

Data Visualization (CSCI 627/490)

Tasks & Design

Dr. David Koop

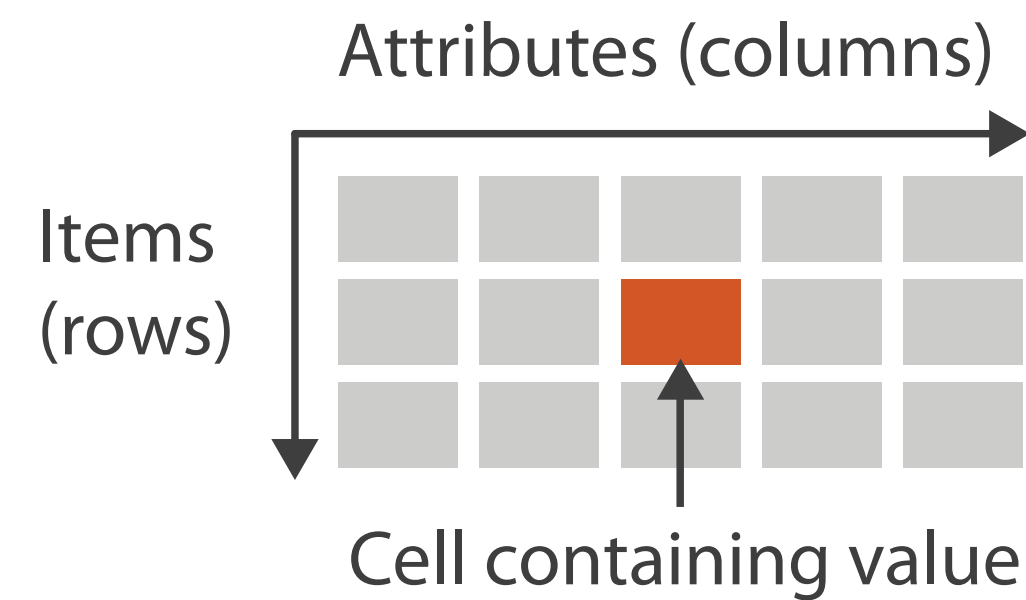
Data Terminology

- Item (also Nodes): an entity
- Link: relationship between two items
- Attribute: property of an item
- Position: location in space
- Grid: how data is sampled

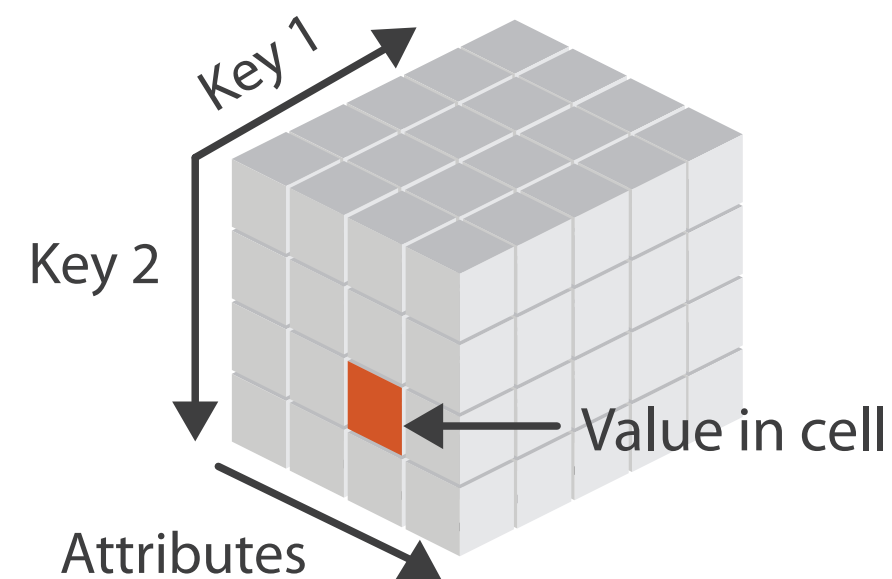
A	B	C	S	T	U
Order ID	Order Date	Order Priority	Product Container	Product Base Margin	Ship Date
3	10/14/06	5-Low	Large Box	0.8	10/2
6	2/21/08	4-Not Specified	Small Pack	0.55	2/2
32	7/16/07	2-High	Small Pack	0.79	7/1
32	7/16/07	2-High	Jumbo Box		7/1
32	7/16/07	2-High	Medium Box		7/1
32	7/16/07	2-High	Medium Box	0.65	7/1
35	10/23/07	4-Not Specified	Wrap Bag	0.52	10/2
35	10/23/07	4-Not Specified	Small Box	0.58	10/2
36	11/3/07	1-Urgent	Small Box	0.55	11/
65	3/18/07	1-Urgent	Small Pack	0.49	3/1
66	1/29/05	5-Low	Wrap Bag	0.56	1/2
69		5 4-Not Specified	Small Pack	0.44	6/
69		5 4-Not Specified	Wrap Bag	0.6	6/
70	12/18/06	5-Low	Small Box	0.59	12/2
70	12/18/06	5-Low	Wrap Bag	0.82	12/2
96	4/17/05	2-High	Small Box	0.55	4/1
97	1/29/06	3-Medium	Small Box	0.38	1/2
129	11/19/08	5-Low	Small Box	0.37	11/2
130	5/8/08	2-High	Small Box	0.37	5/
130	5/8/08	2-High	Medium Box	0.38	5/1
130	5/8/08	2-High	Small Box	0.6	5/1
132	6/11/06	3-Medium	Medium Box	0.6	6/1
132	6/11/06	3-Medium	Jumbo Box	0.69	6/1
134	5/1/08	4-Not Specified	Large Box	0.82	5/
135	10/21/07	4-Not Specified	Small Pack	0.64	10/2
166	9/12/07	2-High	Small Box	0.55	9/1
193	8/8/06	1-Urgent	Medium Box	0.57	8/1
194	4/5/08	3-Medium	Wrap Bag	0.42	4/

Dataset Types

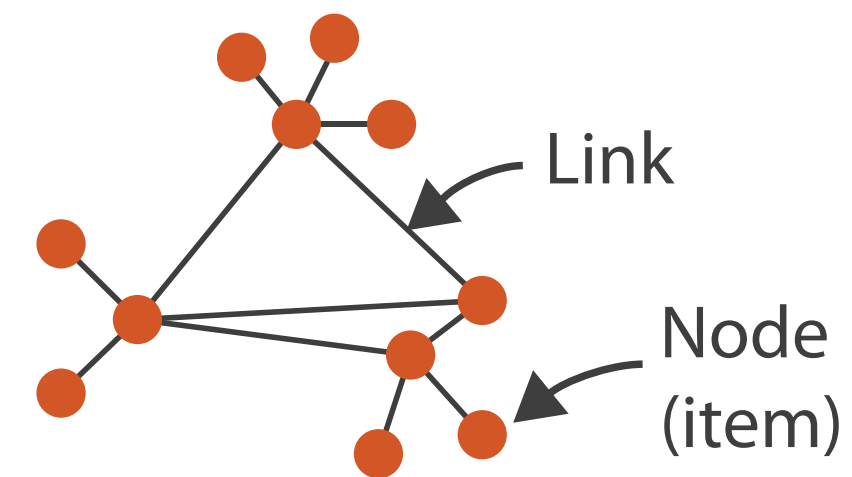
→ Tables



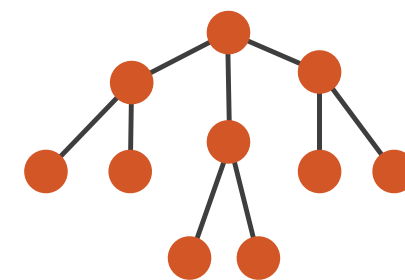
→ *Multidimensional Table*



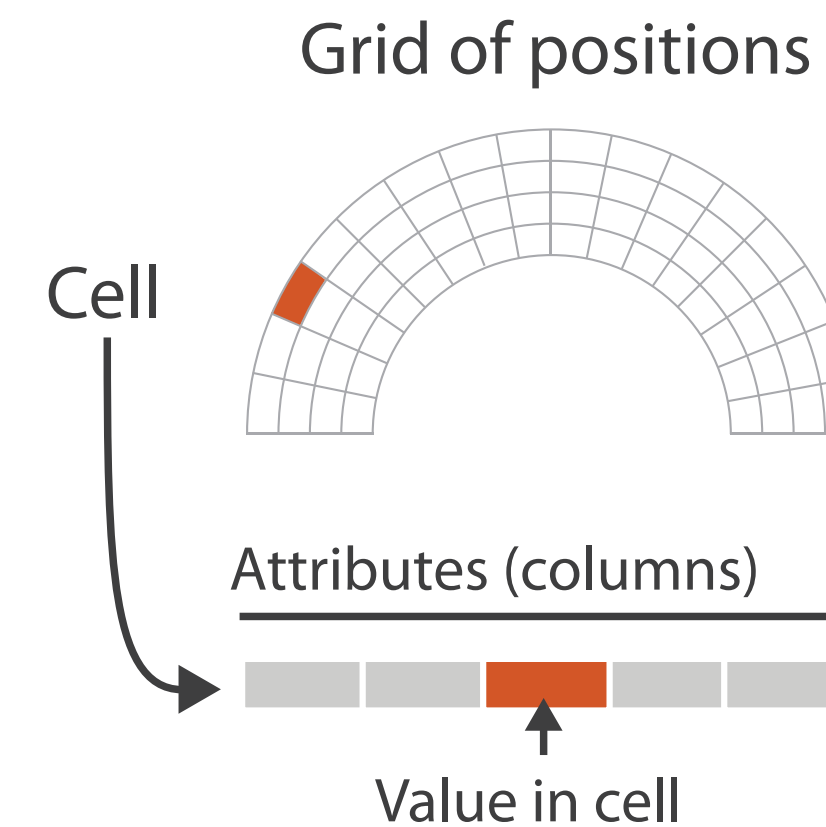
→ Networks



→ Trees



→ Fields (Continuous)



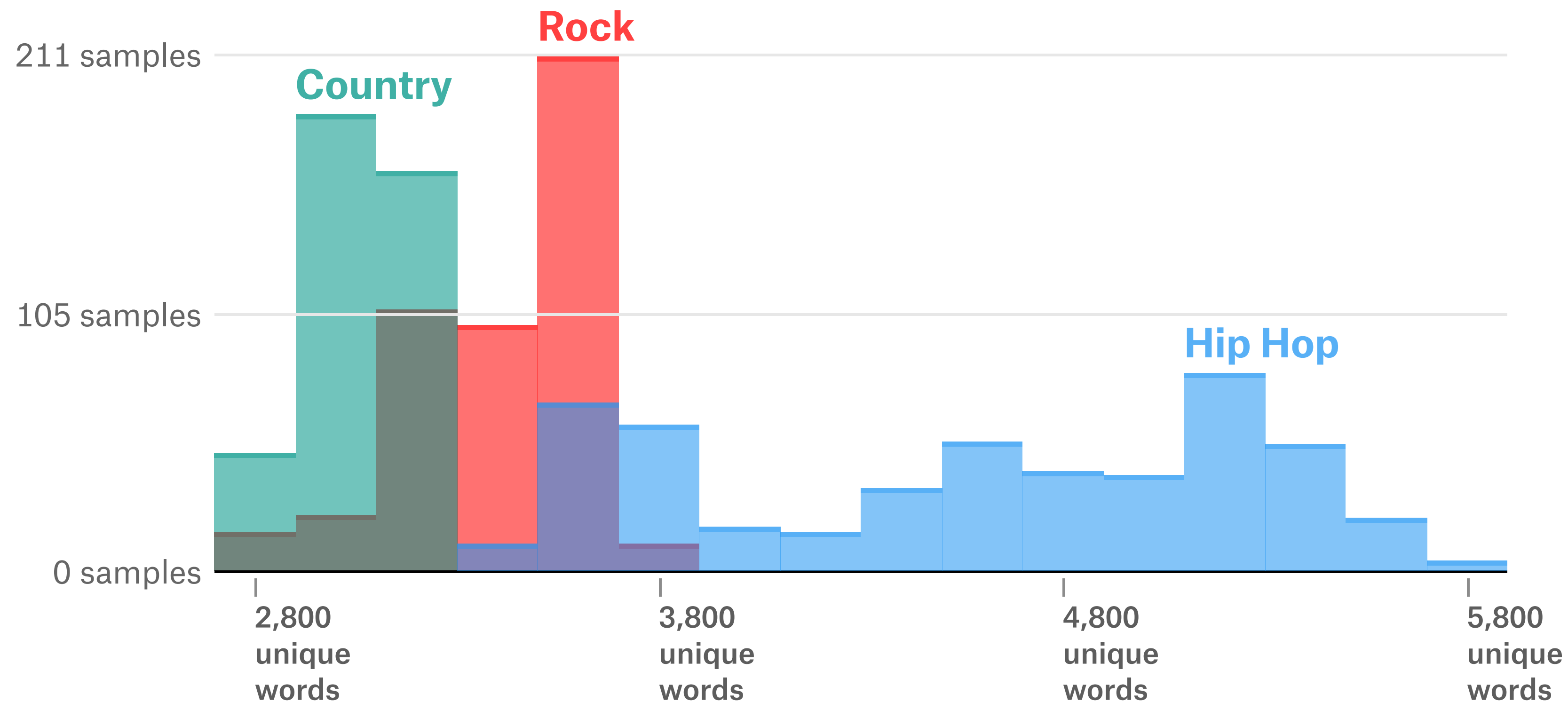
→ Geometry (Spatial)



[Munzner (ill. Maguire), 2014]

Sets & Lists

of Unique Words Used in 500 Random Samples of 35,000 Lyrics from Country, Rock, Hip Hop



Raw Lyrics Data via John W. Miller

[M. Daniels, 2019]

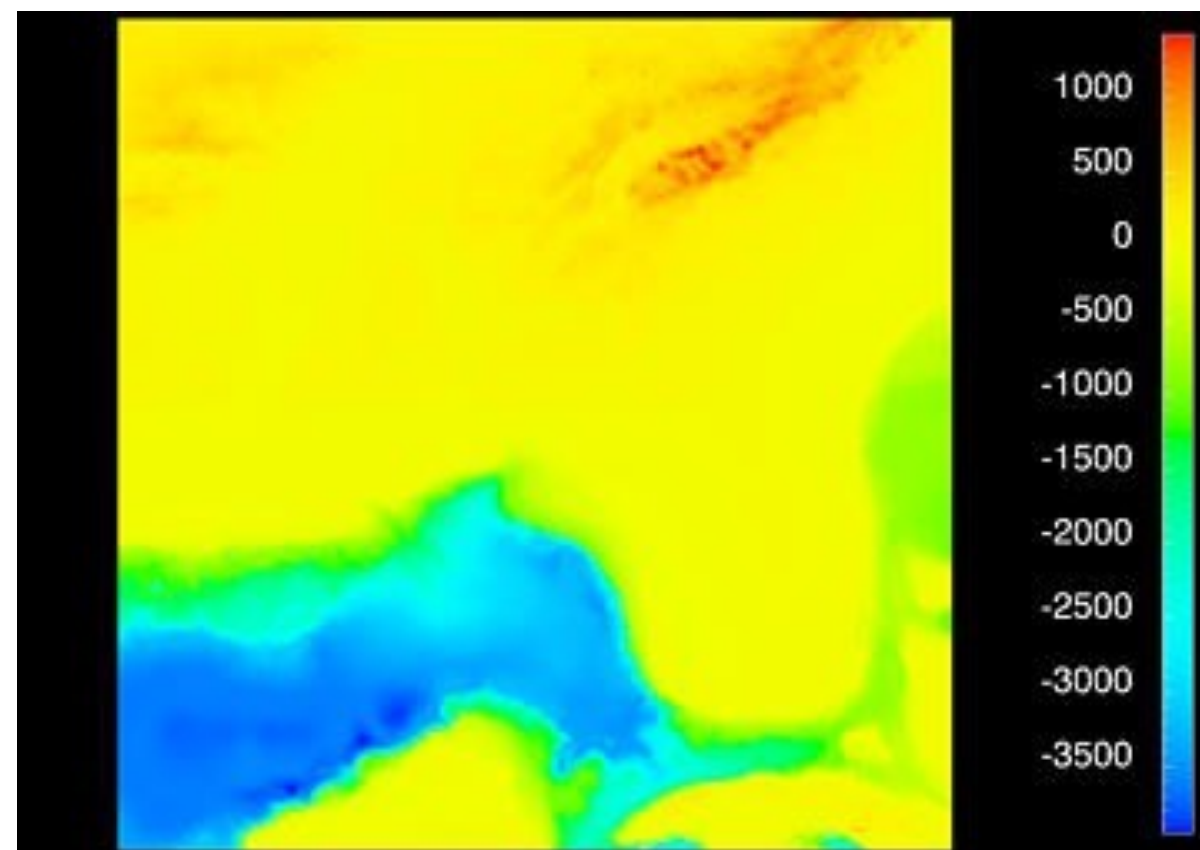
Categorical, Ordinal, and Quantitative

A	B	C	S	T	U
Order ID	Order Date	Order Priority	Product Container	Product Base Margin	Ship Date
3	10/14/06	5-Low	Large Box	0.8	10/21/06
6	2/21/08	4-Not Specified	Small Pack	0.55	2/22/08
32	7/16/07	2-High	Small Pack	0.79	7/17/07
32	7/16/07	2-High	Jumbo Box	0.72	7/17/07
32	7/16/07	2-High	Medium Box	0.6	7/18/07
32	7/16/07	2-High	Medium Box	0.65	7/18/07
35	10/23/07	4-Not Specified	Wrap Bag	0.52	10/24/07
35	10/23/07	4-Not Specified	Small Box	0.58	10/25/07
36	11/3/07	1-Urgent	Small Box	0.55	11/3/07
65	3/18/07	1-Urgent	Small Pack	0.49	3/19/07
66	1/20/05	5-Low	Wrap Bag	0.56	1/20/05
69	6/4/05	4-Not Specified	Small Pack	0.44	6/6/05
69	6/4/05	4-Not Specified		0.6	6/6/05
70	12/18/06	5-Low		0.59	12/23/06
70	12/18/06	5-Low		0.82	12/23/06
96	4/17/05	2-High		0.55	4/19/05
97	1/29/06	3-Medium		0.38	1/30/06
129	11/19/08	5-Low		0.37	11/28/08
130	5/8/08	2-High	Small Box	0.37	5/9/08
130	5/8/08	2-High	Medium Box	0.38	5/10/08
130	5/8/08	2-High	Small Box	0.6	5/11/08
132	6/11/06	3-Medium	Medium Box	0.6	6/12/06
132	6/11/06	3-Medium	Jumbo Box	0.69	6/14/06
134	5/1/08	4-Not Specified	Large Box	0.82	5/3/08
135	10/21/07	4-Not Specified	Small Pack	0.64	10/23/07
166	9/12/07	2-High	Small Box	0.55	9/14/07
193	8/8/06	1-Urgent	Medium Box	0.57	8/10/06
194	4/5/08	3-Medium	Wrap Bag	0.42	4/7/08

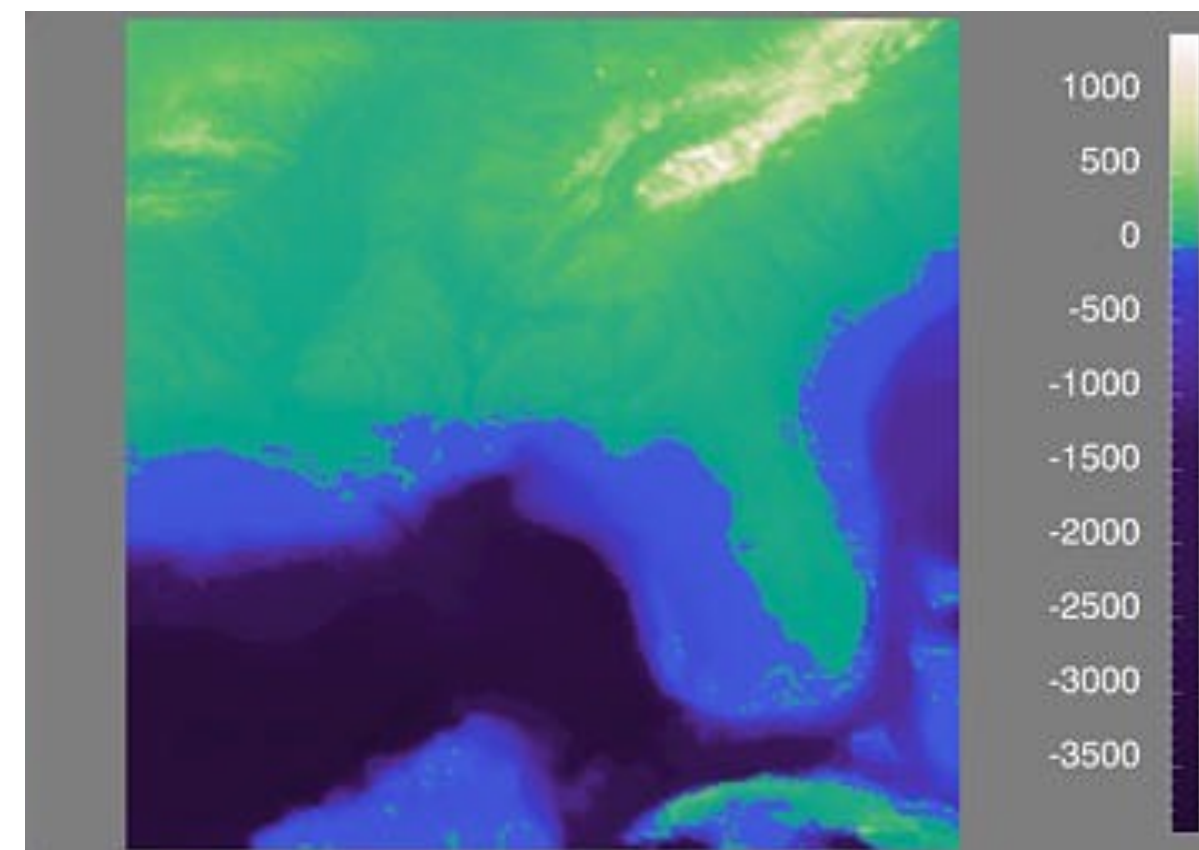
quantitative
ordinal
categorical

Ordering Direction

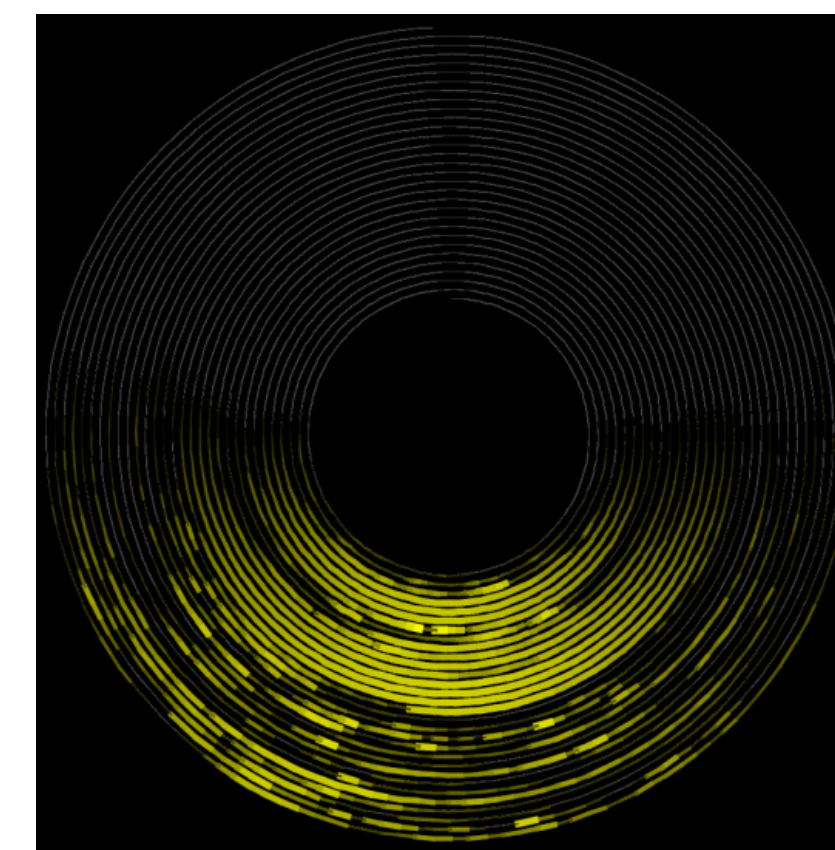
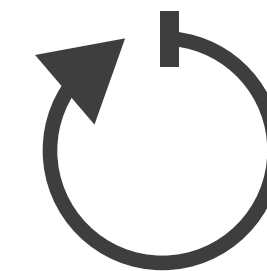
→ Sequential



→ Diverging



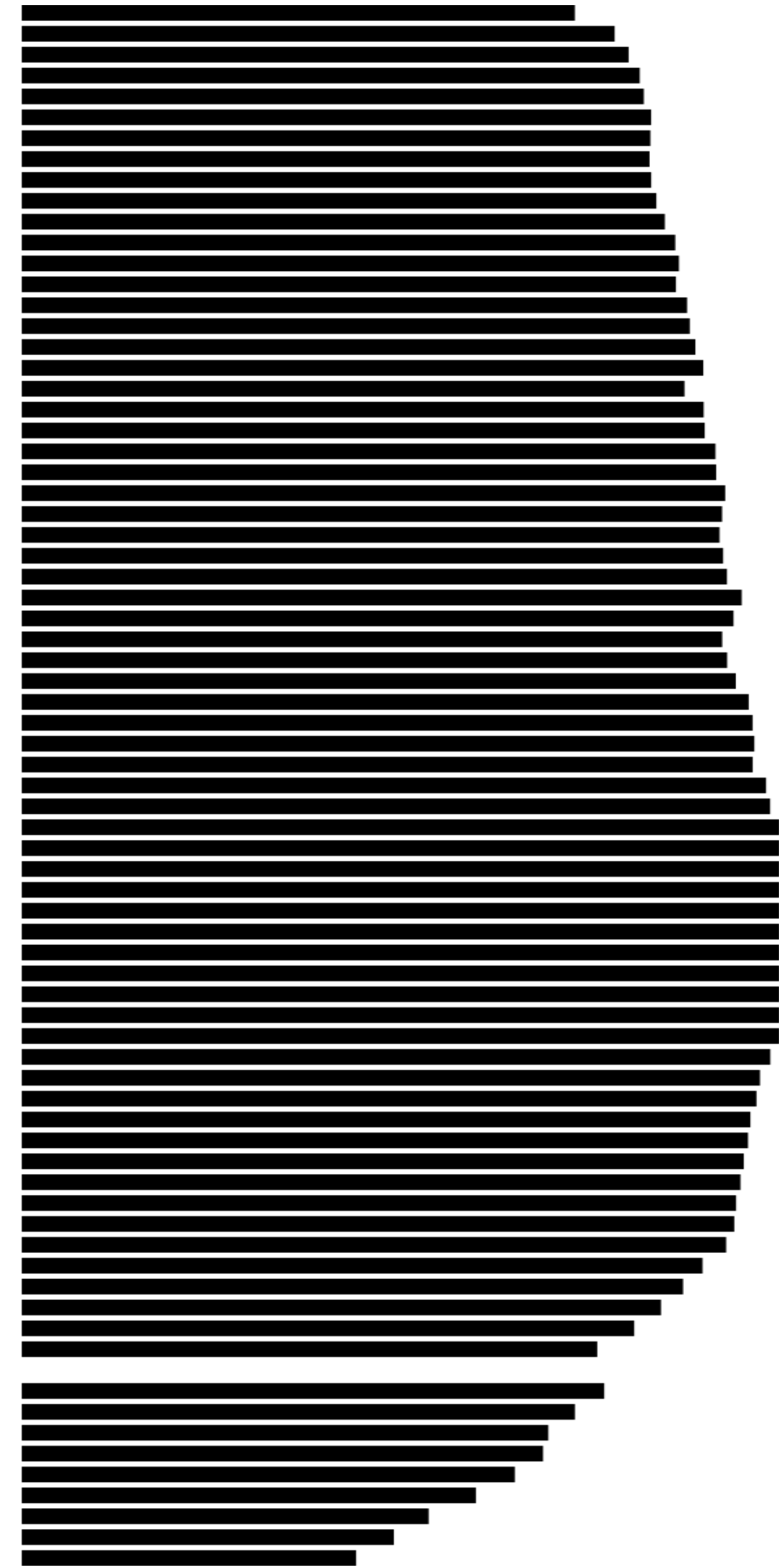
→ Cyclic



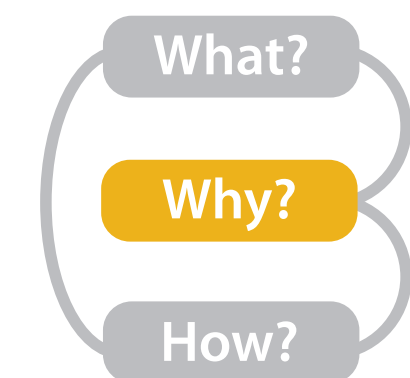
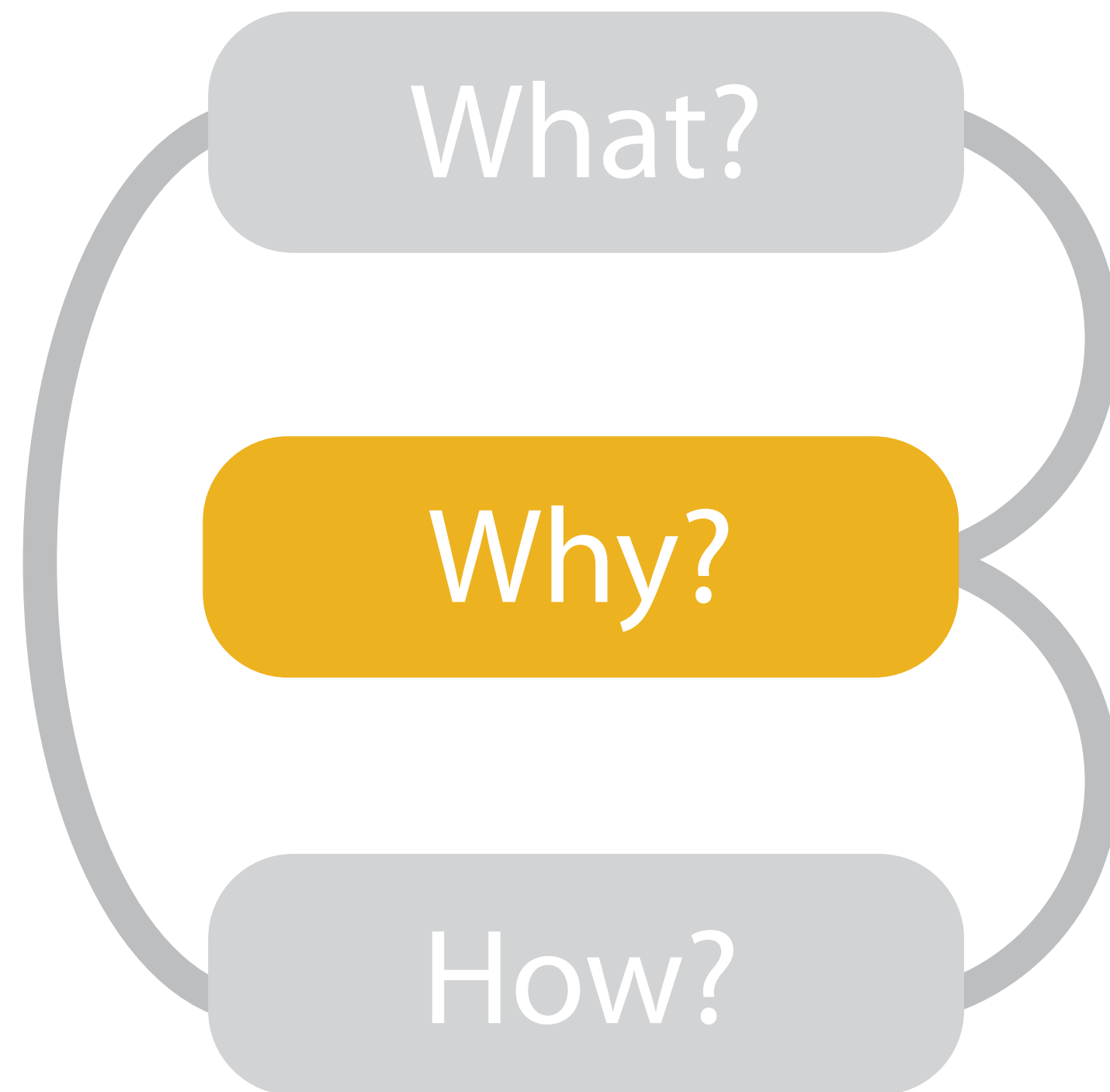
[Munzner (ill. Maguire), 2014; Rogowitz & Treinish, 1998; Weber et al., 2001]

Assignment 2

- Due Sept. 19
- Process Data
- Create Bar Charts using SVGs and JavaScript
- Interaction: Select by Decade



Tasks



[Munzner (ill. Maguire), 2014]

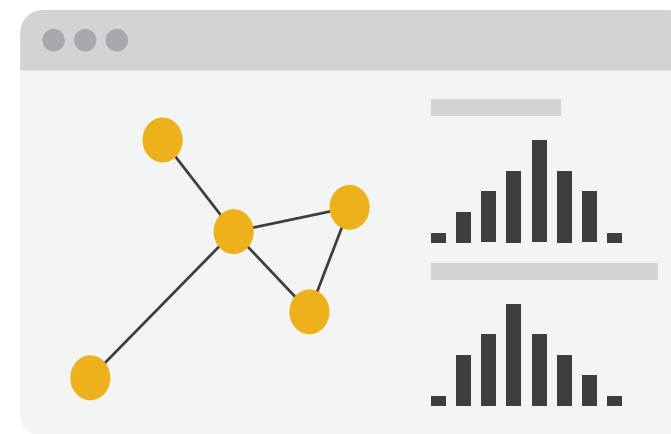
Actions: Analyze

→ Consume

→ *Discover*



→ *Present*

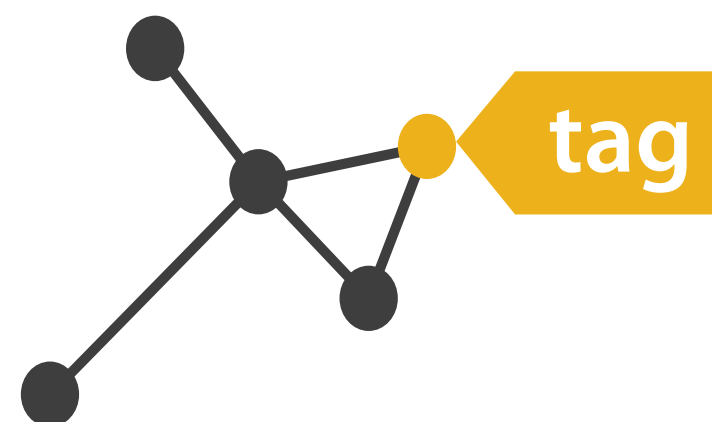


→ *Enjoy*



→ Produce

→ *Annotate*



→ *Record*



→ *Derive*



[Munzner (ill. Maguire), 2014]

Visualization for Consumption

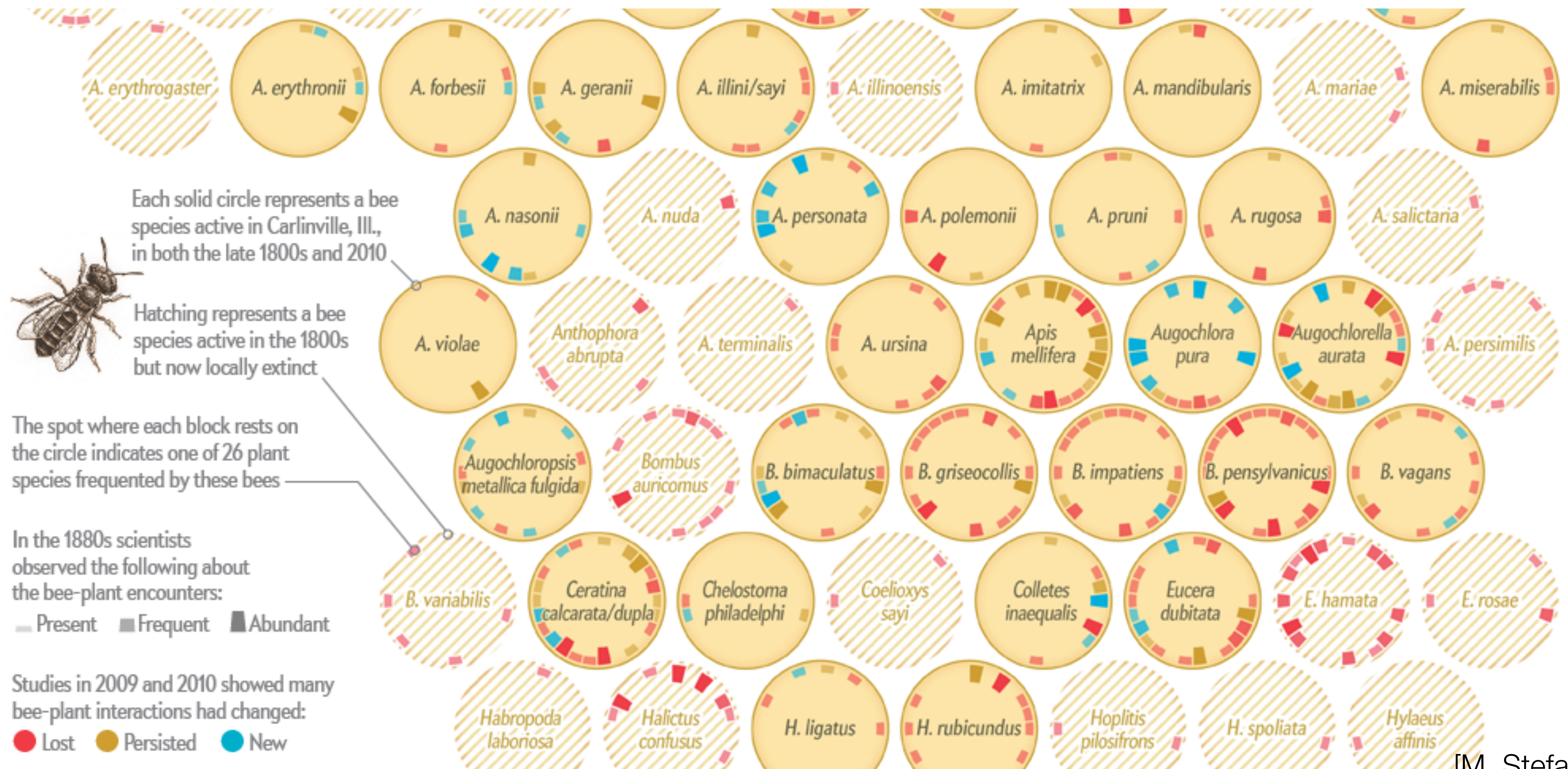
- Discover new knowledge
 - Generate new hypothesis or verify existing one
 - Designer doesn't know what users need to see
 - "why doesn't dictate how"
- Present known information
 - Presenter already knows what the data says
 - Wants to communicate this to an audience
 - May be static but not limited to that
- Enjoy
 - Similar to discover, but without concrete goals
 - May be enjoyed differently than the original purpose

Asking good **questions** is very important

Answers often lead to **more** questions

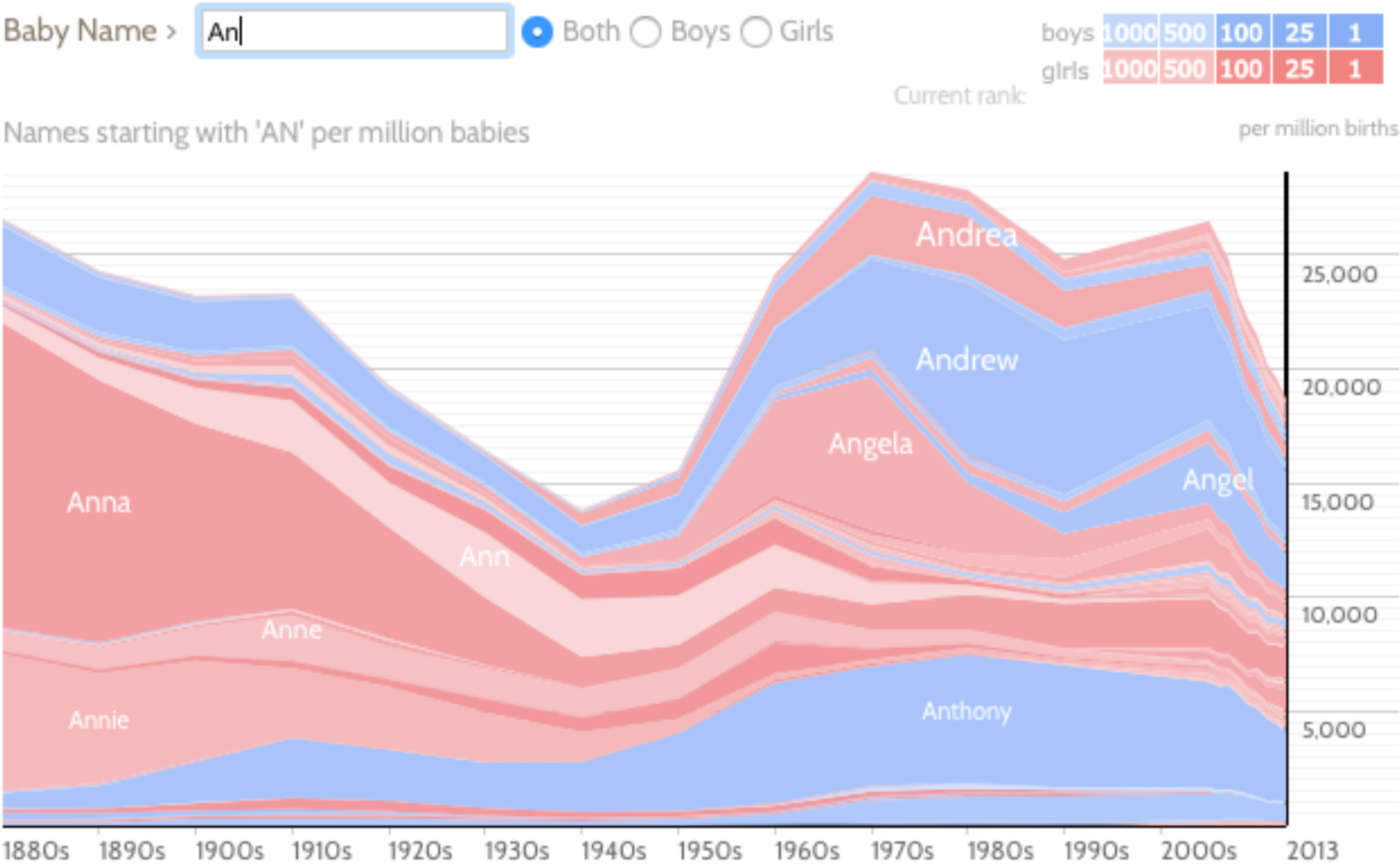
A map of New York City and its surrounding suburbs, including parts of New Jersey and Connecticut. The map is overlaid with numerous small circles representing the locations of 1000 restaurants. The circles are color-coded: red, pink, white, and grey. The red circles are concentrated in the lower Manhattan area, particularly around the Financial District and the Lower East Side. The pink circles are scattered throughout the five boroughs, with a higher density in the outer boroughs like Queens and the Bronx. The white and grey circles are more sparsely distributed, often found in suburban areas and along major highways. The map also shows major roads, including Interstates 95, 280, 278, 295, 495, and 678, as well as local roads like the New Jersey Turnpike and the Long Island Expressway. Water bodies like the Hudson River, the East River, and the Upper Bay are also visible.

Present Known Information



[M. Stefaner, 2013]

Enjoy Visualizations of Names



[Wattenberg, 2005, www.babynamewizard.com]

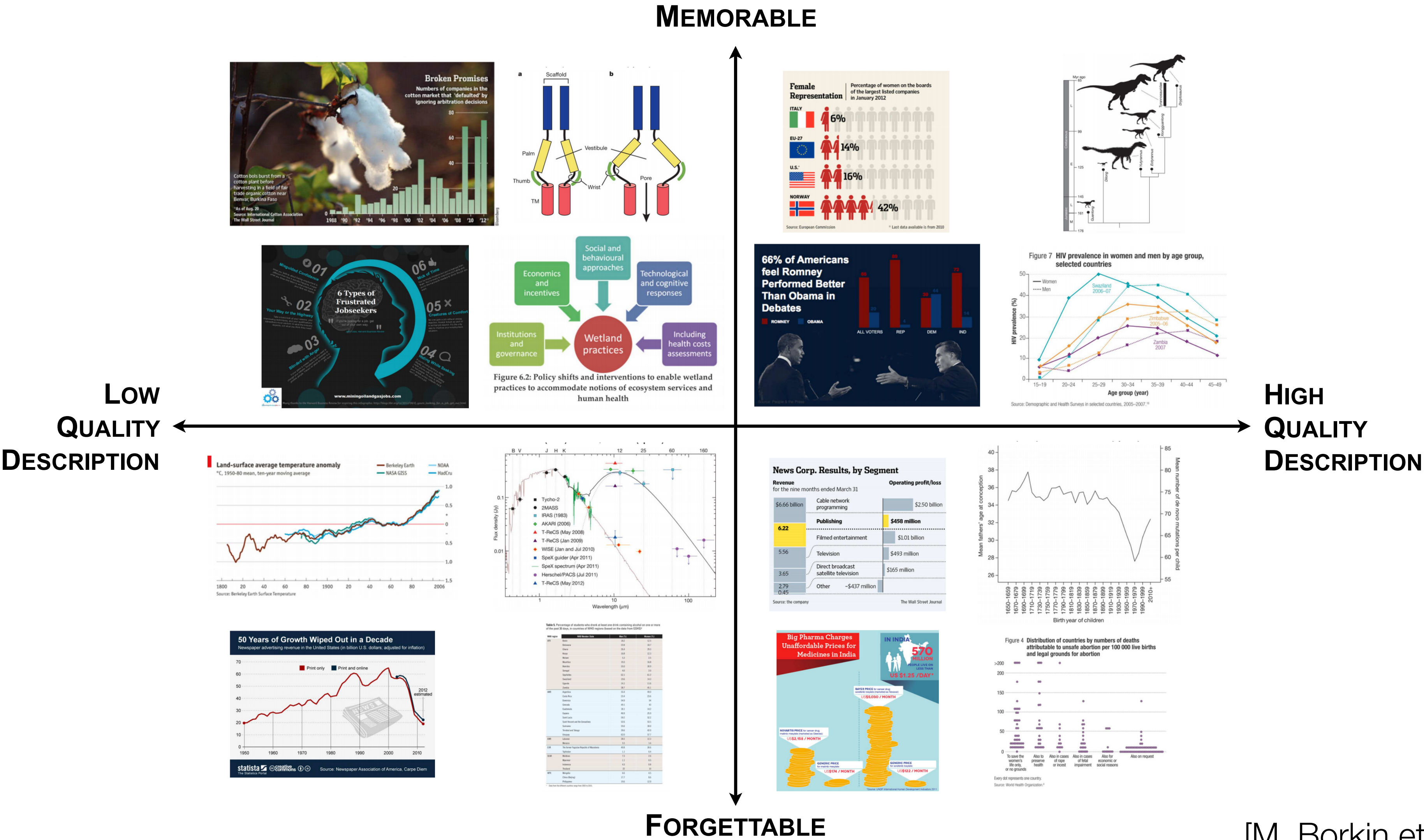
“[W]e scientists now understand how important emotion is to everyday life, how valuable. Sure, utility and usability are important, but without fun and pleasure, joy and excitement, and yes, anxiety and anger, fear and rage, our lives would be incomplete.”
—D. Norman (Emotional Design)

Measuring User Experience in Visualization

- Memorability: Capability of maintaining and retrieving information [J. Brown et al., 1977]
- Engagement: Emotional, cognitive and behavioral connection that exists, at any point in time and possibly over time, between a user and a resource. [S. Attfield et al., 2011]
- Enjoyment: Feeling that causes a person to experience pleasure. Pleasure is recognized with occurrent happiness and excitement, which can be explained in terms of belief, desire, and thought. [W. A. Davis, 1982]

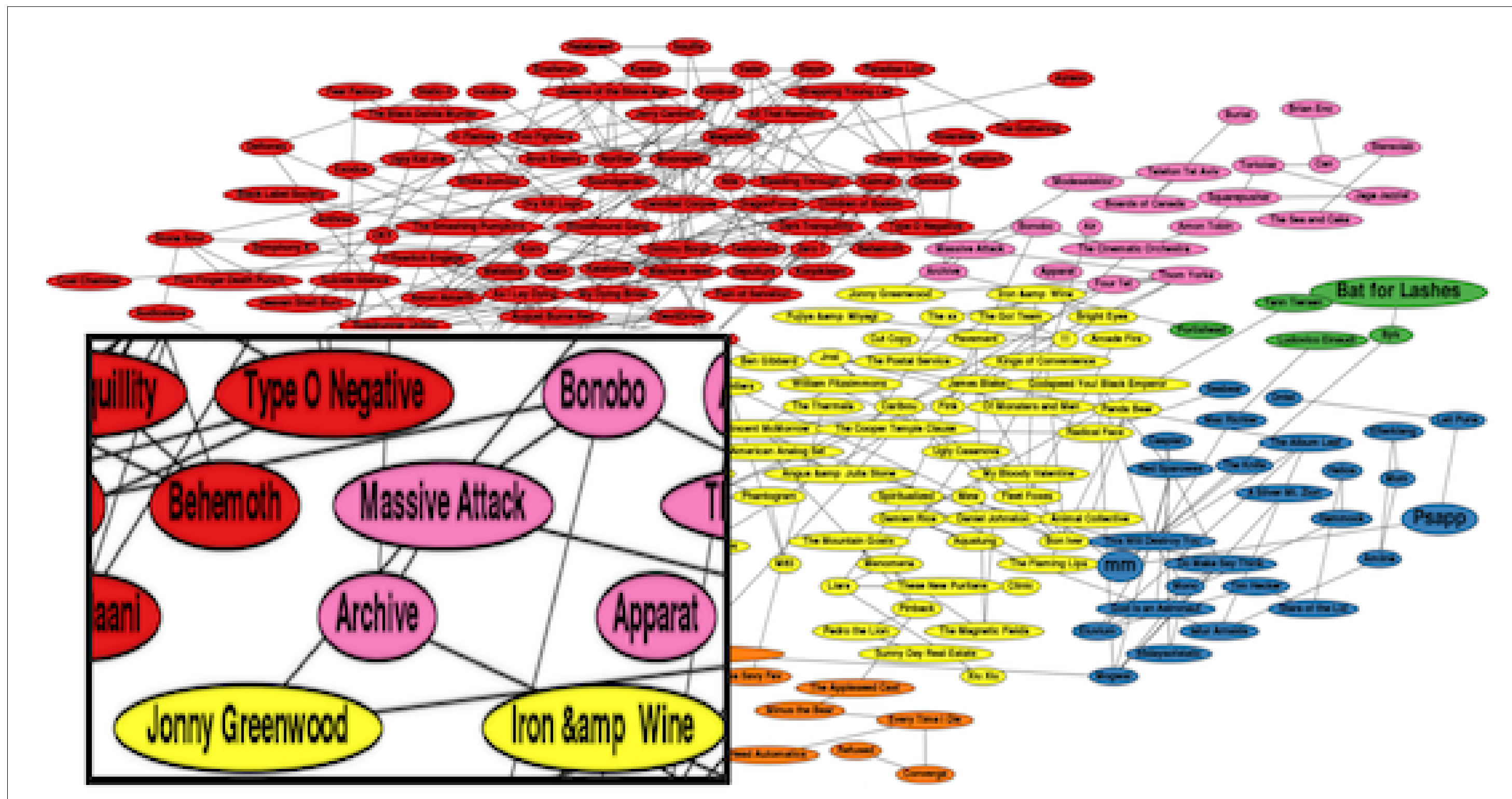
[B. Saket et al., BELIV 2016]

Memorability



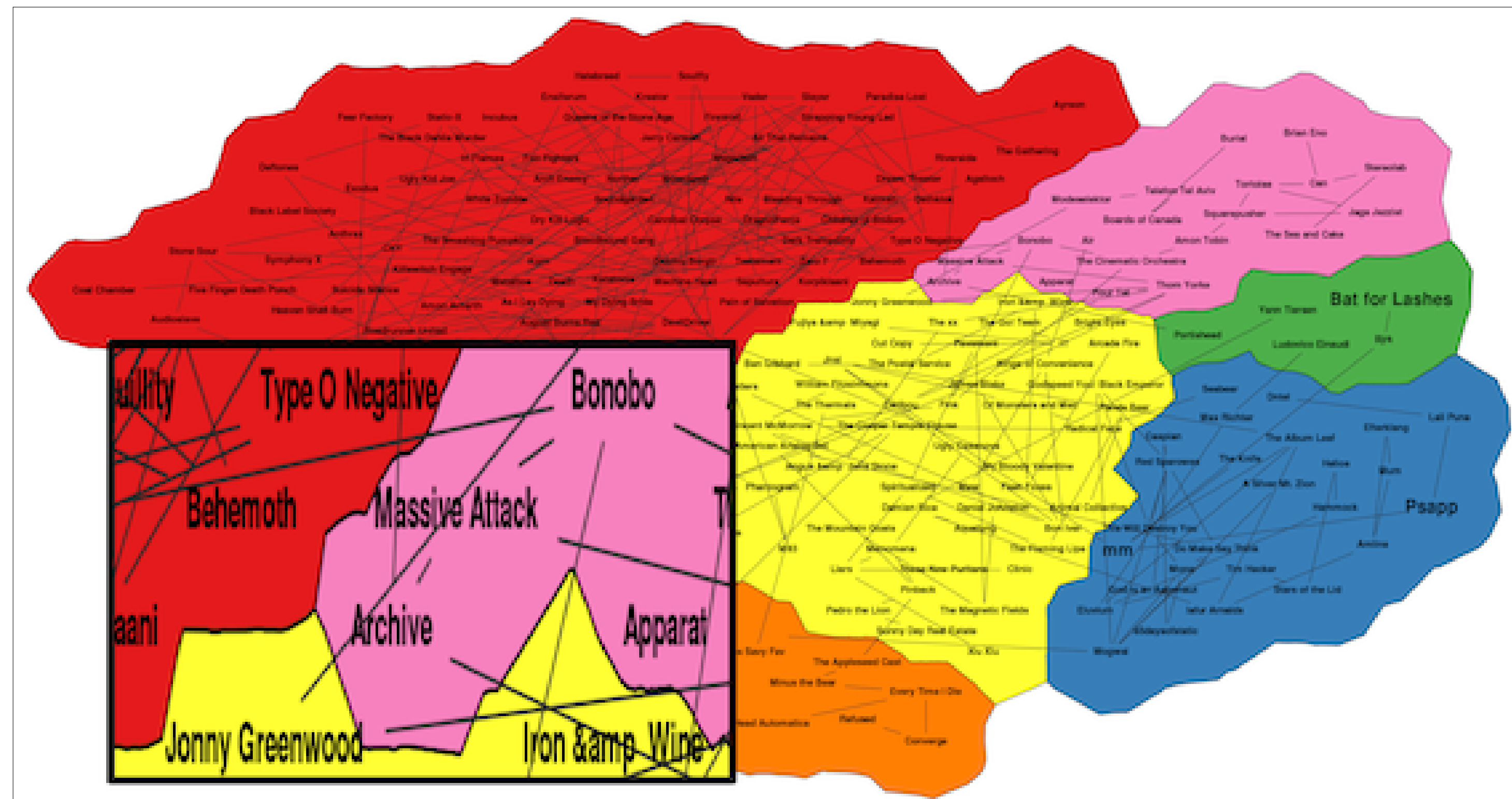
[M. Borkin et al., InfoVis 2015]

Memorability: Maps instead of Networks



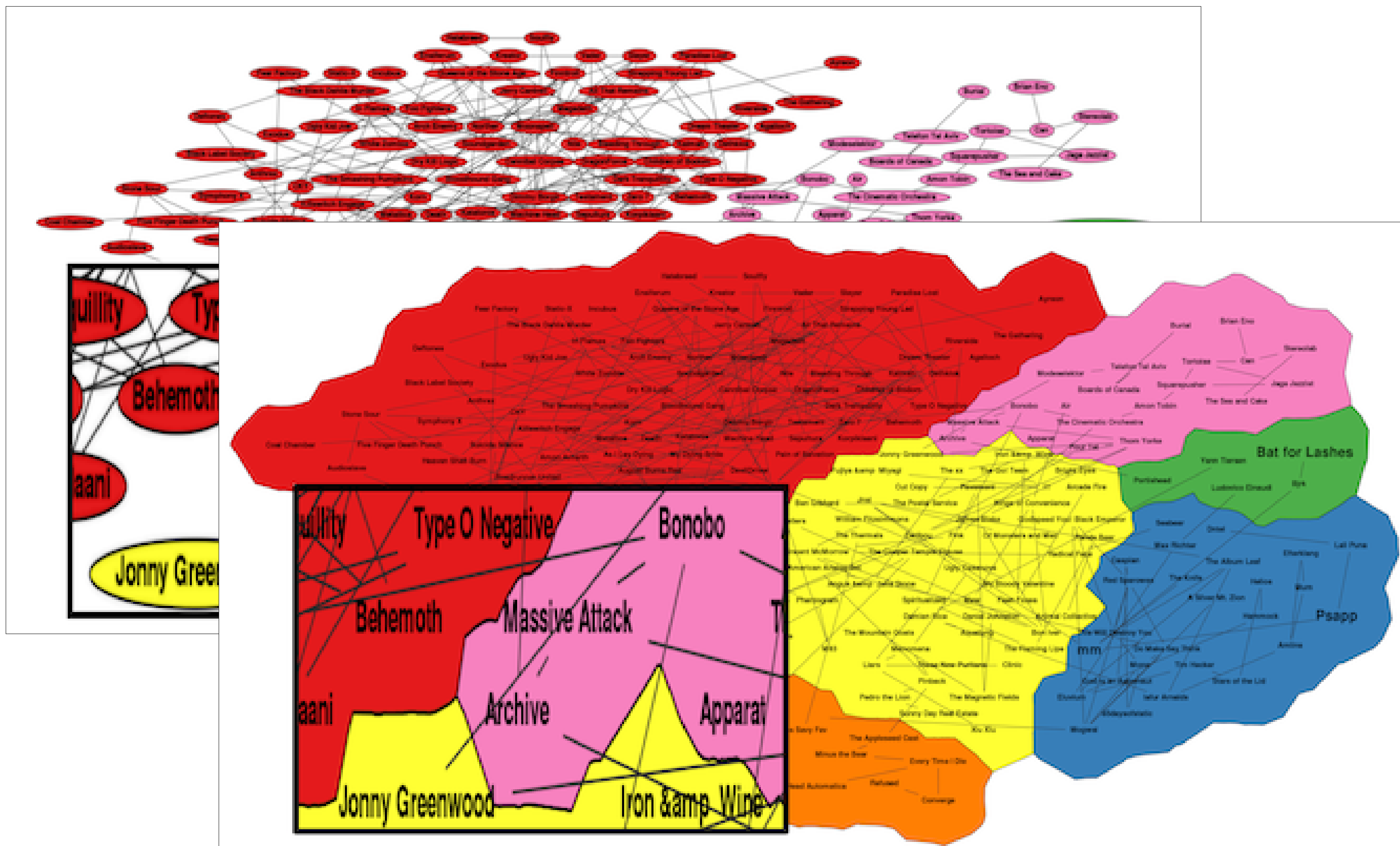
[B. Saket et al., EuroVis 2015]

Memorability: Maps instead of Networks



[B. Saket et al., EuroVis 2015]

Memorability: Maps instead of Networks

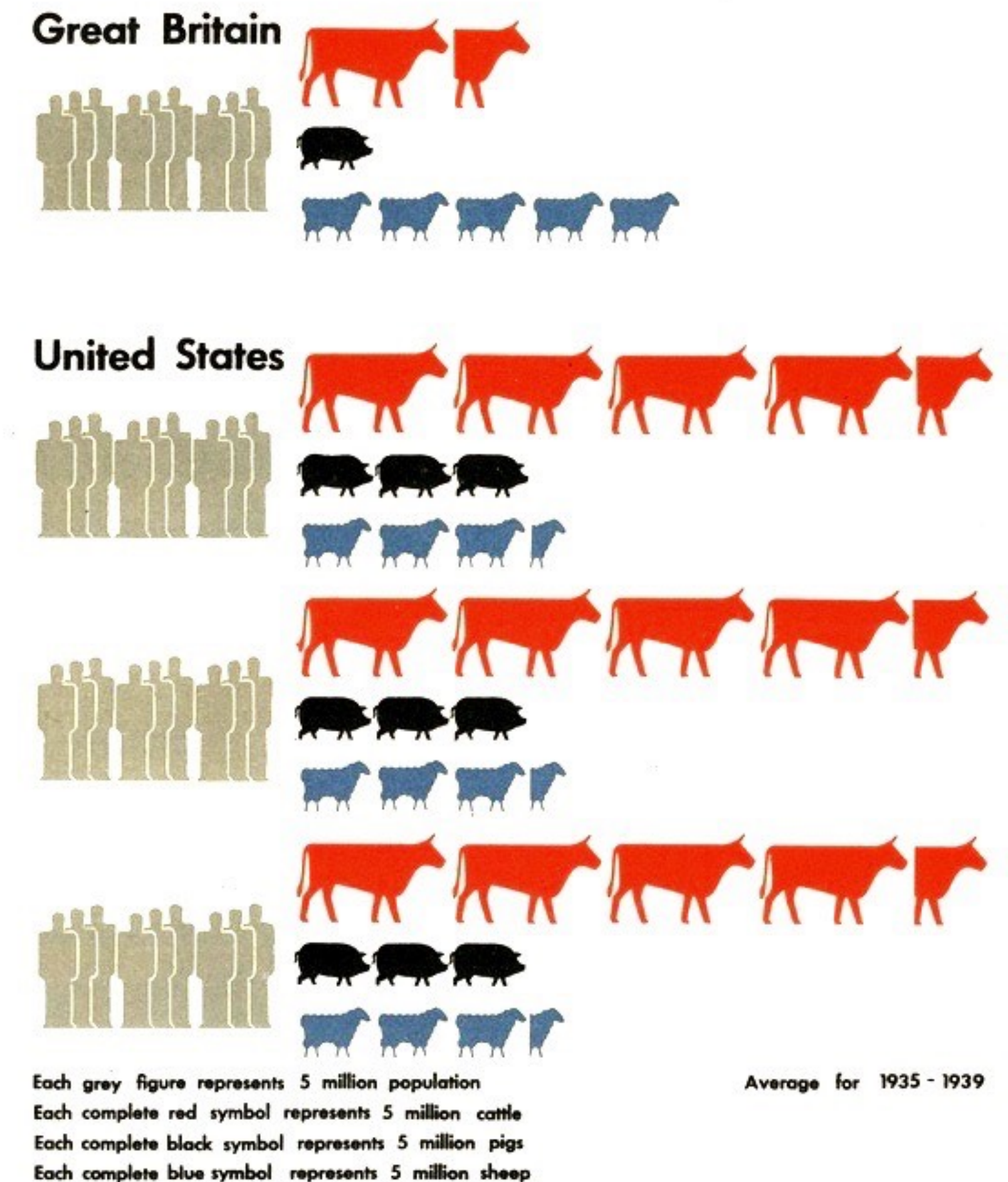


[B. Saket et al., EuroVis 2015]

ISOTYPE Visualizations

- Study [Haroz et al., 2015]
 - Want quick understanding and ease of remembering
 - Does ISOTYPE help?
- Results:
 - Stacked icons allow both length and quantity encoding
 - Icons are more memorable
 - Images that aren't used to show data are distracting

Population and Live Stock



[Image by O. and M. Neurath, Study by S. Haroz et al., 2015]

Memorability

- Capability of maintaining and retrieving information
[J. Brown et al., 1977]
- How to measure?
 - test users
- How long?
 - short-term, intermediate, or long-term?
- What types of visualizations?
 - bar/line/pie, networks, graphs, etc.

[B. Saket et al., BELIV 2016]

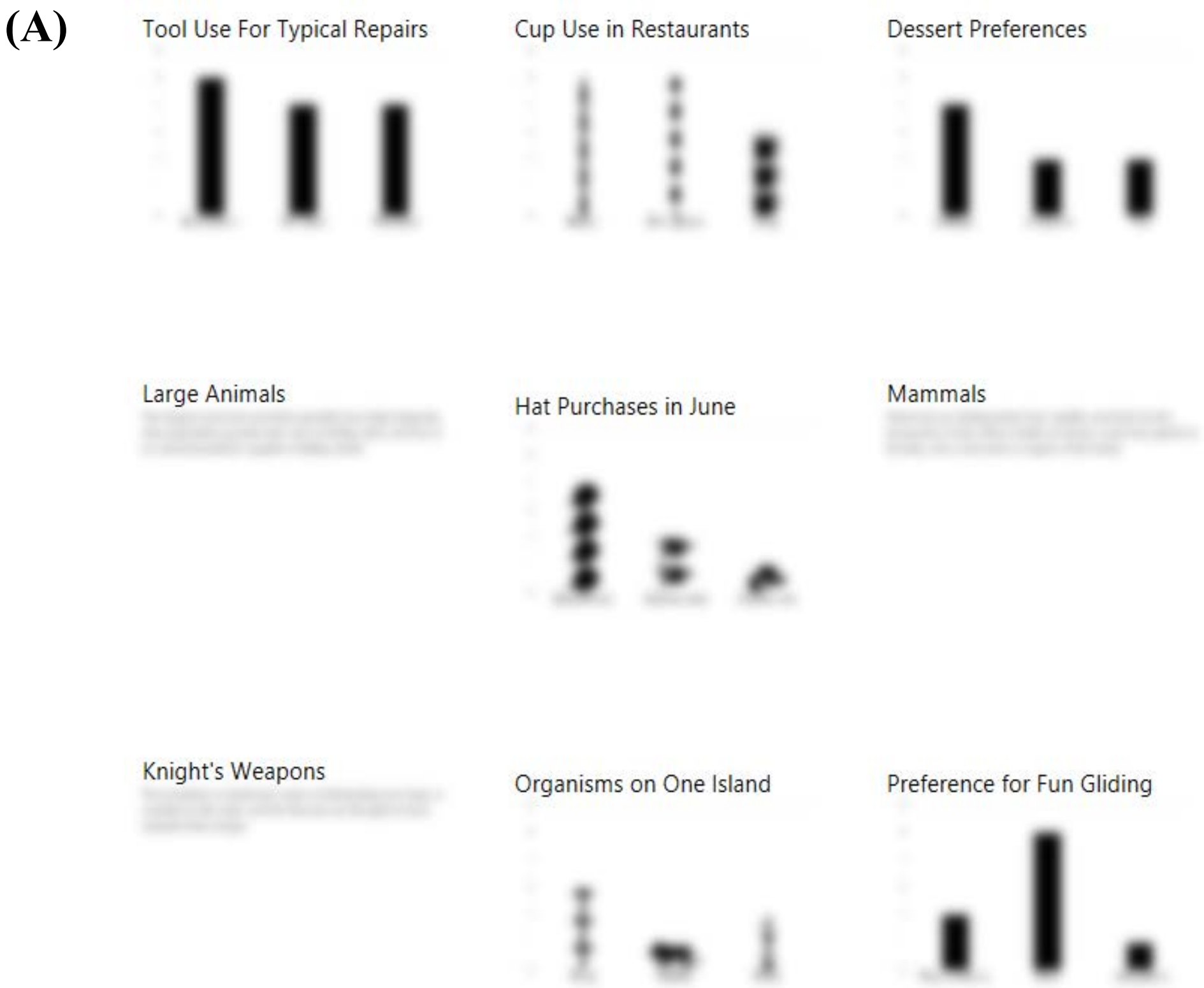
Engagement

- "Emotional, cognitive and behavioral connection that exists, at any point in time and possibly over time, between a user and a resource." [S. Attfield et al., 2011]
- How to measure? total time spent looking at a chart

[B. Saket et al., BELIV 2016]

Measuring Engagement

Grid is blurred,
click for detail

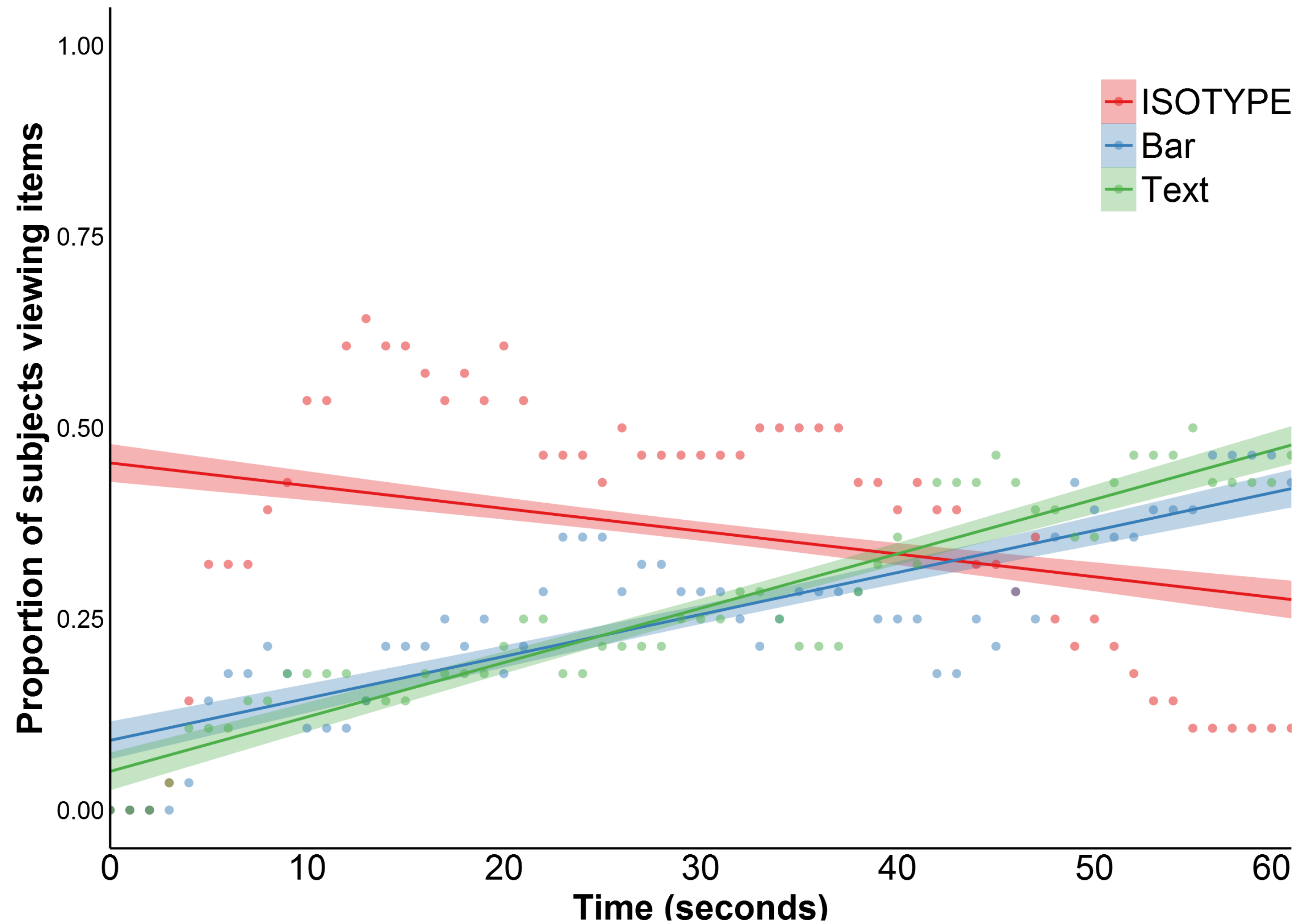


(B) **Mammals**

Mammals are distinguished from reptiles and birds by the possession of hair, three middle ear bones, mammary glands in females, and a neocortex (a region of the brain).

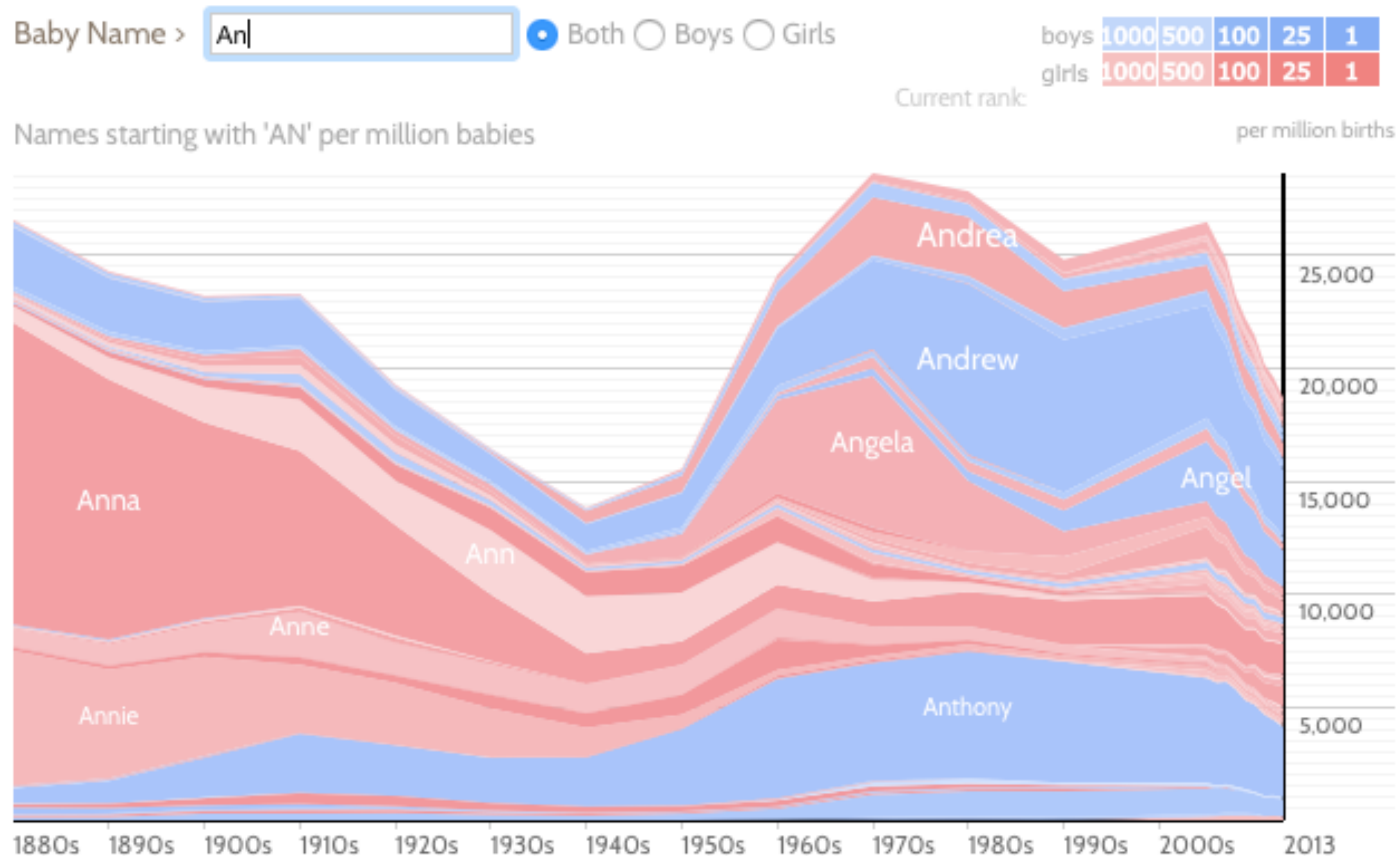
[S. Haroz et al., 2015]

Measuring Engagement



[S. Haroz et al., 2015]

Enjoyment: Name Voyager



[Wattenberg, 2005, www.babynamewizard.com]

Measuring Enjoyment

- Difference from engagement (e.g. may be for a job)
- Self-reporting (e.g. comparison between different charts)
- Measure why someone enjoys a visualization:
 - Challenge
 - Focus
 - Clarity
 - Feedback
 - Control
 - Immersion

[B. Saket et al., BELIV 2016]

“Visualizations don’t need to be designed for memorability – they need to be designed for comprehension. For most visualizations, the comprehension that they provide need only last until the decision that it informs is made. Usually, that is only a matter of seconds.”

— S. Few

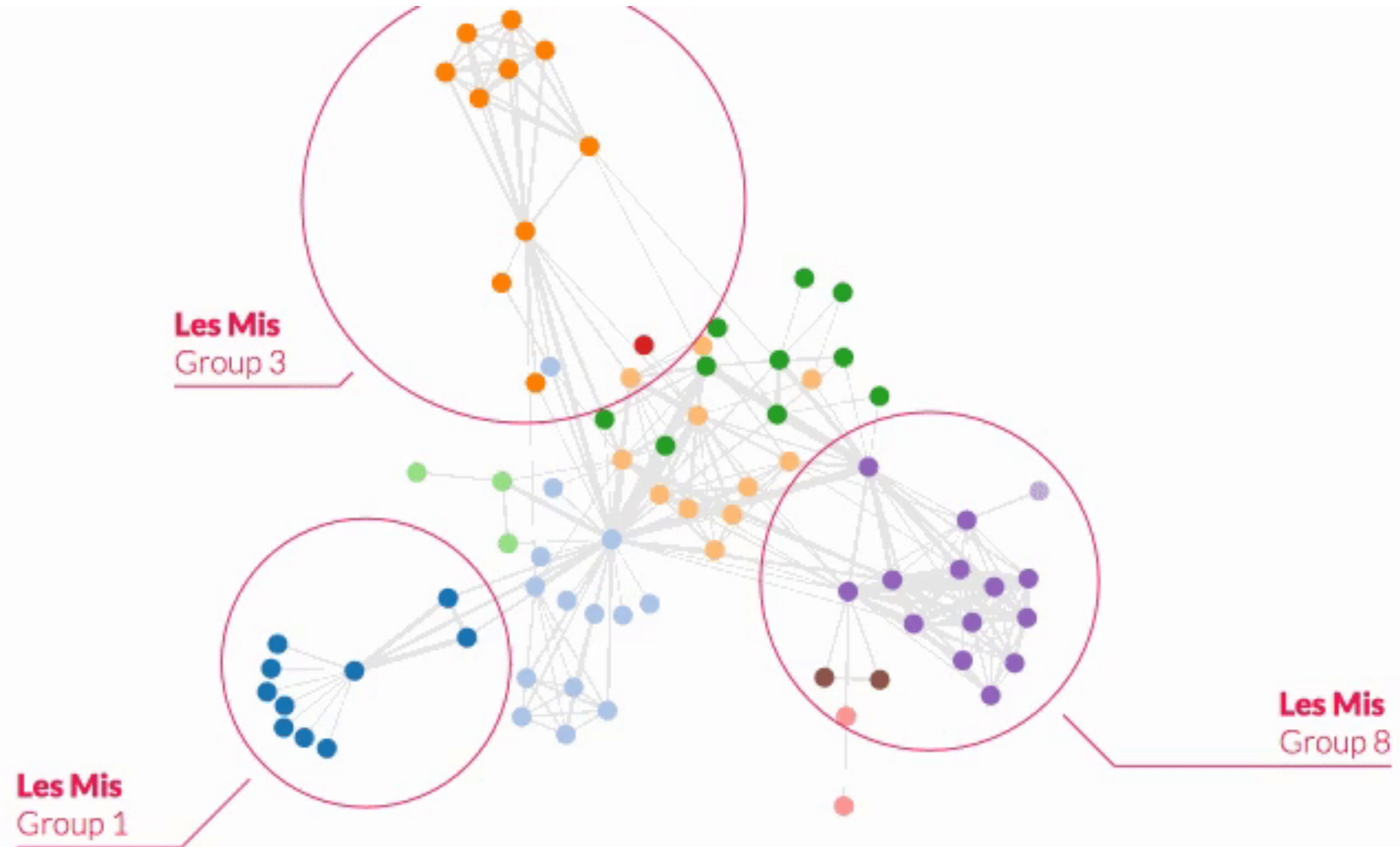
Reaction

- B. Jones (paraphrased): People make decisions using visualizations but this isn't instantaneous like robots or algorithms; they often chew on a decision for a while
- R. Kosara: there are cases where people benefit from remembering a visualization (e.g. health-related visualization)
- Are there tradeoffs between the characteristics?

Visualization for Production

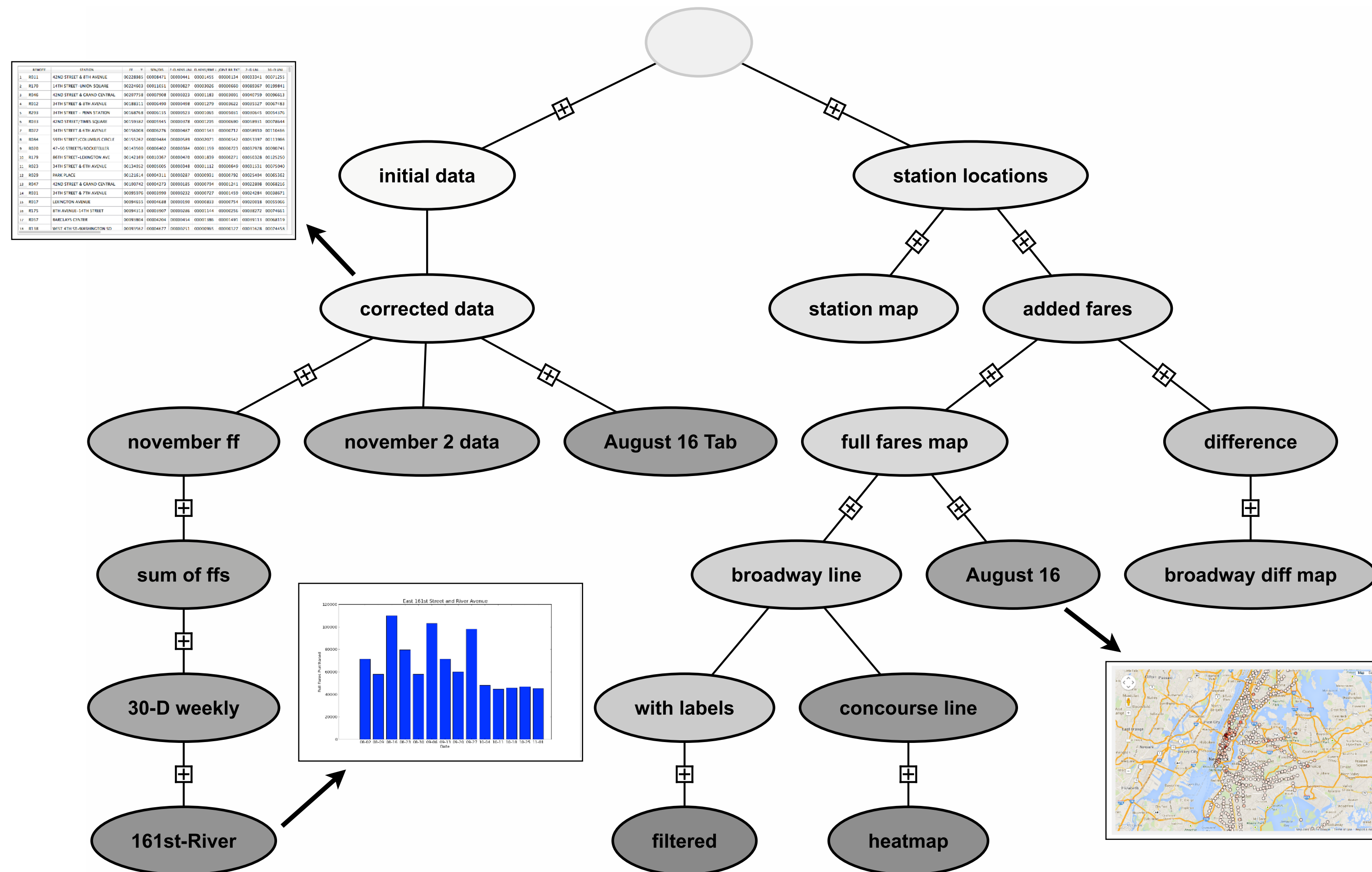
- Generate new material
- Annotate
- Record
- Derive (Transform)

Annotation: Circle Annotations

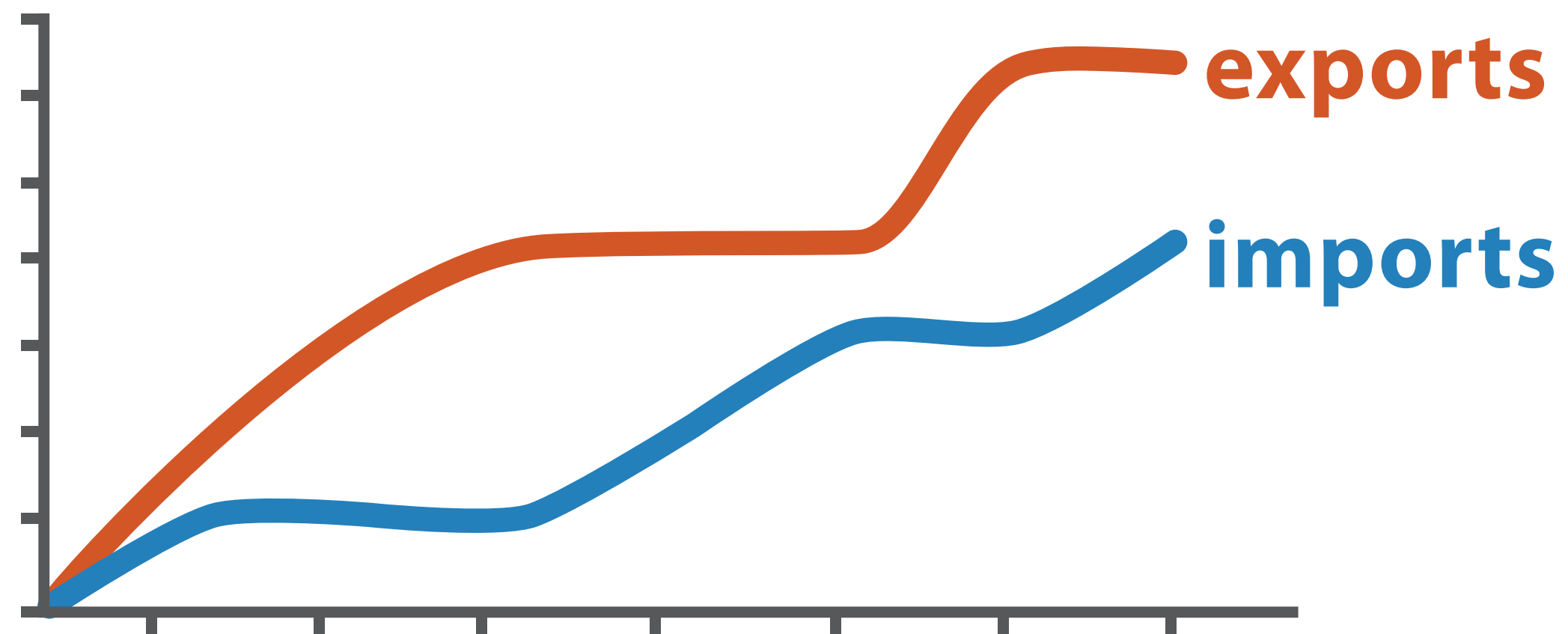


[S. Lu, 2017]

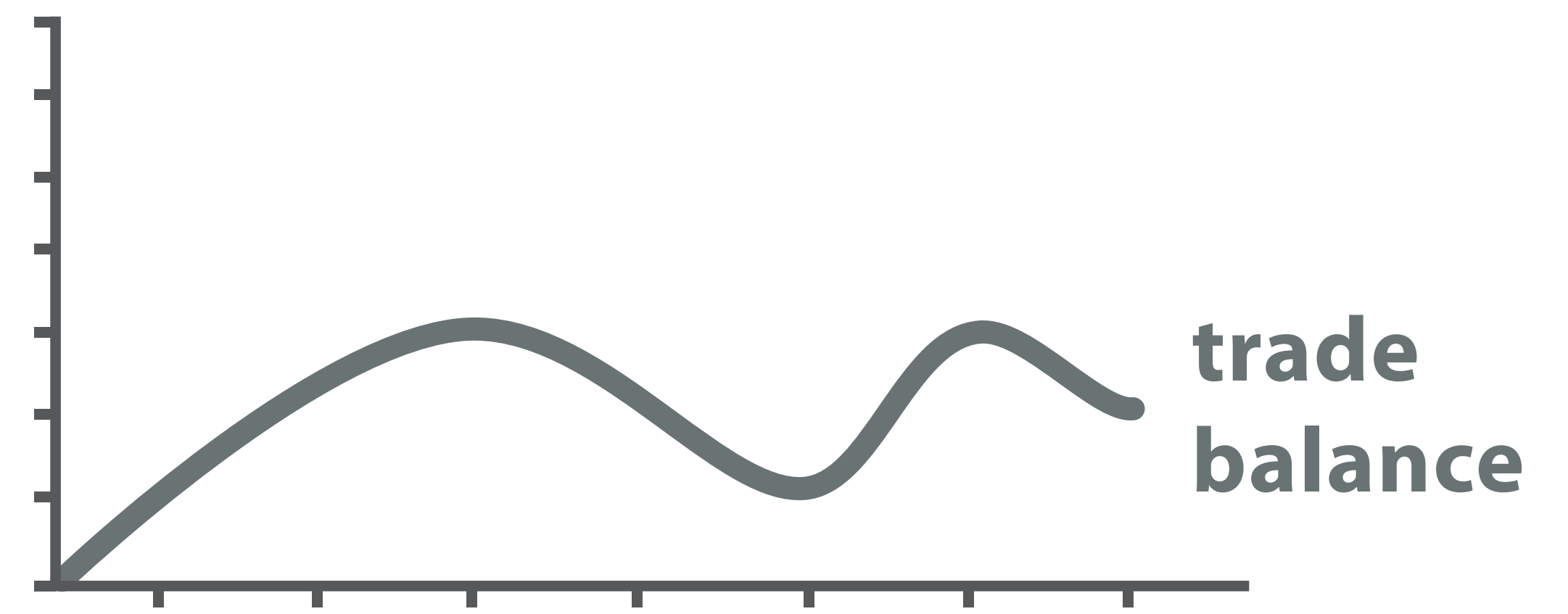
Record: Provenance of MTA Data Exploration



Derived Data



Original Data



$$\text{trade balance} = \text{exports} - \text{imports}$$


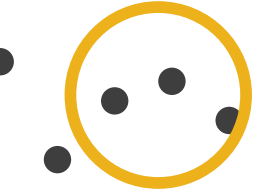


Derived Data

Visualization for Production

- Generate new material
- Annotate:
 - Add more to a visualization
 - Usually associated with text, but can be graphical
- Record:
 - Persist visualizations for historical record
 - Provenance (graphical histories): how did I get here?
- Derive (Transform):
 - Create new data
 - Create derived attributes (e.g. mathematical operations, aggregation)

Actions: Search

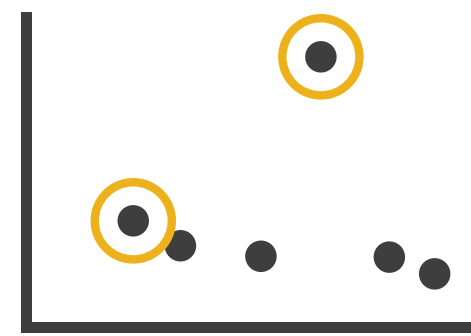
- What does a user know?
 - Lookup: check bearings
 - Locate: find on a map
 - Browse: what's nearby
 - Explore: where to go
 - Patterns

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

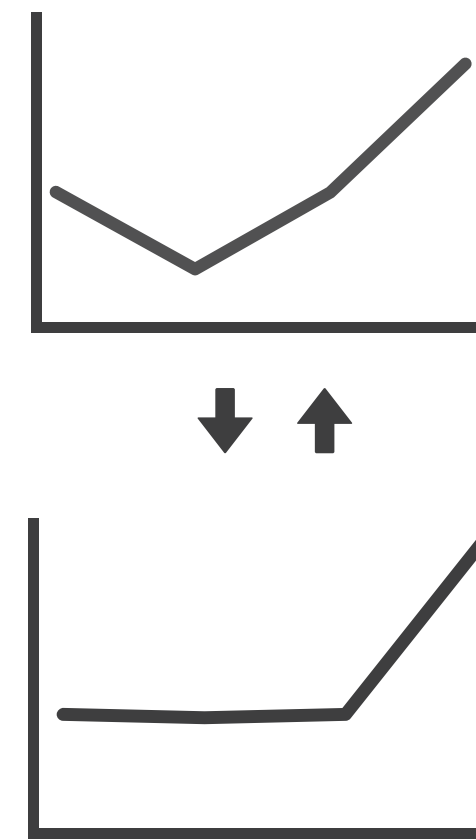
[Munzner (ill. Maguire), 2014]

Query

→ Identify



→ Compare



→ Summarize



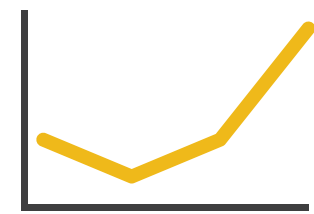
- Number of targets: One, Some (Often 2), or All
- Identify: characteristics or references
- Compare: similarities and differences
- Summarize: overview of everything

[Munzner (ill. Maguire), 2014]

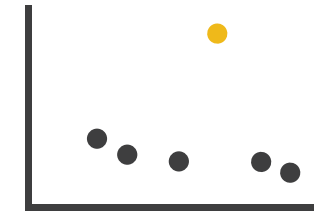
Targets

➔ ALL DATA

➔ Trends



➔ Outliers



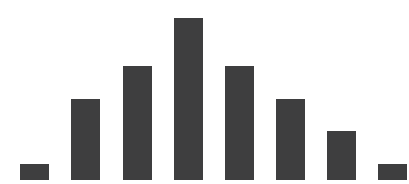
➔ Features



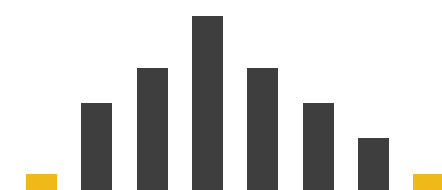
➔ ATTRIBUTES

➔ One

➔ *Distribution*



↓ *Extremes*

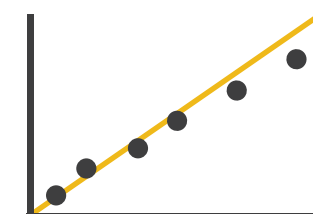


➔ Many

➔ *Dependency*



➔ *Correlation*

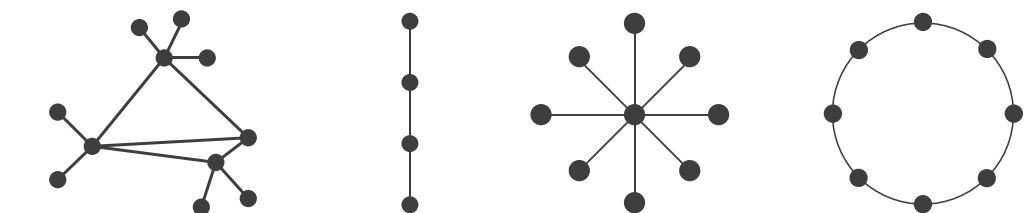


➔ *Similarity*

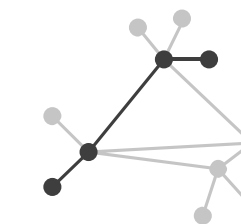


➔ NETWORK DATA

➔ Topology

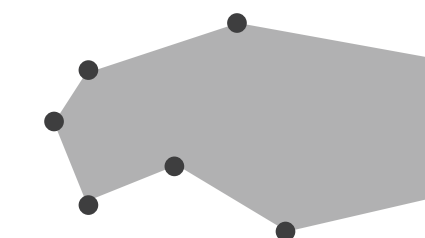


➔ *Paths*



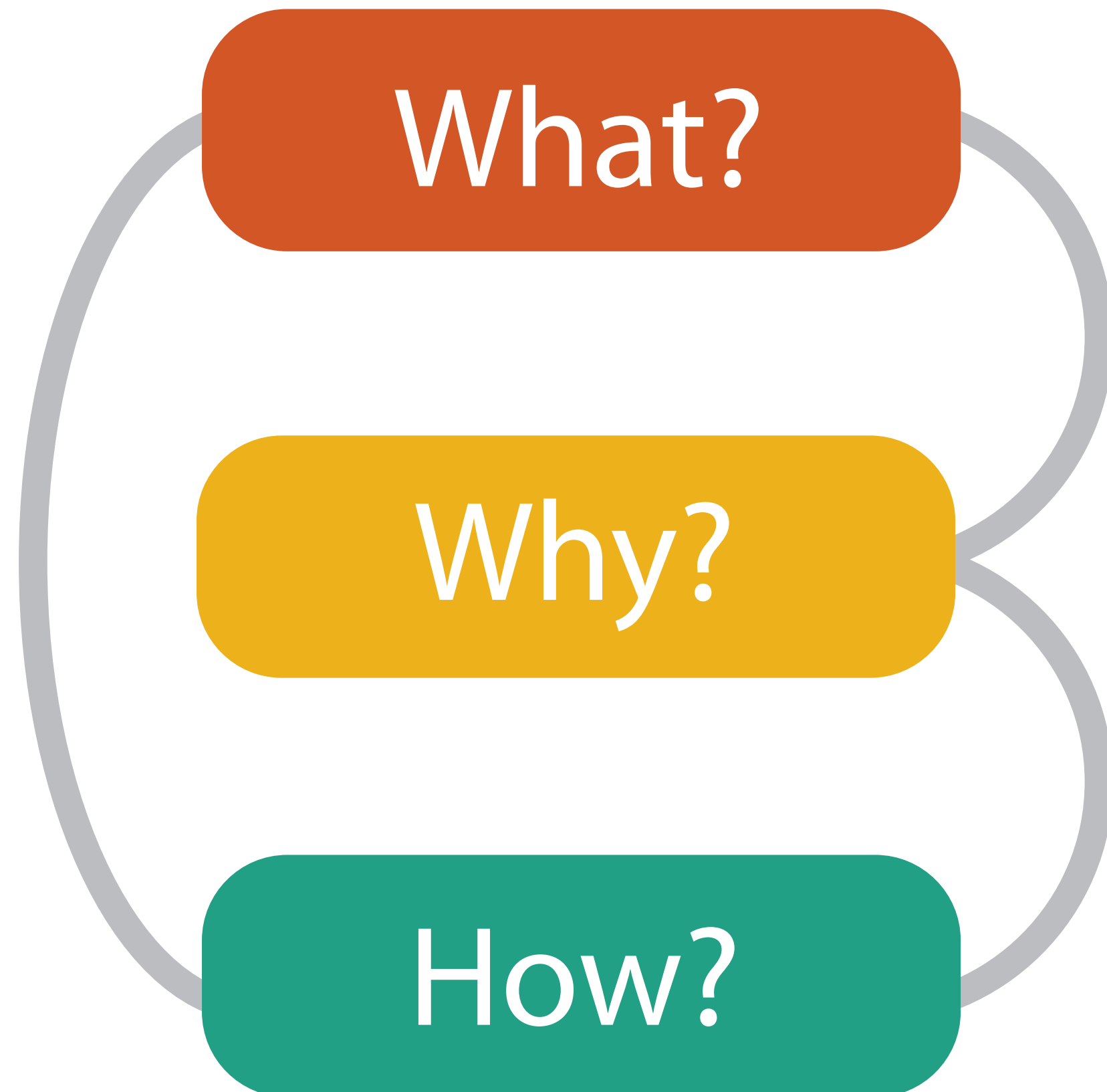
➔ SPATIAL DATA

➔ Shape



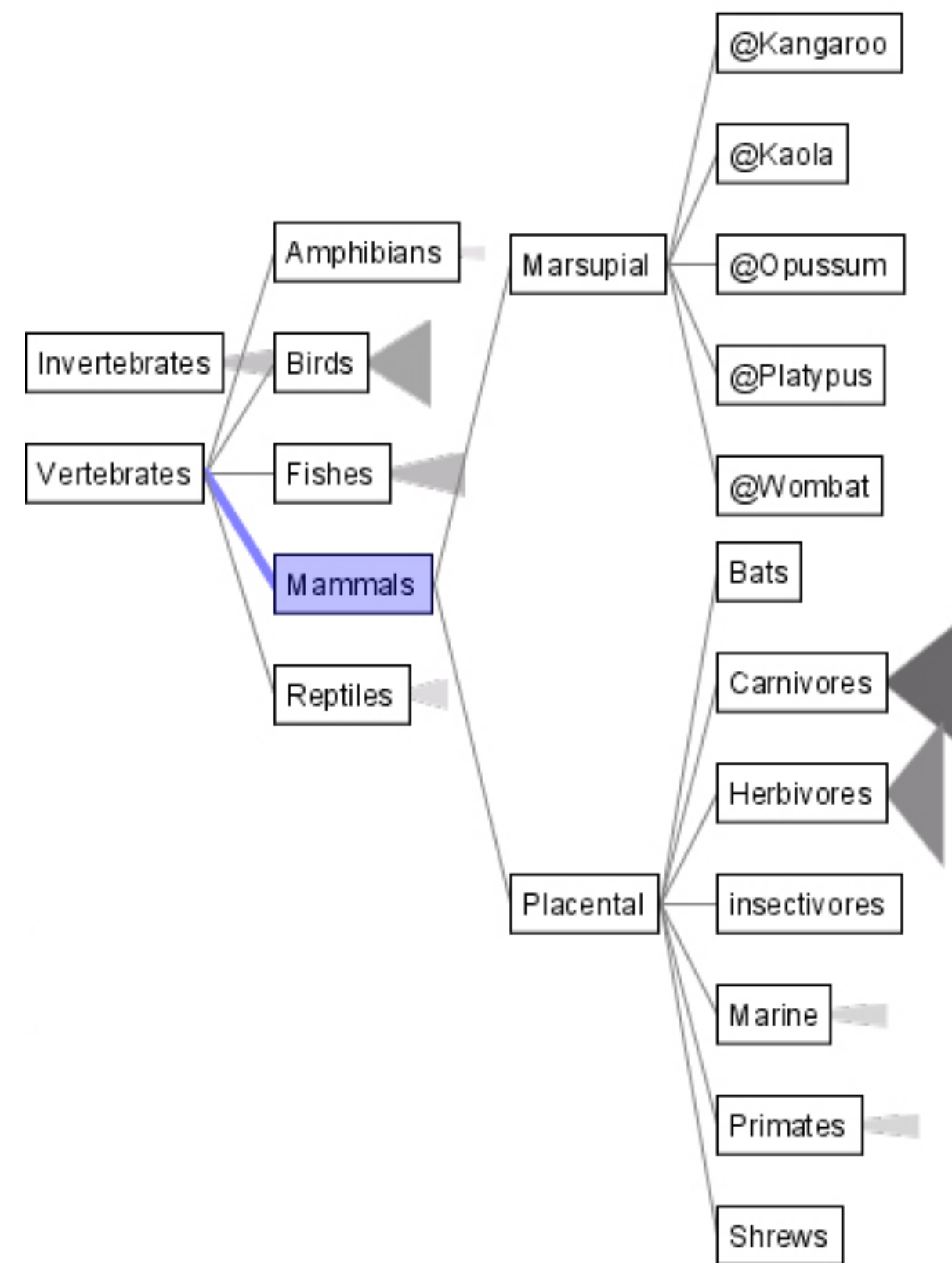
[Munzner (ill. Maguire), 2014]

Roadmap



- What? → Data
 - Types
 - Semantics
- Why? → Tasks
 - Actions
 - Targets
- How → Vis Idioms/Techniques
 - Data Representation
 - Visual Encoding
 - Interaction Encoding

Analysis Example: Different “Idioms”

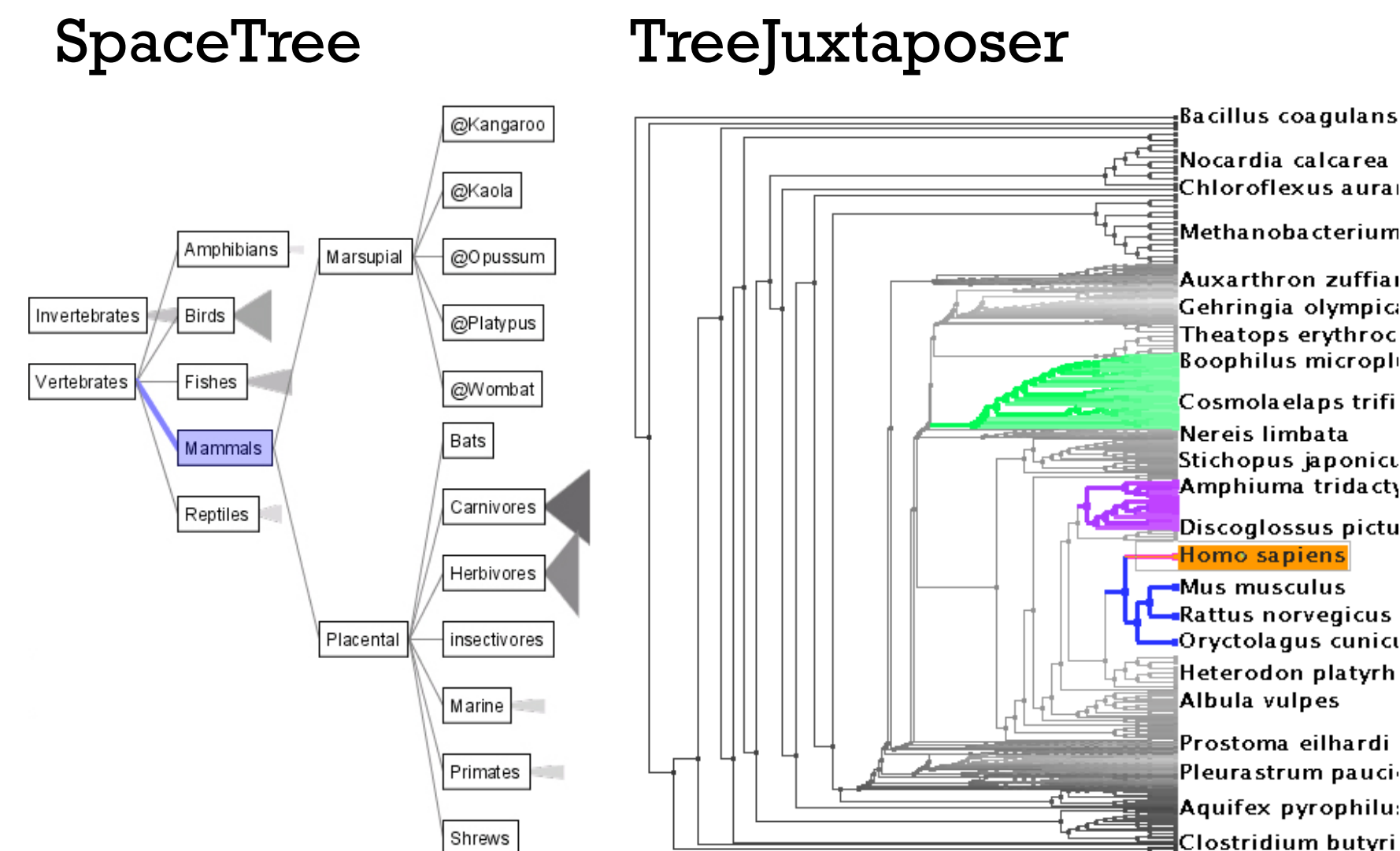


[SpaceTree, Grosjean et al.]



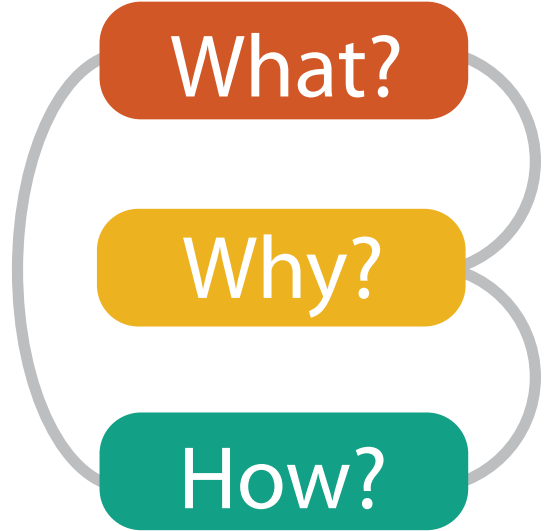
[TreeJuxtaposer, Munzner et al.]

“Idiom” Comparison



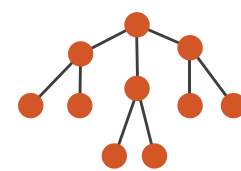
[SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Grosjean, Plaisant, and Bederson. Proc. InfoVis 2002, p 57–64.]

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



What?

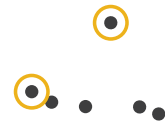
→ Tree



Why?

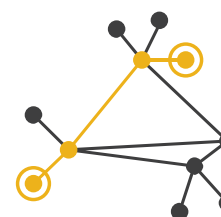
→ Actions

→ Present → Locate → Identify



→ Targets

→ Path between two nodes



How?

→ SpaceTree

→ Encode → Navigate → Select → Filter → Aggregate



→ TreeJuxtaposer

→ Encode → Navigate → Select → Arrange

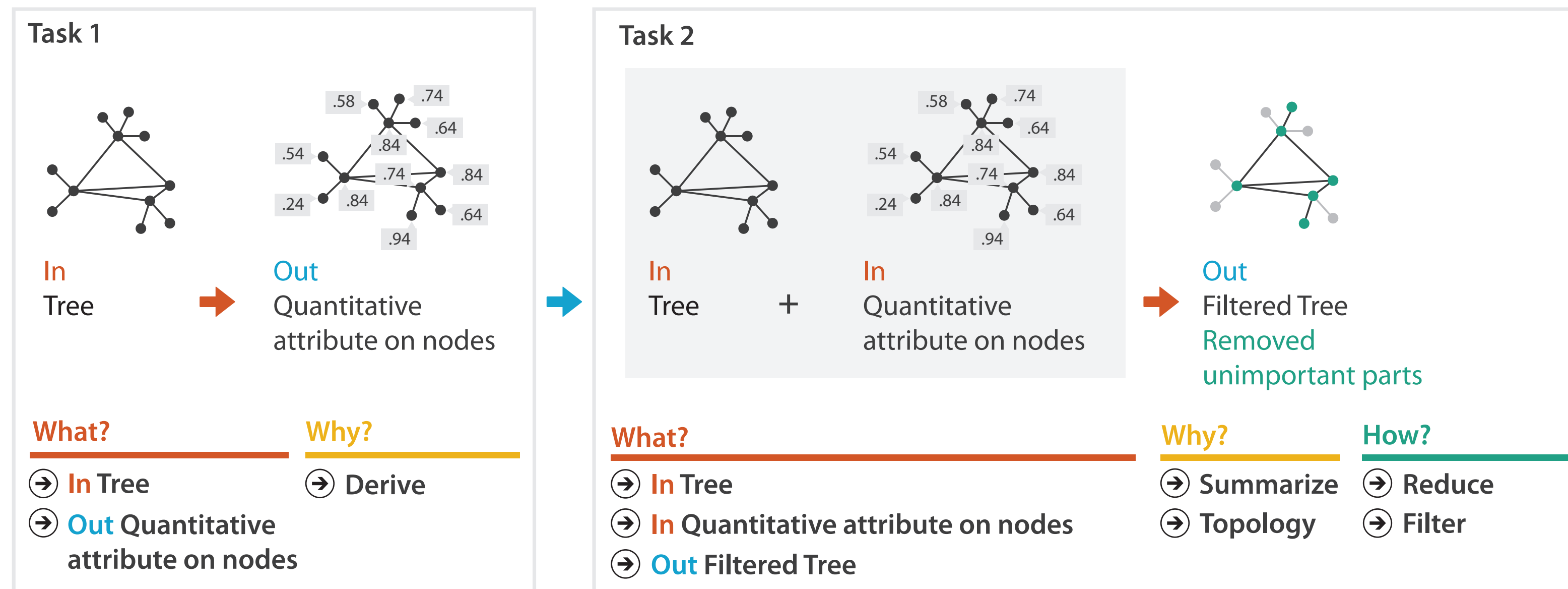
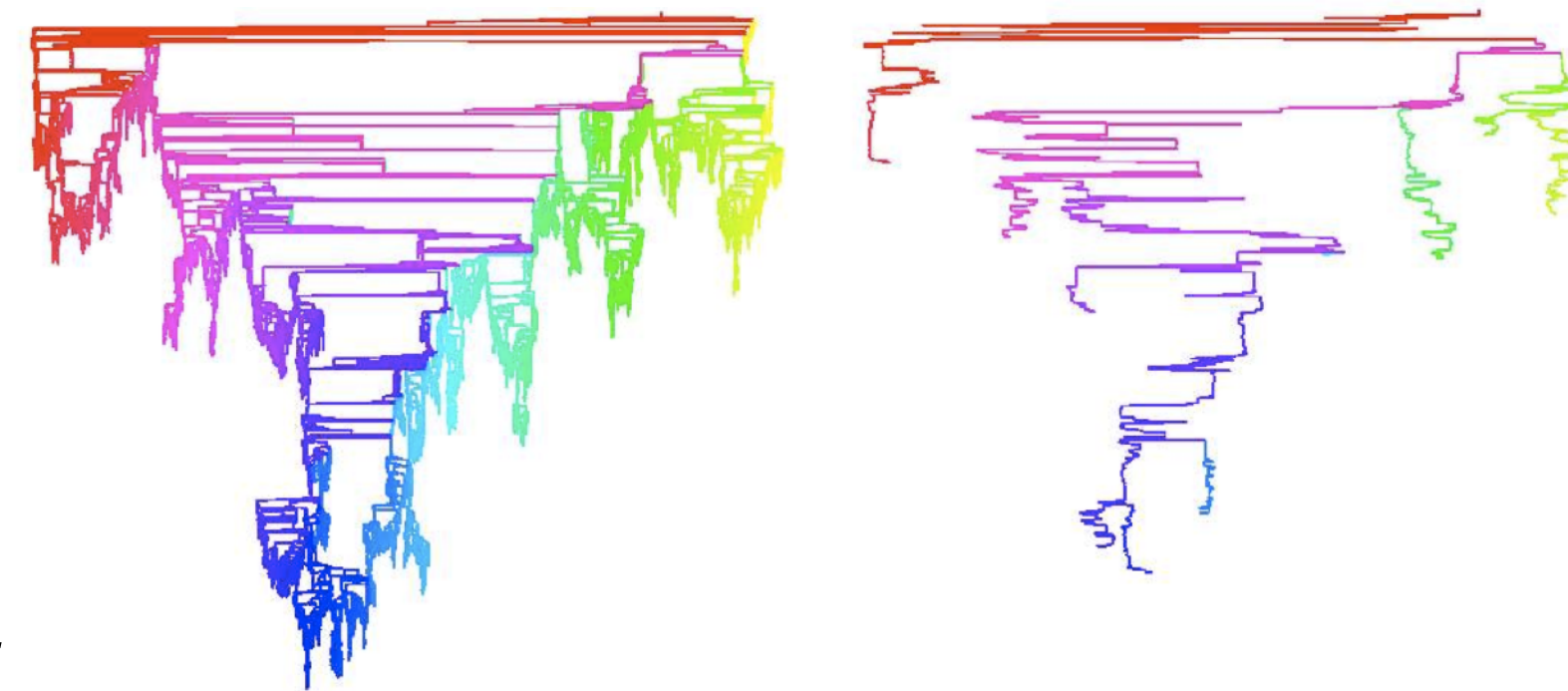


[Munzner (ill. Maguire), 2014]

Analysis Example: Derivation

- Strahler number
 - centrality metric for trees/networks
 - derived quantitative attribute
 - draw top 5K of 500K for good skeleton

[Using Strahler numbers for real time visual exploration of huge graphs. Auber. Proc. Intl. Conf. Computer Vision and Graphics, pp. 56–69, 2002.]



[Munzner (ill. Maguire), 2014]