

ldioms: <b>radial bar chart, star plot</b>	Idioms: pie chart, polar area chart	Idioms: normalized stacked bar chart
<ul> <li>radial bar chart <ul> <li>radial axes meet at central ring, line mark</li> </ul> </li> <li>star plot <ul> <li>radial axes, meet at central point, line mark</li> </ul> </li> </ul>	<ul> <li>pie chart         <ul> <li>area marks with angle channel</li> <li>accuracy: angle/area much less accurate than line length</li> </ul> </li> </ul>	<ul> <li>task <ul> <li>part-to-whole judgements</li> </ul> </li> <li>normalized stacked bar chart</li> </ul>
• bar chart    rectilinear axes, aligned vertically	<ul> <li>polar area chart         <ul> <li>area marks with length channel</li> <li>more direct analog to bar charts</li> </ul> </li> </ul>	-stacked bar chart, normalized to full vert height
<ul> <li>accuracy <ul> <li>length unaligned with radial</li> <li>less accurate than aligned with rectilinear</li> </ul> </li> </ul>	<ul> <li>data         <ul> <li>l categ key attrib, l quant value attrib</li> <li>task</li></ul></li></ul>	• pie chart -information density: requires large circle http://blacks.org/mbostock/3887235. http://blacks.org/mbostock/3887235.
School of Computing Science, 2011.] 17	[A layered grammar of graphics: Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.] 18 Further reading	http://blacks.org/mbostack/3886324
<ul> <li>• rectilinear: scalability wrt #axes</li> <li>• 2 axes best</li> <li>• 3 problematic <ul> <li>-more in afternoon</li> <li>• 4+ impossible</li> </ul> </li> <li>• parallel: unfamiliarity, training time</li> <li>• radial: perceptual limits <ul> <li>-angles lower precision than lengths</li> <li>-asymmetry between angle and length</li> <li>• can be exploited!</li> </ul> </li> <li>[Uncovering Strengths and Weaknesses of Radial Visualizations - an Empirical Approach. Diehl, Beck and Burch. IEEE TVCG (Proc. InfoVis) 16(6):935-942, 2010.]</li> </ul>	<ul> <li>Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014.</li> <li>-Chap 7:Arrange Tables</li> <li>Visualizing Data. Cleveland. Hobart Press, 1993.</li> </ul>	paper types    design studies    technique/algorithm    evaluation    model/taxonomy    system  [D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans.Visualization & O InfoVis), 2011.]
WebGL/OpenGL	Processing	prefuse
<section-header><ul> <li>graphics library <ul> <li>pros</li> <li>power and flexibility, complete control for graphics</li> <li>hardware acceleration</li> <li>many language bindings: C, C++, Java (w/ JOGL)</li> </ul> </li> <li>big learning curve if you don't know already</li> <li>no vis support, must roll your own everything</li> <li>example app: TreeJuxtaposer (OpenGL)</li> </ul></section-header>	<ul> <li>layer on top of Java/OpenGL</li> <li>visualization esp. for artists/designers</li> <li>pros <ul> <li>great sandbox for rapid prototyping</li> <li>huge user community, great documentation</li> </ul> </li> <li>cons <ul> <li>poor widget library support</li> <li>example app: MizBee</li> </ul> </li> </ul>	<ul> <li>infovis toolkit, in Java</li> <li>fine-grained building blocks for tailored visualizations</li> <li>pros         <ul> <li>heavily used (previously)</li> <li>very powerful abstractions</li> <li>quickly implement most techniques covered so far</li> </ul> </li> <li>cons         <ul> <li>no longer active</li> <li>nontrivial learning curve</li> <li>example app: DOITrees Revisited</li> </ul> </li> </ul>
[Fig 5. Munzner et al. TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility. Proc SIGGRAPH 2003, pp 453-462.]	[Fig 1. Meyer et al. MizBee: A Multiscale Synteny Browser. Proc. InfoVis 2009.] 26	[DOITrees Revisited: Scalable, Space-Constrained Visualization of Hierarchical Data. Heer and Advanced Visual Interfaces (AVI), pp. 421–424, 2004.]
InfoVis Reference Model • conceptual model underneath design of prefuse and many other toolkits • heavily influenced much of infovis (including nested model) -aka infovis pipeline, data state model Data Visual Form Task Source Data Visual Visual Views Data Visual View Transformations Mappings Transformations (Redrawn Fig 1.23. Card, Mackinlay, and Shneiderman. Readings in Information Visualization: Using Vision	<ul> <li>Declarative toolkits</li> <li>imperative tools/libraries <ul> <li>-say exactly how to do it</li> <li>-familiar programming model</li> <li>OpenGL, prefuse,</li> </ul> </li> <li>declarative: other possibility <ul> <li>-just say what to do</li> <li>-Protovis, D3</li> </ul> </li> </ul>	Protovis • declarative infovis toolkit, in Javascript -also later Java version • marks with inherited properties • pros -runs in browser -matches mark/channel mental model -also much more: interaction, geospatial, trees, • cons -not all kinds of operations supported • example app: NapkinVis (2009 course project)
To Think, Chapter I. Morgan Kaufmann, 1999.] 29	30	[Fig 1, 3. Chao. NapkinVis. http://www.cs.ubc.ca/~tmm/courses/533-09/projects.html



D3	D3	D3 capabilities
<ul> <li>declarative infovis toolkit, in Javascript</li> <li>Protovis meets Document Object Model</li> <li>pros <ul> <li>seamless interoperability with Web</li> <li>explicit transforms of scene with dependency info</li> <li>massive user community, many thirdparty apps/libraries on top of it, lots of docs</li> </ul> </li> <li>cons <ul> <li>even more different from traditional programming model</li> </ul> </li> <li>example apps: many</li> </ul>	<ul> <li>objectives <ul> <li>-compatibility</li> <li>-debugging</li> <li>-performance</li> </ul> </li> <li>related work typology <ul> <li>-document transformers</li> <li>-graphics libraries</li> <li>-infovis systems</li> <li>general note: all related work sections are a mini-taxonomy!</li> </ul> </li> <li>[D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans. Visualization &amp; Comp. Graphics (Proc. InfoVis), 2011.]</li> </ul>	<ul> <li>query-driven selection         <ul> <li>-selection: filtered set of elements queries from the current doc</li> <li>also partitioning/grouping!</li> <li>-operators act on selections to modify content</li> <li>instantaneous or via animated transitions with attribute/style interpolators</li> <li>event handlers for interaction</li> </ul> </li> <li>data binding to scenegraph elements         <ul> <li>-enter, update, exit subselections</li> <li>-sticky: available for subsequent re-selection</li> <li>-sort, filter</li> </ul> </li> <li>[D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans. Visualization &amp; Comp InfoVis), 2011.]</li> </ul>
<ul> <li>Next Time</li> <li>to read <ul> <li>VAD Ch. 8:Arrange Spatial Data</li> <li>Radial Sets: Interactive Visual Analysis of Large Overlapping Sets.</li> <li>Bilal Alsallakh, Wolfgang Aigner, Silvia Miksch, and Helwig Hauser.</li> <li>IEEE Transactions on Visualization and Computer Graphics (Proc InfoVis 2013), 19(12):2496-2505, 2013.</li> <li>paper type: technique</li> </ul> </li> </ul>		

