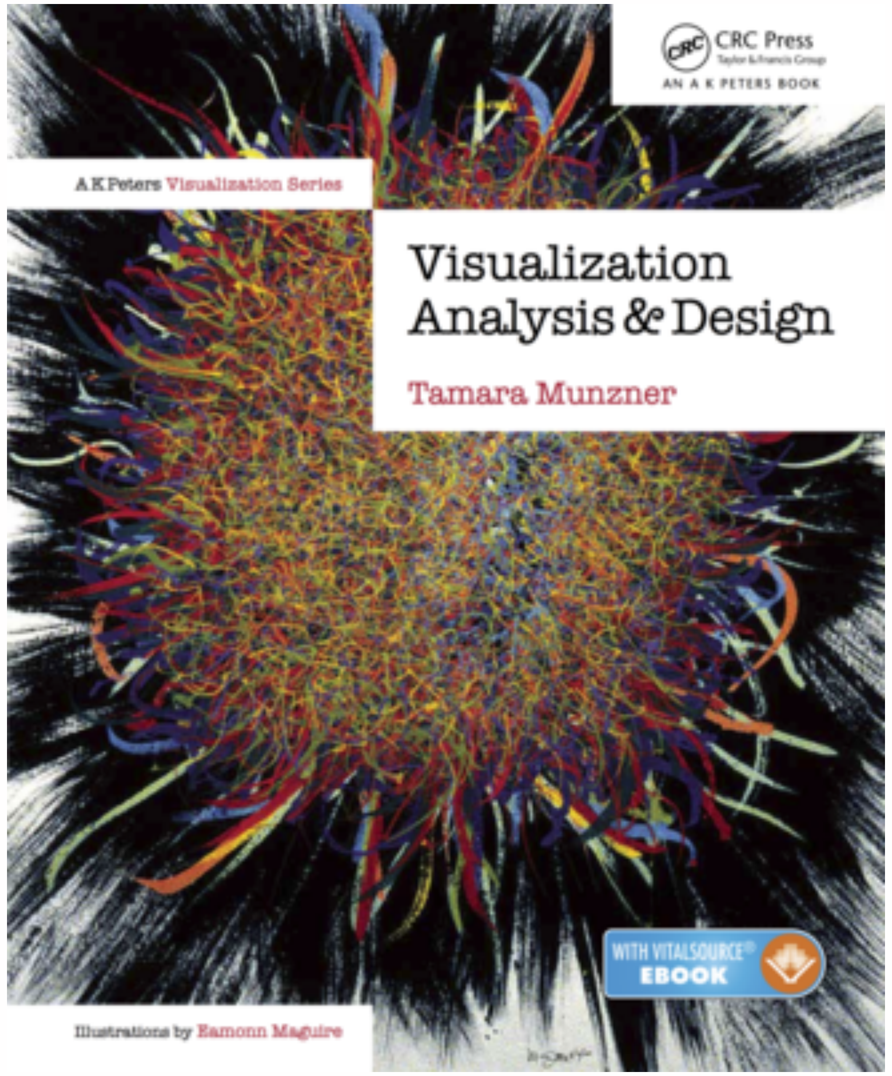
Visualization Analysis & Design
Half-Day Tutorial

Tamara Munzner
Department of Computer Science
University of British Columbia



IEEE VIS 2015 Tutorial
October 2015, Chicago IL

http://www.cs.ubc.ca/~tmm/talks.html#halfdaycourse15 **@tamaramunzner**

Outline

- **Session 1** *2:00-3:40pm*
  - Analysis: What, Why, How
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

Defining visualization (vis)

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

Why?...

Why have a human in the loop?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

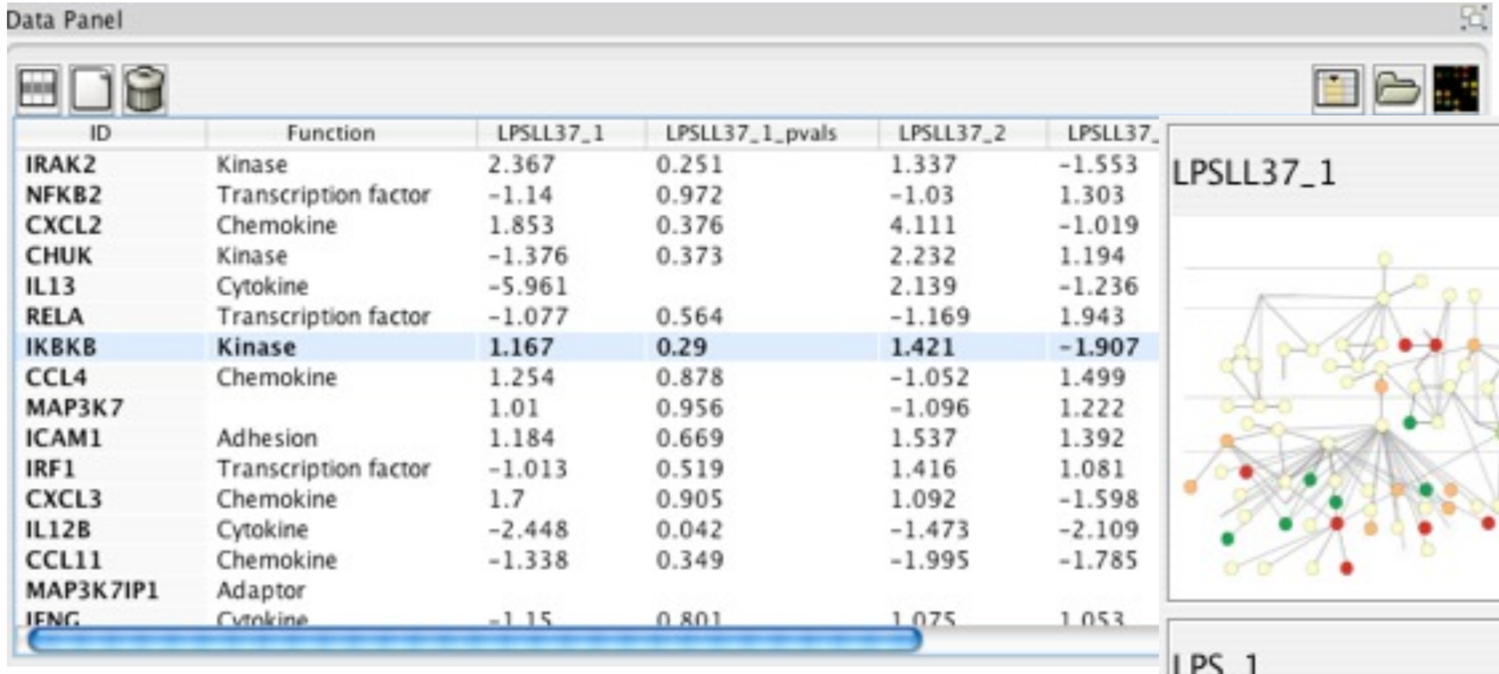
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- don't need vis when fully automatic solution exists and is trusted
- many analysis problems ill-specified
  - don't know exactly what questions to ask in advance
- possibilities
  - long-term use for end users (e.g. exploratory analysis of scientific data)
  - presentation of known results
  - stepping stone to better understanding of requirements before developing models
  - help developers of automatic solution refine/debug, determine parameters
  - help end users of automatic solutions verify, build trust

Why use an external representation?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- external representation: replace cognition with perception



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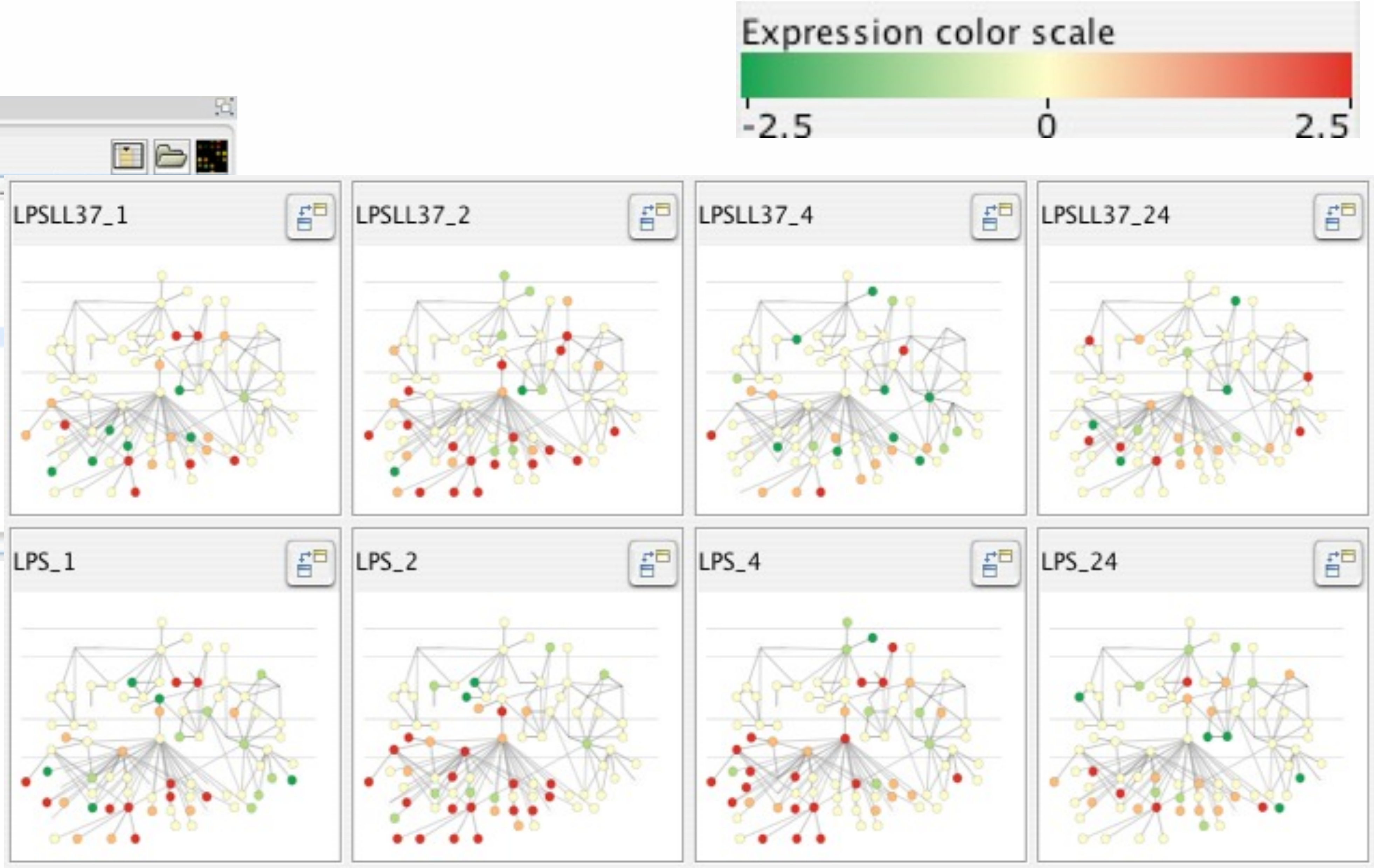
NFKB2	Transcription factor	-1.14	0.972	-1.03	1.303
CXCL2	Chemokine	1.853	0.376	4.111	-1.019
CHUK	Kinase	-1.376	0.373	2.232	1.194
IL13	Cytokine	-5.961		2.139	-1.236
RELA	Transcription factor	-1.077	0.564	-1.169	1.943
IKBKB	Kinase	1.167	0.29	1.421	-1.907
CCL4	Chemokine	1.254	0.878	-1.052	1.499
MAP3K7		1.01	0.956	-1.096	1.222
ICAM1	Adhesion	1.184	0.669	1.537	1.392
IRF1	Transcription factor	-1.013	0.519	1.416	1.081
CXCL3	Chemokine	1.7	0.905	1.092	-1.598
IL12B	Cytokine	-2.448	0.042	-1.473	-2.109
CCL11	Chemokine	-1.338	0.349	-1.995	-1.785
MAP3K7IP1	Adaptor				
IFNG	Cytokine	-1.15	0.801	1.075	1.053



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

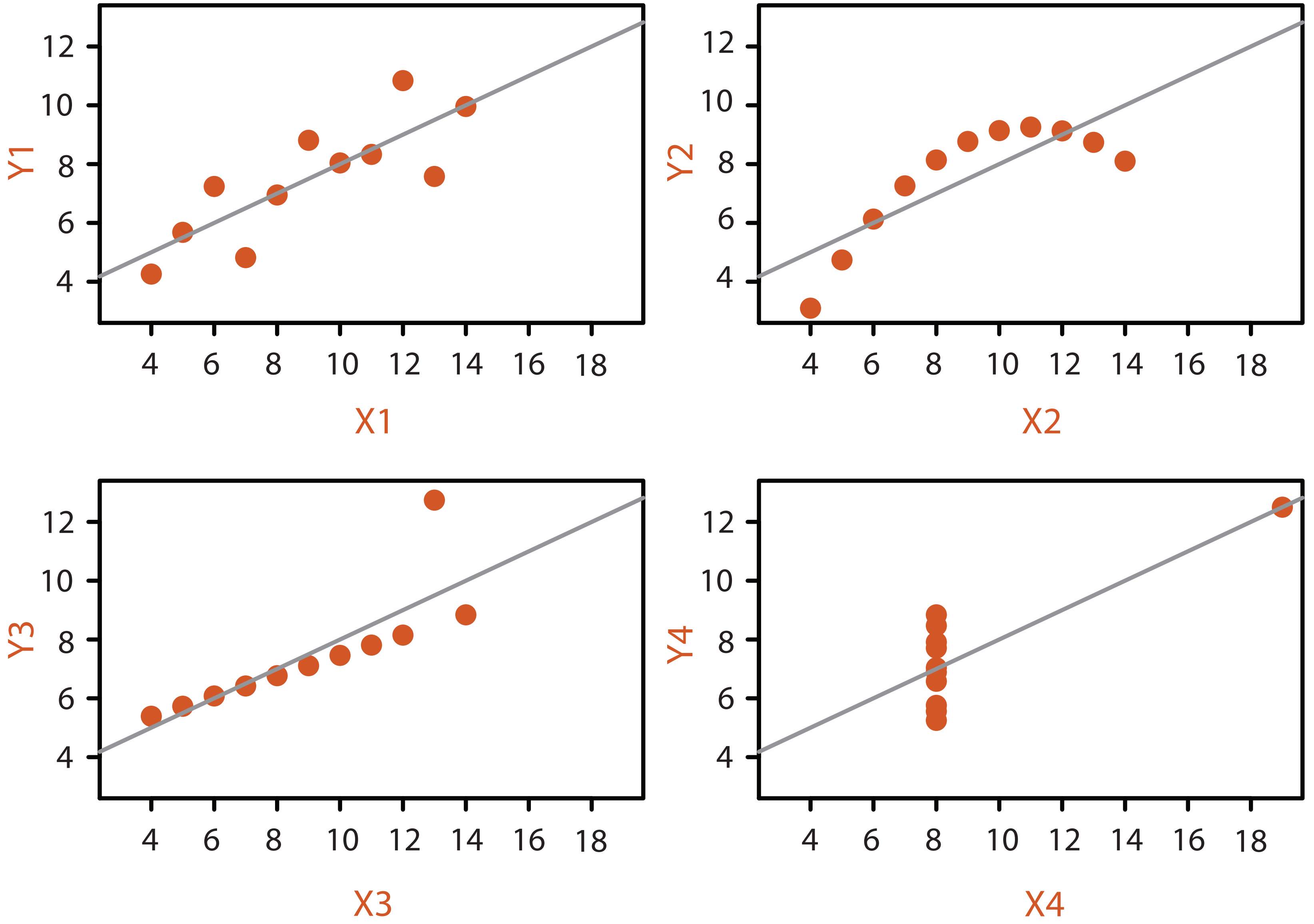
Why represent all the data?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- summaries lose information, details matter
  - confirm expected and find unexpected patterns
  - assess validity of statistical model

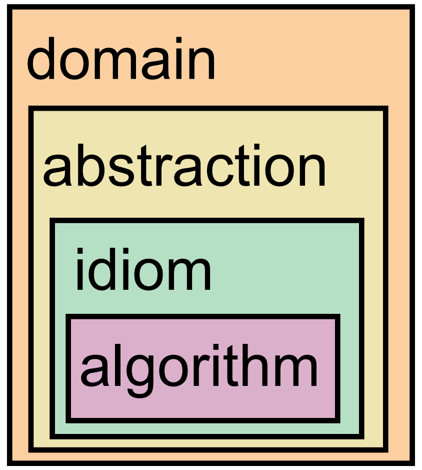
Anscombe's Quartet

Identical statistics	
x mean	9
x variance	10
y mean	8
y variance	4
x/y correlation	1

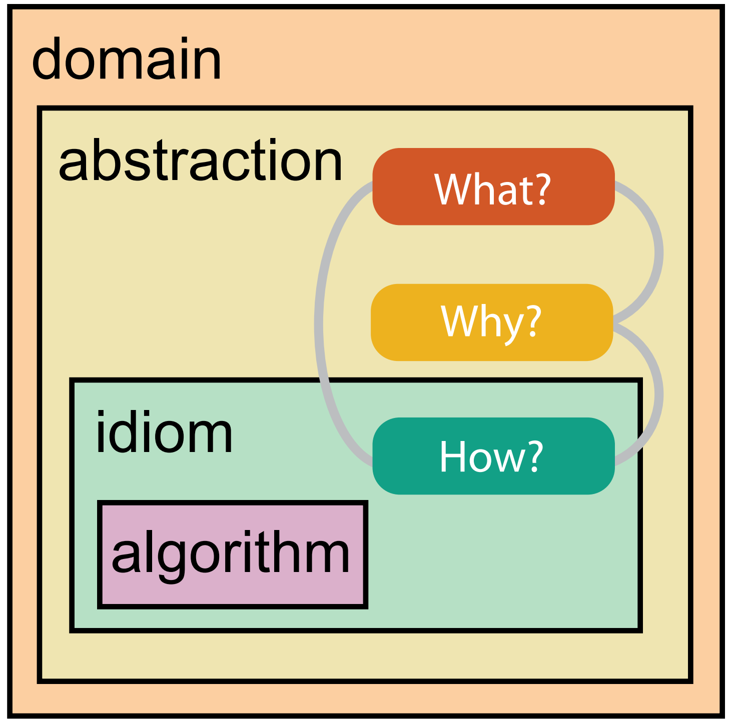


Analysis framework: Four levels, three questions

- *domain* situation
  - who are the target users?
- *abstraction*
  - translate from specifics of domain to vocabulary of vis
  - **what** is shown? **data abstraction**
    - often don't just draw what you're given: transform to new form
  - **why** is the user looking at it? **task abstraction**
- *idiom*
  - **how** is it shown?
    - **visual encoding idiom**: how to draw
    - **interaction idiom**: how to manipulate
- *algorithm*
  - efficient computation



[A Nested Model of Visualization Design and Validation.
Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]



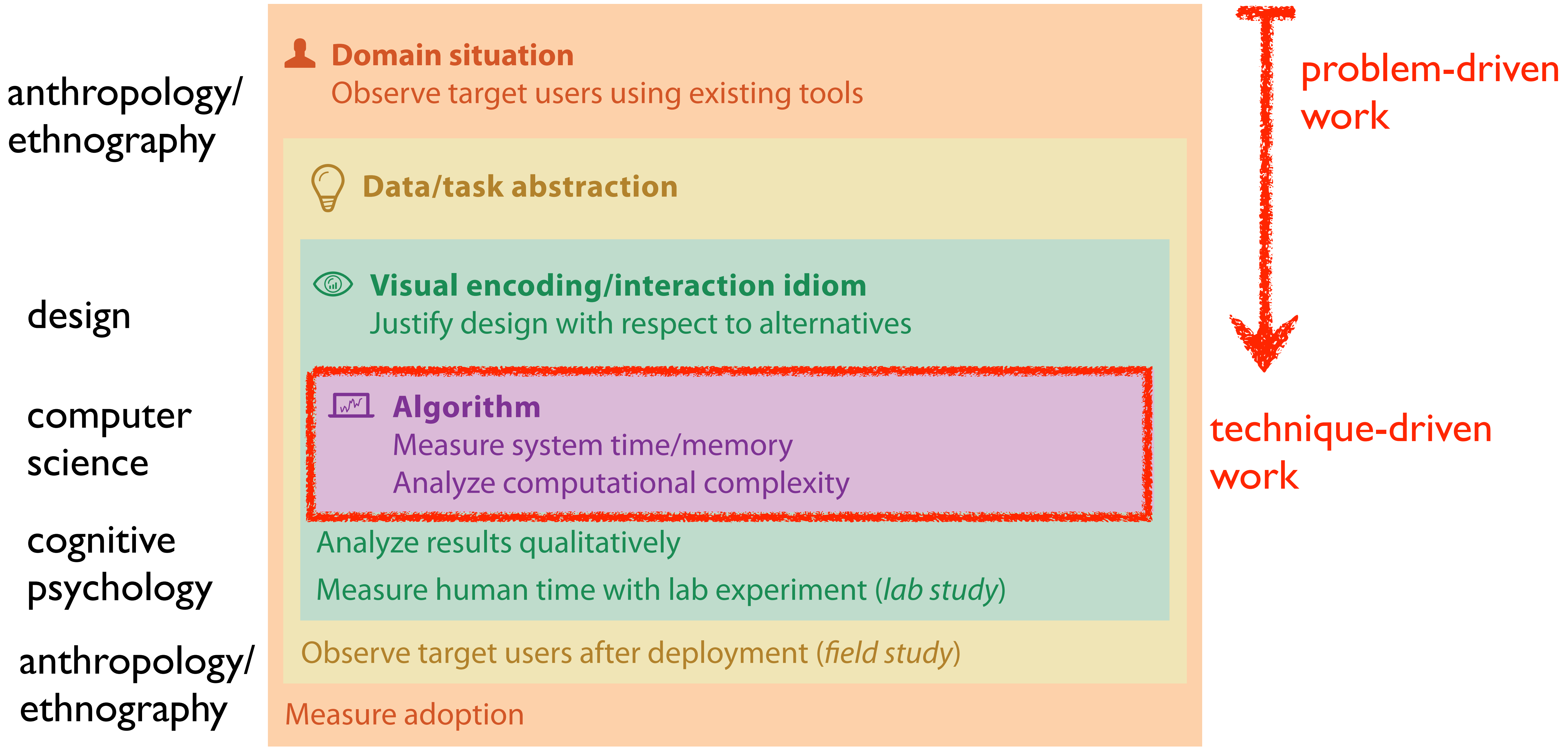
[A Multi-Level Typology of Abstract Visualization Tasks
Brehmer and Munzner. IEEE TVCG 19(12):2376-2385, 2013 (Proc. InfoVis 2013).]

Why is validation difficult?

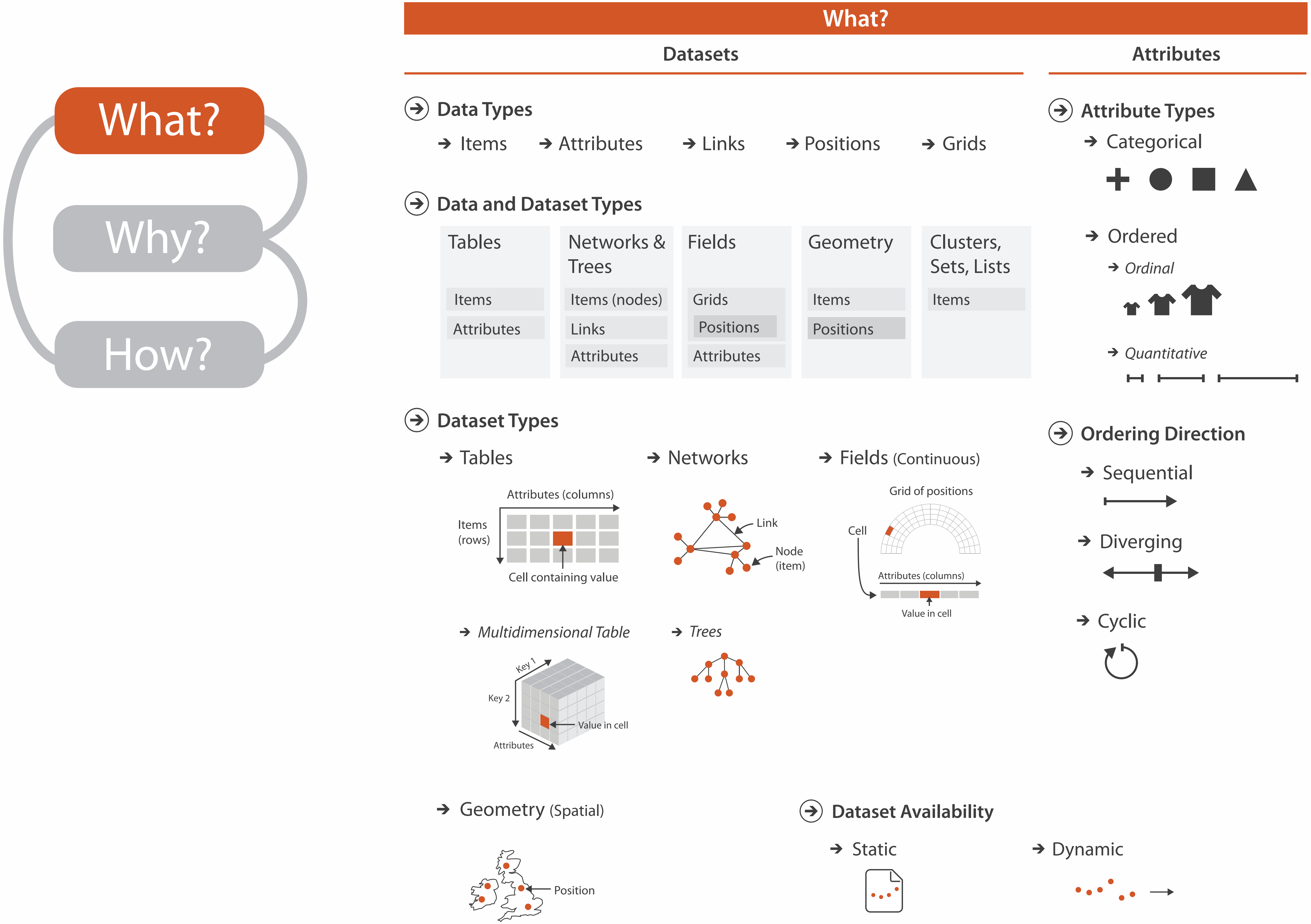
- different ways to get it wrong at each level

Why is validation difficult?

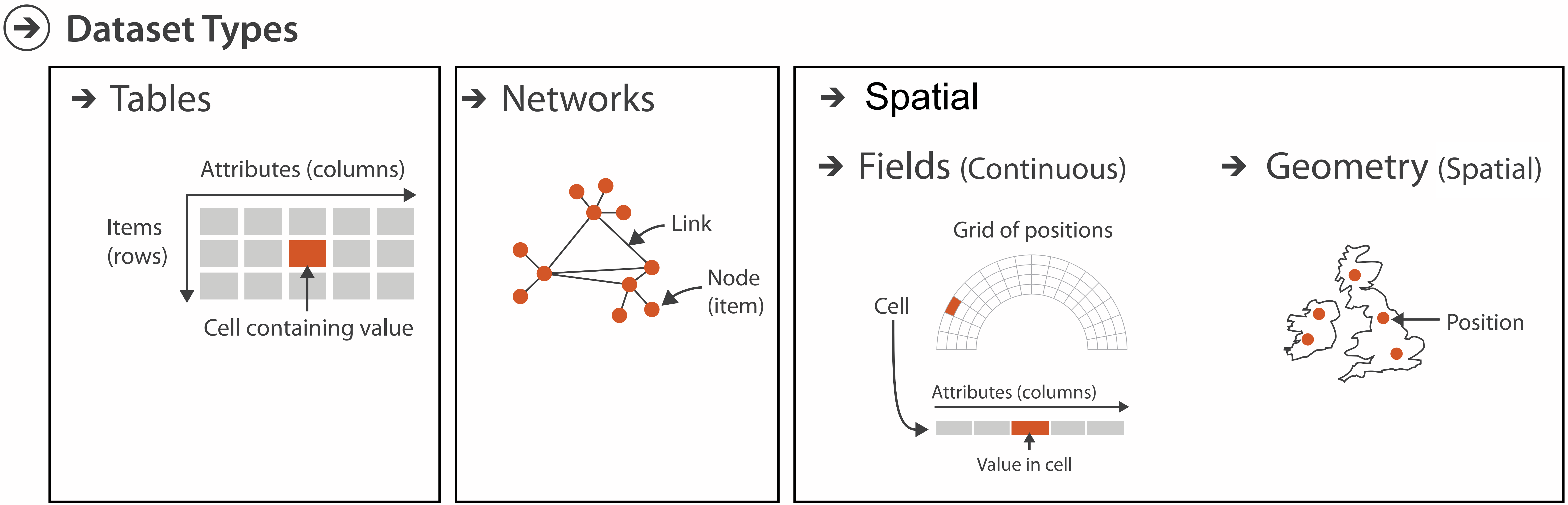
- solution: use methods from different fields at each level



[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]


What?
Why?
How?
What?
Datasets
Attributes
Data Types
Items
Attributes
Links
Positions
Grids
Data and Dataset Types
Tables
Items
Attributes
Networks & Trees
Items (nodes)
Links
Attributes
Fields
Grids
Positions
Attributes
Geometry
Items
Positions
Clusters, Sets, Lists
Items
Dataset Types
Tables
Attributes (columns)
Items (rows)
Cell containing value
Networks
Link
Node (item)
Fields (Continuous)
Grid of positions
Cell
Attributes (columns)
Value in cell
Multidimensional Table
Key 1
Key 2
Attributes
Value in cell
Trees
Geometry (Spatial)
Position
Dataset Availability
Static
Dynamic
Attribute Types
Categorical
Ordered
Ordinal
Quantitative
Ordering Direction
Sequential
Diverging
Cyclic

Three major datatypes

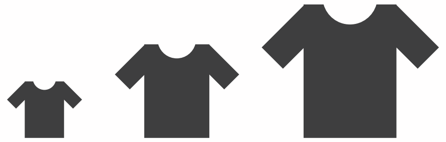


Attribute types

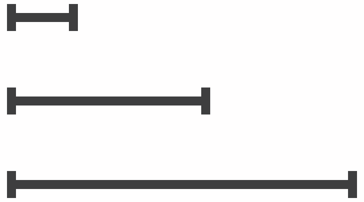
Attribute Types

- Categorical

- Ordered
  - *Ordinal*



  - *Quantitative*

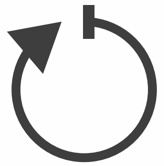


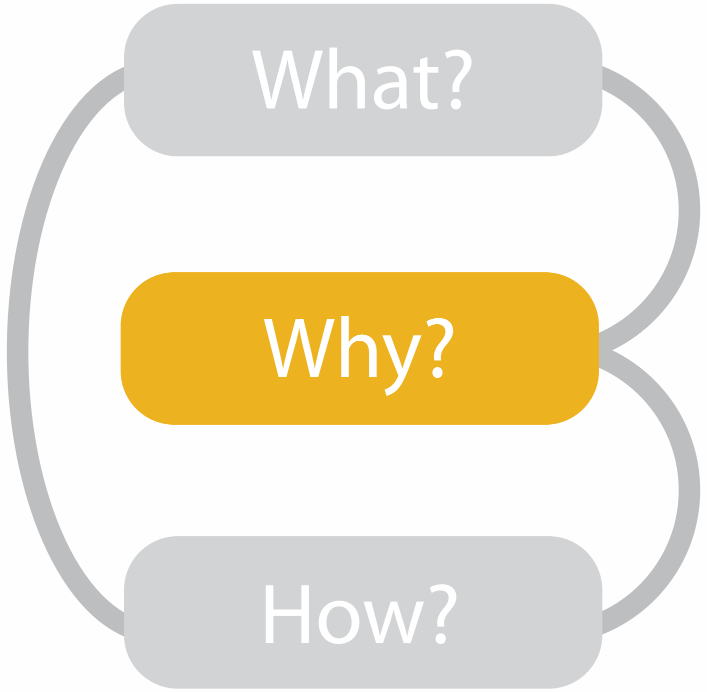
Ordering Direction

- Sequential

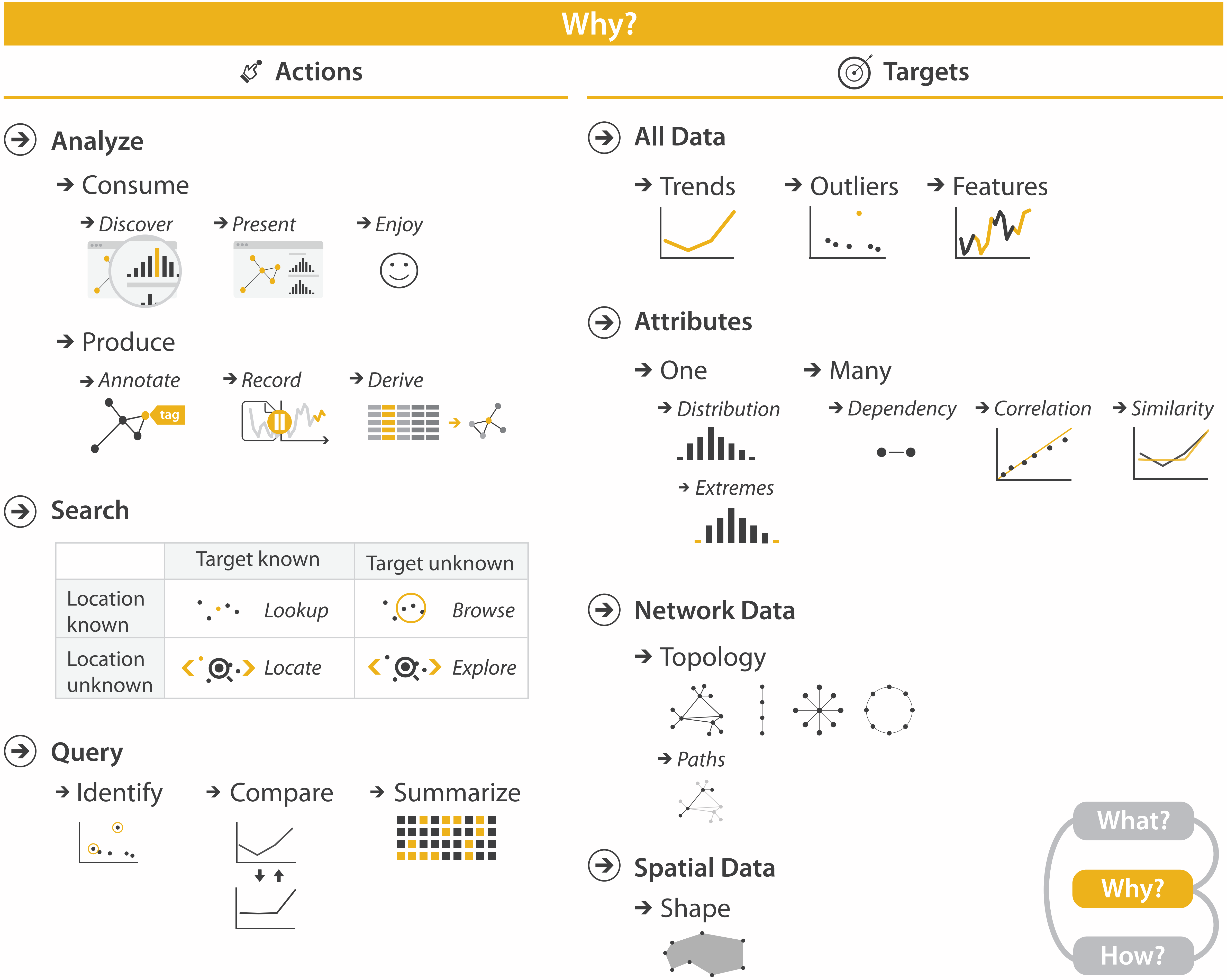
- Diverging

- Cyclic



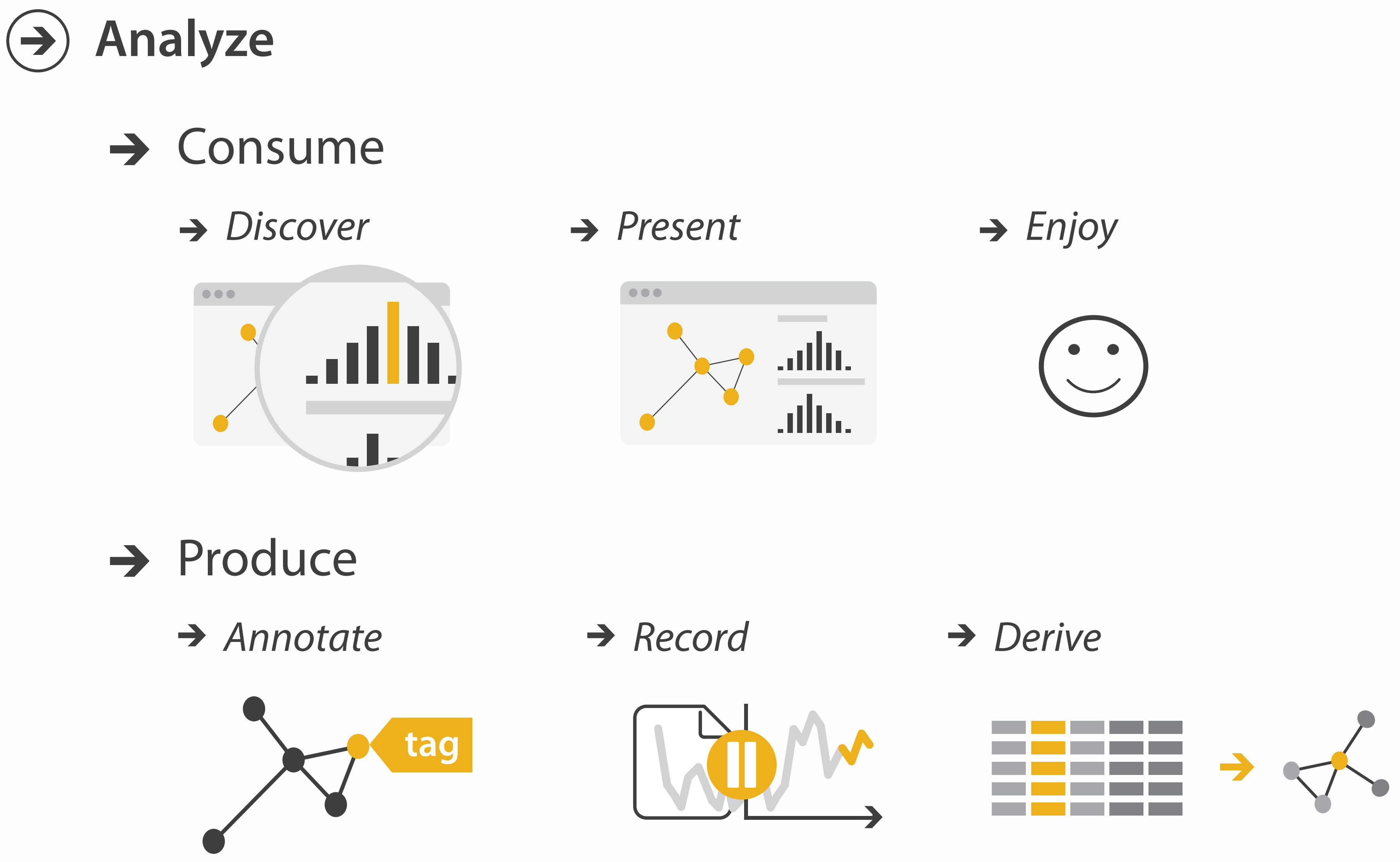


- {action, target} pairs
  - *discover distribution*
  - *compare trends*
  - *locate outliers*
  - *browse topology*



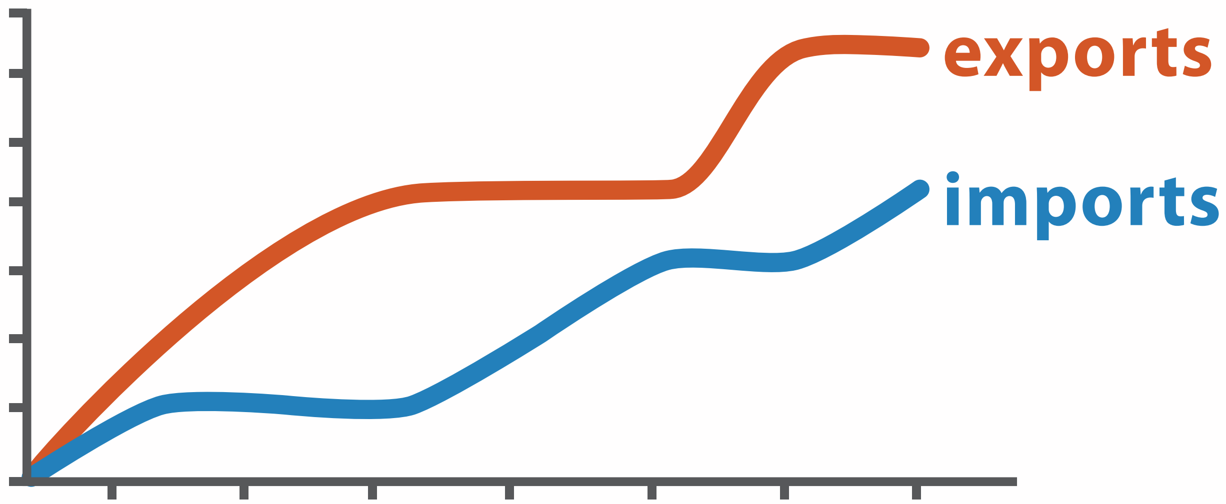
High-level actions: Analyze

- consume
  - discover vs present
    - classic split
    - aka explore vs explain
  - enjoy
    - newcomer
    - aka casual, social
- produce
  - annotate, record
  - derive
    - crucial design choice

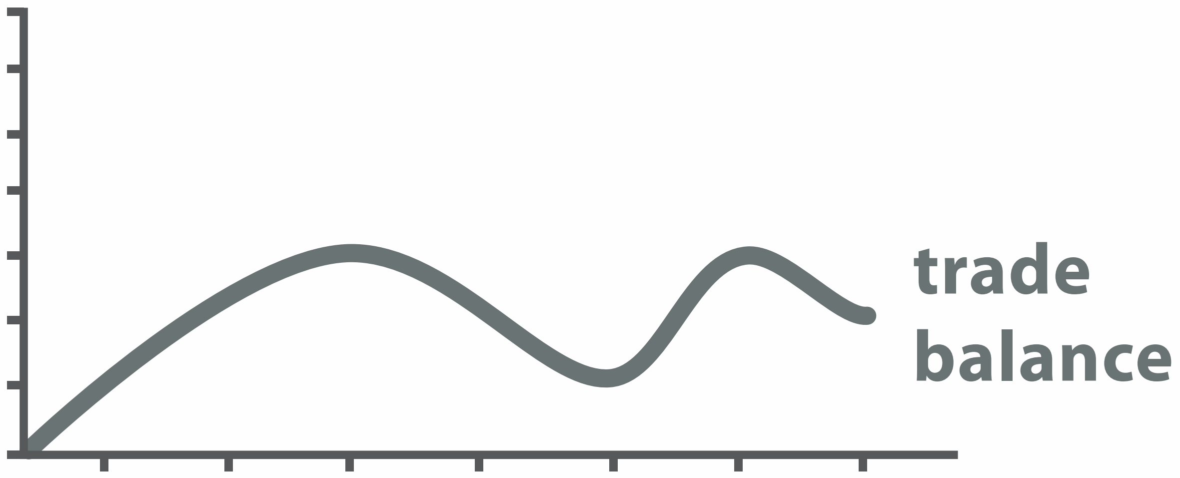


Derive

- don't just draw what you're given!
  - decide what the right thing to show is
  - create it with a series of transformations from the original dataset
  - draw that
- one of the four major strategies for handling complexity



Original Data



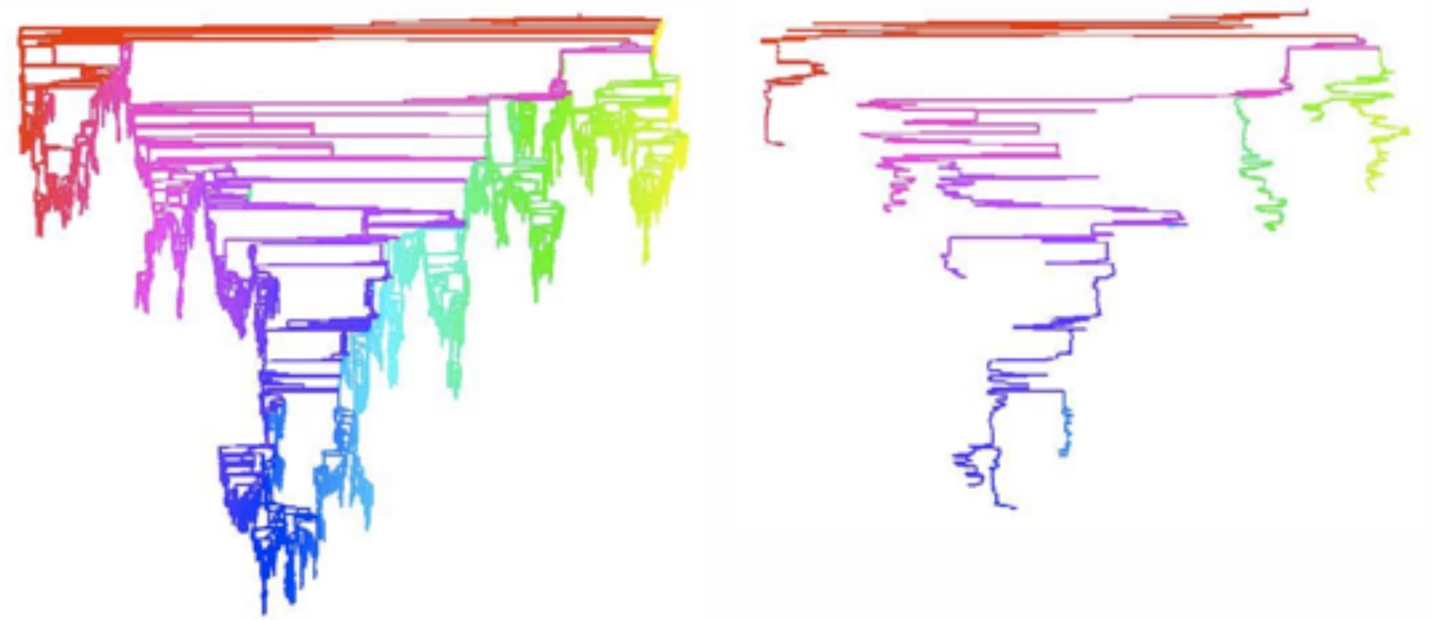
trade balance = exports − imports

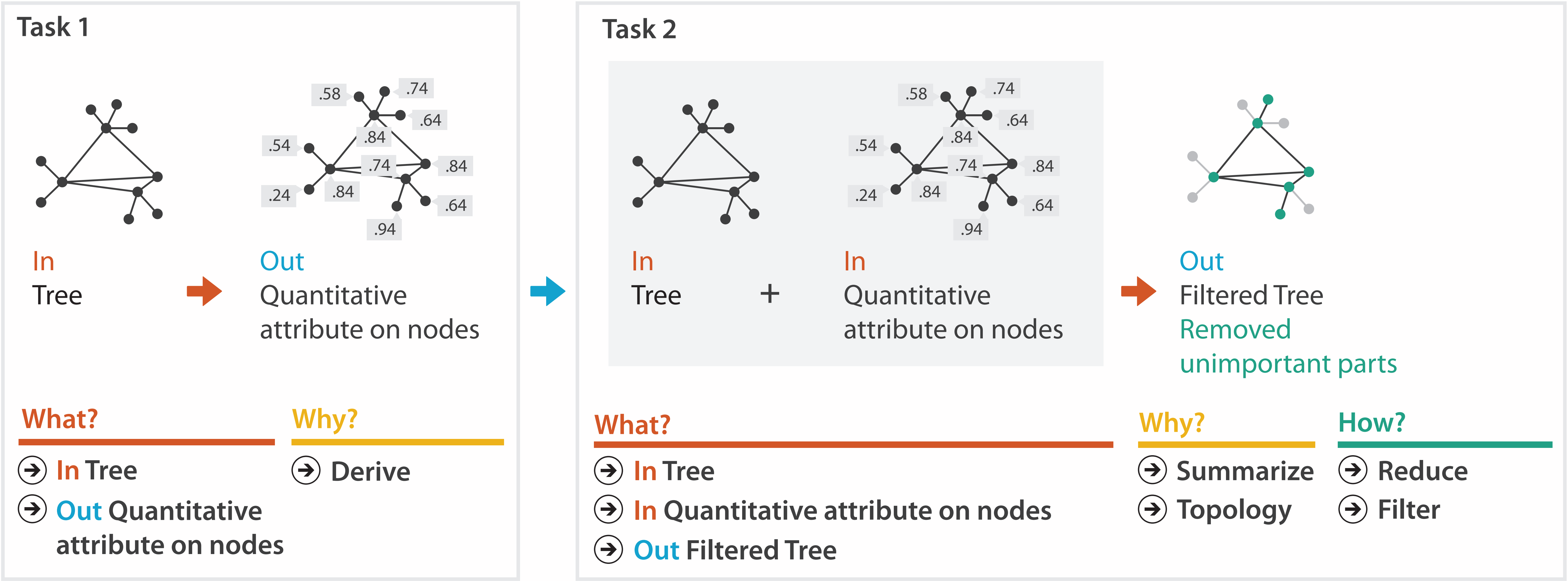
Derived Data

Analysis example: Derive one attribute

- 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.]





Actions: Search, query

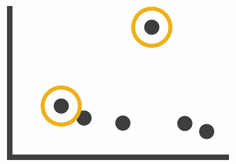
- what does user know?
  - target, location
- how much of the data matters?
  - one, some, all
- independent choices for each of these three levels
  - analyze, search, query
  - mix and match

➔ **Search**

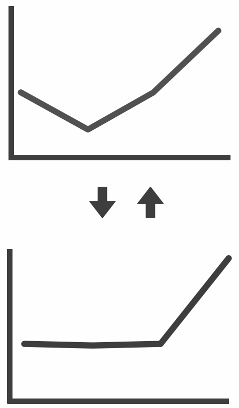
	Target known	Target unknown
Location known	*Lookup*	*Browse*
Location unknown	*Locate*	*Explore*

➔ **Query**

→ Identify



→ Compare

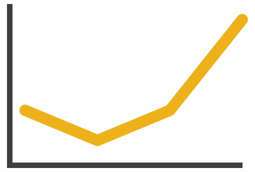


→ Summarize

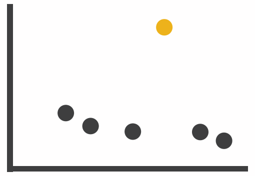
Why: Targets

➔ All Data

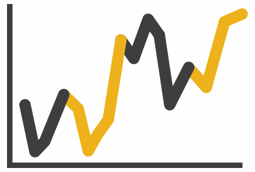
- ➔ Trends



- ➔ Outliers

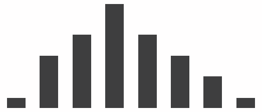


- ➔ Features

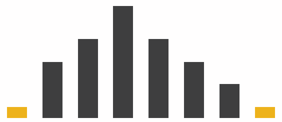


➔ Attributes

- ➔ One
  - ➔ *Distribution*

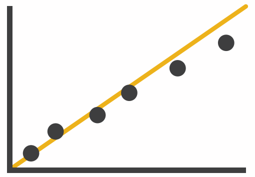


  - ➔ *Extremes*

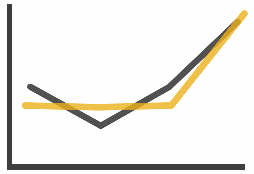


- ➔ Many
  - ➔ *Dependency*

  - ➔ *Correlation*

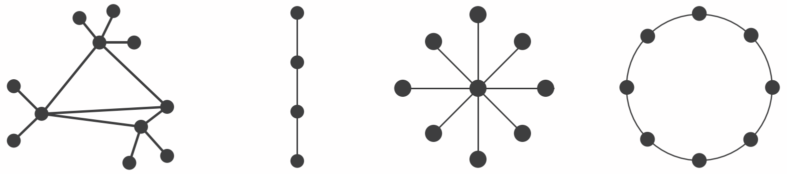


  - ➔ *Similarity*

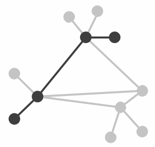


➔ Network Data

- ➔ Topology

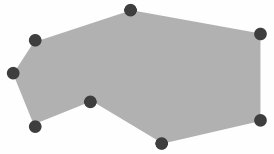


  - ➔ *Paths*



➔ Spatial Data

- ➔ Shape



How?

Encode

Arrange
- Express
- Separate
- Order
- Align
- Use

Map
from categorical and ordered attributes

- Color
  - *Hue*
  - *Saturation*
  - *Luminance*
- Size, Angle, Curvature, ...
- Shape
- Motion
  Direction, Rate, Frequency, ...

Manipulate

Change

Select

Navigate

Facet

Juxtapose

Partition

Superimpose

Reduce

Filter

Aggregate

Embed

What?

Why?

How?

Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 1: What's Vis, and Why Do It?*
  - *Chap 2: What: Data Abstraction*
  - *Chap 3: Why: Task Abstraction*
- *A Multi-Level Typology of Abstract Visualization Tasks*. Brehmer and Munzner. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis) 19:12 (2013), 2376–2385.
- *Low-Level Components of Analytic Activity in Information Visualization.* Amar, Eagan, and Stasko. Proc. IEEE InfoVis 2005, p 111–117.
- *A taxonomy of tools that support the fluent and flexible use of visualizations.* Heer and Shneiderman. Communications of the ACM 55:4 (2012), 45–54.
- *Rethinking Visualization: A High-Level Taxonomy.* Tory and Möller. Proc. IEEE InfoVis 2004, p 151–158.
- Visualization of Time-Oriented Data. Aigner, Miksch, Schumann, and Tominski. Springer, 2011.

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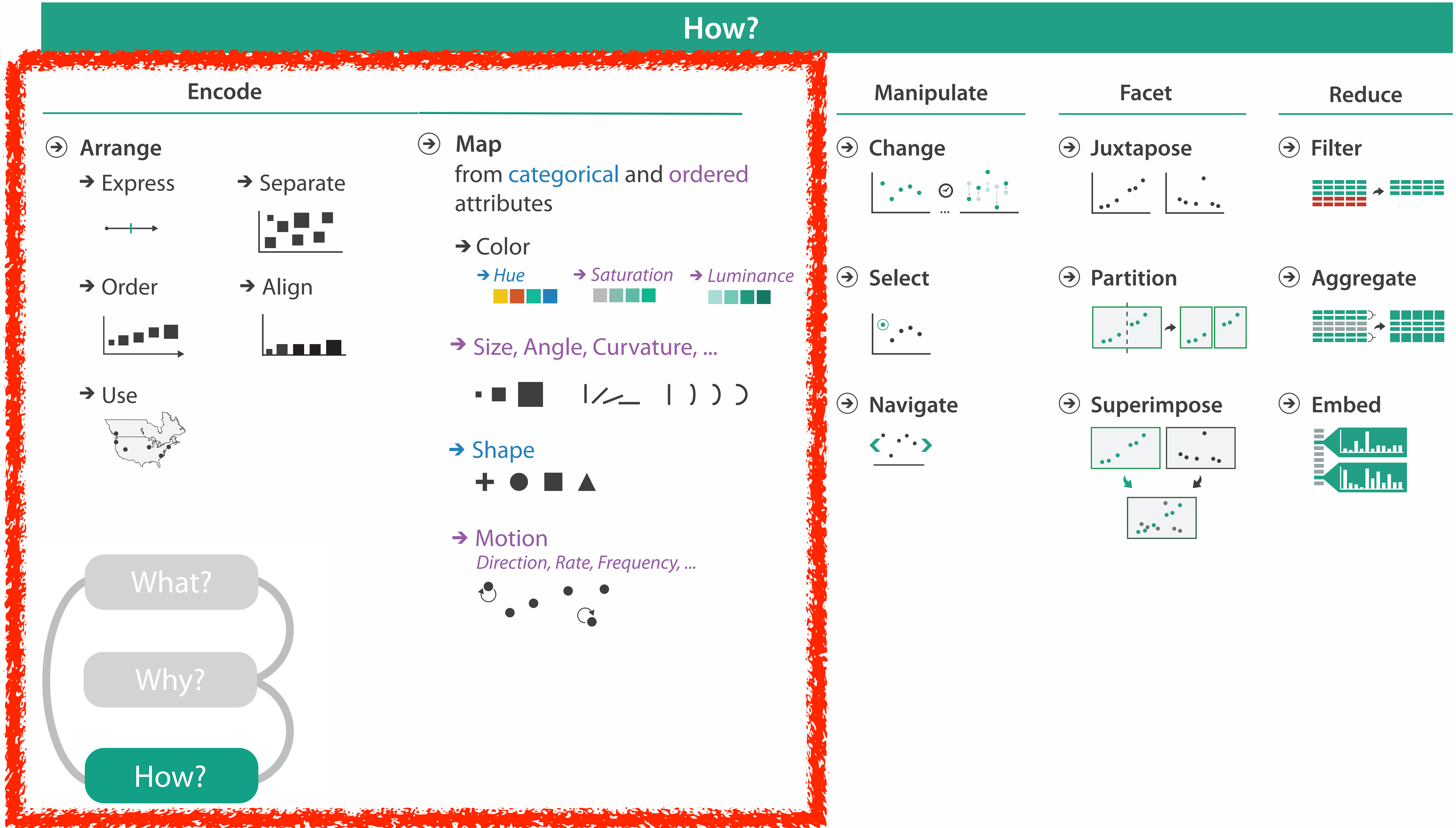

How?
Encode
Arrange
Express
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Use
Map
from categorical and ordered attributes
Color
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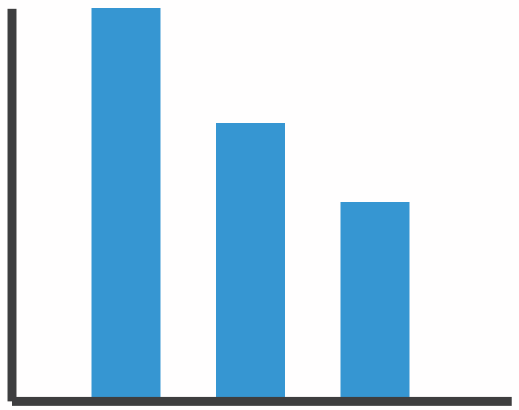
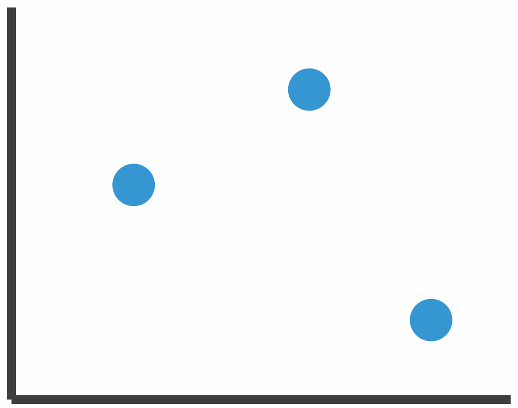
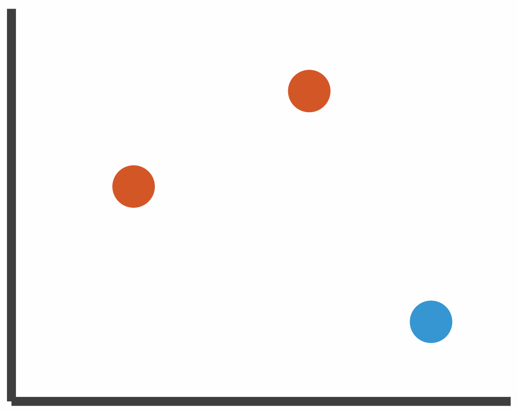
Size, Angle, Curvature, ...
Shape
Motion
Direction, Rate, Frequency, ...
What?
Why?
How?
Manipulate
Change
Select
Navigate
Facet
Juxtapose
Partition
Superimpose
Reduce
Filter
Aggregate
Embed

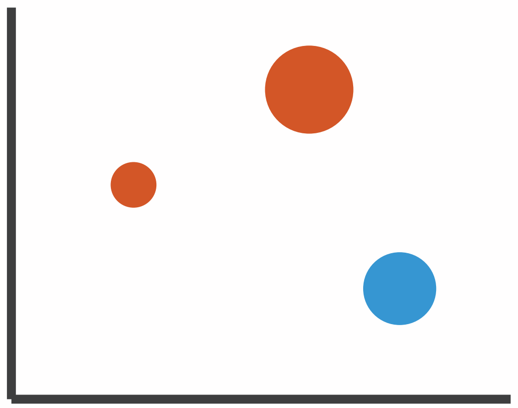
Visual encoding

- analyze idiom structure



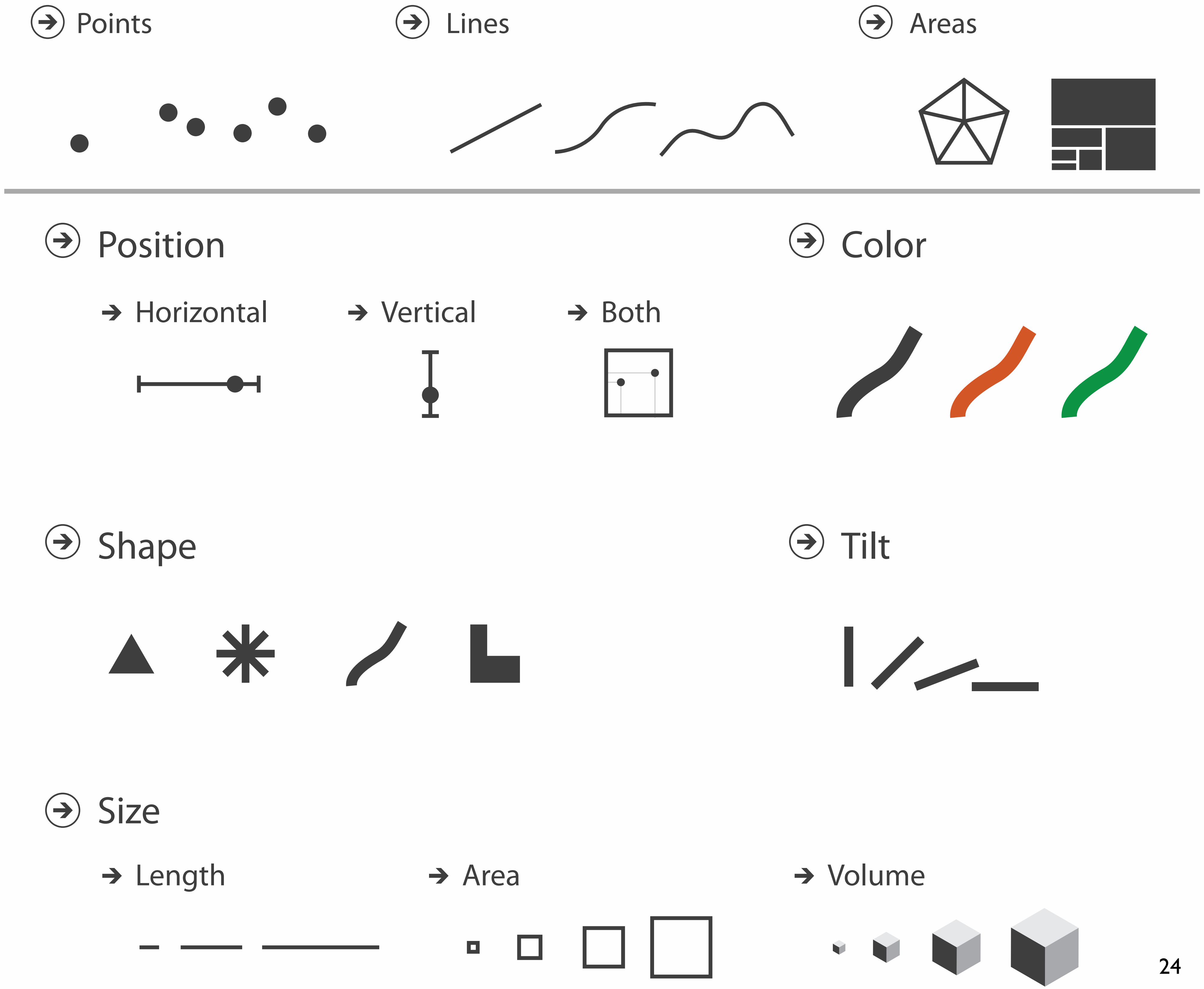






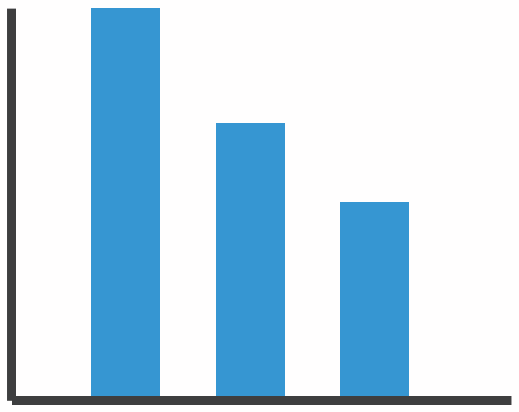
Definitions: Marks and channels

- marks
  - geometric primitives
- channels
  - control appearance of marks
  - can redundantly code with multiple channels
- interactions
  - point marks only convey position; no area constraints
    - can be size and shape coded
  - line marks convey position and length
    - can only be size coded in 1D (width)
  - area marks fully constrained
    - cannot be size or shape coded



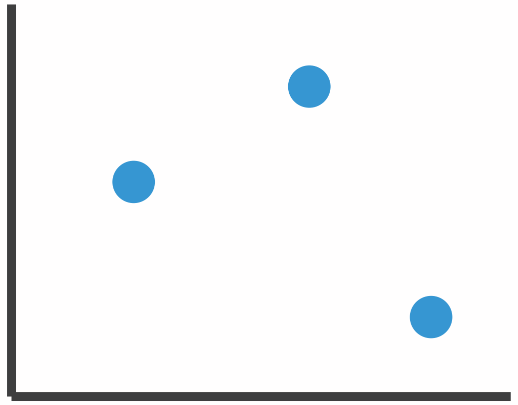
Visual encoding

- analyze idiom structure
  - as combination of marks and channels



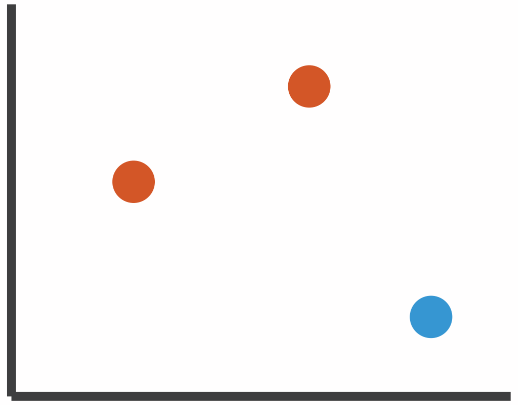
1:
vertical position

mark: line



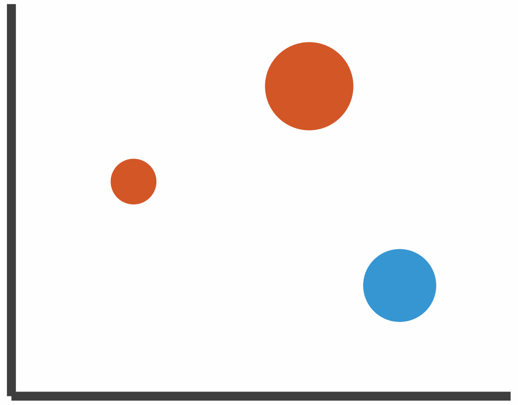
2:
vertical position
horizontal position

mark: point



3:
vertical position
horizontal position
color hue

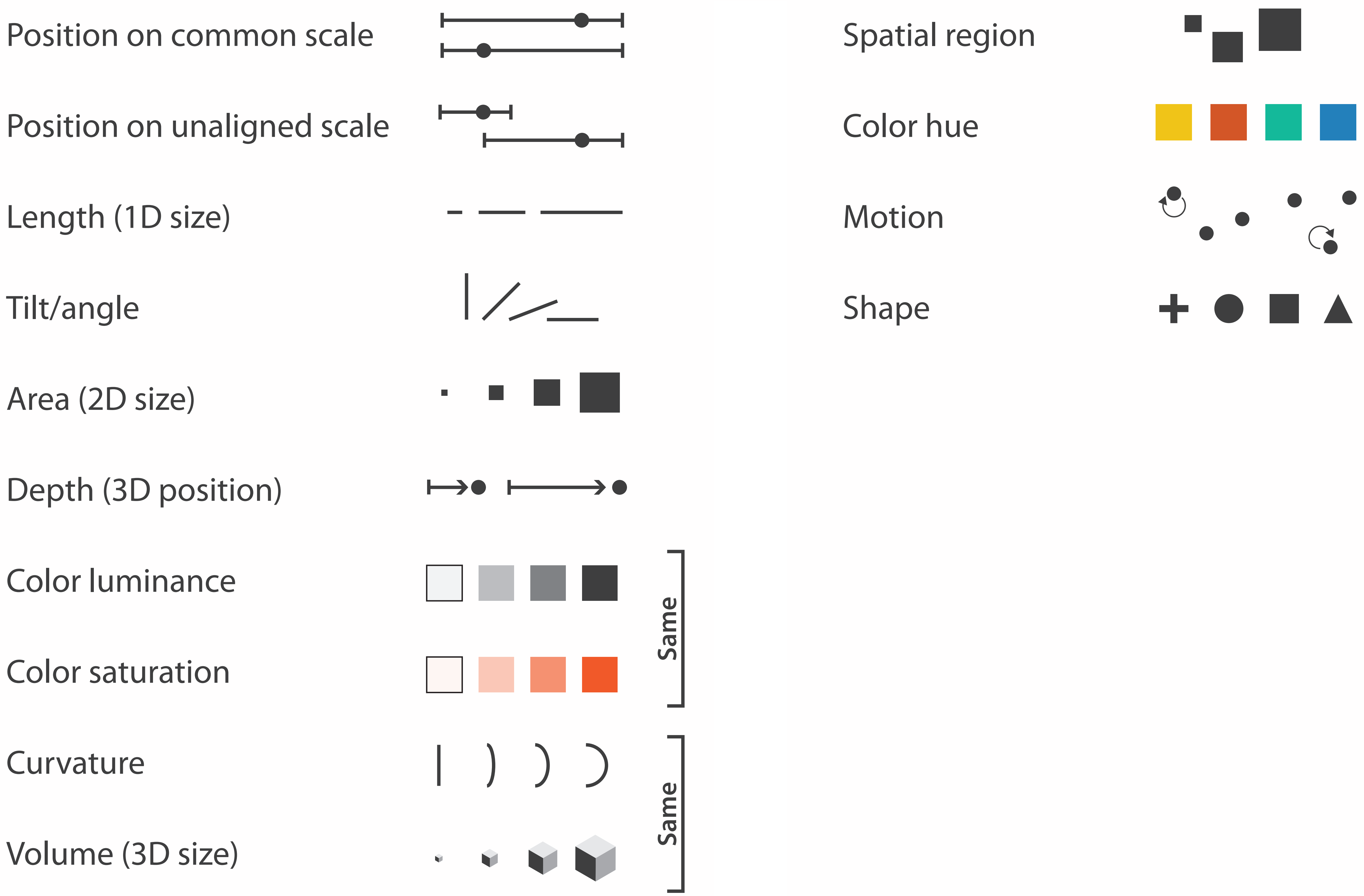
mark: point



4:
vertical position
horizontal position
color hue
size (area)

mark: point

Channels

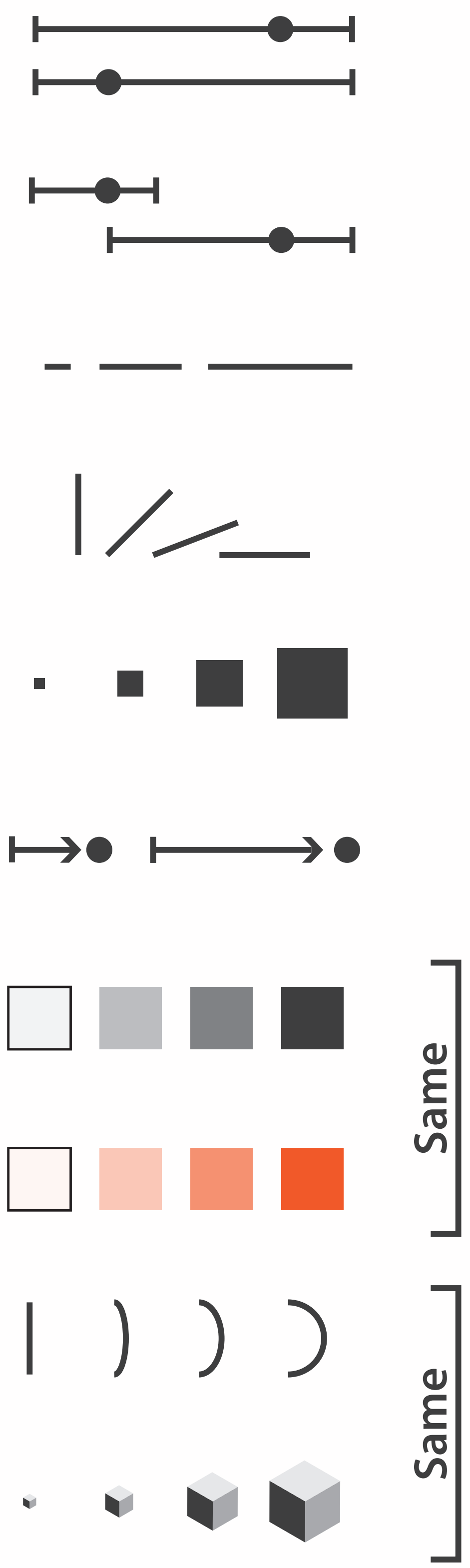


Position on common scale
Position on unaligned scale
Length (1D size)
Tilt/angle
Area (2D size)
Depth (3D position)
Color luminance
Color saturation
Curvature
Volume (3D size)
Same
Same
Spatial region
Color hue
Motion
Shape

Channels: Matching Types

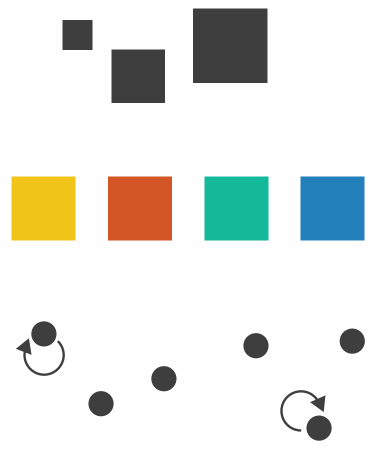
Magnitude Channels: Ordered Attributes

- Position on common scale
- Position on unaligned scale
- Length (1D size)
- Tilt/angle
- Area (2D size)
- Depth (3D position)
- Color luminance
- Color saturation
- Curvature
- Volume (3D size)



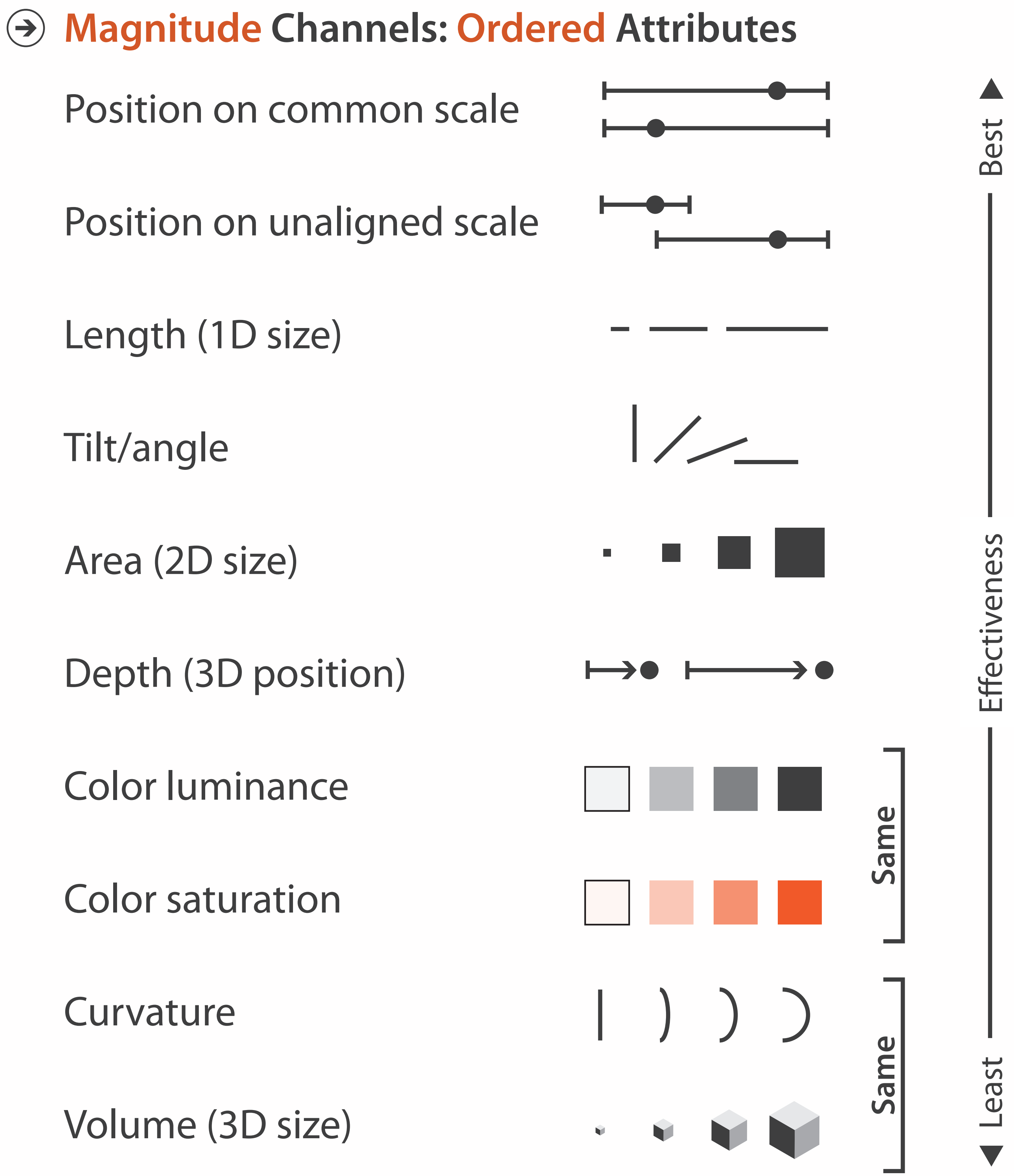
Identity Channels: Categorical Attributes

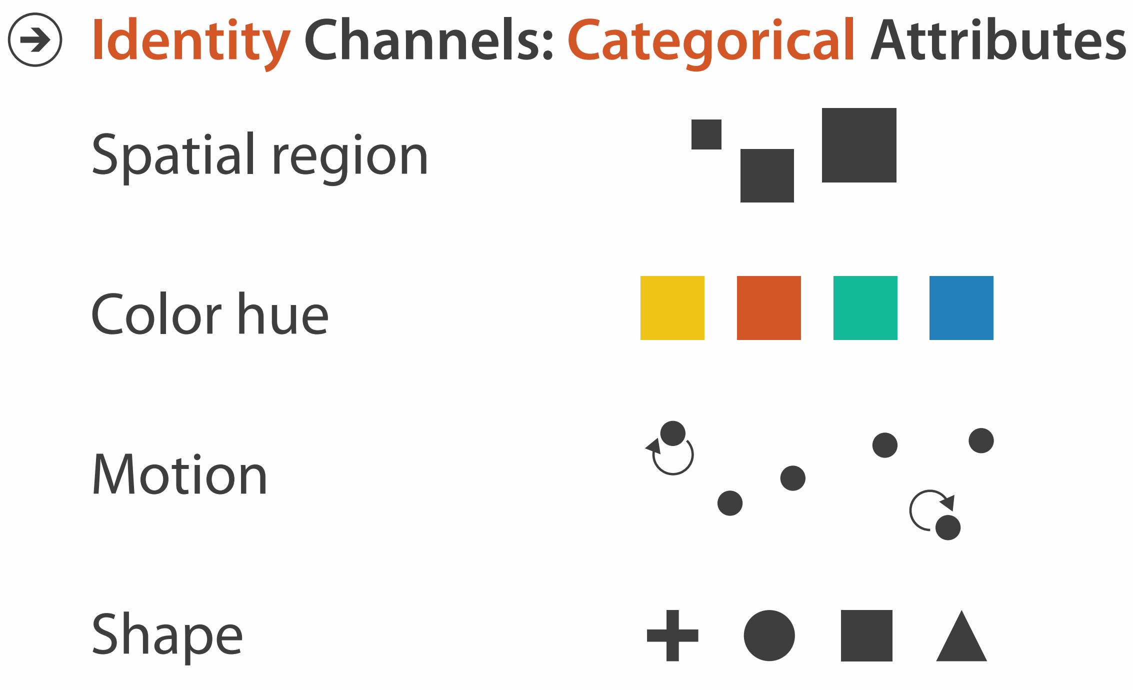
- Spatial region
- Color hue
- Motion
- Shape



- expressiveness principle
  - match channel and data characteristics

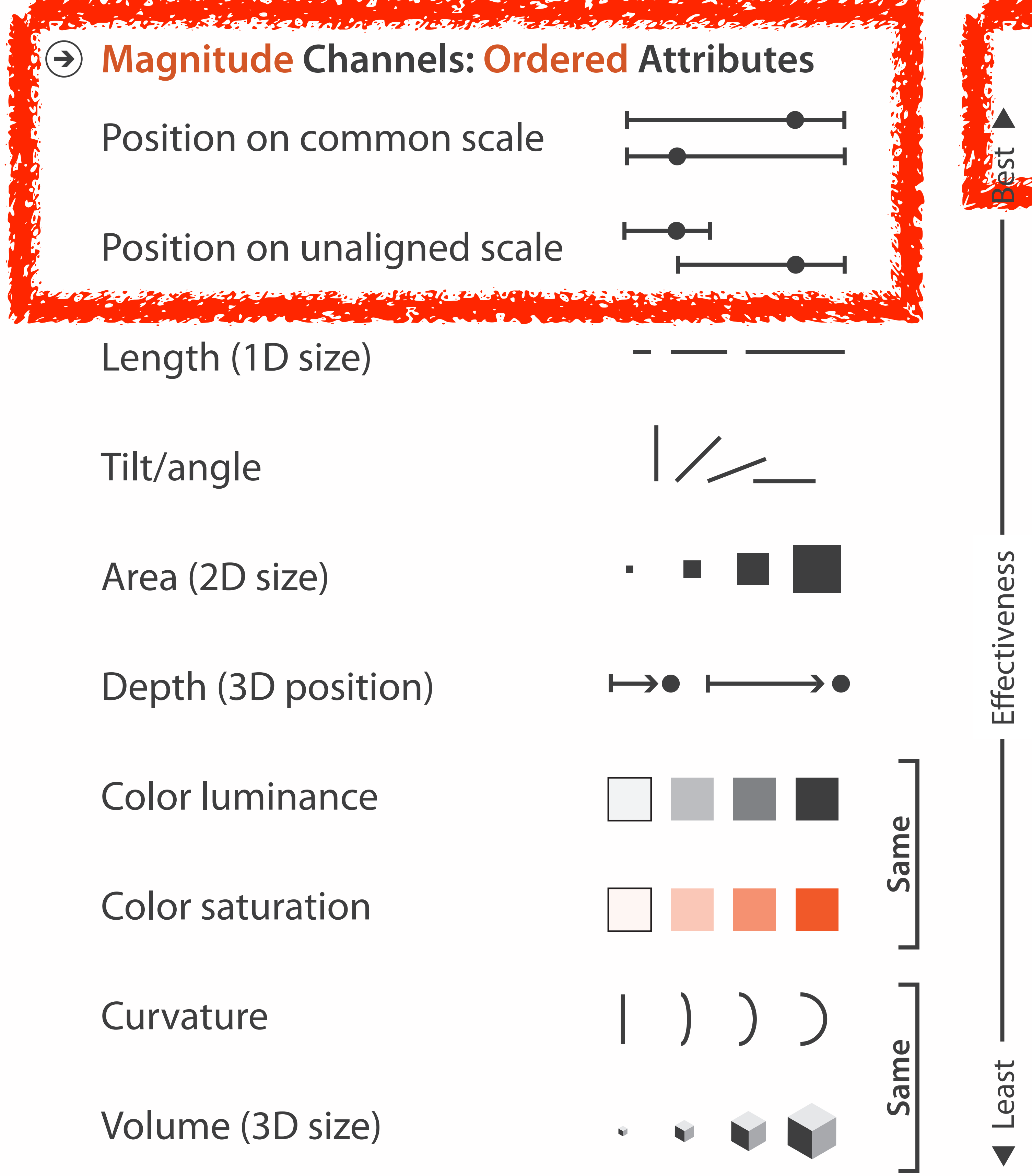
Channels: Rankings





- expressiveness principle
  - match channel and data characteristics
- effectiveness principle
  - encode most important attributes with highest ranked channels

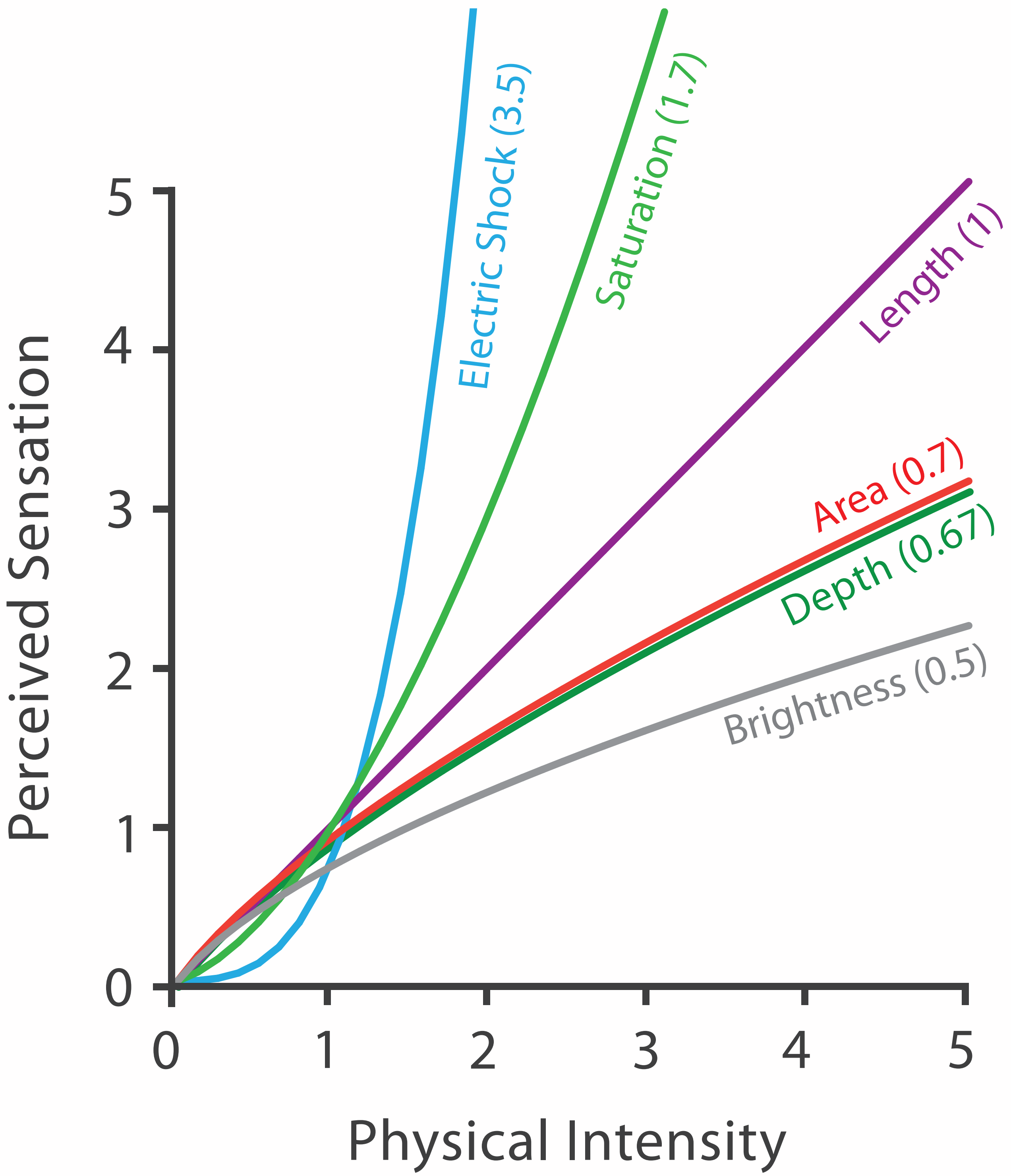
Channels: Expressiveness types and effectiveness rankings



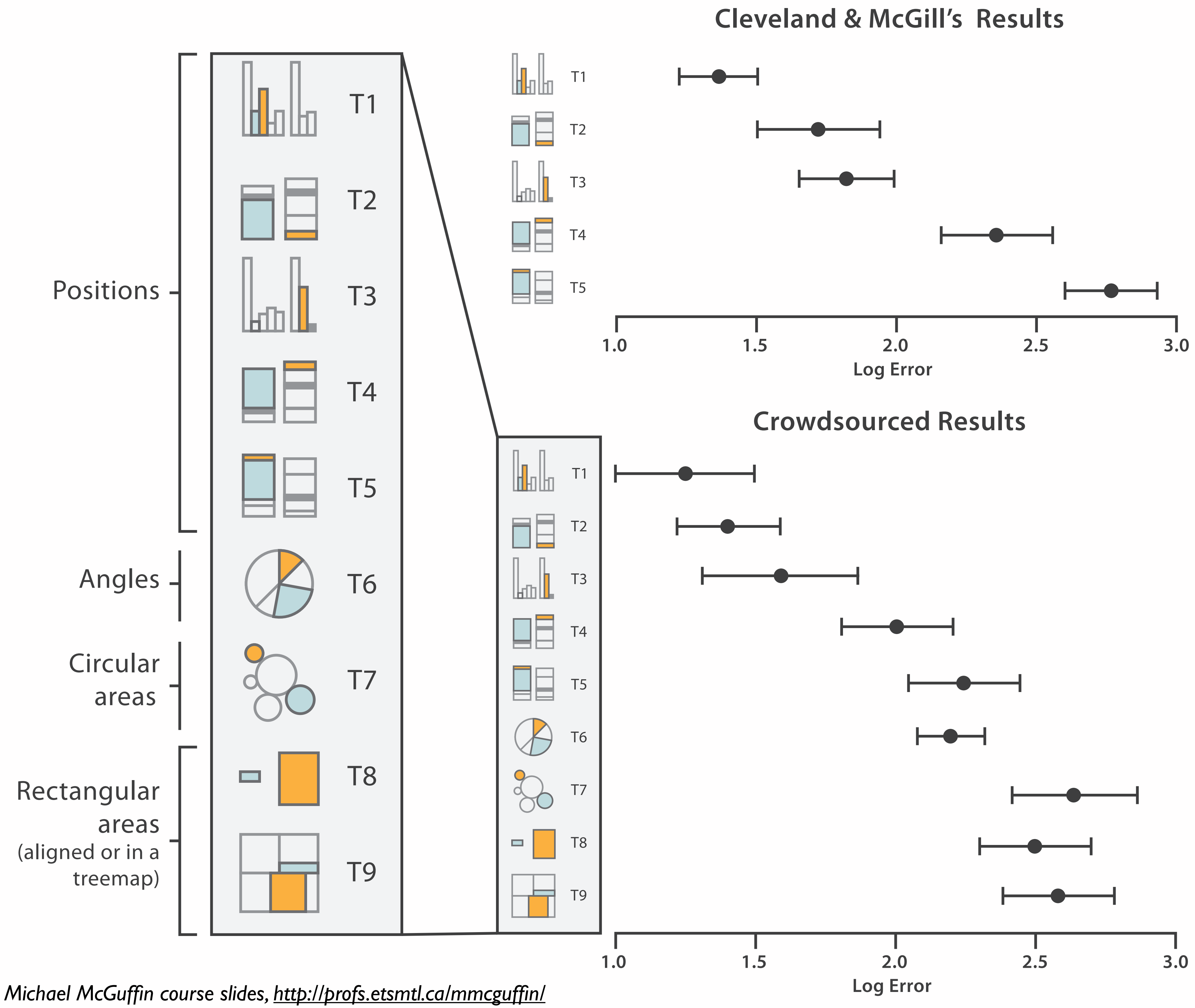
- expressiveness principle
  - match channel and data characteristics
- effectiveness principle
  - encode most important attributes with highest ranked channels
  - spatial position ranks high for both

Accuracy: Fundamental Theory

Steven's Psychophysical Power Law: $S = I^N$



Accuracy: Vis experiments

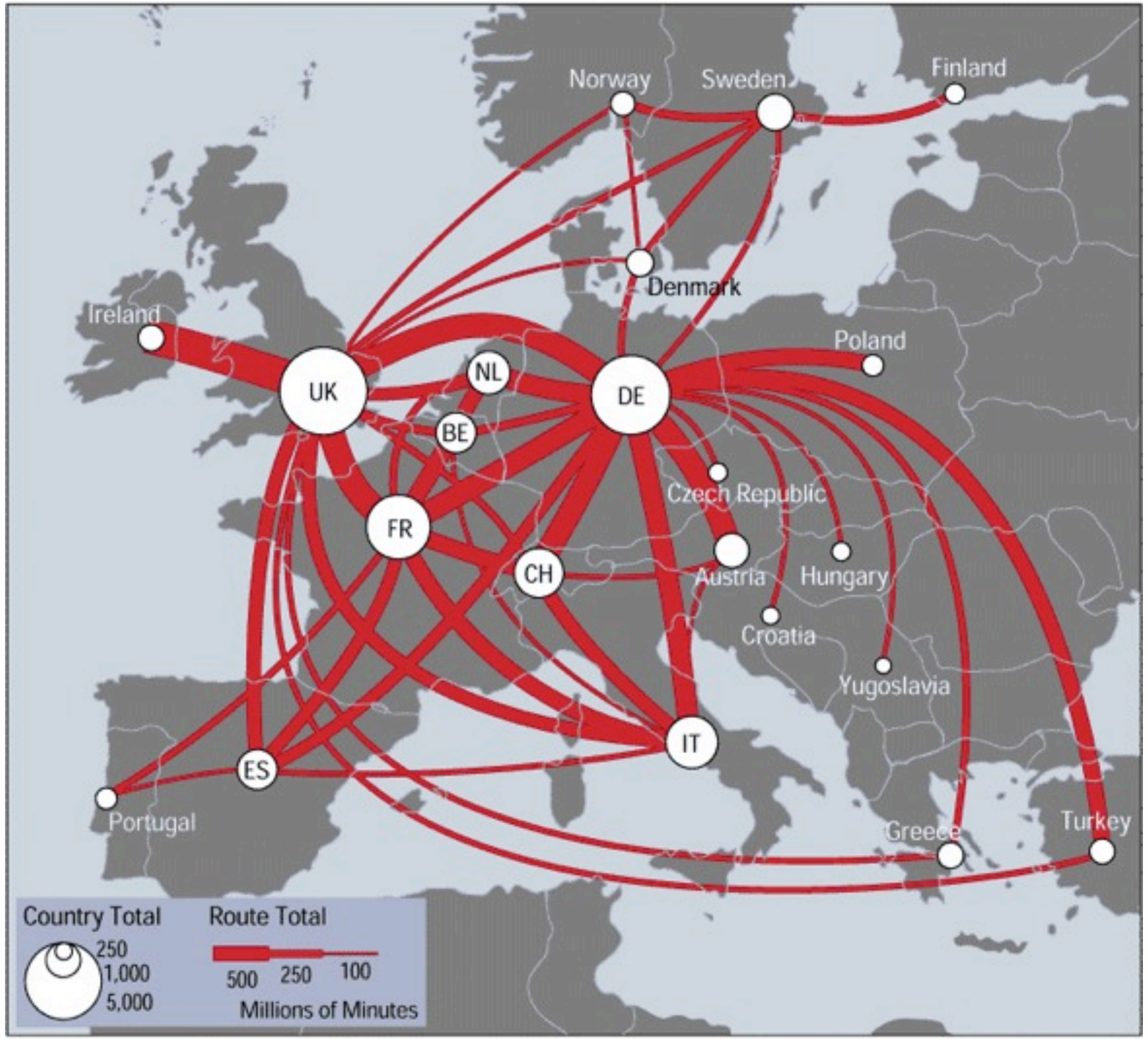


[Crowdsourcing Graphical Perception: Using Mechanical Turk to Assess Visualization Design. Heer and Bostock. Proc ACM Conf. Human Factors in Computing Systems (CHI) 2010, p. 203–212.]

after Michael McGuffin course slides, http://profs.etsmtl.ca/mmcguffin/

Discriminability: How many usable steps?

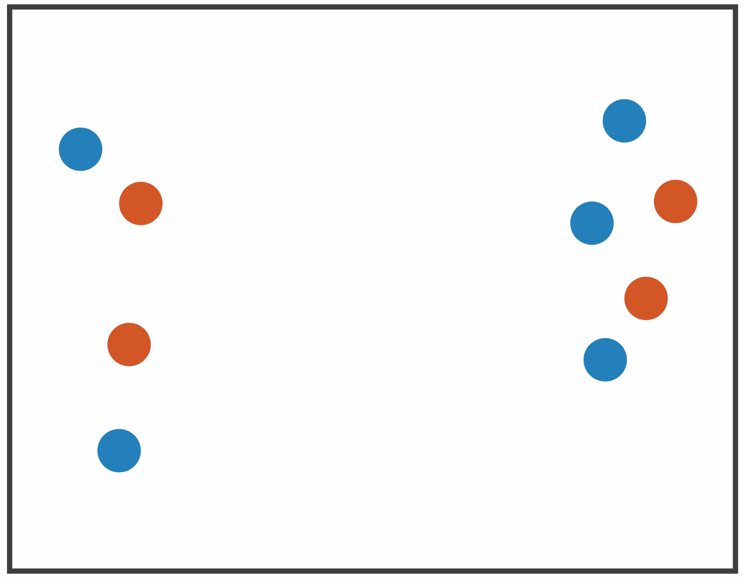
- must be sufficient for number of attribute levels to show
  – linewidth: few bins



[mappa.mundi.net/maps/maps 014/telegeography.html]

Separability vs. Integrality

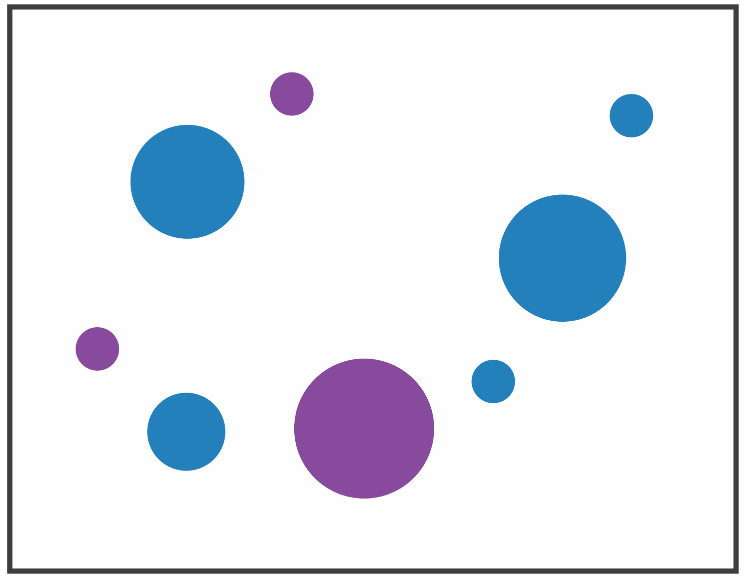
Position
+ Hue (Color)



Fully separable

2 groups each

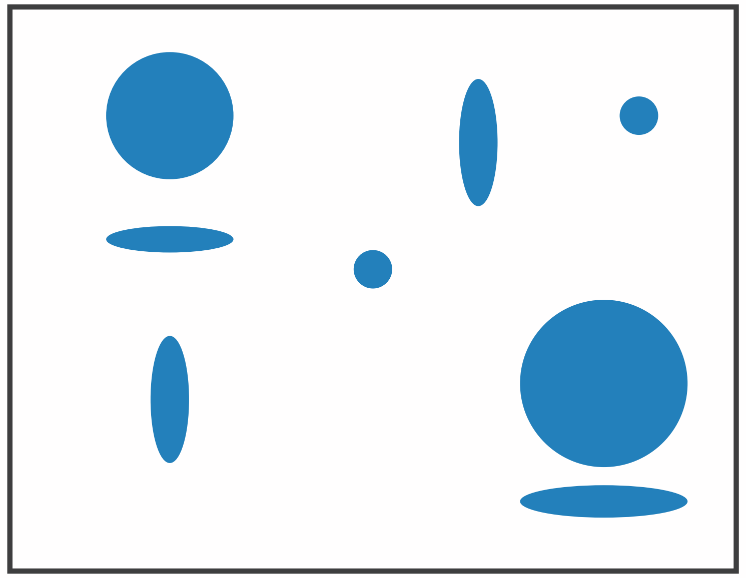
Size
+ Hue (Color)



Some interference

2 groups each

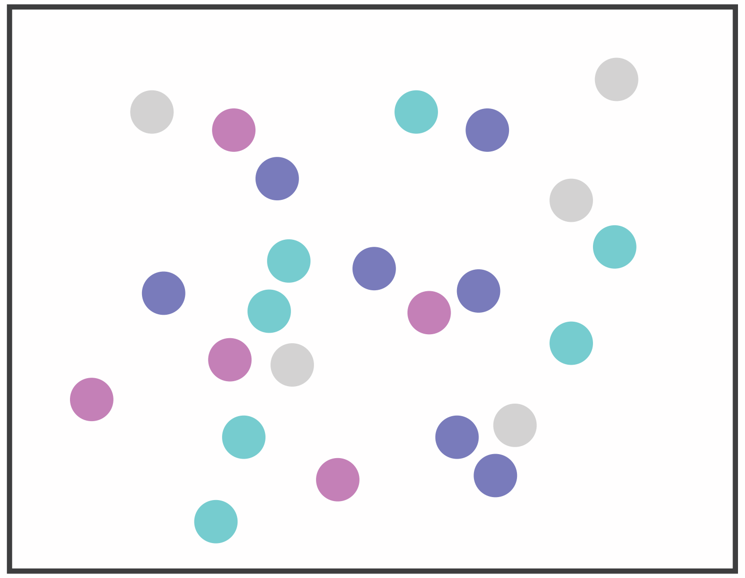
Width
+ Height



Some/significant interference

3 groups total: integral area

Red
+ Green

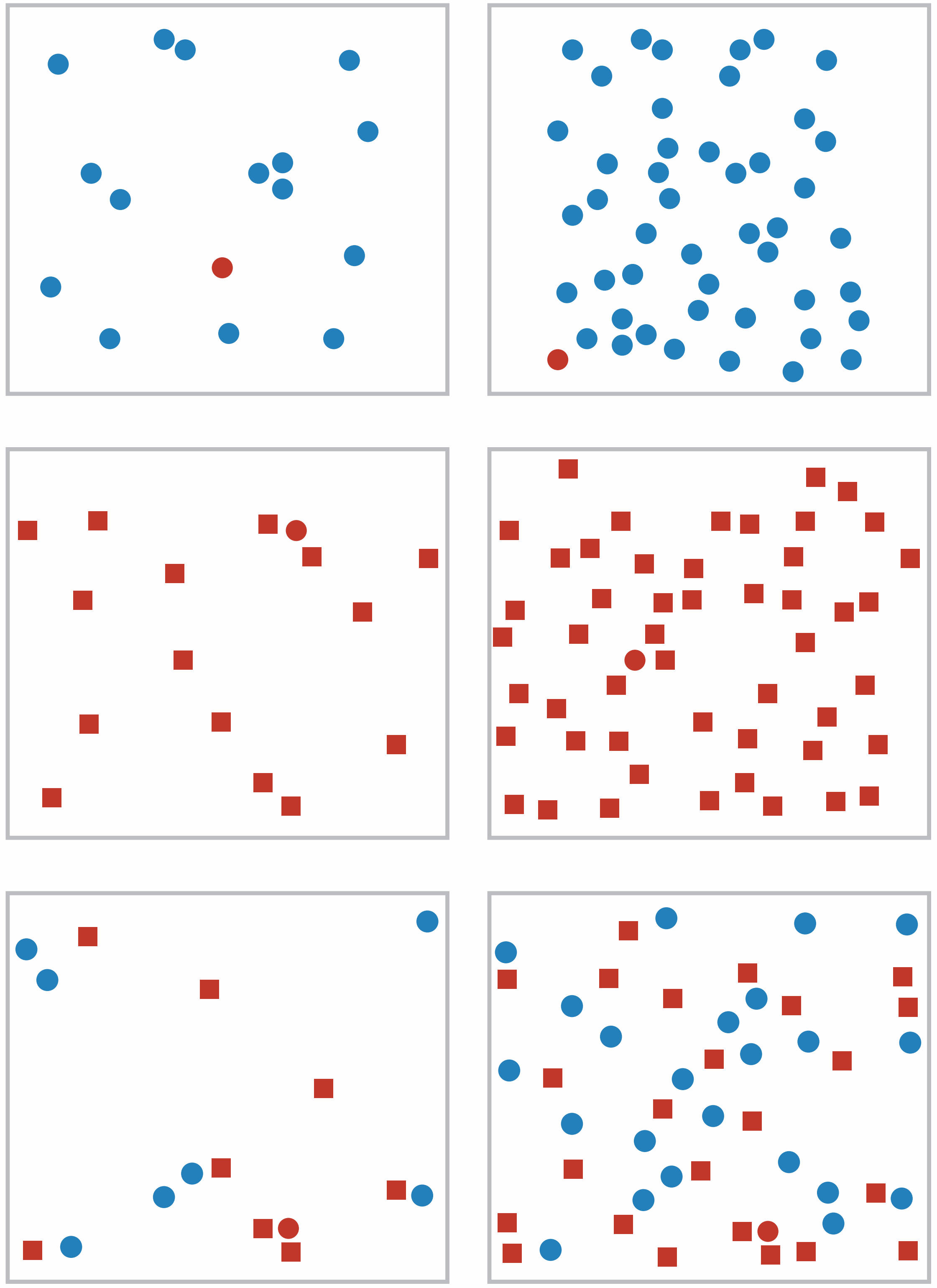


Major interference

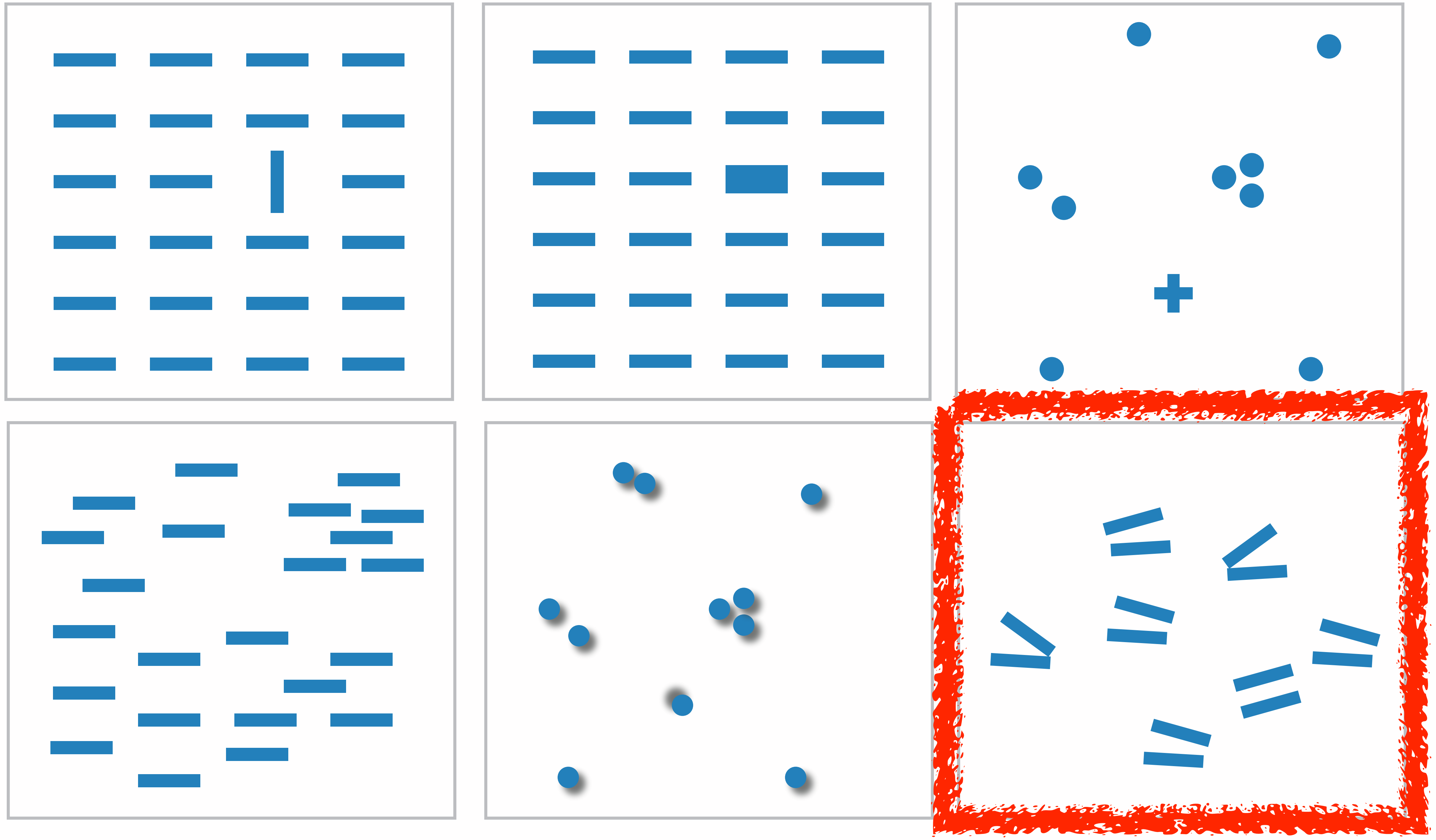
4 groups total: integral hue

Popout

- find the red dot
  - how long does it take?
- parallel processing on many individual channels
  - speed independent of distractor count
  - speed depends on channel and amount of difference from distractors
- serial search for (almost all) combinations
  - speed depends on number of distractors



Popout



- many channels: tilt, size, shape, proximity, shadow direction, ...
- but not all! parallel line pairs do not pop out from tilted pairs

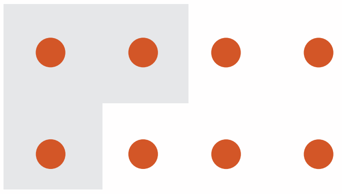
Grouping

- containment
- connection

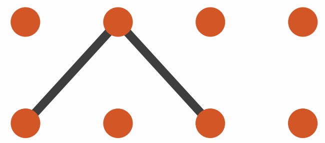
- proximity
  - same spatial region
- similarity
  - same values as other categorical channels

Marks as Links

Containment



Connection



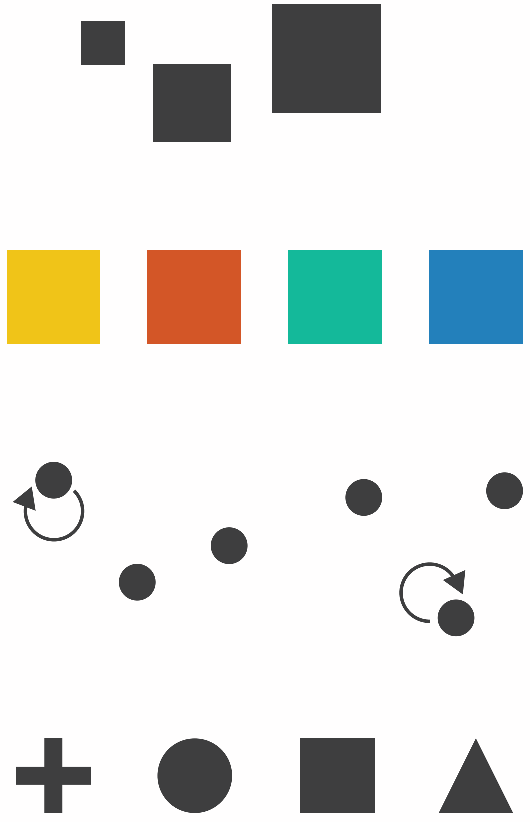
Identity Channels: Categorical Attributes

Spatial region

Color hue

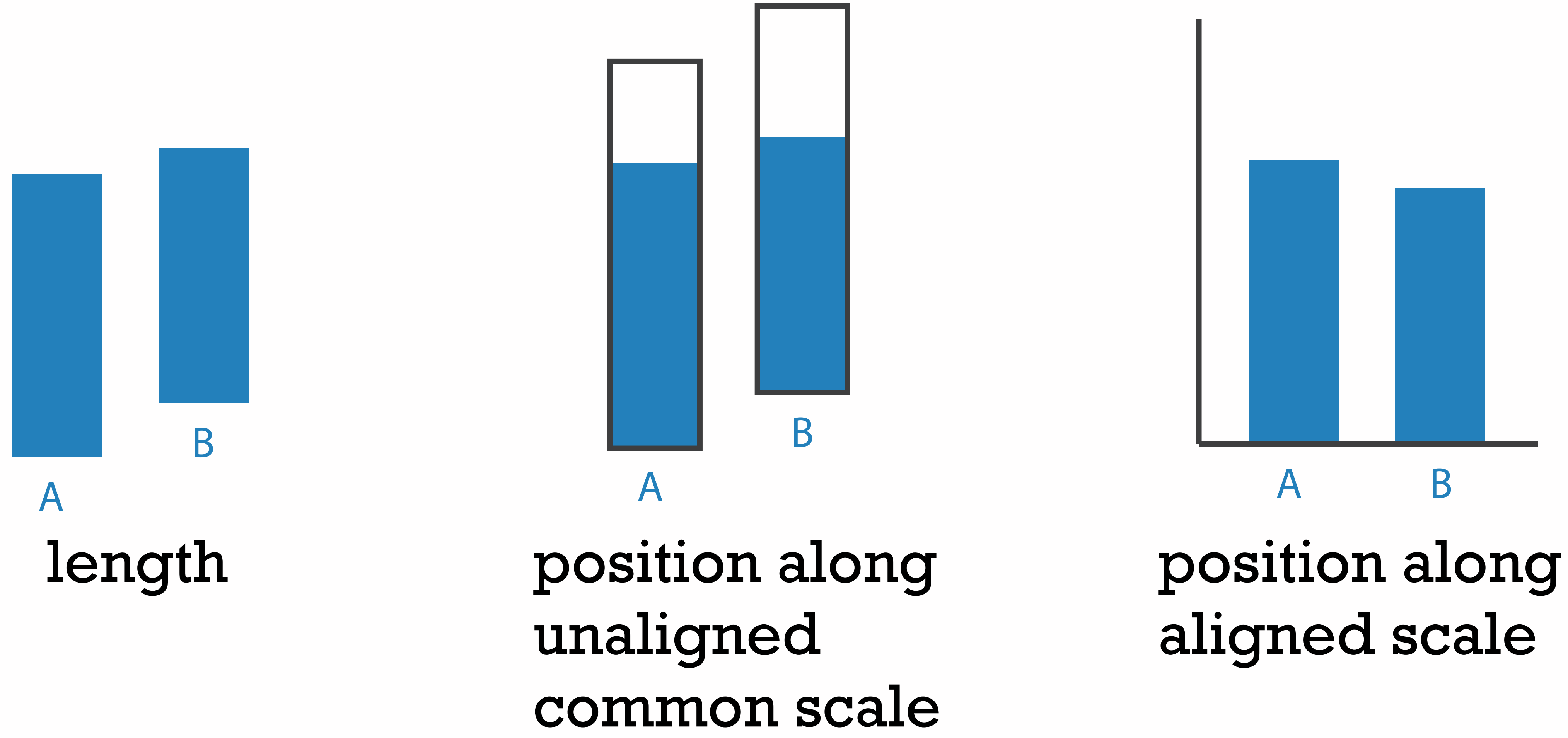
Motion

Shape



Relative vs. absolute judgements

- perceptual system mostly operates with relative judgements, not absolute
  - that's why accuracy increases with common frame/scale and alignment
  - Weber's Law: ratio of increment to background is constant
    - filled rectangles differ in length by 1:9, difficult judgement
    - white rectangles differ in length by 1:2, easy judgement



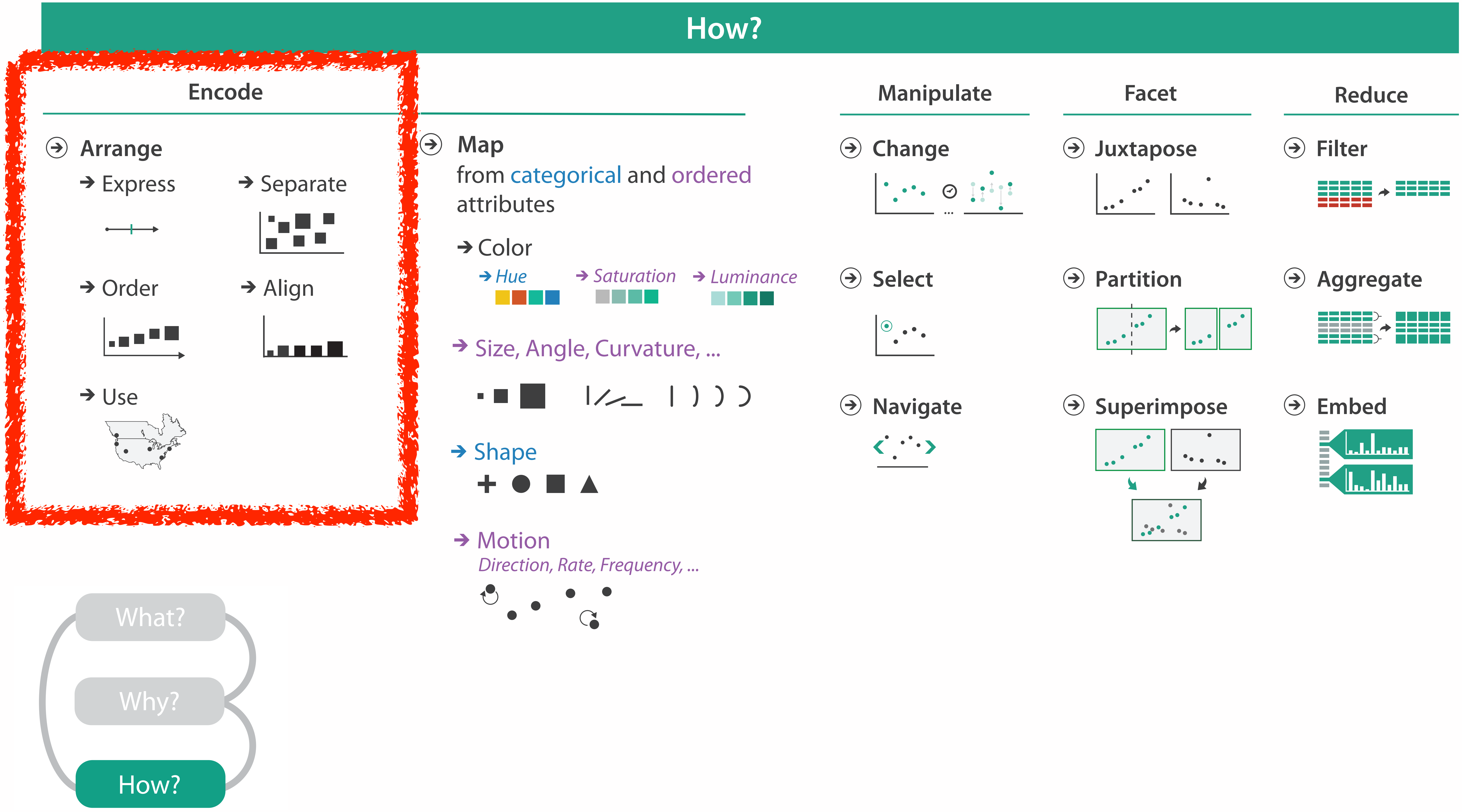
after [Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods. Cleveland and McGill. Journ. American Statistical Association 79:387 (1984), 531–554.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 5: Marks and Channels*
- *On the Theory of Scales of Measurement.* Stevens. Science 103:2684 (1946), 677–680.
- Psychophysics: Introduction to its Perceptual, Neural, and Social Prospects. Stevens. Wiley, 1975.
- *Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods.* Cleveland and McGill. Journ. American Statistical Association 79:387 (1984), 531–554.
- *Perception in Vision*. Healey. http://www.csc.ncsu.edu/faculty/healey/PP
- Visual Thinking for Design. Ware. Morgan Kaufmann, 2008.
- Information Visualization: Perception for Design, 3rd edition. Ware. Morgan Kaufmann /Academic Press, 2004.

Outline

- **Session 1** *2:00-3:40pm*
  - Analysis: What, Why, How
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

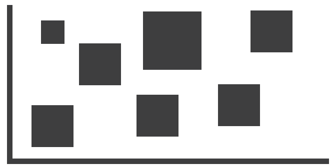

How?
Encode
Arrange
Express
Separate
Order
Align
Use
Map
from categorical and ordered attributes
Color
Hue
Saturation
Luminance
Size, Angle, Curvature, ...
Shape
Motion
Direction, Rate, Frequency, ...
Manipulate
Change
Select
Navigate
Facet
Juxtapose
Partition
Superimpose
Reduce
Filter
Aggregate
Embed
What?
Why?
How?

Arrange tables

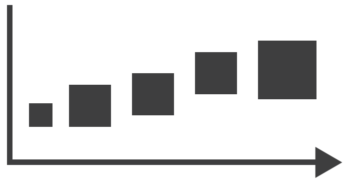
Express Values

Separate, Order, Align Regions

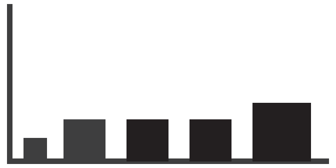
- Separate



- Order

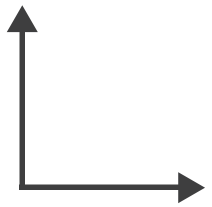


- Align

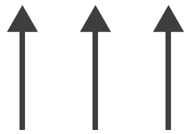


Axis Orientation

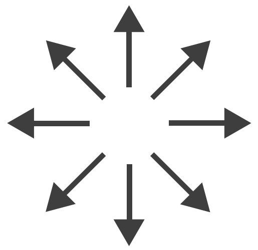
- Rectilinear



- Parallel

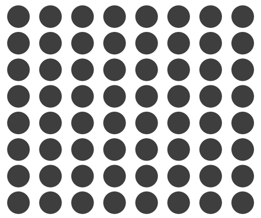


- Radial



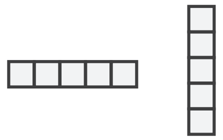
Layout Density

- Dense

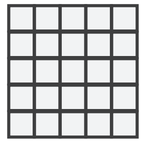


- Space-Filling

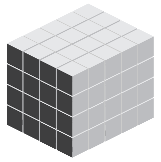
- *1 Key*
  List



- *2 Keys*
  Matrix



- *3 Keys*
  Volume

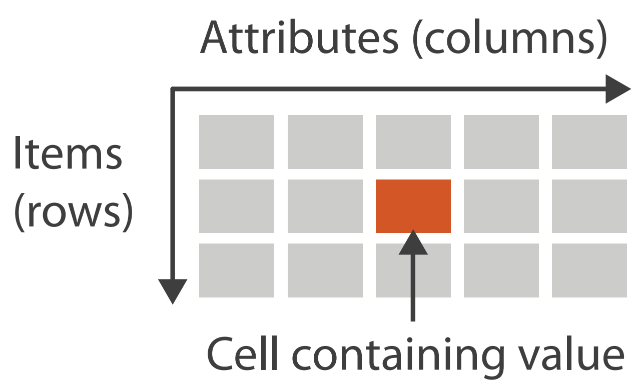


- *Many Keys*
  Recursive Subdivision

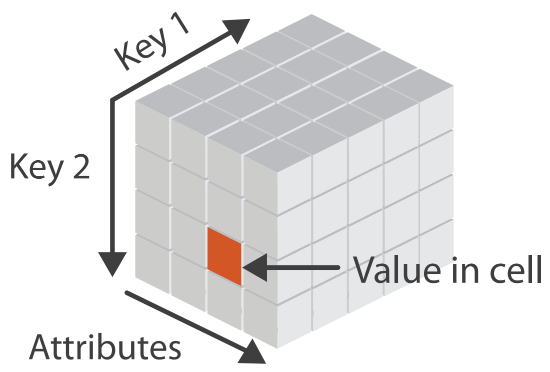
Keys and values

- key
  - independent attribute
  - used as unique index to look up items
  - simple tables: 1 key
  - multidimensional tables: multiple keys
- value
  - dependent attribute, value of cell
- classify arrangements by key count
  - 0, 1, 2, many...

→ Tables

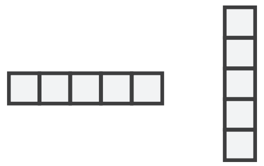


→ *Multidimensional Table*

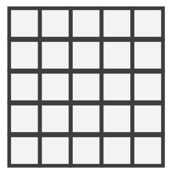


→ **Express Values**

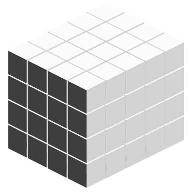
→ *1 Key*
List



→ *2 Keys*
Matrix

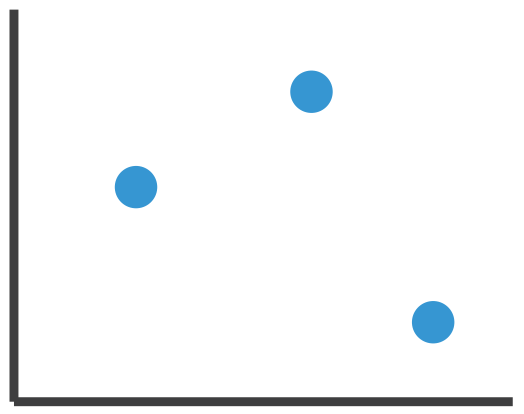


→ *3 Keys*
Volume

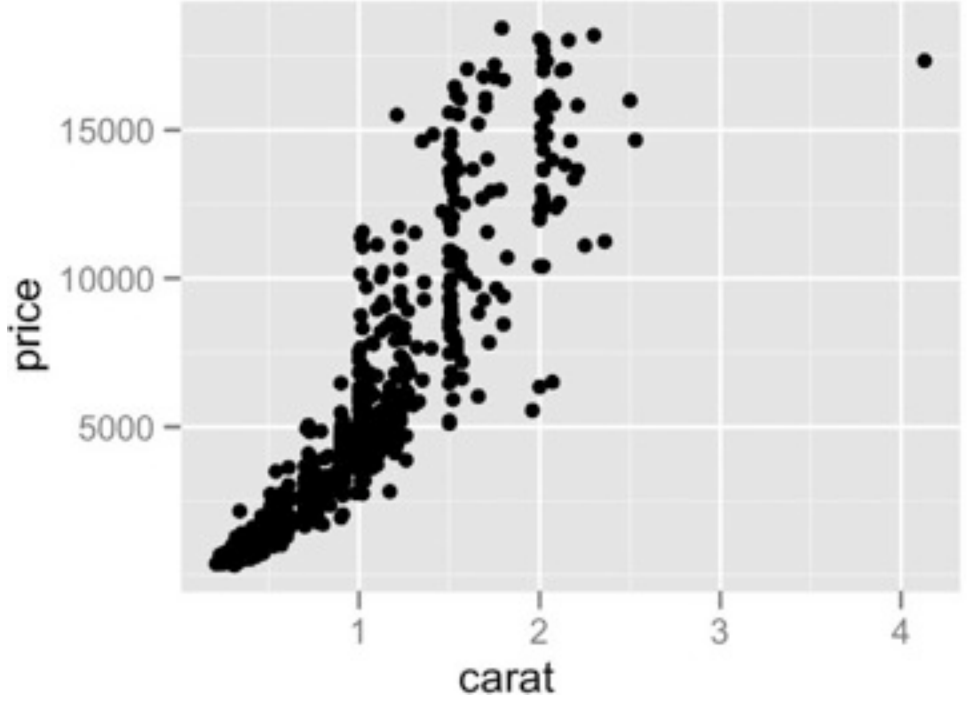


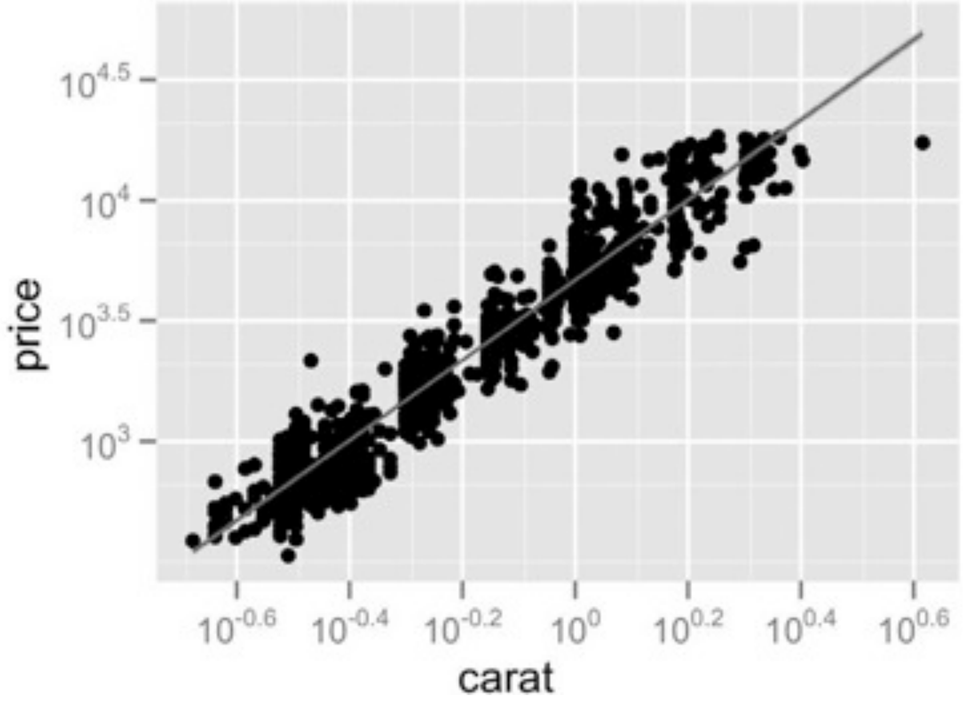
→ *Many Keys*
Recursive Subdivision

Idiom: **scatterplot**



- ***express*** values
  - quantitative attributes
- no keys, only values
  - data
    - 2 quant attribs
  - mark: points
  - channels
    - horiz + vert position
  - tasks
    - find trends, outliers, distribution, correlation, clusters
  - scalability
    - hundreds of items



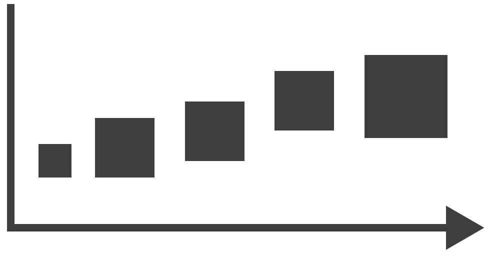


[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

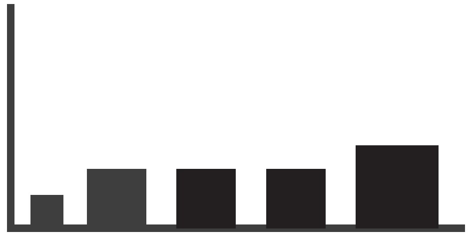
Some keys: Categorical regions

➔ Separate

➔ Order

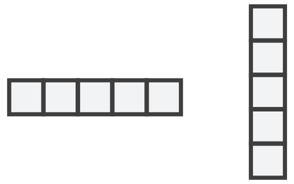


➔ Align

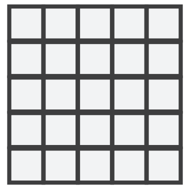


- **regions**: contiguous bounded areas distinct from each other
  - using space to ***separate*** (proximity)
  - following expressiveness principle for categorical attributes
- use ordered attribute to ***order*** and ***align*** regions

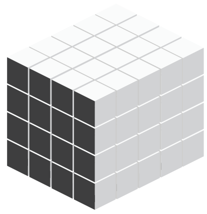
➔ *1 Key*
List



➔ *2 Keys*
Matrix



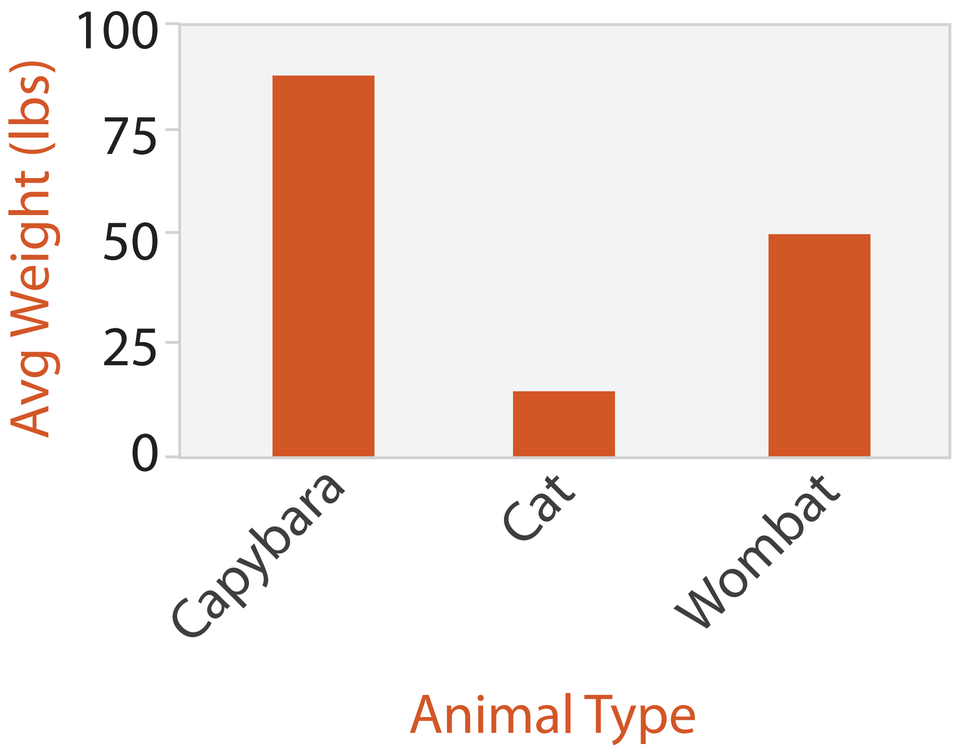
➔ *3 Keys*
Volume

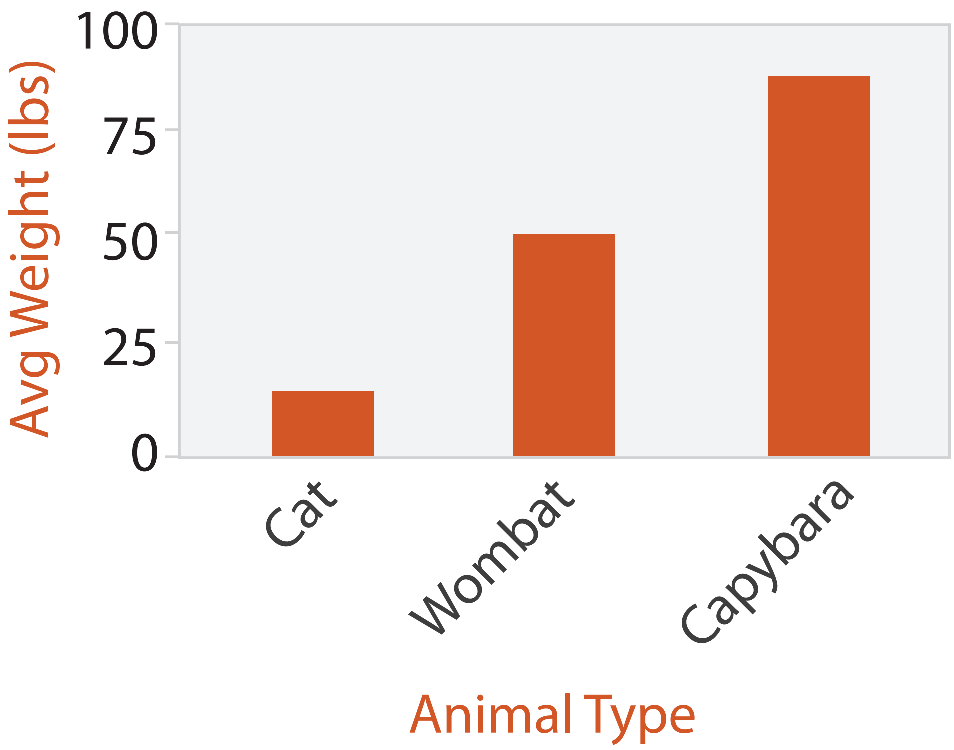


➔ *Many Keys*
Recursive Subdivision

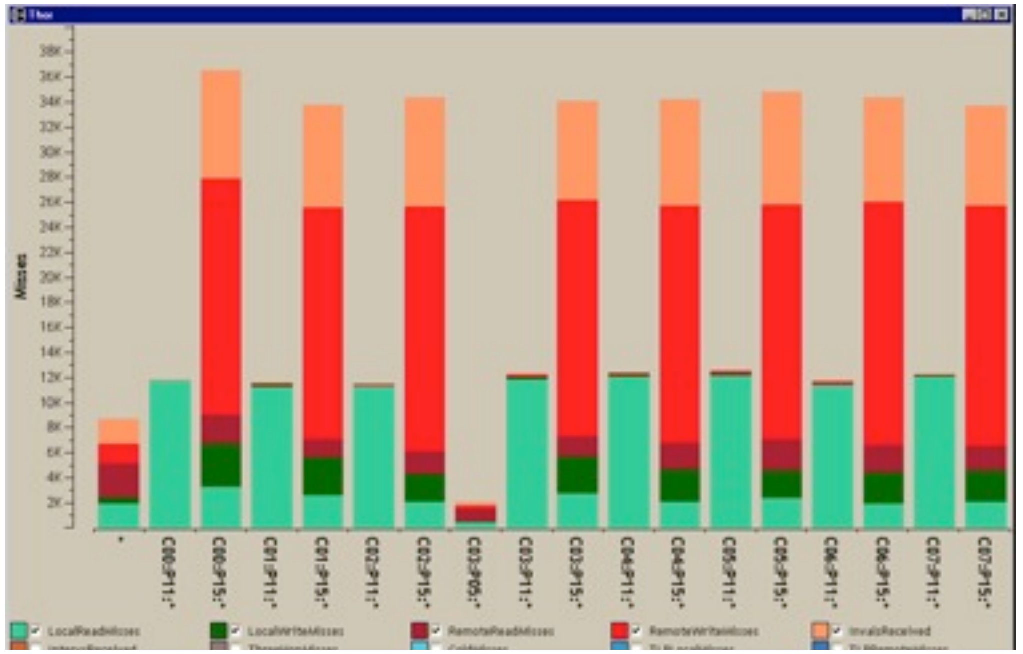
Idiom: **bar chart**

- one key, one value
  - data
    - 1 categ attrib, 1 quant attrib
  - mark: lines
  - channels
    - length to express quant value
    - spatial regions: one per mark
      - separated horizontally, aligned vertically
      - ordered by quant attrib
        - » by label (alphabetical), by length attrib (data-driven)
  - task
    - compare, lookup values
  - scalability
    - dozens to hundreds of levels for key attrib





Idiom: **stacked bar chart**

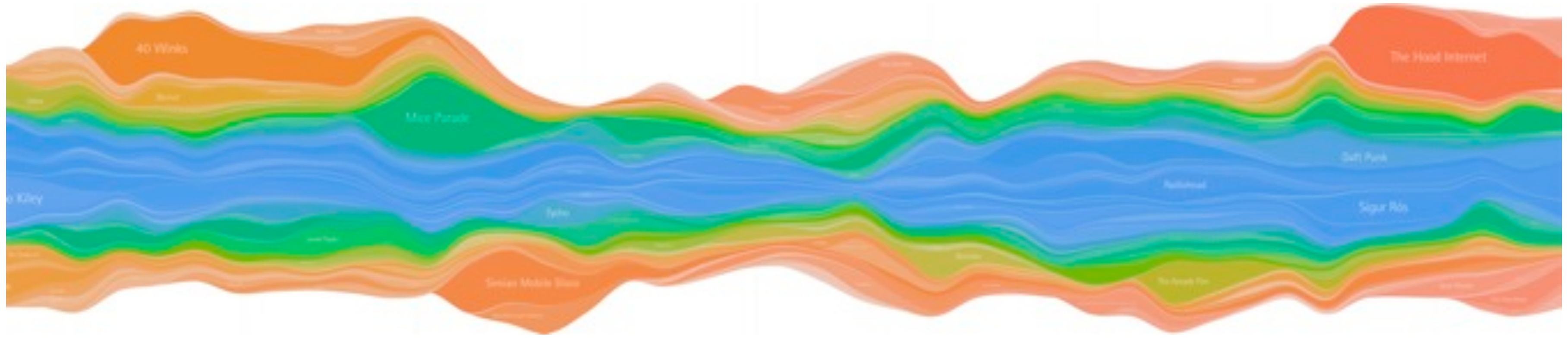


- one more key
  - data
    - 2 categ attrib, 1 quant attrib
  - mark: vertical stack of line marks
    - **glyph**: composite object, internal structure from multiple marks
  - channels
    - length and color hue
    - spatial regions: one per glyph
      - aligned: full glyph, lowest bar component
      - unaligned: other bar components
  - task
    - part-to-whole relationship
  - scalability
    - several to one dozen levels for stacked attrib

[Using Visualization to Understand the Behavior of Computer Systems. Bosch. Ph.D. thesis, Stanford Computer Science, 2001.]

Idiom: **streamgraph**

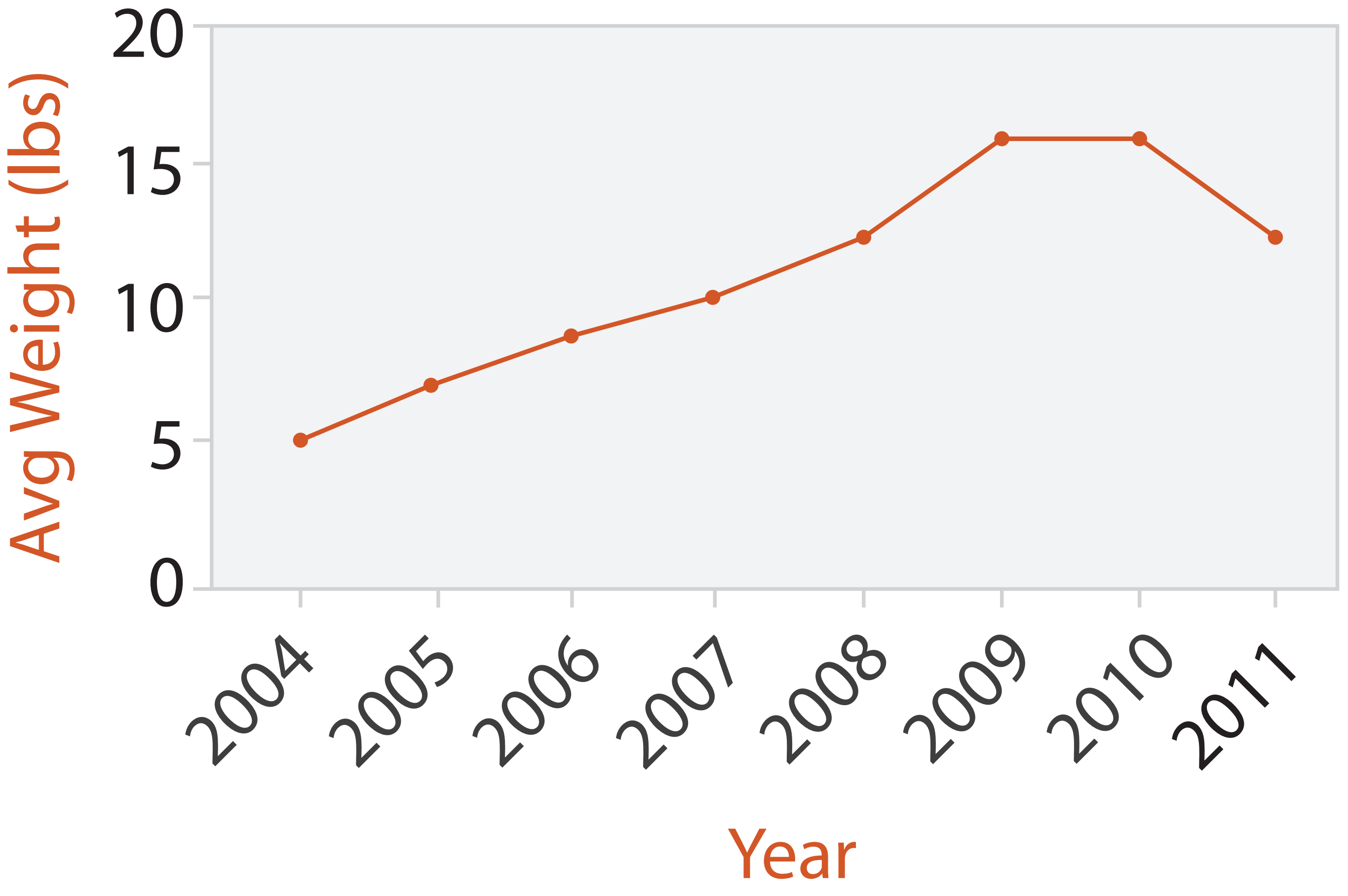
- generalized stacked graph
  - emphasizing horizontal continuity
    - vs vertical items
  - data
    - 1 categ key attrib (artist)
    - 1 ordered key attrib (time)
    - 1 quant value attrib (counts)
  - derived data
    - geometry: layers, where height encodes counts
    - 1 quant attrib (layer ordering)
  - scalability
    - hundreds of time keys
    - dozens to hundreds of artist keys
      - more than stacked bars, since most layers don't extend across whole chart



[Stacked Graphs Geometry & Aesthetics. Byron and Wattenberg. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2008) 14(6): 1245–1252, (2008).]

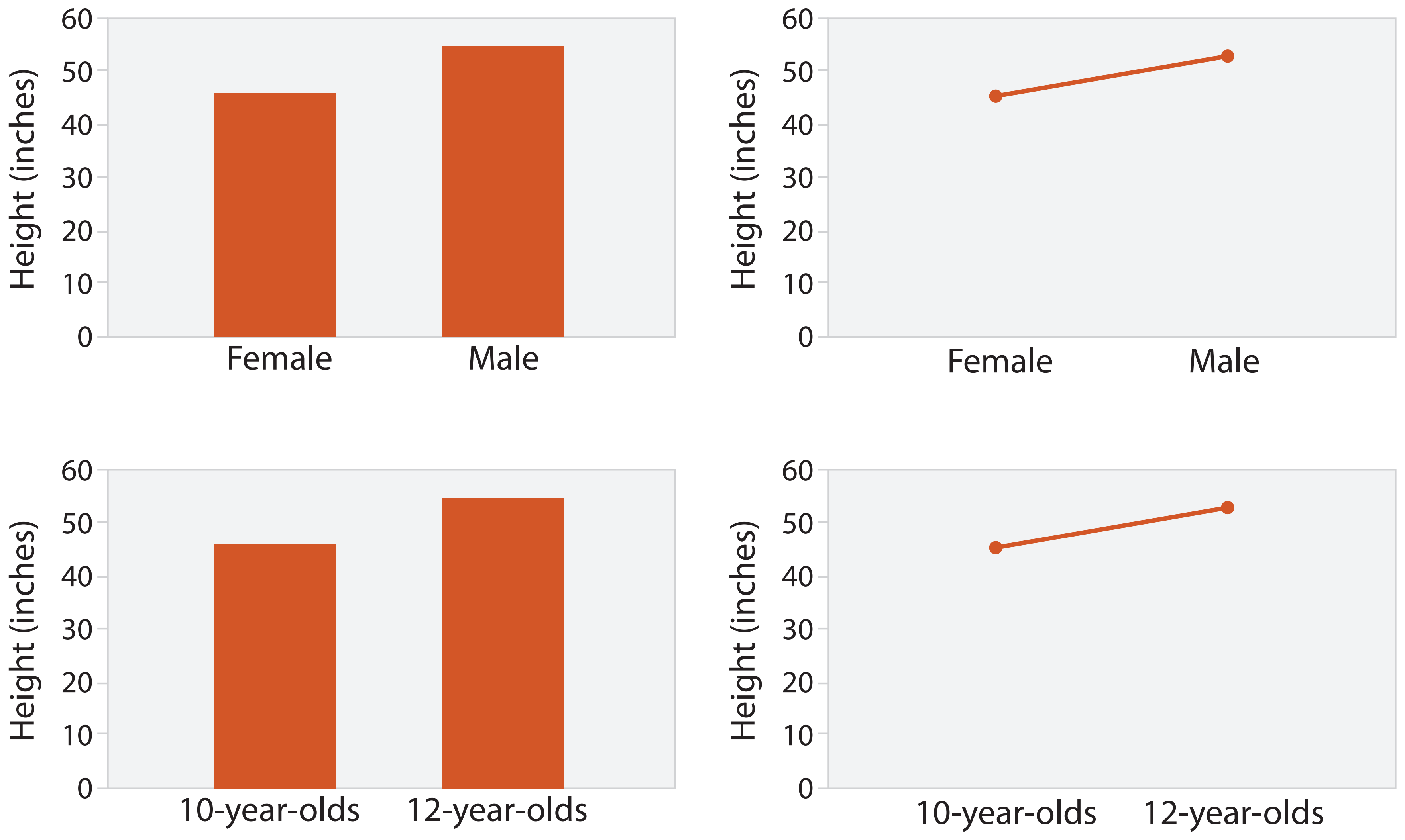
Idiom: **line chart**

- one key, one value
  - data
    - 2 quant attribs
  - mark: points
    - line connection marks between them
  - channels
    - aligned lengths to express quant value
    - separated and ordered by key attrib into horizontal regions
  - task
    - find trend
      - connection marks emphasize ordering of items along key axis by explicitly showing relationship between one item and the next



Choosing bar vs line charts

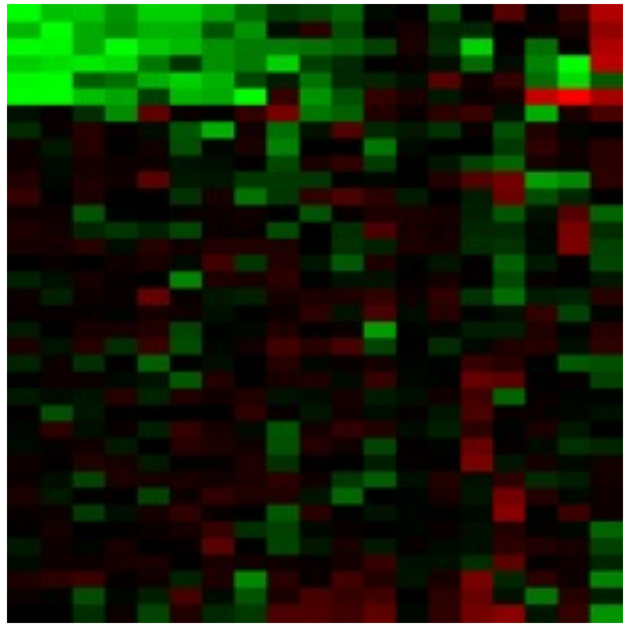
- depends on type of key attrib
  - bar charts if categorical
  - line charts if ordered
- do not use line charts for categorical key attribs
  - violates expressiveness principle
    - implication of trend so strong that it overrides semantics!
      - "The more male a person is, the taller he/she is"

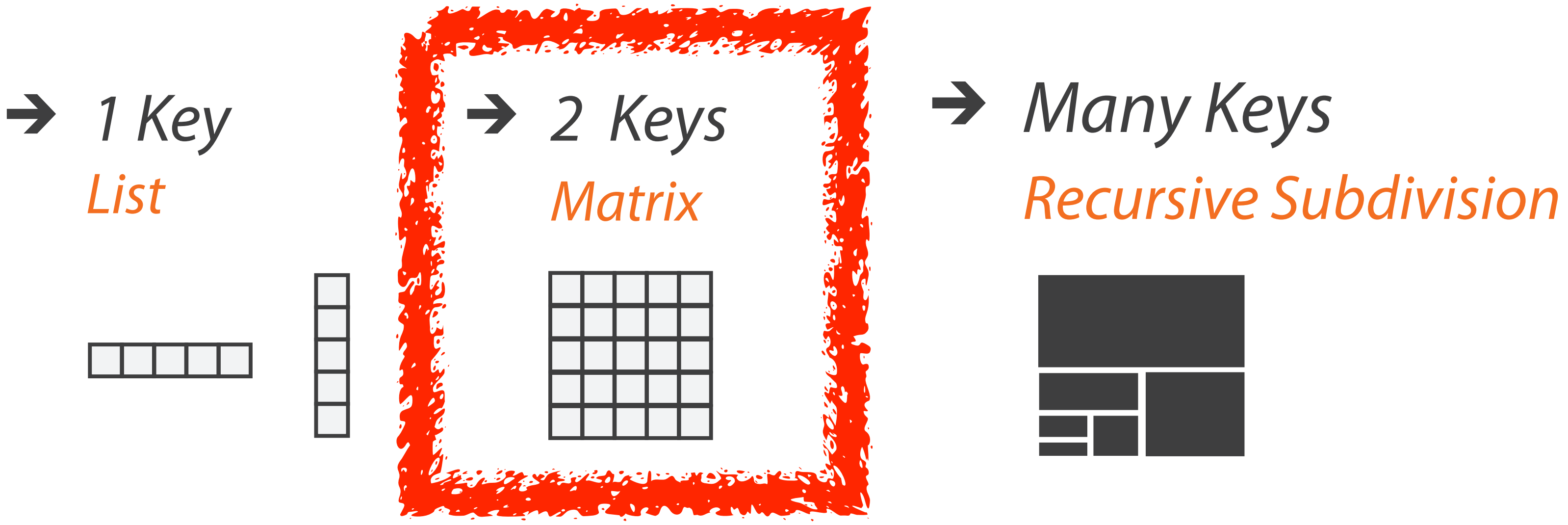


after [Bars and Lines: A Study of Graphic Communication. Zacks and Tversky. Memory and Cognition 27:6 (1999), 1073–1079.]

Idiom: **heatmap**

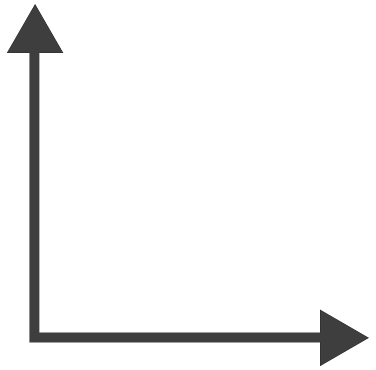
- two keys, one value
  - data
    - 2 categ attribs (gene, experimental condition)
    - 1 quant attrib (expression levels)
  - marks: area
    - separate and align in 2D matrix
      - indexed by 2 categorical attributes
  - channels
    - color by quant attrib
      - (ordered diverging colormap)
  - task
    - find clusters, outliers
  - scalability
    - 1M items, 100s of categ levels, ~10 quant attrib levels



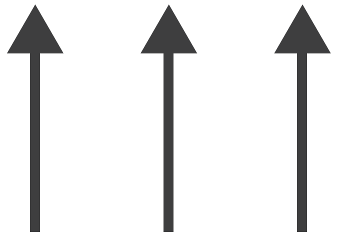


Axis Orientation

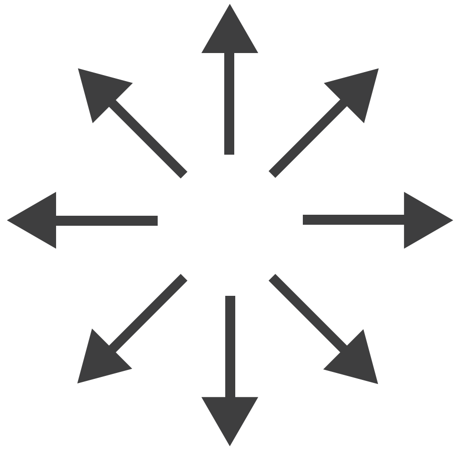
- Rectilinear



- Parallel

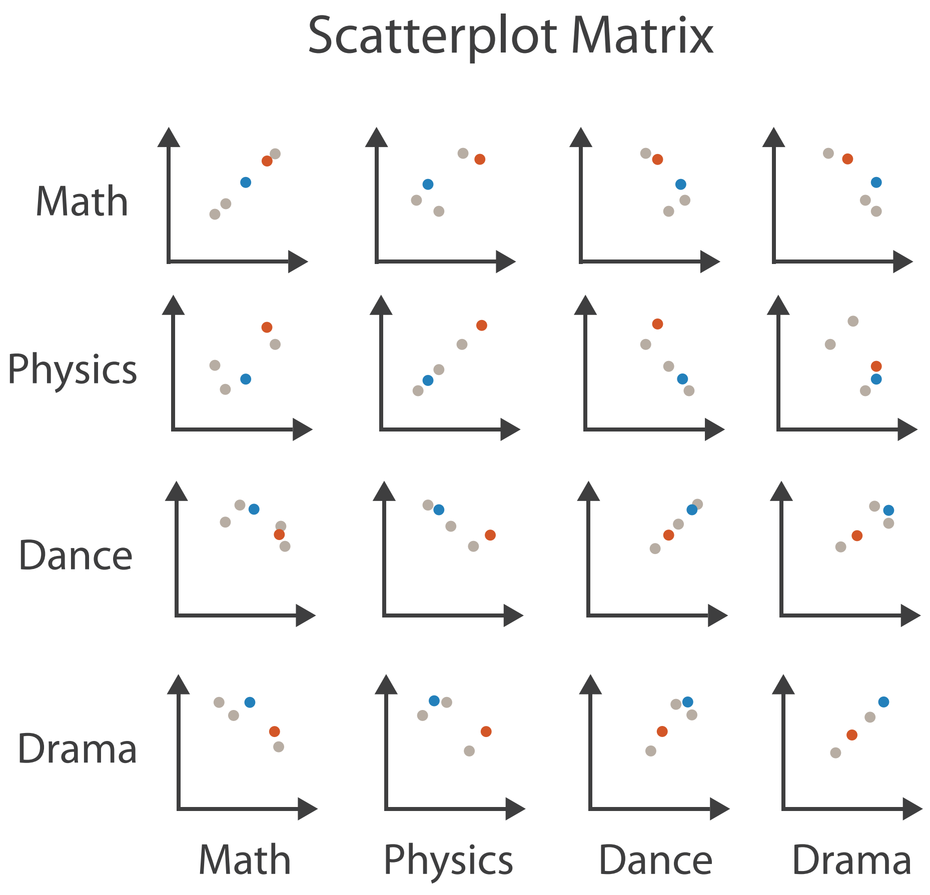


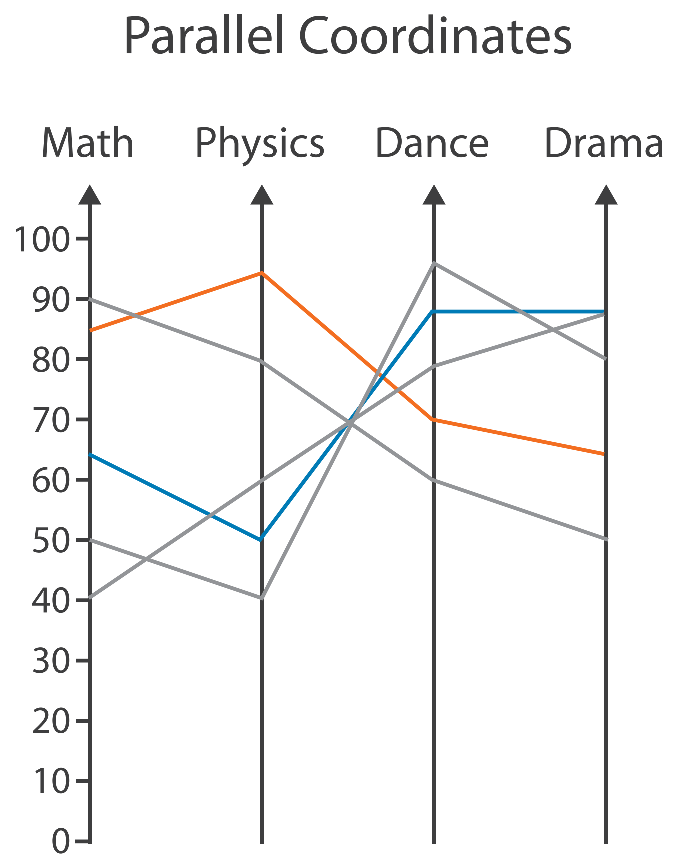
- Radial



Idioms: **scatterplot matrix, parallel coordinates**

- scatterplot matrix (SPLOM)
  - rectilinear axes, point mark
  - all possible pairs of axes
  - scalability
    - one dozen attribs
    - dozens to hundreds of items
- parallel coordinates
  - parallel axes, jagged line representing item
  - rectilinear axes, item as point
    - axis ordering is major challenge
  - scalability
    - dozens of attribs
    - hundreds of items





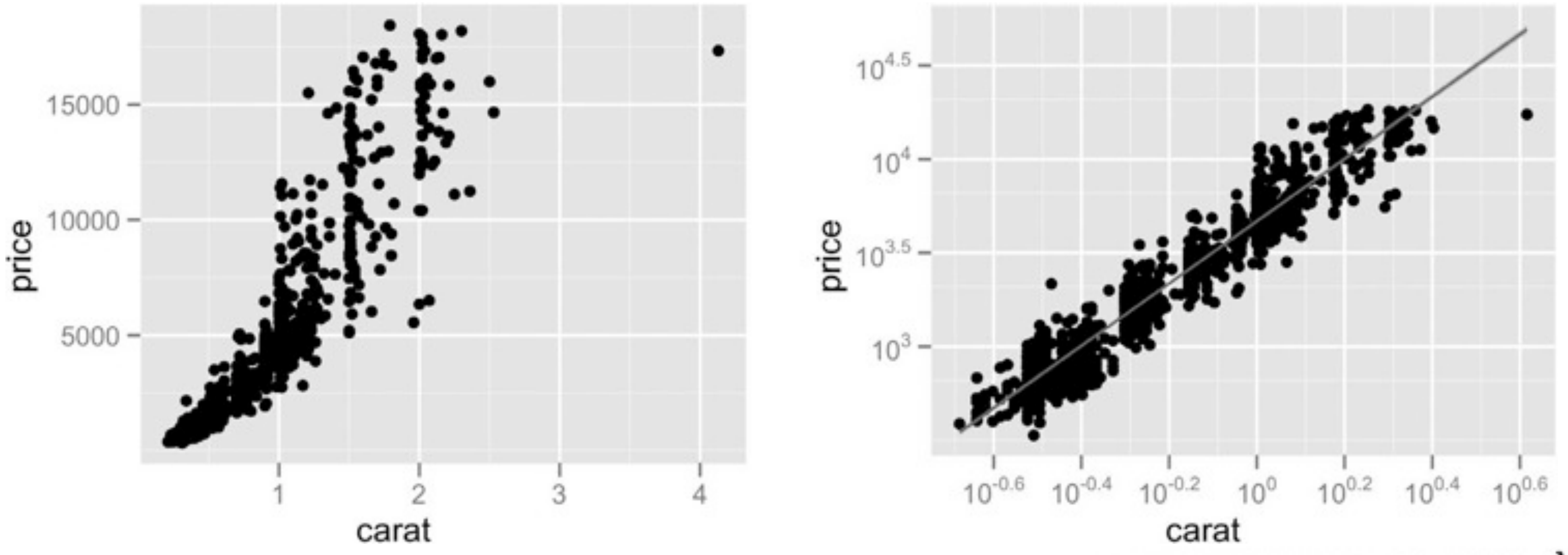
Table

Math	Physics	Dance	Drama
85	95	70	65
90	80	60	50
65	50	90	90
50	40	95	80
40	60	80	90

after [Visualization Course Figures. McGuffin, 2014. http://www.michaelmcguffin.com/courses/vis/]

Task: Correlation

- scatterplot matrix
  - positive correlation
    - diagonal low-to-high
  - negative correlation
    - diagonal high-to-low
  - uncorrelated
- parallel coordinates
  - positive correlation
    - parallel line segments
  - negative correlation
    - all segments cross at halfway point
  - uncorrelated
    - scattered crossings



[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

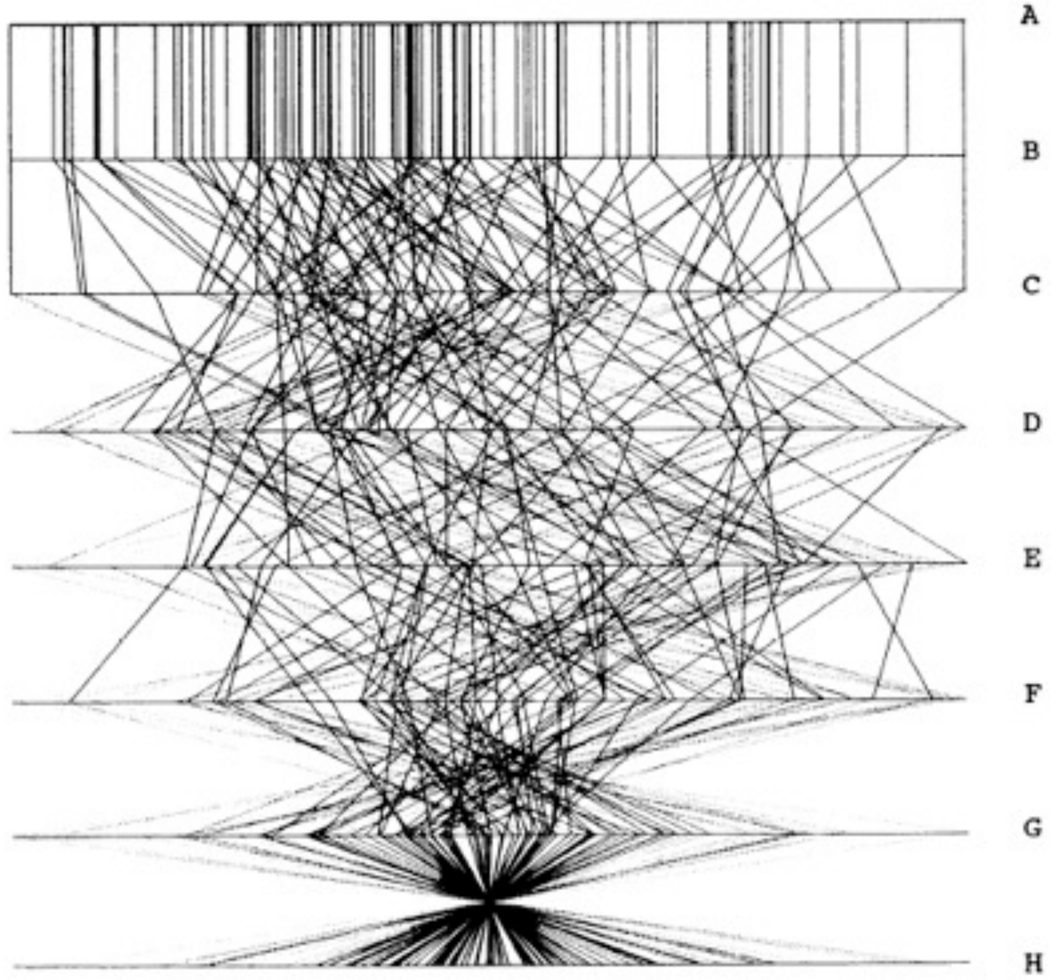
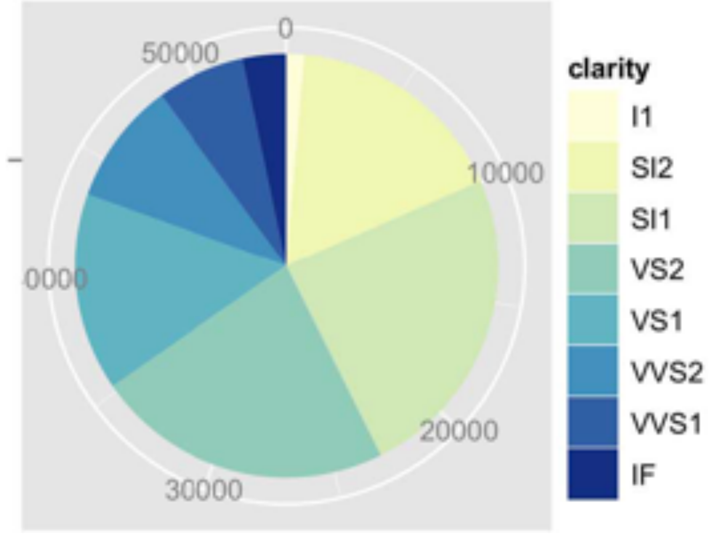


Figure 3. Parallel Coordinate Plot of Six-Dimensional Data Illustrating Correlations of ρ = 1, .8, .2, 0, −.2, −.8, and −1.

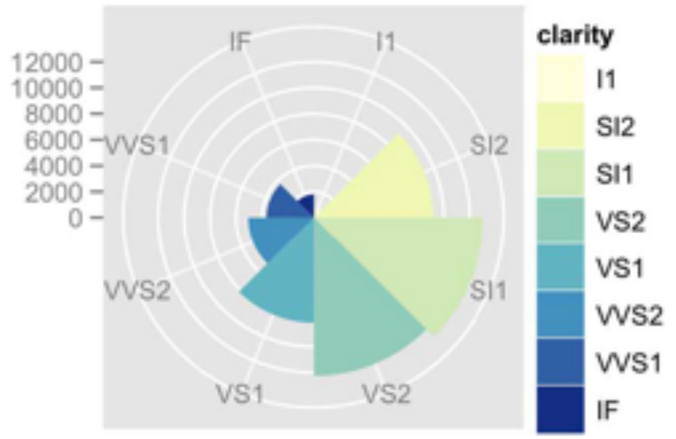
[Hyperdimensional Data Analysis Using Parallel Coordinates. Wegman. Journ. American Statistical Association 85:411 (1990), 664–675.]

Idioms: **pie chart, polar area chart**

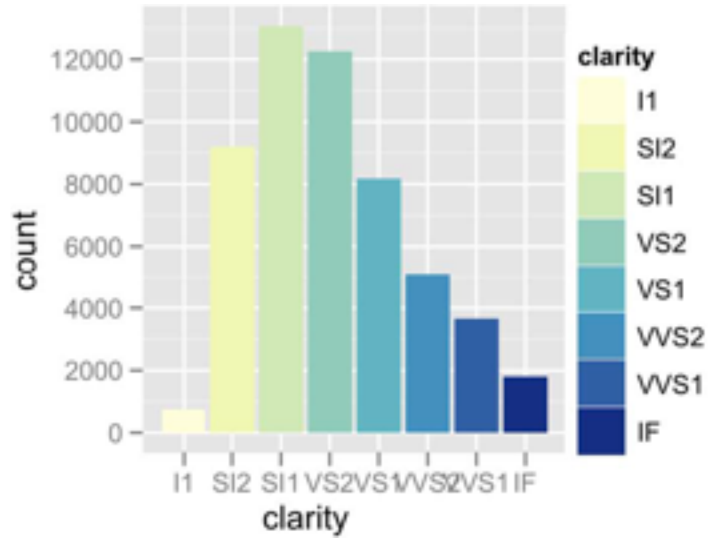
- pie chart
  - area marks with angle channel
  - accuracy: angle/area much less accurate than line length



- polar area chart
  - area marks with length channel
  - more direct analog to bar charts



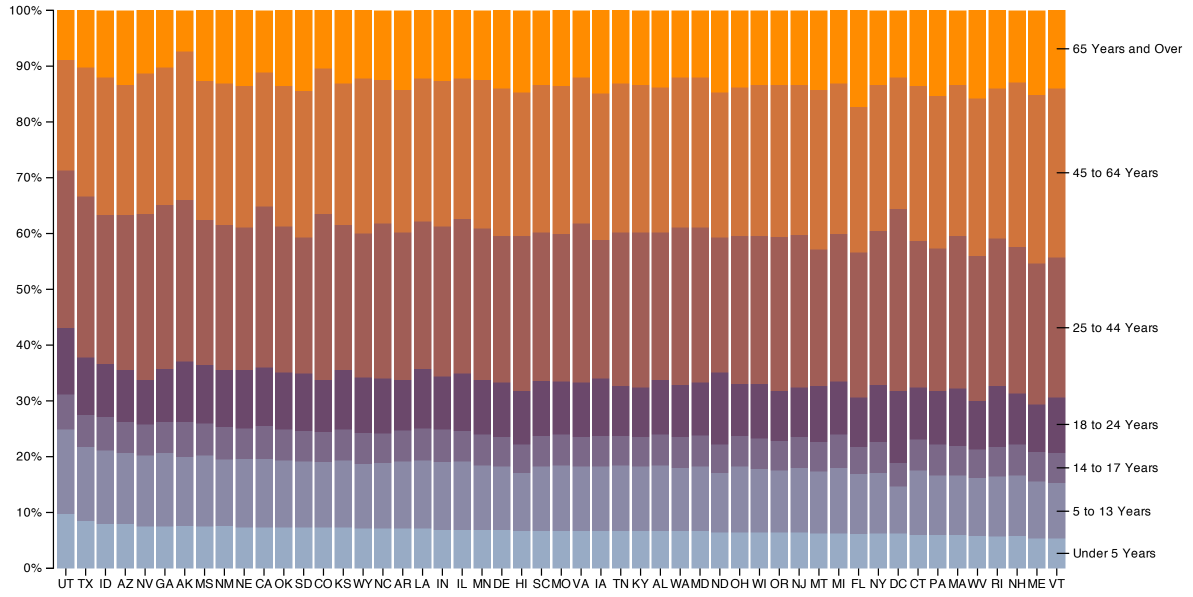
- data
  - 1 categ key attrib, 1 quant value attrib
- task
  - part-to-whole judgements

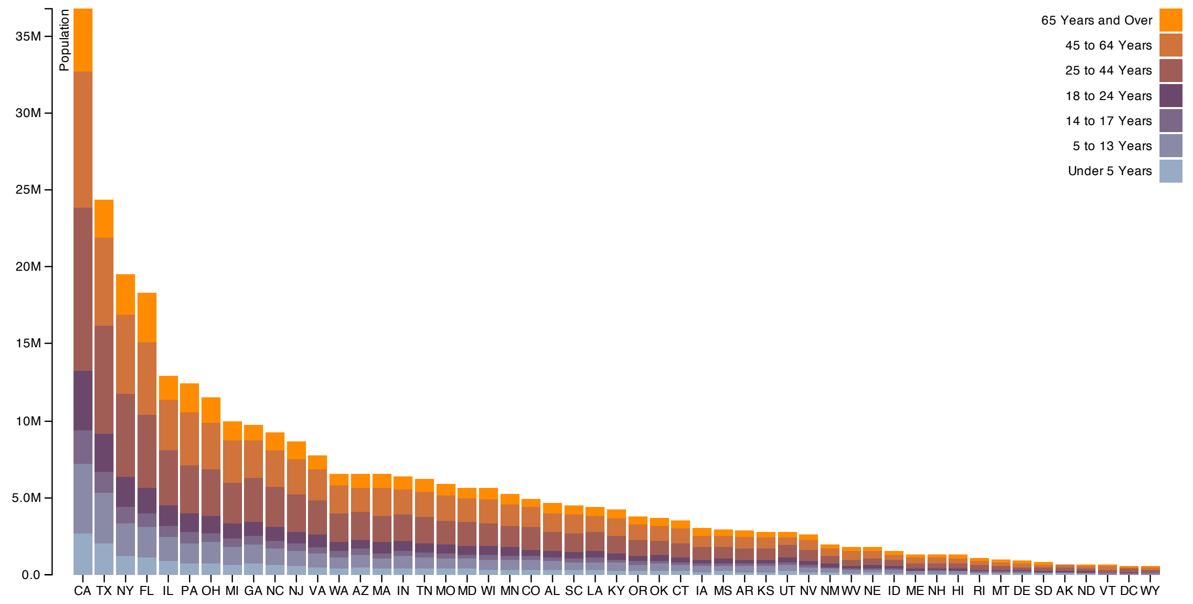


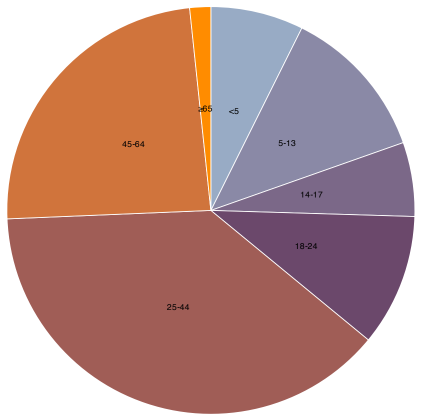
[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

Idioms: **normalized stacked bar chart**

- task
  - part-to-whole judgements
- normalized stacked bar chart
  - stacked bar chart, normalized to full vert height
  - single stacked bar equivalent to full pie
    - high information density: requires narrow rectangle
- pie chart
  - information density: requires large circle



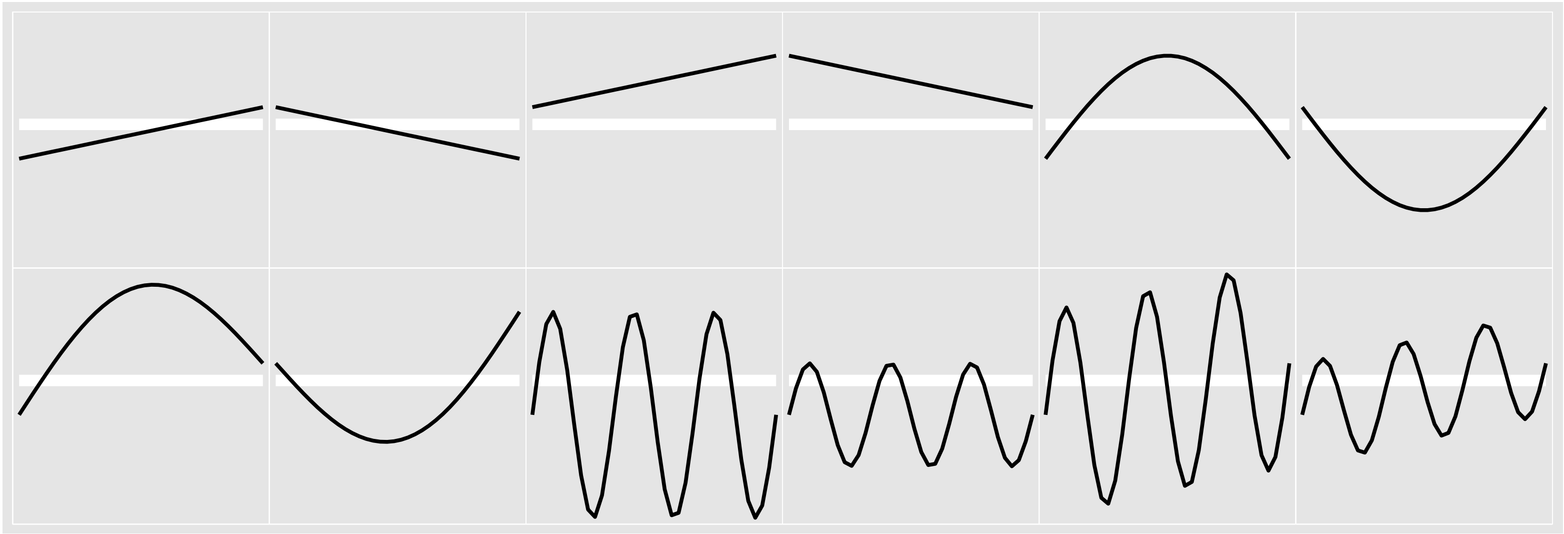




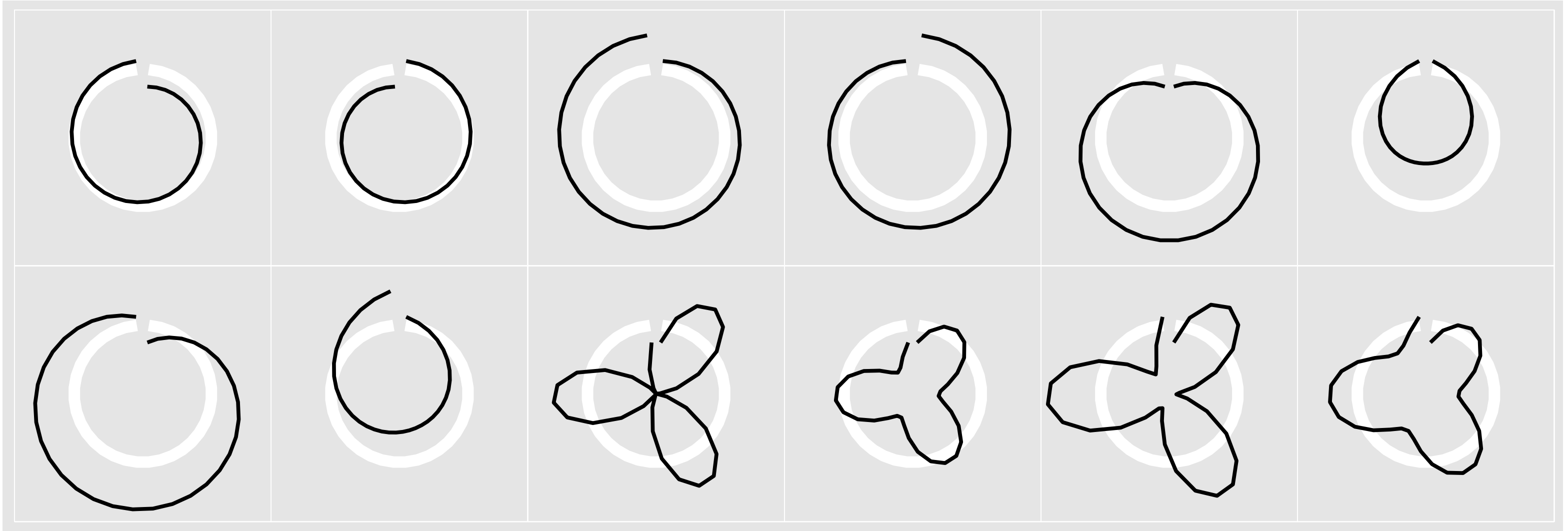
http://bl.ocks.org/mbostock/3887235,
http://bl.ocks.org/mbostock/3886208,
http://bl.ocks.org/mbostock/3886394.

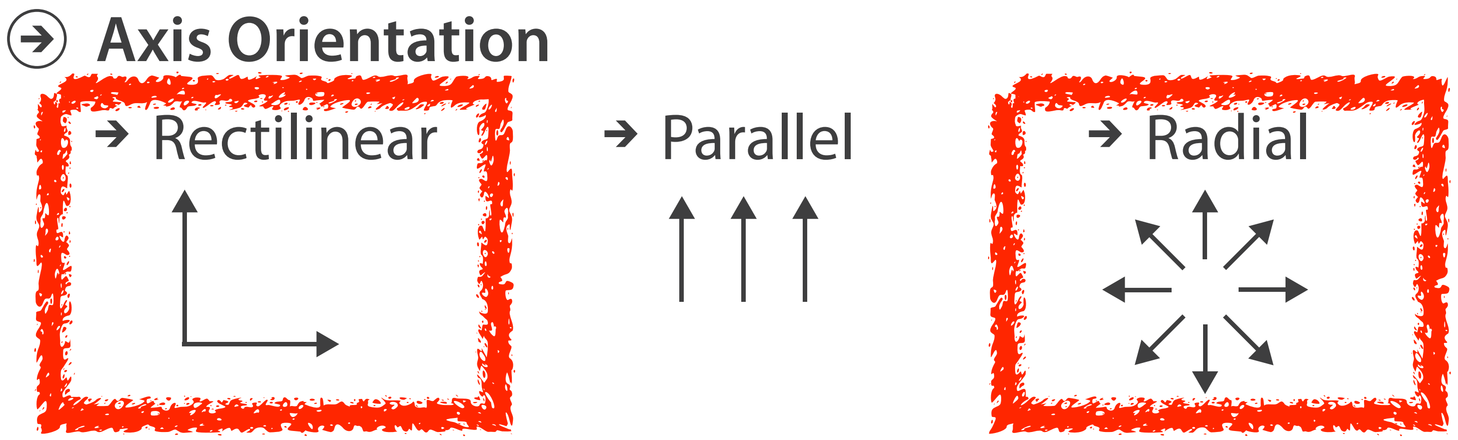
Idiom: **glyphmaps**

- rectilinear good for linear vs nonlinear trends



- radial good for cyclic patterns



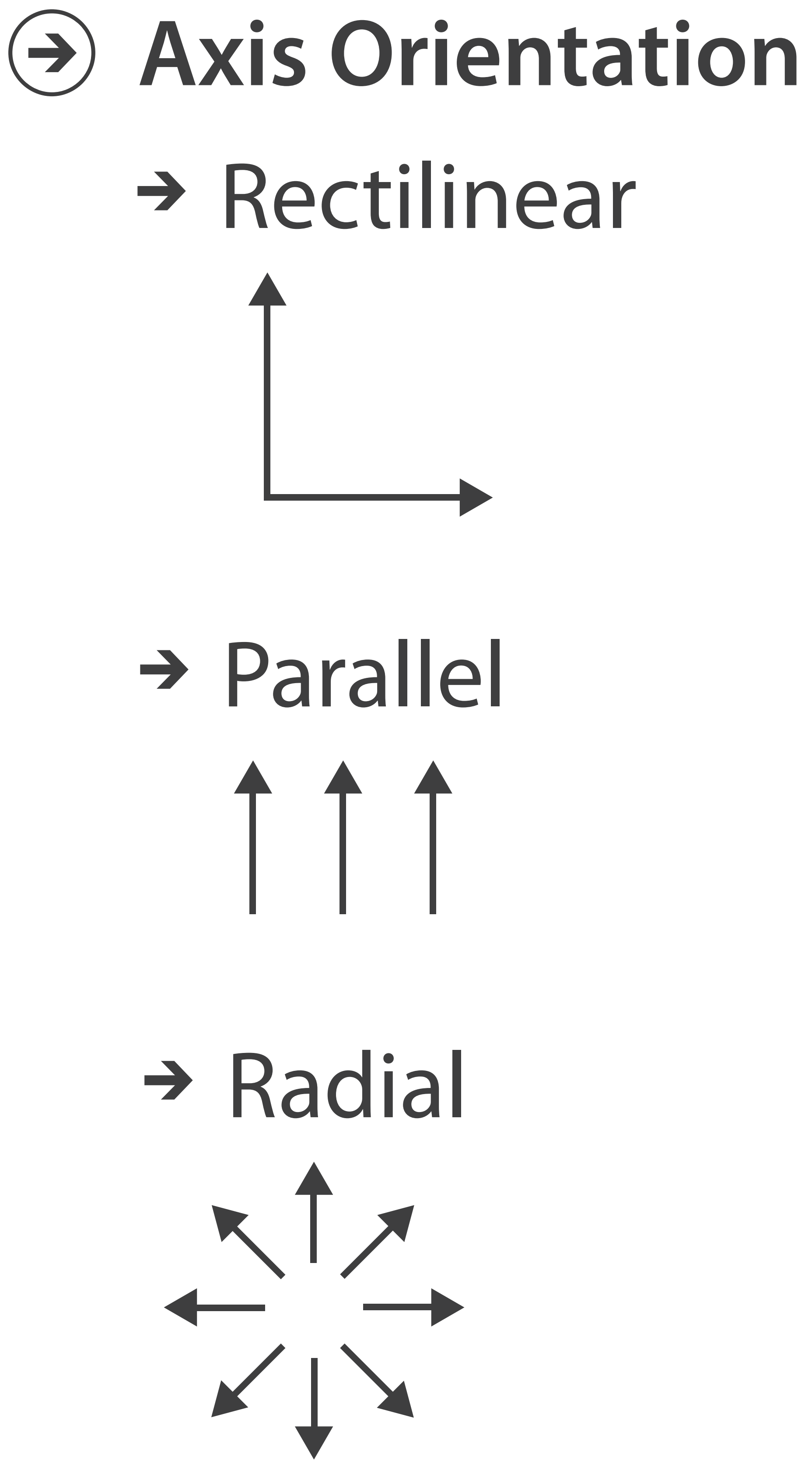


[Glyph-maps for Visually Exploring Temporal Patterns in Climate Data and Models. Wickham, Hofmann, Wickham, and Cook. Environmetrics 23:5 (2012), 382–393.]

Orientation limitations

- rectilinear: scalability wrt #axes
  - 2 axes best
  - 3 problematic
    - more in afternoon
  - 4+ impossible
- parallel: unfamiliarity, training time
- radial: perceptual limits
  - angles lower precision than lengths
  - asymmetry between angle and length
    - can be exploited!

[Uncovering Strengths and Weaknesses of Radial Visualizations - an Empirical Approach. Diehl, Beck and Burch. IEEE TVCG (Proc. InfoVis) 16(6):935--942, 2010.]



Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 7: Arrange Tables*
- Visualizing Data. Cleveland. Hobart Press, 1993.
- *A Brief History of Data Visualization.* Friendly. 2008. http://www.datavis.ca/milestones

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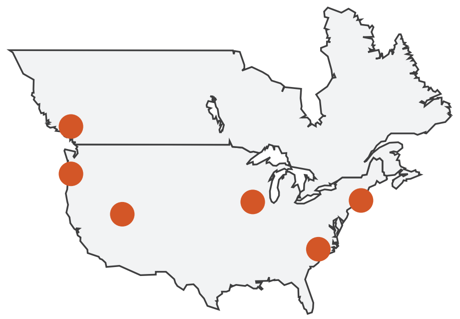
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

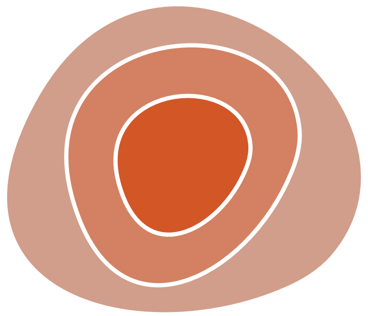
Arrange spatial data

➔ Use Given

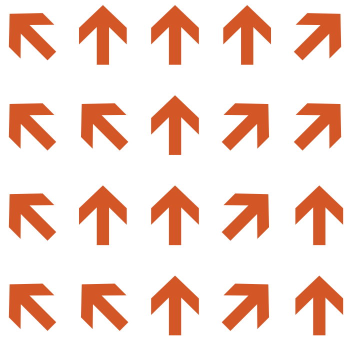
- ➔ Geometry
  - ➔ *Geographic*
  - ➔ *Other Derived*



- ➔ Spatial Fields
  - ➔ *Scalar Fields (one value per cell)*
    - ➔ *Isocontours*
    - ➔ *Direct Volume Rendering*

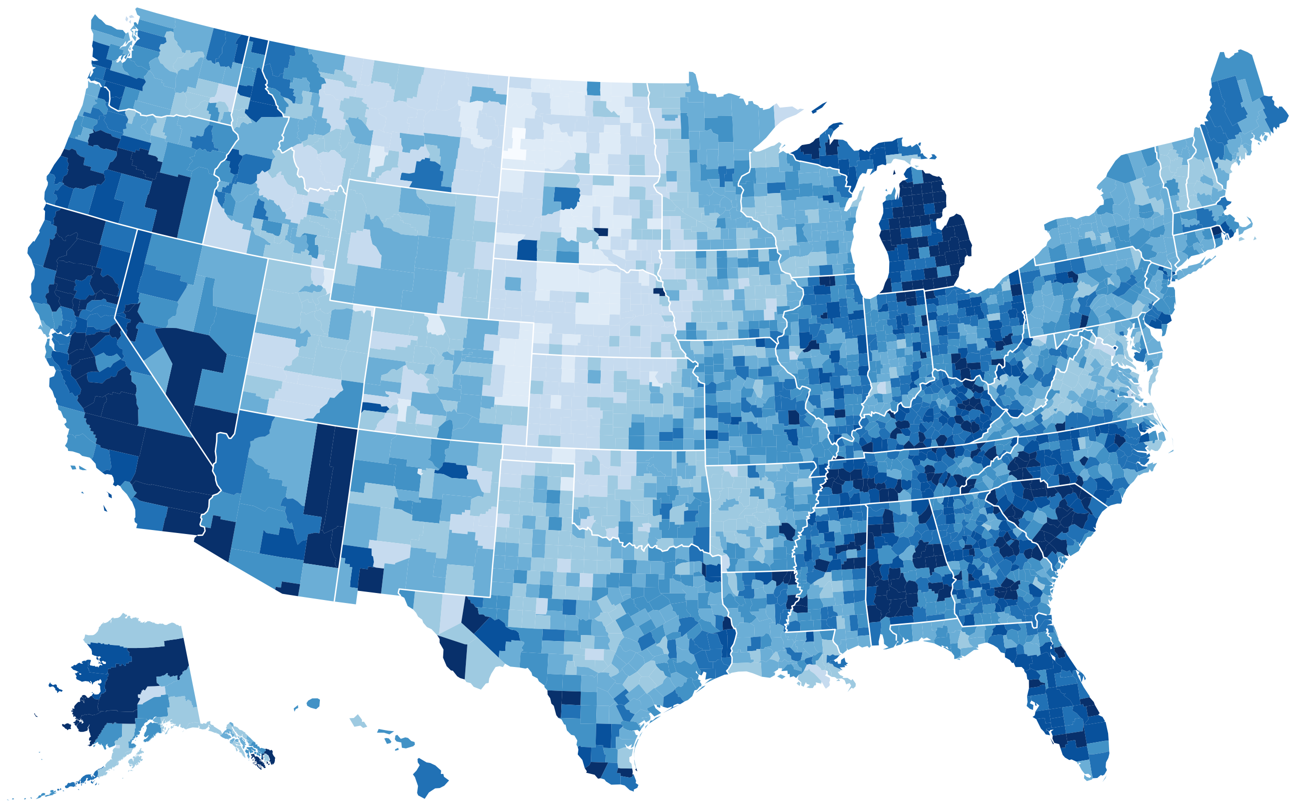


  - ➔ *Vector and Tensor Fields (many values per cell)*
    - ➔ *Flow Glyphs (local)*
    - ➔ *Geometric (sparse seeds)*
    - ➔ *Textures (dense seeds)*
    - ➔ *Features (globally derived)*



Idiom: **choropleth map**

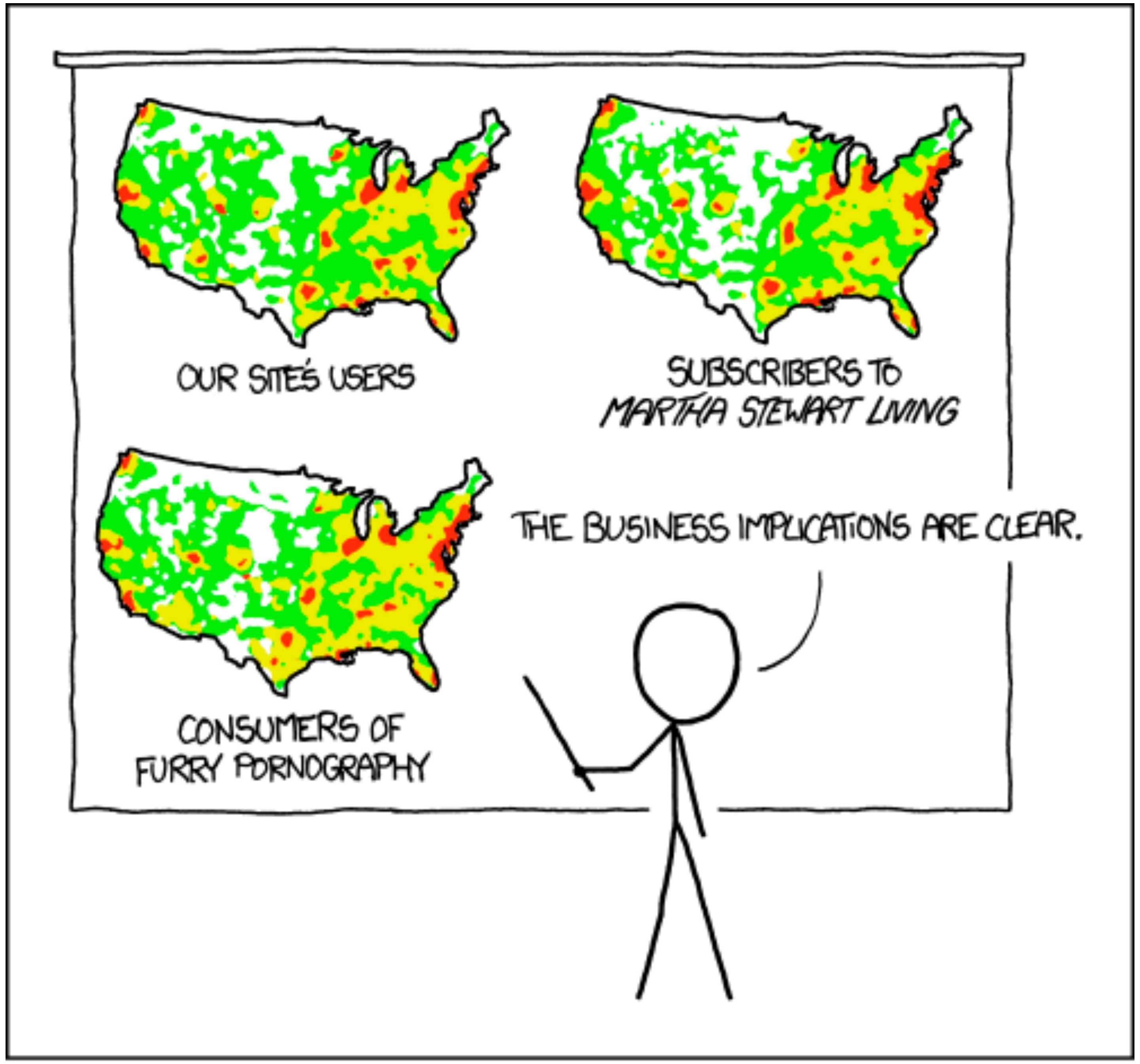
- ***use*** given spatial data
  - when central task is understanding spatial relationships
- data
  - geographic geometry
  - table with 1 quant attribute per region
- encoding
  - use given geometry for area mark boundaries
  - sequential segmented colormap *[more later]*



http://bl.ocks.org/mbostock/4060606

Beware: Population maps trickiness!

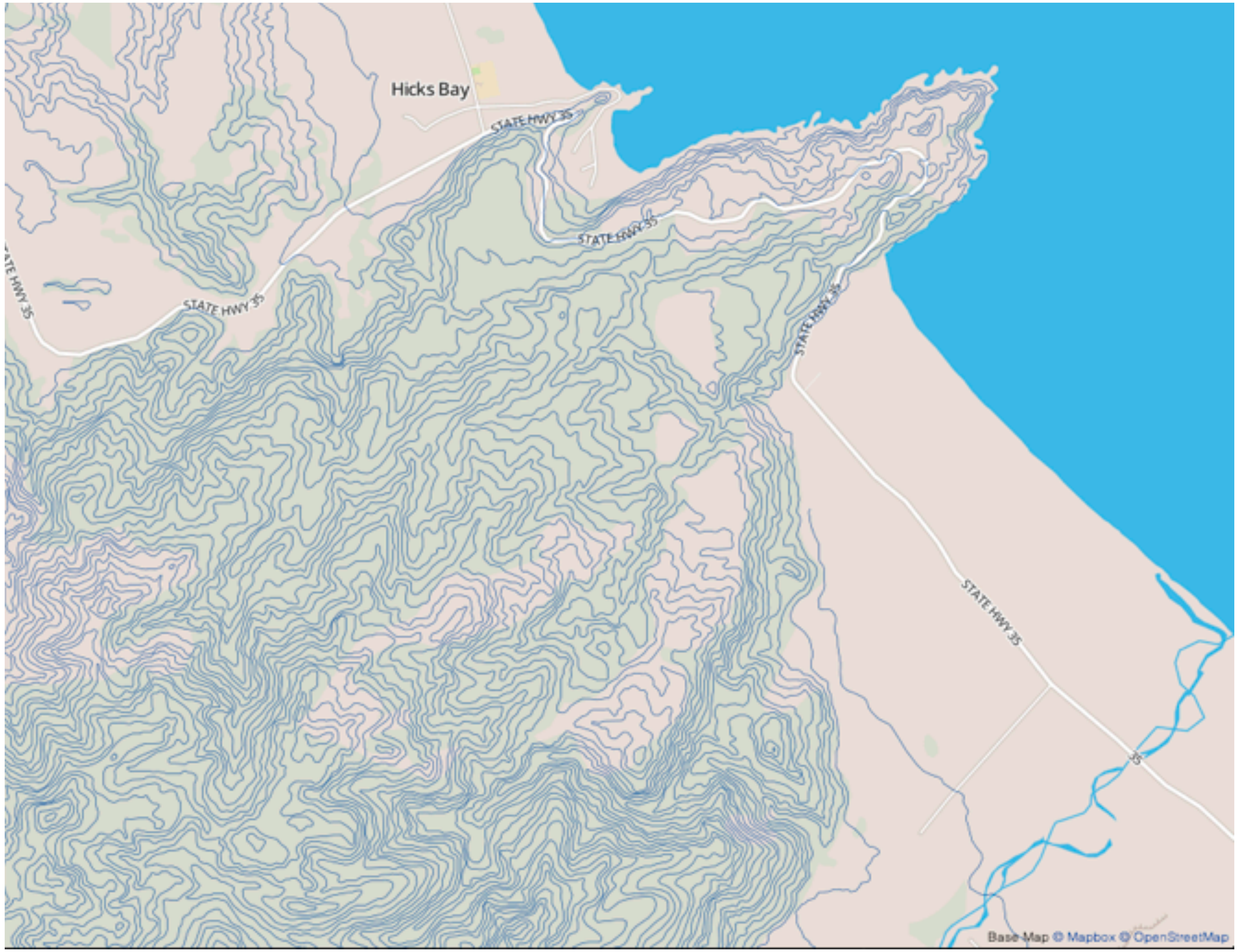
[https://xkcd.com/1138]



PET PEEVE #208:
GEOGRAPHIC PROFILE MAPS WHICH ARE BASICALLY JUST POPULATION MAPS

Idiom: **topographic map**

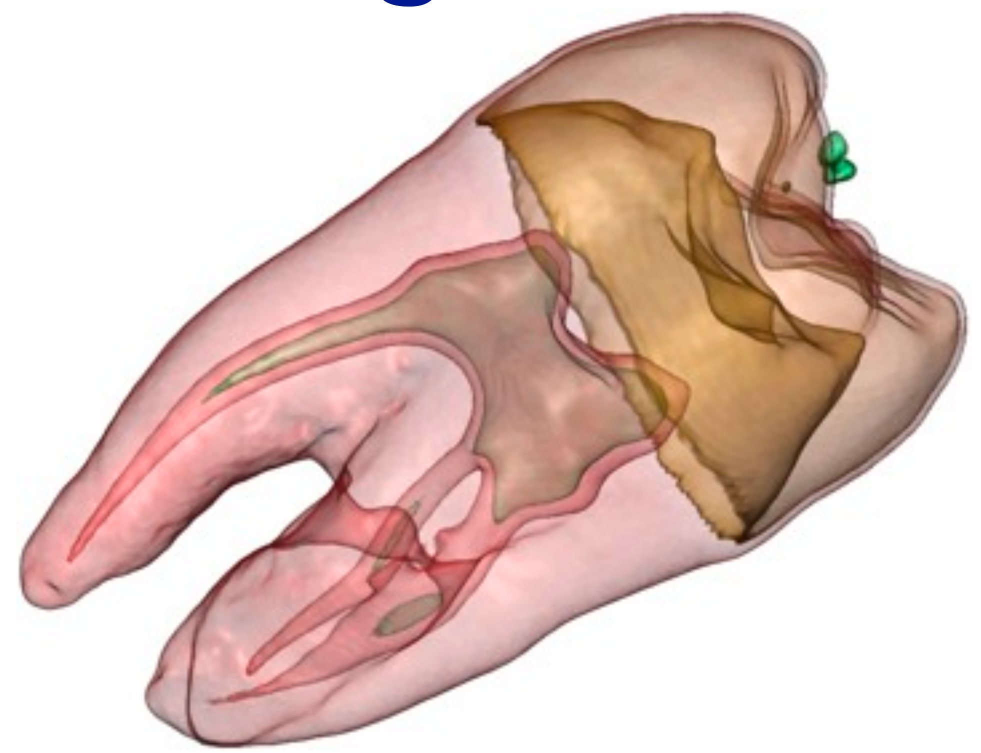
- data
  - geographic geometry
  - scalar spatial field
    - 1 quant attribute per grid cell
- derived data
  - isoline geometry
    - isocontours computed for specific levels of scalar values



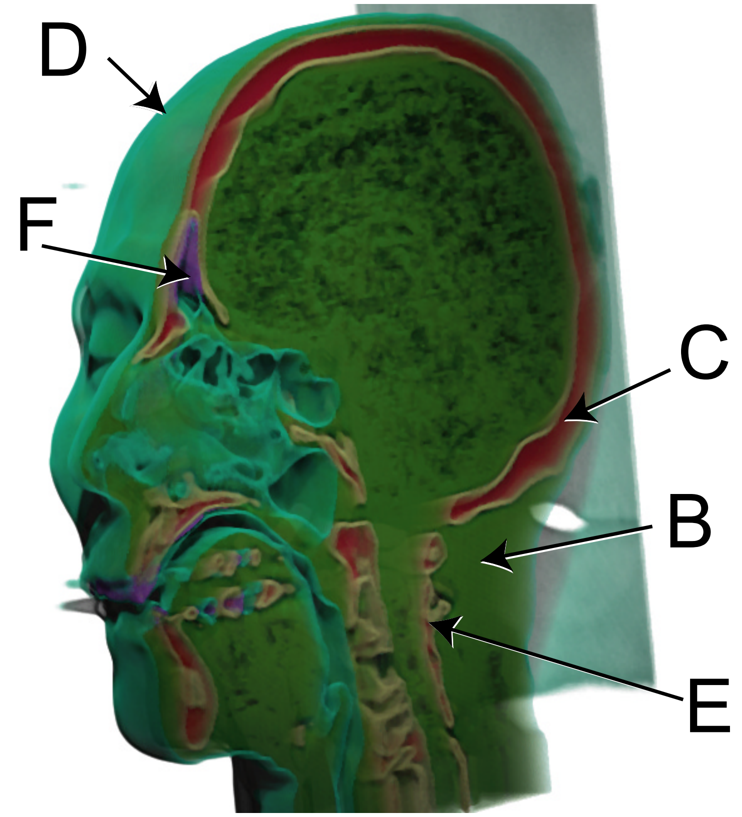
Land Information New Zealand Data Service

Idioms: **isosurfaces, direct volume rendering**

- data
  - scalar spatial field
    - 1 quant attribute per grid cell
- task
  - shape understanding, spatial relationships
- isosurface
  - derived data: isocontours computed for specific levels of scalar values
- direct volume rendering
  - transfer function maps scalar values to color, opacity
    - no derived geometry



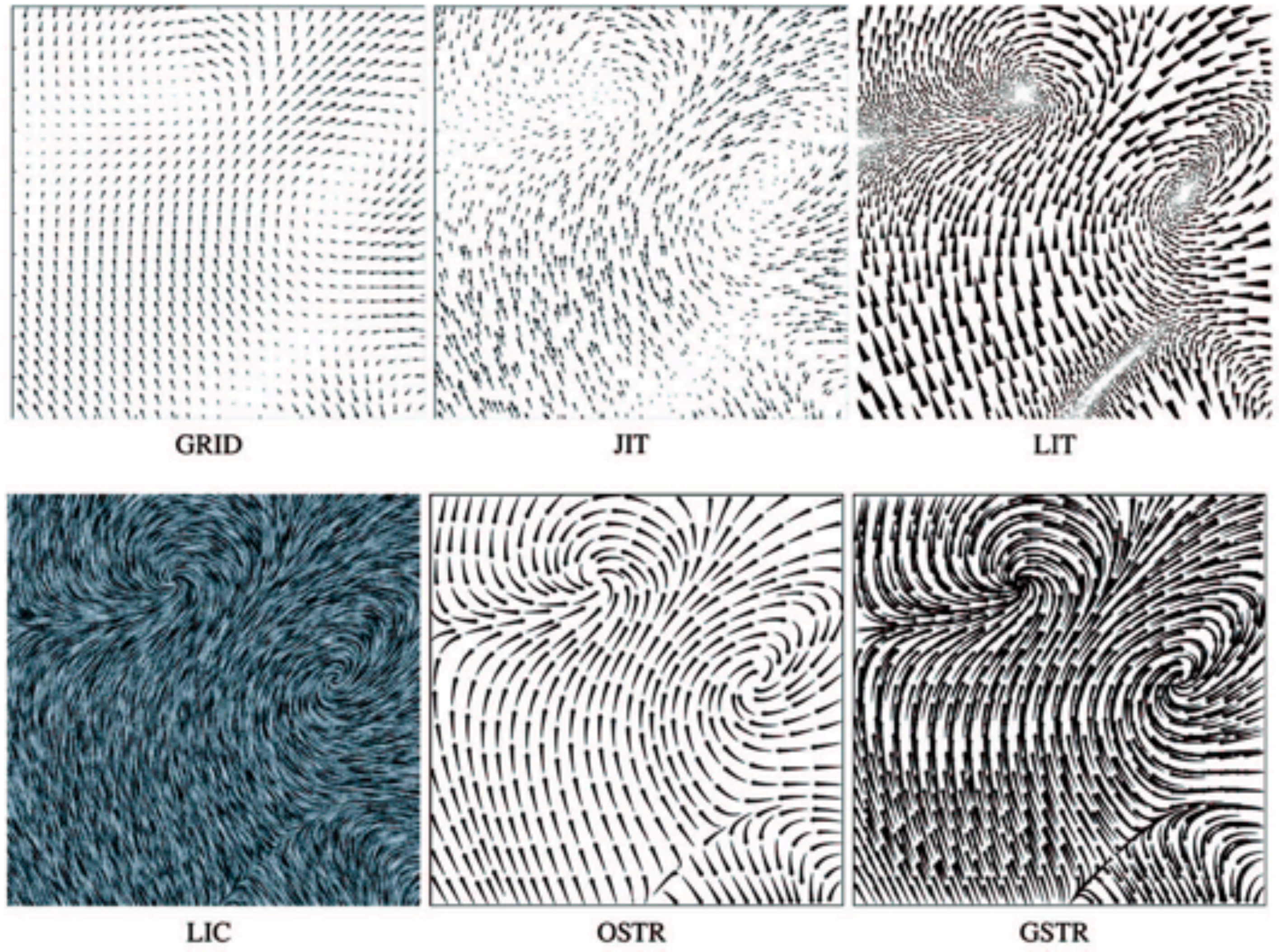
[Interactive Volume Rendering Techniques. Kniss. Master's thesis, University of Utah Computer Science, 2002.]



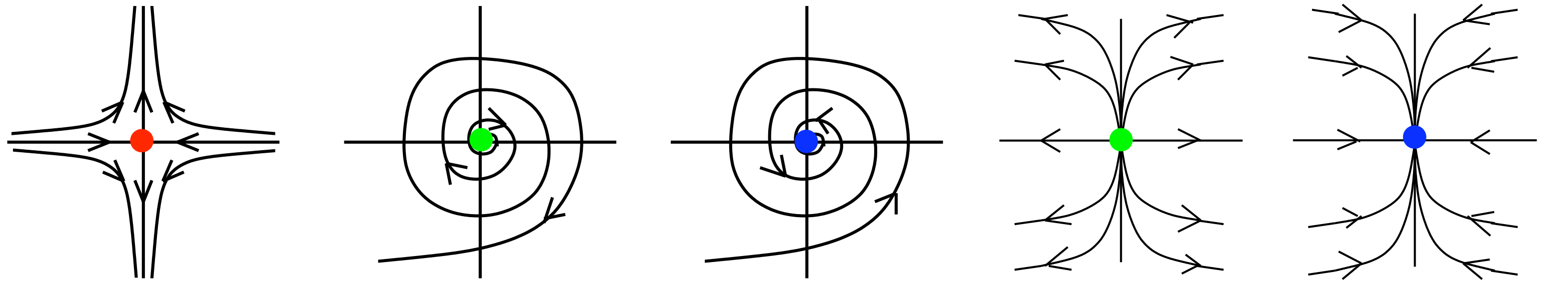
[Multidimensional Transfer Functions for Volume Rendering. Kniss, Kindlmann, and Hansen. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 189–210. Elsevier, 2005.]

Vector and tensor fields

- data
  - many attribs per cell
- idiom families
  - flow glyphs
    - purely local
  - geometric flow
    - derived data from tracing particle trajectories
    - sparse set of seed points
  - texture flow
    - derived data, dense seeds
  - feature flow
    - global computation to detect features
      - encoded with one of methods above



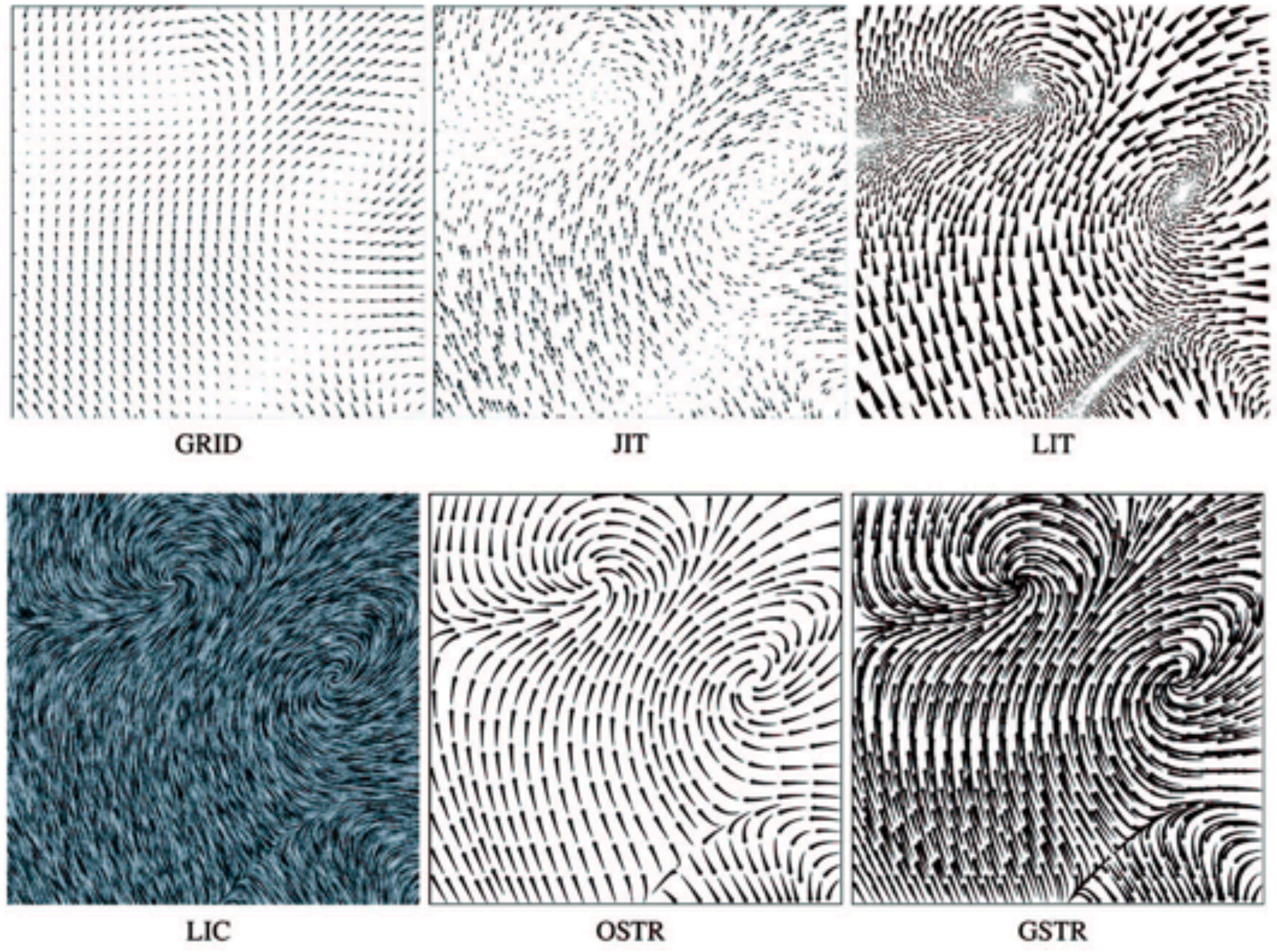
[Comparing 2D vector field visualization methods: A user study. Laidlaw et al. IEEE Trans. Visualization and Computer Graphics (TVCG) 11:1 (2005), 59–70.]



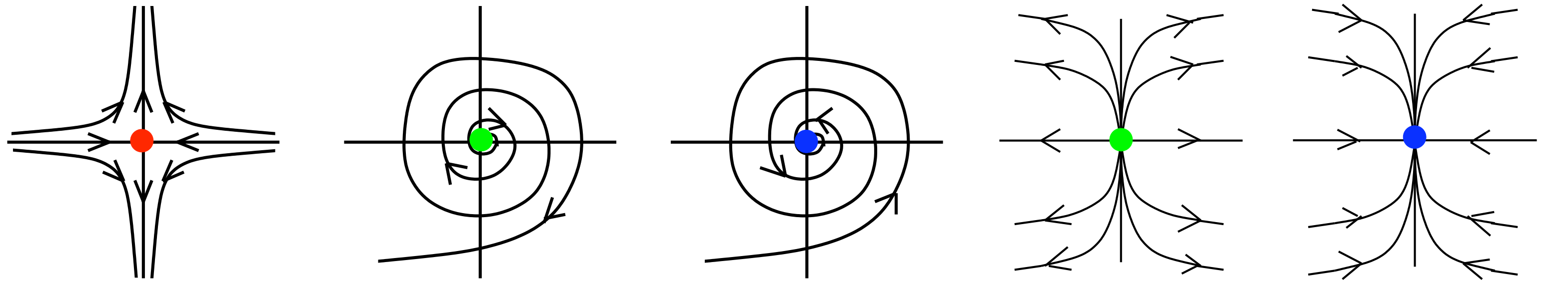
[Topology tracking for the visualization of time-dependent two-dimensional flows. Tricoche, Wischgoll, Scheuermann, and Hagen. Computers & Graphics 26:2 (2002), 249–257.]

Vector fields

- empirical study tasks
  - finding critical points, identifying their types
  - identifying what type of critical point is at a specific location
  - predicting where a particle starting at a specified point will end up (advection)



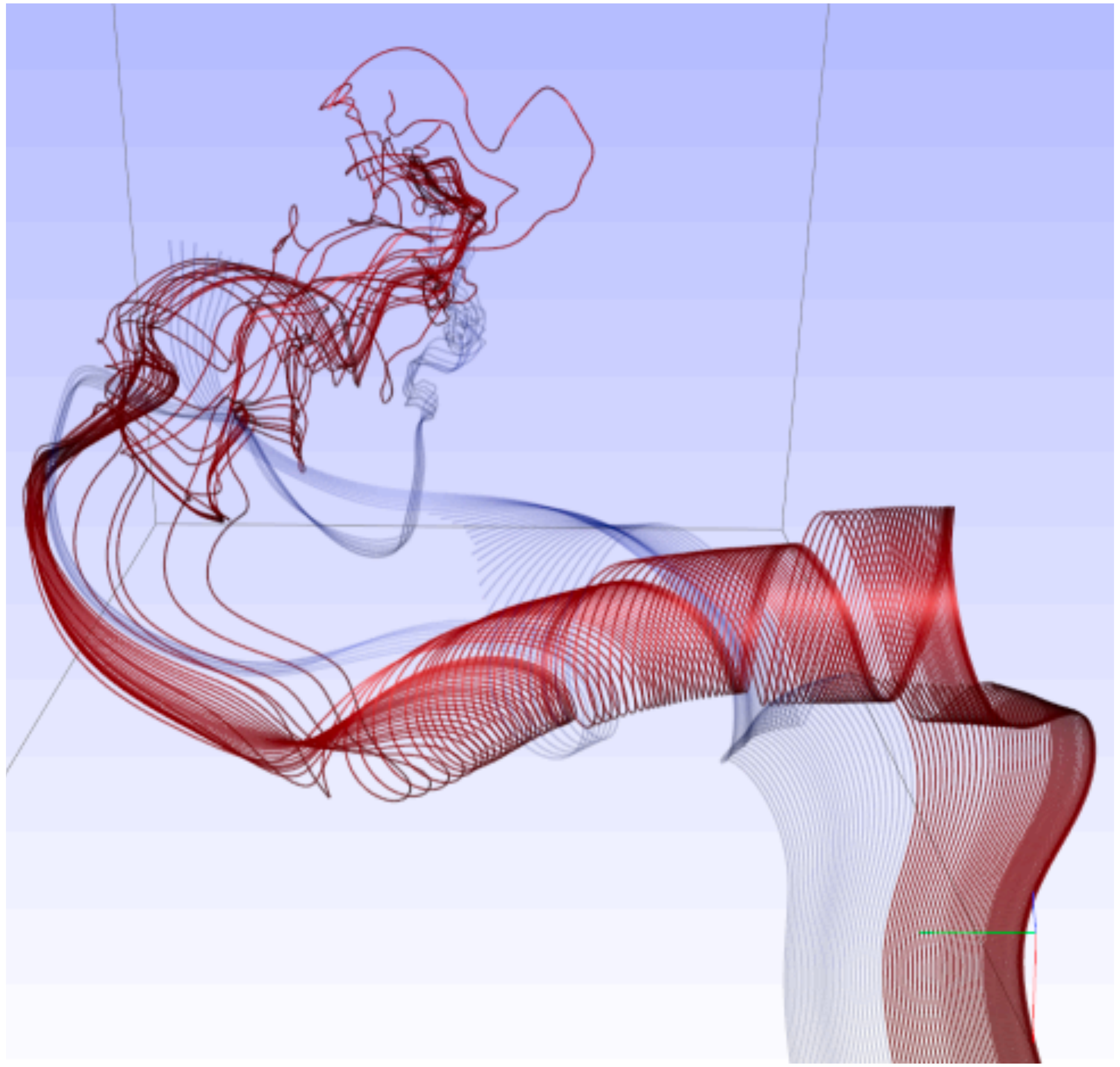
[Comparing 2D vector field visualization methods: A user study. Laidlaw et al. IEEE Trans. Visualization and Computer Graphics (TVCG) 11:1 (2005), 59–70.]



[Topology tracking for the visualization of time-dependent two-dimensional flows. Tricoche, Wischgoll, Scheuermann, and Hagen. Computers & Graphics 26:2 (2002), 249–257.]

Idiom: **similarity-clustered streamlines**

- data
  - – 3D vector field
- derived data (from field)
  - – streamlines: trajectory particle will follow
- derived data (per streamline)
  - – curvature, torsion, tortuosity
  - – signature: complex weighted combination
  - – compute cluster hierarchy across all signatures
  - – encode: color and opacity by cluster
- tasks
  - – find features, query shape
- scalability
  - – millions of samples, hundreds of streamlines



[Similarity Measures for Enhancing Interactive Streamline Seeding. McLoughlin,. Jones, Laramee, Malki, Masters, and. Hansen. IEEE Trans. Visualization and Computer Graphics 19:8 (2013), 1342–1353.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Oct 2014.
  - *Chap 8: Arrange Spatial Data*
- How Maps Work: Representation, Visualization, and Design. MacEachren. Guilford Press, 1995.
- Overview of visualization. Schroeder and. Martin. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 3–39. Elsevier, 2005.
- Real-Time Volume Graphics. Engel, Hadwiger, Kniss, Reza-Salama, and Weiskopf. AK Peters, 2006.
- Overview of flow visualization. Weiskopf and Erlebacher. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 261–278. Elsevier, 2005.

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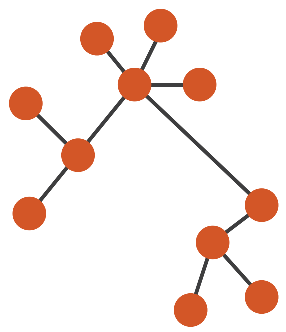
Arrange networks and trees

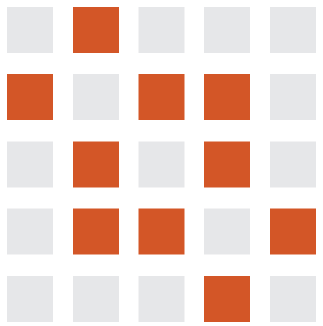
Node–Link Diagrams
Connection Marks

✓ NETWORKS ✓ TREES



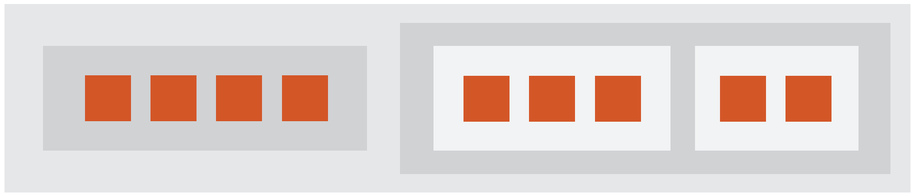
Adjacency Matrix
Derived Table

✓ NETWORKS ✓ TREES



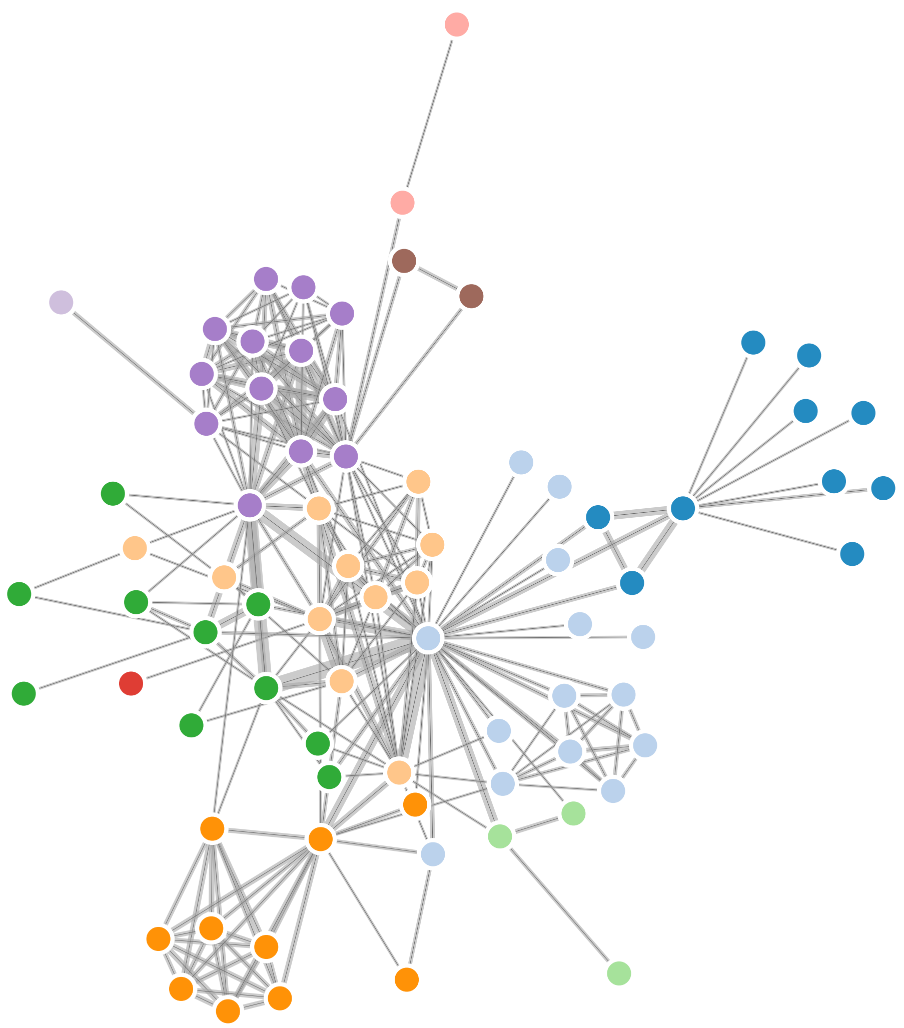
Enclosure
Containment Marks

✗ NETWORKS ✓ TREES



Idiom: **force-directed placement**

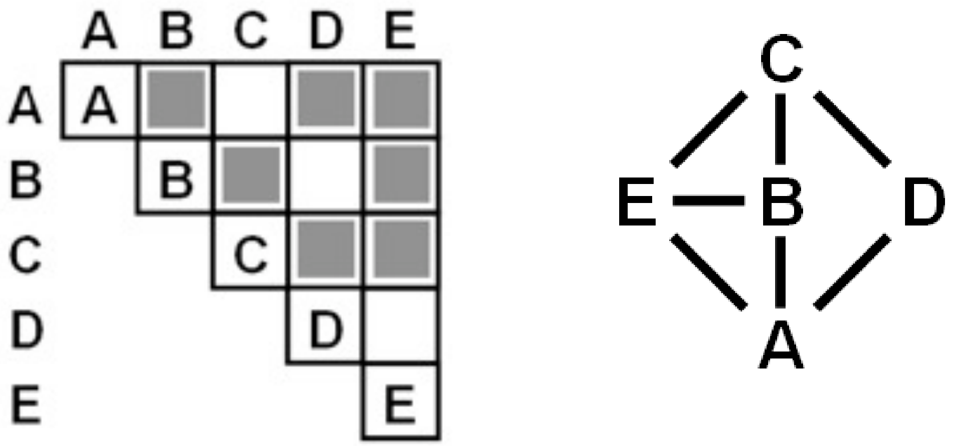
- visual encoding
  - – link connection marks, node point marks
- considerations
  - – spatial position: no meaning directly encoded
    - left free to minimize crossings
  - – proximity semantics?
    - sometimes meaningful
    - sometimes arbitrary, artifact of layout algorithm
    - tension with length
      - – long edges more visually salient than short
- tasks
  - – explore topology; locate paths, clusters
- scalability
  - – node/edge density E < 4N



http://mbostock.github.com/d3/ex/force.html

Idiom: **adjacency matrix view**

- data: network
  - transform into same data/encoding as heatmap
- derived data: table from network
  - 1 quant attrib
    - weighted edge between nodes
  - 2 categ attribs: node list x 2
- visual encoding
  - cell shows presence/absence of edge
- scalability
  - 1K nodes, 1M edges



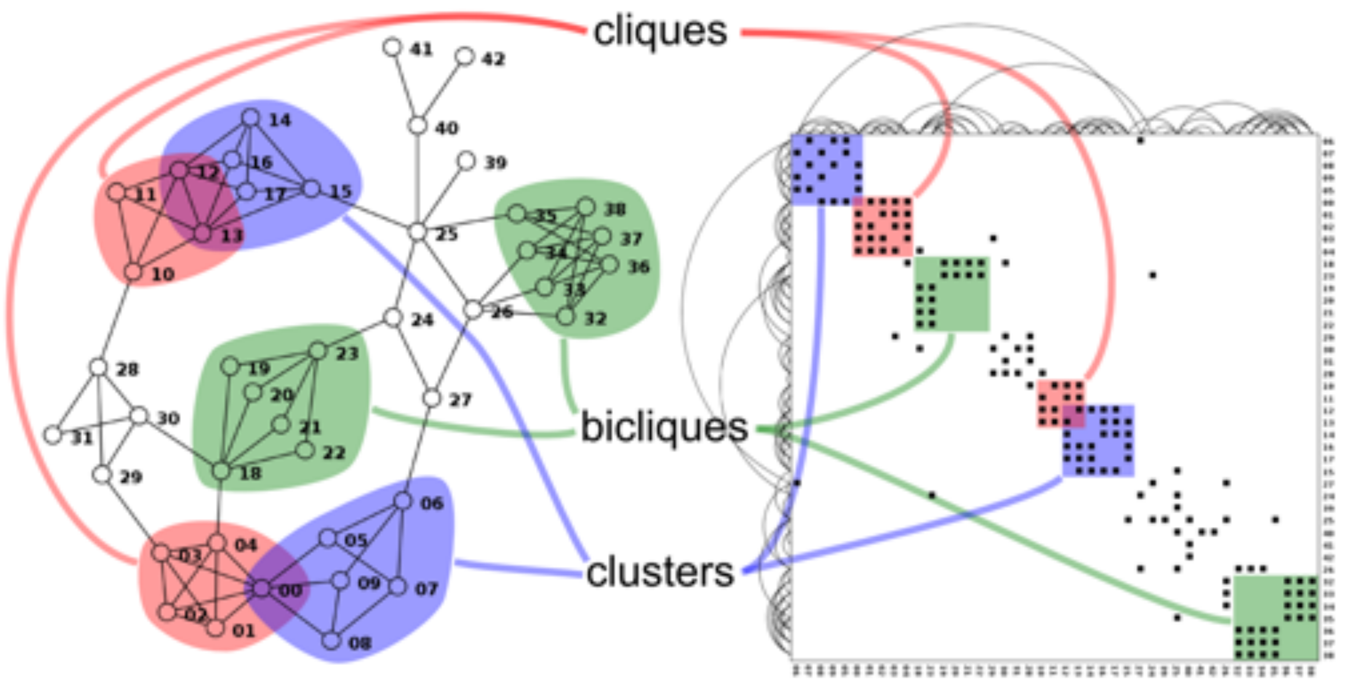
[NodeTrix: a Hybrid Visualization of Social Networks. Henry, Fekete, and McGuffin. IEEE TVCG (Proc. InfoVis) 13(6):1302-1309, 2007.]

[Points of view: Networks. Gehlenborg and Wong. Nature Methods 9:115.]

Connection vs. adjacency comparison

- adjacency matrix strengths
  - predictability, scalability, supports reordering
  - some topology tasks trainable
- node-link diagram strengths
  - topology understanding, path tracing
  - intuitive, no training needed
- empirical study
  - node-link best for small networks
  - matrix best for large networks
    - if tasks don't involve topological structure!

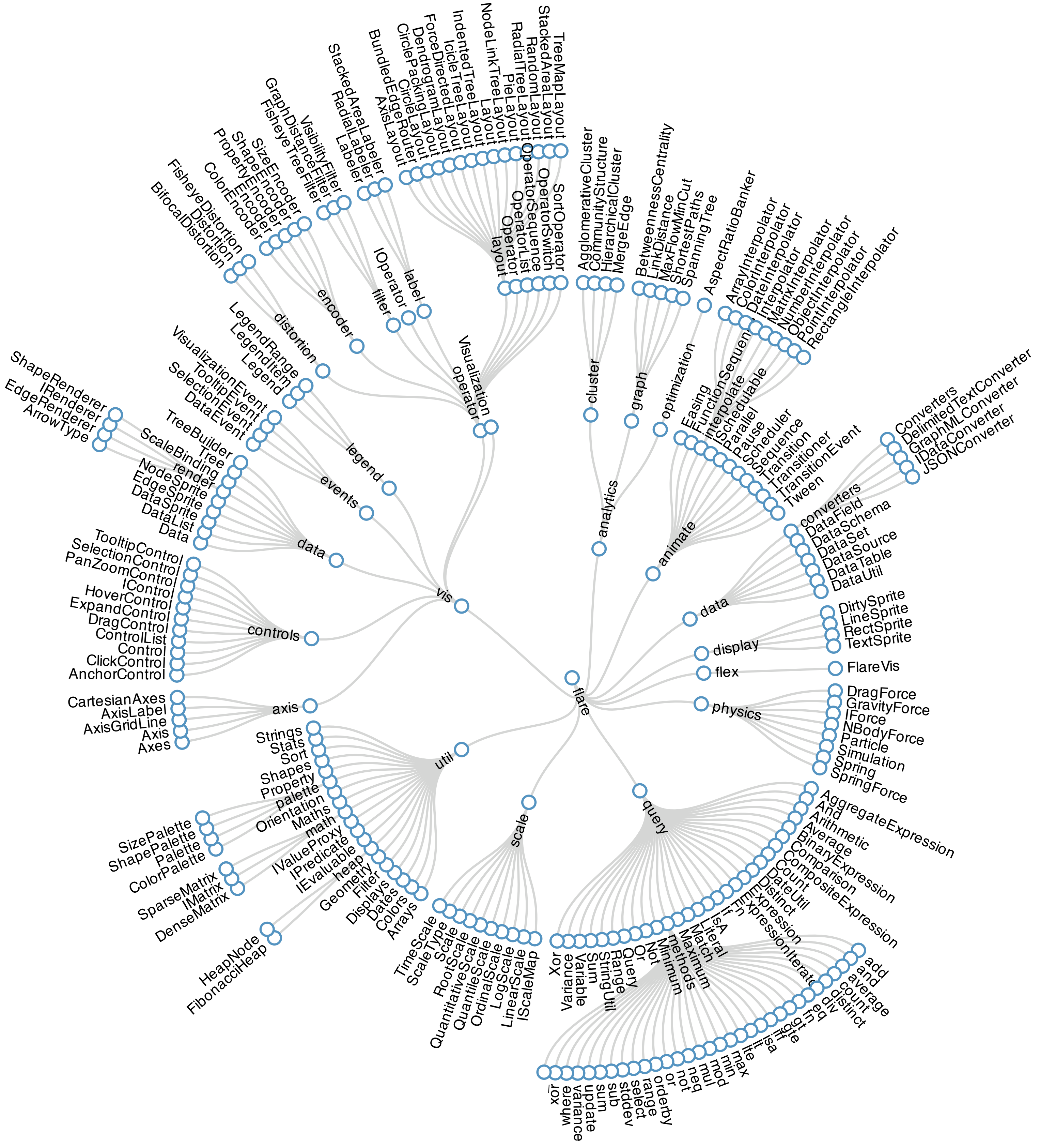
[On the readability of graphs using node-link and matrix-based representations: a controlled experiment and statistical analysis. Ghoniem, Fekete, and Castagliola. Information Visualization 4:2 (2005), 114–135.]



http://www.michaelmcguffin.com/courses/vis/patternsInAdjacencyMatrix.png

Idiom: **radial node-link tree**

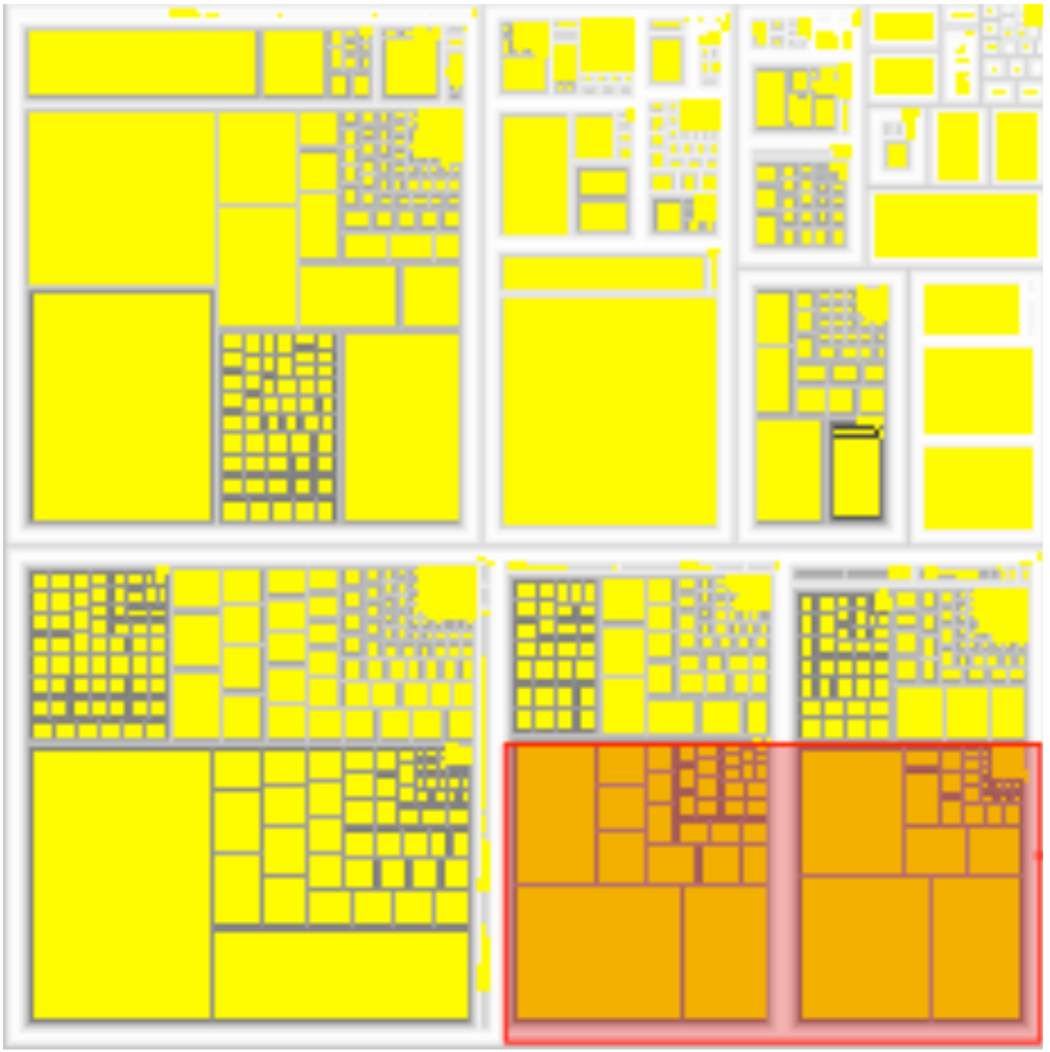
- data
  - tree
- encoding
  - link connection marks
  - point node marks
  - radial axis orientation
    - angular proximity: siblings
    - distance from center: depth in tree
- tasks
  - understanding topology, following paths
- scalability
  - 1K - 10K nodes



http://mbostock.github.com/d3/ex/tree.html

Idiom: **treemap**

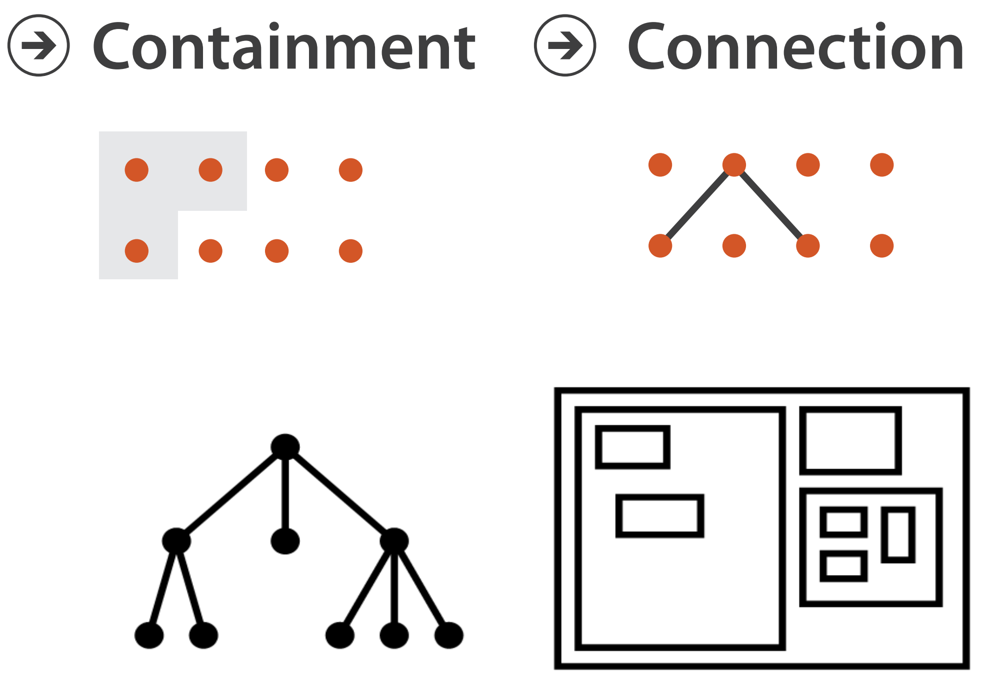
- data
  - tree
  - 1 quant attrib at leaf nodes
- encoding
  - area containment marks for hierarchical structure
  - rectilinear orientation
  - size encodes quant attrib
- tasks
  - query attribute at leaf nodes
- scalability
  - 1M leaf nodes

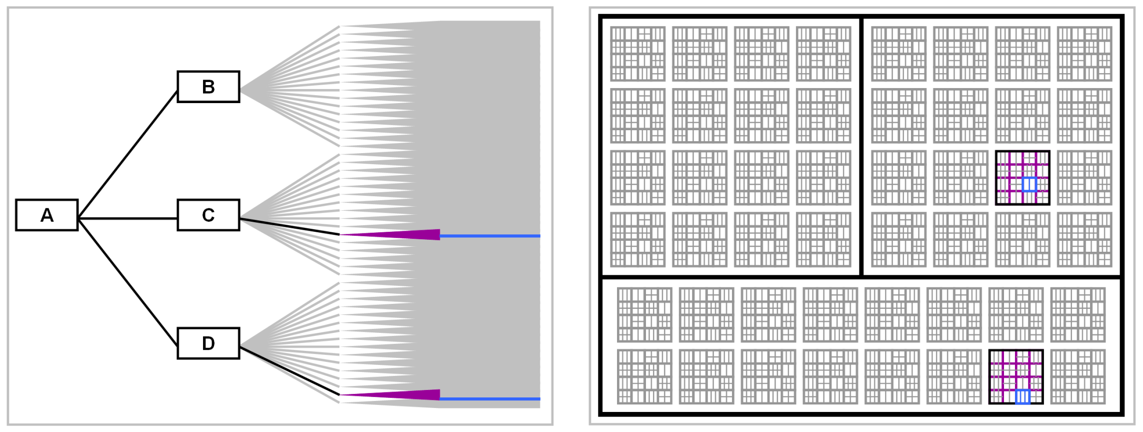


http://tulip.labri.fr/Documentation/3_7/userHandbook/html/ch06.html

Link marks: Connection and containment

- marks as links (vs. nodes)
  – common case in network drawing
  – 1D case: connection
    - ex: all node-link diagrams
    - emphasizes topology, path tracing
    - networks and trees
  – 2D case: containment
    - ex: all treemap variants
    - emphasizes attribute values at leaves (size coding)
    - only trees





Node–Link Diagram **Treemap**

[Elastic Hierarchies: Combining Treemaps and Node-Link Diagrams. Dong, McGuffin, and Chignell. Proc. InfoVis 2005, p. 57-64.]

Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 9: Arrange Networks and Trees*
- Visual Analysis of Large Graphs: State-of-the-Art and Future Research Challenges. von Landesberger et al. Computer Graphics Forum 30:6 (2011), 1719–1749.
- Simple Algorithms for Network Visualization: A Tutorial. McGuffin. Tsinghua Science and Technology (Special Issue on Visualization and Computer Graphics) 17:4 (2012), 383–398.
- Drawing on Physical Analogies. Brandes. In Drawing Graphs: Methods and Models, LNCS Tutorial, 2025, edited by M. Kaufmann and D. Wagner, LNCS Tutorial, 2025, pp. 71–86. Springer-Verlag, 2001.
- http://www.treevis.net Treevis.net: A Tree Visualization Reference. Schulz. IEEE Computer Graphics and Applications 31:6 (2011), 11–15.
- Perceptual Guidelines for Creating Rectangular Treemaps. Kong, Heer, and Agrawala. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis) 16:6 (2010), 990–998.

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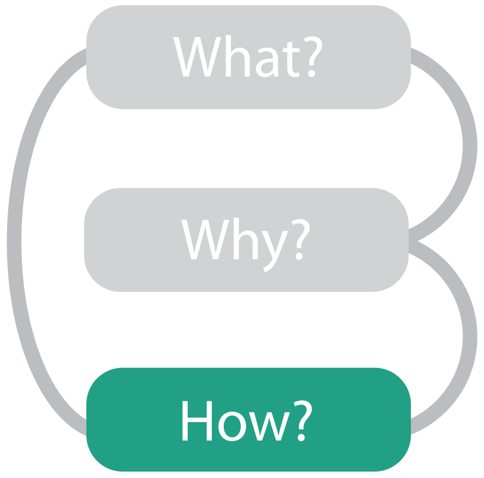
Idiom design choices: First half

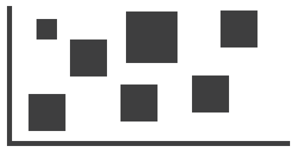


Encode

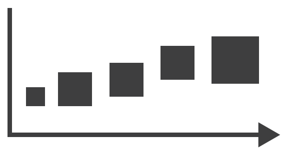
Arrange

- Express

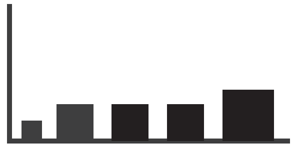
- Separate



- Order



- Align



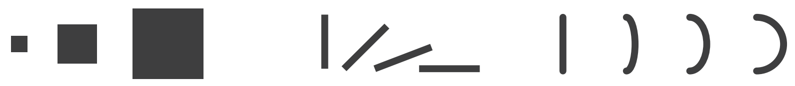
- Use

Map

from categorical and ordered attributes

- Color
  - *Hue*
  - *Saturation*
  - *Luminance*

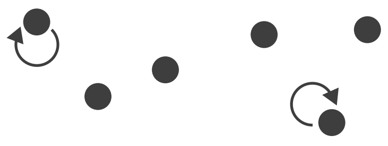
- Size, Angle, Curvature, ...



- Shape

- Motion

Direction, Rate, Frequency, ...



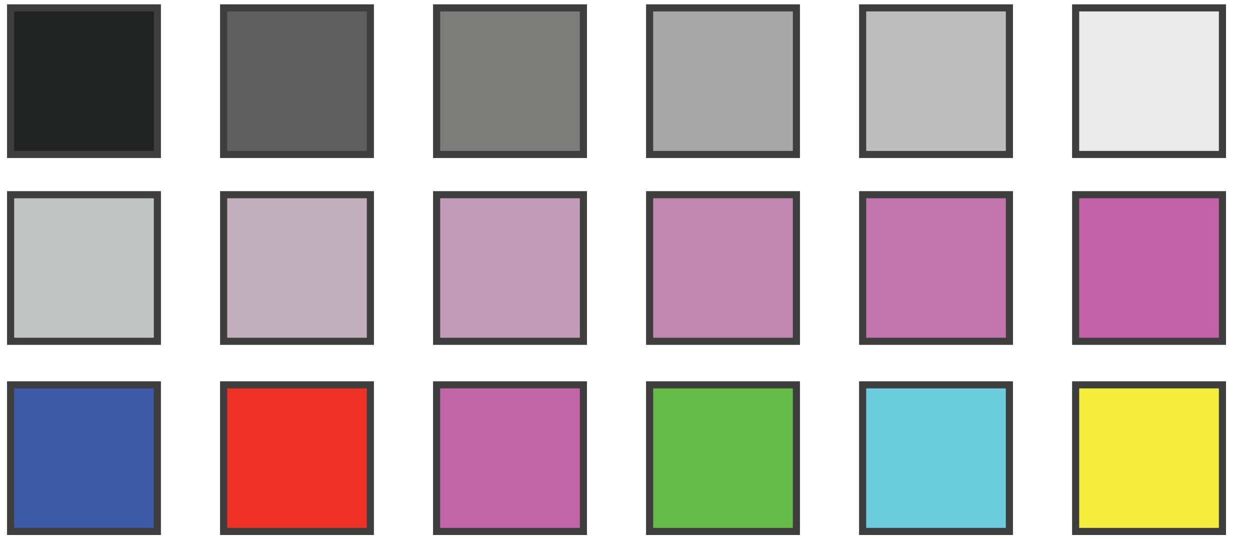
Color: Luminance, saturation, hue

- 3 channels
  - identity for categorical
    - hue
  - magnitude for ordered
    - luminance
    - saturation
- RGB: poor for encoding
- HSL: better, but beware
  - lightness ≠ luminance

Luminance

Saturation

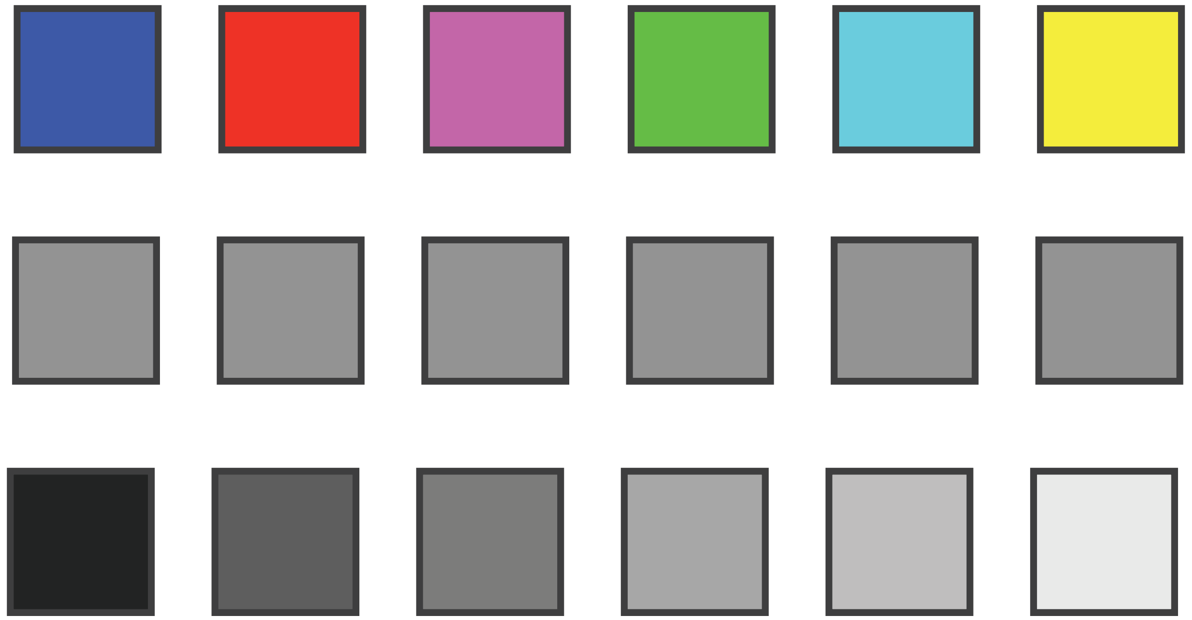
Hue



Corners of the RGB color cube

L from HLS
All the same

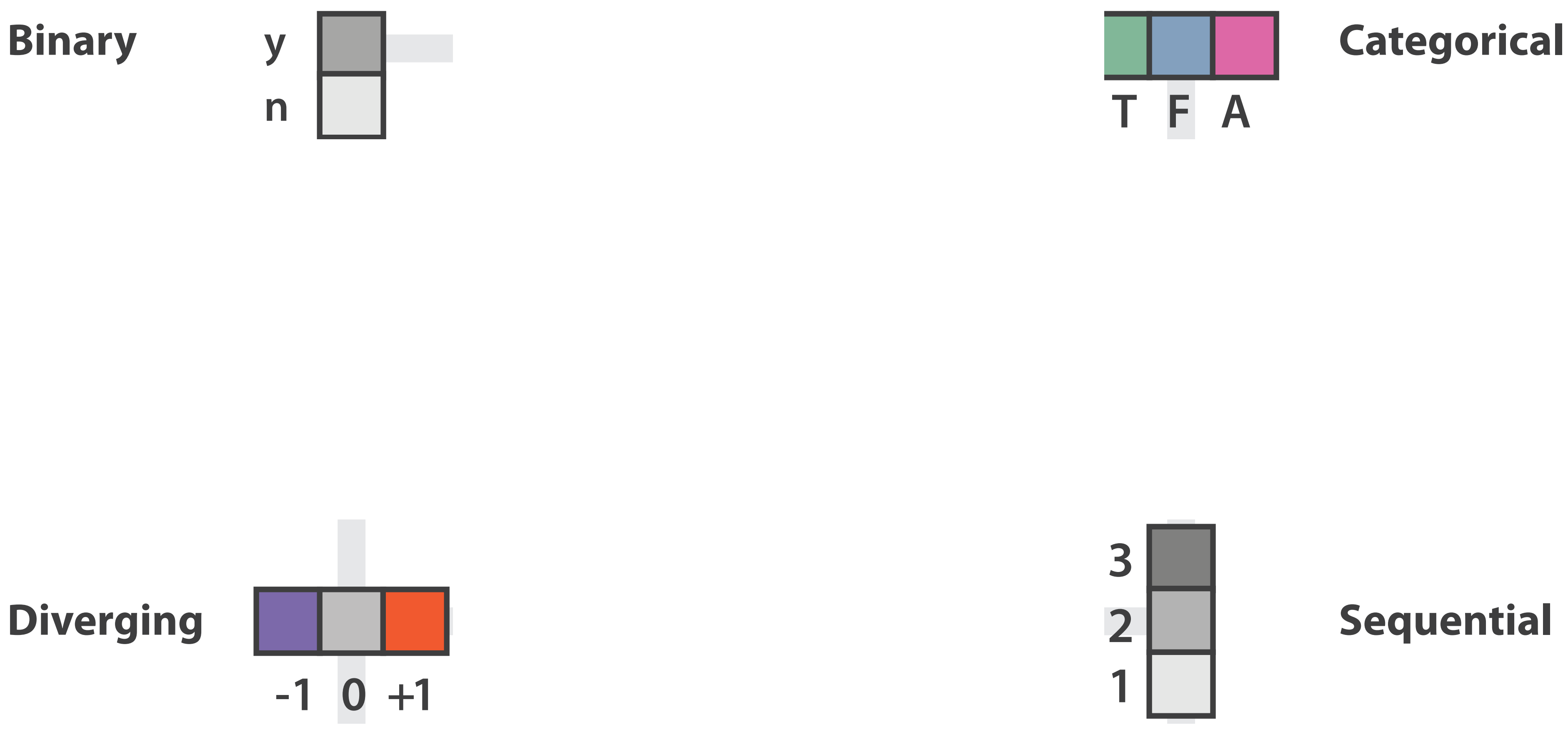
Luminance values



Colormaps

- Categorical

- Ordered
  - *Sequential*
  - *Diverging*



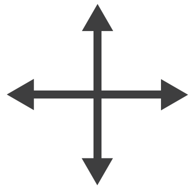
after [Color Use Guidelines for Mapping and Visualization. Brewer, 1994. http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html]

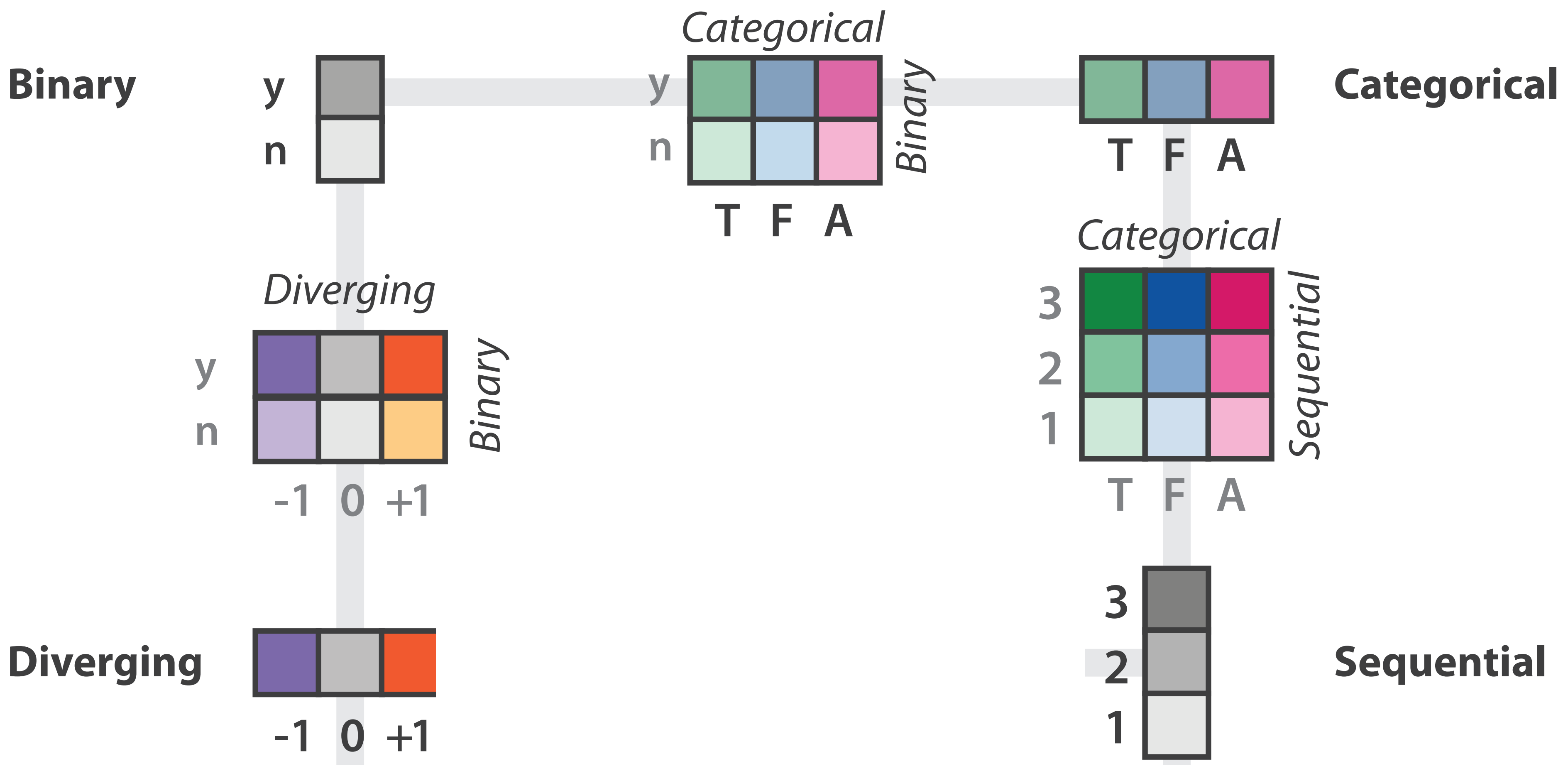
Colormaps

- Categorical

- Ordered
  - *Sequential*
  - *Diverging*

- Bivariate





after [Color Use Guidelines for Mapping and Visualization. Brewer, 1994. http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html]

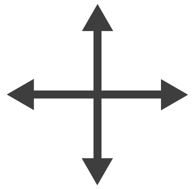
Colormaps

- ➔ Categorical

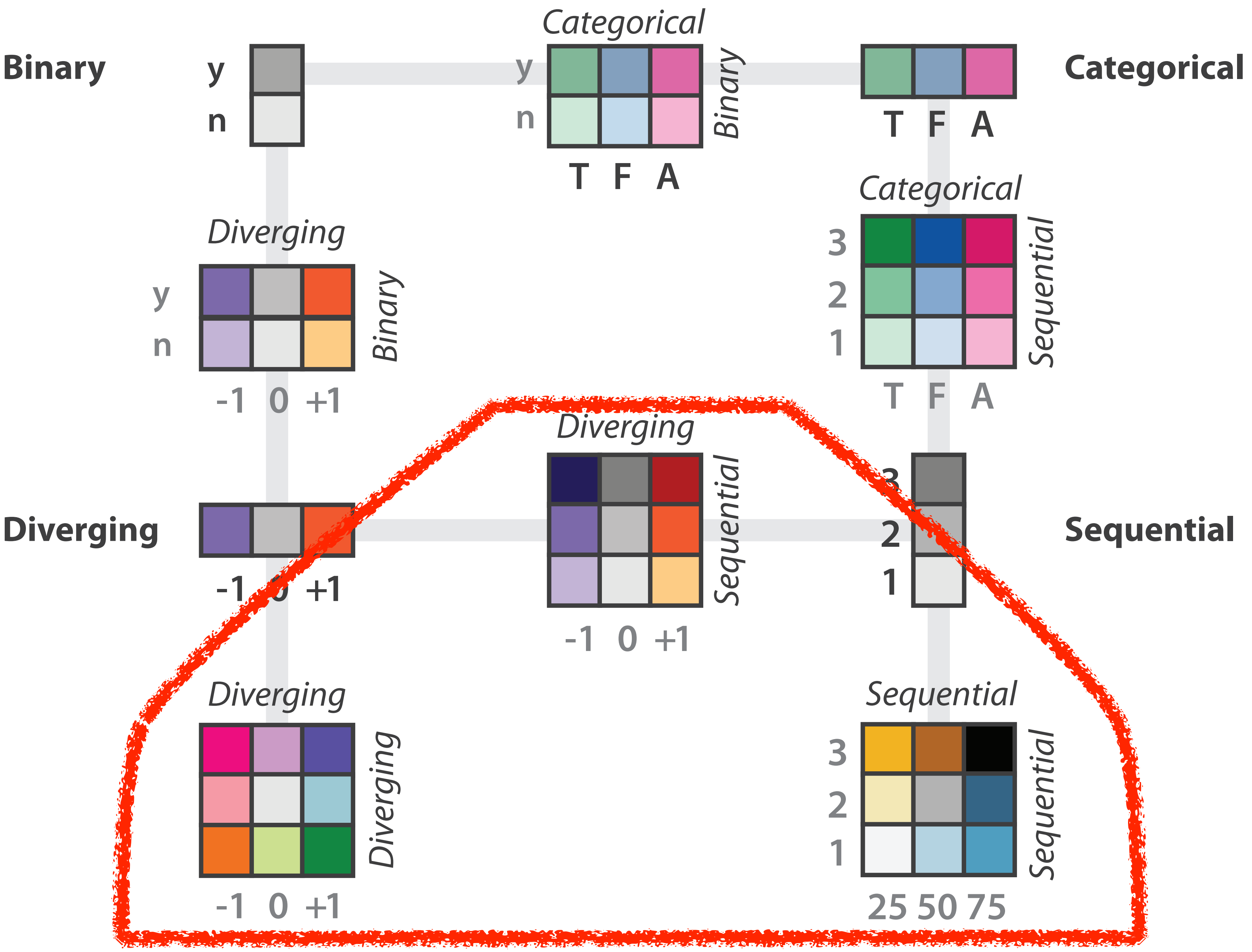
- ➔ Ordered
  - ➔ *Sequential*

  - ➔ *Diverging*

- ➔ Bivariate



use with care!



after [Color Use Guidelines for Mapping and Visualization. Brewer, 1994. http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html]

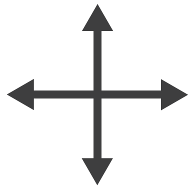
Colormaps

- ➔ Categorical

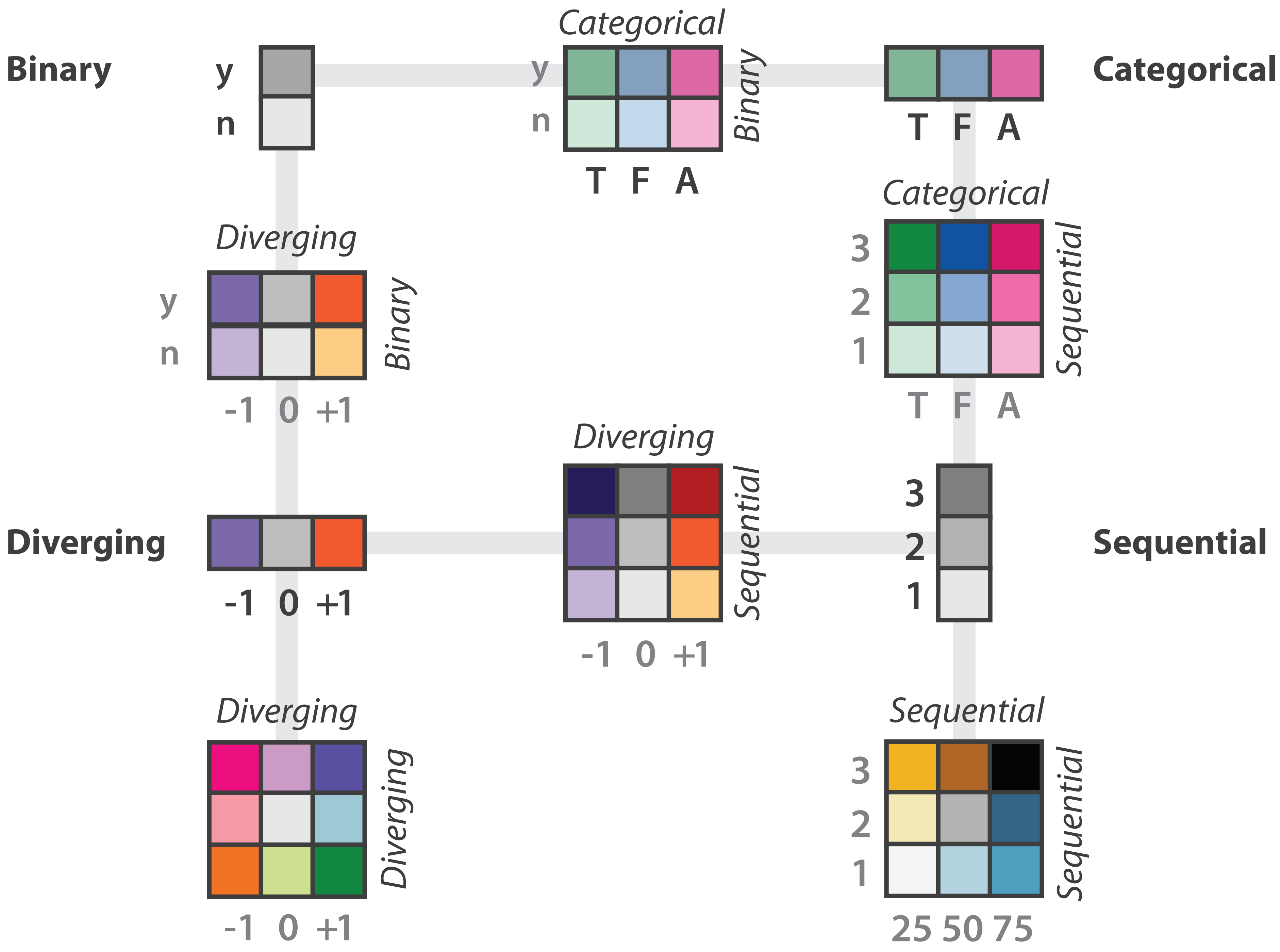
- ➔ Ordered
  - ➔ *Sequential*

  - ➔ *Diverging*

- ➔ Bivariate



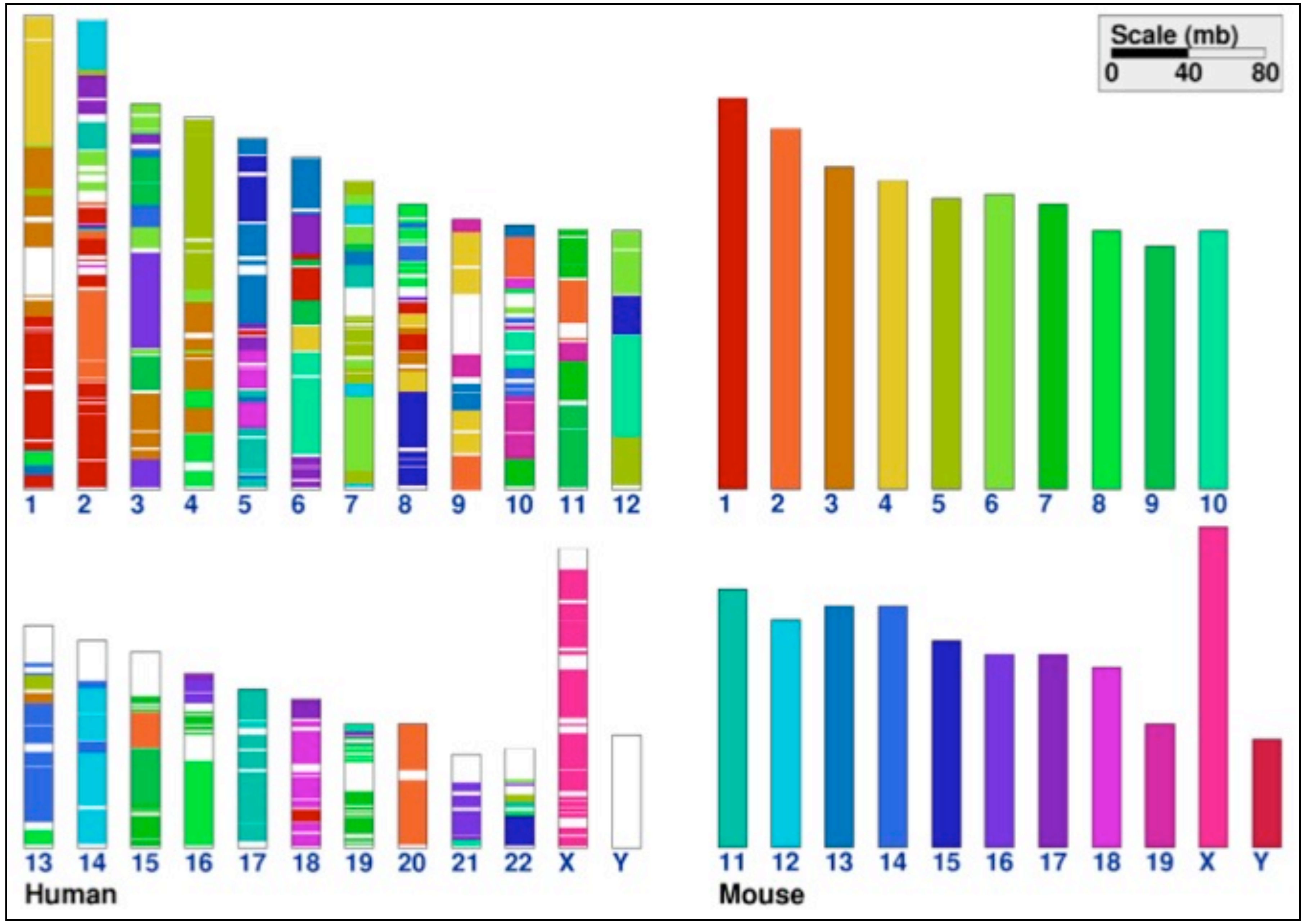
- color channel interactions
  - size heavily affects salience
    - small regions need high saturation
    - large need low saturation
  - saturation & luminance: 3-4 bins max
    - also not separable from transparency



after [Color Use Guidelines for Mapping and Visualization. Brewer, 1994. http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html]

Categorical color: Discriminability constraints

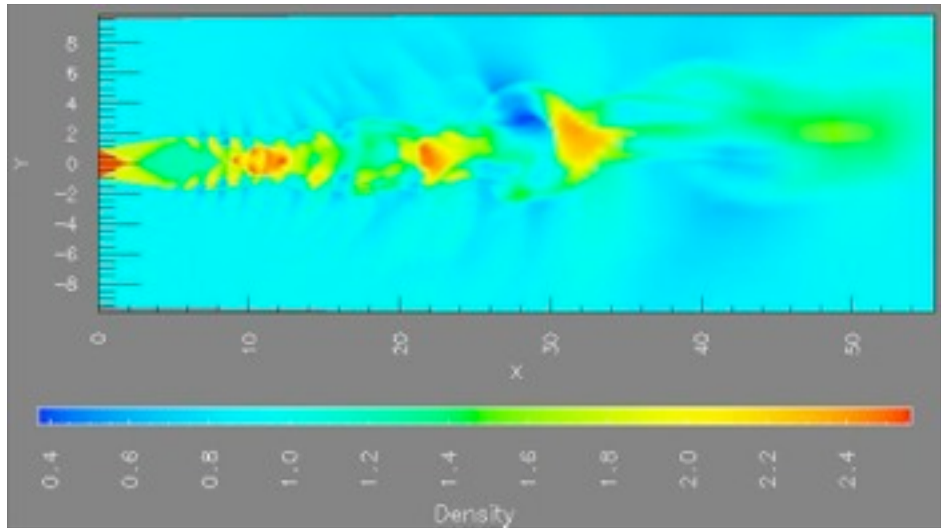
- noncontiguous small regions of color: only 6-12 bins



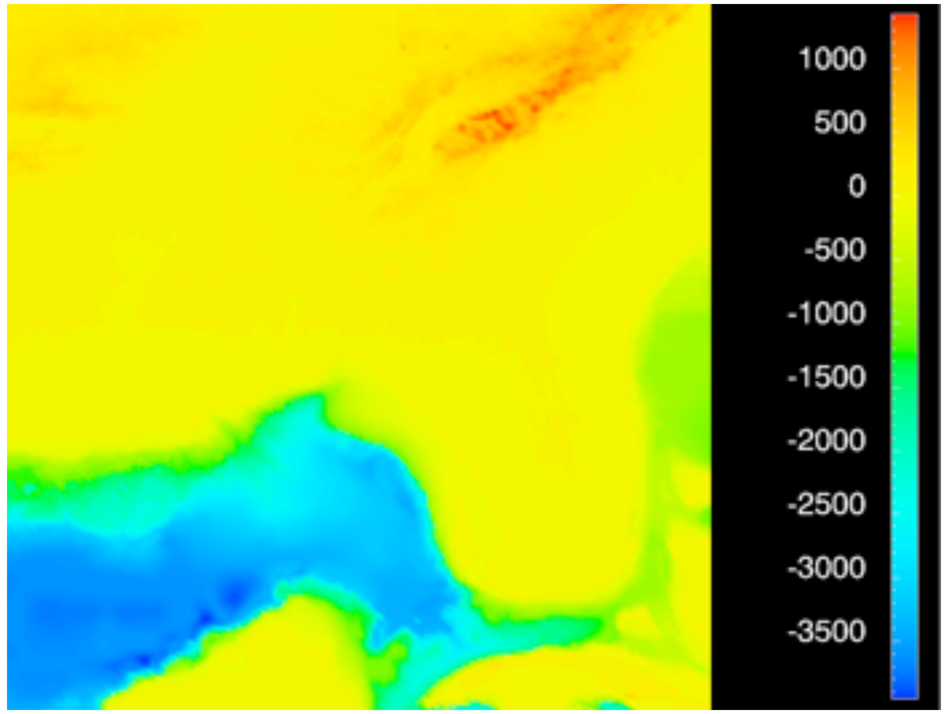
[Cinteny: flexible analysis and visualization of synteny and genome rearrangements in multiple organisms. Sinha and Meller. BMC Bioinformatics, 8:82, 2007.]

Ordered color: Rainbow is poor default

- problems
  - perceptually unordered
  - perceptually nonlinear
- benefits
  - fine-grained structure visible and nameable



[A Rule-based Tool for Assisting Colormap Selection. Bergman,. Rogowitz, and. Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]



[Why Should Engineers Be Worried About Color? Treinish and Rogowitz 1998. http://www.research.ibm.com/people/l/lloydt/color/color.HTM]

[Transfer Functions in Direct Volume Rendering: Design, Interface, Interaction. Kindlmann. SIGGRAPH 2002 Course Notes]

Ordered color: Rainbow is poor default

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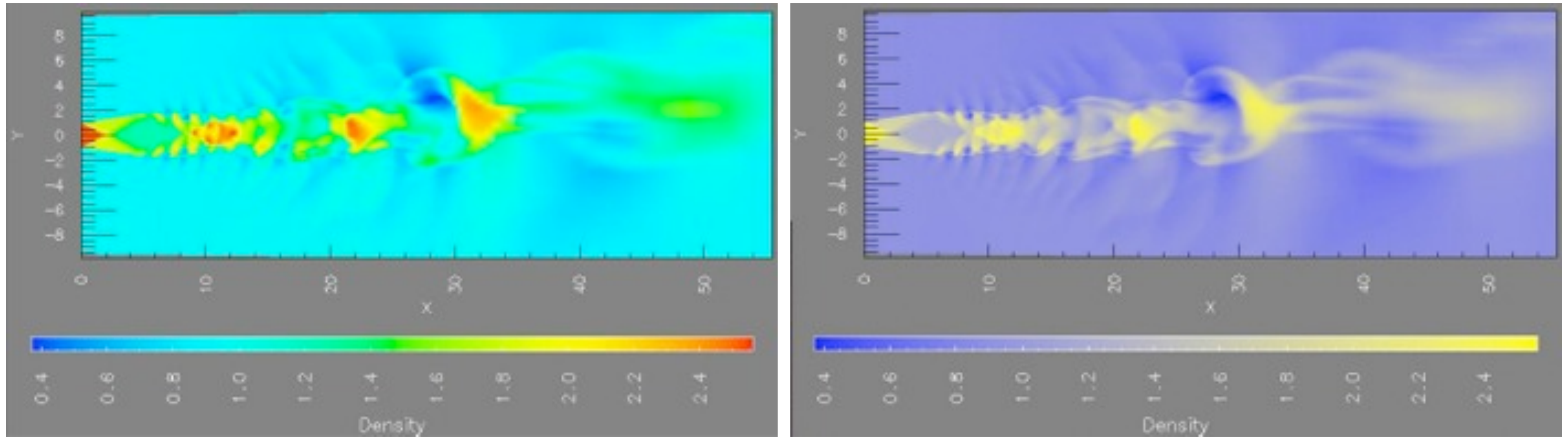
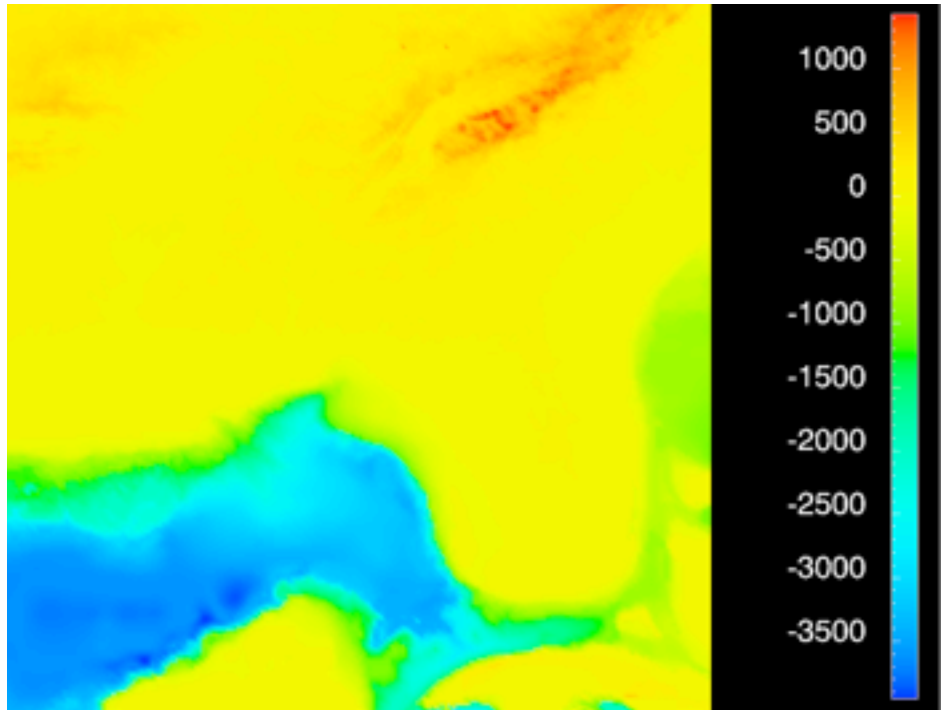
- benefits
  - fine-grained structure visible and nameable
- alternatives
  - large-scale structure: fewer hues



[A Rule-based Tool for Assisting Colormap Selection. Bergman,. Rogowitz, and. Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]



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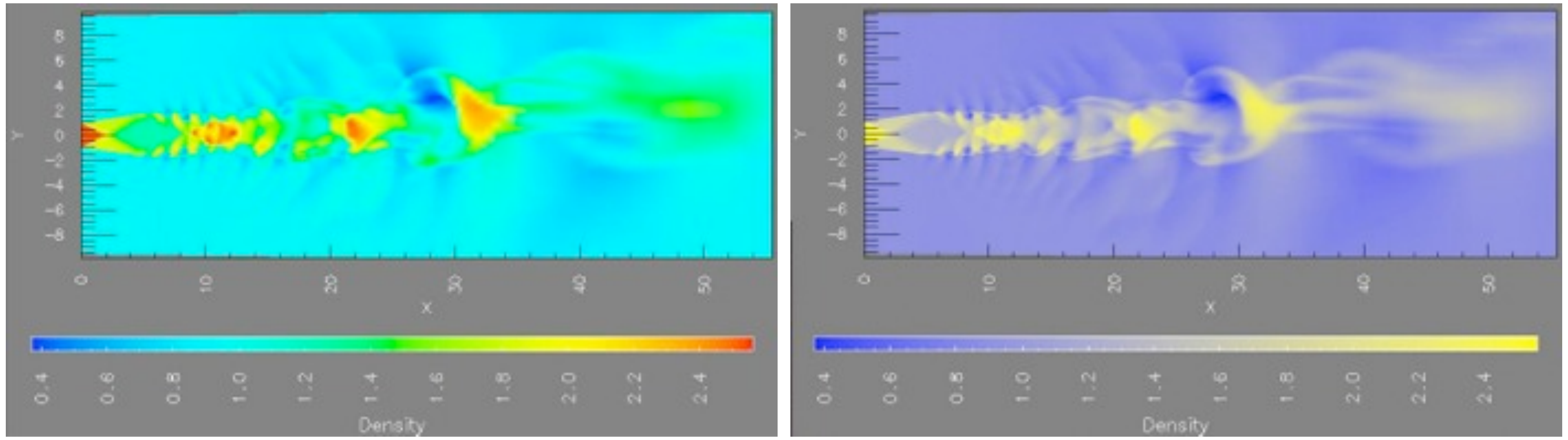
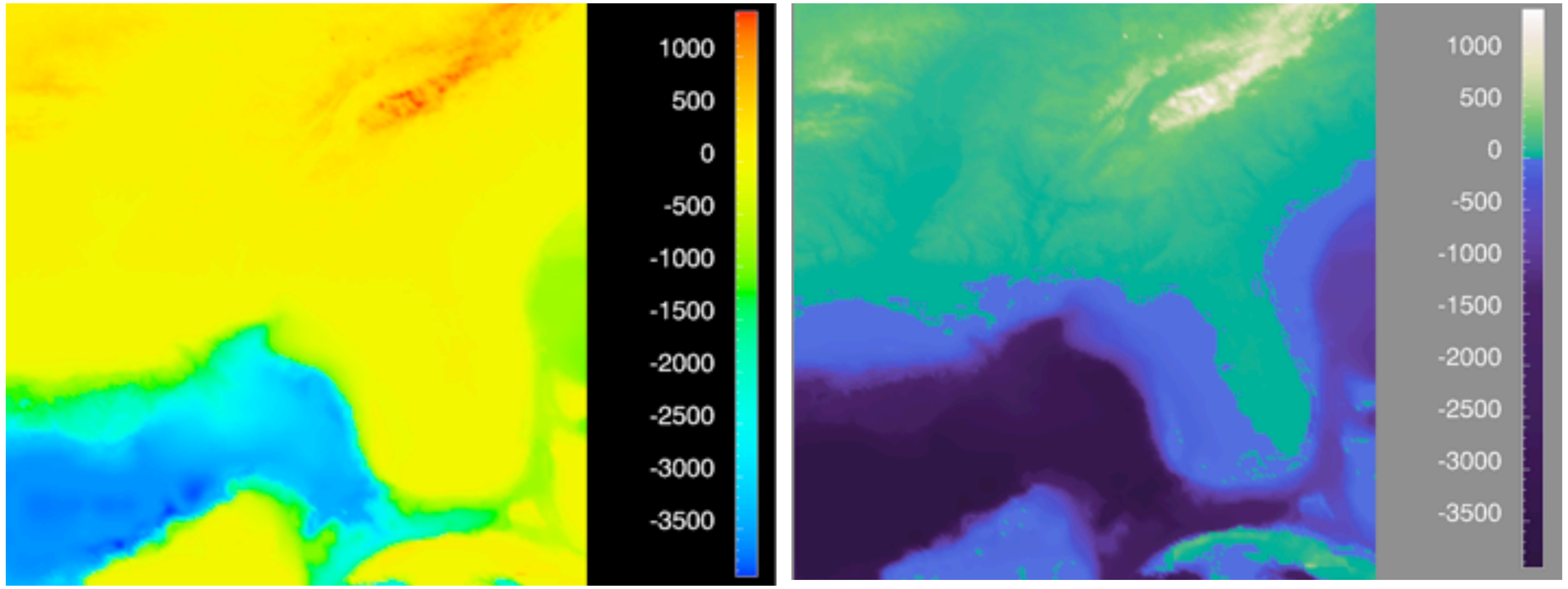
Ordered color: Rainbow is poor default

- problems
  - perceptually unordered
  - perceptually nonlinear
- benefits
  - fine-grained structure visible and nameable
- alternatives
  - large-scale structure: fewer hues
  - fine structure: multiple hues with monotonically increasing luminance [eg viridis R/python]



[A Rule-based Tool for Assisting Colormap Selection. Bergman,. Rogowitz, and. Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]

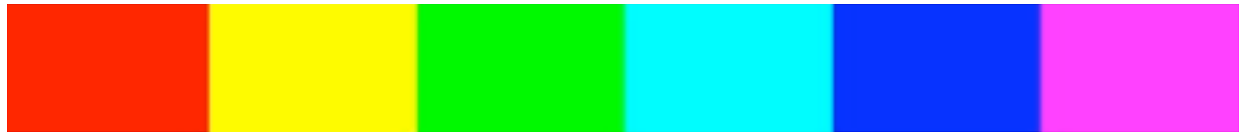


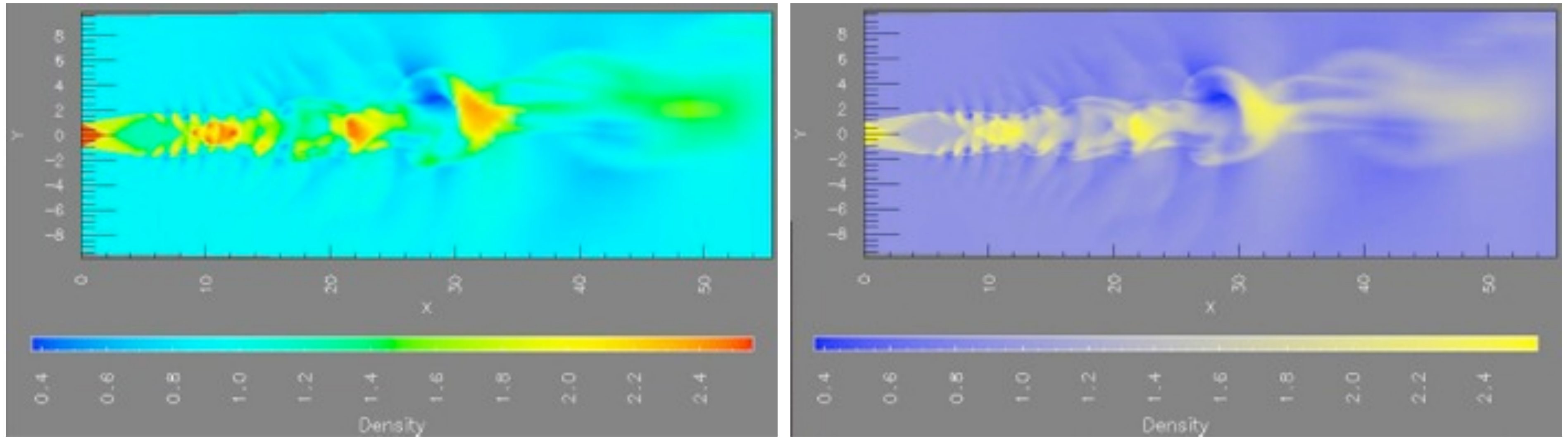
[Why Should Engineers Be Worried About Color? Treinish and Rogowitz 1998. http://www.research.ibm.com/people/l/lloydt/color/color.HTM]

[Transfer Functions in Direct Volume Rendering: Design, Interface, Interaction. Kindlmann. SIGGRAPH 2002 Course Notes]

Ordered color: Rainbow is poor default

- problems
  - perceptually unordered
  - perceptually nonlinear
- benefits
  - fine-grained structure visible and nameable
- alternatives
  - large-scale structure: fewer hues
  - multiple hues with monotonically increasing luminance for fine-grained [eg viridis]
  - segmented rainbows for binned
    - or categorical





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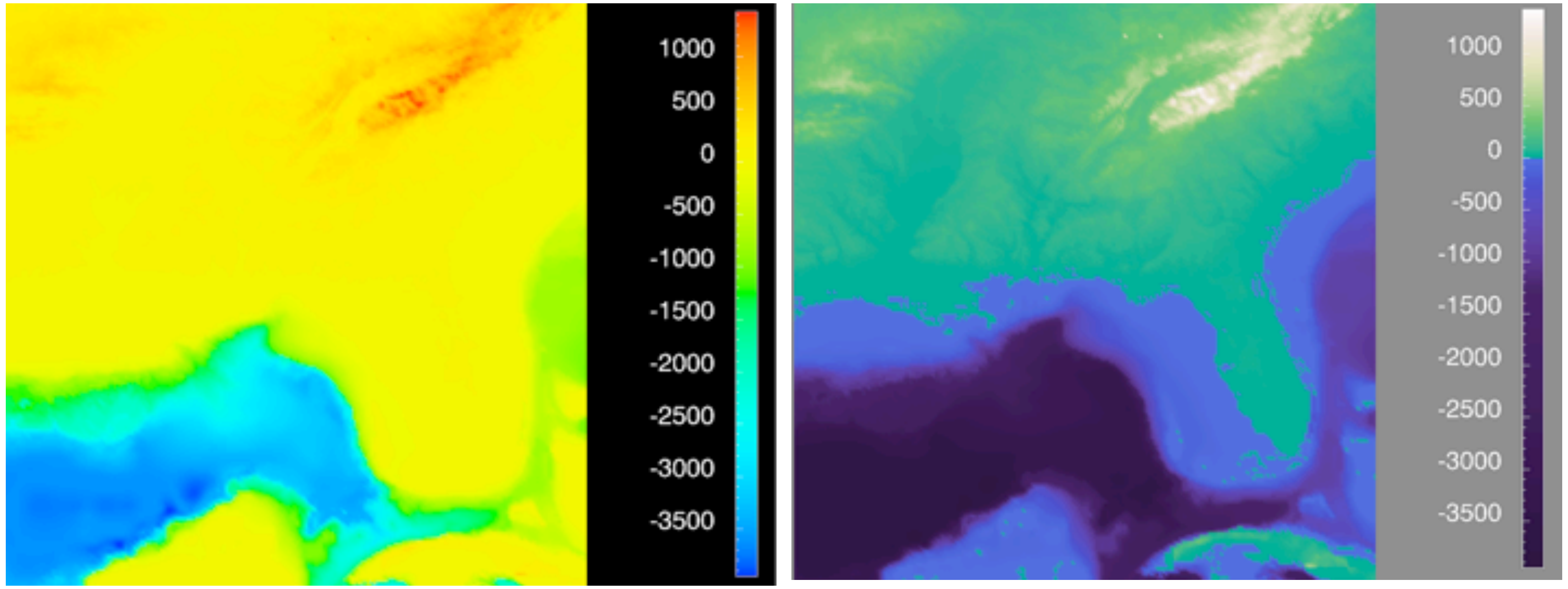
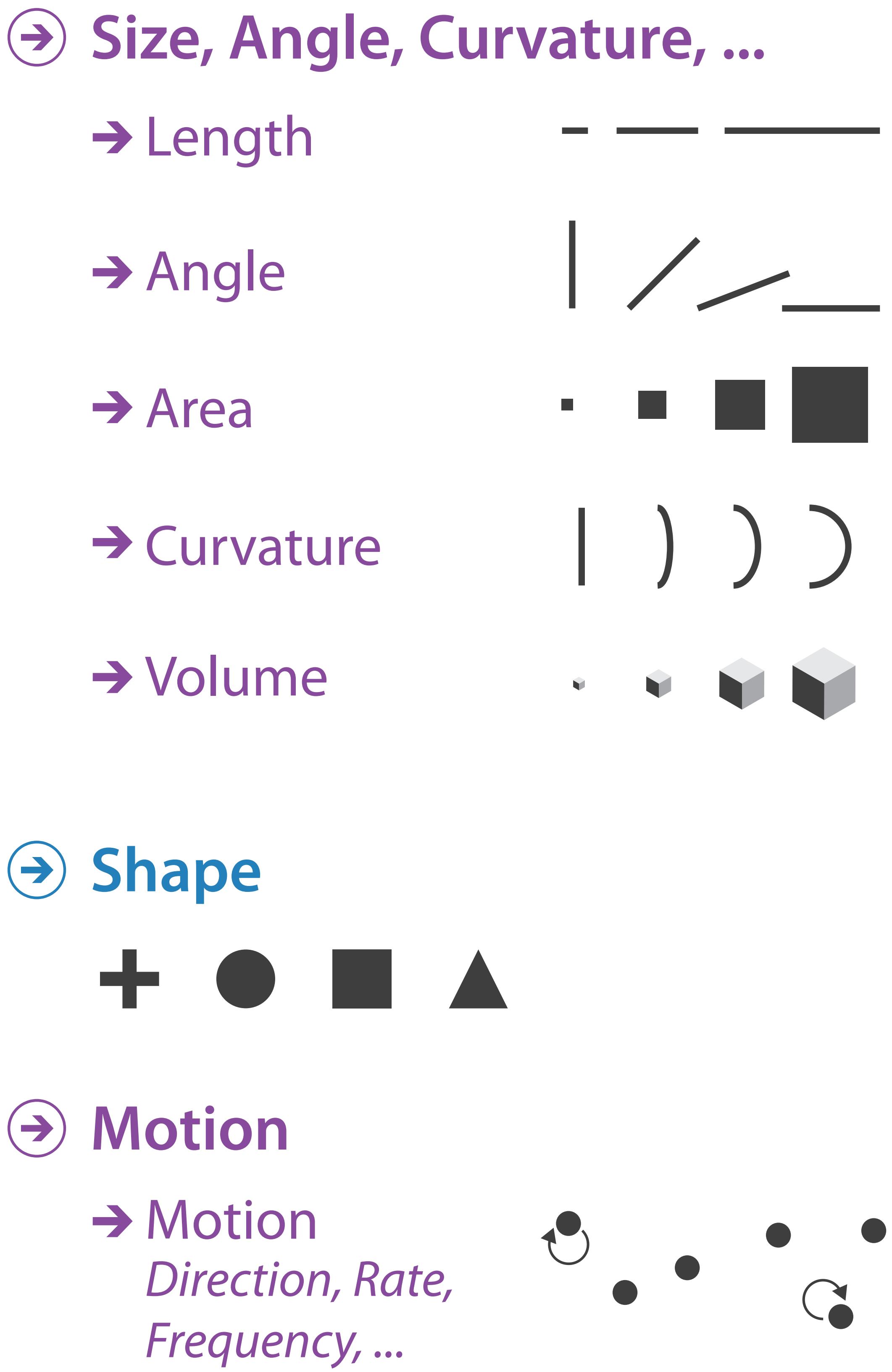


[Why Should Engineers Be Worried About Color? Treinish and Rogowitz 1998. http://www.research.ibm.com/people/l/lloydt/color/color.HTM]

[Transfer Functions in Direct Volume Rendering: Design, Interface, Interaction. Kindlmann. SIGGRAPH 2002 Course Notes]

Map other channels

- size
  - length accurate, 2D area ok, 3D volume poor
- angle
  - nonlinear accuracy
    - horizontal, vertical, exact diagonal
- shape
  - complex combination of lower-level primitives
  - many bins
- motion
  - highly separable against static
    - binary: great for highlighting
  - use with care to avoid irritation



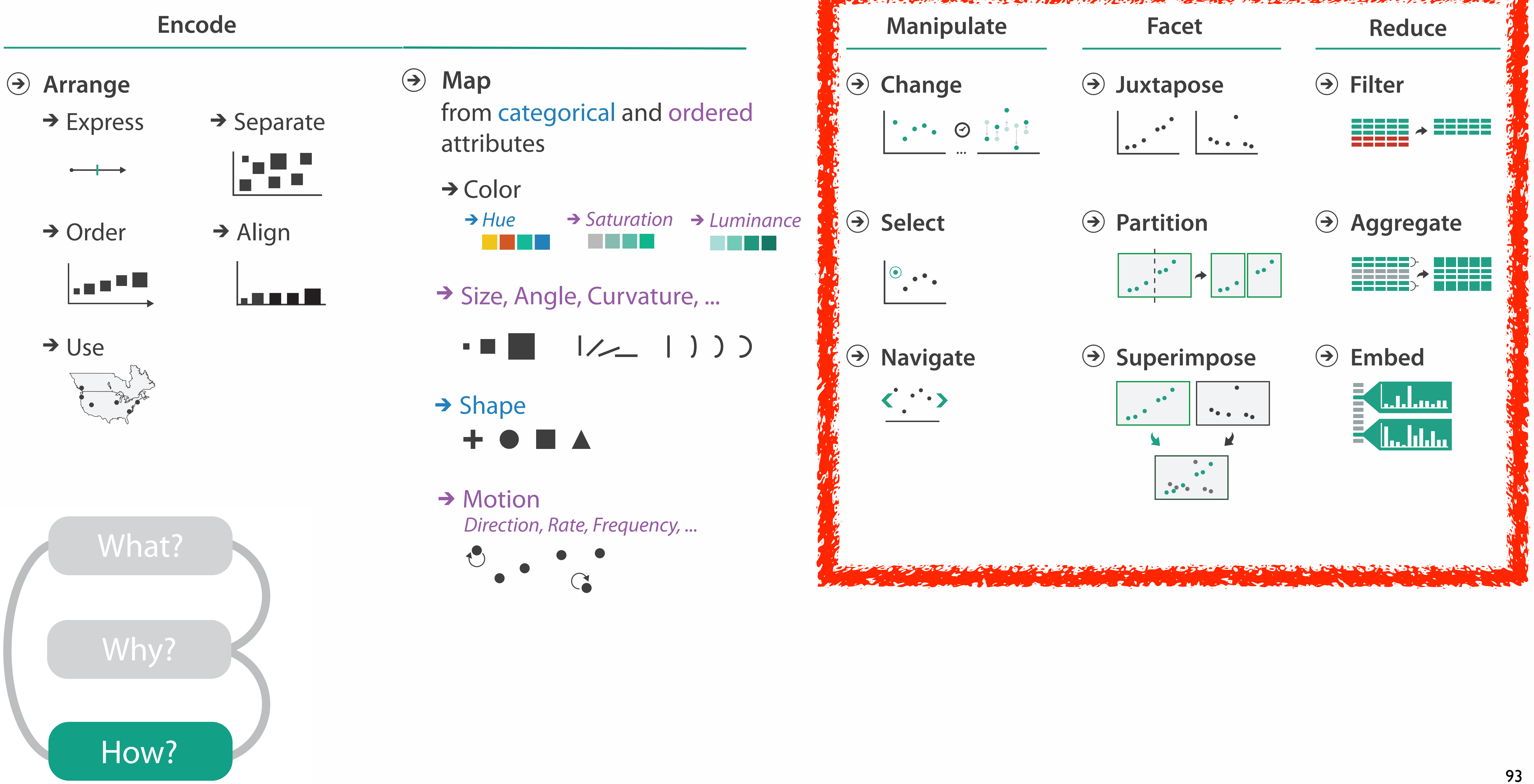
Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 10: Map Color and Other Channels*
- ColorBrewer, Brewer.
  - http://www.colorbrewer2.org
- *Color In Information Display*. Stone. IEEE Vis Course Notes, 2006.
  - http://www.stonesc.com/Vis06
- A Field Guide to Digital Color. Stone. AK Peters, 2003.
- *Rainbow Color Map (Still) Considered Harmful.* Borland and Taylor. IEEE Computer Graphics and Applications 27:2 (2007), 14–17.
- Visual Thinking for Design. Ware. Morgan Kaufmann, 2008.
- Information Visualization: Perception for Design, 3rd edition. Ware. Morgan Kaufmann / Academic Press, 2004.
- http://www.r-bloggers.com/using-the-new-viridis-colormap-in-r-thanks-to-simon-garnier/

Outline

- **Session 1** *2:00-3:40pm*
  - Analysis: What, Why, How
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

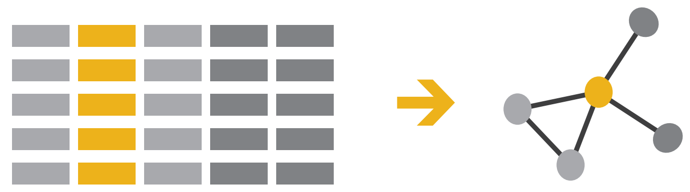
How?



Encode
Arrange
Express
Separate
Order
Align
Use
Map
from categorical and ordered attributes
Color
Hue
Saturation
Luminance
Size, Angle, Curvature, ...
Shape
Motion
Direction, Rate, Frequency, ...
Manipulate
Change
Select
Navigate
Facet
Juxtapose
Partition
Superimpose
Reduce
Filter
Aggregate
Embed
What?
Why?
How?

How to handle complexity: 1 previous strategy + 3 more

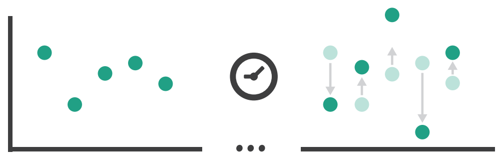
→ *Derive*



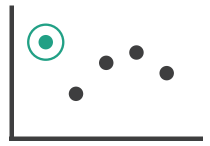
- change view over time
- facet across multiple views
- reduce items/attributes within single view
- derive new data to show within view

Manipulate

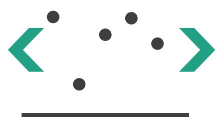
→ Change



→ Select

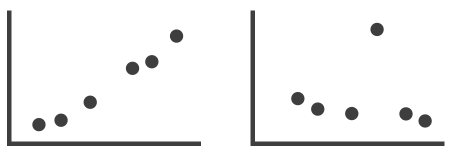


→ Navigate

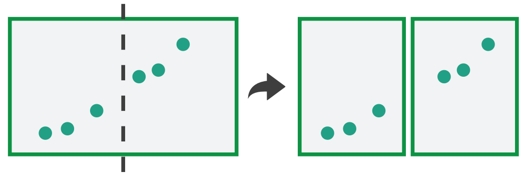


Facet

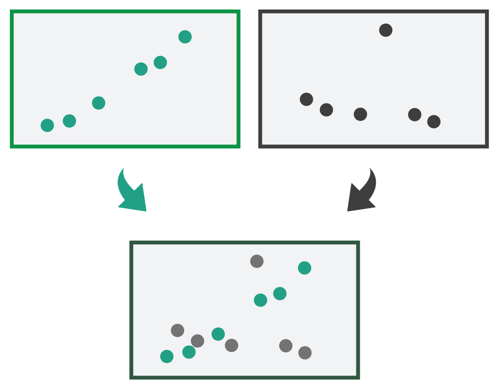
→ Juxtapose



→ Partition

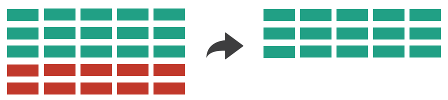


→ Superimpose

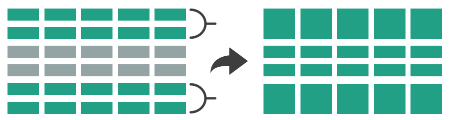


Reduce

→ Filter



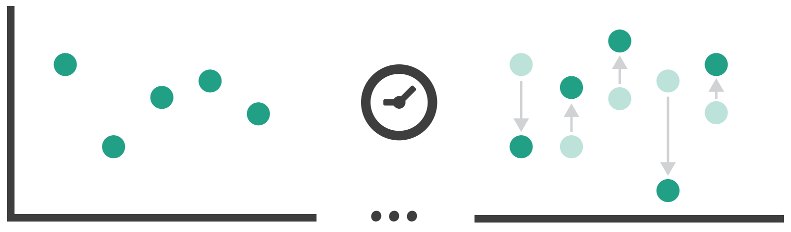
→ Aggregate



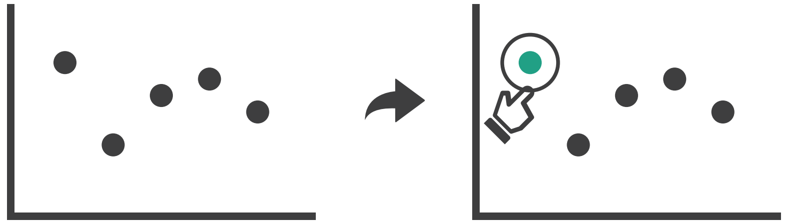
→ Embed

Manipulate

Change over Time



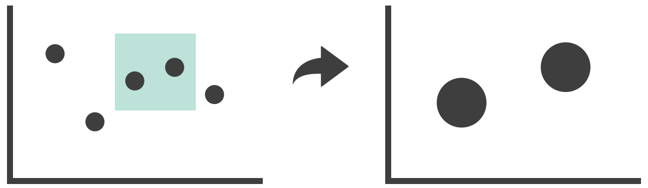
Select



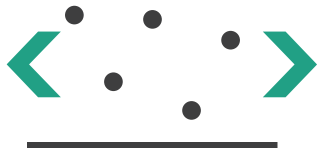
Navigate

→ Item Reduction

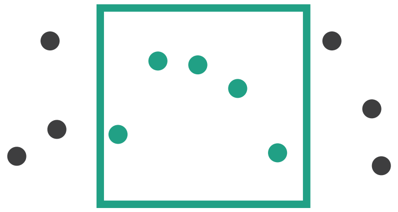
→ *Zoom*
Geometric or *Semantic*



→ *Pan/Translate*



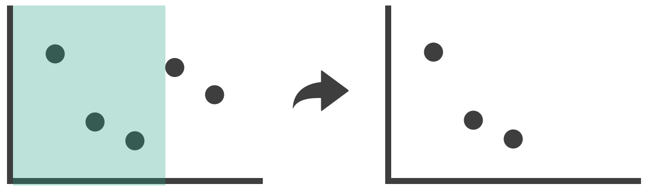
→ *Constrained*



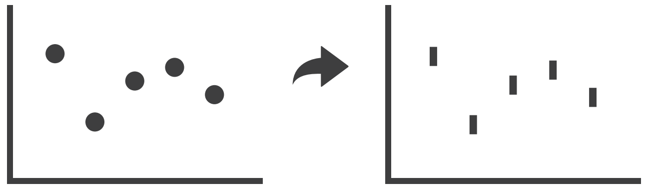
→ Attribute Reduction

→ *Slice*

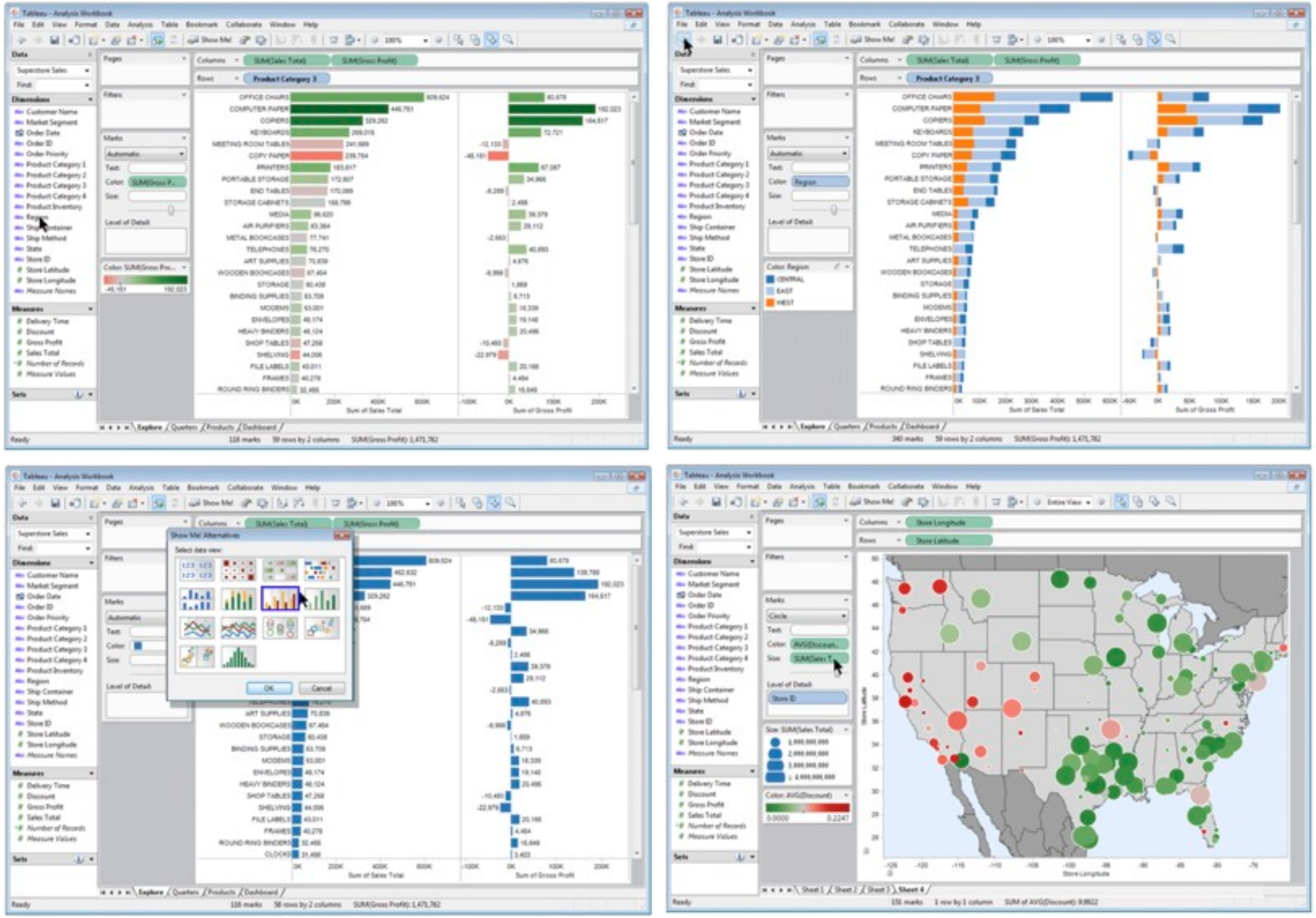
→ *Cut*



→ *Project*



Idiom: **Re-encode** System: **Tableau**

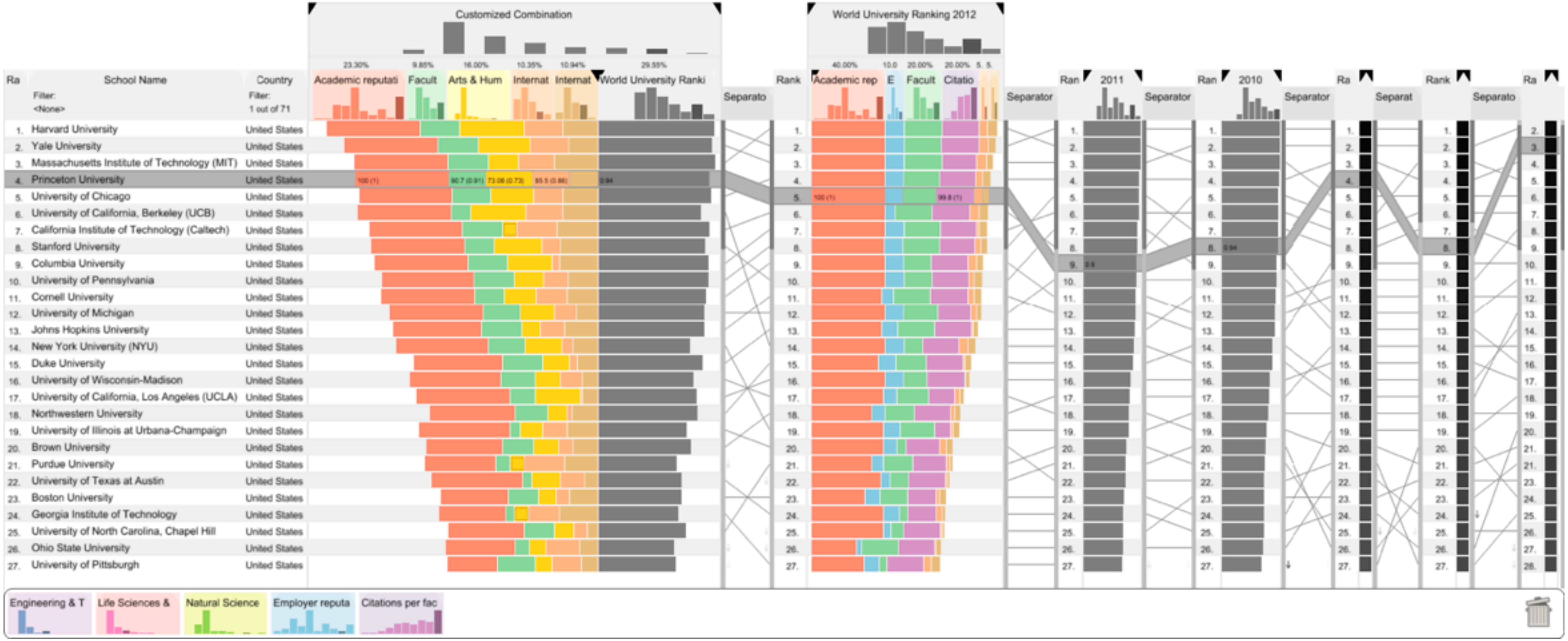


made using Tableau, http://tableausoftware.com

Idiom: **Reorder**

System: **LineUp**

- data: tables with many attributes
- task: compare rankings

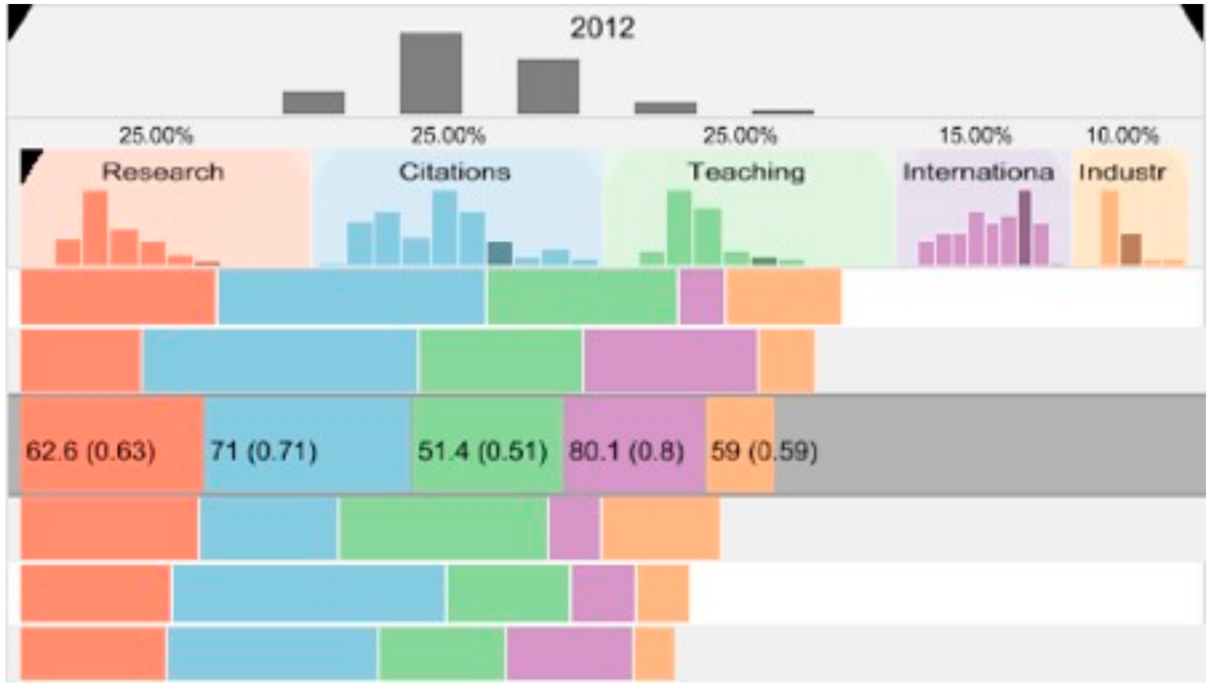


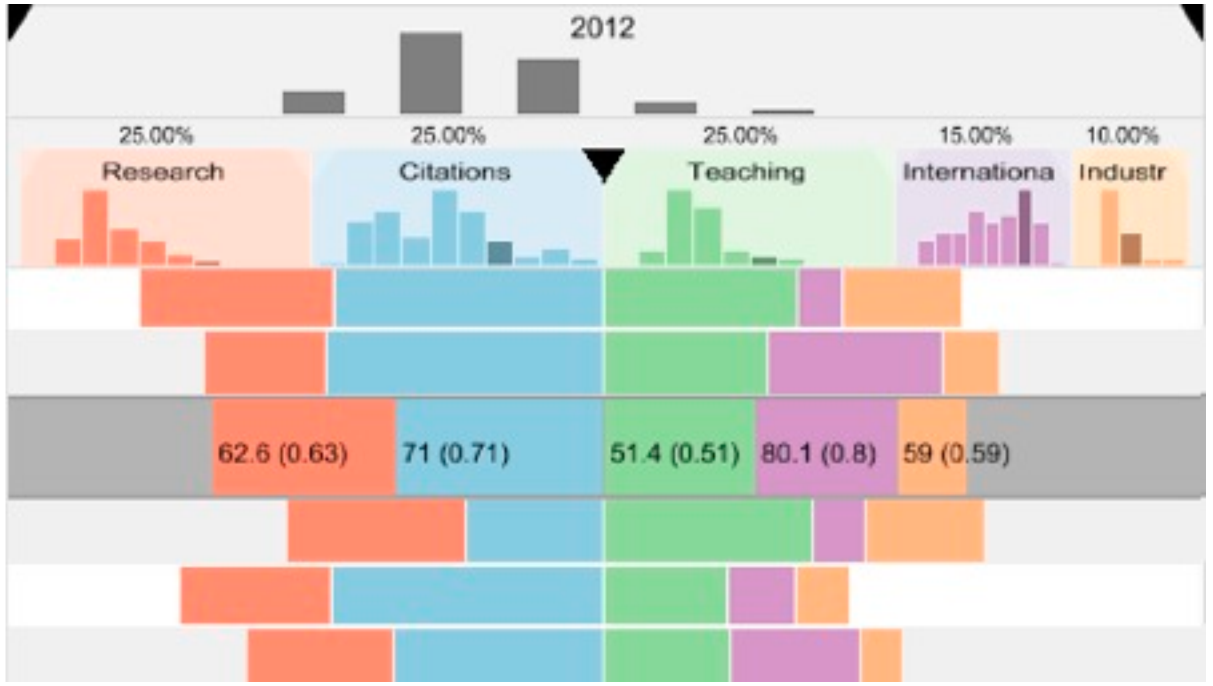
[LineUp: Visual Analysis of Multi-Attribute Rankings. Gratzl, Lex, Gehlenborg, Pfister, and Streit. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2013) 19:12 (2013), 2277–2286.]

Idiom: **Realign**

System: **LineUp**

- stacked bars
  - easy to compare
    - first segment
    - total bar
- align to different segment
  - supports flexible comparison

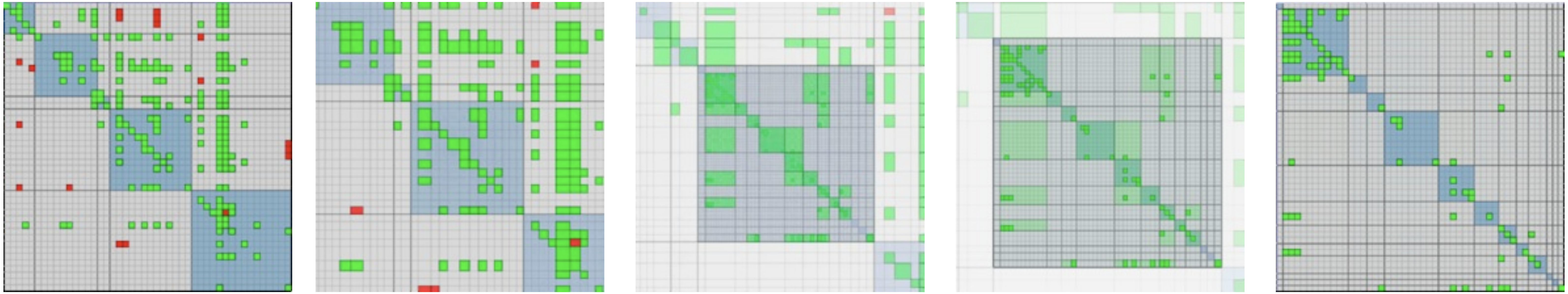




[LineUp: Visual Analysis of Multi-Attribute Rankings. Gratzl, Lex, Gehlenborg, Pfister, and Streit. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2013) 19:12 (2013), 2277–2286.]

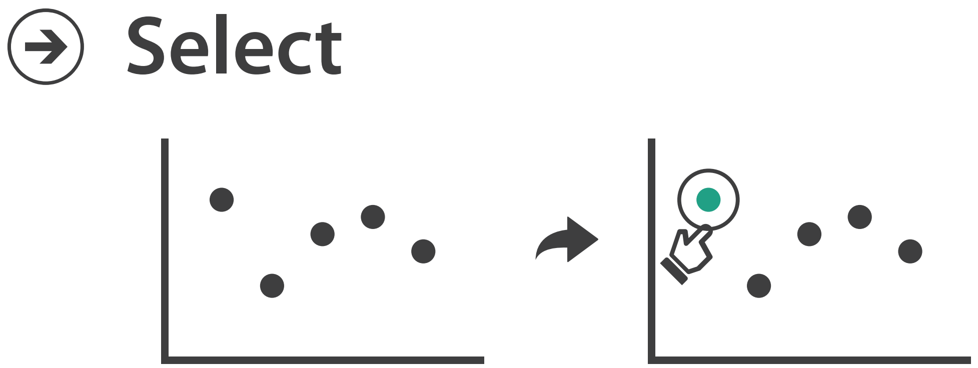
Idiom: **Animated transitions**

- smooth transition from one state to another
  - alternative to jump cuts
  - support for item tracking when amount of change is limited
- example: multilevel matrix views
  - scope of what is shown narrows down
    - middle block stretches to fill space, additional structure appears within
    - other blocks squish down to increasingly aggregated representations



[Using Multilevel Call Matrices in Large Software Projects. van Ham. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 227–232, 2003.]

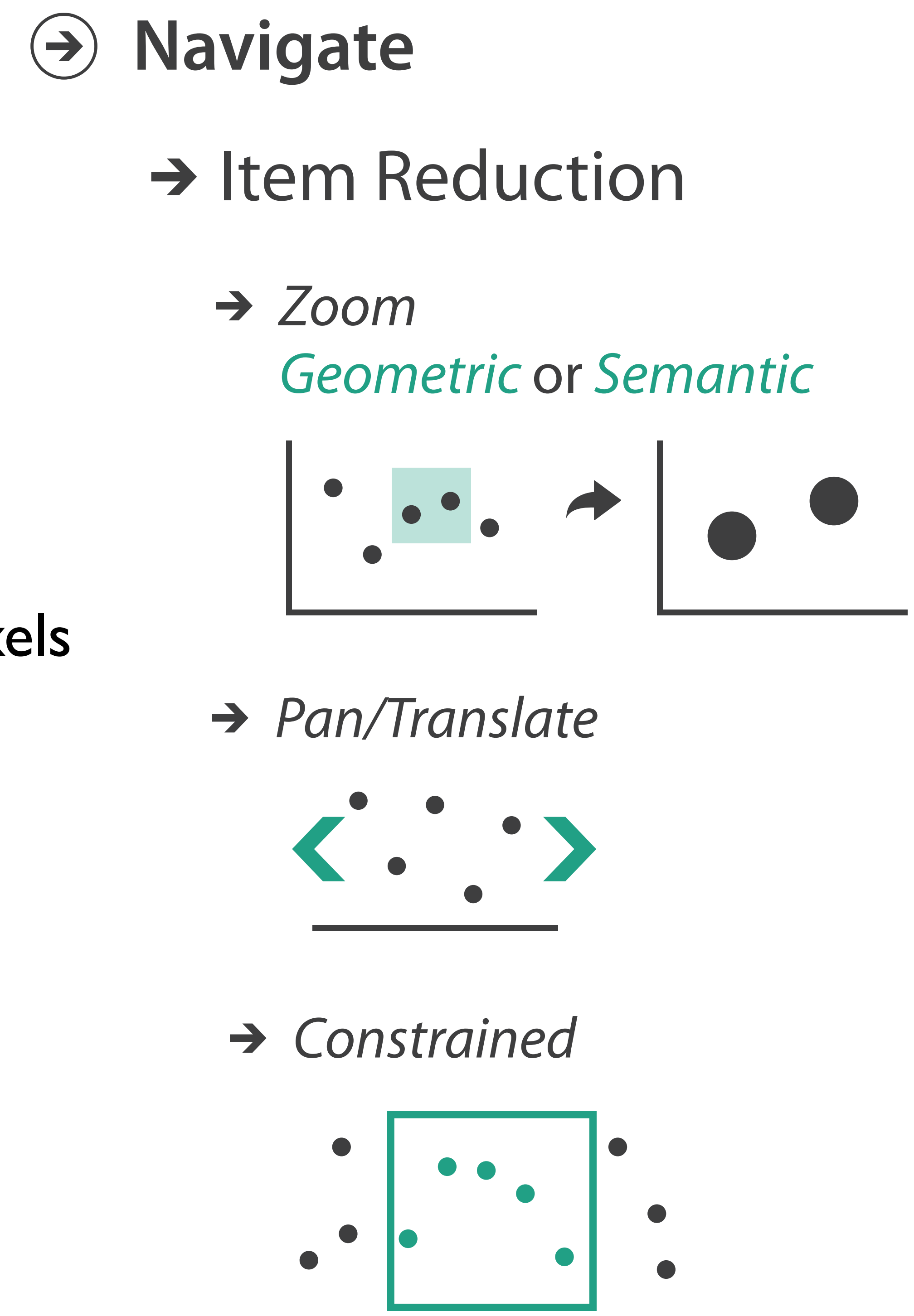
Select and highlight



- selection: basic operation for most interaction
- design choices
  - how many selection types?
    - click vs hover: heavyweight, lightweight
    - primary vs secondary: semantics (eg source/target)
- highlight: change visual encoding for selection targets
  - color
    - limitation: existing color coding hidden
  - other channels (eg motion)
  - add explicit connection marks between items

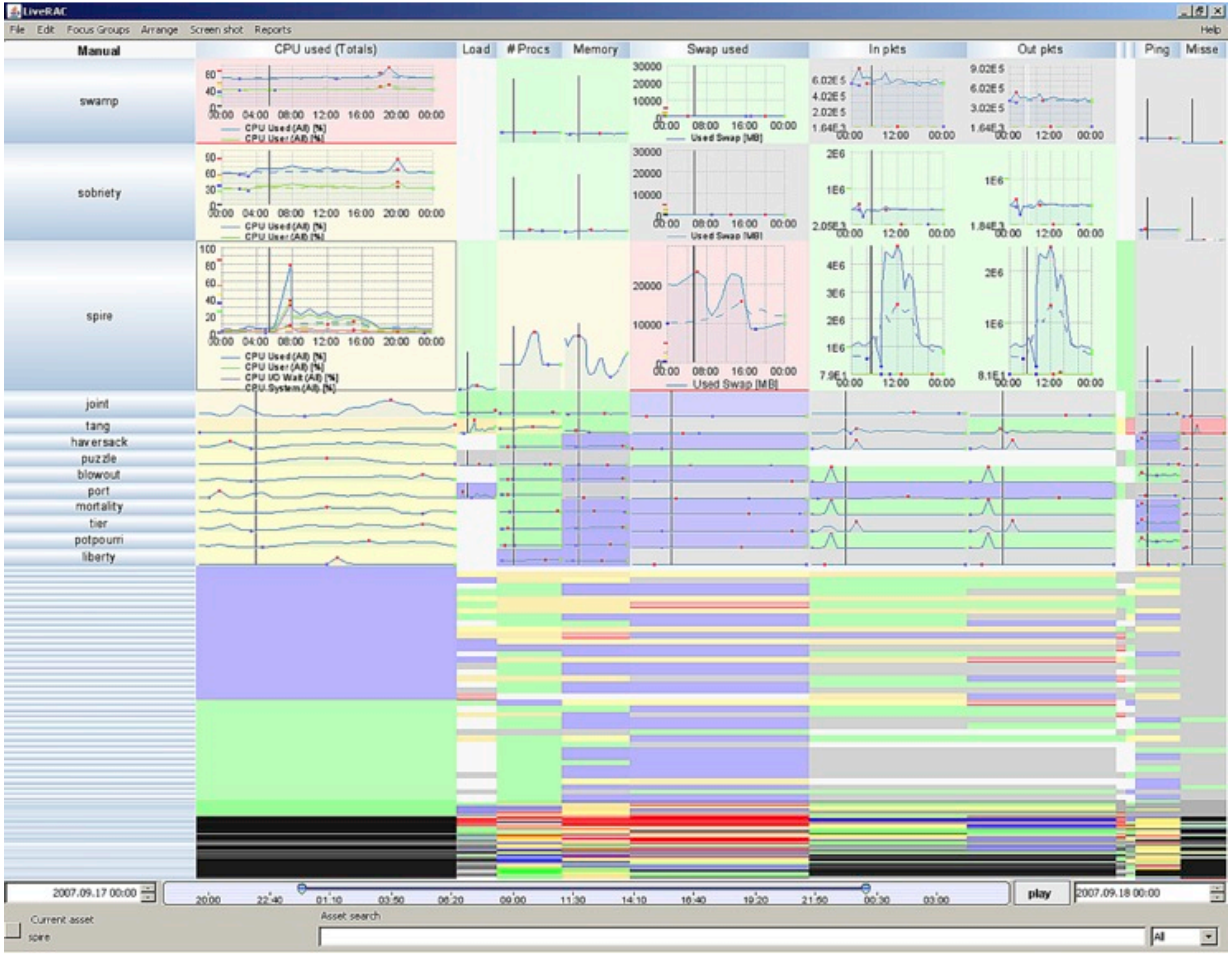
Navigate: Changing item visibility

- change viewpoint
  - changes which items are visible within view
  - camera metaphor
    - zoom
      - geometric zoom: familiar semantics
      - semantic zoom: adapt object representation based on available pixels
        - » dramatic change, or more subtle one
    - pan/translate
    - rotate
      - especially in 3D
  - constrained navigation
    - often with animated transitions
    - often based on selection set



Idiom: **Semantic zooming** System: **LiveRAC**

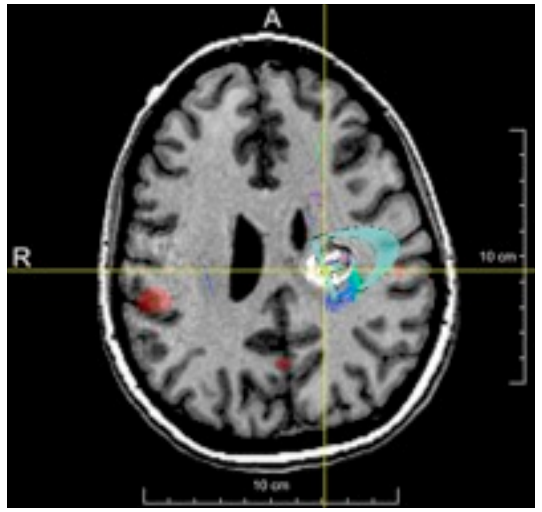
- visual encoding change
  - – colored box
  - – sparkline
  - – simple line chart
  - – full chart: axes and tickmarks

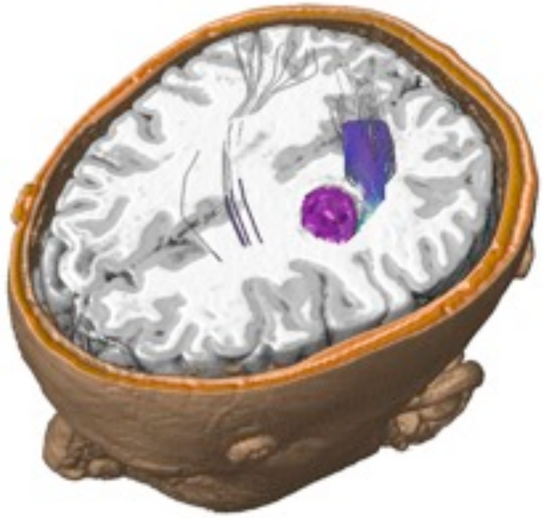


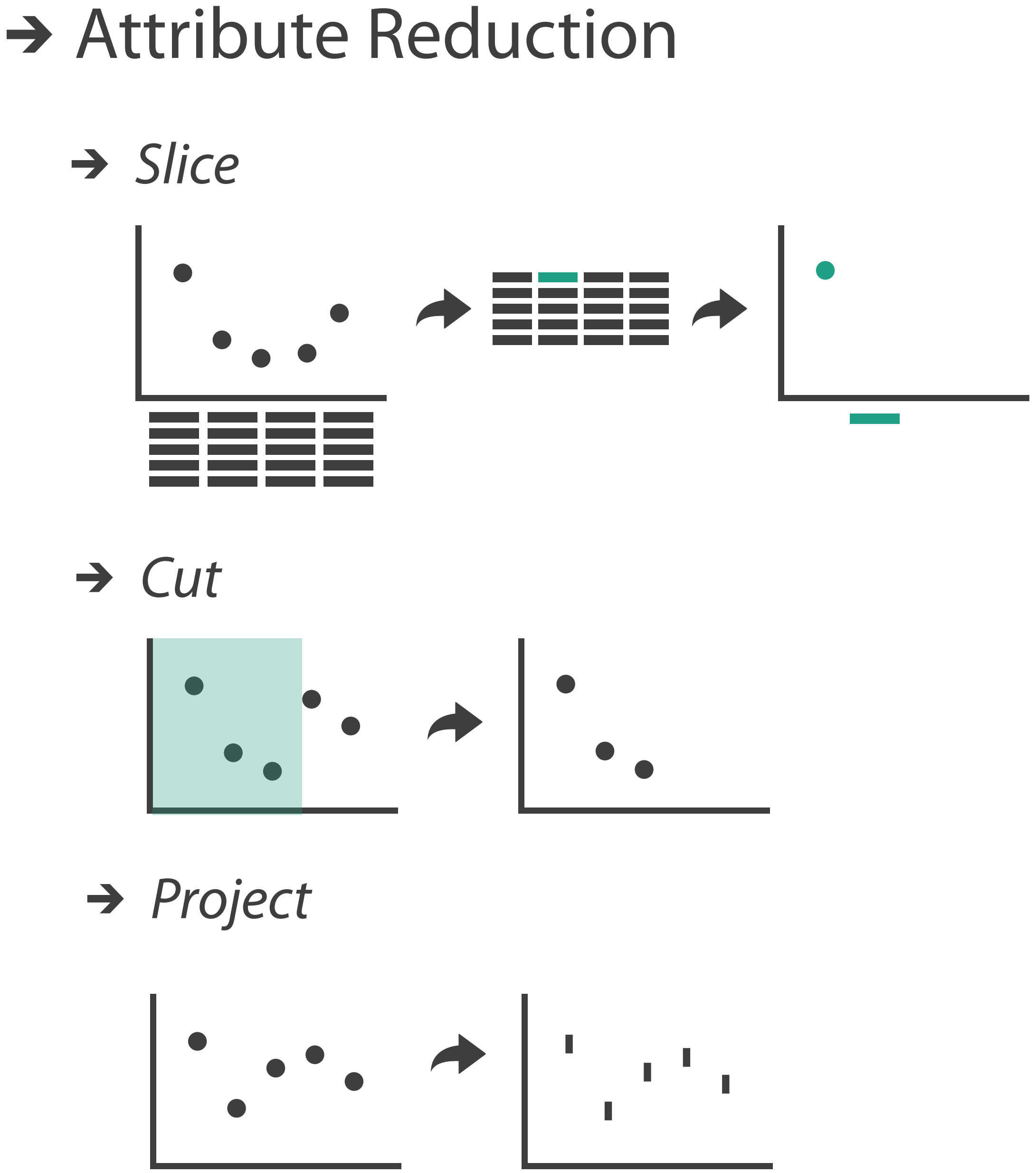
[LiveRAC - Interactive Visual Exploration of System Management Time-Series Data. McLachlan, Munzner, Koutsofios, and North. Proc. ACM Conf. Human Factors in Computing Systems (CHI), pp. 1483–1492, 2008.]

Navigate: Reducing attributes

- continuation of camera metaphor
  - slice
    - show only items matching specific value for given attribute: slicing plane
    - axis aligned, or arbitrary alignment
  - cut
    - show only items on far slide of plane from camera
  - project
    - change mathematics of image creation
      - orthographic
      - perspective
      - many others: Mercator, cabinet, ...







[Interactive Visualization of Multimodal Volume Data for Neurosurgical Tumor Treatment. Rieder, Ritter, Raspe, and Peitgen. Computer Graphics Forum (Proc. EuroVis 2008) 27:3 (2008), 1055–1062.]

Further reading

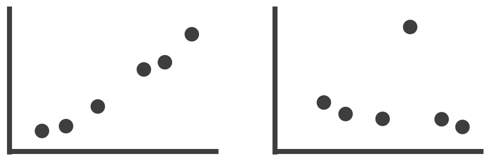
- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 11: Manipulate View*
- *Animated Transitions in Statistical Data Graphics*. Heer and Robertson. IEEE Trans. on Visualization and Computer Graphics (Proc. InfoVis07) 13:6 (2007), 1240–1247.
- *Selection: 524,288 Ways to Say "This is Interesting"*. Wills. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 54–61, 1996.
- *Smooth and efficient zooming and panning*. van Wijk and Nuij. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 15–22, 2003.
- *Starting Simple - adding value to static visualisation through simple interaction*. Dix and Ellis. Proc. Advanced Visual Interfaces (AVI), pp. 124–134, 1998.

Outline

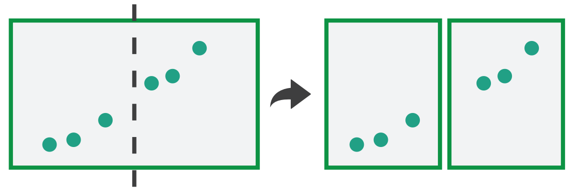
- **Session 1** *2:00-3:40pm*
  - Analysis: What, Why, How
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

Facet

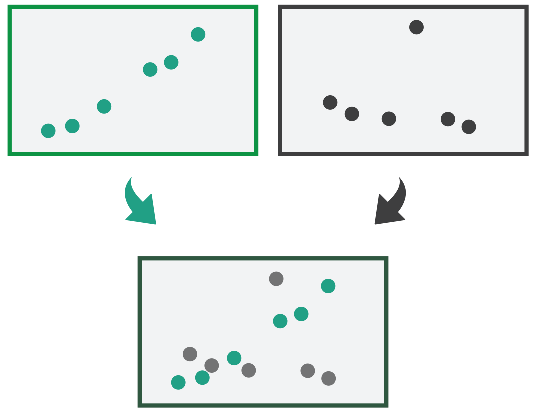
- Juxtapose



- Partition



- Superimpose

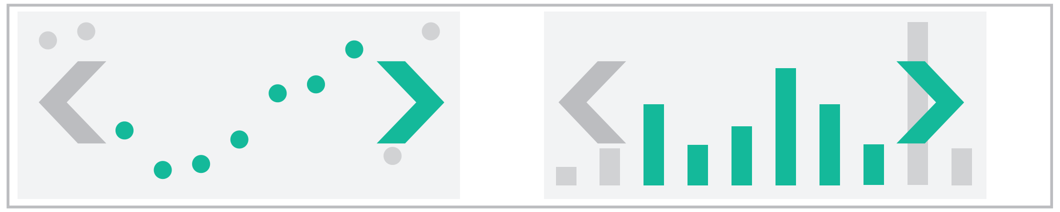


Juxtapose and coordinate views

- Share Encoding: Same/Different
  - *Linked Highlighting*

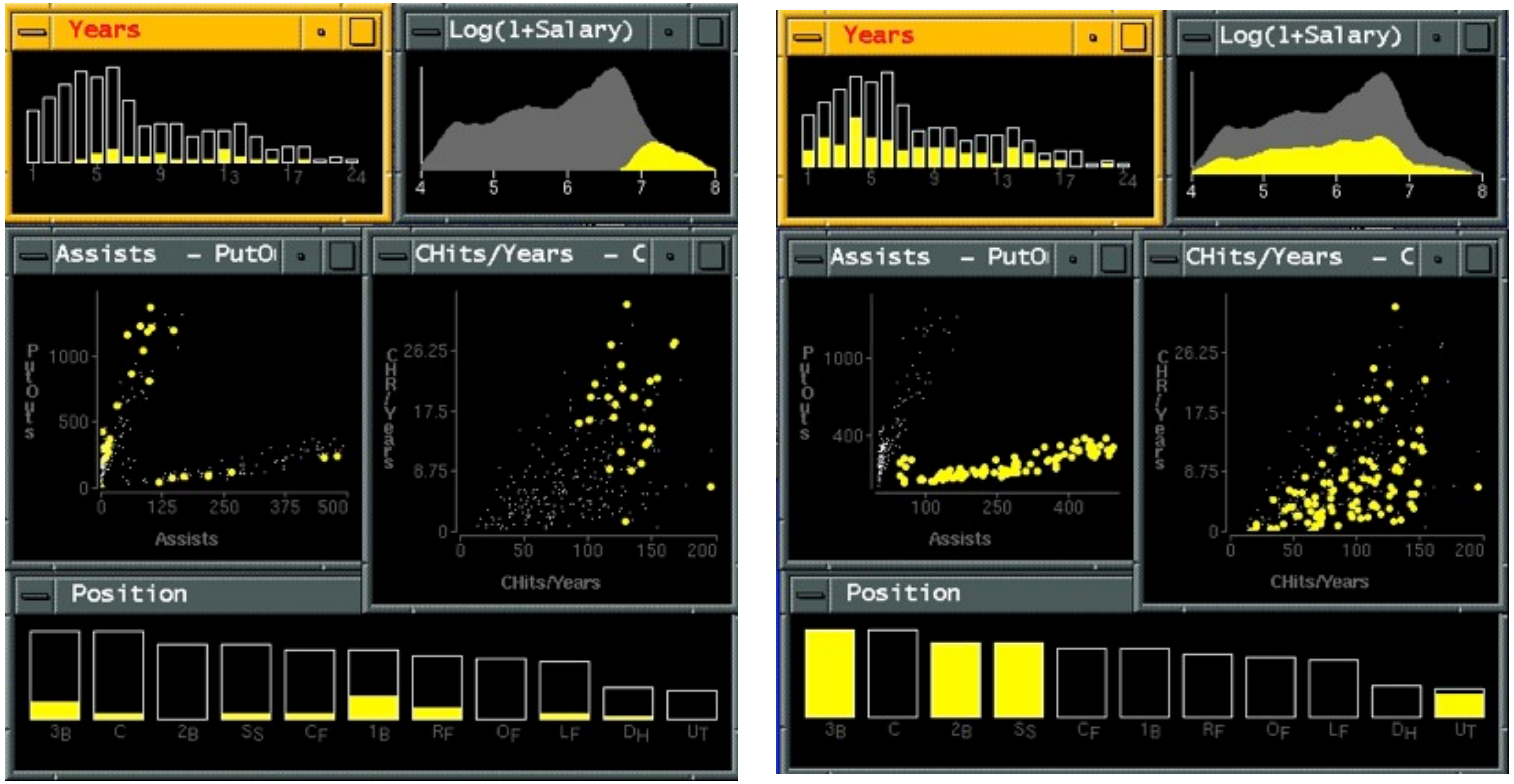
- Share Data: All/Subset/None

- 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**

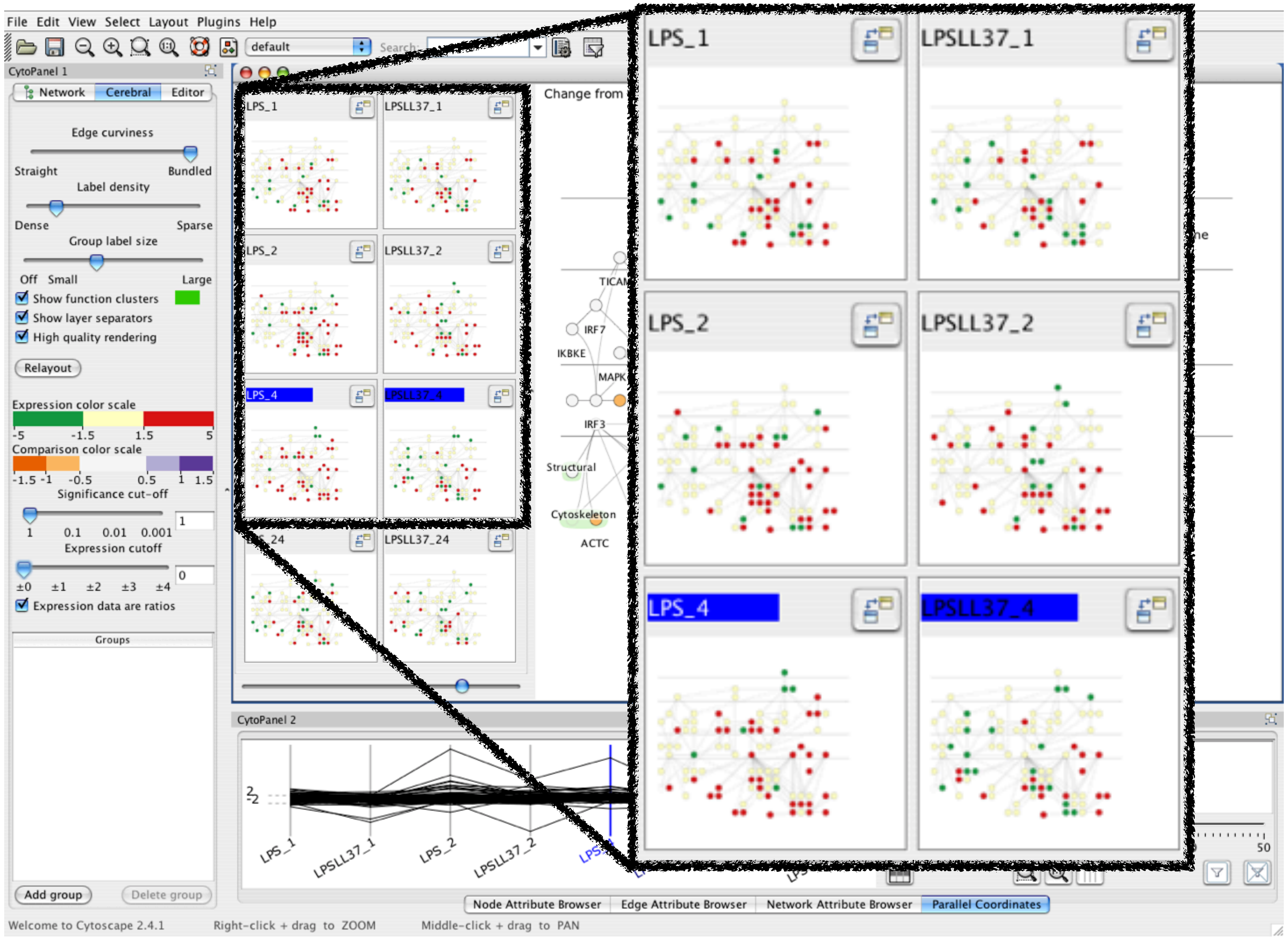
- encoding: same
- data: subset shared
- navigation: shared
  - bidirectional linking
- differences
  - viewpoint
  - (size)
- ***overview-detail***

[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**

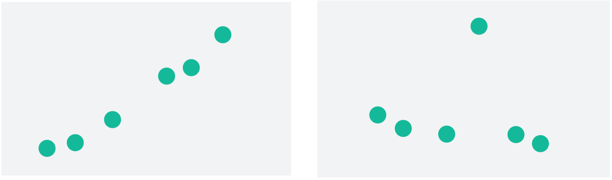
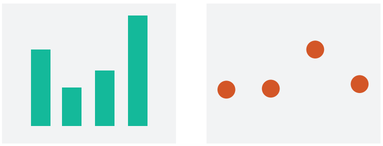
System: **Cerebral**

- 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

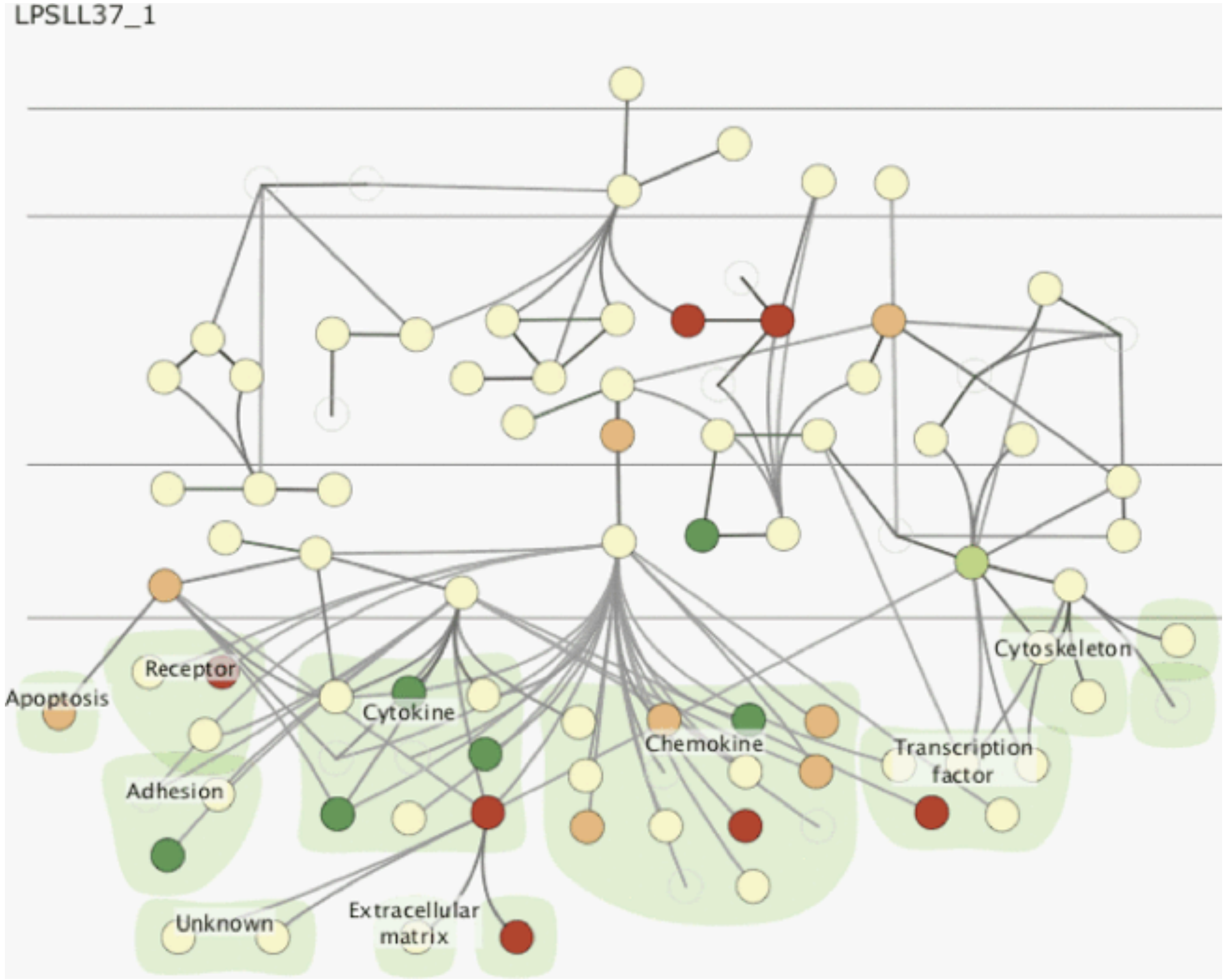
		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	No Linkage

- why juxtapose views?
  - benefits: eyes vs memory
    - lower cognitive load to move eyes between 2 views than remembering previous state with single changing view
  - costs: display area, 2 views side by side each have only half the area of one view

Why not animation?

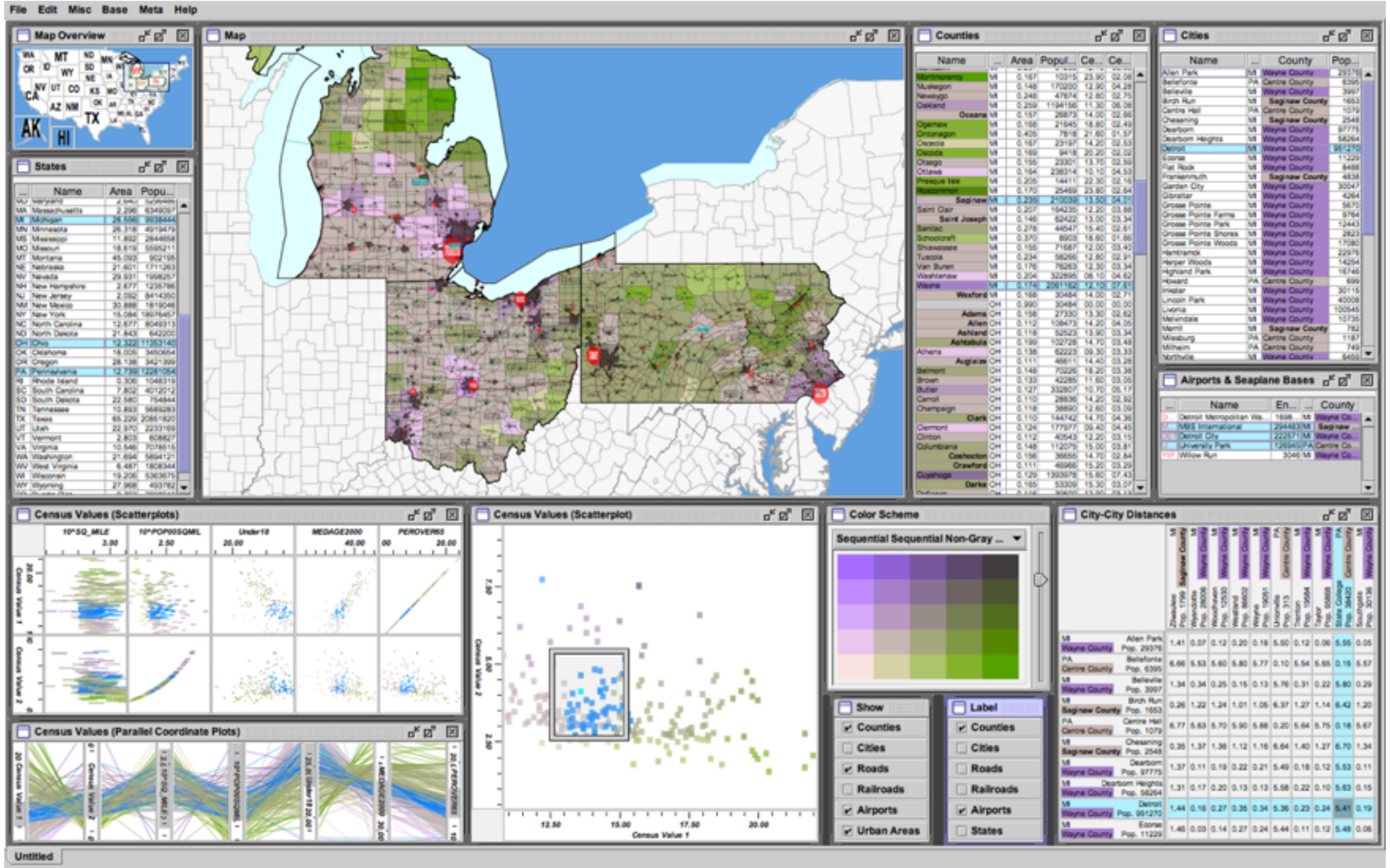
- disparate frames and regions: comparison difficult
  - vs contiguous frames
  - vs small region
  - vs coherent motion of group

- safe special case
  - animated transitions



System: **Improvise**

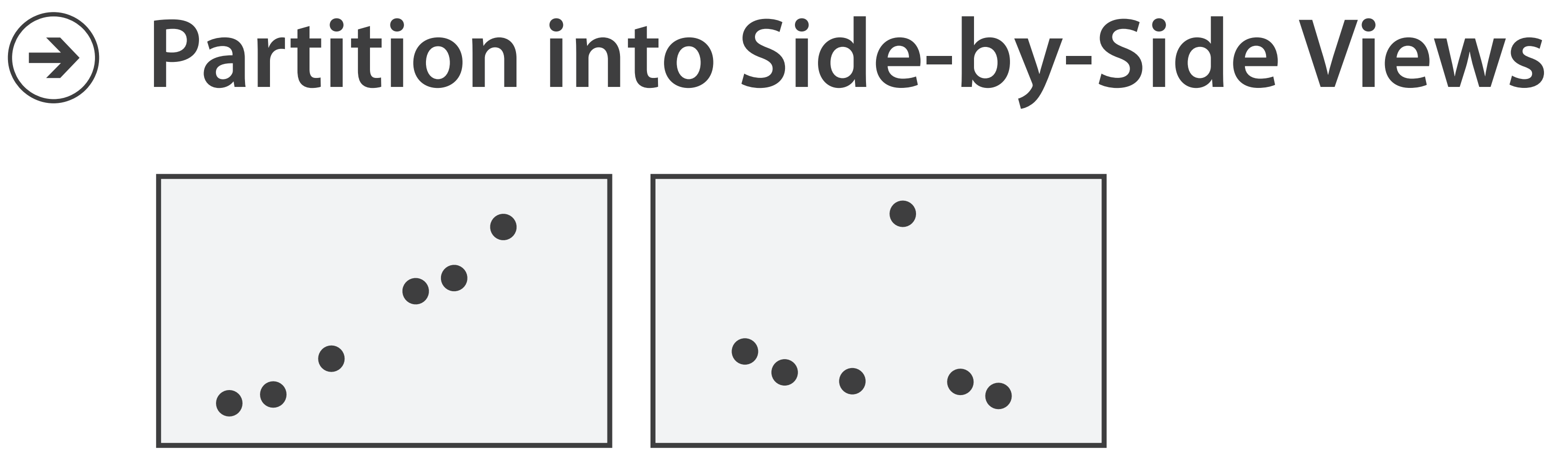
- investigate power of multiple views
  - pushing limits on view count, interaction complexity
  - how many is ok?
    - open research question
  - reorderable lists
    - easy lookup
    - useful when linked to other encodings

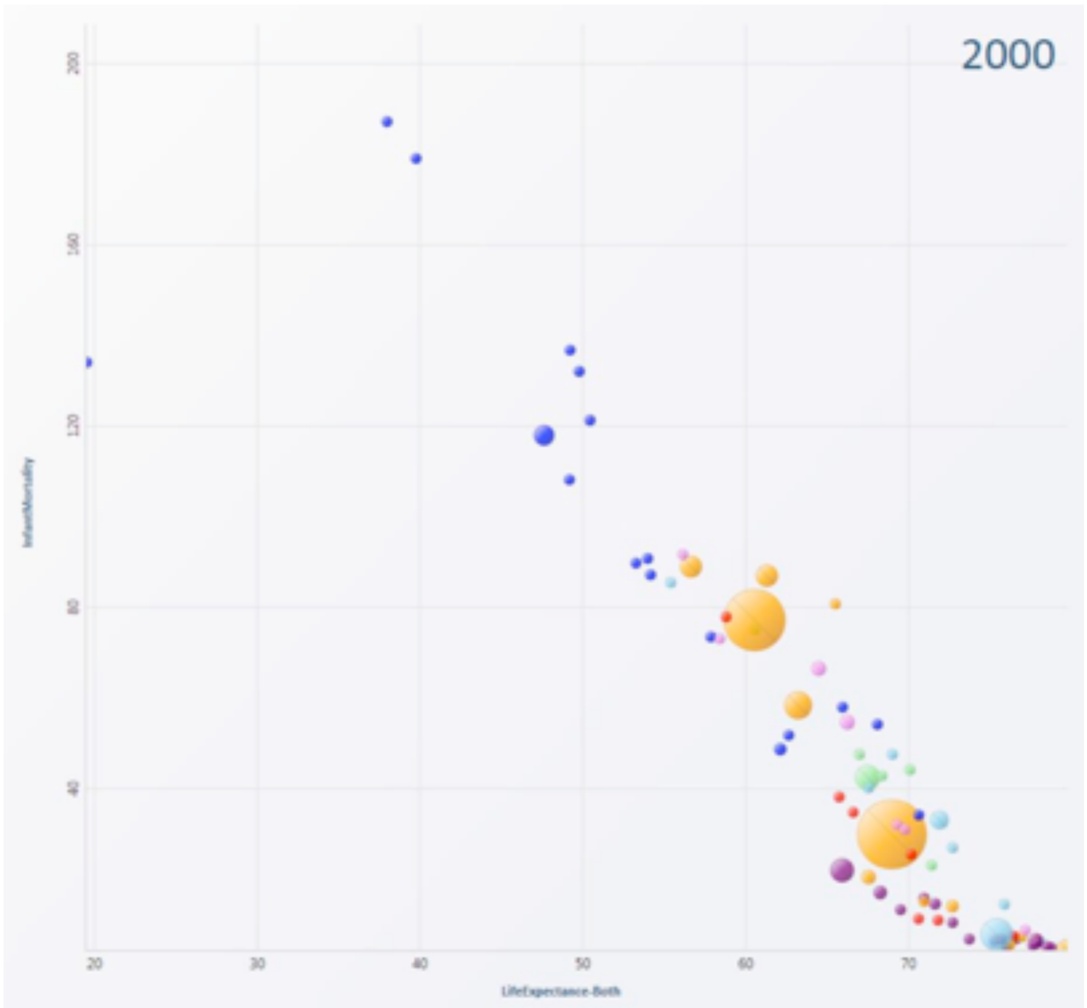


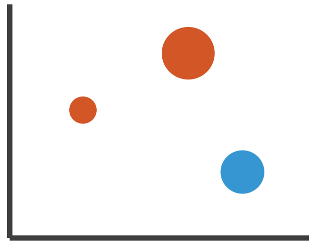
[Building Highly-Coordinated Visualizations In Improvise. Weaver. Proc. IEEE Symp. Information Visualization (InfoVis), pp. 159–166, 2004.]

Partition into views

- how to divide data between views
  - split into regions by attributes
  - encodes association between items using spatial proximity
  - order of splits has major implications for what patterns are visible
- no strict dividing line
  - ***view:*** *big/detailed*
    - contiguous region in which visually encoded data is shown on the display
  - ***glyph:*** *small/iconic*
    - object with internal structure that arises from multiple marks

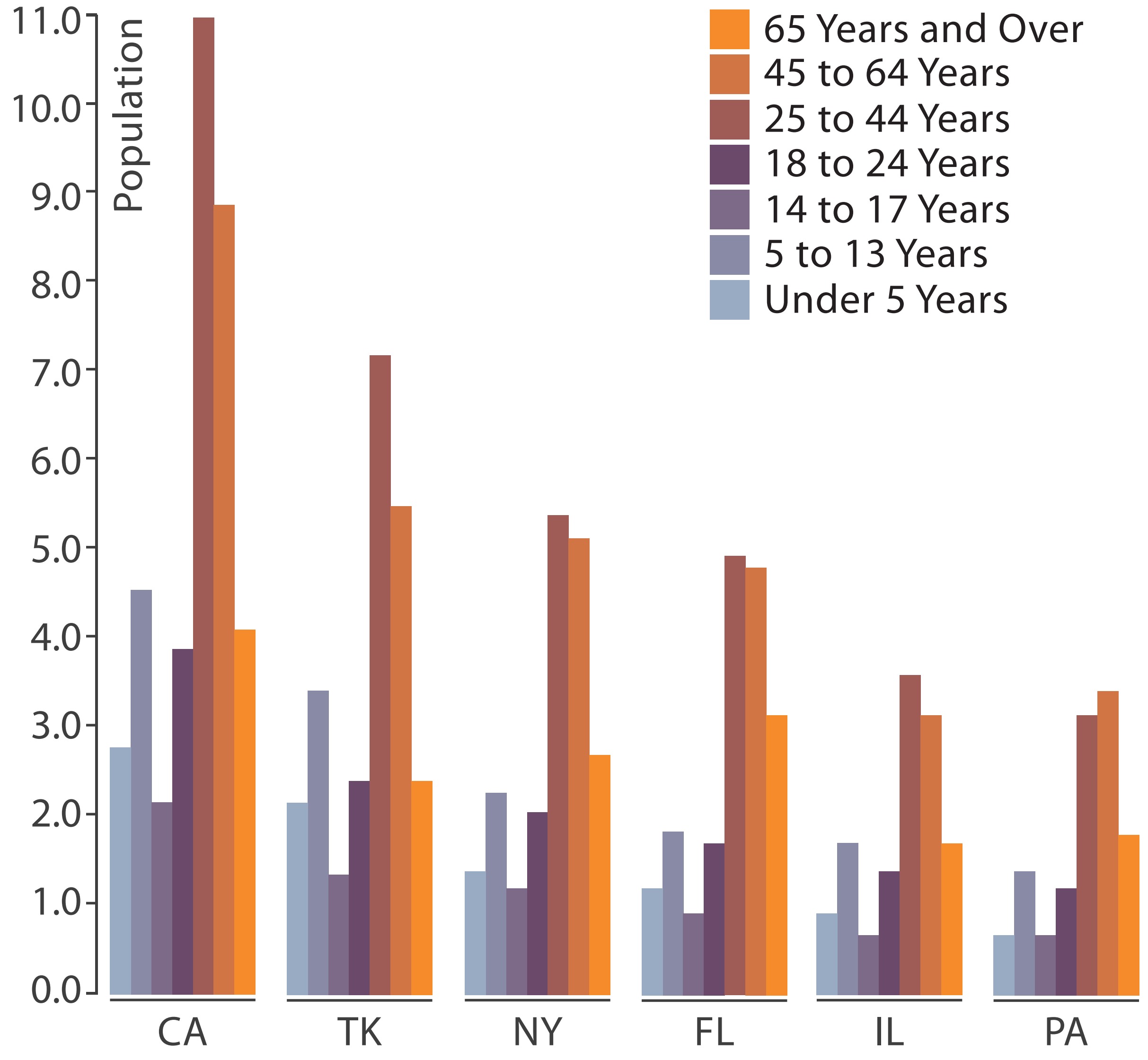


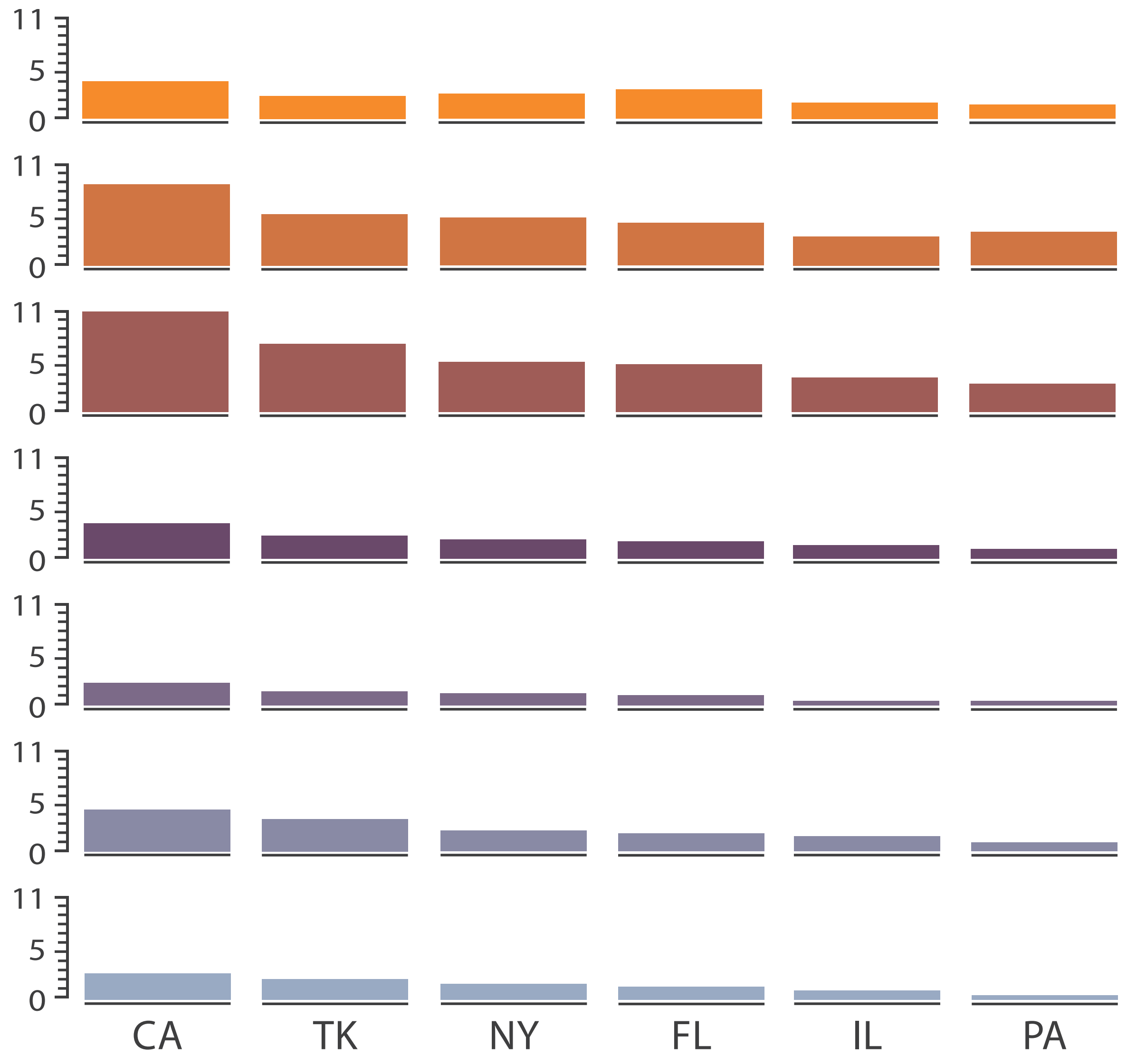




Partitioning: List alignment

- 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



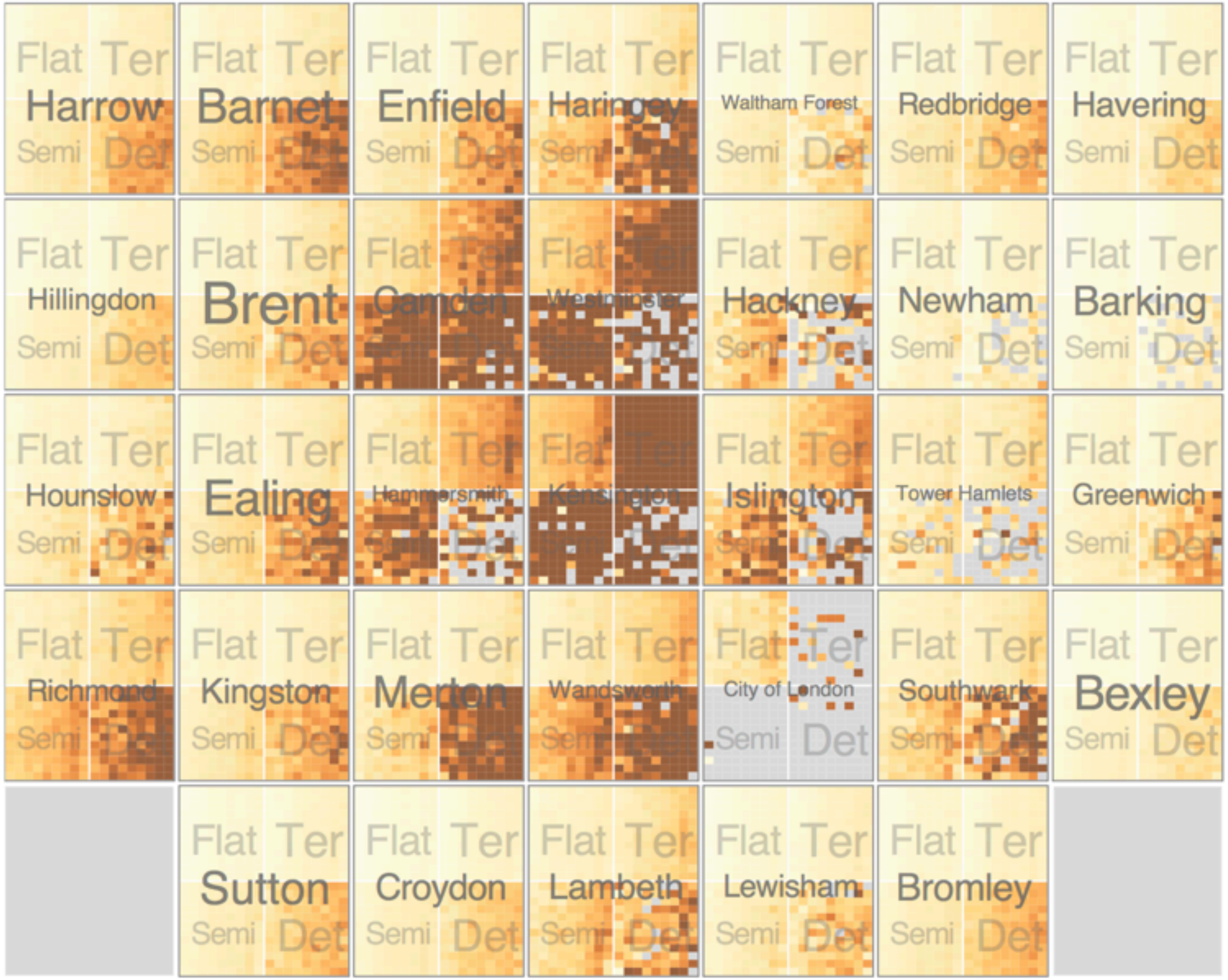


Partitioning: Recursive subdivision

System: **HIVE**

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

- neighborhood patterns
  - where it's expensive
  - where you pay much more for detached type



[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
  - type then neighborhood
- switch color
  - by price variation

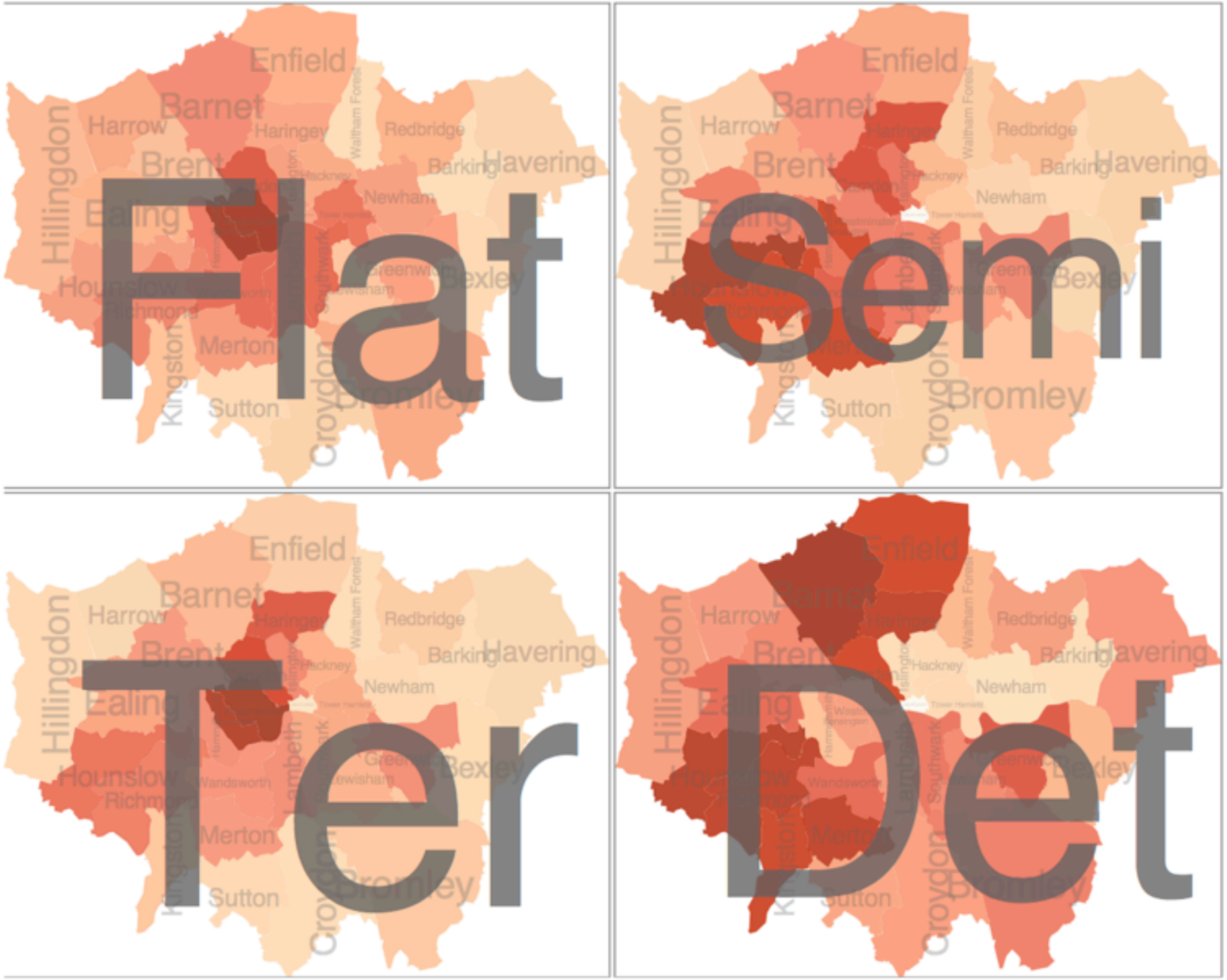
- type patterns
  - within specific type, which neighborhoods inconsistent

[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**

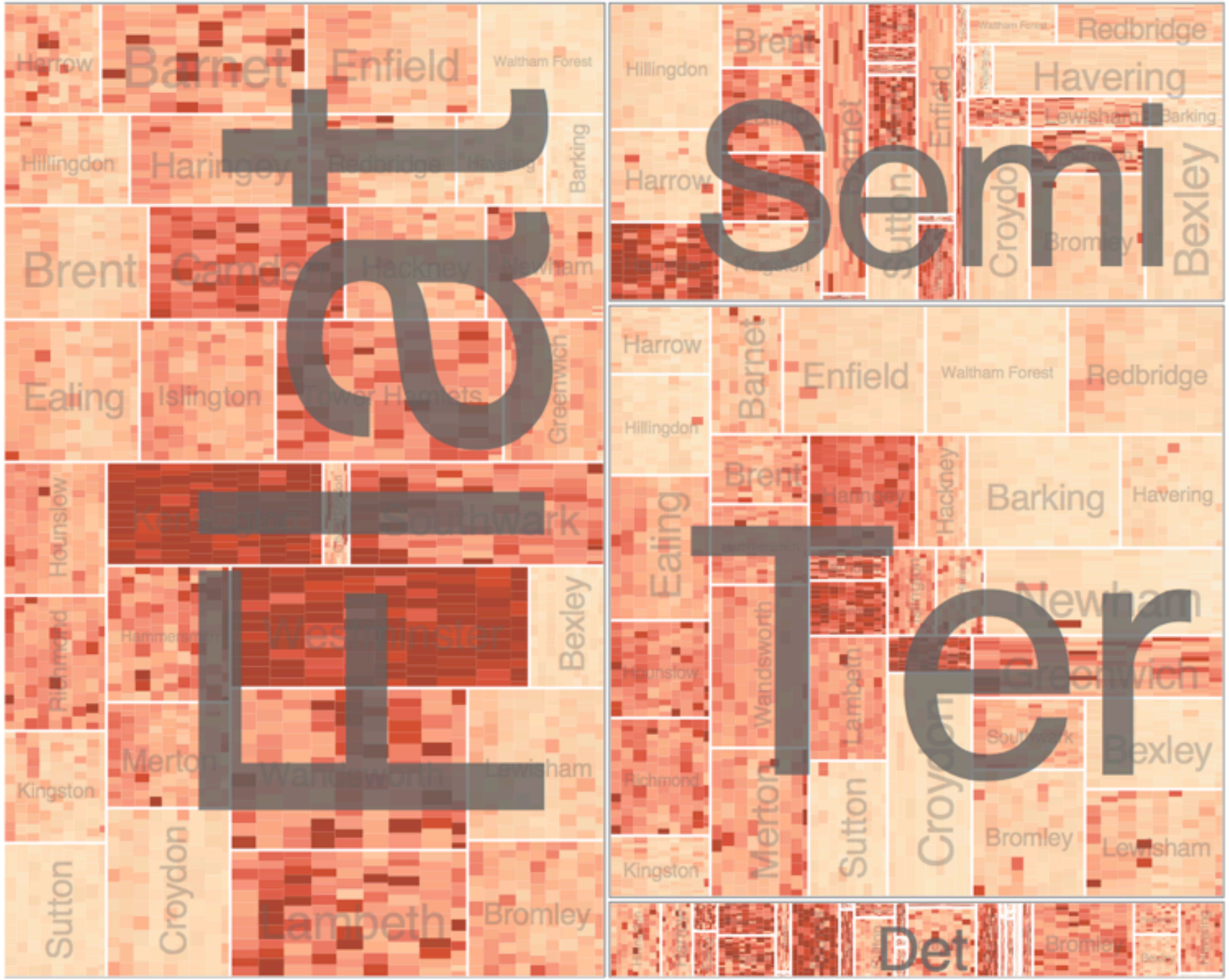
- different encoding for second-level regions
  - choropleth maps



[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.]

Partitioning: Recursive subdivision

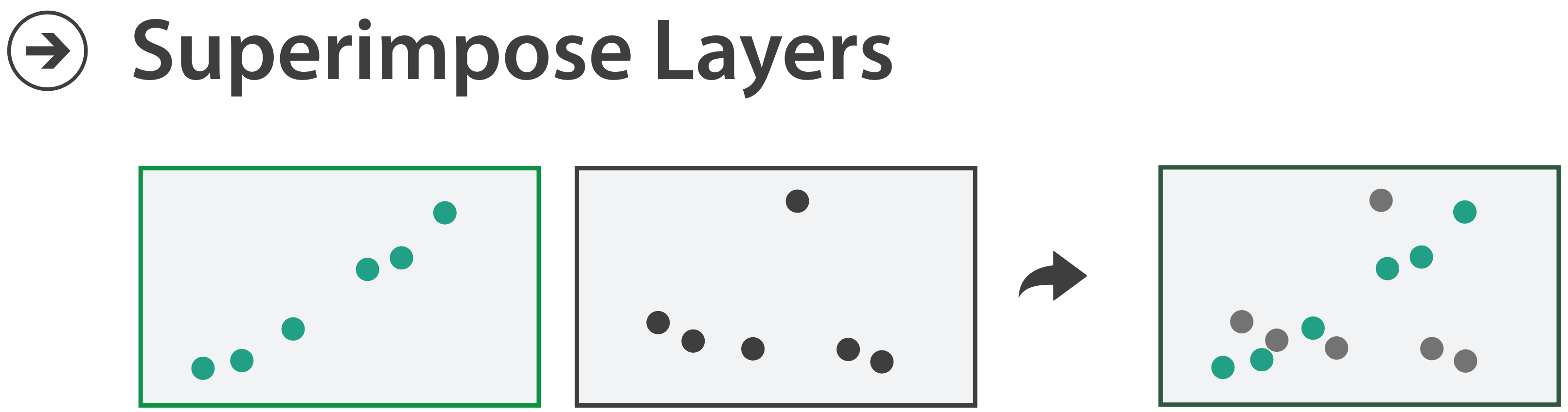
- size regions by sale counts
  - not uniformly
- result: treemap



[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.]

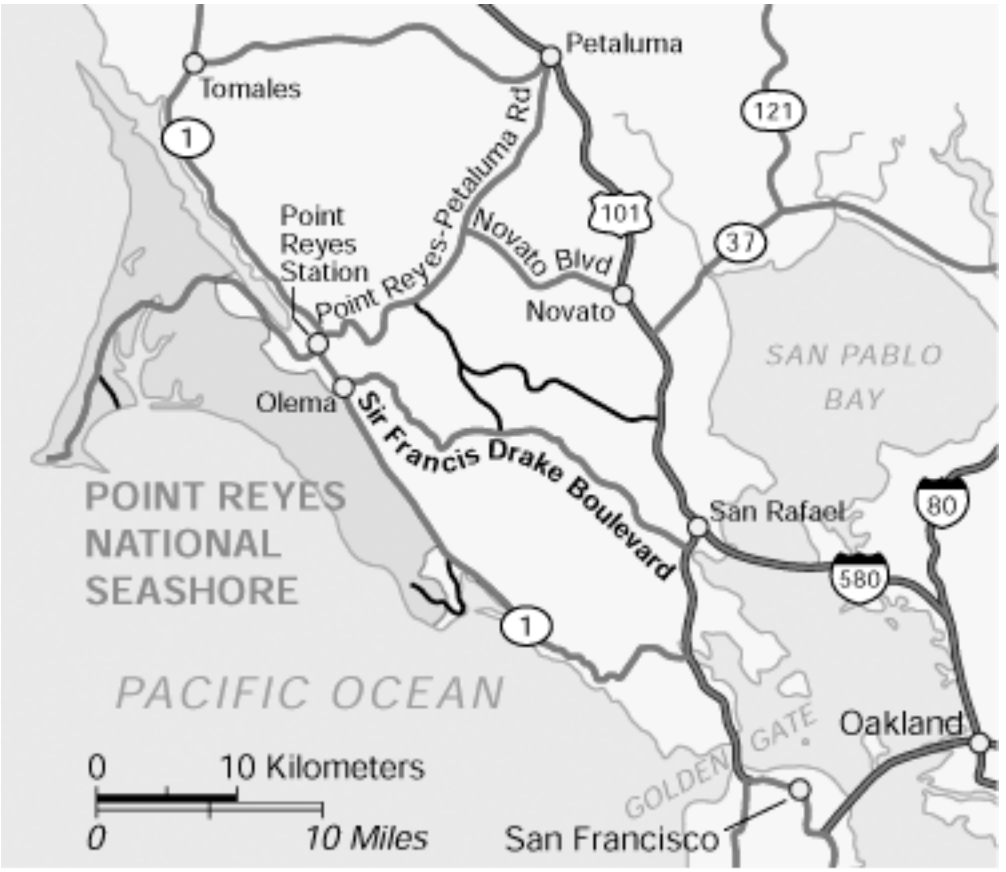
Superimpose layers

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



Static visual layering

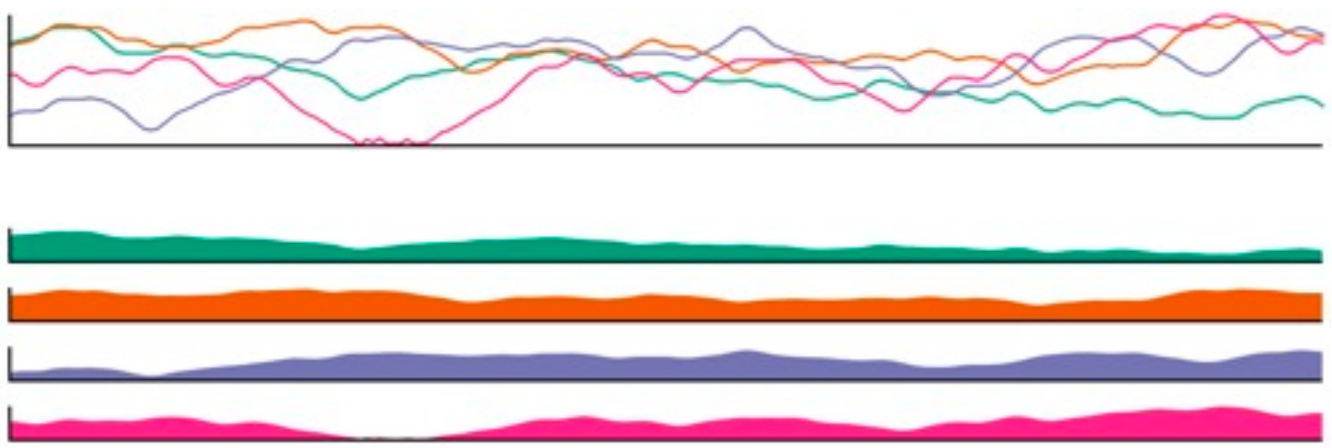
- foreground layer: roads
  - hue, size distinguishing main from minor
  - high luminance contrast from background
- background layer: regions
  - desaturated colors for water, parks, land areas
- user can selectively focus attention
- "get it right in black and white"
  - check luminance contrast with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



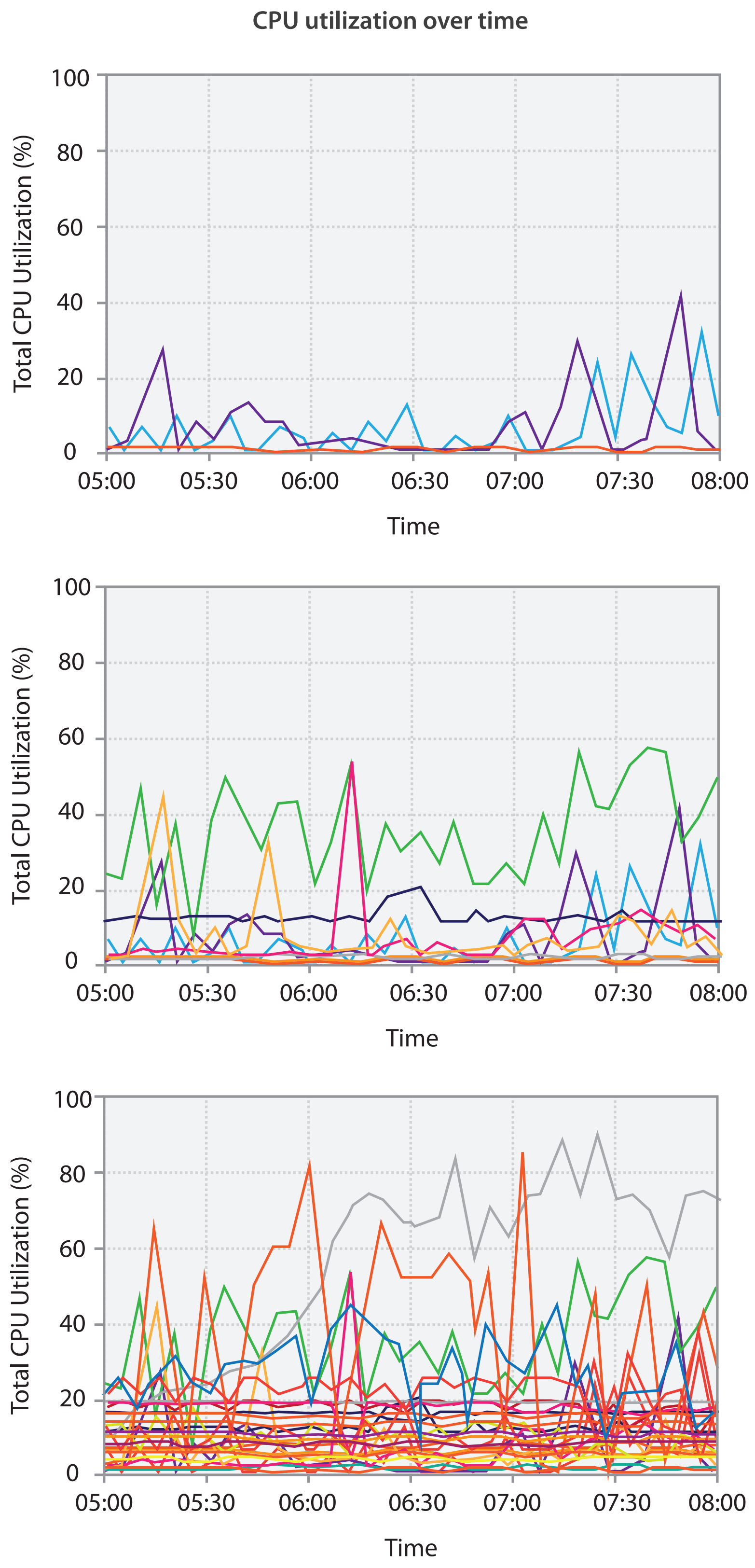
[Get it right in black and white. Stone. 2010. http://www.stonesc.com/wordpress/2010/03/get-it-right-in-black-and-white]

Superimposing limits

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



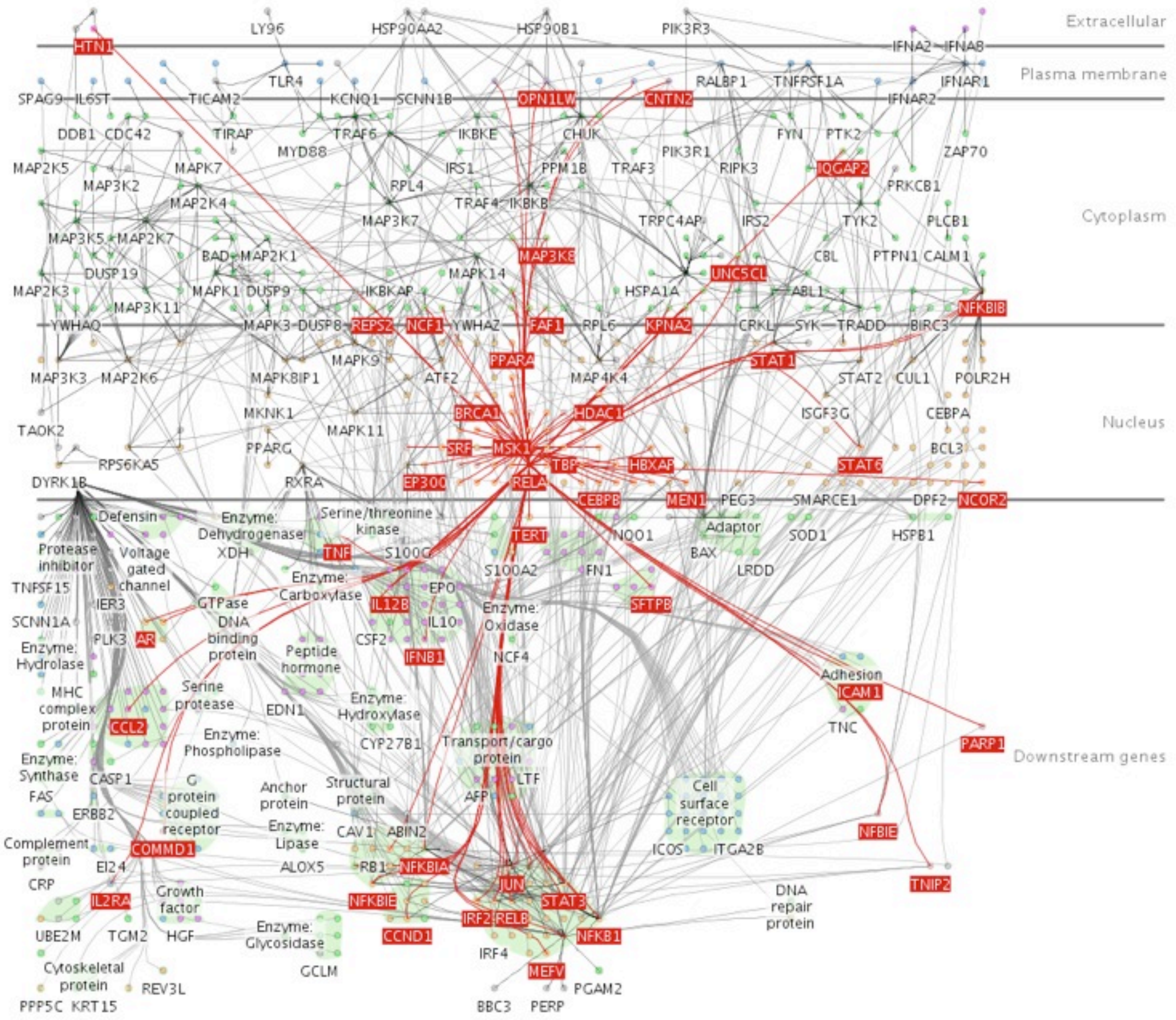
[Graphical Perception of Multiple Time Series. Javed, McDonnel, and Elmqvist. IEEE Transactions on Visualization and Computer Graphics (Proc. IEEE InfoVis 2010) 16:6 (2010), 927–934.]



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 Visualization Series, CRC Press, Nov 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.

Outline

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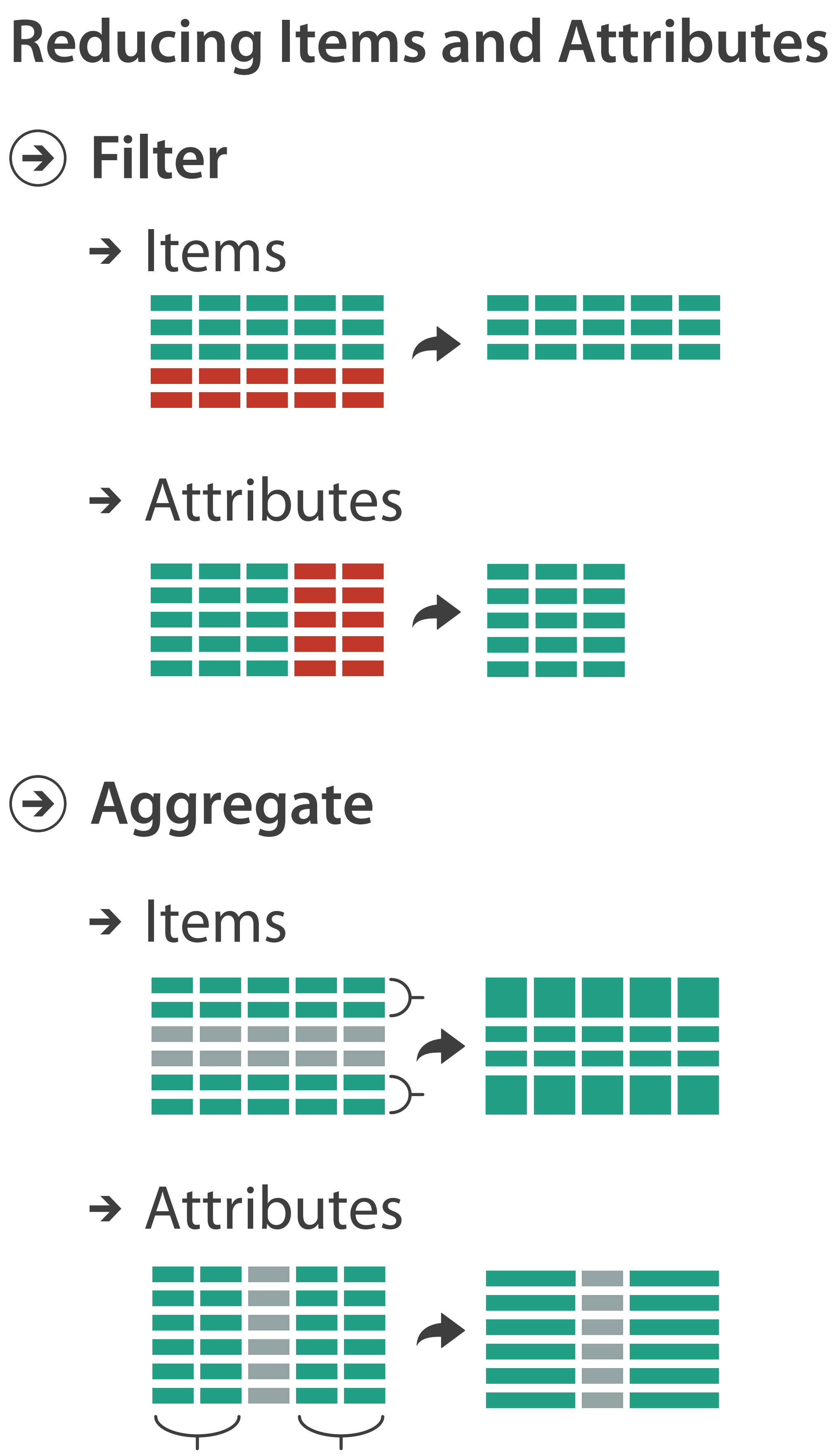
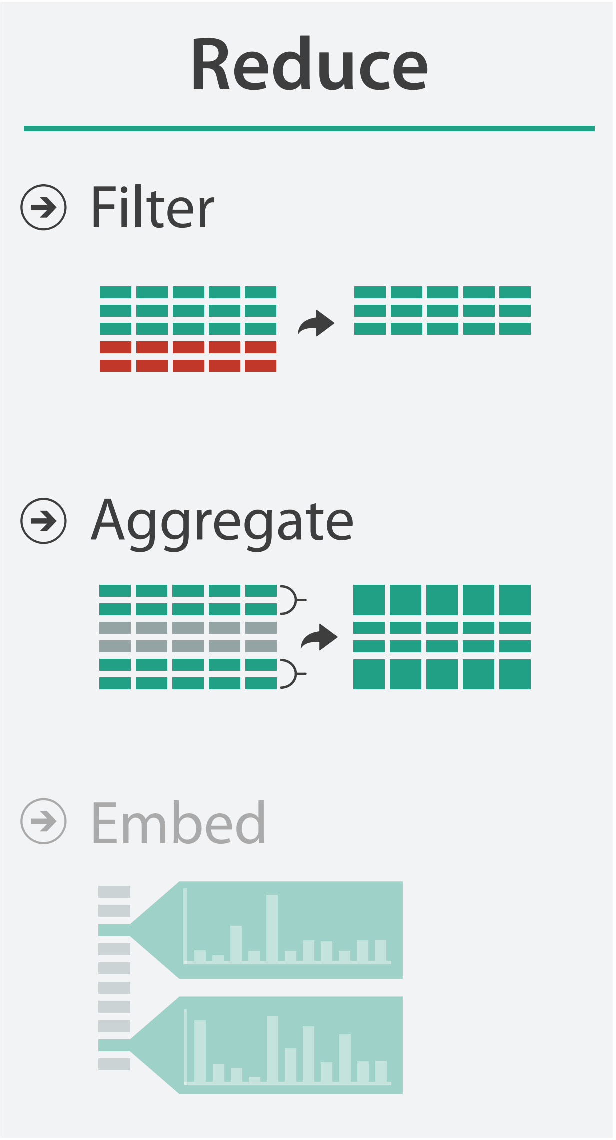
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

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

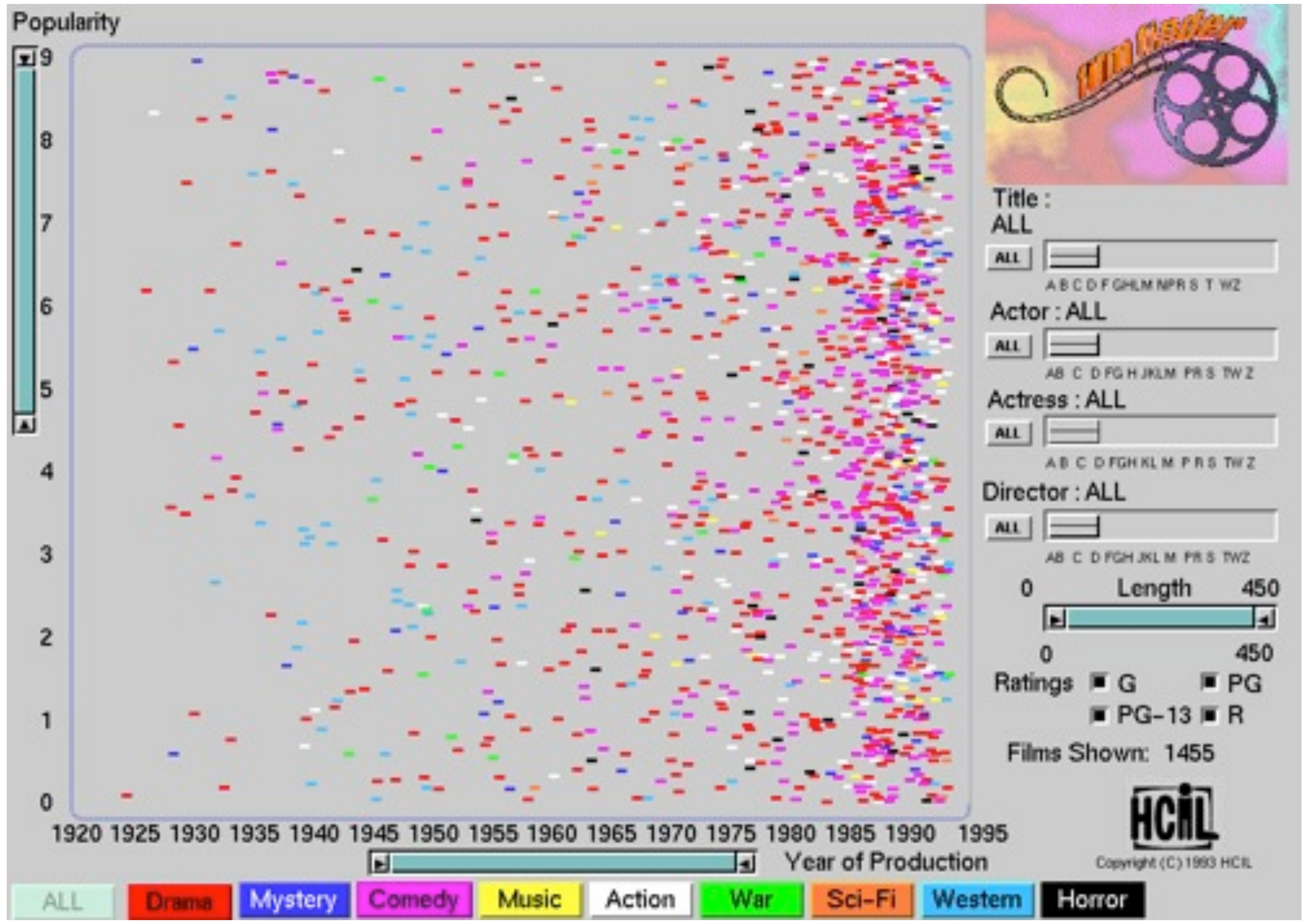


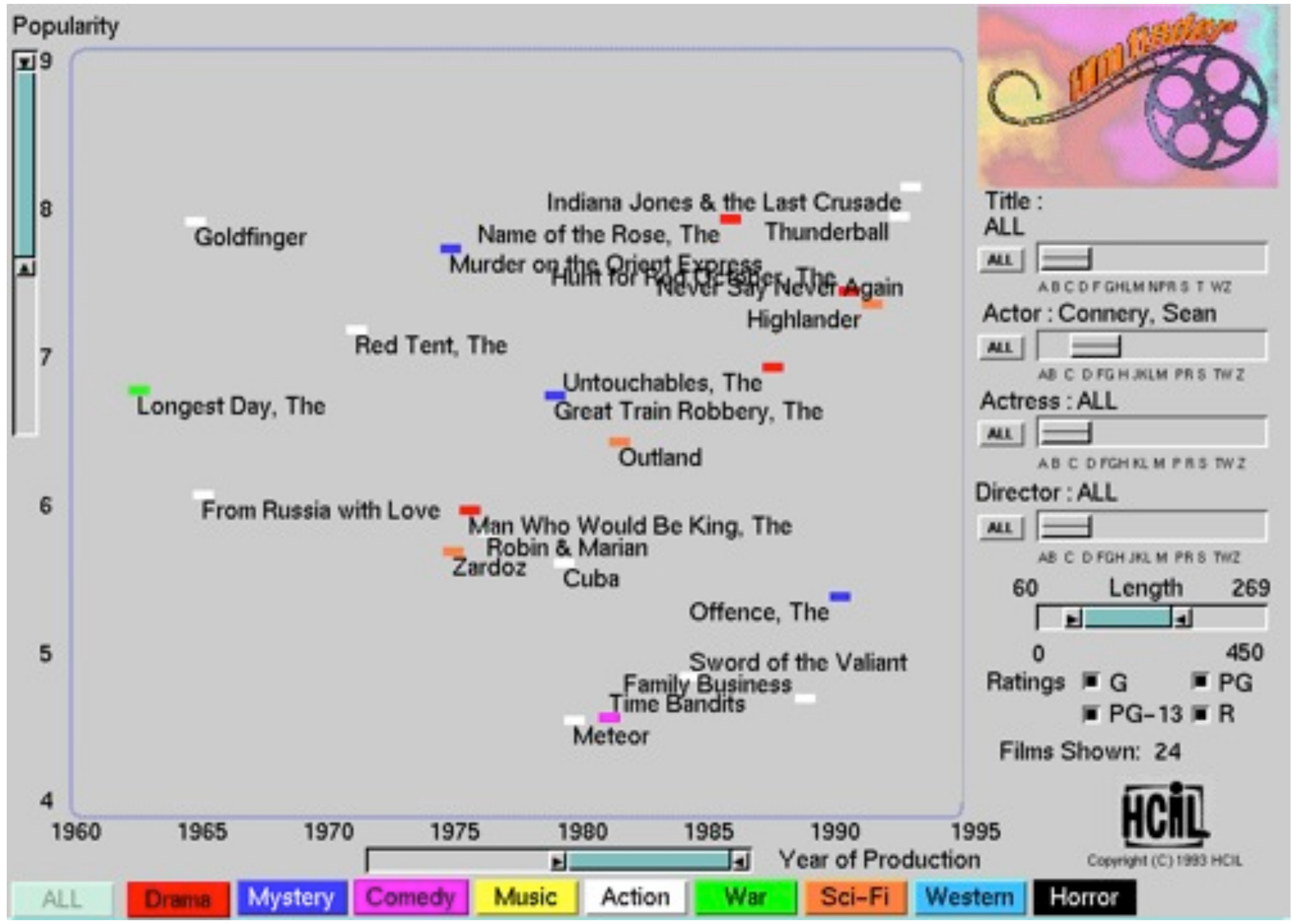


Idiom: **dynamic filtering**

System: **FilmFinder**

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

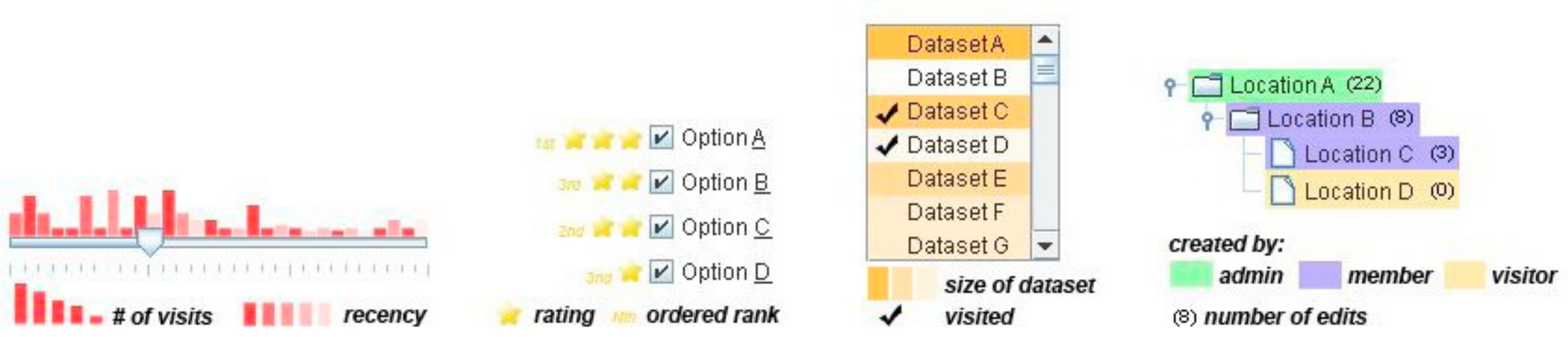




[Visual information seeking: Tight coupling of dynamic query filters with starfield displays. Ahlberg and Shneiderman. Proc. ACM Conf. on Human Factors in Computing Systems (CHI), pp. 313–317, 1994.]

Idiom: **scented widgets**

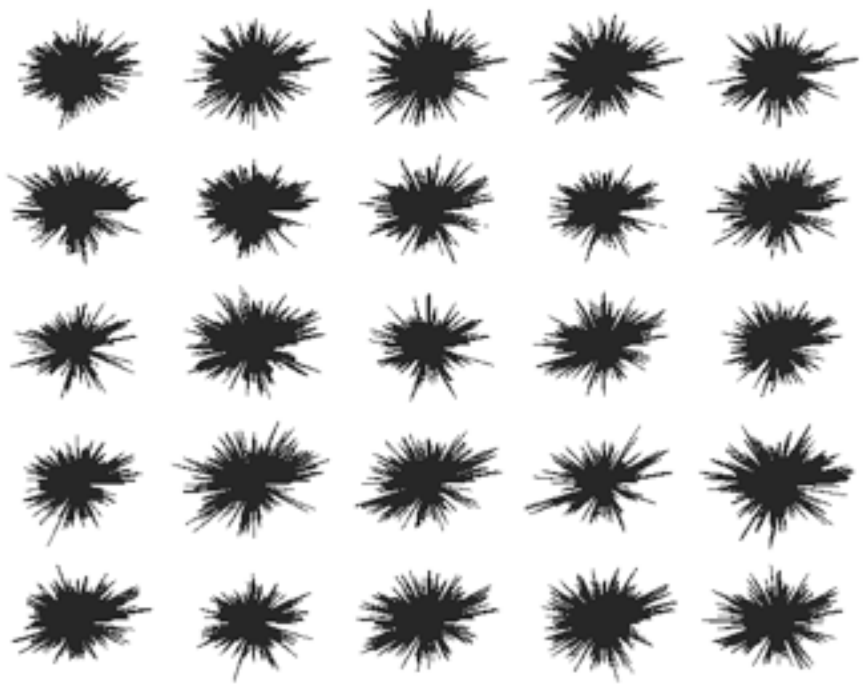
- augment widgets for filtering to show ***information scent***
  - cues to show whether value in drilling down further vs looking elsewhere
- concise, in part of screen normally considered control panel

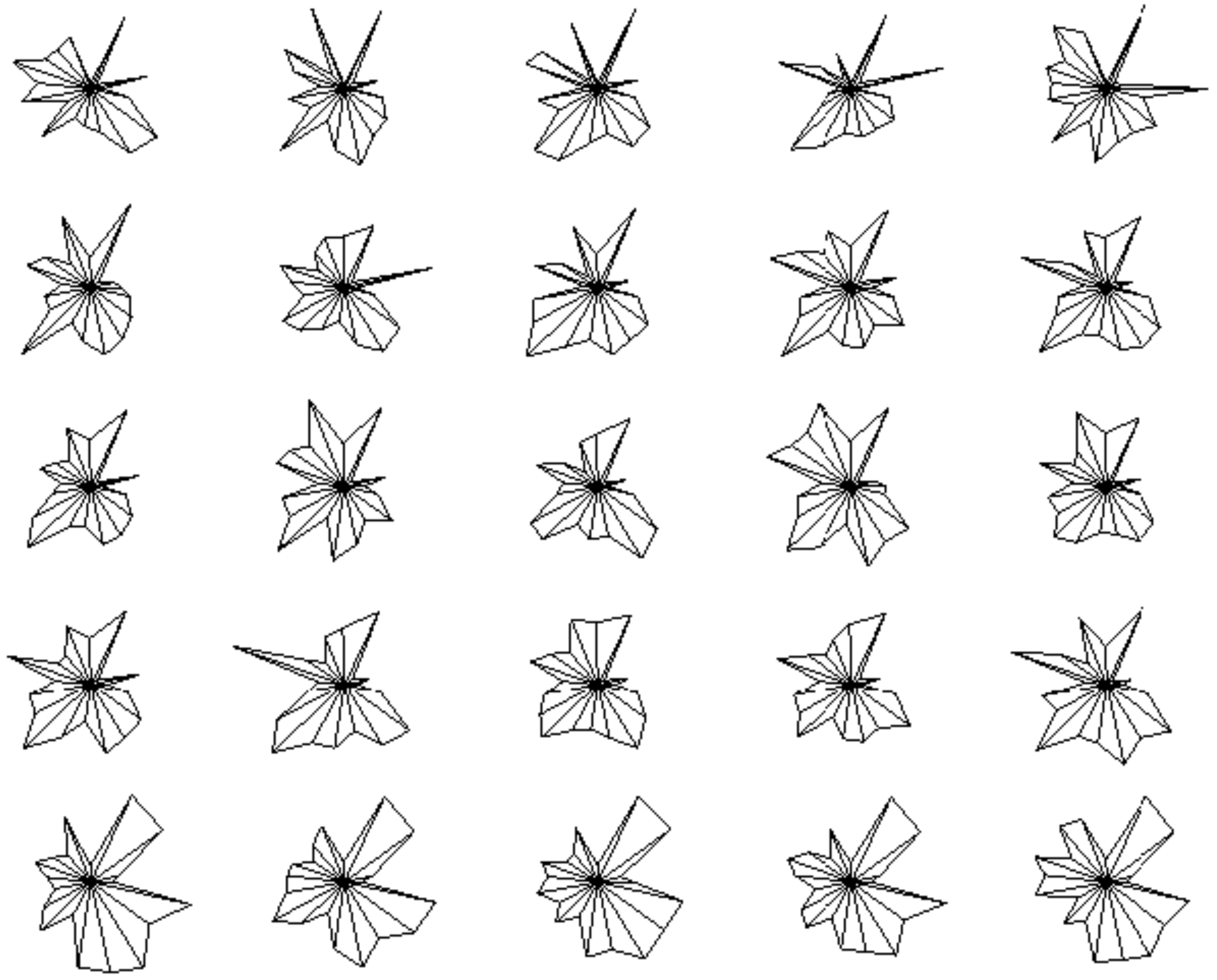


[Scented Widgets: Improving Navigation Cues with Embedded Visualizations. Willett, Heer, and Agrawala. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2007) 13:6 (2007), 1129–1136.]

Idiom: **DOSFA**

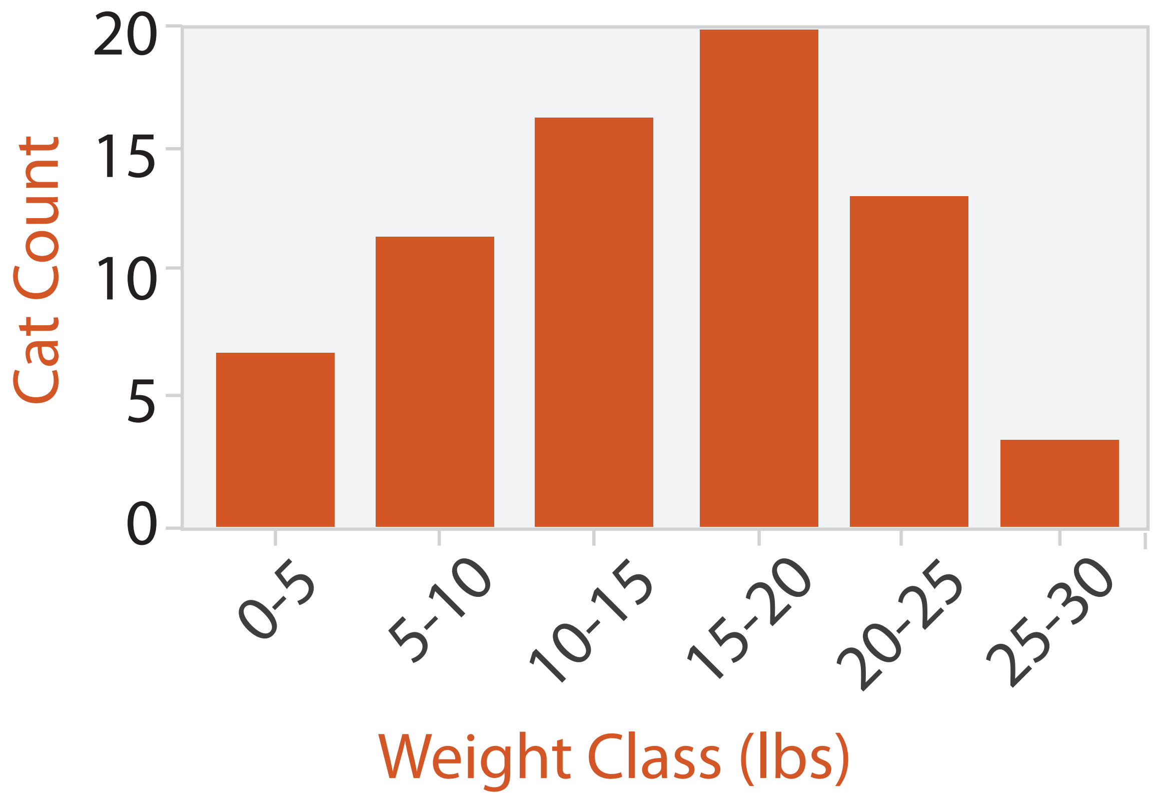
- attribute filtering
- encoding: star glyphs





[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.]

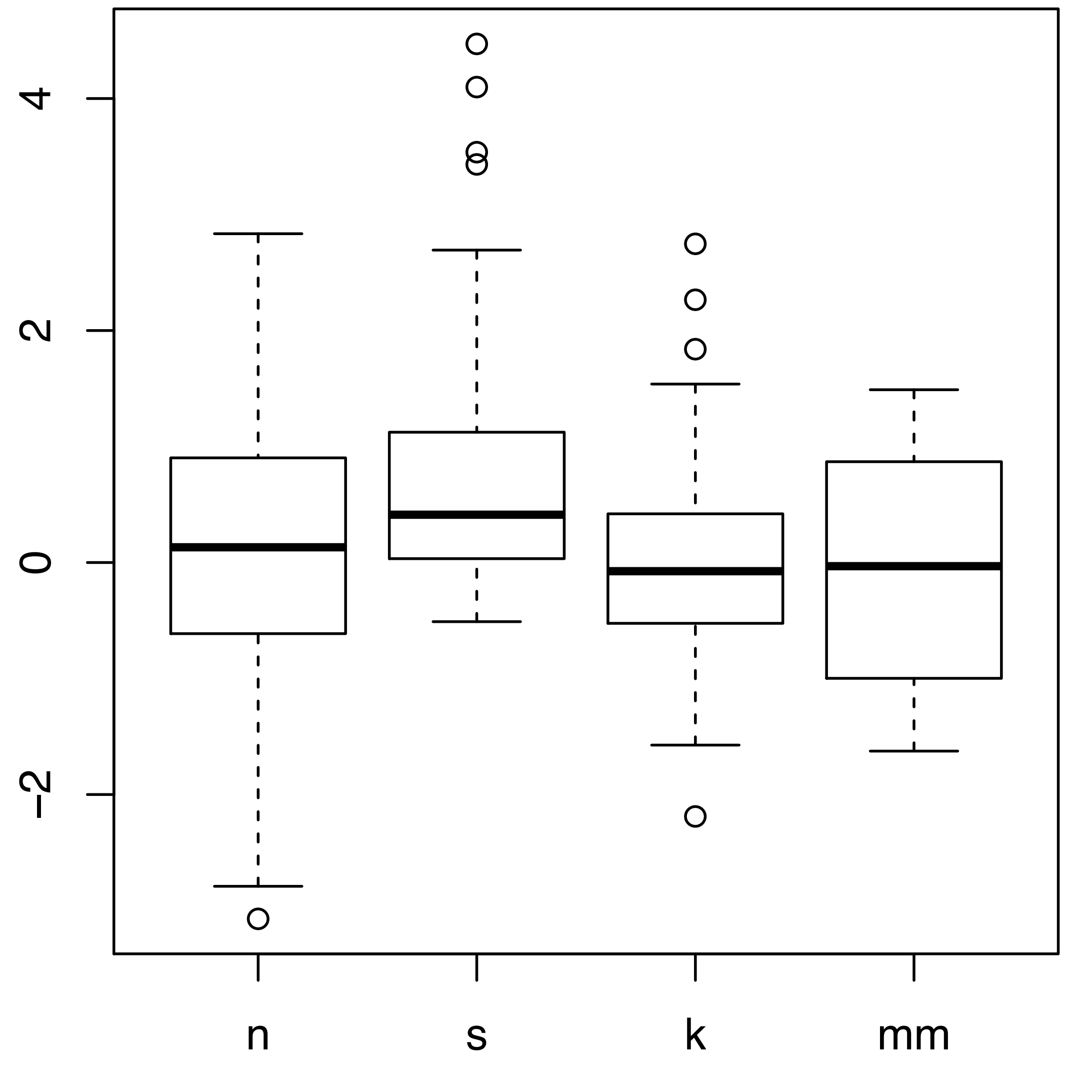
Idiom: **histogram**



- 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

Idiom: **boxplot**

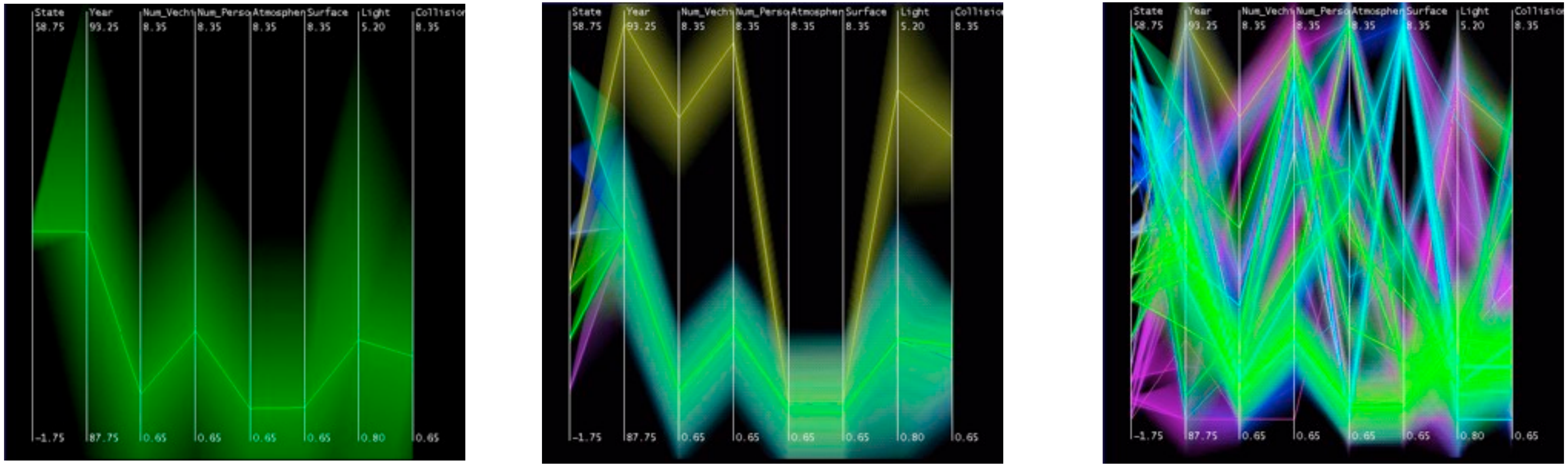
- static item aggregation
- task: find distribution
- data: table
- derived data
  - 5 quant attribs
    - median: central line
    - lower and upper quartile: boxes
    - lower upper fences: whiskers
      - values beyond which items are outliers
  - outliers beyond fence cutoffs explicitly shown



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

Idiom: **Hierarchical parallel coordinates**

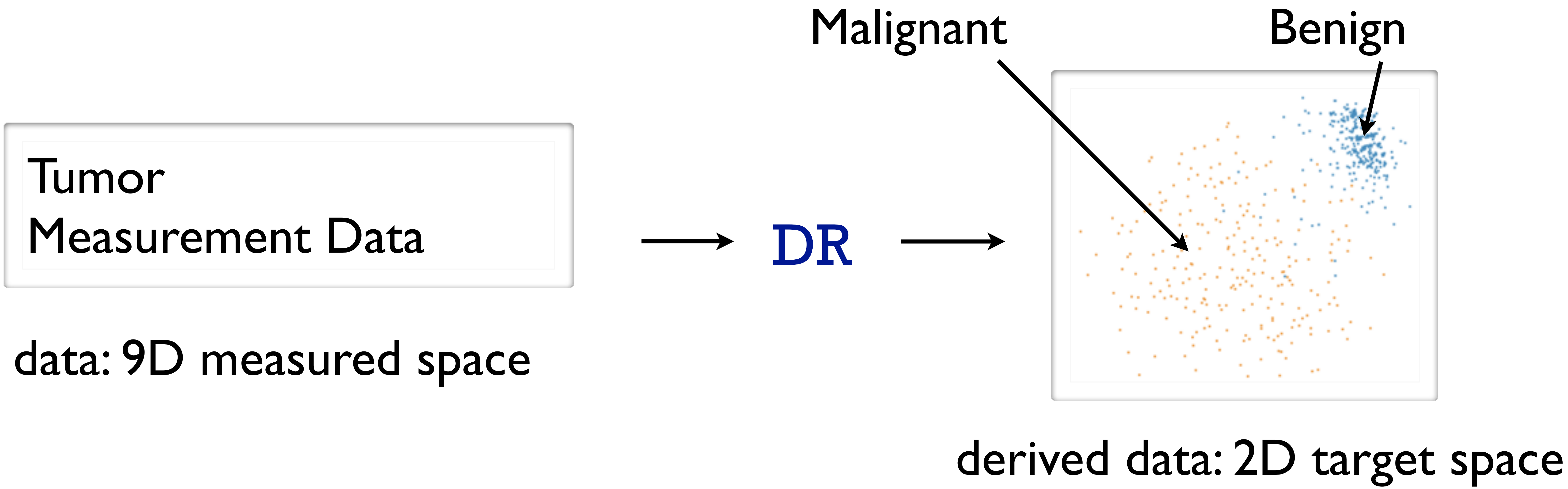
- dynamic item aggregation
- derived data: ***hierarchical clustering***
- encoding:
  - cluster band with variable transparency, line at mean, width by min/max values
  - color by proximity in hierarchy



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

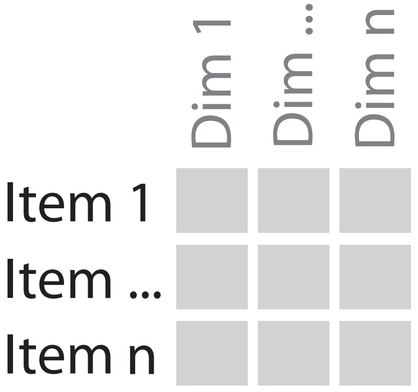
Dimensionality reduction

- 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

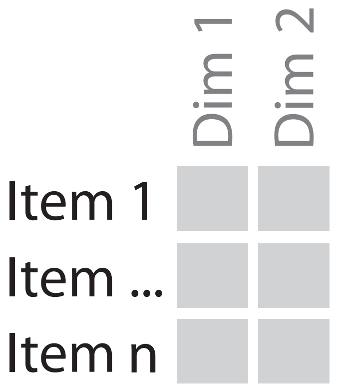


Idiom: **Dimensionality reduction for documents**

Task 1



In
HD data



Out
2D data

What?

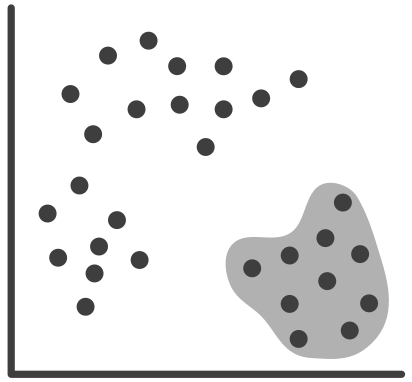
- In High-dimensional data
- Out 2D data

Why?

- Produce
- Derive

Task 2

In
2D data



Out
Scatterplot
Clusters & points

What?

- In 2D data
- Out Scatterplot
- Out Clusters & points

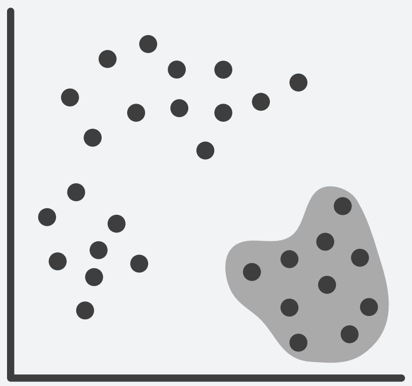
Why?

- Discover
- Explore
- Identify

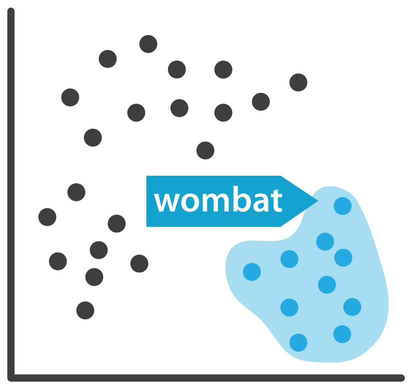
How?

- Encode
- Navigate
- Select

Task 3



In
Scatterplot
Clusters & points



Out
Labels for clusters

What?

- In Scatterplot
- In Clusters & points
- Out Labels for clusters

Why?

- Produce
- Annotate

Further reading

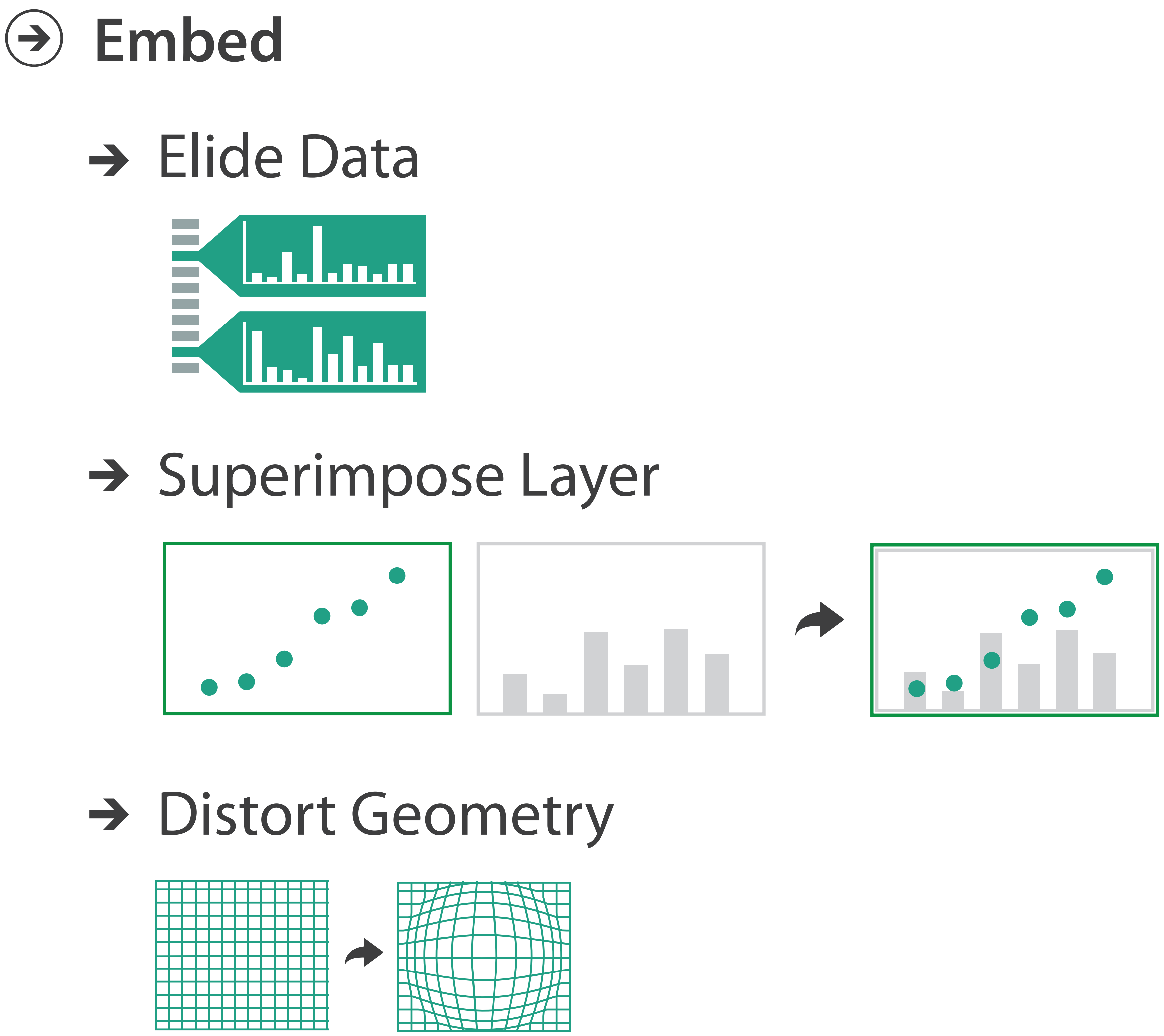
- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, Nov 2014.
  - *Chap 13: Reduce Items and Attributes*
- *Hierarchical Aggregation for Information Visualization: Overview, Techniques and Design Guidelines.* Elmqvist and Fekete. IEEE Transactions on Visualization 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.

Outline

- **Session 1** *2:00-3:40pm*
  - Analysis: What, Why, How
  - Marks and Channels
  - Arrange Tables
  - Arrange Spatial Data
  - Arrange Networks and Trees
- **Session 2** *4:15pm-5:50pm*
  - Map Color and Other Channels
  - Manipulate: Change, Select, Navigate
  - Facet: Juxtapose, Partition, Superimpose
  - Reduce: Filter, Aggregate
  - Embed: Focus+Context

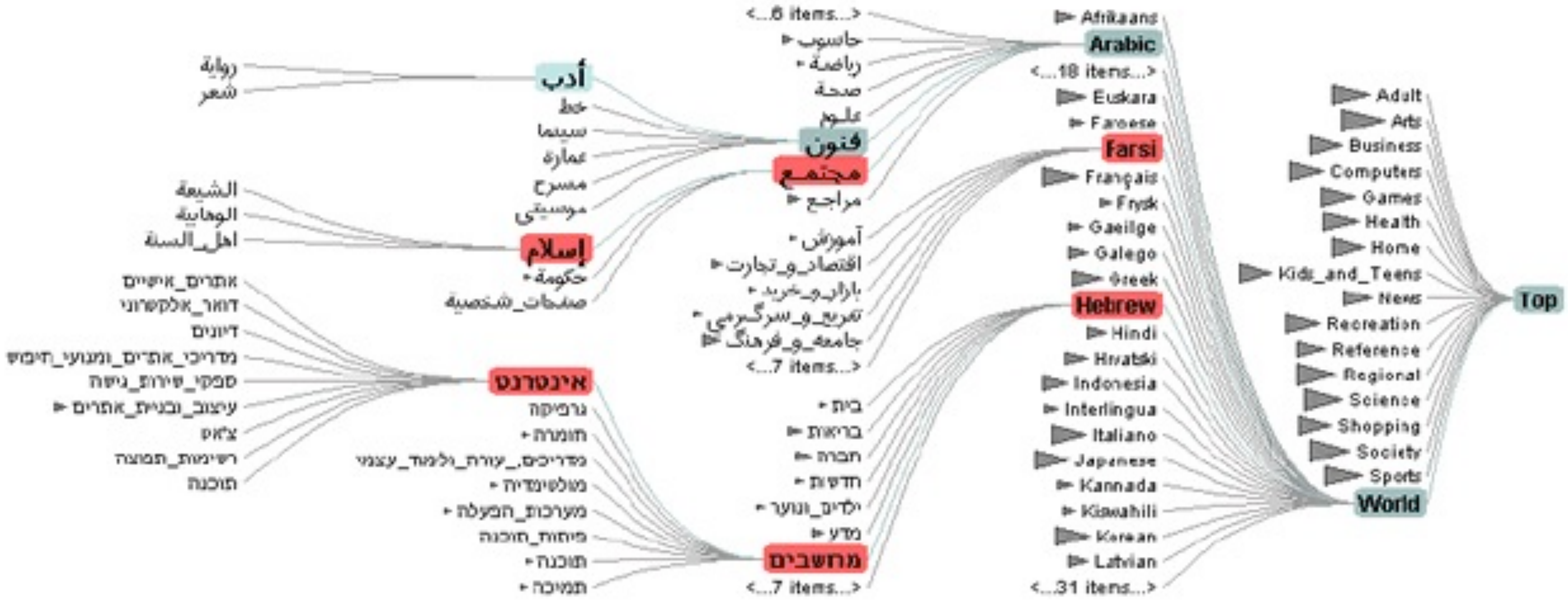
Embed: Focus+Context

- 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



Idiom: **DOITrees Revisited**

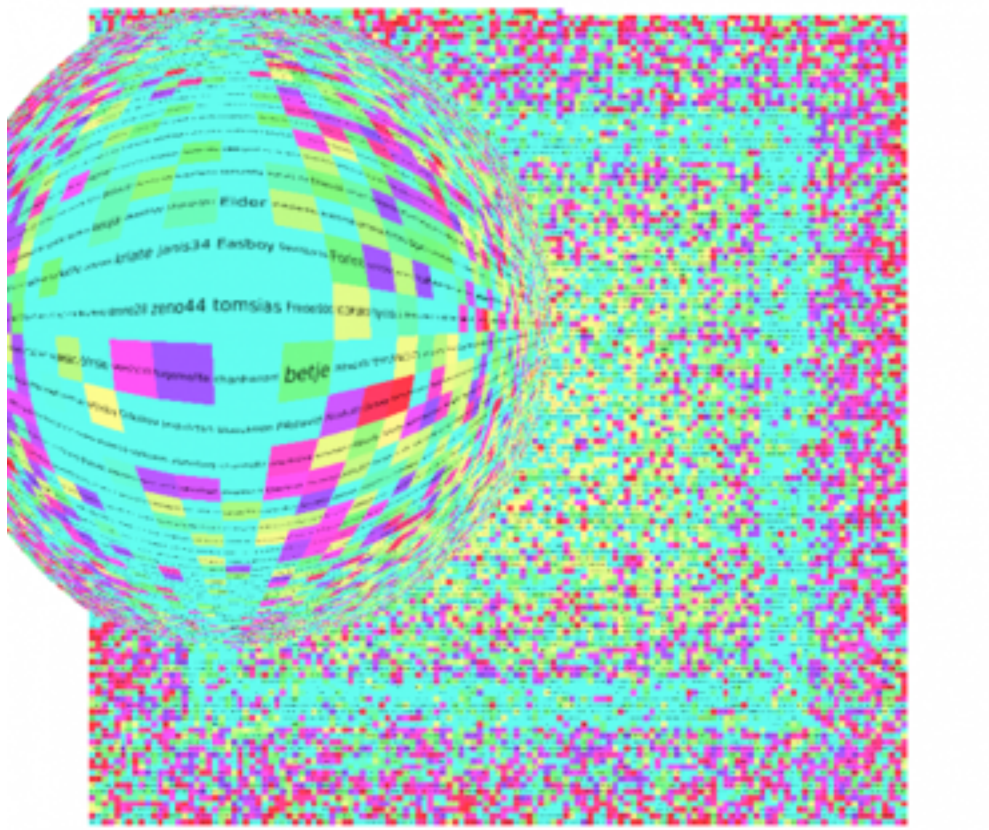
- elide
  - some items dynamically filtered out
  - some items dynamically aggregated together
  - some items shown in detail

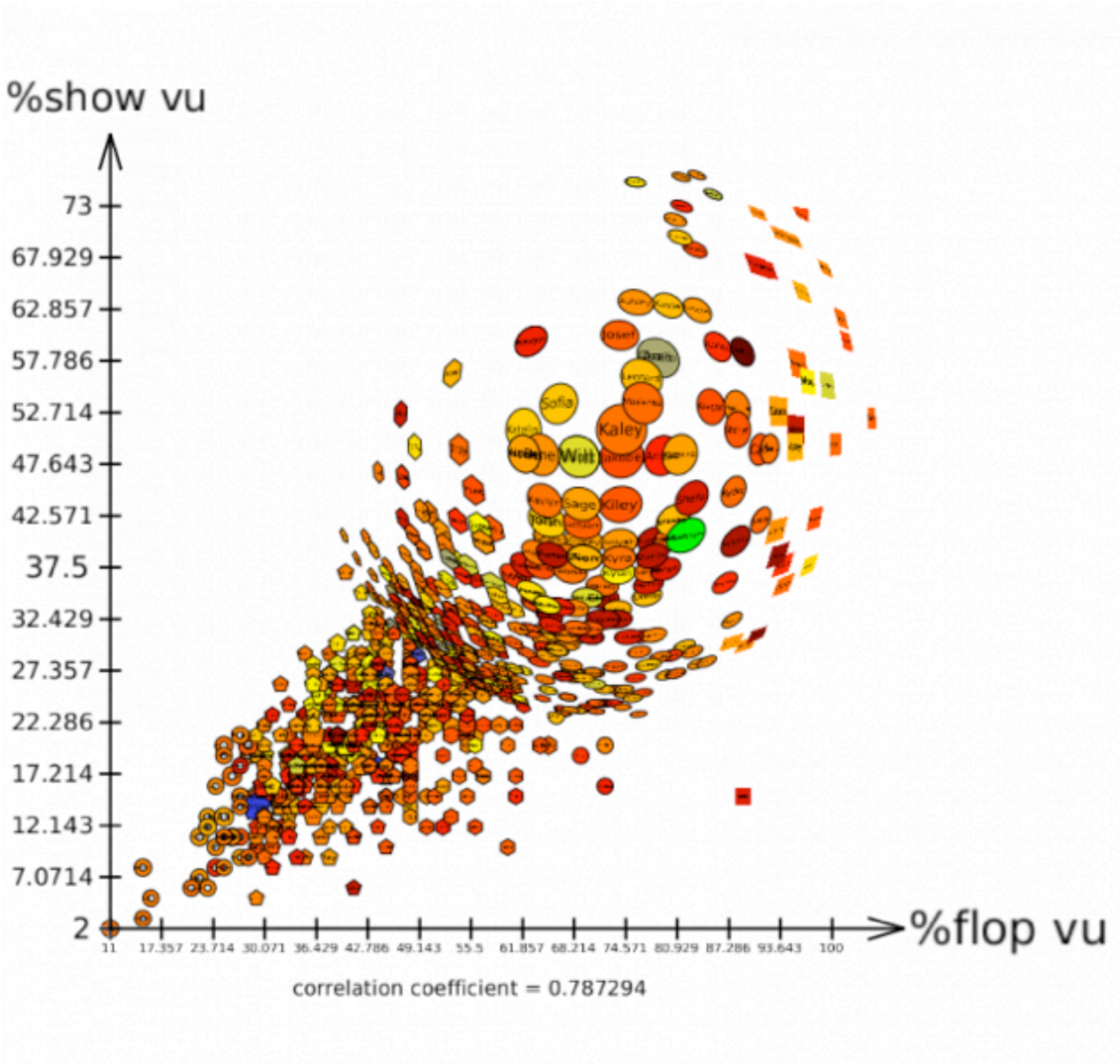


[DOITrees Revisited: Scalable, Space-Constrained Visualization of Hierarchical Data. Heer and Card. Proc. Advanced Visual Interfaces (AVI), pp. 421–424, 2004.]

Idiom: **Fisheye Lens**

- distort geometry
  - shape: radial
  - focus: single extent
  - extent: local
  - metaphor: draggable lens





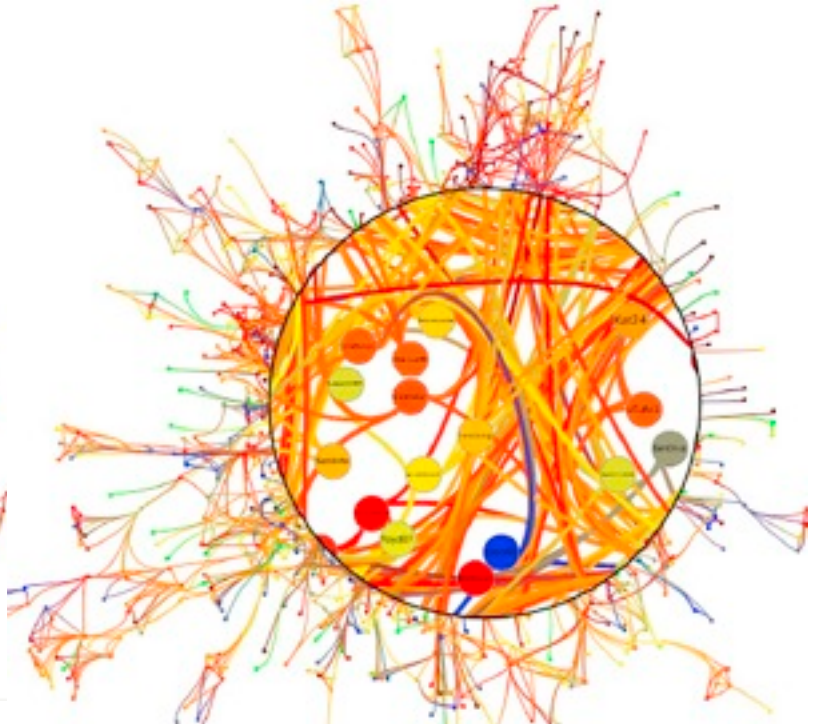
http://tulip.labri.fr/TulipDrupal/?q=node/351
http://tulip.labri.fr/TulipDrupal/?q=node/371

Distortion costs and benefits

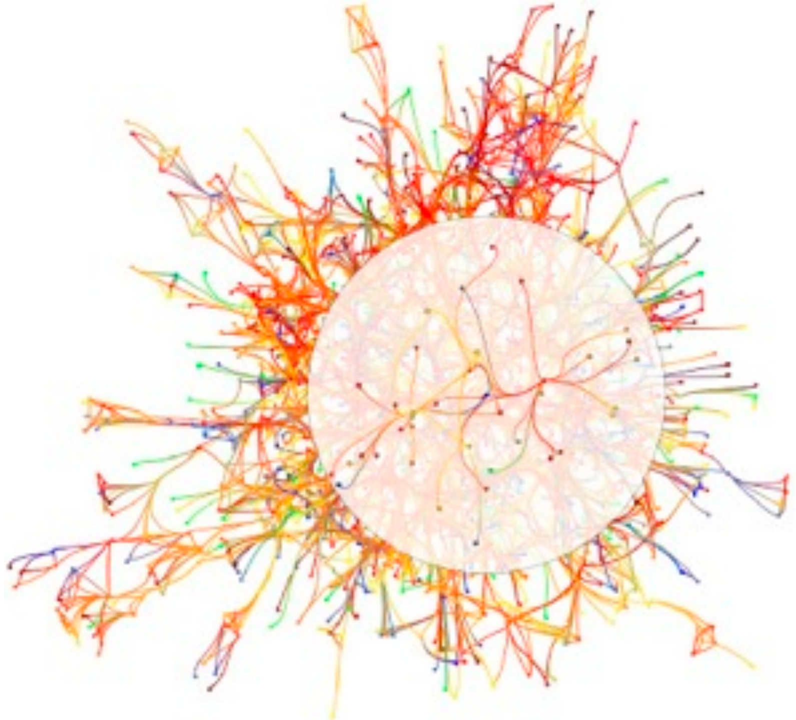
- benefits
  - combine focus and context information in single view
- costs
  - length comparisons impaired
    - network/tree topology comparisons unaffected: connection, containment
  - effects of distortion unclear if original structure unfamiliar
  - object constancy/tracking maybe impaired

fisheye lens

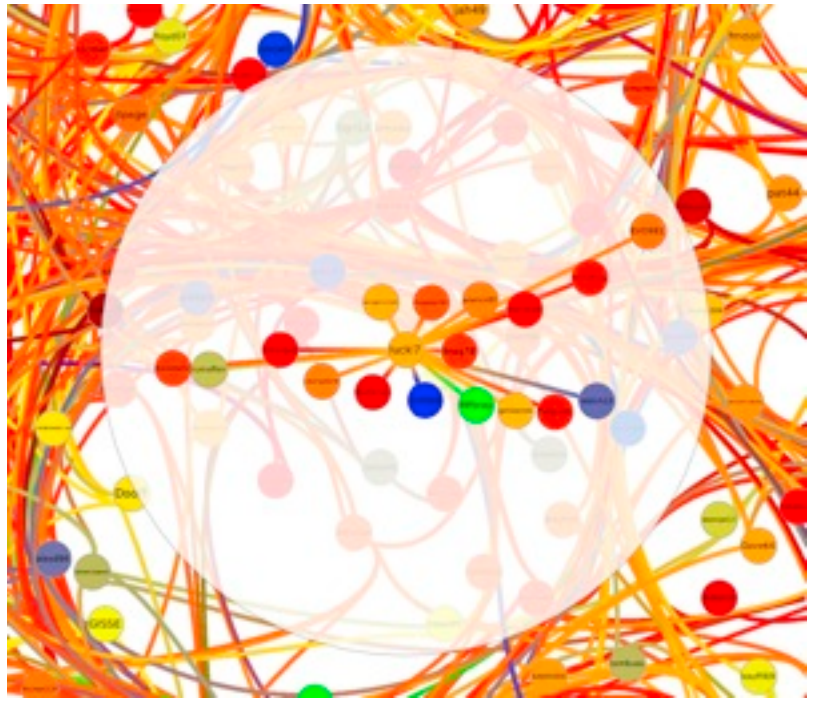
magnifying lens



neighborhood layering



Bring and Go



[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 Visualization Series, CRC Press, Nov 2014.
  - *Chap 14: Embed: Focus+Context*
- *A Fisheye Follow-up: Further Reflection on Focus + Context*. Furnas. Proc. ACM Conf. Human Factors in Computing Systems (CHI), pp. 999–1008, 2006.

- *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.

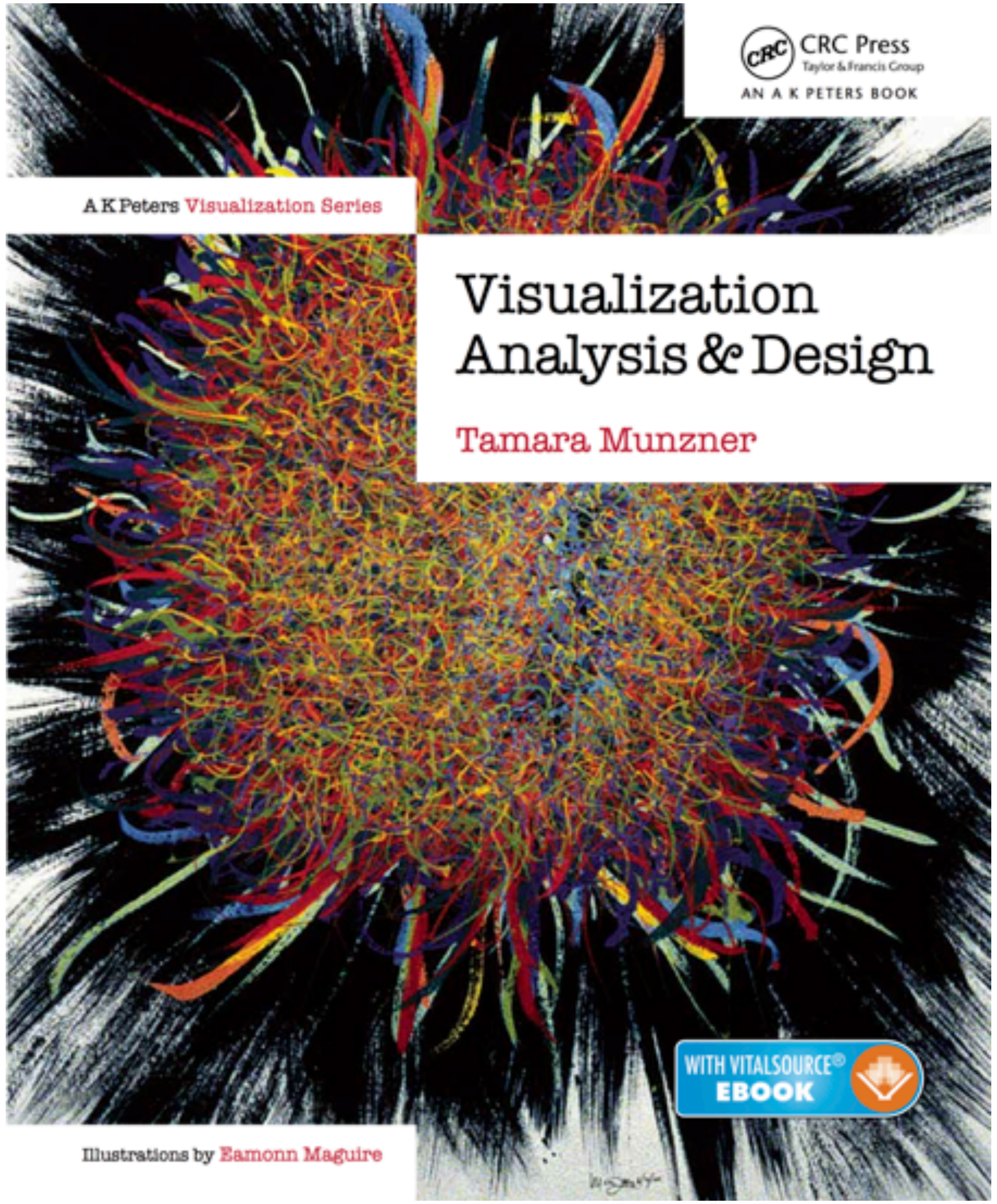
Sneak preview: Not covered today

- Rules of Thumb
  - No unjustified 3D
    - Power of the plane, dangers of depth
    - Occlusion hides information
    - Perspective distortion loses information
    - Tilted text isn't legible
  - No unjustified 2D
  - Resolution over immersion
  - Overview first, zoom and filter, details on demand
  - Function first, form next

More Information

@tamaramunzner

- this tutorial
  http://www.cs.ubc.ca/~tmm/talks.html#halfdaycourse15
- papers, videos, software, talks, full courses
  http://www.cs.ubc.ca/group/infovis
  http://www.cs.ubc.ca/~tmm
- book
  http://www.cs.ubc.ca/~tmm/vadbook
- acknowledgements
  – illustrations: Eamonn Maguire



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