Ch 7: Arrange Tables

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http://www.cs.ubc.ca/~tmm/courses/547-17

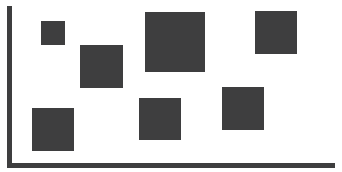
VAD Ch 7: Arrange Tables

Encode

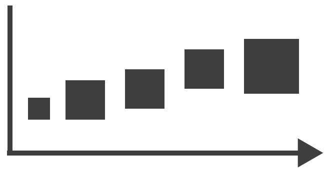
➔ Arrange

- ➔ Express

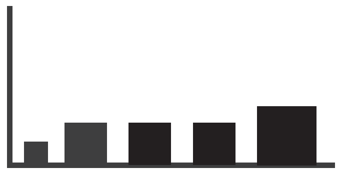
- ➔ Separate



- ➔ Order



- ➔ Align



- ➔ Use

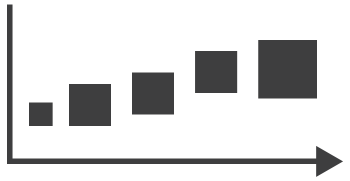
Arrange tables

Express Values

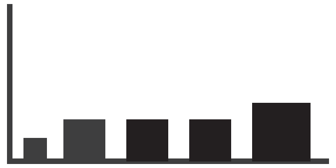
Separate, Order, Align Regions

- Separate

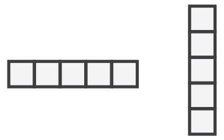
- Order



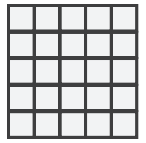
- Align



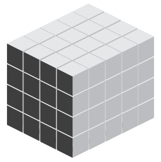
- *1 Key*
  List



- *2 Keys*
  Matrix



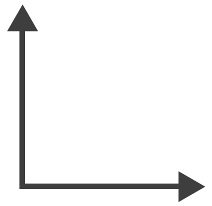
- *3 Keys*
  Volume



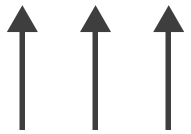
- *Many Keys*
  Recursive Subdivision

Axis Orientation

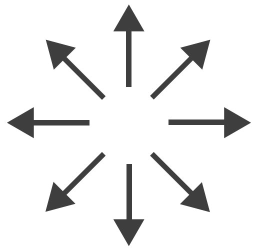
- Rectilinear



- Parallel

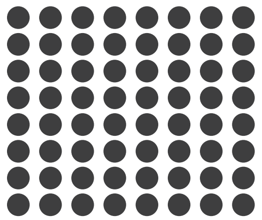


- Radial



Layout Density

- Dense

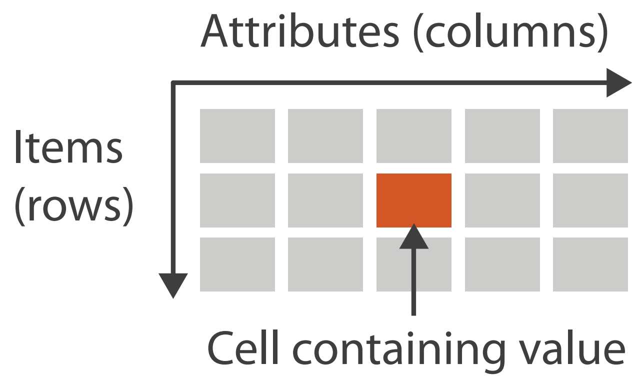


- Space-Filling

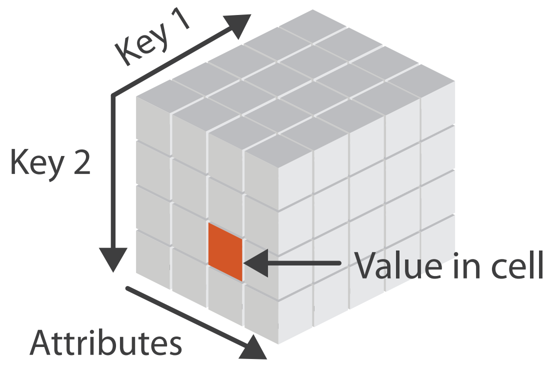
Keys and values

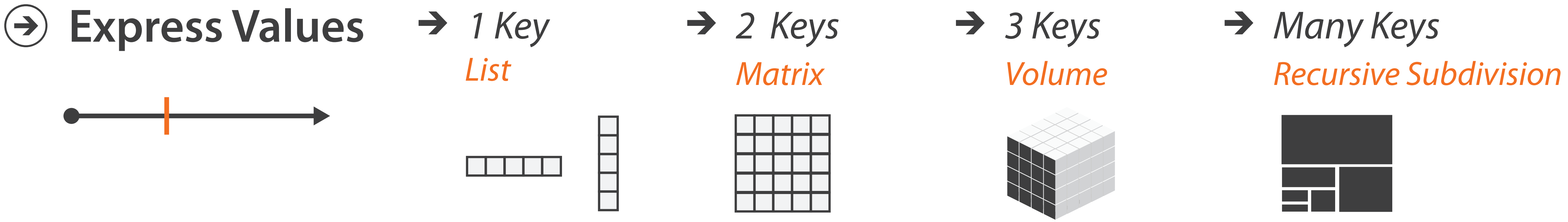
- key
  - independent attribute
  - used as unique index to look up items
  - simple tables: 1 key
  - multidimensional tables: multiple keys
- value
  - dependent attribute, value of cell
- classify arrangements by key count
  - 0, 1, 2, many...

→ Tables



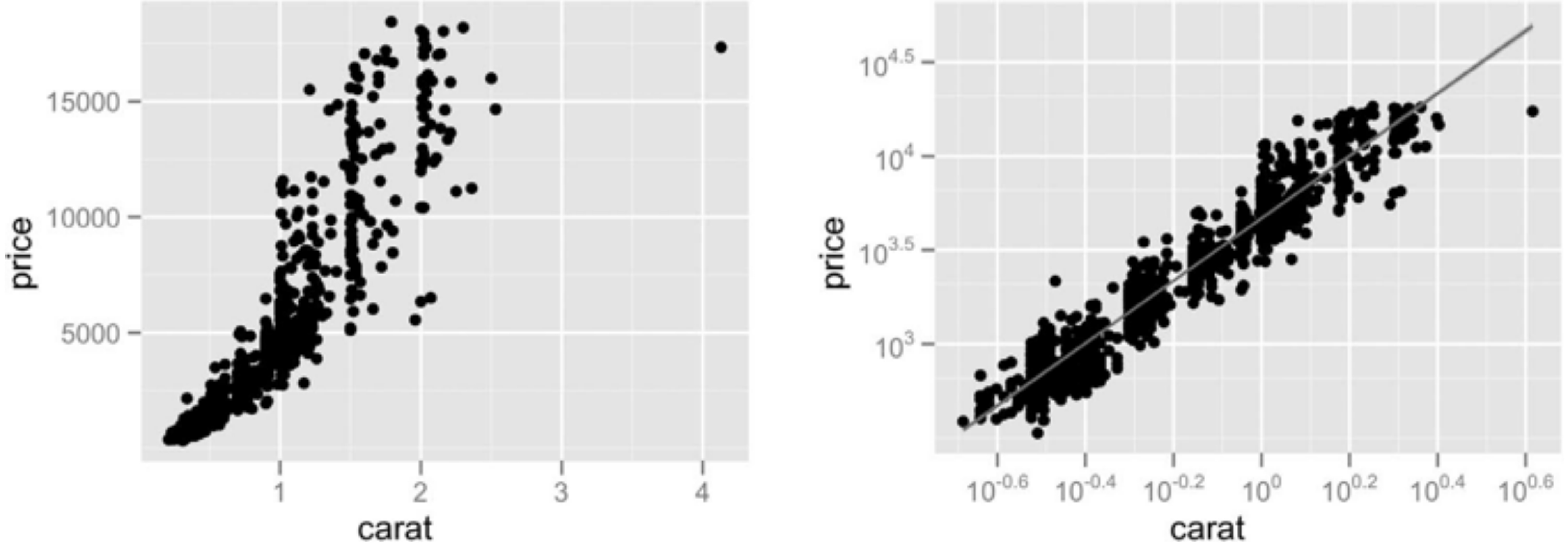
→ *Multidimensional Table*





Idiom: **scatterplot**

- *express* values
  - quantitative attributes
- no keys, only values
  - data
    - 2 quant attribs
  - mark: points
  - channels
    - horiz + vert position
  - tasks
    - find trends, outliers, distribution, correlation, clusters
  - scalability
    - hundreds of items



[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

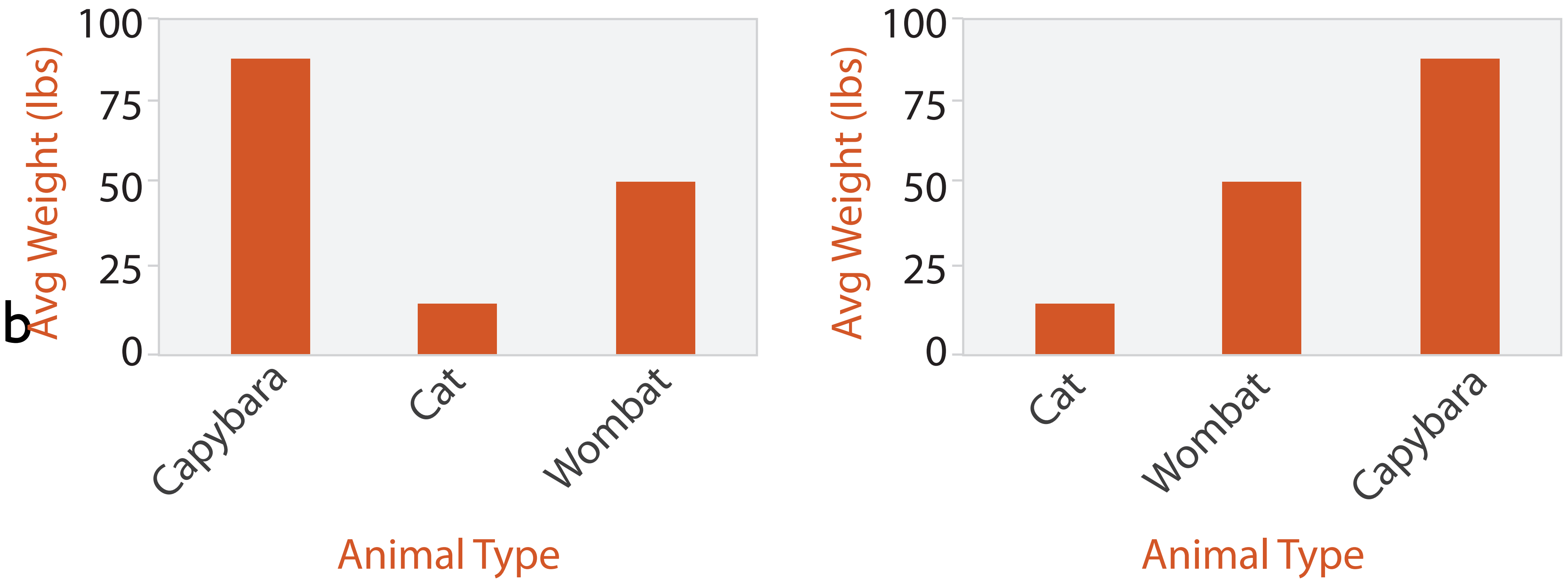
Some keys: Categorical regions

➔ Separate ➔ Order ➔ Align

- **regions**: contiguous bounded areas distinct from each other
  - –using space to ***separate*** (proximity)
  - –following expressiveness principle for categorical attributes
- use ordered attribute to ***order*** and ***align*** regions

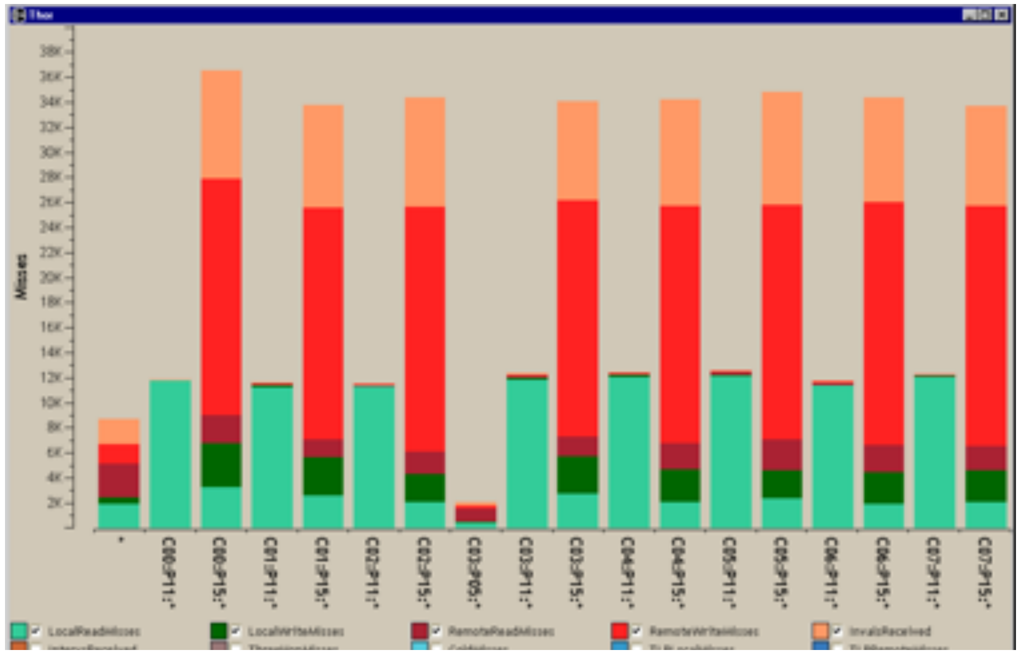
➔ *1 Key* *List* ➔ *2 Keys* *Matrix* ➔ *3 Keys* *Volume* ➔ *Many Keys* *Recursive Subdivision*

Idiom: **bar chart**



- one key, one value
  - data
    - 1 categ attrib, 1 quant attrib
  - mark: lines
  - channels
    - length to express quant value
    - spatial regions: one per mark
      - separated horizontally, aligned vertically
      - ordered by quant attrib
        - » by label (alphabetical), by length attrib (data-driven)
  - task
    - compare, lookup values
  - scalability
    - dozens to hundreds of levels for key attrib

Idiom: **stacked bar chart**

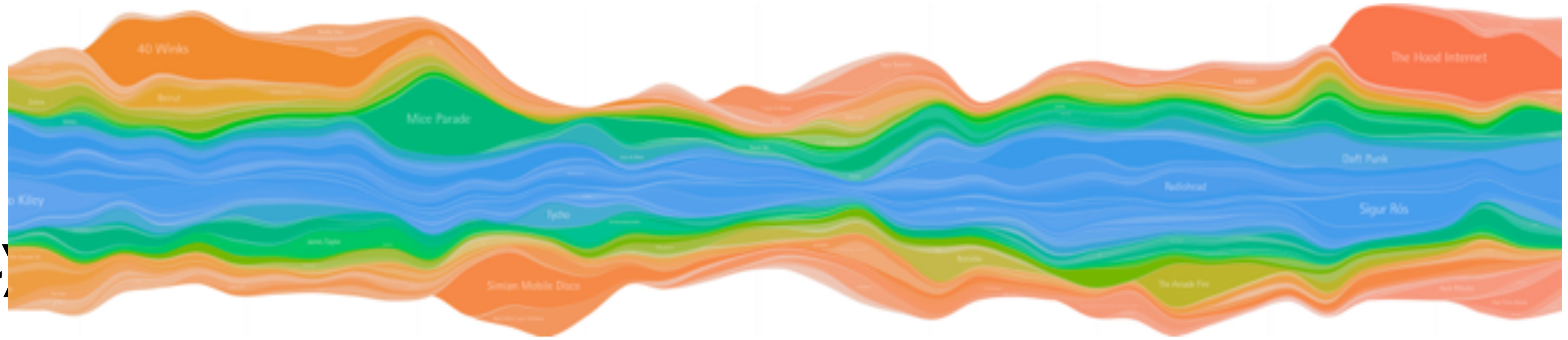


- one more key
  - data
    - 2 categ attrib, 1 quant attrib
  - mark: vertical stack of line marks
    - **glyph**: composite object, internal structure from multiple marks
  - channels
    - length and color hue
    - spatial regions: one per glyph
      - aligned: full glyph, lowest bar component
      - unaligned: other bar components
  - task
    - part-to-whole relationship
  - scalability
    - several to one dozen levels for stacked attrib

[Using Visualization to Understand the Behavior of Computer Systems. Bosch. Ph.D. thesis, Stanford Computer Science, 2001.]

Idiom: **streamgraph**

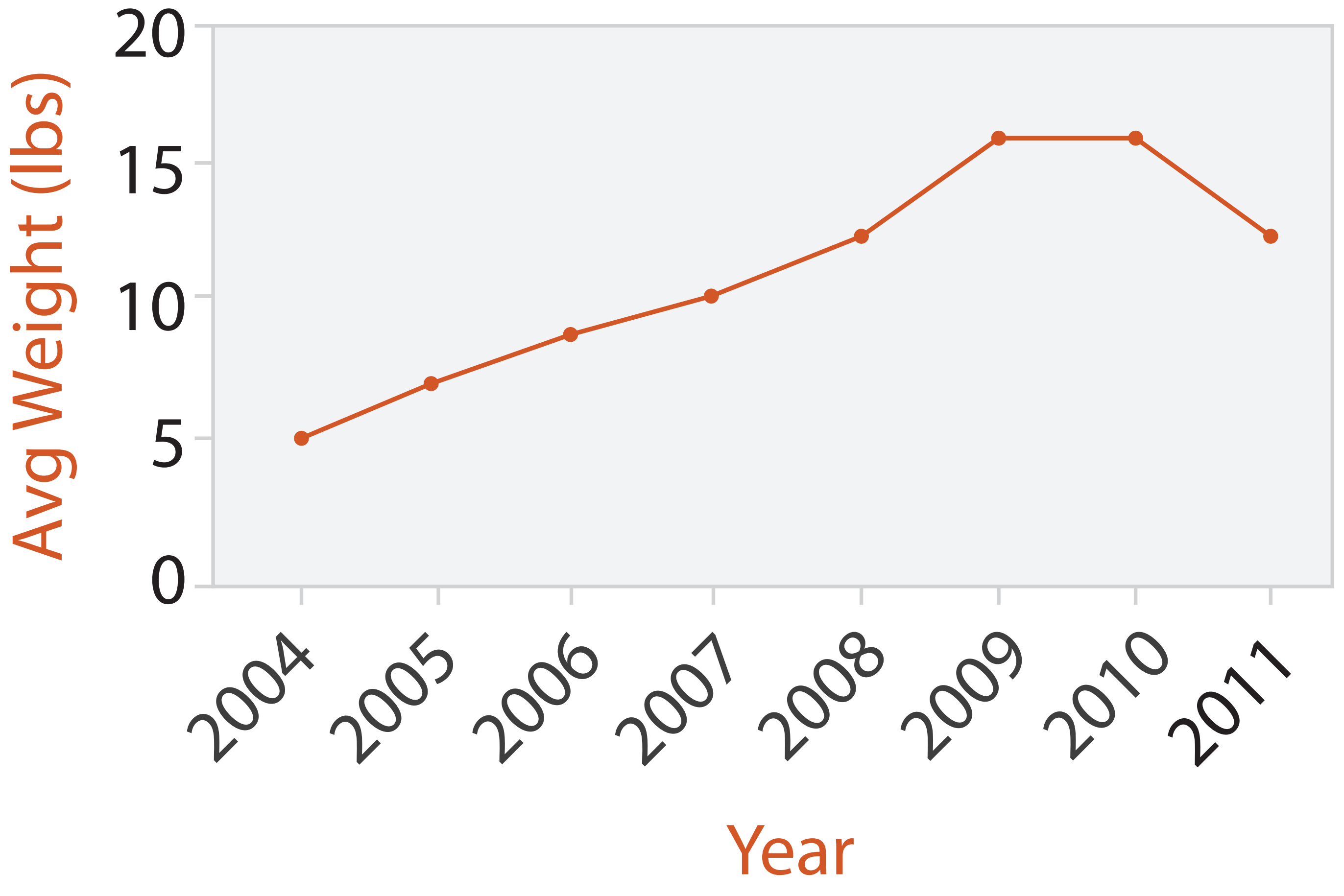
- generalized stacked graph
  - emphasizing horizontal continuity
    - vs vertical items
  - data
    - 1 categ key attrib (artist)
    - 1 ordered key attrib (time)
    - 1 quant value attrib (counts)
  - derived data
    - geometry: layers, where height encodes counts
    - 1 quant attrib (layer ordering)
  - scalability
    - hundreds of time keys
    - dozens to hundreds of artist keys
      - more than stacked bars, since most layers don’t extend across whole chart



[Stacked Graphs Geometry & Aesthetics. Byron and Wattenberg. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2008) 14(6): 1245–1252, (2008).]

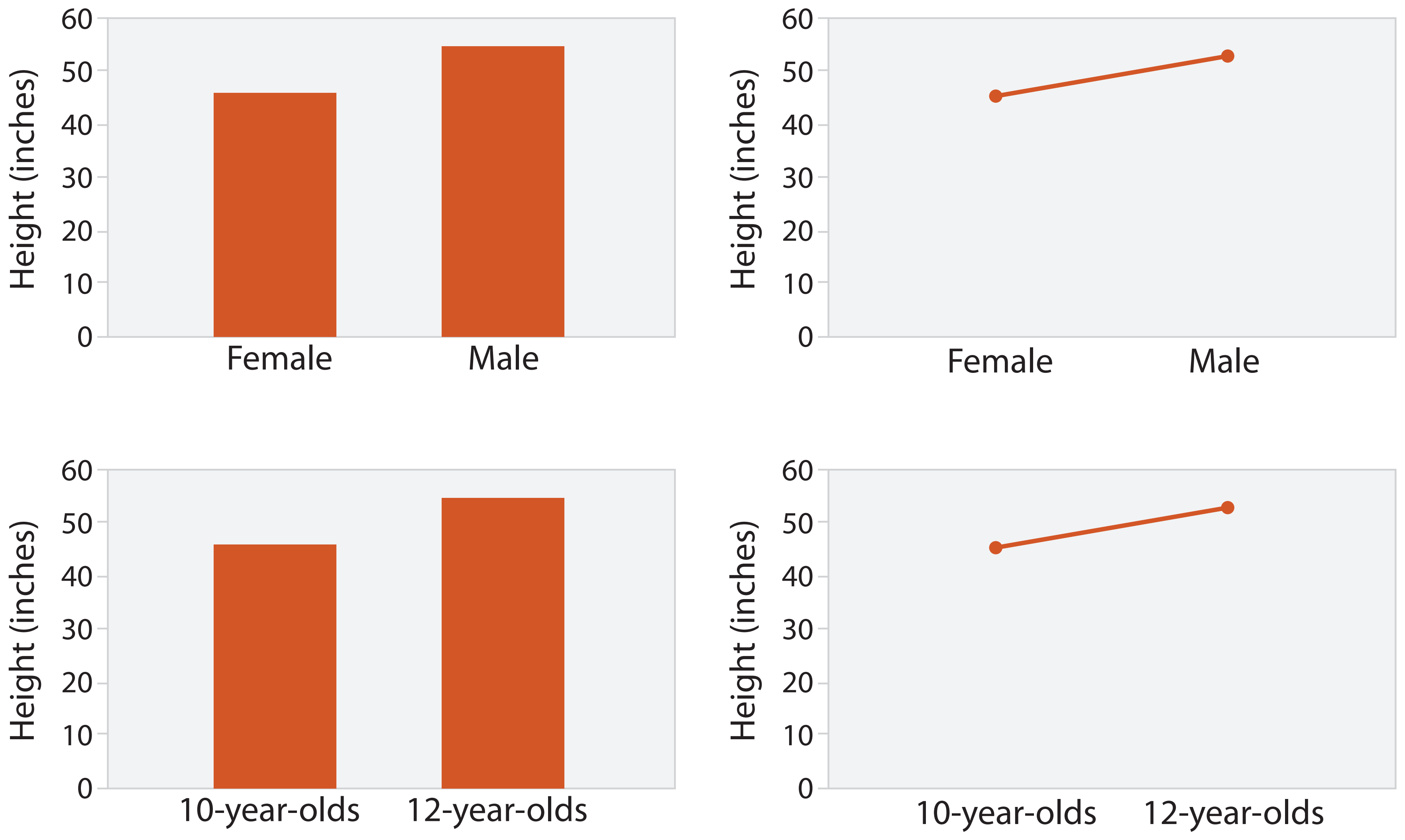
Idiom: **line chart**

- one key, one value
  - data
    - 2 quant attribs
  - mark: points
    - line connection marks between them
  - channels
    - aligned lengths to express quant value
    - separated and ordered by key attrib into horizontal regions
  - task
    - find trend
      - connection marks emphasize ordering of items along key axis by explicitly showing relationship between one item and the next



Choosing bar vs line charts

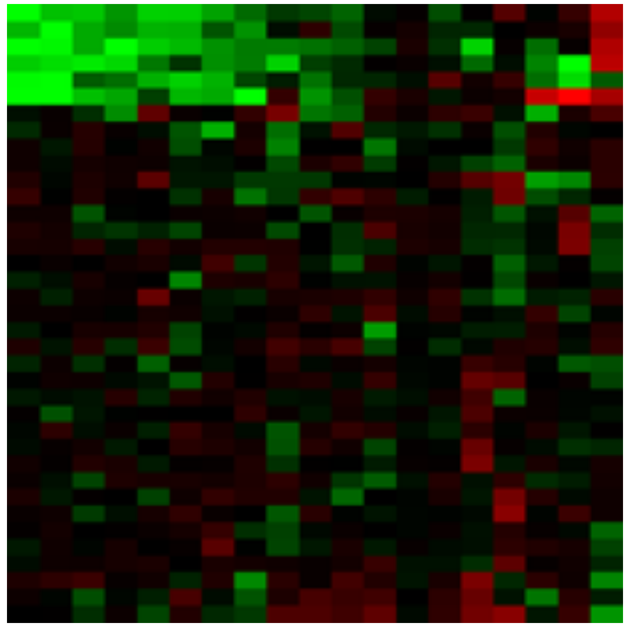
- depends on type of key attrib
  - bar charts if categorical
  - line charts if ordered
- do not use line charts for categorical key attribs
  - violates expressiveness principle
    - implication of trend so strong that it overrides semantics!
      - “The more male a person is, the taller he/she is”

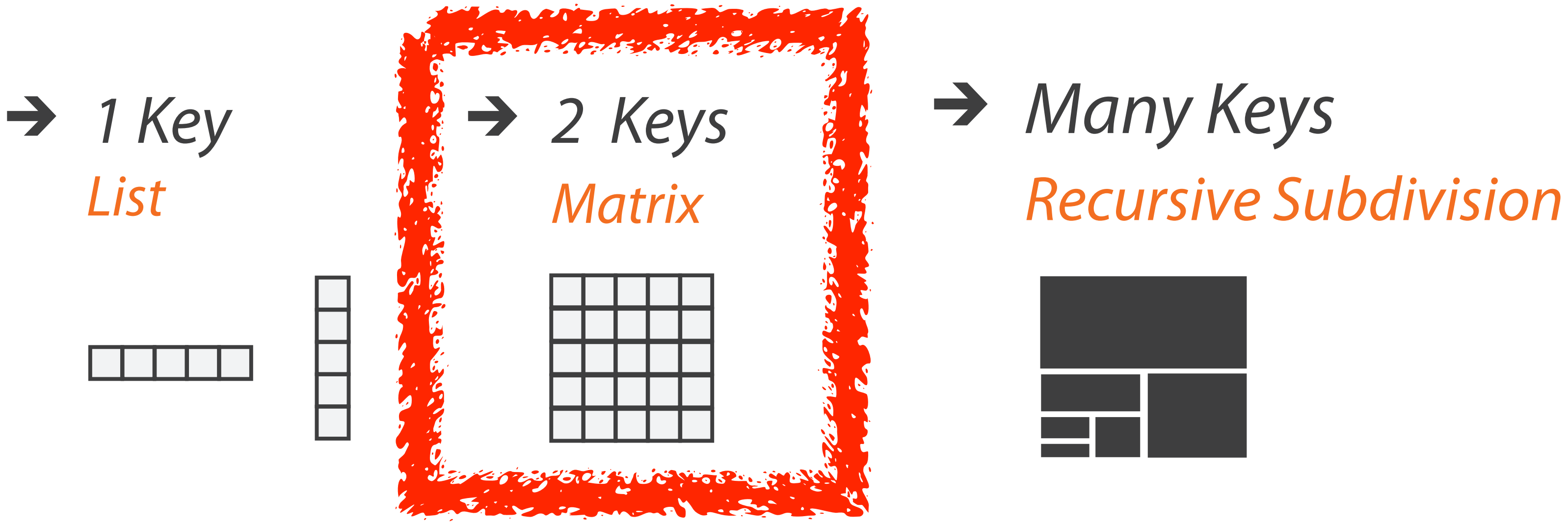


after [Bars and Lines: A Study of Graphic Communication. Zacks and Tversky. Memory and Cognition 27:6 (1999), 1073–1079.]

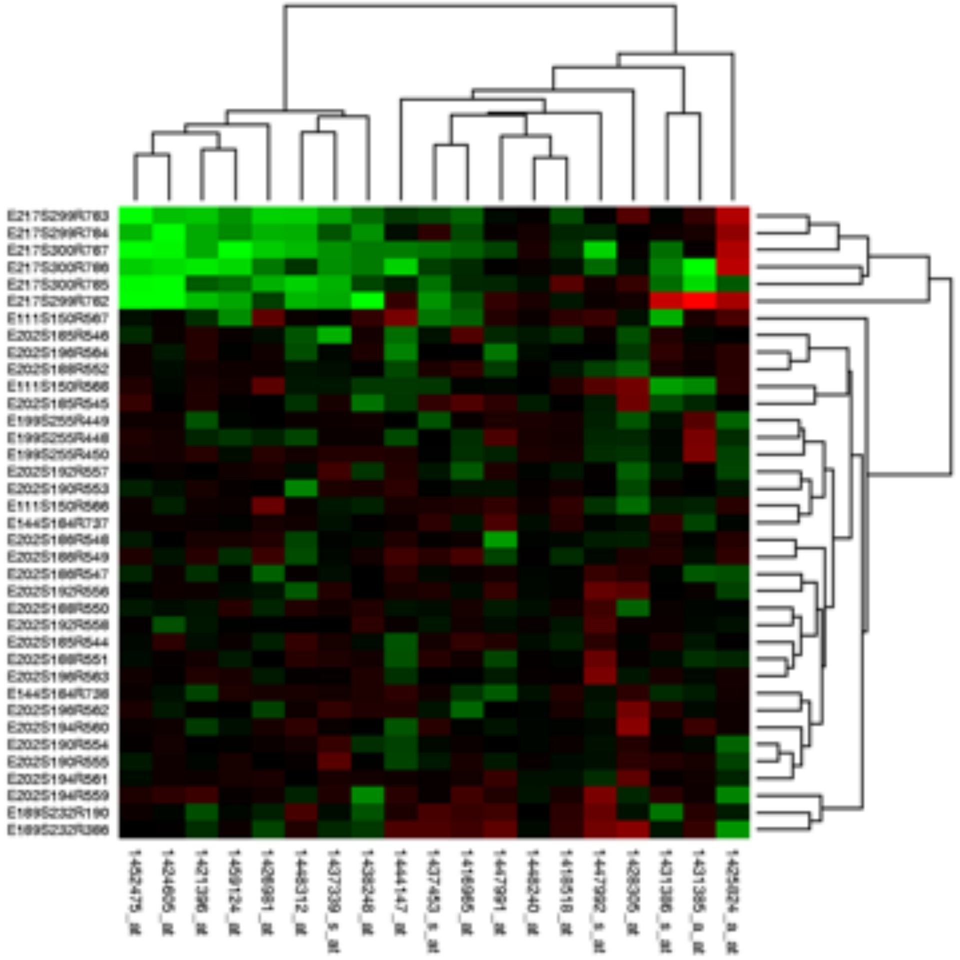
Idiom: **heatmap**

- two keys, one value
  - data
    - 2 categ attribs (gene, experimental condition)
    - 1 quant attrib (expression levels)
  - marks: area
    - separate and align in 2D matrix
      - indexed by 2 categorical attributes
  - channels
    - color by quant attrib
      - (ordered diverging colormap)
  - task
    - find clusters, outliers
  - scalability
    - 1M items, 100s of categ levels, ~10 quant attrib levels





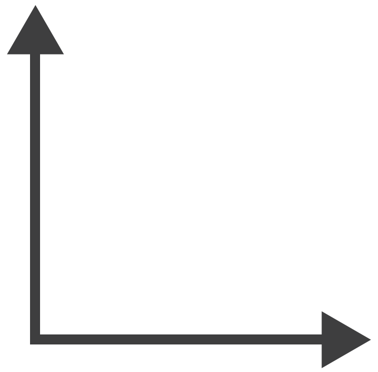
Idiom: **cluster heatmap**



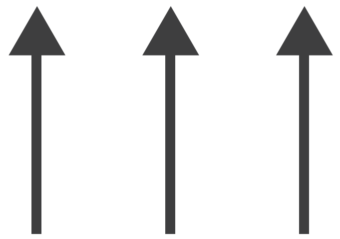
- in addition
  - derived data
    - 2 cluster hierarchies
  - dendrogram
    - parent-child relationships in tree with connection line marks
    - leaves aligned so interior branch heights easy to compare
  - heatmap
    - marks (re-)ordered by cluster hierarchy traversal

Axis Orientation

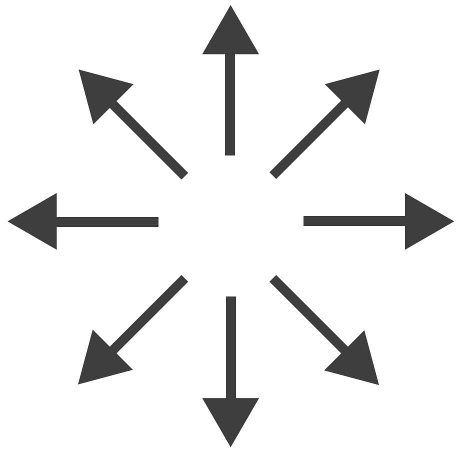
- Rectilinear



- Parallel



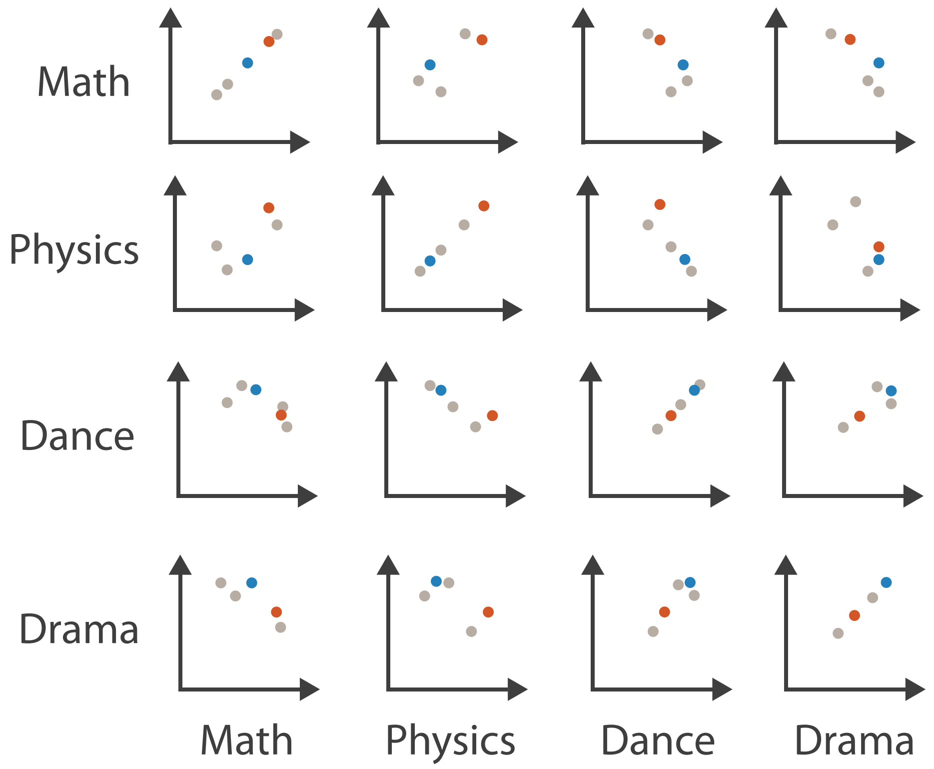
- Radial



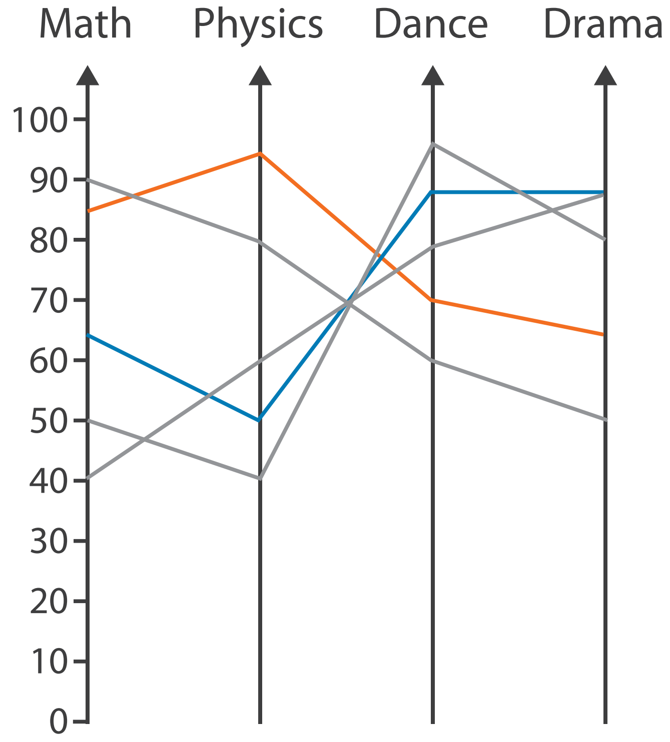
Idioms: **scatterplot matrix, parallel coordinates**

- scatterplot matrix (SPLOM)
  - rectilinear axes, point mark
  - all possible pairs of axes
  - scalability
    - one dozen attribs
    - dozens to hundreds of items
- parallel coordinates
  - parallel axes, jagged line representing item
  - rectilinear axes, item as point
    - axis ordering is major challenge
  - scalability
    - dozens of attribs
    - hundreds of items

Scatterplot Matrix



Parallel Coordinates



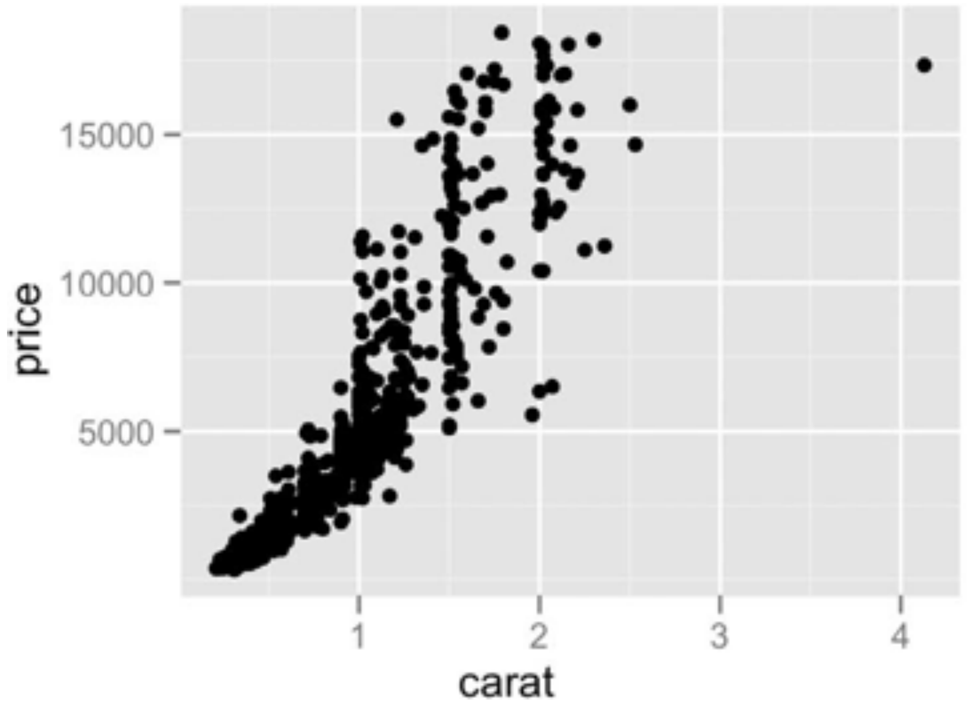
Table

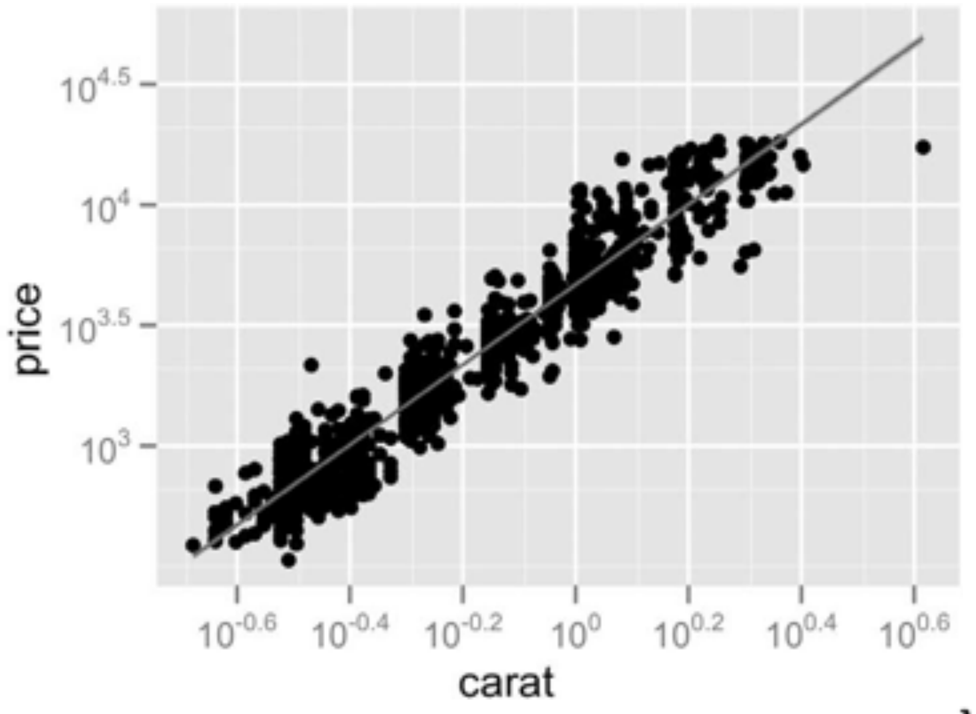
Math	Physics	Dance	Drama
85	95	70	65
90	80	60	50
65	50	90	90
50	40	95	80
40	60	80	90

after [Visualization Course Figures. McGuffin, 2014. http://www.michaelmcguffin.com/courses/vis/]

Task: Correlation

- scatterplot matrix
  - positive correlation
    - diagonal low-to-high
  - negative correlation
    - diagonal high-to-low
  - uncorrelated
- parallel coordinates
  - positive correlation
    - parallel line segments
  - negative correlation
    - all segments cross at halfway point
  - uncorrelated
    - scattered crossings





[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

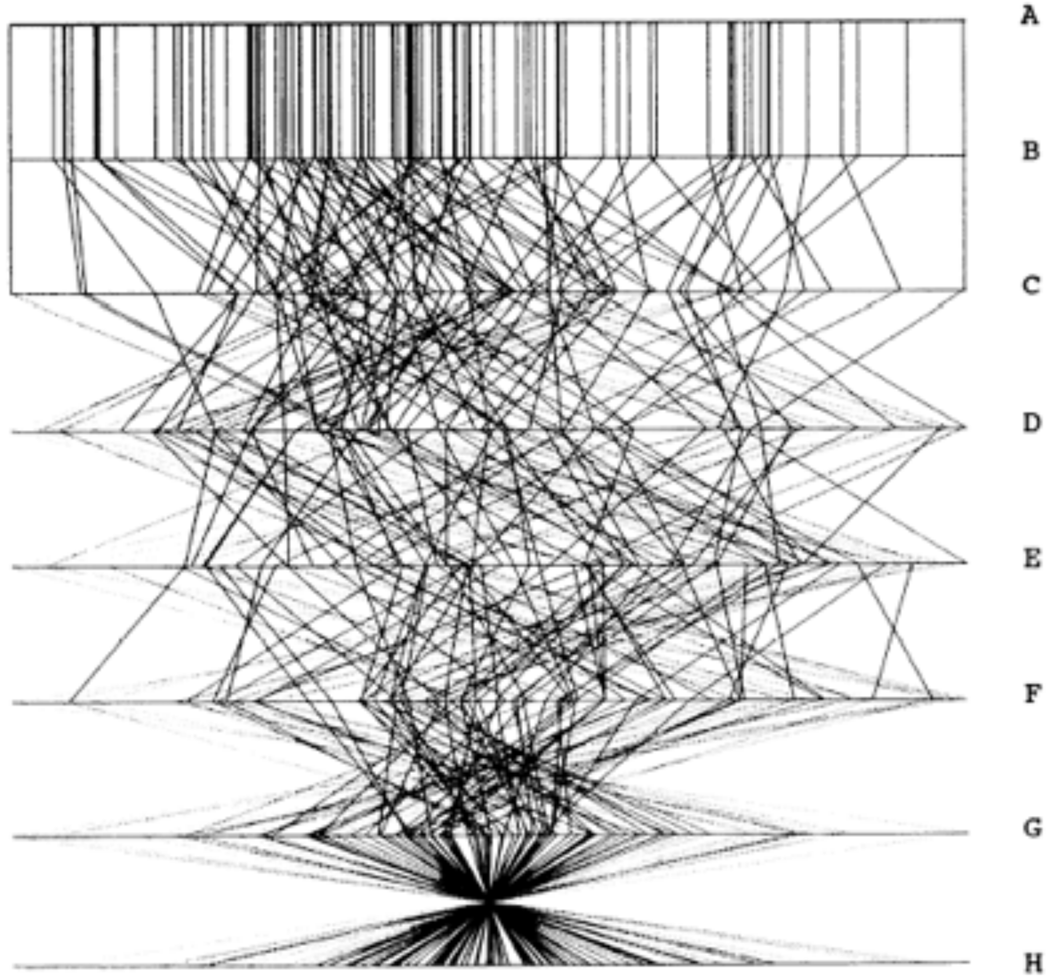
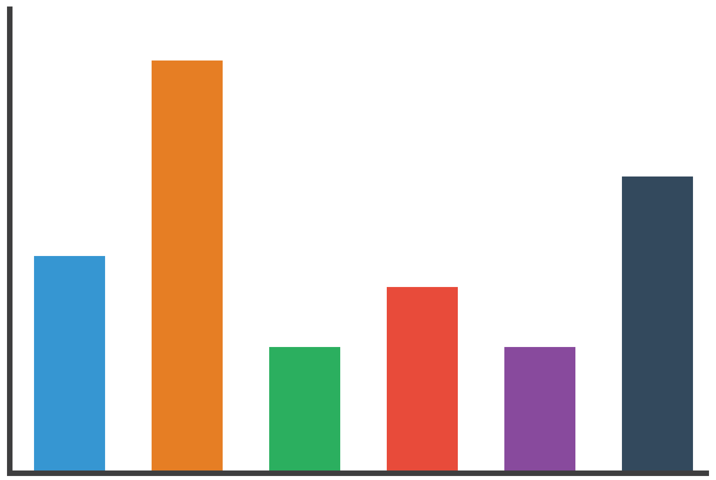


Figure 3. Parallel Coordinate Plot of Six-Dimensional Data Illustrating Correlations of ρ = 1, .8, .2, 0, −.2, −.8, and −1.

[Hyperdimensional Data Analysis Using Parallel Coordinates. Wegman. Journ. American Statistical Association 85:411 (1990), 664–675.]

Idioms: **radial bar chart, star plot**

- radial bar chart
  - –radial axes meet at central ring, line mark
- star plot
  - –radial axes, meet at central point, line mark
- bar chart
  - –rectilinear axes, aligned vertically

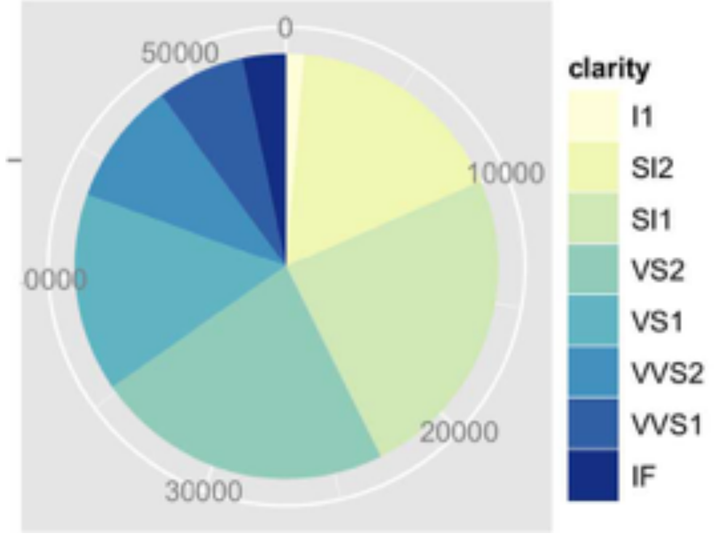


- accuracy
  - –length unaligned with radial
    - less accurate than aligned with rectilinear

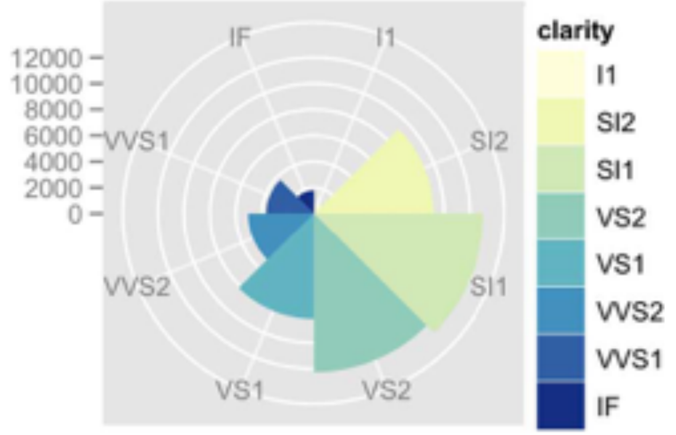
[Vismon: Facilitating Risk Assessment and Decision Making In Fisheries Management. Booshehrian, Möller, Peterman, and Munzner. Technical Report TR 2011-04, Simon Fraser University, School of Computing Science, 2011.]

Idioms: **pie chart, polar area chart**

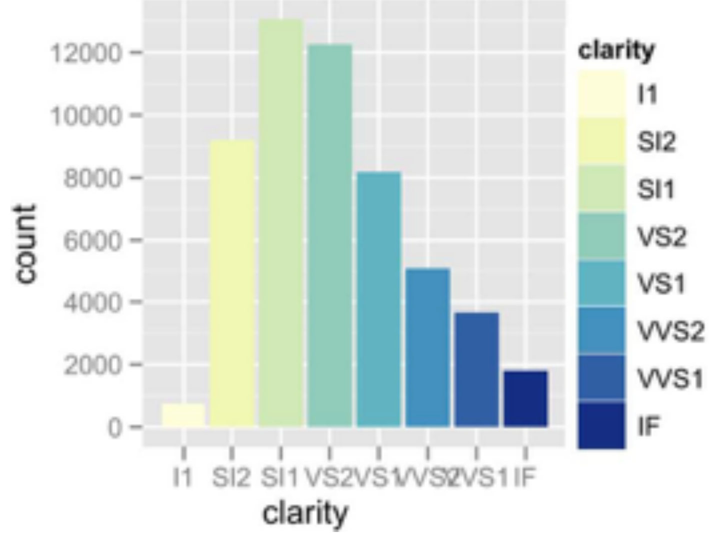
- pie chart
  - area marks with angle channel
  - accuracy: angle/area much less accurate than line length



- polar area chart
  - area marks with length channel
  - more direct analog to bar charts



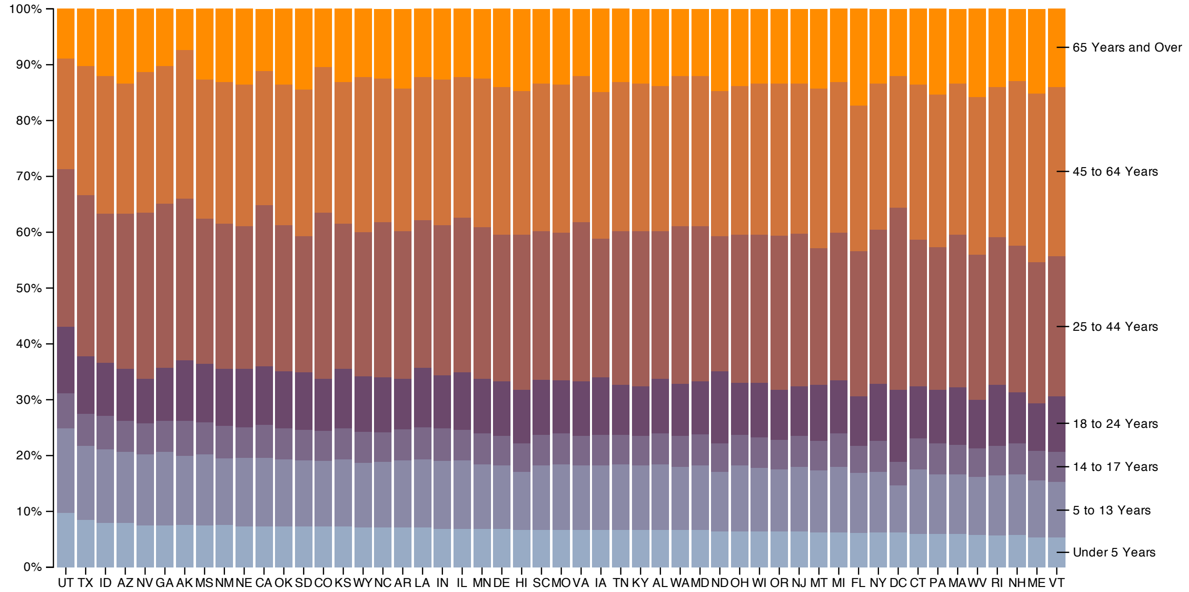
- data
  - 1 categ key attrib, 1 quant value attrib
- task
  - part-to-whole judgements

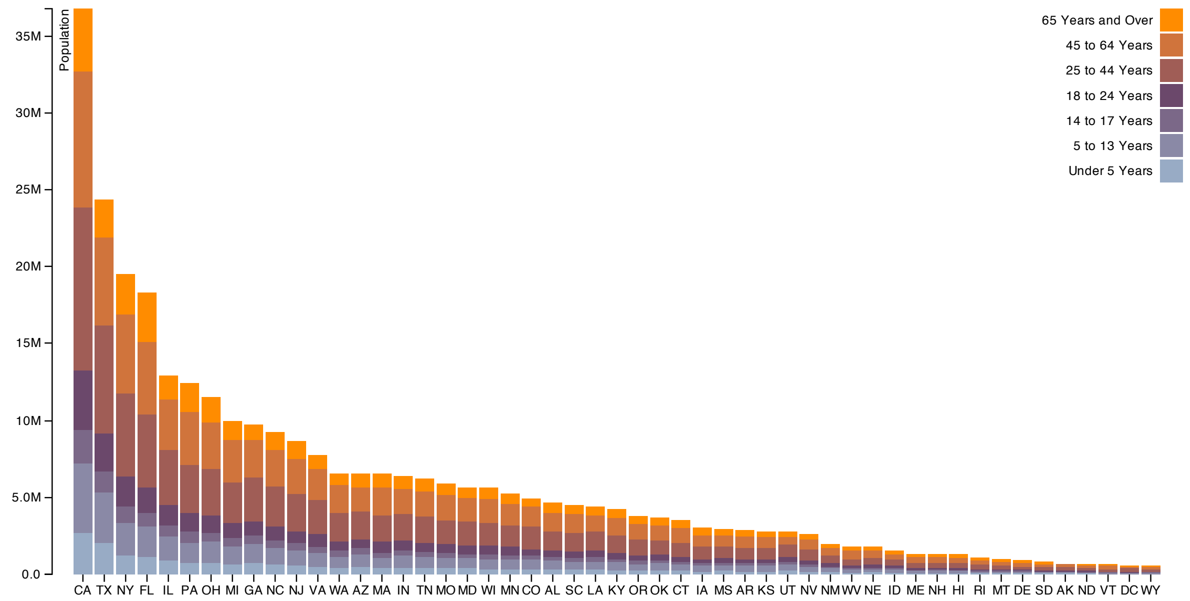


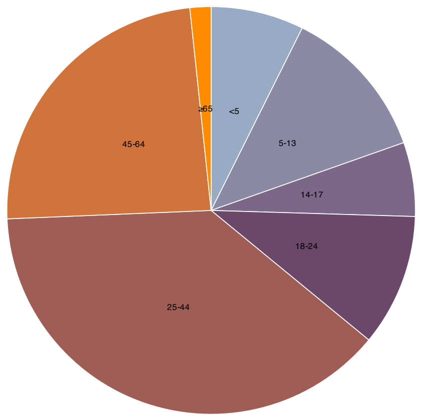
[A layered grammar of graphics. Wickham. Journ. Computational and Graphical Statistics 19:1 (2010), 3–28.]

Idioms: **normalized stacked bar chart**

- task
  - part-to-whole judgements
- normalized stacked bar chart
  - stacked bar chart, normalized to full vert height
  - single stacked bar equivalent to full pie
    - high information density: requires narrow rectangle
- pie chart
  - information density: requires large circle



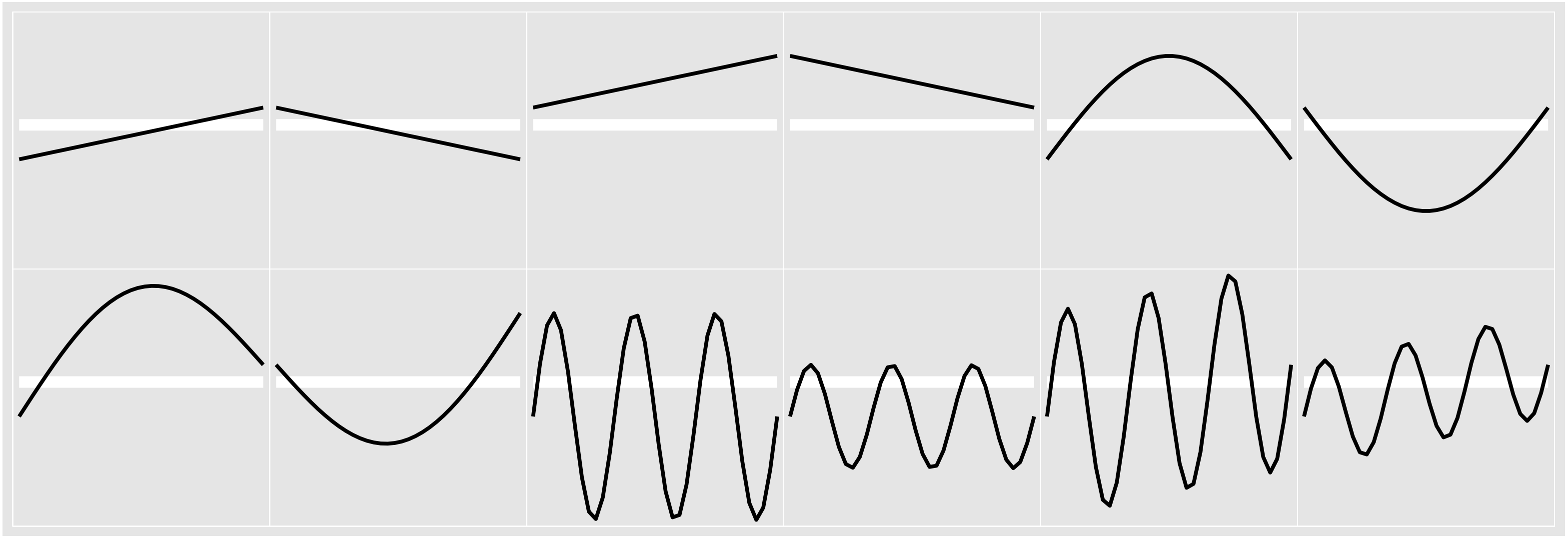




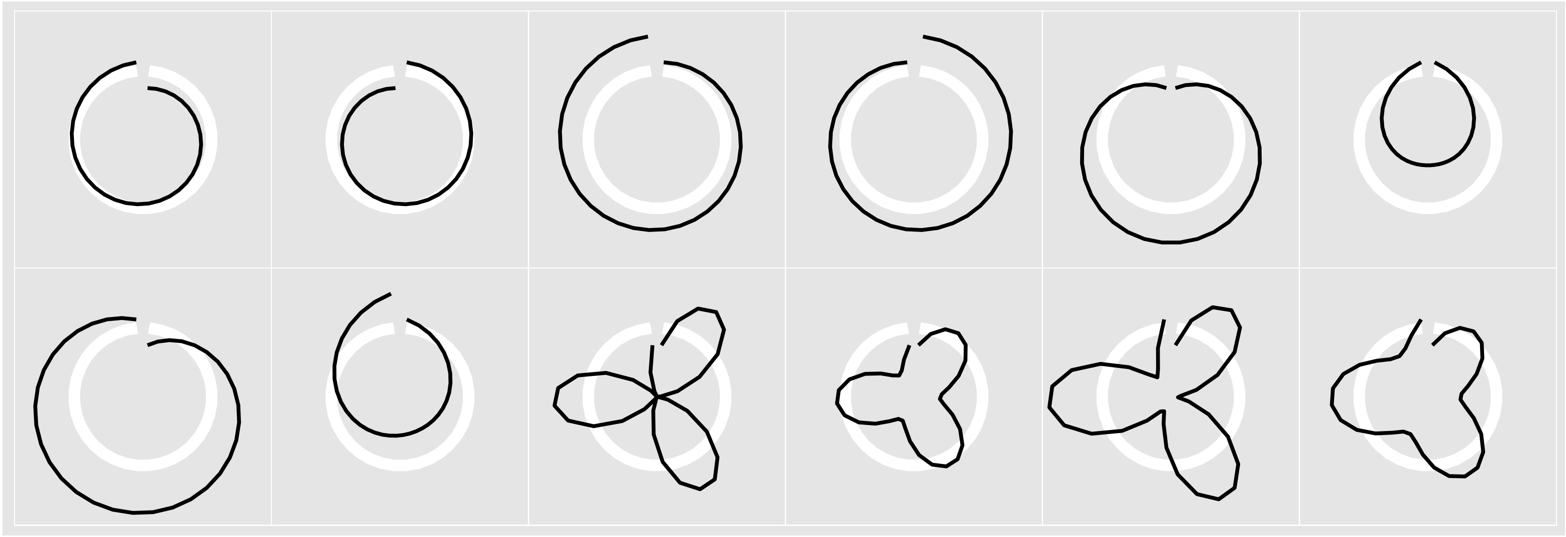
http://bl.ocks.org/mbostock/3887235,
http://bl.ocks.org/mbostock/3886208,
http://bl.ocks.org/mbostock/3886394.

Idiom: **glyphmaps**

- rectilinear good for linear vs nonlinear trends



- radial good for cyclic patterns

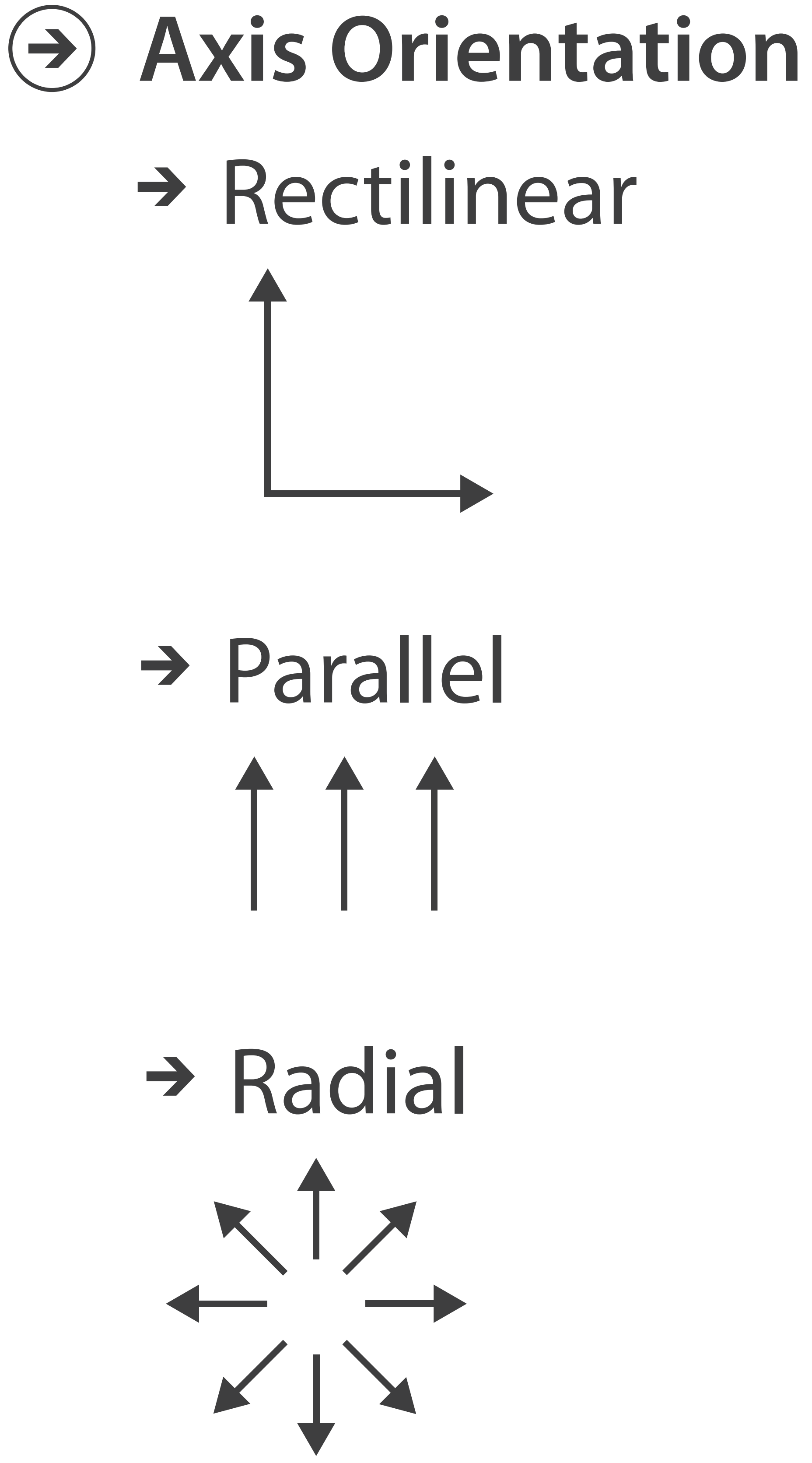


[Glyph-maps for Visually Exploring Temporal Patterns in Climate Data and Models. Wickham, Hofmann, Wickham, and Cook. Environmetrics 23:5 (2012), 382–393.]

Orientation limitations

- rectilinear: scalability wrt #axes
    - 2 axes best
    - 3 problematic
        - more in afternoon
    - 4+ impossible
- parallel: unfamiliarity, training time
- radial: perceptual limits
    - angles lower precision than lengths
    - asymmetry between angle and length
        - can be exploited!

[Uncovering Strengths and Weaknesses of Radial Visualizations - an Empirical Approach. Diehl, Beck and Burch. IEEE TVCG (Proc. InfoVis) 16(6):935--942, 2010.]



Further reading

- Visualization Analysis and Design. Munzner. AK Peters / CRC Press, Oct 2014.
  - *Chap 7: Arrange Tables*
- Visualizing Data. Cleveland. Hobart Press, 1993.

Paper: D3

- paper types
  - design studies
  - technique/algorithm
  - evaluation
  - model/taxonomy
  - **system**

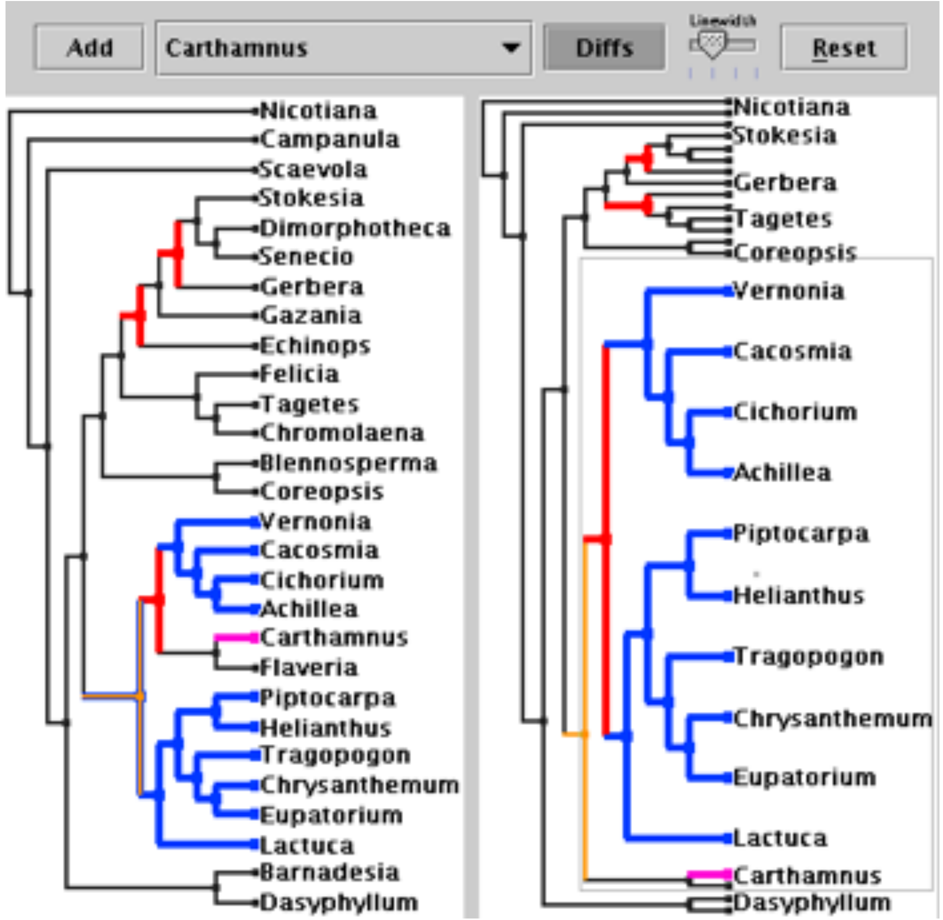
[D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans. Visualization & Comp. Graphics (Proc. InfoVis), 2011.]

Toolkits

- imperative: how
  - low-level rendering: Processing, OpenGL
  - parametrized visual objects: prefuse
    - also flare: prefuse for Flash
- declarative: what
  - Protoviz, D3, ggplot2
  - separation of specification from execution
- considerations
  - expressiveness
    - can I build it?
  - efficiency
    - how long will it take?
  - accessibility
    - do I know how?

WebGL/OpenGL

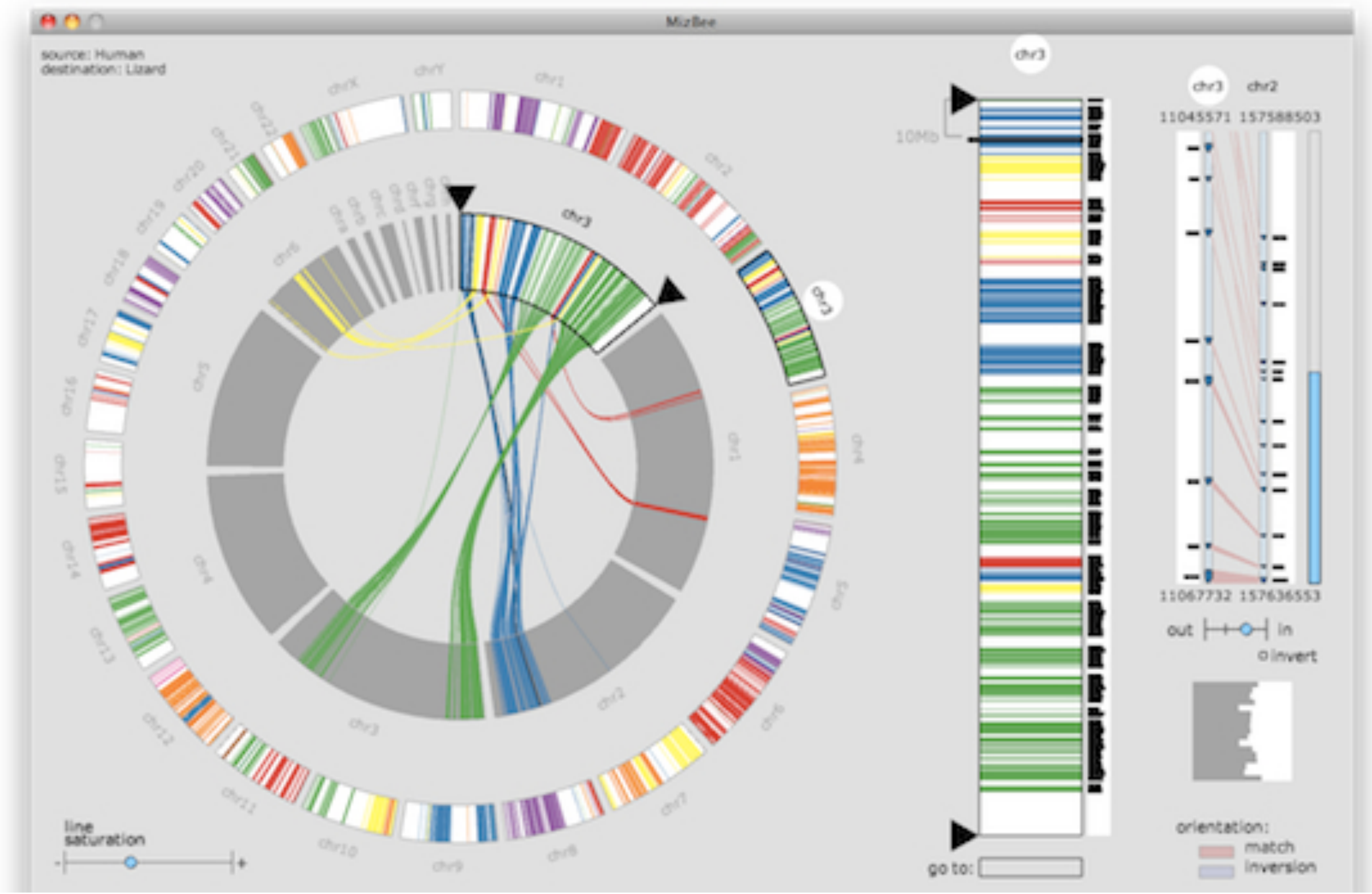
- graphics library
  - pros
    - power and flexibility, complete control for graphics
    - hardware acceleration
    - many language bindings: C, C++, Java (w/ JOGL)
  - cons
    - big learning curve if you don't know already
    - no vis support, must roll your own everything
  - example app: TreeJuxtaposer (OpenGL)



[Fig 5. Munzner et al. TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility. Proc SIGGRAPH 2003, pp 453-462.]

Processing

- layer on top of Java/OpenGL
- visualization esp. for artists/designers
- pros
  - great sandbox for rapid prototyping
  - huge user community, great documentatio
- cons
  - poor widget library support
- example app: MizBee



[Fig 1. Meyer et al. MizBee: A Multiscale Synteny Browser. Proc. InfoVis 2009.]

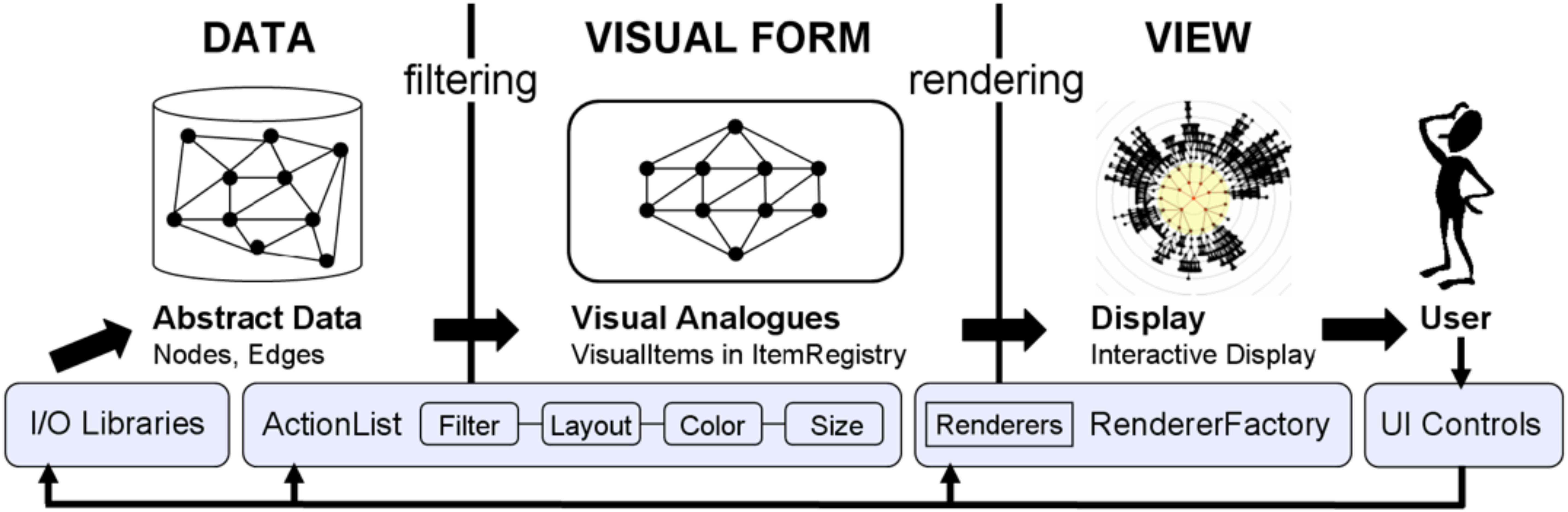
prefuse

- infovis toolkit, in Java
- fine-grained building blocks for tailored visualizations
- pros
  - heavily used (previously)
  - very powerful abstractions
  - quickly implement most techniques covered so far
- cons
  - no longer active
  - nontrivial learning curve
- example app: DOITrees Revisited

[DOITrees Revisited: Scalable, Space-Constrained Visualization of Hierarchical Data. Heer and Card. Proc. Advanced Visual Interfaces (AVI), pp. 421–424, 2004.]

prefuse

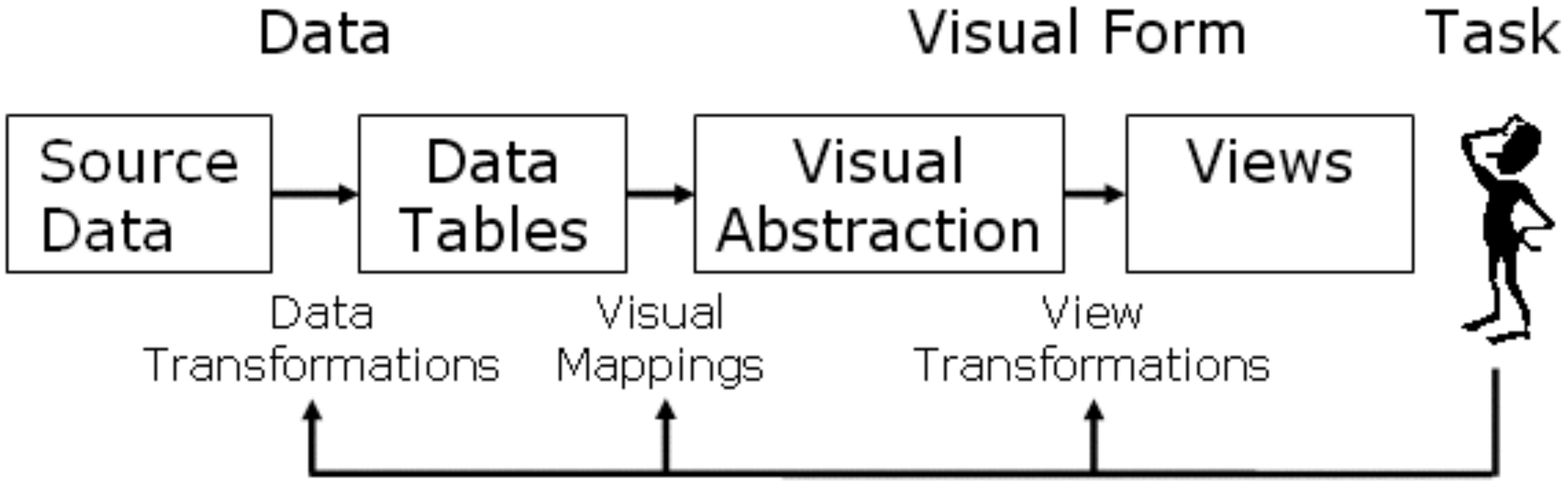
- separation: abstract data, visual form, view
  - data: tables, networks
  - visual form: layout, color, size, ...
  - view: multiple renderers



[Fig 2. Heer, Card, and Landay. Prefuse: A Toolkit for Interactive Information Visualization. Proc. CHI 2005, 421-430]

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



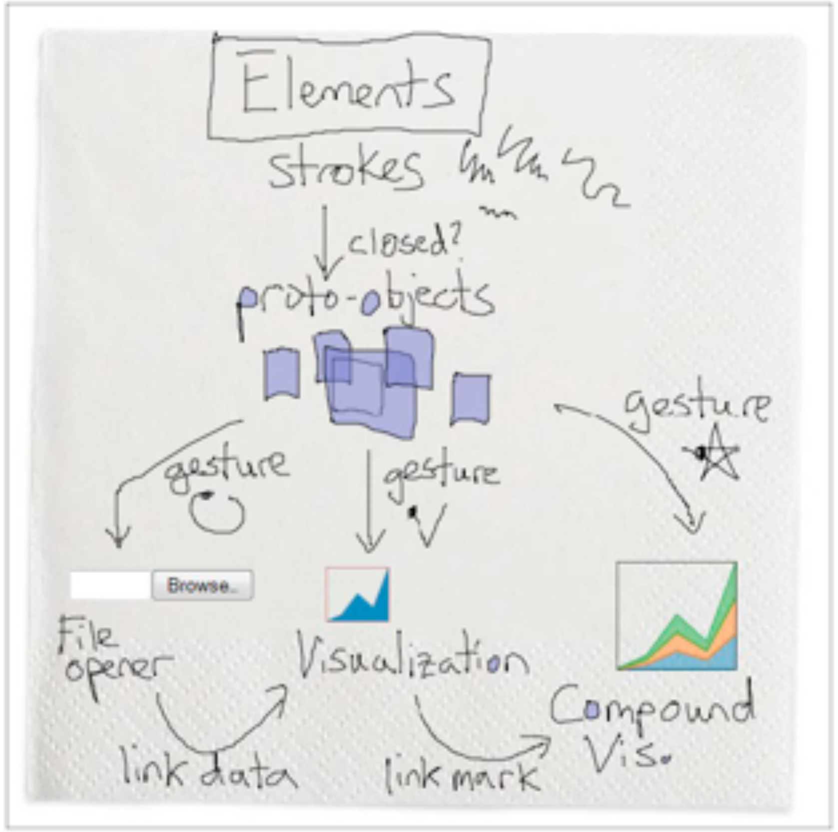
[Redrawn Fig 1.23. Card, Mackinlay, and Shneiderman. Readings in Information Visualization: Using Vision To Think, Chapter 1. Morgan Kaufmann, 1999.]

Declarative toolkits

- imperative tools/libraries
  - say exactly **how** to do it
  - familiar programming model
    - OpenGL, prefuse, ...
- declarative: other possibility
  - just say **what** to do
  - Protovis, D3

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)



[Fig 1, 3. Chao. NapkinVis. http://www.cs.ubc.ca/~tmm/courses/533-09/projects.html#will]

Protovis Validation

- wide set of old/new app examples
  - expressiveness, effectiveness, scalability
  - accessibility
- analysis with cognitive dimensions of notation
  - closeness of mapping, hidden dependencies
  - role-expressiveness visibility, consistency
  - viscosity, diffuseness, abstraction
  - hard mental operations

[Cognitive dimensions of notations. Green (1989). In A. Sutcliffe and L. Macaulay (Eds.) People and Computers V. Cambridge, UK: Cambridge University Press, pp 443-460.]

D3

- declarative infovis toolkit, in Javascript
- Protovis meets Document Object Model
- pros
  - seamless interoperability with Web
  - explicit transforms of scene with dependency info
  - massive user community, many thirdparty apps/libraries on top of it, lots of docs
- cons
  - even more different from traditional programming model
- example apps: many

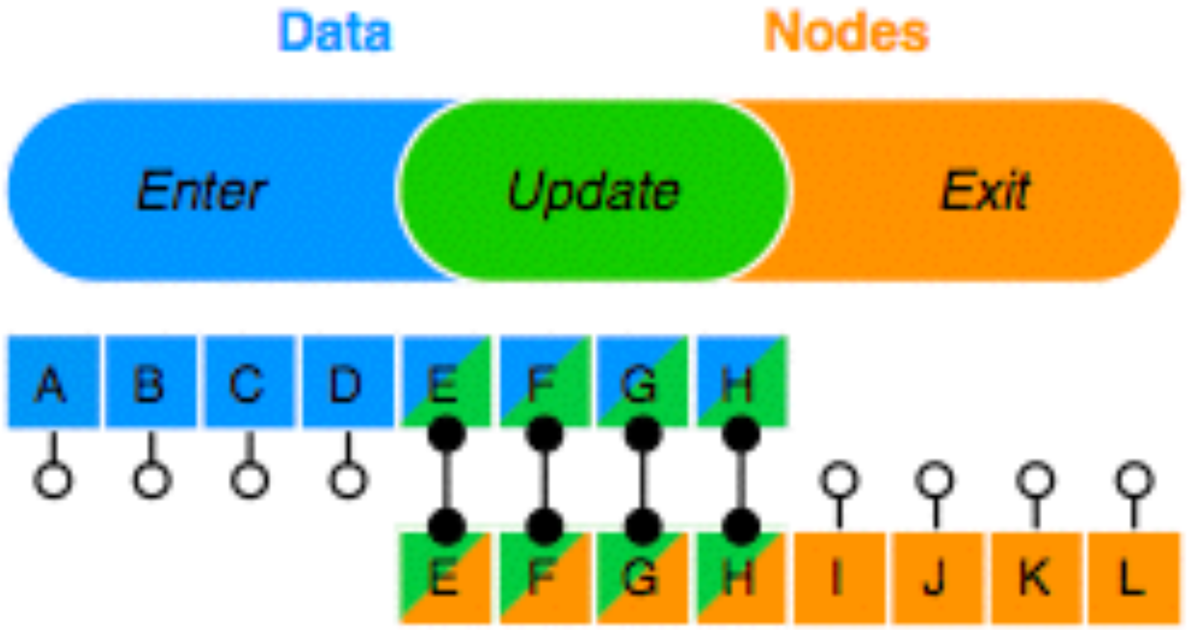
D3

- objectives
  - compatibility
  - debugging
  - performance
- related work typology
  - document transformers
  - graphics libraries
  - infovis systems
    - general note: all related work sections are a mini-taxonomy!

[D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans. Visualization & Comp. Graphics (Proc. InfoVis), 2011.]

D3 capabilities

- query-driven selection
  - selection: filtered set of elements queries from the current doc
    - also partitioning/grouping!
  - operators act on selections to modify content
    - instantaneous or via animated transitions with attribute/style interpolators
    - event handlers for interaction
- data binding to scenegraph elements
  - data joins bind input data to elements
  - enter, update, exit subselections
  - sticky: available for subsequent re-selection
  - sort, filter



[D3: Data-Driven Documents. Bostock, Ogievetsky, Heer. IEEE Trans. Visualization & Comp. Graphics (Proc. InfoVis), 2011.]

D3 Features

- document transformation as atomic operation
  - scene changes vs representation of scenes themselves
- immediate property evaluation semantics
  - avoid confusing consequences of delayed evaluation

- validation
  - performance benchmarks
    - page loads, frame rate
  - accessibility
    - everybody has voted with their feet by now!

Next Time

- to read
  - VAD Ch. 8: Arrange Spatial Data
  - Radial Sets: Interactive Visual Analysis of Large Overlapping Sets.
    Bilal Alsallakh, Wolfgang Aigner, Silvia Miksch, and Helwig Hauser.
    IEEE Transactions on Visualization and Computer Graphics (Proc InfoVis 2013), 19(12):2496-2505, 2013.
    - paper type: technique