

The design of data visualizations

CS 48N, Winter 2011



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Why display data graphically?

“The purpose of computing is insight, not numbers.”
- Richard Hamming

- ❖ computers produce too much data
- ❖ bandwidth of human visual channel is high
- ❖ large portion of brain devoted to visual processing
- ❖ well developed languages for visual communication
- ❖ AI versus IA

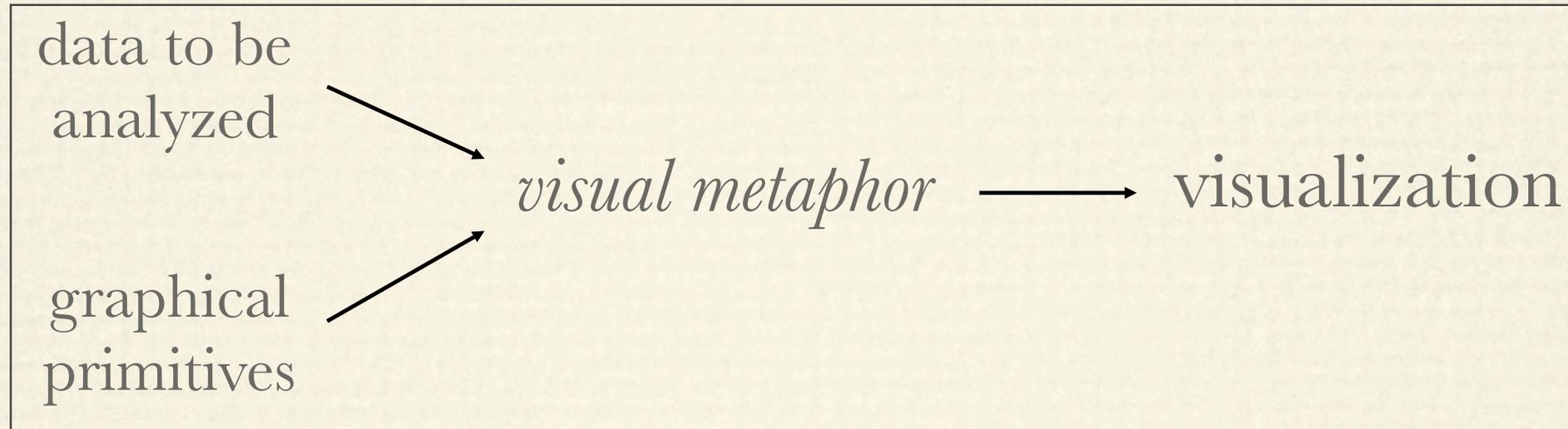
Uses of data visualization

- ❖ data exploration
- ❖ hypothesis testing
- ❖ steering of computations
- ❖ program / performance debugging
- ❖ presentation
- ❖ education

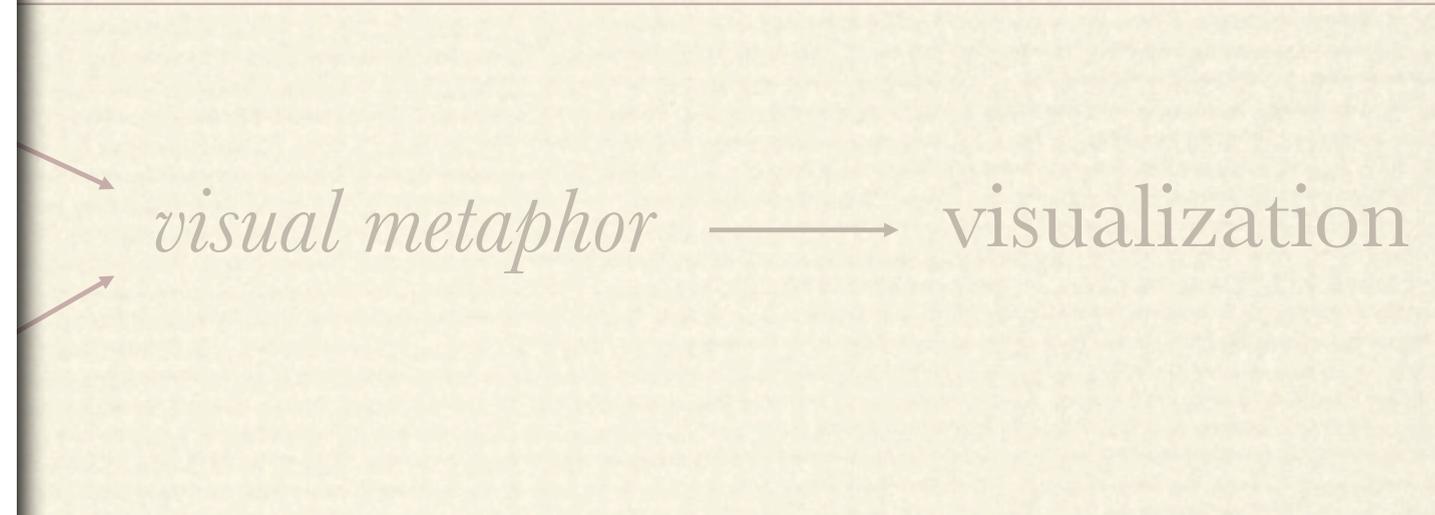
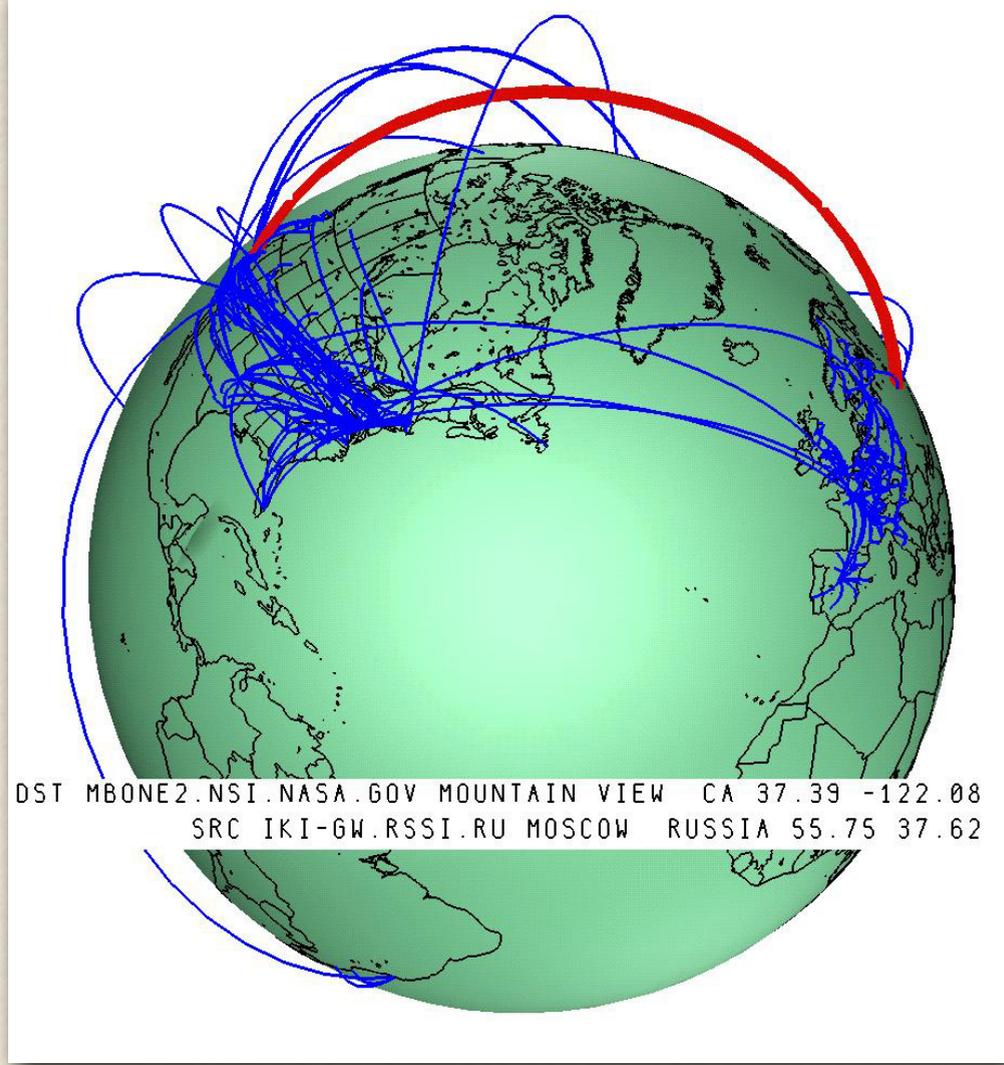
Steps in data exploration

- ❖ thinking about the data
- ❖ building a visualization
- ❖ searching a parameter space
- ❖ looking for patterns
- ❖ looking for associations
- ❖ finding errors
- ❖ discovering the unexpected

Visual metaphors

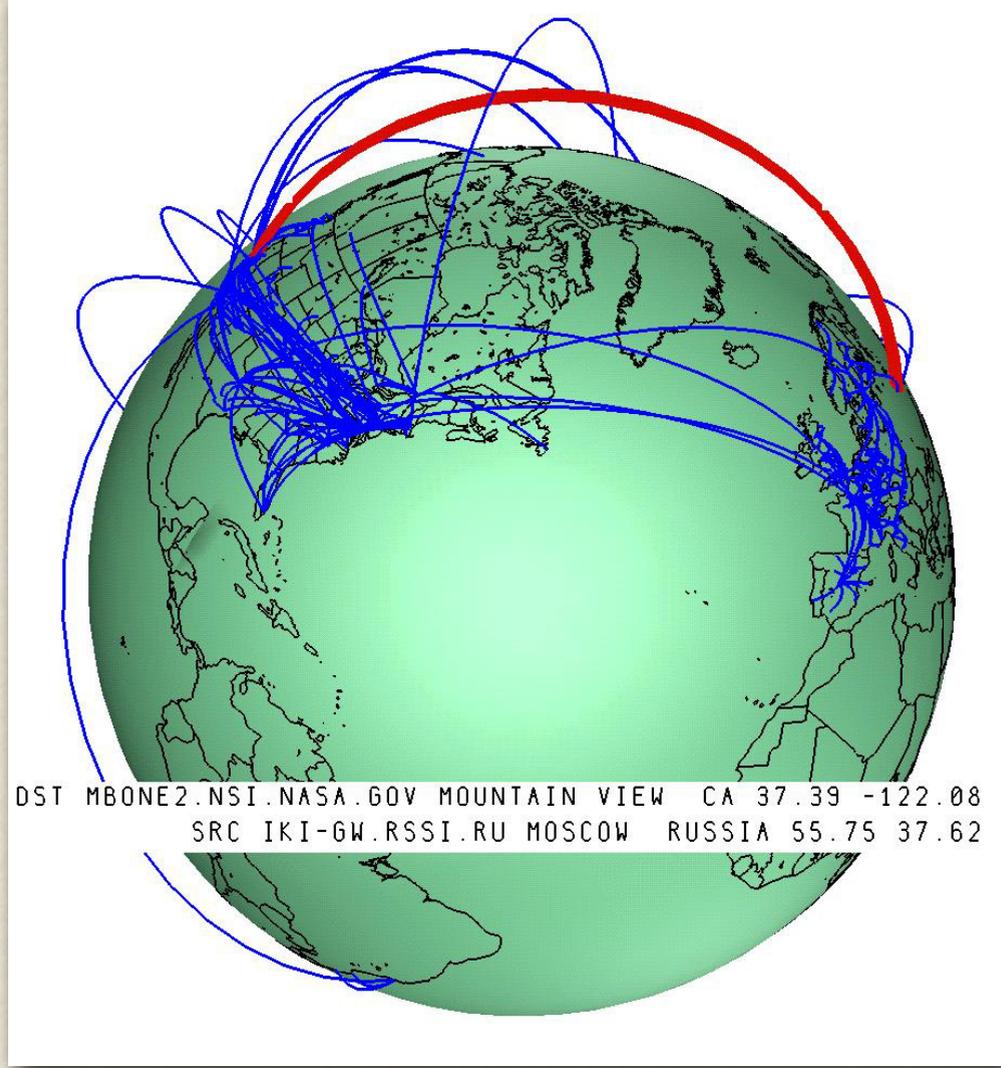


Visual metaphors



(T. Munzner)

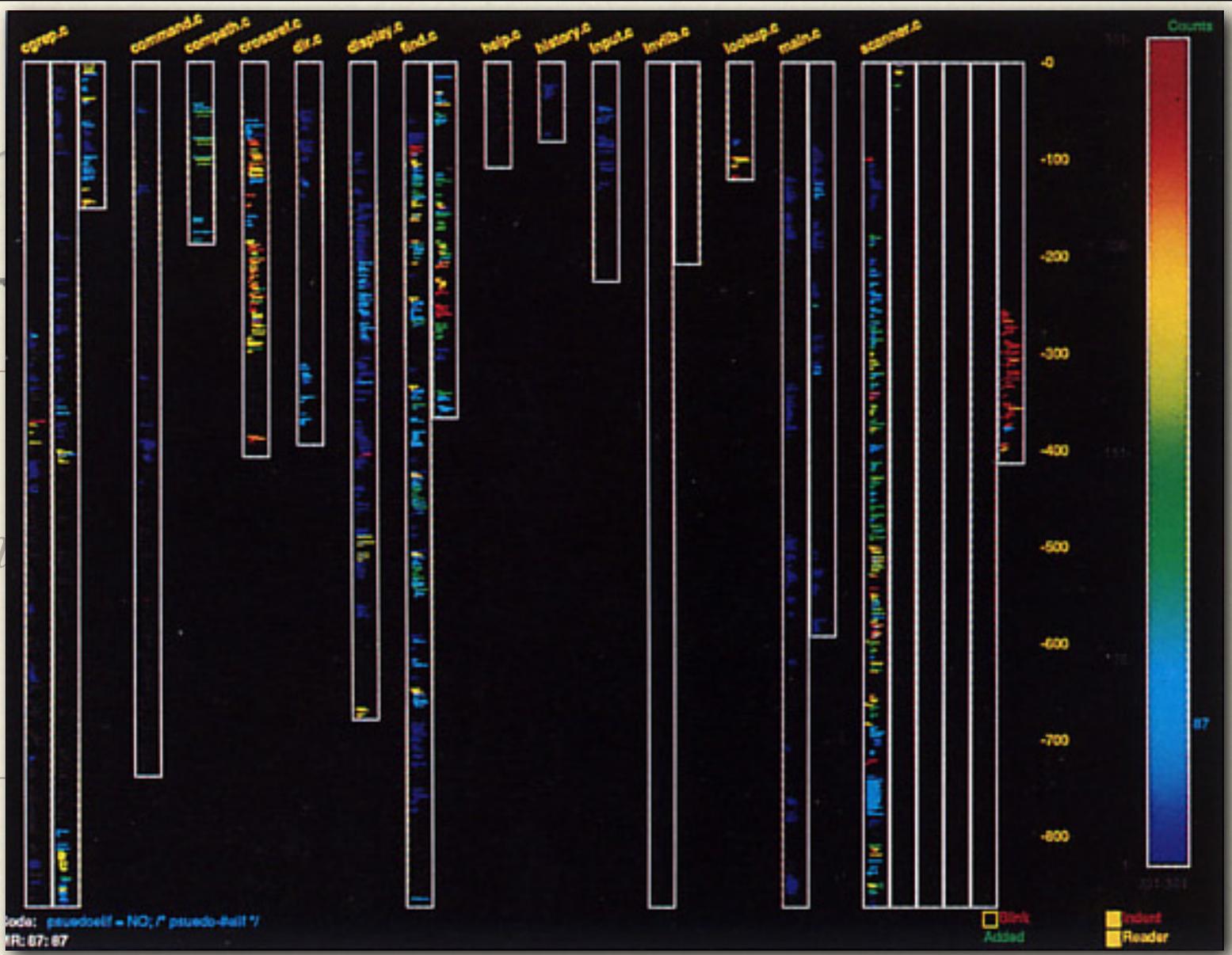
- ❖ Some obvious metaphors
 - * World Wide Web = display of globe



Visual m

visual m

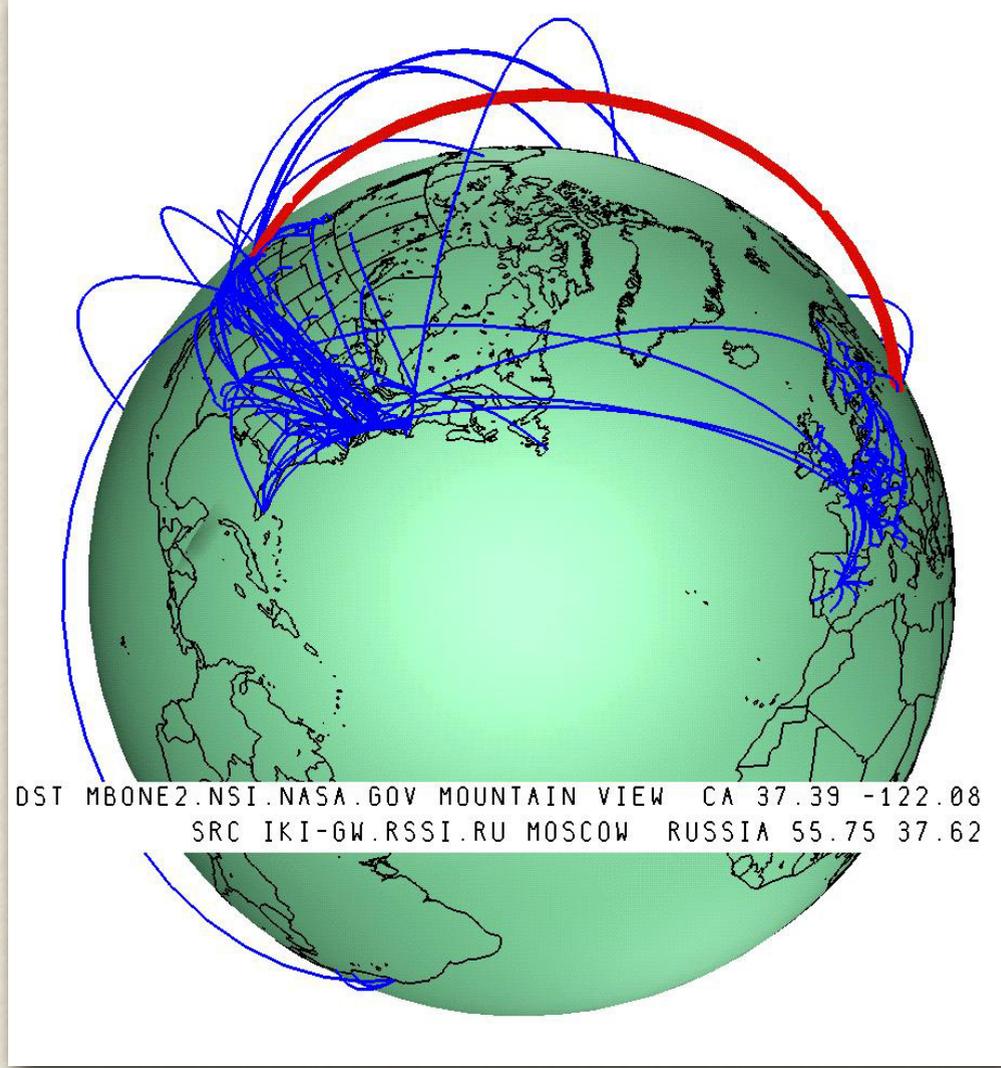
(T. Munzner)



(S.G. Eick)

❖ Some obvious metaphors

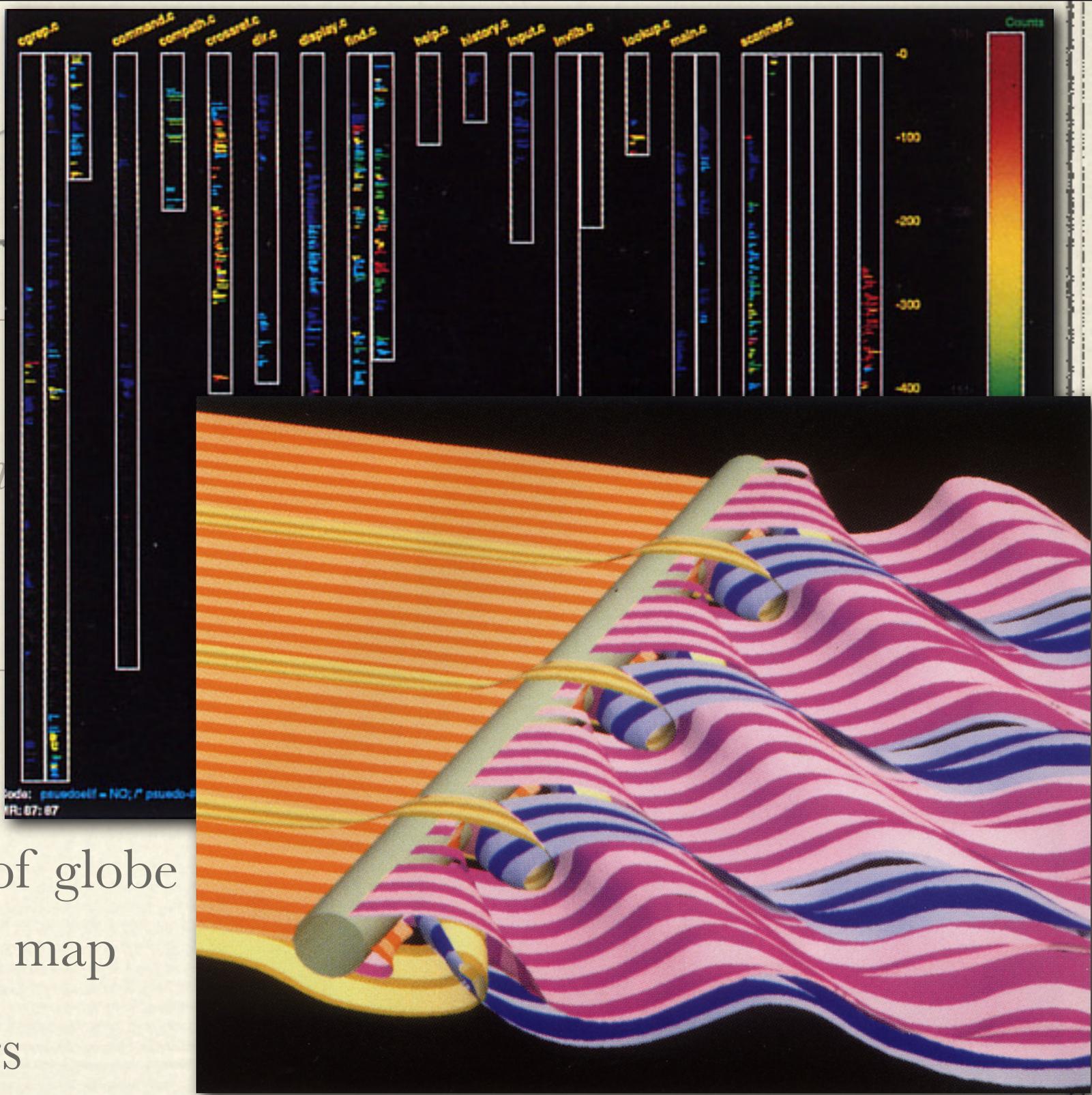
- * World Wide Web = display of globe
- * code profiling = temperature map



Visual m

visual m

(T. Munzner)



(J. Helman)

- ❖ Some obvious metaphors
 - * World Wide Web = display of globe
 - * code profiling = temperature map
- ❖ Some non-obvious metaphors
 - * fluid flow over time = 3D “strip surface”

The design of visualizations

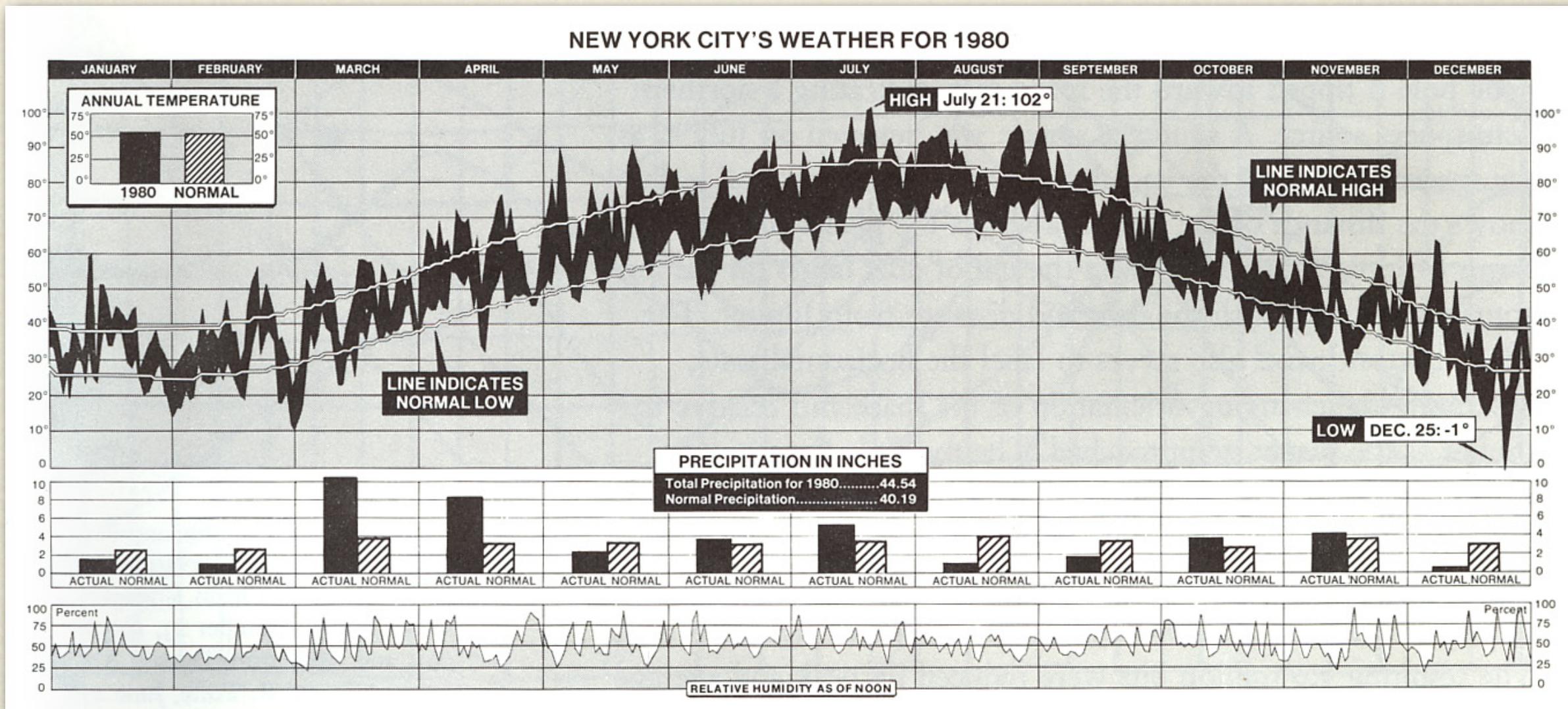
- ❖ More variables at once
- ❖ Micro/macro readings
- ❖ Small multiples
- ❖ Graphic design
- ❖ Things to avoid

More variables at once

- ❖ parallel plots
- ❖ drop variables
- ❖ combine variables
- ❖ use more visual cues
- ❖ compress scales

More variables at once

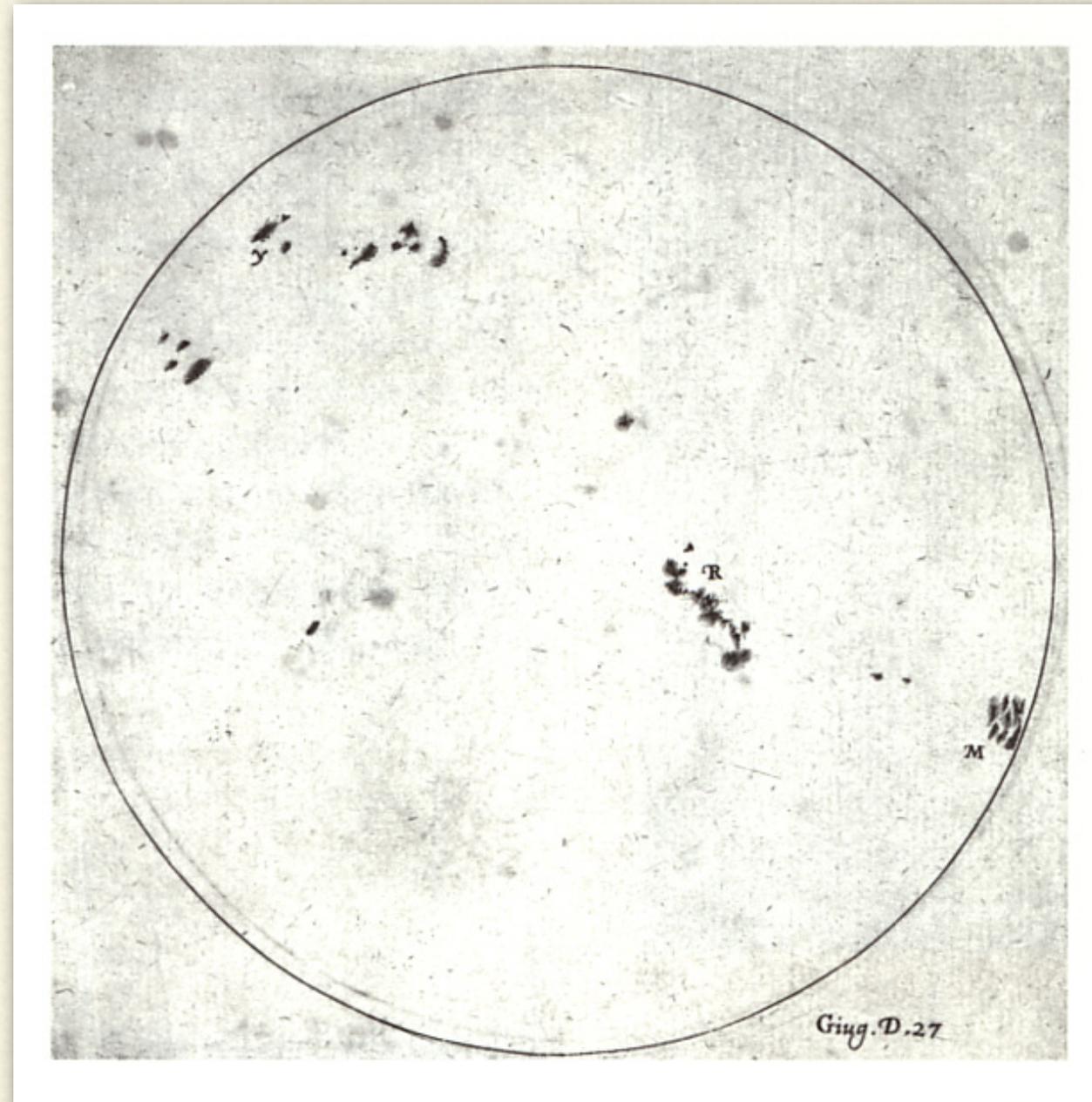
❖ parallel plots



(from Tufte)

Example: sunspots

1613 Galileo

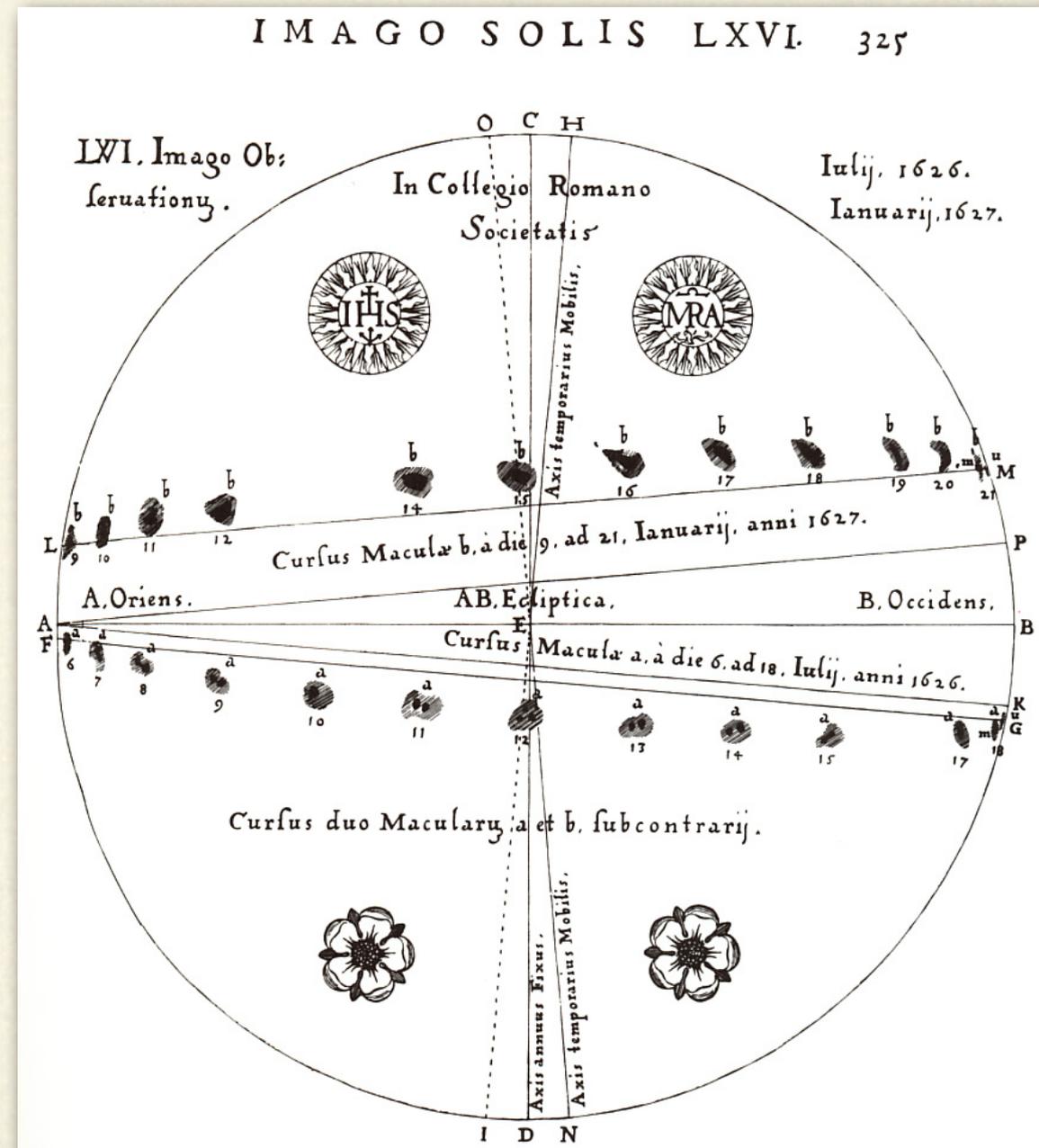


Example: sunspots

1613 Galileo

1630 Scheiner

* superimposed multiples,
showing path



Example

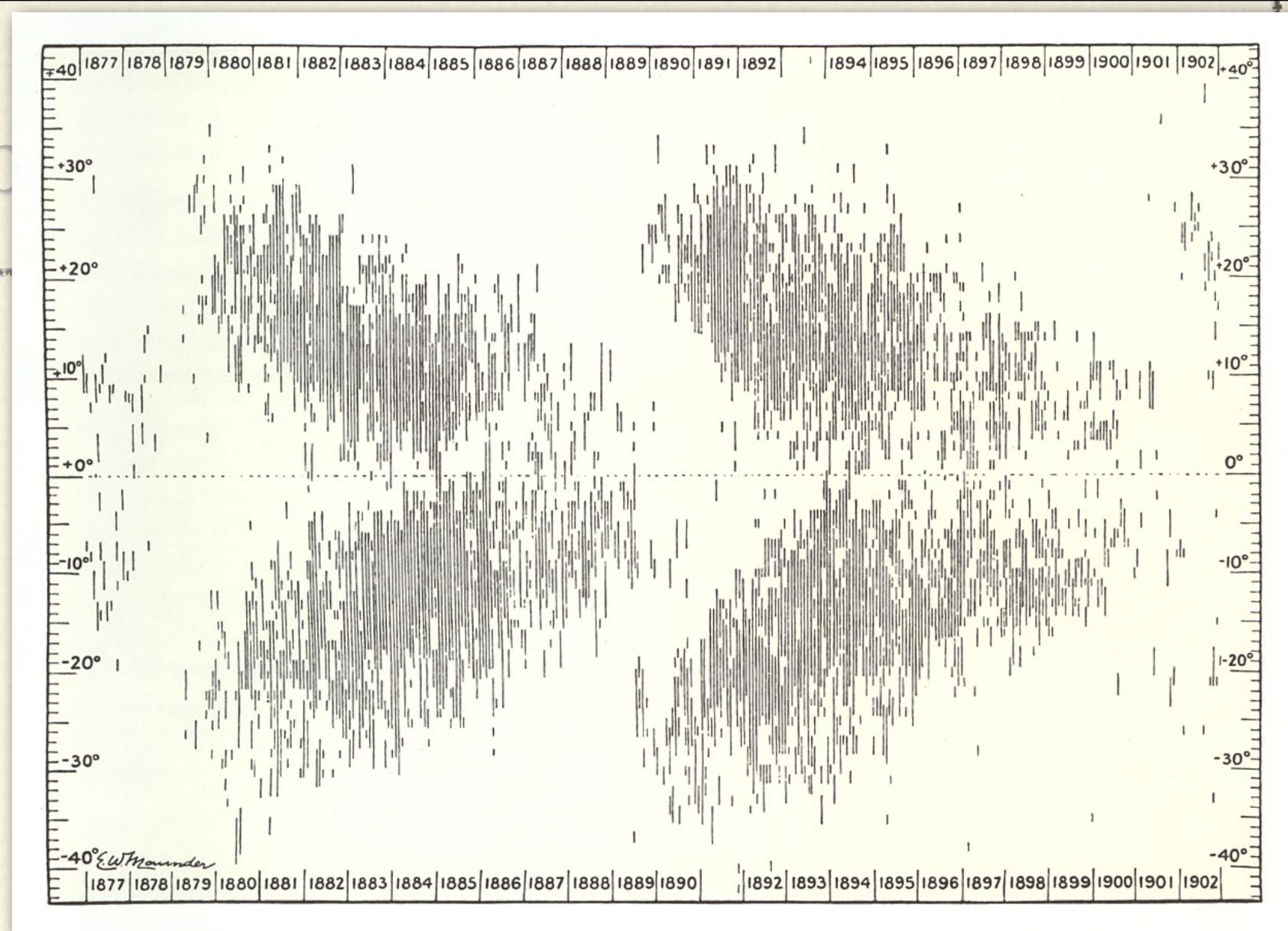
1613 Galileo

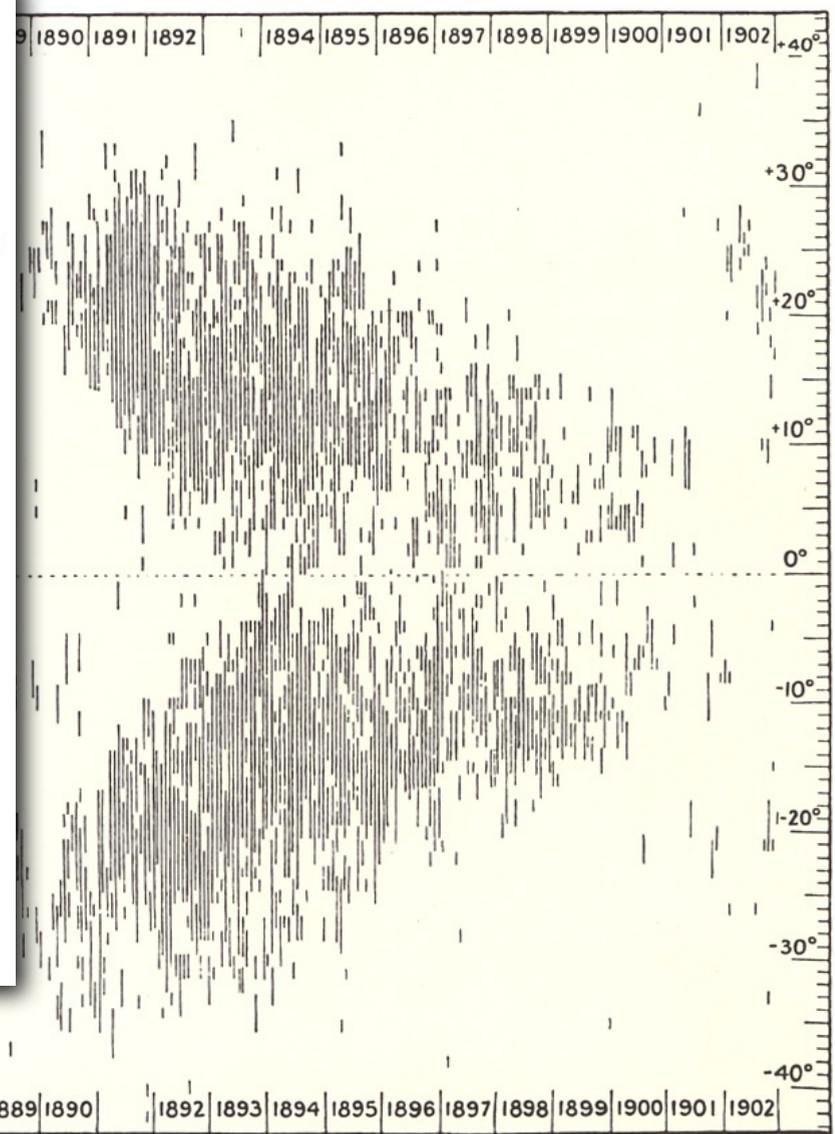
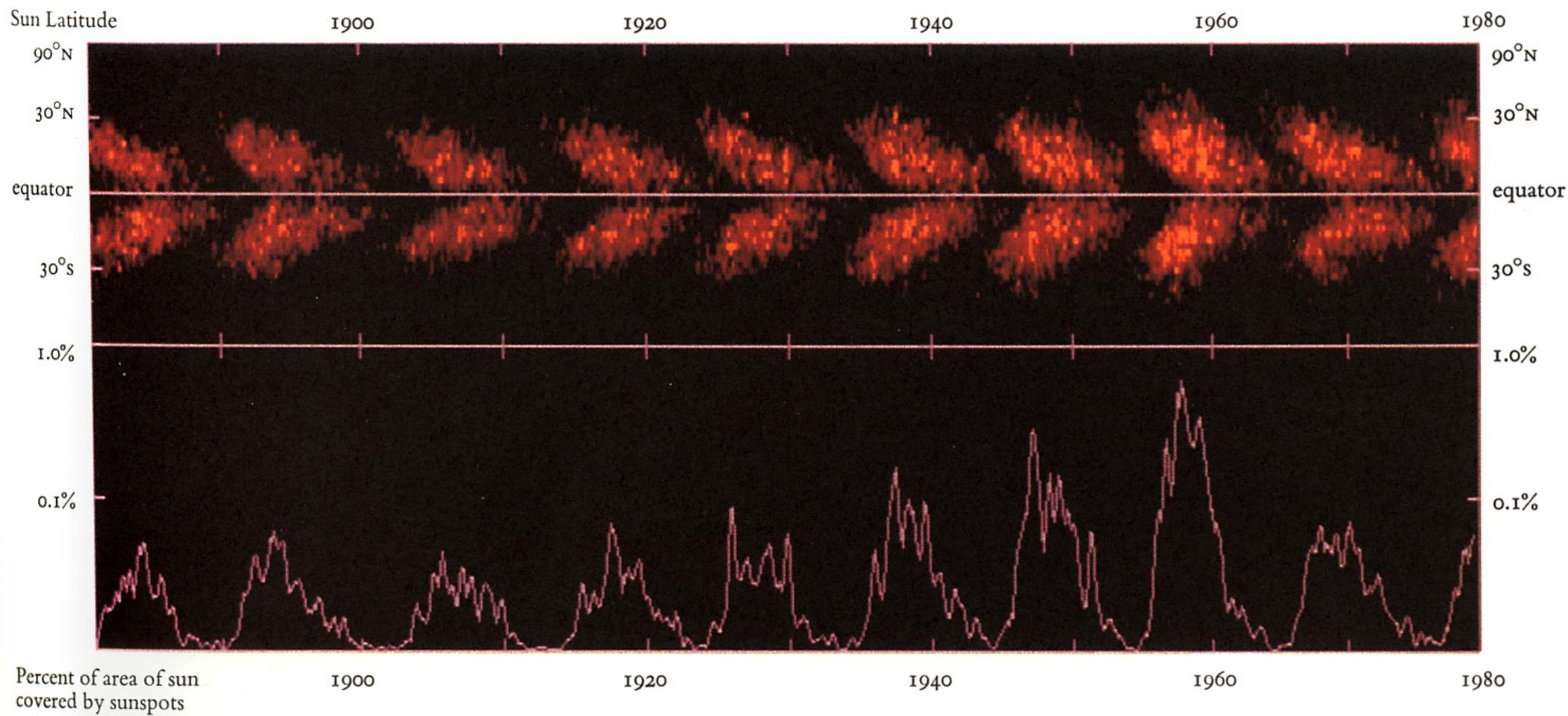
1630 Scheiner

- * superimposed multiples, showing path

1904 Maunder

- * horizontal extent dropped
- * vertical extent displayed as scatterplot
- * time axis compressed
- * latitude transformed to heliocentric coordinates





1980 Hathaway

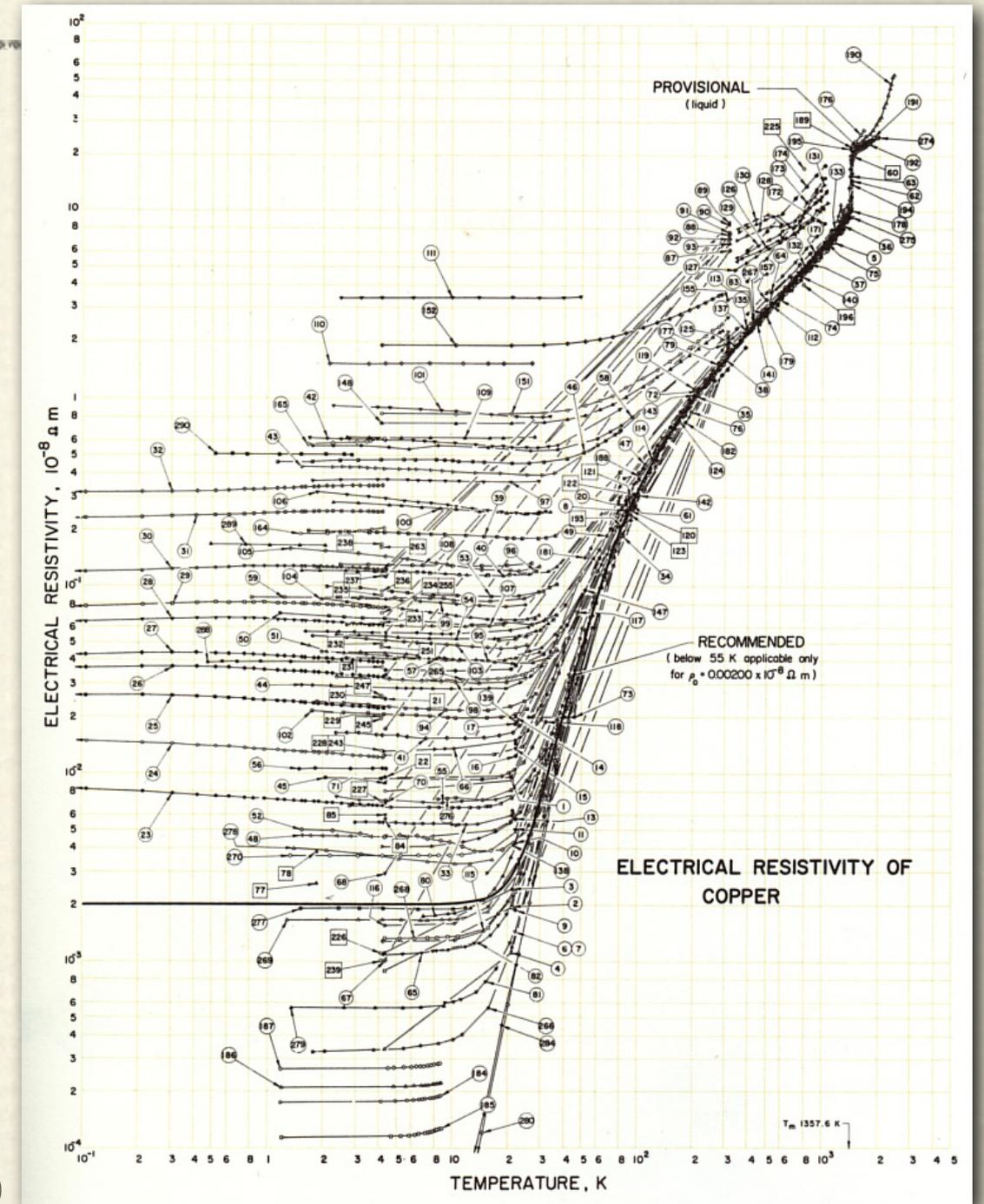
- * non-linear latitude axis
- * sunspot area coded using color
- * time axis compressed more
- * total area displayed as parallel plot

Micro/macro readings

- ❖ motivations
 - * interpretation arises directly from data
 - * allows personal readings
- ❖ techniques
 - * choose the right level of abstraction
 - * careful handling of line weights
 - * subtle labeling

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(from Tufte)

1990 POPULATION DISTRIBUTION IN THE UNITED STATES



One dot = 7500 people

Small multiples

❖ motivations

- * used to show the “outermost” variable
- * engages human ability to find differences

❖ techniques

- * position slices within an eyespan
- * distort non-critical aspects to allow this
- * draw non-varying aspects identically

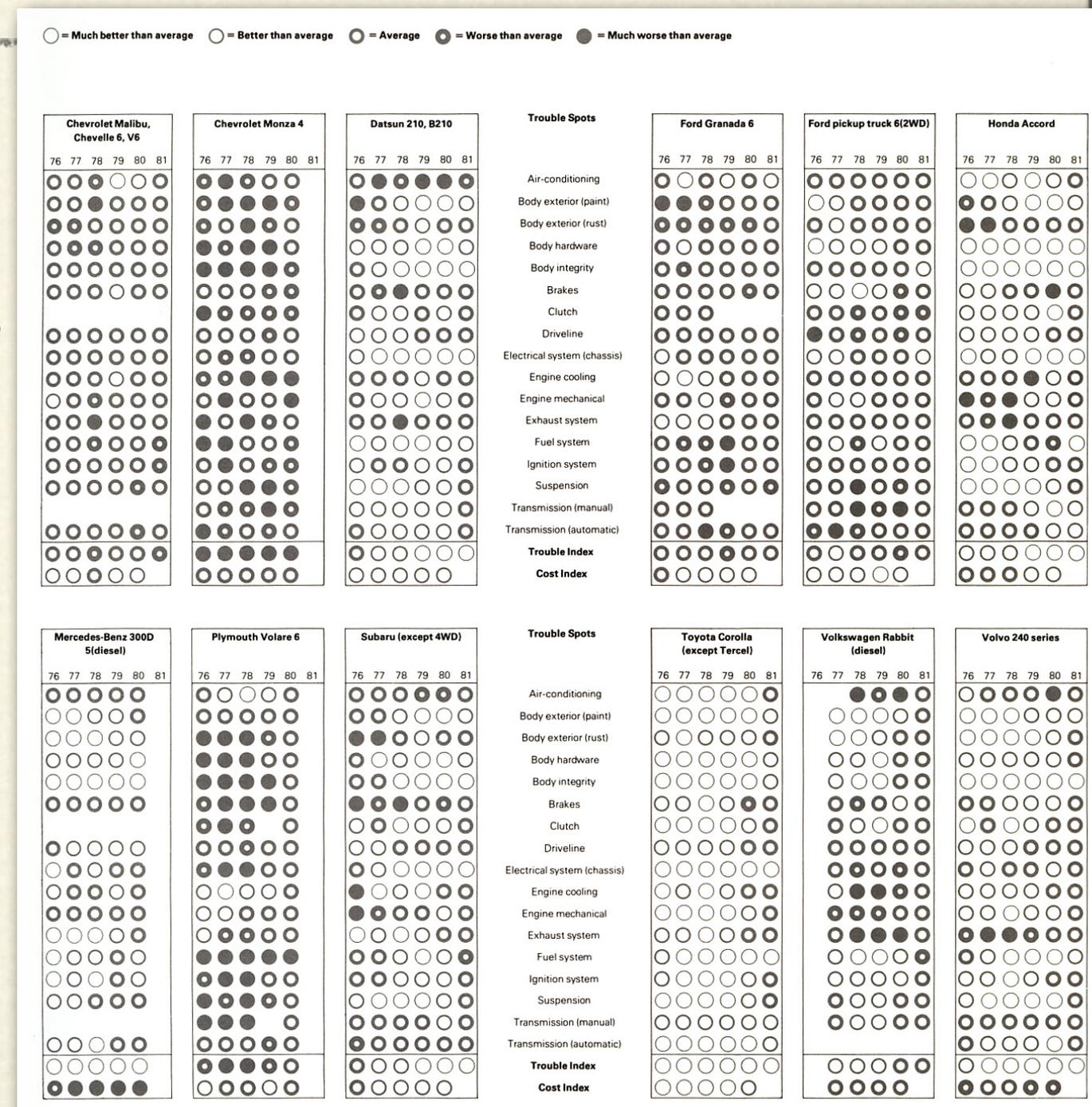
Small multiples

❖ motivations

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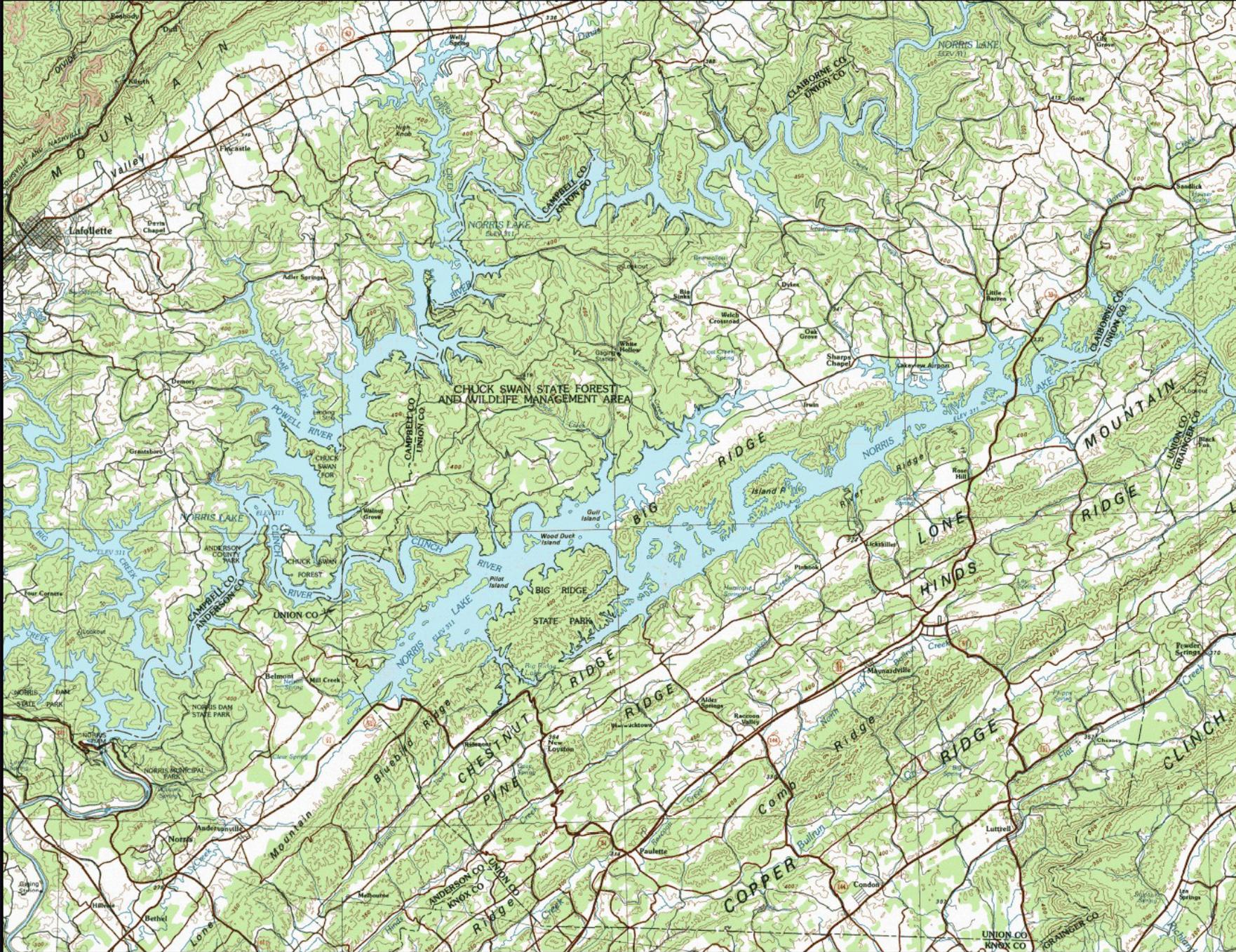
❖ techniques

- * position slices within an eyespan
- * distort non-critical aspects to allow this
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Graphic design

- ❖ layering and separation
 - * spatial separation
 - * variations in density
 - * line weight
 - * color



USGS map, Union County, Tennessee



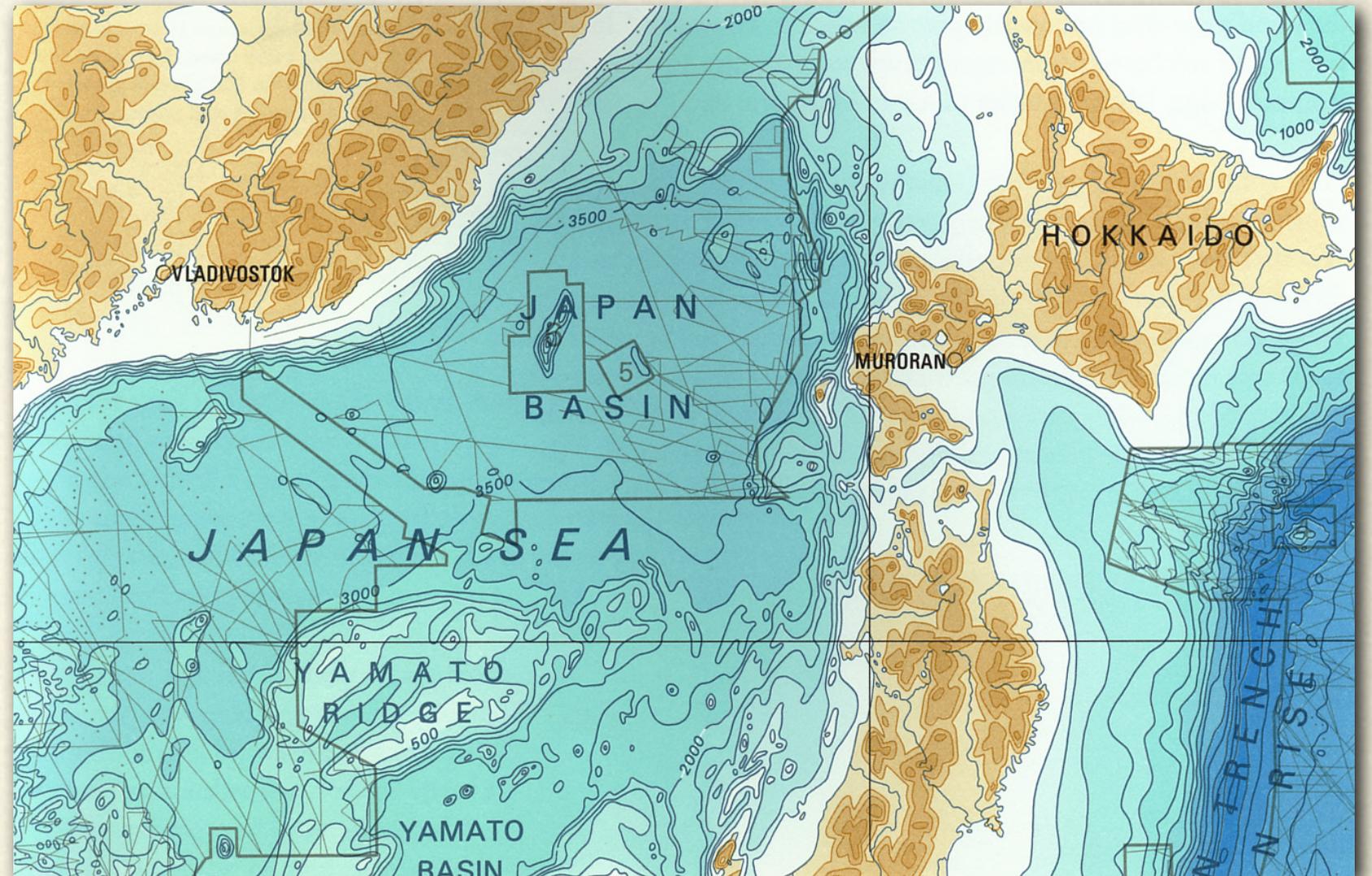
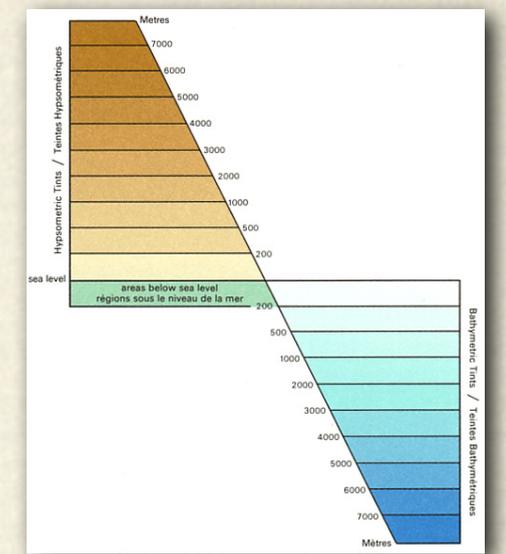
Imhof, Swiss topographic map

Graphic design

- ❖ layering and separation
 - * spatial separation
 - * variations in density
 - * line weight
 - * color
- ❖ color as a variable
 - * pseudo-color scales

Graphic design

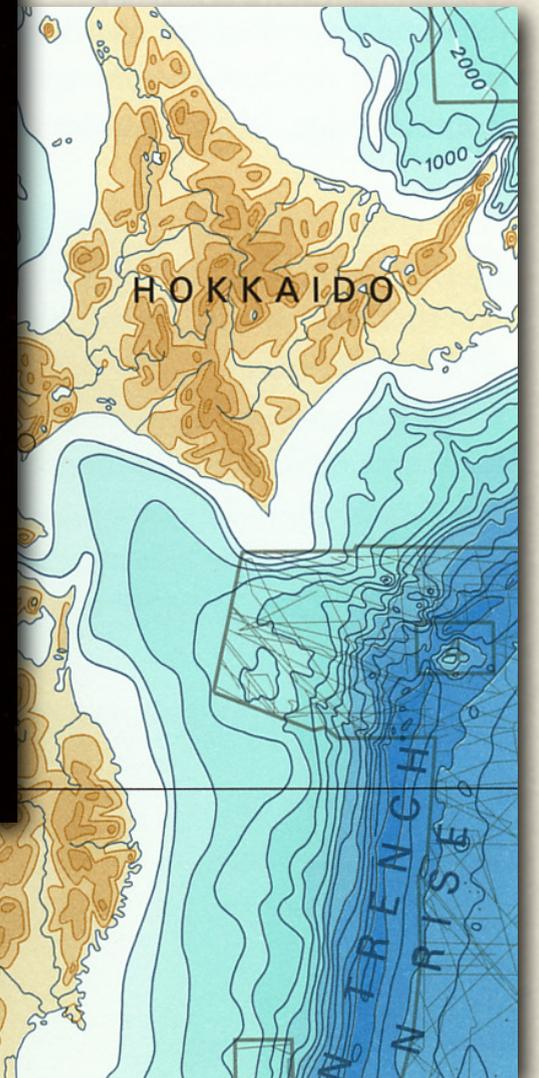
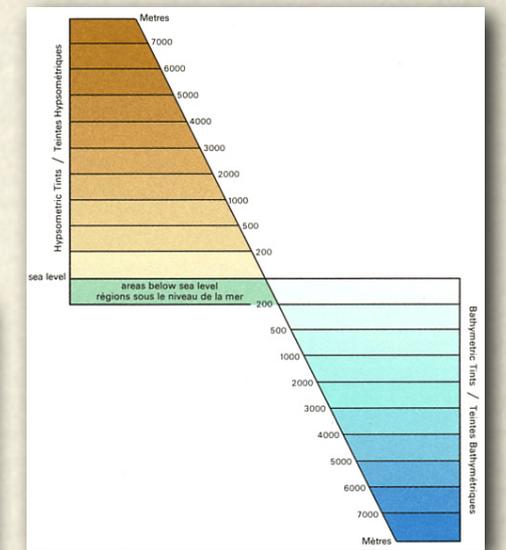
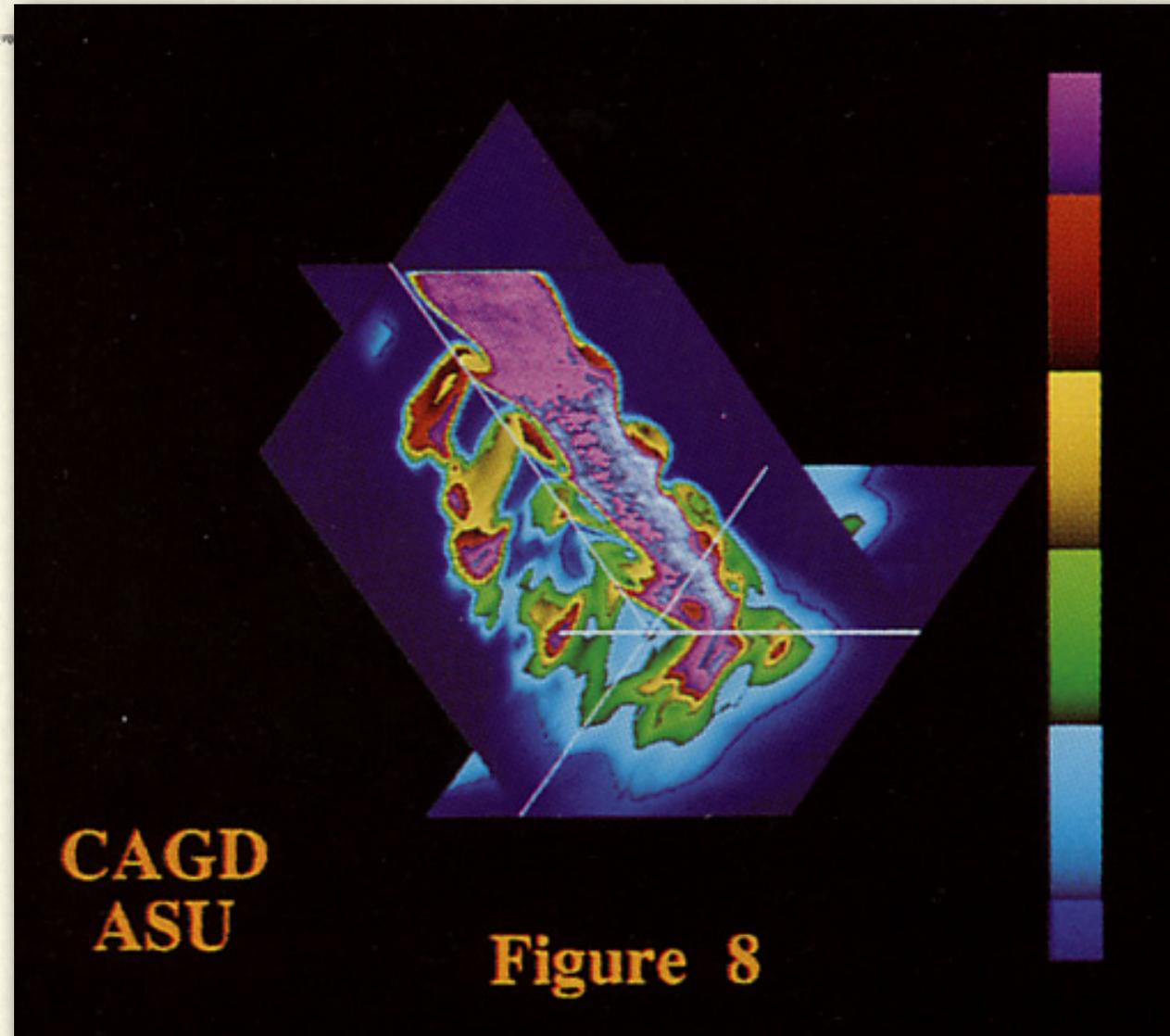
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(from Tufte)

Graphic design

- ❖ layering and separation
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(from Tufte)

❖ layer

* spa

* var

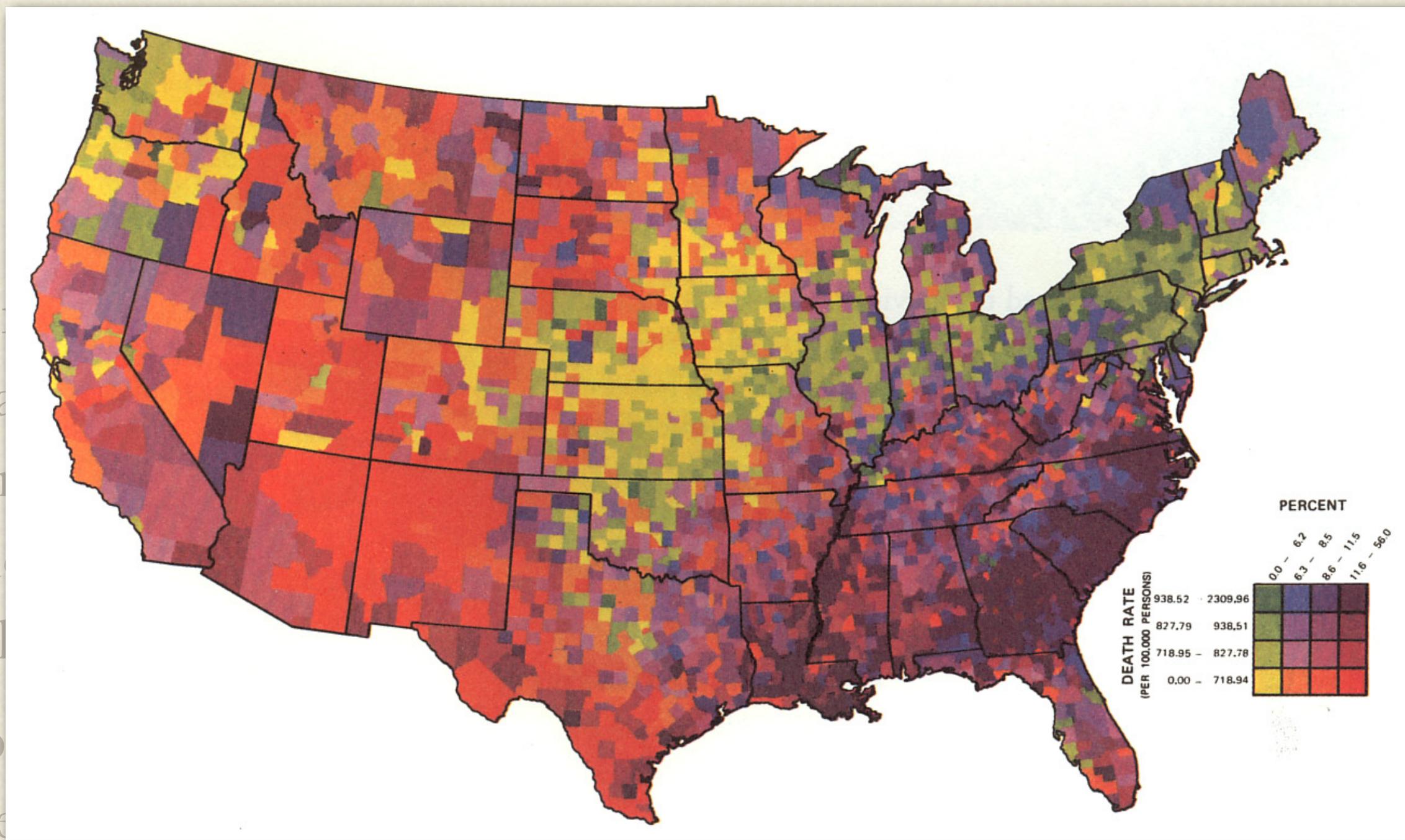
* lin

* col

❖ colo

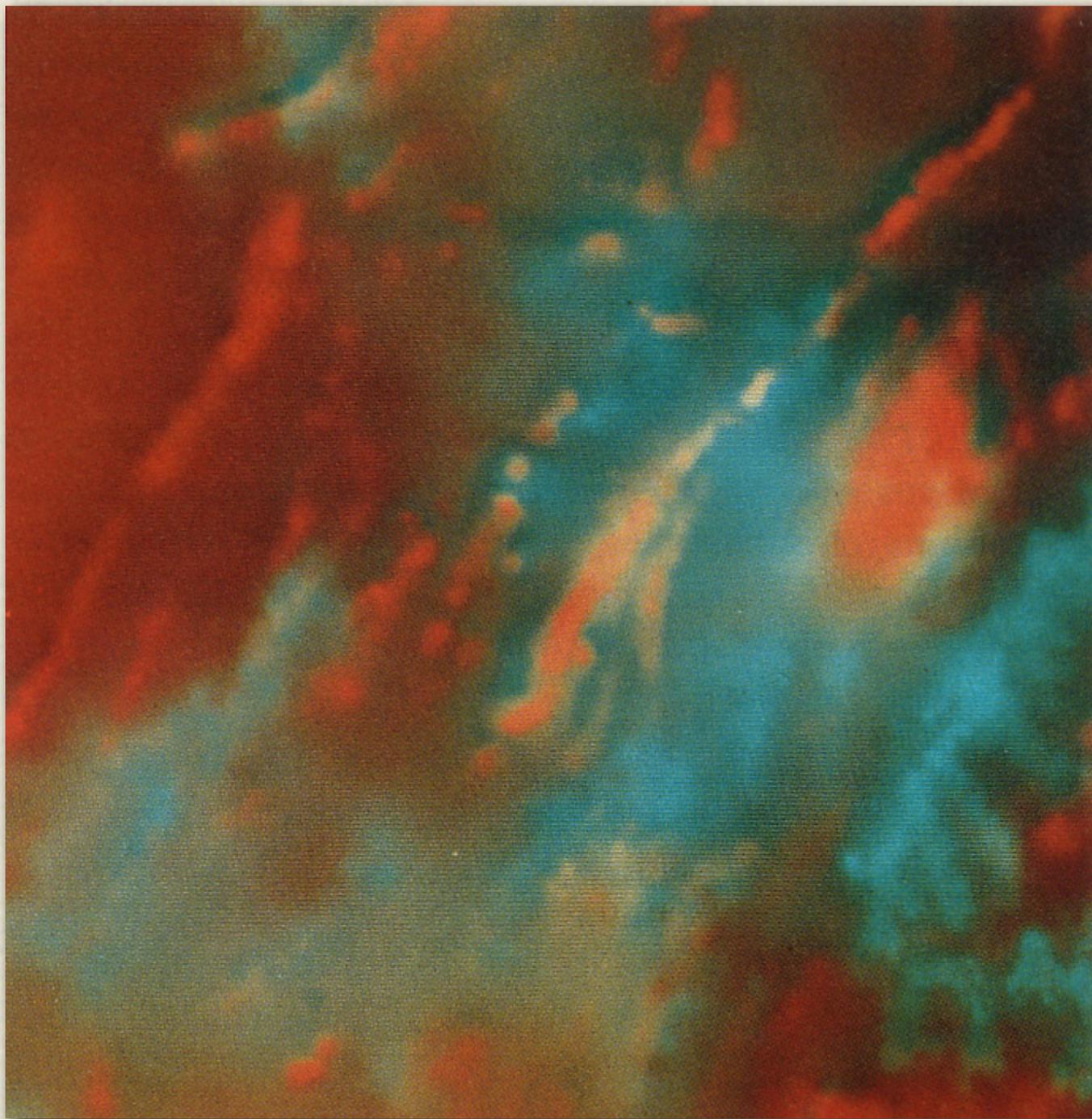
* pse

* 2D and 3D colorspace

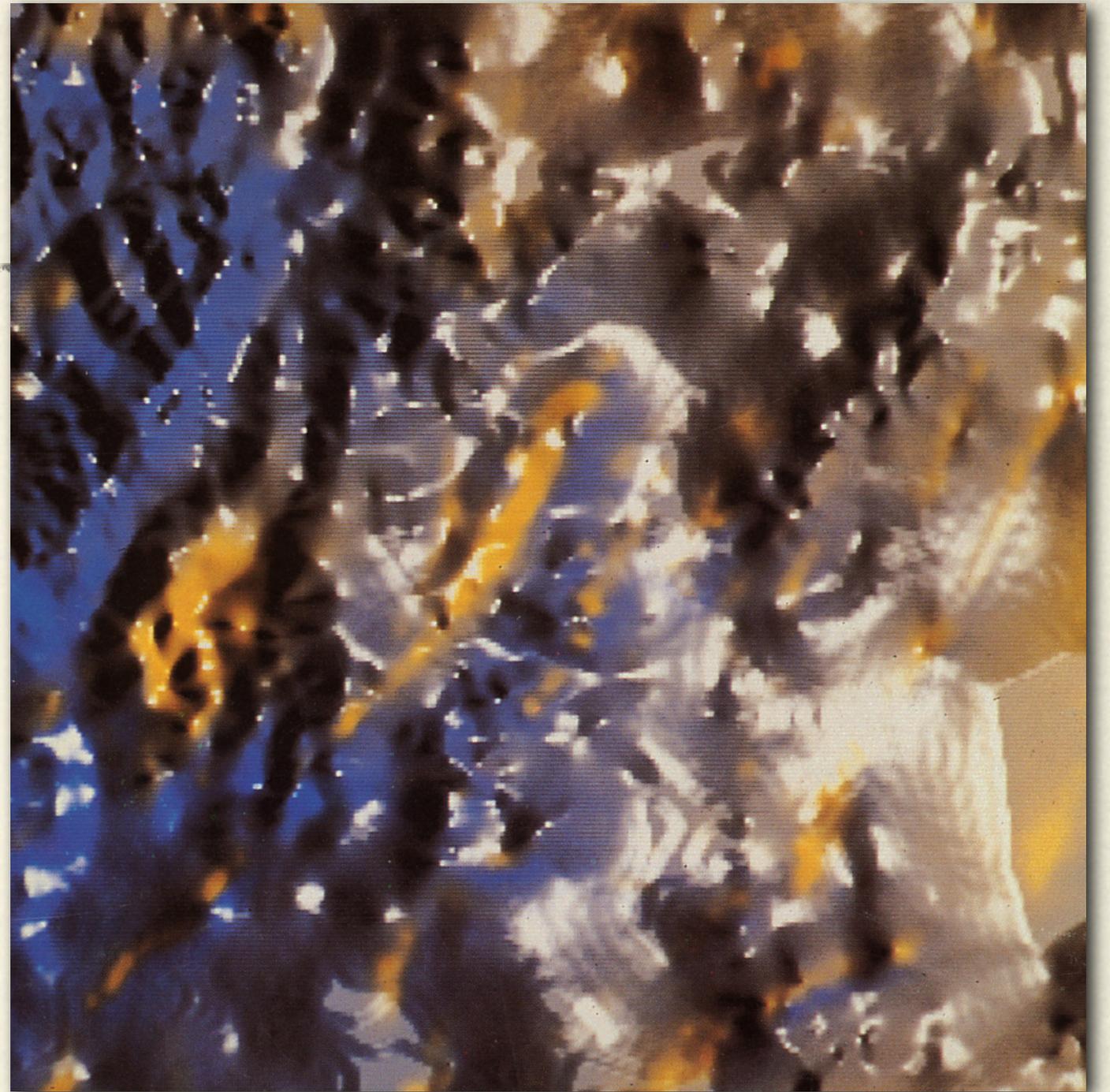
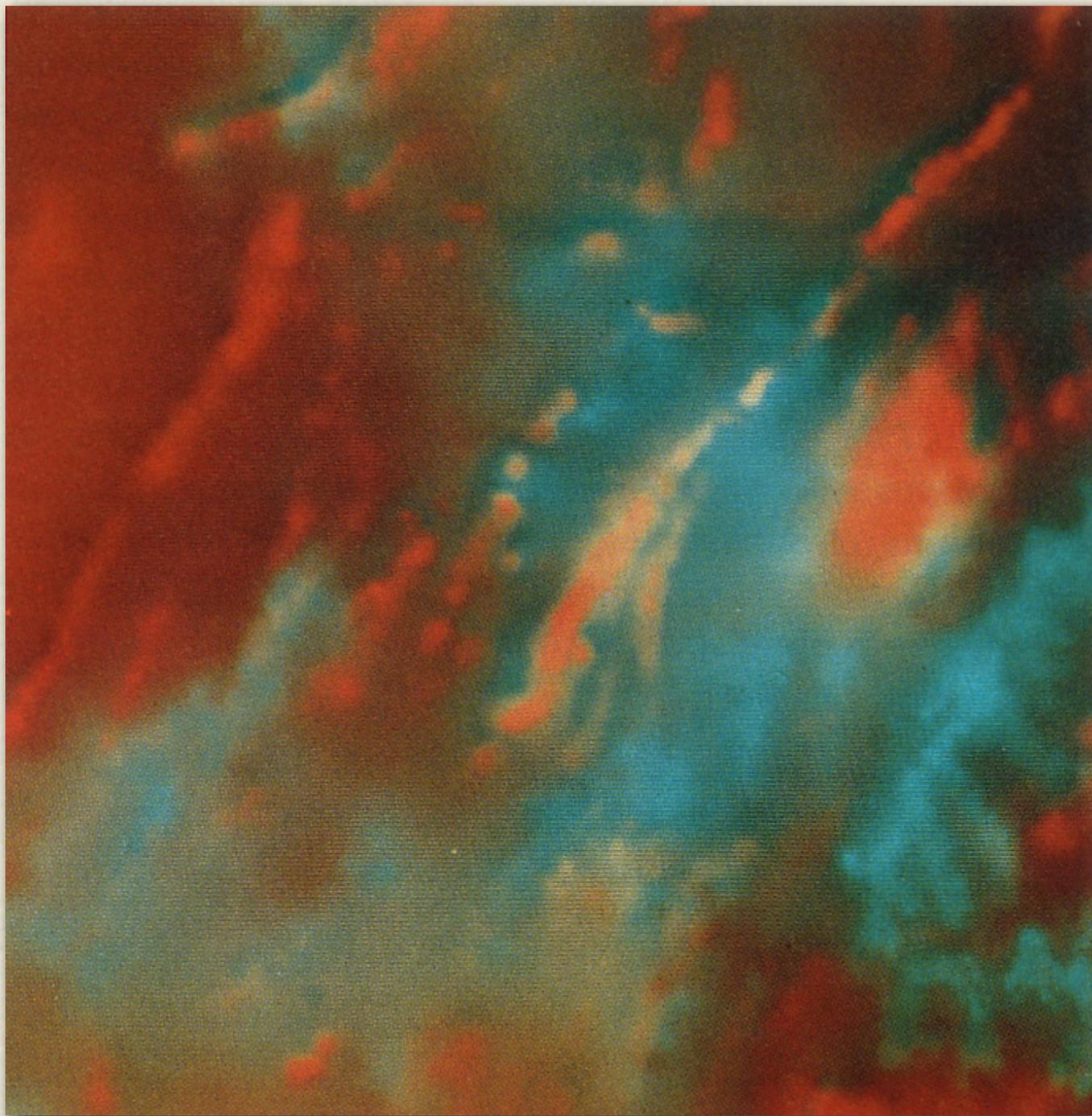


(from Tufte)

design

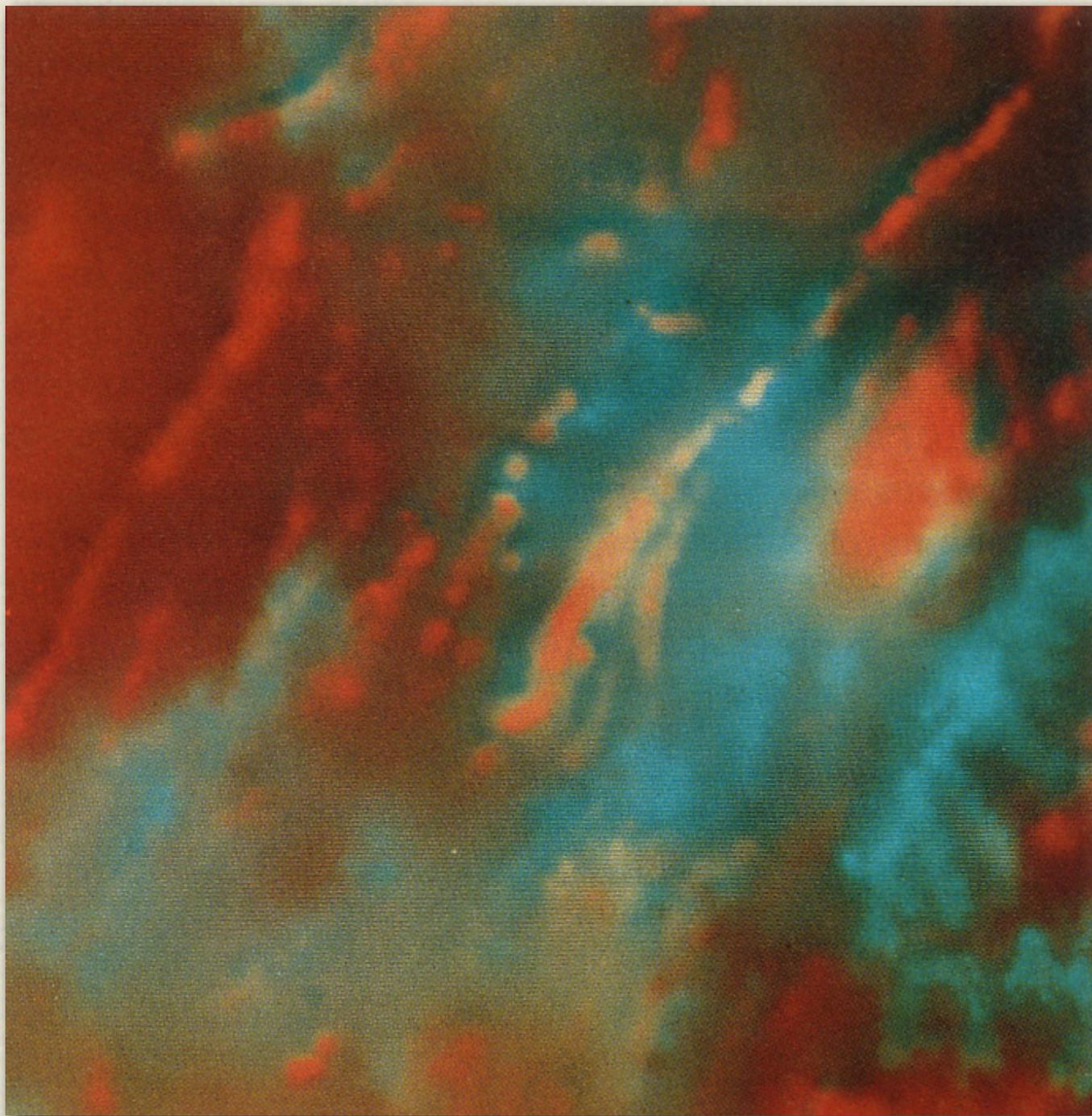


* 2D and 3D colorspace



* 2D and 3D colorspace

(P.K. Robertson)



- * 2D and 3D colorspaces
- * other shading parameters

(P.K. Robertson)

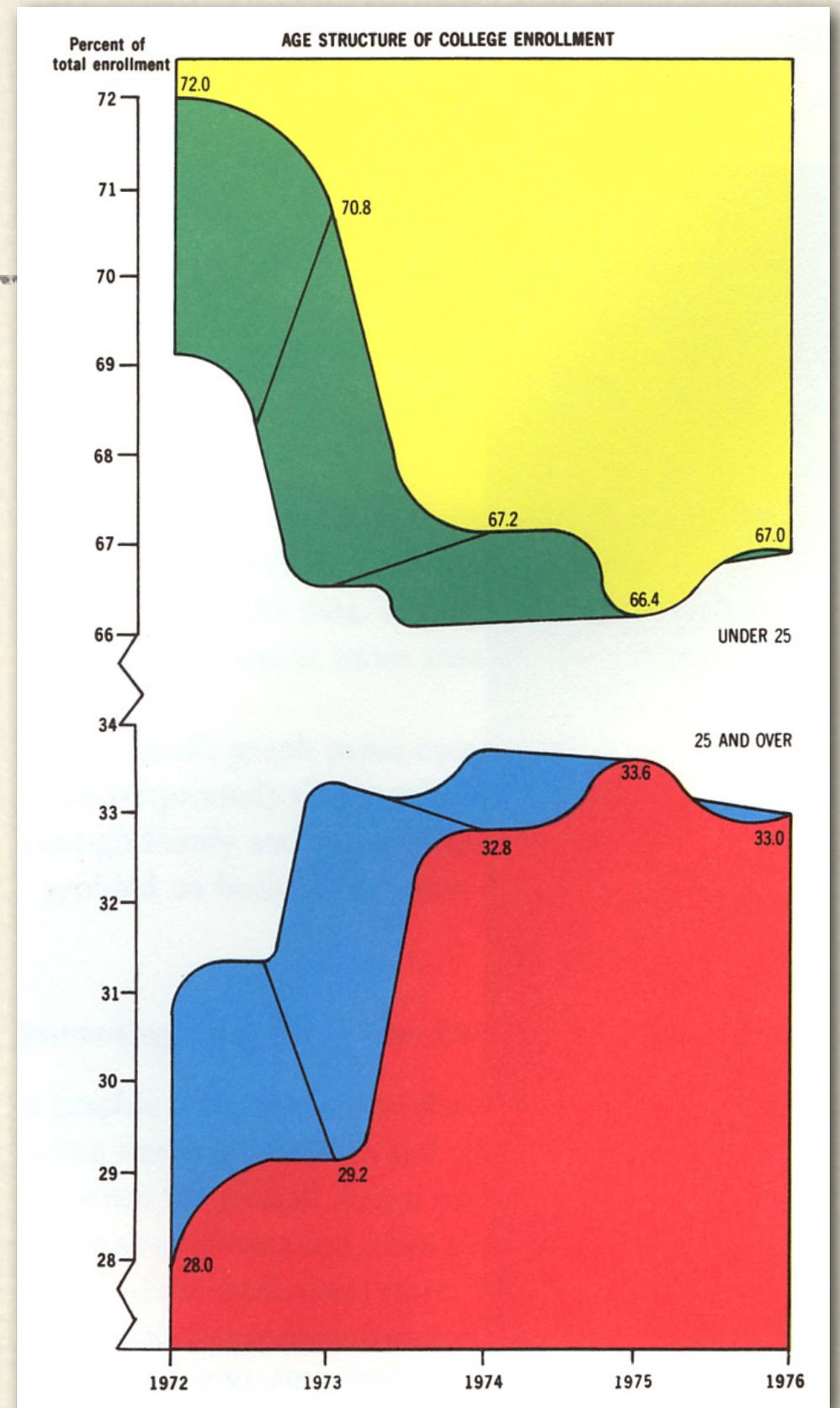
Things to avoid

- ❖ clutter
- ❖ chartjunk
- ❖ vibrating colors
- ❖ poor choice of scales
- ❖ inappropriate use of 3D
- ❖ etc.

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(from Tufte)



Can we automate the creation of visualizations?

Can we automate the creation of visualizations?

❖ yes

- * there are a limited number of datatypes and visual metaphors for displaying them
- * spectrum of solutions from menu-driven to completely automatic
- * Excel does it

❖ no

- * effective visualizations must be designed
- * the design process itself leads to insight
- * Excel does it poorly

Taxonomies of visualization techniques

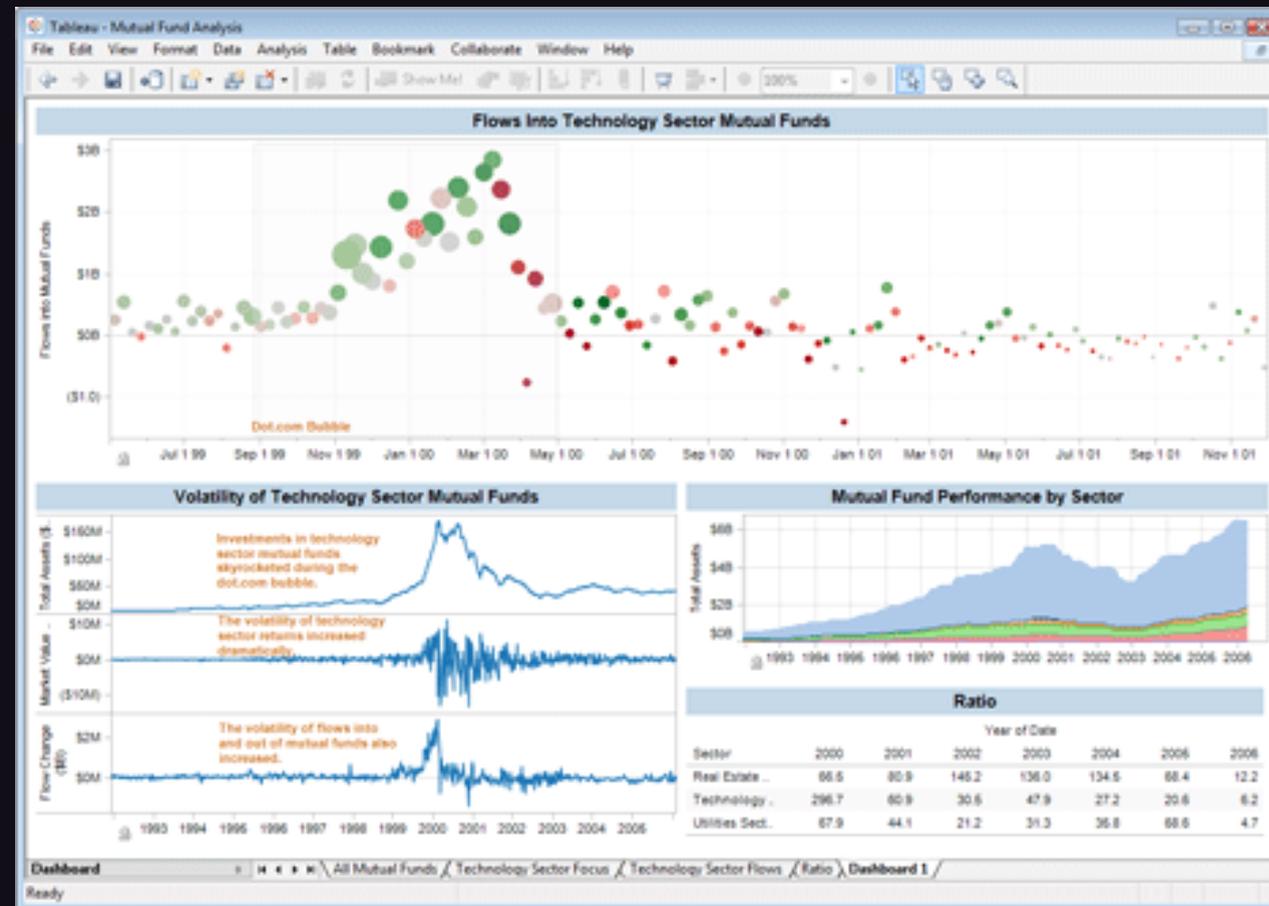
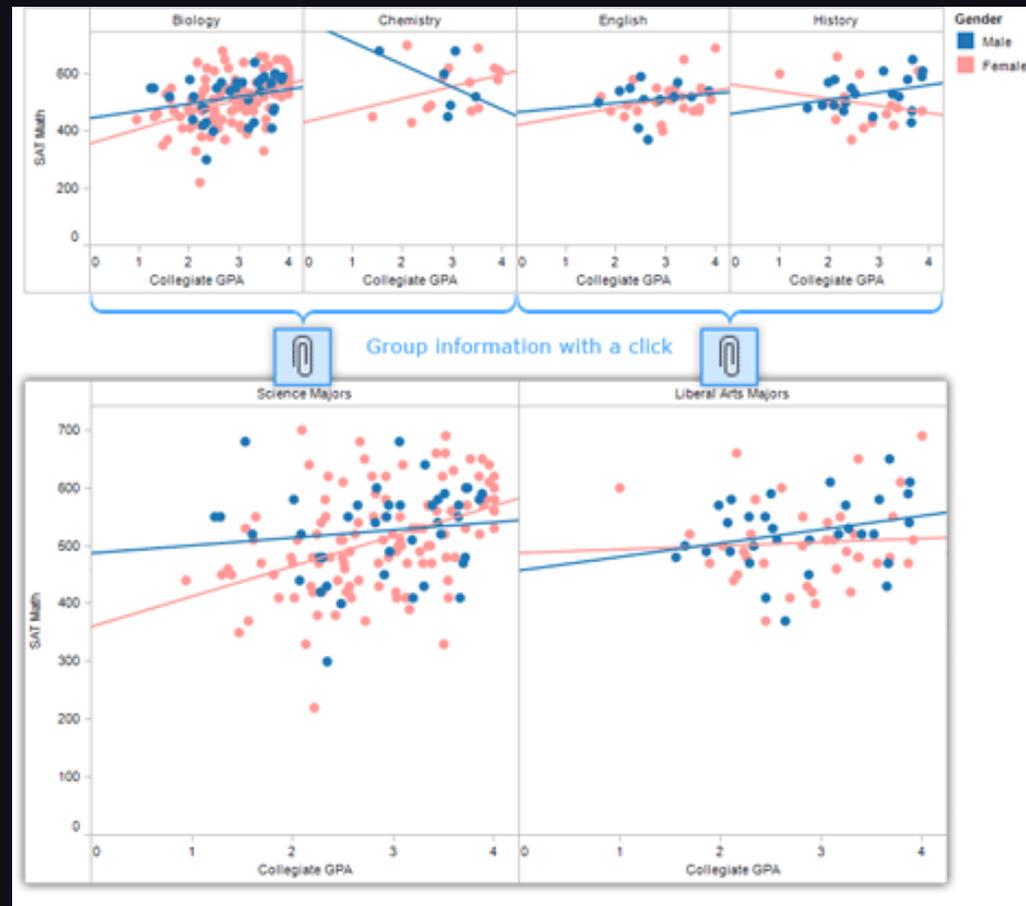
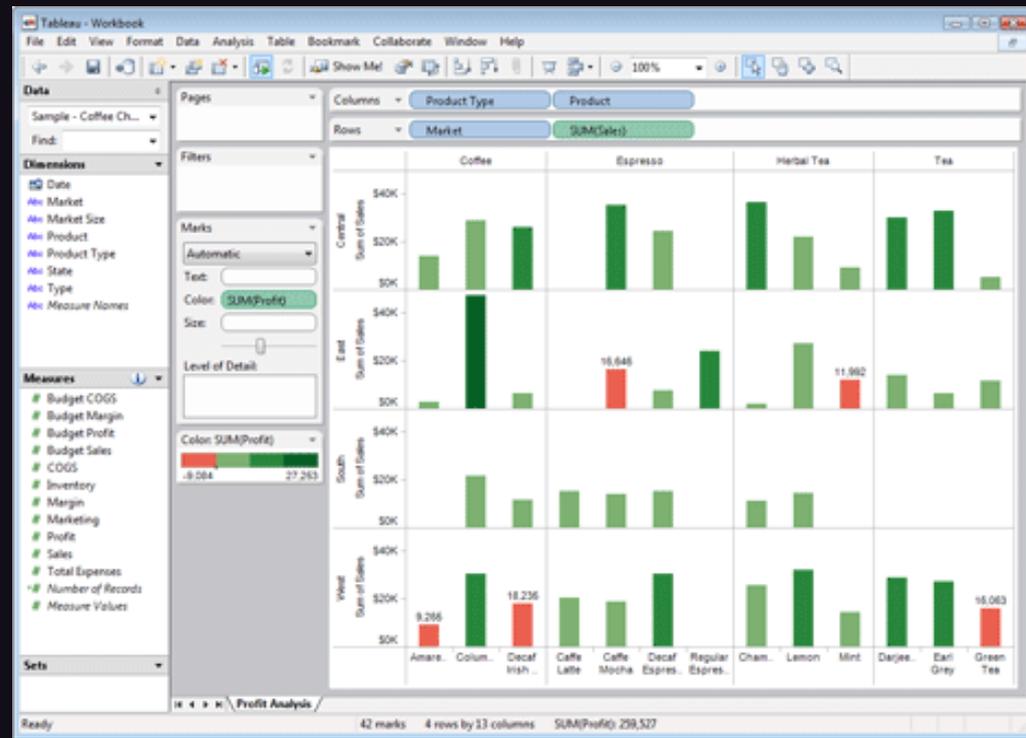
❖ by data type

- * number of independent variables (domain)
- * number of dependent variables (range)
- * discrete vrs continuous domain
- * binary vrs multivalued vrs continuous range

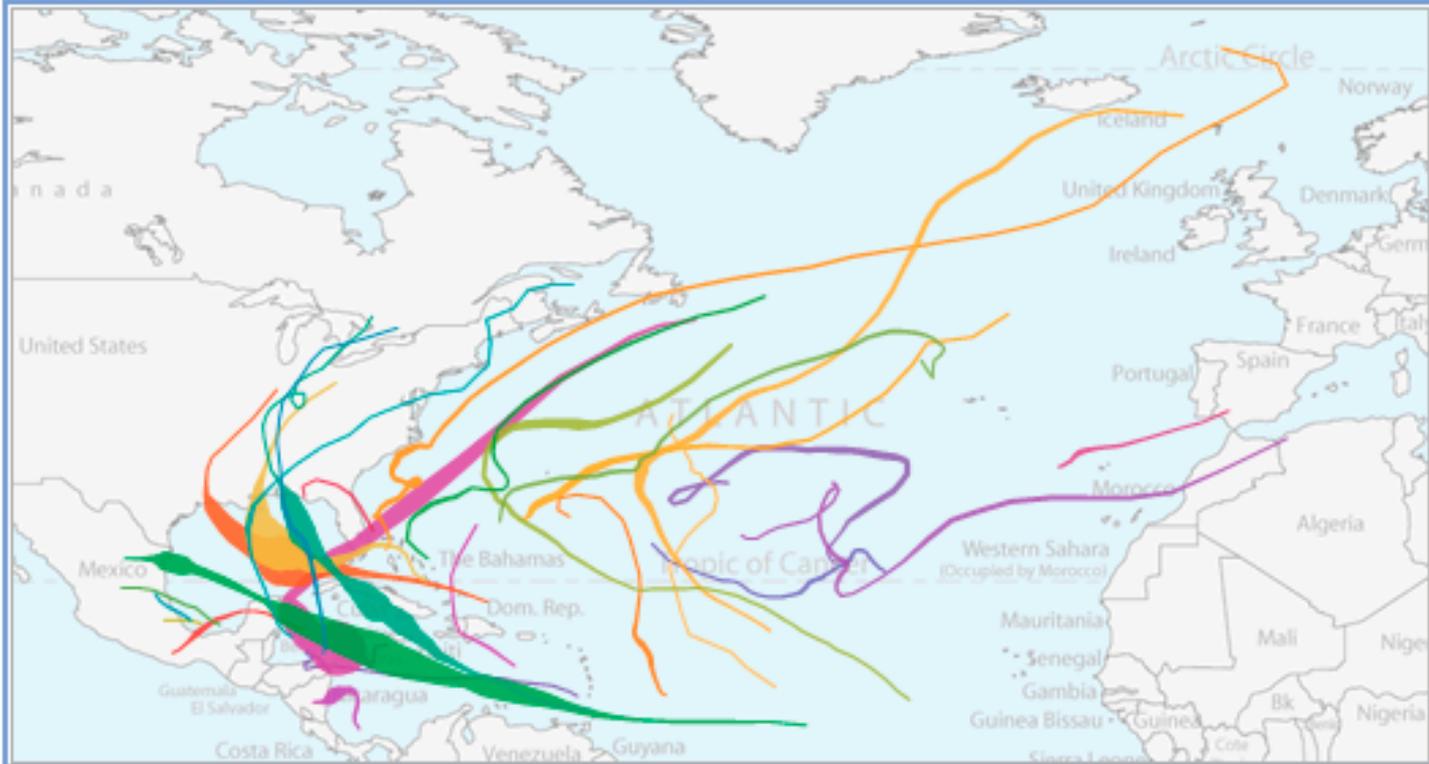
❖ by visual metaphor

- * Bertin's *Semiology*
- * Keller and Keller's *Visual Cues*

Tableau Software



The 2005 Hurricane Season

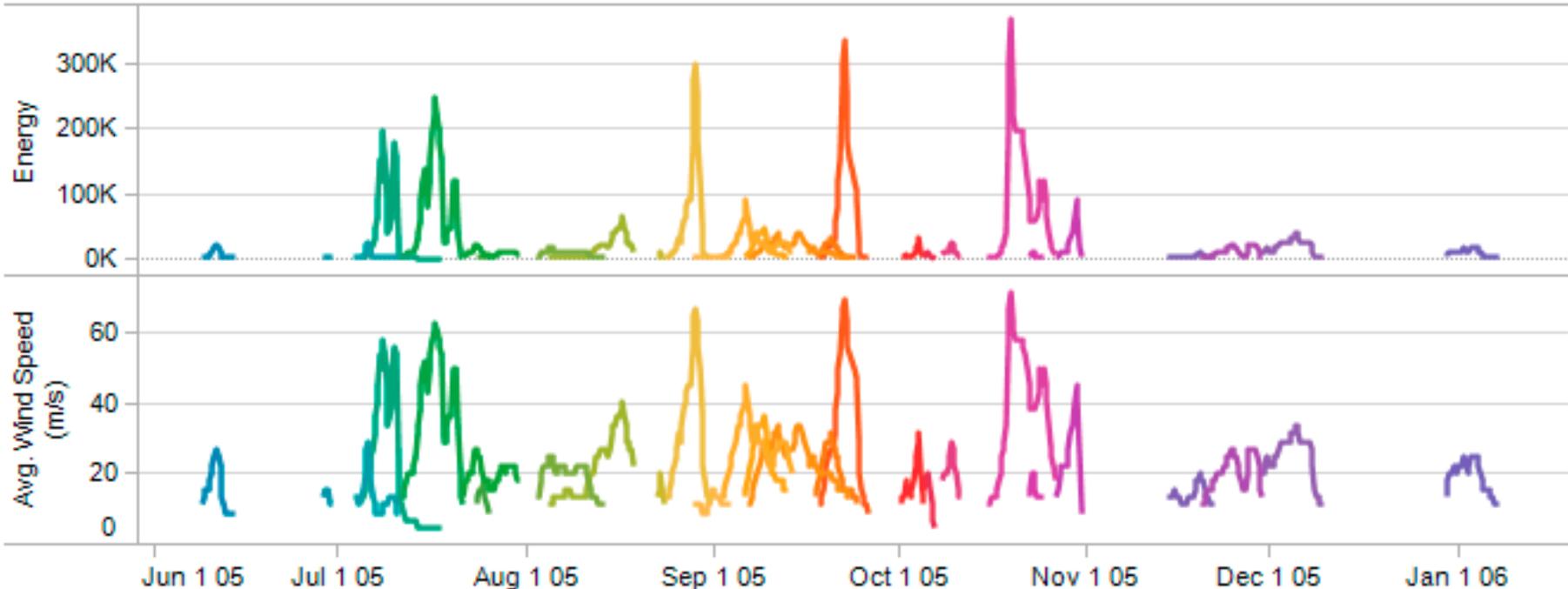


Select Basin:

- Atlantic
- Eastern Pacific
- Western Pacific

- Click to Highlight:**
- ARLENE
 - BRET
 - CINDY
 - DENNIS
 - EMILY
 - FRANKLIN
 - GERT
 - HARVEY
 - IRENE
 - JOSE
 - KATRINA
 - LEE
 - MARIA
 - NATE
 - OPHELIA
 - PHILIPPE
 - RITA
 - STAN
 - TAMMY
 - VINCE
 - WILMA
 - ALPHA
 - BETA
 - DELTA
 - EPSILON
 - GAMMA
 - ZETA

Energy and Wind Speed by Time



Bertin's taxonomy

❖ imposition

* diagrams

* networks ×

* maps

* symbols

* arrangement

* rectilinear

* circular

* orthogonal

* polar

❖ retinal variables

* size

* value

* texture ×

* color

* orientation

* shape

* association

* selection

* order

* quantity

Keller and Keller's taxonomy

Actions

- ❖ identify
- ❖ locate
- ❖ distinguish
- ❖ categorize
- ❖ cluster
- ❖ rank
- ❖ compare
- ❖ associate
- ❖ correlate

×

Data

- ❖ scalar
- ❖ nominal
- ❖ direction
- ❖ shape
- ❖ position
- ❖ region
- ❖ structure

Functions of one variable

❖ $1D \rightarrow 1D$

* graph

Functions of one variable

❖ 1D \rightarrow 1D

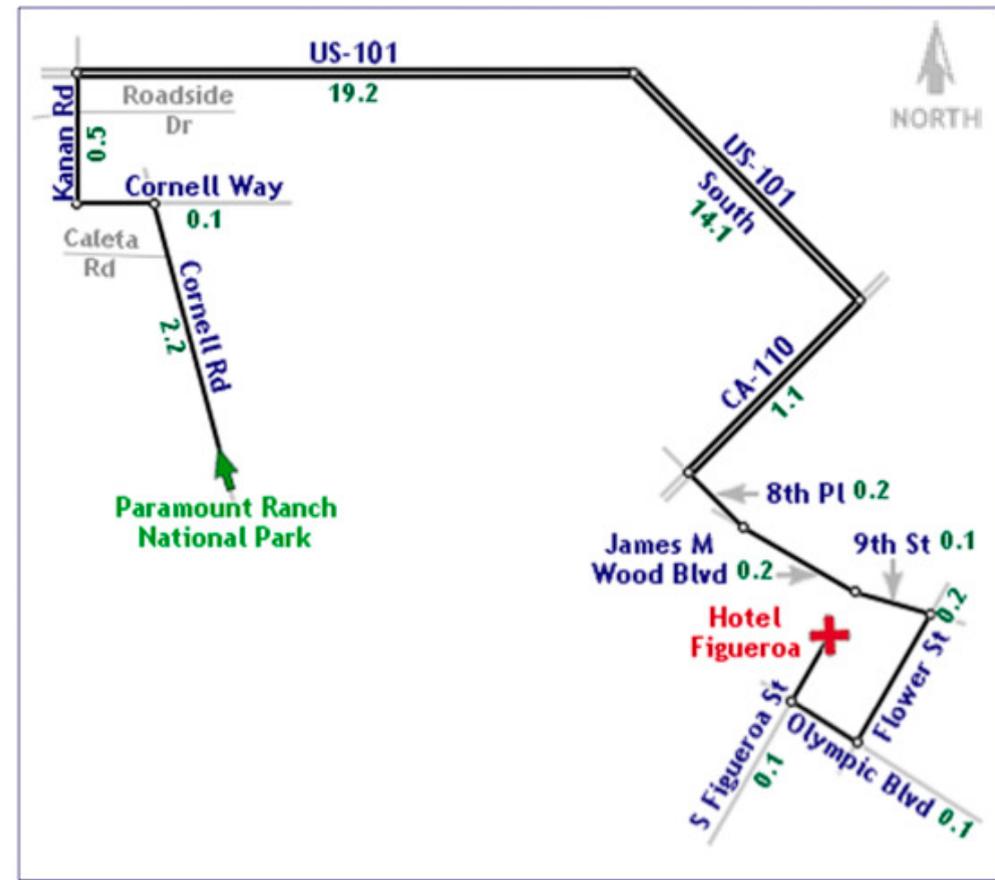
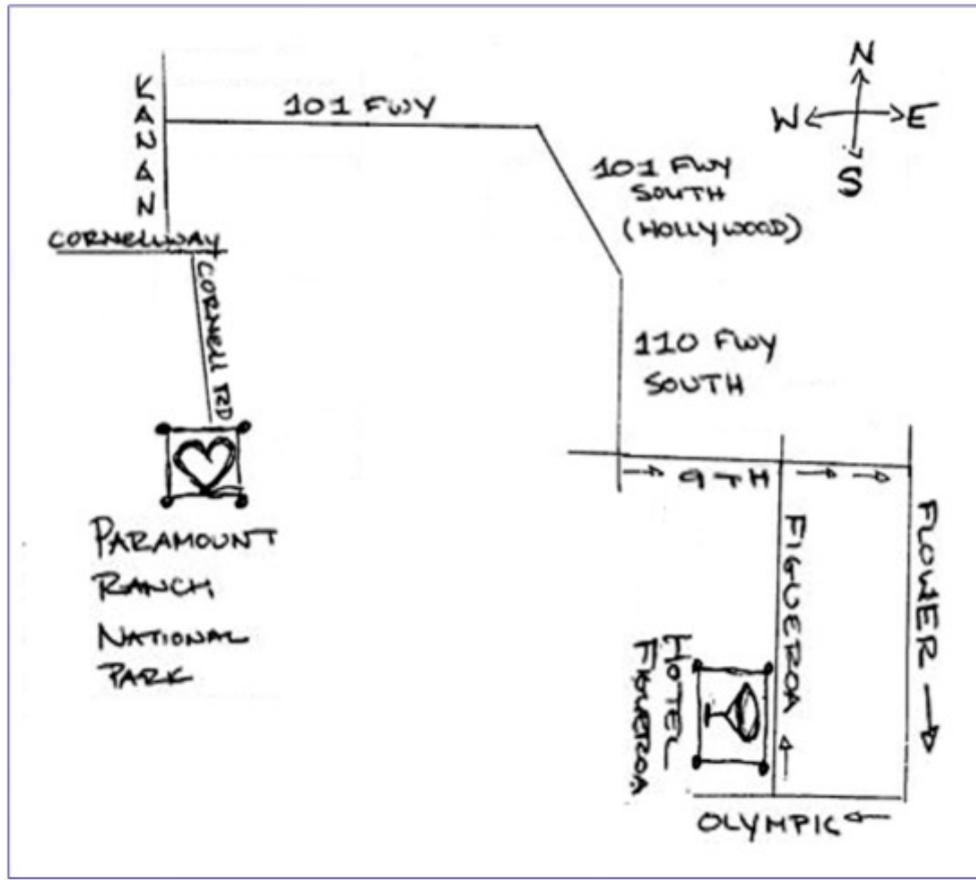
- * graph

❖ 1D \rightarrow 2D

- * parallel graphs

- * parametric line on the plane

- * animating arrow in the plane

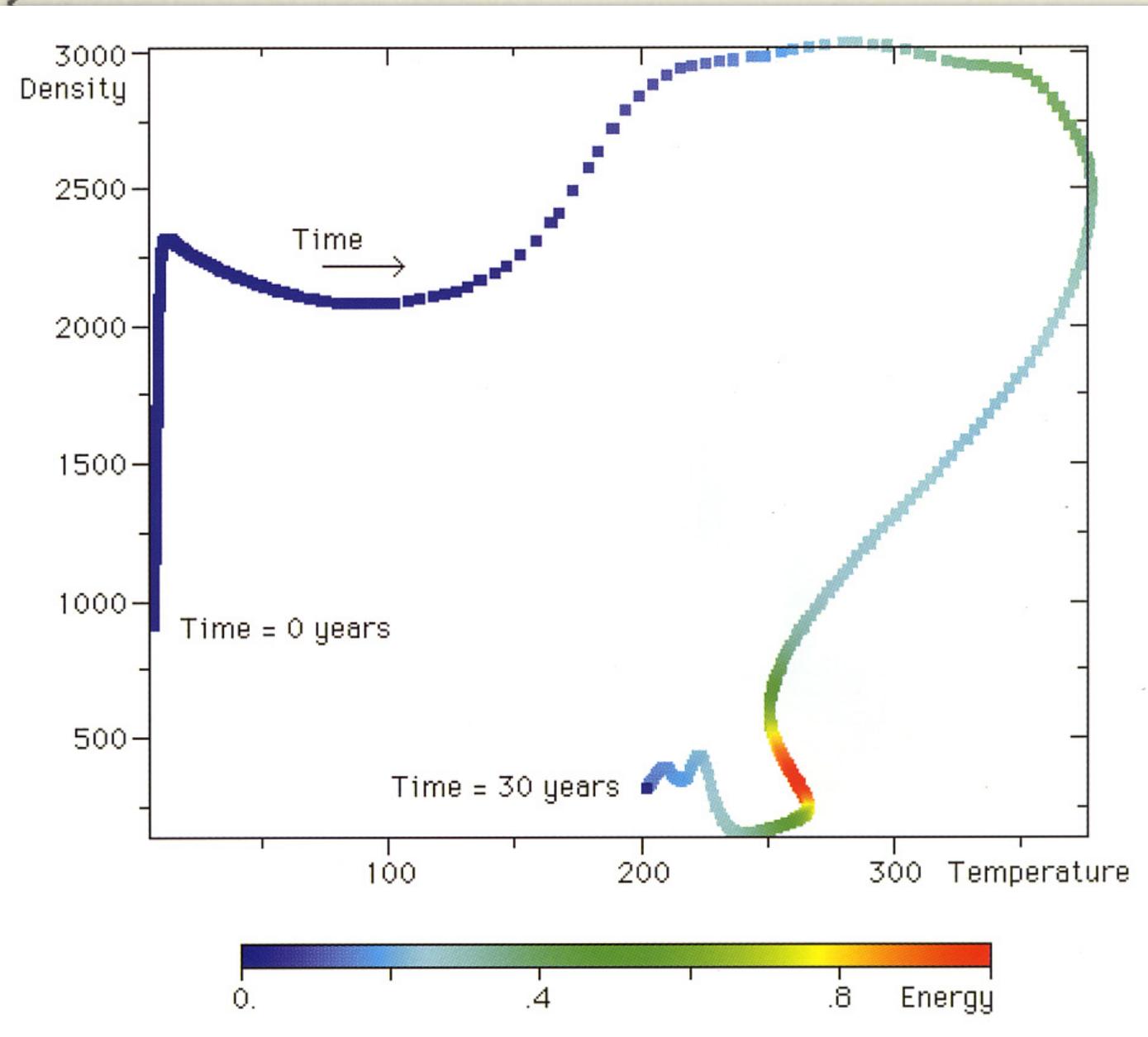


(M. Agrawala)

❖ 1D -> 2D

- * parallel graphs
- * parametric line on the plane
- * animating arrow in the plane

Functions of one variable



❖ 1D \rightarrow 3D

- * more parallel graphs
- * colored parametric line on the plane
- * parametric line in space
- * animating 3-vector
- * etc.

(FLASH DEMO)

<http://graphics.stanford.edu/courses/cs178/applets/locus.html>

(from Keller)

Functions of two variables

❖ 2D \rightarrow 1D

Functions of two variables

❖ 2D \rightarrow 1D

- * grayscale image
- * elevation map
- * animating graph

Functions of two variables

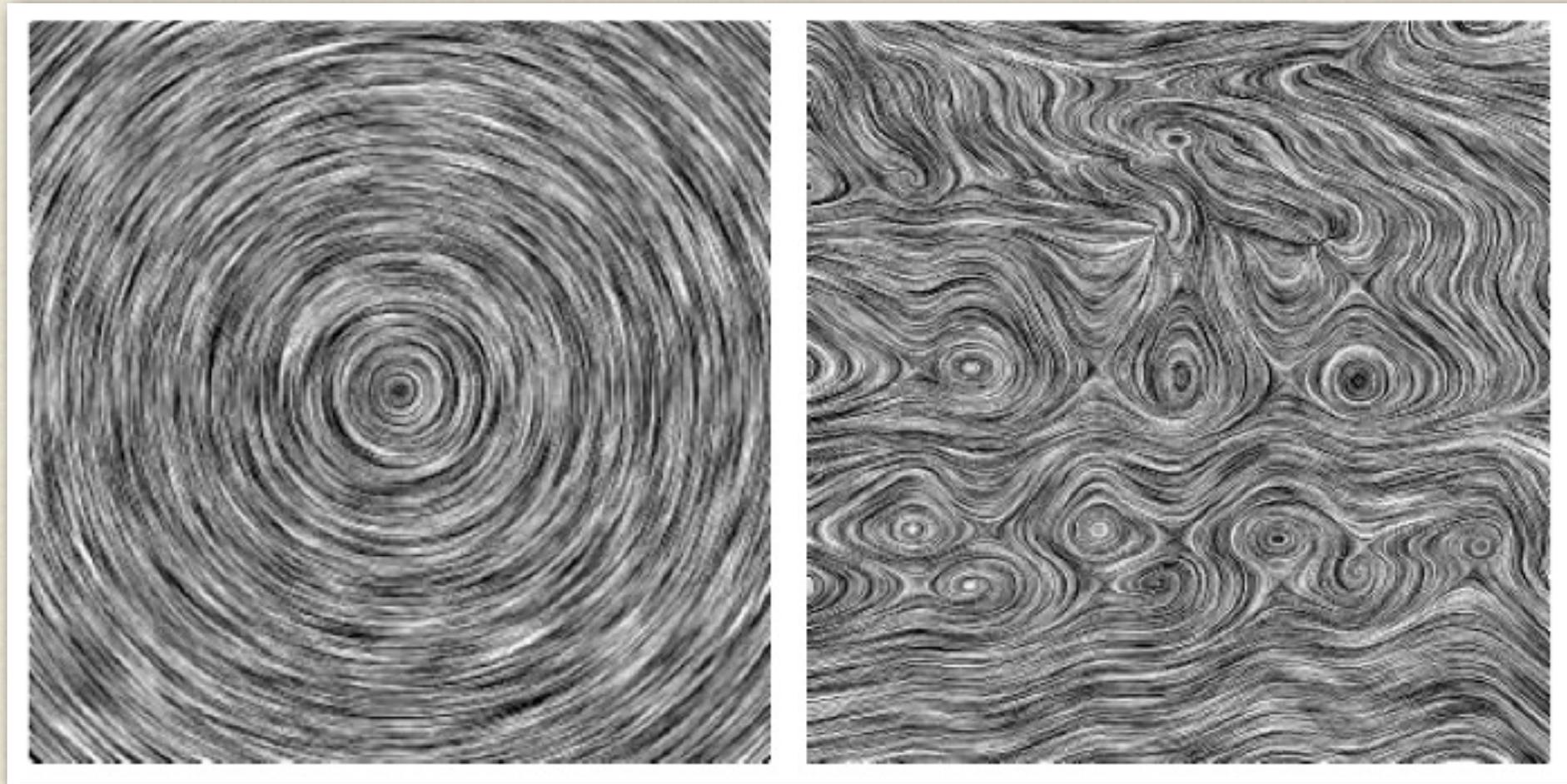
❖ 2D \rightarrow 1D

- * grayscale image
- * elevation map
- * animating graph

❖ 2D \rightarrow 2D

- * color image
- * grayscale + elevation map
- * vector field in the plane
- * parametric warp of the plane
- * animating parametric line in the plane

Functions of two variables



- * vector field in the plane
- * parametric warp of the plane
- * animating parametric line in the plane

Functions of two variables

❖ 2D \rightarrow 1D

- * grayscale image
- * elevation map
- * animating graph

❖ 2D \rightarrow 2D

- * color image
- * grayscale + elevation map
- * vector field in the plane
- * parametric warp of the plane
- * animating parametric line in the plane

❖ 2D \rightarrow 3D

- * 3-vector field in the plane
- * parametric surface in space
- * etc.

Functions of two variables

❖ 2D -

- * gra
- * ele
- * an

❖ 2D -

- * col
- * gra
- * vec
- * pa
- * an



❖ 2D \rightarrow 3D

- * 3-vector field in the plane
- * parametric surface in space
- * etc.

plane

Functions of three variables

❖ 3D \rightarrow 1D

- * volume rendering
- * animating grayscale image
- * animating elevation map

❖ 3D \rightarrow 2D

- * color volume rendering
- * animating elevation + color map
- * animating vector field in the plane
- * animating parametric warp of the plane

❖ 3D \rightarrow 3D, 4D

- * 3-vector field in space
- * parametric warp of space
- * animating 3-vector field in the plane
- * animating parametric surface in space
- * etc.

Higher dimensions

❖ domain

- * multiples
- * animation
- * slices
- * level sets
- * projections

❖ range

- * selection
- * texture attributes
- * glyphs

Discrete functions

❖ 1D \rightarrow 1D

* bar graph

❖ 1D \rightarrow 2D

* parallel bar graphs

* row of arrows

❖ 2D \rightarrow 1D

* table of glyphs

* chartmaps

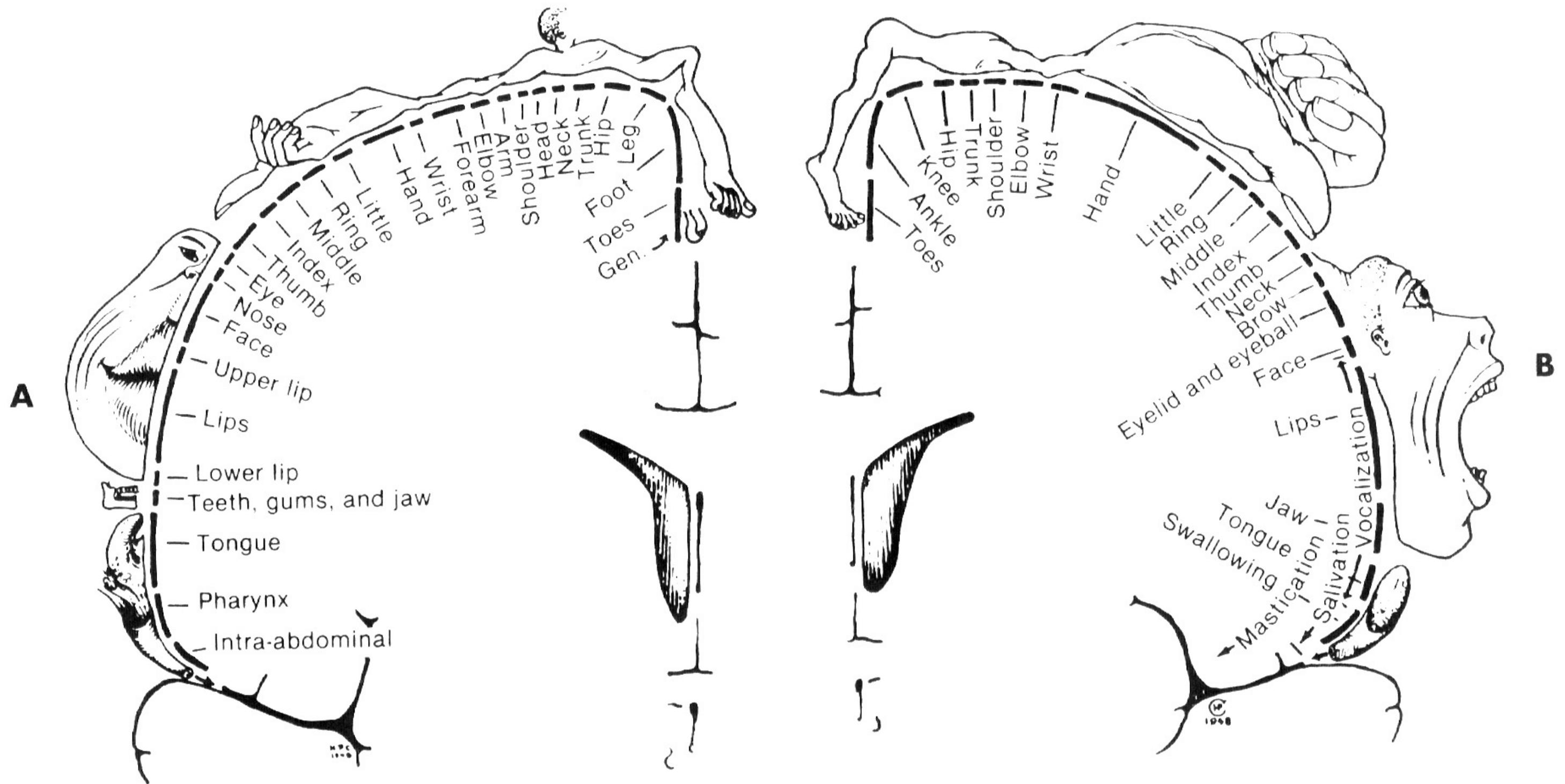
* cartograms

* animating bar graph

❖ 2D \rightarrow 2D

* fancier glyphs

* etc.



Wilder Penfield, sensory and motor humonculi (c. 1951)



Wilder Penfield, sensory and motor humonculi (c. 1951)

Other issues

- ❖ computational versus physical space
- ❖ displaying context and labeling
- ❖ displaying error bounds
- ❖ controlling error
- ❖ interaction

References

- ❖ H. Robin, *The Scientific Image*, 1994.
- ❖ Jacques Bertin, *The Semiology of Graphics*, 1967.
- ❖ John W. Tukey, *Exploratory Data Analysis*, 1977.
- ❖ Peter Keller and Mary Keller, *Visual Cues*, 1993.
- ❖ Richard Gallagher, *Computer Visualization*, 1995.
- ❖ William Schroeder et al., *The Visualization Toolkit*, 1996.
- ❖ Al Globus and E. Raible, *13 Ways to Say Nothing with Scientific Visualization*, 1992.