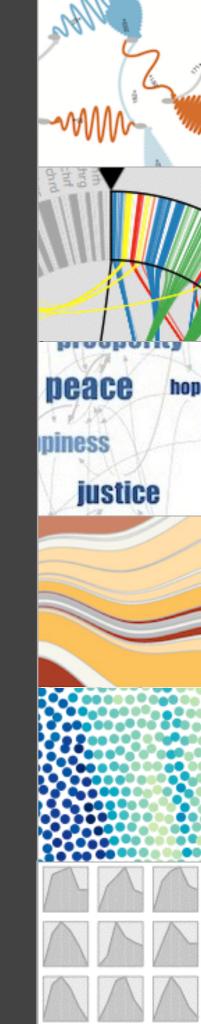
cs6630 | Aug 26 2014

# VISUALIZATION

Miriah Meyer University of Utah



-WHAT

-WHY

-WHO

-HOW

- -WHAT
- -WHY
- -WHO
- -HOW

# 





## INDUSTRIAL REVOLUTION OF DATA

Joe Hellerstein, UC Berkley, 2008



### HOW MUCH DATA IS THERE?

2010: 1.2 zettabytes

2013: 4.4 zettabytes

2020: ~40 zettabytes

2010: 1.2 zettabytes

2013: 4.4 zettabytes

2020: ~40 zettabytes

zettabyte  $\sim = 1,000,000,000,000,000,000,000$  or  $10^{21}$ 

2010: 1.2 zettabytes

2013: 4.4 zettabytes

2020: ~40 zettabytes

zettabyte  $\sim = 1,000,000,000,000,000,000,000$  or  $10^{21}$  200x all words ever spoken by humans

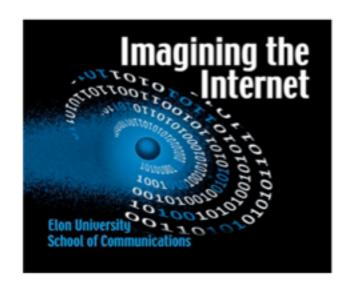
The ability to take data—to be able to understand it, to process it, to extract value from it, to visualize it, to communicate it—that's going to be a hugely important skill in the next decades...

Because now we really do have essentially free and ubiquitous data. So the complimentary scarce factor is the ability to understand that data and extract value from it.

Hal Varian, Google's Chief Economist The McKinsey Quarterly, Jan 2009

#### PewResearchCenter

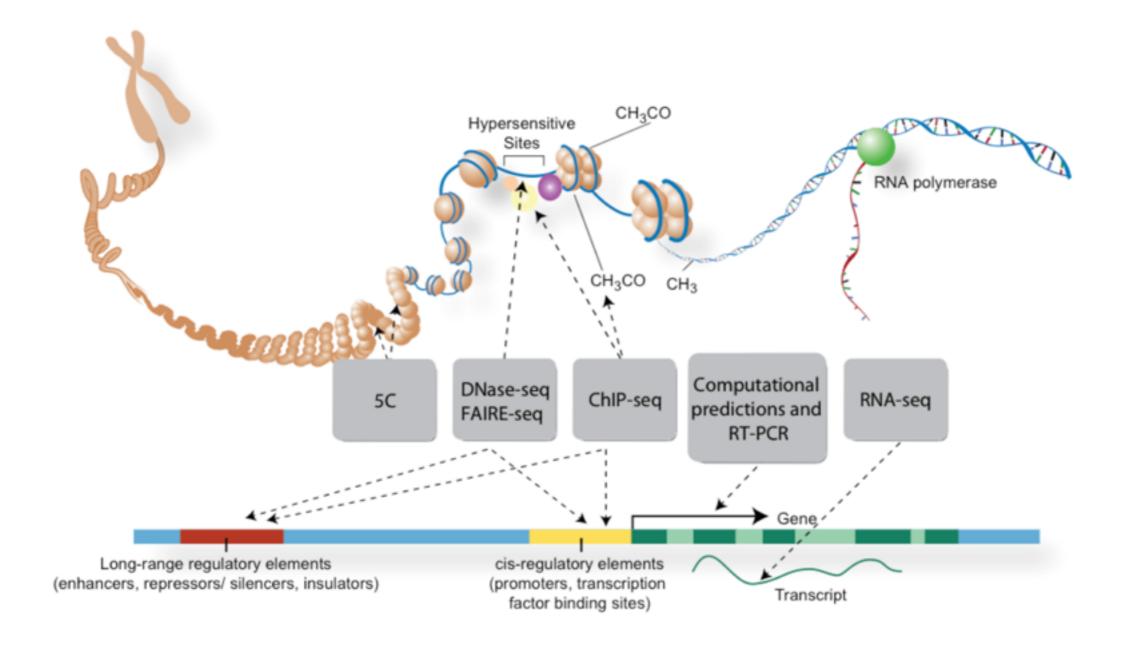


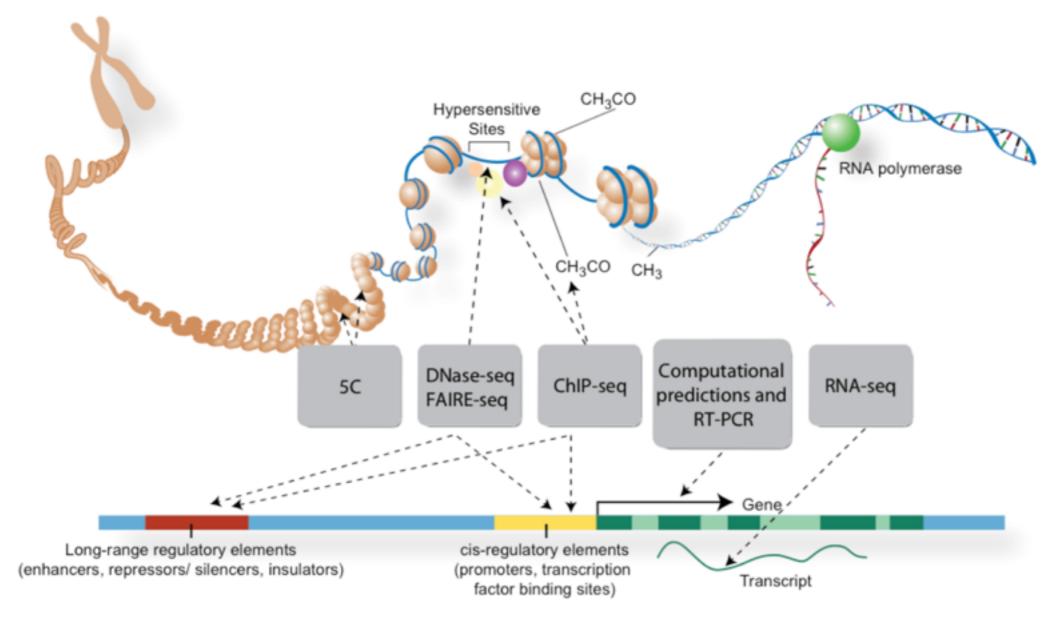


Big Data: Experts say new forms of information analysis will help people be more nimble and adaptive, but worry over humans' capacity to understand and use these new tools well

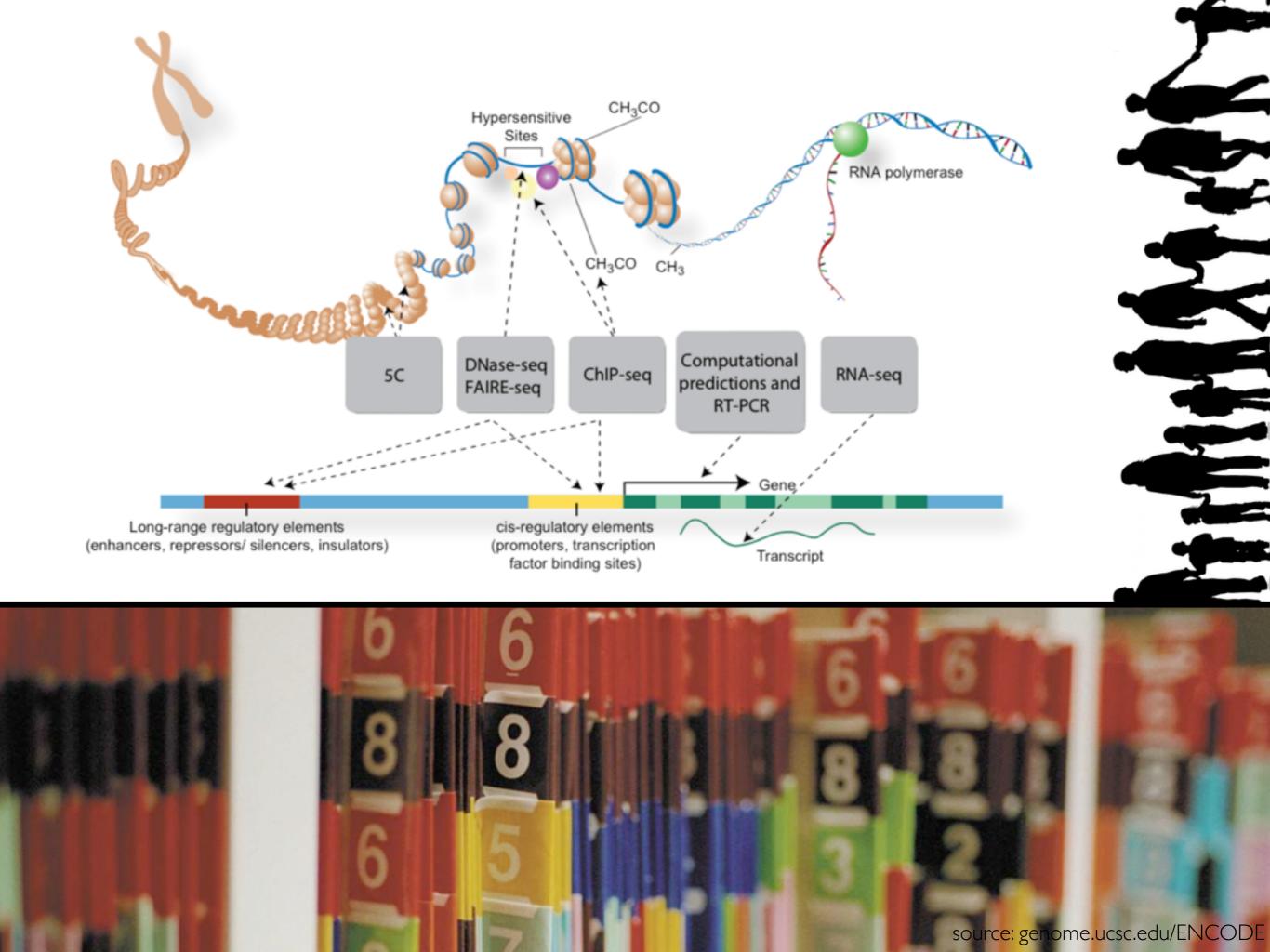
Tech experts believe the vast quantities of data that humans and machines will be creating by the year 2020 could enhance productivity, improve organizational transparency, and expand the frontier of the "knowable future." But they worry about "humanity's dashboard" being in government and corporate hands and they are anxious about people's ability to analyze it wisely

Janna Quitney Anderson, Elon University
Lee Rainie, Pew Research Center's Internet & American Life Project
July 20, 2012

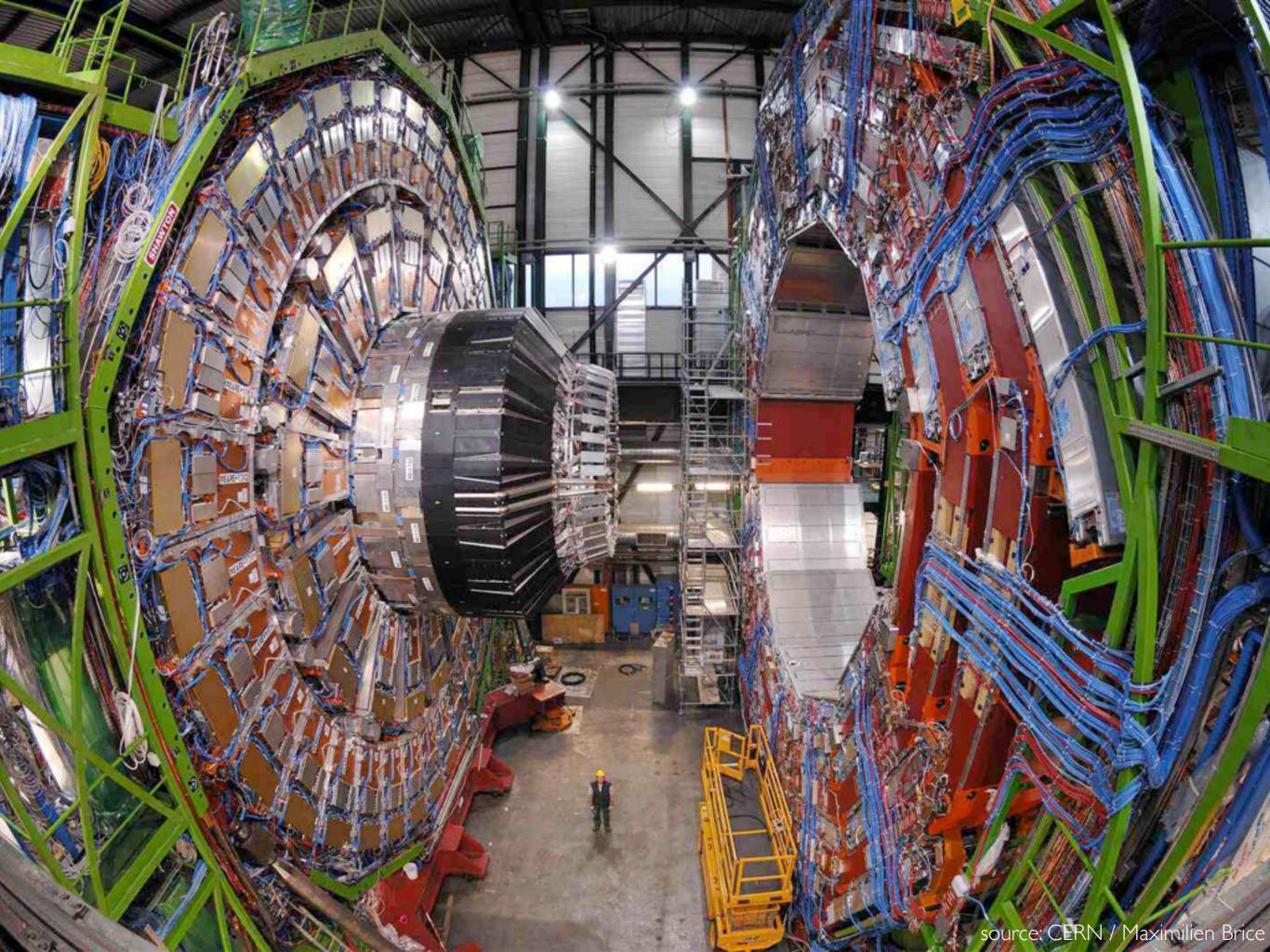


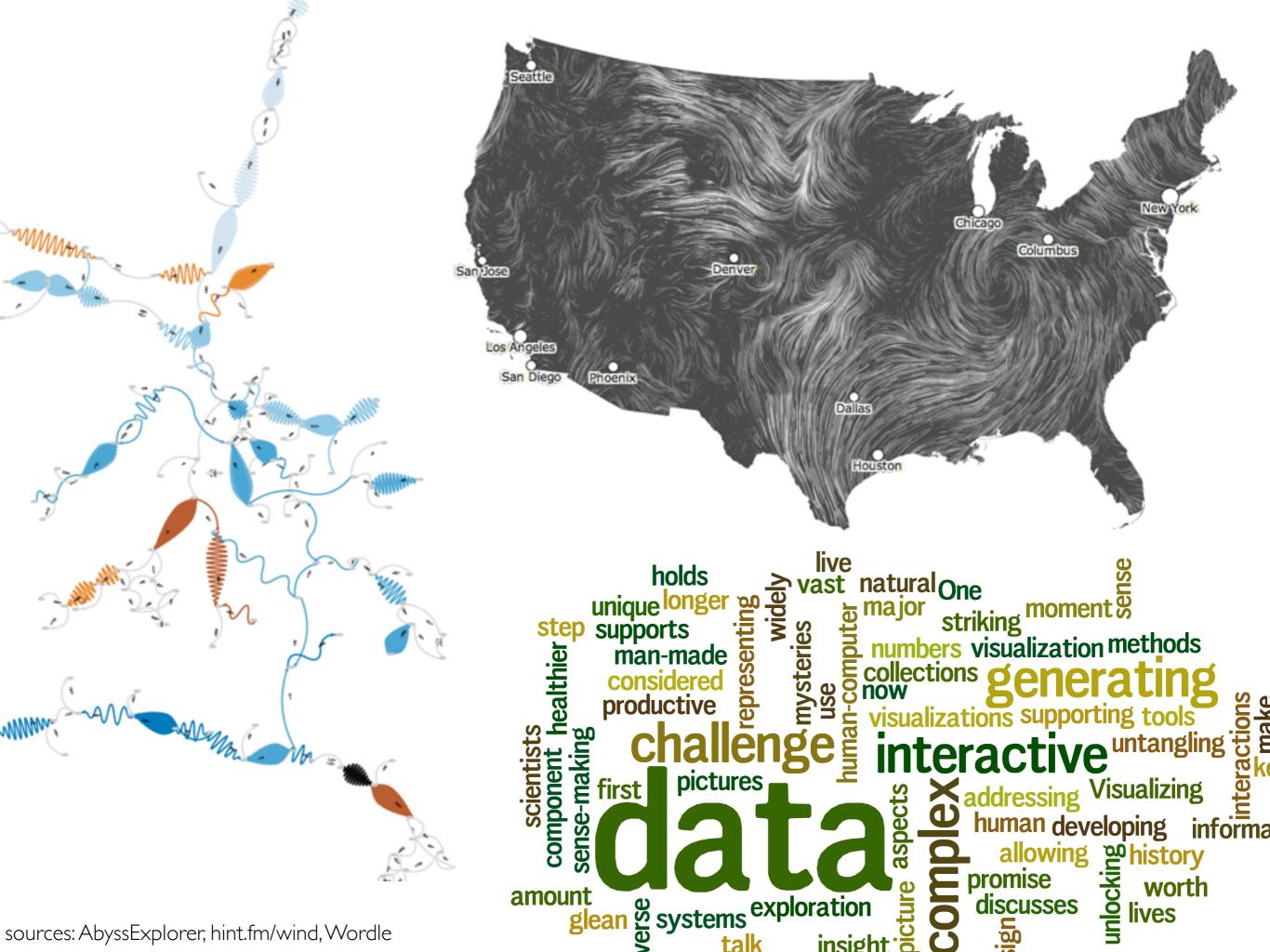


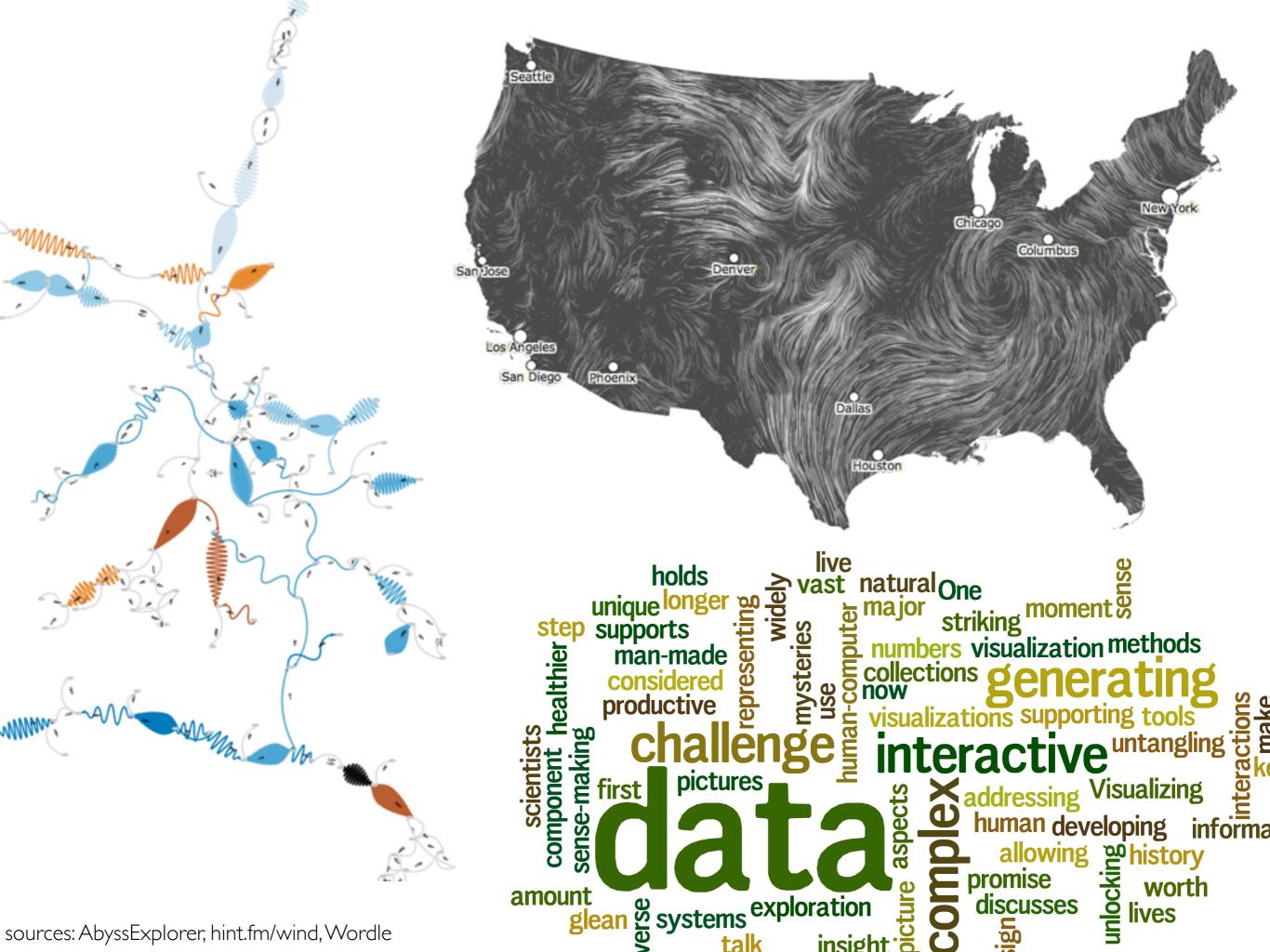








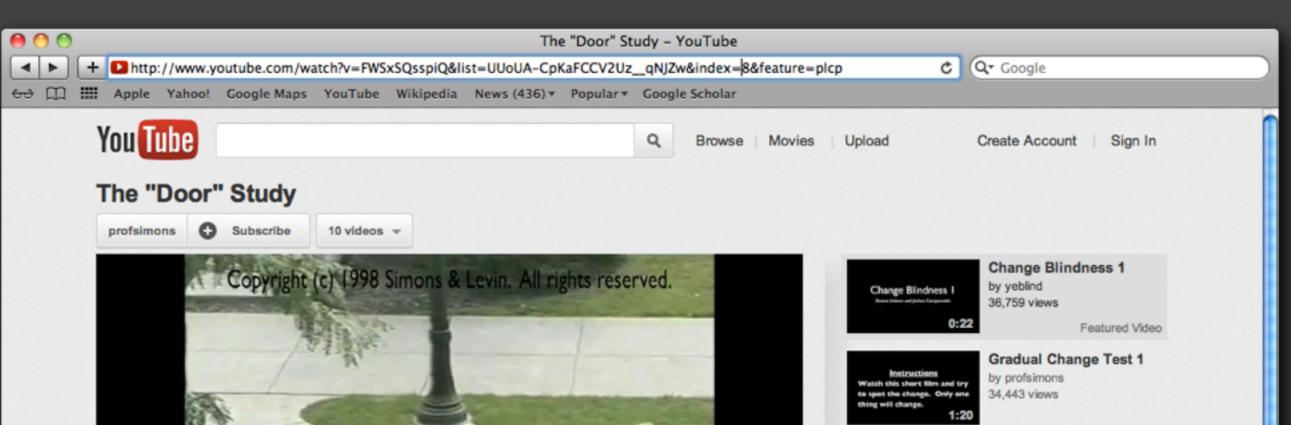




## why does visualization work?

## why does visualization work?

. cognition is limited





+ Add to > Share

260,166

Uploaded by profsimons on Mar 13, 2010

This video shows footage from a 1998 study by Daniel Simons and Daniel Levin in which a participant fails to notice when the person he is talking to is replaced by someone else. The study was among the first to demonstrate that the phenomenon of "change blindness" can occur outside the laboratory.

249 likes, 5 dislikes

As Seen On:

DefensiveCarry Concea...



Change Blindness

by trutapes 25,498 views



Test Your Awareness.....

by beepsquick 43.847 views



Perception of beauty

by andreic27 92,589 views



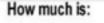
Amazing Fire & Gas Trick!

by brusspup 1,078,932 views



Try To Watch This Without Laughing Or

by 88ownsnascar 2,042,315 views



#### Sociopath Test

75 + 26

by Daanando 213,997 views





**Awareness Test** by JOEKthePANDA

#### Top Comments

This explains a lot about one of my ex-boyfriends. "If it looks like a girl, and it feels like a girl, and it smells like a girl, and it acts like a girl... it must be my girlfriend."

ataaah 1 year ago 141 🖒

## why does visualization work?

- 1. cognition is limited
- 2. memory is limited

calculation exercise...

calculation exercise...

79 calculation exercise . . . X 16

# visualization

I. uses perception to point out interesting things.

## MTHIVLWYADCEQGHKILKMTWYN ARDCAIREQGHLVKMFPSTWYARN GFPSVCEILQGKMFPSNDRCEQDIFP SGHLMFHKMVPSTWYACEQTWRN

# MTHIVLWYADCEQGHKILKMTWYN ARDCAIREQGHLVKMFPSTWYARN GFPSVCEILQGKMFPSNDRCEQDIFPS GHLMFHKMVPSTWYACEQTWRN

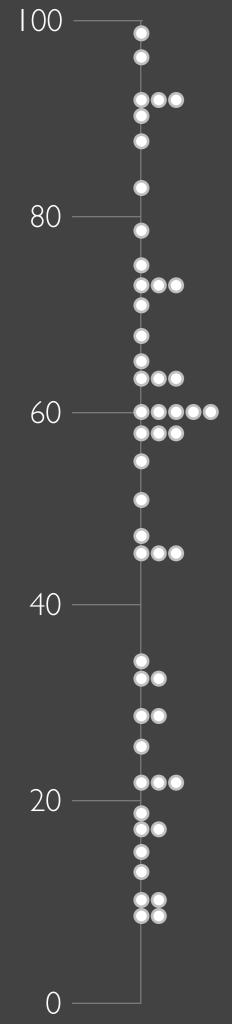
# visualization

- I. uses perception to point out interesting things.
- 2. uses pictures to enhance working memory.

```
60
33
        75
        79
    34
18
    51
        92
    22
       13
73
       22
    60
71
        68
    10
    18
       55
73
       29
    46
    73 22
60
    92 97
46
    58
        46
17
        83
    99
26
        33
    92 60
88
    29
        57
    12
        47
96
```

#### given these 50 numbers...

... what number appears most often?



### given these 50 numbers...

... what number appears most often?

#### vi·su·al·i·za·tion

**noun, plural** -s

- I. formation of mental visual images
- 2. the act or process of interpreting in visual terms or of putting into visible form

#### vi·su·al·i·za·tion

**noun, plural** -s

- I. formation of mental visual images
- 2. the act or process of interpreting in visual terms or of putting into visible form

"Computer-based **visualization** systems provide visual representations of datasets intended to help people carry out tasks more effectively."

Tamara Munzner

-WHAT

-WHY

-WHO

-HOW

# "It is things that make us smart" Donald Norman

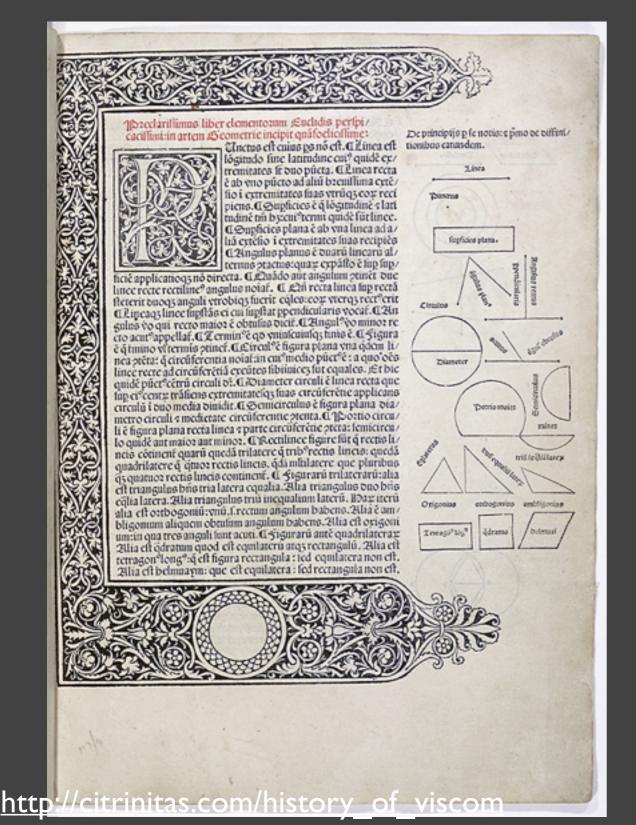






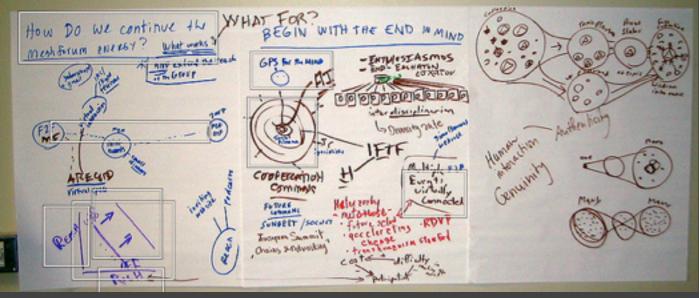


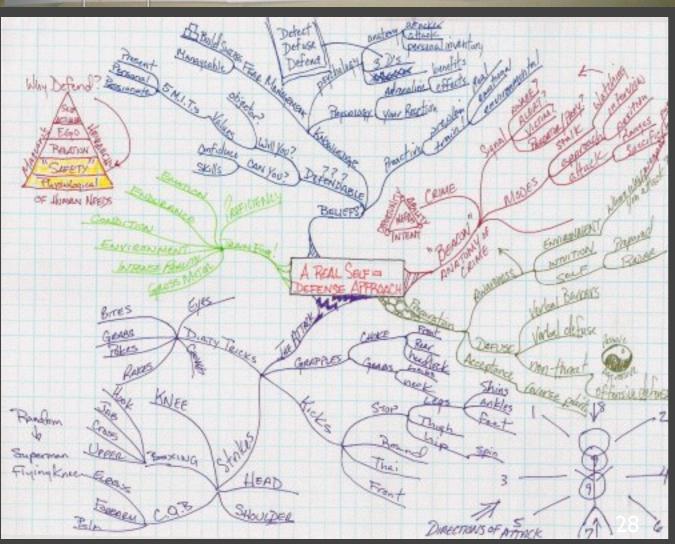
# "It is things that make us smart"





# "It is things that make us smart" Donald Norman







query exercise...

### query exercise...

#### TRIGLYCERIDE LEVEL

	Ma	les	Females			
Income Group	Under 65	65 or Over	Under 65	65 or Over		
0-\$24,999	250	200	375	550		
\$25,000+	430	300	700	500		

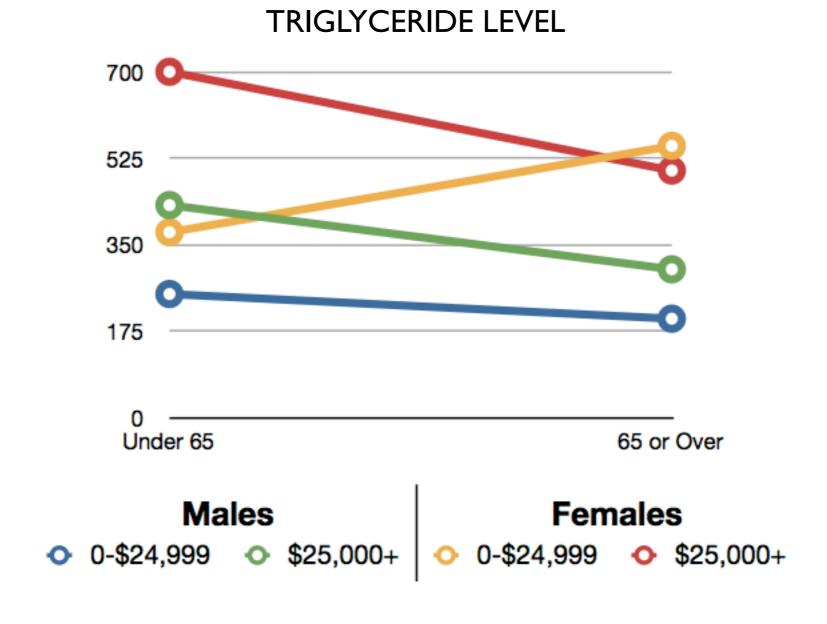
#### query exercise...

#### TRIGLYCERIDE LEVEL

	Ma	iles	Females		
Income Group	Under 65	65 or Over	Under 65	65 or Over	
0-\$24,999	250	200	375	550	
\$25,000+	430	300	700	500	

#### **QUESTION:**

Which gender and income level shows a different effect of age on triglyceride levels?



#### **QUESTION:**

Which gender and income level shows a different effect of age on triglyceride levels?

-answer questions

- -answer questions
- -generate hypotheses

- -answer questions
- -generate hypotheses
- -make decisions

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context
- -expand memory

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context
- -expand memory
- -support computational analysis

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context
- -expand memory
- -support computational analysis
- -find patterns

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context
- -expand memory
- -support computational analysis
- -find patterns
- -tell a story

- -answer questions
- -generate hypotheses
- -make decisions
- -see data in context
- -expand memory
- -support computational analysis
- -find patterns
- -tell a story
- -inspire

#### VISUALIZATION GOALS

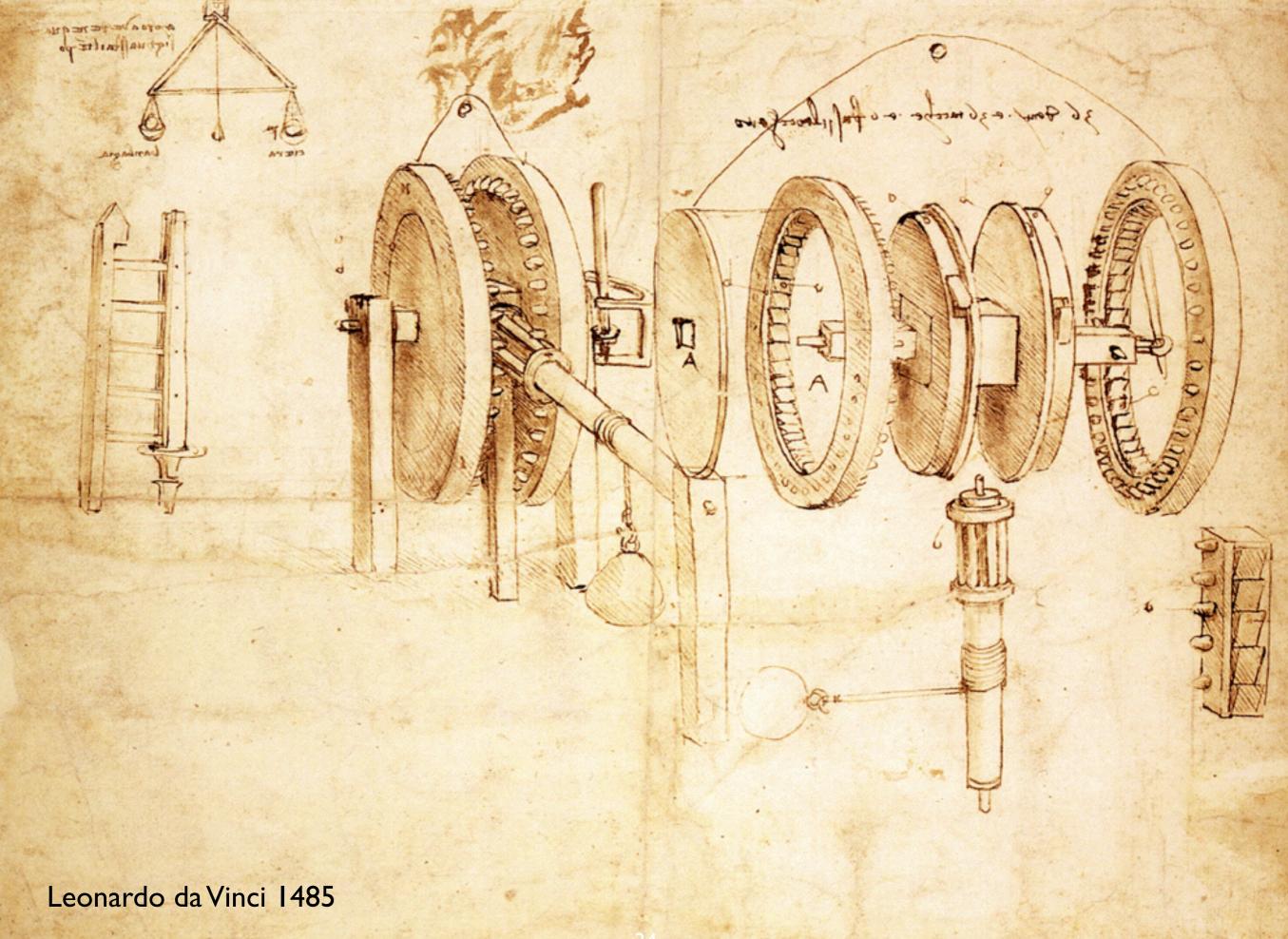
-record information

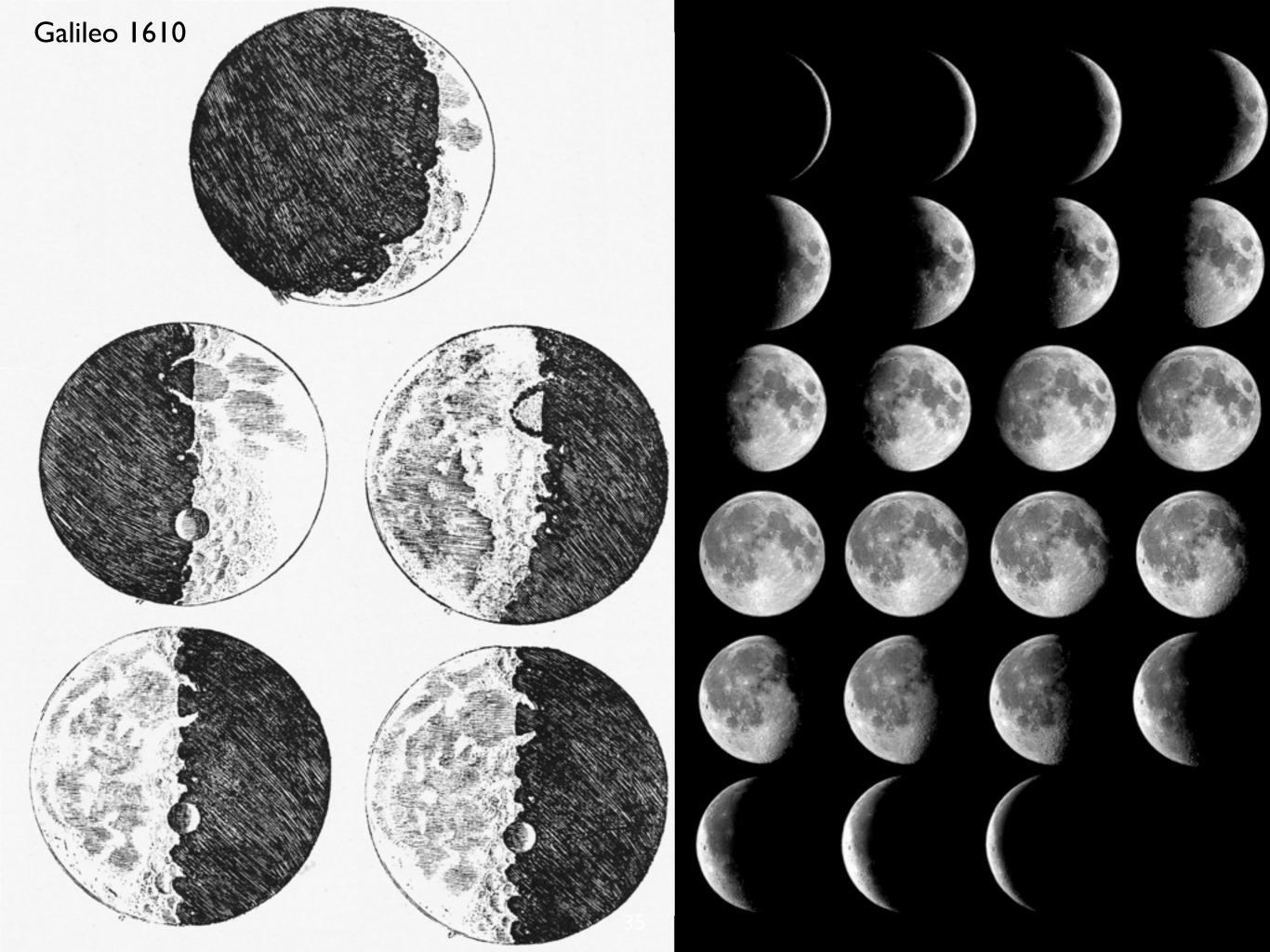
-analyze data to support reasoning

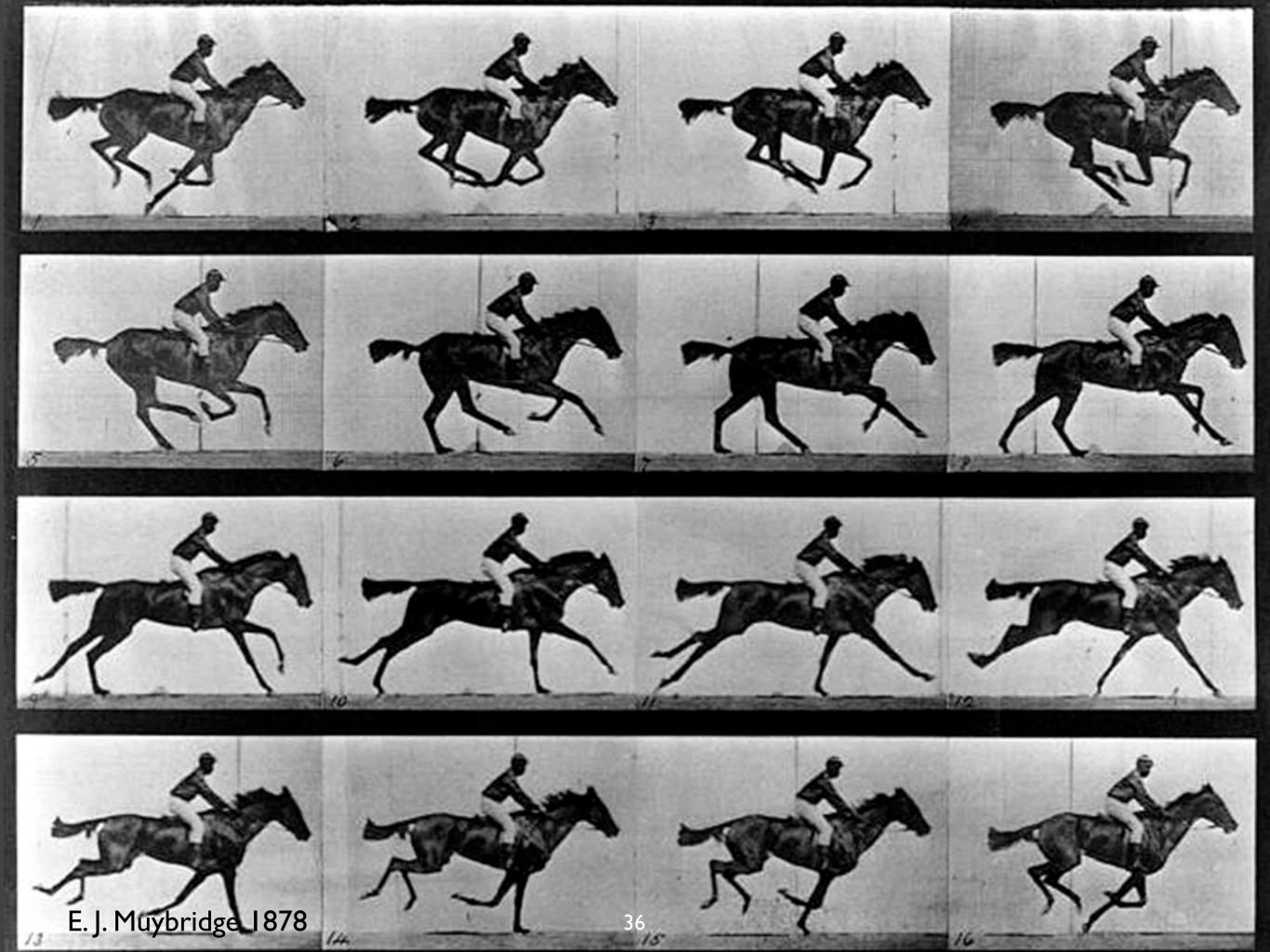
-confirm hypotheses

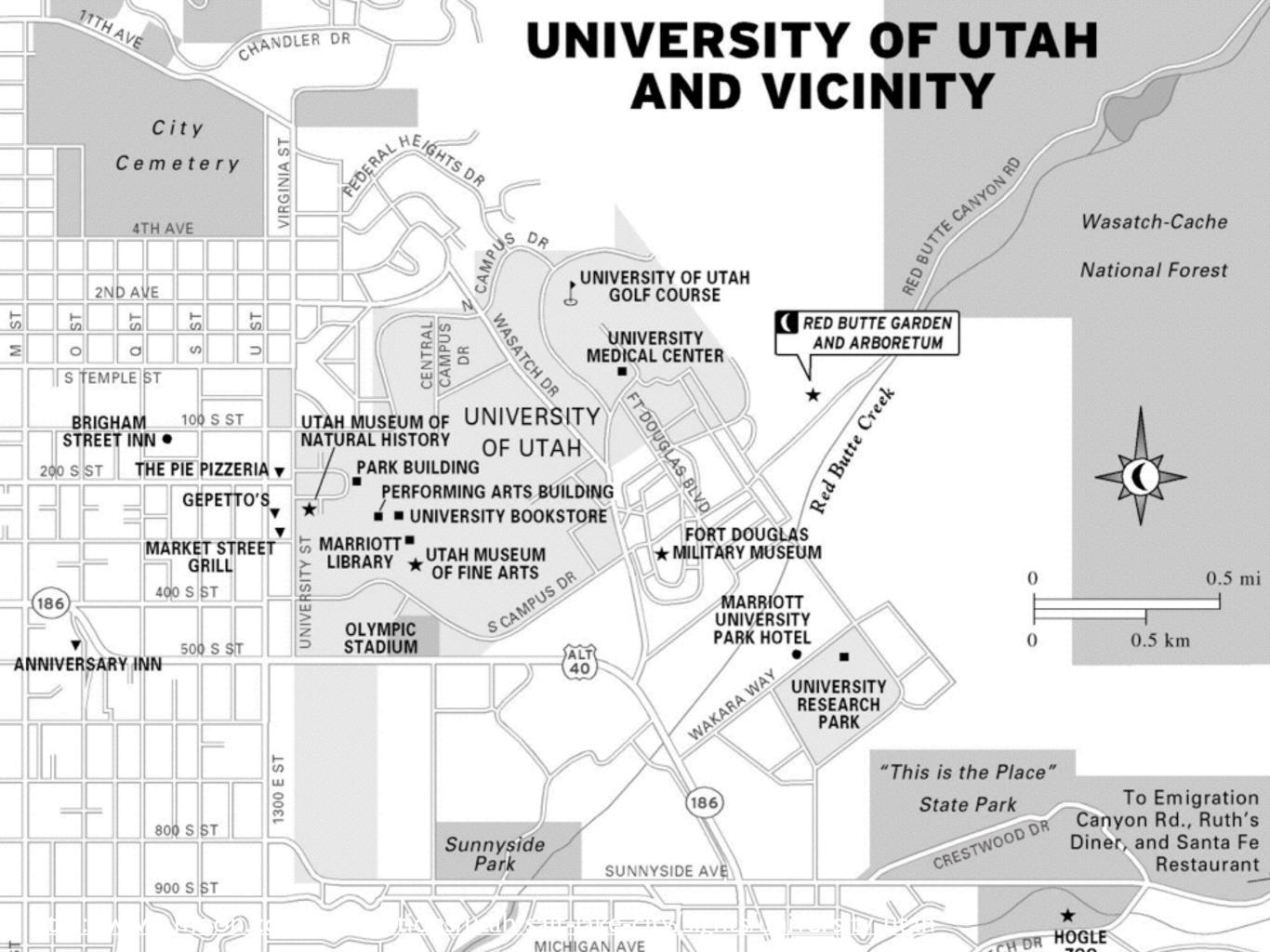
-communicate ideas to others

#### RECORD INFORMATION









### ANALYZE DATA



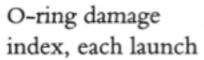
3										
	<b>b</b>		Erosion	ross Sectional Perimeter	View	Length Of	View Total Heat	Clocking	MOTOR	O-RING
60	HAT	No.	Depth (in.)	Affected (deg)	Dia. (in.)	Max Erosion (in.)	Affected Length (in.)	(deg)	om-+	47
£ 003	61A LH Center Field** 61A LH GENTER FIELD** 61C SIC LH Forward Field** 51C RH Center Field (prim)*** 61C RH Center Field (sec)***	22A 22A 15A 15B 15B	None NONE 0.010 0.038	None NONE 154.0 130.0	0.280 0.280 0.280 0.280	NONE 4.25 12.50 Hone	None NONE 5.25 58.75 29.50	36°66° 338°-18° 163 354 354	Dm - 2	52
,	410 RH Forward Field 41C LH Aft Field*	13B 11A	None 0.028	45.0 110.0	0.280 0.280	3.00 None	None None	275	Qm - 3	48
	418 LH Forward Field	10A	None 0.040	None 217.0	0.280	3.00	14.50	351	Qm-4	51
1.12	STS-2 RH Aft Field	2B	0.053	116.0	0.280			90		01
									SRM-15	53
	*Hot gas path detected in pu **Soot behind primary O-ring. ***Soot behind primary O-ring,			of heat on O-ri condary O-ring.	_	damage.			5RM-22	75
	Clocking location of leak o	heck p	ort - 0 deg						<pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre>	

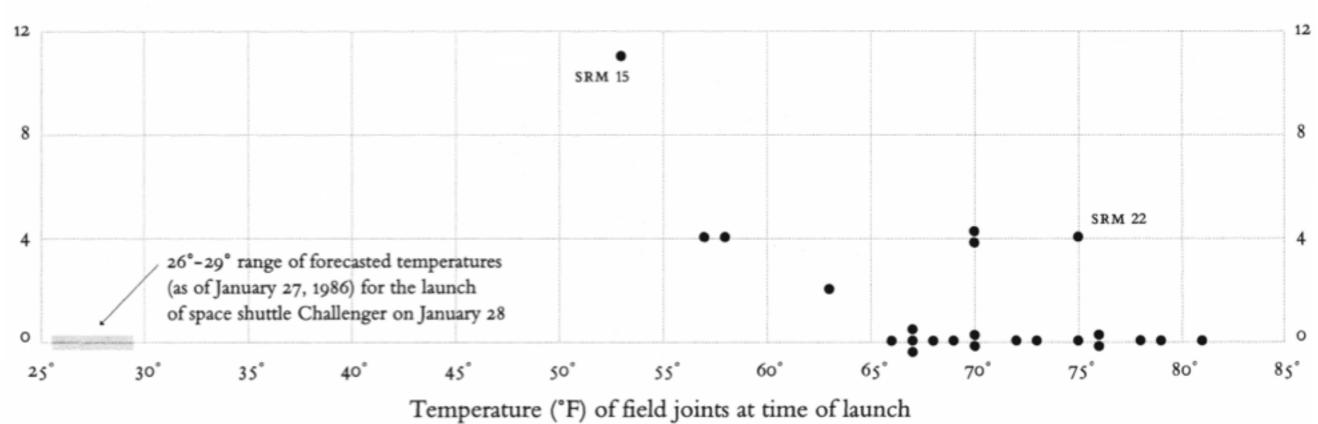
OTHER SRM-15 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY AND NO SOOT NEAR OR BEYOND THE PRIMARY O-RING.

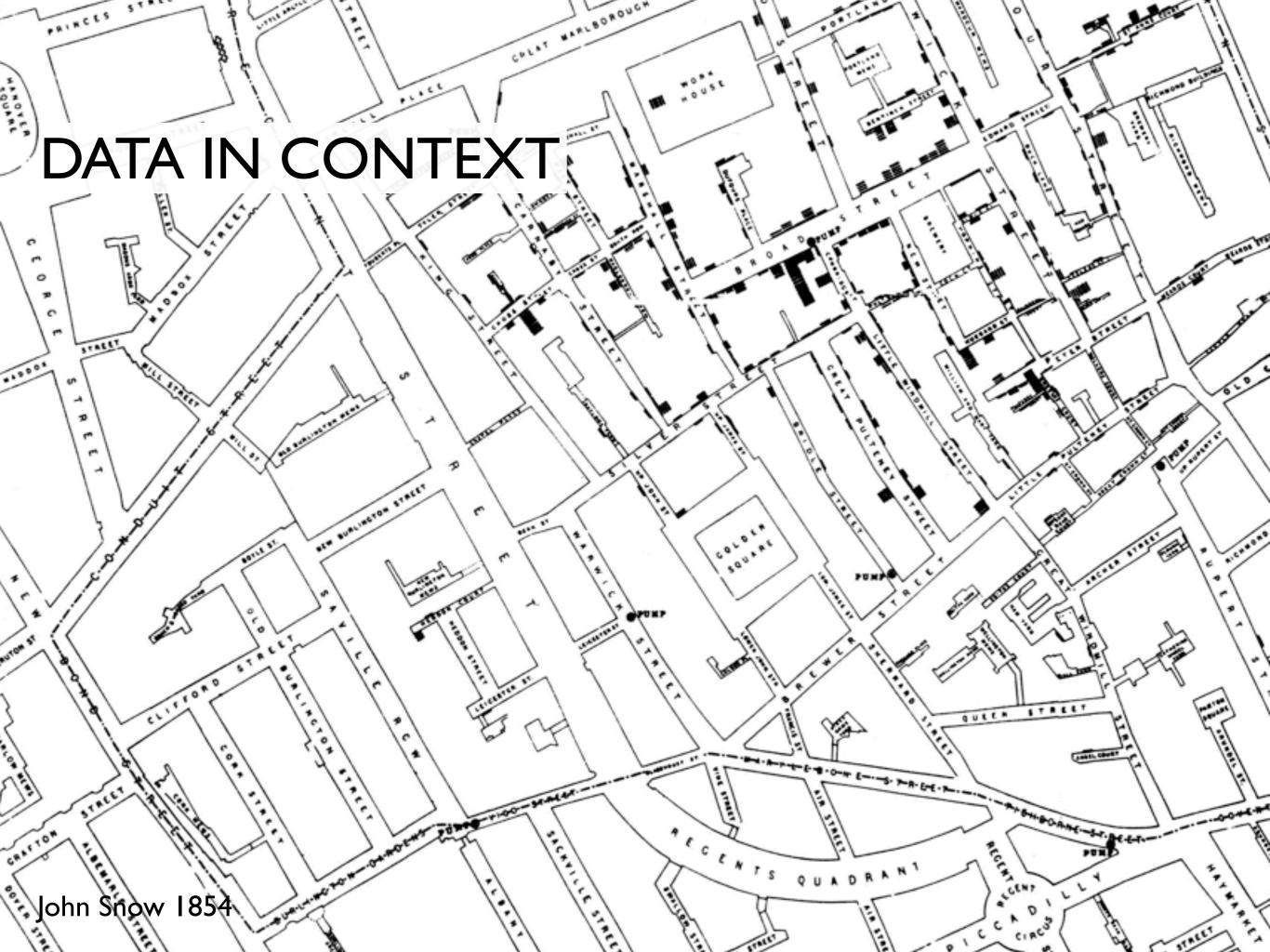
SRM-22 FORWARD FIELD JOINT HAD PUTTY PATH TO PRIMARY O-RING, BUT NO O-RING EROSION AND NO SOOT BLOWBY. OTHER SRM-22 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY.

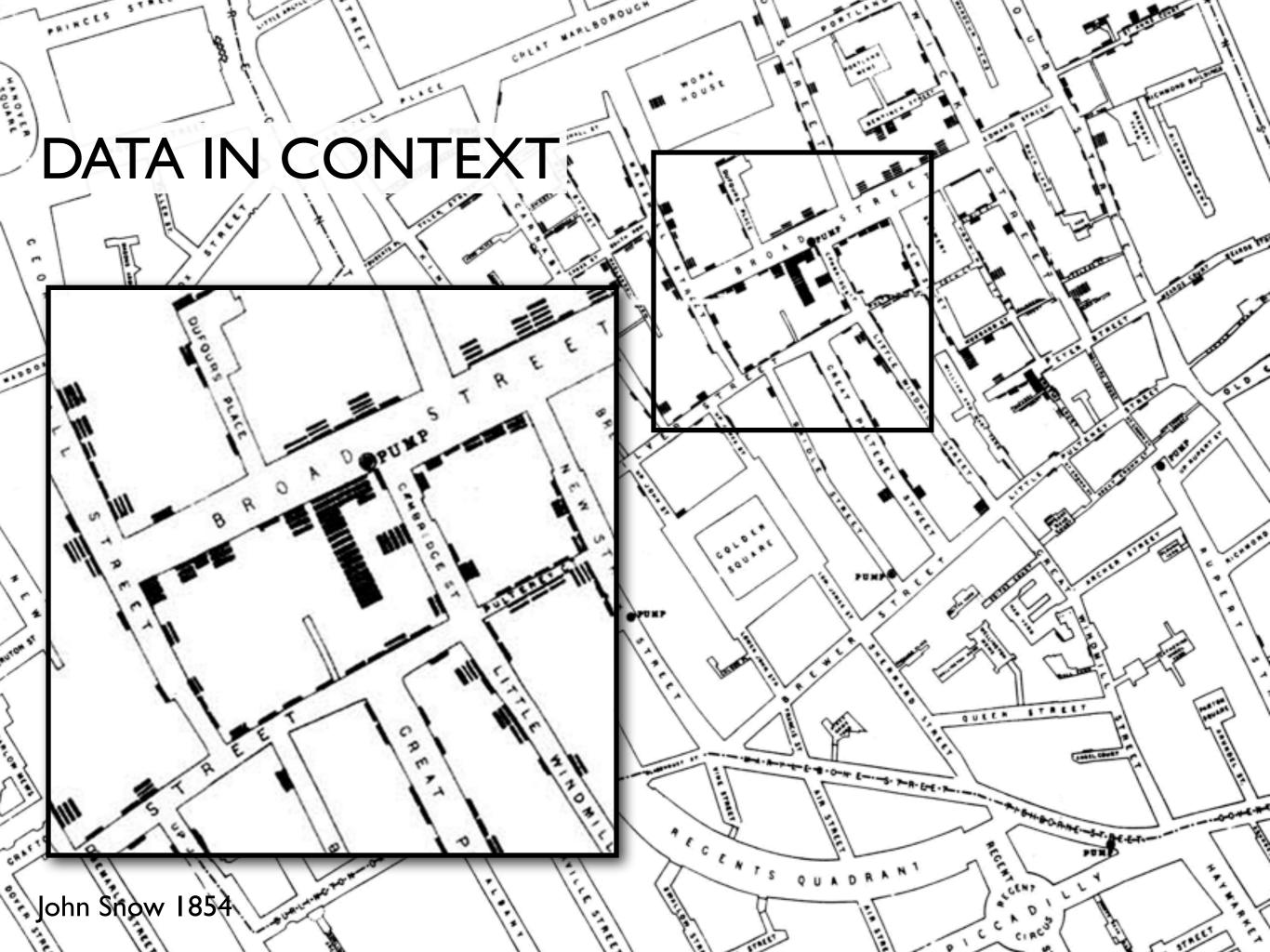
BLOW BY HISTORY SRM-15 WORST BLOW-BY					HISTORY OF O-RING TEMPERATURES (DEGREES - F)			
0 2 CASE JOINTS (80°), (110°) ARC	MOTOR	MBT	AMB	O-RING	WIND			
O MUCH WORSE VISUALLY THAN SRM-22	om-+	68	36	47	10 MPH			
	Dm - 2	76	45	52	10 mpH			
SRM 12 BLOW-BY	Qm-3	72.5	40	48	10 mpH			
0 2 CASE JOINTS (30-40°)	Qm-4	76	48	51	10 mPH			
	SRM-15	52	64	53	10 mpH			
SRM-13A, 15, 16A, 18, 23A 24A	5RM-22	77	78	75	10 MPH			
O NOZZLE BLOW-BY	SRM-25	55	26	29 27	10 MPH 25 MPH			

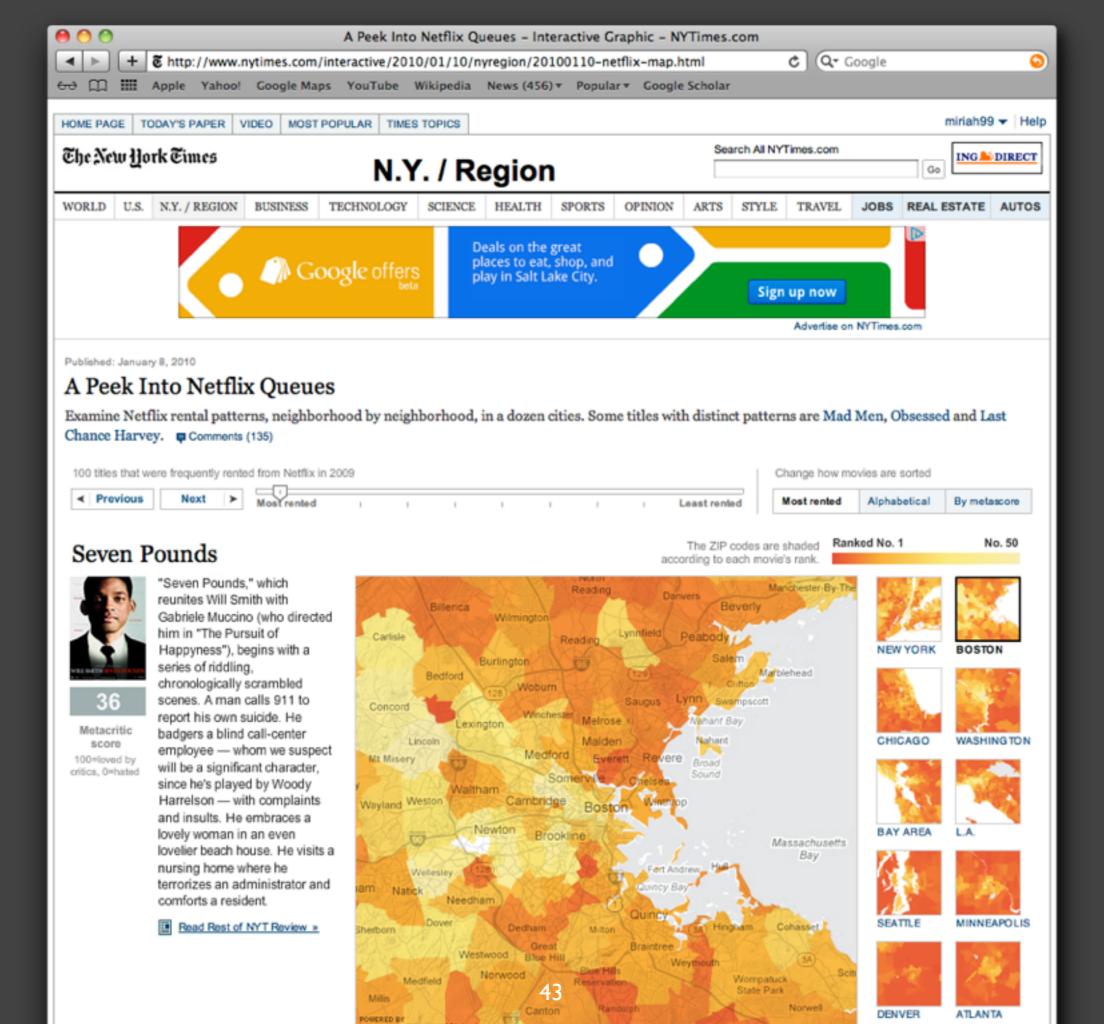
27

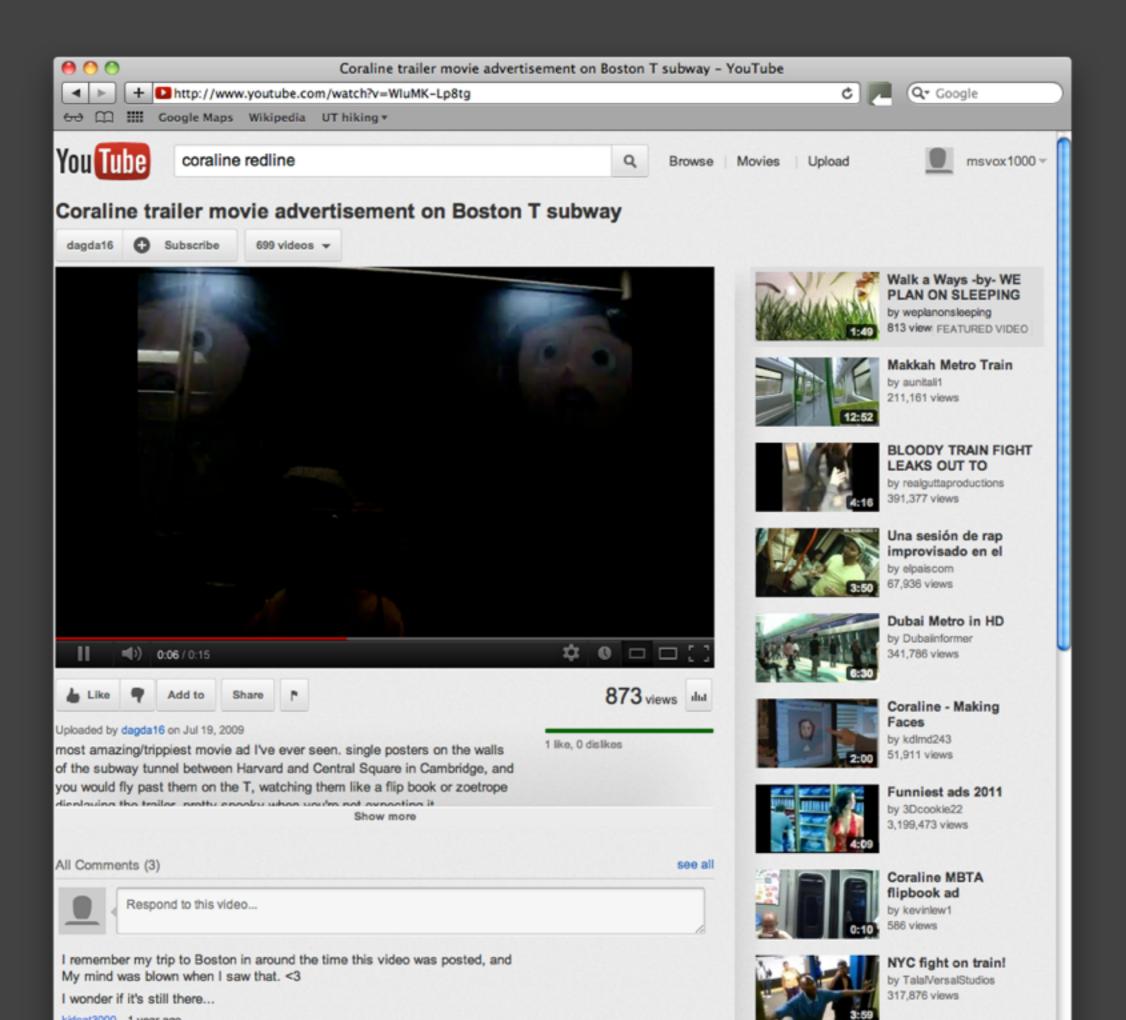






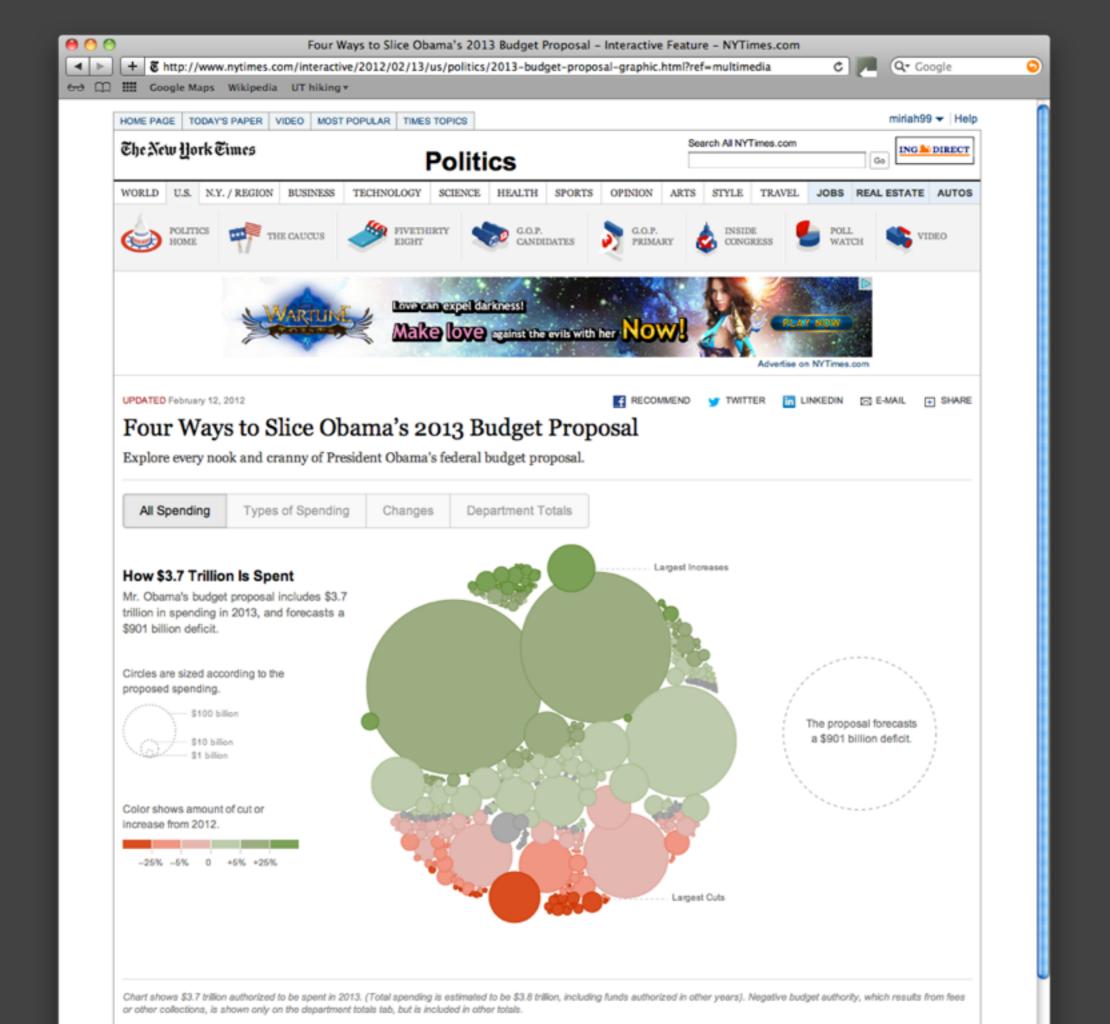




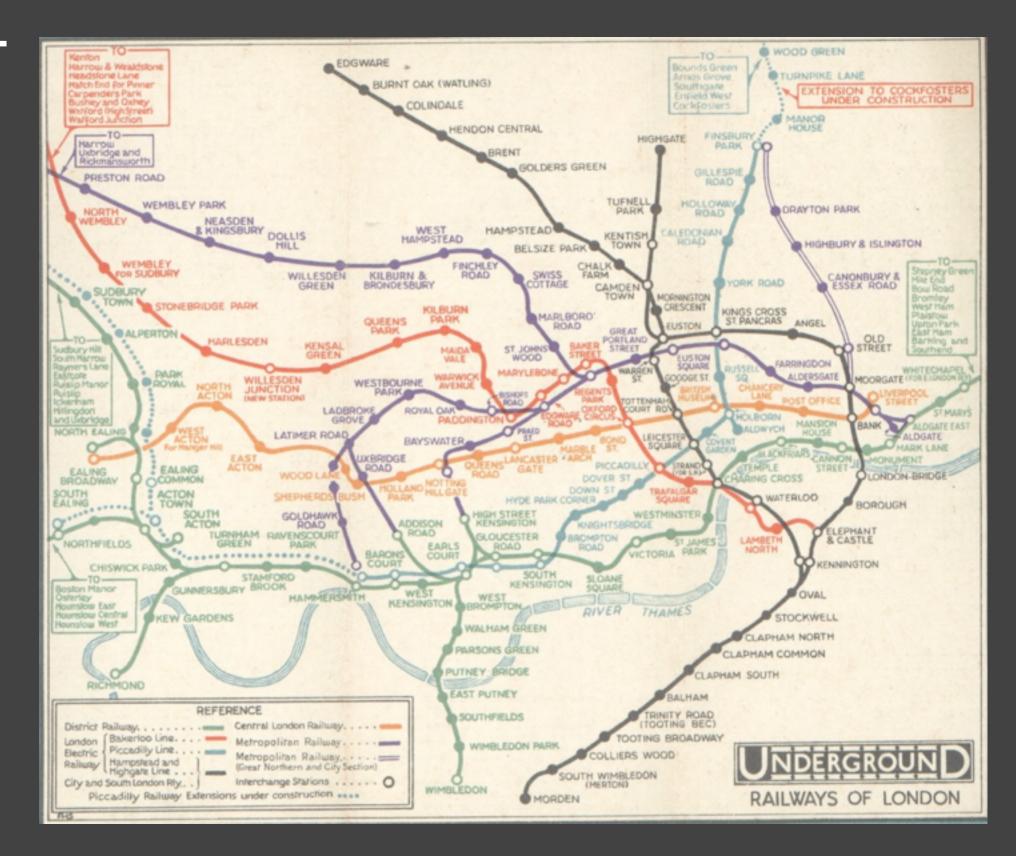


#### REVEAL PATTERNS

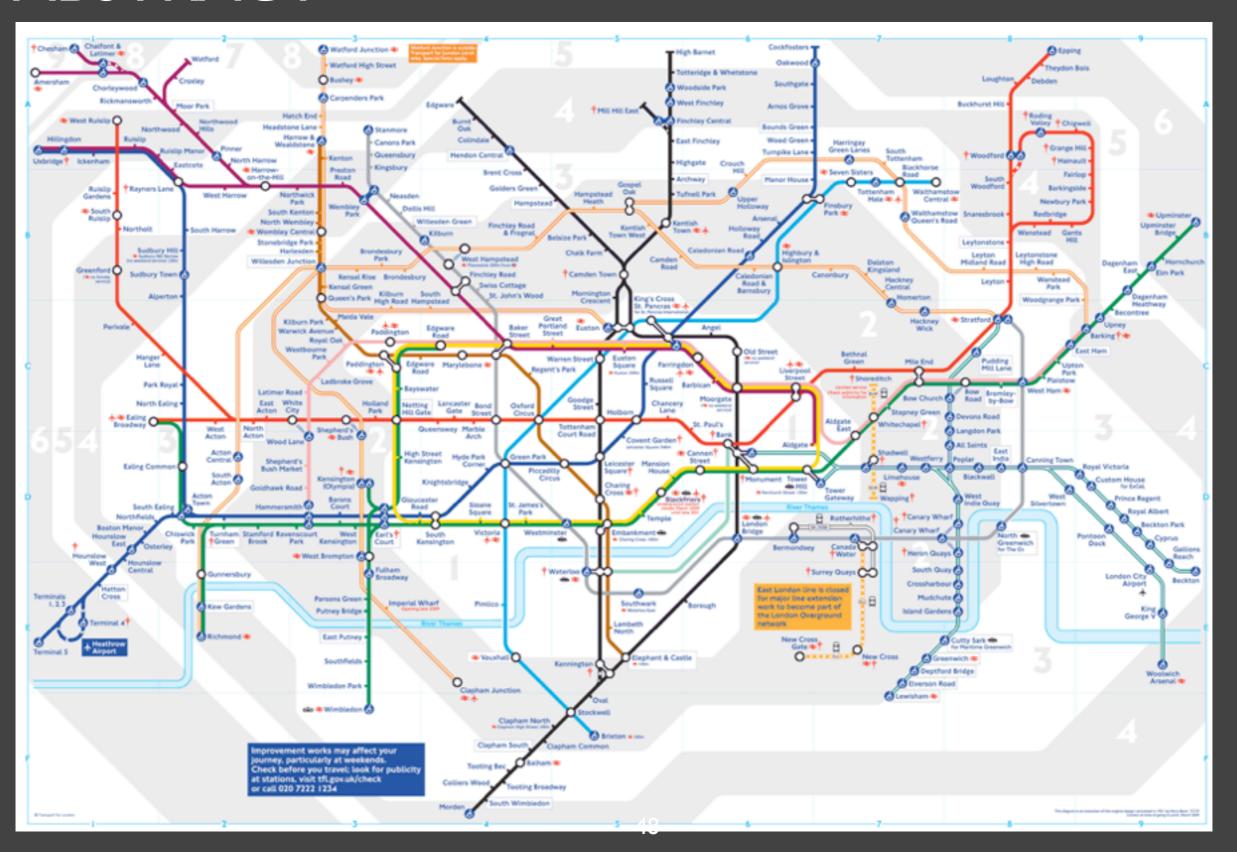




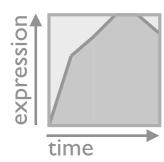
#### ABSTRACT

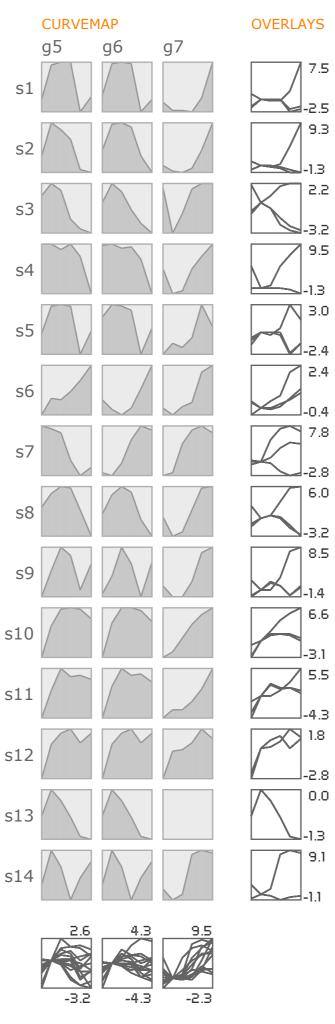


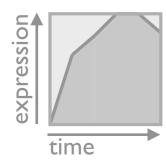
#### **ABSTRACT**

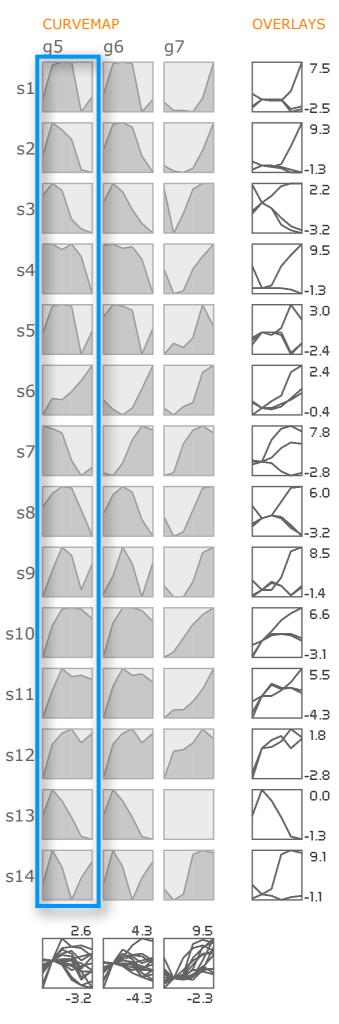


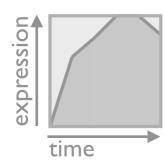
#### CONFIRM HYPOTHESES

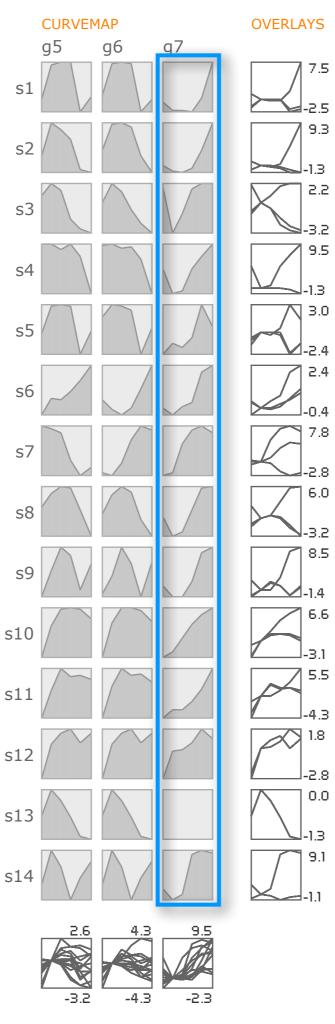


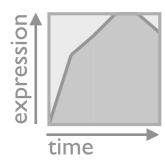


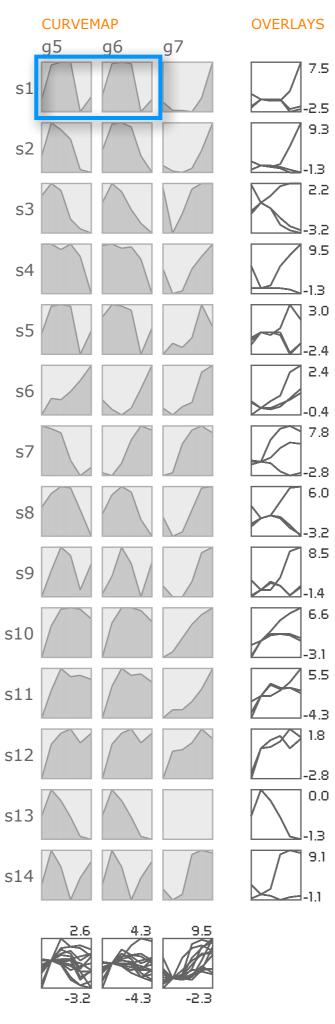


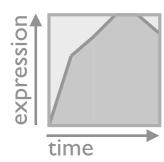


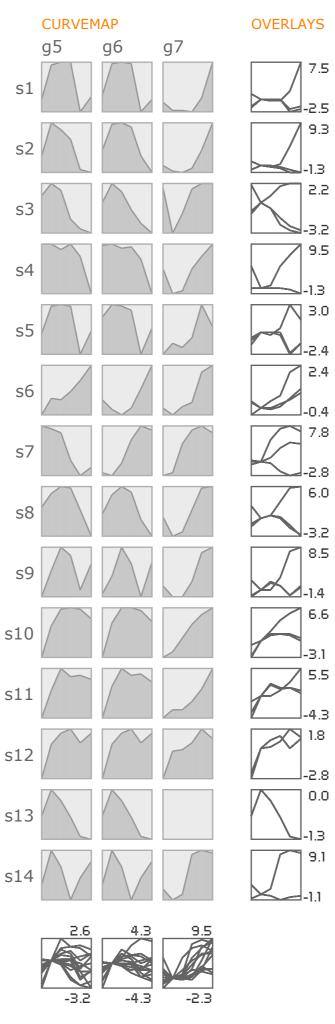




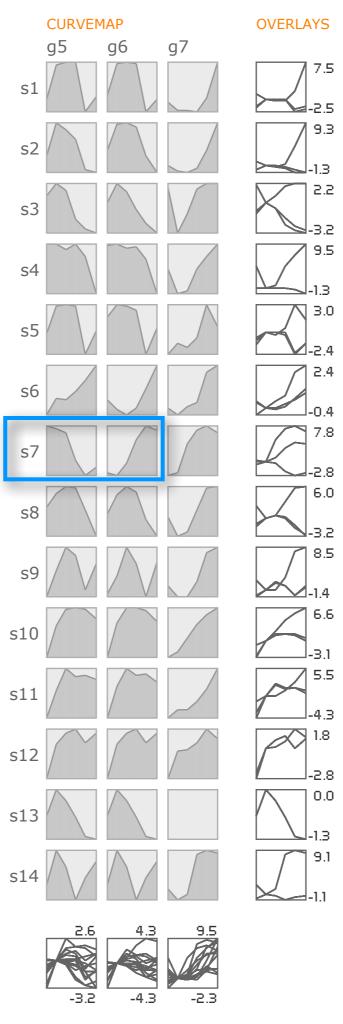




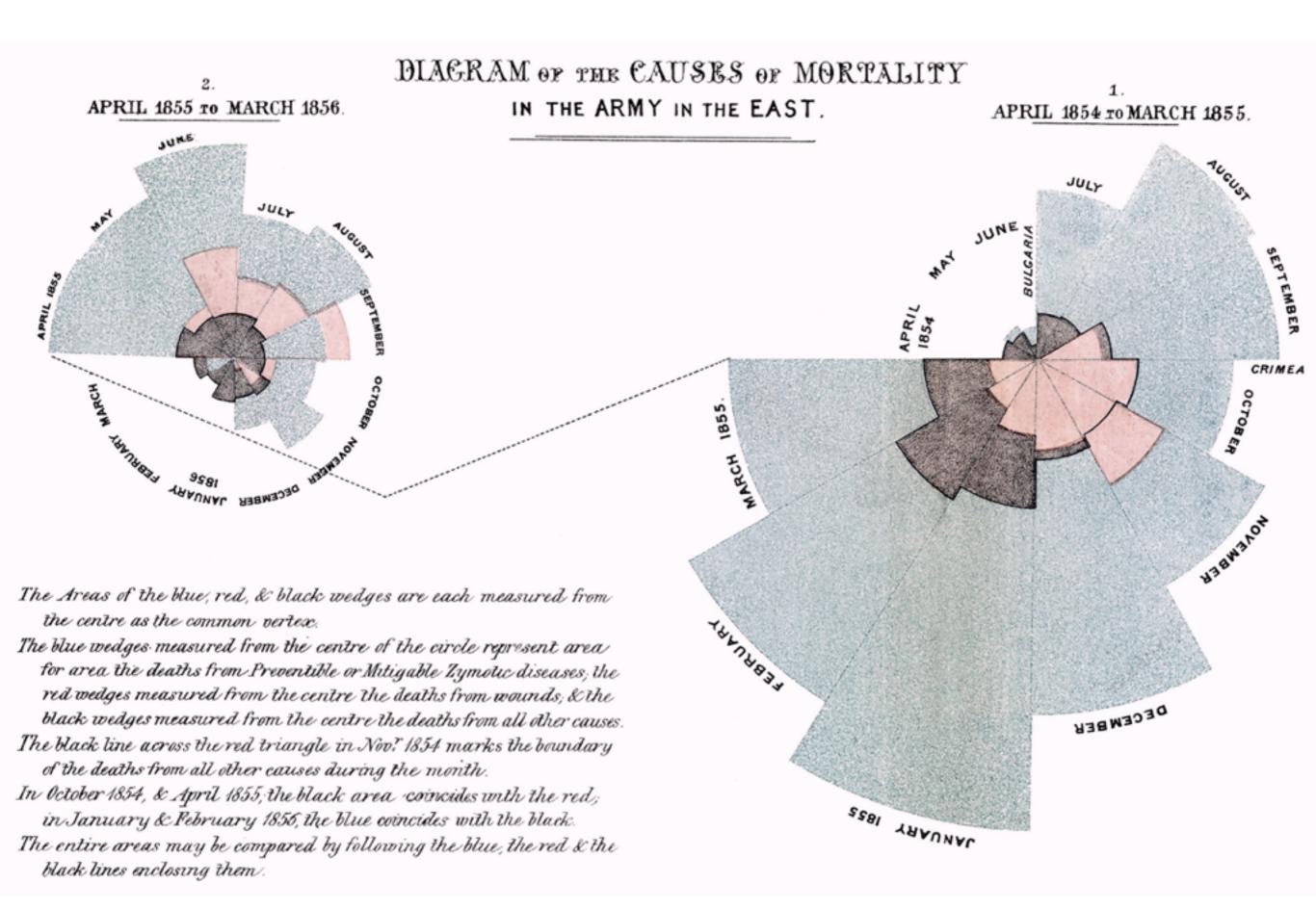




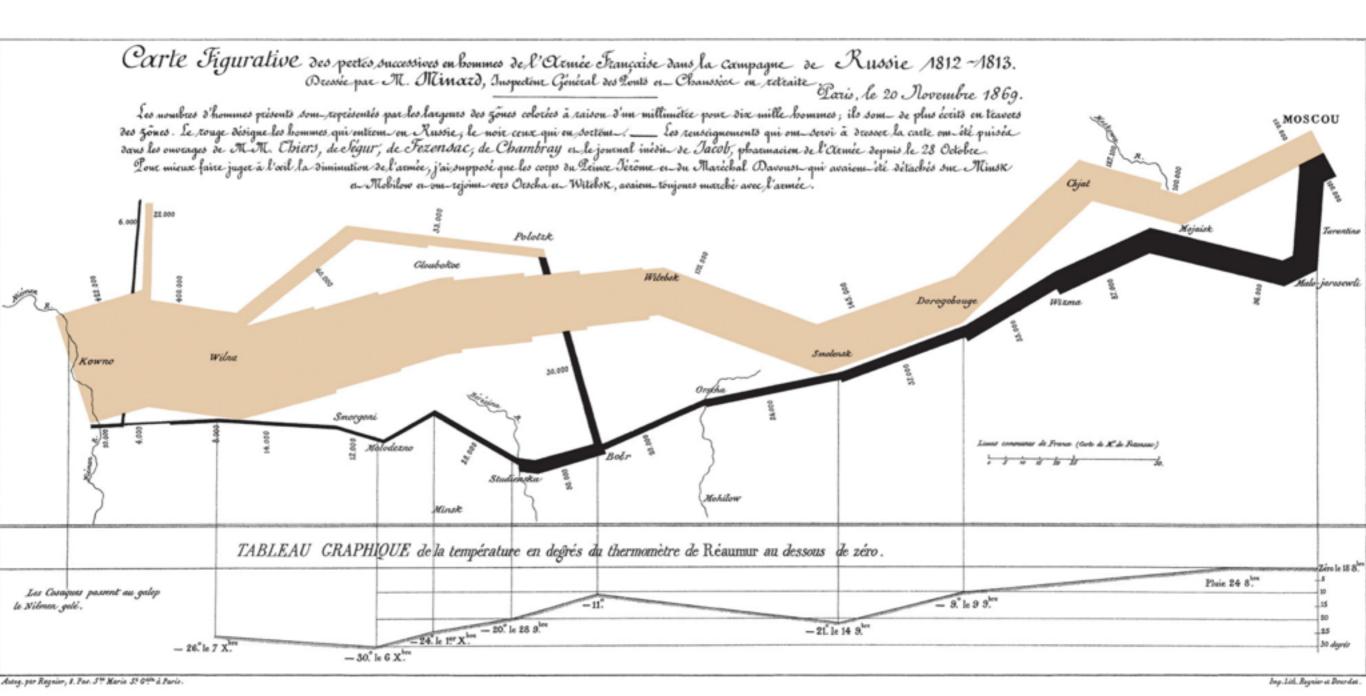




### COMMUNICATE IDEAS



#### F. Nightingale 1856





#### Q&A

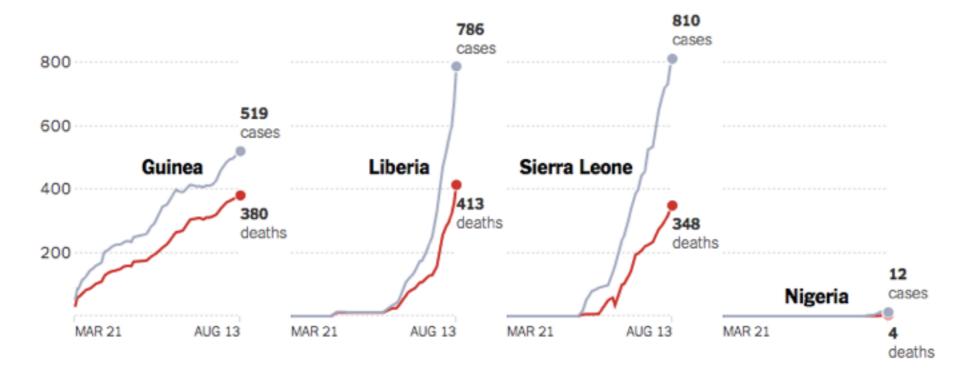
# What You Need to Know About the Ebola Outbreak

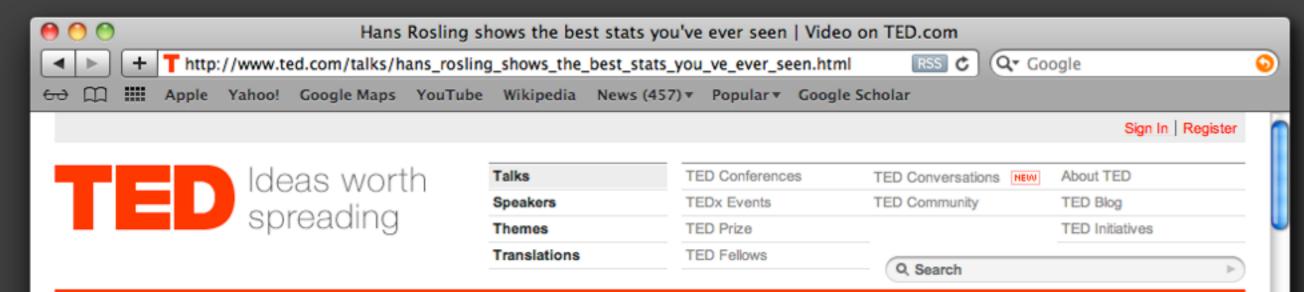
UPDATED AUGUST 13, 2014

#### How many people have been infected?

More than 2,100 people in Guinea, Liberia, Nigeria and Sierra Leone have contracted Ebola since March, according to the World Health Organization, making this the biggest outbreak on record.

More than 1,100 people have died. Two American aid workers infected with Ebola while working in West Africa were taken to a containment unit in Atlanta for treatment.

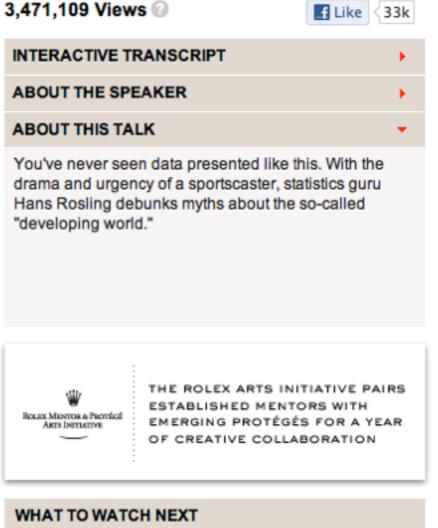




#### **TALKS**

#### Hans Rosling shows the best stats you've ever seen





poverty

Hans Rosling's new insights on

Views 1,616,080 | Comments 193

18:57 Posted: Jun 2007

### RECOMMENDED READING

A survey of powerful visualization techniques, from the obvious to the obscure.

BY JEFFREY HEER, MICHAEL BOSTOCK, AND VADIM OGIEVETSKY

# A Tour Through the Visualization Zoo

THANKS TO ADVANCES in sensing, networking, and data management, our society is producing digital information at an astonishing rate. According to one estimate, in 2010 alone we will generate 1,200 evaluates—60 million times the content of the Library

#### The Value of Visualization

Jarke J. van Wijk\*

Dept. Mathematics and Computer Science
Technische Universiteit Eindhoven

#### ABSTRACT

The field of Visualization is getting mature. Many problems have been solved, and new directions are sought for. In order to make good choices, an understanding of the purpose and meaning of visualization is needed. Especially, it would be nice if we could assess what a good visualization is. In this paper an attempt is made to determine the value of visualization. A technological viewpoint is adopted, where the value of visualization is measured based on effectiveness and efficiency. An economic model of visualization is presented, and benefits and costs are established. Next, consequences for and limitations of visualization are discussed (including the use of alternative methods, high initial costs, subjectiveness, and the role of interaction), as well as examples of the use of the model for the judgement of existing classes of methods and understanding why they are or are not used in practice. Furthermore, two alternative views on visualization are presented and discussed: viewing visualization as an art or as a scientific discipline. Implications and future directions are identified.

CR Categories: H.5.2 [Information Interfaces and Presentation]: User Interfaces; I.3.6 [Computer Graphics]: Methodology and Techniques I.3.8 [Computer Graphics]: Applications

Keywords: Visualization, evaluation

#### 1 Introduction

Modern society is confronted with a data explosion. Acquisition devices like MRI-scanners, large scale simulations on supercomputers, but also stock trading at stock exchanges produce very large amounts of data. Visualization of data makes it possible for researchers, analysts, engineers, and the lay audience to obtain insight

In this paper I want to give a contribution to the discussion on the status and possible directions of our field. Rather than to pinpoint specific topics and activities, my aim is to detect overall patterns, and to find a way to understand and qualify visualization in general. This is an ambitious and vague plan, although the basic ground for this is highly practical.

I have to make decisions on visualization in many roles. As a researcher, decisions have to be made ranging from which area to spend time on to which particular solution to implement; as a supervisor, guidance to students must be provided; as a reviewer, new results and proposals for new research must be judged, and opinions are expected if they are worth publishing or funding; as advisor in a start-up company, novel and profitable directions must be spotted. All these cases imply judgement of the value of visualization in varying senses.

How to assess the value of visualization? Visualization itself is an ambiguous term. It can refer to the research discipline, to a technology, to a specific technique, or to the visual result. If visualization is considered as a technology, i.e., as a collection of methods, techniques, and tools developed and applied to satisfy a need, then standard measures apply: Visualization has to be *effective* and *efficient*. In other words, visualization should do what it is supposed to do, and has to do this using a minimal amount of resources. One immediate and obvious implication is that we cannot judge visualization on its own, but have to take into account the context in which it is used.

In section 2 a short overview is given of the background of the topic discussed here. In section 3 an economic model of visualization is proposed. The basic elements are identified first, the associated costs and gains are added next. Various implications of the model are discussed in section 4. In section 5 this model is applied to several cases. In section 6 the model is discussed and alternative views are considered, followed by conclusions in section 7.

-WHAT

-WHY

-WHO

-HOW

# Miriah Meyer

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# Miriah Meyer

assistant professor School of Computing *and* Scientific Computing and Imaging Institute University of Utah

WEB 4887 miriah@cs.utah.edu

born in Martinsville, VA

year o

# Miriah Meyer

assistant professor School of Computing *and* Scientific Computing and Imaging Institute University of Utah

WEB 4887 miriah@cs.utah.edu

dad buys a Commodore64

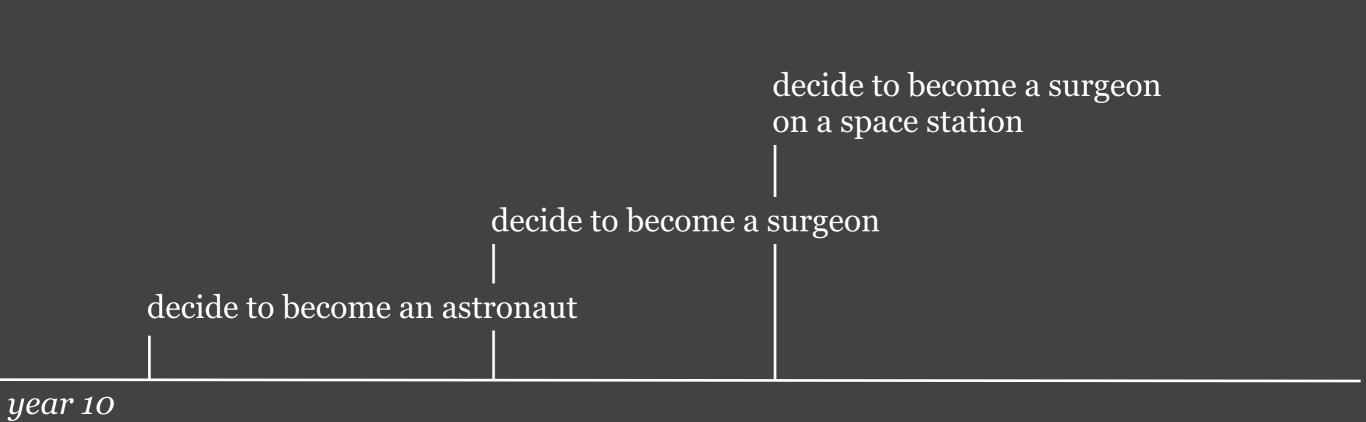
born in Martinsville, VA

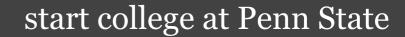
year o

decide to become an astronaut

decide to become a surgeon

decide to become an astronaut



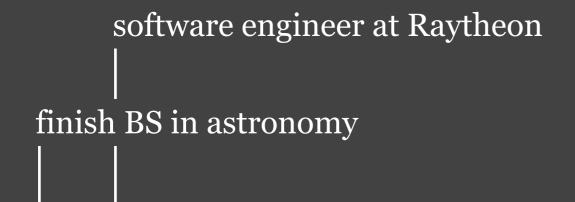


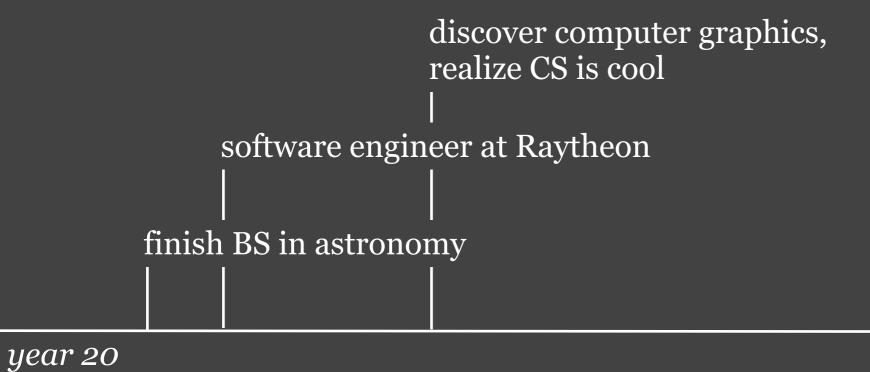
decide to become a surgeon on a space station

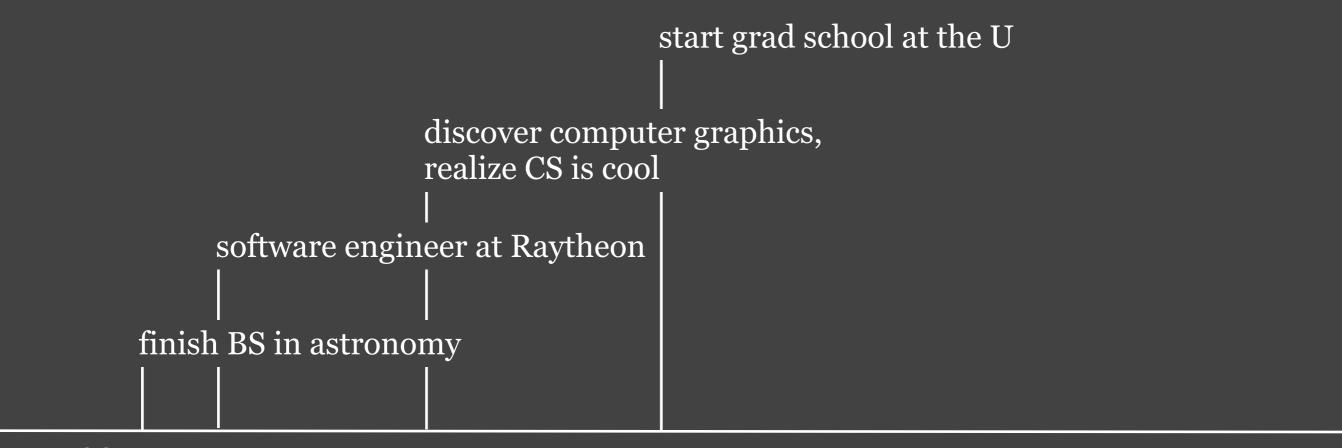
decide to become a surgeon

decide to become an astronaut

finish BS in astronomy





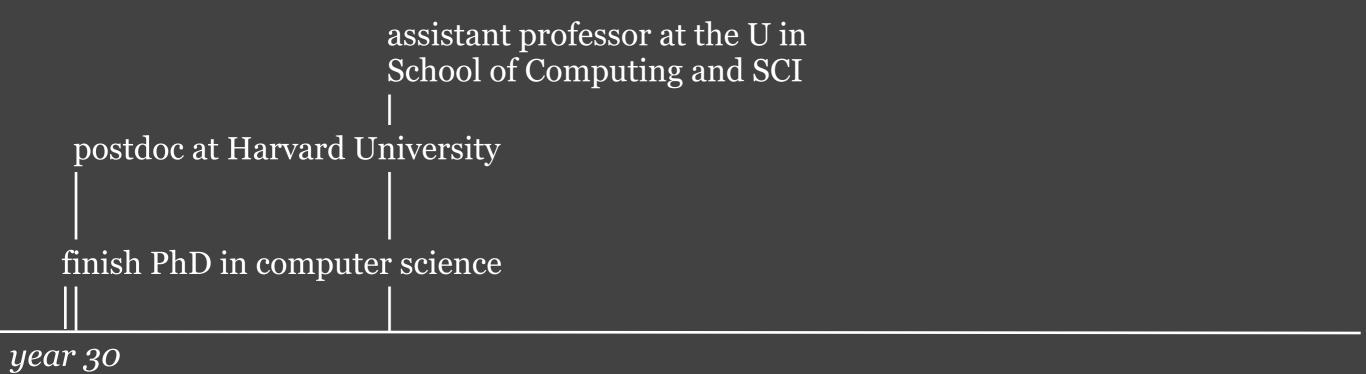


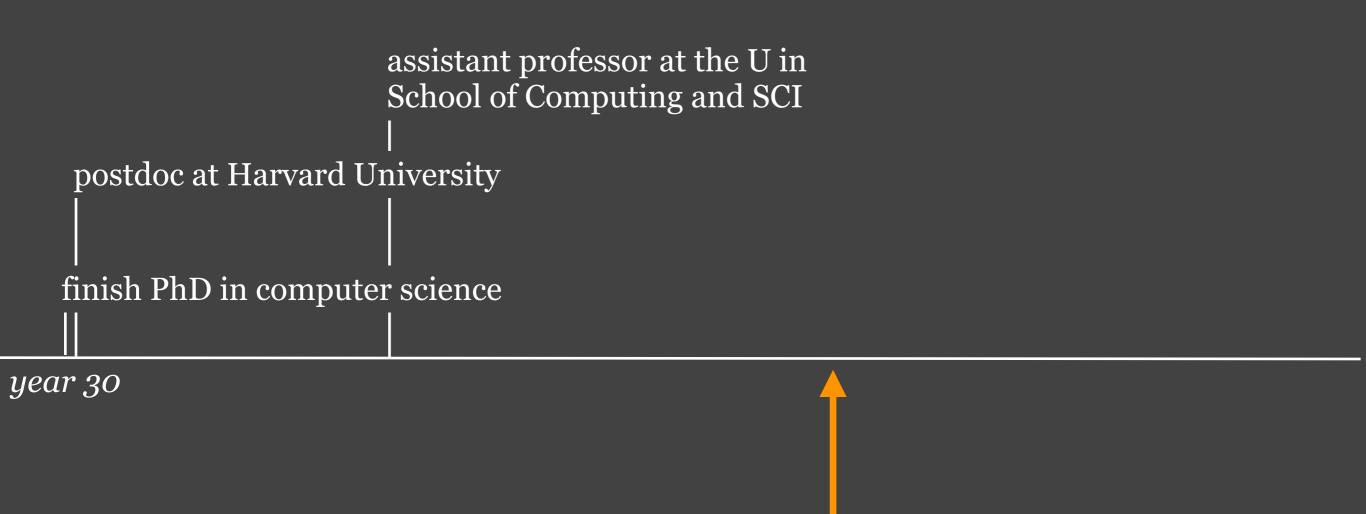
year 20

finish PhD in computer science

postdoc at Harvard University

|
finish PhD in computer science





WEARE HERE

## YOU

-WHAT

-WHY

-WHO

-HOW

The **goal of this course** is to introduce students to the principles, methods, and techniques for effective visual analysis of data.

We will discuss visualization techniques for a **broad range of data types**: from spatial data (simulations, sensors, etc) to non spatial data (graphs, tables, text, etc).

You will gain experience in using cutting-edge visual analysis tools, as well as in developing your own interactive visualization tools.

### CONTENT

# FOUNDATIONS

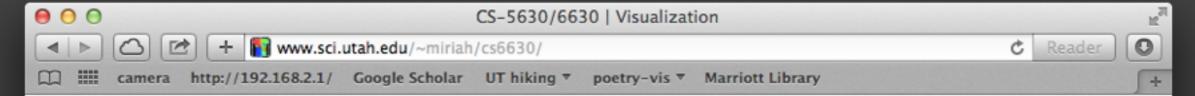
- -design
- -perception
- -data and tasks
- -visual encoding
- -interaction
- -multiple views
- -filtering and aggregation

### TECHNIQUES

- -tabular data
- -graphs and trees
- -text
- -sets
- -maps
- -scalar fields
- -vector fields
- -tensor fields

### NUTS & BOLTS

### SCIVIS vs INFOVIS



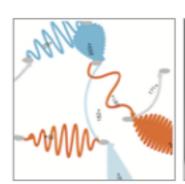
#### CS-5630/6630 | Visualization | Fall 2014

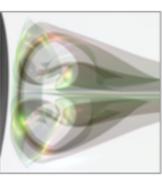
INSTRUCTOR: Miriah Meyer TIME: T/Th 9:10-10:30am

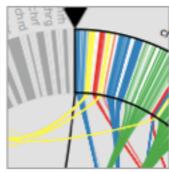
PLACE: L101 WEB

OFFICE HRS: TBD, WEB 4887

TA: Alex Bigelow
OFFICE HRS:TBD









#### SCHEDULE | SYLLABUS | ASSIGNMENTS | EXAMS | LECTURES | RESOURCES

The goal of this course is to introduce students to the principles, methods, and techniques for effective visual analysis of data. Students will explore many aspects of visualization, including techniques for both spatial (eg. gridded data from simulations and scanning devices) and nonspatial data (eg. graphs, text, high-dimensional tabular data). The course begins with an overview of principles from perception and design, continues with a framework for discussing, critiquing, and analyzing visualizations, and then focuses on visualization techniques and methods for a broad range of data types. Students will acquire hands-on experience using cutting edge visualization systems as well as programming interactive visual analysis tools.

#### SCHEDULE

WEEK	DATE	TOPIC	DATE	TOPIC	HOMEWORK
1	8/26	Introduction	8/28	Design principles	Design critiques
2	9/2	Perception	9/4	Data types & Intro to Tableau	Data exploration   out Th   due in 1.5 weeks
3	9/9	Visual encodings	9/11	Color	
4	9/16	Intro to Processing	9/18	Processing lab day	Time series   out T   due in 2 weeks
5	9/23	Tasks	9/25	Interaction	
6	9/30	Views	10/2	Filtering & aggregation	
7	10/7	Exam 1: foundations	10/9	Tabular	Parallel coordinates   out Th   due in 3 weeks
8	10/14	fall break	10/16	fall break	
9	10/21	Trees & graphs	10/23	Text & Sets	
10	10/28	Maps	10/30	Grids	scalar data   out Th   due in 2.5 weeks
11	11/4	Isosurfaces	11/6	3d graphics	
12	11/11	Volume rendering	11/13	Transfer functions	

### GROUND RULES

- -be respectful of everyone's time
- -come to class prepared
- -critique ideas, not people
- -discuss ideas together, do the assignments on your own
- -be engaged!

L2: Design

# REQUIRED READING

### What's Vis, and Why Do It?

#### 1.1 The Big Picture

This book is built around the following definition of visualization – vis, for short:

Computer-based **visualization** systems provide visual representations of datasets designed to help people carry out tasks more effectively.

Visualization is suitable when there is a need to augment human capabilities rather than replace people with computational decisionmaking methods. The design space of possible visidioms is huge, and includes the considerations of both how to create and how to interact with visual representations. Vis design is full of tradeoffs, and most possibilities in the design space are ineffective for a particular task, so validating the effectiveness of a design is both necessary and difficult. Vis designers must take into account three very different kinds of resource limitations: those of computers, of humans, and of displays. Vis usage can be analyzed in terms of why the user needs it, what data is shown, and how the idiom is designed.

In the rest of this chapter I'll discuss the rationale behind many aspects

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#### 6.10 Function First, Form Next

The best vis designs should shine in terms of both form and function; that is, they should be both beautiful and effective. Nevertheless, in this book, I focus on function.

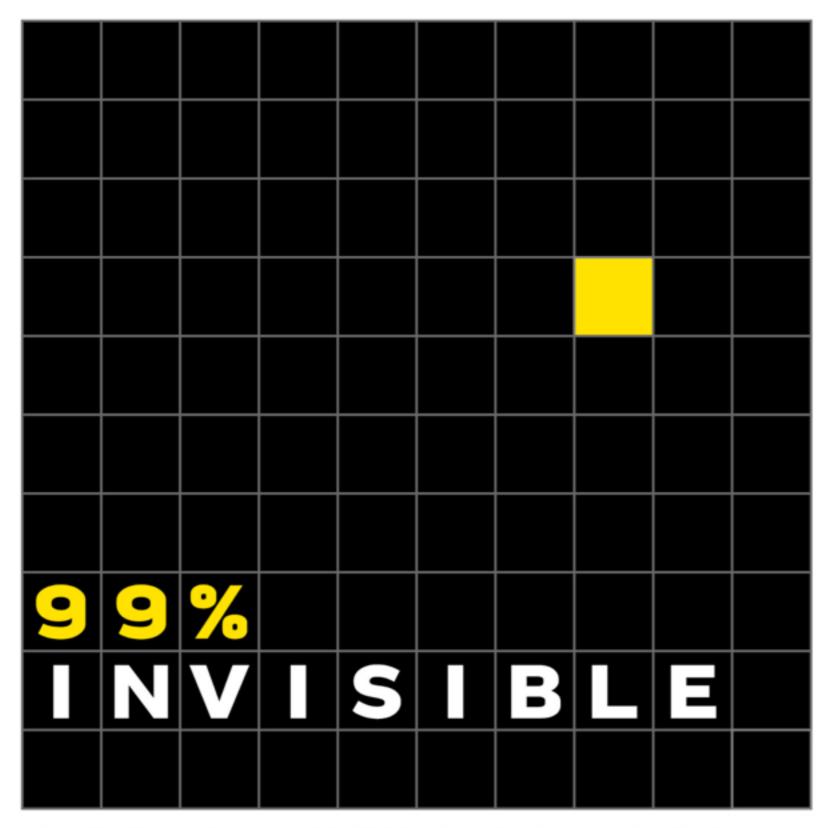
My rationale is that given an effective but ugly design, it's possible to refine the form to make it more beautiful while maintaining the base of effectiveness. Even if the original designer of the vis has no training in graphic design, collaboration is possible with people who do have that background.

In contrast, given a beautiful and ineffective design, you will probably need to toss it out and start from scratch. Thus, I don't advocate a "form first" approach, because progressive refinement is usually not possible. My argument mirrors the claims I made in the first chapter about the size of the vis design space and the fact that most designs are ineffective.

Equally important is the point that I don't advocate "form never": visual beauty does indeed matter, given that vis makes use of human visual perception. Given the choice of two equally effective systems, where one is beautiful and one is ugly, people will prefer the better form. Moreover, good visual form enhances the effectiveness of visual representations.

I don't focus on teaching the principles and practice of graphic design in this book because they are covered well by many other sources. I focus on the principles of vis effectiveness because of the lack of other resources.

#### 6.11 Further Reading



A TINY RADIO SHOW ABOUT DESIGN WITH ROMAN MARS