

# Perception II

*Maneesh Agrawala*

CS 294-10: Visualization  
Fall 2007

## Assignment 2: Creating Visualizations

Use existing software to formulate & answer questions

### First steps

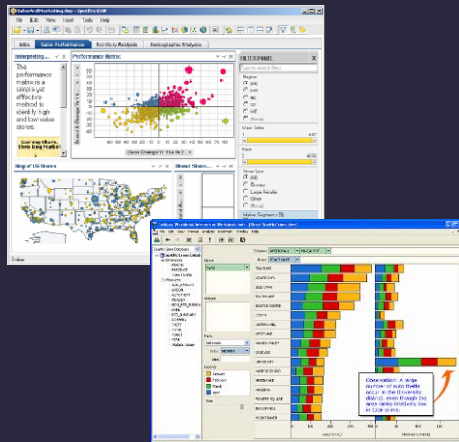
- Step 1: Pick a domain
- Step 2: Pose question
- Step 3: Find data
- May need to iterate

### Create visualization

- Interact with data
- Question will evolve
- Tableau or Spotfire DXP

### Make wiki notebook

- Keep record of all steps you took to answer the questions



Due before class on Sep 24, 2007

# Cleveland and McGill

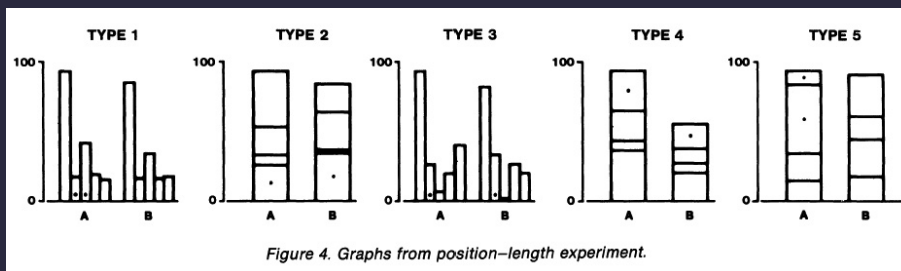
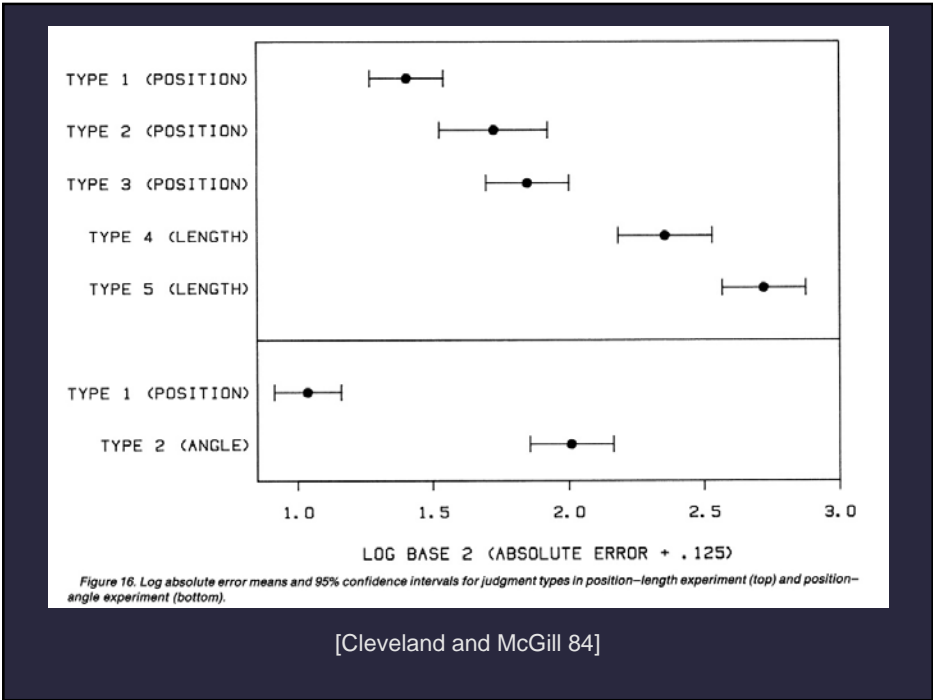
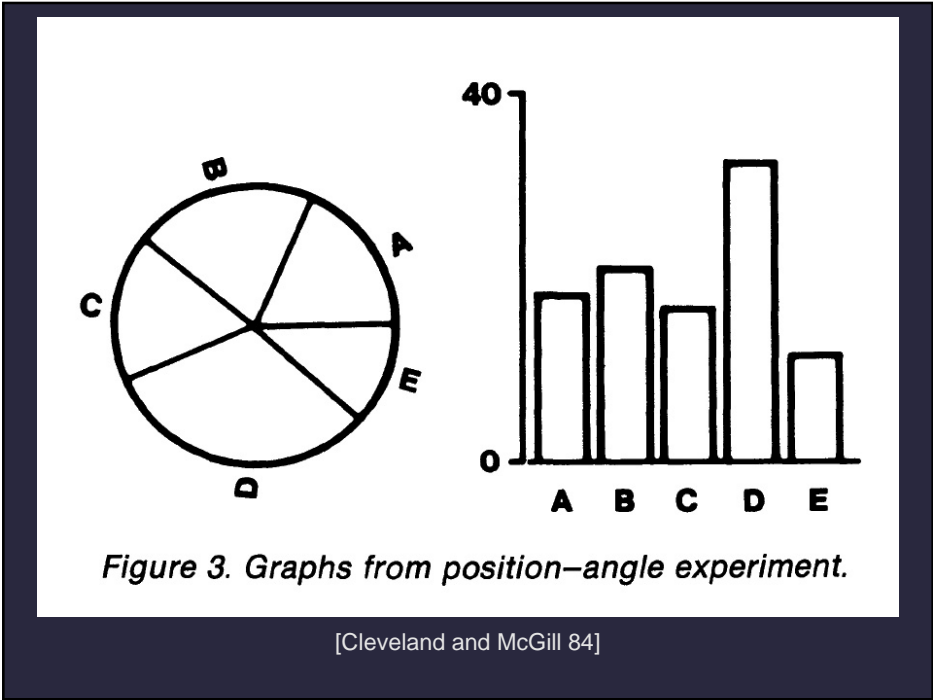


Figure 4. Graphs from position-length experiment.

[Cleveland and McGill 84]



## Relative magnitude estimation

Most accurate

Least accurate



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



Length



Slope



Angle



Area



Volume



Color hue-saturation-density

## Mackinlay's ranking of encodings

### QUANTITATIVE

Position  
Length  
Angle  
Slope  
Area (Size)  
Volume  
Density (Val)  
Color Sat  
Color Hue  
Texture  
Connection  
Containment  
Shape

### ORDINAL

Position  
Density (Val)  
Color Sat  
Color Hue  
Texture  
Connection  
Containment  
Length  
Angle  
Slope  
Area (Size)  
Volume  
Shape

### NOMINAL

Position  
Color Hue  
Texture  
Connection  
Containment  
Density (Val)  
Color Sat  
Shape  
Length  
Angle  
Slope  
Area  
Volume

Conjectured *effectiveness* of visual encodings

## Preattentive vs. Attentive

### How many 3's

---

1281768756138976546984506985604982826762  
9809858458224509856458945098450980943585  
9091030209905959595772564675050678904567  
8845789809821677654876364908560912949686

[based on slide from Stasko]

## How many 3's

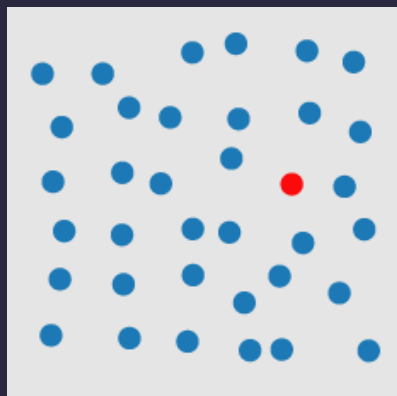
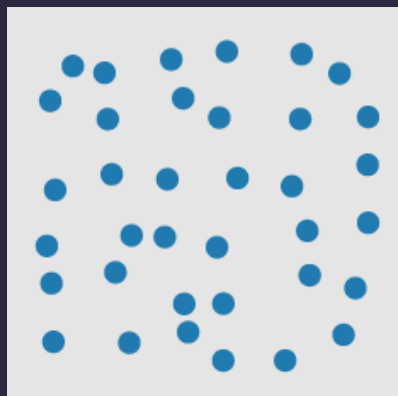
---

1281768756138976546984506985604982826762  
9809858458224509856458945098450980943585  
9091030209905959595772564675050678904567  
8845789809821677654876364908560912949686

[based on slide from Stasko]

## Visual pop-out: Color

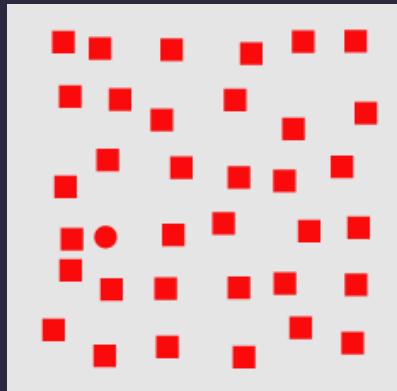
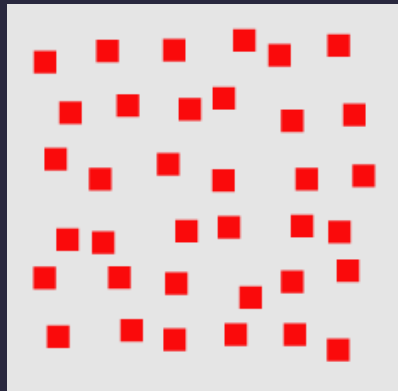
---



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

## Visual pop-out: Shape

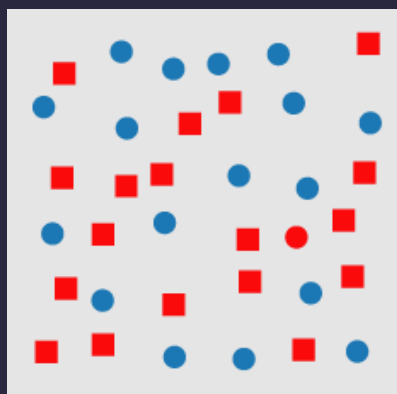
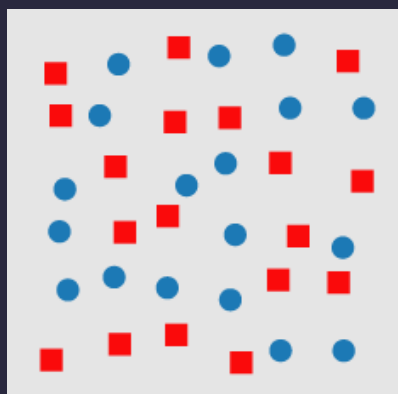
---



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

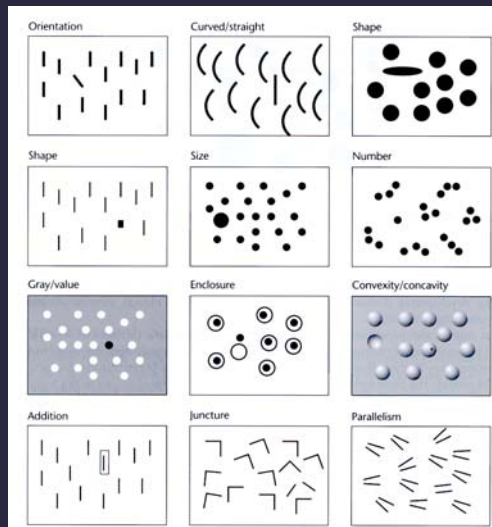
## Feature conjunctions

---



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

# Preattentive features



[Information Visualization. Figure 5. 5 Ware 04]

# More preattentive features

Line (blob) orientation [1992]	Julesz & Bergen [1983]; Wolfe et al.
Length	Triesman & Gormican [1988]
Width	Julesz [1985]
Size	Triesman & Gelade [1980]
Curvature	Triesman & Gormican [1988]
Number	Julesz [1985]; Trick & Pylyshyn [1994]
Terminators	Julesz & Bergen [1983]
Intersection	Julesz & Bergen [1983]
Closure	Enns [1986]; Triesman & Souther [1985]
Colour (hue)	Nagy & Sanchez [1990, 1992]; D'Zmura [1991]; Kawai et al. [1995]; Bauer et al. [1996]
Intensity	Beck et al. [1983]; Triesman & Gormican [1988]
Flicker	Julesz [1971]
Direction of motion	Nakayama & Silverman [1986]; Driver & McLeod [1992]
Binocular lustre	Wolfe & Franzel [1988]
Stereoscopic depth	Nakayama & Silverman [1986]
3-D depth cues	Enns [1990]
Lighting direction	Enns [1990]

<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>



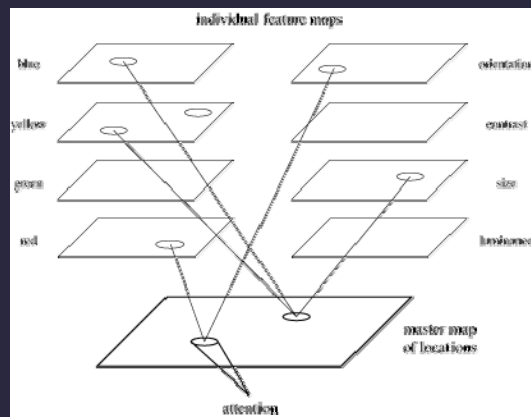
# Preattentive conjunctions

Spatial conjunctions are often preattentive

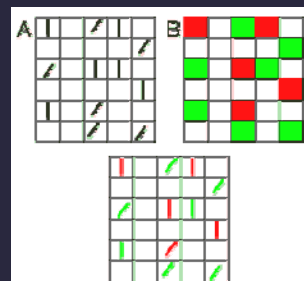
- Motion and 3D disparity
- Motion and color
- Motion and shape
- 3D disparity and color
- 3D disparity and shape

Most conjunctions are **not** preattentive

# Feature-integration theory



Treisman's feature integration model [Healey04]



Feature maps for orientation & color [Green]

# Multiple Attributes

## One-dimensional: Lightness

---



White



White



Black



White



Black



White



Black



Black



White



White

## One-dimensional: Shape

---



Square



Circle



Circle



Circle



Circle



Square



Square



Circle



Circle



Circle

## Correlated dims: Shape or lightness

---



Circle



Circle



Square



Square



Square



Square



Circle



Square



Square



Circle

## Orthogonal dims: Shape & lightness

---



Circle



Square



Square



Circle



Square

## Speeded classification

---

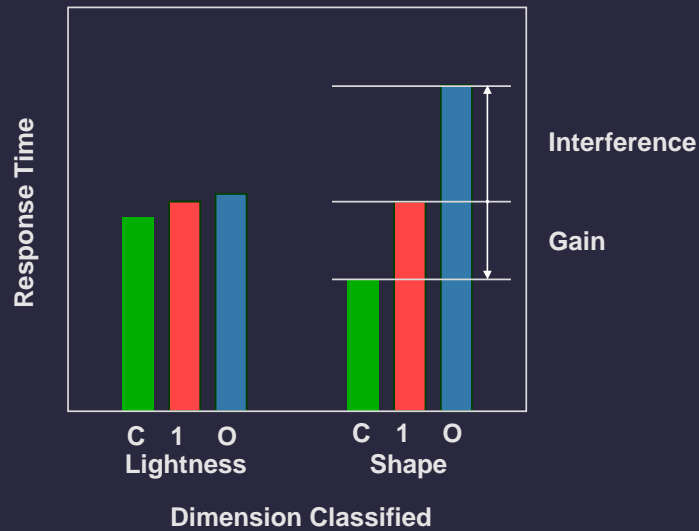
### Redundancy gain

Facilitation in reading one dimension when the other provides redundant information

### Filtering interference

Difficulty in ignoring one dimension while attending to the other

## Speeded classification



## Types of dimensions

### Integral

Filtering interference and redundancy gain

### Separable

No interference or gain

### Configural

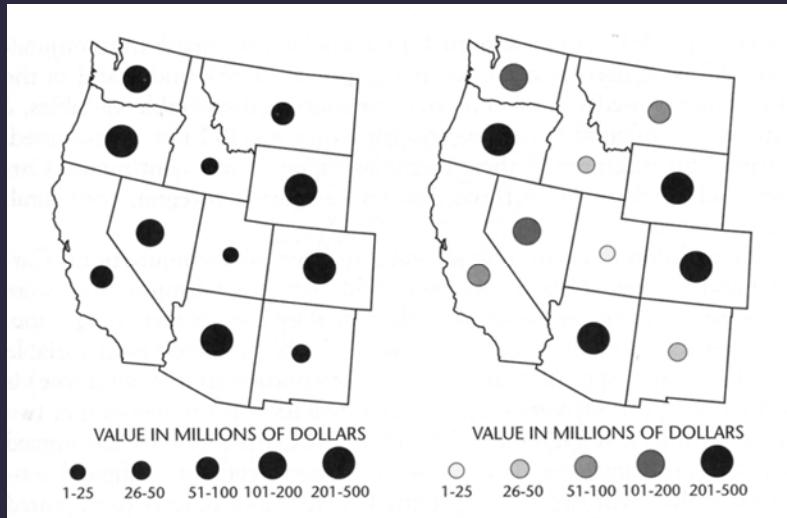
Only interference, but no redundancy gain

### Asymmetrical

One dimension separable from other, not vice versa

Stroop effect – Color naming influenced by word identity, but word naming not influenced by color

## Correlated dims: Size and value



W. S. Dobson, *Visual information processing and cartographic communication: The role of redundant stimulus dimensions*, 1983 (reprinted in MacEachren, 1995)

## Orthogonal dims: Aspect ratio

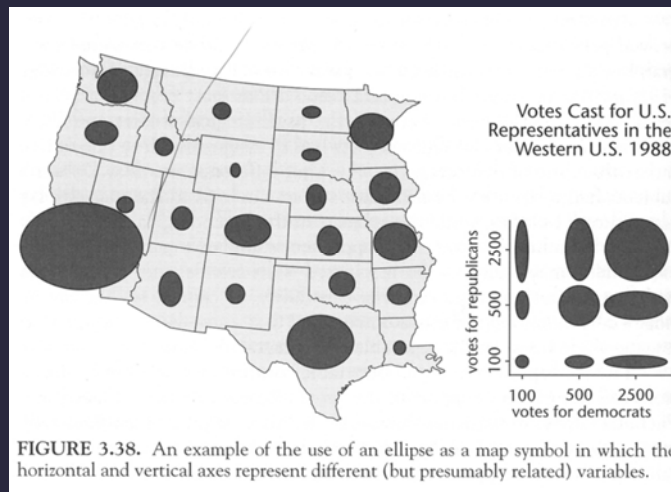
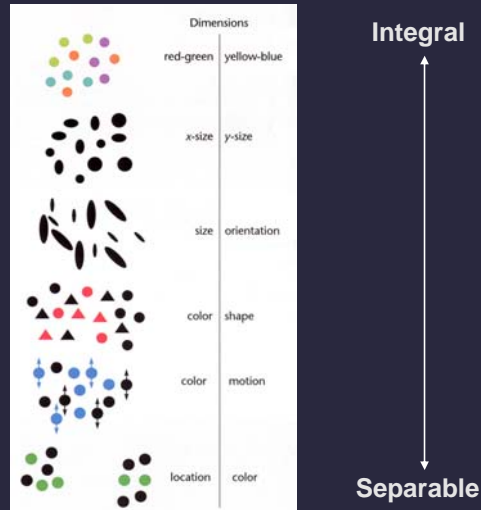


FIGURE 3.38. An example of the use of an ellipse as a map symbol in which the horizontal and vertical axes represent different (but presumably related) variables.

[MacEachren 95]

# Summary of Integral-Separable



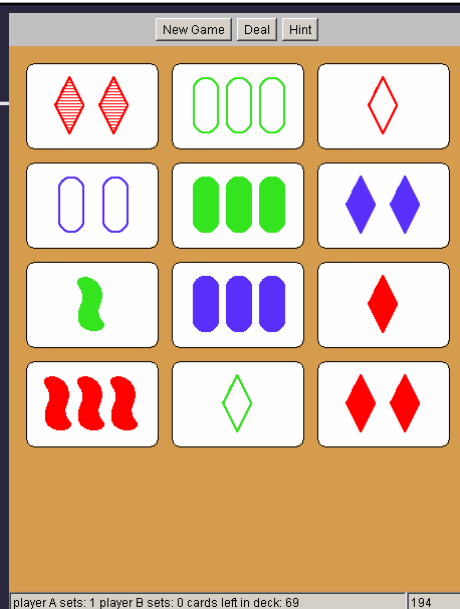
[Figure 5.25, Color Plate 10, Ware 00]

## Set

Each card has 4 features:

- Color
- Symbol
- Number
- Shading/Texture

A set consists of 3 cards in which each feature is the **SAME** or **DIFFERENT** on each card.



Adrien Treuille's applet

<http://www.cs.washington.edu/homes/treuille/resc/set>

# Gestalt

## Principles

---

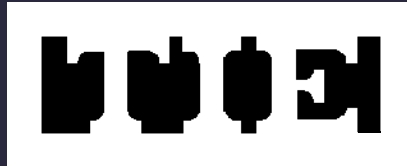
- figure/ground
- proximity
- similarity
- symmetry
- connectedness
- continuity
- closure
- common fate
- transparency



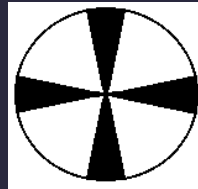
## Figure/Ground



Ambiguous



Principle of surroundedness



Principle of relative size

<http://www.aber.ac.uk/media/Modules/MC10220/visper06.html>

## Figure/Ground



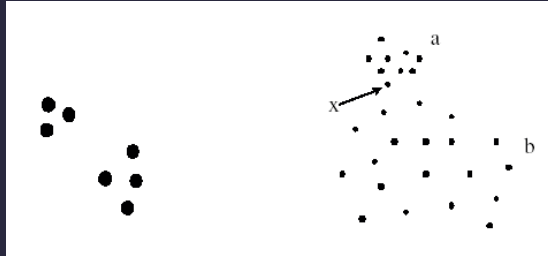
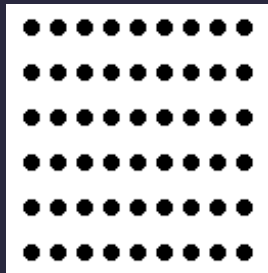
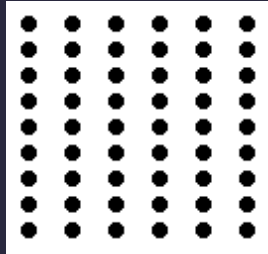
Ambiguous



Unambiguous

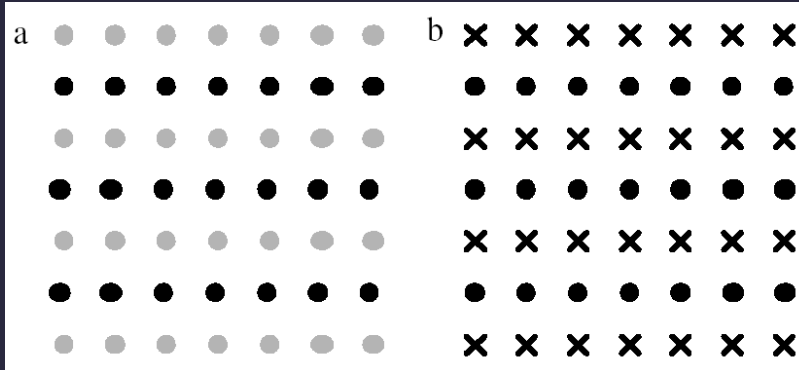
<http://www.aber.ac.uk/media/Modules/MC10220/visper06.html>

# Proximity



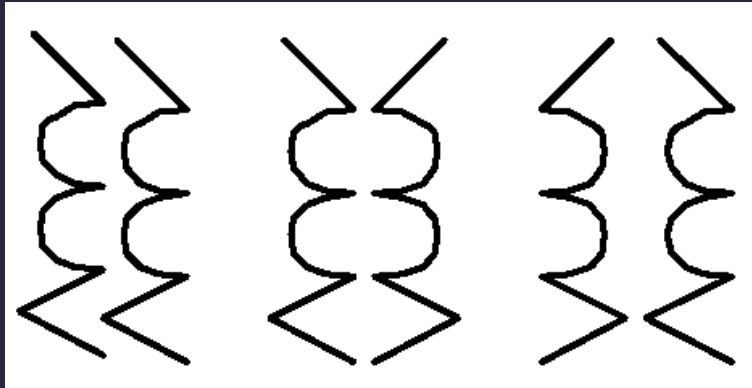
[Ware 00]

# Similarity



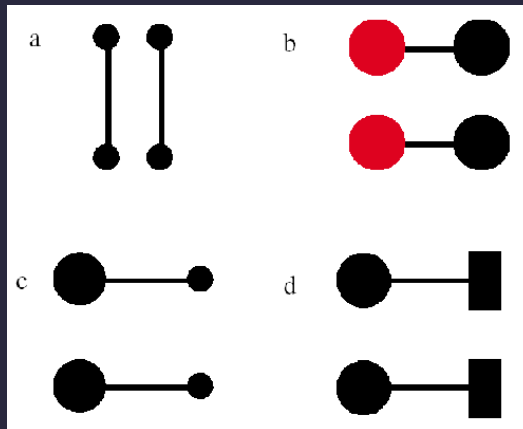
Rows dominate due to similarity [from Ware 04]

## Symmetry



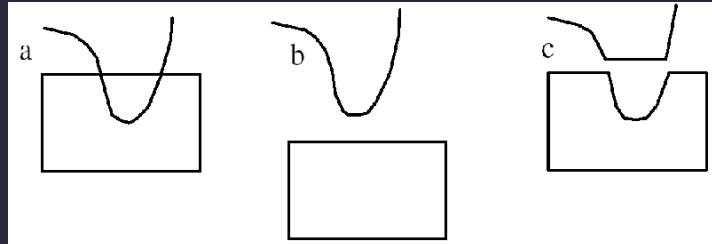
Bilateral symmetry gives strong sense of figure [from Ware 04]

## Connectedness

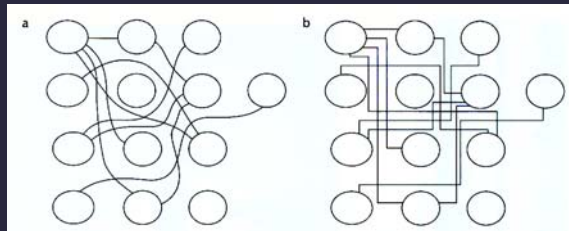


Connectedness overrules proximity, size, color shape [from Ware 04]

## Continuity

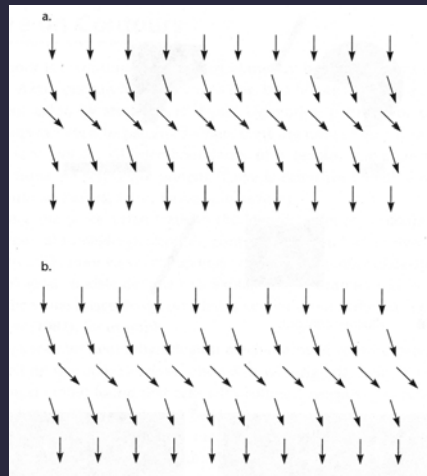


We prefer smooth not abrupt changes [from Ware 04]



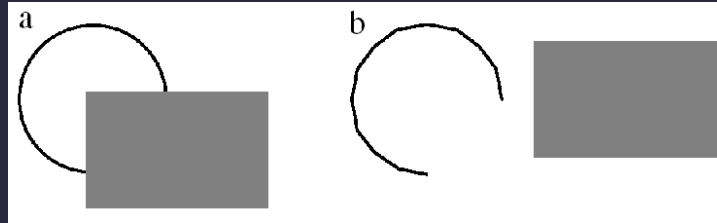
Connections are clearer with smooth contours [from Ware 04]

## Continuity: Vector fields

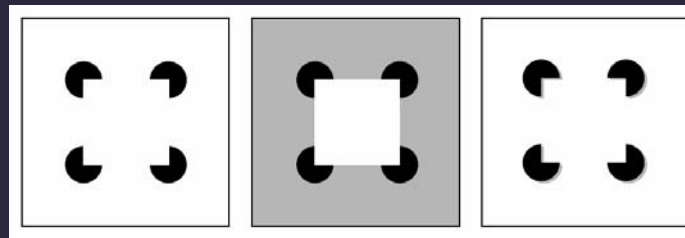


Prefer field that shows smooth continuous contours [from Ware 04]

## Closure

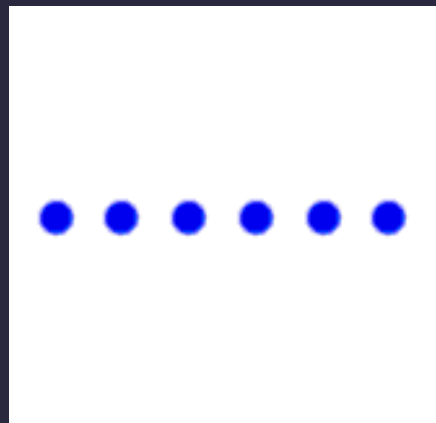


We see a circle behind a rectangle, not a broken circle [from Ware 04]



Illusory contours [from Durand 02]

## Common fate



Dots moving together are grouped

<http://coe.sdsu.edu/eet/articles/visualperc1/start.htm>

## Transparency

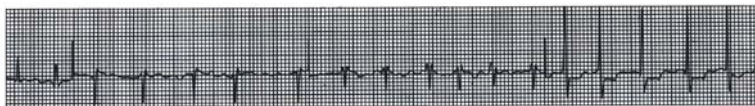
---



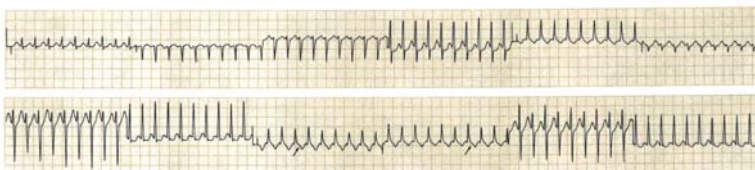
Requires continuity and proper color correspondence [from Ware 04]

## Layering and Small Multiples

## Layering: Gridlines

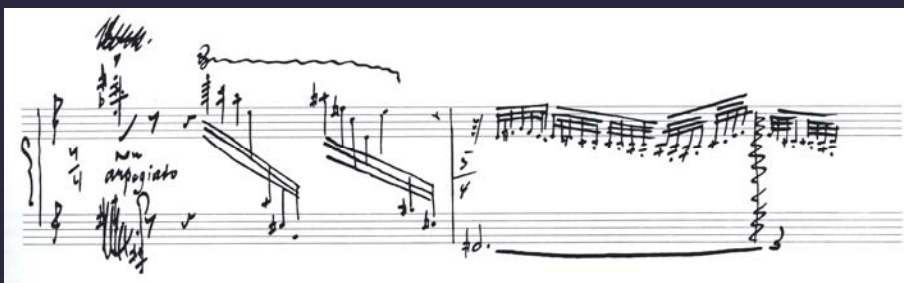


Signal and background compete above, as an electrocardiogram trace-line becomes caught up in a thick grid. Below, the screened-down grid stays behind traces from each of 12 monitoring leads:<sup>4</sup>



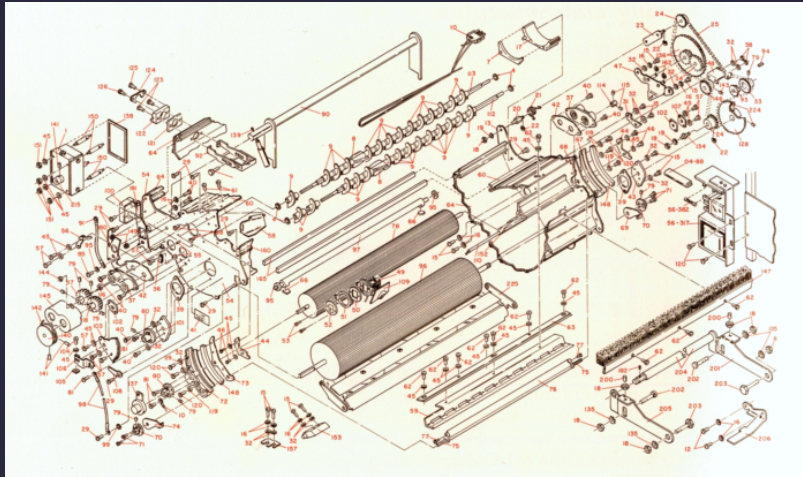
Electrocardiogram tracelines [from Tufte 90]

## Layering: Gridlines



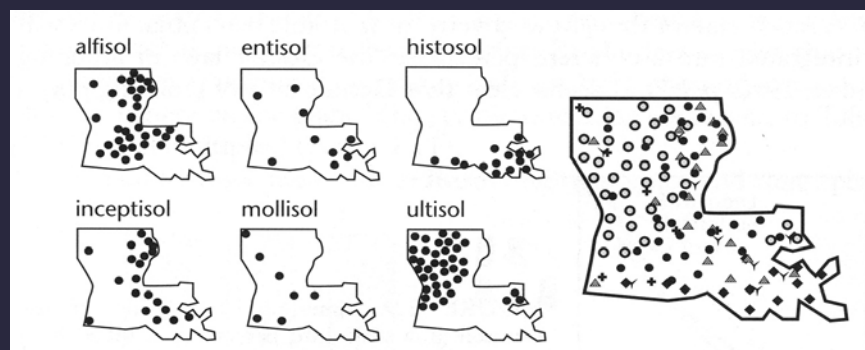
Stravinsky score [from Tufte 90]

## Layering: Color and line width



IBM Series III Copier [from Tufte 90]

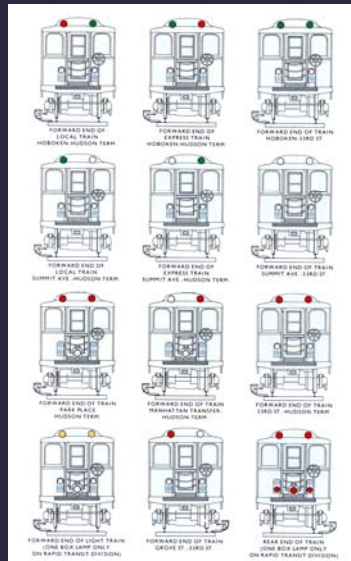
## Small multiples



[Figure 2.11, p. 38, MacEachren 95]

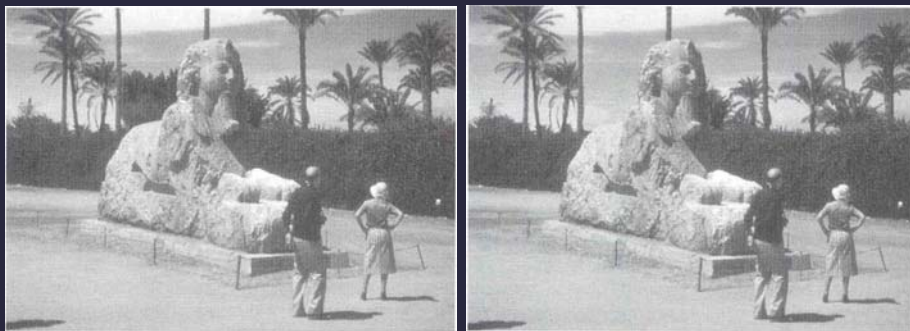


## Small multiples



Operating trains. Redrawn by Tufte to emphasize colored lights. [from Tufte 90]

## Change blindness



[Example from Palmer 99, originally due to Rock]

## Change detection

---



## Change detection

---



## Rensink's demonstration

---

<http://www.usd.edu/psyc301/Rensink.htm>

## Summary

---

Choosing effective visual encodings requires knowledge of visual perception

### Visual features/attributes

- Individual attributes often preattentive
- Multiple attributes may be separable, often integral

Gestalt principles provide higher level design guidelines

We don't always see everything that is there