# MassMutual DSDP 2017: INTRODUCTION TO DATA VISUALIZATION

June 8, 2017

R. Jordan Crouser & Amelia McNamara Statistical & Data Sciences Smith College

# People

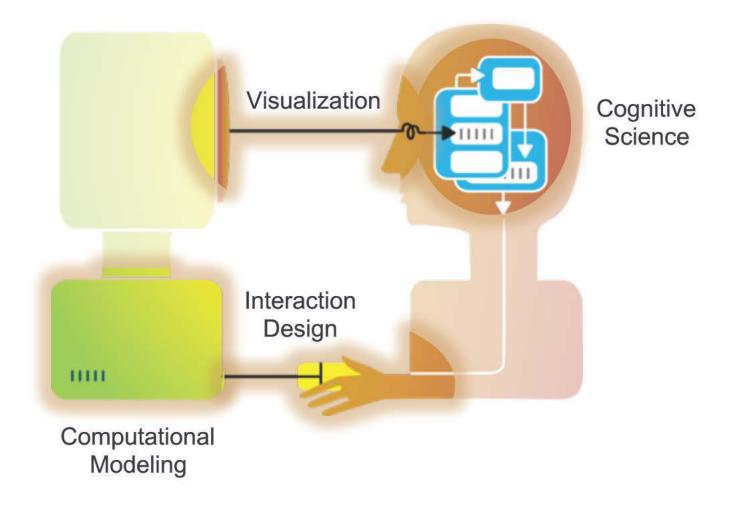


# Jordan (computer scientist)

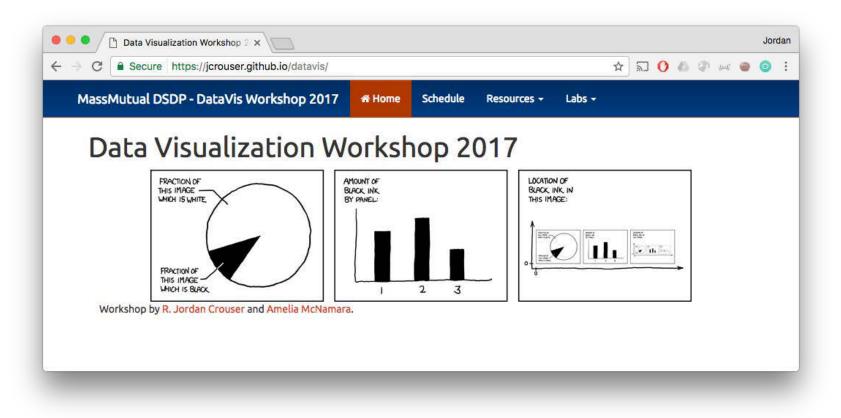


Amelia (statistician)

# Our research (broadly)

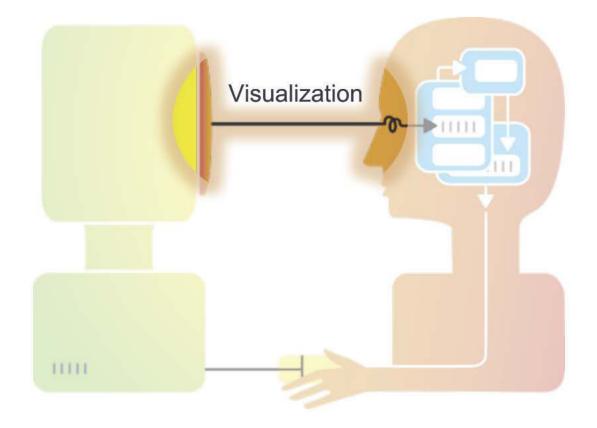


# Housekeeping

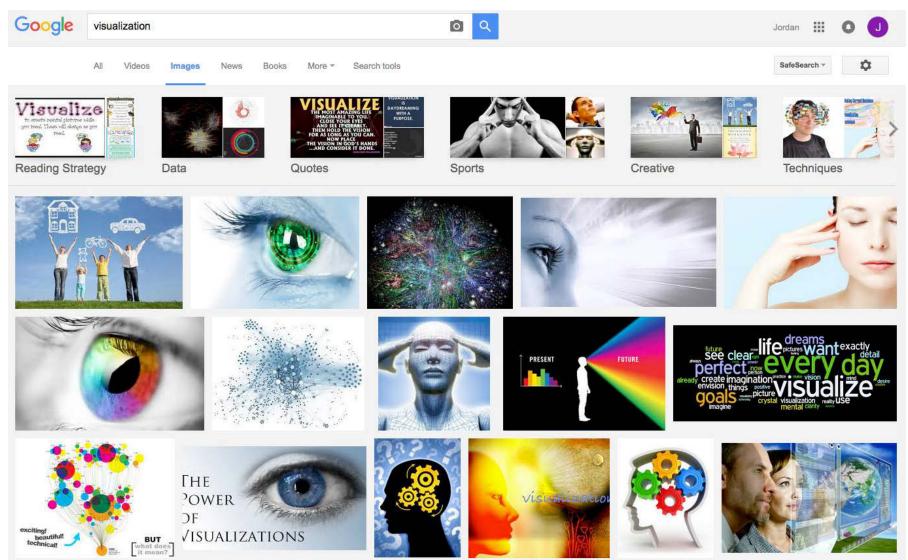


#### jcrouser.github.io/datavis

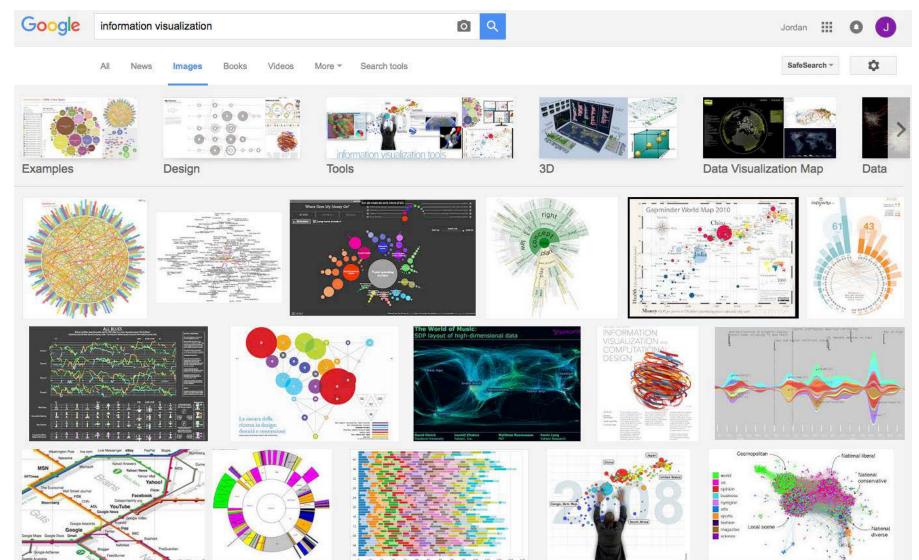
#### About this course



# What is visualization?



# What is visualization?



Perhaps a more helpful question:

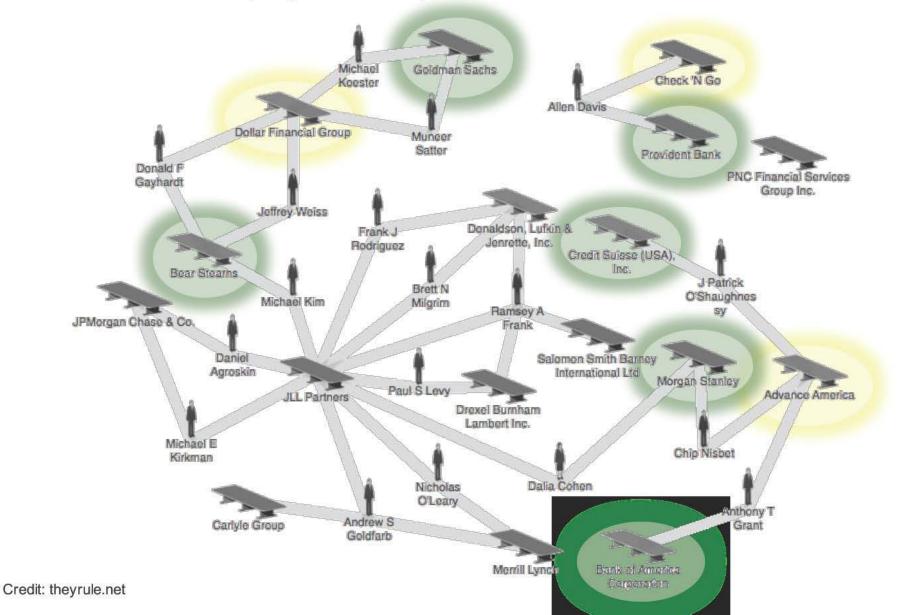
# What are some ways a "visualization" can be **useful**?

Does it help you spot trends?



More info here: http://en.wikipedia.org/wiki/1854\_Broad\_Street\_cholera\_outbreak

## Does it help you explore?



# Does it tell a story?

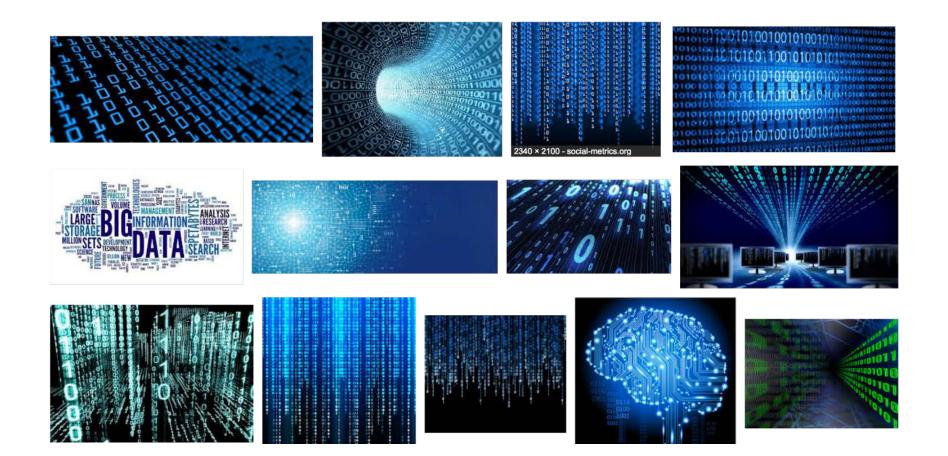


# Visualization (def.)

Visual representations of data that reinforce human cognition



# Wait... what is "data"?



#### Data: a definition

Data is a set of *variables* that capture various aspects of the world:



*Tuition rates, enrollment numbers, public vs. private, etc.* 

#### Data: a definition

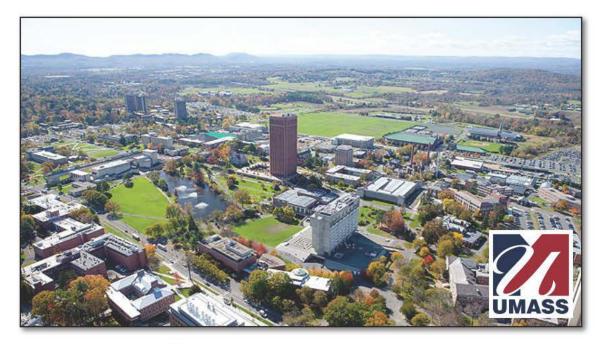
A dataset also contains a set of *observations* (also called *records*) over these variables. For example:



*tuition* = \$46,288, *enrollment* = 2,563, *private, etc.* 

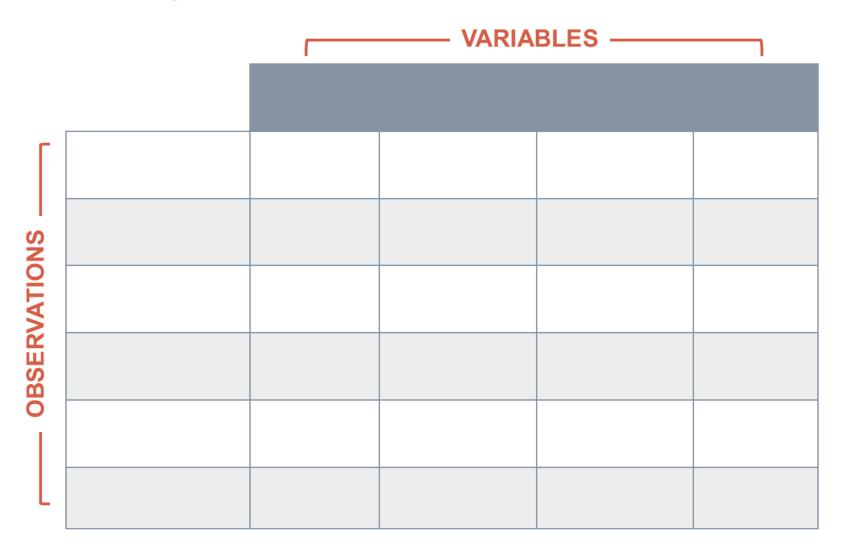
#### Data: a definition

A dataset also contains a set of *observations* (also called *records*) over these variables. For example:



*tuition* = \$16,115, *enrollment* = 28,635, *public, etc.* 

# One way to think about this:



#### Another way to think about this

VARIABLE

**OBSERVATIONS** 

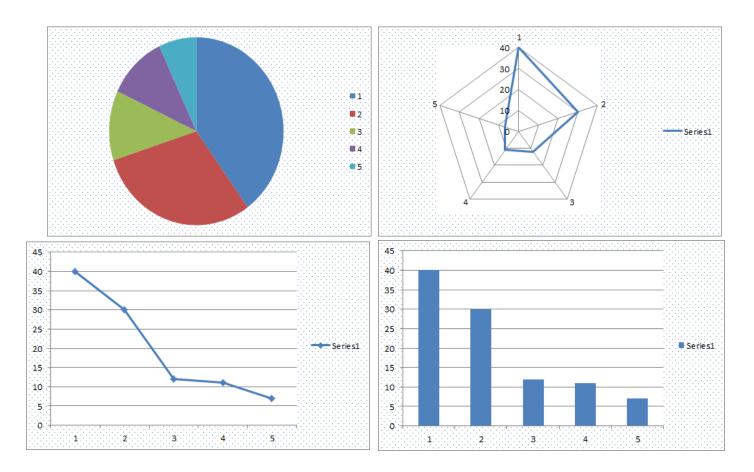
# Why is this important?

- Data have dimensions
- Visualizations have dimensions, too
- To build visualizations, we need to map data dimensions to visual dimensions

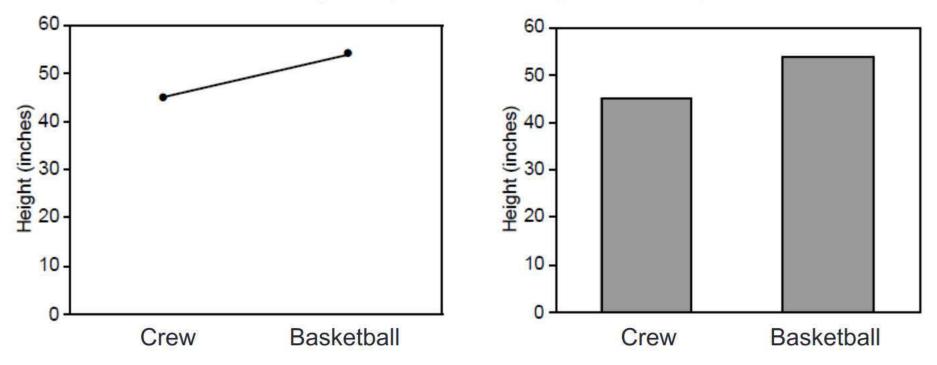
# Key question for this course

Which data dimension should be mapped

to which visual dimension?

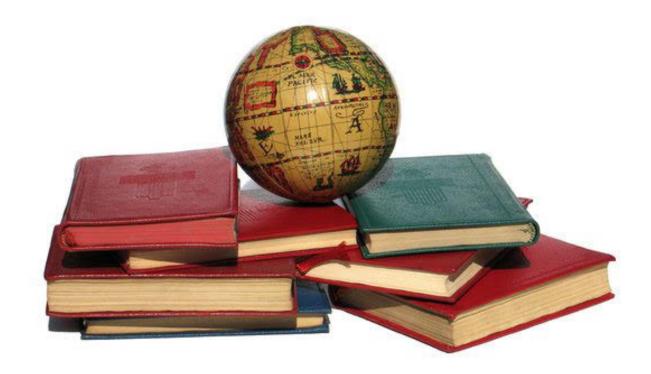


# Answer: it depends

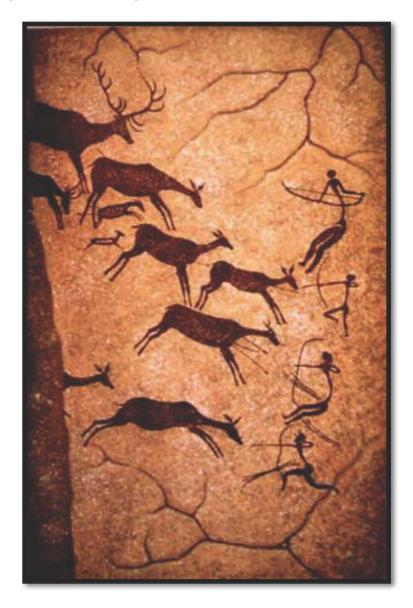


**Average Height for Youth Sports Participants** 

# A quick history lesson...

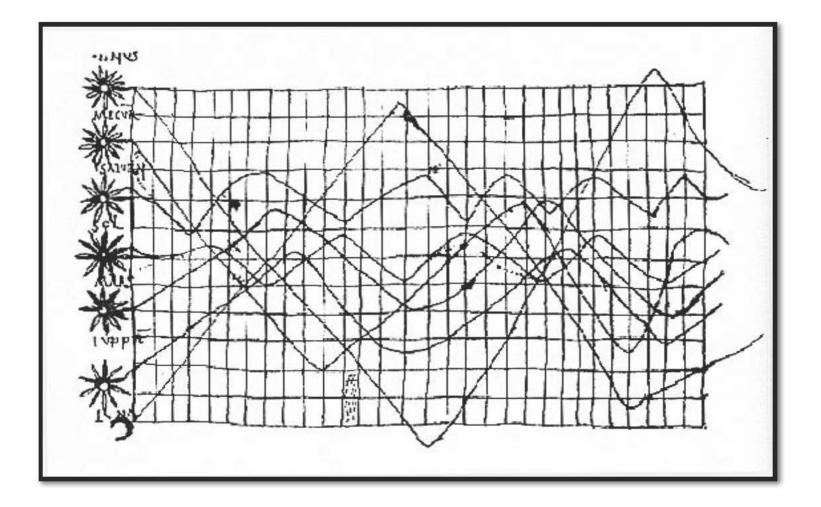


#### (Incomplete) History of Visualization: 15,000BC



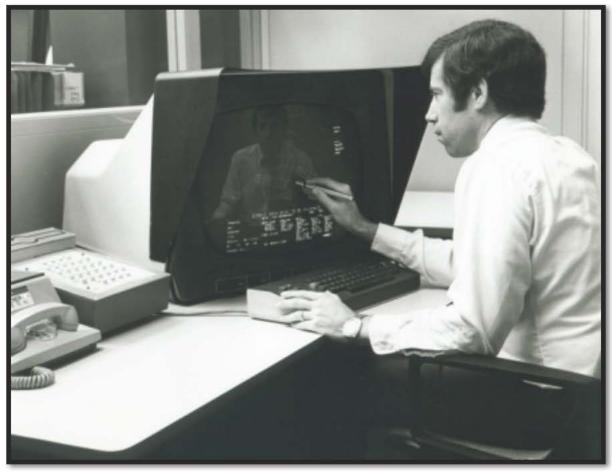
15,000 BC. Laxcaux, France

#### (Incomplete) History of Visualization: 900s



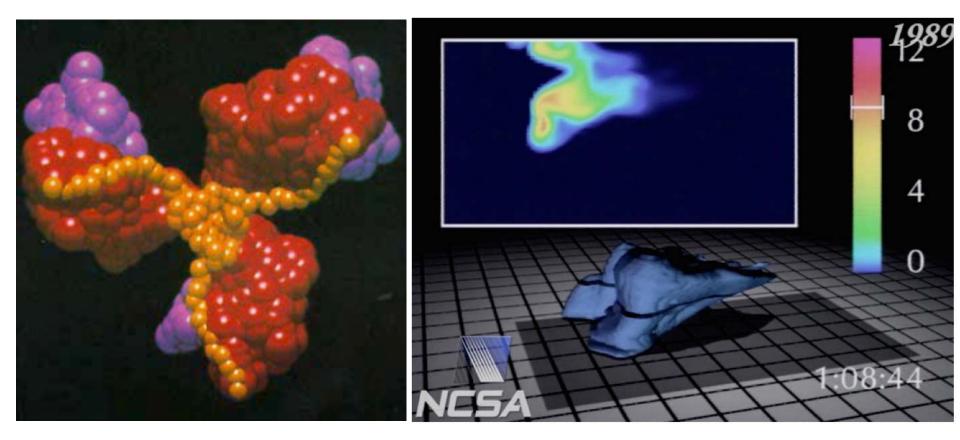
"De cursu per zodiacum", illustrator unknown

#### (Incomplete) History of Visualization: 1970s



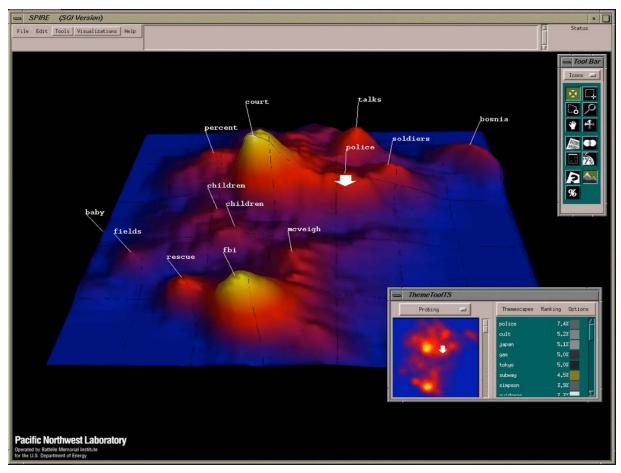
- CAD/CAM, building cars, planes, chips
- Starting to think about: 3D, animation, edu, medicine

#### (Incomplete) History of Visualization: 1980s



- Scientific visualization, physical phenomena
- Starting to think about: photorealism, entertainment

#### (Incomplete) History of Visualization: 1990s



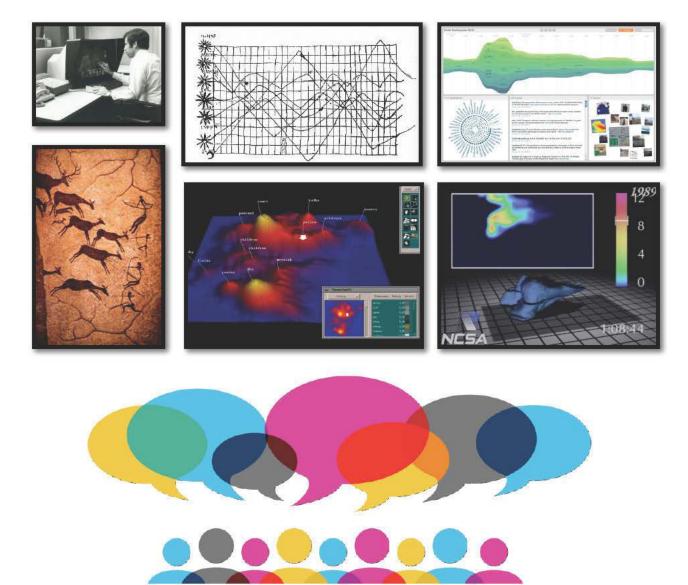
- Information visualization, storytelling
- Starting to think about: online spaces, interaction

#### (Incomplete) History of Visualization: 2000s

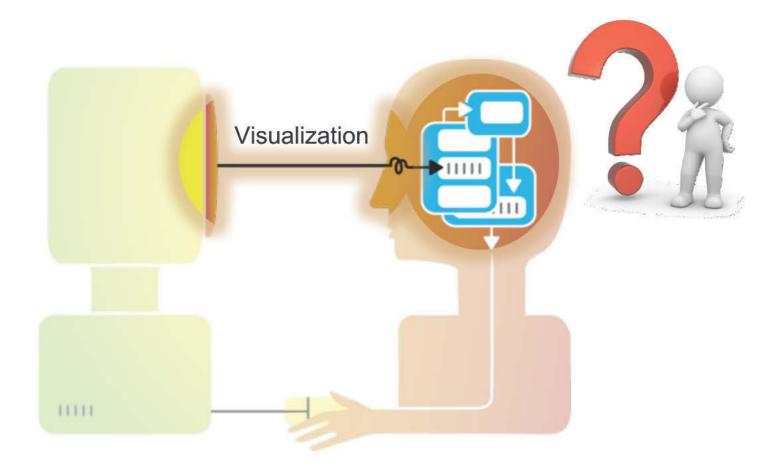


- Coordination across multiple views, interaction
- Starting to think about: sensemaking, provenance

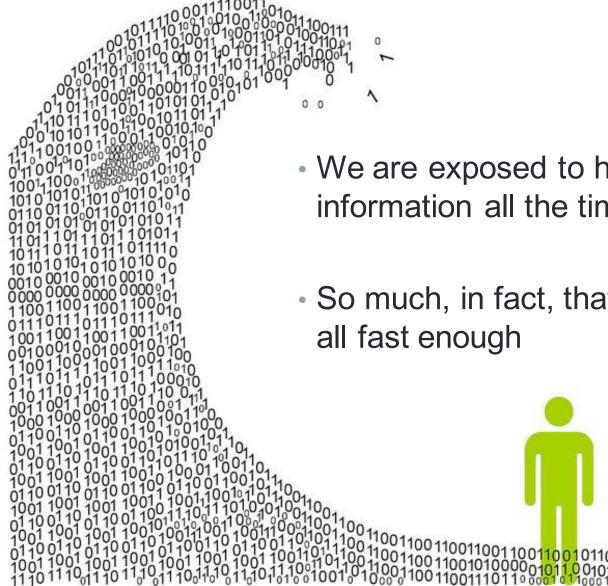
## Discussion: what are they all trying to do?



# Visualization helps shape mental models



#### Information overload



- We are exposed to huge amounts of information all the time
- So much, in fact, that we can't process it

#### Mental models

To cope, we construct **mental models:** abstracted, simplified versions of the world that are more manageable

110011001011001001

# Mental Models: a Sketch



#### 1. We tend to see what we expect to see



#### 2. Mental models form quickly, & update slowly



# 3. New information gets incorporated into the existing model



## 4. Initial exposure interferes with accurate perception



**Blur size** 

128px 64px

32px 16px 8px None

## The good, the bad, and the ugly...

#### The good:

- Well-tuned mental models let us process information quickly
- Frees up more processing power to synthesize information

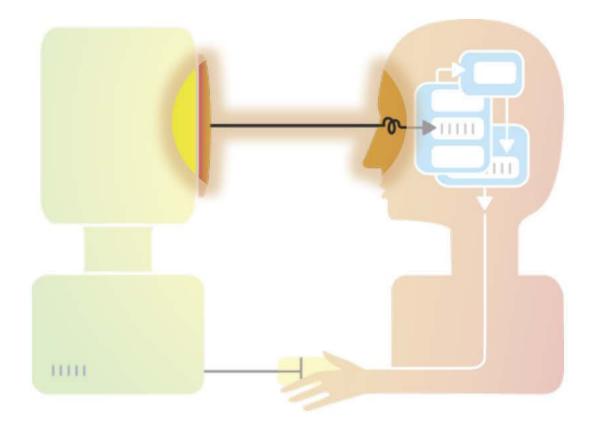
#### The bad:

- People (esp. experts) tend not to notice information that contradicts their mental model
- A "fresh pair of eyes" can be beneficial

#### The ugly:

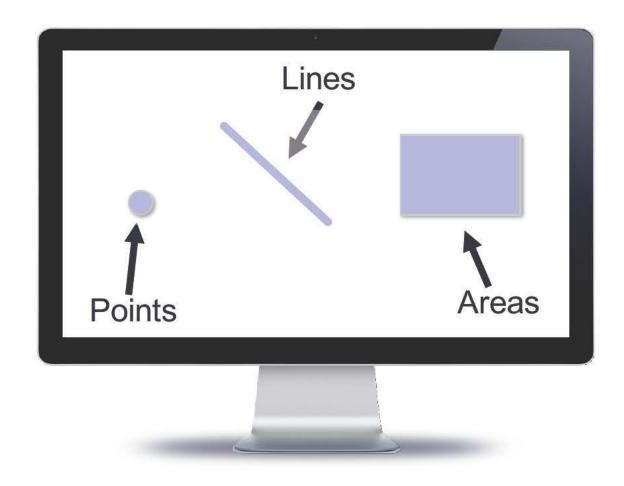
- Mental models are unavoidable: everyone has them, and they're all different
- **Key:** be aware of how mental models form, how they shape perception, and how to support (or challenge) them

### So what do we have to work with?



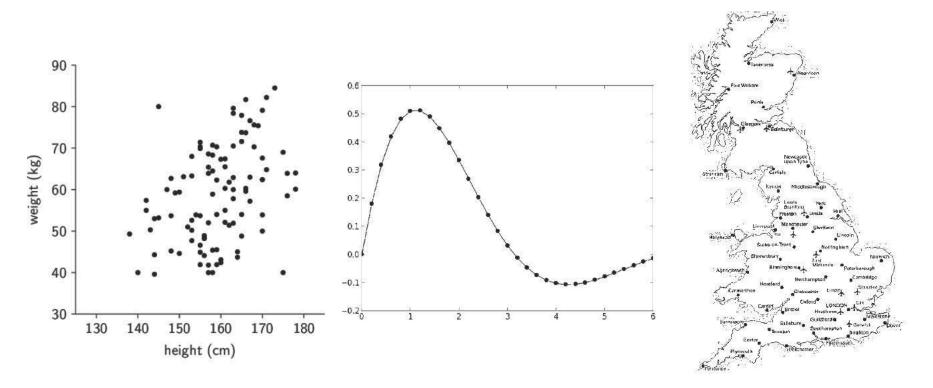
## **Graphical primitives**

The images we draw are composed of marks: like ink



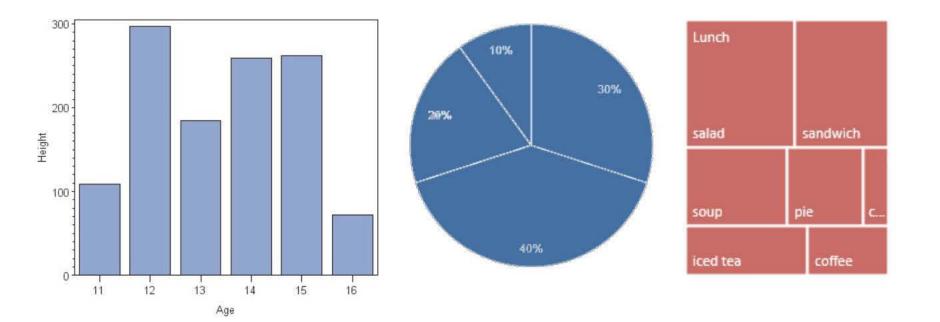
## Visual dimension: position

- Encode information using where the mark is drawn
- Some examples:



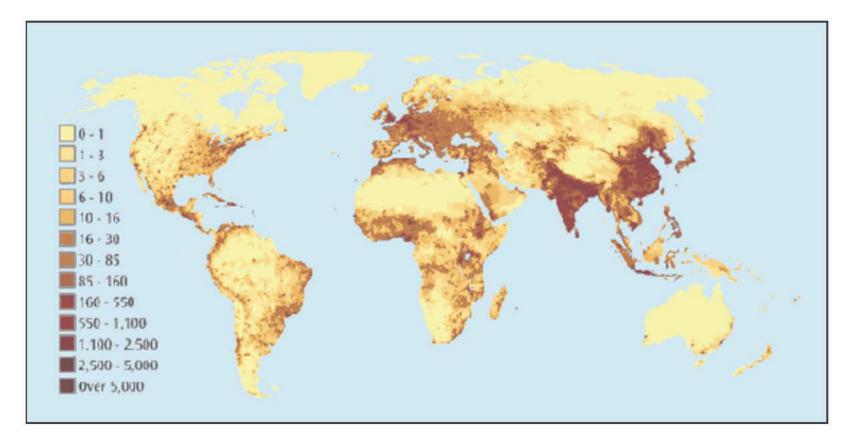
## Visual dimension: size

- Encode information using how big the mark is drawn
- Examples:



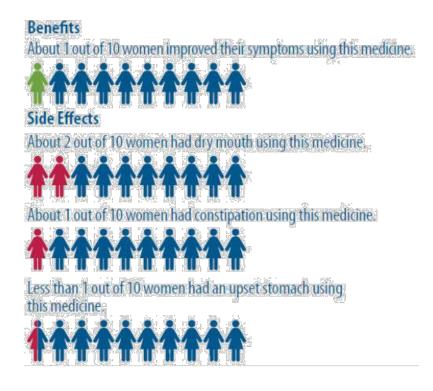
## Visual dimension: value

- Encode information using how dark the mark is drawn
- Example:



## Visual dimension: color

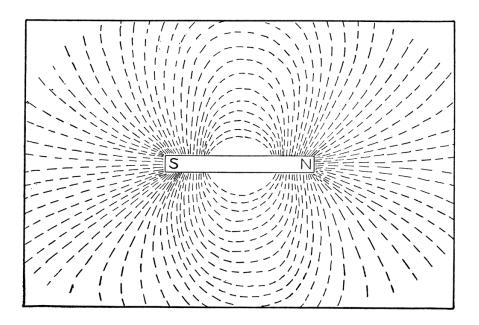
- Encode information using the hue of the mark
- Examples:





## Visual dimension: orientation

- Encode information using how the mark is rotated
- Examples:





## Visual dimension: shape

- Encode information using how the mark is shaped
- Examples:



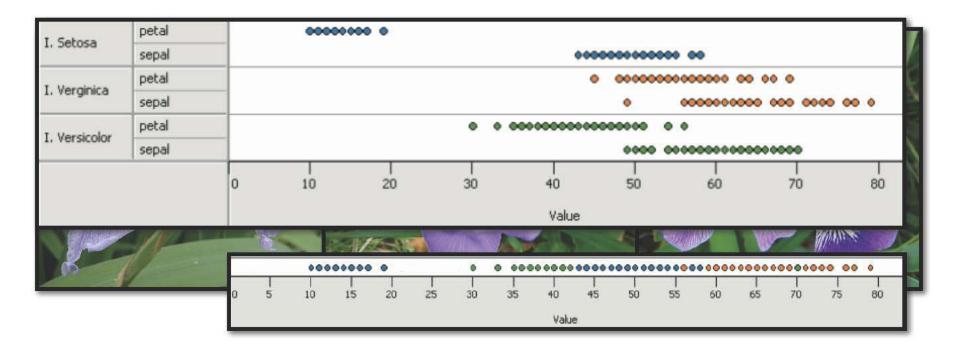


#### What makes a **good** encoding?



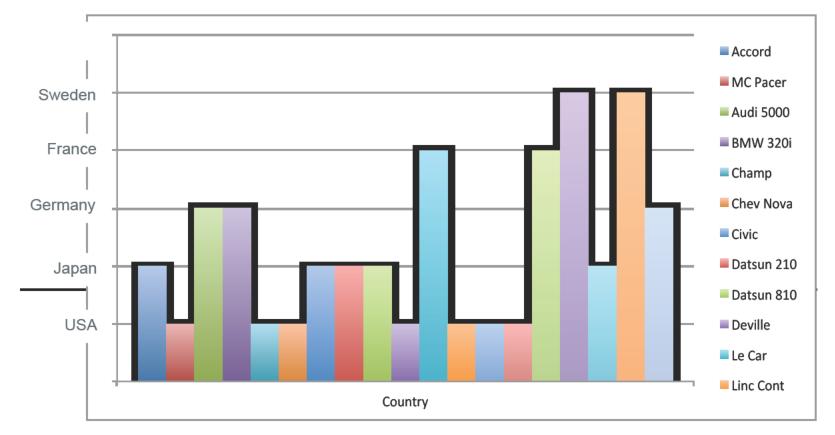
## Principle 1: expressiveness

- Encodes all the facts
- Example:



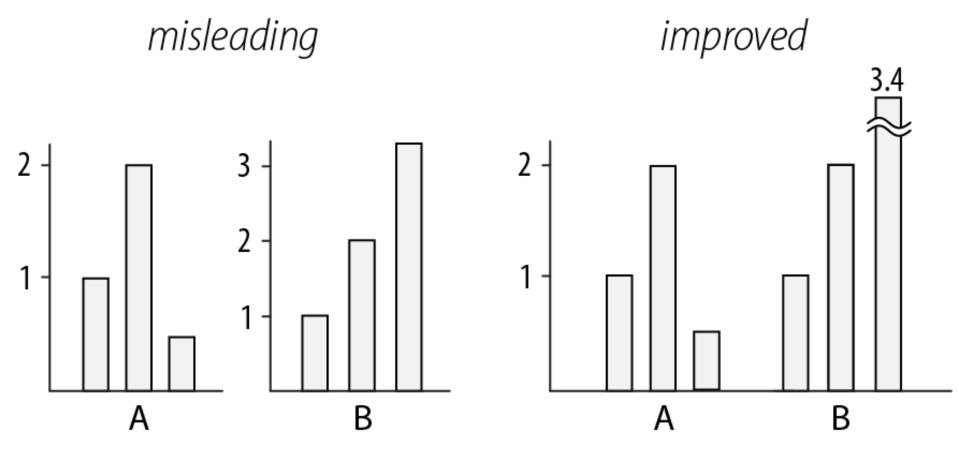
## Principle 1: expressiveness

- Encodes only the facts
- Example:



Adapted from Mackinlay J (1986) Automating the design of graphical presentations of relational information.

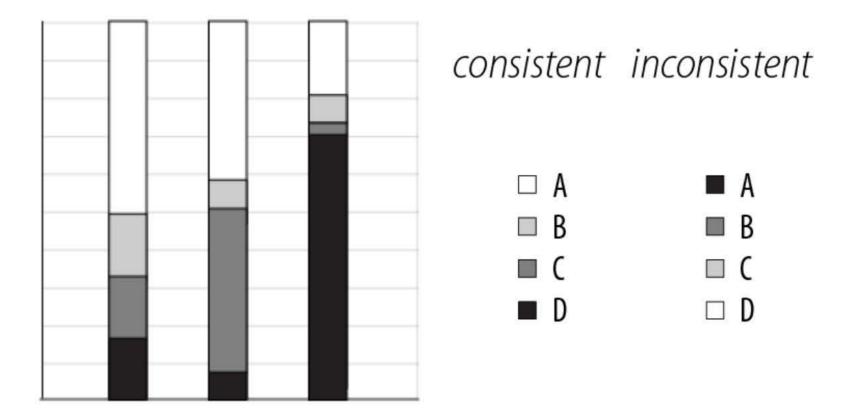
• Use **consistent axes** when comparing charts



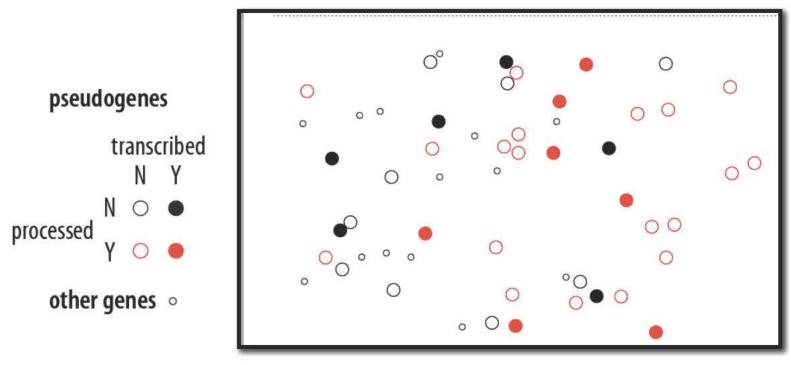
Raina SZ, et al. (2005) Evolution of base-substitution gradients in primate mitochondrial genomes. Genome Res 15: 665-673.

M. Krzwinski, behind every great visualization is a design principle, 2012

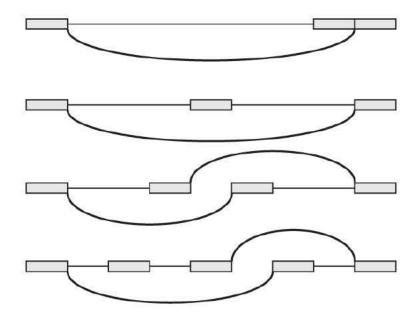
• A note on legends: order items according to appearance



- Visual variation should reflect and enhance the underlying variation in the data
- Avoid visually similar encodings for independent variables
- Example:



- Uniform size and alignment reduces visual complexity and aids interpretation
- Example:

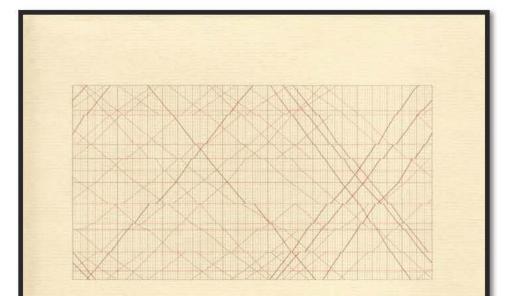


variation refactored

Fig. 1: Sharov AA et al. (2005) Genome-wide assembly and analysis of alternative transcripts in mouse. Genome Res 15: 748-754. Fig. 2: M. Krzwinski, behind every great visualization is a design principle, 2012

## Tufte, 1983

#### "Above all else, show the data."



#### The Visual Display of Quantitative Information

EDWARD R. TUFTE

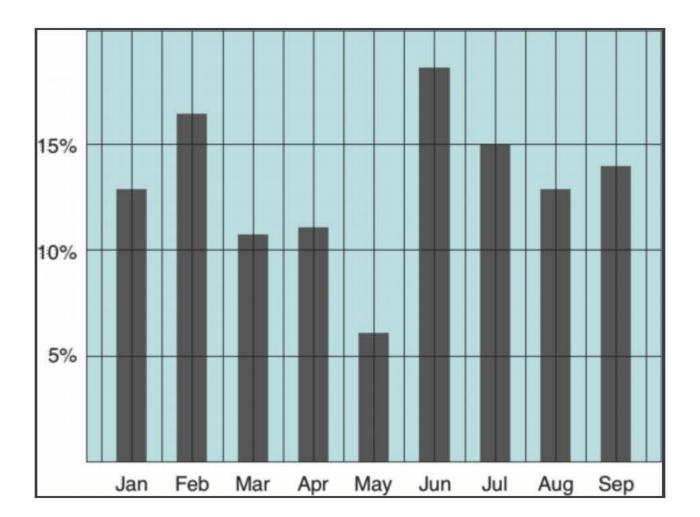


## Data-ink ratio = $\frac{\text{Data-ink}}{\text{Total ink used to print the graphic}}$

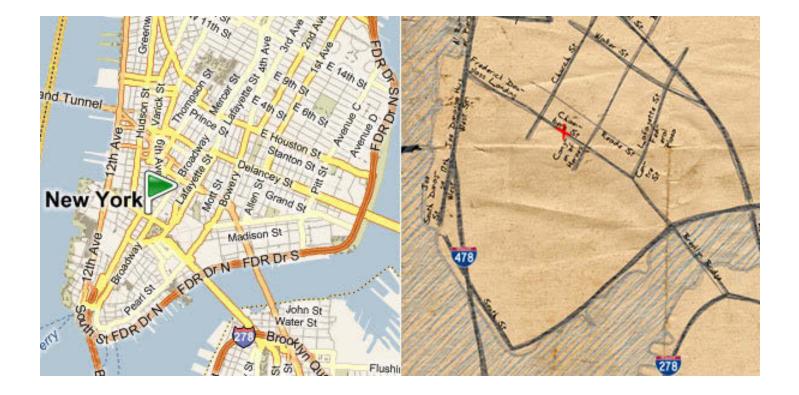
= proportion of a graphic's ink devoted to the non-redundant display of data-information

= 1 - proportion of a graphic that can be erased

### Tufte: maximize the data-ink ratio



## Familiar example



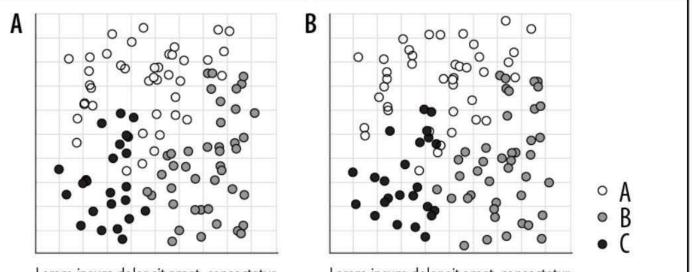
## Discussion

- What do you think of the data-ink ratio?
- Consider ways to **maximize** it...



## Principle 3: importance ordering

- Avoid unnecessary containment and repetition
- Example

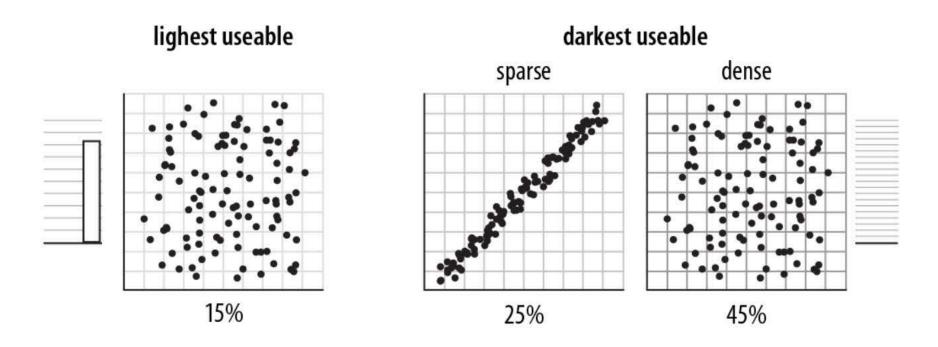


Lorem ipsum dolor sit amet, consectetur adipiscing elit. In ut mauris quis tellus

Lorem ipsum dolor sit amet, consectetur adipiscing elit. In ut mauris quis tellus

## Principle 3: importance ordering

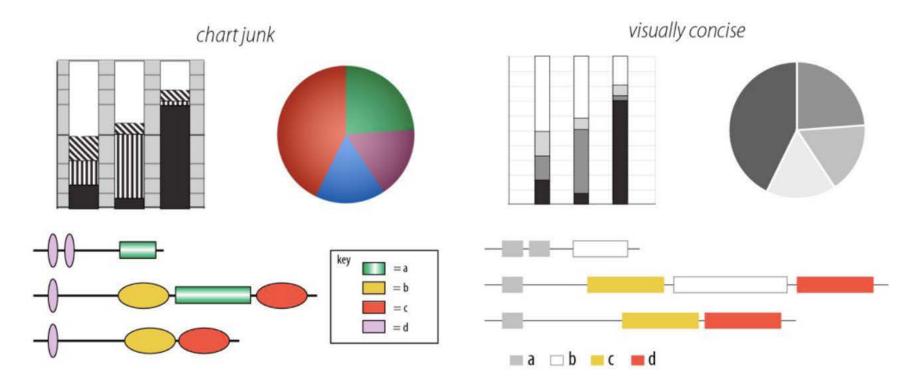
- Navigational aids shouldn't compete with data
- Avoid: heavy axes, error bars and glyphs



Heer J, Bostock M (2010) Crowdsourcing graphical perception: using mechanical turk to assess visualization design. Proceedings of the 28th international conference on Human factors in computing systems. Atlanta, Georgia, USA: ACM. pp. 203-212.

## Principle 3: importance ordering

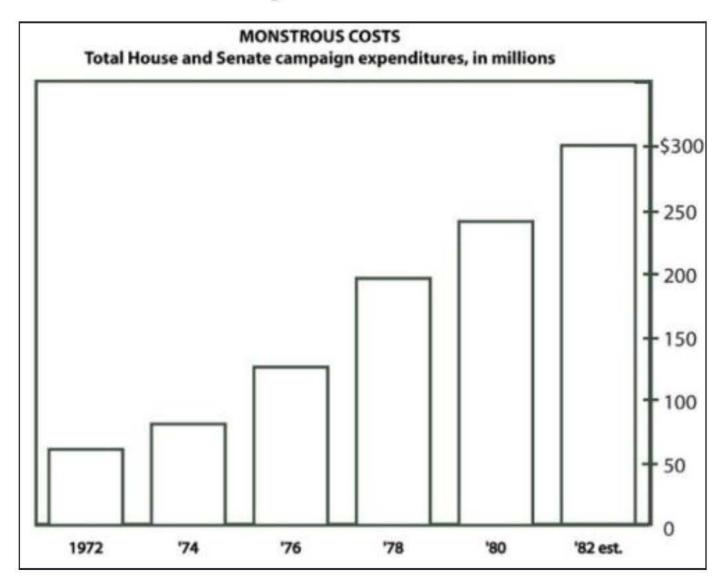
Simplify, simplify, simplify...



Sharov AA, et al (2006) Genome Res 16: 505-509. Peterson J, et al. (2009) Genome Res 19: 2317-2323. Thomson NR, et al. (2005) Genome Res 15: 629-640. DB, Ko MS (2005) Genome Res 15: 748-754.

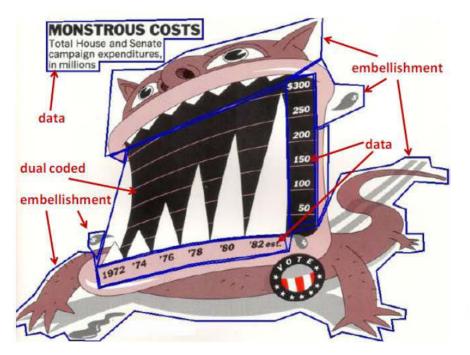
M. Krzwinski, behind every great visualization is a design principle, 2012

## A caveat: "chart junk" and recall



Bateman et al. "Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts", CHI 2010

## Chart junk and eye gaze



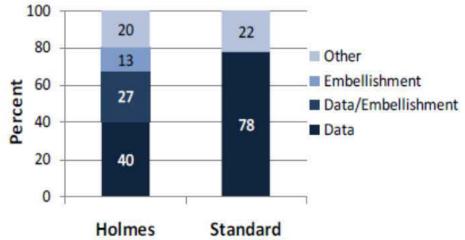


Figure 9. Percentage of on-screen time spent looking at different chart elements for Holmes and Plain charts.

## Lab 1: Deconstructing Data Graphics

• Break into groups of 2-3 people, and go to:

jcrouser.github.io/datavis/lab1.html

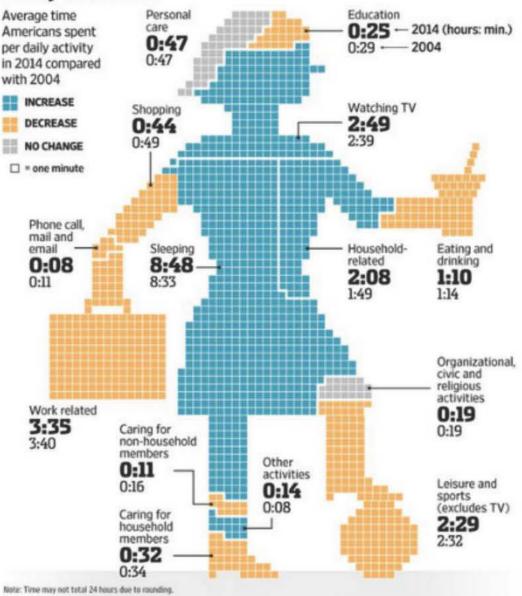
- During this lab, we'll critique some professionally-made visualizations using these principles
- Try to think about the following questions:
  - What is the **first thing you notice** about this visualization?
  - What **point** is this visualization trying to make?
  - Who is the intended audience?
  - What is the visualization **doing well**?
  - What **problems** do you see with the visualization design?
  - Why do you think the designer made those choices?



WSJ News Graphics @WSJGraphics · 3m

Study shows Americans are working more, sleeping more and watching more TV on.wsj.com/1QRHRBf





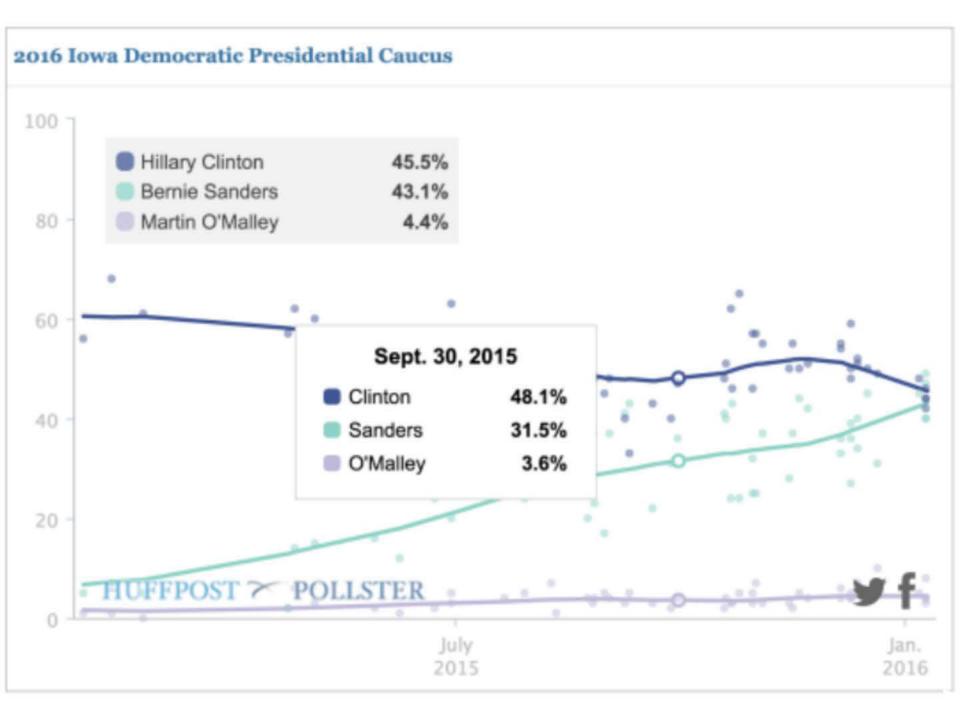
Source: Labor Department

Christopher Kaeser/THE WALL STREET JOURNAL.

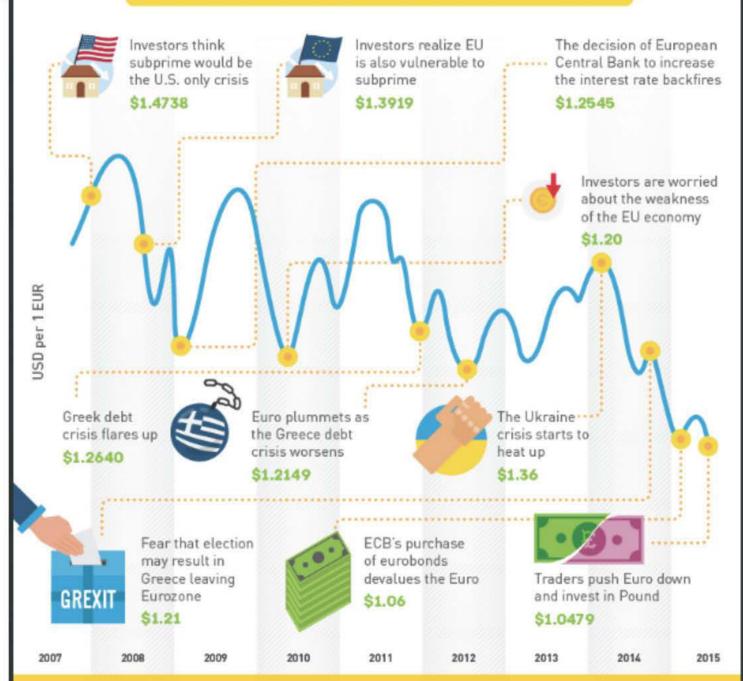
What your RAND SAYS ABOUT YOUR В USI NESS



a particular product

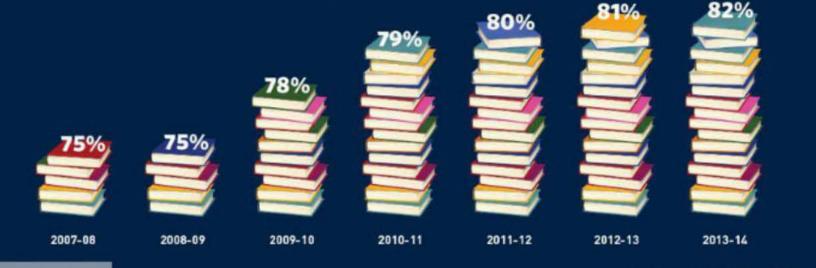


#### **EVENTS CONTRIBUTING TO DROP OF EURO**



#### UNDER PRESIDENT OBAMA, MORE STUDENTS ARE EARNING THEIR HIGH SCHOOL DIPLOMAS THAN EVER BEFORE

HIGH SCHOOL GRADUATION RATE



#LeadOnEducation

SOURCE: U.S. DEPARTMENT OF EDUCATION, NATIONAL CENTER FOR EDUCATION STATISTICS 57%

of Europeans are worried their personal information is not safe.



#### Illinois

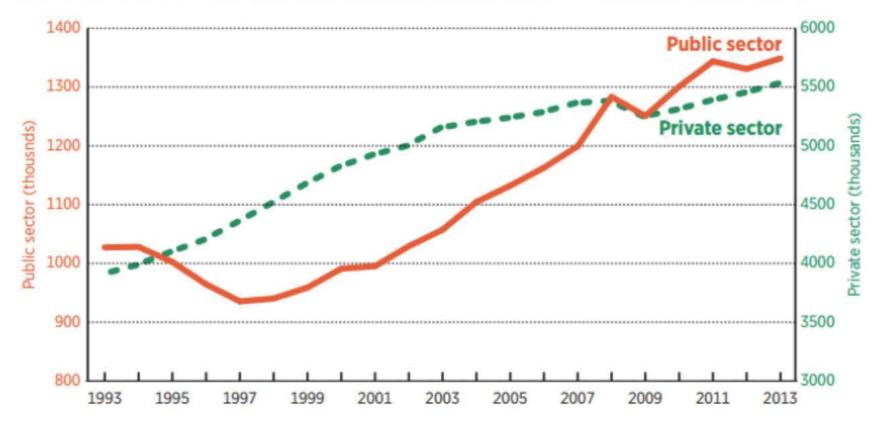
Variable: Net Job Creation (Per 100) Employees, Same Sex and Age Group Year: 2000 Quarter:1 Sex: All and Age Group: Ages 19–21



Fig. 5.7 Job creation for young workers, by county, Illinois



#### Figure 10: Public- and private-sector jobs (000s) in Ontario, 1993-2013

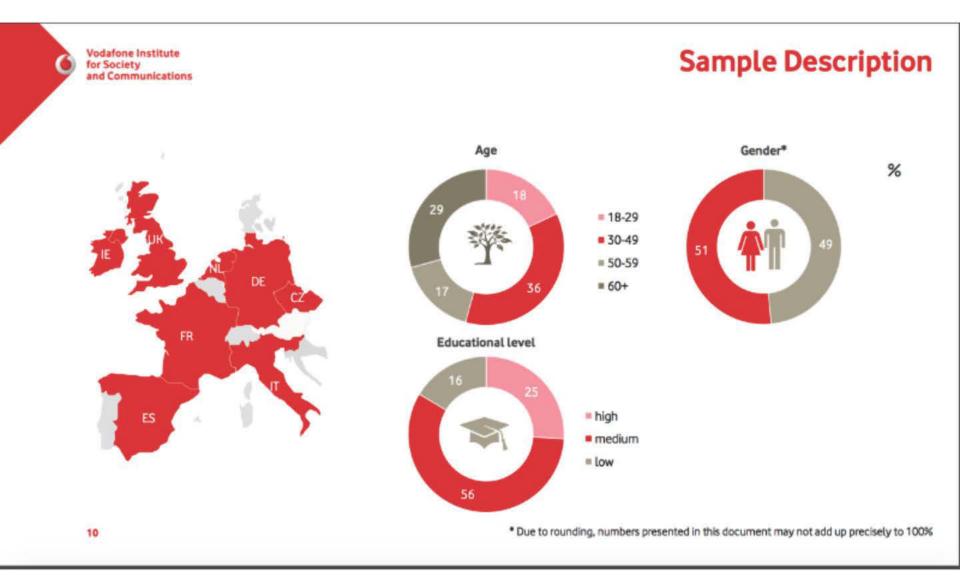


Source: Statistics Canada, CANSIM Table 282-0089: employment by class of worker and sex, seasonally adjusted and unadjusted; Ontario; Public sector and private sector employees; Both sexes; Seasonally adjusted (x 1,000).



# 20112015193,600117,161

Despite the hysteria, the number of refugees in the UK has actually fallen by 76,439 since 2011.









## Coming up next

- Grammar of graphics
- Introduction to ggplot2
- Lab: Make a Scatterplot