

# Marks & Channels, Data Types

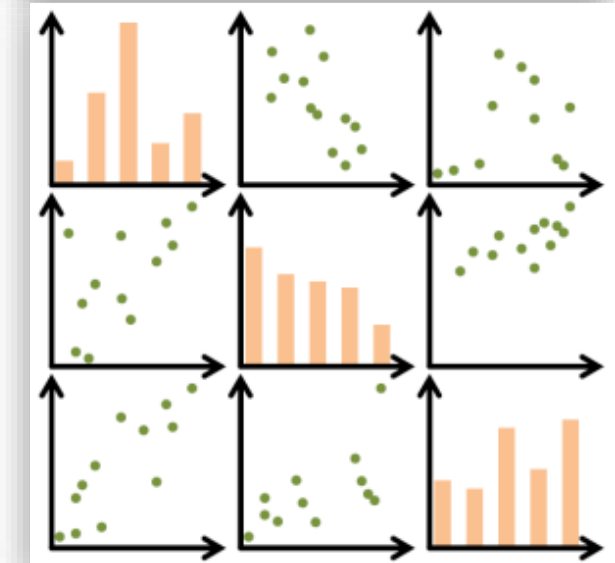
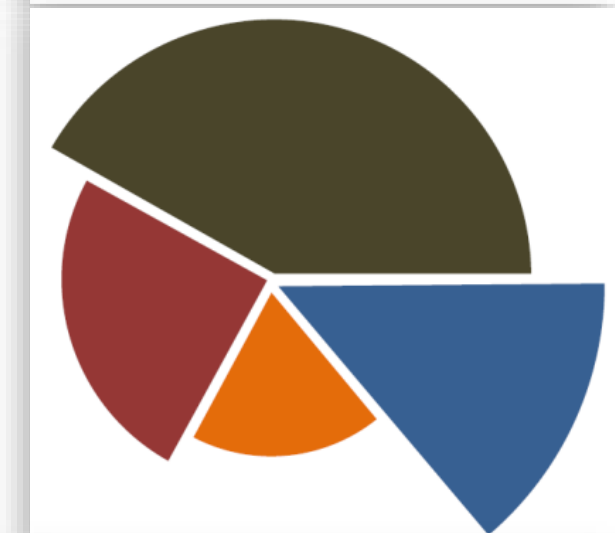
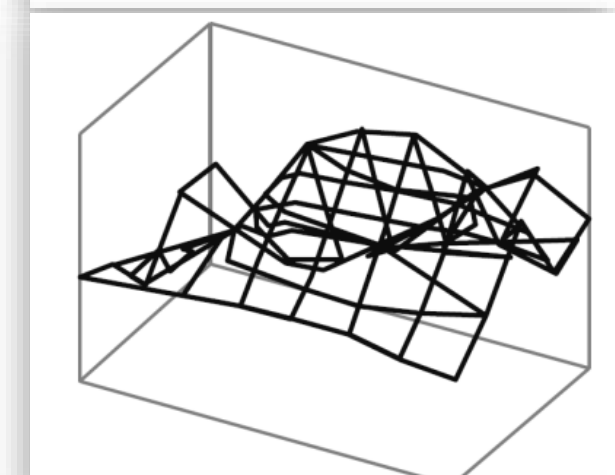
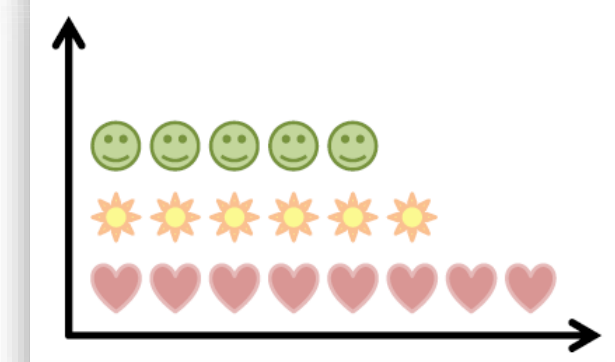
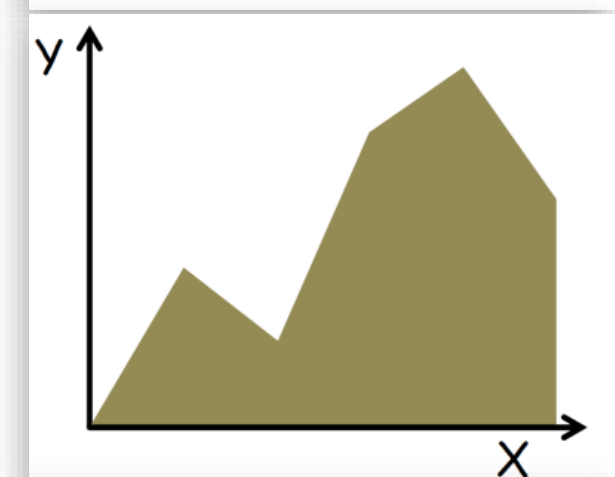
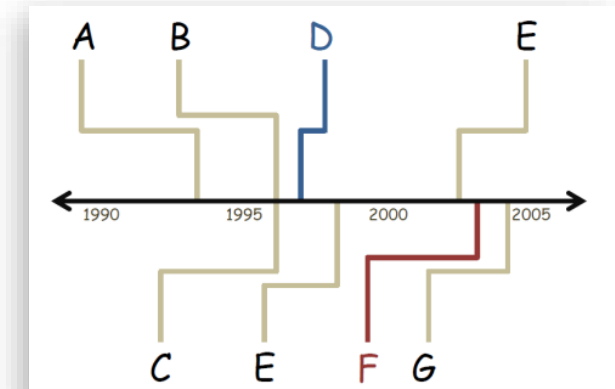
DS 4200

FALL 2020

*Prof. Cody Dunne*

*NORTHEASTERN UNIVERSITY*

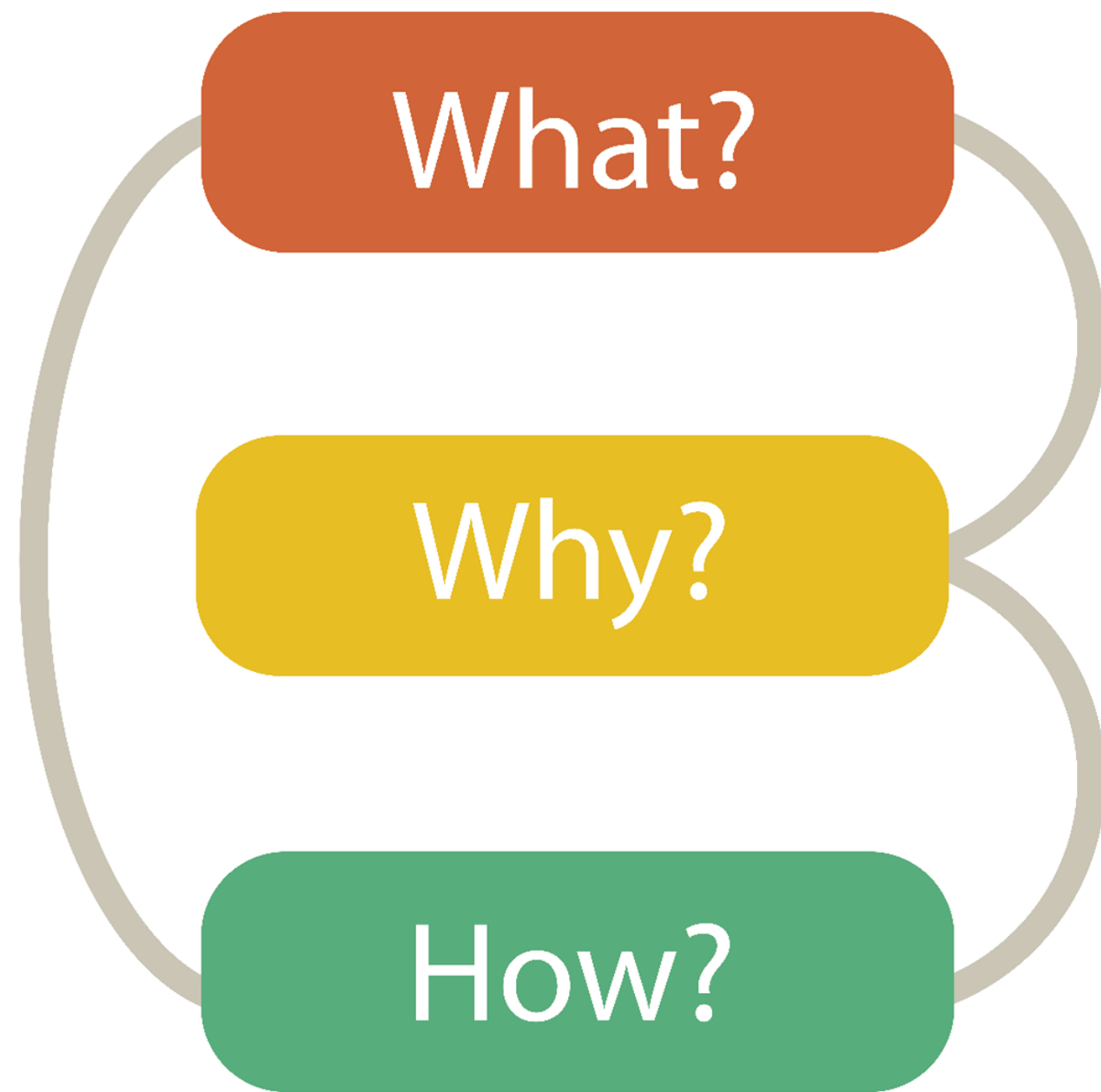
*Slides and inspiration from Michelle Borkin, Krzysztof Gajos, Hanspeter Pfister, Miriah Meyer, Jonathan Schwabish, and David Sprague*



# CHECK-IN

PREVIOUSLY, ON DS 4200...

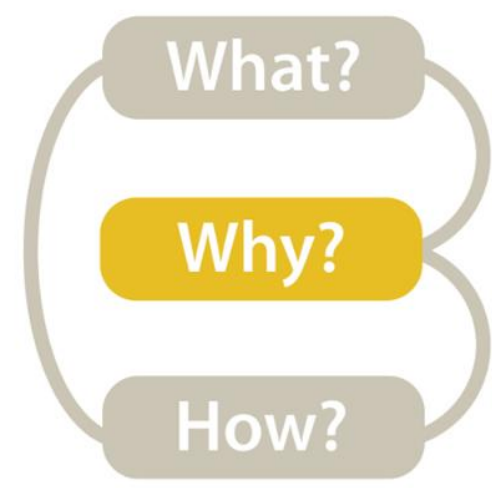
# Analysis



DATA ABSTRACTION

TASK ABSTRACTION

VISUAL ENCODING



# Task Analysis

## Visualization for Public Transit Development

15m

### INSTRUCTIONS:

- Break-out into groups of ~3 people in Teams.
- Pretend you are transportation engineers, e.g., for the MBTA, City of Boston.
- Discuss the user tasks and goals and abstract them using one of these taskonomies.
- Save your notes for a later exercise!!!

Retrieve Value *How long is the movie Gone with the Wind?*

Filter *What comedies have won awards?*

Compute Derived Value *How many awards have MGM studio won in total?*

Find Extremum *What director/film has won the most awards?*

Sort *Rank movies by most number of awards.*

Determine Range *What is the range of film lengths?*

Characterize Distribution *What is the age distribution of actors?*

Find Anomalies *Are there exceptions to the relationship between number of awards won and total movies made by an actor?*

Cluster *Is there a cluster of typical film lengths?*

Correlate *Is there a trend of increasing film length over the years?*

**Low-level**

### Analyze

**High-level**

→ Consume

→ Discover



→ Present

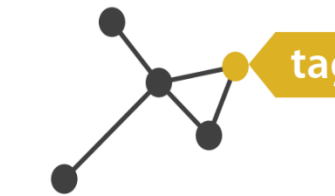


→ Enjoy

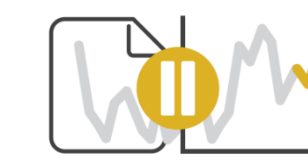


→ Produce

→ Annotate



→ Record



→ Derive



### Search

**Mid-level**

	Target known	Target unknown
Location known	Lookup	Browse
Location unknown	Locate	Explore

### Query

**Low-level**

→ Identify



→ Compare



→ Summarize



Now, ON DS 4200...

Hall of Fame or Hall of  
Shame

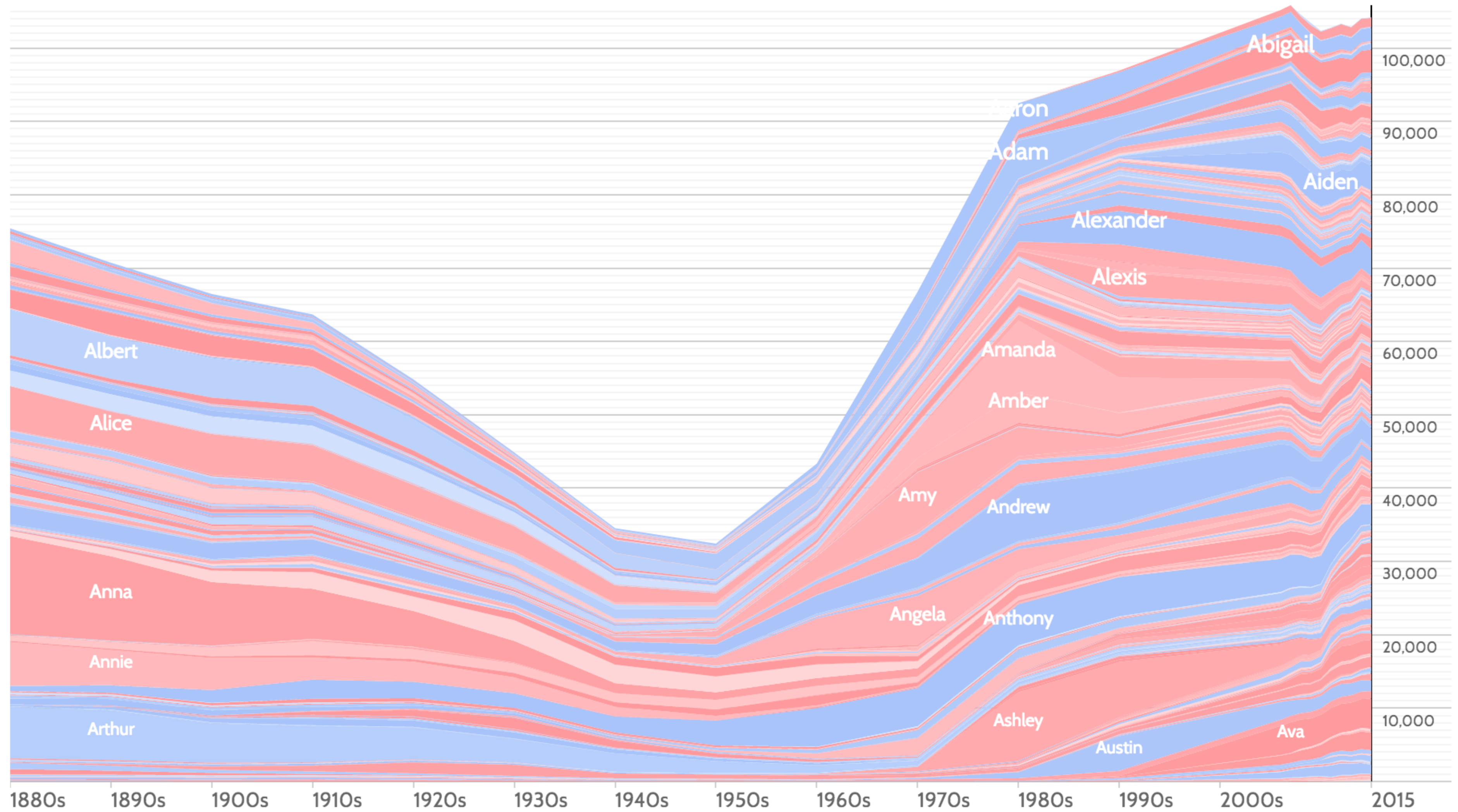
Baby Name >   Both  Boys  Girls

boys	1000	500	100	25	1
girls	1000	500	100	25	1

Current rank:

Names starting with 'A' per million babies

per million births





# MARKS AND CHANNELS

# GOALS FOR TODAY

- Learn the basic visual primitives of visualizations (marks and channels)
- Understand how marks and channels are assembled to make visualizations
- Learn which marks and channels are most effective for a given task (“perceptual ordering”)

# Visualization Building Blocks

**MARK** = basic graphical element in an image

➔ Points

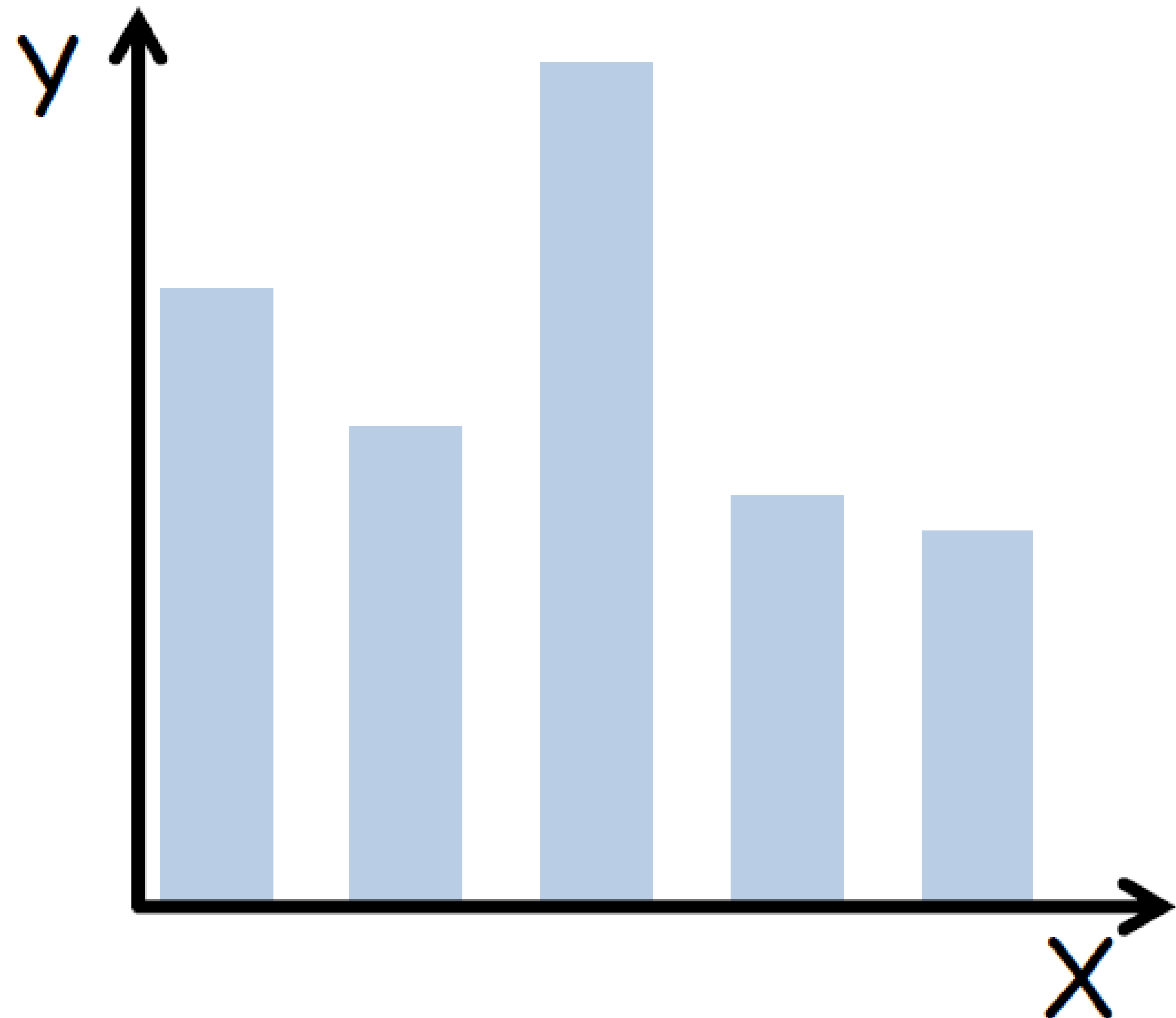


# Visualization Building Blocks

**CHANNEL** = way to control the appearance of marks,  
independent of the dimensionality of the geometric primitive

# Visualization Building Blocks

# of attributes encoded: 2



## MARK:

→ Points



→ Lines



→ Areas



## CHANNEL :

→ Position

→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area

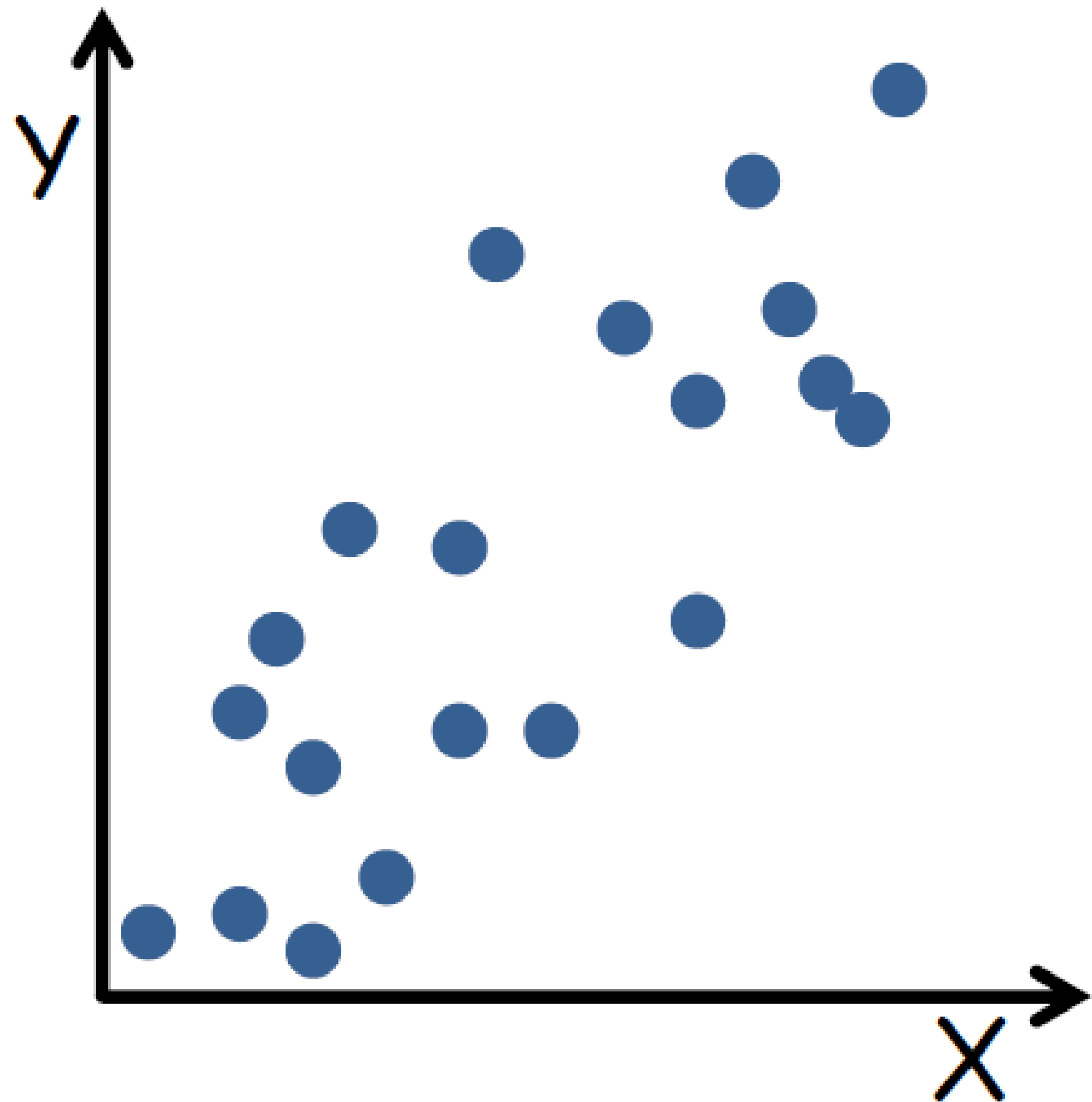


→ Volume

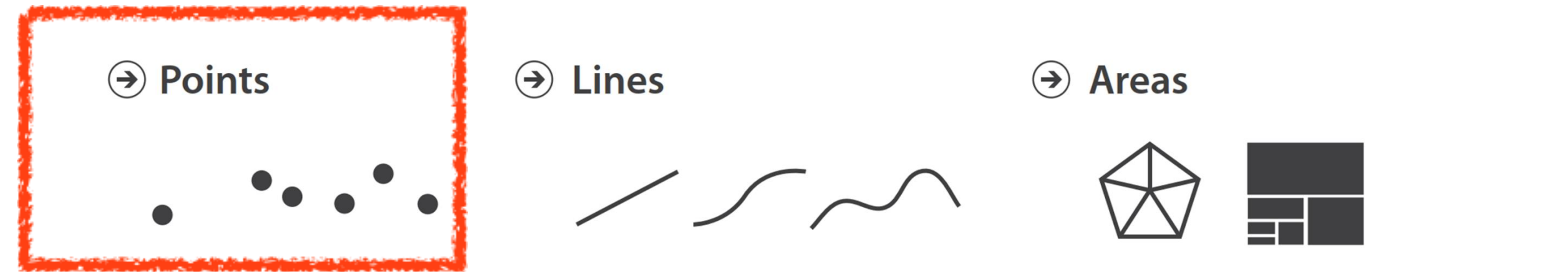


# Visualization Building Blocks

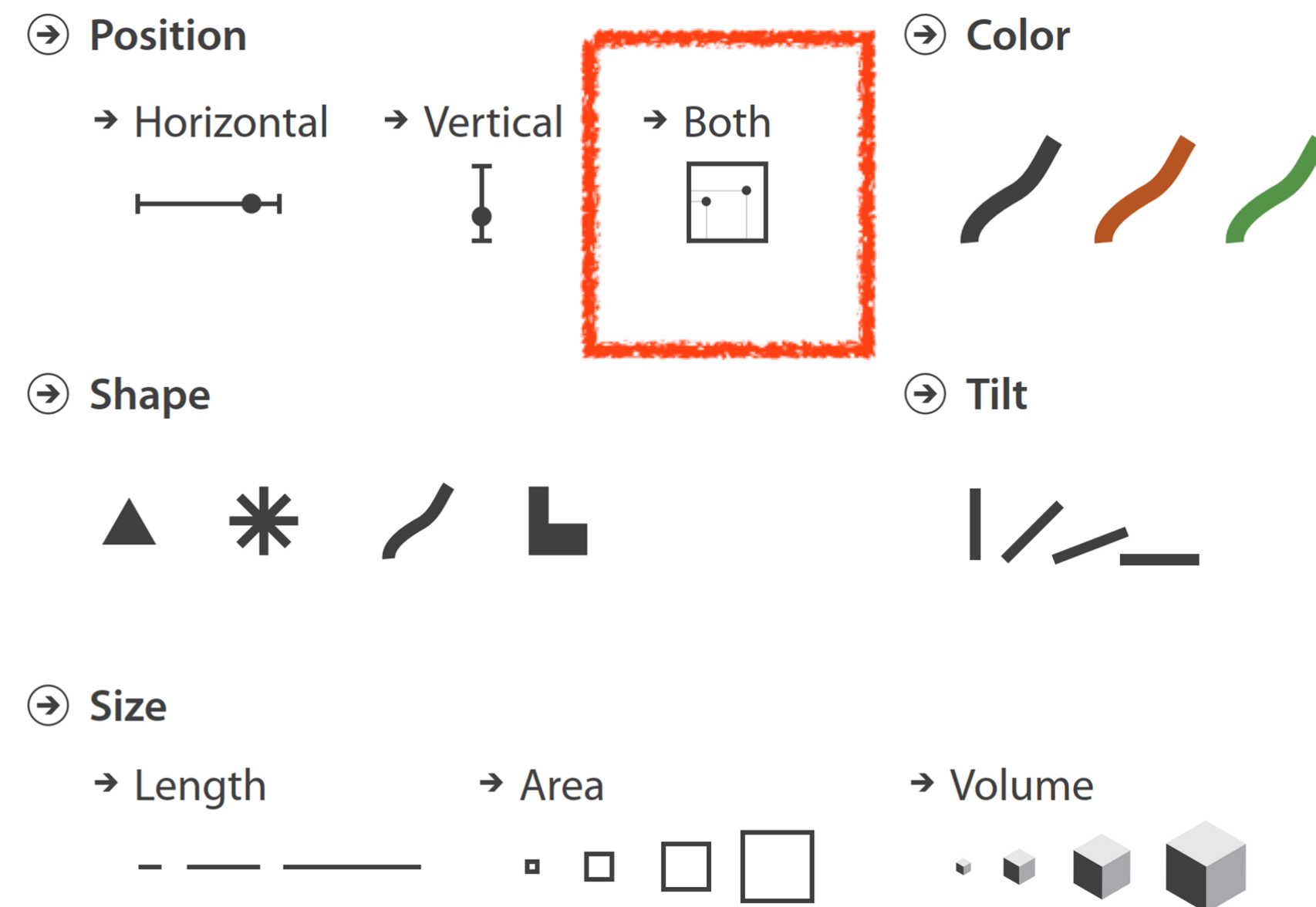
# of attributes encoded: 2



## MARK:

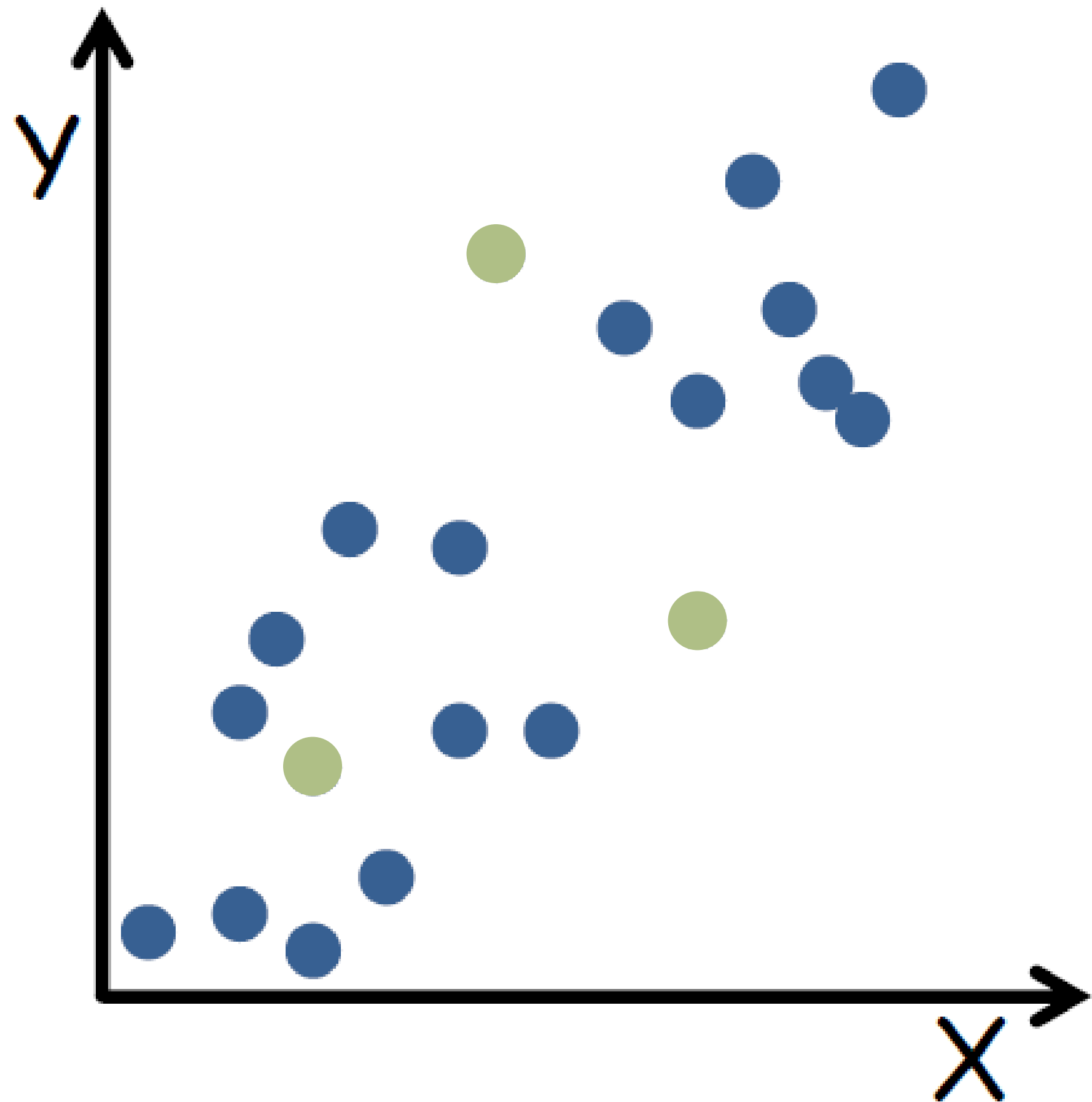


## CHANNEL :

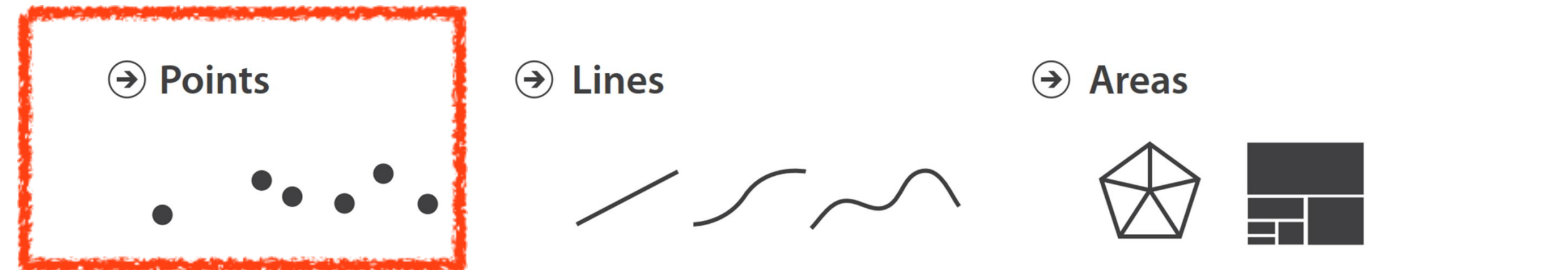


# Visualization Building Blocks

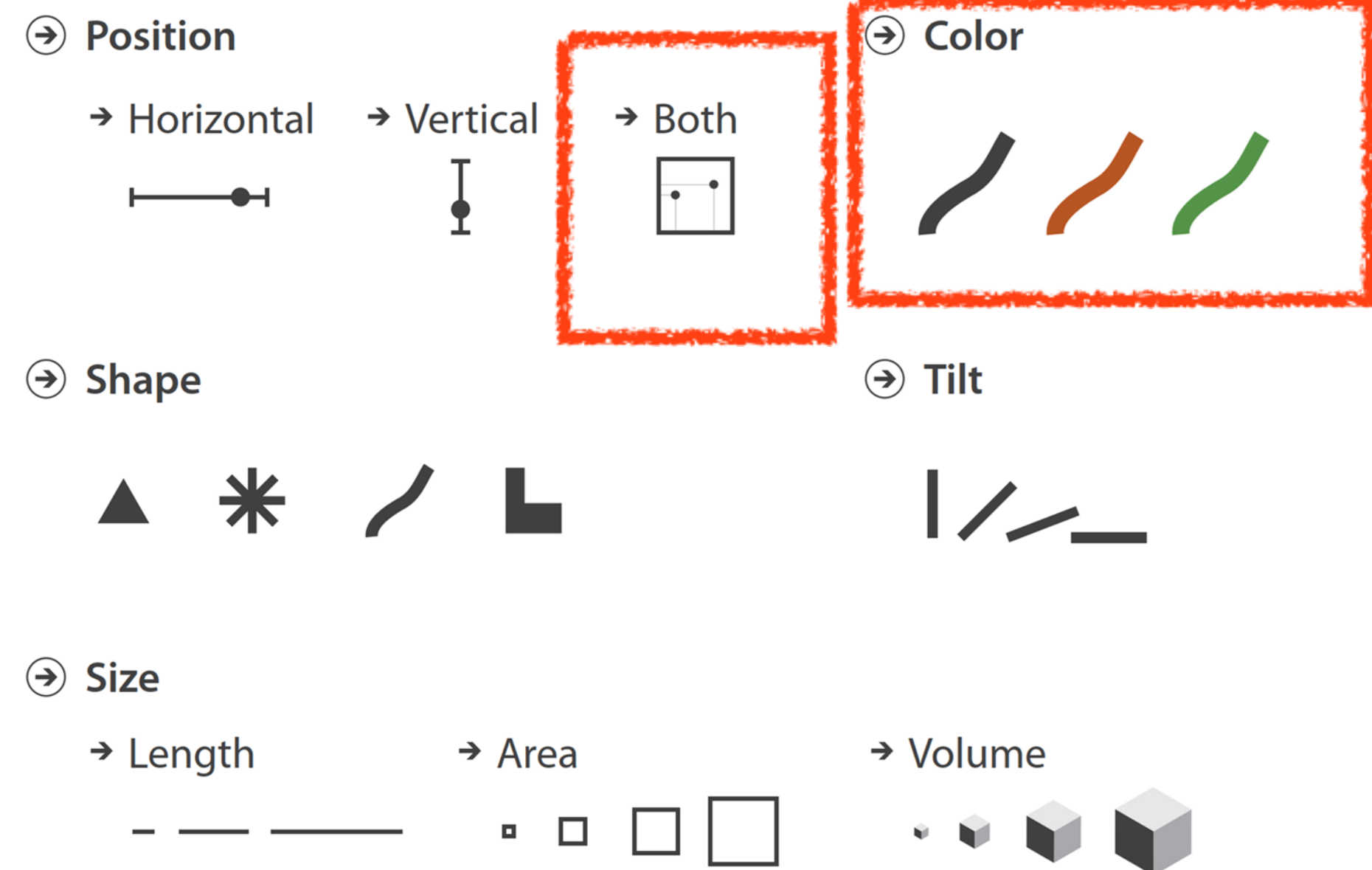
# of attributes encoded: 3



## MARK:

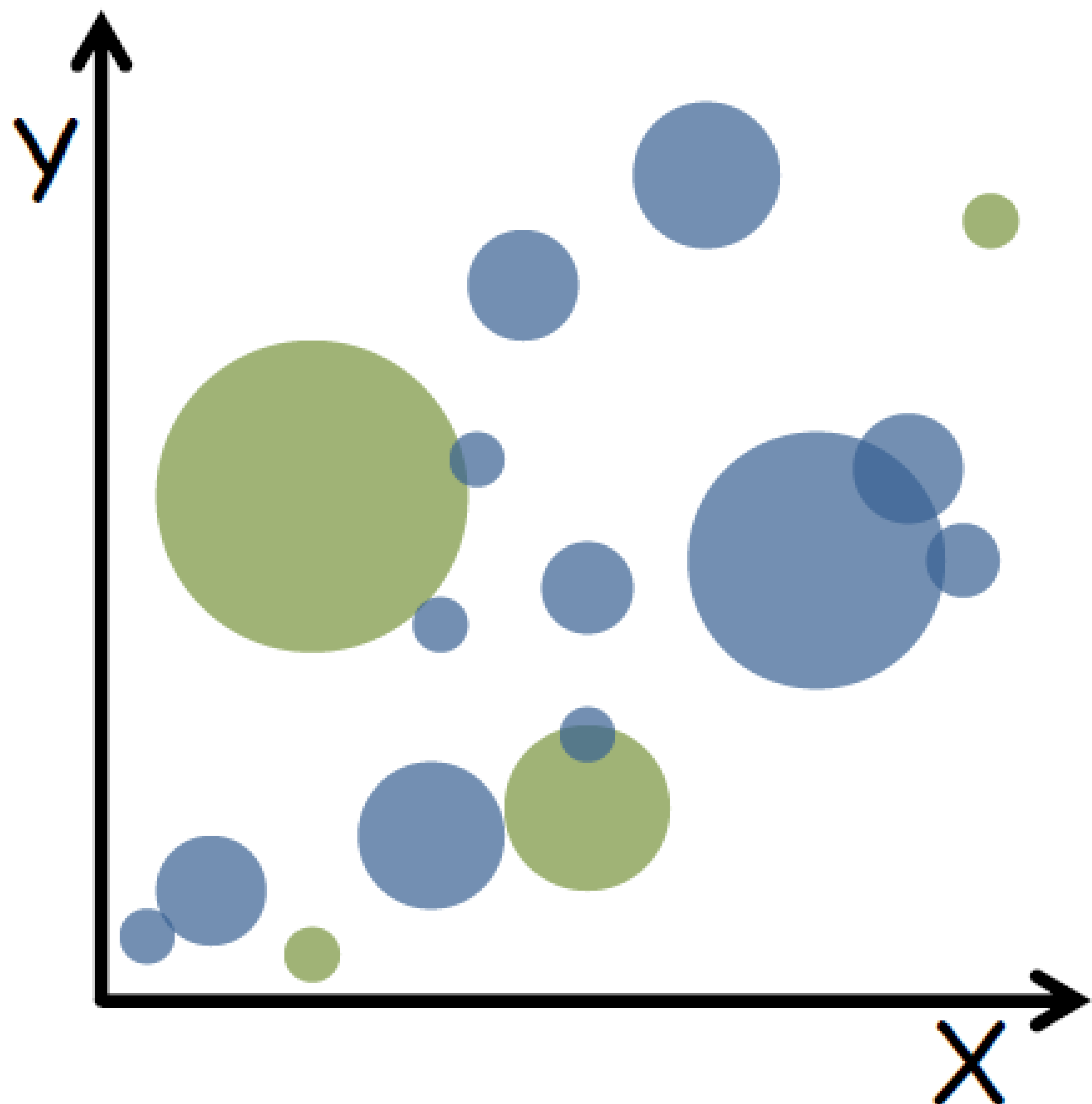


## CHANNEL :

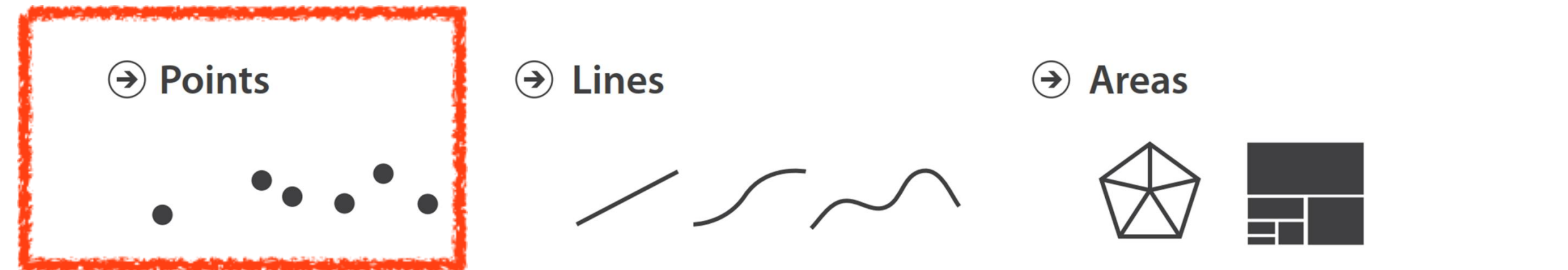


# Visualization Building Blocks

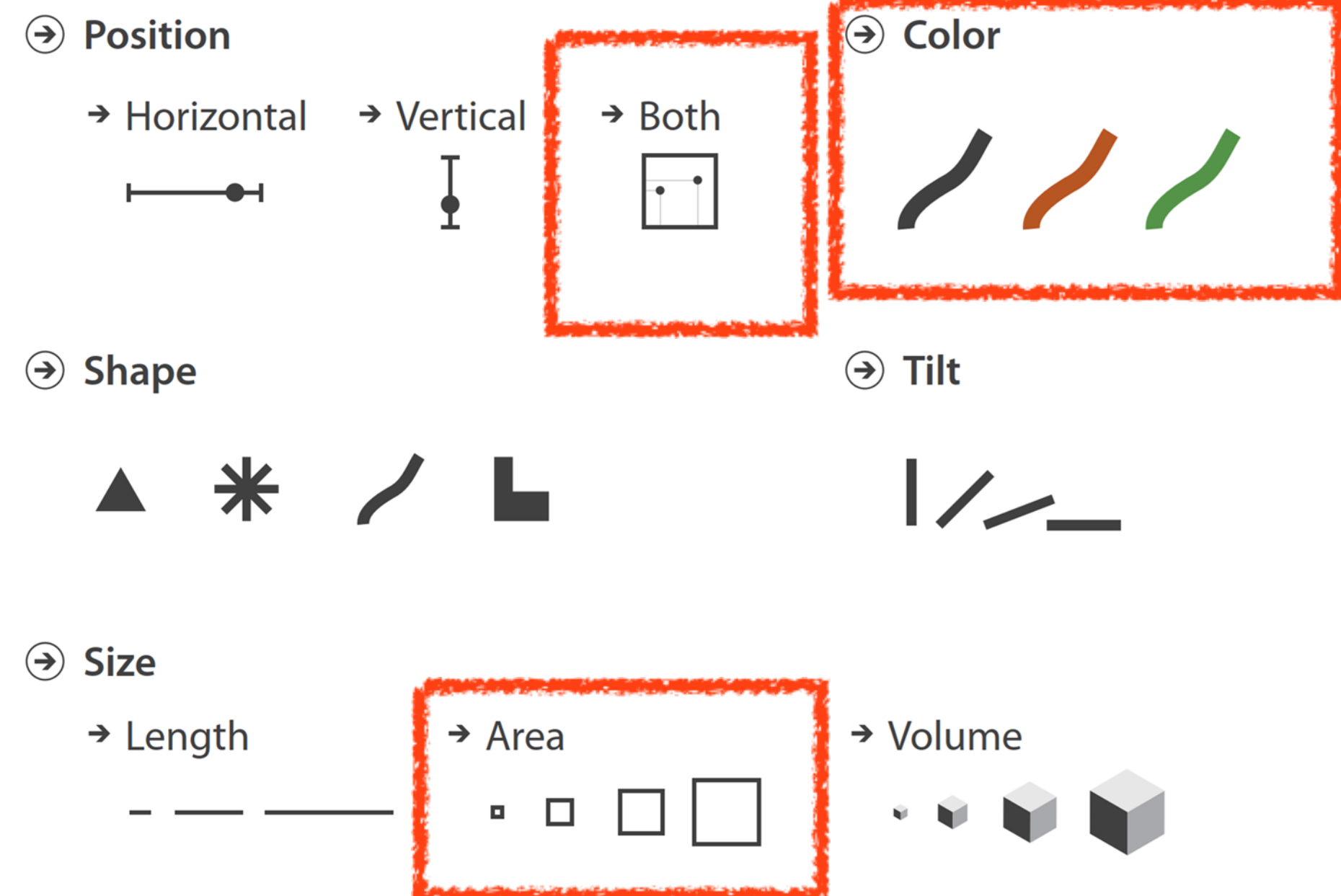
# of attributes encoded: 4



## MARK:



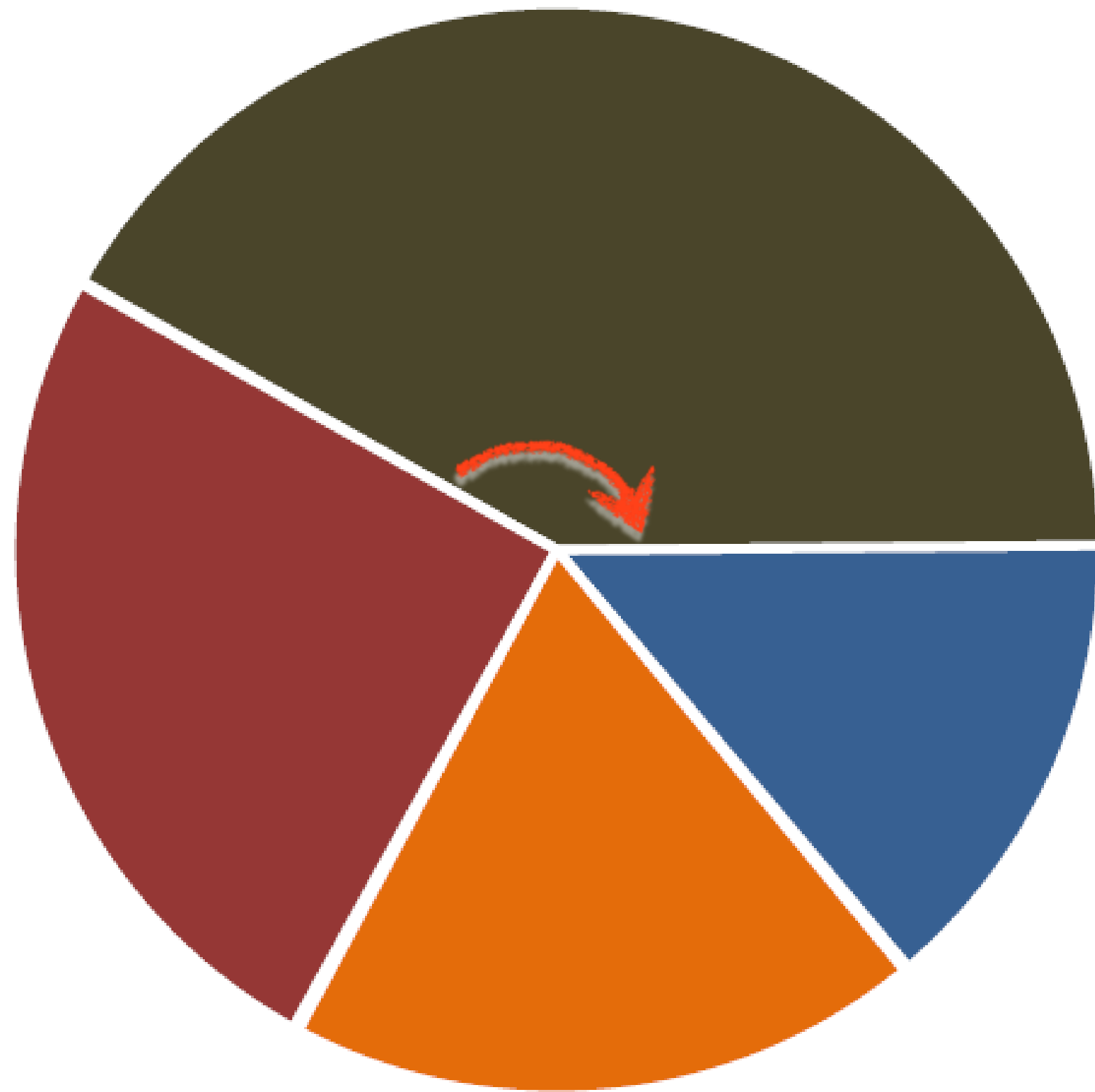
## CHANNEL :





# Visualization Building Blocks

# of attributes encoded: 2



## MARK:

→ Points



→ Lines



→ Areas



## CHANNEL :

→ Position

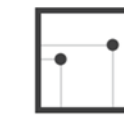
→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area



→ Volume



# Visualization Building Blocks

# of attributes encoded: 2



## MARK:

→ Points



→ Lines



→ Areas



## CHANNEL :

→ Position

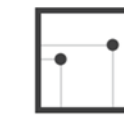
→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area

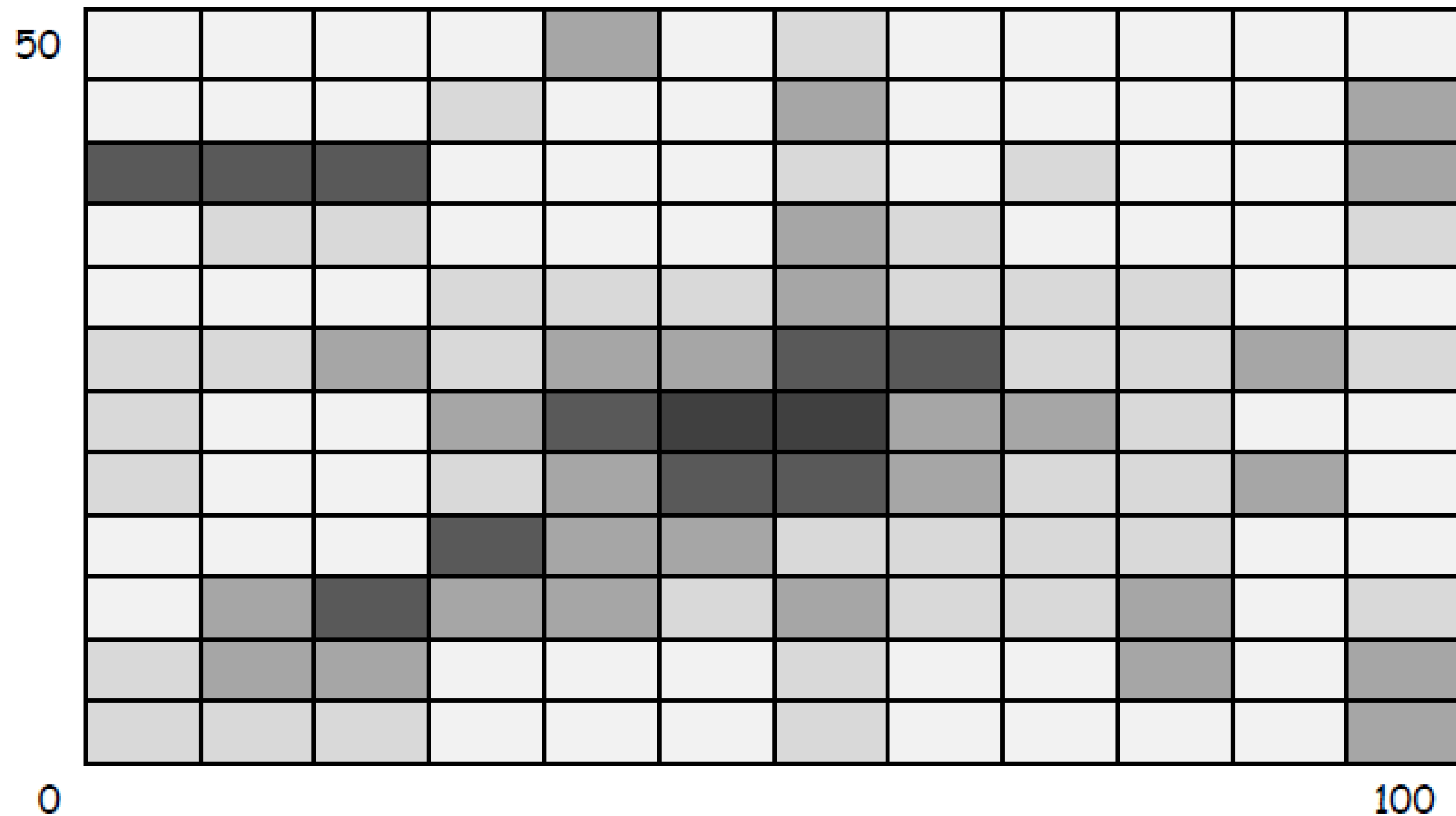


→ Volume



# Visualization Building Blocks

# of attributes encoded:



## MARK:

→ Points



→ Lines



→ Areas



## CHANNEL :

→ Position

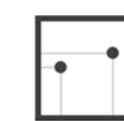
→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area



→ Volume



# Visualization Building Blocks

# of attributes encoded: ?

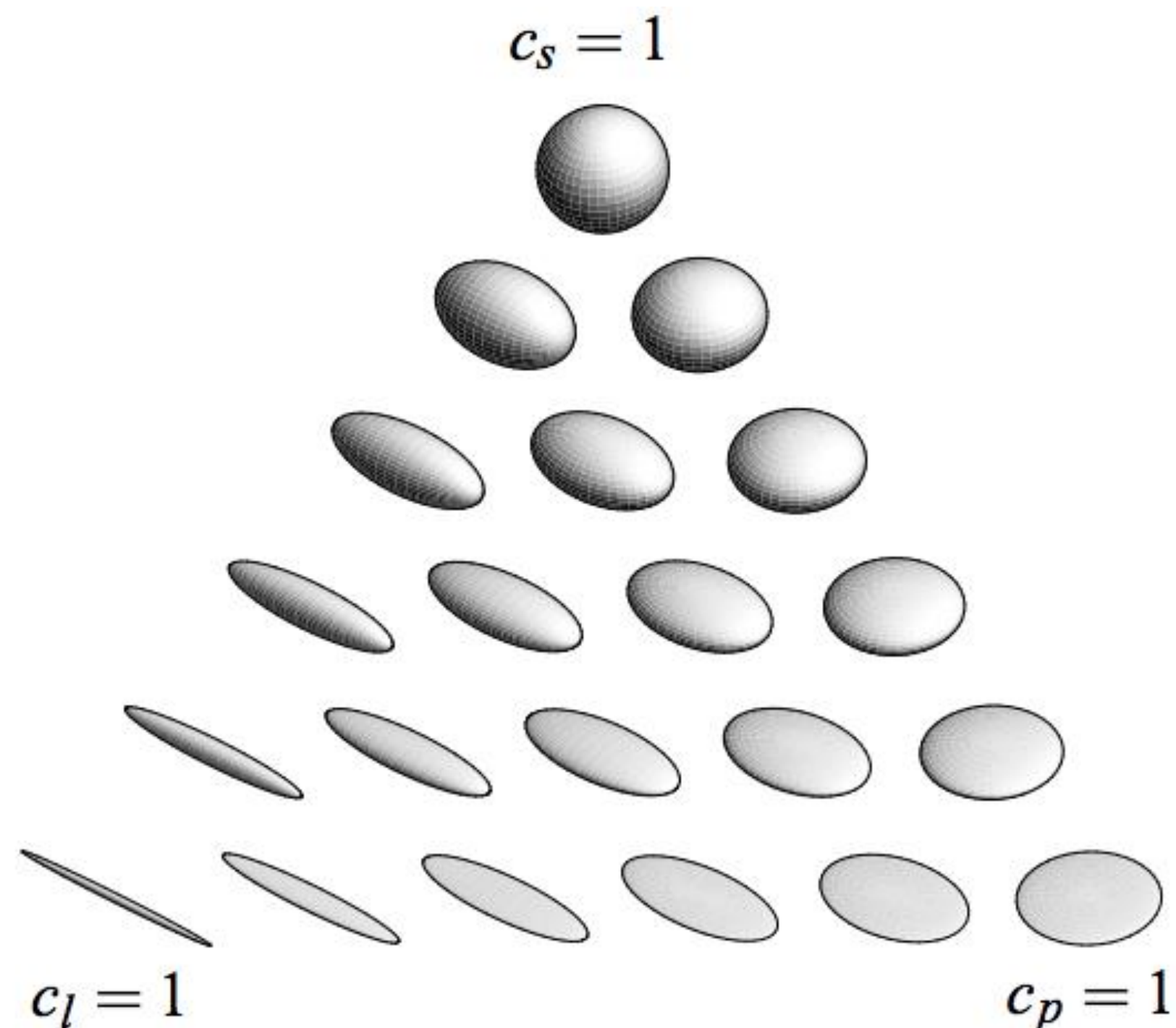
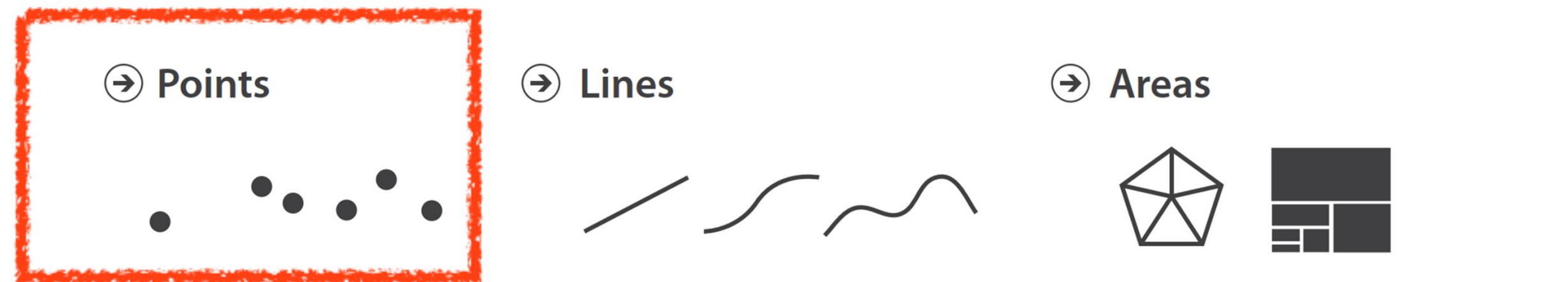


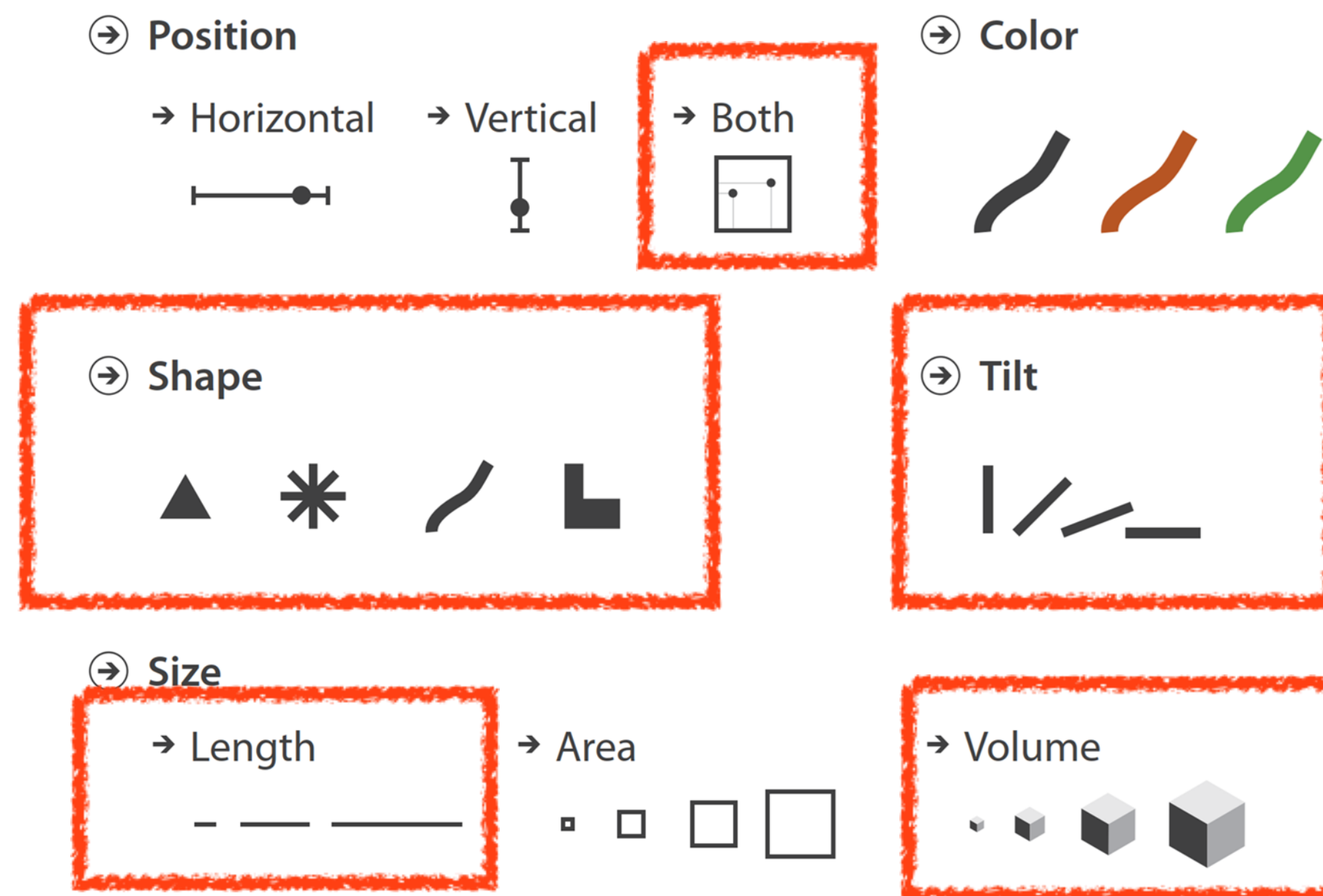
Figure 4: Tensor shapes, with ellipsoids.

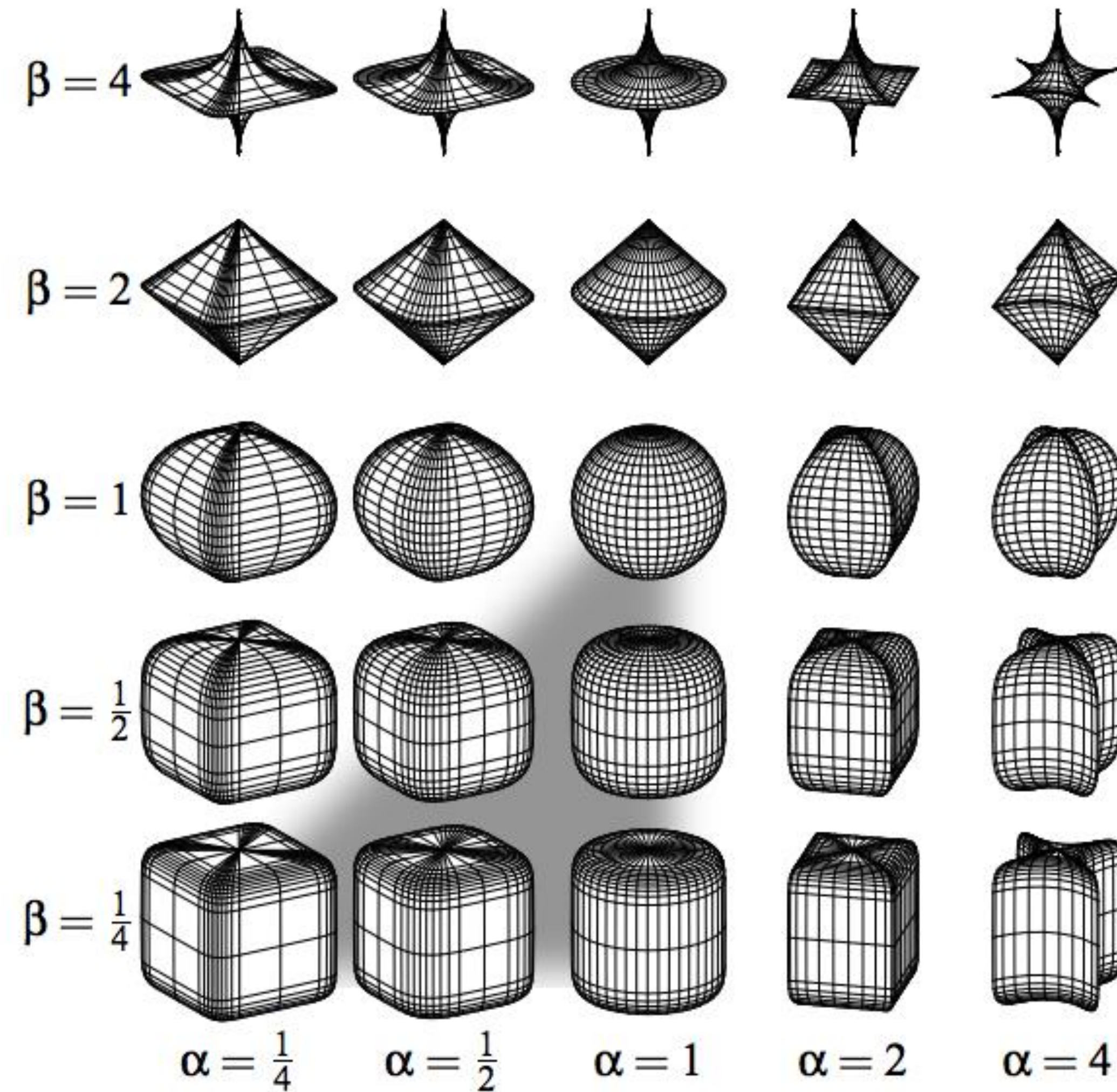
+ position in 3D space

## MARK:



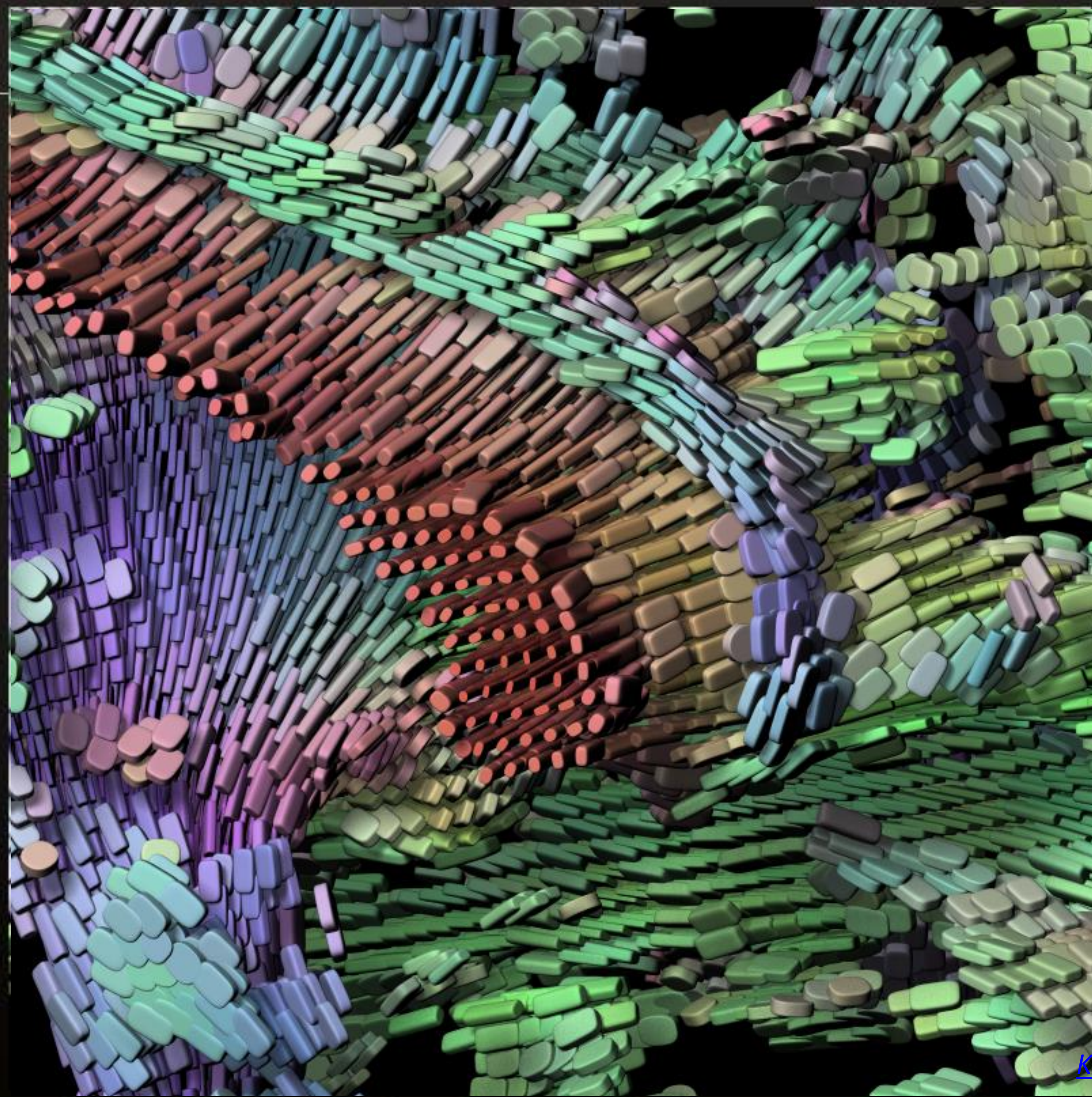
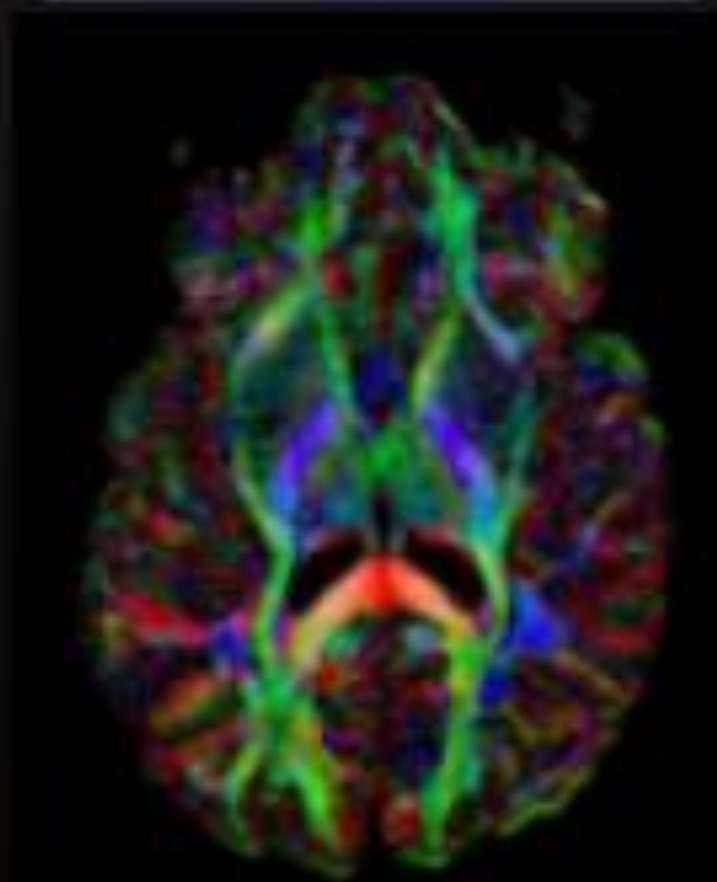
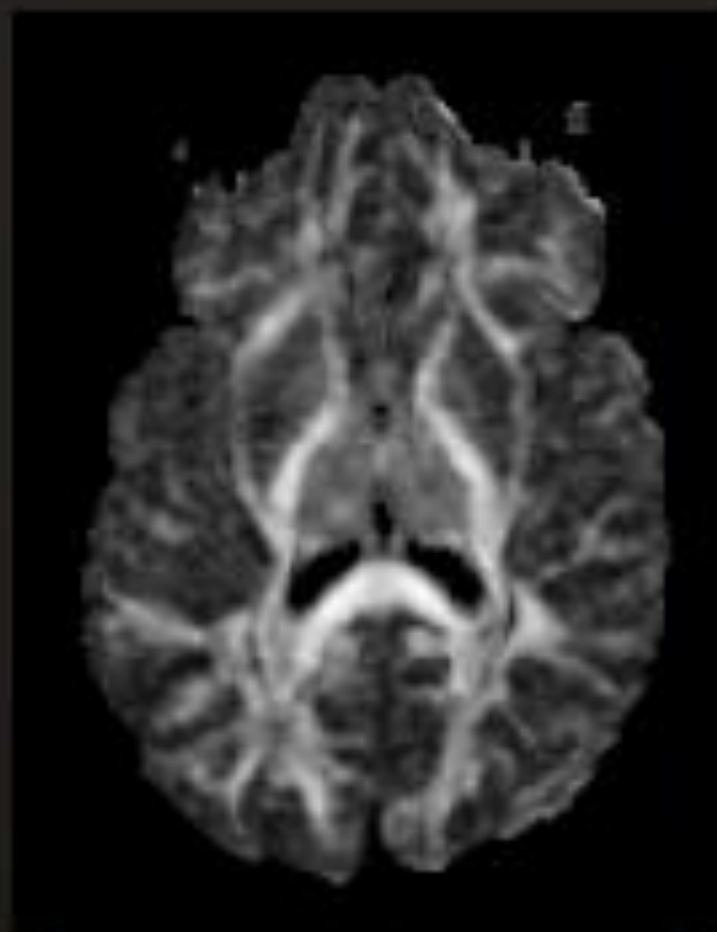
## CHANNEL :





**Figure 6:** Superquadrics defined by Equation 3. The gray triangle indicates the subset of the shape space employed by superquadric tensor glyphs. Edges indicate the tessellation resulting from uniform steps in  $\phi$  and  $\theta$ .

# Results



# Visualization Building Blocks

## Marks as Items/Nodes

➔ Points



➔ Lines



➔ Areas



## Marks as Links

➔ Containment



➔ Connection



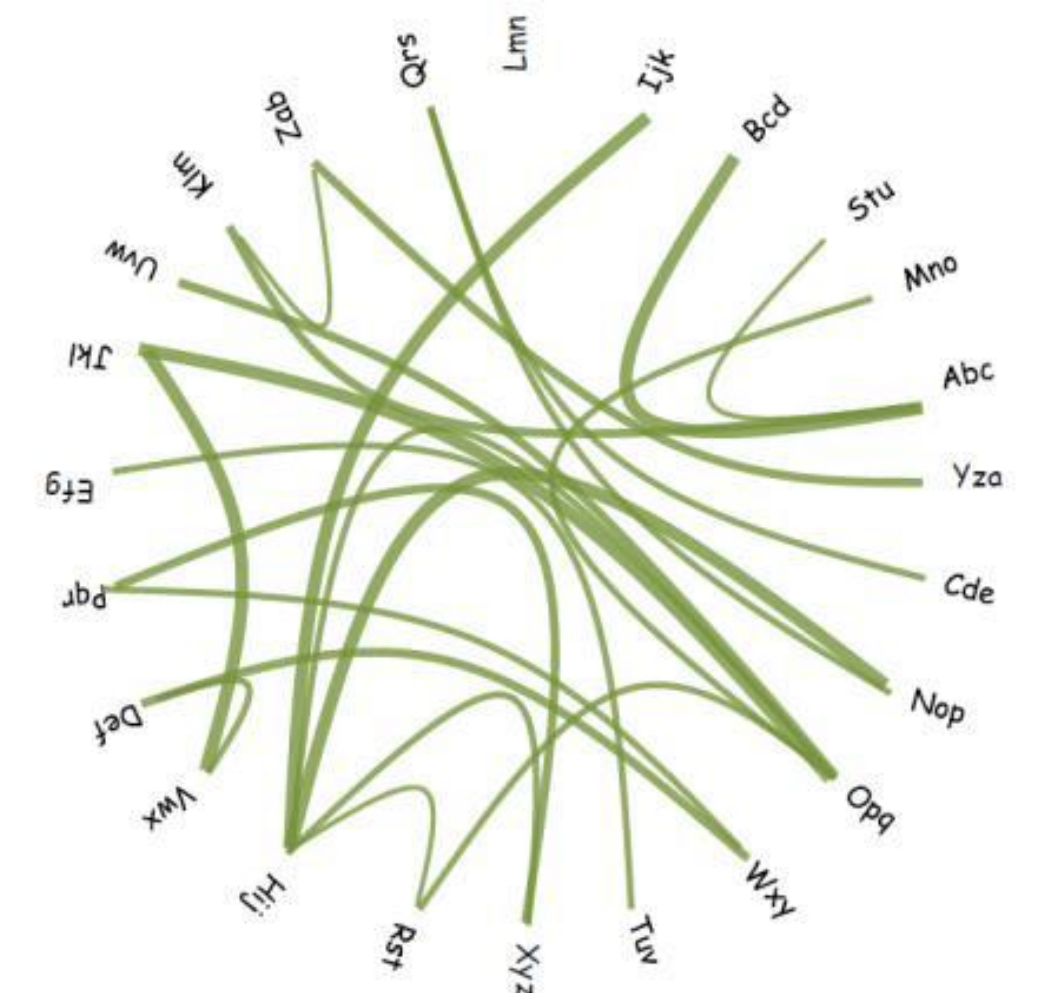
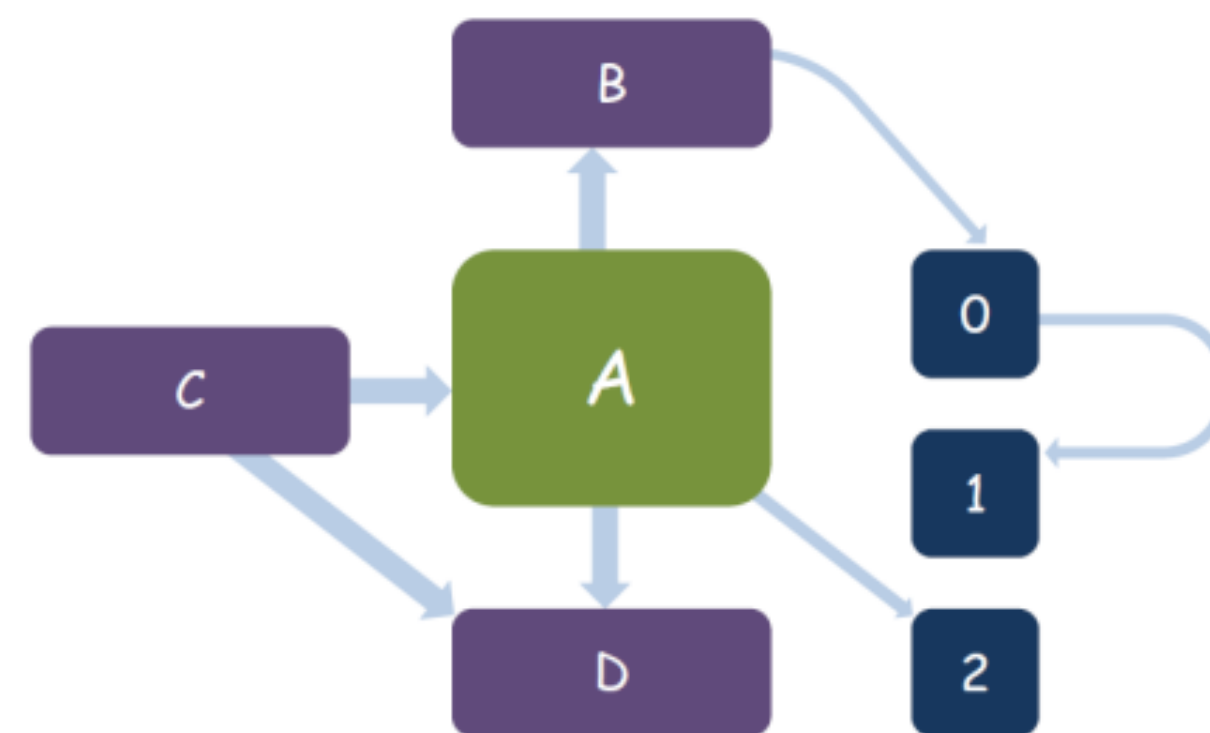
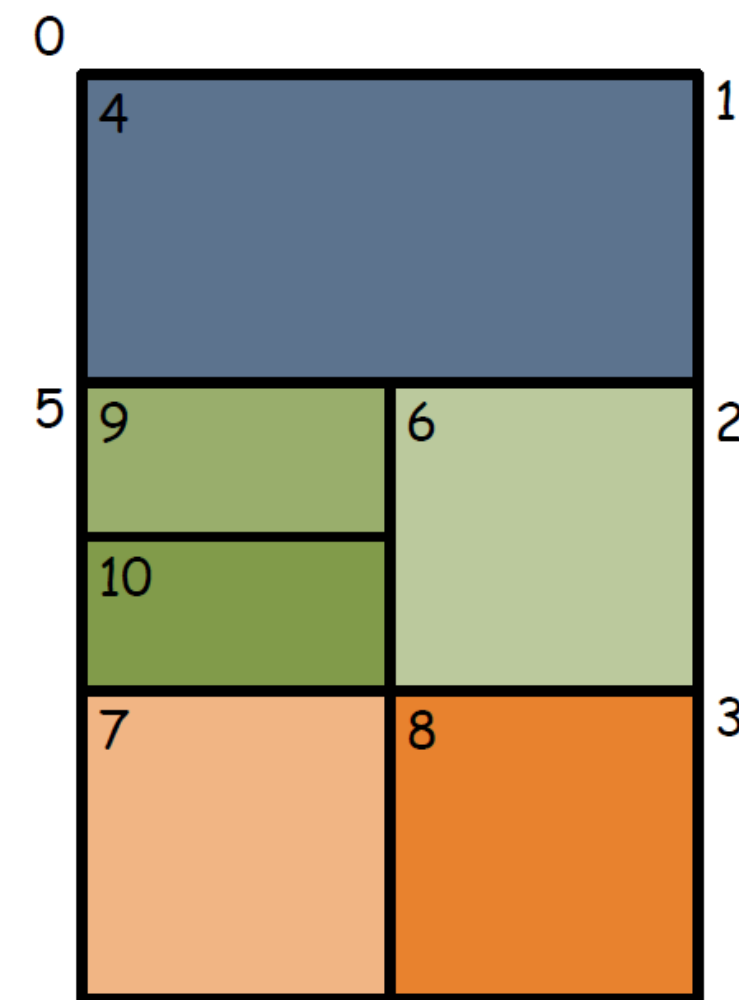
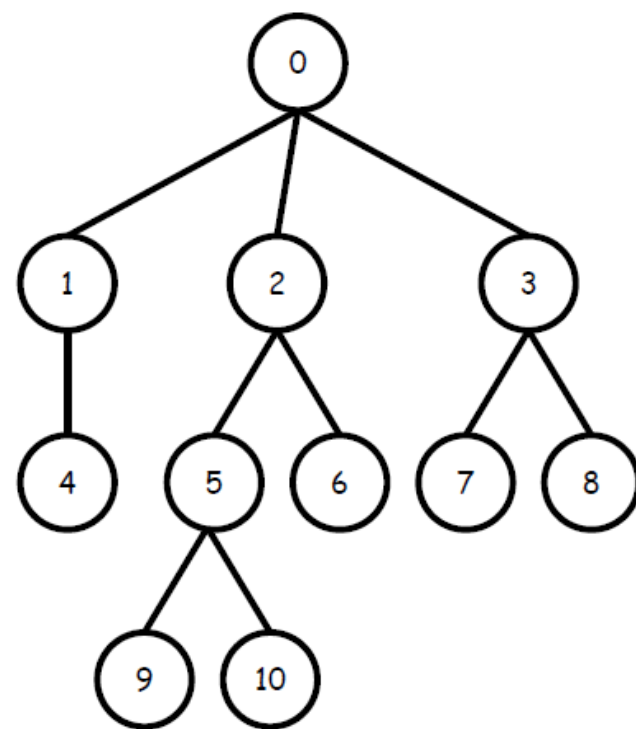
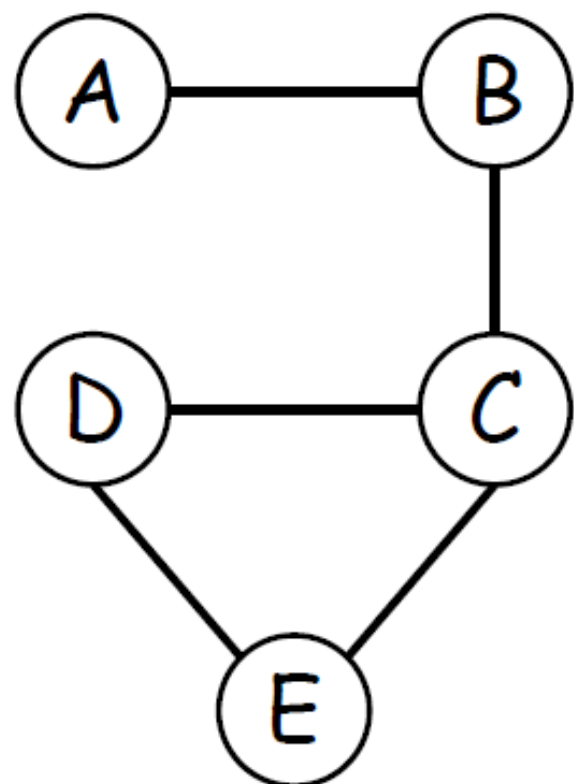
# Visualization Building Blocks

## Marks as Links

➔ Containment



➔ Connection





# Visualization Building Blocks

## Marks as Items/Nodes

→ Points



→ Lines



→ Areas



## Marks as Links

→ Containment



→ Connection



## Channels :

→ Position

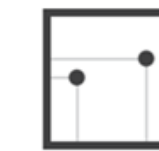
→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area



→ Volume



*Note: these are all really important concepts when it comes time to coding your visualizations...!*

How do I pick *which* marks or channels to use?

# “Ordering of Elemental Perceptual Tasks”

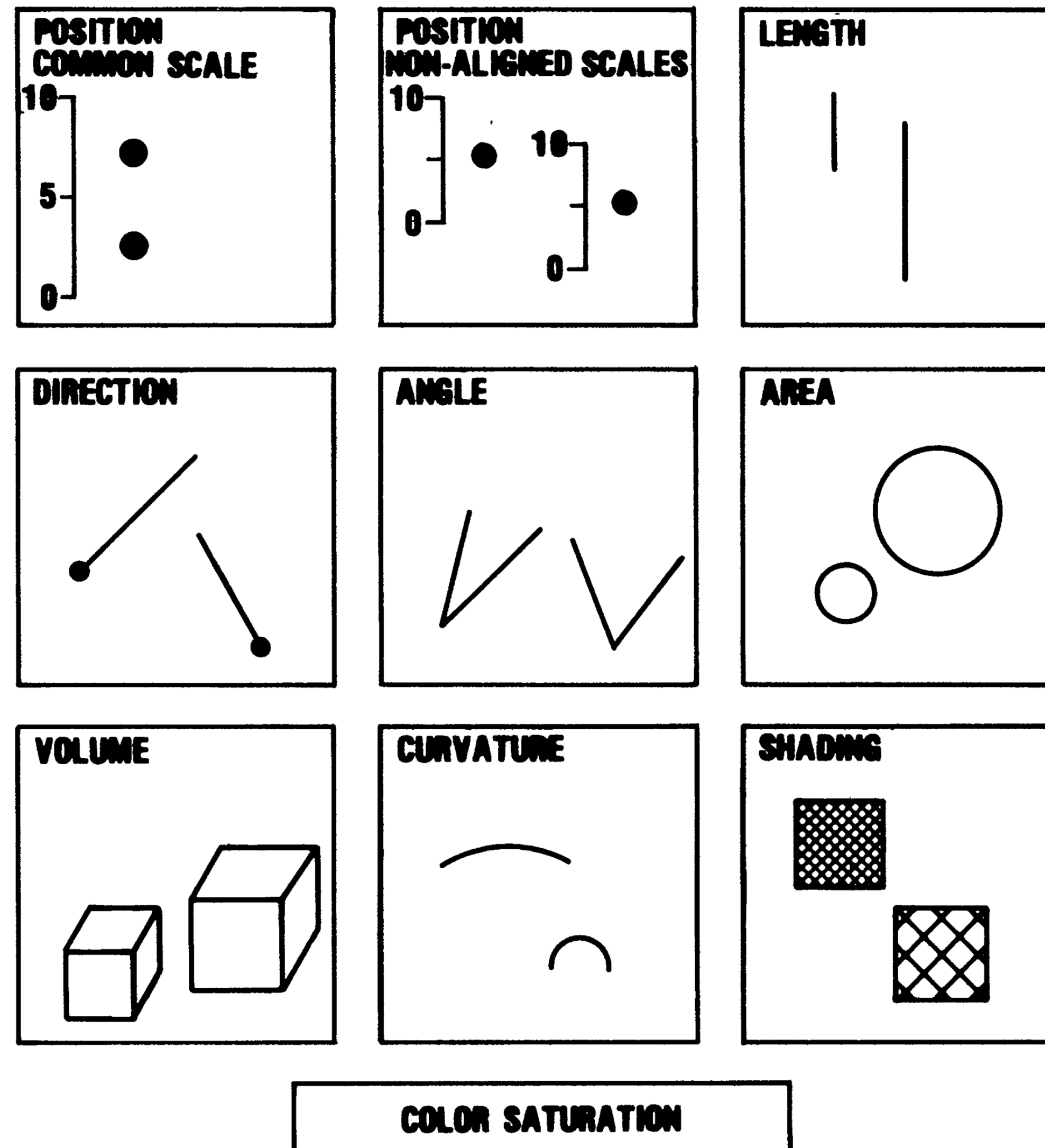


Figure 1. Elementary perceptual tasks.

# “Ordering of Elemental Perceptual Tasks”

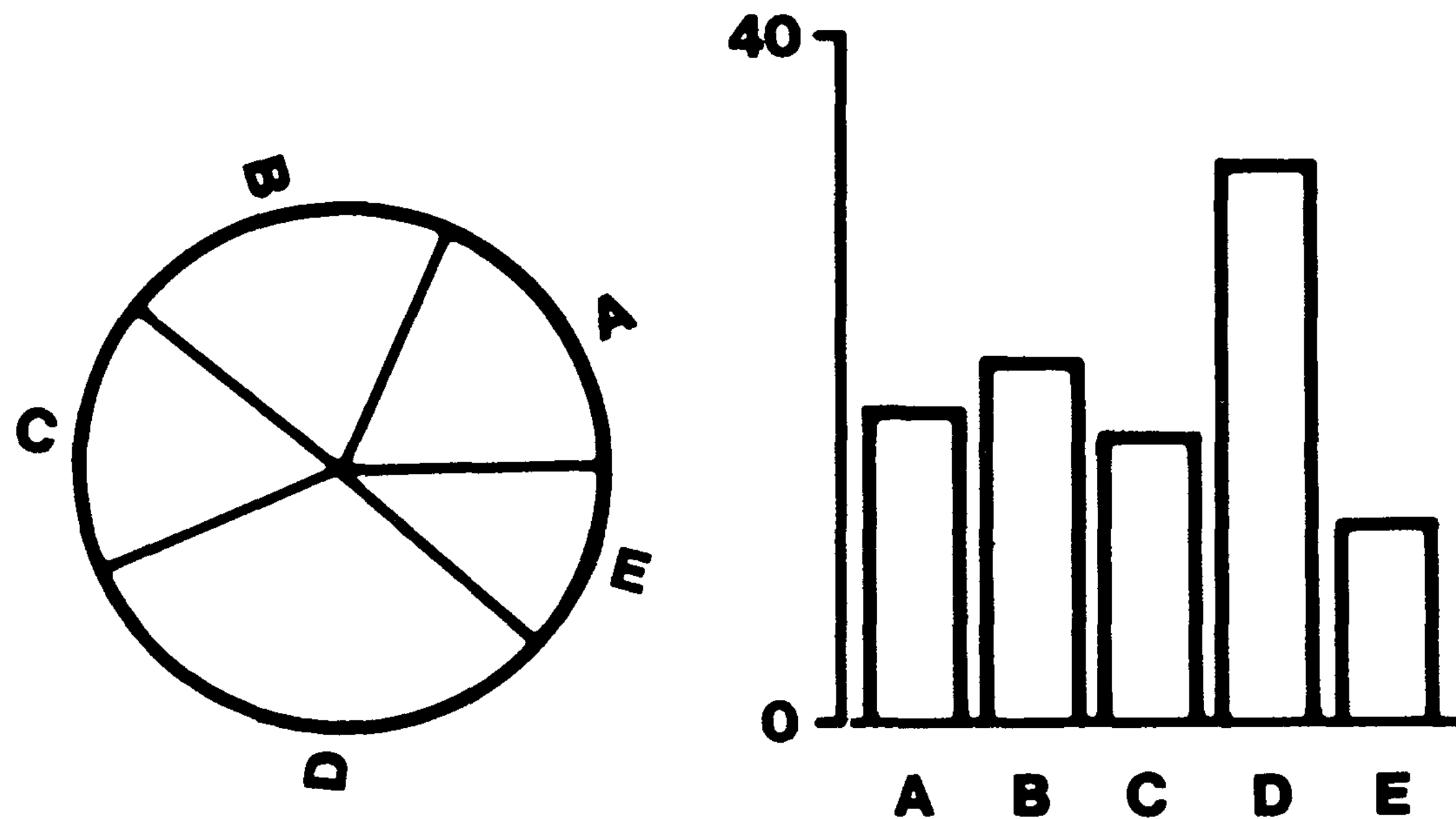


Figure 3. Graphs from position-angle experiment.

TASK: Which segment/bar is the maximum, and what is its percentage/value?

# “Ordering of Elemental Perceptual Tasks”

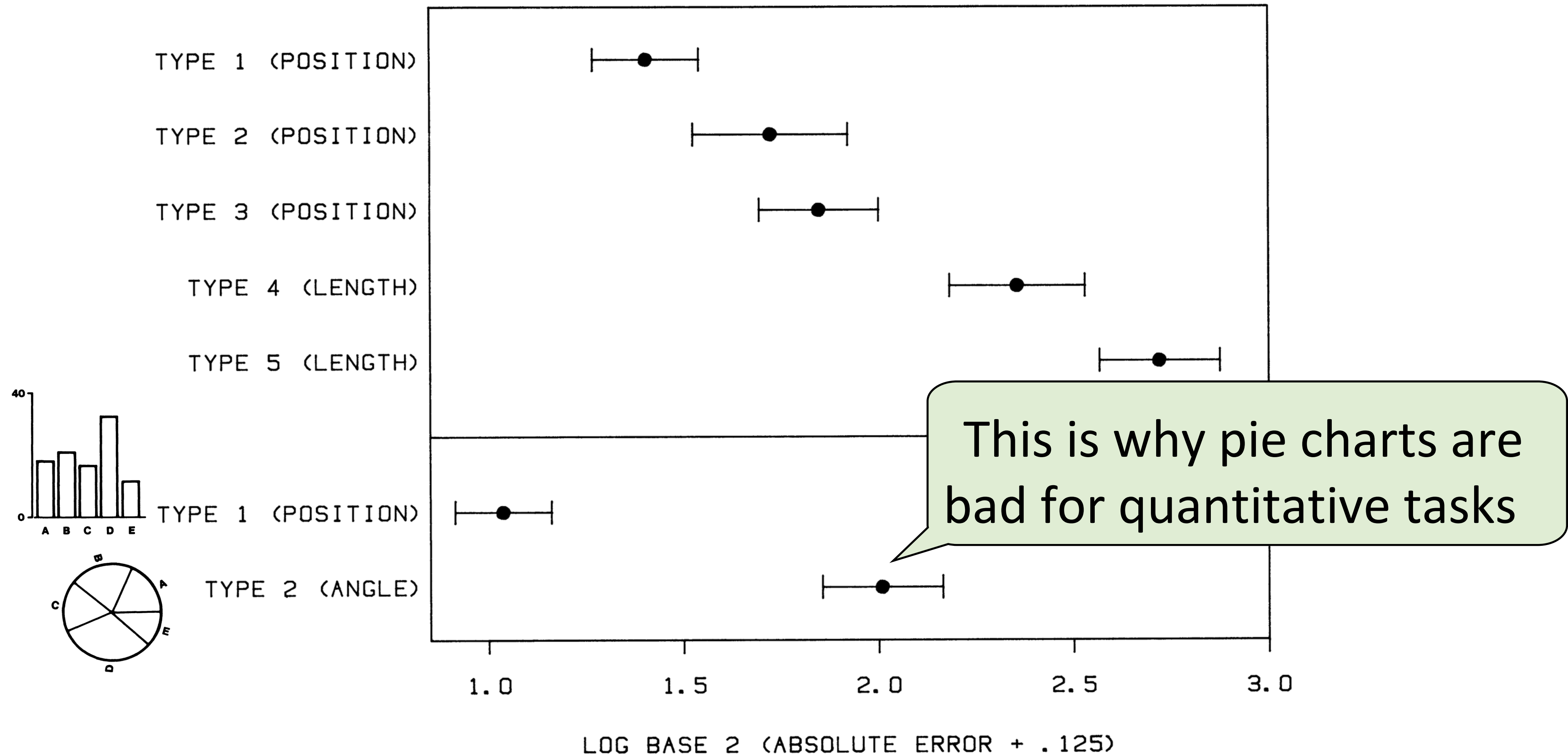


Figure 16. Log absolute error means and 95% confidence intervals for judgment types in position-length experiment (top) and position-angle experiment (bottom).

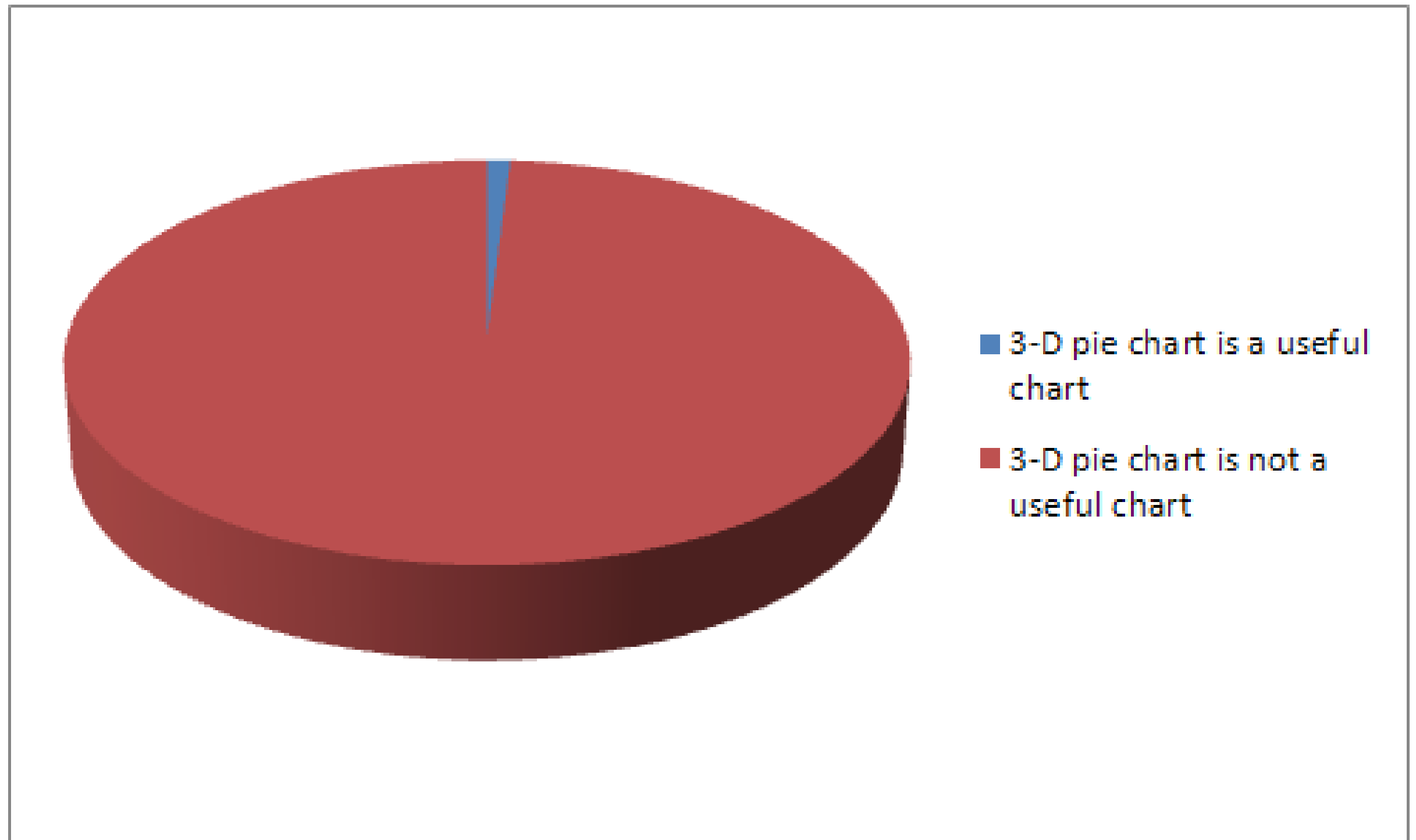
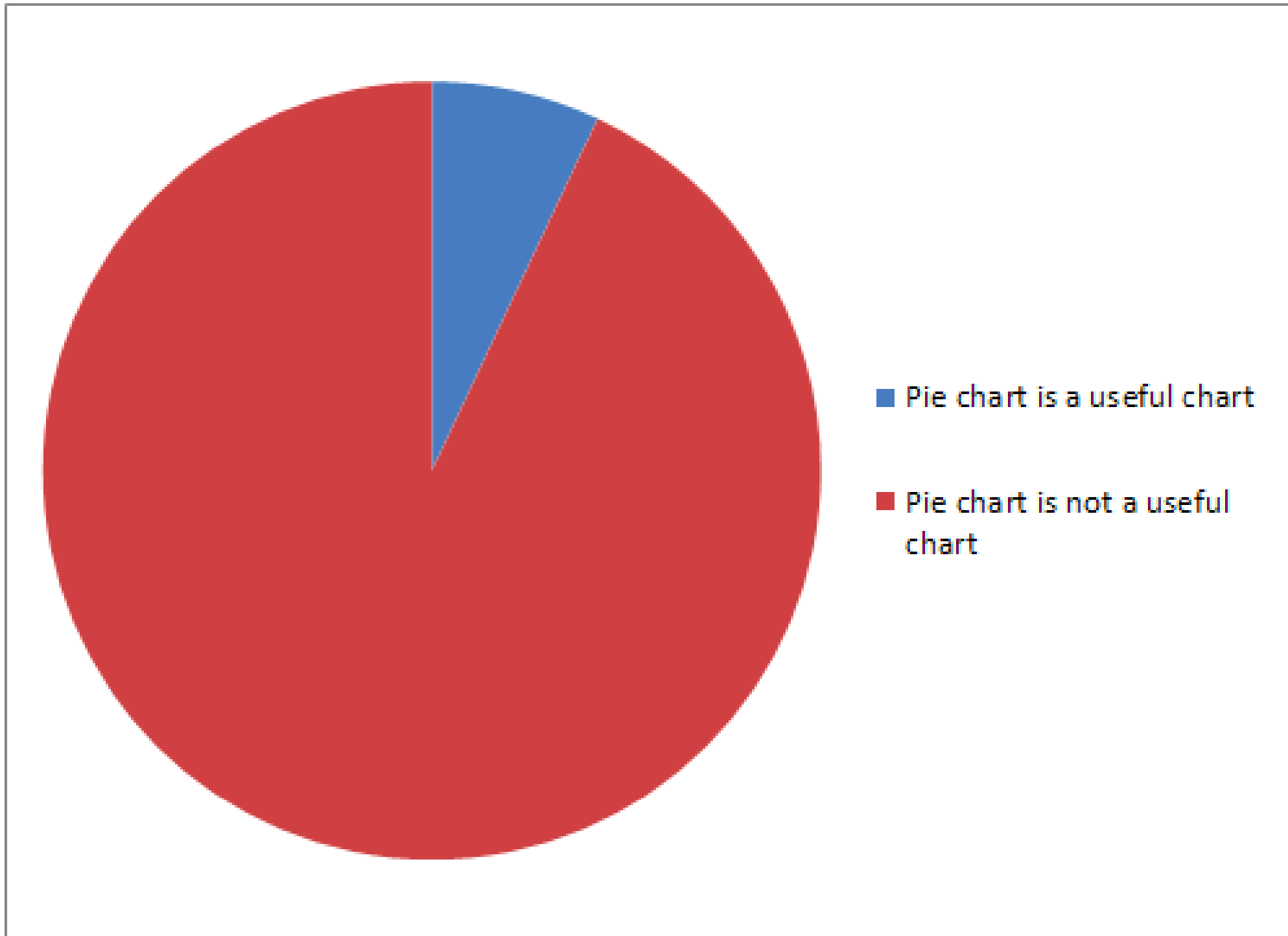
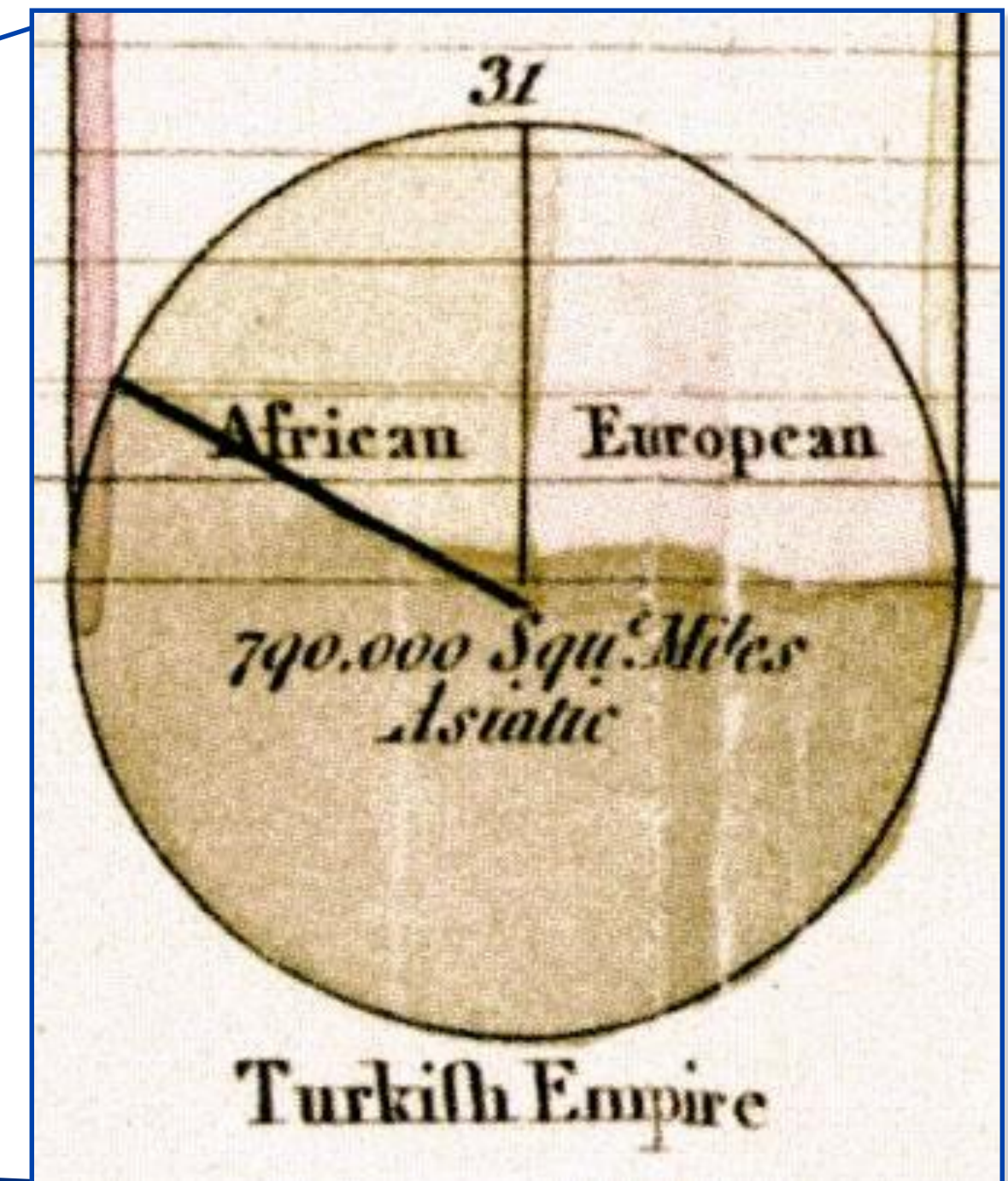
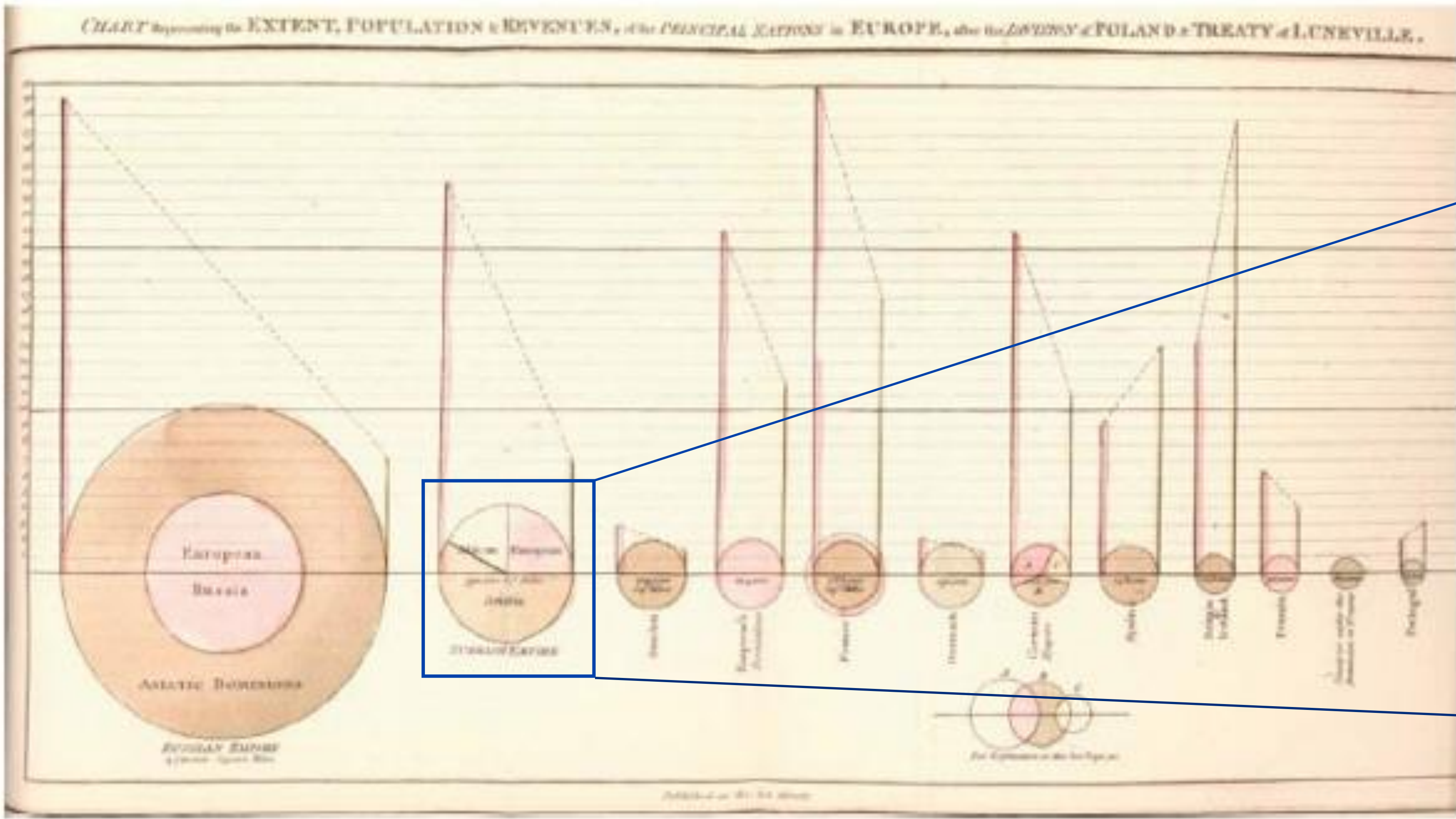




CHART representing the EXTENT, POPULATION & DIVISIONS, of the PRINCIPAL KINGDOMS in EUROPE, after the ACQUISITION of POLAND & TREATY of LUNEVILLE.





# “Ordering of Elemental Perceptual Tasks”

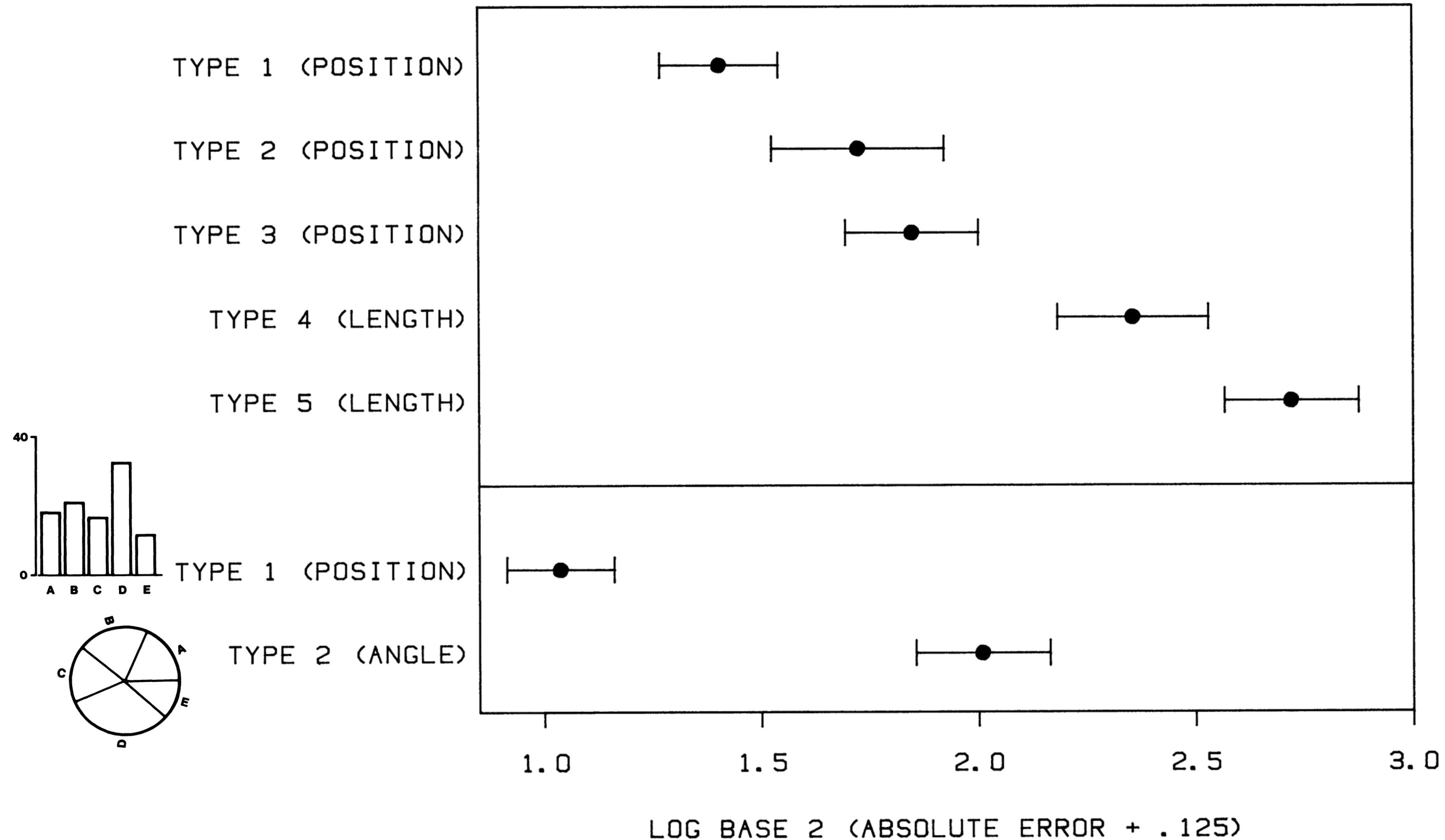
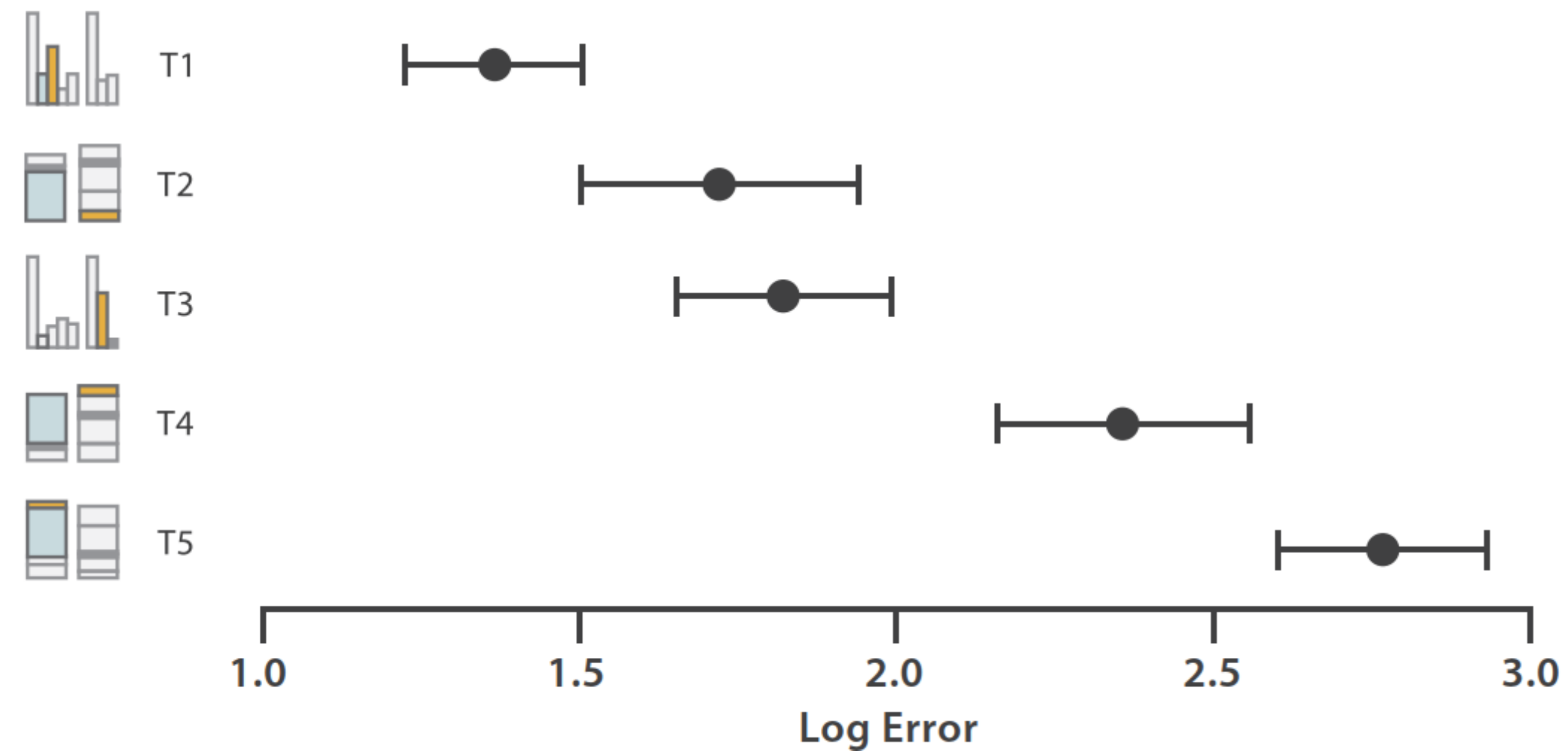
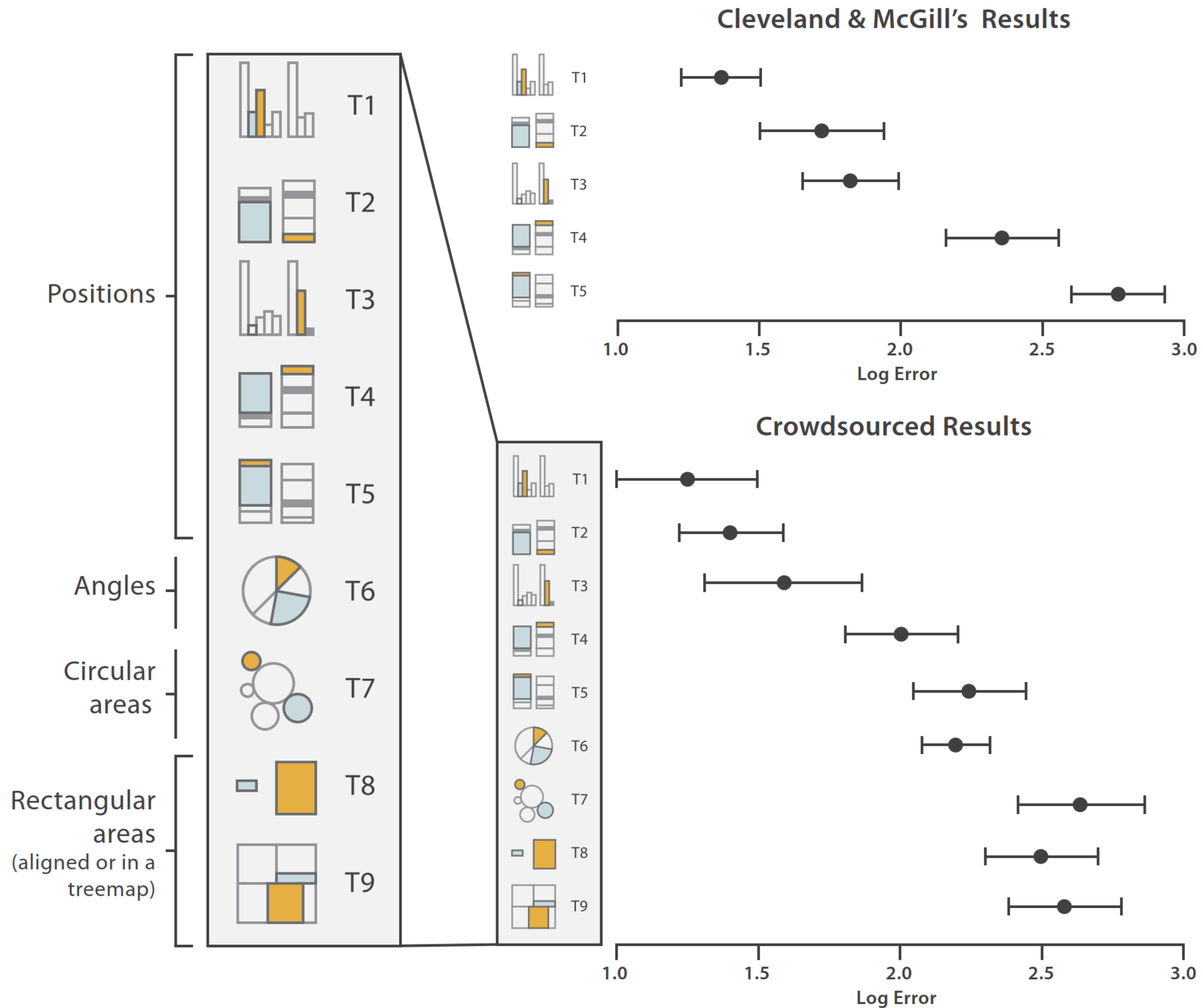


Figure 16. Log absolute error means and 95% confidence intervals for judgment types in position-length experiment (top) and position-angle experiment (bottom).

# “Ordering of Elemental Perceptual Tasks”

Cleveland & McGill's Results



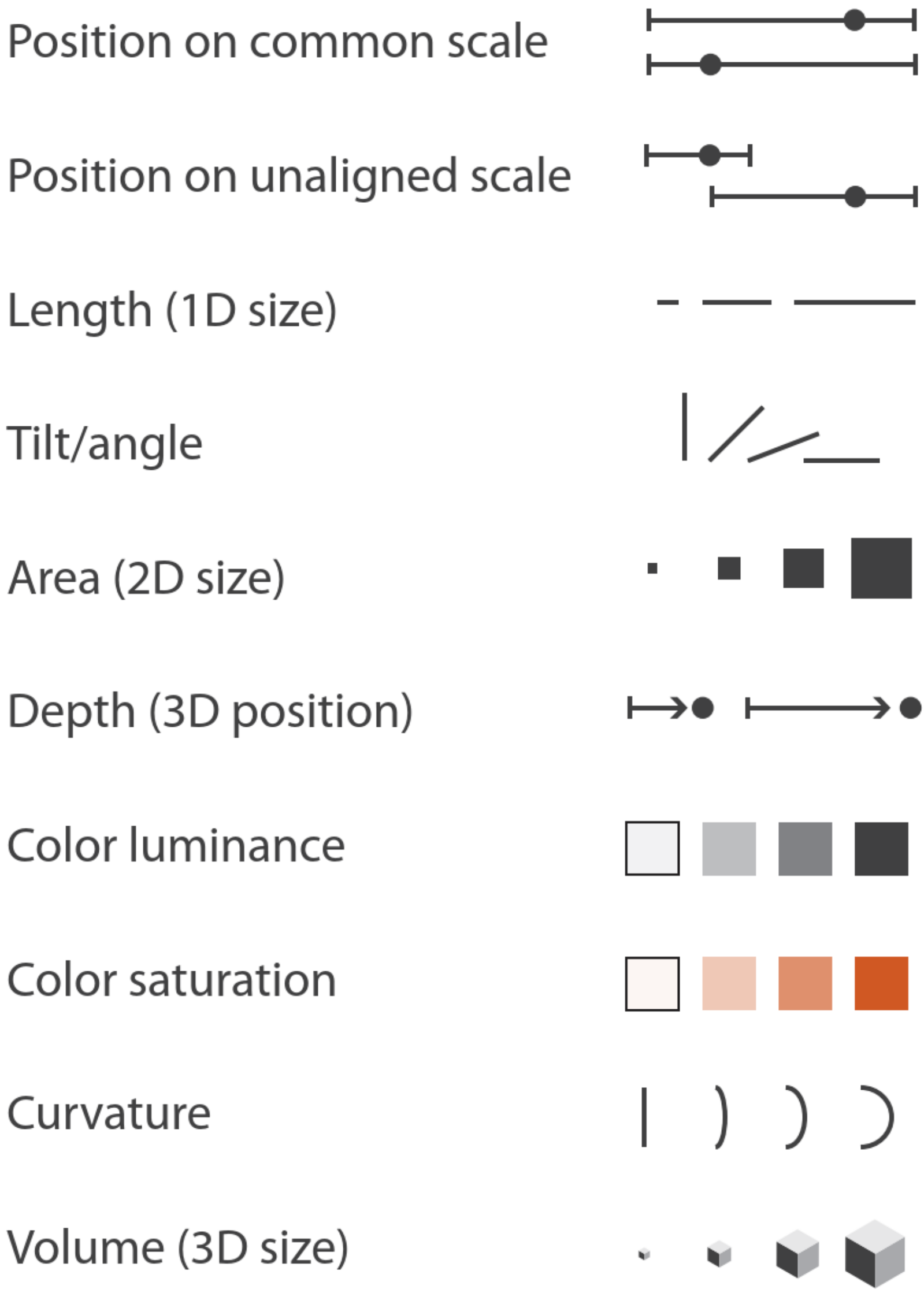


**Channels:** Expressiveness Types and Effectiveness Ranks

➔ **Magnitude Channels: Ordered Attributes**

# Channels: Expressiveness Types and Effectiveness Ranks

## ➔ Magnitude Channels: Ordered Attributes



## ➔ Identity Channels: Categorical Attributes



Most

Effectiveness

Least

Same

Same

Same

# Expressiveness and Effectiveness

Effectiveness principle: the importance of the attribute should match the salience of the channel; that is, its noticeability.

*(i.e., encode most important attributes with highest ranked channels)*

Expressiveness principle: the visual encoding should express all of, and only, the information in the dataset attributes.

*(i.e., data characteristics should match the channel)*

My Summary: Prioritize choosing the most appropriate channel for each attribute

# Expressiveness and Effectiveness

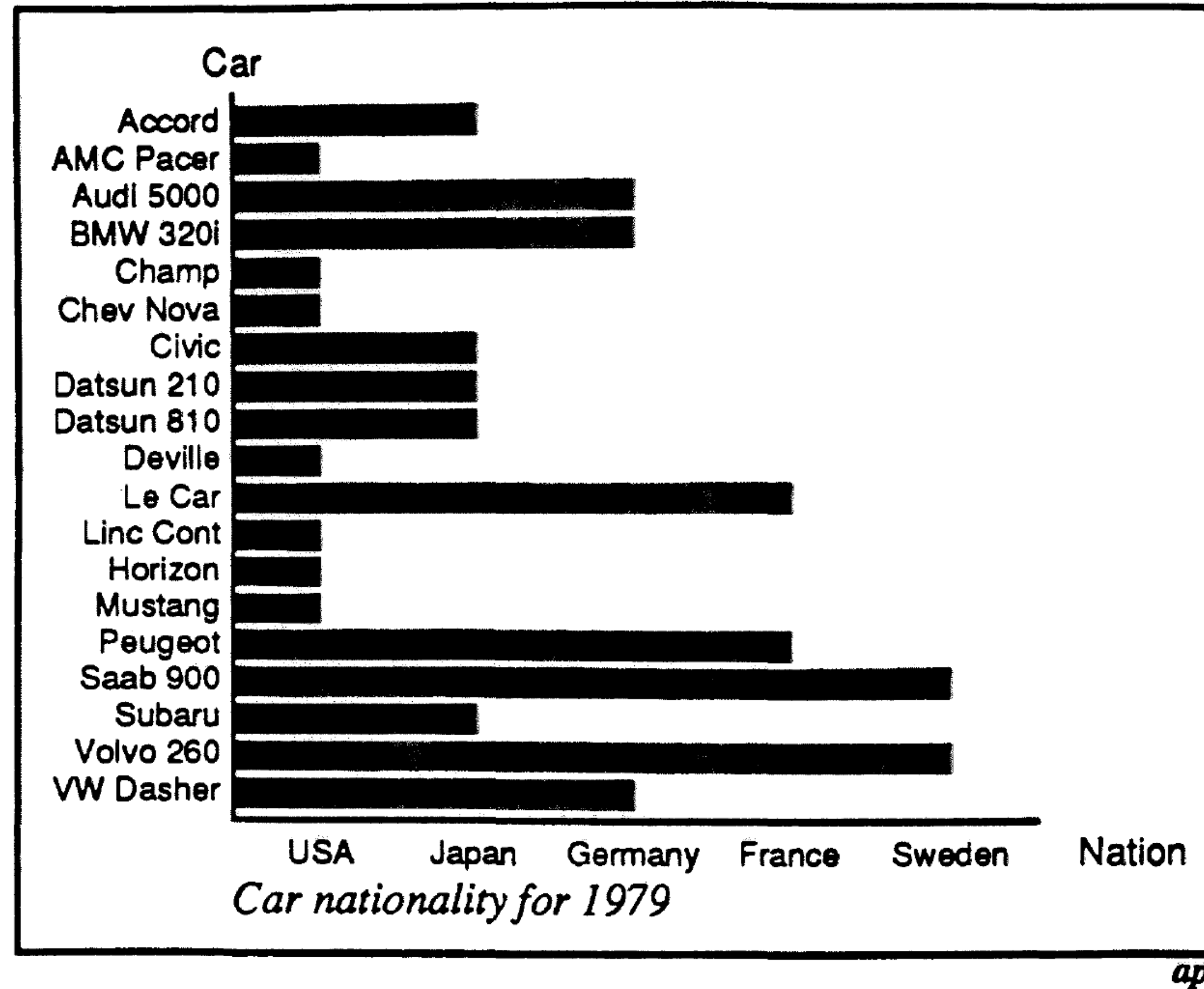


Figure 11: Incorrect Use of a Bar Chart for the Nation Relation. The lengths of the bars suggest an ordering on the vertical axis, as if the USA cars were longer or better than the other cars, which is not true for the Nation relation.



# Expressiveness and Effectiveness

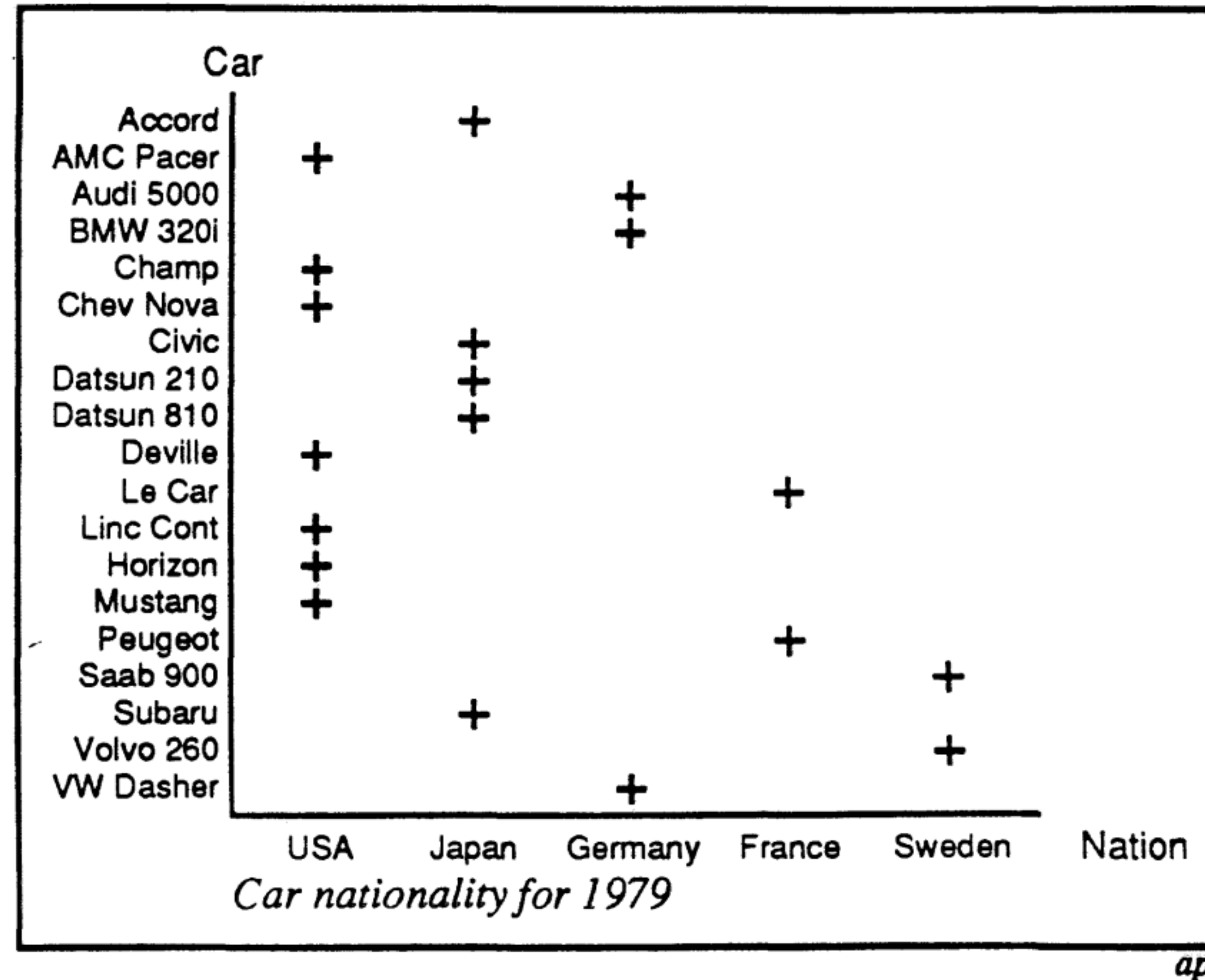
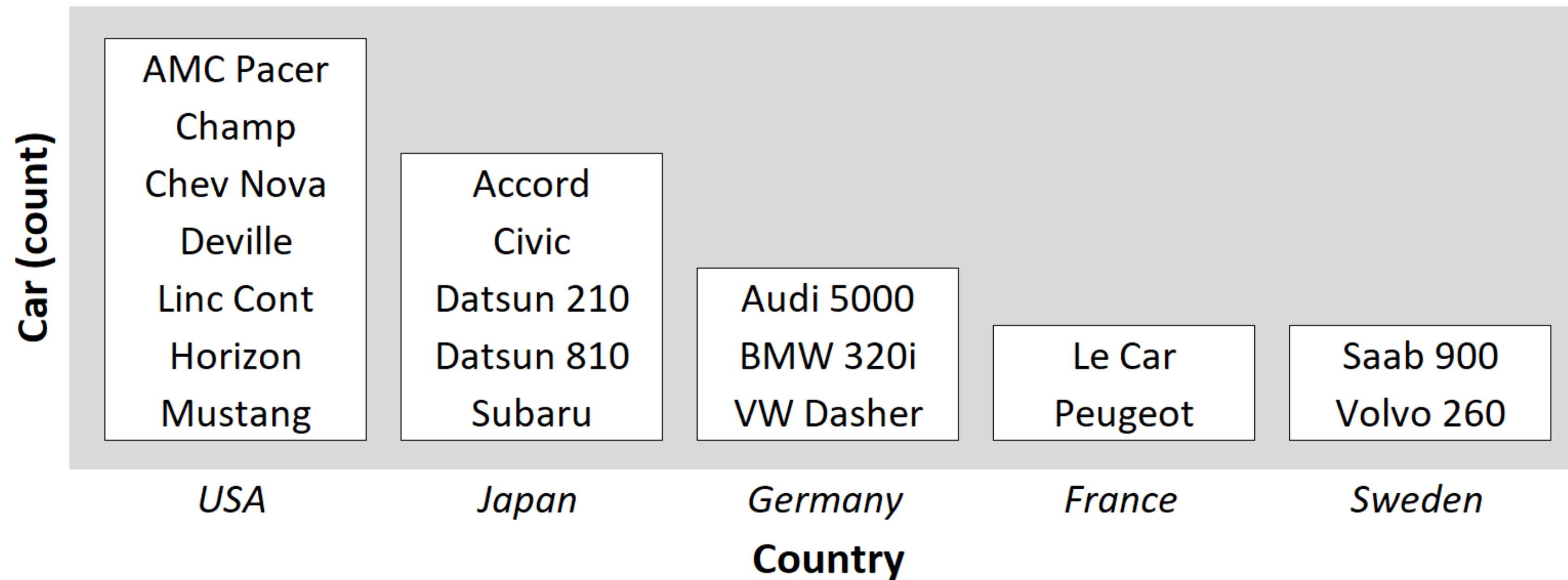


Figure 12: Correct Use of a Plot Chart for the Nation Relation. Since bar charts encode ordered domain sets, plot charts are conventionally used to encode nominal domain sets. The ordering of the labels on the axes is ignored.

# Expressiveness and Effectiveness

Car Models Produced by Country (1979)



# IN-CLASS EXERCISE

3, 12, 42

# 3, 12, 42

## In-class Sketching: “Three numbers”

*20m*

1. **Individually** (*10m*) use pens & post-it notes to sketch as many possible visualizations as you can of these three numbers.
2. No upload required
3. **As a class** (*10m*) I will call on some of you to show your designs and discuss common themes.



# DATA TYPES

# GOALS FOR TODAY

- Learn what are data types and dataset types
- Learn what are attribute types
- Learn how to pick appropriate visual representations based on attribute type and perceptual properties

# Analysis



What?

What data is shown?

Why?

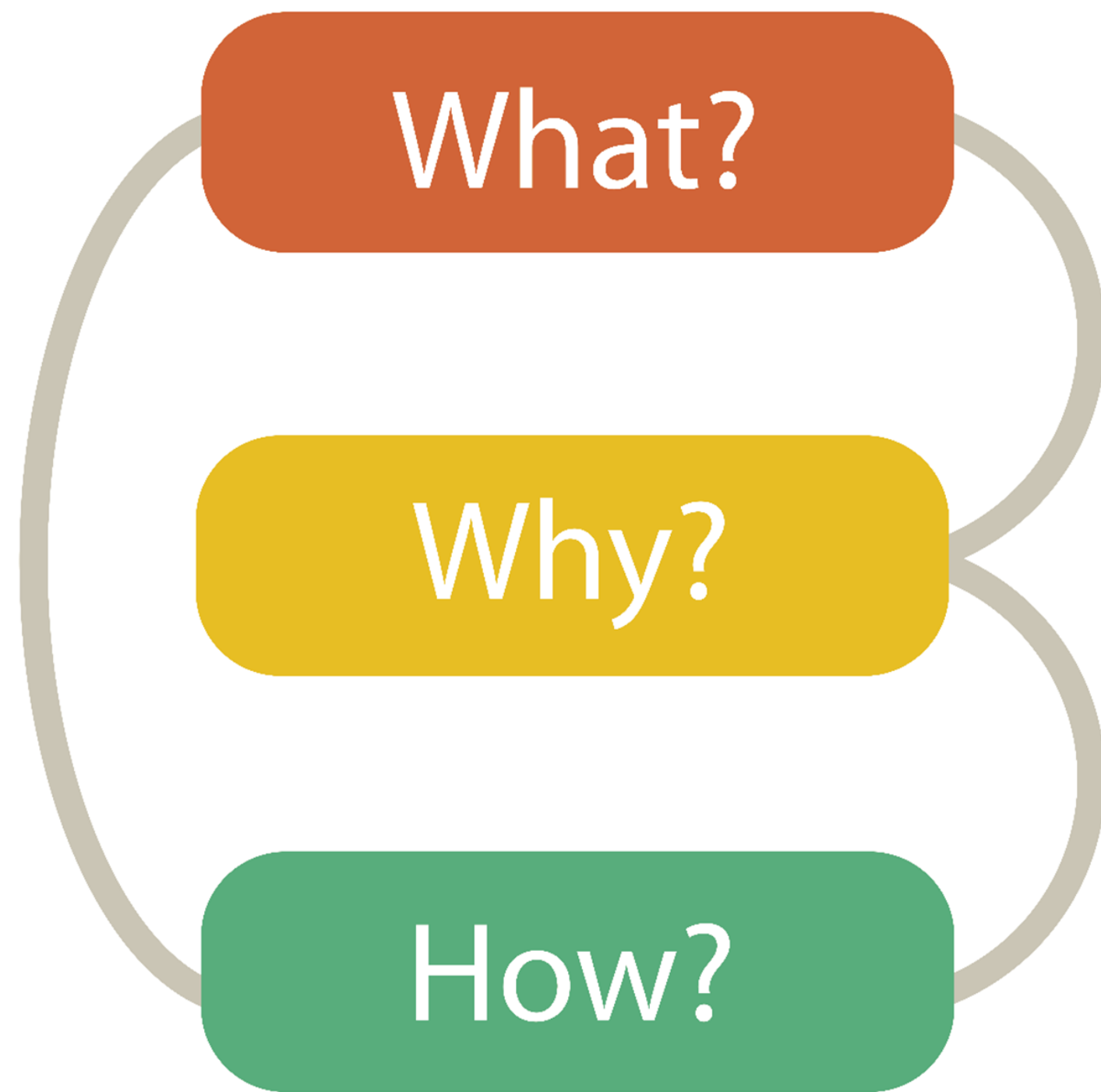
Why is the user analyzing / viewing it?

How?

How is the data presented?



# Analysis



DATA ABSTRACTION

TASK ABSTRACTION

VISUAL ENCODING

# Analysis

What?

**DATA ABSTRACTION**

Why?

TASK ABSTRACTION

How?

VISUAL ENCODING

# Data Types

**TYPE** = structural or mathematical interpretation of the data

## ➔ Data Types

➔ Items

➔ Attributes

➔ Links

➔ Positions

➔ Grids

*(row, node)*

*(variable,  
data dimension)*

*(relationship)*

*(spatial location)*

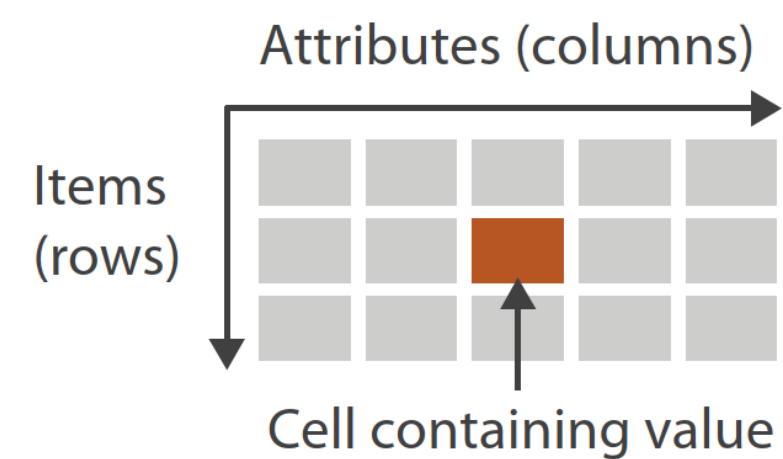
*(sampling)*

# Data Types

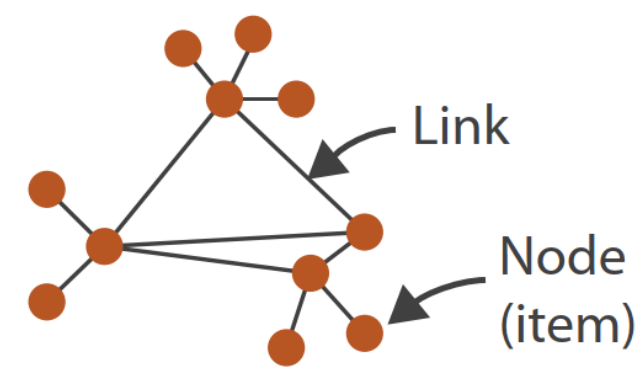
**DATASET** = collection of information that is the target of analysis

## ➔ Dataset Types

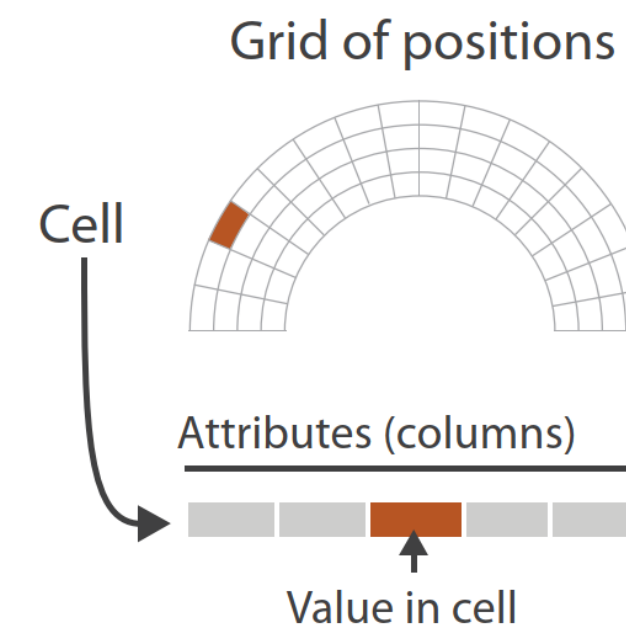
➔ Tables



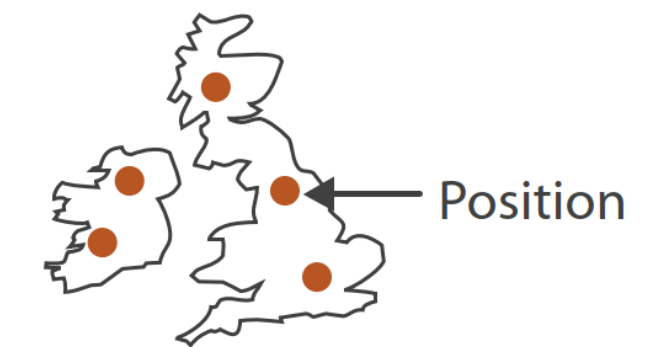
➔ Networks



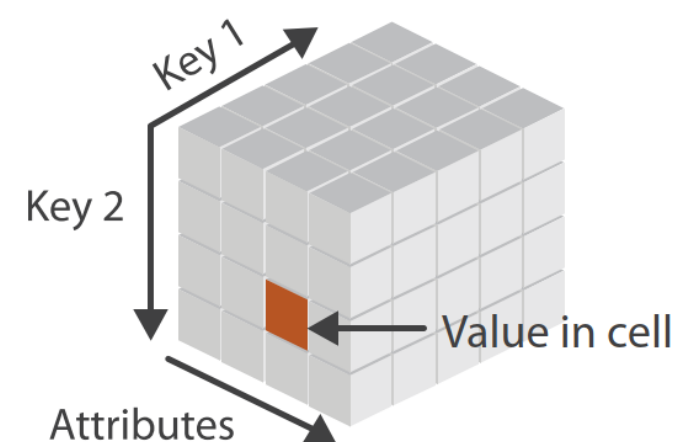
➔ Fields (Continuous)



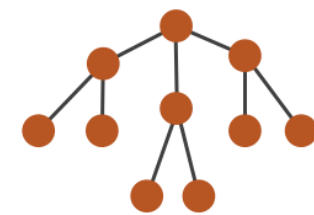
➔ Geometry (Spatial)



➔ *Multidimensional Table*



➔ *Trees*



# Data Types

**DATASET** = collection of information that is the target of analysis

## ➔ Data and Dataset Types

Tables

Items

Attributes

Networks &  
Trees

Items (nodes)

Links

Attributes

Fields

Grids

Positions

Attributes

Geometry

Items

Positions

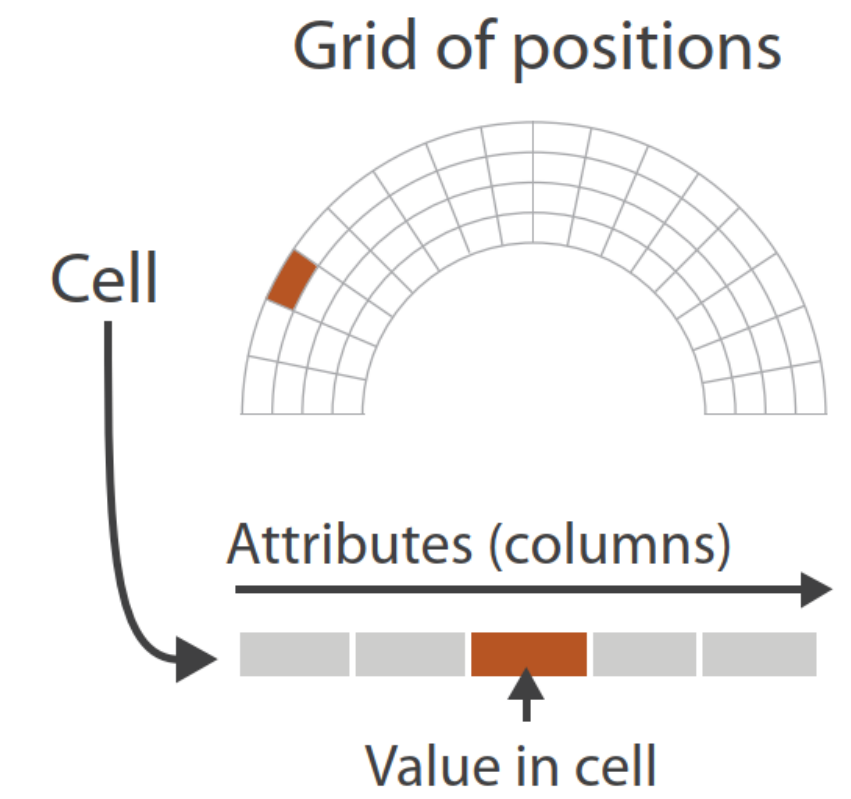
Clusters,  
Sets, Lists

Items

# grid types

Relevant to anyone in the sciences!

→ Fields (Continuous)



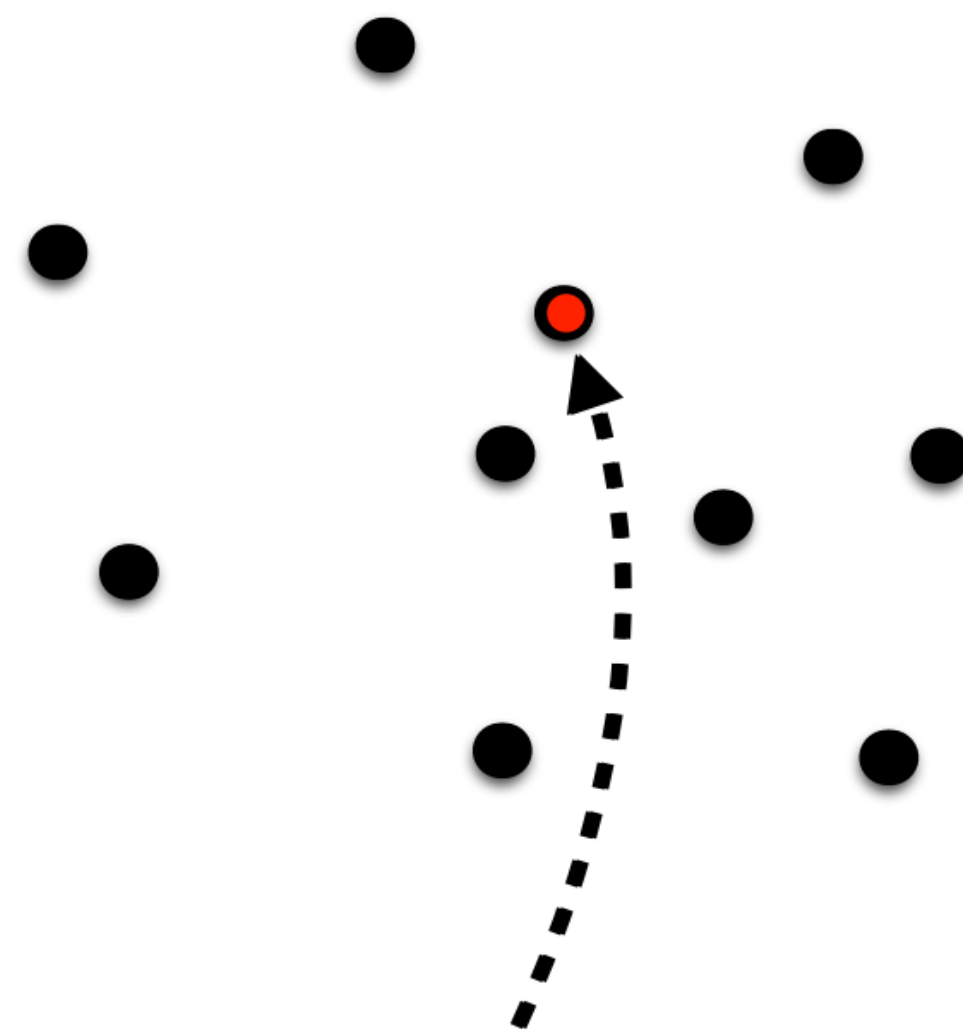
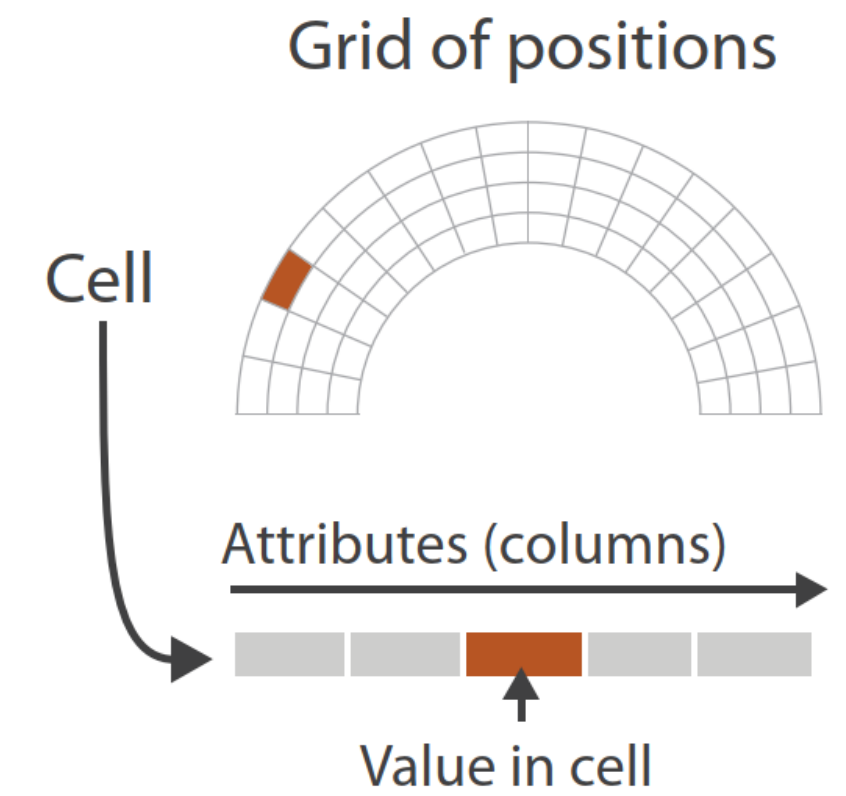
# grid choices impact how continuous data is interpreted

## two key considerations:

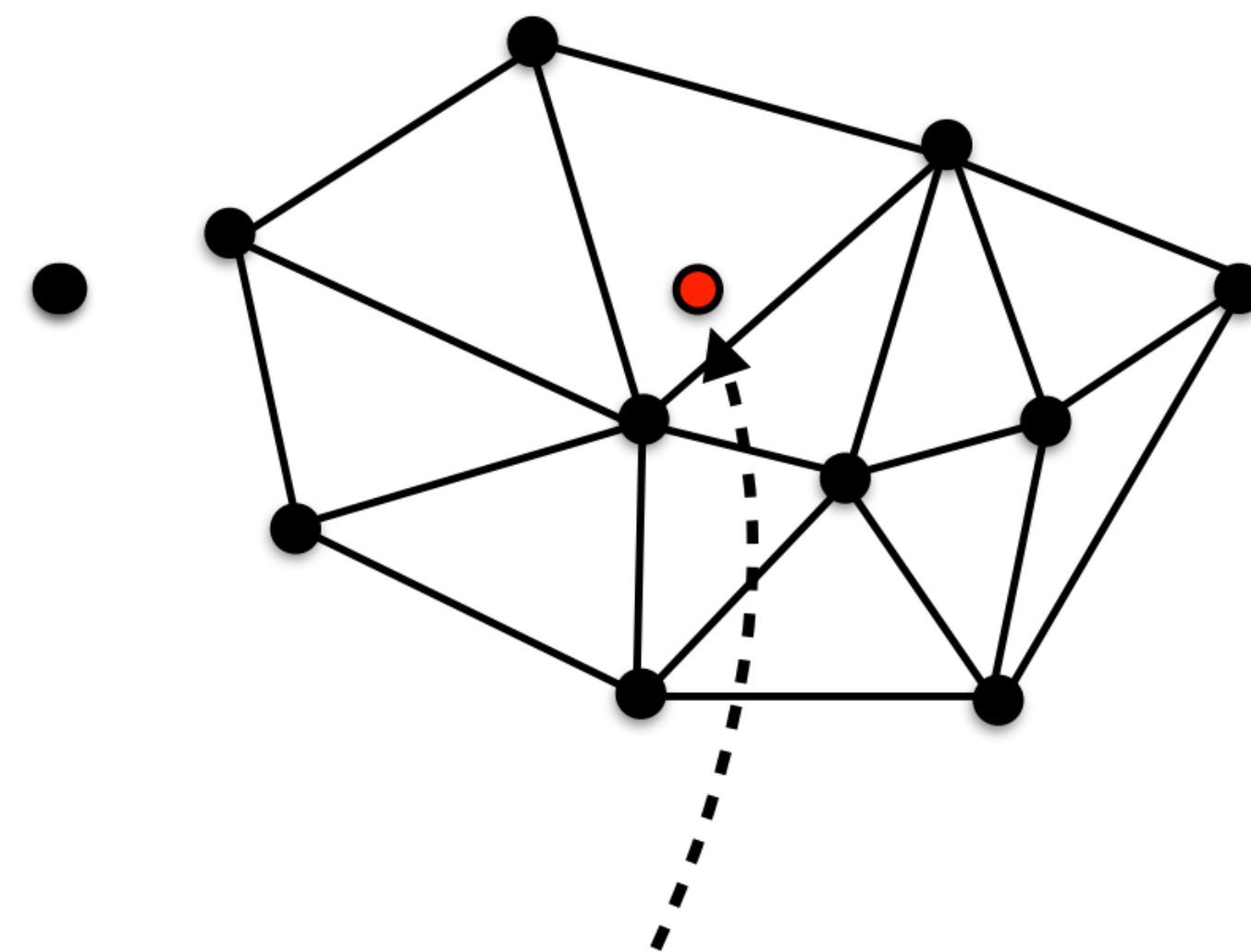
*sampling*, or the choice of where attributes are measured

*interpolation*, or how to model the attributes in the rest of space

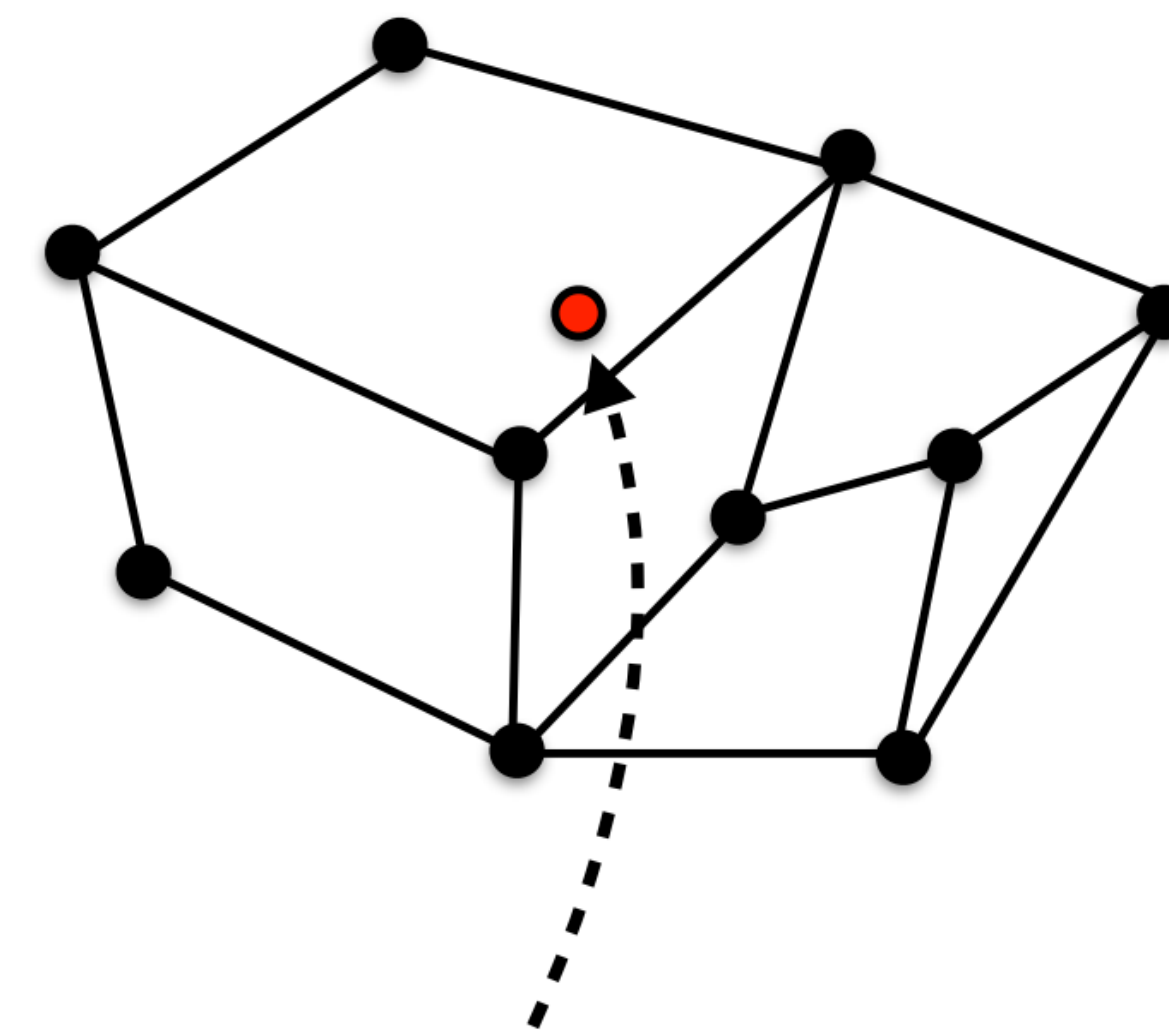
→ Fields (Continuous)



Interpolate Here

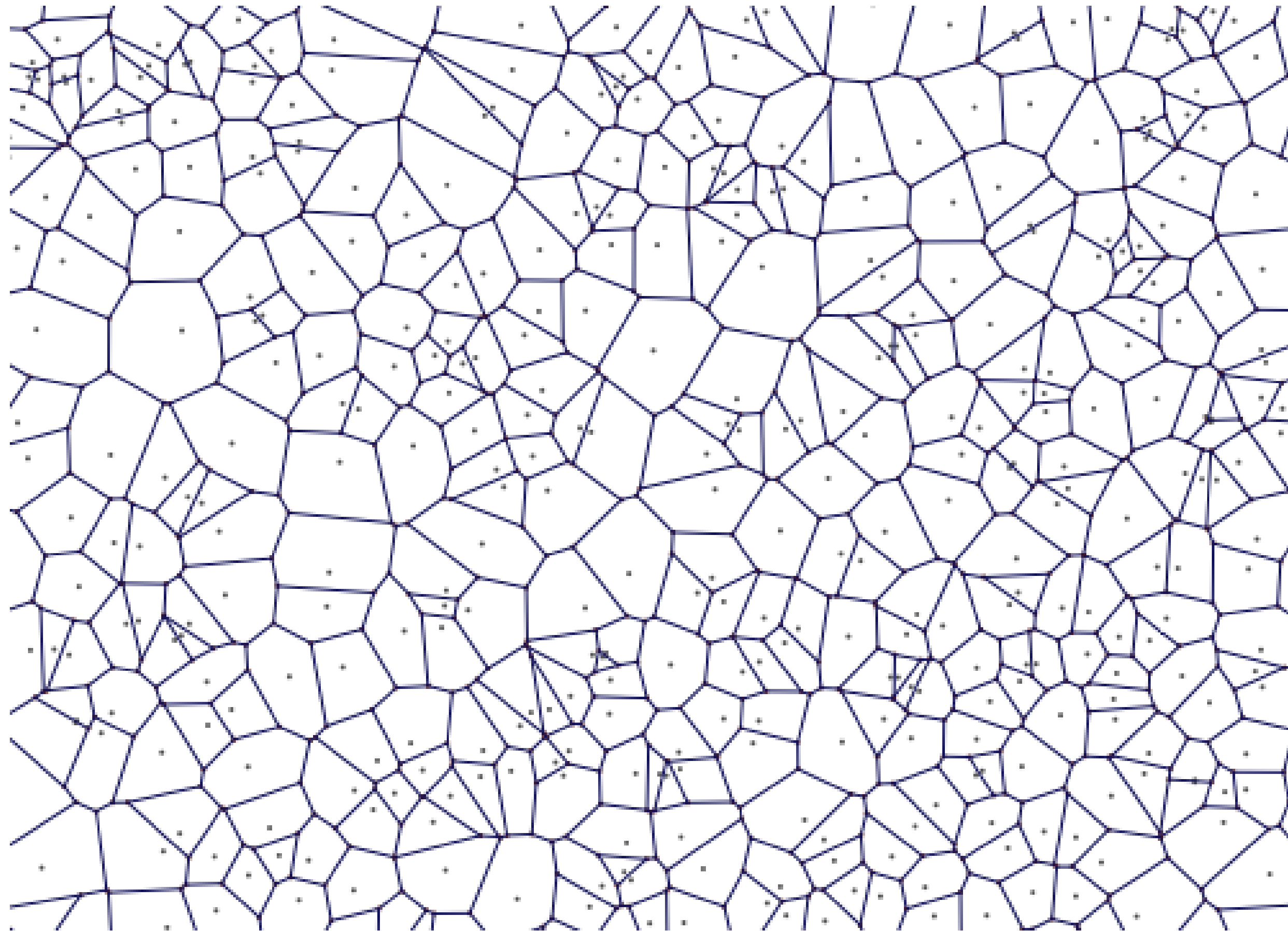


Interpolate Here

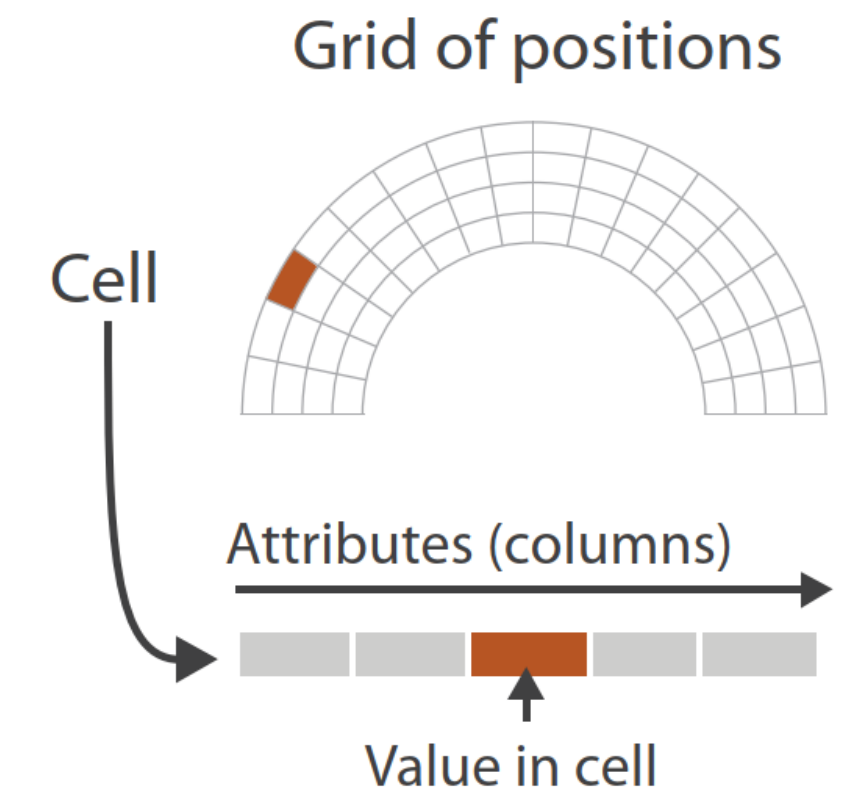


Interpolate Here

# “Voronoi Tessellation”

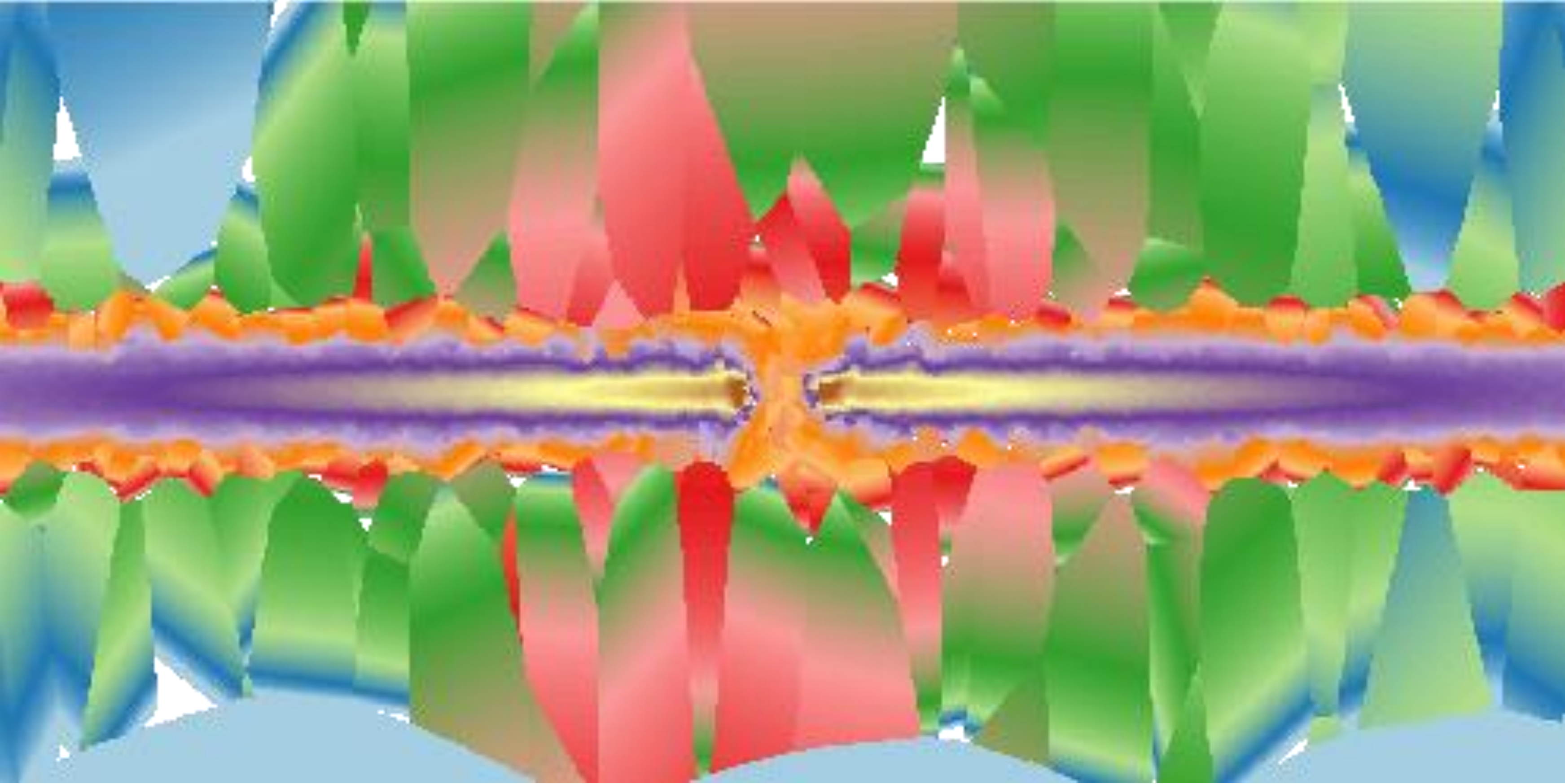


→ Fields (Continuous)

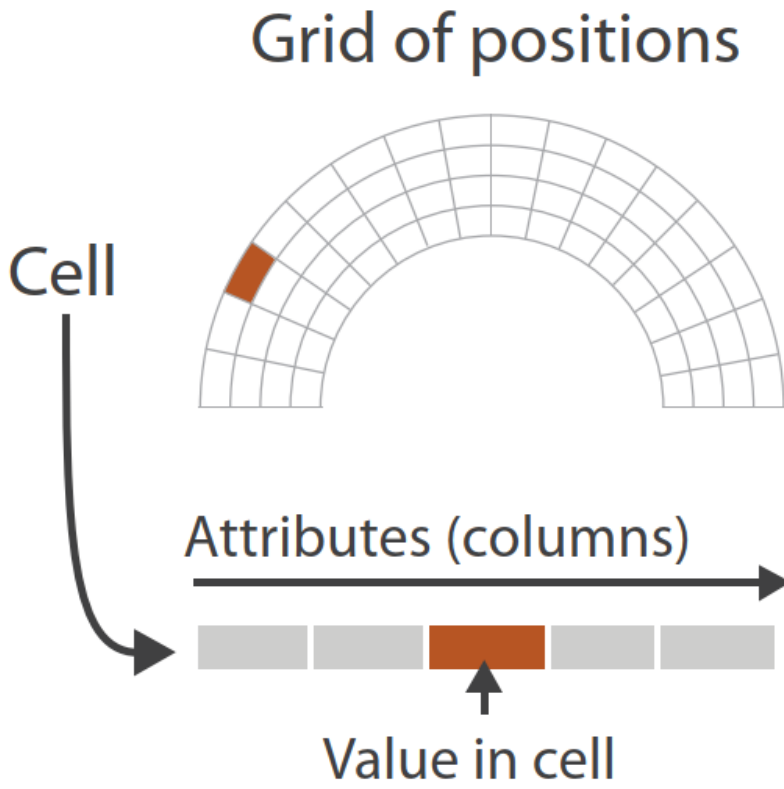




# Voronoi Tessellation for Galaxy Evolution Simulation



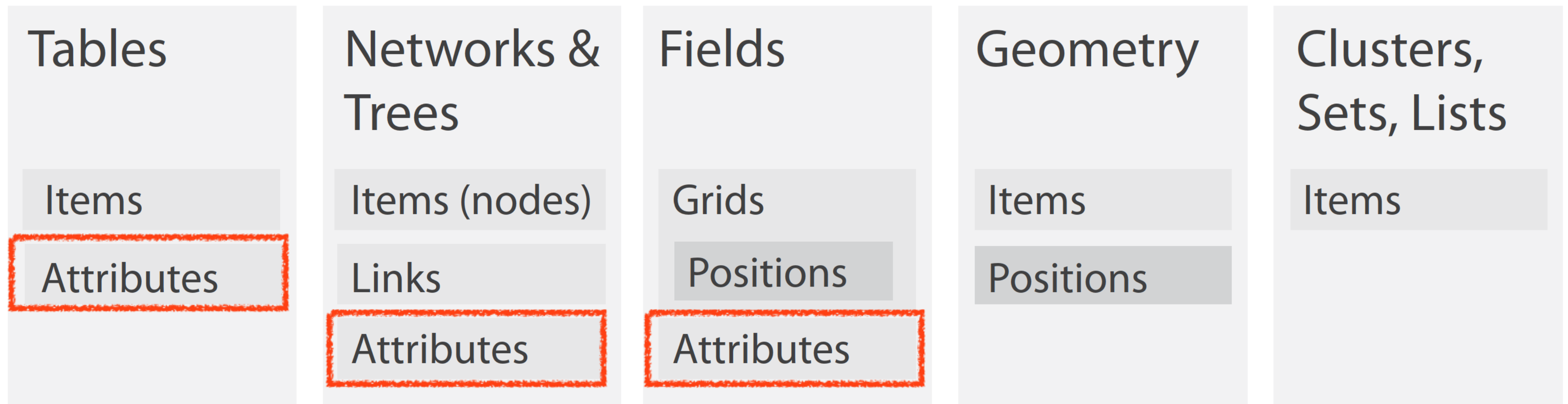
→ Fields (Continuous)



# Data Types

**DATASET** = collection of information that is the target of analysis

## ➔ Data and Dataset Types



# Attribute Types

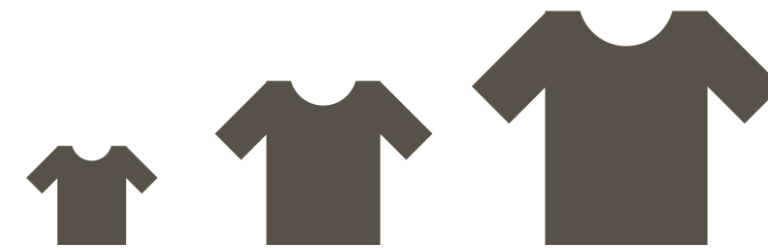
→ Categorical



e.g.,  
fruit (apple, pear, grape),  
colleges (CAMD, Khoury, COE)

→ Ordered

→ *Ordinal*



e.g.,  
sizes (xs, s, m, l, xl),  
months (J, F, M)

→ *Quantitative (continuous)*

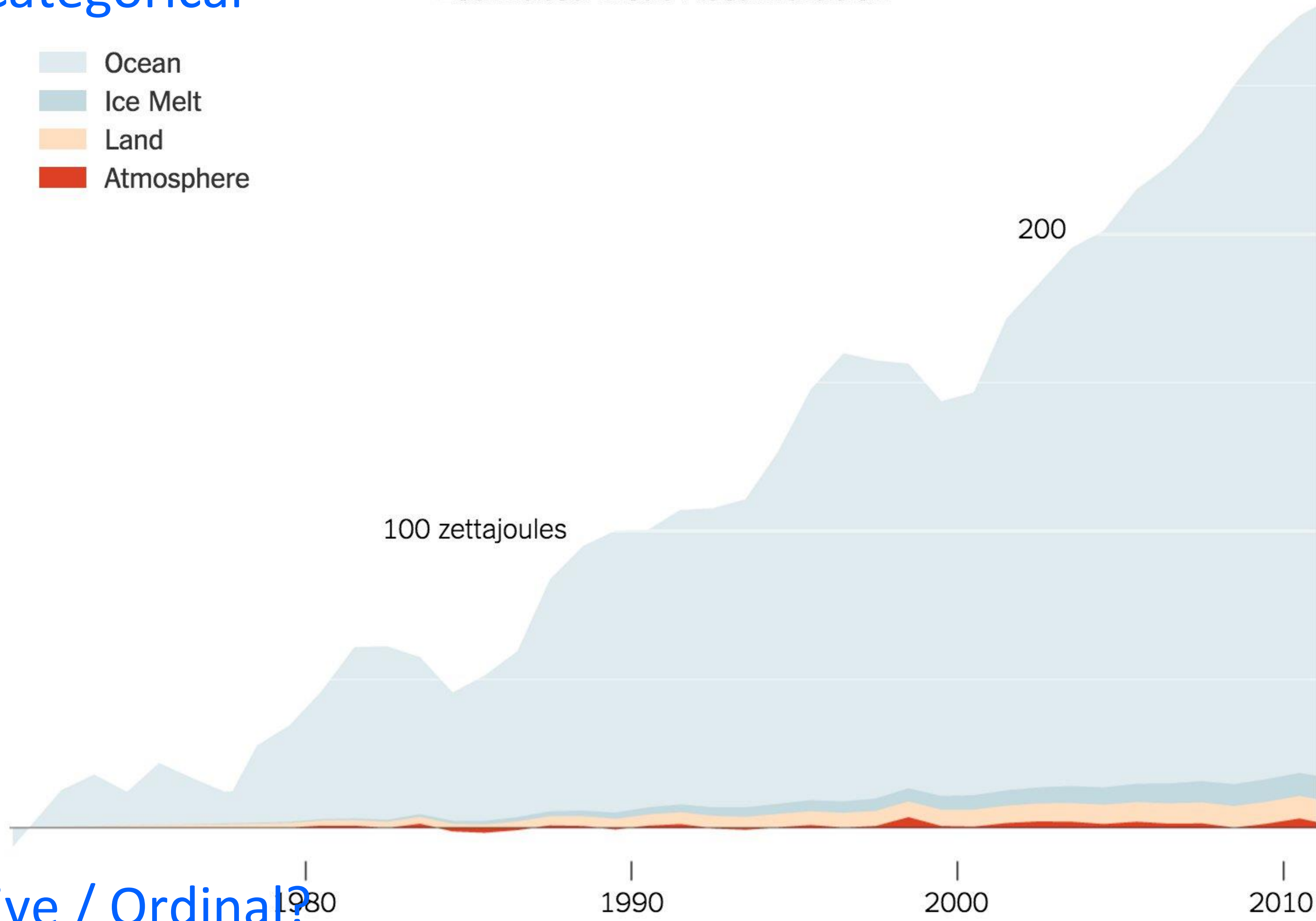


e.g.,  
lengths (1', 2.5', 5'),  
population

# Categorical

- Ocean
- Ice Melt
- Land
- Atmosphere

## Estimated Heat Accumulation

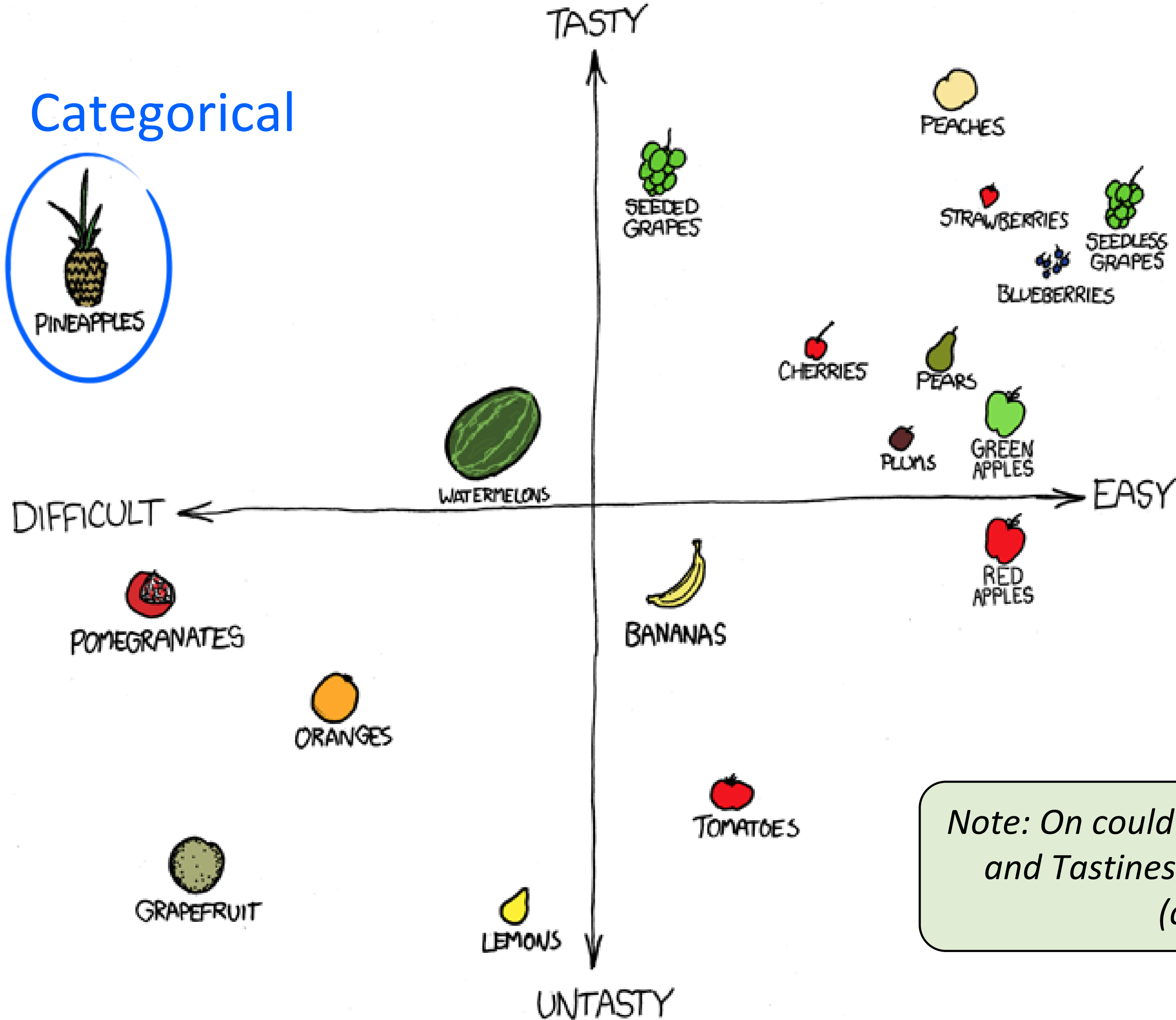
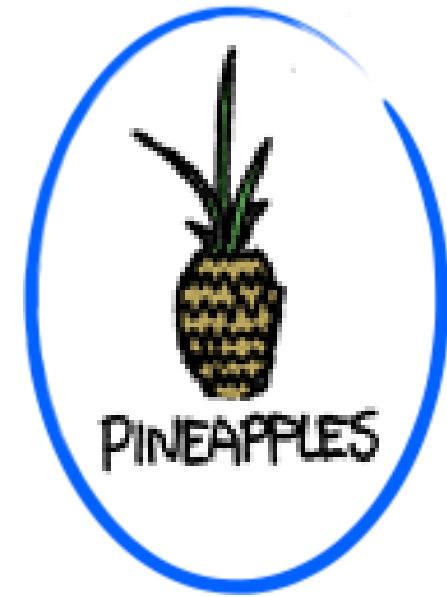


Quantitative

?Quantitative / Ordinal?

Ordinal

Categorical



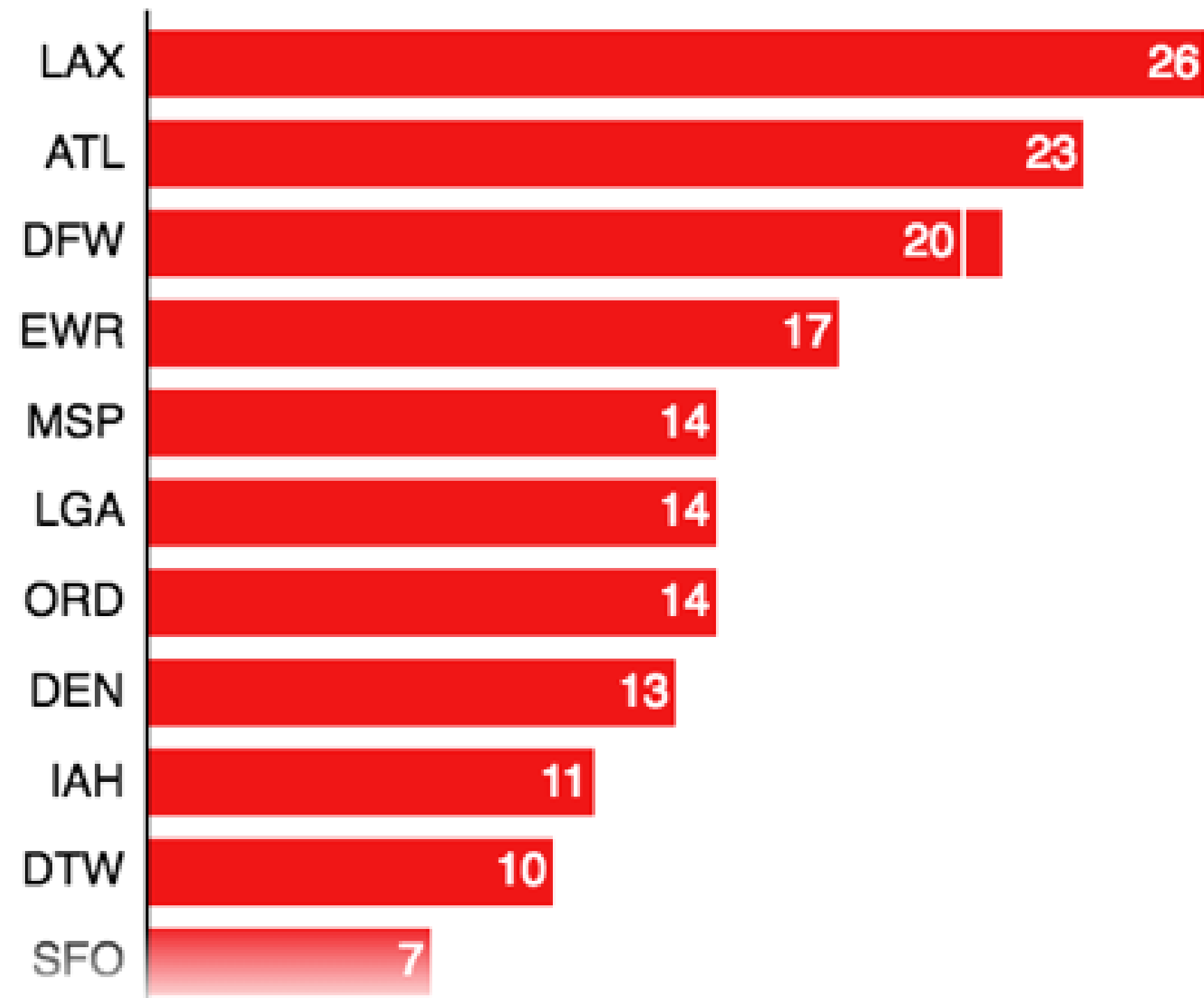
*Note: One could also argue that Difficulty and Tastiness could be quantitative (continuous)*

Ordinal

236  
DELAYS

1  
CANCELLATIONS

between 3 PM and 7 PM ([all cancellations today](#)) ([all delays today](#))



Categorical

Quantitative

# Channels: Expressiveness Types and Effectiveness Ranks

## ➔ Magnitude Channels: Ordered Attributes

Position on common scale



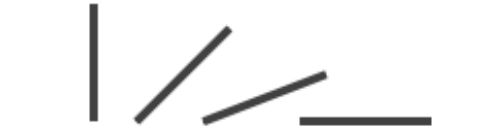
Position on unaligned scale



Length (1D size)



Tilt/angle



Area (2D size)



Depth (3D position)



Color luminance



Color saturation



Curvature



Volume (3D size)



Same

Most Effectiveness Least

## ➔ Identity Channels: Categorical Attributes

Spatial region



Color hue



Motion



Shape



# Channel Ranking by Data Type

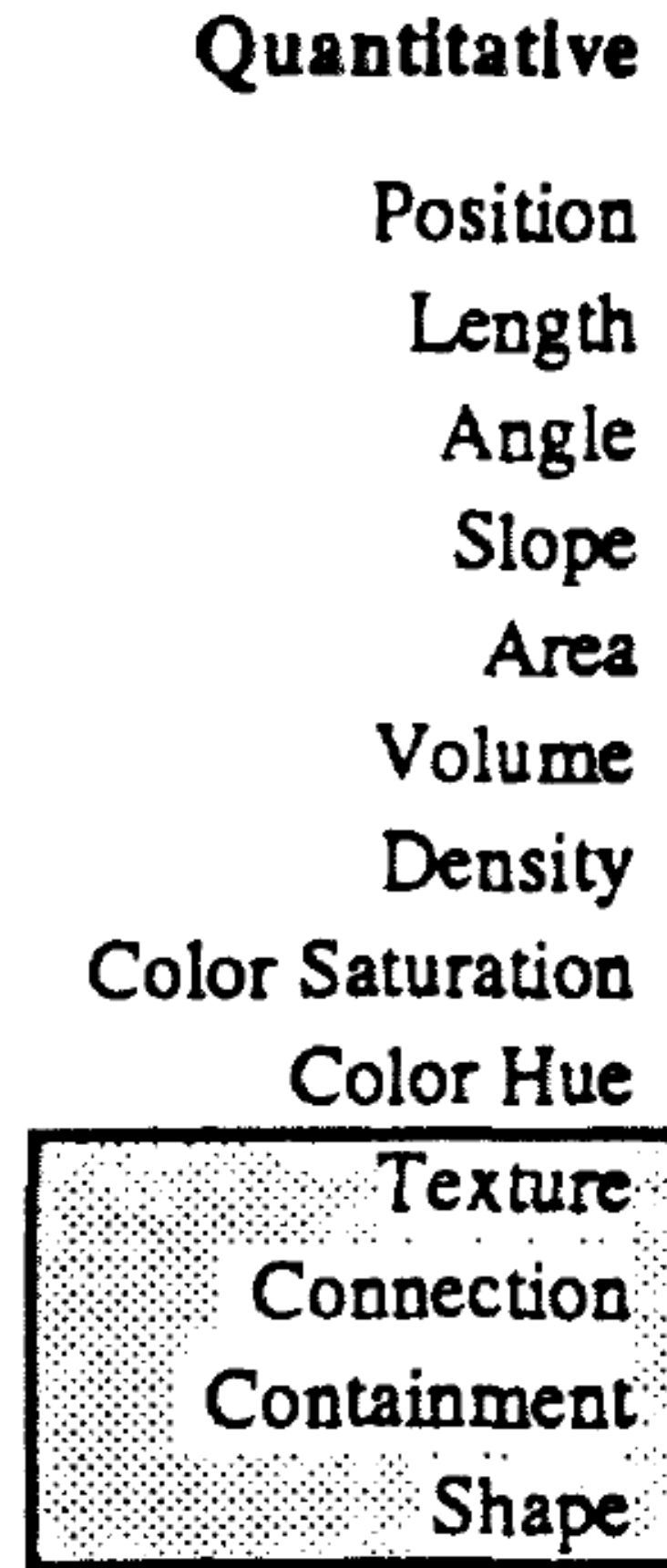


Figure 15: Ranking of Perceptual Tasks. *The tasks shown in the gray boxes are not relevant to that type of data.*



# Channel Ranking by Data Type

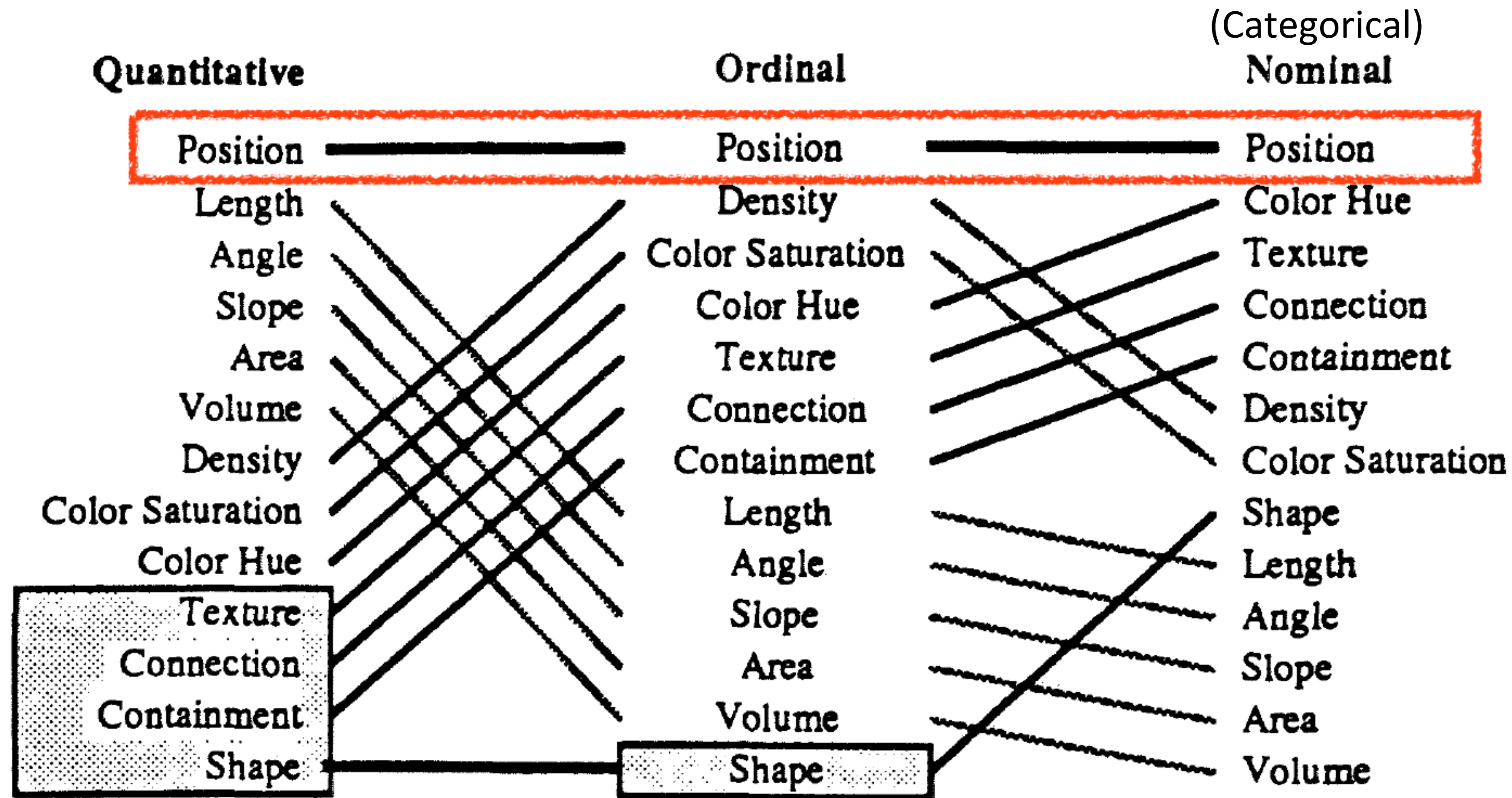


Figure 15: Ranking of Perceptual Tasks. *The tasks shown in the gray boxes are not relevant to that type of data.*

# Channel Ranking by Data Type

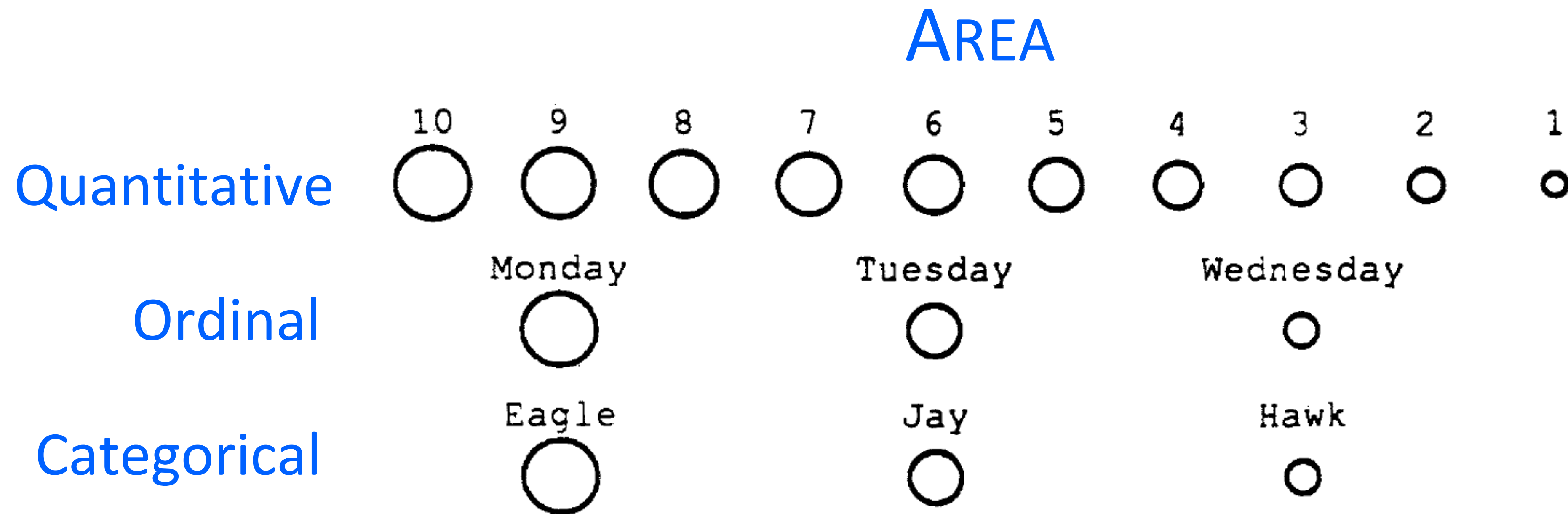


Figure 16: Analysis of the Area Task.

# Channel Ranking by Data Type

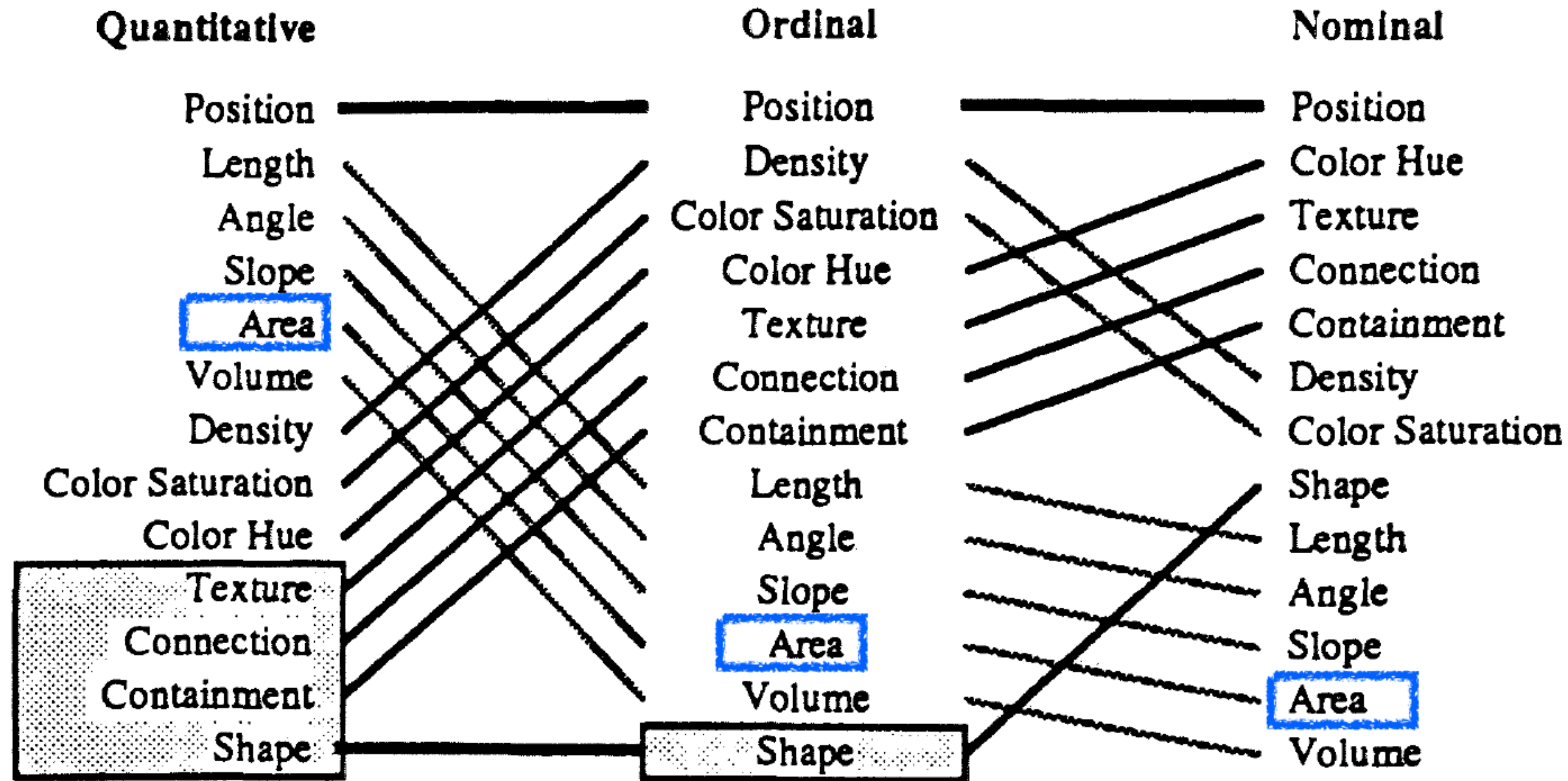


Figure 15: Ranking of Perceptual Tasks. *The tasks shown in the gray boxes are not relevant to that type of data.*

# DATA ABSTRACTION

## What?

### Datasets

### Attributes

#### → Data Types

- Items
- Attributes
- Links
- Positions
- Grids

#### → Attribute Types

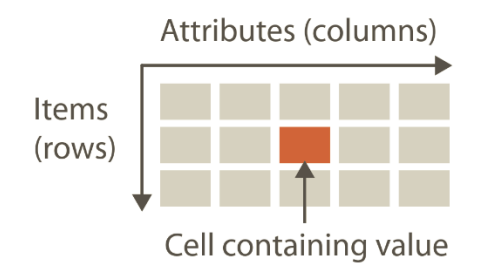
- Categorical
  - + ● ■ ▲
- Ordered
  - Ordinal
    - ↑ ↑↑ ↑↑↑
  - Quantitative
    - — — — —

#### → Data and Dataset Types

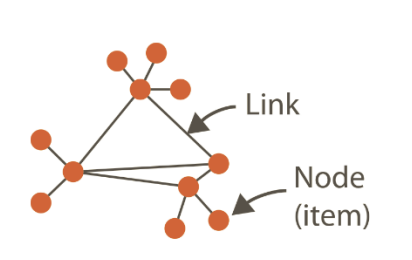
Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	
	Attributes	Attributes		

#### → Dataset Types

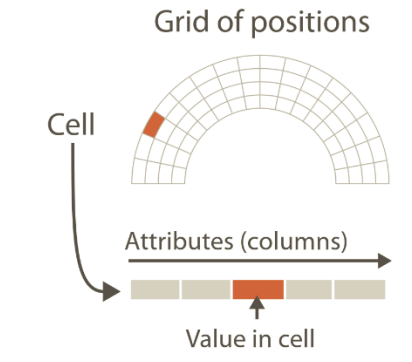
##### → Tables



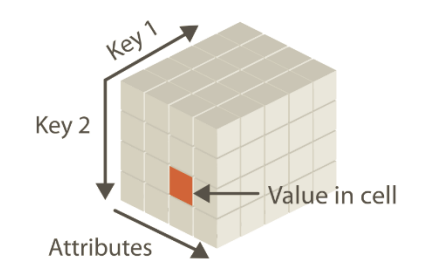
##### → Networks



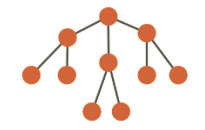
##### → Fields (Continuous)



##### → Multidimensional Table



##### → Trees



##### → Geometry (Spatial)



#### → Ordering Direction

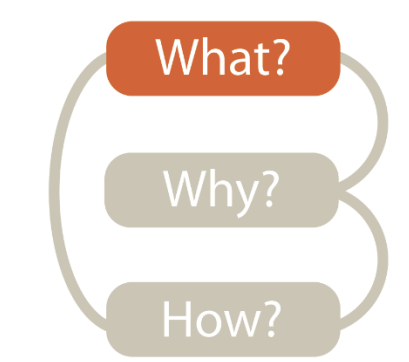
- Sequential
  -
- Diverging
  - ← →
- Cyclic
  - ↻

#### → Dataset Availability

##### → Static



##### → Dynamic



# Upcoming Assignments & Communication

A look at the upcoming assignments and deadlines

- Textbook, Readings & Reading Quizzes
- 2020-10-20
  - [Assignment 6 — D3 Event Handling](#)
  - [Project 3 — Interview & Task Analysis](#)
- 2020-10-26 **No Class — Attend IEEE VIS**
- 2020-10-27
  - ~~—Assignment 7a— Critique "Energy Portfolio Analysis"~~
  - ~~—Assignment 7b— Critique "Color Theory"~~
  - [Project 4 — Data Collection & Exploration, Sketches](#)
- 2020-10-28 **No Class — Attend IEEE VIS**
- 2020-10-30
  - !New!*** [Assignment 7 — IEEE VIS Session Critiques](#)
- 2020-11-03
  - [Assignment 8 — Brushing and Linking in D3](#)

<https://c.dunne.dev/ds4200f20>

Everyday Required Supplies:

- 5+ colors of pen/pencil
- White paper
- Laptop and charger

Use **Canvas Discussions** for general questions,  
email the **instructor & TAs** for questions **specific to you**.