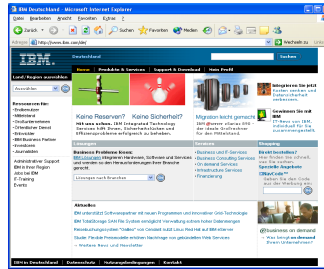
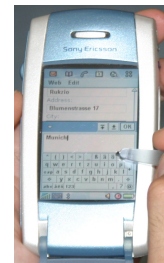


# Structure

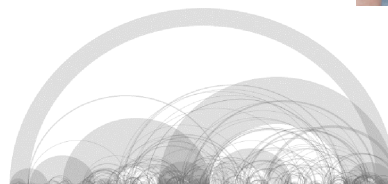
- Chapter 1:  
HCI and the WWW



- Chapter 2:  
Mobile and Ubiquitous User Interfaces



- Chapter 3:  
Information Visualizatio



## 3 Information Visualization

- 3.1 Motivation and Examples
- 3.2 Basics of Human Perception
- 3.3 Principles and Terminology
- 3.4 Standard Techniques for Visualization

### Literature:

- Marti Hearst
  - <http://bailando.sims.berkeley.edu/infovis.html>
  - <http://bailando.sims.berkeley.edu/talks/chi03-tutorial.ppt>
- Margret-Anne Storey
  - <http://www.csr.uvic.ca/~mstorey/>
  - [http://www.cs.uvic.ca/~mstorey/teaching/infovis/course\\_notes/introduction.pdf](http://www.cs.uvic.ca/~mstorey/teaching/infovis/course_notes/introduction.pdf)
- Ben Shneiderman
  - <http://www.cs.ubc.ca/~tmm/courses/cpsc533c-03-spr/readings/shneiderman96eyes.pdf>

*“Graphical excellence is that which gives to the viewer the greatest number of ideas in the shortest time with the least ink in the smallest space.”*

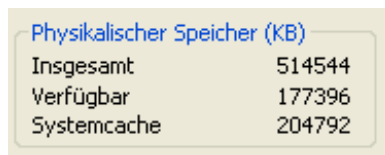
-- Edward R. Tufte  
(1942–)



## Representation

- What is a good visual Representation?
  - Capture and present the essential
  - Deliberately hide irrelevant parts
  - Appropriate for the recipient and his/her abilities
  - Understandable and interpretable by the recipient
  - Appropriate for the task
- “Solving a problem simply means representing it so as to make the solution transparent” (Simon, 1981)
- Allow people to look at the presentation and draw the “right” conclusions!

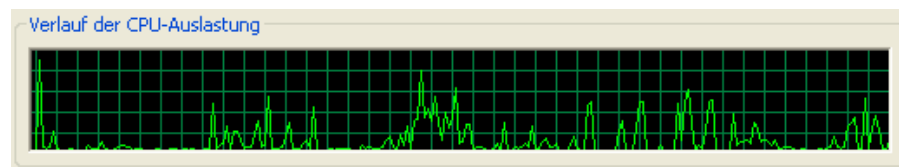
# Representations



- Figures / numbers
- Numbers in bar graph



- Plot with history



## How to Read Representations

- Read the plain facts
- Compare representations (visual calculations)
- Identify patterns
- Make interpretations
  
- Can be enhanced by active diagrams
  - Allow interactive manipulation

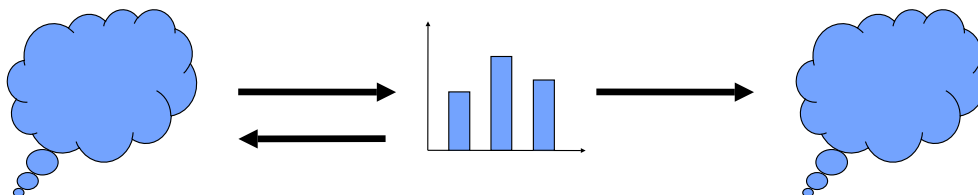
## External Aids for Thinking

*The power of the unaided mind is highly overrated. Without external aids, memory, thought, and reasoning are all constrained. But human intelligence is highly flexible and adaptive, superb at inventing procedures and objects that overcome its own limits. The real powers come from devising external aids that enhance cognitive abilities. How have we increased memory, thought, and reasoning? By the inventions of external aids: It is things that make us smart. (Norman, 1993)*

- External cognition
  - Internal and external representation and processing weave together in thought
- External cognitive aids can enhance cognition
- An important class of external cognitive aids that make us smart are graphical inventions
  - Charts for navigation
  - Diagrams

## Use of Visual Representations

- Pictures and diagrams are used to communicate existing ideas and thoughts
- Graphical representations can help in developing and formulating ideas and thoughts
- Using visual representations “to think”



## Information – to Visualize

- What is “Information”?
  - Entities, concepts, things, items that may not have a direct physical correspondence
  - Information is often abstract
- Large sets of data and information
  - Great amount of data
  - Information is generated in many processes
- To visualize: to form a mental image or vision of ...
- To visualize: to imagine or remember as if actually seeing.  
(American Heritage dictionary, Concise Oxford dictionary)

## What is Information Visualization?

- The use of computer-supported, interactive visual representations of data to amplify cognition.  
(Card, Mackinlay, Shneiderman '98)
- “Transformation of the symbolic into the geometric”  
(McCormick et al., 1987)
- “... augmenting ... natural intelligence in the best possible way, ... finding the artificial memory that best supports our natural means of perception.”  
(Bertin, 1983)
- “The depiction of information using spatial or graphical representations, to facilitate comparison, pattern recognition, change detection, and other cognitive skills that make use of the visual system.”  
(Hearst, 2003, CHI-Tutorial)
- “The purpose of visualization is insight, not pictures”  
(Hearst)

## Definition by Shneiderman

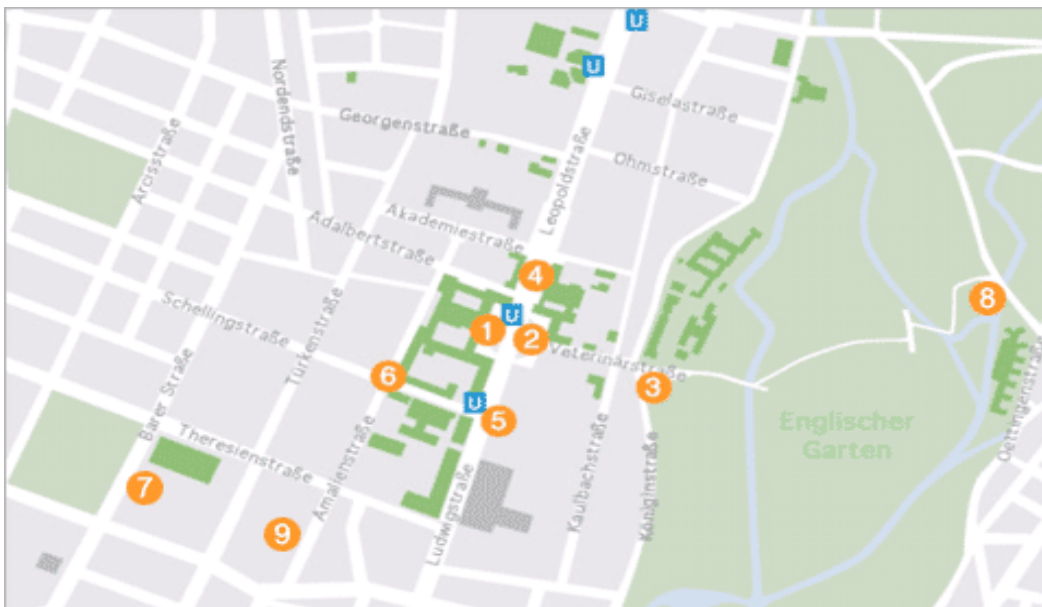
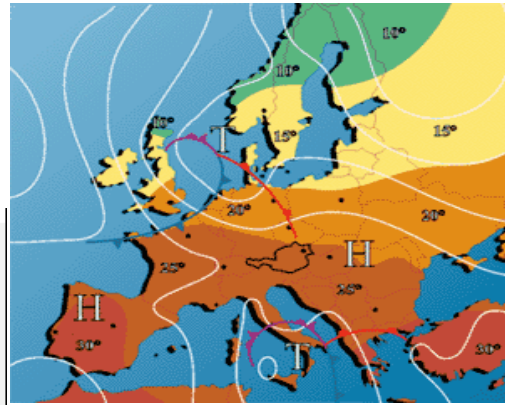


- Compact graphical presentation and
  - user interface for
  - manipulating large numbers of items ( $10^2$  -  $10^6$ ),
  - possibly extracted from far larger datasets.
- Enables users to make
  - discoveries,
  - decisions, or
  - explanations
- about
  - patterns (trend, cluster, gap, outlier...),
  - groups of items, or
  - individual items.

## Tasks Supported by Information Visualization

- Search
  - Finding a specific information in a data set
- Browse
  - survey, inspect, look for interesting information
- Analysis
  - Comparison-Difference, find outliers and extremes, spot patterns
- Many more...
  - Categorize, Associate
  - Locate, Rank
  - Identify, Reveal
  - Monitor, Maintain awareness

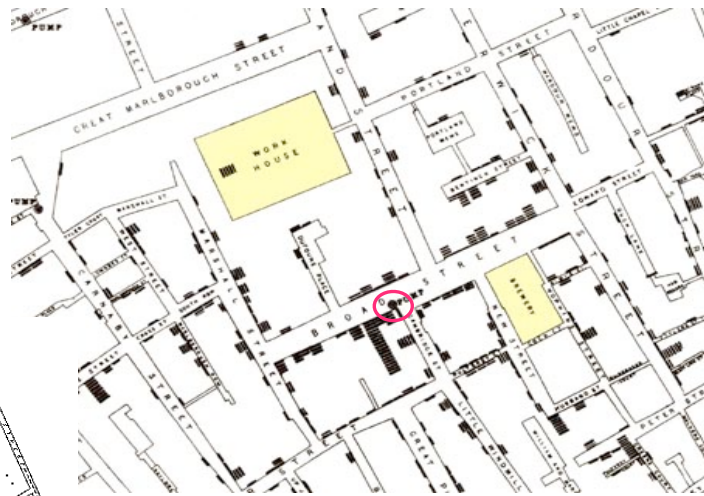
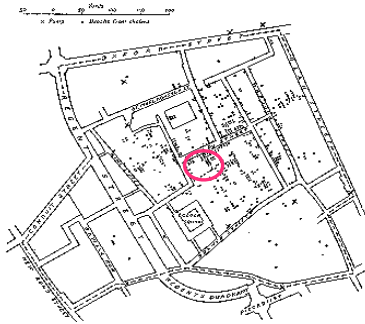
# Examples ...



# Visualization Success Story

Illustration of John Snow's deduction that a cholera epidemic was caused by a bad water pump, circa 1854.

Horizontal lines indicate location of deaths.

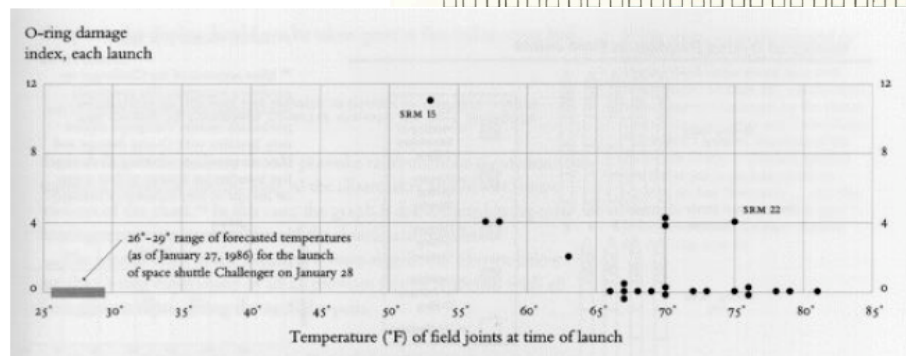
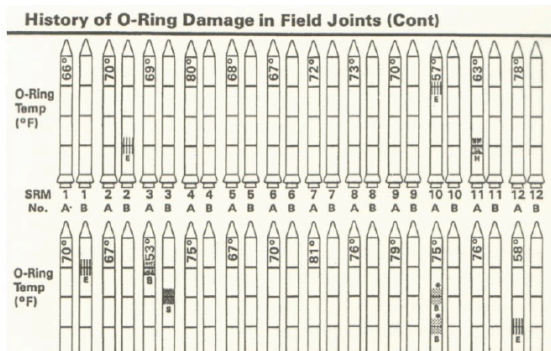


From Visual Explanations by Edward Tufte, Graphics Press, 1997

Source: Hearst

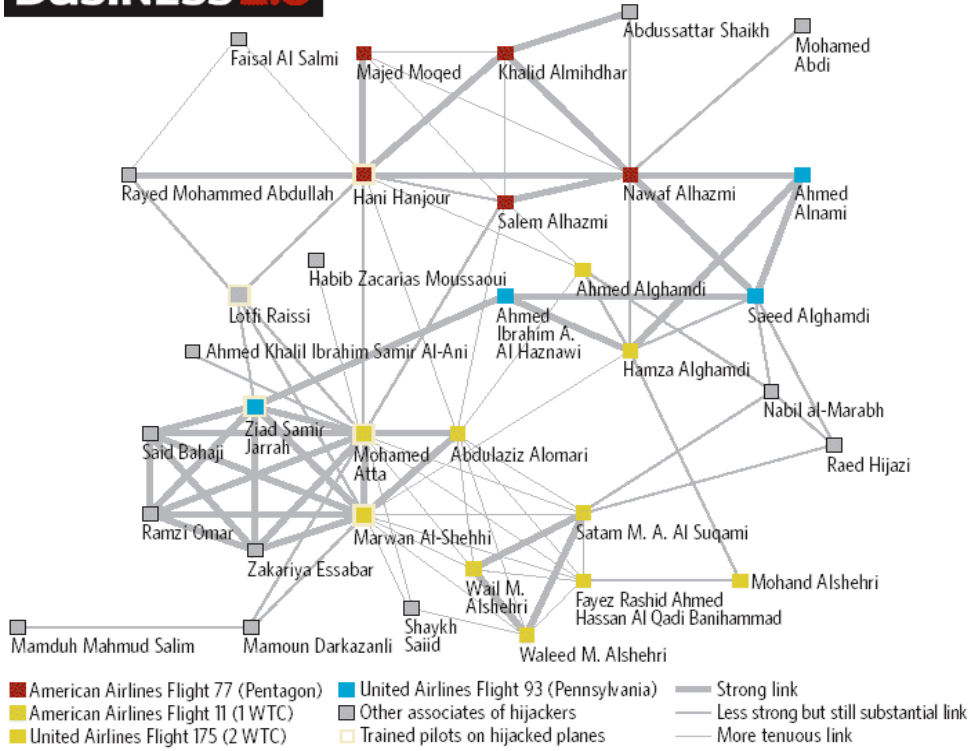
# Challenger Example

(Source: Storey)





# BUSINESS 2.0



Ludwig-Maximilians-Universität München

A. Butz / R. Atterer

Mensch-Maschine-Interaktion II – 7 - 17

## vizster

visualizing online social networks  
jeffrey heer + danah boyd

### publications

research paper  
video demonstration  
early design report

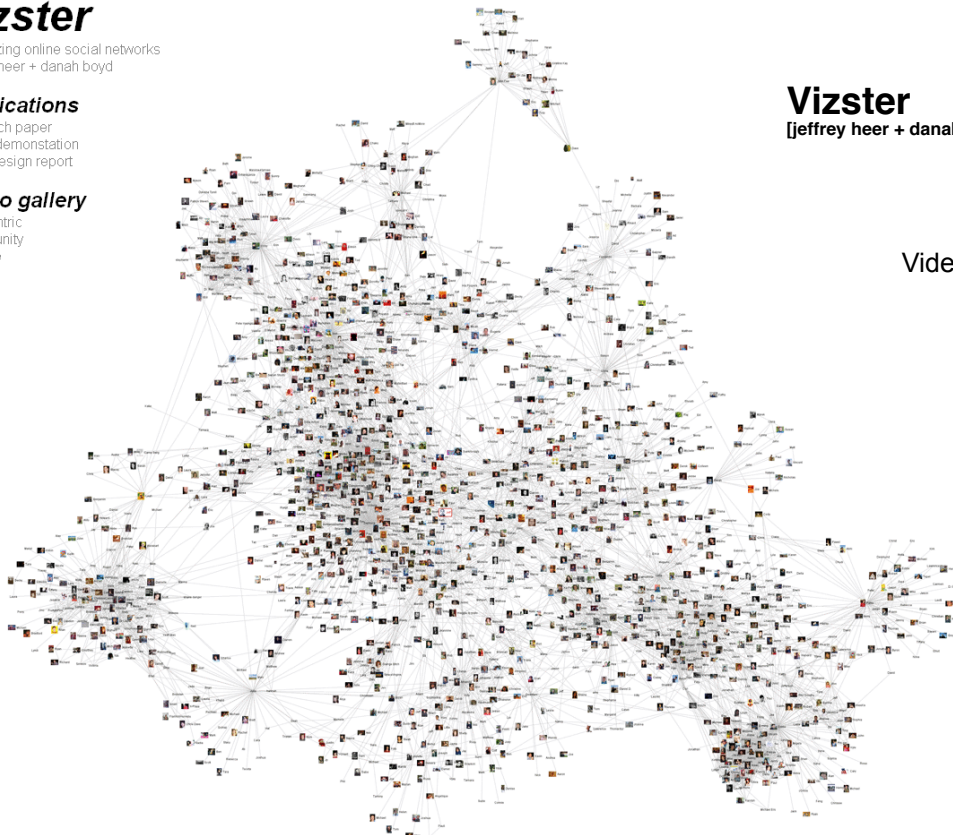
### photo gallery

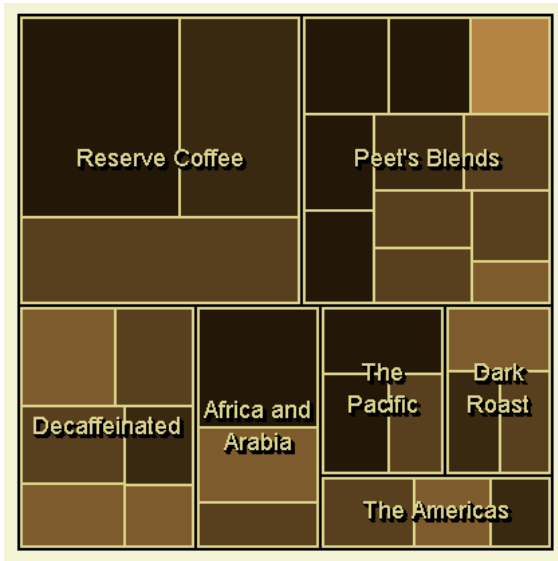
egocentric  
community  
linkage  
search  
x-ray 1  
x-ray 2

## Vizster

[jeffrey heer + danah boyd]

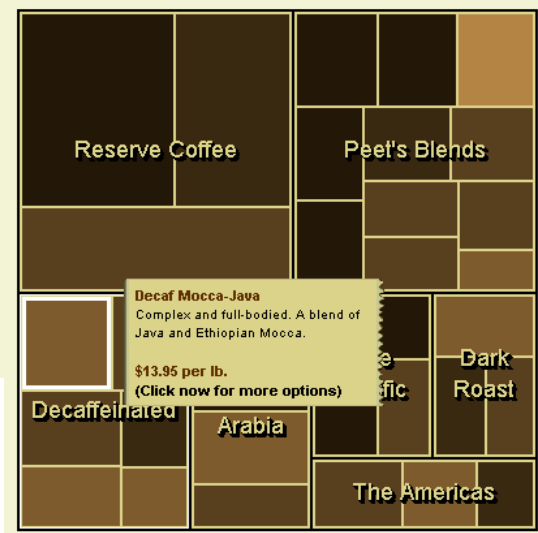
Video



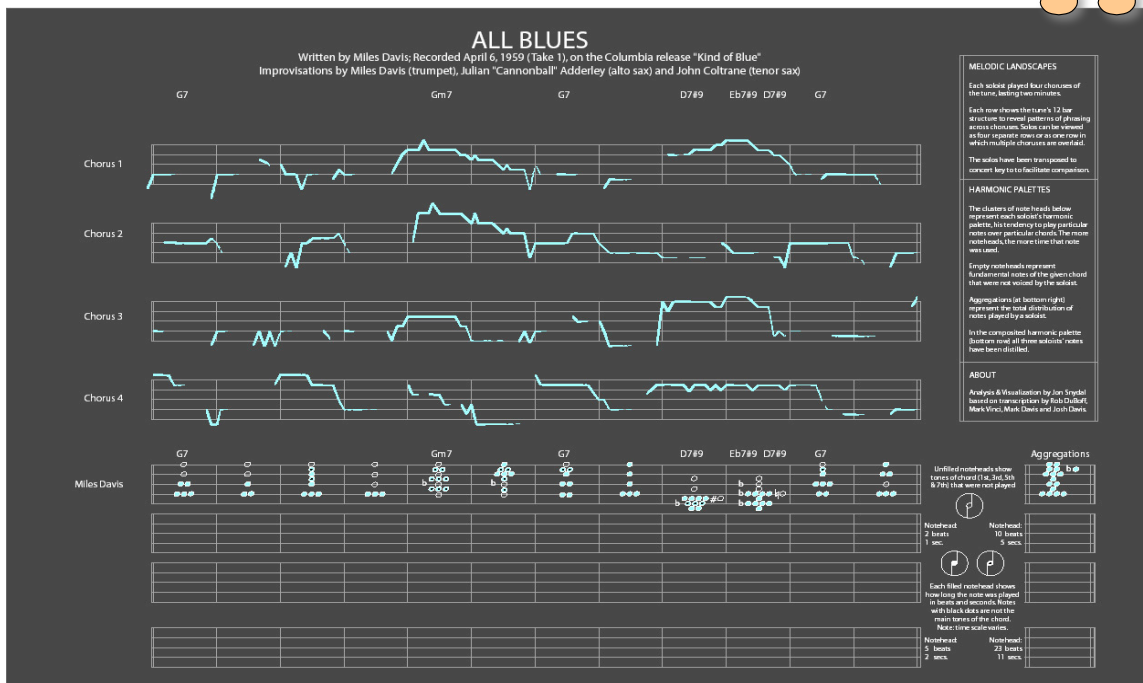


[http://www.peets.com/selector\\_coffee/coffee\\_selector.asp](http://www.peets.com/selector_coffee/coffee_selector.asp)

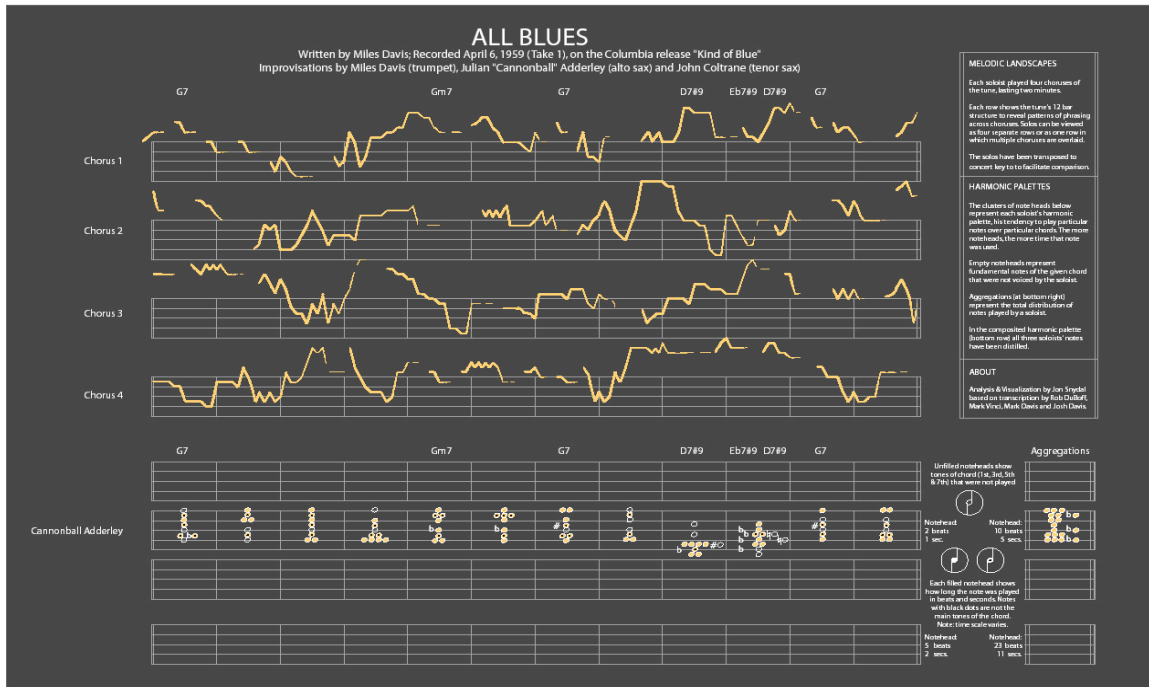
See also: [www.smartmoney.com](http://www.smartmoney.com)



## ImprovViz [Snydal & Hearst, CHI 2005]



# ImprovViz [Snydal & Hearst, CHI 2005]

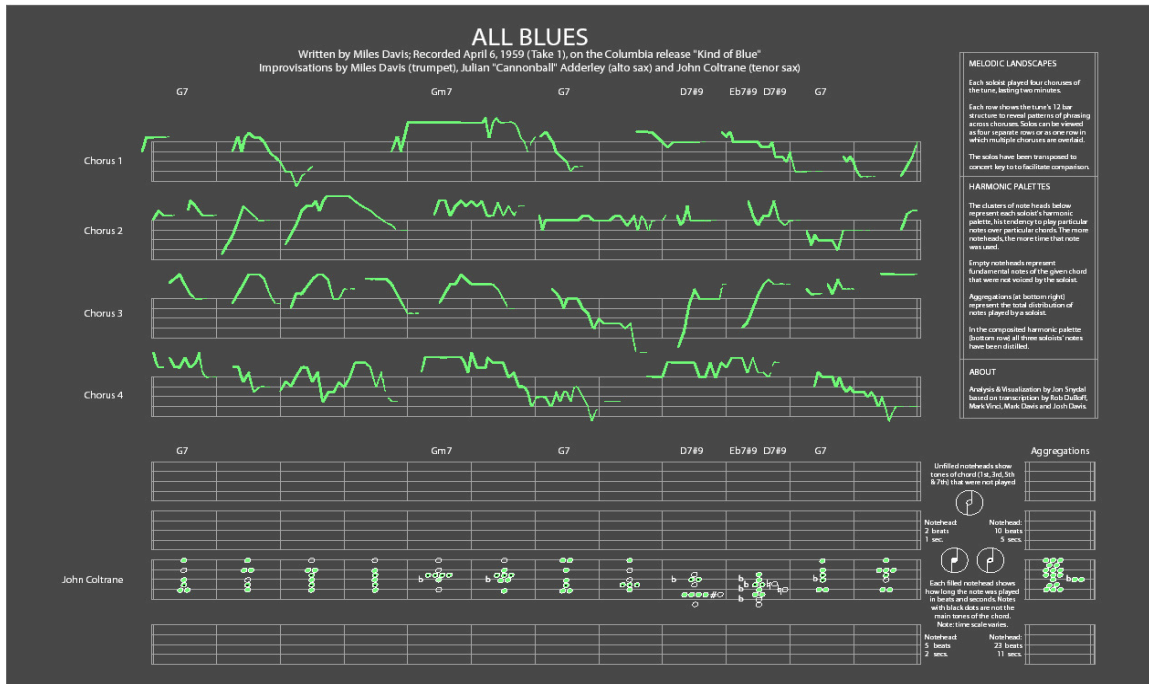


Ludwig-Maximilians-Universität München

A. Butz / R. Atterer

Mensch-Maschine-Interaktion II – 7 - 21

# ImprovViz [Snydal & Hearst, CHI 2005]

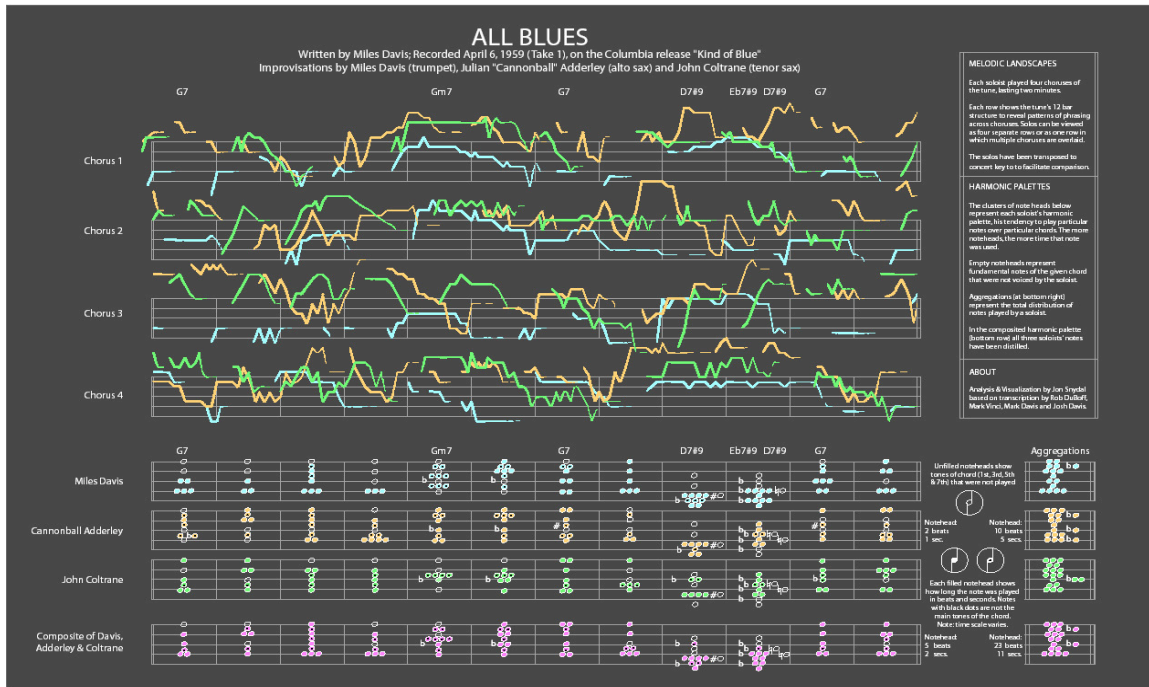


Ludwig-Maximilians-Universität München

A. Butz / R. Atterer

Mensch-Maschine-Interaktion II – 7 - 22

# ImprovViz [Snydal & Hearst, CHI 2005]

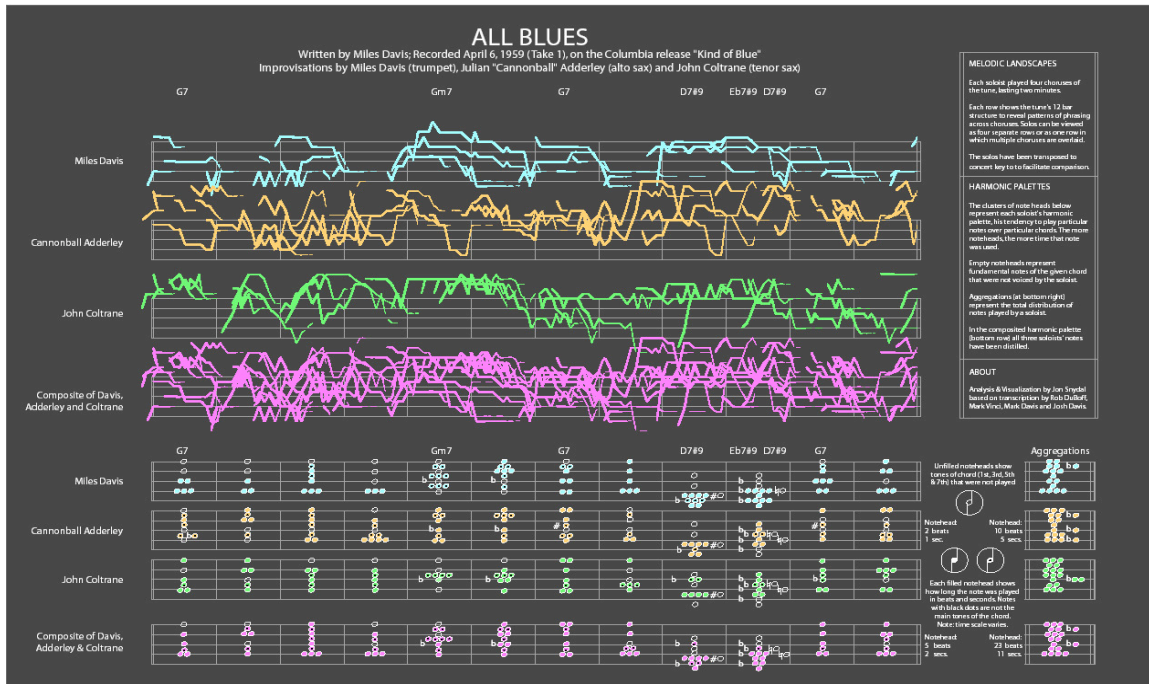


Ludwig-Maximilians-Universität München

A. Butz / R. Atterer

Mensch-Maschine-Interaktion II – 7 - 23

# ImprovViz [Snydal & Hearst, CHI 2005]



Ludwig-Maximilians-Universität München

A. Butz / R. Atterer

Mensch-Maschine-Interaktion II – 7 - 24

# Knowledge Crystallization



- Knowledge crystallization involves getting insight about data relative to some task
- Steps required in a Knowledge Crystallization task: (Storey, 2004)
  - Information foraging/browsing (from repositories, people...)
  - Search for/build a schema (representation) –need to know what to include/omit
  - Instantiate schema with data
  - Problem solve to trade-off features
  - May have to search for a new schema..
  - Package the patterns found in some output product (i.e. a concise briefing of results)
- A visualization tool has to support or automate some of these steps, it is a cognitive aid during our process of schematization
- So we need data, a task and a schema

## Knowledge Crystallization (2)

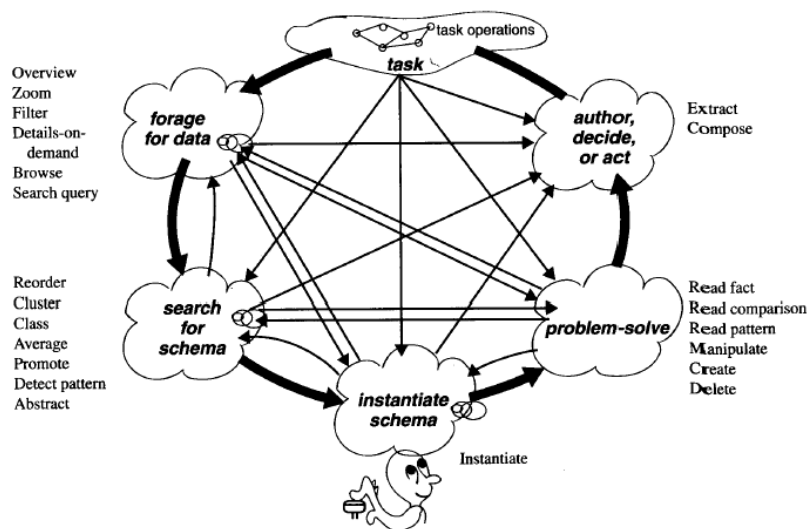


FIGURE 1.15

Knowledge crystallization.

(Storey, 2004)

## Example – Air Fare (1)

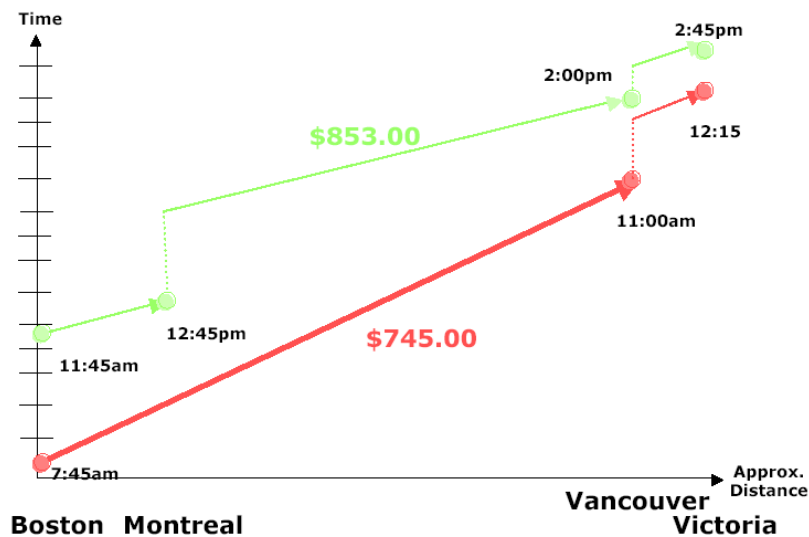
**Boston, MA, United States (BOS-Logan Intl.) to Victoria, BC (YYJ-Victoria)**

Sort by: **lowest price** | shortest flights | departure time | arrival time

from	to	airline	flight details
C\$753	Choose and continue		
7:45 AM Depart Boston (BOS)	Tue 6-Nov 7hr 50min	Air Canada 763 / 8057	Connect in Vancouver (YVR)
Arrive Victoria (YYJ) 12:35 PM			
C\$753	Choose and continue		
7:45 AM Depart Boston (BOS)	Tue 6-Nov 8hr 50min	Air Canada 763 / 1613	Connect in Vancouver (YVR)
Arrive Victoria (YYJ) 1:35 PM			
C\$753	Choose and continue		
4:00 PM Depart Boston (BOS)	Tue 6-Nov 9hr 20min	Air Canada 767 / 179 / 1631	Connect in Montreal (YUL), Vancouver (YVR)
Arrive Victoria (YYJ) 10:20 PM			
C\$753	Choose and continue		
4:00 PM Depart Boston (BOS)	Tue 6-Nov 9hr 30min	Air Canada 367 / 129 / 1635	Connect in Montreal (YUL), Vancouver (YVR)
Arrive Victoria (YYJ) 10:30 PM			
C\$768	Choose and continue		
7:00 AM Depart Boston (BOS)	Tue 6-Nov 9hr 25min	Air Canada 501 / 133 / 1613	Connect in Toronto (YYZ), Vancouver (YVR)
Arrive Victoria (YYJ) 1:35 PM			
C\$768	Choose and continue		
3:20 PM Depart Boston (BOS)	Tue 6-Nov 9hr 41 min	Air Canada 3806 / 3553	Connect in Toronto (YYZ)
Arrive Victoria (YYJ) 10:01 PM			
select to see prices			
7:45 AM Depart Boston (BOS)	Tue 6-Nov 9hr 55min	Air Canada 763 / 1852	Connect in Vancouver (YVR)
Arrive Victoria (YYJ) 2:40 PM			
select to see prices			
7:45 AM Depart Boston (BOS)	Tue 6-Nov 10hr 20min	Air Canada 763 / 1515	Connect in Vancouver (YVR)
Arrive Victoria (YYJ) 3:05 PM			

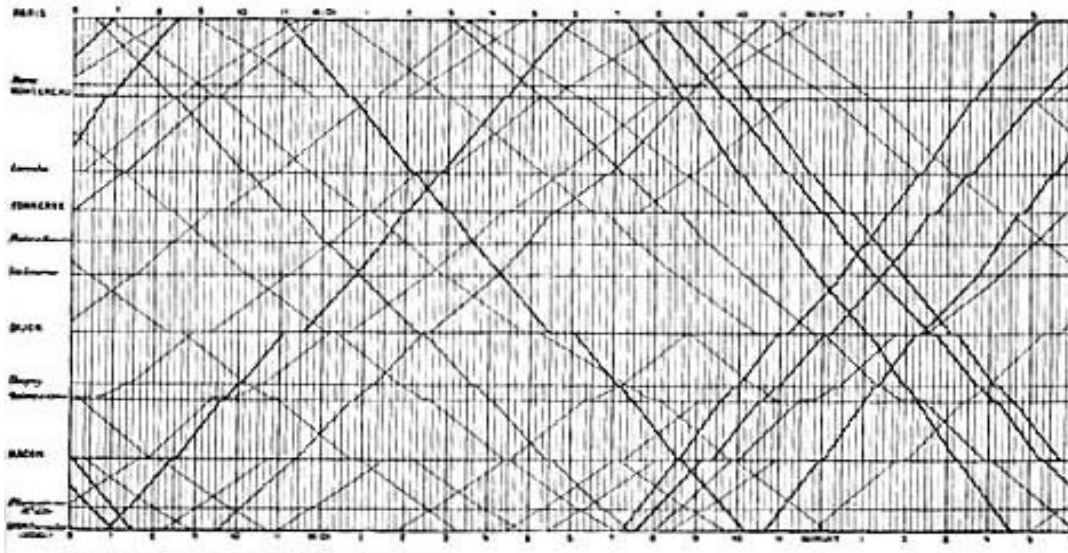
(Storey, 2004)

## Example – Air Fare (2)



(Storey, 2004)

## 1885 French Train Schedule by E.J. Marey



## Mapping Problem

- A lot of information does not imply any obvious spatial mapping!
- Basic Question:  
How to map non-spatial abstractions into effective visual representation?
- Approach:  
Use interactive techniques and visual representations to augment or amplify the user's cognition

# Information Visualization To Amplify Cognition

Different ways in which visualizations *could* help amplify cognition:

- By increasing memory and processing resources available
  - Parallel perceptual processing
  - Offload work from cognitive to perceptual system
- By reducing the amount of time to search
  - High data density
  - Greater access speed
- Enhancing the detections of patterns and enabling perceptual inference operations
  - Abstraction and Aggregation
- Aid perceptual monitoring
  - Color or motion coding to create pop out effect
- By encoding information in an Interactive Medium

## 3 Information Visualization

3.1 Motivation and Examples

3.2 Basics of Human Perception

3.3 Principles and Terminology

3.4 Standard Techniques for Visualization

Literature:

- Preattentive Processing  
<http://www4.ncsu.edu/~healey/PP/>

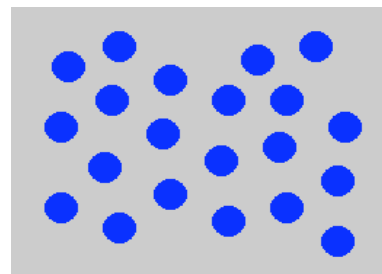
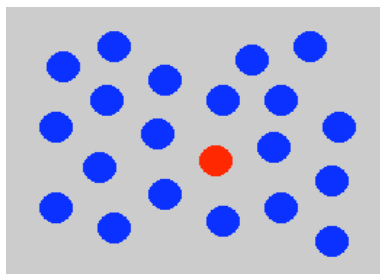


## Preattentive Processing

- A limited set of visual properties are processed preattentively
  - (without need for focusing attention).
- This is important for design of visualizations
  - what can be perceived immediately
  - what properties are good discriminators
  - what can mislead viewers

Hearst, 2003

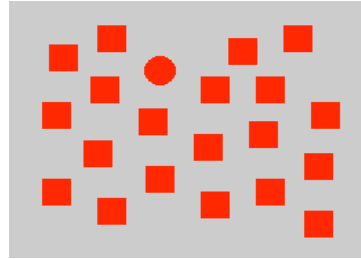
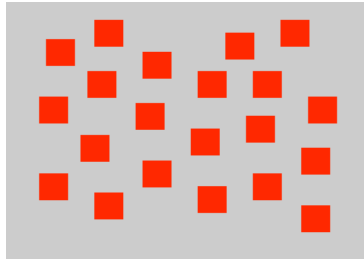
## Example: Color Selection



Viewer can rapidly and accurately determine whether the target (red circle) is present or absent. Difference detected in color.

Hearst, 2003

## Example: Shape Selection



Viewer can rapidly and accurately determine whether the target (red circle) is present or absent. Difference detected in form (curvature)

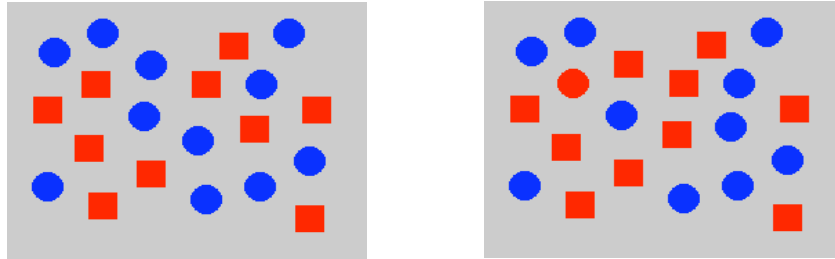
Hearst, 2003

## Pre-attentive Processing

- < 200 - 250ms qualifies as pre-attentive
  - eye movements take at least 200ms
  - yet certain processing can be done very quickly, implying low-level processing in parallel
- If a decision takes a fixed amount of time regardless of the number of distractors, it is considered to be preattentive.

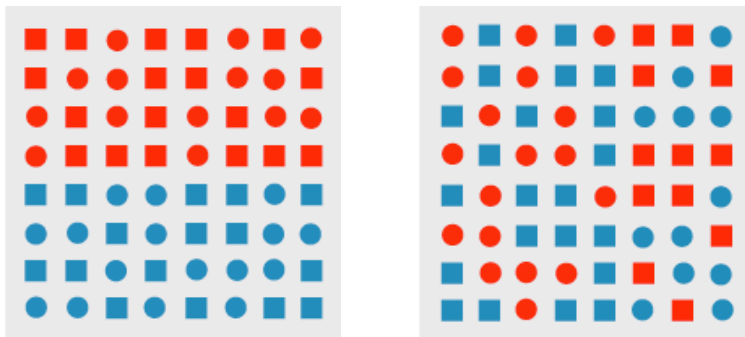
Hearst, 2003

## Example: Conjunction of Features (1)



Viewer *cannot* rapidly and accurately determine whether the target (red circle) is present or absent when target has two or more features, each of which are present in the distractors. Viewer must search sequentially.

## Example: Conjunction of Features (2)



Boundary detection (Treisman)

# Preattentive Visual Properties (Healey 97)

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]

Hearst, 2003

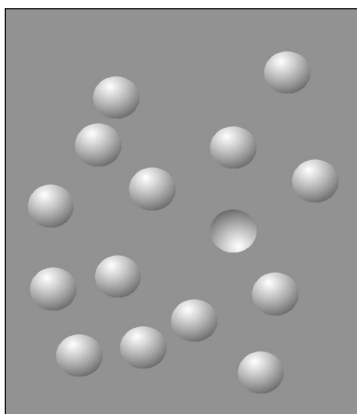
## Text NOT Preattentive

SUBJECT PUNCHED QUICKLY OXIDIZED TCEJBUS DEHCNUP YLKCIUQ DEZIDIXO  
CERTAIN QUICKLY PUNCHED METHODS NIATREC YLKCIUQ DEHCNUP SDOHTEM  
SCIENCE ENGLISH RECORDS COLUMNS ECNEICS HSILGNE SDROCER SNMULOC  
GOVERNS PRECISE EXAMPLE MERCURY SNREVOG ESICERP ELPMAXE YRUCREM  
CERTAIN QUICKLY PUNCHED METHODS NIATREC YLKCIUQ DEHCNUP SDOHTEM  
GOVERNS PRECISE EXAMPLE MERCURY SNREVOG ESICERP ELPMAXE YRUCREM  
SCIENCE ENGLISH RECORDS COLUMNS ECNEICS HSILGNE SDROCER SNMULOC  
SUBJECT PUNCHED QUICKLY OXIDIZED TCEJBUS DEHCNUP YLKCIUQ DEZIDIXO  
CERTAIN QUICKLY PUNCHED METHODS NIATREC YLKCIUQ DEHCNUP SDOHTEM  
SCIENCE ENGLISH RECORDS COLUMNS ECNEICS HSILGNE SDROCER SNMULOC

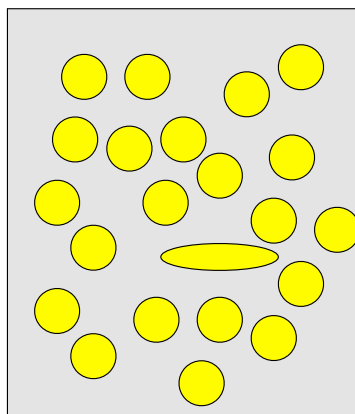
# Pop-Out Effect by Preattentive Processing

- Pop-Out =  
Time required to find target  
independent of overall number
- Form:
  - line orientation, length, width
  - spatial orientation, added marks, numerosity (4)
- Colour:
  - hue, intensity
- Motion:
  - flicker, direction of motion
- Spatial Position:
  - stereoscopic depth, convex/  
concave shape, shadows

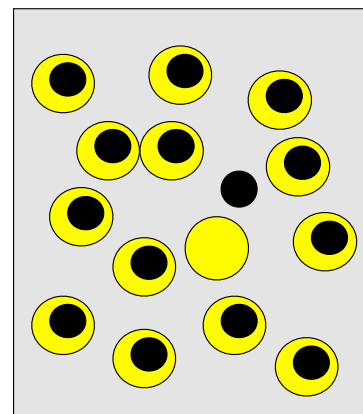
## Examples for Pop-Out (1)



Shading

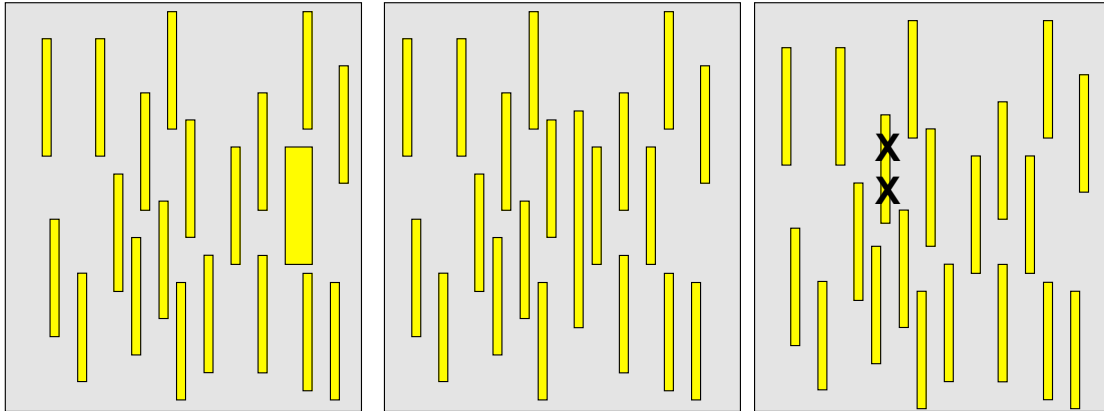


Shape



Enclosure

## Examples for Pop-Out (2)



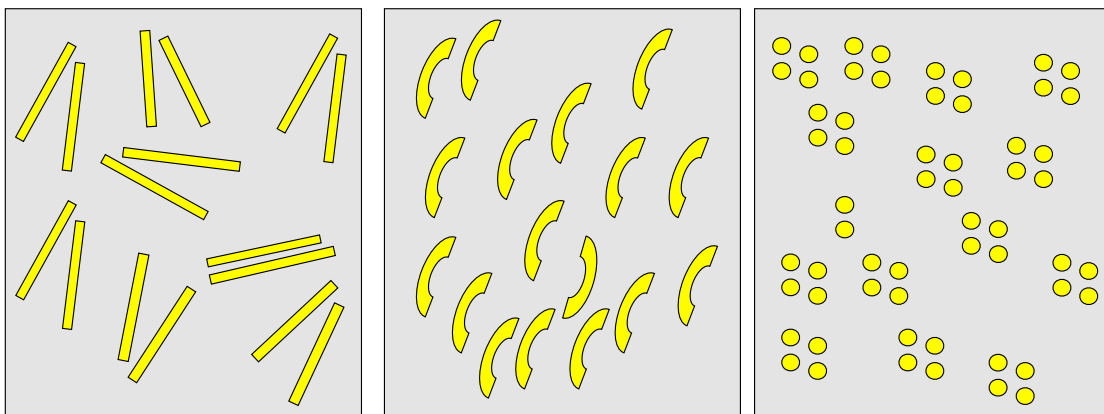
width

length

marked

Hiding features  
due to placement

## Examples for Pop-Out (3)

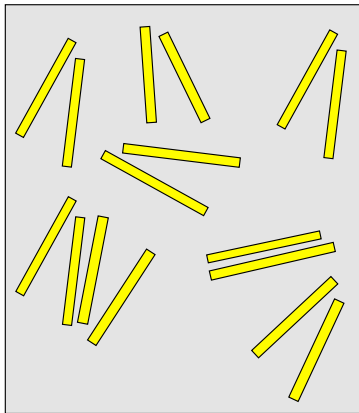


angle

curve

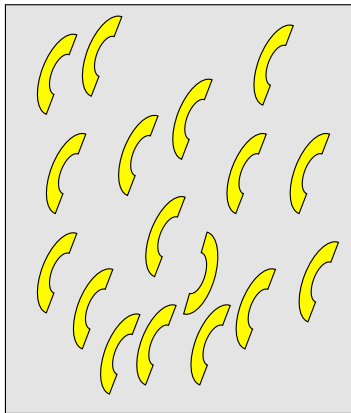
Clusters/count

## Examples for Pop-Out (3)

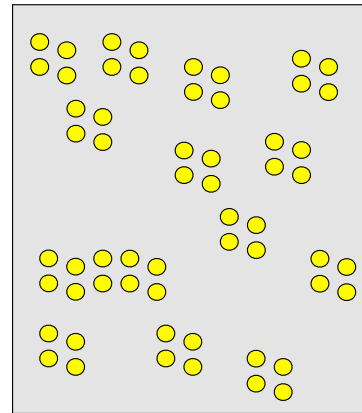


angle

Hiding features  
due to placement



curve



Clusters/count

Hiding features  
due to placement

## Visual Illusions

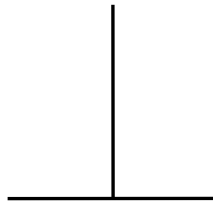
- People don't perceive length, area, angle, brightness the way they "should".
- Some illusions have been reclassified as systematic perceptual errors
  - e.g., brightness contrasts (grey square on white background vs. on black background)
  - partly due to increase in our understanding of the relevant parts of the visual system
- Nevertheless, the visual system does some really unexpected things.

# Illusions of Linear Extent

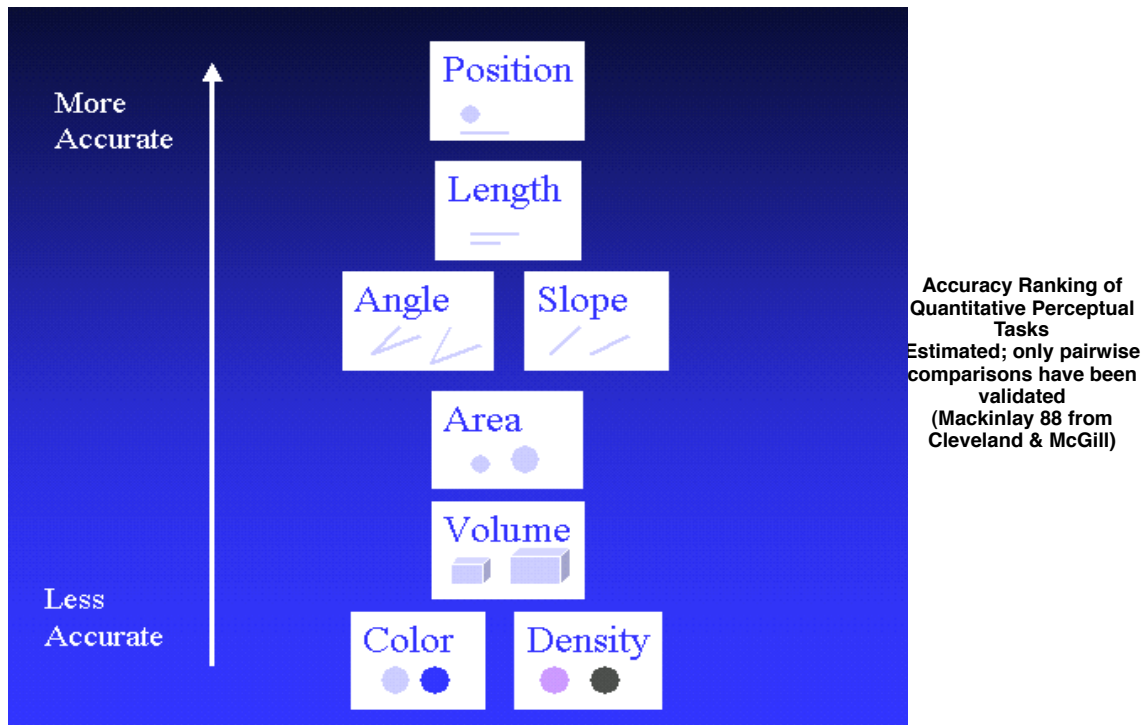
- Mueller-Lyon (off by 25-30%)



- Horizontal-Vertical



Hearst, 2003



Hearst, 2003