

# Week 3:

# Color, Spatial Data

**Tamara Munzner**

Department of Computer Science

**University of British Columbia**

*JRNL 520H, Special Topics in Contemporary Journalism: Data Visualization*

*Week 3: 27 September 2016*

<http://www.cs.ubc.ca/~tmm/courses/journal6>

# Whereabouts

- Caitlin on travel this week and next week
  - don't expect email answers until she returns; email Tamara instead!
- Tamara on travel Thu Sep 30 - Mon Oct 3
  - at Stanford Fri/Sat to give keynote at the Computation & Journalism symposium <http://journalism.stanford.edu/cj2016/>
  - will still be answering email
  - no office hours in Sing Tao this week
    - by appointment with Tamara in ICICS/CS bldg Room X661
      - email [tmm@cs.ubc.ca](mailto:tmm@cs.ubc.ca) to arrange (late afternoon today or Wed are only possible times)
- Tamara on travel Thu Oct 6 - Mon Oct 10
  - in Portland Fri/Sat to give another keynote, will still be answering email
  - short office hours in Sing Tao next week: 12:30-1:30pm

# News

- Assign 1 marks sent out by email
  - max 97, min 73, avg 86
  - major sources of analysis problems:
    - absolute vs relative data: February has fewer days
    - missing data: final month (Aug) was incomplete
- Assign 2 updated Sat Sep 24
  - email went out in three rounds - did everybody receive it?
  - thanks to Curtis and Emi for reporting bug to us!
- Today's format
  - interleave foundations & demos
    - Tamara will walk through Tableau demos
    - you follow along step by step on your own laptop
    - Tamara will take breaks to rove the room to help out folks who get stuck

**Last Time**

# Arrange space: Visual encoding for tables

## Encode

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### ➔ Arrange

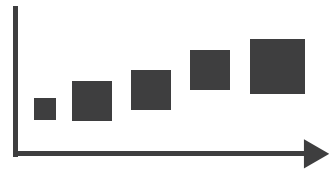
➔ Express



➔ Separate



➔ Order



➔ Align



# Demo I: Back to the Future

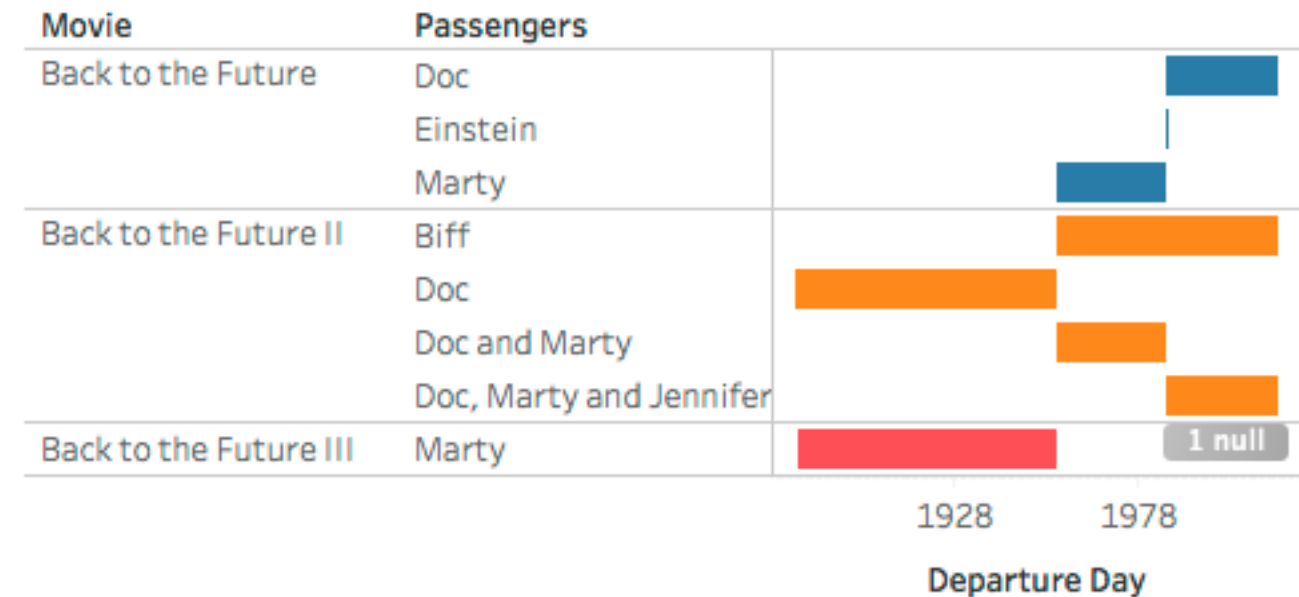
- **Tableau Lessons**

- simple analytics: totals
- more disaggregation practice
- Show Me

- **Big Ideas**

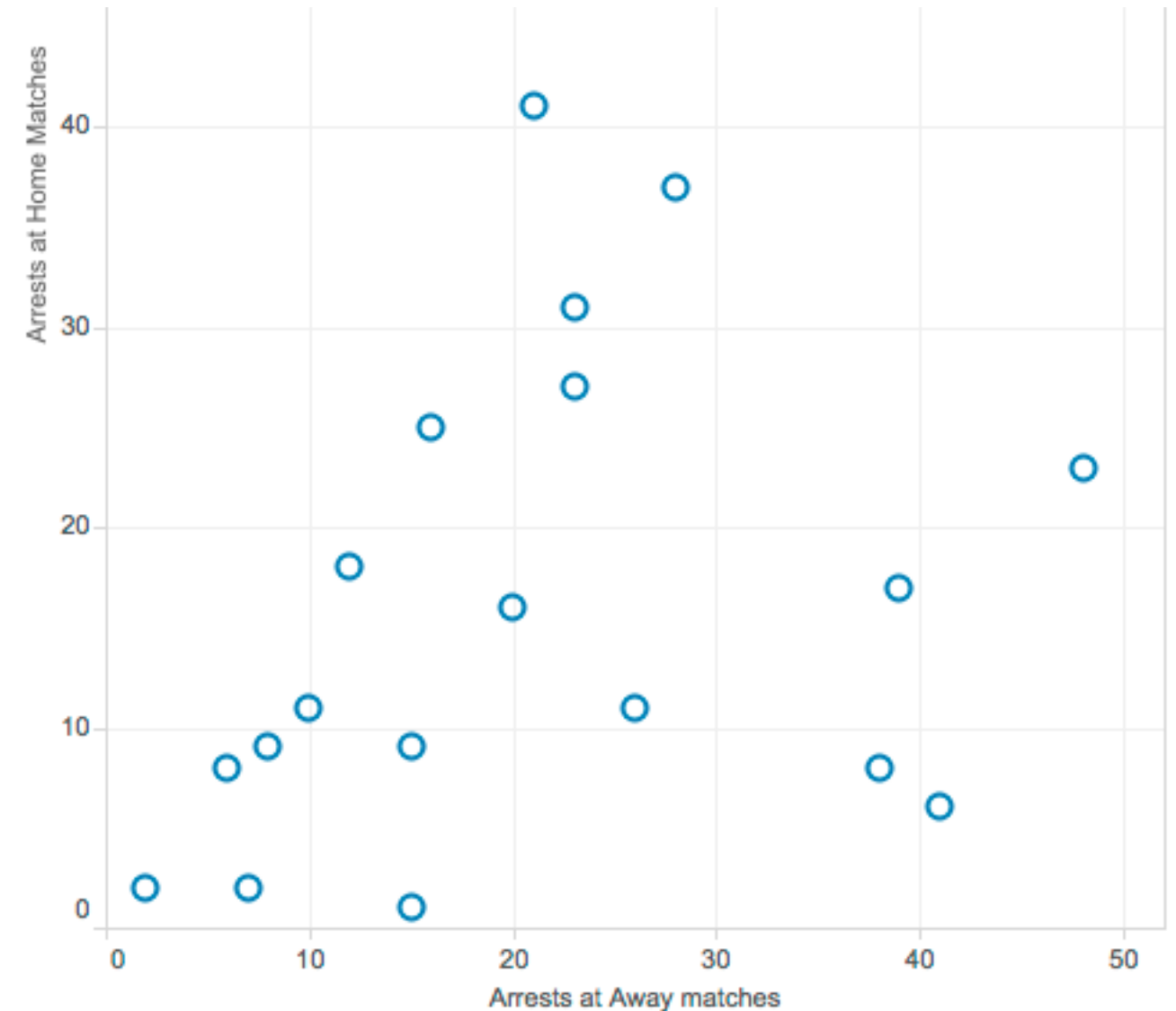
- beyond simple bars
- challenges of missing data

Gantt Chart: Back to the Future trips



# Demo 2: Arrests Premiere League

- Tableau Lessons
  - visual encoding practice
  - more filters practice
  - dual axes
- Big Ideas
  - outlier removal for subsequent data analysis
- Life Lessons
  - don't be a jerk at sporting events!



# Demo 3: Market Share

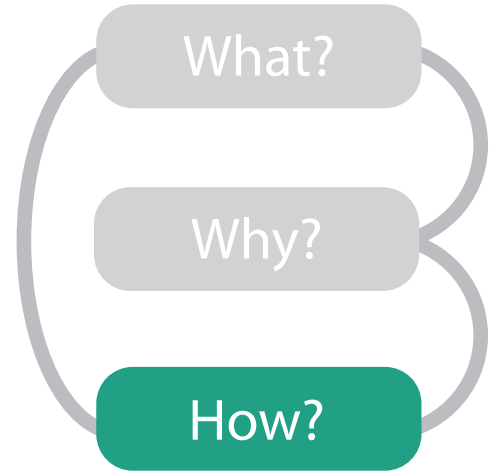
- work through this on your own if you want practice!
  - we didn't have time to do together in class
  - straw poll: how many of you did this already?
- Tableau Lessons
  - more practice with changing visual encodings
  - highlighting individual items
- Big Ideas
  - different patterns result in different insights



**Color**

# Idiom design choices: Encode

## Encode

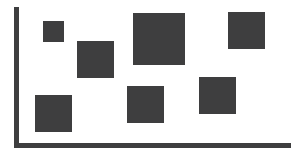


### → Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



### → Map

from **categorical** and **ordered** attributes

→ Color

→ Hue



→ Saturation



→ Luminance



→ Size, Angle, Curvature, ...



→ Shape

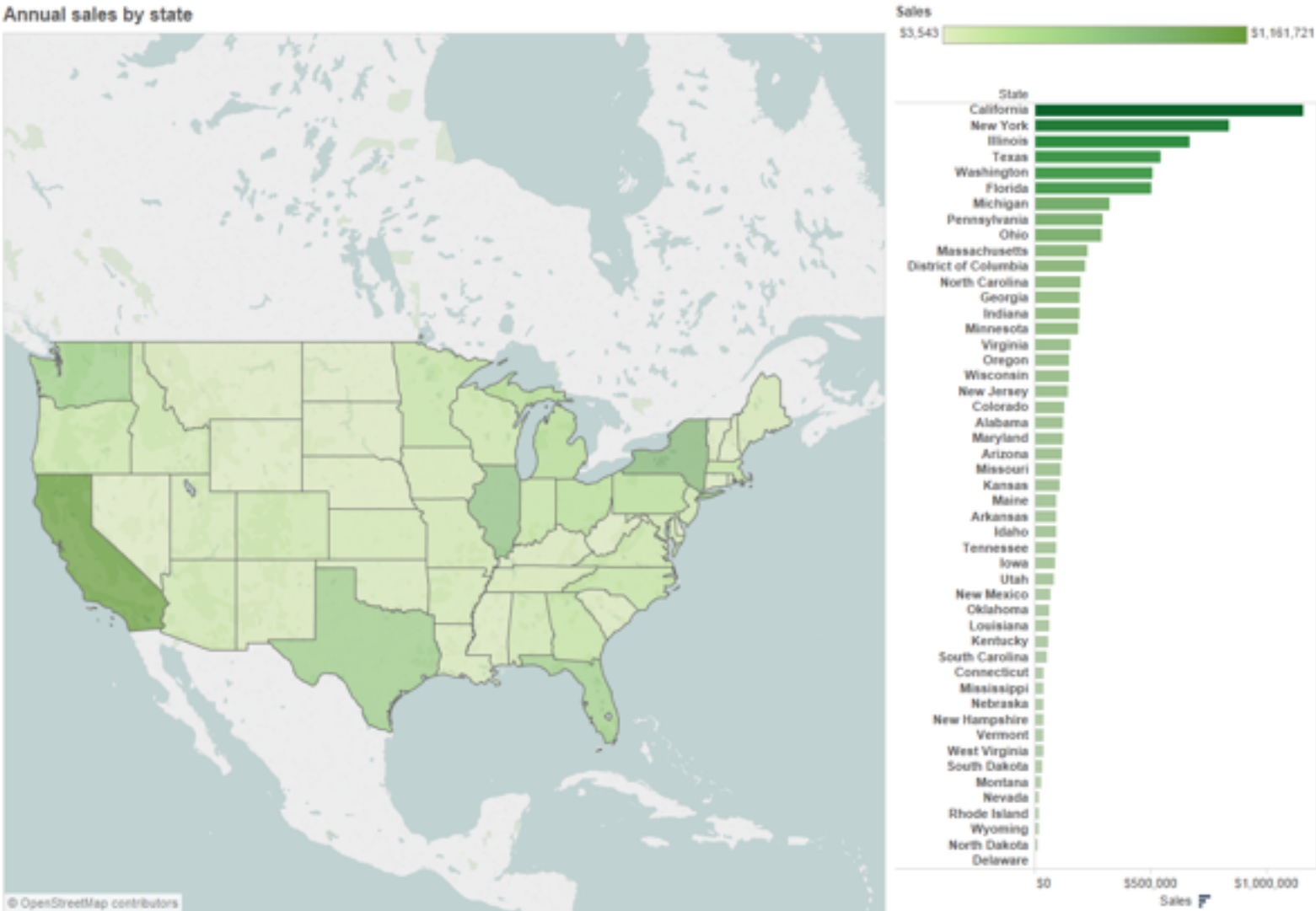
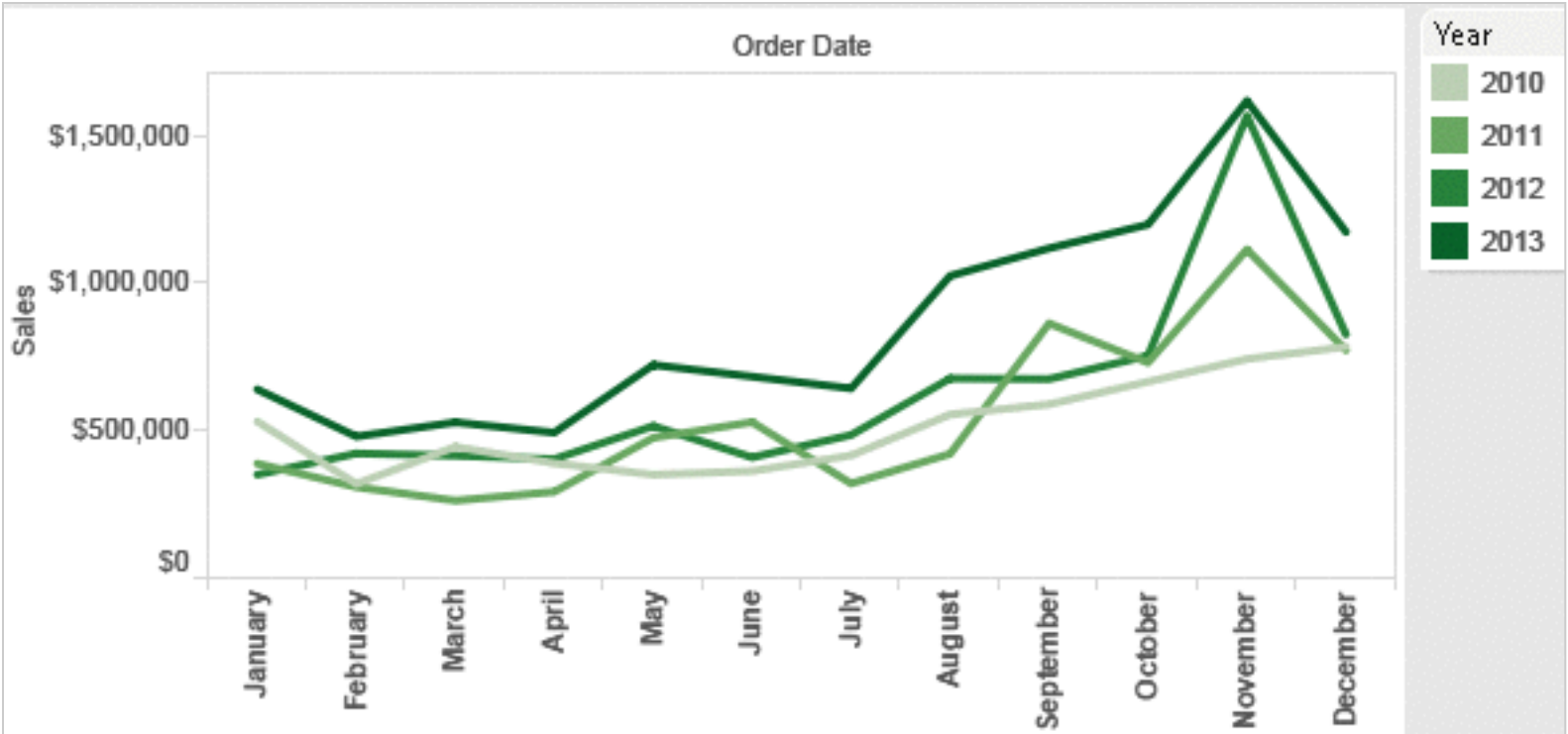
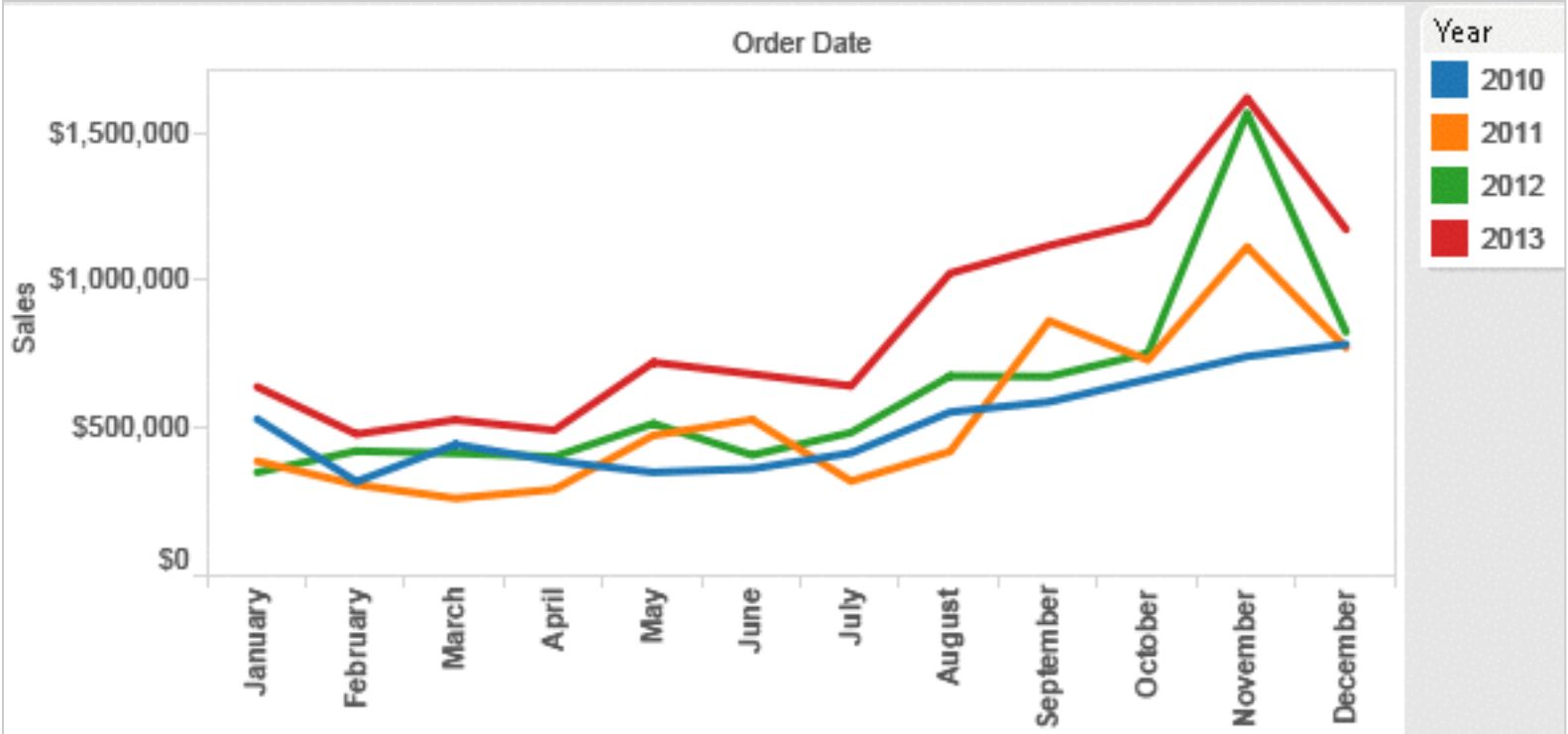


→ Motion

*Direction, Rate, Frequency, ...*



# Categorical vs ordered color



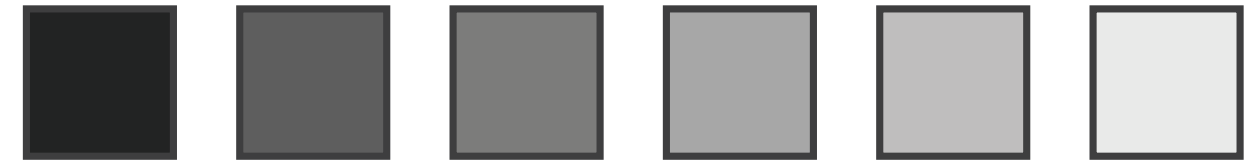
[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]

# Color: Luminance, saturation, hue

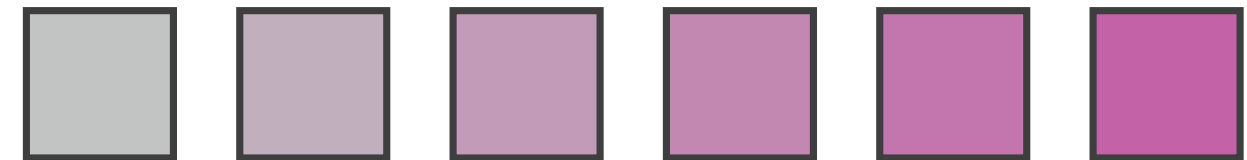
- 3 channels
  - identity for categorical
    - hue
  - magnitude for ordered
    - luminance
    - saturation
- RGB: poor for encoding
- HSL: better, but beware
  - lightness  $\neq$  luminance



Luminance



Saturation



Hue

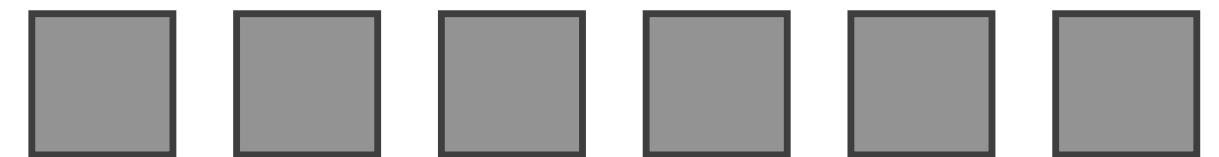


Corners of the RGB color cube

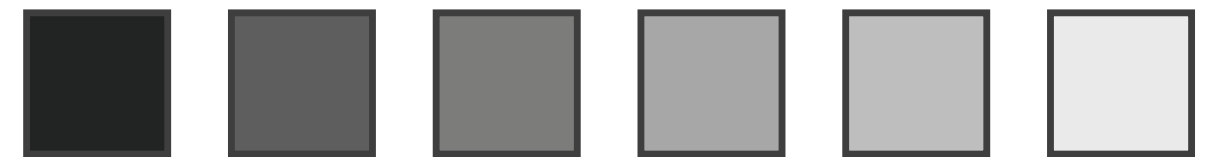


L from HLS

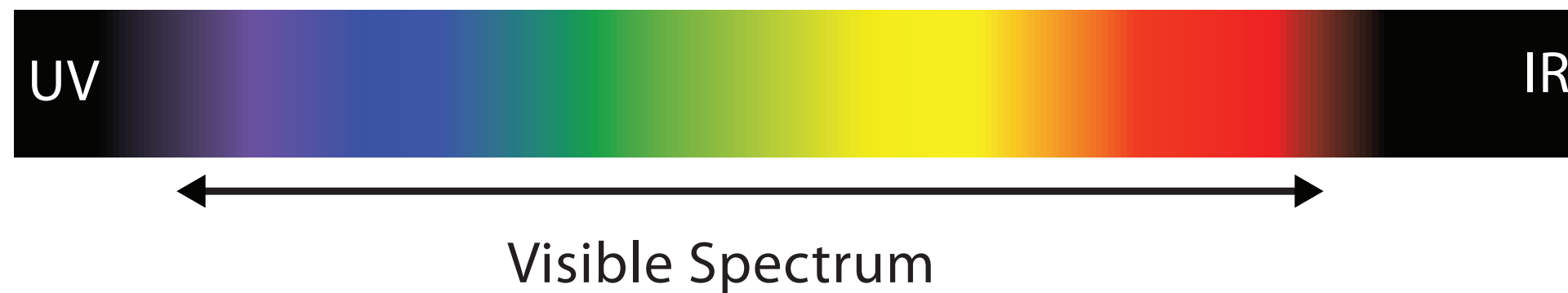
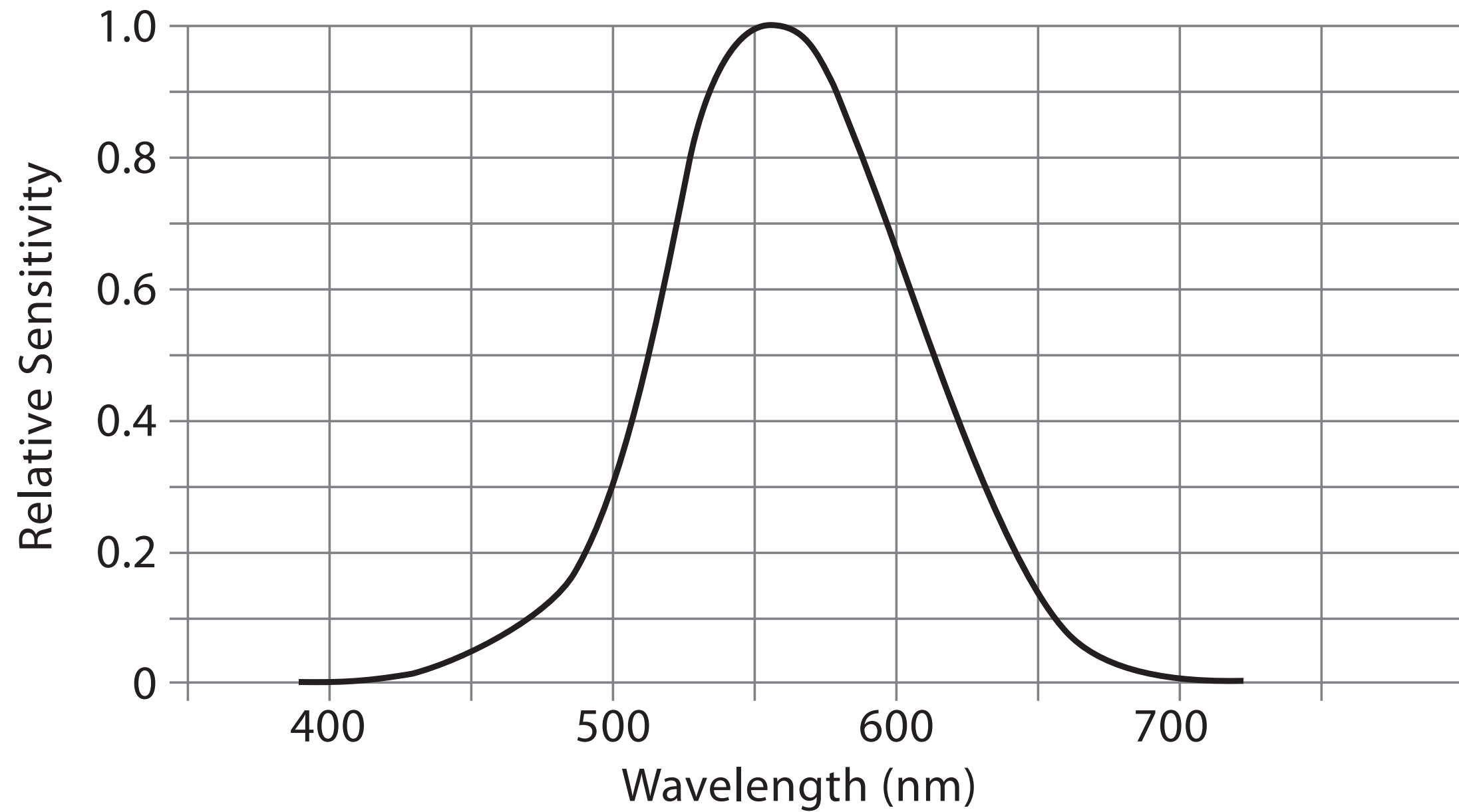
All the same



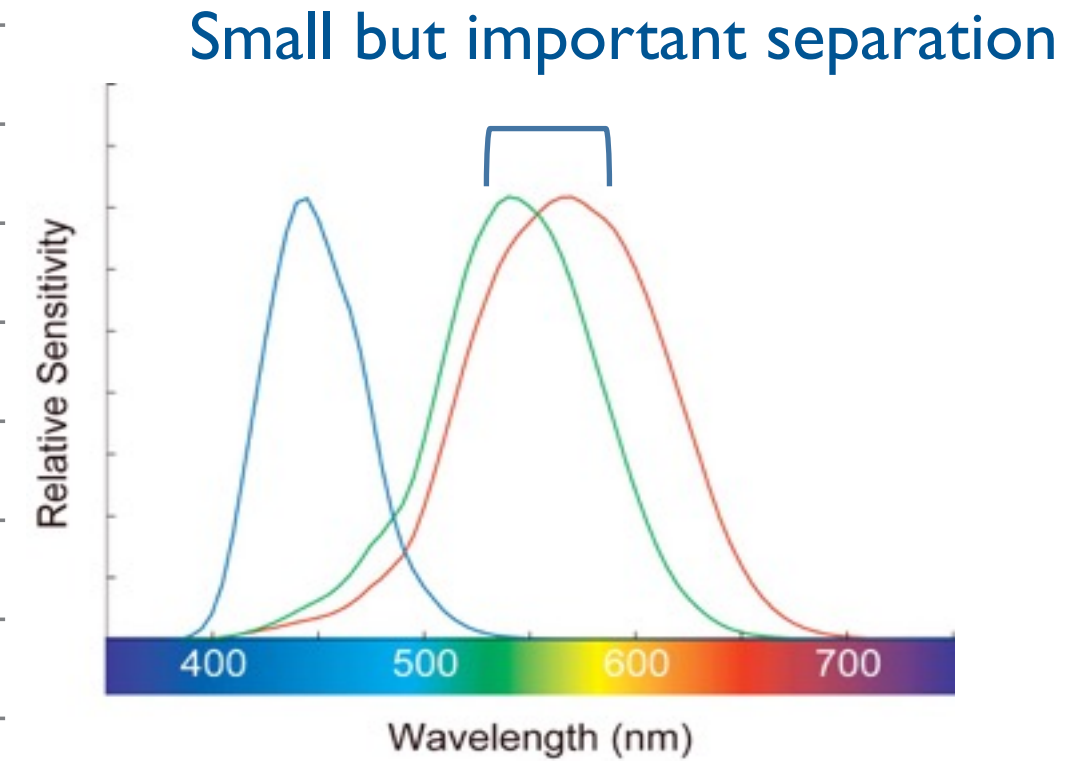
Luminance values



# Spectral sensitivity

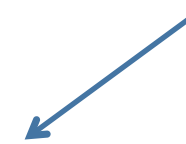


# & three cone types

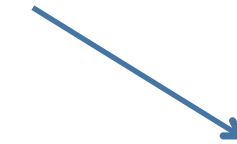


# Opponent color and color deficiency

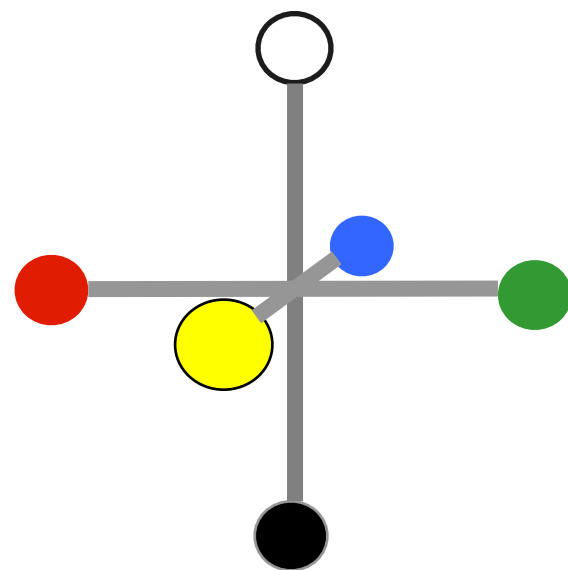
- 3 cones processed before optic nerve
  - one achromatic luminance channel L
    - edge detection through luminance contrast
  - two chroma channels, R-G and Y-B axis
- “color blind” if one axis has degraded acuity
  - 8% of men are red/green color deficient
  - blue/yellow is rare



Lightness information



Color information



*[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]*

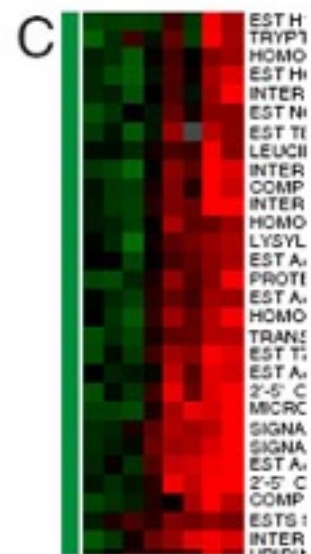
# Designing for color deficiency: Check with simulator



**Normal  
vision**

**Deuteranope Protanope**

**Tritanope**

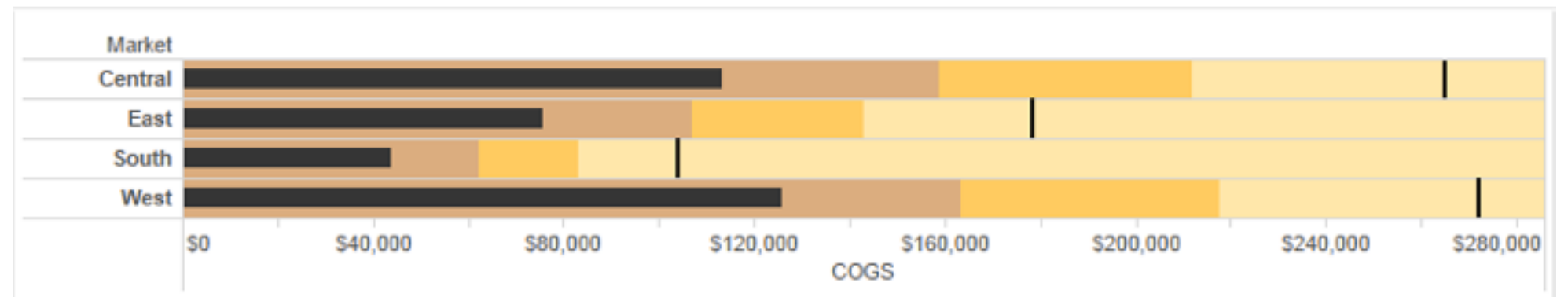
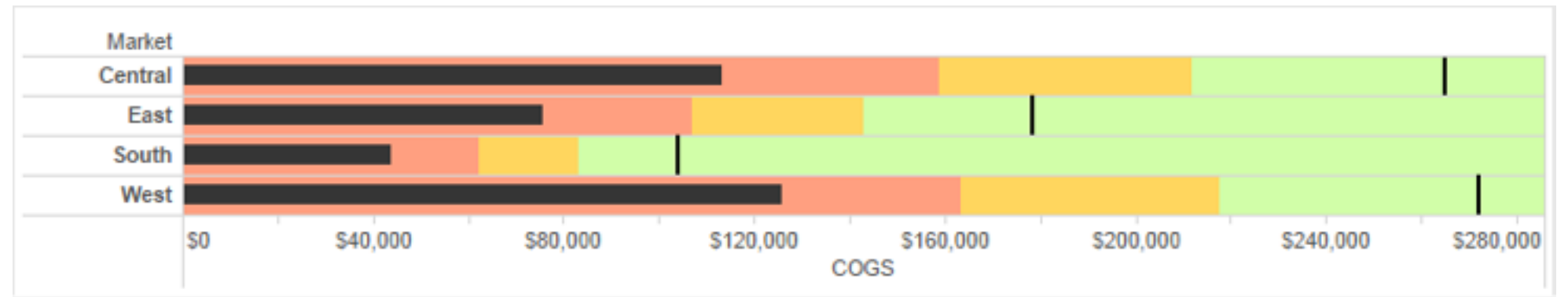
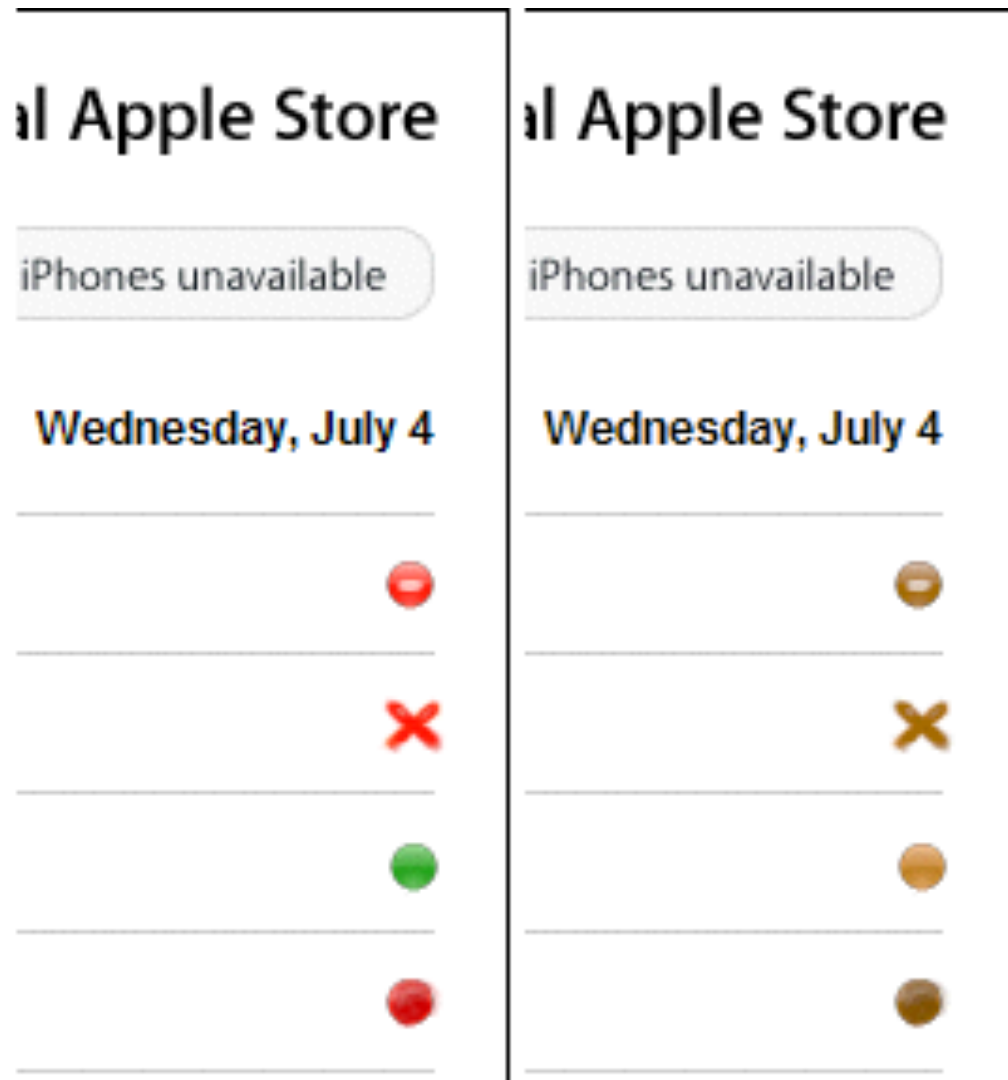


<http://rehue.net>

*[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]*

# Designing for color deficiency: Avoid encoding by hue alone

- redundantly encode
  - vary luminance
  - change shape



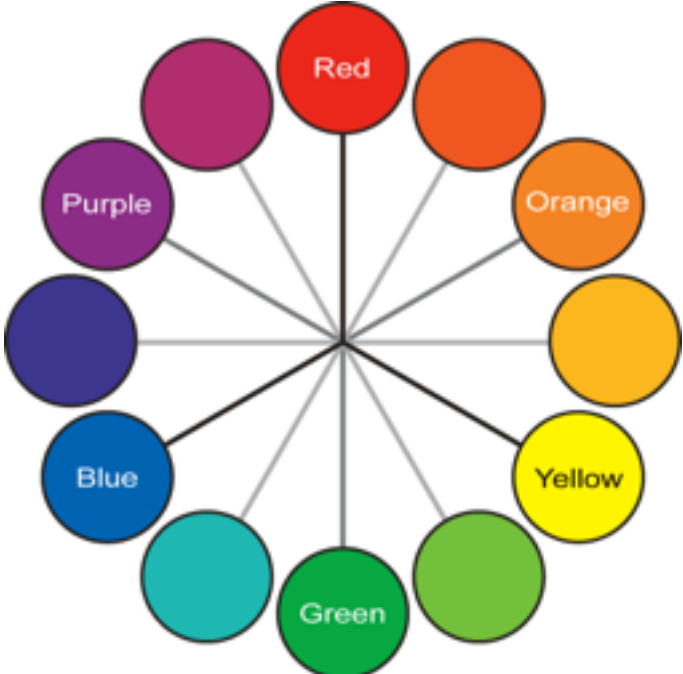
Deuteranope simulation

Change the shape

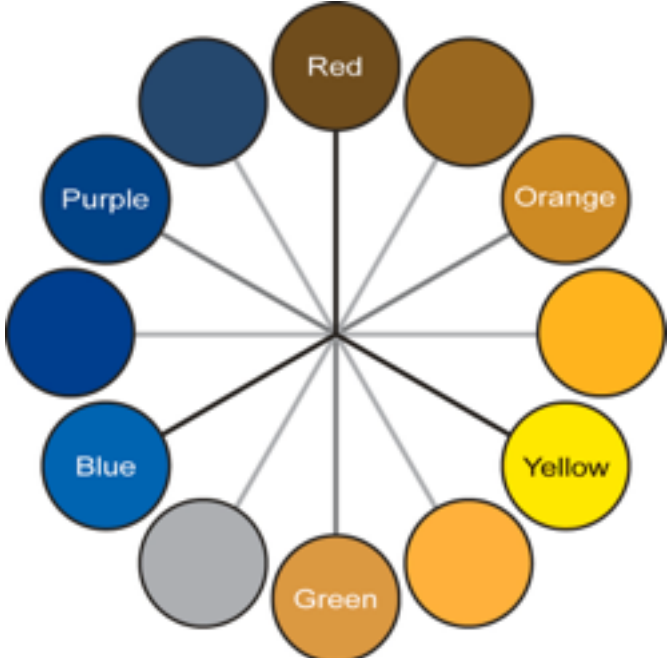
Vary luminance



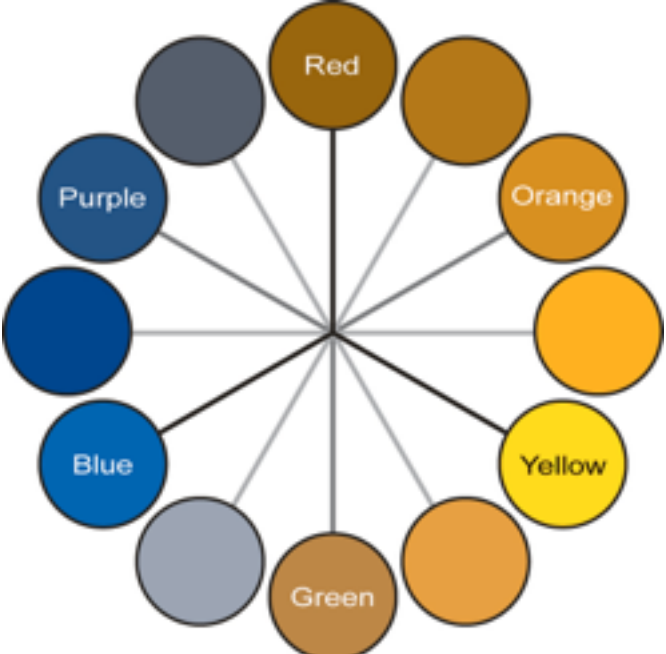
# Color deficiency: Reduces color to 2 dimensions



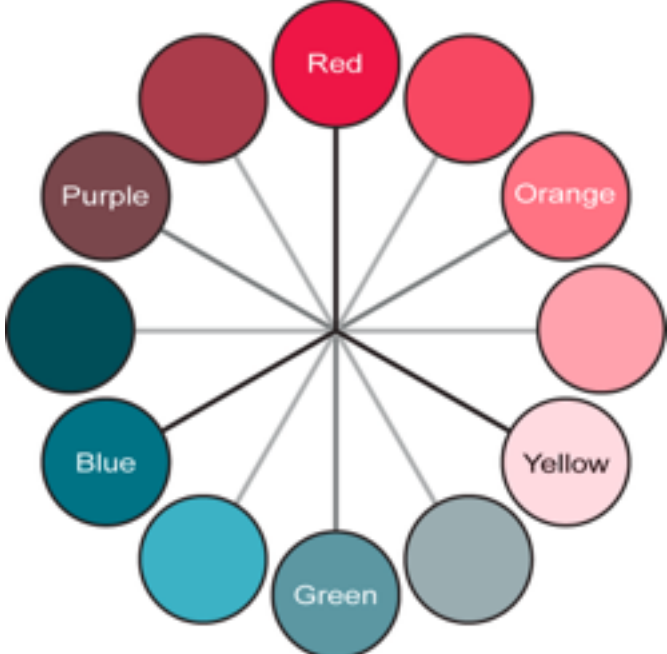
**Normal**



**Protanope**



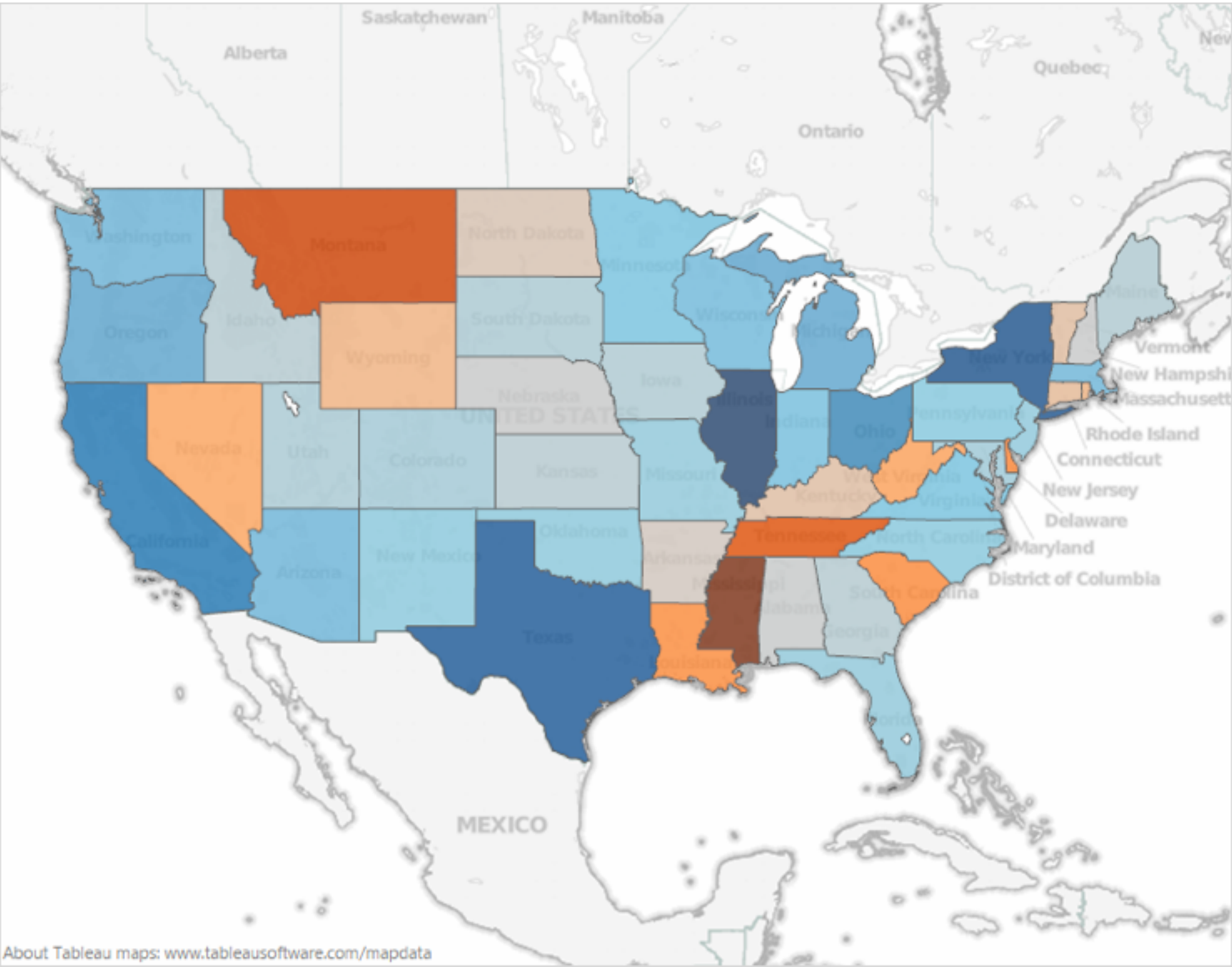
**Deuteranope**



**Tritanope**

[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]

# Designing for color deficiency: Blue-Orange is safe



[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]

# Color/Lightness constancy: Illumination conditions

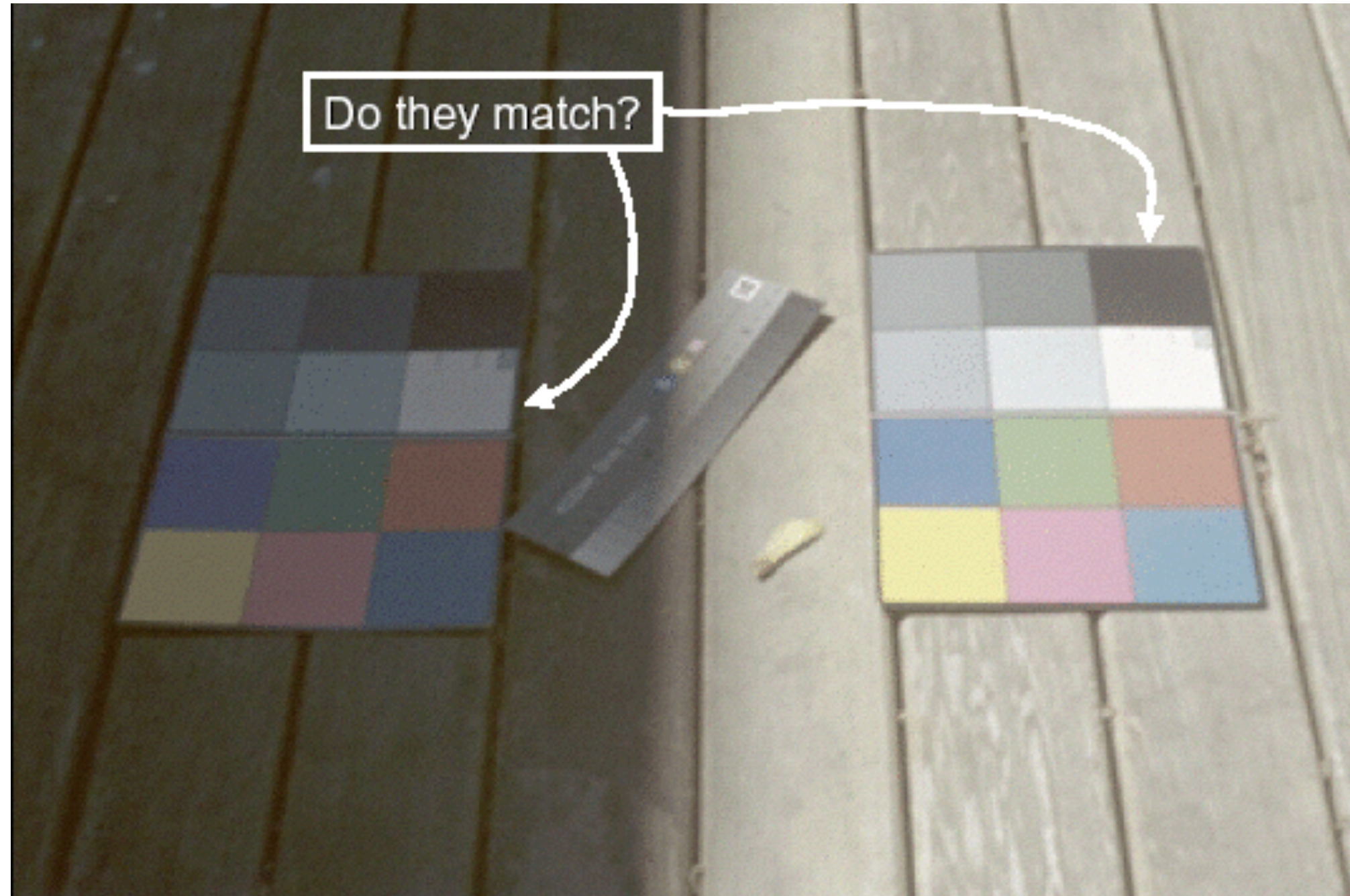


Image courtesy of John McCann

# Color/Lightness constancy: Illumination conditions

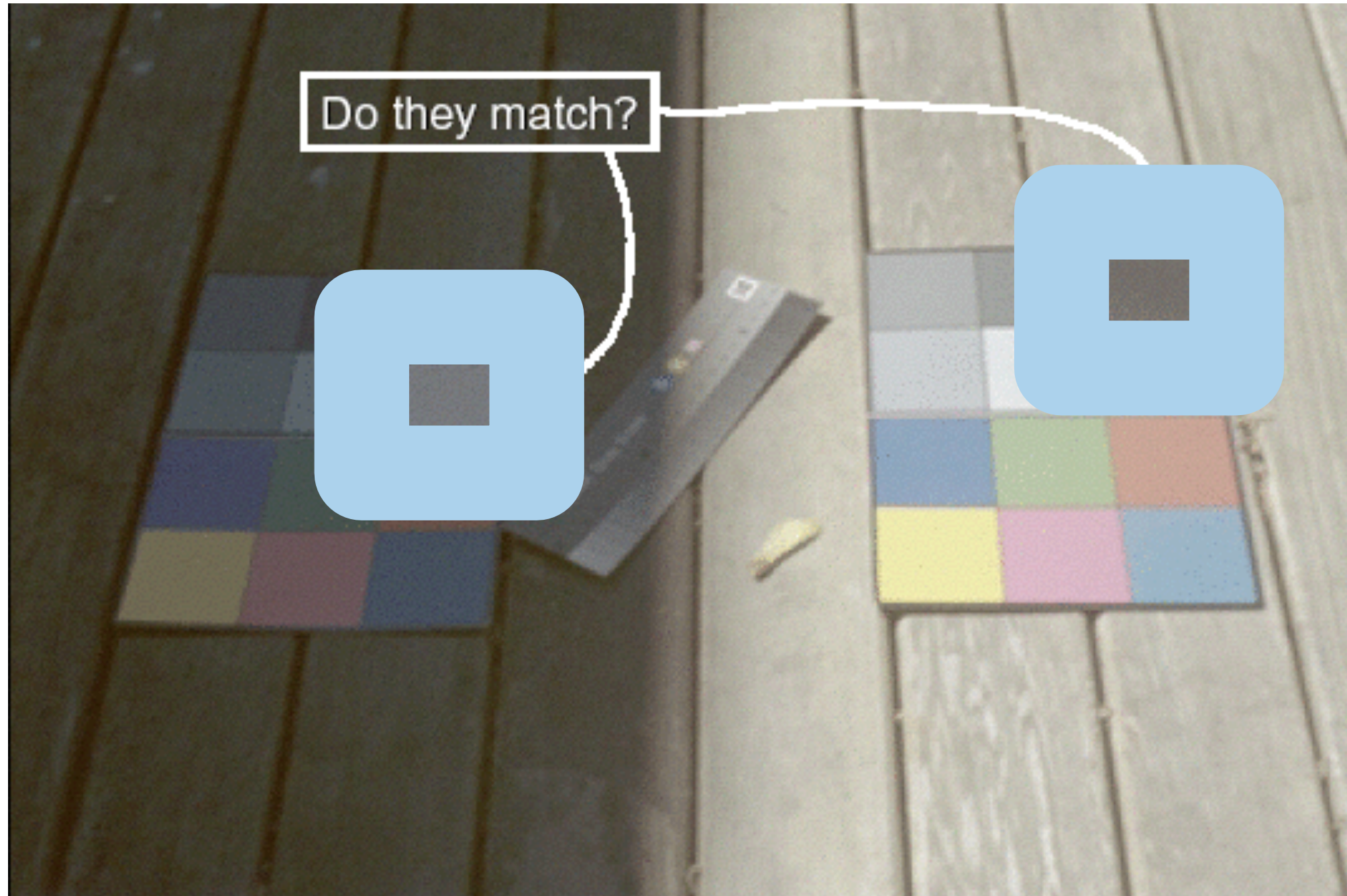
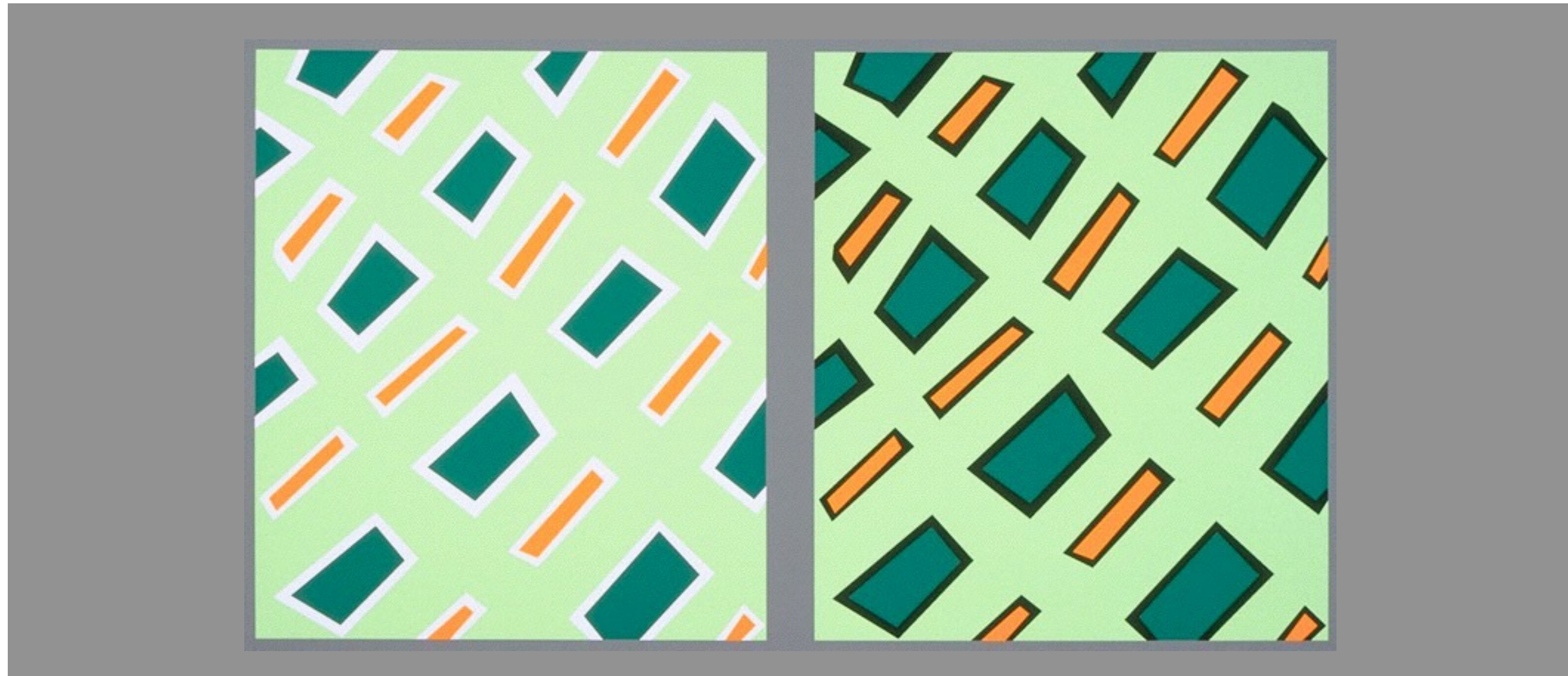


Image courtesy of John McCann

# Bezold Effect: Outlines matter

- color constancy: simultaneous contrast effect



*[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]*

# Colormaps

→ Categorical



→ Ordered

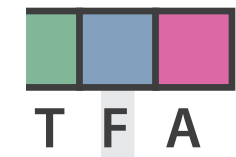
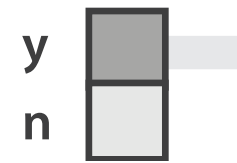
→ *Sequential*



→ *Diverging*

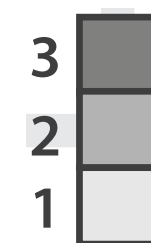
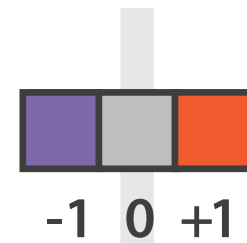


Binary



Categorical

Diverging



Sequential

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

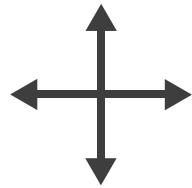
→ *Sequential*



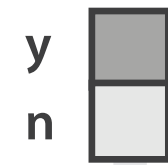
→ *Diverging*



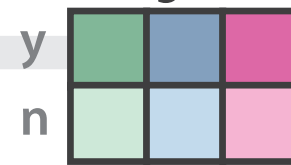
→ Bivariate



**Binary**

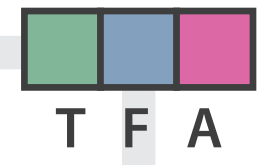


*Categorical*

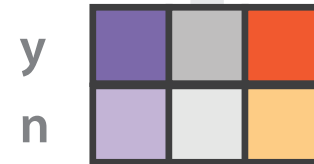


*Binary*

**Categorical**

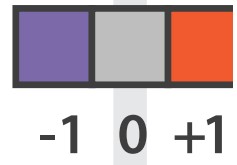


*Diverging*

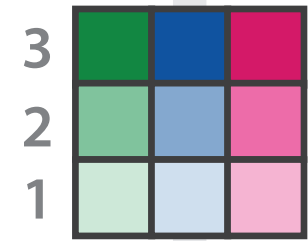


*Binary*

**Diverging**

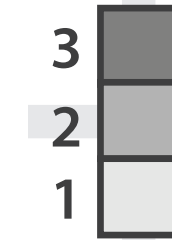


*Categorical*



*Sequential*

**Sequential**



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

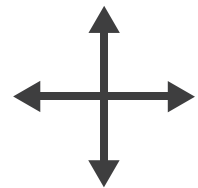
→ Sequential



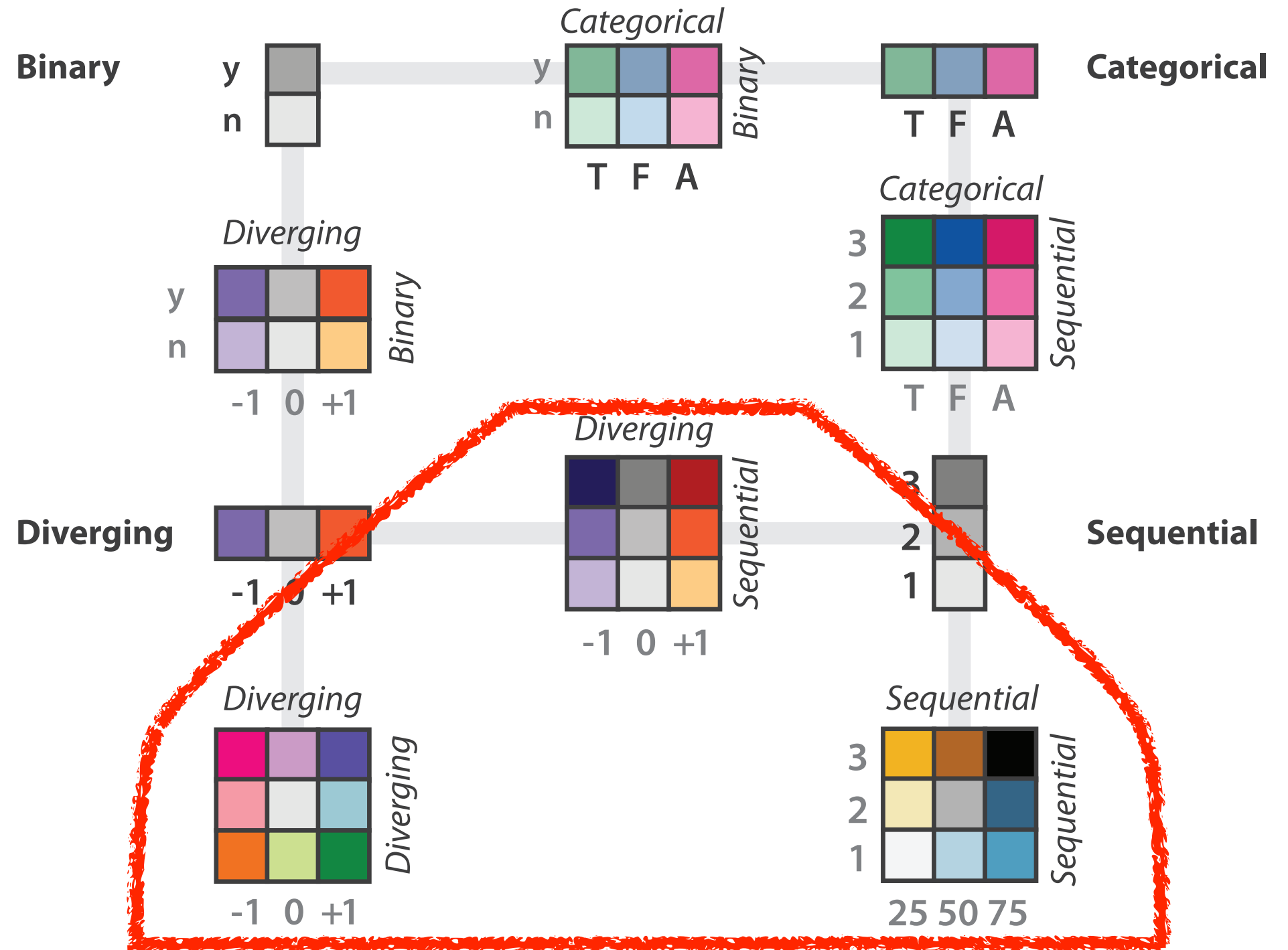
→ Diverging



→ Bivariate



use with care!



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



# Colormaps

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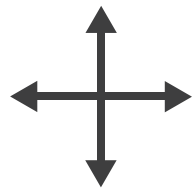
→ Sequential



→ Diverging



→ Bivariate



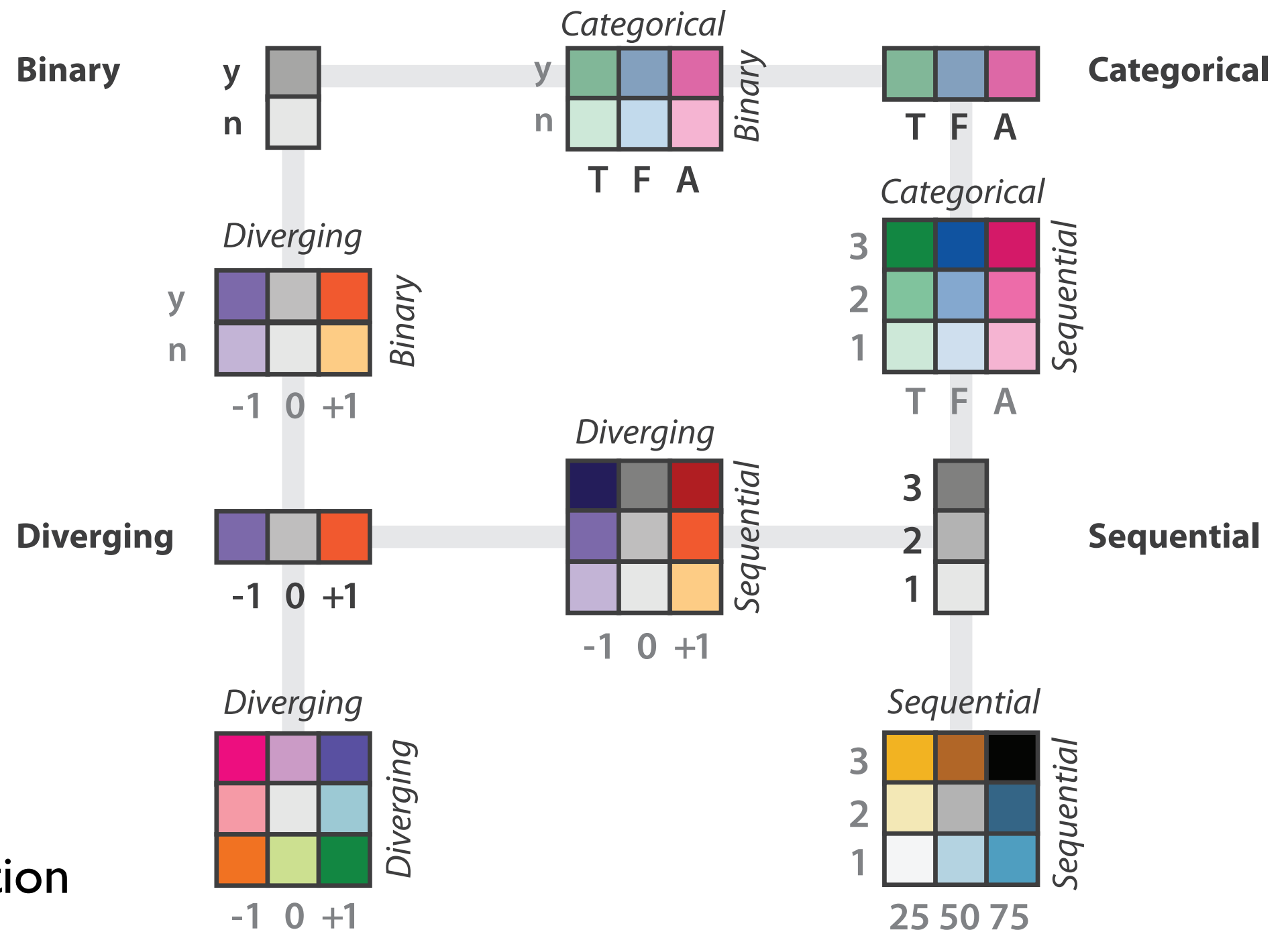
- color channel interactions

- size heavily affects salience

- small regions need high saturation
- large need low saturation

- saturation & luminance: 3-4 bins max

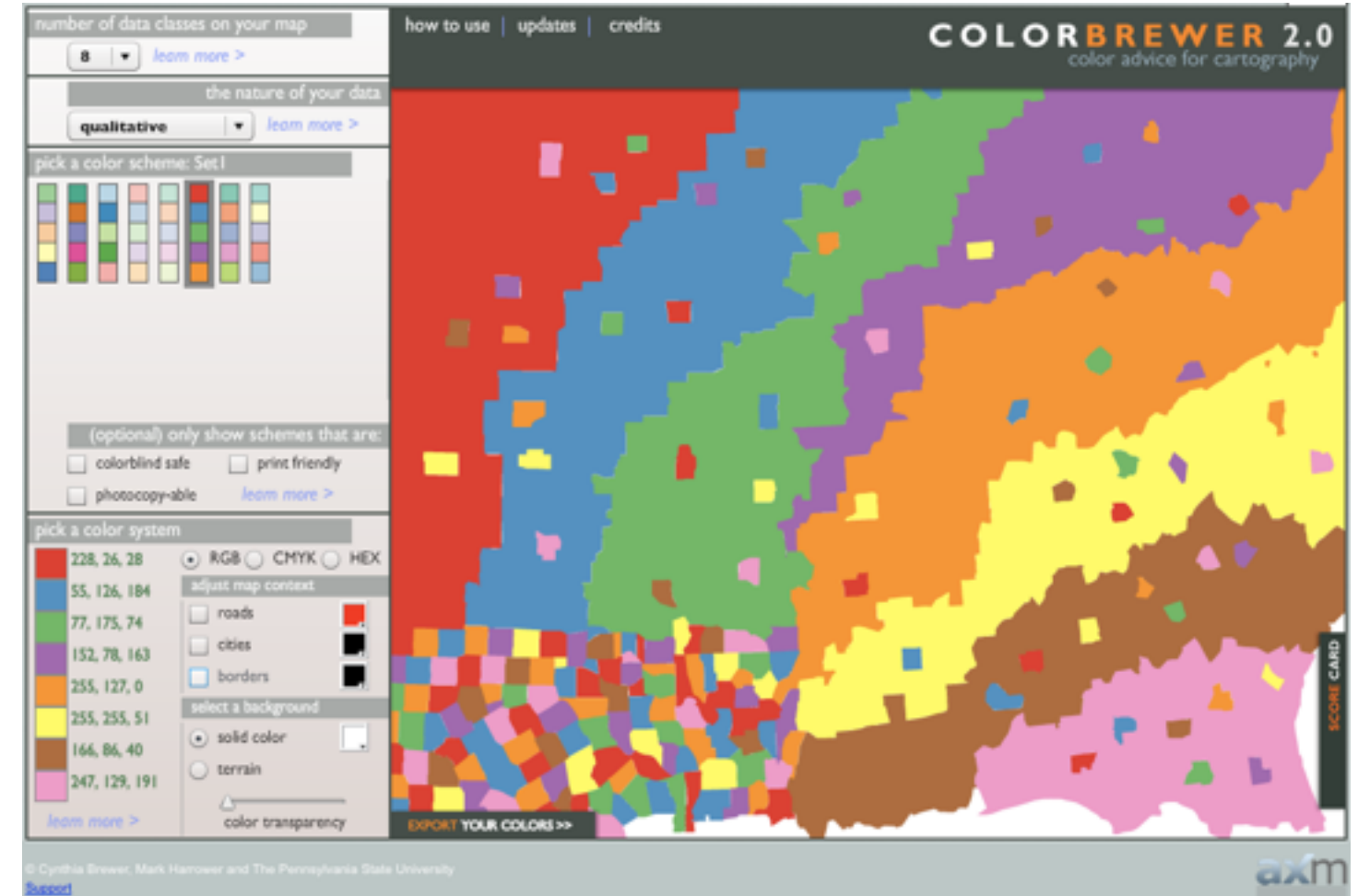
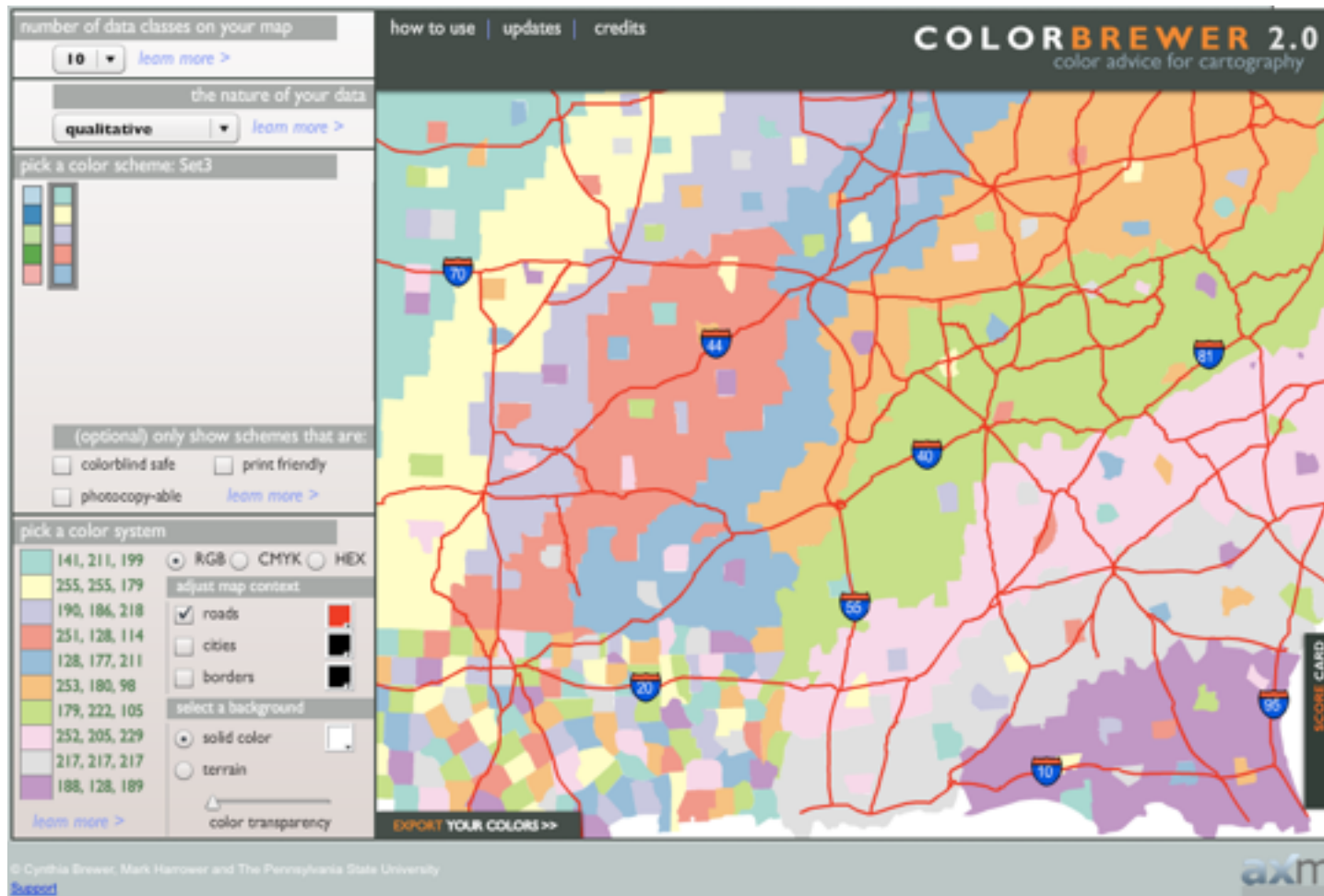
- also not separable from transparency



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

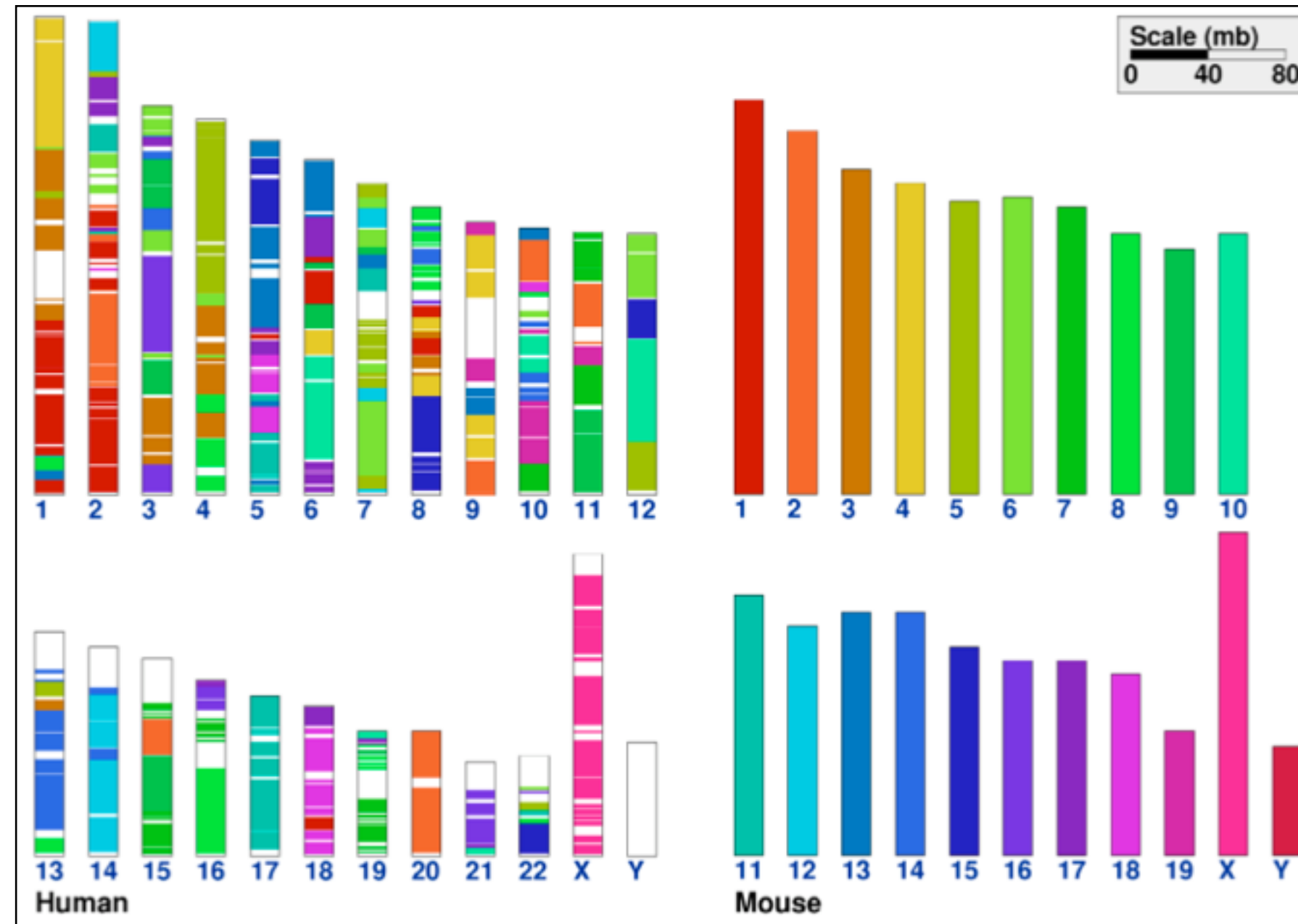
# ColorBrewer

- <http://www.colorbrewer2.org>
- saturation and area example: size affects salience!



# Categorical color: Discriminability constraints

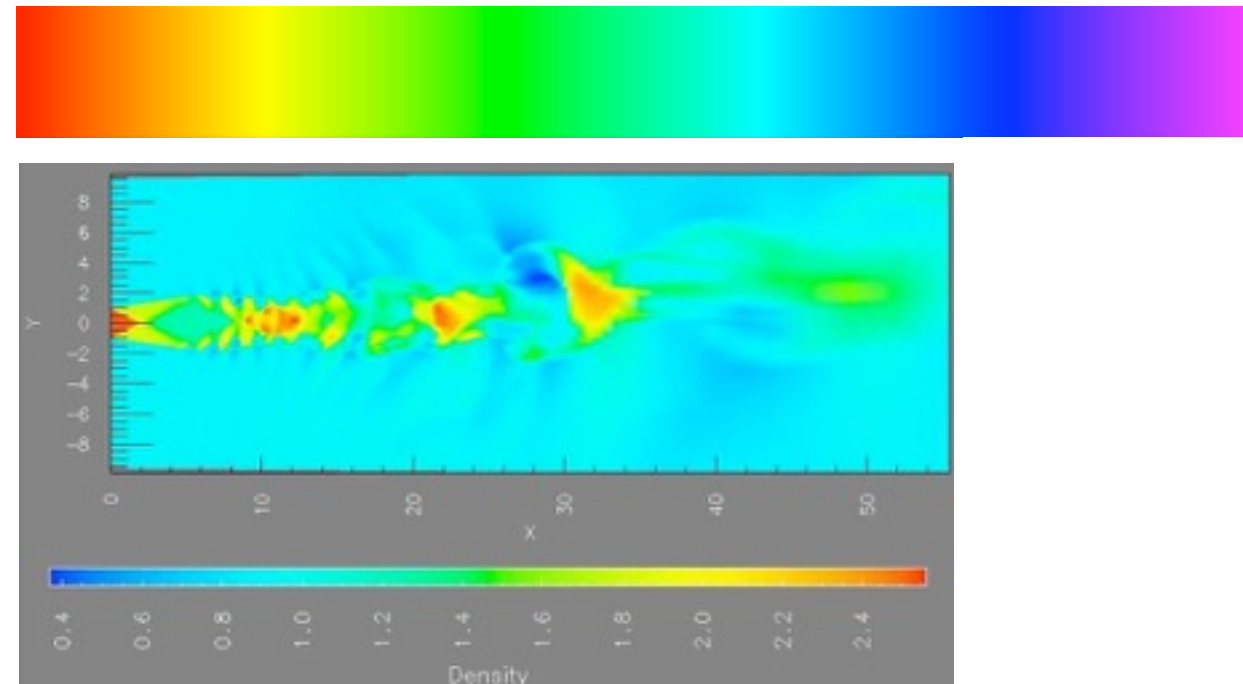
- noncontiguous small regions of color: only 6-12 bins



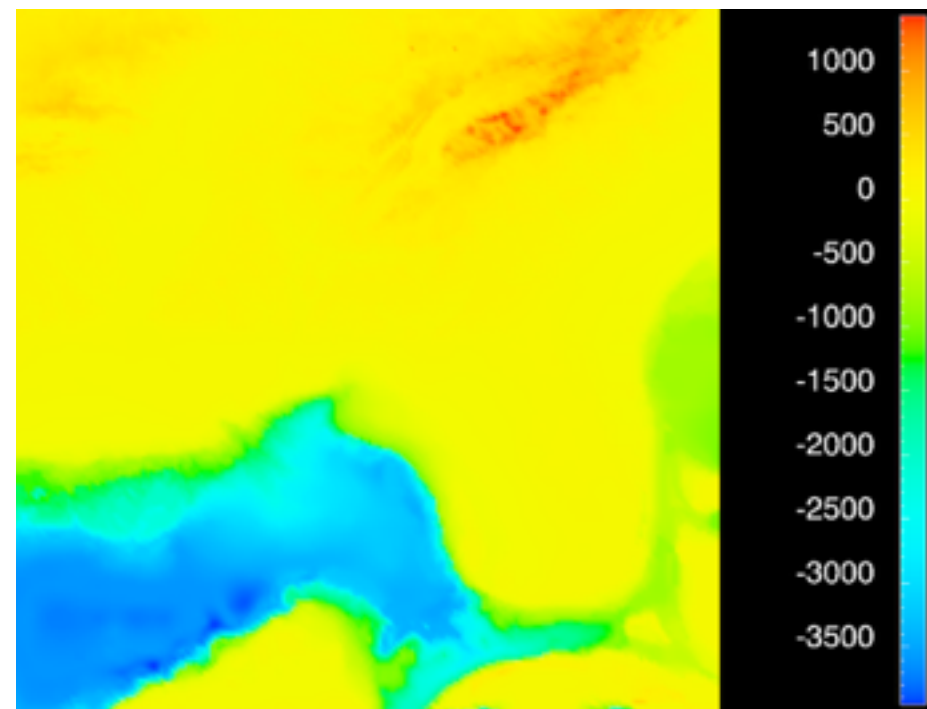
[Cinteny: flexible analysis and visualization of synteny and genome rearrangements in multiple organisms. Sinha and Meller. BMC Bioinformatics, 8:82, 2007.]

# Ordered color: Rainbow is poor default

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



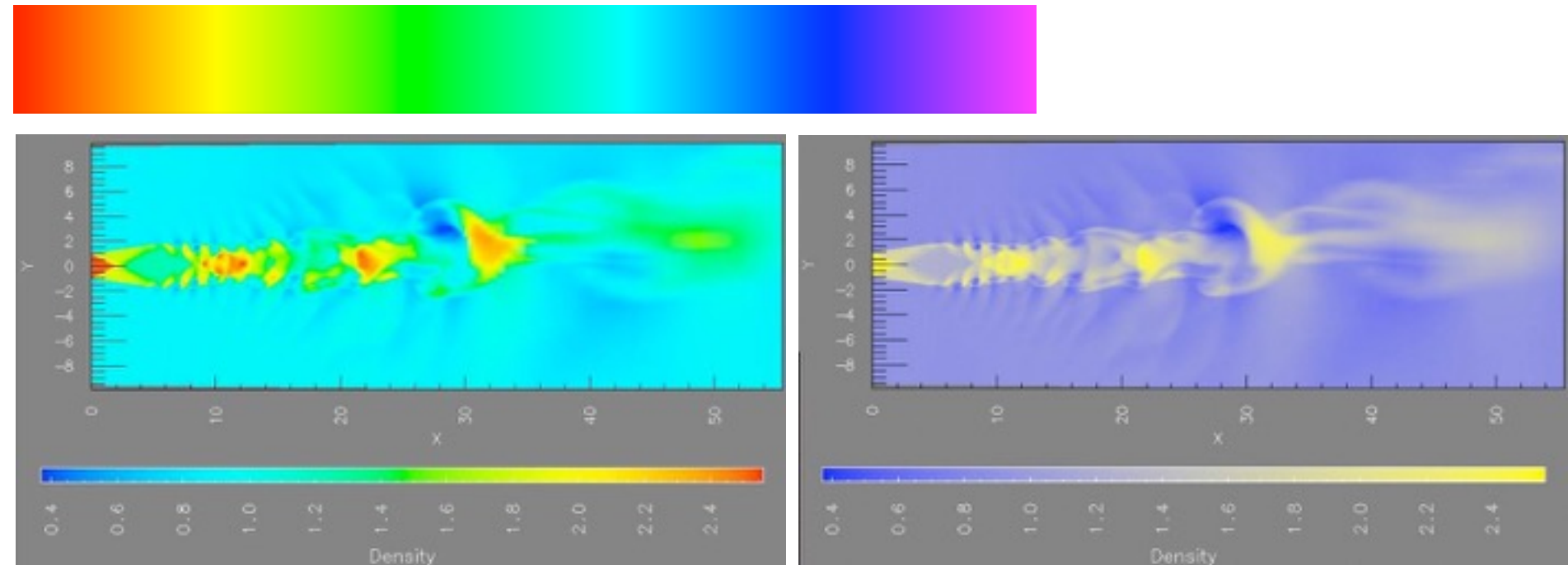
[A Rule-based Tool for Assisting Colormap Selection. Bergman, Rogowitz, and Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]



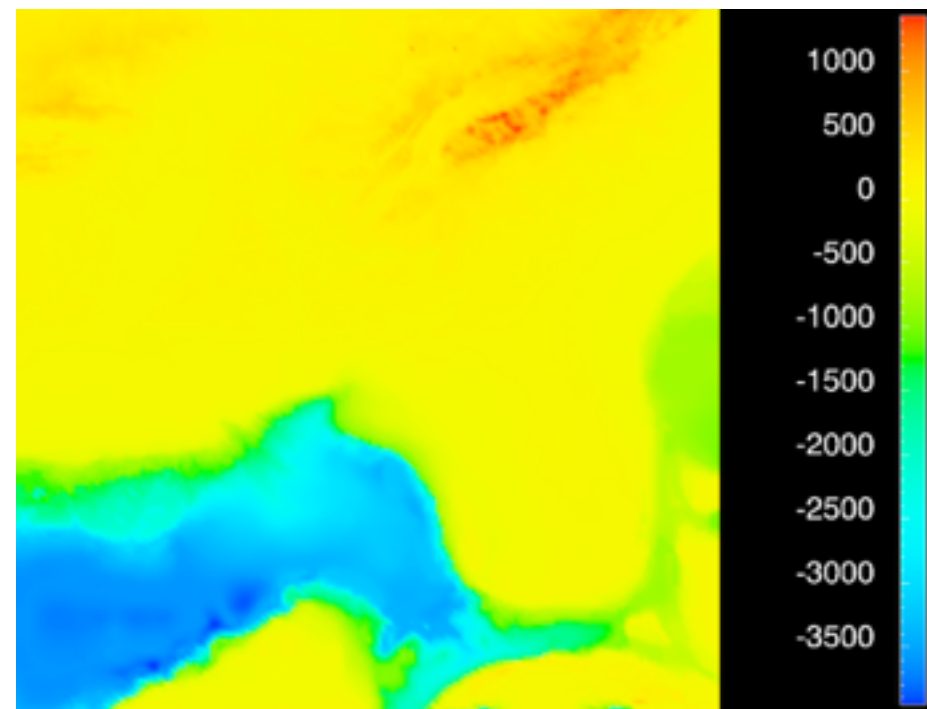
[Why Should Engineers Be Worried About Color? Treinish and Rogowitz 1998. <http://www.research.ibm.com/people/lloyd/color/color.HTM>]

# Ordered color: Rainbow is poor default

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



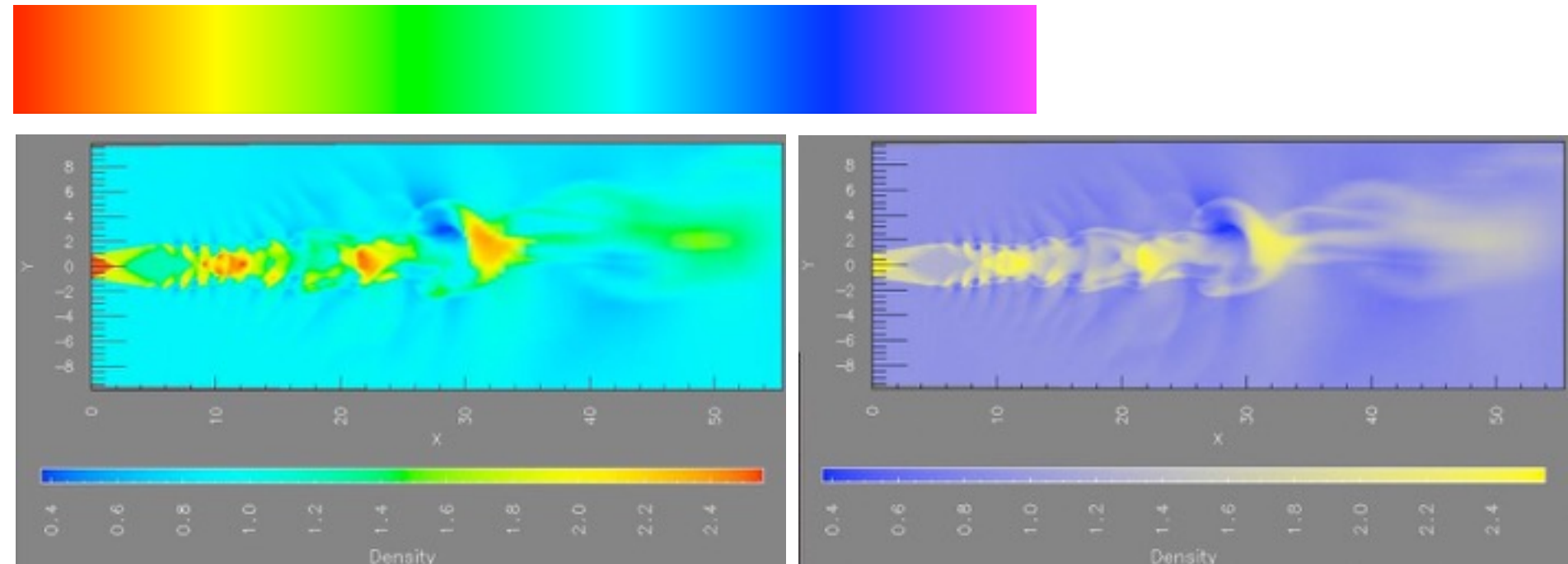
[A Rule-based Tool for Assisting Colormap Selection. Bergman, Rogowitz, and Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]



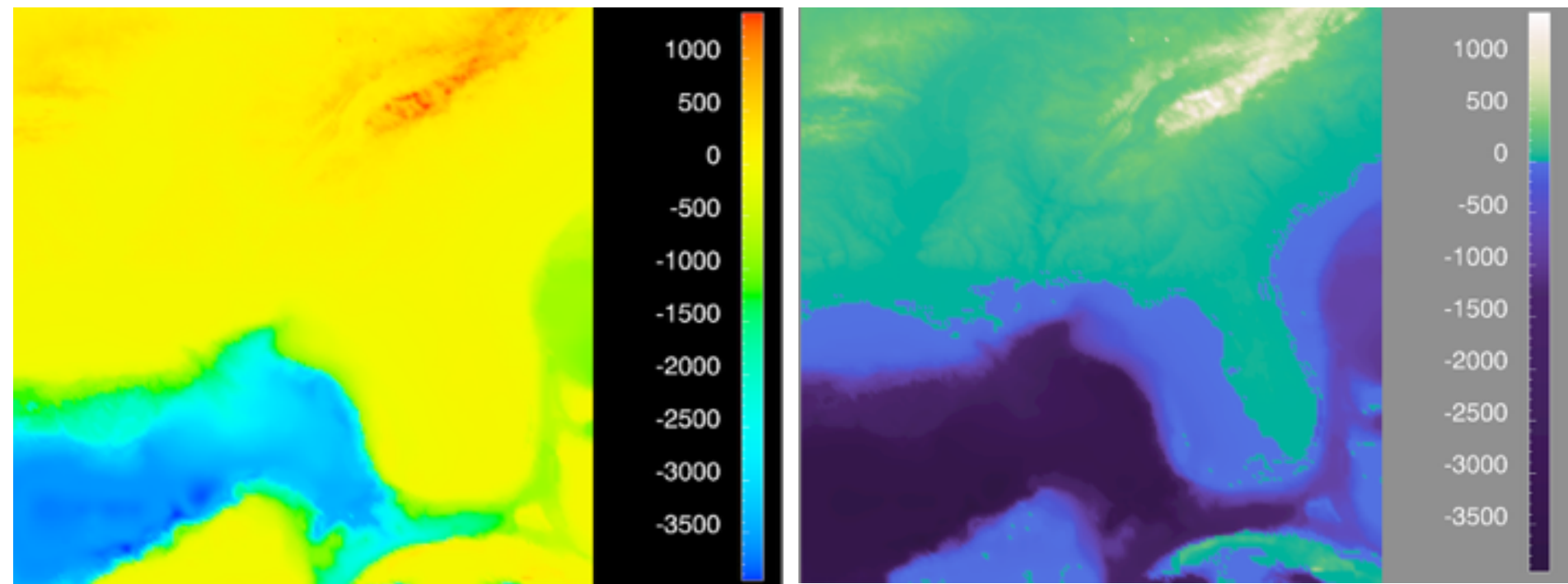
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# Ordered color: Rainbow is poor default

- 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]



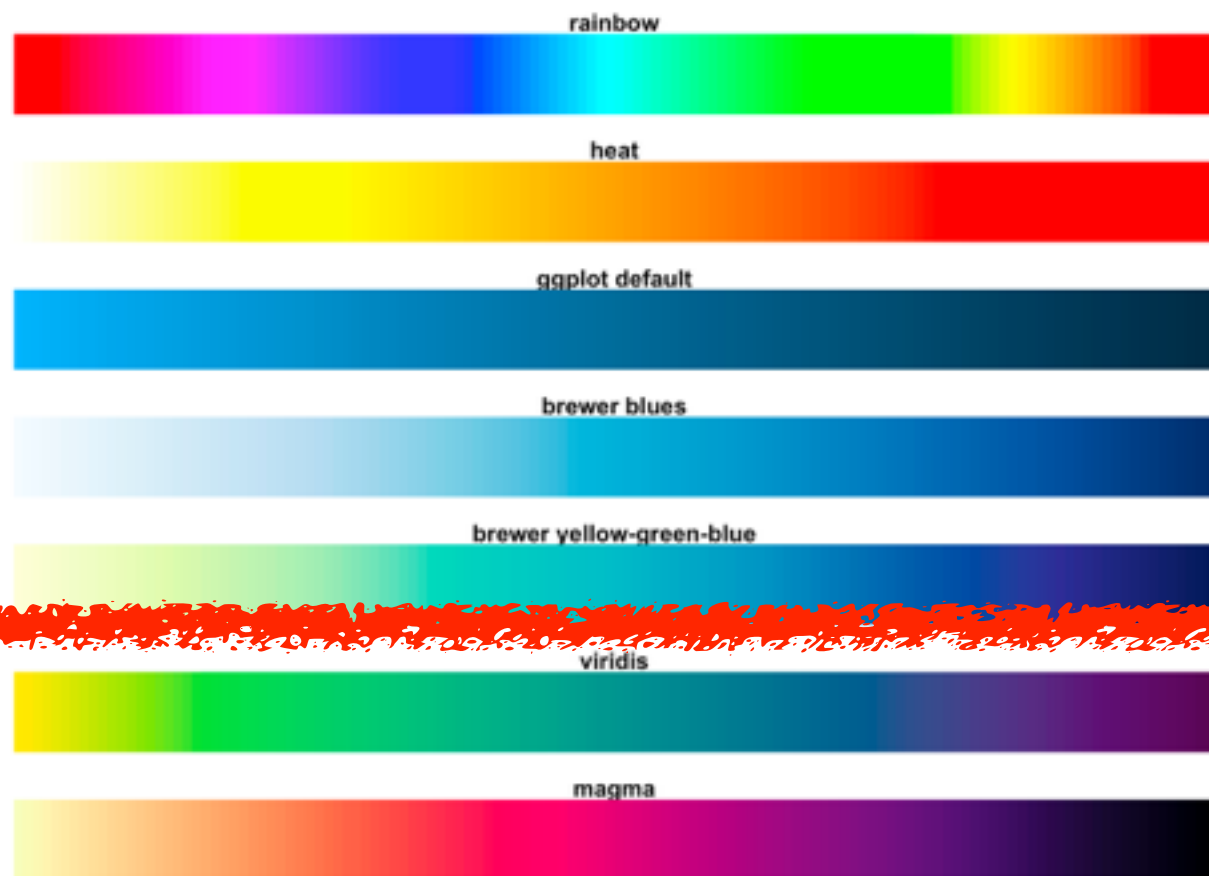
[A Rule-based Tool for Assisting Colormap Selection. Bergman, Rogowitz, and Treinish. Proc. IEEE Visualization (Vis), pp. 118–125, 1995.]



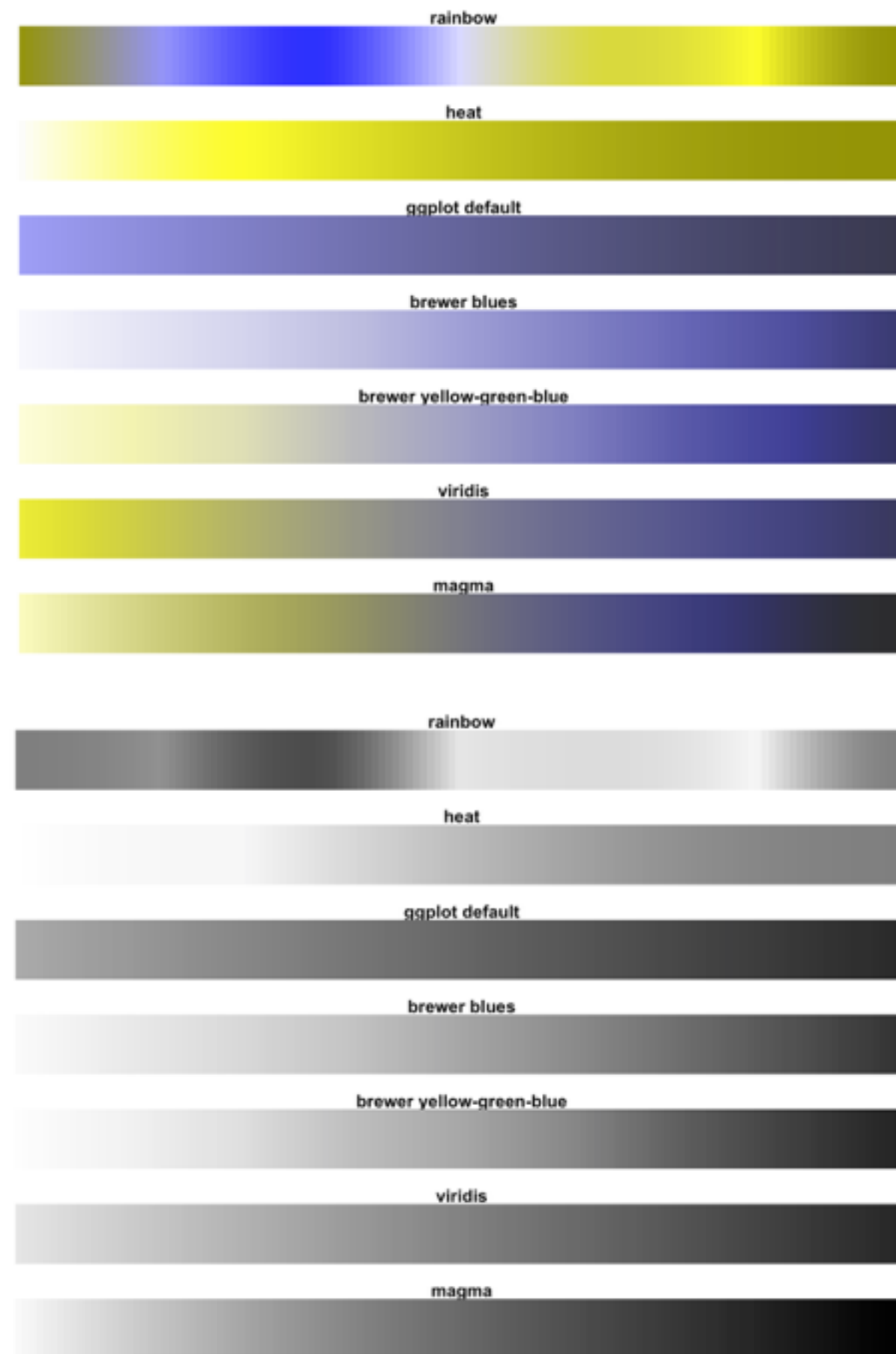
[Why Should Engineers Be Worried About Color? Treinish and Rogowitz 1998. <http://www.research.ibm.com/people/lloyd/color/color.HTM>]

# Viridis

- colorful, perceptually uniform, colorblind-safe, monotonically increasing luminance

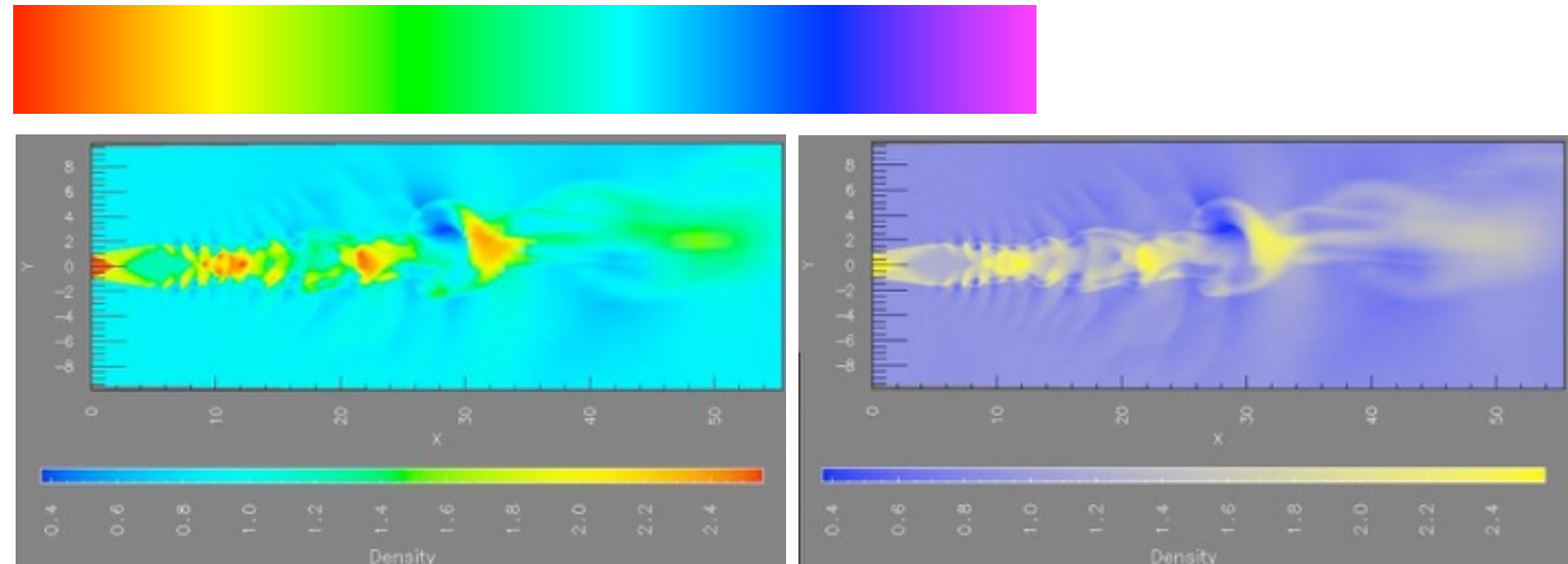


<https://cran.r-project.org/web/packages/viridis/vignettes/intro-to-viridis.html>

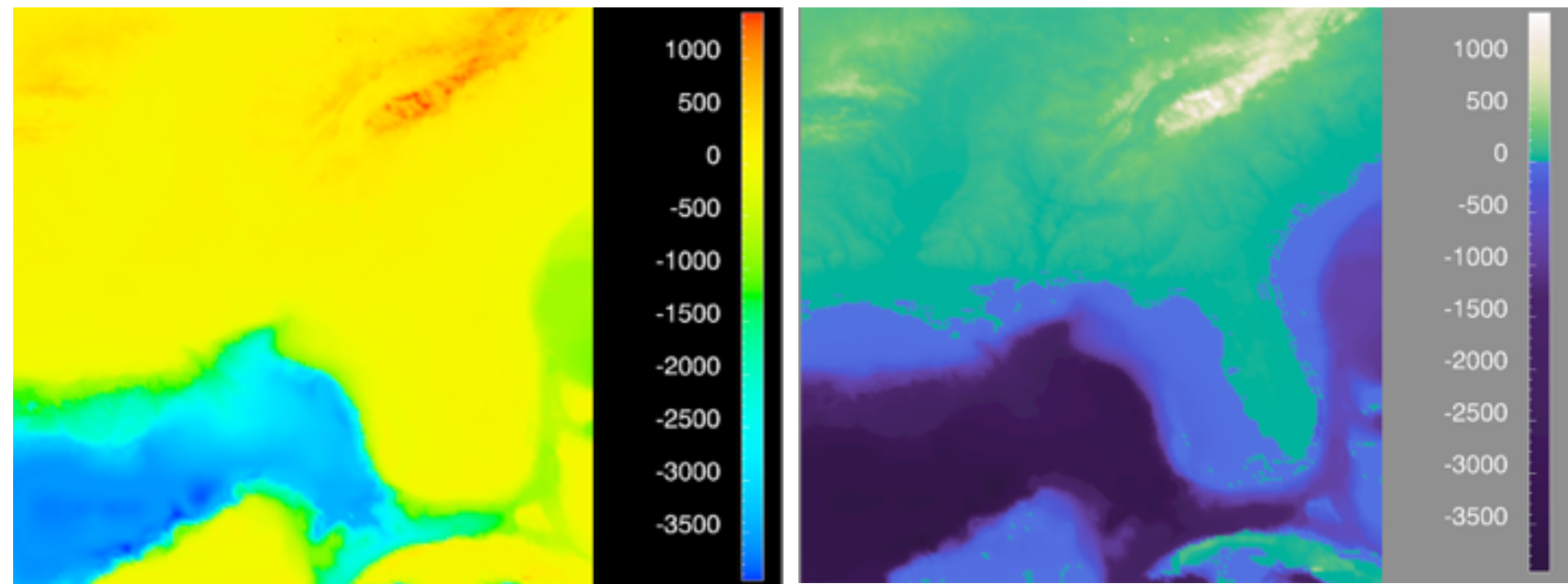


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- benefits
  - fine-grained structure visible and nameable
- alternatives
  - large-scale structure: fewer hues
  - fine structure: multiple hues with monotonically increasing luminance [eg viridis R/python]
  - segmented rainbows for binned or categorical



[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/lloyd/color/color.HTM>]





# 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

## ➔ Size, Angle, Curvature, ...

➔ Length



➔ Angle



➔ Area



➔ Curvature



➔ Volume



## ➔ Shape

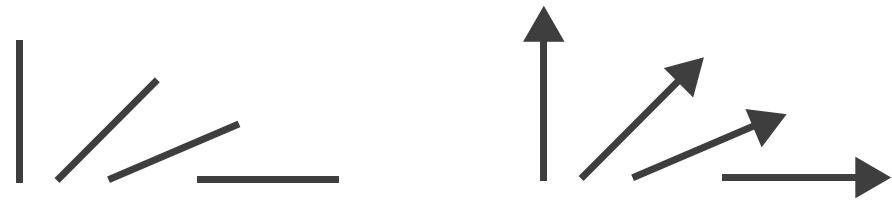


## ➔ Motion

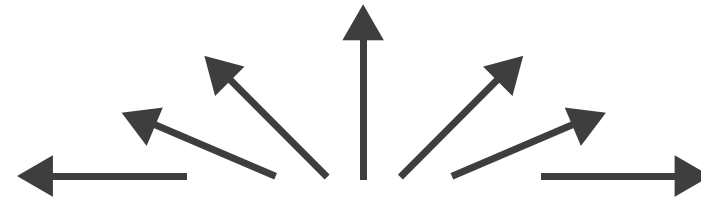
➔ Motion  
*Direction, Rate,  
Frequency, ...*



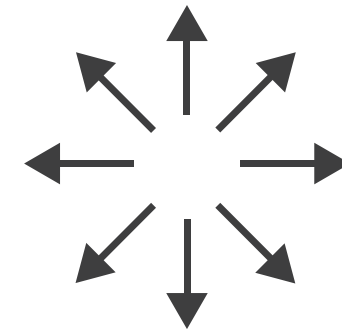
# Angle



Sequential ordered  
line mark or arrow glyph



Diverging ordered  
arrow glyph



Cyclic ordered  
arrow glyph

# Further reading

- Visualization Analysis and Design. Munzner. AK Peters Visualization Series, CRC Press, 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.
- <https://cran.r-project.org/web/packages/viridis/vignettes/intro-to-viridis.html>

# Maureen Stone

- Tableau Research
  - designer of Tableau color defaults
  - also author of *A Field Guide to Digital Color*
  - credits: following color slides excerpted from *Seriously Colorful: Advanced Color Principles & Practices*
    - Tableau Customer Conference 2014 talk

# Demo 1: Stone Color Workbook

- Credit: Maureen Stone, Tableau Research
  - designer of Tableau color defaults, author of *A Field Guide to Digital Color*
  - workbook from Tableau Customer Conference 2014 talk  
Seriously Colorful: Advanced Color Principles & Practices
- Tableau Lessons
  - more visual encoding practice
  - color palettes, univariate & bivariate
  - discrete (categorical) vs continuous (quantitative)
- Big Ideas
  - Tableau has many built-in features to get color right, but care still needed

# Spatial Data

# VAD Chap 8: Arrange spatial data

## → Use Given

### → Geometry

→ *Geographic*

→ *Other Derived*

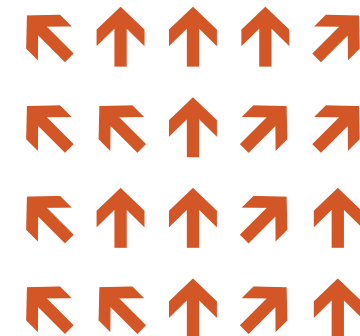
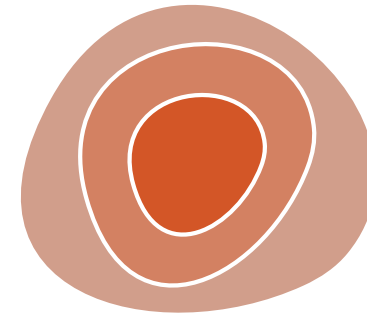
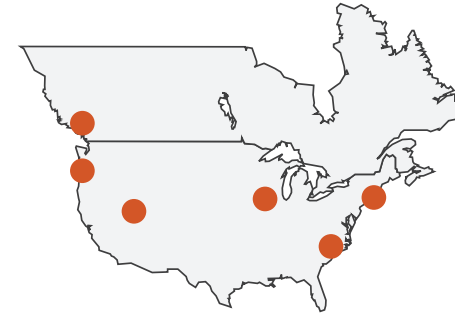
### → Spatial Fields

→ *Scalar Fields (one value per cell)*

→ *Isocontours*

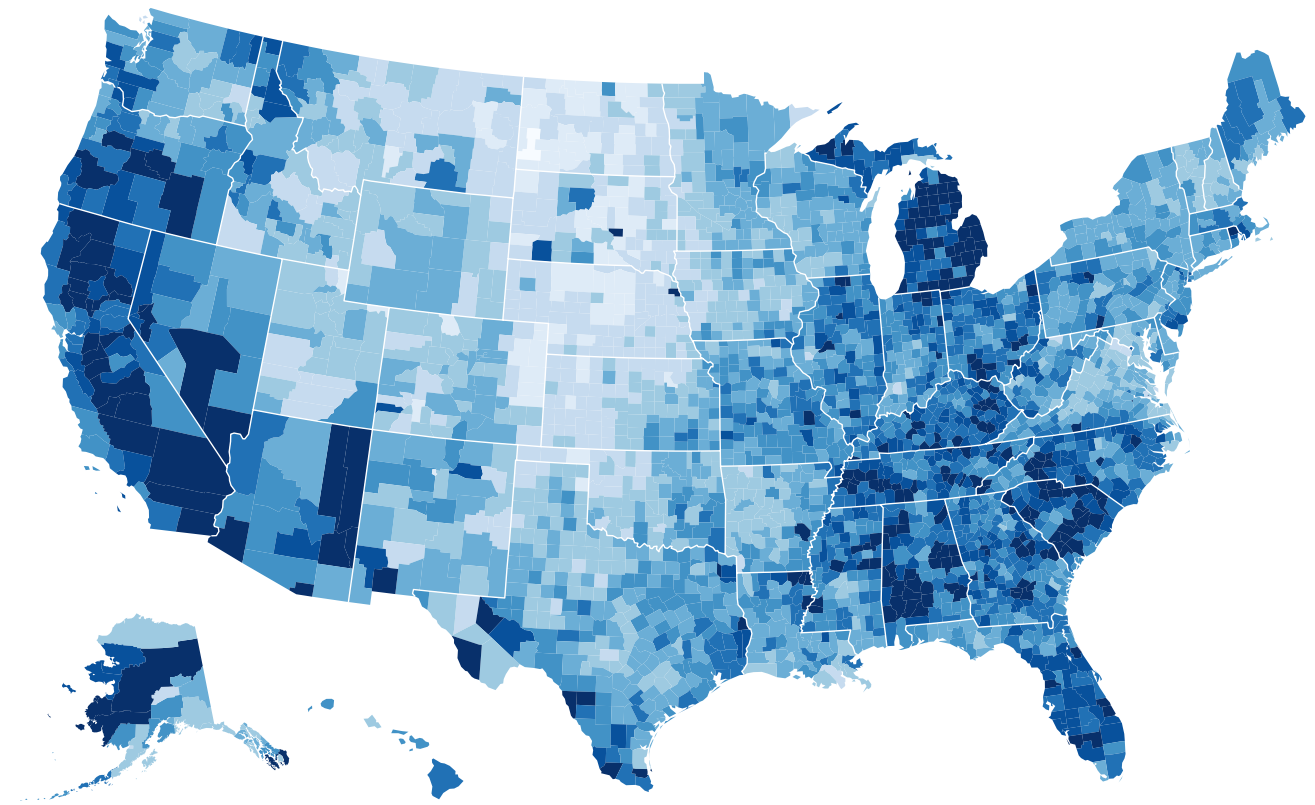
→ *Direct Volume Rendering*

→ *Vector and Tensor Fields (many values per cell)*



# 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
- *trickiness*
  - small regions are less visually salient

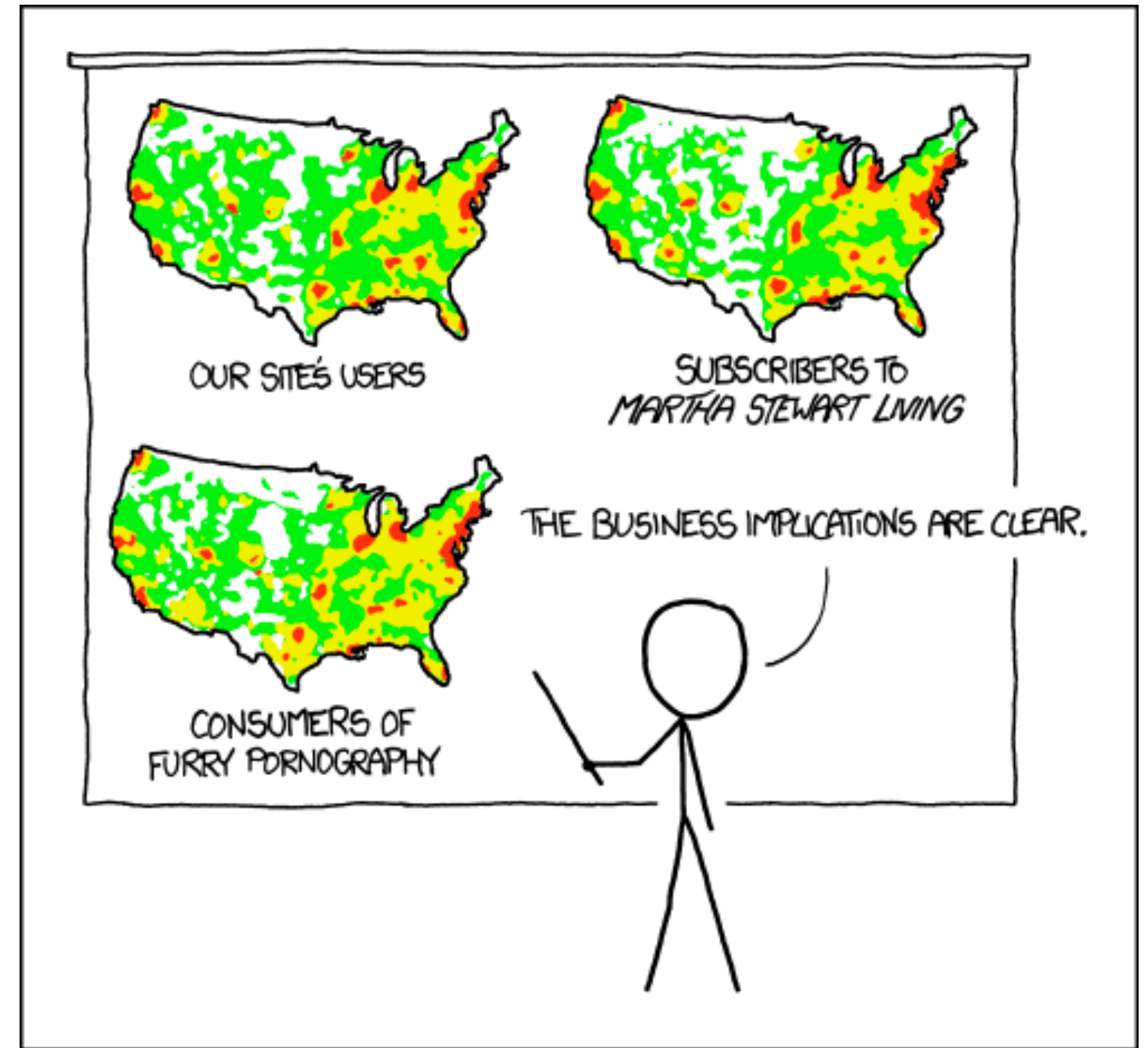


<http://bl.ocks.org/mbostock/4060606>



# Population maps trickiness

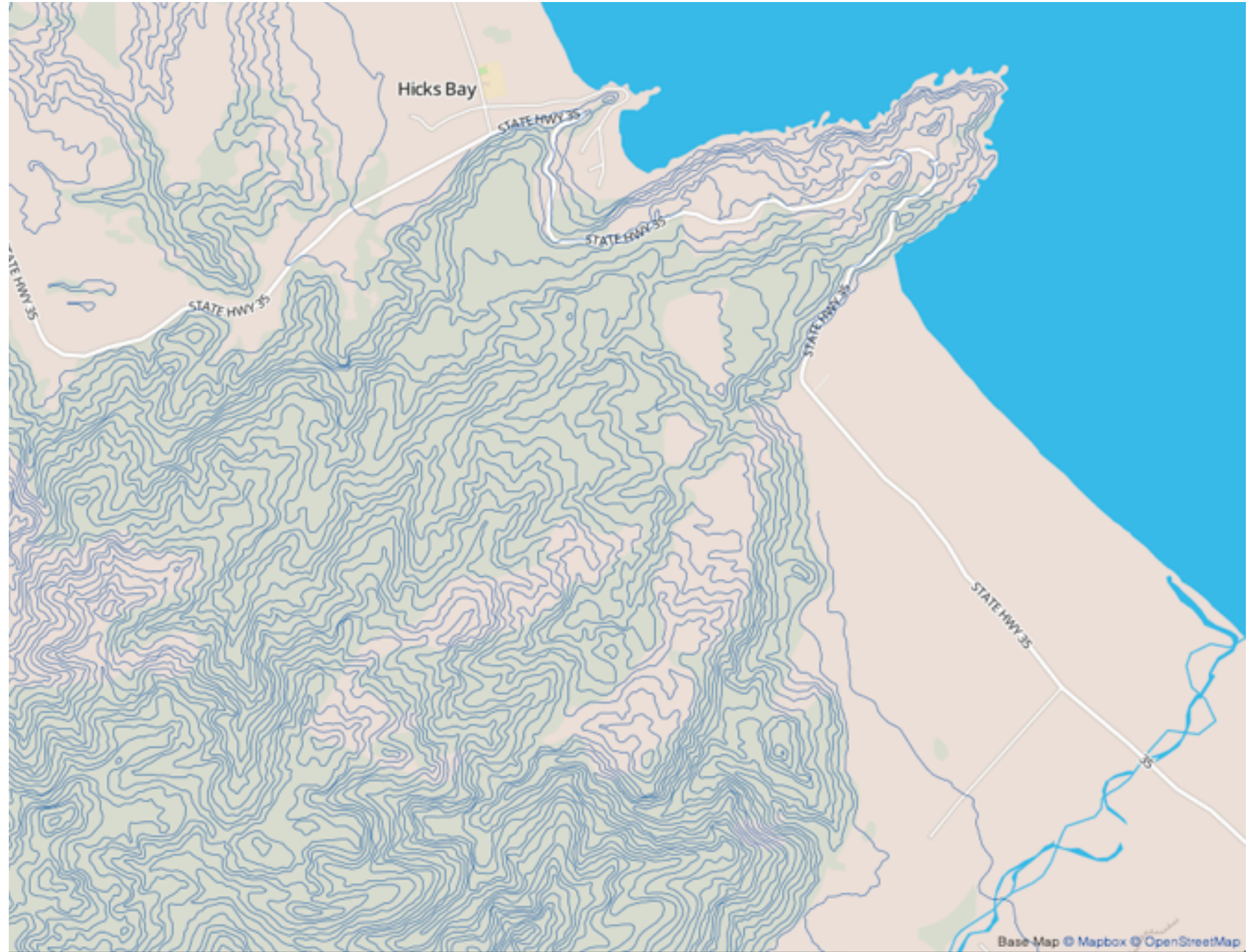
- beware!
  - absolute vs relative again
    - population density vs per capita
  - investigate with Ben Jones Tableau Public demo
    - <http://public.tableau.com/profile/ben.jones#!/vizhome/PopVsFin/PopVsFin>
- Are Maps of Financial Variables just Population Maps?*
- yes, unless you look at per capita (relative) numbers



[ <https://xkcd.com/1138> ]

# Idiom: **topographic map**

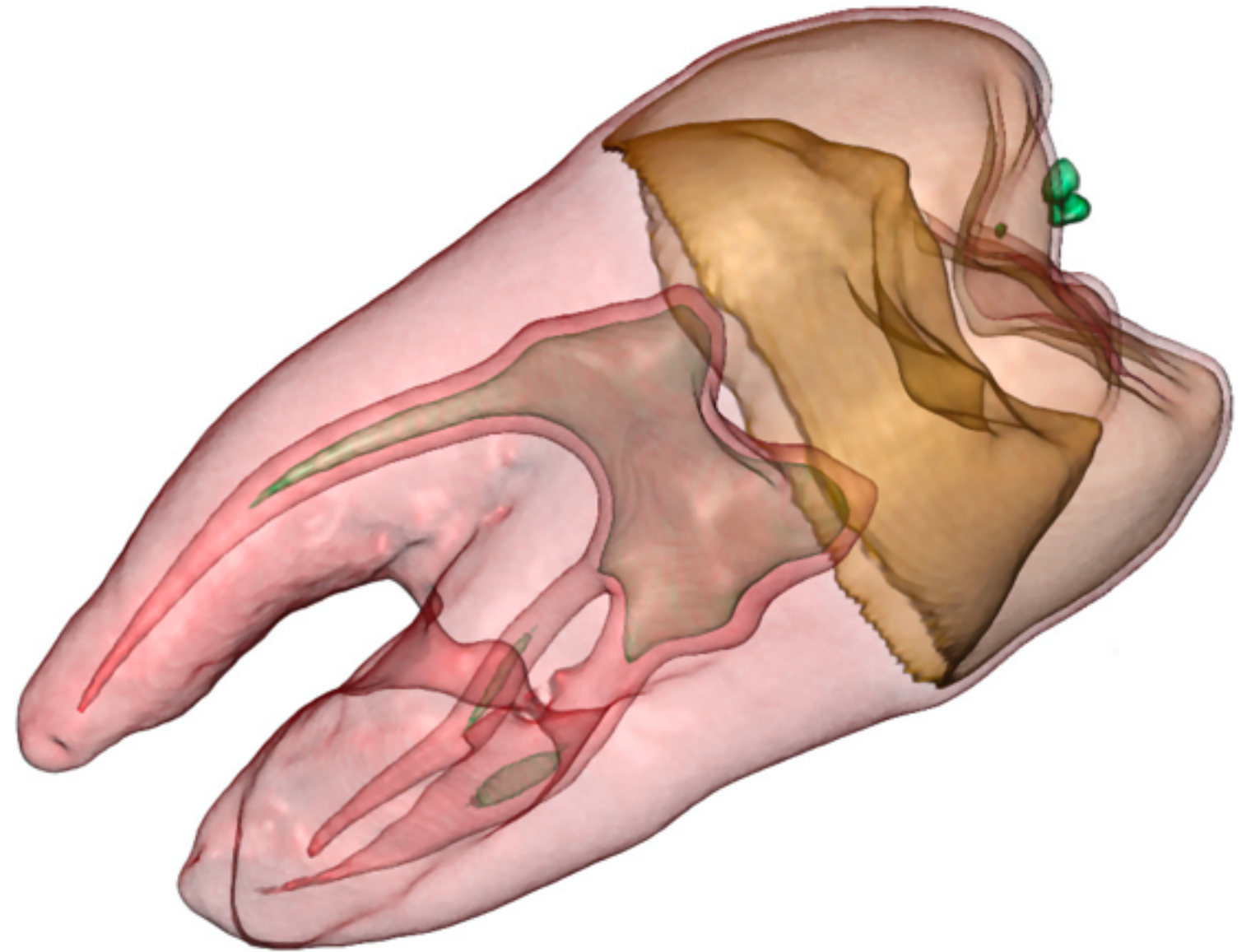
- data
  - geographic geometry
  - scalar spatial field
    - 1 quant attribute per grid cell
- derived data
  - isoline geometry
    - isocontours computed for specific levels of scalar values



*Land Information New Zealand Data Service*

# Idiom: **isosurfaces**

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



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

# Demo 2: Intro to Maps

- Tableau Lessons

- handling spatial data
- multiple data sources
- paths on maps
- more on handling missing data: filtering

- Big Ideas

- integrating visual encoding design choices with given spatial data

# Assignment 3: Start in

- Drought and Deluge
- choose dataset to analyze and write about