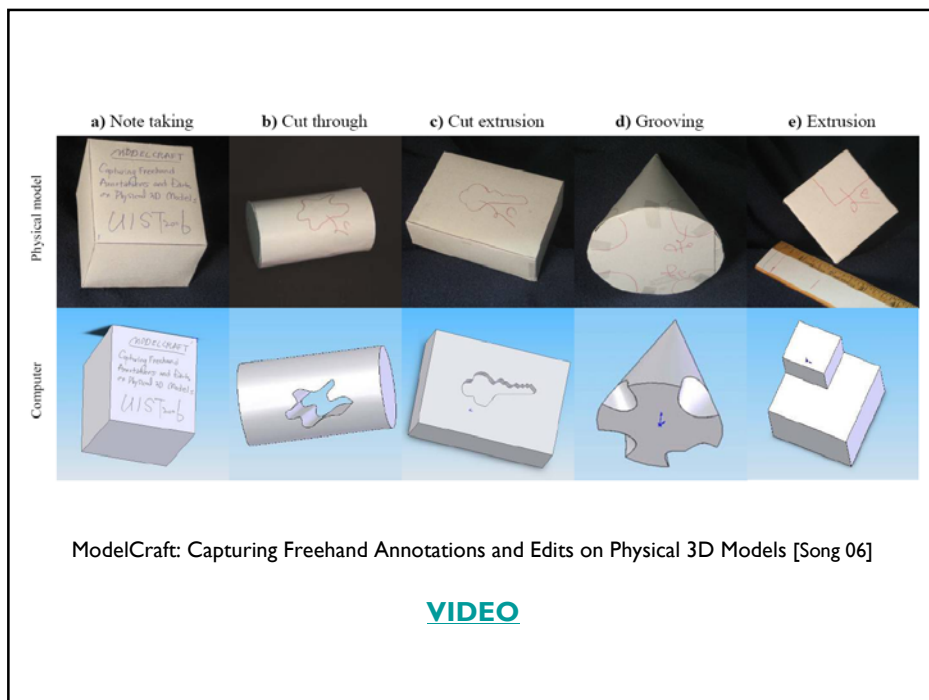


Visual Information Design

CSI 60: User Interfaces
Maneesh Agrawala



Due Soon

Interactive Prototype (due Apr 6)

- Redesign interface based on lofi feedback
- Create **first** working implementation
 - Can include Wizard of Oz parts where **justified**
 - Can include pre-built (canned) functionality **but only if heavily justified**

In class Presentations (Apr 13, 15, 20)

- 10 min slide presentation (be careful about timing)
- Focus on showing prototype
- Feedback from class (you will need to provide feedback on each presentation on the wiki)

Due Soon

Interactive Prototype (due Apr ~~6~~ 13)

- Redesign interface based on lofi feedback
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In class Presentations (Apr 13, 15, 20)

- 10 min slide presentation (be careful about timing)
- Focus on showing prototype
- Feedback from class (you will need to provide feedback on each presentation on the wiki)

Upcoming Assignments

Team Assessment (Apr 20)

- Short individual assignment
- Tell us how your team functions

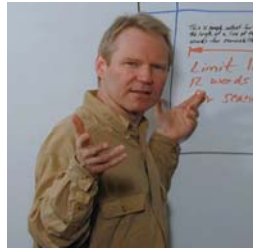
Pilot Usability Study (Apr 20)

- Refine your implementation
- Evaluate your implementation

Upcoming Lectures

Apr 6: Stephen Few

- Information display



Apr 8: Aaron Marcus

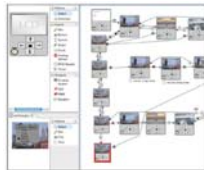
- UI design consultant
- **Elected to CHI Academy this year**



Talk You Should Attend

Bjoern Hartmann

- HCI faculty candidate
- Works on design, implementation and evaluation of authoring tools for UIs



The *d.tools* visual authoring environment enables rapid construction of UI logic.



This evaluation participant used *Exemplar* to control 2D aiming in a game with an accelerometer, and shooting with a flick of a bend sensor.

Mon Apr 13: 1-2:30pm Wozniak Lounge

Topics

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

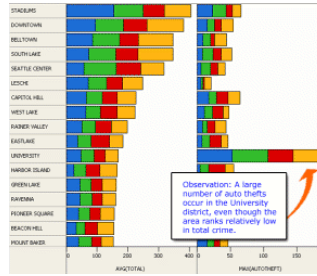
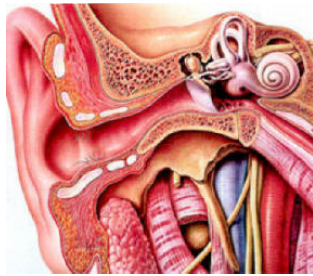
Why Do We Create Visualizations?

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)

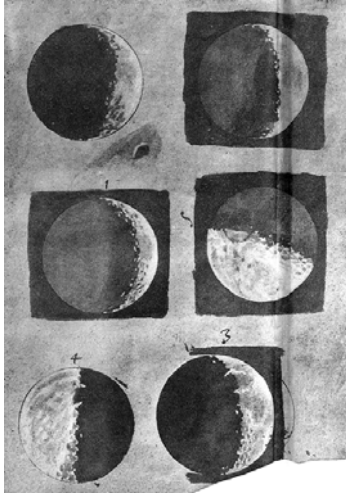
- Process and calculate
- Reason about data
- Feedback and interaction

Convey information to others (present)

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

Record Information

Drawing: Phases of the Moon



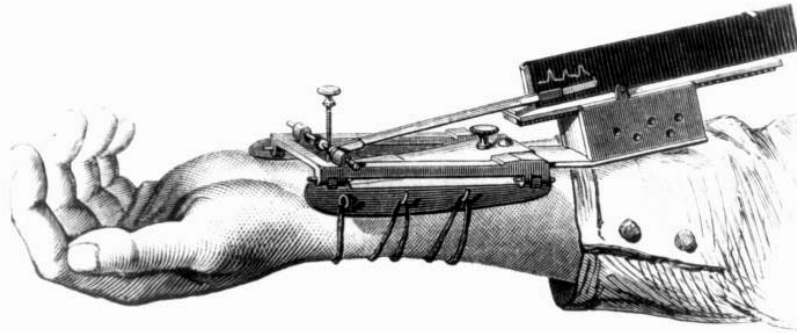
Galileo's drawings of the phases of the moon from 1616
<http://galileo.rice.edu/sci/observations/moon.html>

Answer Question



Gallop, Bay Horse "Daisy" [Muybridge 1884-86]

Other Recording Instruments



1.
Marey's sphygmograph in use.
1860. *La méthode graphique dans
les sciences expérimentales et
principalement en physiologie et en
médecine.*

Marey's sphygmograph [from Braun 83]

Support Reasoning

Data in Context: Cholera Outbreak



In 1864 John Snow plotted the position of each cholera case on a map. [from Tufte 83]

Data in Context: Cholera Outbreak



Used map to hypothesize that pump on Broad St. was the cause. [from Tufte 83]

Make a Decision: Challenger

HISTORY OF O-RING DAMAGE ON SRM FIELD JOINTS

SRM No.	Cross Sectional View				Top View		Clocking Location (deg)
	Erosion Depth (in.)	Porosities Affected (deg)	Nominal Dia. (in.)	Length of Max Erosion (in.)	Total Heat Affected Length (in.)		
SRM 15 LH Center Field**	22A	None	None	0.280	None	None	36" - 56"
SRM 15 LH Forward Field**	22A	NONE	NONE	0.280	NONE	NONE	33" - 38"
SRM 15 RH Center Field (pri)***	15A	0.010	154.0	0.280	4.25	5.25	163
SRM 15 RH Center Field (sec)***	15B	0.038	136.0	0.280	12.50	16.75	354
SRM 15 RH Center Field (ter)***	15C	None	45.0	0.280	None	25.50	354
SRM 21 LH Forward Field	13B	0.028	110.0	0.280	3.00	None	275
SRM 21 LH Aft Field*	11A	None	None	0.280	None	None	-
SRM 21 LH Forward Field	10A	0.040	217.0	0.280	3.00	None	351
SRM 21 RH Aft Field	2B	0.053	116.0	0.280	--	--	90

*Hot gas path detected in putty. Indication of heat on O-ring, but no damage.
 **Soot behind primary O-ring.
 ***Soot behind primary O-ring, heat affected secondary O-ring.

Clocking location of leak check port - 0 deg.

OTHER SRM-15 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY AND NO SOOT NEAR OR BEYOND THE PRIMARY O-RING.

SRM-22 FORWARD FIELD JOINT HAD PUTTY PATH TO PRIMARY O-RING, BUT NO O-RING EROSION AND NO SOOT BLOWBY. OTHER SRM-22 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY.

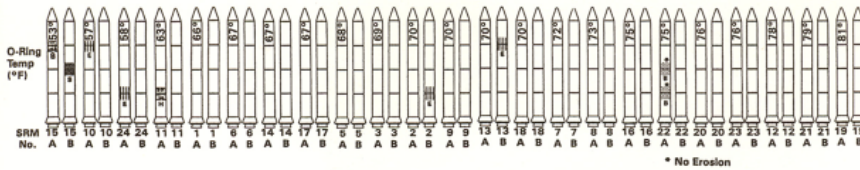
- BLOW BY HISTORY**
- SRM - 15 WORST BLOW-BY
 - o 2 CASE JOINTS (30"), (110") SEC
 - o MUCH WORSE VISUALLY THAN SRM-22
 - SRM 22 BLOW-BY
 - o 2 CASE JOINTS (30-40")
 - SRM-18 A, 15, 16A, 18, 23A 24A
 - o NOZZLE BLOW-BY

HISTORY OF O-RING TEMPERATURES (DEGREES - F)

SRM No.	MBDA	MBT	AMB	O-RING	WIND
DM-4	68	36	47		10 MPH
DM-2	76	45	52		10 MPH
GM-3	72.5	40	48		10 MPH
GM-4	76	48	51		10 MPH
SRM-15	52	64	53		10 MPH
SRM-22	77	78	75		10 MPH
SRM-25	55	26	29		10 MPH
			27		25 MPH

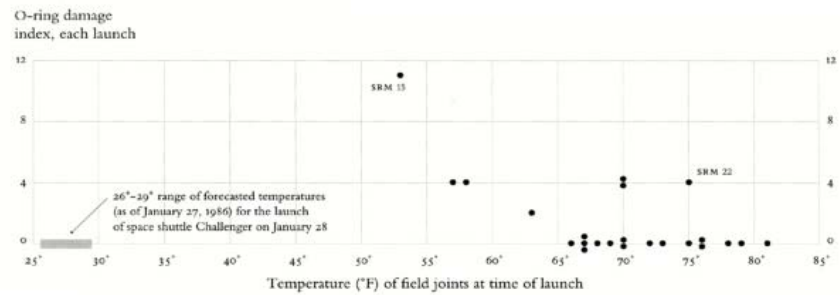
2 of 13 pages of material faxed to NASA by Morton Thiokol [from Tuft 1997]

Make a Decision: Challenger



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

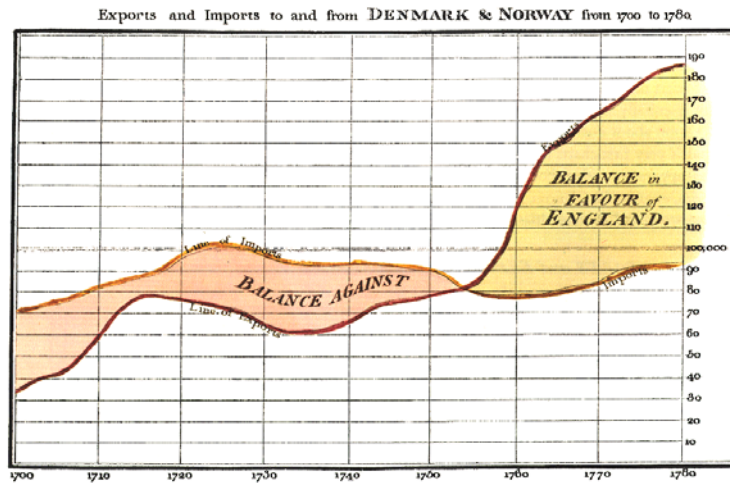
Make a Decision: Challenger



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

Convey Information to Others

Present Argument: Exports & Imports

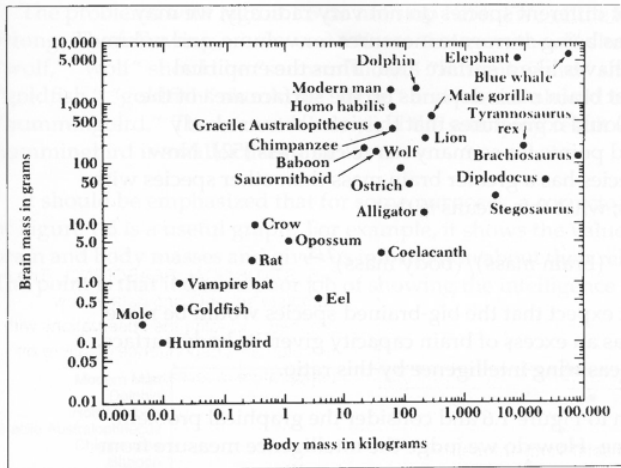


[Playfair 1786]

Tell Story: Most Powerful Brain?

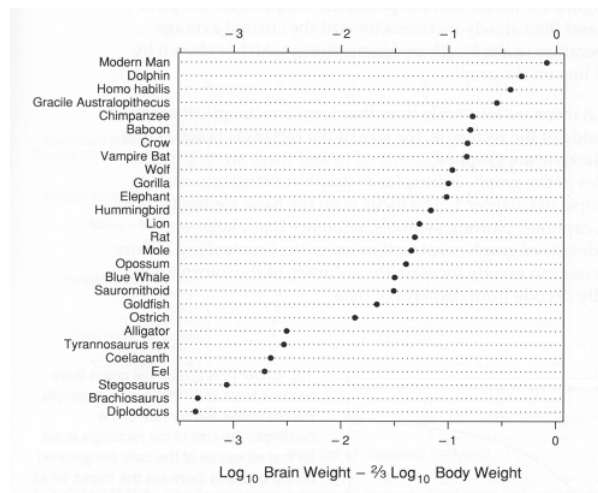
ID	Name	Body Weight	Brain Weight
1	1 Lesser Short-tailed Shrew	5	0.14
2	2 Little Brown Bat	10	0.25
3	3 Mouse	23	0.3
4	4 Big Brown Bat	23	0.4
5	5 Musk Shrew	48	0.33
6	6 Star Nosed Mole	60	1
7	7 Eastern American Mole	75	1.2
8	8 Ground Squirrel	101	4
9	9 Tree Shrew	104	2.5
10	10 Golden Hamster	120	1
11	11 Mole Rate	122	3
12	12 Galago	200	5
13	13 Rat	280	1.9
14	14 Chinchilla	425	6.4
15	15 Desert Hedgehog	550	2.4
16	16 Rock Hyrax (a)	750	12.3
17	17 European Hedgehog	785	3.5
18	18 Tenrec	900	2.6
19	19 Arctic Ground Squirrel	920	5.7
20	20 African Giant Pouched Rat	1000	6.6
21	21 Guinea Pig	1040	5.5
22	22 Mountain Beaver	1350	8.1
23	23 Slow Loris	1400	12.5
24	24 Genet	1410	17.5
25	25 Phalanger	1620	11.4

Tell Story: Most Powerful Brain?



The Dragons of Eden [Carl Sagan]

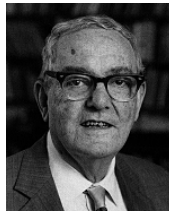
Tell Story: Most Powerful Brain?



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

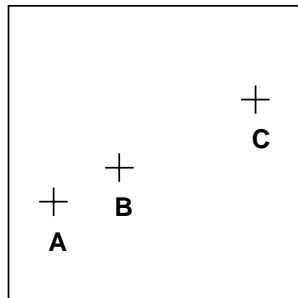
- Position
- Size
- Value
- Texture
- Color
- Orientation
- Shape

LES VARIABLES DE L'IMAGE

	POINTS	LIGNES	ZONES
XY 2 DIMENSIONS DU PLAN	x x x	/ / /	14-18-9 2-1-10-9 16-17-1 1-1-18-1 14-18-1 1-1-2-9
Z TAILLE		/ / /	■ ■ ■
VALEUR		/ / /	■ ■ ■
LES VARIABLES DE SÉPARATION DES IMAGES			
GRAIN	■ ■ ■	/// ///	■ ■ ■
COULEUR	■ ■ ■	/// ///	■ ■ ■
ORIENTATION	■ ■ ■	/// ///	■ ■ ■
FORME	■ ■ ■	/// ///	■ ■ ■

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

Information in Position



1. 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"

Position	N	O	Q	N Nominal O Ordinal Q Quantitative Note: Q < O < N
Size	N	O	Q	
Value	N	O	q	
Texture	N	o		
Color	N			
Orientation	N			
Shape	N			

Estimating Magnitude

Detecting Brightness



Which is brighter?

Detecting Brightness

(128, 128, 128)



(144, 144, 144)



Which is brighter?

Just Noticeable Difference

- JND (Weber's Law)

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

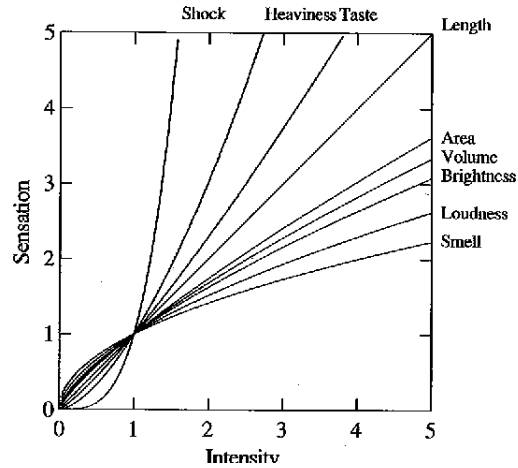
- Ratios more important than magnitude
- Most continuous variations in stimuli are perceived in discrete steps



Steven's Power law

$$S = I^p$$

$p < 1$: underestimate
 $p > 1$: overestimate



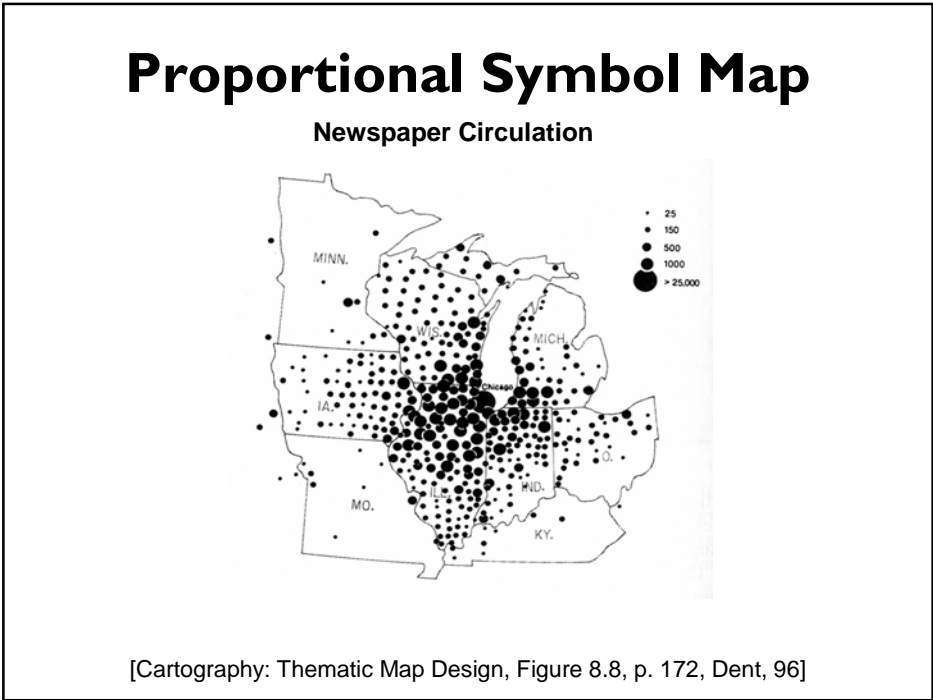
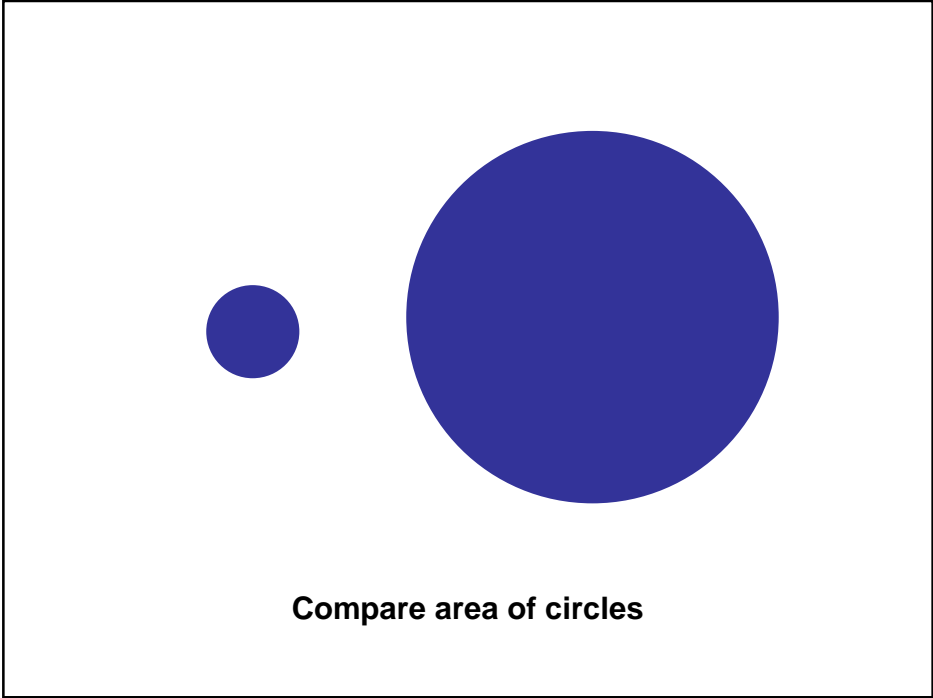
[graph from Wilkinson 99, based on Stevens 61]

[alternate graph : <http://www.undergrad.ahs.uwaterloo.ca/~wchedder/stevenspowerlaw.htm>]

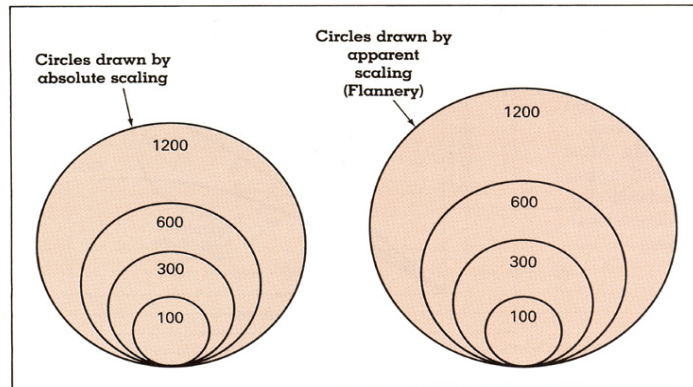
Exponents of Power Law

Sensation	Exponent
Loudness	0.6
Brightness	0.33
Smell	0.55 (Coffee) - 0.6 (Heptane)
Taste	0.6 (Saccharine) - 1.3 (Salt)
Temperature	1.0 (Cold) - 1.6 (Warm)
Vibration	0.6 (250 Hz) - 0.95 (60 Hz)
Duration	1.1
Pressure	1.1
Heaviness	1.45
Electric Shock	3.5

[Psychophysics of Sensory Function, Stevens 61]



Apparent Magnitude Scaling



[Cartography: Thematic Map Design, Figure 8.6, p. 170, Dent, 96]

$$S = 0.98A^{0.87} \text{ [from Flannery 71]}$$

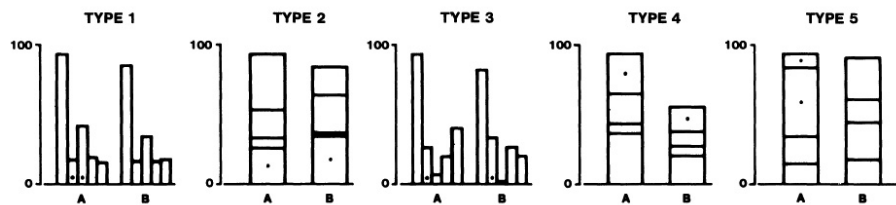
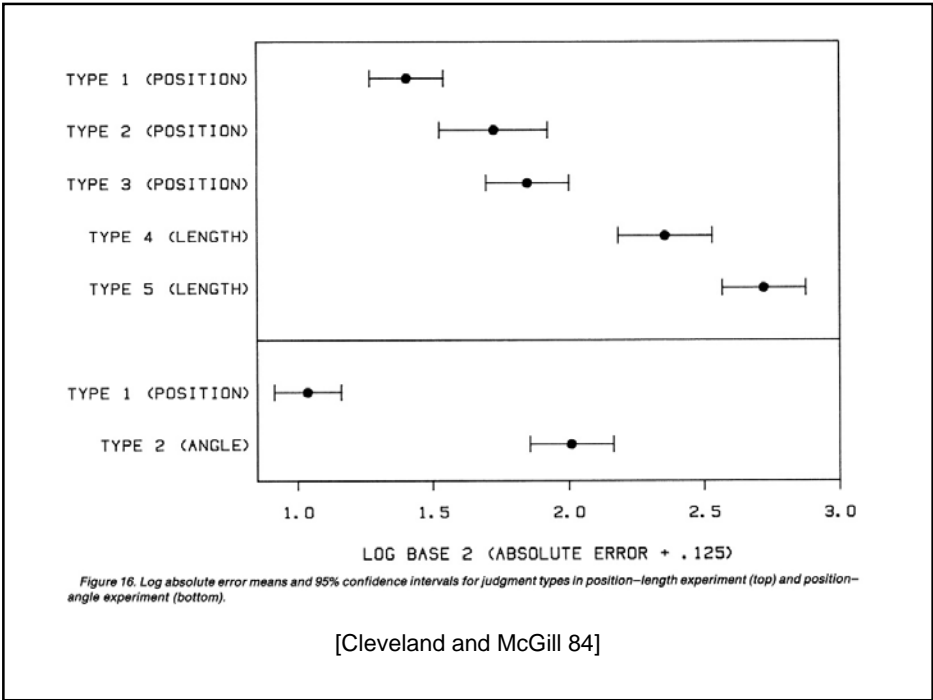
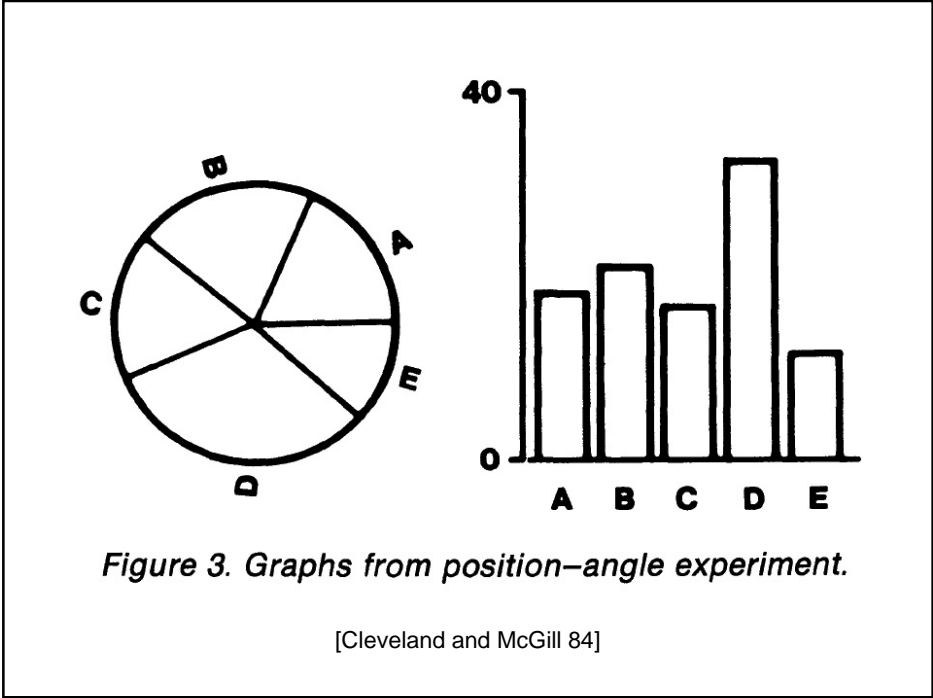


Figure 4. Graphs from position-length experiment.

[Cleveland and McGill 84]



Relative Magnitude Estimation

Most accurate



Position (common) scale
Position (non-aligned) scale



Length



Slope



Angle



Area



Volume

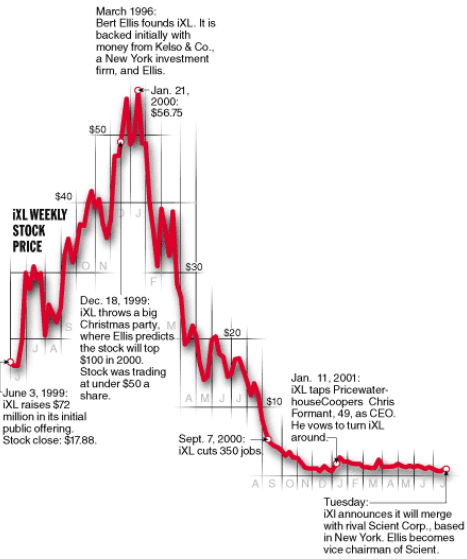
Least accurate



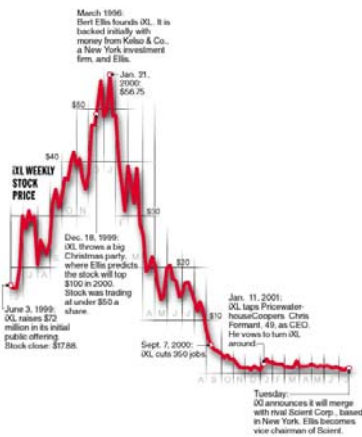
Color hue-saturation-density

Deconstructions

Stock Chart



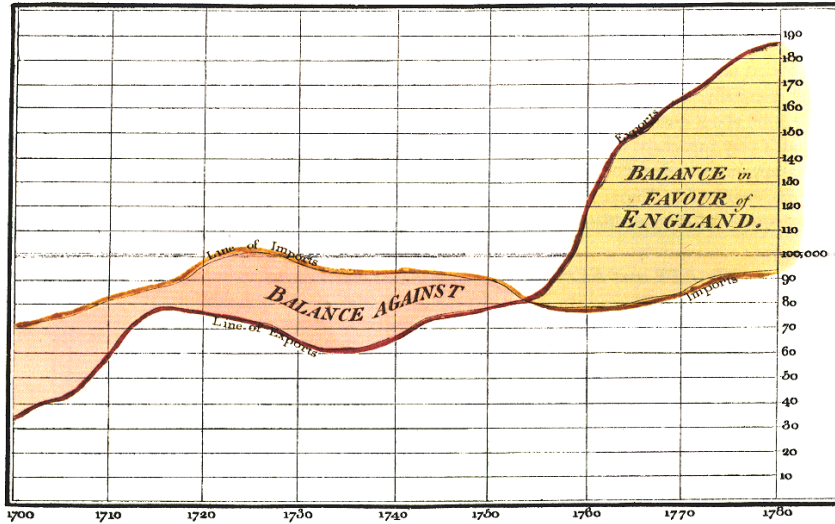
Stock Chart



x-axis: time (Q)
y-axis: price (Q)

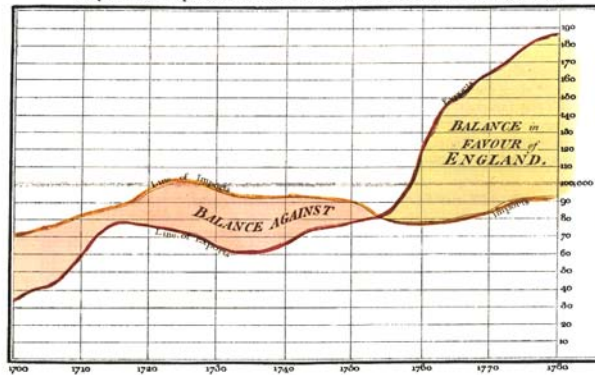
Exports and Imports [Playfair 1786]

Exports and Imports to and from DENMARK & NORWAY from 1700 to 1780.



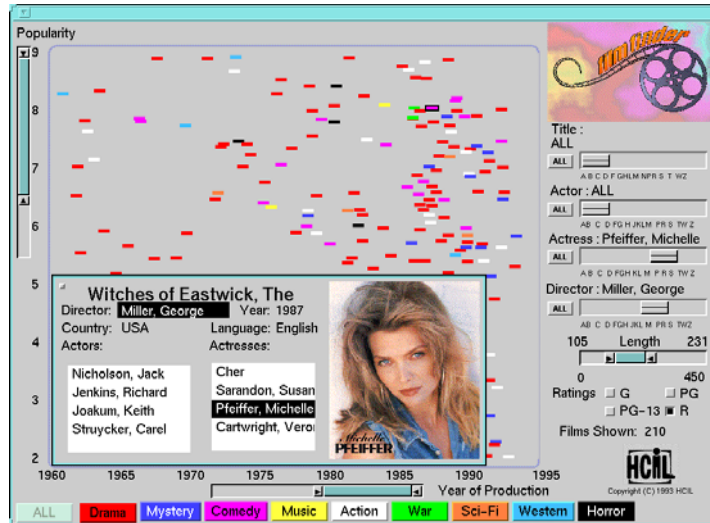
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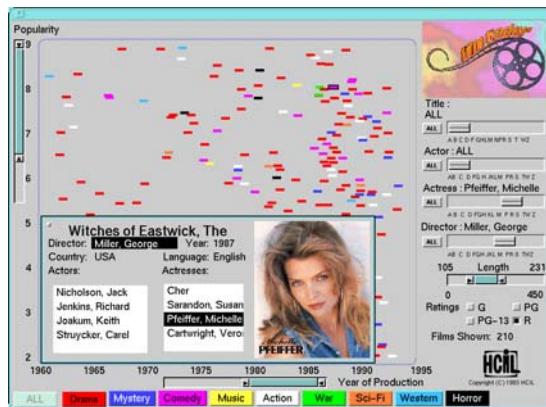
- x-axis: year (Q)
- y-axis: currency (Q)
- color: imports/exports (N)
- color: positive/negative (O)

FilmFinder [Ahlberg 1994]



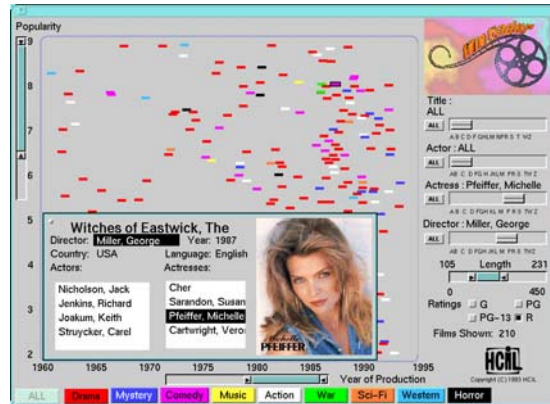
FilmFinder [Ahlberg 1994]

- 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

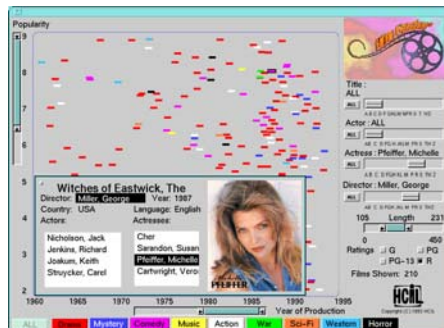


Multi-Dimensional Data

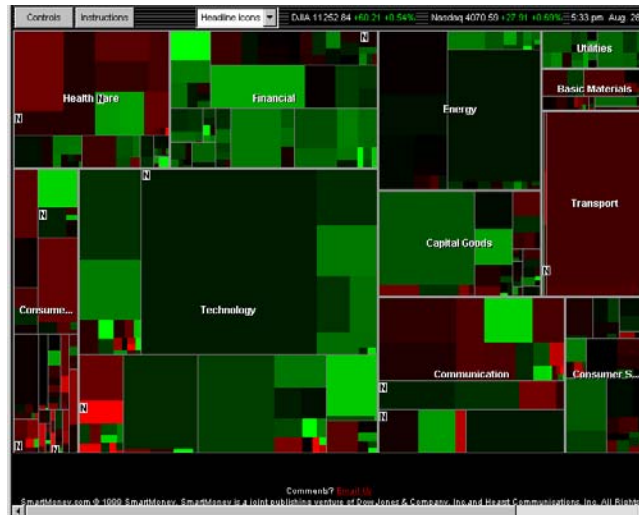
FilmFinder visualizes 3 dimensions

- 2 spatial dimensions
- 1 color dimension

Can we see more dimensions simultaneously?



Map of the Market [Wattenberg 1998]



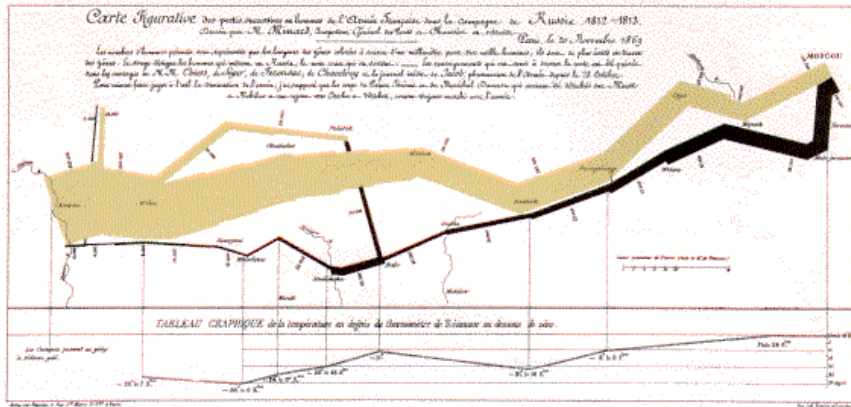
<http://www.smartmoney.com/marketmap/>

Map of the Market [Wattenberg 1998]

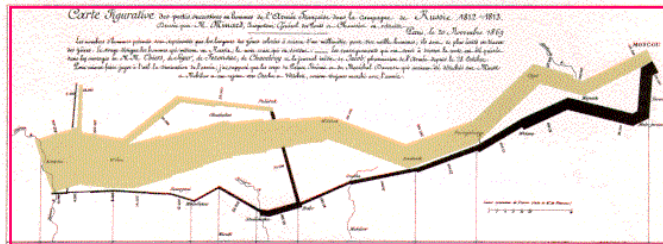


- rectangle size: market cap (Q)
- rectangle position: market sector (N), market cap (Q)
- color hue: loss vs. gain (N, O)
- color value: magnitude of loss or gain (Q)

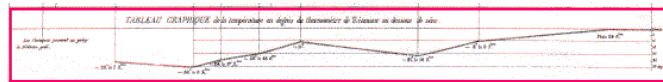
Napoleon's March [Minard 1869]



Single Axis Composition



+



=



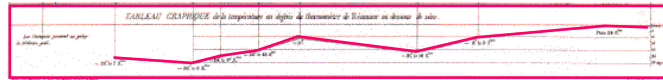
[based on slide from Mackinlay]

Mark Composition

y-axis: temperature (Q)

+ x-axis: time (Q)

=



temp over time (Q x Q)

[based on slide from Mackinlay]

Mark composition

y-axis: longitude (Q)

+ x-axis: latitude (Q)

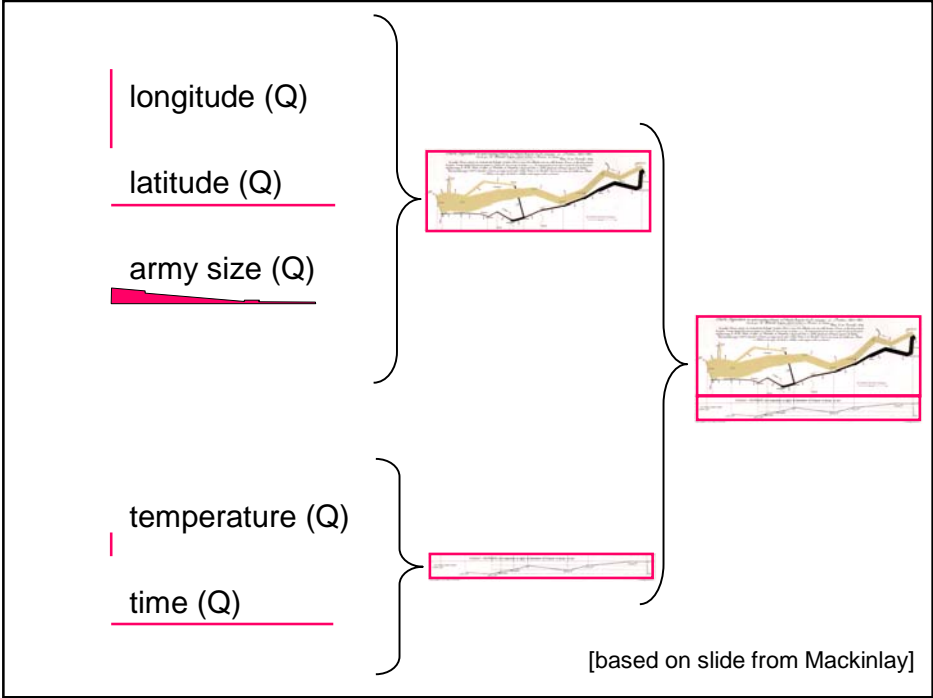
+ width: army size (Q)

=

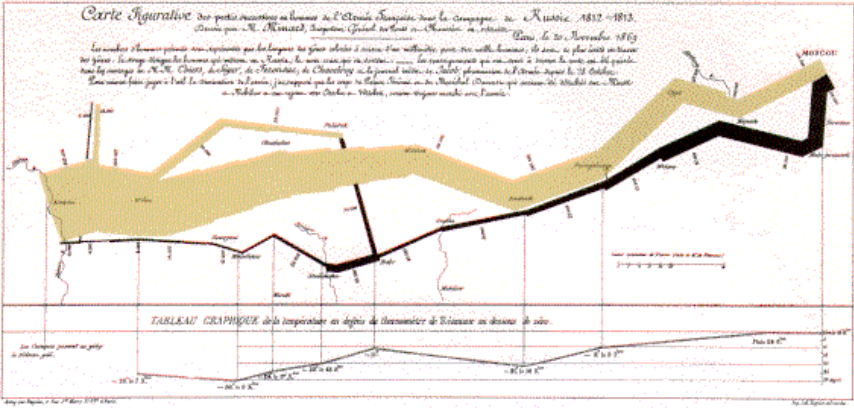


army position (Q x Q) and army size (Q)

[based on slide from Mackinlay]



Napoleon's March [Minard 1869]



- Depicts at least 5 quantitative variables
- Any others?

Summary

We create visualizations to

- Record information
- Support reasoning about the information
- Convey information to others

Choose the right mark for your data

- Position good for N, O, Q, but Hue best only for N

With careful design it is possible to display many dimensions at once