The Purpose of Visualization

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CS 294-10: Visualization Spring 2011

What is visualization?

What is visualization?

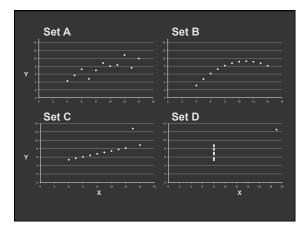
Definition [www.oed.com]

- 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.

What is visualization?

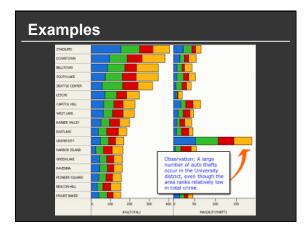
- "Transformation of the symbolic into the geometric" [McCormick et al. 1987]
- "... finding the artificial memory that best supports our natural means of perception." [Bertin 1967]
- "The use of computer-generated, interactive, visual representations of data to amplify cognition." [Card, Mackinlay, & Shneiderman 1999]

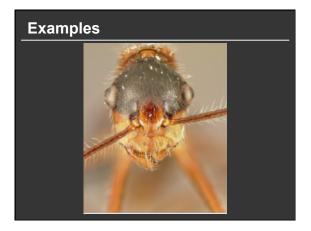
Set A		Set	Set B		Set C		Set D	
X	Y	X	Y	X	Y	X	Y	
	8.04		9.14		7.46		6.58	
	6.95		8.14		6.77		5.76	
13	7.58		8.74	13	12.74		7.71	
	8.81		8.77		7.11		8.84	
11	8.33	11	9.26	11	7.81		8.47	
14	9.96	14	8.1	14	8.84		7.04	
	7.24		6.13		6.08		5.25	
	4.26		3.1		5.39		12.5	
12	10.84	12	9.11	12	8.15		5.56	
	4.82		7.26		6.42		7.91	
	5.68		4.74		5.73		6.89	
Summary Statistics Linear Regression								
$\begin{array}{ll} u_{\rm X}=9.0 & \sigma_{\rm X}=3.317{\rm Y}^2=3+0.5{\rm X} \\ u_{\rm Y}=7.5 & \sigma_{\rm Y}=2.03\ {\rm R}^2=0.67 \end{array} \tag{Anscombe 7}$							1be 73]	

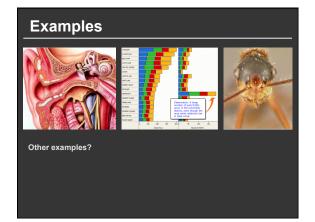


Examples









Why do we create visualizations?

Why do we create visualizations?

- Higher bandwidth to visual syste
- agrogate more data in a vievalization
- Compare data more easily
- Artistic/Aesthetic purposes
- Helps to communicate ideas be
- Overriding language barriers
- Add meaning to data (structures the data
 - e persuade Joins avoid confusion and
- Emphasize different parts of the date
- Make data available/understandable to more peop

Why do we create visualizations?

- Answer questions
- Make decisions
- See data in context
- Expand memory
- Support graphical calculation
- Find patterns
- Present argument
- Tell a story
- Inspire

Three functions of visualizations

Record information

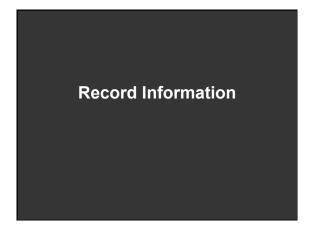
Photographs, blueprints, ...

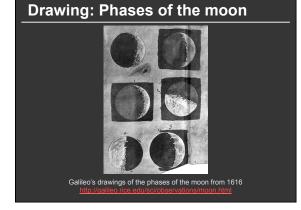
Support reasoning about information (analyze)

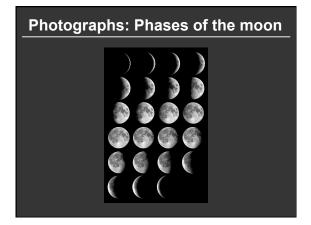
- Process and calculate
- Reason about data
- Feedback and interaction

Convey information to others (present)

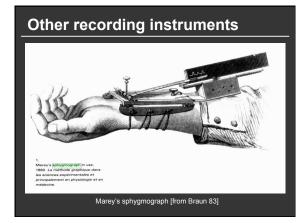
- Share and persuade
- Collaborate and revise
- Emphasize important aspects of data



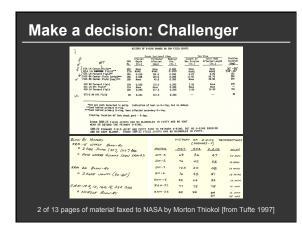


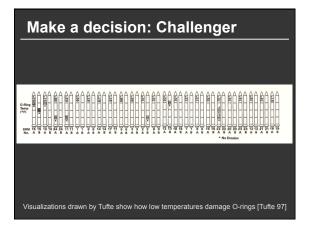


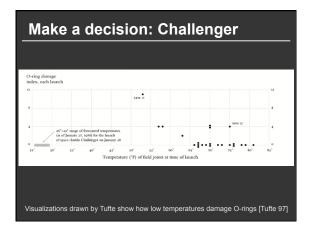


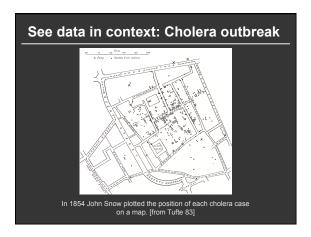


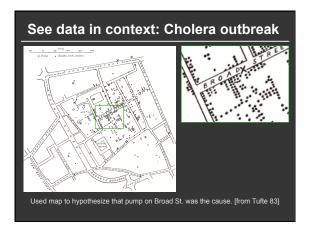


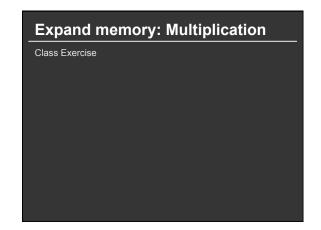


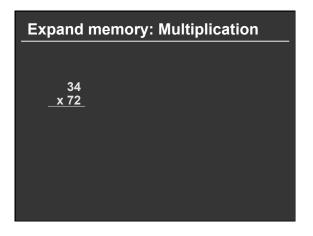


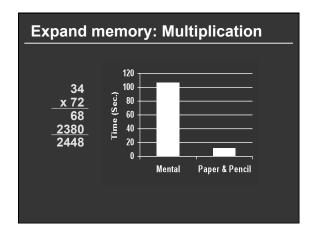


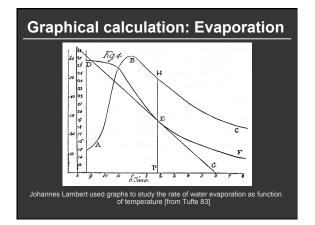


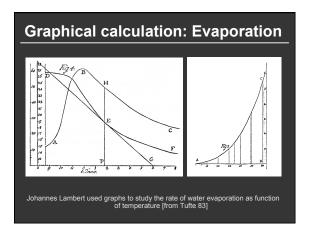


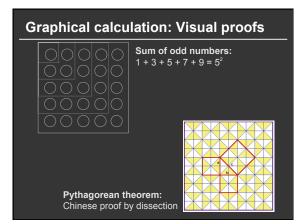


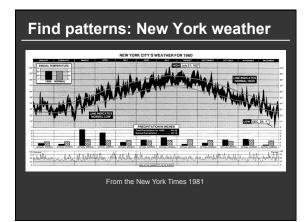




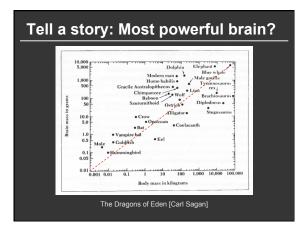


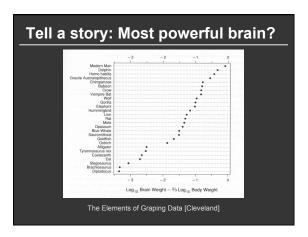


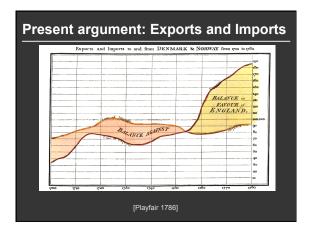


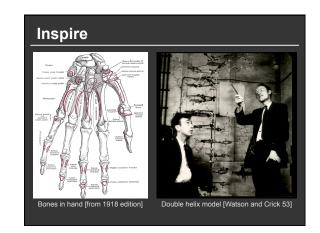


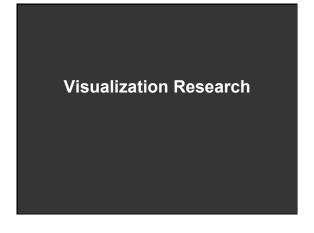




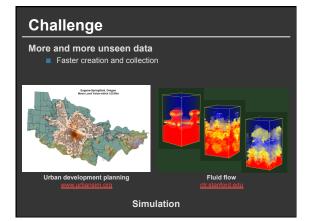


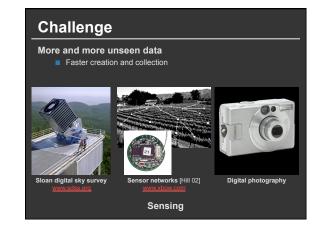


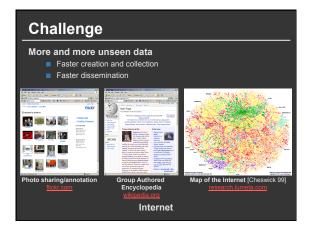












Challenge More and more unseen data

- Faster creation and collection
- Faster dissemination
- 5 exabytes of new information in 2002 [Lyman 03] 37,000 Libraries of Congress
- 161 exabytes in 2006 [Gantz 07]

Need better tools and algorithms for visually conveying information

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]

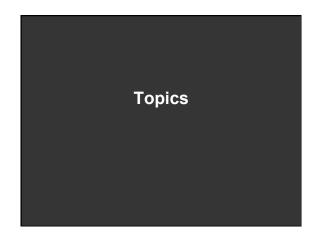
Goals of visualization research

1. Understand how visualizations convey information to people

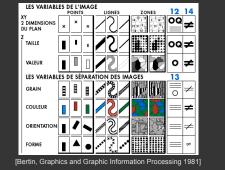
- What do people perceive/comprehend ?
- How do visualizations correspond with mental models of data?

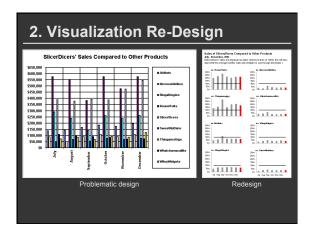
2. Develop principles and techniques for creating effective visualizations

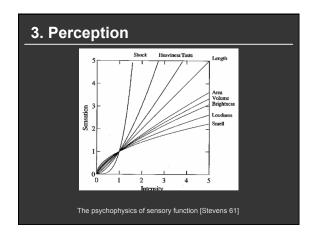
- Amplify perception and cognition
- Strengthen connection between visualization and mental models of data



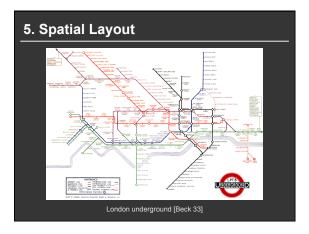
1. Data and image models

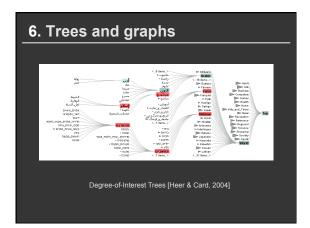


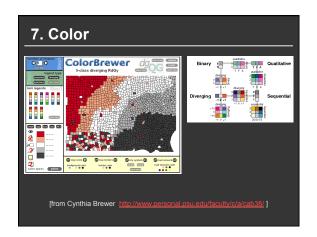


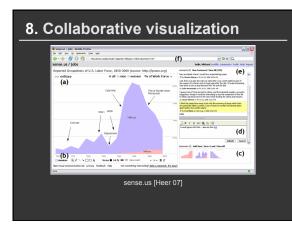


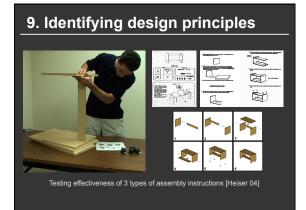


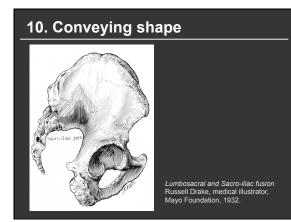


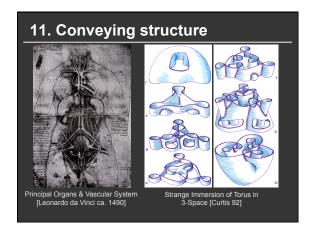


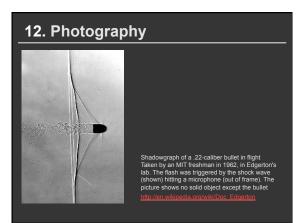




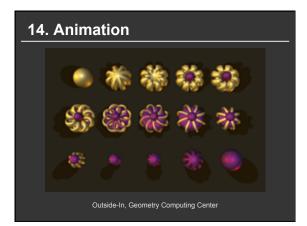






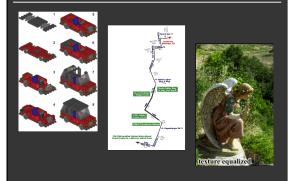






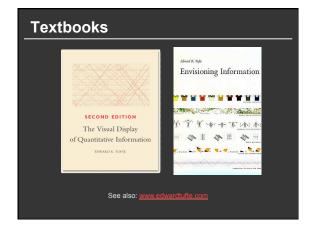
Course Mechanics

Instructor: Maneesh Agrawala



Course Goals

- 1 *Evaluate and critique* visualization designs
- 2 *Implement* interactive data visualizations
- 3 Gain an overview of research & techniques
- 4 *Develop* a substantial visualization project



Readings

- Some from textbooks, also many papers Username/Password: vis/visReadings
- Material in class will be loosely based on readings
- Readings should be read by start of class
- Post discussion comments on class wiki Must post within 1 day of lecture Important: Create a wiki account

Class home page tratev edu/courses/cs294-10-sp11/wiki

Requirements

Class participation (10%)

Assignment 1: Visualization Design (10%)

Assignment 2: Exploratory Data Analysis (15%)

Assignment 3: Creating Interactive Visualization Software (25%)

Final Project (40%)

Final project

- Visualization research project on topic of your choice
- 2nd half of class
- Project write-up in form of a research paper
- Project presentations

 - Background research on project area
 Midway presentation on prototype solutions
 Final presentation exact time to be determined

Projects from previous classes have been published IEEE Visualization IEEE Information Visualization SIGGRAPH

Final presentations to outside experts on visualization

