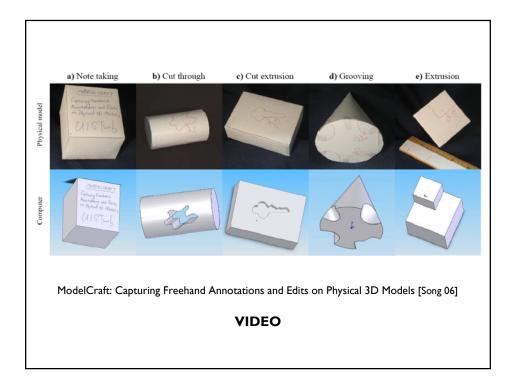
Visual Information Design

CS160: User Interfaces Maneesh Agrawala



Upcoming Schedule

Pilot User Study (due today before class)

Final Presentation and Report (due Nov 27)

- Revise interface based on pilot study
- Last chance to finish implementation
- Presentations held in my office Nov 27 and 29
 - Sign up next week
- We are planning a project fair for Dec 4

Review: 3 Principles of Design

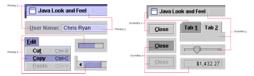
- Form follows function
- Economy of form
- Integrity of materials





Review: Color

• Use a small palette (6 color Java look and feel)



• Don't use all fully saturated colors



• Ensure good color contrast for text



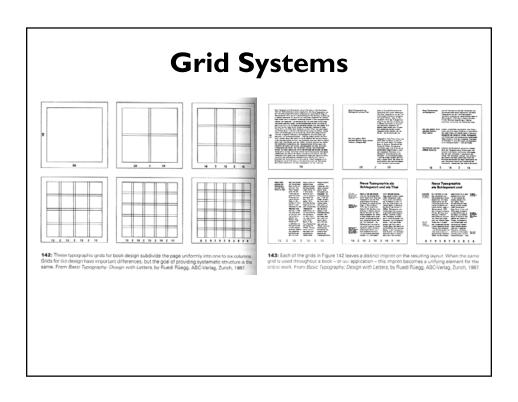
Review: Gestalt Principles

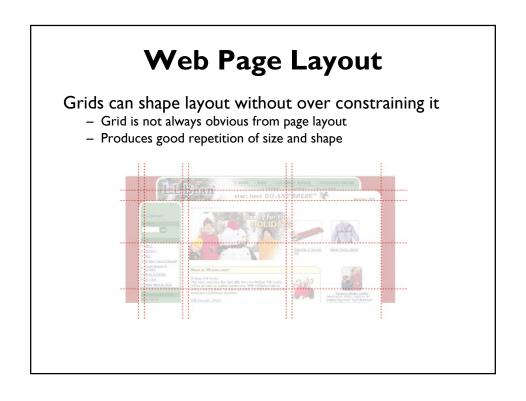
- figure/ground
- proximity
- similarity
- symmetry
- connectedness
- continuity
- closure
- common fate
- transparency

Topics

- Grid-based design
- Why do we create visualizations?
- Data and image
- Estimating magnitude
- Deconstructions

Grid-Based Design

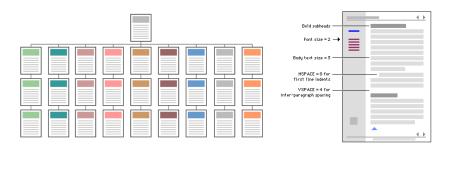




Techniques

Reinforce structure through repetition

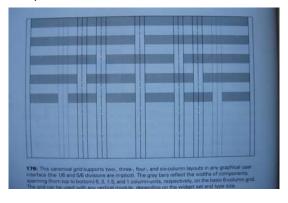
- Repeat design elements across the layout
- Stylesheets can help



Techniques

Canonical Grid

- Six-column grid with column separators and label templates
- Covers most common grid-based layouts
- Can be implemented with HTML tables



Canonical Grid







180: In this example, the full six column grid is used to lay out the left-most label column as well a five columns of controls. Note the presence of controls spanning one, two, three, and five columns Note too that elements of different widths can be placed in the same row without problems.

Why Do We Create Visualizations?

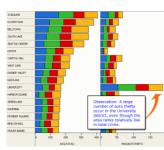
What is Visualization?

Definition [www.oed.com]

- 1. The action or fact of visualizing; the power or process of forming a mental picture or vision of something not actually present to the sight; a picture thus formed.
- 2. The action or process of rendering visible.

Examples







Why Do We Create Visualizations?

Three Primary Functions

Record information

- Photographs, blueprints, ...

Support reasoning about information (analyze)

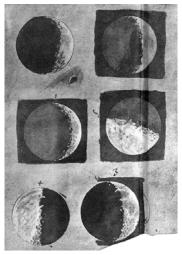
- Process and calculate
- Reason about data
- Feedback and interaction

Convey information to others (present)

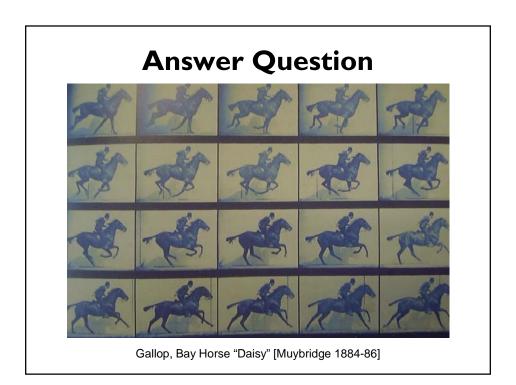
- Share and persuade
- Collaborate and revise
- Emphasize important aspects of data

Record Information

Drawing: Phases of the Moon

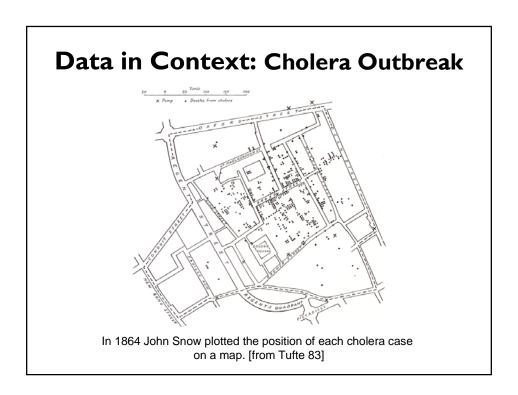


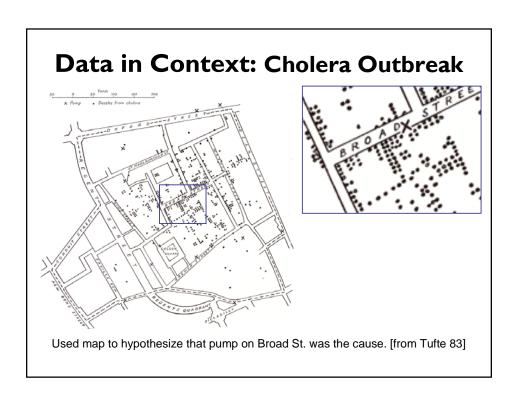
Galileo's drawings of the phases of the moon from 1616 http://galileo.rice.edu/sci/observations/moon.html

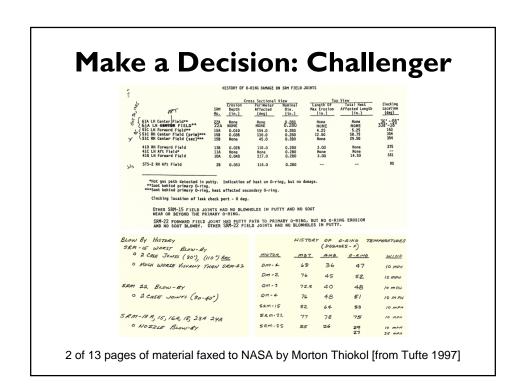




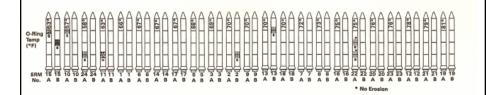
Support Reasoning





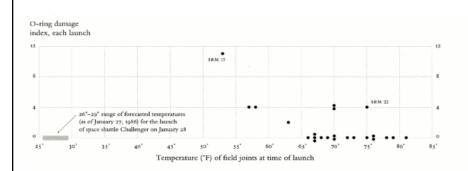






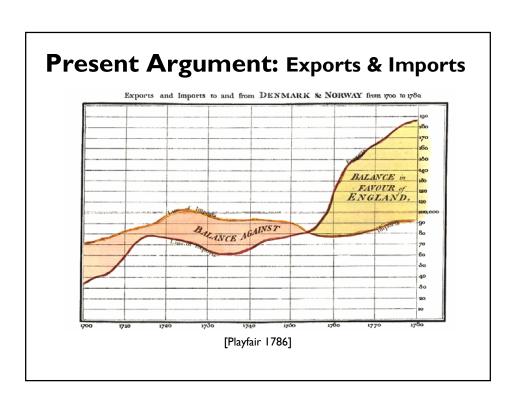
Visualizations drawn by Tufte show how low temperatures damage O-rings [Tufte 97]

Make a Decision: Challenger



Visualizations drawn by Tufte show how low temperatures damage O-rings [Tufte 97]

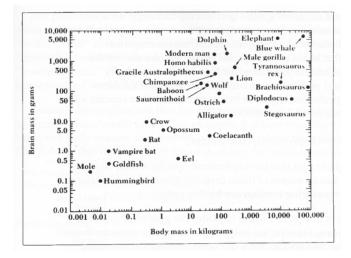
Convey Information to Others



Tell Story:	Most	Powerful	Brain?
			ı

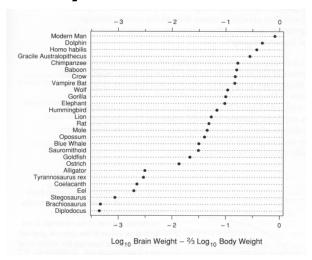
画	Ele	Edit View Insert Format	<u>T</u> ools <u>D</u> ata <u>Y</u>	Vindow Help	-	a ×
	A1	▼ f _k ID				
	A	. В	C	D	E	
		Name Lesser Short-tailed Shrew		Brain Weight		н
2			5	0.14		н
4		Little Brown Bat Mouse	10	0.25		н
			23	0.3		
5	4 Big Brown Bat		48	0.4		н
7	5 Musk Shrew					
8	_	Star Nosed Mole Eastern American Mole	60 75	1		н
9		and a state of the	101	1.2		н
10		Ground Squirrel Tree Shrew	101	2.5		н
11		Golden Harmster	120	2.5		-
12		Mole Rate	120	3		н
13	12 Galago		200	5		н
14		Rat	280	1.9		н
15	14 Chinchilla		425	6.4		H
16		Desert Hedgehog	550	2.4		н
17	16 Rock Hyrax (a)		750	12.3		н
18	17 European Hedgehog		785	3.5		н
19		Tenrec	900	2.6		H
20		Arctic Ground Squirrel	920	5.7		н
21		African Giant Pouched Rat	1000	6.6		н
22		Guinea Pig	1040	5.5		Ħ
23	22 Mountain Beaver		1350	8.1		Ħ
24	-	Slow Loris	1400	12.5		Ħ
25		Genet	1410	17.5		Ħ
26		Phalanger	1620	11.4		
		animal /	[4]		1 0	I
Read			Anoto			-





The Dragons of Eden [Carl Sagan]





The Elements of Graping Data [Cleveland]

Attention

"What information consumes is rather obvious: it consumes the attention of its recipients. Hence a wealth of information creates a poverty of attention, and a need to allocate that attention efficiently among the overabundance of information sources that might consume it."



~Herb Simon as quoted by Hal Varian Scientific American September 1995

[slide from PARC UIR group]

Data

Data Types

Physical type (model)

- Characterized by storage format
- Characterized by machine operations

Example:

bool, short, int32, float, double, string, ...

Abstract type

- Provide (conceptual) descriptions of the data
- May be characterized by methods/attributes
- May be organized into a hierarchy

Example:

nominal, ordinal, quantitative, ..., plants, animals, metazoans, ...

Nominal, Ordinal & Quantitative

- N Nominal (labels)
 - Fruits: Apples, oranges, ...
- O Ordered
 - Quality of meat: Grade A, AA, AAA
- Q Quantitative
 - Real numbers
 - Ordered, with measurable distances, or amounts
 - Dates: Jan, 19, 2006; Location: (LAT 33.98, LONG -118.45)
 - Physical measurement: Length, Mass, Temp, ...
- S. S. Stevens, On the theory of scales of measurements, 1946

From Data Model to Data Type

Data model

- 32.5, 54.0, -17.3, ...
- floats

Conceptual model

- Temperature

Data type

- Burned vs. Not burned (N)
- Hot, warm, cold (O)
- Continuous range of values (Q)

[based on slide from Munzner]

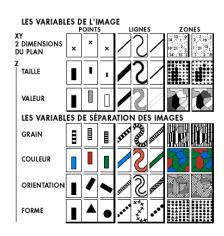
Image



Jacques Bertin

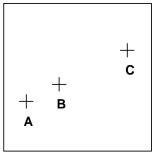
Visual Variables

- Position
- Size
- Value
- Texture
- Color
- Orientation
- Shape



- Note: Bertin does not consider 3D or time
- Note: Card and Mackinlay extend the number of vars.

Information in Position



- I. A, B, C are distinguishable
- 2. B is between A and C.
- 3. BC is twice as long as AB.
- 4. ∴ Encode quantitative variables (Q)

Information in Color and Value

- Value is perceived as ordered
 - :. Encode ordinal variables (O)



.. Encode continuous variables (Q) [not as well]

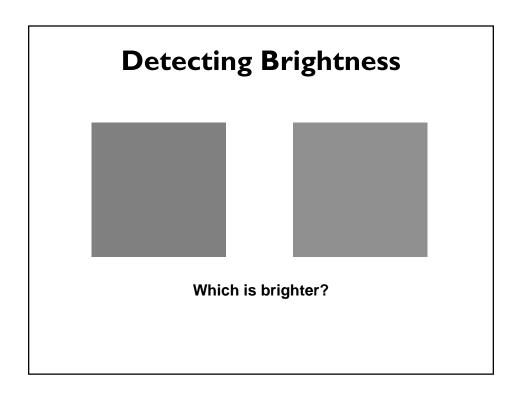


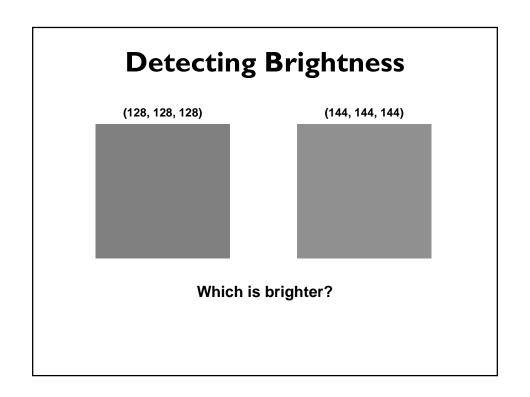
- Hue is normally perceived as unordered
 - .. Encode nominal variables (N) using color



Bertins' "Levels of Organization" N Nominal Ν 0 Q **Position** O Ordinal Q Quantitative Q Ν 0 Size N Value Note: Q < O < N Ν **Texture** 0 Ν Color Ν Orientation N **Shape**

Estimating Magnitude





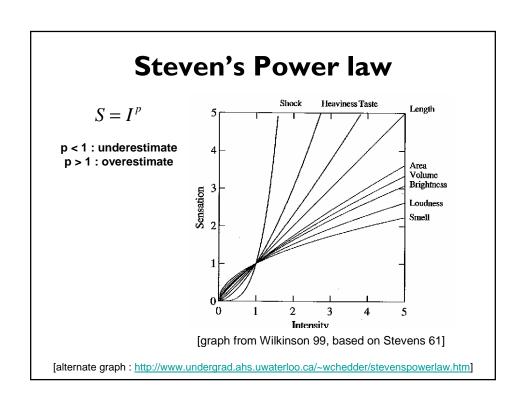
Just Noticeable Difference

• JND (Weber's Law)

$$\Delta S = k \frac{\Delta I}{I}$$

- · Ratios more important than magnitude
- Most continuous variations in stimuli are perceived in discrete steps

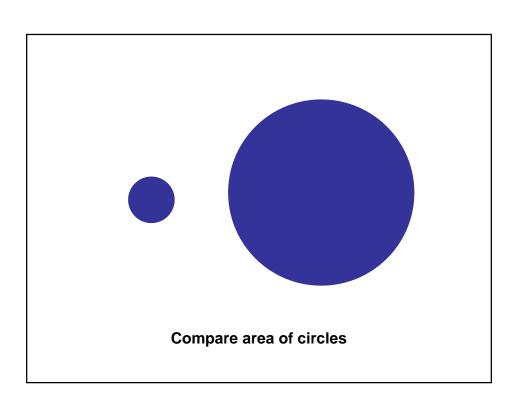


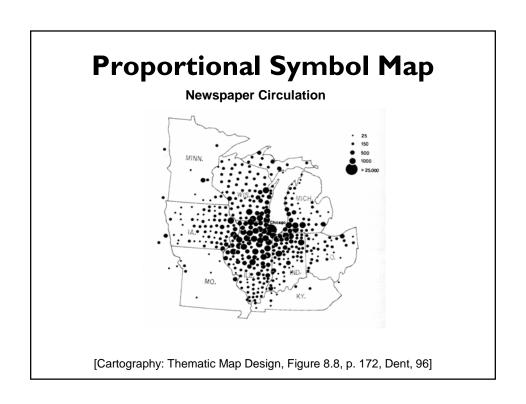


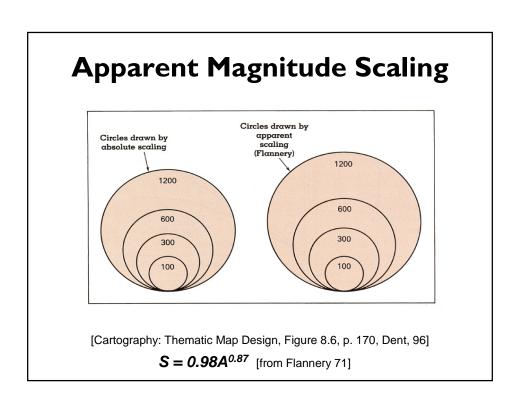
Exponents of Power Law

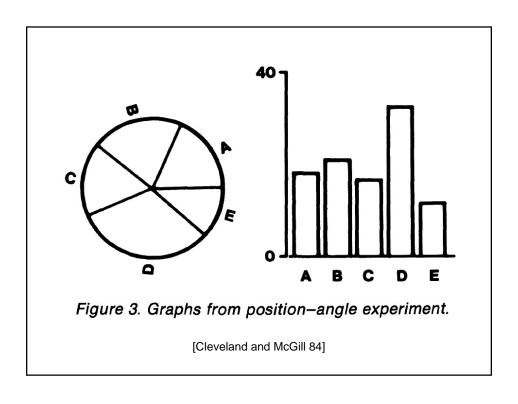
Sensation	Exponent
Loudness	0.6
Brightness	0.33
Smell	0.55 (Coffee) - 0.6 (Heptane)
Taste	0.6 (Saccharine) -1.3 (Salt)
Temperature	I.0 (Cold) – I.6 (Warm)
Vibration	0.6 (250 Hz) – 0.95 (60 Hz)
Duration	1.1
Pressure	1.1
Heaviness	1.45
Electic Shock	3.5

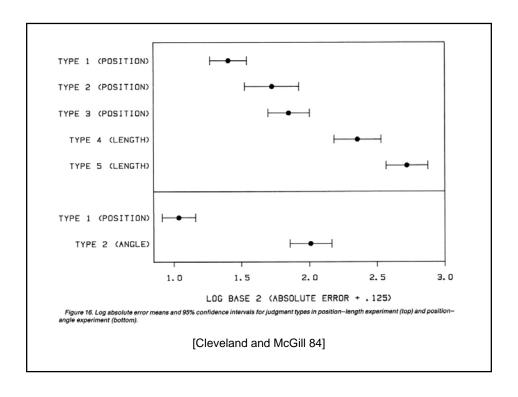
[Psychophysics of Sensory Function, Stevens 61]

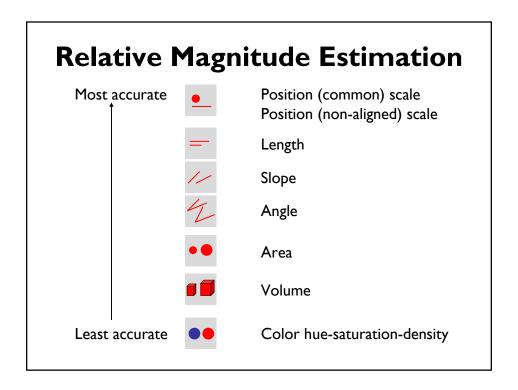




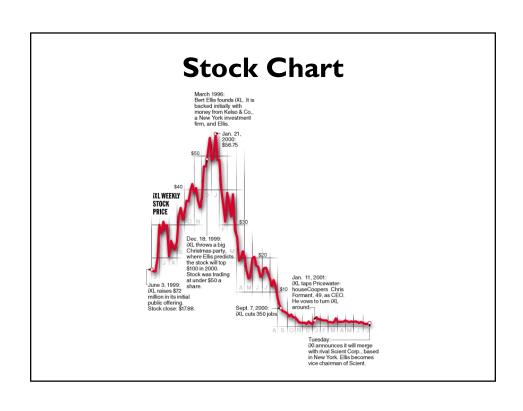


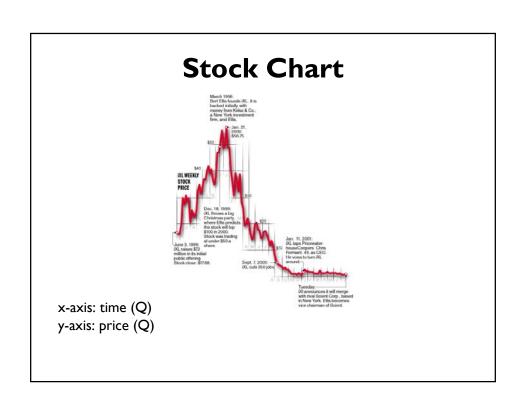


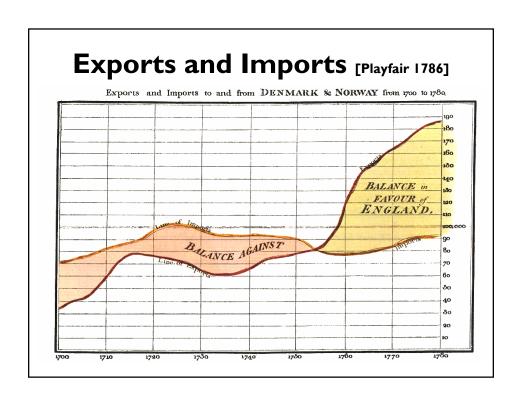


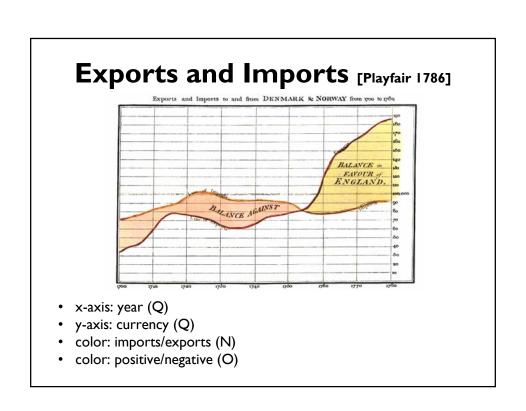


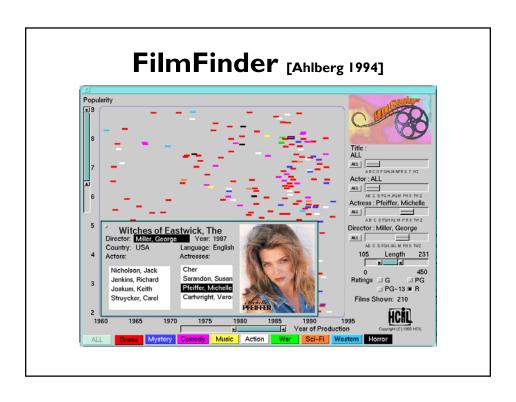
Deconstructions





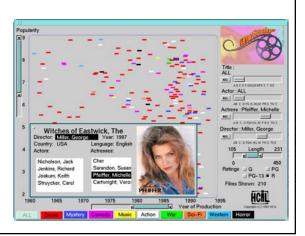






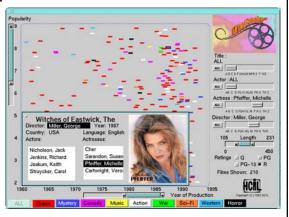
FilmFinder [Ahlberg 1994]

- x-axis: year of release (quantitative)
- y-axis: popularity (quantitative)
- color: genre (nominal)
- dynamic query filters title (nominal) actor (nominal) actress (nominal) director (nominal) length (quantitative) rating (ordinal)



Interactivity

- Turn visual analysis into a real-time iterative process
- Explore various hypotheses or interests
- Filter to hone in on data of interest
- · Get details on demand



Multi-Dimensional Data

FilmFinder visualizes 3 dimensions

- 2 spatial dimensions
- I color dimension

Can we see more dimensions simultaneously?

