## Information Visualization

#### Problem:

- HUGE Datasets: How to understand them?
- · Data do not have a "natural dimension"

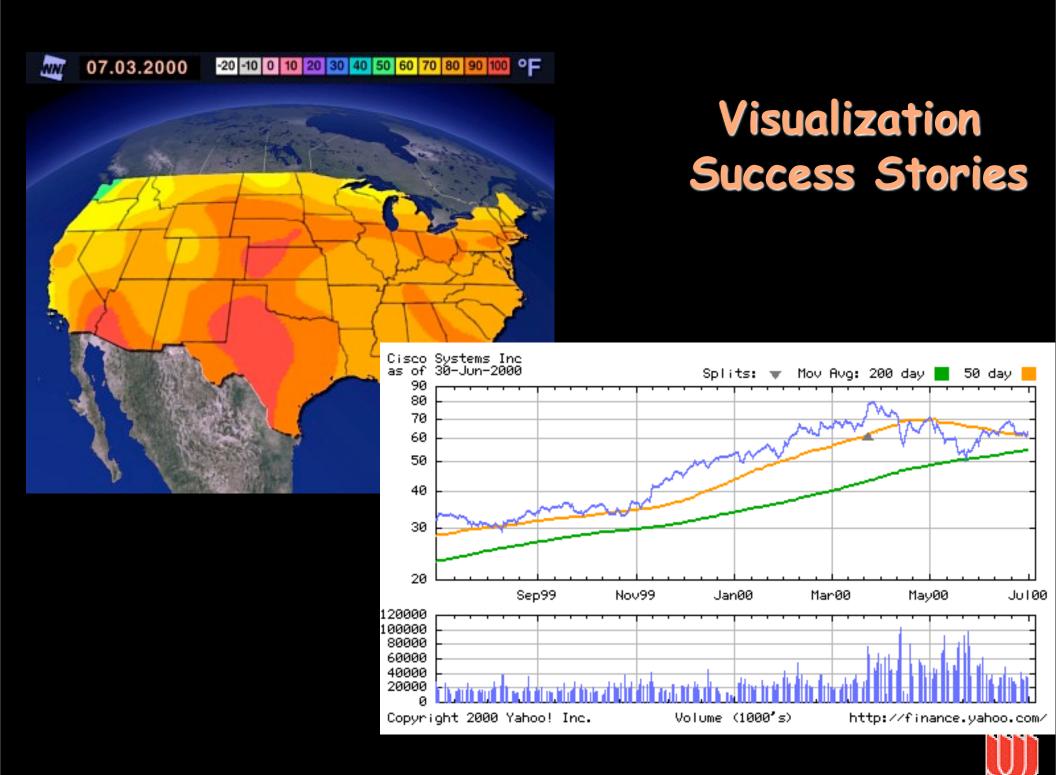
#### Solution

- Take better advantage of human perceptual system
- · Convert information into a graphical representation.

#### Issues

- · How to convert abstract information into graphical form?
- Do visualizations do a better job than other methods?





1. Start out going Southwest on ELLSWORTH AVE

Towards BROADWAY by turning right.

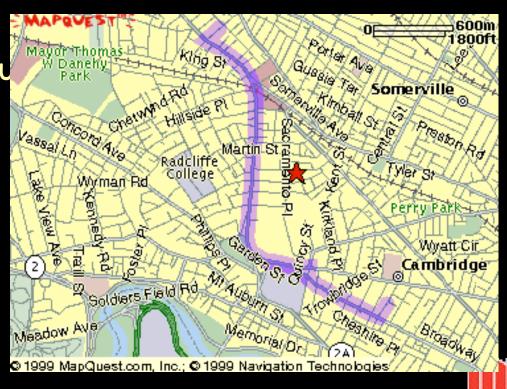
- 2: Turn RIGHT onto BROADWAY.
- 3. Turn RIGHT onto QUINCY ST.
- 4. Turn LEFT onto CAMBRIDGE ST.
- 5. Turn SLIGHT RIGHT onto MASSACHUSETTS AVE.
- 6. Turn RIGHT onto RUSSELL ST.



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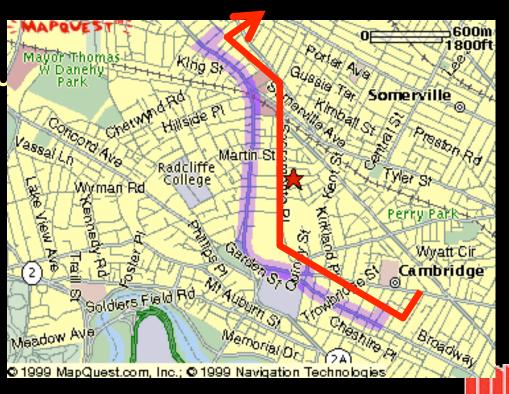
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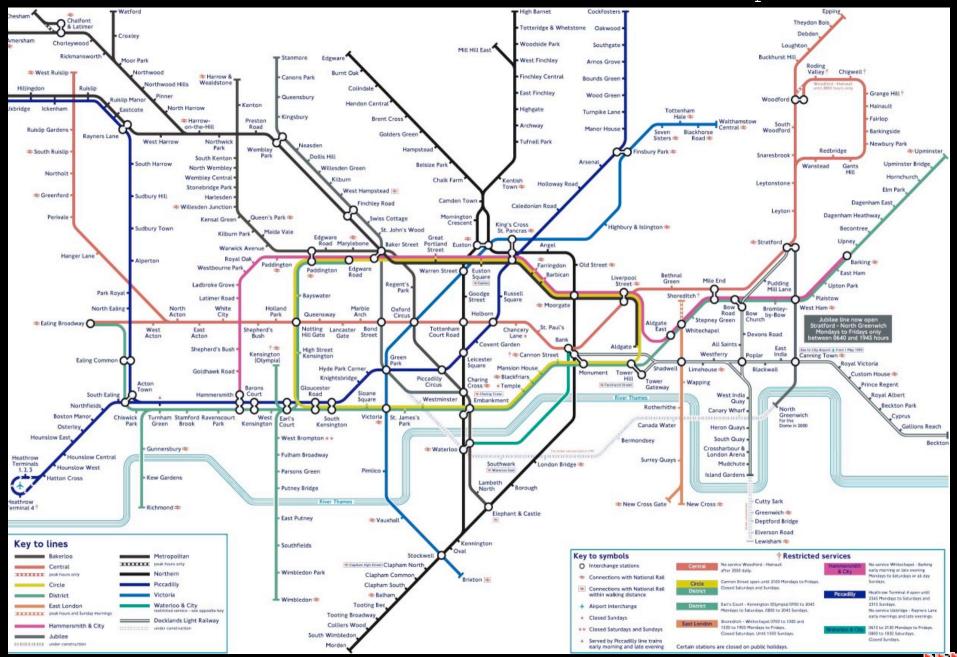


# The estimated travel time is 5 minutes for 2.16 miles of travel, total of 6 steps. 77 Russell St 17 Ellsworth Ave

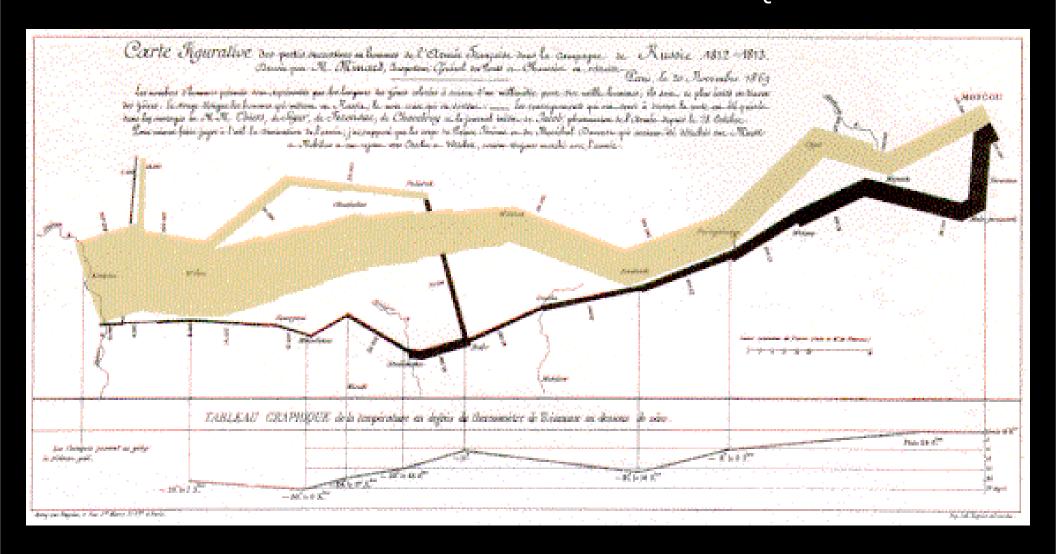
	Directions	Elapsed Distance
1	Begin at <b>17 Ellsworth Ave</b> on <b>Ellsworth Ave</b> and go Southwest for 500 feet	0.1
2	Turn right on <b>Broadway</b> and go Northwest for 0.4 miles	0.5
3	Turn right on <b>Quincy St</b> and go North for 200 feet	0.5
4	Turn left on <b>Cambridge St</b> and go West for 0.3 miles	0.8
5	Bear right on Massachusetts Ave,Mass Ave,RT-2A and go North for 1.2 miles	2.0
6	Turn right on <b>Russell St</b> and go Northeast for 1000 feet to <b>77 Russell St</b>	2.2

London Subway

www.londontransport.co.uk/tube



## Napolean's March From E. Tufte The Visual Display of Quantitative Information



Minard graphic

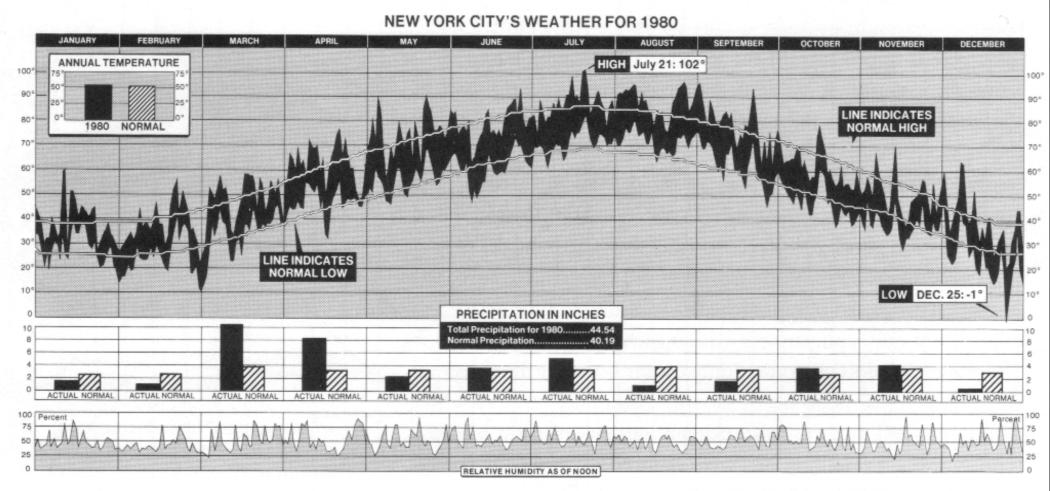
size of army direction

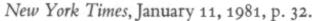
latitude longitude temperature date



#### **NYC** weather

#### 2220 numbers







## Data Explosion

Society is more complex

There simply is more "stuff"

Computers, internet and web give people access to an incredible amount of data

· news, sports, financial, purchases, etc...



### How much data?

## Between 1 and 2 exabytes of unique info produced per year

- · 250 meg for every man, woman and child
- · Printed documents only .003% of total

Peter Lyman and Hal Varian, 2000
Cal-Berkeley, Info Mgmt & Systems
www.sims.berkeley.edu/how-much-info



## The Challenge

Transform the data into information (understanding, insight) thus making it useful to people



## One Approach

Provide tools that present data in a way to help people understand and gain insight from it



## Information Visualization

#### What is "information"?

 Items, entities, things which do not have a direct geometric correspondence to space

 Baseball statistics, stock trends, connections between criminals, car attributes...



## Information Visualization

#### What is "Information visualization"?

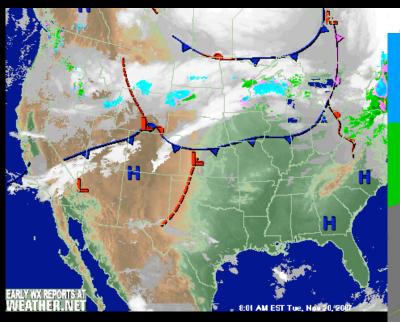
- The use of computer-supported, interactive visual representations of data to amplify cognition.
  - -From [Card, Mackinlay Shneiderman '98]

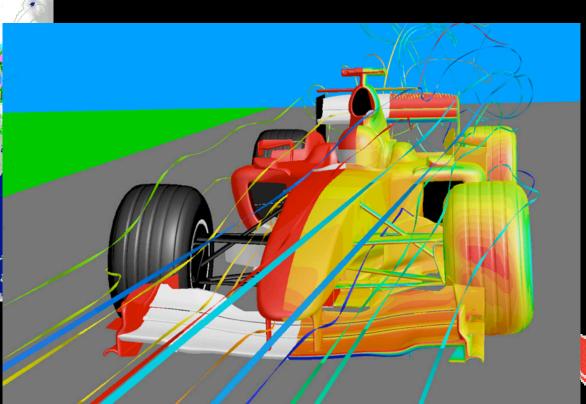


## What It's Not

#### Scientific Visualization

 Primarily relates to and represents something physical or geometric







## Information Visualization

#### Components:

 Taking items without a direct physical correspondence and mapping them to a 2-D or 3-D physical space.

 Giving information a visual representation that is useful for analysis and decisionmaking



## Two Key Attributes

#### Scale

 Challenge often arises when data sets become very large

#### Interactivity

 Want to show multiple different perspectives on the data



## Key Tools

Using size to indicate quantity

Using color for distinguishing / selection

Brushing and Linking

Animation

Providing multiple views



## The Need for Critical Analysis

We see many creative ideas, but they often bomb in use

#### The hard part:

how to apply it judiciously

 Inventors usually do not accurately predict how their invention will be used



## Tasks in Info Vis

#### Search

- · Finding a specific piece of information
  - —How many games did the Braves win in 1995?
  - -What novels did Ian Fleming author?

### Browsing

- Look over or inspect something in a more casual manner, seek interesting information
  - -Learn about crystallography



## Tasks in Info Vis

## Analysis

- · Comparison-Difference
- · Outliers, Extremes
- Patterns

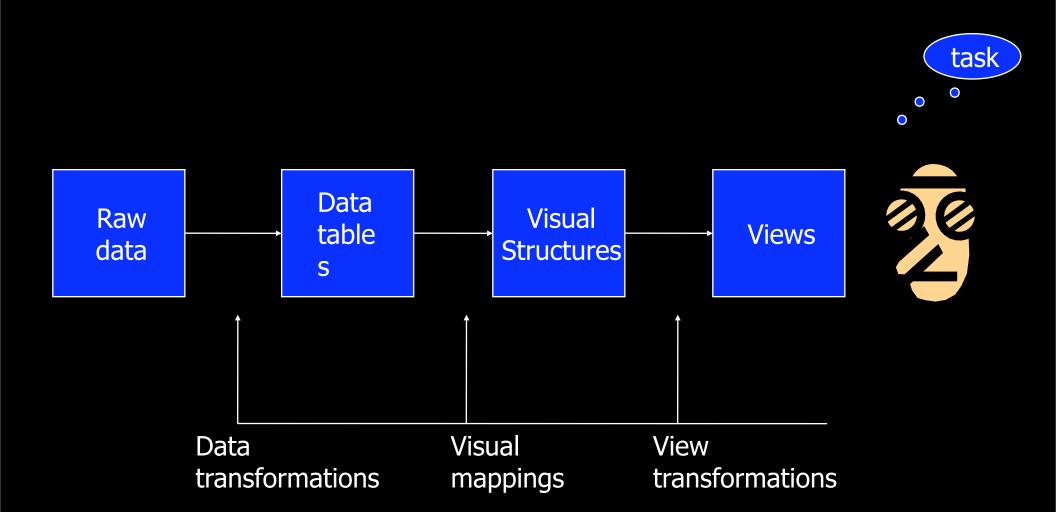
Assimilation

Monitoring

Awareness

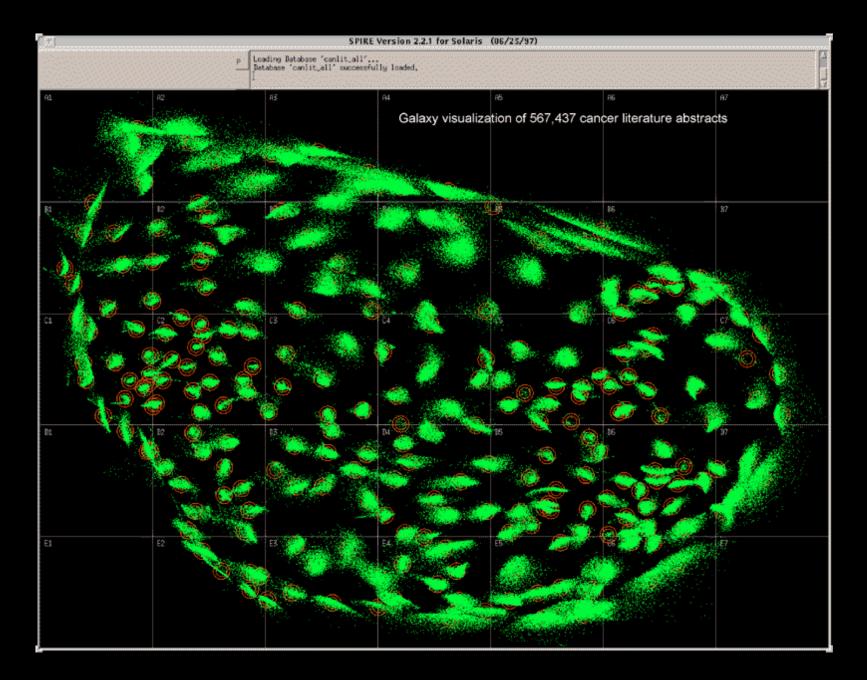


## Process



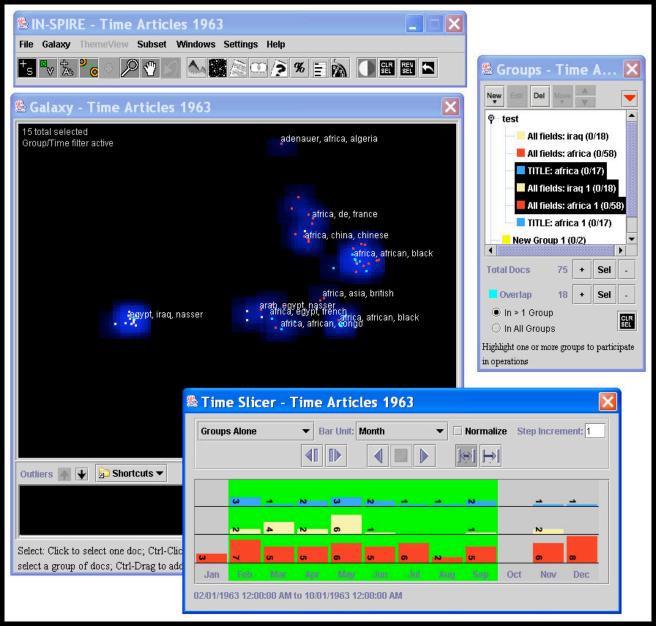


## Galaxy





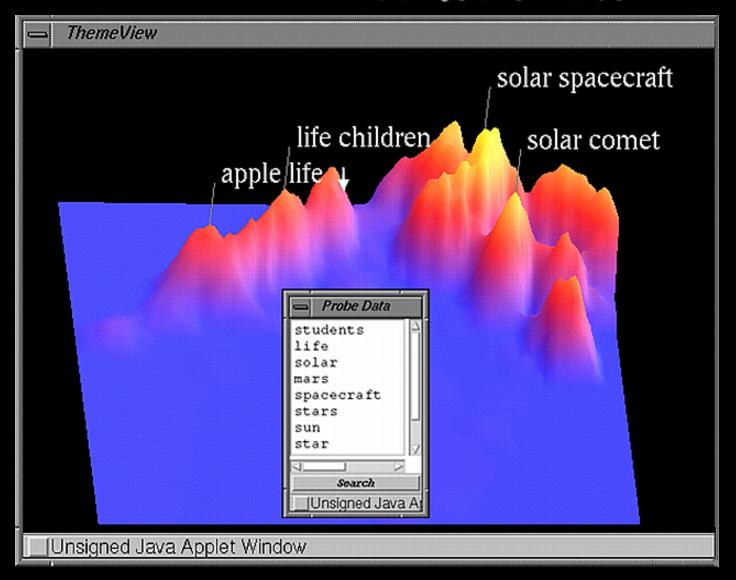
## Galaxy





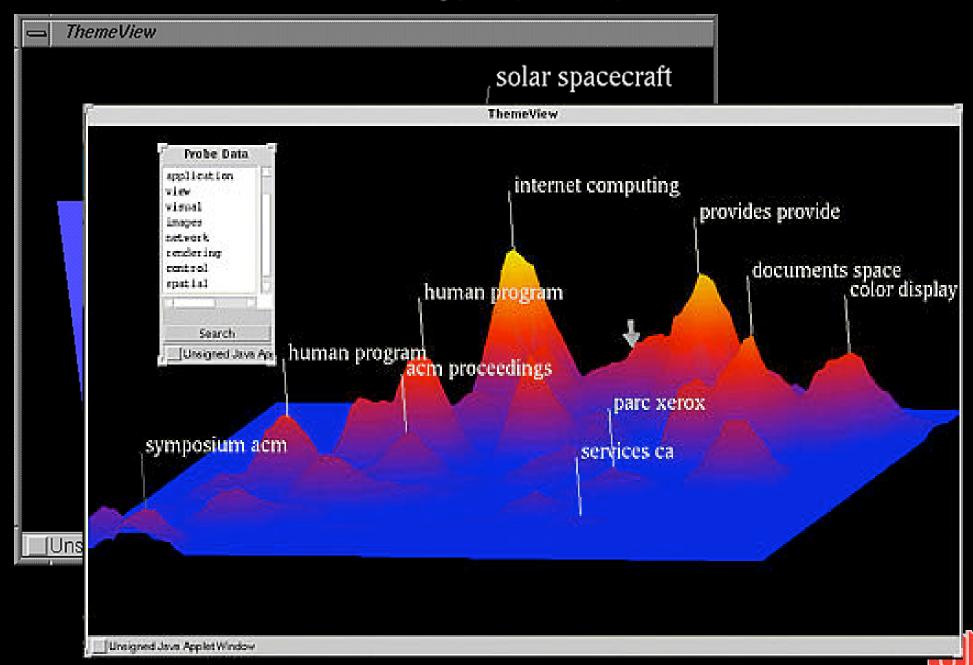
http://in-spire.pnl.gov/2shots/in-spire\_tools.jpg

## ThemeView





## ThemeView

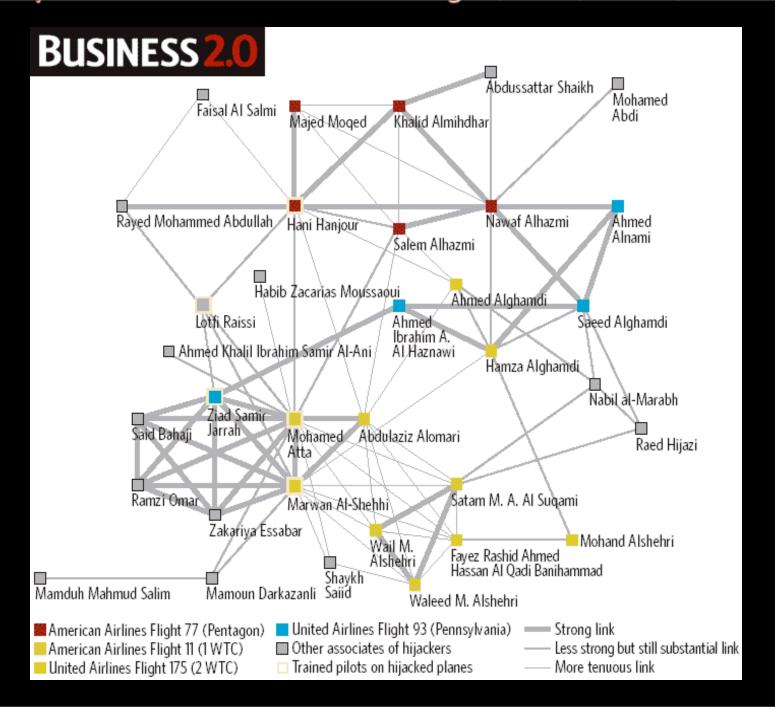


## Visualization in the Aftermath of 9/11

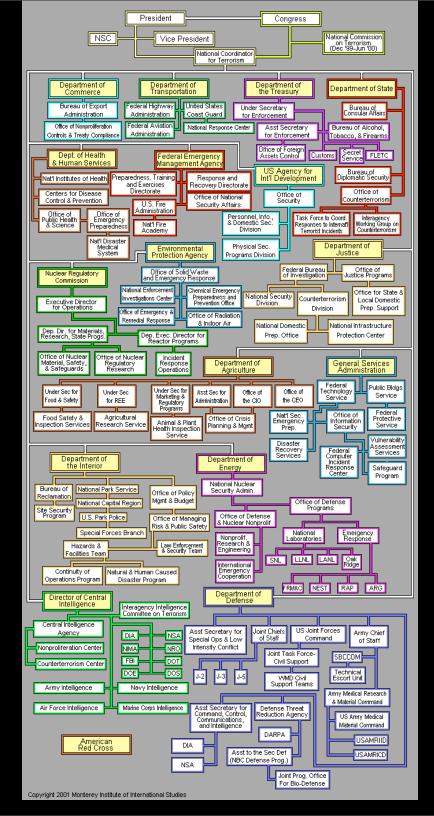


#### Six Degrees of Mohamed Atta

http://business2.com/articles/mag/0.1640.35253.FF.html







# US Terrorism Response Org Chart <a href="http://www.cns.miis.edu/">http://www.cns.miis.edu/</a> <a href="mailto:research/cbw/">research/cbw/</a> <a href="download-chart">domestic.htm#wmdchart</a>



## Example of finding the right application

The Treemap (Johnson & Shneiderman)

#### Idea:

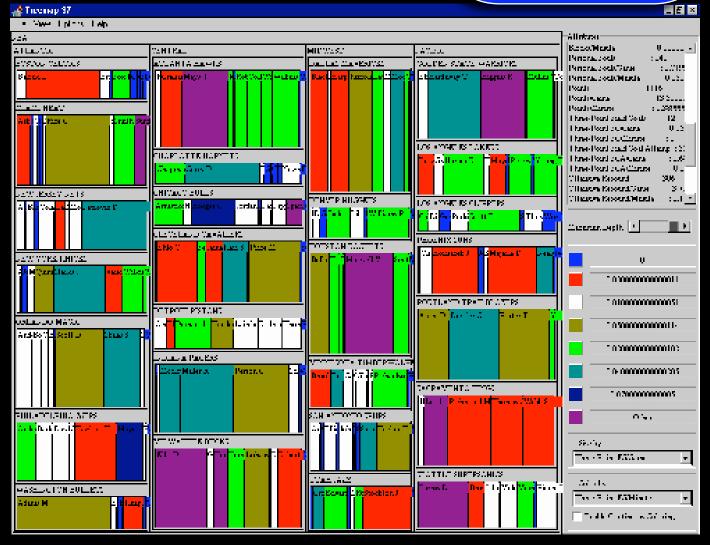
- · Show a hierarchy as a 2D layout
- Size on screen indicates relative underlying objects Overview, zoom

& filter, details on demand



Treemap applied to File

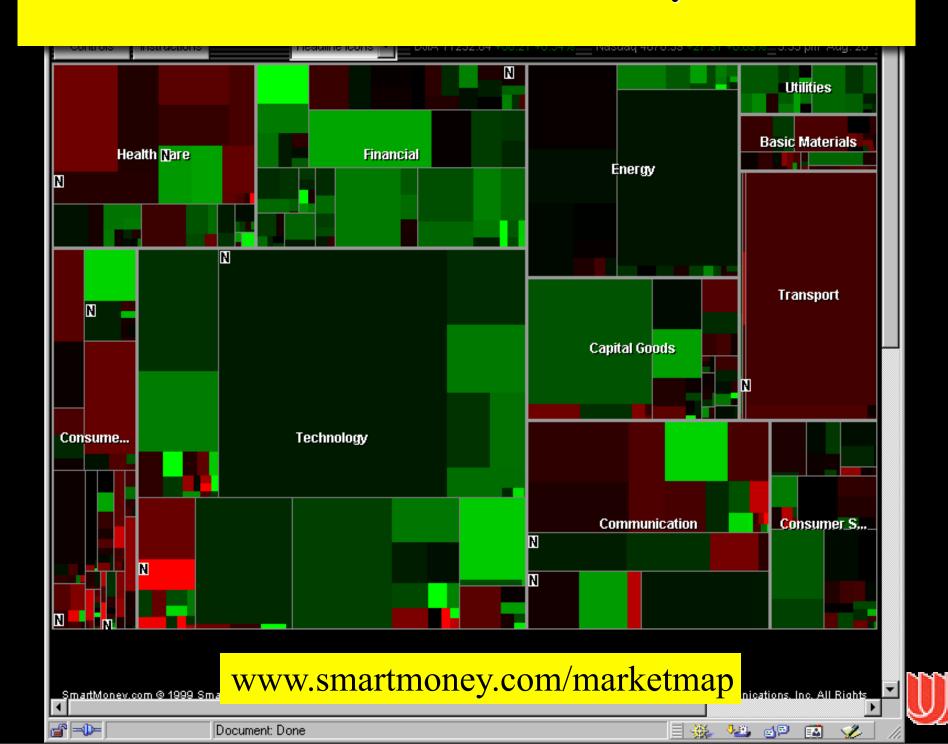
Overview, zoom & filter, details on demand



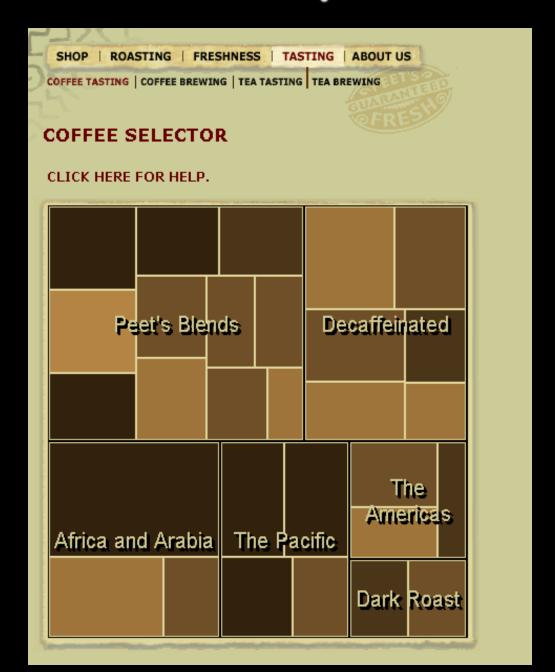




### A Good Use of TreeMaps and



## Treemaps in Peets site





## Treemaps in Peets site





## TreeMaps in Action

http://www.smartmoney.com/maps

http://www.peets.com/selector\_coffee/coffee\_selector.asp



### Successful Application of Treemaps

#### Think more about the use

- Break into meaningful groups
- Fix these into a useful aspect ratio

#### Use visual properties properly

- Use color to distinguish meaningfully
  - -Only two colors: can distinguish one thing from another
  - -Amount isn't very important



## Treemap Problems

### Too disorderly

- What does adjacency mean?
- Aspect ratios uncontrolled leads to lots of skinny boxes that clutter

### Color not used appropriately

In fact, is meaningless here

### Wrong application

 Don't need all this to just see the largest files in the OS



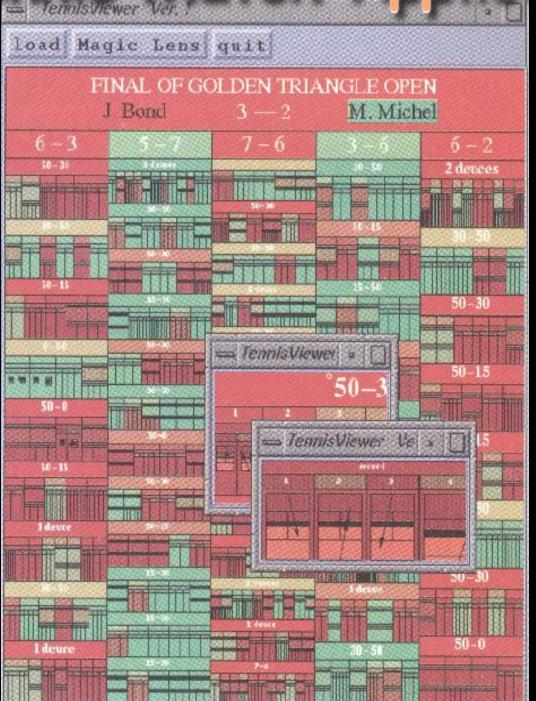
## Analysis vs. Communication

MarketMap use of treemaps allows for sophisticated analysis

Peets use of treemaps is more for presentation and communication

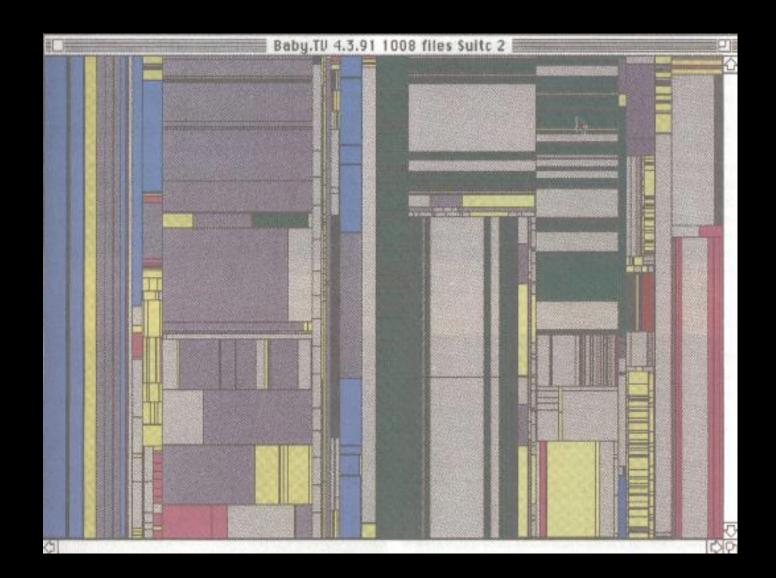


Tennis\_Match\_Application





# File System Application





## Most Widely Deployed InfoVis?

What is the most widely deployed information visualization tool (software?)



# Example

# Baseball statistics

X Microsoft Excel - baseball											
File Edit View Insert Format Tools Data Accounting Window Help										BX	
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A1 = Name											
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_		At Bats		Home Run	Runs	Rbi	Walks		Career At	Career Hits	Car
		INT		INT	INT	INT	INT	INT	INT	INT	INT
	Andy Allanson	293	66	1	30	29	14	1	293	66	
	Alan Ashby	315	81	7	24	38	39	14	3449	835	
	Alvin Davis	479	130	18	66	72	76	3	1624		
_	Andre Dawson	496	141	20	65	78	37	11	5628	1575	
	Andres Galarra	321	87	10	39	42	30	2	396	101	
	Alfredo Griffin	594	169	4	74	51	35	11	4408	1133	20000000
_	Al Newman	185	37	1	23	8	21	2	214	42	
	Argenis Salaza	298	73	0	24	24	7	3		108	
	Andres Thomas	323	81	6	26	32	8	2	341	86	
_	Andre Thornton	401	92	17	49	66	65	13	5206		
_	Alan Trammell	574	159	21	107	75	59	10	4631	1300	
	Alex Trevino	202	53	4	31	26	27	9	1876		
	Andy Van Slyki	418	113	13	48	61	47	4	1512	392	
	Alan Wiggins	239	60	0	30	11	22	6	1941	510	
	Bill Almon	196	43	7	29	27	30	13	3231	825	
	Billy Beane	183	39	3	20	15	11	3	201	42	
	Buddy Bell	568	158	20	89	75	73	15	8068	2273	
_	Buddy Biancala		46	2	24	8	15	5	479	102	
	Bruce Bochte	407	104	6	57	43	65	12	5233	1478	_
leÎ €											
Rea	Ready										



### Data Tables

Often, we take raw data and transform it into a form that is more workable

#### Main idea:

- Individual items are called cases
- Cases have variables (attributes)



## Data Table Format

	Case <sub>1</sub>	Case <sub>2</sub>	Case <sub>3</sub>				
Variable <sub>1</sub>	Value <sub>11</sub>	Value <sub>21</sub>	Value <sub>31</sub>				
Variable <sub>2</sub>	Value <sub>12</sub>	Value <sub>22</sub>	Value <sub>32</sub>				
Variable <sub>3</sub>	Value <sub>13</sub>	Value <sub>23</sub>	Value <sub>33</sub>				
Think of as a function							

 $f(case_1) = \langle Val_{11}, Val_{12}, ... \rangle$ 



# Example

	Mary	Jim	Sally	Mitch	
SSN	145	294	563	823	
Age	23	17	47	29	
Hair	brown	black	blonde	red	
GPA	2.9	3.7	3.4	2.1	

People in class



## Variable Types

### Three main types of variables

- N-Nominal (equal or not equal to other values)
  - -Example: gender
- O-Ordinal (obeys < relation, ordered set)</li>
  - -Example: fr,so,jr,sr
- Q-Quantitative (can do math on them)
  - -Example: age



### Metadata

### Descriptive information about the data

- Might be something as simple as the type of a variable, or could be more complex
- For times when the table itself just isn't enough
- Example: variable1 is "the current temperature measured on the South side of MEB". Or variable2 is the computed divergence of the vector field computed with this formula.... Or variable3 is the cost/benefit analysis based on:



## How Many Variables?

Data sets of dimensions 1,2,3 are common

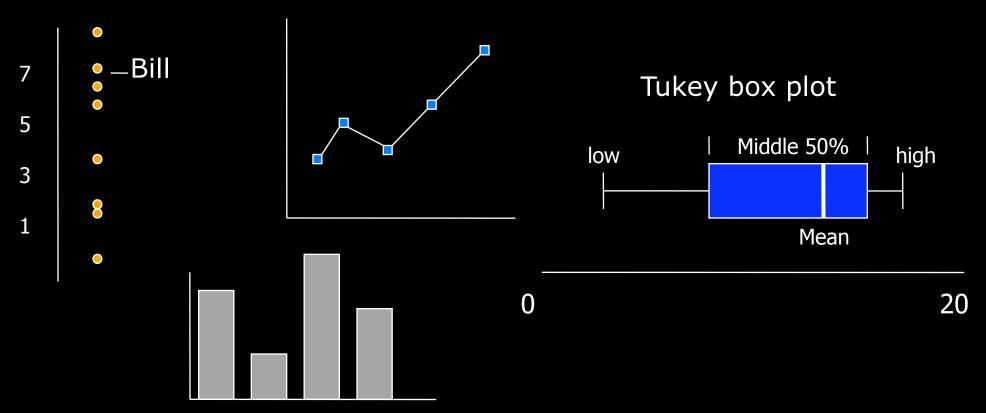
Number of variables per class

- 1 Univariate data
- · 2 Bivariate data
- · 3 Trivariate data
- >3 Hypervariate data



### Univariate Data

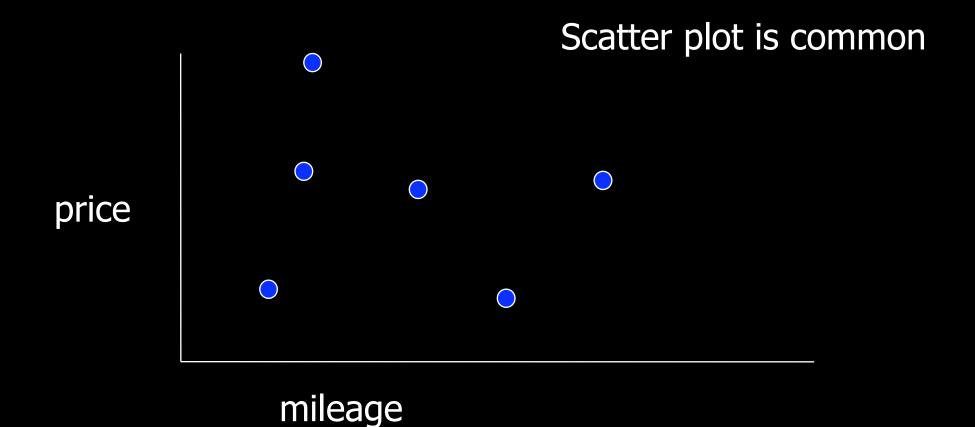
### Representations





### Bivariate Data

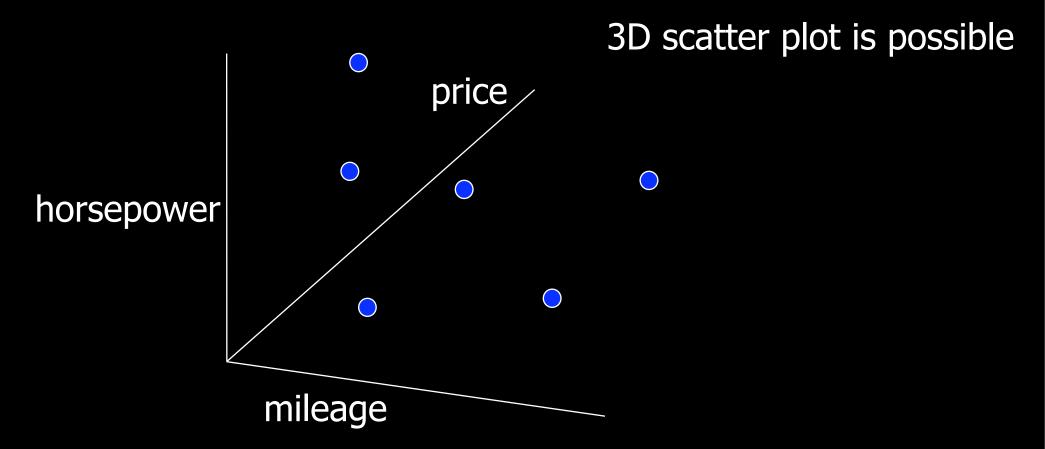
## Representations





### Trivariate Data

## Representations





## Hypervariate Data

Number of well-known visualization techniques exist for data sets of 1-3 dimensions

- line graphs, bar graphs, scatter plots OK
- · We see a 3-D world (4-D with time)

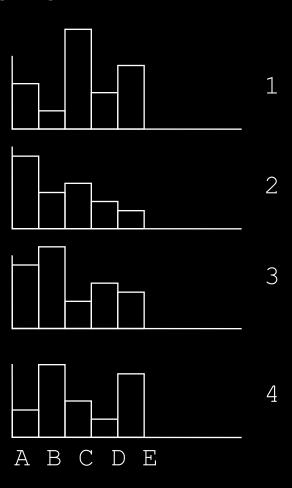
What about data sets with more than 3 variables?

Often the interesting ones



## Multiple Views

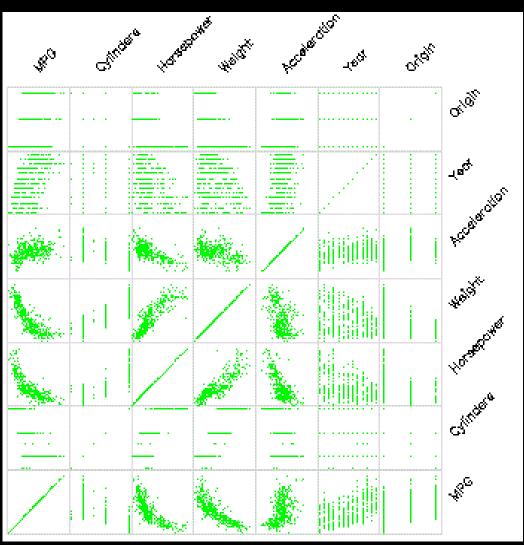
#### Give each variable its own display





## Scatterplot Matrix

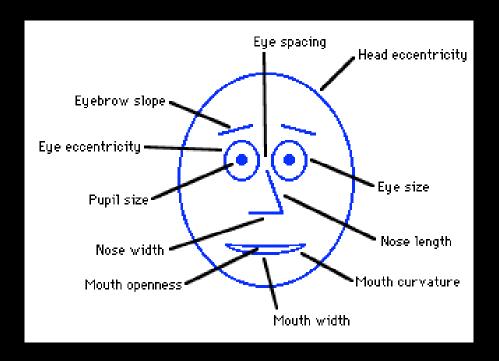
Represent each possible pair of variables in their own 2-D scatterplot

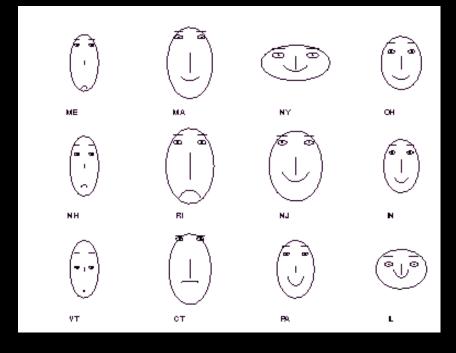




# Chernoff Faces

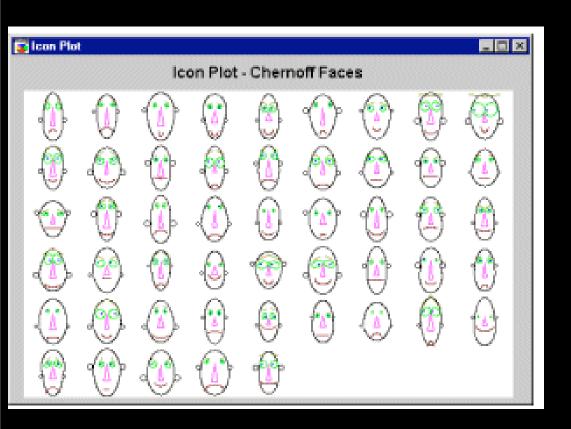
Encode different variables' values in characteristics of human face

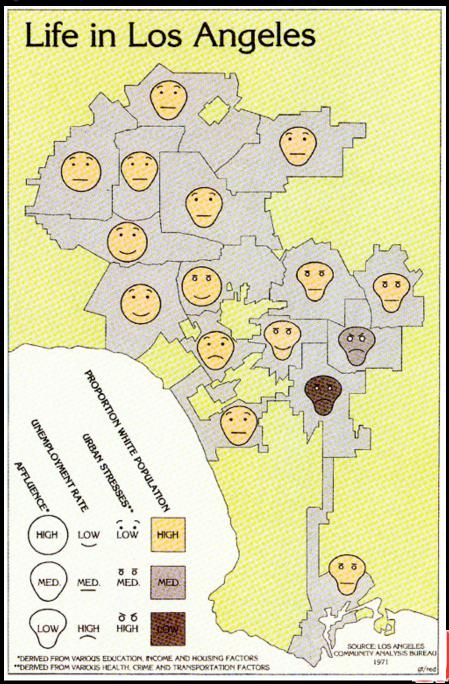


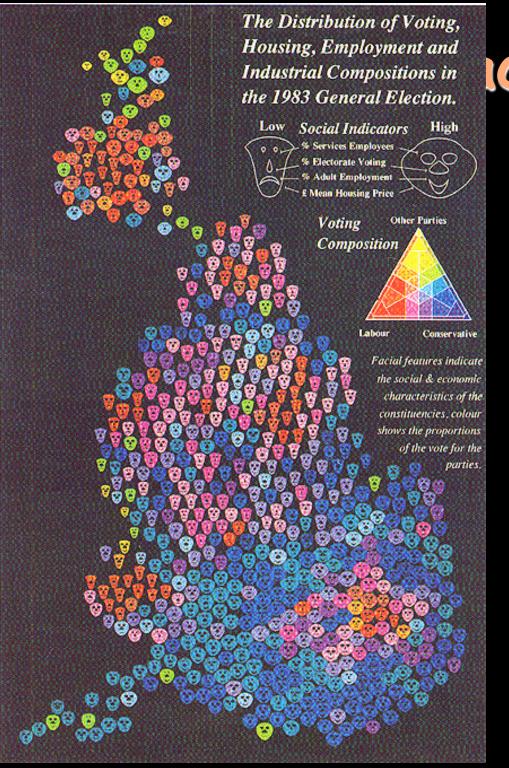




## Chernoff Faces



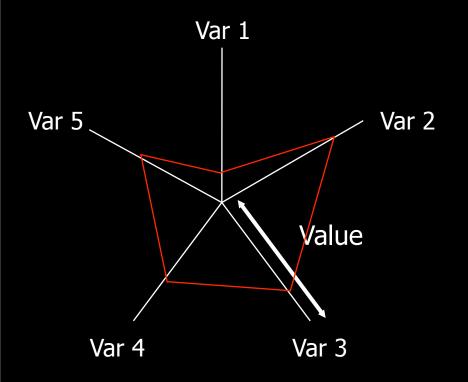








# Star Plots

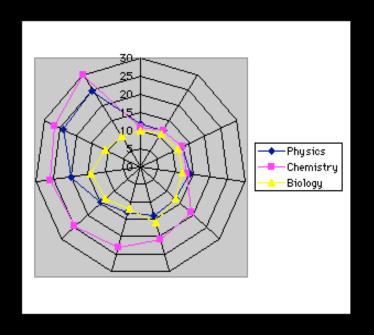


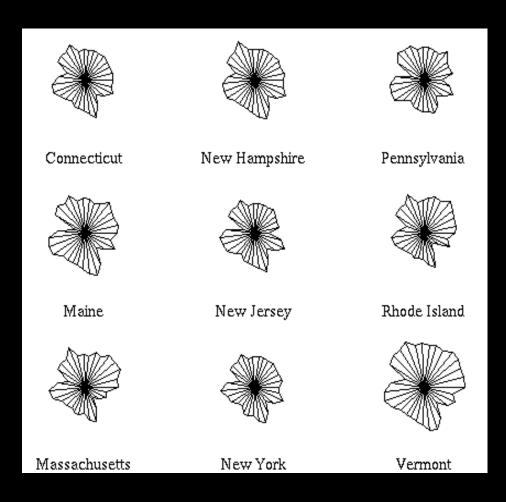
Space out the n variables at equal angles around a circle

Each "spoke" encodes a variable's value



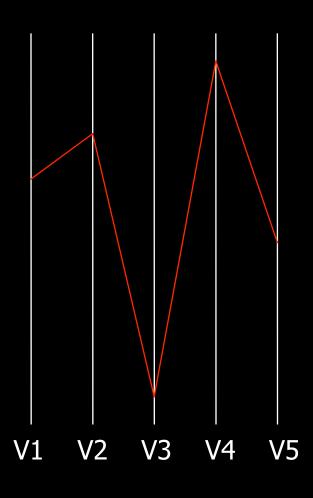
# Star Plot examples







## Parallel Coordinates

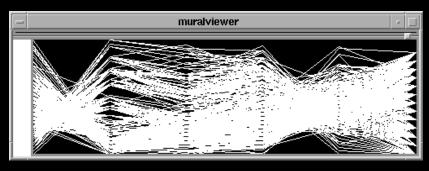


Encode variables along a horizontal row

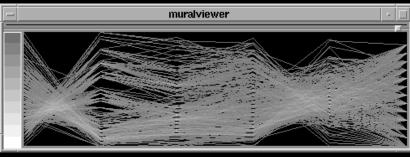
Vertical line specifies values



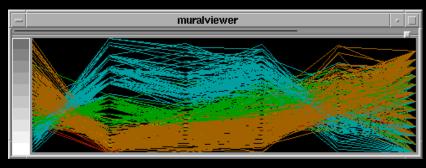
# Parallel Coords Example



Basic



Grayscale



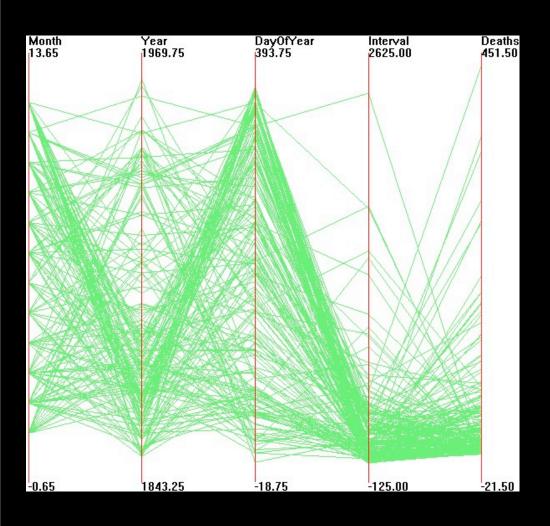
Color



# Why Does Order Matter?

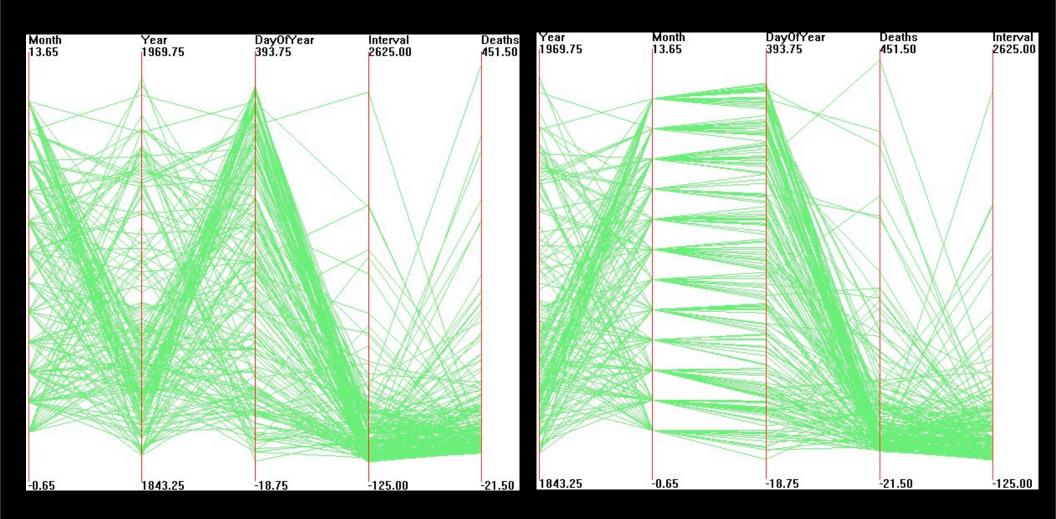


# Why Does Order Matter?



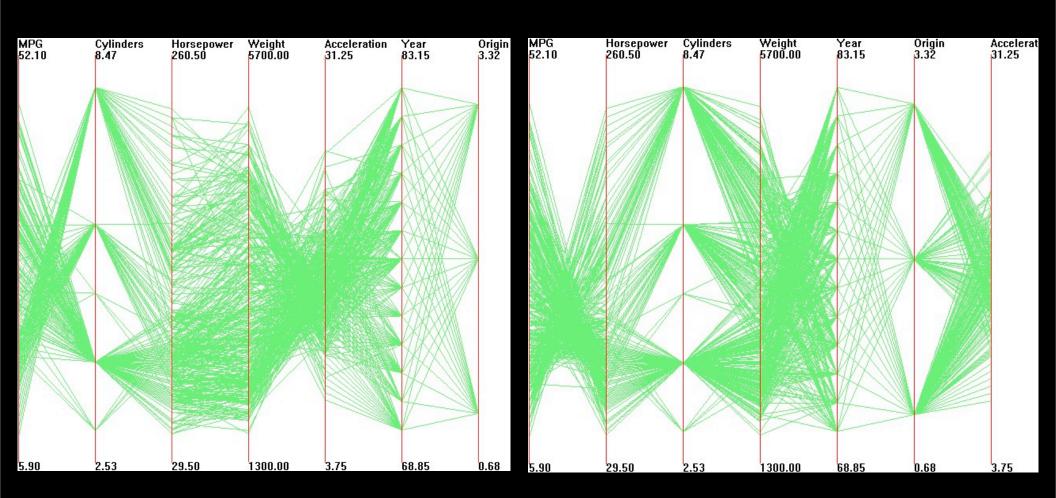


# Why Does Order Matter?



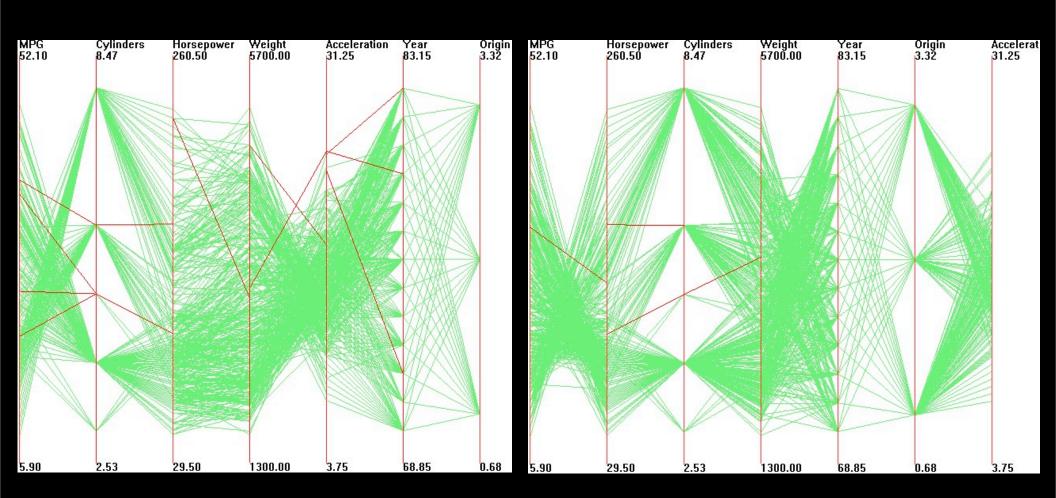


# Example





# Outliers Highlighted





# 11-coords demo

http://www.cs.uta.fi/~hs/pce/

http://www.stat.sc.edu/~west/bradley/

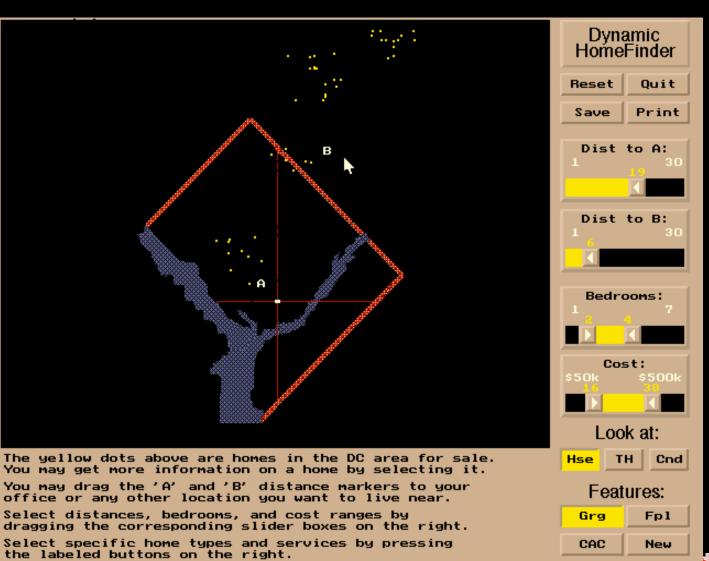


### HomeFinder

Overview, zoom & filter, details on demand



HCIL Univ. Maryland



## Open Issues

### Does visualization help?

- The jury is still out
- Still supplemental at best for text collections
  - -A correlation with spatial ability
  - —Learning effects: with practice ability on visual display begins to equal that of text

#### Does visualization sell?

Jury is still out on this one too!

This is a hot area! More ideas will appear!



### Hierarchies (Trees)

#### Definition

 Data repository in which cases are related to subcases

#### Pervasive

- Family histories, ancestries
- File/directory systems on computers
- Organization charts
- Animal kingdom: Phylum,..., genus,...
- Object-oriented software classes



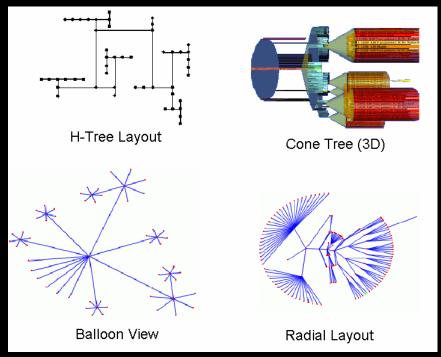
### Trees

#### Two main representation schemes

- · Node-link
- · Space-filling

### Approaches to scale:

- · Complex representation
- Navigation
- · Elide (don't show) some nodes
- Show nodes at different sizes





#### Tasks

Help understand node characteristics or tree structure?

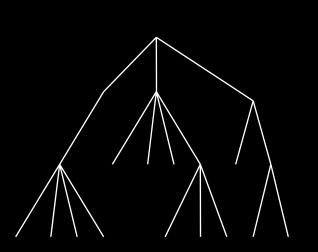
#### Some kinds of tasks:

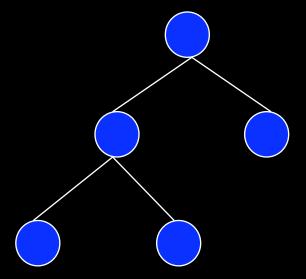
- Find a node
- Revisit node
- · List node ancestors
- · Understand local topology
- · Understand global topology



### Node-Link Diagrams

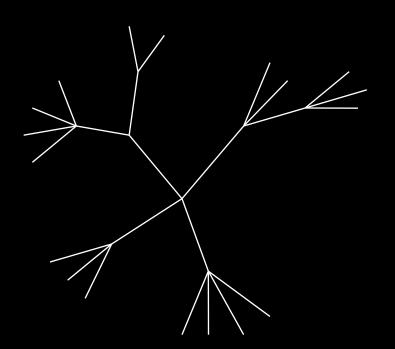
Root at top, leaves at bottom is very common







# Why Put Root at Top?



Root can be at center with levels growing outward too

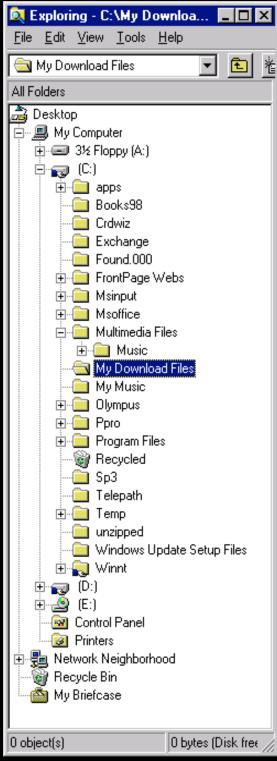


### Examples

Good for?

Bad for?







### Examples

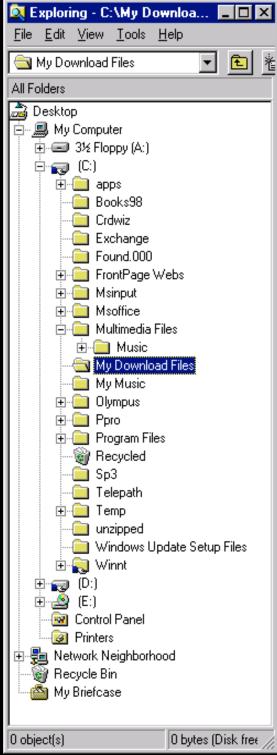
Good for?

Search

Bad for?

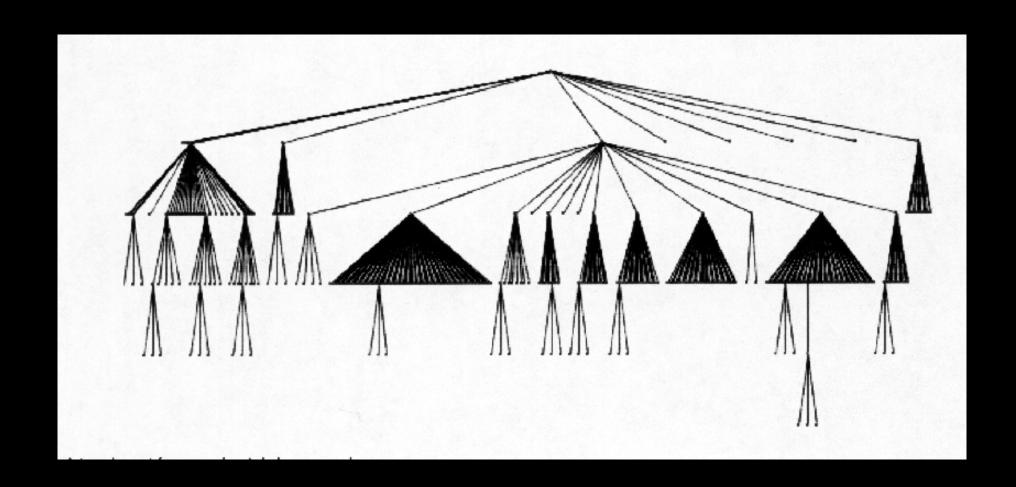
Understanding structure







# Drawing a Tree



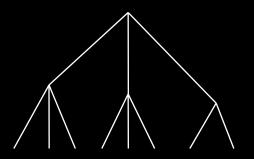
How does one draw this?

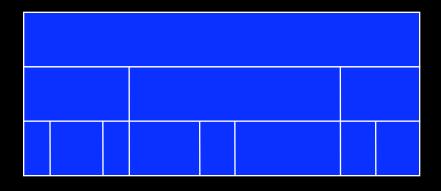


# Space-Filling Representation

Each item occupies an area

Children are "contained" under parent





One example



#### Potential Problems

For top-down, width of fan-out uses up horizontal real estate very quickly

At level n, there are 2<sup>n</sup> nodes

Tree might grow a lot along one particular branch

 Hard to draw it well in view without knowing how it will branch



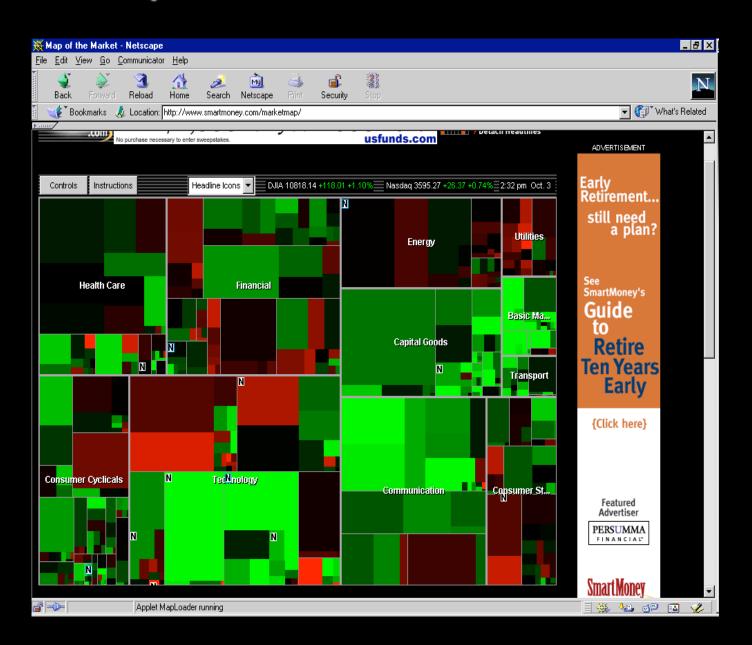
#### InfoVis Solutions

Techniques developed in Information Visualization largely try to assist the problems identified in the last slide

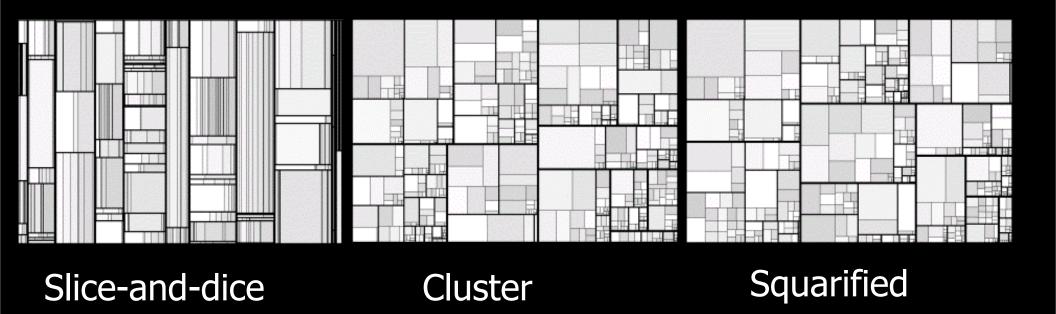
Alternatively, Information Visualization techniques attempt to show more attributes of data cases in hierarchy or focus on particular applications of trees

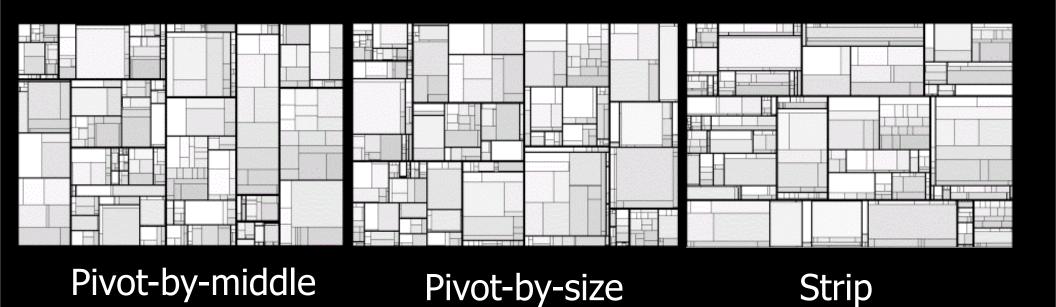


### Treemap - Shneiderman et. al.







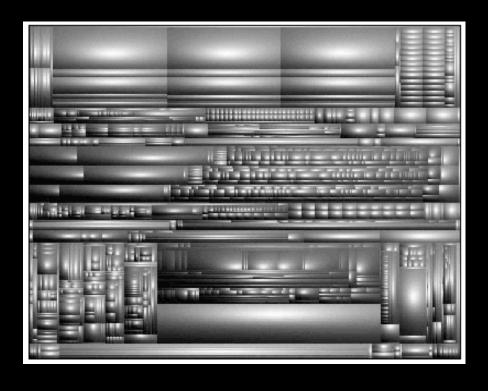




#### Variation: Cushion Treemap

Add shading and texture to help convey structure of hierarchy

Van Wijk '99







#### Another Technique

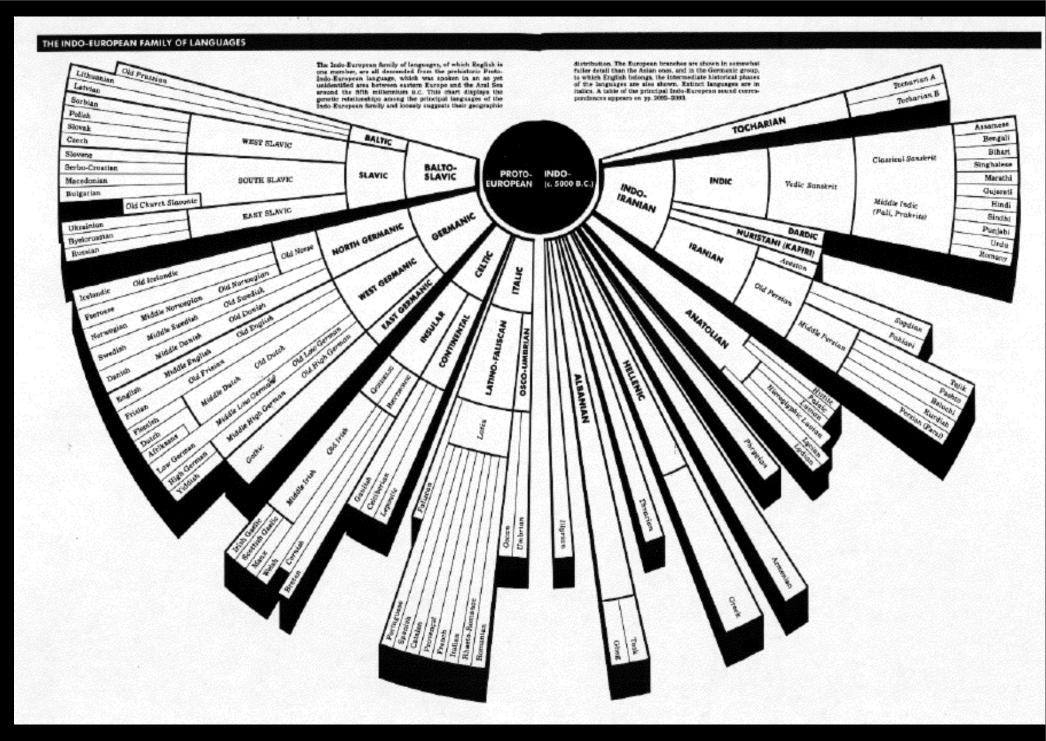
What if we used a radial rather than a rectangular space-filling technique?

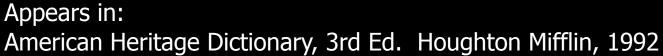
 We saw node-link trees with root in center and growing outward already...

Make pie-tree with root in center and children growing outward

 Radial angle now corresponds to a variables rather than area







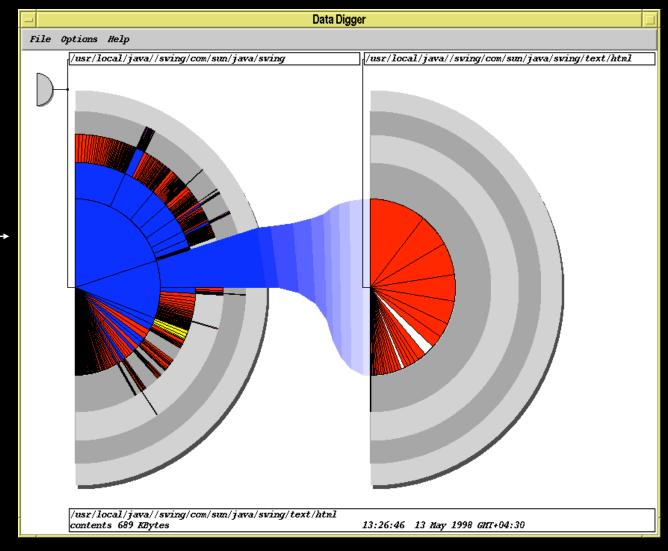


# Radial Space-Filling

Chuah

Andrews & Heidegger —

InfoVis '98

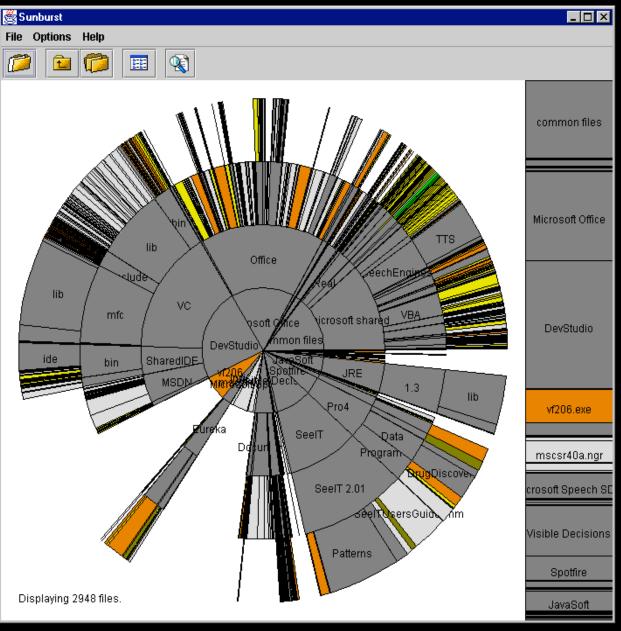




#### SunBurst

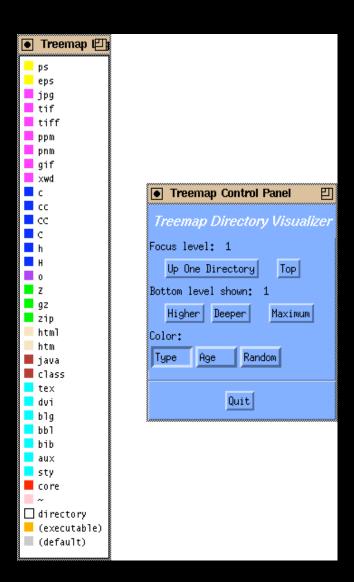
www.cc.gatech.edu/gvu/ii/sunburst

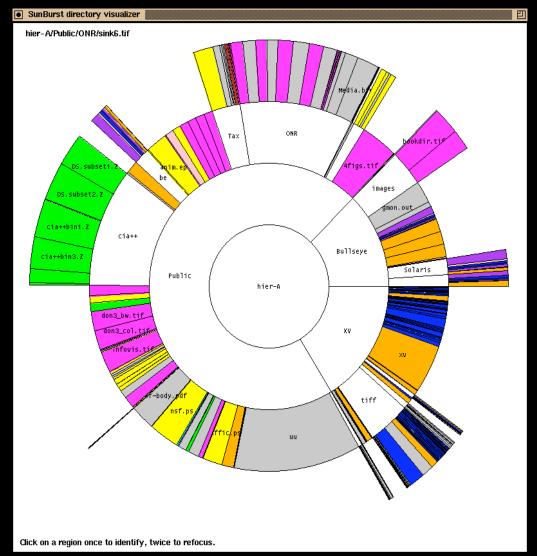
File browser





#### SunBurst







#### SunBurst

Root directory at center, each successive level drawn farther out from center

Sweep angle of item corresponds to size

Color maps to file type or age

Interactive controls for moving deeper in hierarchy, changing the root, etc.

Double-click on directory makes it new root



#### Empirical Study

Stasko, Catrambone, Guzdial & McDonald International Journal of Human-Computer Studies, 2000

# Compared SunBurst to Treemap (borderless) on a variety of file browsing tasks

- SunBurst performed as well (or better) in task accuracy and time
- Learning effect Performance improved with Treemap on second session
- Strong subjective preference (51-9) for SunBurst
- Participants cited more explicit depiction of structure as an important reason

More to come on evaluation...



### SunBurst Negative

In large hierarchies, files at the periphery are usually tiny and very difficult to

distinguish





examples

### Fix: Objectives

Make small slices bigger

Maintain full circular space-filling idea

Allow detailed examination of small files within context of entire hierarchy

Don't alter ratios of sizes

Avoid use of multiple windows or lots of scrollbars

Provide an aesthetically pleasing interface in which it is easy to track changes in focus



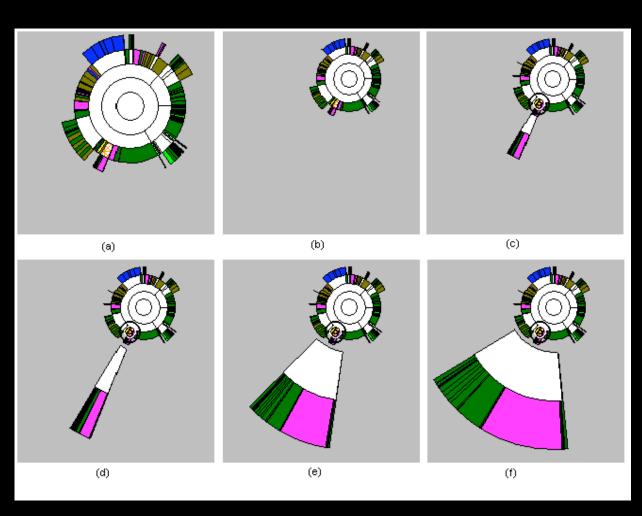
#### 3 Attempts

Three visualization+navigation techniques developed to help remedy the shortcoming

- Angular detail
- · Detail outside
- · Detail inside



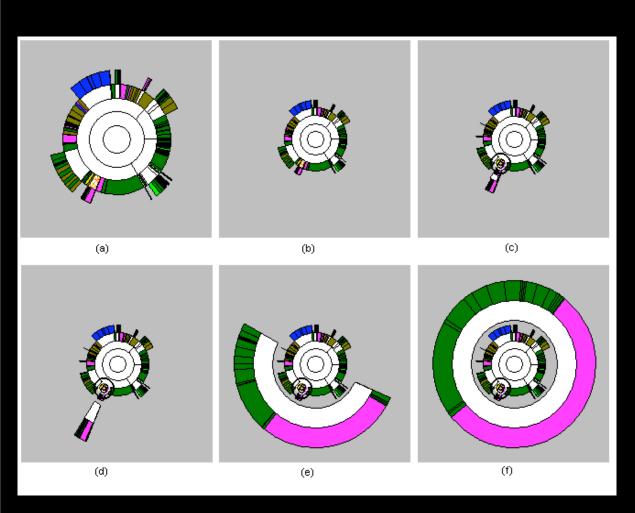
# Angular Detail



- Most "natural"
- Least space-efficient
- Most configurable by user



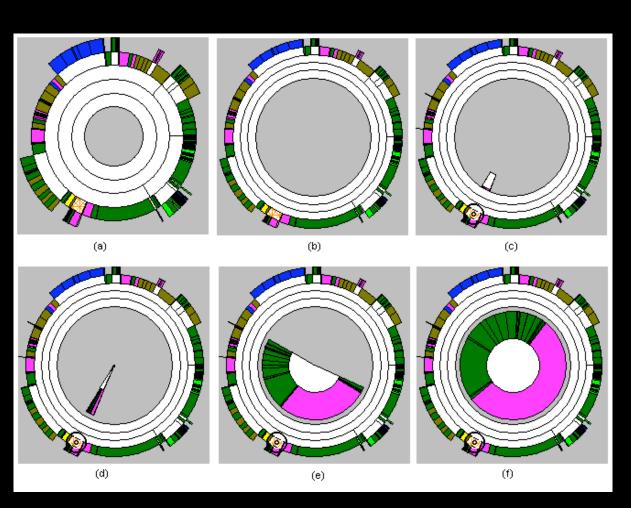
#### Detail Outside



- Exhibits non-distorted miniature of overview
- Somewhat visually disconcerting
- Focus is quite enlarged (large circumference and 360°)
- Relatively space efficient



#### Detail Inside



- Perhaps least intuitive and most distorting
- Items in overview are more distinct (larger circumference)
- Interior 360° for focus is often sufficient



#### 3D Approaches

Add a third dimension into which layout can go

Compromise of top-down and centered techniques mentioned earlier

Children of a node are laid out in a cylinder "below" the parent

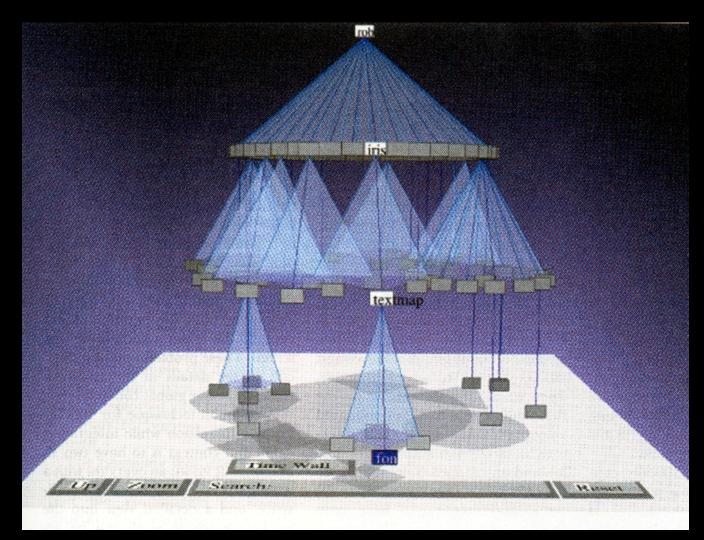
· Siblings live in one of the 2D planes



#### Cone Trees

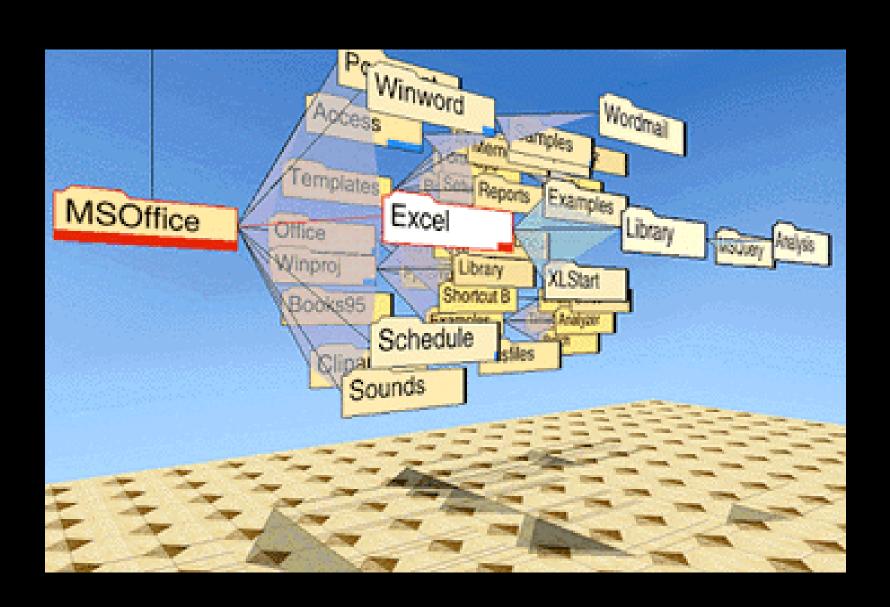
Developed at Xerox PARC

3D views of hierarchies such as file systems





### Alternate Views





#### Cone Trees

#### Positive

- More effective area to lay out tree
- Use of smooth animation to help person track updates
- Aesthetically pleasing (NOT)

#### Negative

- As in all 3D, occlusion obscures some nodes
- Non-trivial to implement and requires some graphics horsepower



#### Alternative Solutions

Change the geometry

Apply a hyperbolic transformation to the space

Root is at center, subordinates around

Apply idea recursively, distance decreases between parent and child as you move farther from center, children go in wedge rather than circle



### Hyperbolic Browser

Focus + Context Technique

Detailed view blended with a global view

First lay out the hierarchy on the hyperbolic plane

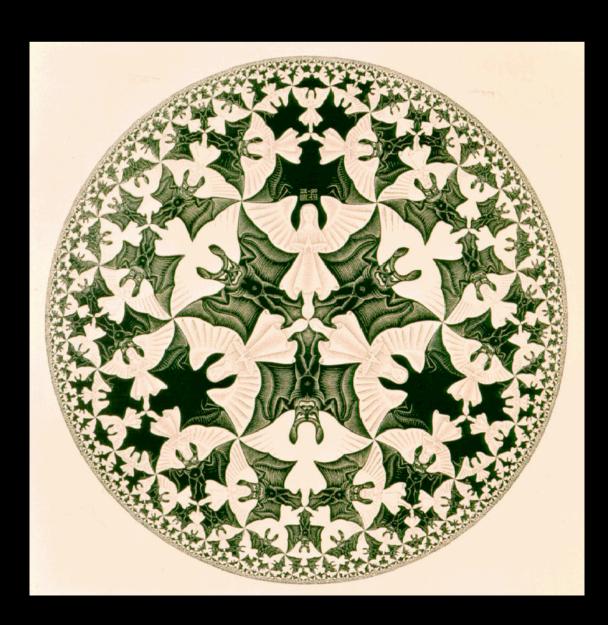
Then map this plane to a disk

Start with the tree's root at the center

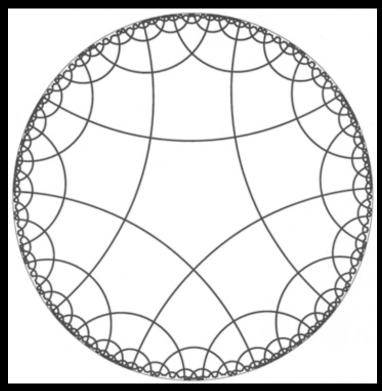
Use animation to navigate along this representation of the plane Lamping and Rao, '94



### Hyperbolic Space



Tiling space with pentagons!

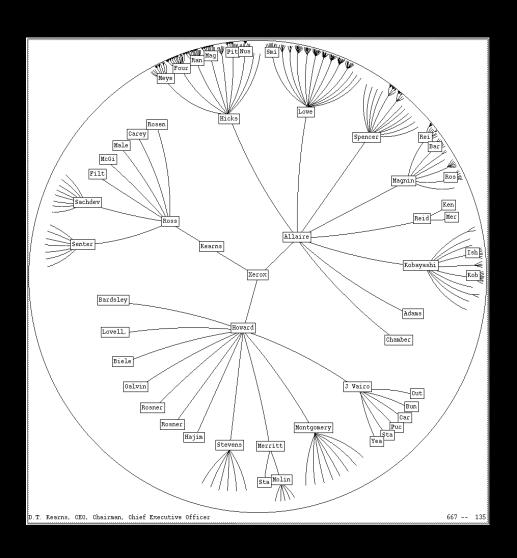


All (an infinite number of them) pentagons have "straight lines", "same area"





#### 2D Hyperbolic Browser

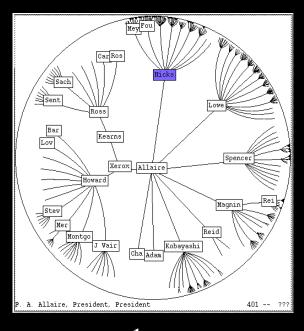


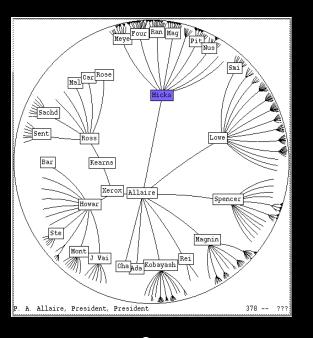
**Approach:** Lay out the hierarchy on the hyperbolic plane and map this plane onto a display region.

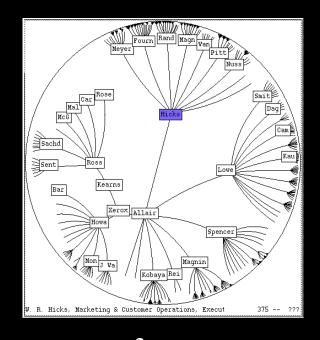
#### Comparison

- A standard 2D browser: 100 nodes (w/3 character text strings)
- Hyperbolic browser: 1000 nodes, about 50 nearest the focus can show from 3 to dozens of characters

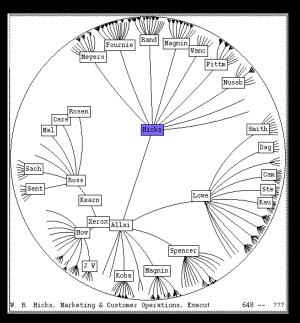








l



Rosen
Care
Magnin
Wanch
Nuseba

Rosen
Care
Malla
Rosen
Came
Rosen

Clicking on the blue node brings it into focus at the center

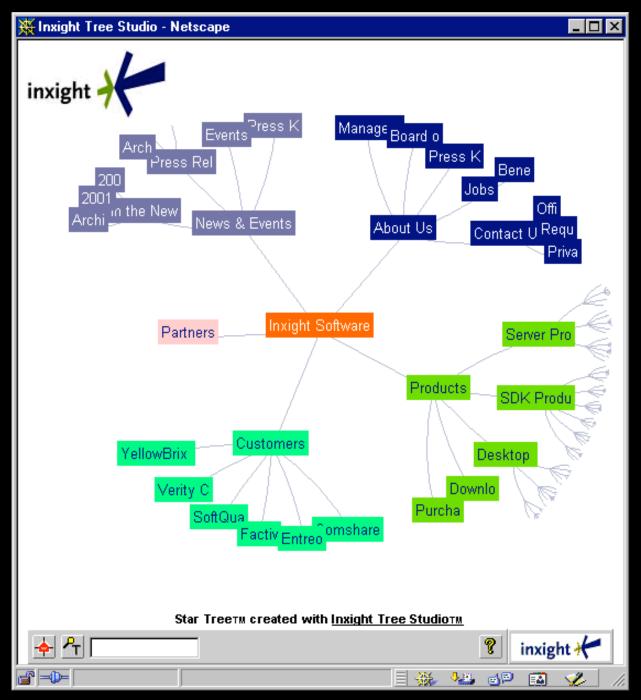


4

#### StarTree

Hyperbolic tree

www.inxight.co
m





#### Key Attributes

Natural magnification (fisheye) in center

Layout depends only on 2-3 generations from current node

Smooth animation for change in focus

Don't draw objects when far enough from root (simplify rendering)



#### Problems

#### Orientation

- Watching the view can be disorienting
- When a node is moved, its children don't keep their relative orientation to it as in Euclidean plane, they rotate
- Not as symmetric and regular as Euclidean techniques, two important attributes in aesthetics



#### How about 3D?

Can same hyperbolic transformation be applied, but now use 3D space?

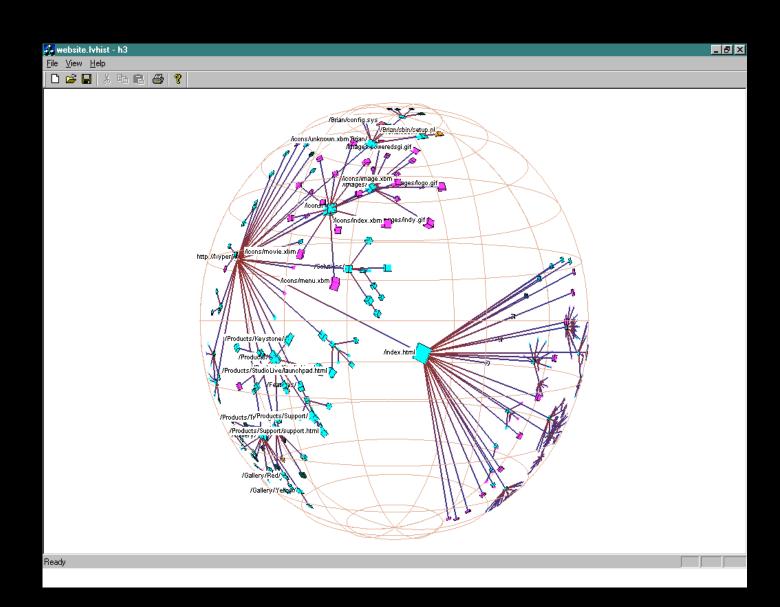
Sure can

Have fun with the math!

(not that bad)



## H3Viewer



Munzner, '98



#### Layout

#### Find a spanning tree from an input graph

Use domain-specific knowledge

#### Layout algorithm

- Nodes are laid out on the surface of a hemisphere
- A bottom-up pass to estimate the radius needed for each hemisphere
- A top-down pass to place each child node on its parental hemisphere's surface

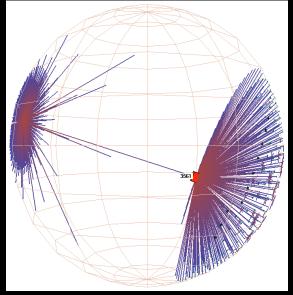


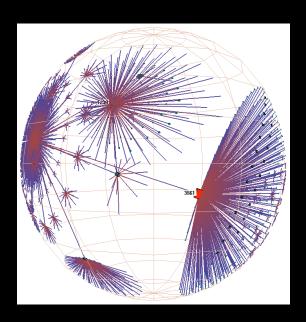
### Drawing

Maintain a target frame by showing less of the context surrounding the node of interest during interactive browsing

Fill in more of the surrounding scene when the

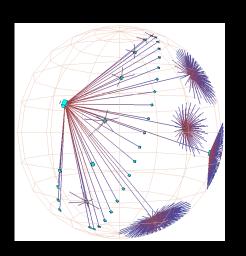
user is idle

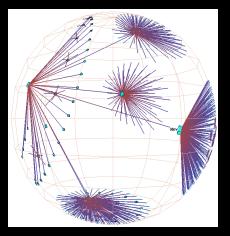


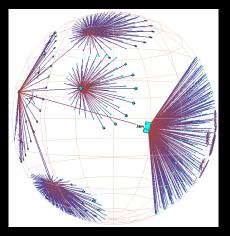


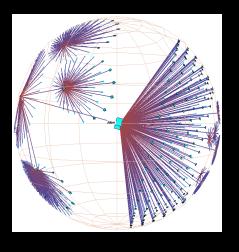


# Navigation

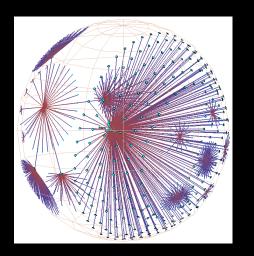


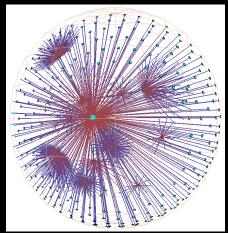


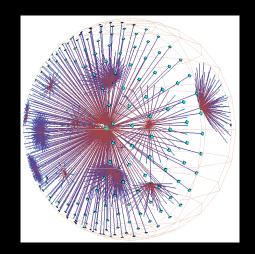


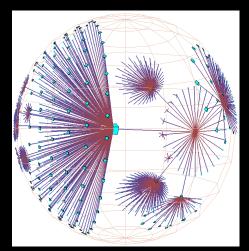


Translation of a node to the center









Rotation around the same node



#### Performance

Handle much larger graphs, i.e. >100,000 edges

Support dynamic exploration & interactive browsing

Maintain a guaranteed frame rate

http://graphics.stanford.edu/~munzner/



#### Focus + Context

Scale - Many data sets are too large to visualize on one screen

- May simply be too many cases
- May be too many variables
- May only be able to highlight particular cases or particular variables, but viewer's focus may change from time to time



## Challenge

Have context/overview seamlessly and smoothly co-exist with focus/detail

#### Why?

· Easier to move between the two, helps assimilate view updates, less jarring, ...

Not all overview and detail techniques are good at this



#### Focus + Context Views

Same idea as overview and detail, with one key difference:

- Typically, the overview and the detail are combined into a single display
- Mimics our natural vision systems more closely



#### How?

What techniques have we seen so far that would help accomplish focus+context?



#### Possible Methods

Filtering Selective aggregation Micro-macro readings Highlighting Distortion



## Prototypical Example

When people think about focus+context views, they typically think of the Fisheye View (distortion)

Introduced by George Furnas in 1981 report, more famous article is 1986 SIGCHI paper



#### Definition

#### Fisheye View -

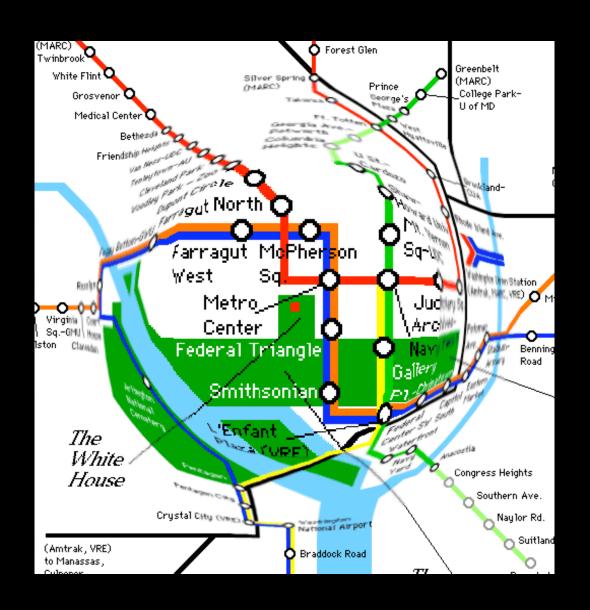
"Provide[s] detailed views (focus) and overviews (context) without obscuring anything... The focus area (or areas) is magnified to show detail, while preserving the context, all in a single display."

-(Shneiderman, DTUI,

1998)



## Example



(Not really a good one. Can you see why? --- just a Photoshop trick---)

# Everyday Life Example

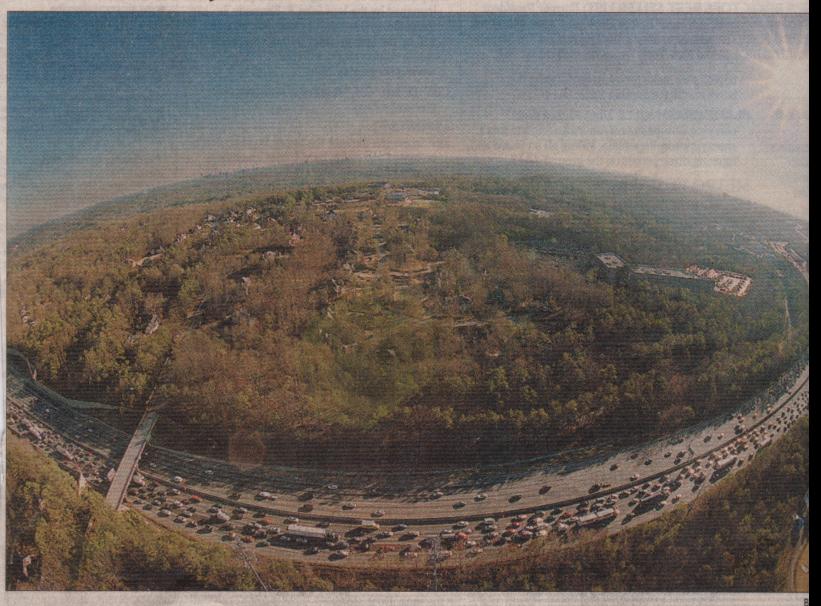




#### On I-285, another Perimeter maul

Real fisheye camera lens

Atlanta Journal



Traffic creeps along I-285 westbound during the evening rush hour Thursday after a hole developed in a bridge over the Chattahoochee River and the closed. Officials say recent construction work may have caused the problem. This photo, taken with a fisheye lens, is looking south toward downtown



## Fisheye Terminology

Focal point

Level of detail

Distance from focus

Degree of interest function



#### DoI Function

#### Can take on various forms

- Continuous Smooth interpolation away from focus
- Filtering Past a certain point, objects disappear
- Step Levels or regions dictating rendering 0<x<.3 all same, .3<x<.6 all same</li>
- Semantic changes Objects change rendering at different levels



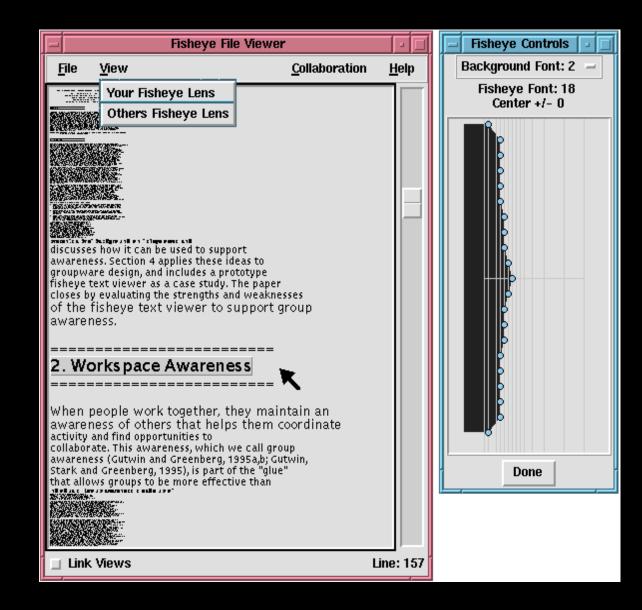
## Applications

Text/program viewing

Furnas' original example

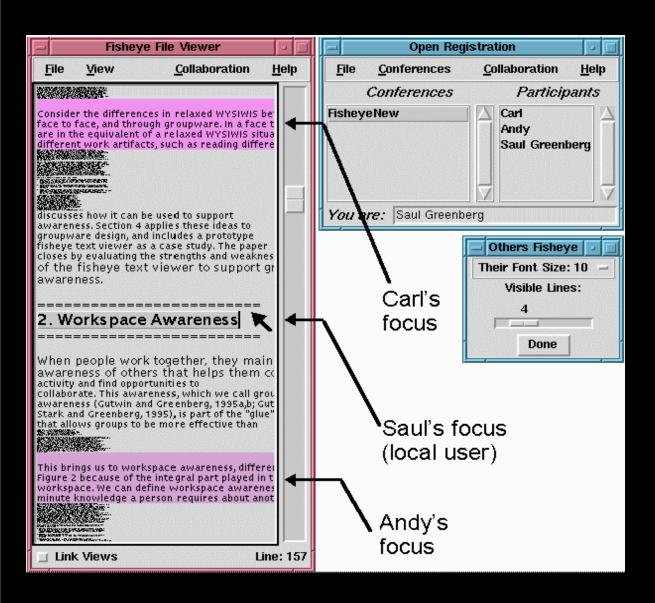
Shown here are examples from Gutwin and Greenberg

Step function





## Applications



Shared text editor for CSCW

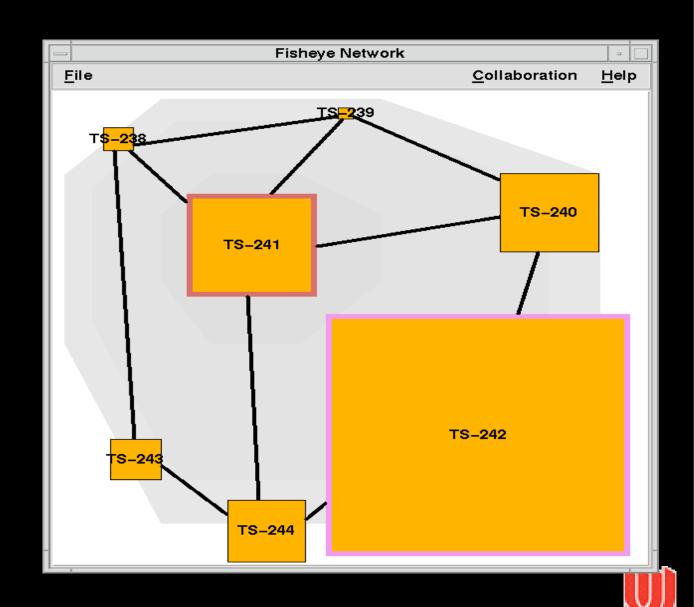
Gutwin and Greenberg, '96



## Applications

Viewing nodes in networks

**Gutwin and Greenberg** 



## Applicat

Fisheye menu

Uses a focus-lock mode (move cursor to right)

Demo:

www.cs.umd.edu/hcil/fisheyemenu

Bederson '00





## Graphical Fisheye Views

Apply fisheye techniques to 2D graph

Experiment with a variety of distortion factors

Interactive tool that allows user to browse display and change focus

Sarkar and Brown '94



## Graphical Fisheye Views

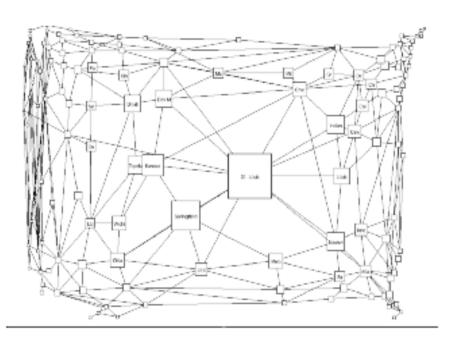


Figure 2: A fisheye view of the graph in Figure 1. The focus is on St. Louis. (The values of the fisheye parameters are \_\_\_\_\_5. \_\_\_\_0. \_\_\_\_0. VWcutoff \_\_\_\_0; the meanings of these parameters are explained in Sections 4 and 6.)

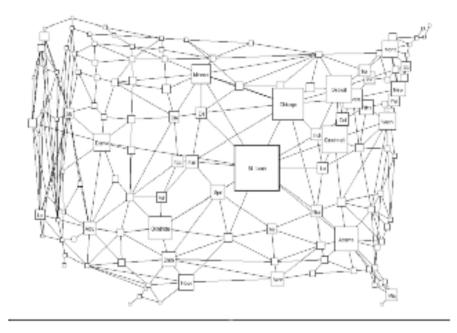
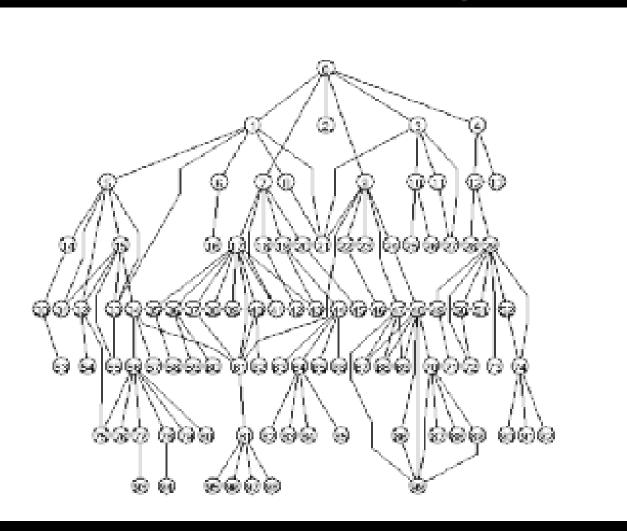


Figure 3: A fisheye view of the graph in Figure 1, with less distortion than in Figure 2. The values of the fisheye parameters are \_\_\_\_2. \_\_\_0.5. \_\_\_0.5. VWcutoff \_\_\_0.



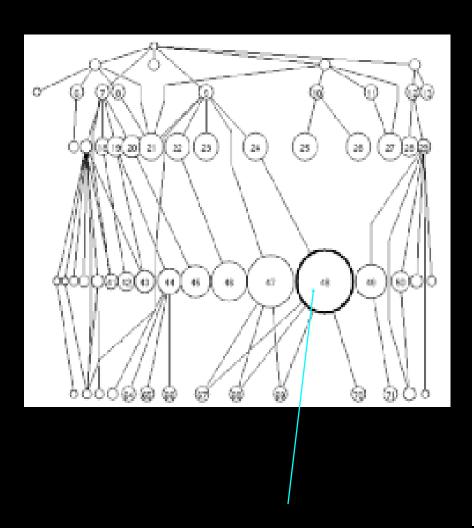
## Example

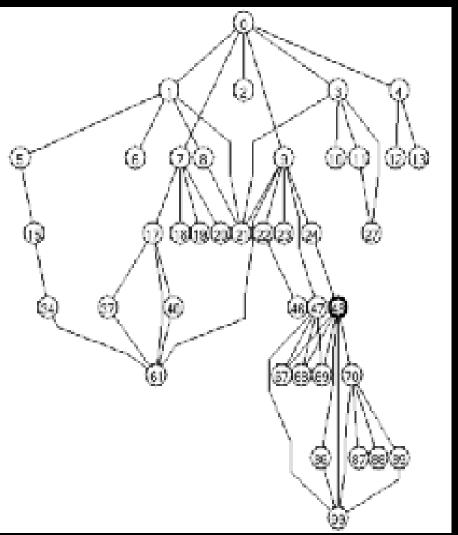


Original



## Example





Focal point



### Constraining Changes

#### Continuous zoom

- · Can change focal point smoothly in graph
- Other nodes give up space
- Bartram et al '95

#### Constrained fisheye

- Make transitions in focus more aesthetically pleasing and easier to track
- Storey et al '99

Simon Fraser Univ.



## Bifocal Display

Interesting application of fisheye view

View office documents

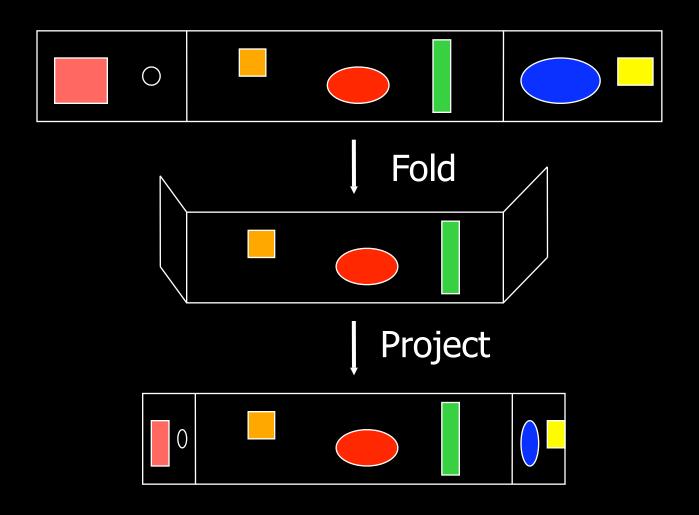
Take items in periphery and fold back in 3-space

Project onto front viewing screen

Spence & Apperly '82

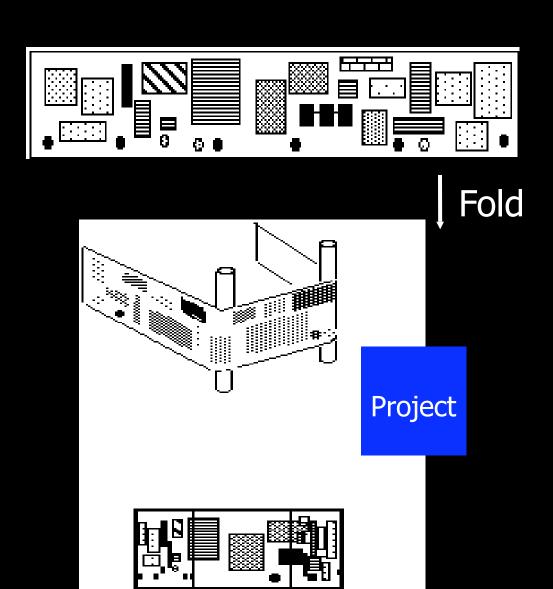


# Bifocal Display



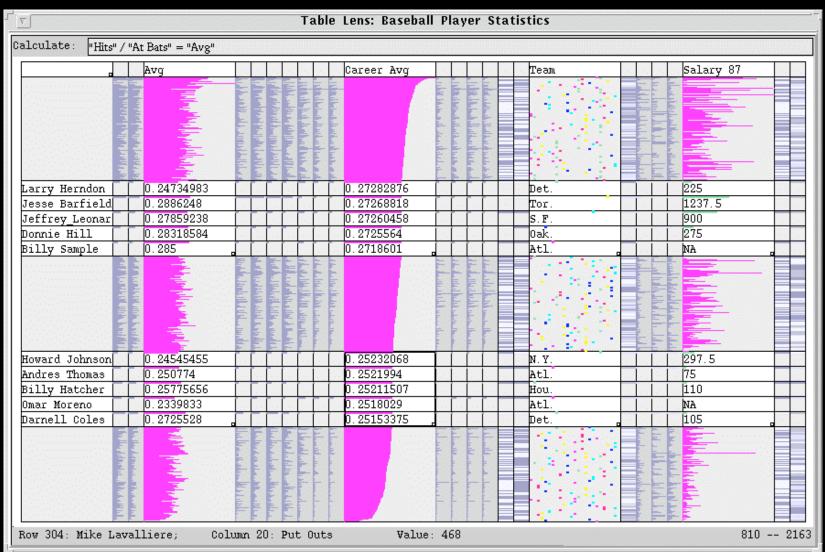


# Bifocal Display





#### Table Lens



From Xerox PARC and Inxight

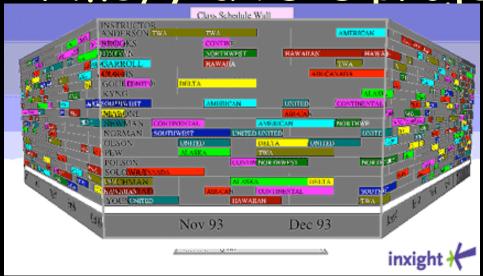
A bifocal display



## Perspective Wall

Computerized, automated 3D implementation of Bifocal display

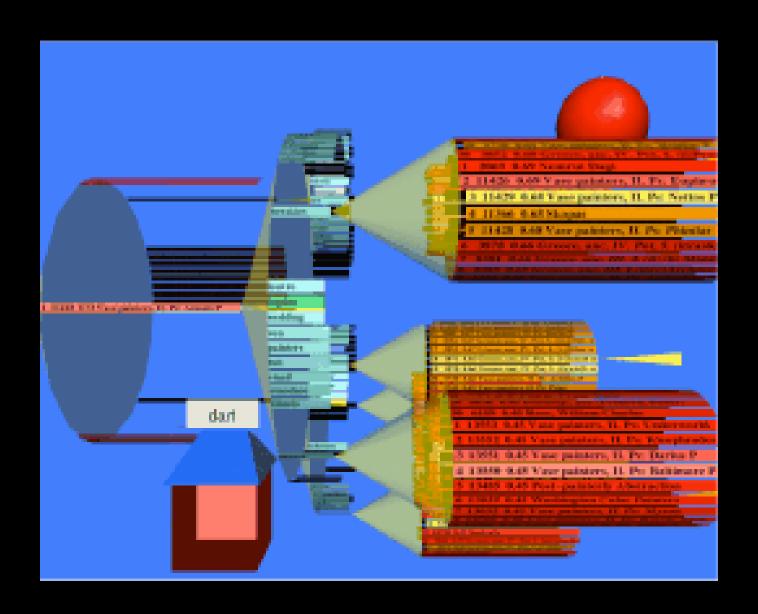
Map work charts onto diagram, x-axis is time, y-axis is project



Mackinlay, Robertson, Card '91



## Another Cone Tree Example





### Disadvantages

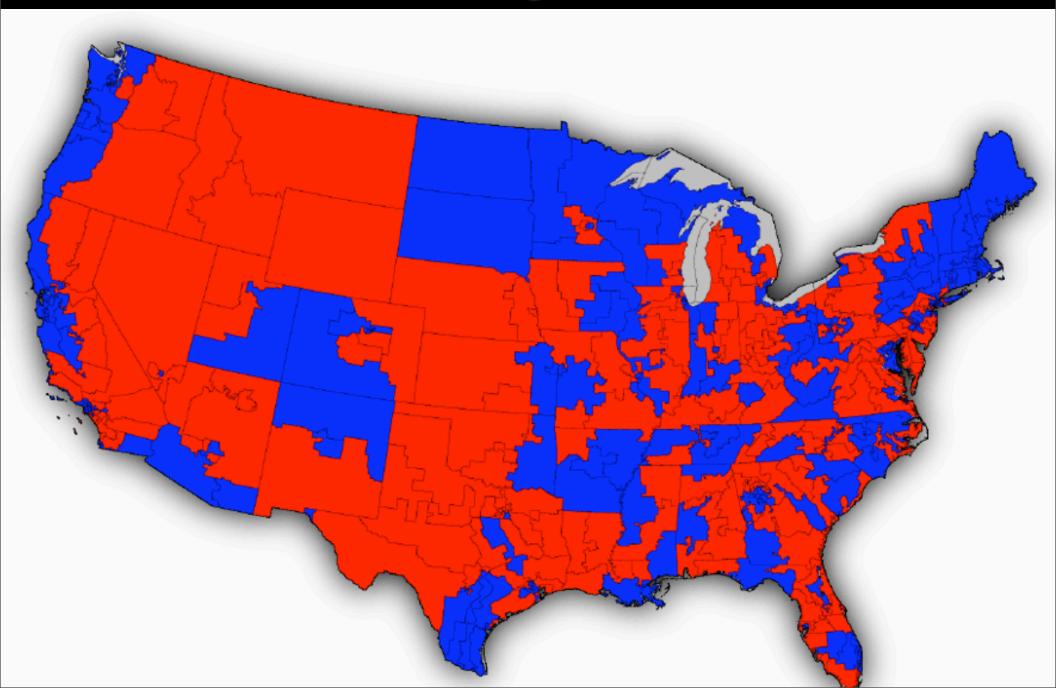
Distortion can be annoying

Can be very difficult to implement

Any change in focal point potentially requires recalculation of DoI for all objects and hence re-rendering of all objects -> Expensive!



# Cartograms



# Cartograms



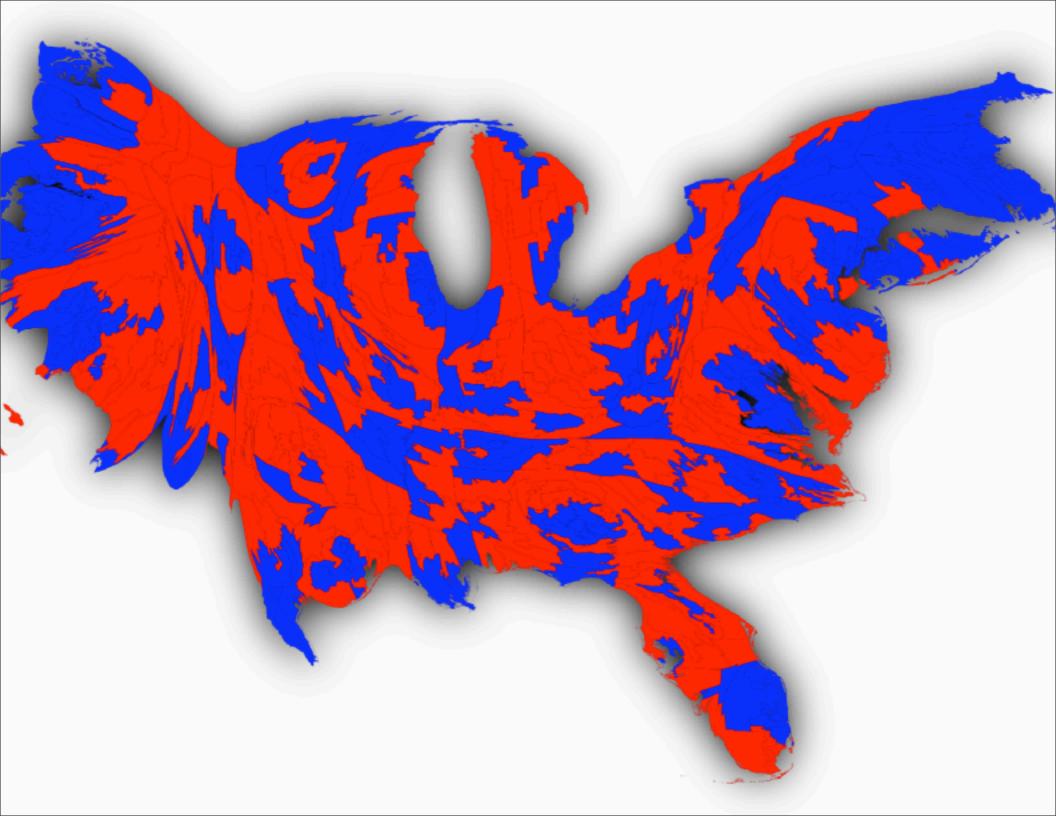
### Cartograms

Vis or Infovis?

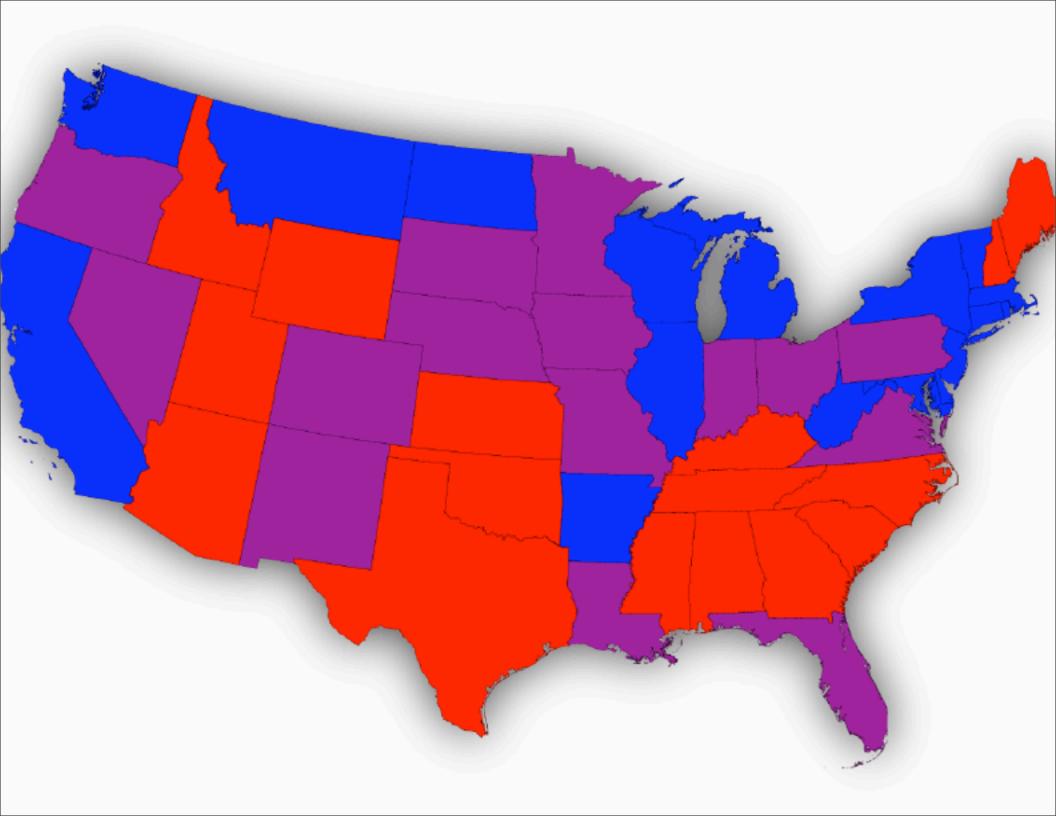
There is a 2D natural space, but it is misleading!

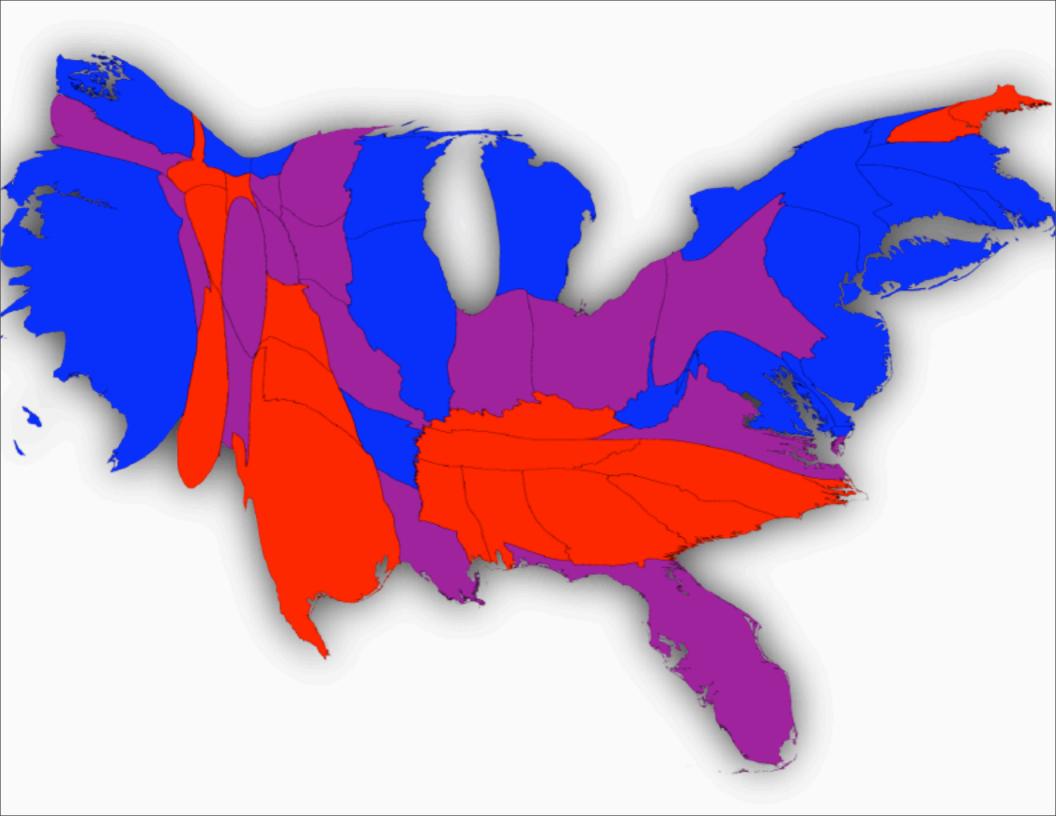
Solution: distort the space!











http://www-personal.umich.edu/~mejn/cartograms/

