

How to make good
visualizations?

Design Criteria

Expressiveness

Tell the truth, the whole truth and nothing but the truth!

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

Effectiveness

Use visual encodings that people can decode better (faster and more accurate).

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

Effectiveness

“Use visual encodings that people can decode better”

1. Learn about Data Models

2. Learn about Visual Encoding

3. Learn the Rules

4. Examples

5. Summarize with practical tips

Task

Questions, goals, assumptions

Data

Physical data type
Conceptual data type

nominal,
ordinal,
quantitative?

Domain

metadata
semantics
conventions

sorting, log-scale,
binning, grouping,
aggregating ...

Processing

Mapping /
Visual Encoding

position (x, y), color, shape,
size, ...

Image

Visual channel
Graphical marks
points, bars, lines, ...

Outline

Data Model

Formal Description
of the data set

Latitude	Longitude	Surface	Date	Time (UTC)	Temperature (°C)
41.25	-120.9762	Land	Jan 1, 2022	05:00	21.78
89.42	170.7629	Sea	Jan 1, 2022	06:20	-40.80
0.70	130.5643	Land	Jan 1, 2022	08:20	45.60
decimal	decimal	string	date	time	decimal (float)

Conceptual Model

Mental constructions
include semantics and
support reasoning

Spatial location surface Time of measurement Temperature

Data Models

N - Nominal (labels or categories)

Fruits: apples, oranges, ...

O - Ordered

Quality of meat: Grade A, AA, AAA

Q - Interval (location of zero arbitrary)

Dates: Jan, 19, 2006;

Location: (LAT 33.98, LONG -118.45)

Only differences (i.e., intervals) may be compared

Q - Ratio (zero fixed)

Physical measurement: length, mass, time duration,
counts and amounts

Can measure ratios or proportions

ID (sets and
sequences)

Temporal

2D (maps)

3D (shapes)

nD (relational)

Trees (hierarchies)

Networks (graphs)

Data Type

A categorization that helps us determine which visual encoding to use

Data Types

Latitude	Longitude	Surface	Date	Time (UTC)	Temperature (°C)	Temperature
41.25	-120.9762	Land	Jan 1, 2022	05:00	21.78	Warm
89.42	170.7629	Sea	Jan 1, 2022	06:20	-40.80	Cold
0.70	130.5643	Land	Jan 1, 2022	08:20	45.60	Hot

Data Model

decimal decimal string date time decimal (float) string

Conceptual Model

Spatial location surface Time of measurement Temperature Feeling

Data Type

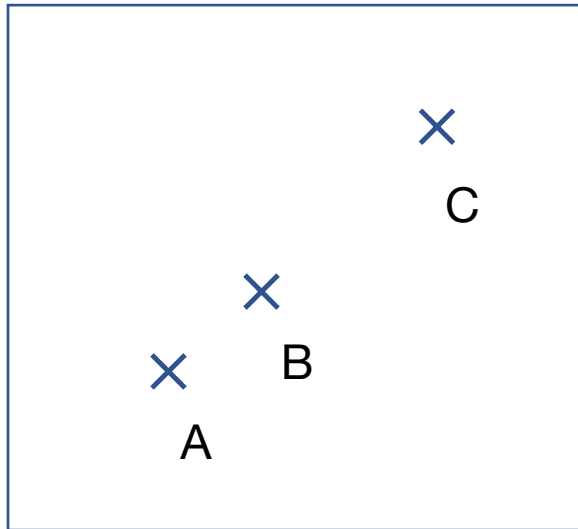
A categorization that helps us determine which visual encoding to use

Q-interval Nominal Q-interval Q-ratio Ordinal
 2-D vector 1-D 1-D 1-D 1-D

Data Types

- An image is set of signs
- Sender encodes information in signs
- Receiver decodes information from the signs

Jacques Bertin, 1967
Semiology of Graphics



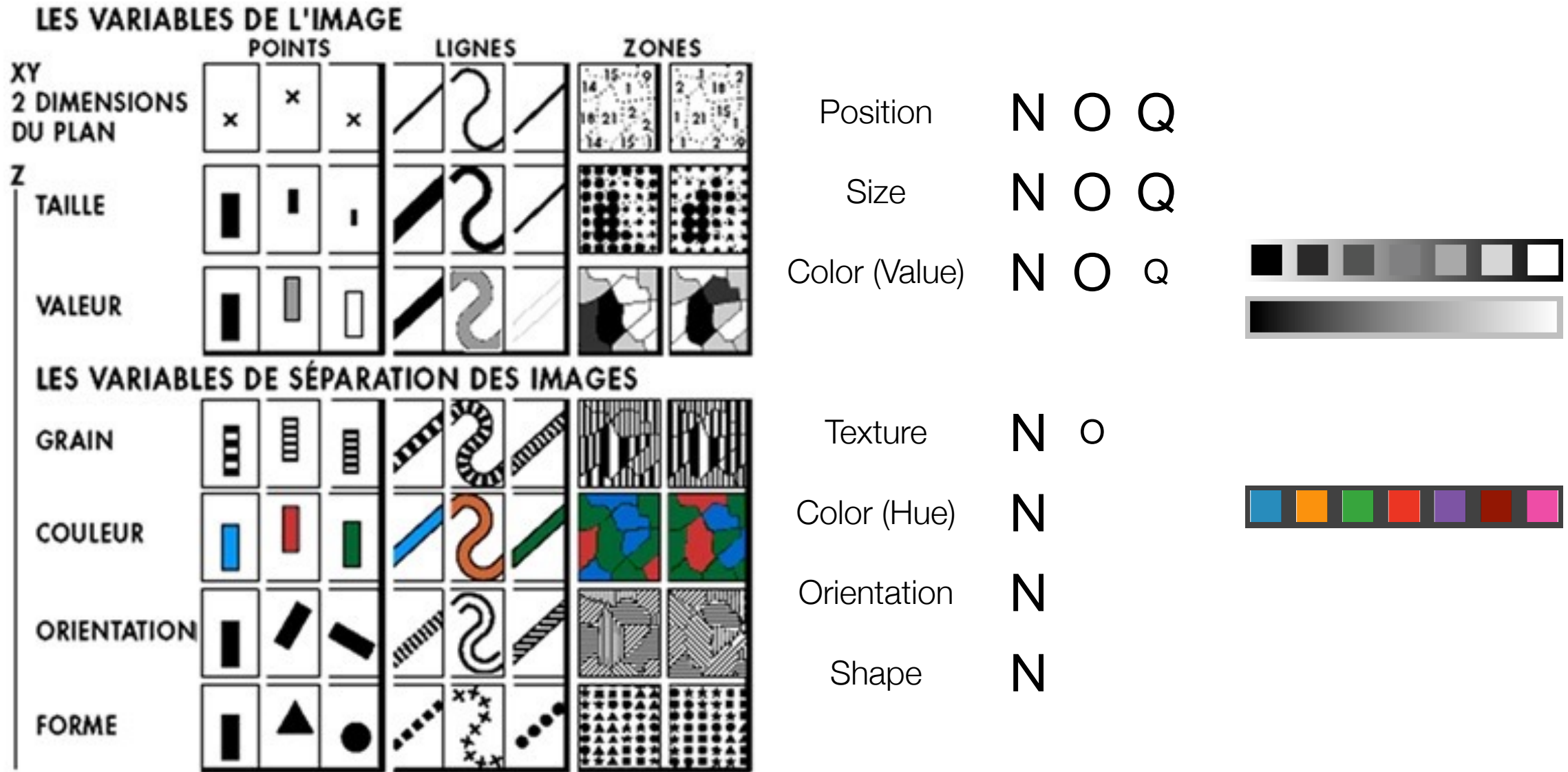
What can I decode from this image?

- A, B, C are distinguishable
- B is between A and C
- The distance between B and C is twice that of AB

What can I encode then using the position (channel) of points (marks)?

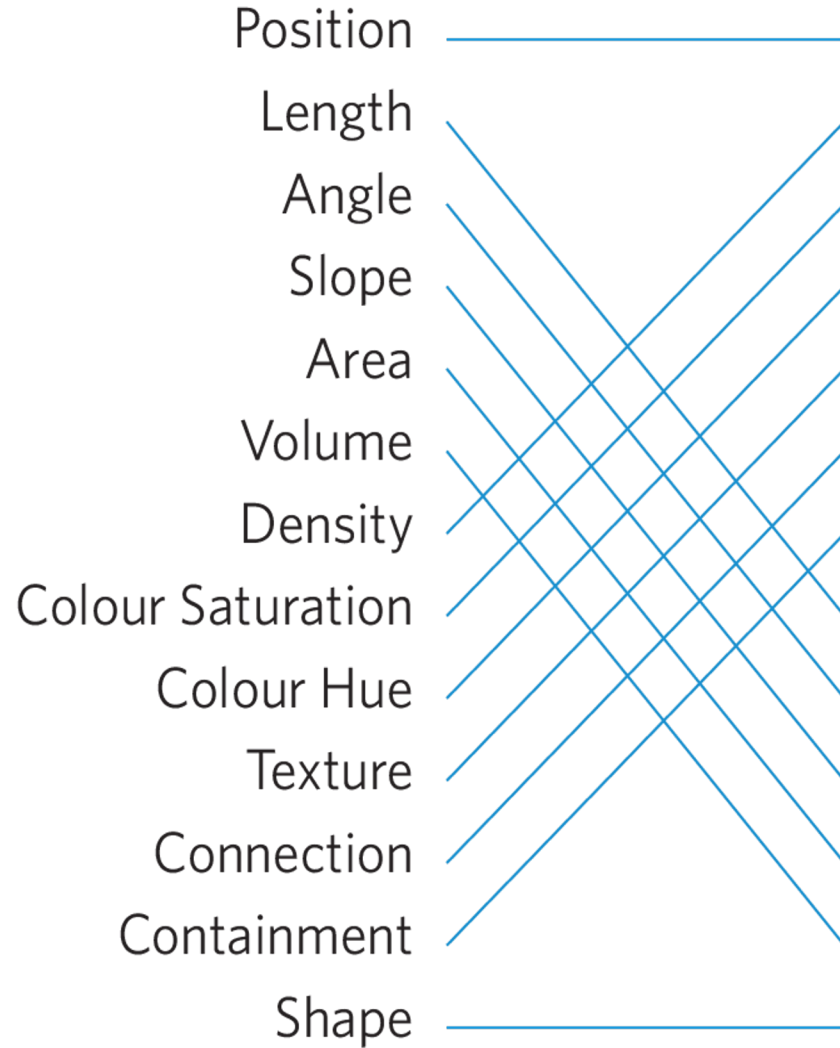
- Quantitative variables

Visual language is a Sign System

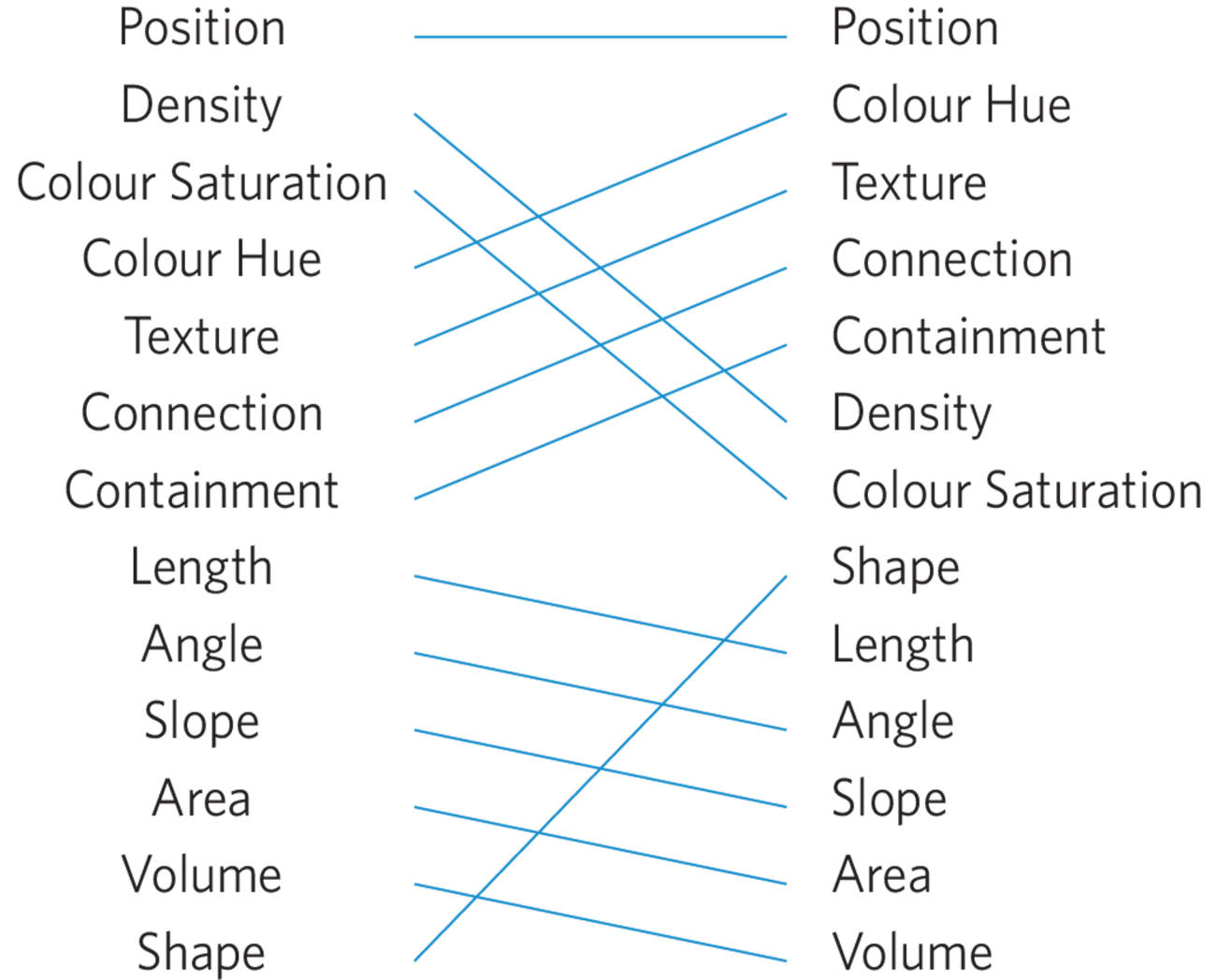


Bertin's Visual Encoding Variables & Levels of Organization

Quantitative



Ordinal



Nominal

Mackinlay's Effectiveness Ranking

Assume k visual encodings and n data attributes. Pick the “best” encoding among a combinatorial set of possibilities of size $(n + 1)^k$

- **Principle of Consistency**
The properties of the image (visual variables) should match the properties of the data.
- **Principle of Importance Ordering**
Encode the most important information in the most effective way.

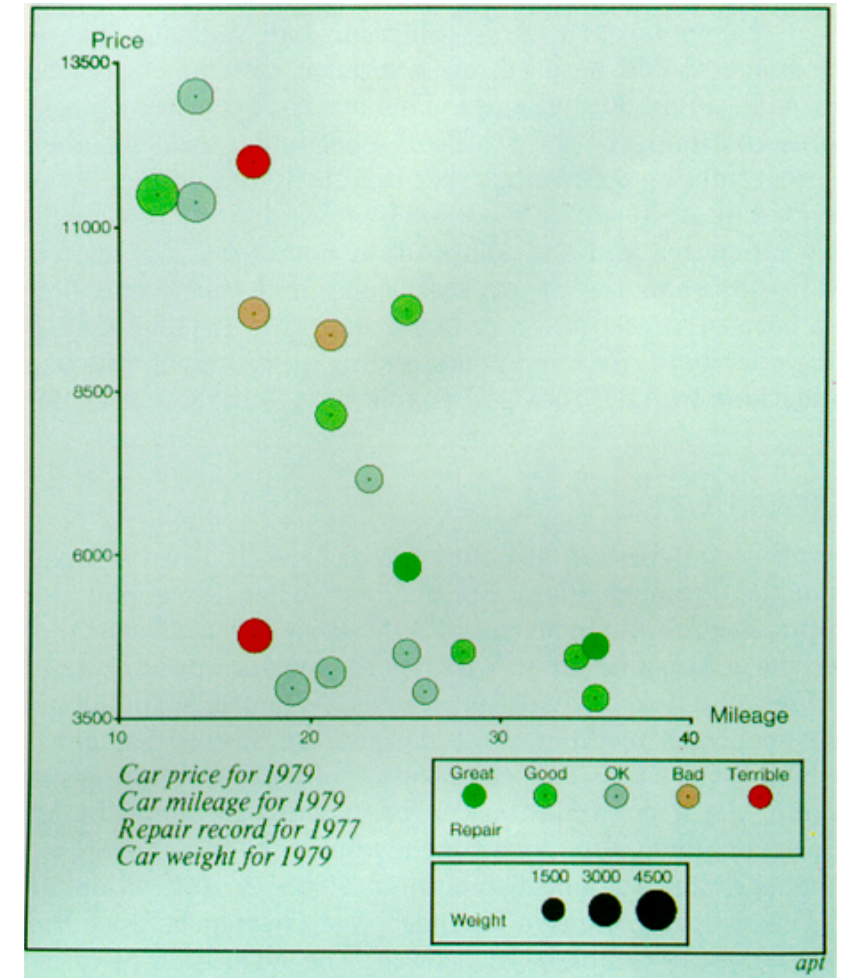
Input: data model and type, ordered list of data variables to show

APT searches over design space

- Test expressiveness of each visual encoding
- Generate encodings that pass test
Rank by perceptual effectiveness criteria
- **Output** the “most effective” visualization

Input variables:

1. Price 2. Mileage 3. Repair 4. Weight



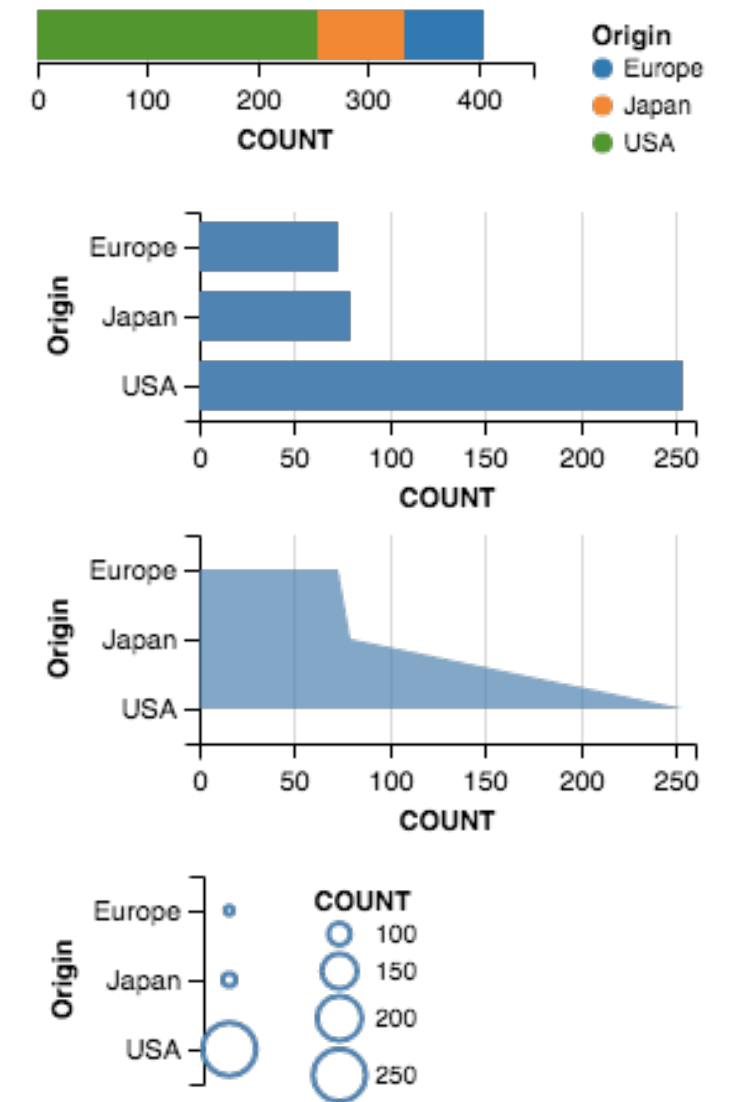
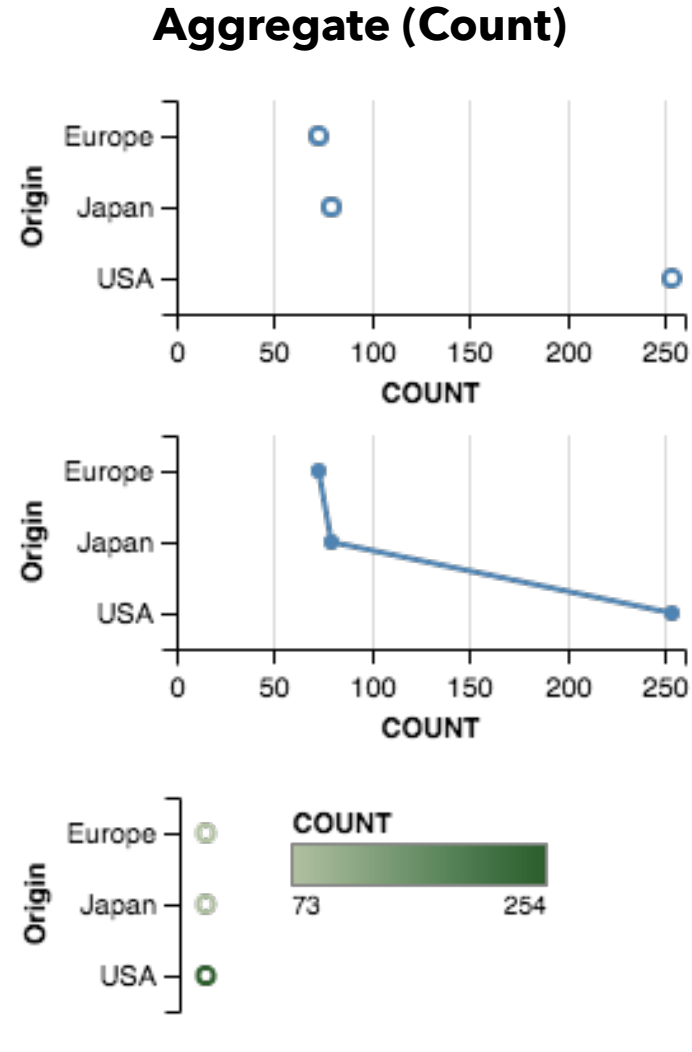
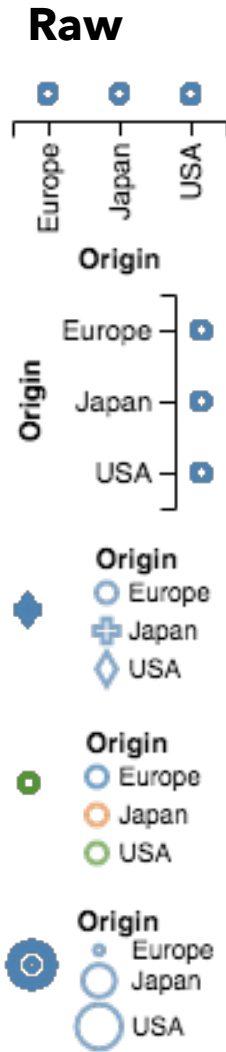
APT - “A Presentation Tool”, 1986

Mackinlay’s Automated Design Algorithm

Examples

Input
 1-D Nominal sequence
 of car origins

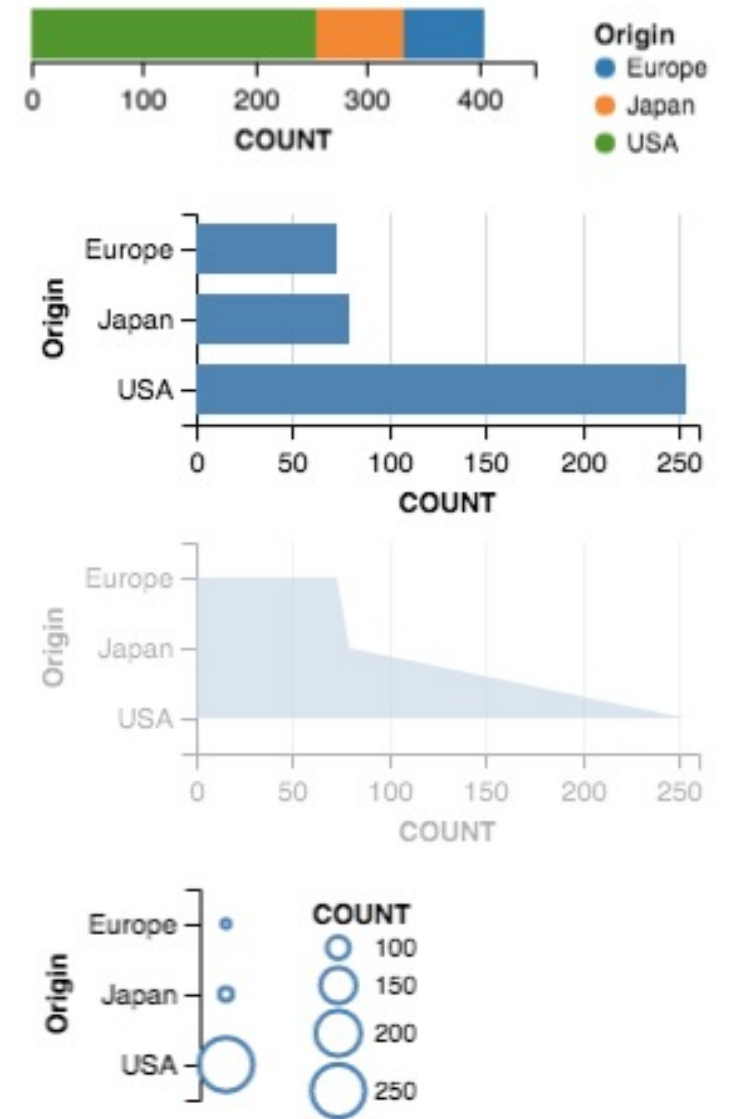
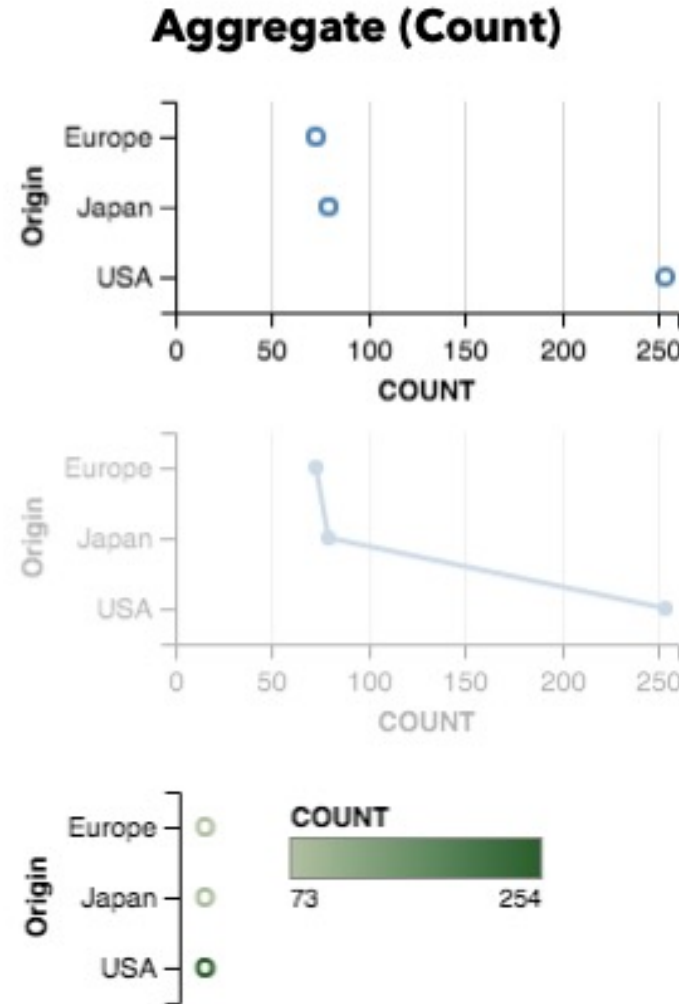
Origin
Europe
Japan
Europe
Japan
USA
USA
USA
Japan
...



Expressive?

Input
 1-D Nominal sequence
 of car origins

Origin
Europe
Japan
Europe
Japan
USA
USA
USA
Japan
...

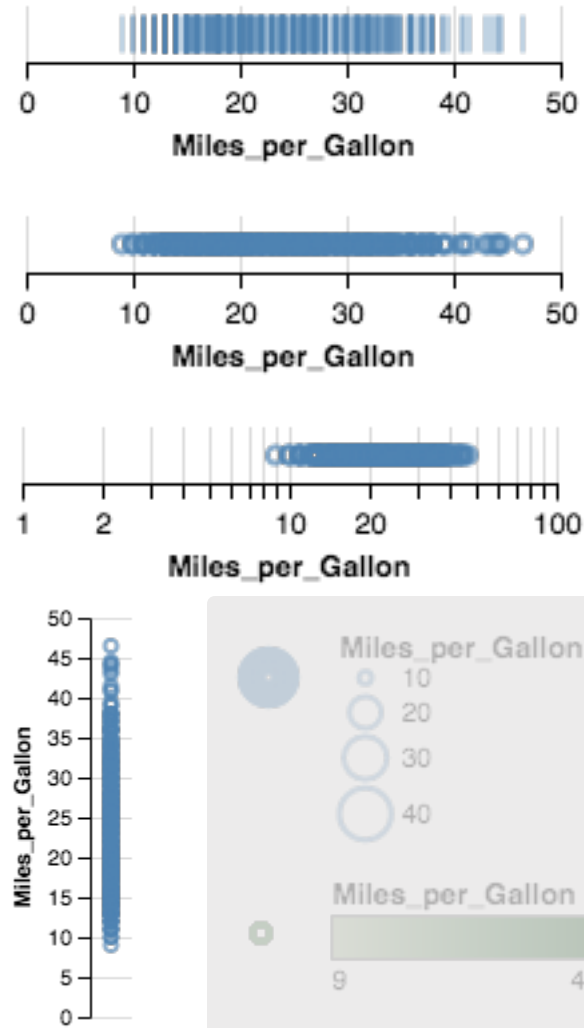


Effective?

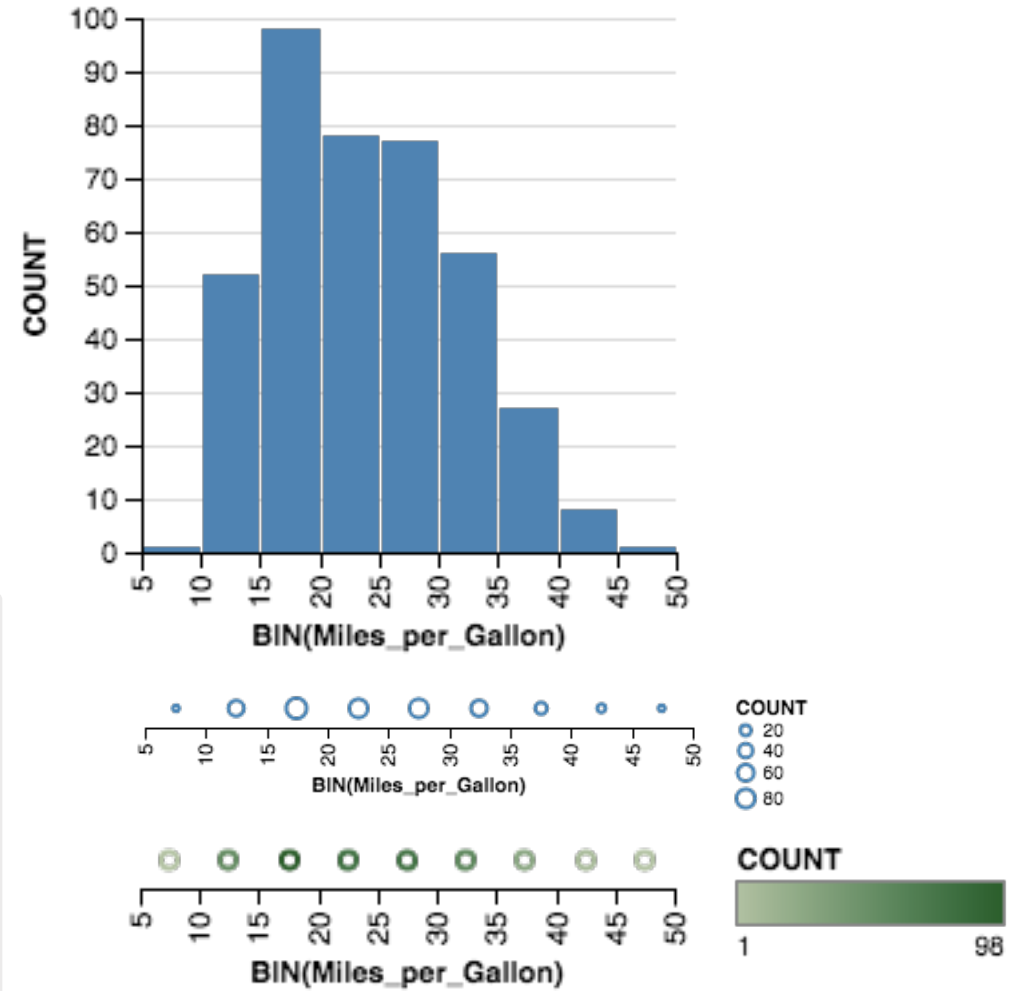
Input
I-D Quantitative
sequence of mileage

Miles per gallon
30.4
48.1
20.5
10.0
35.2
30.8
40.1
21.1
...

Raw



Aggregate (Count)

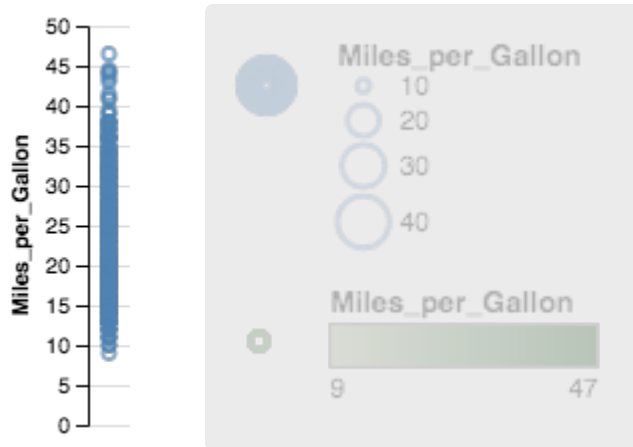
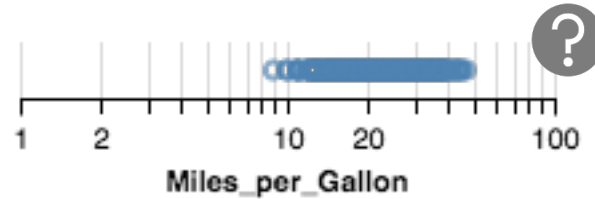
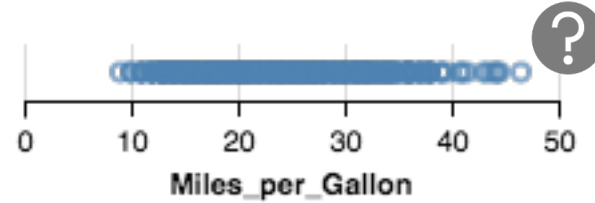
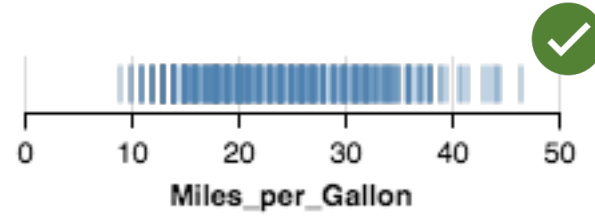


Expressive?

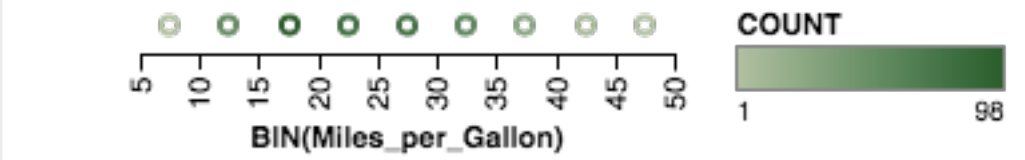
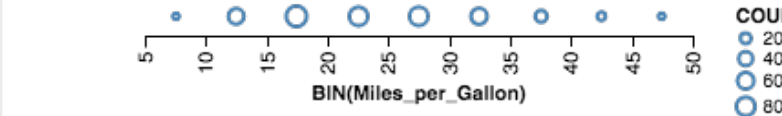
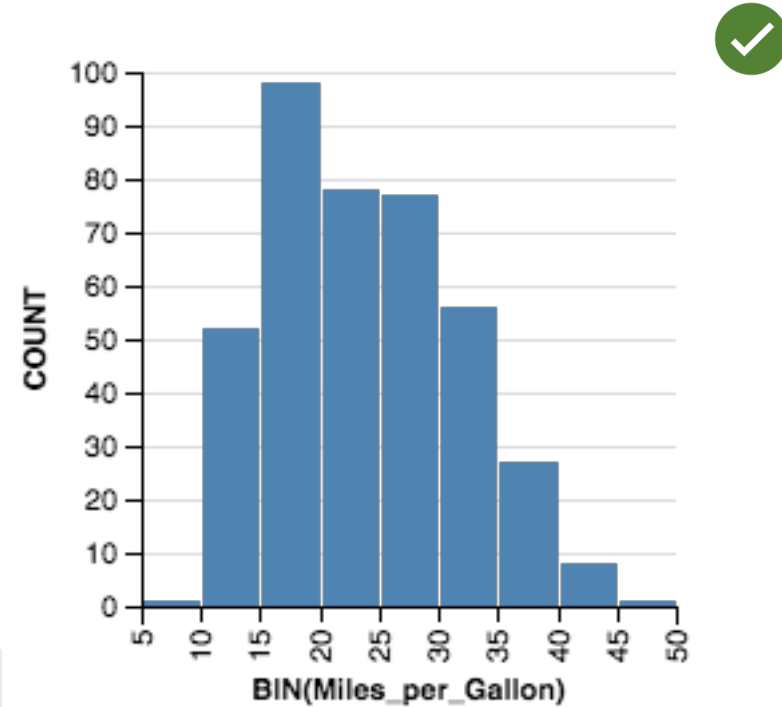
Input
I-D Quantitative
sequence of mileage

Miles per gallon
30.4
48.1
20.5
10.0
35.2
30.8
40.1
21.1
...

Raw



Aggregate (Count)

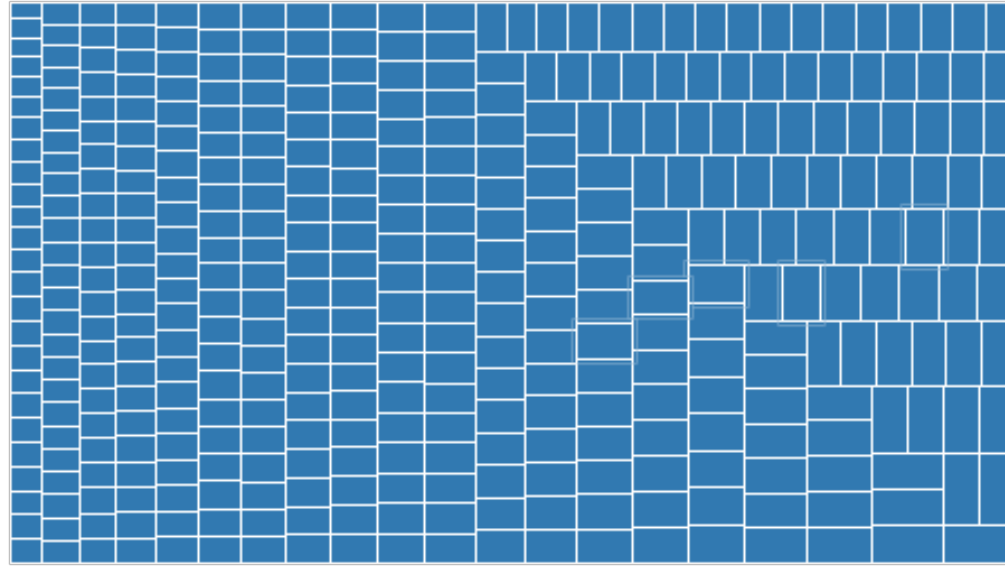


Effective?

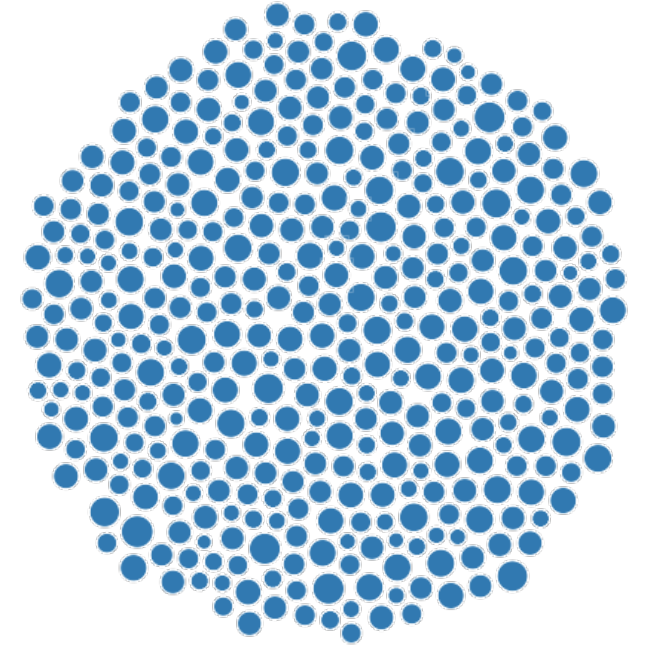
Input
I-D Quantitative
sequence of mileage

Miles per gallon
30.4
48.1
20.5
10.0
35.2
30.8
40.1
21.1
...

Raw (with Layout Algorithm)

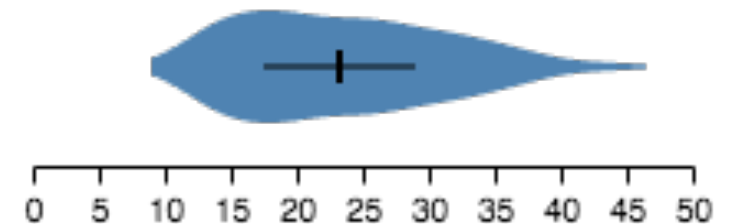
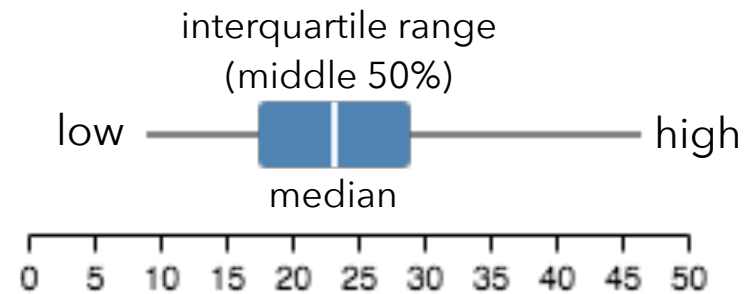


Treemap



Bubble Chart

Aggregate (Distribution)

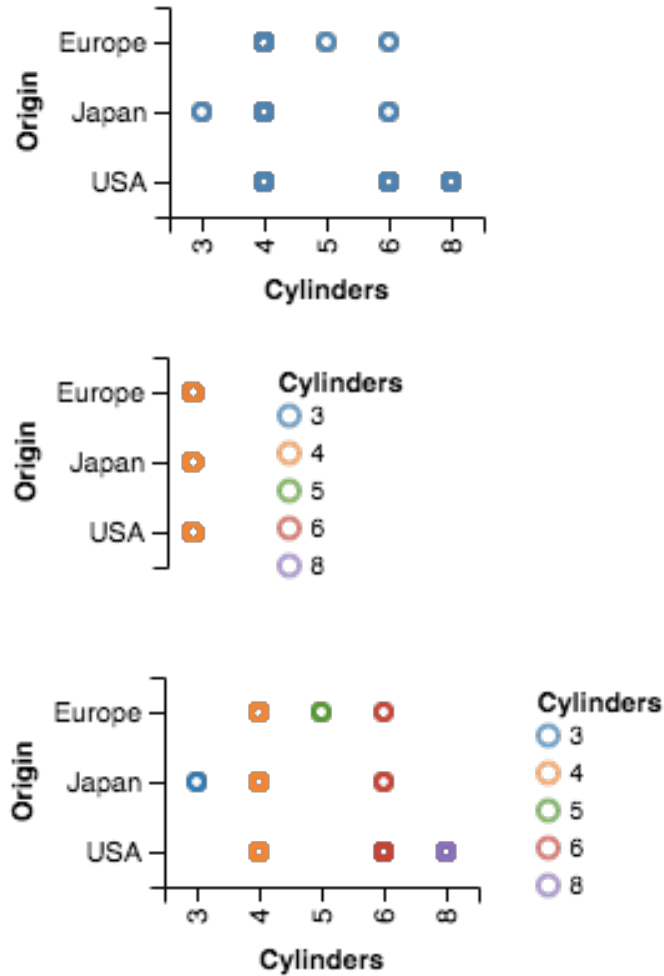


Expressive? Effective?

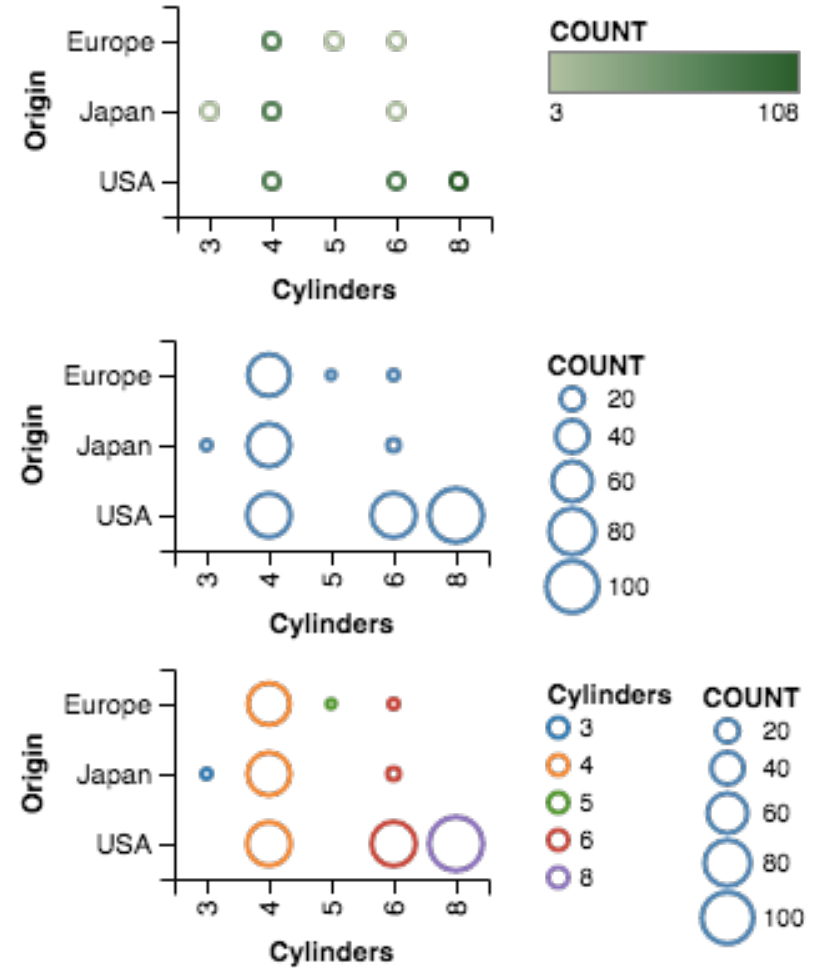
Input
2-D Nominal × Nominal

Origin	Cylinders
Europe	4
Japan	3
Europe	6
Japan	8
USA	5
USA	3
USA	4
Japan	8
...	...

Raw



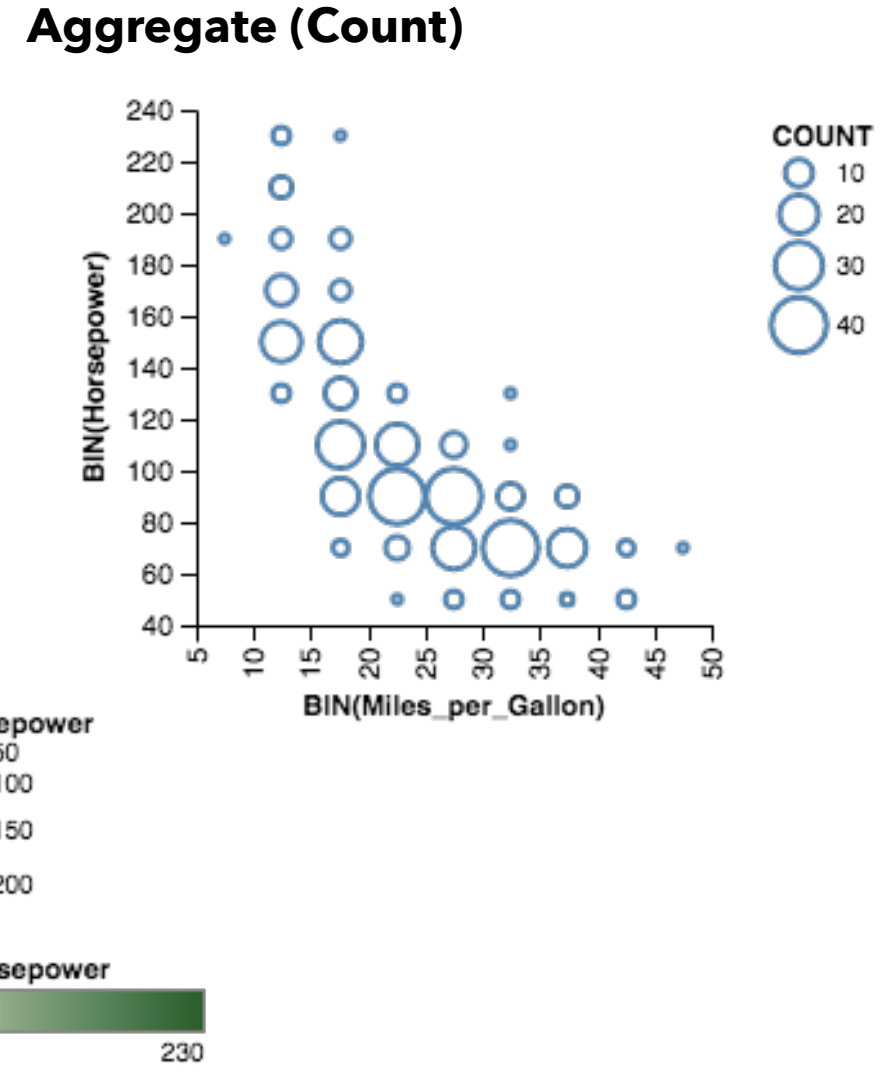
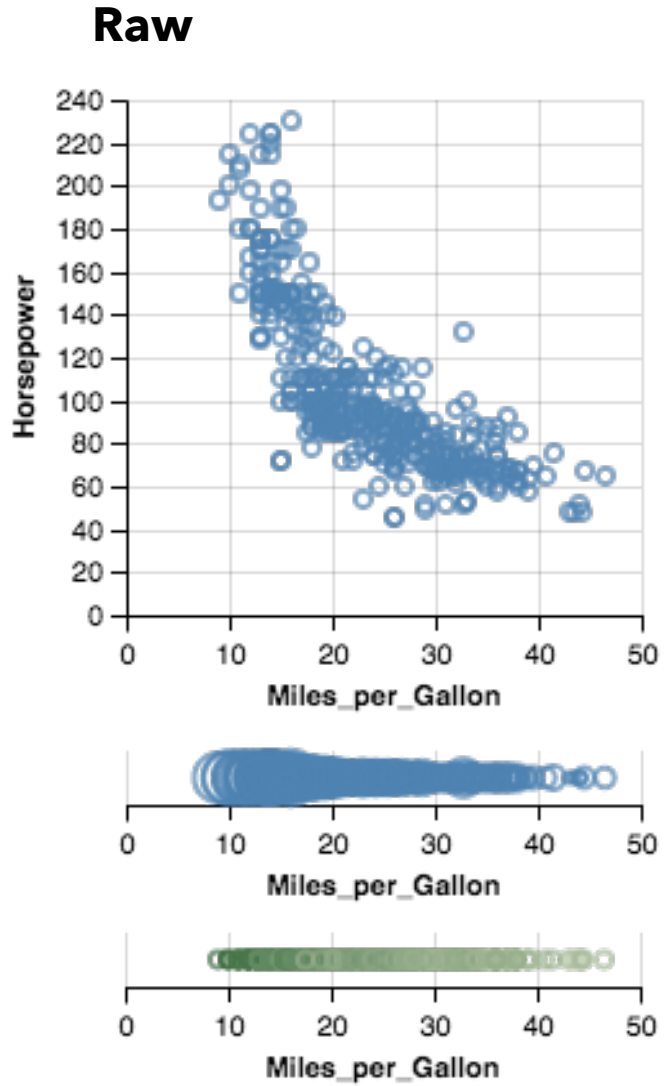
Aggregate (Count)



Expressive? Effective?

Input
2-D $Q \times Q$

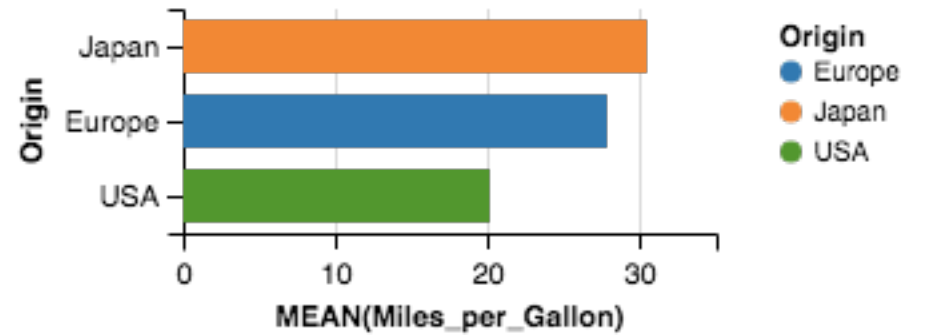
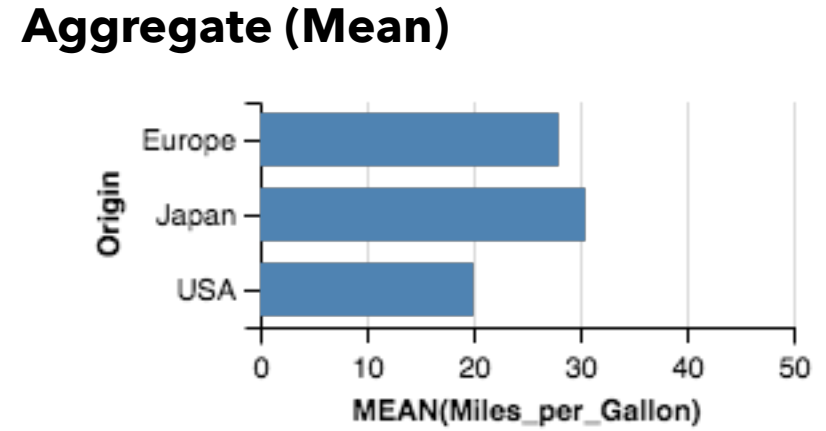
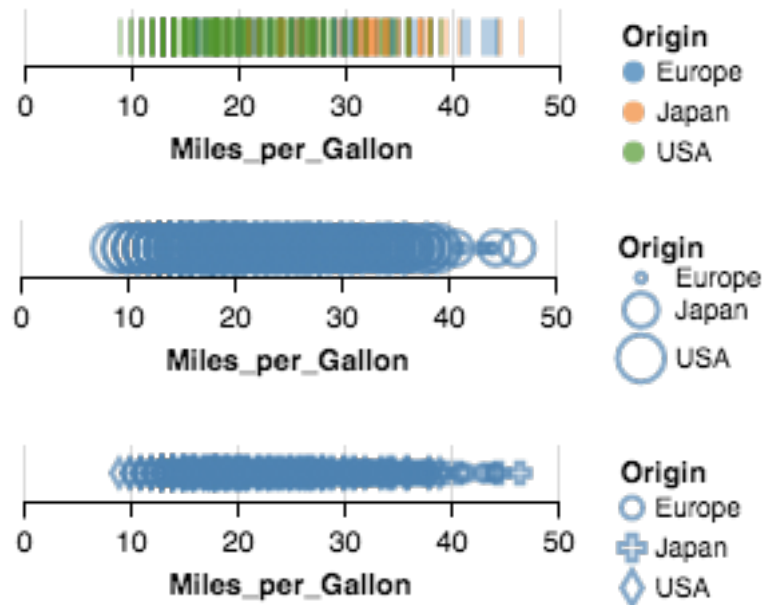
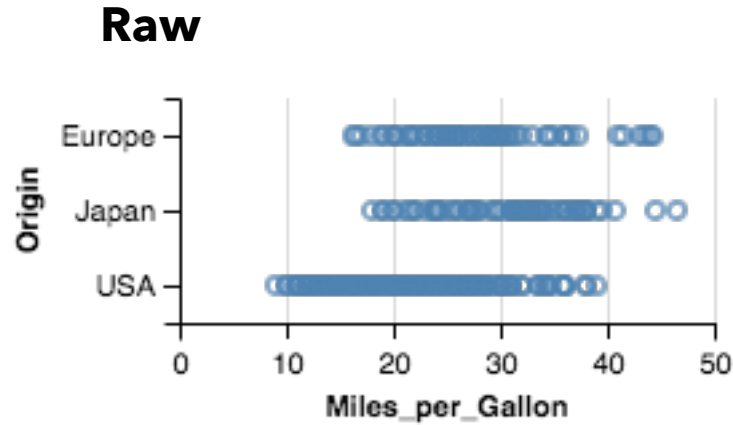
Hourse-power	Mileage
120	28
122	25
144	20
222	14
230	15
80	30
60	40
62	47
...	...



Expressive? Effective?

Input
2-D $N \times Q$

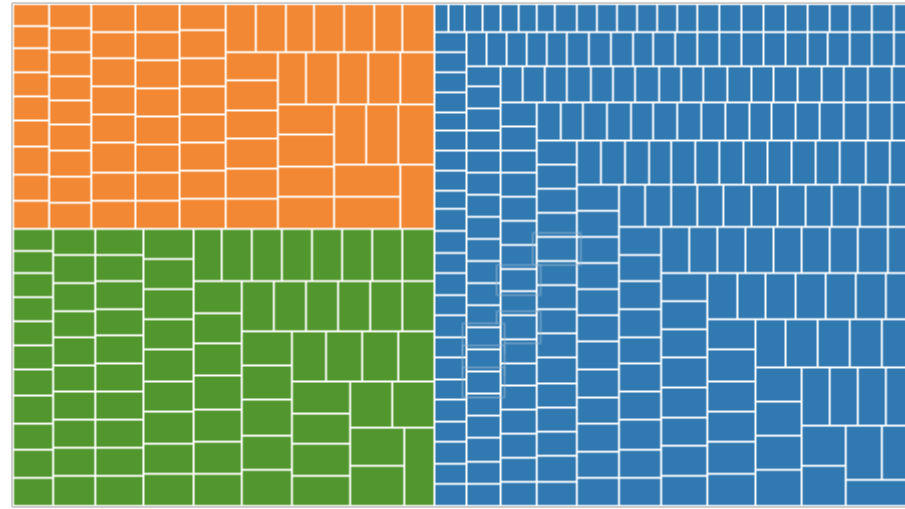
Origin	Mileage
Europe	28
Japan	25
Europe	20
Japan	14
USA	15
USA	30
USA	40
Japan	47
...	...



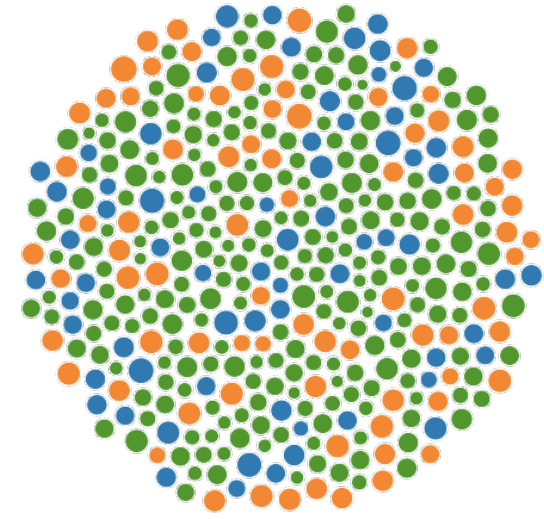
Expressive? Effective?

Input
2-D $N \times Q$

Raw



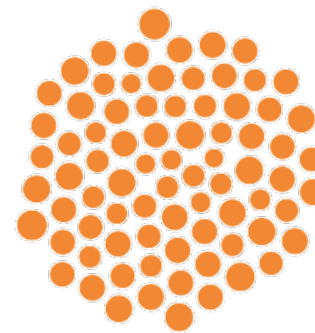
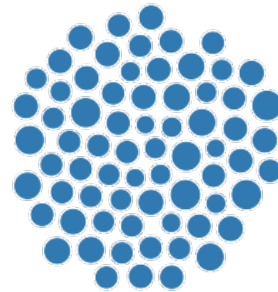
Treemap



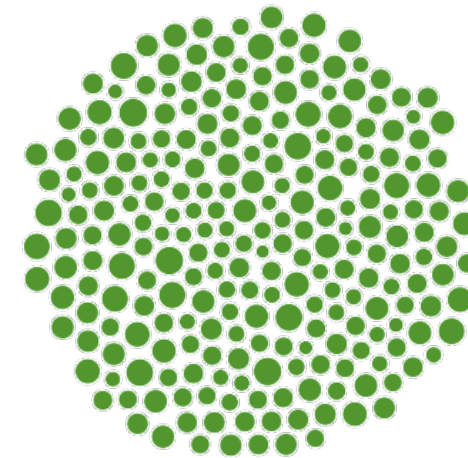
Bubble Chart

Origin	Mileage
Europe	28
Japan	25
Europe	20
Japan	14
USA	15
USA	30
USA	40
Japan	47
...	...

Origin
● Europe
● Japan
● USA



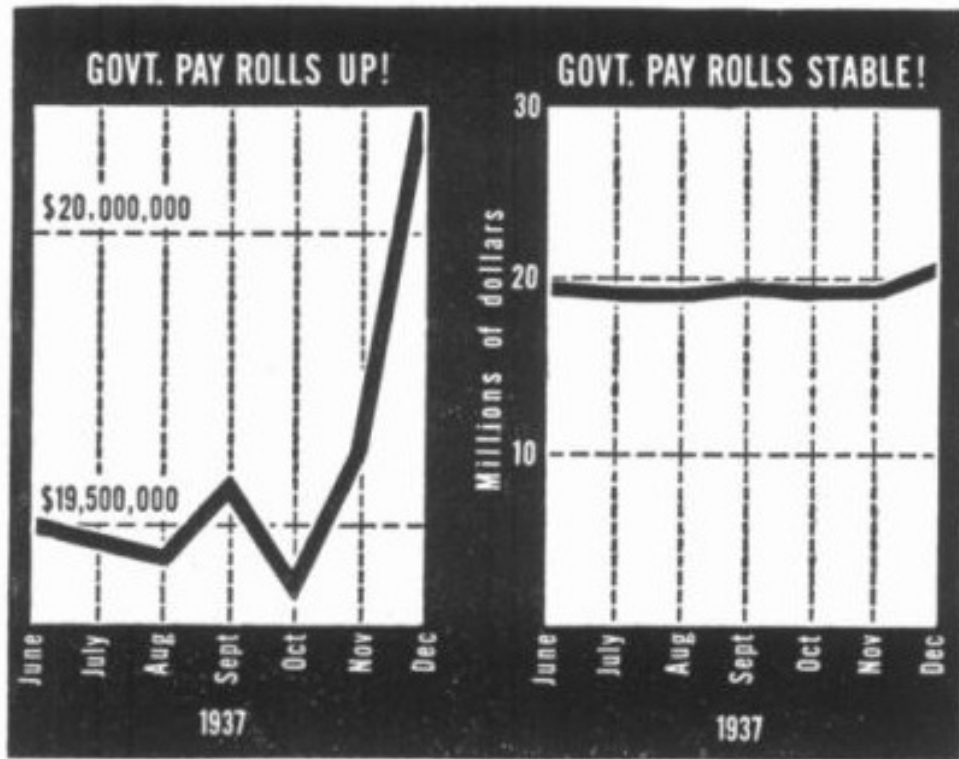
Beeswarm Plot



Expressive? Effective?

Design Tips

Gee-Whiz Graphs



How to lie with statistics. Huff. Govt payrolls in 1937

Include Zero?

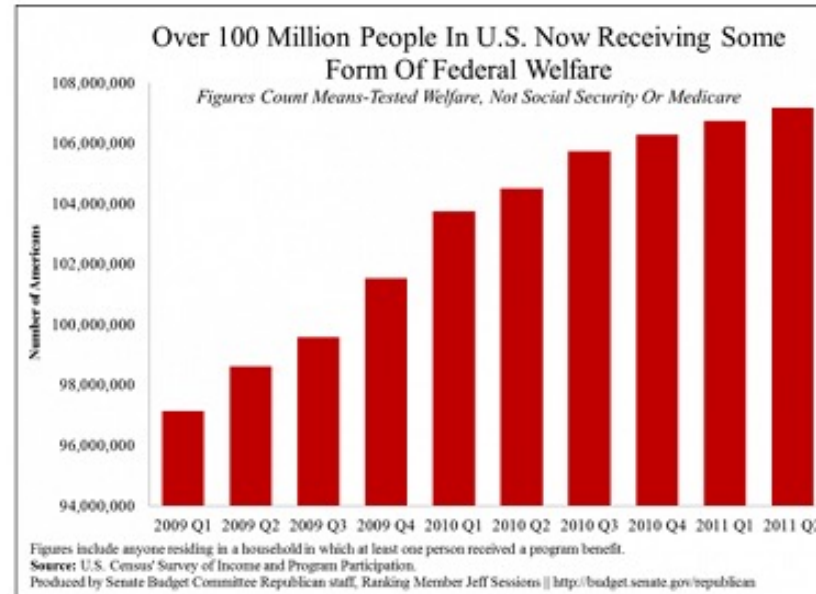
THE BLOG

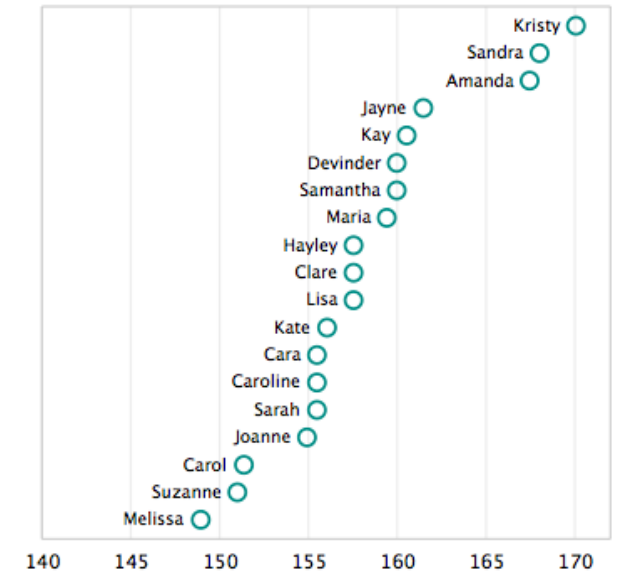
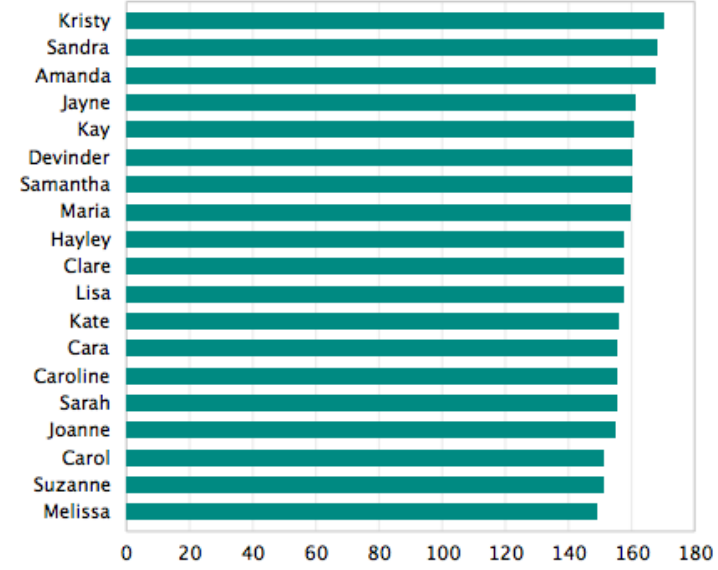
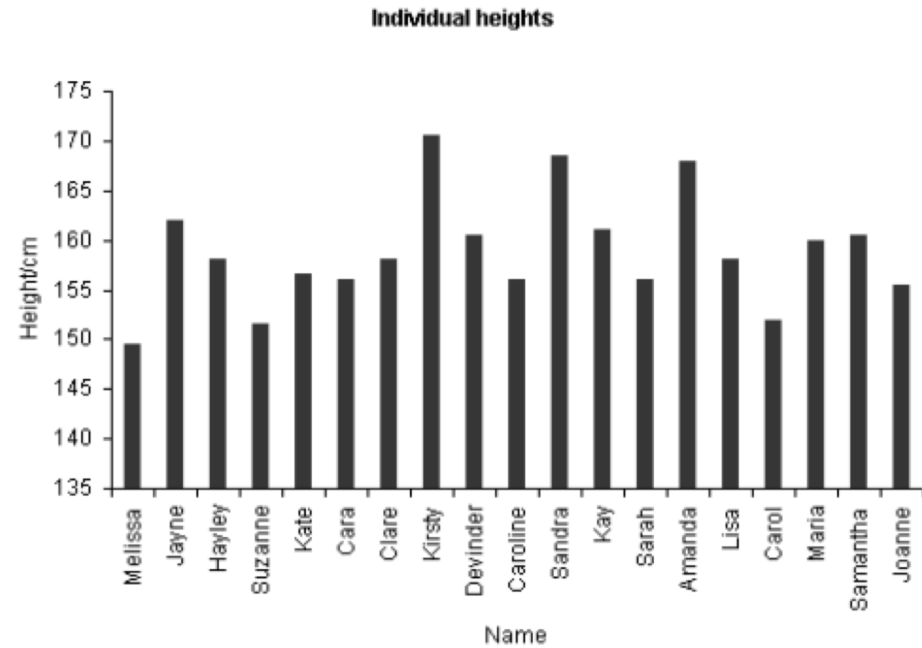
Over 100 Million Now Receiving Federal Welfare

2:40 PM, AUG 8, 2012 - BY DANIEL HALPER

SHARE PAGE PRINT LARGER TEXT SMALLER TEXT FEEDBACK

A new chart set to be released later today by the Republican side of the Senate Budget Committee details a startling statistic: "Over 100 Million People in U.S. Now Receiving Some Form Of Federal Welfare."



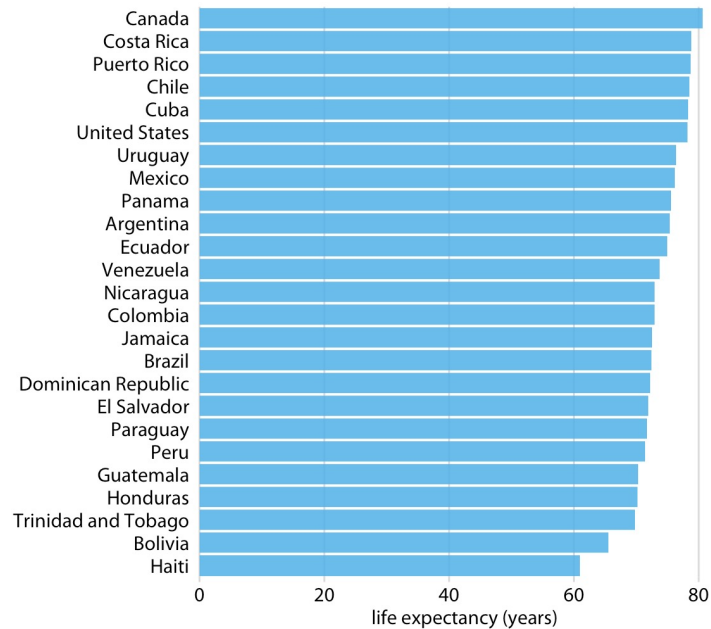


This violates the expressiveness principle!
 Bar length encodes the amount

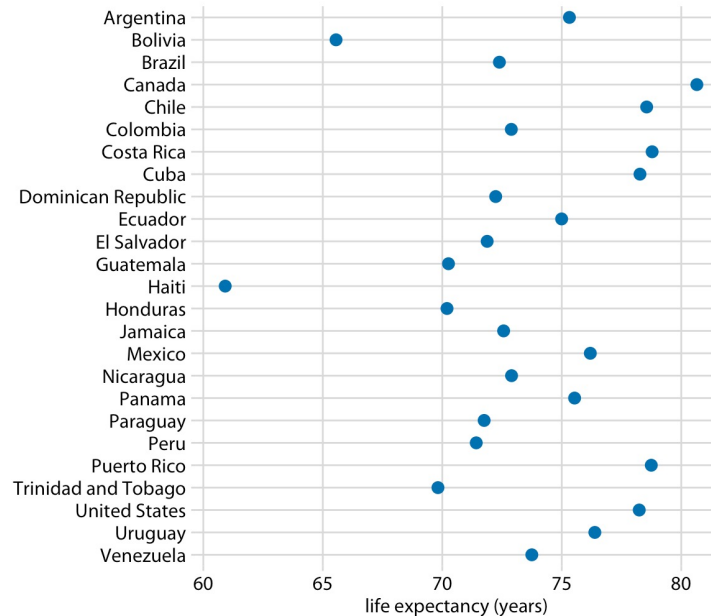
Q-Ratio
 “We care about the amount shown”

Q-Interval
 “We care about the relative position”

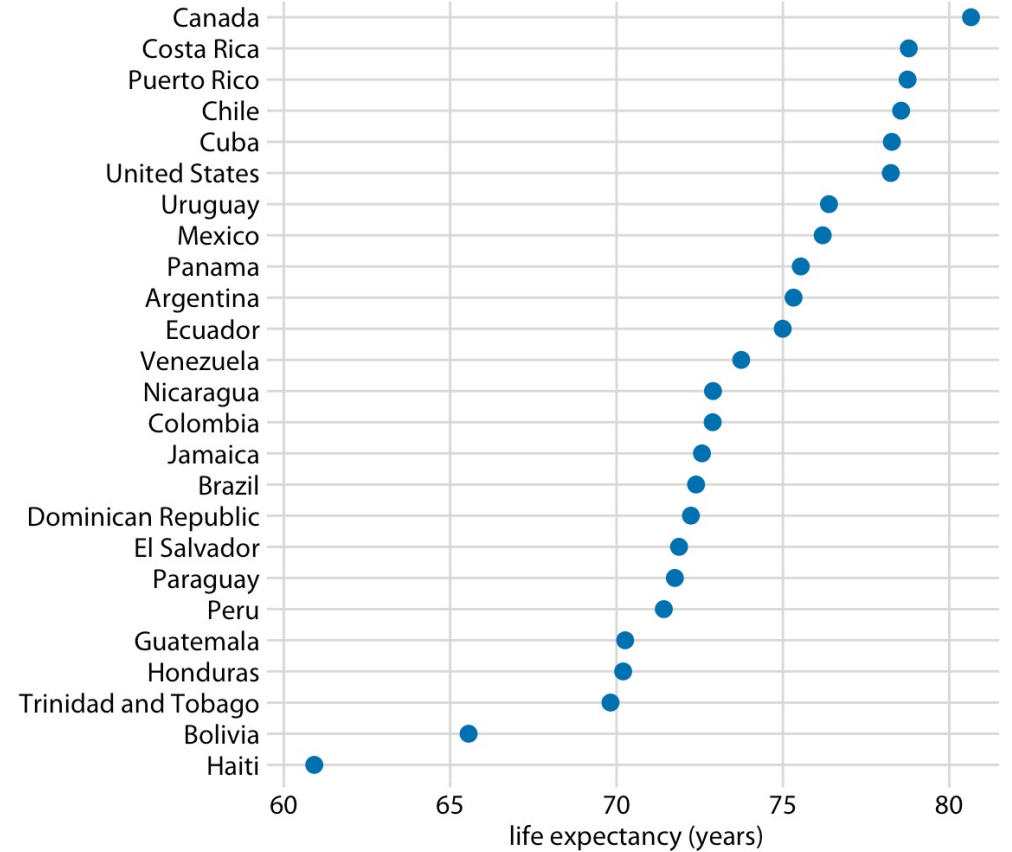
Include Zero?



The bars are drawn away from the key feature of the data: the differences in life expectancy among the different countries.

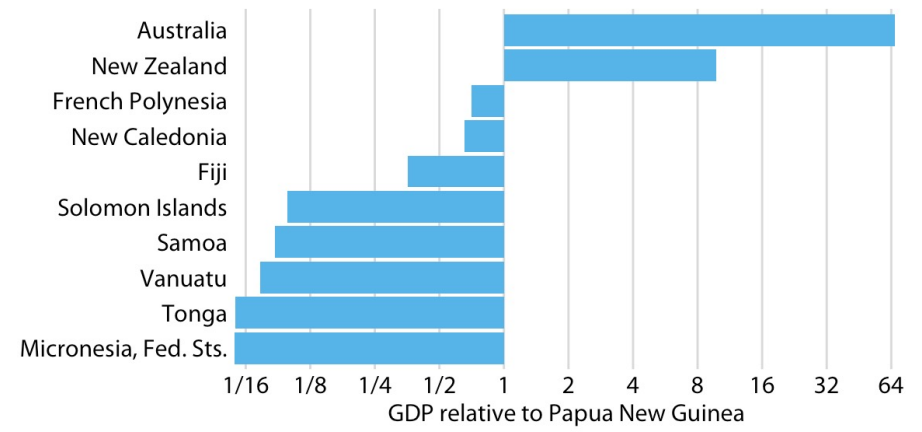
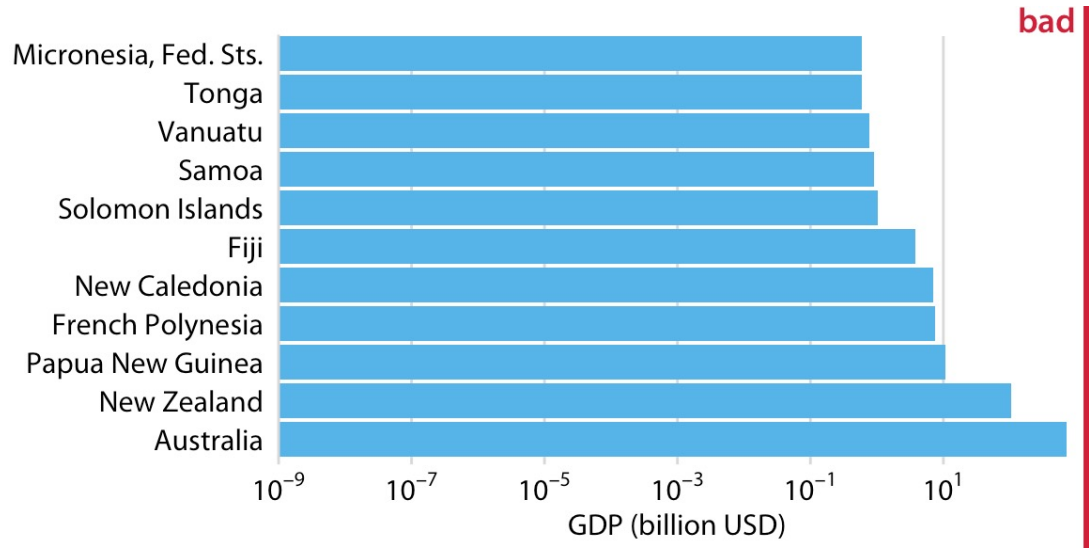
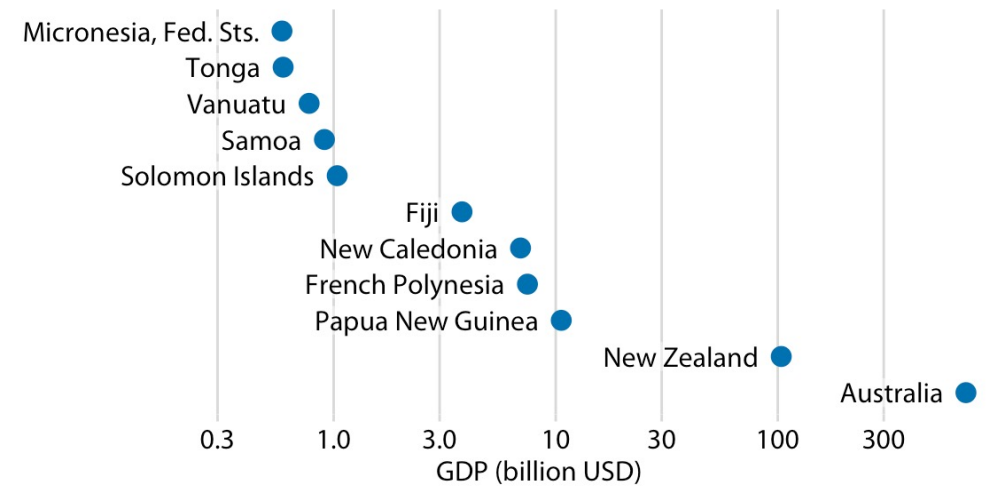
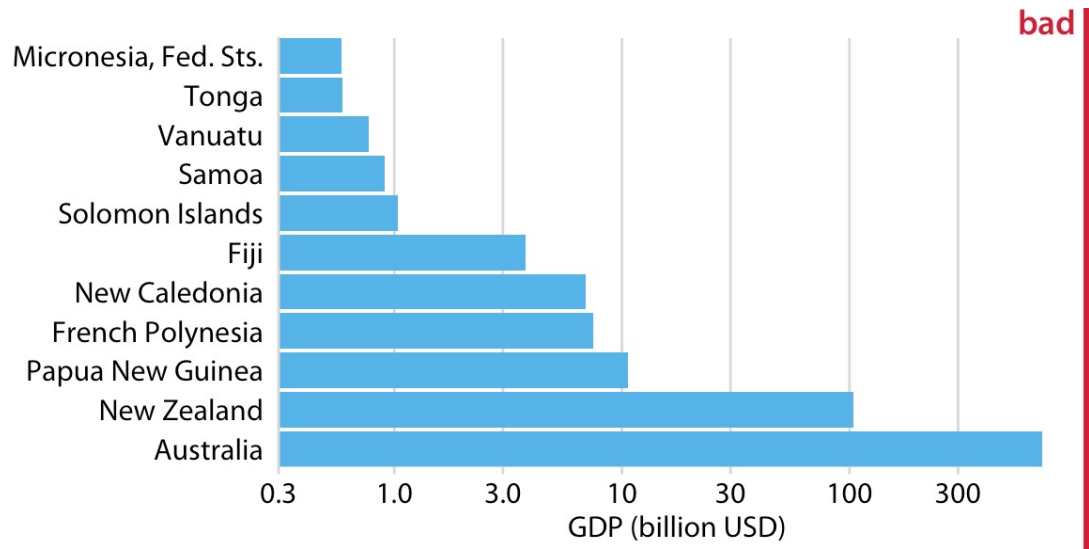


The countries are ordered alphabetically, which causes a dot cloud of points. This makes the figure difficult to read.



Can be made better by removing the y-axis and labeling each dot: avoids generating the visual perception of a magnitude conveyed by the distance from the name to the dot

Bar vs. Dot Plots



Zero, Bars, Dots & Log Scales

Address data skew

e.g., long tails, outliers

Enables comparison within and across multiple orders of magnitude.

Focus on multiplicative factors

e.g., The GDP of Australia is 64 times that of Papa New Guinea

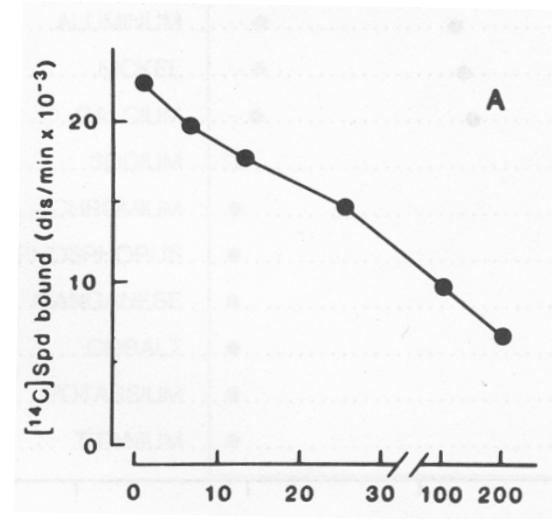
The logarithm transforms \times to $+$!

Percentage change, not linear difference.

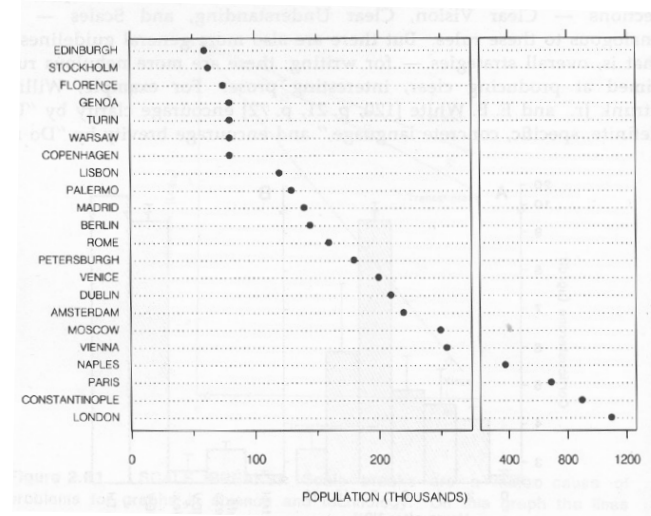
Constraint: **positive, non-zero values**

Constraint: **audience familiarity?**

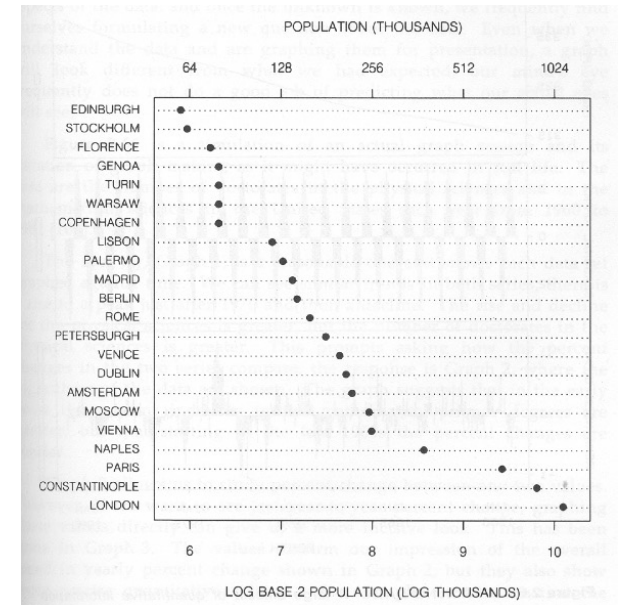
More about Log Scales

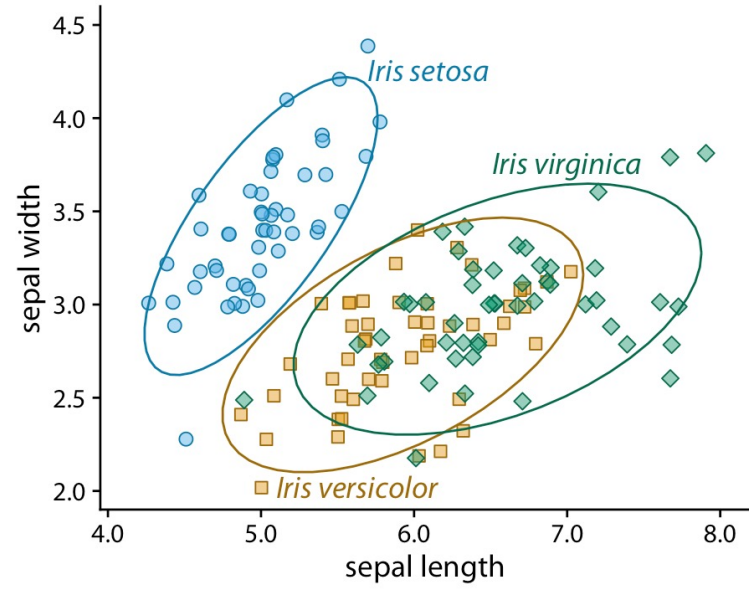
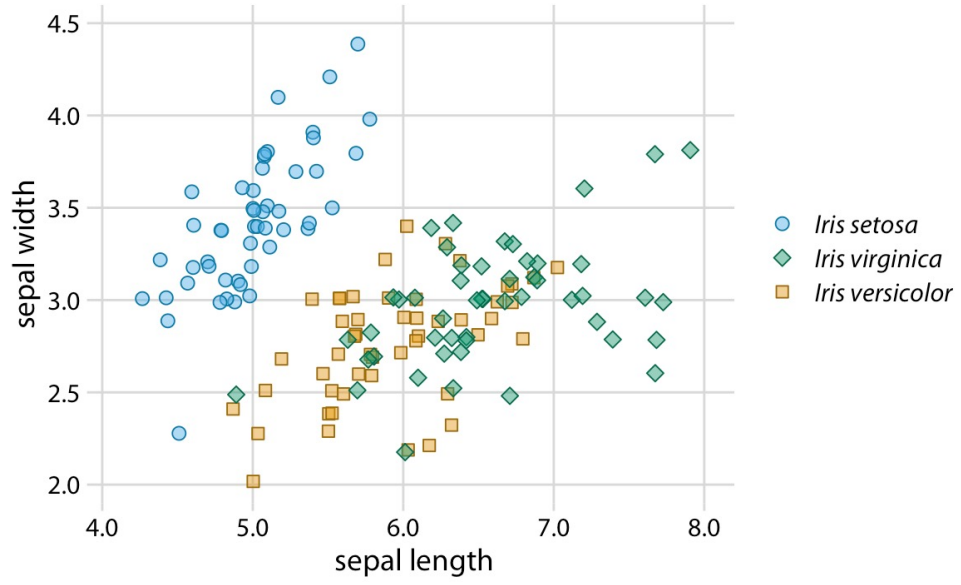
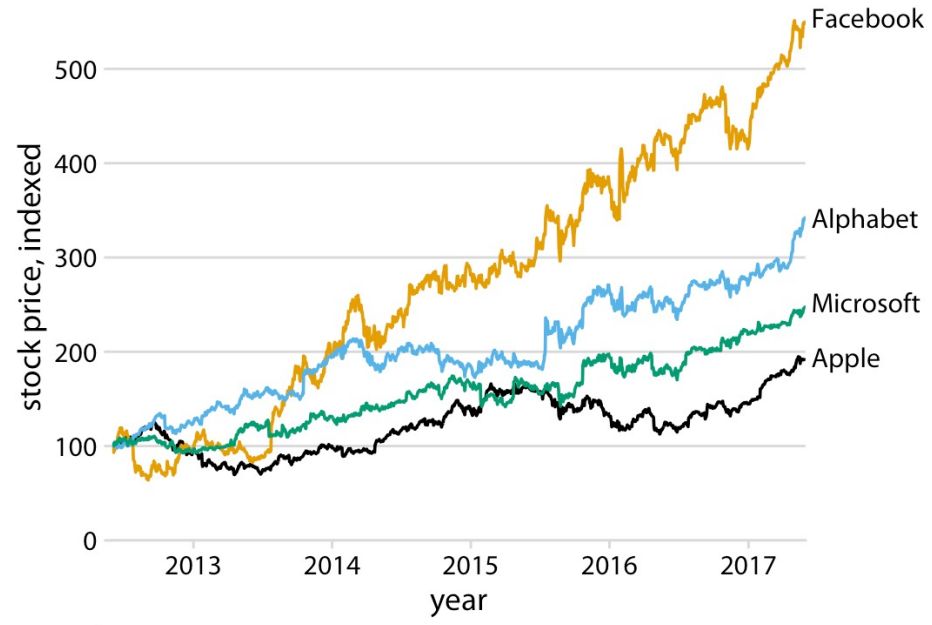
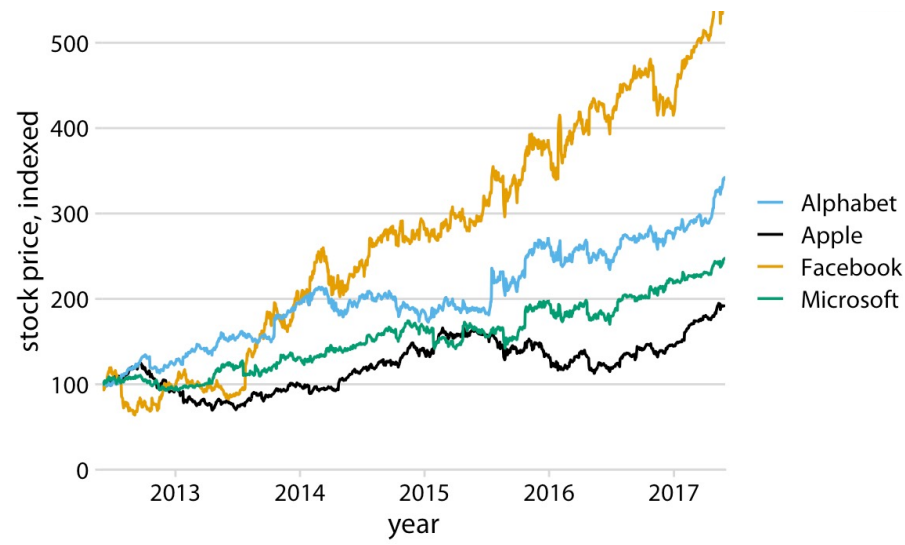


Violates Expressiveness!

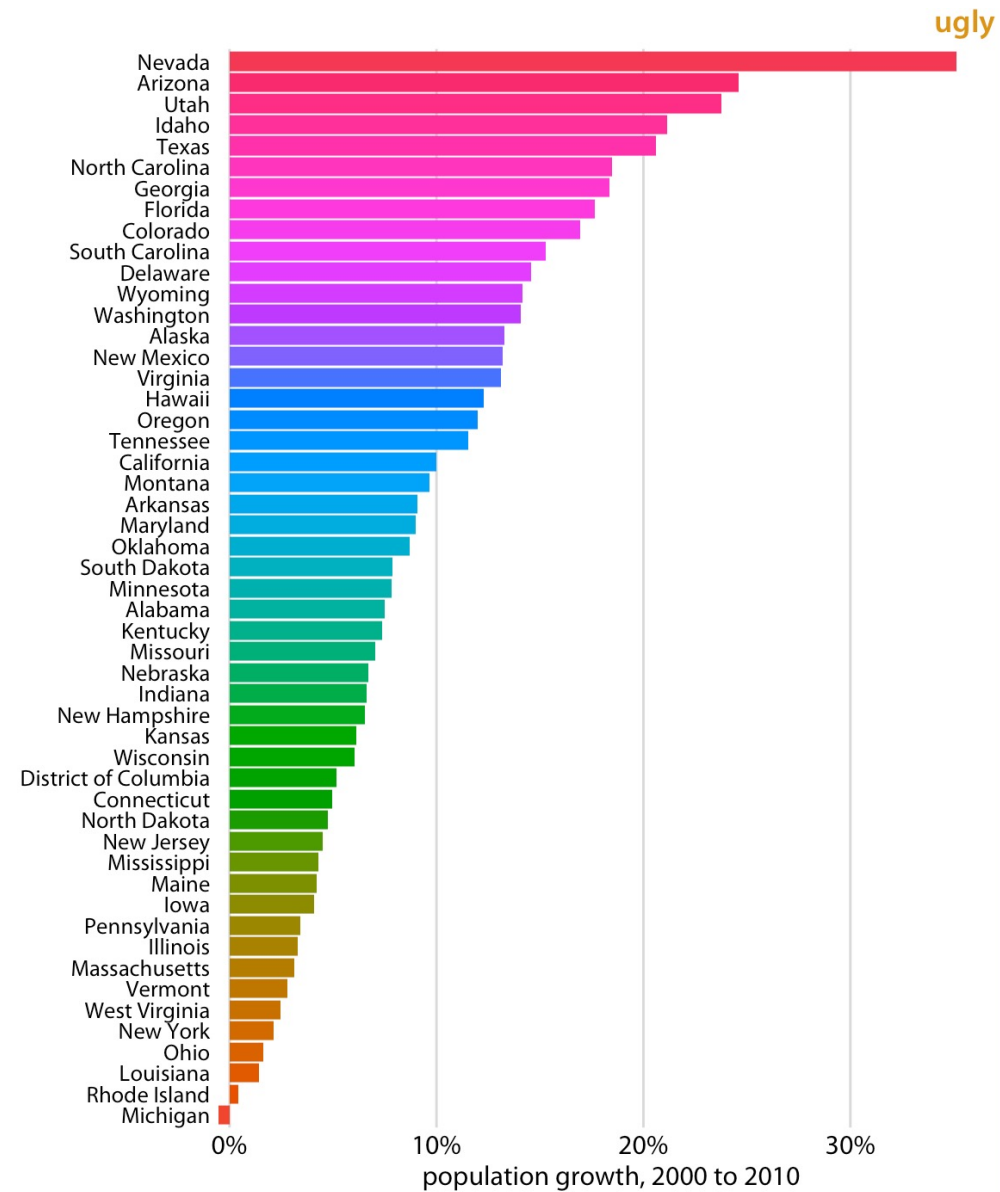
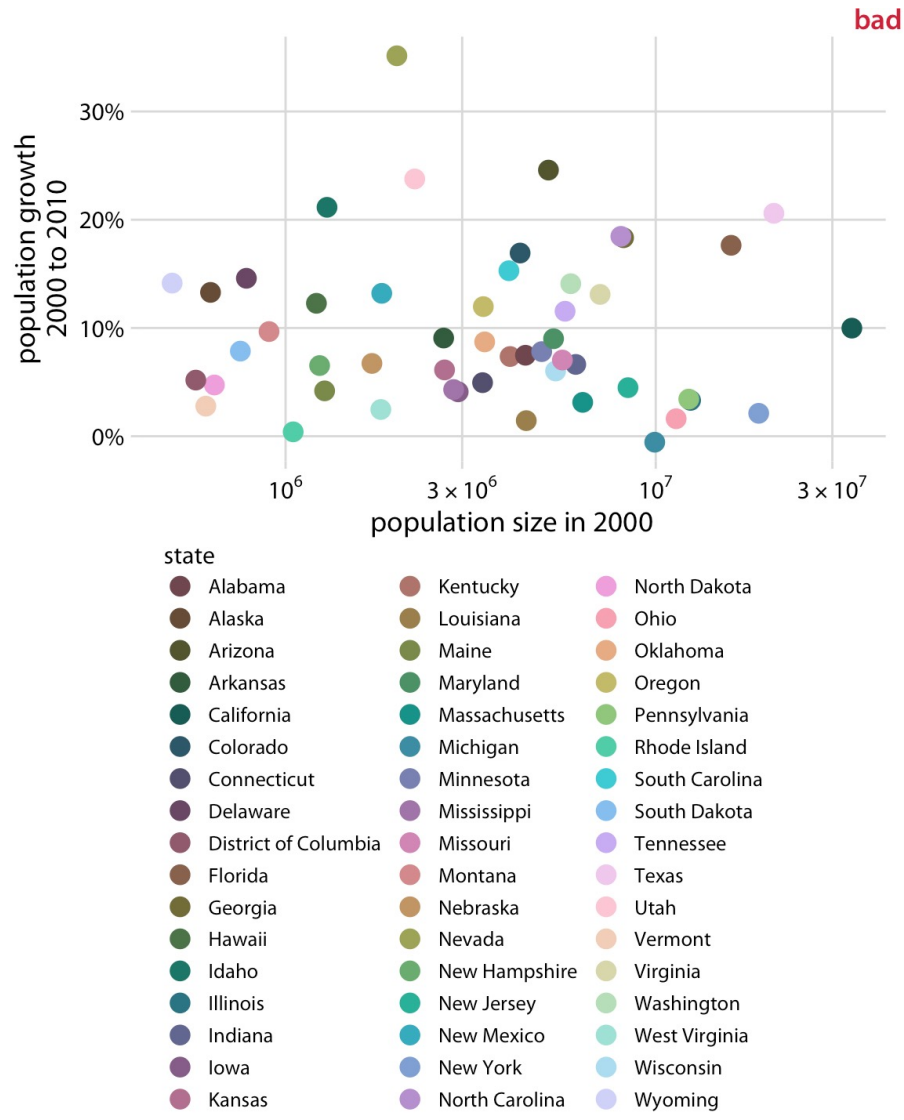


Scale breaks vs. Log scales: Cognitive vs. Perceptual Effort





Legends



Color

Exercise 2 will be released end of this week

Proposal discussions on Wednesday

1. Form your groups
2. Meet to go over group contracts
3. Come prepared to give us a short discussion of what you want to do
4. Submit a one-page proposal next week

Next in the Course