Ch 12: Facet Across Multiple Views
Papers: Biomech Design Study

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CPSC 547, Information Visualization
Day 12: 20 October 2015

http://www.cs.ubc.ca/~tmm/courses/547-15

News

- marks for Q11 sent out
- marks for Q2-Q10 resent as per request last time (with topic)

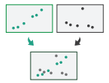
- reminder: pitches next time
- reminder: no class next week
- reminder: presentation topic choices (and veto day) due Mon Nov 2

Facet

→ Juxtapose

→ Partition

→ Superimpose



Juxtapose and coordinate views

→ Share Encoding: Same/Different

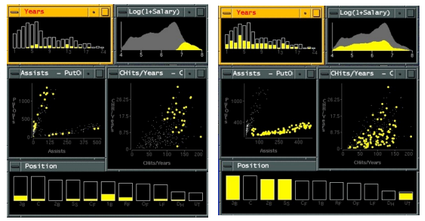
→ *Linked Highlighting*

→ Share Data: All/Subset/None

→ Share Navigation

Idiom: **Linked highlighting** System: **EDV**

- see how regions contiguous in one view are distributed within another
  - powerful and pervasive interaction idiom
- encoding: different
  - ***multiform***
- data: all shared



[Visual Exploration of Large Structured Datasets. Wills. Proc. New Techniques and Trends in Statistics (NTTS), pp. 237–246. IOS Press, 1995.]

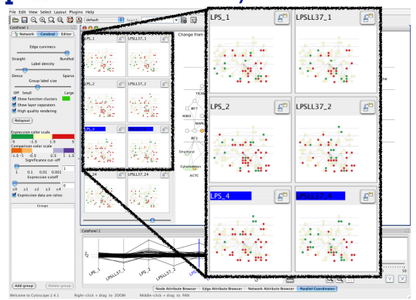
Idiom: **bird's-eye maps** System: **Google Maps**

- encoding: same
- data: subset shared
- navigation: shared
  - bidirectional linking
- differences
  - viewpoint
  - (size)
- ***overview-detail***

[A Review of Overview+Detail, Zooming, and Focus+Context Interfaces. Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.]

Idiom: **Small multiples** System: **Cerebral**

- encoding: same
- data: none shared
  - different attributes for node colors
  - (same network layout)
- navigation: shared



[Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2008) 14:6 (2008), 1253–1260.]

Coordinate views: Design choice interaction

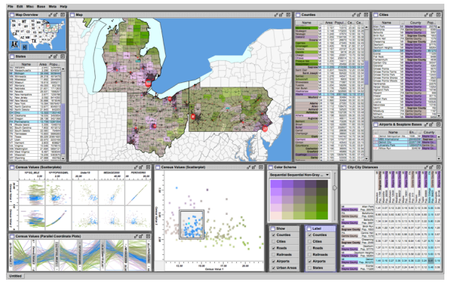
Encoding	Data: All	Data: Subset	Data: None
Same	Redundant	Overview/ Detail	Small Multiples
Different	Multiform	Multiform, Overview/ Detail	No Linkage

Juxtapose design choices

- design choices
  - view count
    - few vs many
      - how many is too many? open research question
  - view visibility
    - always side by side vs temporary popups
  - view arrangement
    - user managed vs system arranges/aligns
- why juxtapose views?
  - benefits: eyes vs memory
    - lower cognitive load to move eyes between 2 views than remembering previous state with 1
  - costs: display area
    - 2 views side by side each have only half the area of 1 view

System: **Improvise**

- investigate power of multiple views
  - pushing limits on view count, interaction complexity
  - reorderable lists
    - easy lookup
    - useful when linked to other encodings

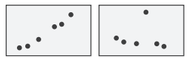


[Building Highly-Coordinated Visualizations In Improvise. Weaver. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 159–166, 2004.]

Partition into views

- how to divide data between views
  - encodes association between items using spatial proximity
  - major implications for what patterns are visible
  - split according to attributes
- design choices
  - how many splits
    - all the way down: one mark per region?
    - stop earlier, for more complex structure within region?
  - order in which attribs used to split
  - how many views

→ Partition into Side-by-Side Views



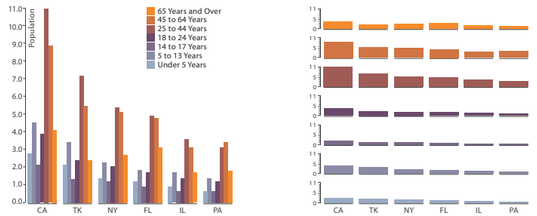
Views and glyphs

- ***view***
  - contiguous region in which visually encoded data is shown on the display
- ***glyph***
  - object with internal structure that arises from multiple marks
- no strict dividing line
  - view: big/detailed
  - glyph:small/iconic

→ Partition into Side-by-Side Views

Partitioning: List alignment

- single bar chart with grouped bars
  - split by state into regions
    - complex glyph within each region showing all ages
  - compare: easy within state, hard across ages
- small-multiple bar charts
  - split by age into regions
    - one chart per region
  - compare: easy within age, harder across states



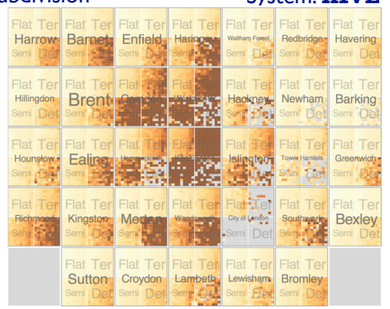
Partitioning: Recursive subdivision System: **HIVE**

- split by type
- then by neighborhood
- then time
  - years as rows
  - months as columns

[Configuring Hierarchical Layouts to Address Research Questions. Slingsby, Dykes, and Wood. IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2009) 15:6 (2009), 977–984.]

Partitioning: Recursive subdivision System: **HIVE**

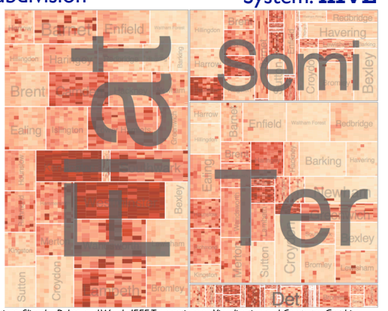
- switch order of splits
  - neighborhood then type
- very different patterns



[Configuring Hierarchical Layouts to Address Research Questions. Slingsby, Dykes, and Wood. IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2009) 15:6 (2009), 977–984.]

Partitioning: Recursive subdivision System: **HIVE**

- size regions by sale counts
  - not uniformly
- result: treemap

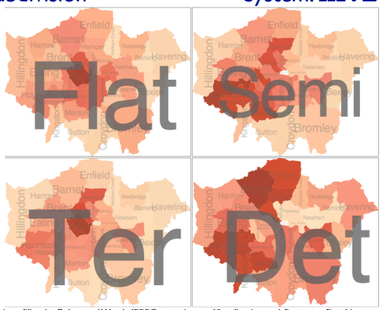


[Configuring Hierarchical Layouts to Address Research Questions. Slingsby, Dykes, and Wood. IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2009) 15:6 (2009), 977–984.]

Partitioning: Recursive subdivision

System: **HIVE**

- different encoding for second-level regions
  - choropleth maps



[Configuring Hierarchical Layouts to Address Research Questions. Slingsby, Dykes, and Wood. IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2009) 15:6 (2009), 977–984.]

Superimpose layers

- ***layer***: set of objects spread out over region
  - each set is visually distinguishable group
  - extent: whole view
- design choices
  - how many layers?
  - how are layers distinguished?
  - small static set or dynamic from many possible?
  - how partitioned?
    - heavyweight with attribs vs lightweight with selection
- distinguishable layers
  - encode with different, nonoverlapping channels
    - two layers achieveable, three with careful design

Superimpose Layers

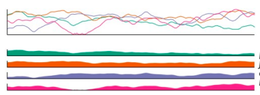
Static visual layering

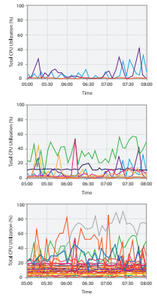
- foreground layer: roads
  - hue, size distinguishing main from minor
  - high luminance contrast from background
- background layer: regions
  - desaturated colors for water, parks, land areas
- user can selectively focus attention
- "get it right in black and white"
  - check luminance contrast with greyscale view

[Get it right in black and white. Stone. 2010. http://www.stonesc.com/wordpress/2010/03/get-it-right-in-black-and-white]

Superimposing limits

- few layers, but many lines
  - up to a few dozen
  - but not hundreds
- superimpose vs juxtapose: empirical study
  - superimposed for local visual, multiple for global
  - same screen space for all multiples, single superimposed
  - tasks
    - local: maximum, global: slope, discrimination



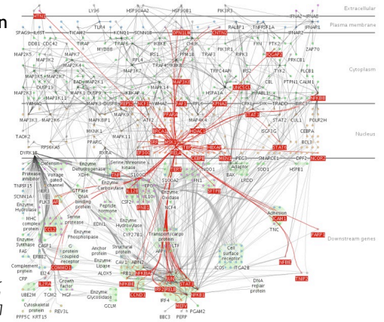


[Graphical Perception of Multiple Time Series. Javed, McDonnel, and Elmqvist. IEEE Transactions on Visualization and Computer Graphics (Proc. IEEE InfoVis 2010) 16:6 (2010), 927–934.]

Dynamic visual layering

System: **Cerebral**

- interactive, from selection
  - lightweight: click
  - very lightweight: hover
- ex: 1-hop neighbors



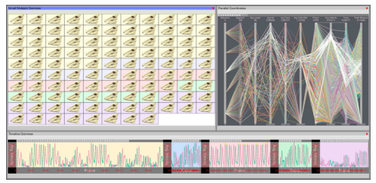
[Cerebral: a Cytoscape plugin for layout of and interaction with biological networks using subcellular localization annotation. Barsky, Gardy, Hancock, and Munzner. Bioinformatics 23:8 (2007), 1040–1042.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014.
  - *Chap 12: Facet Into Multiple Views*
- *A Review of Overview+Detail, Zooming, and Focus+Context Interfaces.* Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.
- *A Guide to Visual Multi-Level Interface Design From Synthesis of Empirical Study Evidence.* Lam and Munzner. Synthesis Lectures on Visualization Series, Morgan Claypool, 2010.
- *Zooming versus multiple window interfaces: Cognitive costs of visual comparisons.* Plumlee and Ware. ACM Trans. on Computer-Human Interaction (ToCHI) 13:2 (2006), 179–209.
- *Exploring the Design Space of Composite Visualization.* Javed and Elmqvist. Proc. Pacific Visualization Symp. (PacificVis), pp. 1–9, 2012.
- *Visual Comparison for Information Visualization.* Gleicher, Albers, Walker, Jusufi, Hansen, and Roberts. Information Visualization 10:4 (2011), 289–309.
- *Guidelines for Using Multiple Views in Information Visualizations.* Baldonado, Woodruff, and Kuchinsky. In Proc. ACM Advanced Visual Interfaces (AVI), pp. 110–119, 2000.
- *Cross-Filtered Views for Multidimensional Visual Analysis.* Weaver. IEEE Trans. Visualization and Computer Graphics 16:2 (Proc. InfoVis 2010), 192–204, 2010.
- *Linked Data Views.* Wills. In Handbook of Data Visualization, Computational Statistics, edited by Unwin, Chen, and Härdle, pp. 216–241. Springer-Verlag, 2008.
- *Glyph-based Visualization: Foundations, Design Guidelines, Techniques and Applications.* Borgo, Kehrer, Chung, Maguire, Laramee, Hauser, Ward, and Chen. In Eurographics State of the Art Reports, pp. 39–63, 2013.

Biomechanical motion design study

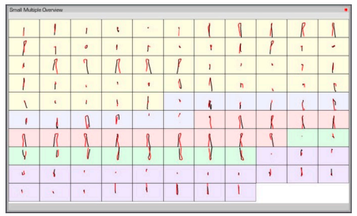
- data: 3D spatial, multiple attribs (cyclic)
- encode: 3D spatial, parallel coords, 2D plots
- facet: few large multiform views



[Fig 1. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

Biomechanical motion design study

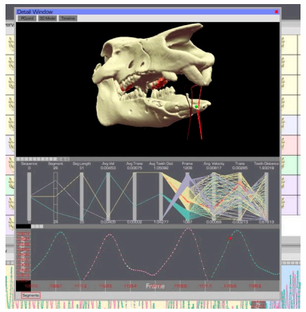
- derived data: 3D motion traces
- facet: many small multiples (~100)



[Fig 2. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

3D+2D

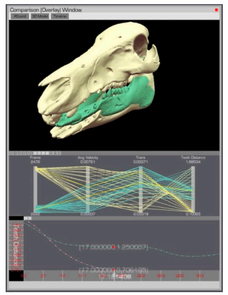
- change
  - 3D navigation
- facet
  - linked highlighting
- integrating infovis+scivis



[Fig 3. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

Derived data

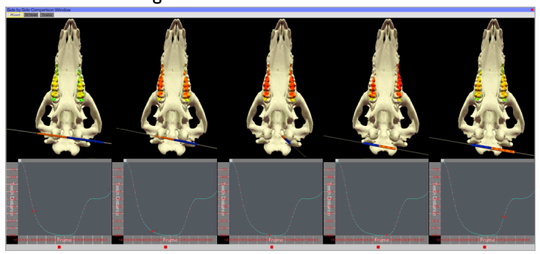
- derived data
  - 3D surface interaction patterns
- facet
  - layering



[Fig 5. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

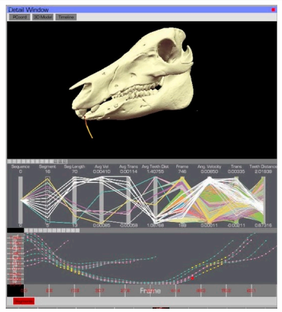
Biomechanical design study

- facet: linked navigation



[Fig 6. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

- facet: superimposed layers



[Fig 7. Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

Biomechanical motion design study

- what: data
  - 3D spatial, multiple attribs (cyclic)
- what: derived
  - 3D motion traces
  - 3D surface interaction patterns
- how: encode
  - 3D spatial, parallel coords, 2D plots
- how: change
  - 3D navigation
- how: facet
  - few large multiform views
  - many small multiples (~100)
  - linked highlighting
  - linked navigation
  - layering
- (how: reduce
  - filtering)

[Interactive Coordinated Multiple-View Visualization of Biomechanical Motion Data. Daniel F. Keefe, Marcus Ewert, William Ribarsky, Remco Chang. IEEE Trans. Visualization and Computer Graphics (Proc. Vis 2009), 15(6):1383-1390, 2009.]

Next Time

- pitches: slides by noon Thu
  - say explicitly if actively looking for partner
  - if you're sure you're already partnered, then second person should build after what first person says. tell me in advance so you're back to back
- no class next week
- Tue Nov 3, to read
  - VAD Ch. 13: Reduce Items and Attributes
  - Paper: Glimmer: Multilevel MDS on the GPU. Stephen Ingram, Tamara Munzner and Marc Olano. IEEE TVCG, 15(2):249-261, Mar/Apr 2009.