Visualization Analysis & Design

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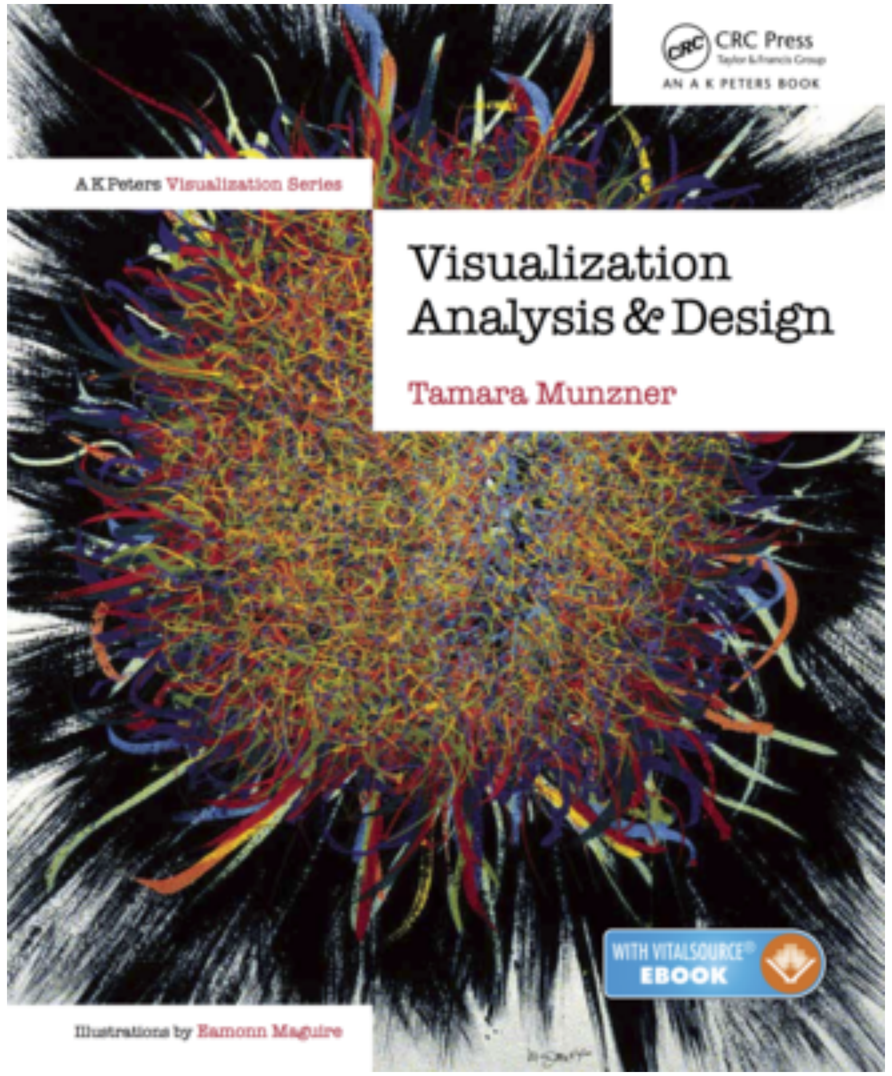


www.cs.ubc.ca/~tmm/talks.html#vad17bedford

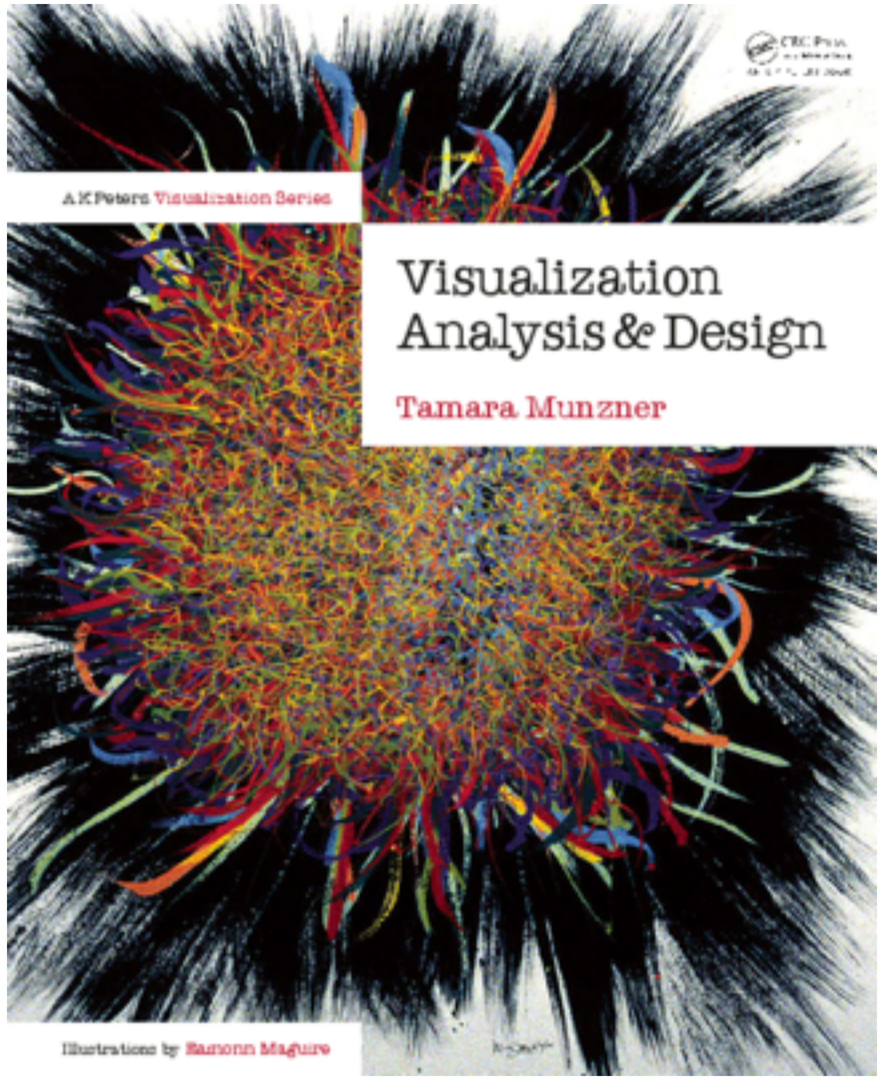
@tamaramunzner

Visualization (vis) defined & motivated

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- human in the loop needs the details
  - doesn't know exactly what questions to ask in advance
  - longterm exploratory analysis
  - presentation of known results
  - stepping stone towards automation: refining, trustbuilding
- external representation: perception vs cognition
- intended task, measurable definitions of effectiveness

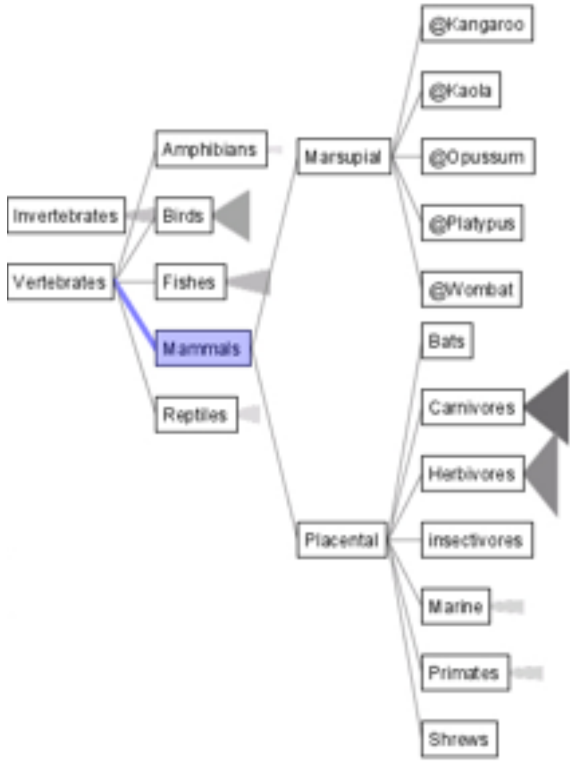


more at:
Visualization Analysis and Design, Chapter 1.
Munzner. AK Peters Visualization Series, CRC Press, 2014.

Why analyze?

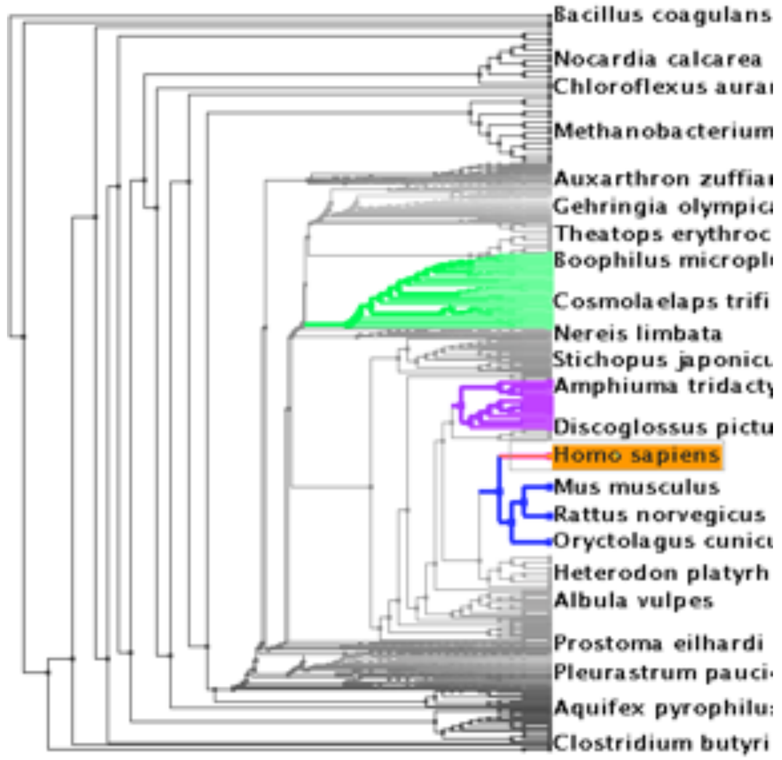
- imposes a structure on huge design space
  - scaffold to help you think systematically about choices
  - analyzing existing as stepping stone to designing new

SpaceTree



[SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Grosjean, Plaisant, and Bederson. Proc. InfoVis 2002, p 57–64.]

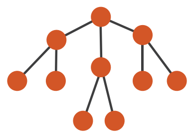
TreeJuxtaposer



[TreeJuxtaposer: Scalable Tree Comparison Using Focus +Context With Guaranteed Visibility. ACM Trans. on Graphics (Proc. SIGGRAPH) 22:453– 462, 2003.]

What?

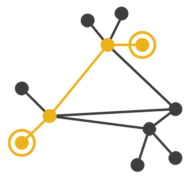
- Tree



Why?

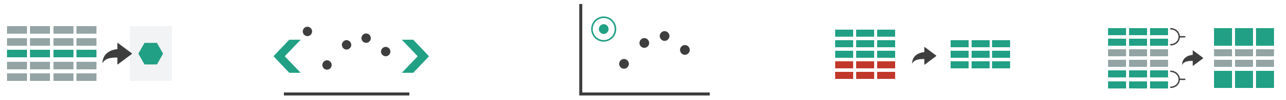
- Actions
  - Present → Locate → Identify

- Targets
  - Path between two nodes

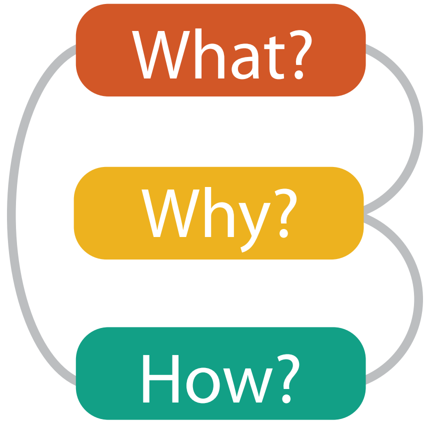


How?

- SpaceTree
  - Encode → Navigate → Select → Filter → Aggregate

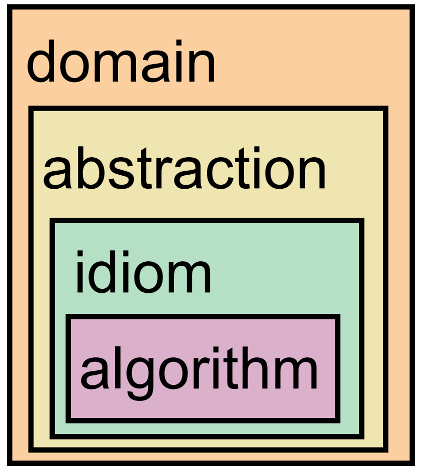


- TreeJuxtaposer
  - Encode → Navigate → Select → Arrange

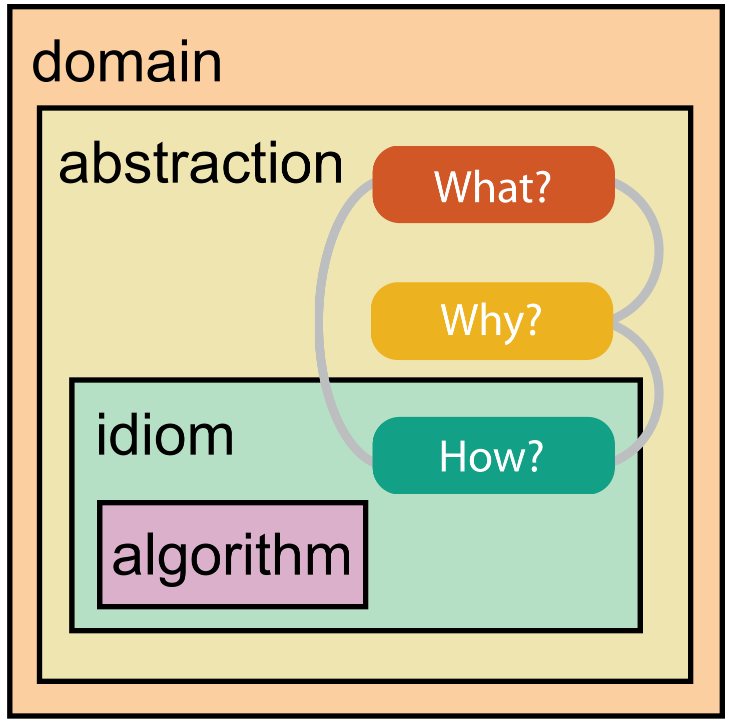


Analysis framework: Four levels, three questions

- *domain* situation
  - –who are the target users?
- *abstraction*
  - –translate from specifics of domain to vocabulary of vis
- **what** is shown? **data abstraction**
  - often don't just draw what you're given: transform to new form
- **why** is the user looking at it? **task abstraction**
- *idiom*
- **how** is it shown?
  - **visual encoding idiom**: how to draw
  - **interaction idiom**: how to manipulate
- *algorithm*
  - –efficient computation



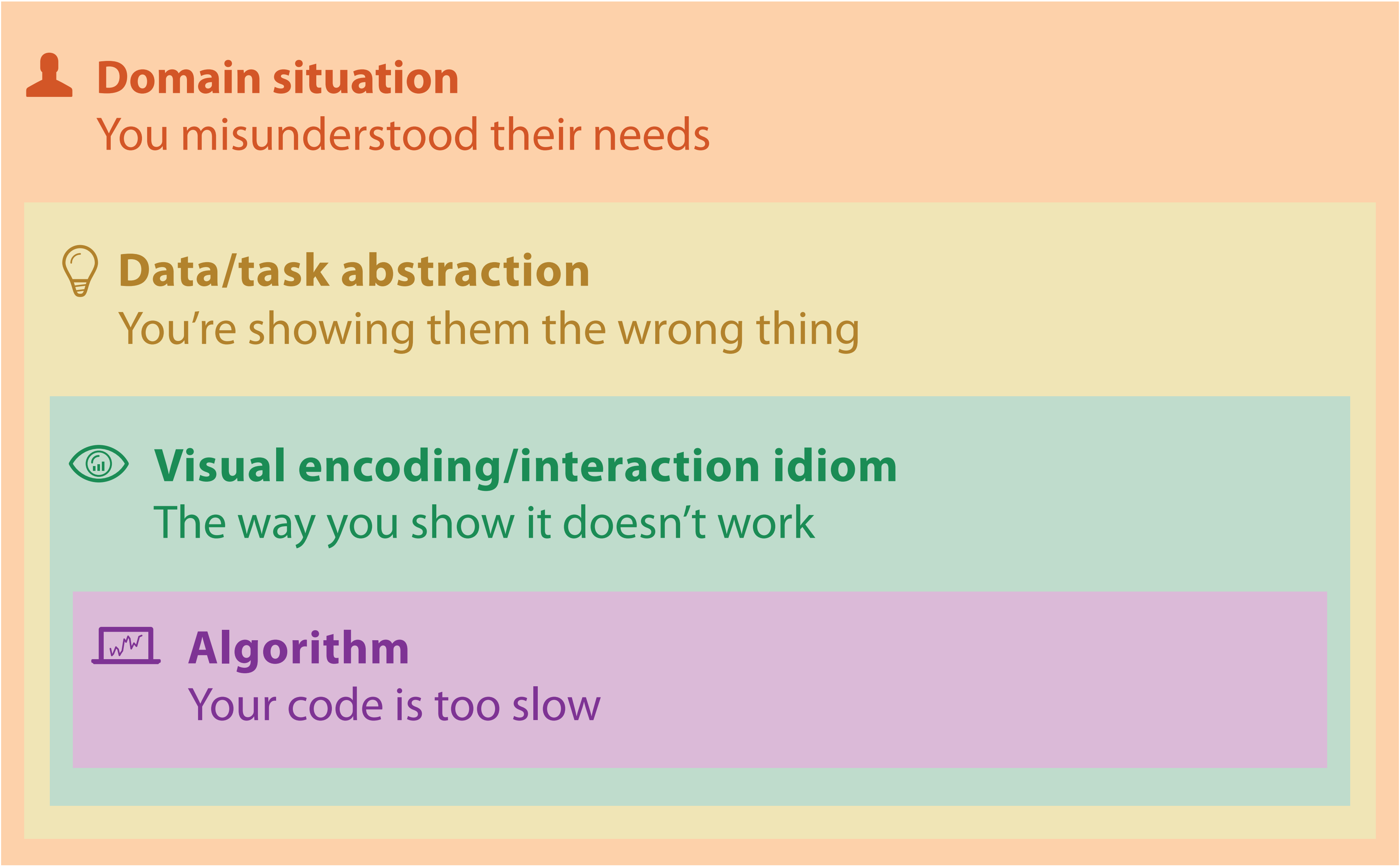
[A Nested Model of Visualization Design and Validation. *Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).*]



[A Multi-Level Typology of Abstract Visualization Tasks *Brehmer and Munzner. IEEE TVCG 19(12):2376-2385, 2013 (Proc. InfoVis 2013).*]

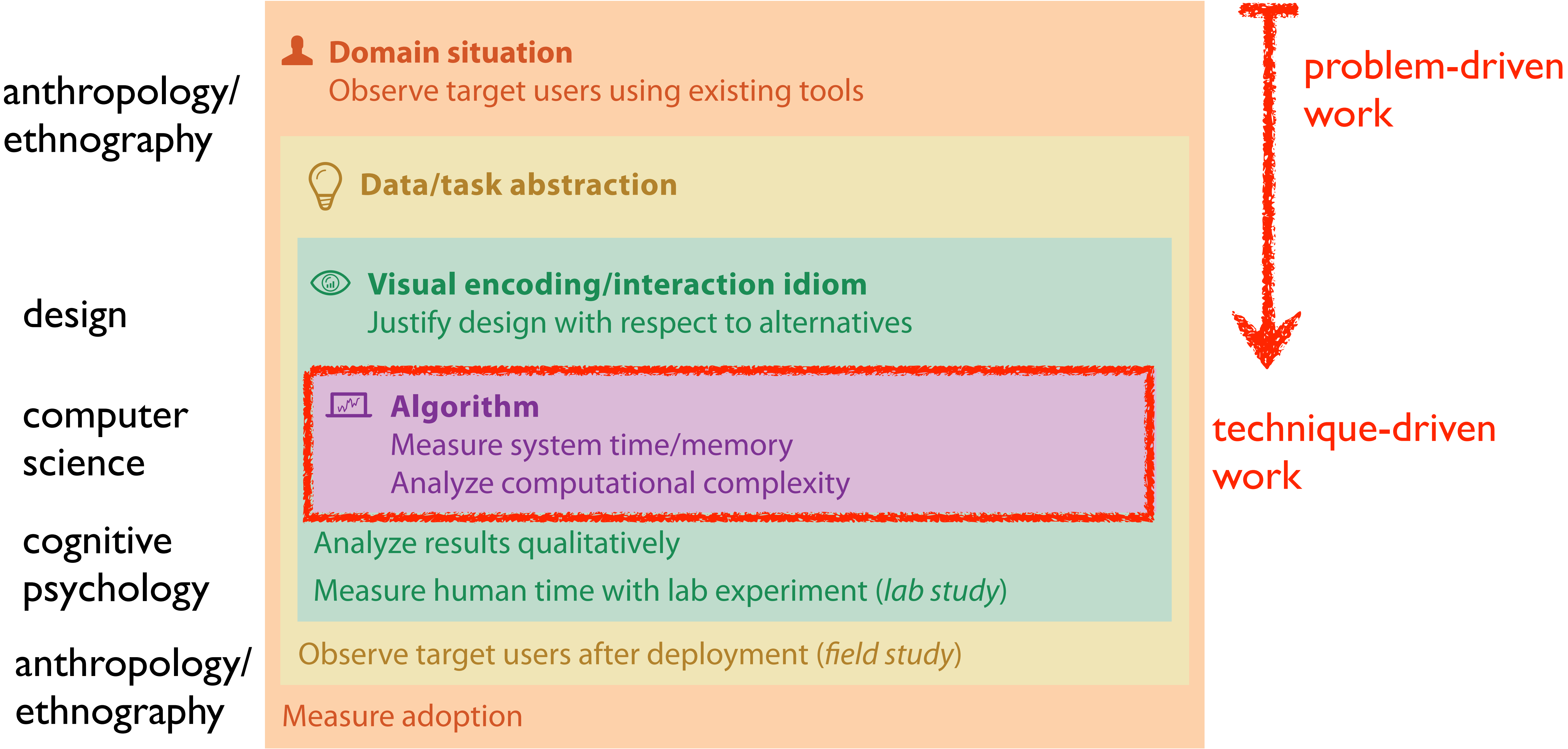
Why is validation difficult?

- different ways to get it wrong at each level

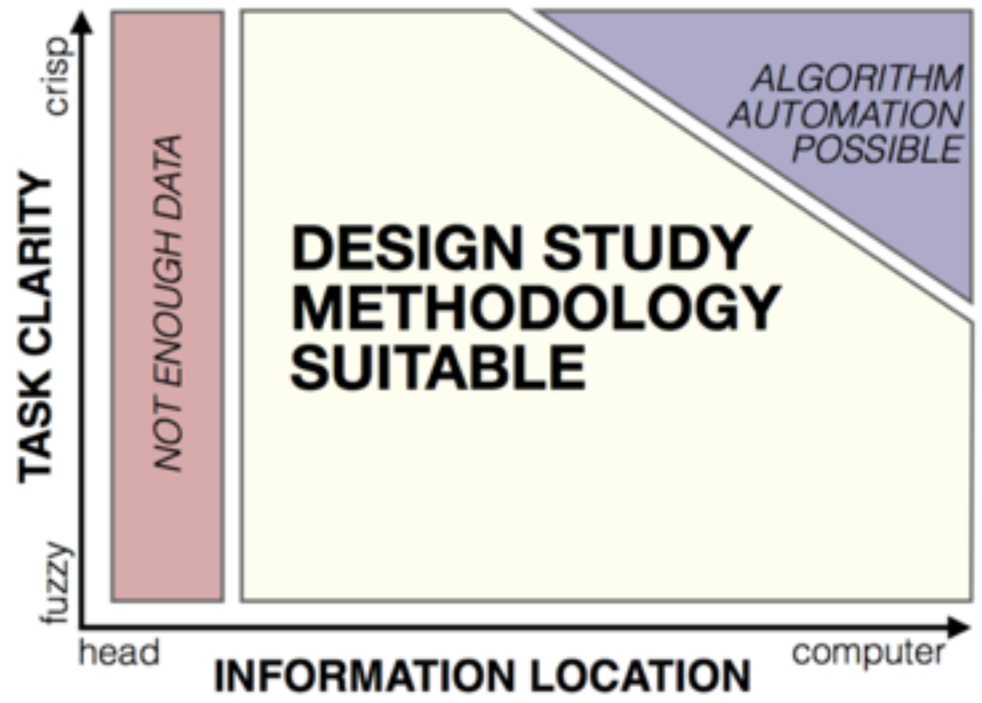


Why is validation difficult?

- solution: use methods from different fields at each level



[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]



Michael Sedlmair

Miriah Meyer

Design Study Methodology

Reflections from the Trenches and from the Stacks

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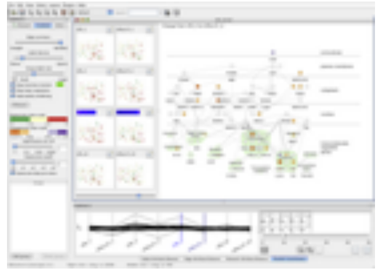
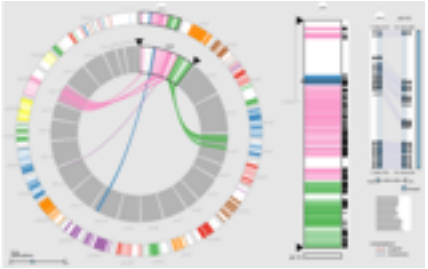
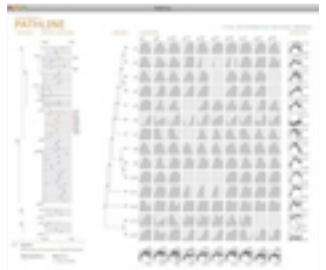
http://www.cs.ubc.ca/labs/imager/tr/2012/dsm/

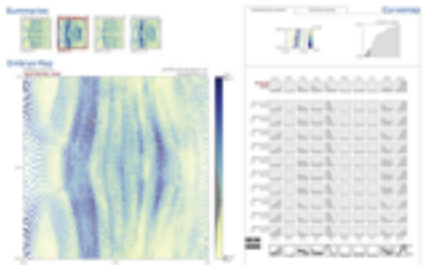
Design Study Methodology: Reflections from the Trenches and from the Stacks.
Sedlmair, Meyer, Munzner. IEEE Trans. Visualization and Computer Graphics 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).

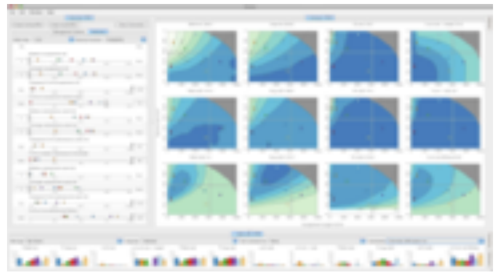
Design Studies: Lessons learned after 21 of them

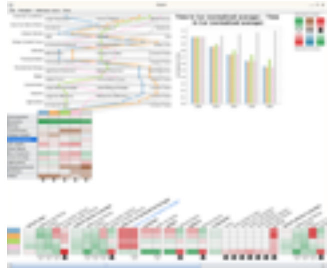

Cerebral
genomics


MizBee
genomics


Pathline
genomics

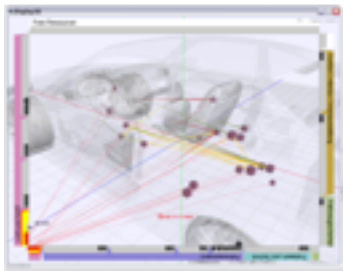

MulteeSum
genomics


Vismon
fisheries management


QuestVis
sustainability


WiKeVis
in-car networks


MostVis
in-car networks


Car-X-Ray
in-car networks


ProgSpy2010
in-car networks

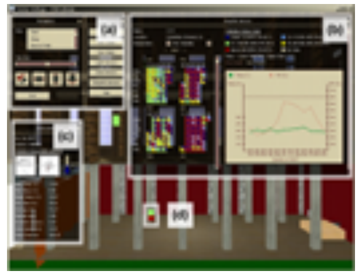

RelEx
in-car networks

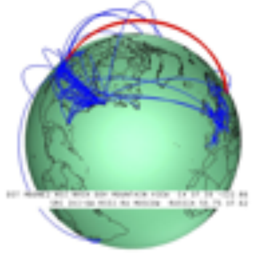

Cardiogram
in-car networks

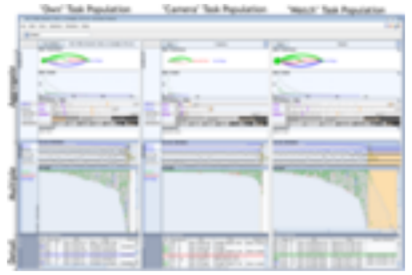

AutobahnVis
in-car networks

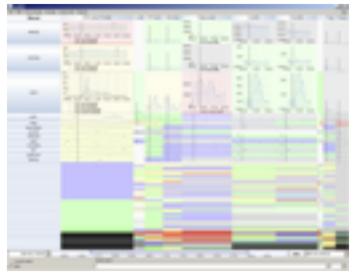

VisTra
in-car networks

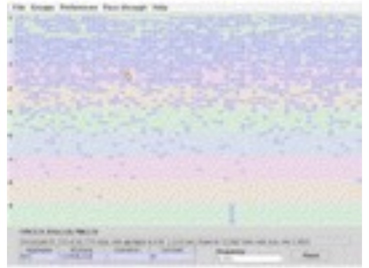

Constellation
linguistics

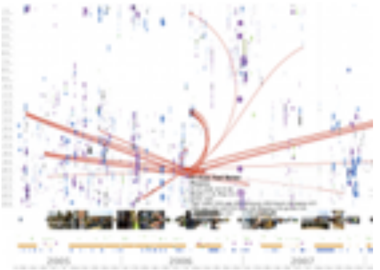

LibVis
cultural heritage


Caidants
multicast


SessionViewer
web log analysis

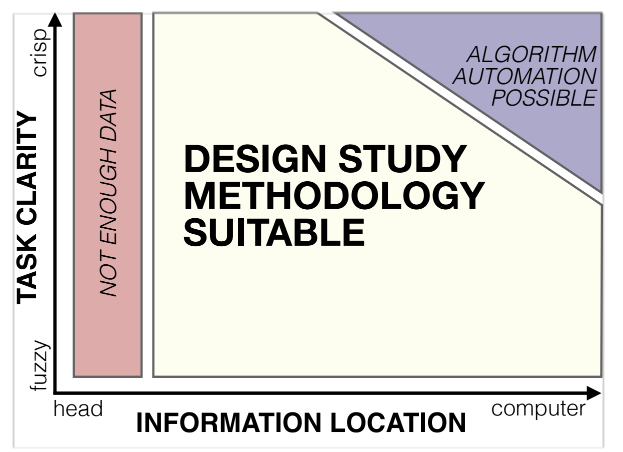

LiveRAC
server hosting


PowerSetViewer
data mining

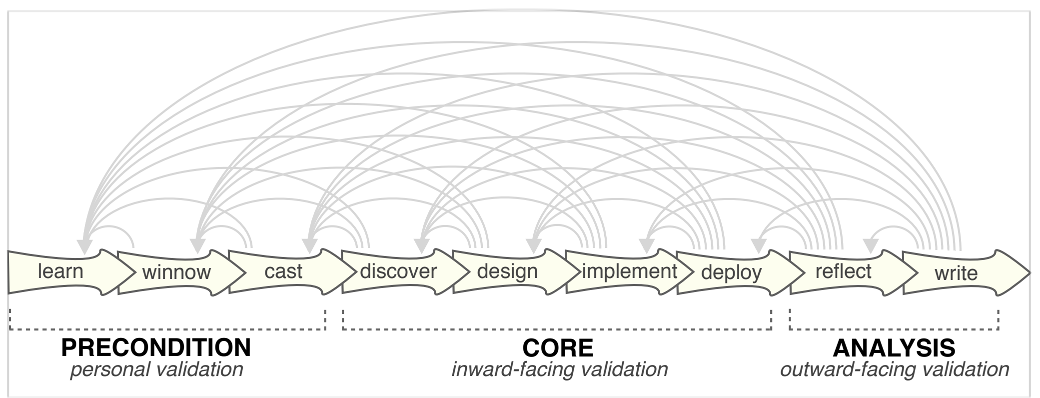

LastHistory
music listening

Methodology for Problem-Driven Work

- definitions



- 9-stage framework



- 32 pitfalls
  and how to avoid them
  - some on collaboration
  - some still apply even when designer == domain expert

PF-1	premature advance: jumping forward over stages	general
PF-2	premature start: insufficient knowledge of vis literature	learn
PF-3	premature commitment: collaboration with wrong people	winnow
PF-4	no real data available (yet)	winnow
PF-5	insufficient time available from potential collaborators	winnow
PF-6	no need for visualization: problem can be automated	winnow
PF-7	researcher expertise does not match domain problem	winnow
PF-8	no need for research: engineering vs. research project	winnow
PF-9	no need for change: existing tools are good enough	winnow

What?

Why?

How?

What?

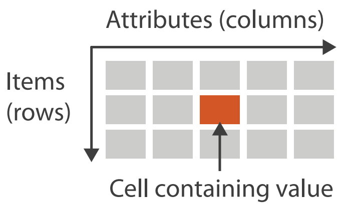
Datasets

Data Types
- Items
- Attributes
- Links
- Positions
- Grids

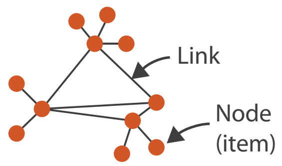
Data and Dataset Types

Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	
	Attributes	Attributes		

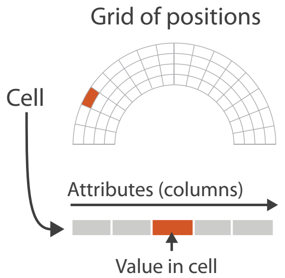
Dataset Types
- Tables



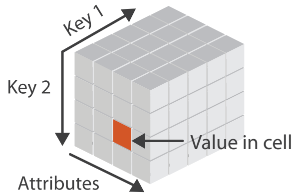
- Networks



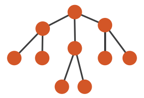
- Fields (Continuous)



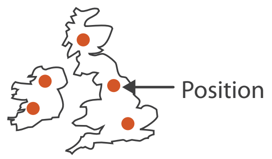
- *Multidimensional Table*



- *Trees*



- Geometry (Spatial)



Dataset Availability
- Static

- Dynamic

Attributes

Attribute Types
- Categorical

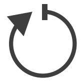
- Ordered
  - *Ordinal*

  - *Quantitative*

Ordering Direction
- Sequential

- Diverging

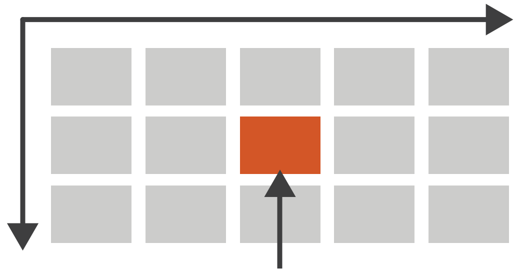
- Cyclic



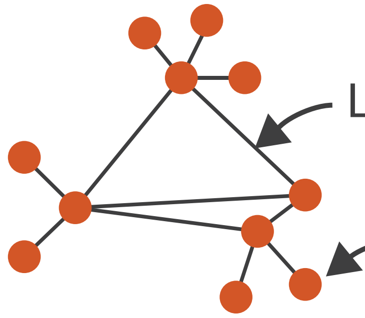
Types: Datasets and data

➔ Dataset Types

➔ Tables

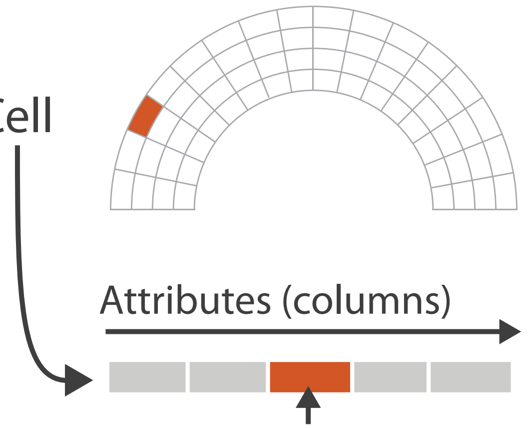


➔ Networks

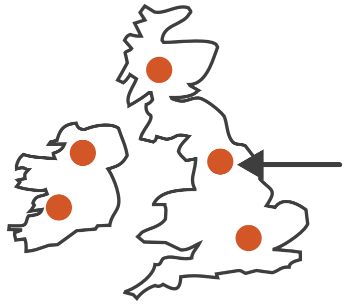


➔ Spatial

➔ Fields (Continuous)



➔ Geometry (Spatial)

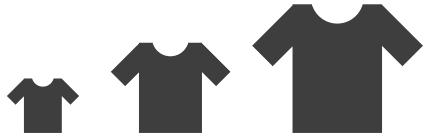


➔ Attribute Types

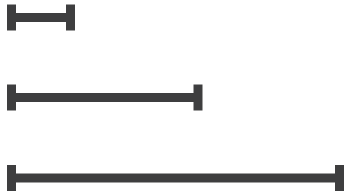
➔ Categorical

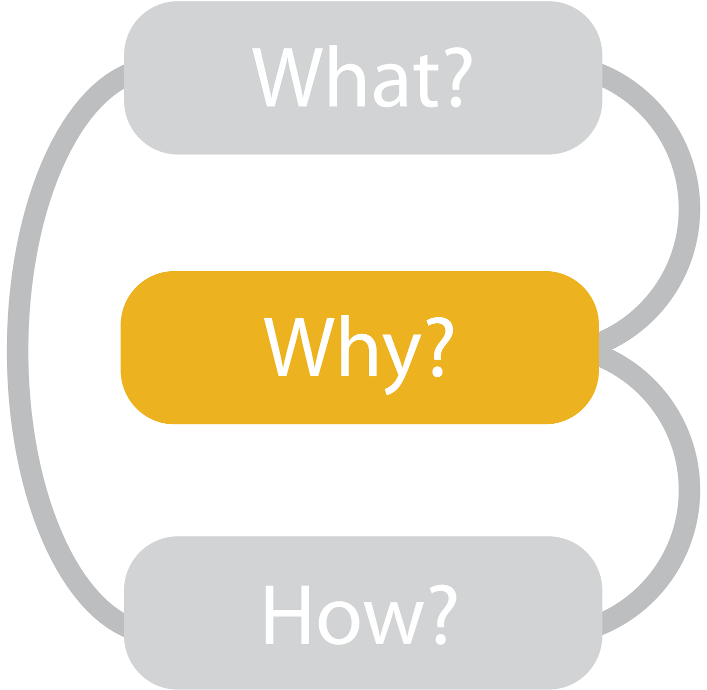
➔ Ordered

➔ *Ordinal*

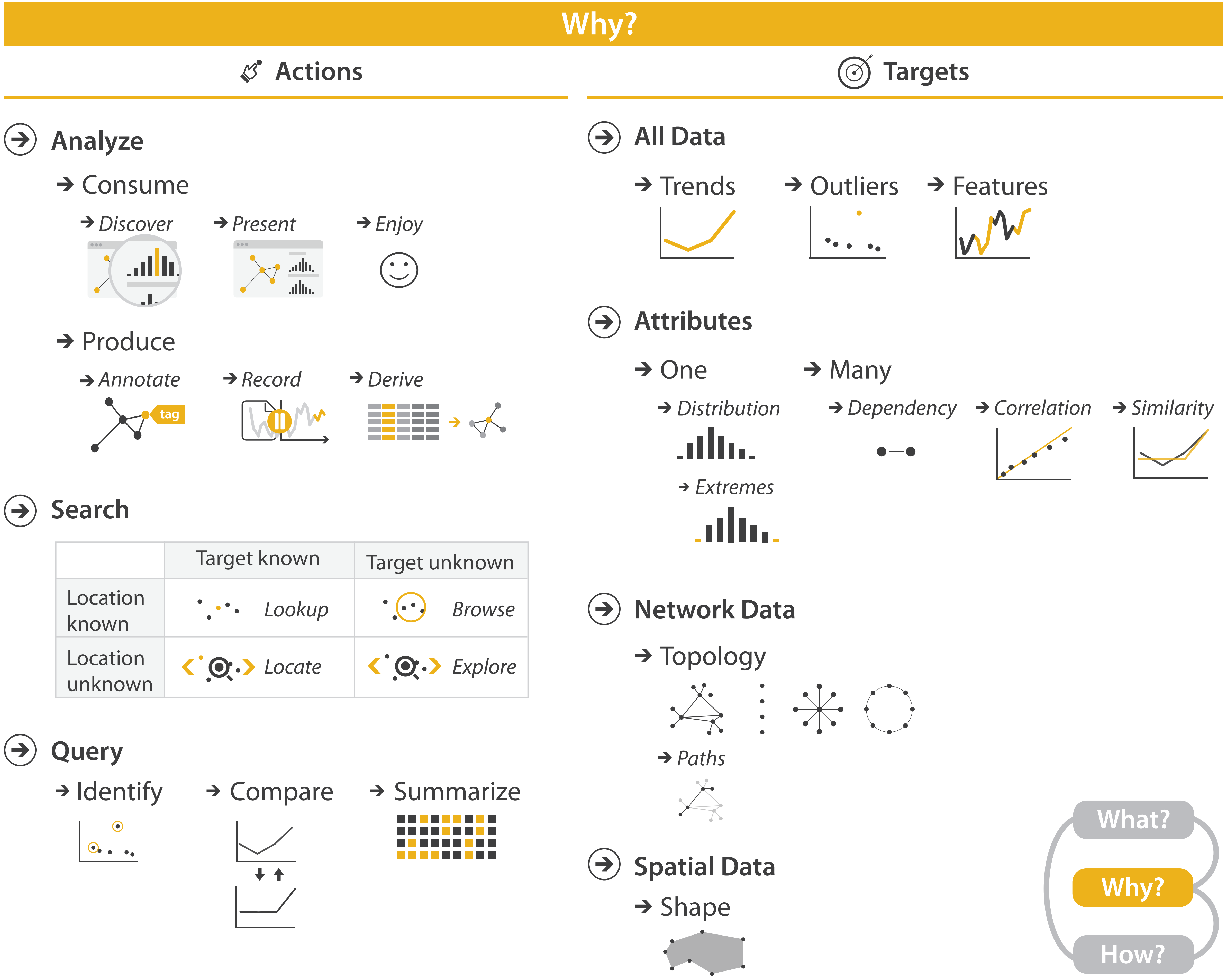


➔ *Quantitative*





- {action, target} pairs
  - *discover distribution*
  - *compare trends*
  - *locate outliers*
  - *browse topology*

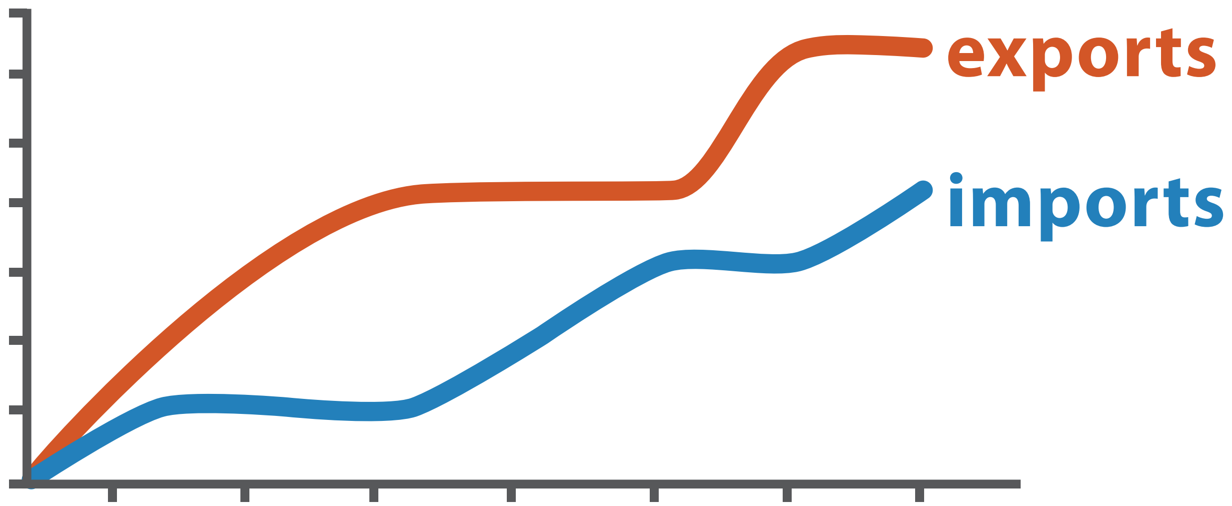


Actions: Analyze, Query

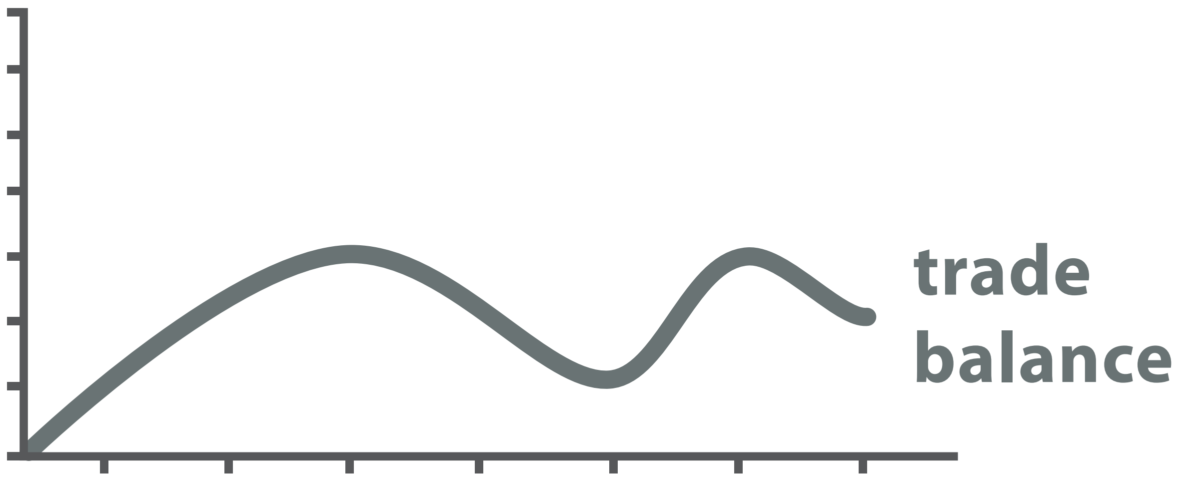
- analyze
  - consume
    - discover vs present
      - aka explore vs explain
    - enjoy
      - aka casual, social
  - produce
    - annotate, record, derive
- query
  - how much data matters?
    - one, some, all
- independent choices
  - analyze, query, (search)

Derive: Crucial Design Choice

- don't just draw what you're given!
  - decide what the right thing to show is
  - create it with a series of transformations from the original dataset
  - draw that
- one of the four major strategies for handling complexity



Original Data



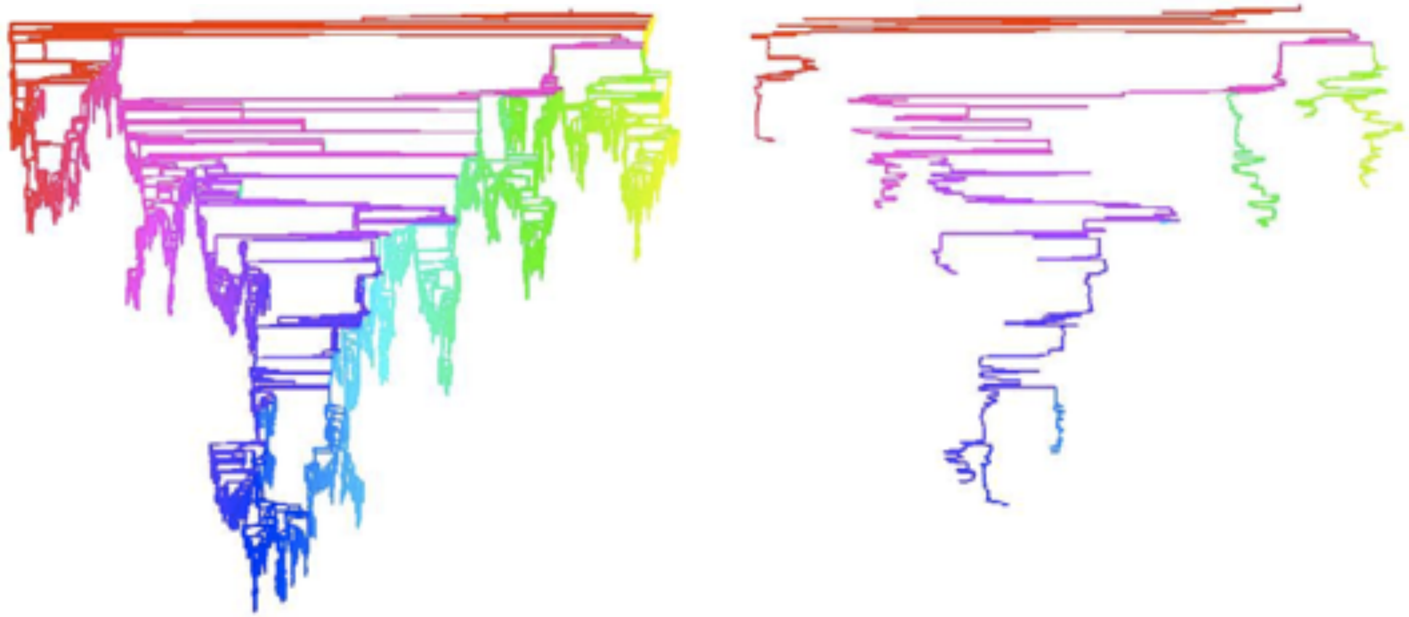
trade balance = exports − imports

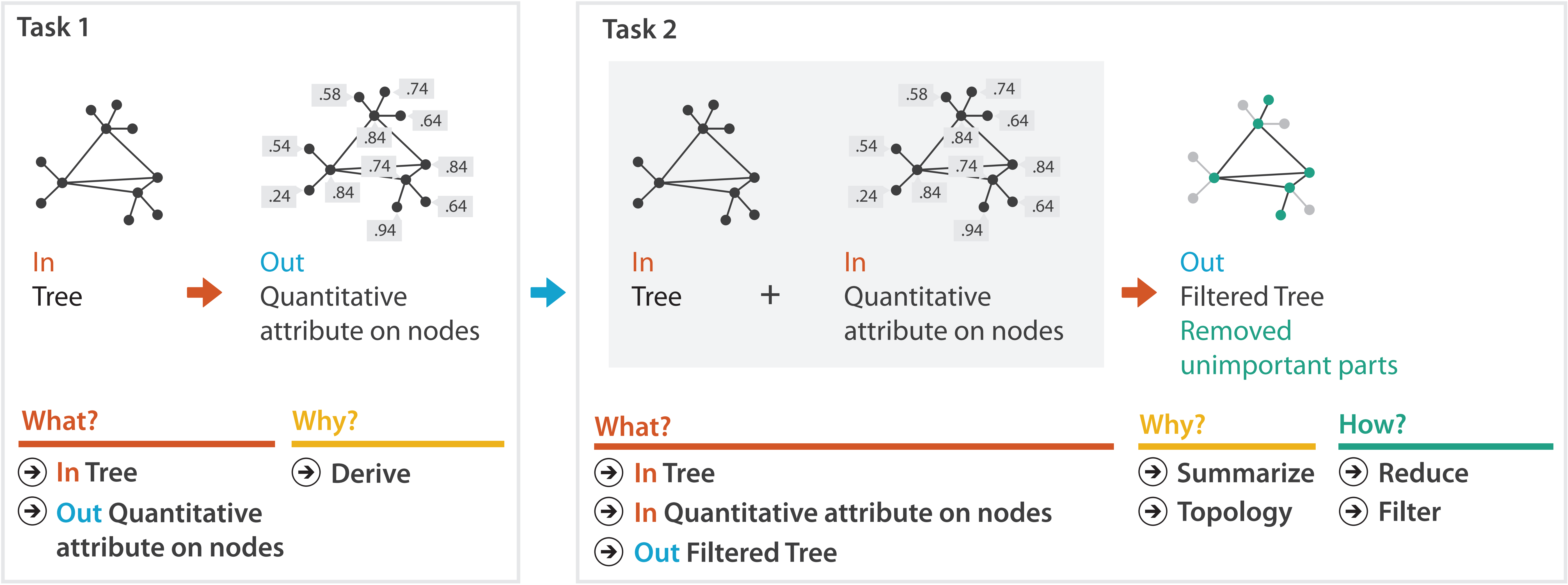
Derived Data

Analysis example: Derive one attribute

- Strahler number
  - centrality metric for trees/networks
  - derived quantitative attribute
  - draw top 5K of 500K for good skeleton

[Using Strahler numbers for real time visual exploration of huge graphs. Auber. Proc. Intl. Conf. Computer Vision and Graphics, pp. 56–69, 2002.]

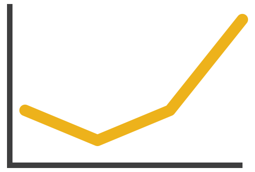




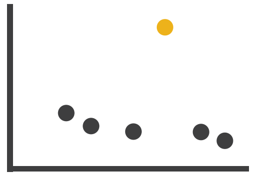
Targets

All Data

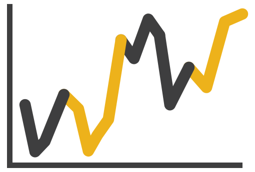
- Trends



- Outliers

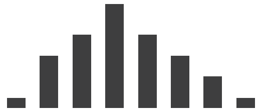


- Features

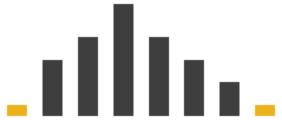


Attributes

- One
  - *Distribution*

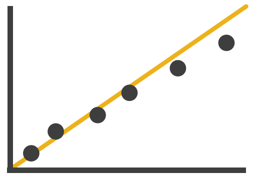


  - *Extremes*

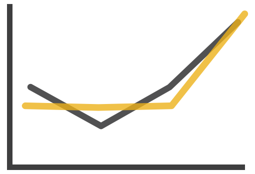


- Many
  - *Dependency*

  - *Correlation*

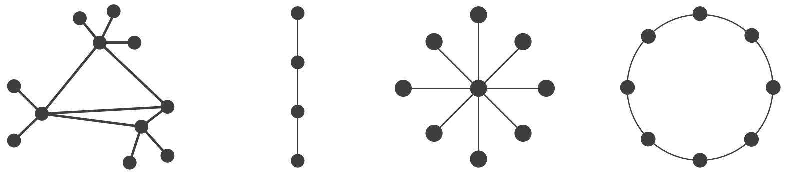


  - *Similarity*

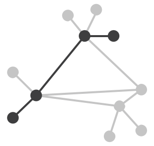


Network Data

- Topology

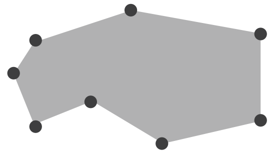


  - *Paths*

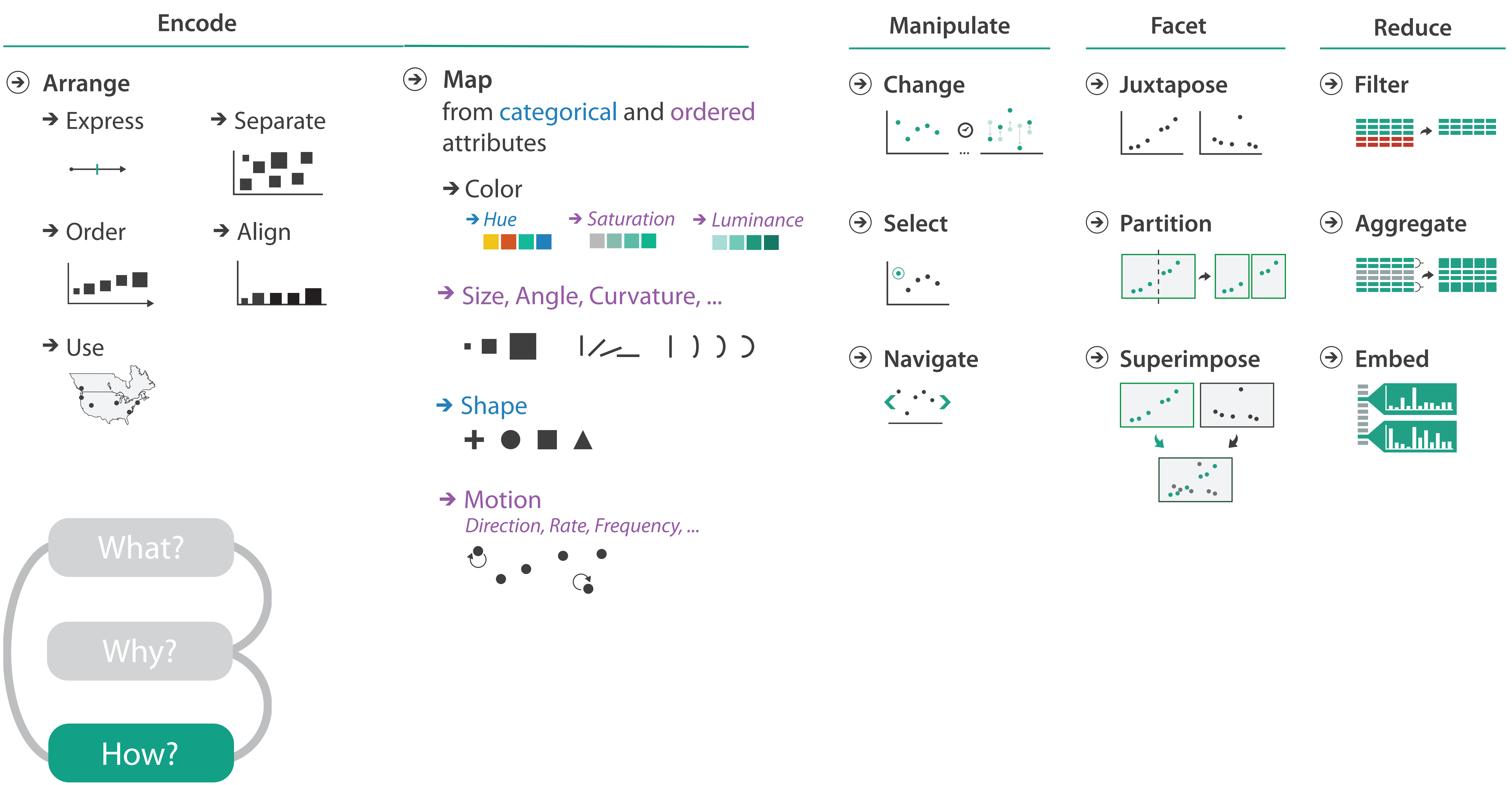


Spatial Data

- Shape



How?


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, ...
Manipulate
Change
Select
Navigate
Facet
Juxtapose
Partition
Superimpose
Reduce
Filter
Aggregate
Embed
What?
Why?
How?

How to encode: Arrange space, map channels

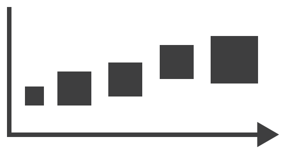
Encode

➔ Arrange

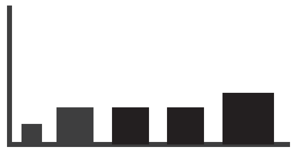
➔ Express

➔ Separate

➔ Order



➔ Align



➔ Use

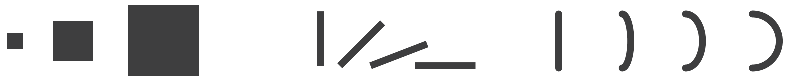
➔ Map

from categorical and ordered attributes

➔ Color

➔ *Hue* ➔ *Saturation* ➔ *Luminance*

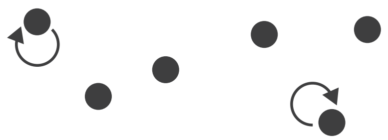
➔ Size, Angle, Curvature, ...



➔ Shape

➔ Motion

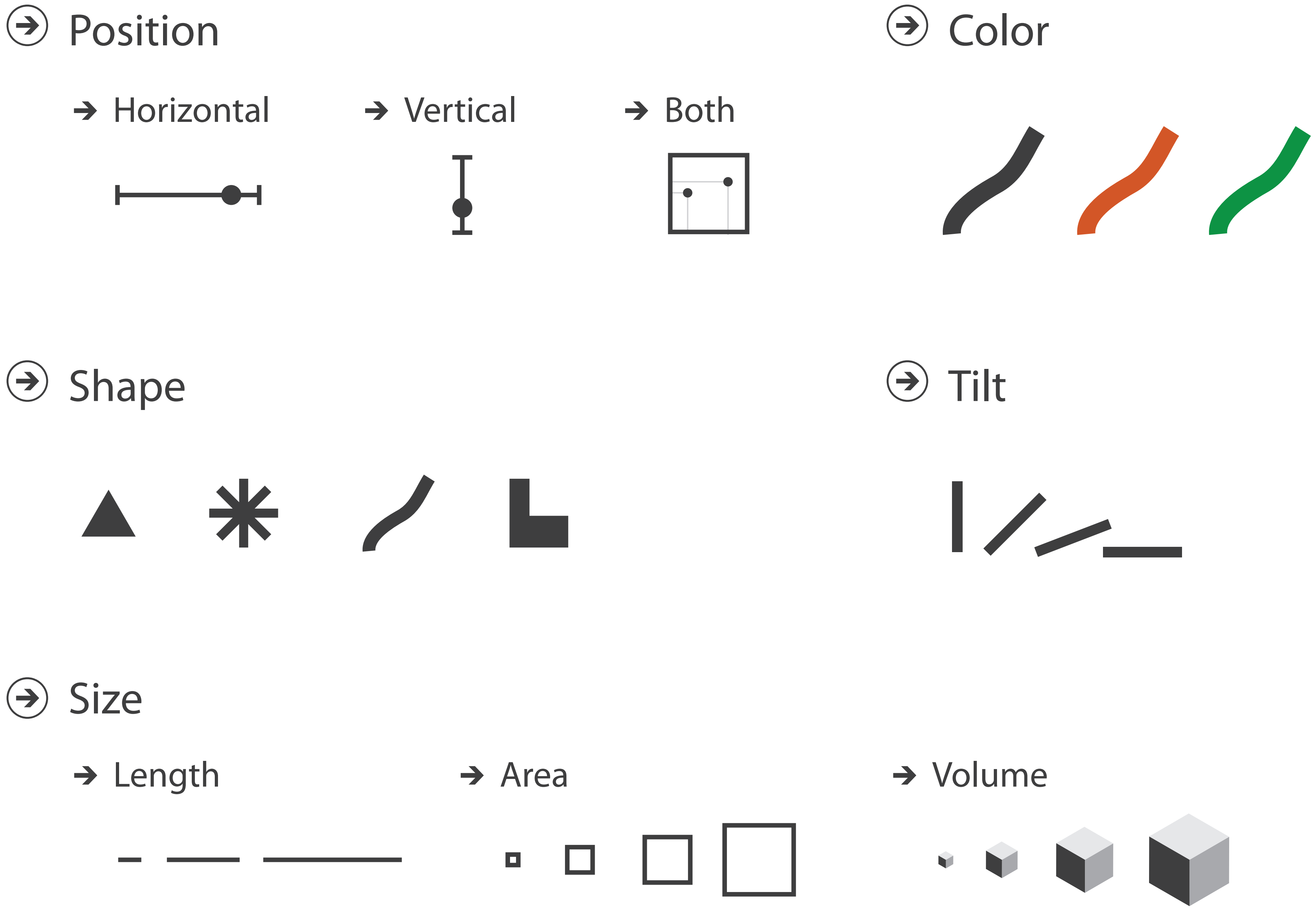
Direction, Rate, Frequency, ...



Definitions: Marks and channels

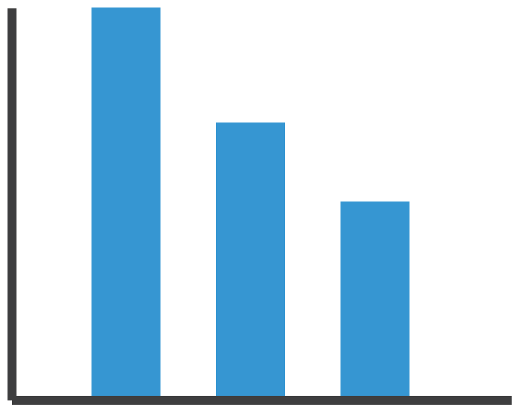
- marks
  - geometric primitives

- channels
  - control appearance of marks



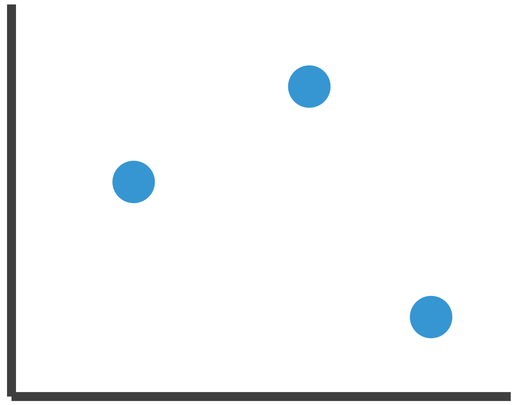
Encoding visually with marks and channels

- analyze idiom structure
  - as combination of marks and channels



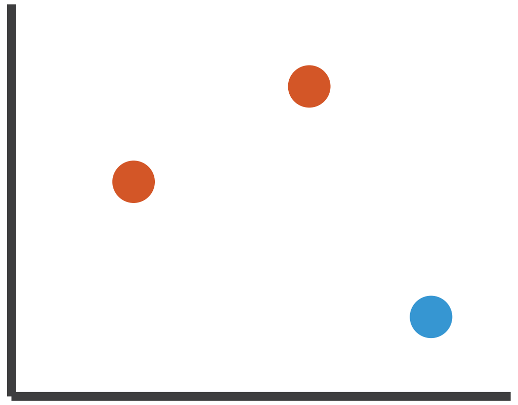
1:
vertical position

mark: line



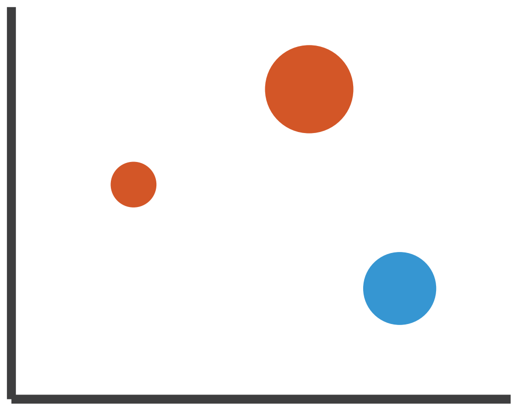
2:
vertical position
horizontal position

mark: point



3:
vertical position
horizontal position
color hue

mark: point



4:
vertical position
horizontal position
color hue
size (area)

mark: point

Channels

Position on common scale

Position on unaligned scale

Length (1D size)

Tilt/angle

Area (2D size)

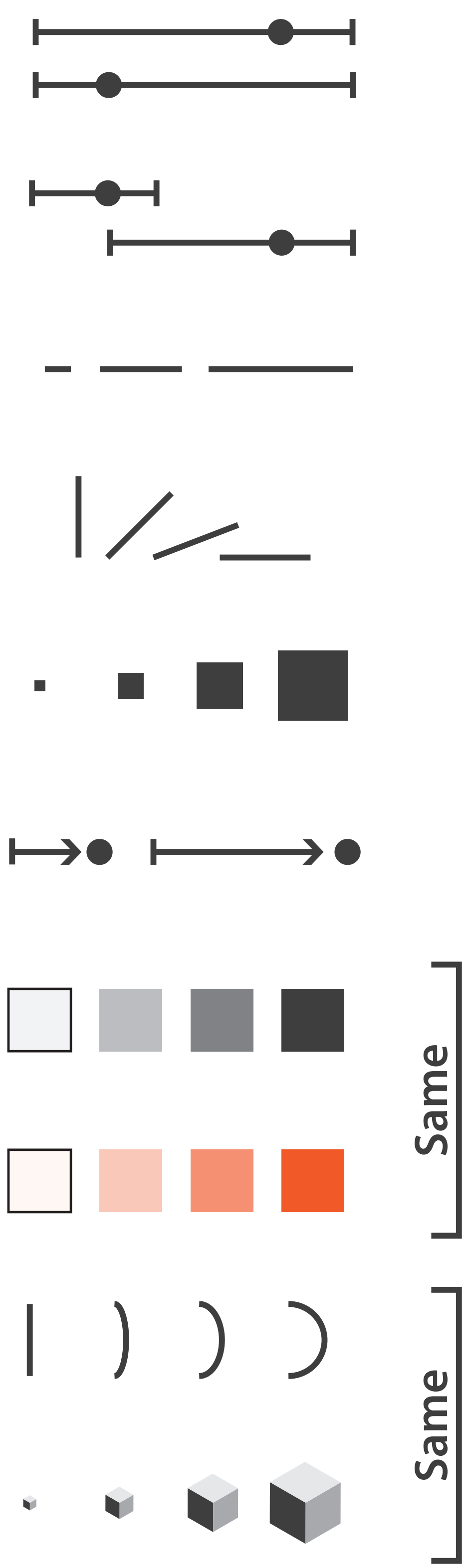
Depth (3D position)

Color luminance

Color saturation

Curvature

Volume (3D size)

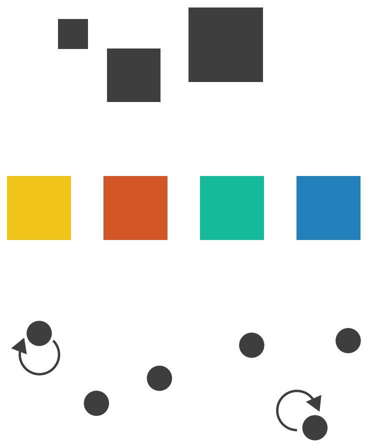


Spatial region

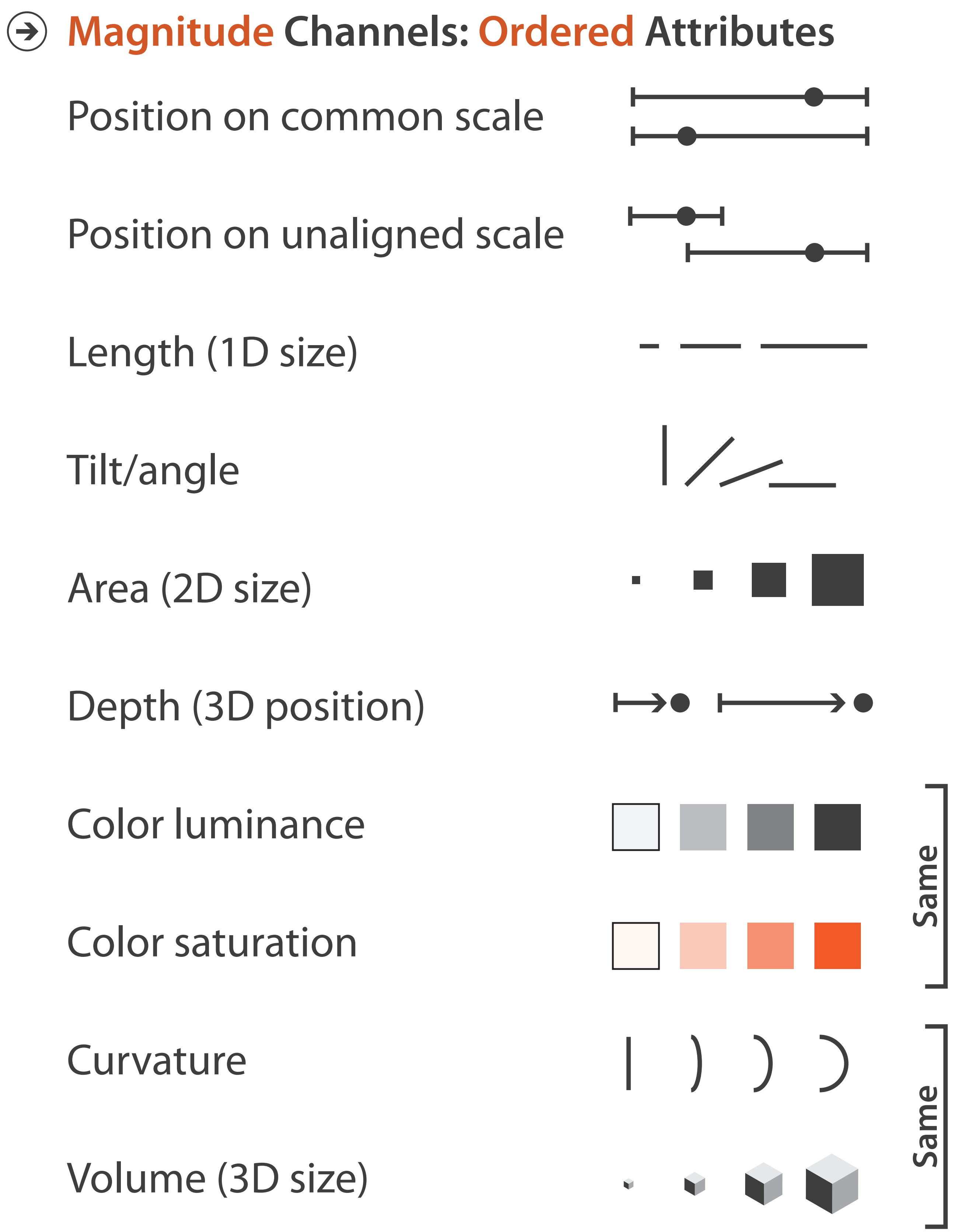
Color hue

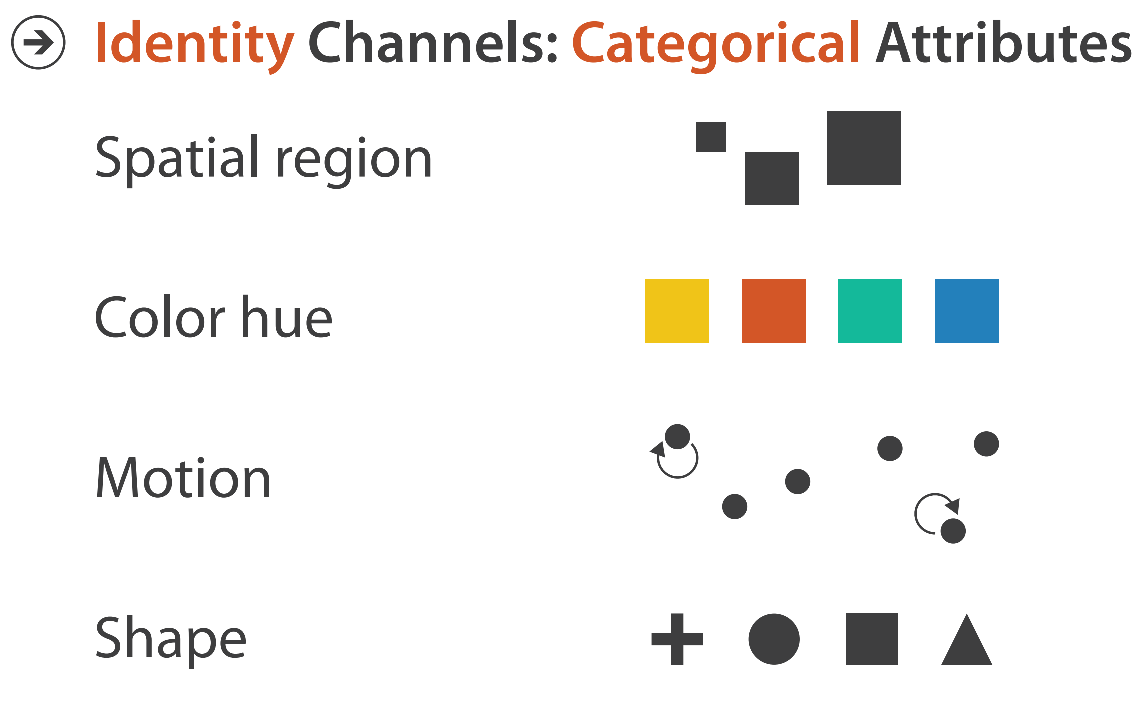
Motion

Shape



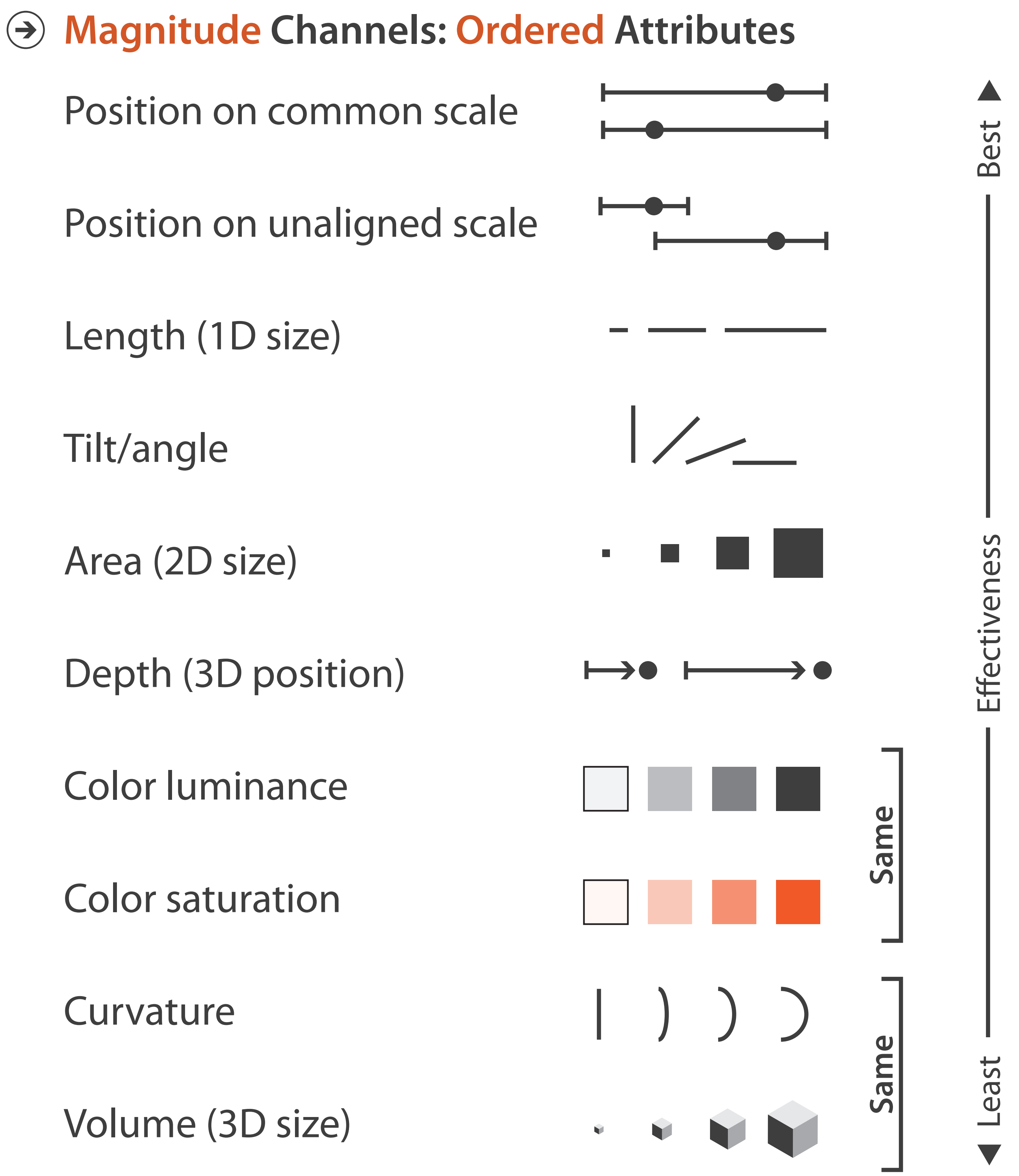
Channels: Matching Types

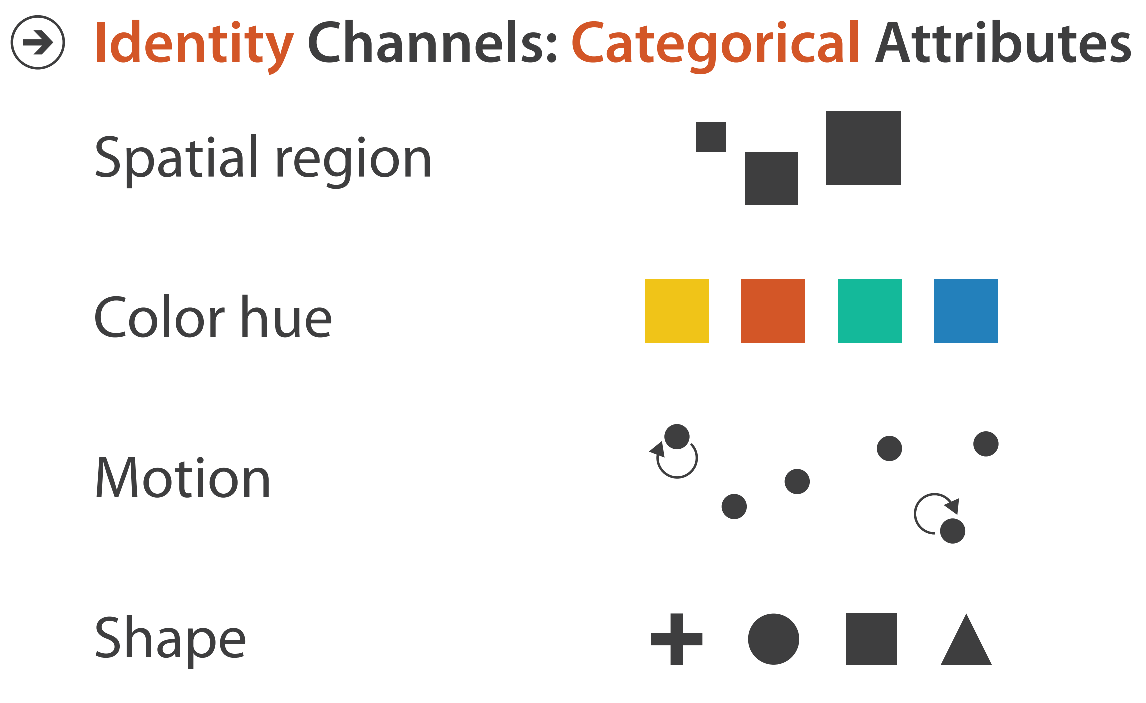




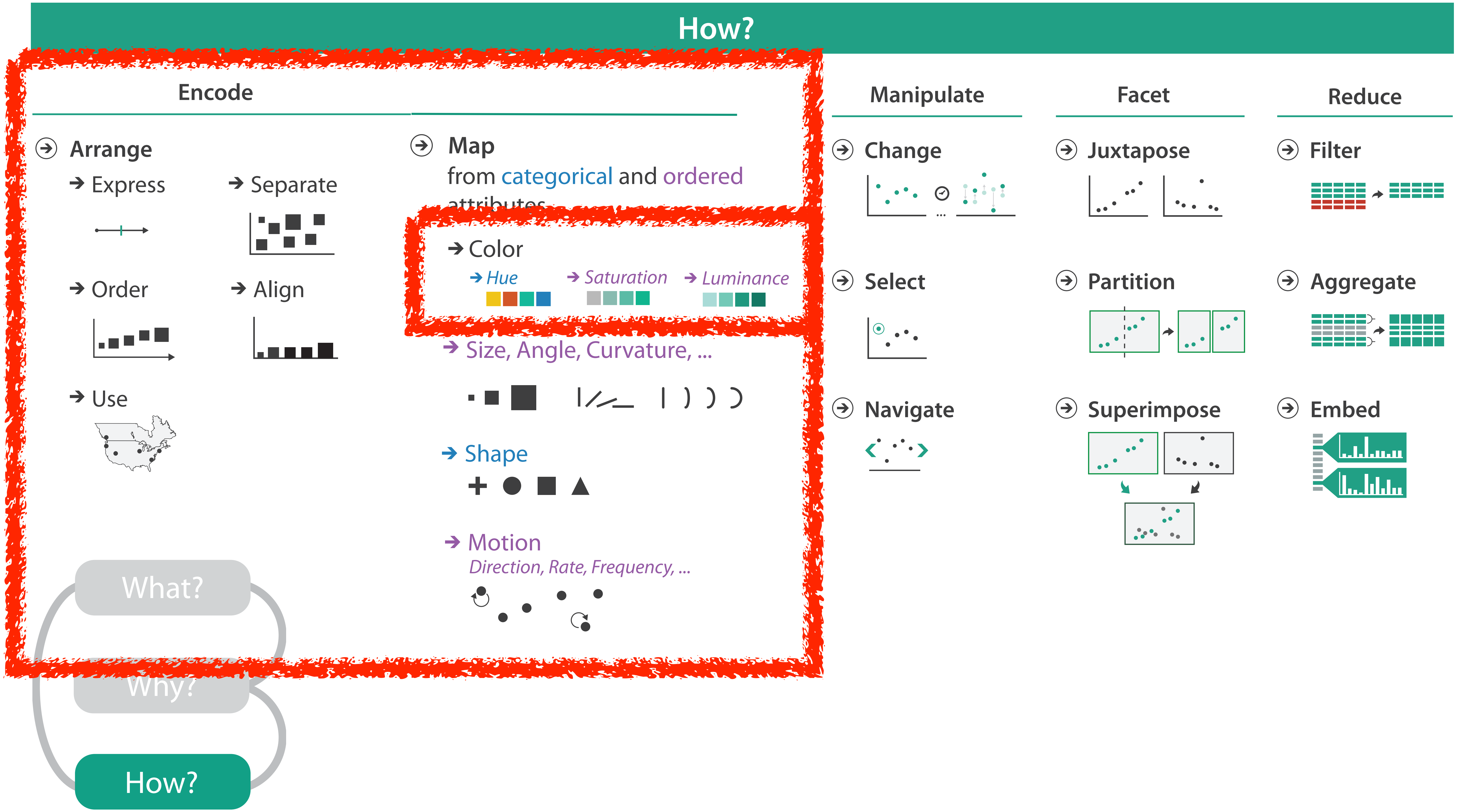
- expressiveness principle
  - match channel and data characteristics

Channels: Rankings





- expressiveness principle
  - match channel and data characteristics
- effectiveness principle
  - encode most important attributes with highest ranked channels


How?
Encode
Arrange
Express
Separate
Order
Align
Use
Map
from categorical and ordered attributes
Color
Hue
Saturation
Luminance
Size, Angle, Curvature, ...
Shape
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Direction, Rate, Frequency, ...
Manipulate
Change
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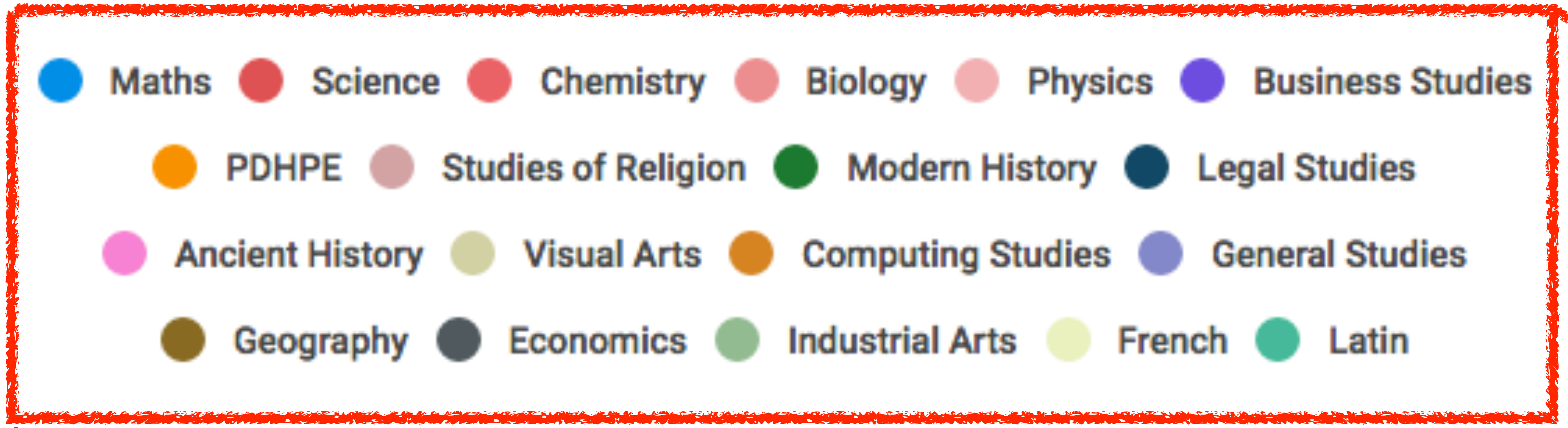
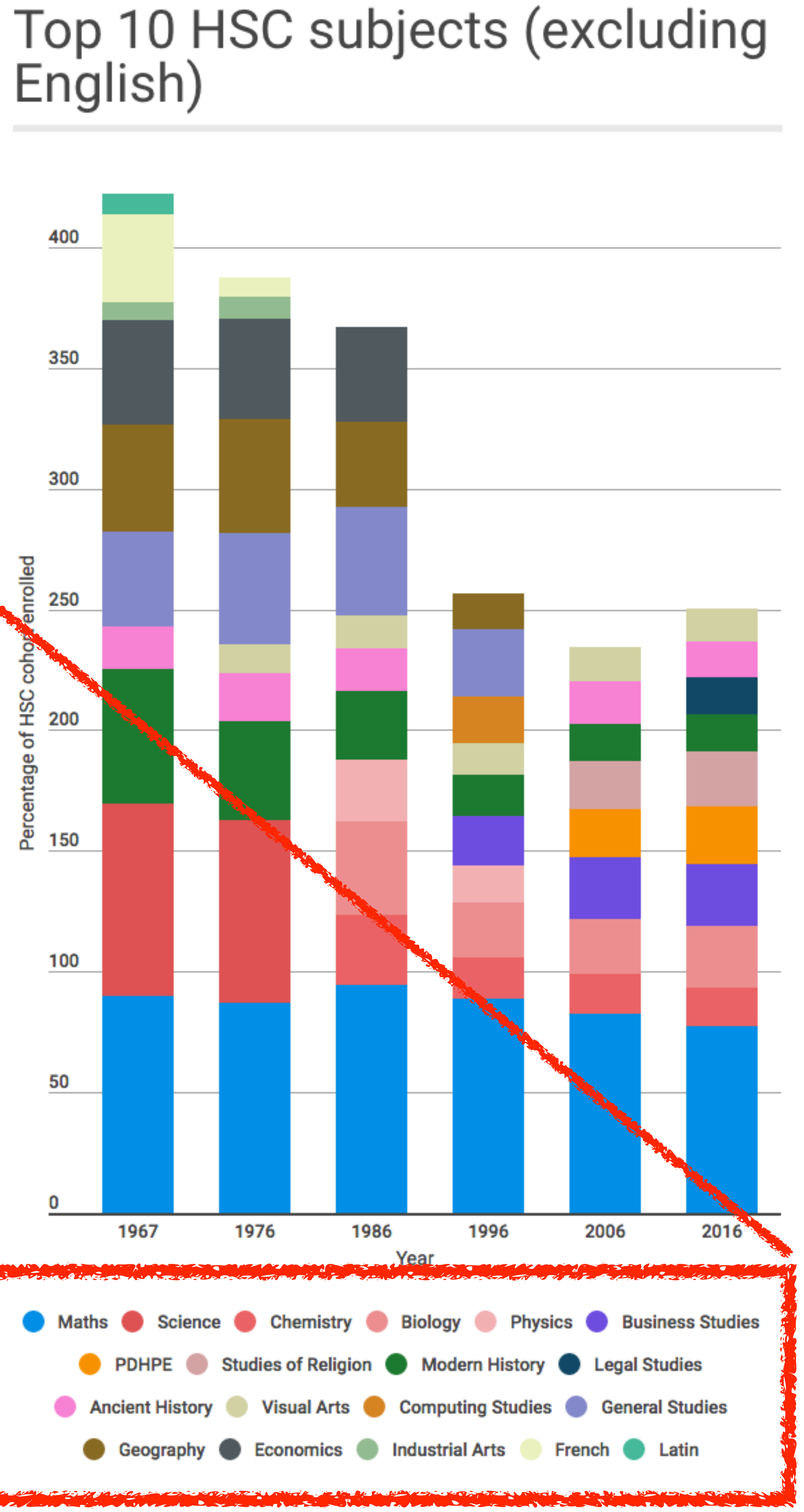
What?
Why?
How?

Challenges of Color

- what is wrong with this picture?



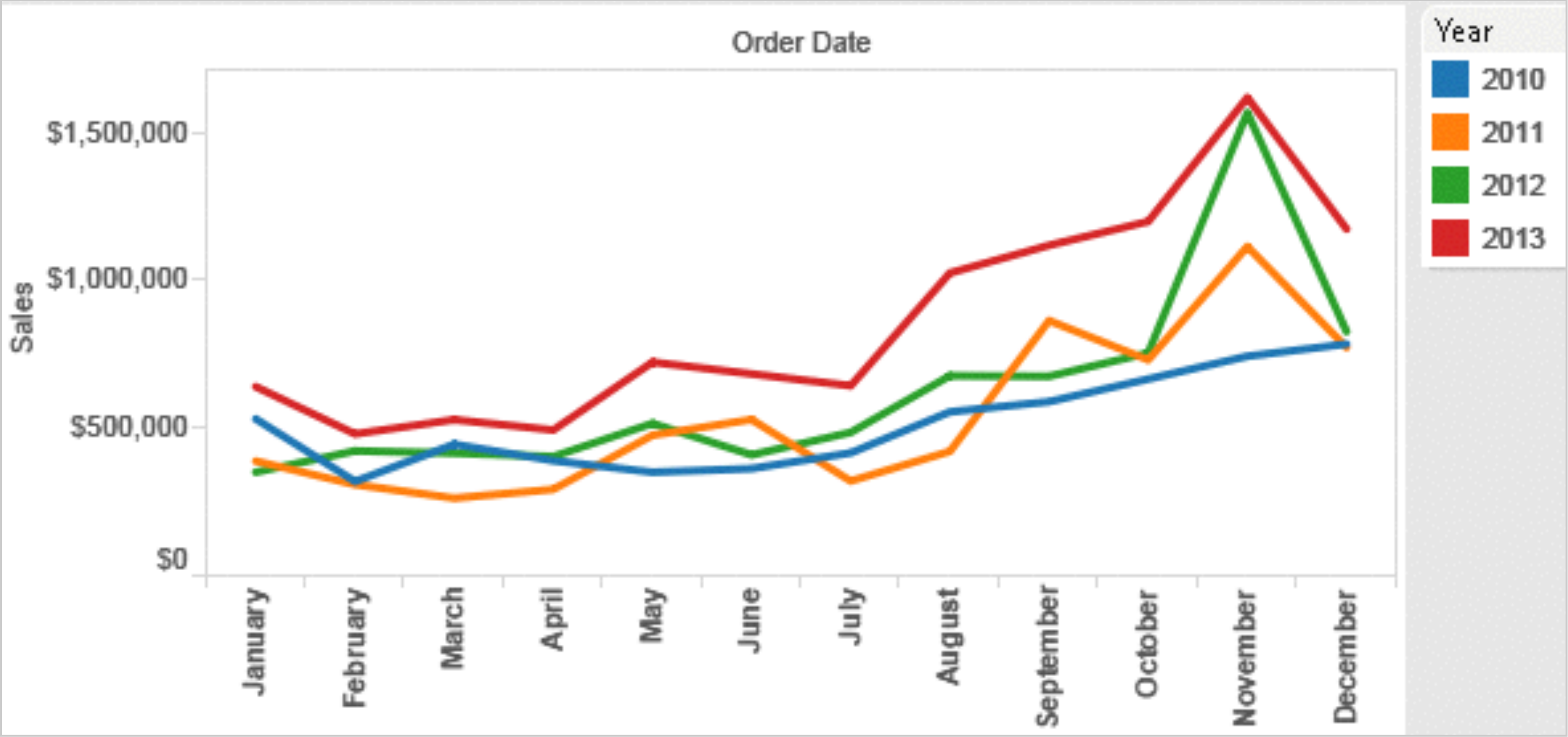


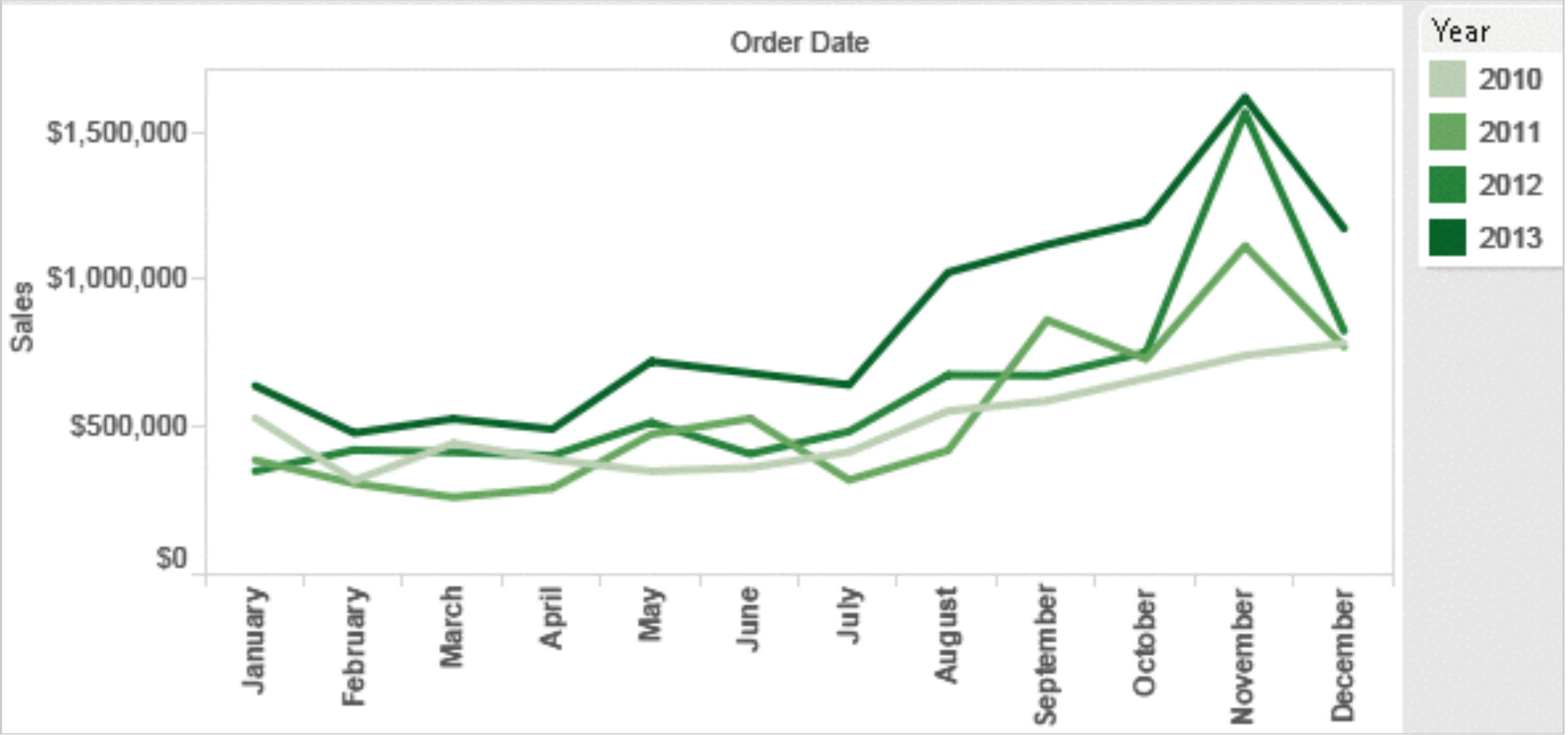
@WTFViz

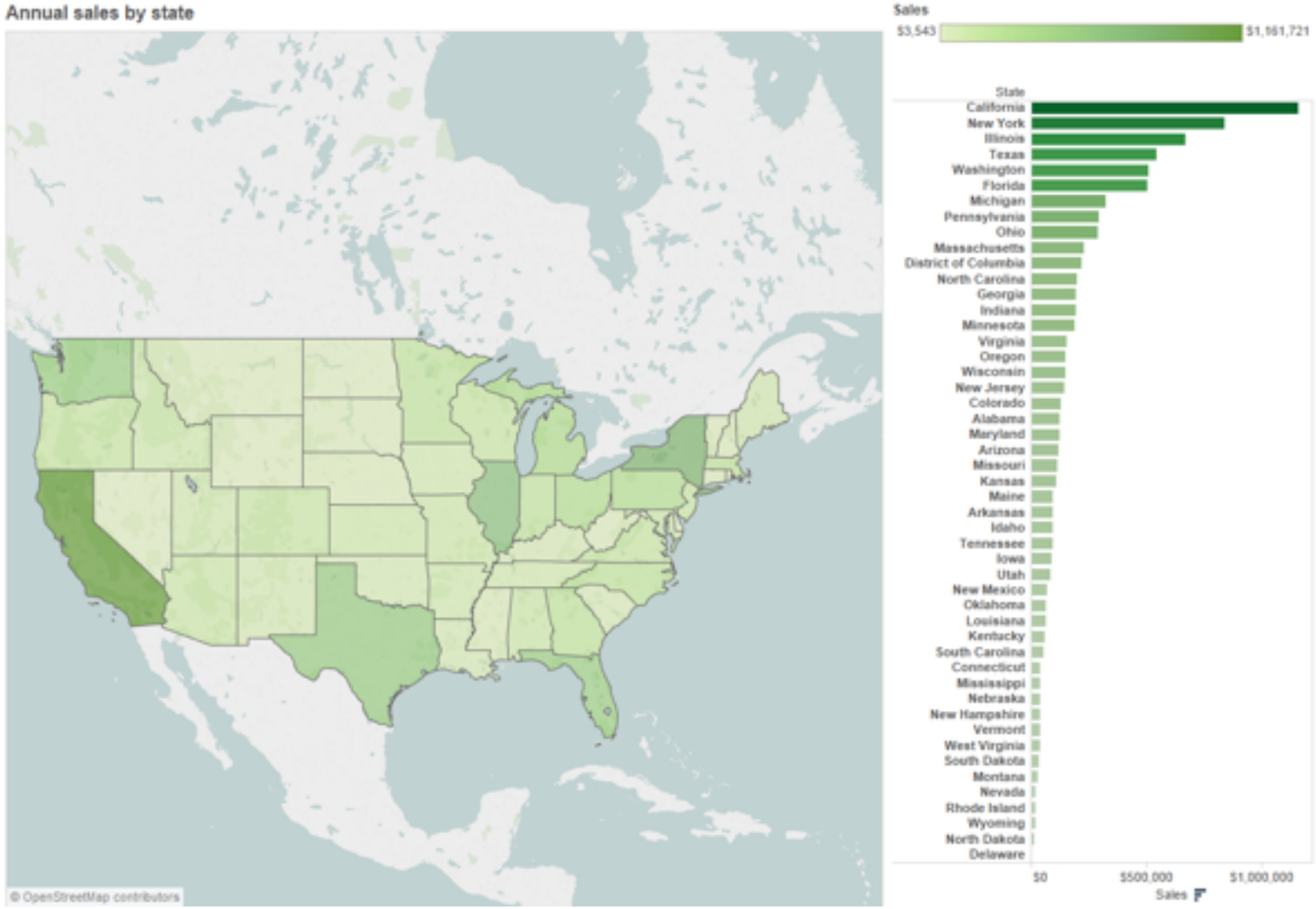
"visualizations that make no sense"

http://viz.wtf/post/150780948819/maths-enrolments-drop-to-lowest-rate-in-50-years

Categorical vs ordered color





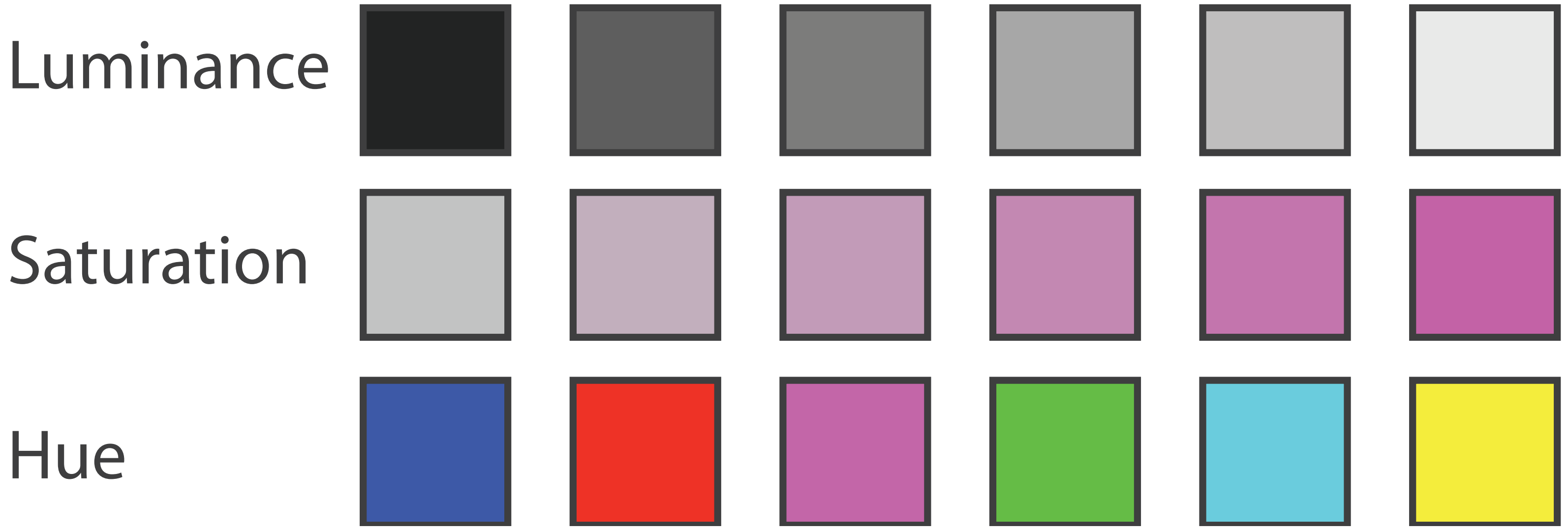


[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]

Decomposing color

- first rule of color: do not talk about color!
  - color is confusing if treated as monolithic

- decompose into three channels
  - ordered can show magnitude
    - luminance
    - saturation
  - categorical can show identity
    - hue

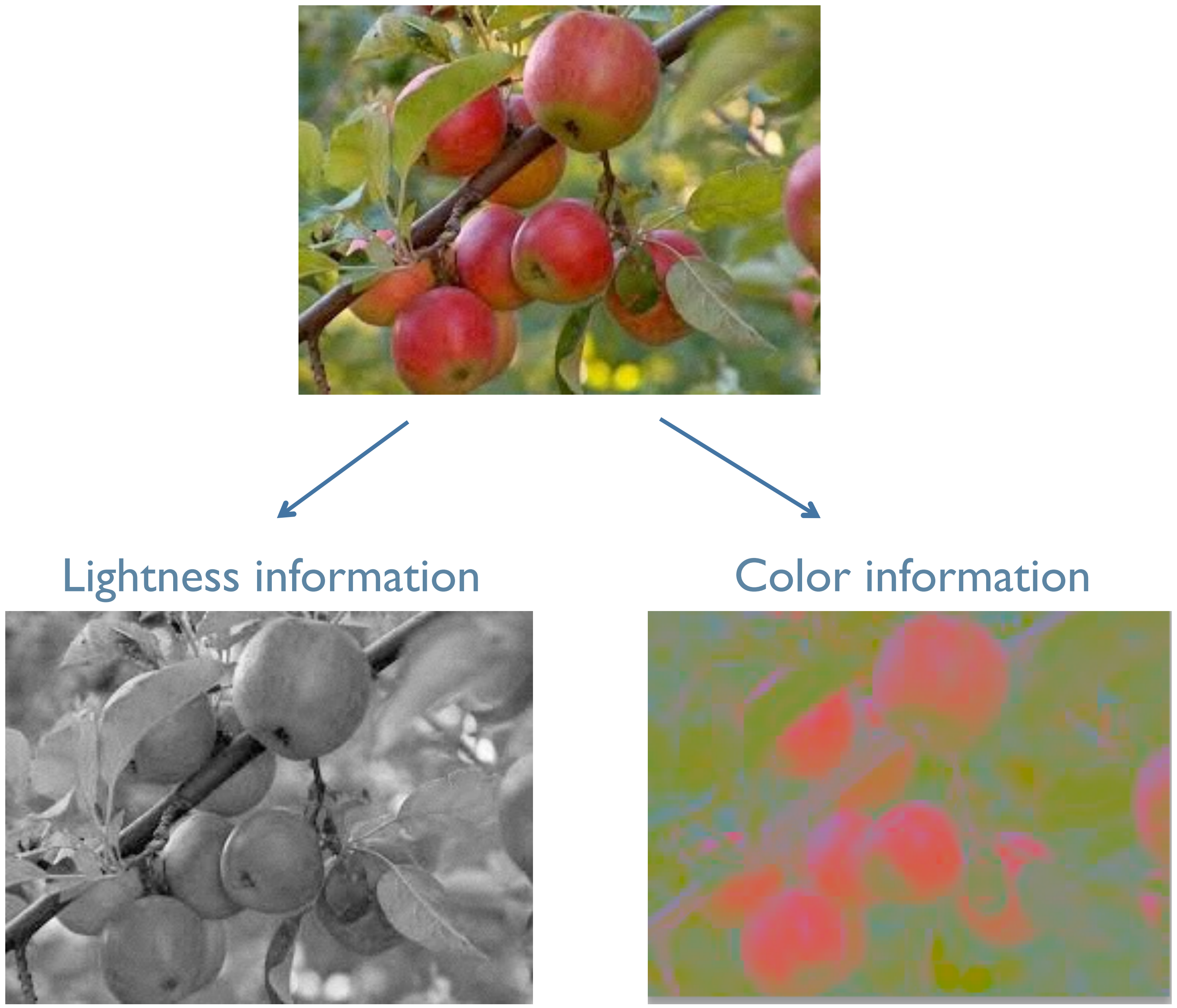


- channels have different properties
  - what they convey directly to perceptual system
  - how much they can convey: how many discriminable bins can we use?

Luminance

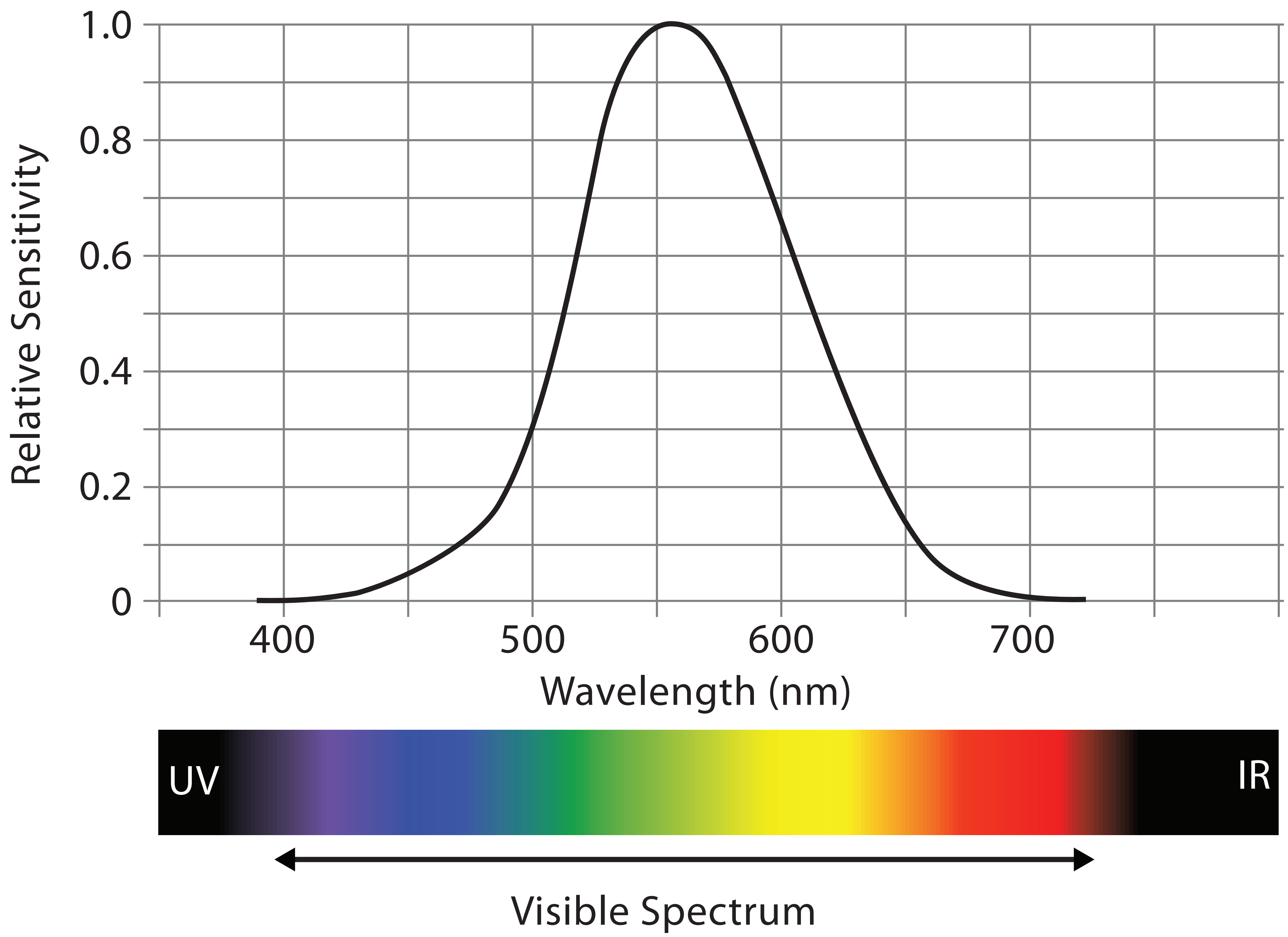
- need luminance for edge detection
  - fine-grained detail only visible through luminance contrast
  - legible text requires luminance contrast!

- intrinsic perceptual ordering



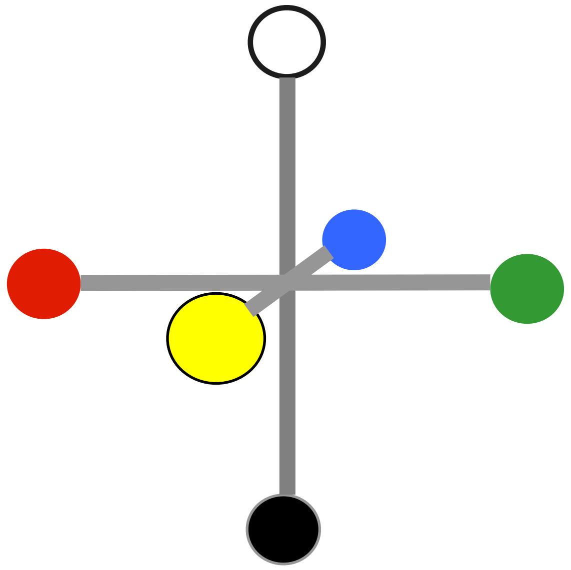
[Seriously Colorful: Advanced Color Principles & Practices. Stone.Tableau Customer Conference 2014.]

Spectral sensitivity



Opponent color and color deficiency

- perceptual processing 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

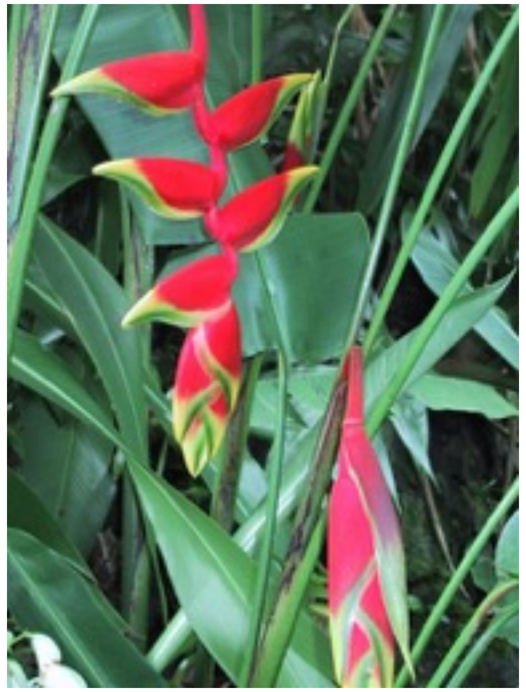
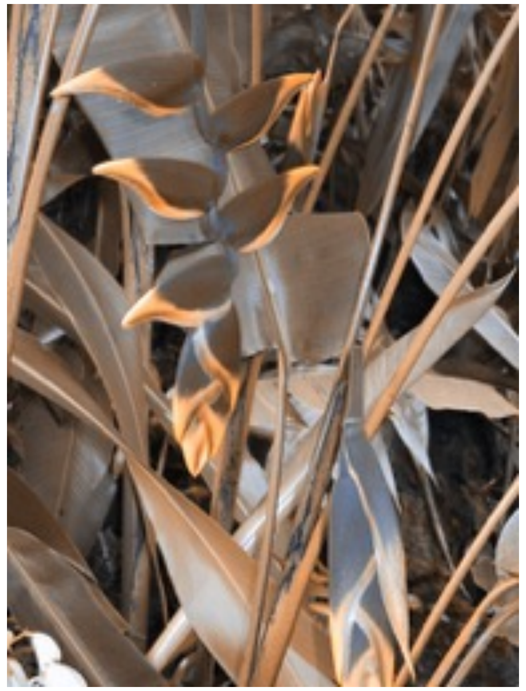
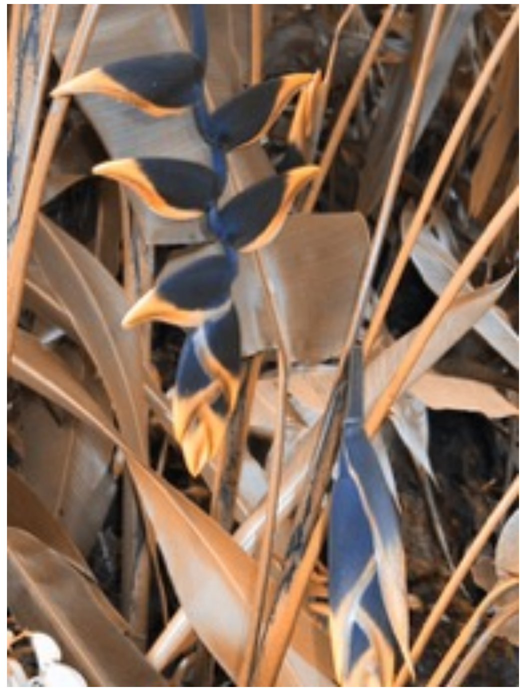


Lightness information

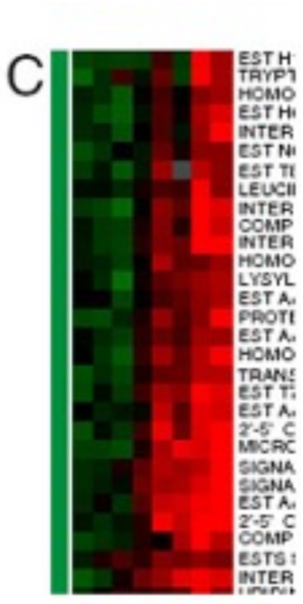
Color information

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

Designing for color deficiency: Check with simulator


Normal vision **Deuteranope** **Protanope** **Tritanope**

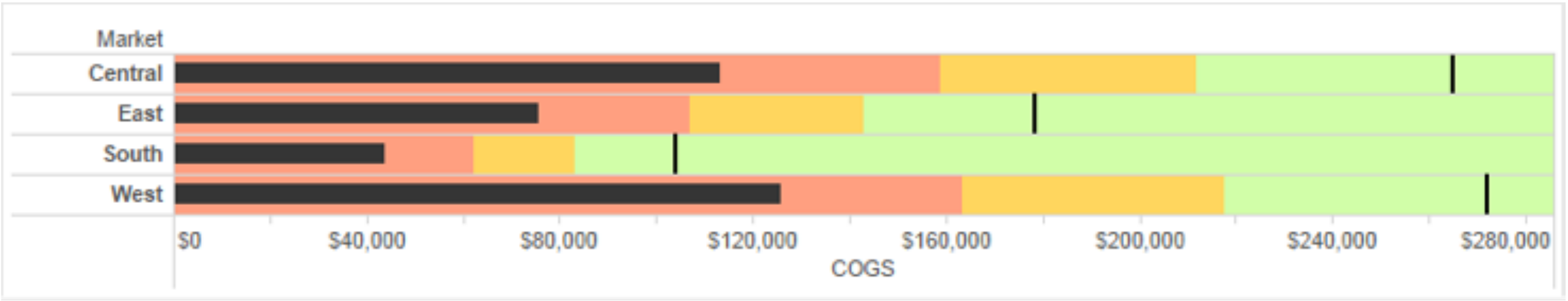


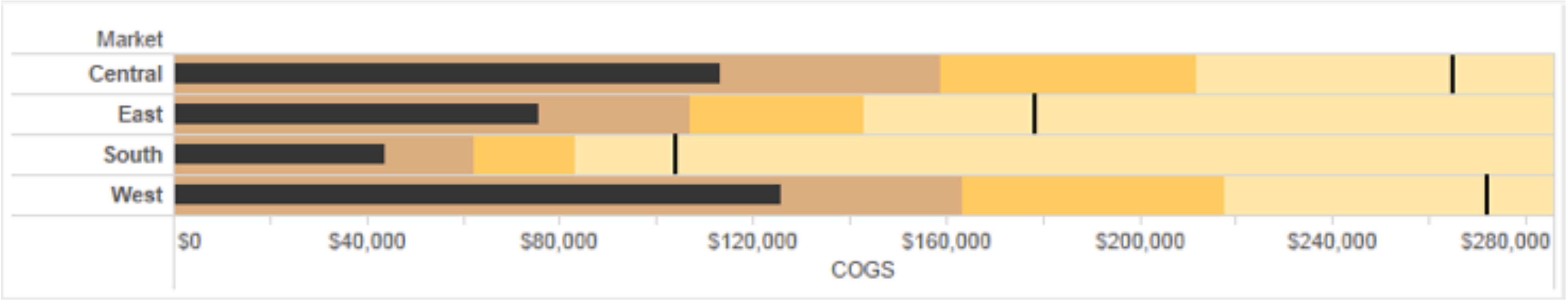
http://rehue.net

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

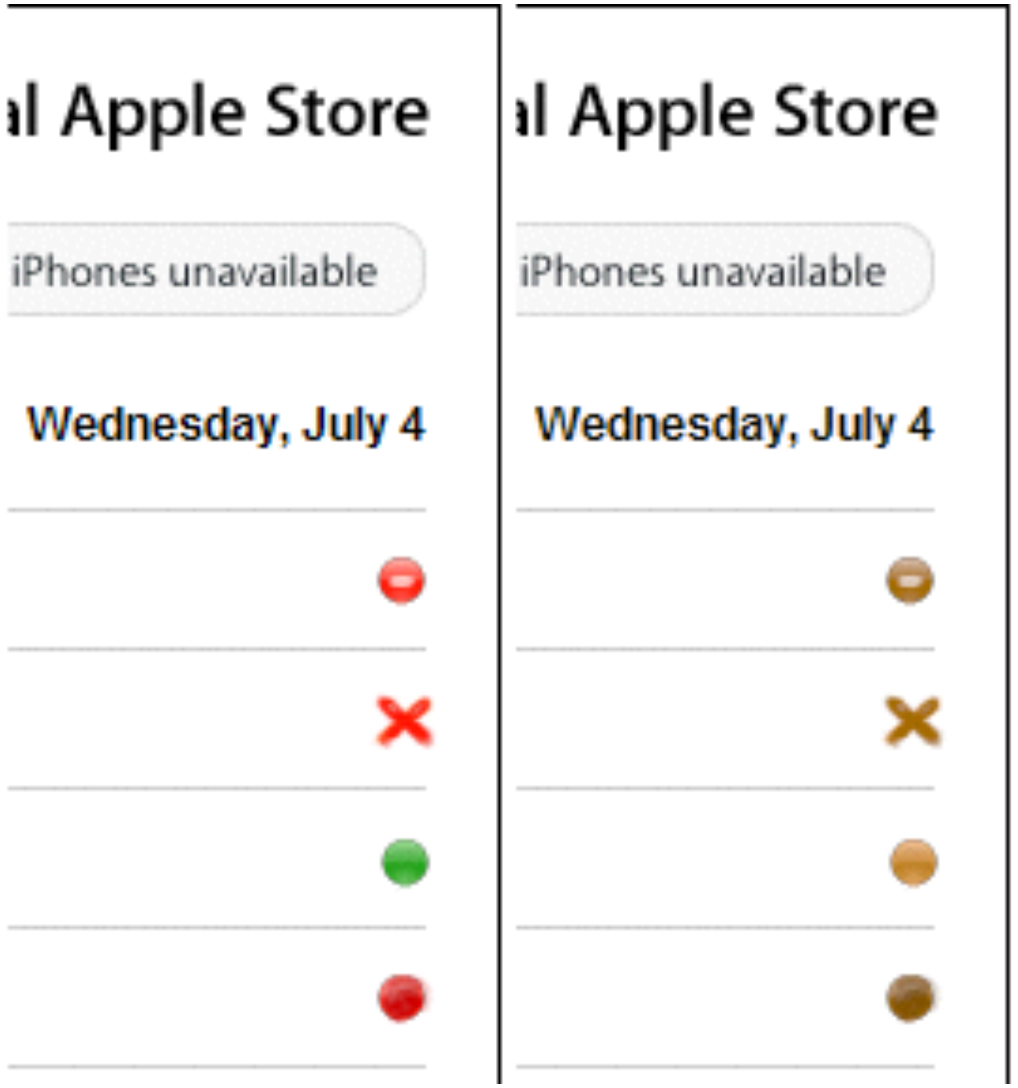
Designing for color deficiency: Avoid encoding by hue alone

- redundantly encode
  - vary luminance
  - change shape





Deuteranope simulation

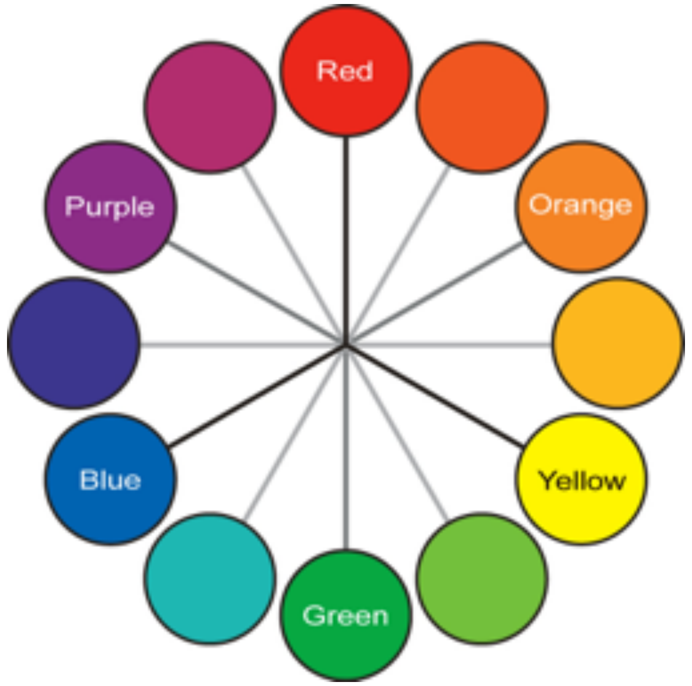


Change the shape

Vary luminance

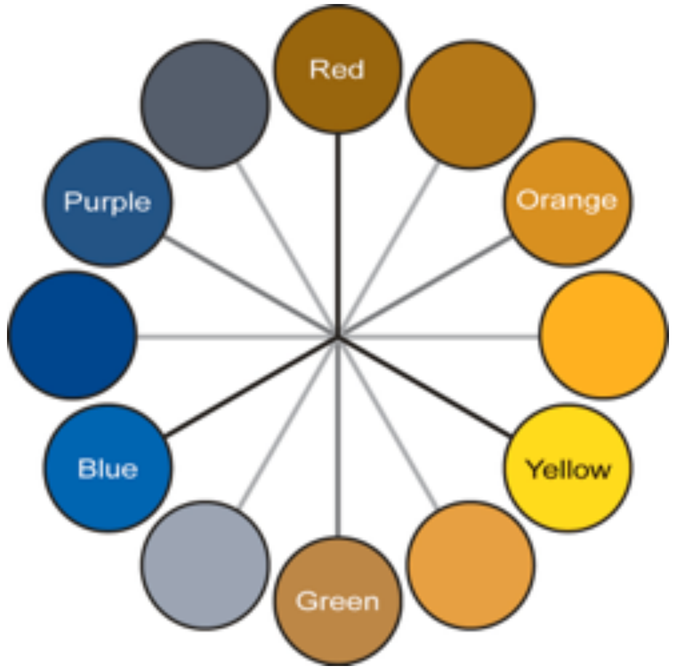
[Seriously Colorful: Advanced Color Principles & Practices. Stone. Tableau Customer Conference 2014.]

Color deficiency: Reduces color to 2 dimensions

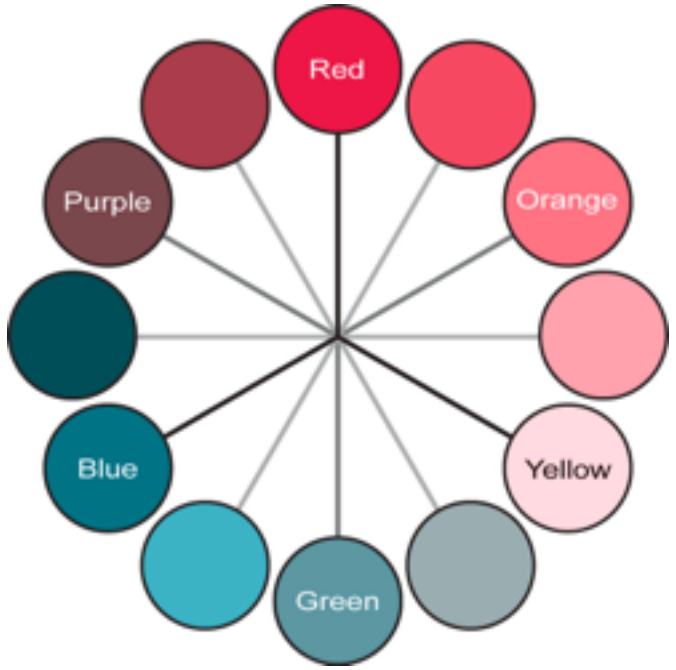


Normal

Protanope



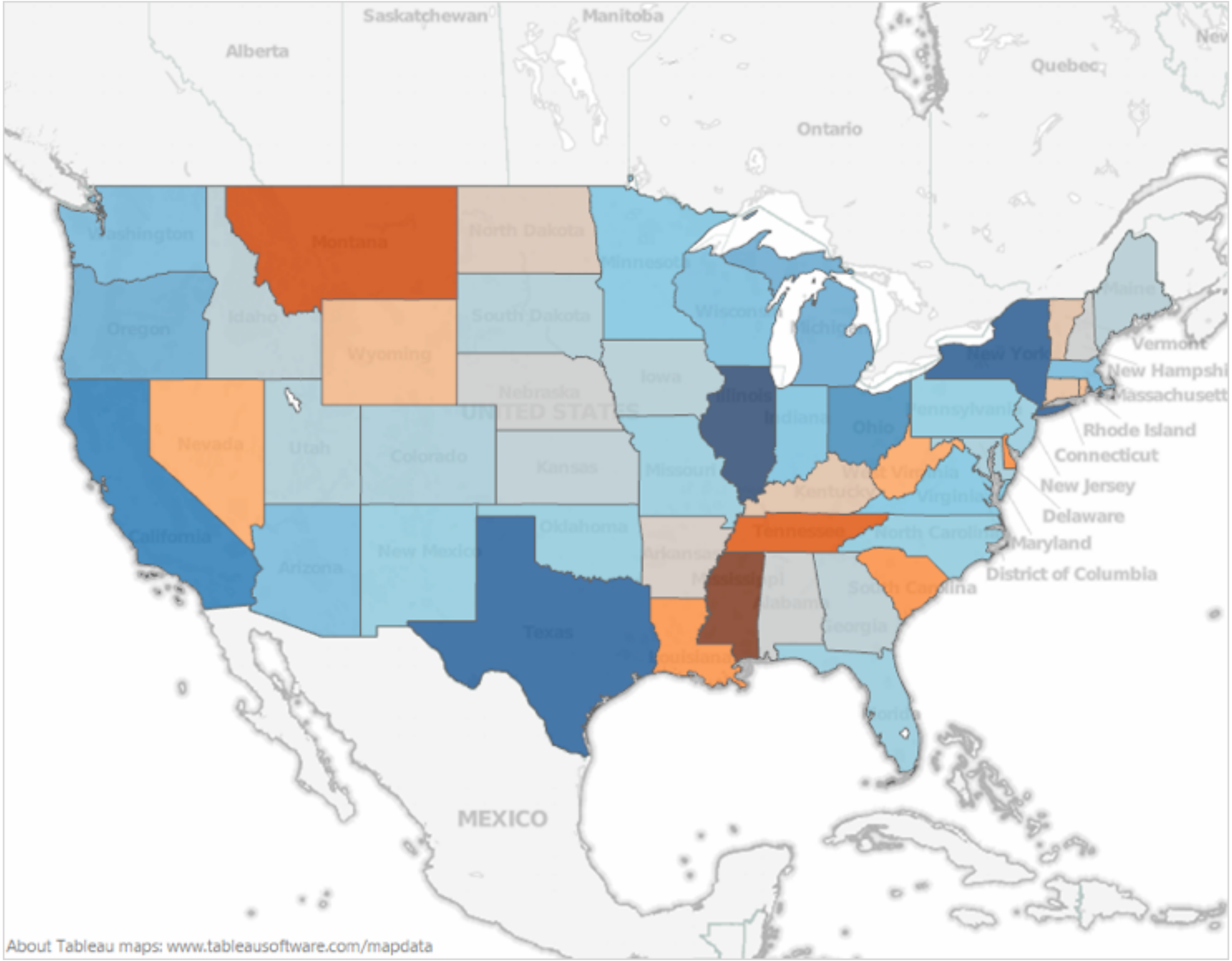
Deuteranope



Tritanope

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

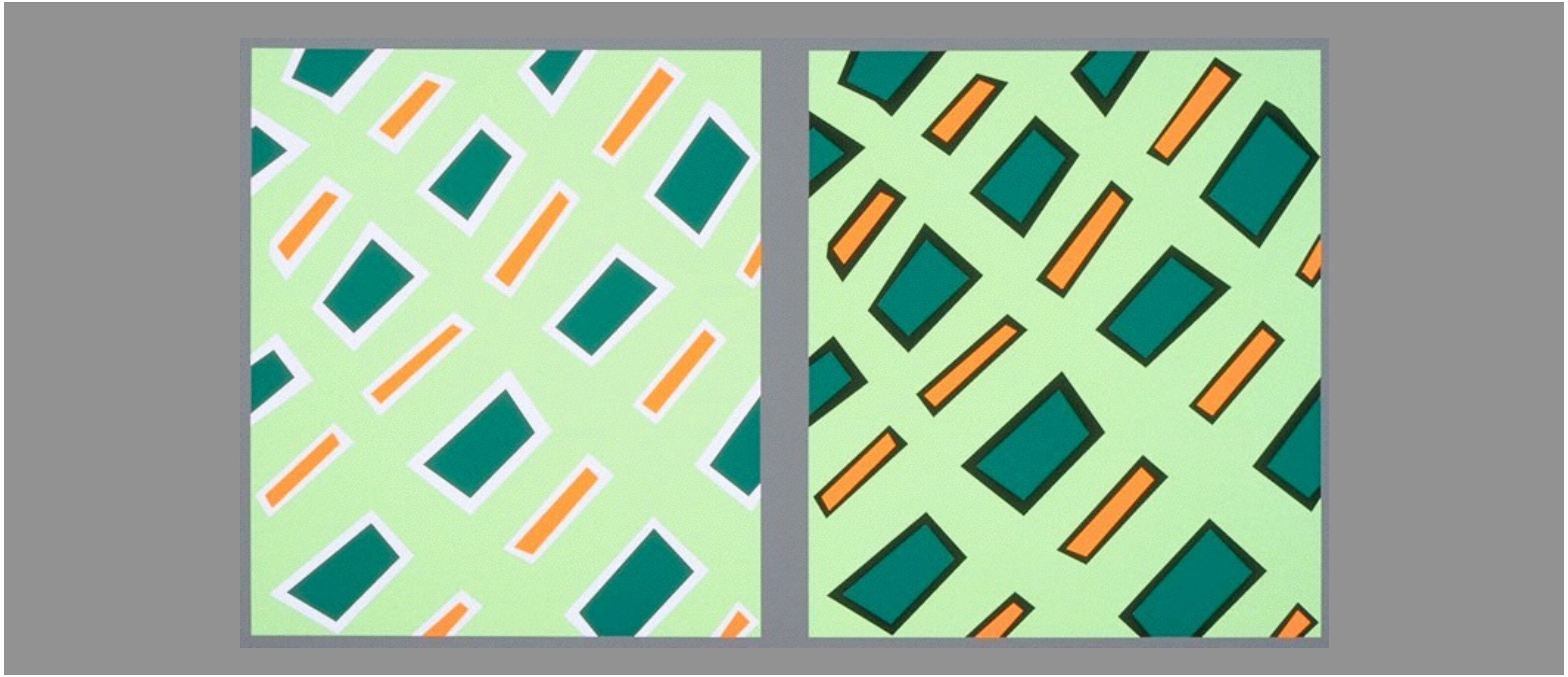
Designing for color deficiency: Blue-Orange is safe



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

Bezold Effect: Outlines matter

- color constancy: simultaneous contrast effect



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

Color/Lightness constancy: Illumination conditions

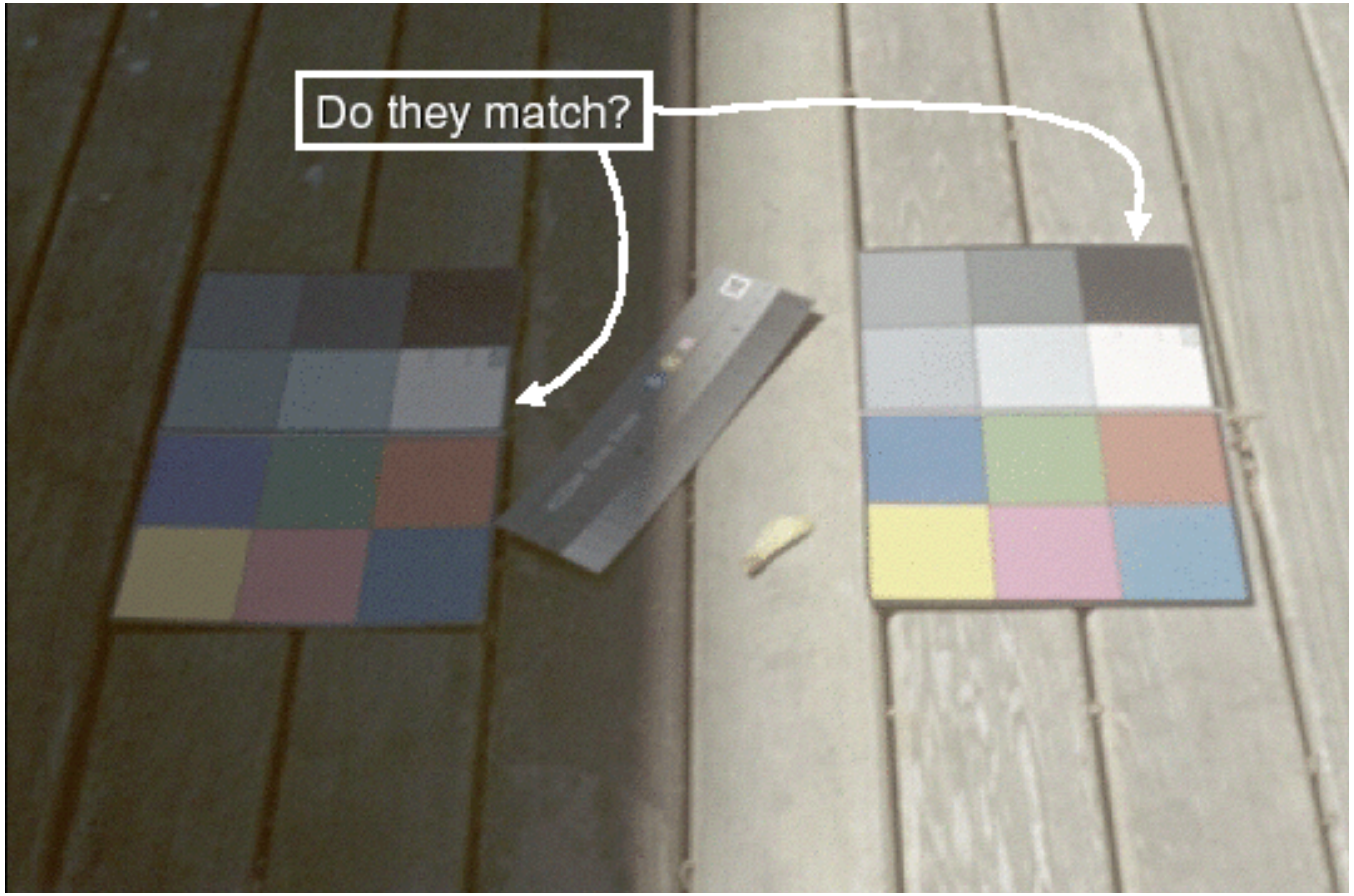


Image courtesy of John McCann

Color/Lightness constancy: Illumination conditions

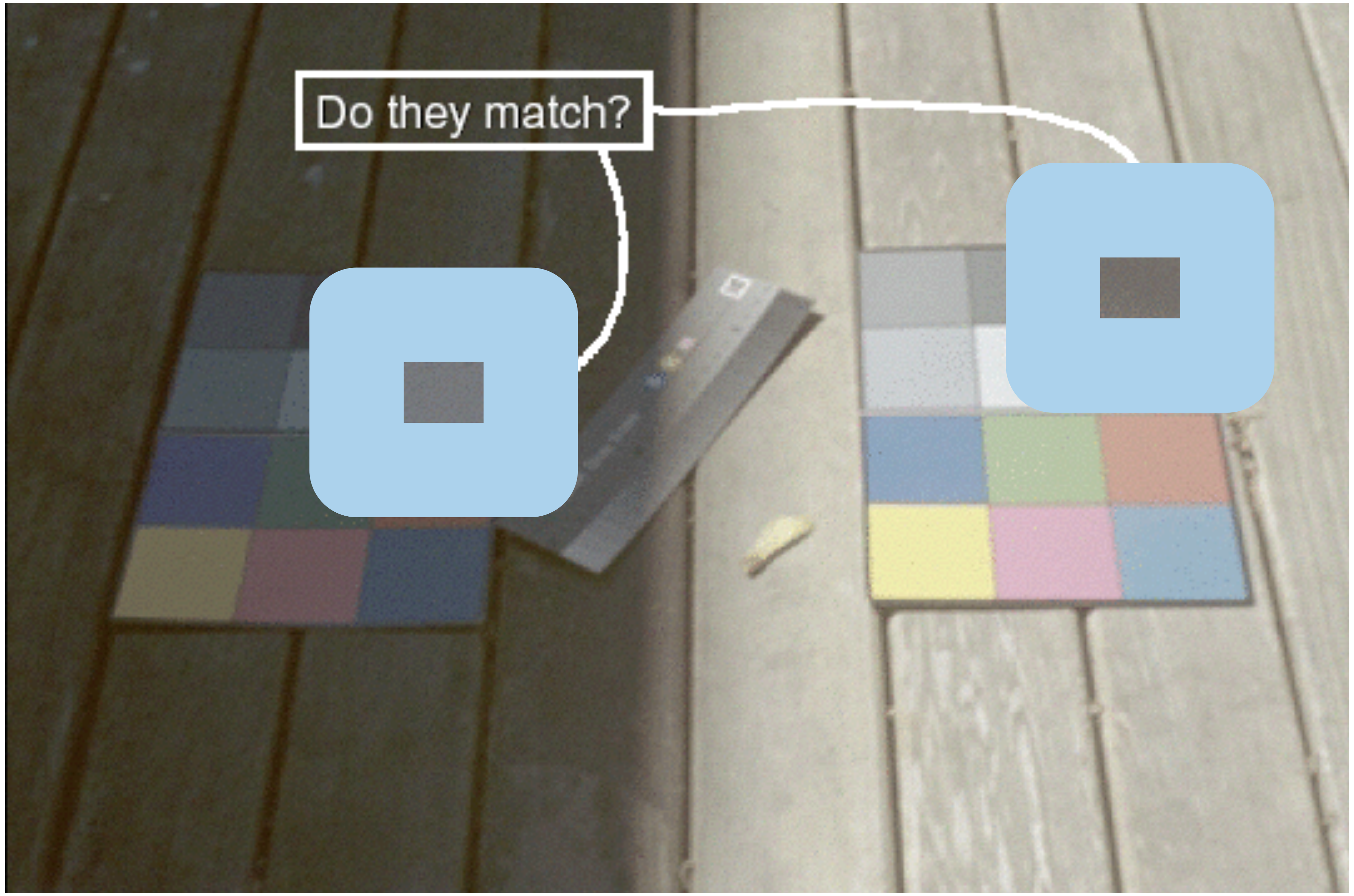
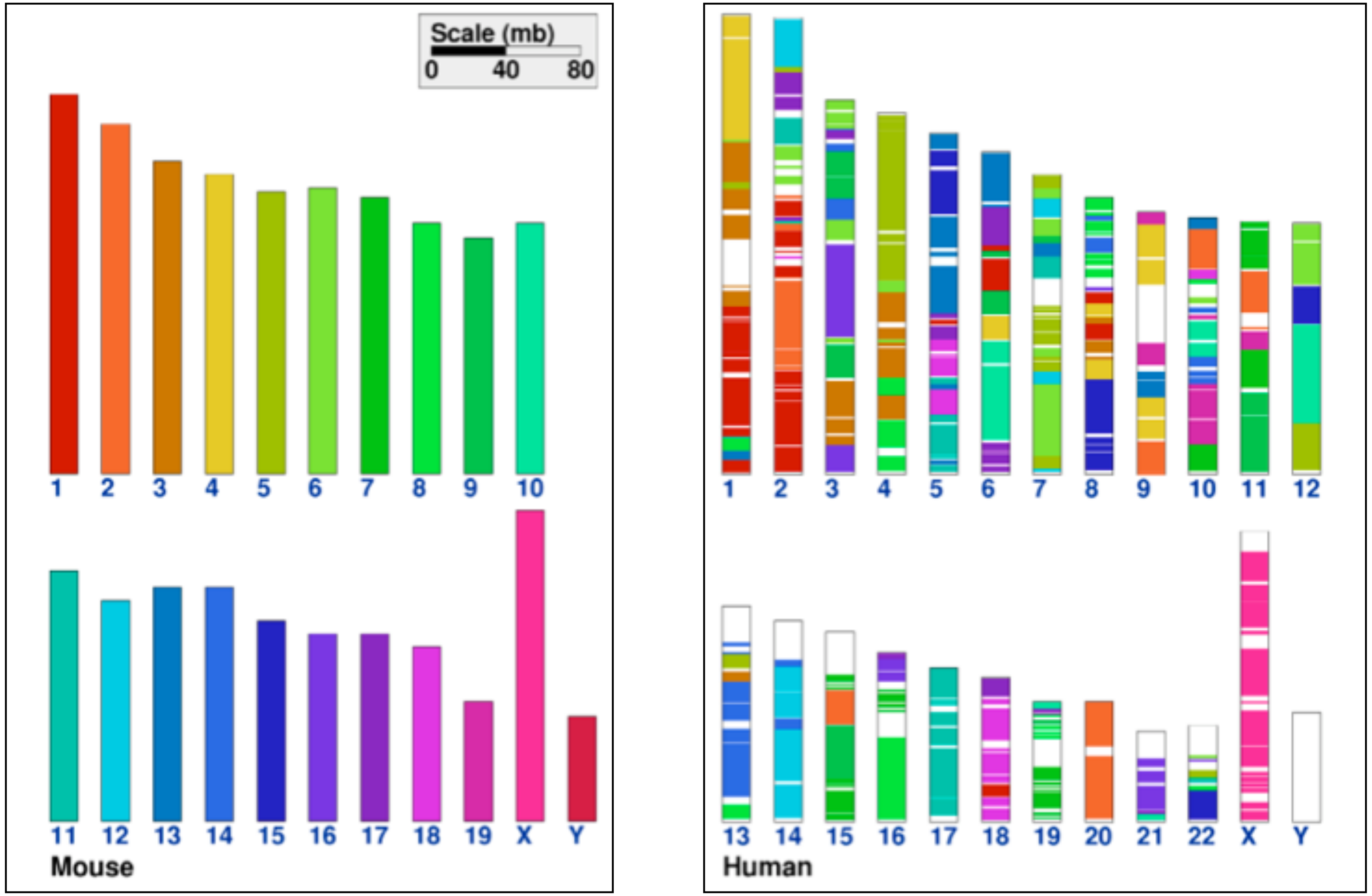


Image courtesy of John McCann

Categorical color: limited number of discriminable bins

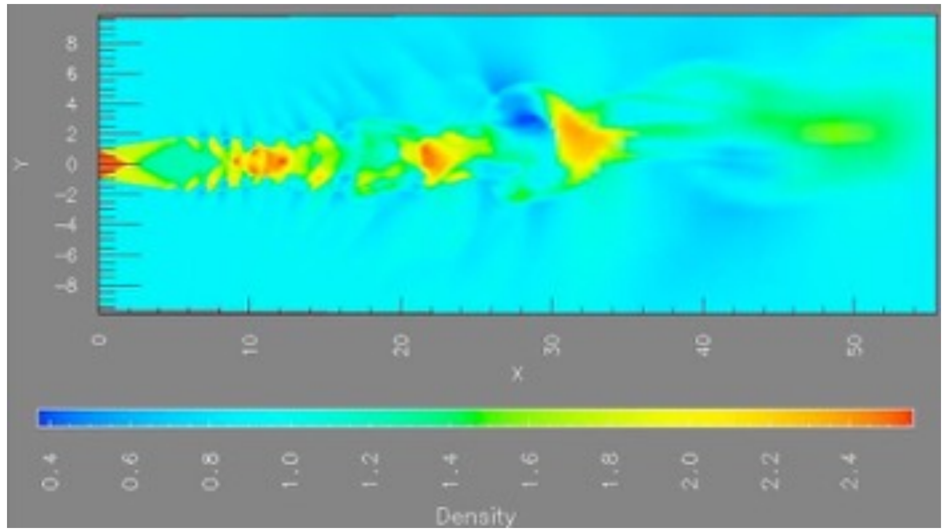
- human perception built on relative comparisons
  - great if color contiguous
  - surprisingly bad for absolute comparisons
- noncontiguous small regions of color
  - fewer bins than you want
  - rule of thumb: 6-12 bins, including background and highlights
  - alternatives? this afternoon!



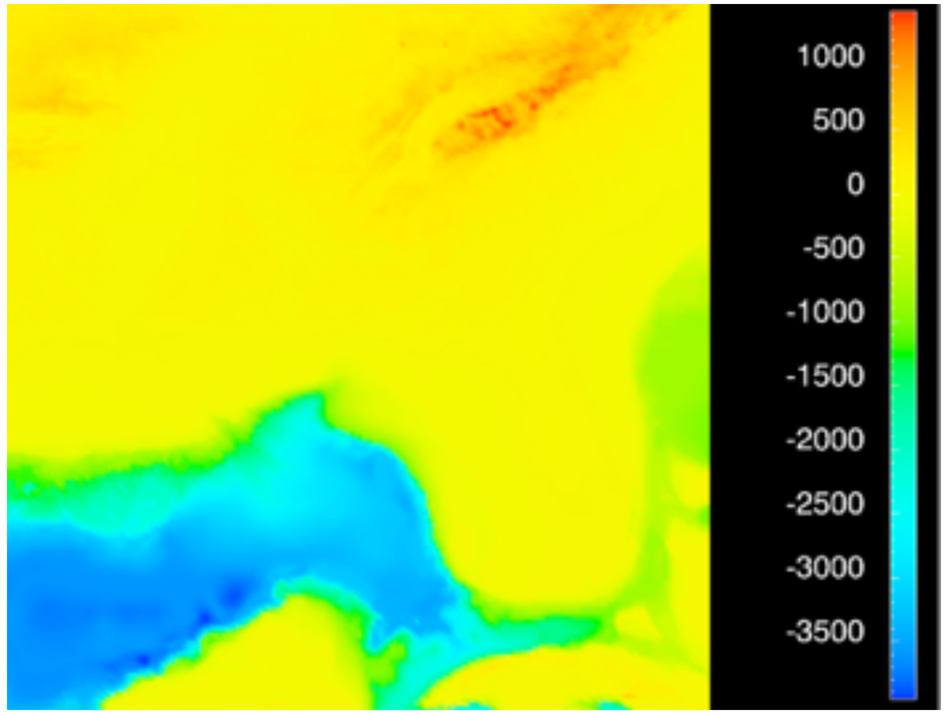
[Cinteny: flexible analysis and visualization of synteny and genome rearrangements in multiple organisms. Sinha and Meller. BMC Bioinformatics, 8:82, 2007.]

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/l/lloydt/color/color.HTM]

[Transfer Functions in Direct Volume Rendering: Design, Interface, Interaction. Kindlmann. SIGGRAPH 2002 Course Notes]

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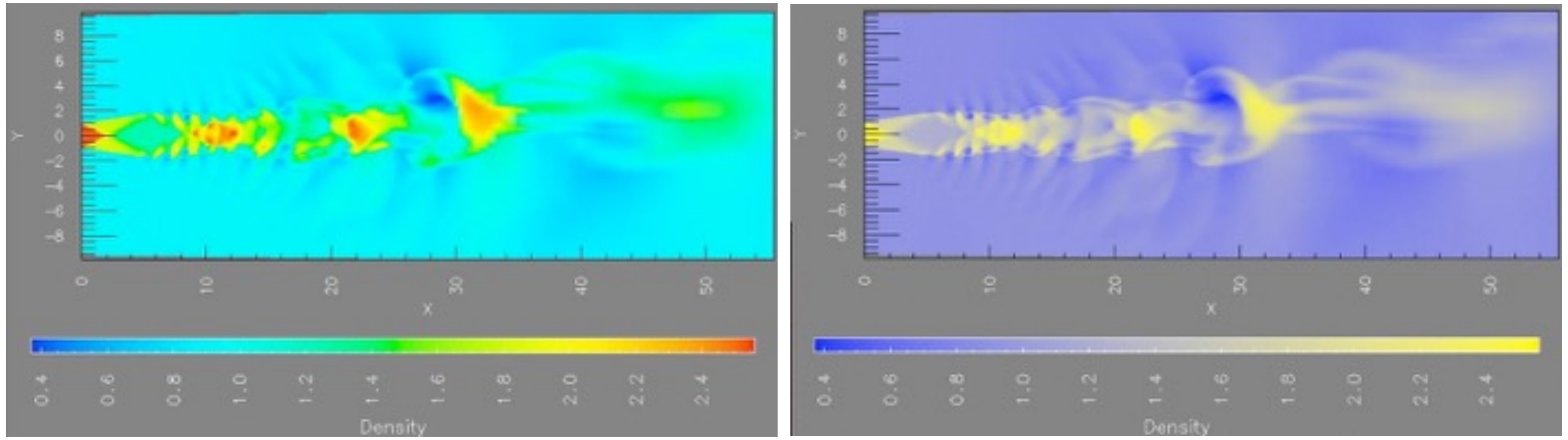
  - large-scale structure: fewer hues



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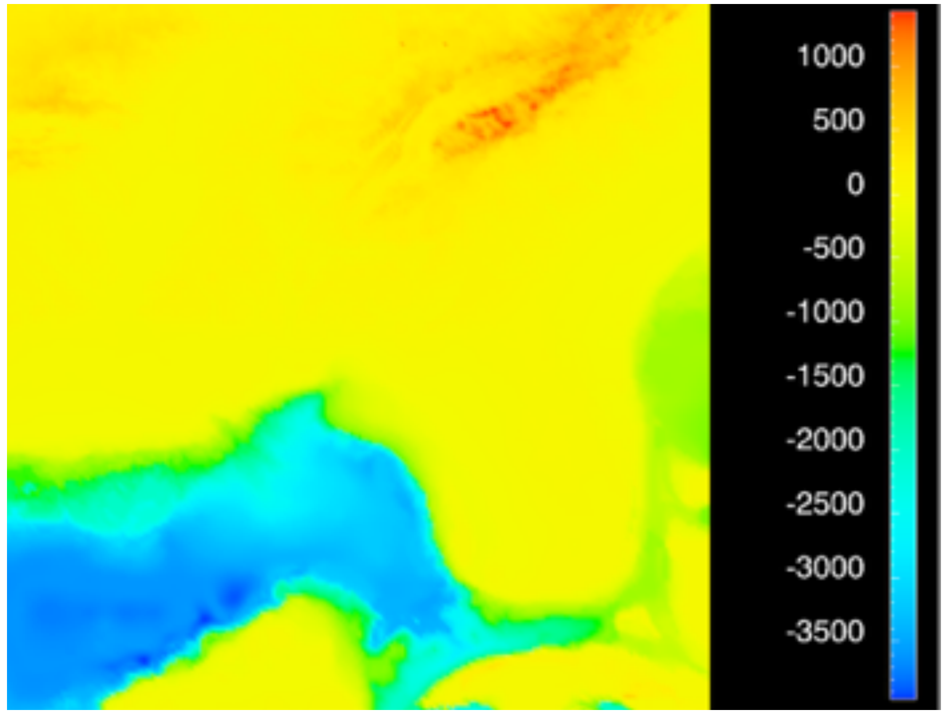

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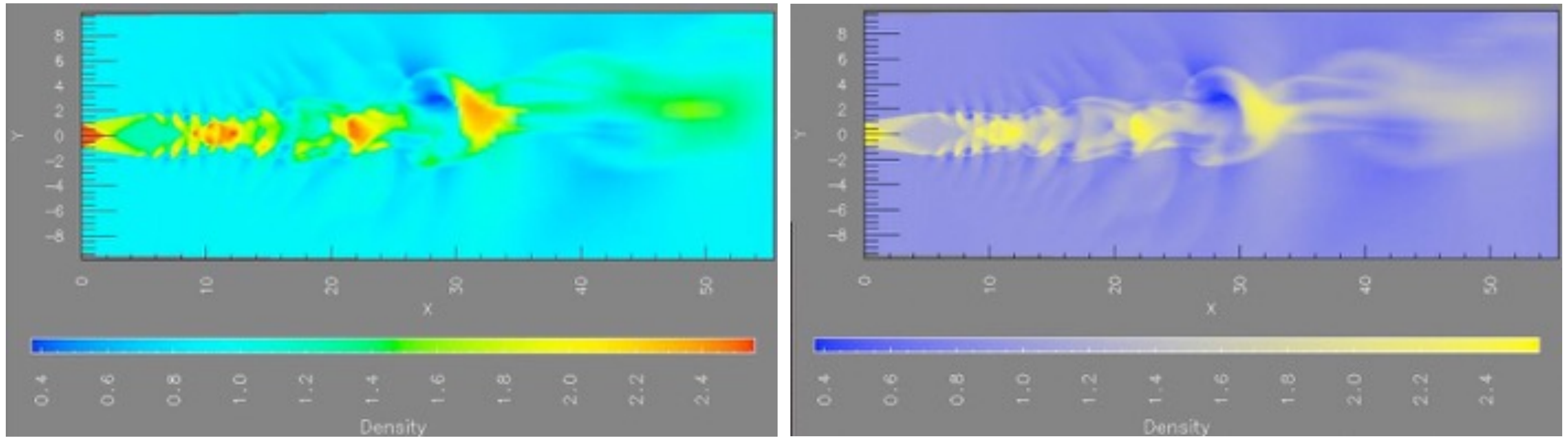
  - large-scale structure: fewer hues
  - fine structure: multiple hues with monotonically increasing luminance [eg viridis R/python]



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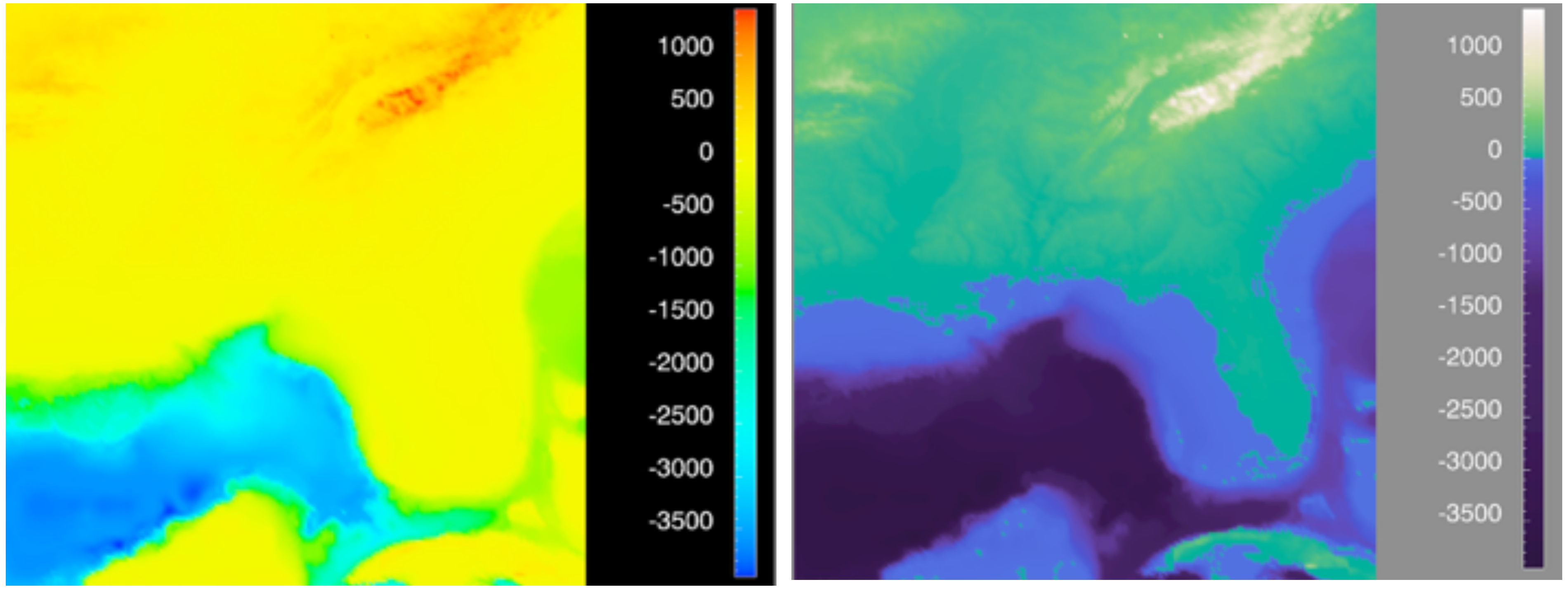

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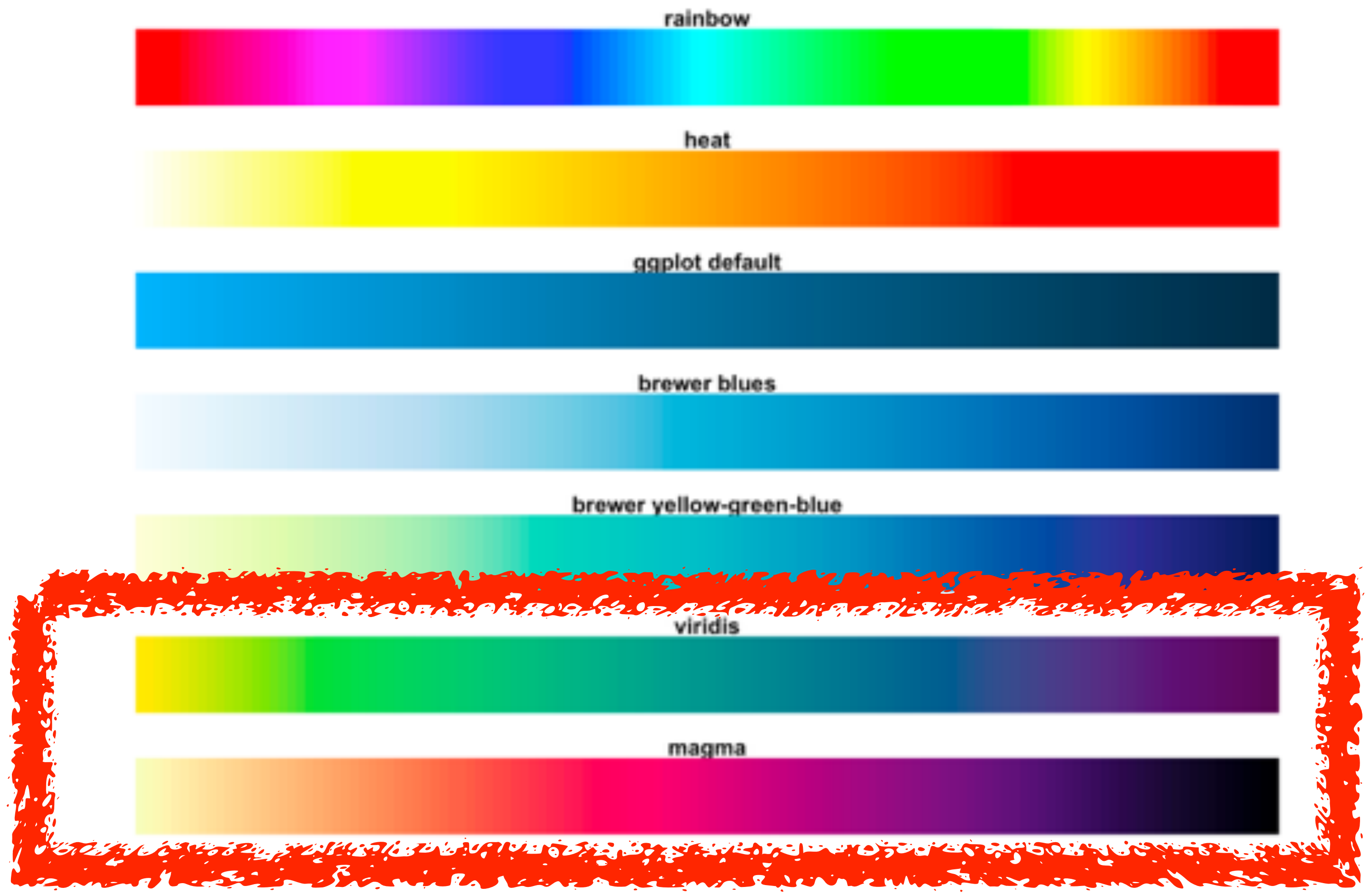
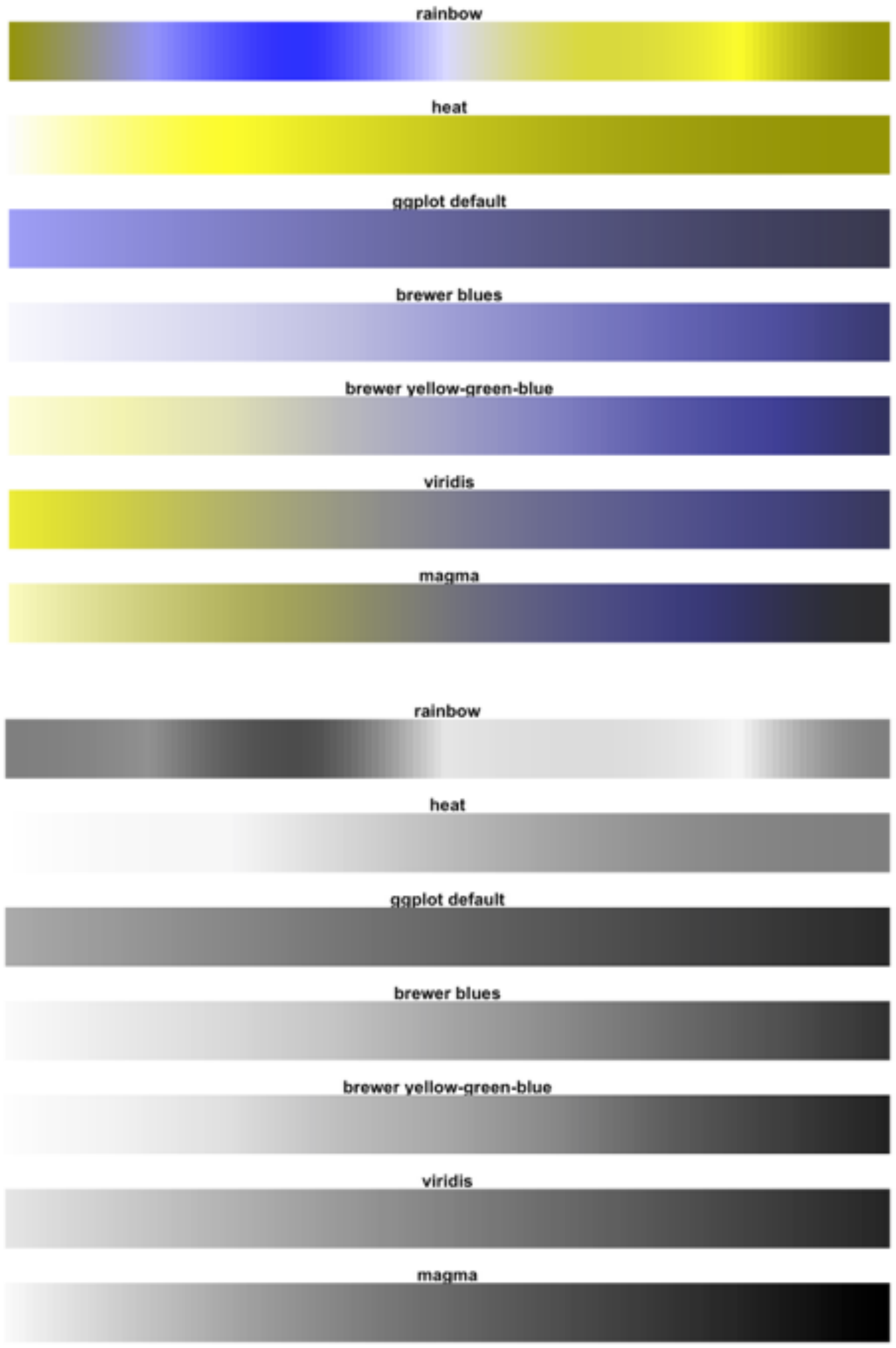
Viridis

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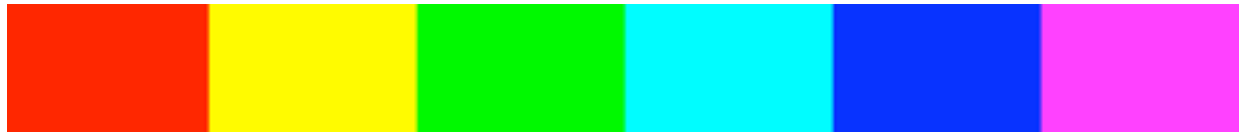
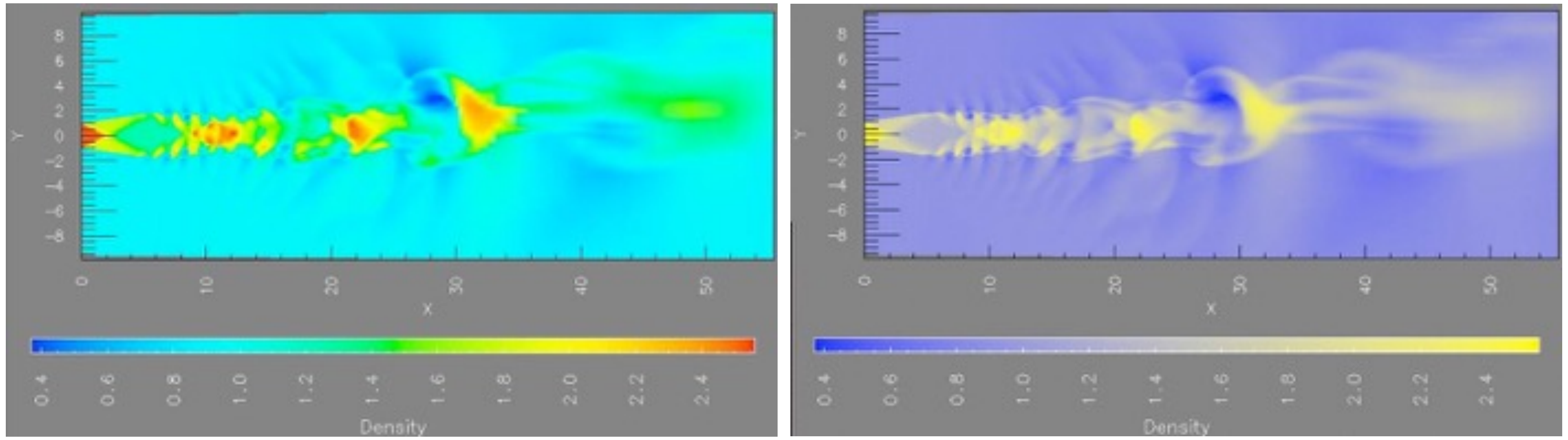
- alternatives
  - large-scale structure: fewer hues
  - fine structure: multiple hues with monotonically increasing luminance [eg viridis R/python]
  - segmented rainbows for binned or categorical





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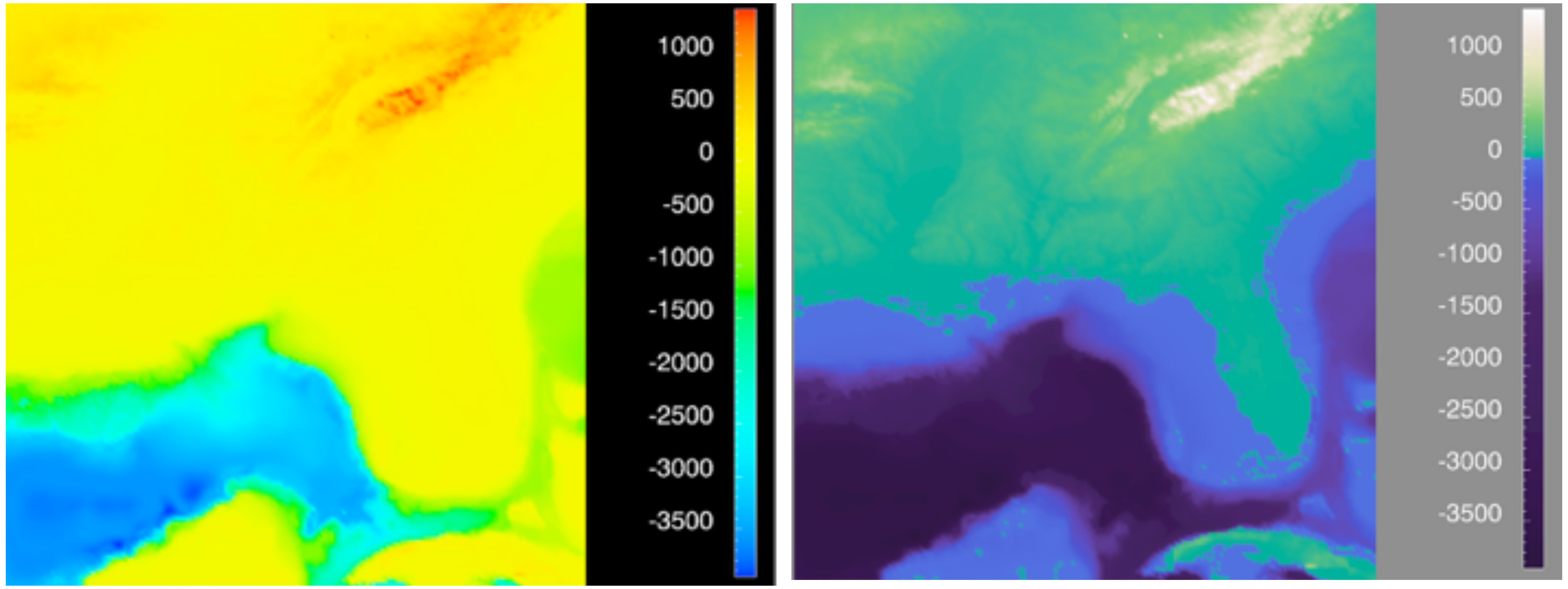

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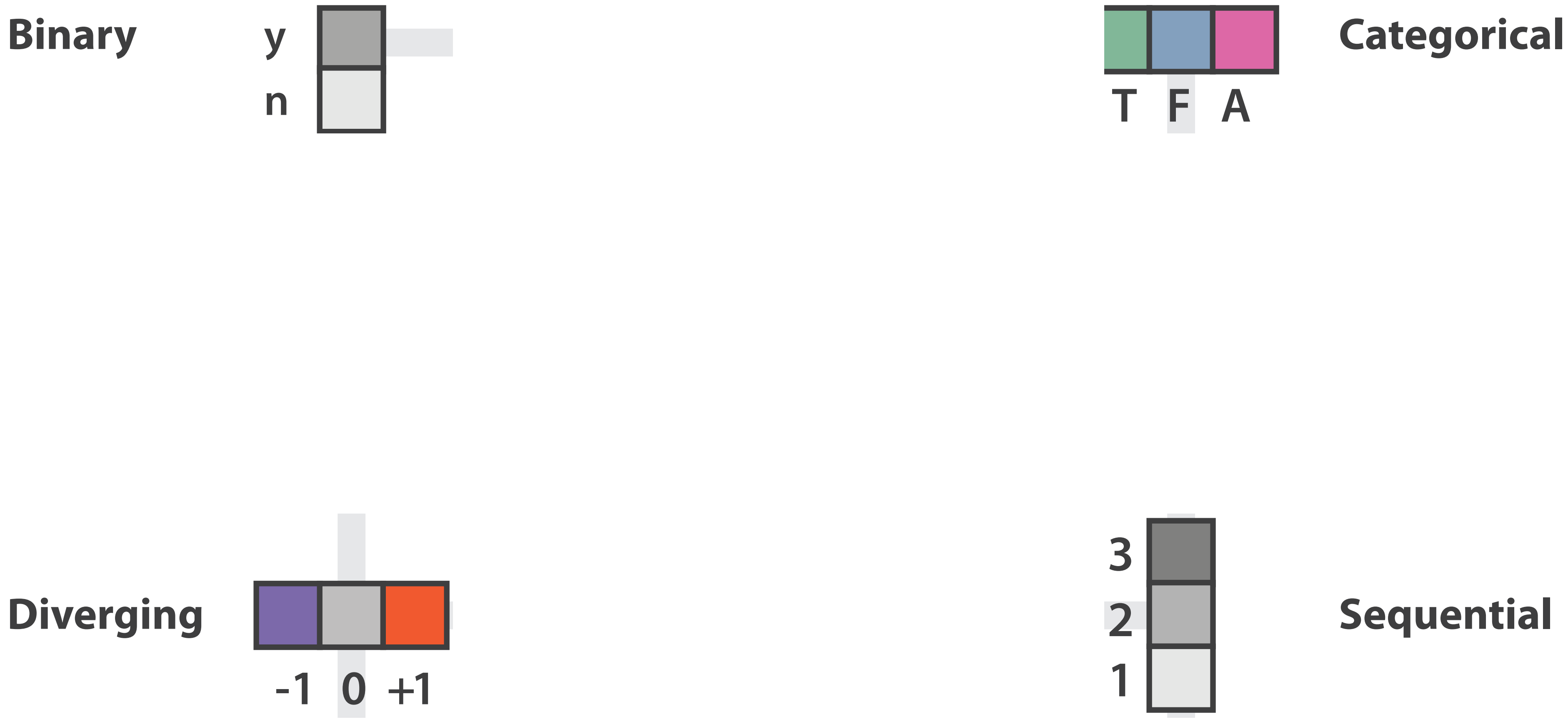
[Transfer Functions in Direct Volume Rendering: Design, Interface, Interaction. Kindlmann. SIGGRAPH 2002 Course Notes]

Colormaps

- ➔ Categorical

- ➔ Ordered
  - ➔ *Sequential*

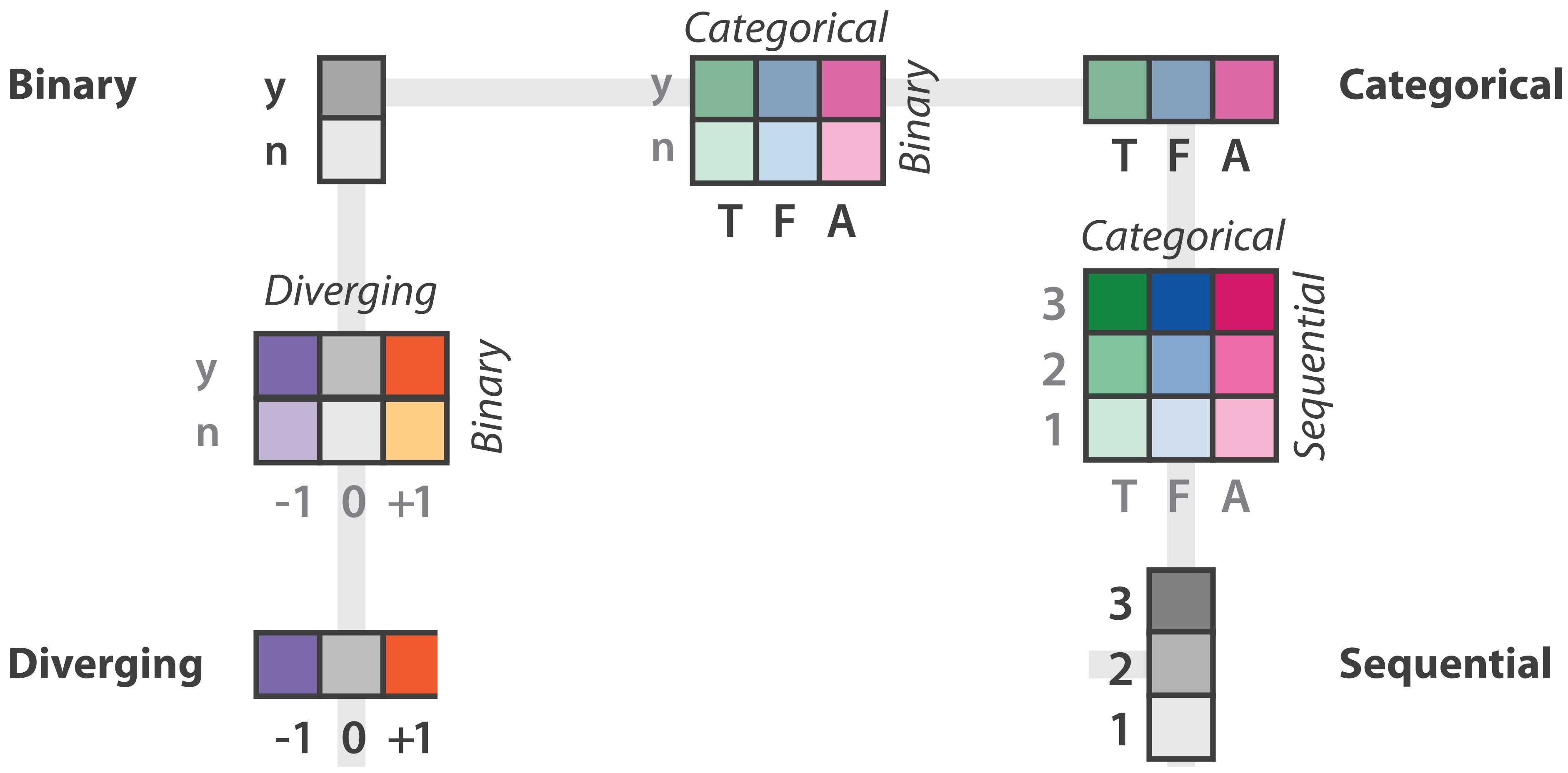
  - ➔ *Diverging*



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



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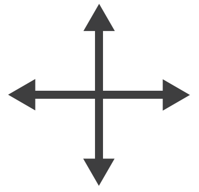
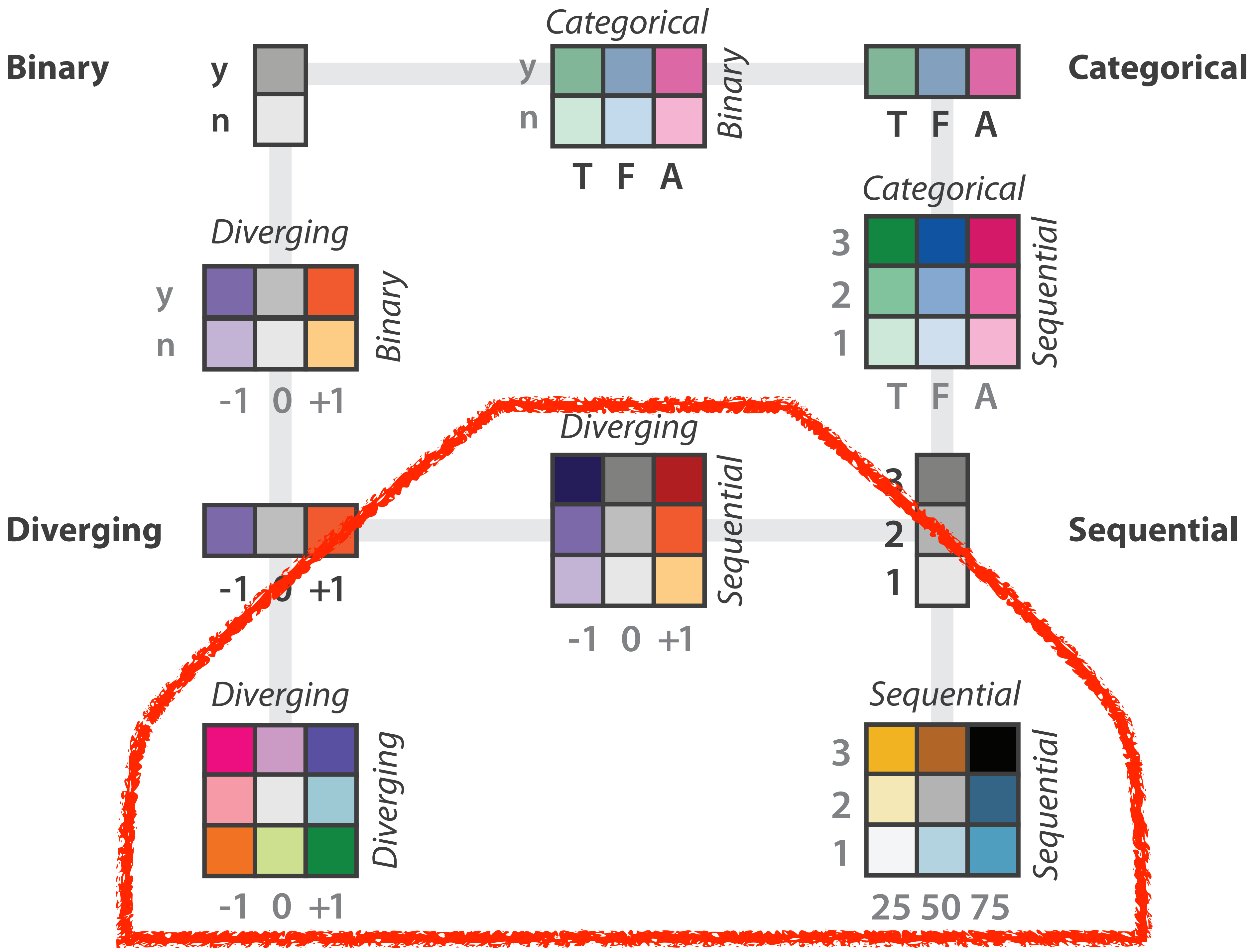


use with care!



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

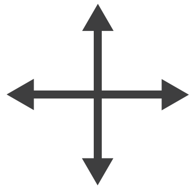
Colormaps

- Categorical

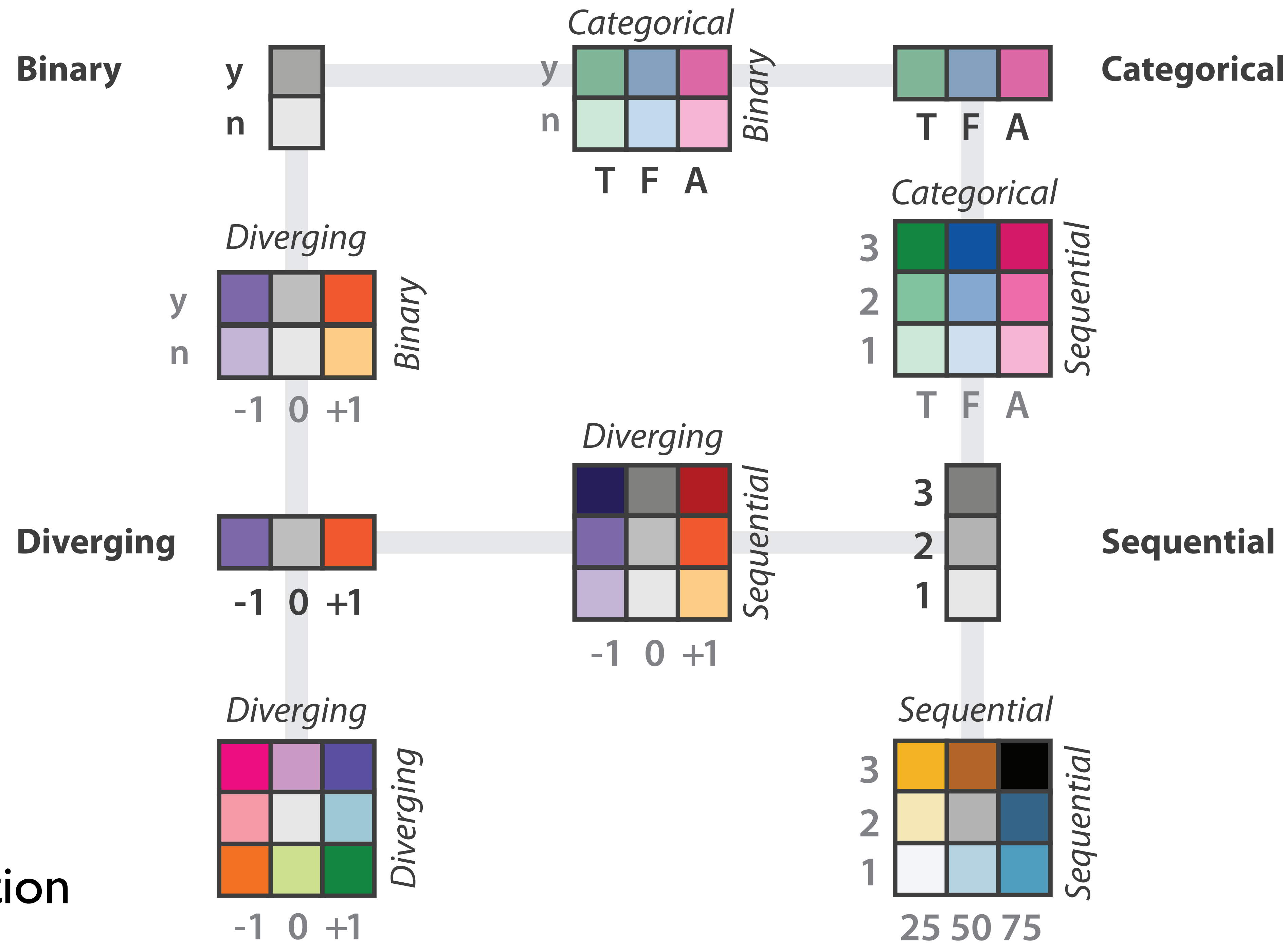
- Ordered
  - *Sequential*

  - *Diverging*

- Bivariate



- 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/c/a/cab38/ColorSch/Schemes.html]

How?

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, ...

Manipulate
- Change
- Select
- Navigate

Facet
- Juxtapose
- Partition
- Superimpose

Reduce
- Filter
- Aggregate
- Embed

What?

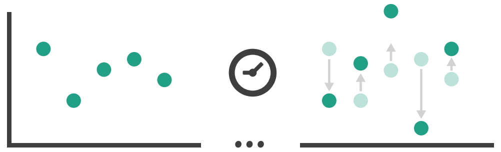
Why?

How?

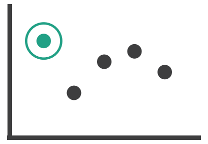
How to handle complexity: 3 more strategies + 1 previous

Manipulate

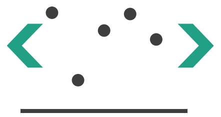
➔ Change



➔ Select

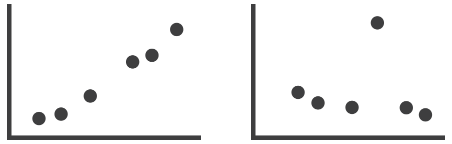


➔ Navigate

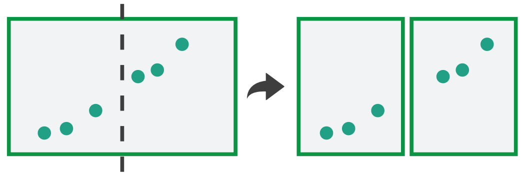


Facet

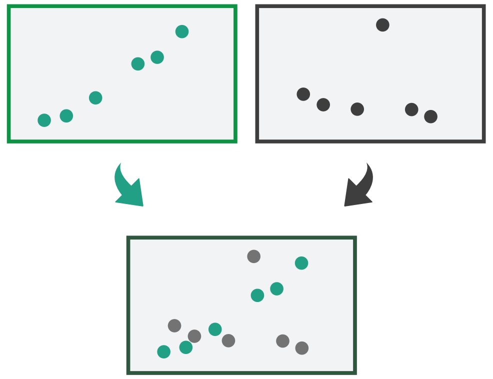
➔ Juxtapose



➔ Partition

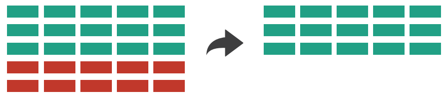


➔ Superimpose

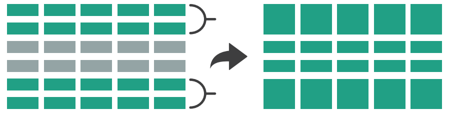


Reduce

➔ Filter

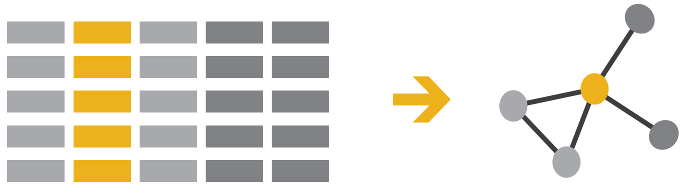


➔ Aggregate



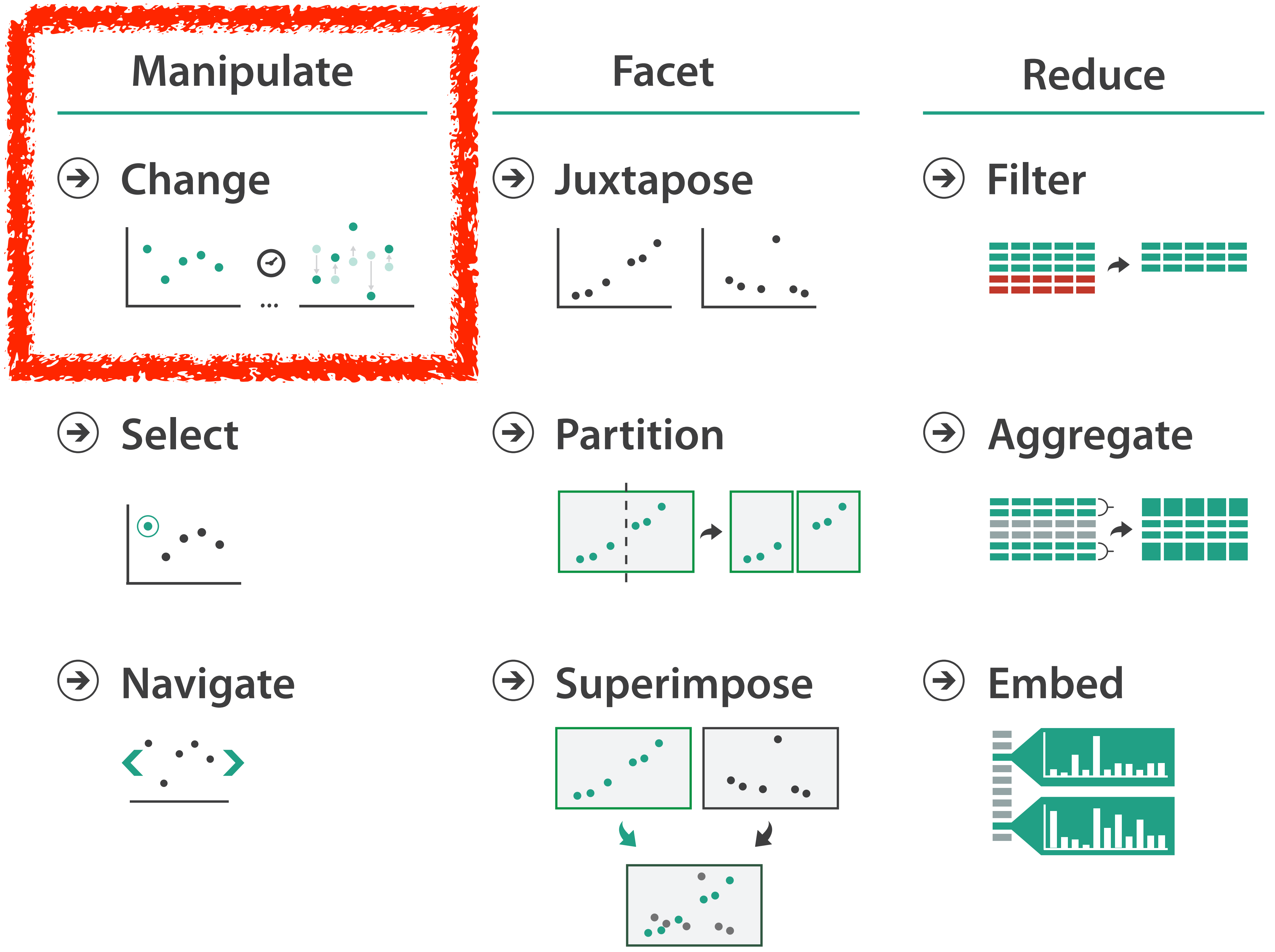
➔ Embed

➔ *Derive*



- change view over time
- facet across multiple views
- reduce items/attributes within single view
- derive new data to show within view

How to handle complexity: 3 more strategies + 1 previous

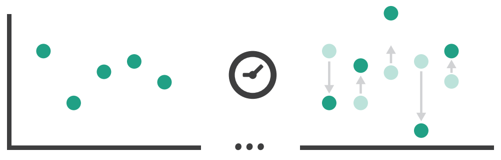


- change over time
  - most obvious & flexible of the 4 strategies

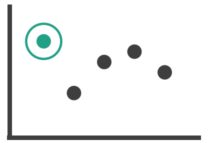
How to handle complexity: 3 more strategies + 1 previous

Manipulate

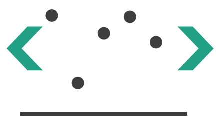
Change



Select

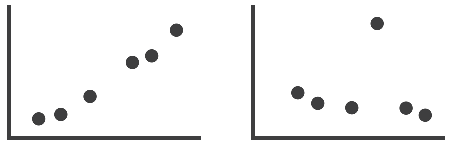


Navigate

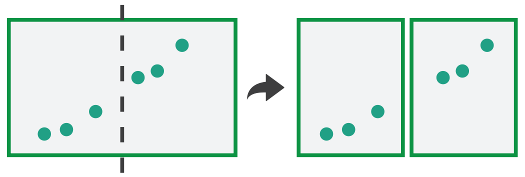


Facet

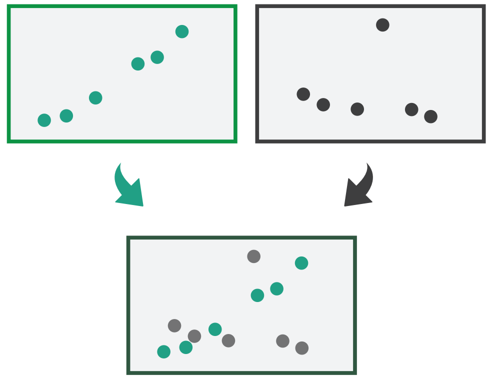
Juxtapose



Partition

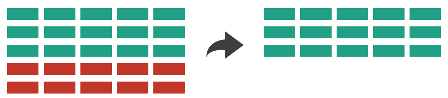


Superimpose

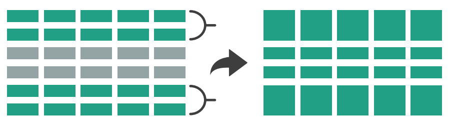


Reduce

Filter



Aggregate



Embed

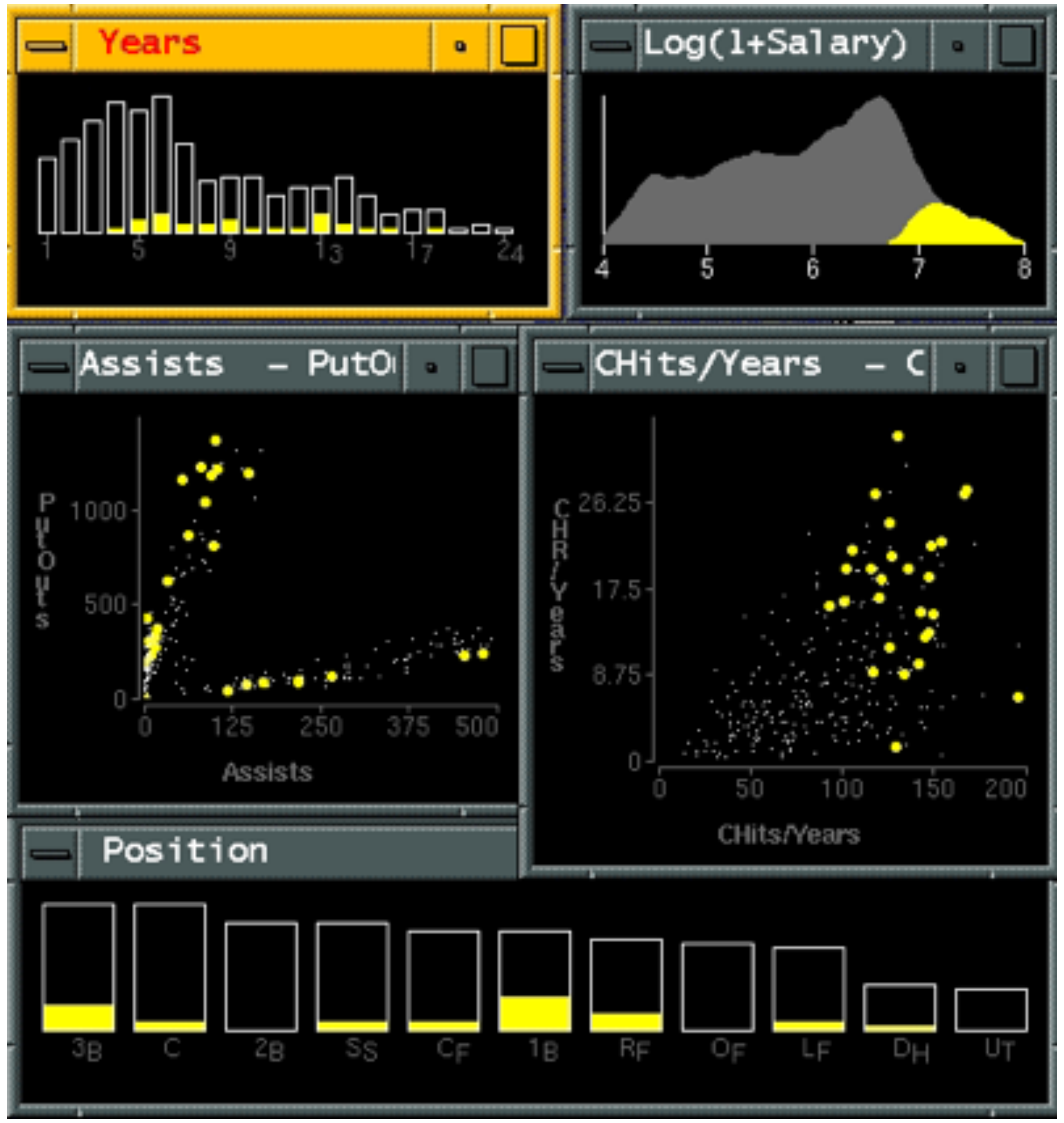
Derive

- facet data across multiple views

Idiom: **Linked highlighting** System: **EDV**

- see how regions contiguous in one view are distributed within another
  - –powerful and pervasive interaction idiom

- encoding: different
- data: all shared



[Visual Exploration of Large Structured Datasets. Wills. Proc. New Techniques and Trends in Statistics (NTTS), pp. 237–246. IOS Press, 1995.]

Idiom: **bird's-eye maps**

System: **Google Maps**

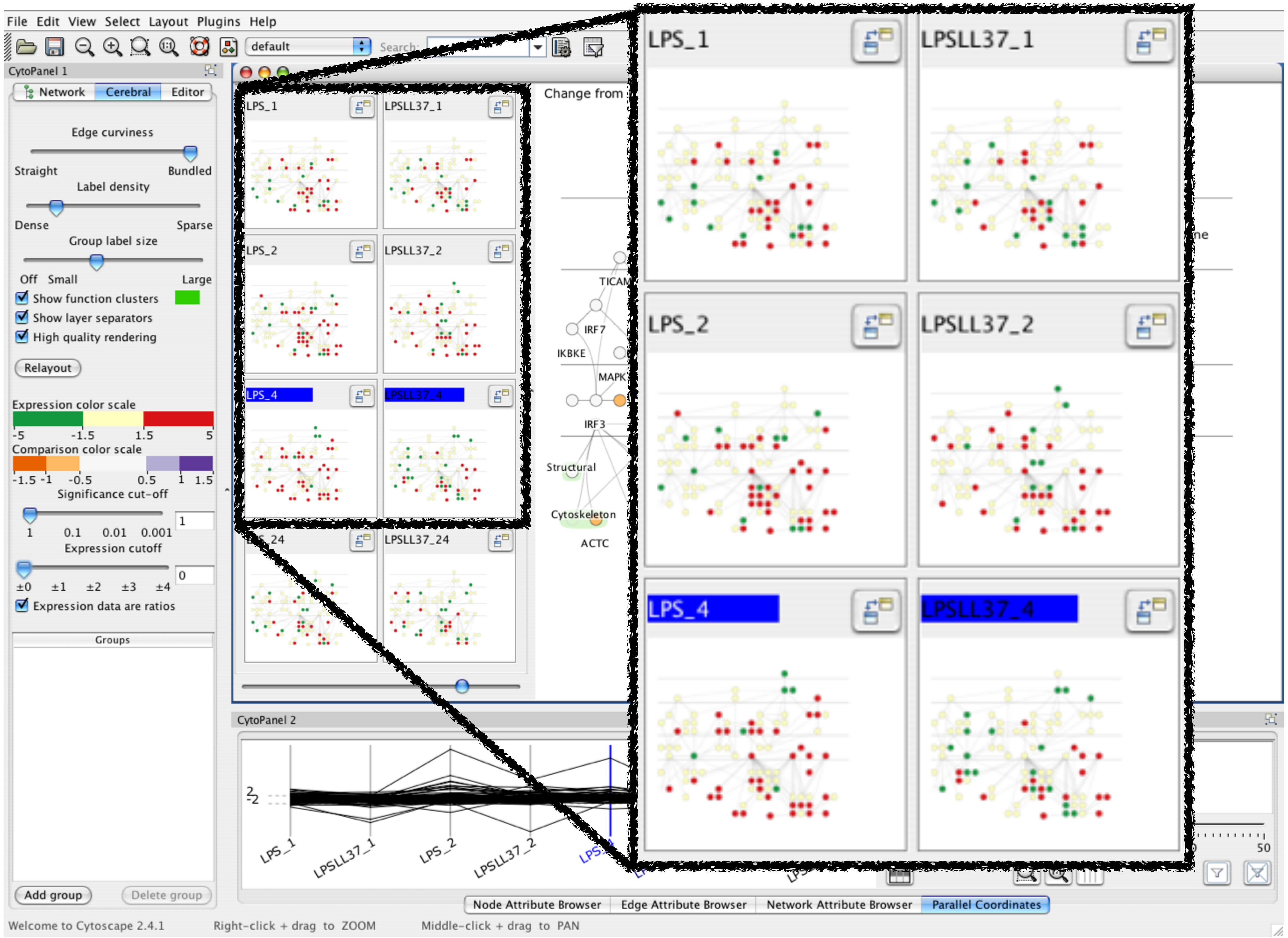
- encoding: same
- data: subset shared
- navigation: shared
  - bidirectional linking
- differences
  - viewpoint
  - (size)
- ***overview-detail***

[A Review of Overview+Detail, Zooming, and Focus+Context Interfaces. Cockburn, Karlson, and Bederson. ACM Computing Surveys 41:1 (2008), 1–31.]

Idiom: **Small multiples**

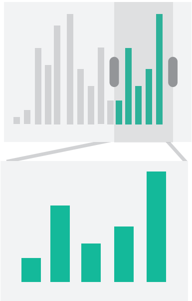
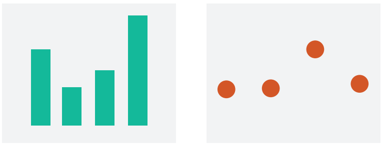
System: **Cerebral**

- encoding: same
- data: none shared
  - different attributes for node colors
  - (same network layout)
- navigation: shared



[Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE Trans. Visualization and Computer Graphics (Proc. InfoVis 2008) 14:6 (2008), 1253–1260.]

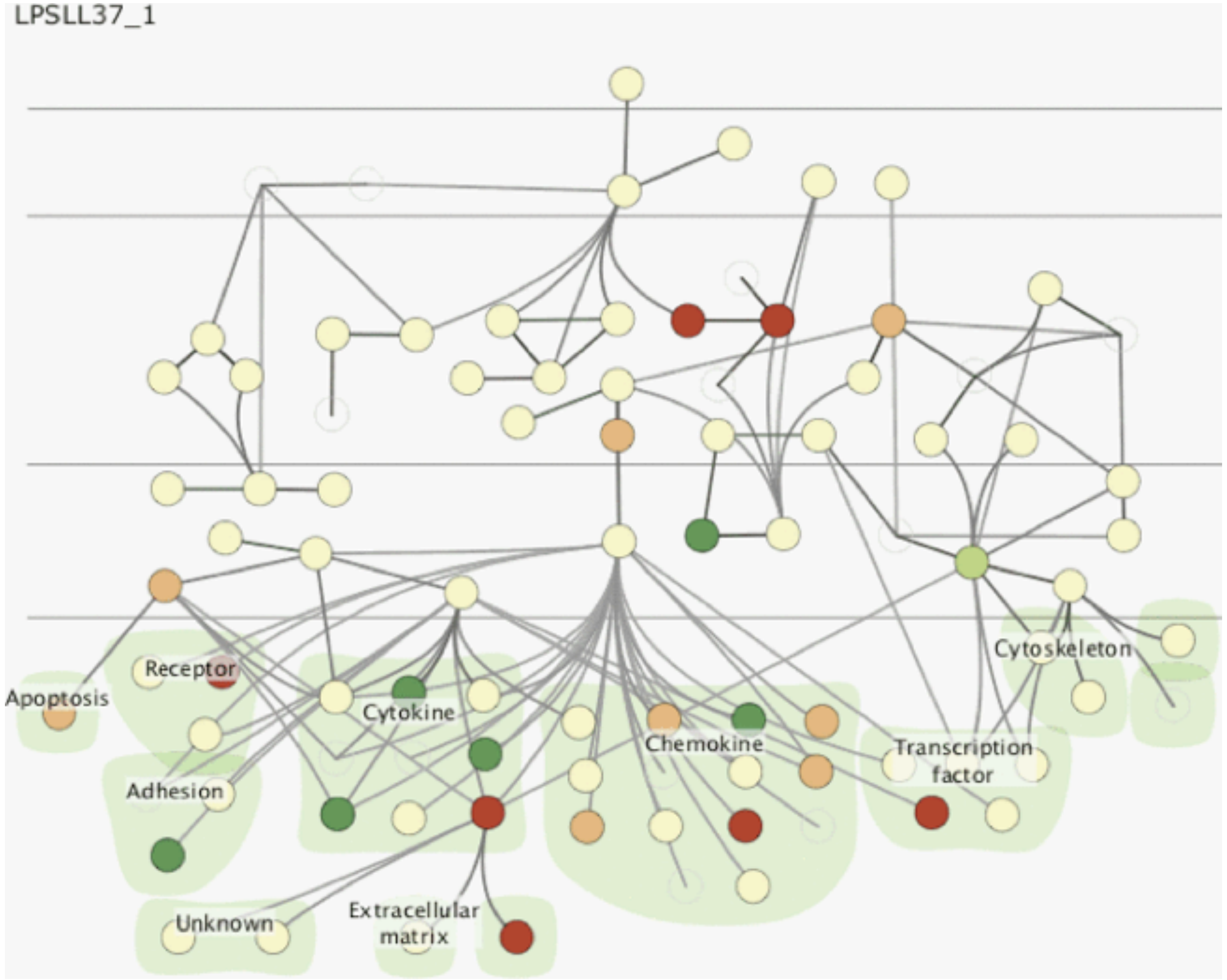
Coordinate views: Design choice interaction

		Data		
		All	Subset	None
Encoding	Same	Redundant	 Overview/ Detail	 Small Multiples
	Different	 Multiform	 Multiform, Overview/ Detail	No Linkage

- why juxtapose views?
  - benefits: eyes vs memory
    - lower cognitive load to move eyes between 2 views than remembering previous state with single changing view
  - costs: display area, 2 views side by side each have only half the area of one view

Idiom: Animation (change over time)

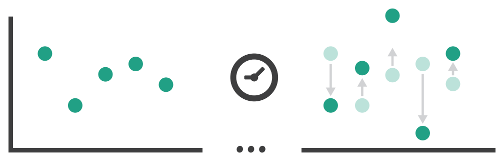
- weaknesses
  - widespread changes
  - disparate frames
- strengths
  - choreographed storytelling
  - localized differences between contiguous frames
  - animated transitions between states



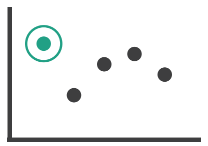
How to handle complexity: 3 more strategies + 1 previous

Manipulate

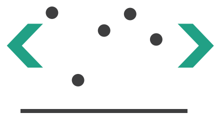
→ Change



→ Select

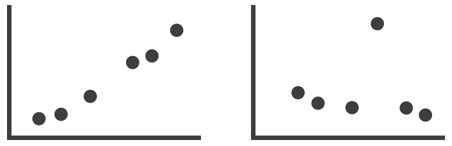


→ Navigate

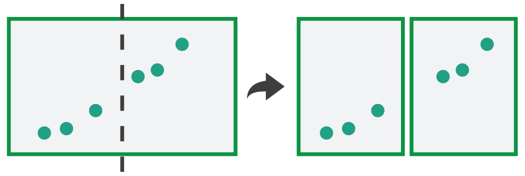


Facet

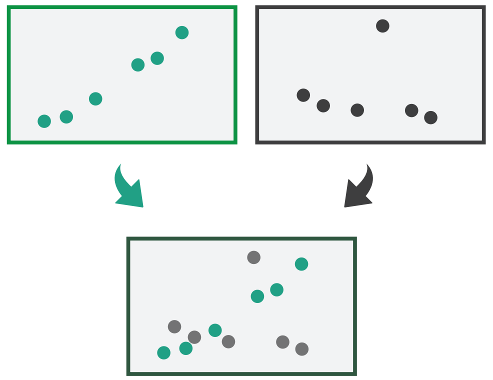
→ Juxtapose



→ Partition

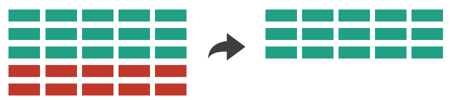


→ Superimpose

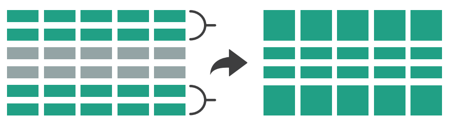


Reduce

→ Filter



→ Aggregate



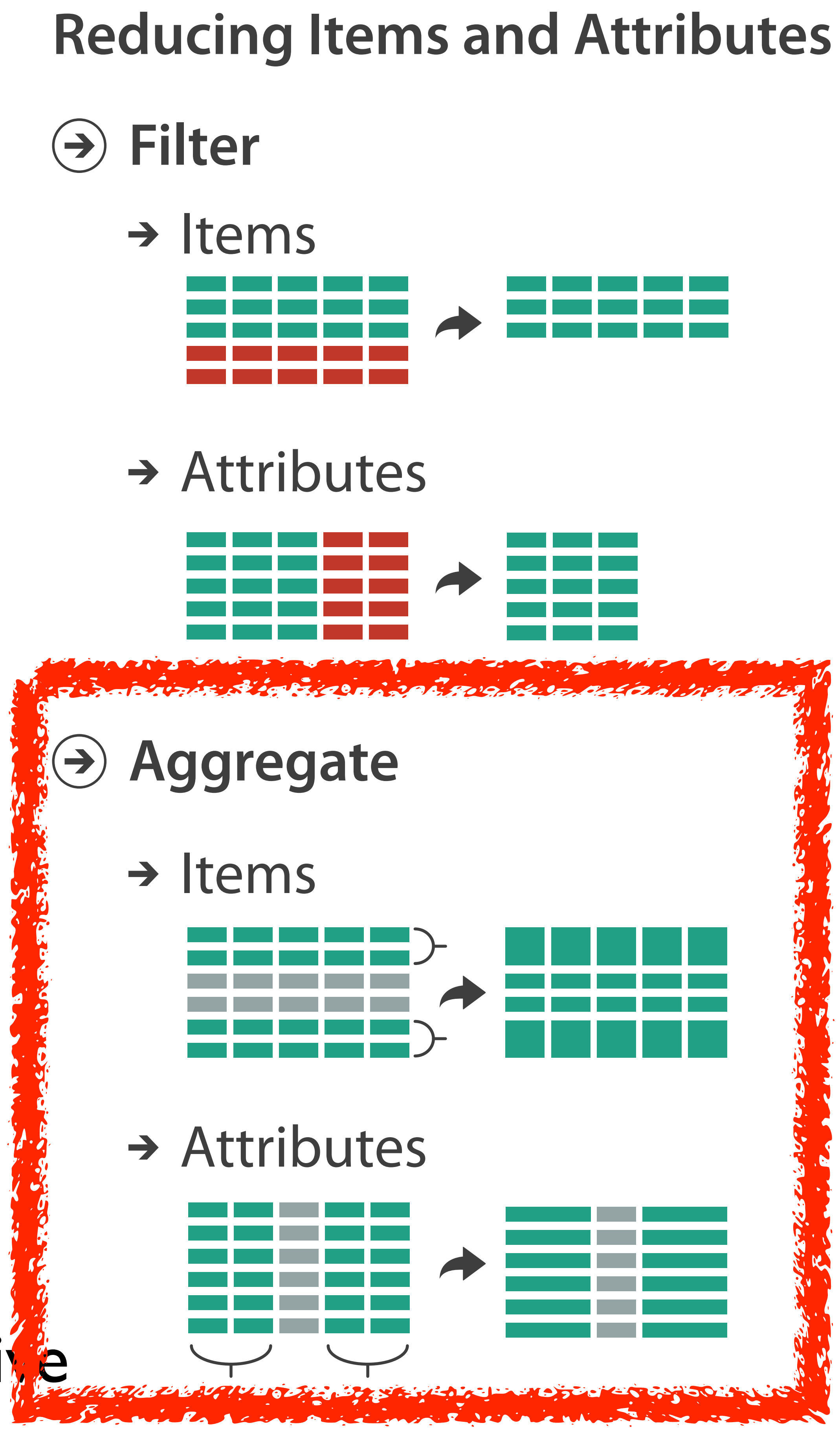
→ Embed

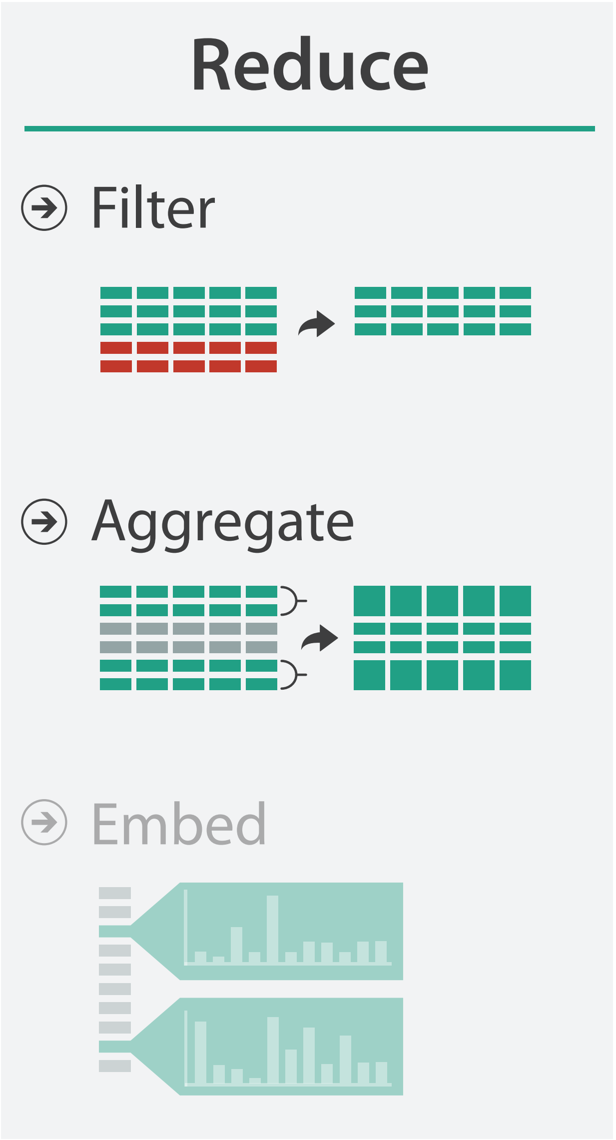
→ *Derive*

- reduce what is shown within single view

Reduce items and attributes

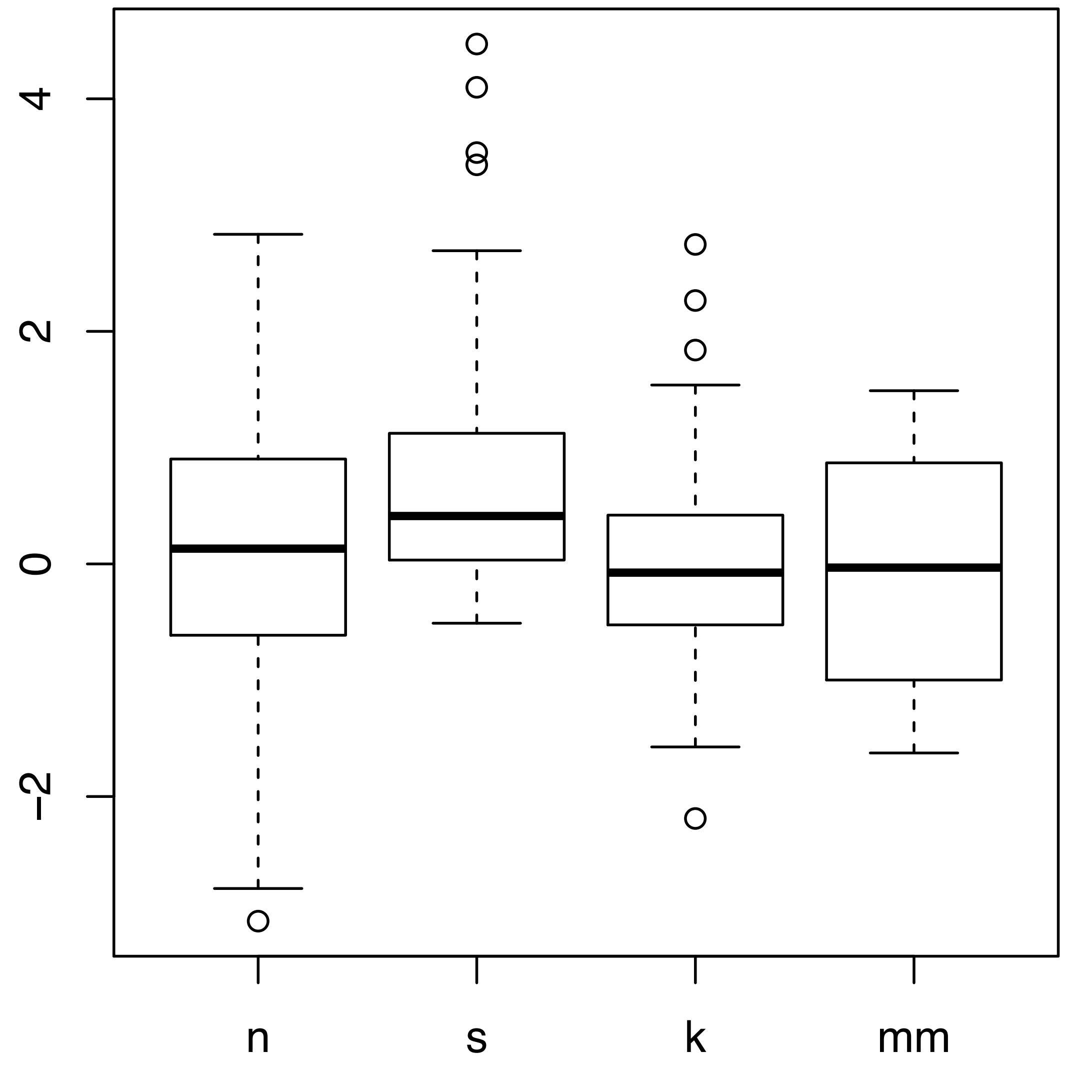
- reduce/increase: inverses
- filter
  - pro: straightforward and intuitive
    - to understand and compute
  - con: out of sight, out of mind
- aggregation
  - pro: inform about whole set
  - con: difficult to avoid losing signal
- not mutually exclusive
  - combine filter, aggregate
  - combine reduce, facet, change, derive





Idiom: **boxplot**

- static item aggregation
- task: find distribution
- data: table
- derived data
  - 5 quant attribs
    - median: central line
    - lower and upper quartile: boxes
    - lower upper fences: whiskers
      - values beyond which items are outliers
  - outliers beyond fence cutoffs explicitly shown



[40 years of boxplots. Wickham and Stryjewski. 2012. had.co.nz]

Idiom: **Dimensionality reduction for documents**

- attribute aggregation
  - derive low-dimensional target space from high-dimensional measured space

Task 1

	Dim 1	Dim ...	Dim n
Item 1			
Item ...			
Item n			

	Dim 1	Dim 2
Item 1		
Item ...		
Item n		

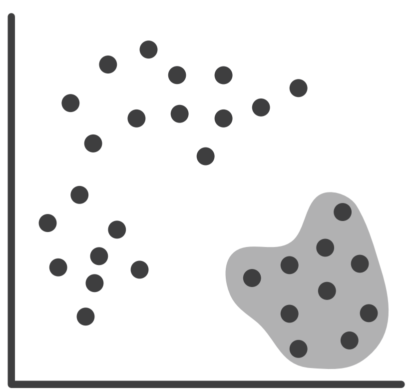
In
HD data → Out
2D data

What?
- In High-dimensional data
- Out 2D data

Why?
- Produce
- Derive

Task 2

	Dim 1	Dim 2
Item 1		
Item ...		
Item n		



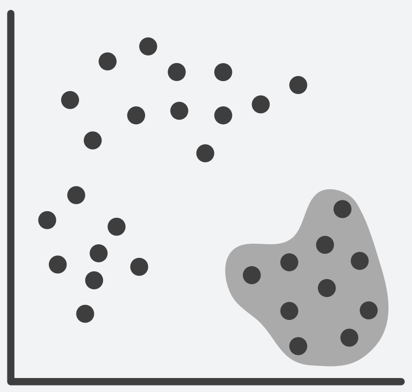
In
2D data → Out
Scatterplot
Clusters & points

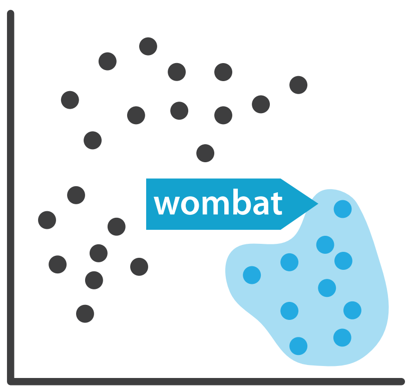
What?
- In 2D data
- Out Scatterplot
- Out Clusters & points

Why?
- Discover
- Explore
- Identify

How?
- Encode
- Navigate
- Select

Task 3

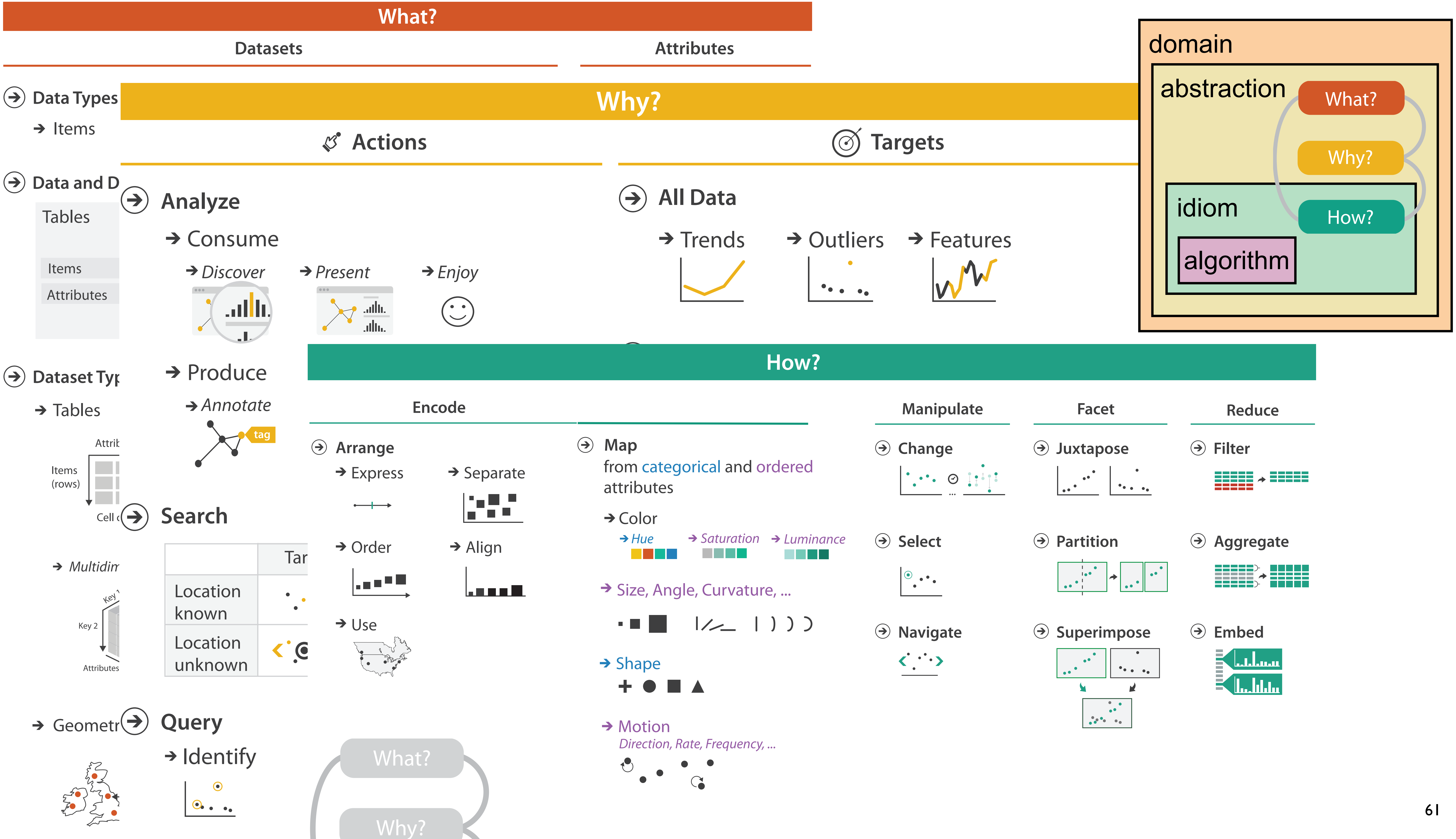




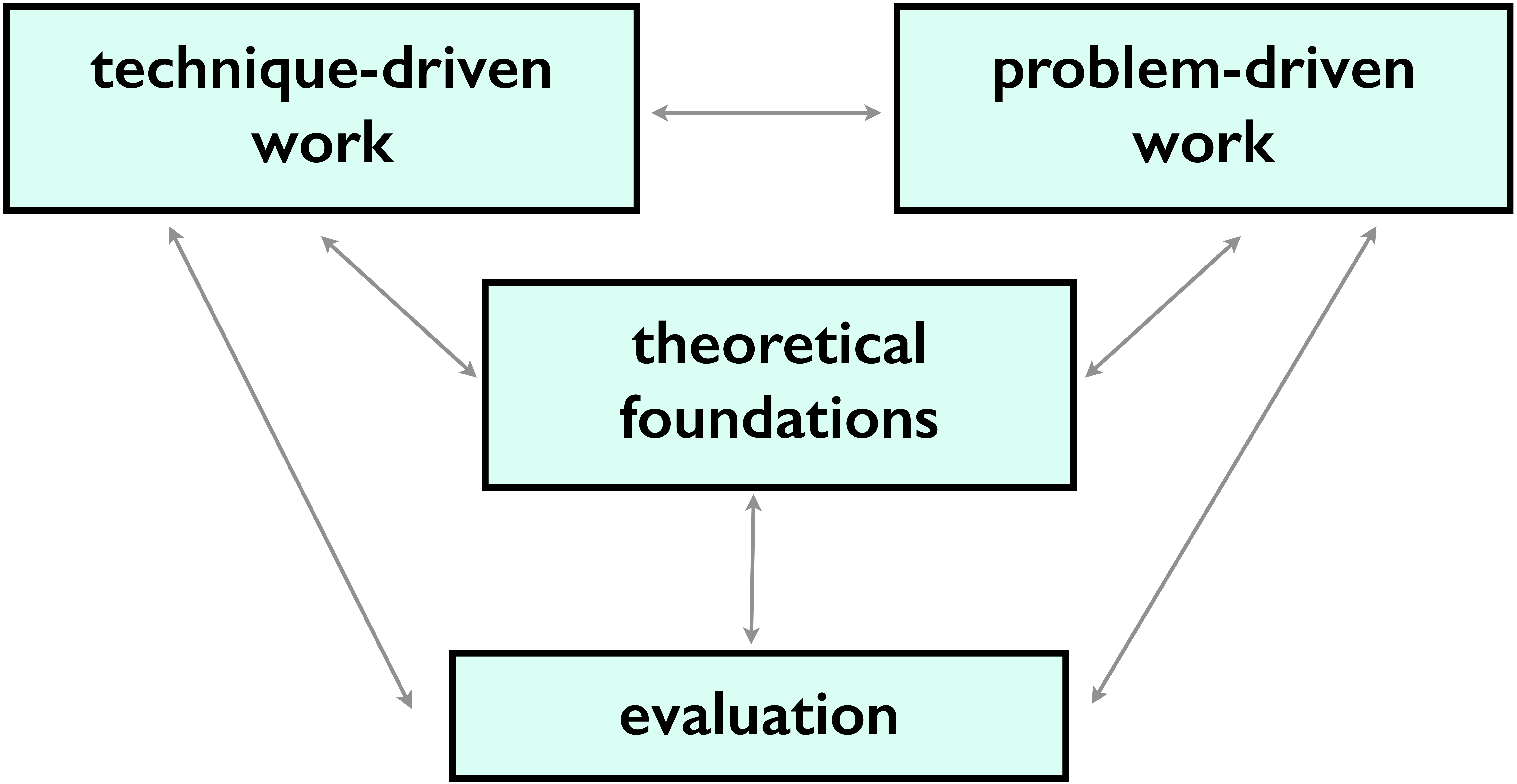
In
Scatterplot
Clusters & points → Out
Labels for clusters

What?
- In Scatterplot
- In Clusters & points
- Out Labels for clusters

Why?
- Produce
- Annotate


What?
Datasets
Attributes
Data Types
Items
Data and D
Tables
Items
Attributes
Dataset Typ
Tables
Attrib
Items (rows)
Cell c
Multidim
Key 1
Key 2
Attributes
Geometr
Why?
Actions
Targets
Analyze
Consume
Discover
Present
Enjoy
Produce
Annotate
tag
Search
Tar
Location known
Location unknown
Query
Identify
All Data
Trends
Outliers
Features
How?
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, ...
Manipulate
Change
Select
Navigate
Facet
Juxtapose
Partition
Superimpose
Reduce
Filter
Aggregate
Embed
What?
Why?
domain
abstraction
What?
Why?
idiom
How?
algorithm

A quick taste of other work!



Problem-driven: Genomics

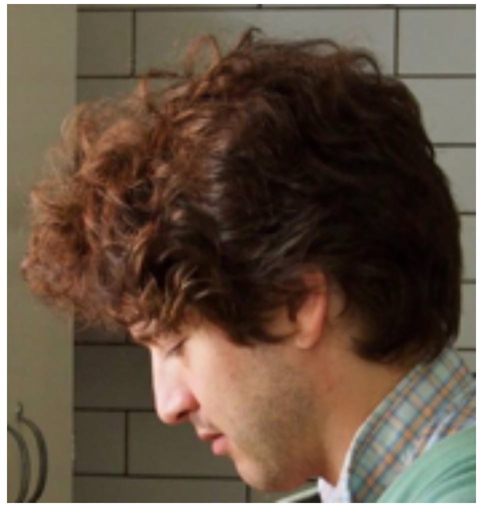
T

P

F

E

Aaron Barsky



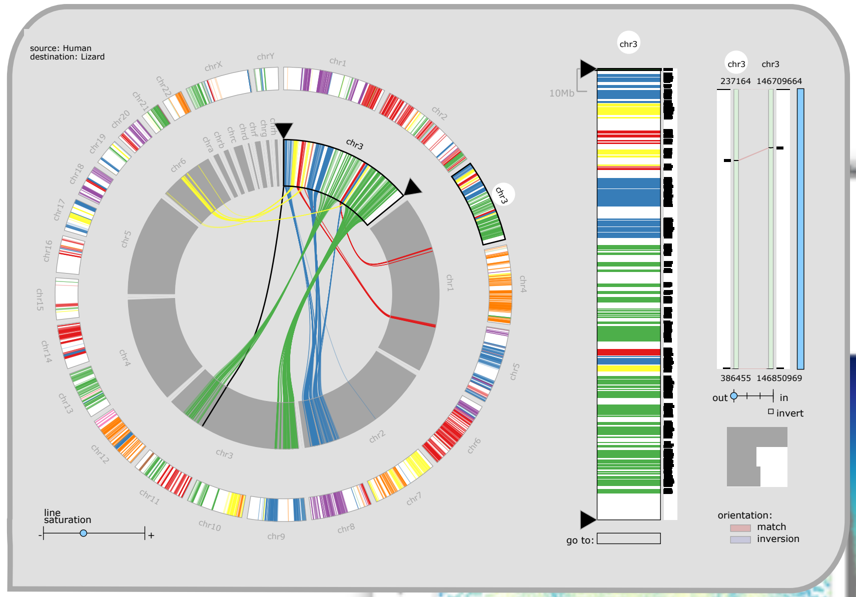
Jenn Gardy (Microbio)

Robert Kincaid (Agilent)

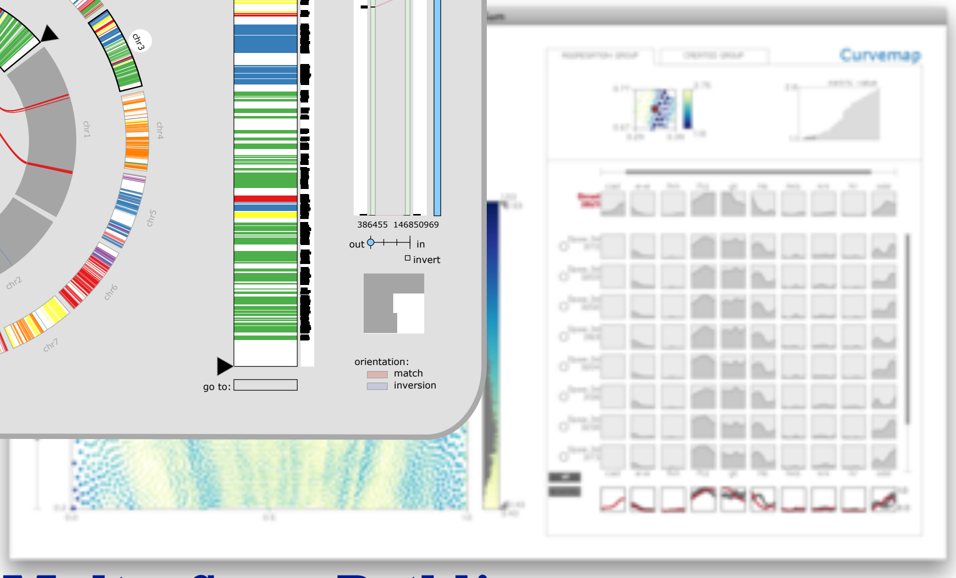
Cerebral

Miriah Meyer

Hanspeter Pfister (Harvard)



MizBee



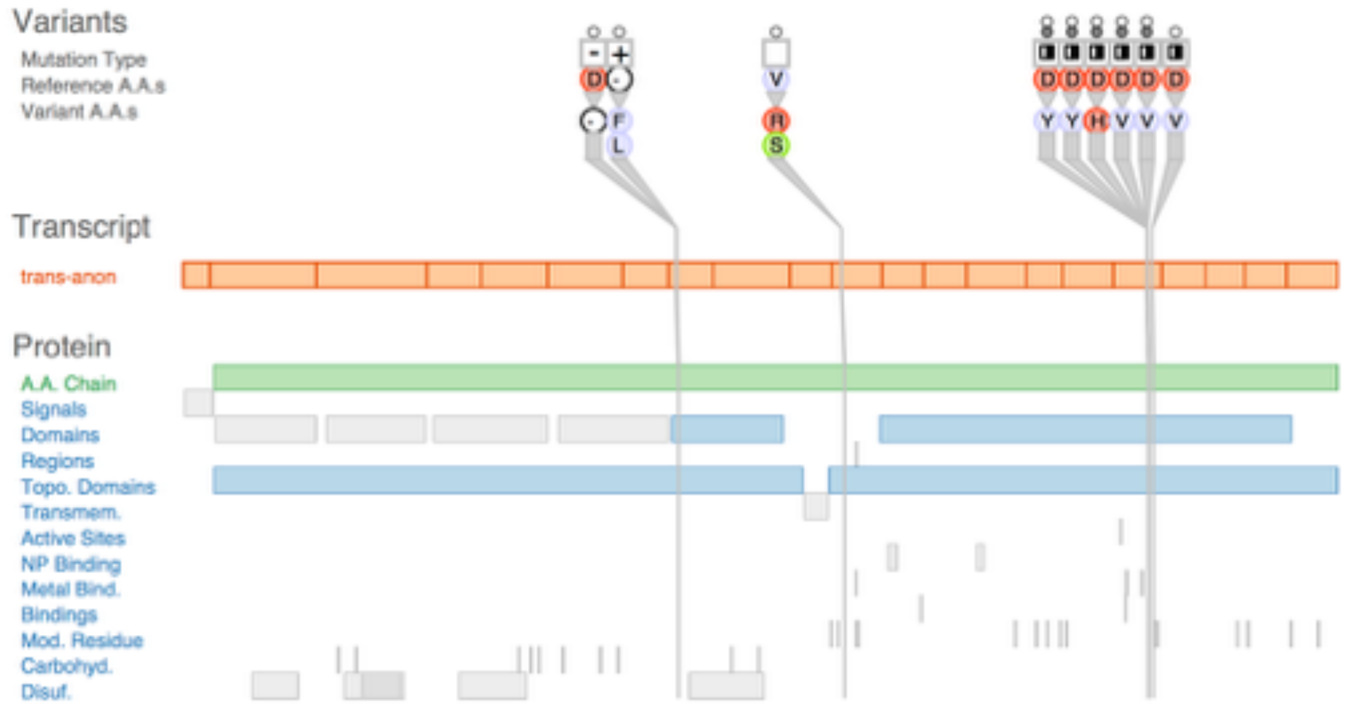
MulteeSum, Pathline

Problem-driven: Genomics, fisheries

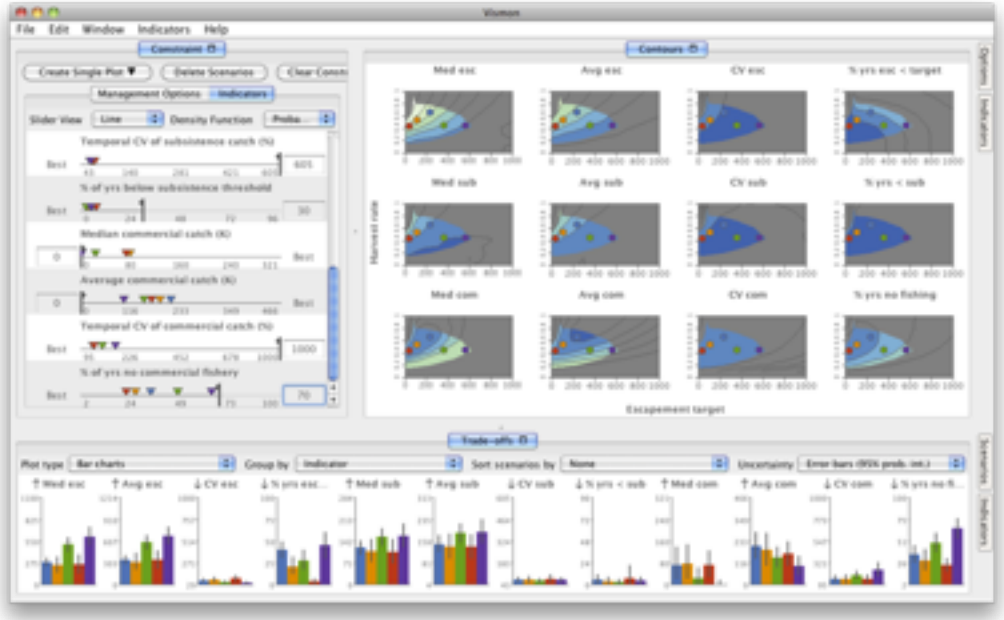
T F E P

Joel Ferstay

Cydney Nielsen (BC Cancer)



Variant View



Vismon

Maryam Booshehrian

Torsten Moeller (SFU)

Problem-driven: Tech industry

T F E P

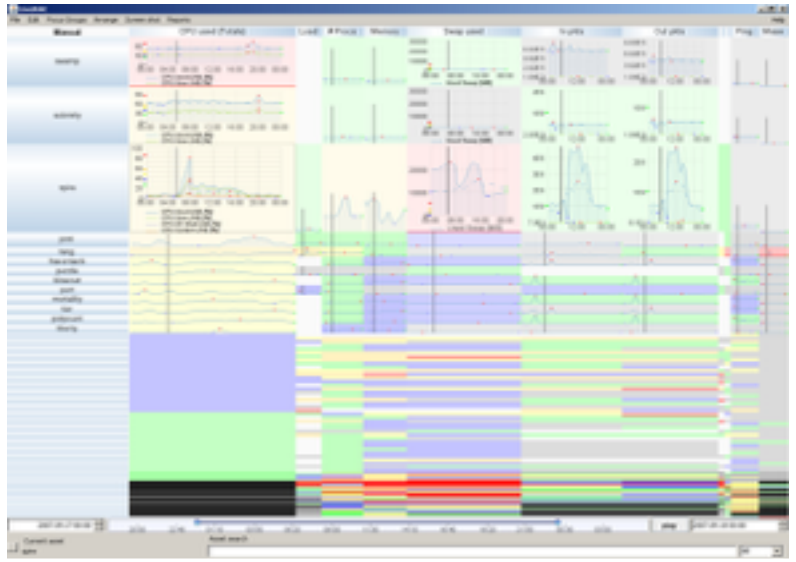
SessionViewer: web log analysis

Heidi Lam

Diane Tang (Google)

Peter McLachlan

Stephen North (AT&T Research)



LiveRAC: systems time-series

Problem-driven: Journalism

T

F

E

P

Matt Brehmer

Stephen Ingram

Jonathan Stray (Assoc Press)

Overview

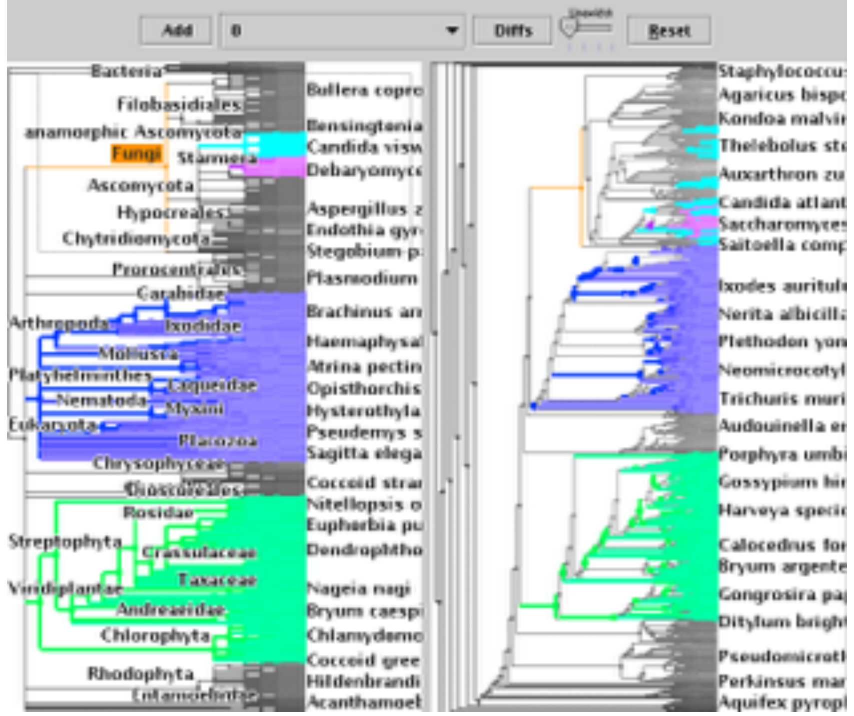
Technique-driven: Graph drawing

T

F

E

P



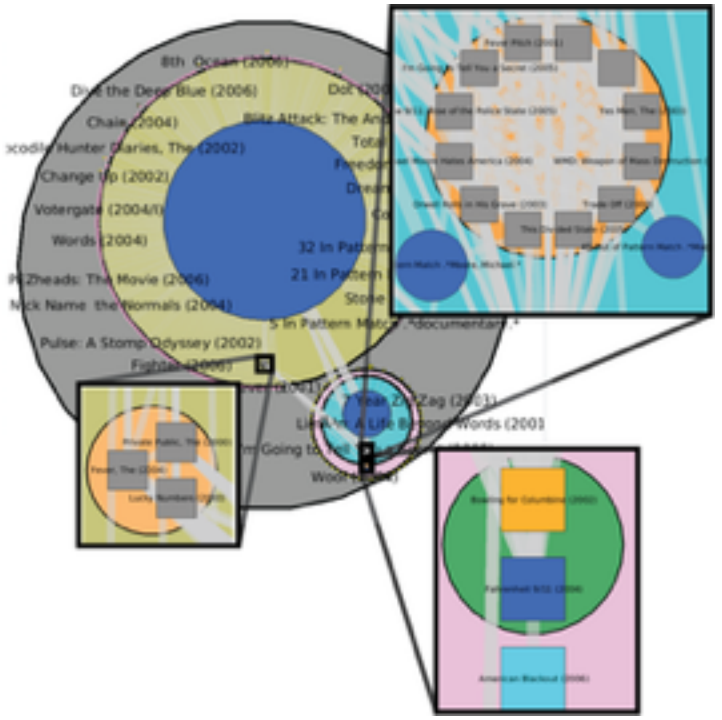
TreeJuxtaposer

James Slack

Kristian Hildebrand

Daniel Archambault

David Auber (Bordeaux)



TopoLayout
SPF
Grouse
GrouseFlocks
TugGraph

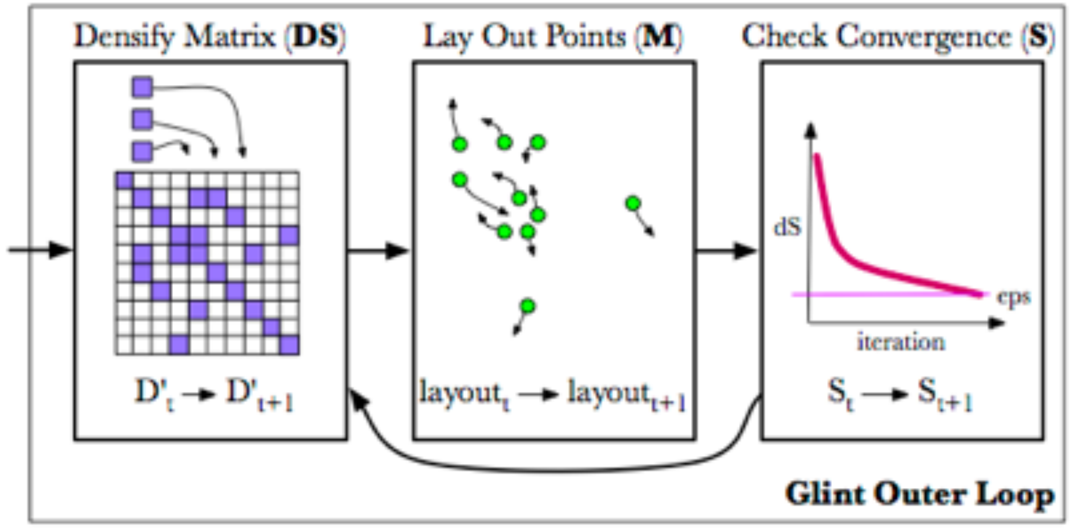
Technique-driven:
Dimensionality reduction

T F E P

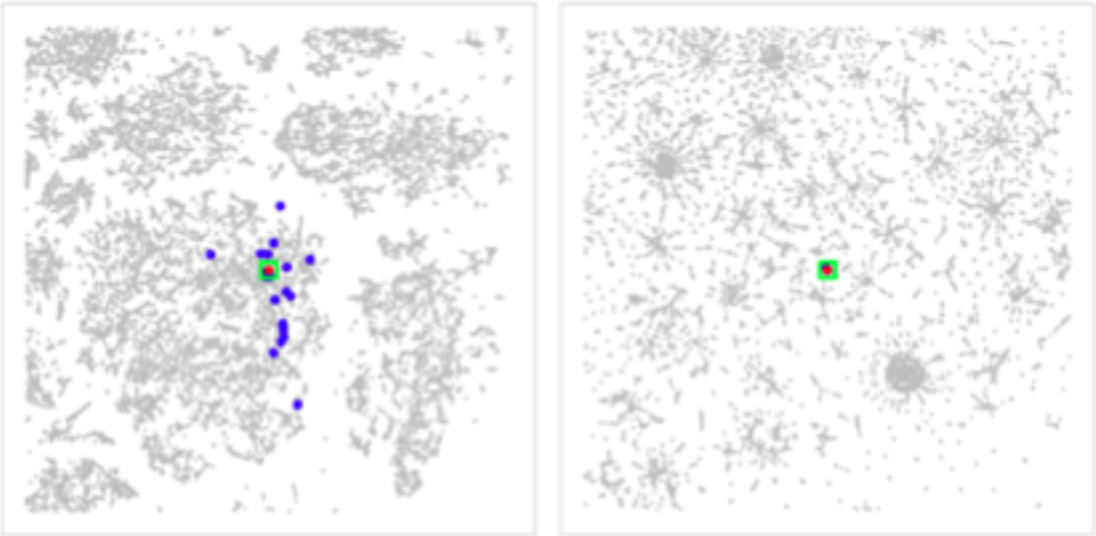
Stephen Ingram

Glimmer

DimStiller



Glint

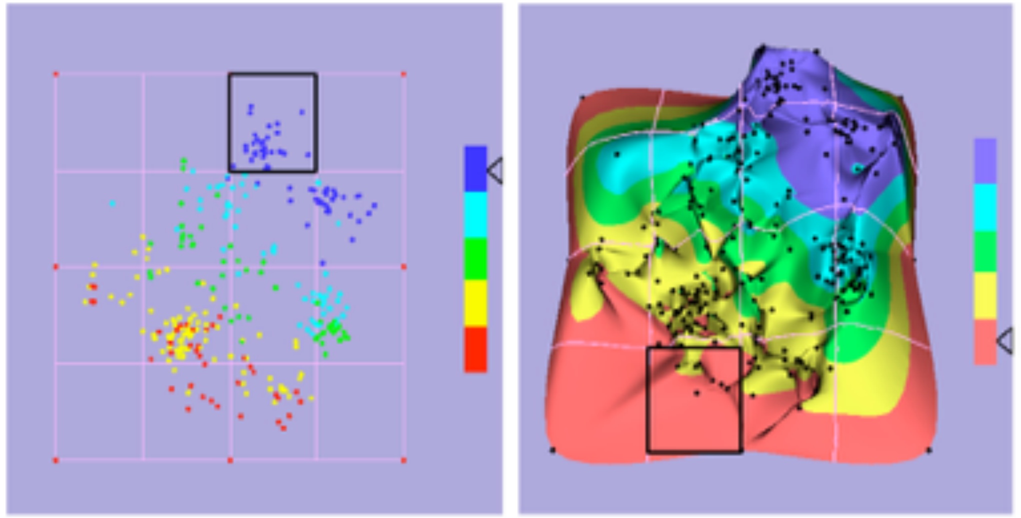


QSNE

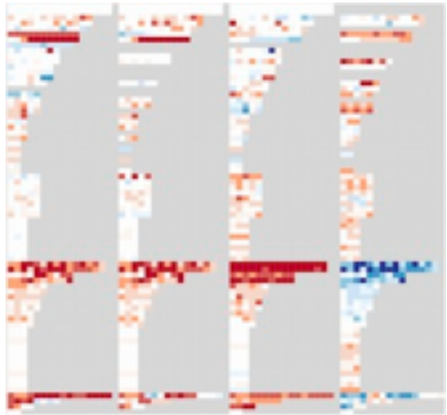
Evaluation: Dimensionality reduction

T F P E

Melanie Tory



Points vs landscapes for dimensionally reduced data



Guidance on DR & scatterplot choices

Michael Sedlmair

Melanie Tory (UVic)

Taxonomy of cluster separation factors

Curation & Presentation: Timelines

T

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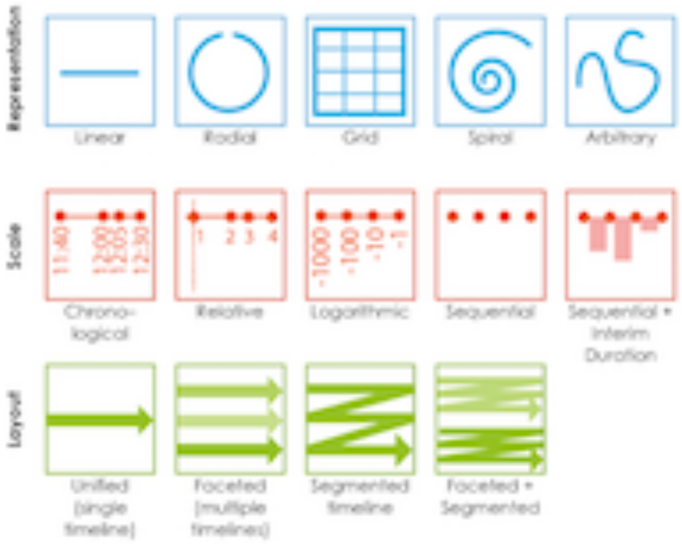
TimeLineCurator

https://vimeo.com/123246662



Timelines Revisited

timelinesrevisited.github.io/

Matt Brehmer

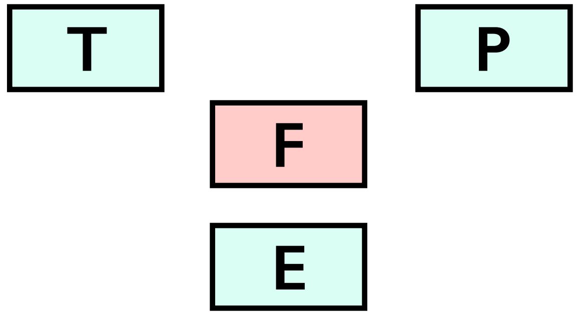
Johanna Fulda
(Sud. Zeitung)

Bongshin Lee
(Microsoft)

Benjamin Bach
(Microsoft)

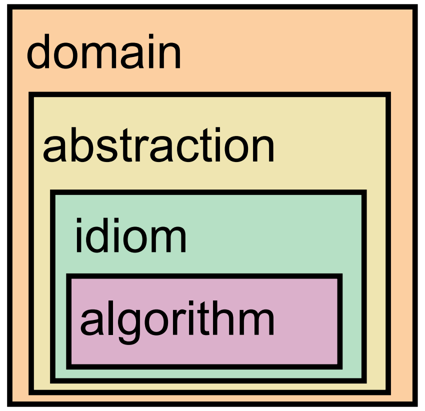
Nathalie Henry-Riche
(Microsoft)

Theoretical foundations

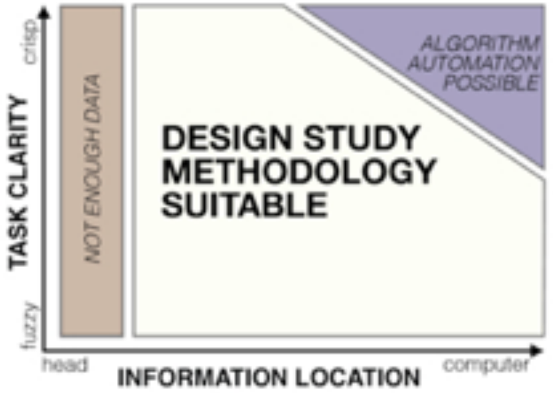


- Visual Encoding Pitfalls
  - Unjustified Visual Encoding
  - Hammer In Search Of Nail
  - 2D Good, 3D Better
  - Color Cacophony
  - Rainbows Just Like In The Sky
- Strategy Pitfalls
  - What I Did Over My Summer
  - Least Publishable Unit
  - Dense As Plutonium
  - Bad Slice and Dice

Papers Process & Pitfalls



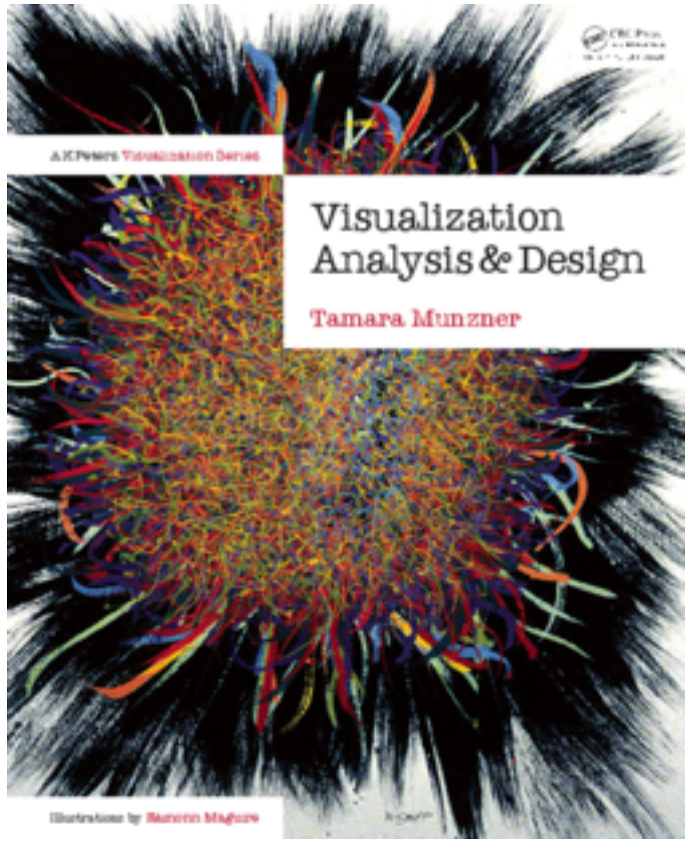
Nested Model



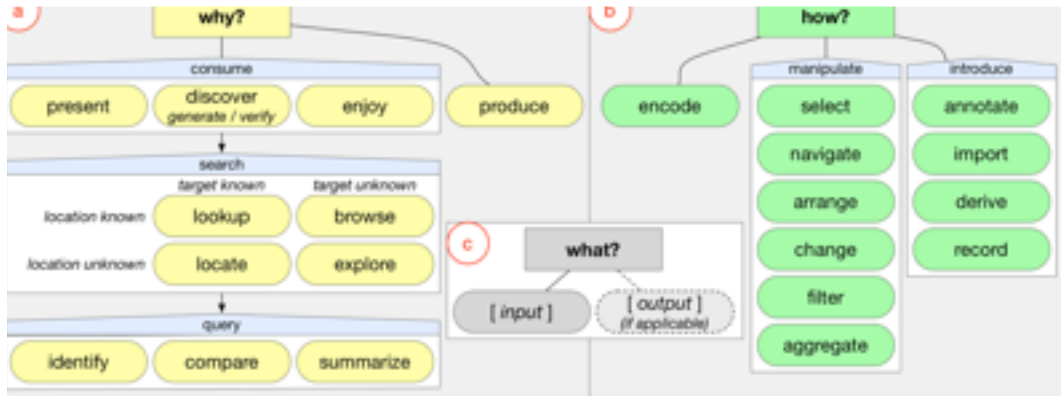
Design Study Methodology

Michael Sedlmair

Miriah Meyer



Visualization Analysis & Design

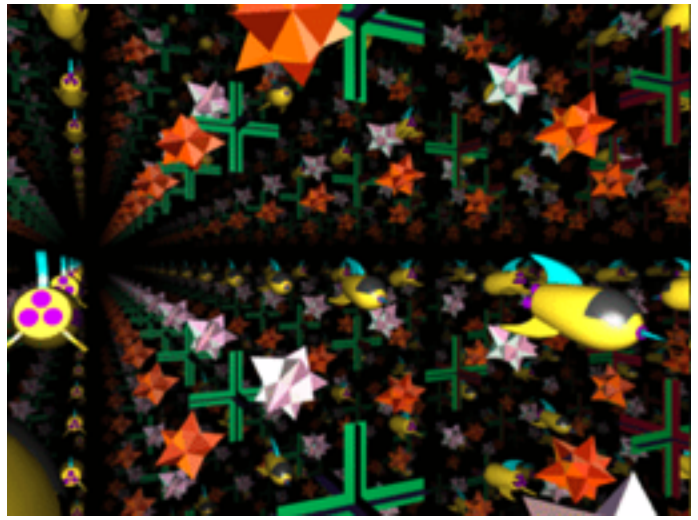


Abstract Tasks

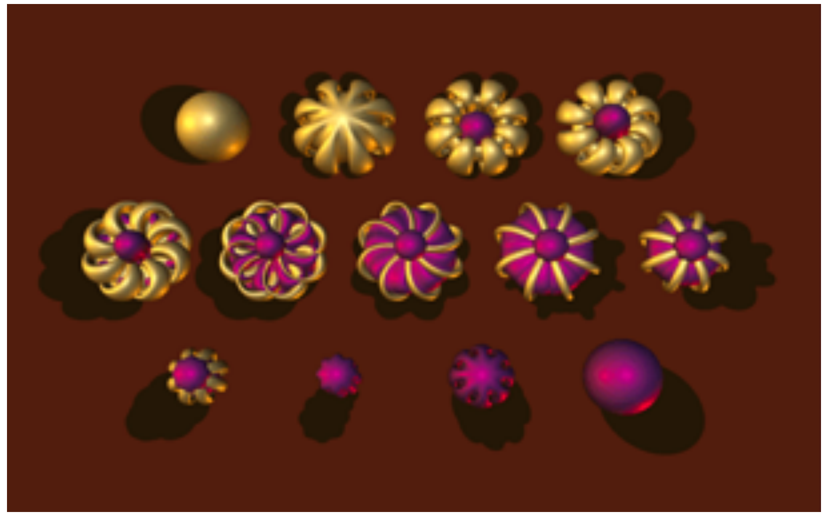
Matt Brehmer

Geometry Center 1990-1995

Geomview



The Shape of Space



Outside In

Charlie Gunn

Stuart Levy

Mark Phillips

Delle Maxwell

More Information

@tamaramunzner

- this talk
  www.cs.ubc.ca/~tmm/talks.html#vad17bedford
- book page (including tutorial lecture slides)
  http://www.cs.ubc.ca/~tmm/vadbook
  - 20% promo code for book+ebook combo: HVN17
  - http://www.crcpress.com/product/isbn/9781466508910
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- papers, videos, software, talks, courses
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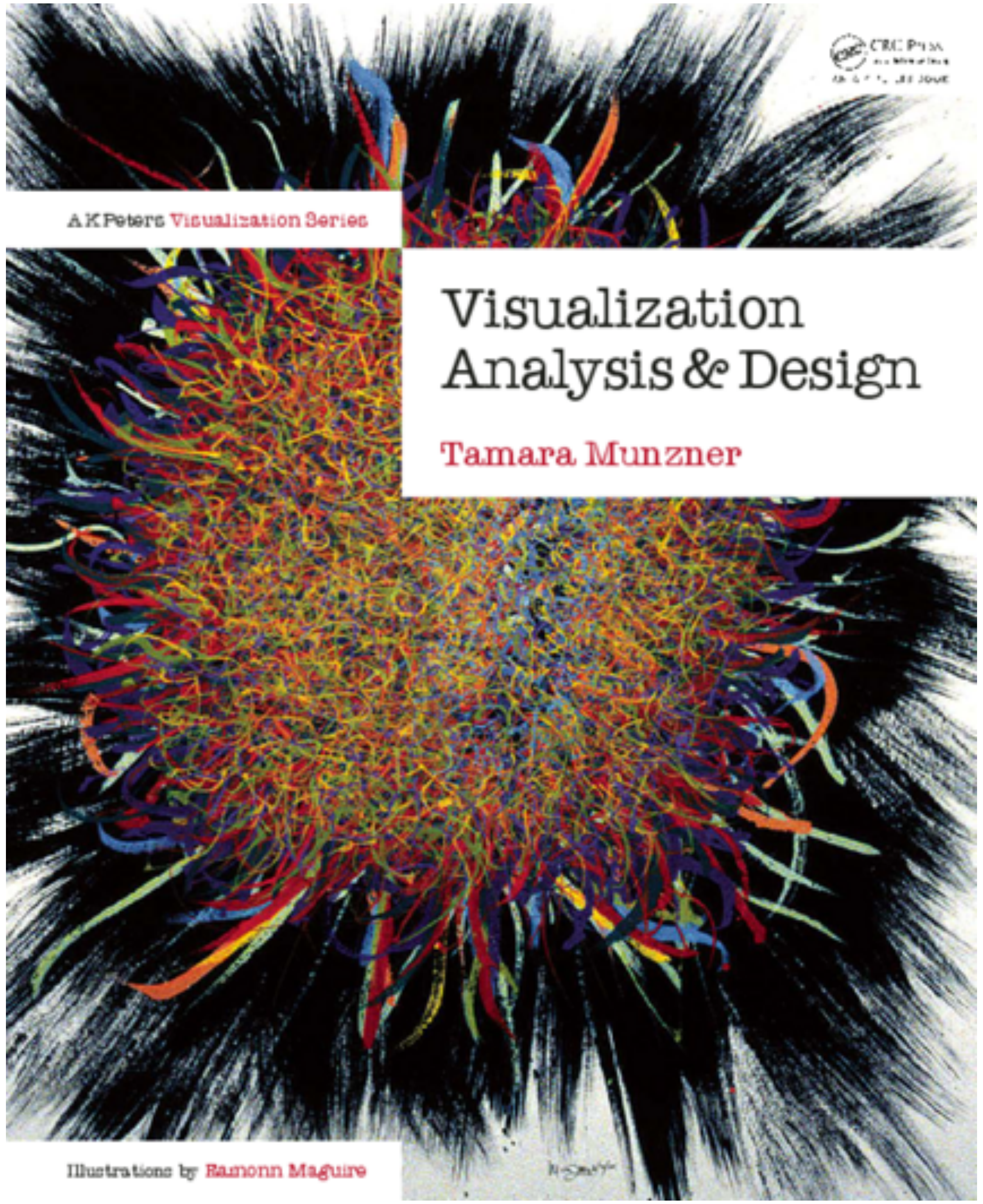

Visualization Analysis and Design.
Munzner. A K Peters Visualization Series, CRC Press, Visualization Series, 2014.