# Ch 13: Reduce Items and Attributes Ch 14: Embed: Focus+Context

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CPSC 547, Information Visualization Day 15: 28 February 2017

http://www.cs.ubc.ca/~tmm/courses/547-17

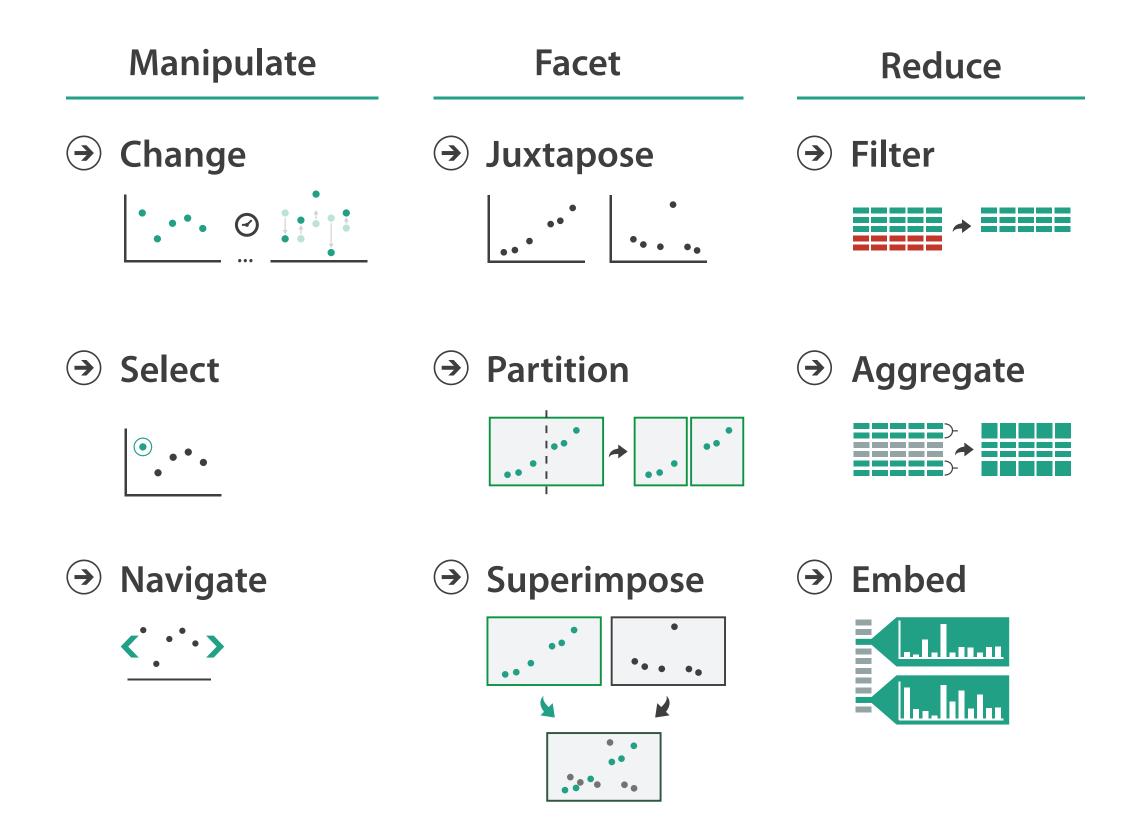
### News

- topic/date assignments out soon
   –got last straggler just minutes ago
- marks for pitches and LI2/LI3/LI4 out soon

- next time
  - -I'll discuss presentation expectations
    - and give example presentation
  - -new room! in Forestry (2424 Main Mall), Room 2300 A
- reminder: meetings due by Fri 5pm
- reminder: proposals due by Mon 5pm

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### Idiom design choices: Part 2



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### Reduce items and attributes

- reduce/increase: inverses
- filter
  - -pro: straightforward and intuitive
  - to understand and compute
     –con: out of sight, out of mind
- aggregation
  - -pro: inform about whole set
  - -con: difficult to avoid losing signal
- not mutually exclusive

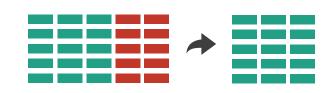
   combine filter, aggregate
   combine reduce, change, facet

**Reducing Items and Attri** 





→ Attributes

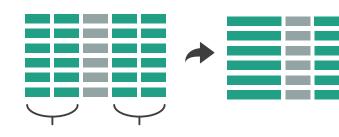








→ Attributes

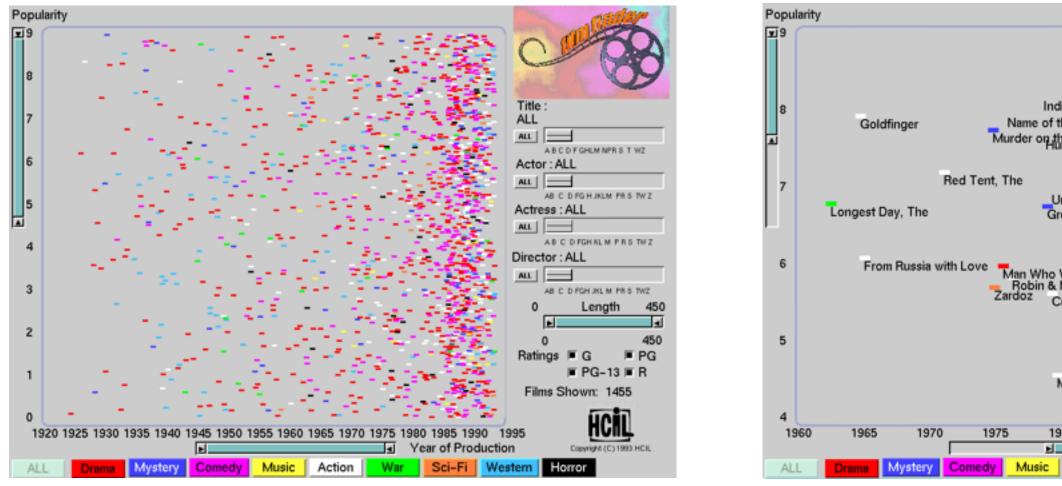


butes	Reduce			
	<ul> <li>→ Filter</li> </ul>			
	<ul> <li>→ Aggregate</li> <li>→ → → → → → → → → → → → → → → → → → →</li></ul>			



## Idiom: dynamic filtering

- item filtering
- browse through tightly coupled interaction
  - -alternative to queries that might return far too many or too few



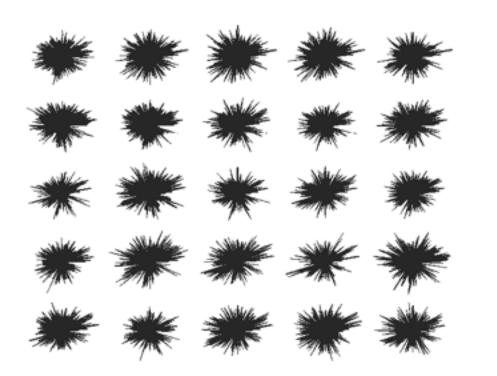
[Visual information seeking: Tight coupling of dynamic query filters with starfield displays. Ahlberg and Shneiderman. Proc. ACM Conf. on Human Factors in Computing Systems (CHI), pp. 313–317, 1994.]

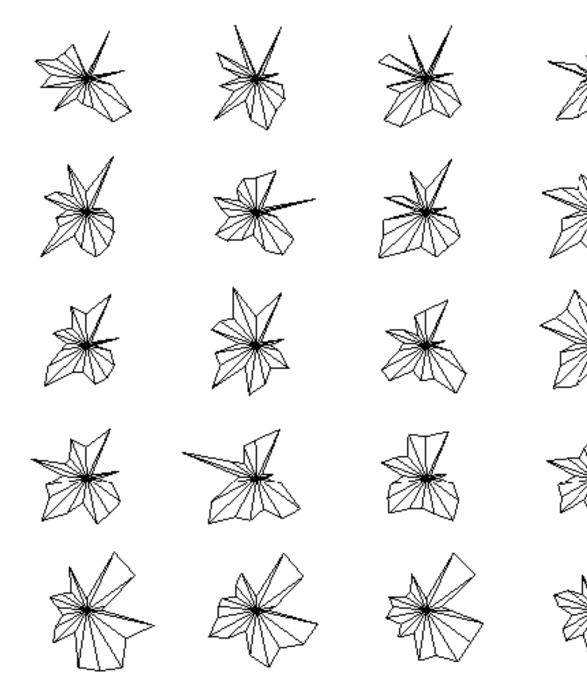
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### Idiom: DOSFA

- attribute filtering
- encoding: star glyphs





[Interactive Hierarchical Dimension Ordering, Spacing and Filtering for Exploration Of High Dimensional Datasets. Yang, Peng, Ward, and. Rundensteiner. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 105-112, 2003.]















### Idiom: histogram

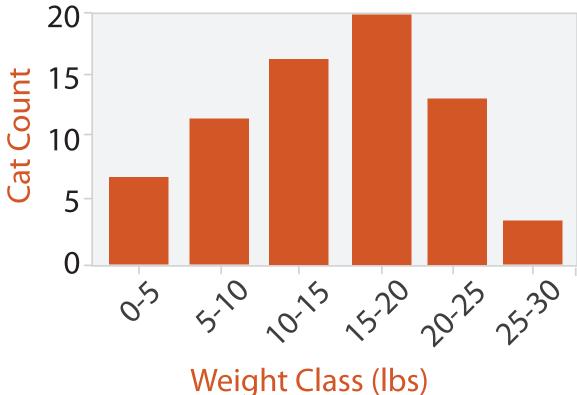
- static item aggregation
- task: find distribution
- data: table
- derived data

-new table: keys are bins, values are counts

bin size crucial

-pattern can change dramatically depending on discretization

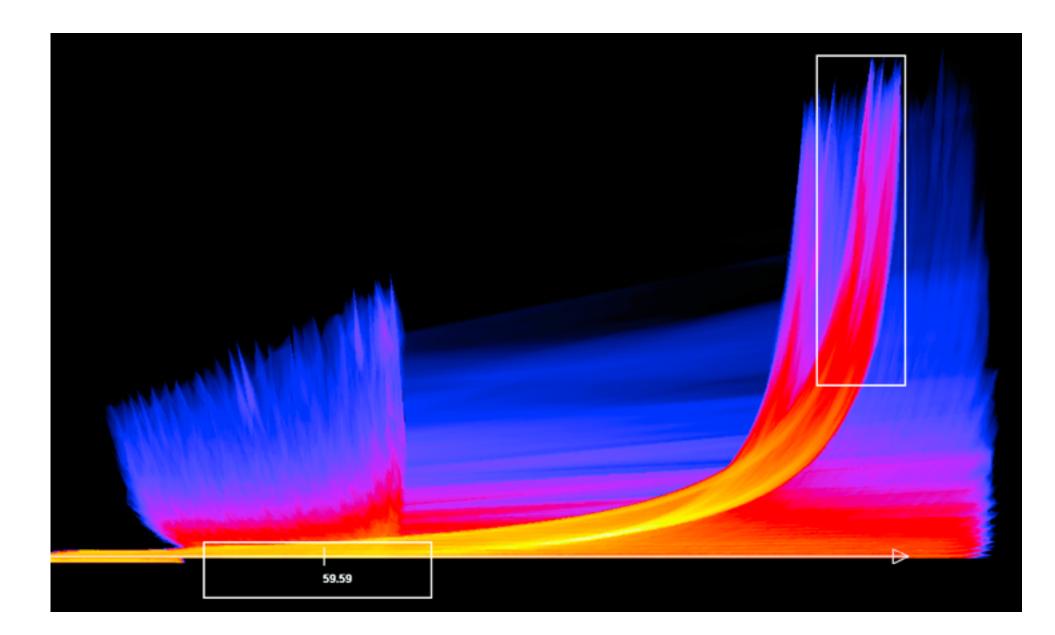
-opportunity for interaction: control bin size on the fly



### Continuous scatterplot

- static item aggregation
- data: table
- derived data: table
  - key attribs x,y for pixels
  - quant attrib: overplot density
- dense space-filling 2D matrix
- color: sequential categorical hue + ordered luminance

[Continuous Scatterplots. Bachthaler and Weiskopf. IEEE TVCG (Proc. Vis 08) 14:6 (2008), 1428–1435. 2008.]

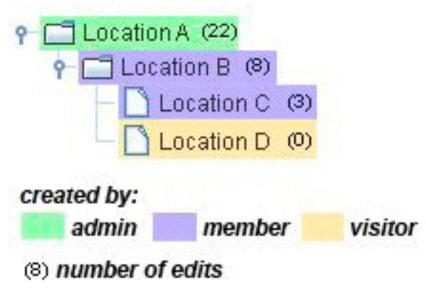


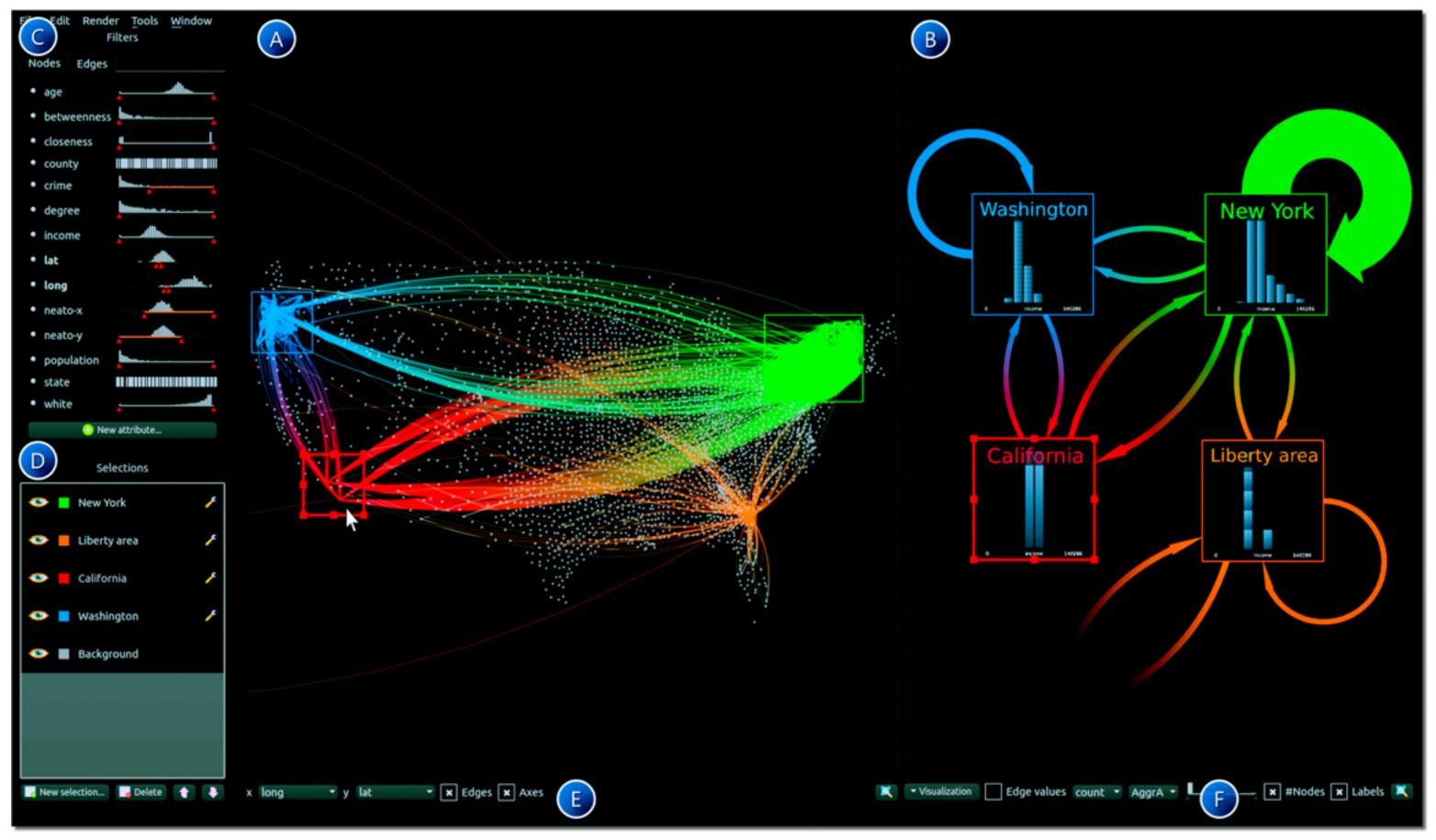
### Idiom: scented widgets

- augment widgets for filtering to show *information scent* -cues to show whether value in drilling down further vs looking elsewhere
- concise, in part of screen normally considered control panel

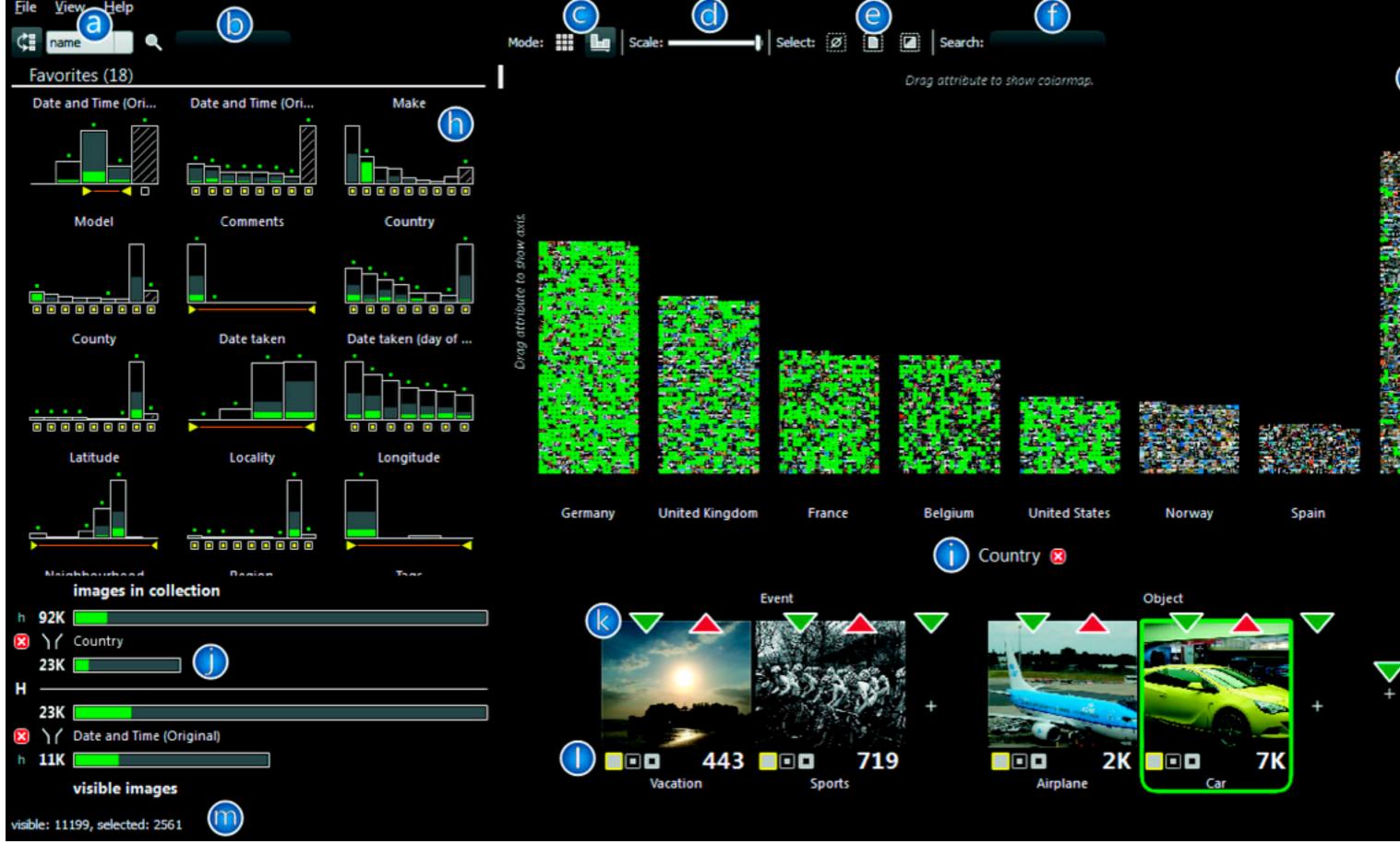


[Scented Widgets: Improving Navigation Cues with Embedded Visualizations. Willett, Heer, and Agrawala. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2007) 13:6 (2007), 1129–1136.]





[Multivariate Network Exploration and Presentation: From Detail to Overview via Selections and Aggregations. van den Elzen and van Wijk, TVCG 20(12) 2014.]



[ICLIC: Interactive categorization of large image collections. van der Corput and van Wijk. Proc. PacificVis 2016.]















Other



## Idiom: **boxplot**

- static item aggregation
- task: find distribution
- data: table
- derived data
  - -5 quant attribs
    - median: central line
    - lower and upper quartile: boxes
    - lower upper fences: whiskers
      - -values beyond which items are outliers
  - -outliers beyond fence cutoffs explicitly shown

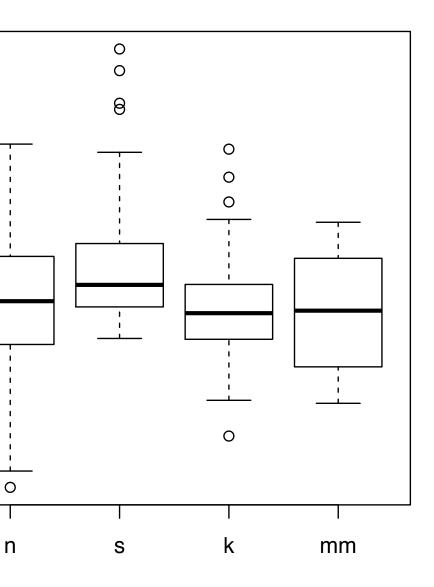
[40 years of boxplots. Wickham and Stryjewski. 2012. had.co.nz]

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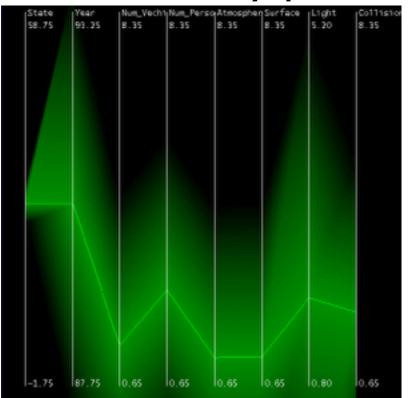


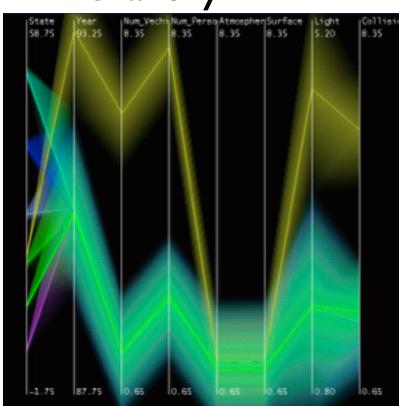
### Idiom: Hierarchical parallel coordinates

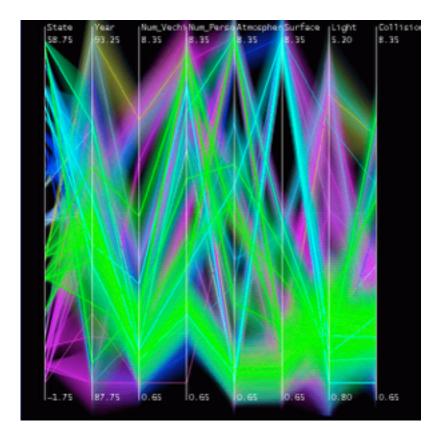
- dynamic item aggregation
- derived data: hierarchical clustering
- encoding:

-cluster band with variable transparency, line at mean, width by min/max values

-color by proximity in hierarchy







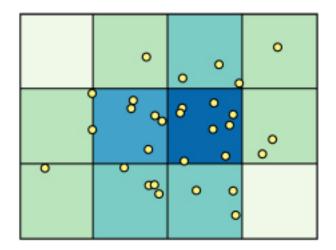
[Hierarchical Parallel Coordinates for Exploration of Large Datasets. Fua, Ward, and Rundensteiner. Proc. IEEE Visualization Conference (Vis '99), pp. 43–50, 1999.]

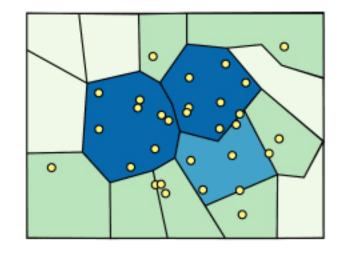


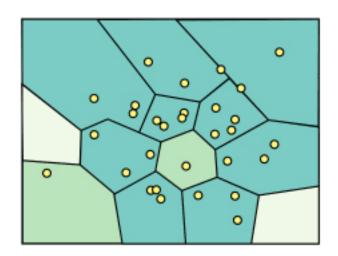
## Spatial aggregation

• MAUP: Modifiable Areal Unit Problem

-gerrymandering (manipulating voting district boundaries) is one example!







[<u>http://www.e-education.psu/edu/geog486/l4\_p7.html</u>, Fig 4.cg.6]

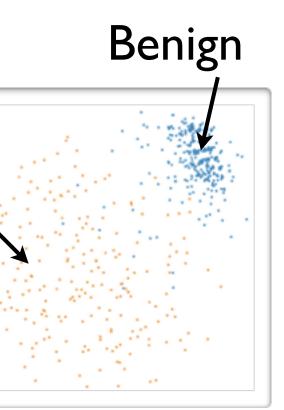
### **Dimensionality reduction**

- attribute aggregation
  - -derive low-dimensional target space from high-dimensional measured space
  - -use when you can't directly measure what you care about
    - true dimensionality of dataset conjectured to be smaller than dimensionality of measurements
    - latent factors, hidden variables

Tumor Measurement Data

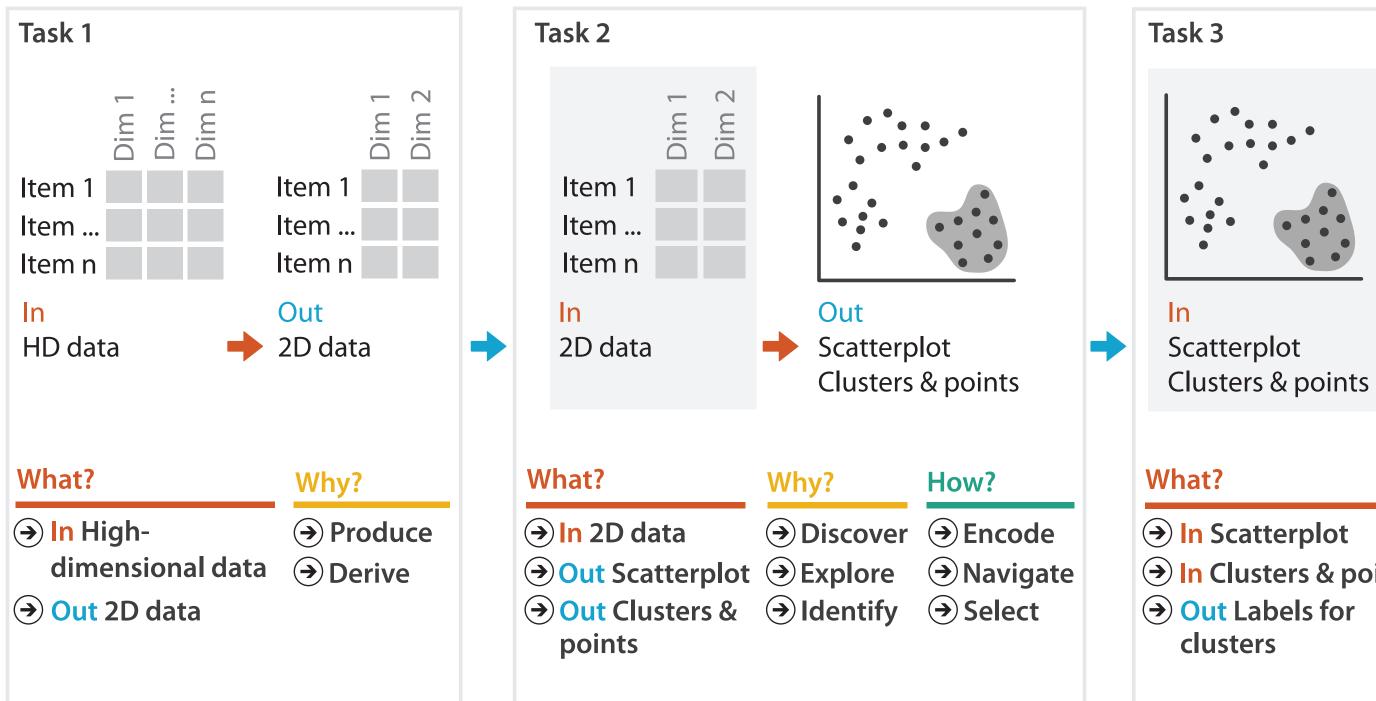
Malignant DR

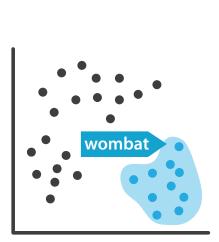
data: 9D measured space



### derived data: 2D target space

### Dimensionality reduction for documents





Out Labels for clusters

- → In Clusters & points

### Why?

- → Produce
- → Annotate

### Dimensionality vs attribute reduction

- vocab use in field not consistent -dimension/attribute
- attribute reduction: reduce set with filtering -includes orthographic projection
- dimensionality reduction: create smaller set of new dims/attribs -typically implies dimensional aggregation, not just filtering -vocab: projection/mapping

### Further reading

 Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 2014.

-Chap 13: Reduce Items and Attributes

- Hierarchical Aggregation for Information Visualization: Overview, Techniques and Design Guidelines. Elmqvist and Fekete. IEEE Transactions on Visualization and Computer Graphics 16:3 (2010), 439–454.
- 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.

### Embed: Focus+Context

- combine information within single view
- elide

-selectively filter and aggregate

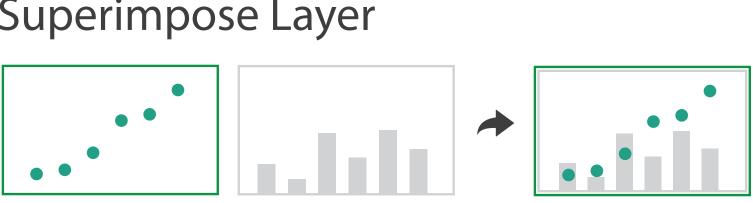
- superimpose layer -local lens
- distortion design choices
  - -region shape: radial, rectilinear, complex
  - -how many regions: one, many
  - -region extent: local, global
  - -interaction metaphor



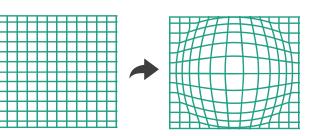
Elide Data  $\rightarrow$ 



→ Superimpose Layer



→ Distort Geometry

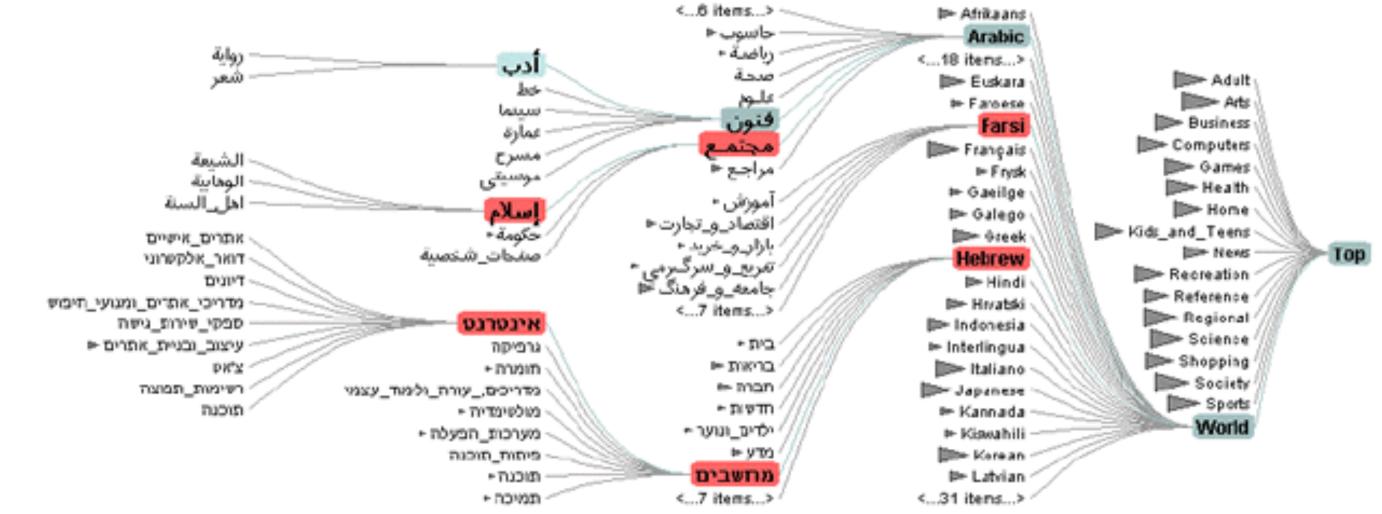


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### Idiom: DOITrees Revisited

- elide
  - -some items dynamically filtered out
  - -some items dynamically aggregated together

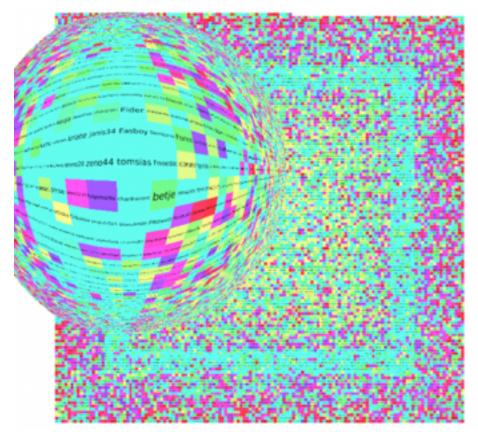
-some items shown in detail



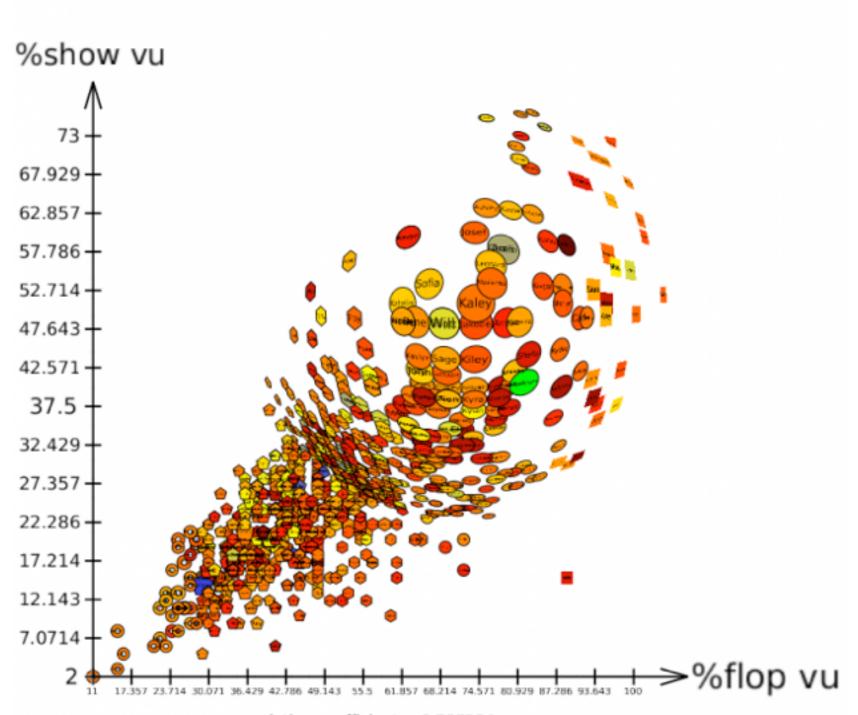
[DOITrees Revisited: Scalable, Space-Constrained Visualization of Hierarchical Data. Heer and Card. Proc. Advanced Visual Interfaces (AVI), pp. 421–424, 2004.] <sup>20</sup>

### Idiom: Fisheye Lens

<ul> <li>distort geometry</li> </ul>		
–shape: radial		
-focus: single extent		
–extent: local		
-metaphor: draggable lens		



http://tulip.labri.fr/TulipDrupal/?q=node/351 http://tulip.labri.fr/TulipDrupal/?q=node/371

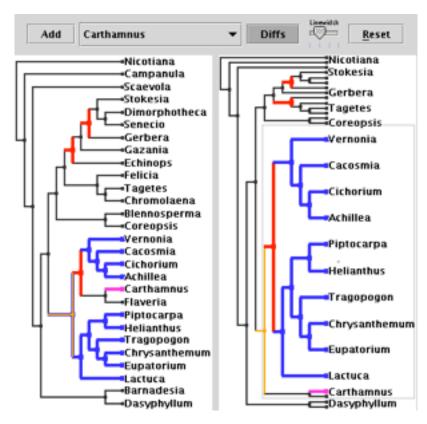


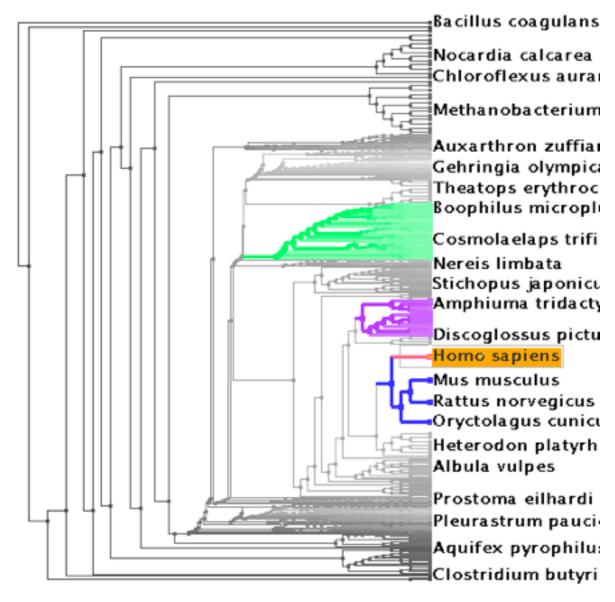
correlation coefficient = 0.787294



### Idiom: Stretch and Squish Navigation

- distort geometry
  - -shape: rectilinear
  - -foci: multiple
  - -impact: global
  - -metaphor: stretch and squish, borders fixed





[Tree]uxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. Munzner, Guimbretiere, Tasiran, Zhang, and Zhou. ACM Transactions on Graphics (Proc. SIGGRAPH) 22:3 (2003), 453–462.]

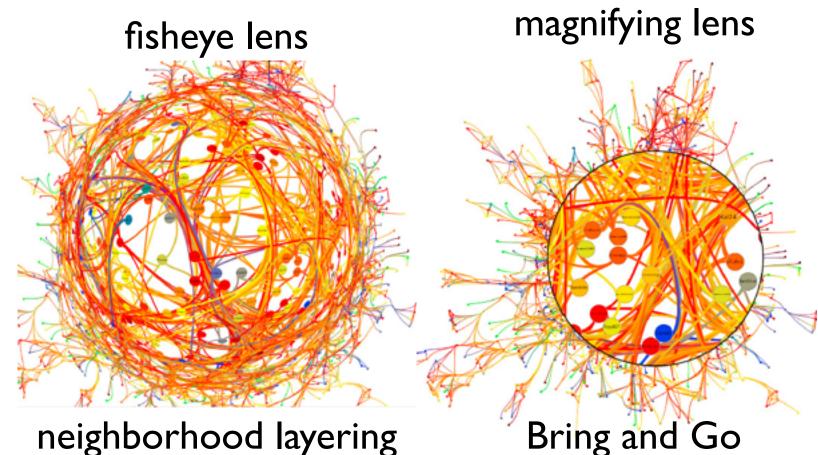
### System: **TreeJuxtaposer**

### Distortion costs and benefits

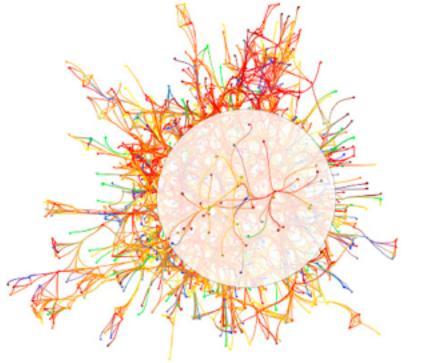
- benefits
  - -combine focus and context information in single view

### costs

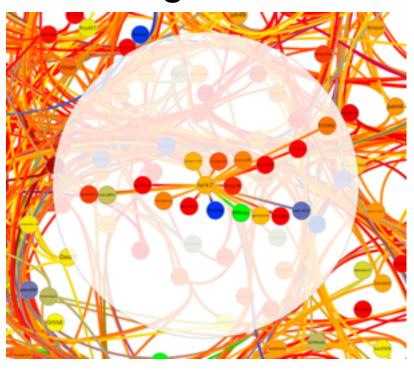
- -length comparisons impaired
  - network/tree topology comparisons unaffected: connection, containment
- -effects of distortion unclear if original structure unfamiliar
- -object constancy/tracking maybe impaired



neighborhood layering



[Living Flows: Enhanced Exploration of Edge-Bundled Graphs Based on GPU-Intensive Edge Rendering. Lambert, Auber, and Melançon. Proc. Intl. Conf. Information Visualisation (IV), pp. 523–530, 2010.]



### Further reading

- Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014. -Chap 14: Embed: Focus+Context
- 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.
- Hierarchical Aggregation for Information Visualization: Overview, Techniques and Design Guidelines. Elmqvist and Fekete. IEEE Transactions on Visualization and Computer Graphics 16:3 (2010), 439–454.
- A Fisheye Follow-up: Further Reflection on Focus + Context. Furnas. Proc. ACM Conf. Human Factors in Computing Systems (CHI), pp. 999–1008, 2006.

### Next Time

- Thu Mar 2, to read
  - -VAD Ch. 15: Case Studies
    - several examples of analysis with full framework
- reminders:
  - meetings due by Fri Mar 3, 5pmproposals due by Mon Mar 6, 5pm

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