




Information Visualization

Paolo Buono – Information Visualization – 23 marzo 2012, 27 aprile 2012




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Definition

Visualization is:

- Use of
- computer-supported
- interactive
- visual representation of data
- to amplify cognition

Shneiderman, 2004

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Definition

Information visualization is:

- Use of
- computer-supported
- interactive
- visual representation of **abstract** data
- to amplify cognition

Shneiderman, 2004

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Information Visualization

- Use of computer-supported interactive visual representation of abstract data to amplify cognition
- Compact graphical presentation
 - manipulating large numbers of items
 - possibly extracted from far large datasets
- Enables users to make discoveries, decisions, or explanations
- About patterns, groups of items, individual items

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Tufte about graphical excellence

- Excellence consists of complex ideas communicated with clarity, precision, efficiency. Graphical display should:
 - Show the data
 - Induce the viewer to think about the substance rather than about methodology, graphic design, the technology of graphic production, ...
 - Avoid distorting what the data have to say
 - Present many numbers in a small space
 - Make large data sets coherent
 - Encourage the eye to compare different pieces of data
 - Reveal the data at several levels of detail
 - Serve a reasonably clear purpose: description, exploration, tabulation, decoration
 - Be closely integrated with the statistical and verbal descriptions of a data set

E. R. Tufte, the Visual Display of Quantitative Information, Graphics Press, Cheshire, Connecticut, 1983

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More definitions

- “a process of transforming data and information that are not inherently spatial into a visual form, allowing the user to observe and understand the information...”
Gershon & Eick, 1995
- “the communication of abstract data through the use of interactive visual interfaces”
Keim et al., 2006
- “a process of forming a mental model of data, thereby gaining insight into and understanding of that data”
Spence, 2007
- “produces (interactive) visual representations of abstract data to reinforce human cognition; thus enabling the viewer to gain knowledge about the internal structure of the data and causal relationships in it”
InfoVis Wiki (<http://www.infovis-wiki.net/>)

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What is Information Visualization

- Visualization is more than method of computing. It is a process of transforming information into a visual form enabling the user to observe the information
- We need to take into account human perceptual and cognitive capabilities, human variations, and task characteristics
- Visualization is more than pretty pictures. Successful visualizations can reduce the time it takes to get information, make sense out of it, and enhance creative thinking
- Information is usually non-spatial data or abstract
- Finding a good spatial representation of the information at hand is one of the most difficult tasks

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Information Visualization vs Scientific Visualization

- Scientific visualization is: “The graphical representation of complex physical phenomena in order to assist scientific investigation and to make inferences that **aren't apparent in numerical form**. Typical examples include processing of satellite photographs and 3D representations of molecules and fluids to examine their dynamics”
Usability first, 2003
- Scientific Visualization (SV) is focused on visually representing physical objects and phenomena
- Information Visualization (IV) focuses on more abstract data
- IV tackles applications that deal with data (e.g., Web site accesses) which are outside the scope of SV

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Visualization in everyday life

- Table in a newspaper
- Train/subway map with arrival/departure times
- Map of a region
- Weather chart
- Stock market graph
- Your product vs leading brand comparison plot
- 3D reconstruction of a body part generated from a CT scan
- Instruction manual
- Highway signs

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Domains

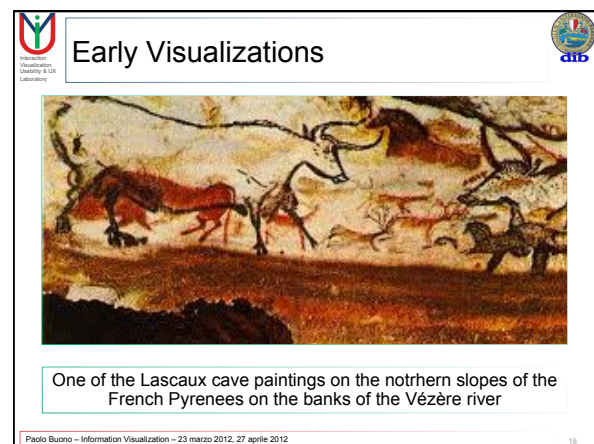
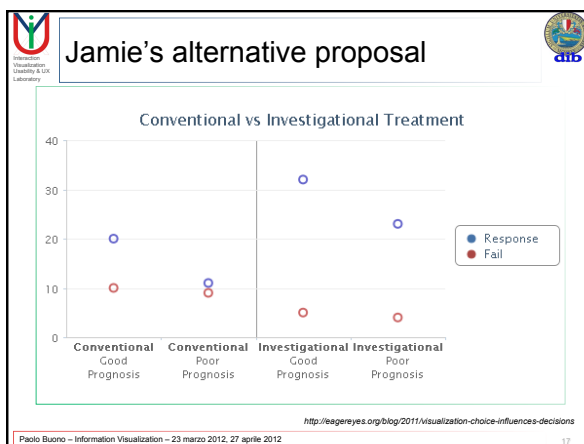
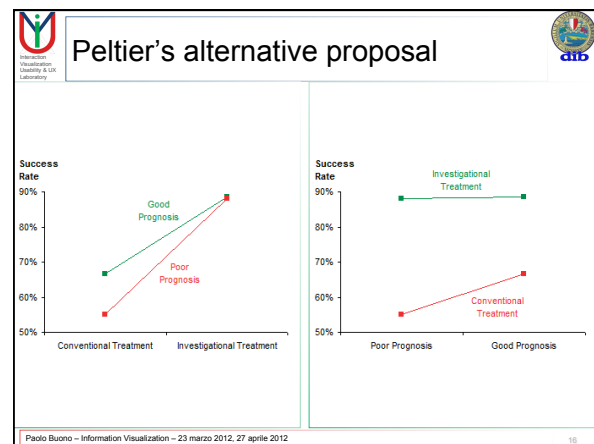
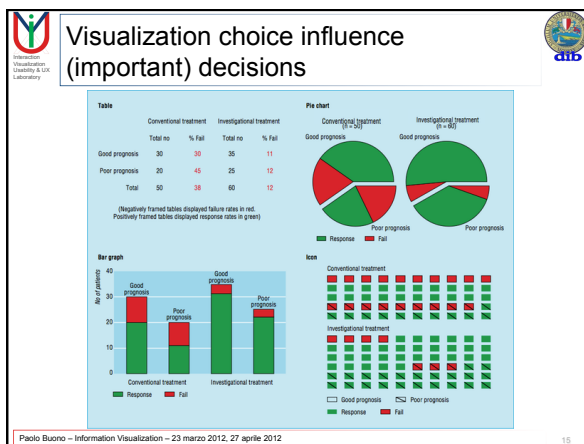
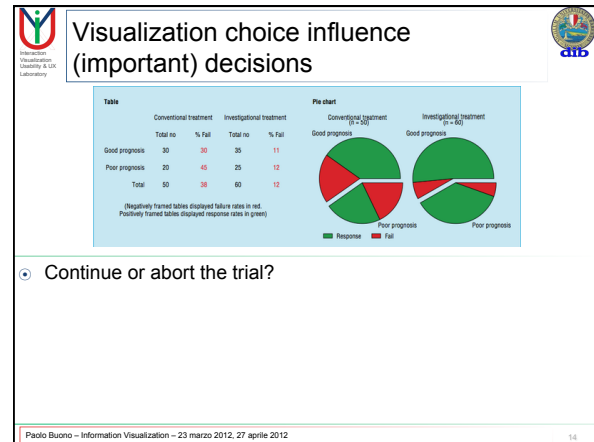
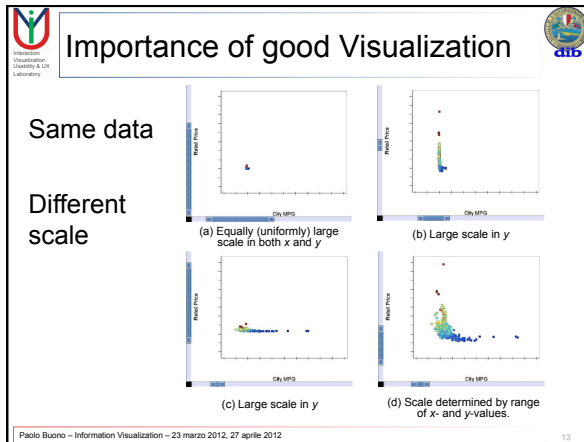
- Finance
- Engineering
- Medicine
- Physics
- Statistics
- Data analysis
- Simulation
- Marketing / advertisement
- ...

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Importance of Visualization

- Billions of potential users
- Huge amounts of existing information
 - Information overload
 - Difficult to make sense
- New visual computing, display technologies, and visualization methods make it possible to represent information effectively

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Early Visualizations



One of the 12 pages of the Peutinger Map set, showing the roads of the Roman Empire

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Early Visualizations



- The famous Hereford map, the largest surviving map of the Middle Ages (1280s)

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Early Visualizations



- A section of John Snow's map of the deaths from cholera in London in 1854
- Each bar within the houses represents one deceased individual

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Early Visualizations

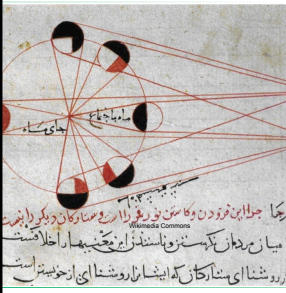


- Overview map of the deaths from Cholera in London in 1854
- Note the concentration around the Broad Street Water Pump
- Note as well the outliers

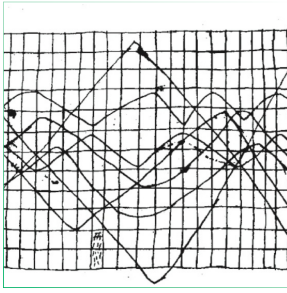
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Early Visualizations (Biruni circa 1030)

Shows planetary motion

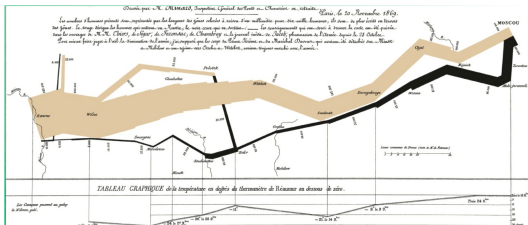


Phases of the moon in orbit



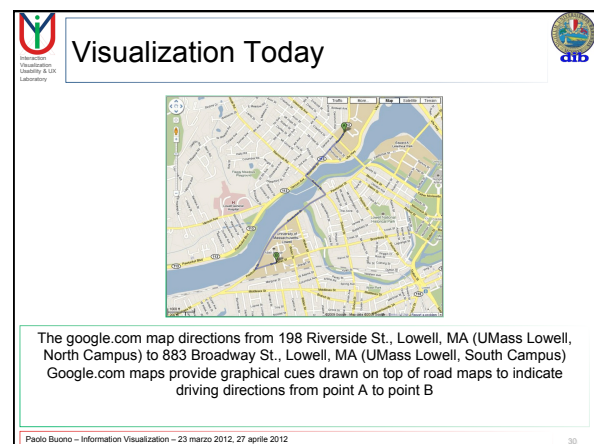
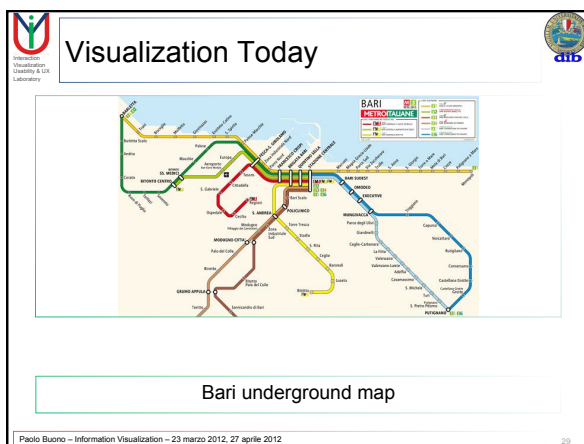
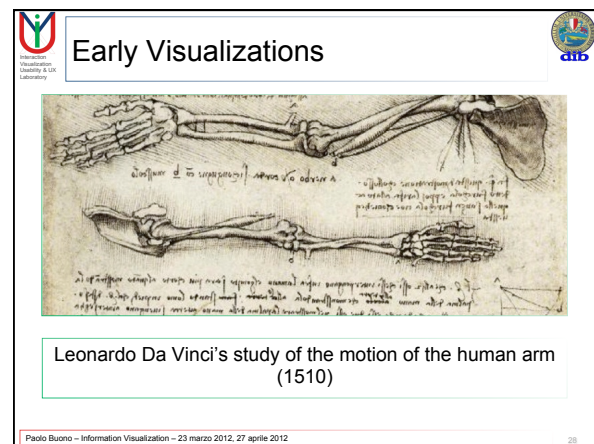
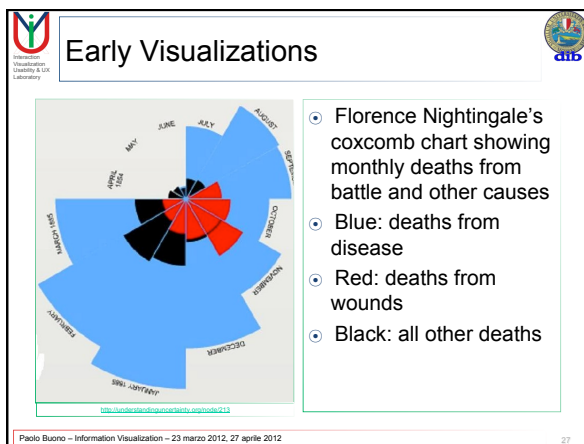
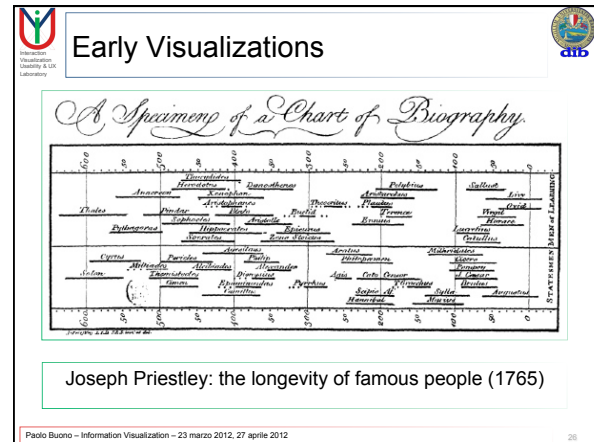
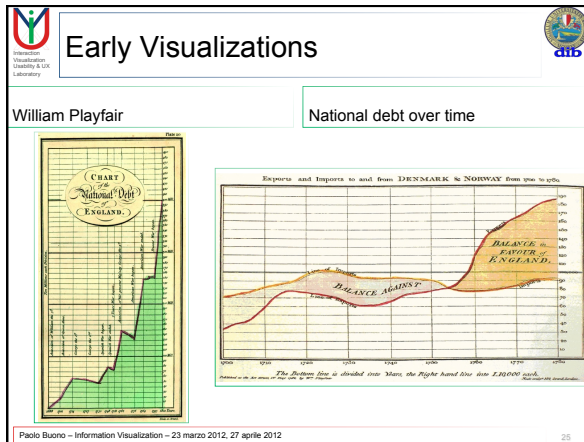
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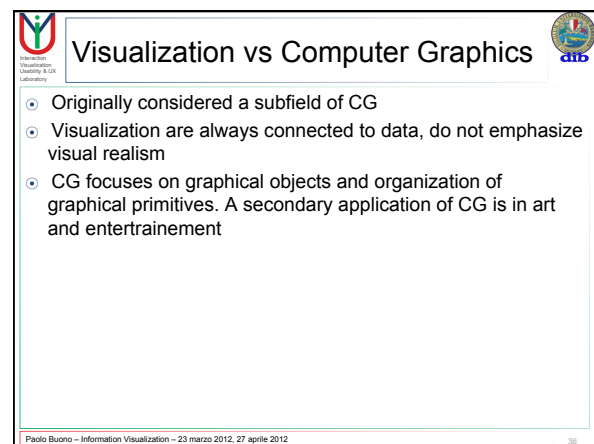
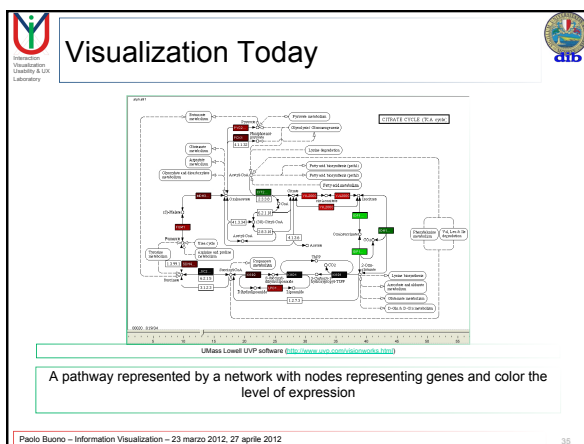
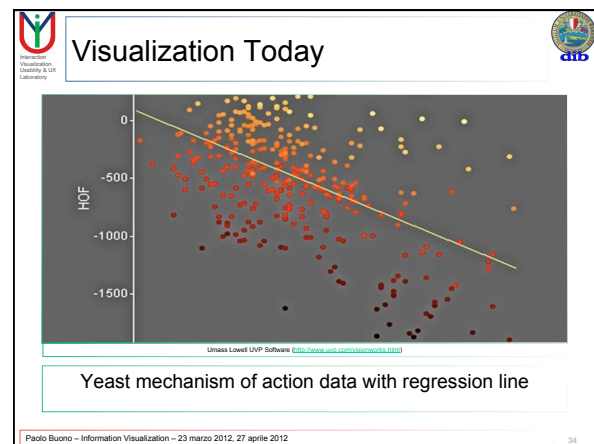
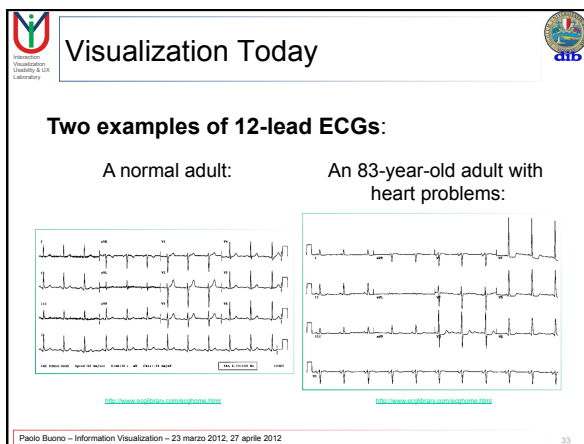
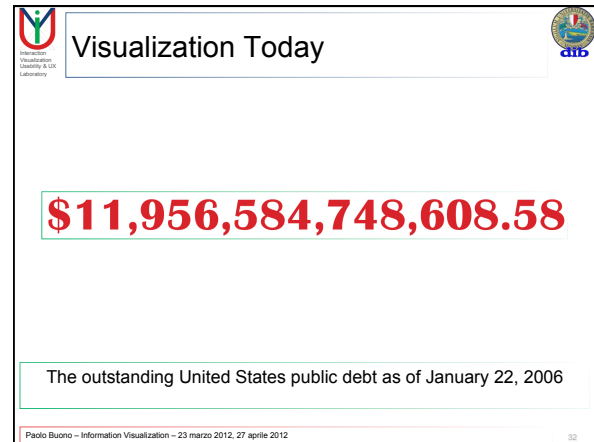
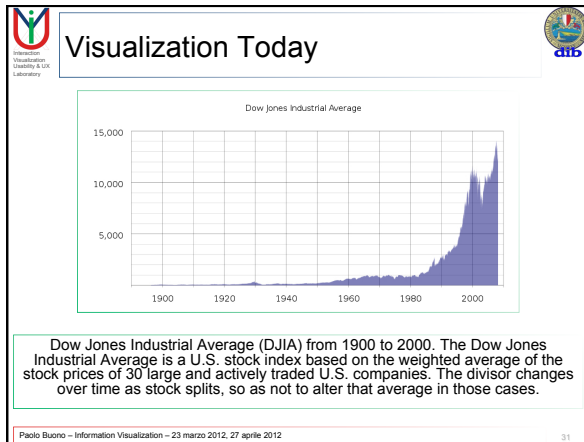
Early Visualizations: Minard's map



Width: size of the army at that location
Color: direction of movement
Temperature: along the retreat at the bottom

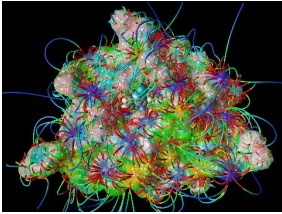
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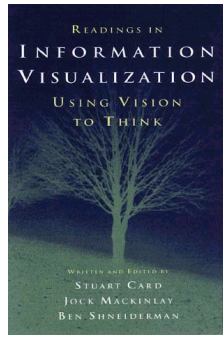
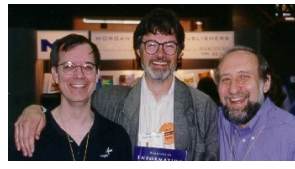
Scientific Data Visualization vs Information Visualization

- Still in early 2000 SciVis and InfoVis were differentiated
- Both provide representations of data
- Dataset are often different



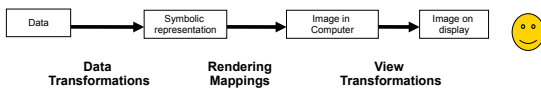
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Information Visualization: Using Vision to Think

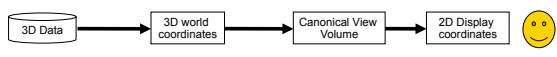

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Visualization process



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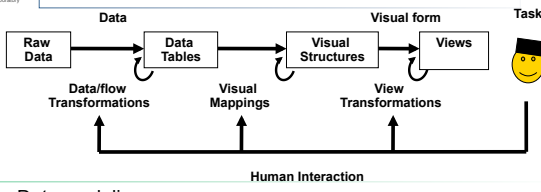
Graphics pipeline



- Modeling (polygons)
- Viewing (cameras)
- Clipping (bounds)
- Hidden surface removal
- Projections (onto the two-dimensional plane)
- Rendering

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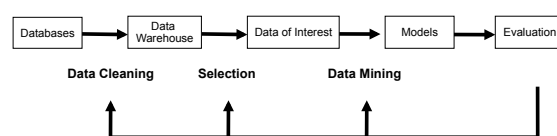
Visualization pipeline



- Data modeling
- Data selection
- Data to visual mappings
- Scene parameter settings (view transformations)

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Knowledge Discovery Pipeline



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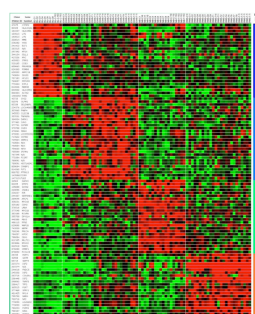
The role of the User

Can be involved in most stages of visualization pipeline

- Exploration
- Confirmation
- Presentation (primary)

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Exploratory visualization



- microarray gene expression experiment analysis

J. Zhou, G. Christensen, and K. Marx: "A New Gene Selection Method for Visual Analysis". Scientific Report No. 015, University of Massachusetts Lowell, 2007

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Find what you need Understand what you Find



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Simple visualization: Scatterplot

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The scatterplot

```
Scatterplot(xDim,yDim,cDim,rDim,rMin,rMax)
for each record i 'for each record
do x <- Normalize(i,xDim) 'derive location
y <- Normalize(i,yDim)
r <- Normalize(i,rDim,rMin,rMax) 'radius
MapColor(i,cDim) 'and color then
Circle(x,y,r) 'draw the record as circle
```

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The Scatterplot

Vehicle Name	Sedan	Sports	SUV	Wagon	Minivan	Pickup	AWD	RWD	Price
Acura 3.5 RL 4dr	1	0	0	0	0	0	0	0	43755
Acura MDX	0	0	1	0	0	0	1	0	36945
Suzuki XL-7 EX	0	0	1	0	0	0	0	0	23699

A simple partial table of the car and truck data. Note that you can think of this as a row-based table (cars and trucks) or a column-based table (car attributes)

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The Scatterplot

South Korea Compact car Sports															
Vehicle Name	Doors	Cat	Do	Wgnr	Wgnr Price	MPG	MPG 90	Price	Eng	Eng Size	Cty	Wgt	MPG	Wgt	Wheel
Toyota Altise 1995-96	1	0	0	0	0	0	0	27750	2400	4	6	465	18	412	11.0 180 74
Toyota Altise 1.4i 4dr	1	0	0	0	0	0	0	30000	2000	3	6	270	21	291	107 107 72
Toyota Altise 1.6i 4dr	1	0	0	0	0	0	0	30000	2771	3	6	270	21	291	107 107 72
Toyota Camry 1995-96	1	0	0	0	0	0	0	22995	2771	3	6	270	21	291	107 107 72
Toyota Camry 1.6i 4dr	1	0	0	0	0	0	0	21865	1989	3	6	230	20	230	108 107 71
Toyota Camry 1.8i 4dr	1	0	0	0	0	0	0	21712	2025	3	6	230	20	230	108 107 71
Toyota Camry Sedan 1.6i V-6	1	0	0	0	0	0	0	21865	1989	3	6	230	20	230	107 107 72
Toyota Camry Sedan 1.8i V-6	1	0	0	0	0	0	0	21865	2068	3	6	230	20	230	107 107 72
Toyota Camry 2.0i 4dr	1	0	0	0	0	0	0	29000	2735	3	6	270	21	292	107 107 71
Toyota Celica 1975-78	1	0	0	0	0	0	0	22995	2000	3	6	270	21	291	111 111 88
Toyota Celica 2.0i 4dr	1	0	0	0	0	0	0	14895	1989	4	1	130	12	12	102 102 67
Toyota Celica 2.6i 4dr	1	0	0	0	0	0	0	16295	1989	1	4	130	12	12	102 102 67
Toyota Celica 4dr	1	0	0	0	0	0	0	11980	1395	1	4	130	12	12	103 103 65
Toyota Celica 4dr 4-wheel	1	0	0	0	0	0	0	11441	1395	1	4	130	12	12	103 103 65
Toyota Corolla 1995-96	1	0	0	0	0	0	0	11290	1642	1	4	130	12	12	99 99 65
Toyota Corolla 4dr	1	0	0	0	0	0	0	14052	2445	1	4	130	12	12	102 102 67
Toyota Corolla 4dr	1	0	0	0	0	0	0	14136	4796	4	7	125	13	13	102 102 70
Toyota Corolla 4dr	1	0	0	0	0	0	0	16652	4156	1	4	130	12	12	107 107 71
Toyota MR2 Sport convertible 20	0	1	0	0	0	0	0	20130	2070	1	4	130	12	12	99 99 67
Toyota Prius (all generations)	0	1	0	0	0	0	0	24000	3000	4	1	130	12	12	108 108 68
Toyota Prius	0	1	0	0	0	0	0	23295	3603	2	4	140	11	11	107 107 68
Toyota Sienna 1995-96	0	1	0	0	0	0	0	24655	3127	2	4	140	11	11	107 107 68
Toyota Sienna 2.0i 4dr	0	1	0	0	0	0	0	24655	3127	2	4	140	11	11	107 107 68
Toyota Sienna 3.0i Limited	0	1	0	0	0	0	0	28800	3606	3	6	180	13	13	109 109 70
Toyota Tacoma	0	1	0	0	0	0	0	14975	2445	4	1	130	12	12	102 102 67
Toyota Tacoma Access Cab V6 2505	0	1	0	0	0	1	1	15695	2850	3	4	180	14	14	108 108 70
Toyota Tacoma Access Cab V6	0	1	0	0	0	0	0	14665	4478	3	4	180	14	14	108 108 70

Toyota vehicle table. All variables are shown.
Notice that there are a few missing values

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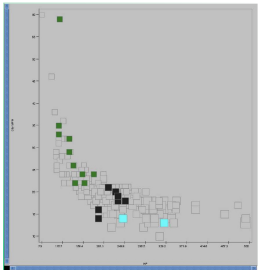


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The Scatterplot



A scatterplot showing the relationship between city miles per gallon (MPG) on the x-axis and horsepower (HP) on the y-axis for Toyota vehicles. The x-axis ranges from 10 to 40, and the y-axis ranges from 0 to 150. Data points are represented by squares of various colors and sizes, indicating different vehicle classes. The plot shows a general negative correlation, with higher horsepower vehicles typically having lower city MPG. The colors represent different vehicle classes, and the sizes of the squares also vary, suggesting a third variable is encoded in the data.

- A scatterplot of horsepower versus city MPG for Toyota vehicles
- The vehicle class is mapped to color

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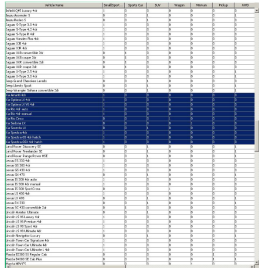


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The Scatterplot



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Model	Year	Price	MPG	Weight	Length	Width	Height	Wheelbase	Engine	Transmission	Drive	Doors	Seating	Options	Color	Condition	Location	Notes
2007 Toyota Camry	2007	12000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	11000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	10000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	9000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	8000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	7000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	6000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	5000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	4000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	3000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	2000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	1000	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	500	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	
2007 Toyota Camry	2007	0	24	3500	185	70	58	104	2.4	Automatic	FWD	4	5	None	White	Good	Turin	

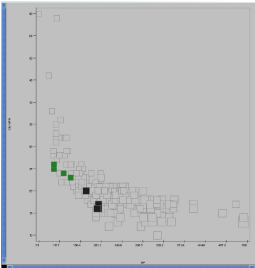


Table and scatterplot of the Kia vehicles.

Note that here, too, a linear relationship holds



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The Scatterplot



Model	Year	Price	MPG	Weight	Length	Width	Height	Wheelbase	Engine	Displacement	Horsepower	City	Highway	Combined
Acura Integra	1990	16000	24	2600	170	68	54	101	1.8	1.8	130	24	33	27
Audi 5000	1989	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1990	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1991	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1992	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1993	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1994	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1995	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1996	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1997	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1998	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	1999	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2000	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2001	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2002	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2003	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2004	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2005	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2006	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2007	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2008	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2009	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2010	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2011	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2012	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2013	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2014	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2015	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2016	16000	24	3000	180	70	56	108	2.0	2.0	150	24	33	28
Audi 5000	2017	16000	24	3000	180	70	56							

The Scatterplot

A scatterplot showing the relationship between vehicle weight (x-axis) and horsepower (y-axis). The x-axis ranges from 1000 to 5000 lbs, and the y-axis ranges from 0 to 180 hp. The plot shows a dense cluster of points with a clear negative correlation, indicating that heavier vehicles generally have lower horsepower. The data points are colored in a gradient from dark green to red, with lighter colors representing higher horsepower values. A few outliers are visible at the top left and bottom right of the main cluster.

- Scatterplot of all vehicles
- There is lots to explore here

Pierluigi Ruffino - Information Visualization - 23 marzo 2012, 27 aprile 2012

63



UNIVERSITA'
DELLA MILANO-BICOCCA
Visualisation
Learning & UX
Laboratory



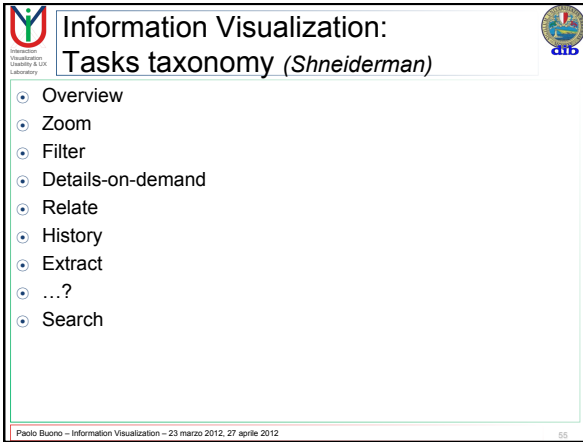
UNIVERSITA'
DELLA BOLOGNA

Information Visualization:

Data type taxonomy (*Shneiderman*)

- 1-D Linear
- 2-D (Map)
- 3-D (World)
- Multi-Dimensional
- Temporal
- Tree
- Network

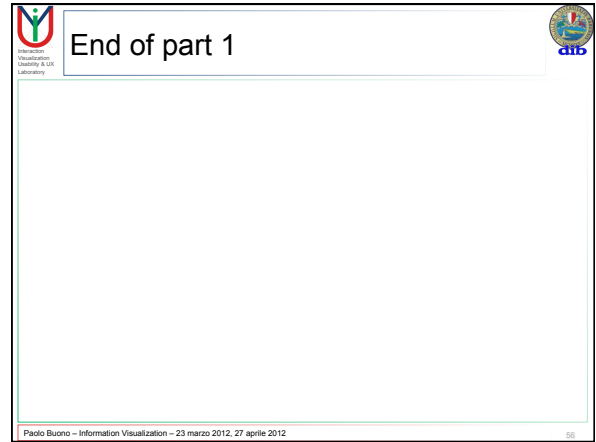
Pierlo Buretti – Information Visualization – 23 marzo 2012, 27 aprile 2012



**Information Visualization:
Tasks taxonomy (*Shneiderman*)**

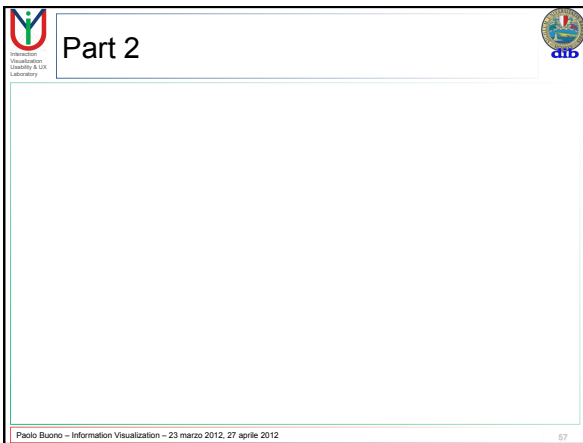
- Overview
- Zoom
- Filter
- Details-on-demand
- Relate
- History
- Extract
- ...?
- Search

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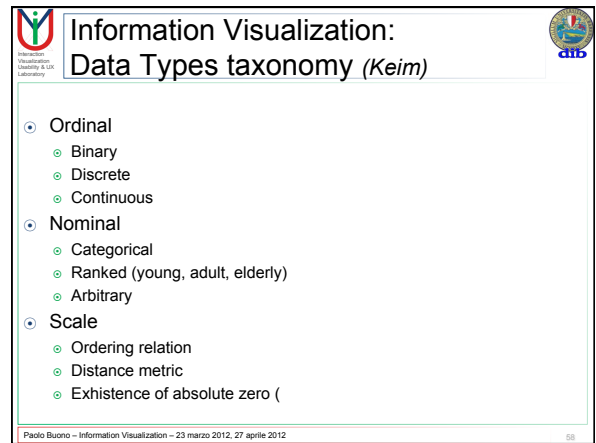
End of part 1

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Part 2

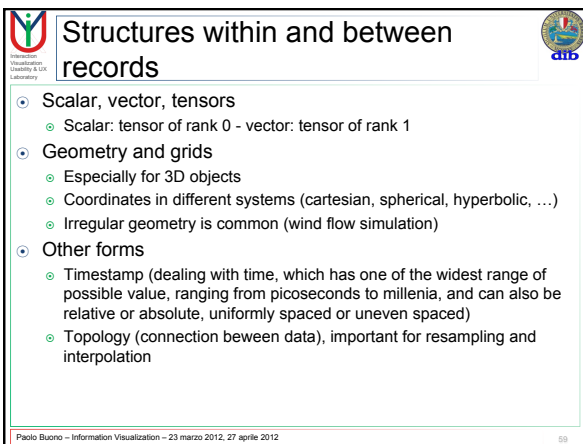
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**Information Visualization:
Data Types taxonomy (*Keim*)**

- Ordinal
 - Binary
 - Discrete
 - Continuous
- Nominal
 - Categorical
 - Ranked (young, adult, elderly)
 - Arbitrary
- Scale
 - Ordering relation
 - Distance metric
 - Existence of absolute zero (

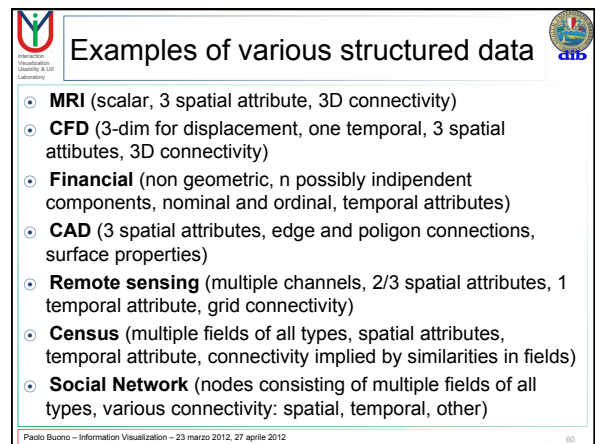
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**Structures within and between
records**

- Scalar, vector, tensors
 - Scalar: tensor of rank 0 - vector: tensor of rank 1
- Geometry and grids
 - Especially for 3D objects
 - Coordinates in different systems (cartesian, spherical, hyperbolic, ...)
 - Irregular geometry is common (wind flow simulation)
- Other forms
 - Timestamp (dealing with time, which has one of the widest range of possible value, ranging from picoseconds to millenia, and can also be relative or absolute, uniformly spaced or uneven spaced)
 - Topology (connection between data), important for resampling and interpolation

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Examples of various structured data

- **MRI** (scalar, 3 spatial attribute, 3D connectivity)
- **CFD** (3-dim for displacement, one temporal, 3 spatial attributes, 3D connectivity)
- **Financial** (non geometric, n possibly independent components, nominal and ordinal, temporal attributes)
- **CAD** (3 spatial attributes, edge and polygon connections, surface properties)
- **Remote sensing** (multiple channels, 2/3 spatial attributes, 1 temporal attribute, grid connectivity)
- **Census** (multiple fields of all types, spatial attributes, temporal attribute, connectivity implied by similarities in fields)
- **Social Network** (nodes consisting of multiple fields of all types, various connectivity: spatial, temporal, other)

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Keller & Keller taxonomy

(Peter R. Keller and Mary M. Keller, *Visual Cues: Practical Data Visualization*, IEEE Computer Society Press, 1994)

Data types	Tasks
- Scalar - Nominal - Direction - Shape - Position - Spatially extended region / object	- Identify (recognize) - Locate (abs/rel) - Distinguish (#identify) - Categorize - Cluster - Rank - Compare (sims & diffs) - Associate (link) - Correlate (connection)

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Keim taxonomy

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Information Visualization: Design Guidelines (Shneiderman)

- Direct manipulation strategies
 - Visual presentation of query components
 - Visual presentation of results
 - Rapid, incremental and reversible actions
 - Selection by pointing (not typing)
 - Immediate and continuous feedback
 - Reduces errors
 - Encourages exploration

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Information Visualization: Mantra

- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- Overview, zoom & filter, details-on-demand
- ...

Shneiderman

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Strategies for Visual Information Reduction

- Difficulties to represent all information in the limited space of a display, and to navigate within the representation at different levels of detail
- Fisheye views (Furnas, 1981 & 1986)
 - "... an example of a more basic strategy for the display of large structures. This basic strategy uses a Degree of Interest (DOI) function which assigns to each point in the structure a number telling how interested the user is in seeing that point, given the current task. A display of any desired size, n , can then be made by simply showing the n most interesting points, as indicated by the DOI function."
- DOI of an object is computed with respect to a particular focus fp

$$DOI(x | fp=y) = API(x) - D(x,y)$$
 - $API(x)$ is the a priori interest of point x
 - $D(x,y)$ is the current distance between x and fp
- Applicazioni: hierachies, structured text, calendars, ...
- Focus + context (Card et al., CHI '91)
- Information Visualization Seeking Mantra (Shneiderman, 1996)
- [Want to know more? Stasko may help...](#)

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User Interface Design Goals

- Cognitively comprehensible:
Consistent, predictable & controllable
- Affectively acceptable:
Mastery, satisfaction & responsibility
- NOT: Adaptive, autonomous & anthropomorphic

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Scientific Approach (beyond user friendly)



- Specify users and tasks
- Predict and measure
 - time to learn
 - speed of performance
 - rate of human errors
 - human retention over time
- Assess subjective satisfaction (Questionnaire for User Interface Satisfaction)
- Accommodate individual differences
- Consider social, organizational & cultural context

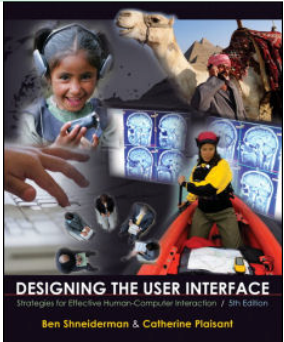
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Design Issues



- Input devices & strategies
 - Keyboards, pointing devices, voice, gestures
 - Direct manipulation
 - Menus, forms, commands
- Output devices & formats
 - Screens, windows, color, sound
 - Text, tables, graphics
 - Instructions, messages, help
- Collaboration & communities
- Manuals, tutorials, training



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Perceptual issues



Human Perception and Information Processing

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Perception?



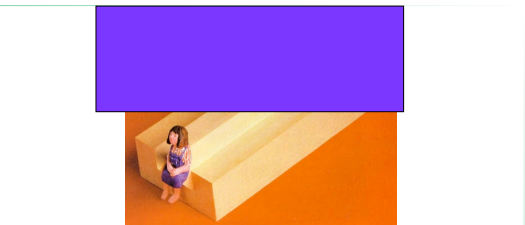
- The process by which we interpret the world around us, forming a mental representation of the environment
- Non-isomorphic representation since the brain have to overcome inherent ambiguity in all sensory data
- Visual representation can be misinterpreted

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Two seated figures





N. Yoshigahara

Two seated figures, making sense at a higher, more abstract level, but still disturbing
On closer inspection, these seats are not realizable

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Two seated figures





N. Yoshigahara

Two seated figures, making sense at a higher, more abstract level, but still disturbing
On closer inspection, these seats are not realizable

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Two seated figures

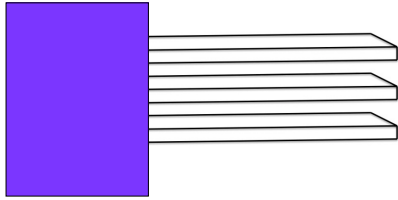


N. Yoniss/Getback

Two seated figures, making sense at a higher, more abstract level, but still disturbing
On closer inspection, these seats are not realizable

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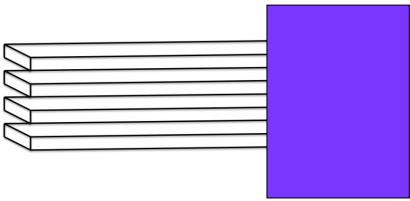
Four $\neq$ three



This object would have a problem being built (there are four boards on the left and three on the right)

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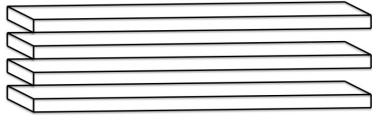
Four $\neq$ three



This object would have a problem being built (there are four boards on the left and three on the right)

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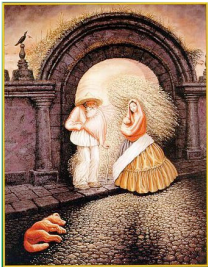
Four $\neq$ three



This object would have a problem being built (there are four boards on the left and three on the right)

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Two people making a face



A more complex illusion:
There are two people drawn as part of the face

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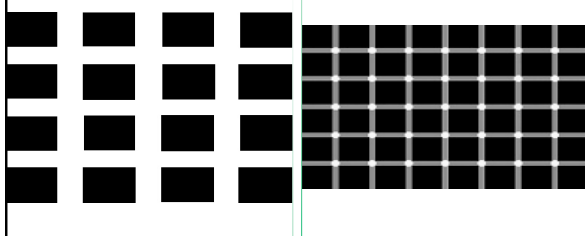
Two people making a face



A more complex illusion:
There are two people drawn as part of the face

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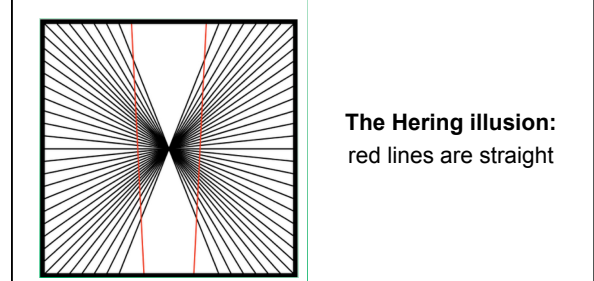
Grid illusion



The Hermann grid illusion: (left) illusionary black squares appear over the complete image as you gaze at it; (right) similar to (left) but even more dynamic and engaging

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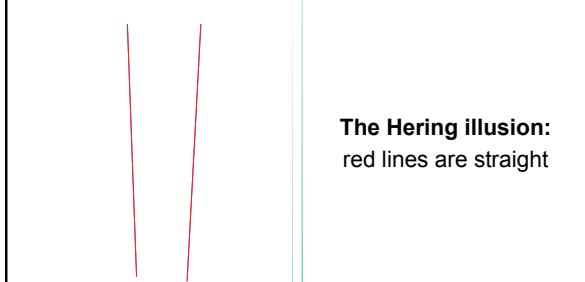
Classic straight lines example



The Hering illusion:
red lines are straight

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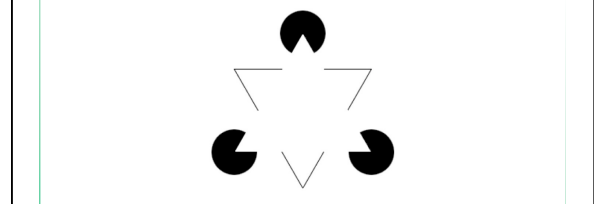
No trick, lines are straight



The Hering illusion:
red lines are straight

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The Kanizsa illusion

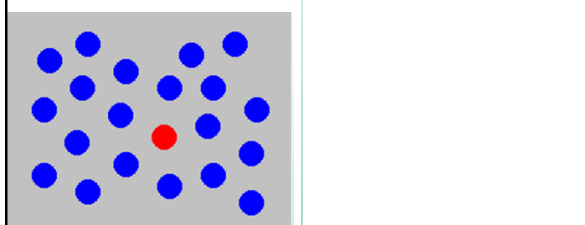


A triangle seems to pop out of the image even though no such triangle is drawn

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Preattention

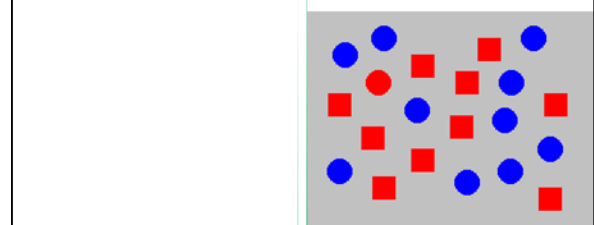
Works



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Preattention

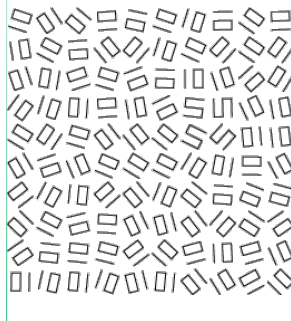
Do not works



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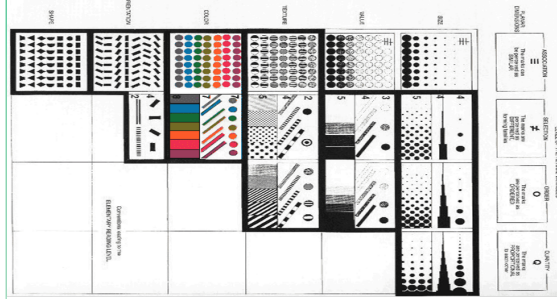
Attention processing

- Preattentive
- Attentive
- Postattentive



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Different encoding and performance



J. Bertin

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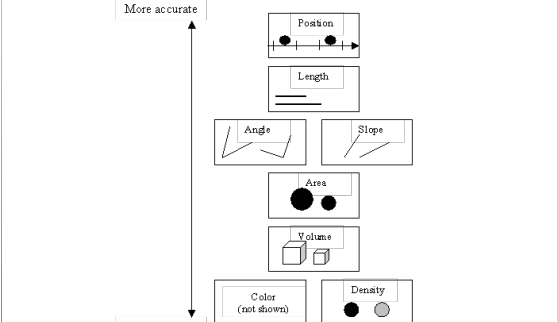
Ordering by task

Quantitative	Ordinal	Nominal
Position	Position	Position
Length	Density	Color Hue
Angle	Color Saturation	Texture
Slope	Color Hue	Connection
Area	Texture	Containment
Volume	Connection	Density
Density	Containment	Color Saturation
Color Saturation	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area	Slope
Containment	Volume	Area
Shape	Shape	Volume

J. Mackinlay

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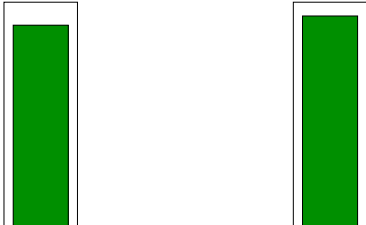
Accuracy



J. Mackinlay

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Relative judgment

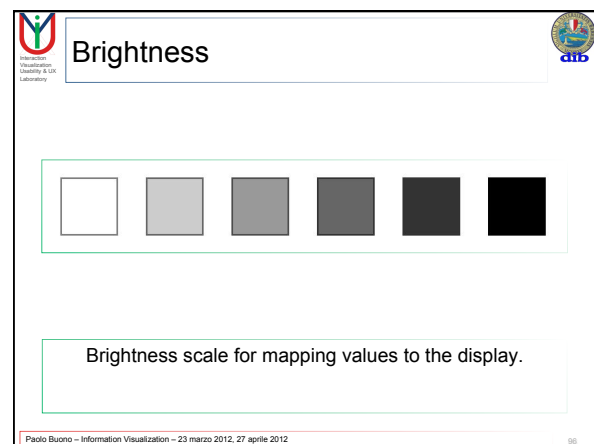
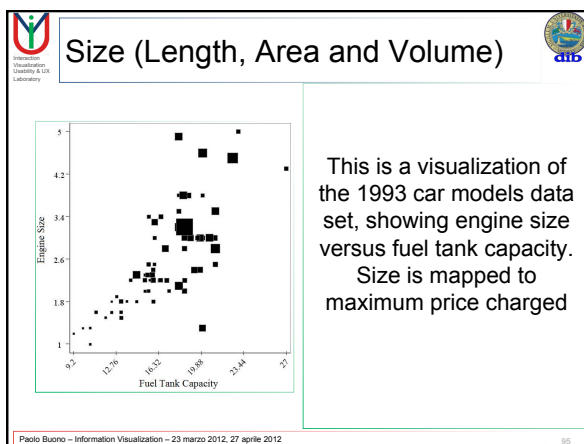
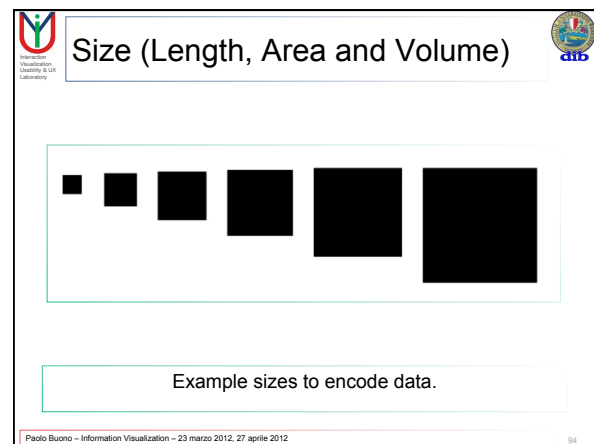
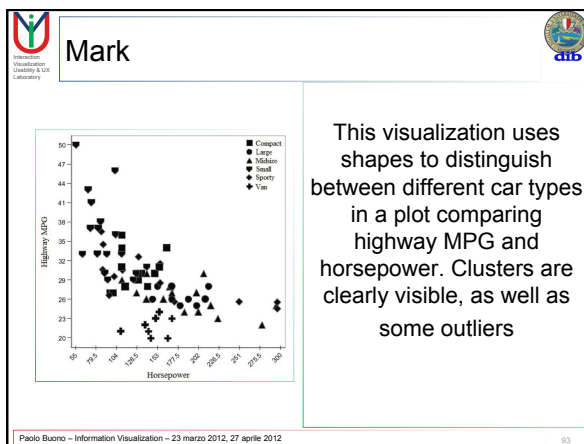
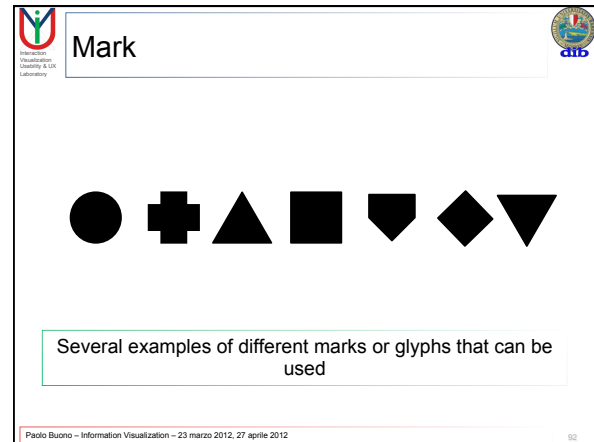
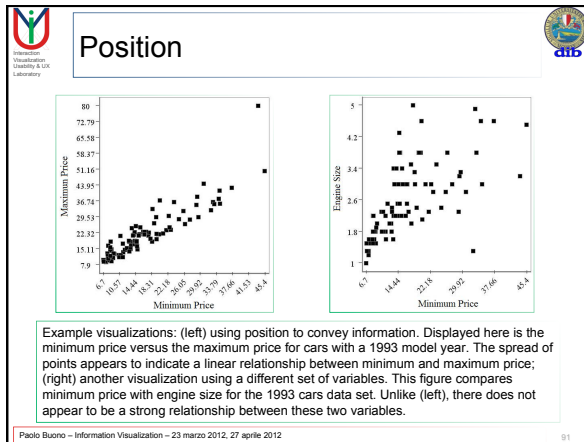


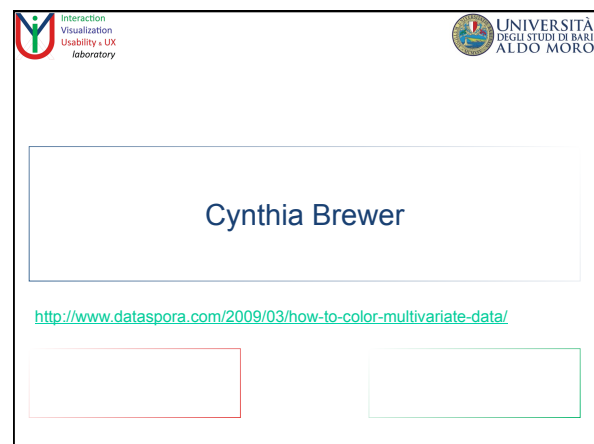
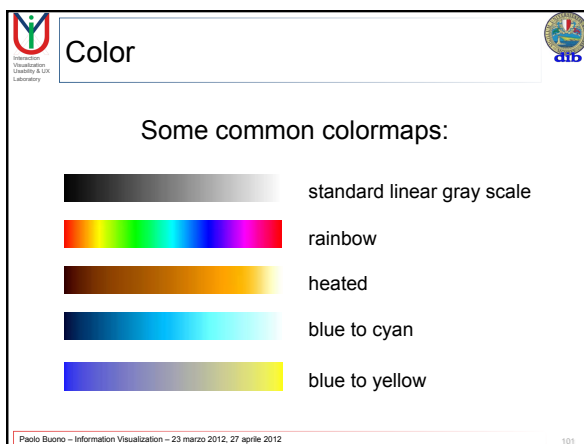
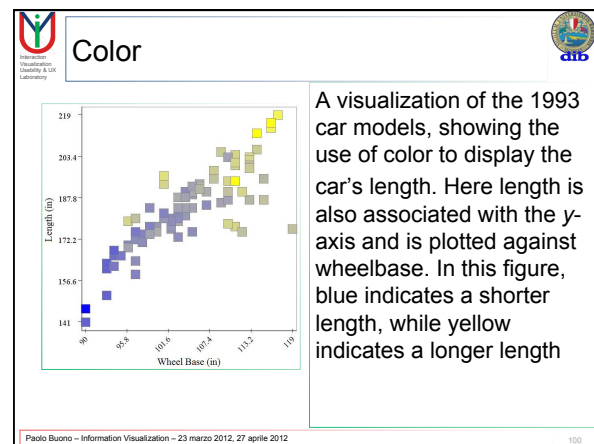
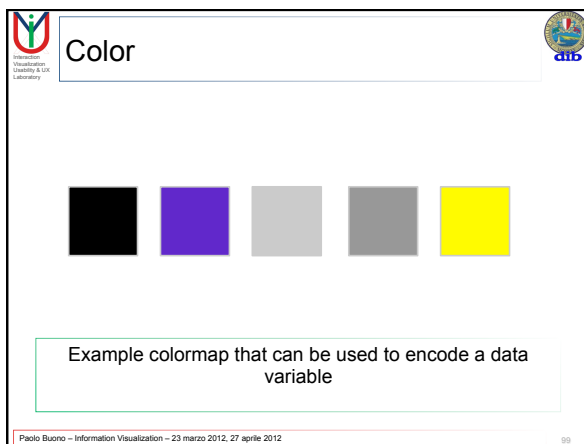
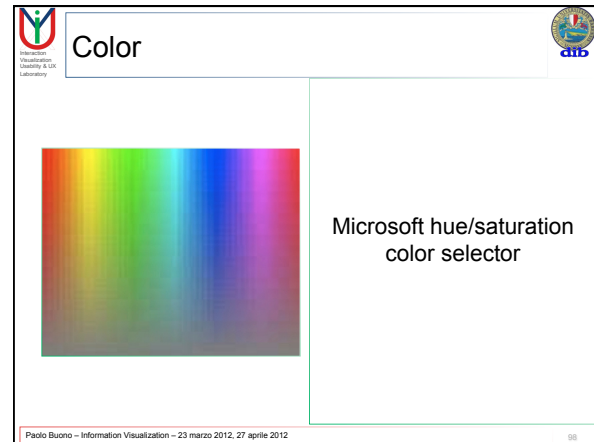
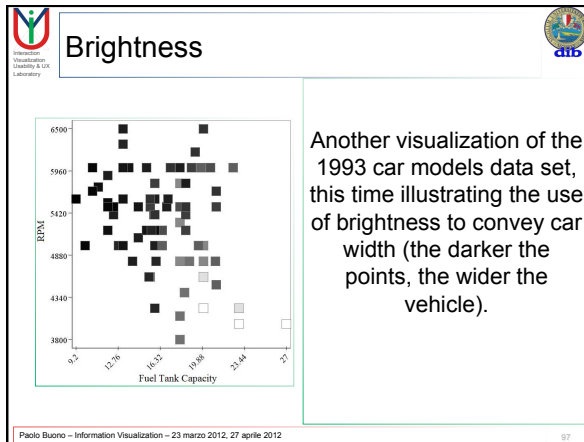
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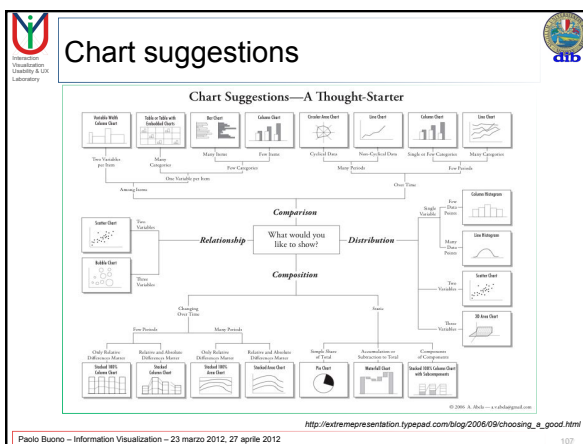
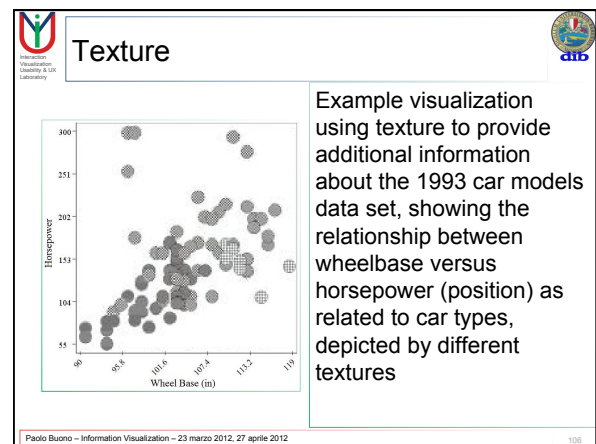
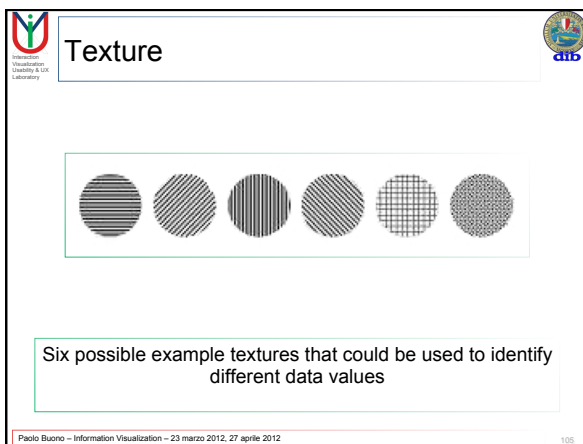
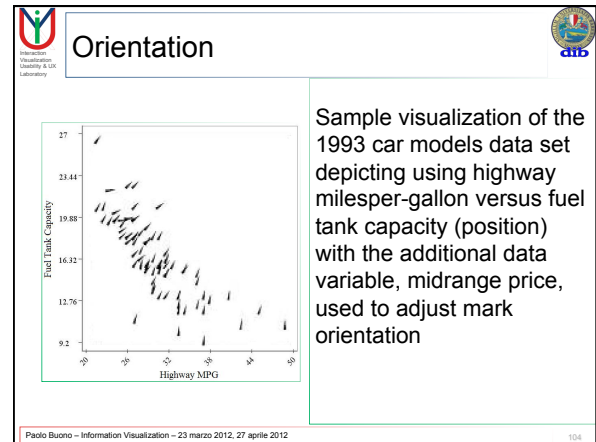
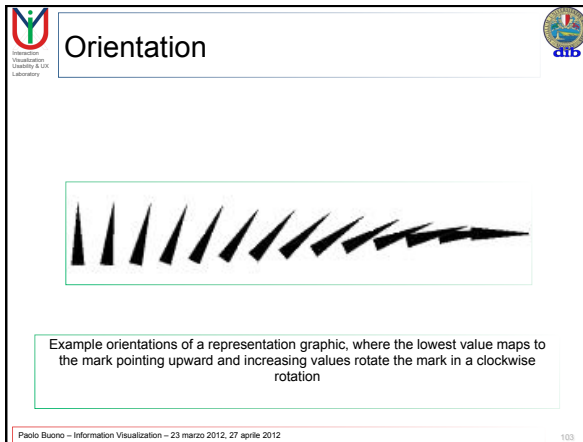
The eight visual variables

- Position
- Mark
- Size
- Brightness
- Color
- Orientation
- Texture
- Motion

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Links

- 7 classic Vis Papers:
<http://felliinlovewithdata.com/guides/7-classic-foundational-vis-papers>
- 6 niches visualization blogs:
<http://eagereyes.org/blog/2011/six-niche-visualization-blogs>

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Tools

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Visible Human Explorer (NLM)

- Doctors
- Surgeons
- Researchers
- Students

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NASA Environmental Data

- Scientists
- Farmers
- Land planners
- Students

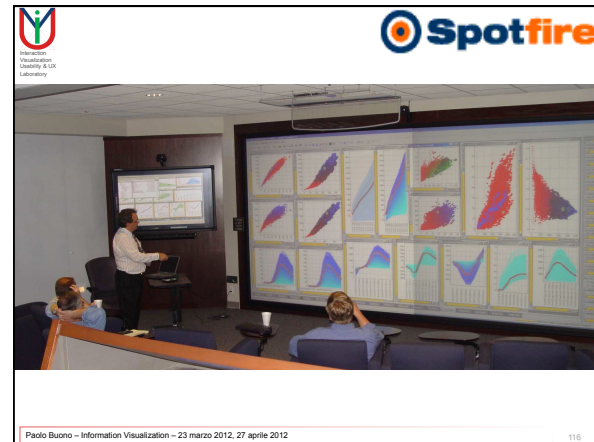
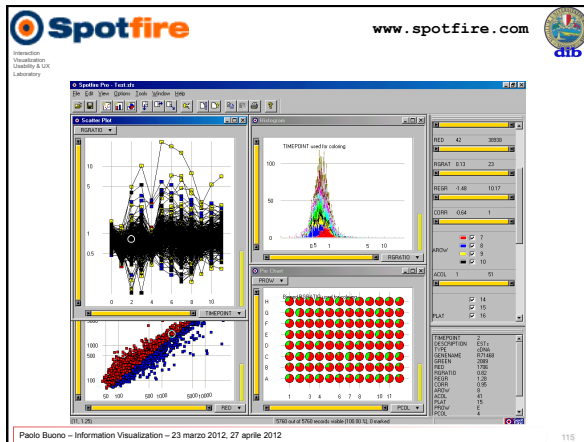
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Dynamic Queries: HomeFinder

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Starfield display: FilmFinder

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Fisheye Views & Zooming User Interfaces

- Distortion to magnify areas of interest
- User-control, zoom factors of 3-5
- Multi-scale spaces
- Zoom in/out & Pan left/right
- Smooth zooming
- Semantic zooming
- Overviews + details-on-demand

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Zooming Presentations & Fisheye Menus

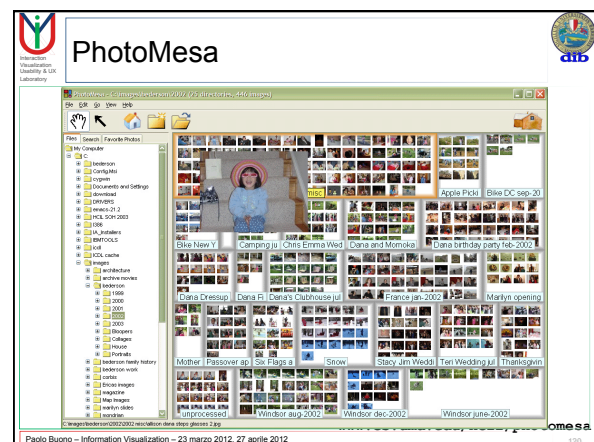
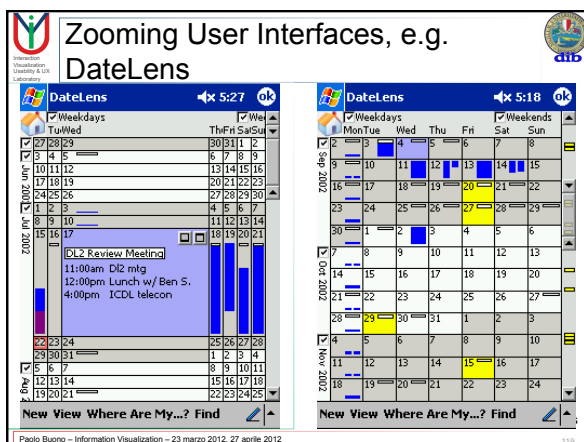
Zoomable User Interfaces (ZUIs) & Single Display Groupware (SDG)

Ben Bederson
Human-Computer Interaction Lab
University of Maryland

Introduction ZUIs SDG Conclusion

Issues Architecture Issues Architecture

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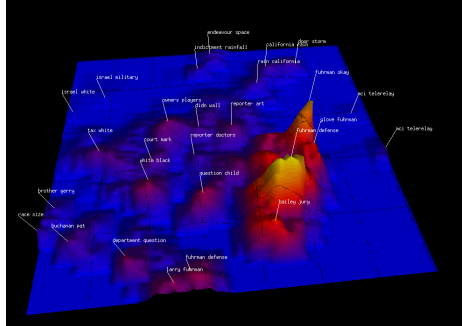
Feature Detection in High-Dimensional Spaces

- Correlations - Trends - Patterns
- Clusters
- Outliers
- Gaps

- Multiple View Coordination
- Rank-by-Feature
- Knowledge Integration

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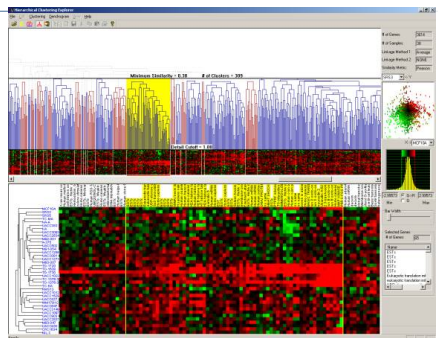
Themescape



Wise et al., 1995 - see also www.omniviz.com

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Hierarchical Clustering Explorer



www.cs.umd.edu/hc11/hce

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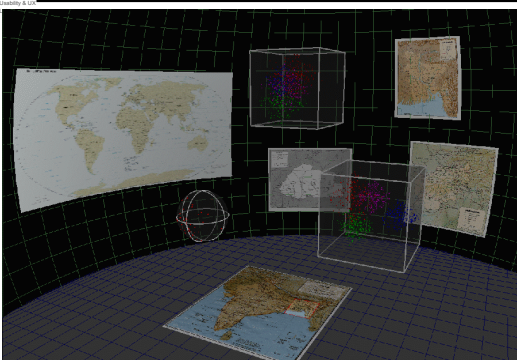
Spectrum of 3-D Visualizations

- Immersive Virtual Environment with head-mounted stereo display and head tracking
- Desktop 3-D for 3-D worlds
 - medical, architectural, scientific visualizations
- Desktop 3-D for artificial worlds
 - Bookhouse, file-cabinets, shopping malls
- Desktop 3-D for information visualization
 - cone/cam trees, perspective wall, web-book
 - SGL directories, Visible Decisions, Media Lab landscapes
 - XGobi scatterplots, Themescape, Visage
- Chartjunk 3-D: barcharts, piecharts, histograms

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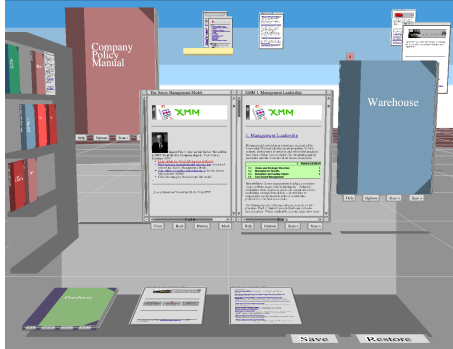
Starlight

Battelle - Pacific Northwest National Lab



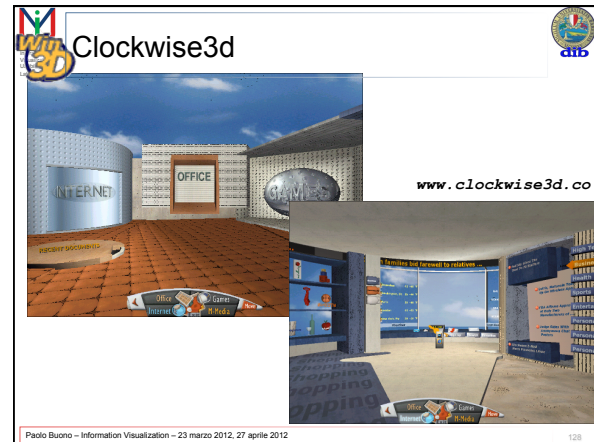
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WebBook-WebForager



Card, Robertson, George and York, CHI 96

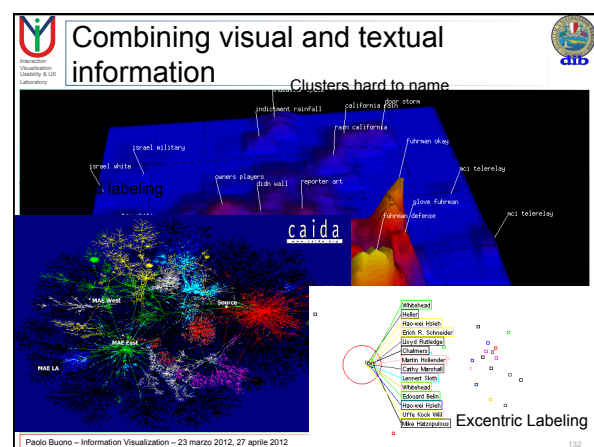
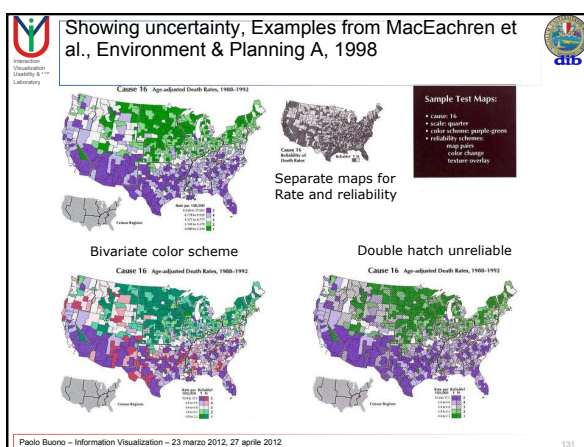
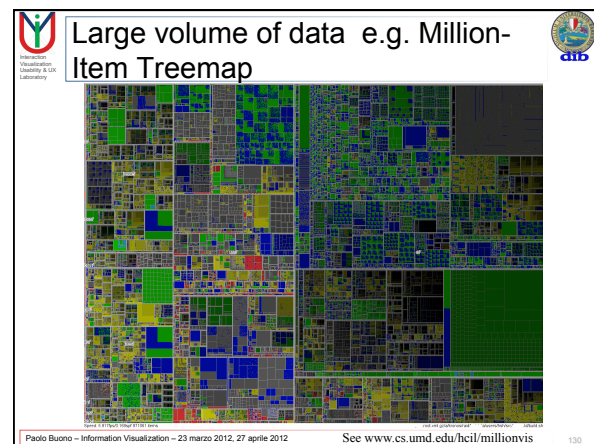
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Challenges

- Dealing with large volume of data
 - Also problem of missing data, uncertainty, data provenance
- Combining visual with textual representations
- Collaborative exploration
 - Environments for publishing results, sharing knowledge
 - Large shared displays
- Integrating with data mining
- Specialized toolkits and development tools
- Addressing Universal Usability
- Evaluation

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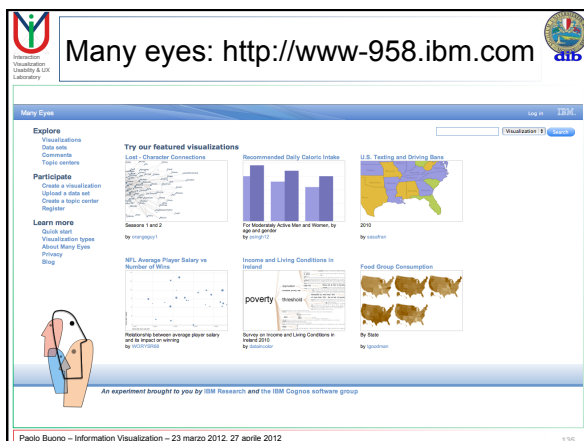




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Toolkits - d3.js

Overview Examples Documentation Source

d3.js

Data-Driven Documents

D3.js is a small, free JavaScript library for manipulating documents based on data.

The collage shows a variety of data visualizations created using D3.js, including a map of the United States, a bar chart, a network graph, a line chart, a pie chart, and a scatter plot. The visualizations are arranged in a grid-like fashion, with some larger than others. The background is a light gray color.

D3 allows you to bind arbitrary data to a Document Object Model (DOM), and then apply data-driven transformations to the document. As a trivial example, you can use D3 to generate a basic HTML table from an array of numbers. Or, use the same data to create an interactive SVG bar chart with smooth transitions and interaction.

D3 is not a traditional visualization framework. Rather than provide a monolithic system with all the features anyone may ever need, D3 solves only the crux of the problem: efficient manipulation of documents based on data. This gives D3 extraordinary flexibility, exposing the full capabilities of underlying technologies such as CSS3, HTML5, and SVG. It avoids learning a new intermediate proprietary representation. With minimal overhead, D3 is extremely fast, supporting large datasets and dynamic behaviors for interaction and animation. And, for those concerned about D3's functional style, it allows code reuse through a diverse collection of optional modules.

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Toolkits – gRaphaël



gRaphaël—JavaScript Library

What is it?
gRaphaël's goal is to help you create stunning charts on your website. It is based on Raphaël graphics library. Check out the demos to see static and interactive charts in action.
gRaphaël currently supports Firefox 3.0+, Safari 3.0+, Opera 9.5+ and Internet Explorer 6.0+.

How to use it?
Download and include `raphael.js`, `g-raphael.js` and any (or all) of `g-line.js`, `g-bar.js`, `g-dot.js` and `g-pie.js` into your HTML page, then use it as simple as:

```
// Creates canvas 640 x 480 at 10, 50
var r = Raphael(10, 50, 640, 480);
// Creates a pie chart in the center of the canvas
// radius 100 and data: [55, 20, 13, 32, 5, 1, 2]
r.g.piechart(100, 240, 100, [55, 20, 13, 32, 5, 1, 2]);
```

Download v. 0.5.0
g-raphael.js (10 KB)
g-dot.js (4 KB)
g-bar.js (8 KB)
g-line.js (4 KB)
g-dot.js (2.5 KB)
Our recommendation is to GZIP it. It will help to reduce file size.

Discussion Group
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Source & Bugs

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Toolkits – OpenLayers



OpenLayers: Free Maps for the Web

Get OpenLayers Now!
• 2.11 (Stable): see [get it](#)
• 2.11 (Beta)
• 2.11 (Release Notes)
• API Documentation, User documentation
• See examples of OpenLayers Usage
• Release Examples (2.11), Development Examples
• Fork us on GitHub

About...
OpenLayers makes it easy to put a dynamic map in any web page. It can display map tiles and markers loaded from any source. OpenLayers has been developed to further the use of geographic information of all kinds. OpenLayers is completely free, Open Source JavaScript, released under the 2-clause BSD License (also known as the FreeBSD).

Supporting OpenLayers
OpenLayers is developed and supported by a number of organizations around the world. We are also looking for sponsors to help support the community. If you are in a position where you want to support the development of OpenLayers, but do not have development resources to spare, you may be interested in supporting through our sponsorship program.

For Developers!
OpenLayers is a pure JavaScript library for displaying map data in most modern web browsers, with no server-side dependencies. OpenLayers implements a JavaScript API for building rich web-based geographic applications, similar to the Google Maps and MSN Virtual Earth APIs, with one important difference – OpenLayers is Free Software, developed for and by the Open Source software community.

Getting the Code
Release are made available on the download page. The code is also available in our [Git repository](#). With a clone of the Git repository, you can keep up with the latest and contribute patches to OpenLayers.

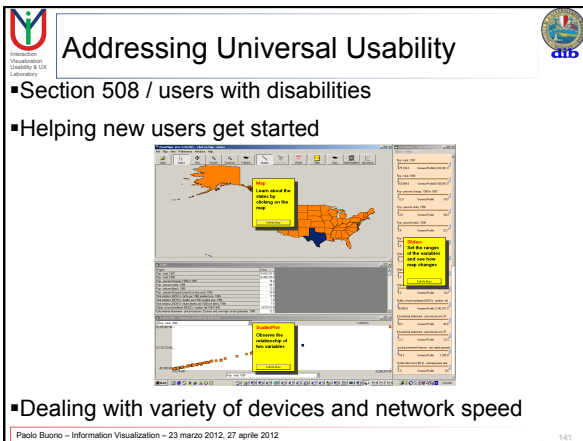
If you don't want to download the code, you can still try some of the hosted examples. If you're familiar with JavaScript, try viewing the source of the examples to get an idea how the OpenLayers library is used.

Books about OpenLayers
OpenLayers 2.10 Beginner's Guide
OpenLayers 2.10 Advanced
Available in Print and eBook formats from Packt Publishing.

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Addressing Universal Usability

- Section 508 / users with disabilities
- Helping new users get started



- Dealing with variety of devices and network speed

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AudioMap: Sonification

- Motivation:** improve vision-impaired users' access to geo-referenced statistical data
- Approach:** interactive sonification
 - Tie spatial sound to areas to create a virtual map
 - Data-to-sound mapping: Piano pitch -> value. Can be followed by short string pitch -> vertical position
 - Interactions for auditory information seeking
 - Gist (overview): spatial sweep
 - Navigation: state-by-state exploration
 - Details-on-demand: name & value spoken on request
- Pilot user study (9 sighted subjects)**
 - Users can recognize some geographical patterns
 - Users preferred spatial audio map over table

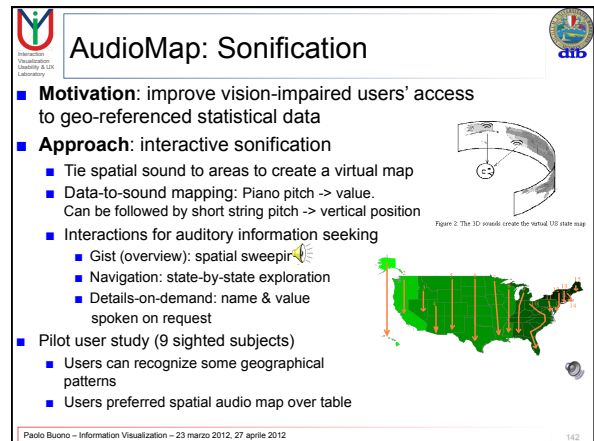


Figure 2: The 10 visually correct the national US state map

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Opportunities

- Improve traditional user testing
 - More complex tasks
 - Benchmark datasets AND tasks
 - Longitudinal studies
- Case studies and records of success stories
 - Looking at data from different perspectives, over a long time
 - Answering questions you didn't know you had
 - Discovery and the benefits of awareness

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