

# SWE 432 -Web Application Development

Fall 2022



George Mason  
University

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Dr. Kevin Moran

## *Week 14:* Information Visualization



# Overview of Information Visualization



# Today



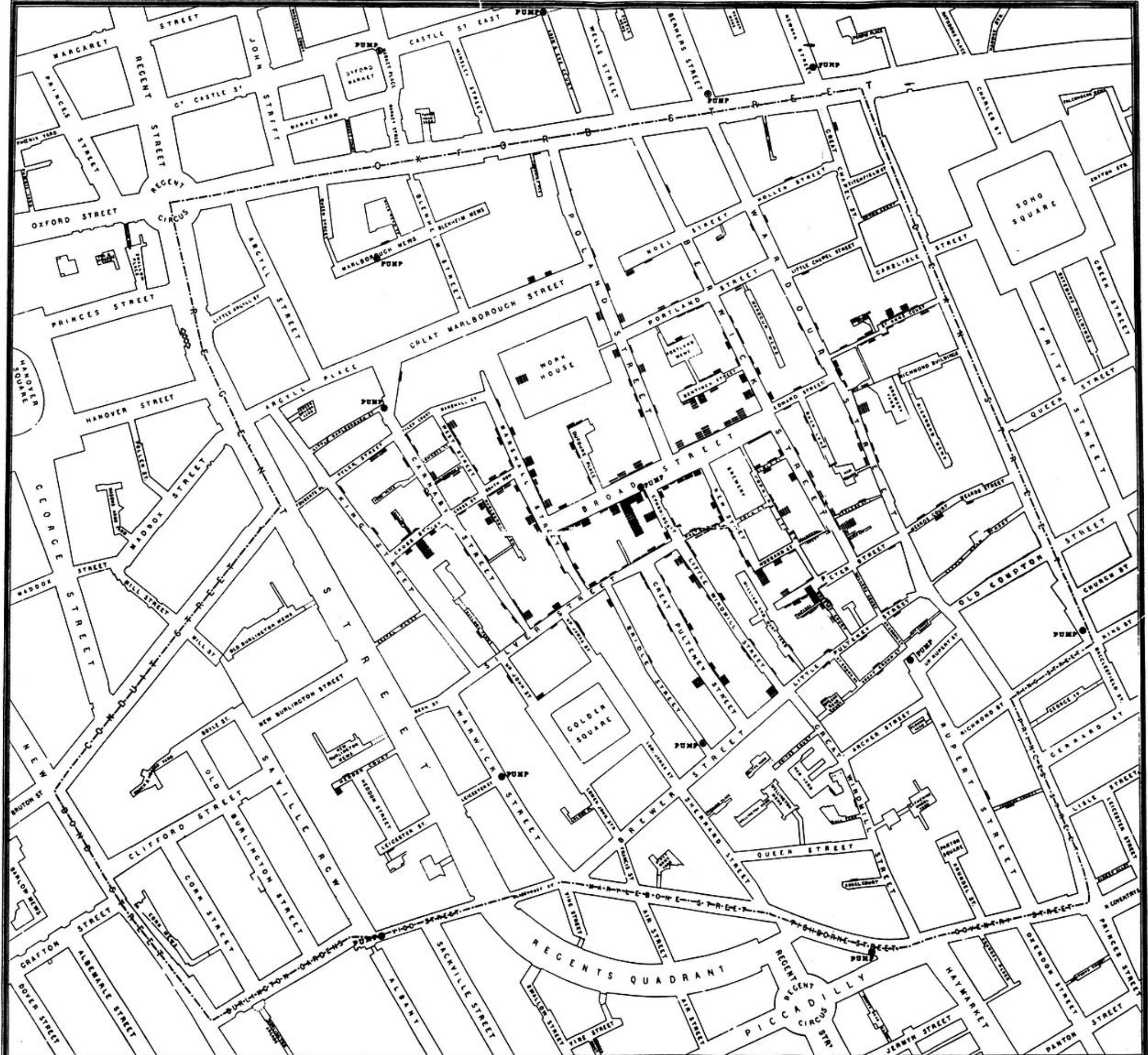
- What types of information visualization are there?
  - Which one should you choose?
- What principles and guidelines inform the design of information visualizations?
- How can interactivity be used to design better information visualizations?



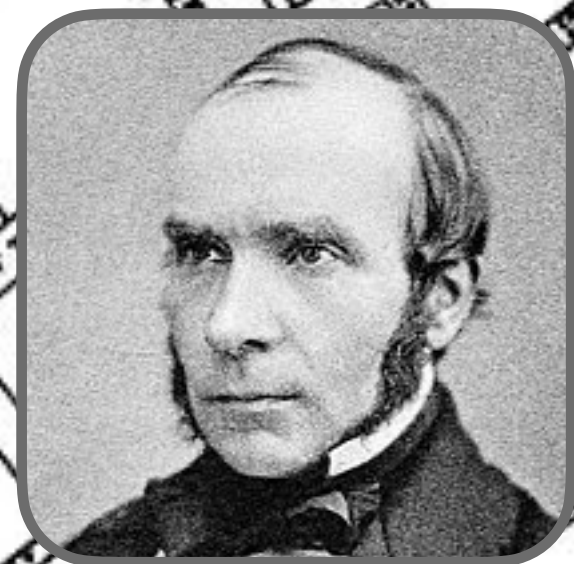
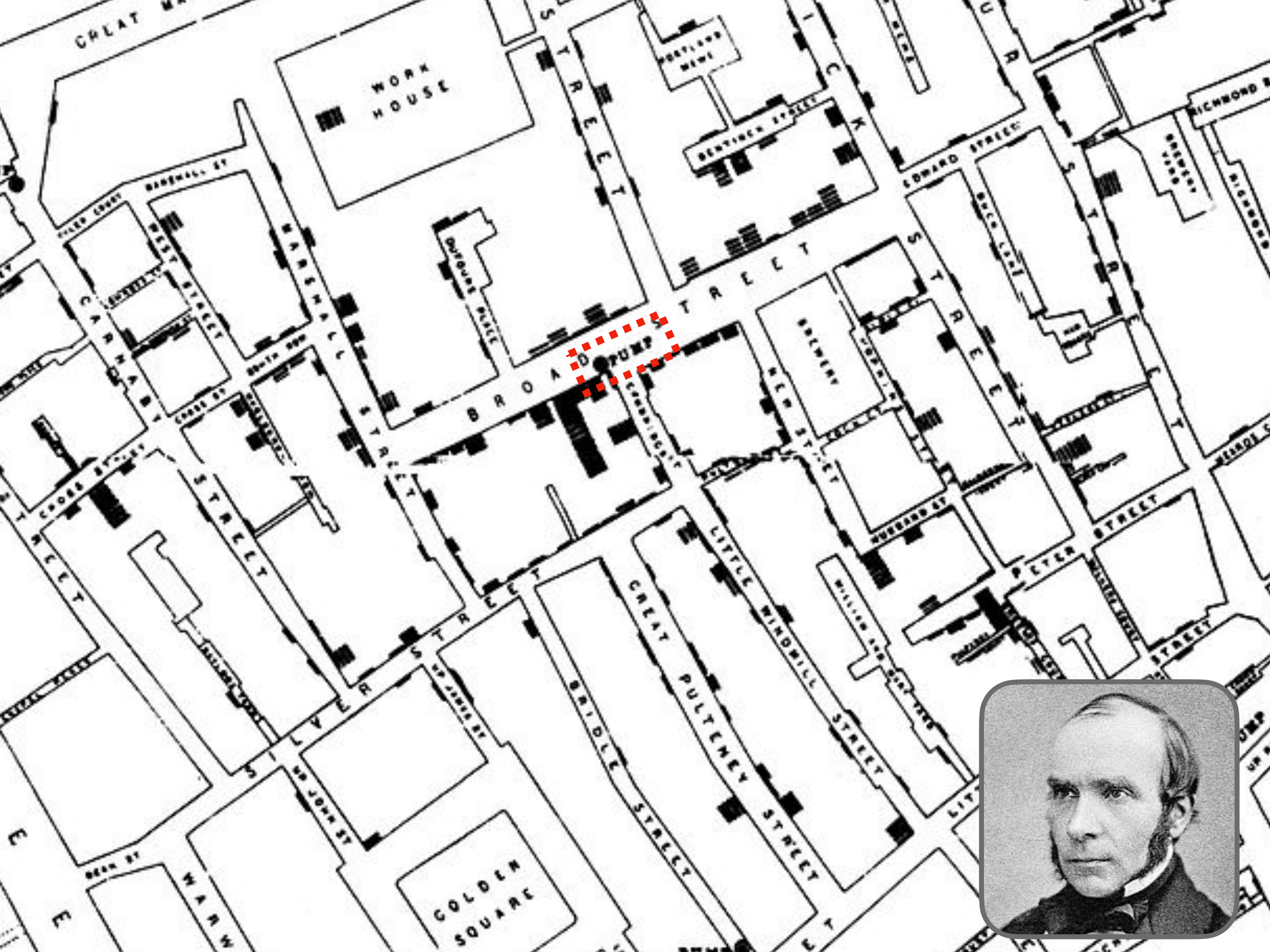
# Cholera Epidemic in London, 1854

- >500 fatal attacks of cholera in 10 days
  - Concentrated in Broad Street area of London
  - Many died in a few hours
- Dominant theory of disease: caused by noxious odors
- Afflicted streets deserted by >75% inhabitants











# Investigation and Aftermath

- Based on visualization, did case by case investigation
- Found that 61 / 83 positive identified as using well water from Broad Street pump
- Board ordered pump-handle to be removed from well
- Epidemic soon ended
- Solved centuries old question of how cholera spread

# Methods used by Snow

- Placed data in appropriate **context** for assessing cause & effect
  - Plotted on map, included well location
  - Reveals proximity as cause
- Made quantitative **comparisons**
  - Fewer deaths closer to brewery, could investigate cause
- Considered **alternative** explanations & contrary cases
  - Investigated cases not close to pump, often found connection to pump
- Assessment of possible **errors** in numbers



# Amplifying Cognition

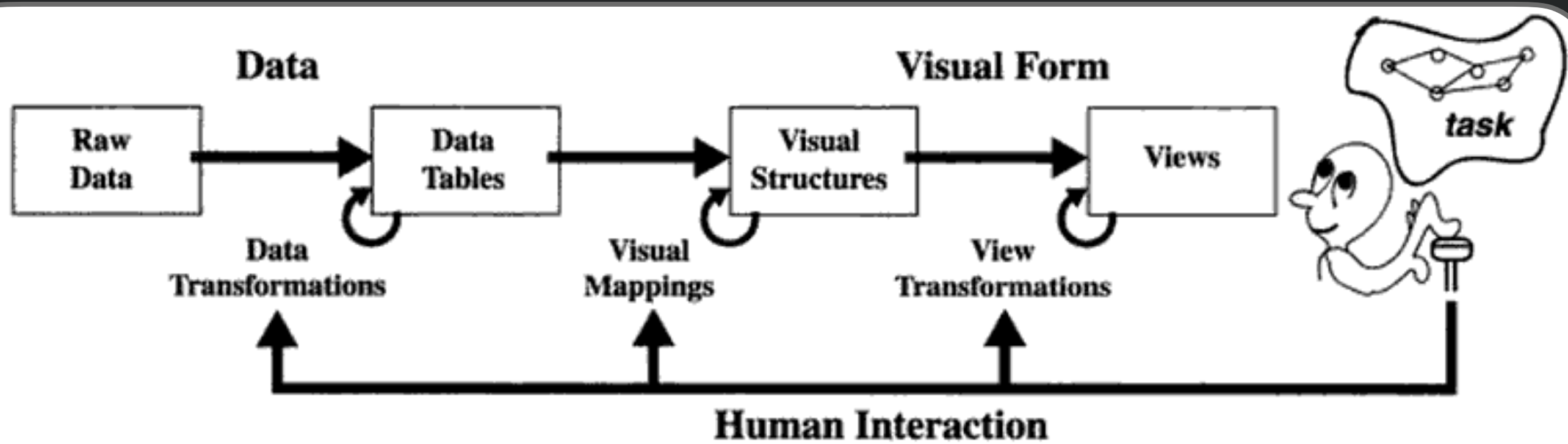
- Information Visualization can amplify cognition by:
  1. *Increasing the memory and processing resources available to users*
  2. *Reducing the search for information*
  3. *Using visual representations to enhance the detection of patterns*
  4. *Enabling perceptual inference*
  5. *Using perceptual attention mechanisms for monitoring*
  6. *Encoding Information in a manipulable medium*



# Mapping Data to Visual Form



# Designing an Information Visualization



**Raw Data:** idiosyncratic formats  
**Data Tables:** relations (cases by variables) + metadata  
**Visual Structures:** spatial substrates + marks + graphical properties  
**Views:** graphical parameters (position, scaling, clipping...)

# Types of Raw Data

- Nominal - unordered set without a quantitative value
  - Gender: male, female
  - Hair color: brown, black, blonde, gray, orange, ...
- Ordinal - ordered set, with no meaning assigned to differences
  - How do you feel today: very unhappy, unhappy, ok, happy, very happy
  - Undefined how much better happy is than ok
- Quantitative - numeric value
  - Height, weight, distance, ...

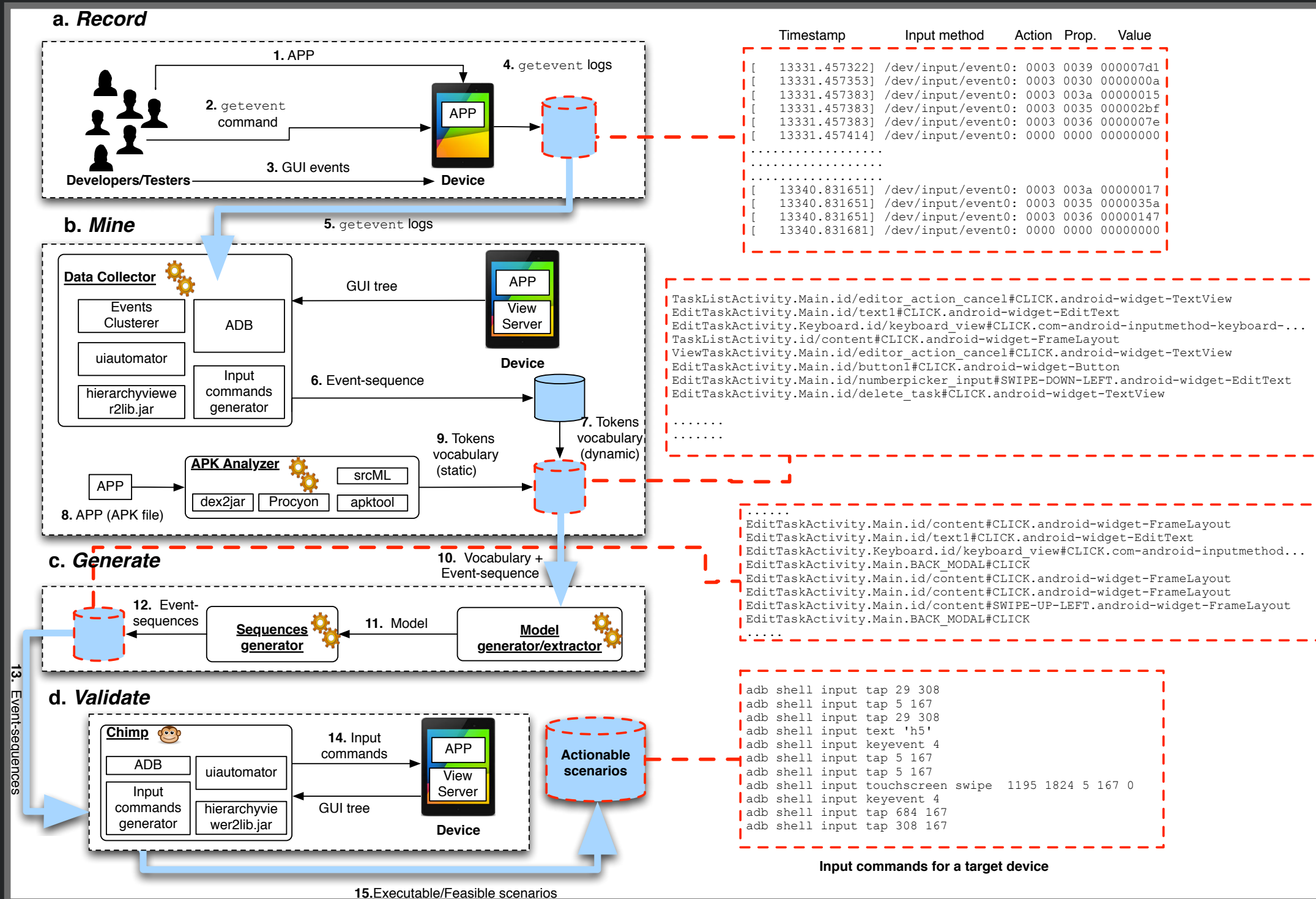




# Data Transformations

- Classing / binning: Quantitative  $\rightarrow$  ordinal
  - Maps ranges onto classes of variables
  - Can also count # of items in each class w/ histogram
- Sorting: Nominal  $\rightarrow$  ordinal
  - Add order between items in sets
- Descriptive statistics: mean, average, median, max, min, ...

# Example Uses of a Data Transformation



Timestamp	Input method	Action	Prop.	Value
[ 13331.457322]	/dev/input/event0:	0003 0039	000007d1	
[ 13331.457353]	/dev/input/event0:	0003 0030	0000000a	
[ 13331.457383]	/dev/input/event0:	0003 003a	00000015	
[ 13331.457383]	/dev/input/event0:	0003 0035	000002bf	
[ 13331.457383]	/dev/input/event0:	0003 0036	0000007e	
[ 13331.457414]	/dev/input/event0:	0000 0000	00000000	
.....				
[ 13340.831651]	/dev/input/event0:	0003 003a	00000017	
[ 13340.831651]	/dev/input/event0:	0003 0035	0000035a	
[ 13340.831651]	/dev/input/event0:	0003 0036	00000147	
[ 13340.831681]	/dev/input/event0:	0000 0000	00000000	

```
TaskListActivity.Main.id/editor_action_cancel#CLICK.android-widget-TextView
EditTaskActivity.Main.id/text1#CLICK.android-widget-EditText
EditTaskActivity.Keyboard.id/keyboard_view#CLICK.com-android-inputmethod-keyboard-...
TaskListActivity.id/content#CLICK.android-widget-FrameLayout
ViewTaskActivity.Main.id/editor_action_cancel#CLICK.android-widget-TextView
EditTaskActivity.Main.id/button1#CLICK.android-widget-Button
EditTaskActivity.Main.id/numberpicker_input#SWIPE-DOWN-LEFT.android-widget-EditText
EditTaskActivity.Main.id/delete_task#CLICK.android-widget-TextView
.....
```

```
EditTaskActivity.Main.id/content#CLICK.android-widget-FrameLayout
EditTaskActivity.Main.id/text1#CLICK.android-widget-EditText
EditTaskActivity.Keyboard.id/keyboard_view#CLICK.com-android-inputmethod-...
EditTaskActivity.Main.BACK_MODAL#CLICK
EditTaskActivity.Main.id/content#CLICK.android-widget-FrameLayout
EditTaskActivity.Main.id/content#CLICK.android-widget-FrameLayout
EditTaskActivity.Main.id/content#SWIPE-UP-LEFT.android-widget-FrameLayout
EditTaskActivity.Main.BACK_MODAL#CLICK
.....
```

```
adb shell input tap 29 308
adb shell input tap 5 167
adb shell input tap 29 308
adb shell input text 'h5'
adb shell input keyevent 4
adb shell input tap 5 167
adb shell input tap 5 167
adb shell input touchscreen swipe 1195 1824 5 167 0
adb shell input keyevent 4
adb shell input tap 684 167
adb shell input tap 308 167
```

Input commands for a target device

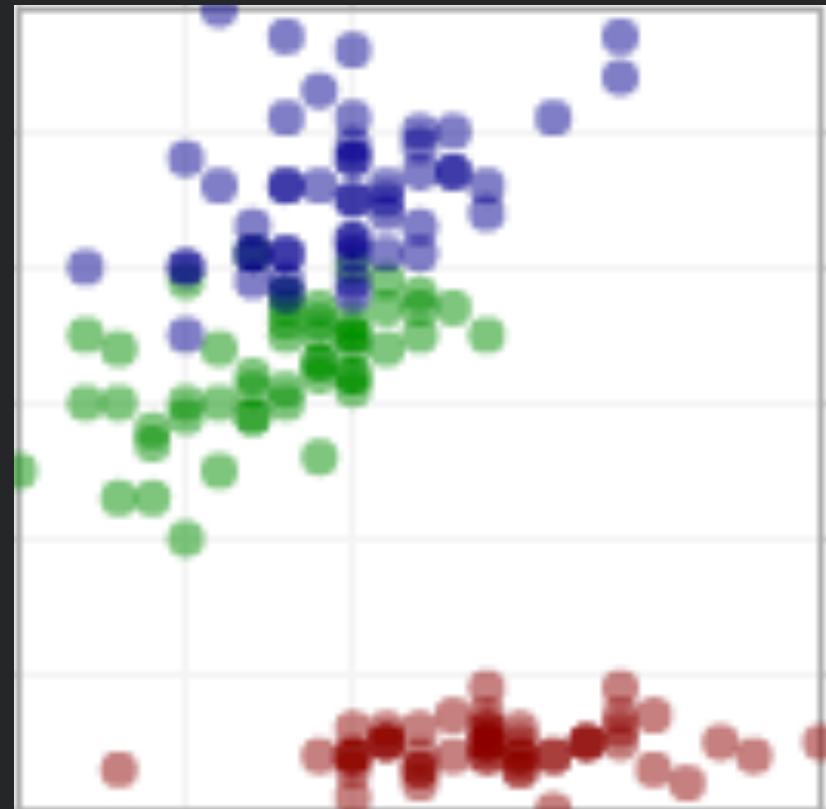


# Visual Structures

- 3 components
  - spatial substrate
  - marks
  - marks' graphical properties

# Spatial Substrate

- Axes that divide space
- Types of axes - unstructured, nominal, ordinal, quantitative
- Composition - use of multiple orthogonal axes (e.g., 2D scatterplot, 3D)



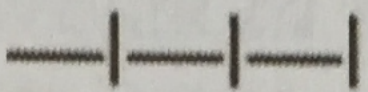
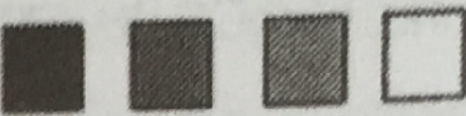




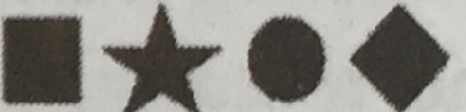


# Marks

- Points (0D)
- Lines (1D)
- Areas (2D)
- Volumes (3D)

# Marks' Graphical Properties

- Quantitative (Q), Ordinal (O), Nominal (N)
- Filled circle - good; open circle - bad

	Spatial	Object
Extent	(Position) 	Gray Scale 
	Size 	
Dif-feren-tial	Orientation 	Color 
		Texture 
		Shape 



# Effectiveness of Graphical Properties

- Quantitative (Q), Ordinal (O), Nominal (N)
- Filled circle - good; open circle - bad

		Spatial	Q	O	N	Object	Q	O	N
Extent	(Position)		●	●	●	Grayscale	◐	●	○
	Size		●	●	●				
Differential			◐	◐	●	Color	◐	◐	●
	Orientation					Texture	◐	◐	●
						Shape	○	○	●

# Animation

- Visualization can change over time
- Could be used to encode data as a function of time
  - But often not effective as makes direct comparisons hard
- Can be more effective to animate transition from before to after as user configures visualization



# Examples of Visualizations

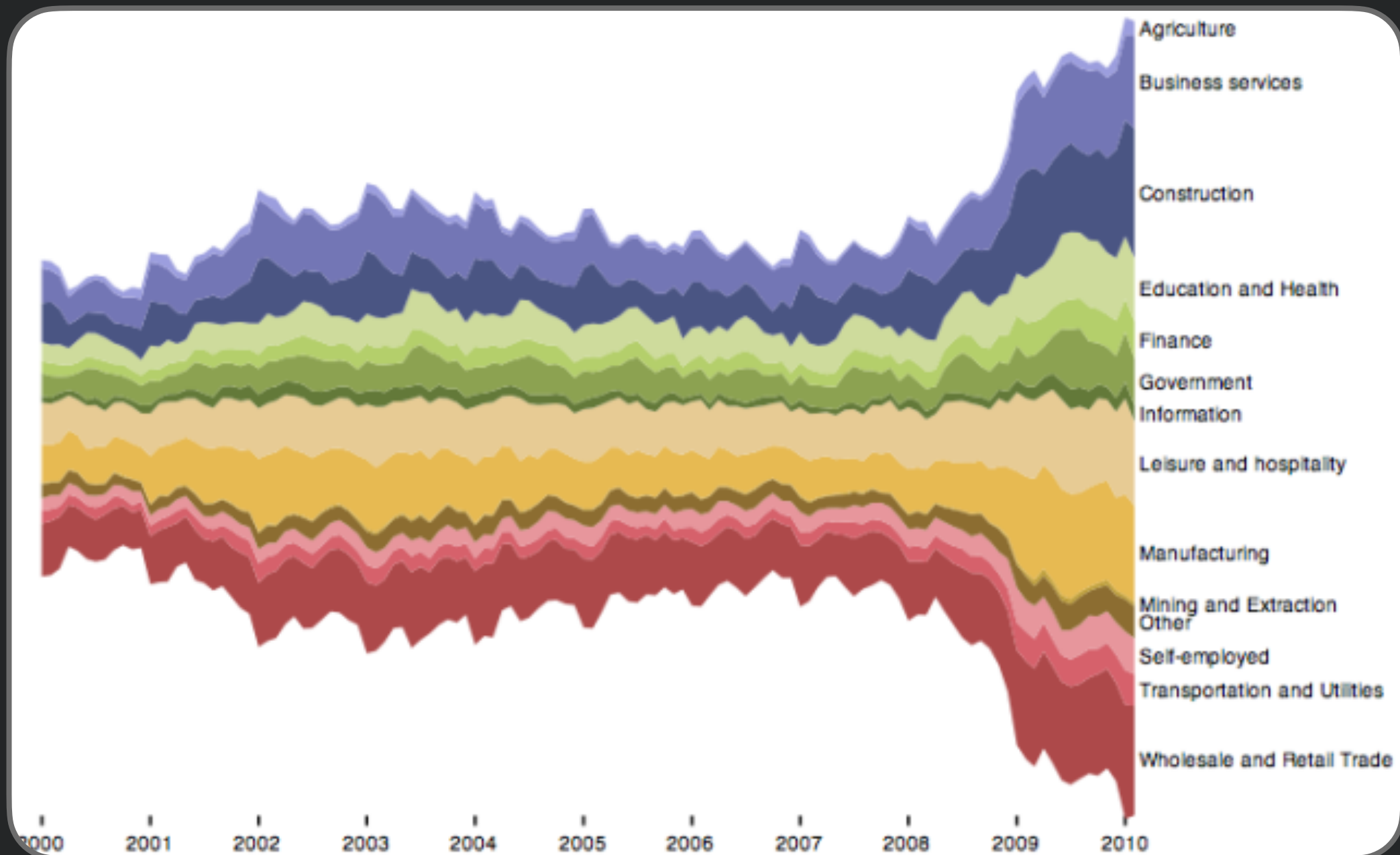


# Time-series Data



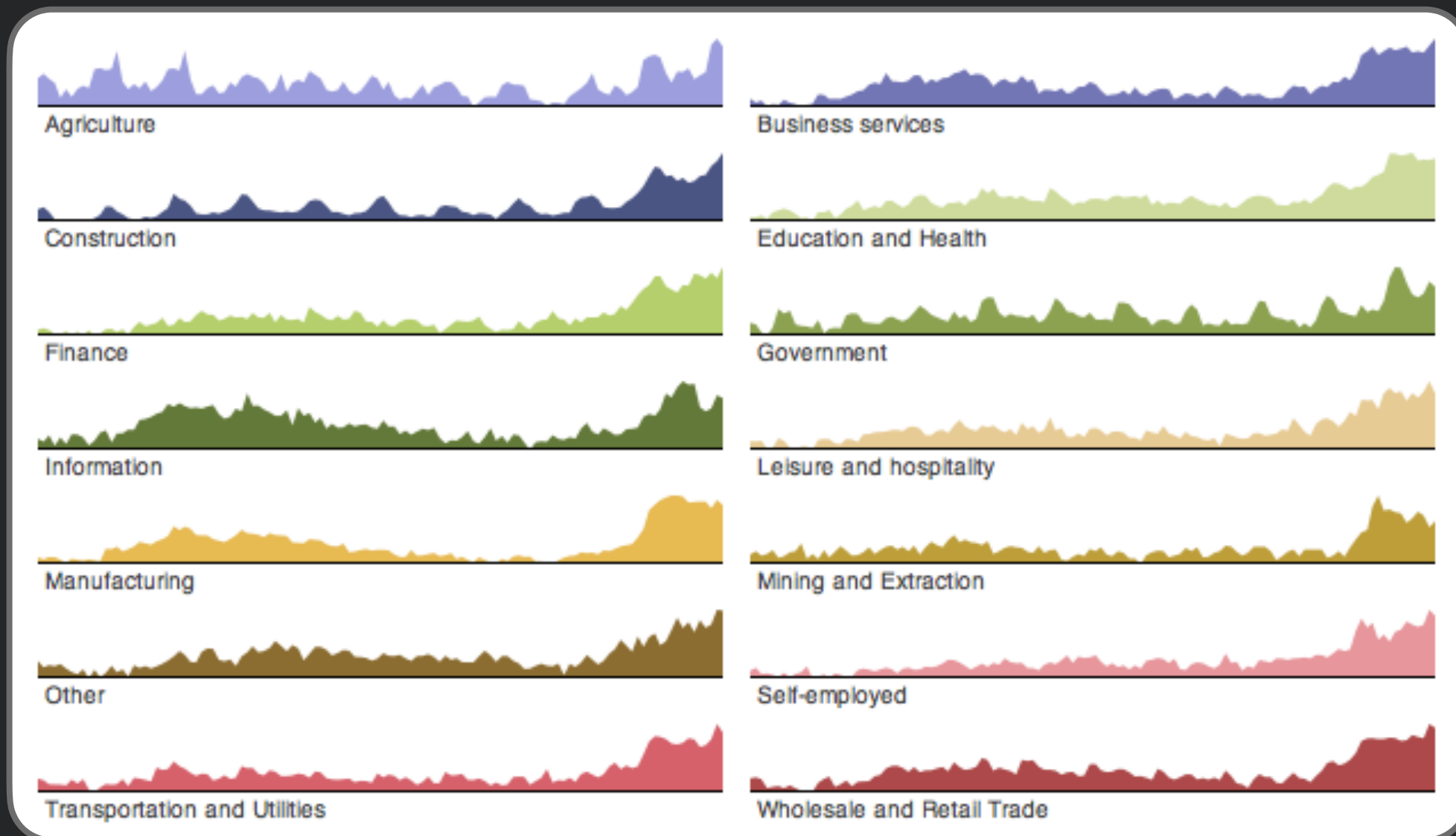
# Stacked Graph

- Supports visual summation of multiple components



# Small Multiples

- Supports separate comparison of data series
- May have better legibility than placing all in single plot

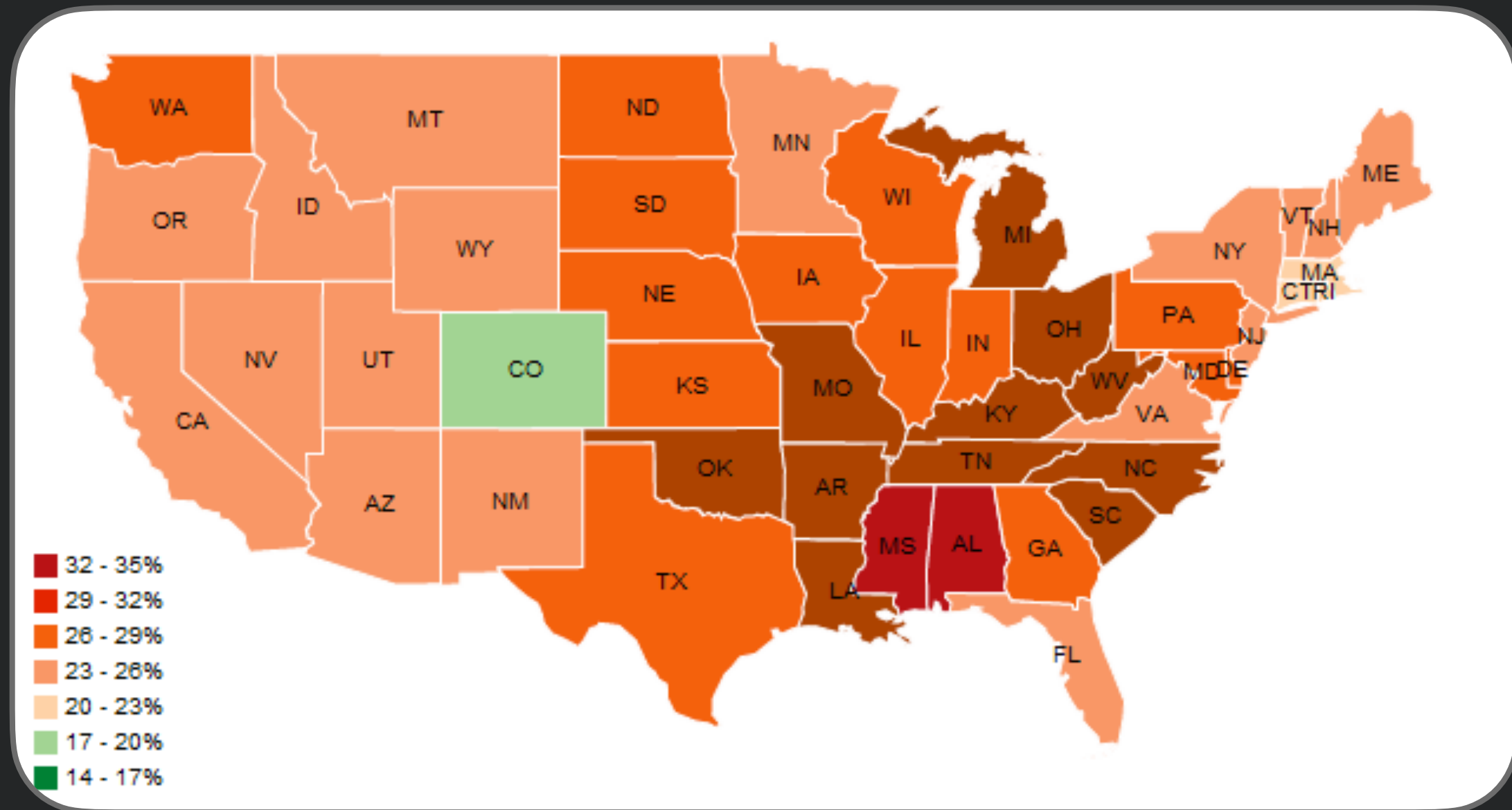


# Maps



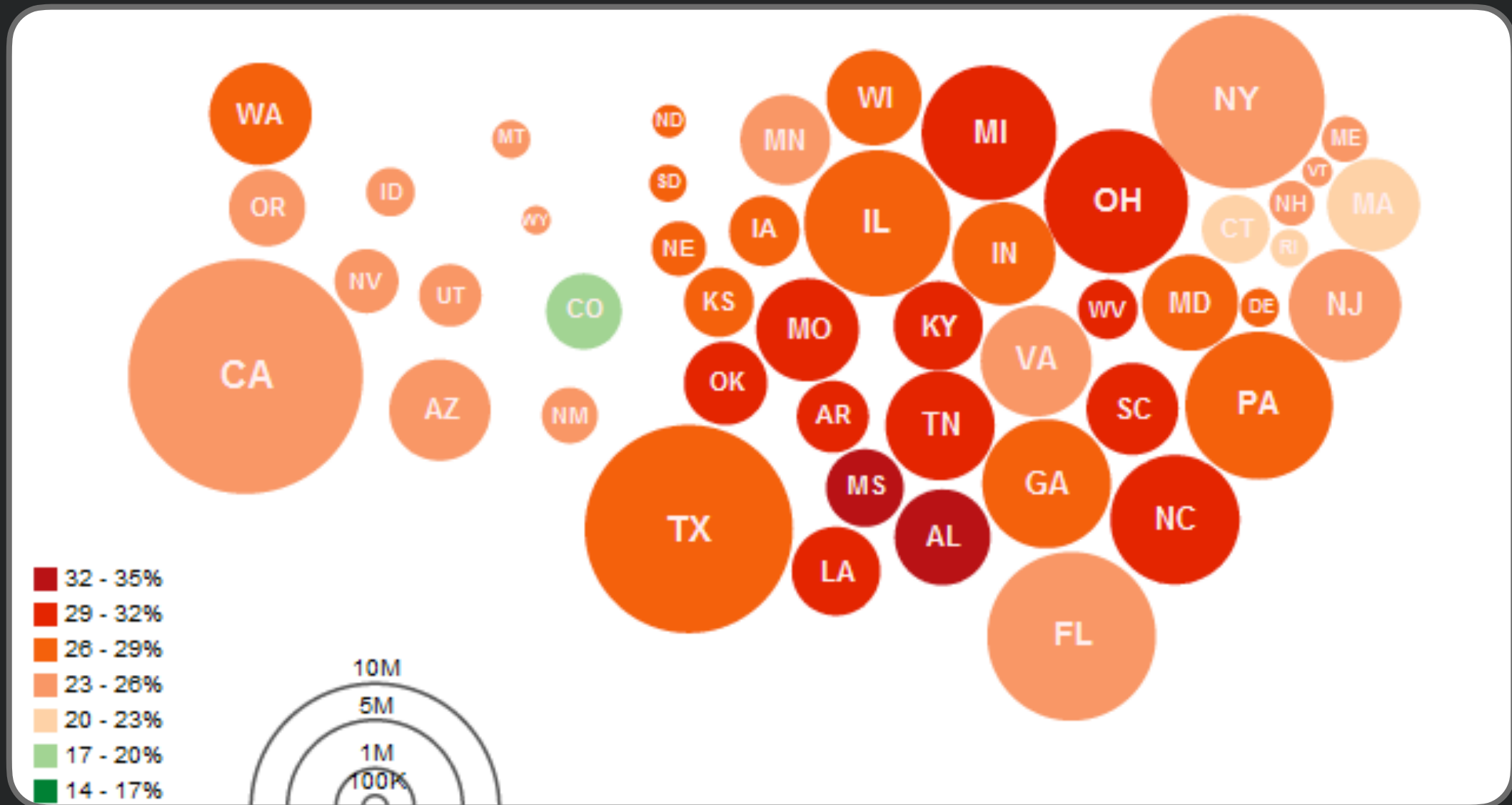
# Choropleth Map

- Groups data by area, maps to color



# Cartograms

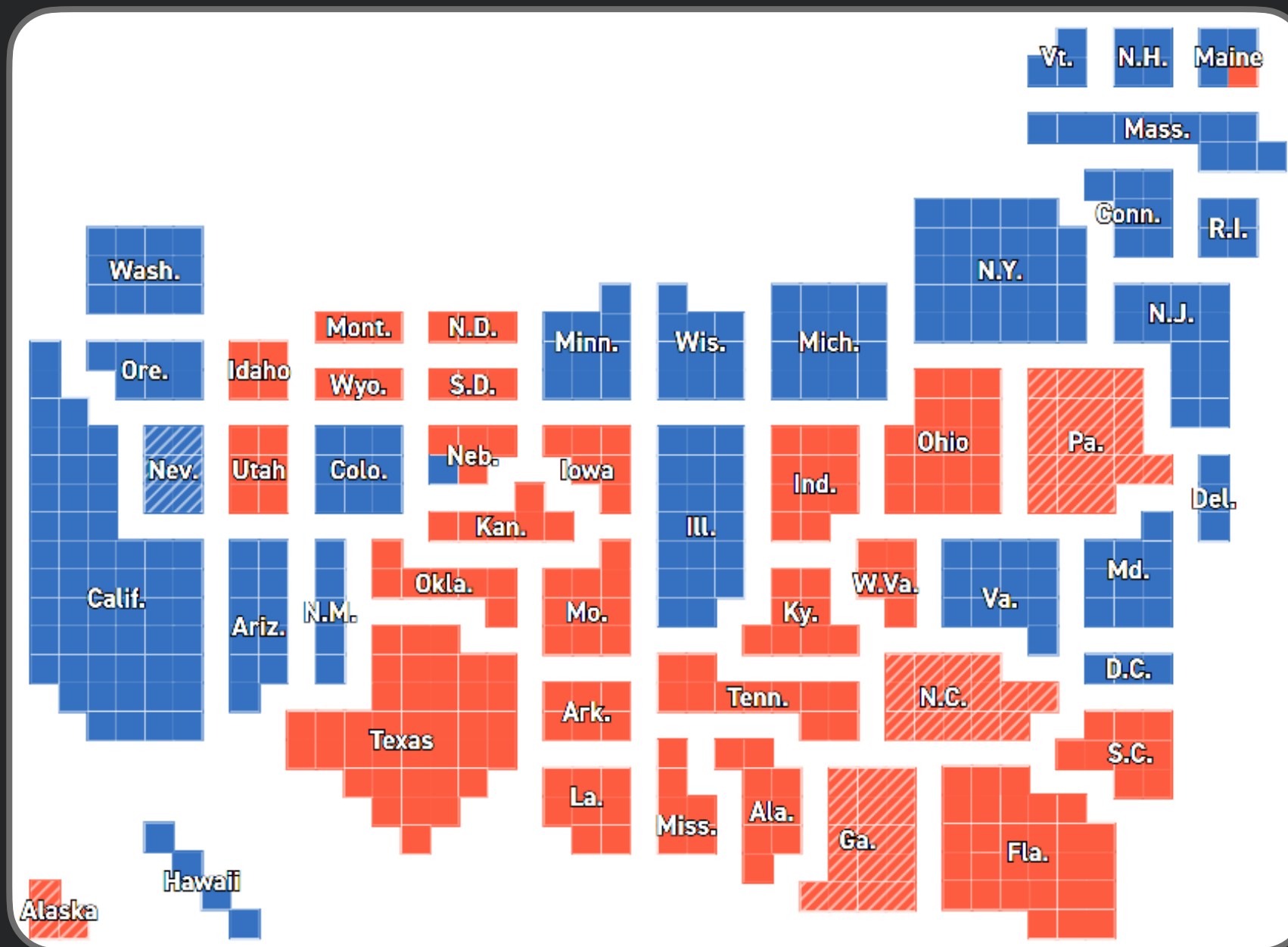
- Encodes two variables w/ size & color





# Cartograms

- Encodes two variables w/ size & color

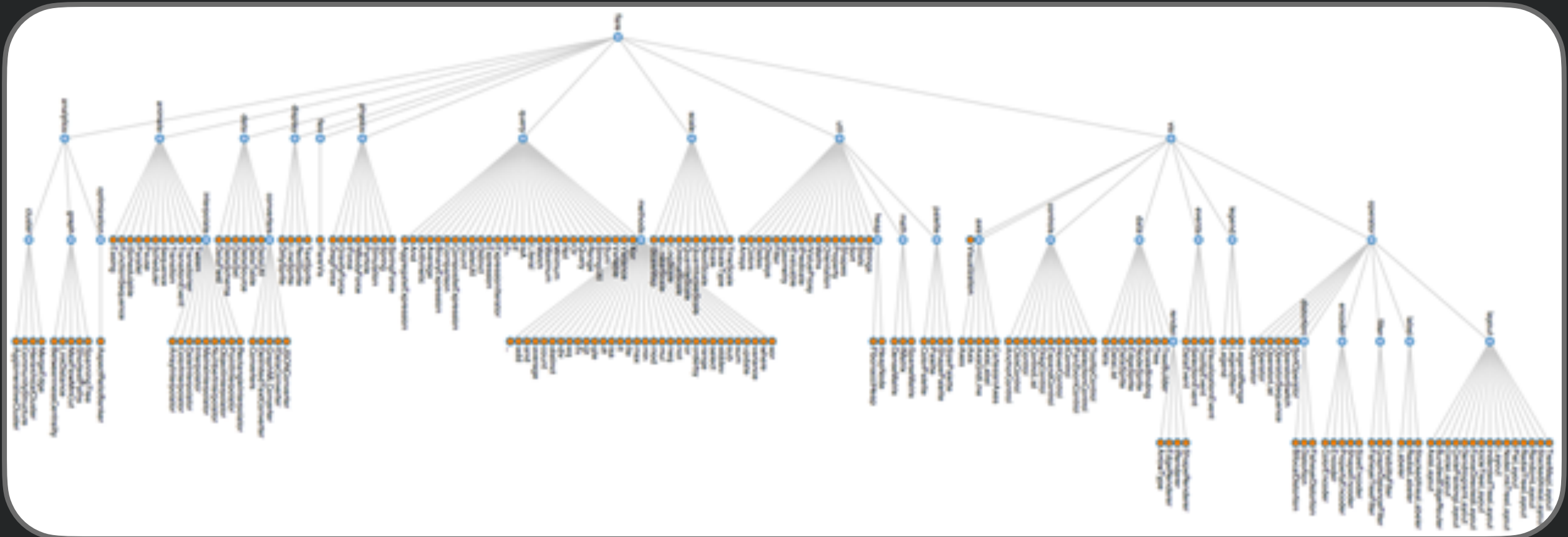




# Hierarchies

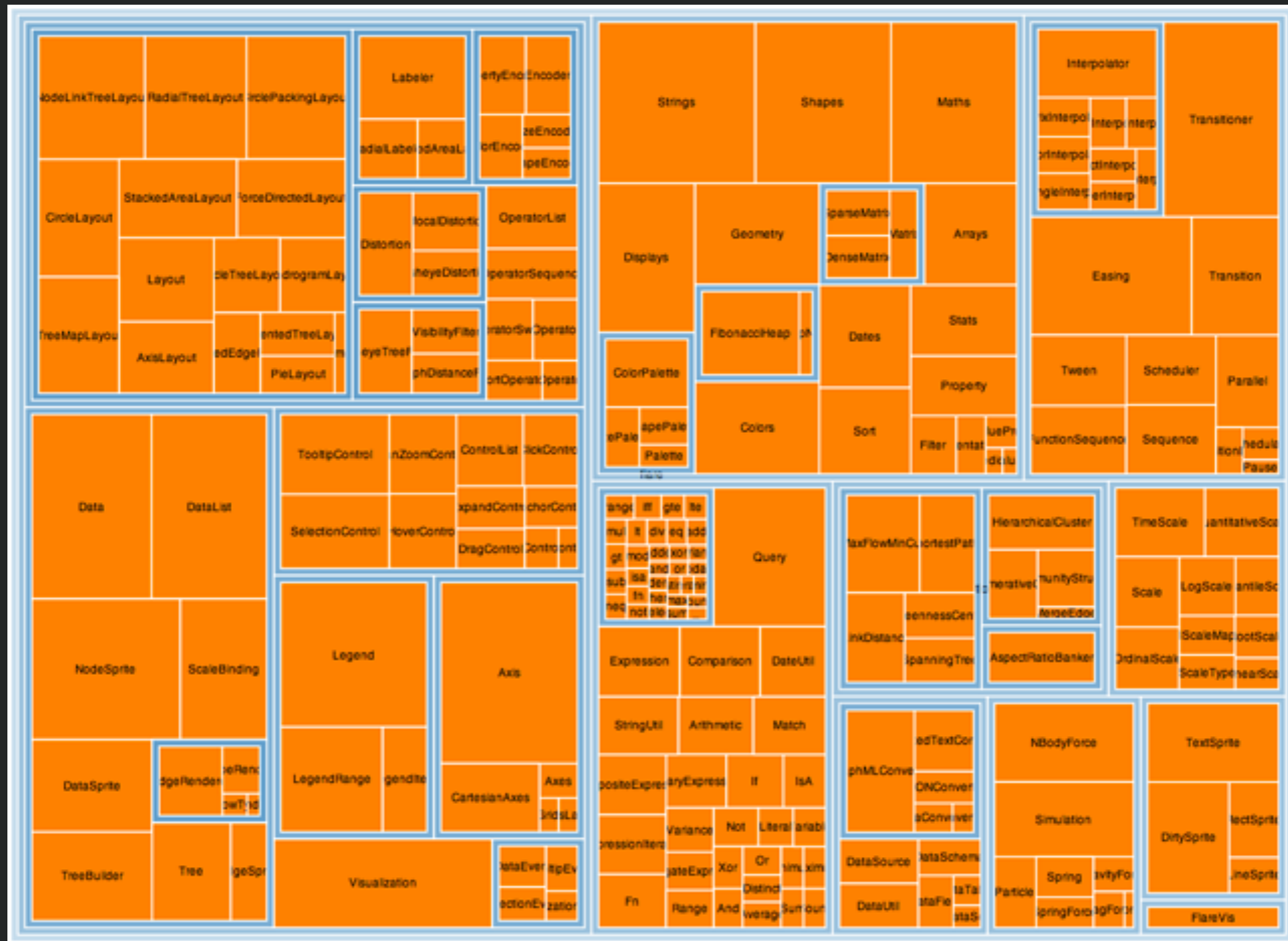


# Node Link Diagram

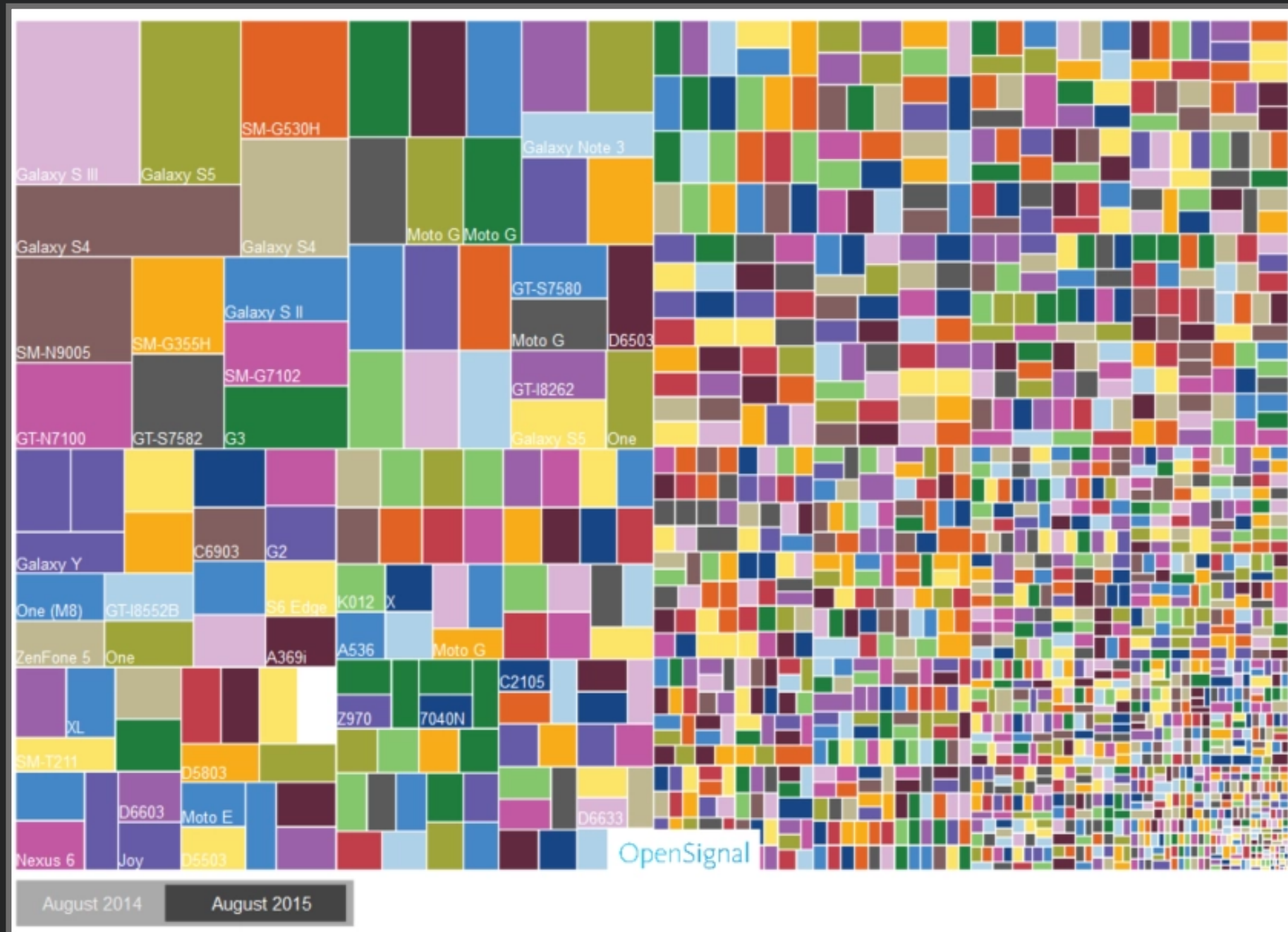




# Treemaps



# Treemaps



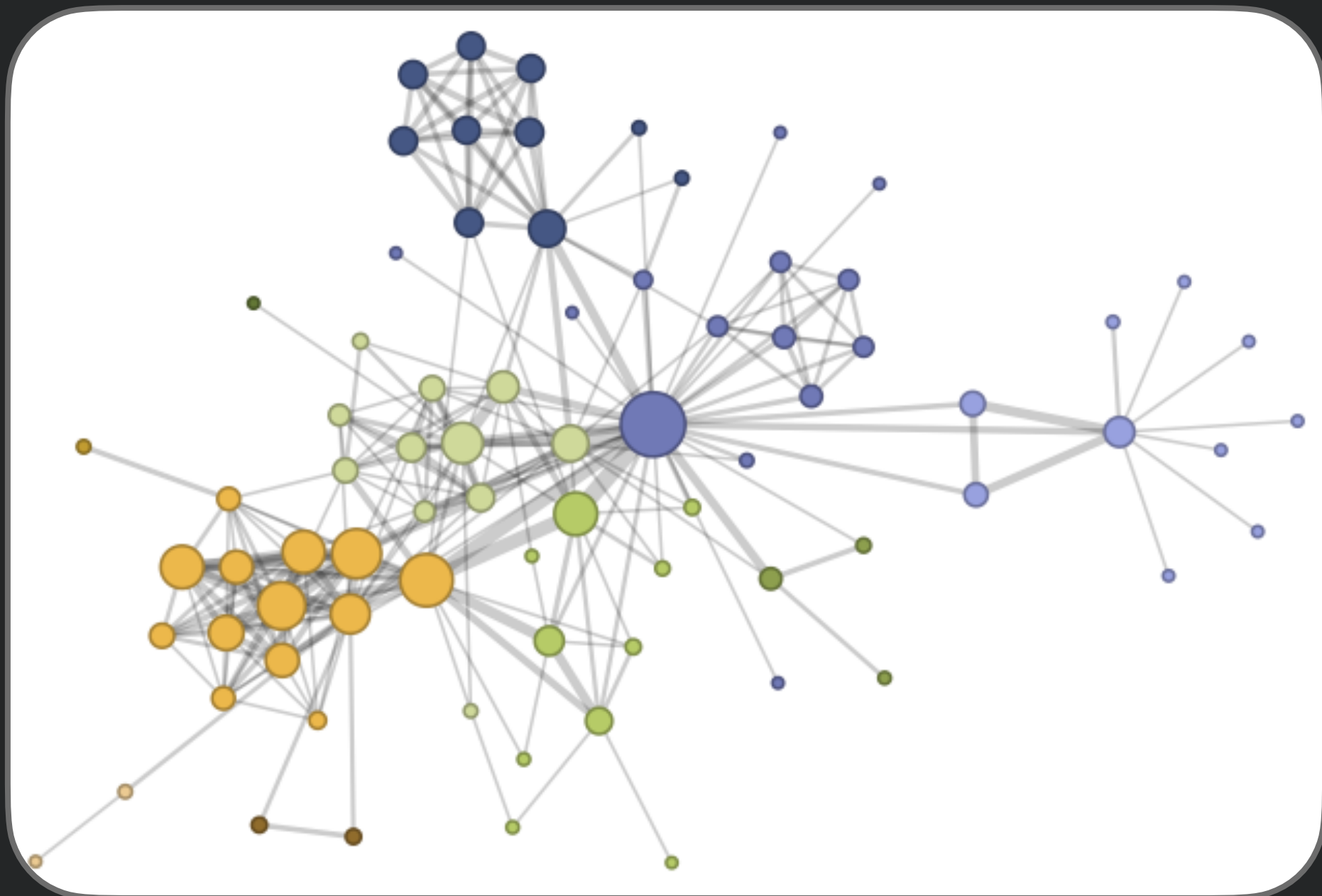
# Networks





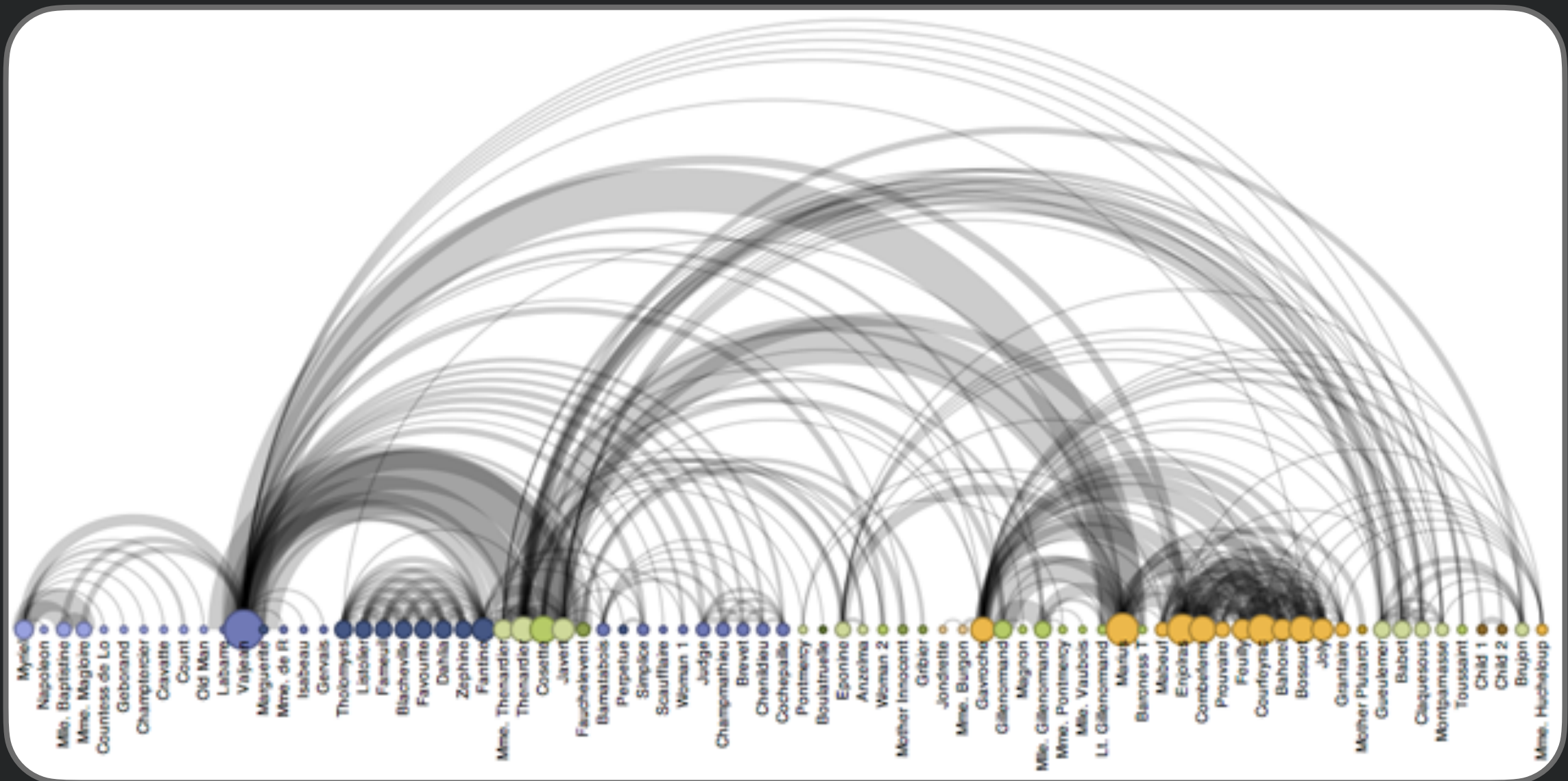
# Force-directed Layout

- Edges function as springs, find least energy configuration



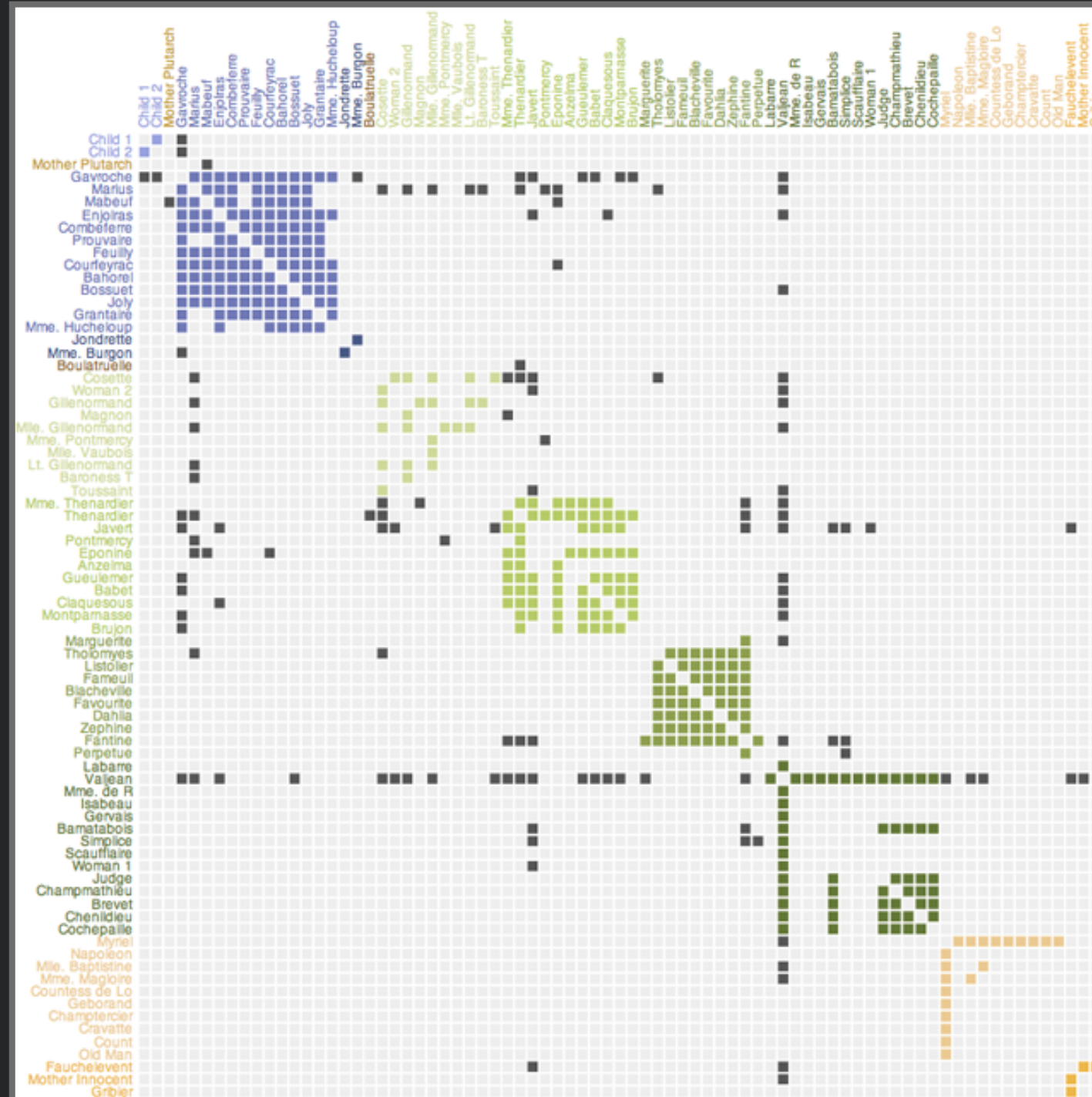
# Arc Diagram

- Can support identifying cliques & bridges w/ right order





# Adjacency Matrix



# Design Considerations





# Tufte's principles of graphical excellence

- Show the *data*
- Induce the viewer to think about the substance rather than the methodology
- Avoid distorting what the data have to say
- Present *many* numbers in a small space
- Make large data sets *coherent*
- Encourage the eye to *compare* different pieces of data
- Reveal data at several levels of detail, from overview to fine structure
- Serve reasonable clear *purpose*: description, exploration, tabulation, decoration



# Distortions in Visualizations

- Visualizations may distort the underlying data, making it harder for reader to understand truth
- Use of *design* variation to try to falsely communicate *data* variation



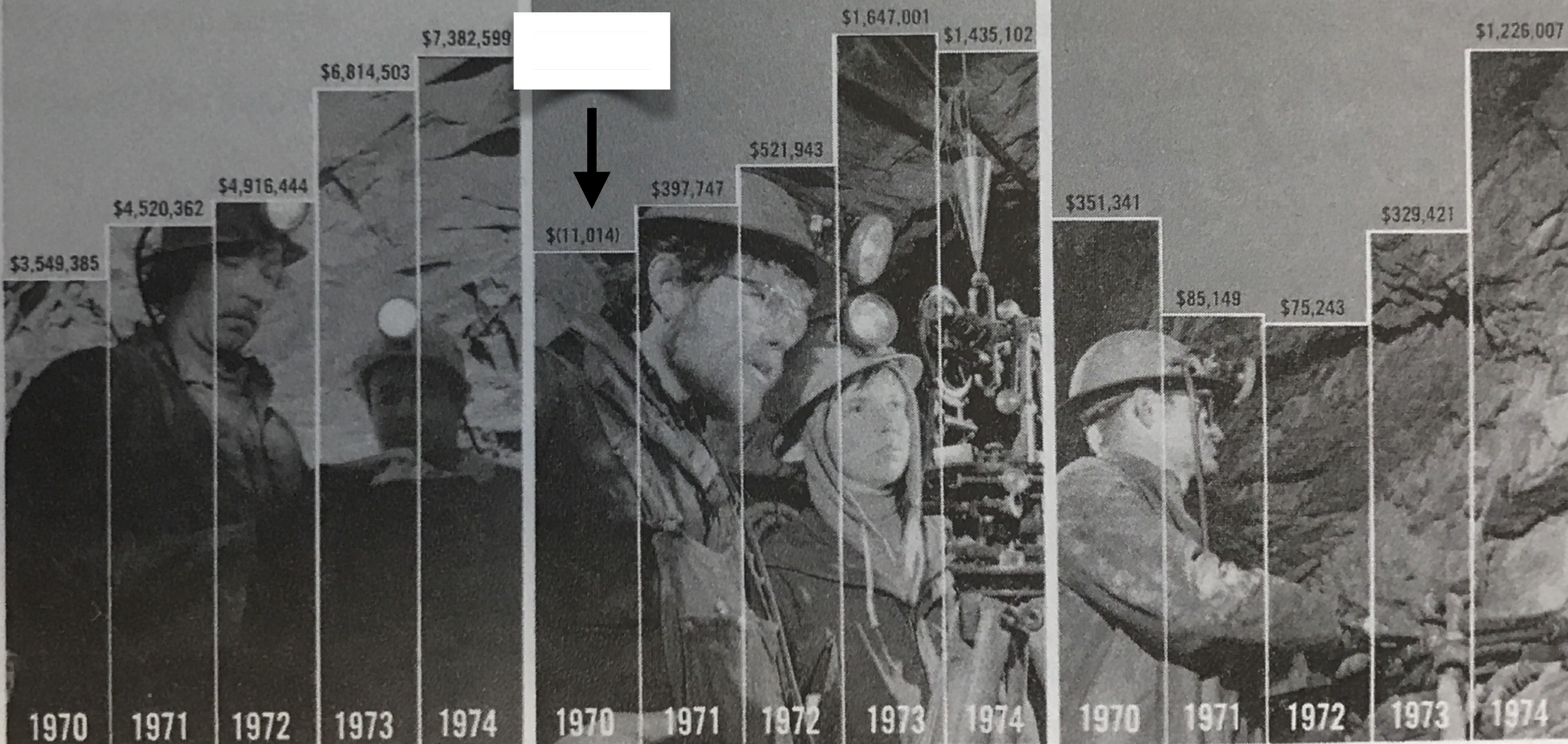
# Example



## OPERATING REVENUES

## NET INCOME (LOSS)

## EXPLORATION & DEVELOPMENT EXPENDITURES

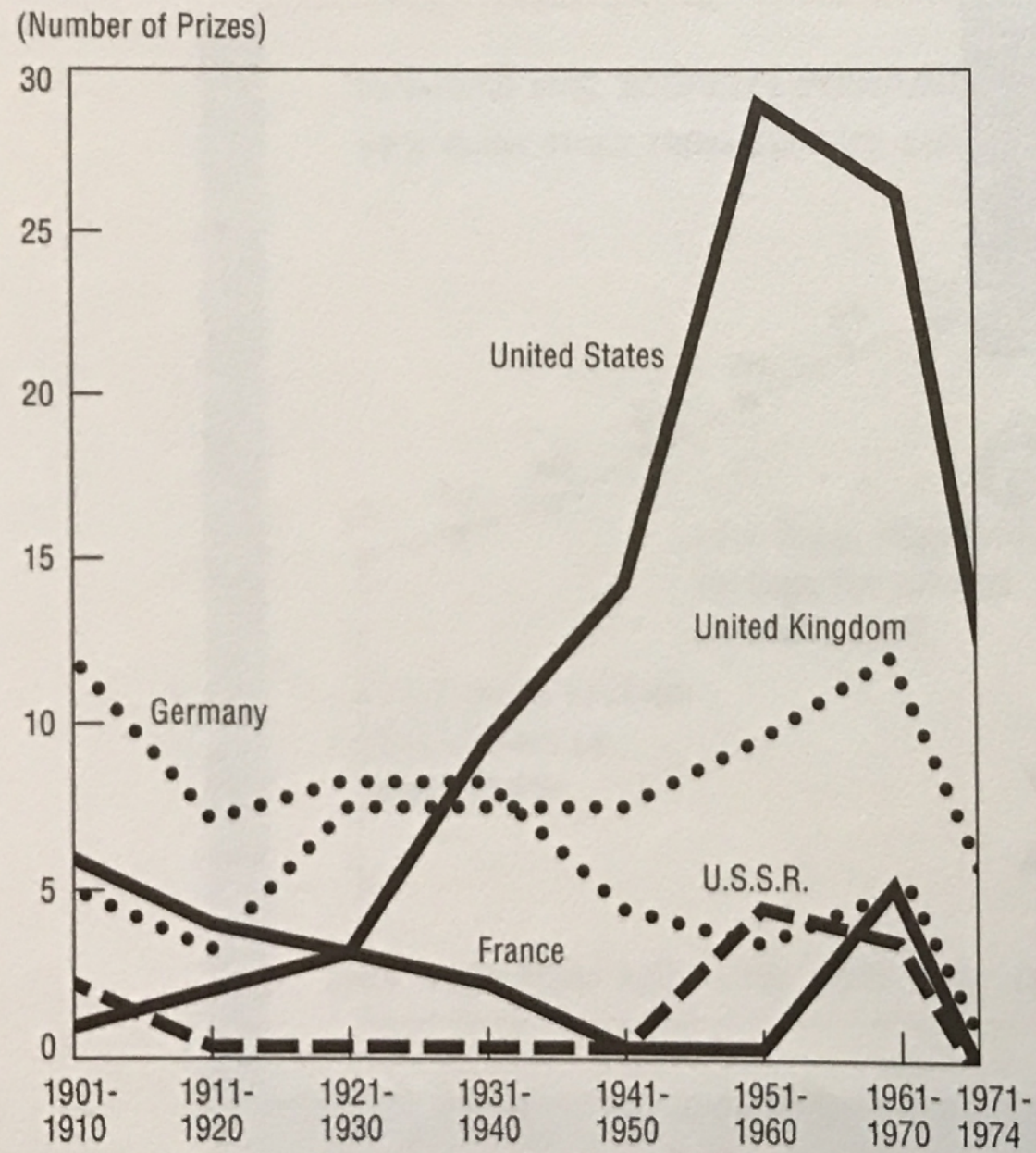




# Example



**Nobel Prizes Awarded in Science,  
for Selected Countries, 1901-1974**

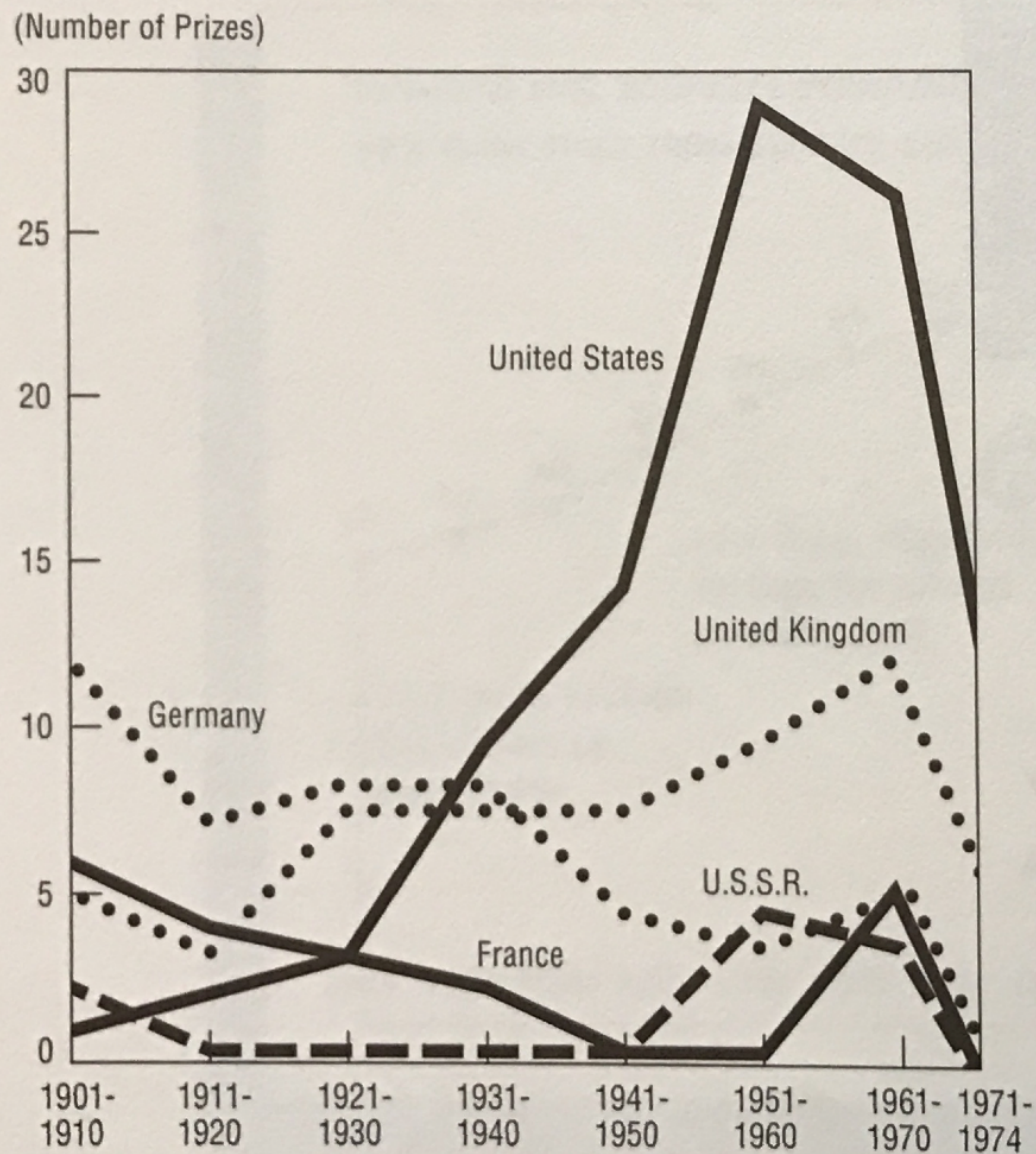




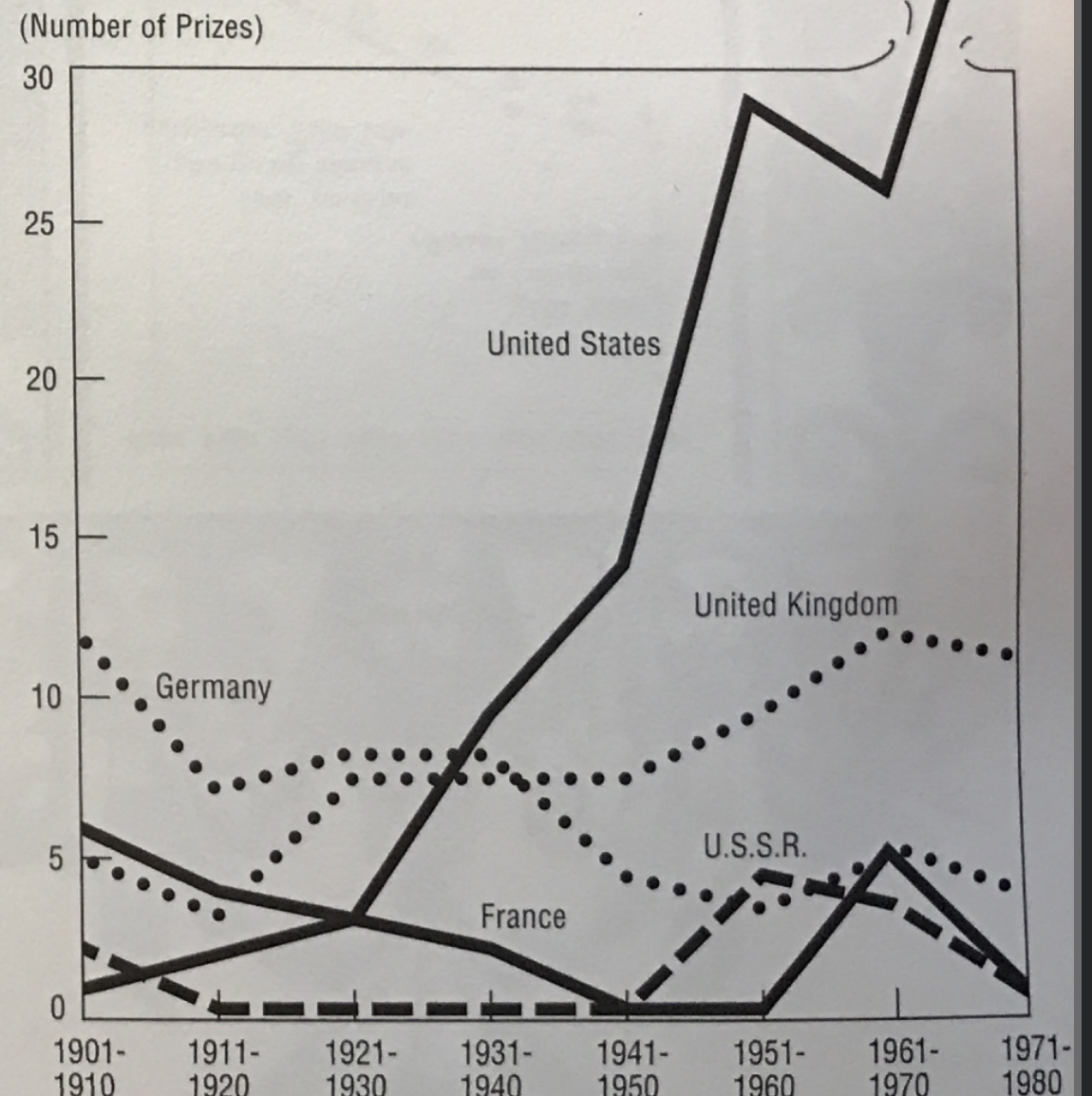
# Example (corrected)



### Nobel Prizes Awarded in Science, for Selected Countries, 1901-1974

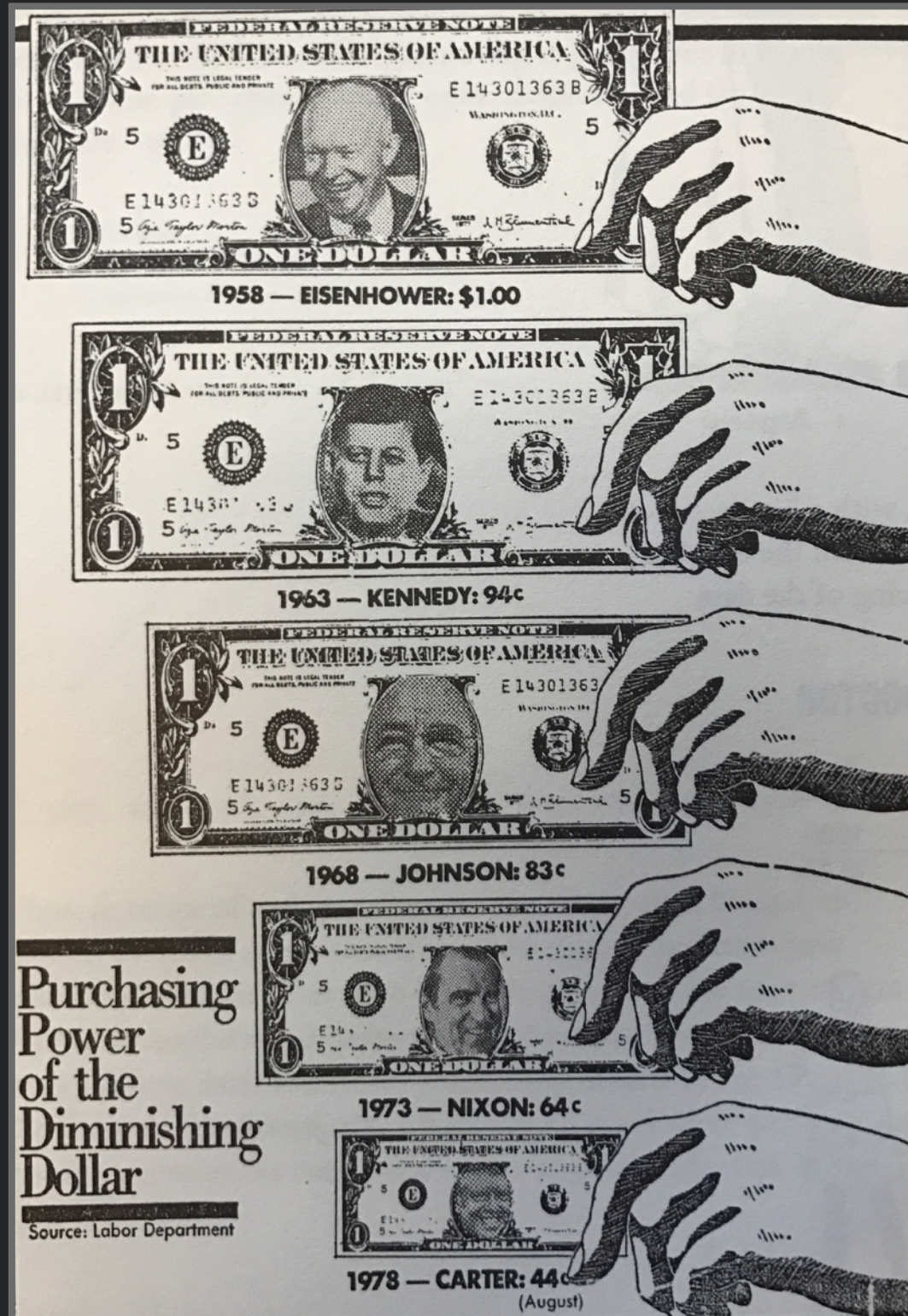


### Nobel Prizes Awarded in Science, for Selected Countries, 1901-1980





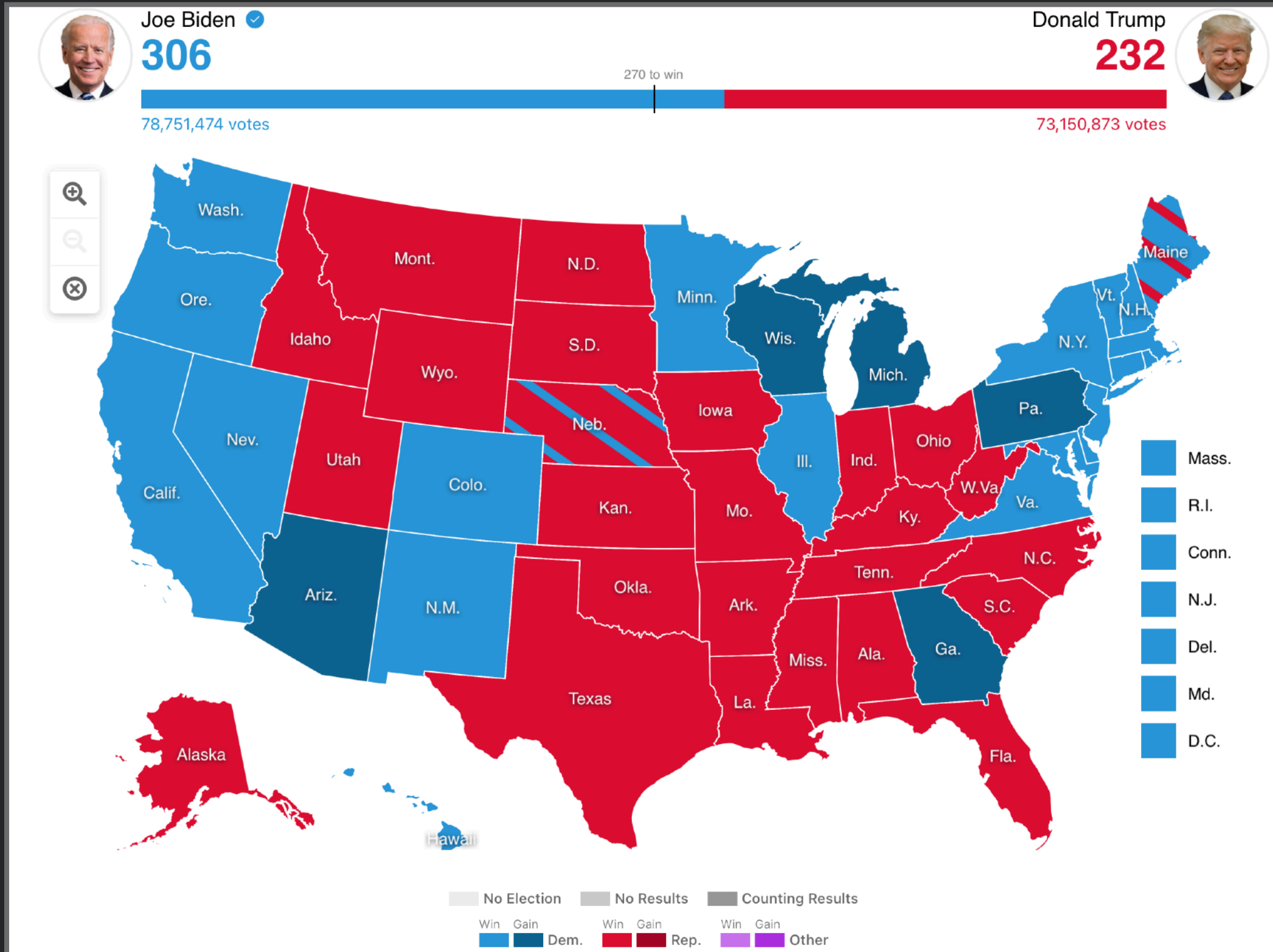
# Example







# Traditional Electoral Map



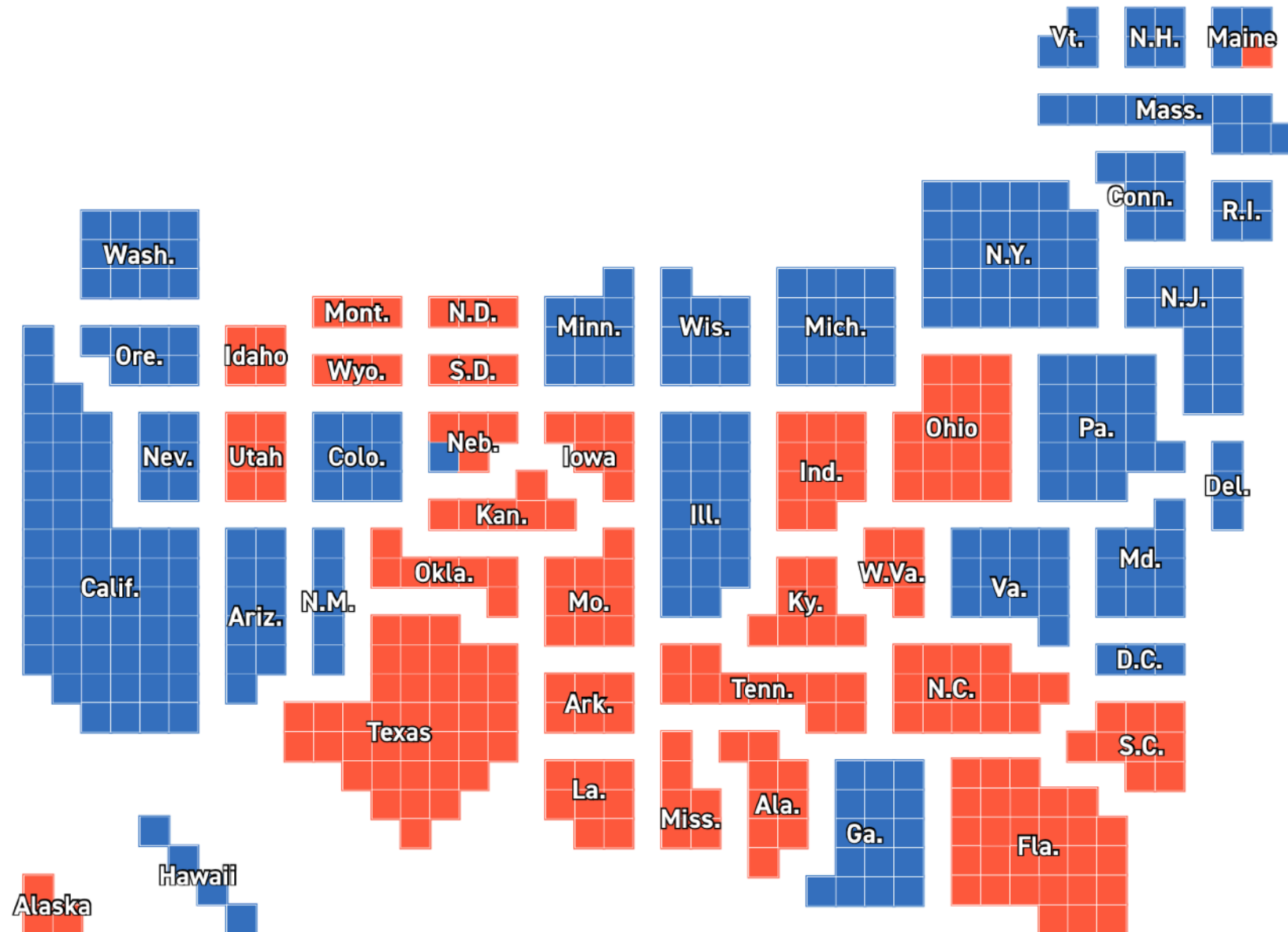


# Weighted Electoral Map

✓ 306 BIDEN

270 to win

TRUMP 232

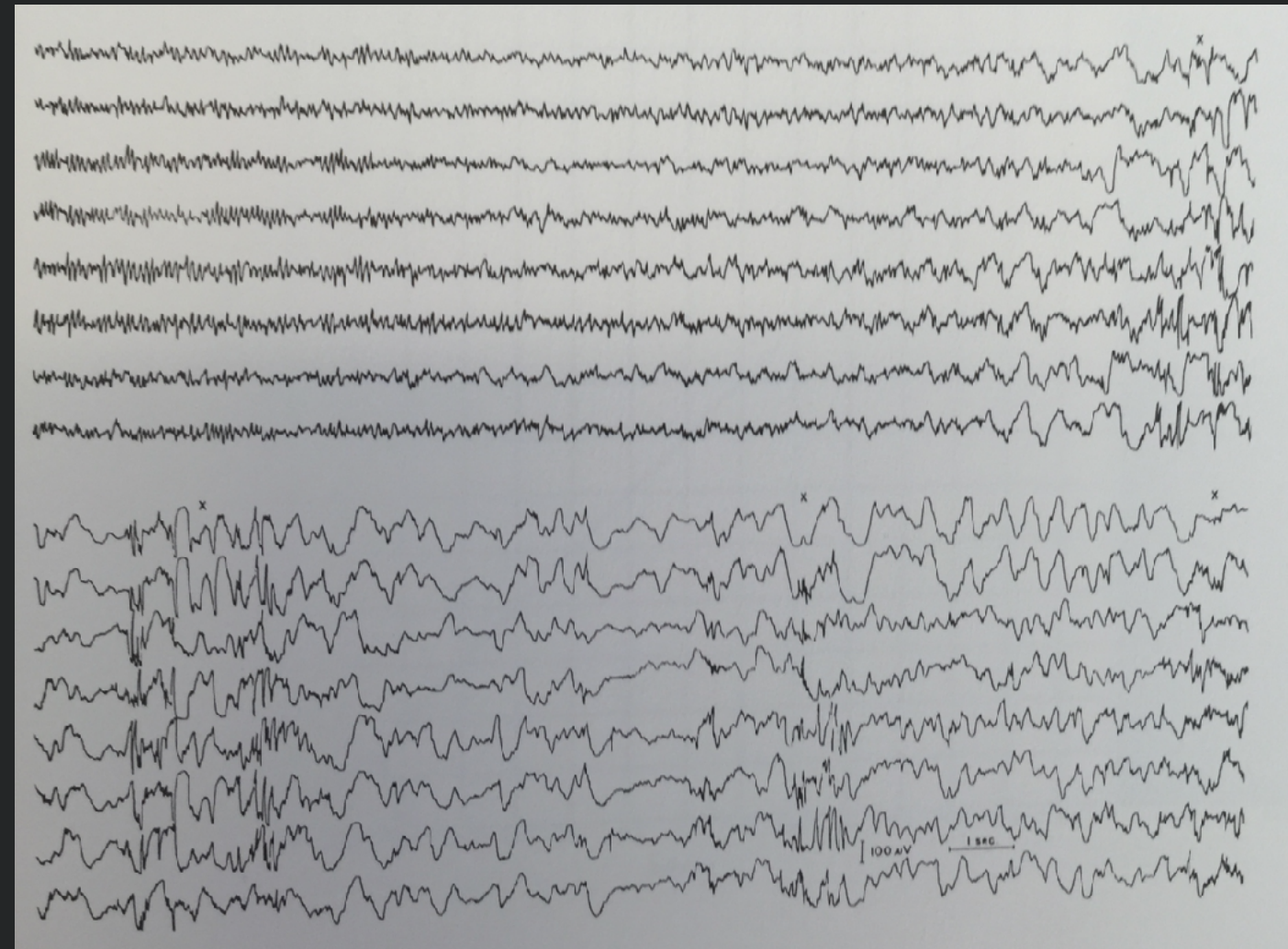
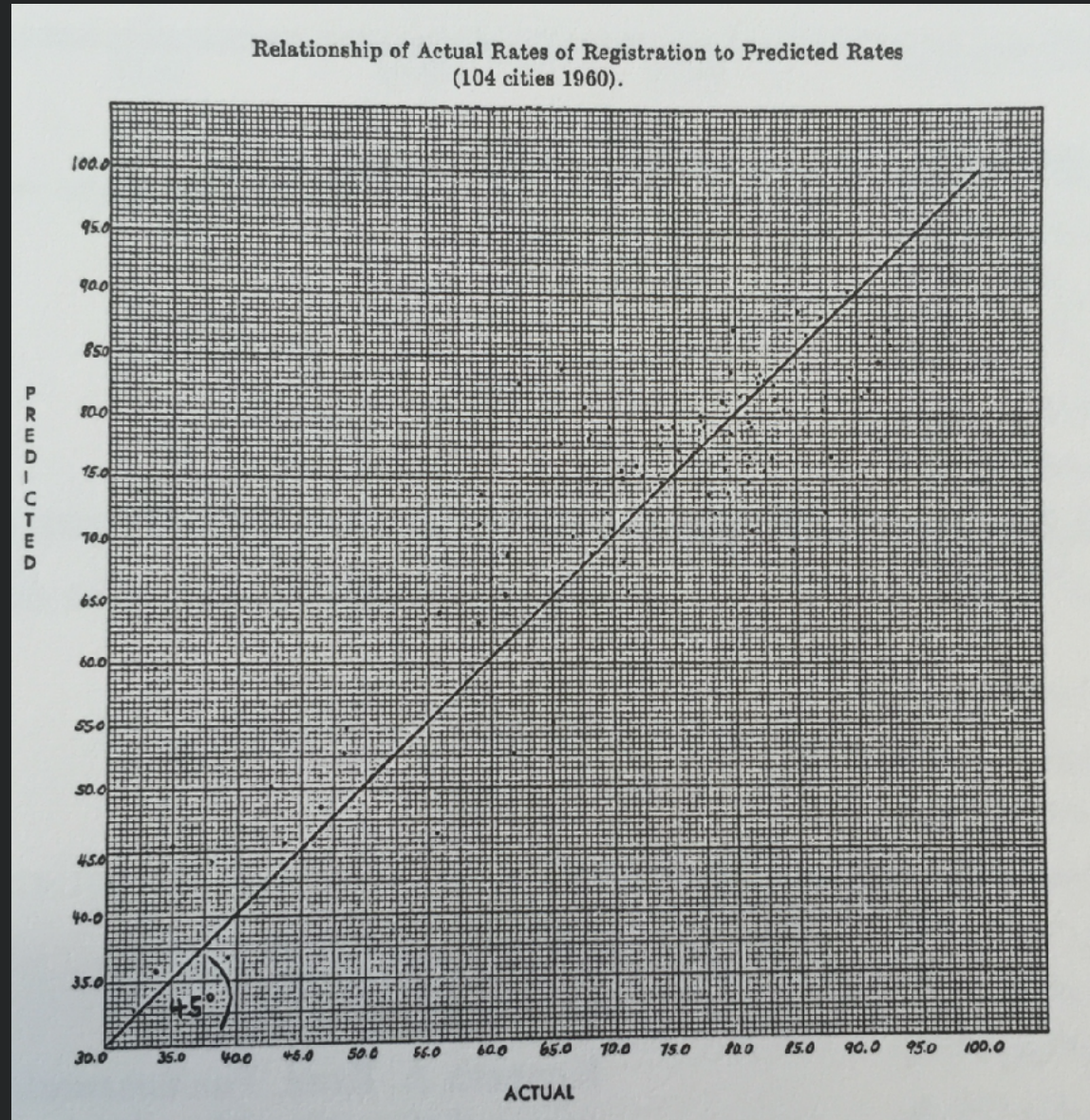


- Data-ink - non-redundant ink encoding data information

$$\begin{aligned} \text{Data-ink ratio} &= \frac{\text{Data-ink}}{\text{Total ink used to print the graphic}} \\ &= \text{proportion of a graphic's ink devoted to the} \\ &\quad \text{non-redundant display of data-information} \\ &= 1.0 - \text{proportion of a graphic that can be erased} \end{aligned}$$



# Examples of Data-ink Ratio



~0

1.0

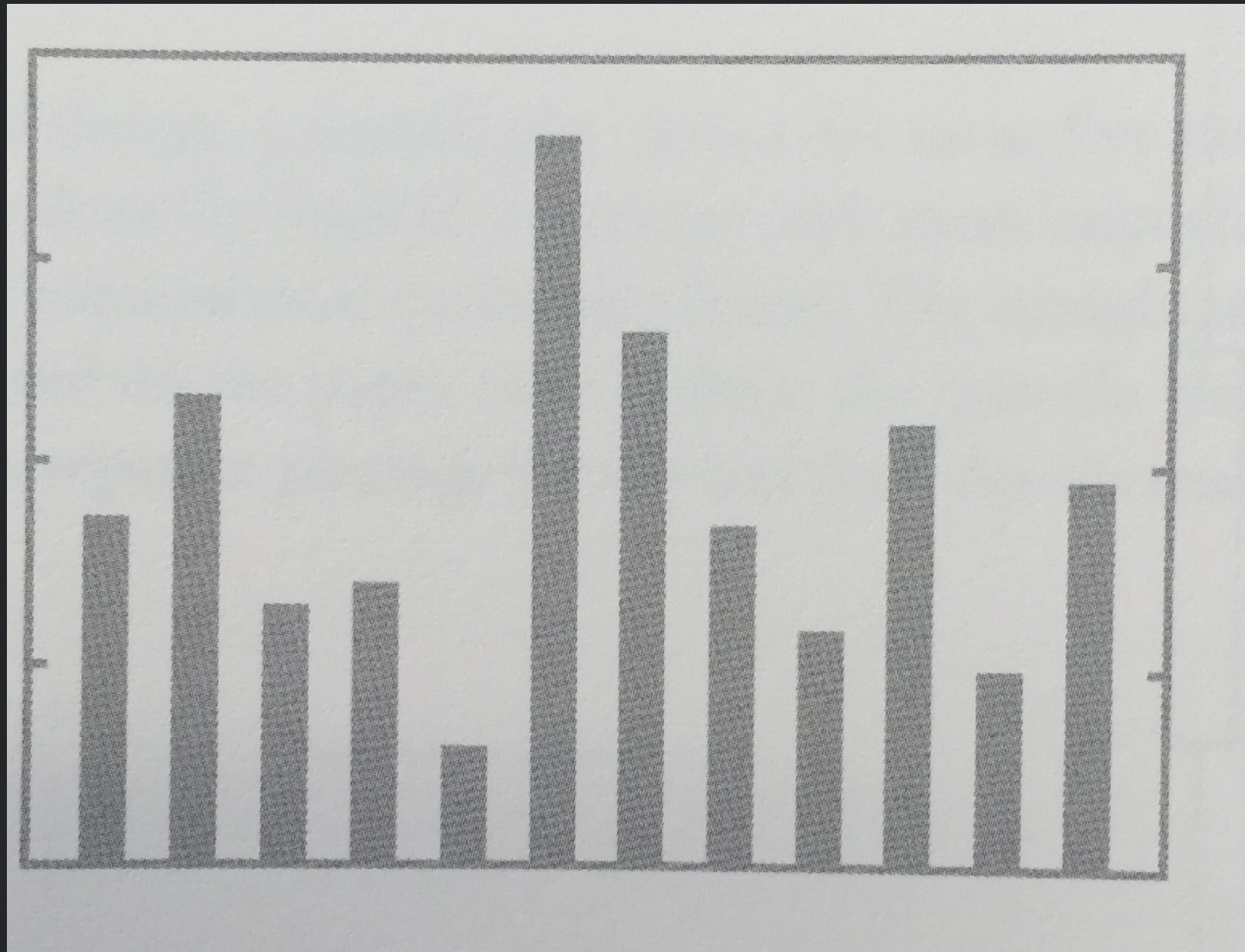




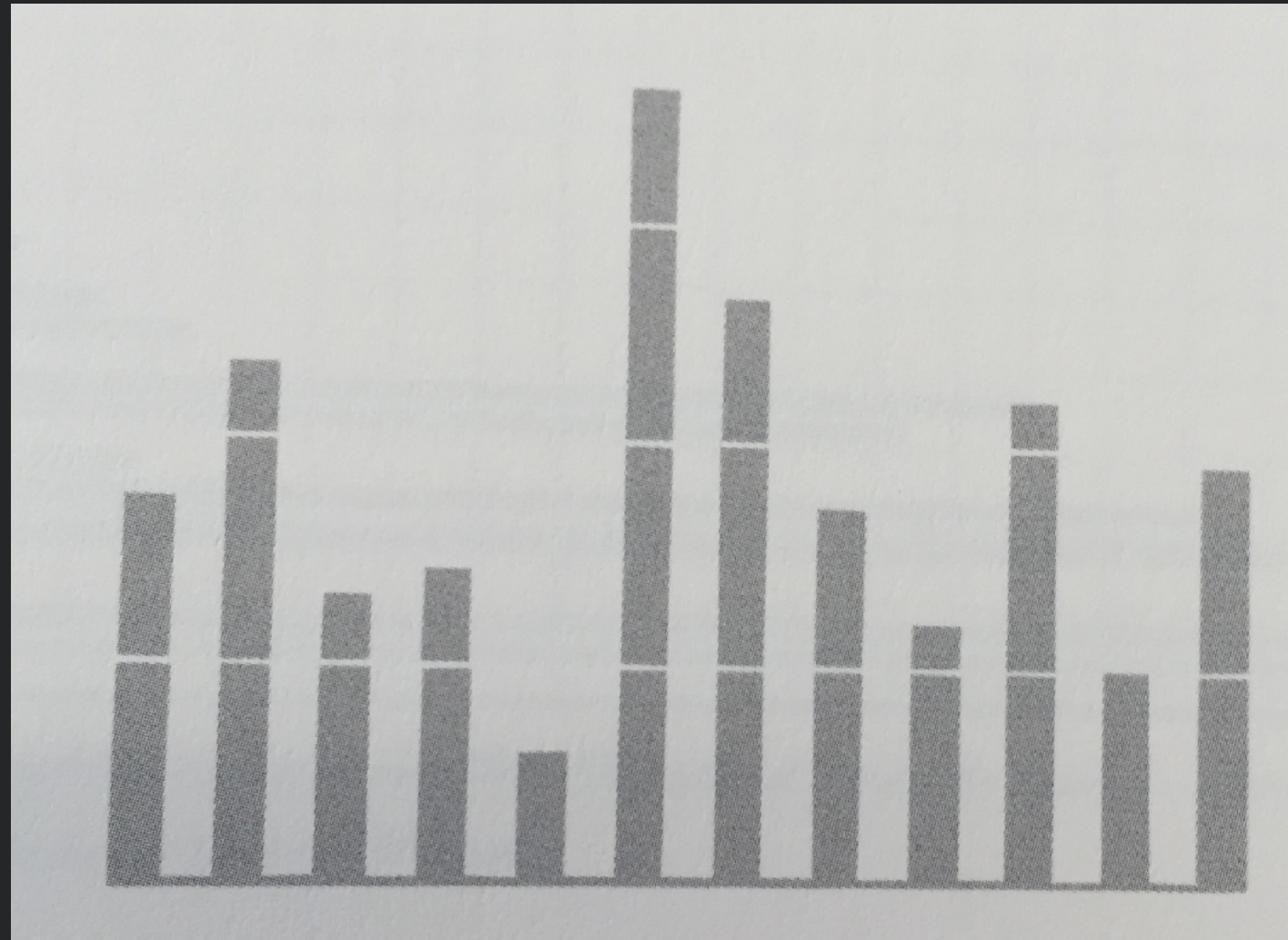
# Design Principles for Data-ink

- (a.k.a. aesthetics & minimalism / elegance & simplicity)
- **Above all else show the data**
  - Erase non-data-ink, within reason
    - Often not valuable and distracting
    - Redundancy not usually useful

# Example



# Example (revised)



# Interacting with Visualizations







# Interactive Visualizations

- Users often use iterative process of making sense of the data
  - Answers lead to new questions
- Interactivity helps user constantly change display of information to answer new questions
- Should offer visualization that offers best view of data moment to moment as desired view changes

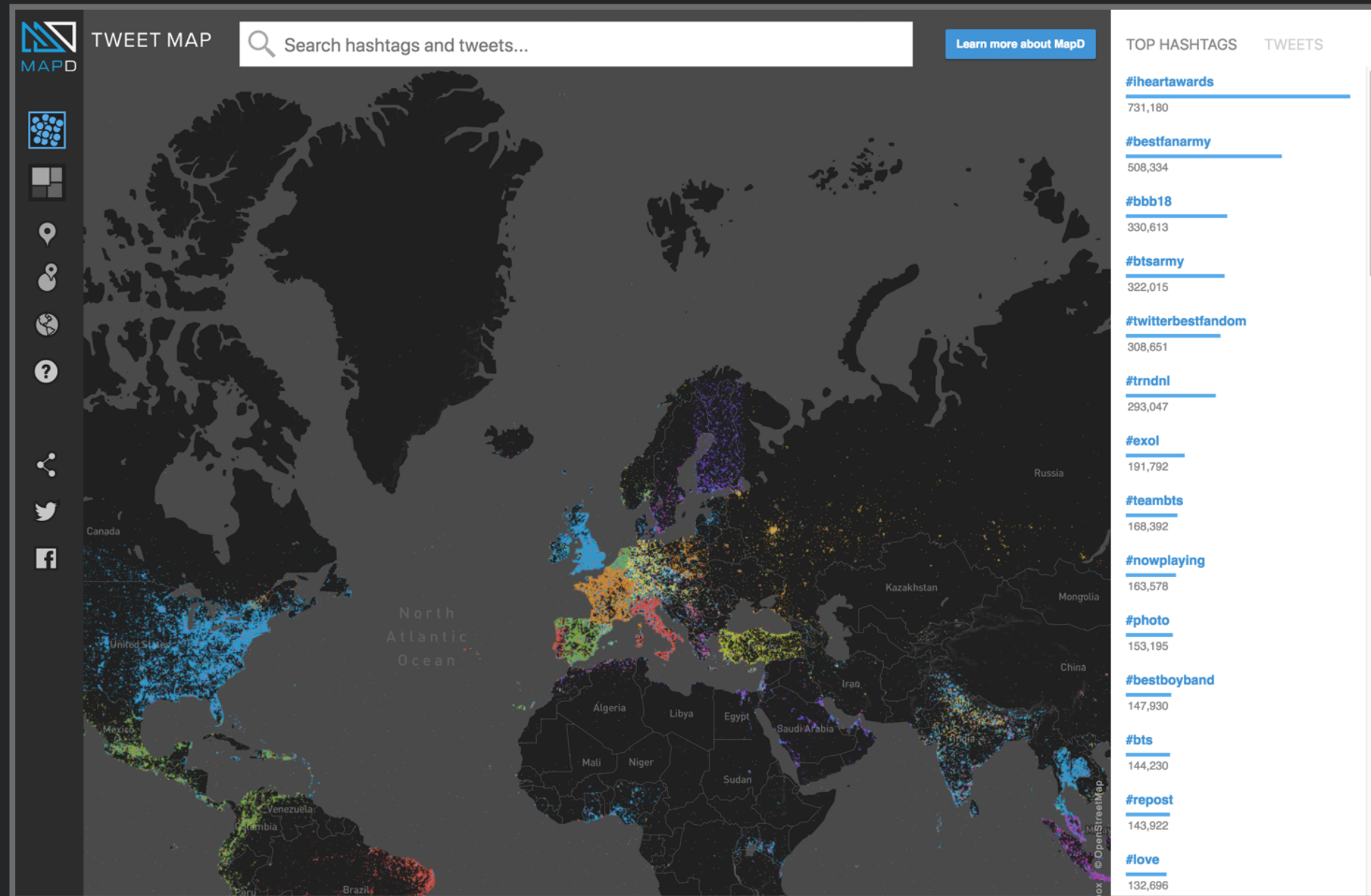


# Information Visualization Tasks

- **Overview:** gain an overview of entire collection
- **Zoom:** zoom in on items of interest
- **Filter:** filter out uninteresting items
- **Details on Demand:** select an item or group and get details
- **Relate:** view relationships between items
- **History:** support undo, replay, progressive refinement
- **Extract:** allow extraction of sub-collections through queries



# Global Tweet Map



<https://www.mapd.com/demos/tweetmap/>



# Renting vs. Buying Utility

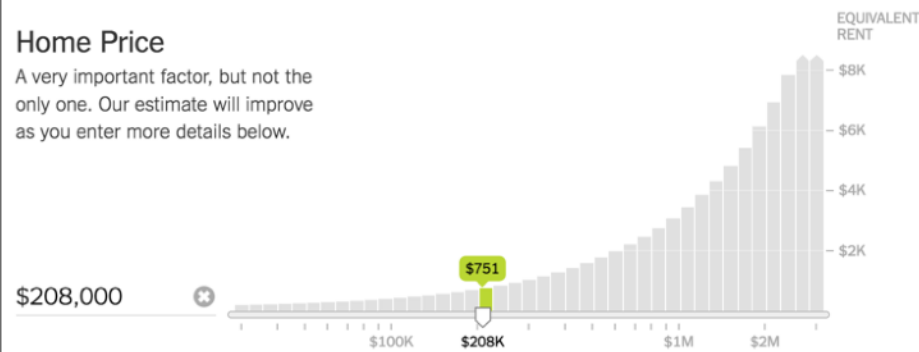
## Is It Better to Rent or Buy?

By MIKE BOSTOCK, SHAN CARTER and ARCHIE TSE

The choice between buying a home and renting one is among the biggest financial decisions that many adults make. But the costs of buying are more varied and complicated than for renting, making it hard to tell which is a better deal. To help you answer this question, our calculator takes the most important costs associated with buying a house and computes the equivalent monthly rent. [RELATED ARTICLE](#)

### Home Price

A very important factor, but not the only one. Our estimate will improve as you enter more details below.



If you can rent a similar home for less than ...

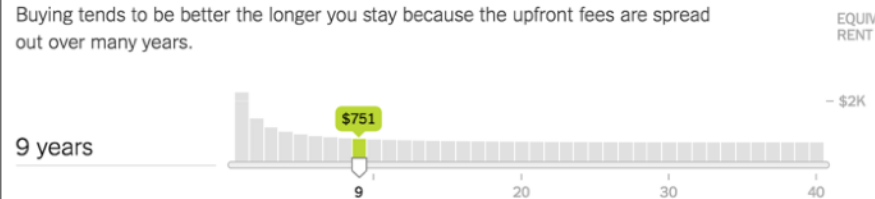
**\$751** PER MONTH

... then renting is better.

Costs after 9 years	Rent	Buy
Initial costs	\$751	\$49,920
Recurring costs	\$90,937	\$137,912
Opportunity costs	\$13,092	\$37,376
Net proceeds	-\$751	-\$121,180
<b>Total</b>	<b>\$104,029</b>	<b>\$104,029</b>

### How Long Do You Plan to Stay?

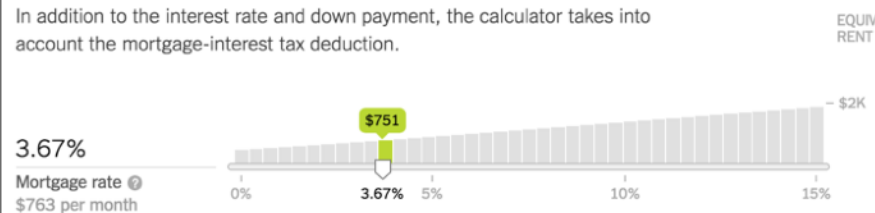
Buying tends to be better the longer you stay because the upfront fees are spread out over many years.



**How to Read the Charts** Charts that are relatively flat indicate factors that are not particularly important to the outcome. Conversely, the factors that have steep slopes have a large impact.

### What Are Your Mortgage Details?

In addition to the interest rate and down payment, the calculator takes into account the mortgage-interest tax deduction.





# Acknowledgements

- Slides adapted from Dr. Thomas Latoza's SWE 432 course