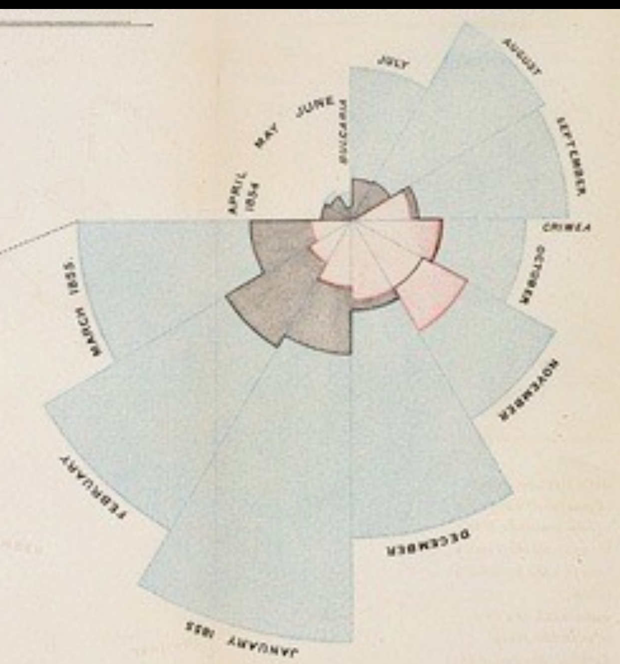
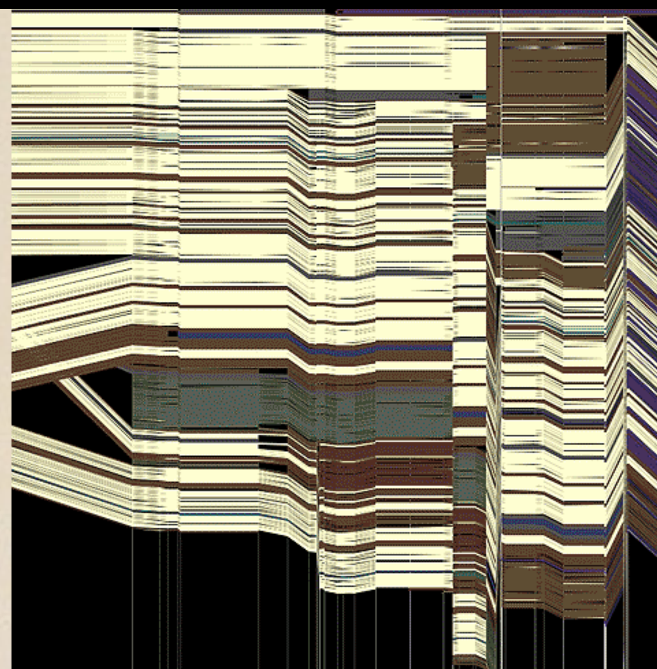
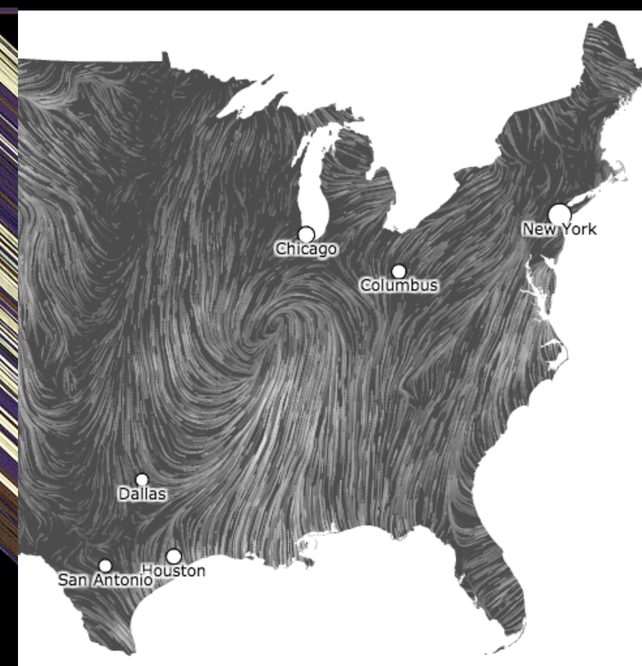
CSE 512 - Data Visualization

Visual Encoding Design







Jeffrey Heer University of Washington

A Design Space of Visual Encodings

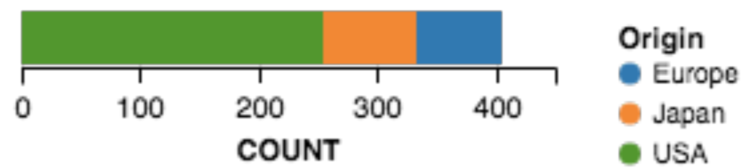
Mapping Data to Visual Variables

Assign **data fields** (e.g., with *N, O, Q* types) to **visual channels** (*x, y, color, shape, size, …*) for a chosen **graphical mark** type (*point, bar, line, …*).

Additional concerns include choosing appropriate **encoding parameters** (*log scale, sorting, …*) and **data transformations** (*bin, group, aggregate, …*).

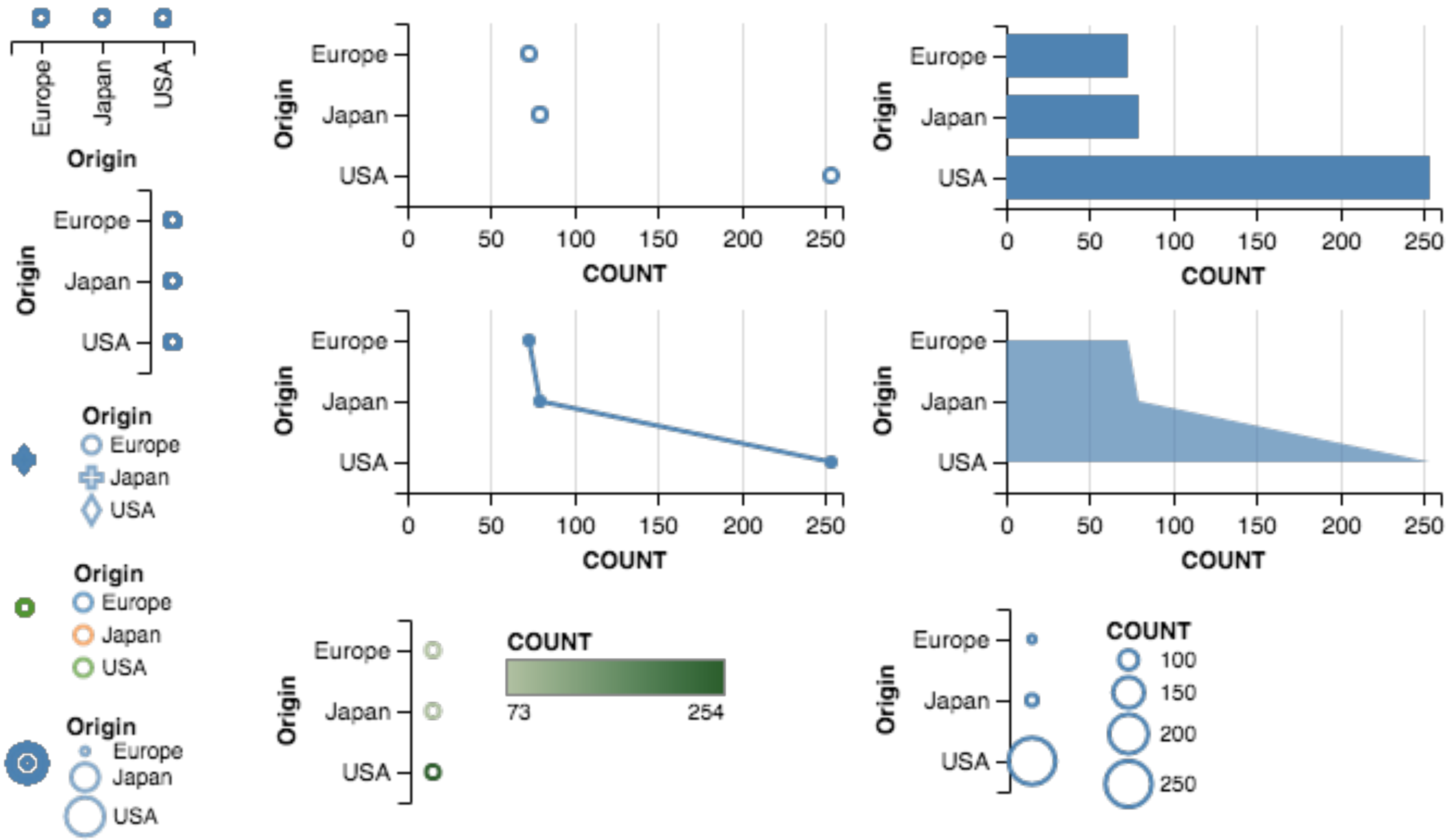
These options define a large combinatorial space, containing both useful and questionable charts!

1D: Nominal

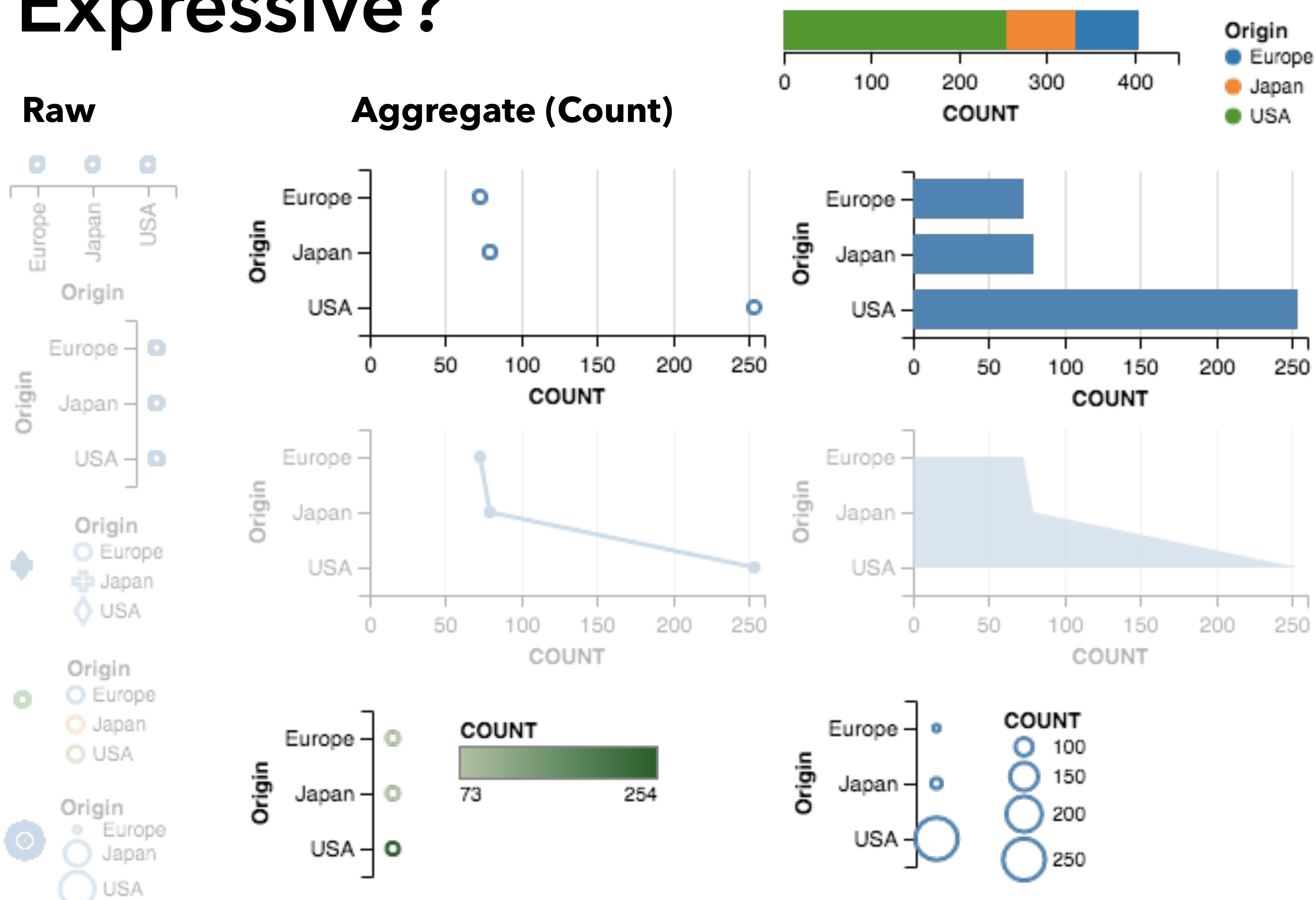


Raw

Aggregate (Count)



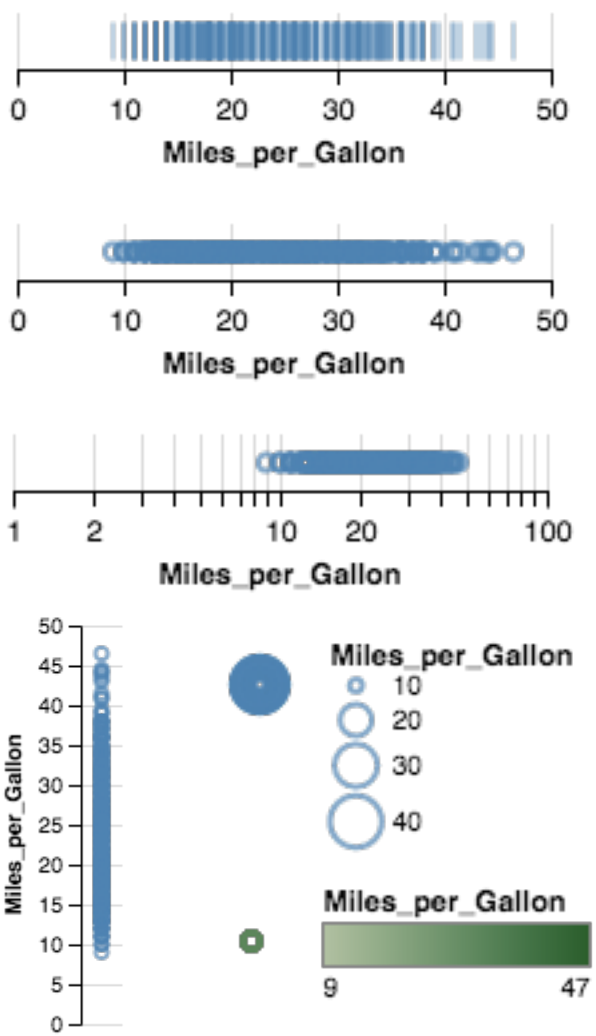
Expressive?



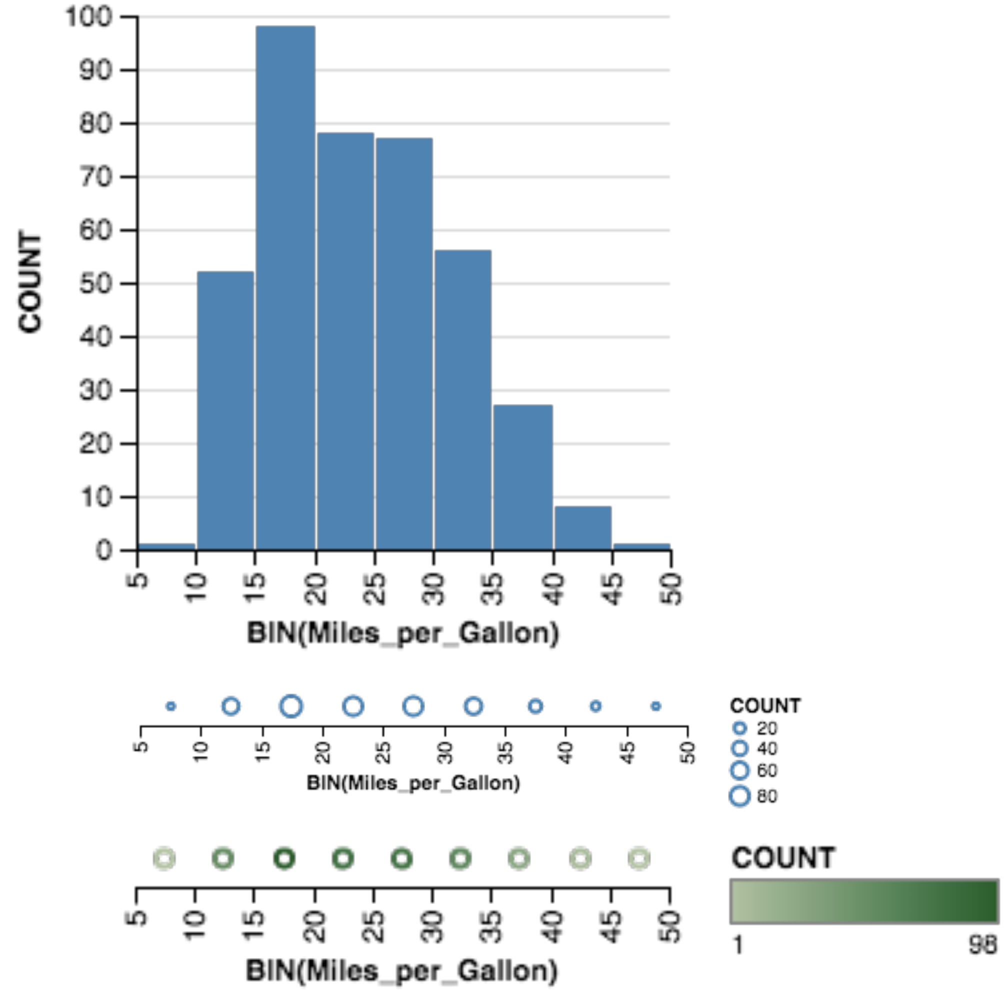
Raw
Aggregate (Count)
0
100
200
300
400
COUNT
Origin
Europe
Japan
USA
Europe
Japan
USA
Origin
Origin
Europe
Japan
USA
Origin
Europe
Japan
USA
Origin
Europe
Japan
USA
Origin
Europe
Japan
USA
Origin
Europe
Japan
USA
Origin
0
50
100
150
200
250
COUNT
Europe
Japan
USA
Origin
0
50
100
150
200
250
COUNT
Europe
Japan
USA
Origin
0
50
100
150
200
250
COUNT
Europe
Japan
USA
Origin
0
50
100
150
200
250
COUNT
Europe
Japan
USA
Origin
COUNT
73
254
Europe
Japan
USA
Origin
COUNT
100
150
200
250

1D: Quantitative

Raw

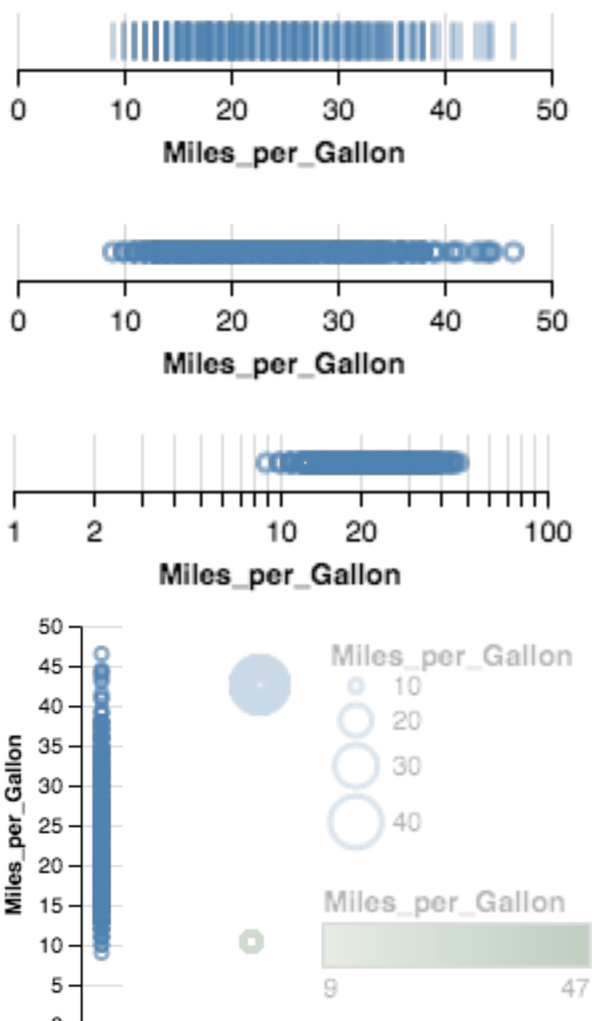


Aggregate (Count)

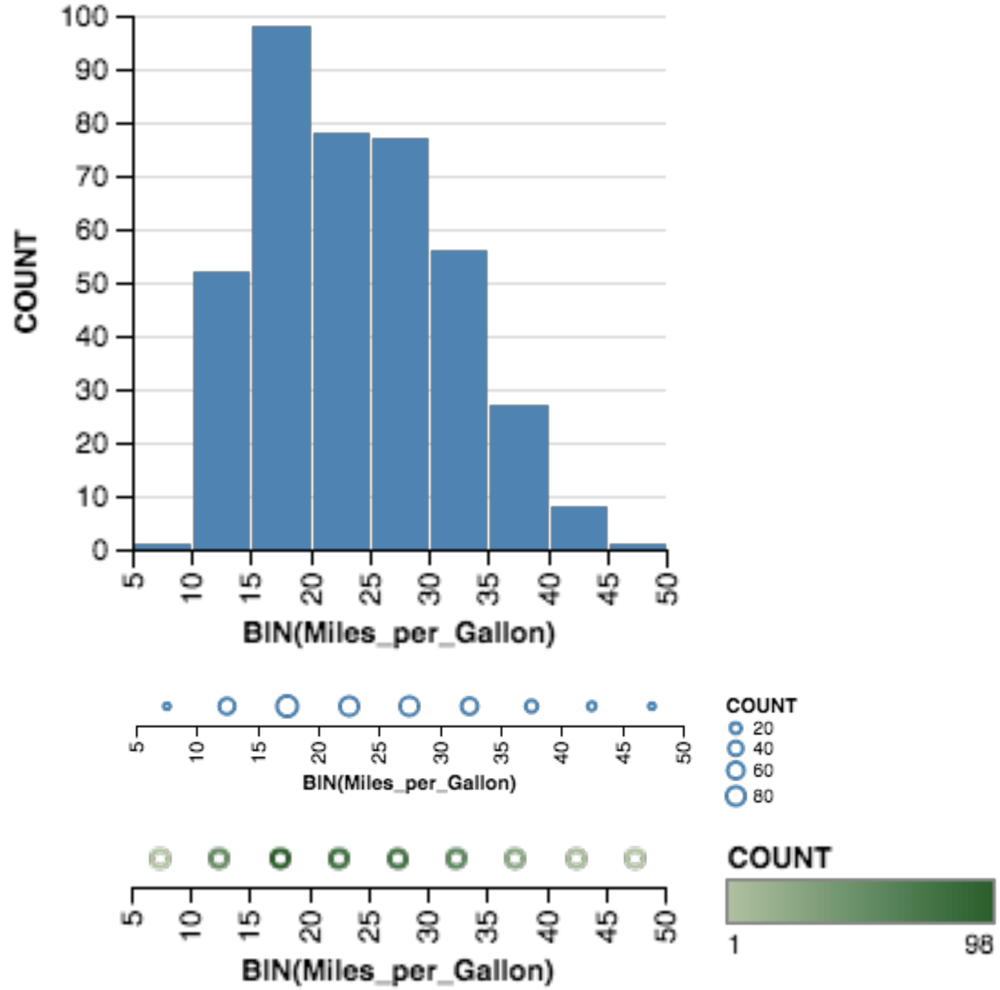


Expressive?

Raw

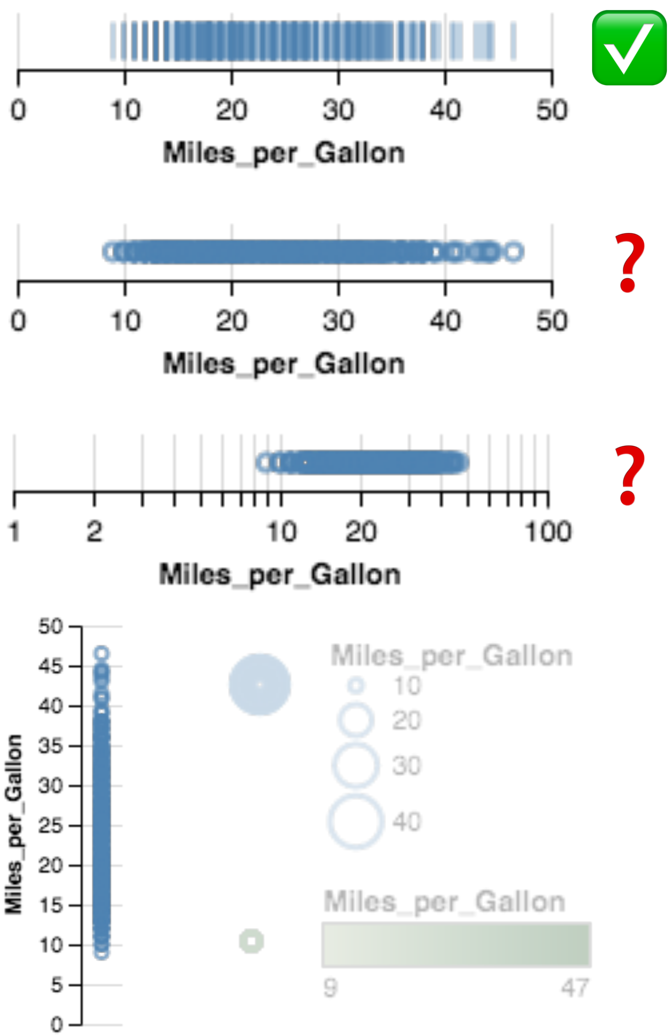


Aggregate (Count)

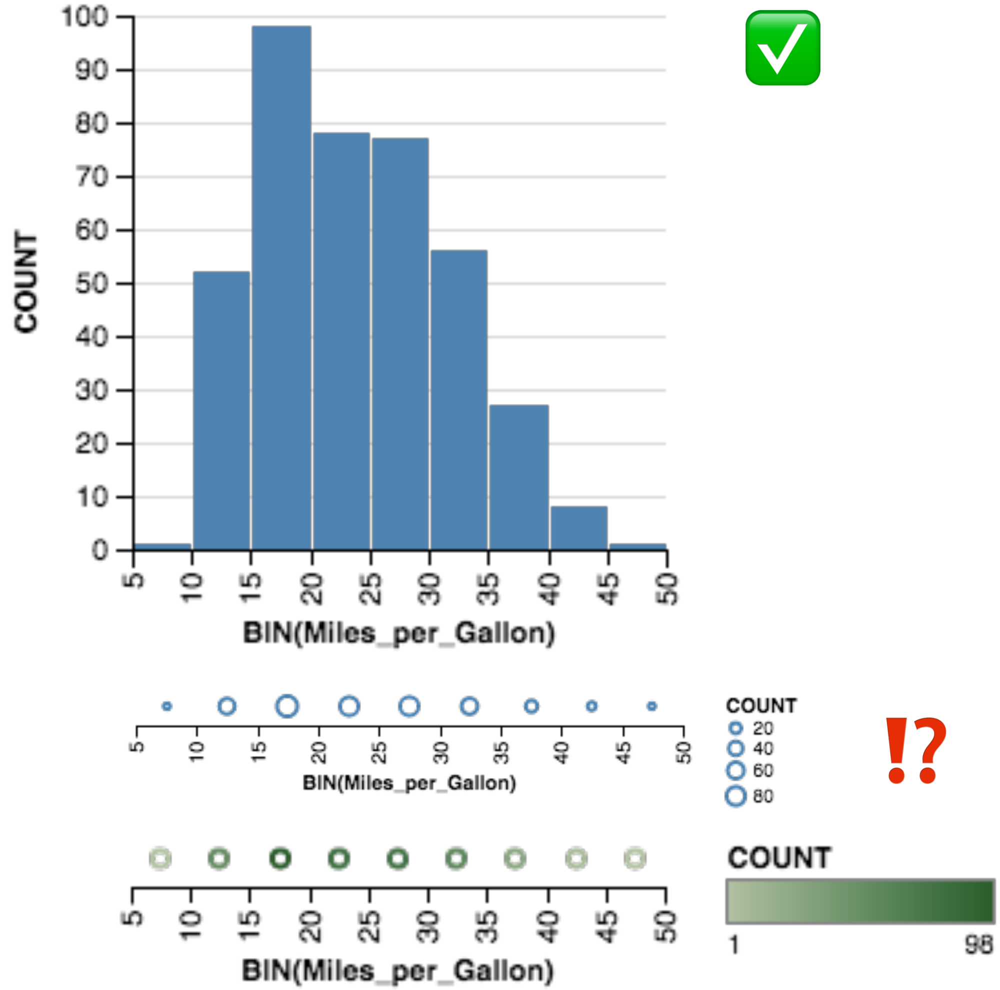


Effective?

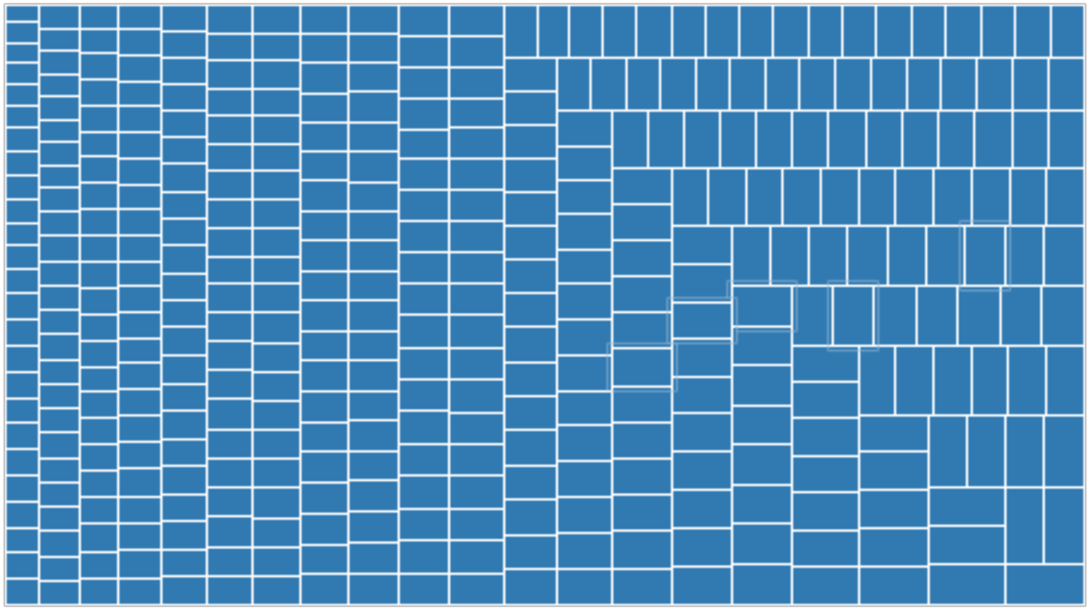
Raw



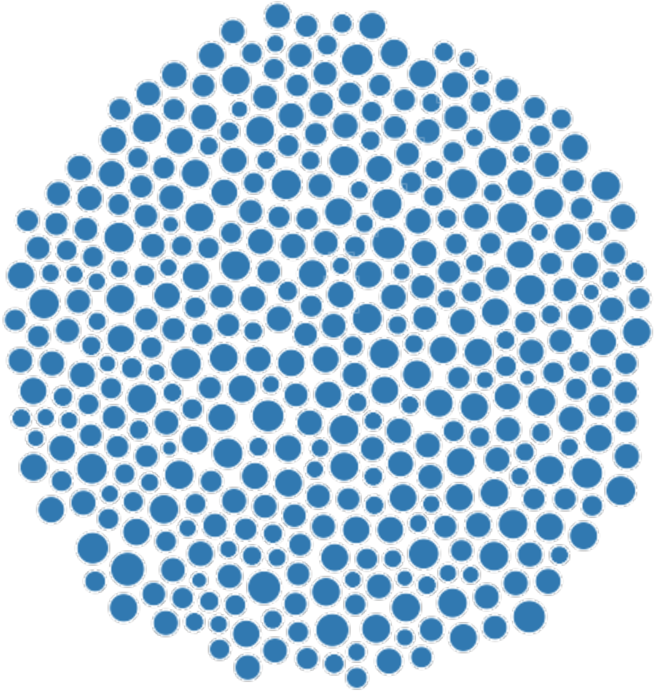
Aggregate (Count)



Raw (with Layout Algorithm)

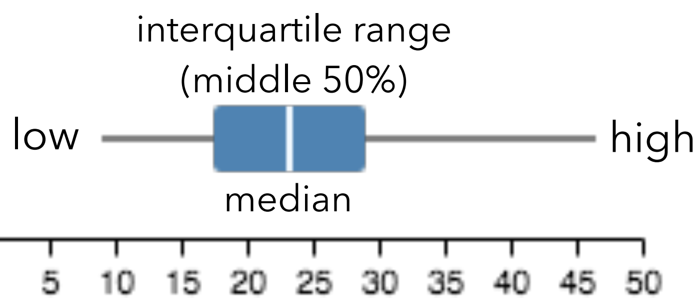


Treemap

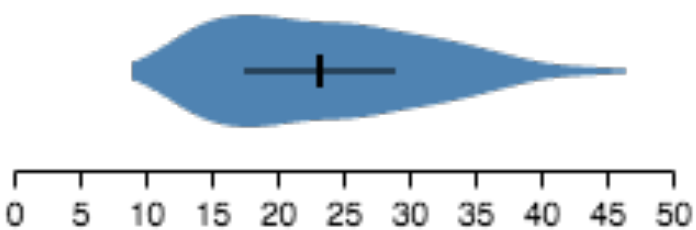


Bubble Chart

Aggregate (Distributions)



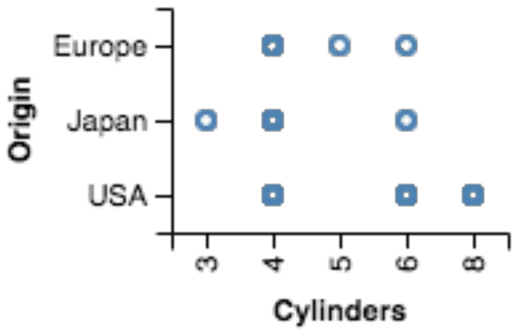
Box Plot

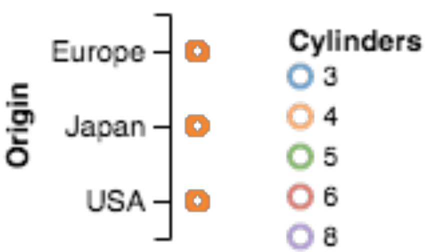


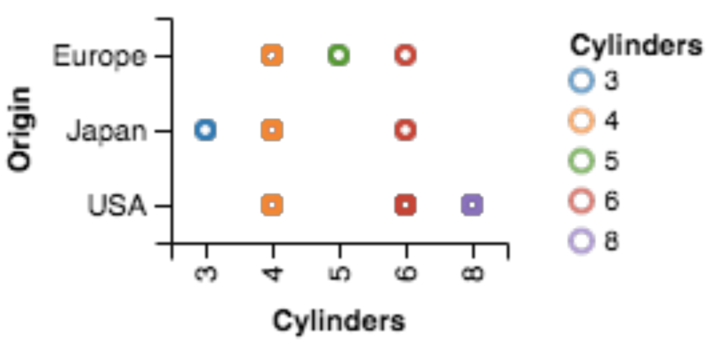
Violin Plot

2D: Nominal x Nominal

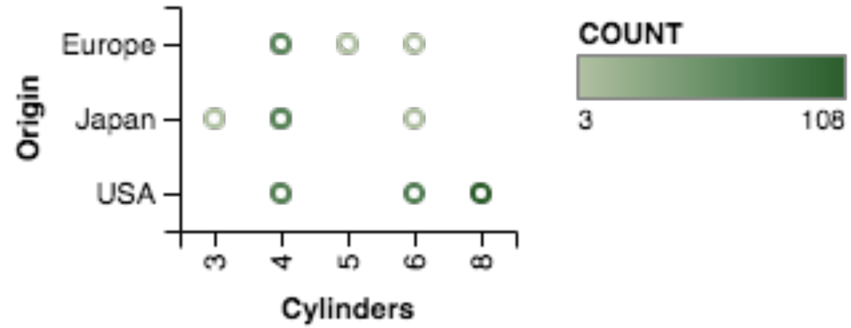
Raw

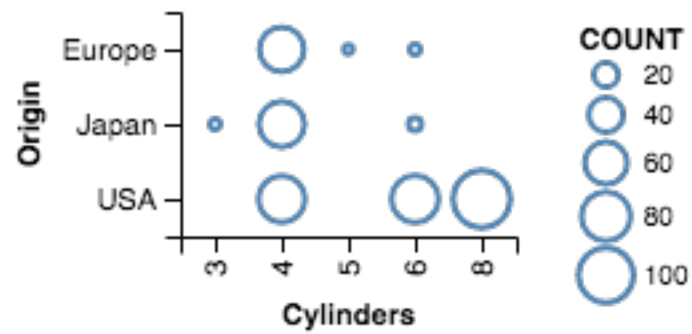


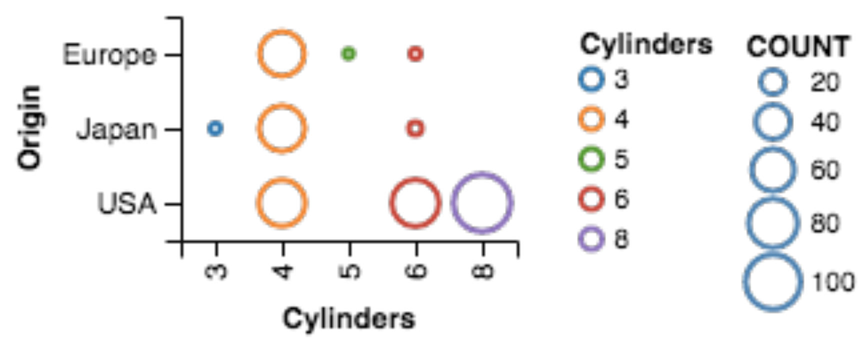




Aggregate (Count)

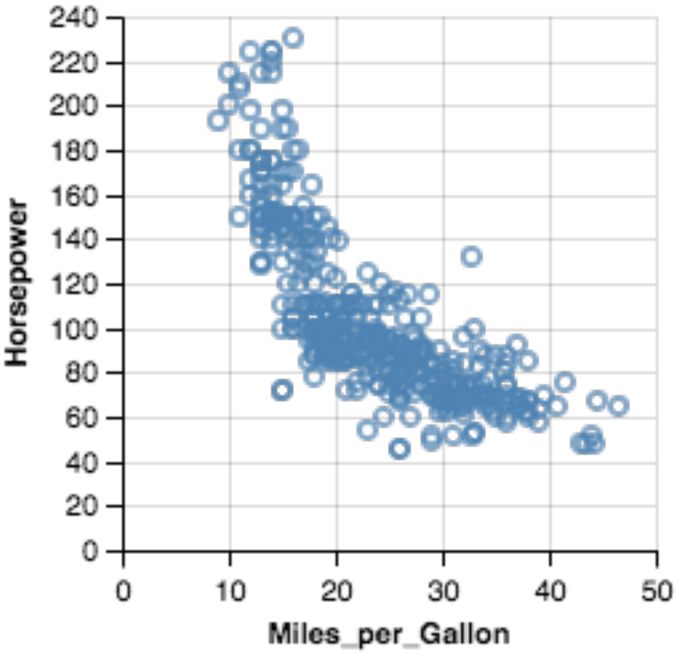


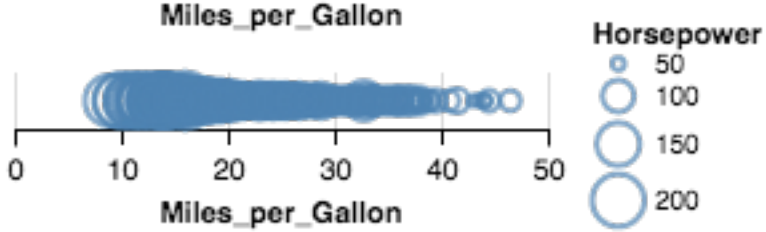


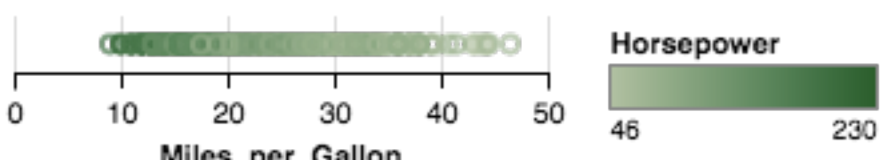


2D: Quantitative x Quantitative

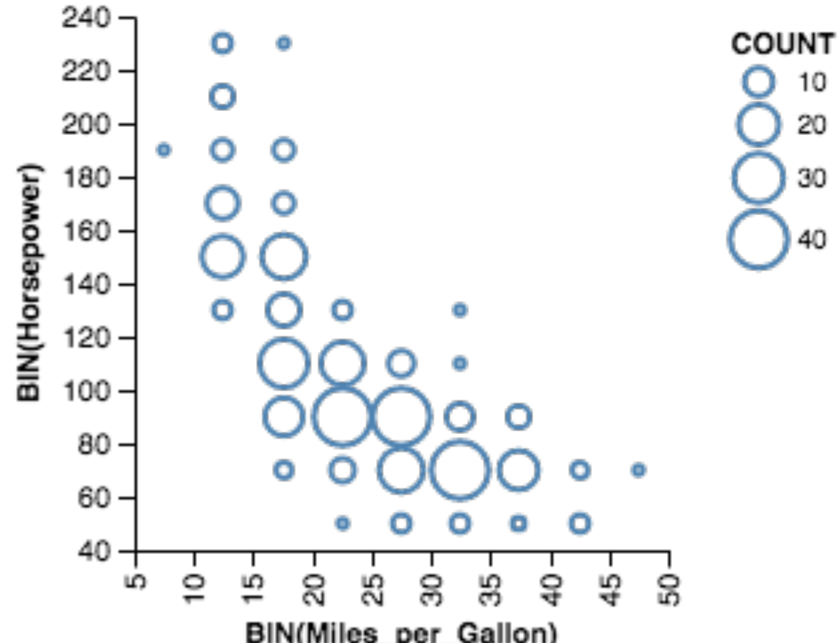
Raw





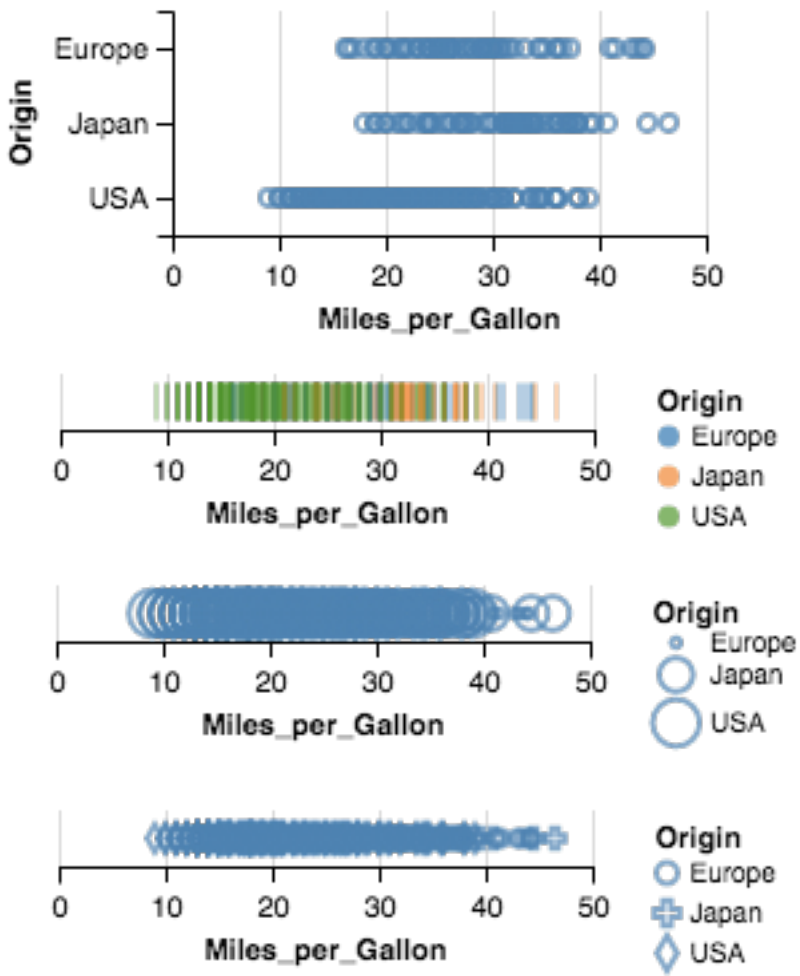


Aggregate (Count)

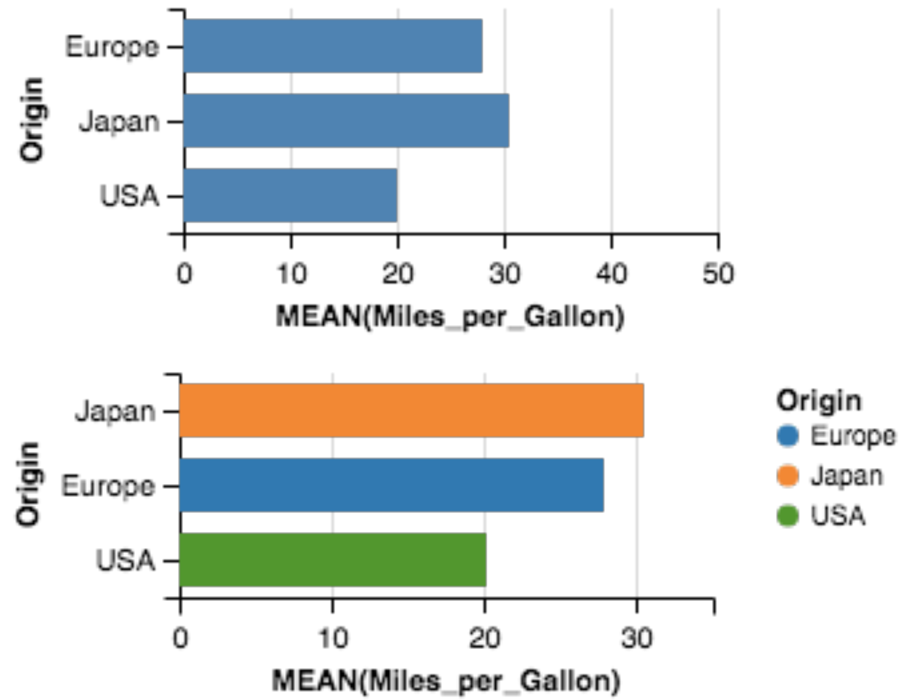


2D: Nominal x Quantitative

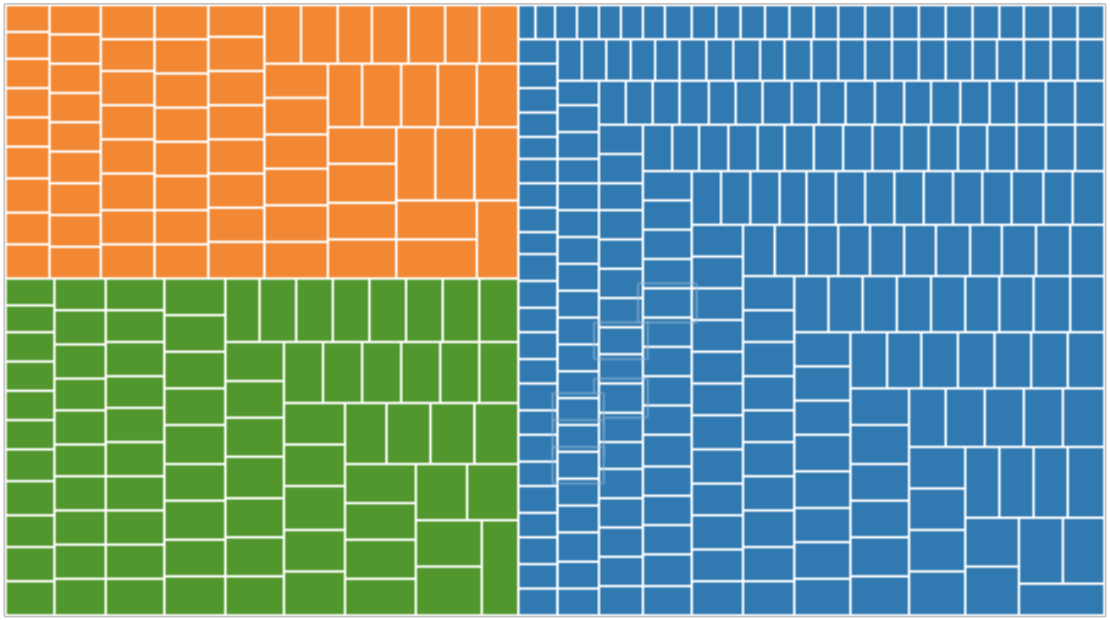
Raw



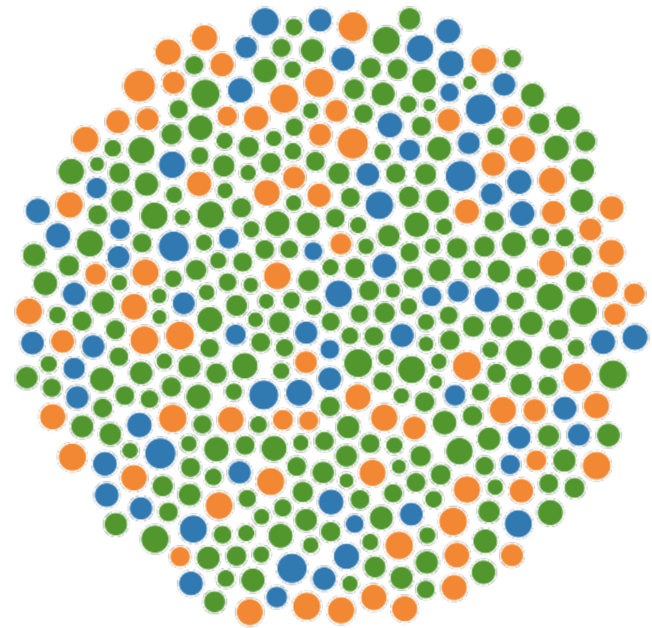
Aggregate (Mean)



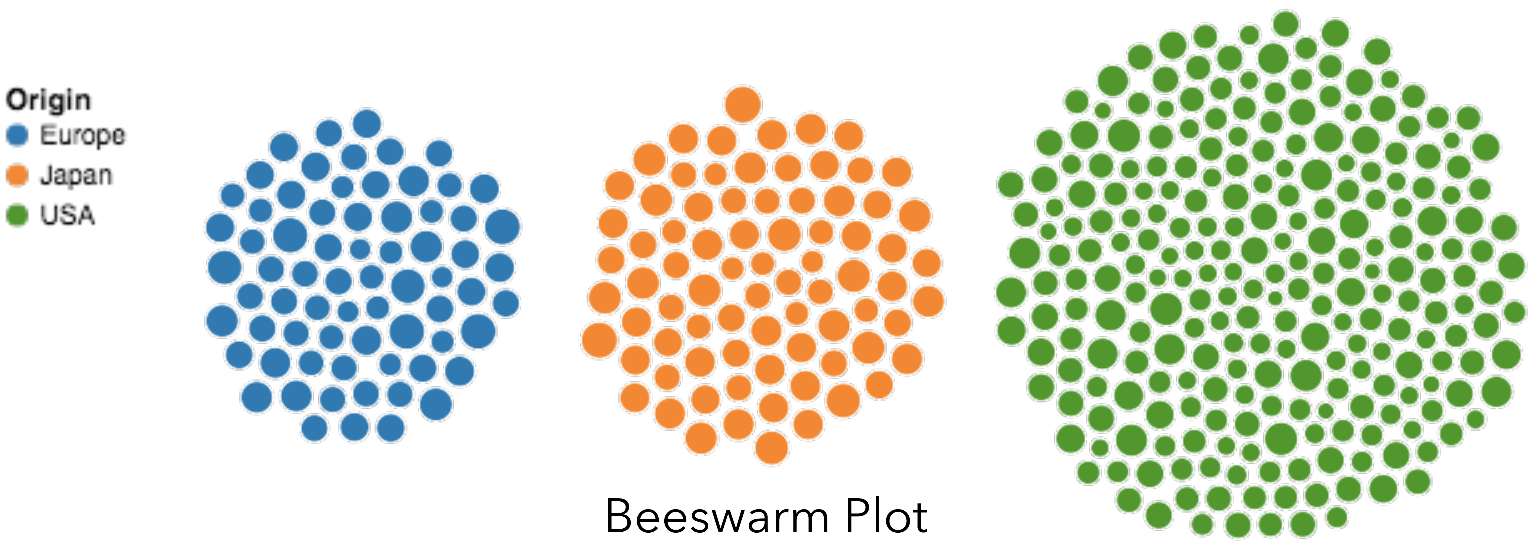
Raw (with Layout Algorithm)



Treemap



Bubble Chart



Beeswarm Plot

3D and Higher

Two variables [x, y]

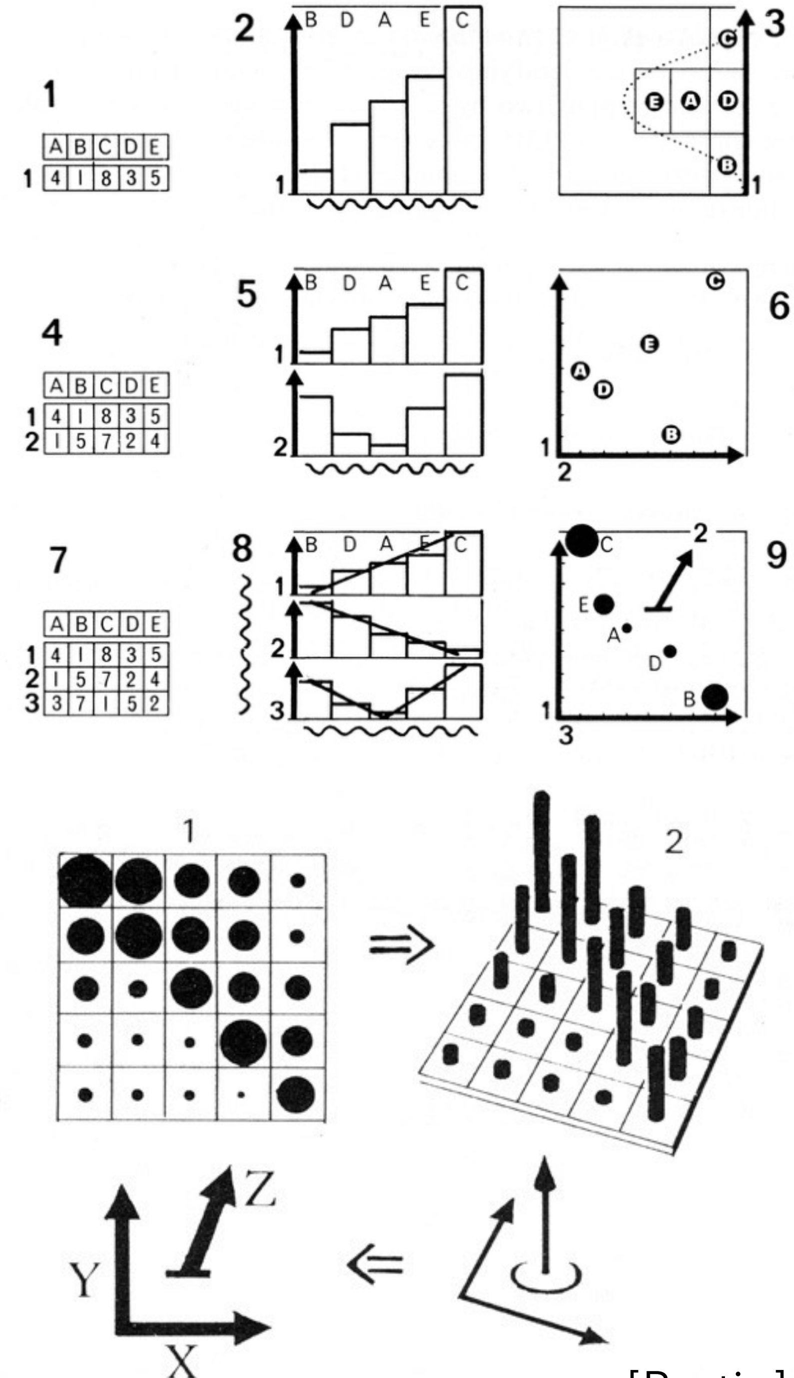
Can map to 2D points.

Scatterplots, maps, …

Third variable [z]

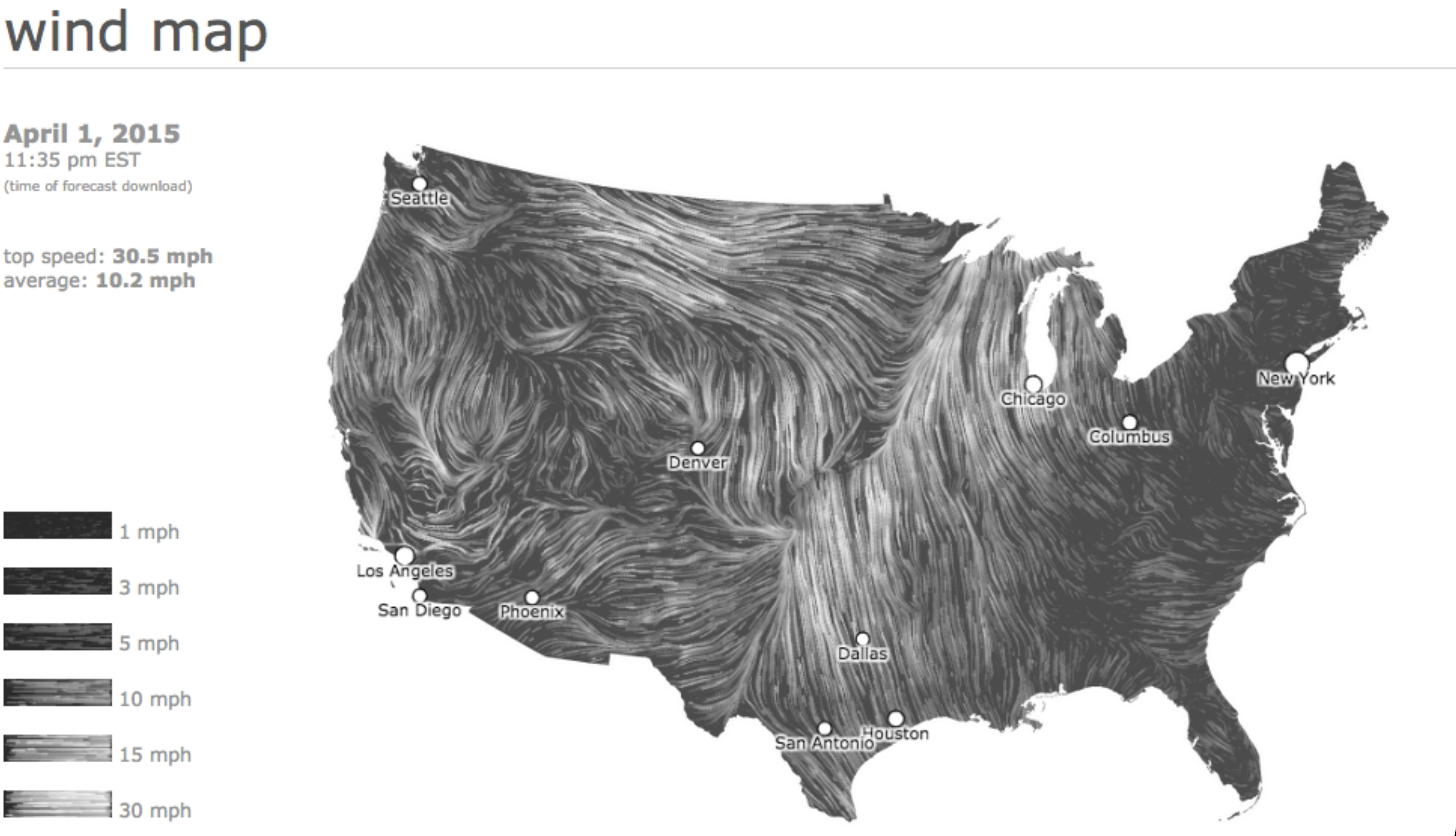
Often use one of size, color, opacity, shape, *etc*. Or, one can further partition space.

What about 3D rendering?



[Bertin]

Other Visual Encoding Channels?



Encoding Effectiveness

Effectiveness Rankings [Mackinlay 86]

QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Value)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
Density (Value)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

Effectiveness Rankings [Mackinlay 86]

QUANTITATIVE	ORDINAL	NOMINAL
Position	**Position**	**Position**
Length	Density (Value)	Color Hue
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Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
Density (Value)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
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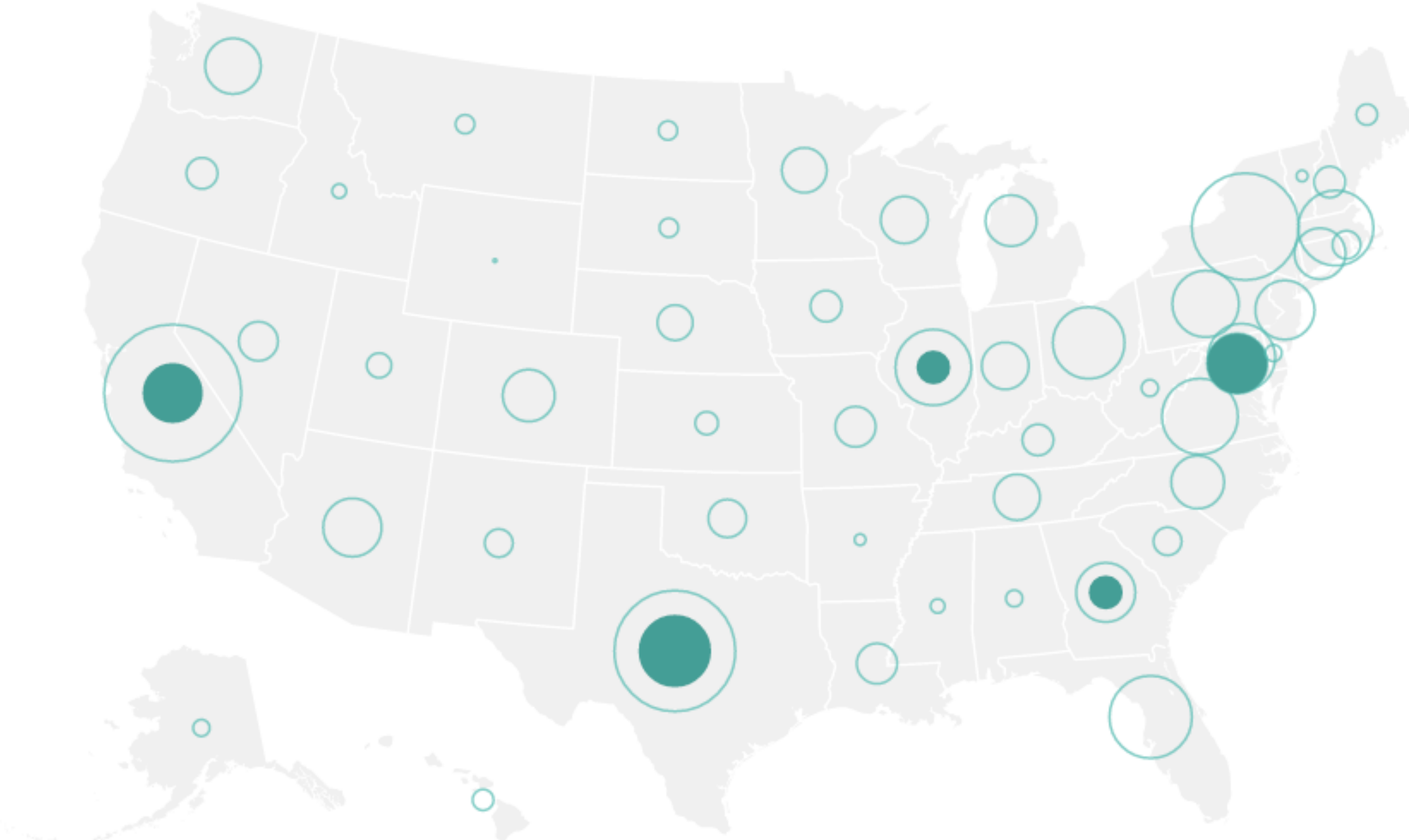
Position	Position	Position
Length	Density (Value)	**Color Hue**
Angle	Color Sat	Texture
Slope	**Color Hue**	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
Density (Value)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

Color Encoding (Choropleth Map)

Effectiveness Rankings

QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Value)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
~~**Density (Value)**~~	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

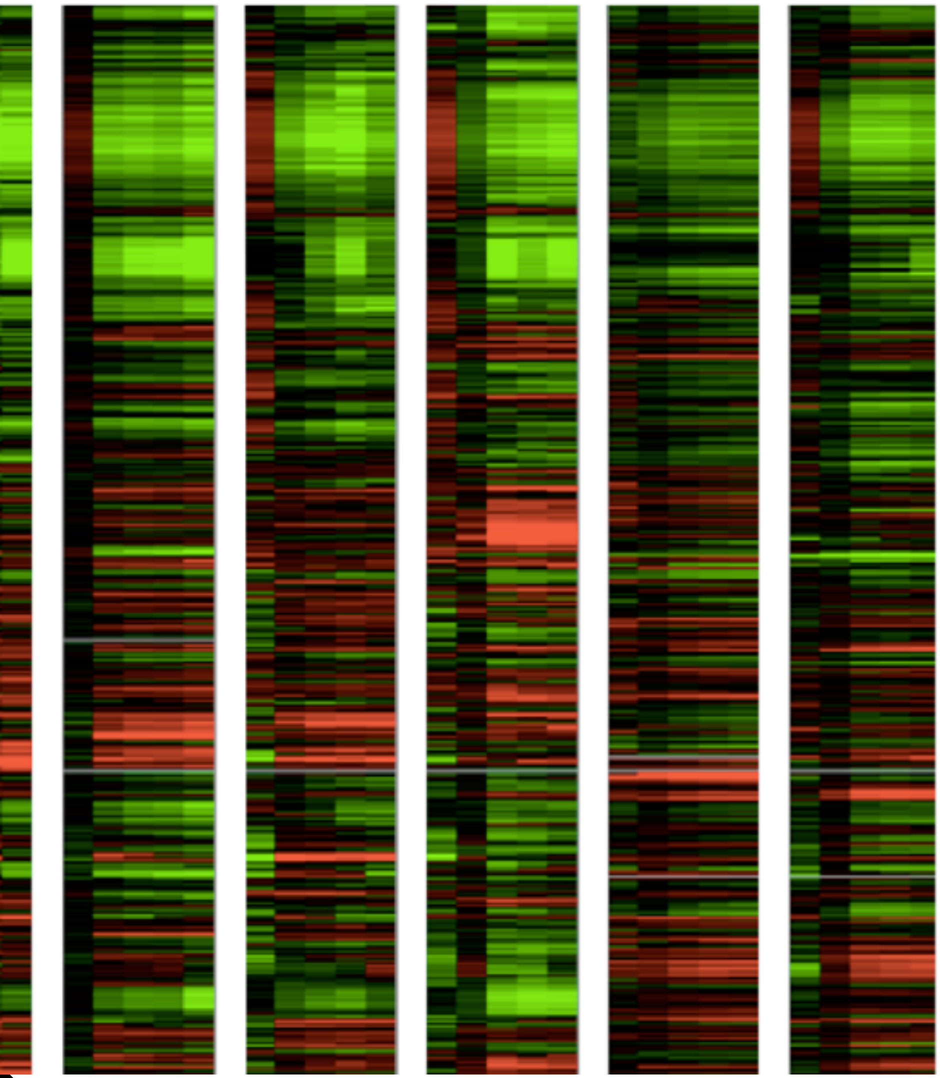
Color Encoding (Choropleth Map)



Area Encoding (Symbol Map)

Gene Expression Time-Series [Meyer et al '11]

Color Encoding

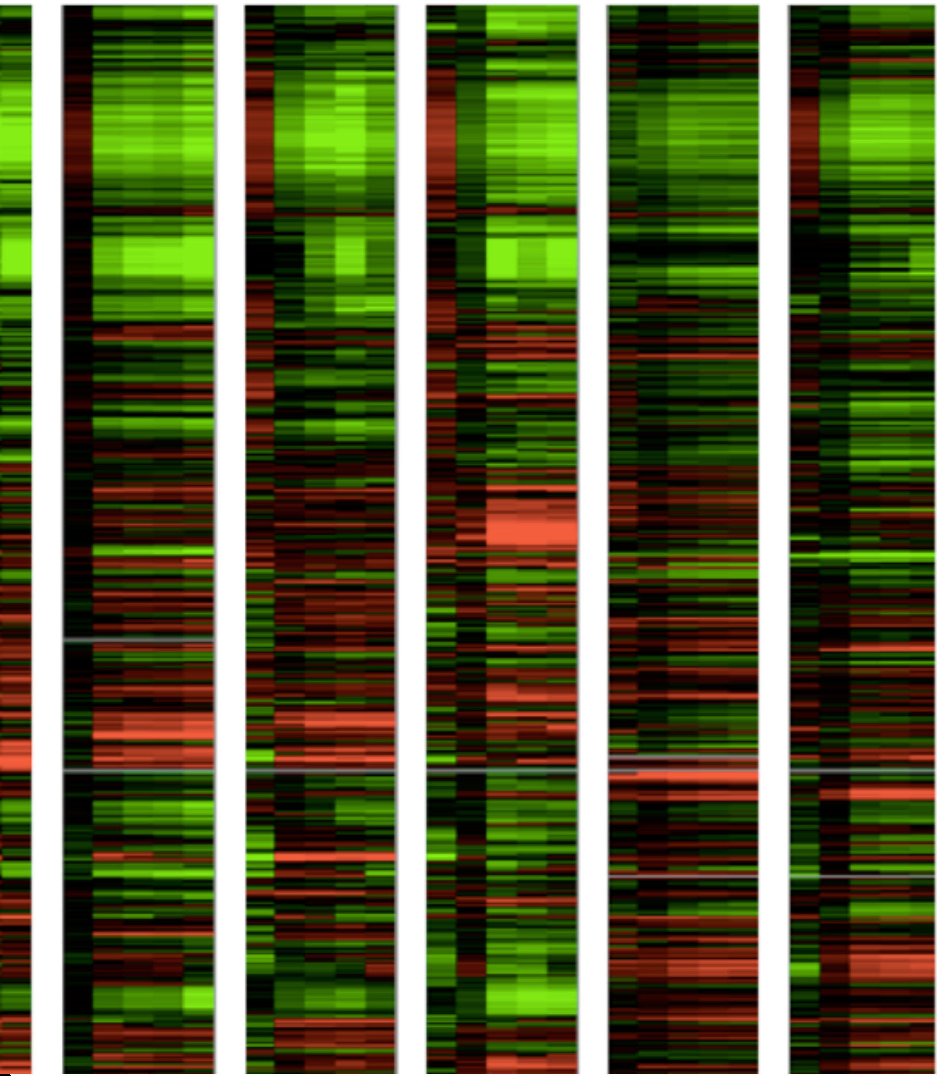


Effectiveness Rankings

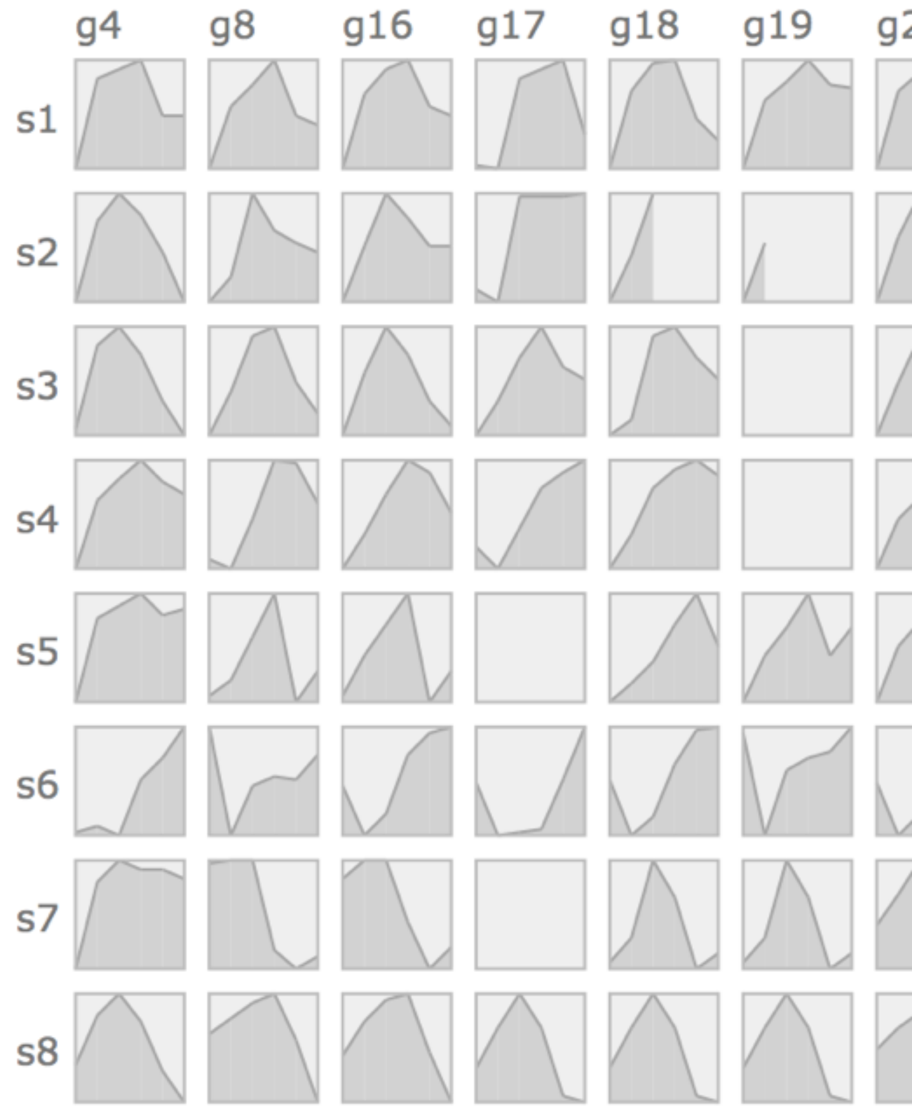
QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Value)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
~~**Density (Value)**~~	Containment	Color Sat
Color Sat	Length	Shape
~~**Color Hue**~~	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

Gene Expression Time-Series [Meyer et al '11]

Color Encoding

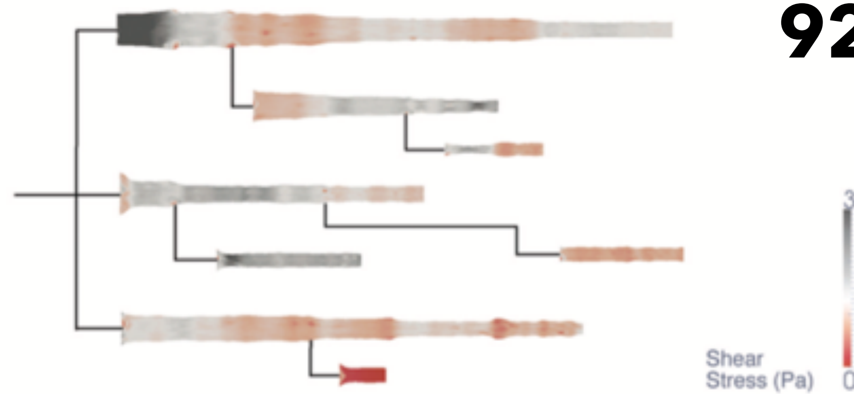


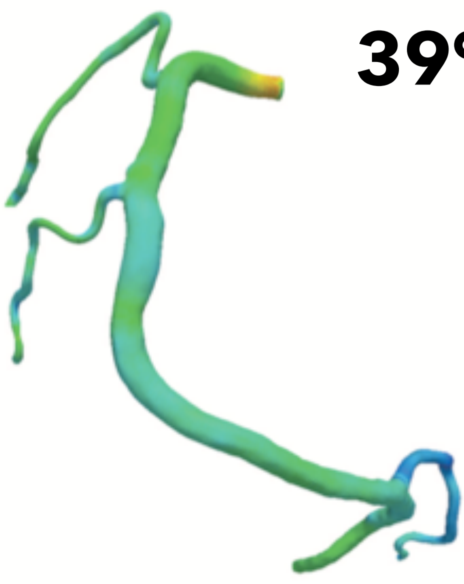
Position Encoding

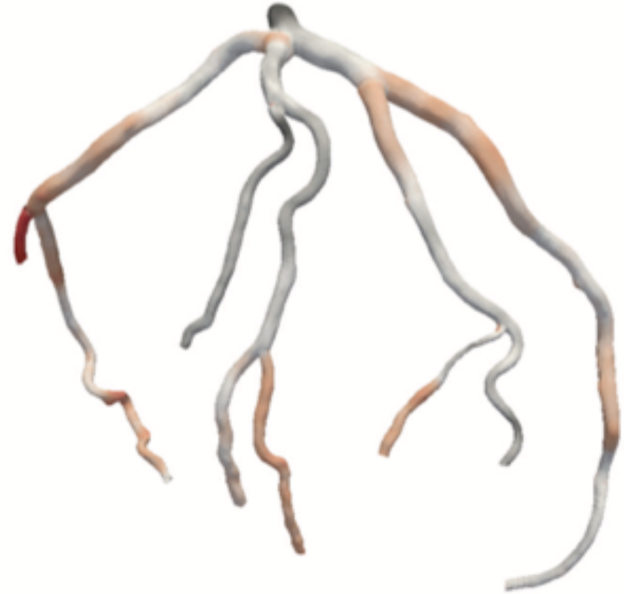


Artery Visualization [Borkin et al '11]

	Rainbow Palette	Diverging Palette
2D	62%	92%
3D	39%	71%







Effectiveness Rankings

QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Value)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	**Connection**	Density (Value)
Density (Value)	Containment	Color Sat
Color Sat	Length	Shape
~~**Color Hue**~~	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

Scales & Axes

Scale Transforms

$$f\colon D \to R$$

A **scale** is a function that maps a domain D of data values to a range R of visual values.

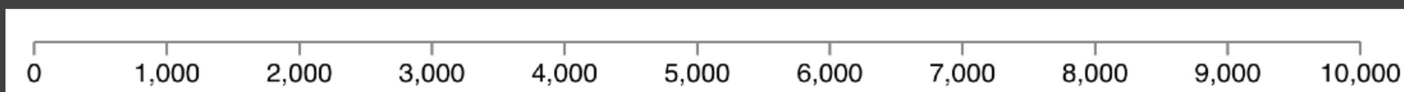
Example ranges: x-position, color, size, angle

Scales are the workhorses of visual encoding!

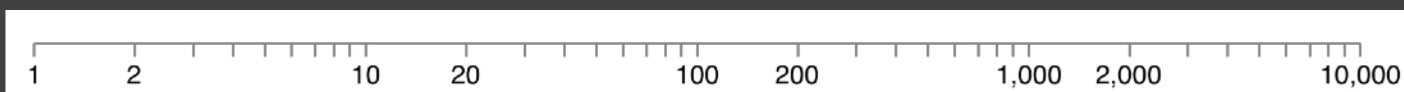
We can modify domains, ranges, transforms (log, etc.), padding, and more…

Positional Scales $R = pixels$

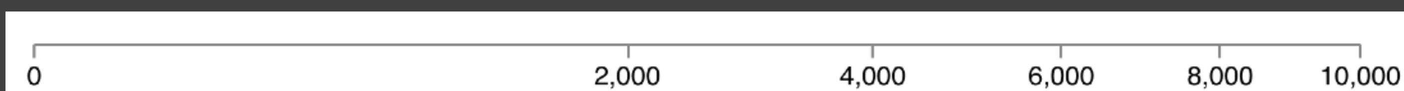
Continuous / Quantitative



linear



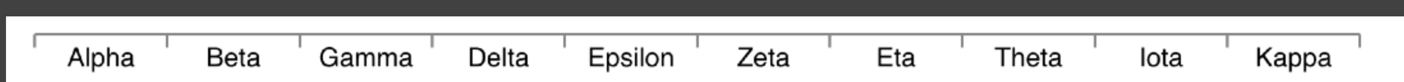
log



sqrt

Discrete / Ordinal

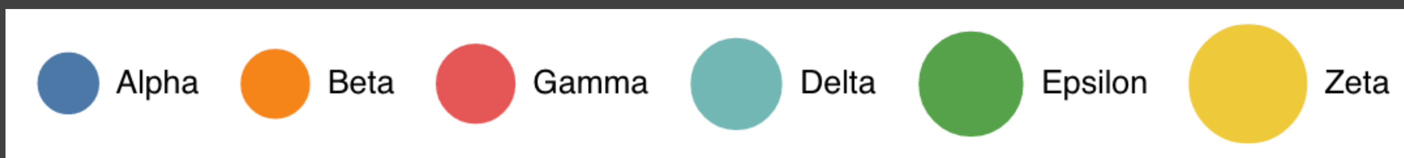
point



band

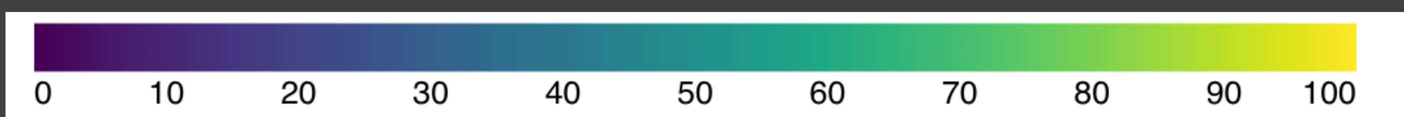
Color Scales $R = colors$

Discrete / Categorical

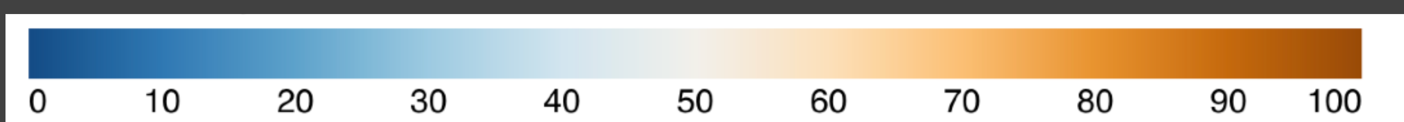


ordinal

Continuous / Quantitative

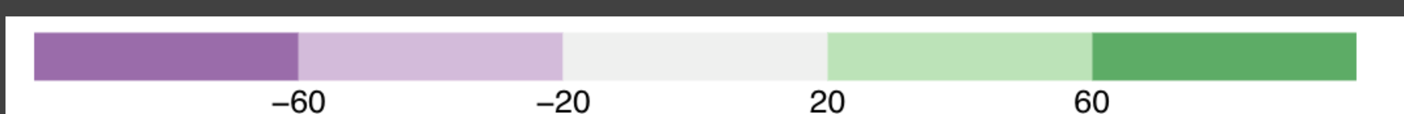


sequential



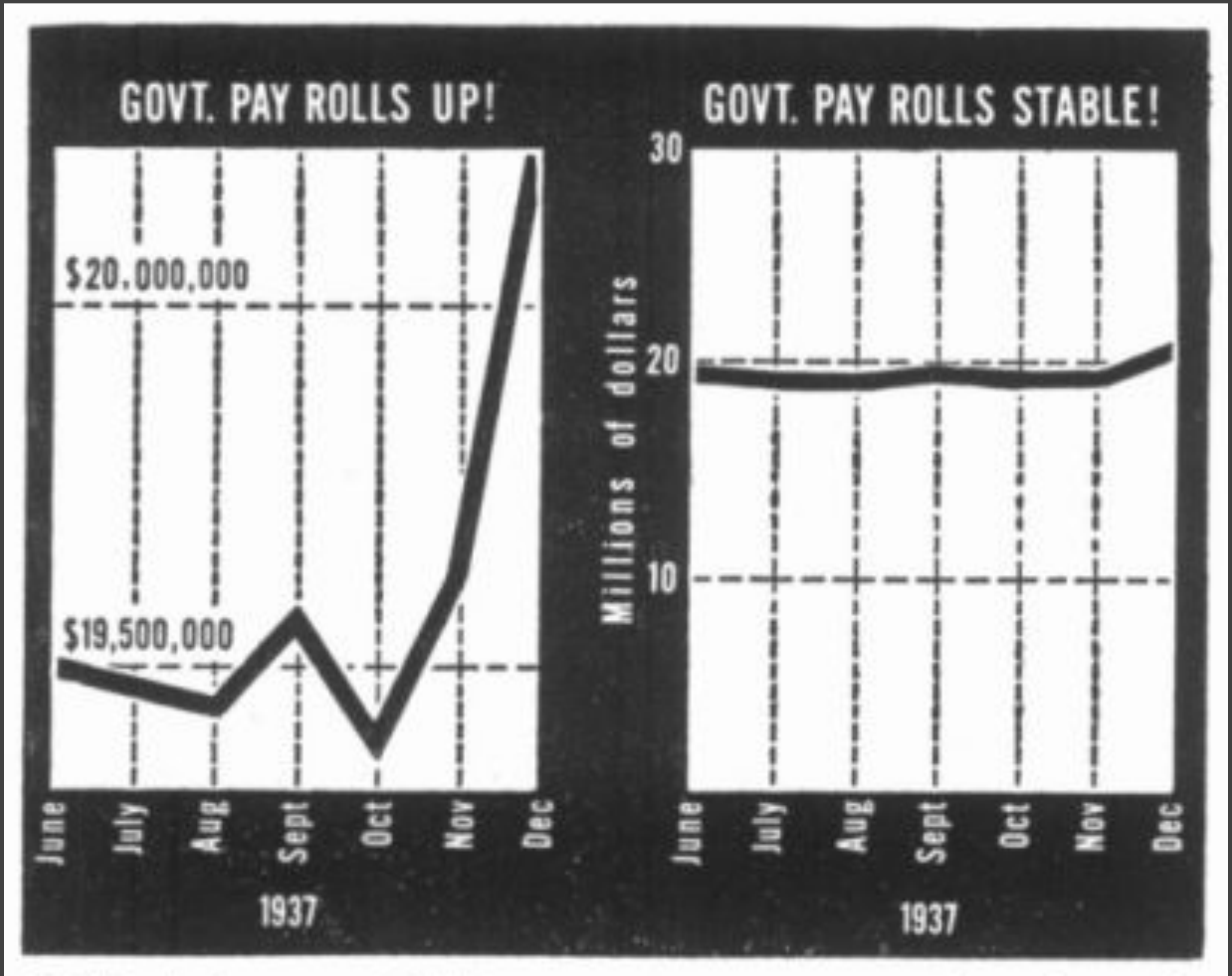
diverging

Discretized / Binned Quantitative



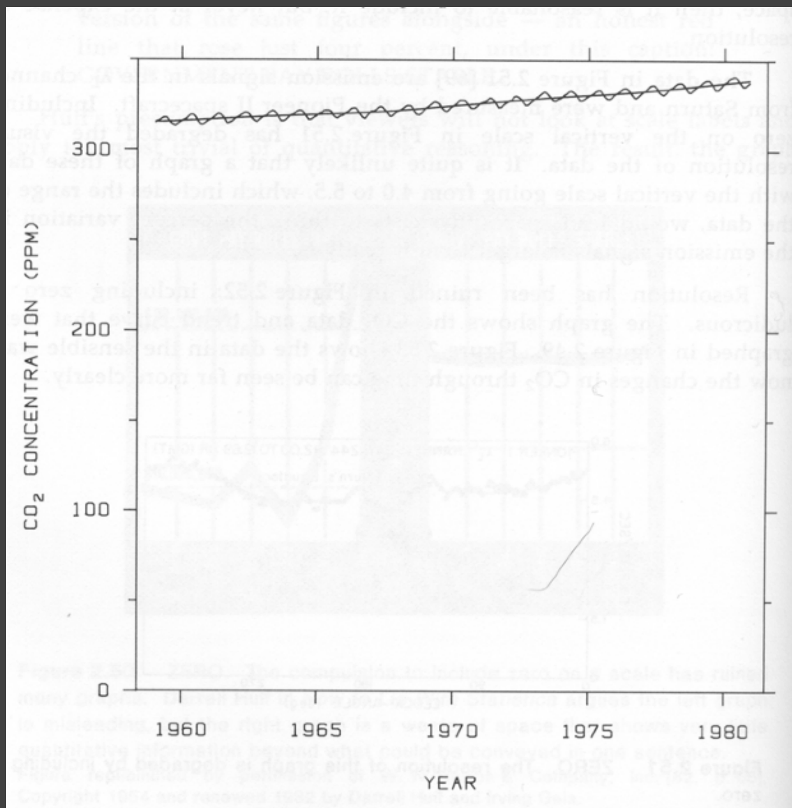
quantize

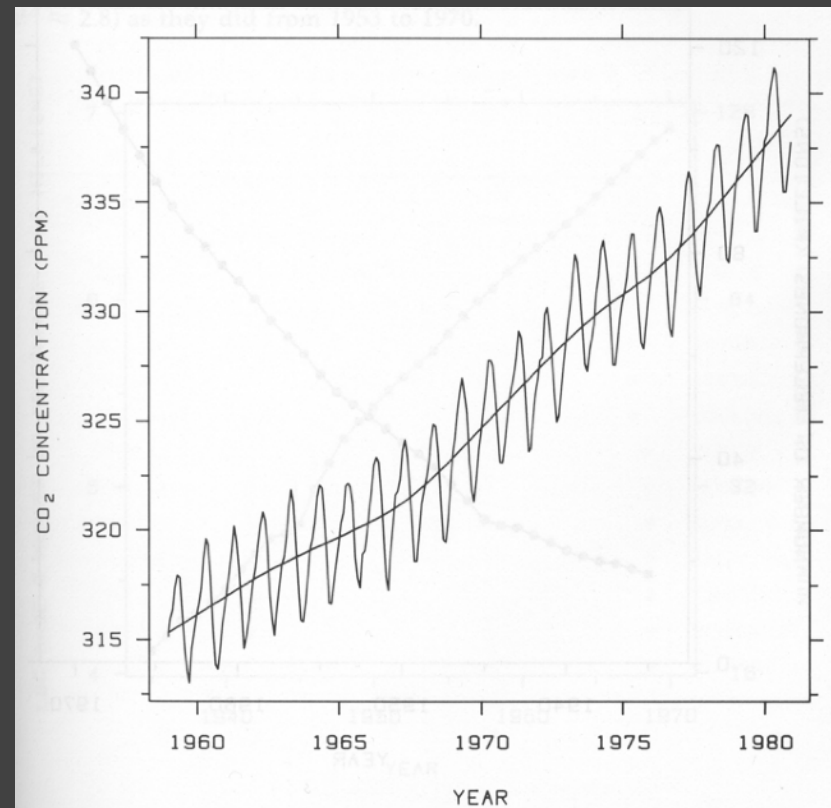
Include Zero in Axis Scale?



Government payrolls in 1937 [How To Lie With Statistics. Huff]

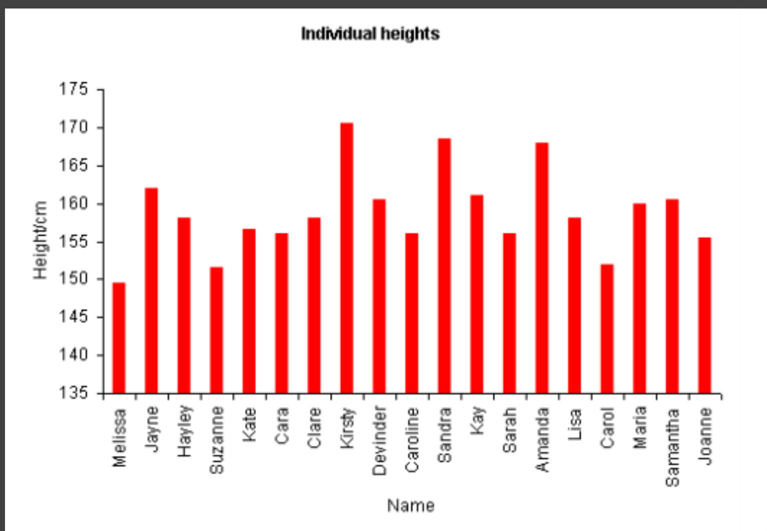
Include Zero in Axis Scale?





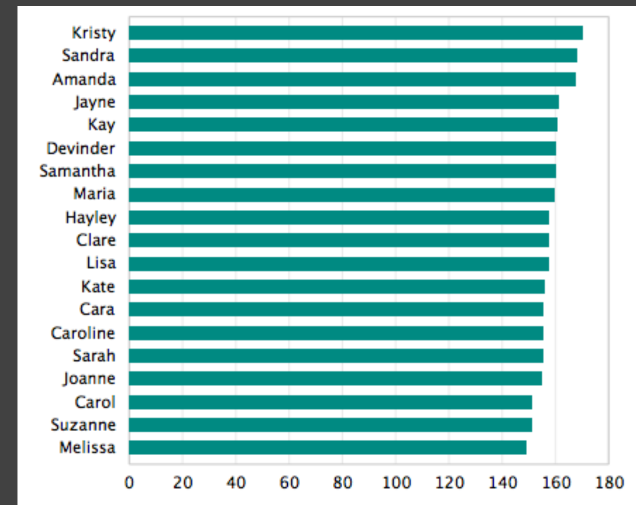
Yearly CO_2 concentrations [Cleveland 85]

Include Zero in Axis Scale?

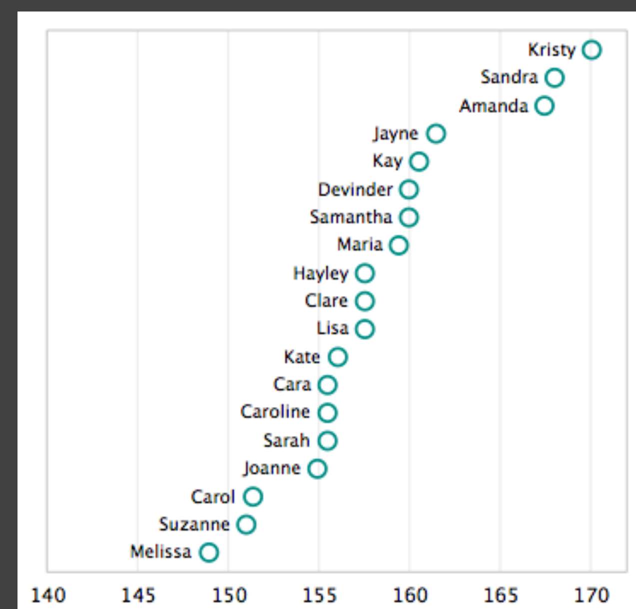


Violates Expressiveness Principle!

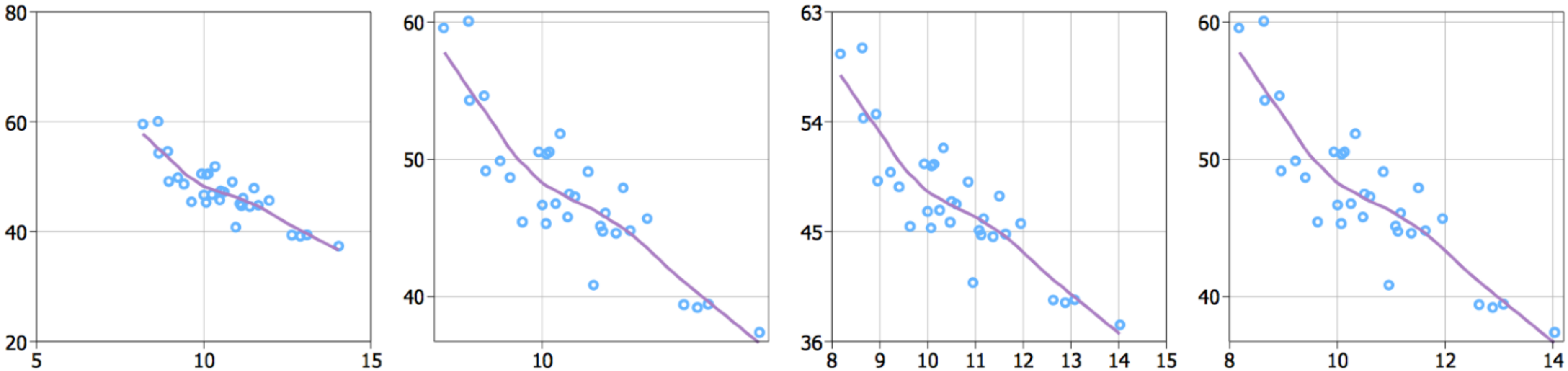
Compare Proportions (Q-Ratio)



Compare Relative Position (Q-Interval)

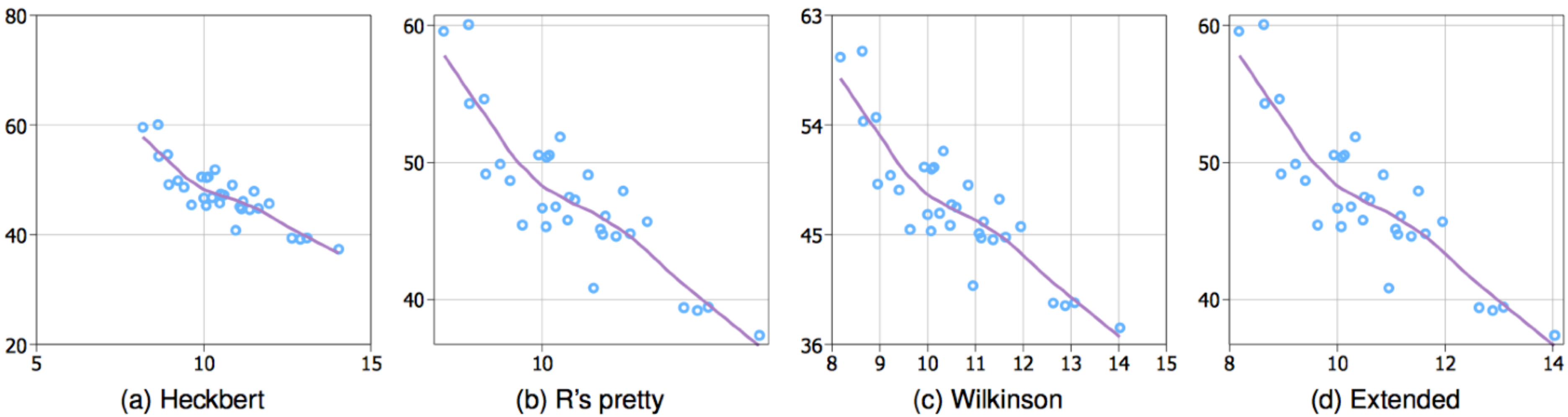


Axis Tick Mark Selection



What are some properties of “good” tick marks?

Axis Tick Mark Selection



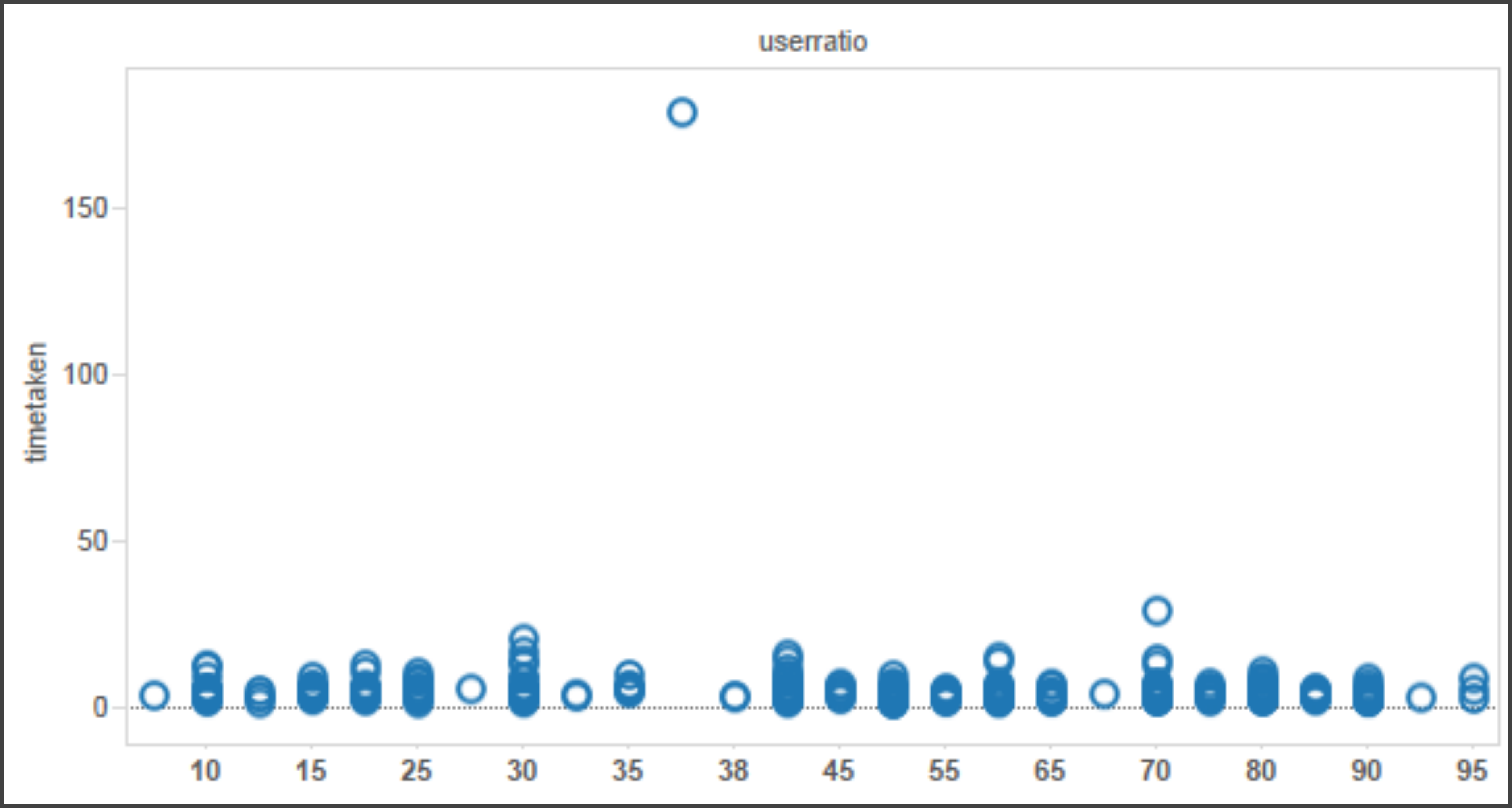
Simplicity - numbers are multiples of 10, 5, 2

Coverage - ticks near the ends of the data

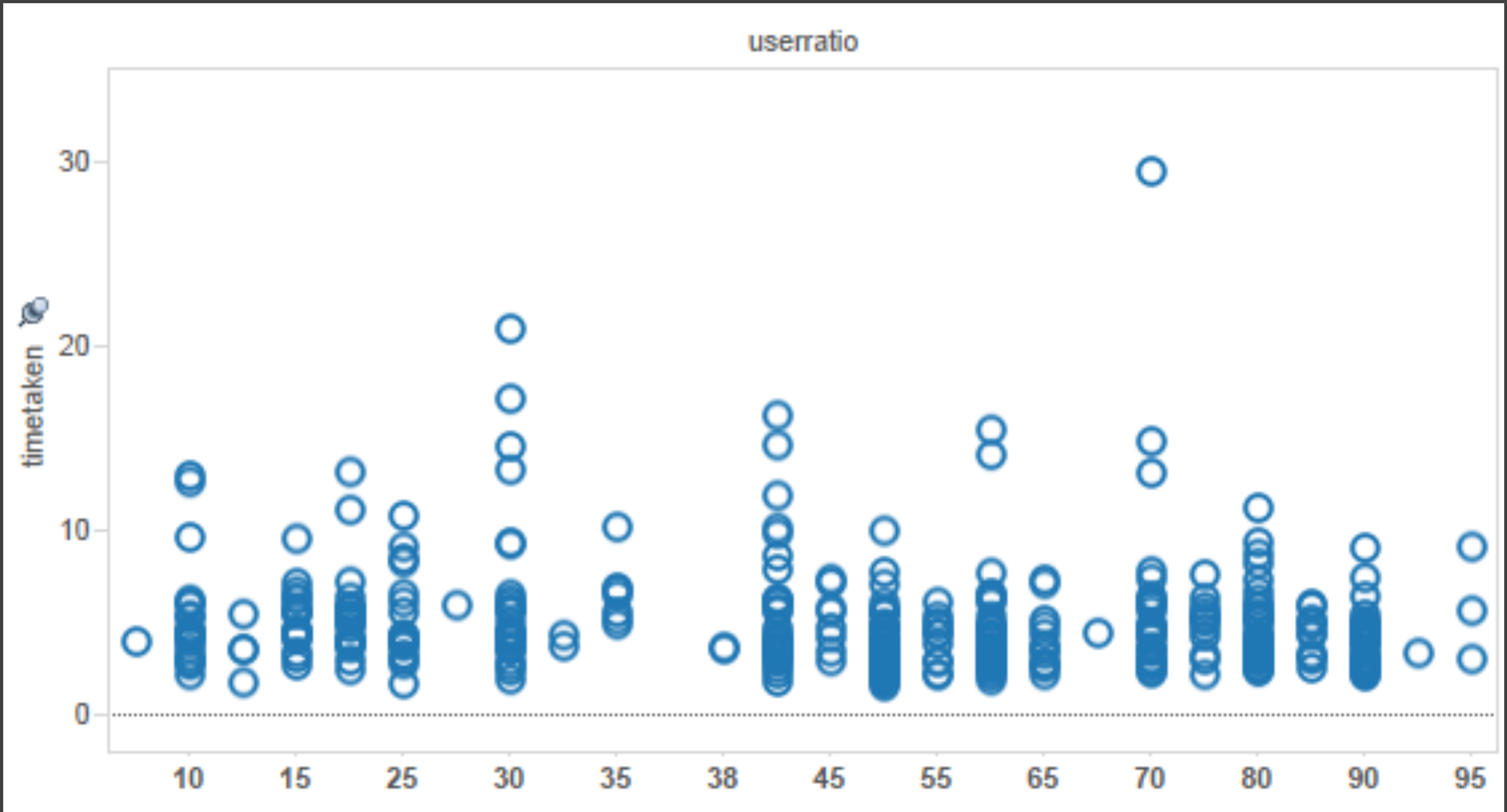
Density - not too many, nor too few

Legibility - whitespace, horizontal text, size

How to Scale the Axis?

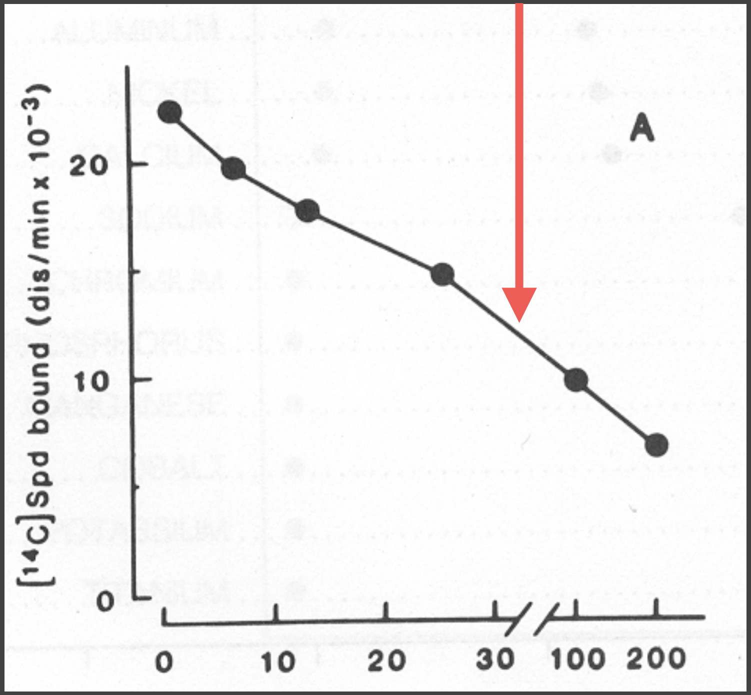


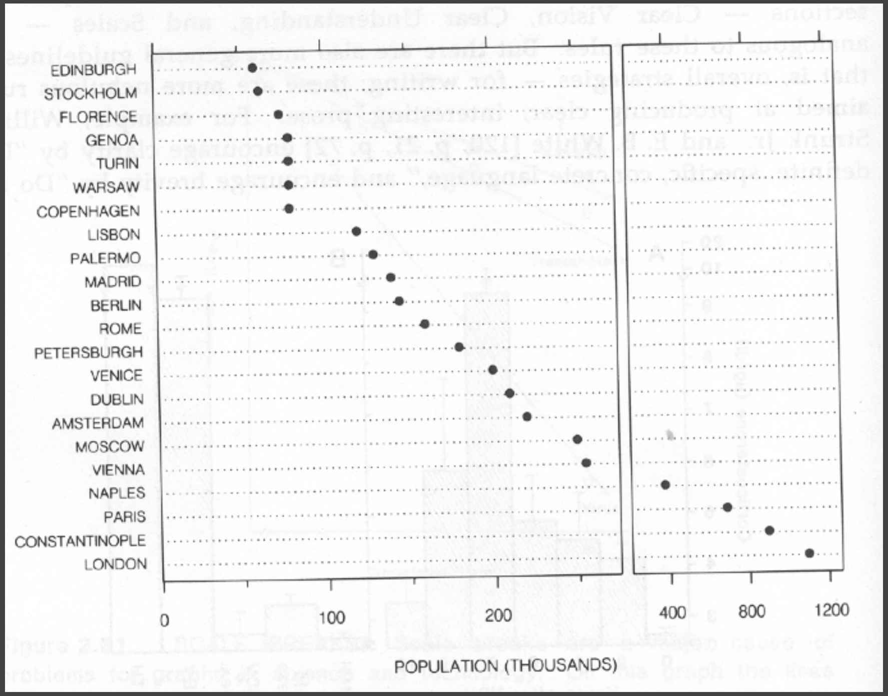
One Option: Clip Outliers



Clearly Mark Scale Breaks

Violates Expressiveness Principle!

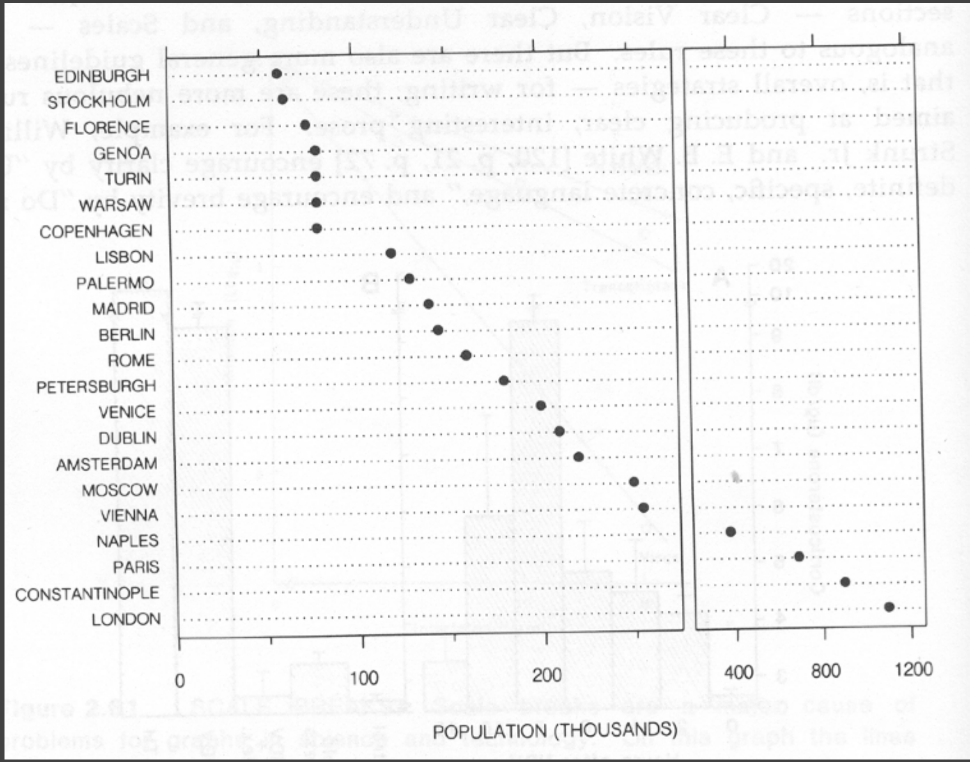




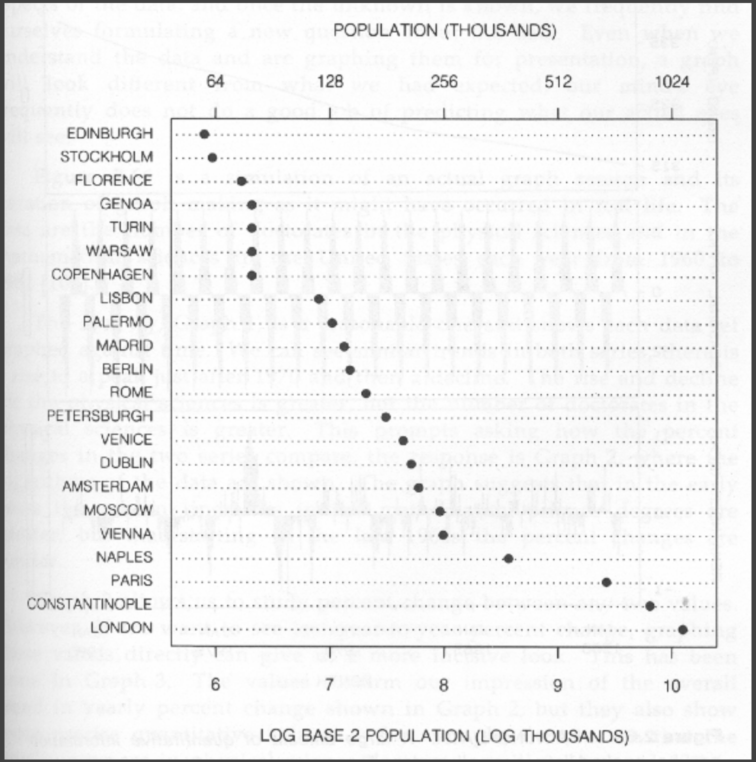
Poor scale break [Cleveland 85]

Well-marked scale break [Cleveland 85]

Scale Break vs. Log Scale



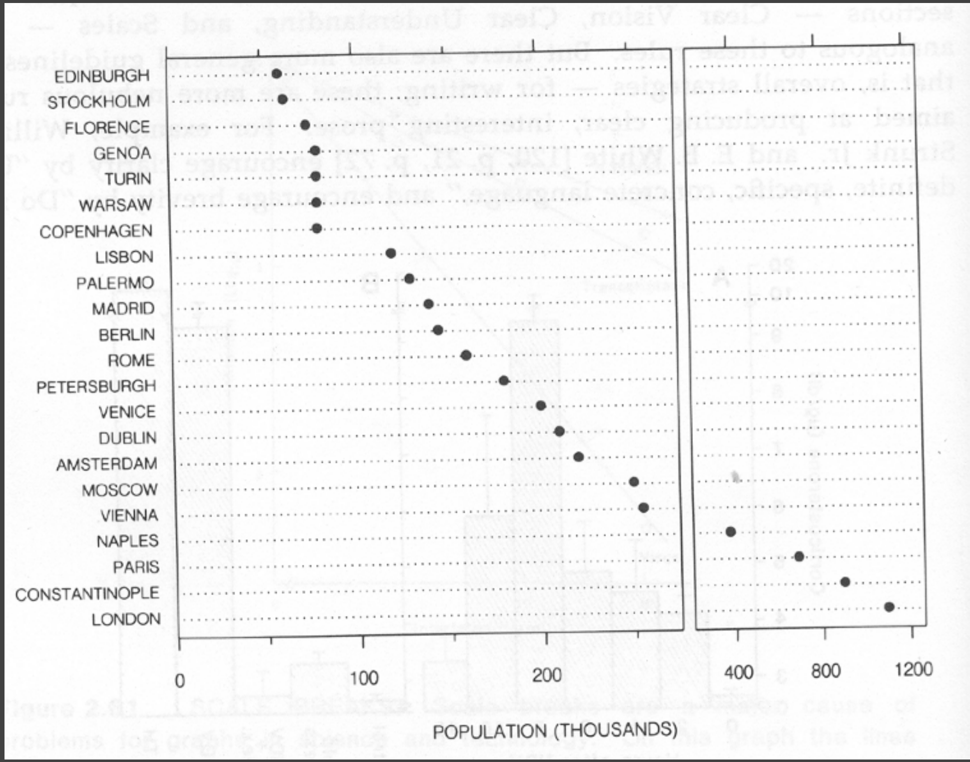
Scale Break

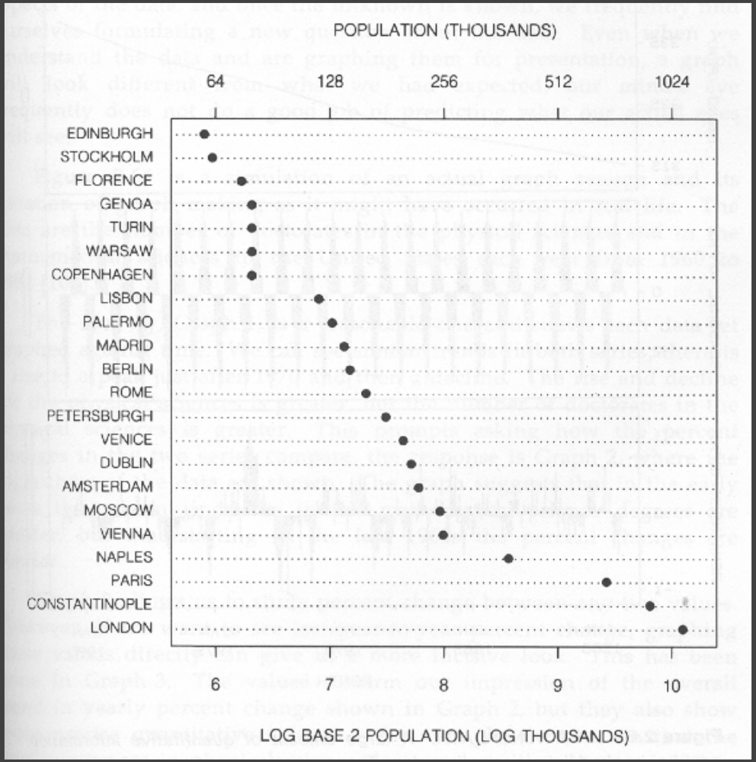


Log Scale

[Cleveland 85]

Scale Break vs. Log Scale





Both increase visual resolution

Scale break: difficult to compare (*cognitive* – not *perceptual* – work)

Log scale: direct comparison of all data

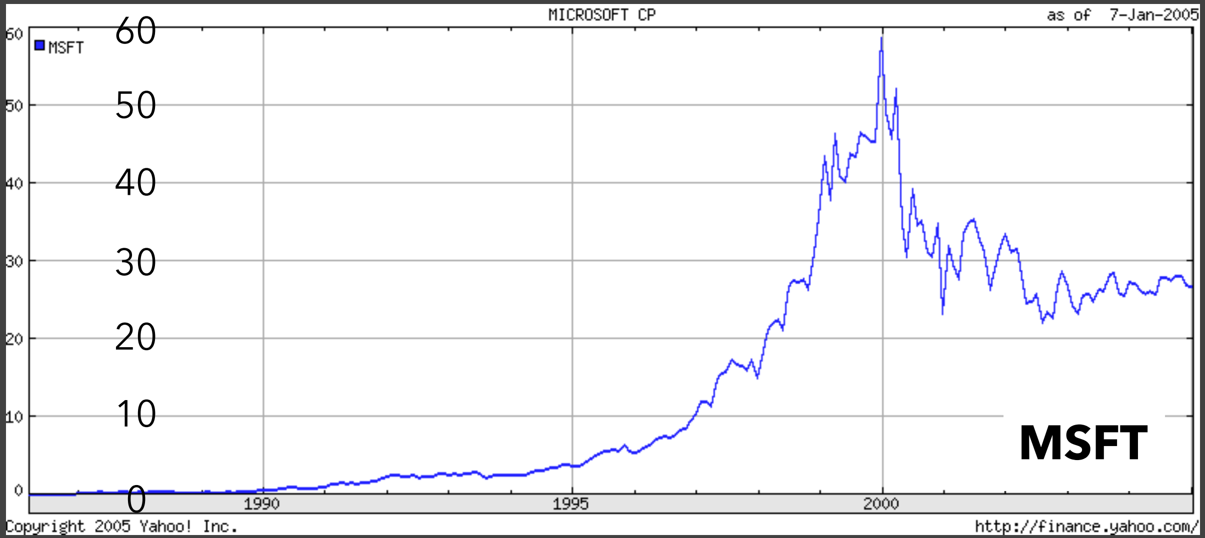
Logarithms turn *multiplication* into *addition*.

$$\log(x\,y) = \log(x) + \log(y)$$

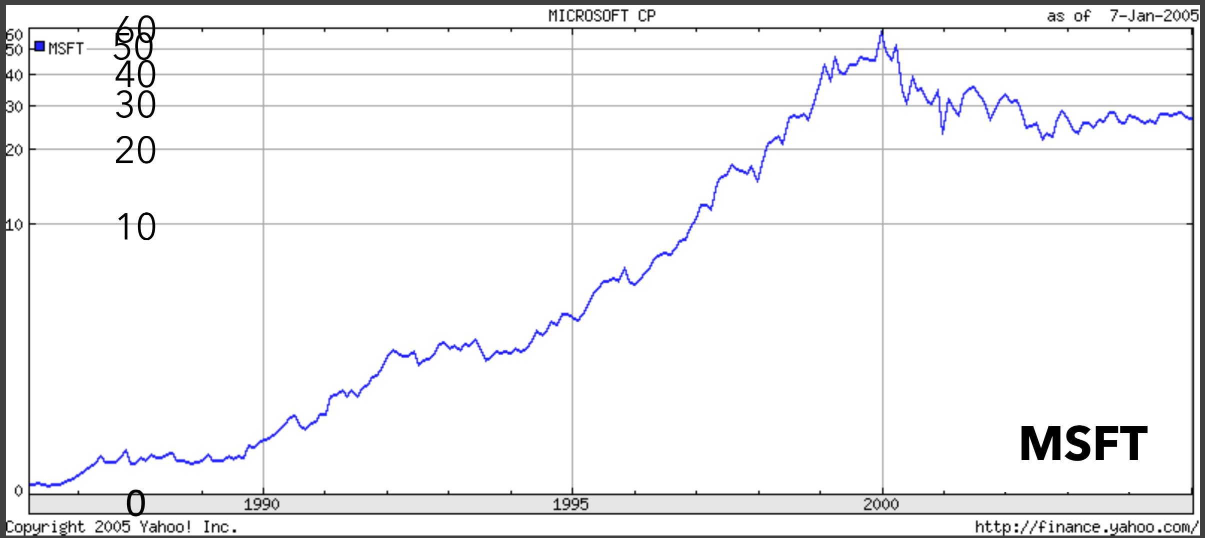
Equal steps on a log scale correspond to equal changes to a multiplicative scale factor.

Linear Scale vs. Log Scale

Linear Scale



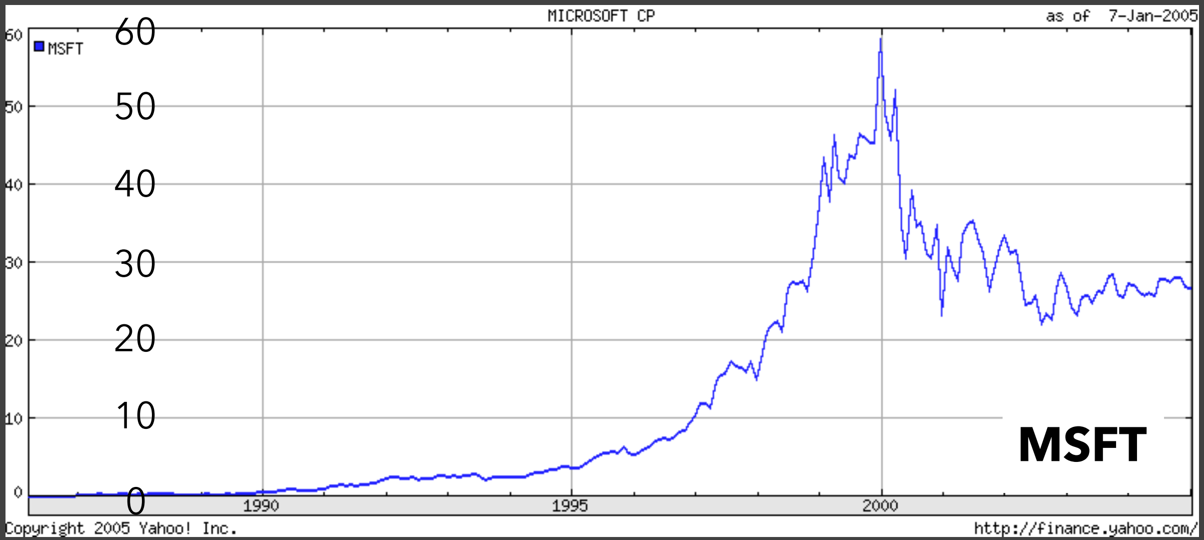
Log Scale



Linear Scale vs. Log Scale

Linear Scale

Absolute change

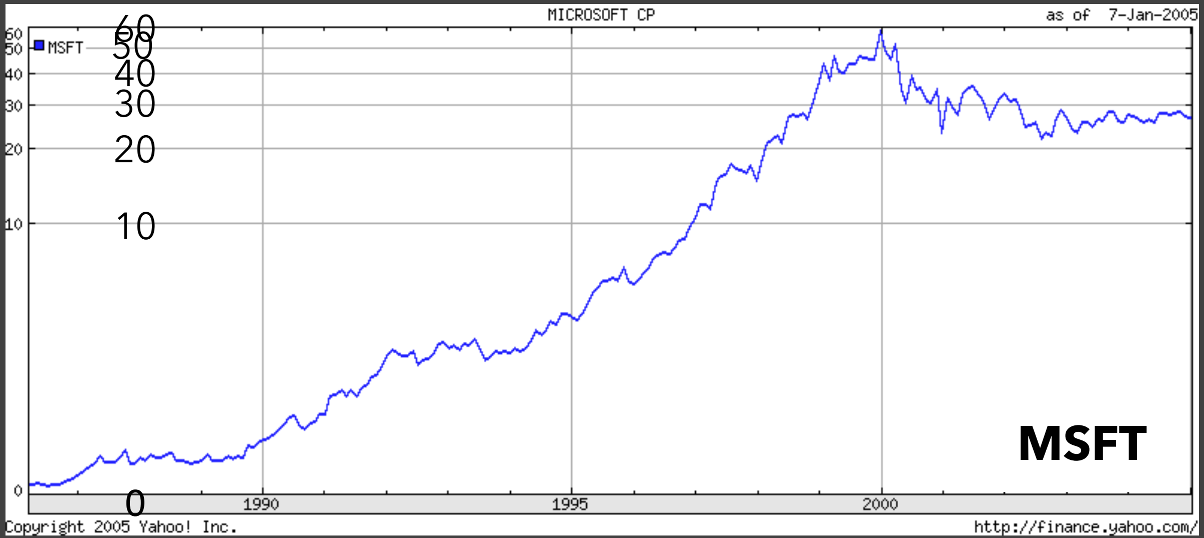


Log Scale

Small fluctuations

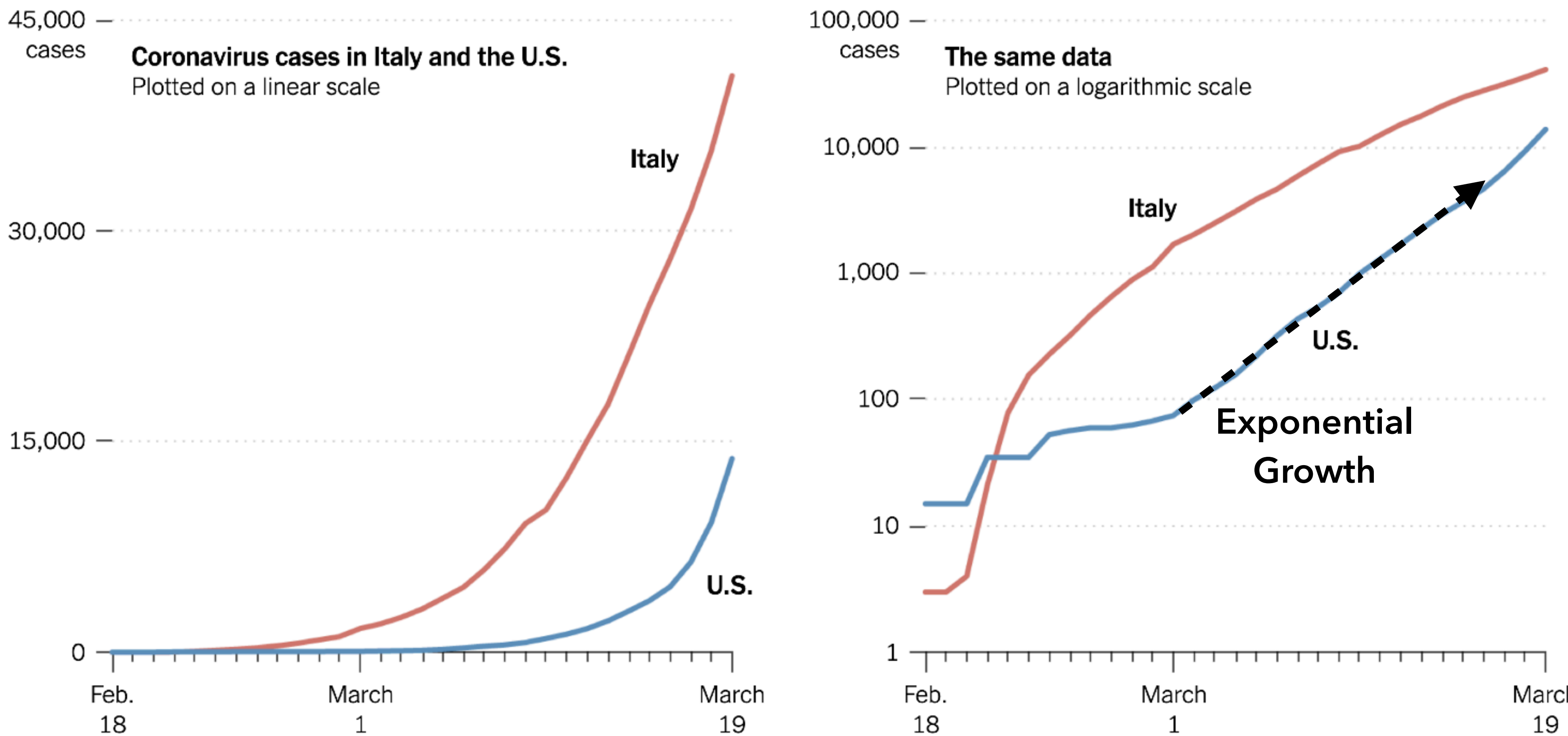
Percent change

d(10,30) > d(30,60)



Bending the Curve

Logarithmic scales can emphasize the rate of change in a way that linear scales do not. Italy seems to be slowing the coronavirus infection rate, while the number of cases in the United States continues to double every few days.



By The New York Times | Data from Worldometer

When To Apply a Log Scale?

Address data skew (e.g., long tails, outliers)

Enables comparison within and across multiple orders of magnitude.

Focus on multiplicative factors (not additive)

Recall that the logarithm transforms **×** to **+**!

Percentage change, not linear difference.

Constraint: **positive, non-zero values**

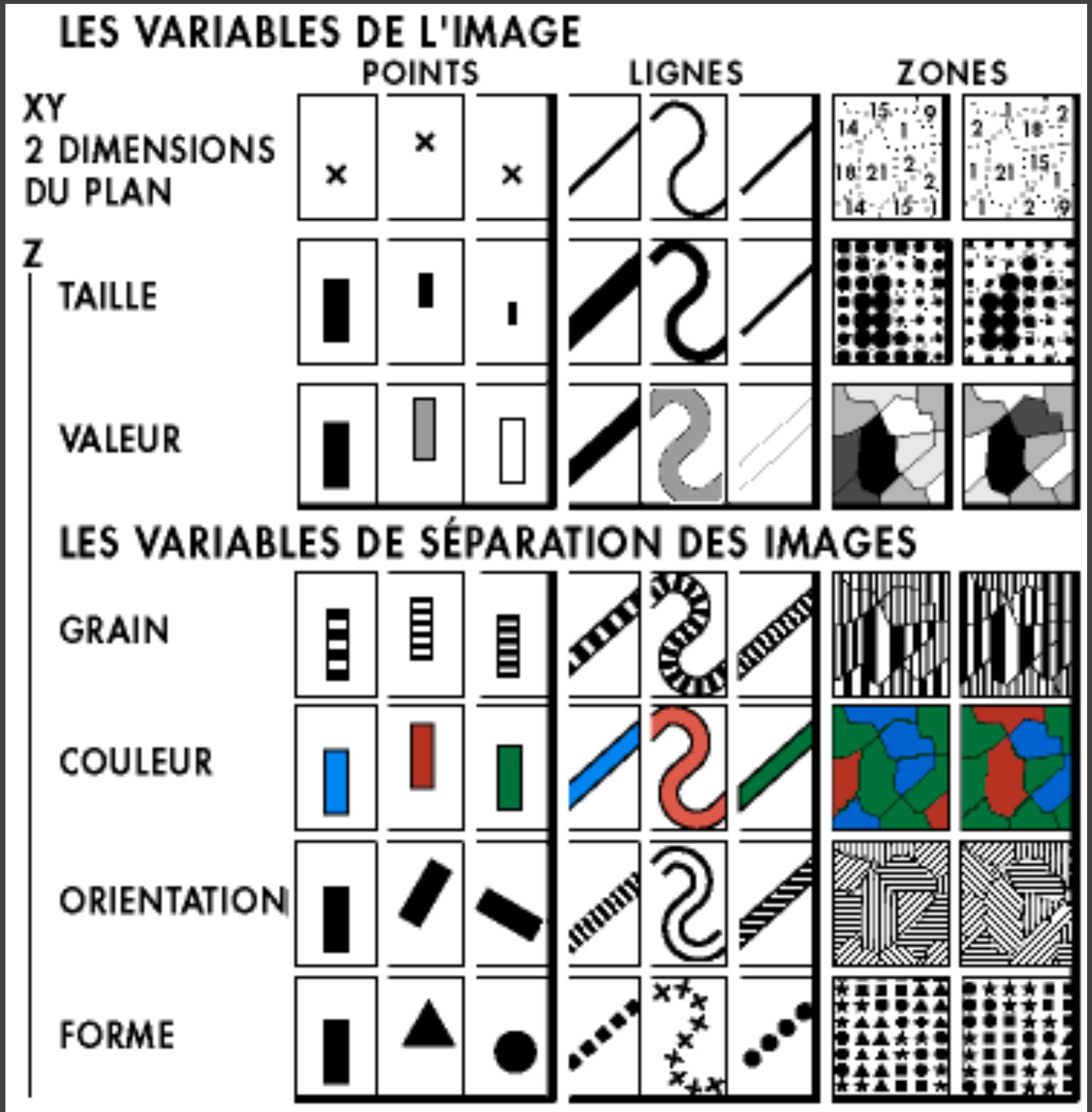
Constraint: **audience familiarity?**

Multidimensional Data

Visual Encoding Variables

Position (X)
Position (Y)
Area
Value
Texture
Color
Orientation
Shape

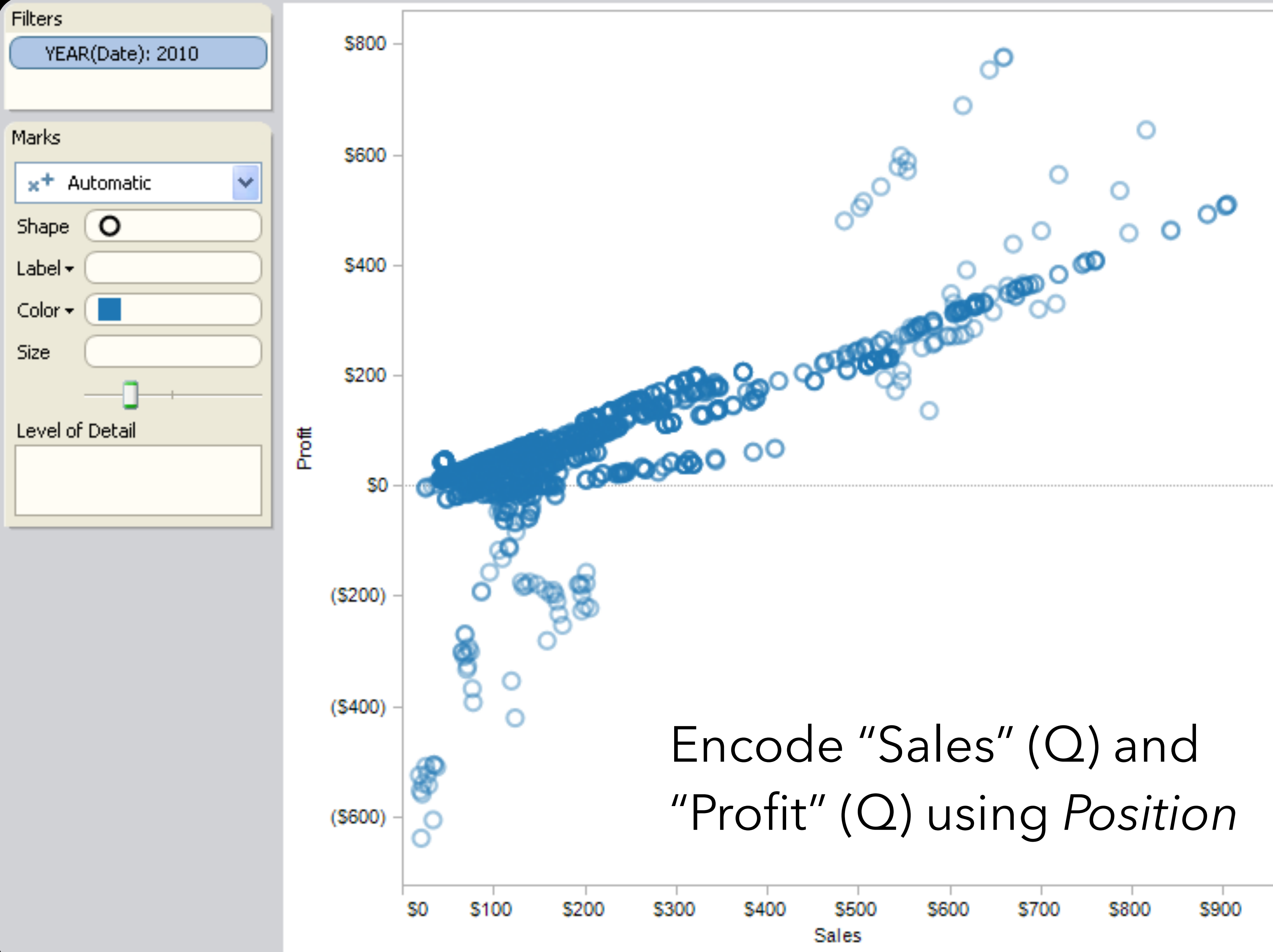
~8 dimensions?

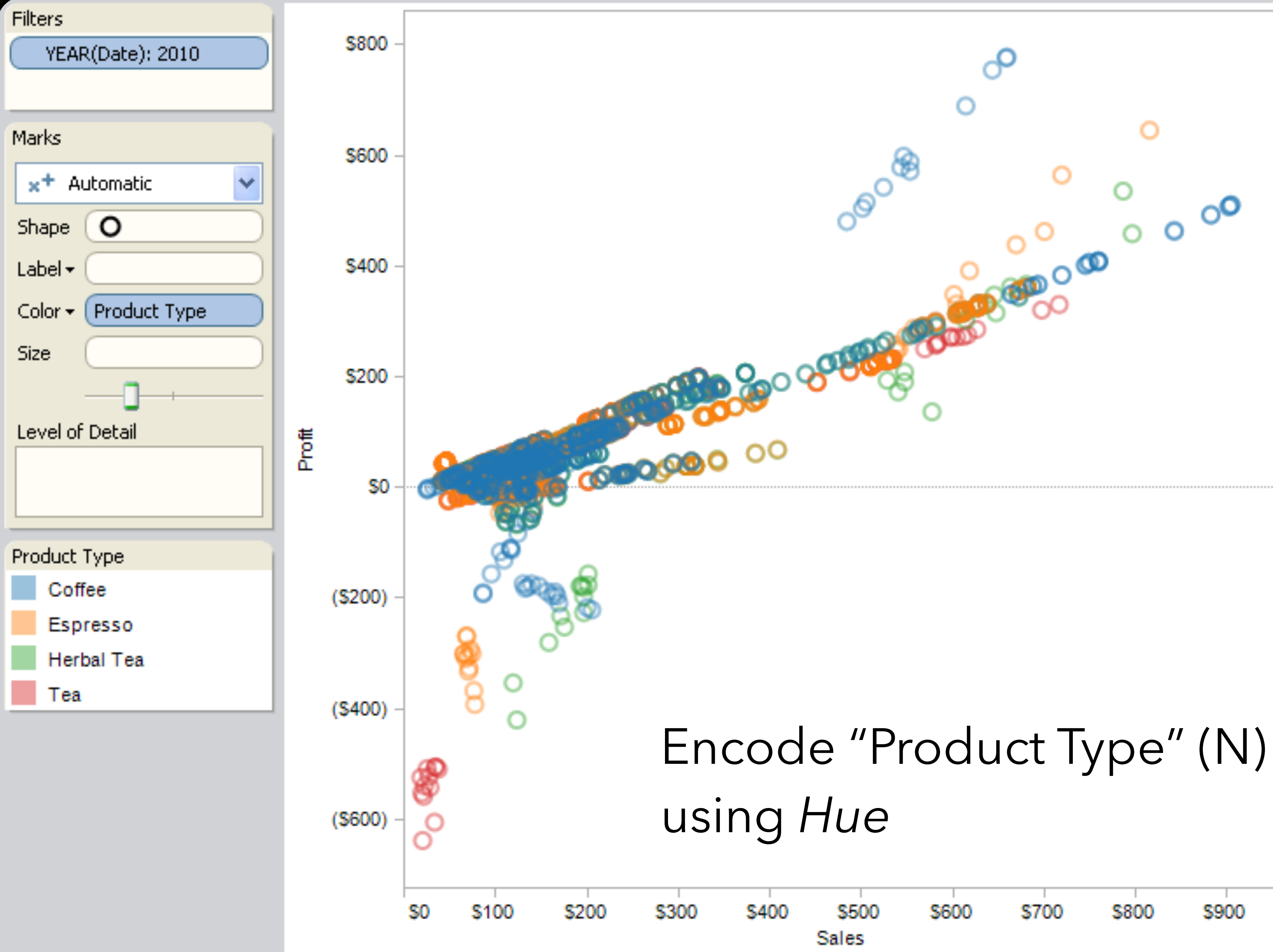


Example: Coffee Sales

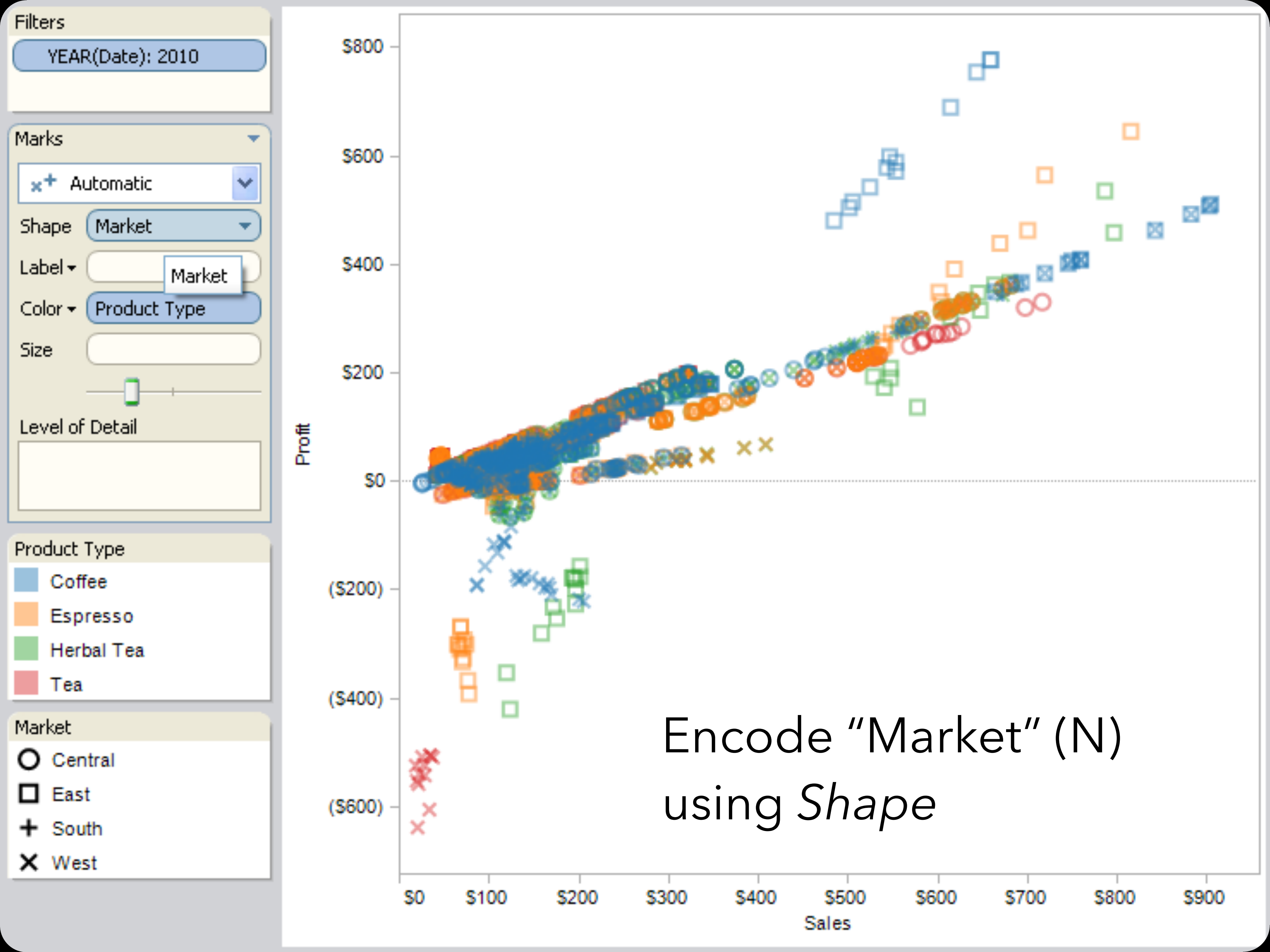
Sales figures for a fictional coffee chain

Sales	Q-Ratio
Profit	Q-Ratio
Marketing	Q-Ratio
Product Type	N {Coffee, Espresso, Herbal Tea, Tea}
Market	N {Central, East, South, West}

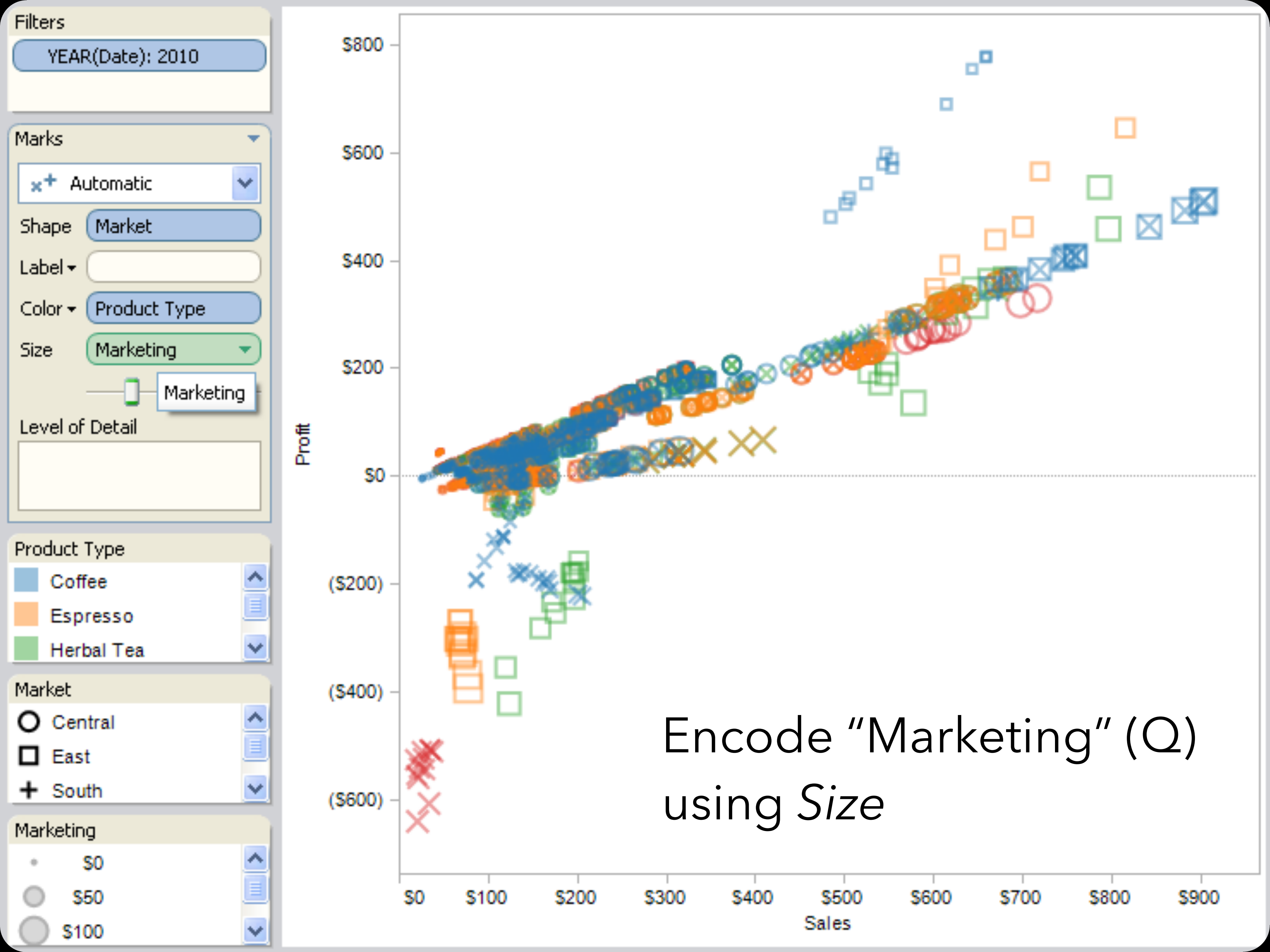

Filters
YEAR(Date): 2010
Marks
Automatic
Shape
Label
Color
Size
Level of Detail
$800
$600
$400
$200
$0
($200)
($400)
($600)
Profit
$0
$100
$200
$300
$400
$500
$600
$700
$800
$900
Sales
Encode "Sales" (Q) and
"Profit" (Q) using *Position*



Encode "Product Type" (N) using *Hue*

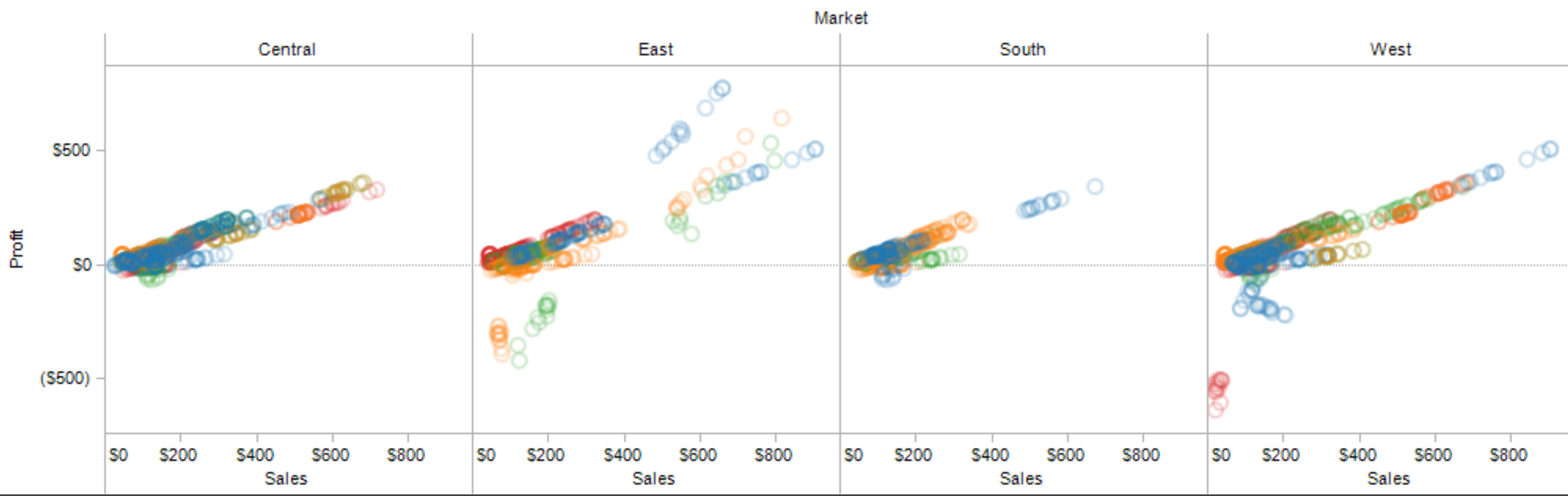


Encode “Market” (N)
using *Shape*



Encode “Marketing” (Q) using *Size*

Trellis Plots



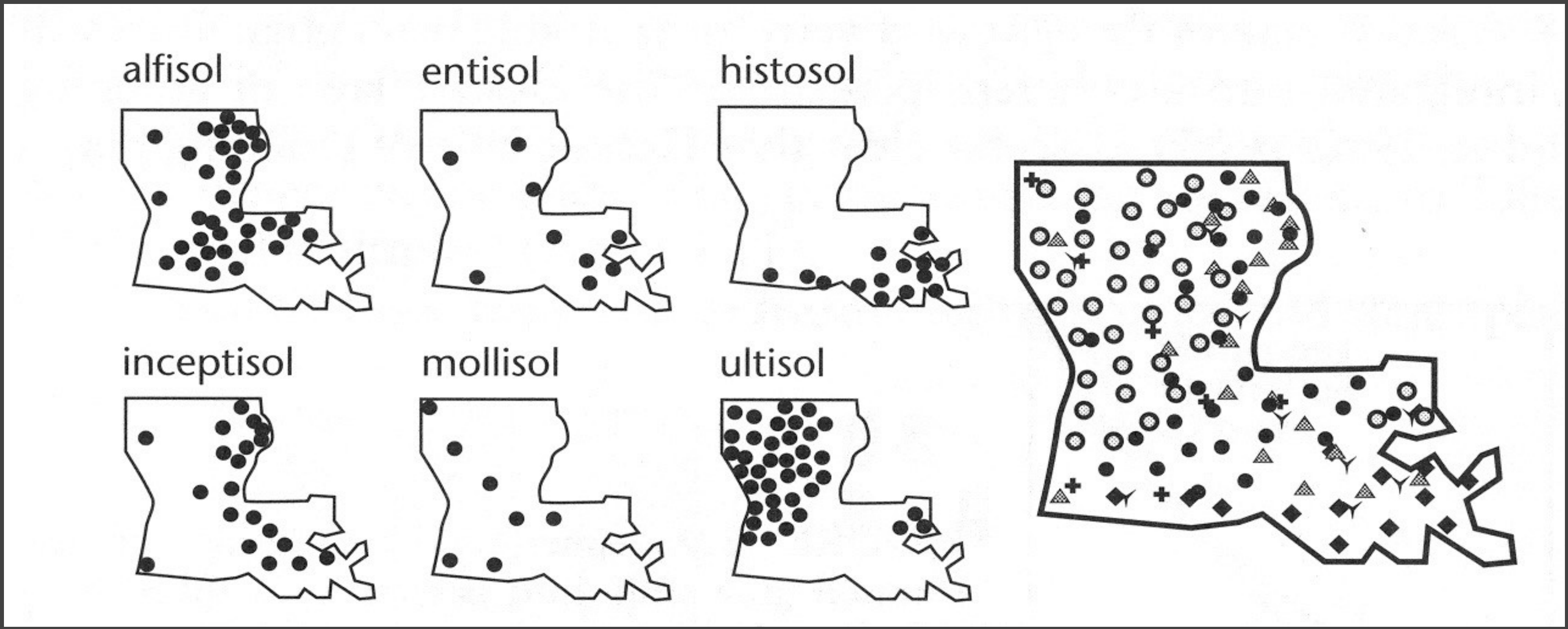
A *trellis plot* subdivides space to enable comparison across multiple plots.

Typically nominal or ordinal variables are used as dimensions for subdivision.

Small Multiples

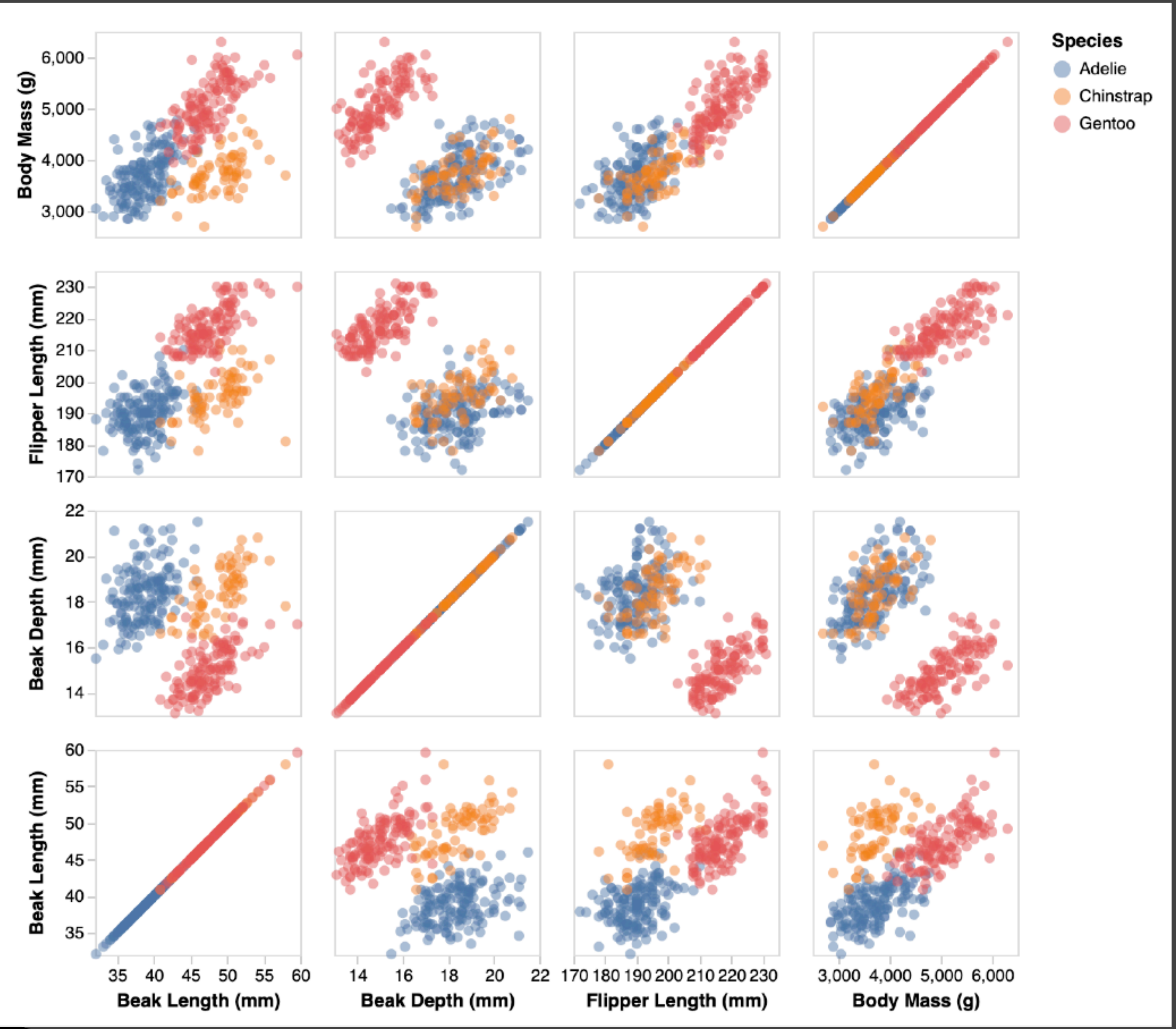
[MacEachren '95, Figure 2.11, p. 38]

Small Multiples



[MacEachren ’95, Figure 2.11, p. 38]

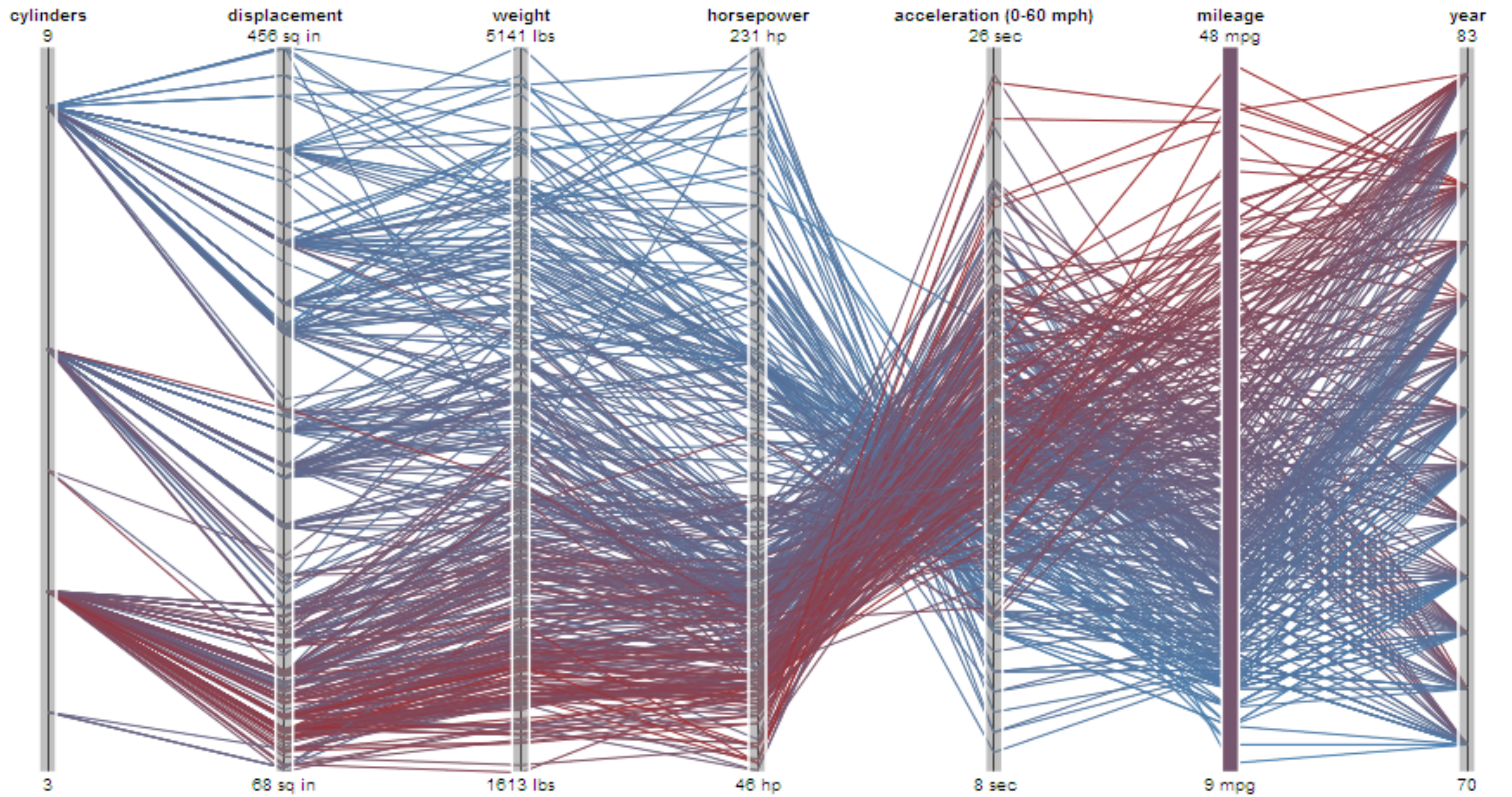
Scatterplot Matrix (SPLOM)



Scatter plots for pairwise comparison of each data dimension.

Parallel Coordinates

Parallel Coordinates [Inselberg]



Parallel Coordinates [Inselberg]

Visualize up to ~two dozen dimensions at once

1. Draw parallel axes for each variable
2. For each tuple, connect points on each axis

Between adjacent axes: line crossings imply neg. correlation, shared slopes imply pos. correlation.

Full plot can be cluttered. **Interactive selection** can be used to assess multivariate relationships.

Highly sensitive to axis **scale** and **ordering**.

Expertise required to use effectively!

Visual Encoding Design

Use **expressive** and **effective** encodings
Reduce the problem space
Avoid **over-encoding**
Use **space** and **small multiples** intelligently
Use **interaction** to generate *relevant* views

Rarely does a single visualization answer all questions. Instead, the ability to generate appropriate visualizations quickly is critical!

About the design process…

Visualization draws upon both science and art!

Principles like expressiveness & effectiveness are not hard-and-fast rules, but can assist us to guide the process and articulate alternatives.

They can lead us to think more deeply about our design rationale and prompt us to reflect.

It helps to know "the rules" in order to wisely bend (*or break*) them at the right times!