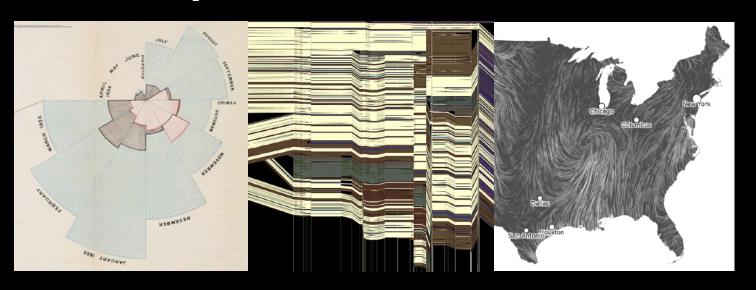
### CSE 442 - Data Visualization

## Perception



Jeffrey Heer University of Washington

Graphical Perception

The ability of viewers to interpret visual

thereby decode information in graphs.

(graphical) encodings of information and

### **Design Principles** [Mackinlay 86]

#### Expressiveness

A set of facts is *expressible* in a visual language if the sentences (i.e. the visualizations) in the language express all the facts in the set of data, and only the facts in the data.

#### Effectiveness

A visualization is more *effective* than another visualization if the information conveyed by one visualization is more readily perceived than the information in the other visualization.

### Design Principles Translated

Tell the truth and nothing but the truth (don't lie, and don't lie by omission)

Use encodings that people decode better (where better = faster and/or more accurate)

### 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

### **Perception Topics**

Signal Detection

Magnitude Estimation

Using Multiple Visual Encodings

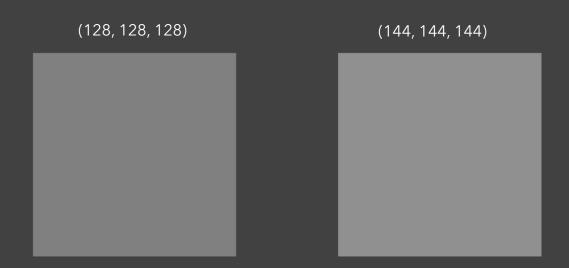
Pre-Attentive Processing

Gestalt Grouping

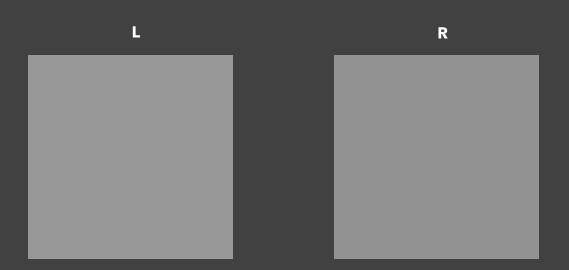
Change Blindness

## Signal Detection



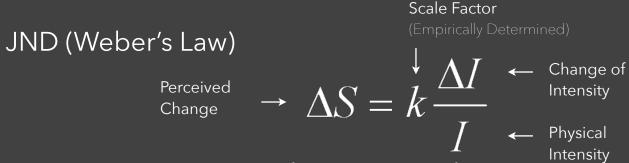








### Just Noticeable Difference (JND)



Ratios more important than magnitude

Most continuous variation in stimuli are perceived in discrete steps



### **Encoding Data with Color**

Value is perceived as ordered

∴ Encode ordinal variables (O)



∴ Encode continuous variables (Q) [not as well]



Hue is normally perceived as unordered

:. Encode nominal variables (N) using color

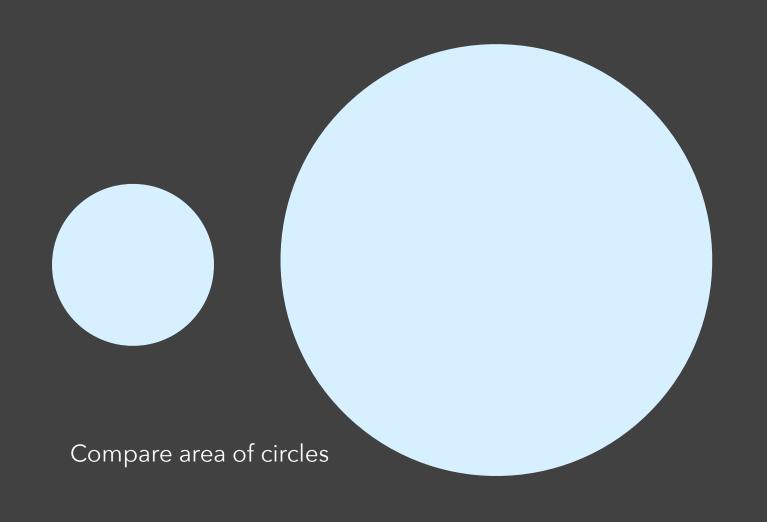
### Steps in Font Size

Sizes standardized in 16<sup>th</sup> century

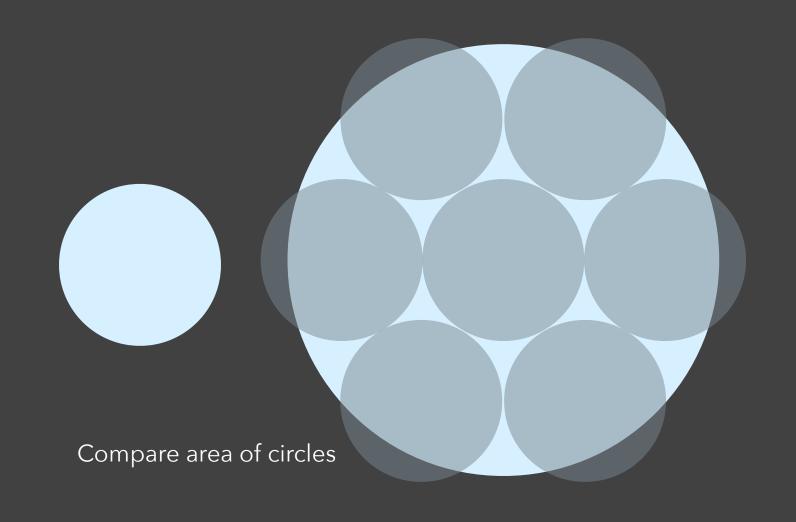
```
6 7 8 9 10 11 12 14 16 18 21 24 36 48 60 72
```

## Magnitude Estimation

# A Quick Experiment...

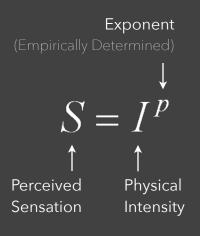


Compare length of bars

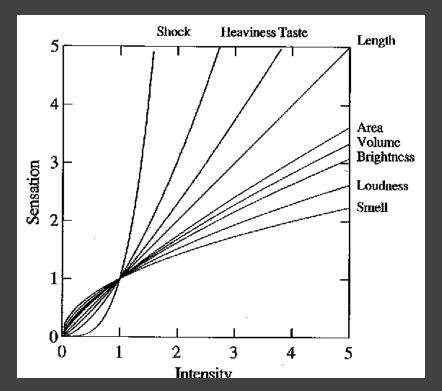


Compare length of bars

### Steven's Power Law



Predicts bias, not necessarily accuracy!



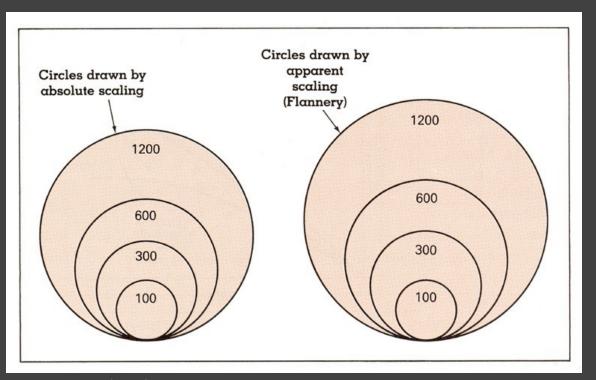
[Graph from Wilkinson '99, based on Stevens '61]

### **Exponents of Power Law**

Sensation	Exponent	
Loudness	0.6	
Brightness	0.33	
Smell	0.55 (Coffee) - 0.6 (Heptane)	
Taste	0.6 (Saccharine) -1.3 (Salt)	
Temperature	1.0 (Cold) – 1.6 (Warm)	
Vibration	0.6 (250 Hz) – 0.95 (60 Hz)	
Duration	1.1	
Pressure	1.1	
Heaviness	1.45	
Electic Shock	3.5	

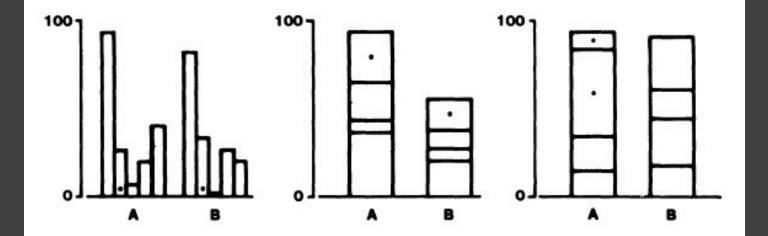
[Psychophysics of Sensory Function, Stevens '61]

### Apparent Magnitude Scaling



[Cartography: Thematic Map Design, Figure 8.6, p. 170, Dent, '96]

 $S = 0.98A^{0.87}$  [from Flannery '71]



**Graphical Perception** [Cleveland & McGill 84]

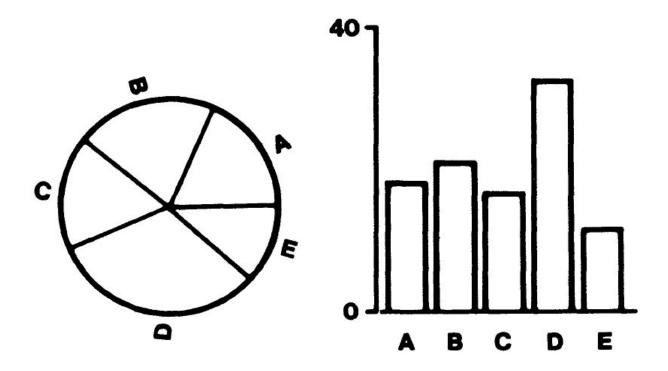


Figure 3. Graphs from position-angle experiment.

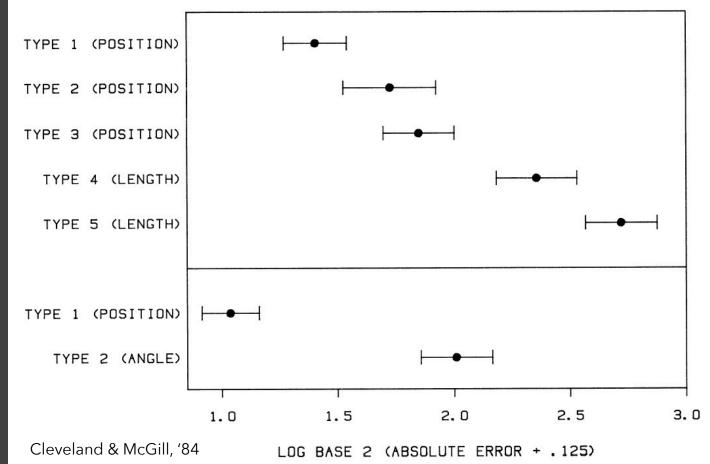
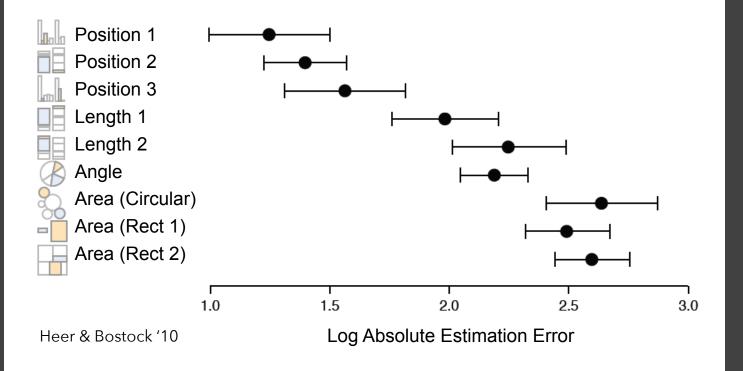


Figure 16. Log absolute error means and 95% confidence intervals for judgment types in position—length experiment (top) and position—angle experiment (bottom).



### **Graphical Perception Experiments**

Empirical estimates of encoding effectiveness

### Relative Magnitude Comparison

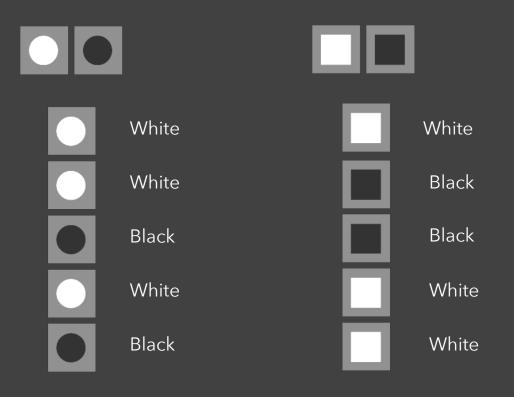


### Effectiveness Rankings [Mackinlay 86]

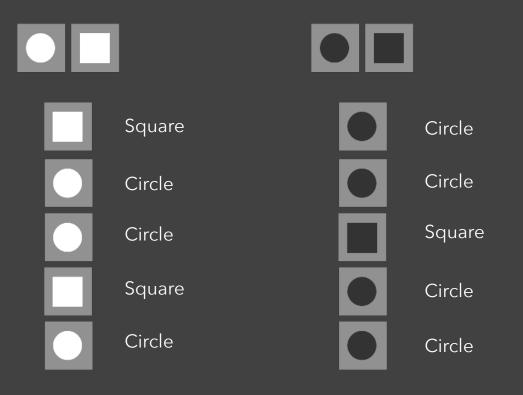
QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Value)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Value)
Density (Value)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope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

## Multiple Attributes

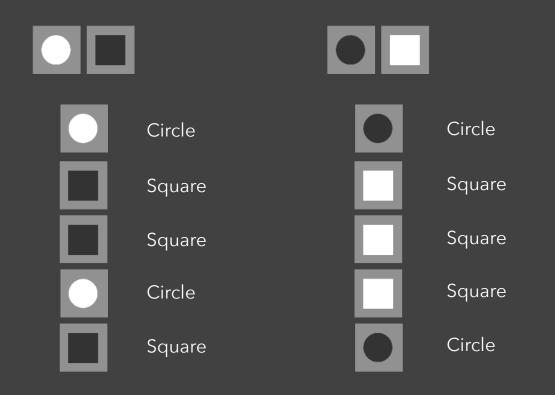
## One-Dimensional: Lightness



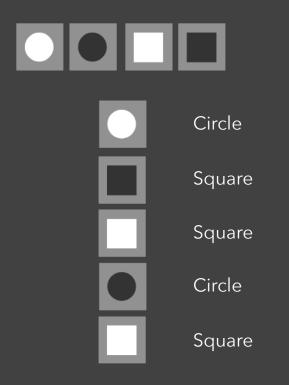
### **One-Dimensional: Shape**



### Redundant: Shape & Lightness



### Orthogonal: Shape & Lightness



### Speeded Classification

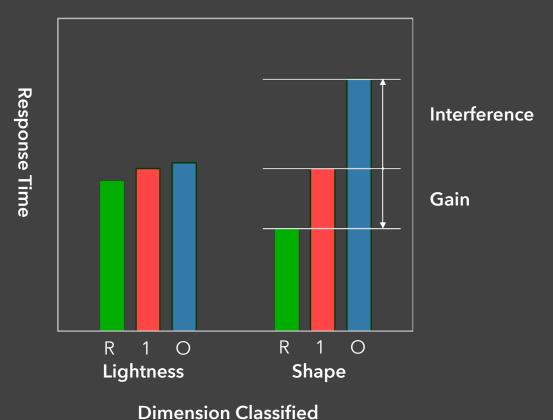
#### Redundancy Gain

Facilitation in reading one dimension when the other provides redundant information

#### Filtering Interference

Difficulty in ignoring one dimension while attending to the other

### **Speeded Classification**



#### Types of Perceptual Dimensions

#### Integral

Filtering interference and redundancy gain

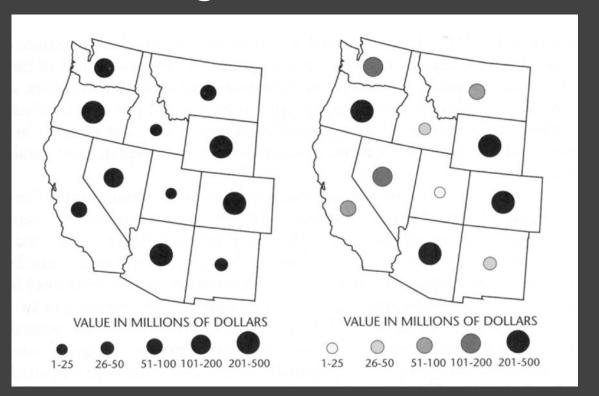
#### Separable

No interference or gain

#### Asymmetric

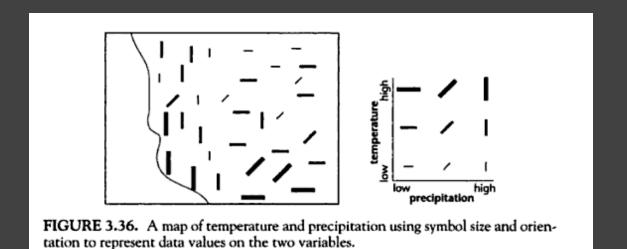
One dim separable from other, not vice versa

#### Size and Brightness



W. S. Dobson, Visual information processing and cartographic communication: The role of redundant stimulus dimensions, 1983 (reprinted in MacEachren, 1995)

#### **Orientation & Size**



How well can you see temperature or precipitation? Is there a correlation between the two?

#### Length & Length

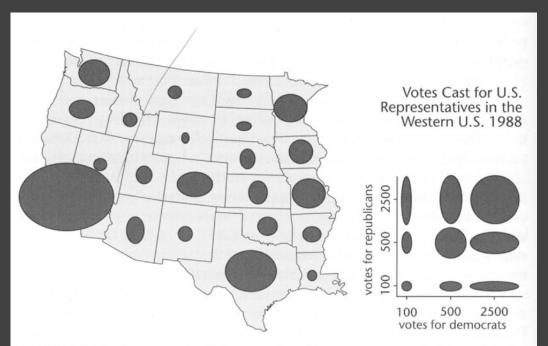


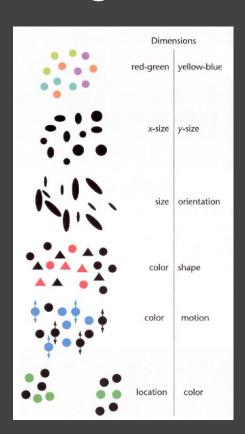
FIGURE 3.38. An example of the use of an ellipse as a map symbol in which the horizontal and vertical axes represent different (but presumably related) variables.

#### Angle & Angle



FIGURE 3.39. Bivariate map of NO<sub>3</sub> and SO<sub>4</sub> trends. The original Carr et al. version of this map used a wheel with eight spokes, rather than a simple dot, as the center of each glyph. When large enough, this added feature facilitates judgment of specific values. After Carr et al. (1992, Fig. 7a, p. 234). Adapted by permission of the American Congress on Surveying and Mapping.

### Summary of Integral & Separable



Integral

Separable

[Figure 5.25, Color Plate 10, Ware 2000]

#### Set

Each card has 4 features:

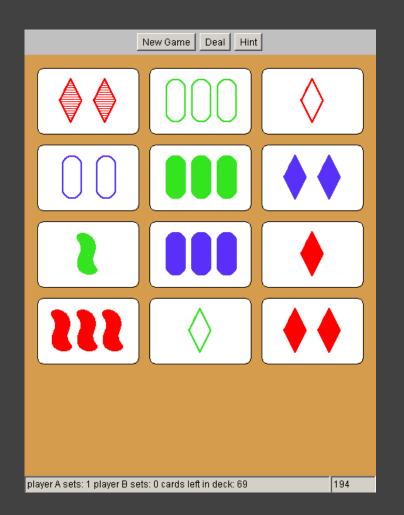
Color

Symbol

Number

Shading/Texture

A set consists of 3 cards in which each feature is the SAME or DIFFERENT on each card.



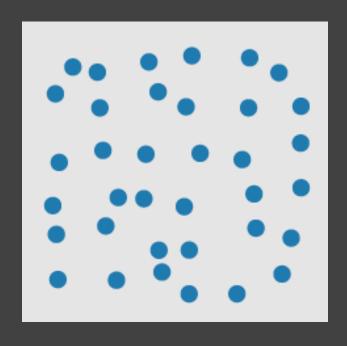
# Pre-Attentive Processing

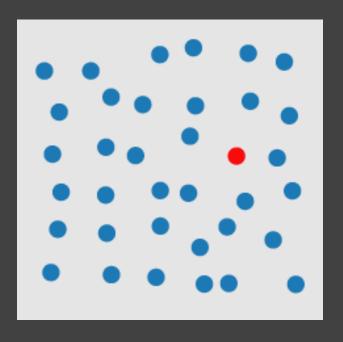
#### How Many 3's?

#### How Many 3's?

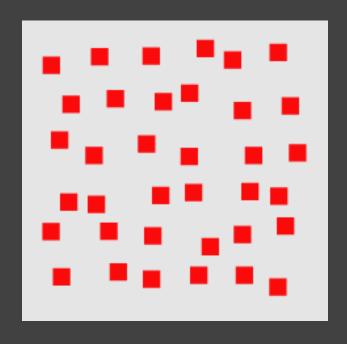
```
1281768756138976546984506985604982826762
9809858458224509856458945098450980943585
9091030209905959595772564675050678904567
8845789809821677654876364908560912949686
```

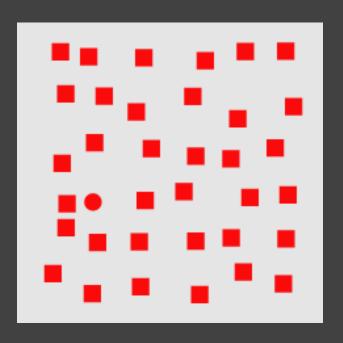
### Visual Pop-Out: Color



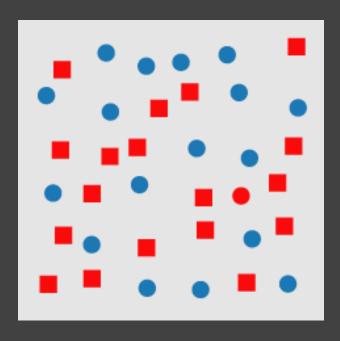


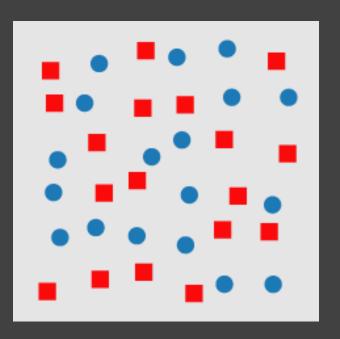
#### **Visual Pop-Out: Shape**



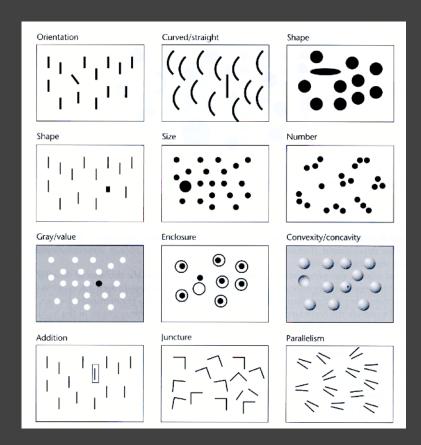


#### **Feature Conjunctions**





#### **Pre-Attentive Features**



[Information Visualization. Figure 5. 5 Ware 04]

#### More Pre-Attentive Features

Line (blob) orientation Julesz & Bergen [1983]; Wolfe et al. [1992]

Length Treisman & Gormican [1988]

Width Julesz [1985]

Size Treisman & Gelade [1980]
Curvature Treisman & Gormican [1988]

Number Julesz [1985]; Trick & Pylyshyn [1994]

Terminators Julesz & Bergen [1983] Intersection Julesz & Bergen [1983]

Closure Enns [1986]; Treisman & Souther [1985]

Colour (hue) Nagy & Sanchez [1990, 1992];

D'Zmura [1991]; Kawai et al. [1995];

Bauer et al. [1996]

Intensity Beck et al. [1983];

Treisman & Gormican [1988]

Flicker Julesz [1971]

Direction of motion Nakayama & Silverman [1986];

Driver & McLeod [1992]

Binocular lustre Wolfe & Franzel [1988]

Stereoscopic depth Nakayama & Silverman [1986]

3-D depth cues Enns [1990] Lighting direction Enns [1990]

#### **Pre-Attentive Conjunctions**

Spatial conjunctions are often pre-attentive

Motion and 3D disparity

Motion and color

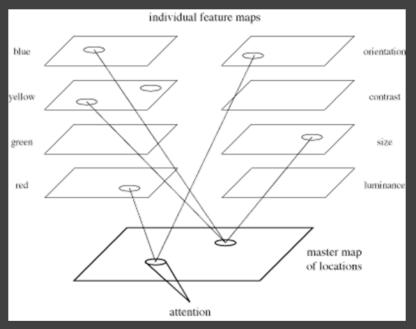
Motion and shape

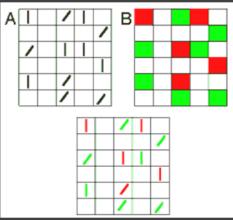
3D disparity and color

3D disparity and shape

But most conjunctions are NOT pre-attentive

#### Feature Integration Theory





Feature maps for orientation & color [Green]

Treisman's feature integration model [Healey 04]

# **Gestalt Grouping**

#### **Gestalt Principles**

Figure/Ground

Proximity

Similarity

Symmetry

Connectedness

Continuity

Closure

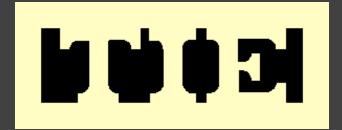
Common Fate

Transparency

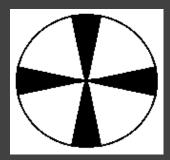
### Figure/Ground



Ambiguous



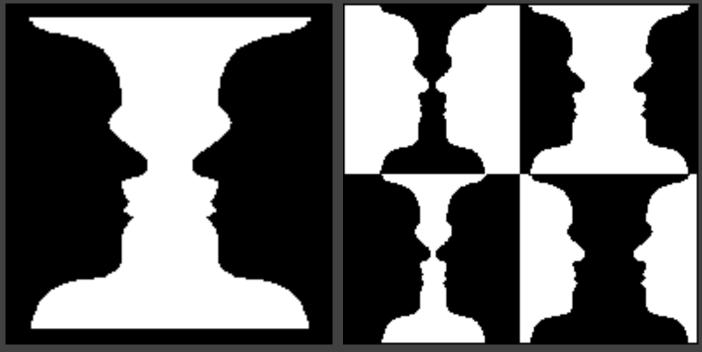
Principle of surroundedness



Principle of relative size

http://www.aber.ac.uk/media/Modules/MC10220/visper07.html

### Figure/Ground

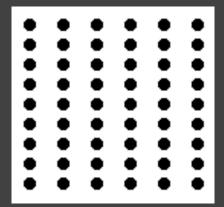


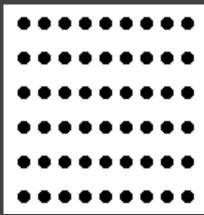
Ambiguous

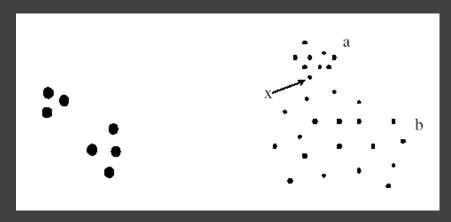
Unambiguous (?)

http://www.aber.ac.uk/media/Modules/MC10220/visper07.html

### **Proximity**

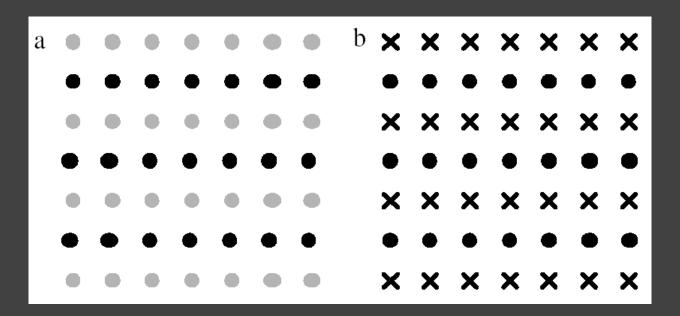






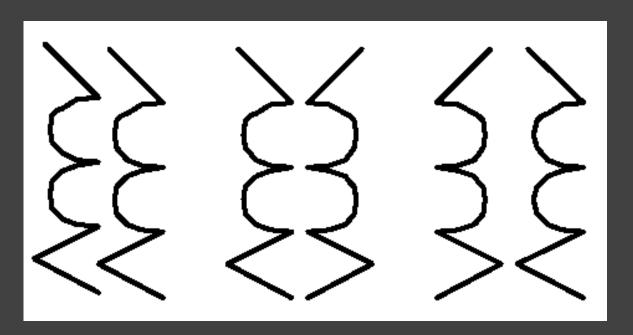
[Ware '00]

#### **Similarity**



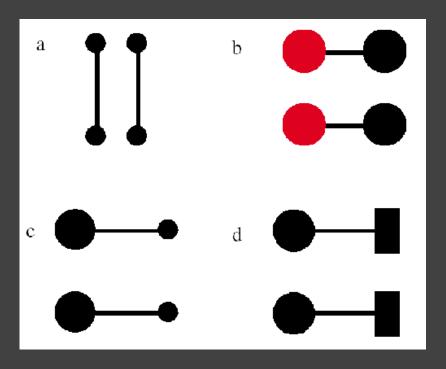
Rows dominate due to similarity [from Ware '04]

### **Symmetry**



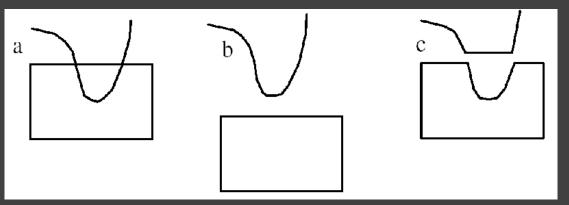
Bilateral symmetry gives strong sense of figure [from Ware '04]

#### Connectedness

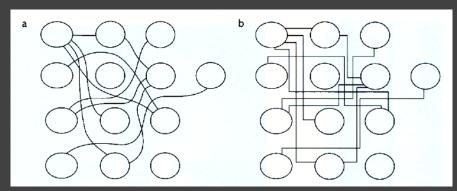


Connectedness overrules proximity, size, color shape [from Ware '04]

#### Continuity

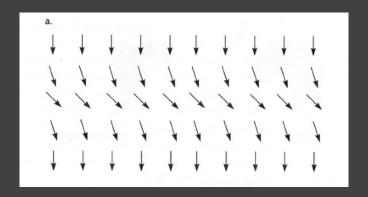


We prefer smooth not abrupt changes [from Ware '04]

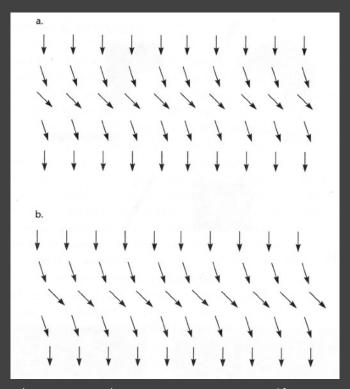


Connections are clearer with smooth contours [from Ware '04]

#### **Continuity: Vector Fields**

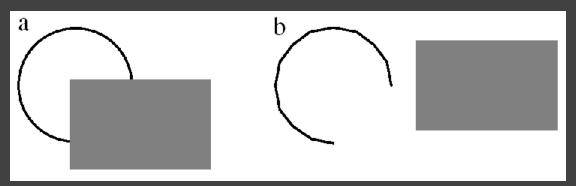


#### **Continuity: Vector Fields**

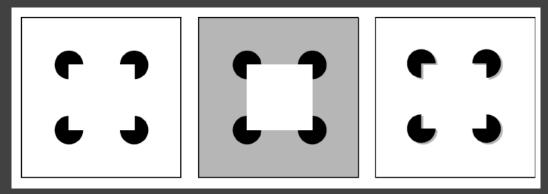


Prefer field that shows smooth continuous contours [from Ware '04]

#### Closure

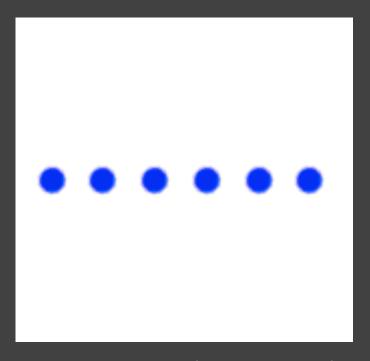


We see a circle behind a rectangle, not a broken circle [from Ware '04]



Illusory contours [from Durand '02]

#### **Common Fate**



Dots moving together are grouped

### Transparency



Requires continuity and proper color correspondence [from Ware '04]











[Example from Palmer 99, originally due to Rock]

#### **Demonstrations**

https://www2.psych.ubc.ca/~rensink/flicker/download/

http://www.youtube.com/watch?v=Ahg6qcgoay4

#### Summary

Choosing effective visual encodings requires knowledge of visual perception.

#### Visual features/attributes

Individual attributes often pre-attentive Multiple attributes may be separable or integral

Gestalt principles provide high-level guidelines

We don't always see everything that is there!