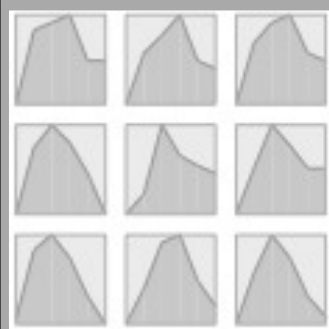
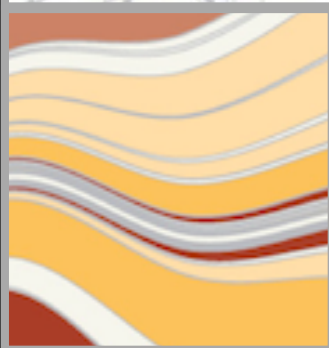
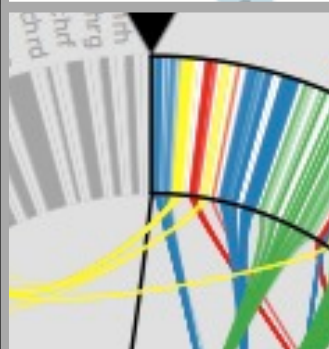
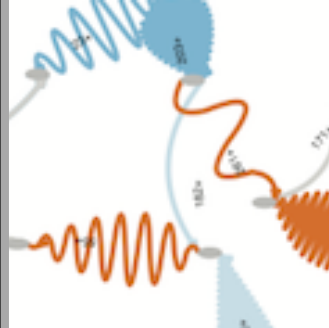


cs6964 | February 9 2012

# MULTIPLE VIEWS

Miriah Meyer  
*University of Utah*

*slide acknowledgements:*  
Tamara Munzner, University of British Columbia

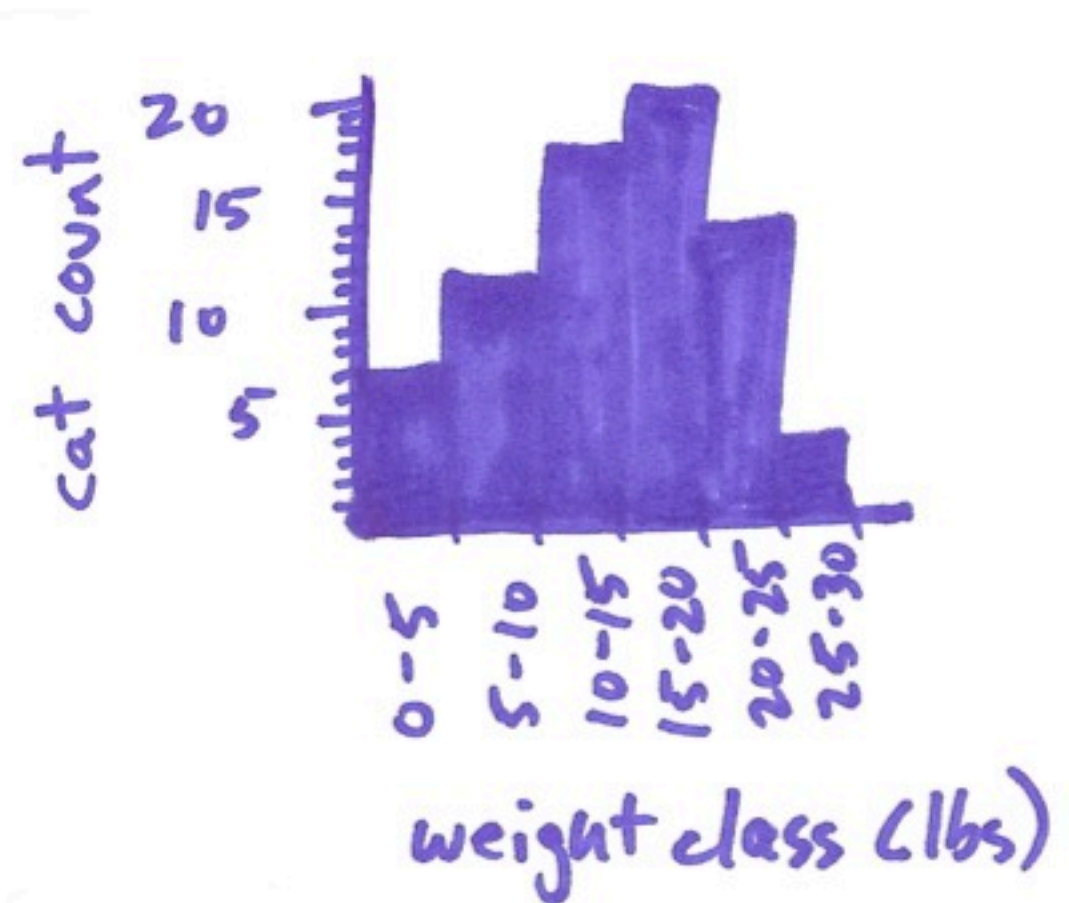


LAST TIME

# SPATIAL POSITION

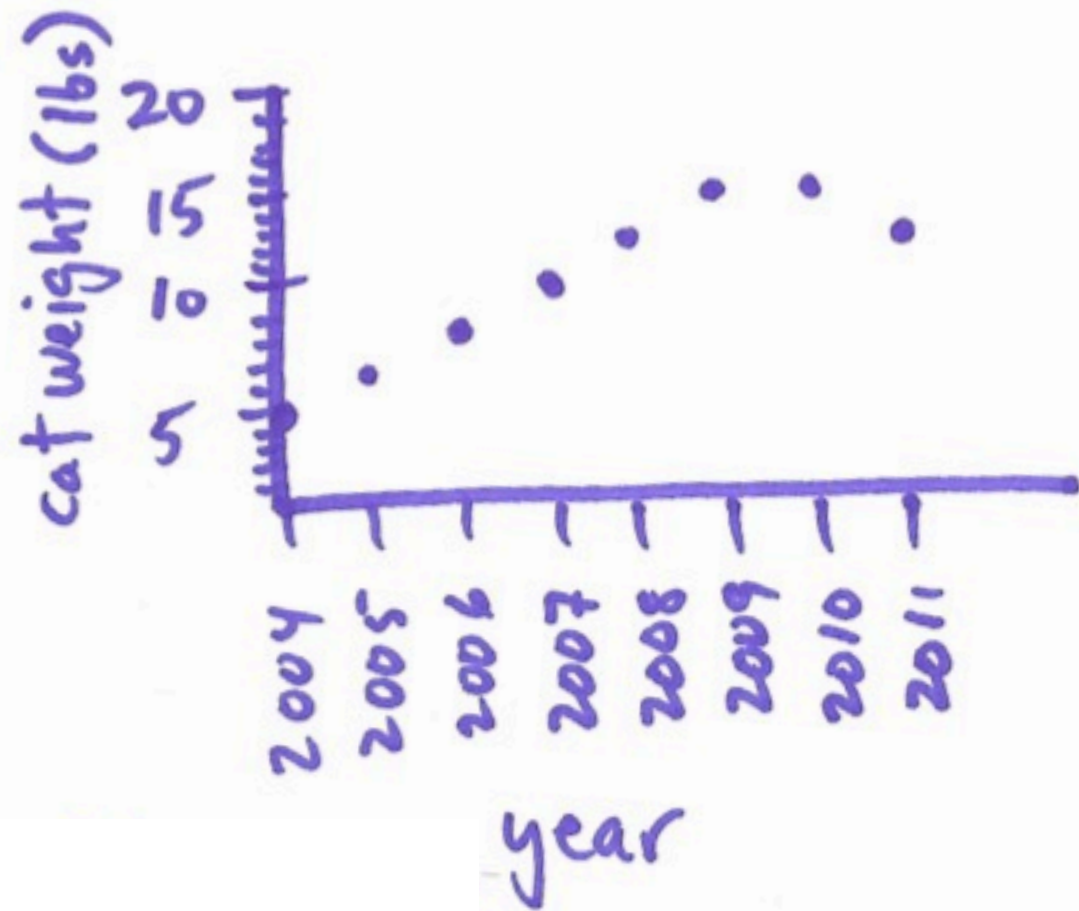


bar chart

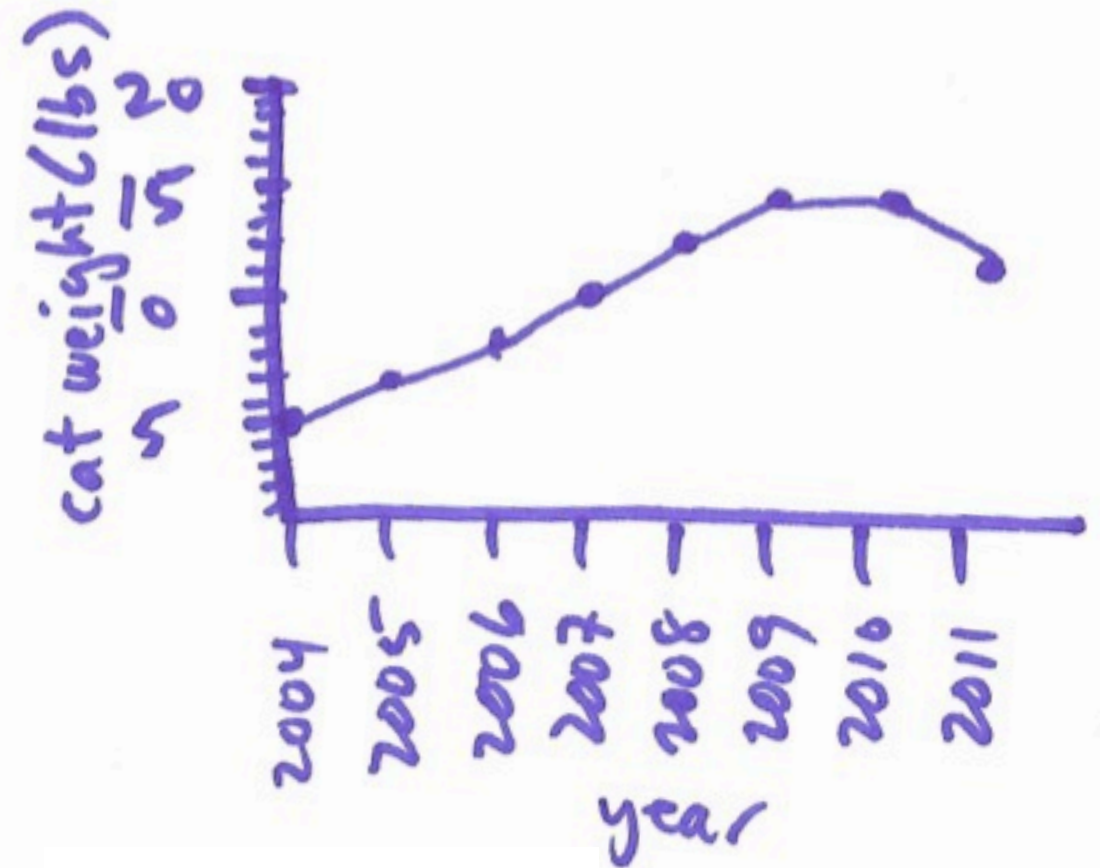


histogram

# SPATIAL POSITION



dot plot

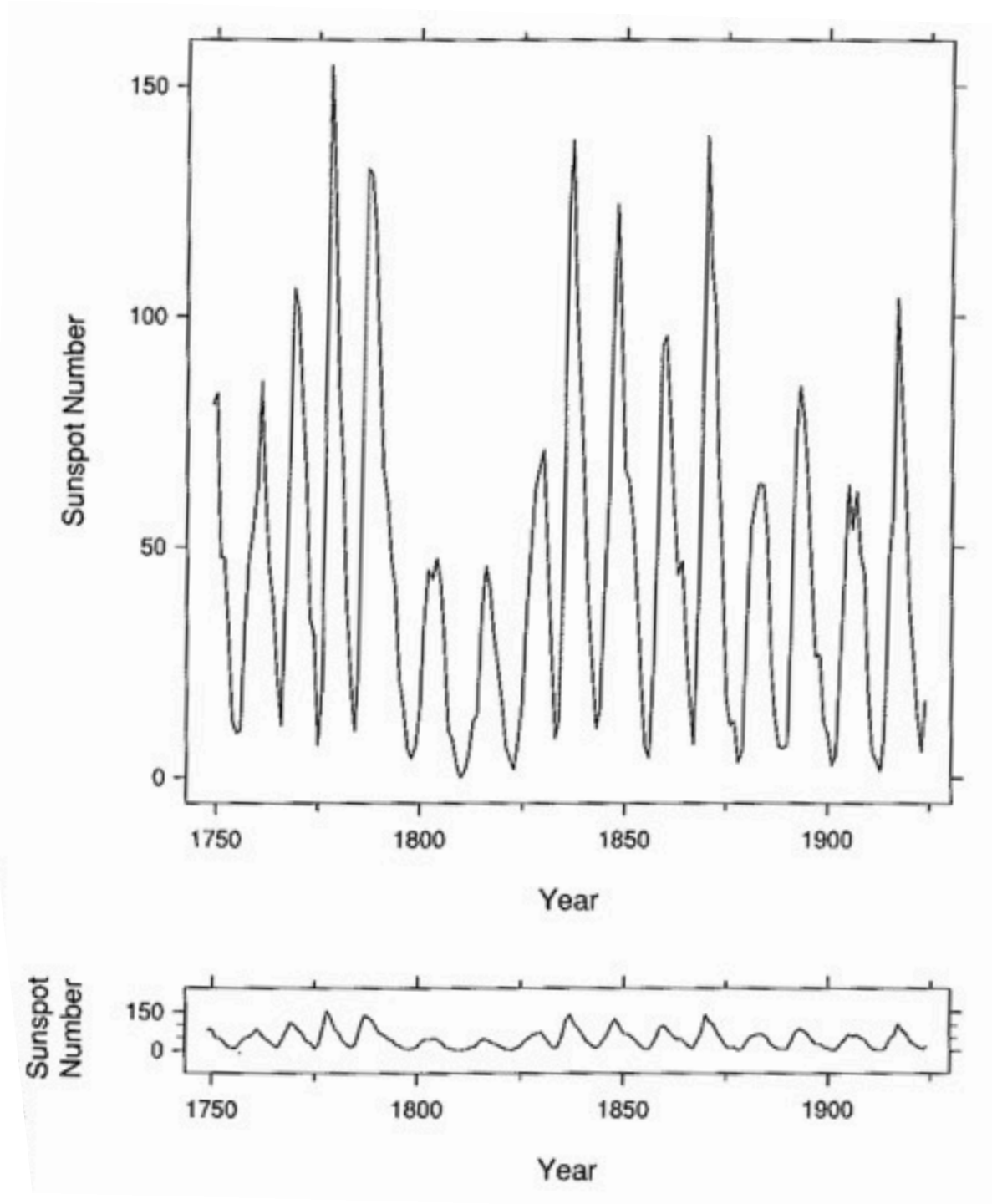


line chart

# BANKING TO 45°

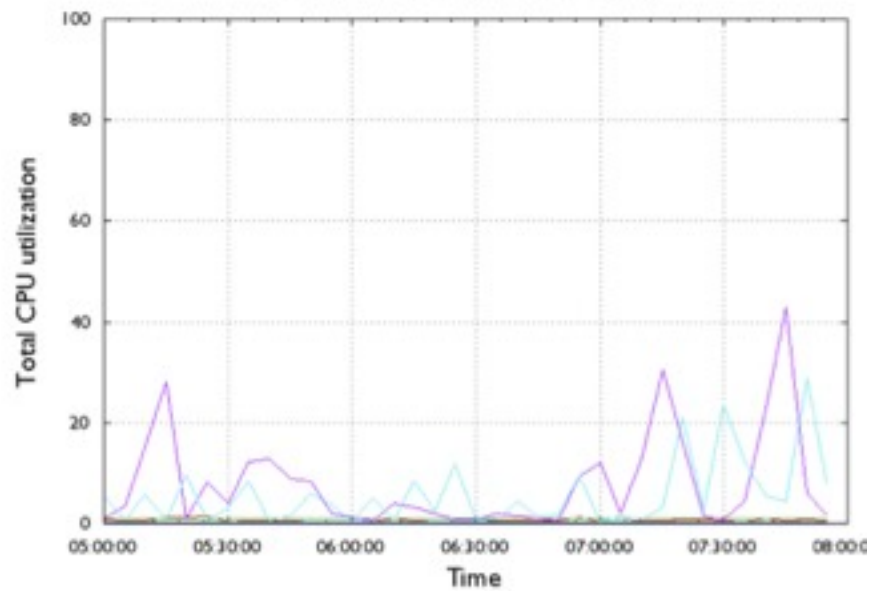
The aspect ratio of a graph is an important factor for judging rate of change.

**perceptual principle:**  
most accurate angle  
judgement is at 45

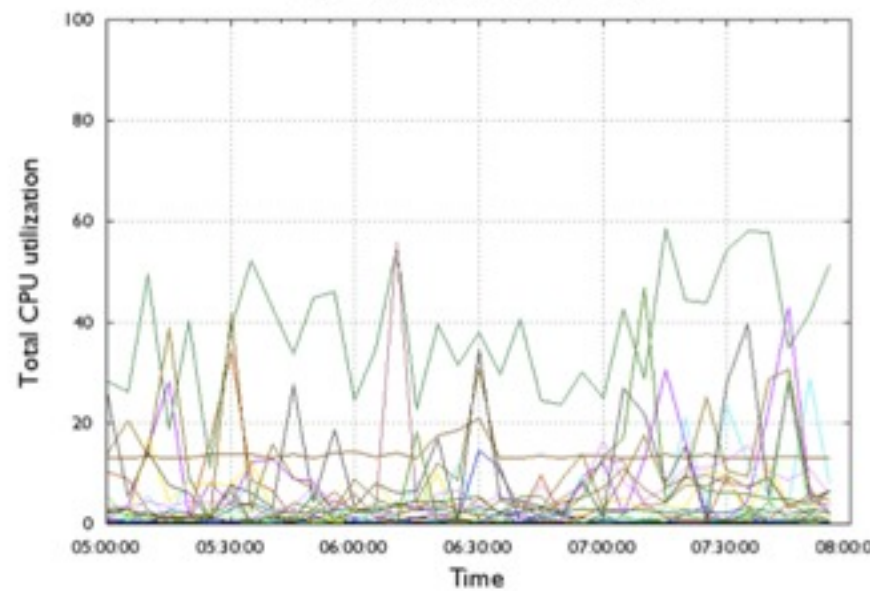


# layering: global compositing

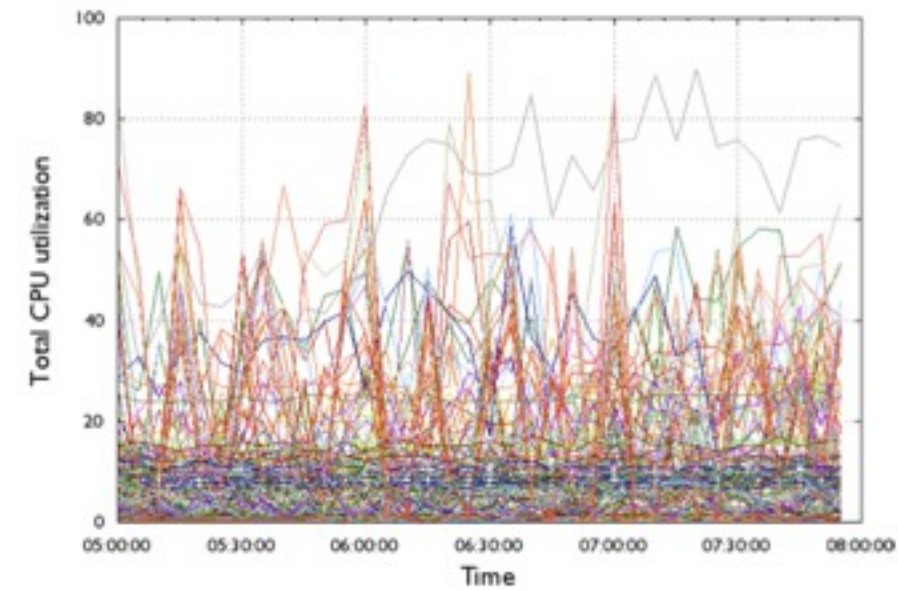
CPU utilization over time



CPU utilization over time

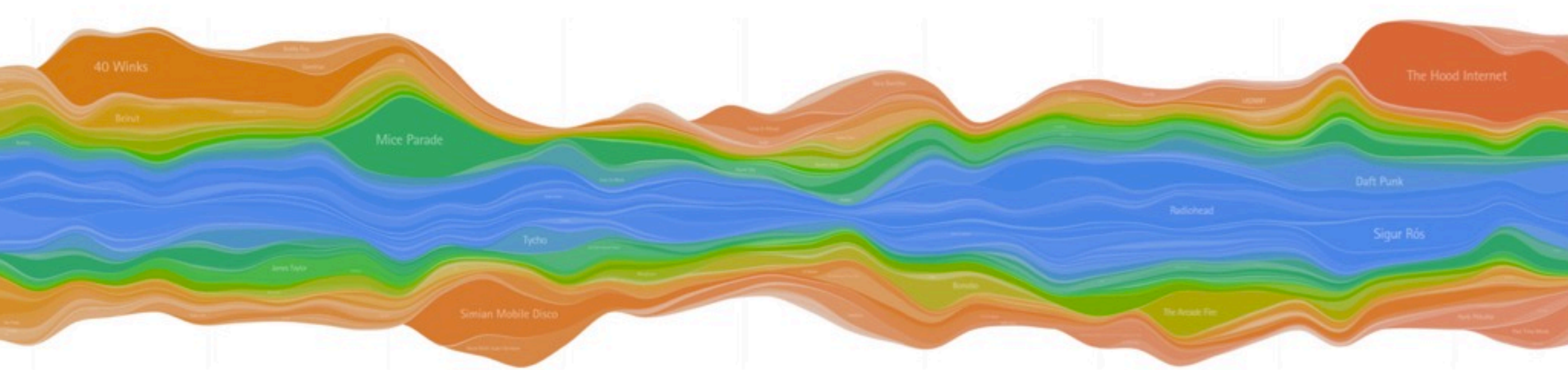


CPU utilization over time

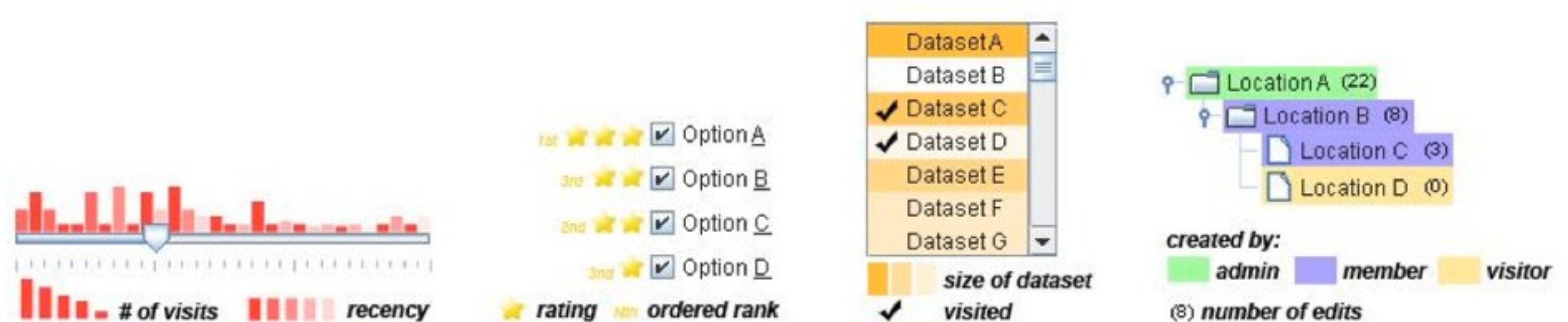




# layering: item stacking



# scented widgets

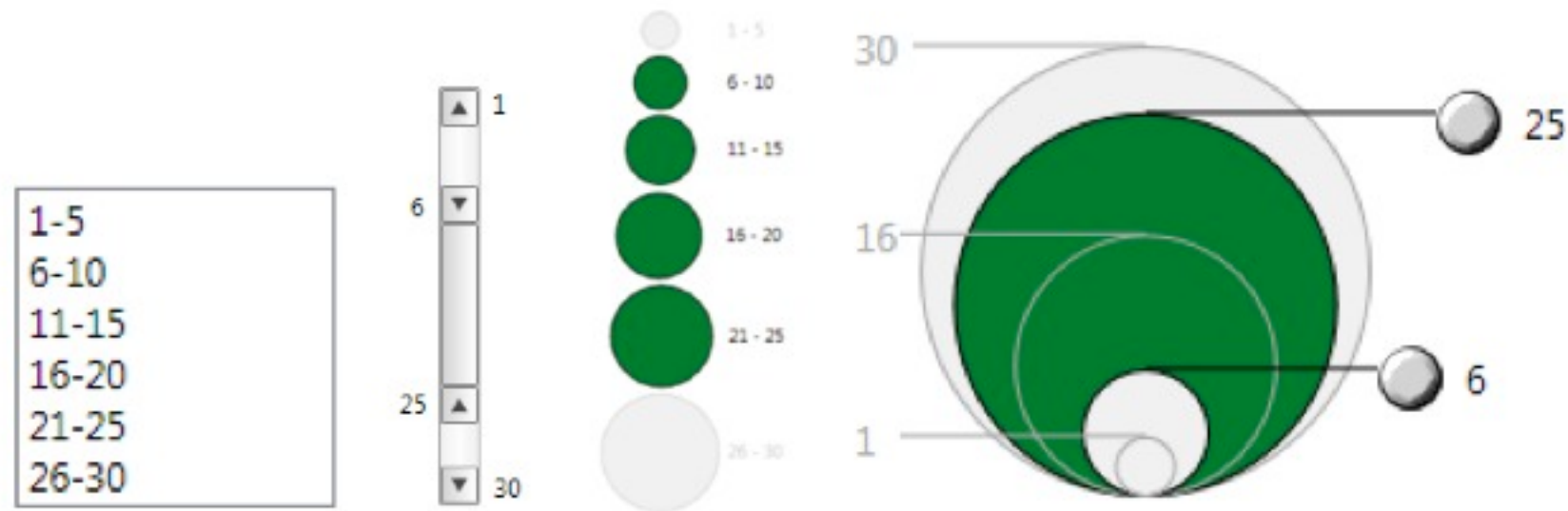


**information scent:** user's (imperfect) perception of data

**GOAL: lower the cost of information forging through better cues**



# interactive legends



controls combining the visual representation of static legends with interaction mechanisms of widgets

**define and control visual display together**

administrivia

**feb 14-23** : proposal meetings

**march 7** : presentation topics due

**march 9** : proposals due

**march 27-april 3** : project updates

**april 5-24** : paper presentations

**may 1** : final project presentations

**may 3** : process books due

**-linking choices**

**-view choices**

target



translate



**design**



implement



validate



comments on readings?

## **-linking choices**

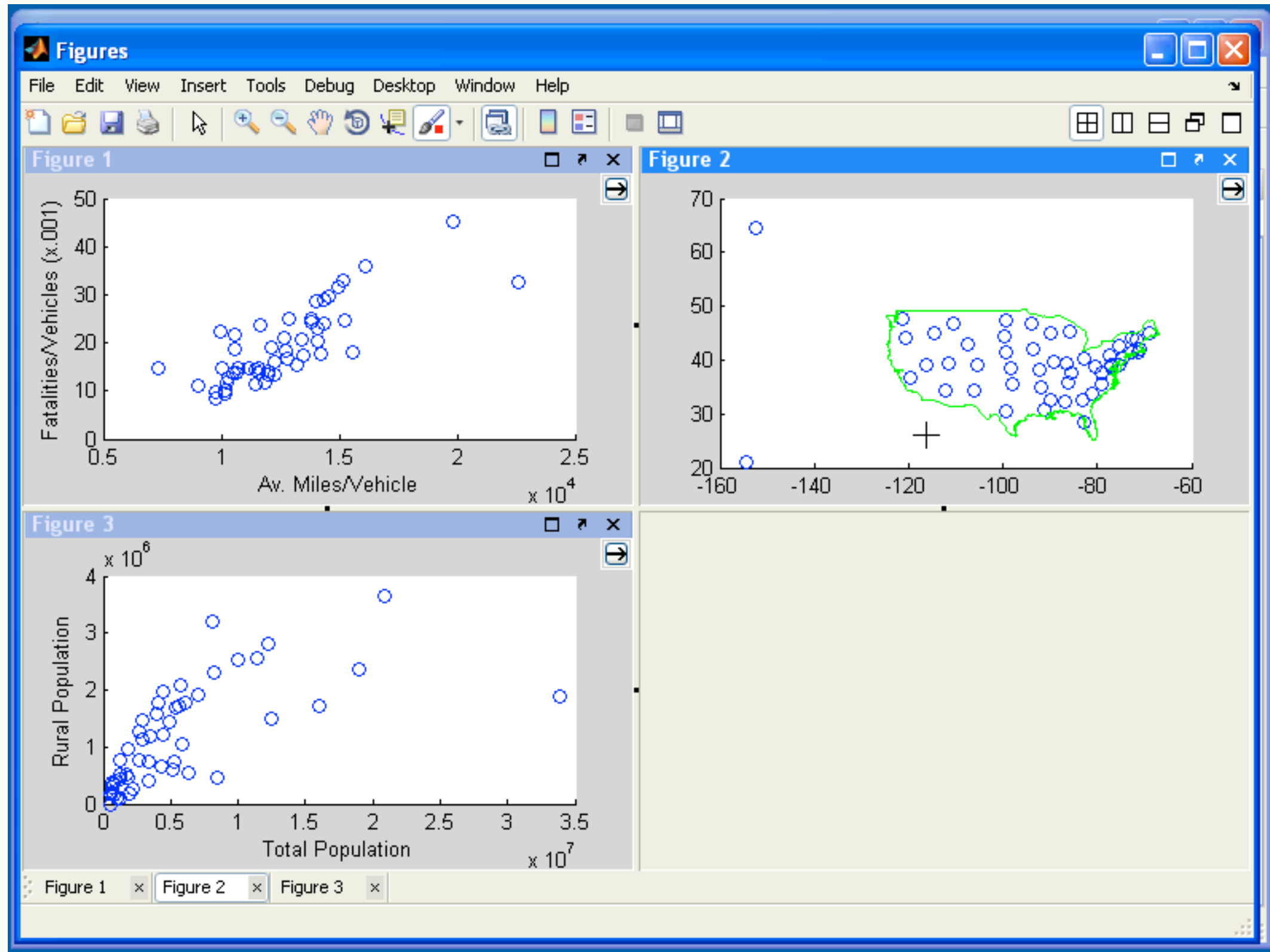
- linked highlighting
- linked navigation

## **-view choices**

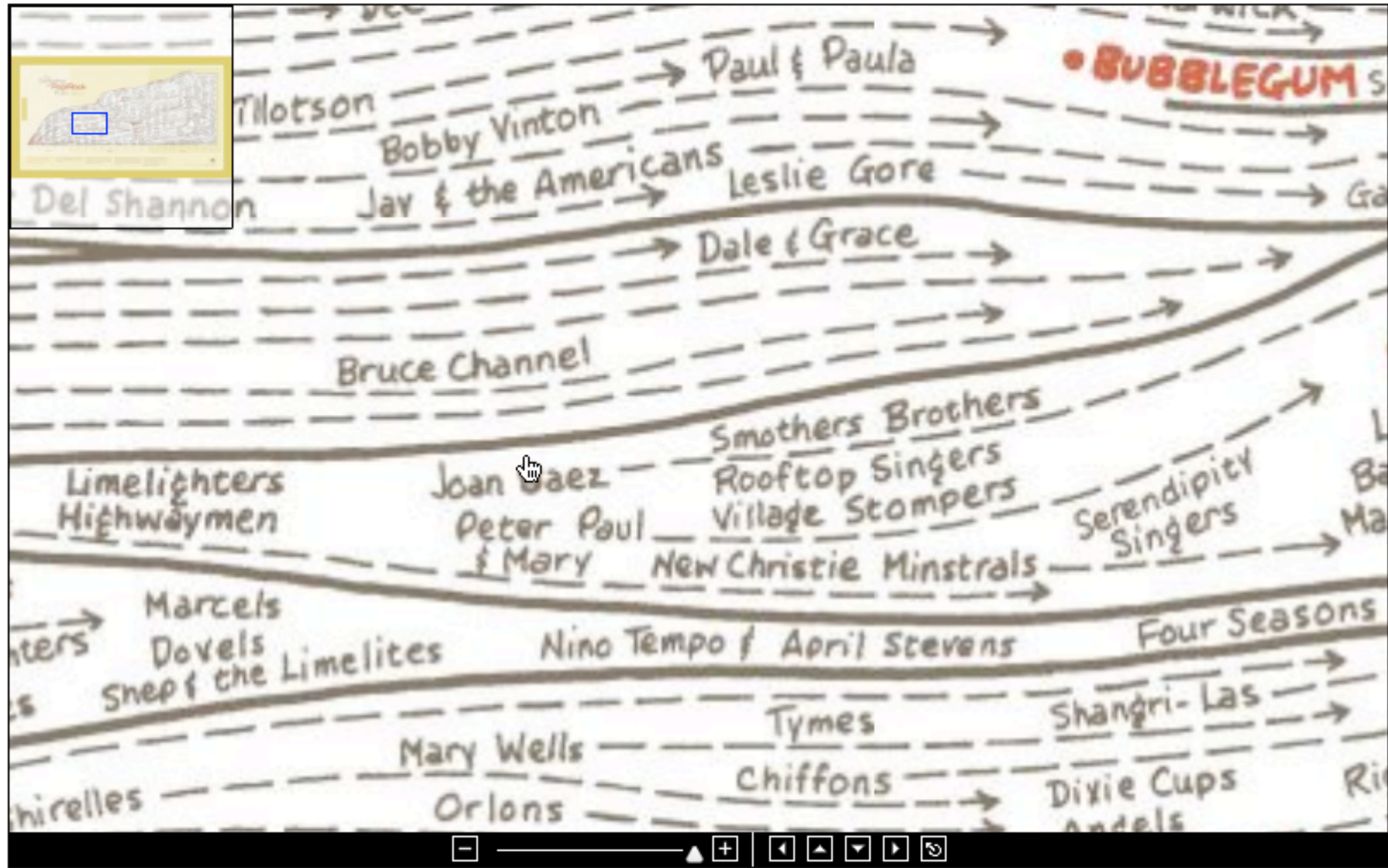
## **LINKED VIEWS**

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

# LINKED HIGHLIGHTING



# LINKED NAVIGATION





## **-linking choices**

## **-view choices**

- encoding: same or multiform
- dataset: same or small multiple
- data: all or subset (overview/detail)
- conditioning

# **MULTIFORM**

difference visual encodings are used  
between the views



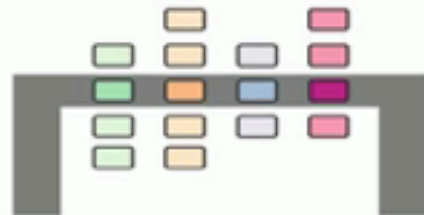
Browse | Movies | Upload | Create Account | Sign In

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# VisBricks: Multiform Visualization of Large, Inhomogeneous Data

caleydotugraz [+ Subscribe](#) 12 videos

## VisBricks: Multiform Visualization of Large, Inhomogeneous Data



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



Video player controls: play, volume, 0:02 / 4:36, settings, full screen, expand

[Like](#) [Add to](#) [Share](#)

143 views

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

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

1 likes, 0 dislikes

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

**Will Hunsinger shows off Evri**  
by TechFlashVideos  
158 views  
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by UTHealthSBMI  
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**code\_swarm - A Design Study in Organic**  
by michaelogawa  
190 views  
4:25

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

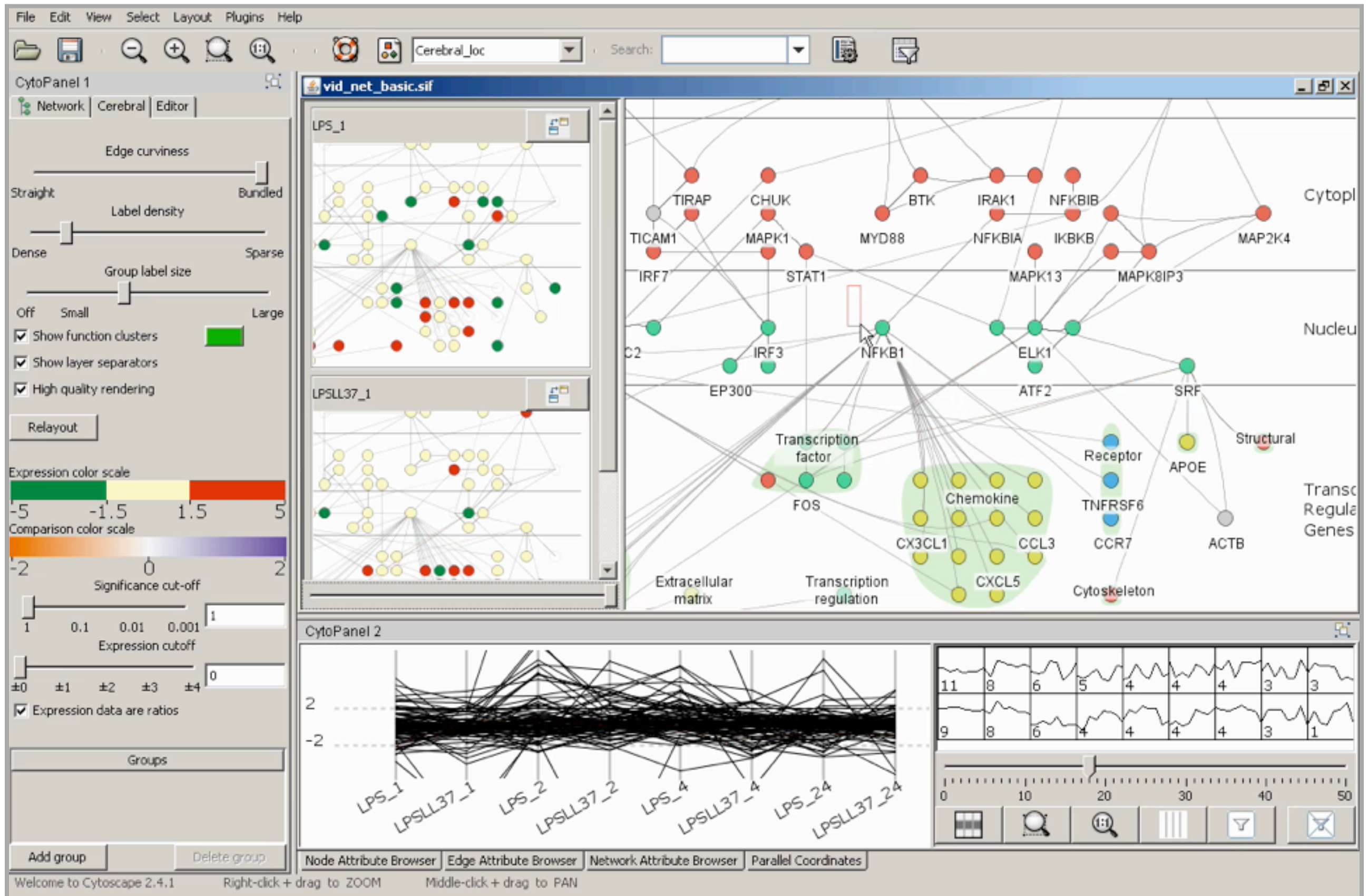
**Model-Driven Design for the Visual Analysis of ...**  
by caleydotugraz  
109 views  
7:06

**The Caleydo Jukebox**

## **SMALL MULTIPLE**

each view uses the same visual encodings  
but shows a different data set

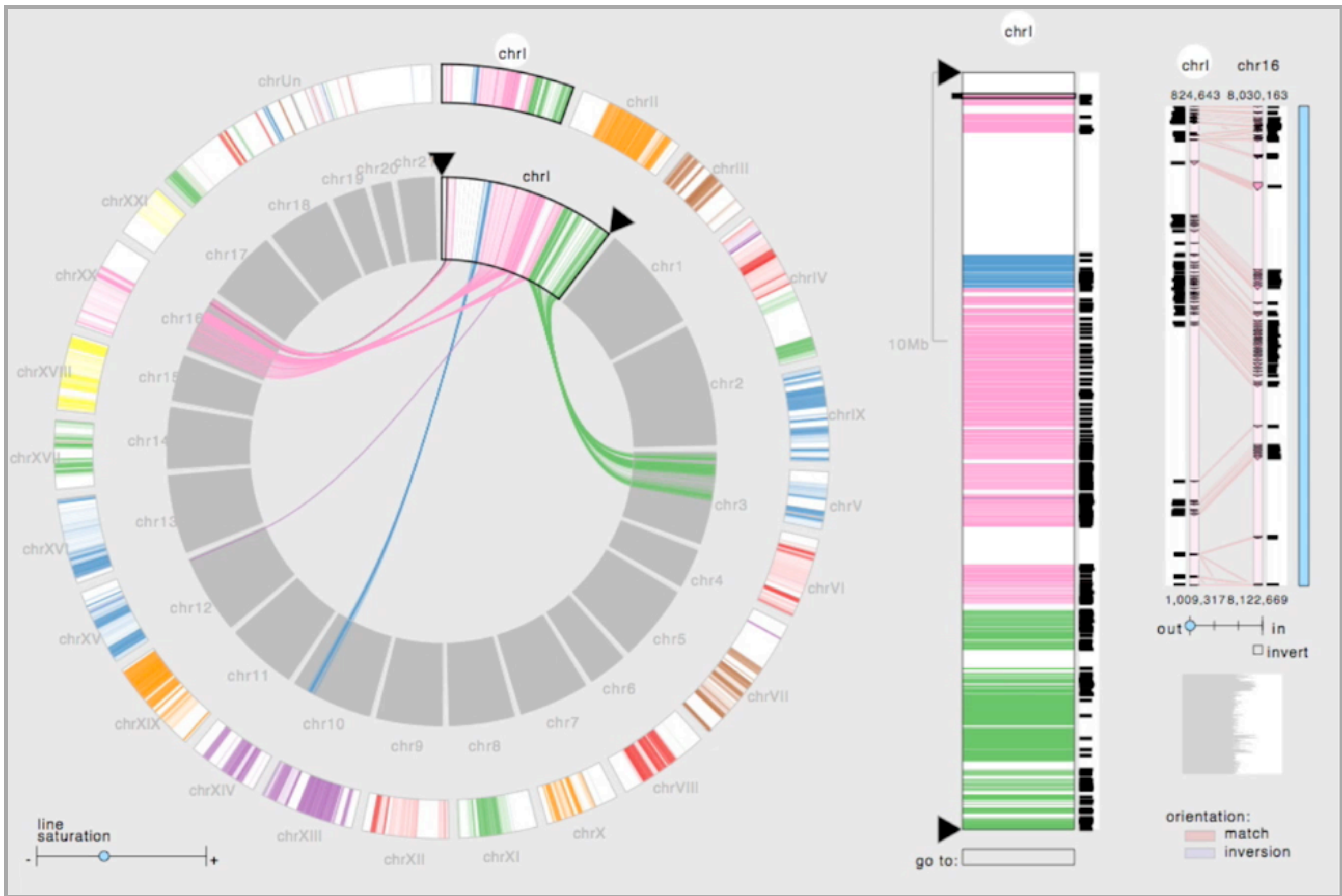






## **OVERVIEW & DETAIL**

one view shows information about entire dataset, while additional view(s) shows more detailed information about a subset of the data



## **CONDITIONING**

divide the dataset into subsets; show each subset in a different small multiples view

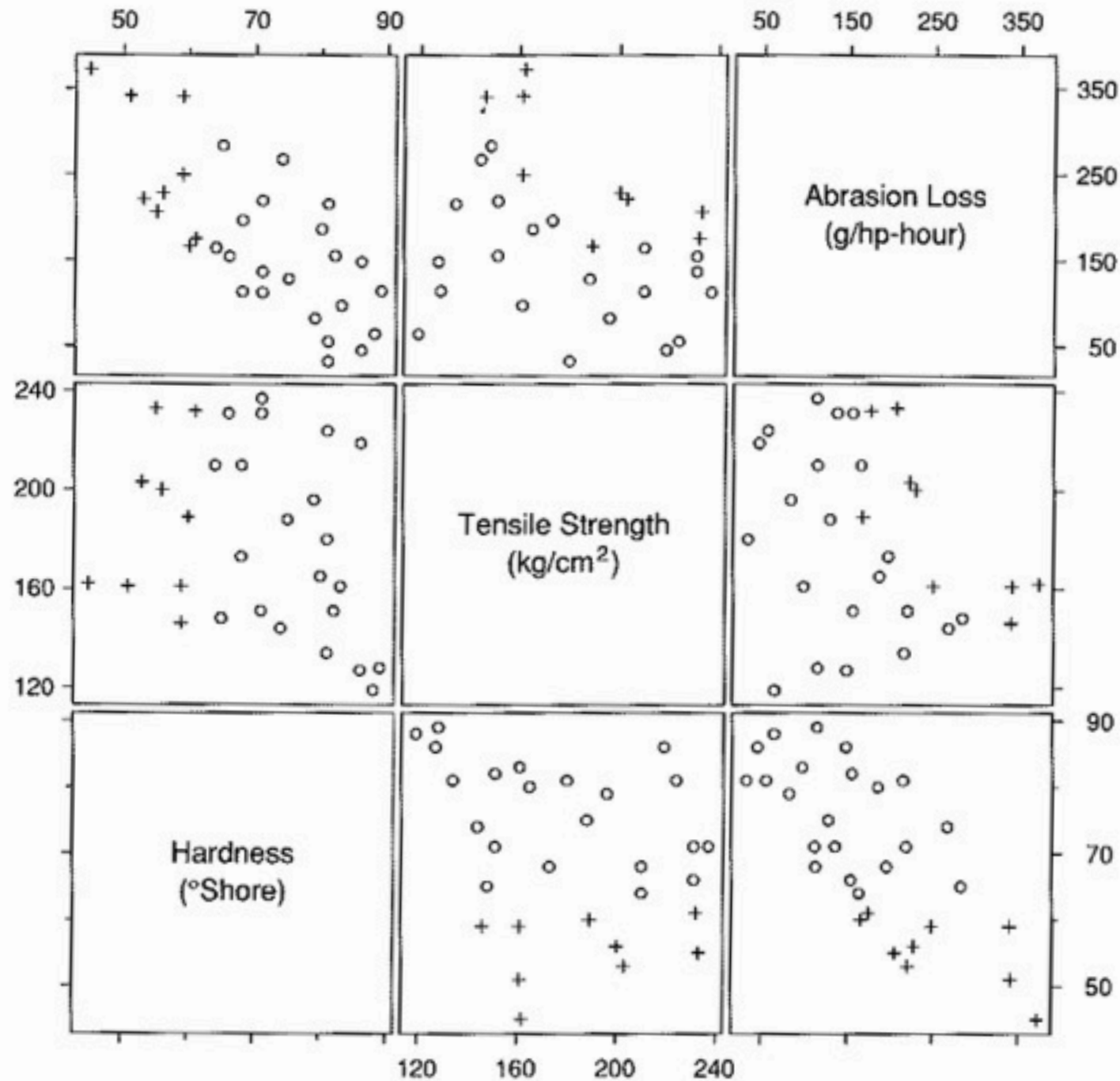
## **CONDITIONING VARIABLES**

dataset attributes used to chunk data into subsets

## **ENCODING VARIABLES**

other dataset attributes used to visually encode the subsets

# SCATTERPLOT MATRIX (SPLOM)



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

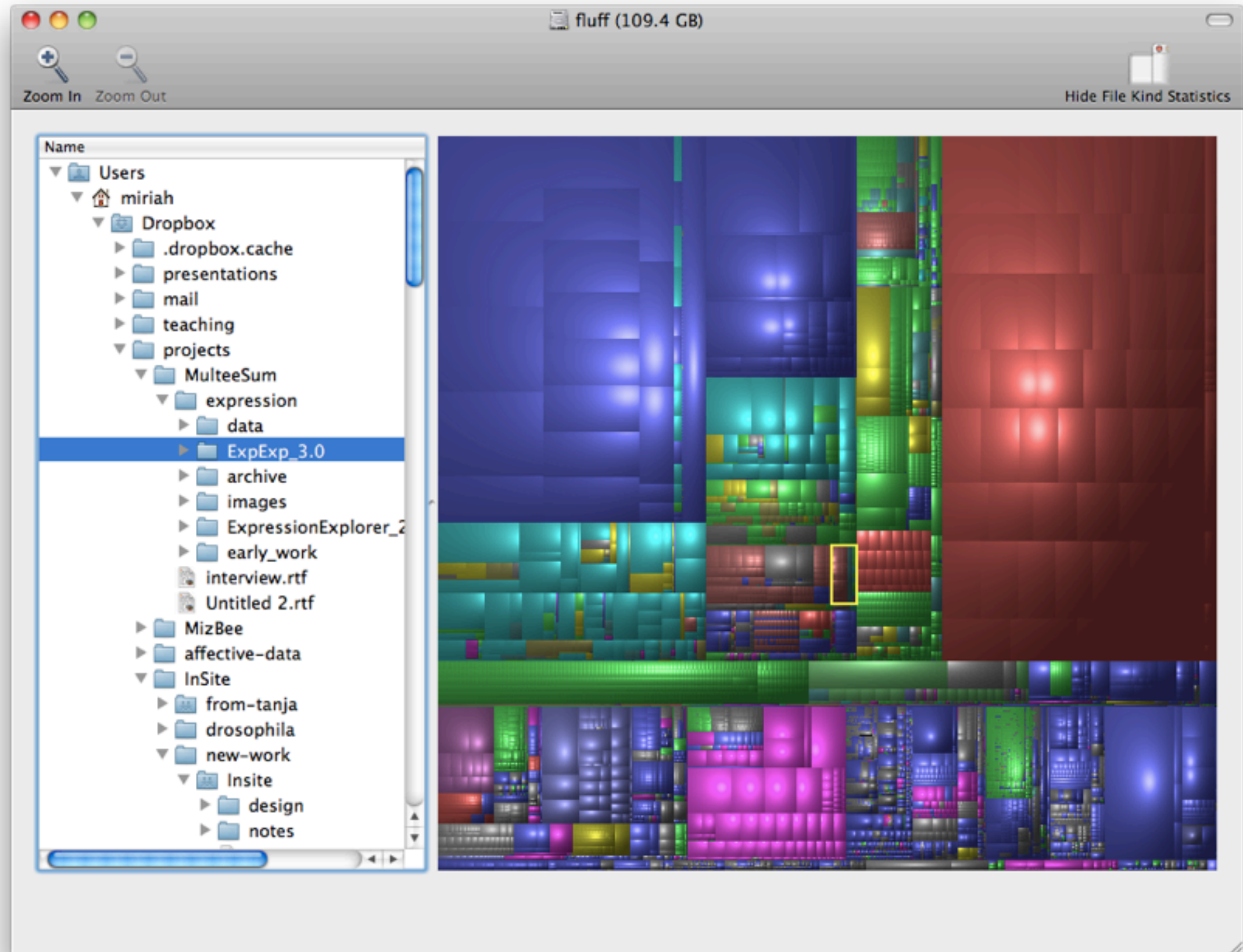
# HiVE

Hierarchical Visual Expression

- **conditioning**: transform multidimensional data into a hierarchy
- reconfigure conditioning hierarchies to explore data space
- use **treemaps** as spacefilling rectangular layouts



# TREEMAP



# HiVE

Hierarchical Visual Expression

- **conditioning:** transform multidimensional data into a hierarchy
- reconfigure conditioning hierarchies to explore data space
- use **treemaps** as spacefilling rectangular layouts
  - each rectangle is a conditioned subset
  - nested graphical summaries
    - size, shape, color used to show subset properties
    - containment ordering by condition variables

# HiVE example: London property

## conditioning variables

house type  
neighborhood  
sale time

## encoding variables

average price (color)  
number of sales (size)

## results

between neighborhoods,  
different housing distributions

within neighborhoods,  
similar prices





# HiVE example: London property

## conditioning variables

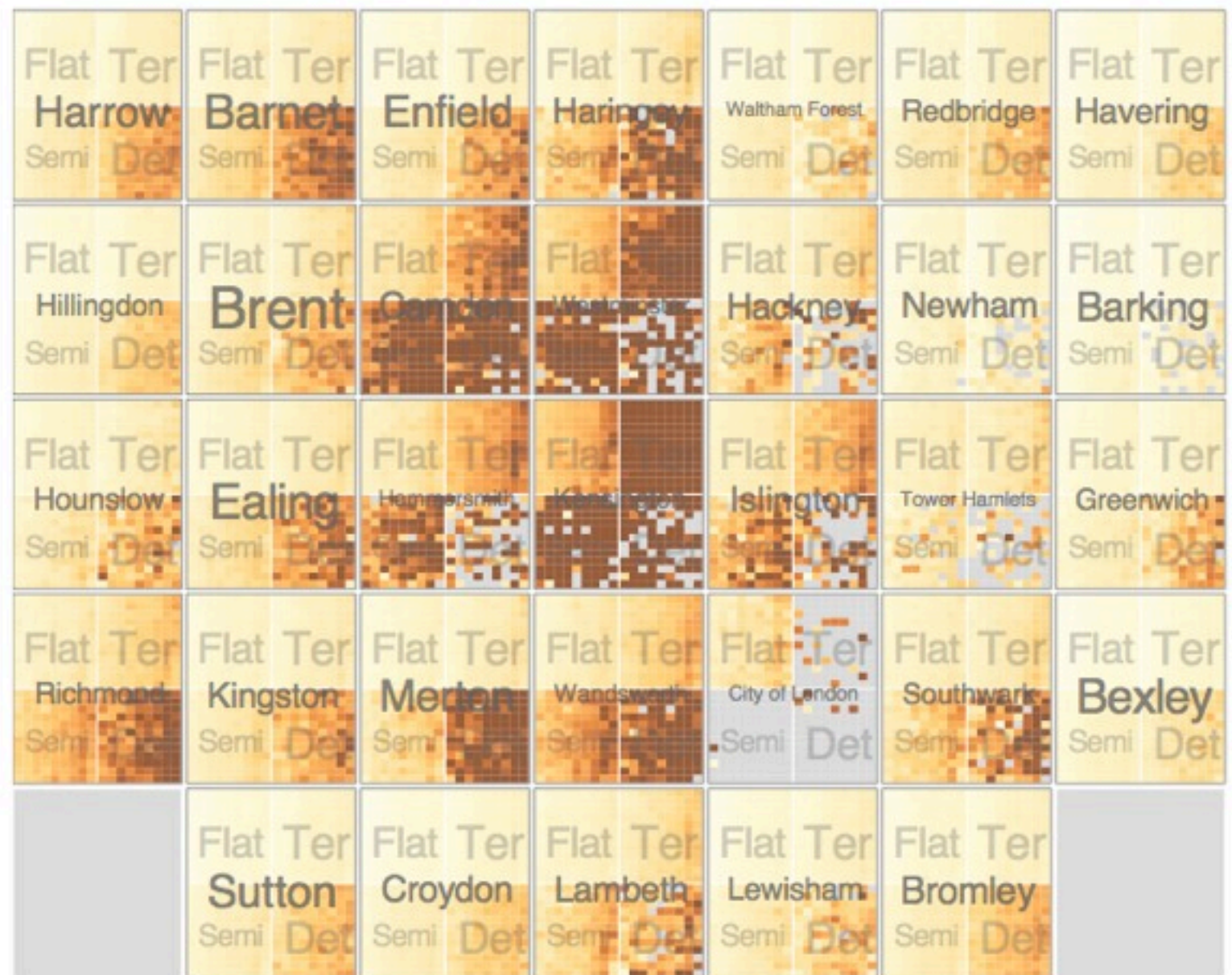
neighborhood location  
neighborhood  
house type  
sale time (year)  
sale time (month)

## encoding variables

average price (color)  
*n/a* (size)

## results

expensive neighborhoods  
near center of city



# Configuring Hierarchical Layouts to Address Research Questions



Aidan Slingsby, Jason Dykes and Jo Wood  
giCentre, Department of Information Science, City University London  
[http://www.gicentre.org/hierarchical\\_layouts/](http://www.gicentre.org/hierarchical_layouts/)



# TRELLIS

- **panel variables**

- visual encoding attributes

- **conditioning variables**

- assign to columns, rows, and pages

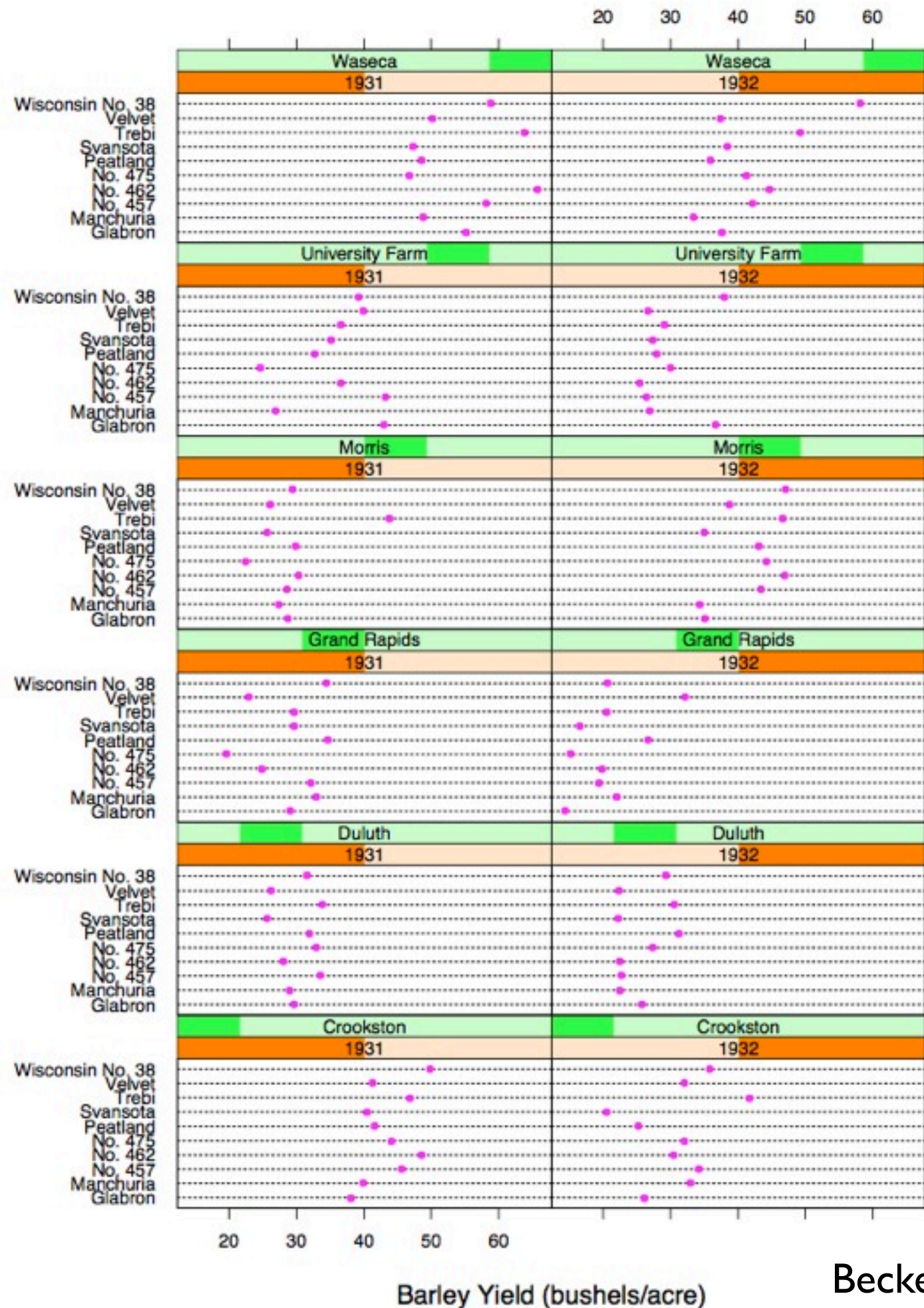
- **main-effects ordering**

- order conditioning variable levels/states based on derived data

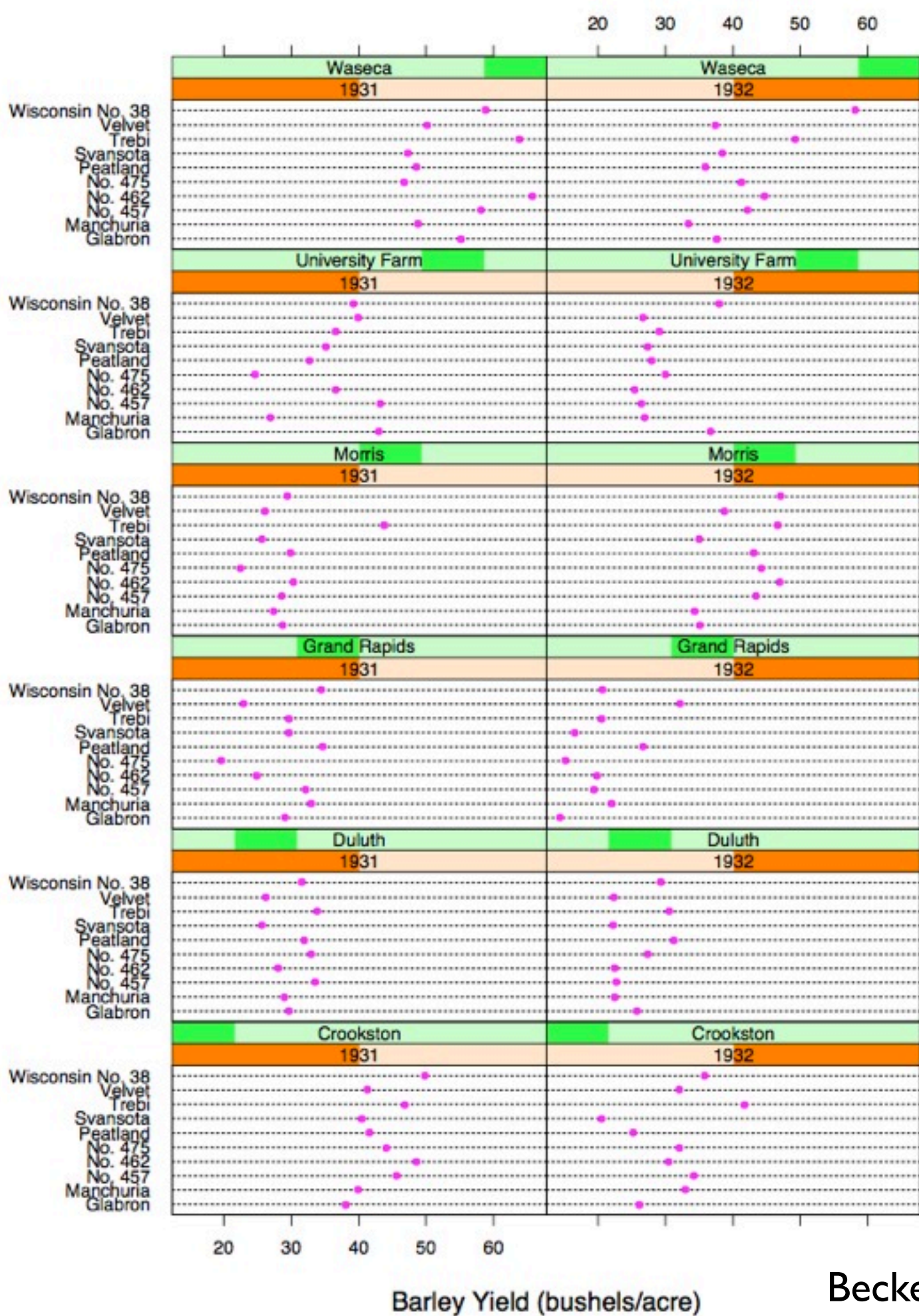
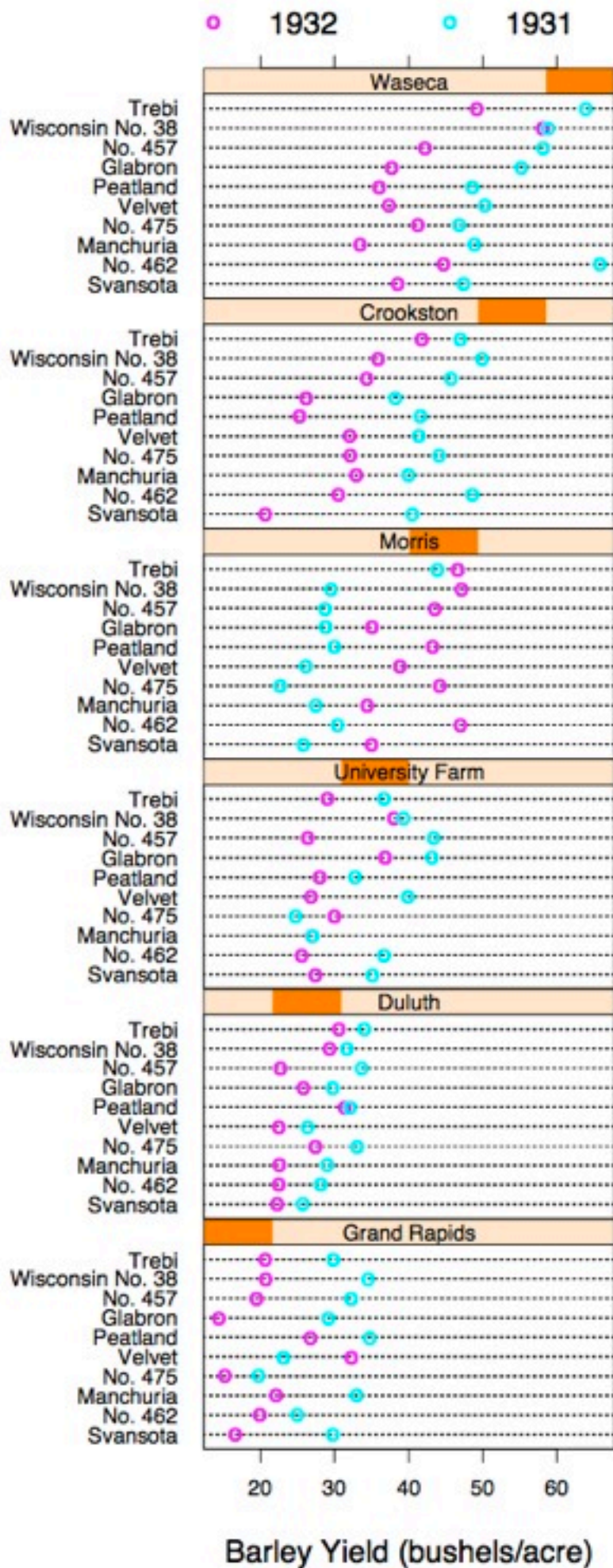
- support perception of trends and structure in data



sort by group  
medians

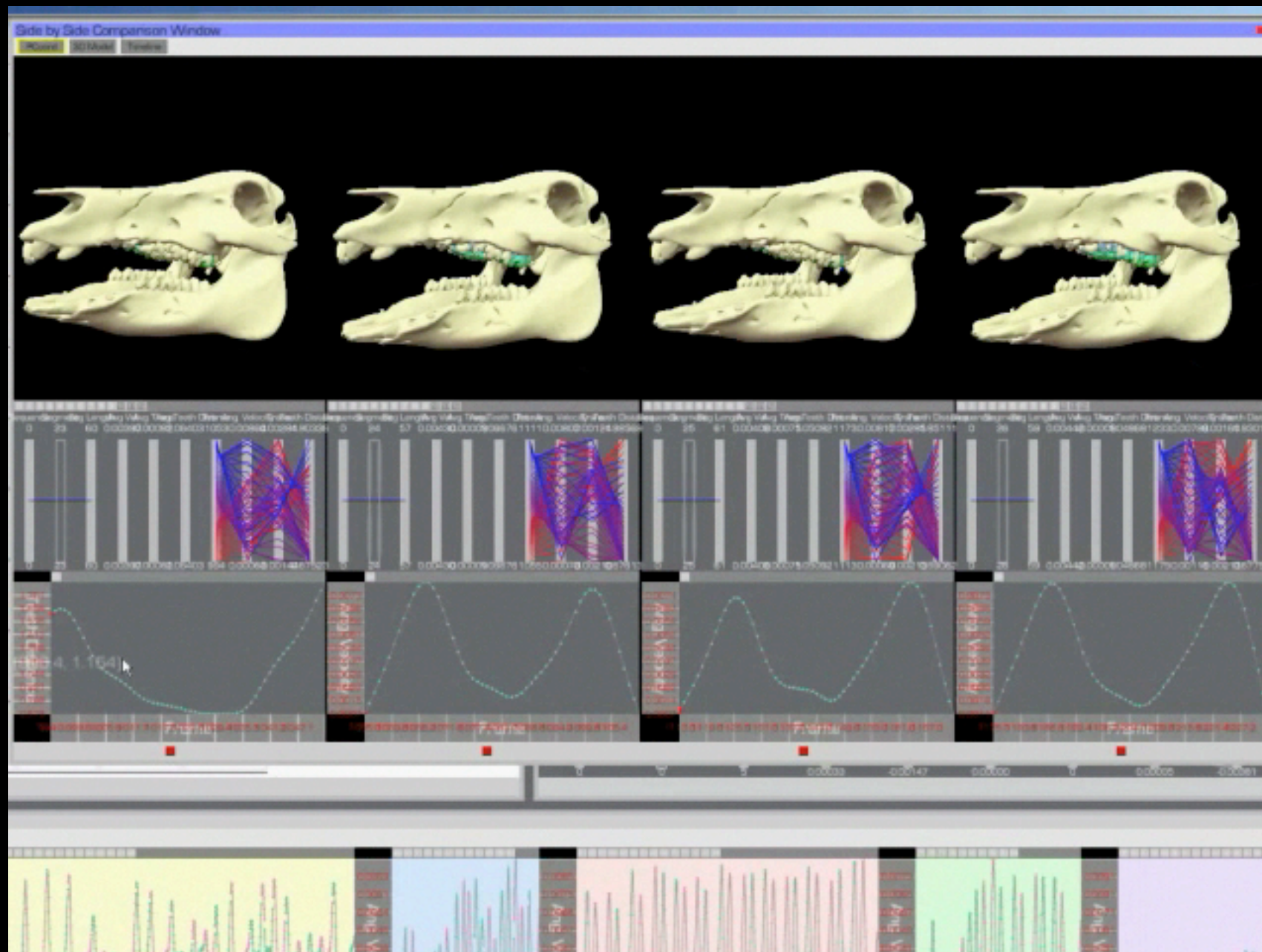








critique



L10: Filtering and Aggregation

**REQUIRED READING**

## Item Reduction Methods

The past two chapters that discuss view composition have only minimally addressed the question of whether any particular view shows all available data, or only part of it. Many datasets are so large that trying to show everything simultaneously would lead to incomprehensible clutter. There are two major families of methods for reducing the amount of information shown. This chapter begins the discussion with **item reduction** methods, where the goal is to reduce the number of items that need to be shown. The next chapter continues with methods for reducing the number of data attributes shown.

There are two major methods of item reduction, filtering and aggregation. With filtering, only a subset of the items are shown. Navigation can be thought of as a special case of filtering, where the subset is chosen based on a spatial viewpoint. While unconstrained navigation is easy to implement, constrained navigation can be much easier to use. Zooming in to see fewer items in more detail can be done geometrically, matching the semantics of real-world motion. With semantic zooming, the way to draw items adapts on the fly based on the number of available pixels, so appearance can change dramatically rather than simply shrinking or enlarging.



# A Review of Overview+Detail, Zooming, and Focus+Context Interfaces

ANDY COCKBURN<sup>\*</sup>, AMY KARLSON<sup>†</sup>, BENJAMIN B. BEDERSON<sup>†</sup>

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There are many interface schemes that allow users to work at, and move between, focused and contextual views of a data set. We review and categorise these schemes according to the interface mechanisms used to separate and blend views. The four approaches are overview+detail, which uses a spatial separation between focused and contextual views; zooming, which uses a temporal separation; focus+context, which minimizes the seam between views by displaying the focus within the context; and cue-based techniques which selectively highlight or suppress items within the information space. Critical features of these categories, and empirical evidence of their success, are discussed. The aim is to provide a succinct summary of the state-of-the-art, to illuminate successful and unsuccessful interface strategies, and to identify potentially fruitful areas for further work.

Categories and Subject Descriptors: D.2.2 Design Tools and Techniques—*User Interfaces*; H.5.2 User Interfaces—*Graphical User Interfaces (GUI)*

General Terms: Human Factors

Additional Key Words and Phrases: Information display, information visualization, focus+context, overview+detail, zoomable user interfaces, fisheye views, review paper.

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## 1. INTRODUCTION

In most computer applications, users need to interact with more information and with more interface components than can be conveniently displayed at one time on a single screen. This need is dictated by pragmatic, technological, and human factors. The pragmatic issues concern form-factors such as the size, weight, and fashion of displays that are used for varied tasks in diverse locations, as well as the cost of construction. Technological limitations constrain the ability of displays to match the breadth and acuity