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# Visualization for Data Science

## DS-4630 / CS-5630 / CS-6630

SINGLE VIEW, MULTIVIEW, &  
FOCUS+CONTEXT

# Single vs Multiple views

- eyes over memory—trade-off of display space and working memory
- similar situation with partitioning vs layering

# A variety of options...

## ④ Juxtapose and Coordinate Multiple Side-by-Side Views

→ Share Encoding: Same/Different

→ *Linked Highlighting*



→ Share Data: All/Subset/None



→ Share Navigation



		Data		
		All	Subset	None
Encoding	Same	Redundant	Overview/ Detail	Small Multiples
	Different	Multiform	Multiform, Overview/ Detail	No Linkage

## ④ Partition into Side-by-Side Views



## ④ Superimpose Layers



# LINKED VIEWS

- multiple views that are simultaneously visible and linked together such that actions in one view affect the others

- What to show
  - **encoding**: same or multiform
  - **dataset**: share all, subset, or none
- How to interact
  - **highlighting**: to link, or not
  - **navigation**: to share, or not

# MULTIFORM

- different visual encodings are used between the views
  - rational: single, monolithic view has strong limits on the number of attributes that can be shown simultaneously

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# VisBricks: Multiform Visualization of Large, Inhomogeneous Data

caleydotugraz [+ Subscribe](#) 12 videos

## VisBricks: Multiform Visualization of Large, Inhomogeneous Data



Alexander Lex, Hans-Jörg Schulz, Marc Streit, Christian Partl and Dieter Schmalstieg



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143 views

Uploaded by [caleydotugraz](#) on Jul 12, 2011

Large volumes of real-world data often exhibit inhomogeneities: vertically in the form of correlated or independent dimensions, horizontally in the form of clustered or scattered data items. In essence, these inhomogeneities form

1 likes, 0 dislikes

**Put Text Into Usable Data**  
by SASsoftware  
5,776 views  
3:39 Ad

**Will Hunsinger shows off Evri**  
by TechFlashVideos  
158 views  
7:44

**Information Visualization**  
by UTHHealthSBMI  
183 views  
1:44

**code\_swarm - A Design Study in Organic**  
by michaelogawa  
190 views  
4:25

**Caleydo Matchmaker Commercial**  
by caleydotugraz  
172 views  
0:31

**Model-Driven Design for the Visual Analysis of ...**  
by caleydotugraz  
109 views  
7:06

**The Caleydo Jukebox**

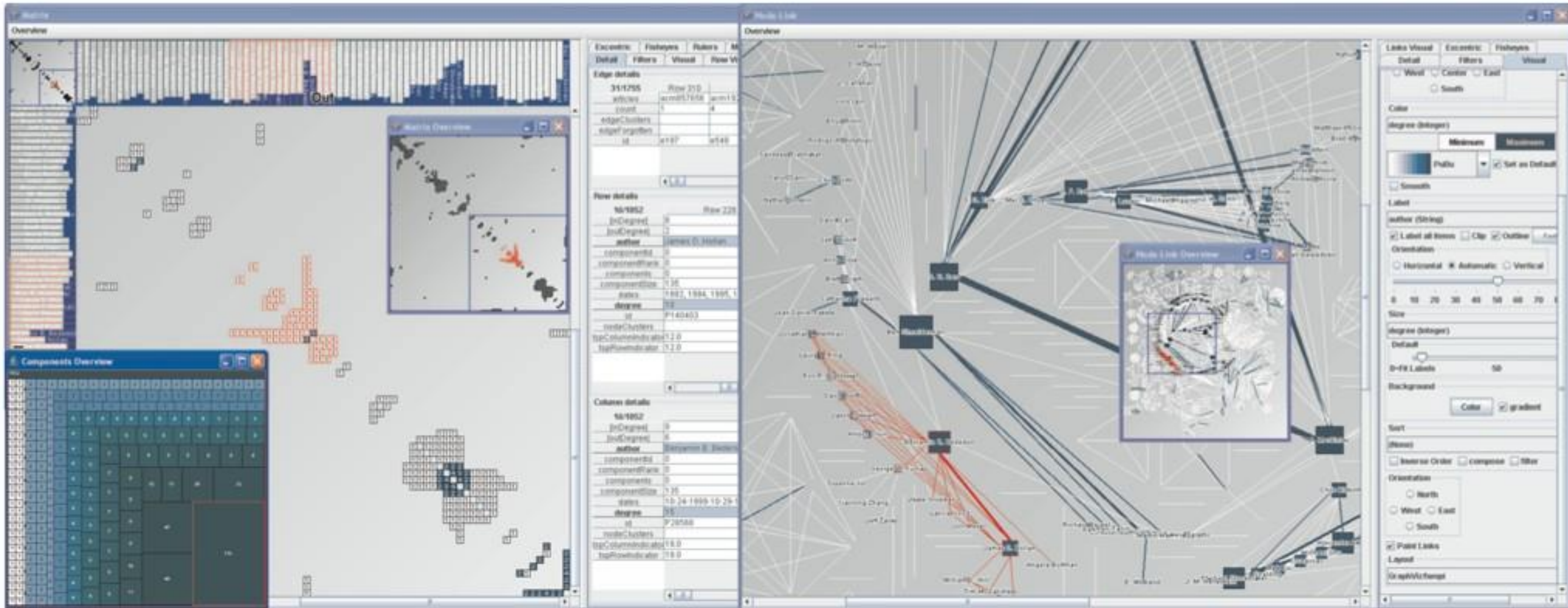
- What to show
  - **encoding**: same or multiform
  - **dataset**: share all, subset, or none
- How to interact
  - **highlighting**: to link, or not
  - **navigation**: to share, or not



# SHARED DATA

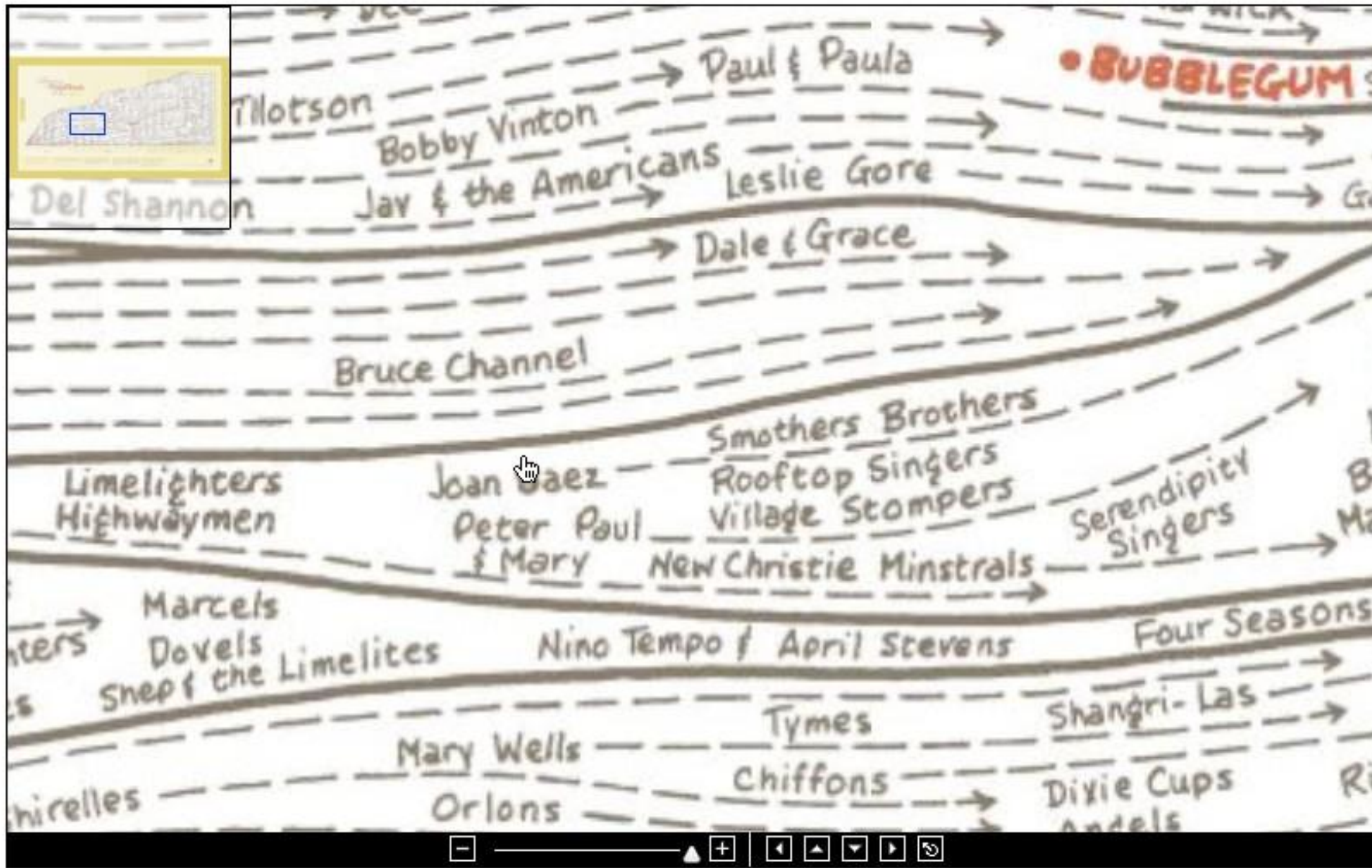
- showing all data in each view, but with different encoding schemes
  - rational: different views support different tasks

# MatrixExplorer



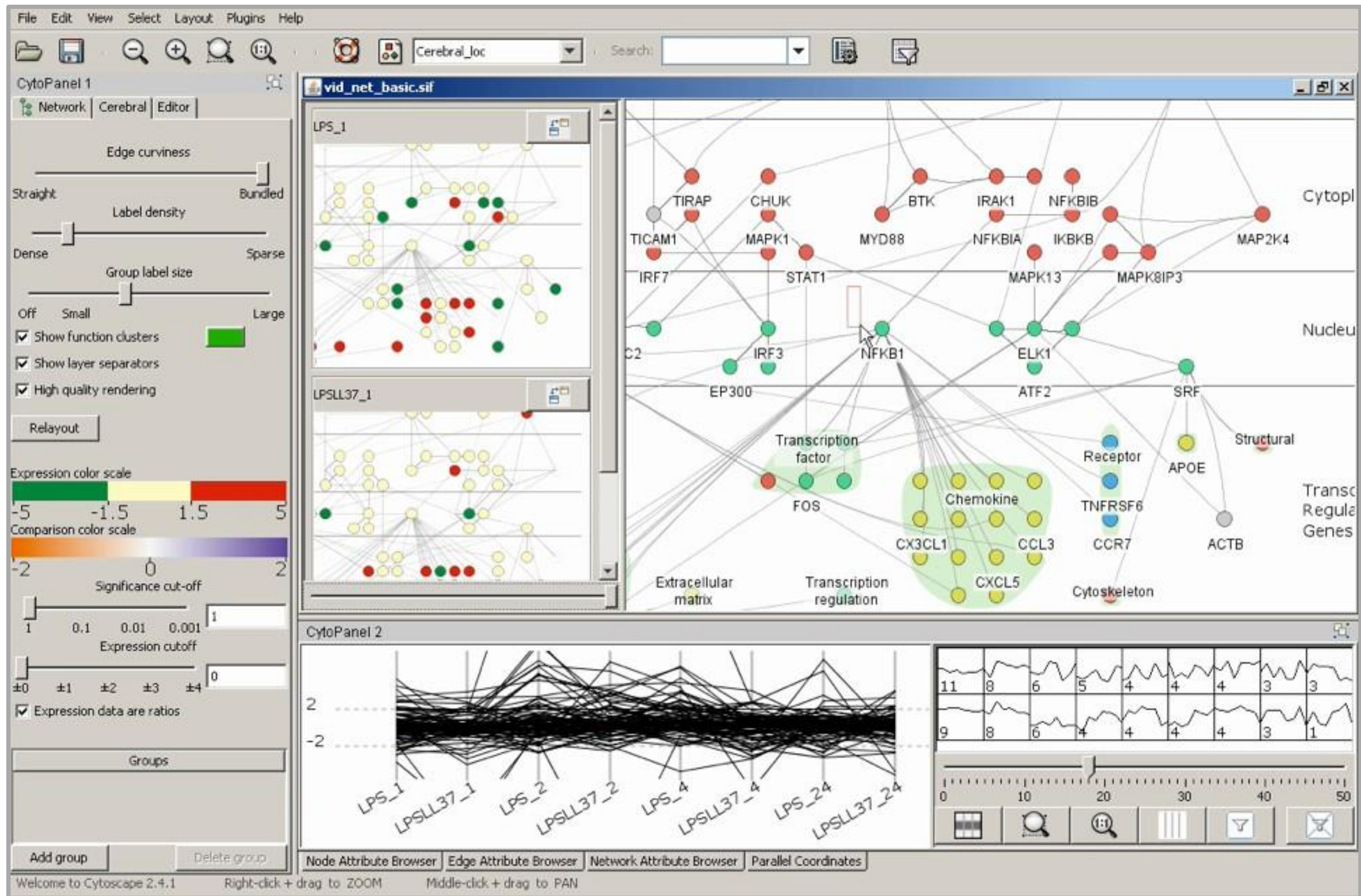
# OVERVIEW + DETAIL







- one view shows (often summarized) information about the entire dataset, while additional view(s) shows more detailed information about a subset of the data
  - rational: for large or complex data, a single view of the entire dataset cannot capture fine details



# SMALL MULTIPLES

- each view uses the same visual encoding but shows a different subset of the data
  - rational: quickly compare different parts of a data set, relying on eyes instead of memory

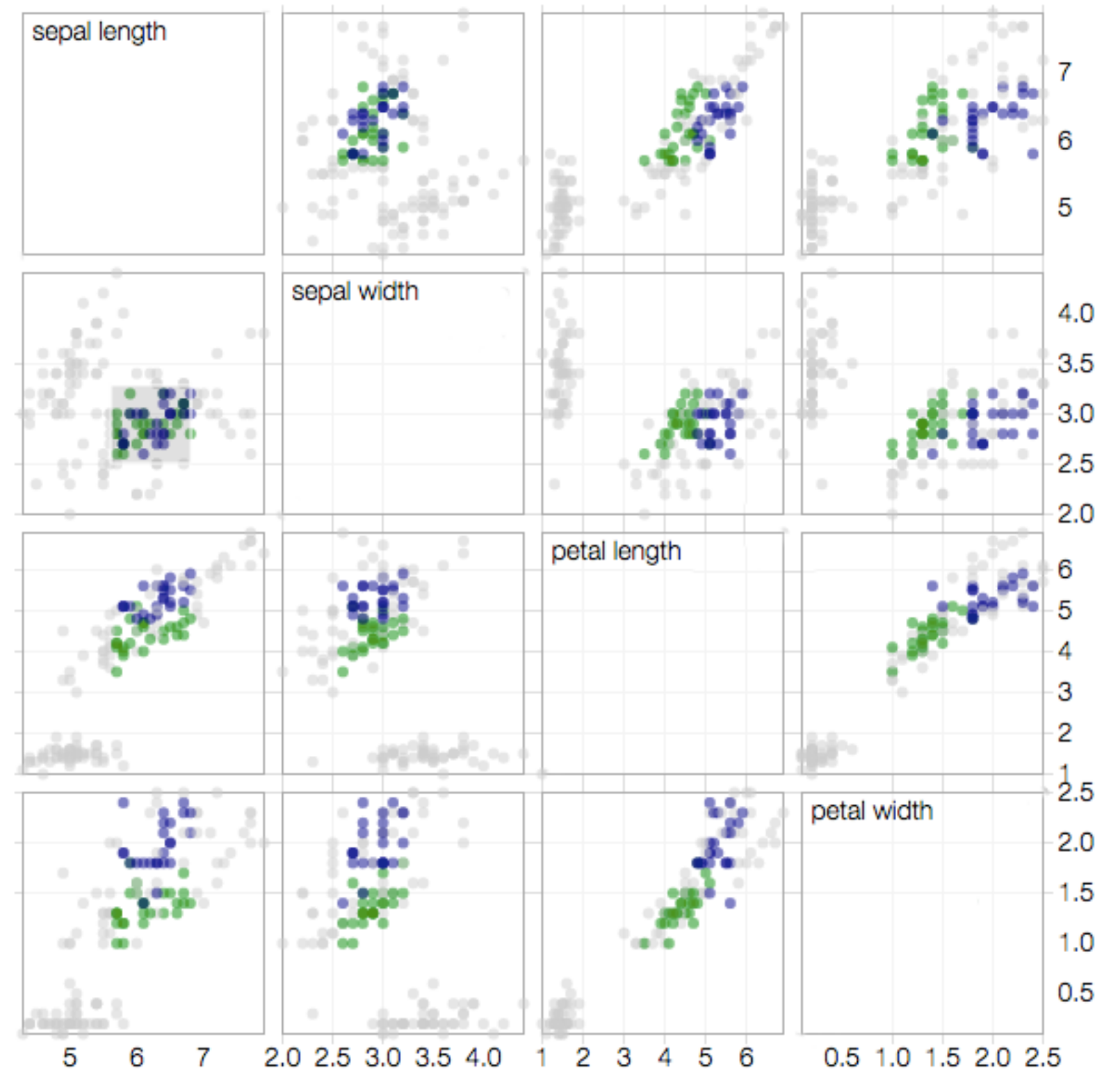


		Shared Data		
		All	Subset	None
Shared Encoding	Same	 <p>Redundant</p>	 <p>Overview/ Detail</p>	 <p>Small Multiples</p>
	Different	 <p>Multiform</p>	 <p>Multiform, Overview/ Detail</p>	 <p>No Linkage</p>

- What to show
  - **encoding**: same or multiform
  - **dataset**: share all, subset, or none
- How to interact
  - **highlighting**: to link, or not
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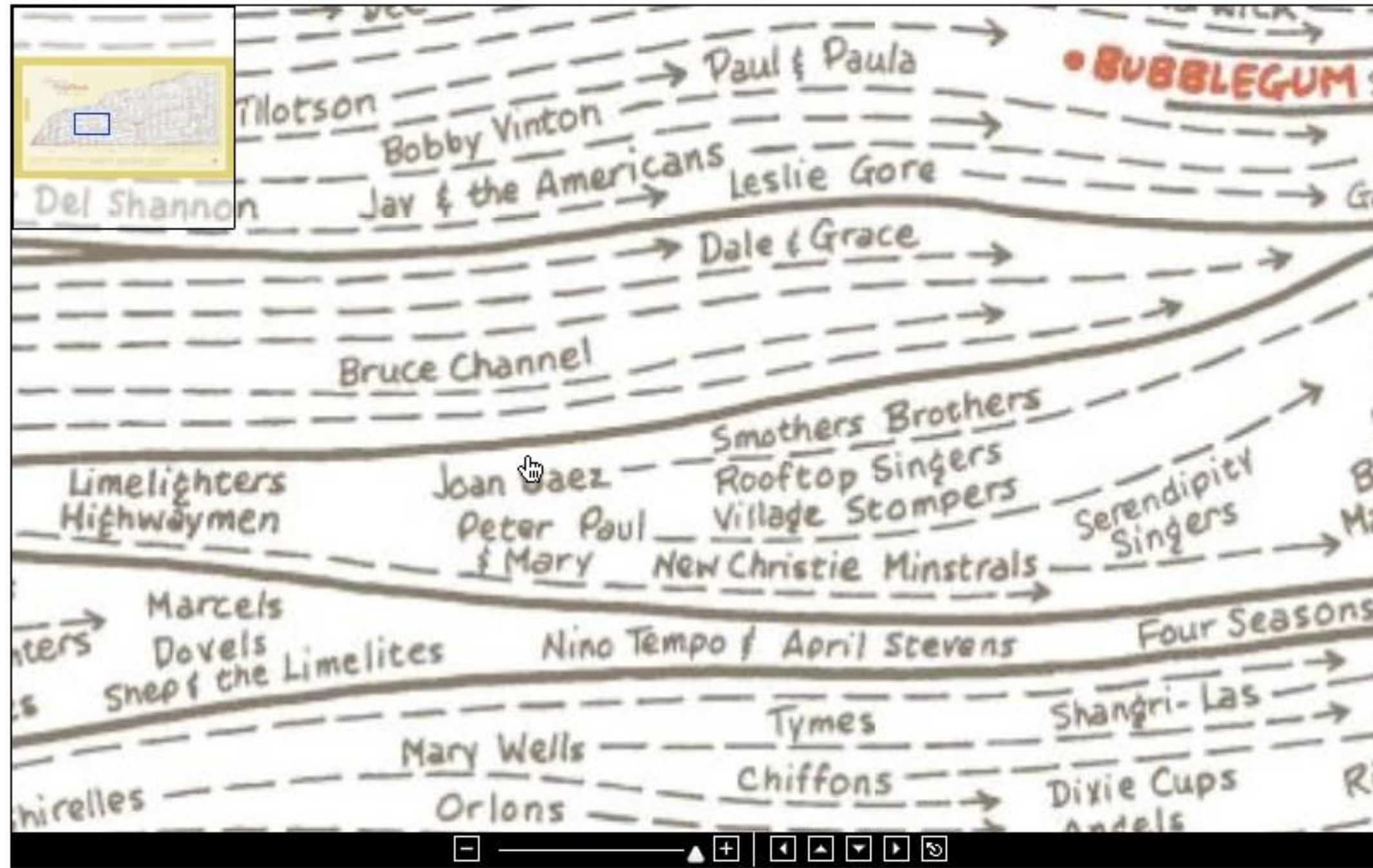


# LINKED HIGHLIGHTING



- What to show
  - **encoding**: same or multiform
  - **dataset**: share all, subset, or none
- How to interact
  - **highlighting**: to link, or not
  - **navigation**: to share, or not

# LINKED NAVIGATION



# A variety of options...

## ➔ Juxtapose and Coordinate Multiple Side-by-Side Views

➔ Share Encoding: Same/Different

➔ *Linked Highlighting*



➔ Share Data: All/Subset/None



➔ Share Navigation



		Data		
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Encoding	Same	Redundant	Overview/ Detail Small Multiples	
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## ➔ Partition into Side-by-Side Views

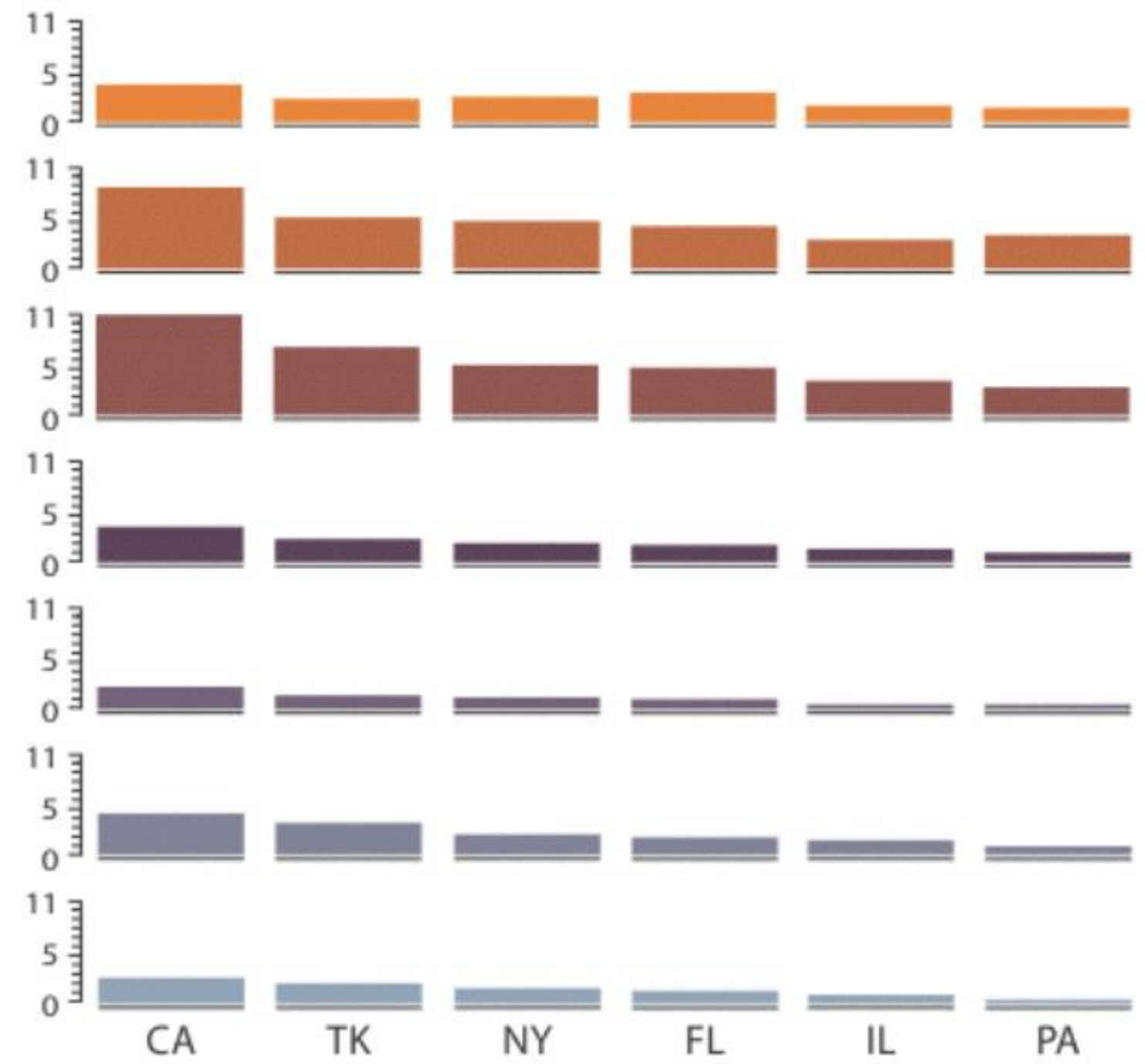
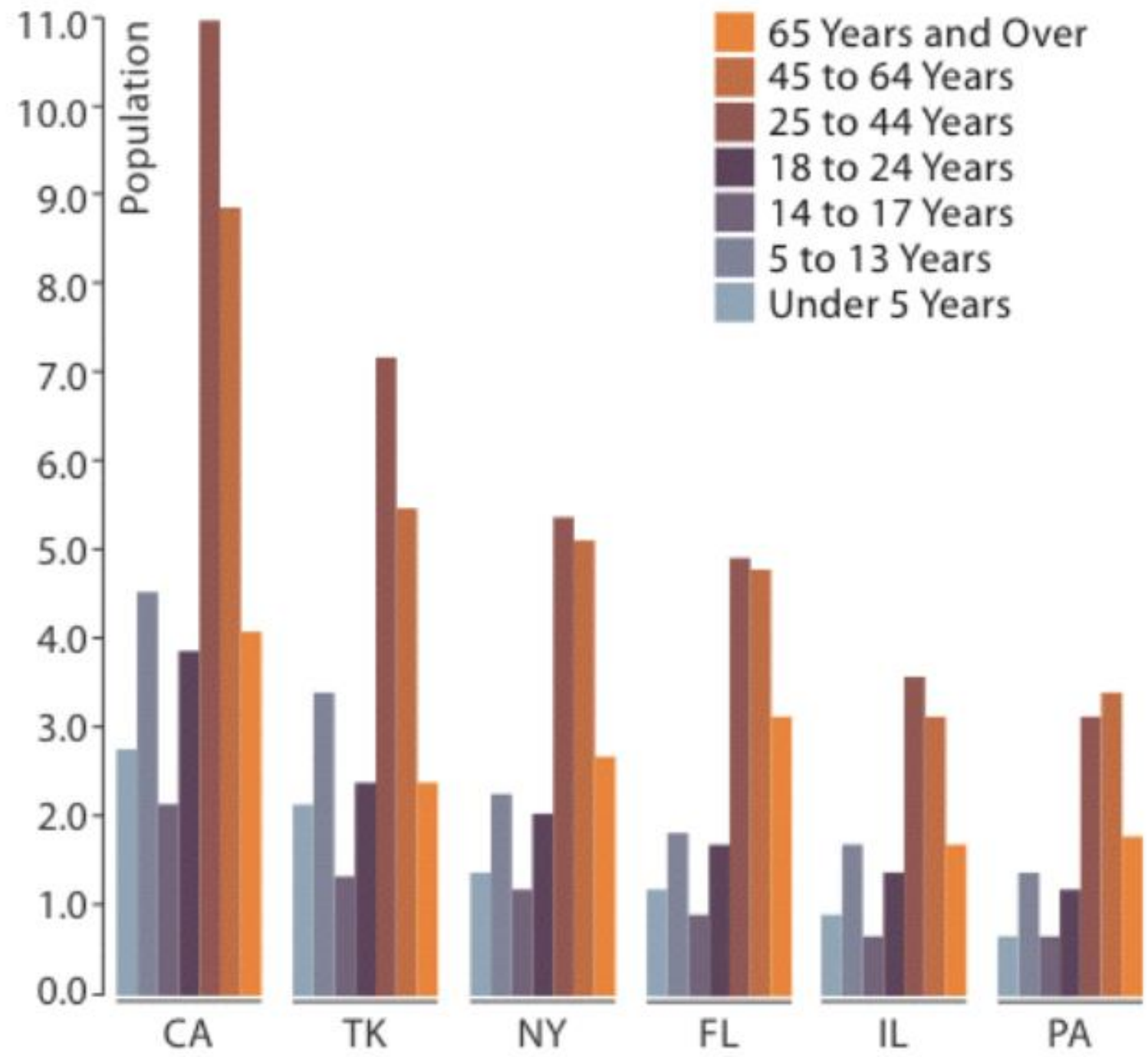


## ➔ Superimpose Layers

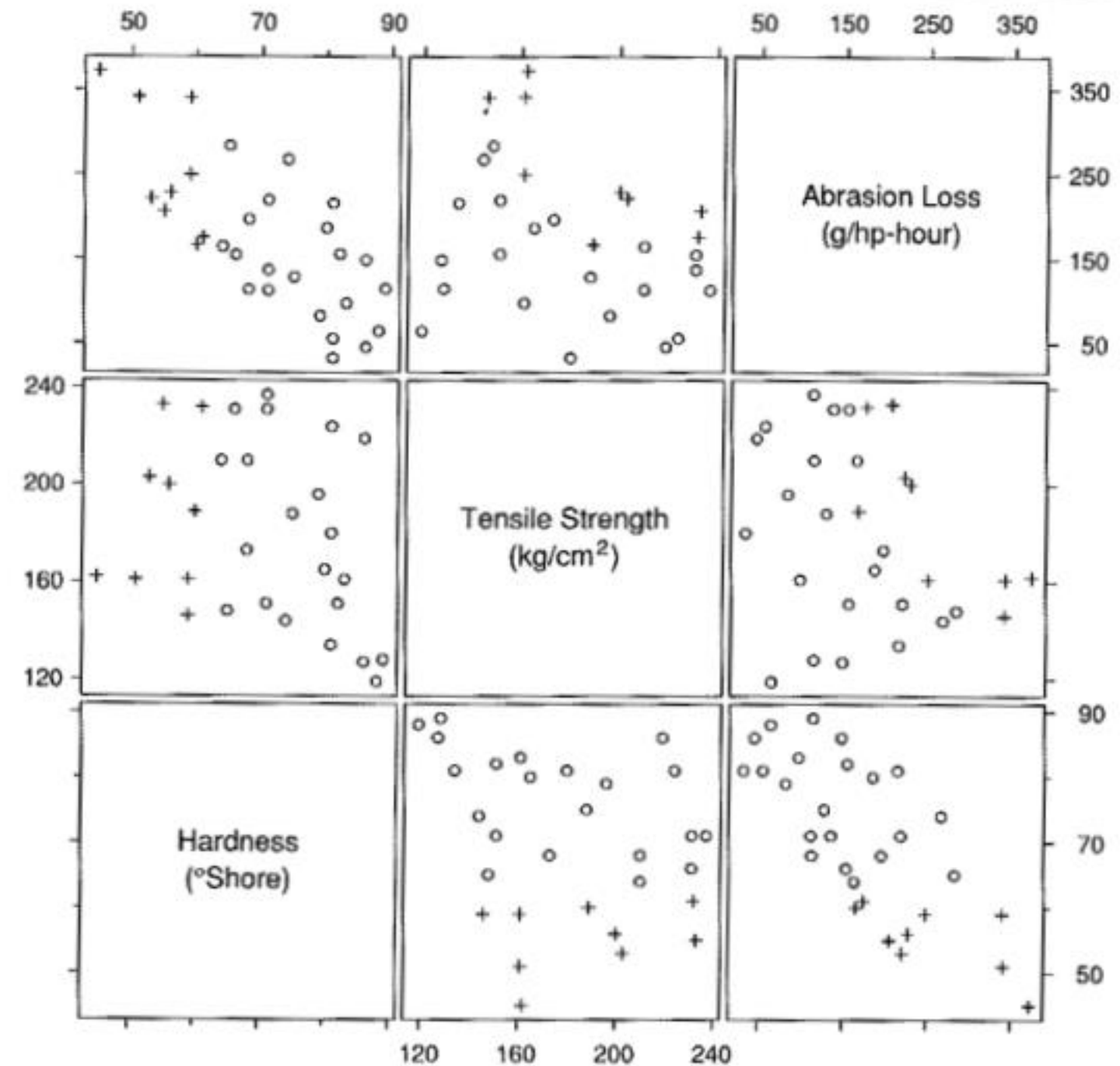


# PARTITIONING

- action on the dataset that separates the data into groups
- main design choices
  - how to divide data up between views, given a hierarchy of attributes
  - how many splits, and order of splits how many views (usually data driven)
- partition attribute(s)
  - typically categorical



# SCATTERPLOT MATRIX (SPLOM)



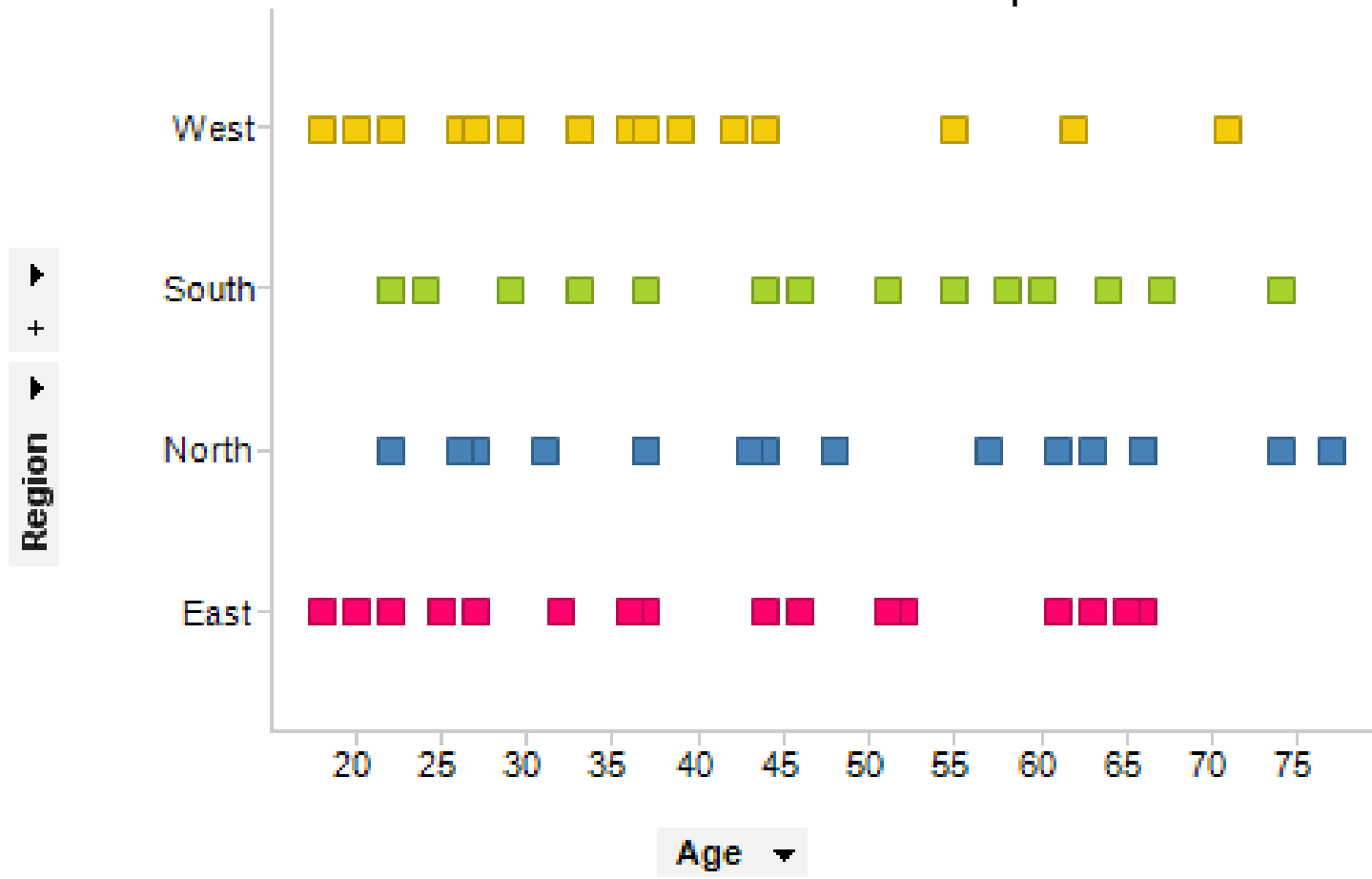
3.65 CONDITIONING. A scatterplot matrix displays trivariate data: measurements of abrasion loss, hardness, and tensile strength for 30 rubber specimens. The "+" plotting symbols encode the data for those specimens with hardness less than 62 °Shore.

# TRELLISED VIEWS

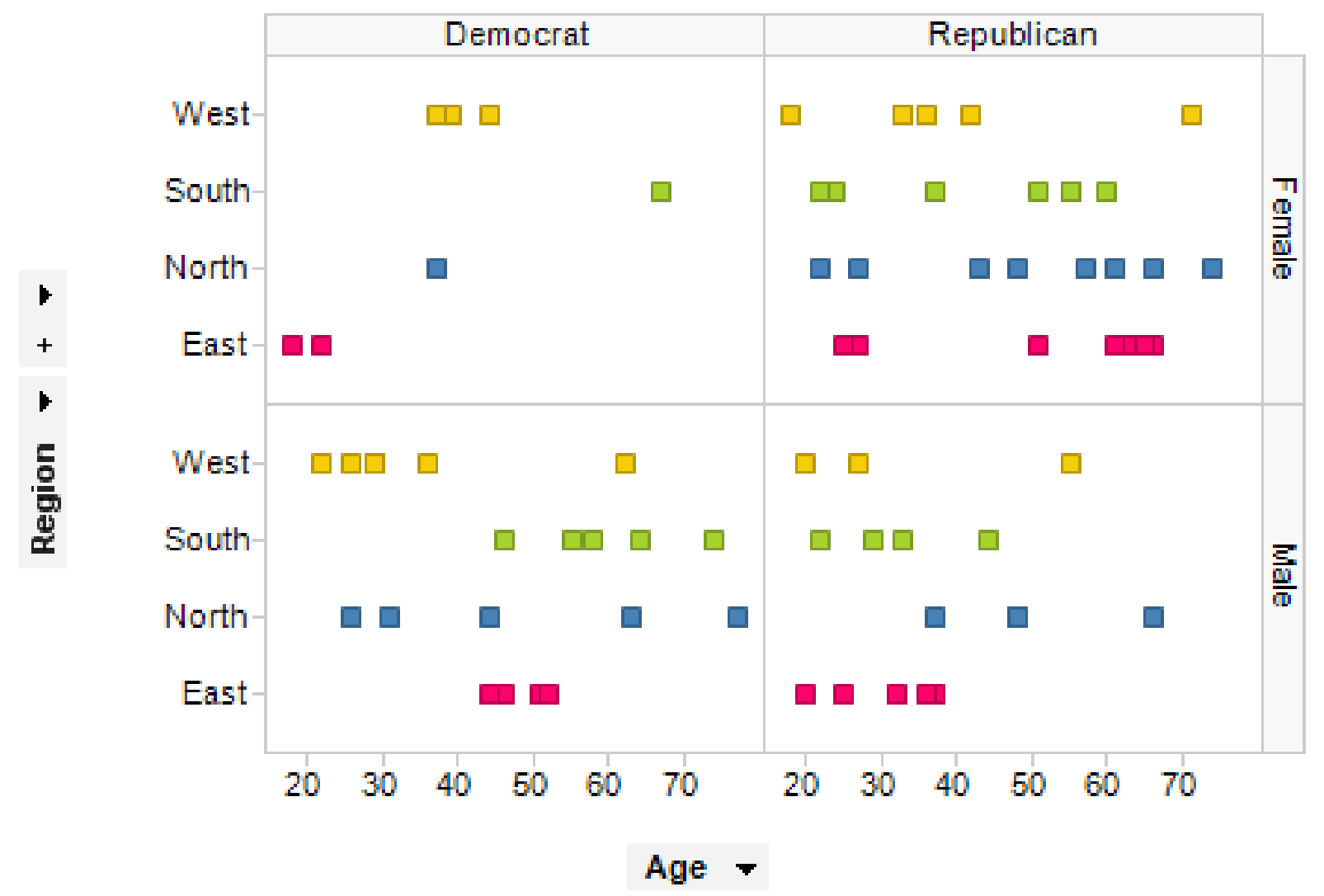
- panel variables: attributes encoded in individual views
- partitioning variables: partitioning attributes assigned to columns, rows, and pages



non-trellised scatter plot



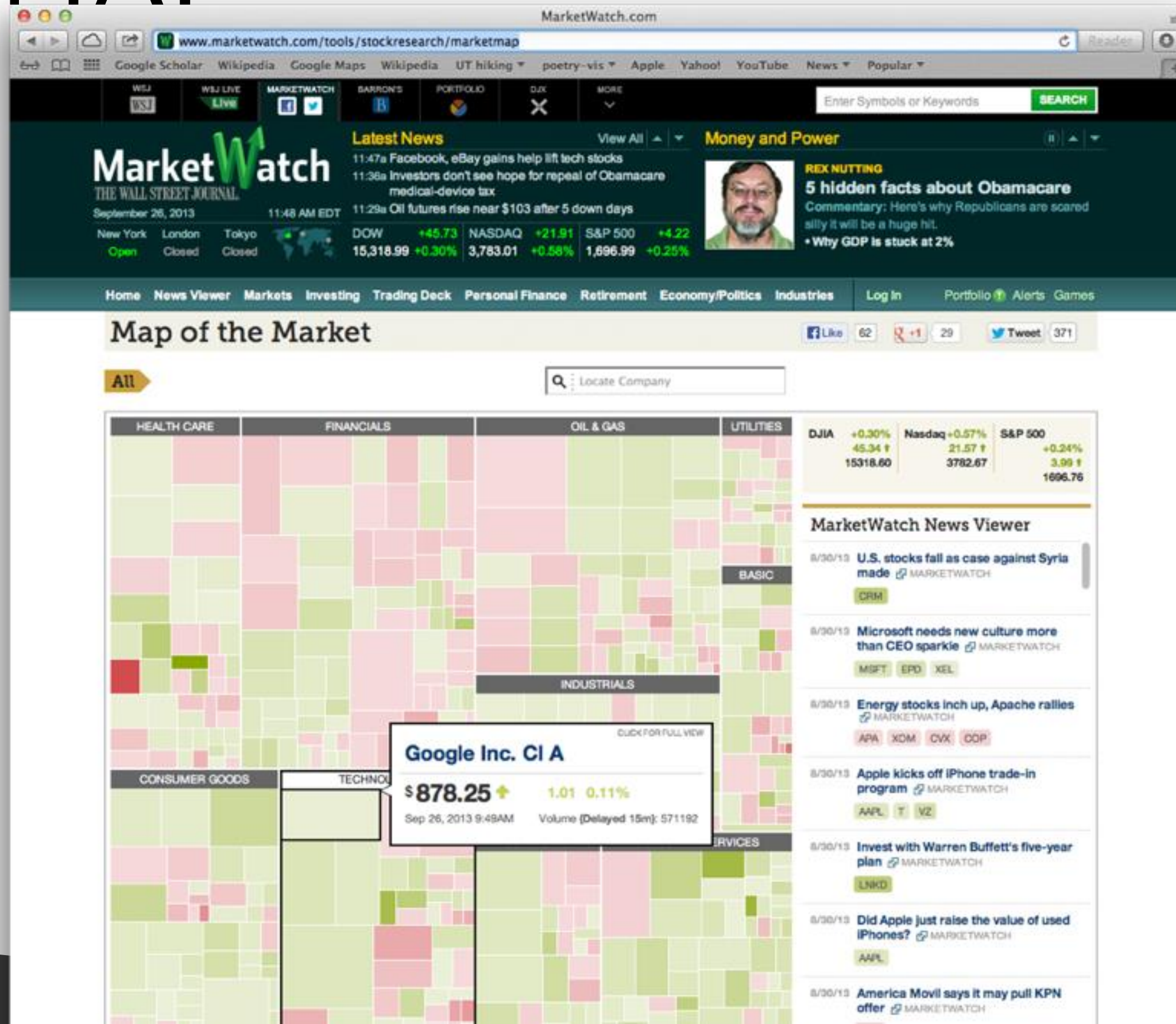
trellising this visualization based on Gender and Political affiliation



# HiVE: Hierarchical Visual Expression

- partitioning: transform data attributes into a hierarchy
- reconfigure hierarchies to explore data space
- treemaps used as spacefilling layouts

# TREEMAP



# A variety of options...

## ➔ Juxtapose and Coordinate Multiple Side-by-Side Views

➔ Share Encoding: Same/Different

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➔ Share Navigation



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## ➔ Partition into Side-by-Side Views



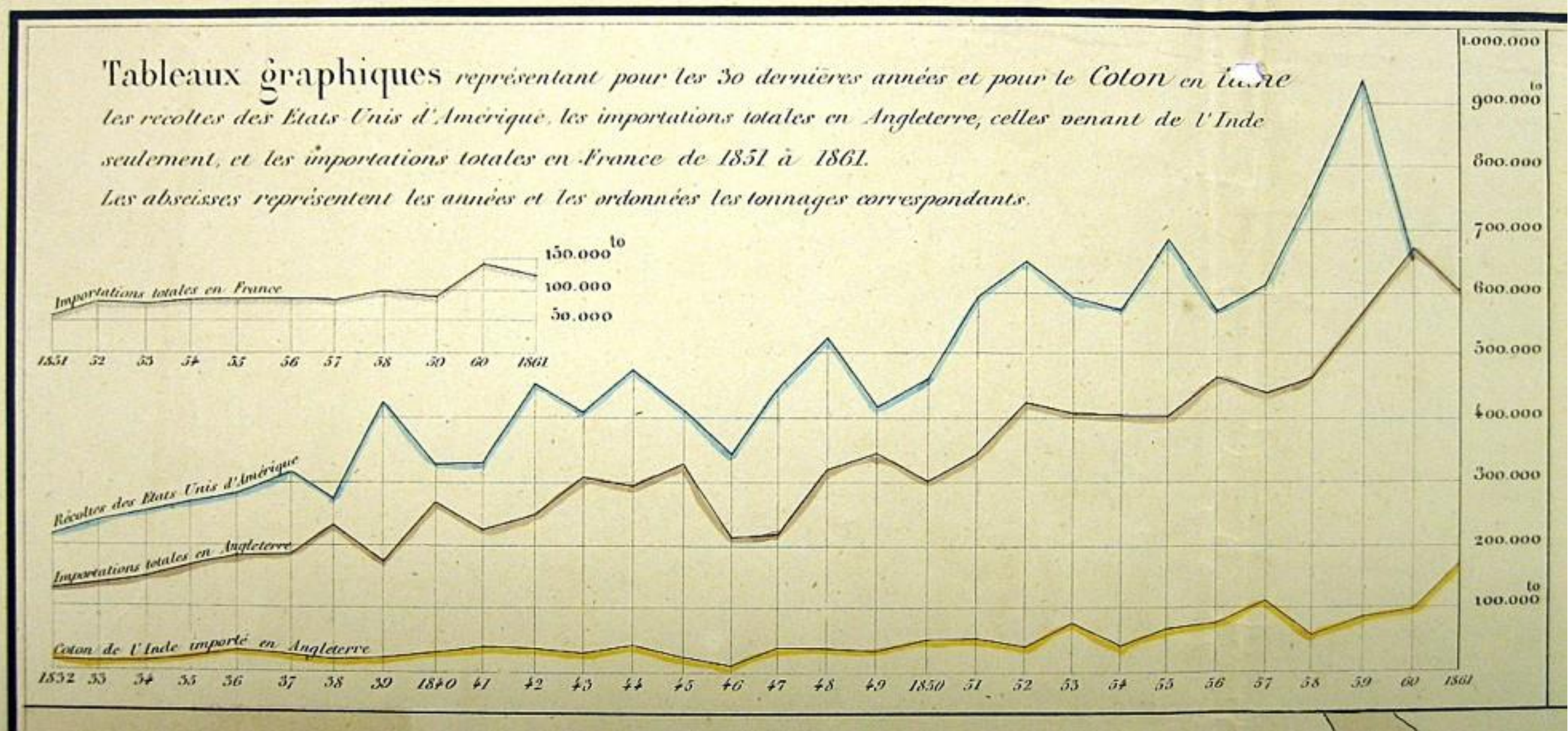
## ➔ Superimpose Layers



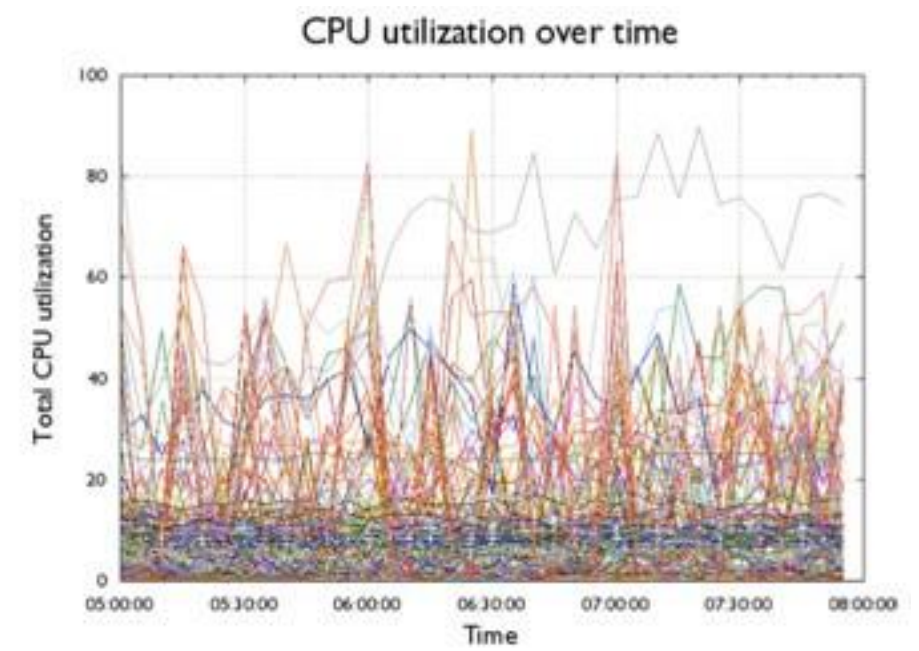
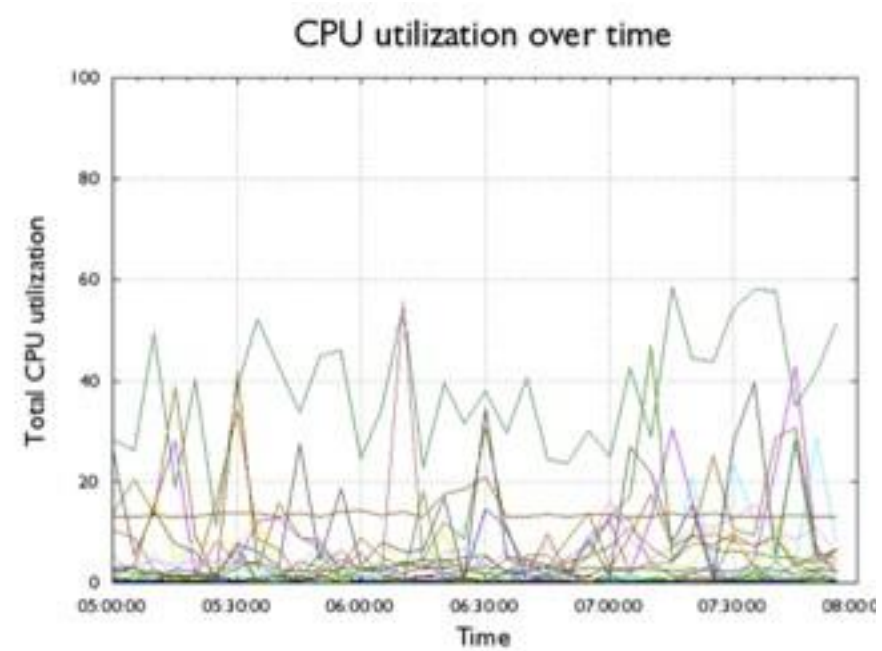
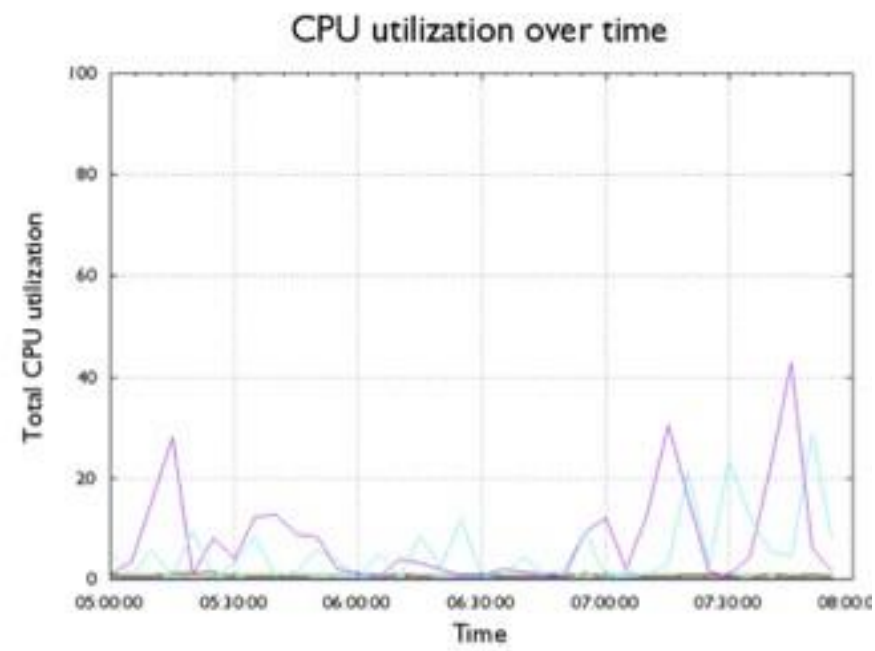
# LAYERING

- combining multiple views on top of one another to form a composite view
  - rational: supports a larger, more detailed view than using multiple views
  - trade-off: layering imposes constraints on visual encoding choice as well as number of layers that can be shown

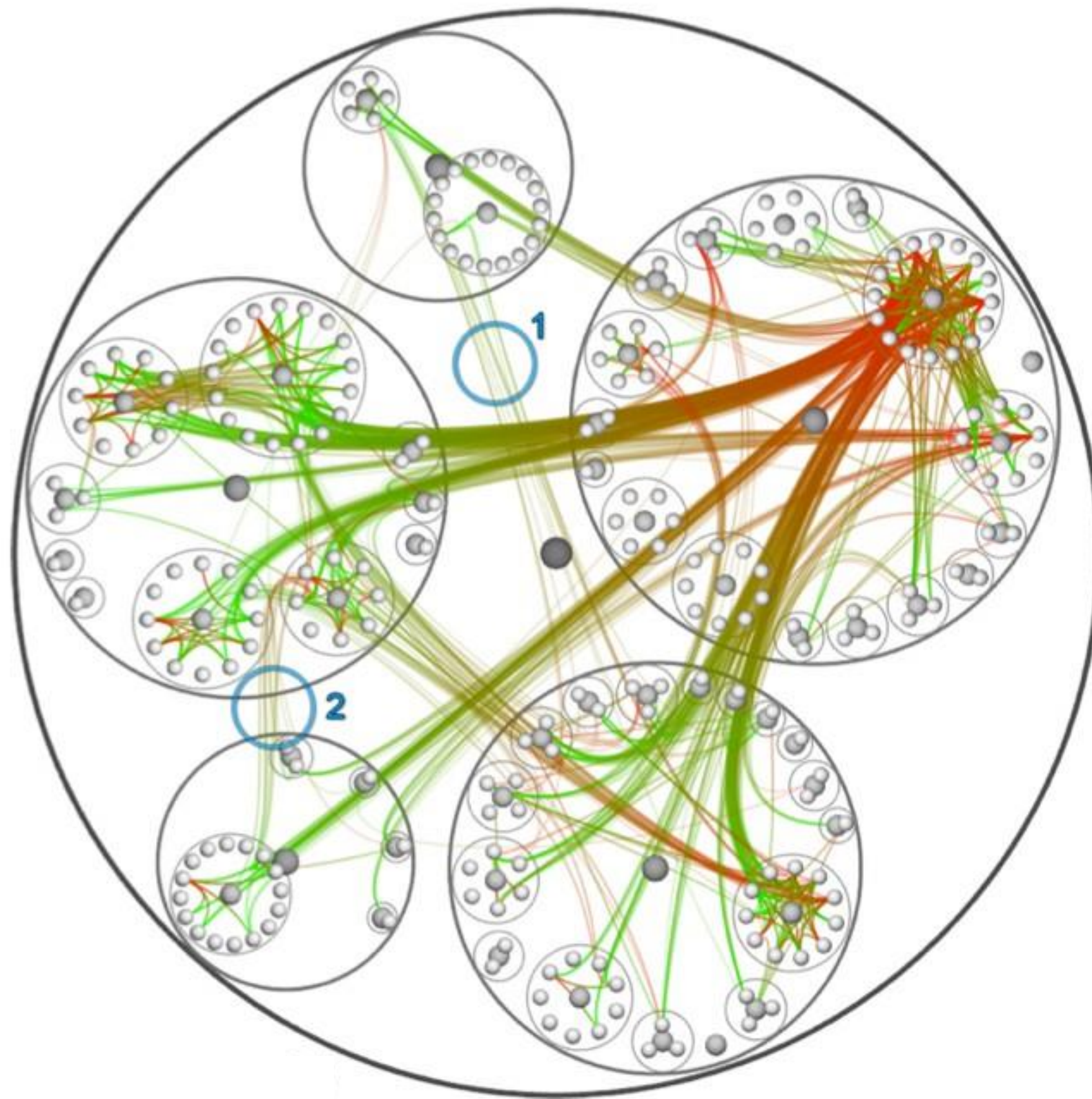
# GLOBAL COMPOSITING



# overlays

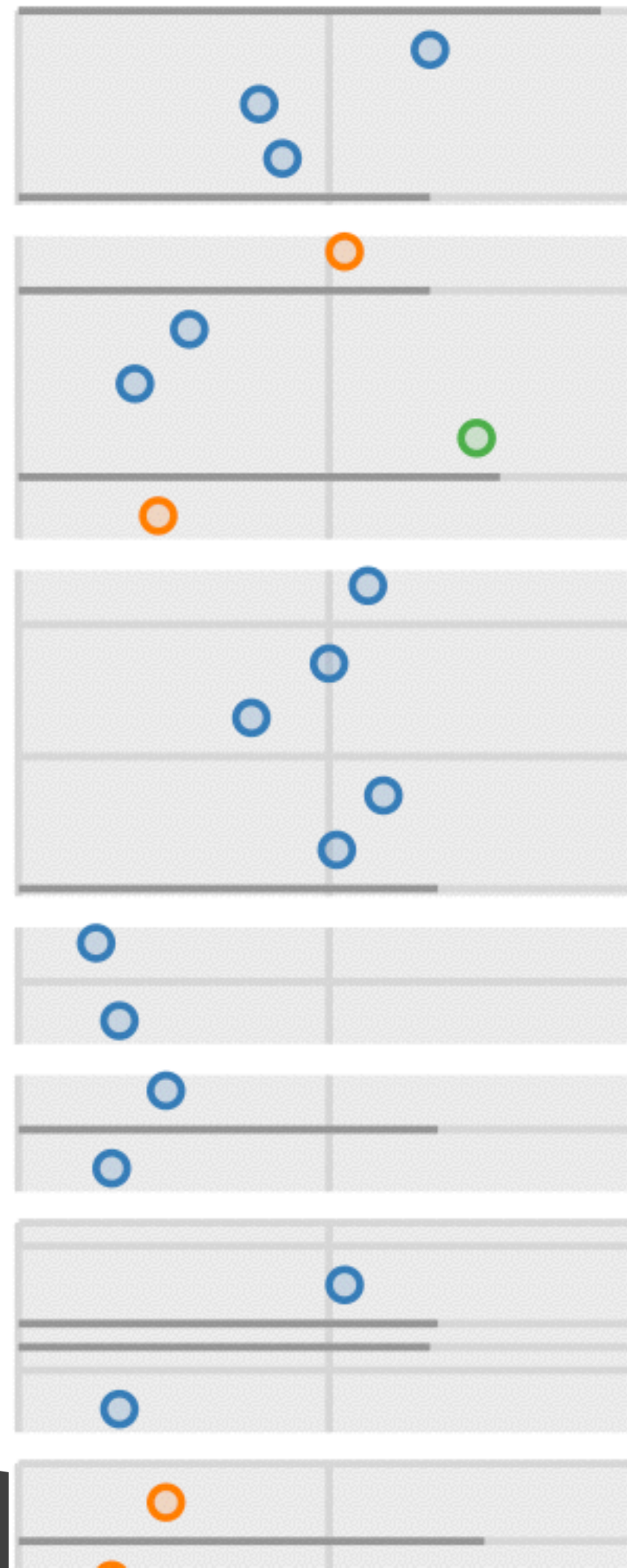


# edge bundling



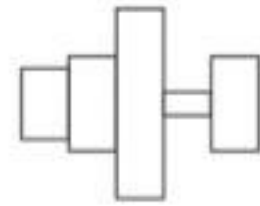
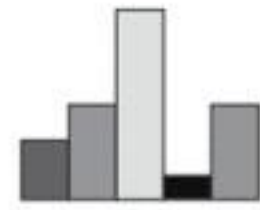
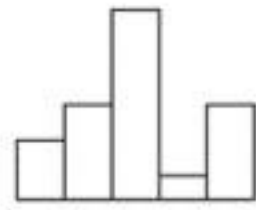


multiple encodings



# GLYPHS

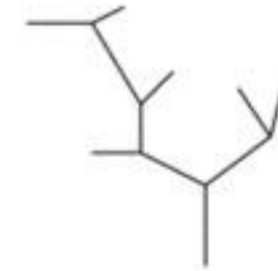
- a graphical object with internal structure that arises from multiple marks
  - ambiguity: little distinct line between glyph and view!



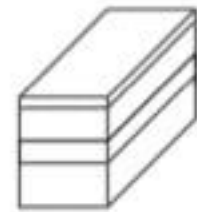
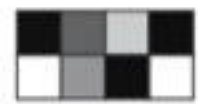
Variations on Profile glyphs



Stars and Anderson/metroglyphs



Sticks and Trees



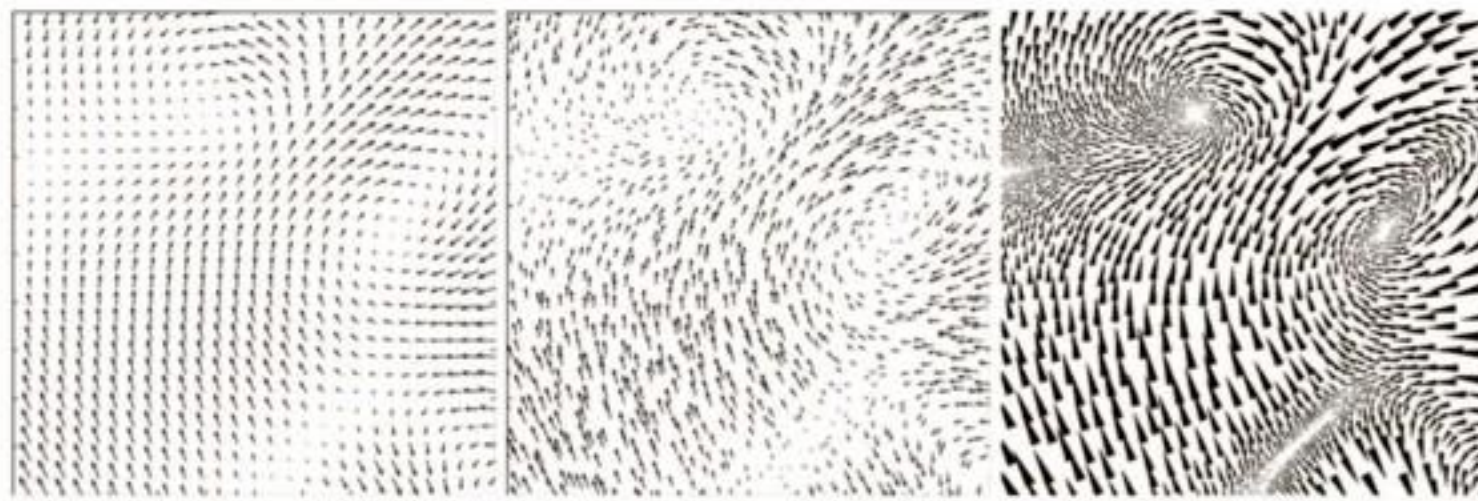
Autoglyph and box glyph



Face glyphs



Arrows and Weathervanes



GRID

JIT

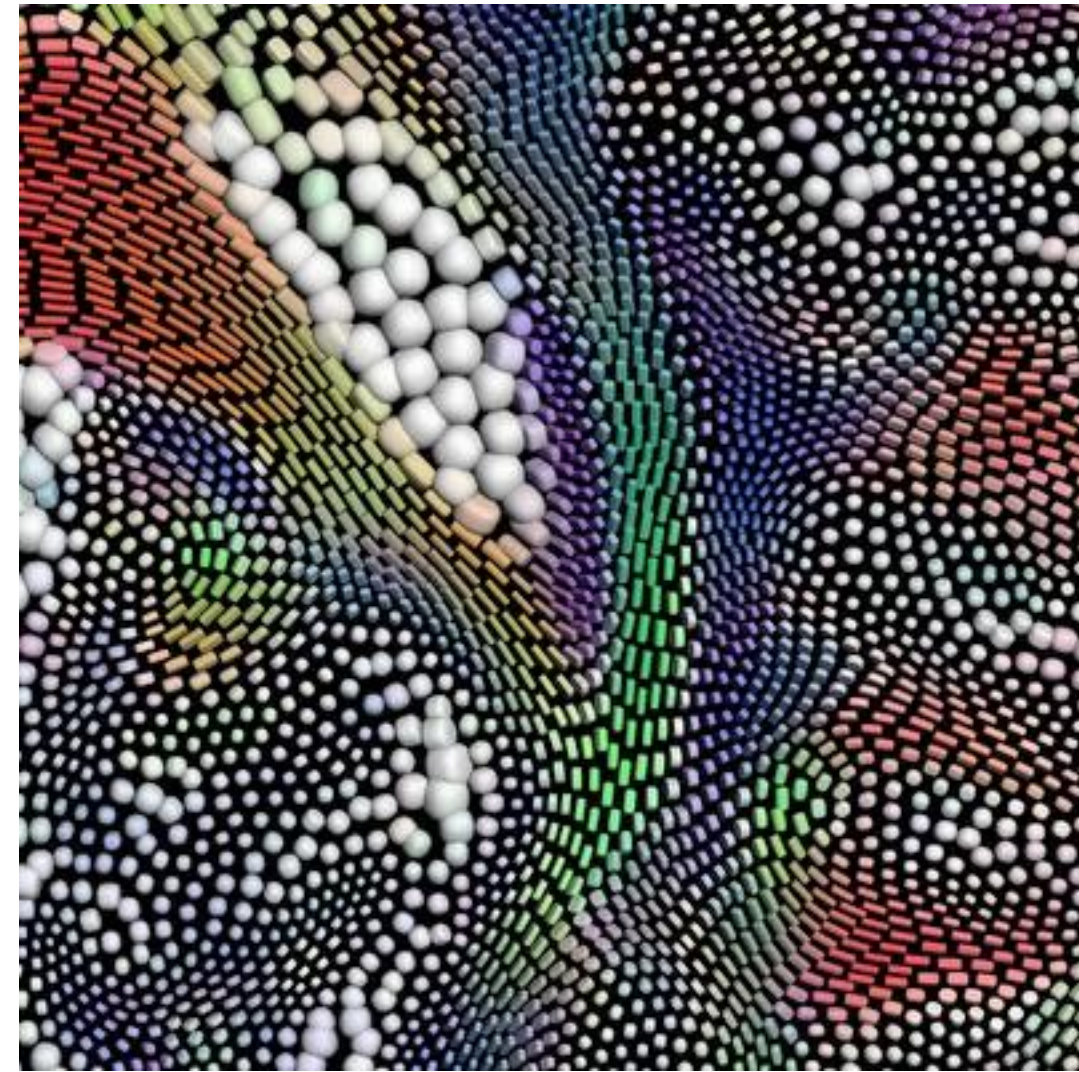
LIT



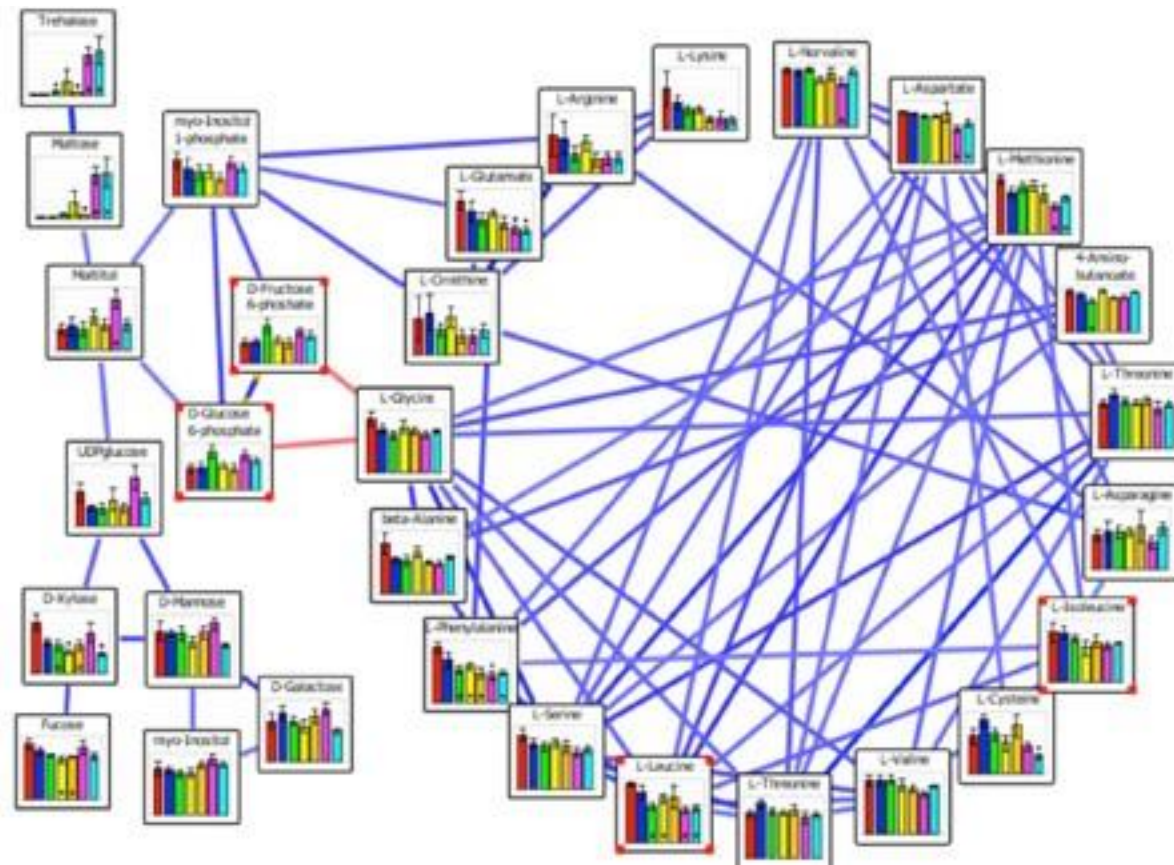
LIC

OSTR

GSTR



Kindlmann 2006



Junker 2006

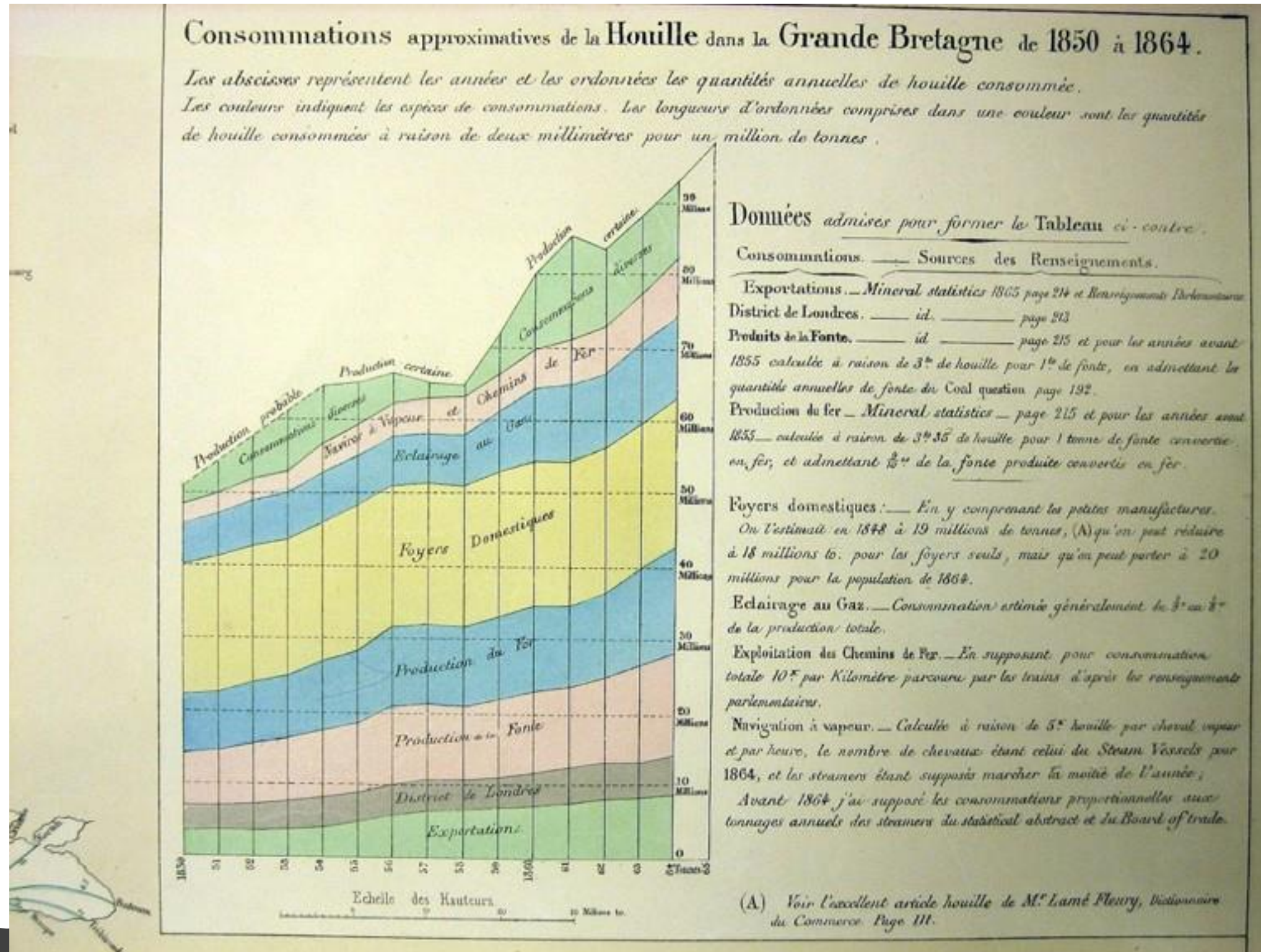


# Process

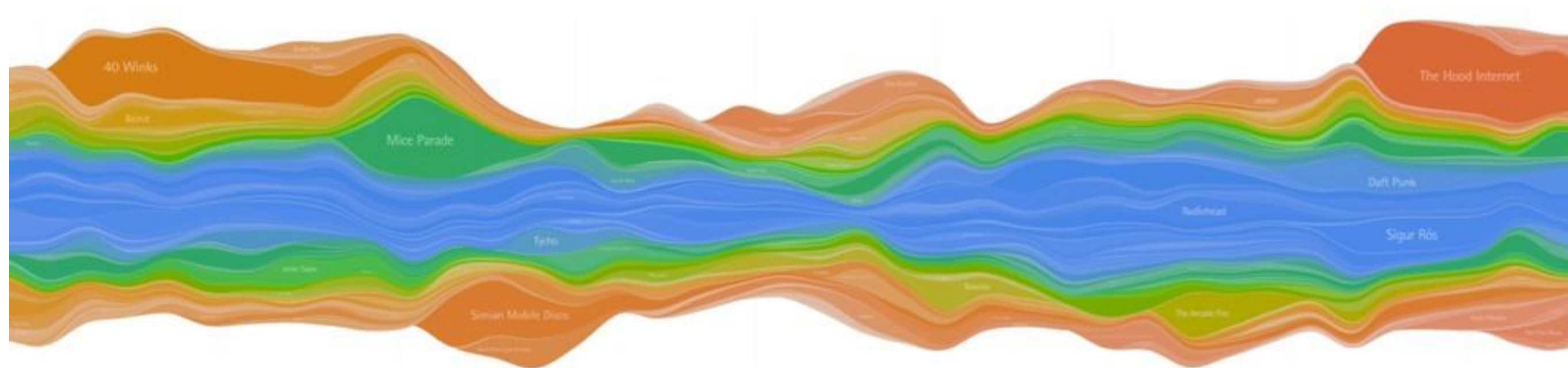
- gather metadata for obtaining a set of names
  - or, things you want to represent
- build a taxonomy
  - propose several categorization schemes
- develop visual design
  - determine order of visual channels
  - propose optional mappings
  - identify metaphoric abstractions
- implement a glyph-based system

	design option 1	design option 2	design option 3	design option 4	design option 5	design option 6	design option 7
Inputs and Outputs							
Process							
Biological							
Device							
Chemical							
Data							
In Vitro							
In Vivo							
In Silico							
Data Collection							
Data Processing							
Data Analysis							
Material perturbation							
Material separation							
Material amplification							
Material combination							
Material collection							
Molecule							
Cellular Part							
Cell							
Tissue							
Organ							
Organism							
Population							

# ITEM-LEVEL STACKING



# streamgraph



Search Business

Go

Financial Tools

Select a Financial Tool ▾

More in Business »

- Global Business
- Markets
- Economy
- DealBook
- Media & Advertising
- Small Business
- Your Money
- Energy & Environment

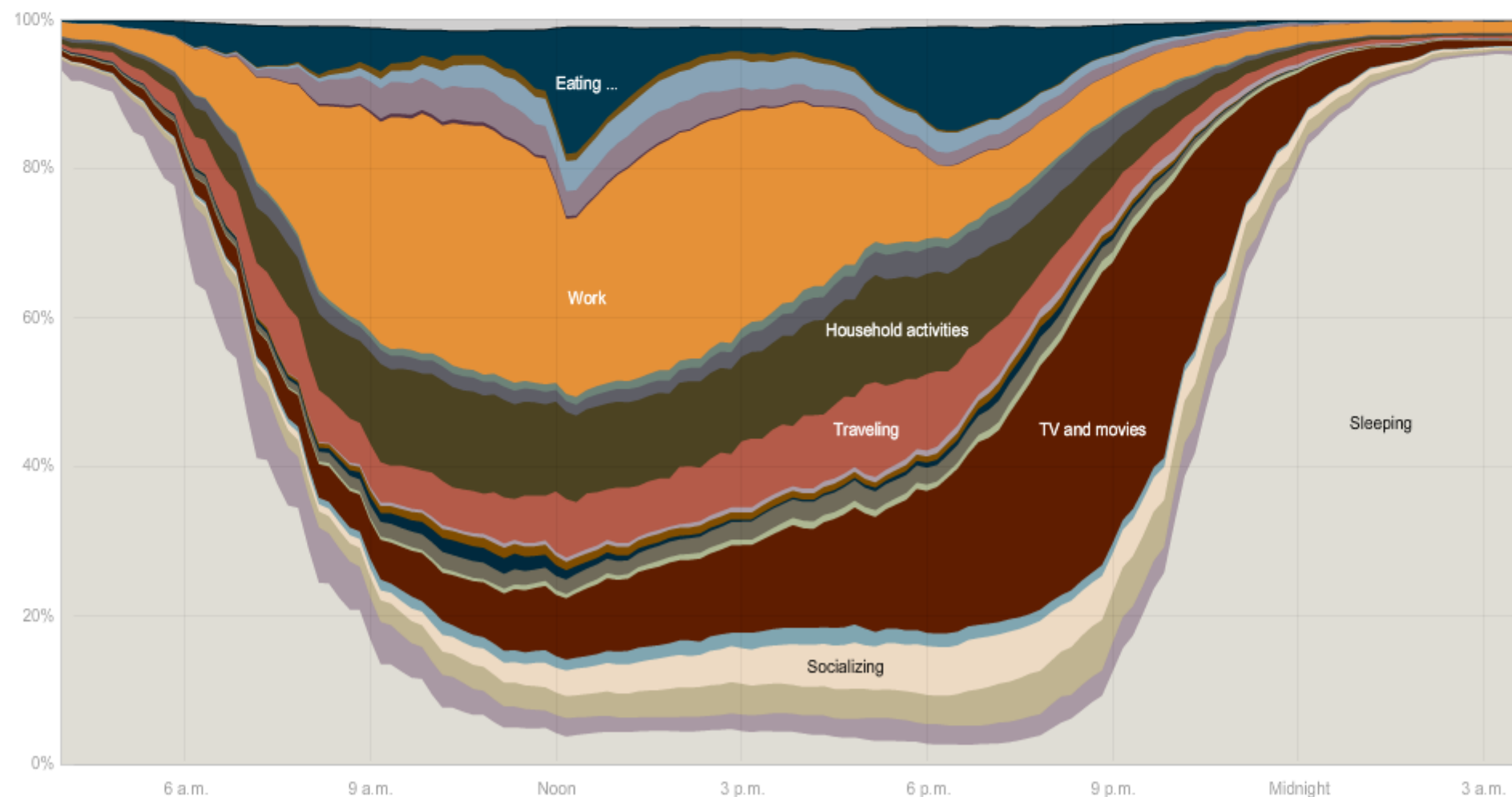
## How Different Groups Spend Their Day

The American Time Use Survey asks thousands of American residents to recall every minute of a day. Here is how people over age 15 spent their time in 2008. [Related article](#)

### Everyone

Sleeping, eating, working and watching television take up about two-thirds of the average day.

Everyone	Employed	White	Age 15-24	H.S. grads	No children
Men	Unemployed	Black	Age 25-64	Bachelor's	One child
Women	Not in lab...	Hispanic	Age 65+	Advanced	Two+ children



By SHAN CARTER, AMANDA COX, KEVIN QUEALY and AMY SCHOENFELD | [Send Feedback](#)





# FOCUS + CONTEXT

- techniques to show detail (focus) and overview (context) simultaneously
- requires: carefully pick what to show and hinting at what you are not showing

# FOCUS + CONTEXT

- synthesis of visual encoding and interaction
- user selects region of interest (focus) through navigation or selection
- provide context through aggregation, reduction, or layering

# focus+context

## → Embed

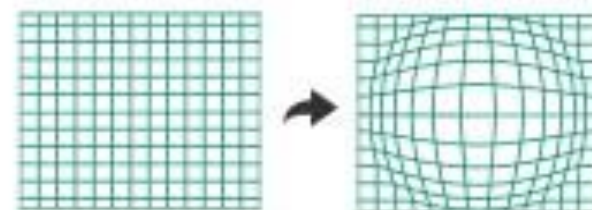
### → Elide Data



### → Superimpose Layer



### → Distort Geometry



# elision

## → Embed

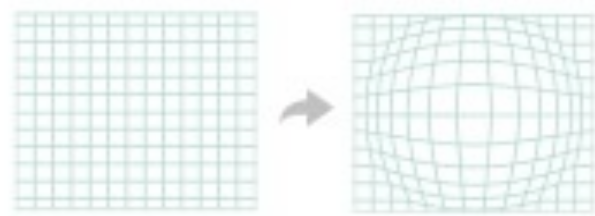
### → Elide Data



### → Superimpose Layer



### → Distort Geometry



- means “suppression”
- focus items shown in detail, other items summarized (suppressed) for context

# SpaceTree



2002 spacetree

Catherine Plaisant

Subscribe 38

87 views

+ Add to Share ... More

0 0

# DOI

- degree of interest
- based on observation that humans often represent their own neighborhood in detail, yet only major landmarks far away
- goal is balance between local detail and global context

# DOI Tree

- interactive trees with animated transitions that fit within a bounded region of space
- layout depends on the user's estimated DOI
- use...
  - logical filtering based on DOI
  - geometric distortion of node size based on DOI
  - semantic zooming on content based on node size
  - aggregate representations of elided subtrees



# DOI Tree

Degree-of-Interest Tree with extras

Categories

- Events
  - Contemporary
  - Future
  - Historical
  - Recurring
  - Humanities
- Knowledge
  - Ideology
  - Philosophy
  - Science
  - Technology
- People
  - General
  - Specific People
- Places
  - Celestial
  - Terrestrial
- Qualities
  - Description
  - Measurement
- Things
  - Abstract
    - Intangible
    - Tangible
  - Natural
    - Animal
    - Plant
    - Logistical
    - Mineral
    - Protein
    - Vegetable

Search

search expand?

0:01 / 0:47

Degree-of-Interest Tree with extras

rekamso

Subscribe

301+ views

Add to Share More

0 0



# Superimpose

## → Embed

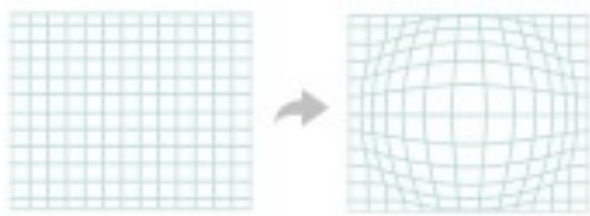
→ Elide Data



→ Superimpose Layer

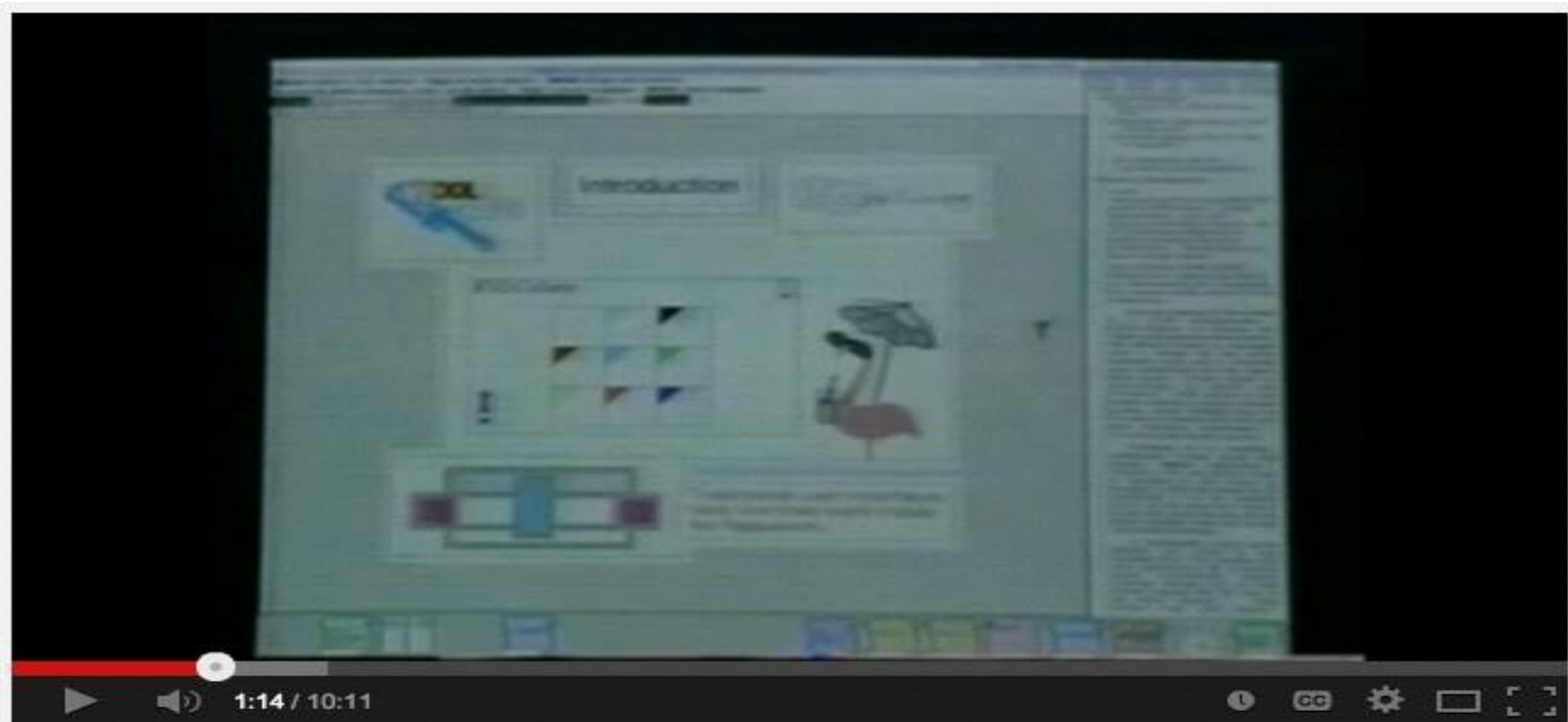


→ Distort Geometry



- focus layer limited to a local region of view, instead of stretching across the entire view

# Toolglass & Magic Lenses



## Toolglass & Magic Lenses: The See-Through Interface



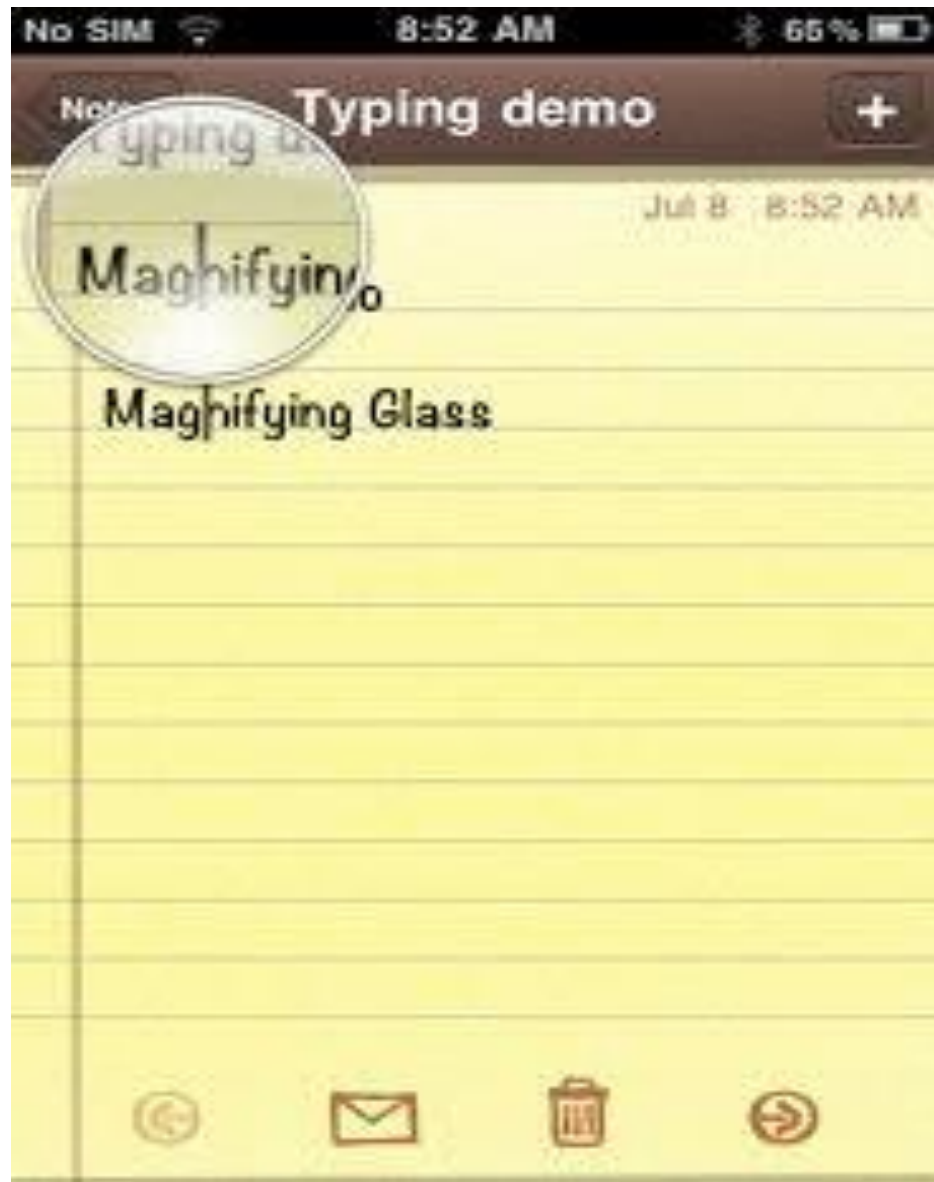
tabletopresearch201

Subscribe 36

4,179

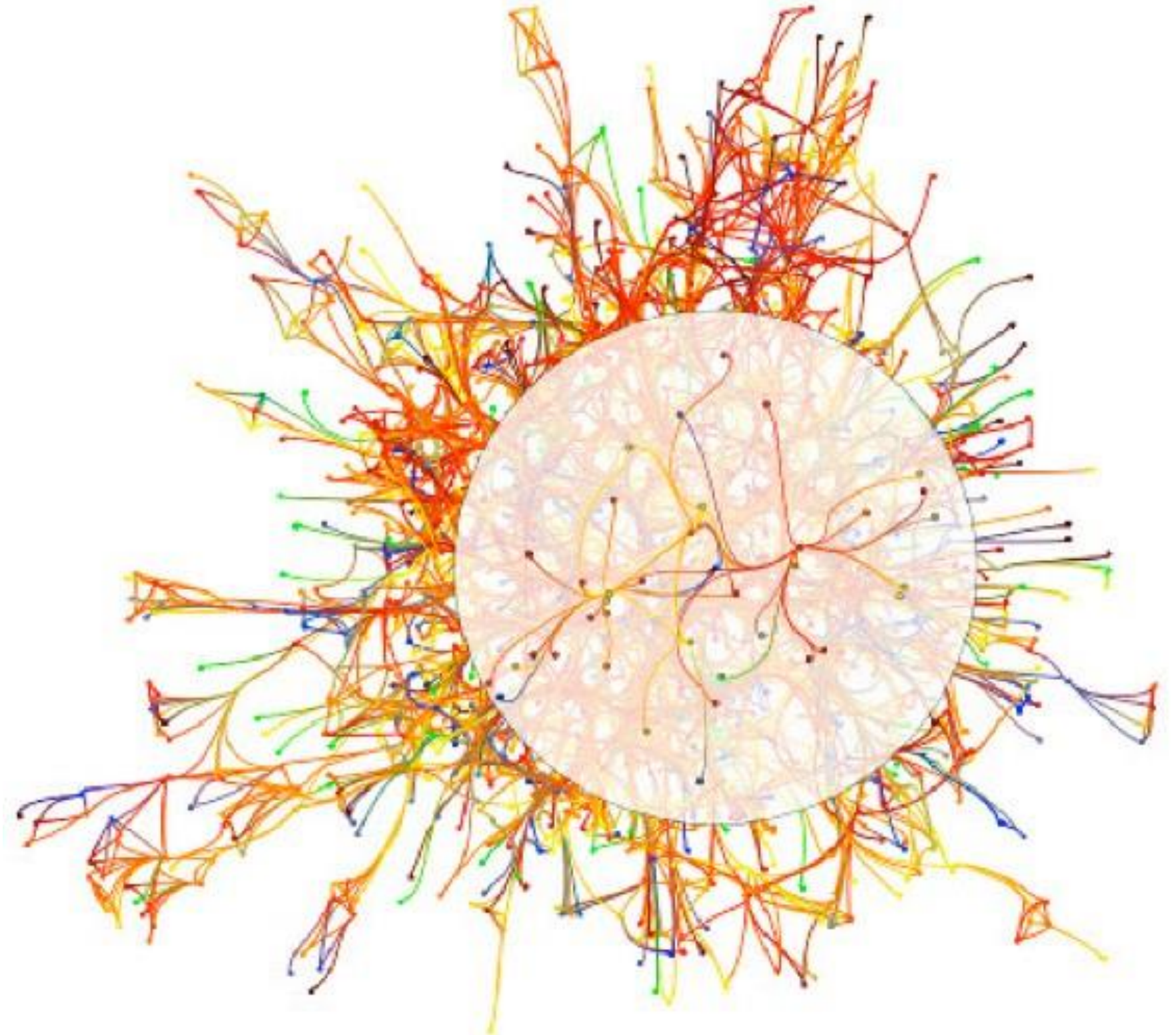
+ Add to Share ... More

9 0



magnification

highlight | suppress



# Distort

## → Embed

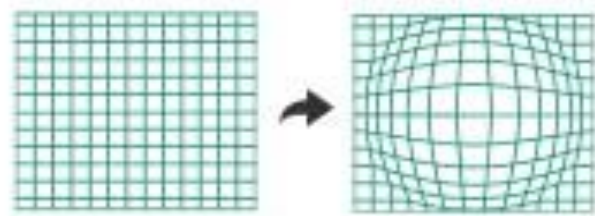
→ Elide Data



→ Superimpose Layer

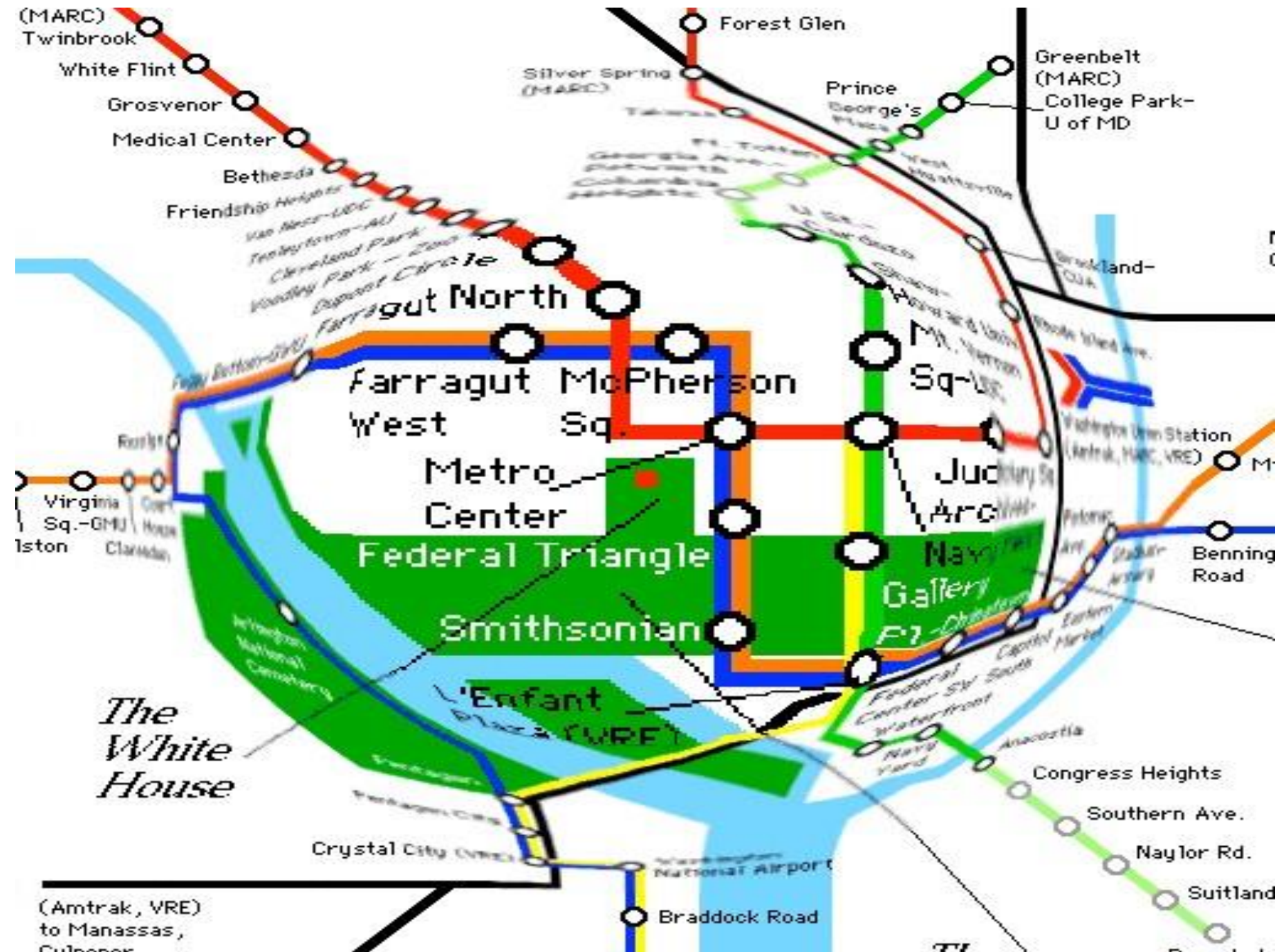


→ Distort Geometry



- use geometric distortion of the contextual regions to make room for the details in the focus region(s)

# FISHEYE



<http://www.cs.umd.edu/class/fall2002/cmsc838s/tichi/fisheye.html>



# Unfolding - Fisheye and Zoom lens example

The video displays a 'Fisheye Tree View' of a knowledge graph. The tree structure is as follows:

- Albert Einstein (Root)
  - Albert Einstein's death
    - Einstein, death
    - Einstein, birth
  - Albert Einstein, life (11)
    - Albert Einstein, life
    - Einstein, famous
    - Where was Einstein born
    - Albert Einstein was born when
    - What was Einstein famous for
    - What year was Einstein born
    - What is Einstein famous for
  - Einstein, born (2)
    - Einstein, born
    - Albert, is
  - Persons of world famous scientists (4)
    - Persons of world famous scientists
    - Persons of world famous scientists
    - Persons of world famous scientists
    - Persons of world famous scientists

The video player interface shows a progress bar at 0:55 / 1:21 and standard playback controls.

## Fisheye Tree View



ctominski

Subscribe 2

100 views

Add to Share More

0 0

# hyperbolic geometry



Hyperbolic Tree Browser -- 1995

Ramana Rao

Subscribe 4

6,603

+ Add to Share ... More

19 0



# distortion concerns

- unsuitable for relative spatial judgments
- overhead of tracking distortion
- visual communication of distortion
  - (use gridlines, shading, etc.)

# distortion concerns (cont.)

- target acquisition problem
  - lens displacing items away from screen location
- mixed results compared to separate views and temporal navigation
- fisheye follow-up: concern with enthusiasm over distortion
  - what is being shown: selective filtering
  - how it is being shown: distortion as one possibility

