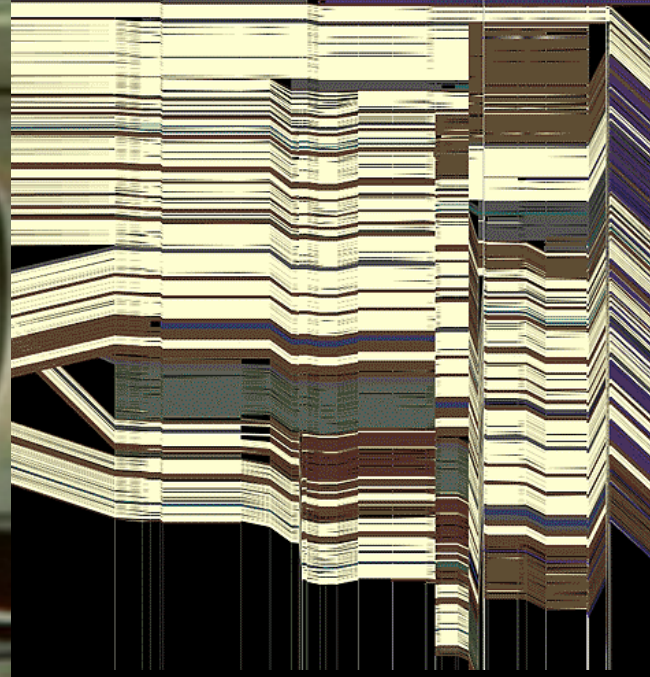
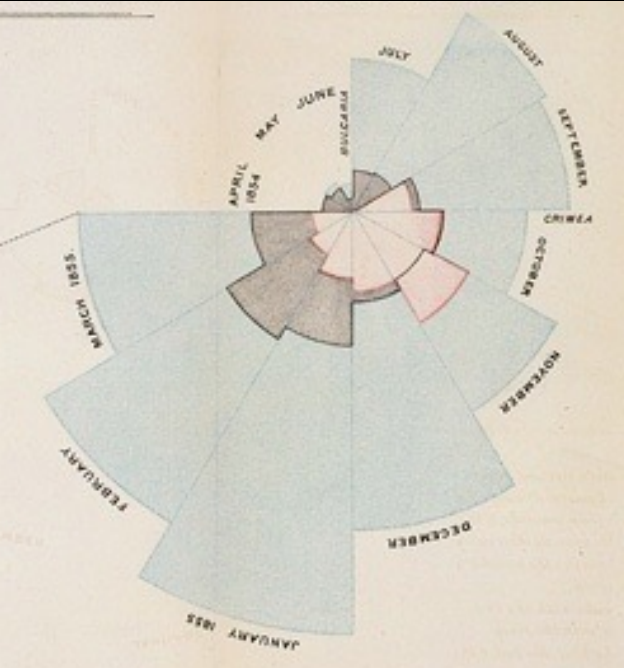


CSE 512 - Data Visualization

Interaction



Jeffrey Heer University of Washington

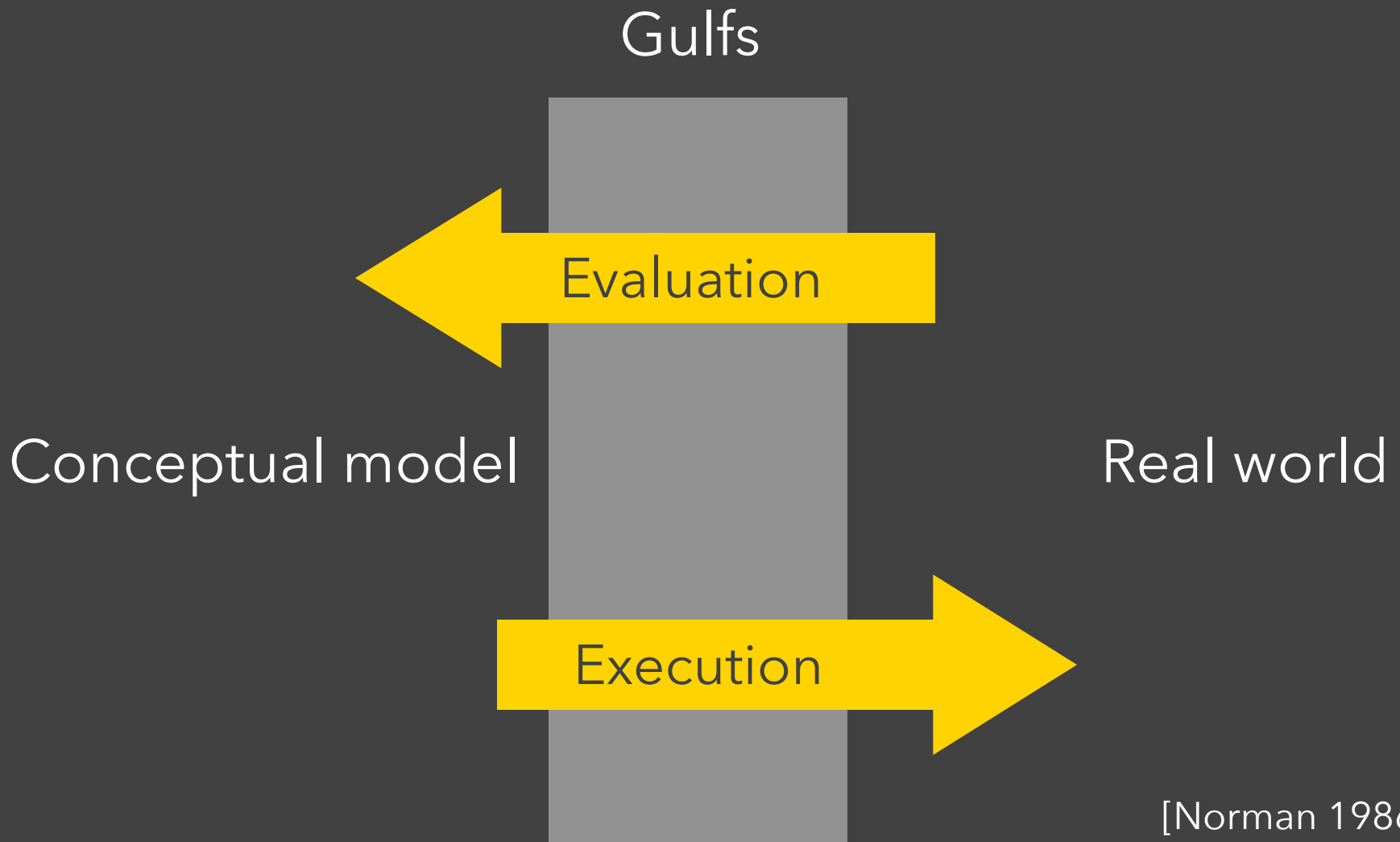
[There is an] apparent challenge that computational artifacts pose to the longstanding distinction between the physical and the social, in the special sense of those things that one designs, builds, and uses, on the one hand, and those things with which one communicates, on the other.

“Interaction” – in a sense previously reserved for describing a uniquely interpersonal activity – seems appropriately to characterize what goes on between people and certain machines as well.

Lucy Suchman, *Plans and Situated Actions*

Interaction between people and machines requires *mutual intelligibility* or *shared understanding*.

Gulfs of Execution & Evaluation



[Norman 1986]

Gulf of Execution

The difference between the user's intentions and the allowable actions.

Gulf of Evaluation

The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

[Norman 1986]

Gulf of Evaluation

Gulf



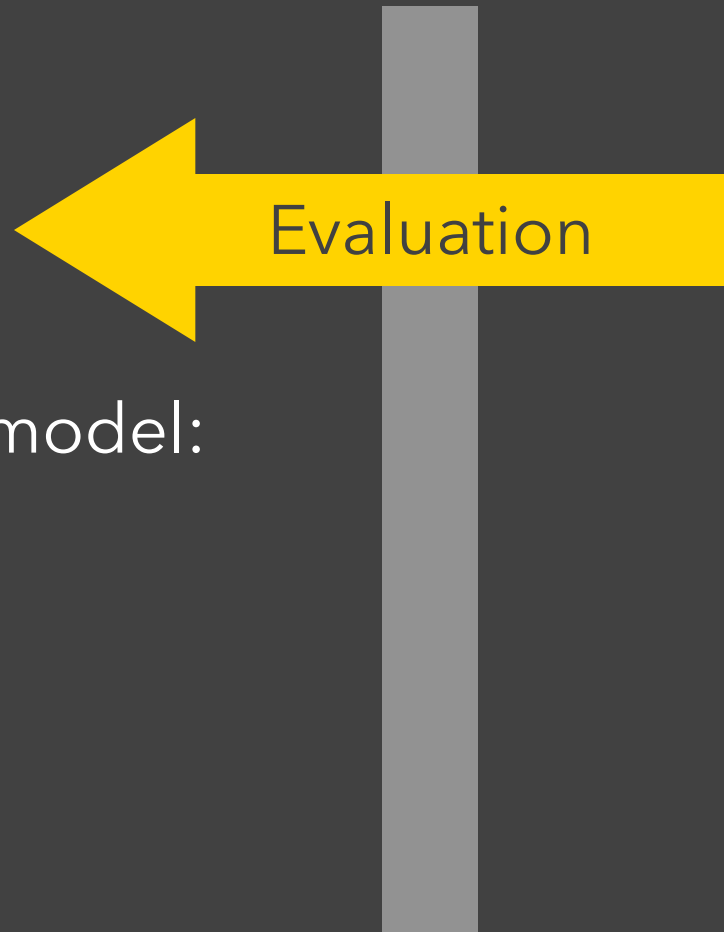
Conceptual model:
 x, y related?

Real world:

x	y
0.67	0.79
0.32	0.63
0.39	0.72
0.27	0.85
0.71	0.43
0.63	0.09
0.03	0.03
0.20	0.54
0.51	0.38
0.11	0.33
0.46	0.46

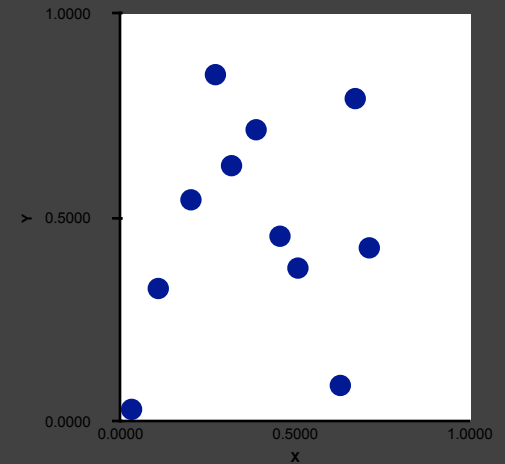
Gulf of Evaluation

Gulf



Conceptual model:
 x, y related?

Real world:



Gulf of Evaluation

Gulf



Conceptual model:
x, y correlated?

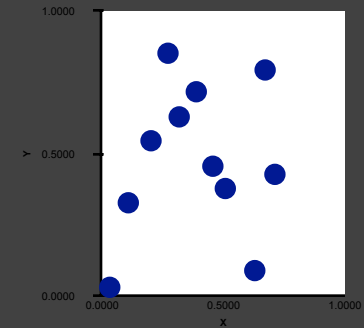
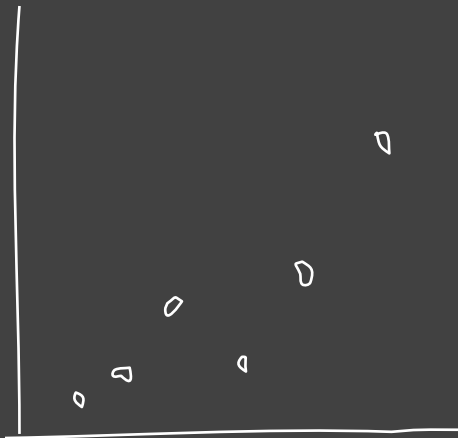
Real world:

$$\rho = -.29$$

Gulf of Execution

Gulf

Conceptual model:
Draw a scatterplot



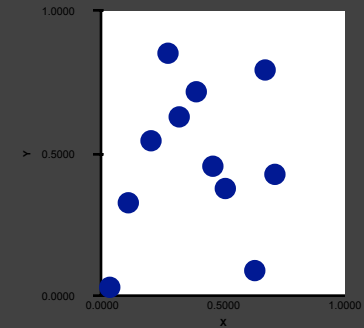
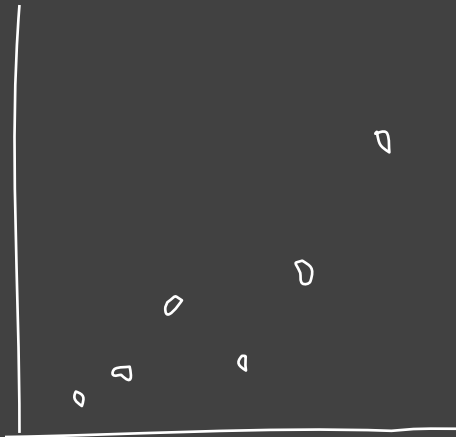
Real world

Move 90 30
Rotate 35
Pen down
...

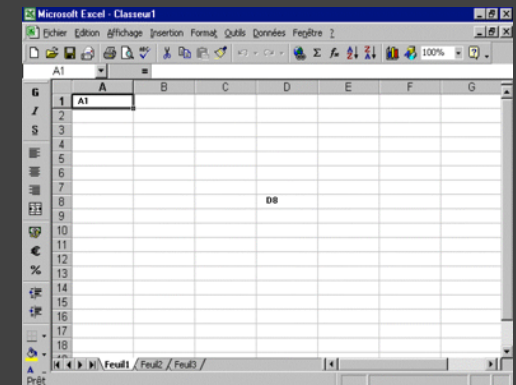
Gulf of Execution

Gulf

Conceptual model:
Draw a scatterplot



Real world



Interactive Visualization

Interaction Techniques

Are there “essential” interactive operations for exploratory data visualization?

Taxonomy of Interactions

Taxonomy of Interactions

Data and View Specification

Visualize, Filter, Sort, Derive

Taxonomy of Interactions

Data and View Specification

Visualize, Filter, Sort, Derive

View Manipulation

Select, Navigate, Coordinate, Organize

Taxonomy of Interactions

Data and View Specification

Visualize, Filter, Sort, Derive

View Manipulation

Select, Navigate, Coordinate, Organize

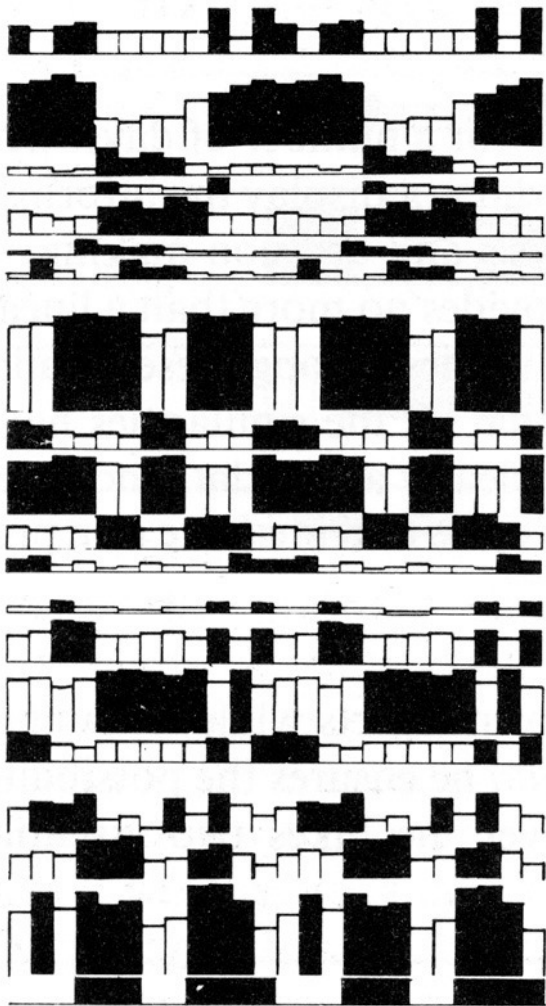
Process and Provenance

Record, Annotate, Share, Guide

J	F	M	A	M	J	J	A	S	O	N	D		
26	21	26	28	20	20	20	20	20	40	15	40	1	% CLIENTELE FEMALE
69	70	77	71	37	36	39	39	55	60	68	72	2	% —" — LOCAL
7	6	3	6	23	14	19	14	9	6	8	8	3	% —" — U.S.A.
0	0	0	0	8	6	6	4	2	12	0	0	4	% —" — SOUTH AMERICA
20	15	14	15	23	27	22	30	27	19	19	17	5	% —" — EUROPE
1	0	0	8	6	4	6	4	2	1	0	1	6	% —" — M.EAST, AFRICA
3	10	6	0	3	13	8	9	5	2	5	2	7	% —" — ASIA
78	80	85	86	85	87	70	76	87	85	87	80	8	% BUSINESSMEN
22	20	15	14	15	13	30	24	13	15	13	20	9	% TOURISTS
70	70	75	74	69	68	74	75	68	68	64	75	10	% DIRECT RESERVATIONS
20	18	19	17	27	27	19	19	26	27	21	15	11	% AGENCY —" —
10	12	6	9	4	5	7	6	6	5	15	10	12	% AIR CREWS
2	2	4	2	2	1	1	2	2	4	2	5	13	% CLIENTS UNDER 20 YEARS
25	27	37	35	25	25	27	28	24	30	24	30	14	% —" — 20-35 —" —
48	49	42	48	54	55	53	51	55	46	55	43	15	% —" — 35-55 —" —
25	22	17	15	19	19	19	19	19	20	19	22	16	% —" — MORE THAN 55 —" —
163	167	166	174	152	155	145	170	157	174	165	156	17	PRICE OF ROOMS
1.65	1.71	1.65	1.91	1.90	2.	1.54	1.60	1.73	1.82	1.66	1.44	18	LENGTH OF STAY
67	82	70	83	74	77	56	62	90	92	78	55	19	% OCCUPANCY
			X	X	X			X	X	X	X	20	CONVENTIONS

1

J FMAMJ JASONDJ FMAMJ JASOND



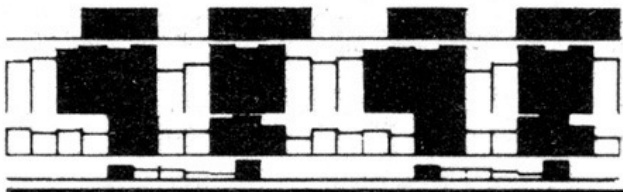
J F M A M J J A S O N D J F M A M J J A S O N D



19 % OCCUPANCY

18 LENGTH OF STAY

ACTIVE AND
SLOW PERIODS



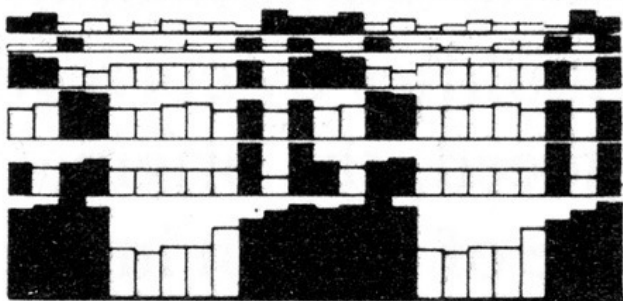
20 CONVENTIONS

8 BUSINESSMEN

11 AGENCY RESERVATIONS

4 SOUTH AMERICA

DISCOVERY FACTORS



18 AIR CREWS

18 CLIENTS UNDER 20 YEARS

16 CLIENTS MORE THAN 55 YEARS

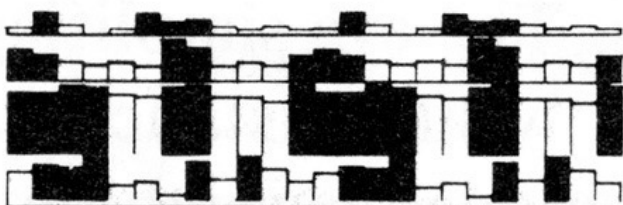
14 CLIENTS FROM 20-35 YEARS

1 FEMALE CLIENTELE

2 LOCAL CLIENTELE

RECOVERY FACTORS

WINTER



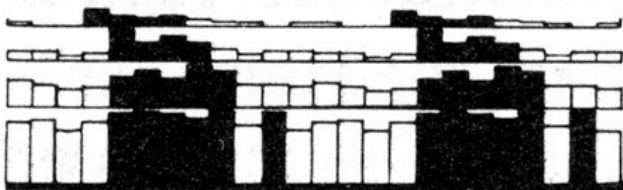
7 ASIA

9 TOURISTS

10 DIRECT RESERVATION

WINTER-SUMMER

17 PRICE OF ROOMS



6 MIDDLE EAST, AFRICA

3 U. S. A.

5 EUROPE

15 CLIENTS FROM 35-55 YEARS

SUMMER



[Graphics and Graphic Information Processing, Bertin 81]



[Graphics and Graphic Information Processing, Bertin 81]

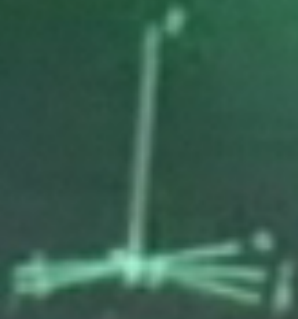


[Graphics and Graphic Information Processing, Bertin 81]



PRIM-9, Tukey, Fisherkeller, Friedman 1972

L.



1 200 400
175 5

8 1750 25 575

1000-27. 50. 50

7 1 2000

100
5 1 2000

Selection

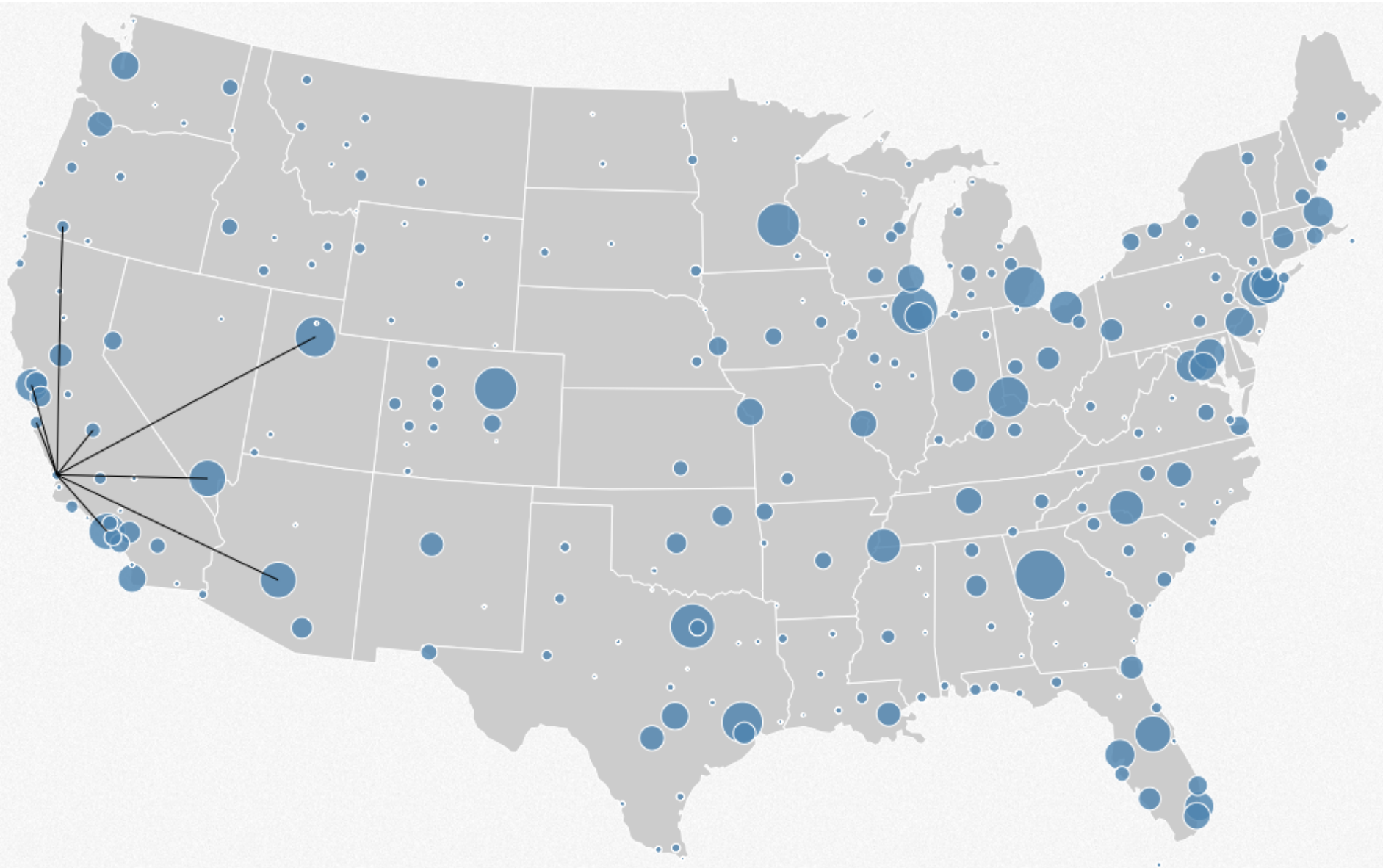
Basic Selection Methods

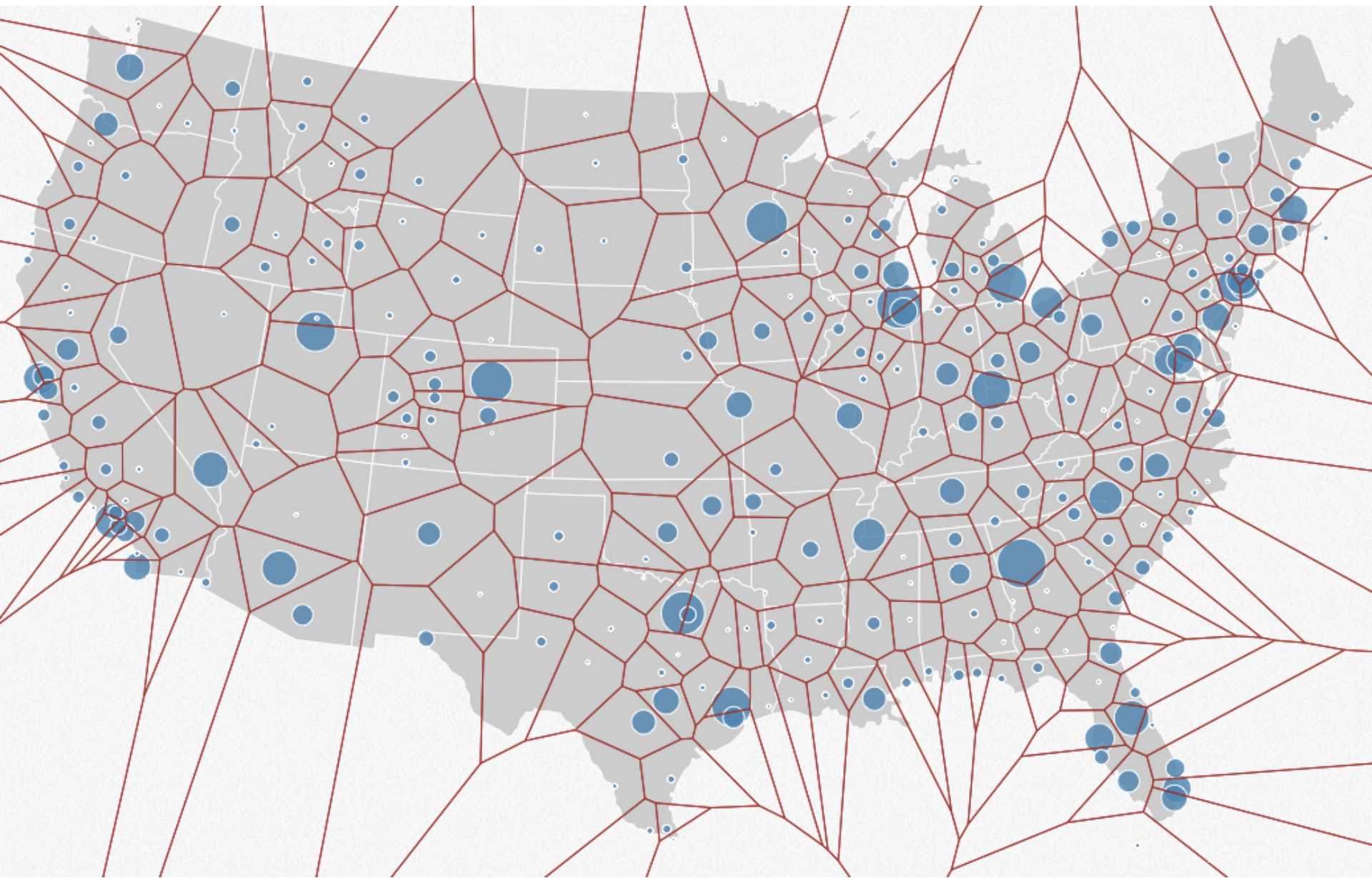
Point Selection

Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)





Basic Selection Methods

Point Selection

Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)

Region Selection

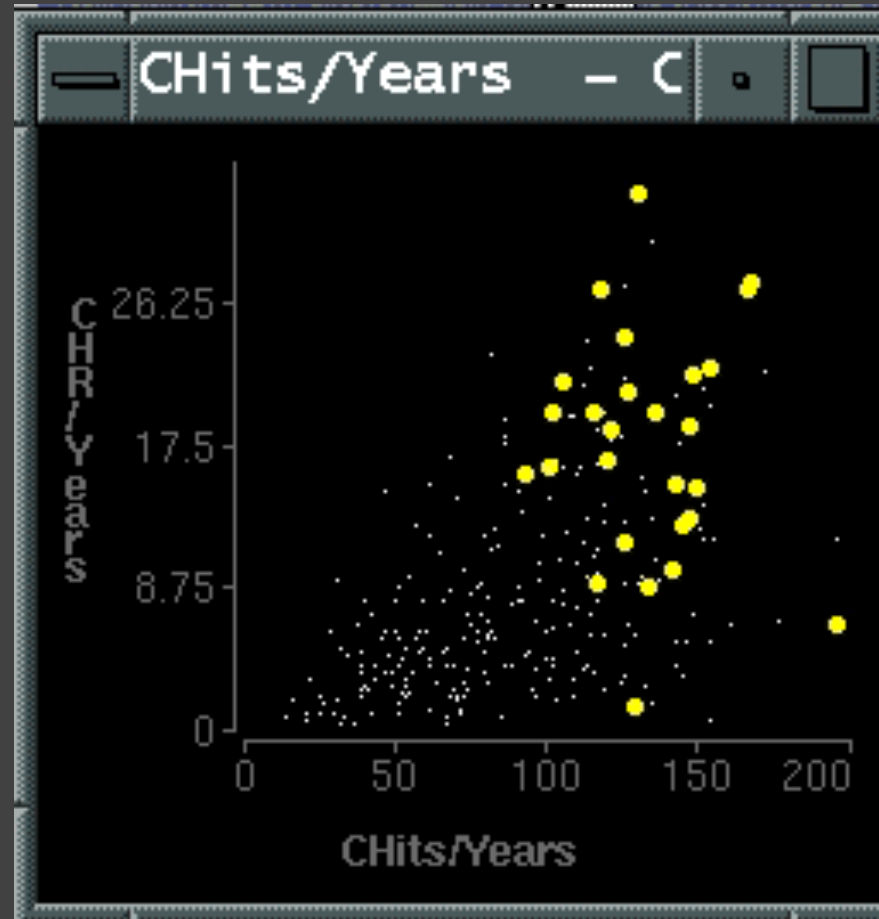
Rubber-band (rectangular) or Lasso (freehand)

Area cursors ("brushes")

Brushing & Linking

Brushing

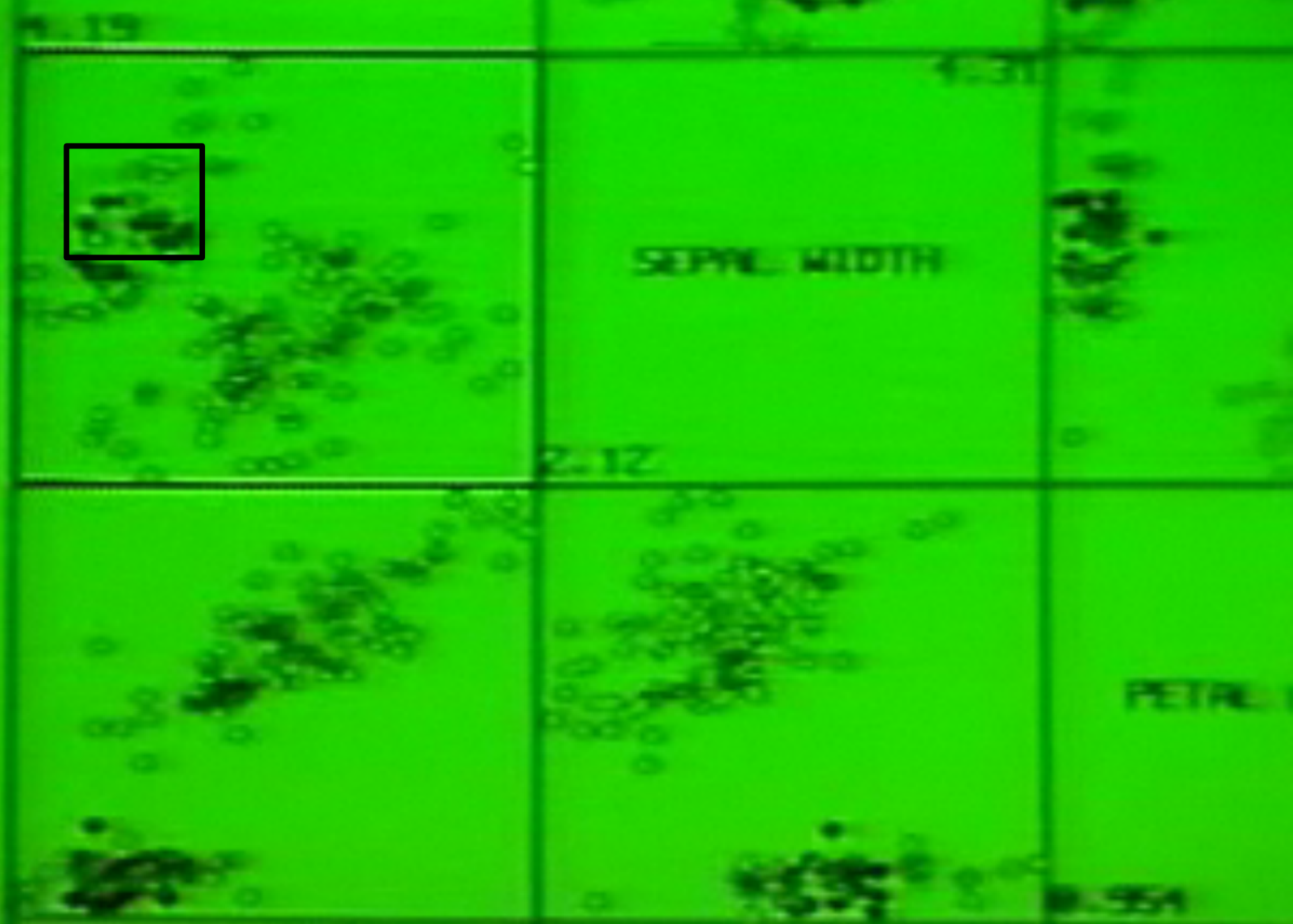
Direct attention to a subset of data [Wills 95]



Brushing & Linking

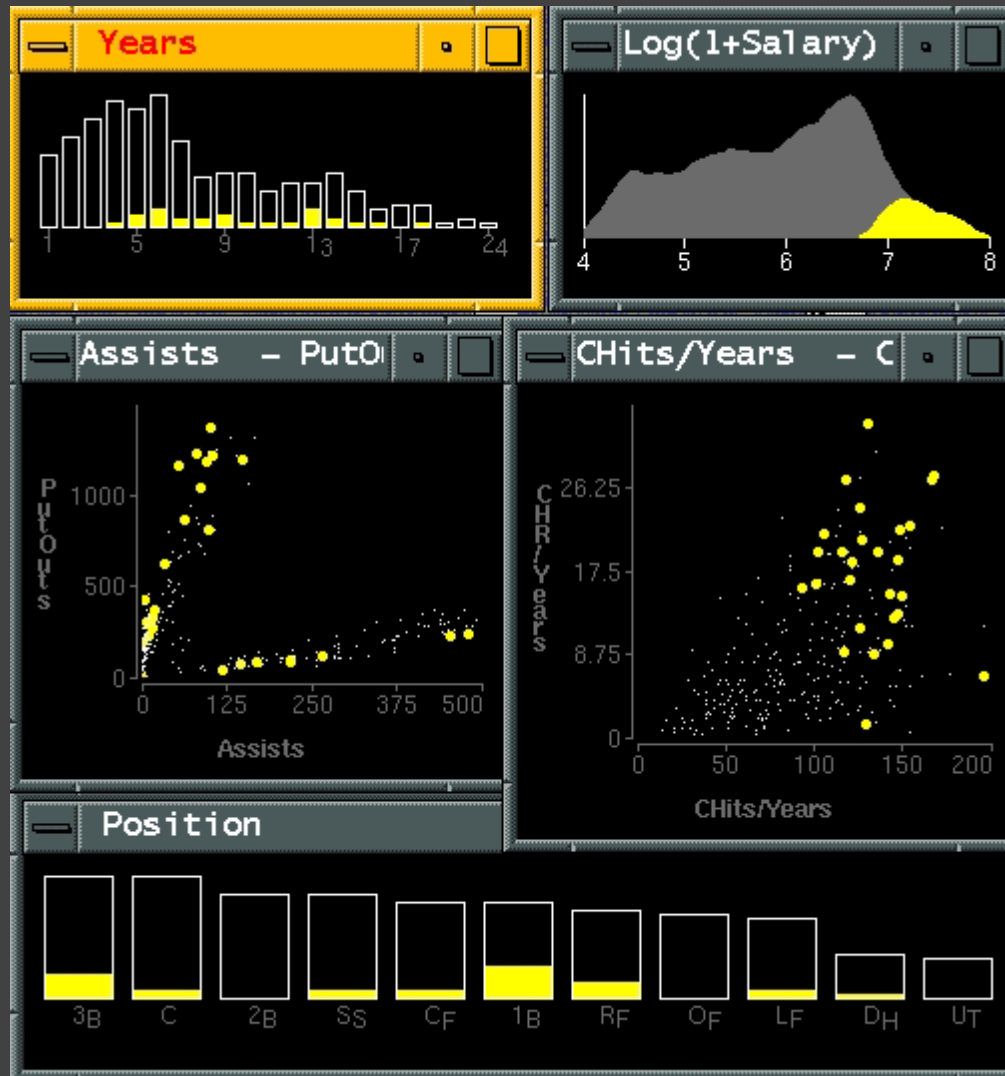
Select ("*brush*") a subset of data
See selected data in other views

The components must be *linked*
by *tuple* (matching data points), or
by *query* (matching range or values)

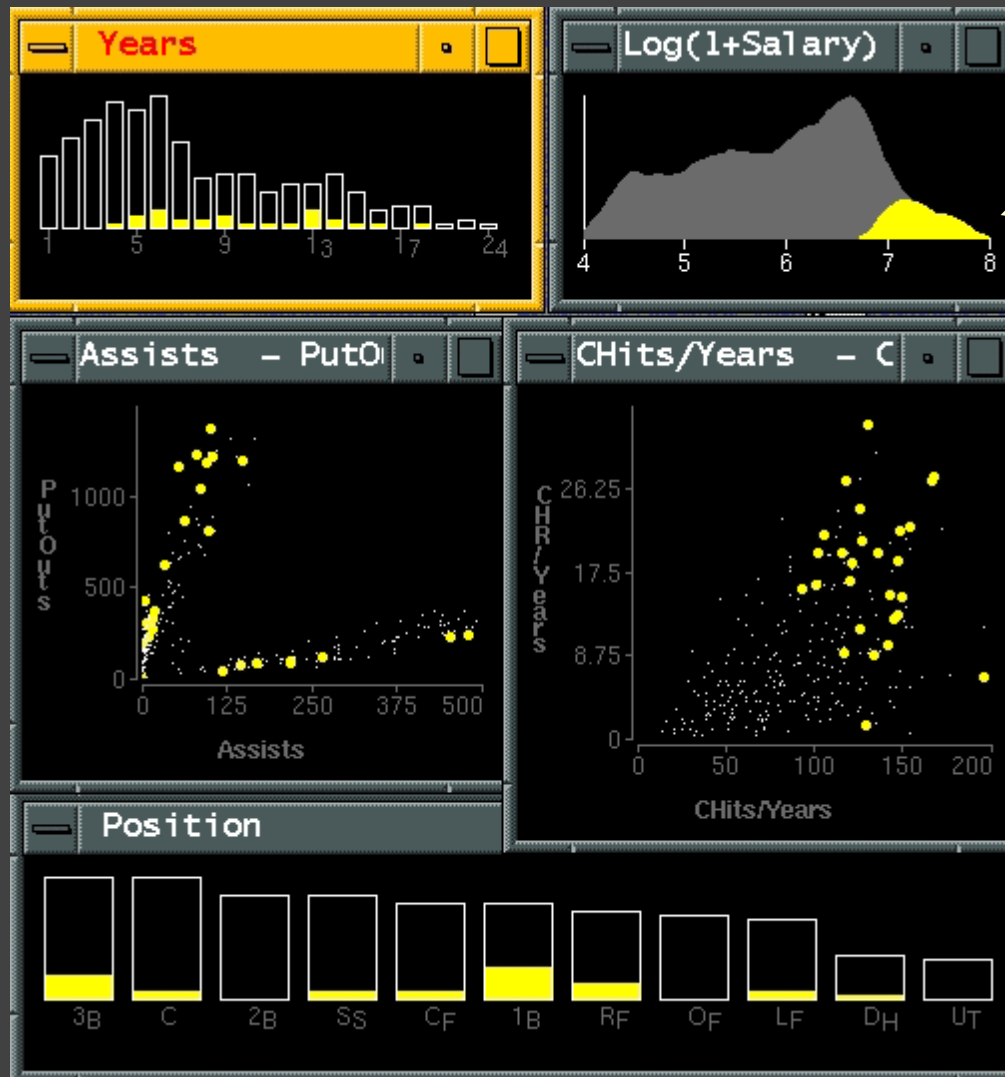


Brushing Scatterplots, Becker & Cleveland 1982

Baseball Statistics [Wills 95]

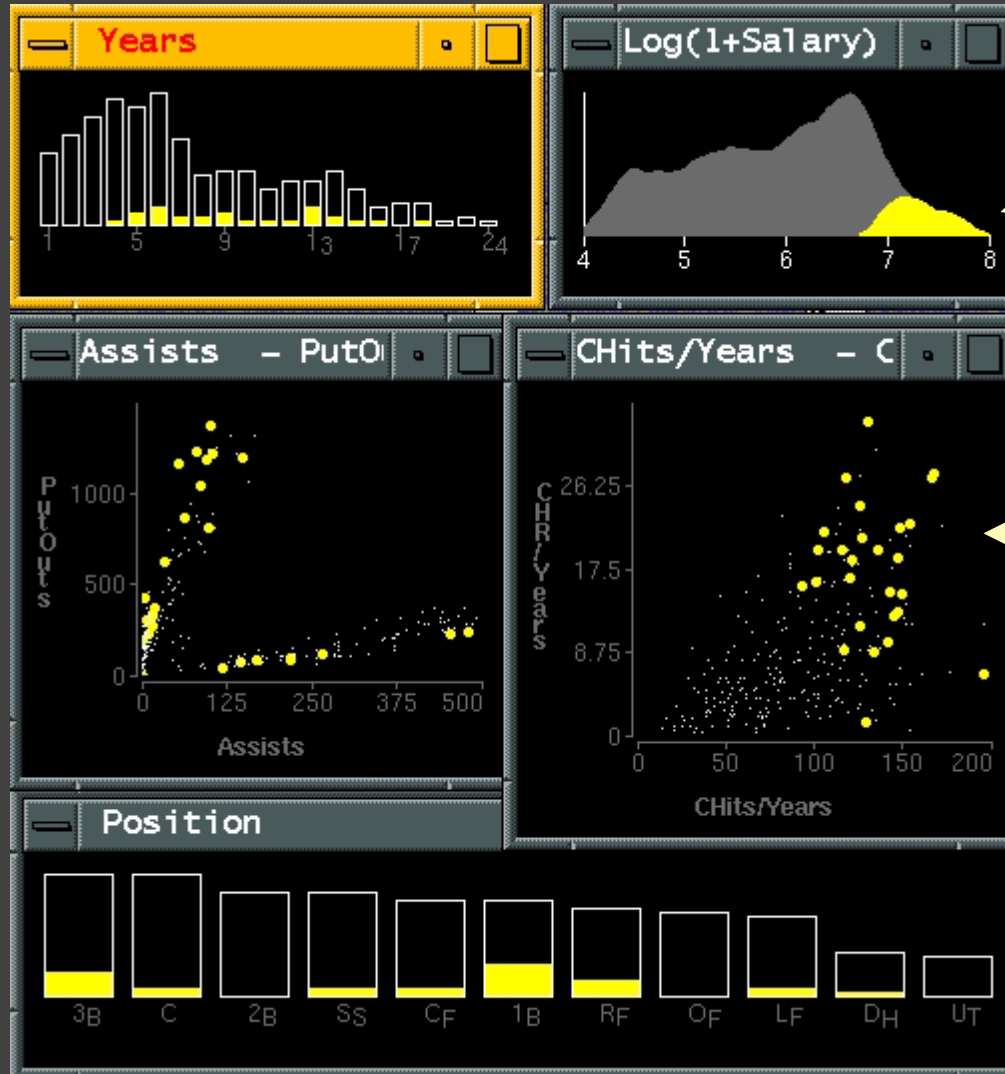


Baseball Statistics [Wills 95]



select high salaries

Baseball Statistics [Wills 95]

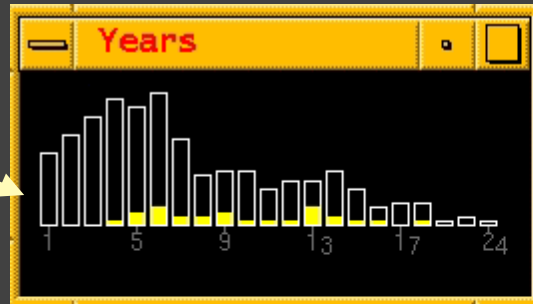


select high salaries

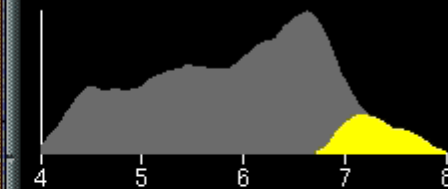
avg career HRs vs avg career hits (batting ability)

Baseball Statistics [Wills 95]

how long
in majors

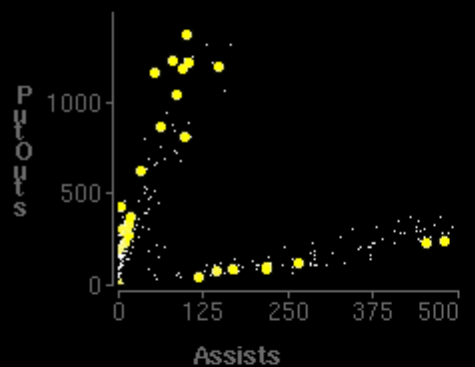


Log(1+Salary)

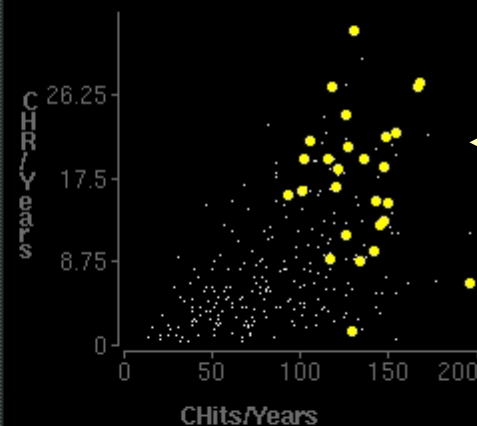


select high
salaries

Assists - PutO

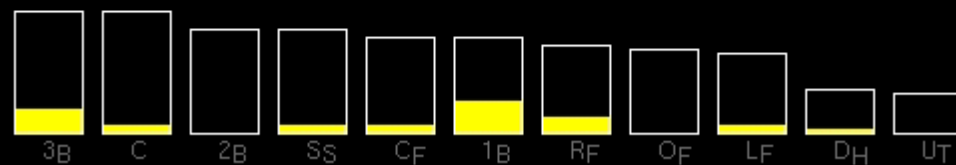


CHits/Years - C



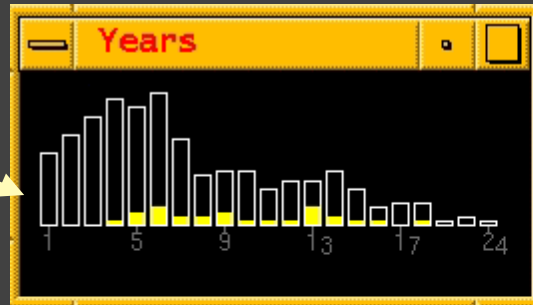
avg career
HRs vs avg
career hits
(batting ability)

Position

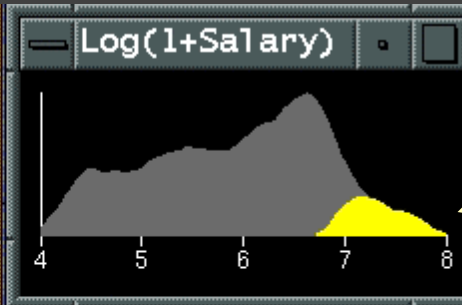


Baseball Statistics [Wills 95]

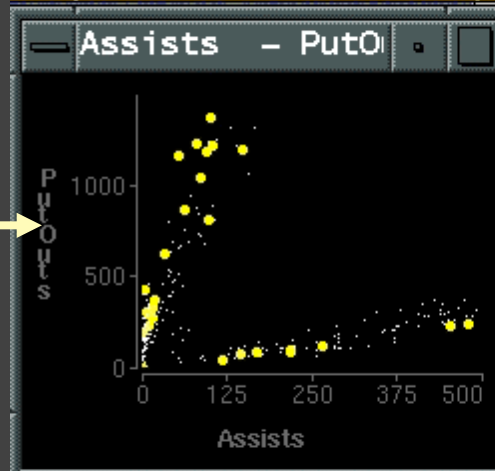
how long
in majors



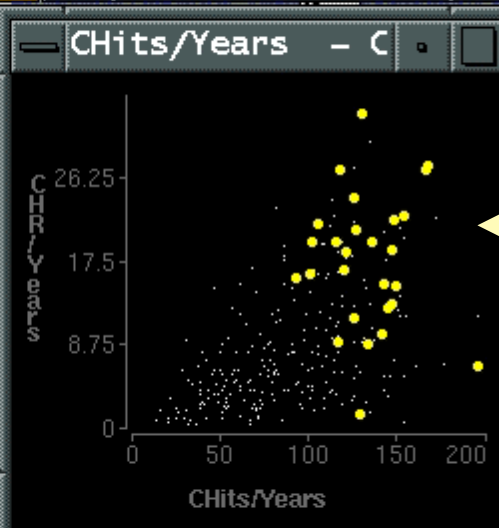
select high
salaries



avg assists vs
avg putouts
(fielding ability)

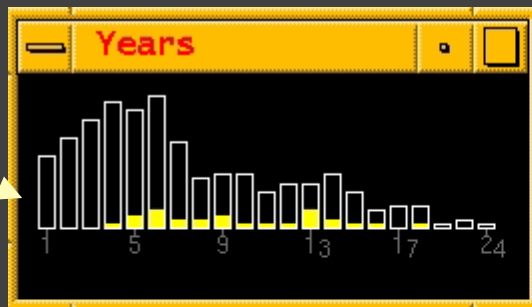


avg career
HRs vs avg
career hits
(batting ability)

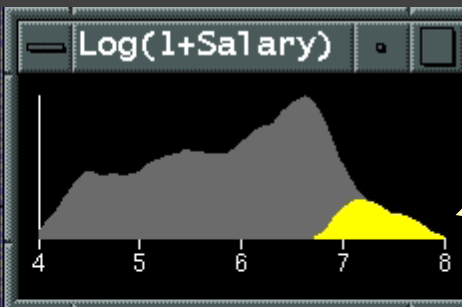


Baseball Statistics [Wills 95]

how long
in majors

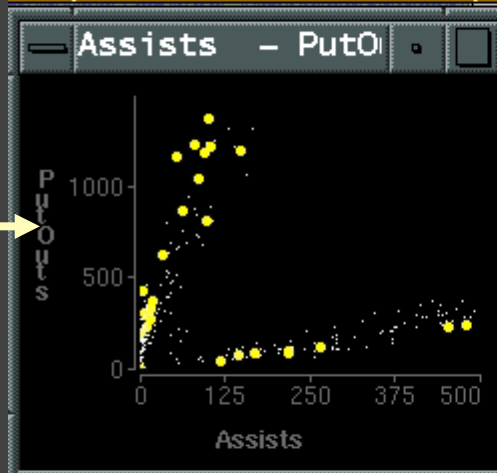


Log(1+Salary)

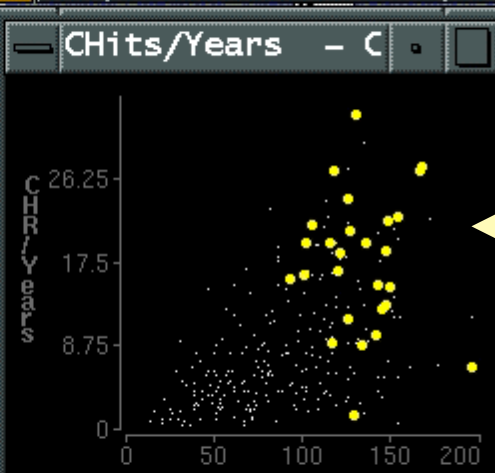


select high
salaries

avg assists vs
avg putouts
(fielding ability)



CHits/Years - C

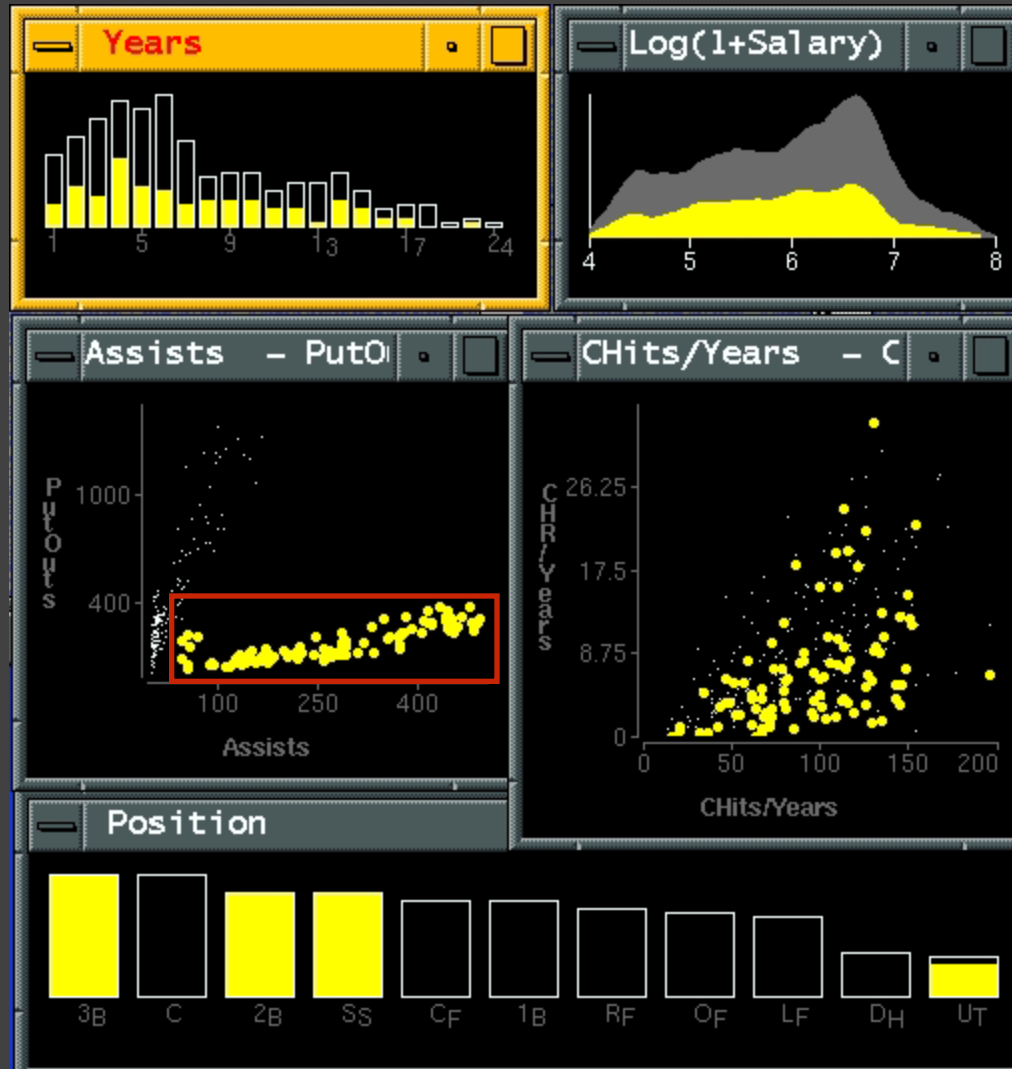


avg career
HRs vs avg
career hits
(batting ability)

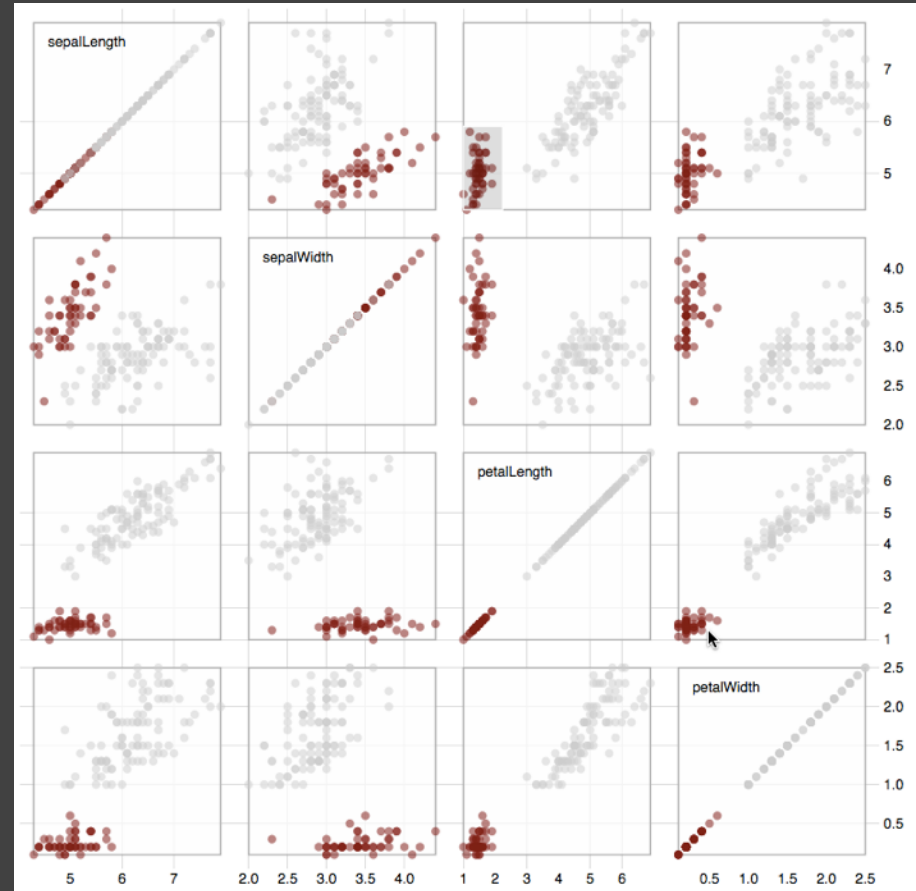
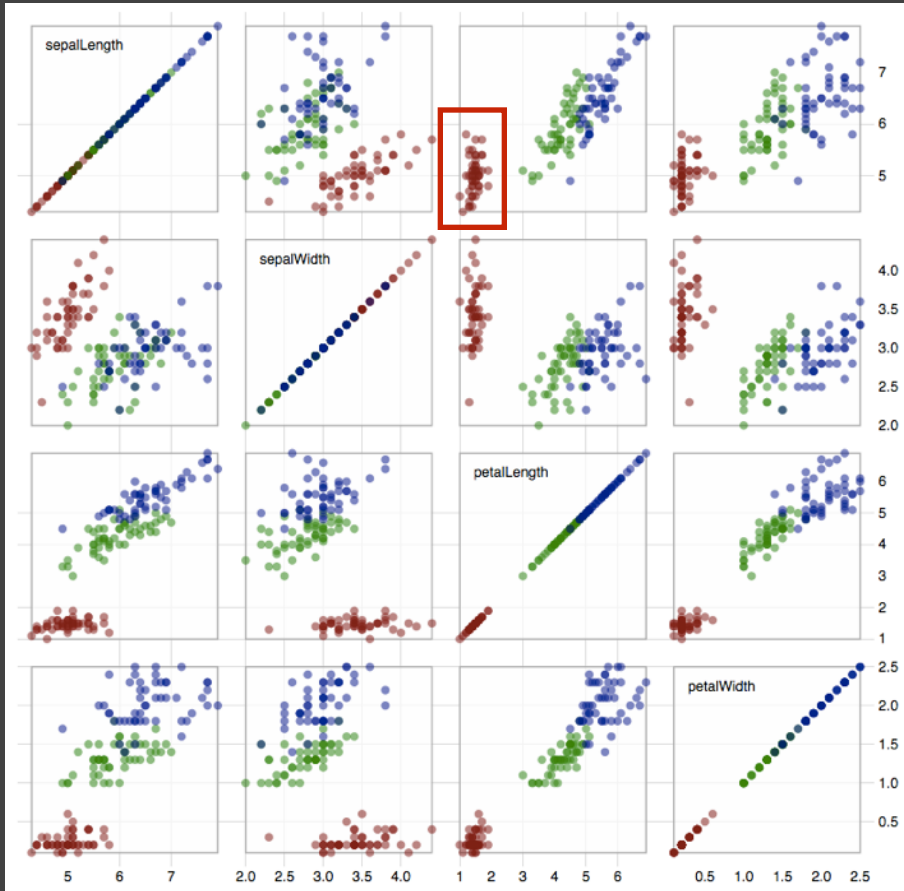
distribution
of positions
played



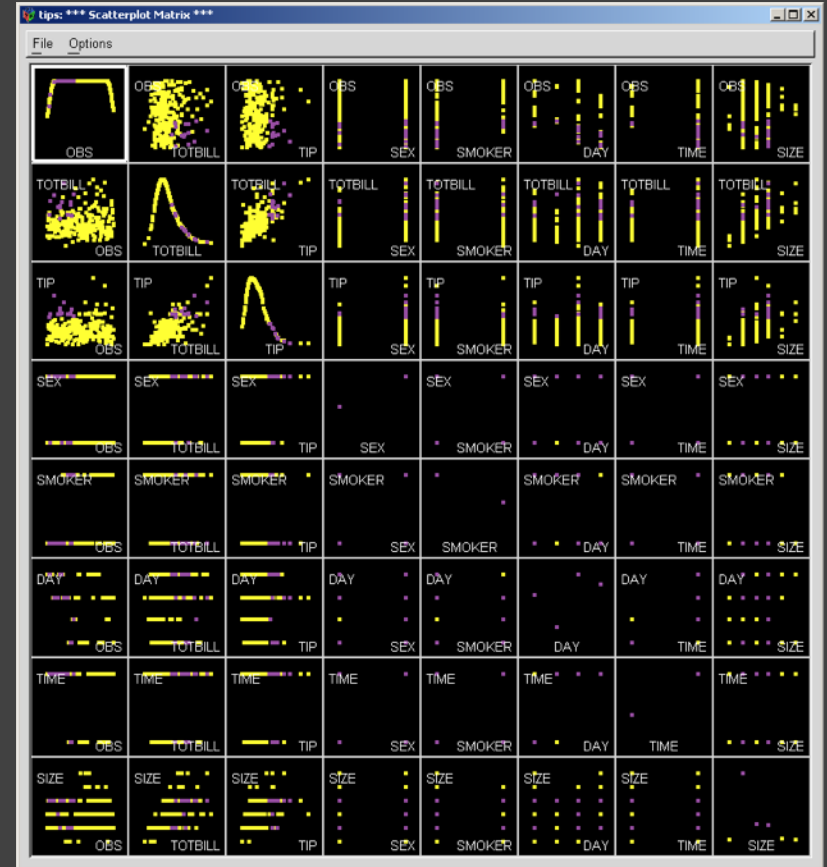
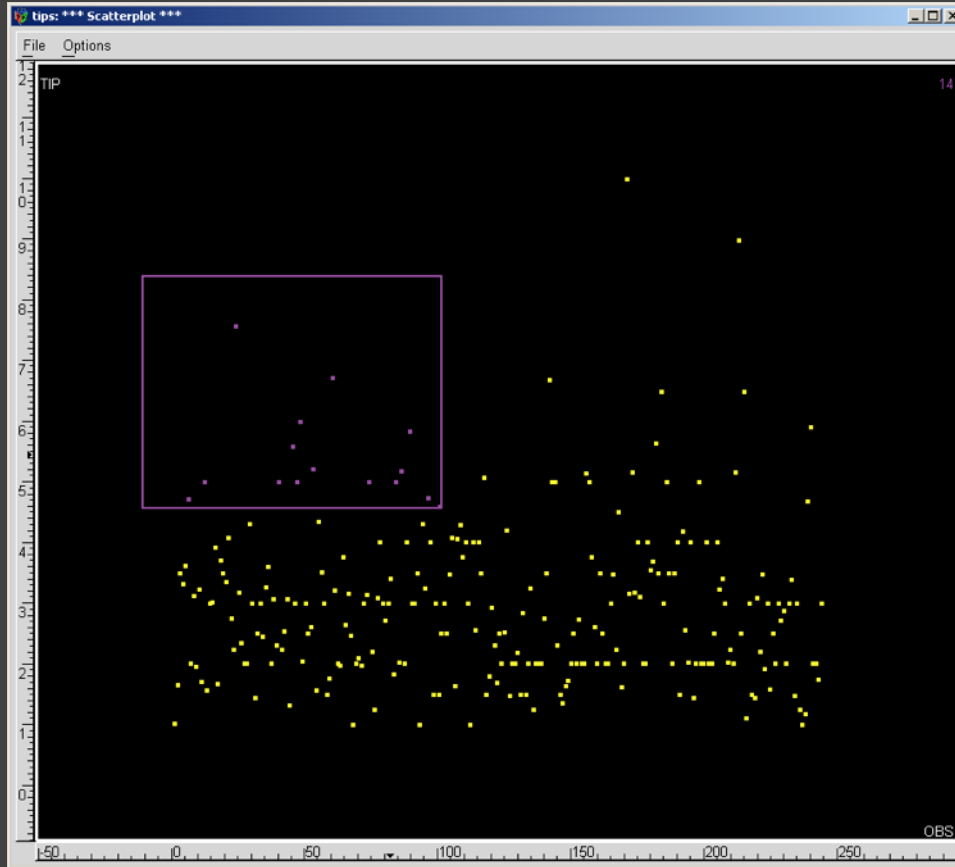
Linking Assists to Positions



Brushing Scatterplots



Brushing in GGobi



<http://www.ggobi.org/>

Dynamic Queries

Query & Results

SELECT house FROM seattle_homes

WHERE price < 1,000,000 AND bedrooms > 2

ORDER BY price

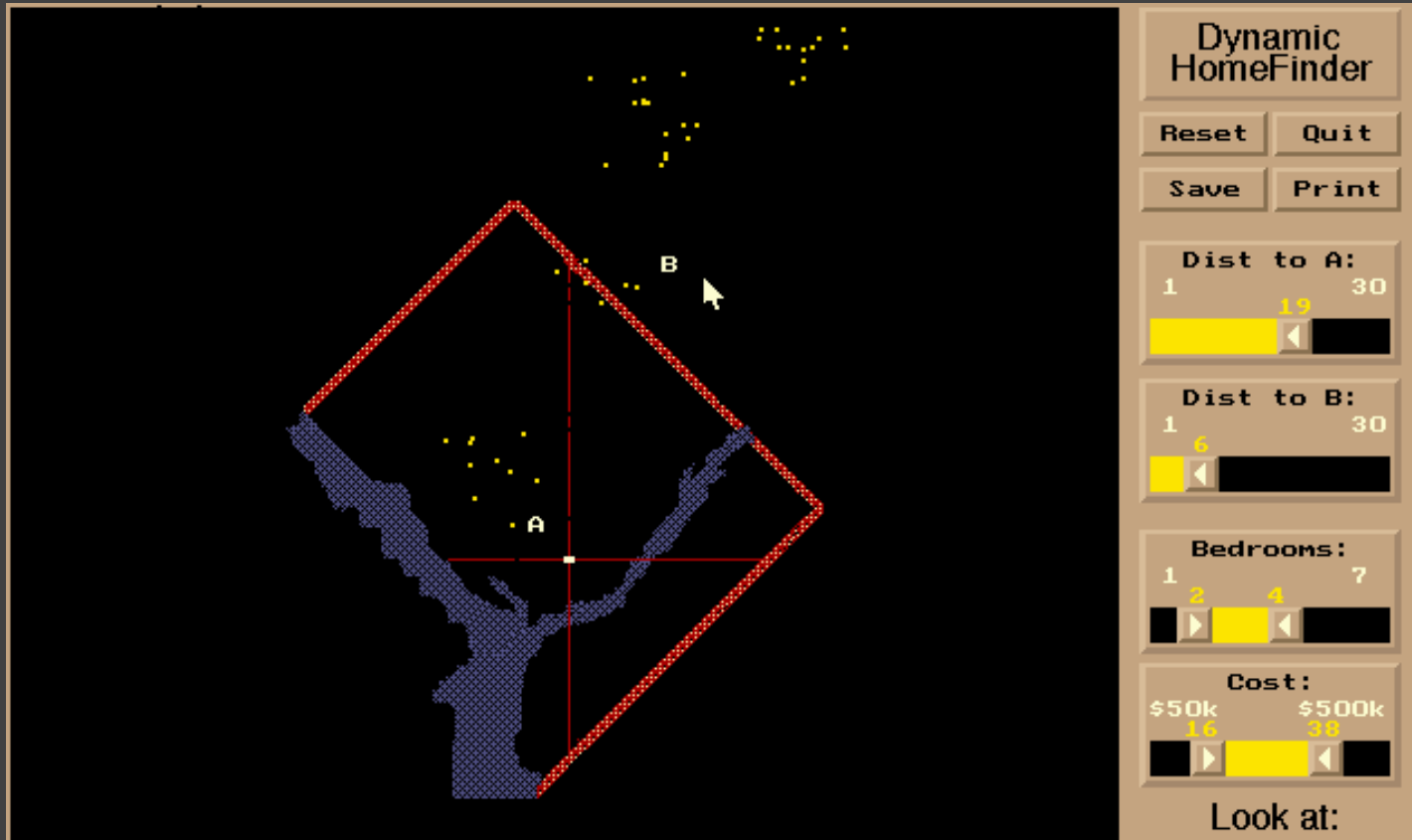
Dynamic Browser : DC Home Finder

IdNumber	Dwelling	Address	City
2	House	5256 S. Capitol St.	Beltsville, MD
4	House	5536 S. Lincoln St.	Beltsville, MD
5	House	5165 Jones Street	Beltsville, MD
8	House	5007 Jones Street	Beltsville, MD
9	House	4872 Jones Street	Beltsville, MD
17	House	5408 S. Capitol St.	Beltsville, MD
20	House	5496 S. Capitol St.	Beltsville, MD
85	Condo	5459 S. Lincoln St.	Laurel, MD
86	Condo	5051 S. Lincoln St.	Laurel, MD
88	Condo	5159 Hamilton Street	Laurel, MD
92	Condo	5132 Hamilton Street	Laurel, MD
93	Condo	5221 S. Lincoln St.	Laurel, MD
94	Condo	5043 S. Lincoln St.	Laurel, MD
95	Condo	4970 Jones Street	Laurel, MD
97	Condo	4677 Jones Street	Laurel, MD
98	Condo	4896 S. Capitol St.	Laurel, MD
99	Condo	5048 S. Capitol St.	Laurel, MD
100	Condo	4597 31st Street	Laurel, MD
101	Condo	5306 S. Lincoln St.	Laurel, MD
103	Condo	5562 Glass Road	Laurel, MD
105	Condo	5546 Hamilton Street	Laurel, MD
152	House	7670 31st Street	Upper Marlboro, MD

Issues with Textual Queries

1. For programmers
2. Rigid syntax
3. Only shows exact matches
4. Too few or too many hits
5. No hint on how to reformulate the query
6. Slow question-answer loop
7. Results returned as table

HomeFinder



The yellow dots above are homes in the DC area for sale. You may get more information on a home by selecting it. You may drag the 'A' and 'B' distance markers to your office or any other location you want to live near. Select distances, bedrooms, and cost ranges by dragging the corresponding slider boxes on the right. Select specific home types and services by pressing the labeled buttons on the right.

Dynamic HomeFinder

Reset Quit

Save Print

Dist to A:
1 30
19

Dist to B:
1 30
6

Bedrooms:
1 2 4 7

Cost:
\$50k \$500k
16 30

Look at:
Hse TH Cnd

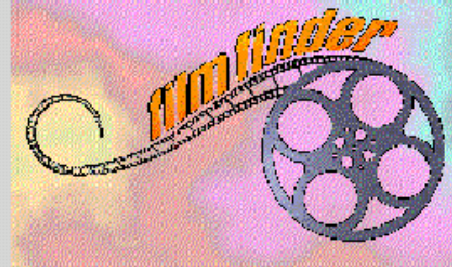
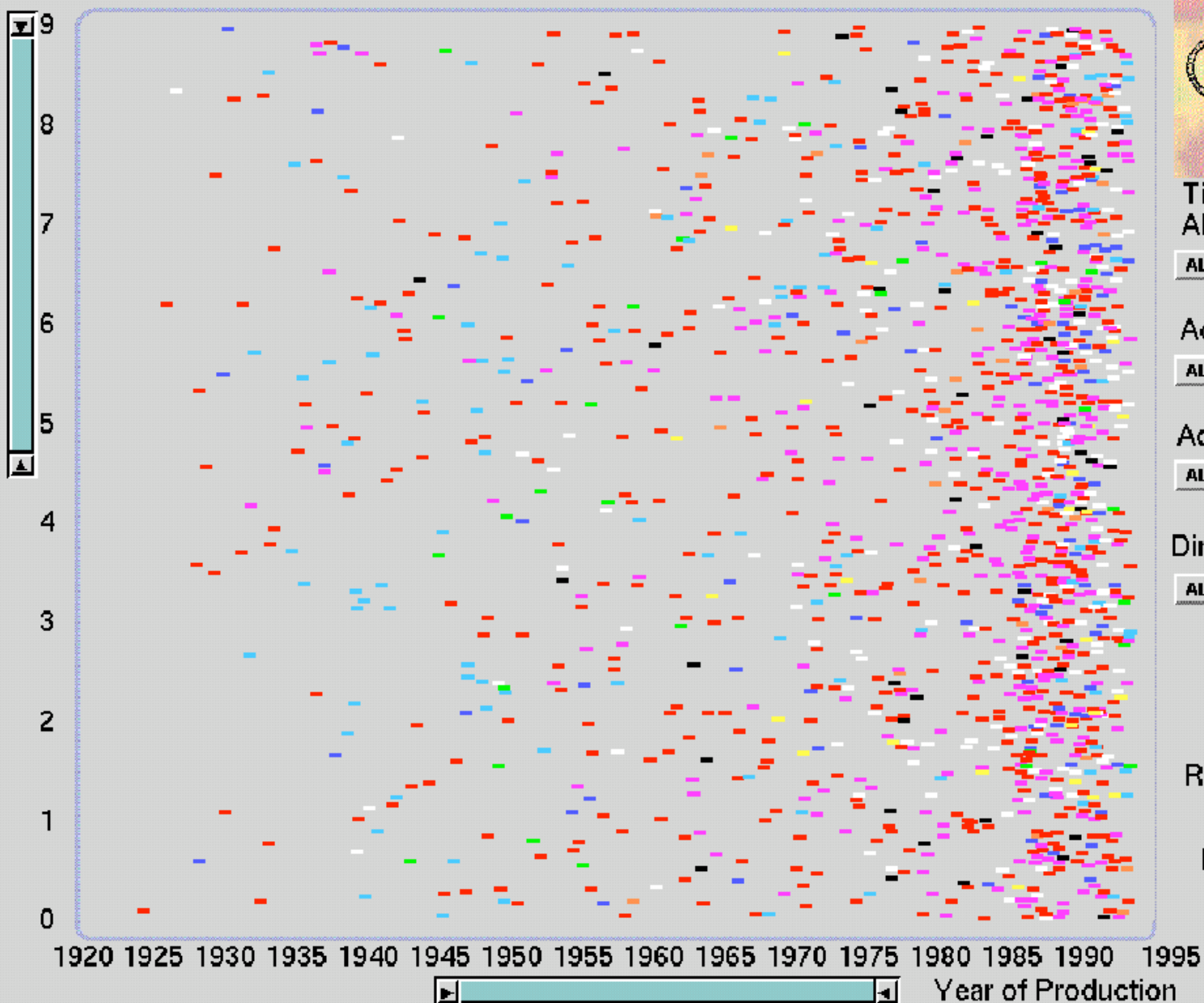
Features:
Grg Fp1
CAC New

[Williamson and Shneiderman 92]

Direct Manipulation

1. Visual representation of objects and actions
2. Rapid, incremental and reversible actions
3. Selection by pointing (not typing)
4. Immediate and continuous display of results

Popularity



Title : ALL
 ALL
 ABCDFGHLMNPRSTWZ

Actor : ALL
 ALL
 ABCDFGHJKLM PRSTWZ

Actress : ALL
 ALL
 ABCDFGHJKLM PRSTWZ

Director : ALL
 ALL
 ABCDFGHJKLM PRSTWZ

0 Length 450

0 450

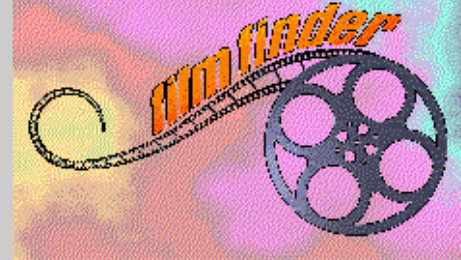
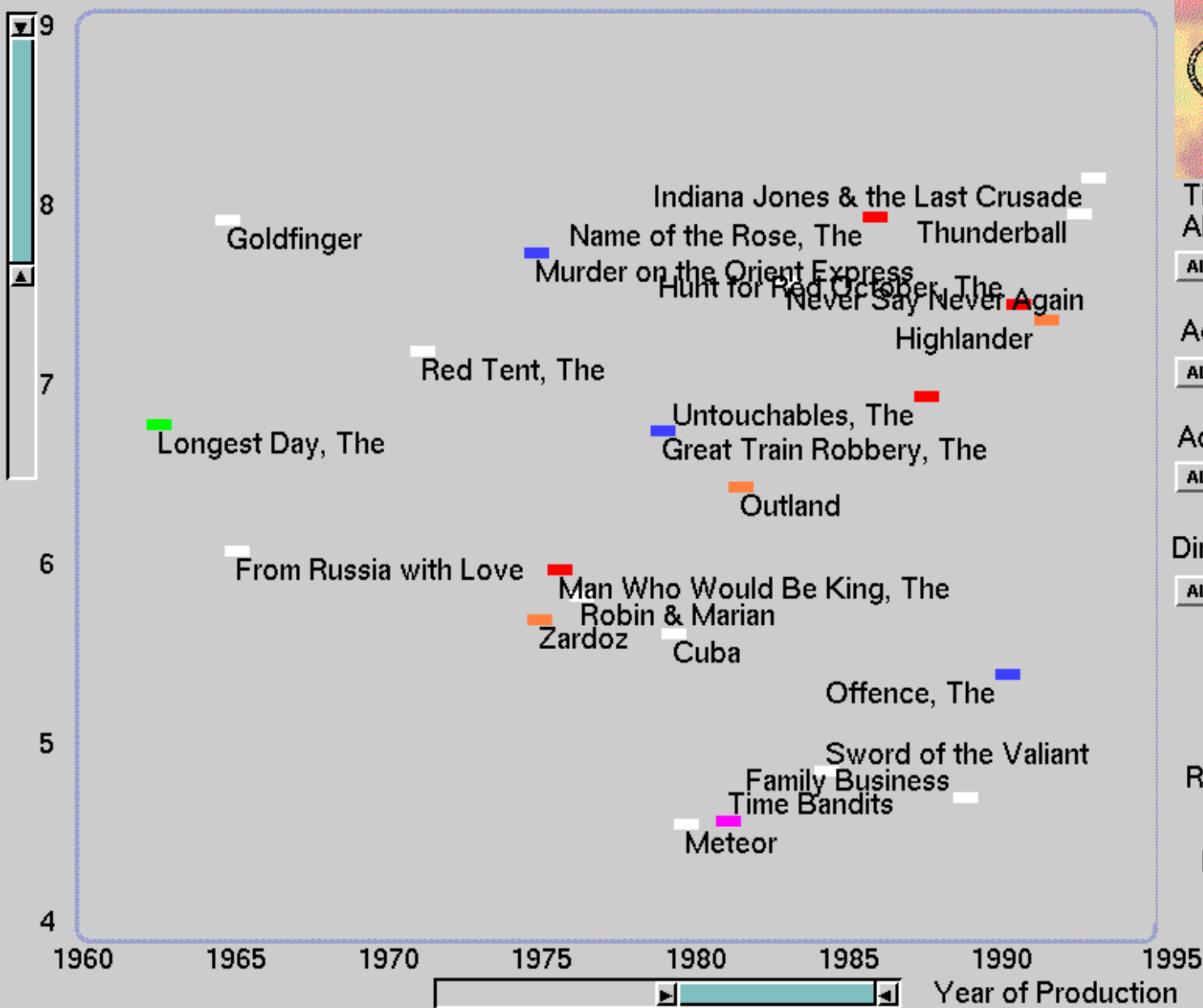
Ratings G PG
 PG-13 R

Films Shown: 1455



Copyright (C) 1993 HCIL

- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror



Title :

A B C D F G H L M N P R S T W Z

Actor : Connery, Sean

AB C D FG H J K L M PR S TW Z

Actress : ALL

AB C D FGH K L M P R S TW Z

Director : ALL

AB C D FGH JKL M PR S TW Z

Length
 60 269
0 450

Ratings
 G PG
 PG-13 R

Films Shown: 24



Copyright (C) 1993 HCIL

- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror

Alphaslider

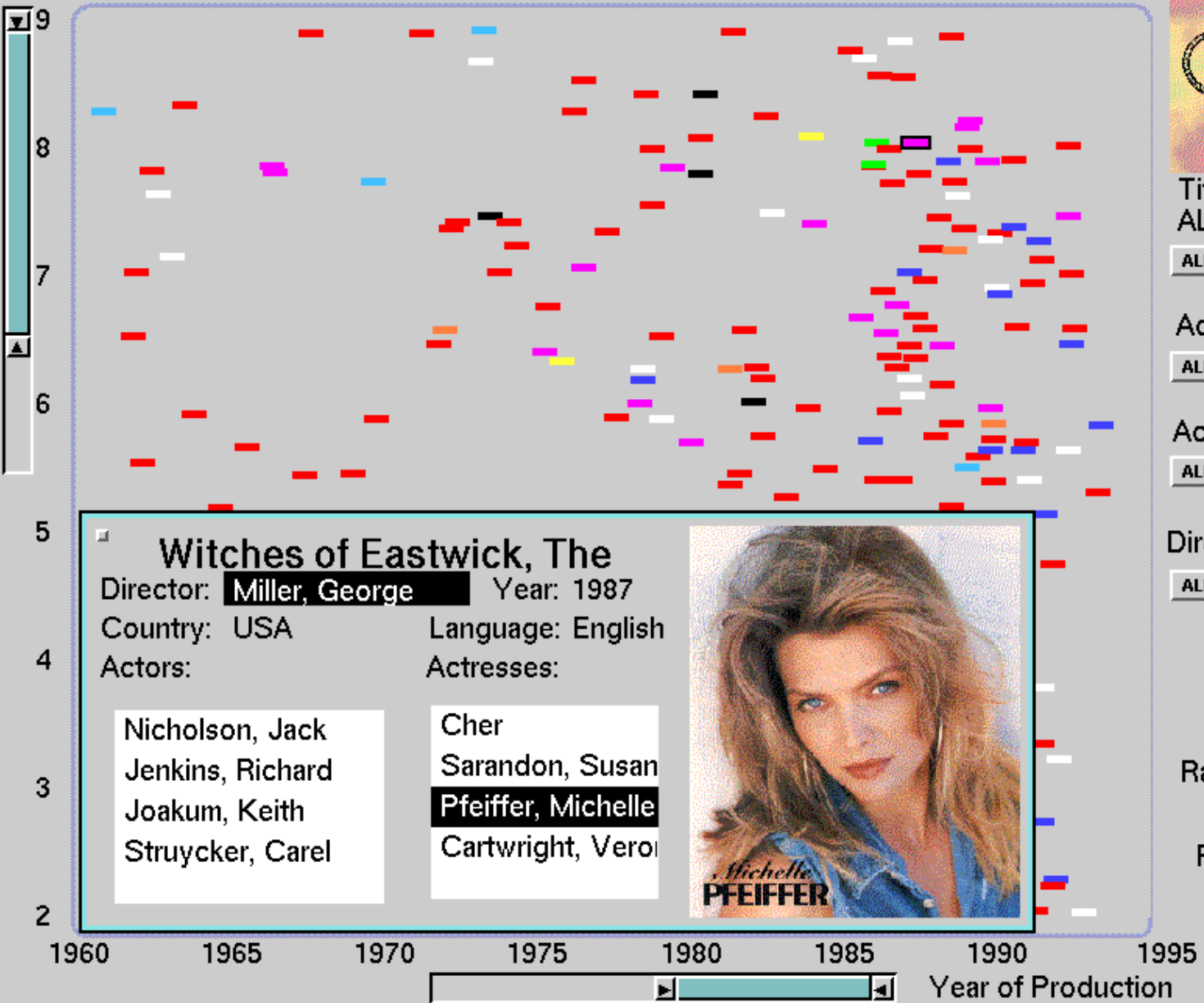
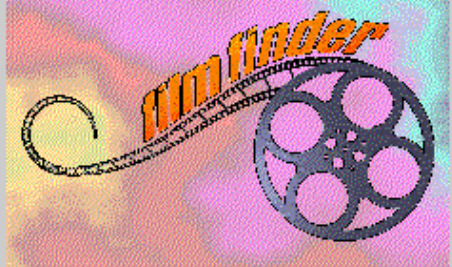
Title :

Moonstruck

ALL

A B C D F G H L M N P R S T W Z

Popularity



Title :

ALL

A B C D F G H L M N P R S T W Z

Actor : ALL

A B C D F G H J K L M P R S T W Z

Actress : Pfeiffer, Michelle

A B C D F G H K L M P R S T W Z

Director : Miller, George

A B C D F G H J K L M P R S T W Z

105 Length 231

0 450

Ratings G PG

PG-13 R

Films Shown: 210



Copyright (C) 1993 HCIL

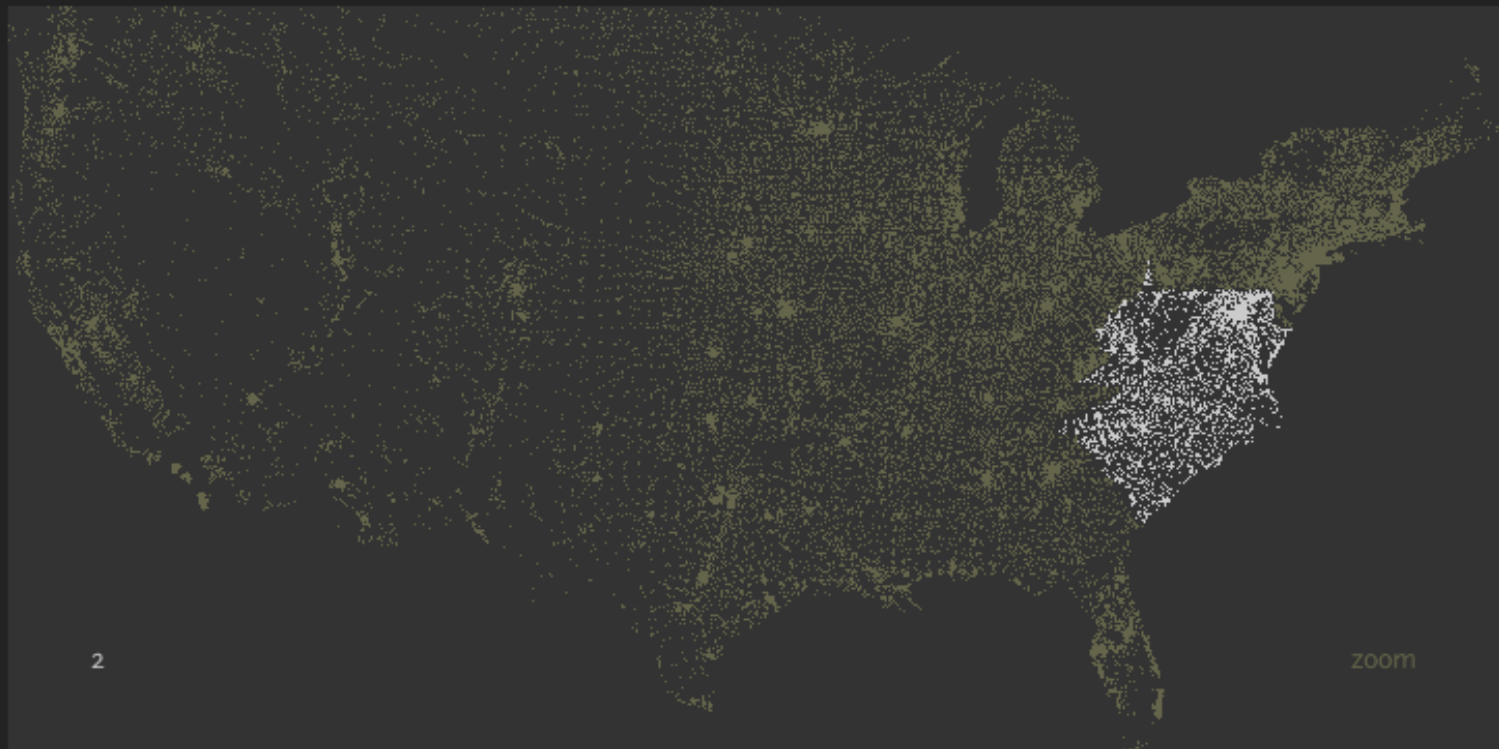
- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror

- The Attribute Explorer

Attribute Explorer [Spence & Tweedie 96]

- Video Clip

Zipdecode [Fry 04]

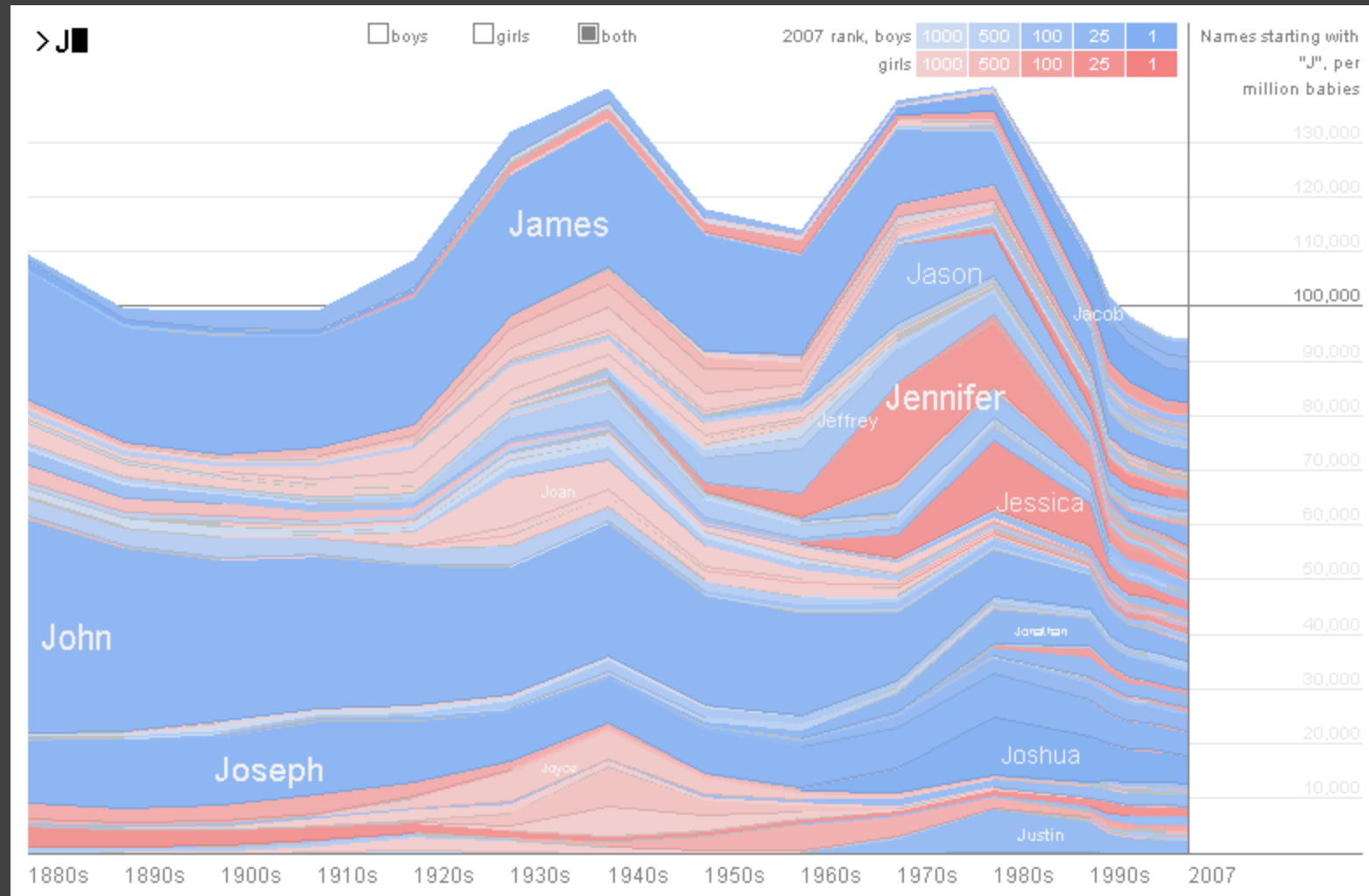


Hit the letter **z**, or click the word **zoom** to enable or disable zooming.

Hold down **shift** while typing a number to replace the previous number (U.S. keyboards only).

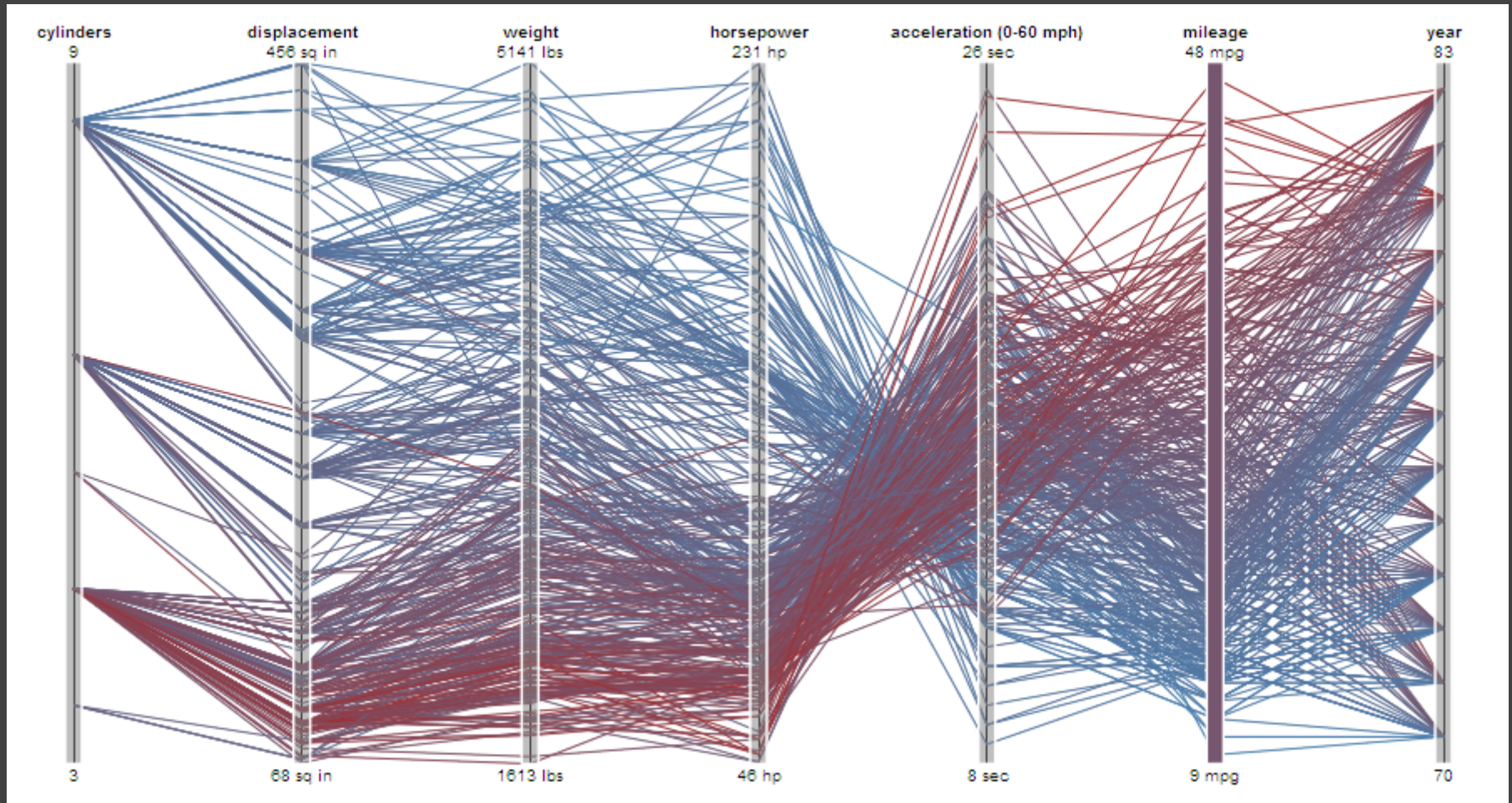
<http://benfry.com/zipdecode/>

NameVoyager [Wattenberg 06]

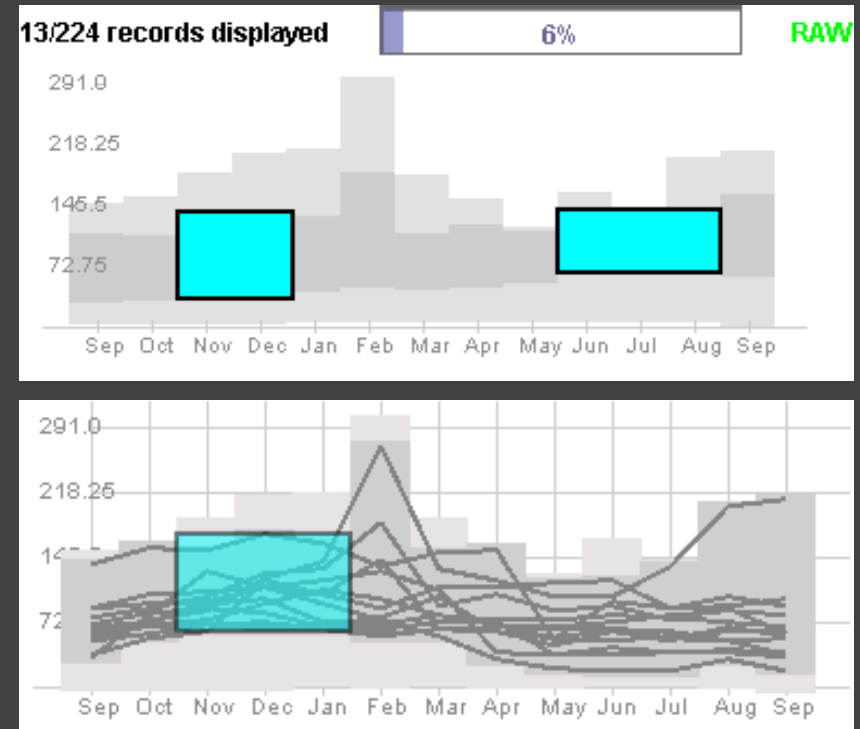
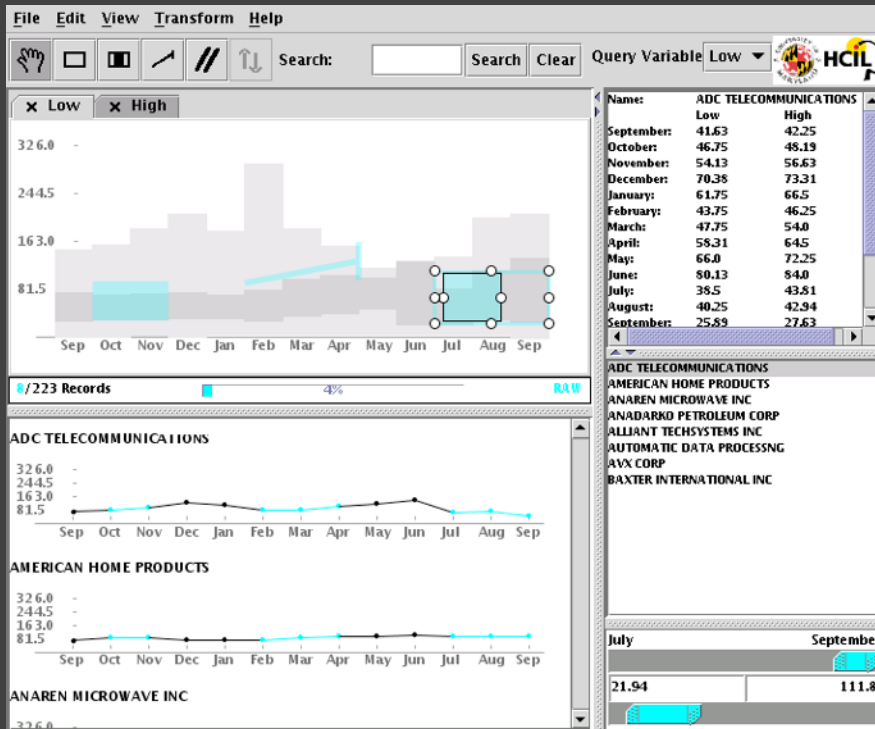


<http://www.babynamewizard.com/voyager>

Parallel Coordinates [Inselberg]

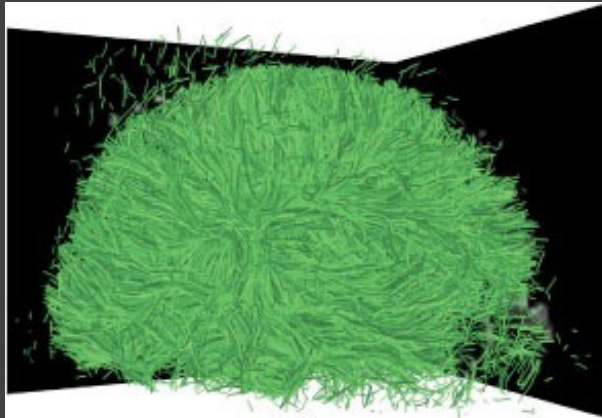


TimeSearcher [Hocheiser 02]

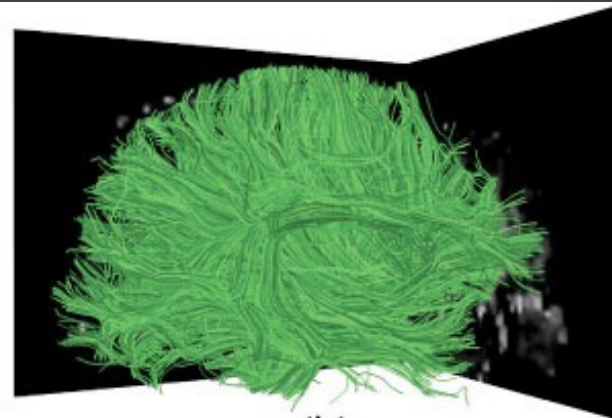


Builds on Wattenberg's [2001] idea for sketch-based queries of time-series data.

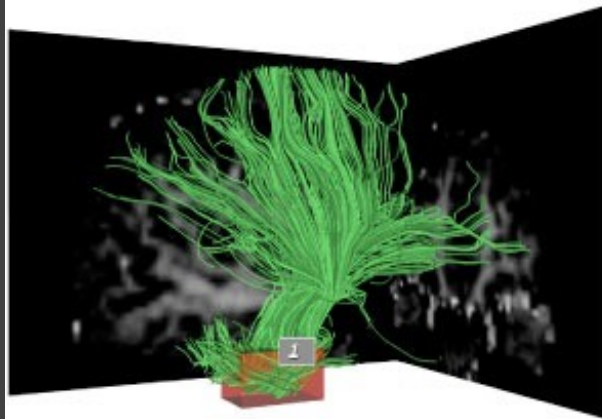
3D Dynamic Queries [Akers 04]



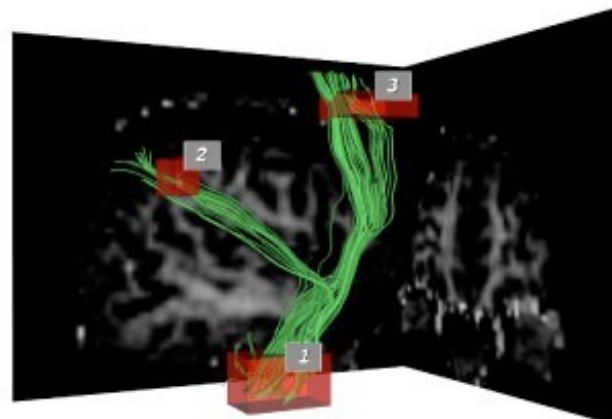
(a)



(b)

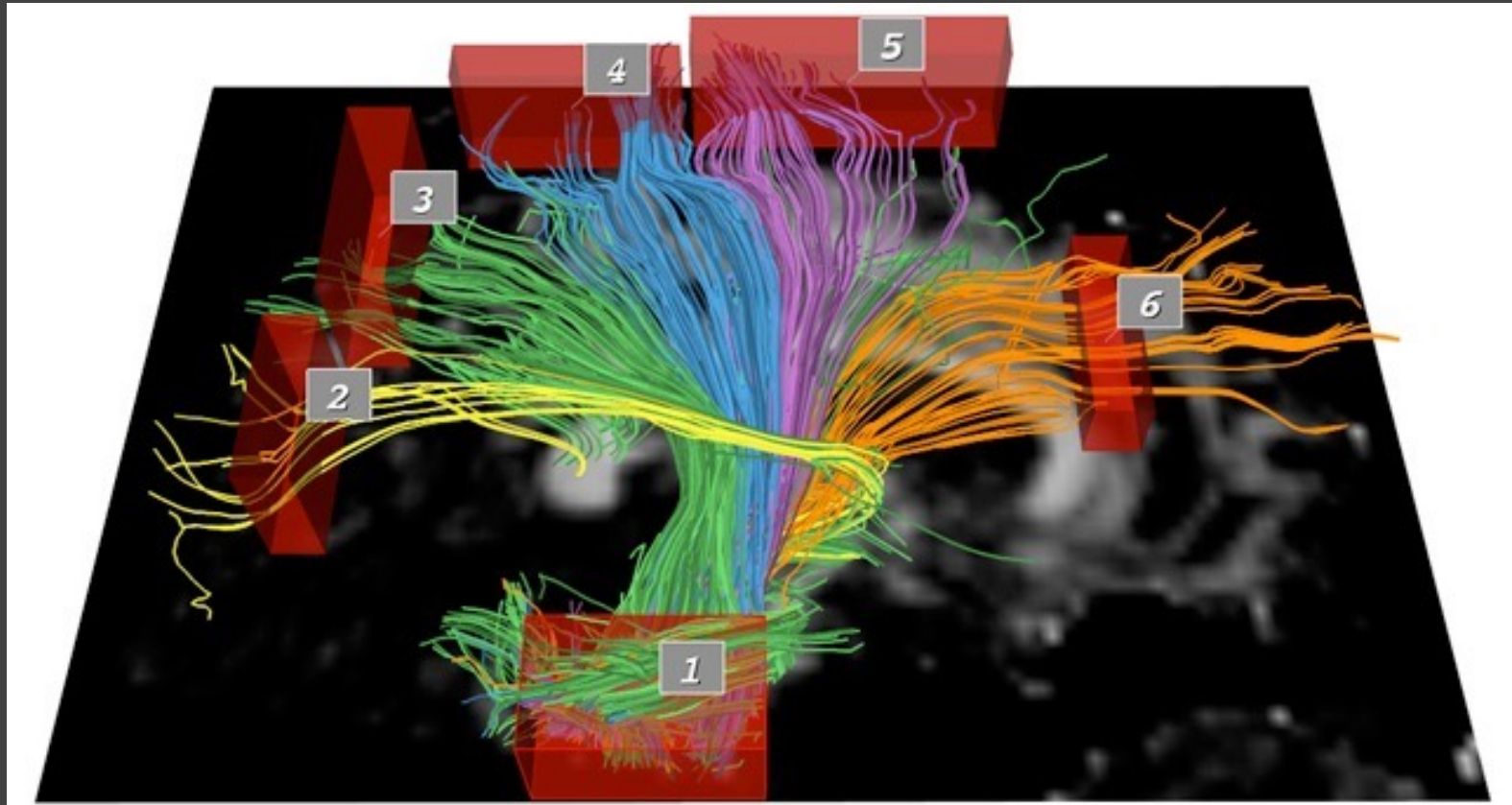


(c)



(d)

3D Dynamic Queries [Akers 04]



Pros & Cons

Pros

Controls useful for both novices and experts

Quick way to explore data

Pros & Cons

Pros

Controls useful for both novices and experts
Quick way to explore data

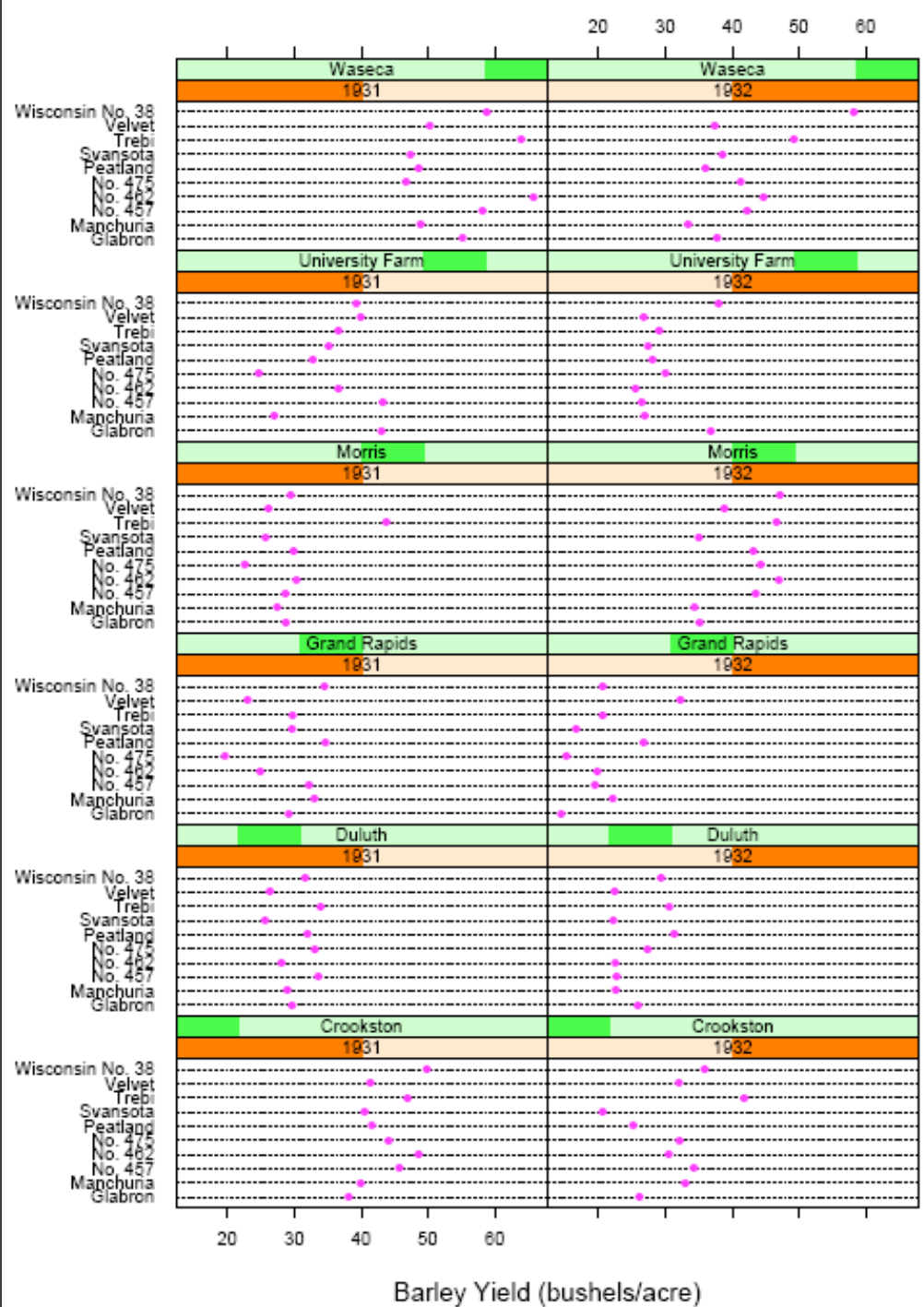
Cons

Simple queries
Lots of controls
Amount of data shown limited by screen space
Who would use these kinds of tools?

Sorting

Trellis Display

[Becker, Cleveland, and Shyu 96]

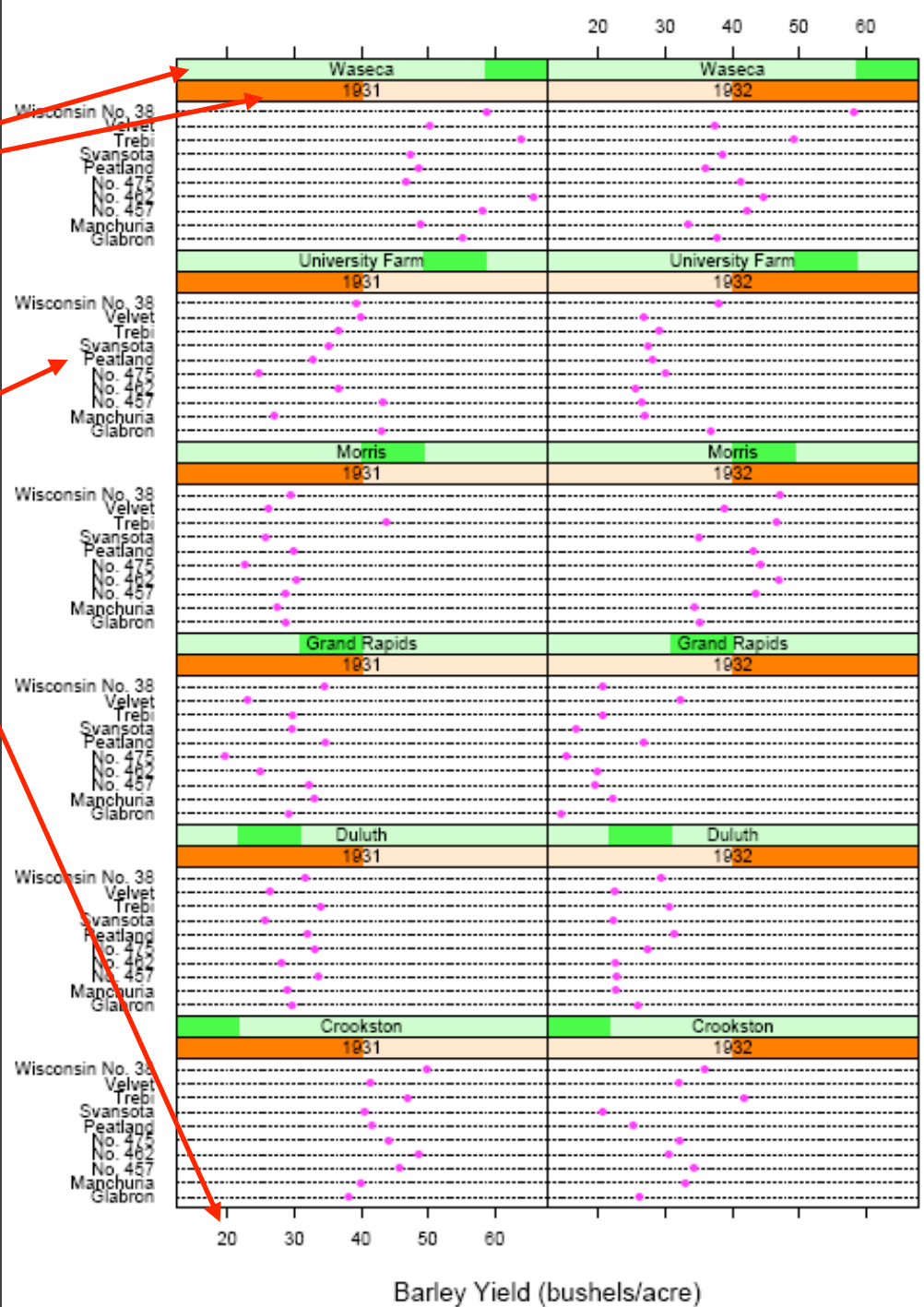


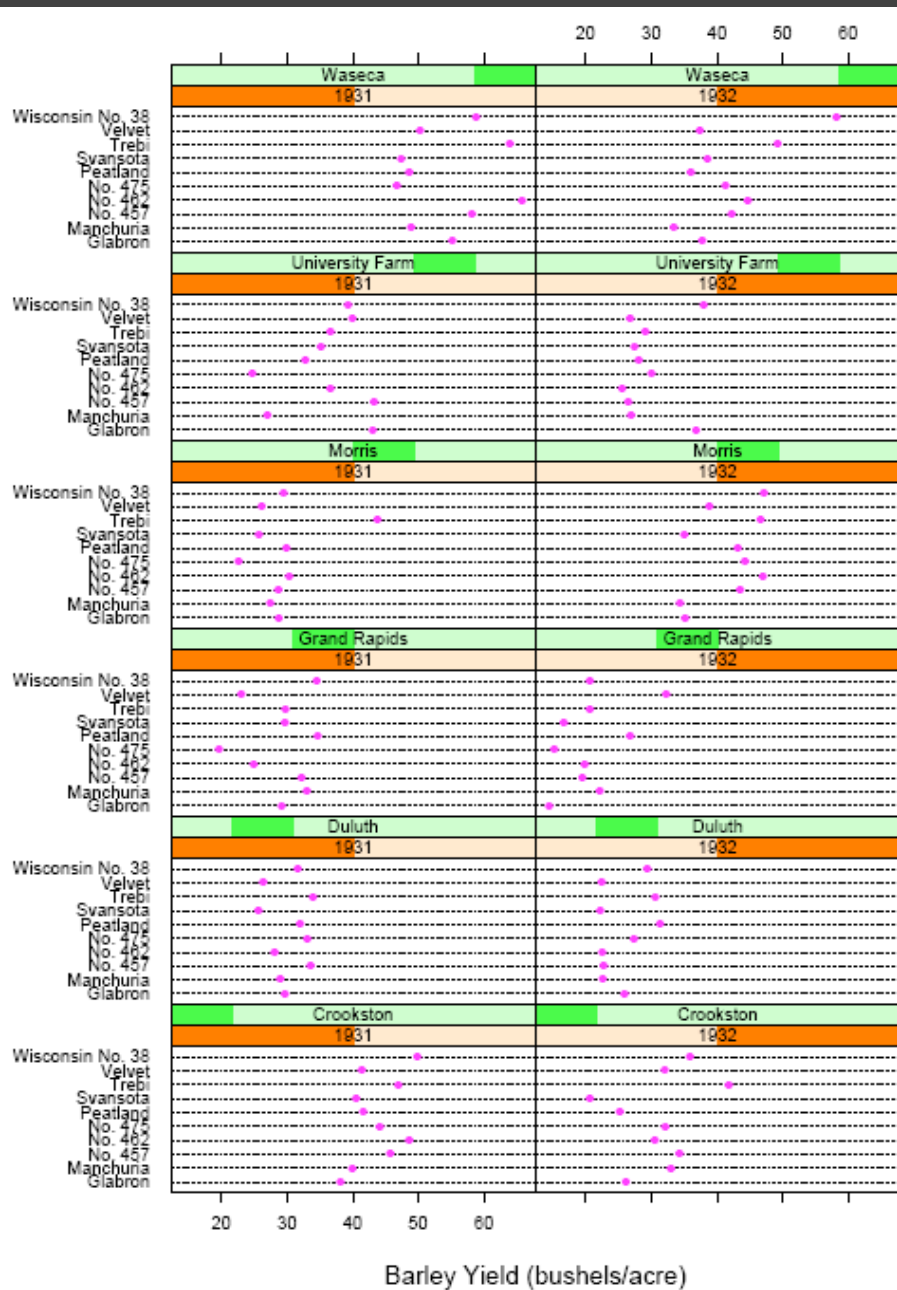
Condition variables
location, year

Panel variables
type, yield

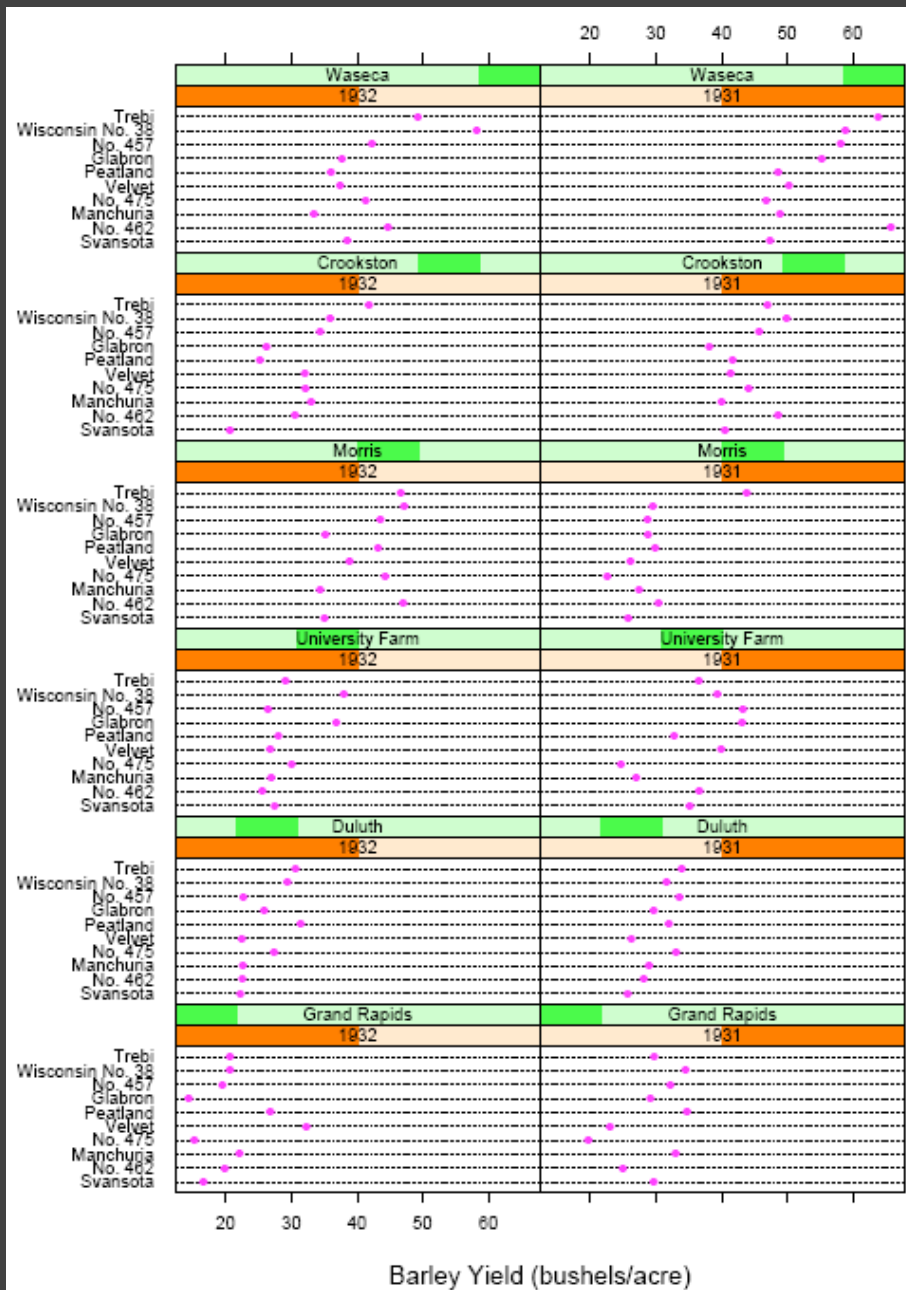
Trellis Display

[Becker, Cleveland, and Shyu 96]

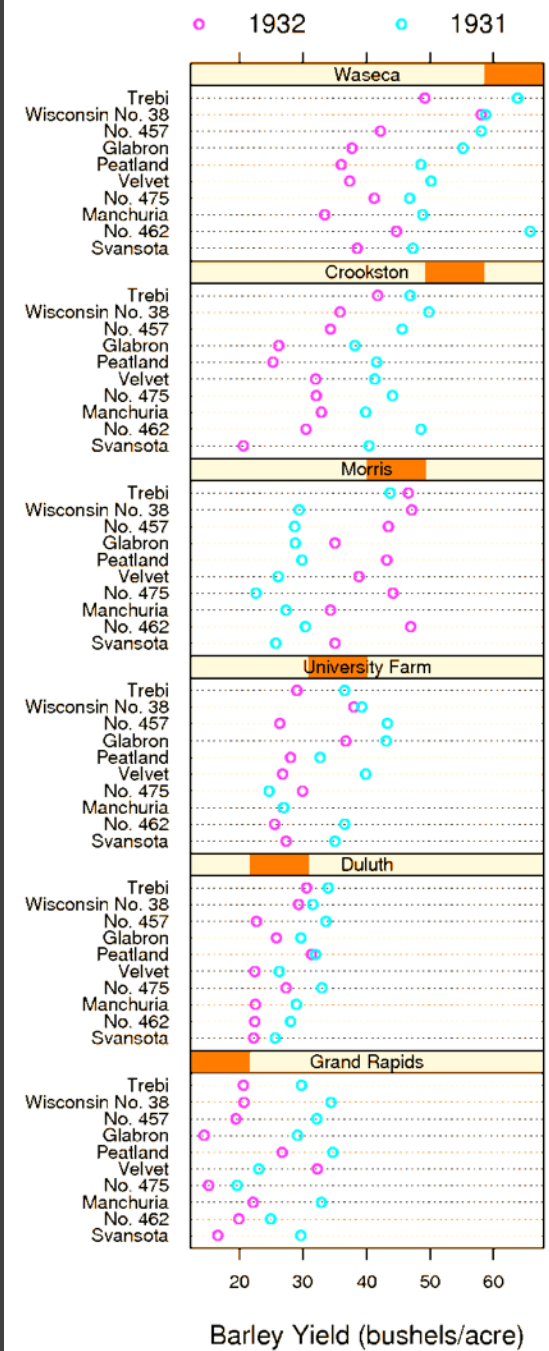




Alphabetical ordering



Main-effects ordering



Graph Viewer

Roll-up by:

All

Visualization:

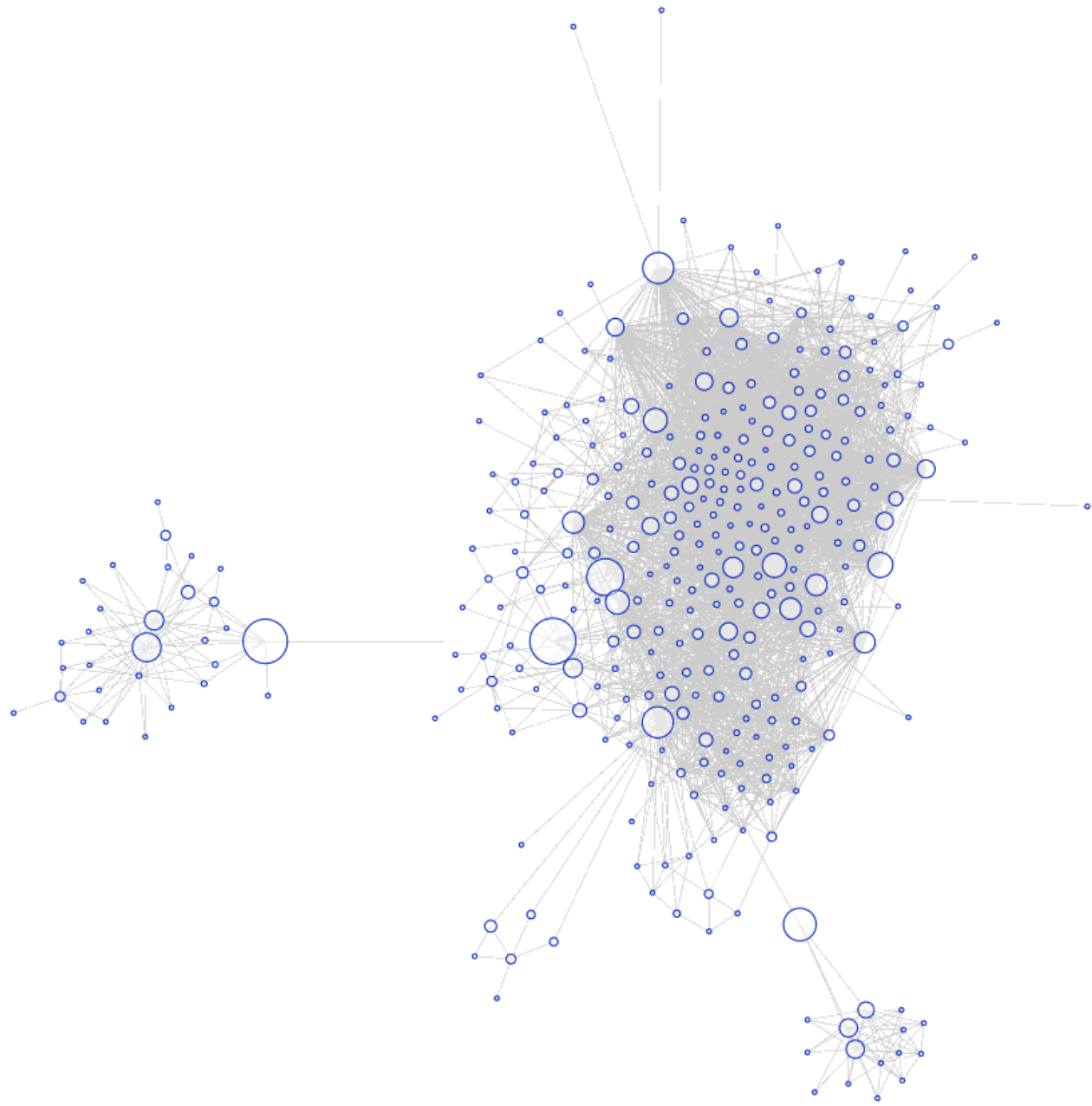
Node-Link

Sort by:

None

Edge centrality filters:

Two horizontal sliders for edge centrality filtering.



- Images
- Animate

Graph Viewer

Roll-up by:

All

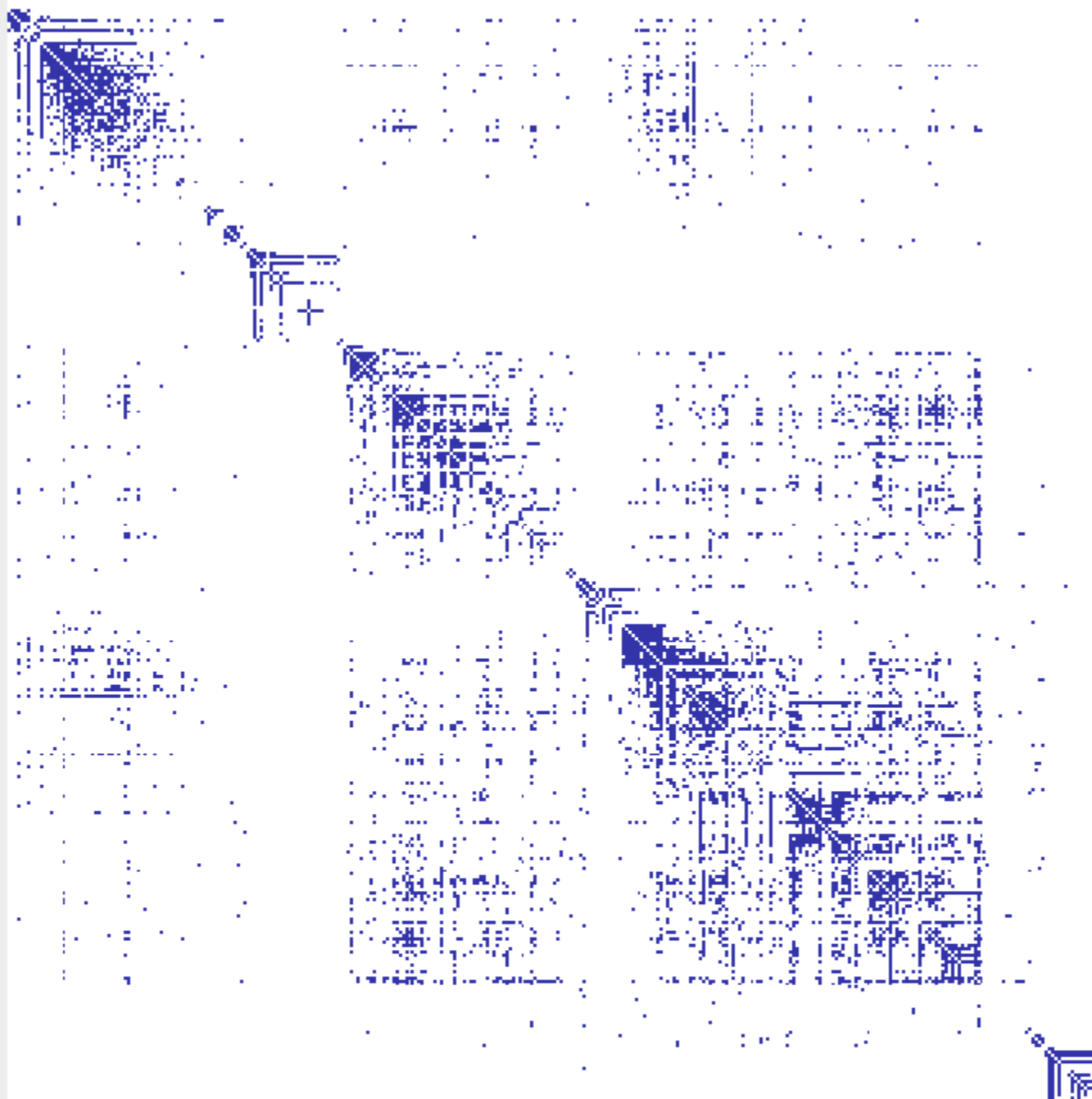
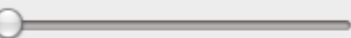
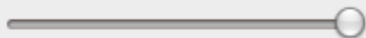
Visualization:

Matrix

Sort by:

Linkage

Edge centrality filters:



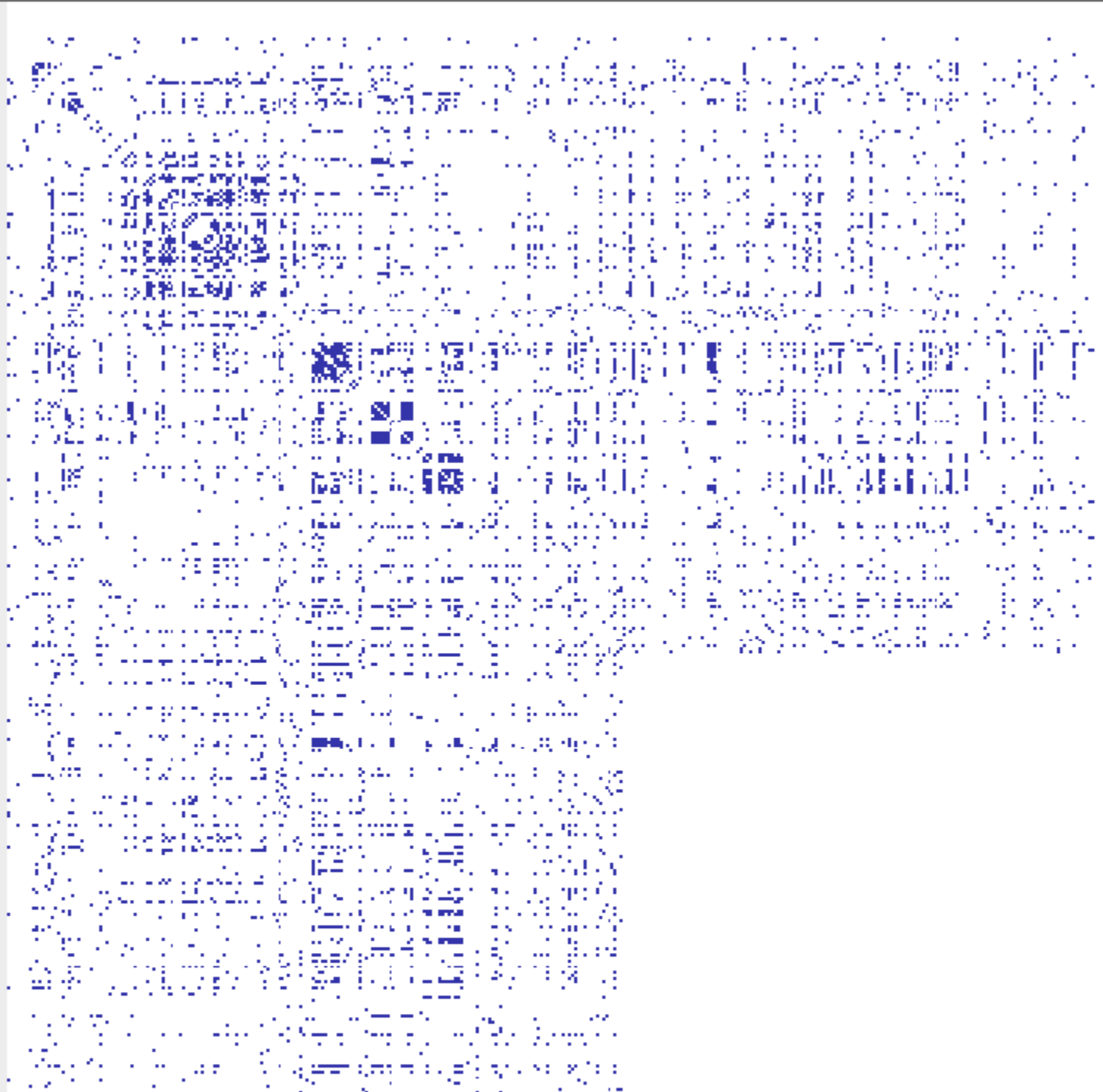
Graph Viewer

Roll-up by:

Visualization:

Sort by:

Edge centrality filters:



Administrivia

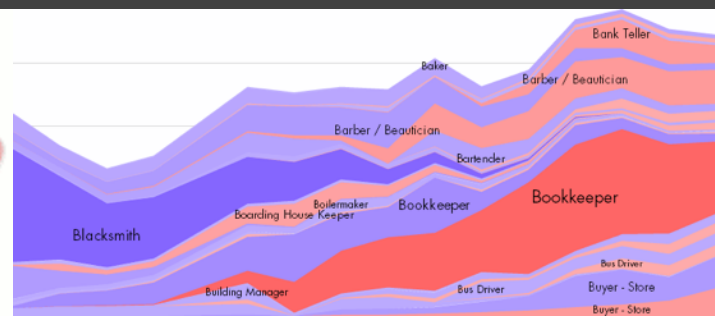
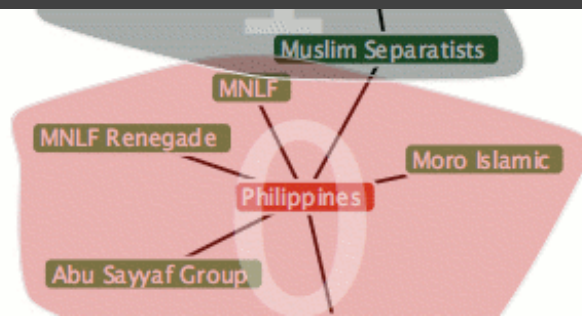
A3: Interactive Visualization

Create an interactive visualization application. Choose a data domain and an appropriate visualization technique.

1. Choose a data set and storyboard your interface
2. Implement the interface using tools of your choice
3. Submit your application and produce a final write-up

You should work in groups of 2-3.

Due by 5pm on **Monday, May 4**

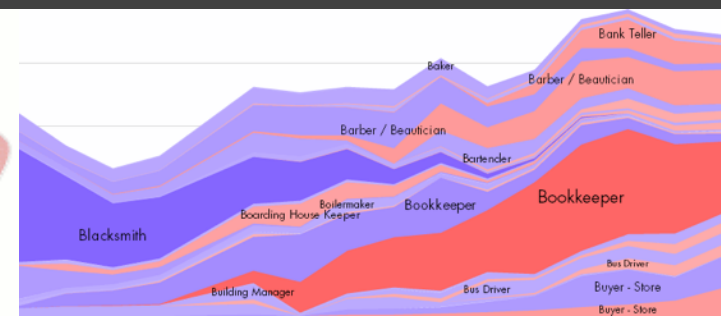
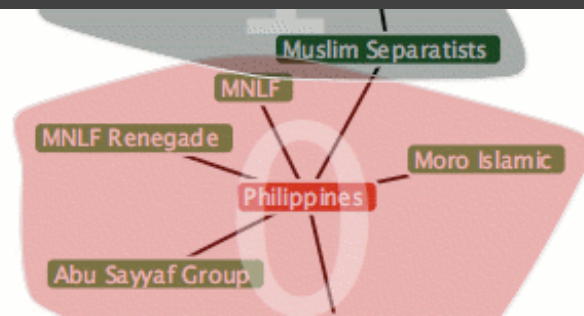


Assignment 3 Tips

Start now. It will take longer than you think.

Keep it simple. Choose a minimal set of interactions that enables users to explore and generate interesting insights. Keep the design clean.

Promote engagement. How do your chosen interactions reveal interesting observations?



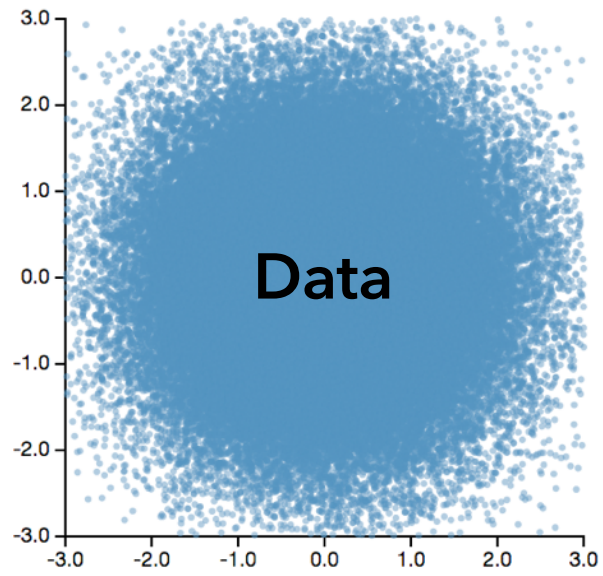
imMens

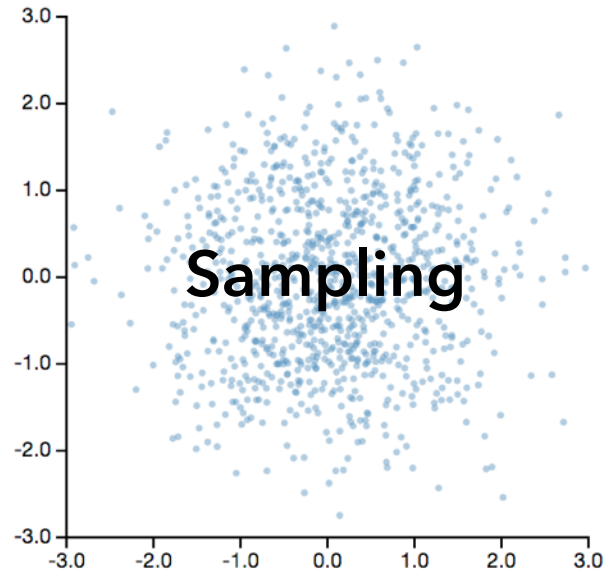
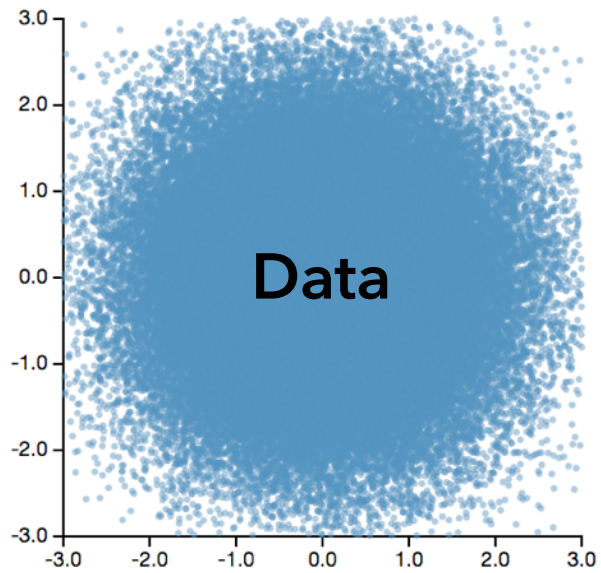
How can we visualize and interact with **billion+ record** databases in real-time?

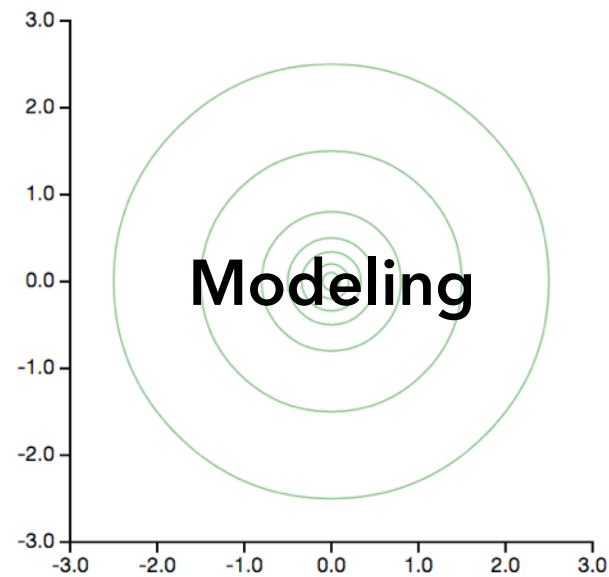
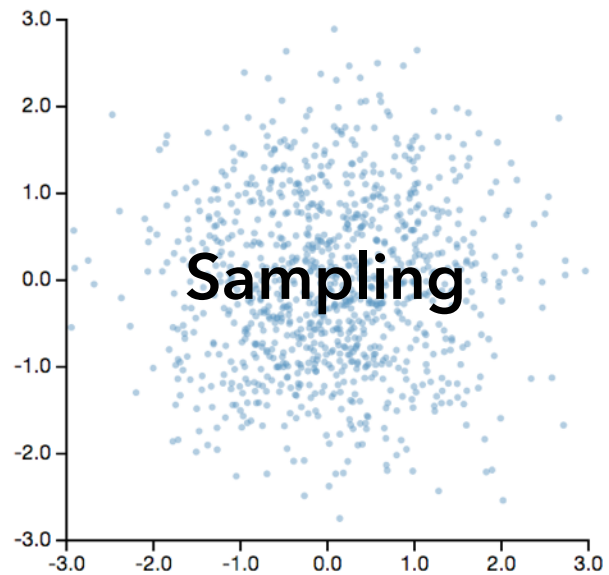
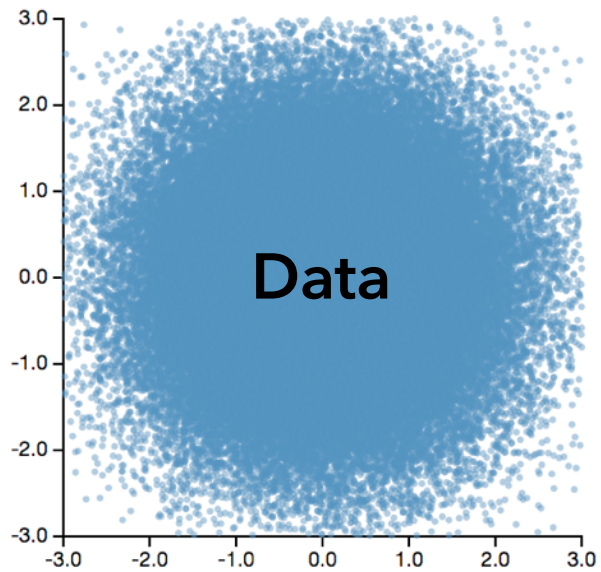
Two Challenges:

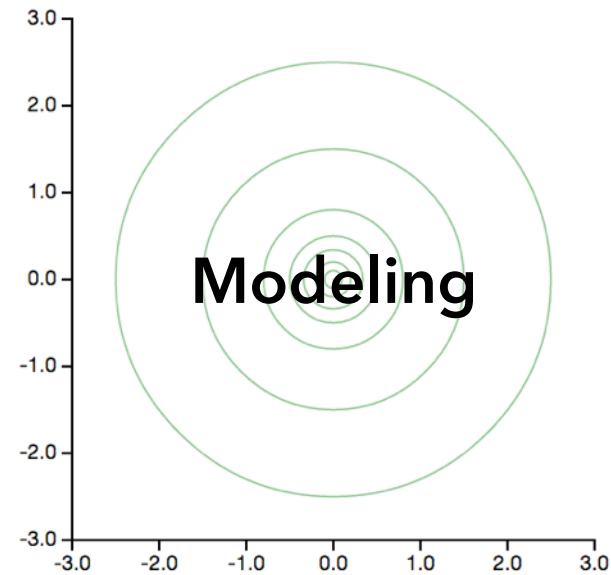
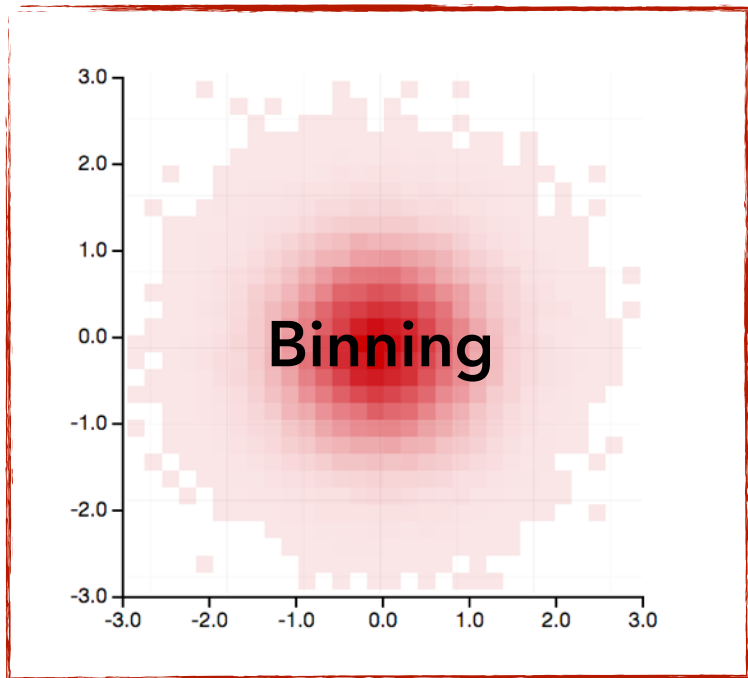
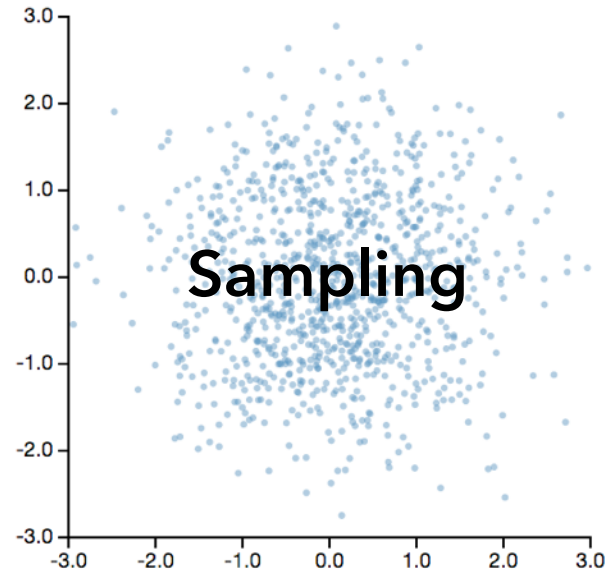
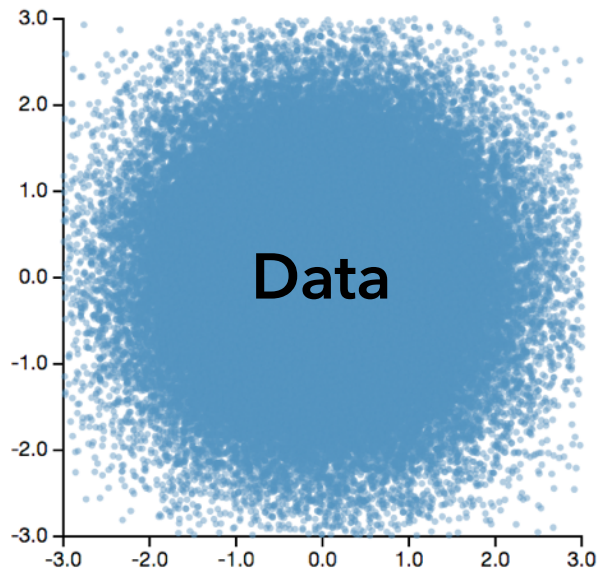
1. Effective **visual encoding**
2. Real-time **interaction**

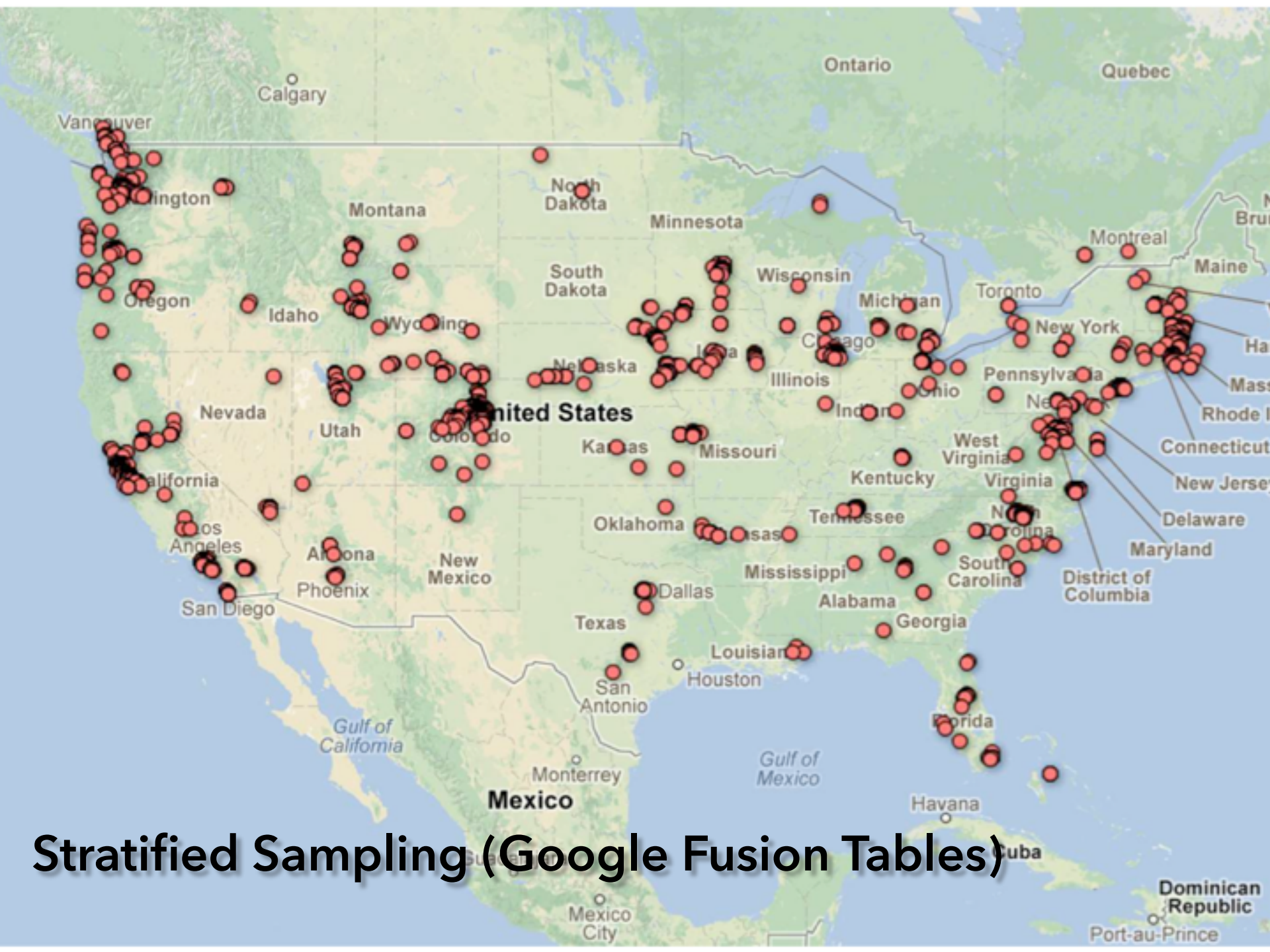
Perceptual and interactive scalability should be limited by the **chosen resolution** of the visualized data, not the number of records.



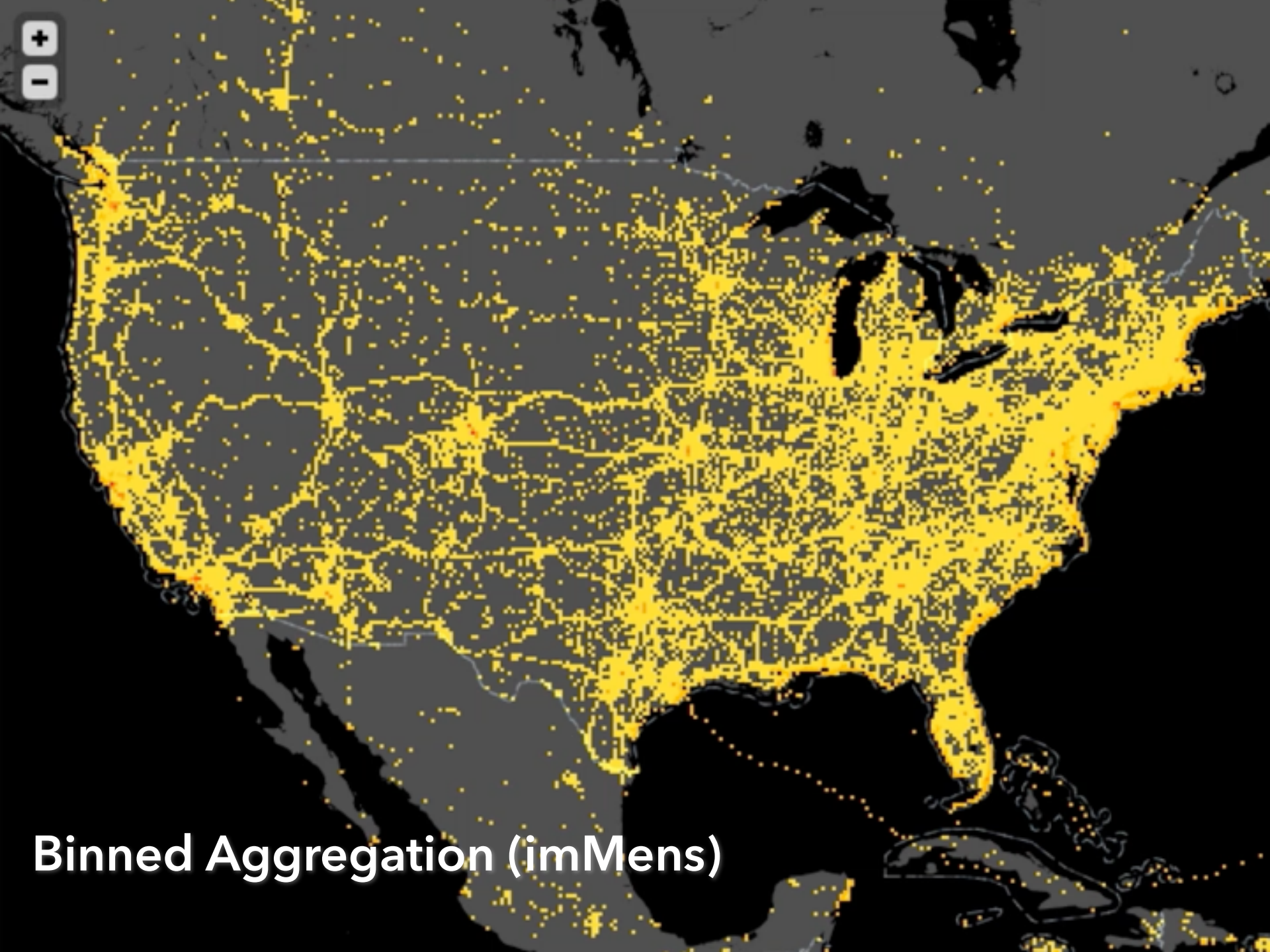




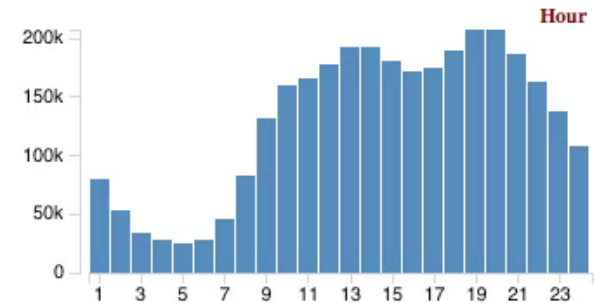
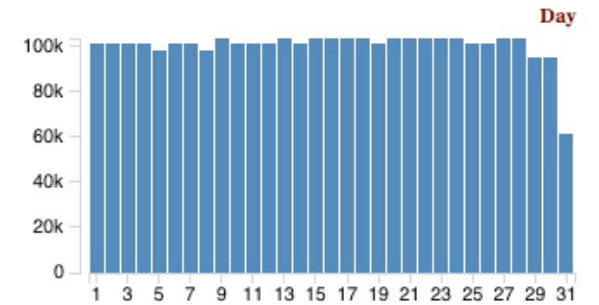
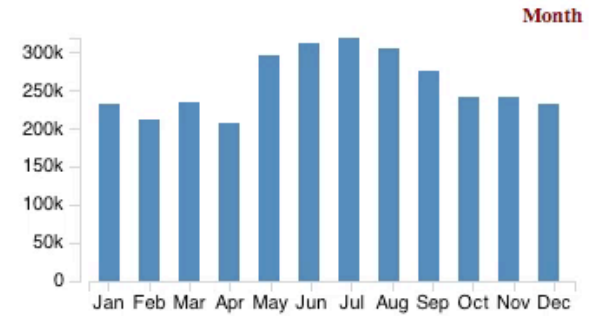
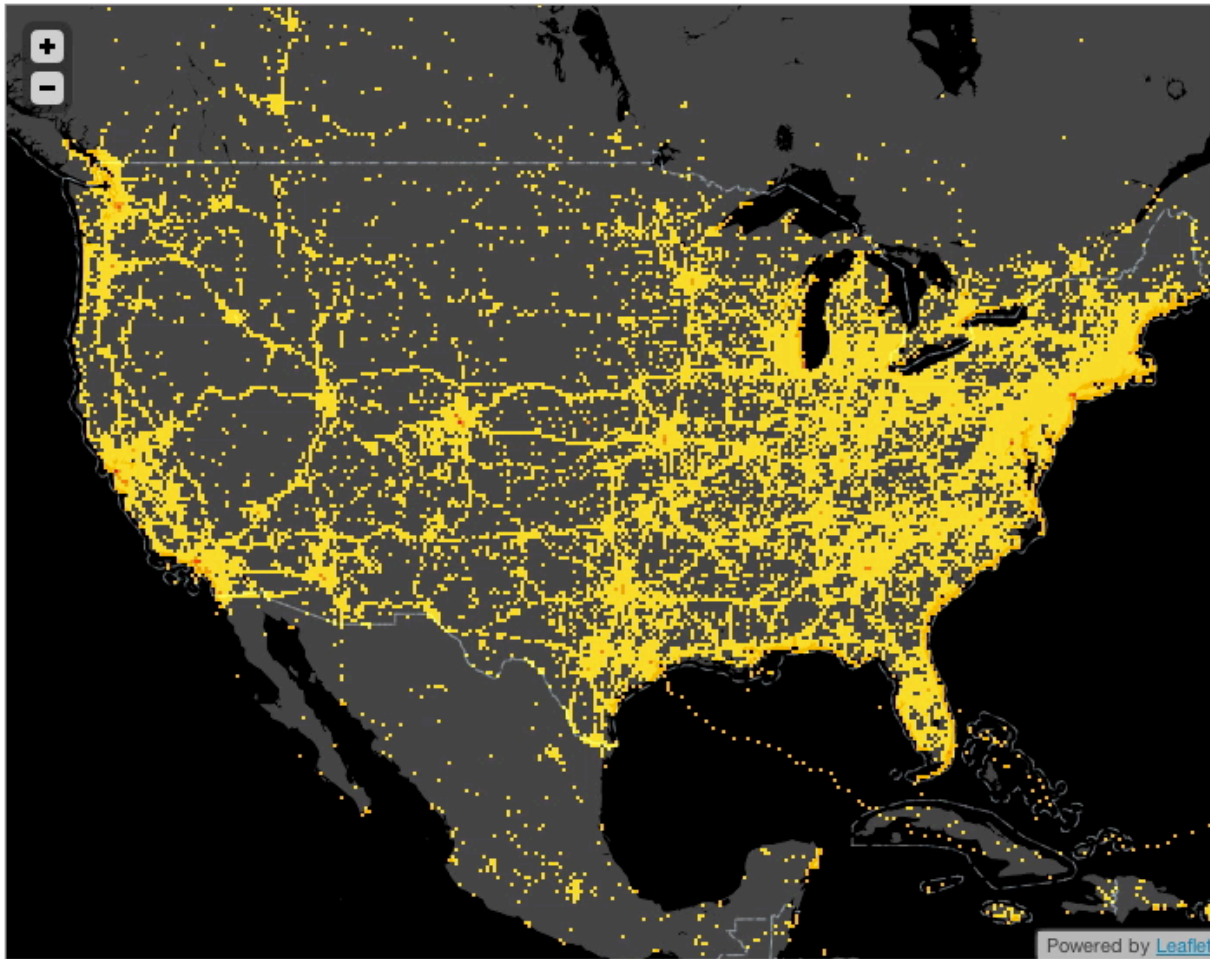




Stratified Sampling (Google Fusion Tables)



Binned Aggregation (imMens)



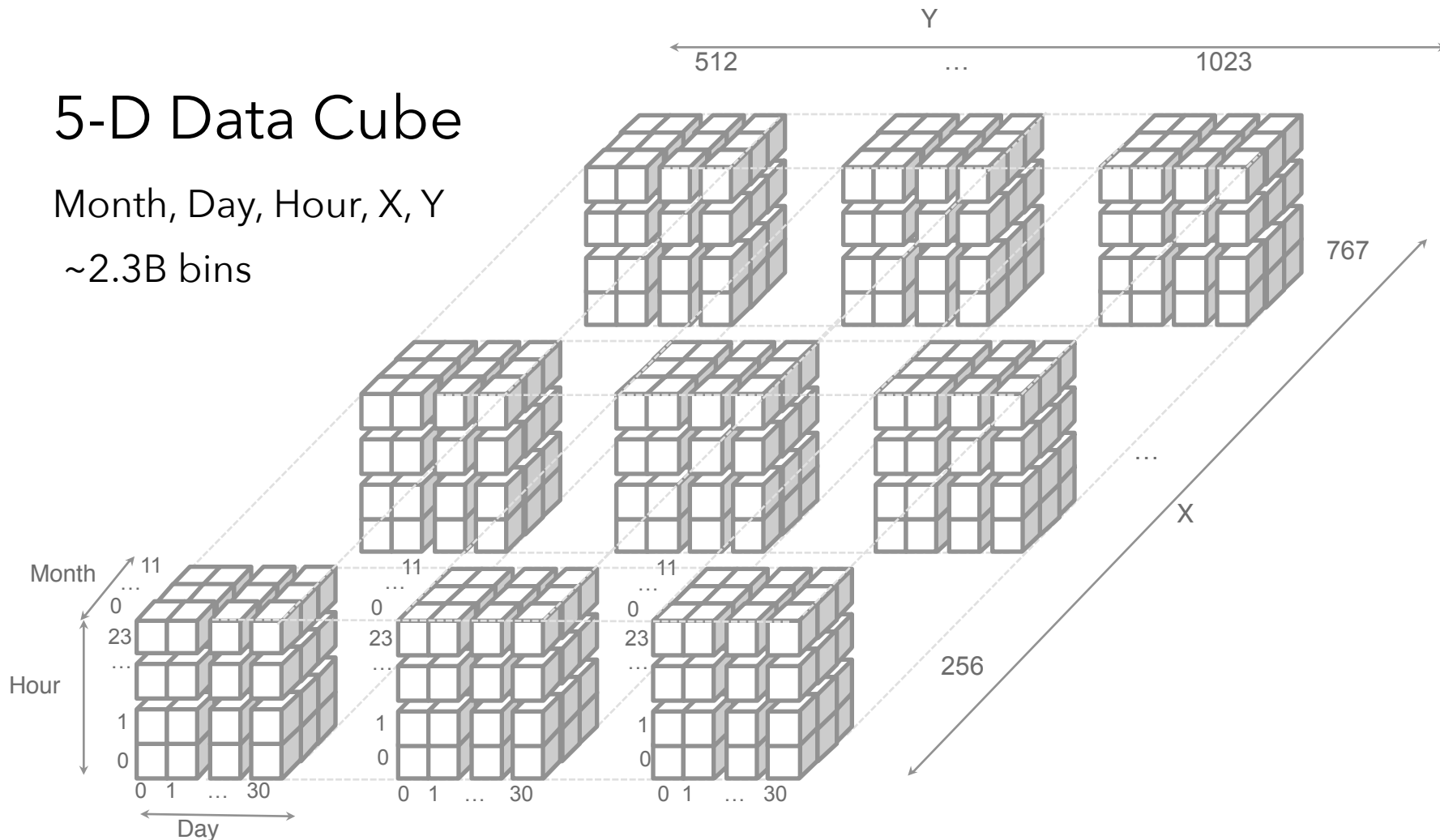
imMens: Real-Time Visual Querying of Big Data

with Zhicheng (Leo) Liu & Biye Jiang

5-D Data Cube

Month, Day, Hour, X, Y

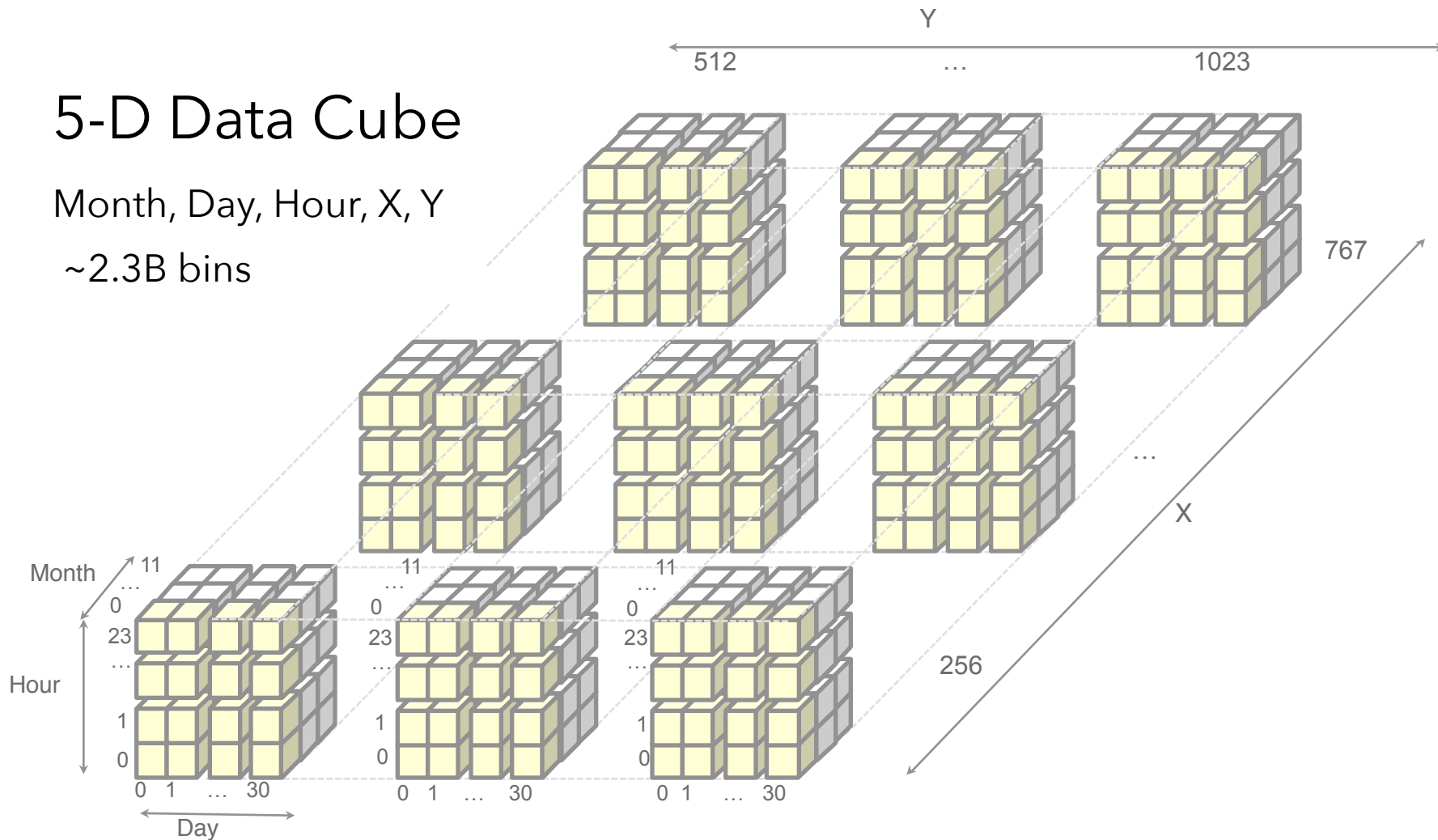
~2.3B bins

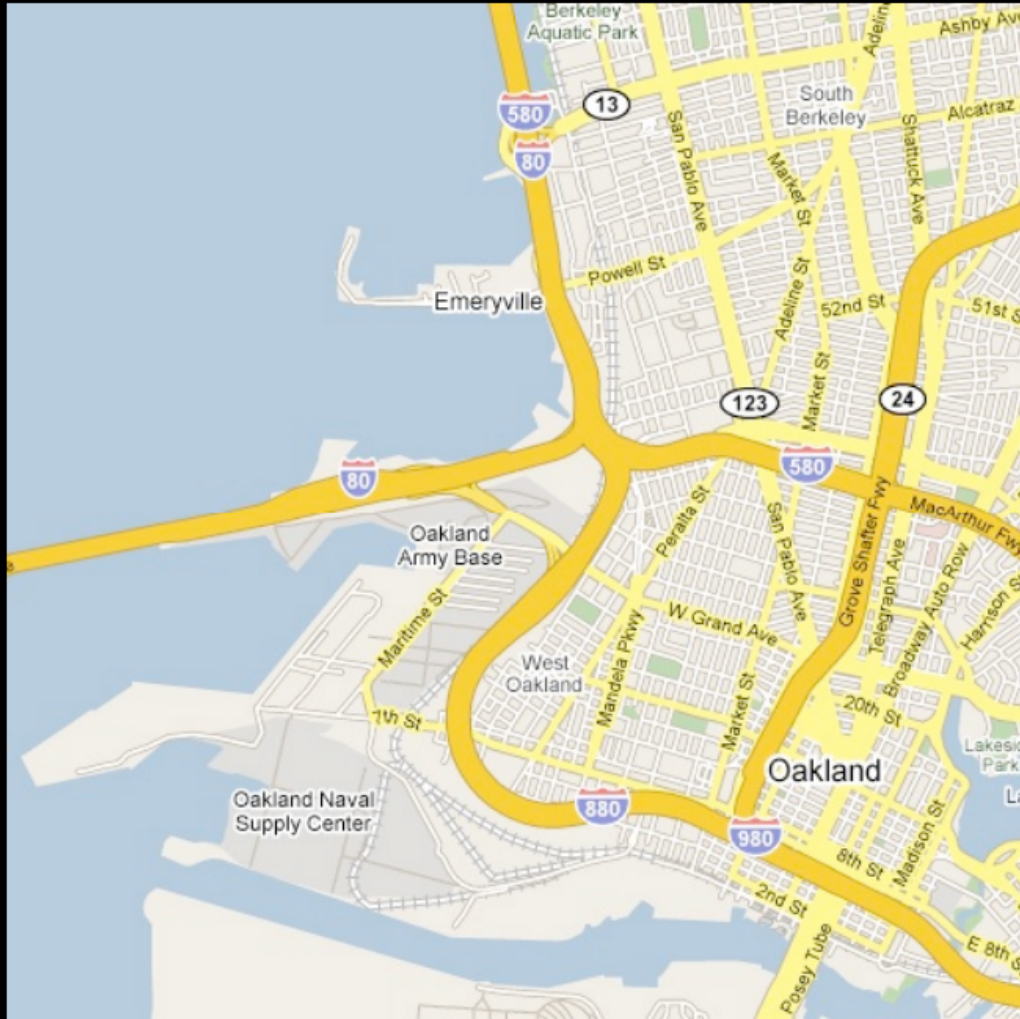


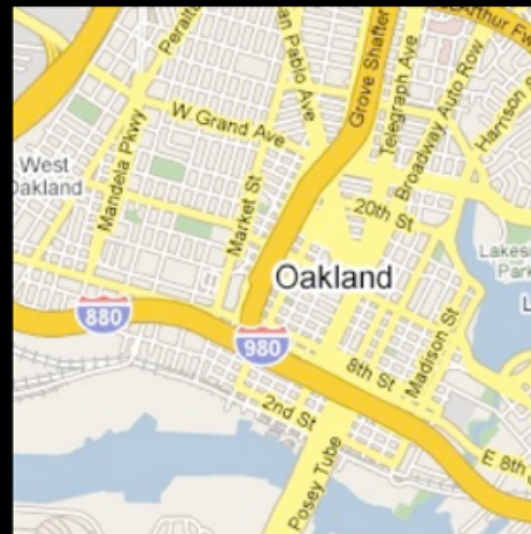
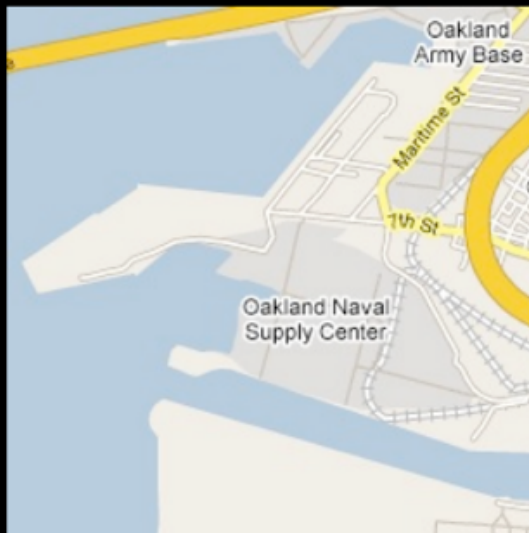
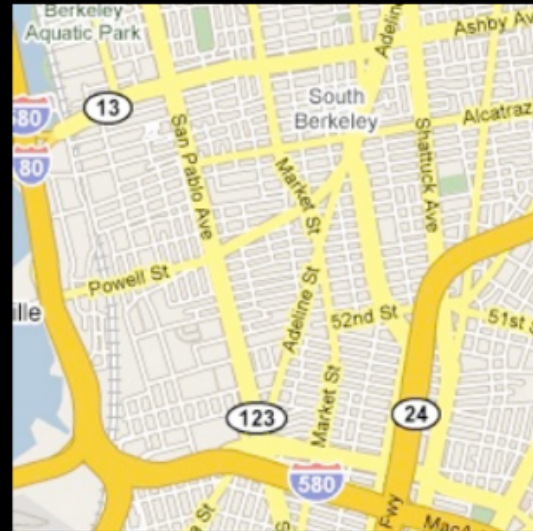
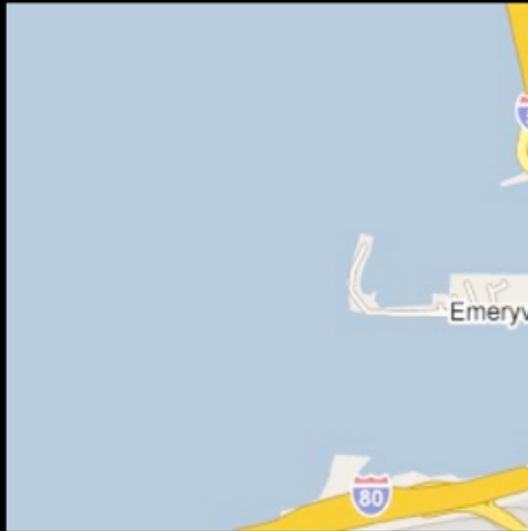
5-D Data Cube

Month, Day, Hour, X, Y

~2.3B bins

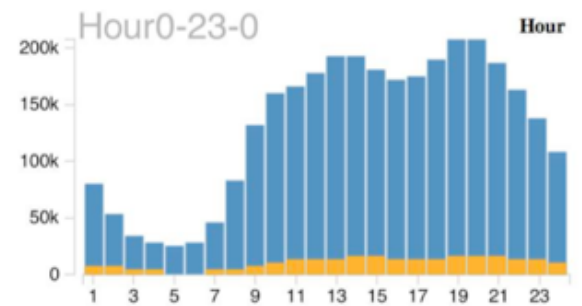
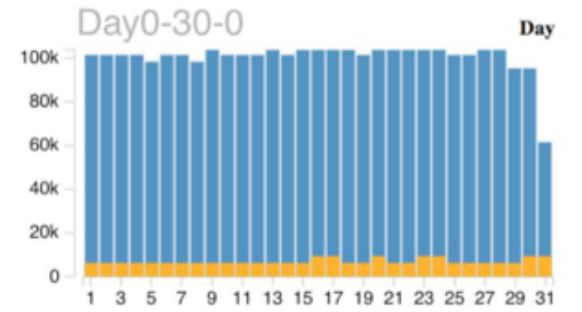
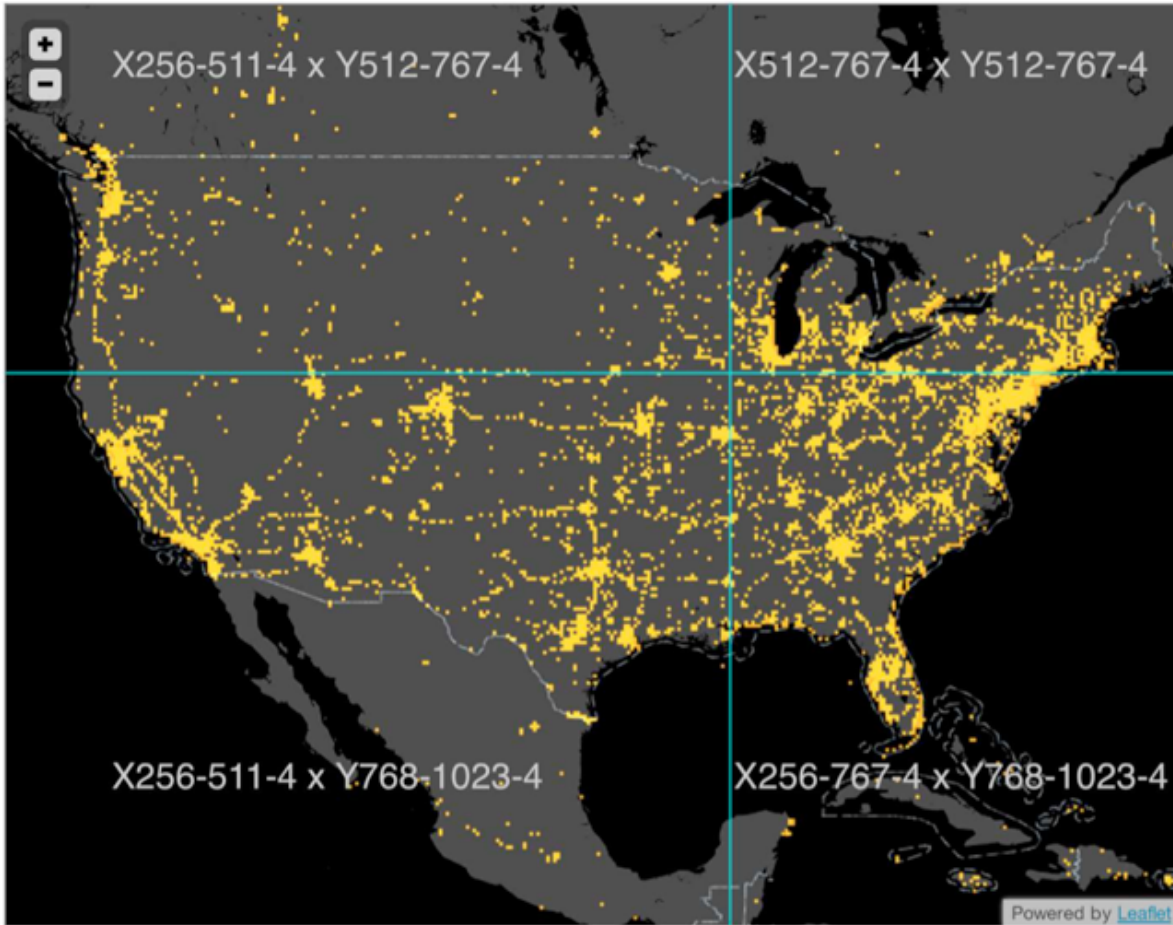


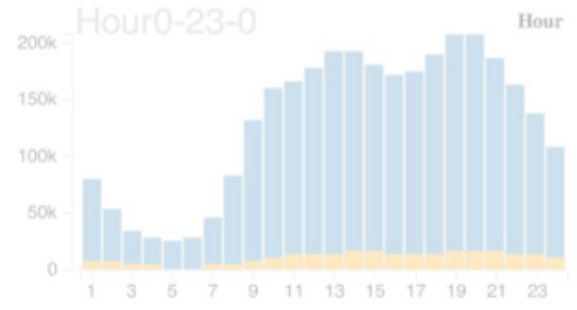
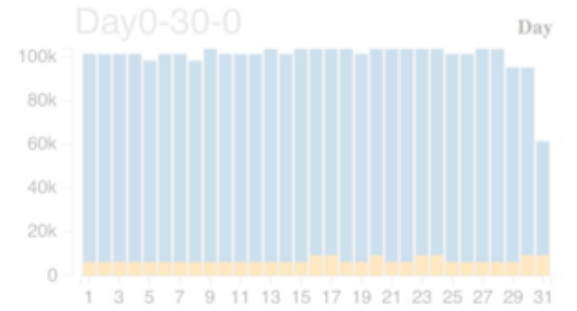
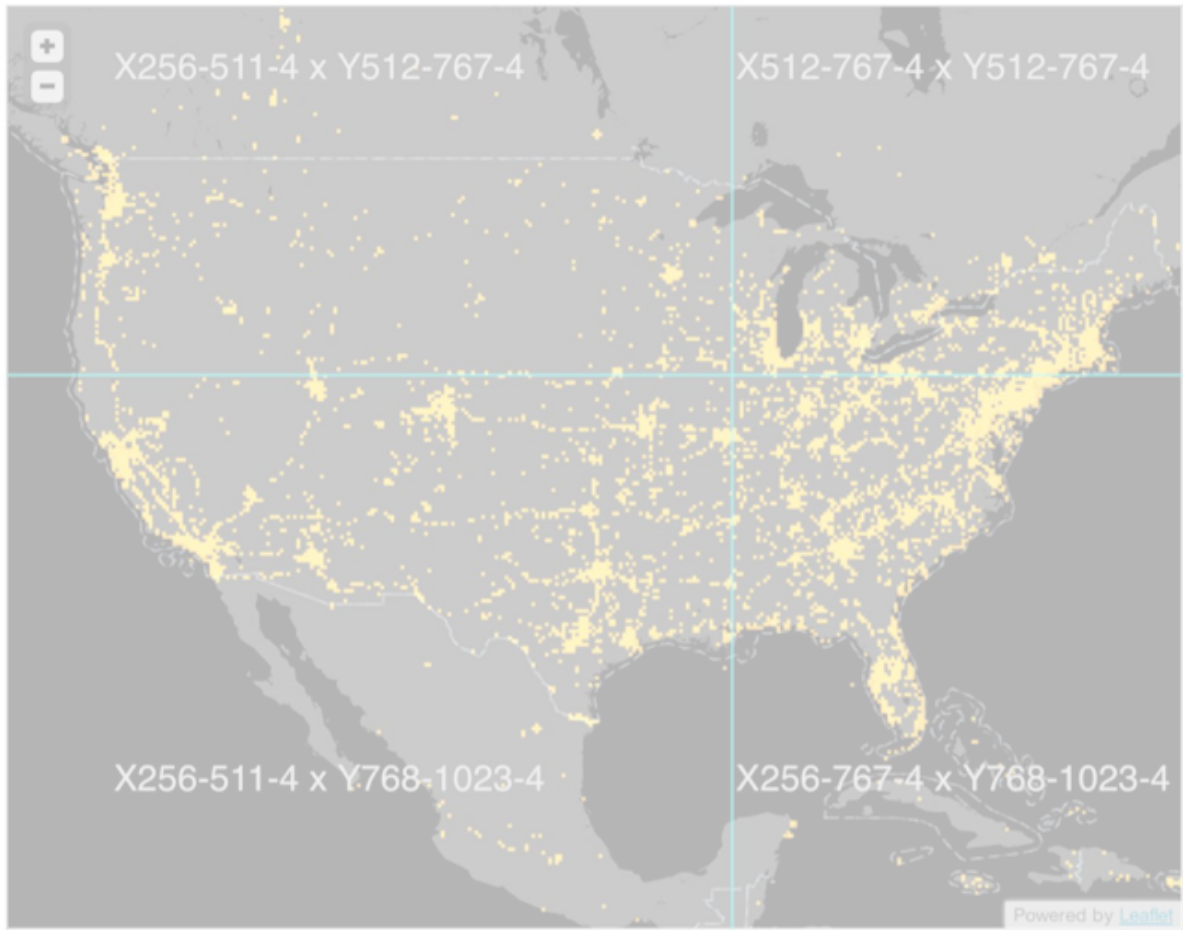


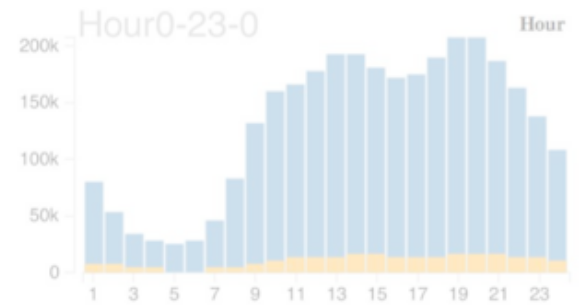
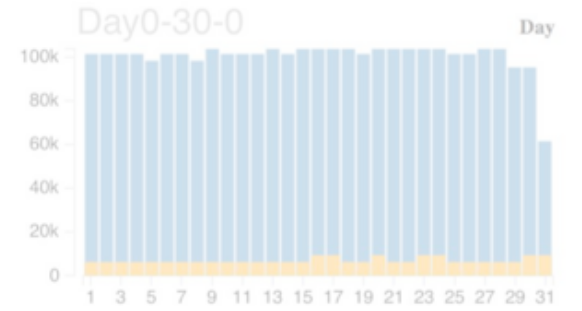
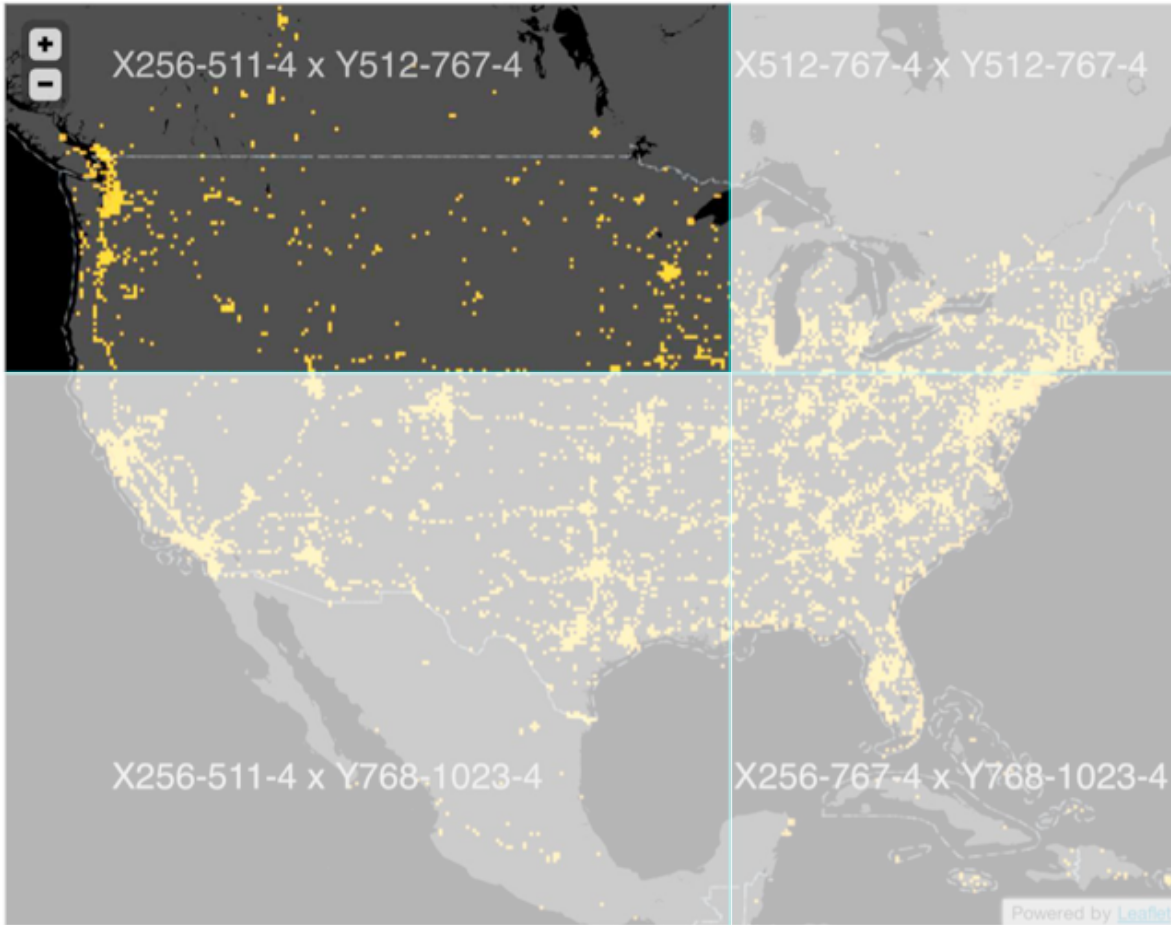


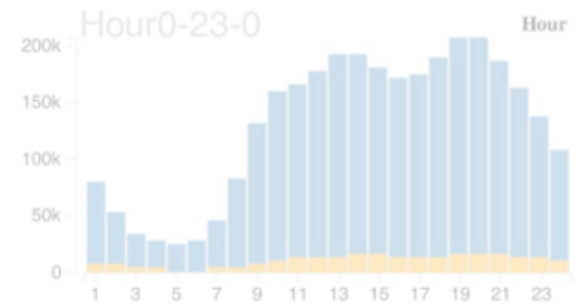
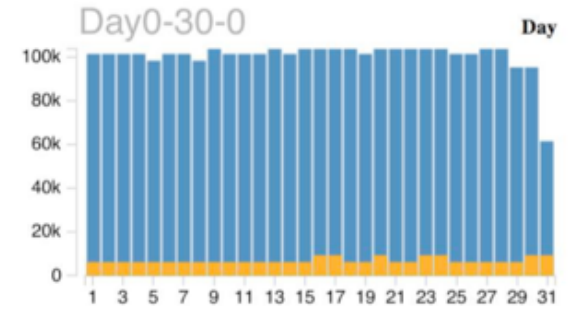
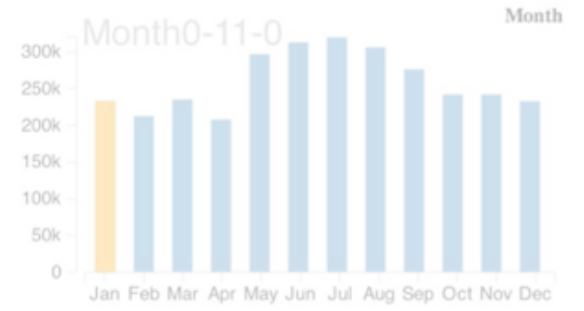
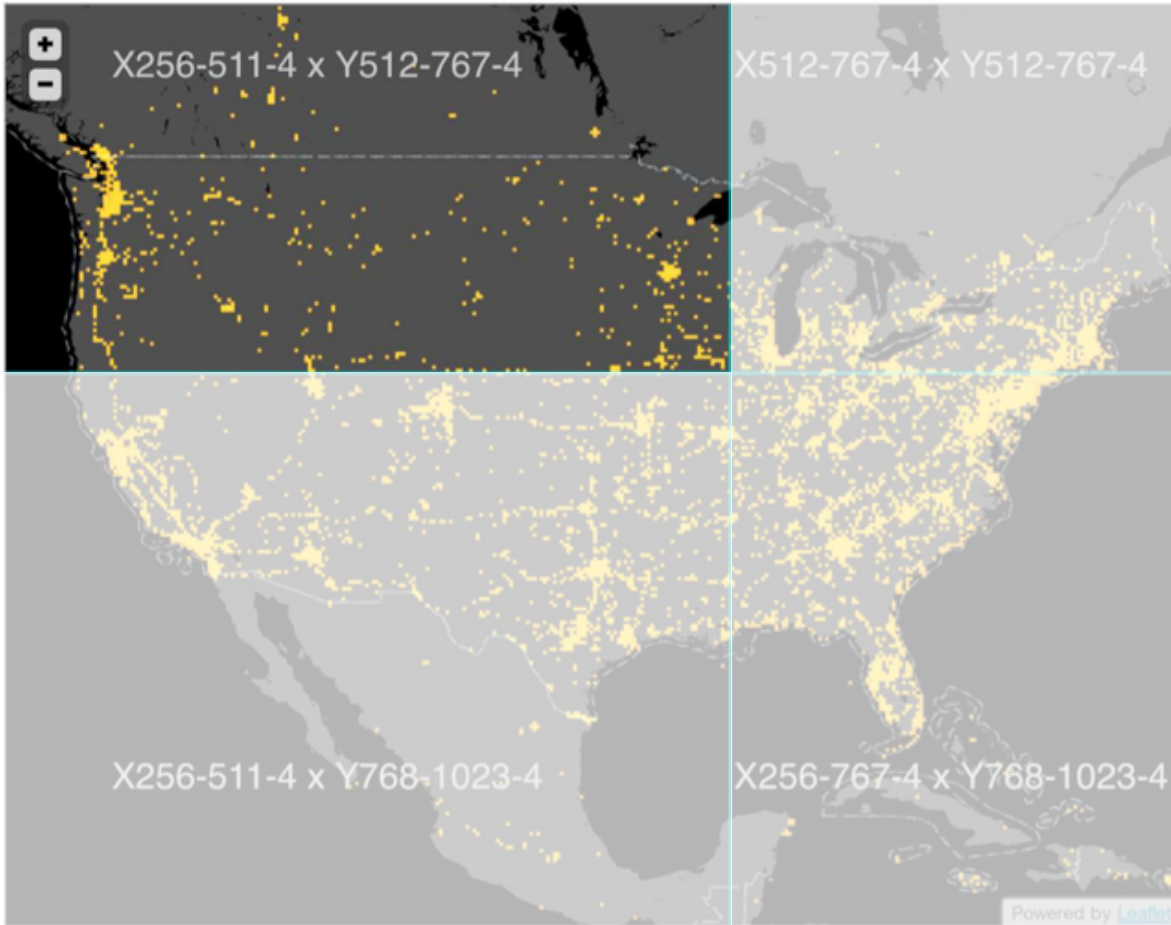
Multivariate Data Tiles

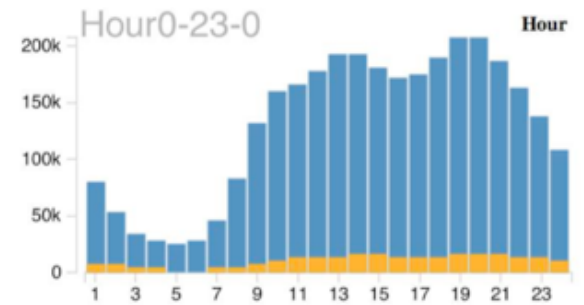
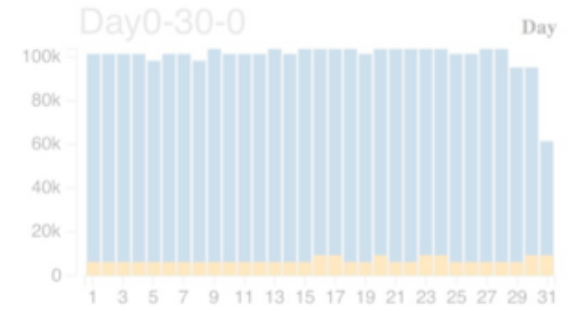
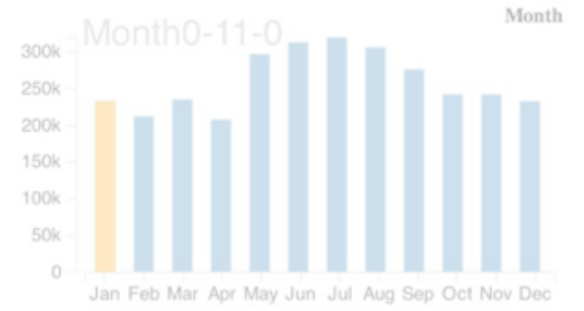
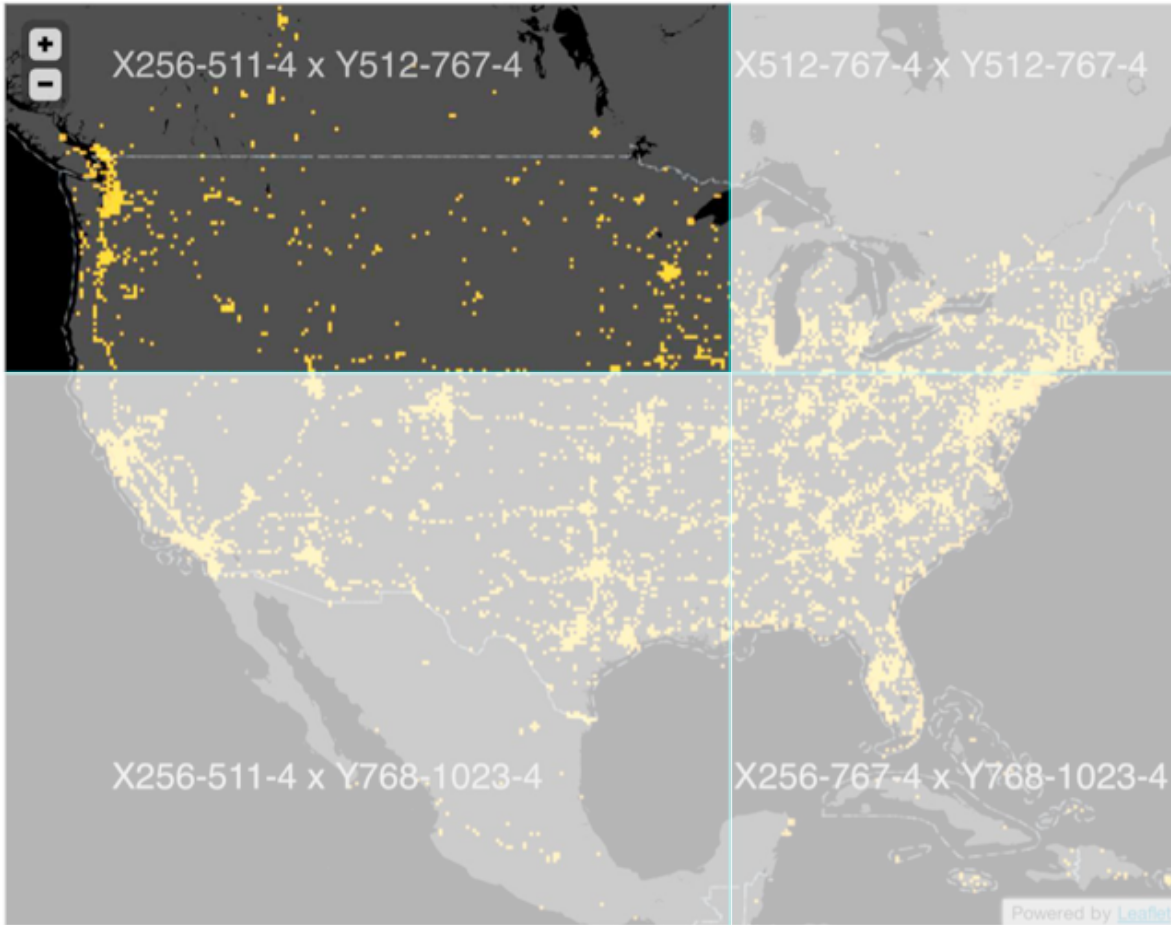
1. Send data, not pixels
2. Embed multi-dim data

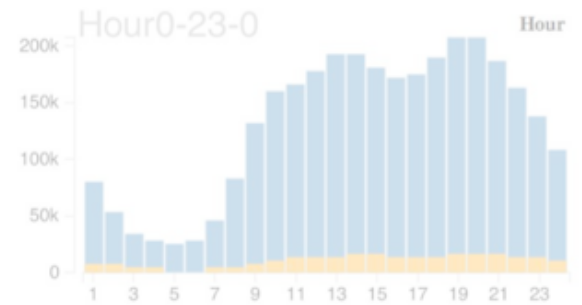
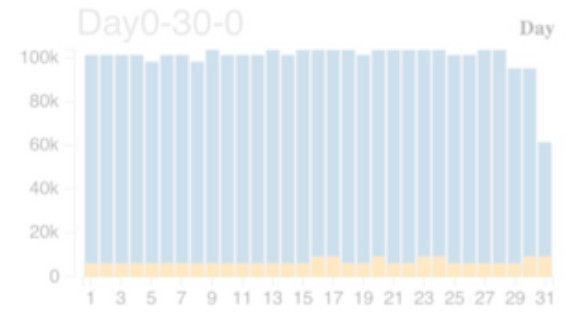
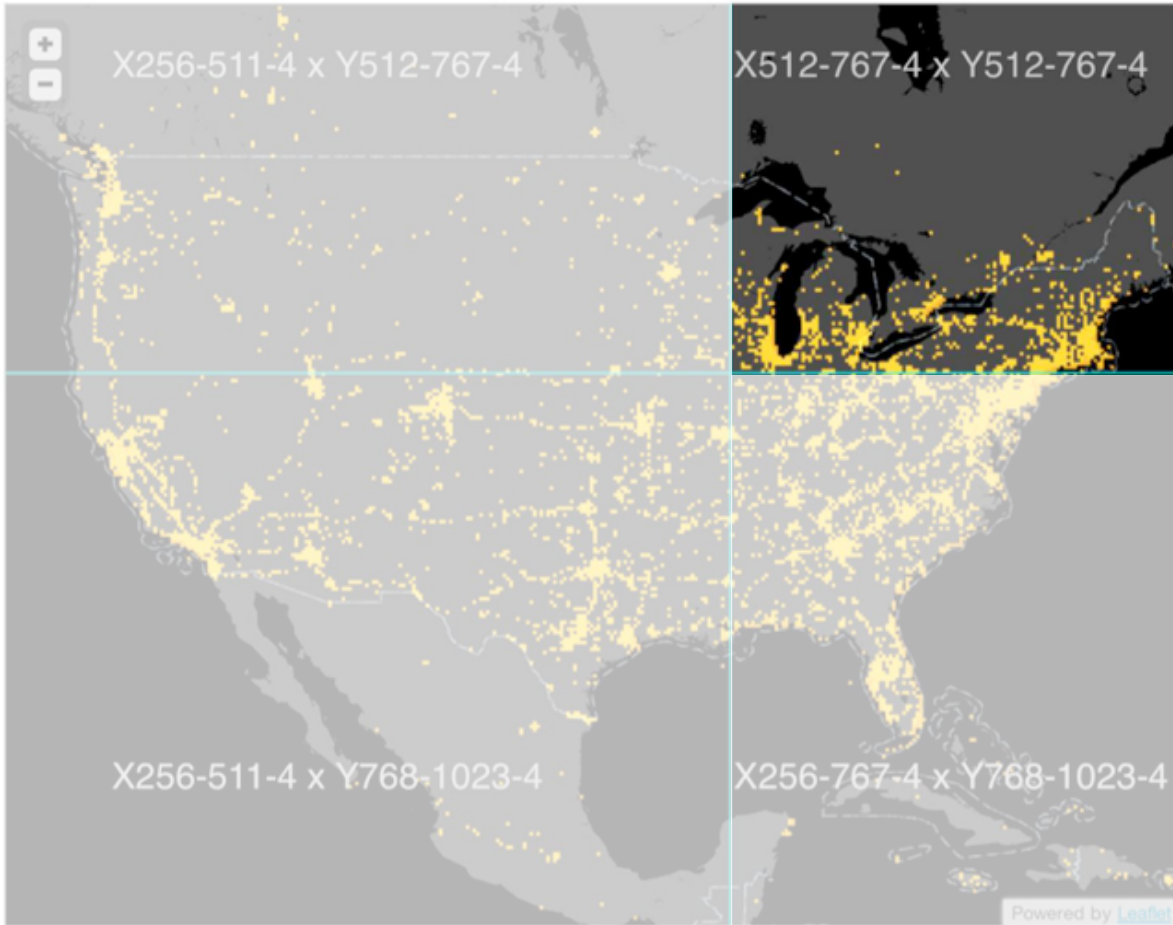


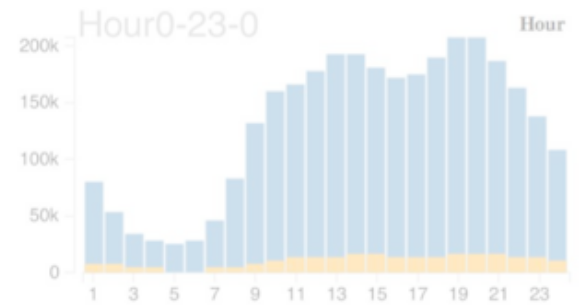
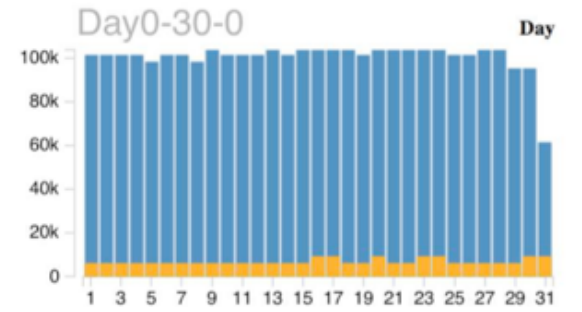
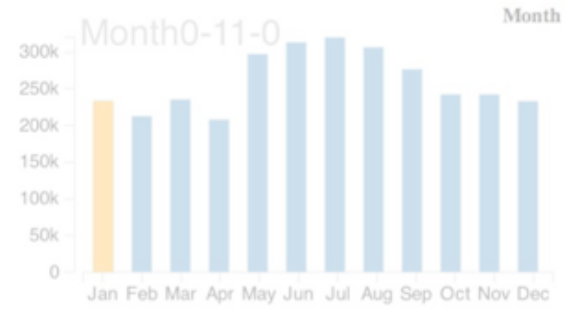
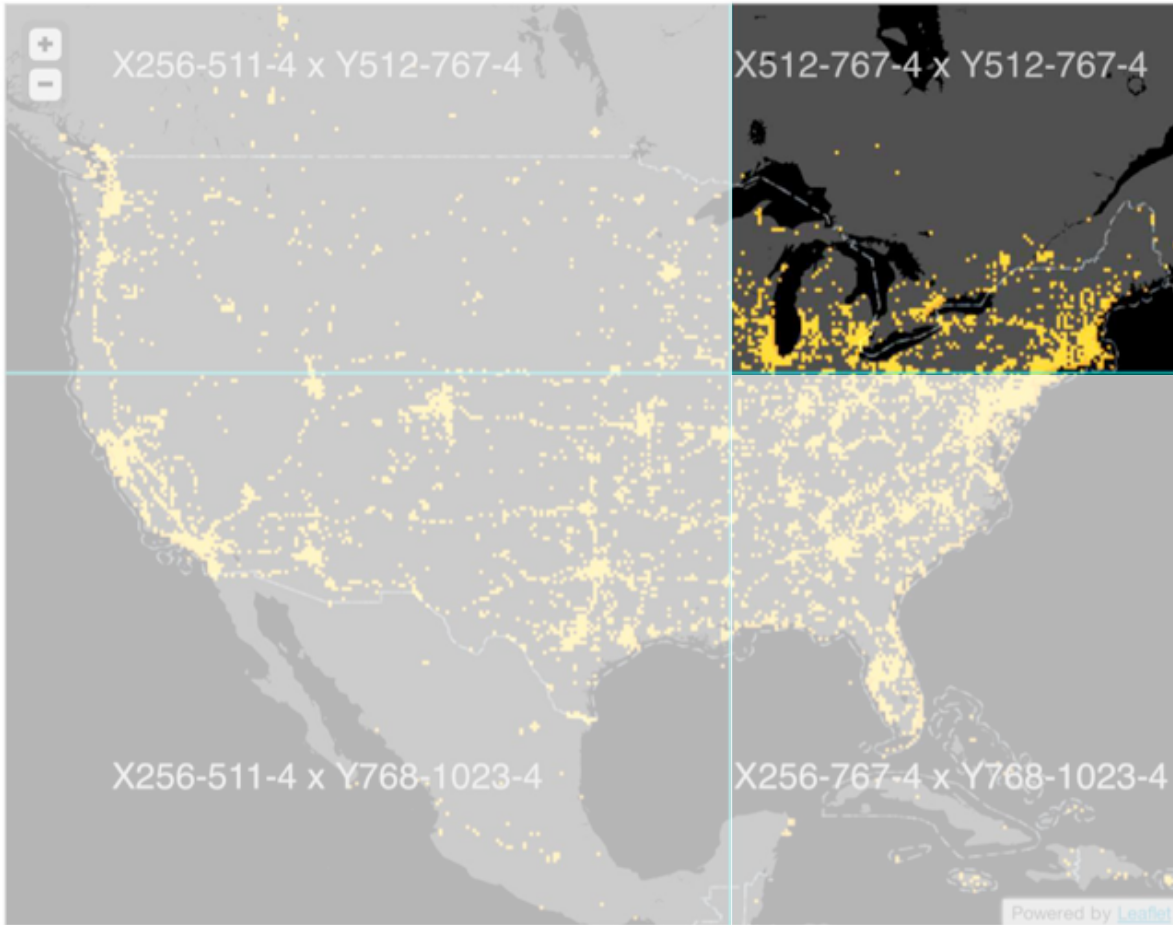


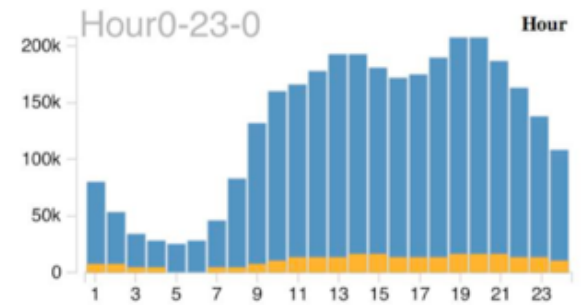
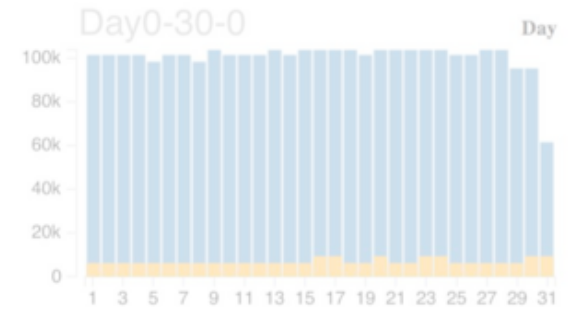
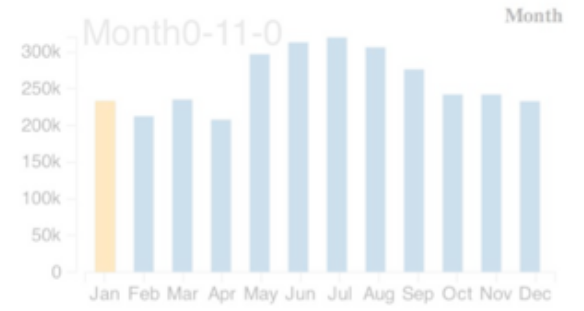
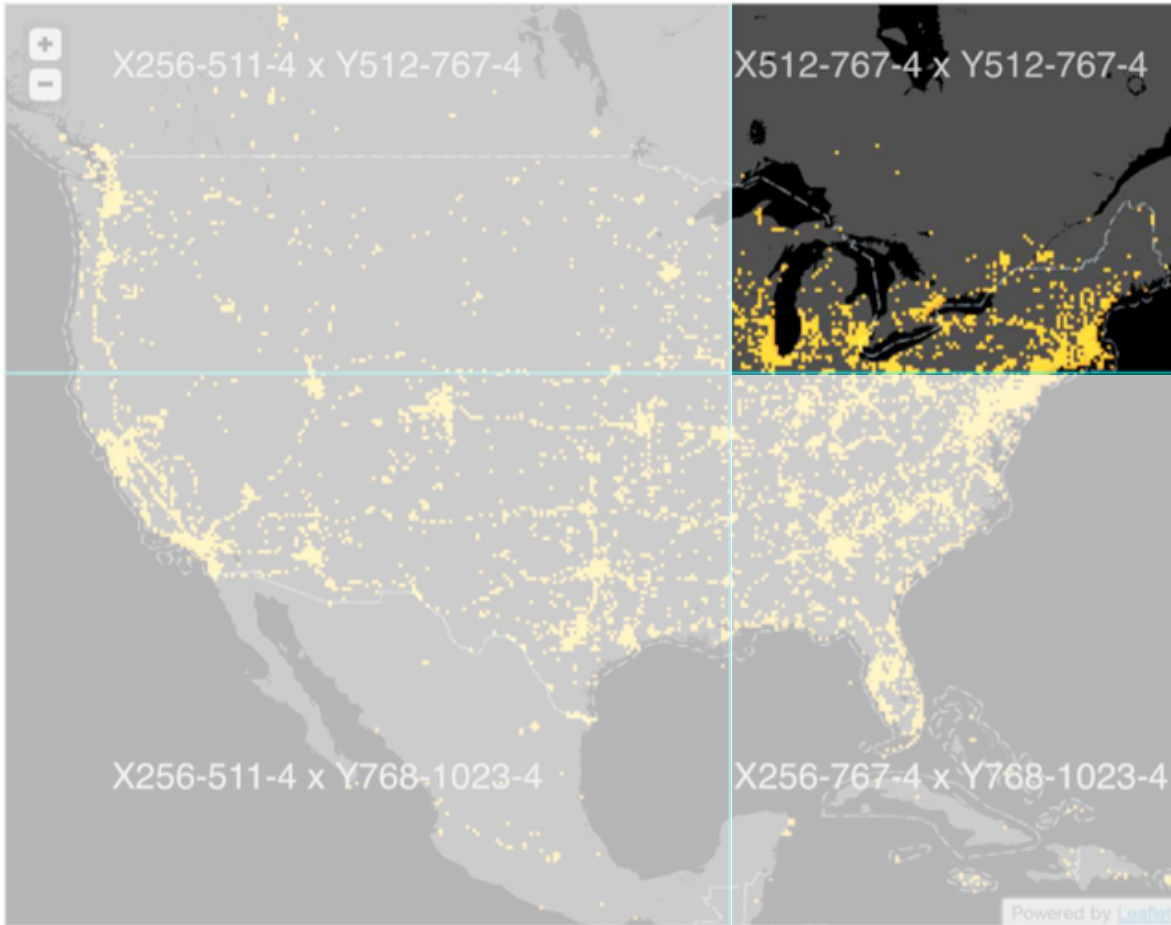


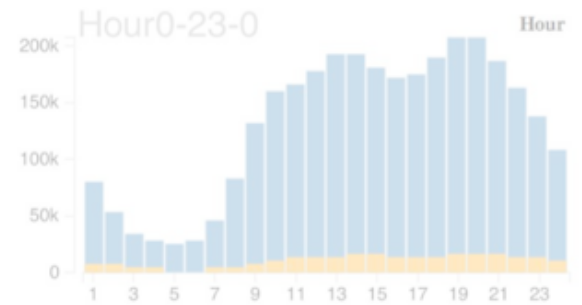
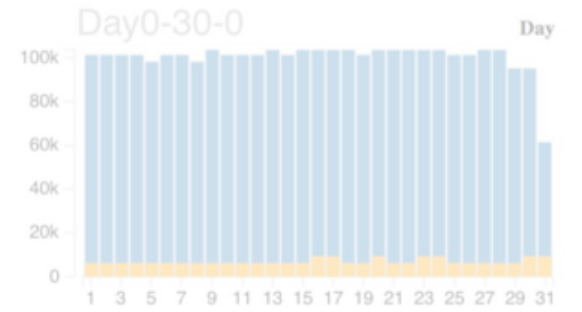
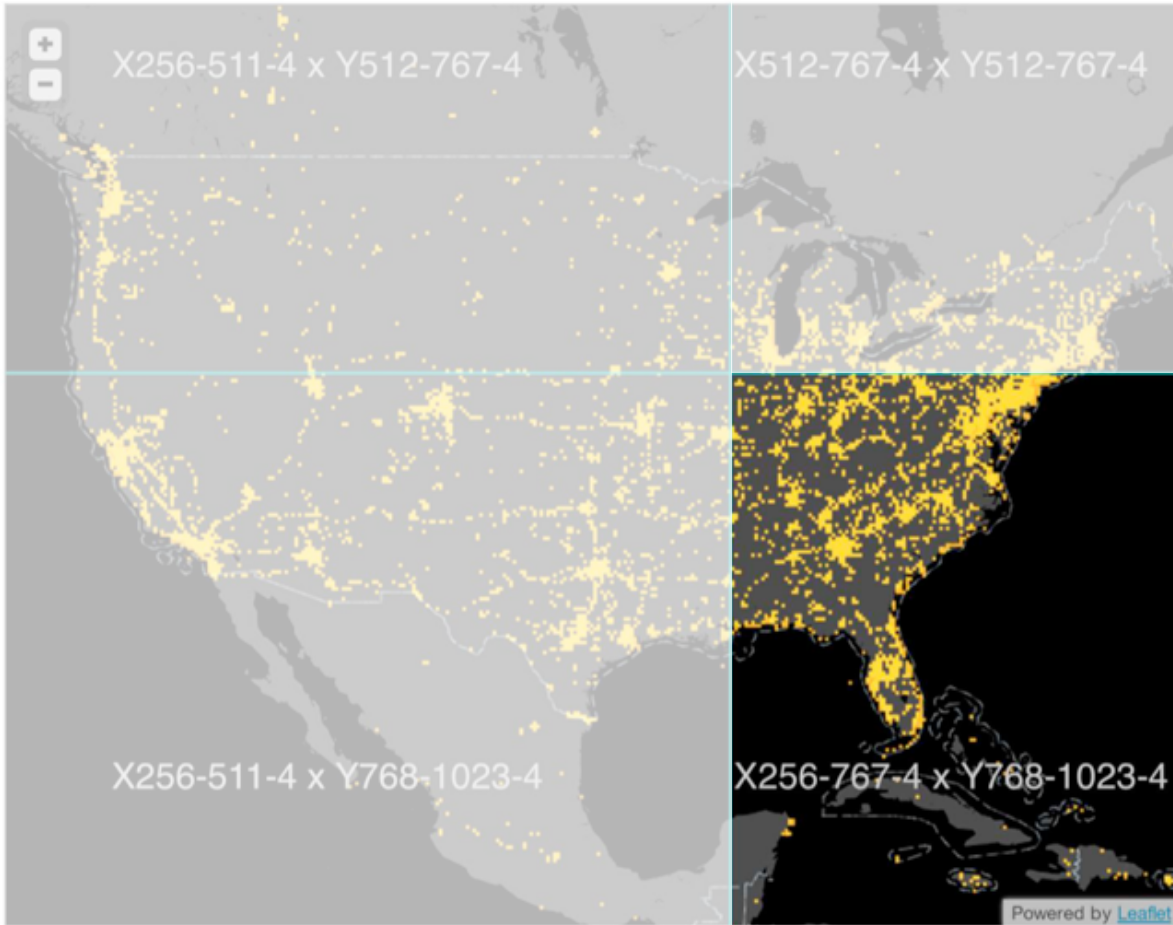


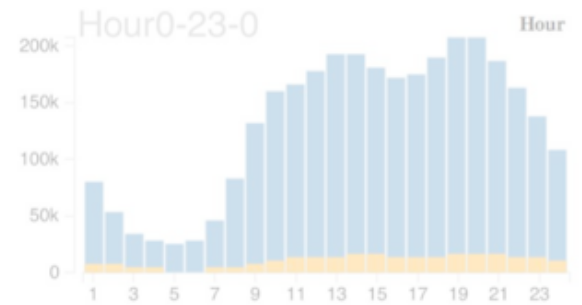
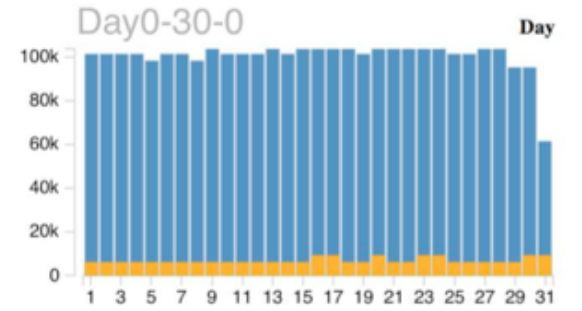
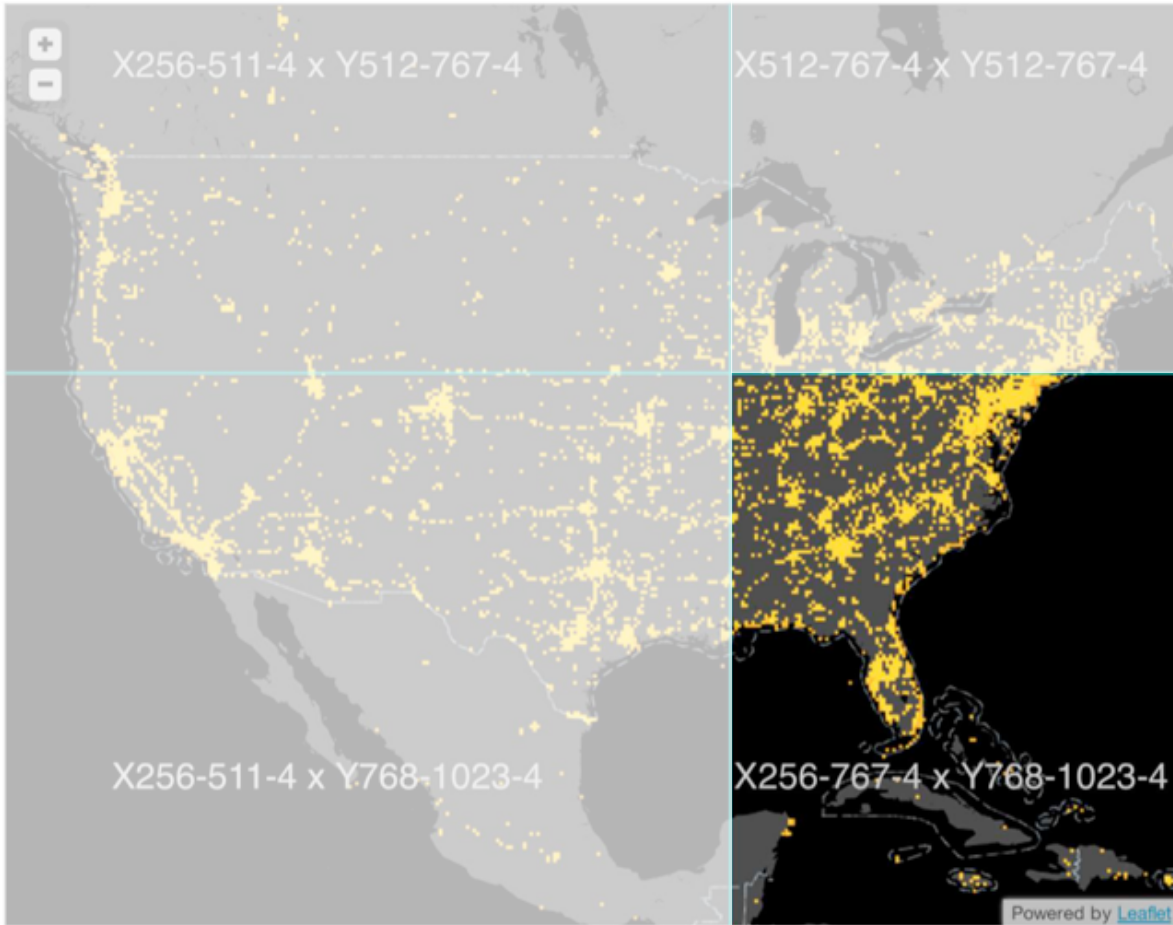


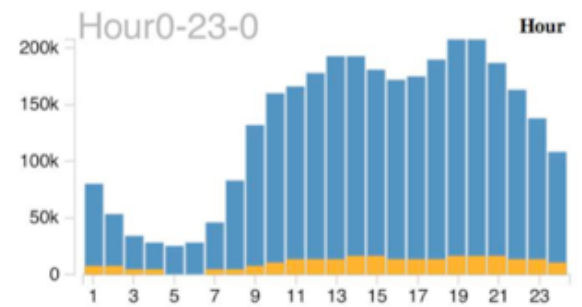
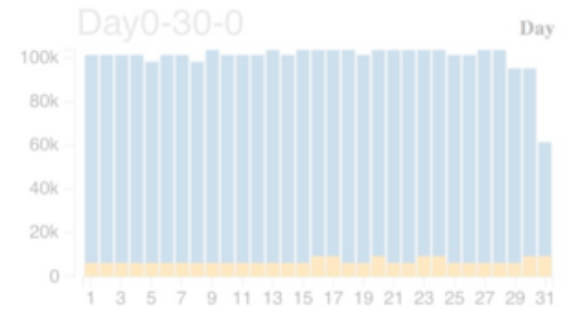
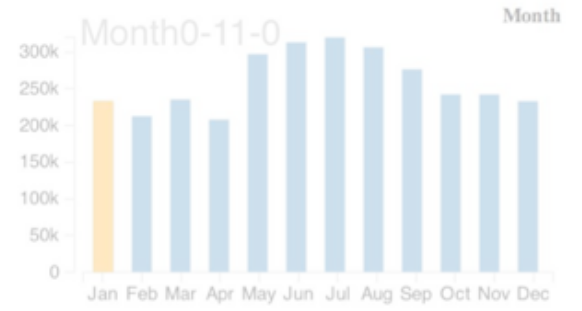
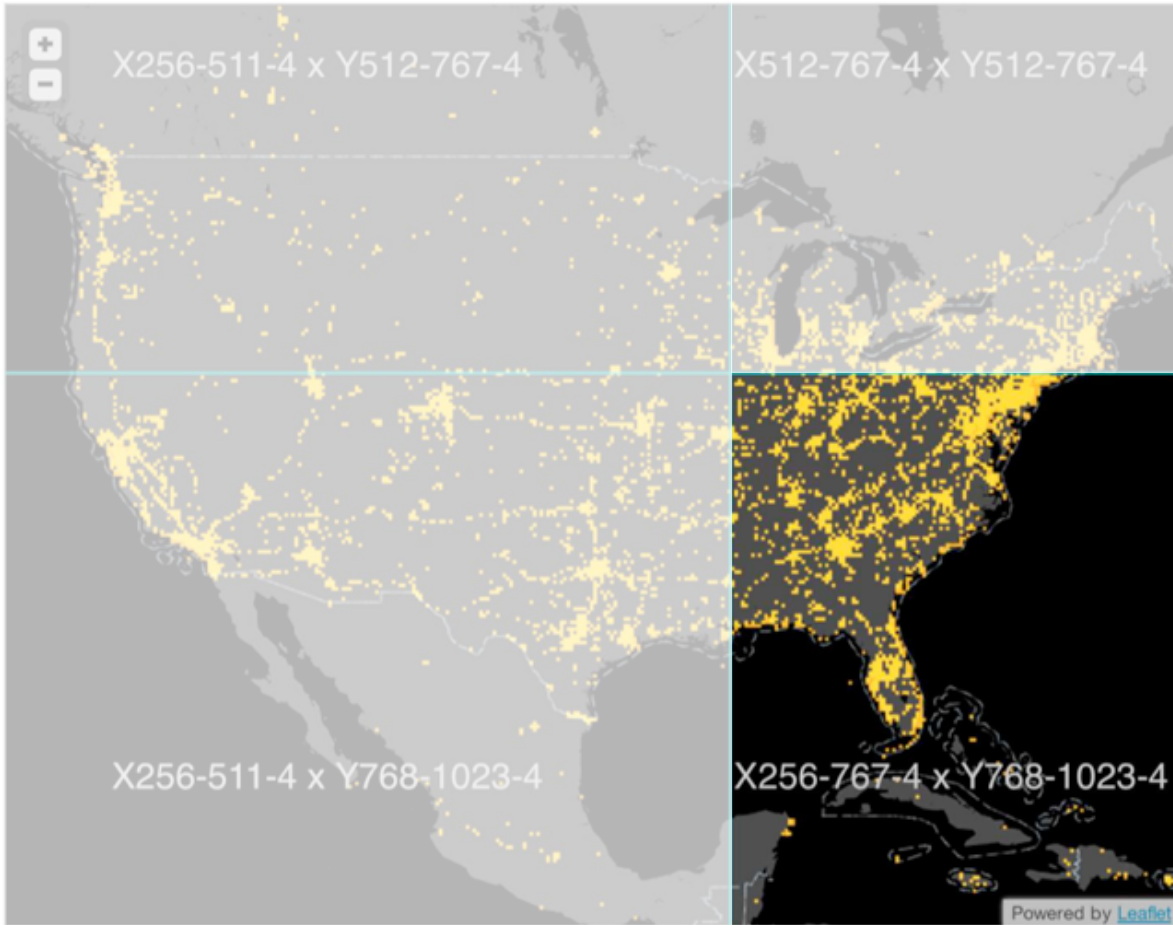


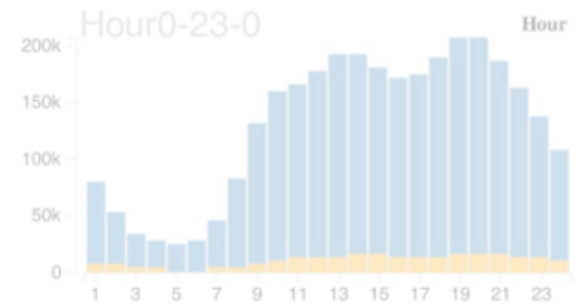
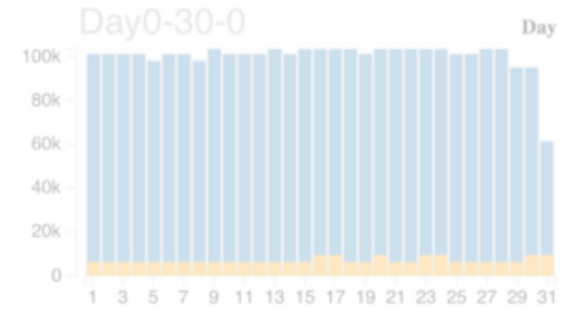
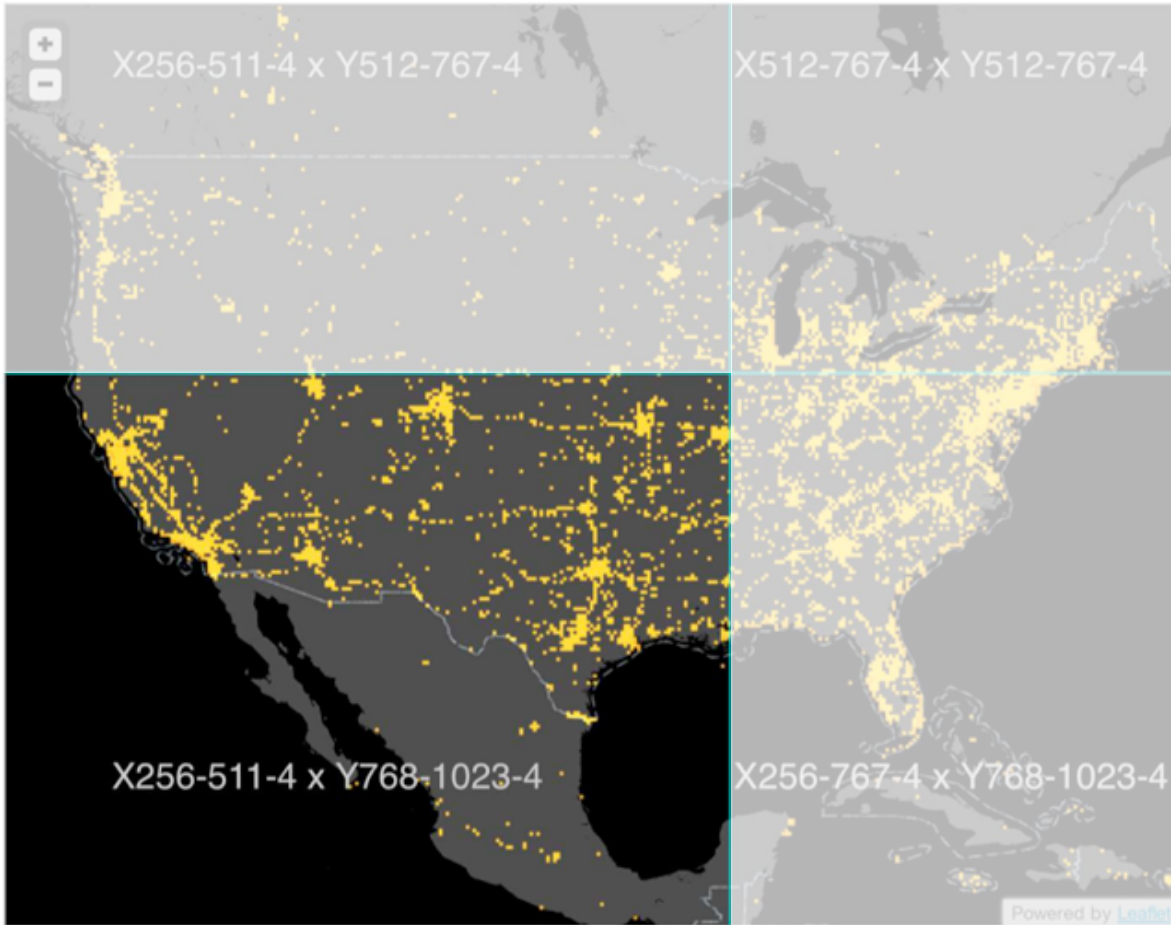


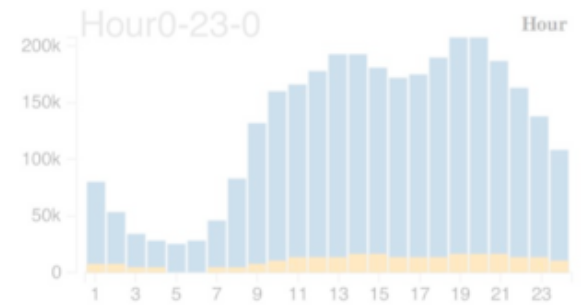
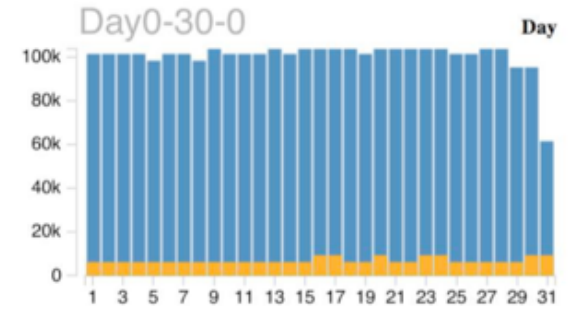
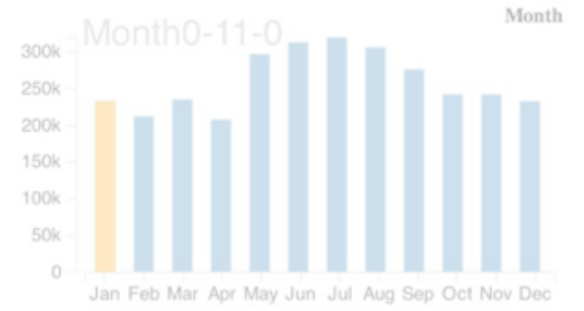
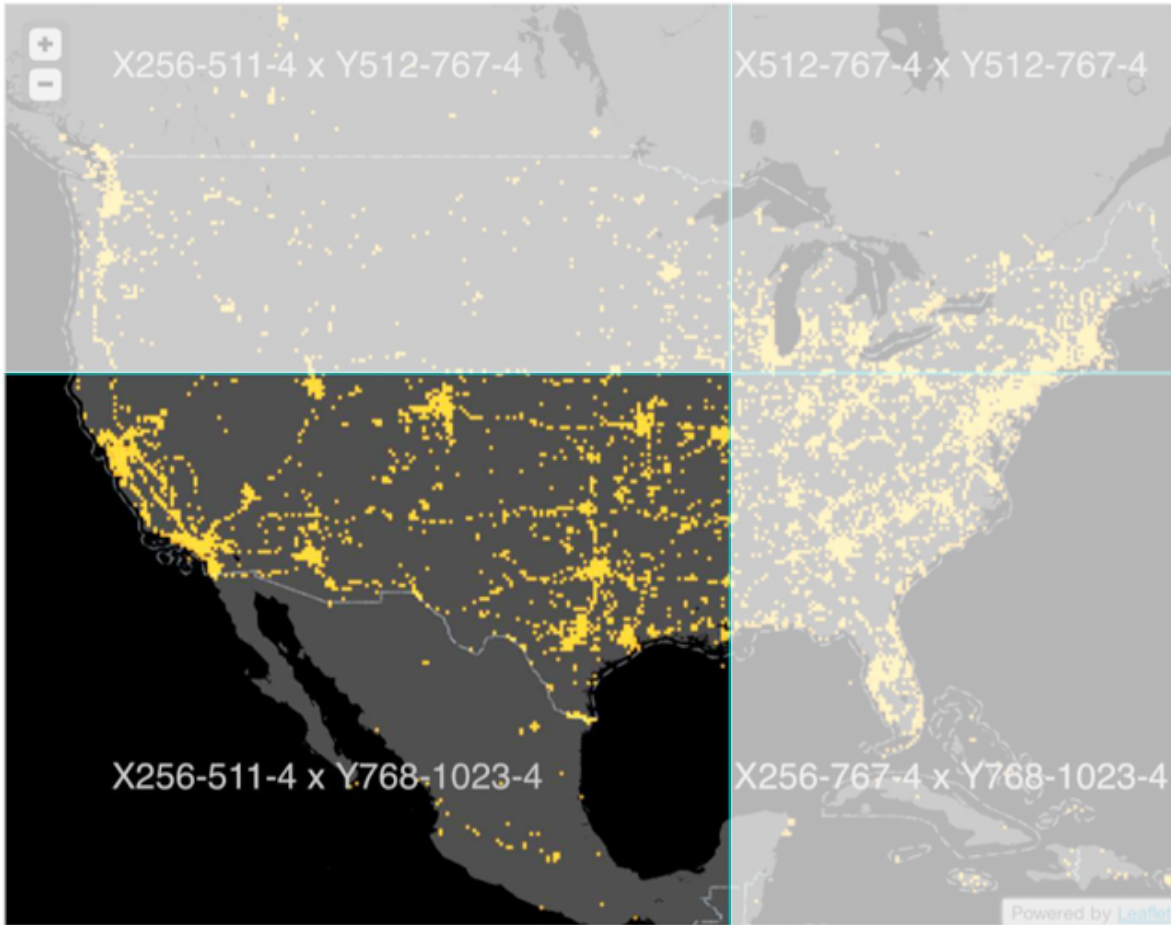


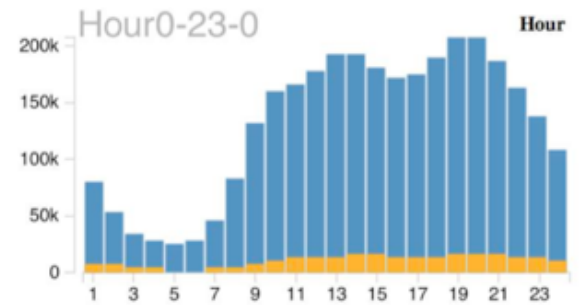
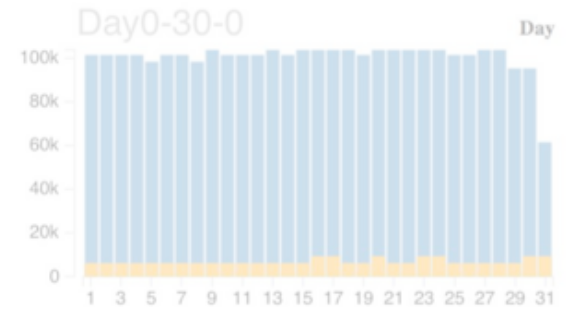
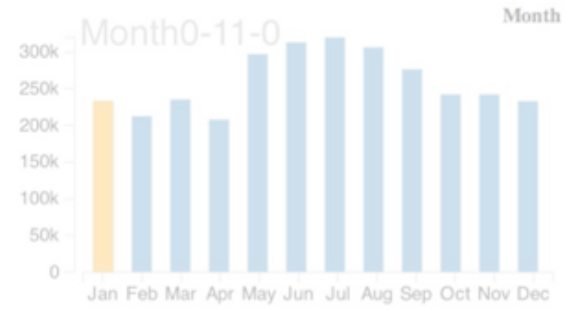
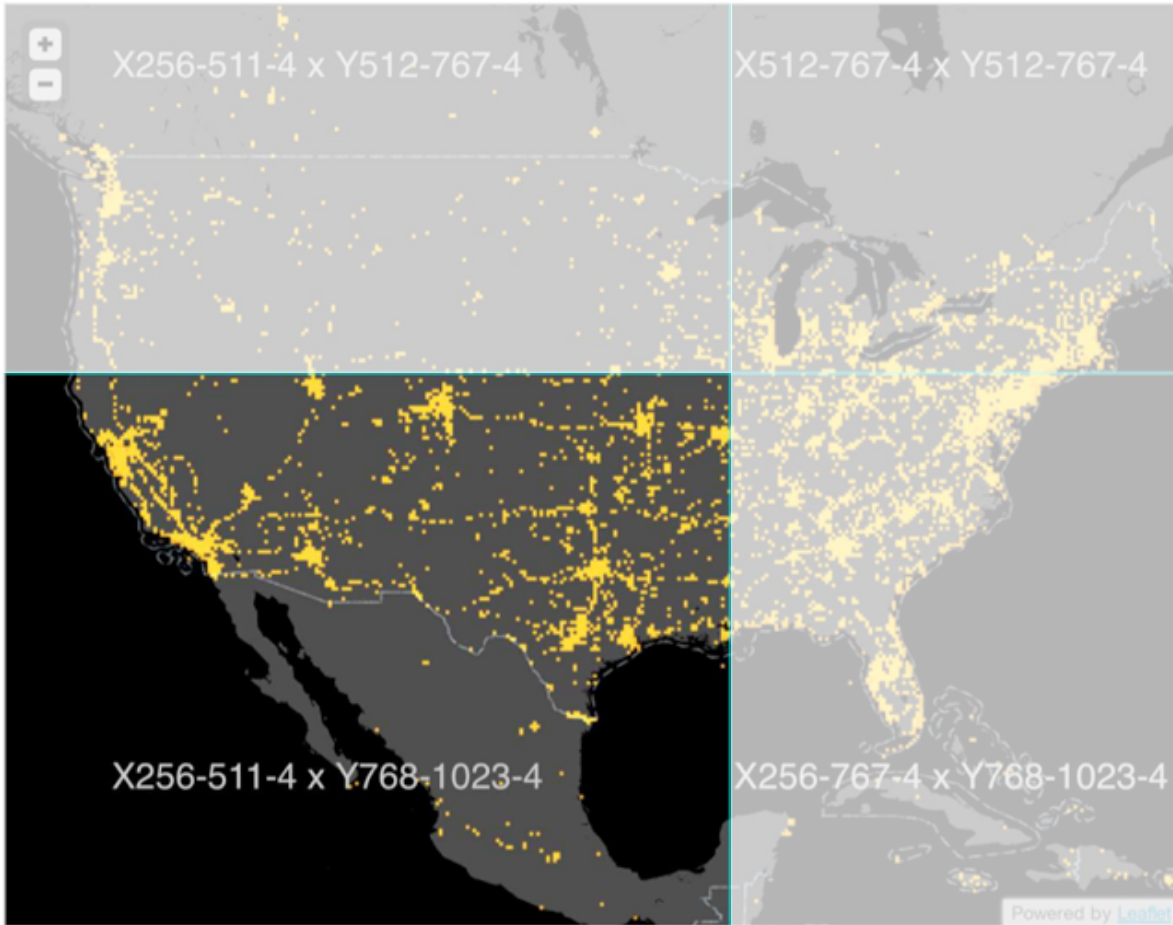


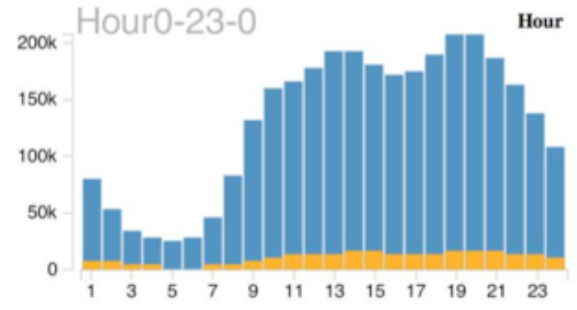
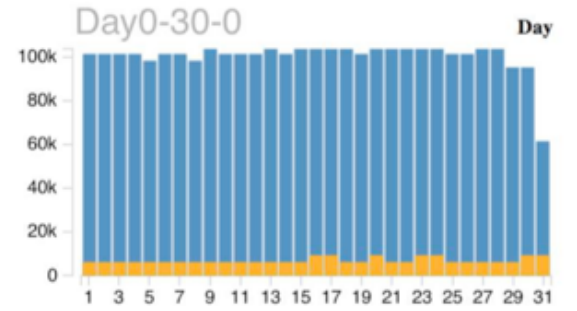
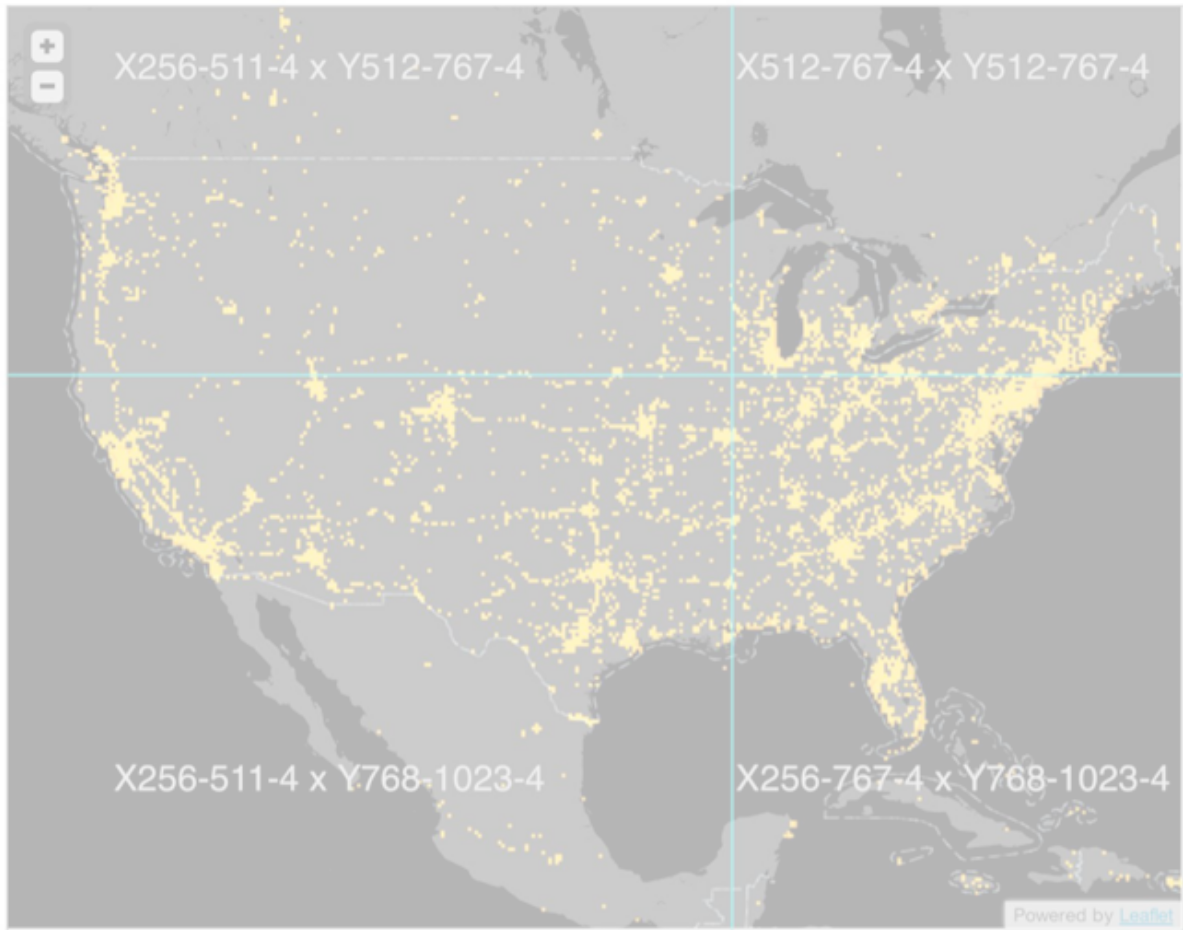


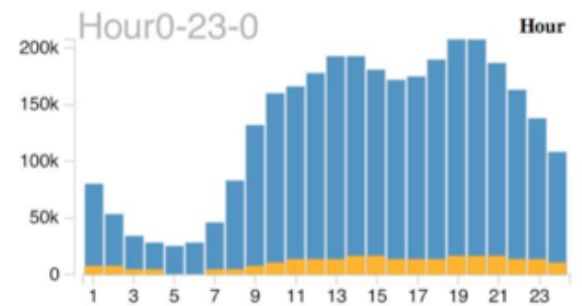
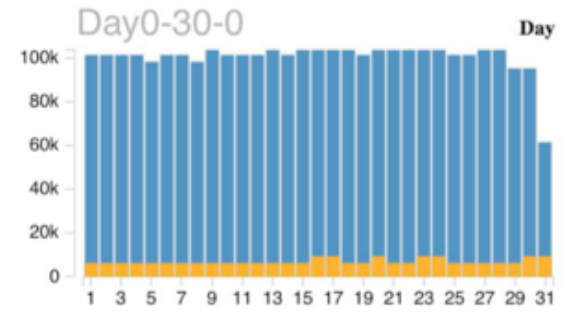
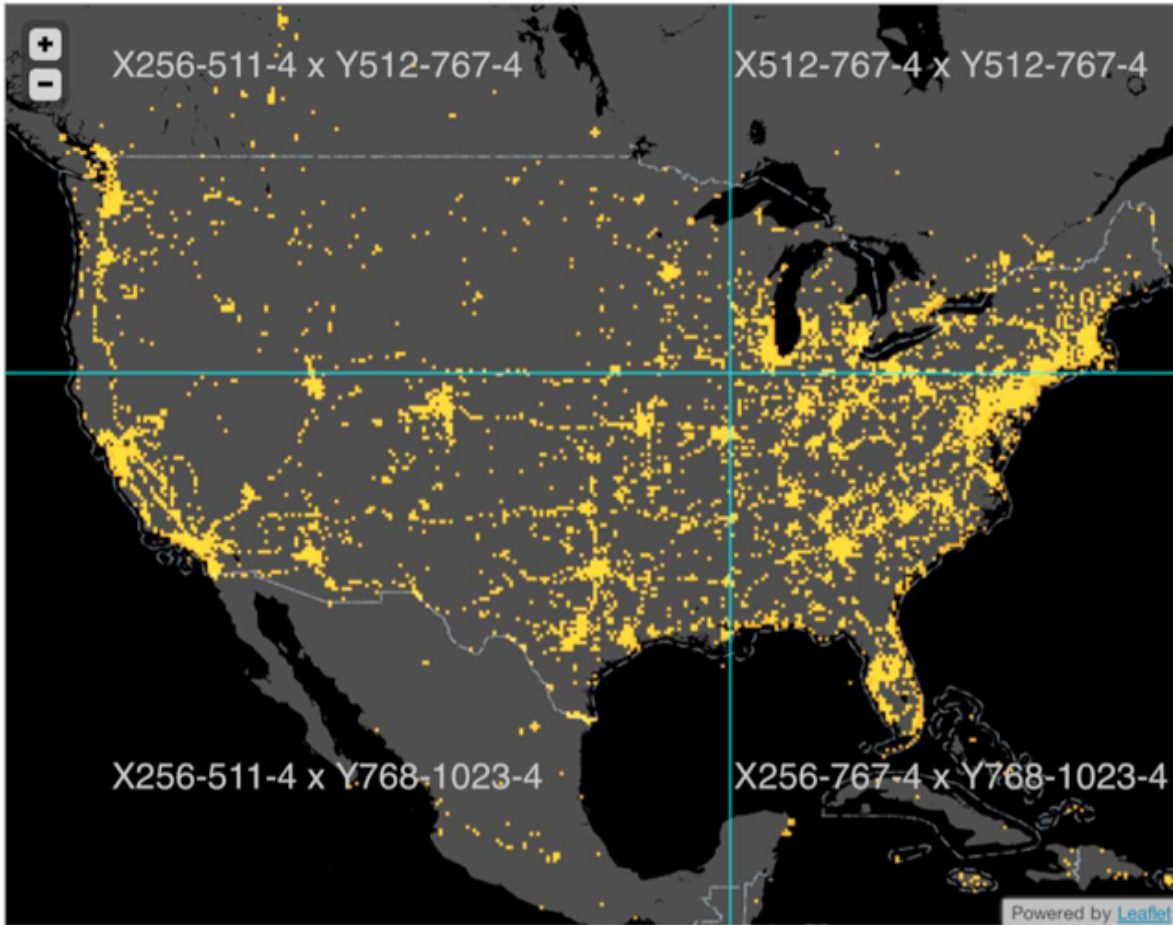




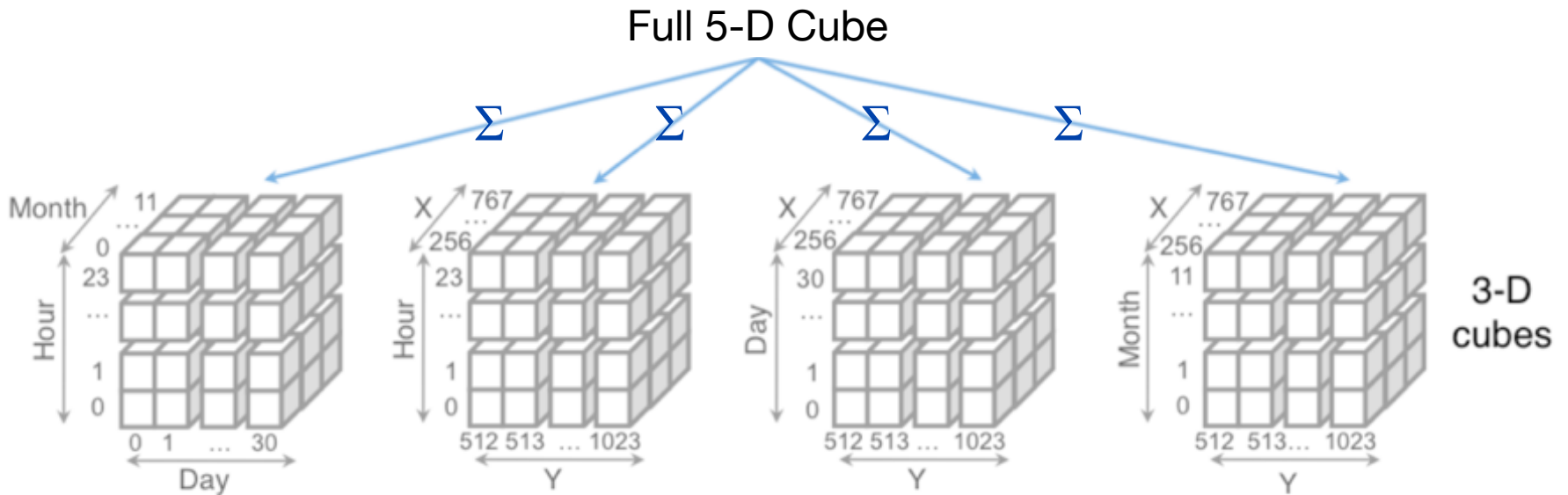






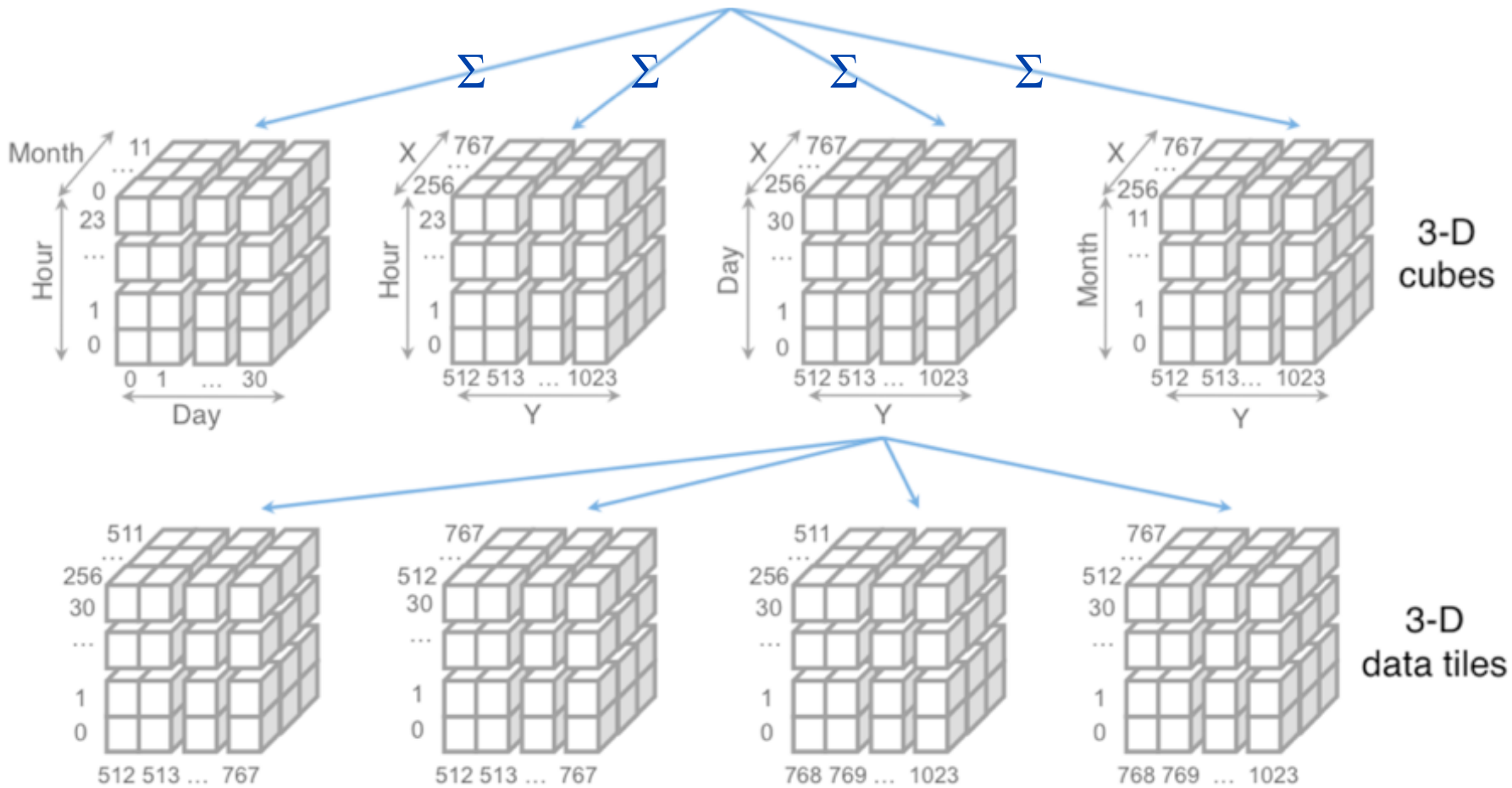


Full 5-D Cube



For any pair of 1D or 2D binned plots, the maximum number of dimensions needed to support brushing & linking is **four**.

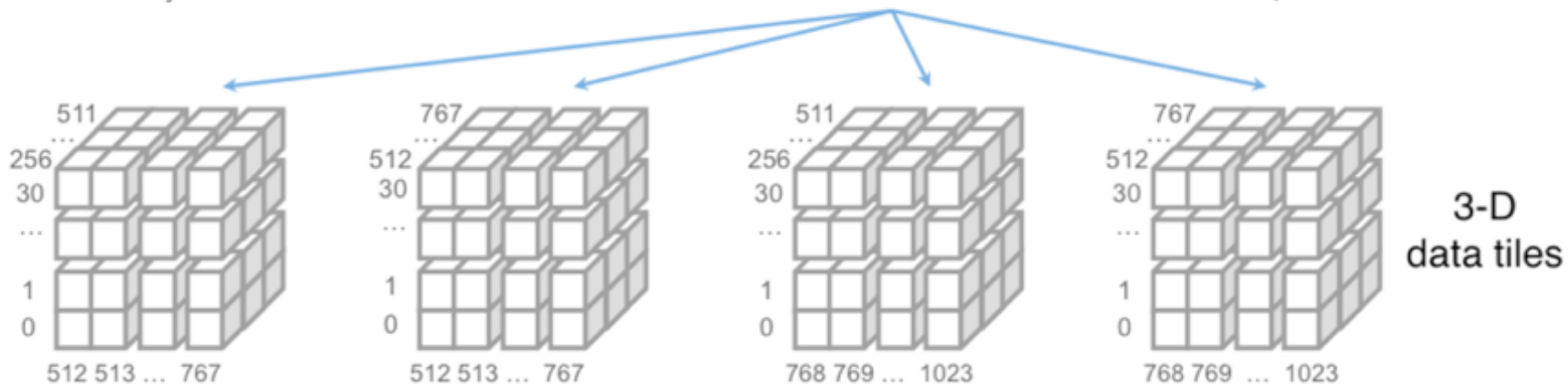
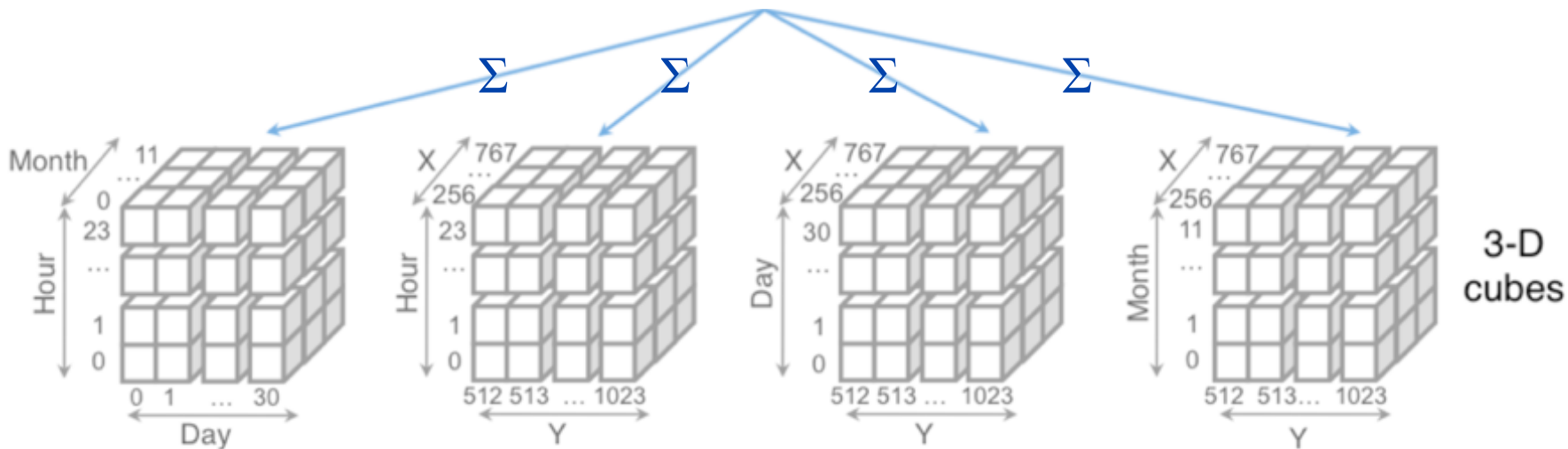
Full 5-D Cube



13 3-D Data Tiles

Full 5-D Cube

→ ~2.3B bins



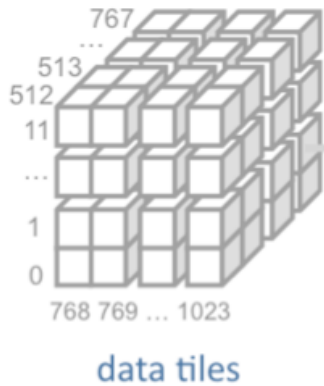
13 3-D Data Tiles

→ ~17.6M bins
(in 352KB!)

Multivariate Data Tiles

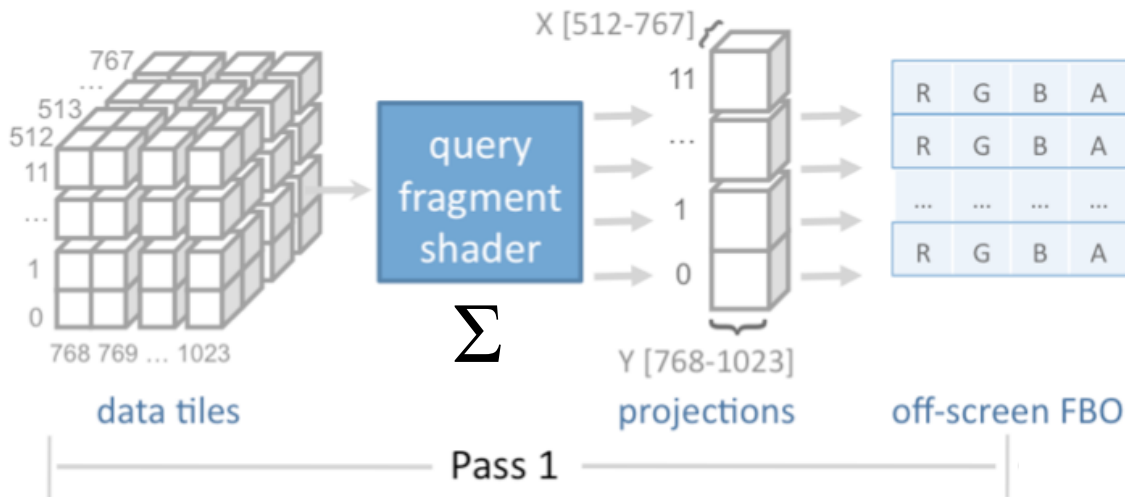
1. Send data, not pixels
2. Embed multi-dim data
3. Parallelize queries (GPU)

Query & Render on GPU (WebGL)



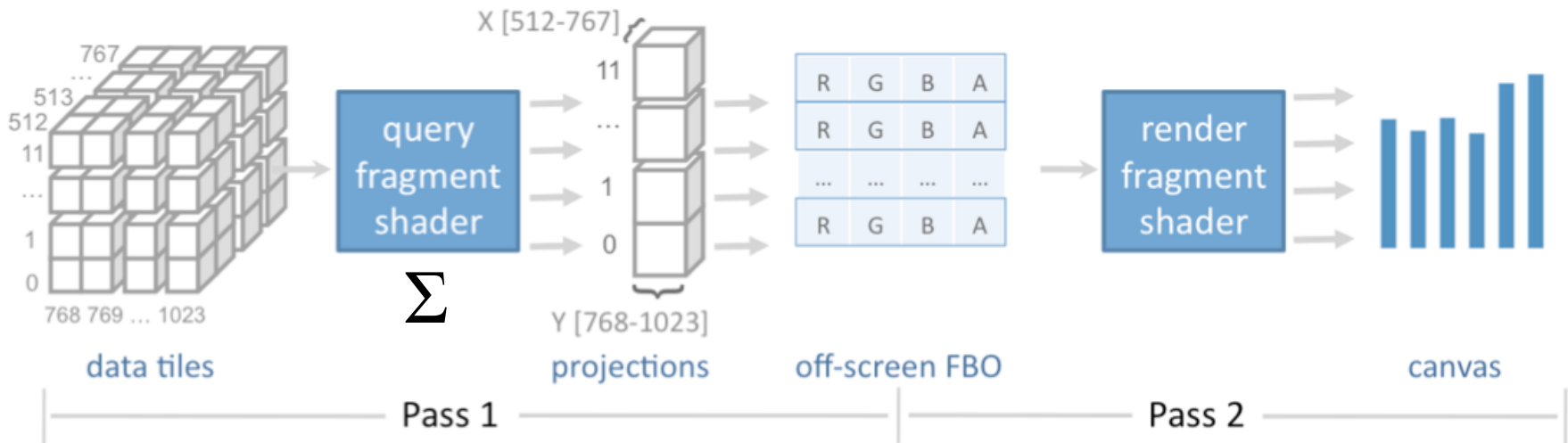
Pre-compute tiles & send from server.
Bind data tiles as image textures.

Query & Render on GPU (WebGL)



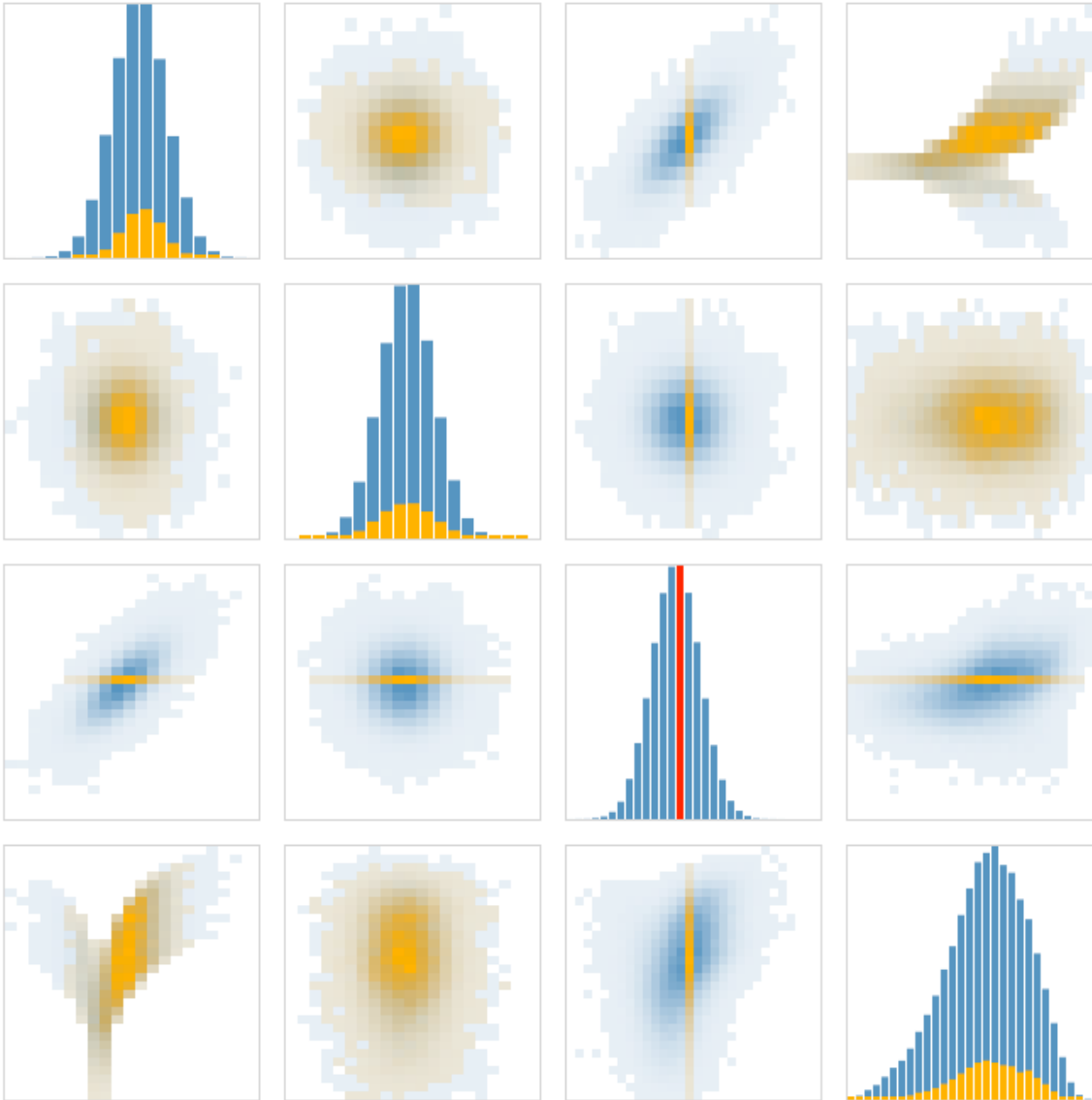
Compute aggregation for each output bin.
Executes in parallel on GPU.

Query & Render on GPU (WebGL)



Accumulate results in offscreen buffer.
Render resulting plots in second pass.

Performance Benchmarks



Simulate interaction:
brushing & linking
across binned plots.

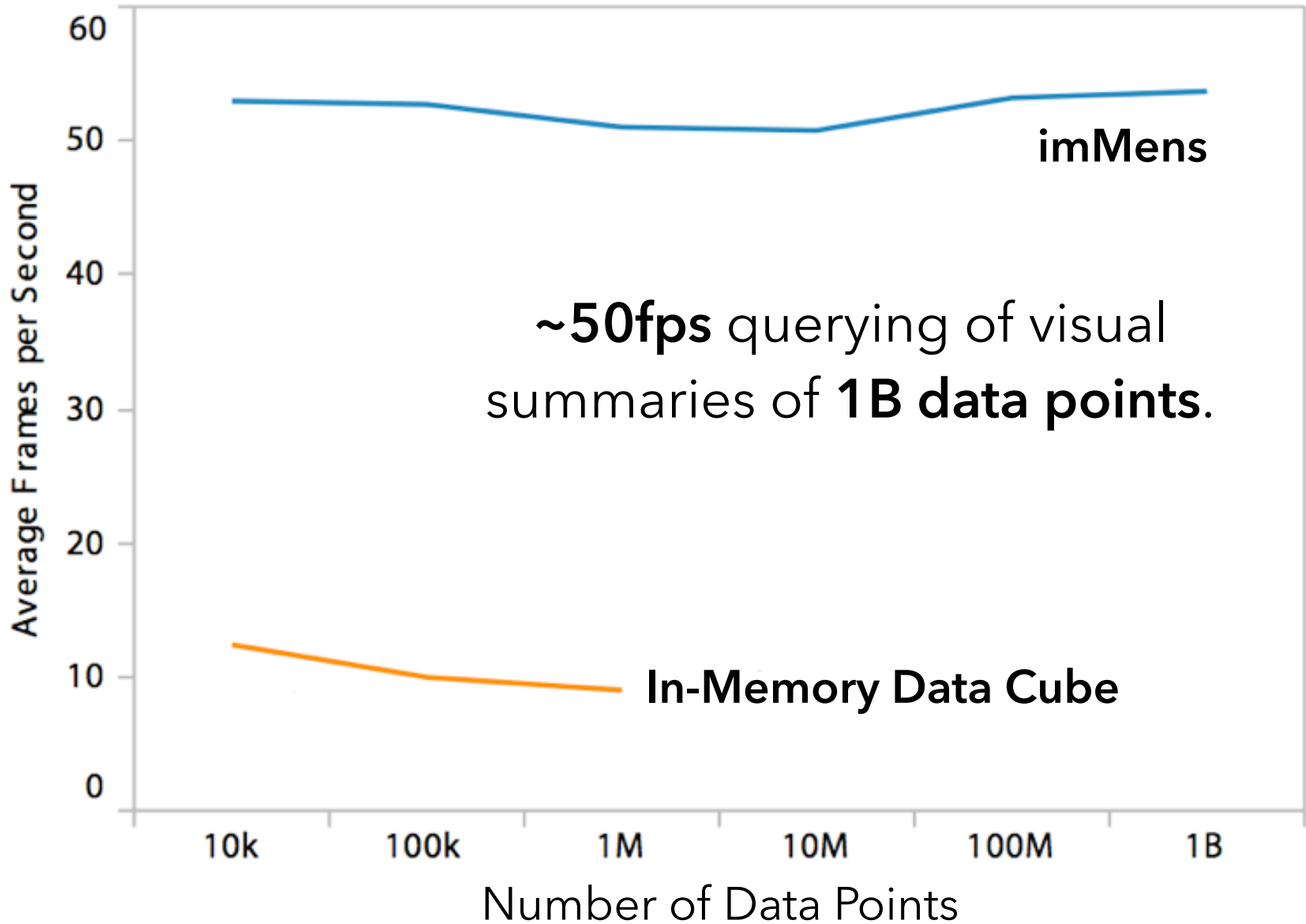
- 4x4 and 5x5 plots
- 10 to 50 bins

Measure time from
selection to render.

Test setup:

2.3 GHz MacBook Pro
NVIDIA GeForce GT 650M
Google Chrome v.23.0

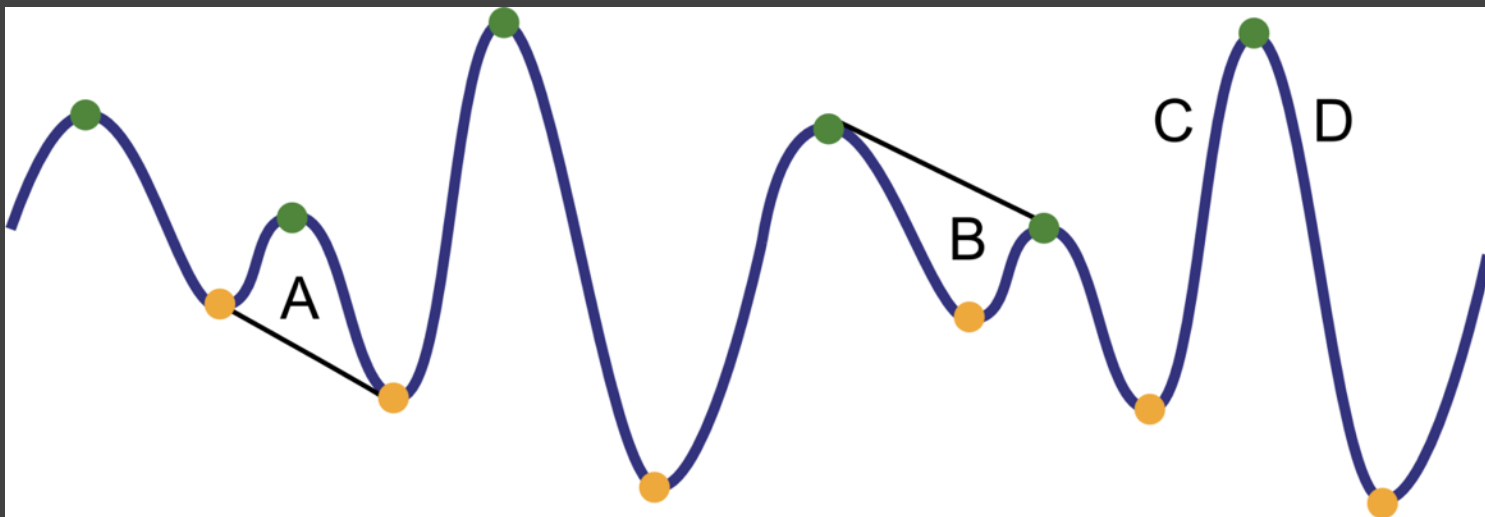
5 dimensions x 50 bins/dim x 25 plots



Parting Thoughts

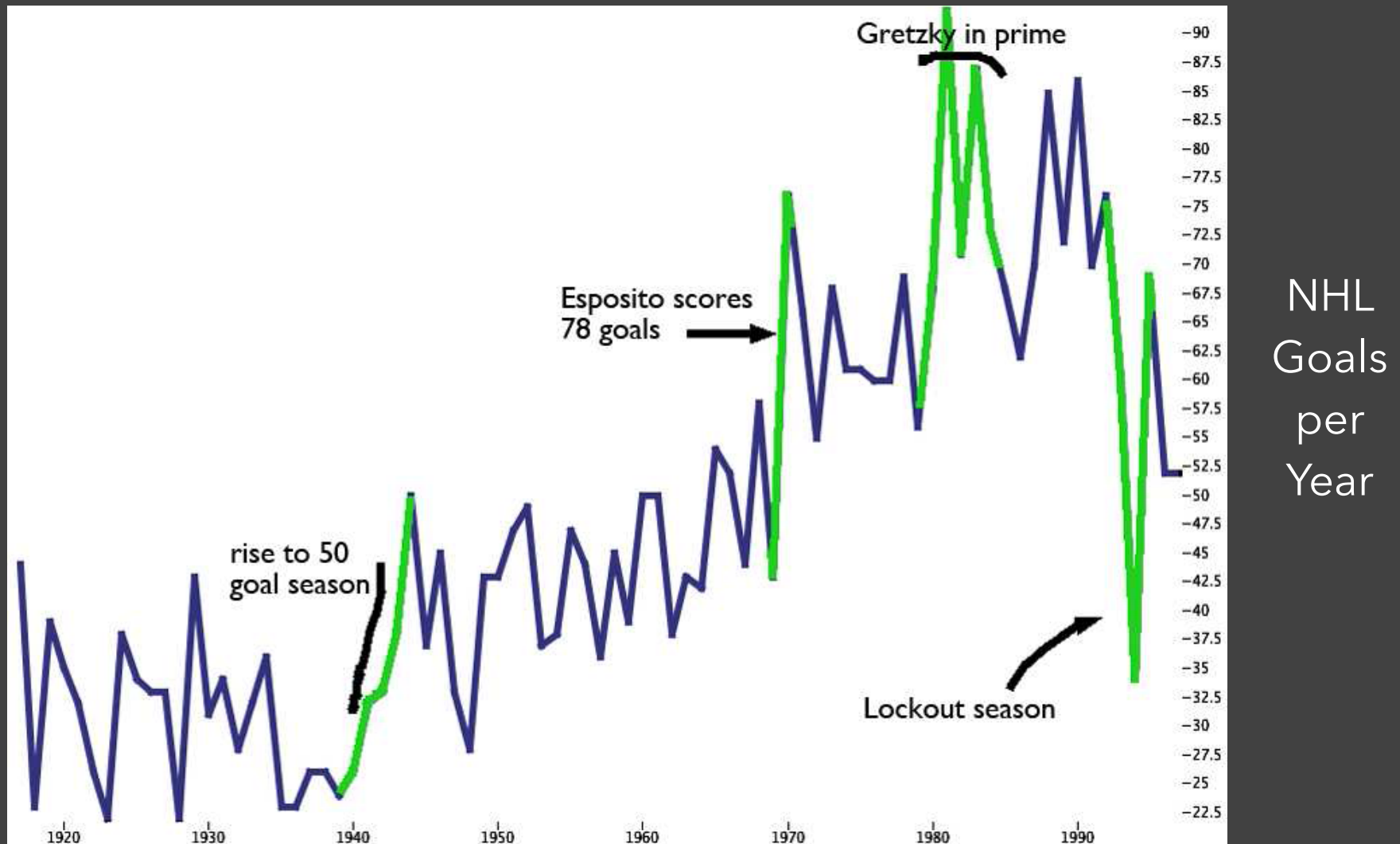
Consider how the structure and/or semantics of the data might be leveraged to aid analysis.

One idea: look beyond data features to incorporate perceptual features of the display.



Peaks,
valleys,
& slopes

Perceptual Annotation [Kong & agrawala 09]



Summary

Most visualizations are interactive

Even passive media elicit interactions

Good visualizations are task dependent

Pick the right interaction technique

Consider the semantics of the data domain

Fundamental interaction techniques

Selection / Annotation, Sorting, Navigation,

Brushing & Linking, Dynamic Queries