

CPSC 481: Beyond Simple Screen Design

Creating visual representations

Bertin's Visual variables: creating visual representations

Tufte's guidelines: assessing visual representations

Sheelagh Carpendale

Sheelagh Carpendale

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

||||

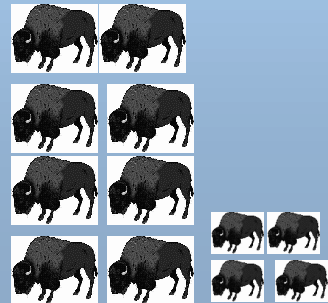
Adults

||||

calves

8

4



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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





presentation

how the representation is placed or organized on the screen

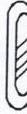














34, 34, 34

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Mayan Numerals one to nineteen

Zero	One	Two	Three	Four	
					
	Five	Six	Seven	Eight	Nine
					
	Ten	Eleven	Twelve	Thirteen	Fourteen
					
	Fifteen	Sixteen	Seventeen	Eighteen	Nineteen

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Egyptian Numerals

The diagram illustrates the Egyptian numeral system. It shows seven cardinal icons representing powers of 10: 10^0 (w), 10^1 (md), 10^2 (st), 10^3 (hz), 10^4 (db'), 10^5 (hfn), and 10^6 (hh). Below these are sample numbers: 24 (represented by 24 small strokes) and 142,149 (represented by a combination of larger icons and strokes). The diagram also shows sample Egyptian fractions: $1/2$, $1/4$, $1/8$, $1/16$, $1/32$, and $1/64$, each represented by a specific icon. Finally, it shows three sample Egyptian fractions: $1/2 + 1/14 = 4/7$, $1/2 + 1/4 + 1/16 = 13/16$, and $1/244$.

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Representations

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

Good representations

- allow people to *find* relevant information
 - information may be present but hard to find

- allow people to *compute* desired conclusions
 - computations may be difficult or “for free” depending on representations

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When do I take my drugs?

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

Organized by both time of day and by drug

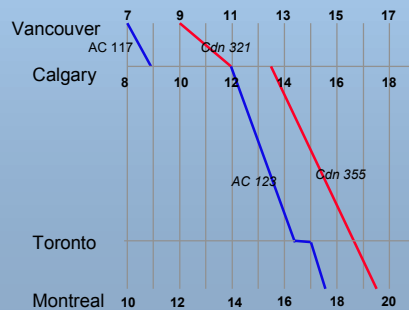
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Which is the best flight?

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

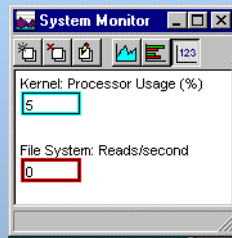
*time zone: +1 van-cal, +2 cal-tor, mtl



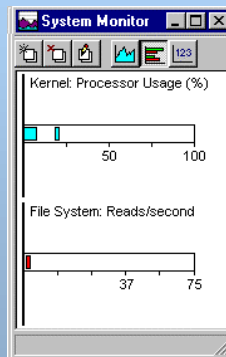
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Which representation is best?

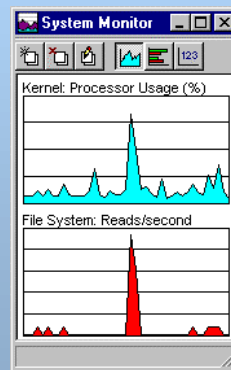
depends heavily on task



What is precise value?



How does the performance now compared to its peak?



How does performance change over time?

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Creating Visual Representations

Where does one start?

with marks!

- for us, pixels?

Visual Variables: how can we vary marks?

- by where we place them
- by how we place them (Bertin calls this 'implantation')
- by their visual characteristics (Bertin calls these retinal variables)

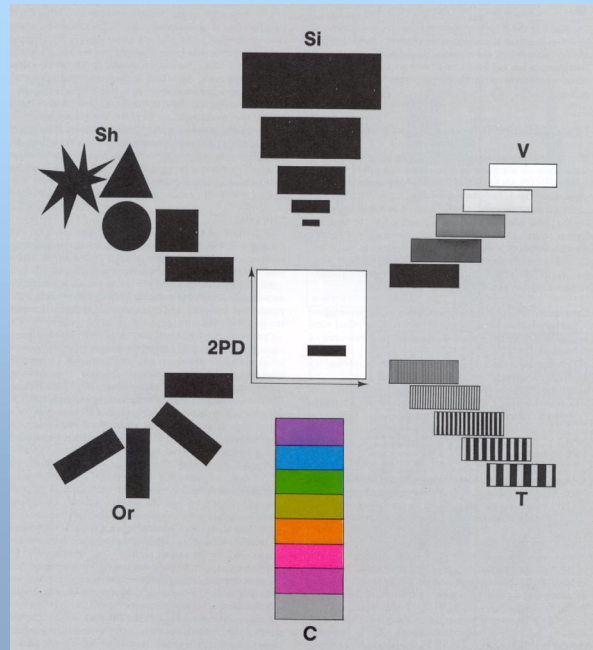
Jacques Bertin,

Semiology of Graphics: Diagrams, Networks, Maps.

Translated by W. J. Berg. University of Wisconsin Press 1983 (in French 1967)

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Visual Variables

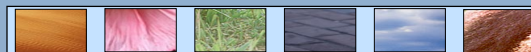
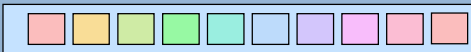
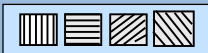
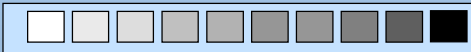
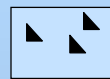


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Visual Variables

Attributes

- **position**
 - changes in the x, y (z) location
- **size**
 - change in length, area or repetition
- **shape**
 - infinite number of shapes
- **value**
 - changes from light to dark
- **orientation**
 - changes in alignment
- **colour**
 - changes in hue at a given value
- **texture**
 - variation in pattern
- **motion**



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Visual Variables

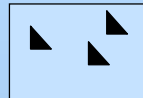
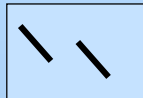
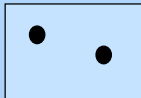
Characteristics of visual variables can be

- **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**
are changes in this variable perceived as ordered?
- **length**
across how many changes in this variable are distinctions perceptible?

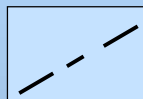
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Visual Variable: Position

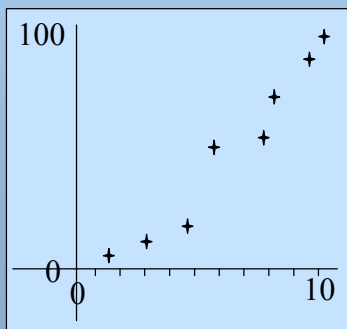
✓ selective



✓ associative



✓ quantitative



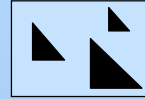
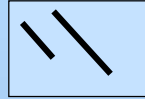
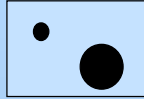
✓ order

✓ length

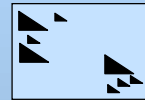
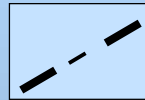
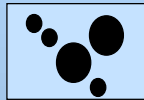
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Visual Variable: Size

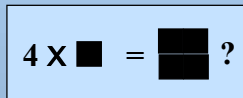
✓ selective



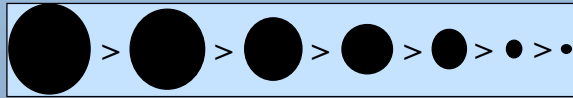
✓ associative



≠ quantitative



✓ order



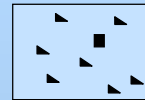
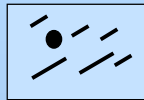
✓ length

- theoretically infinite but practically limited
- association and selection ~ 5 and distinction ~ 20

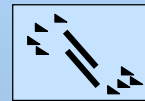
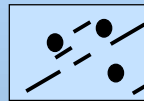
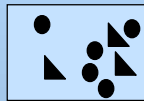
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Visual Variable: Shape

≠ Selective



≠ associative

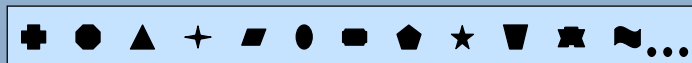


≠ quantitative

≠ order

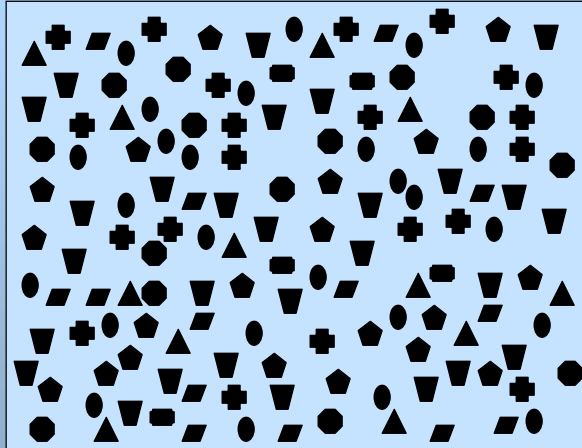


✓ length - infinite variation



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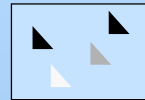
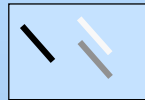
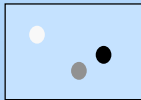
Shape



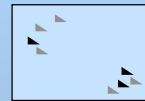
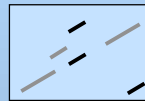
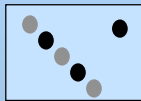
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Visual Variable: Value

✓ selective

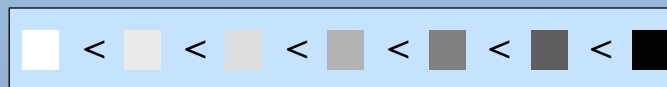


✓ associative



≠ quantitative

✓ order



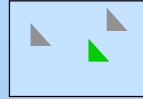
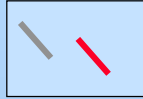
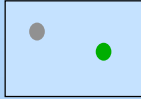
✓ length

- theoretically infinite but practically limited
- association and selection ~ < 7 and distinction ~ 10

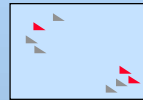
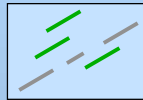
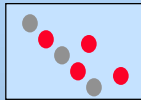
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Visual Variable: Colour

✓ Selective



✓ associative



≠ quantitative

≠ order

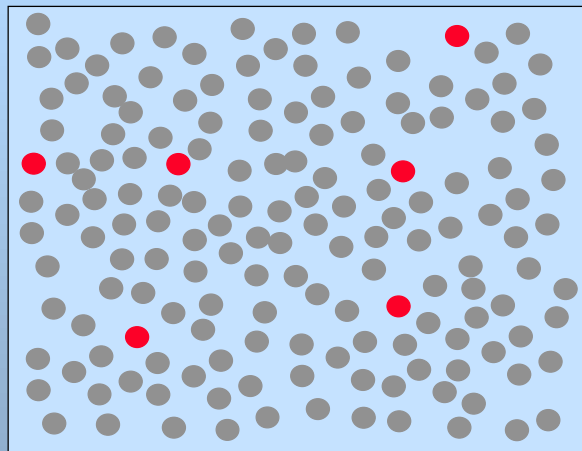


✓ length

- theoretically infinite but practically limited
- association and selection ~ < 7 and distinction ~ 20

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Colour

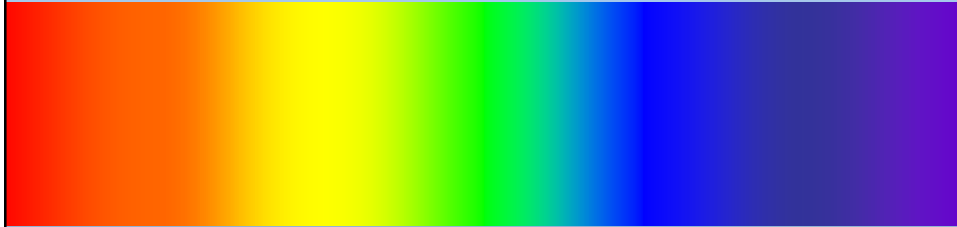


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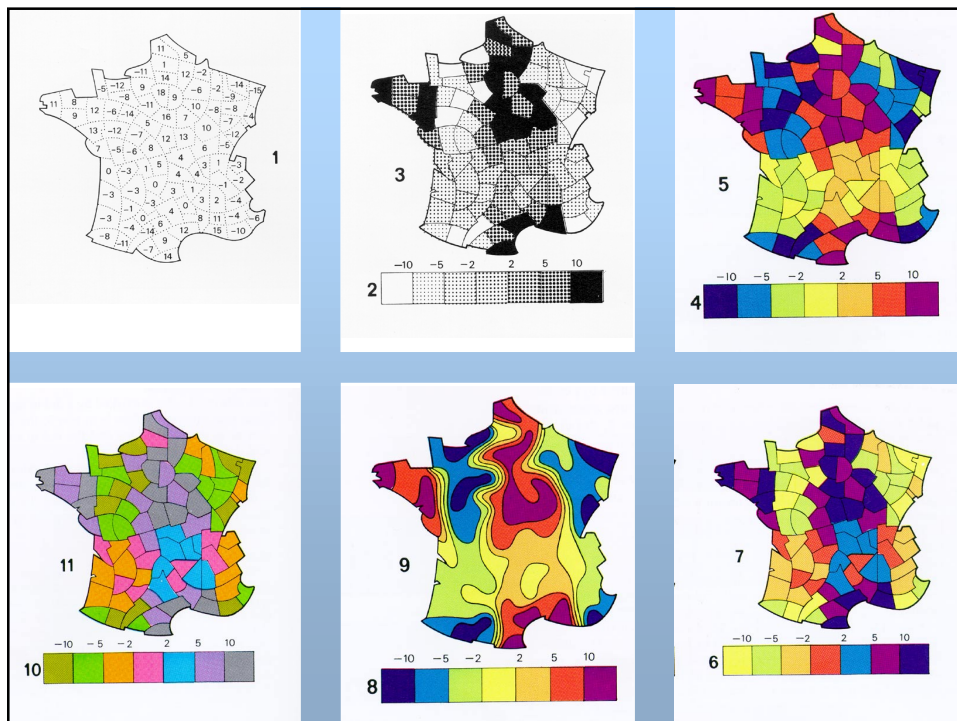
Encoding

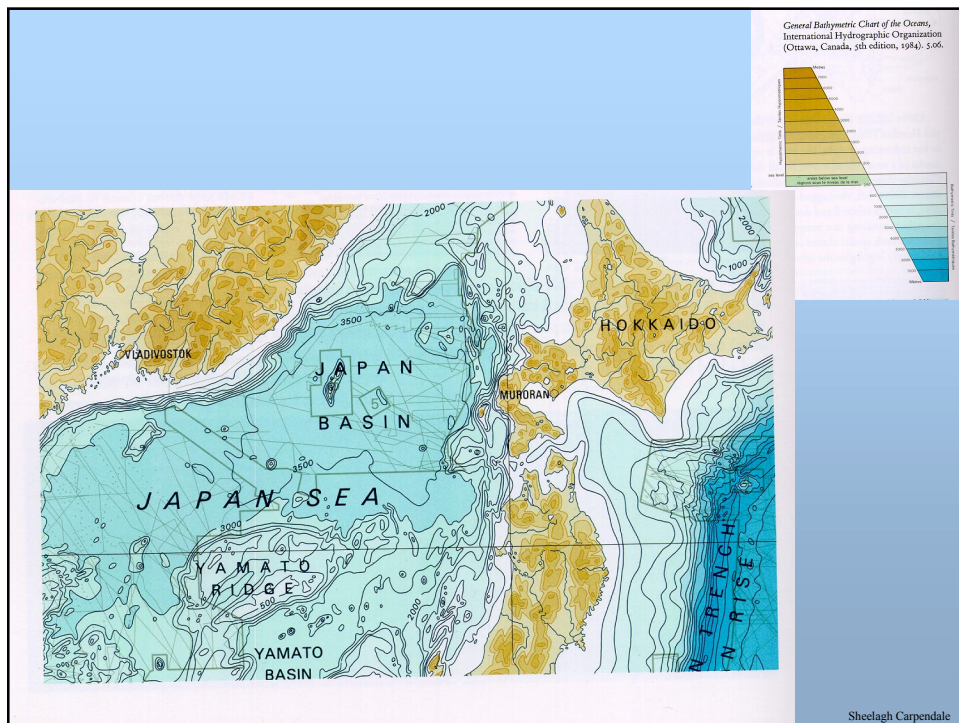
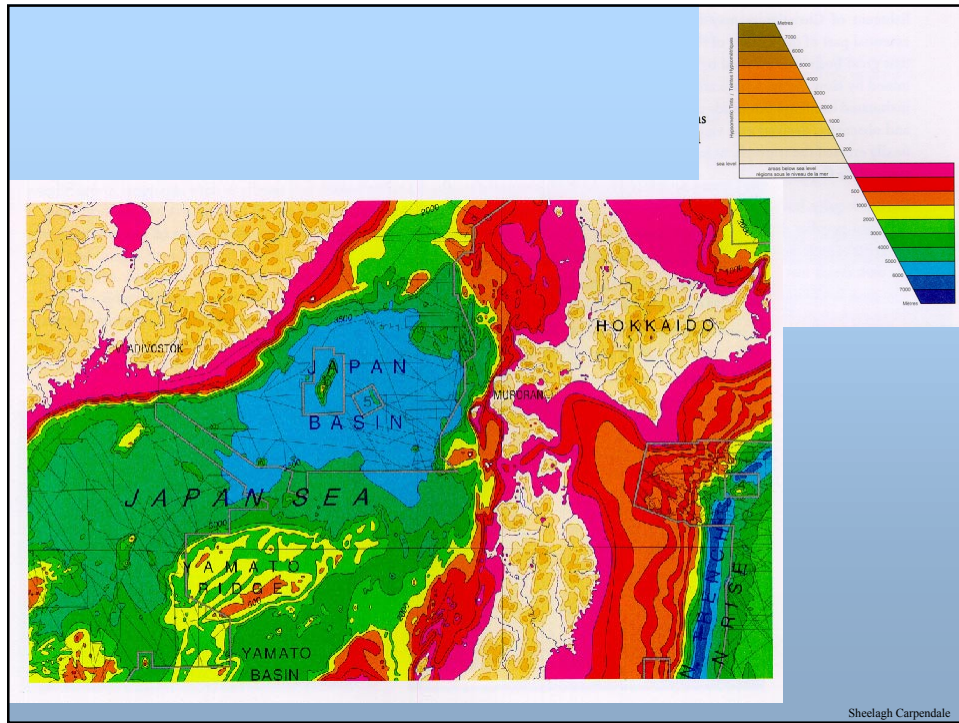
Common advice says use a rainbow scale

- Marcus, Murch, Healey
- problems with rainbows



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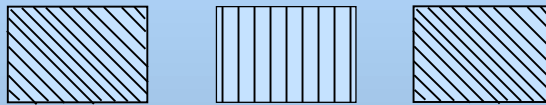


Visual Variable: Orientation

✓ selective

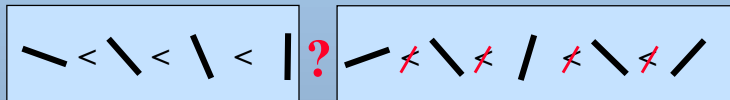


✓ associative



≠ quantitative

≠ order



✓ length

- ~5 in 2D; ? in 3D

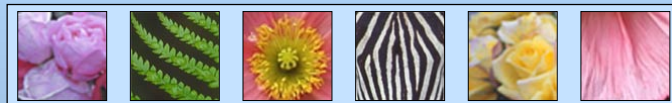
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Visual Variable: Texture

✓ Selective

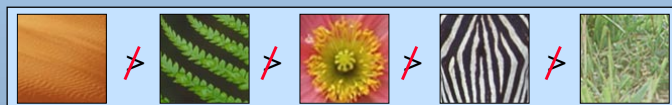


✓ associative



≠ quantitative

≠ order

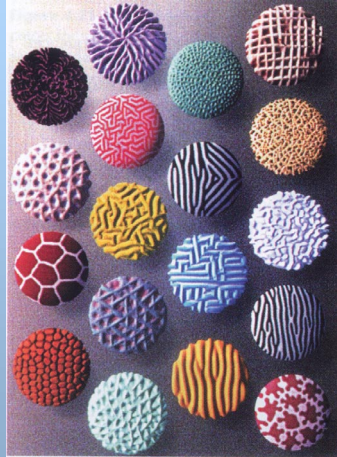


✓ length

- theoretically infinite

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Textures



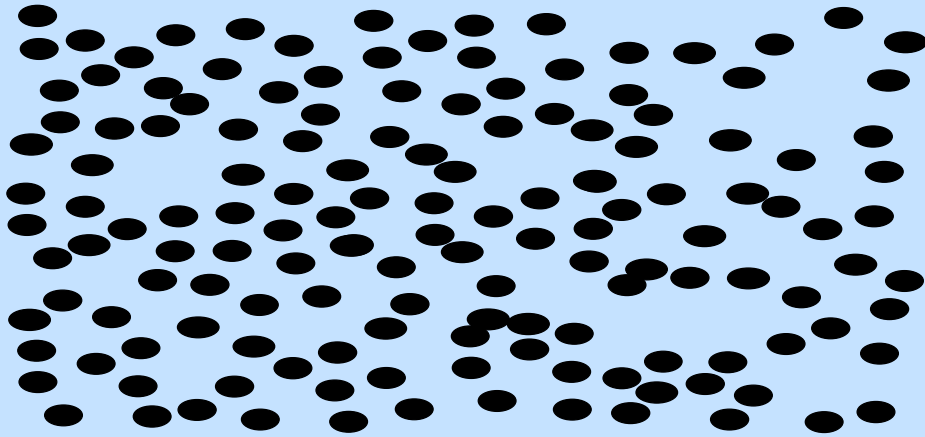
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Visual Variable: Motion

- ✓ **selective** - motion is one of our most powerful attention grabbers
- ✓ **associative** - moving in unison groups objects effectively
- ≠ **quantitative** - subjective perception
- ≠ **order** -
- ? **length** - distinguishable types of motion?

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Motion



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Information Visualization

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

*E. Tufte
Visual Display of Quantitative Information*

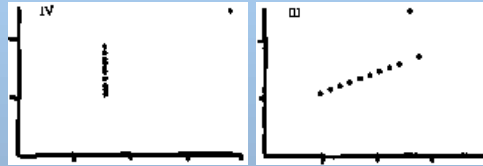
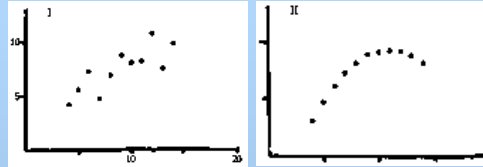
note:

many visual examples are taken from Tufte's books

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Anscombe's Quartet

I		II		III		IV	
X	Y	X	Y	X	Y	X	Y
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89



N: 11.0
 mean X's : 9.0
 mean Y's : 7.5
 standard error of slope estimate: 0.1
 sum of squares: 110.0
 regression sum of squares: 27.5
 residual sum of squares of Y: 13.8
 correlation coefficient: 0.8
 r squared: 0.7
 regression line: $Y=3+0.5X$

Graphics Reveal the Data

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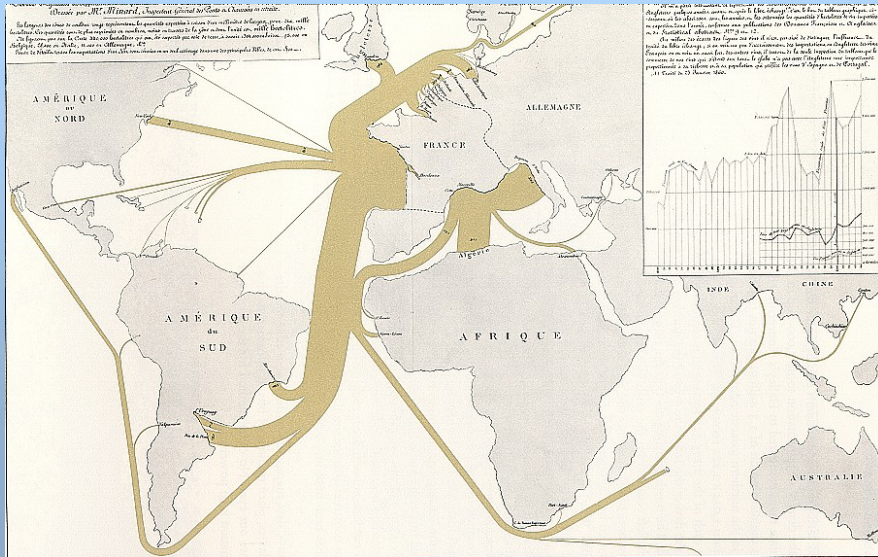
Deaths by Cholera

Dr John Snow
1854



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1864 Exports of French Wine

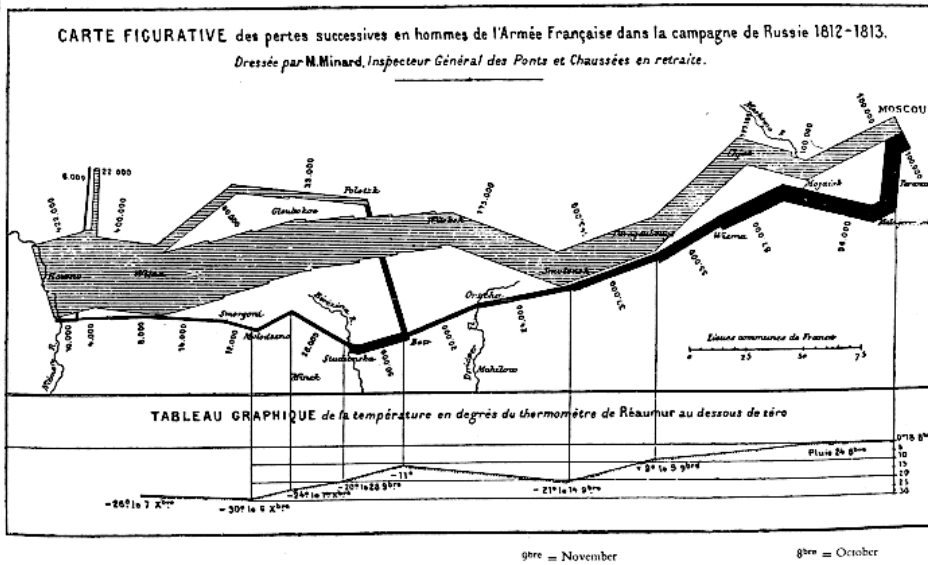


E. Tufte "Visual Display of Quantitative Information" p 25,

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Telling a story: Napoleon's march to Moscow

by Charles Minard

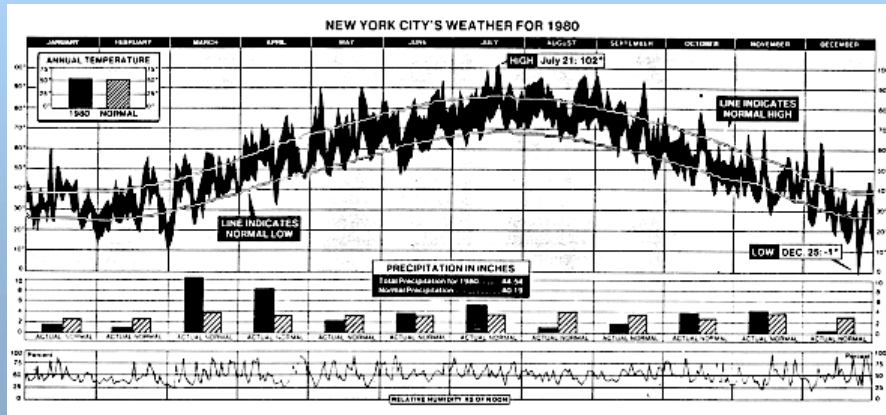


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Data Density

New York Weather History

- 181 numbers/sq inch



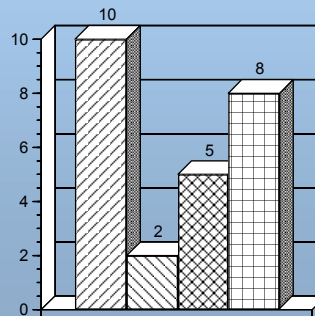
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Chart Junk: A common error

Information visualization is not just pretty graphics

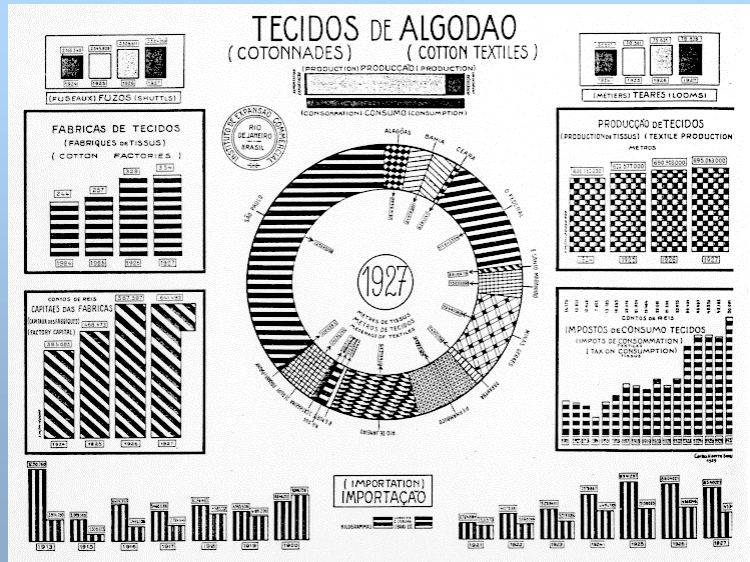
- graphical re-design by amateurs on computers gives us
 - “fontitis,” “chart-junk,” etc.

Dear Sir,
This is a really exciting opportunity! Take advantage of it !



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Chart Junk: Cotton production in Brazil, 1927



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Chart Junk: Removing deception and simplification

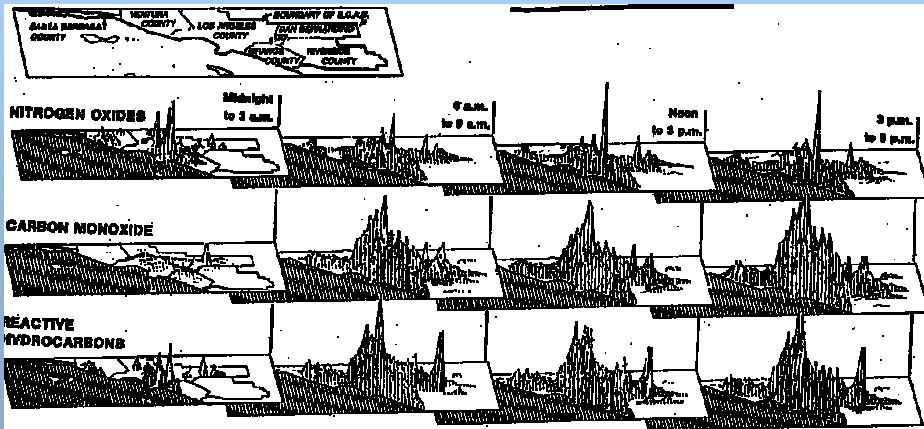


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Small Multiples

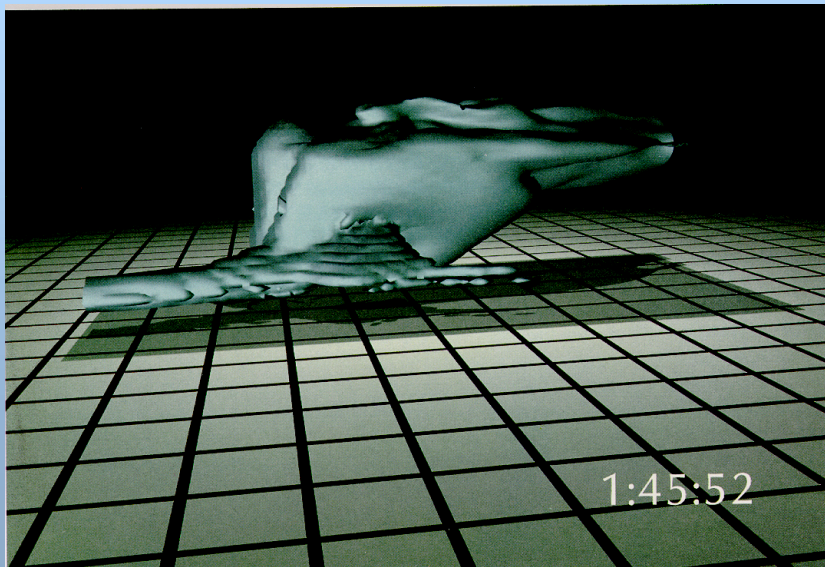
Learn once

Invite comparisons



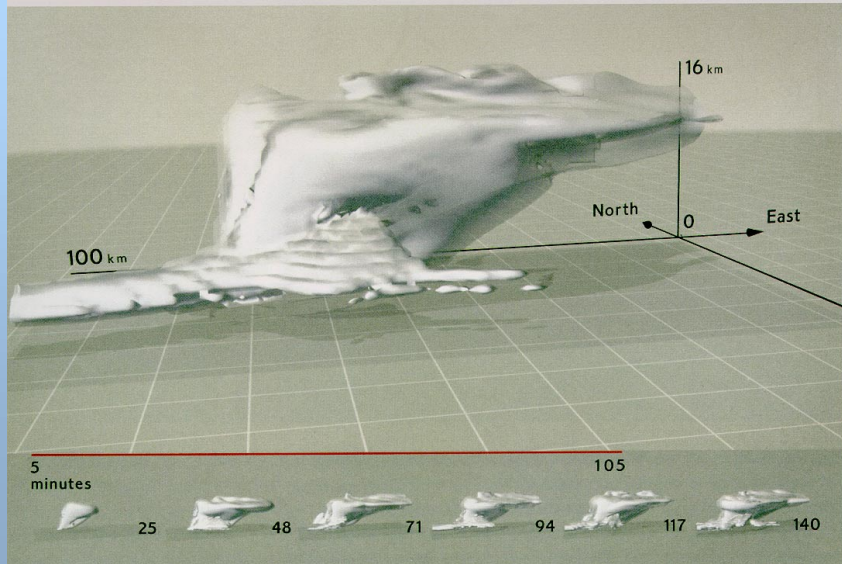
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Small Multiples: Showing Time and Change



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