

A Systematic Review of Experimental Studies on Data Glyphs

>Perception in Data Visualization<

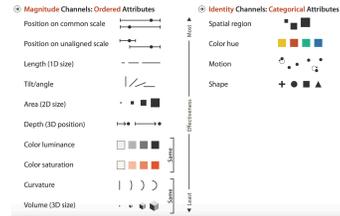
Madison Elliott

CPSC 547 Paper Presentation
March 7, 2017

1

Glyphs in Visualizations

- Think chapter 5...



2

Glyphs in Visualizations

- Think chapter 5...
- How to encode multidimensional data?

3

Glyphs in Visualizations

- Think chapter 5...
- How to encode multidimensional data?
- Use glyphs:
 - “single data points are encoded individually by assigning their dimensions to one or more marks and their visual variables”

4

Glyphs in Visualizations

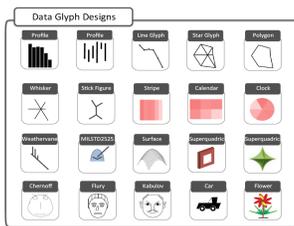


Fig. 1 Data Glyphs: A selection of the different data glyph designs used in the quantitative experiments we analyzed.

5

Why Study Glyphs?

- Need evaluation parameters and framework:

6

Why Study Glyphs?

- Need evaluation parameters and framework:
 - In which cases are certain designs effective?

7

Why Study Glyphs?

- Need evaluation parameters and framework:
 - In which cases are certain designs effective?
 - In which cases do users prefer certain designs?

8

Why Study Glyphs?

- Need evaluation parameters and framework:
 - In which cases are certain designs effective?
 - In which cases do users prefer certain designs?
 - How can researchers create successful new designs for multidimensional data displays?

9

Why Study Glyphs?

- Need evaluation parameters and framework:
 - In which cases are certain designs effective?
 - In which cases do users prefer certain designs?
 - How can researchers create successful new designs for multidimensional data displays?
 - Many questions to be asked here...

10

Why Study Glyphs?

- Need evaluation parameters and framework:
 - In which cases are certain designs effective?
 - In which cases do users prefer certain designs?
 - How can researchers create successful new designs for multidimensional data displays?
 - Many questions to be asked here...

...but *how* to answer them???

11

Exploring Perceptual Measures

- Use methods from Cognitive Science to evaluate visual perception of various glyphs and visualization idioms:

12

Exploring Perceptual Measures

- Use methods from Cognitive Science to evaluate visual perception of various glyphs and visualization idioms:
 - Psychophysical measures like **Steven's Power Law** and **Weber's Law** show magnitudes of sensory channels in visual encodings

13

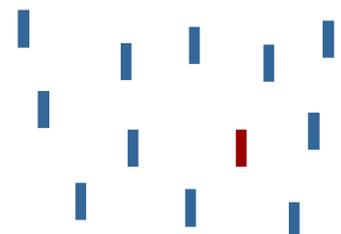
Exploring Perceptual Measures

- Use methods from Cognitive Science to evaluate visual perception of various glyphs and visualization idioms:
 - Psychophysical measures like **Steven's Power Law** and **Weber's Law** show magnitudes of sensory channels in visual encodings
 - Other behavioral tasks such as **Visual Search** or **Ensemble Tasks (averaging)** can reveal perceptual thresholds and performance descriptors for visualizations

14

Visual Search

Visual Search



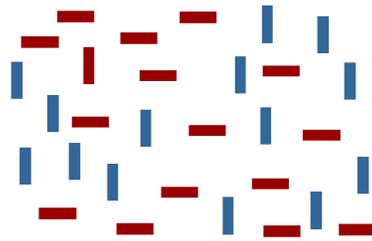
15

16

Visual Search

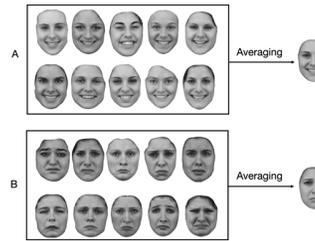
17

Visual Search



18

Ensemble Tasks



19

Back to the paper...

- What did the authors do here?
 - **Systematic review of 64 quantitative studies on glyphs in data representation**

20

Study Goals

1. Comparison of various glyph designs according to their performance and a ranking of designs based on it

21

Study Goals

1. Comparison of various glyph designs according to their performance and a ranking of designs based on it
2. Comparison of different variations of a single glyph, to detect visual features improving a specific glyph design

22

Study Goals

1. Comparison of various glyph designs according to their performance and a ranking of designs based on it
2. Comparison of different variations of a single glyph, to detect visual features improving a specific glyph design
3. Comparison of single glyphs vs. data tables, to motivate the use of these visual objects over textual representations

23

Rough Methods

- Use quantitative experimental studies only

24

Rough Methods

- Use quantitative experimental studies only
- Defined elementary vs. synoptic tasks:
 - Elementary: focus on single, specific characteristics of a glyph
 - Synoptic: look at glyph as a whole, i.e. singleton search, similarity search, trend detection.

25

Rough Methods

- Use quantitative experimental studies only
- Defined elementary vs. synoptic tasks:
 - Elementary: focus on single, specific characteristics of a glyph
 - Synoptic: look at glyph as a whole, i.e. singleton search, similarity search, trend detection.
- Document all glyph mappings and representations in selected literature

26

Rough Methods

TABLE 3
Presentation Setting: This table distinguishes between the number of data points shown to the participants during the studies and the used layout. Color is used to better distinguish between the different categories.

	Layout	References
Single	Text	[48][49][50][54][64][91]
	Grid	[55]
Multiple Glyphs	Grid	[17][21][24][33][39][45][47][51][52][53]
	Geo map	[57][58][59][61][66][67][71][72][73][74]
	Scatterplot	[75][76][77][78][80][84][85][86][87][89]
	Node-link	[34][88][90]
	Other	[32][35][56]
Varying	Grid	[46][62][79][82][83][92]
	Node-link	[43][44][63]
	Geo map	[42][81]

27

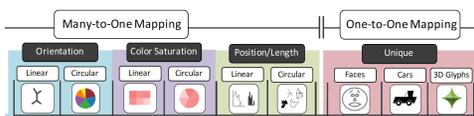
Rough Methods

TABLE 4
Number of Dimensions: This table illustrates the different data dimension densities used in the studies. Color is used to better distinguish between the different categories.

Number of Dimensions	References
2 & 3 Dimensions	[32][35][36][37][38][39][40][44][48]
4 & 5 Dimensions	[51][60][67][71][89][91][92][96]
6 & 7 Dimensions	[77][85]
8 & 9 Dimensions	[33][34][53][59][61][73][79]
10 - 15 Dimensions	[54][66][70][75][84][87]
17 - 20 Dimensions	[17][52][57][74][76][78][86]
Varying	[24][47][58][63]

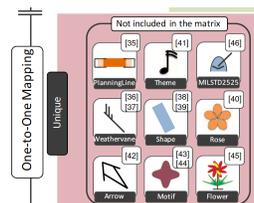
28

Many-to-One vs. One-to-One Mappings



29

Anomalous Mappings



30

Notable Results

- Participants were affected negatively by increasing number of data points

31

Notable Results

- Participants were affected negatively by increasing number of data points
- Increasing the number of dimensions negatively affects the performance of data glyphs

32

Notable Results

- Participants were affected negatively by increasing number of data points
- Increasing the number of dimensions negatively affects the performance of data glyphs
- Background and neighborhood of a glyph did not affect glyph readability

33

Fuzzy Results

- *Tasks and visual encoding:*
 - study results differed based on individual factors like number of dimensions, task, number of data points, or slight variations to the designs

34

Fuzzy Results

TABLE 9
Studies and their result rankings: color saturation vs. profiles. Conflicting results are marked with orange color.

Elementary Task	Synoptic Task
 > [24]	 > [24]
 > [24], [54]	 > [24], [54]
 > [65]	 > [65]
 > [65]	 > [65]
 > [24]	 > [24]

35

Fuzzy Results

- *Metaphoric glyphs:*
(i.e. Car glyphs: map horsepower to the size of the engine of the car, which is metaphorically reflected in a bigger hood.)

36

Fuzzy Results

- *Metaphoric glyphs:*
(i.e. Car glyphs: map data to parts of the glyph with related meaning. For example the attribute horsepower can be mapped to the size of the engine of the car, which is metaphorically reflected in a bigger hood.)
 - A small number of previous studies suggest that metaphors may help to better understand the underlying data.

37

My thoughts...

- The good ☺

38

My thoughts...

- The good ☺
 - Someone needed to catalogue and systematically evaluate how glyphs are used in visualizations

39

My thoughts...

- The good ☺
 - Someone needed to catalogue and systematically evaluate how glyphs are used in visualizations
 - The original research questions are really important

40

My thoughts...

- The good ☺
 - Someone needed to catalogue and systematically evaluate how glyphs are used in visualizations
 - The original research questions are really important
 - This work lays a solid framework to promote future studies about tasks and data dimension density subsets, in particular

41

My thoughts...

- The bad ☹

42

My thoughts...

- The bad ☹
 - The paper is perceptually misleading, missing many definitions and clarifications about the validity of the reviewed tasks and data

43

My thoughts...

- The bad ☹
 - The paper is perceptually misleading, missing many definitions and clarifications about the validity of the reviewed tasks and data
 - For instance, most visualizations were created with synthetic/convenient data

44

My thoughts...

- The bad ☹
 - The paper is perceptually misleading, missing many definitions and clarifications about the validity of the reviewed tasks and data
 - For instance, most visualizations were created with synthetic/convenient data
 - Heavy emphasis on faces as glyphs in the literature, not really enough statistical power to perform a meta-analysis on different kinds of glyphs as they aid certain encodings or tasks

45

My thoughts...

- The bad ☹
 - The paper is perceptually misleading, missing many definitions and clarifications about the validity of the reviewed tasks and data
 - For instance, most visualizations were created with synthetic/convenient data
 - Heavy emphasis on faces as glyphs in the literature, not really enough statistical power to perform a meta-analysis on different kinds of glyphs as they aid certain encodings or tasks
 - Not exactly clear that authors' met their study goals

46

Conclusion (from the authors)

“At the present time we caution against making overly general recommendations for using one type of glyph over another, given in particular the many criteria we needed to use to distinguish and categorize past studies (e. g., datasets, tasks, encodings). There are still several years of research possible to understand how humans perceive and use glyphs”.

47

Questions?

48