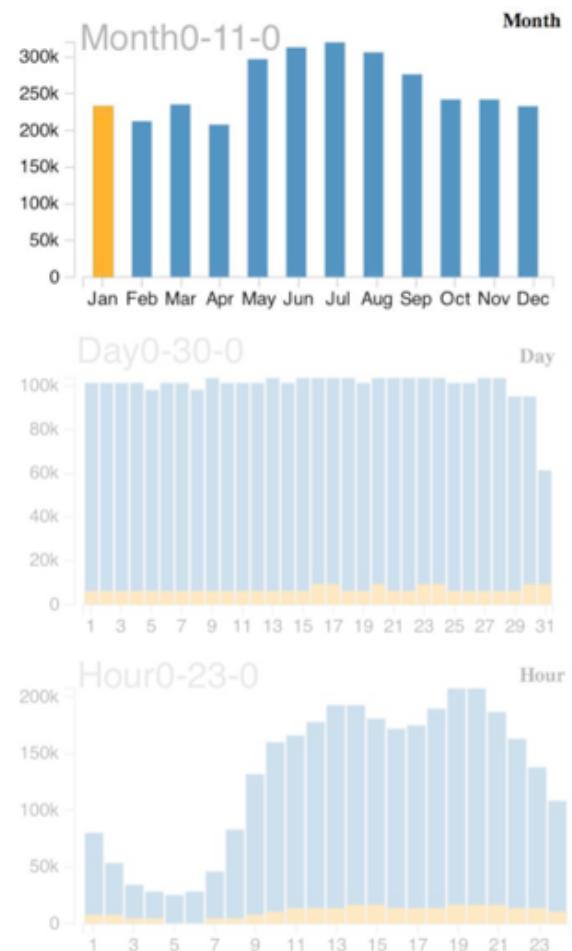
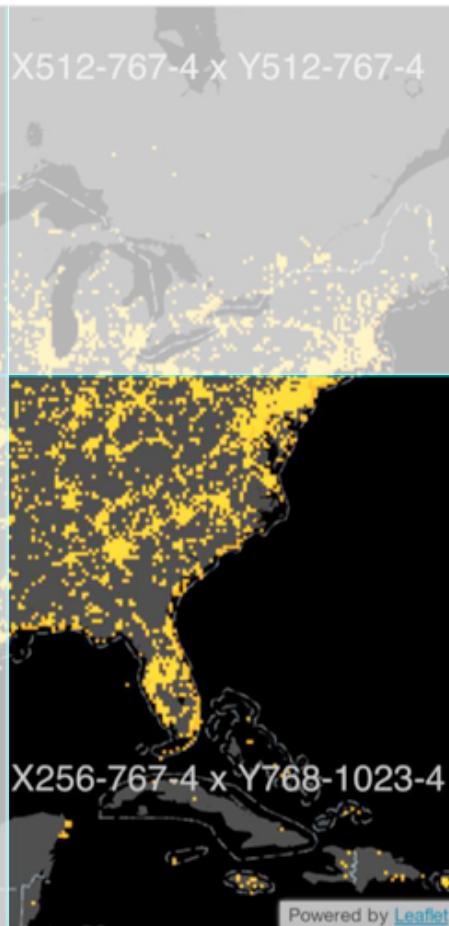
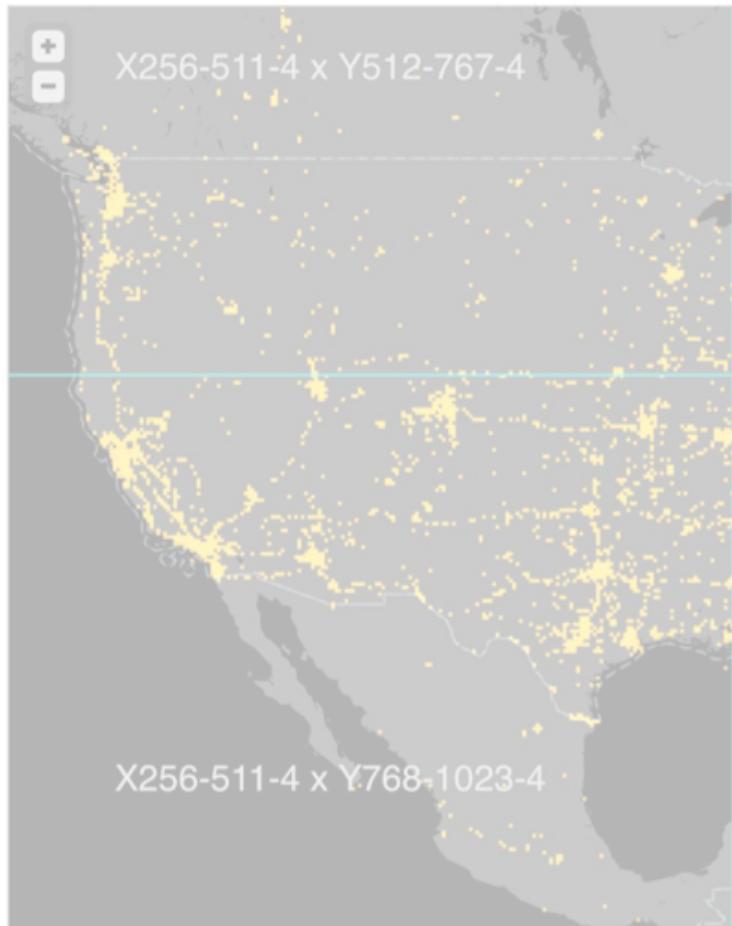
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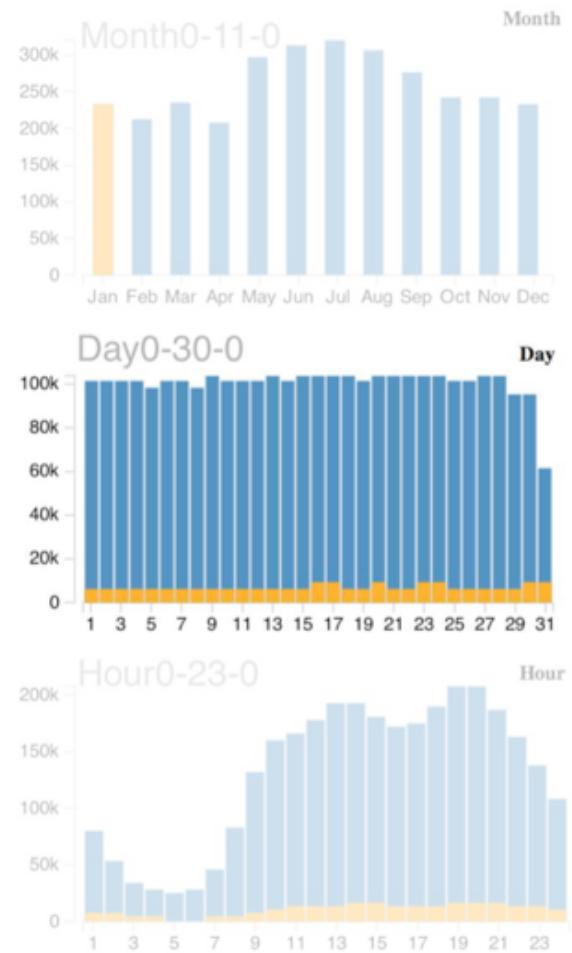
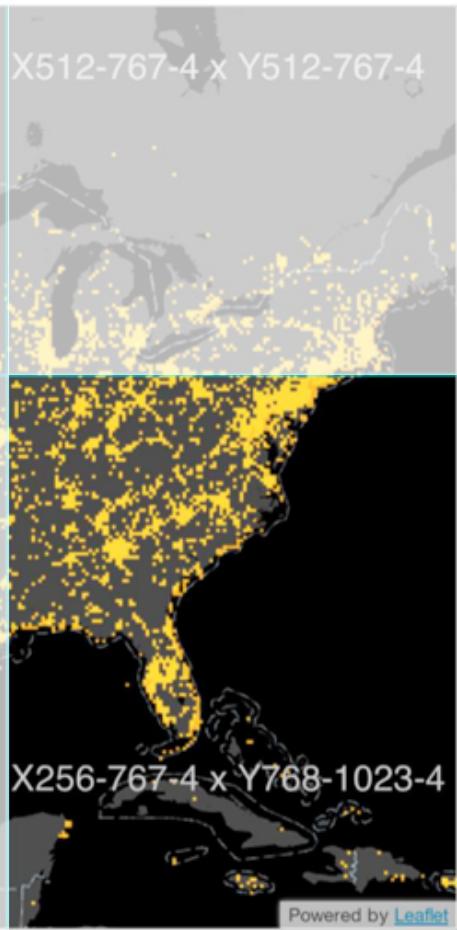


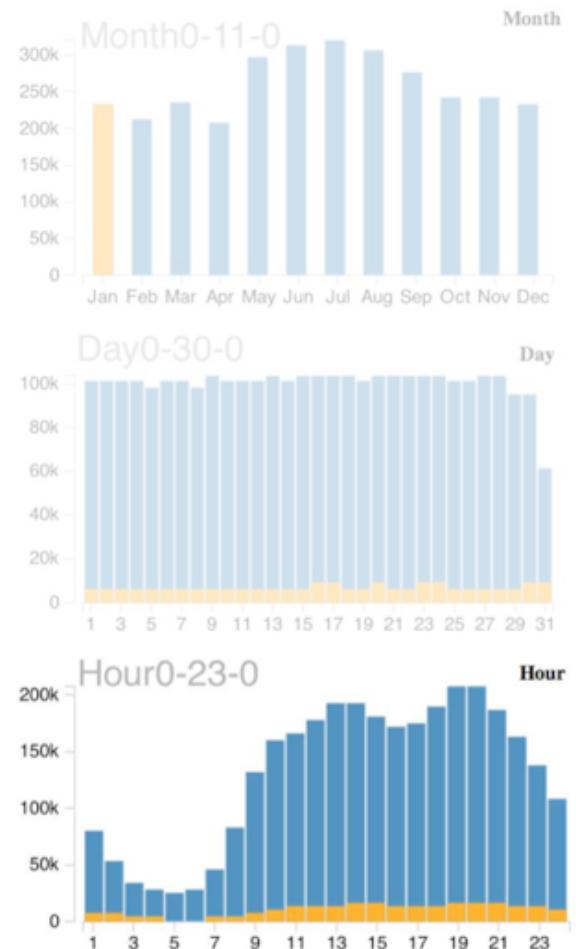
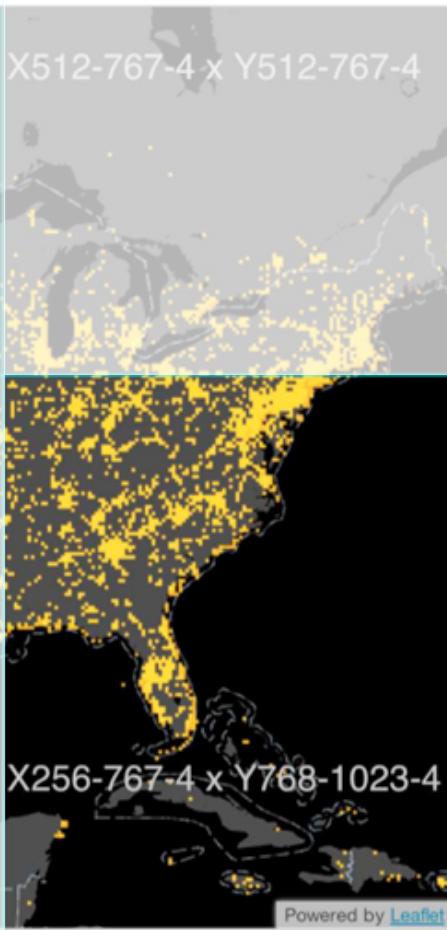
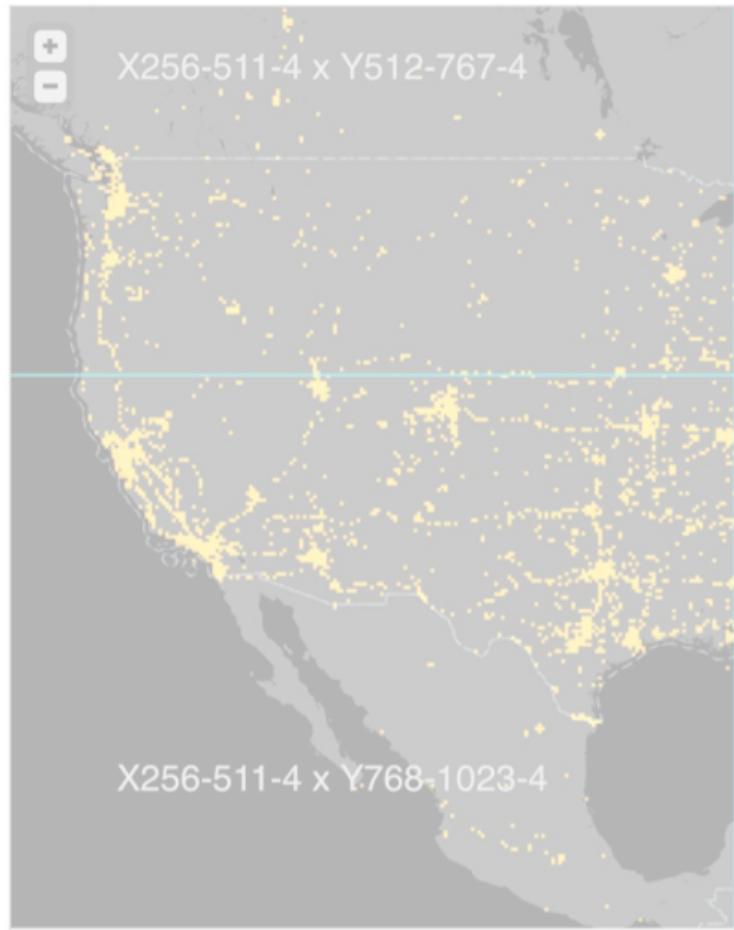


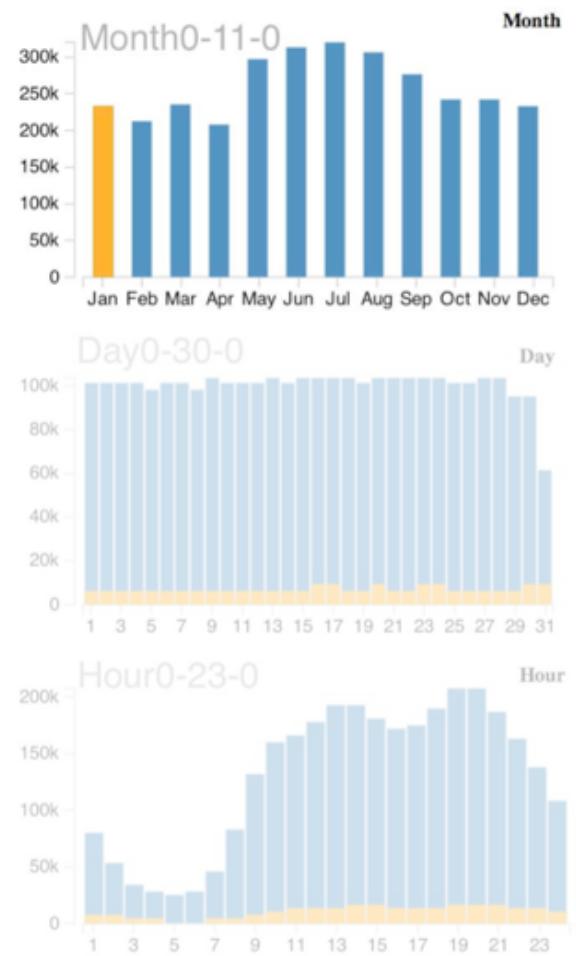
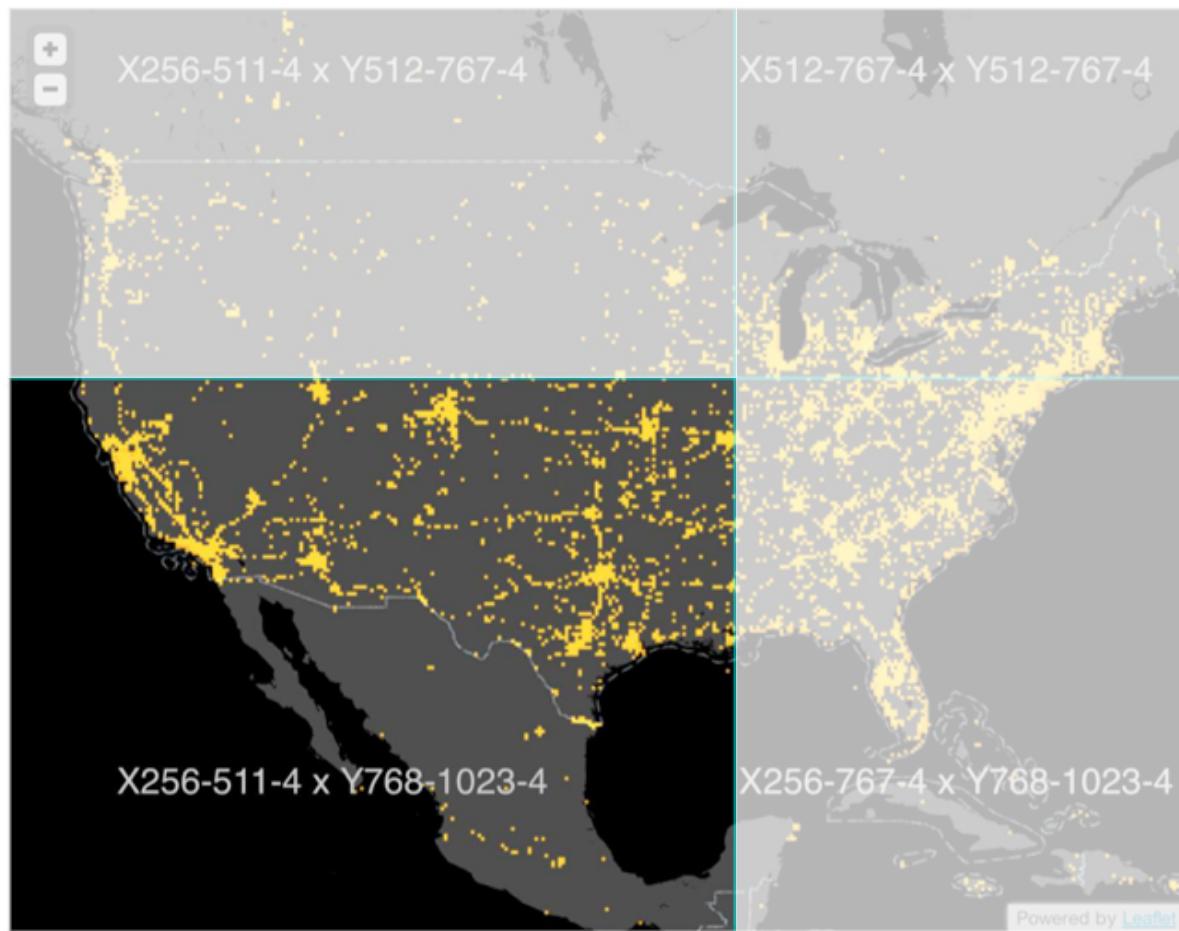
Powered by [Leaflet](#)

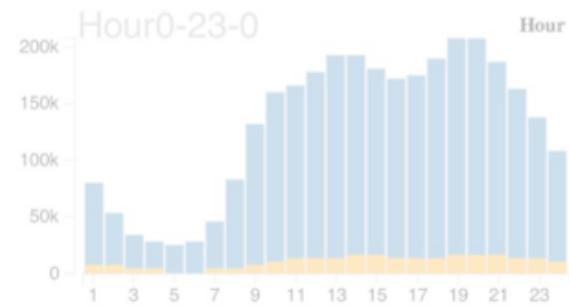
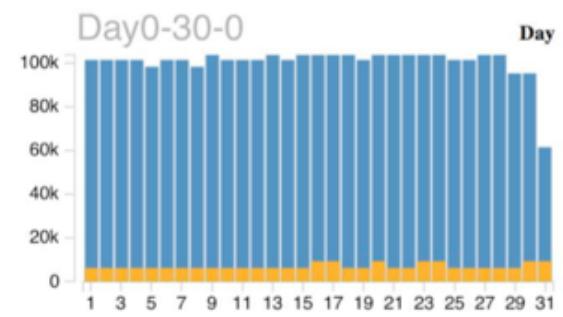
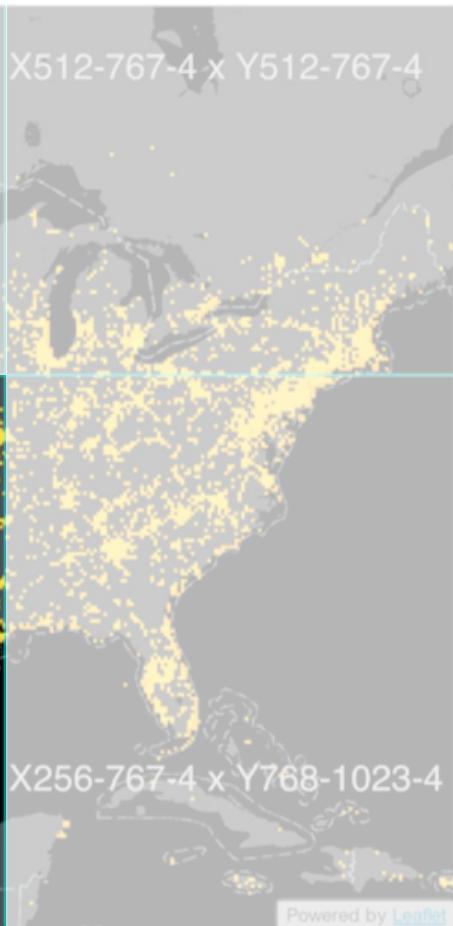
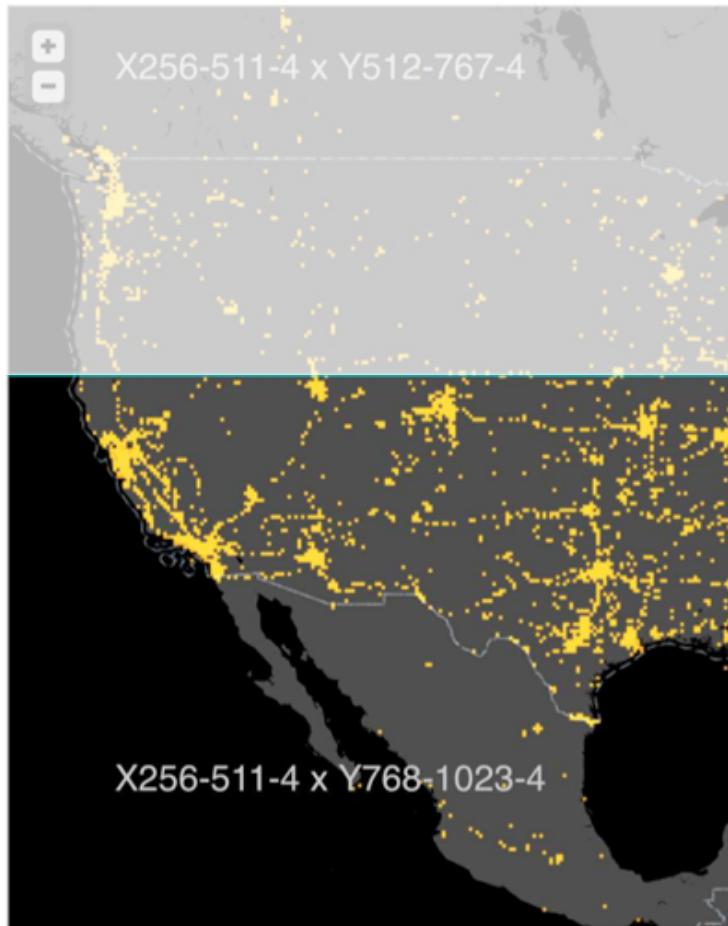




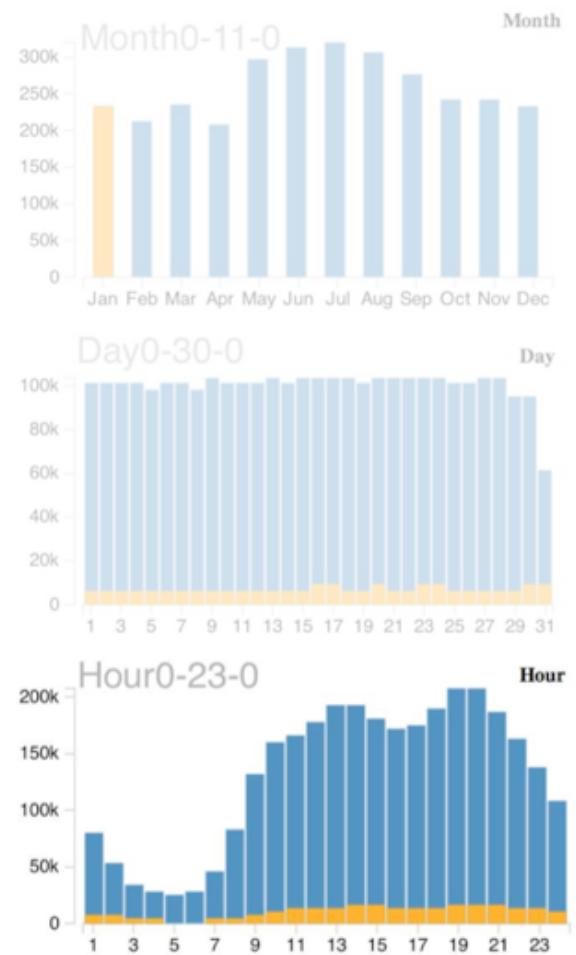
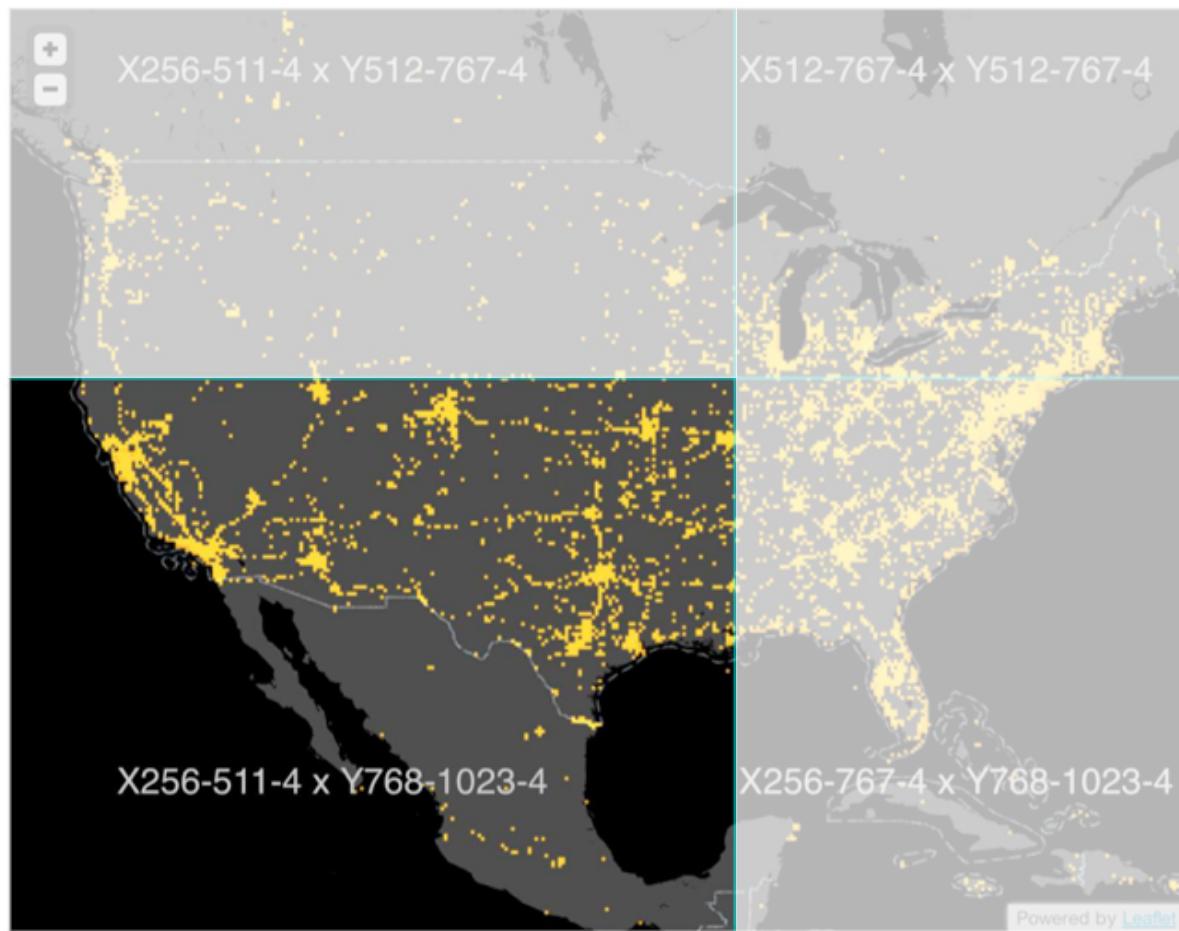


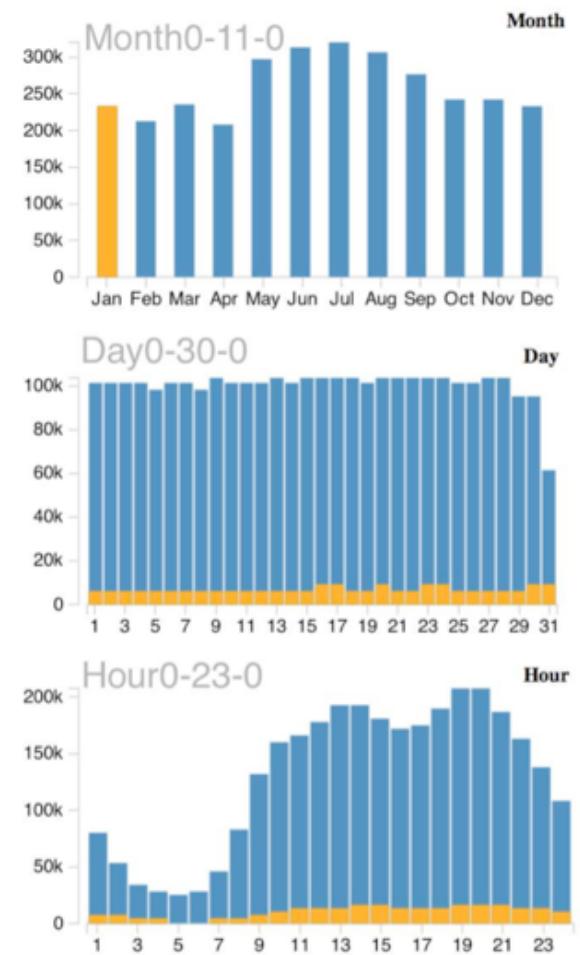
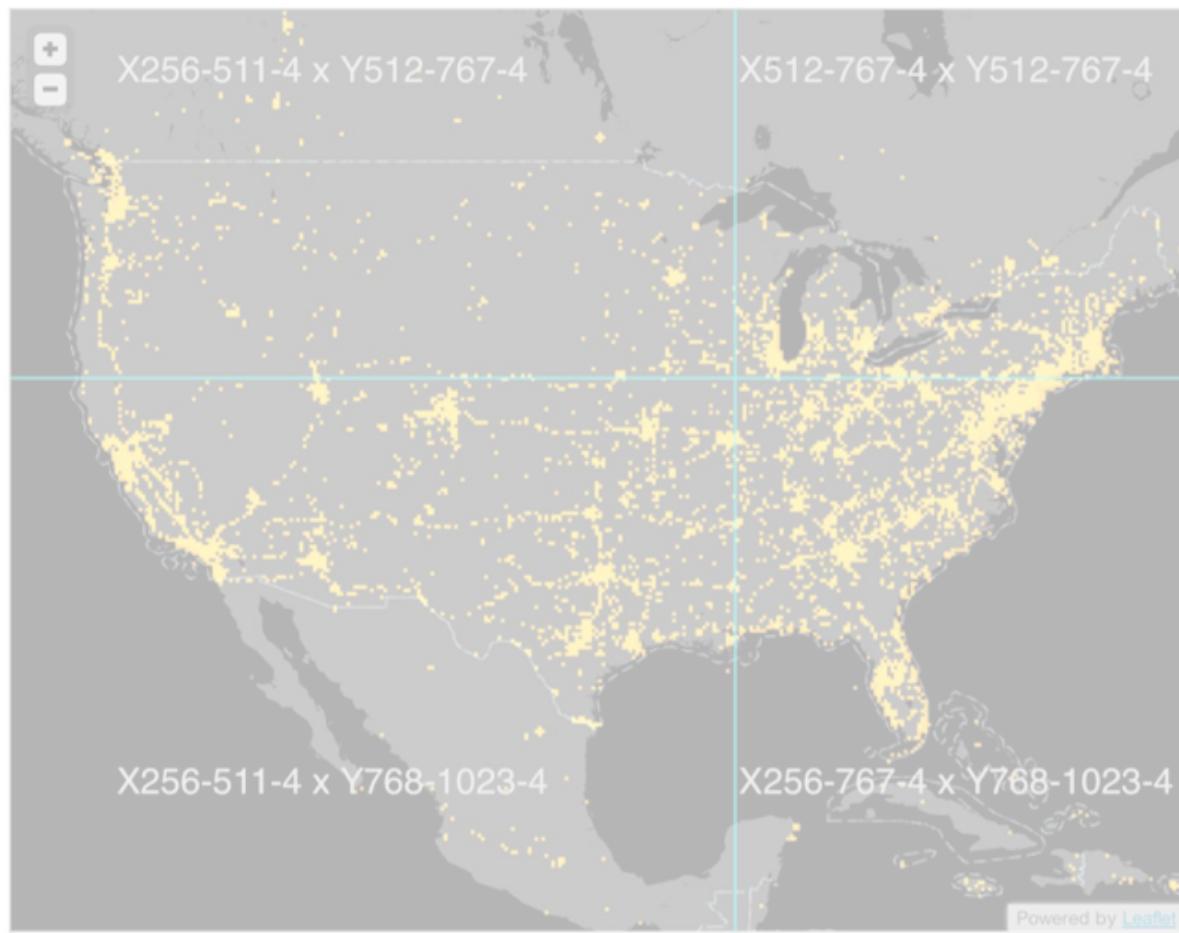


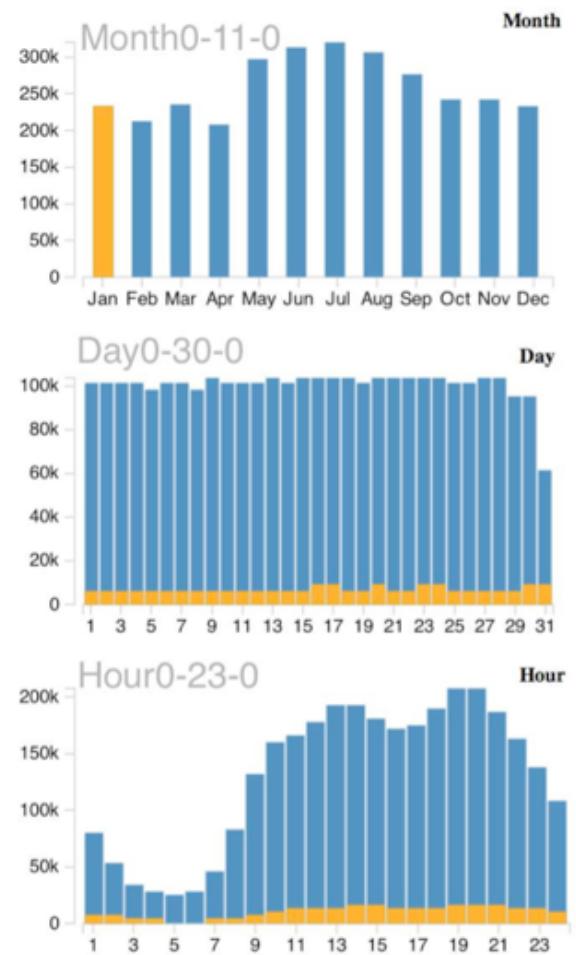
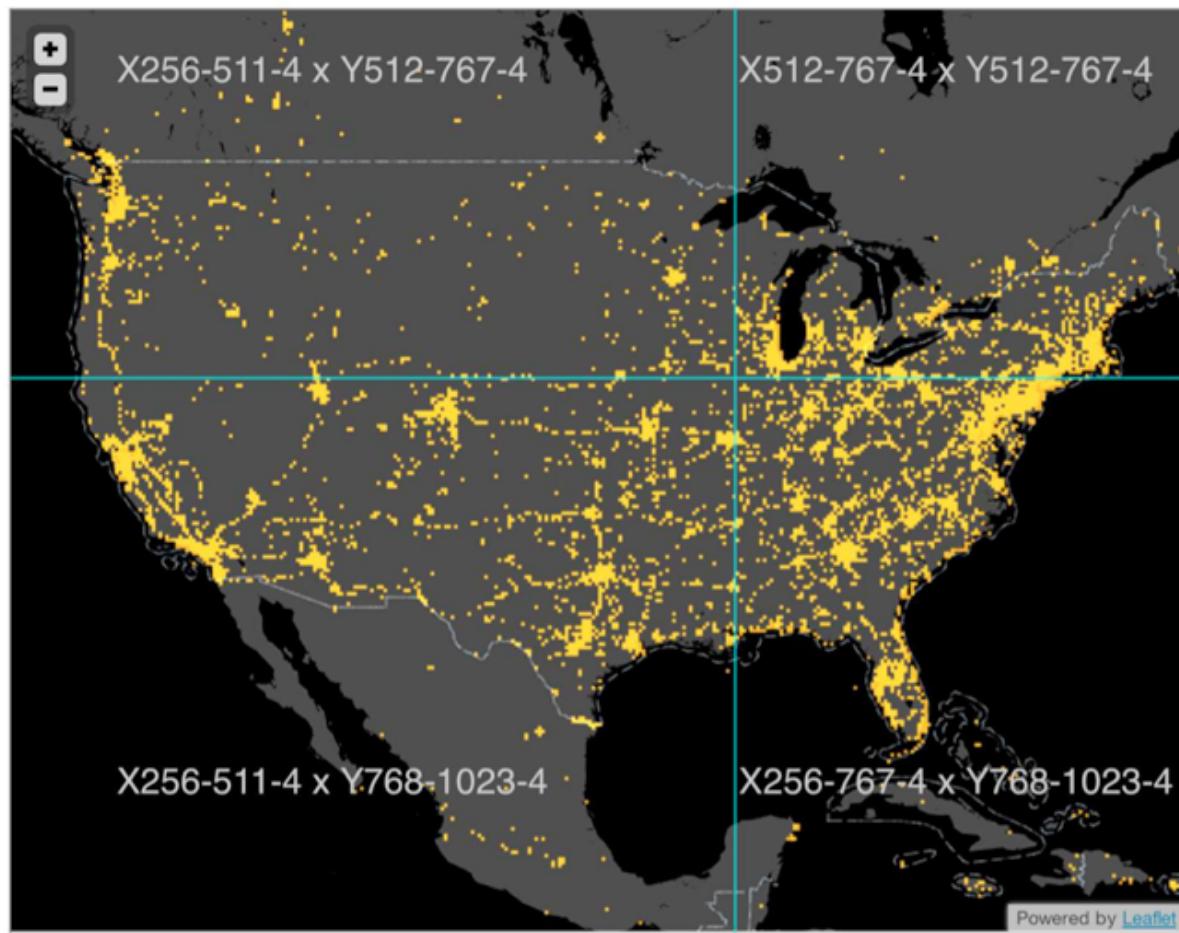




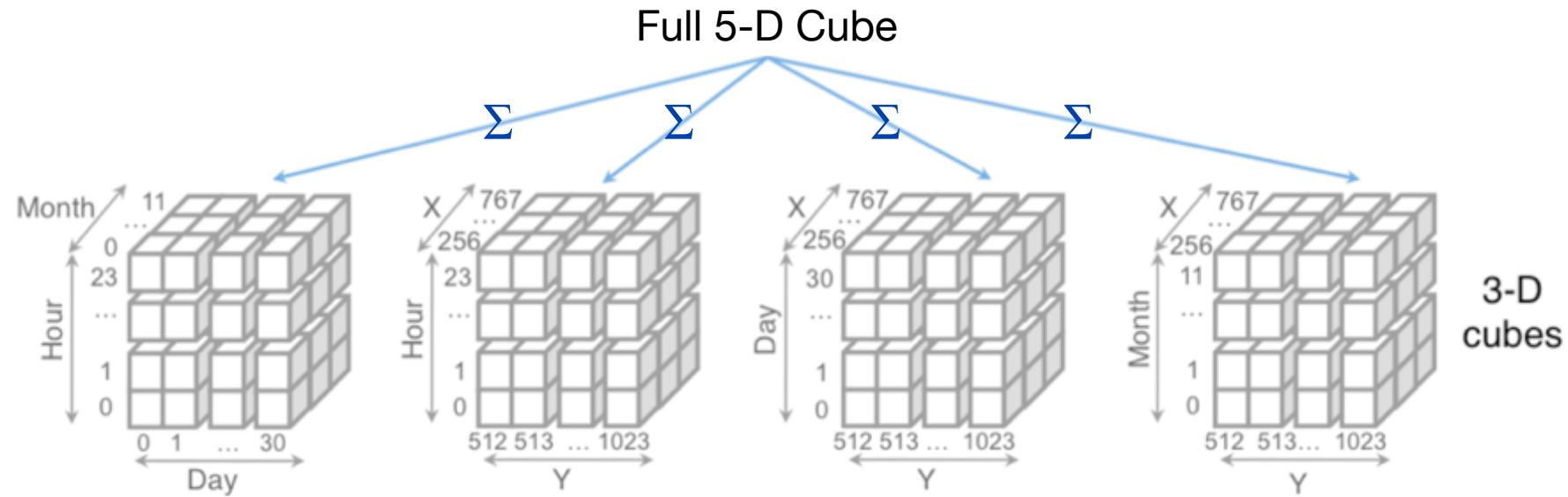
Powered by Leaflet



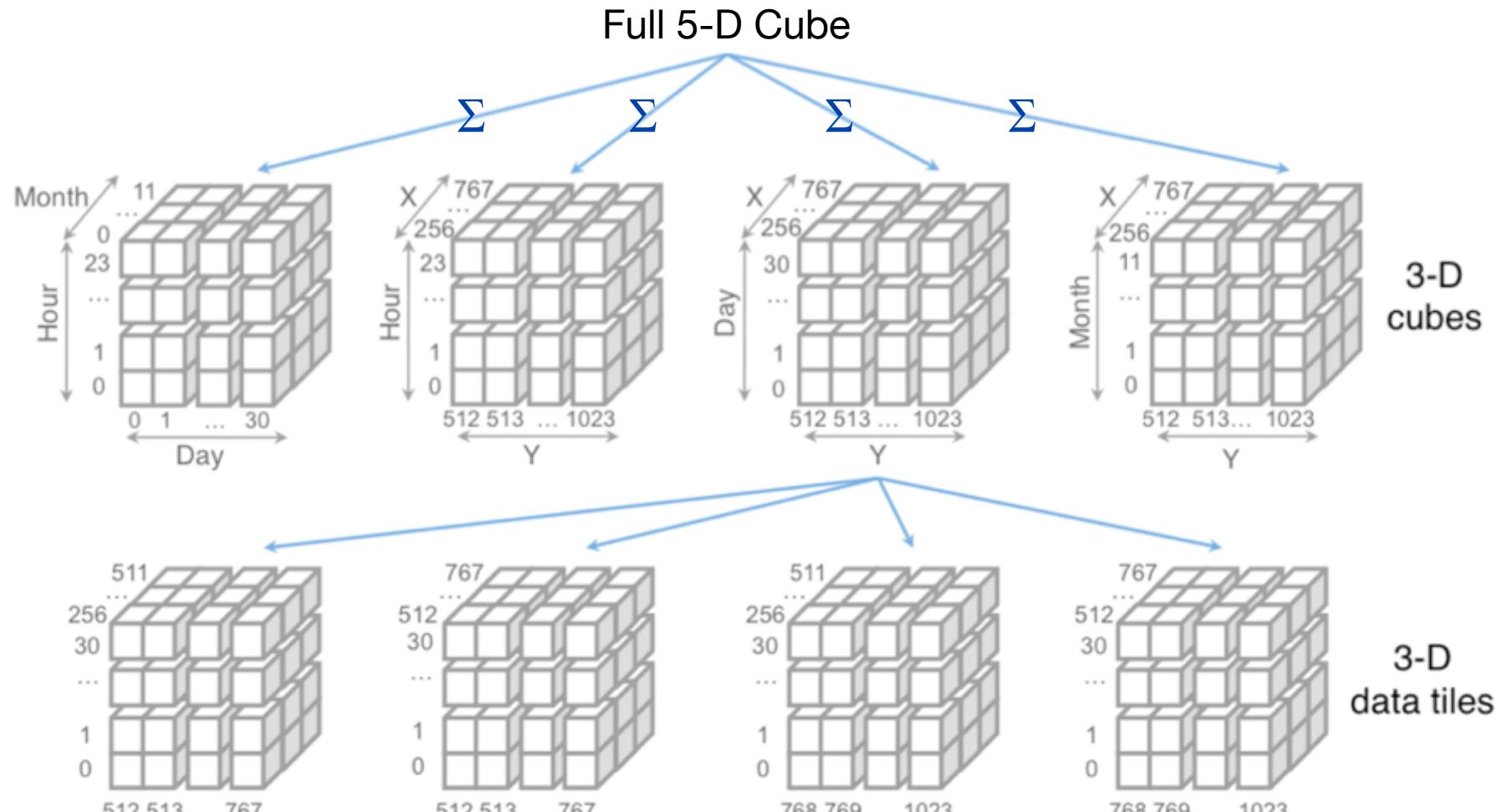




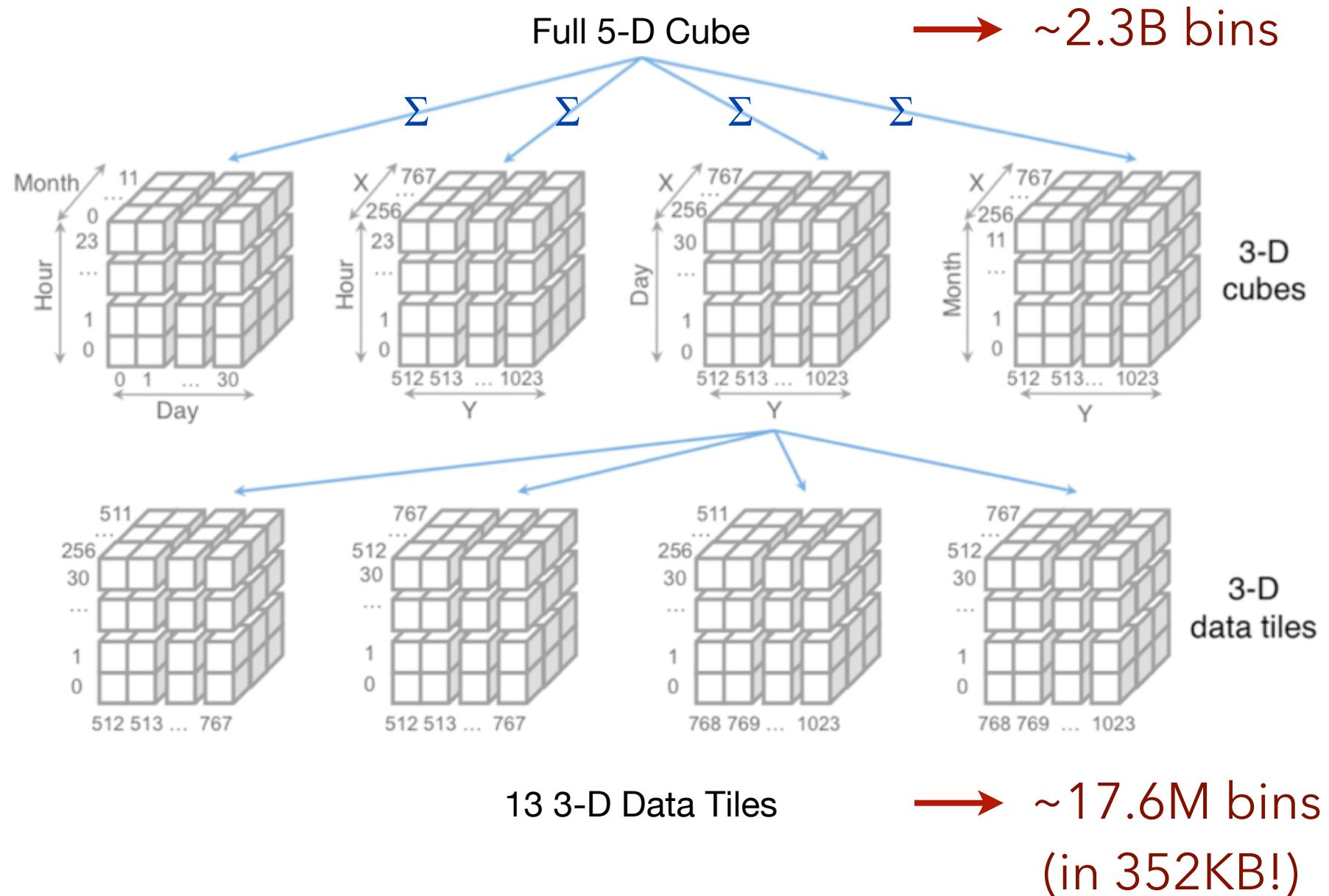
## Full 5-D Cube



For any pair of 1D or 2D binned plots, the maximum number of dimensions needed to support brushing & linking is **four**.



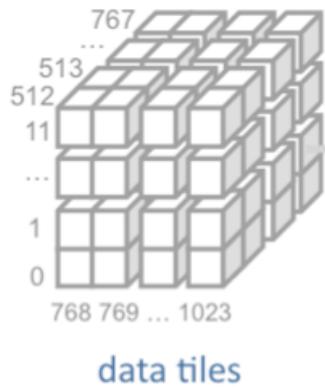
13 3-D Data Tiles



# Multivariate Data Tiles

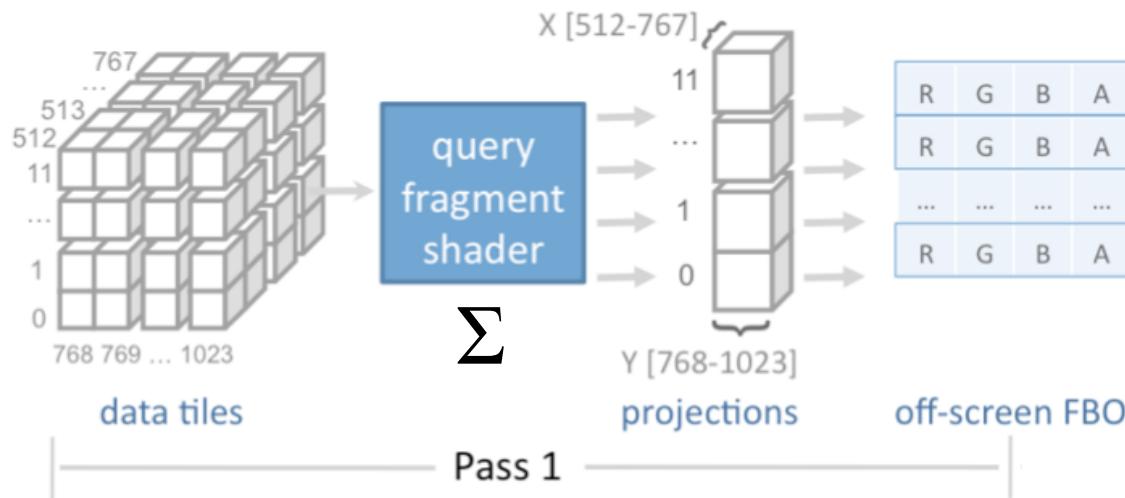
1. Send data, not pixels
2. Embed multi-dim data
3. Parallelize queries (GPU)

# Query & Render on GPU (WebGL)



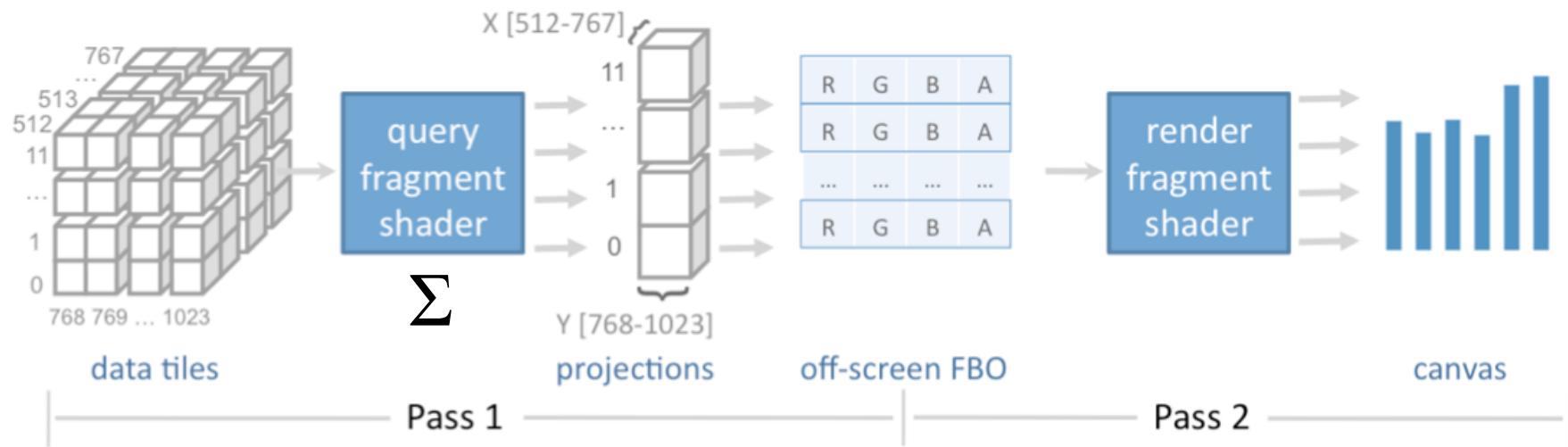
Pre-compute tiles & send from server.  
Bind data tiles as image textures.

# Query & Render on GPU (WebGL)



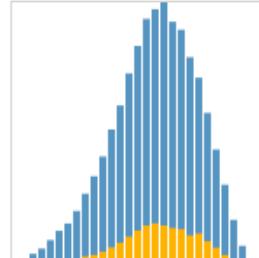
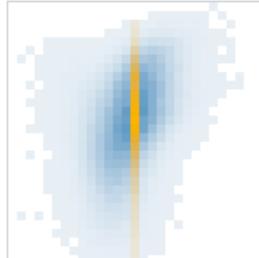
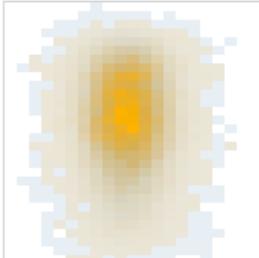
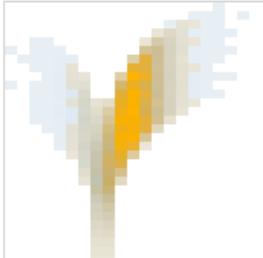
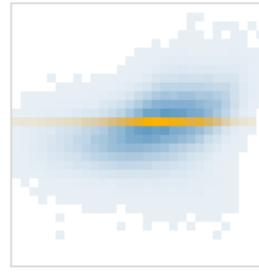
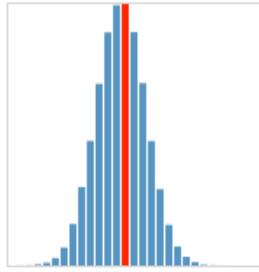
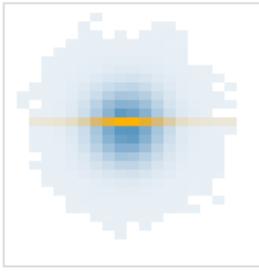
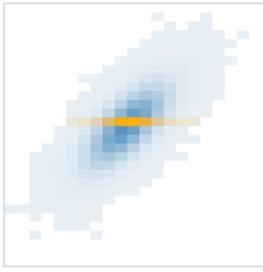
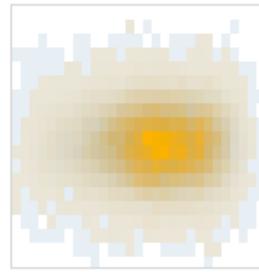
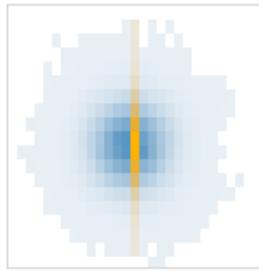
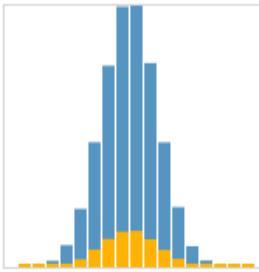
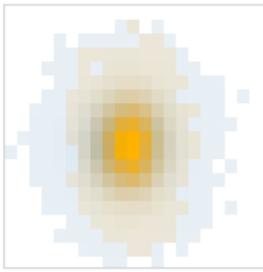
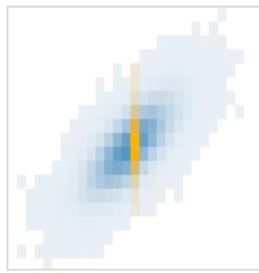
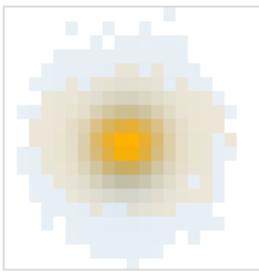
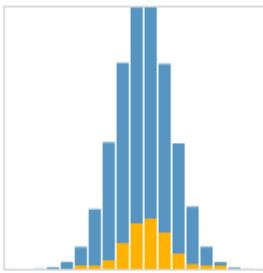
Compute aggregation for each output bin.  
Executes in parallel on GPU.

# Query & Render on GPU (WebGL)



Accumulate results in offscreen buffer.  
Render resulting plots in second pass.

# Performance Benchmarks



Simulate interaction:  
brushing & linking  
across binned plots.

- 4x4 and 5x5 plots
- 10 to 50 bins

Measure time from  
selection to render.

Test setup:  
2.3 GHz MacBook Pro  
NVIDIA GeForce GT 650M  
Google Chrome v.23.0

5 dimensions x 50 bins/dim x 25 plots

