

Lecture 9: Space/Layers/Order

Information Visualization
CPSC 533C, Fall 2007

Tamara Munzner

UBC Computer Science

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Readings Covered

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

Tufte, Chapter 3: Layering and Separation

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

Tufte, Chapter 6: Narratives of Space and Time

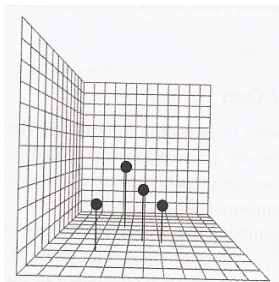
VisDB: Database Exploration using Multidimensional Visualization, Daniel A. Keim and Hans-Peter Kriegel, IEEE CG&A, 1994
<http://www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps>

Ware: Space Perception

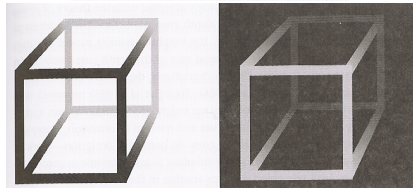
- ▶ static
 - ▶ occlusion
 - ▶ perspective projection
 - ▶ linear, texture gradient
 - ▶ depth of field
 - ▶ atmospheric (fog, depth cueing)
 - ▶ lighting and shadows
 - ▶ shape from shading
 - ▶ cast shadows
- ▶ moving
 - ▶ structure-from-motion
 - ▶ motion parallax (head motion)
- ▶ binocular
 - ▶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

Ware: Space Perception

- ▶ droplines,
- ▶ background grids



- ▶ depth cueing



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

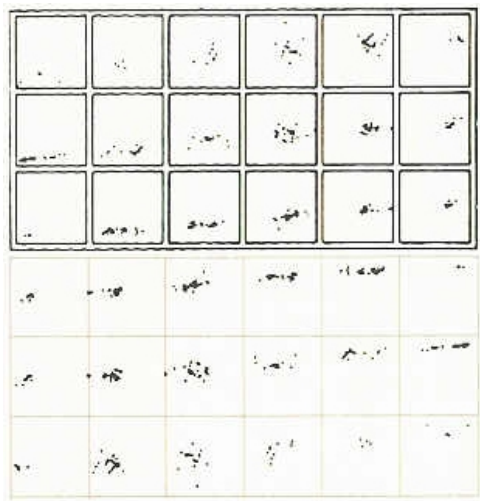
Layering And Separation



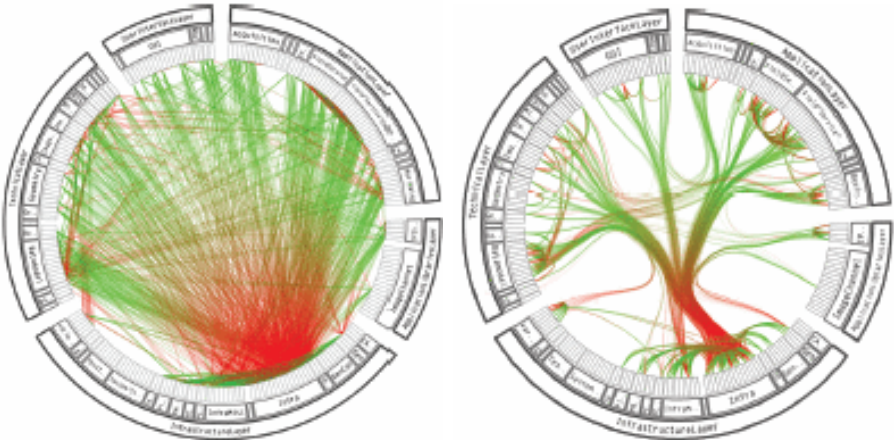
[Tuft, Envisioning Information, Chap 3]

Visual Clutter

- ▶ subtler background than foreground



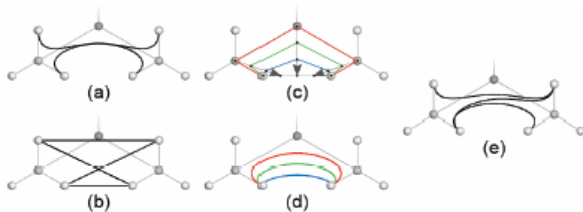
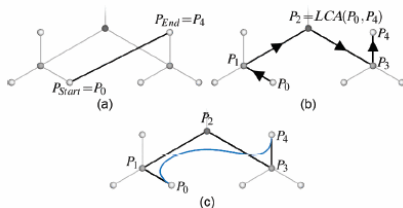
Hierarchical Edge Bundles



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

Hierarchical Edge Bundles

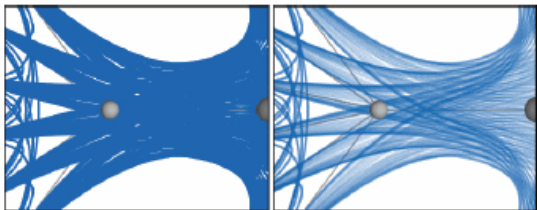
- ▶ bundle by hierarchy using splines



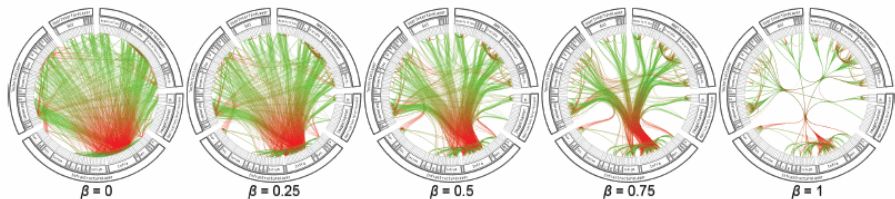
[Hierarchical Edge Bundles: Visualization of Adjacency Relations in Hierarchical Data.
Danny Holten, Proc. InfoVis06.]

Hierarchical Edge Bundles

- ▶ alpha blending



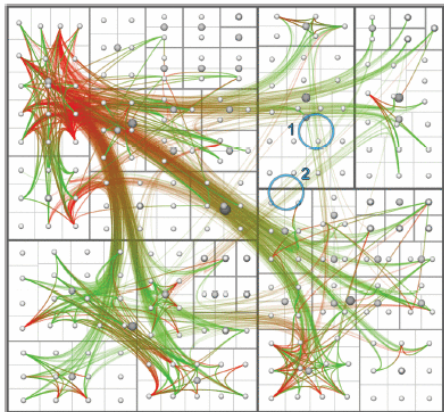
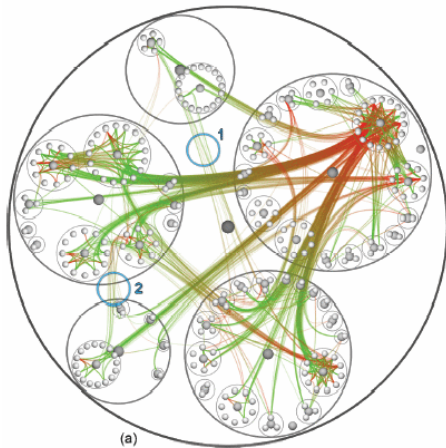
- ▶ bundling strength



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

Hierarchical Edge Bundling

- ▶ (mostly) agnostic to layout



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

Critique

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

Space vs. Time: Showing Change

literal

abstract

← →
time for time space for time

- ▶ animation: show time using temporal change
 - ▶ good: show process



[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg]

Space vs. Time: Showing Change

literal

abstract

← →
time for time space for time

- ▶ animation: show time using temporal change
 - ▶ good: show process
 - ▶ good: compare by flipping between two things



[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg]

[www.astroshow.com/ccdpho/pluto.gif]

Space vs. Time: Showing Change

literal

abstract

← →
time for time space for time

- ▶ animation: show time using temporal change
 - ▶ good: show process
 - ▶ good: compare by flipping between two things
 - ▶ bad: compare between many things



[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg]

[www.astroshow.com/ccdpho/pluto.gif]

Space vs. Time: Showing Change

literal

abstract

← →
time for time space for time

- ▶ animation: show time using temporal change
 - ▶ good: show process
 - ▶ good: compare by flipping between two things
 - ▶ bad: compare between many things
 - ▶ interference from intermediate frames



[www.geom.uiuc.edu/docs/outreach/oi/evert.mpg]

[www.astroshow.com/ccdpho/pluto.gif]

Space vs. Time: Showing Change

literal

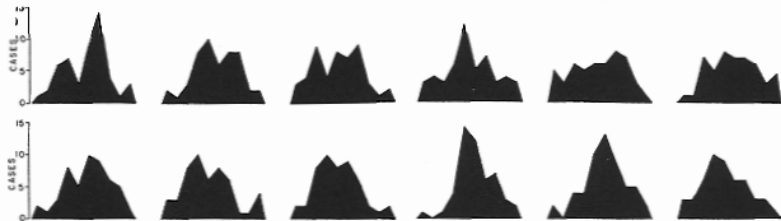
abstract



time for time

space for time

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



Space vs. Time: Showing Change

literal

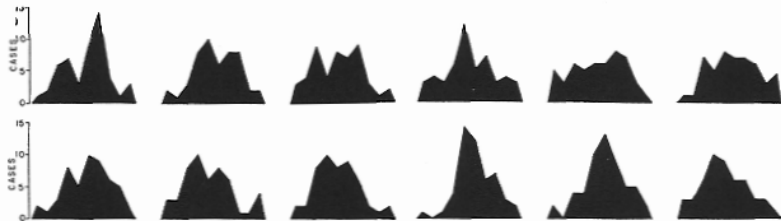
abstract



time for time

space for time

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



Space vs. Time: Showing Change

literal

abstract

← →
time for time space for time

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



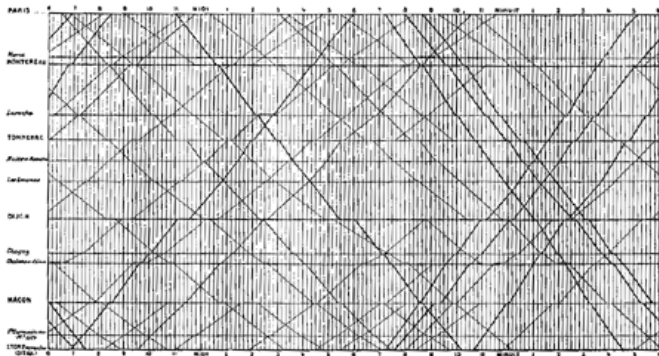
Animation vs. Small Multiples

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

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

Derived Spaces: Slope

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

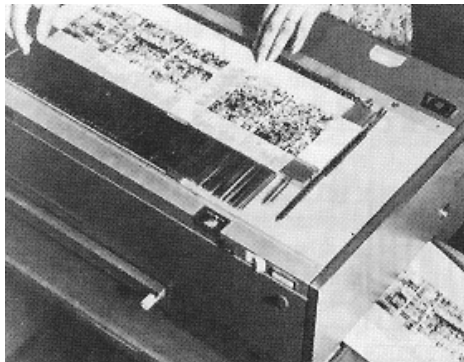


Sorting and Ordering

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

Manual Ordering: Bertin

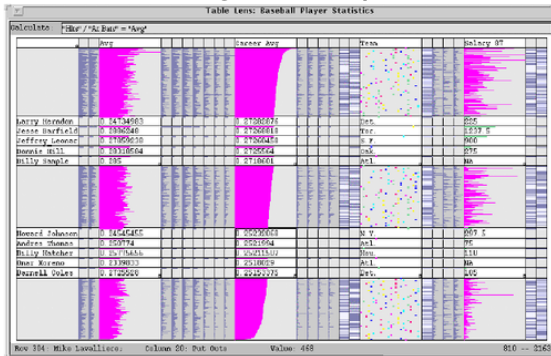
- ▶ reorderable matrices - manually!



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

Interactive Ordering: Table Lens

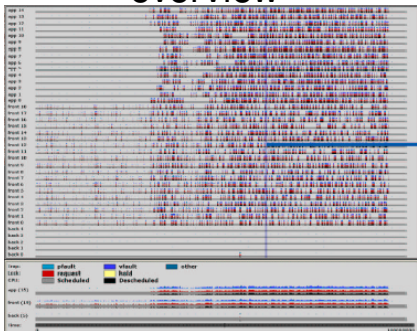
- ▶ click to sort by columns
- ▶ also, is focus+context approach
- ▶ demo: www.inxight.com/products/sdks/tl



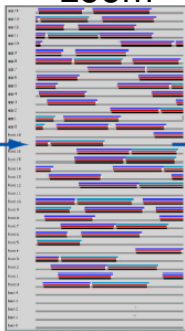
Interactive Ordering: Rivet

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

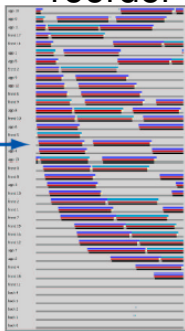
overview



zoom



reorder

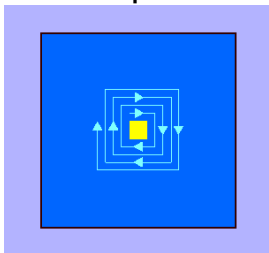


[Bosch, Performance Analysis and Visualization of Parallel Systems Using SimOS and Rivet: A Case Study, HPCA6, 2000.
graphics.stanford.edu/papers/rivet_argus]

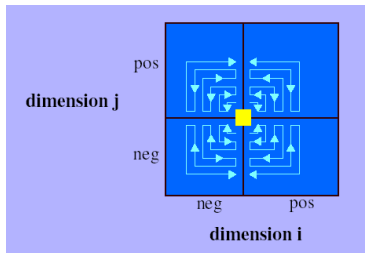
VisDB: Spacefilling Pixels

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

spiral



2D

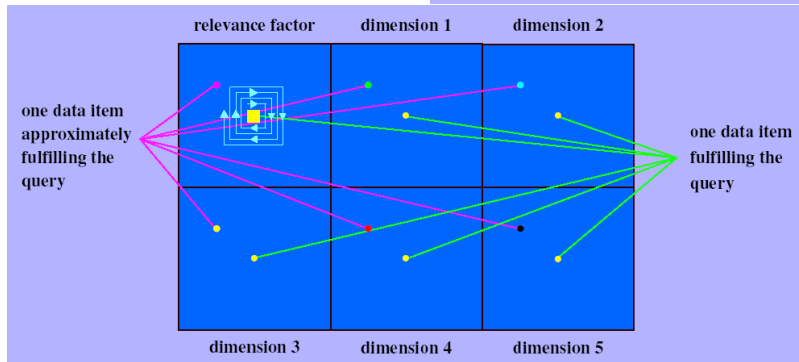
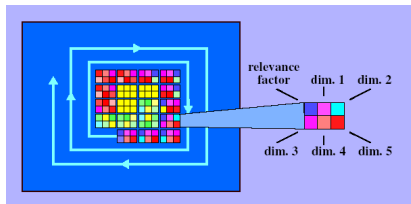


[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps]

VisDB Windows

grouped dimensions

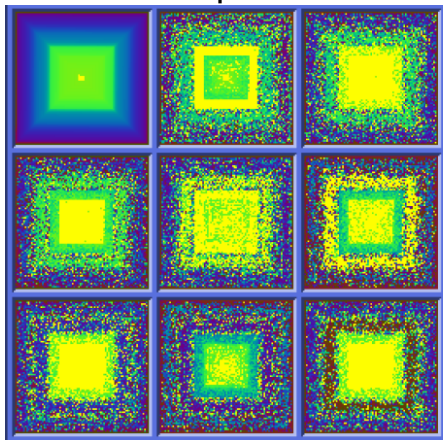
separate dimensions



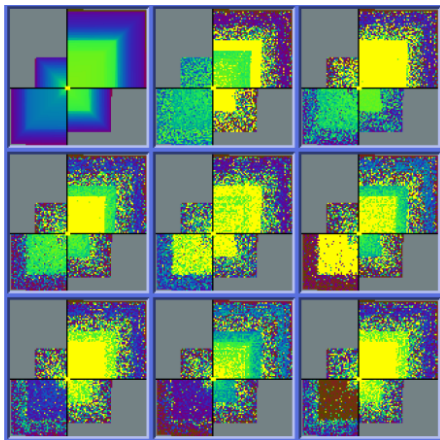
[VisDB: Database Exploration using Multidimensional Visualization, Keim and Kriegel, IEEE CG&A, 1994 www.dbs.informatik.uni-muenchen.de/dbs/projekt/papers/visdb.ps]

VisDB Results: Separate Dimensions

spiral

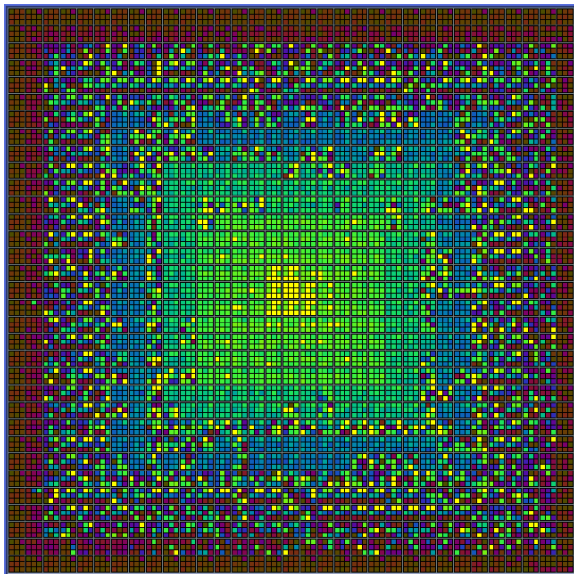


2D



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

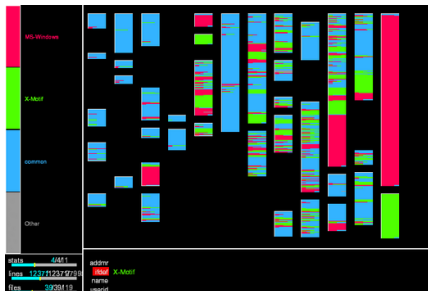
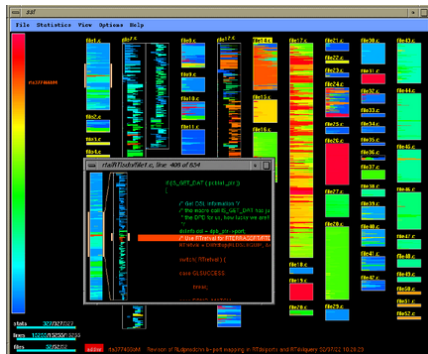
VisDB Results: Grouped Dimensions



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

Another Pixel-Oriented Example

- ▶ SeeSoft from AT&T



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

VisDB Critique

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