

# **Lecture 9: Space/Layers/Order**

**Information Visualization  
CPSC 533C, Fall 2009**

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Mon, 5 October 2009

# News

- no class next week (Mon Tgiving, Wed also no class)
- project meetings required by Fri Oct 23
  - I'm gone all next week
  - so only 2 weeks left - this one + week after next!

# Readings Covered

Ware, Chapter 8: Space Perception and the Display of Data in Space

Tufte, Chapter 3: Layering and Separation

Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data. Danny Holten, Proc. InfoVis06, to appear  
[http://www.win.tue.nl/~dholten/papers/bundles\\_infovis.pdf](http://www.win.tue.nl/~dholten/papers/bundles_infovis.pdf)

Tufte, Chapter 6: Narratives of Space and Time

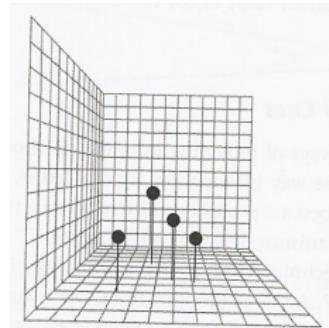
VisDB: Database Exploration using Multidimensional Visualization,  
Daniel A. Keim and Hans-Peter Kriegel, IEEE CG&A, 1994  
<http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps>

# Ware: Space Perception

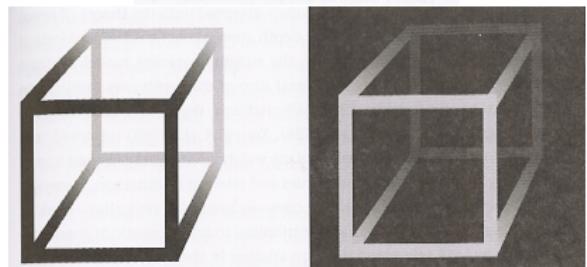
- static
  - occlusion
  - perspective projection
    - linear, texture gradient
  - depth of field
  - atmospheric (fog, depth cueing)
  - lighting and shadows
    - shape from shading
    - cast shadows
- moving
  - structure-from-motion
    - motion parallax (head motion)
- binocular
  - binocular disparity (stereopsis)
  - convergence
    - amount eyes rotate toward center of interest
    - like optical range finder

# Ware: Space Perception

- droplines,
- background grids

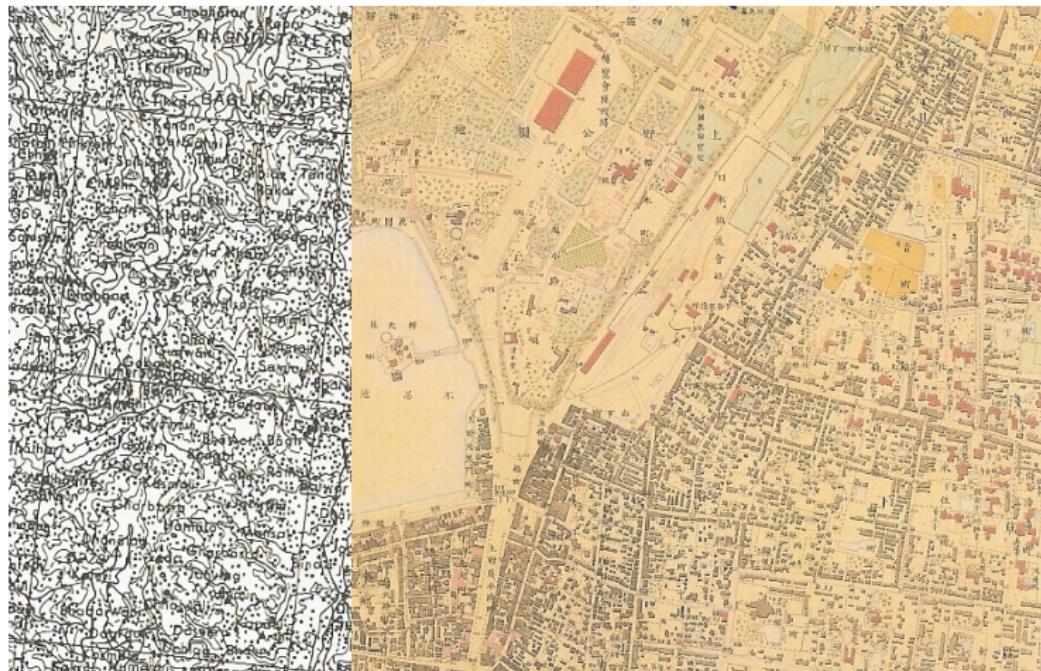


- depth cueing



[Ware, Information Visualization: Perception for Design, Chap 8]

# Layering And Separation



[Tufte, Envisioning Information, Chap 3]

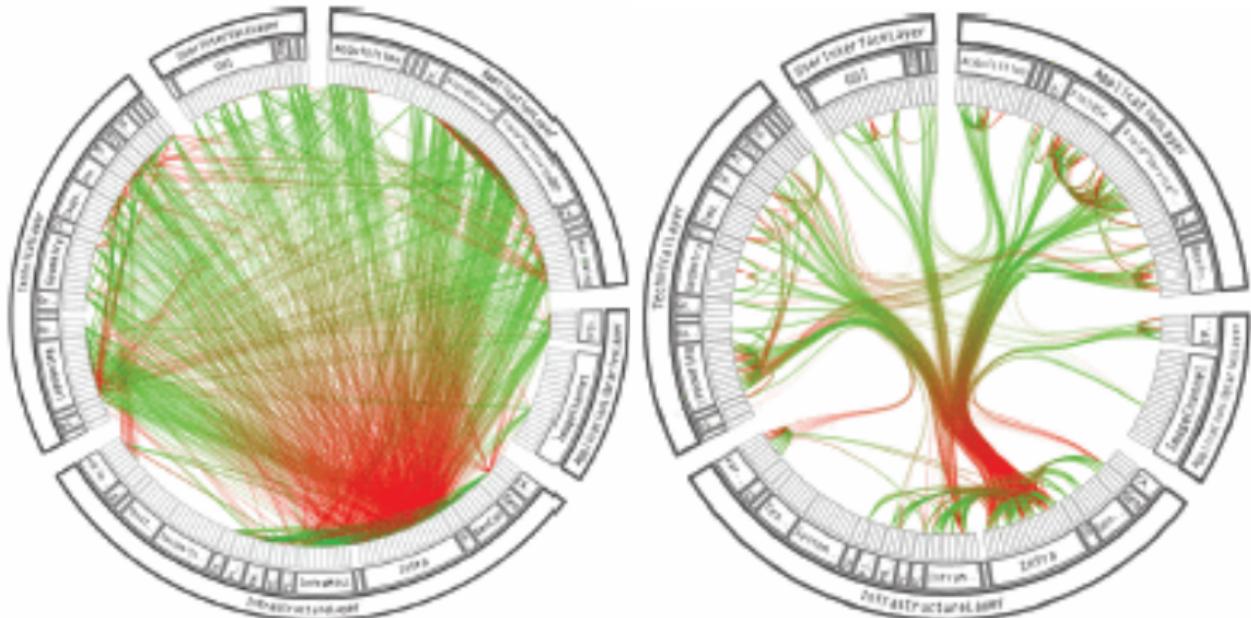
# Visual Clutter

- subtler background than foreground



[Tufte, Envisioning Information, Chap 3]

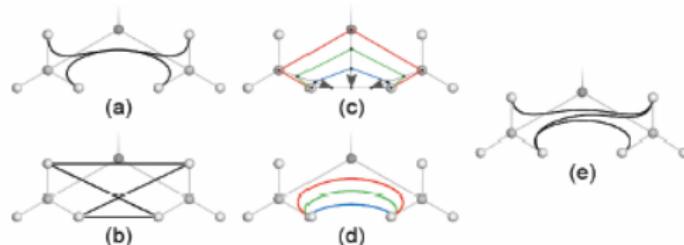
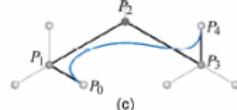
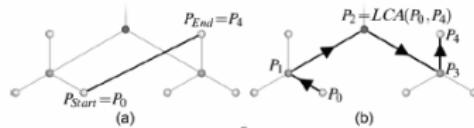
# Hierarchical Edge Bundles



[Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data.  
Danny Holten, Proc. InfoVis06.]

# Hierarchical Edge Bundles

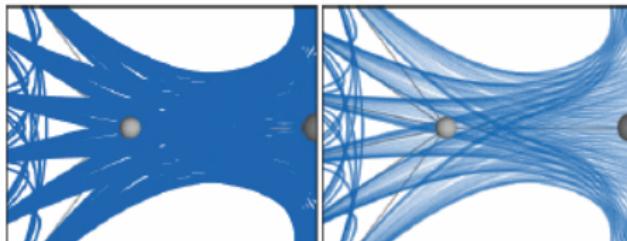
- bundle by hierarchy using splines



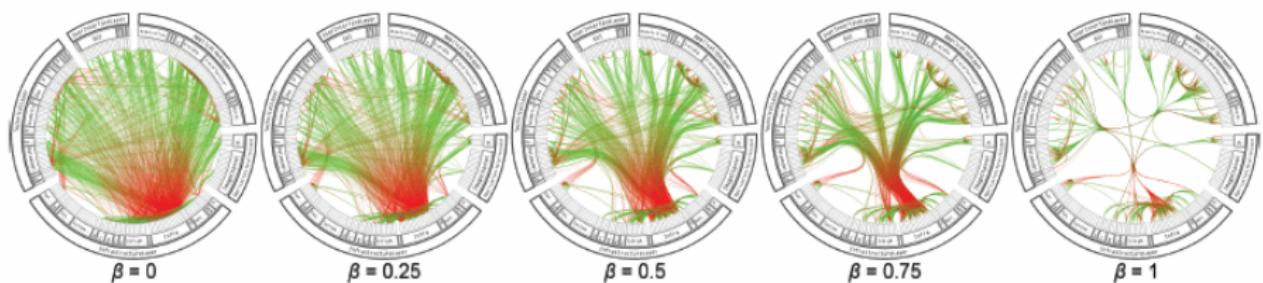
[Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data.  
Danny Holten, Proc. InfoVis06.]

# Hierarchical Edge Bundles

- alpha blending



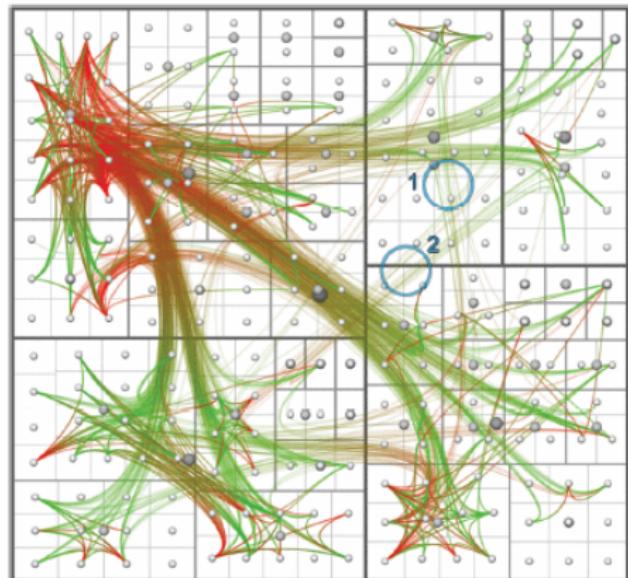
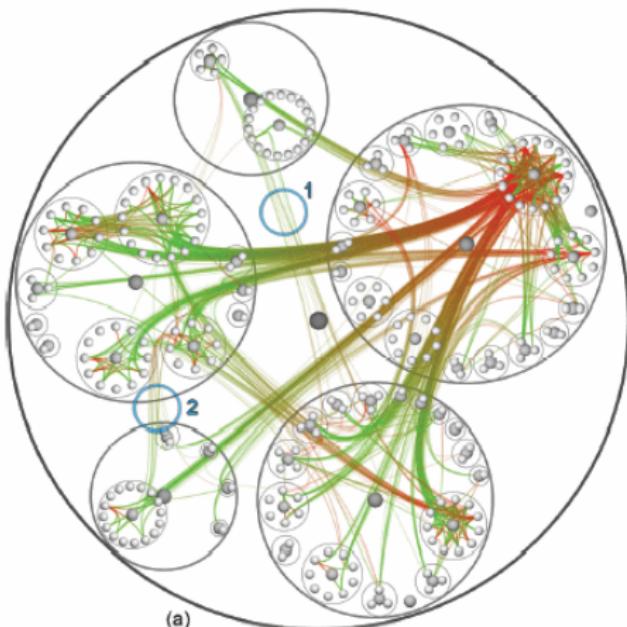
- bundling strength



[Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data.  
Danny Holten, Proc. InfoVis06.]

# Hierarchical Edge Bundling

- (mostly) agnostic to layout



[Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data.  
Danny Holten, Proc. InfoVis06.]

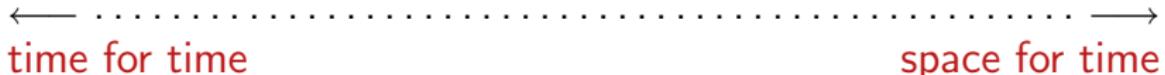
# Critique

- flexible and general idea
- simple - after you see it
- successful example of creating foreground layer

# Space vs. Time: Showing Change

literal

abstract



- animation: show time using temporal change
  - (not transitions)
  - good: show process



[[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg](http://www.geom.uiuc.edu/docs/outreach/oi/evert.mpg)]

# Space vs. Time: Showing Change

literal



time for time

abstract



space for time

- animation: show time using temporal change
  - (not transitions)
  - good: show process
  - good: compare by flipping between two things



[[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg](http://www.geom.uiuc.edu/docs/outreach/oi/evert.mpg)]  
[[www.astroshow.com/ccdpho/pluto.gif](http://www.astroshow.com/ccdpho/pluto.gif)]

# Space vs. Time: Showing Change

literal



time for time

abstract



space for time

- animation: show time using temporal change
  - (not transitions)
  - good: show process
  - good: compare by flipping between two things
  - bad: compare between many things

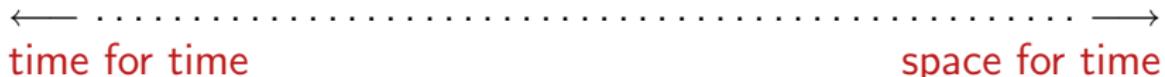


[[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg](http://www.geom.uiuc.edu/docs/outreach/oi/evert.mpg)]  
[[www.astroshow.com/ccdpho/pluto.gif](http://www.astroshow.com/ccdpho/pluto.gif)]

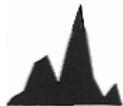
# Space vs. Time: Showing Change

literal

abstract



- animation: show time using temporal change
  - (not transitions)
  - good: show process
  - good: compare by flipping between two things
  - bad: compare between many things
    - interference from intermediate frames

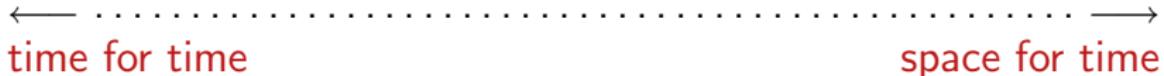


[[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg](http://www.geom.uiuc.edu/docs/outreach/oi/evert.mpg)]  
[[www.astroshow.com/ccdpho/pluto.gif](http://www.astroshow.com/ccdpho/pluto.gif)]

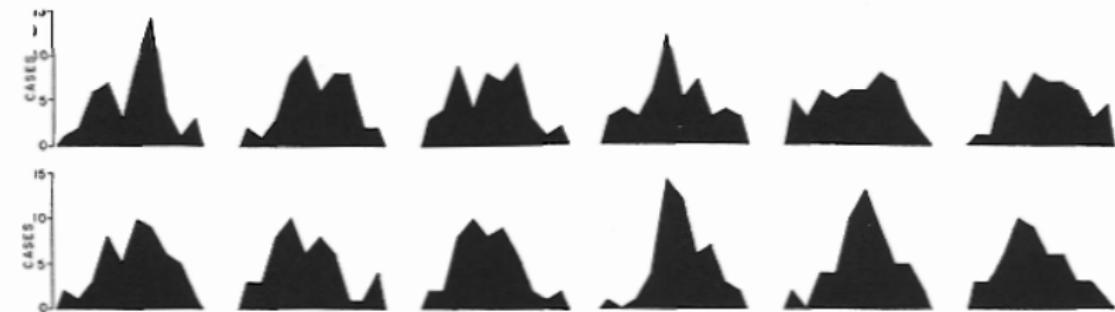
# Space vs. Time: Showing Change

literal

abstract



- small multiples: show time using space
  - overview: show each time step in array
  - compare: side-by-side easier than temporal
    - external cognition instead of internal memory



# Space vs. Time: Showing Change

literal

abstract

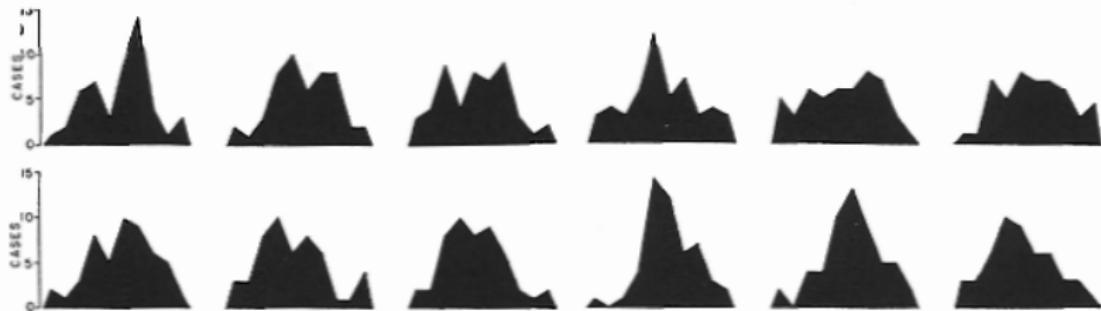


time for time



space for time

- small multiples: show time using space
  - overview: show each time step in array
  - compare: side-by-side easier than temporal
    - external cognition instead of internal memory
  - general technique, not just for temporal changes



# Space vs. Time: Showing Change

literal

abstract

← ..... →  
time for time

space for time

- small multiples: show time using space
  - also can be good for showing process



[[www.geom.uiuc.edu/graphics/pix/Video\\_Productions/Outside\\_In/postcard.comp.html](http://www.geom.uiuc.edu/graphics/pix/Video_Productions/Outside_In/postcard.comp.html)]

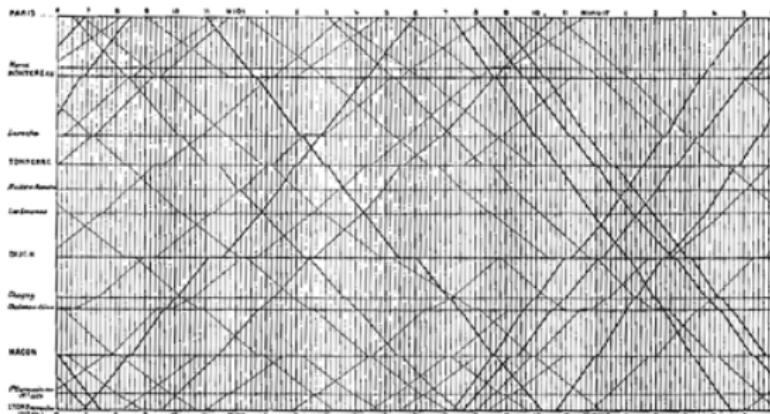
# Animation vs. Small Multiples

- Tversky argument: intuition that animation helps is wrong
  - meta-review of previous studies
  - often more info shown in animation view so not a fair comparison
  - carefully chosen segmentation into small multiples better than animation if equivalent information shown

[Animation: Can It Facilitate? Barbara Tversky, Julie Morrison, Mireille Betrancourt. International Journal of Human Computer Studies 57:4, pp 247-262, 2002.]

# Derived Spaces: Slope

- narrative of space and time
- Marey train schedule, 1885
  - horizontal line length: stop length
  - slope: speed
  - intersection: time/place of crossing



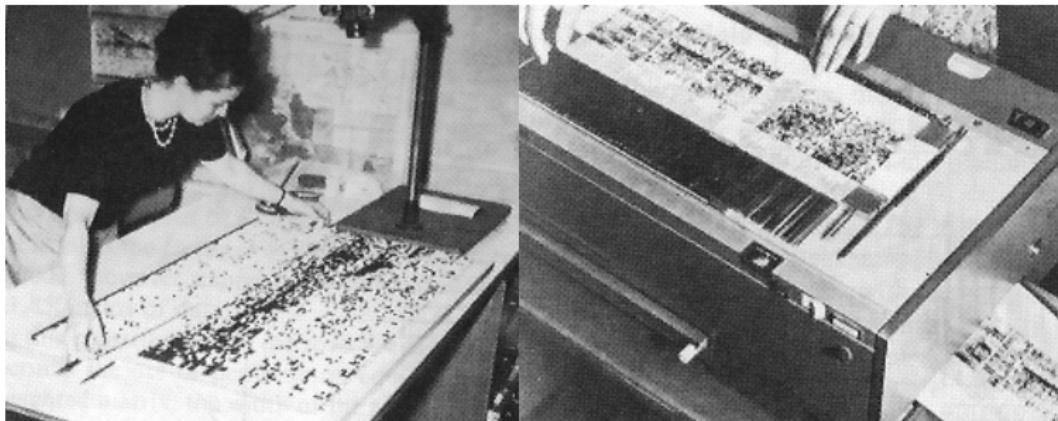
[Tufte I p 31, [www.nap.edu/html/hs\\_math/images/tl\\_f8.gif](http://www.nap.edu/html/hs_math/images/tl_f8.gif)]

# Sorting and Ordering

- derived spaces for ordering
- spatial position as strongest perceptual cue
- finding the right order
  - automatically
  - through exploration

# Manual Ordering: Bertin

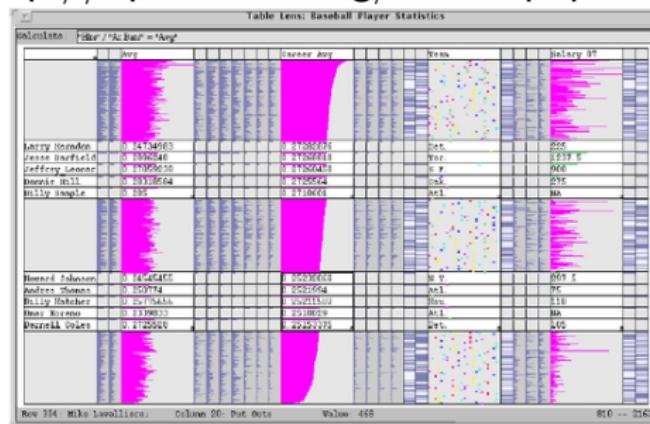
- reorderable matrices - manually!



[Bertin, Graphics and Graphic Information Processing, p 34]

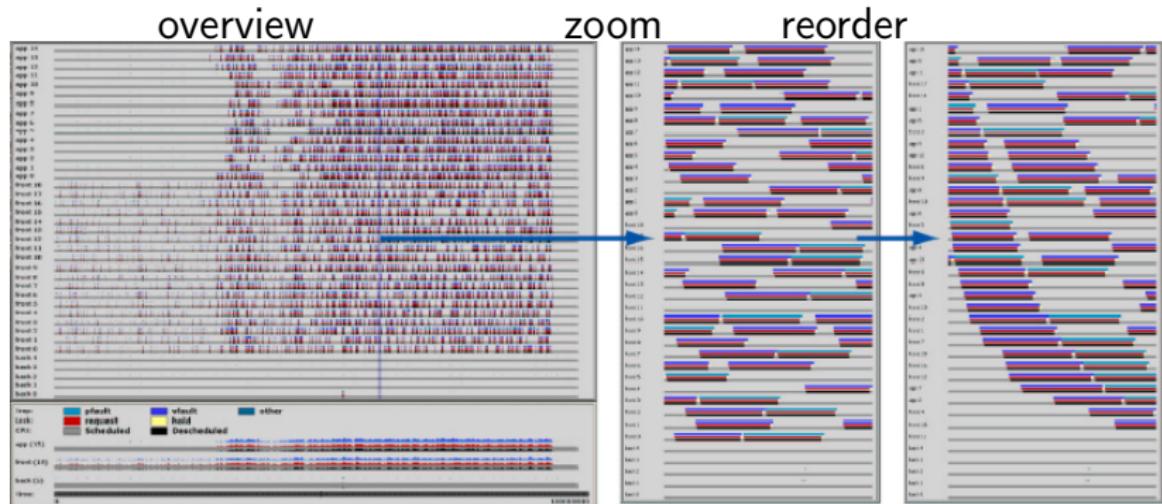
# Interactive Ordering: Table Lens

- click to sort by columns
- also, is focus+context approach
- video: <http://open-video.org/details.php?videoid=8304>



# Interactive Ordering: Rivet

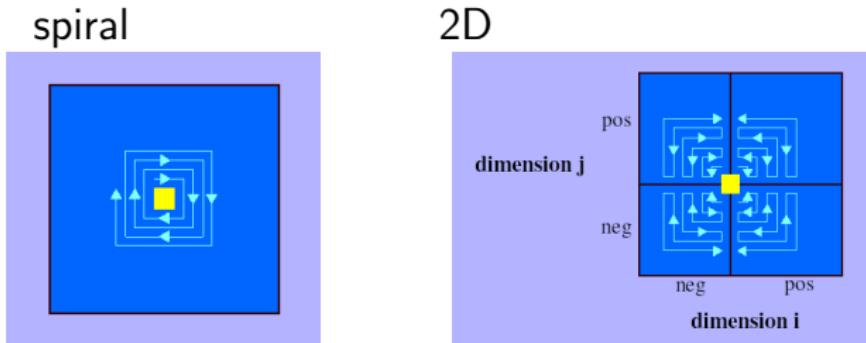
- performance analysis of parallel system
  - order: machine name vs. lock acquisition time



[Bosch, Performance Analysis and Visualization of Parallel Systems Using SimOS and Rivet: A Case Study, HPCA6, 2000.  
graphics.stanford.edu/papers/rivet\_argus]

# VisDB: Spacefilling Pixels

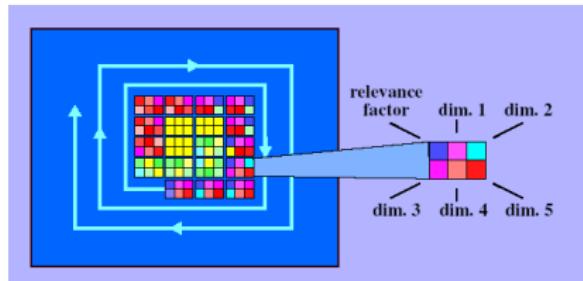
- how to draw pixels?
  - sort, color by relevance
- local ordering



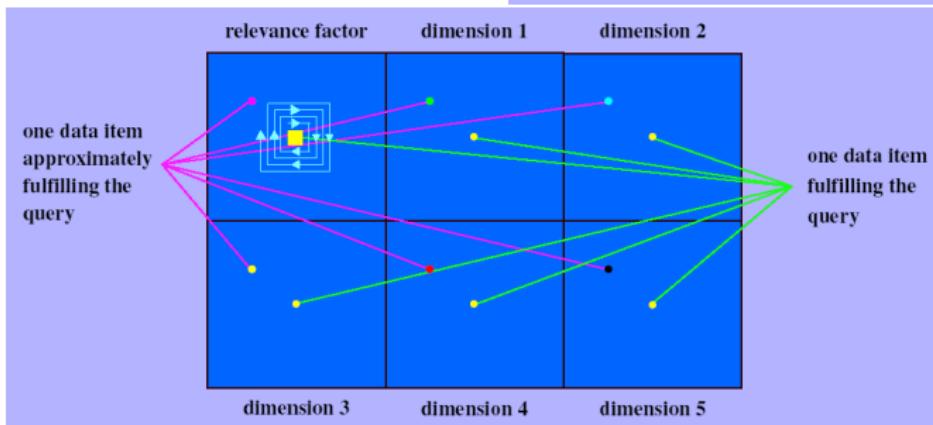
[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 [www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps](http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps)]

# VisDB Windows

grouped dimensions



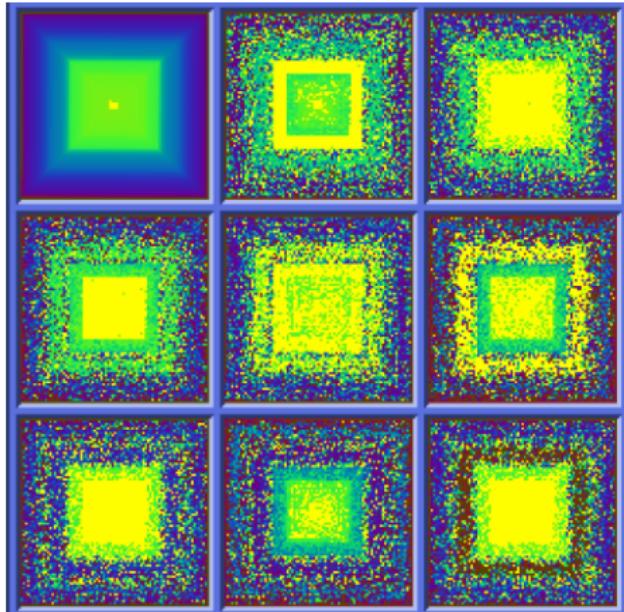
separate dimensions



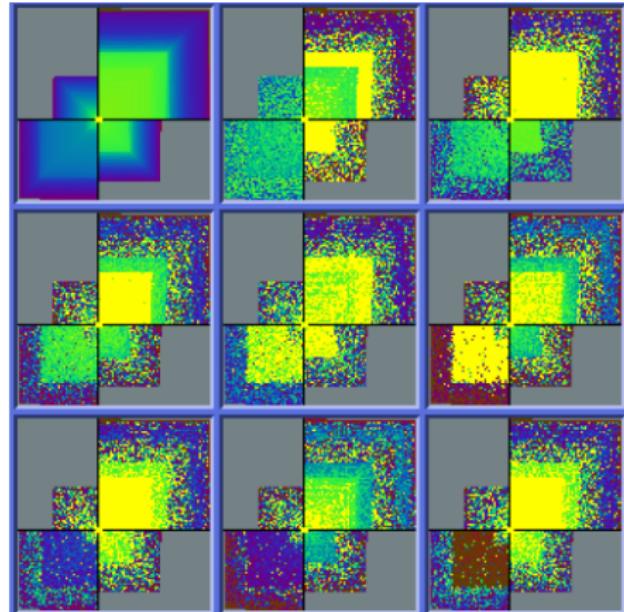
[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 [www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps](http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps)]

# VisDB Results: Separate Dimensions

spiral

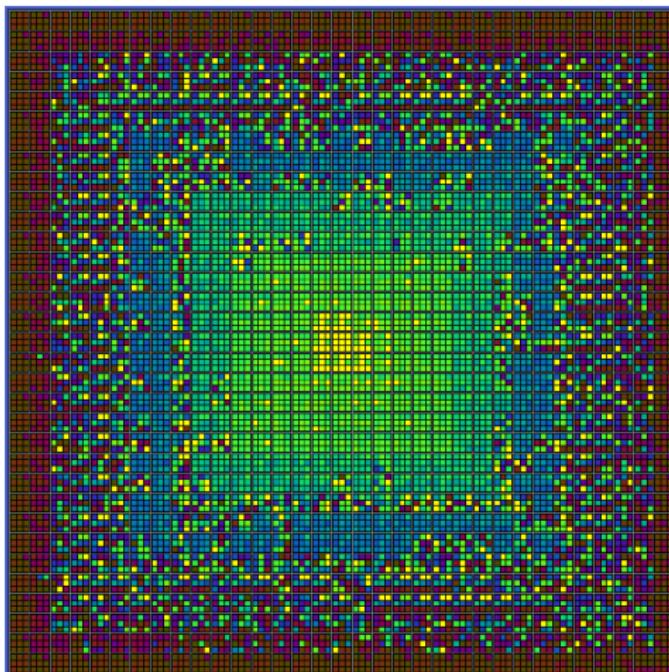


2D



[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 [www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps](http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps)]

# VisDB Results: Grouped Dimensions



[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 [www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps](http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps)]

# Another Pixel-Oriented Example

## ■ SeeSoft from AT&T



[Ball and Eick, Software Visualization in the Large, IEEE Computer 29:4, 1996 [citeseer.nj.nec.com/ball96software.html](http://citeseer.nj.nec.com/ball96software.html)]

# VisDB Critique

- pixel-oriented methods have power
- but studies needed
  - are spacefilling curves understandable
  - when does visual complexity overwhelm

# Readings For Next Time

Tufte, Chapter 2: Micro/Macro Readings

Ware, Chapter 10: Interacting with Visualizations: second half, p 325-345

A review of overview+detail, zooming, and focus+context interfaces.  
Andy Cockburn, Amy Karlson, and Benjamin B. Bederson. ACM Computing Surveys 41(1), 2008.

OrthoZoom Scroller: 1D Multi-Scale Navigation. Catherine Appert and Jean-Daniel Fekete. Proc. SIGCHI 06, pp 21-30.