

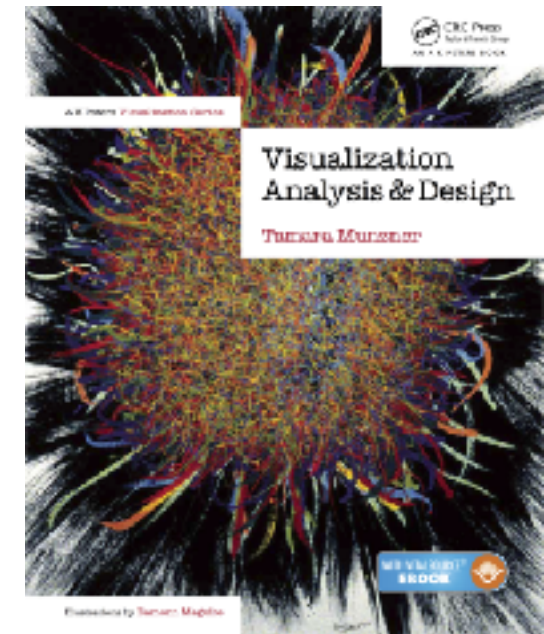
Visualization Analysis & Design

What's Vis, and Why Do It? (Ch 1)

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Defining visualization (vis)

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

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Why?...

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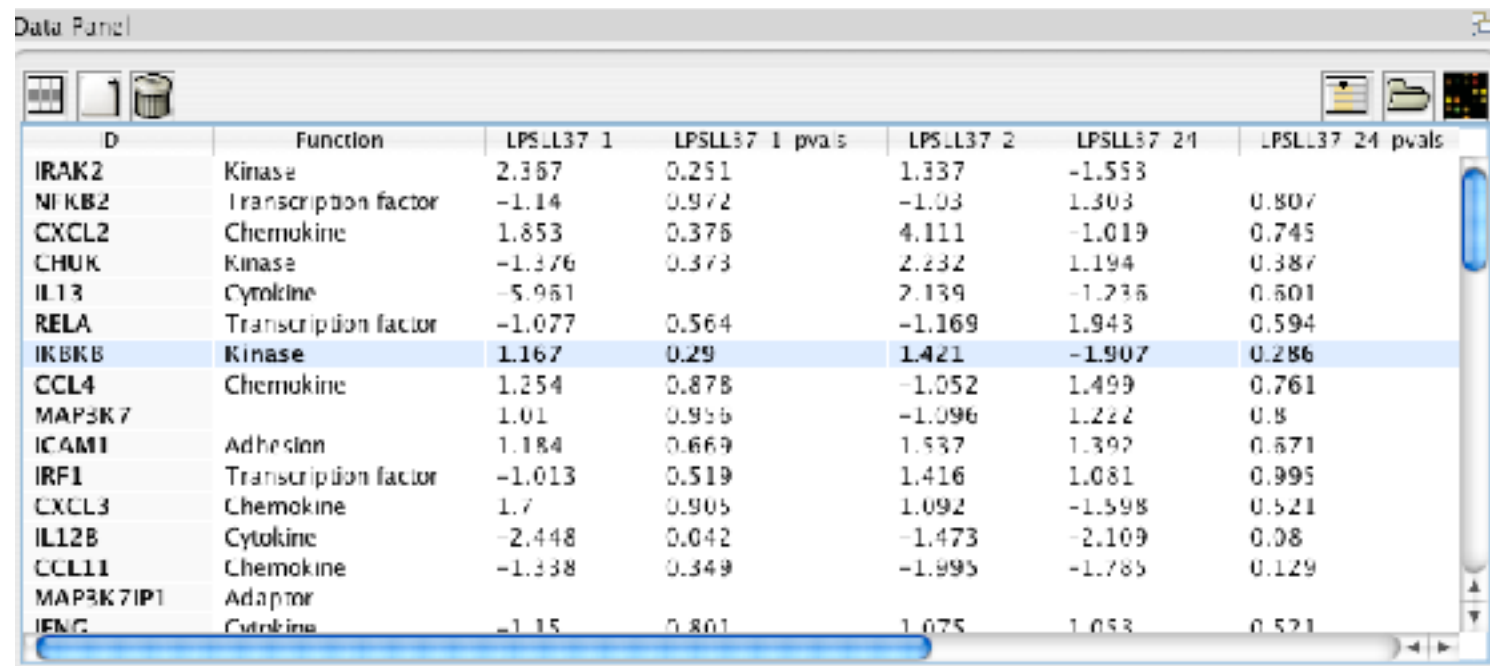
Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decision-making methods.

- don't need vis when fully automatic solution exists and is trusted
- many analysis problems ill-specified
 - don't know exactly what questions to ask in advance
- possibilities
 - long-term use for end users (ex: exploratory analysis of scientific data)
 - presentation of known results (ex: New York Times Upshot)
 - stepping stone to assess requirements before developing models
 - help automatic solution developers refine & determine parameters
 - help end users of automatic solutions verify, build trust

Why use an external representation?

Computer-based visualization systems provide **visual representations** of datasets designed to help people carry out tasks more effectively.

- external representation: replace cognition with perception



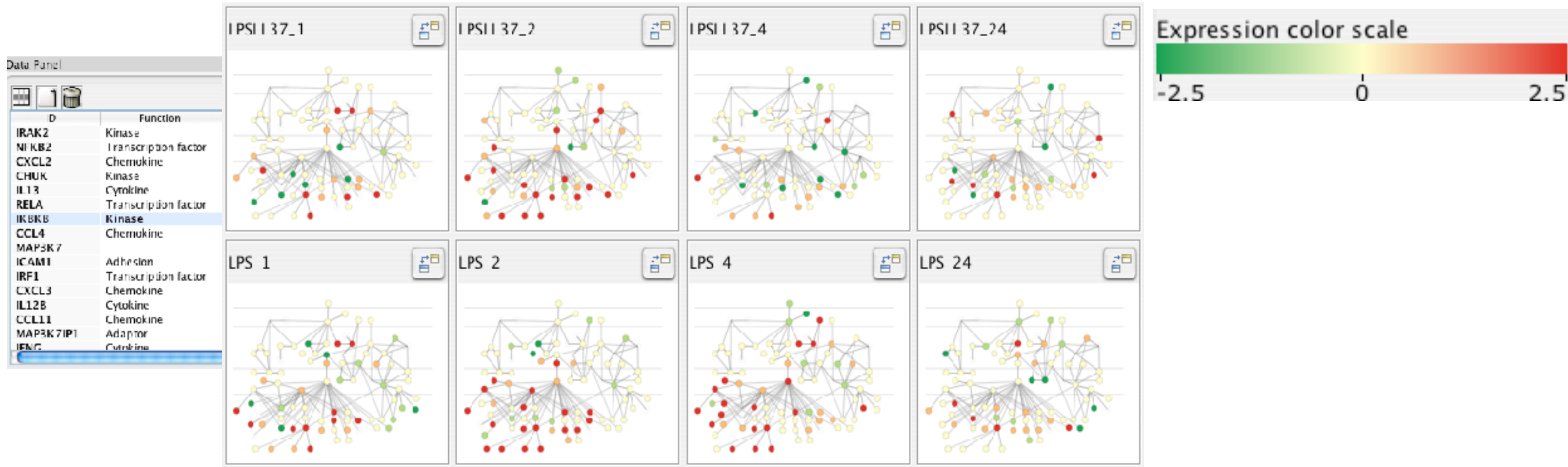
| D | Function | LPSLL37 1 | LPSLL37 1 pvals | LPSLL37 2 | LPSLL37 24 | LPSLL37 24 pvals |
|-----------|----------------------|-----------|-----------------|-----------|------------|------------------|
| IRAK2 | Kinase | 2.357 | 0.251 | 1.337 | -1.553 | |
| NIK2 | Transcription factor | -1.14 | 0.972 | -1.03 | 1.303 | 0.807 |
| CXCL2 | Chemokine | 1.853 | 0.376 | 4.111 | -1.019 | 0.745 |
| CHUK | Kinase | -1.376 | 0.373 | 2.232 | 1.194 | 0.387 |
| IL13 | Cytokine | -5.961 | | 2.139 | -1.236 | 0.601 |
| RELA | Transcription factor | -1.077 | 0.564 | -1.169 | 1.943 | 0.594 |
| IKKKB | Kinase | 1.167 | 0.29 | 1.421 | -1.907 | 0.286 |
| CCL4 | Chemokine | 1.254 | 0.878 | -1.052 | 1.499 | 0.761 |
| MAP3K7 | | 1.01 | 0.956 | -1.096 | 1.222 | 0.8 |
| ICAM1 | Adhesion | 1.184 | 0.669 | 1.537 | 1.392 | 0.671 |
| IRF1 | Transcription factor | -1.013 | 0.519 | 1.416 | 1.081 | 0.995 |
| CXCL3 | Chemokine | 1.7 | 0.905 | 1.092 | -1.598 | 0.521 |
| IL12B | Cytokine | -2.448 | 0.042 | -1.473 | -2.109 | 0.08 |
| CCL11 | Chemokine | -1.338 | 0.349 | -1.995 | -1.785 | 0.129 |
| MAP3K7IP1 | Adaptor | | | | | |
| IFNG | Cytokine | -1.15 | 0.801 | 1.075 | 1.053 | 0.521 |

[Cerebral: Visualizing Multiple Experimental Conditions on a Graph with Biological Context. Barsky, Munzner, Gardy, and Kincaid. IEEE TVCG (Proc. InfoVis) 14(6):1253-1260, 2008.]

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Why depend on vision?

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- human visual system is high-bandwidth channel to brain
 - overview possible due to background processing
 - subjective experience of seeing everything simultaneously
 - significant processing occurs in parallel and pre-attentively
- sound: lower bandwidth and different semantics
 - overview not supported
 - subjective experience of sequential stream
- touch/haptics: impoverished record/replay capacity
 - only very low-bandwidth communication thus far
- taste, smell: no viable record/replay devices

Why represent all the data?

Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.

- summaries lose information, details matter
 - confirm expected and find unexpected patterns
 - assess validity of statistical model

Anscombe's Quartet

| Identical statistics | |
|----------------------|-------|
| x mean | 9 |
| x variance | 10 |
| y mean | 7.5 |
| y variance | 3.75 |
| x/y correlation | 0.816 |

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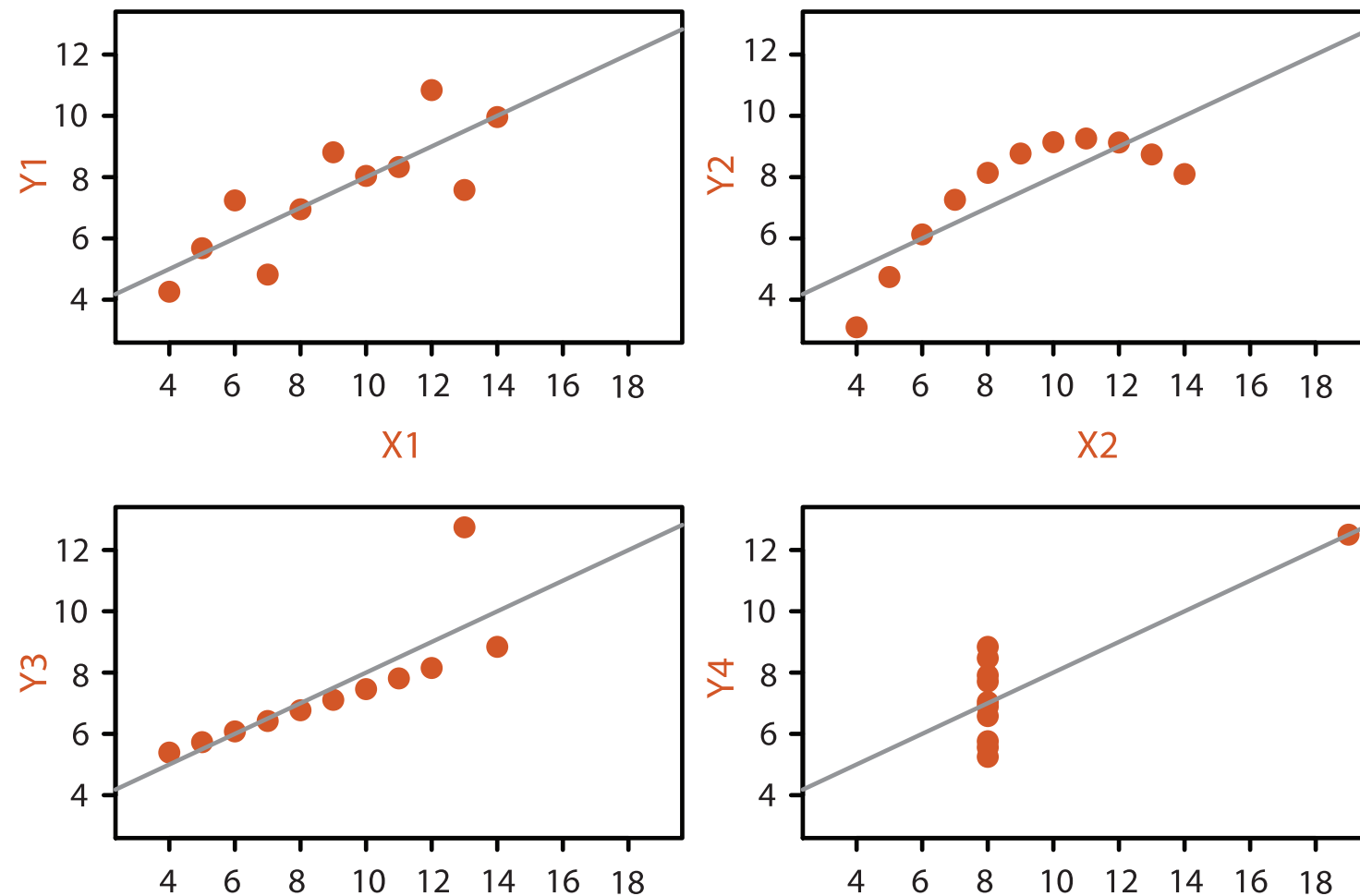
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What resource limitations are we faced with?

Vis designers must take into account three very different kinds of resource limitations: those of computers, of humans, and of displays.

- computational limits
 - computation time, system memory
- display limits
 - pixels are precious & most constrained resource
 - **information density**: ratio of space used to encode info vs unused whitespace
 - tradeoff between clutter and wasting space
 - find sweet spot between dense and sparse
- human limits
 - human time, human memory, human attention

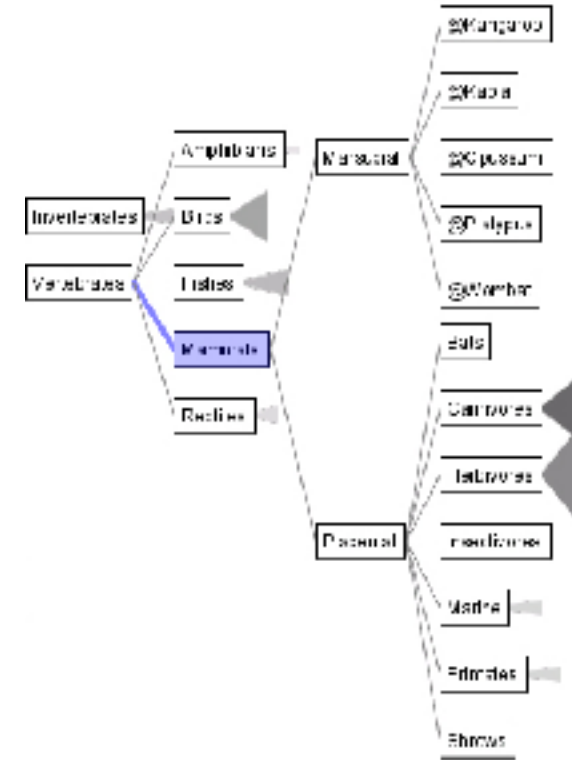
Why analyze?

- imposes structure on huge design space
 - scaffold to help you think systematically about choices
 - analyzing existing as stepping stone to designing new
 - most possibilities ineffective for particular task/data combination

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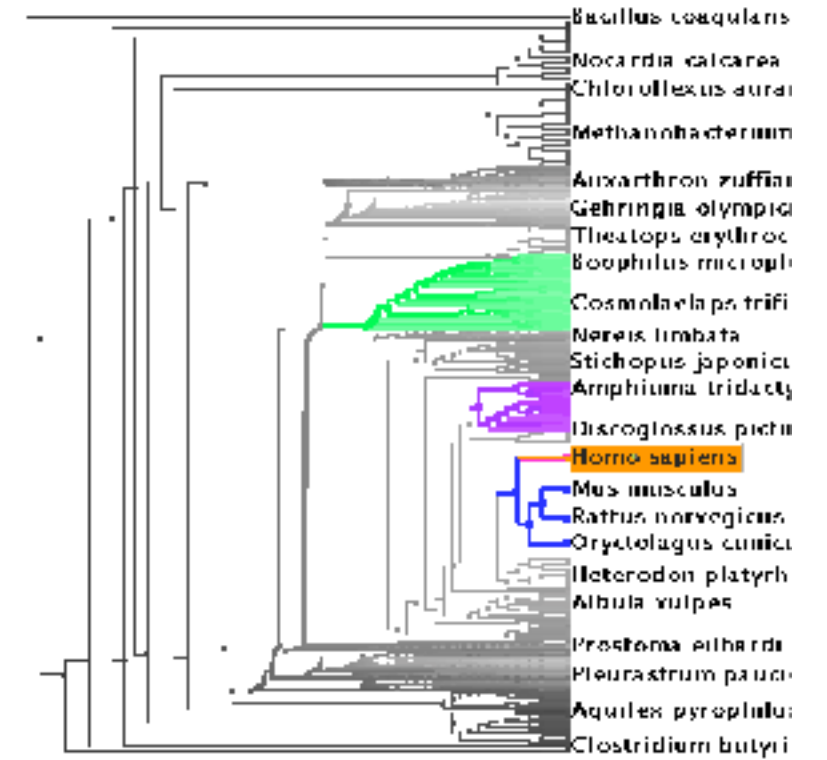
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SpaceTree



[SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Grosjean, Plaisant, and Bederson. Proc. InfoVis 2002, p 57–64.]

TreeJuxtaposer

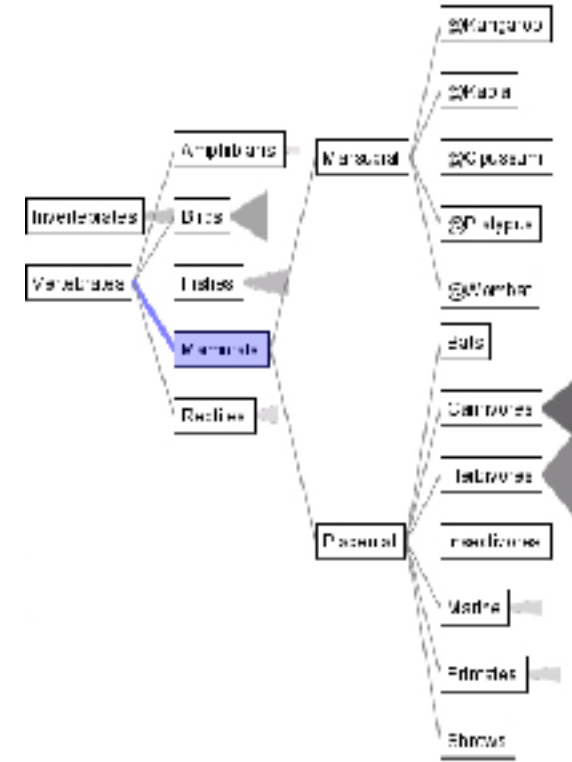


[TreeJuxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. ACM Trans. on Graphics (Proc. SIGGRAPH) 22:453– 462, 2003.]

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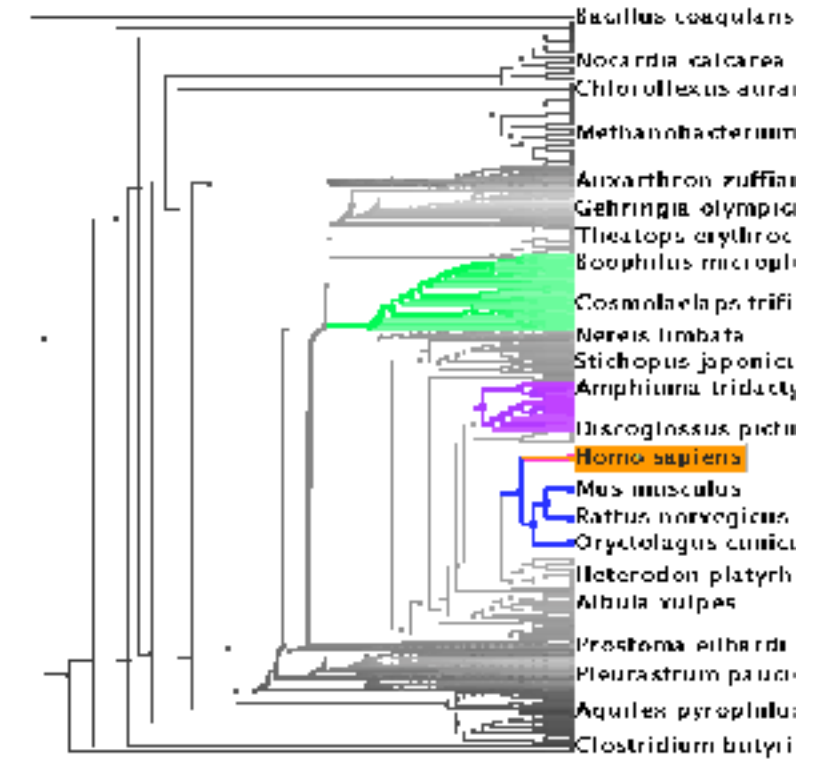
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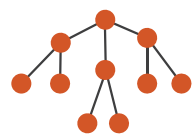
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What?

Why?

How?

→ Tree



→ Actions

→ Present → Locate → Identify



→ Targets

→ Path between two nodes



→ SpaceTree

→ Encode → Navigate → Select → Filter → Aggregate



→ TreeJuxtaposer

→ Encode → Navigate → Select → Arrange

