

BELIV Provocations Fireside Chat

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BELIV 2020 Provocations Fireside Chat
 October 25 2020, Utah/virtual

<http://www.cs.ubc.ca/~tmm/talks.html#beliv20fireside>

@tamaramunzner

Provocations

- agree
 - applied vis research (design studies) are n=1 case studies
- disagree
 - all implications of that framing
 - case studies are near-useless "anecdota"
 - many other things
 - methodological & rhetorical



What Do We Actually Learn from Evaluations in the "Heroic Era" of Visualization?
 Michael Correll
 BELIV 2020 Position Paper
<https://arxiv.org/abs/2008.11250>

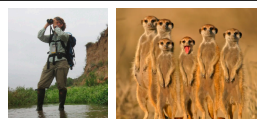
Metaphors matter

- viz researcher = biologist
 - in design studies, field biologist
- collaborators = specific group of animals
 - mob of meerkats
- domain = species
- task abstraction = behavior
- analysis process = context



Metaphors matter

- does case study merit a paper?
 - should biologist publish **every** time they observe animal behavior?
 - yes!
 - iff they learn something new to biology - they usually do
- do we only need one case study per domain?
 - should biologist publish **only** if they identify a new species?
 - no!
 - existence proof of species is cool but rare
 - document and analyze existence of meerkat behaviors in contexts
 - how do these meerkats act in the summer in the desert in the presence of coyote predators?



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Metaphors matter

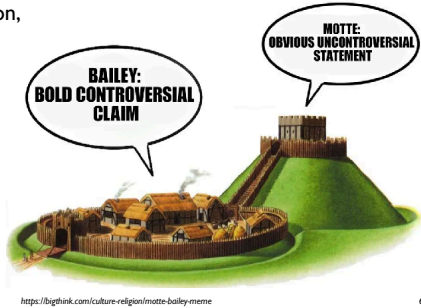
- are abstractions for tasks & data useful?
 - MC: no! "avoid the idiosyncratic and often impenetrable "task analyses" that generate the n = 1 paper experimental conditions for our work"
 - TM: yes! exactly need to transfer between contexts
 - avoiding them would eviscerate a DS paper
 - miss the whole point if you skip abstractions!
 - what could we learn from n=1, single mob of meerkats?
 - what are their behaviors and how does context affect them?
 - do meerkats act differently in deserts than fields? in summer than winter? from badgers or shrews?
 - develop theories that might transfer beyond specific setting
 - what matters: seasonality? terrain? body size?



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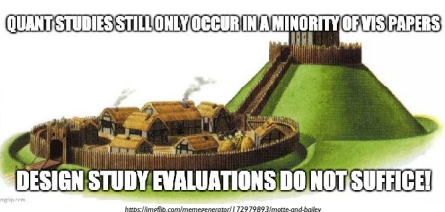
Motte-and-bailey fallacy (aka bait-and-switch shenanigans)

- conflating two positions with similar properties
 - one modest and easy to defend (the "motte")
 - one more controversial (the "bailey")
 - arguer first states controversial position, but when challenged states they're advancing modest position



Motte-and-bailey fallacy (aka bait-and-switch shenanigans)

- qual vs quant methods
 - bailey: (earlier) claim that design study evaluations do not suffice
 - motte: **quantitative** studies only occur in minority of **all** paper types
 - reality: not relevant, since almost all **design study** eval with **qualitative** studies



Qualitative research methods misconstrued

- MC: existence proofs are small contributions
 - no!
 - existence proofs can require dramatic shifts our theories
 - biologist: wow, I just saw this meerkat do a backflip!
 - now can disprove previous theory that it's anatomically impossible
- MC multiverse thought experiment setup
 - they cure cancer, they thank you in Nobel Prize speech, then you get study email
 - your favorite eval method: "quant, qual, insight-based, whatever floats your boat"
 - no! setup is **not** agnostic to eval method
 - no surprises in email if qual field study w/ longterm deployment after iterative refinement
 - no! they wouldn't have thanked you in prize speech if your system was crap
 - rules out half the scenarios
 - when deploy in field, they can vote with their feet (in contrast to quant lab studies)



Methods matter: qualitative, quantitative, mixed methods

- no single method answers all questions
 - science is all about choosing the right method!
- plug for BELIV 2018 paper
 - detailed discussion of qual, quant, & mixed methods & their use in visualization

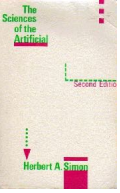


How to Evaluate an Evaluation Study? Comparing and Contrasting Practices in Vis with Those of Other Disciplines.
 Anamaria Crisan and Madison Elliott.
 BELIV 2018
<https://lamcrisan.github.io/assets/files/papers/beliv-2018.pdf>

Discussion Slides

Is system building a "heroic" (aka excessive) measure?

- MC: extreme measure, we should do less of it
 - need more theory before we do more practical work
- TM: fundamental way to engage & learn in design/engineering
 - DSM: operating in huge tradeoff spaces so cannot just optimize, must satisfice
 - need to build and iteratively refine to get it right, theory alone isn't enough
 - design as crucial driver to **develop** theory!
 - continues to be most important opportunity for applied vis research
 - Herb Simon, Sciences of the Artificial, 1969
 - coiner of *satisficing*, only Turing-Nobel laureate
 - engineering as instance of design
 - "how to make artifacts that have desired properties & how to design"
 - Ch 5, The Science of Design: Creating the Artificial
 - key difference from natural sciences: must build before can observe



Backup Slides

Strawman arguments (aka nobody said that!)

- "design study... evaluated by n=500 Mechanical Turk workers..."
 - no
 - almost nobody does that. quant MTurk studies are mismatch for DS
 - they mostly do qual evaluation. if it's quant, it's of domain experts not MTurk randoms
- "emphasis on individual herculean actions by individual actors..."
 - "... assumption that other labs would not have produced the same positive results"
 - no
 - that's not heroism - it's the polar opposite, realistic humility!
 - noting that another researcher wouldn't recreate the identical system is basic tenet of qualitative research

Misapprehensions (aka we said the opposite of that!)

- "did they really need a new system?... wrong questions for the heroic age"
 - Huh?! These are **precisely** the questions we ask!
 - DSM Pitfall #6: no need for visualization
 - DSM Pitfall #9: no need for change: existing tools are good enough
- "standard design study procedure doesn't necessarily advance field"
- "lacking... empirical and rhetorical tools to supplant the old theory with the new"
 - Huh?! DSM Pitfall #27: **don't fail to advance theory, must improve guidelines**
 - confirm, refine, reject, propose theory as a fundamental expectation for publication!
 - what distinguishes practice from research
- "need... greater willingness to detect (and report on) our design failures"
 - Huh?! documenting iterative refinement **does** report on failures along the way

Misapprehensions (aka we said the opposite of that!), cont.

- MC: can we learn from "we built it and they liked it"?
- TM: misconstrues DS
 - it's not "did they like it?"
 - it's "did it help them?"

Other thoughts

- we each argue extreme case
 - MC argues about worst possible & TM argues about best possible
 - what about common case in the middle, some flaws and some strengths?
 - methods vs their execution - any method can be carried out poorly
- do we actually do too little comparison?
 - MC: yes, need to compare to Excel 'placebo'
 - TM: no, previous workflow (plus variations during iteration) covers a lot of ground
 - Excel may well be something they're already using
- expense of bespoke solution
 - yes, very high cost.
 - worth it if improve theory in addition to building practical tool?
- where's the bar for publication?
 - does get higher as years go by. will it ever get so high can't publish?
 - I don't know, but not for a while at least

Dubious thought experiments, prolog

- MC argues against three tacit premises
 - kind of work we do suggests kind of evaluations to perform and metrics to use
 - yup! that's not tacit at all, cornerstone of my Nested Model
 - evaluations can succeed or fail in illustrating utility
 - yup!
 - success or failure of evaluation is informative for the field
 - yup!
- MC claim: evaluations may be uninformative even if designed appropriately
 - no. thought experiments do not hold up.
 - snark about magical thinking and Tarot cards isn't enough to make the case

Dubious thought experiments, 1

- Unique
 - MC claim: *problem so idiosyncratic nobody else can benefit from your solution*
 - TM counter: I don't believe there's any such thing
 - always can abstract up from domain specifics! design studies without abstractions get rejected
- Obvious:
 - MC claim: *obvious how to go from textbook guidelines to a system*
 - TM counter: no, no, no. it's a huge tradeoff space!
 - I should know, I wrote textbook & I teach out of it & do in-class exercises
 - let me tell you, students sure aren't channelling me (if only!...). many variants proposed.
- Worse Than Baseline:
 - MC claim: *almost never test against baselines like Excel ("placebos")*
 - TM counter: yes we do! many design studies compare against previous workflows
 - claims of success based on massive speedups (hours vs days). Excel is workhorse not placebo

Dubious thought experiments, 2

- Detestable
 - MC claim: *they perform better but they absolutely hate it*
 - TM counter: in real world, they just wouldn't use it. deploy requirement is high bar!
 - DSM PF-25: lack of case study
 - usage by developers much weaker validation than usage from domain experts.
- Serendipitous
 - MC claim: *one anecdote of successful use shows nothing, maybe just got lucky. insight found by chance, if sliders set differently wouldn't have seen it*
 - TM counter: case studies report on weeks or months of use, not single thing
 - mostly about systematic speedup of workflow, not *just* single glorious insight
 - MC claim: *system worked for designed tasks, but they didn't do those*
 - TM counter: iterative refinement to understand tasks is cornerstone of DS
 - **TM anti-counter: nevertheless, this critique has some merit**

Dubious thought experiments, 3

- Super Serendipitous
 - MC claim: *system so wrong and buggy they figured it out just to disprove you*
 - TM counter: <eyeroll>

Qualitative research methods misconstrued, cont

- other quant/qual swapperos
 - "we're just showing that our design seems to do what we claimed it does, which may not require any sort of quantitative evaluation at all"
 - qualitative evaluation is exactly required to show that claims are correct.
 - of course doesn't require quant evaluation, that's why we don't do it!