

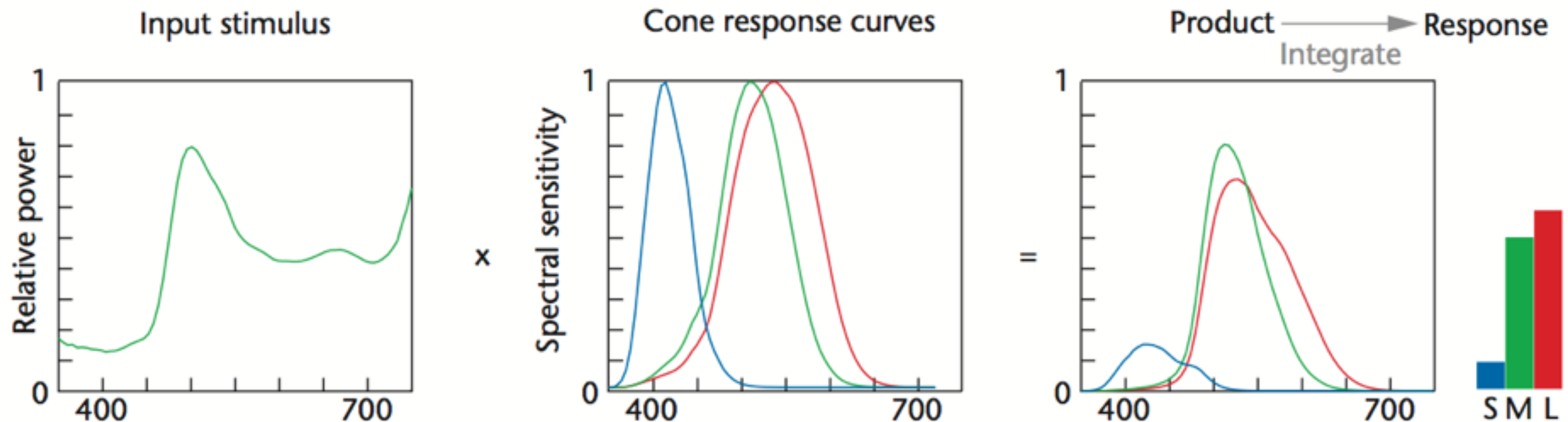
# Data Visualization (CIS 490/680)

---

## Geospatial Data

Dr. David Koop

# Human Color Perception

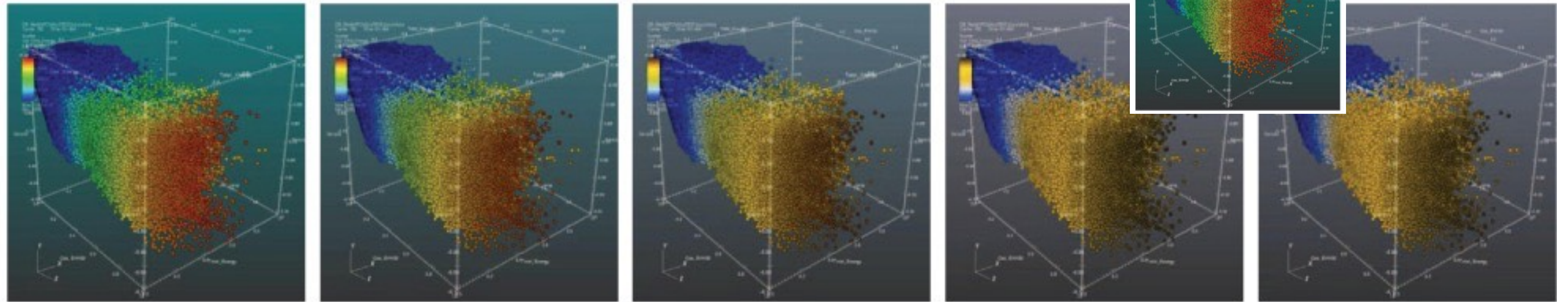


[via M. Meyer]

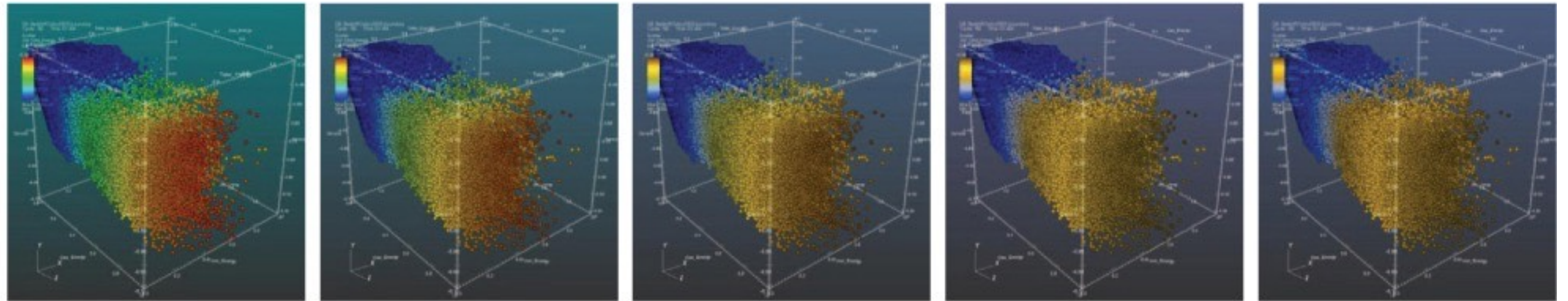


# Simulating Color Blindness

Pnomaly



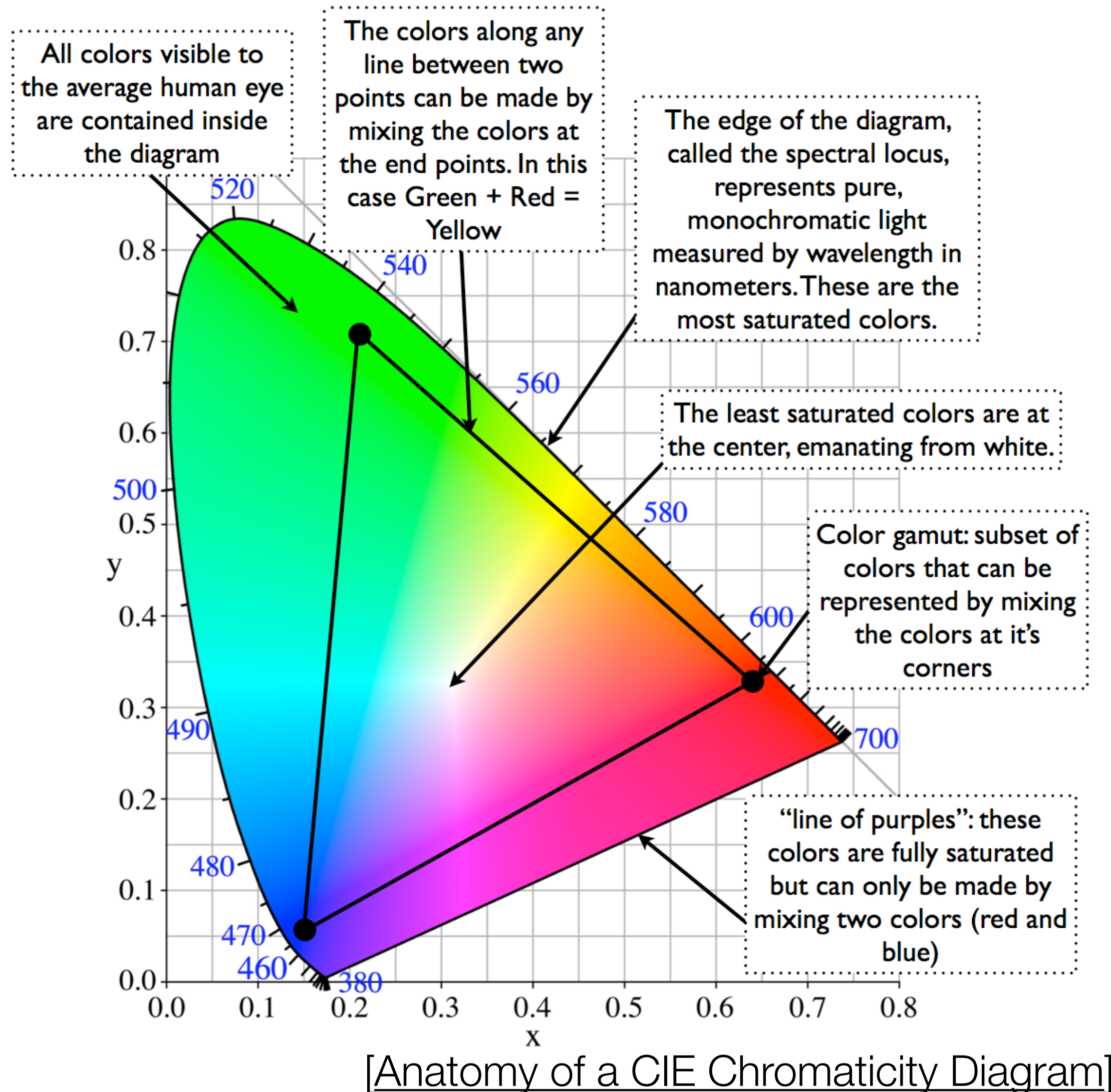
Dnomaly



[Machado et. al, 2009]



# Color Spaces and Gamuts



- **Color space:** the organization of all colors in space
  - Often human-specific, what we can see (e.g. CIELAB)
- **Color gamut:** a subset of colors
  - Defined by corners of color space
  - What can be produced on a monitor (e.g. using RGB)
  - What can be produced on a printer (e.g. using CMYK)
  - The gamut of your monitor != the gamut of someone else's or a printer



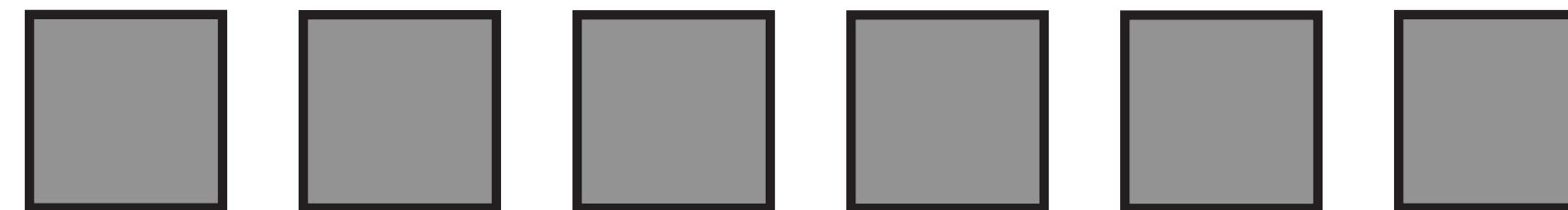
# Luminance

- HSL does not truly reflect the way we perceive color
- Even though colors have the same lightness, we perceive their luminance differently
- Our perception ( $L^*$ ) is **nonlinear**

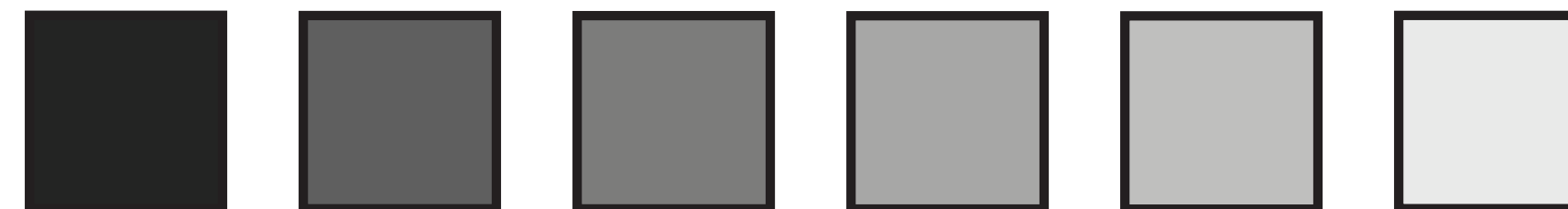
Corners of the RGB  
color cube



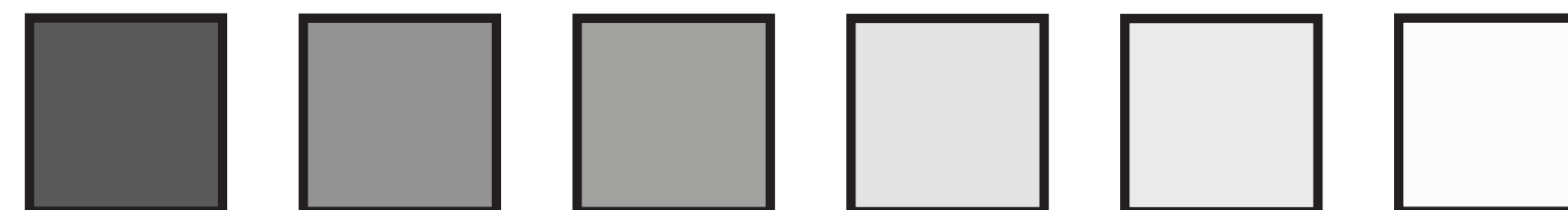
L from HSL  
All the same



Luminance



$L^*$

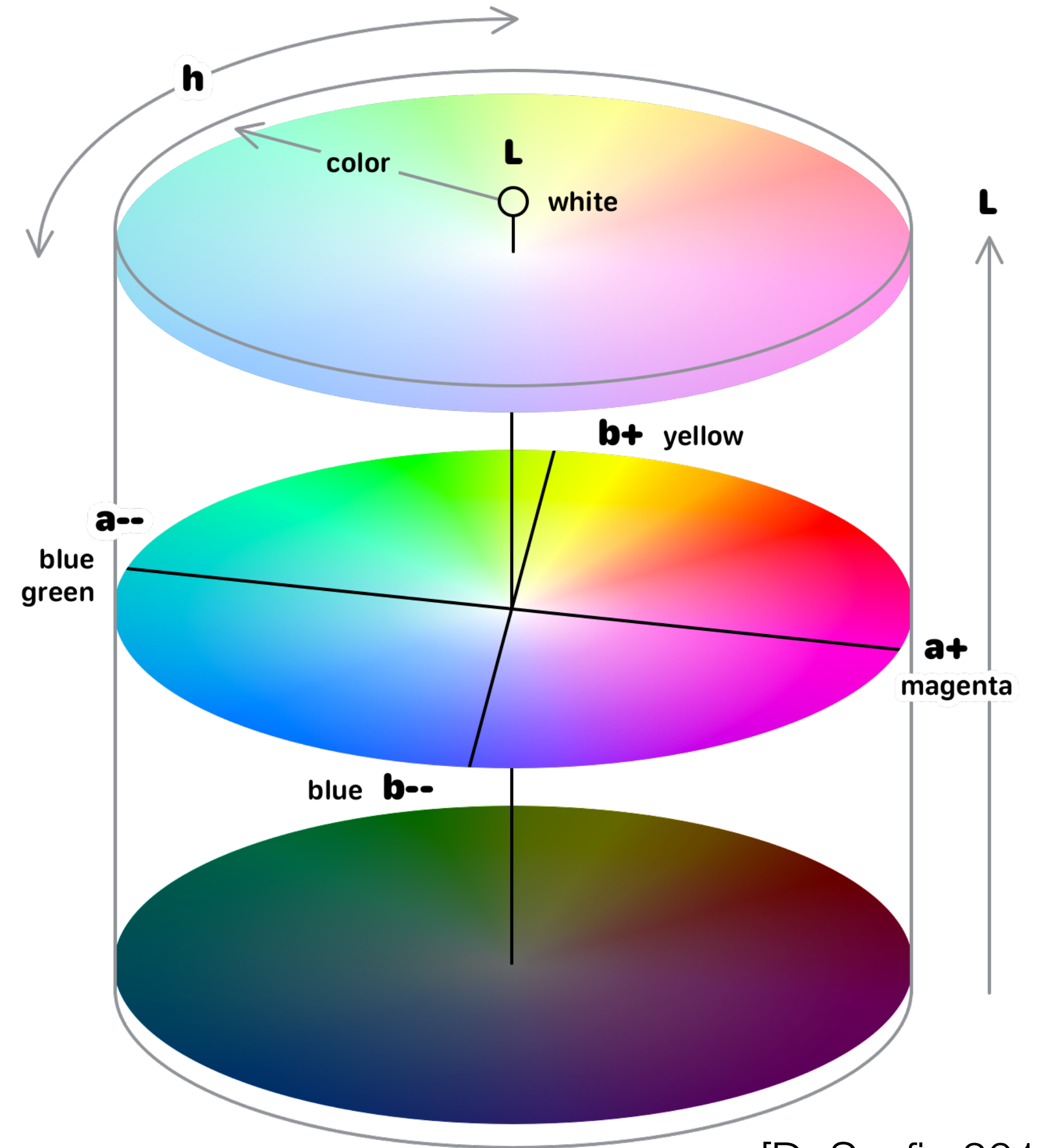


[Munzner (ill. Maguire), 2014 (based on Stone, 2006)]



# Violations of CIELAB Assumptions

- CIELAB:
  - Approximately perceptually linear
  - 1 unit of Euclidean distance = 1 Just Noticeable Difference (JND)
  - JND: people detect change at least 50% of the time
- Assumptions CIELAB makes:
  - Simple world
  - Isolation
  - Geometric

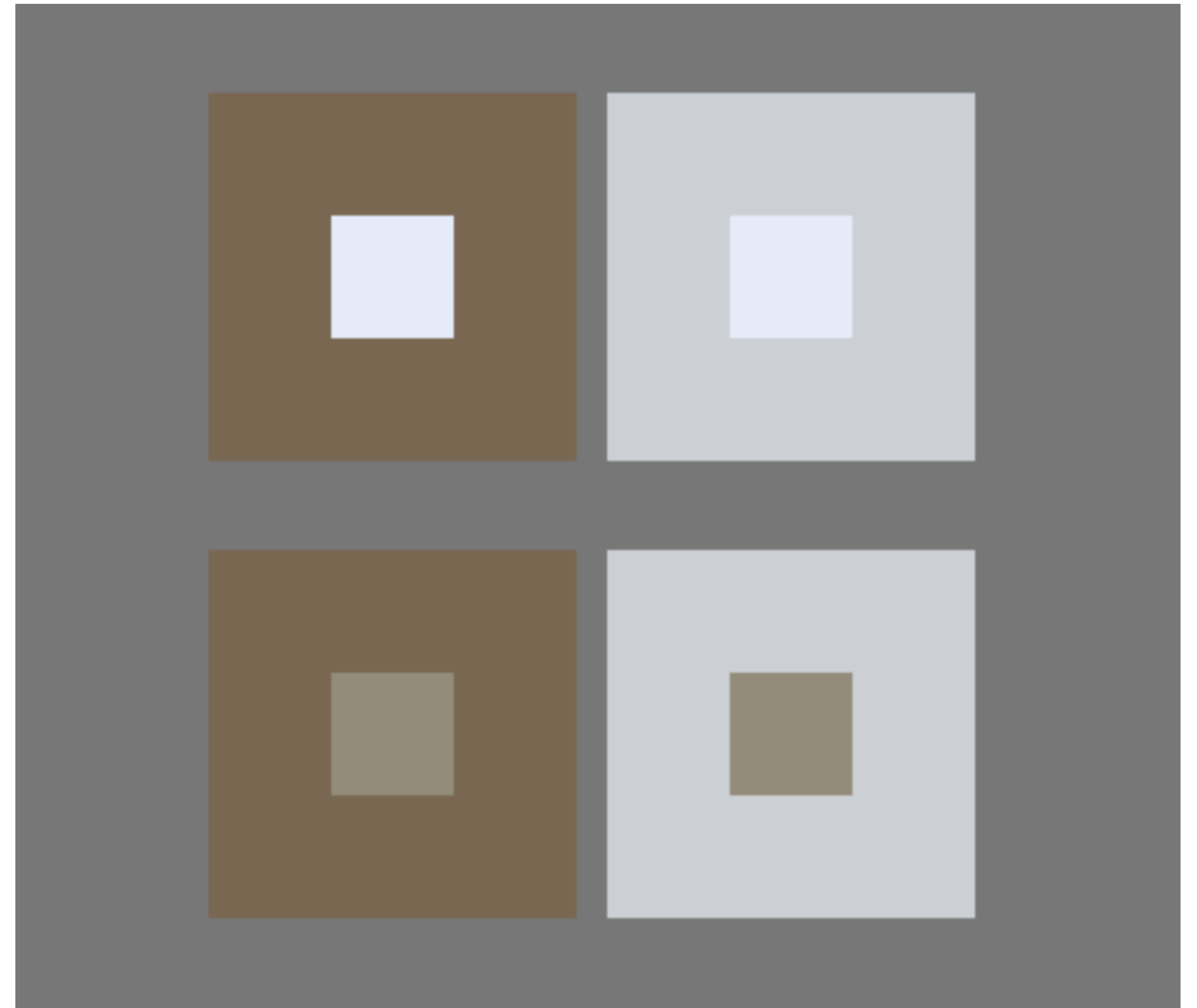


[D. Szafir, 2017]



# Simultaneous Contrast

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# Project Proposal

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- Find an interesting subject or dataset
  - see List of lists of datasets [B. Keegan]
- Understand the data available (format, types, semantics)
- Figure out some interesting questions and tasks
- Start brainstorming about visualizations and interactions
- Inspiration:
  - Information Is Beautiful Awards
  - MBTA Viz
- Due Friday



# Midterm

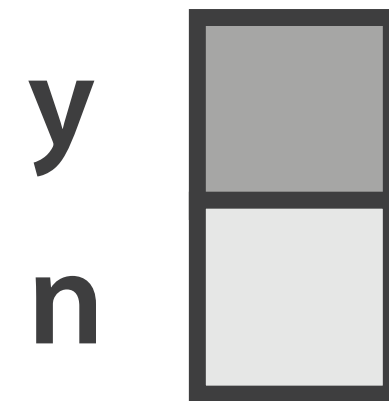
---

- Thursday, October 17
- Covers material through this week
- Format:
  - Multiple Choice
  - Free Response (often multi-part)
  - CS 680 students will have extra questions related to the research papers discussed

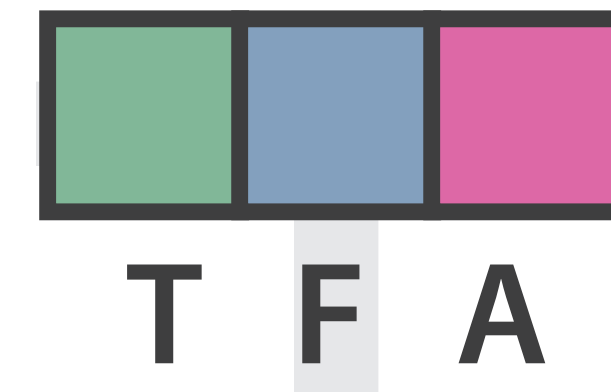
# Colormap

- A colormap specifies a mapping from data values to color
- Colormap should follow the expressiveness principle
- Types of colormaps:

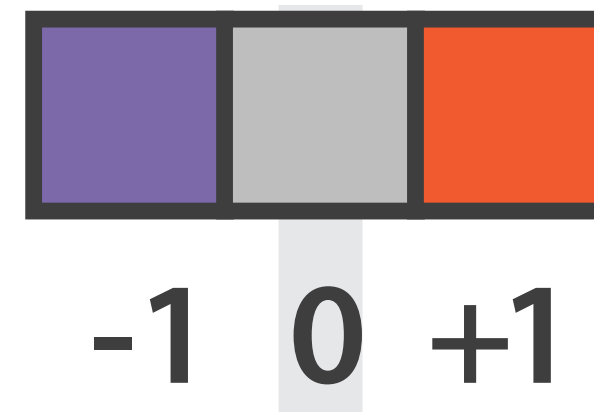
**Binary**



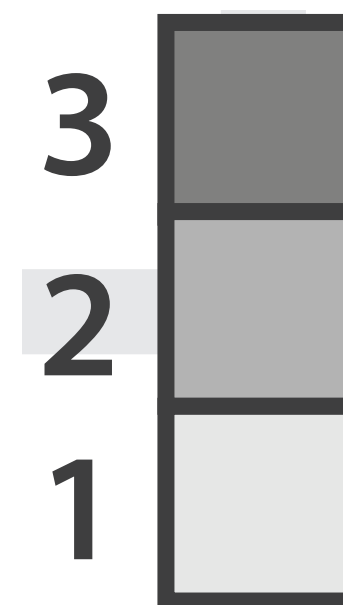
**Categorical**



**Diverging**



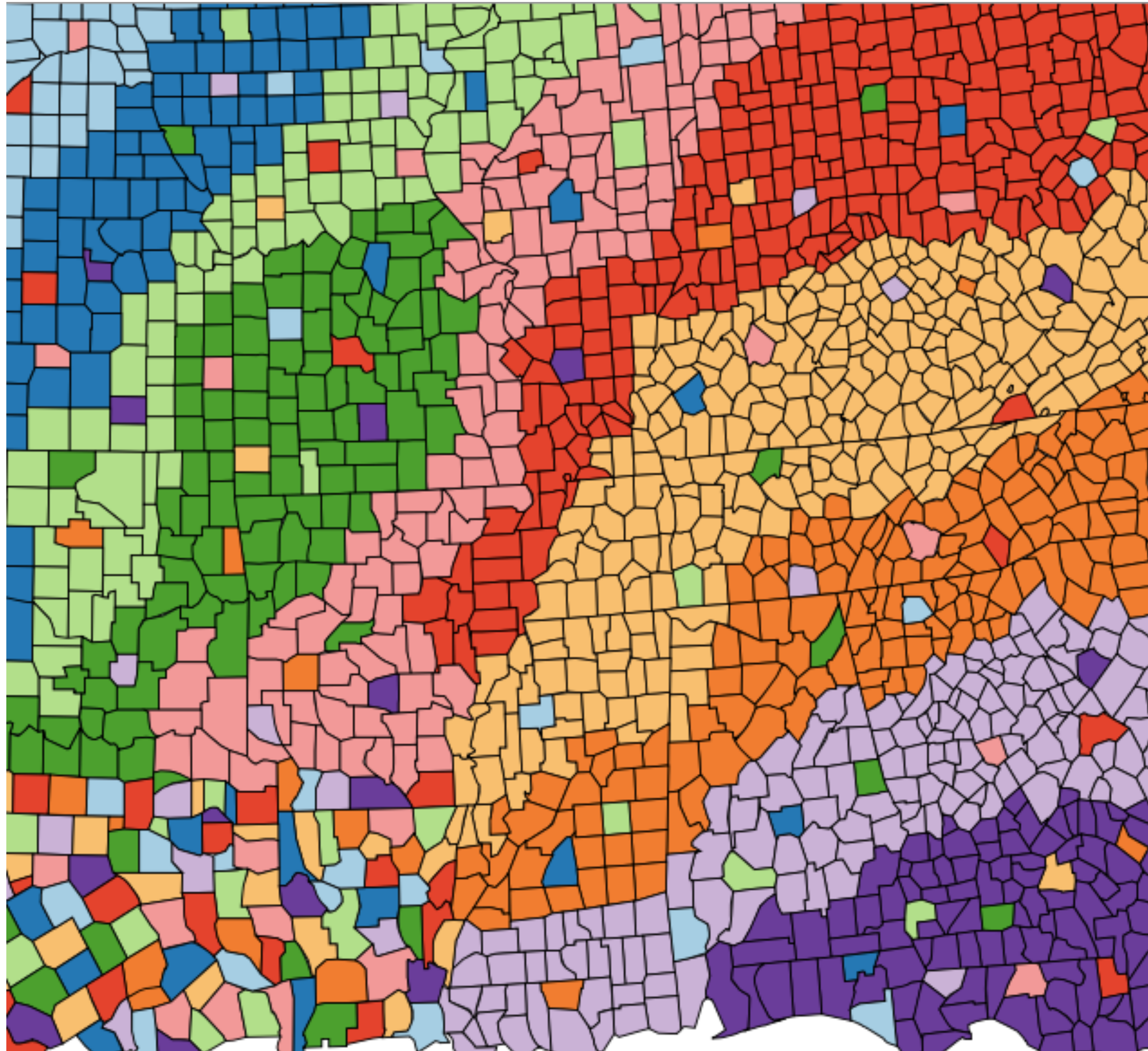
**Sequential**



[Munzner (ill. Maguire), 2014]



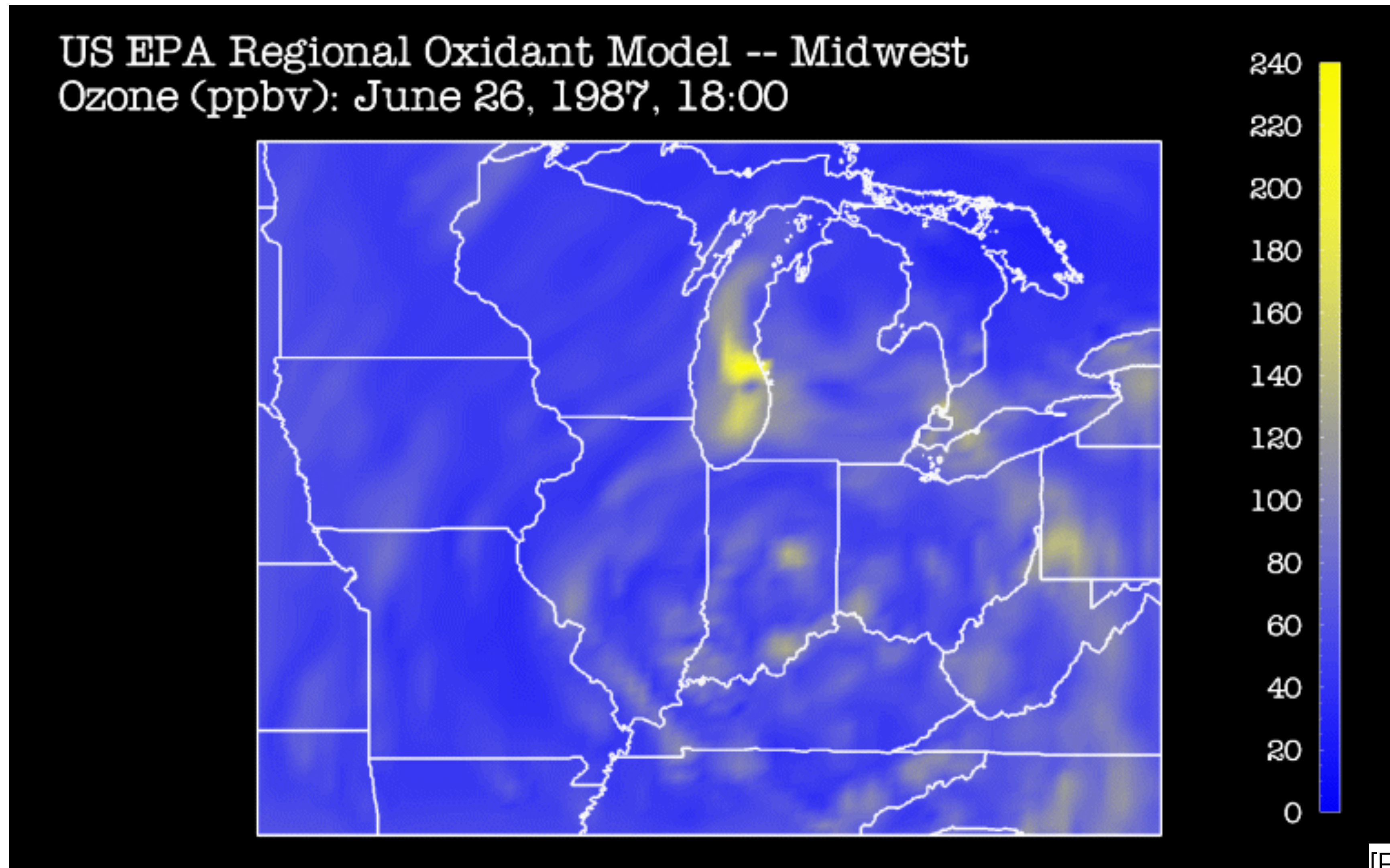
# Categorical Colormap Guidelines



- Don't use too many colors (~12)
- Use other categories or create groups if you have too many values!
- Nameable colors help
- Be aware of luminance (e.g. difference between blue and yellow)
- Think about other marks you might wish to use in the visualization

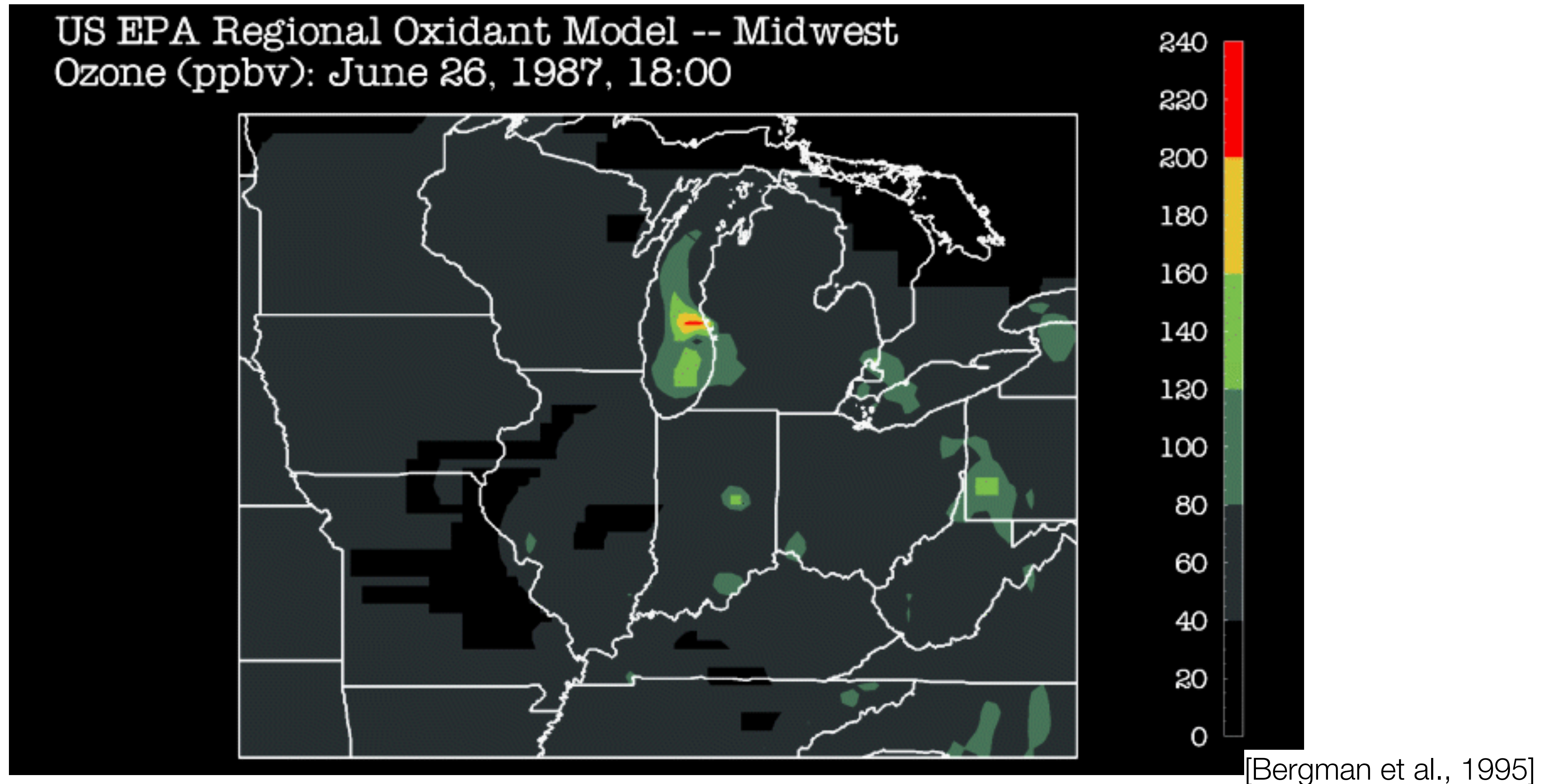


# Continuous Colormap for Ordered Data





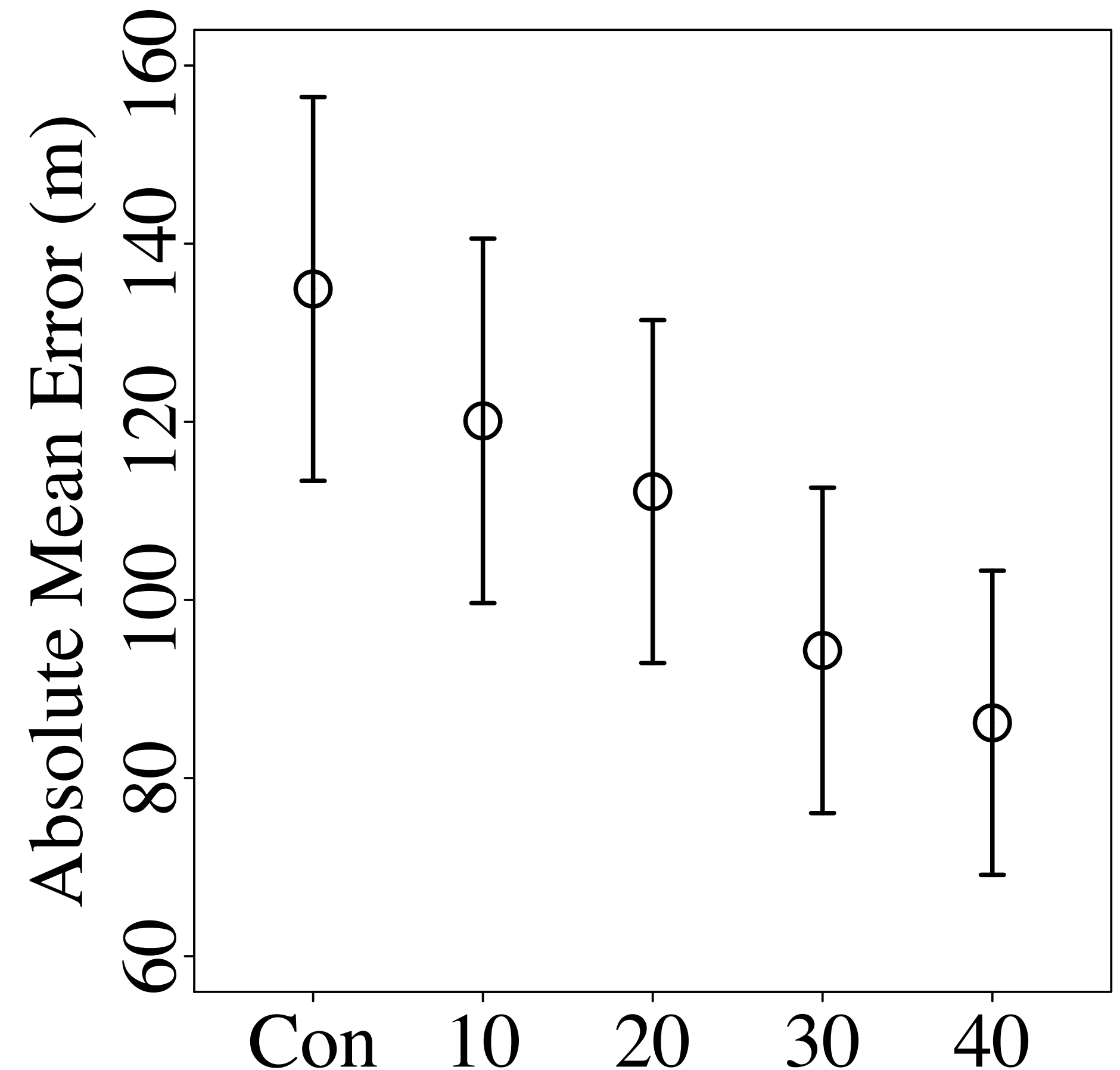
# Segmented Colormap for Ordered Data



# Continuous vs. Segmented Test Results

- "[C]ontrary to the expressiveness principle, no cases were found in which a continuous encoding of 2D scalar field data was advantageous for task accuracy, and for some tasks, specific binned encodings facilitated accuracy."
- "[S]upport for the counterintuitive finding that decisions with binned encoding were slower than those made with continuous encoding"
- Word of caution: single image!

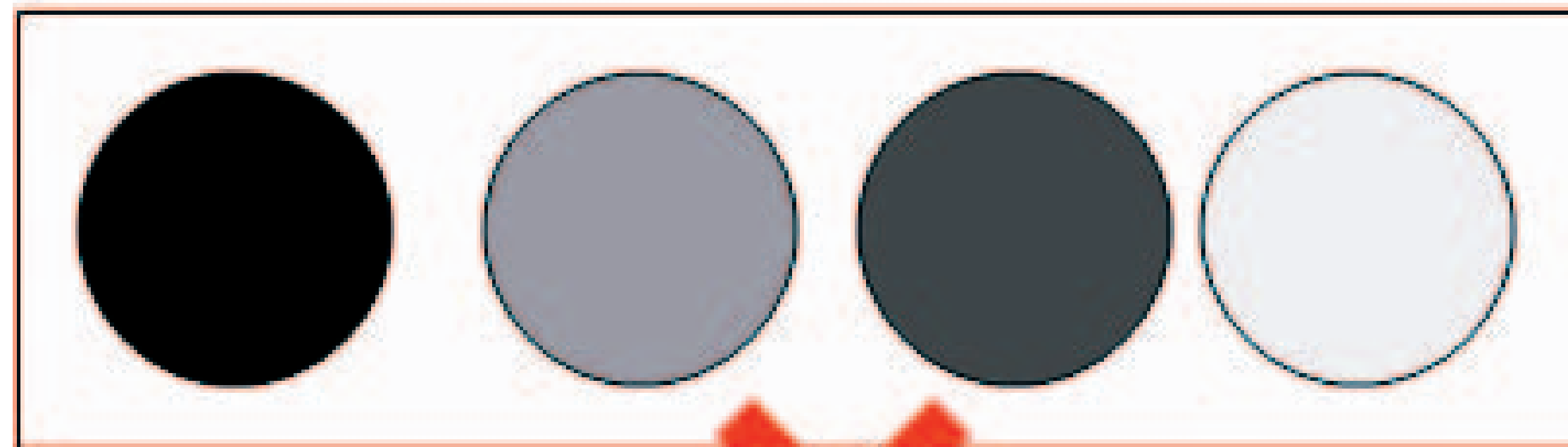
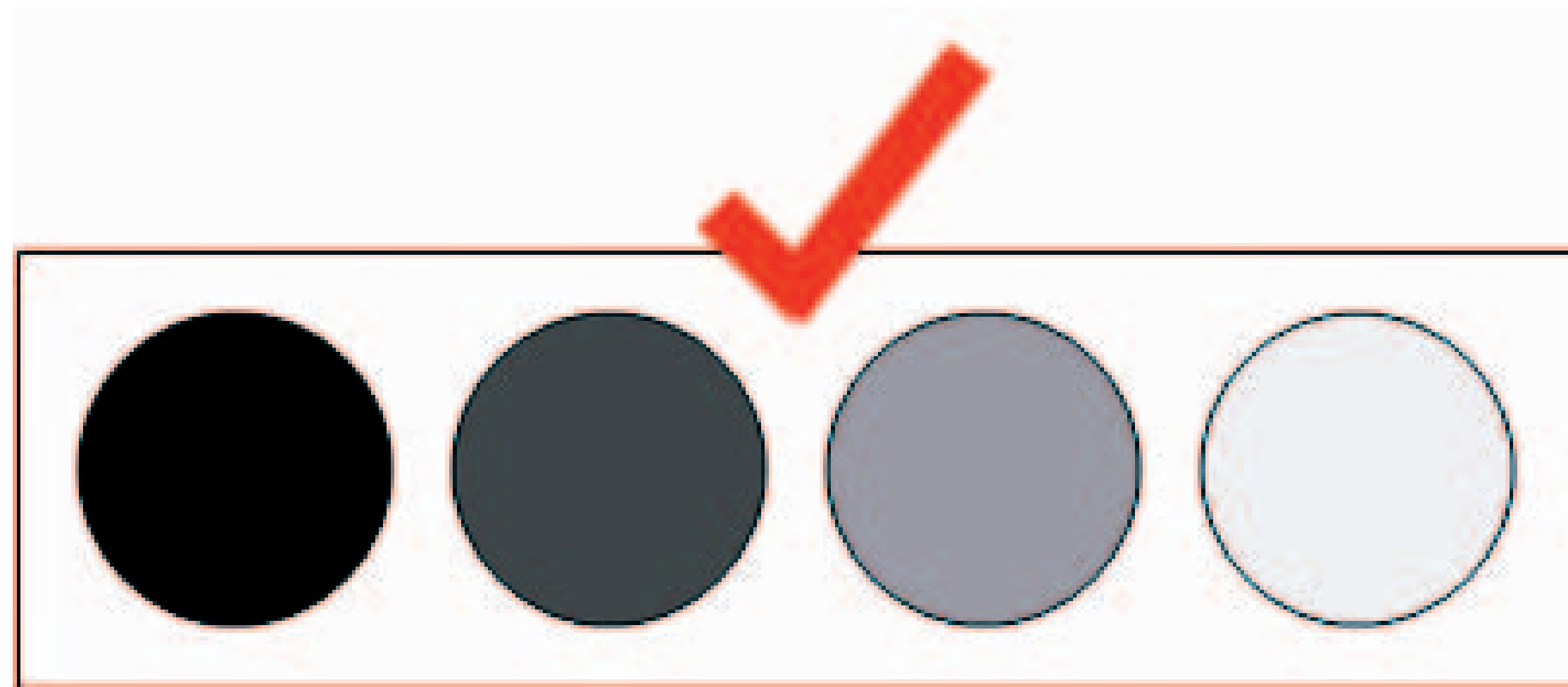
Lookup Task (Lower)



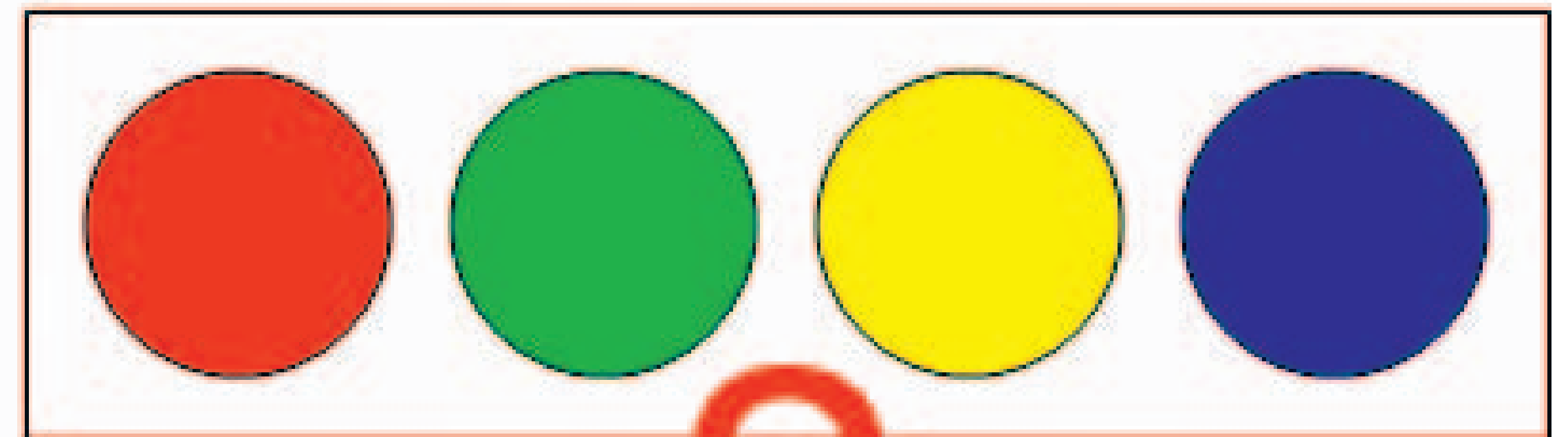
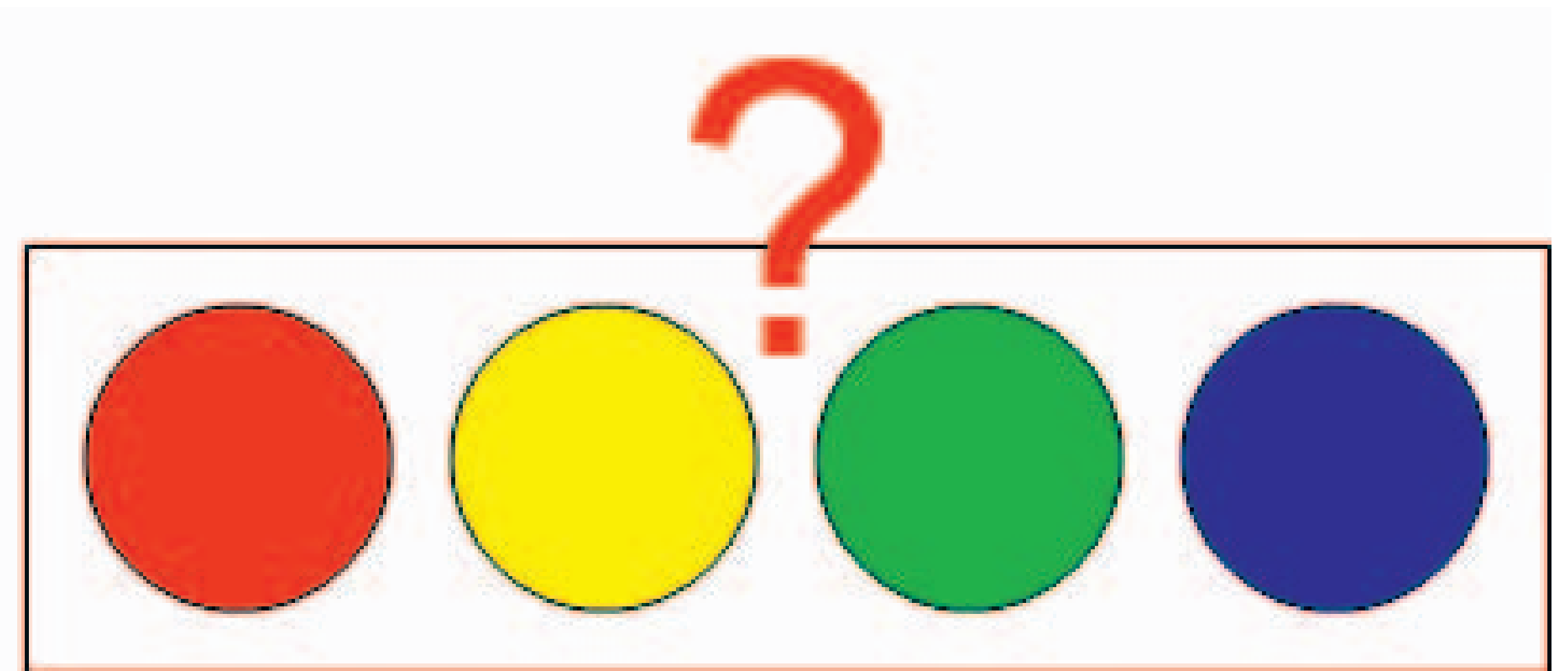
[Padilla et al., 2017]



# Ordering Color?



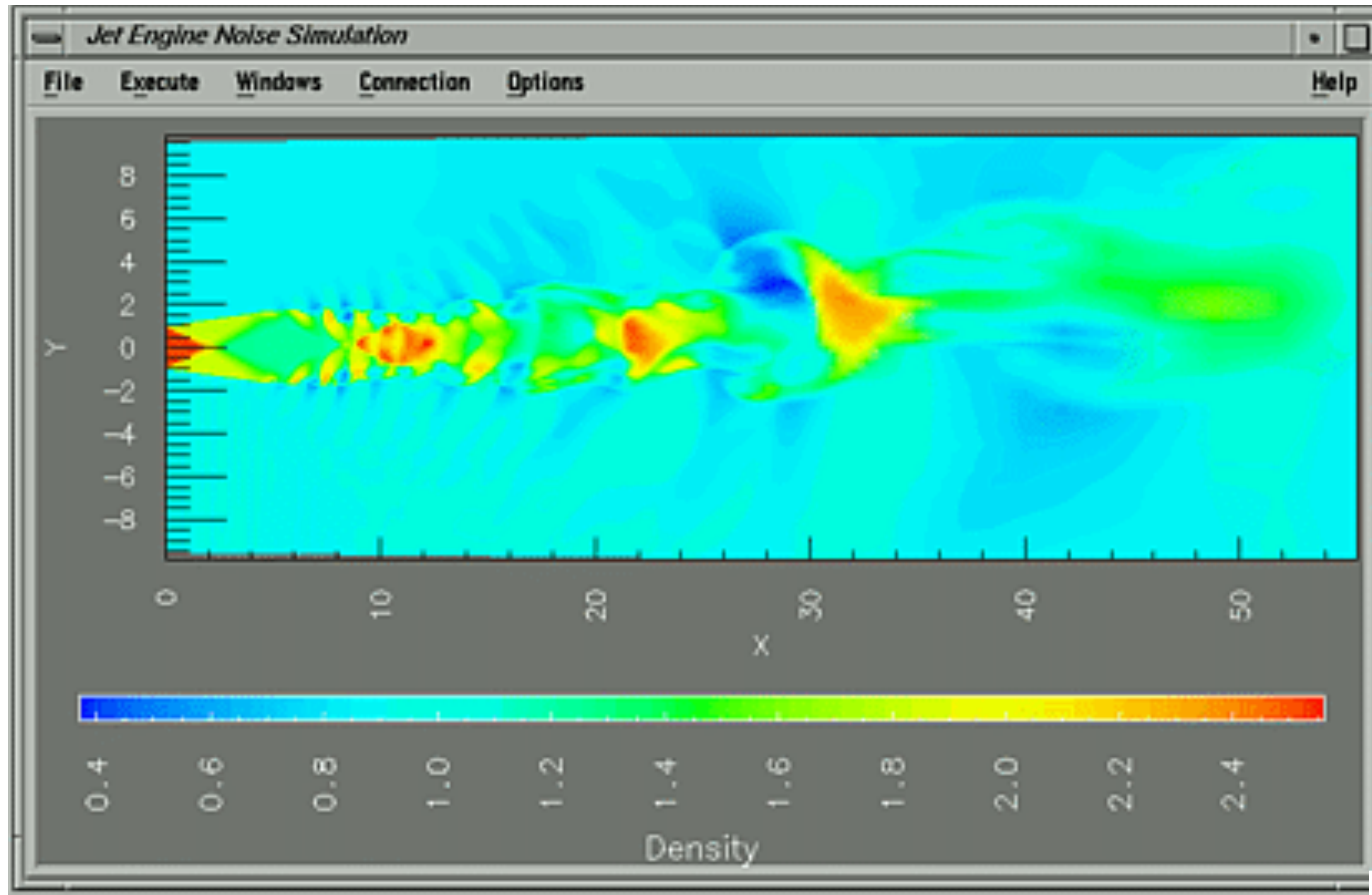
**(a)**



**(b)**

[Borland & Taylor, 2007]

# Rainbow Colormap

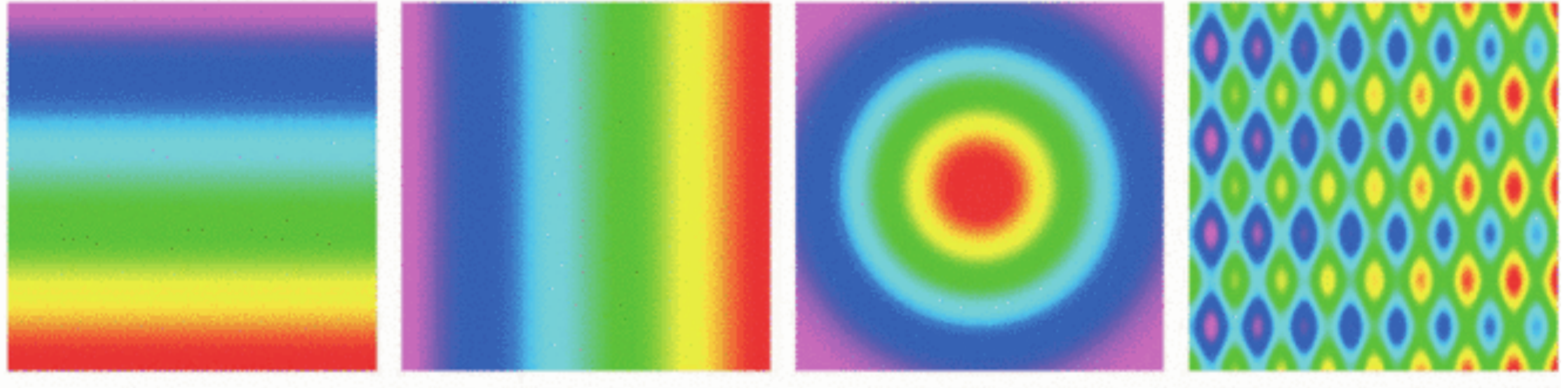


[Bergman et al., 1995]



# Artifacts from Rainbow Colormaps

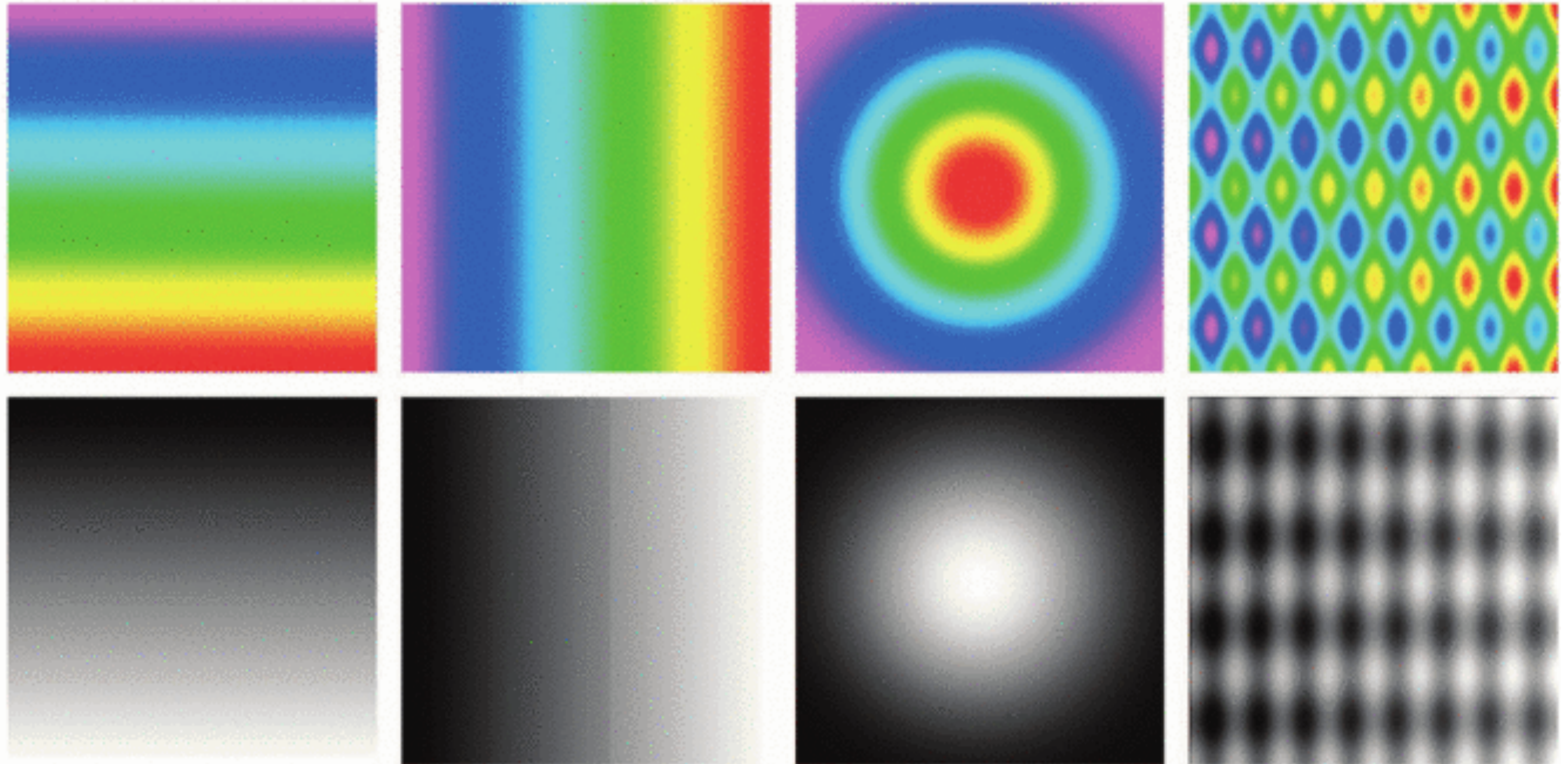
---



[Borland & Taylor, 2007]



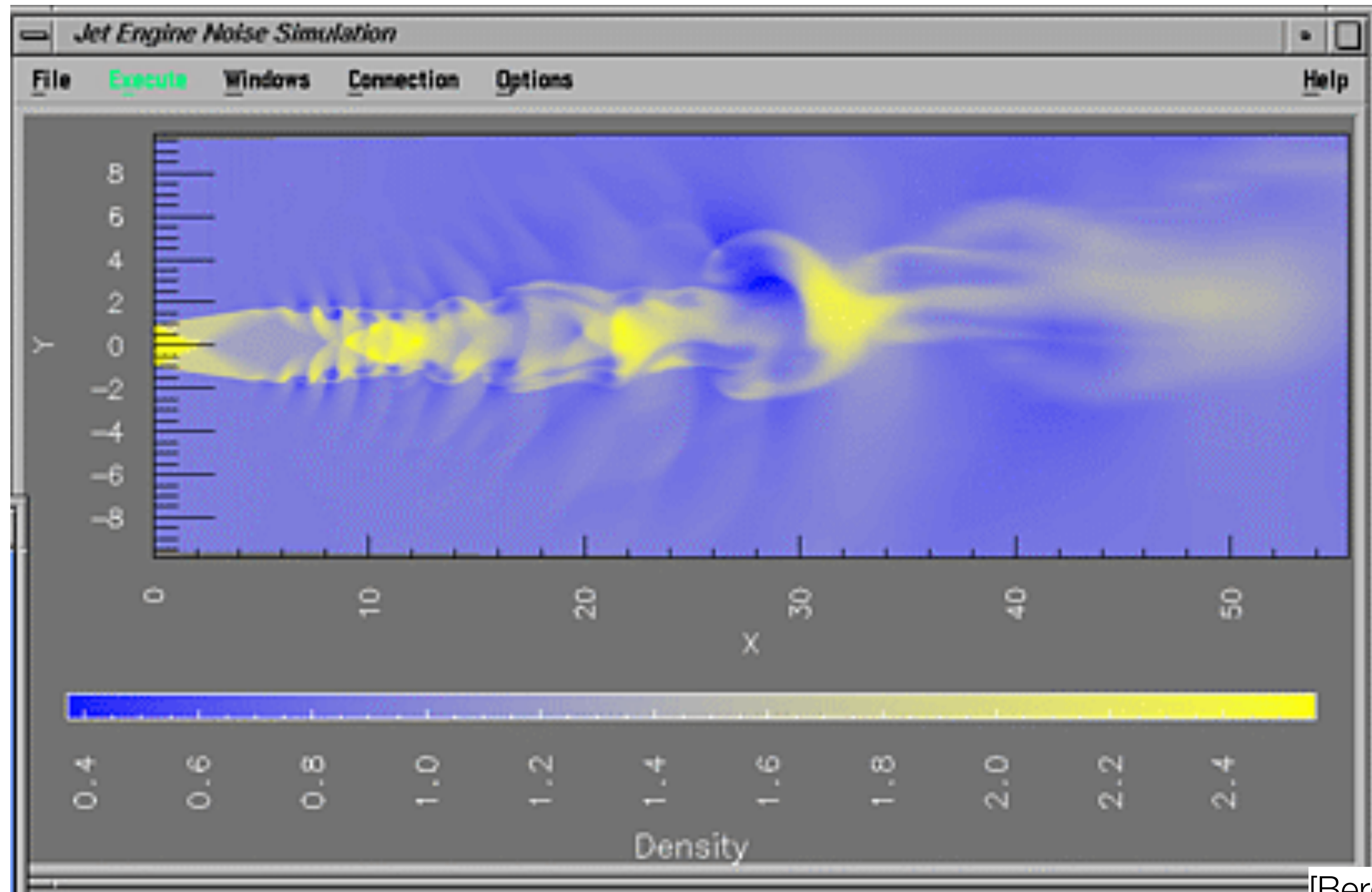
# Artifacts from Rainbow Colormaps



[Borland & Taylor, 2007]



# Two-Hue Colormap

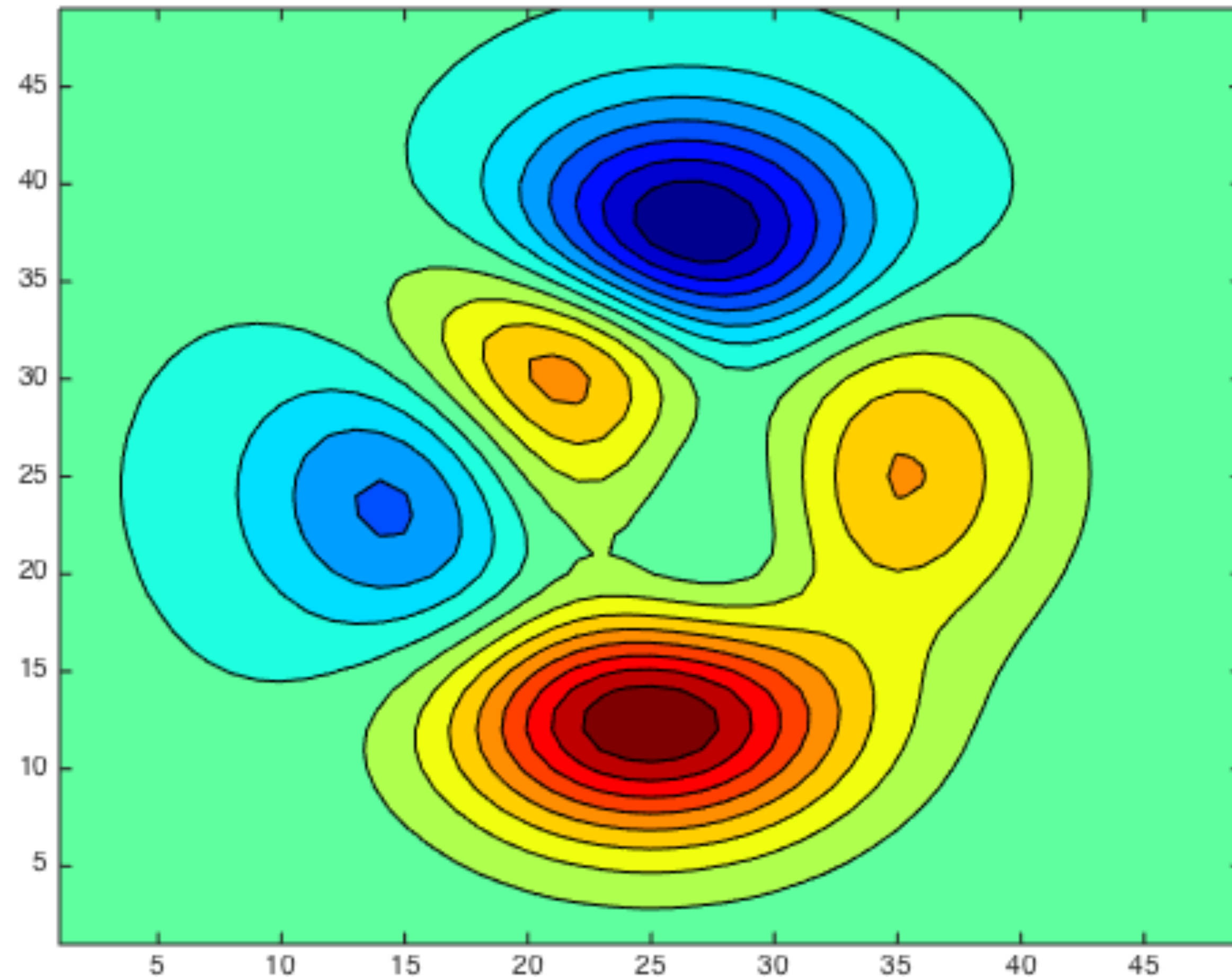


[Bergman et al., 1995]



# "Get It Right in Black and White" - M. Stone

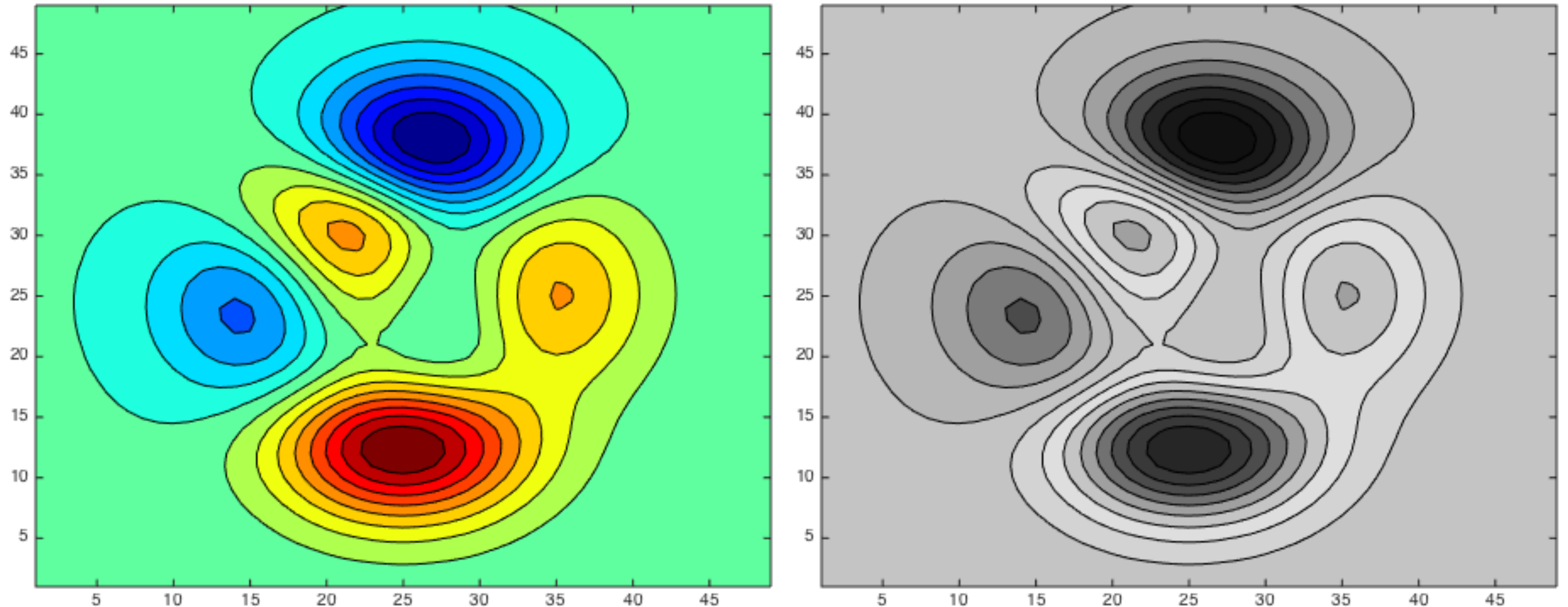
---



jet colormap

[S. Eddins ([Matlab Blog](#)), 2014]

# "Get It Right in Black and White" - M. Stone



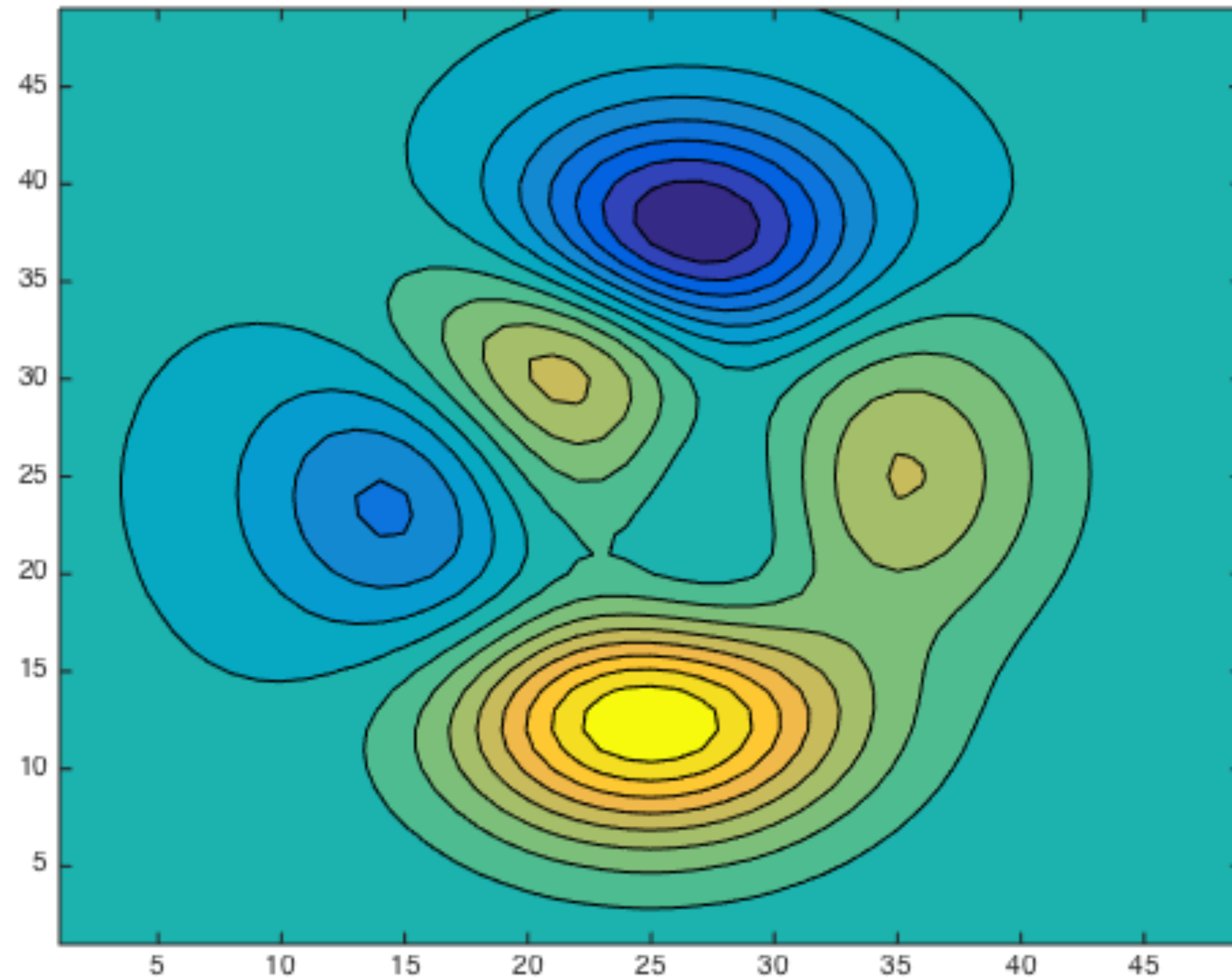
jet colormap

[S. Eddins ([Matlab Blog](#)), 2014]



# "Get It Right in Black and White" - M. Stone

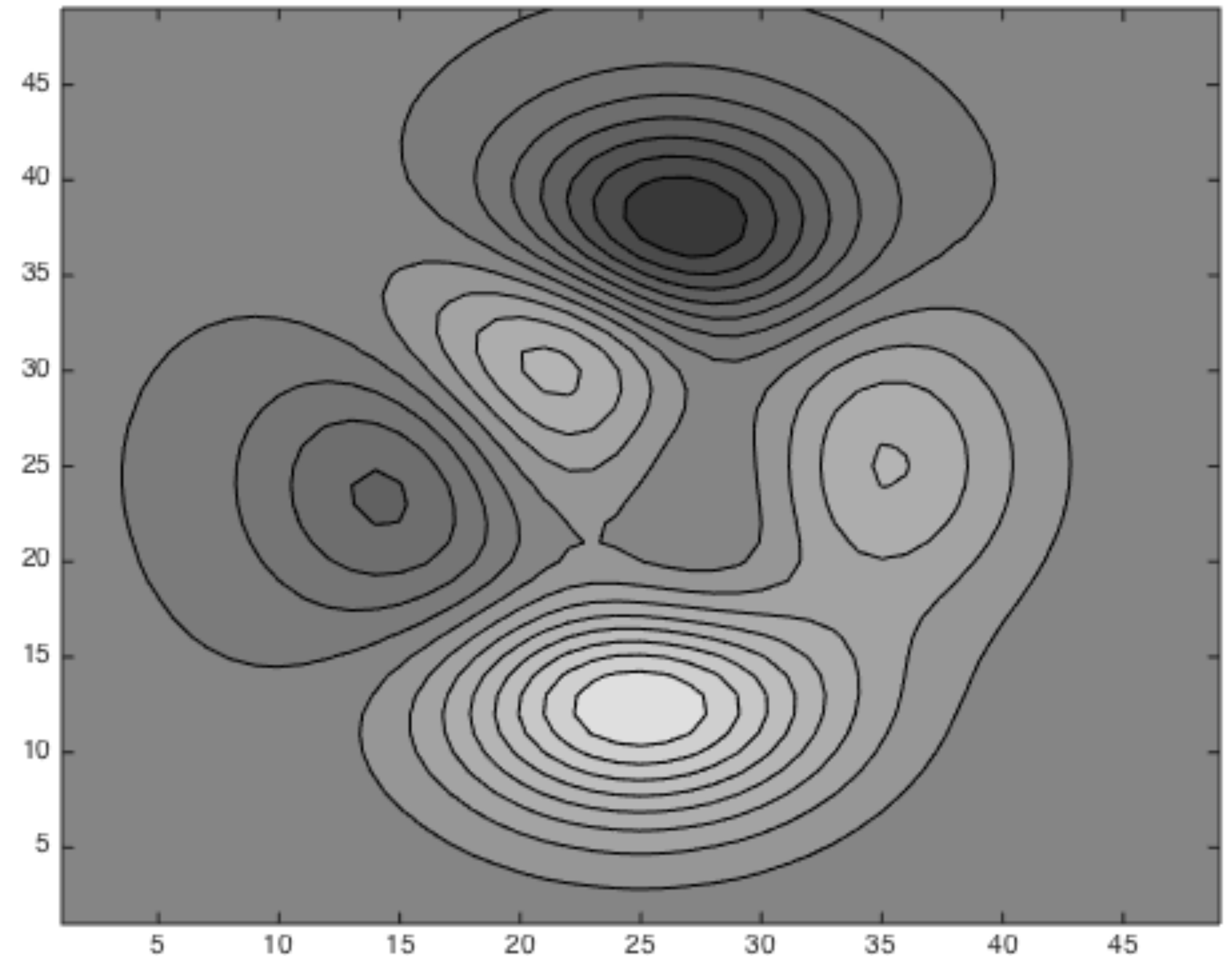
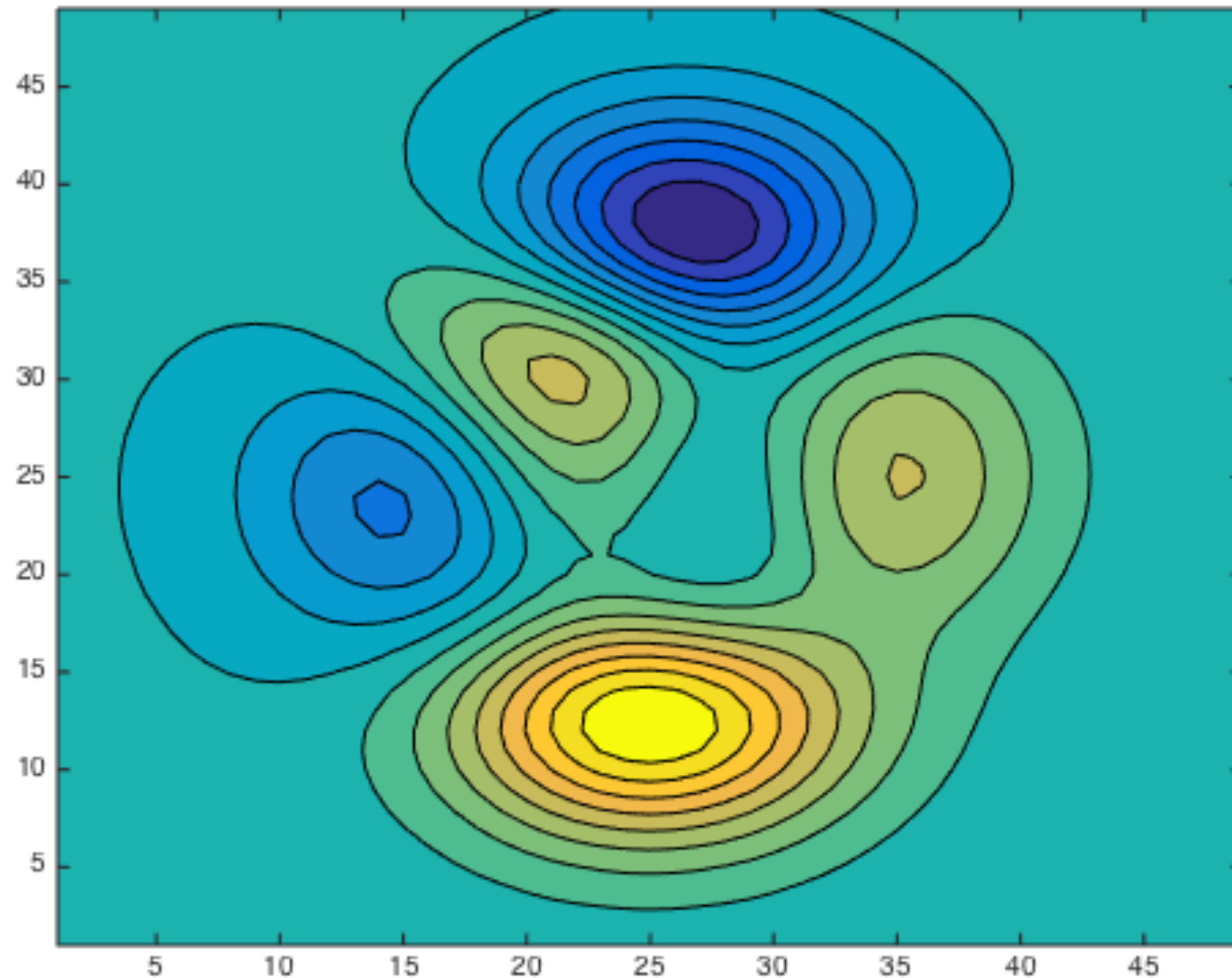
---



parula colormap

[S. Eddins ([Matlab Blog](#)), 2014]

# "Get It Right in Black and White" - M. Stone



parula colormap

[S. Eddins ([Matlab Blog](#)), 2014]



# Isoluminant Rainbow Colormap

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Original



Isoluminant

[Kindlmann et al., 2002]

# Turbo Colormap (August 2019)

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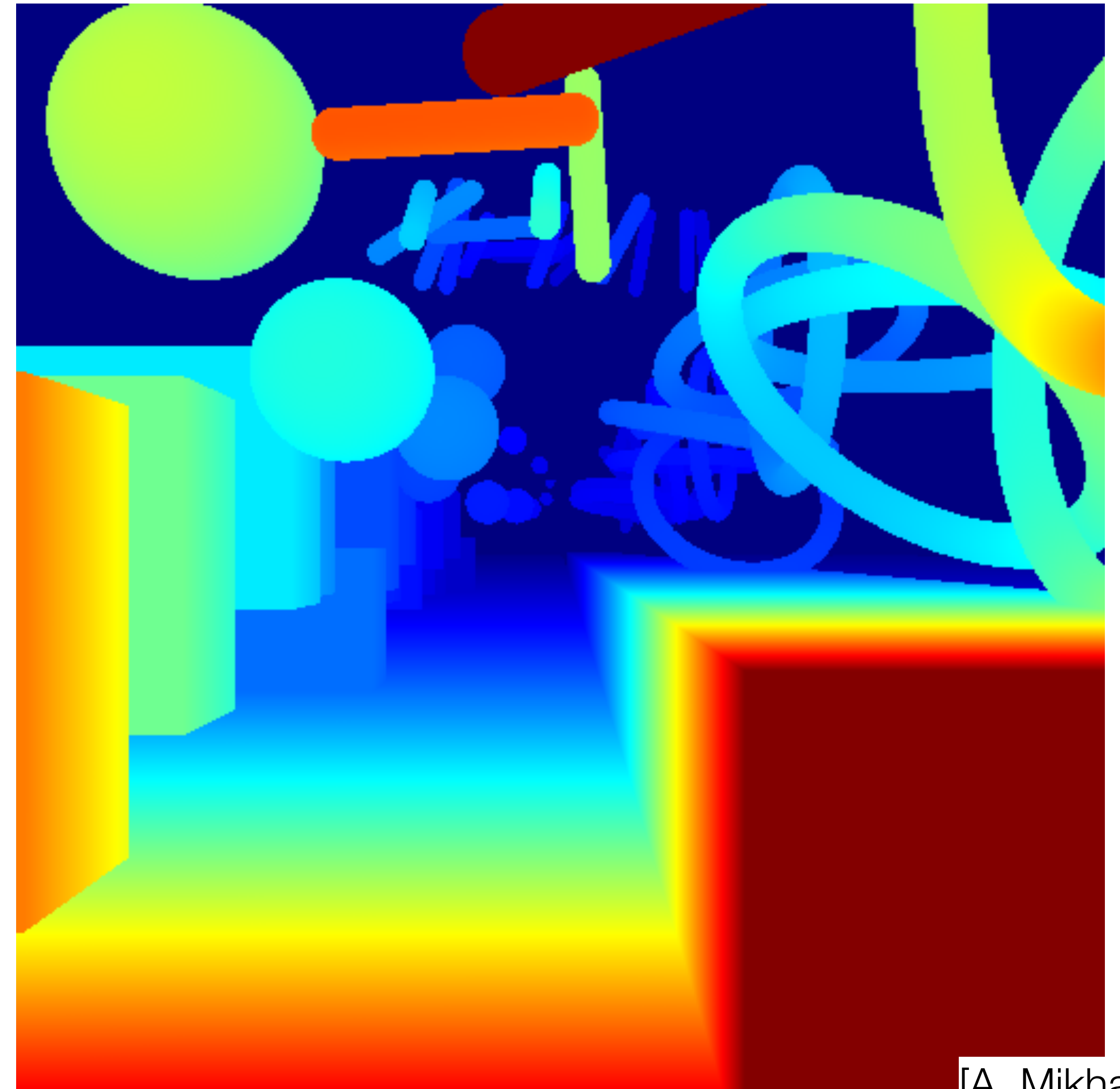
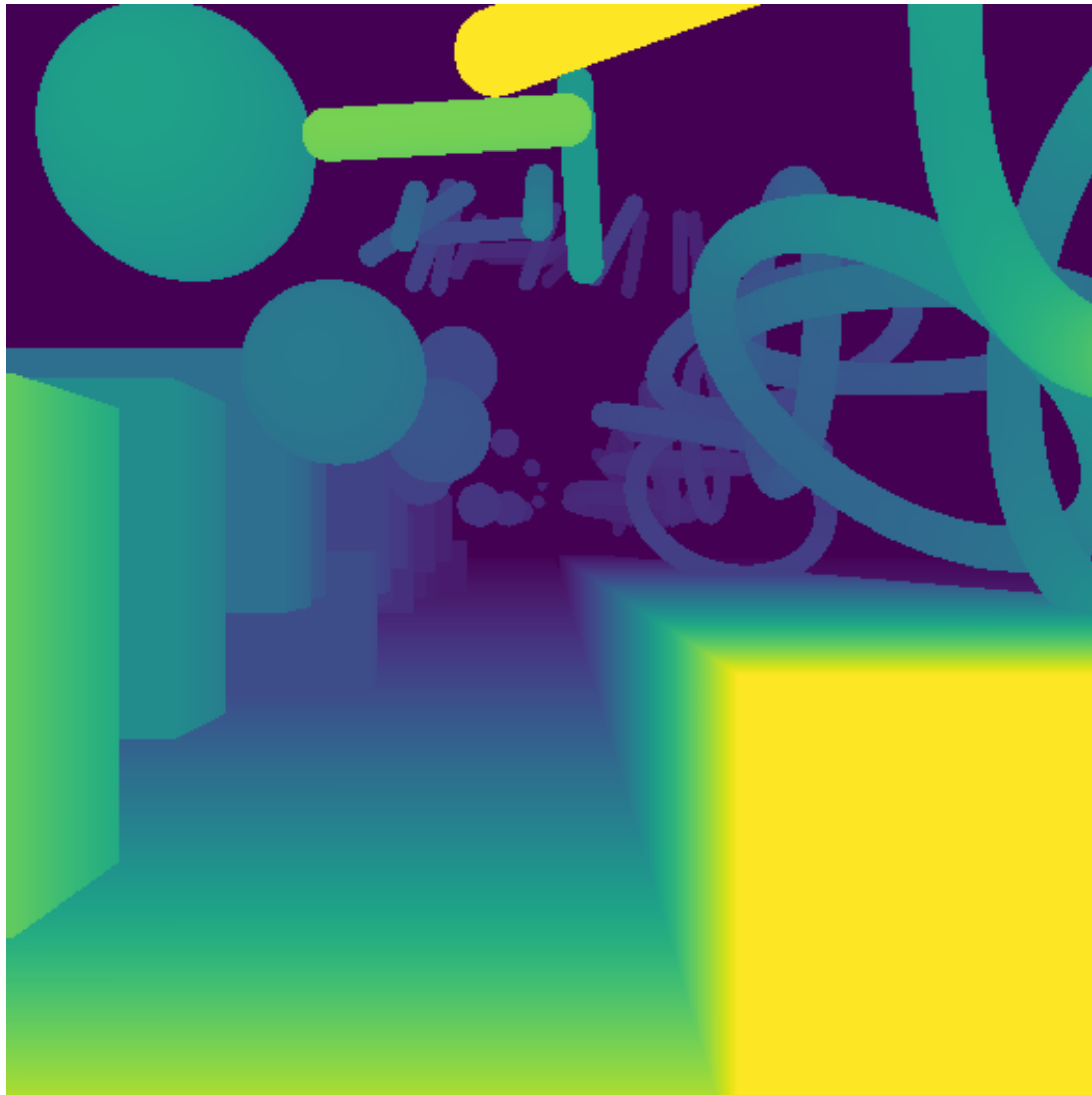
Jet



Turbo



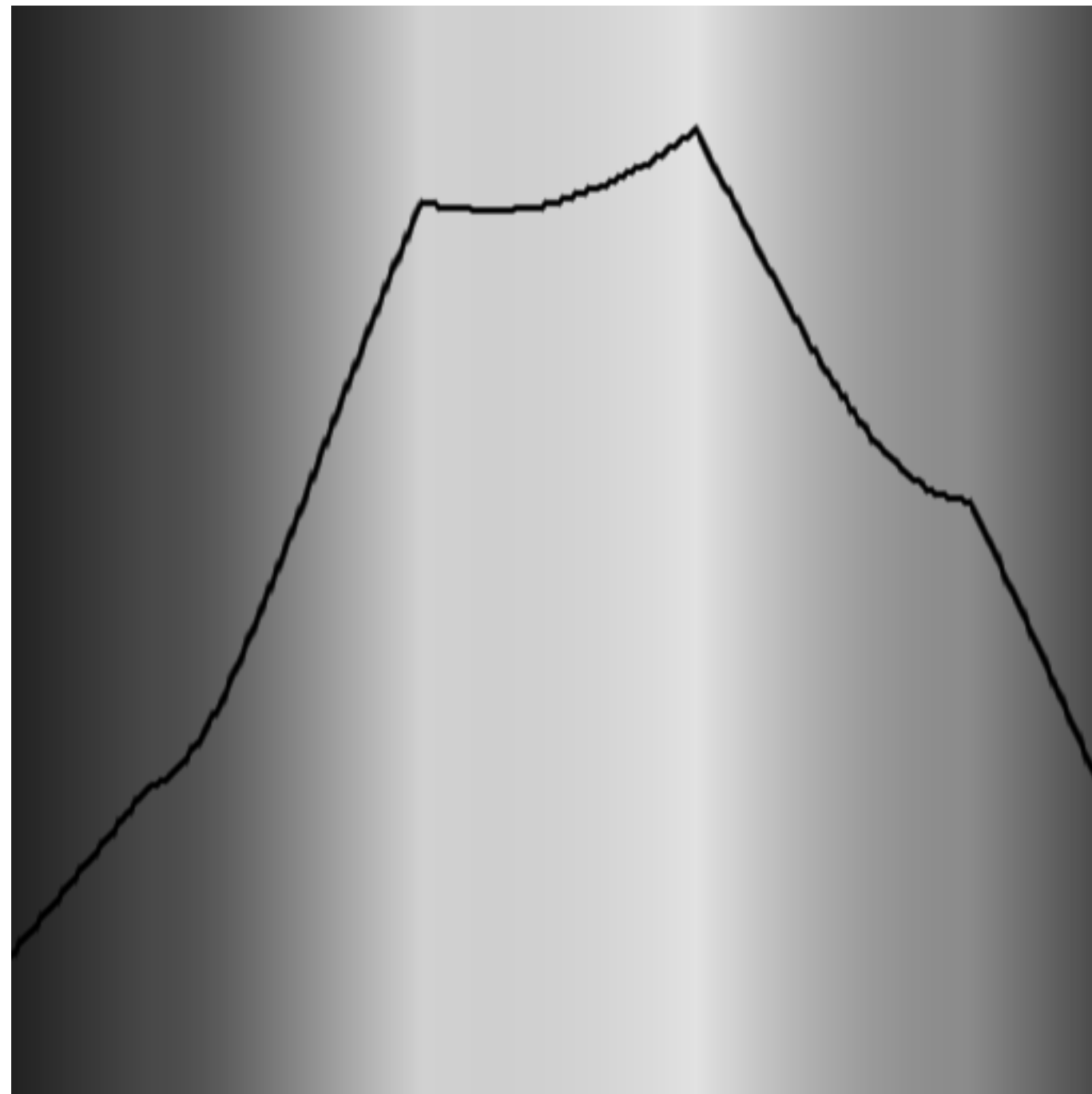
# Turbo: More Detail in Disparity Maps?



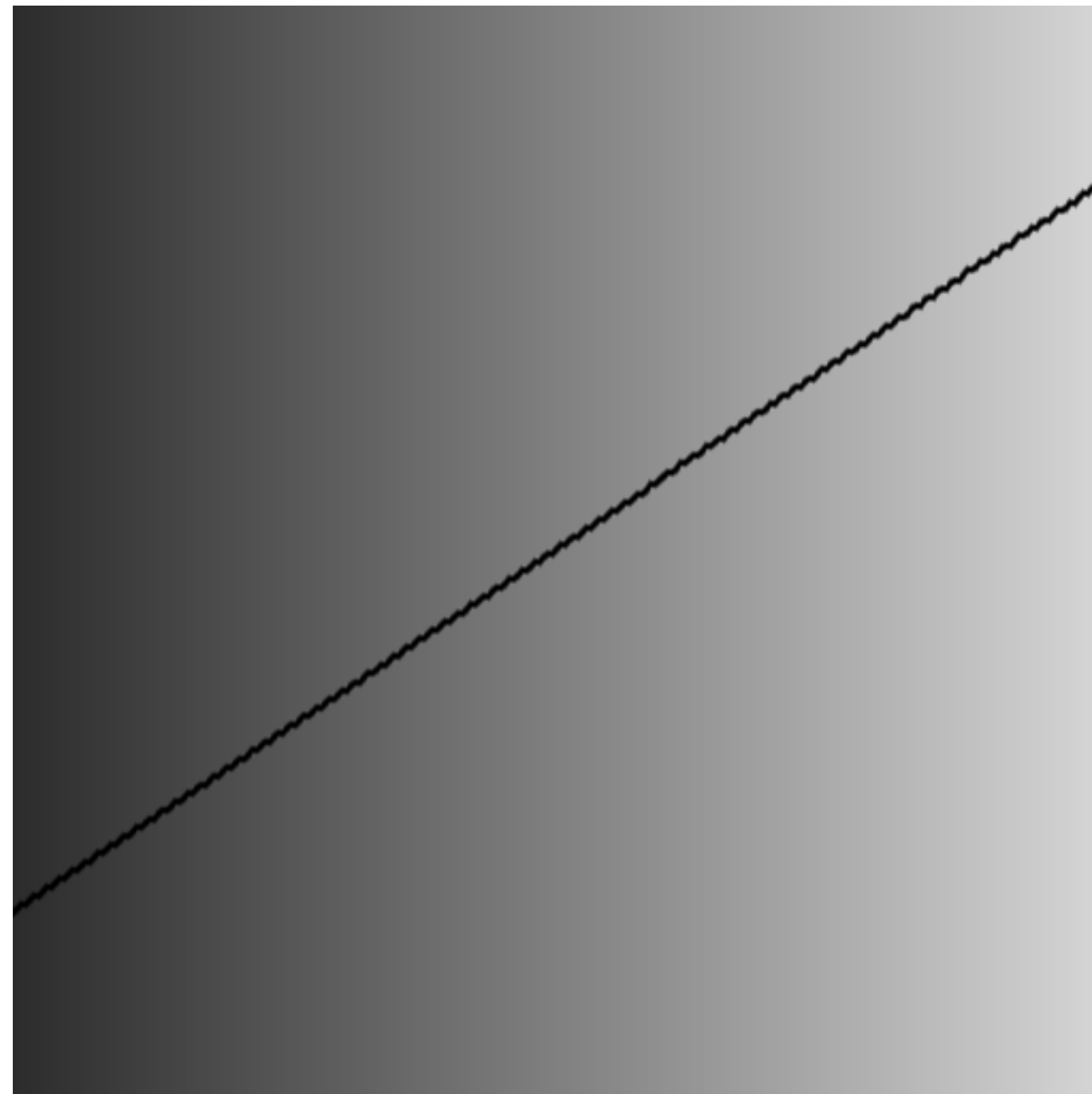
[A. Mikhailov]

# Turbo: Lightness Profiles

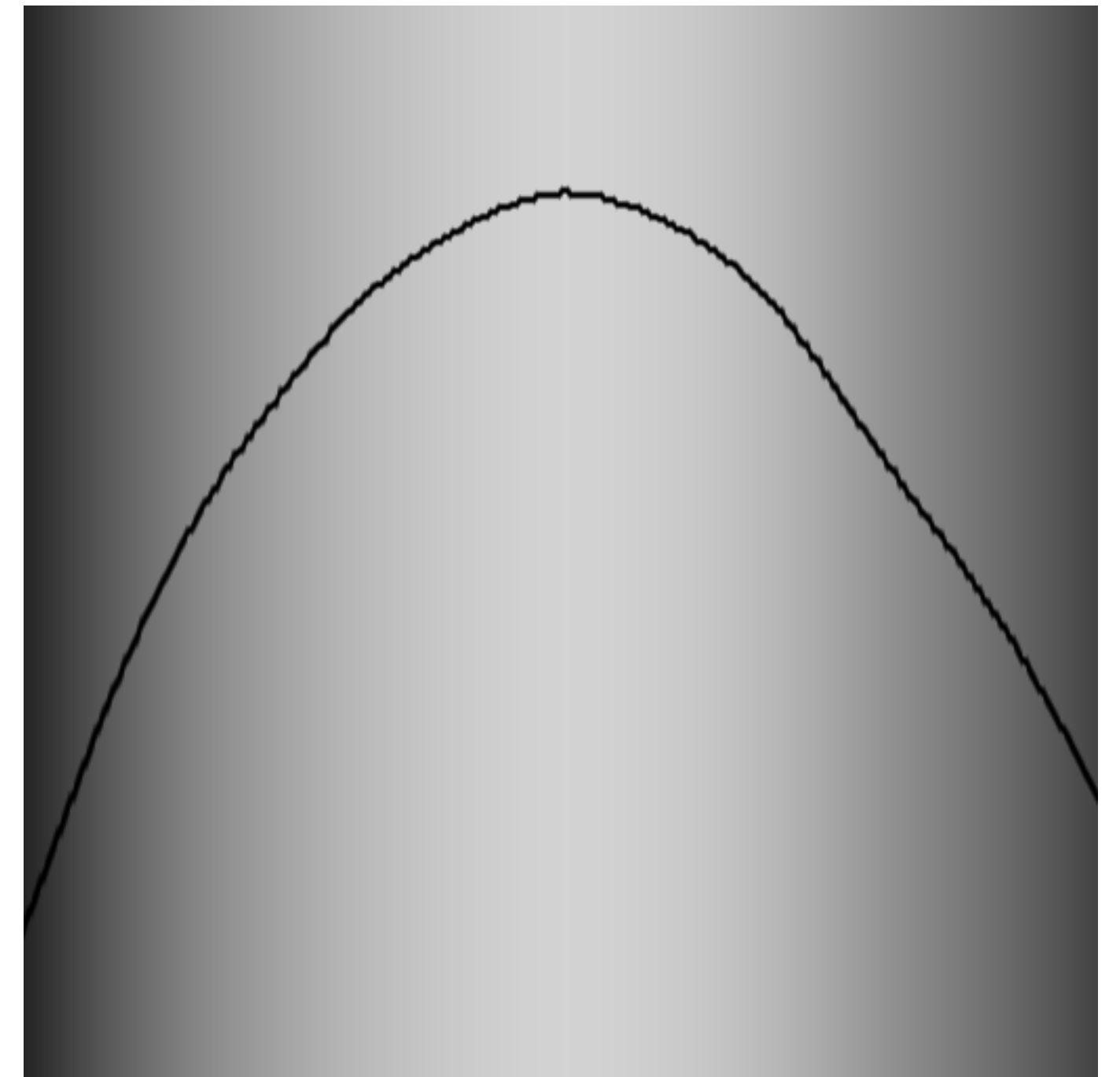
---



Jet



Viridis



Turbo

[A. Mikhailov]

# Turbo Discussion

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- Turbo is an improvement over jet
- Some fields (e.g. meteorology) have long used rainbow-like colormaps
- Argument is that segments are more easily located
- Turbo post claims that hue is prioritized in attention, but this seems to misinterpret the study...
- Brightness and saturation are more important than hue in attracting attention [Camgöz et al., 2004 h/t J. Stevens]

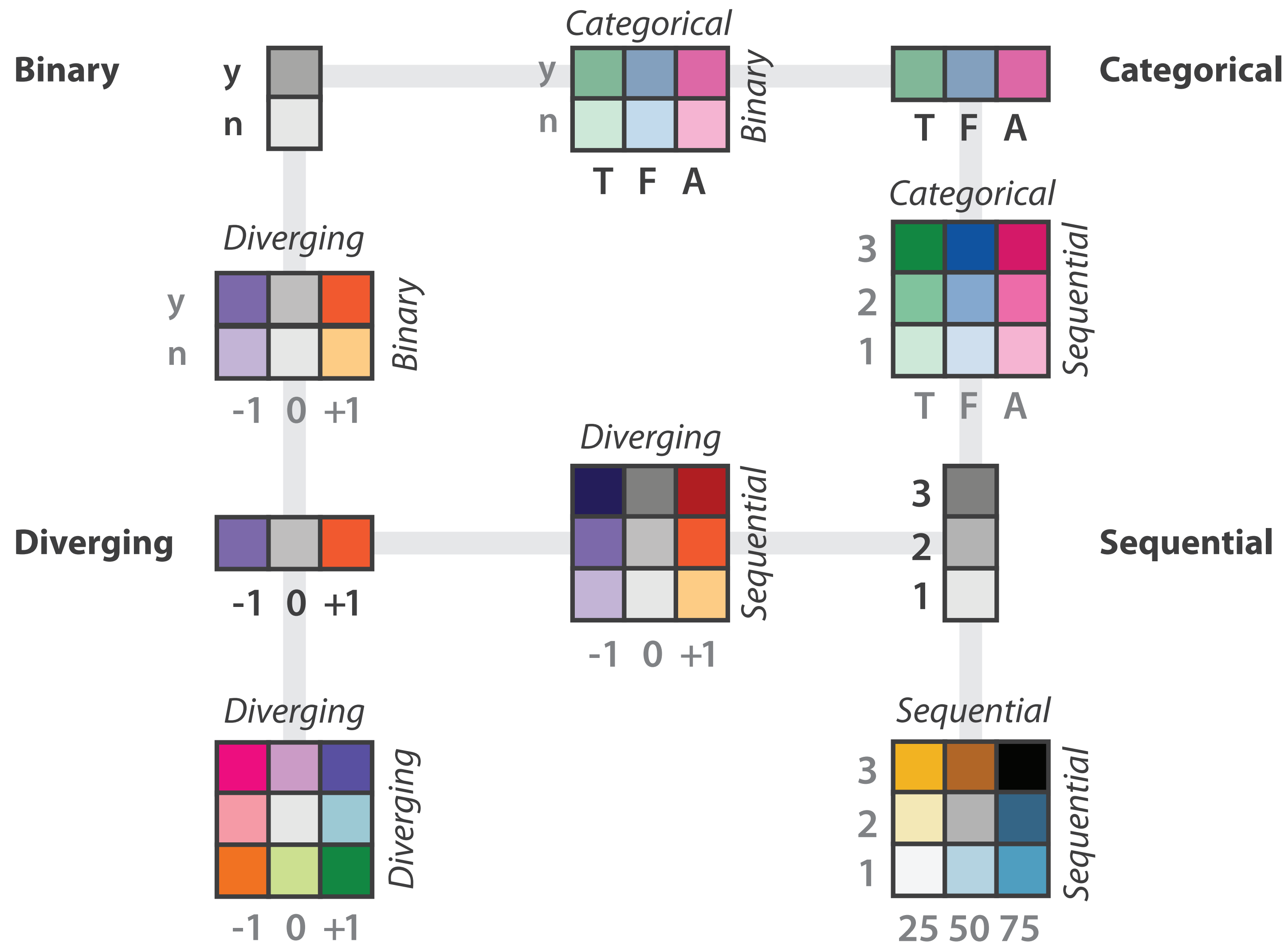


# D3's color scales

---

- <https://github.com/d3/d3-scale-chromatic>
- In v5, included in default bundle (no separate import)
- D3's built-in color scales
- Derived from [ColorBrewer](#)
- Sequential and diverging scales created using interpolation
- Hue **can** change, but be careful
- [Color ramp](#) [M. Bostock]

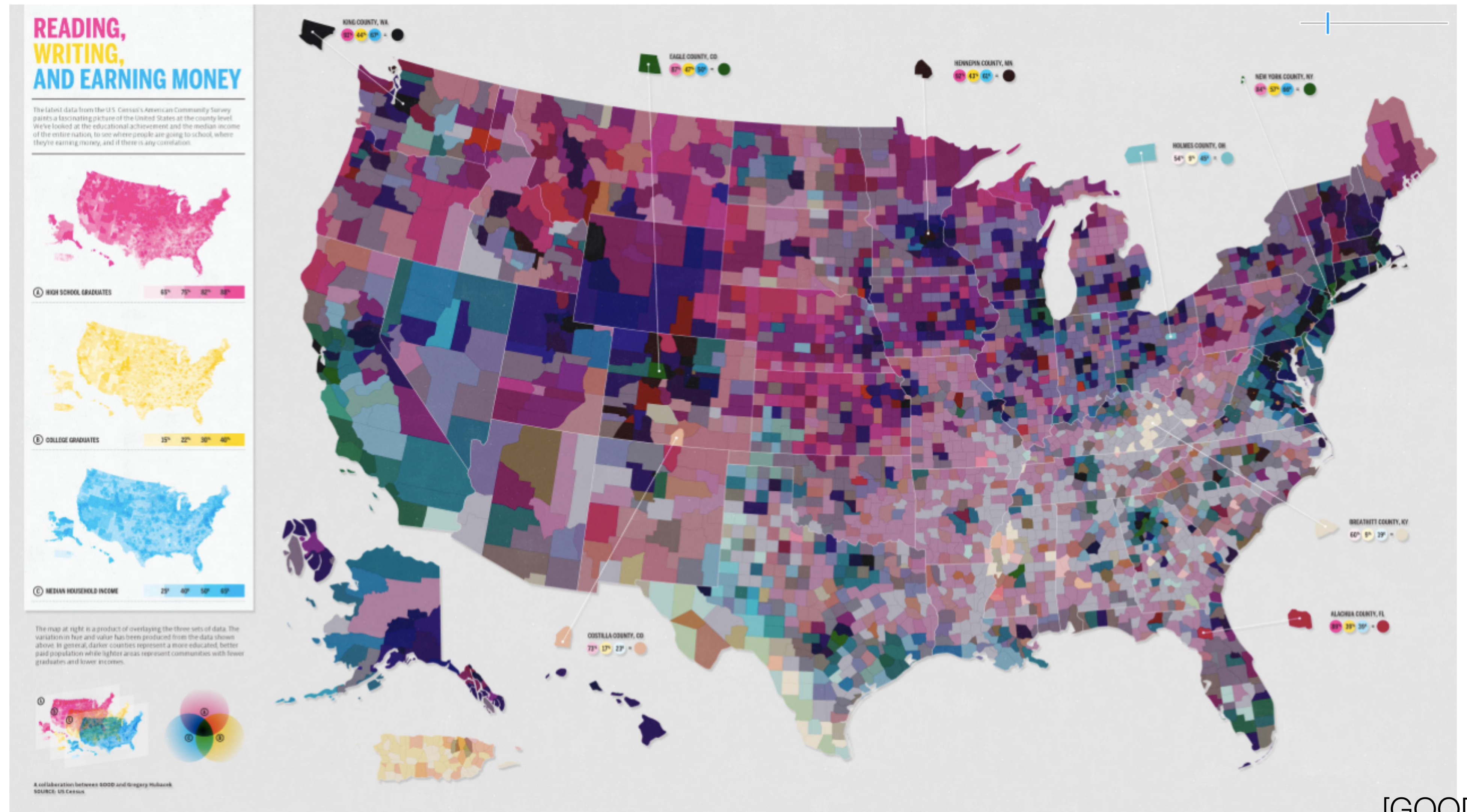
# Bivariate Colormaps



[Munzner (ill. Maguire), 2014]



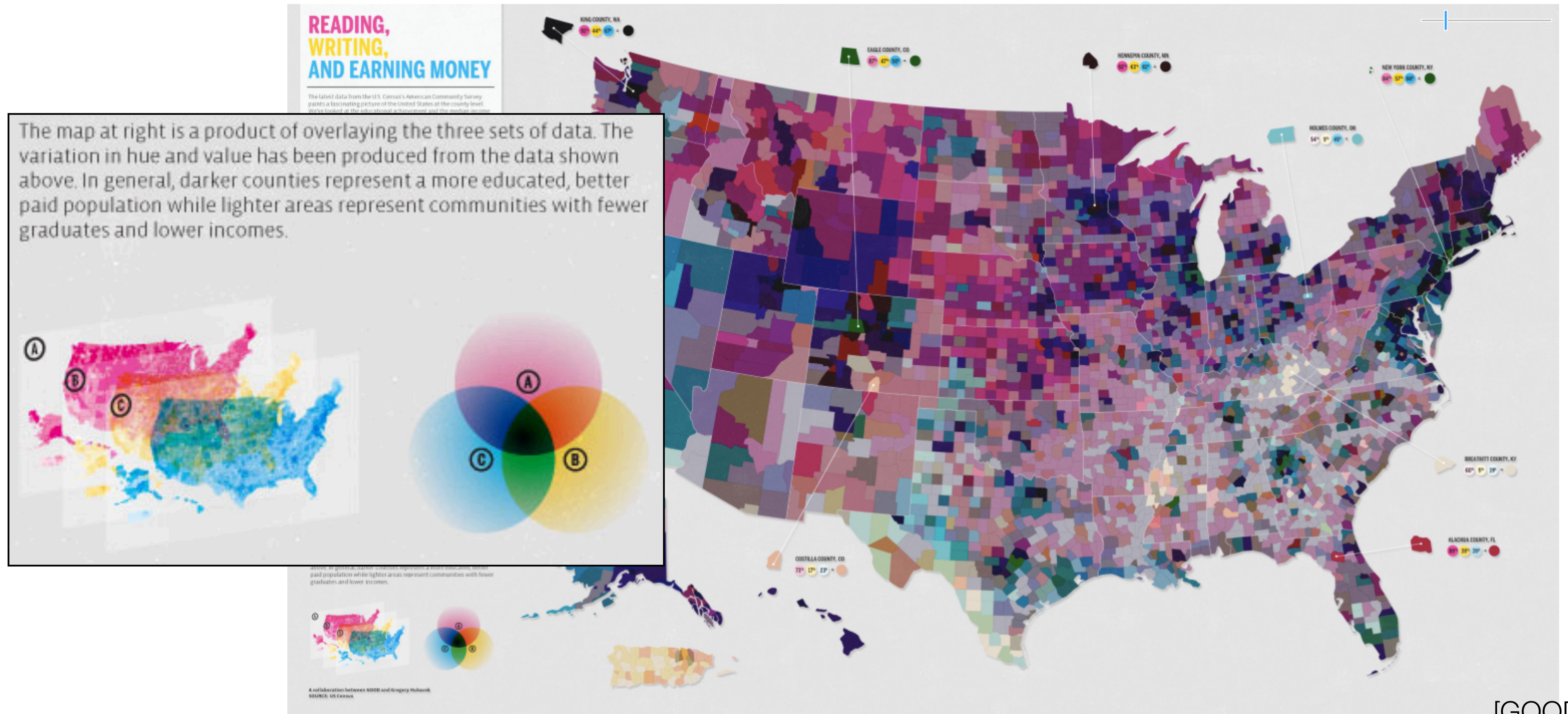
# Remember Separable vs. Integral



[GOOD]



# Remember Separable vs. Integral

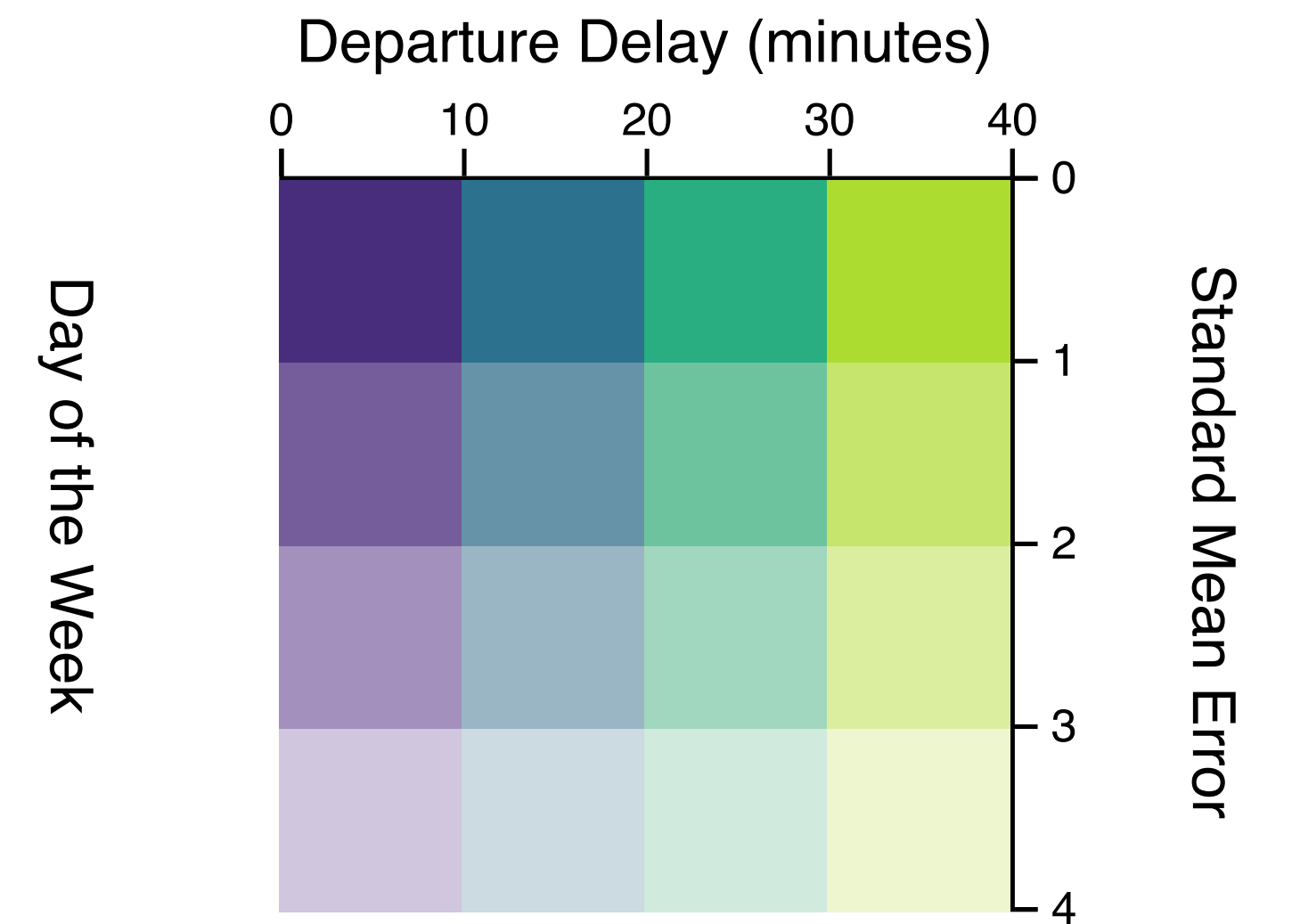
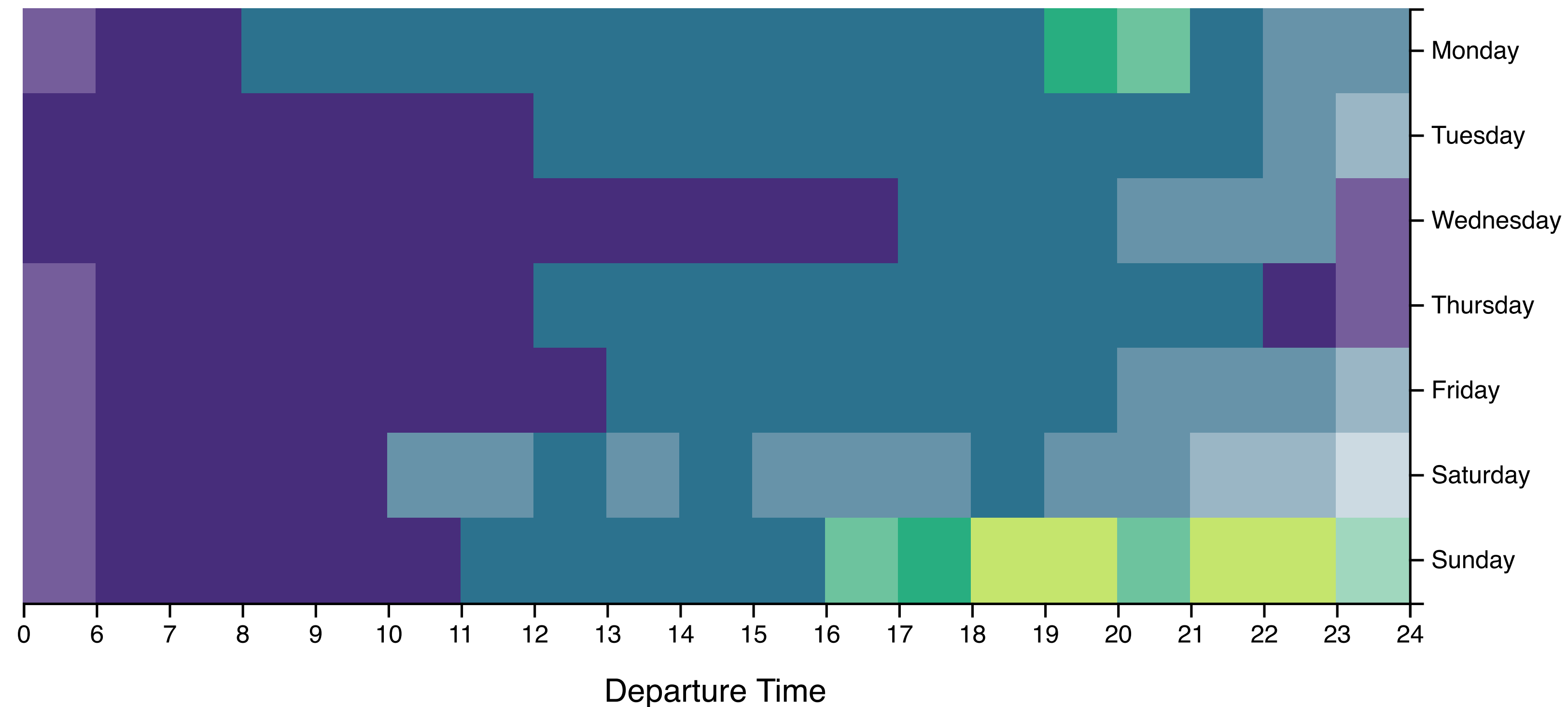


[GOOD]



What about uncertain data?

# Bivariate Colormap (Uncertainty → Saturation)

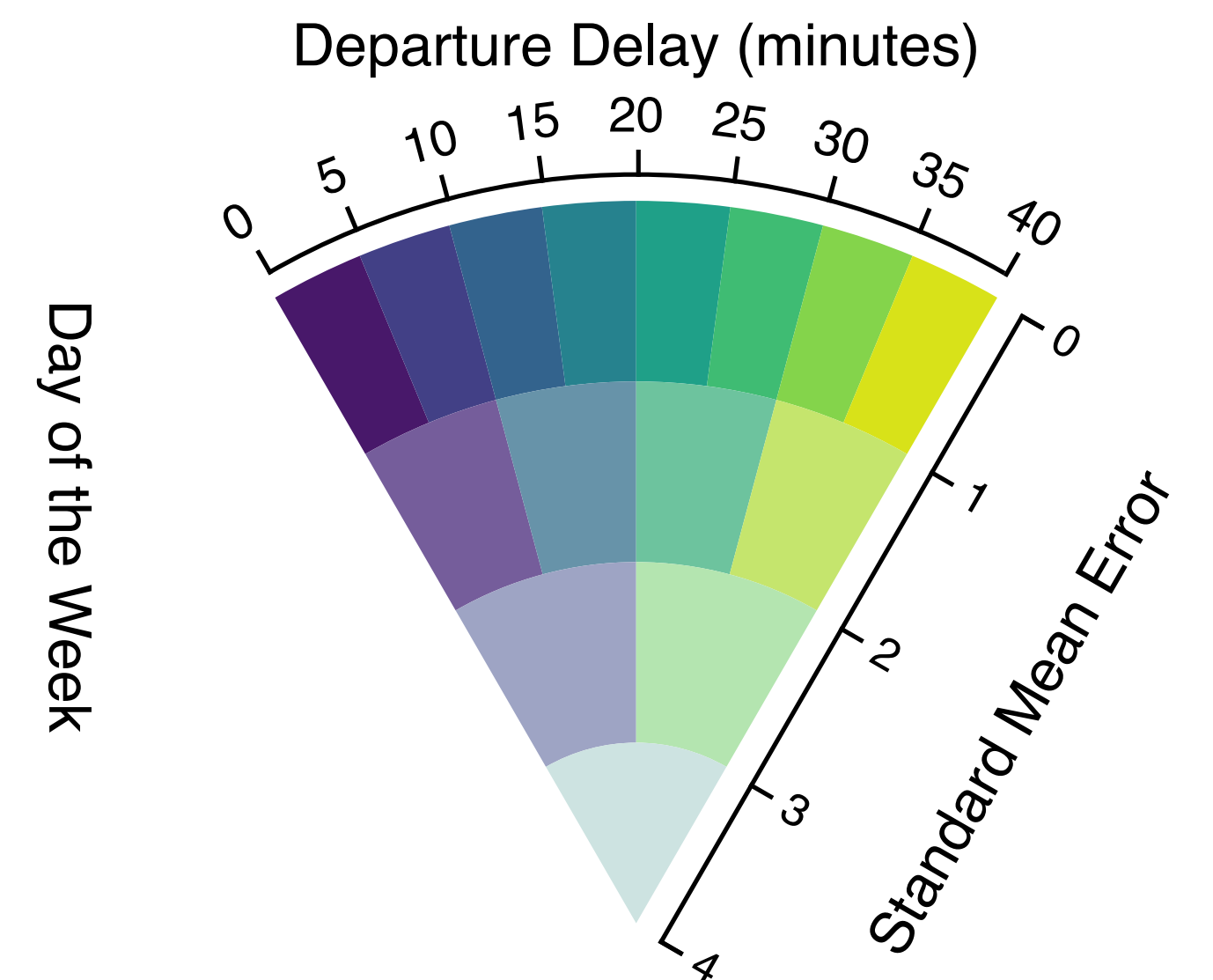
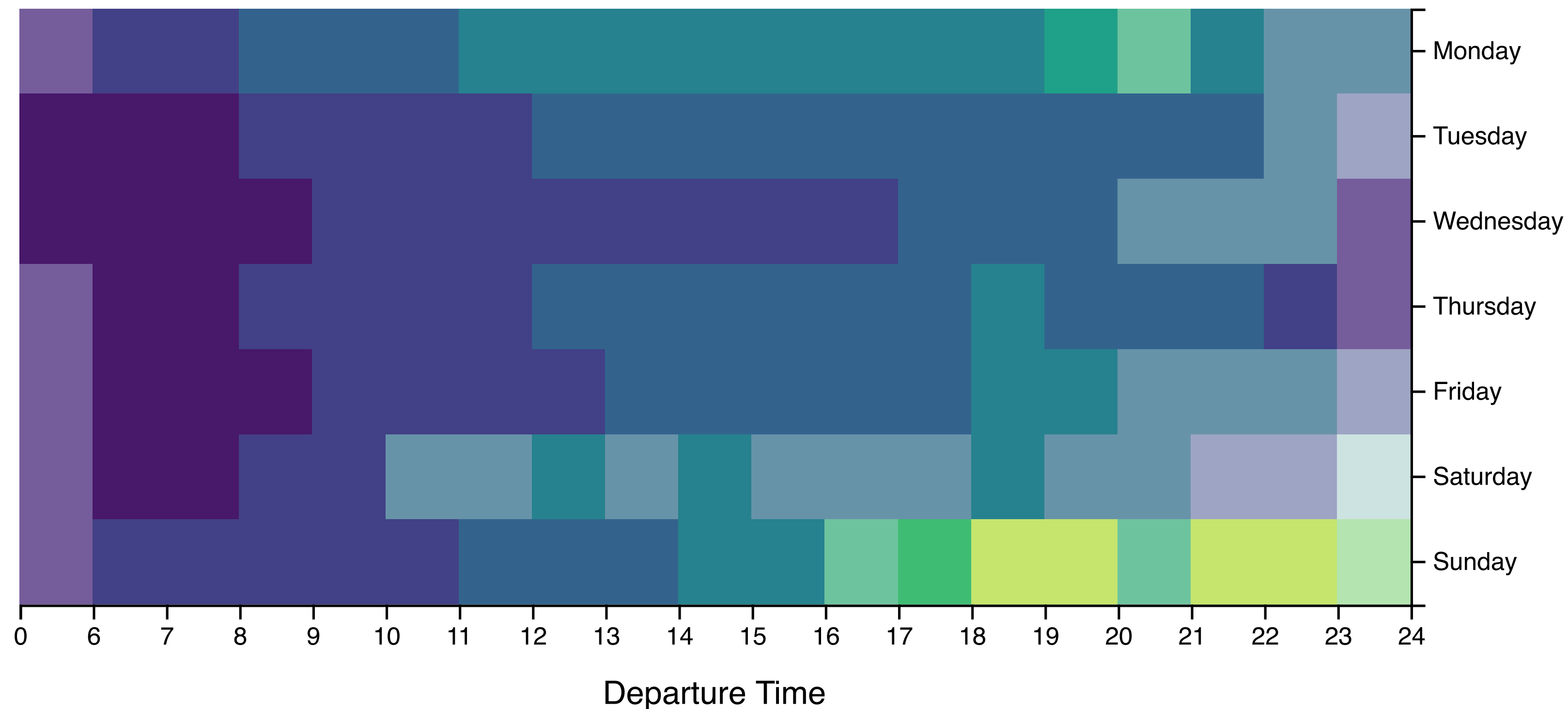


[Correll et al., 2018]



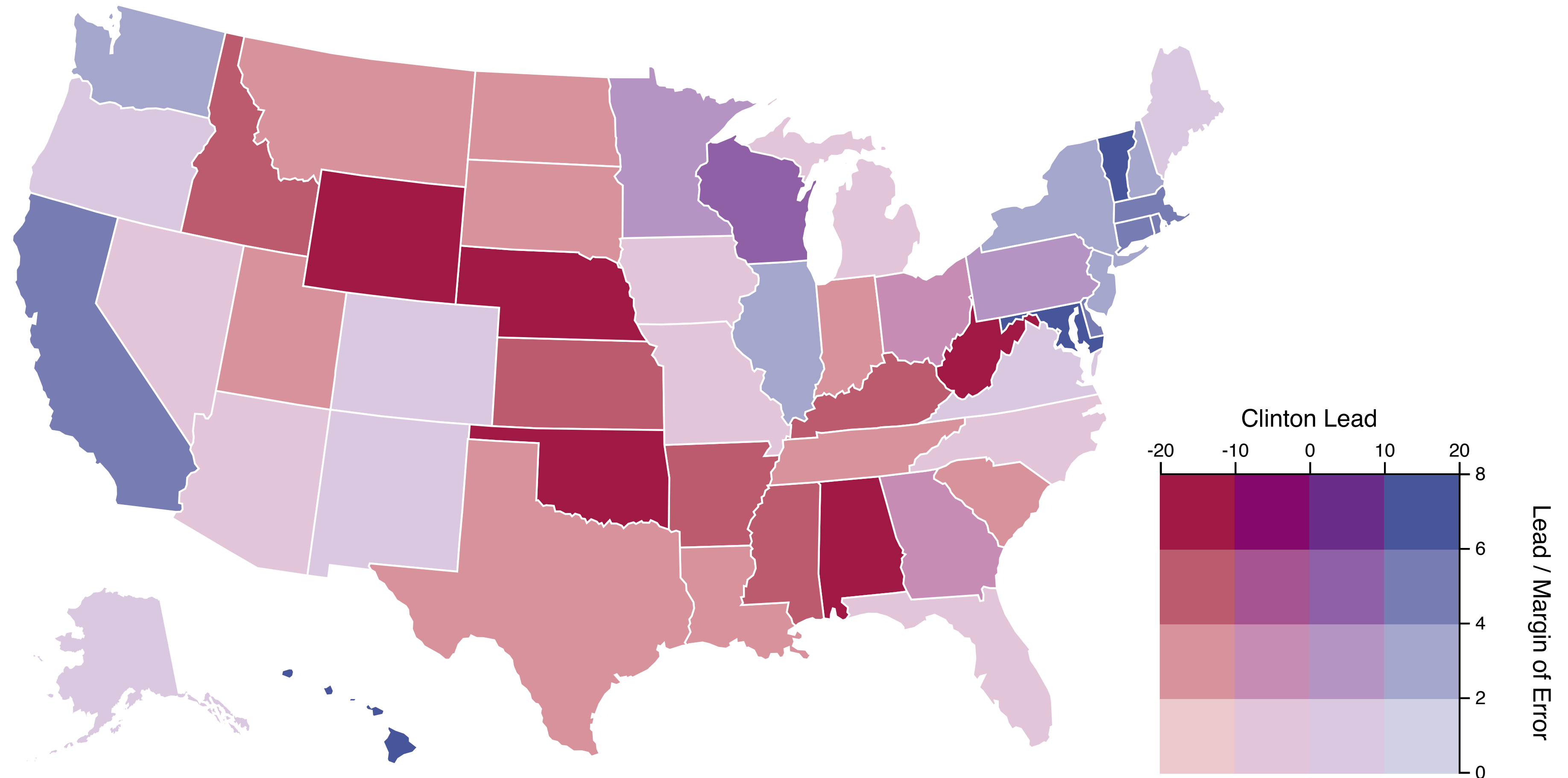
# Value-Suppressing Uncertainty Palette (VSUP)

Same Channels, just binned differently



[Correll et al., 2018]

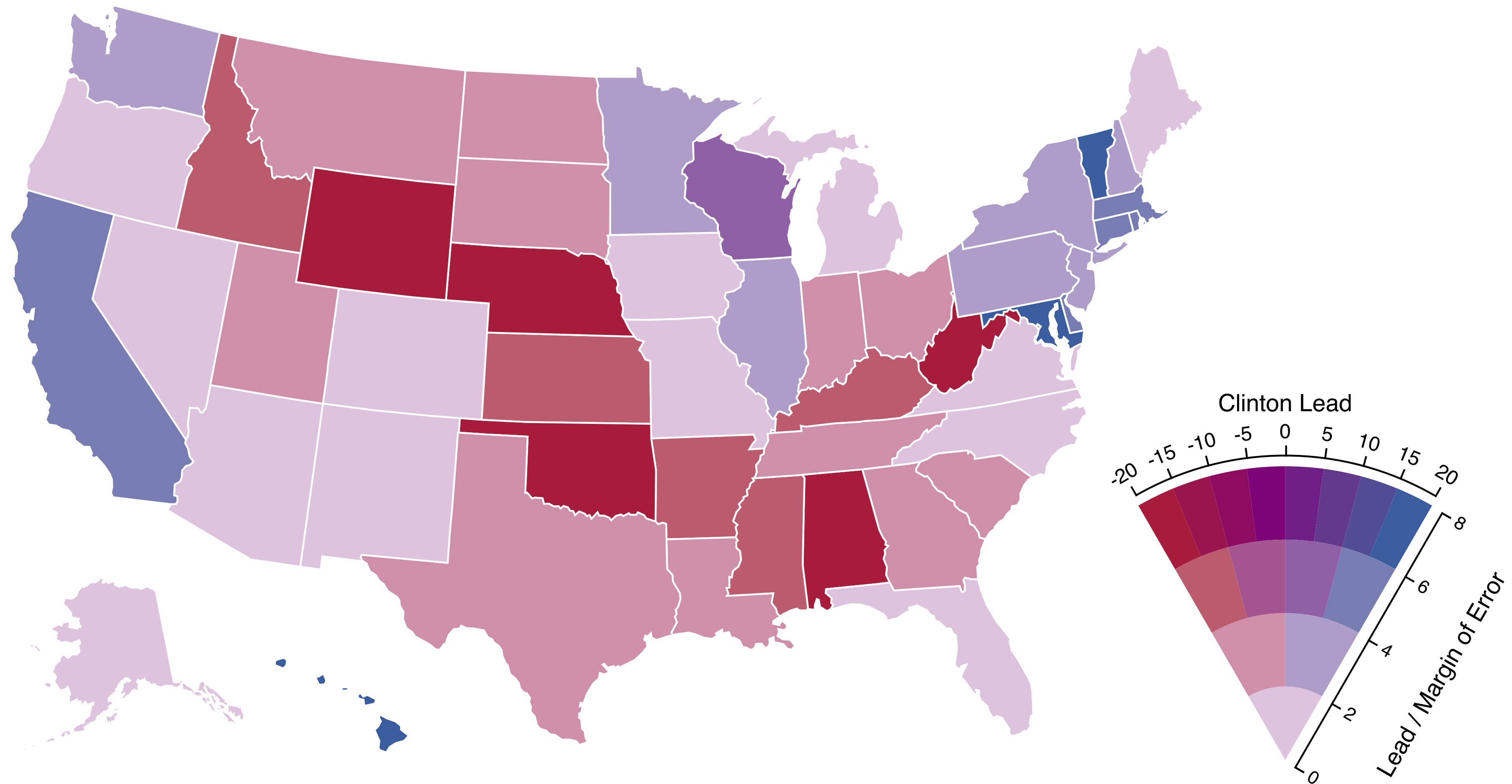
# Bivariate Colormap (Uncertainty → Saturation)



[Correll et al., 2018]



# Value-Suppressing Uncertainty Palette

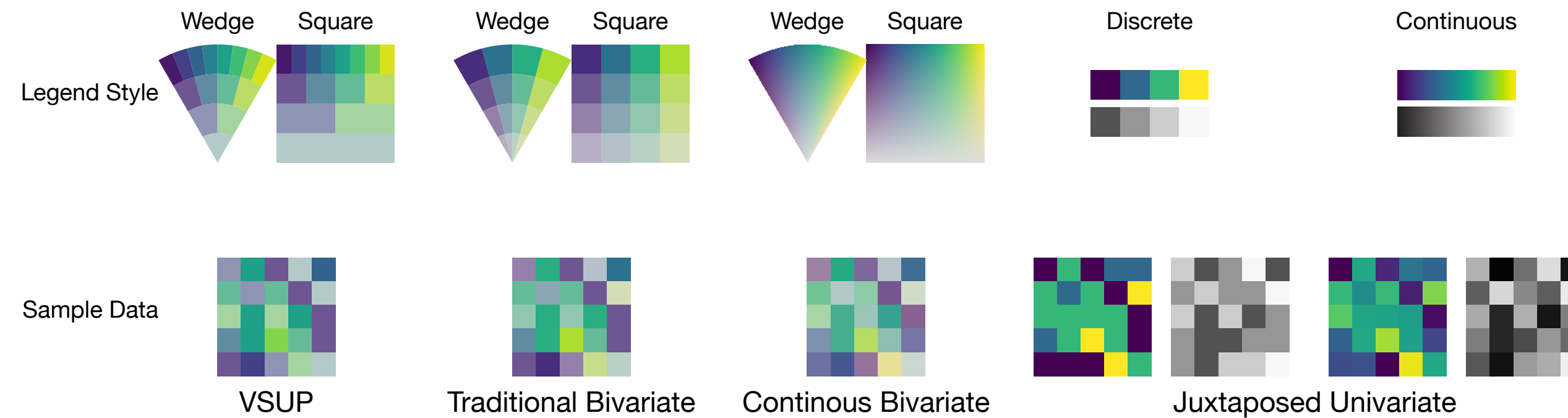


[Correll et al., 2018]

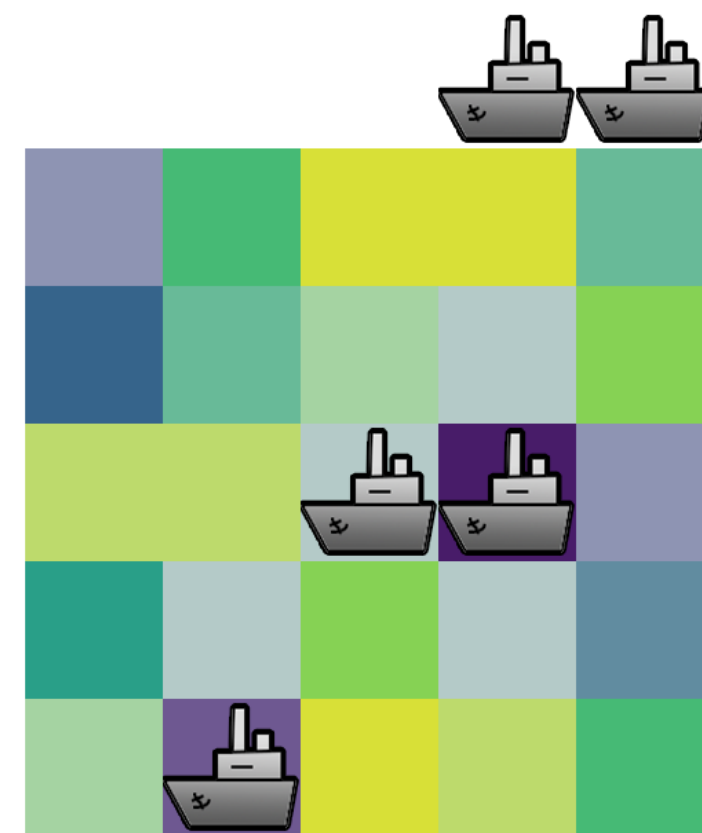
# Evaluation

- Tasks:

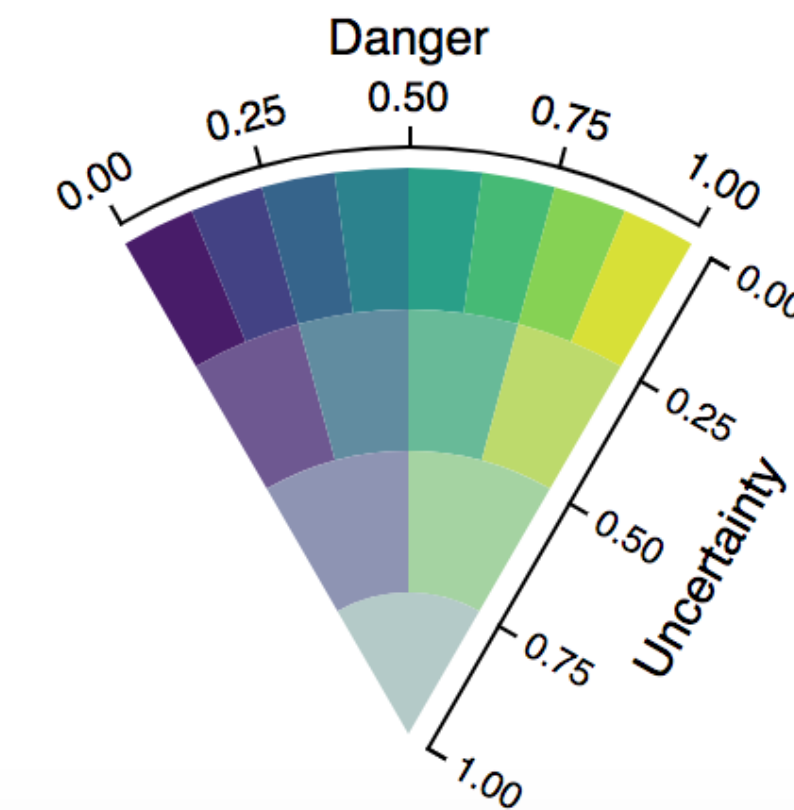
- Identification: locate spatial regions



- Prediction: place



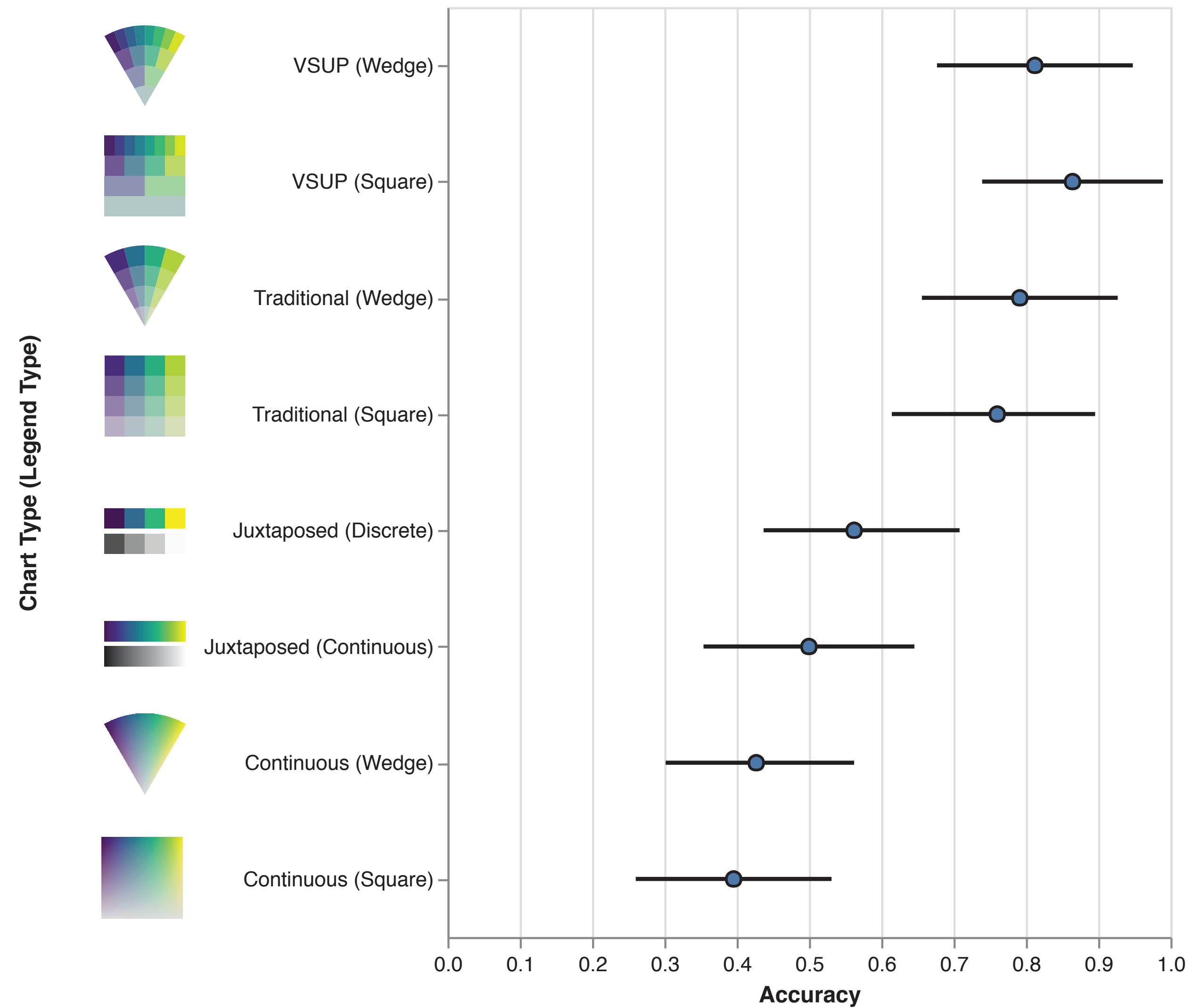
"safest locations"



[Correll et al., 2018]

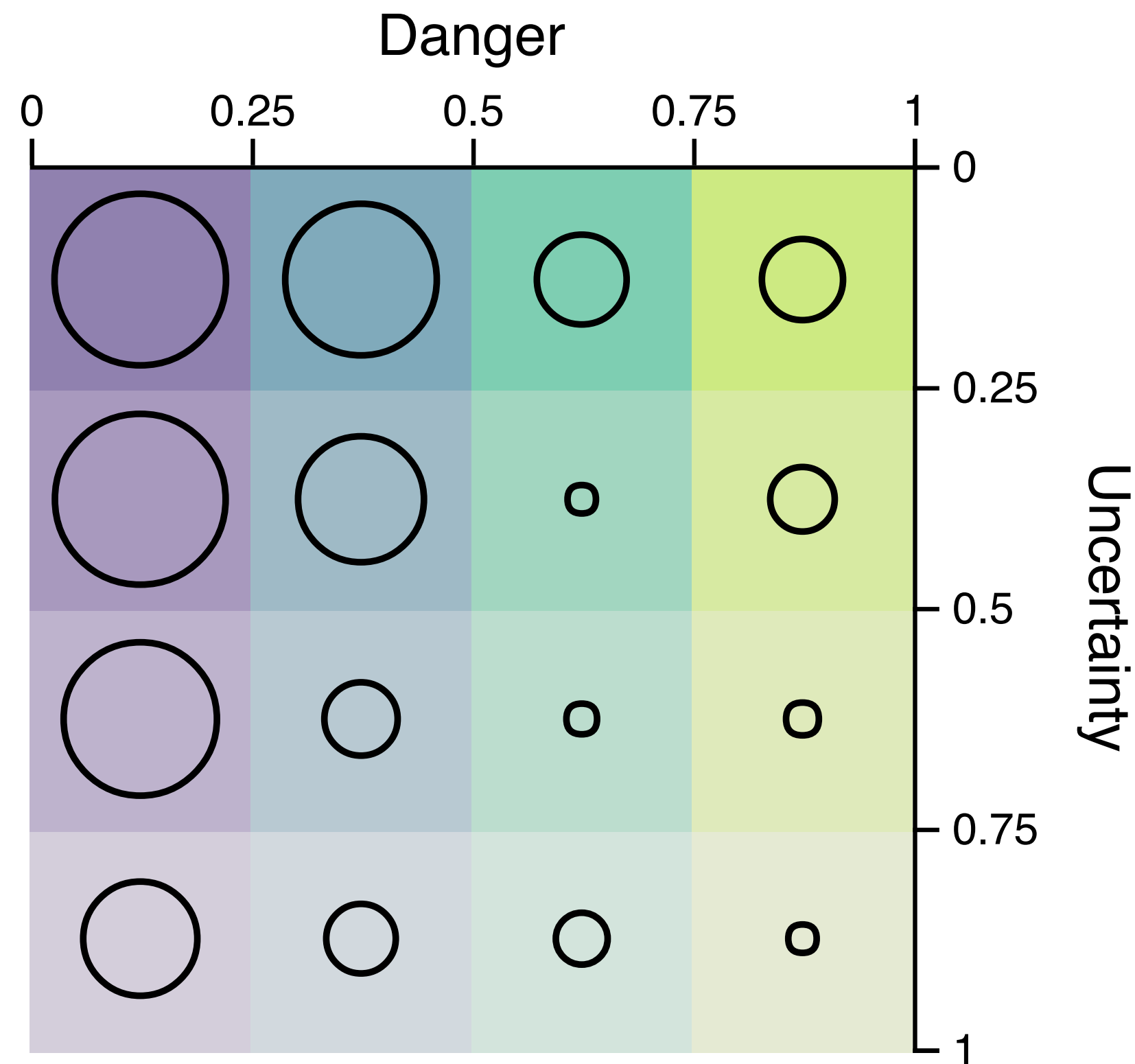


# Identification Results

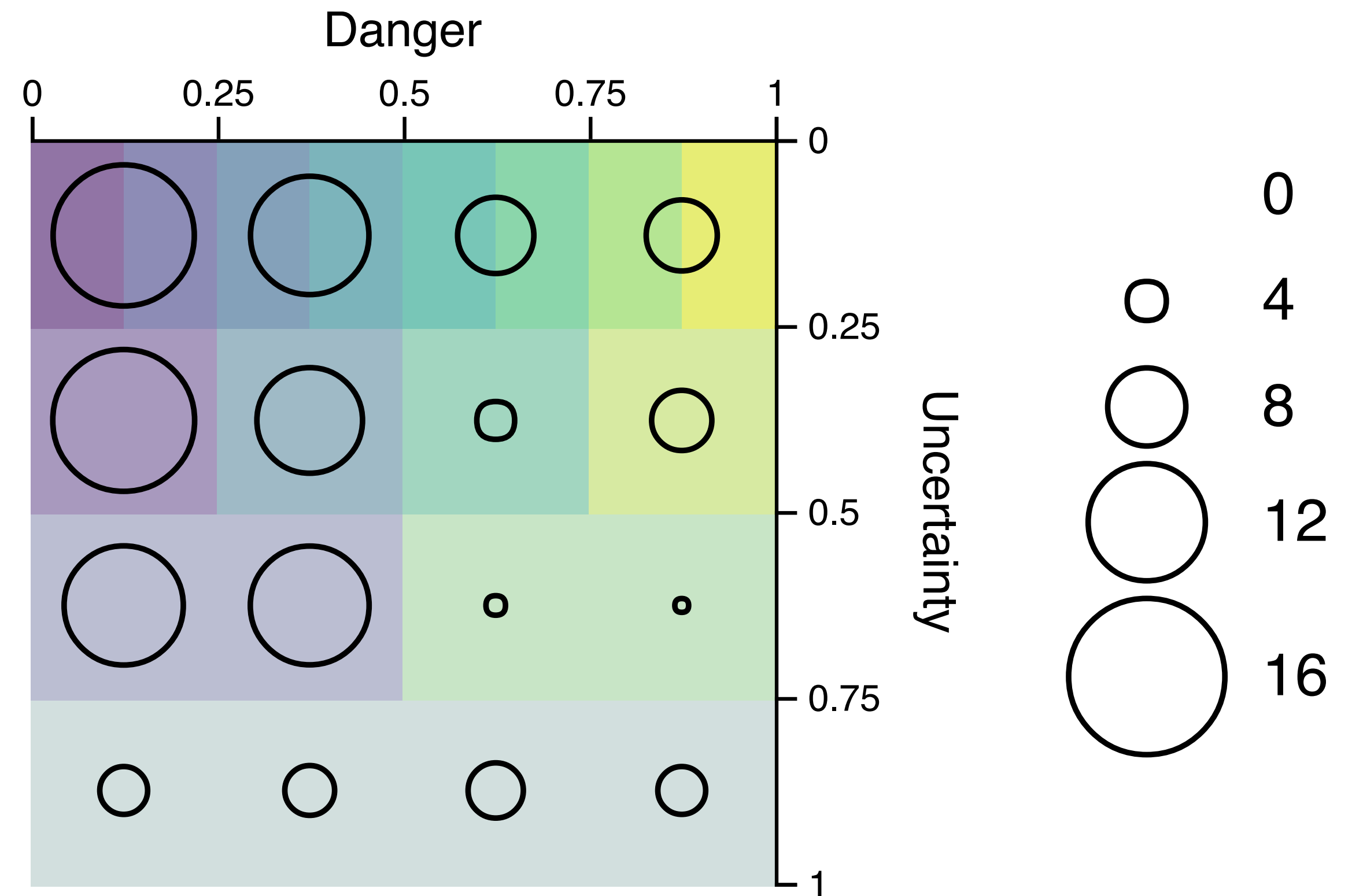


[Correll et al., 2018]

# Prediction Results



**Traditional Bivariate Map**



**VSUP**

[Correll et al., 2018]



# Results & Conclusions

---

- Legend shape has no significant effect
- Some indication that people avoid high uncertainty with VSUPs
- Tradeoff is that people do choose targets with higher danger when using a VSUP
- VSUPs present uncertainty information **simultaneously** (superimposed) instead of juxtaposed
- VSUPs encode value and uncertainty via **discrete, quantized bins** instead of continuously

[Correll et al., 2018]

# Geospatial Data

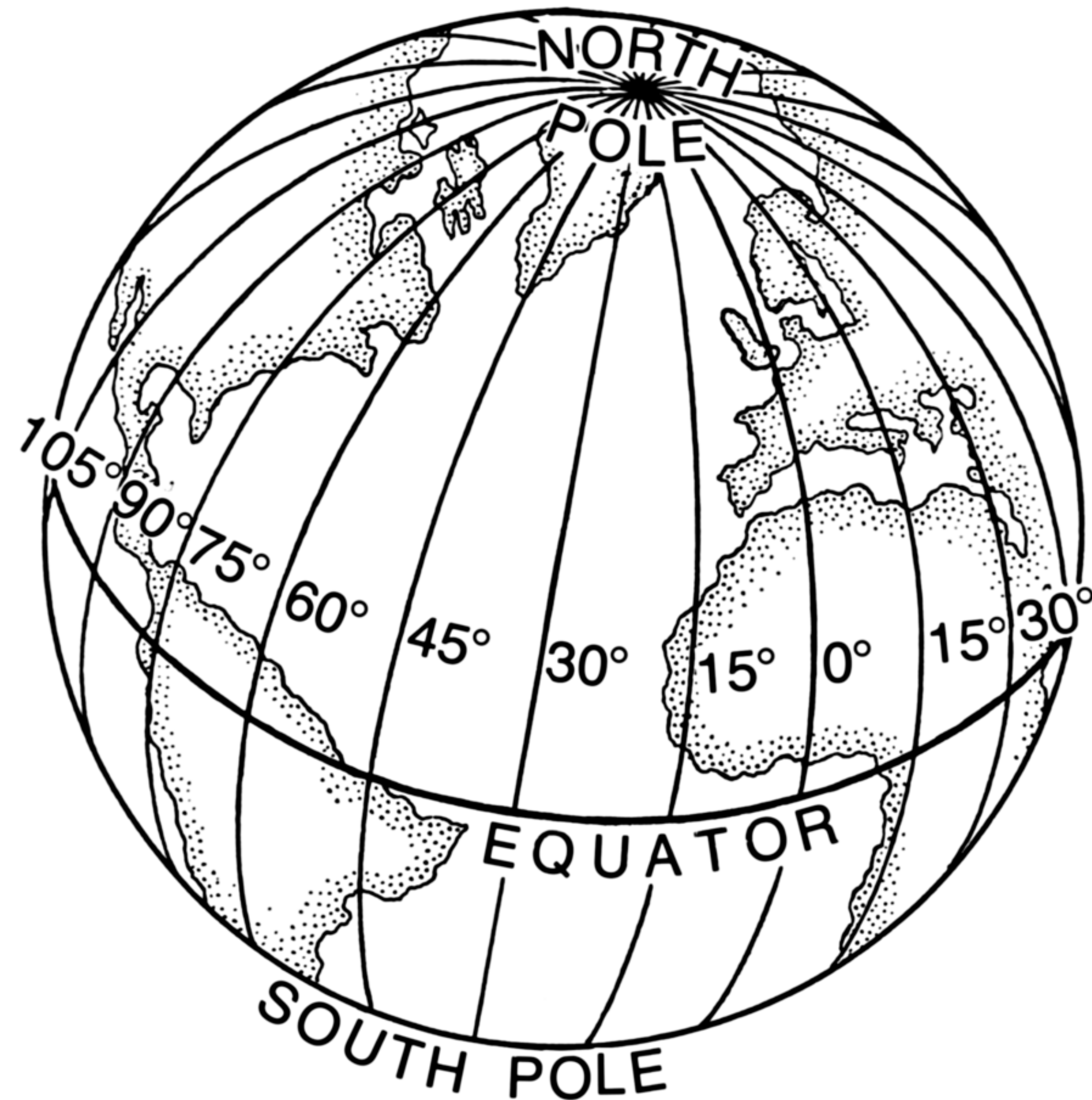
# Geographic Data

---

- Spatial data (have positions)
- Cartography: the science of drawing maps
  - Lots of history and well-established procedures
  - May also have non-spatial attributes associated with items
  - Thematic cartography: integrate these non-spatial attributes (e.g. population, life expectancy, etc.)
- Goals:
  - Respect cartographic principles
  - Understand data with geographic references with the visualization principles

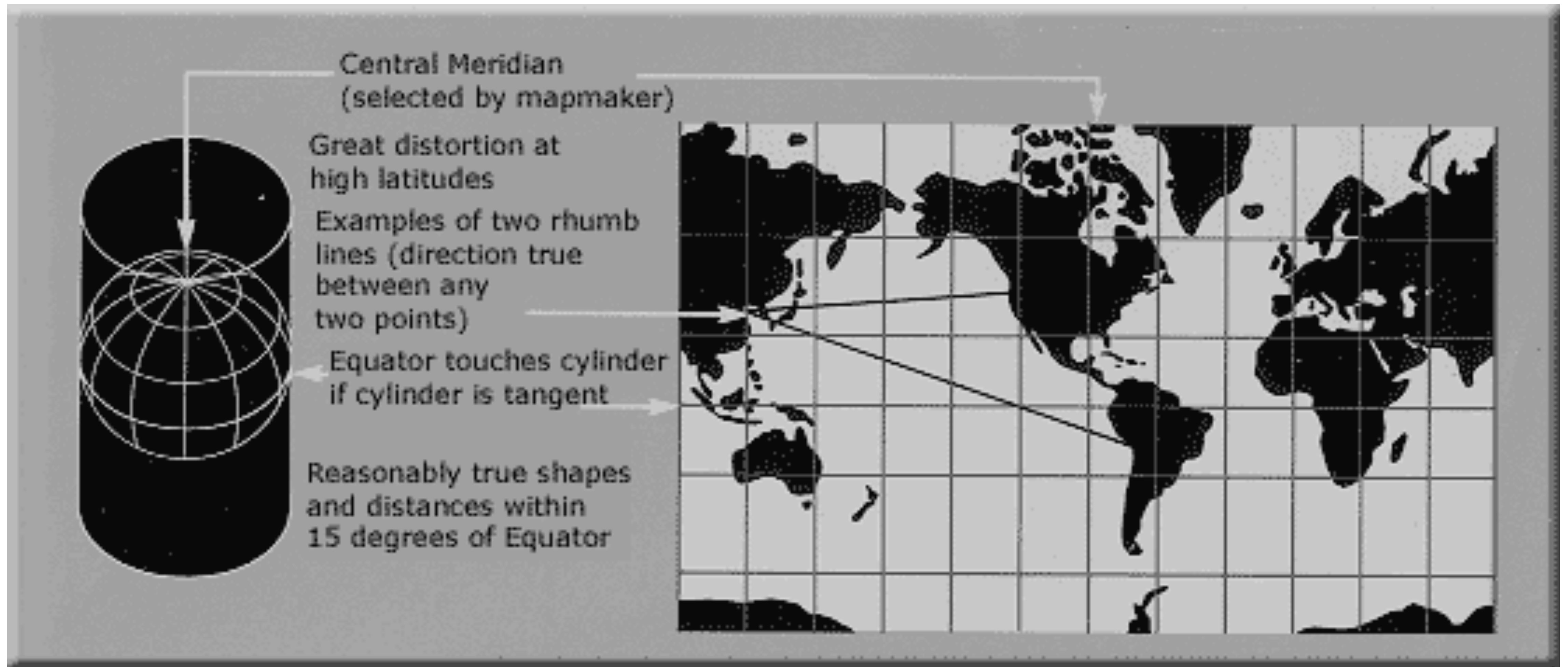


# Map Projection



[P. Foresman, Wikimedia]

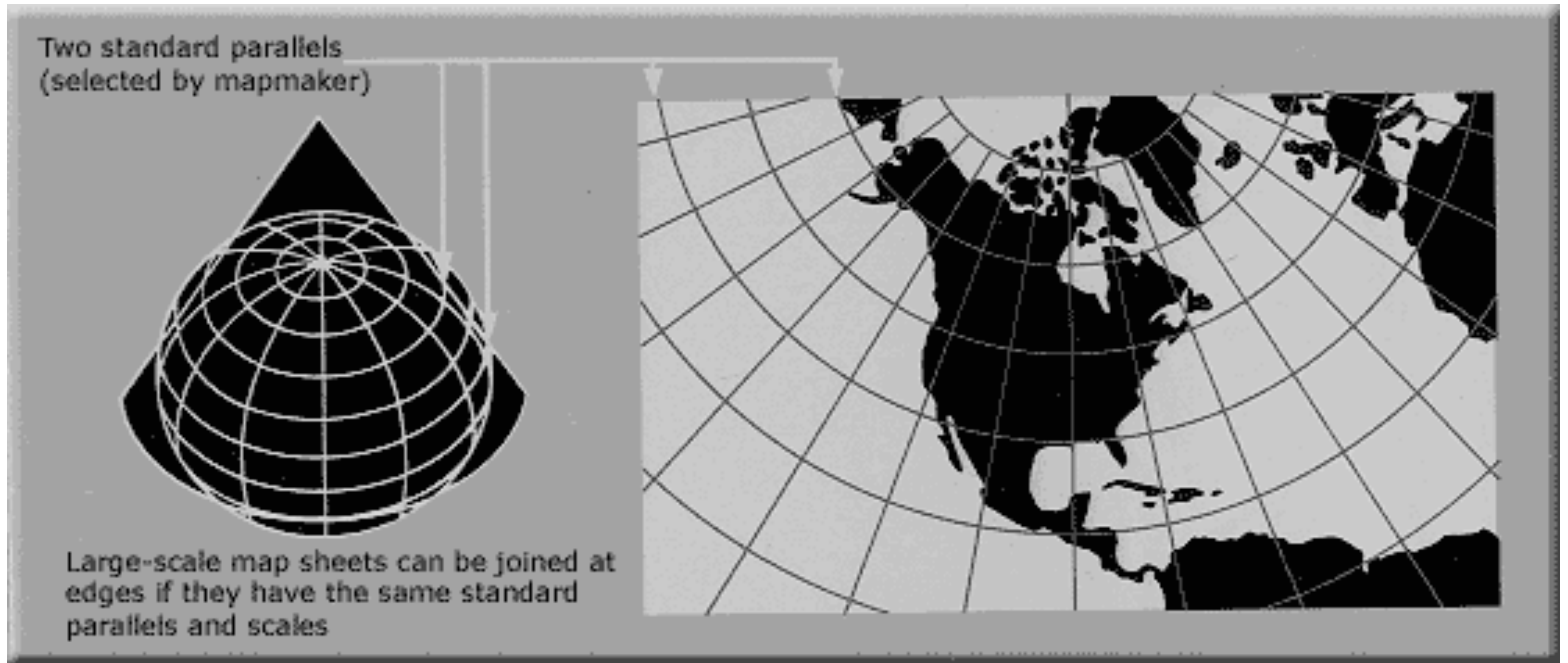
# Flattening the Sphere?



[USGS Map Projections]



# Lambert Conformal Conic Projection

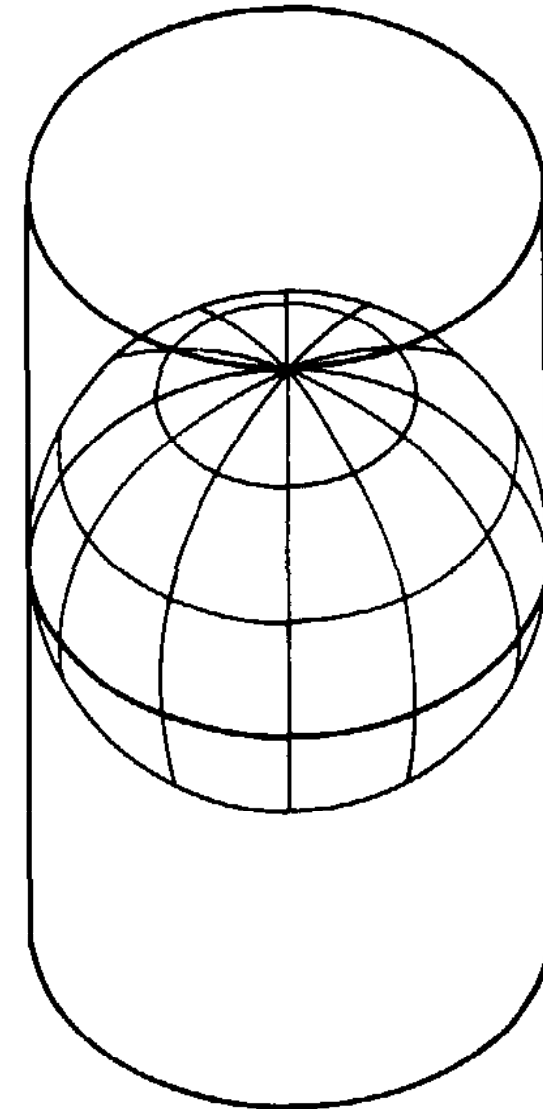


[USGS Map Projections]

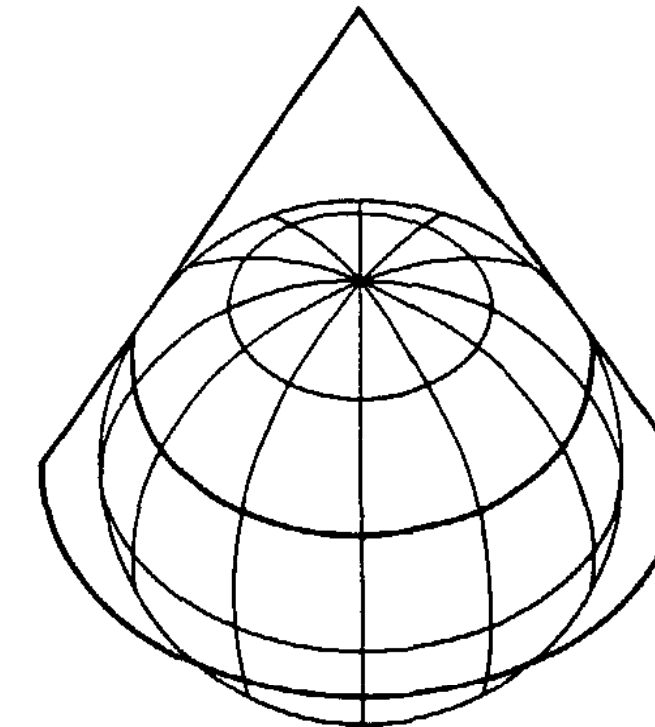


# Standard Projections

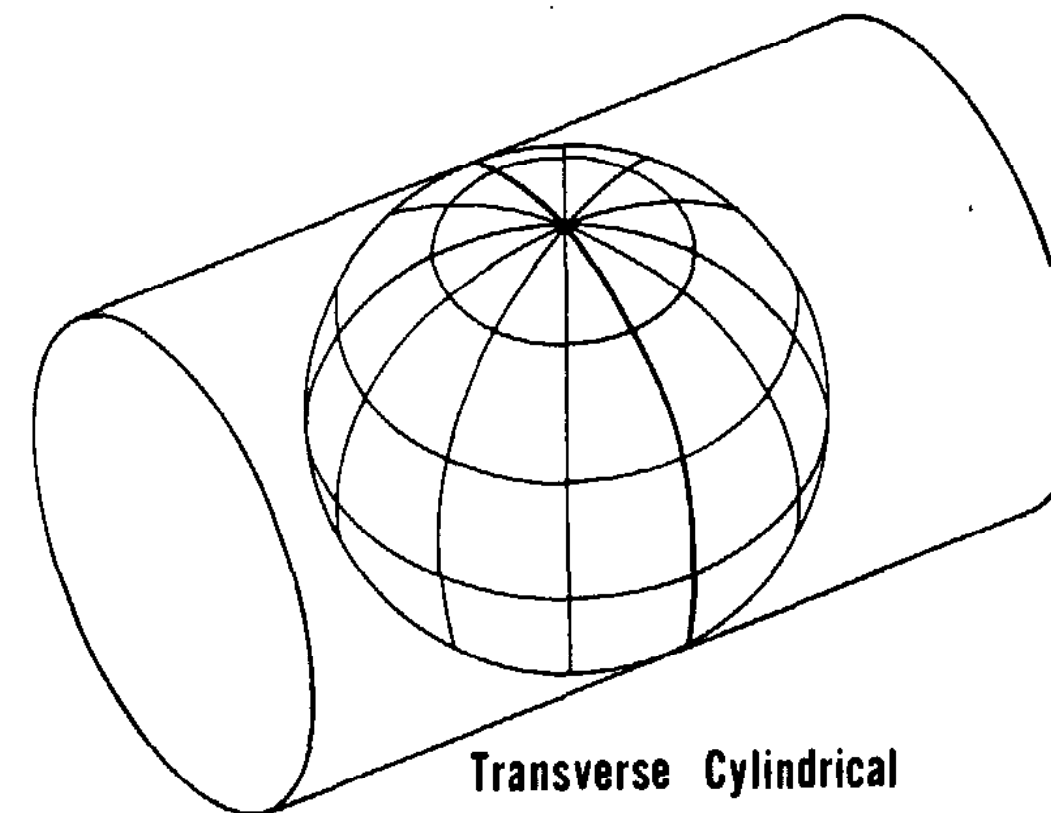
---



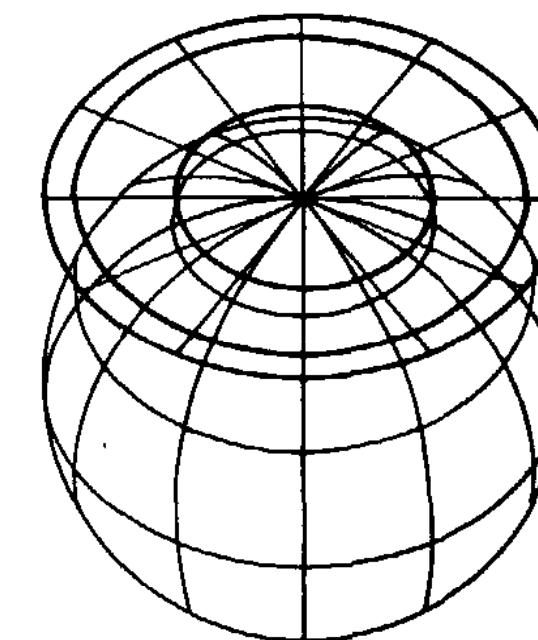
Regular Cylindrical



Regular Conic



Transverse Cylindrical



Polar Azimuthal  
(plane)

[J. P. Snyder, USGS]

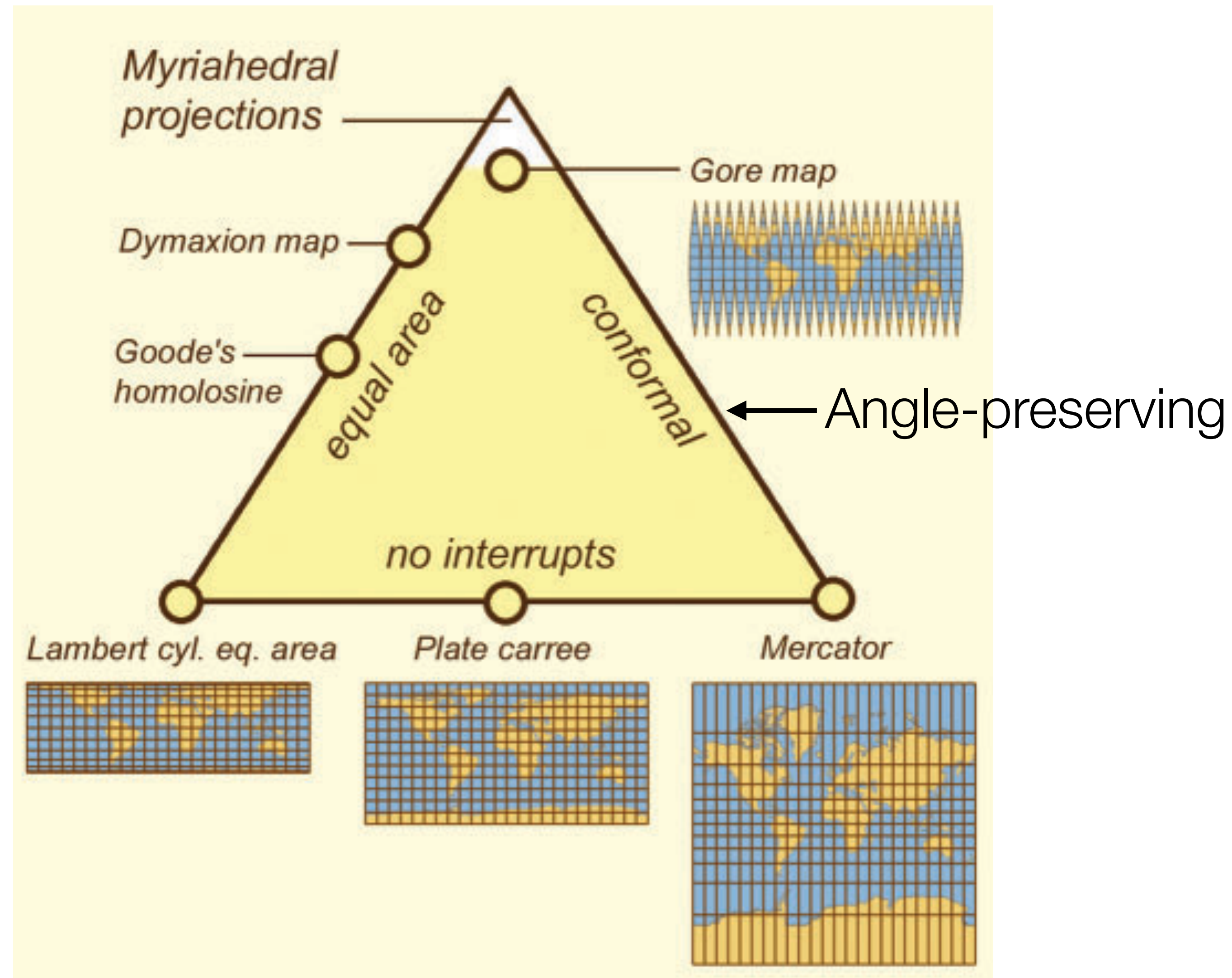
# Map Projections

---



[xkcd]

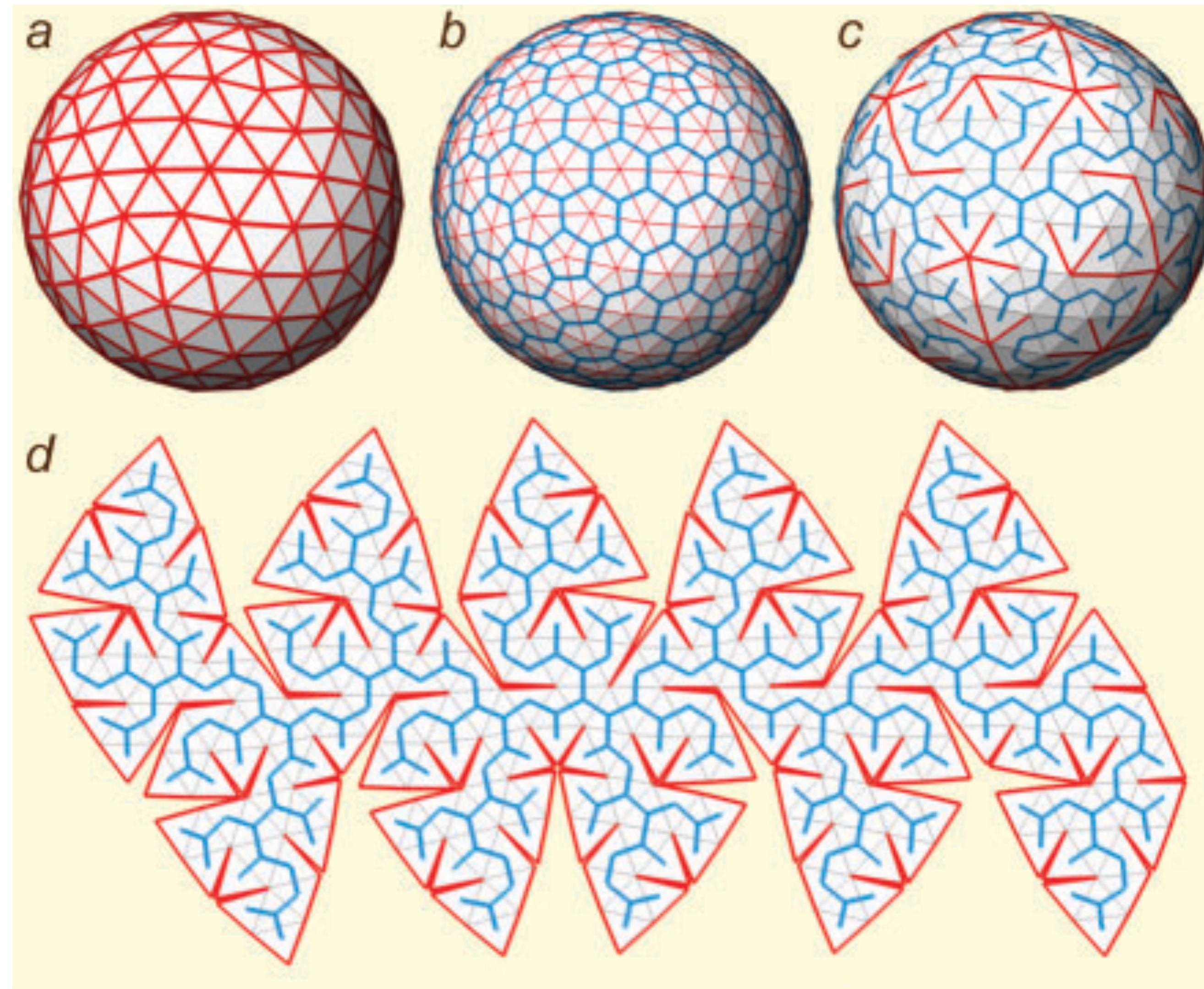
# Projection Classification



[J. van Wijk, 2008]



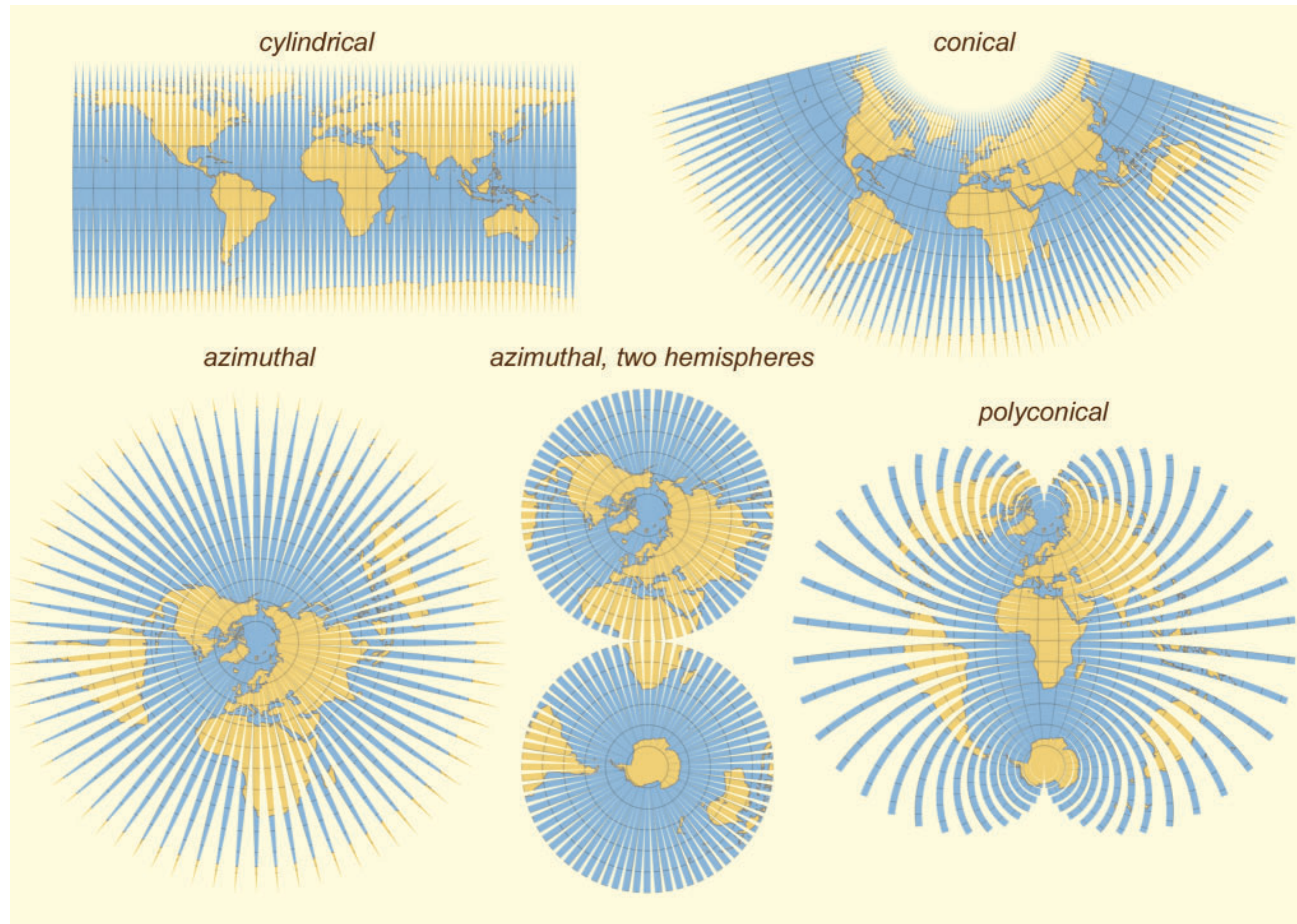
# Myriahedral Projections



[J. van Wijk, 2008]



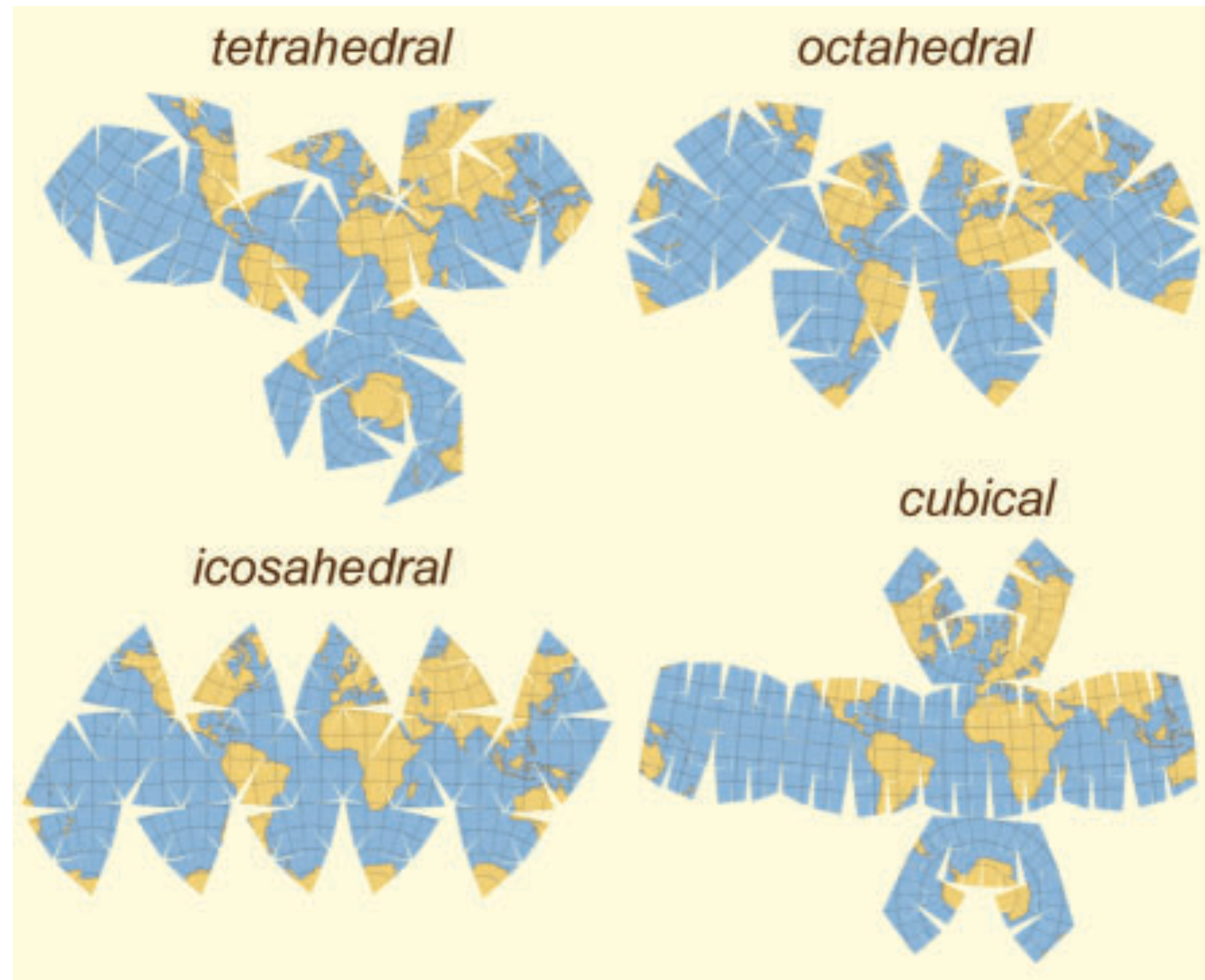
# Cut along parallels or meridians (graticules)



[J. van Wijk, 2008]



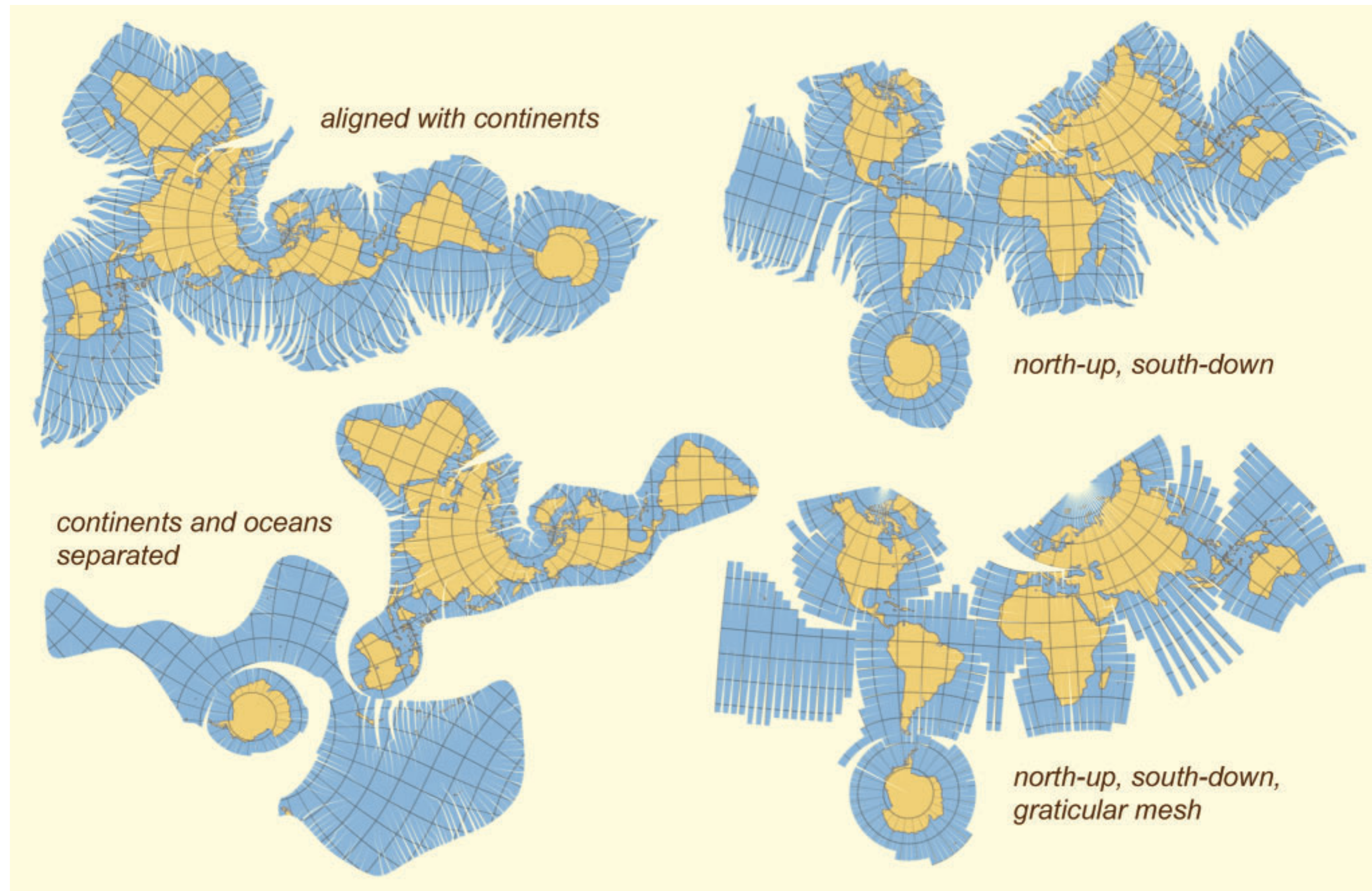
# Subdividing regular polyhedra



[J. van Wijk, 2008]



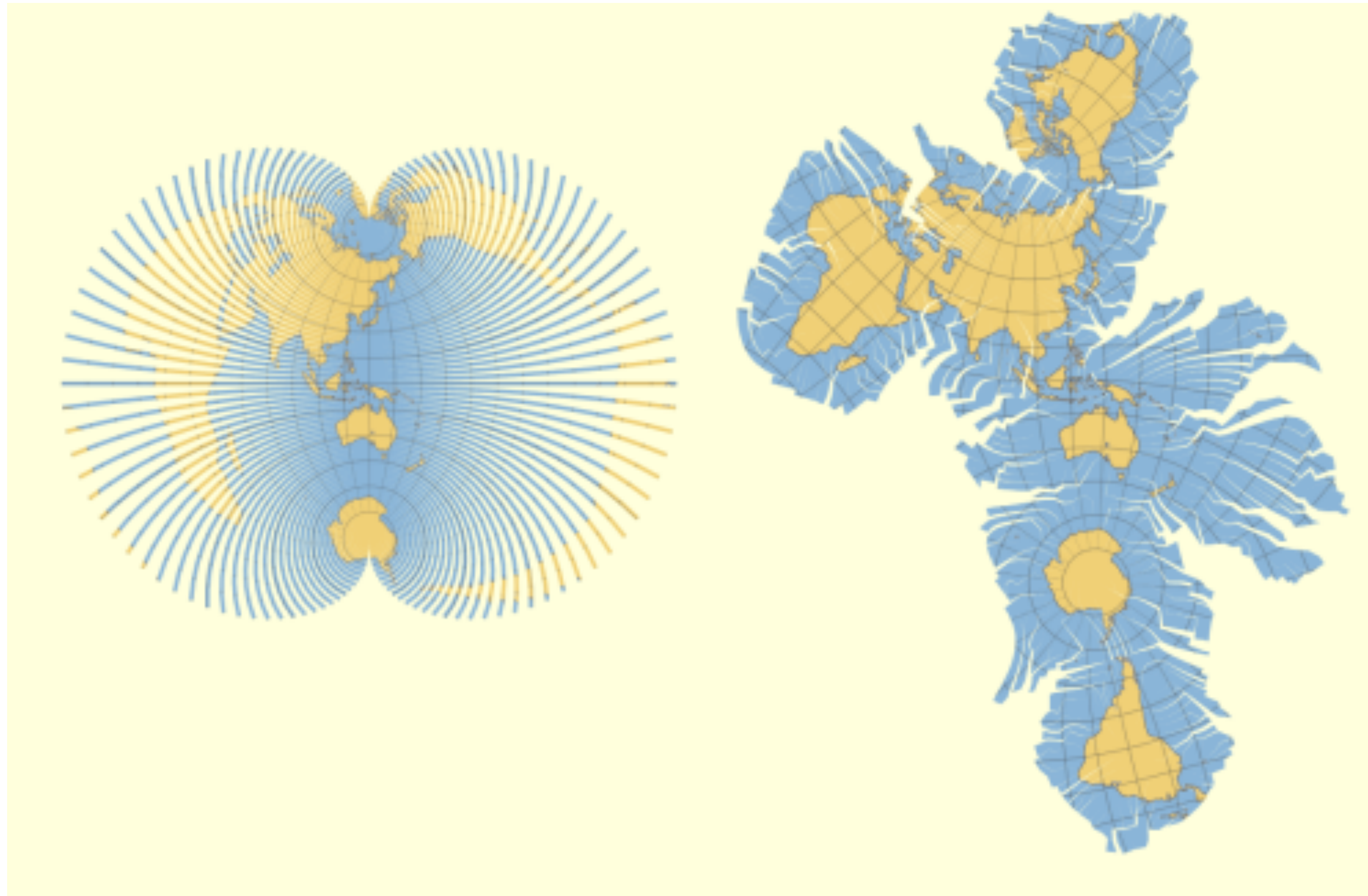
# Geographically-aligned



[J. van Wijk, 2008]



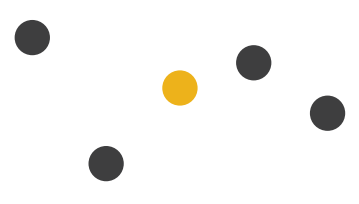
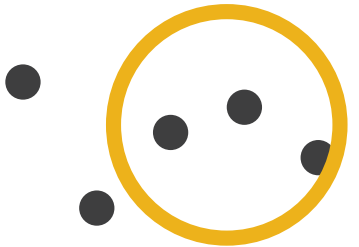

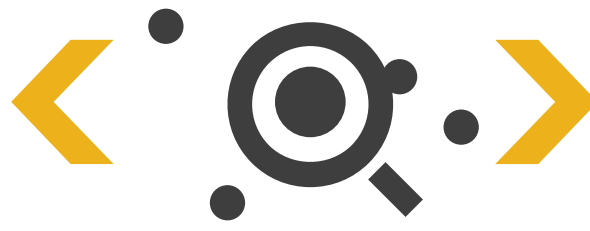
# Australia-centric



[J. van Wijk, 2008]



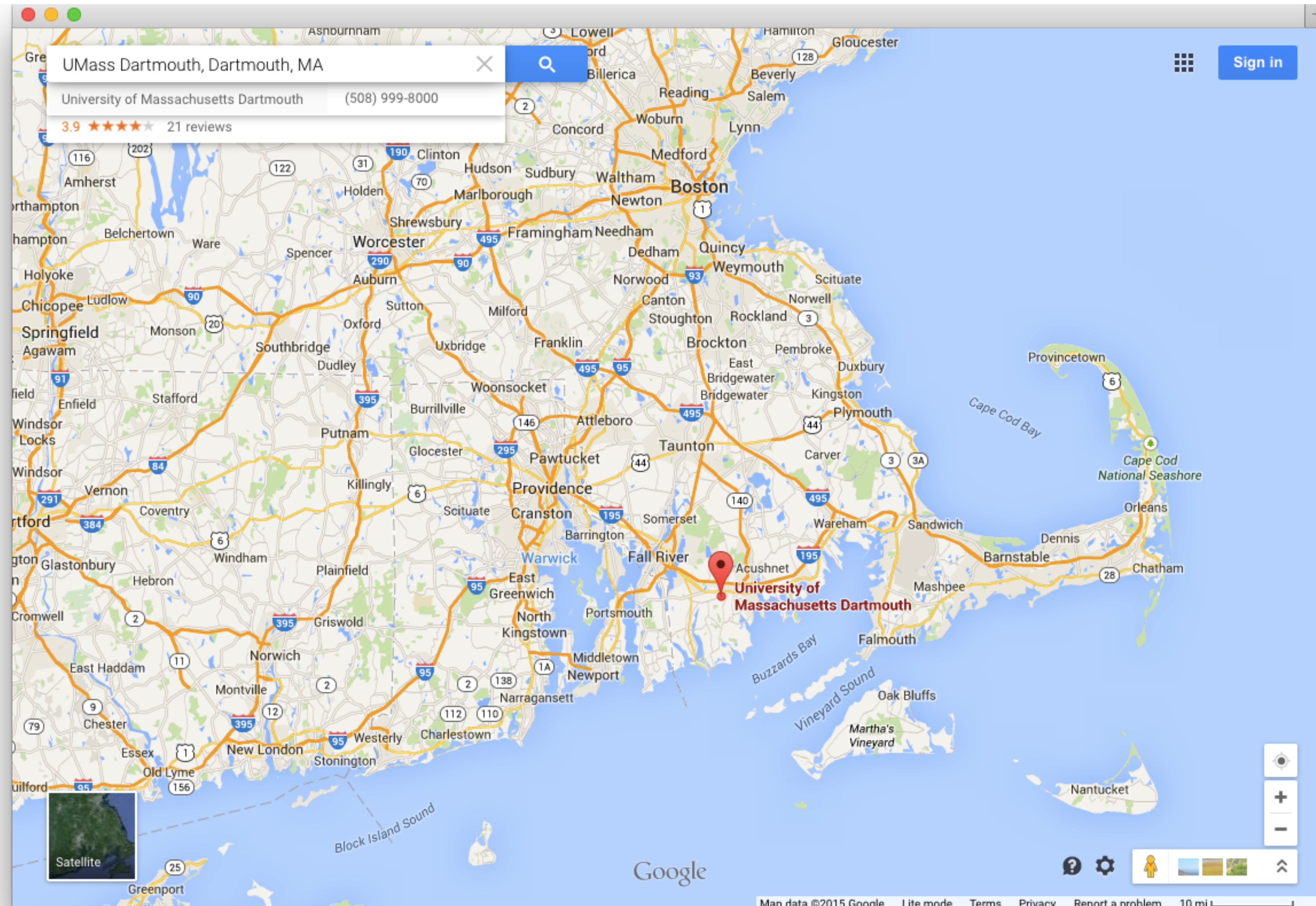
# Search Tasks

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

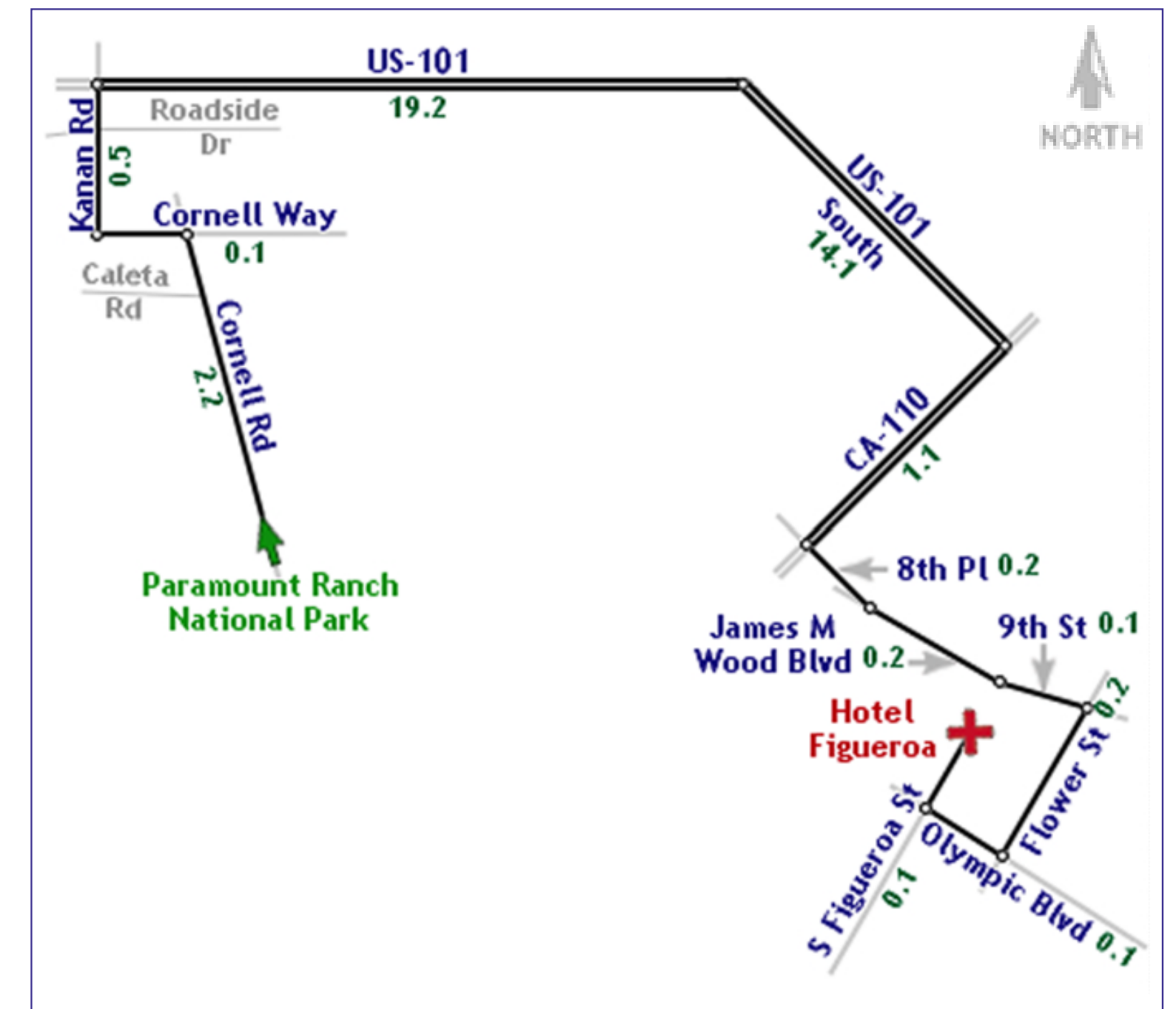
[Munzner (ill. Maguire), 2014]



# Lookup



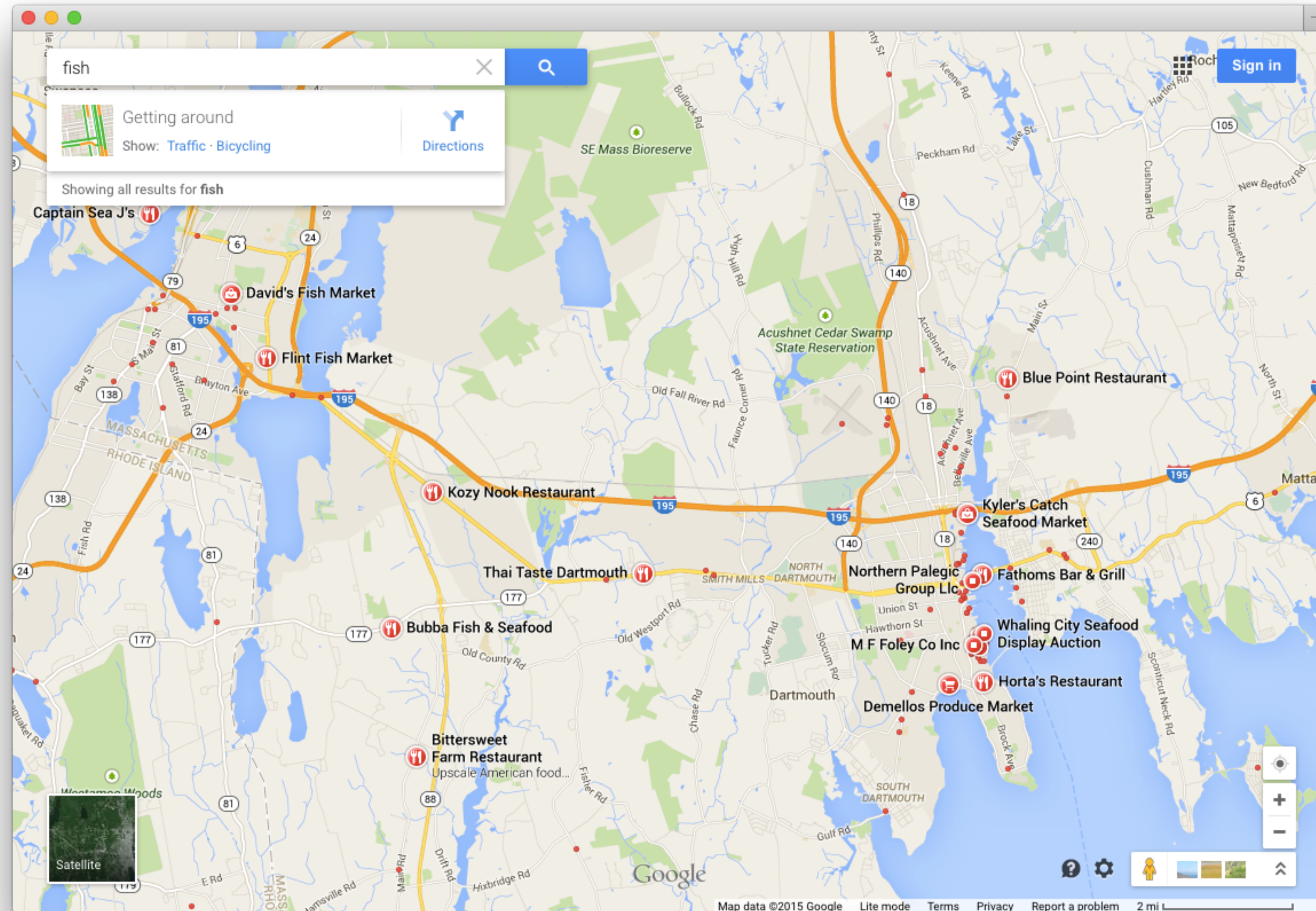




53



# Locate





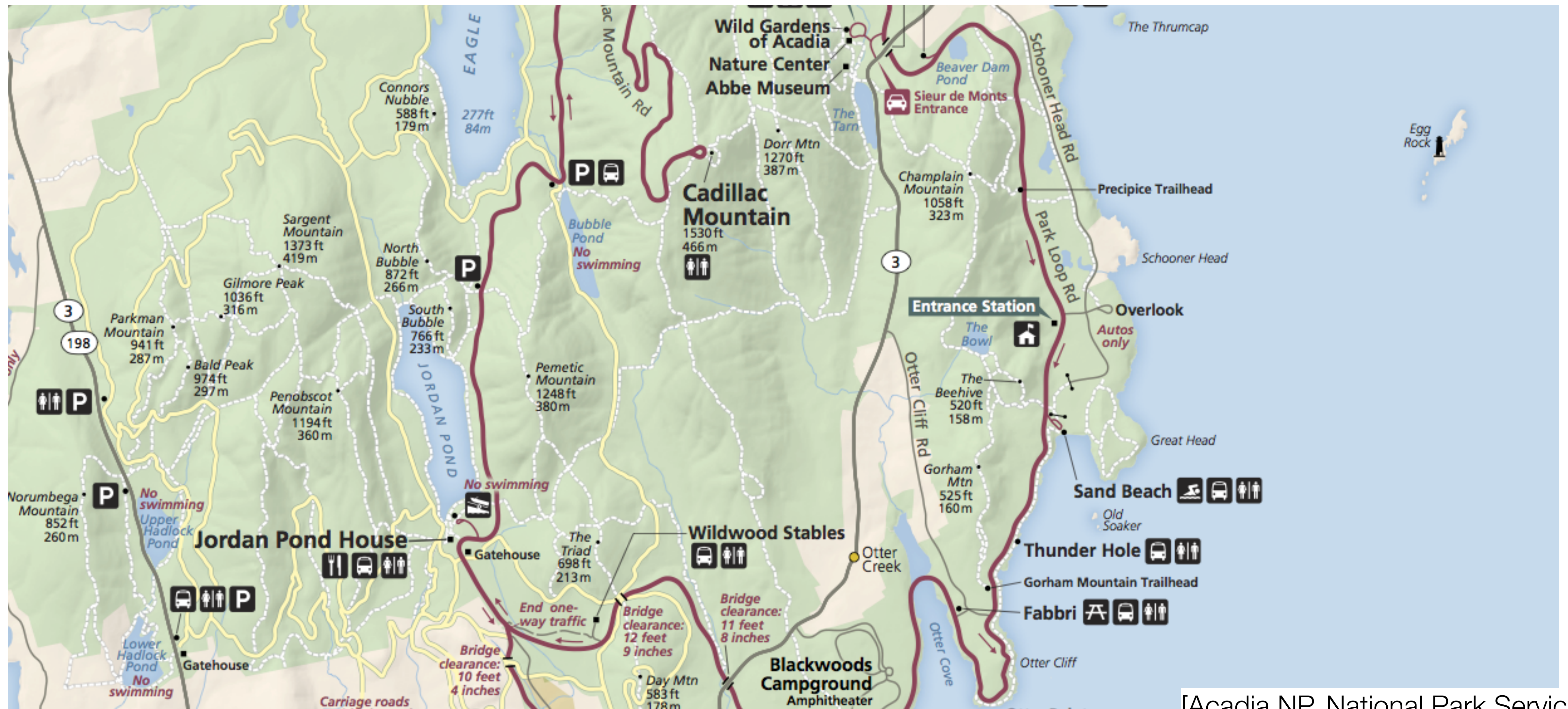
# Adding Data

---

- Discrete: a value is associated with a specific position
  - Size
  - Color Hue
  - Charts
- Continuous: each spatial position has a value (fields)
  - Heatmap
  - Isolines



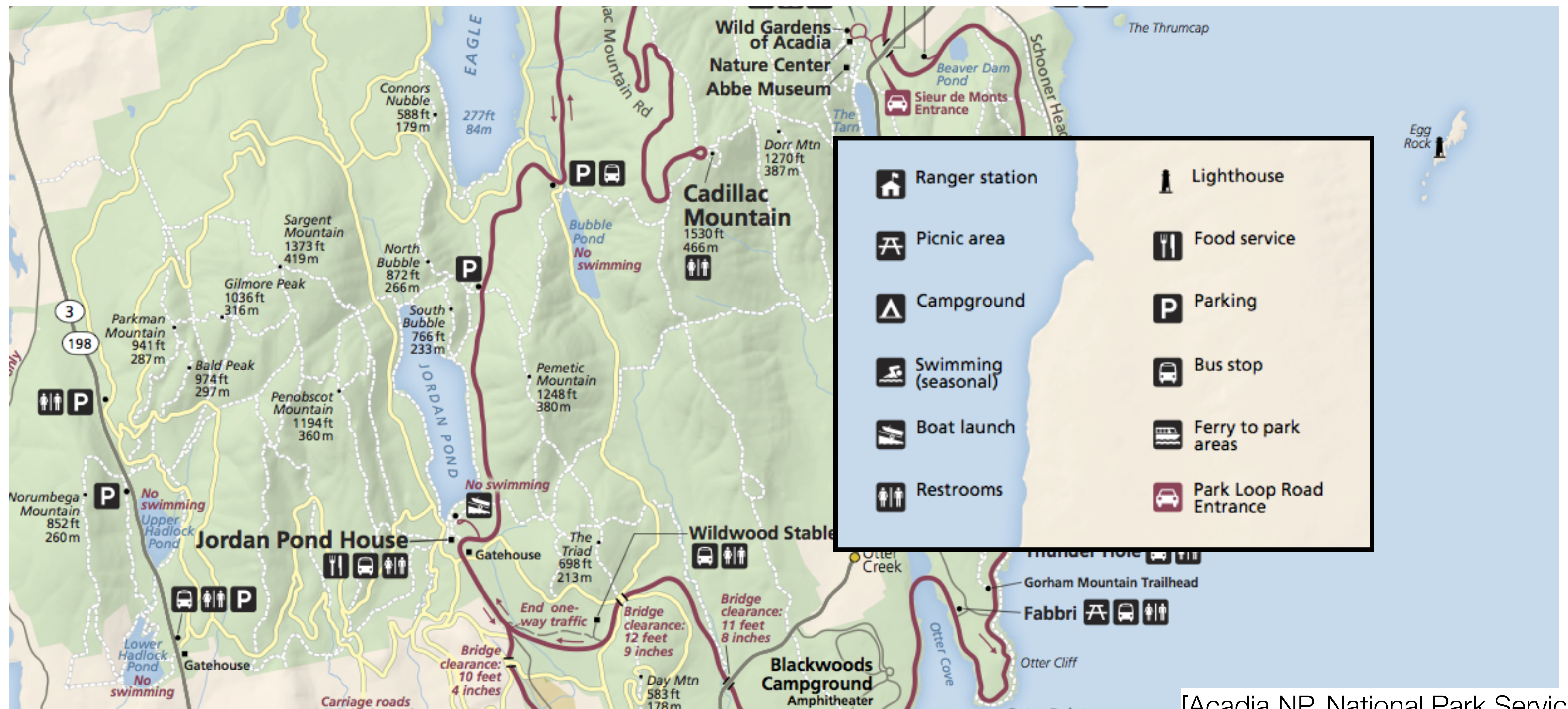
# Discrete Categorical Attribute: Shape



[Acadia NP, National Park Service]



# Discrete Categorical Attribute: Shape



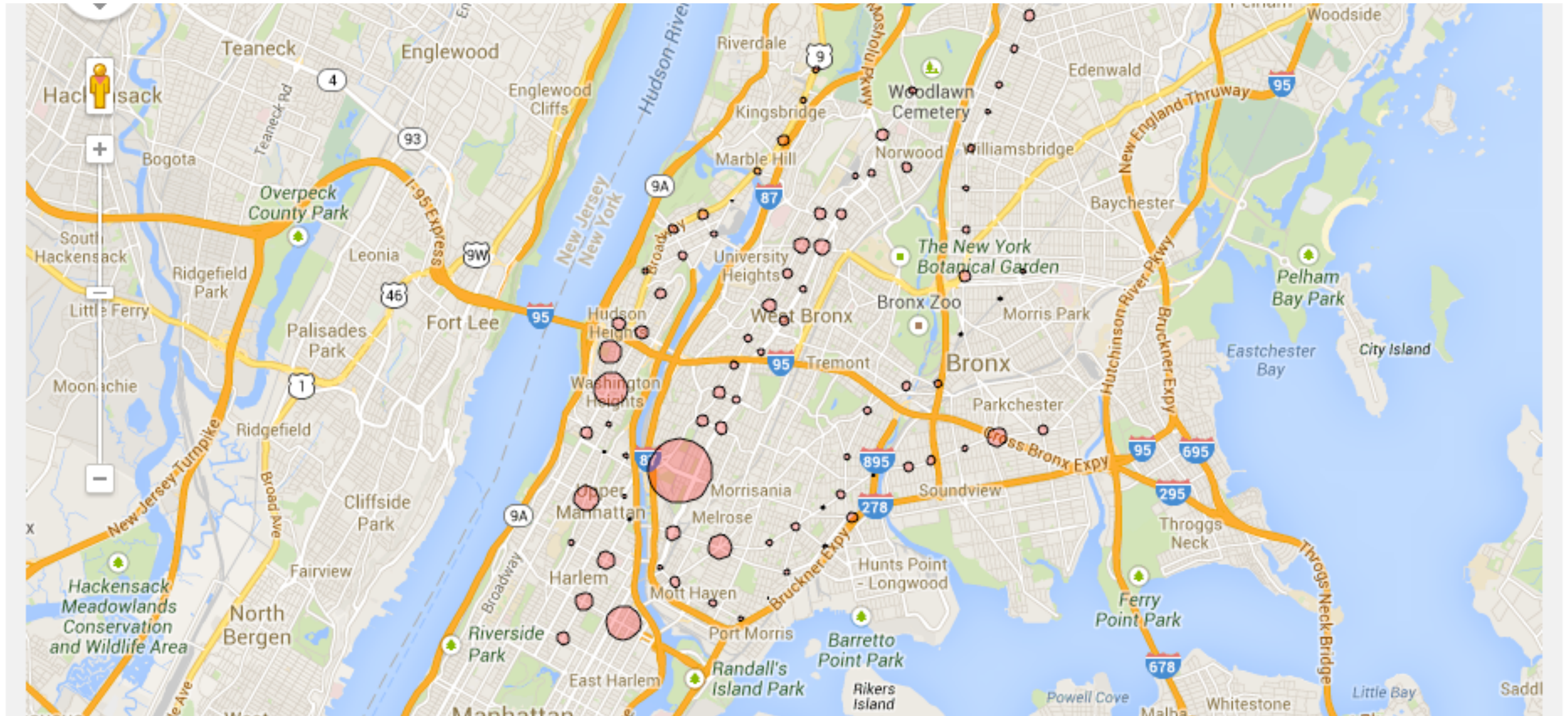
[Acadia NP, National Park Service]



A map of New York City and surrounding areas, including parts of New Jersey and Connecticut. The map displays the distribution of 1000 restaurants, marked by colored dots. The dots are concentrated in the Manhattan area, particularly in the Midtown and Downtown regions, and are more sparsely distributed in the surrounding areas. The map also shows major highways, water bodies, and city boundaries. The legend indicates that the dots represent the location of the restaurants, with colors corresponding to the restaurant type: red for Italian, green for Mexican, blue for Chinese, and yellow for American.



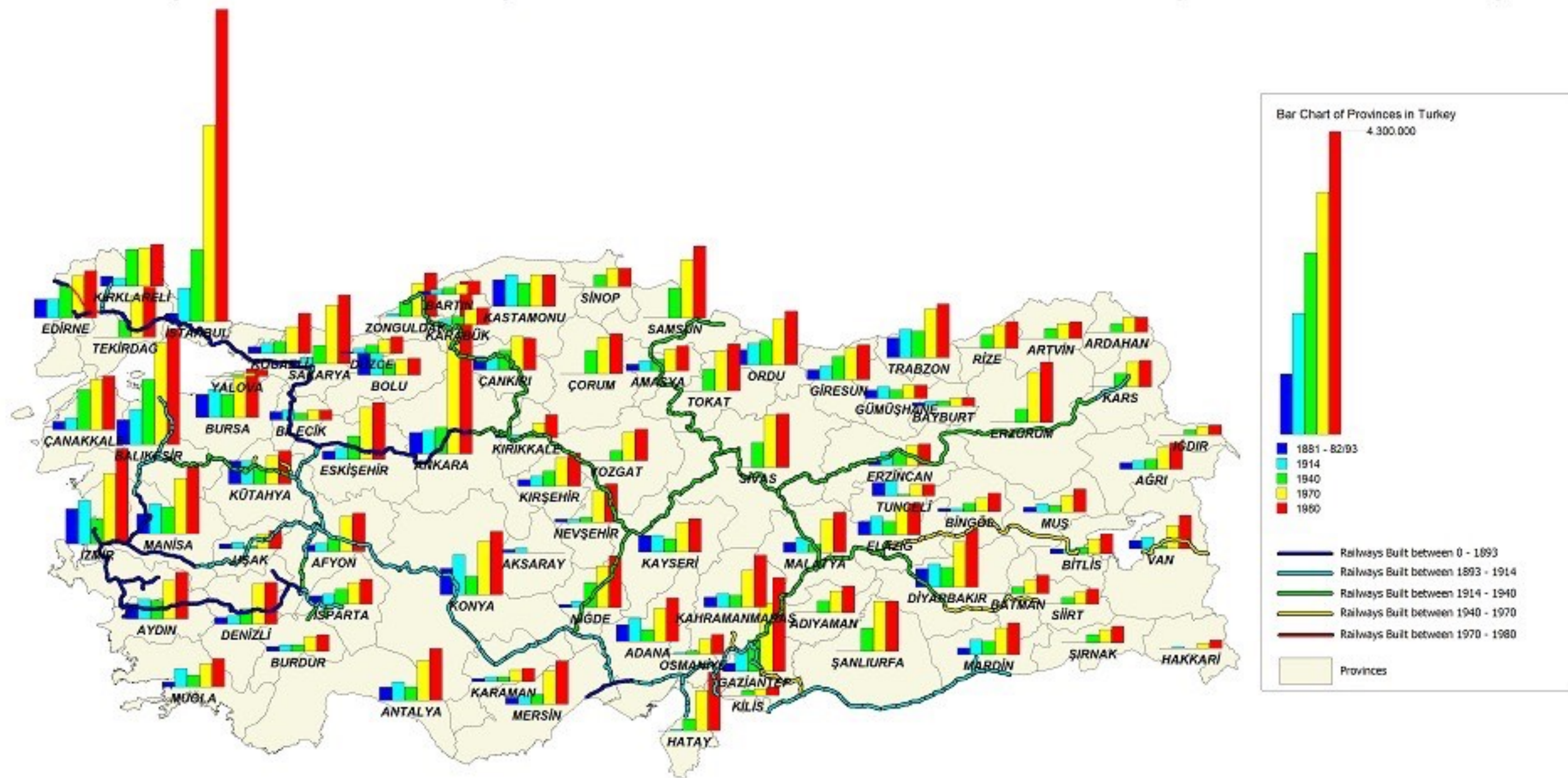
# Discrete Quantitative Attribute: Size





# Discrete Quantitative Attributes: Bar Chart

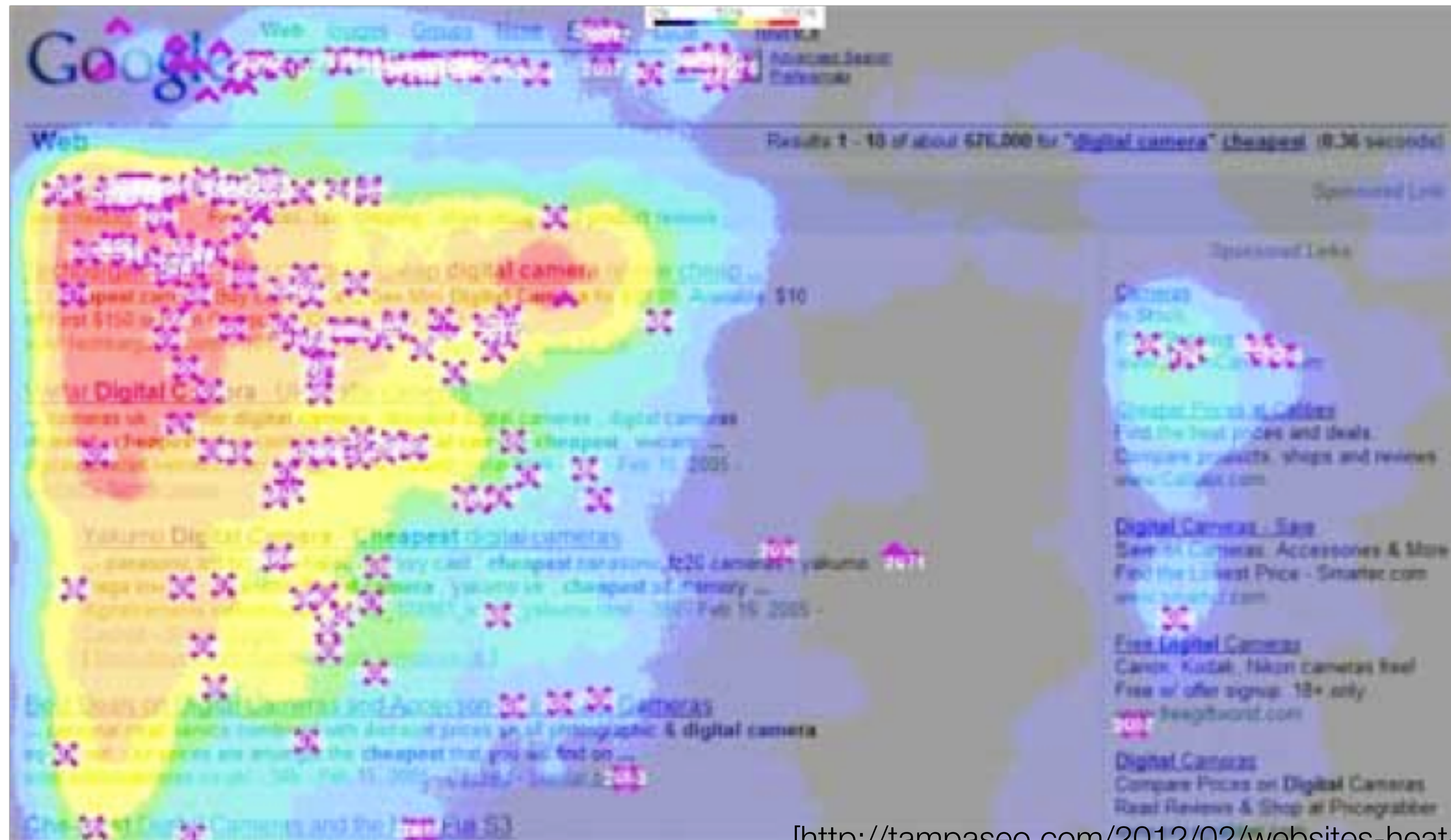
Railway Network Development and Bar Chart of Province Population in Turkey



[<http://mis4gis.com/hgistr.org/>]



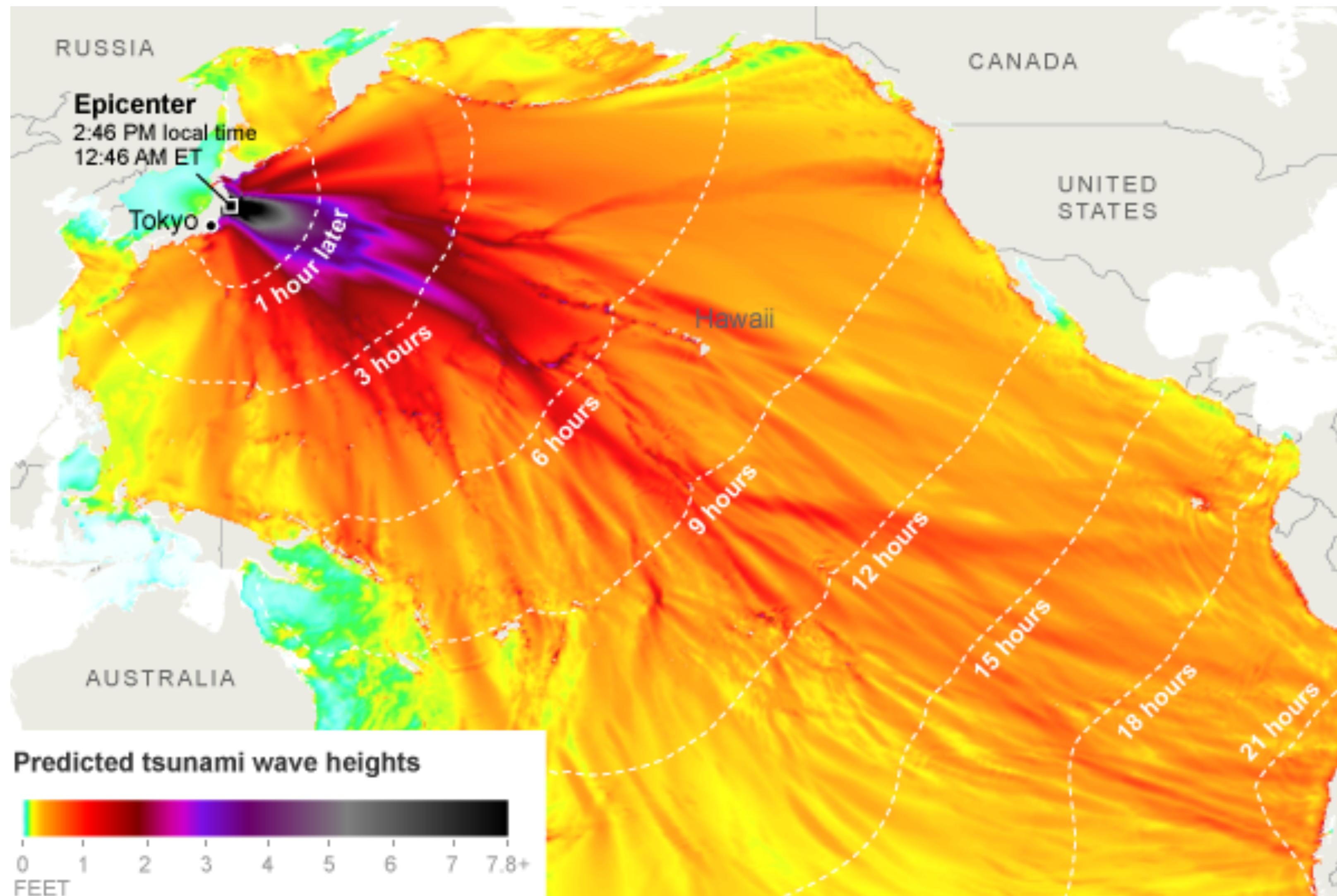
# Continuous Quantitative Attribute: Color Hue



[<http://tampaseo.com/2012/02/websites-heat-mapping-users/>]



# Time as the attribute



[NYTimes]



# Isolines



[USGS via Wikipedia]



# Isolines

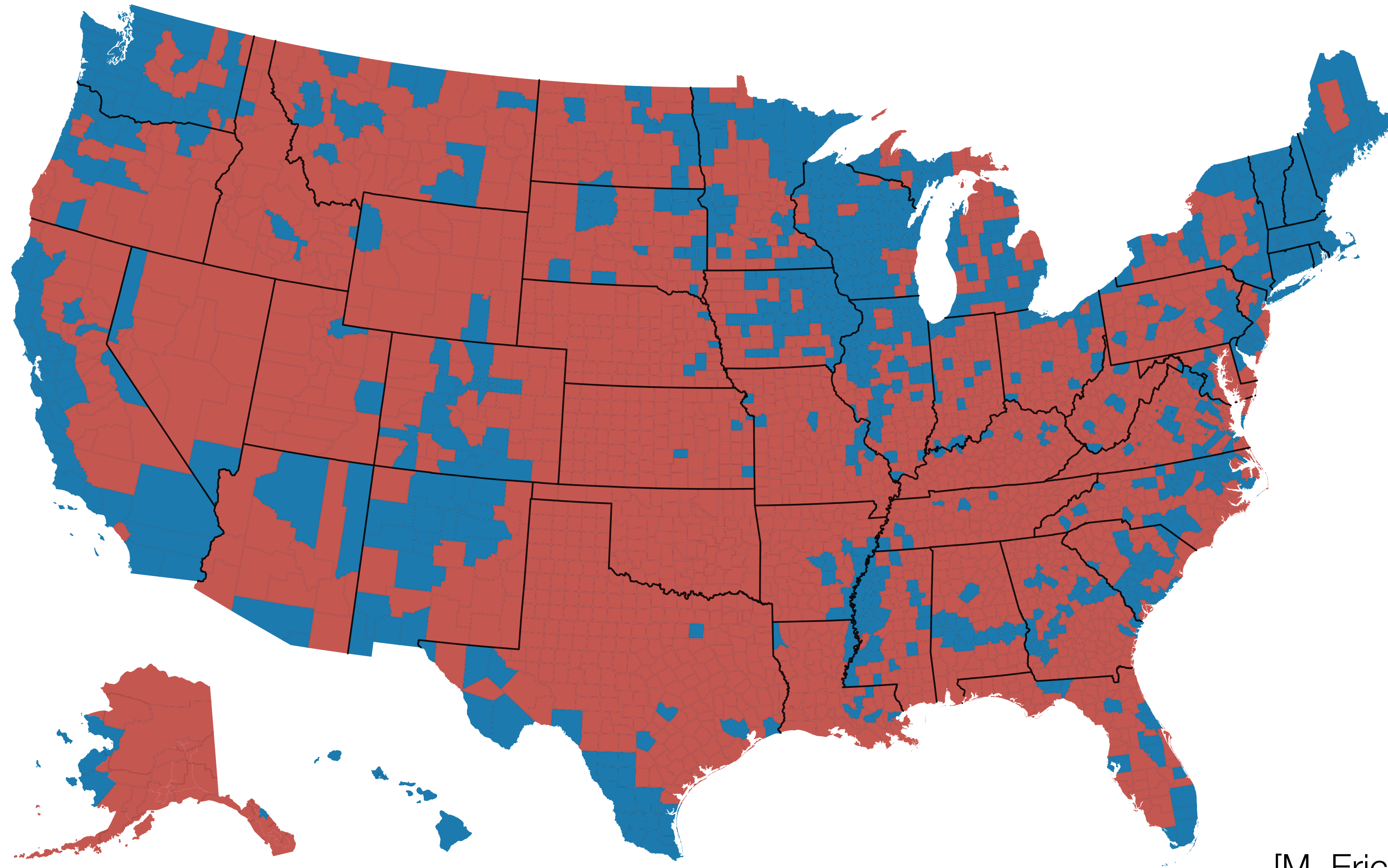
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- Scalar fields:
  - value at each location
  - sampled on grids
- Isolines use **derived data** from the scalar field
  - Interpret field as representing continuous values
  - Derived data is **geometry**: new lines that represent the same attribute value
- Scalability: dozens of levels
- Other encodings?



# Choropleth (Two Hues)

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[M. Ericson, New York Times]

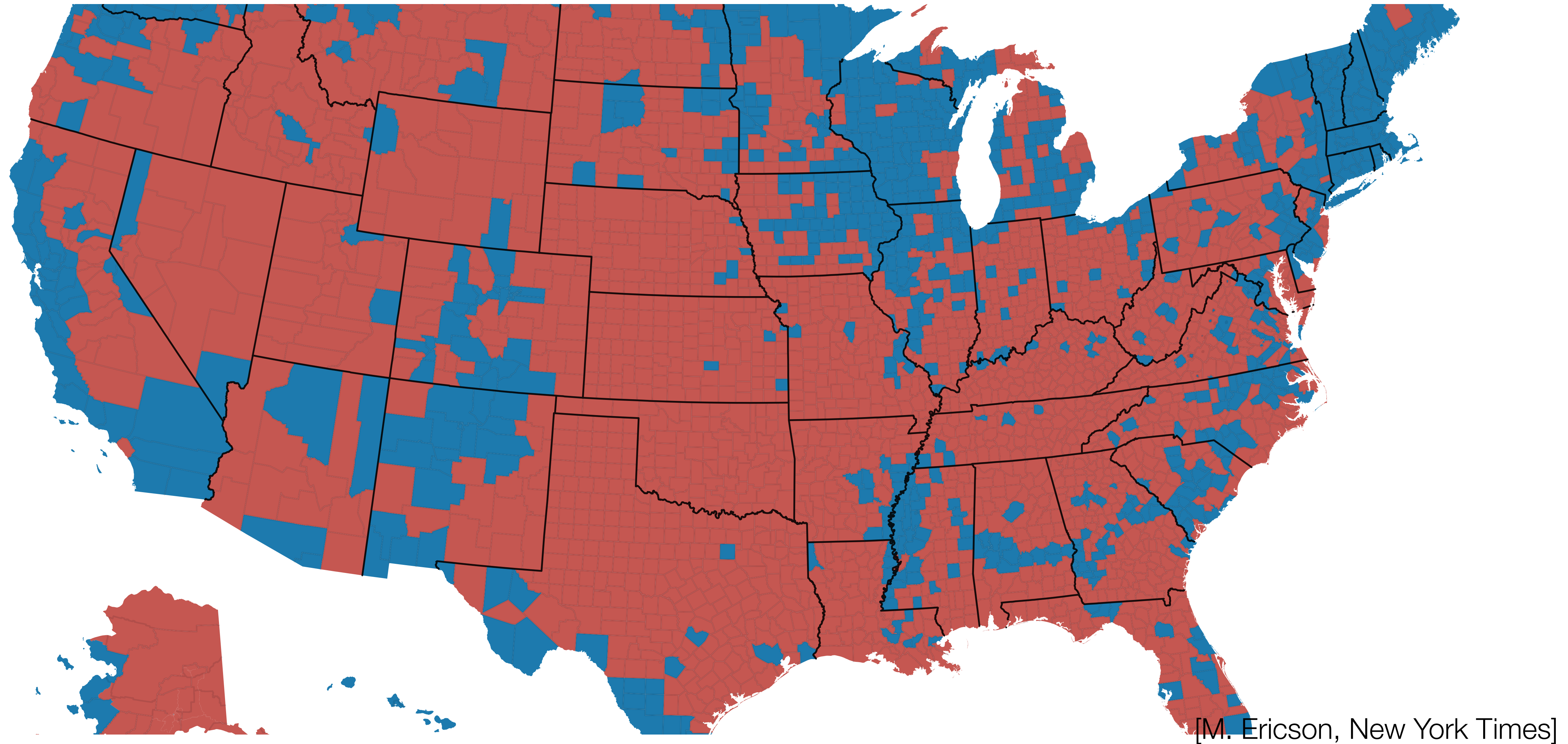
# Choropleth Map

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- Data: geographic geometry data & one quantitative attribute per region
- Tasks: trends, patterns, comparisons
- How: area marks from given geometry, color hue/saturation/luminance
- Scalability: thousands of regions
  
- Design choices:
  - Colormap
  - Region boundaries (level of summarization)

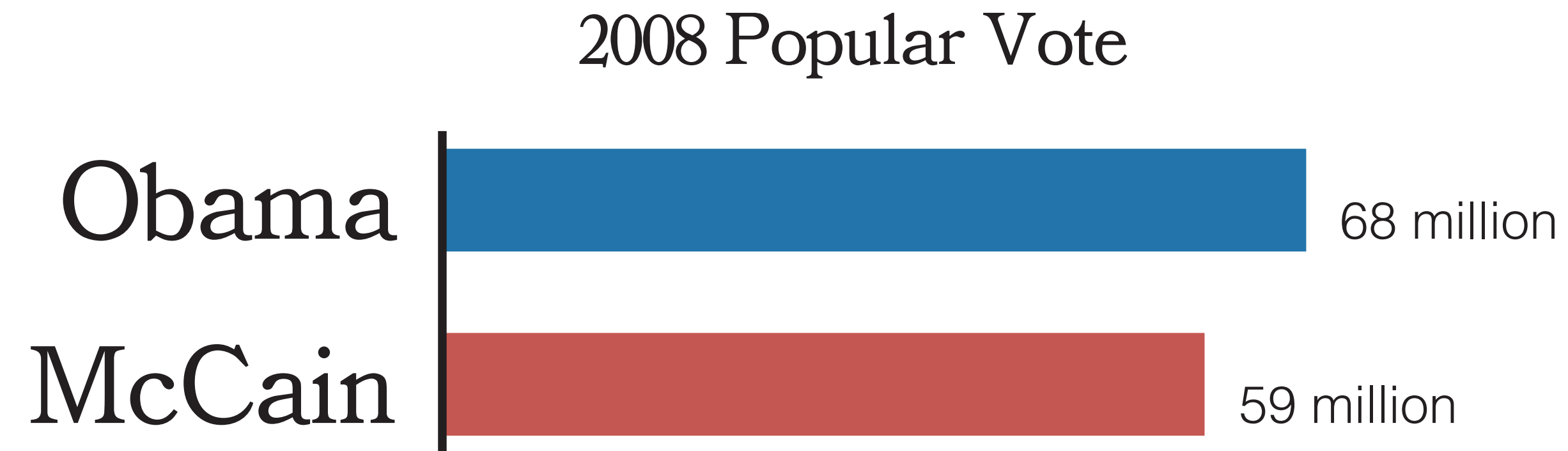


# Choropleth (Two Hues)



# Problem?

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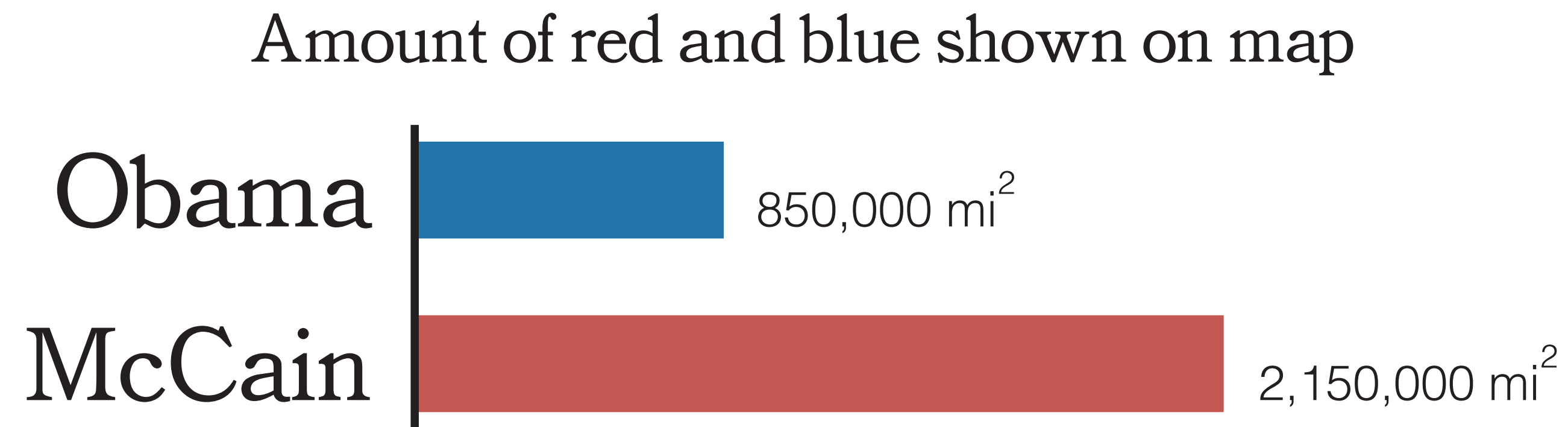
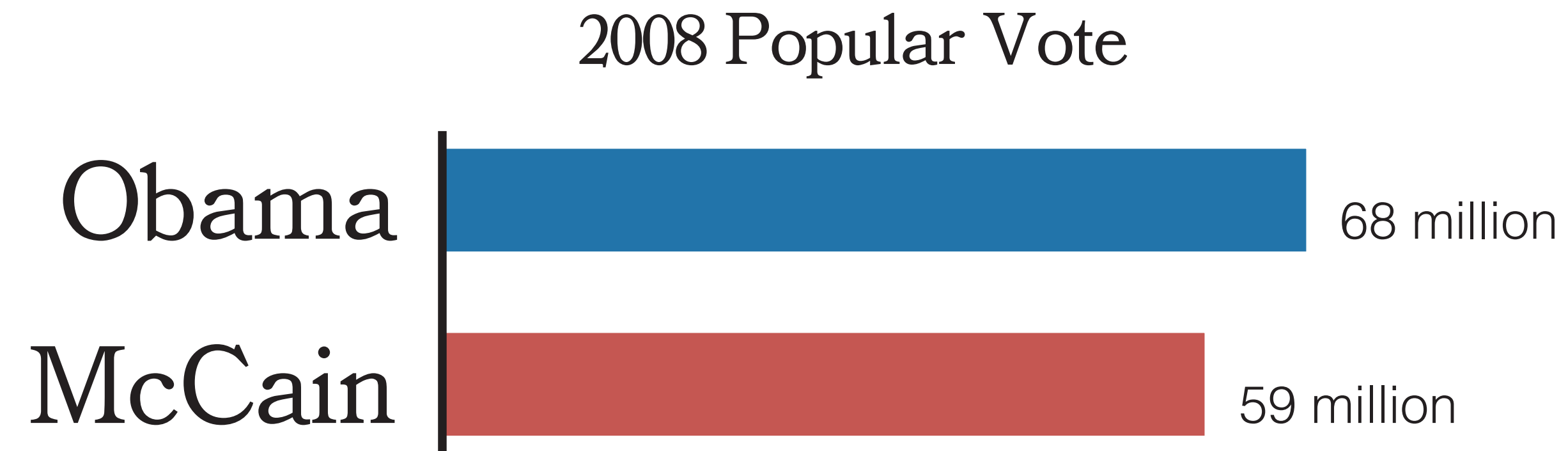


[M. Ericson, New York Times]



# Problem?

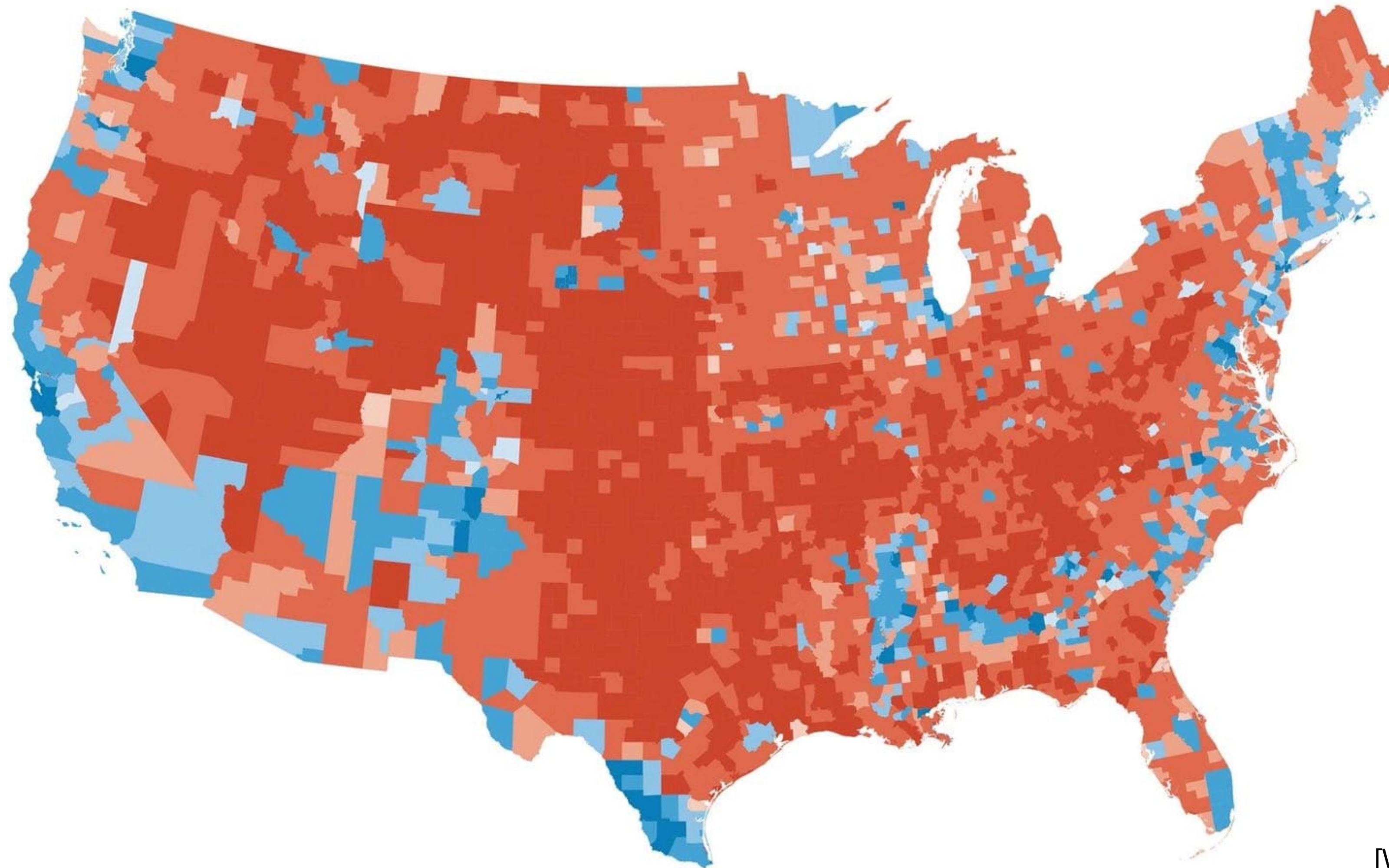
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[M. Ericson, New York Times]

# Adding Saturation

Clinton +50-100 +15-50 +2.1-15 +0-2.1 Trump +0-2.1 +2.1-15 +15-50 +50-100

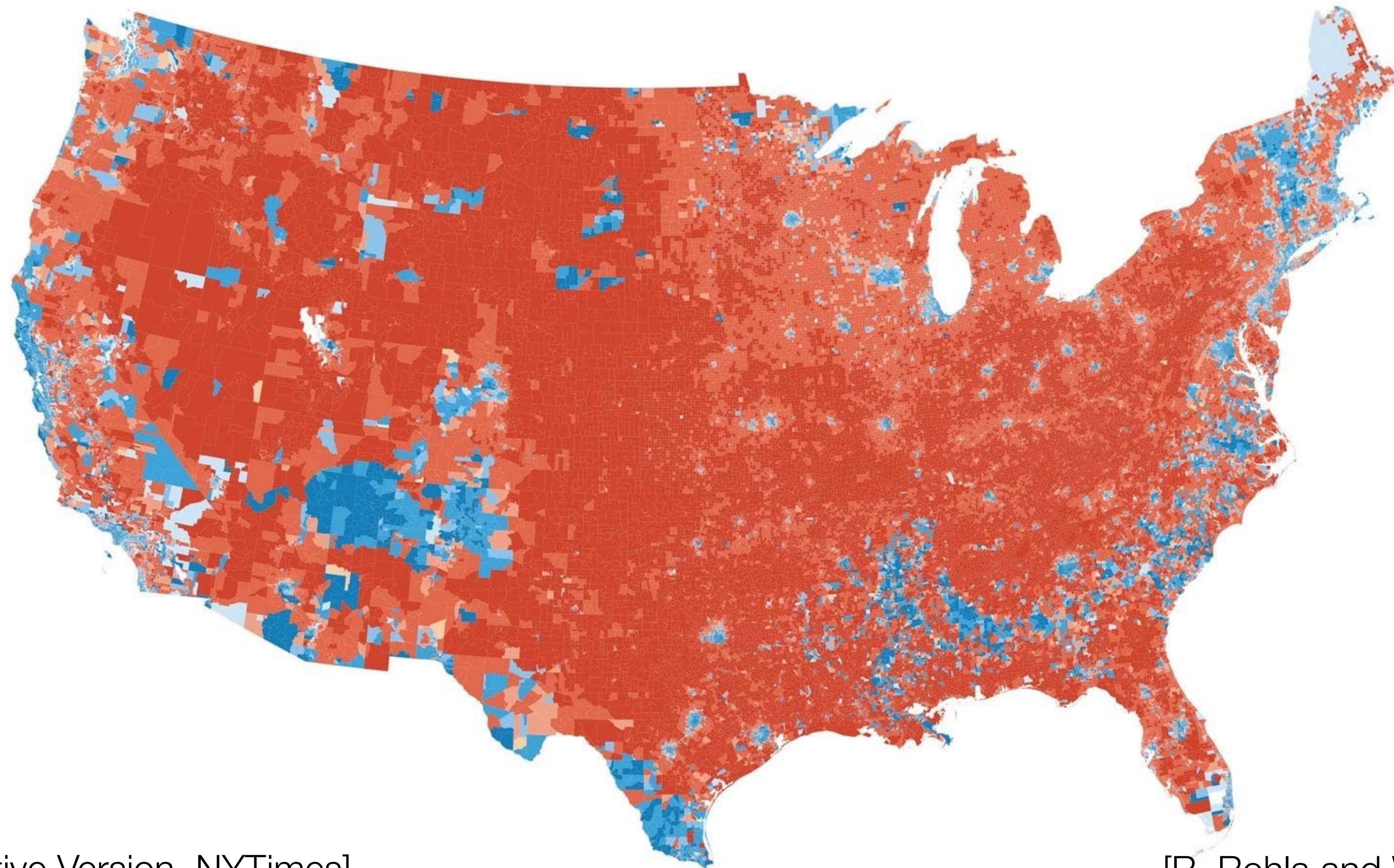


[Washington Post, 2018]



# Aggregation: 2016 Election by Precinct

Clinton +50-100 +15-50 +2.1-15 +0-2.1 Trump +0-2.1 +2.1-15 +15-50 +50-100



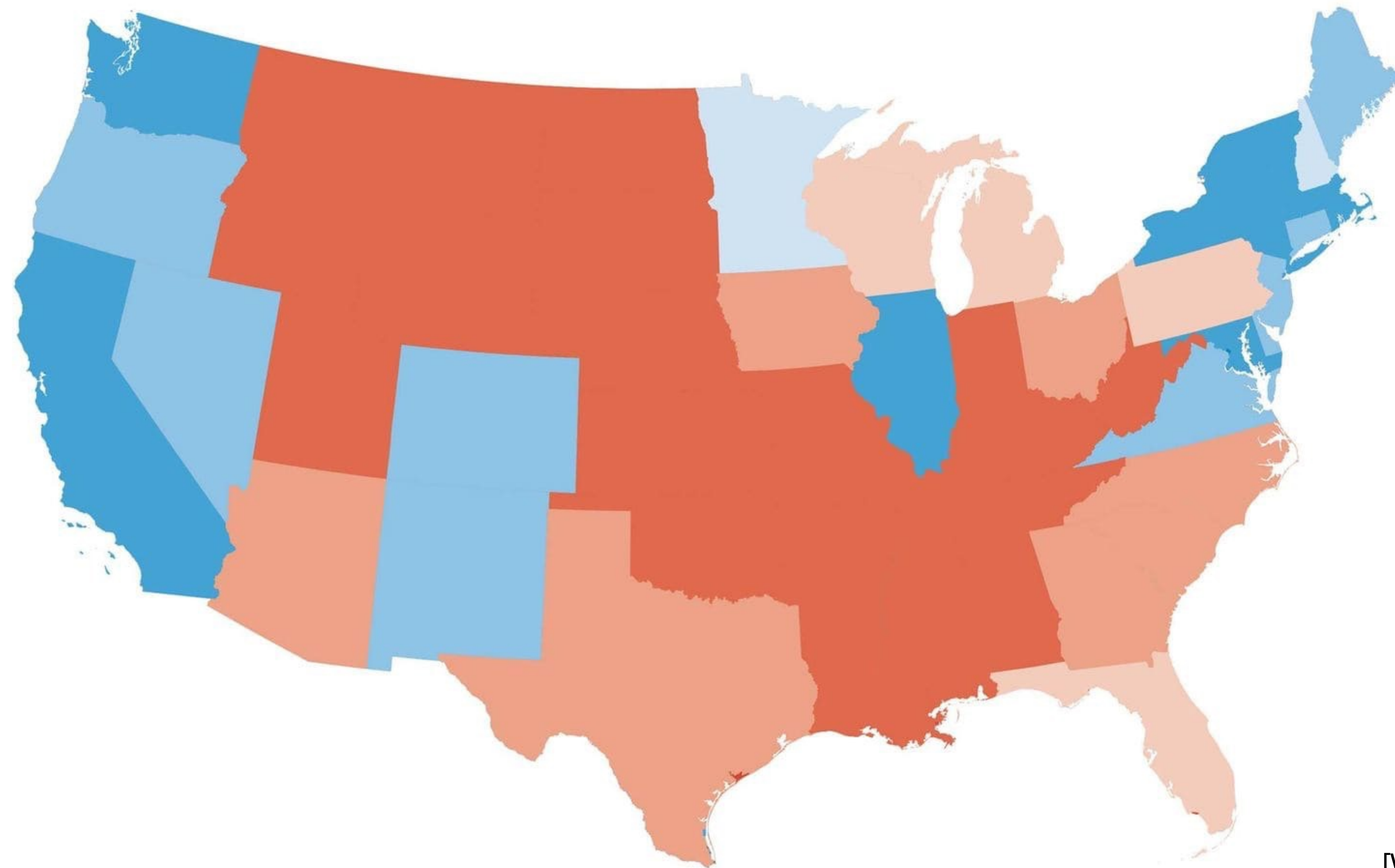
[[Interactive Version](#), NYTimes]

[R. Rohla and [Washington Post](#), 2018]



# Aggregation: 2016 Election by State

■ Clinton +50-100 ■ +15-50 ■ +2.1-15 ■ +0-2.1 ■ Trump +0-2.1 ■ +2.1-15 ■ +15-50 ■ +50-100

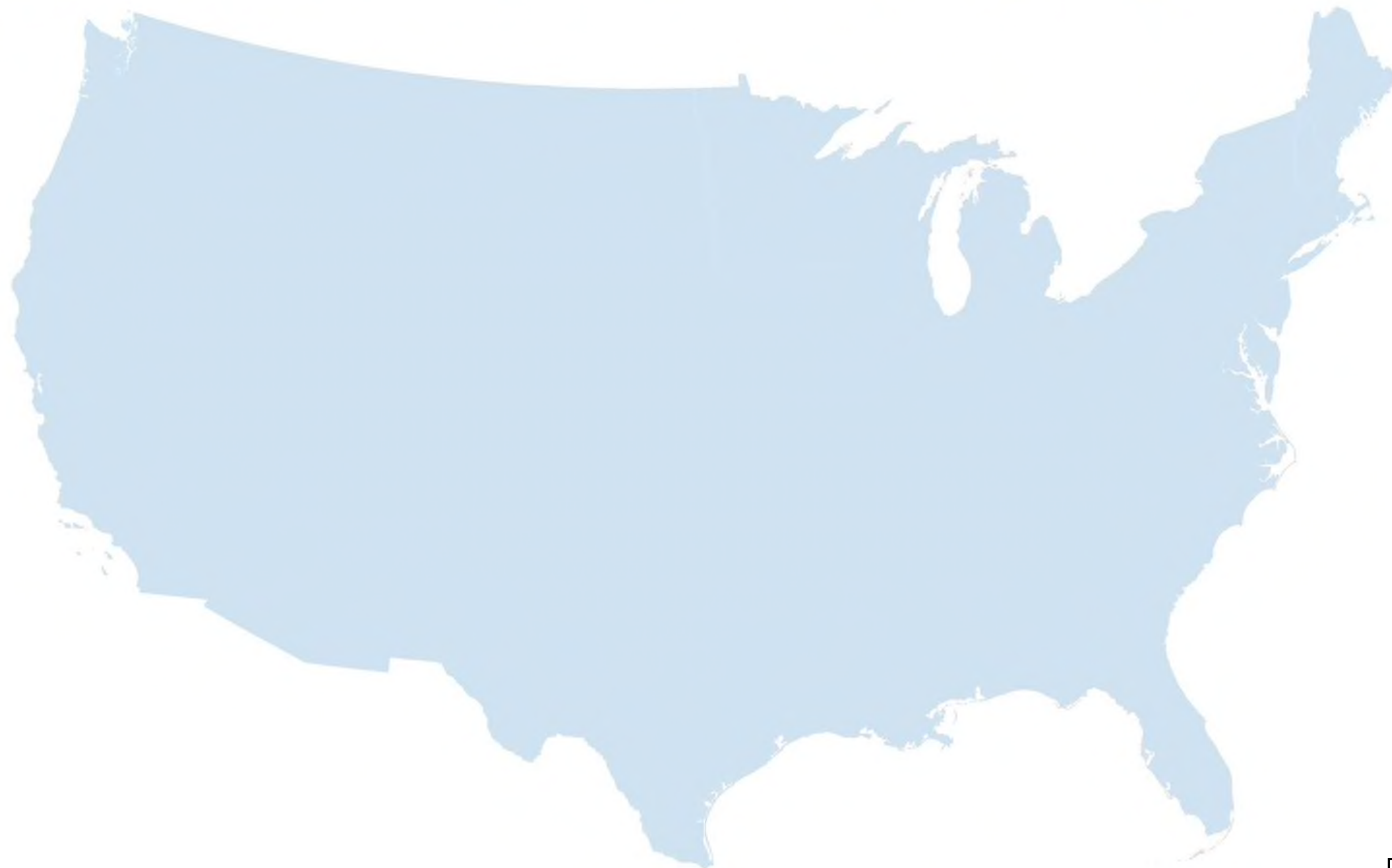


[Washington Post, 2018]



# Aggregation: 2016 Election by Country

■ Clinton +50-100 ■ +15-50 ■ +2.1-15 ■ +0-2.1 ■ Trump +0-2.1 ■ +2.1-15 ■ +15-50 ■ +50-100



[Washington Post, 2018]

# Area Marks and Color Hue & Saturation

