

# Wrapup: Research Papers and Process

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*CPSC 547, Information Visualization*  
**28 November 2017**

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

## Today

- writing infovis papers: pitfalls to avoid
  - **Process and Pitfalls in Writing Information Visualization Research Papers.**  
*Tamara Munzner. In: Information Visualization: Human-Centered Issues and Perspectives. Andreas Kerren, John T. Stasko, Jean-Daniel Fekete, Chris North, eds. Springer LNCS Volume 4950, p 134-153, 2008.*
- other research pitfalls and process
  - review reading, review writing, conference talks
- final papers and final presentations
  - course paper vs research paper expectations
- reproducible and replicable research
- other course pitch: Rensink

## Process & Pitfalls for InfoVis Papers

## Idiom pitfalls

- Unjustified Visual Encoding
  - should justify why visual encoding design choices appropriate for problem
  - prerequisite: clear statement of problem and encoding!
- Hammer In Search of Nail
  - should characterize capabilities of new technique if proposed in paper
- Color Cacophony
  - avoid blatant disregard for basic color perception issues
    - huge areas of highly saturated color
    - categorical color coding for 15+ category levels
    - red/green without luminance differences
    - encoding 3 separate attributes with RGB
- Rainbows Just Like In The Sky
  - avoid hue for ordered attribs, perceptual nonlinearity along rainbow gradient

## Later pitfalls: Strategy

- What I Did Over My Summer Vacation
  - don't focus on effort rather than contribution
  - don't be too low level, it's not a manual
- Least Publishable Unit
  - avoid tiny increment beyond (your own) previous work
  - bonus points: new name for old technique
- Dense As Plutonium
  - don't cram in so much content that can't explain why/what/how
    - fails reproducibility test
- Bad Slice and Dice
  - two papers split up wrong
  - neither is standalone, yet both repeat

## Later pitfalls: Tactics

- Stealth Contributions
  - don't leave them implicit, it's your job to tell reader explicitly!
  - consider carefully, often different from original project goals

## Contributions in research papers

- what are your research contributions?
  - what can we do that wasn't possible before?
  - how can we do something better than before?
  - what do we know that was unknown or unclear before?
- determines everything
  - from high-level message to which details worth including
- often not obvious
  - diverged from original goals, in retrospect
- state them explicitly and clearly in the introduction
  - don't hope reviewer or reader will fill them in for you
  - don't leave unsaid should be obvious after close reading of previous work
  - goal is clarity, not overselling (limitations typically later, in discussion section)

## Later pitfalls: Tactics

- Stealth Contributions
  - don't leave them implicit, it's your job to tell reader explicitly!
  - consider carefully, often different from original project goals
- I Am So Unique
  - don't ignore previous work
  - both on similar problems and with similar solutions
- Enumeration Without Justification
  - "X did Y" not enough
  - must say why previous work doesn't solve your problem
  - what limitations of their does your approach fix?
- I Am Utterly Perfect
  - no you're not; discussion of limitations makes paper stronger!

## Later pitfalls: Results

- Unfettered By Time
  - choose level of detail for performance numbers
  - detailed graphs for technique papers, high-level for design & eval papers
- Straw Man Comparison
  - compare appropriately against state-of-the-art algorithms
  - head-to-head hardware is best (re-run benchmarks yourself, all on same machine)
- Tiny Toy Datasets
  - compare against state-of-the-art dataset sizes for technique (small ok for eval)
- But My Friends Liked It
  - asking labmates not convincing if target audience is domain experts
- Unjustified Tasks
  - use ecologically valid user study tasks: convincing abstraction of real-world use

## Final pitfalls: Style

- Deadly Detail Dump
  - explain *how* only **after** *what* and *why*; provide high-level framing before low-level detail
- Story-Free Captions
  - optimize for flip-through-pictures skimming
- My Picture Speaks For Itself
  - explicitly walk them through images with discussion
- Grammar Is Optional
  - good low-level flow is necessary (but not sufficient), native speaker check good if ESL
- Mistakes Were Made
  - don't use passive voice, leaves ambiguity about actor
    - your research contribution or done by others?

## Final pitfalls: Style 2

- Jargon Attack
  - avoid where you can, define on first use
    - all acronyms should be defined
- Nonspecific Use Of Large
  - quantify! hundreds? 10K? 100K? millions? billions?...

## Final pitfalls: Submission

- Slimy Simultaneous Submission
  - often detected when same reviewer for both
  - instant dual rejection, often multi-conference blacklist
- Resubmit Unchanged
  - respond to previous reviews: often get reviewer overlap, irritated if ignored

## Generality

- encoding: visualization specific
- strategy: all research
- tactics: all research
- results: visualization specific
- style: all research, except
  - Story-Free Captions, My Picture Speaks For Itself

## Research Process & Pitfalls

## Review reading pitfalls

- Reviewers Were Idiots
  - rare: insufficient background to judge worth
  - if reviewer didn't get your point, many readers won't
  - your job: rewrite so clearly that nobody can misunderstand
- Reviewers Were Threatened By My Brilliance
  - seldom: unduly harsh since intimately familiar with area
- I Just Know Person X Wrote This Review
  - sometimes true, sometimes false
  - don't get fixated, try not to take it personally
- It's The Writing Not The Work
  - sometimes true: bad writing can doom good work (good writing may save borderline)
  - sometimes false: weak work common! reinvent the wheel worse than previous one

## Review writing pitfalls

- Uncalibrated Dismay
  - remember you've only read the best of the best!
  - most new reviewers are overly harsh
- It's Been Done, Full Stop
  - you must say who did it in which paper, full citation is best
- You Didn't Cite Me
  - stop and think whether it's appropriate
  - be calm, not petulant
- You Didn't Channel Me
  - don't compare against paper you would have written
    - review the paper they submitted

## Conference talk pitfalls

- Results As Dessert
  - don't save until the end as a reward for the stalwart!
  - showcase early to motivate
- A Thousand Words, No Pictures
  - aggressively replace words with illustrations
  - most slides should have a picture
- Full Coverage Or Bust
  - cannot fit all details from paper
  - communicate big picture
  - talk as advertising: convince them it's worth their time to read paper!

## Paper writing process suggestions

- pre-paper talk
  - write and give talk first, as if presenting at conference
  - iterate on talk slides to get structure, ordering, arguments right
  - then create paper outline from final draft of slides
    - encourages concise explanations of critical ideas, creation of key diagrams
    - avoids wordsmithing digressions and ratholes
    - easier to cut slides than prose you agonized over
- pre-paper/practice talk feedback session: at least 2-3x talk length
  - global comments, then slide by slide detailed discussion
  - nurture culture of internal critique (build your own critique group if necessary)
- have non-authors read paper before submitting
  - internal review can catch many problems
  - ideally group feedback session as above

## Final Papers & Presentations

## Final reports

- PDF, use InfoVis templates [http://junctionpublishing.org/vgtc/Tasks/camera\\_tvcg.html](http://junctionpublishing.org/vgtc/Tasks/camera_tvcg.html)
- no length cap: illustrate freely with screenshots!
  - design study / technique: aim for at least 6-8 pages
  - analysis / survey: aim for at least 15-20 pages
- ok to re-use text from proposal, interim writeup
- encourage looking at my writing correctness and style guidelines
  - <http://www.cs.ubc.ca/~tmm/writing.html>
- strongly encourage looking at previous examples
  - [www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#examp](http://www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#examp)
  - Example Past Projects
  - browse 2015, 2014, ... reports

## Course requirements vs research paper standards

- research novelty **not** required
- mid-level discussion of implementation **is** required
  - part of my judgement is about how much work you did
  - high level: what toolkits etc did you use
  - medium level: what pre-existing features did you use/adapt
  - low level **not** required: manual of how to use, data structure details
- design justification **is** required
  - (unless analysis/survey project)
  - different in flavour between design study projects and technique projects
  - technique explanation alone is not enough
- publication-level validation **not** required
  - user studies, extensive computational benchmarks, utility to target audience

## Report structure: General

- low level: necessary but not sufficient
  - correct grammar/spelling
  - sentence flow
- medium level: order of explanations
  - build up ideas
- high through low level: why/what before how
  - paper level
    - motivation: why should I care
    - overview: what did you do
    - details: how did you do it
  - section level
    - overview then details
  - sometimes subsection or paragraph level

## Sample outlines: Design study

- [www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#examp](http://www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#examp)
- abstract
  - concise summary of your project
  - do not include citations
- introduction
  - give big picture, establish scope, some background material might be appropriate
- related work
  - include both work aimed at similar problems and similar solutions
  - **no requirement for research novelty, but still frame how your work relates to it**
  - cover both academic and relevant non-academic work
  - you might reorder to have this section later

## Sample outlines: Design study II

- data and task abstractions
  - analyze your domain problem according to book framework (what/why)
  - include both domain-language descriptions and abstract versions
  - could split into data vs task, then domain vs abstract - or vice versa!
  - typically data first then task, so that can refer to data abstr within task abstr
- solution
  - describe your solution idiom (visual encoding and interaction)
  - analyze it according to book framework (how)
  - justify your design choices with respect to alternatives
  - if significant algorithm work, discuss algorithm and data structures

## Sample outlines: Design study III

- implementation
  - medium-level implementation description
    - specifics of what you wrote vs what existing libraries/toolkits/components do
  - breakdown of who did what work
- results
  - include scenarios of use illustrated with multiple screenshots of your software
    - walk reader through how your interface succeeds (or falls short) of solving intended problem
    - report on evaluation you did (eg deployment to target users, computational benchmarks)
    - screenshots should be png (lossless compression) not jpg (lossy compression)!
- discussion and future work
  - reflect on your approach: strengths, weaknesses, limitations
  - lessons learned: what do you know now that you didn't when you started?
  - future work: what would you do if you had more time?

## Sample outlines: Design study IV

- conclusions
  - summarize what you've done
  - different than abstract since reader has seen all the details
- bibliography
  - make sure to use real references for work that's been published academically
    - not just URL
    - check arxiv papers, many have forward link to final publication venue - use that too!
  - be consistent! most online sources require cleanup including IEEE/ACM DLs
    - do pay attention to my instructions for checking reference consistency
      - <http://www.cs.ubc.ca/~tmm/writing.html#refs>

## Sample outlines: Technique (diffs)

- Abstract, Introduction (same as above)
- Related Work
  - big focus on similar solutions, some discussion of similar problems (same task/data combo)
- Data and Task Abstractions
  - much shorter than the corresponding one for design studies, framing context not core contrib
- Solution
  - describing proposed idiom exactly, not justifying its use for particular domain problem
  - as above, analyze in terms of design choices, justify why appropriate vs alternatives
- Implementation (same as above)
- Results
  - less emphasis on scenarios with particular target users
  - more emphasis on characterizing the breadth of possible uses
  - still definitely include screenshots of the system in action
- Discussion / Future Work, Conclusions, Bibliography (same as above)

## Sample outlines: Survey (diffs)

- Abstract (same as above)
- Introduction
  - discuss the scope of what you're covering, why it's interesting/reasonable partition compared to visualization as a whole
- Related Work
  - **only** previous surveys
    - focus on how your work is similar to or different from them, especially wrt coverage
- Main
  - break up into sections based on your own synthesis of themes of work covered
  - you might want a Background section at the start if domain-focused survey
    - where there's important vocabulary/ideas to establish before diving into main discussion
  - analyze visualizations proposed in these papers in terms of what/why/how framework
    - include images from papers
- Discussion / Future Work, Conclusions, Bibliography (same as above)

## Sample outlines: Other types

- see page for implementation & analysis project types
  - implementation, analysis
    - [www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#outlines](http://www.cs.ubc.ca/~tmm/courses/547-17F/projectdesc.html#outlines)
- interactive explanations: meet with me in advance to discuss

## Report marking

- required: at least material I've listed
  - you may include more material, you may choose alternate orderings
- probable marking scheme (may change!)
  - design study & technique: 12.5% each for
    - intro, related work, abstractions, solution, implementation, results, discussion, style
    - style: 10% main, 2.5% bibliography
  - survey: intro (10%), relwork (10%), main (60%), style (20%)
  - analysis: intro/domain (8%), abstr (8%), relwork (8%), analysis (52%), methods/tools (8%), discussion (8%), style (8%)
- reminder: project content is 60% of entire project mark
  - report is 25%, presentation is 15%

## Code / Video

- required: submit your code
  - so I can see what you've done, but I will not post
  - include README file at root with brief roadmap/overview of organization
    - which parts are your code vs libraries
    - how to compile and run
    - I do not necessarily expect your code compiles on my machine
- encouraged but not required
  - submit live demo URL
  - open-source your code (if so, fine to just send me that URL)
  - submit supporting video
    - with or without voiceover
    - very nice to have later, software bitrot makes demos not last forever!
  - can be same or different from what you show in final presentation

## Showcase image

- new this year: showcase image for projects page
  - 300x300 image
  - call it showcase.png or showcase.jpg

## Logistics

- **Assignments: Final Presentations on Canvas**
  - upload due Tue Dec 12 6pm
- **Assignments: Final Report on Canvas**
  - upload due Fri Dec 15 11:59pm
    - required & posted: report, showcase image
    - required but not posted: code including README
    - encouraged: live demo URL, video

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## Final presentations

- **context**
  - CS department will be invited, also feel free to invite others
  - refreshments will be served, short breaks every hour (or so)
  - order: alphabetical by last name
- **code freeze**
  - no additional work on project after presentation deadline
  - additional three days to get it all written down coherently for final report

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## Final presentations: Tue Dec 15 1-5 FSC 2300A

- **length**
  - 15 min per team presentations, plus 1-2 min questions, 7 teams
  - 12 min per individual project presentations, plus 1-2 min questions, 2 people
- **session structure**
  - order alphabetical by first name, as on project page
  - 2 breaks, between each set of 3 presentations
  - in theory end by 4pm, reserve buffer of 1 hour extra since we often run over
  - dept invited, friends welcome, refreshments served
- **presentation structure**
  - slides required (*remember slide numbers!*)
  - demo or video encouraged
    - if plan is for demo, screenshots and/or video for backup strongly encouraged
    - but do practice, demos eat up time!
  - should be standalone
    - don't assume audience has read proposal or updates (or remembers your pitch)
- **slide upload**
  - post your slides by 6pm if using your laptops (best), or by 11am if using mine
  - upload to Canvas Assignments: Final Presentations

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## Final presentations marking

- **last year's template**
  - Intro/Framing:
  - Main:
  - Limitations/Critique/Lessons:
  - Slides:
  - Style:
  - Demo/Video:
  - Timing:
  - Question Handling:

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## Marking: Course overall

- **50% Project, summative assessment at end**
  - 15% Final Presentation
  - 25% Final Report
  - 60% Content
    - (penalty to 20% for missed Milestones, pass/fail)
      - pitch, proposal, peer review 1, peer review 2
- **20% Presentations**
  - 75% Content:
    - Summary 50%, Analysis 25%, Critique 25%
  - 25% Delivery:
    - Presentation Style 50%, Slide Quality 50%
- **30% Participation**
  - 60% Written Questions
    - 6 weeks, 10% each
  - 40% In-Class Discussion & Group Work (pass/fail)
    - 4 weeks, 10% each
- **marking by buckets**
  - great 100%
  - good 89%
  - ok 78%
  - poor 67%
  - zero 0%

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## Come talk!

- **encourage meeting with me to get advice/feedback before final present**
  - chance to get feedback while you can still act on it
  - optional, not mandatory
  - do send email to schedule, can't meet with all 10 teams in last few days!

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## Reproducible and Replicable Research

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## Reproducible research

- **5: 15 minutes with free tools**
- **4: 15 minutes with proprietary tools**
- **3: considerable effort**
- **2: extreme effort**
- **1: cannot seem to be reproduced**
- **0: cannot be reproduced**

[Vandewalle, Kovacevic and Vetterli. Reproducible Research in Signal Processing - What, why, and how. IEEE Signal Processing Magazine, 26(3):37-47, May 2009.]

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## Why bother with reproducibility

- **moral high ground**
  - for Science!
- **enlightened self-interest**
  - make your own life easier
  - you'll be cited more often by academics
  - your work is more likely to be used by industry

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## Reproducibility: Levels to consider

- **paper**
  - post it online
  - make sure it stays accessible when you move on to new place
- **algorithm**
  - well documented in paper itself
  - document further with supplemental materials
- **code**
  - make available as open source
  - pick right spot on continuum of effort involved, from minimal to massive
    - just put it up warts and all, minimal documentation
    - well documented and tested
    - build a whole community

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## Reproducibility: Levels to consider, cont.

- **data**
  - make available
    - technique/algorithm: data used by system
      - tricky issue in visualization: data might not be yours to release!
    - evaluation: user study results
      - ethics approval possible if PII sanitized, typically needs advance planning
- **parameters**
  - how exactly to regenerate/produce figures, tables
  - example: <http://www.cs.utah.edu/~gk/papers/vis03/>

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## View from industry

- **Increasing the Impact of Visualization Research panel, VIS 2017**
  - Krist Wongsuphasawat, Data Visualization Scientist, Twitter

**HOW IMPORTANT ARE THESE FACTORS IN MAKING YOU INTERESTED IN LEARNING MORE ABOUT A RESEARCH?**

Factor	Not required	Some effort	Very required
Paper accessible via subscription	~10%	~40%	~50%
Relevant problem with current work	~10%	~40%	~50%
Have online demo	~10%	~40%	~50%
Open-source code	~10%	~40%	~50%
Have blog post that explains	~10%	~40%	~50%
Known authors	~10%	~40%	~50%

**WHAT LEADS TO SUCCESSFUL ADOPTION?**

Factor	Not required	Some effort	Very required
Relevant problem	~10%	~40%	~50%
Open-source code	~10%	~40%	~50%
Have online demo	~10%	~40%	~50%
Algorithm explained well	~10%	~40%	~50%

<https://www.slideshare.net/kristw/increasing-the-impact-of-visualization-research>

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## Replication: crisis in psychology, medicine, etc

- **early rumblings left me with (ignorable) qualms**
  - papers: Is most published research false?, Storks Deliver Babies (p= 0.008), The Earth is spherical (p < 0.05), False-Positive Psychology
- **groundswell of change for what methods are considered legitimate**
  - out
    - p-hacking / p-value fishing / data dredging
    - Hypothesizing After Results are Known (HARKing)
  - in
    - replication
    - pre-registration
  - brouhaha with bimodal responses
    - some people doubling down and defending previous work
    - many willing to repudiate (their own) earlier styles of working

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## Remarkable introspection on methods

- **thoughtful willingness to change standards of field**
  - Andrew Gelman's commentary on the Susan Fiske article
    - <http://andrewgelman.com/2016/09/21/what-has-happened-down-here-is-the-winds-have-changed/>
  - Simine Vazire's entire Sometimes I'm Wrong blog
    - <http://sometimesimwrong.typepad.com/>
    - especially posts on topic Scientific Integrity
  - Joe Simmons Data Colada blog post What I Want Our Field to Prioritize
    - <http://datacolada.org/53/>
  - Dana Carvey's brave statement on her previous power pose work
    - [http://faculty.haas.berkeley.edu/dana\\_carney/pdf\\_My%20position%20on%20power%20poses.pdf](http://faculty.haas.berkeley.edu/dana_carney/pdf_My%20position%20on%20power%20poses.pdf)

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## When and how will this storm hit visualization?

- **they're ahead of us**
  - they have some paper retractions
    - we don't (yet) have any retractions for methodological considerations
  - they agonize about difficulty of getting failure-to-replicate papers accepted
    - we hardly ever even try to do such work
  - they are a much older field
    - we're younger: might our power hierarchies thus be less entrenched?!
  - they are higher profile
    - we don't have vis research results appear regularly in major newspapers/magazines
  - they have rich fabric of blogs as major drivers of discussion
    - crosscutting traditional power hierarchies
    - we have far fewer active bloggers
- **replication crisis will be focus of BELIV 2018 workshop at IEEE VIS**
  - evaluation and BEyond - methodoLoglcal approaches for Visualization
  - <http://beliv.cs.univie.ac.at/>

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## Terrain of blog critiques

- **meta: methods for methodological critique**
  - Uri Simonsohn post Menchspaining: Three Ideas for Civil Criticism
    - <http://datacolada.org/52>
    - don't label, describe
    - don't infer motives
    - reach out: contacting authors whose work you discuss before making things public
      - as a heuristic check on tone, imagine going to dinner with authors and their parents that night
- **resonates with my own first foray into blog critique**
  - <https://tamaramunzner.wordpress.com/2016/01/16/on-the-memorability-debate/>
  - tone check advice is spot on
    - I \*did\* go out to dinner with Stephen Few the night I wrote my blog posts!
      - leading me to pick my tone with suitable care
  - I did not reach out, but now I think it would be wise indeed

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## Other Courses

### Visualization course in Psych

- Ron Rensink course  
Special Topics in Perception: Visual Display Design
- <http://www2.psych.ubc.ca/~rensink/courses/psyc579/>