Principles Of Information Visualization

What is information visualization

Tufte's guidelines

Visual variables for representing information

The principle of small multiples for displaying information

How metaphors can be used and misused

Direct manipulation and direct engagement

Iomas Tom

Representations

Good representations

- Captures essential elements of the event / world
- Deliberately leaves out / mutes the irrelevant
- Appropriate for the person and their interpretation
- · Appropriate for the task, enhancing judgment ability

How many buffalo?





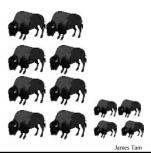
Buffalo



Buffalo



8



Representation

A representation is

- A formal system or mapping by which the information can be specified (D. Marr)
- A sign system in that it stands for something other than its self.

For example: the number thirty-four *or* the buffalo example

Decimal: 34, Binary: 100010, Roman: XXXIV

Different representations reveal different aspects of the information

Decimal: counting & information about powers of 10, Binary: counting & information about powers of 2,

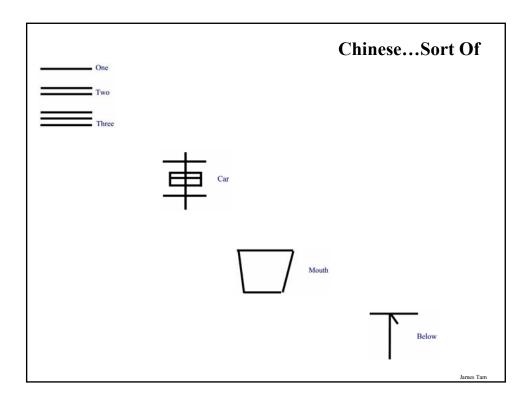
Roman: counting

James Tan

Presentation

Not the same as representation!

The presentation of information deals with how the representation is placed or organized on the screen



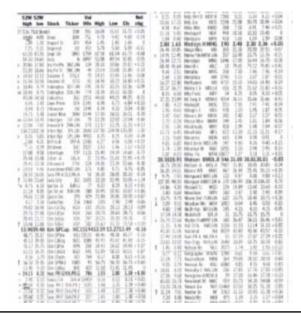
Representations: Finding Information

Solving a problem simply means representing it so as to make the solution transparent ... (Simon, 1981)

Good representations

- Allow people to *find* the relevant information
 - In contrast the information may be present but hard to find

Representations: The Information Is Present But Hard To Find



James Tan

Representations: Interpreting And Using The Information

- Allow people to *compute* desired conclusions
 - Trying to make use of the information may be a difficult process or "for free" depending on the representation chosen

Representations: The Information Is Present But Making Sense Of It Requires Much Effort

in millions, except earnings per share														
	_	Q2-01*	_	3-01*	_	24-01*	-	Q1-02	Q2-02		Q3-02	Q4-02	Q1-03	
Revenue	\$	6,550	\$	6,403	\$	6,577	\$	6,126	\$ 7,741	\$	7,245	\$ 7,253	\$ 7,746	\$
Operating expenses:														
Cost of revenue		864		899		867		978	1,691		1,567	1,463	1,344	
Research and development		990		1,069		1,364		1,398	1,595		1,474	1,832	1,707	
Acquired in-process technology														
Sales and marketing		1,290		1,198		1,359		1,457	1,676		1,449	1,670	1,415	
General and administrative		212		239		236		286	885		343	329	252	
Other expenses														
Total operating expenses		3,356		3,405		3,826		4,119	5,847		4,833	5,294	4,718	
Operating income		3,194		2,998		2,751		2,007	1,894		2,412	1,959	3,028	
osses on equity investees and other		(28)		(46)		(33)		(30)	(37)		(11)	(14)	(22)	
nvestment Income		751		706		(2,620)		(980)	553		739	(617)	41	
Voncontinuing items														
ncome before income taxes		3,917		3,658		98		997	2,410		3,140	1,328	3,047	
Provision for income taxes		1,293		1,207		33		319	771		1,005	425	1,006	
ncome before accounting change		2,624		2,451		65		678	1,639		2,135	903	2,041	
umulative effect of accounting change		-		-		-		-	-		-	-	-	
Vet income	\$	2,624	S	2,451	\$	65	\$	678	\$ 1,639	S	2,135	\$ 903	\$ 2,041	\$
referred stock dividends														
Net income available for common shareholders	\$	2,624	S	2,451	\$	65	\$	678	\$ 1,639	S	2,135	\$ 903	\$ 2,041	\$
Basic EPS before accounting change		\$0.25		\$0.23		\$0.01		\$0.06	\$0.15		\$0.20	\$0.08	\$0.19	_
Diluted EPS before accounting change	- 1	\$0.24		\$0.22		\$0.01		\$0.06	\$0.15		\$0.19	\$0.08	\$0.19	

James Tam

Example One: Which Is The Best Flight?

Length, stop-overs, switches...

		Depart	Arrive
AC 117	Vancouver - Calgary	7:00	9:00
Cdn 321	Vancouver - Calgary	9:00	12:00
Cdn 355	Calgary - Montreal	13:30	19:30
AC 123	Calgary - Toronto	12:30	16:30
AC 123	Toronto - Montreal	16:45	17:30
Act Control		0	

Vancouver 7 9 11 13 15 17

Calgary 8 10 12 14 16 18 20

Montreal 10 12 14 16 18 20

Iames Tam

Example Two: When Do I Take My Drugs? (From "Things That Make Us Smart" By Don Norman

Note: 10 - 30% error rate in taking pills, same for pillbox organizers

Inderal - 1 tablet 3 times a day Lanoxin -1 tablet every a.m.

Carafate - 1 tablet before meals and at bedtime Zantac - 1 tablet every 12 hours (twice a day)

Quinag - 1 tablet 4 times a day Couma - 1 tablet a day

Breakfast	Lunch	Dinner	Bedtime	Breakfast
Lanoxin O				Lanoxin
Inderal O	O	O		Inderal Quinag
Quinag O	O	O	O	Carafate
Carafate O	O	O	O	Curuitic
Zantac	О		O	
Couma			O	

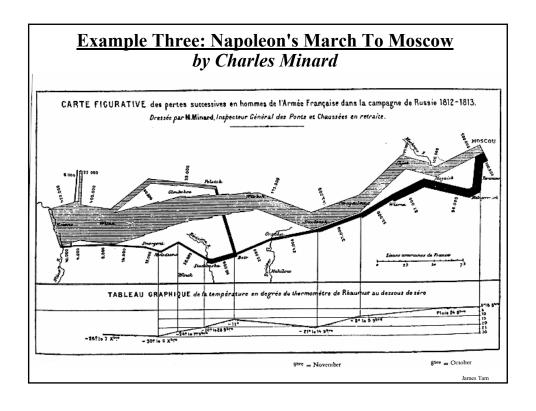
Organized by both time of day and by drug

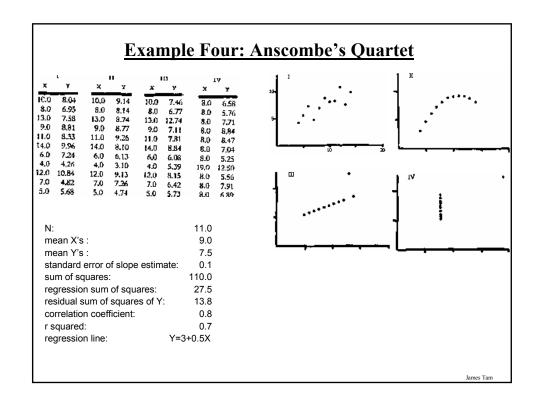
Breakfast	Lunch	Dinner	Bedtime
Lanoxin			
Inderal	Inderal	Inderal	
Quinag	Quinag	Quinag	Quinag
Carafate	Carafate	Carafate	Carafate
	Zantac		Zantac
			Couma

Example Three: Napoleon's March To Moscow by Charles Minard









Example Five: Do I Deserve A Tax Break

	Α	В		
1	Market value (\$)	Improvement cost (\$)		
2	140000	31120		
3	147000	29980		
4	151000	38120		
5	152000	34360		
6	155000	40710		
7	170000	21620		
8	172000	42100		
9	178000	41070		
10	180000	34210		
11	180000	44090		
12	182000	55960		
13	185000	45170		
14	185000	46820		
15	193400	50200		
16	194500	71860		
17	197000	48460		
18	203000	40720		
19	205000	56600		
20	213000	42780		
21	221000	58770		
22	225000	58960		
23	245000	48910		
24	248000	62620		
25	278000	58580		
26	302500	72200		
27	308000	67320		



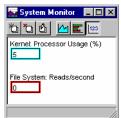


Iomas Tom

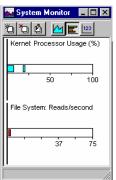
Which Representation Is Best?

Depends heavily on task

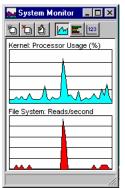
What is the precise value?



What is the performance now compared to the peak?



How does performance change over time?



Visualization

- •Representing data in a way that amplifies cognition (acquiring and using knowledge).
- •It's related to representations:
 - Representation are methods of encoding information.
 - Visualizations are good representations

James Tam

An Example Visualization: The Change History Of A Software System: SeeSoft¹



1) "Seesoft—A Tool for Visualizing Line Oriented Software Statistics", Eick S.G., Steffen J.L. and Sumner E.E

Tufte's Principles Of Information Visualization₁

Graphics should reveal the data

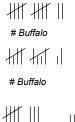
- · Show the data
- Not get in the way of the message
- Avoid distortion
- Present many numbers in a small space
- Make large data sets coherent
- Encourage comparison between data
- Supply both a broad overview and fine detail
- Serve a clear purpose

1 "Visual Display of Quantitative Information" by E. Tufte
Note: Some of the visual examples on the following slides are taken from
Tufte's books

Inmos Ton

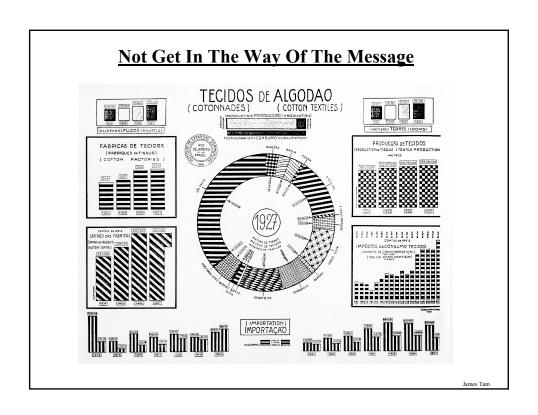
Show The Data

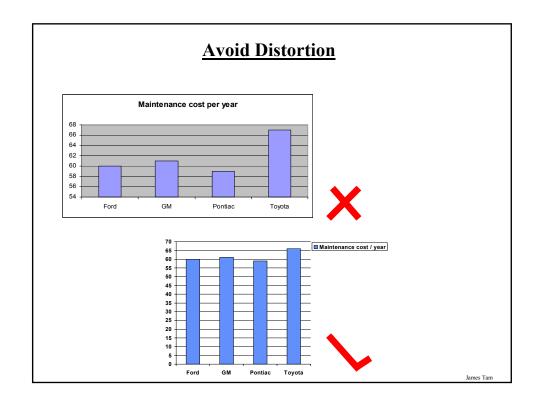








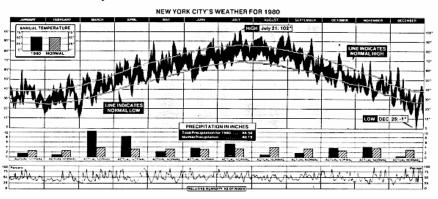




Present Many Numbers In A Small Space, Make Large Data Sets Coherent

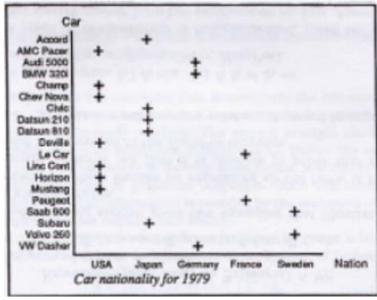
New York Weather History

• 181 numbers/sq inch



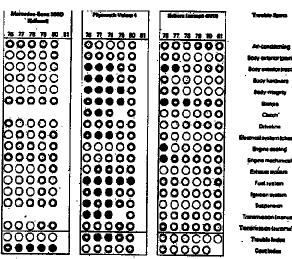
Iomas Tom

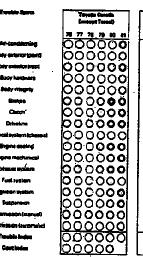
Encourage Comparison Between The Data

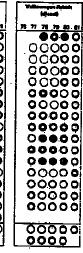


MacKinlay J.D. (1986) Automatic Design of Graphical Presentations.

Broad Overview And Fine Detail







. .



Position

• Changes in the x, y, z location



Size

• Changes in length, area or repetition



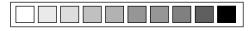
Shape

• Changes in form



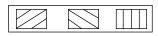
Value

• Changes in brightness



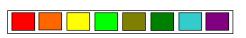
Orientation

• Changes in alignment



Colour

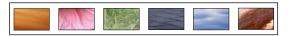
• Changes in hue



Visual Variables (2)

Texture

• Variations in pattern



Motion



www.st-duffer.com

Inmos Ton

Visual Variables (3)

Characteristics of visual variables

• Selective

Is a change in this variable enough to allow us to select it from a group?

Associative

Is a change in this variable enough to allow us to perceive them as a group?

• Quantitative

Is there a numerical reading obtainable from changes in this variable?

Order

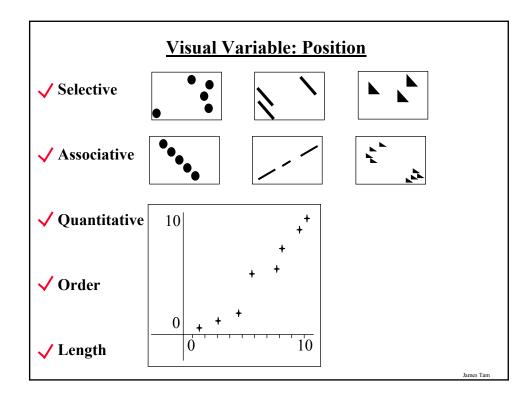
Do changes in the visual variable indicate some sort of ranking?

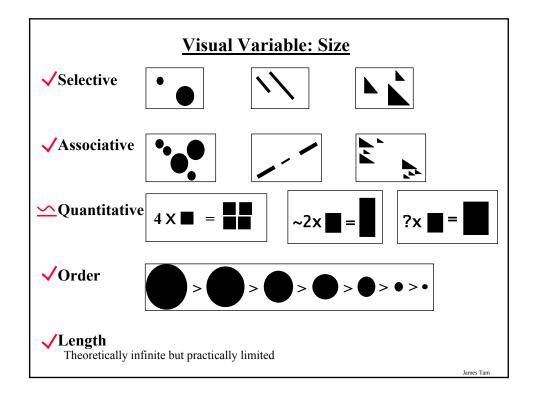
Length¹

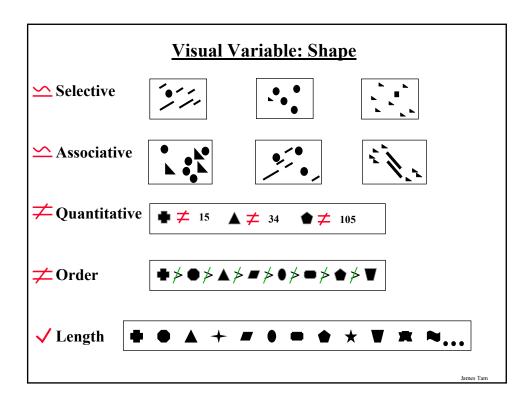
Across how many changes in this variable are distinctly perceptible?

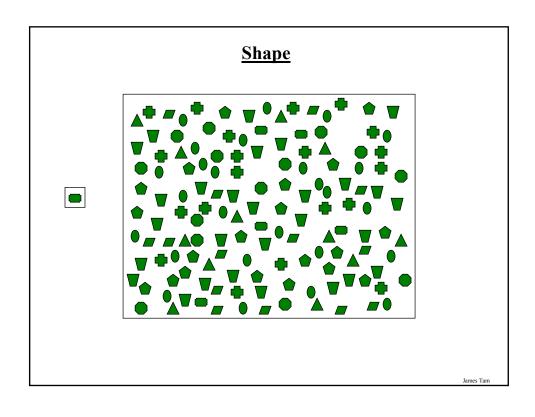
1 Think of it as variation

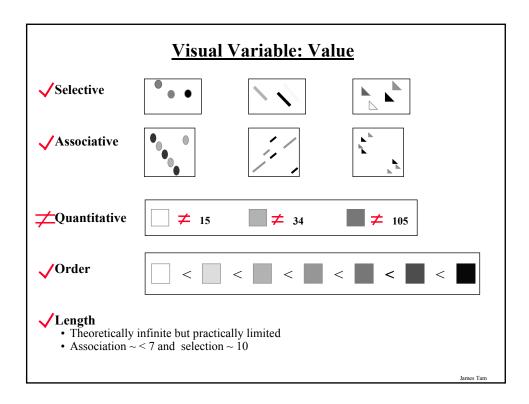
James Tan

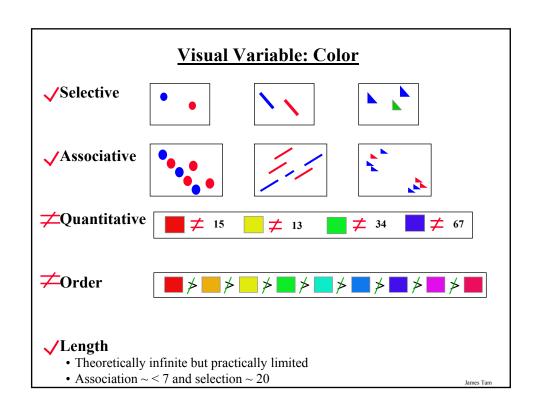


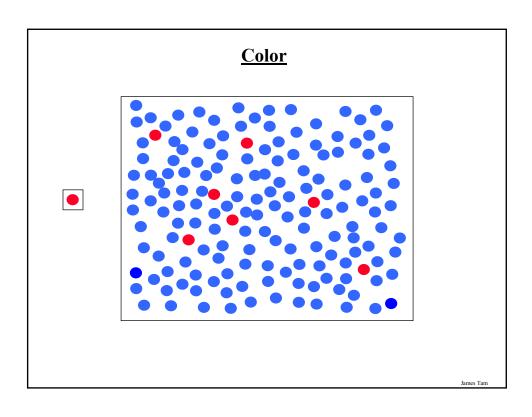








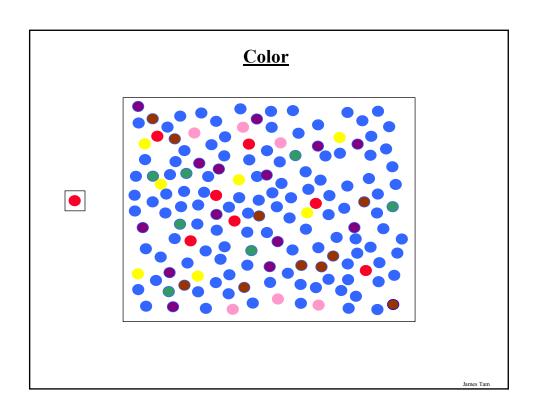


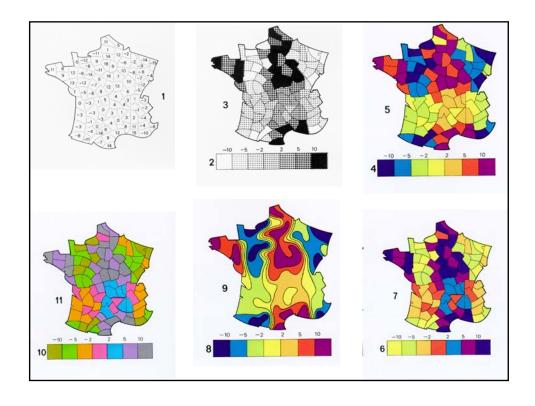


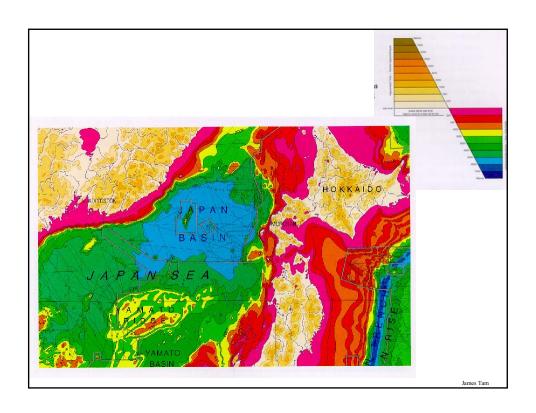
Color Encoding

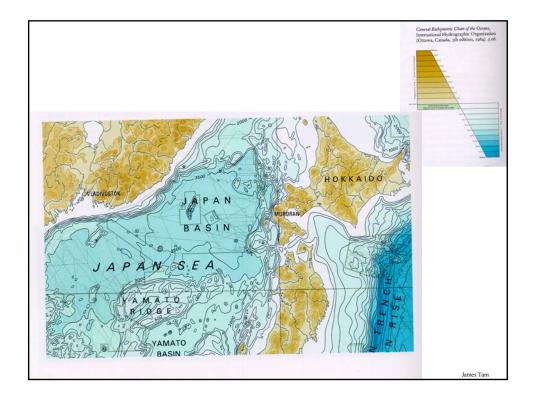
Common advice says use a rainbow scale

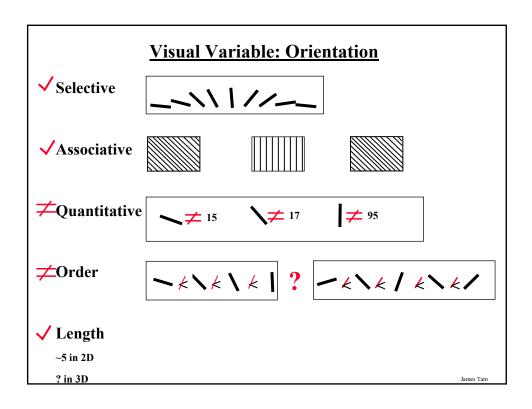
- Marcus, Murch, Healey
- There are problems with rainbows

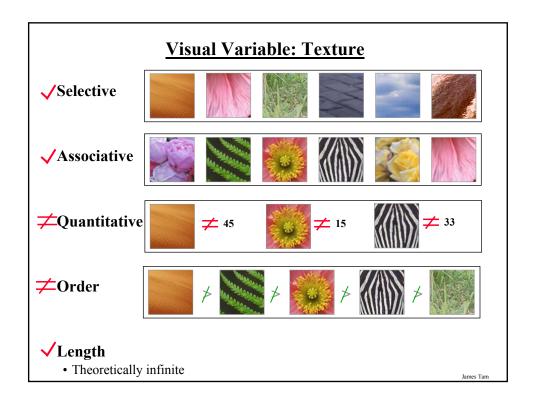












Visual Variable: Motion

✓ Selective - motion is one of our most powerful attention grabbers



✓ **Associative** – objects moving in unison groups them effectively







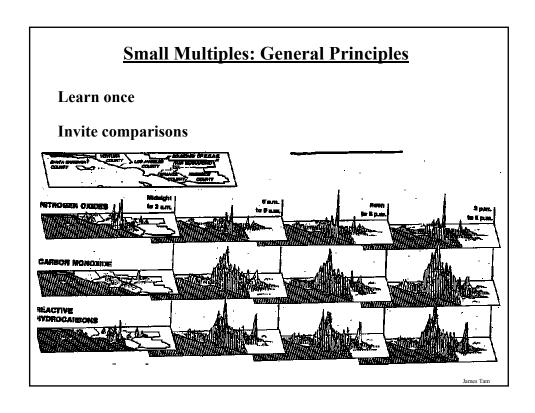
Quantitative - subjective perception

≠Order

? Length - distinguishable types of motion?

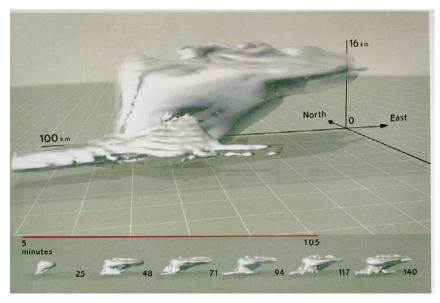
James Tam

Motion Motion





Small Multiples: Showing Time And Change



Iomas Tom

Metaphors

Definition of a Metaphor

- One kind of object or idea is used in place of another to suggest a likeness or analogy between them
- Application of name or descriptive term to an object to which it is not literally applicable

Iames Tam

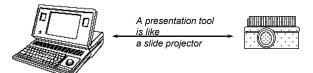
Interface Metaphors

Purpose

- Function as natural models
- Leverages our knowledge of familiar, concrete objects/experiences to understand abstract computer and task concepts

Problem

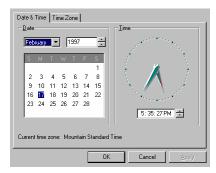
• Metaphor may portray inaccurate or naive conceptual model of the system



James Tam

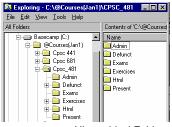
Interface Metaphors

Pervade excellent interfaces



Control Panels with familiar controls

Name:	
Address:	
City:	
Province:	
Postal Code:	
	Forms



Hierarchical Folders

James Tar

A Real Life Metaphor: Life!



The Sims House Party © Maxis

James Tam

Creating Interface Metaphors

Generating metaphors

- Use metaphors that matches user's conceptual task
 - —Desktop metaphor for office workers
 - -Paintbrush metaphor for artists...
- Given a choice, choose the metaphor close to the way the system works
- Ensure emotional tone is appropriate to users
 - e.g., file deletion metaphors

Trashcan

Black hole

Paper shredder

Pit bull terrier

Nuclear disposal unit...

James Tar

Evaluating Metaphors

Potential problems:

- The metaphor has attributes that the system does not have.
- The system has attributes that are not suggested by the metaphor.
- An attribute exists both in the metaphor and in the system but works differently in each.

James Tan

The Metaphor Is More Powerful Than The System

Will the metaphor make people believe that the system can do more than it currently can?

```
West of House Score: 0/6

ZORK I: The Great Underground Empire
Copyright 1982 by Infocom, Inc.
All rights reserved.
ZORK is a trademark of Infocom, Inc.
Release 30 / Serial number 830330

West of House
You are standing in an open field west
of a white house, with a boarded front
door.
There is a small mailbox here.

>■
```

Zork © Infocom

lames Tam

The System Is More Powerful Than The Metaphor Implies

Will the metaphor restrict how people will try to use the system?

•e.g., file folders



An Attribute Differs Between The Metaphor And The System

e.g., The trash can





Desk top trashcan

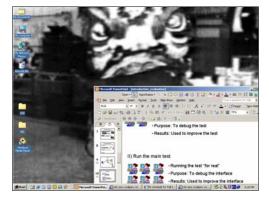
Metaphors Should Not Be Static

Evolve metaphors

- Is metaphor extensible to new features?
- When is the metaphor no longer useful?





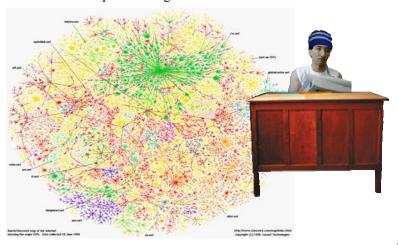


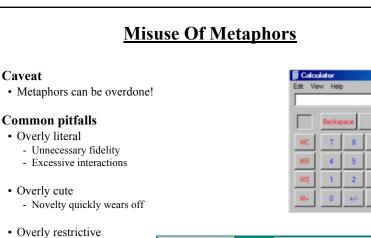
Iomas Tom

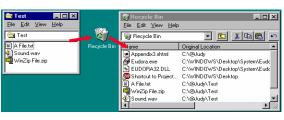
Metaphors Should Not Be Static (2)

Evolve metaphors

- Is metaphor extensible to new features?
- When is the metaphor no longer useful?







9

6

3

12

1/x

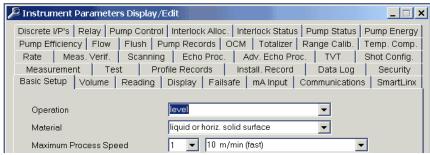
task and/or thinking

- Cannot move beyond

- Does not match user's

· Mismatched

Misuse Of Metaphors (2)



Milltronics' Dolphin Plus a configuration package for industrial level and flow sensors

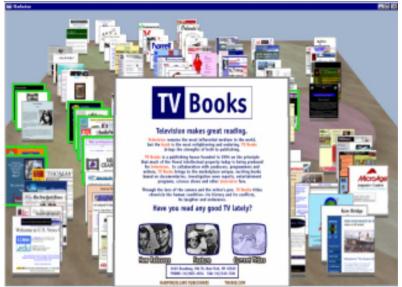
A Example System That Applies A Metaphor: The Data Mountain



Robertson / Czerwinski / Larson / Robbins / Thiel / van Dantzich Data Mountain: Using Spatial Memory for Document Management Proc ACM UIST'98

James Tam

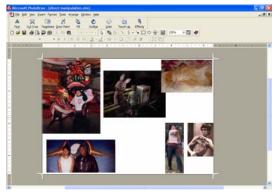
A Example System That Applies A Metaphor: The Data Mountain



Robertson / Czerwinski / Larson / Robbins / Thiel / van Dantzich Data Mountain: Using Spatial Memory for Document Management Proc ACM UIST'98

Direct Manipulation

- •An interface that behaves as though the interaction was with a real-world object rather than with an abstract system
- •Almost always based on a metaphor
 - Mapped onto some facet of the real world task semantics



PhotoDraw @ Microsoft

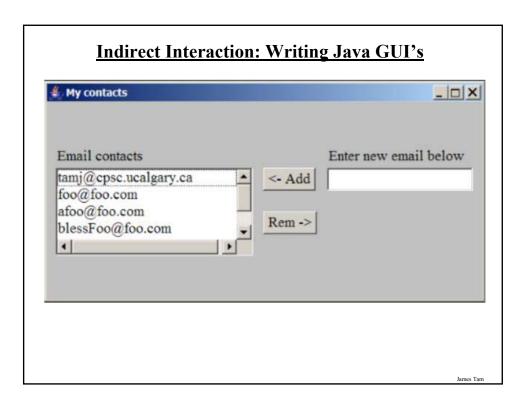
James Tam

Characteristics Of Direct Manipulation

Objects of interest are visible

Visible objects can be manipulated

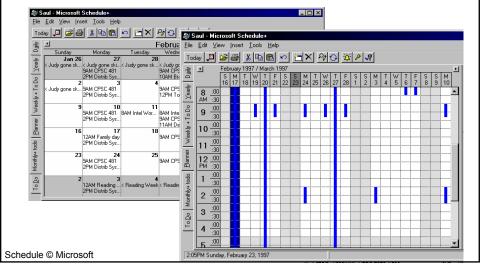
Manipulation occurs by pointing and moving



Indirect Interaction: Changing The Java Code Contacts (racker) java - WordPad Fig. Edit View Innert Format Help private Button nemover private Button nemover private Button semover private Button saves public ContactsTracker () (gb1 = new GridBagLayous (); setLayout (gb1); list = new Lies(1); inputOne - new TextField(); inputOne - new TextField(); inputOne - new TextField(); remove = new Button ("Fane"); remove = new Button ("Fane"); public dist getLies () { return lies; } public void addMidget(Container container, Component widget, int x, int y, int w, int h, int fill, int anchors) (Layoutthanager in = container, cortayout (); document in = cortainer, cortainer, cortainer, cortayout (); document in = cortainer, cortainer,

Direct Manipulation

Representation directly affects what can be directly manipulated



Is Direct Manipulation The Way To Go?

Some Disadvantages

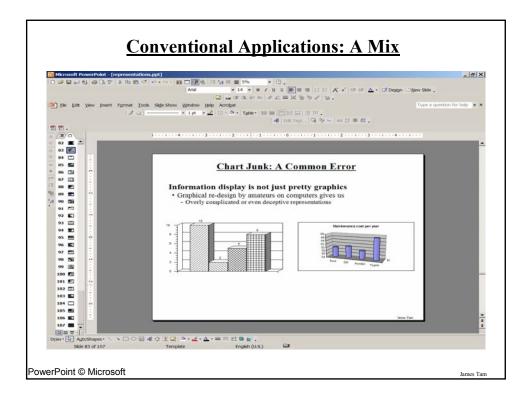
- Ill-suited for abstract operations
 - Spell-checker?
- Tedium
 - Manually search large database vs. query
- Task domain may not have adequate physical/visual metaphor
- Metaphor may be overly-restrictive

Solution

- Most systems combine direct manipulation and abstractions
 - Word processor:

WYSIWYG document (direct manipulation)

buttons, menus, dialog boxes (abstractions, but direct manipulation "in the small")



Direct Engagement

- •The feeling of working directly on the task.
- •To employ it, you need to consider the user of the system and the tasks that he or she engages in.
- •Often direct manipulation is an important requirement for direct engagement.
 - e.g., A drawing program provides tools that are familiar to artists (brushes, palettes etc.)

Direct Engagement: A Telephone Database

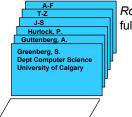
Find "Green"
>S. Greenberg
>Dept Computer Science
>University of Calgary

Command system no direct manipulation

Search for: Green

Result: S. Greenberg

Dept Computer Science University of Calgary Form metaphor: syntactic direct manipulation



Rolodex metaphor: full direct manipulation

Iomas Tom

Object-Action vs. Action-Object

Select object, then do action

• Interface emphasizes 'nouns' (visible objects) rather than 'verbs' (actions)





The Sims House Party © Maxis

Object-Action Vs. Action-Object (2)

Advantages

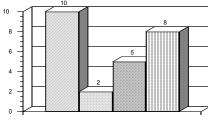
- Closer to real world
- Modeless interaction
- Actions always within context of object
 - Inappropriate ones can be hidden
- Generic commands
 - The same type of action can be performed on the object
 - e.g., drag 'n drop: folders files paragraphs text numbers...

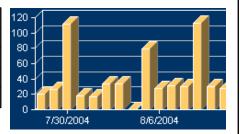
James Tan

Chart Junk: A Common Error

Information display is not just pretty graphics

- Graphical re-design by amateurs on computers gives us
 - Overly complicated or even deceptive representations







lames Tam

What You Now Know

Good Representations

- Captures essential elements of the event / world
- Deliberately leaves out / mutes the irrelevant
- Appropriate for the person, their task, and their interpretation

Information Visualization

- Tufte's principles
- Exploits our knowledge of visual variables
- Many techniques now available (illustrated with research and commercial systems)

Iomas Ton

What You Now Know (2)

Metaphors

- Uses our knowledge of the familiar and concrete to represent abstract concepts
- Need not be literal
- · Has limitations that must be understood

Direct manipulation

- Visibility of the objects of interest
- Manipulation by pointing and moving

These four components are the foundation of a true Visual Interface

