

Graphical Perception

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What is graphical perception?

The **visual decoding** of information encoded on graphs

Why?

“Visualization is really about **external cognition**, that is, how resources outside the mind can be used to **boost the cognitive capabilities** of the mind” — Stuart Card



“Graphical excellence is that which gives to the viewer the greatest number of ideas in the **shortest time** with the **least ink** in the **smallest space**” — Edward Tufte



Goal

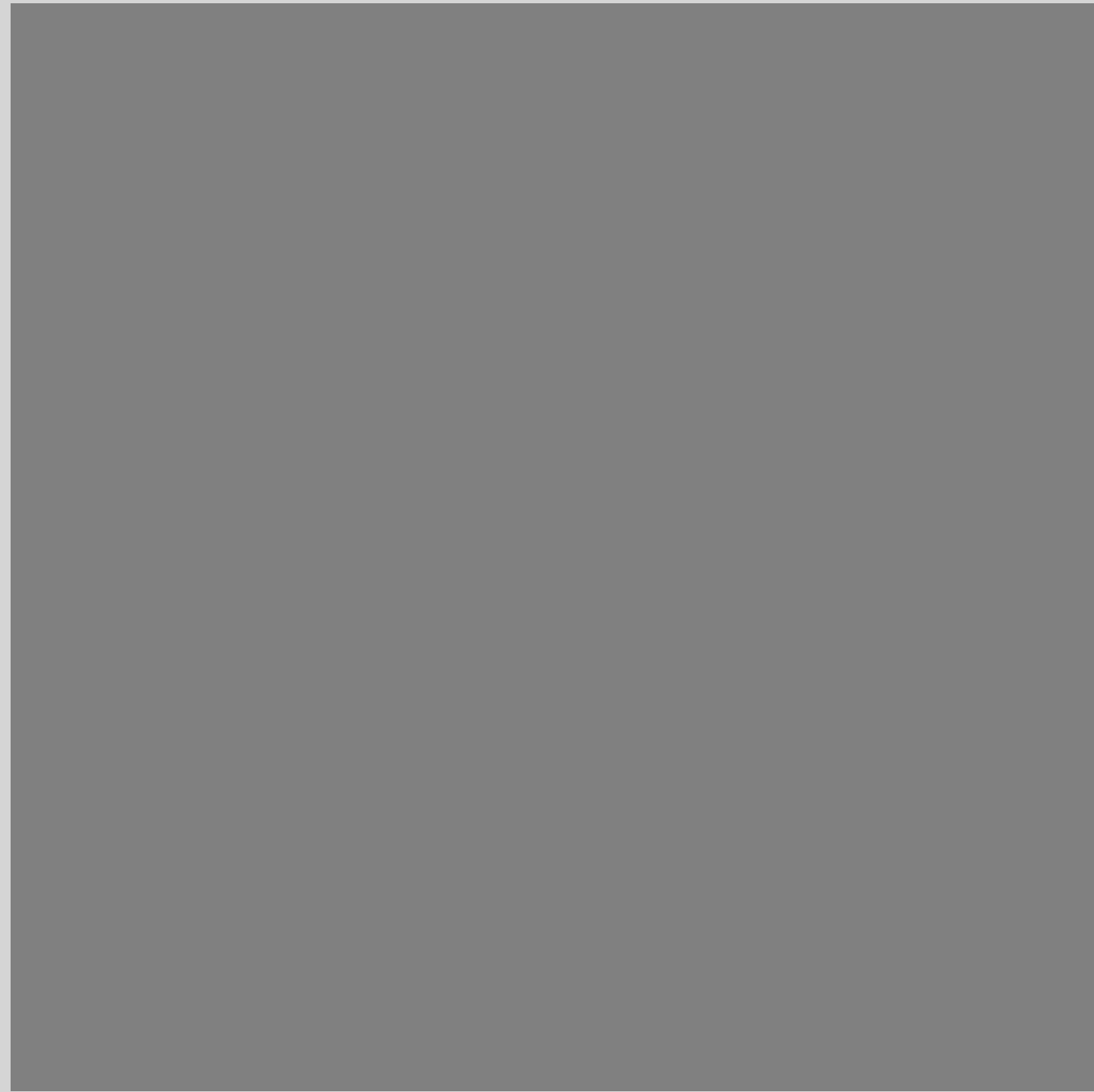
To understand how
humans perceive visualization

Topics

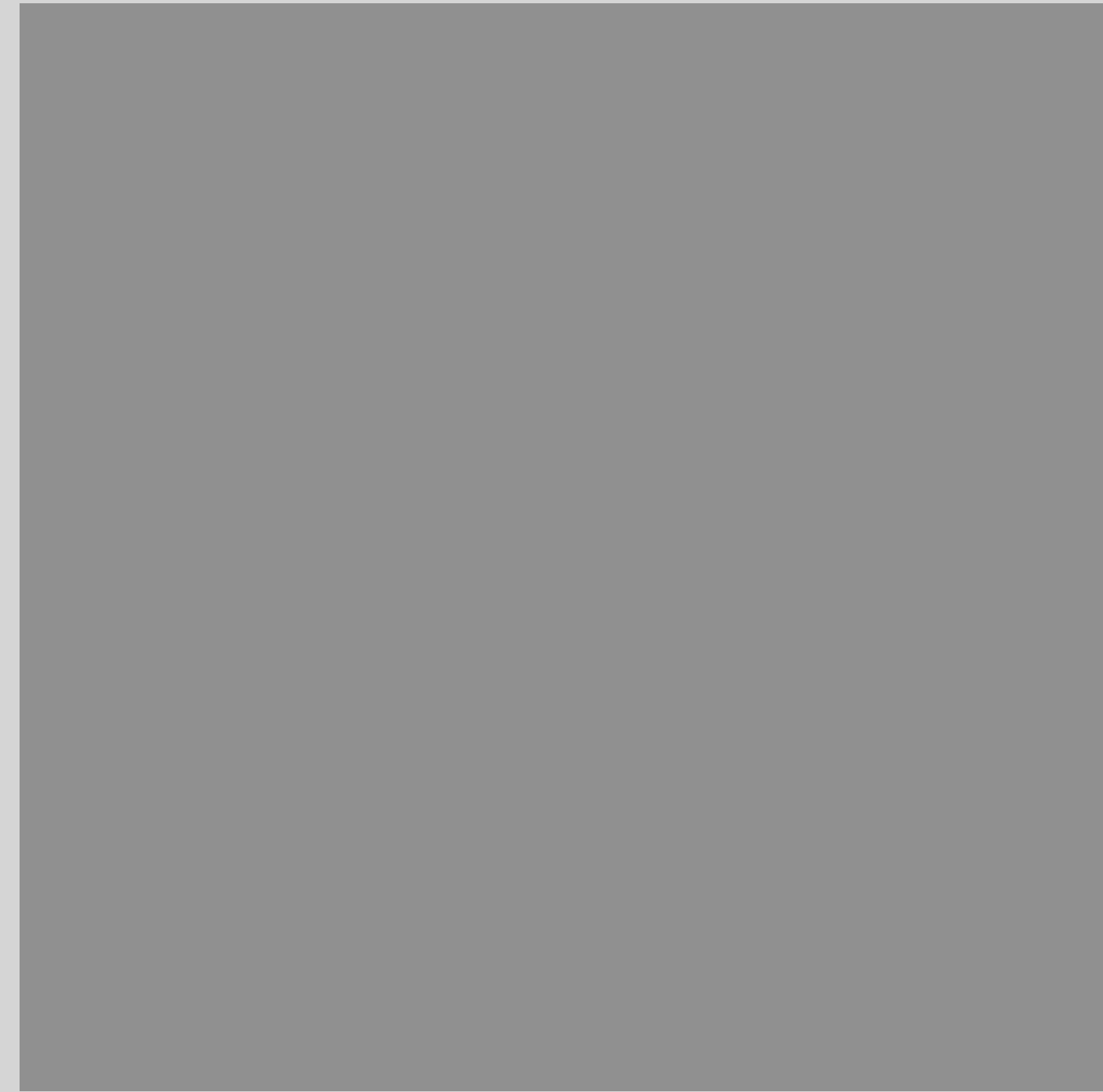
- Signal Detection
- Magnitude Estimation
- Pre-Attentive Processing
- Using Multiple Visual Encodings
- Gestalt Grouping
- Change Blindness

Detection

Detecting Brightness



A



B

Which is brighter?

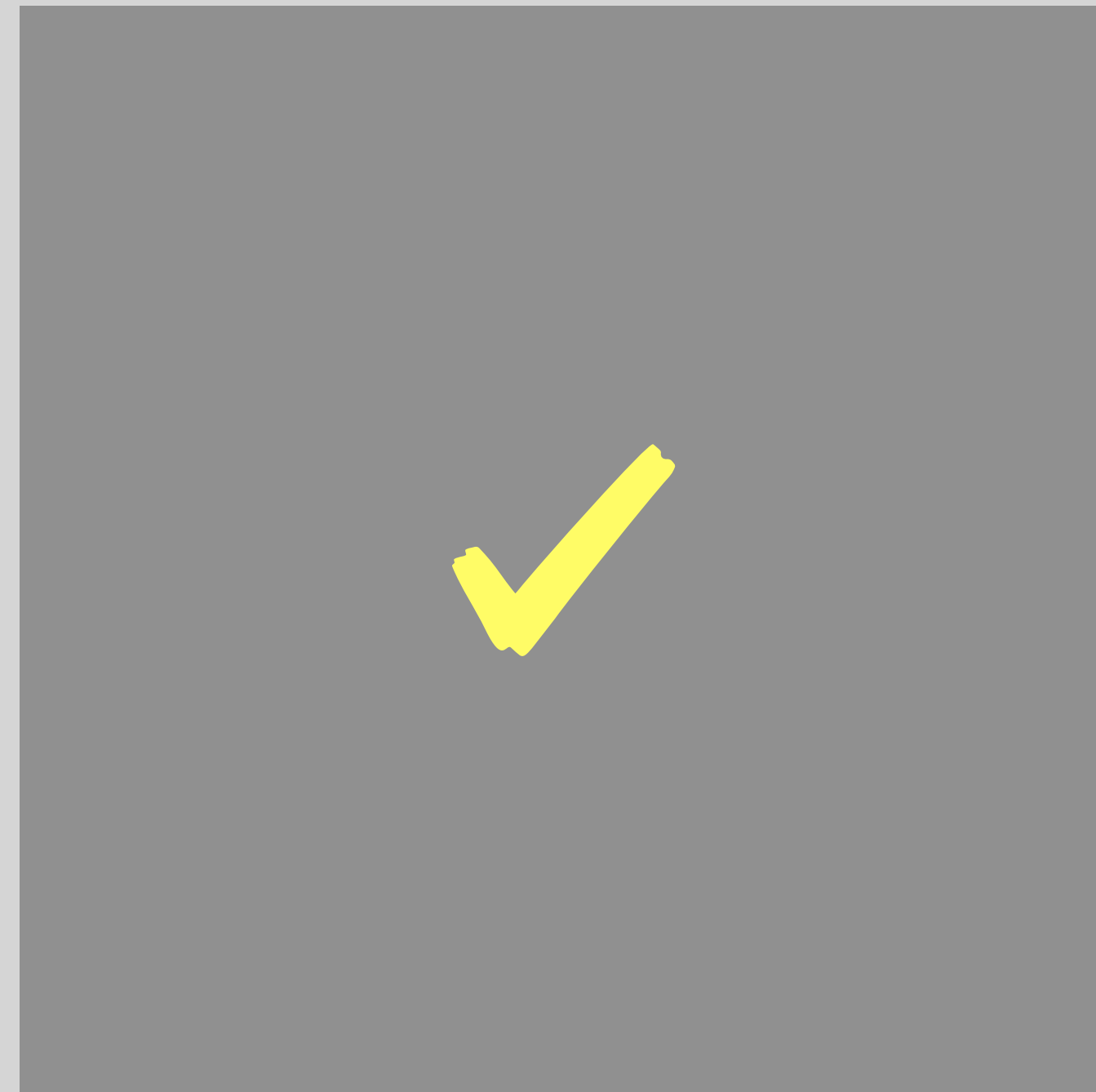
Detecting Brightness

(128, 128, 128)



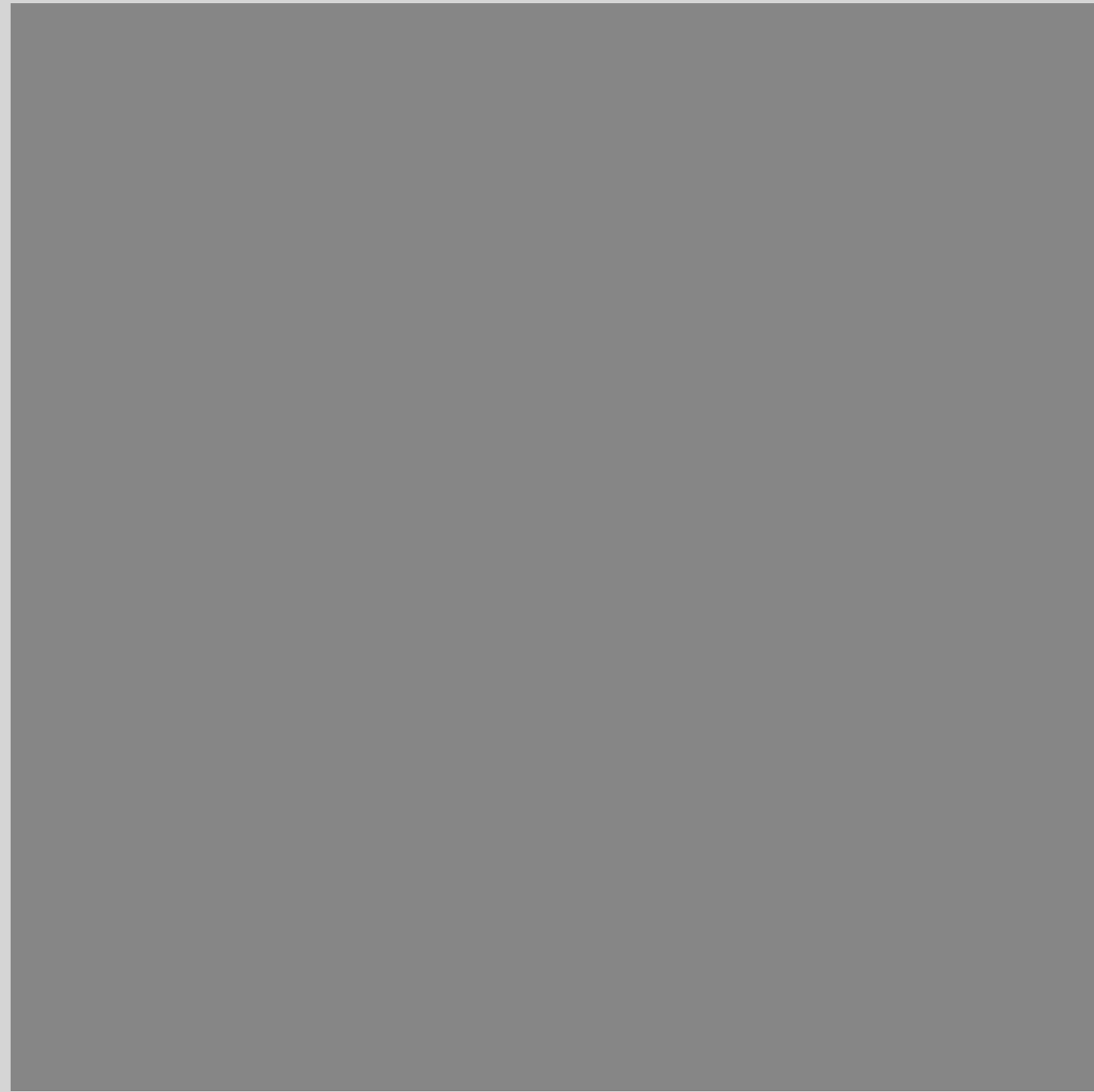
A

(144, 144, 144)

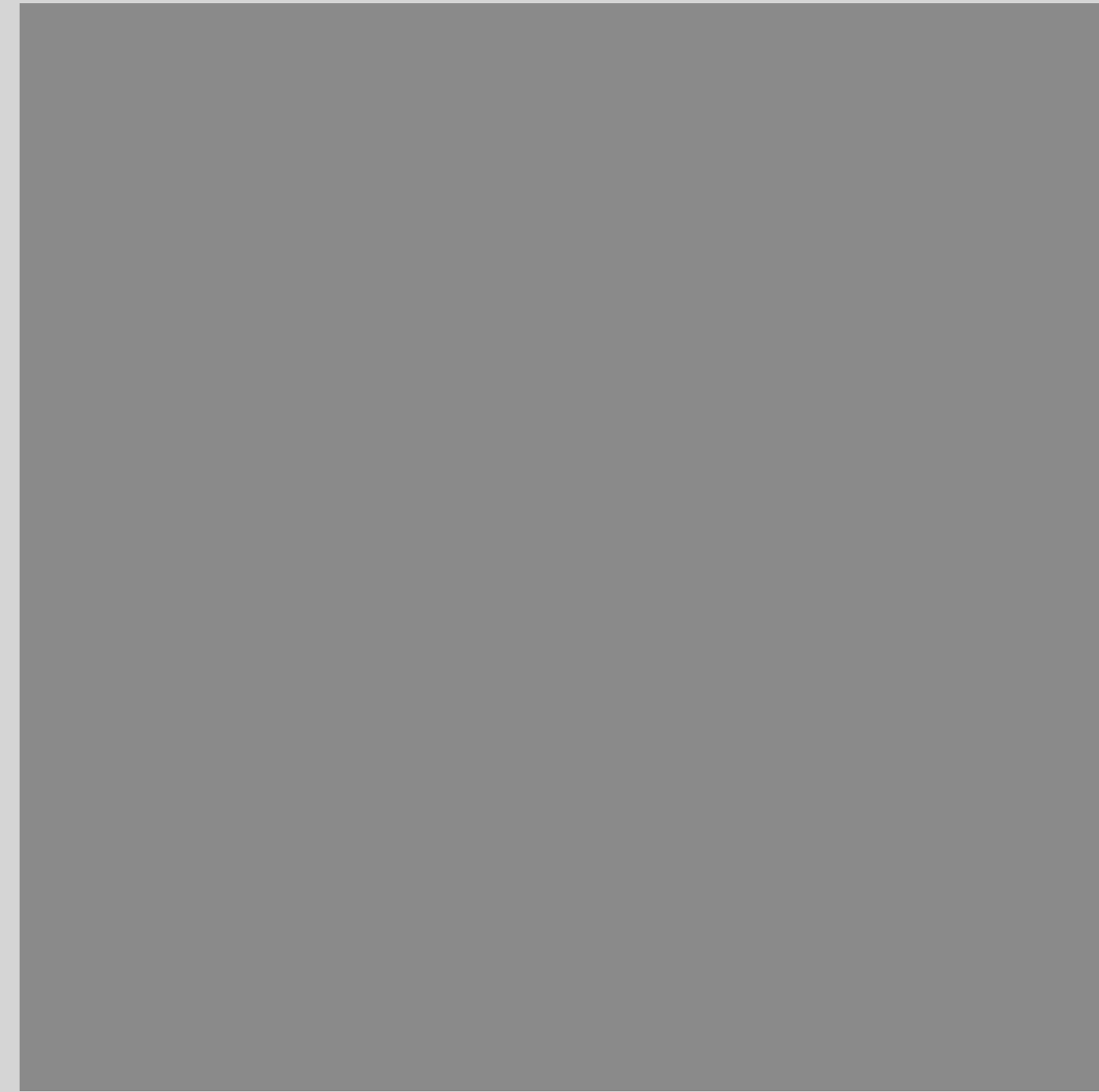


B

Detecting Brightness



A

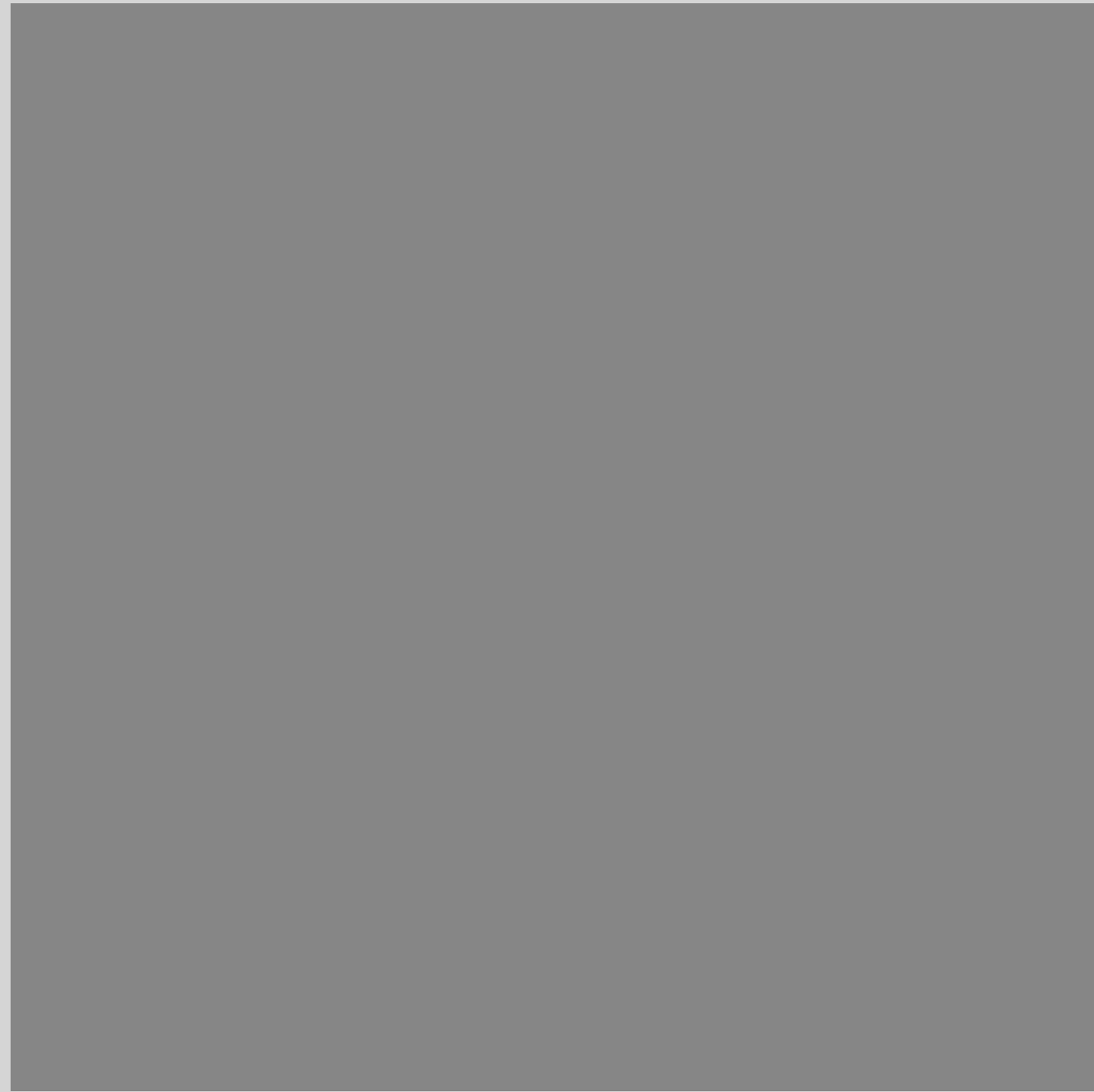


B

Which is brighter?

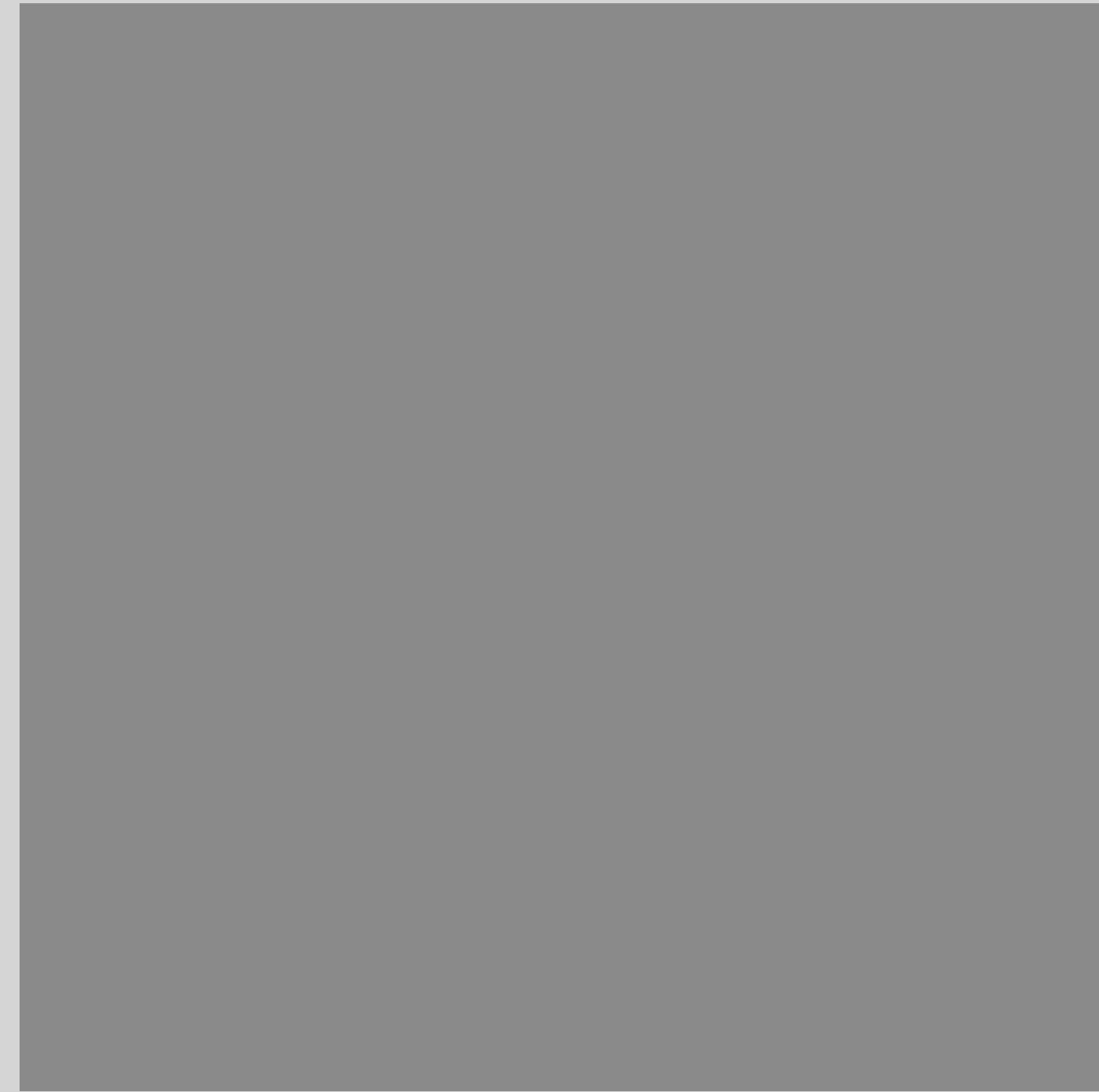
Detecting Brightness

(134, 134, 134)



A

(138, 138, 138)



B

Just Noticeable Difference (JND) — Weber's Law

$$dp = k \frac{dS}{S}$$

← Physical Intensity

Just Noticeable Difference (JND) — Weber's Law

$$dp = k \frac{dS}{S}$$

← Change of Intensity

← Physical Intensity

Just Noticeable Difference (JND) — Weber's Law

Perceived Change \longrightarrow $dp = k \frac{dS}{S}$ \longleftarrow Change of Intensity
 \longleftarrow Physical Intensity

Just Noticeable Difference (JND) — Weber's Law

Weber constant
(Empirically determined)

Perceived Change \longrightarrow $dp = k \frac{dS}{S}$ \longleftarrow Change of Intensity

\longleftarrow Physical Intensity

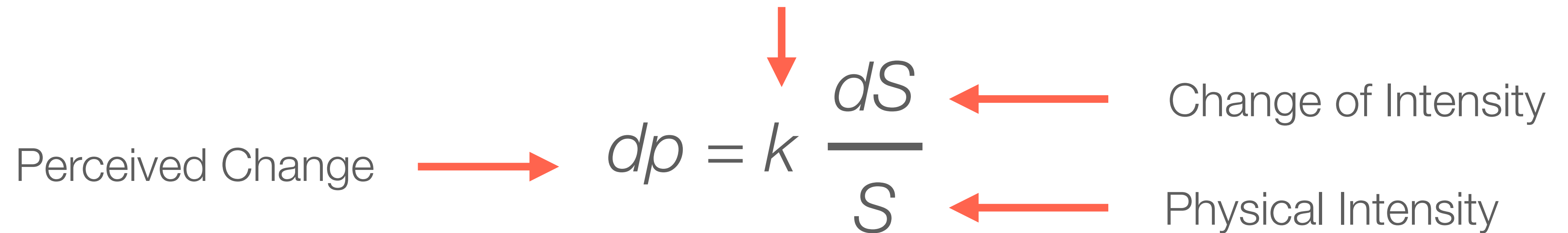
The diagram illustrates the equation $dp = k \frac{dS}{S}$ for Weber's Law. It features three red arrows pointing towards the equation: one from the left towards dp , one from the top towards dS , and one from the right towards S . The text 'Perceived Change' is positioned to the left of the first arrow, 'Change of Intensity' is to the right of the top arrow, and 'Physical Intensity' is to the right of the bottom arrow. Above the equation, the text 'Weber constant (Empirically determined)' is centered, with a red arrow pointing down to the constant k .

Just Noticeable Difference (JND) — Weber's Law

Weber constant
(Empirically determined)

Perceived Change \longrightarrow $dp = k \frac{dS}{S}$ \longleftarrow Change of Intensity

\longleftarrow Physical Intensity

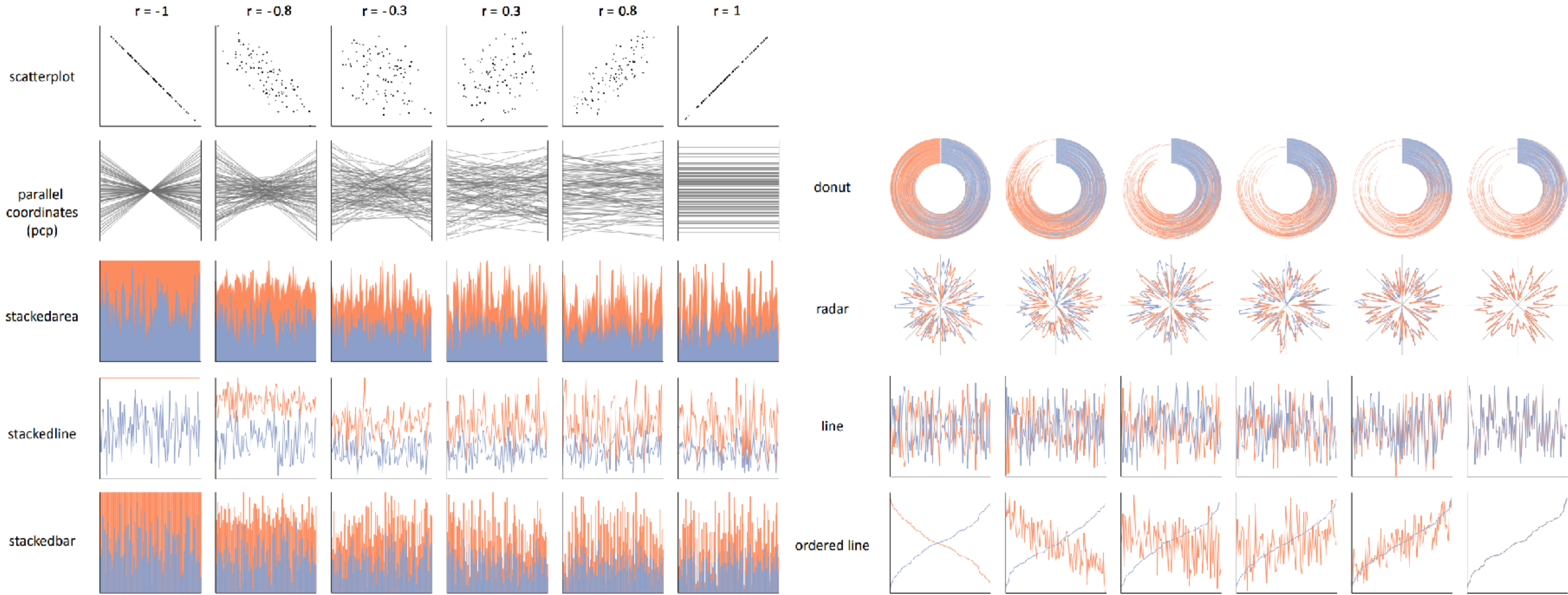
The diagram shows the equation $dp = k \frac{dS}{S}$ with three red arrows pointing to its parts: one from the left to dp , one from the right to dS , and one from the right to S . The text 'Perceived Change' is to the left of dp , 'Change of Intensity' is to the right of dS , and 'Physical Intensity' is to the right of S . Above the equation, the text 'Weber constant (Empirically determined)' has a red arrow pointing down to the constant k .

For detecting JND, ratios more important than magnitude

Most continuous variation in stimuli are perceived in discrete steps



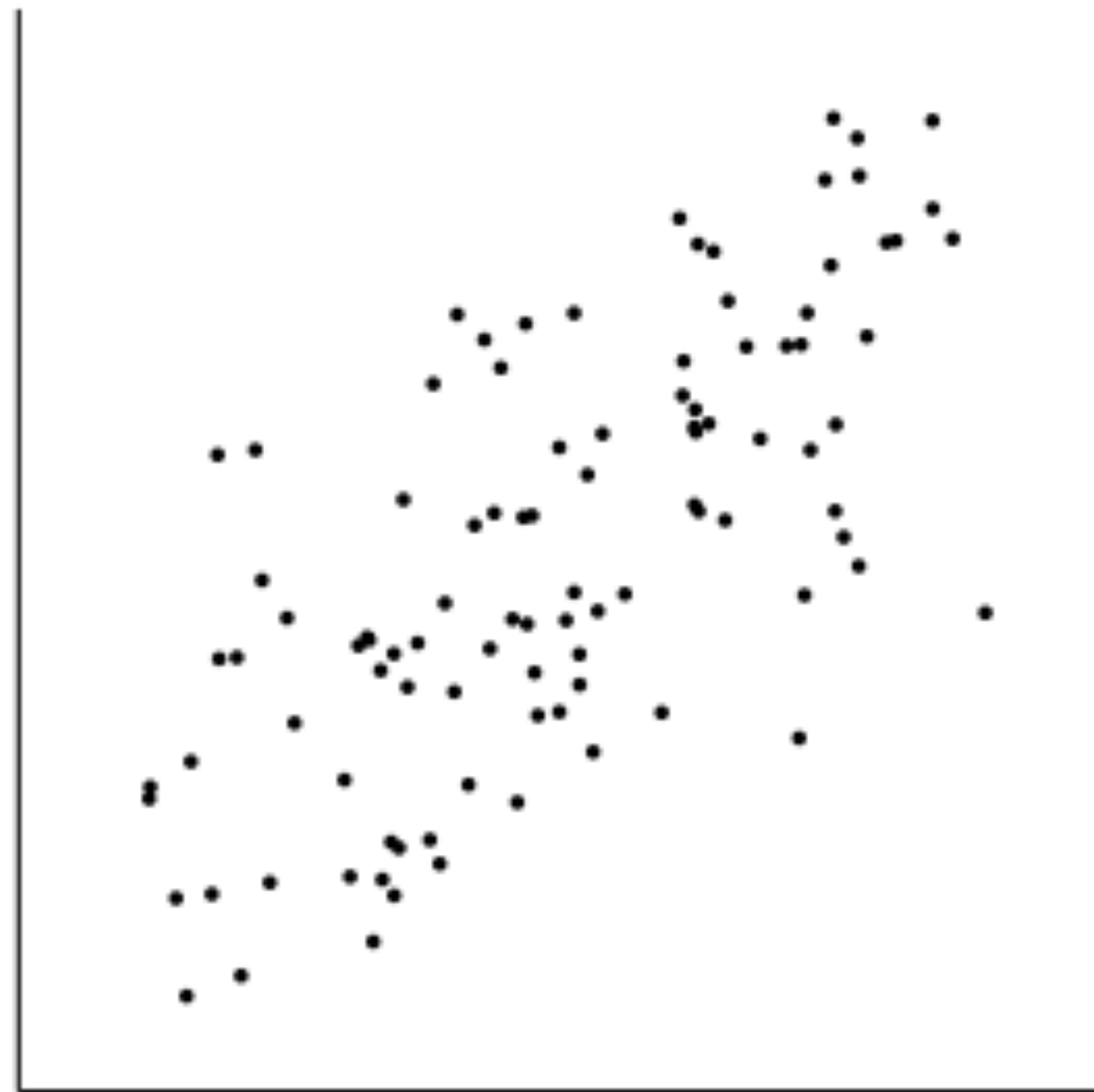
Ranking visualizations for depicting correlation



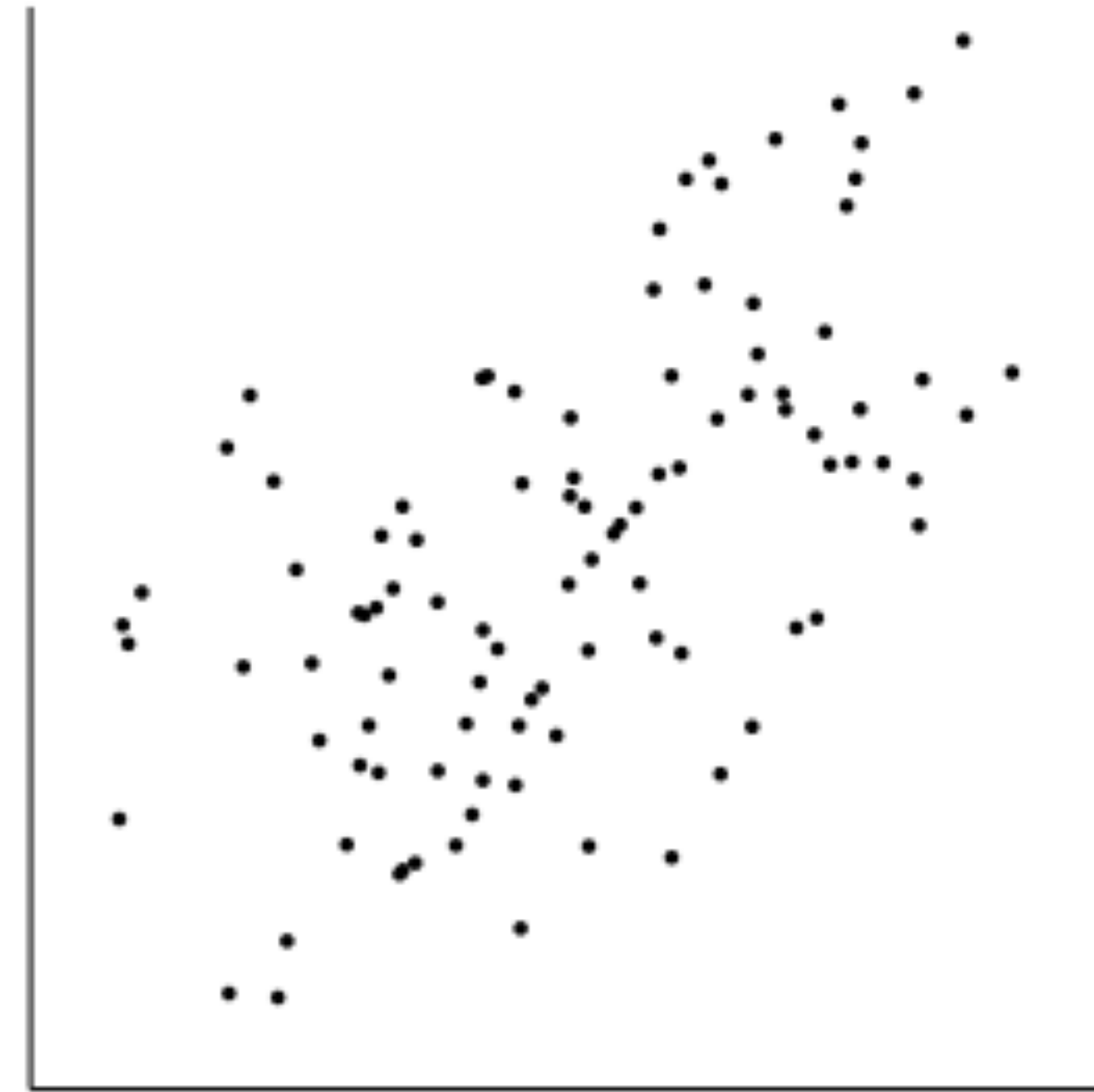
[Harrison et al 2014]

Ranking visualizations for depicting correlation

Which of the two appeared to be more highly correlated?



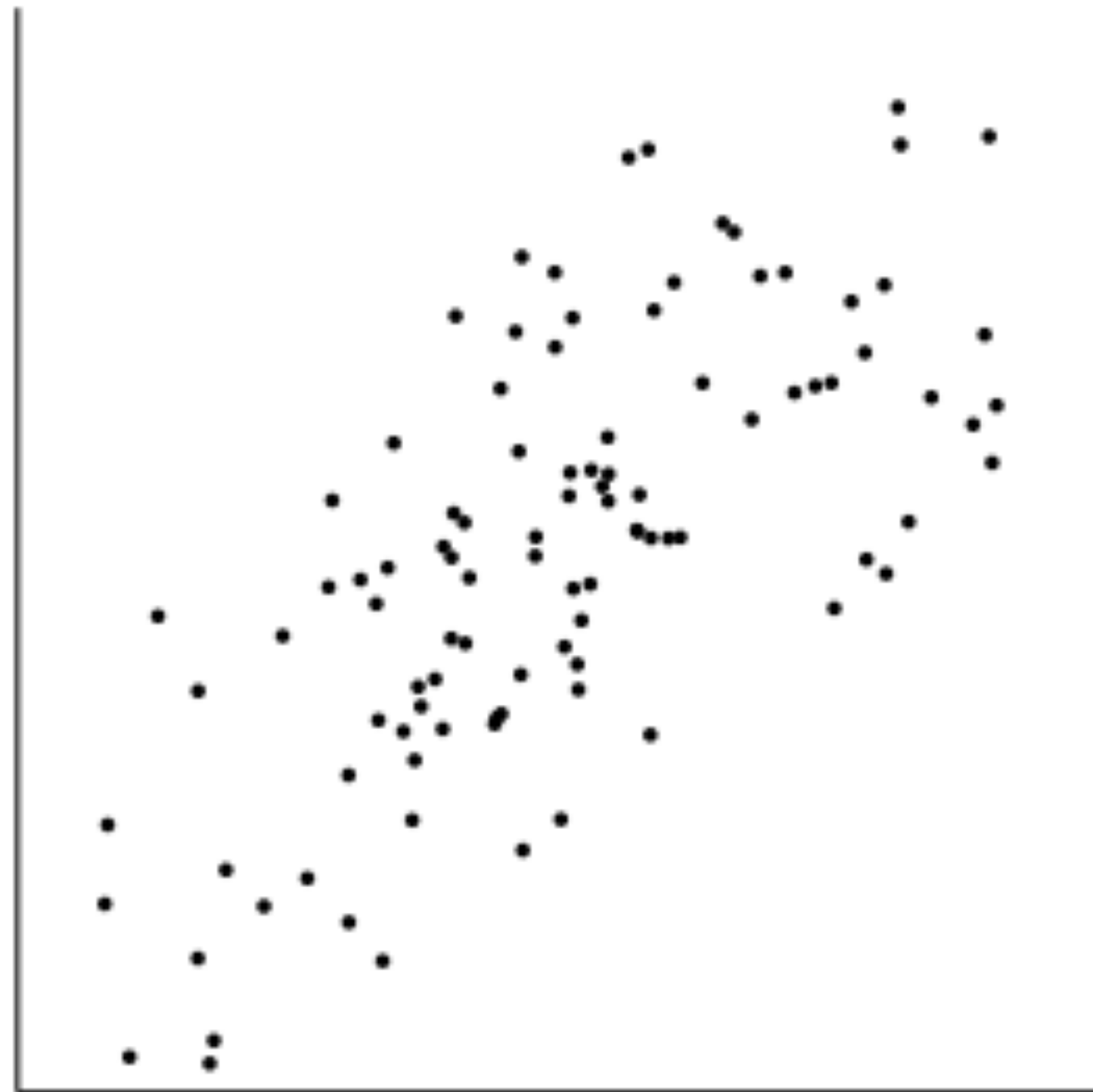
$r = 0.7$



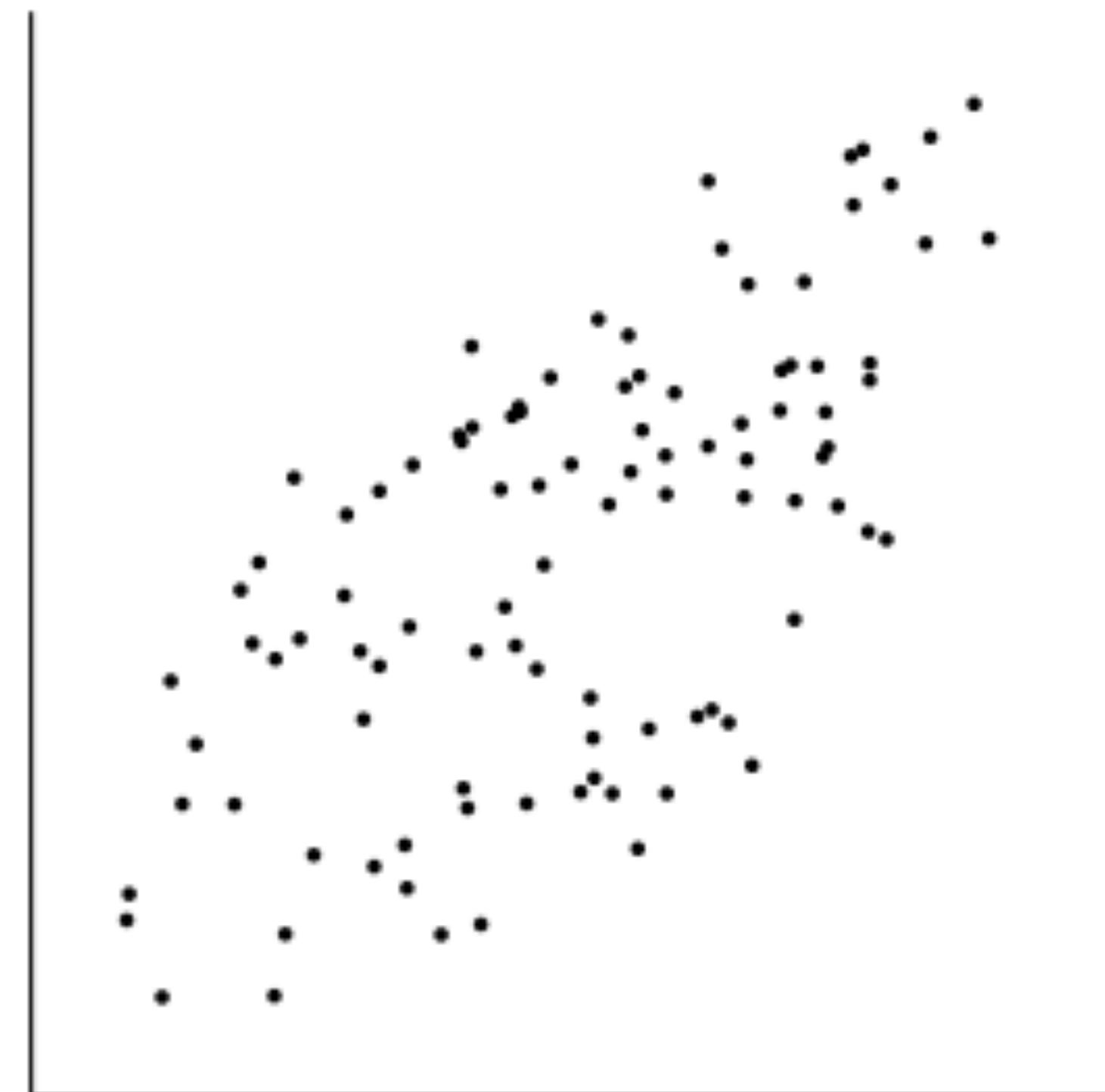
$r = 0.6$

Ranking visualizations for depicting correlation

Which of the two appeared to be more highly correlated?



$r = 0.7$

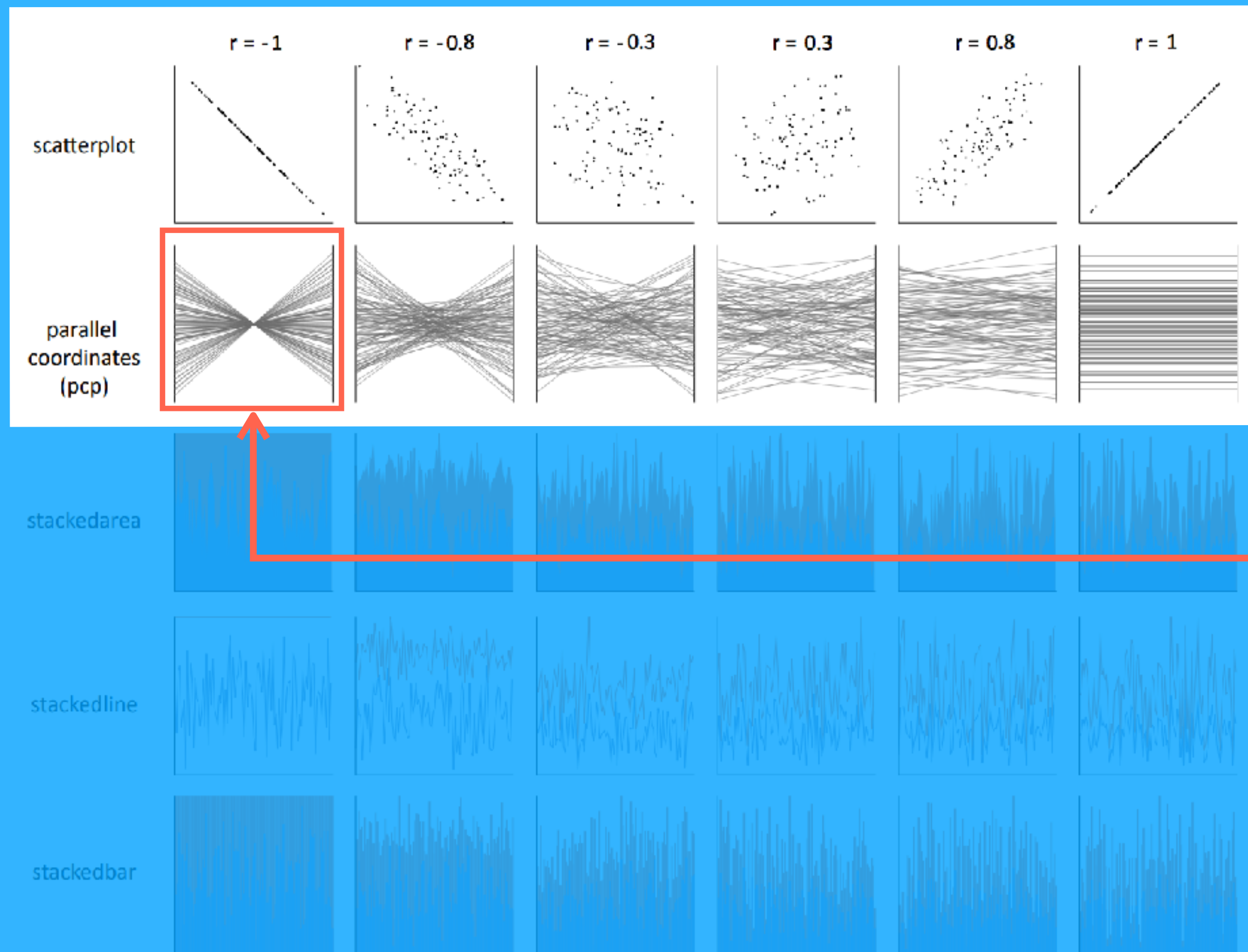


$r = 0.65$

Ranking visualizations for depicting correlation

Overall, scatterplots are the best for both positive and negative correlations.

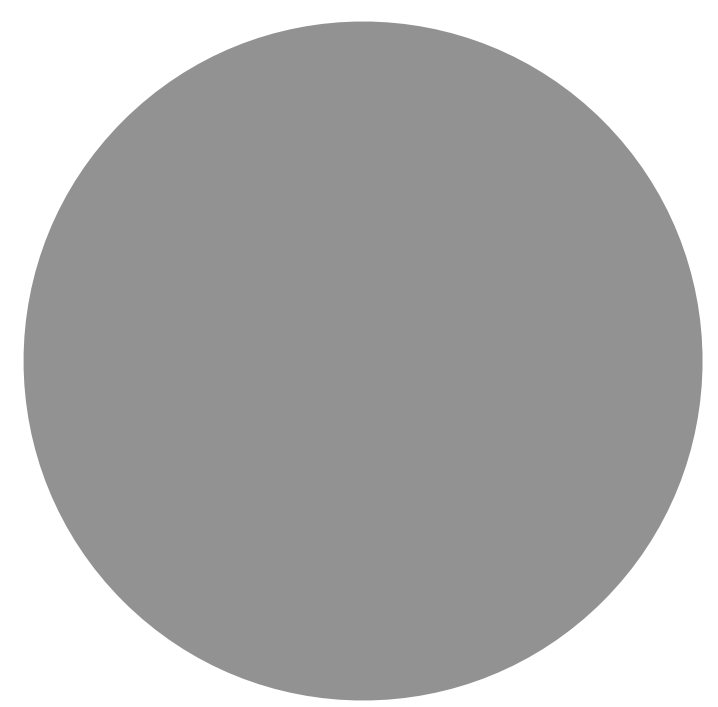
Parallel coordinates are only good for negative correlations.



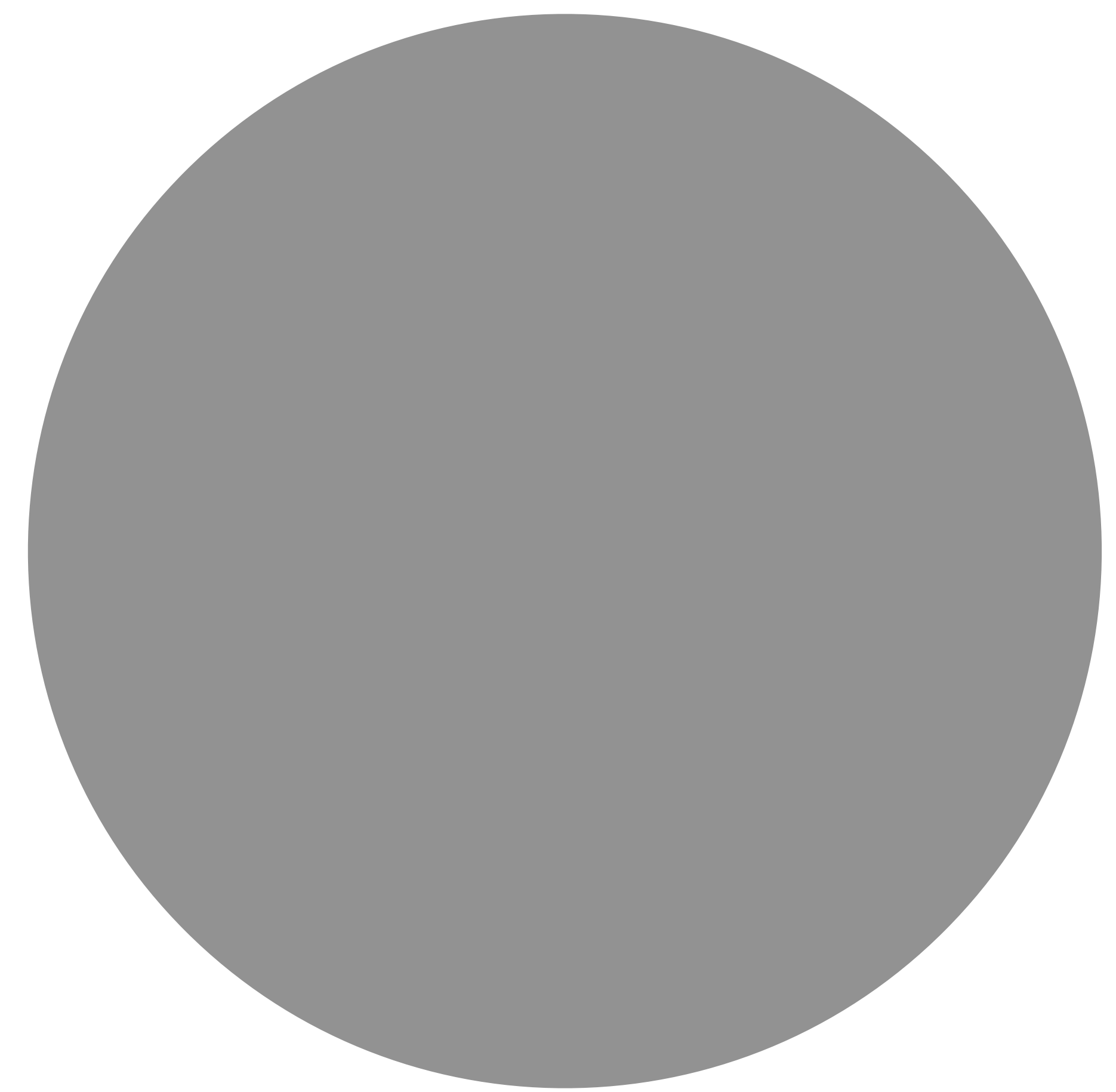
Magnitude Estimation

A Quick Experiment...

A



B



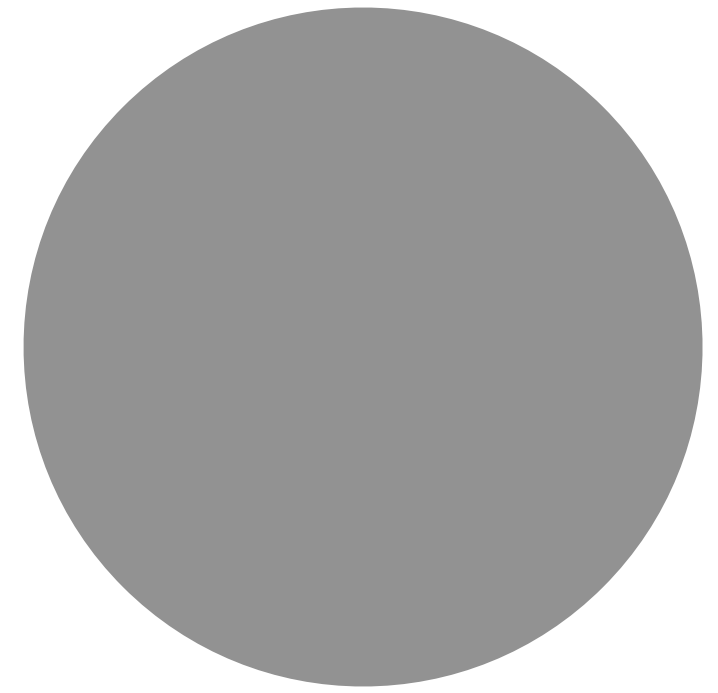
B



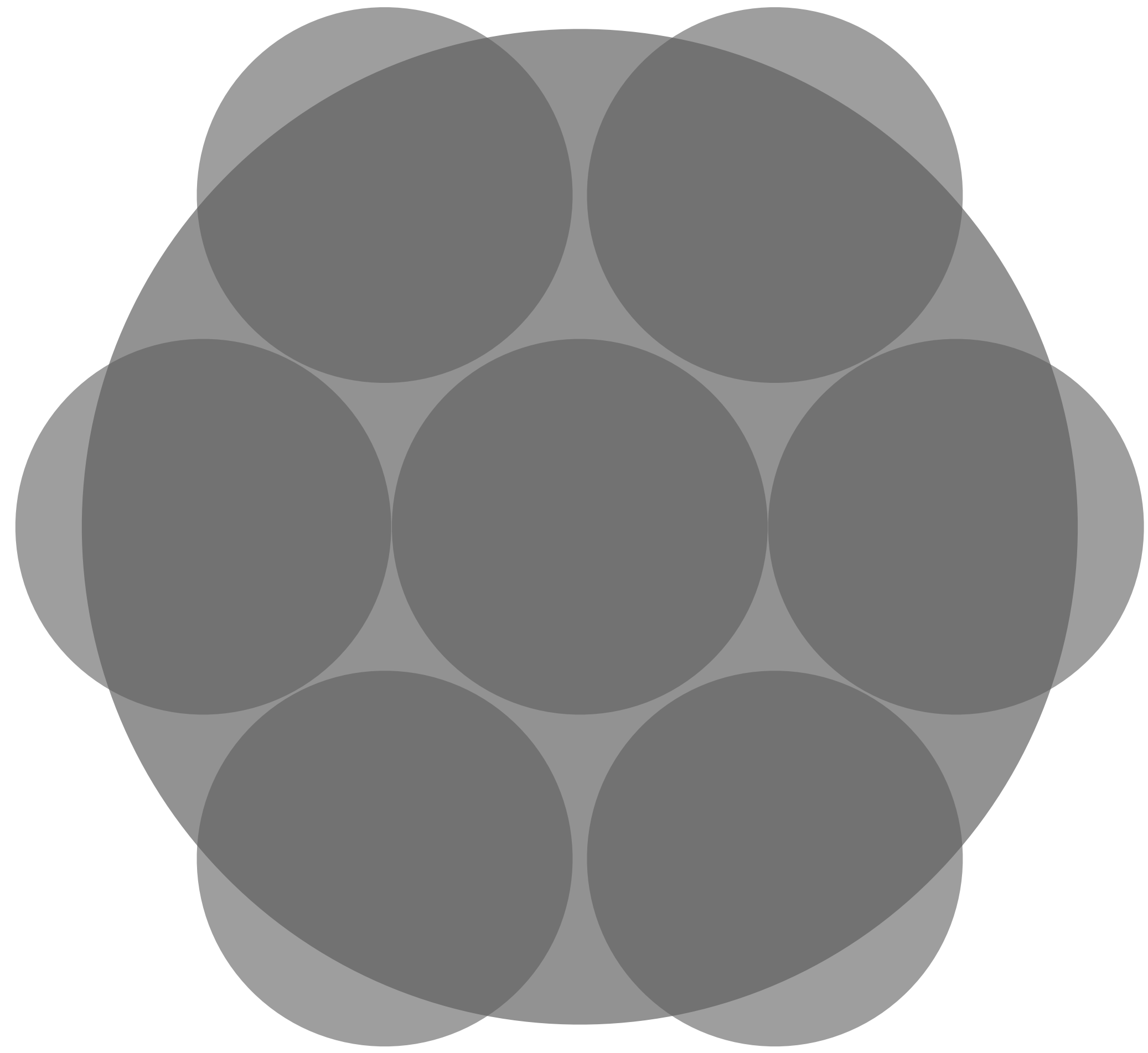
A



A



B



B

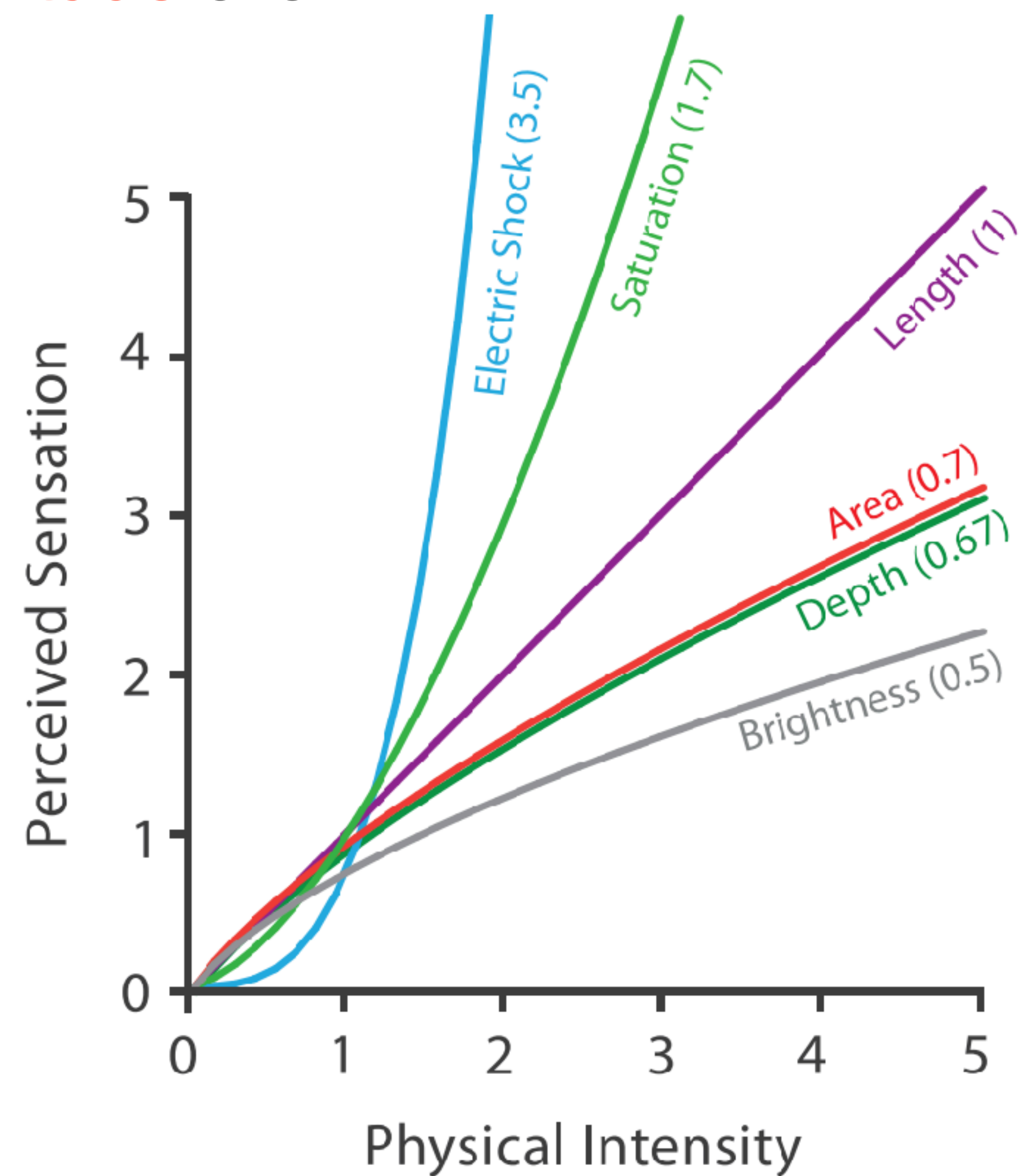
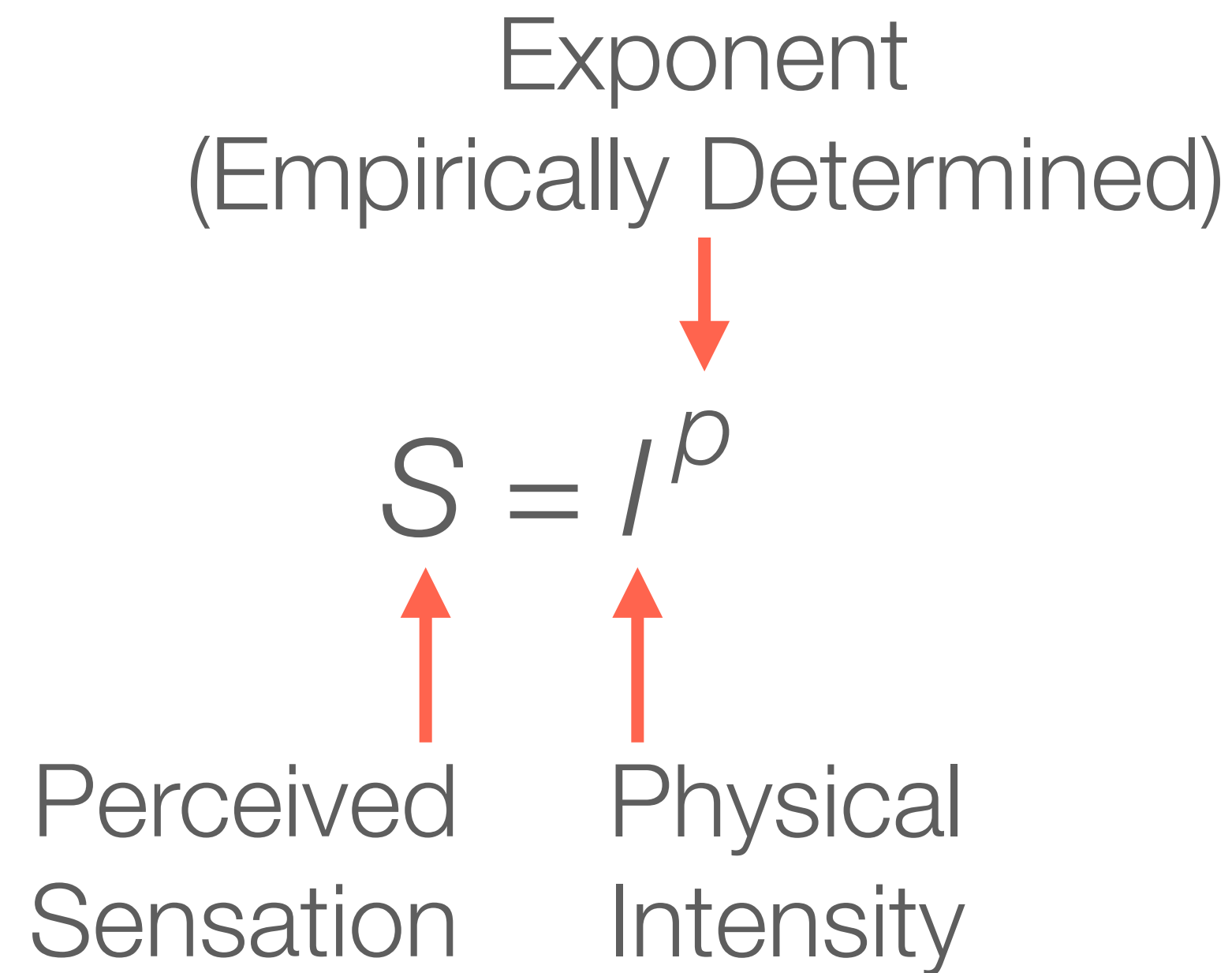


A



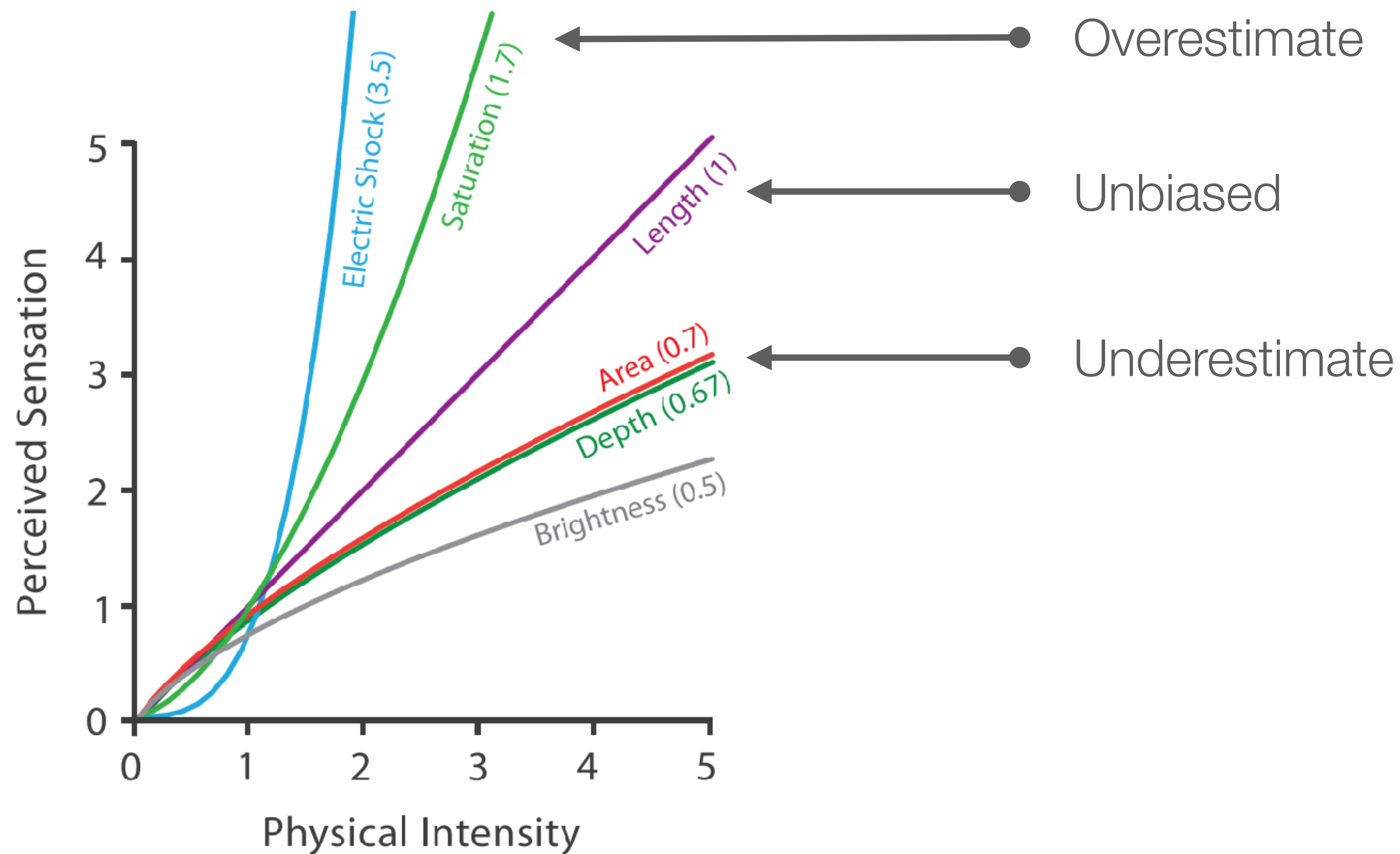
Steven's Power Law

Models the **relationship** between the **magnitude** of a physical stimulus and its perceived intensity.



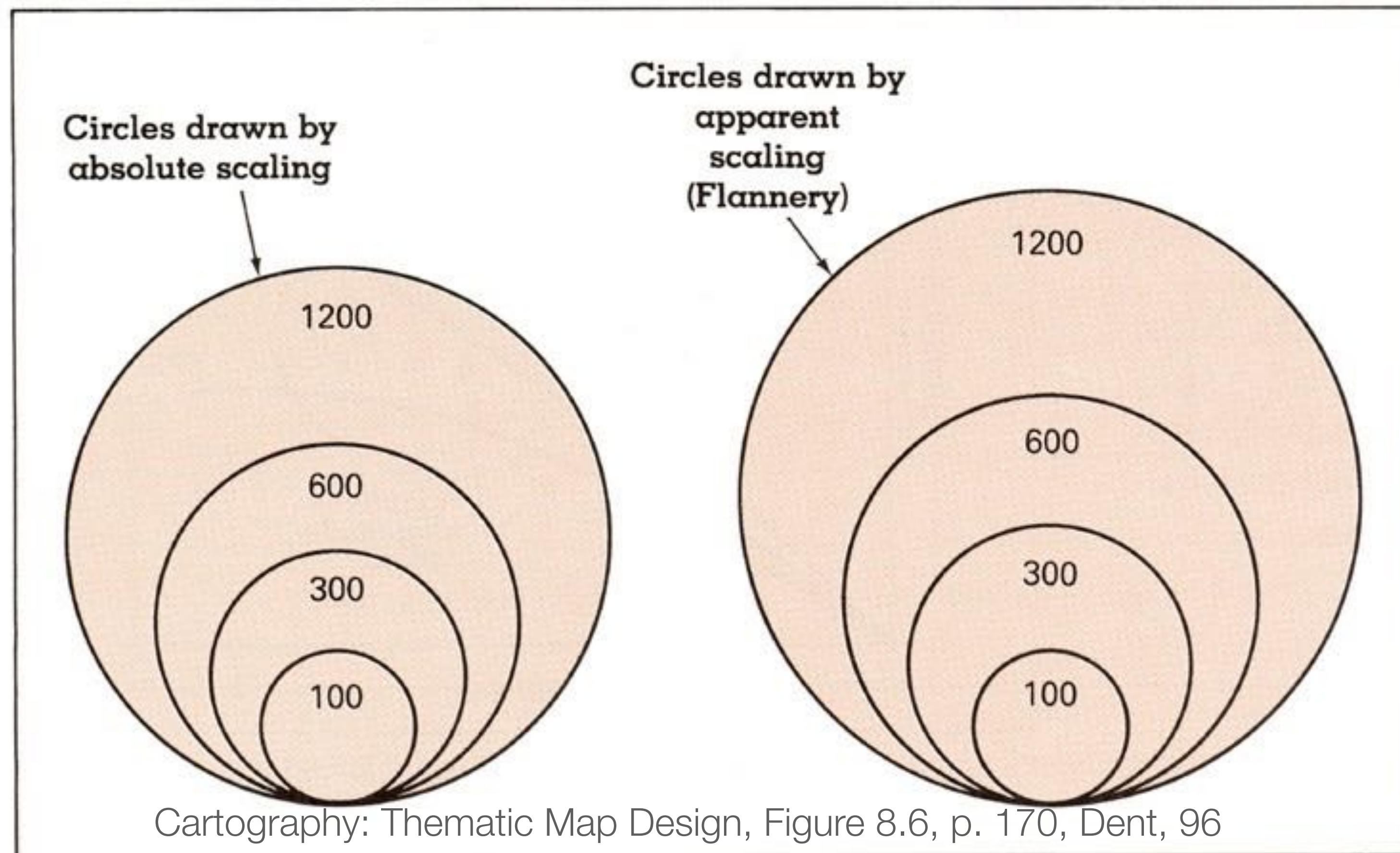
Predicts bias, not necessarily accuracy!

Steven's Power Law



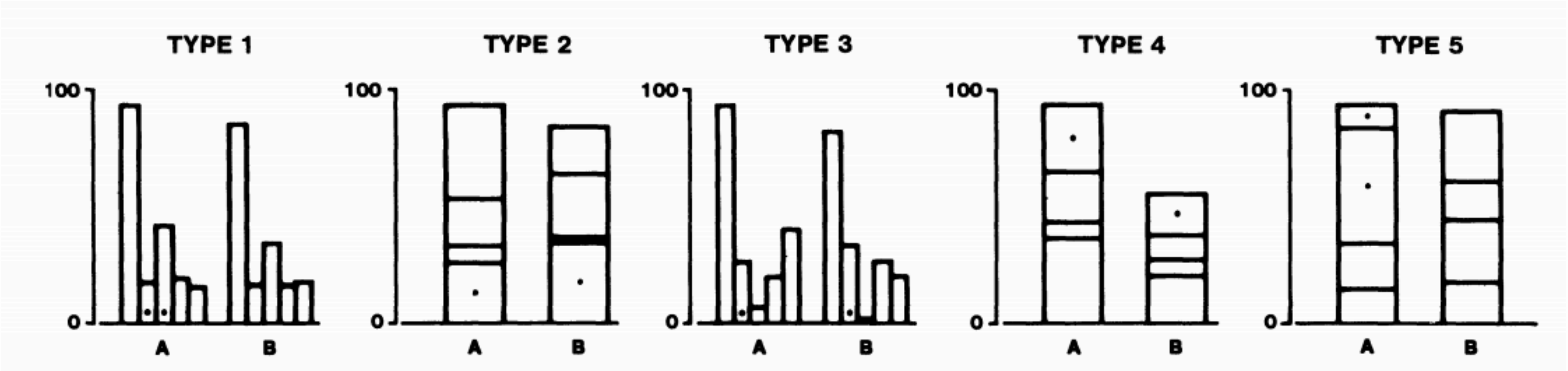
Apparent Magnitude Scaling

To compensate for human error in interpreting scale because **people tend to underestimate area**



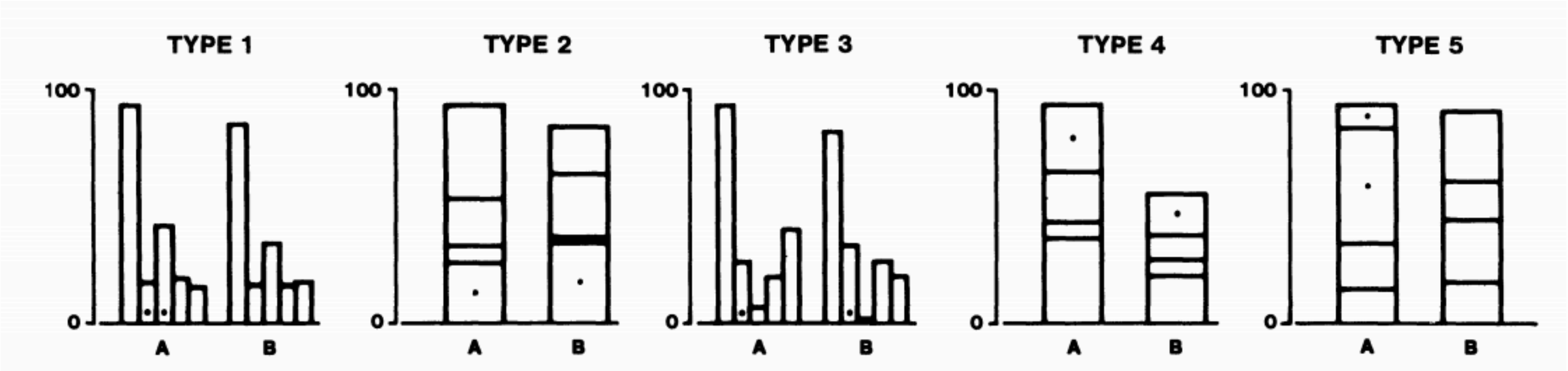
Graphical Perception [Cleveland & McGill 84]

What **percentage** of the **smaller** was of the **larger**?



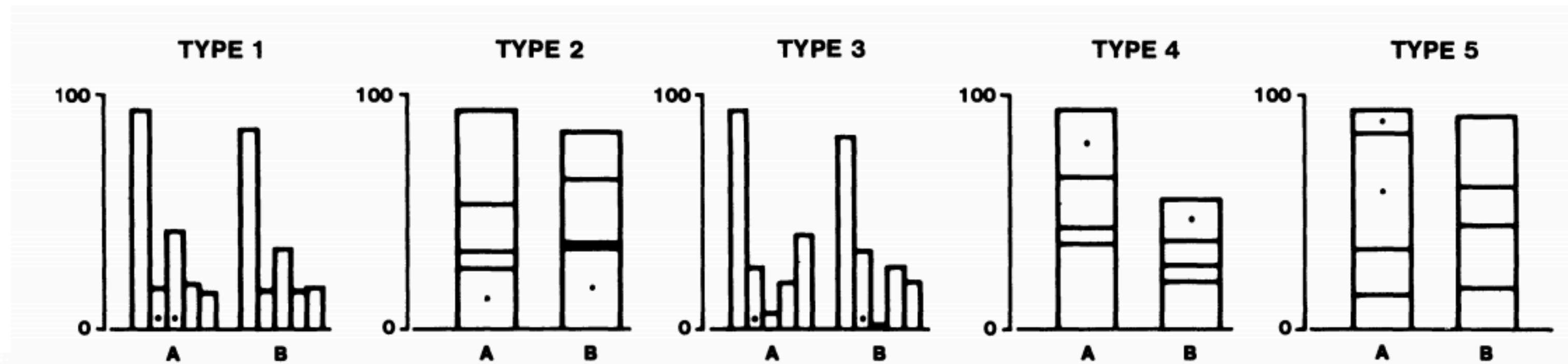
Graphical Perception [Cleveland & McGill 84]

What **percentage** of the **smaller** was of the **larger**?



Compare **positions**
(along common scale)

Compare **lengths**



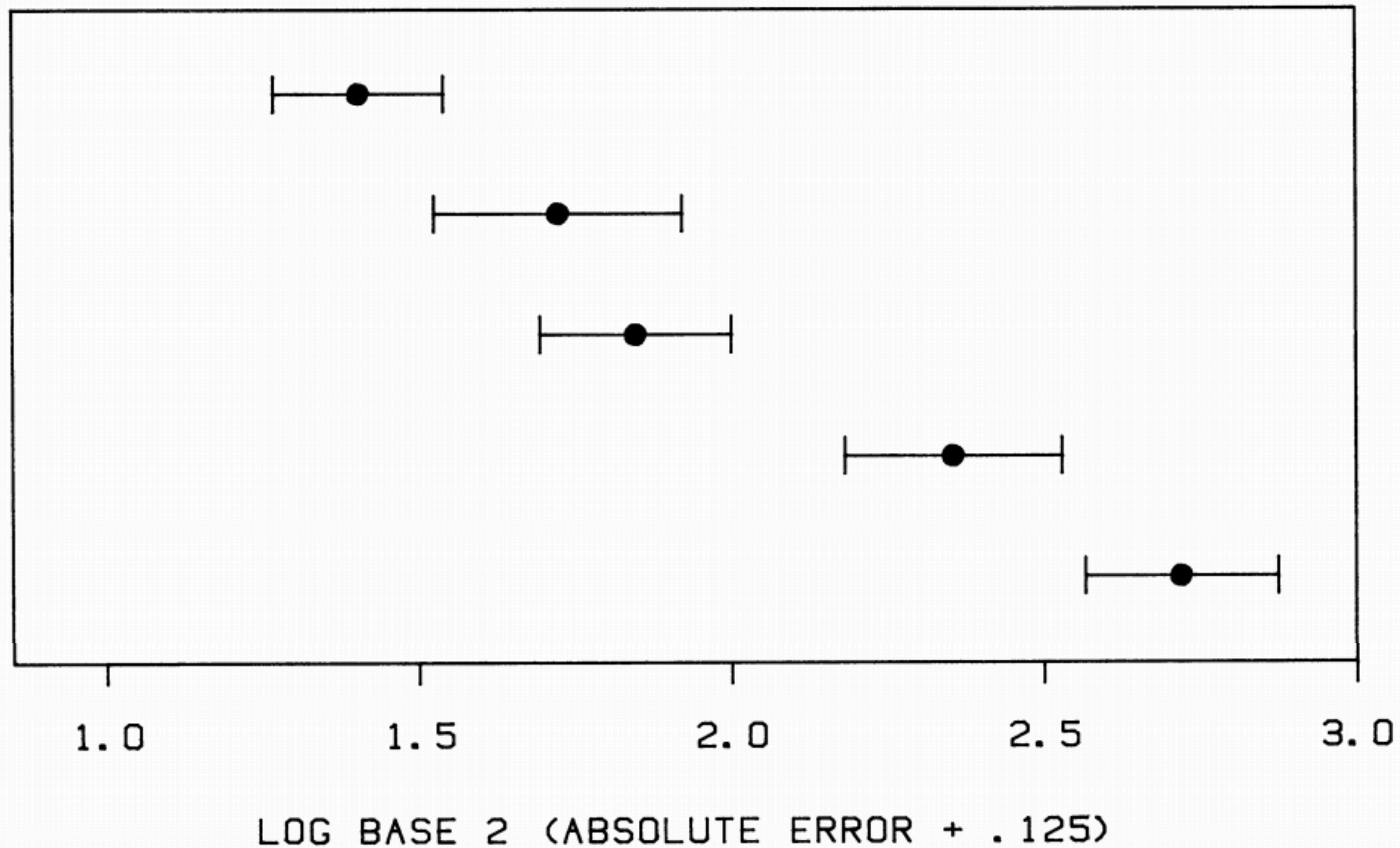
TYPE 1 (POSITION)

TYPE 2 (POSITION)

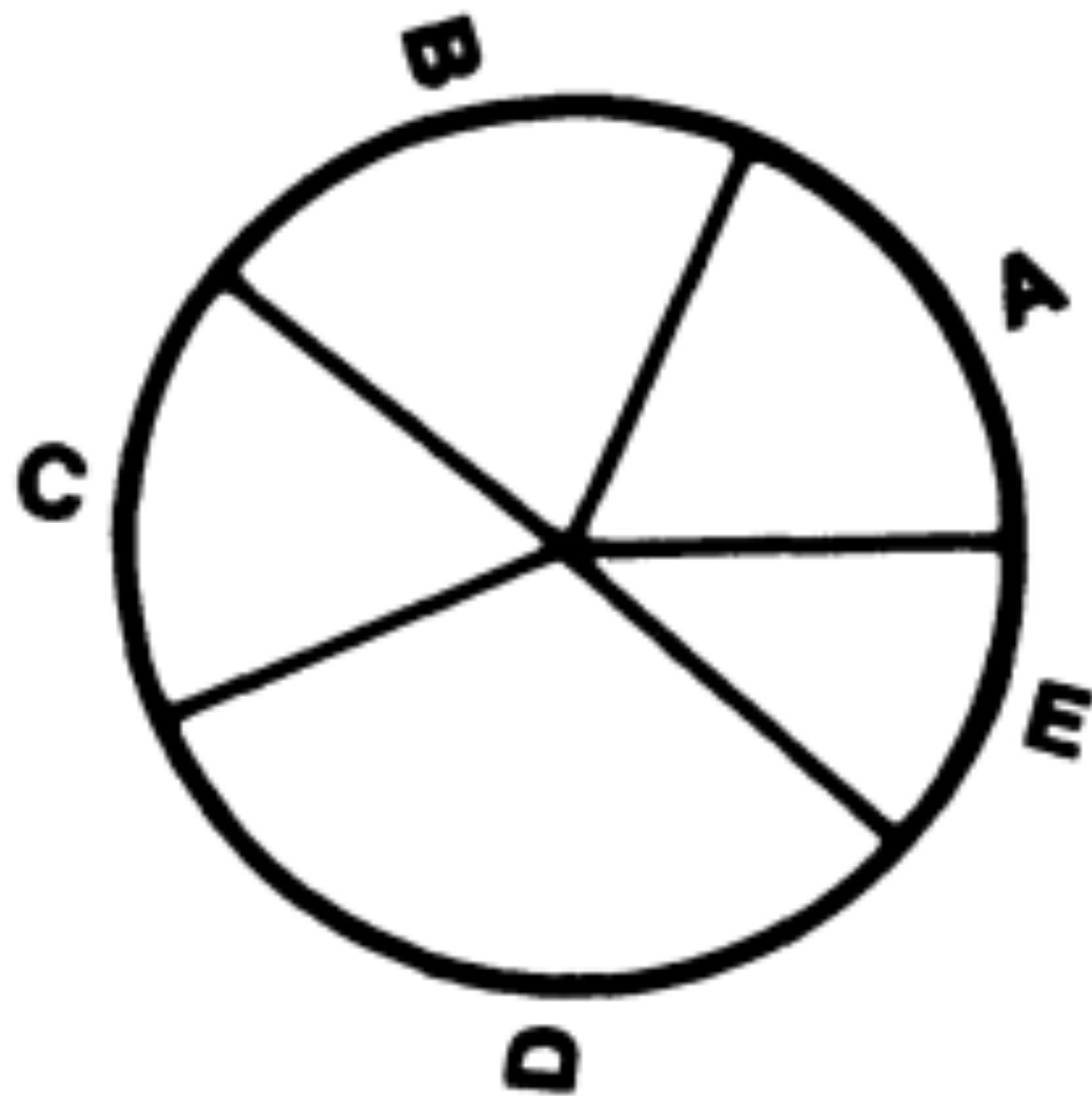
TYPE 3 (POSITION)

TYPE 4 (LENGTH)

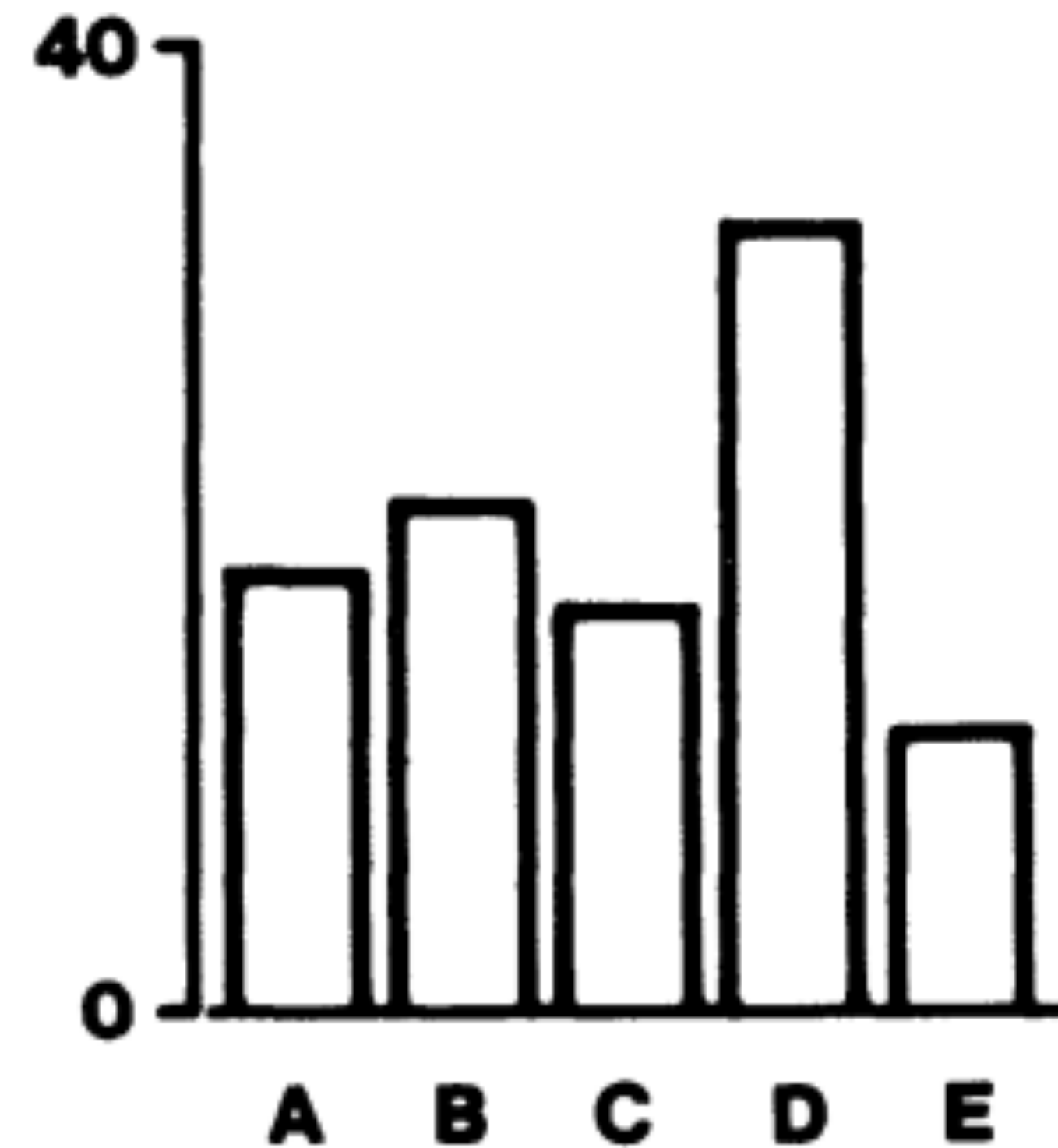
TYPE 5 (LENGTH)



What percentage each value was of the maximum?

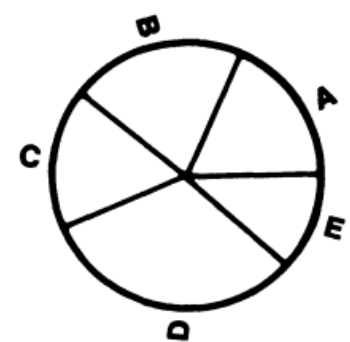
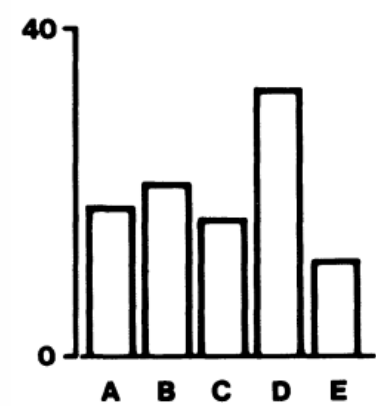


Compare **angles**



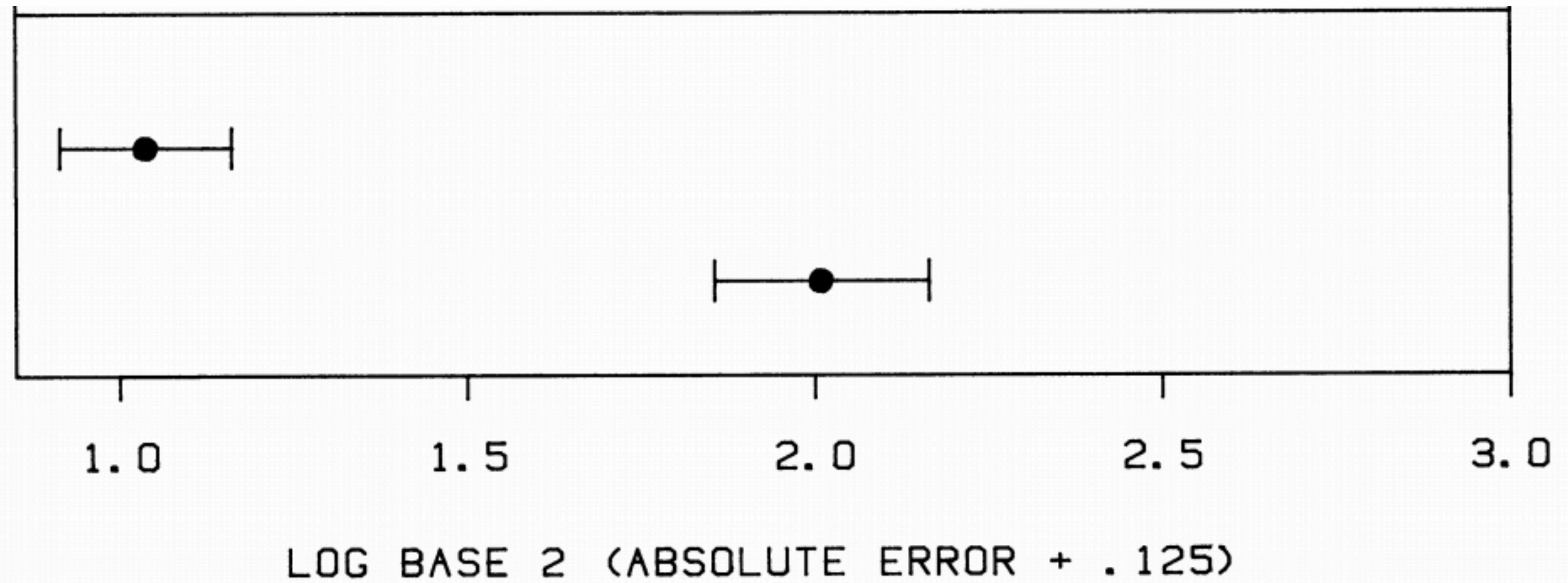
Compare **positions**

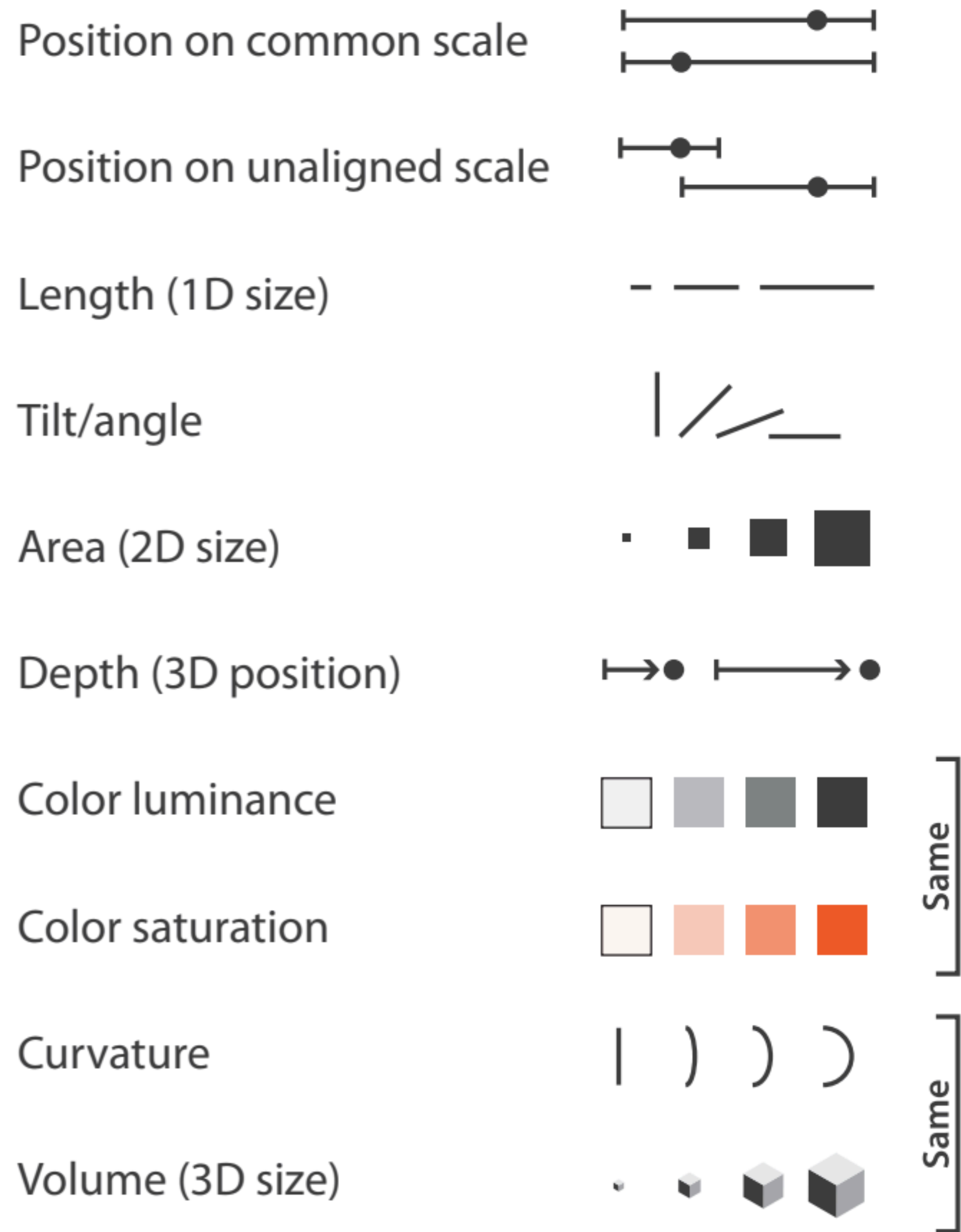
Bar chart won!



TYPE 1 (POSITION)

TYPE 2 (ANGLE)





Effectiveness Ranking of Visual Encoding Variables for comparing numerical quantities

[T. Munzer 2014]

Pre-Attentive Processing

How Many 3's?

1281768756138976546984506985604982826762
9809858458224509856458945098450980943585
9091030209905959595772564675050678904567
8845789809821677654876364908560912949686

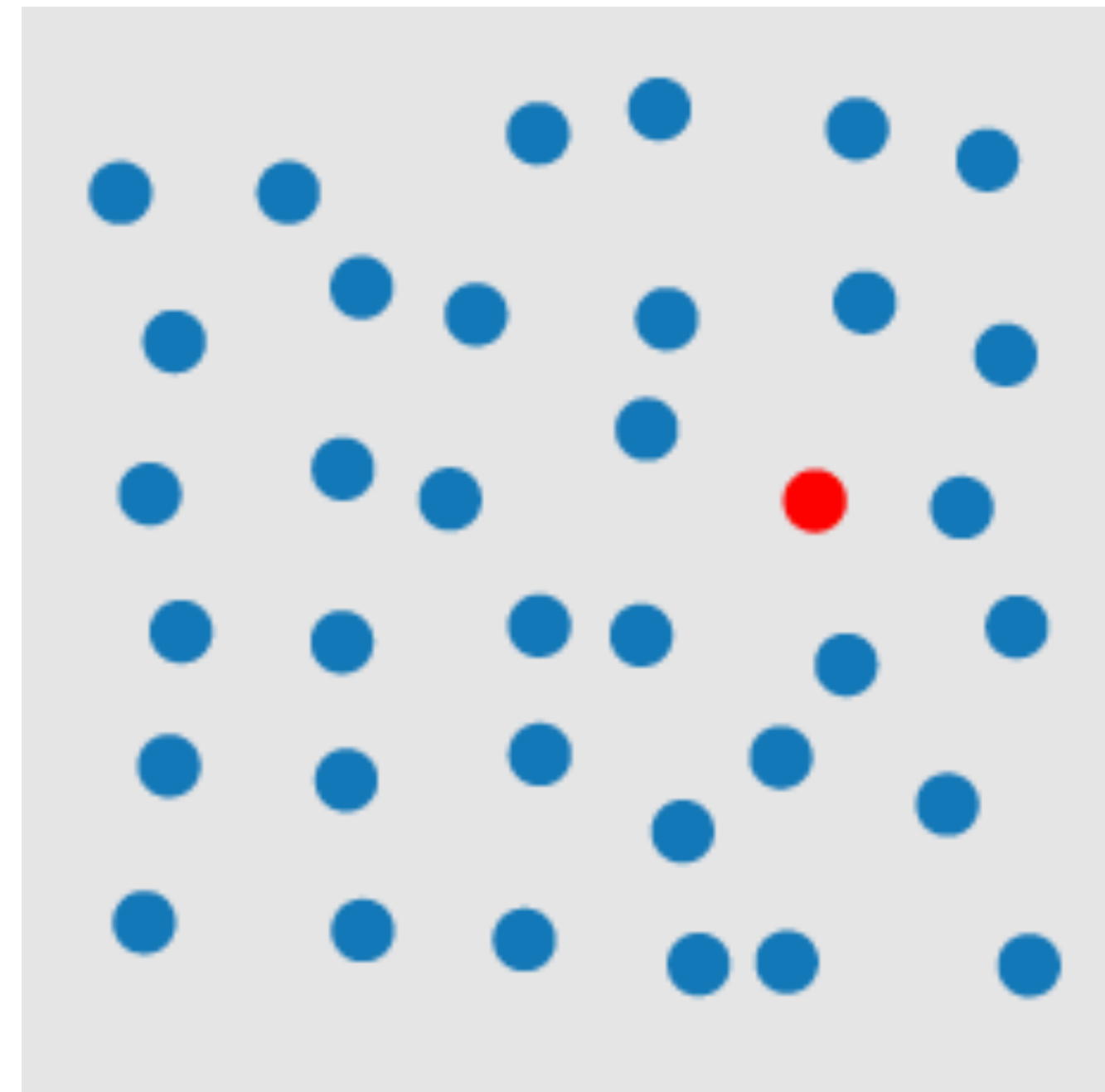
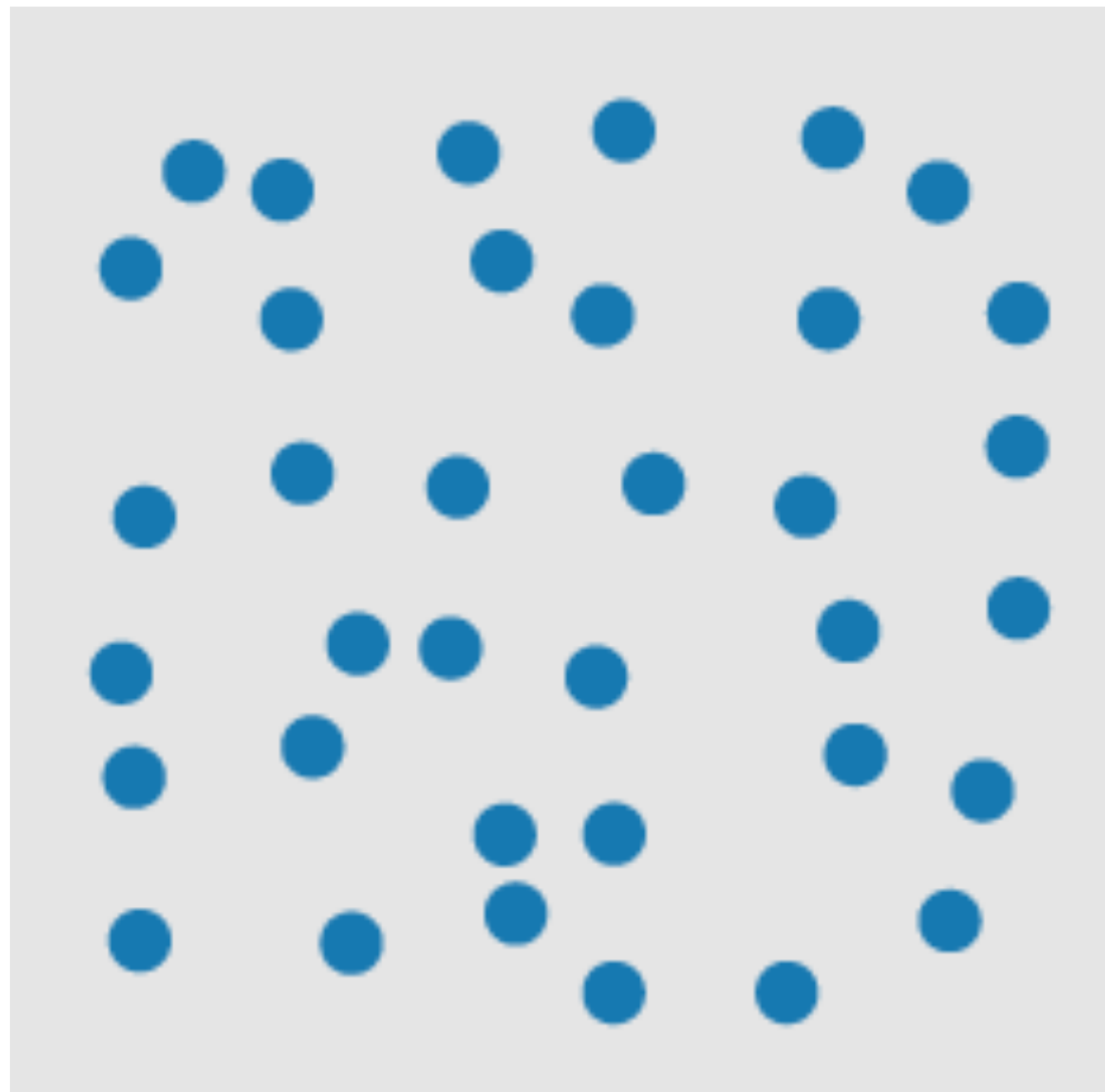
How Many 3's?

12817687561**3**8976546984506985604982826762
980985845822450985645894509845098094**3**585
90910**3**0209905959595772564675050678904567
8845789809821677654876**3**64908560912949686

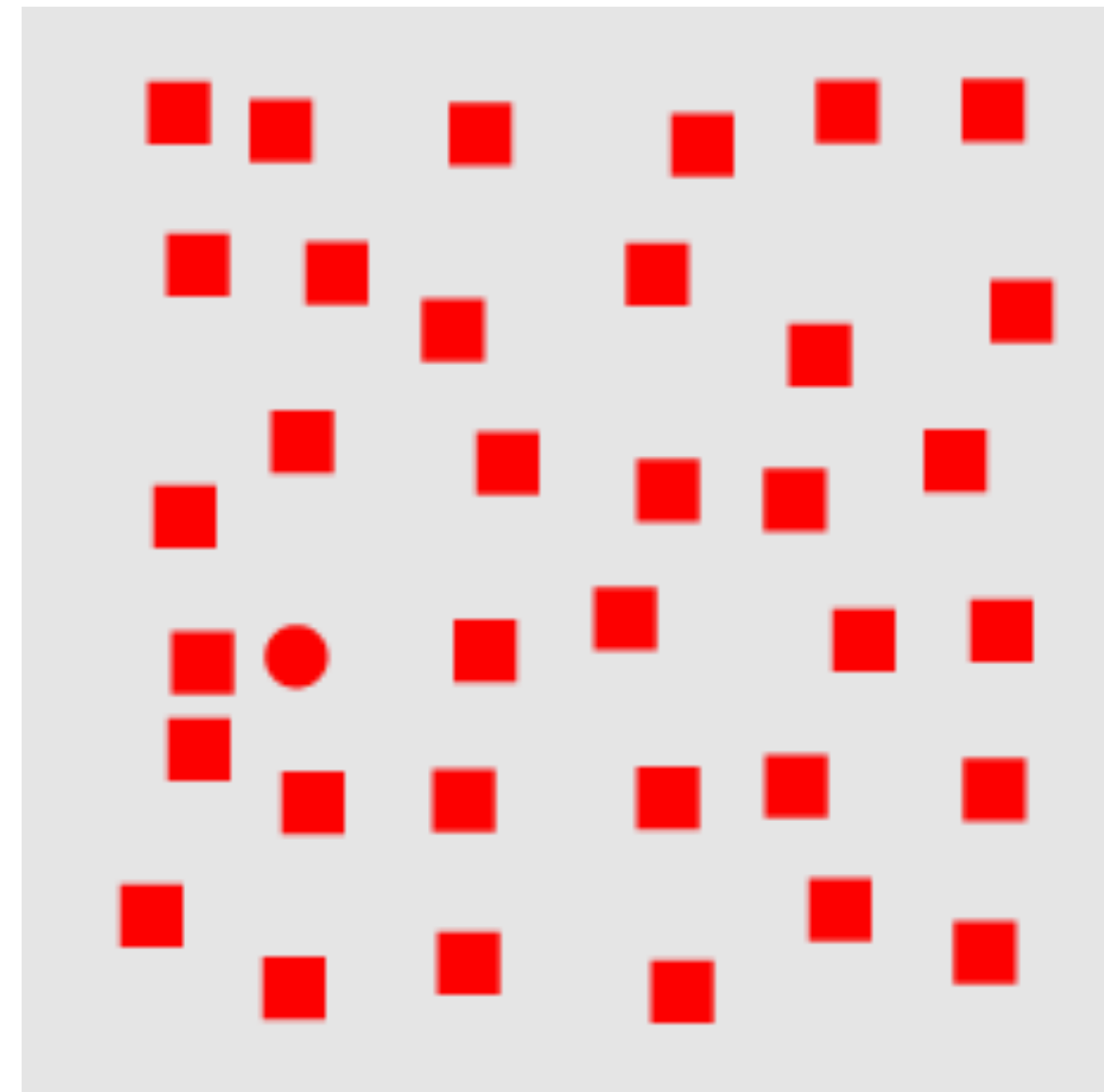
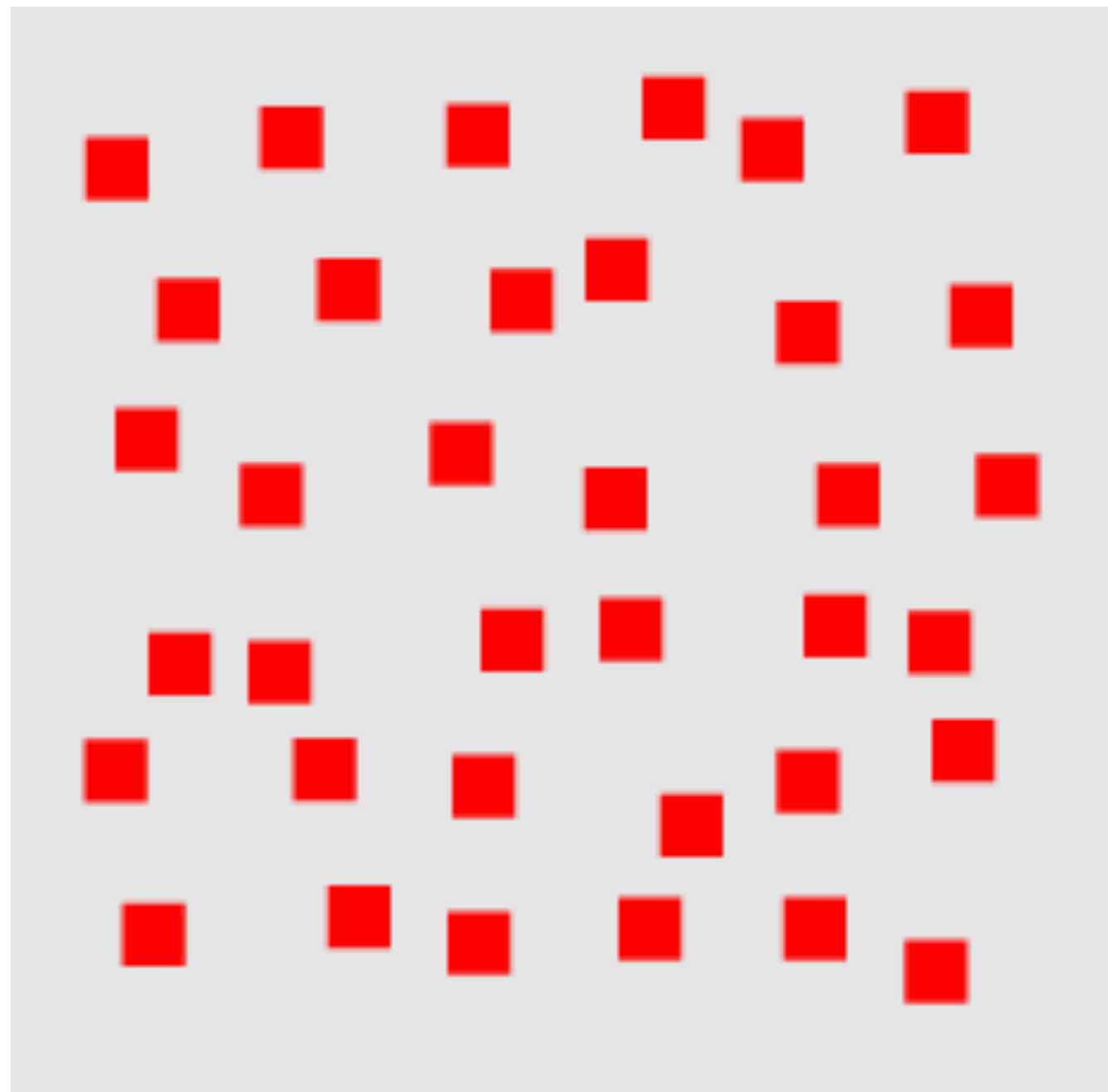
Pre-attentive processing

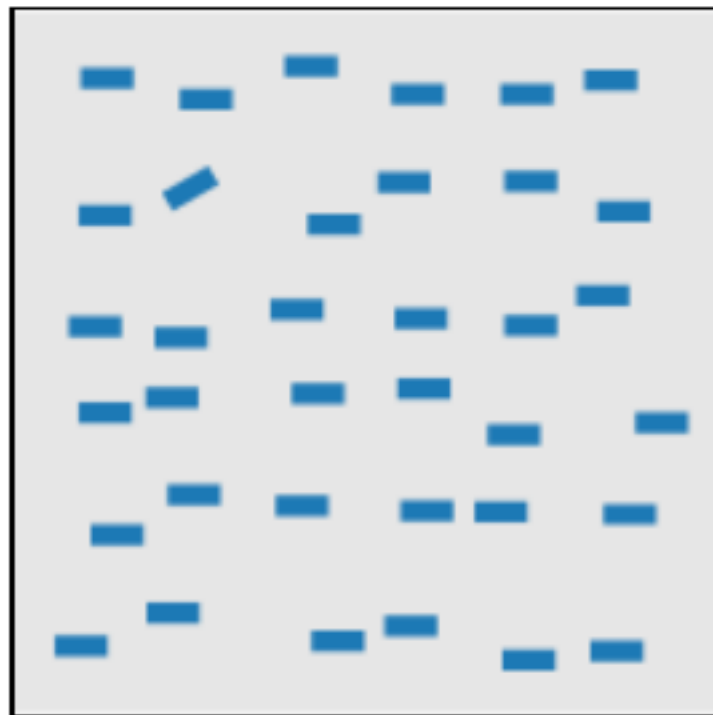
The ability of the low-level human visual system to **rapidly** and **effortlessly** identify certain basic visual properties.

Visual Pop-Out: Color

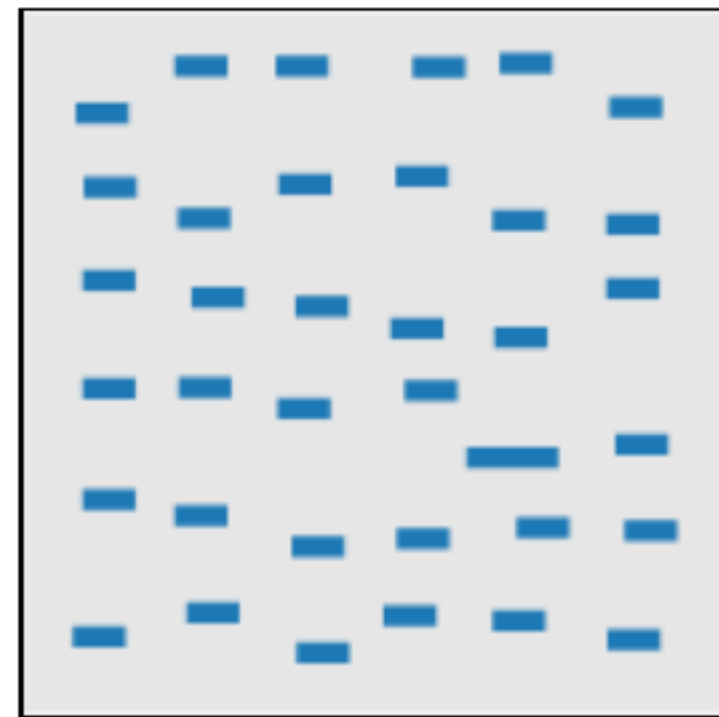


Visual Pop-Out: Shape

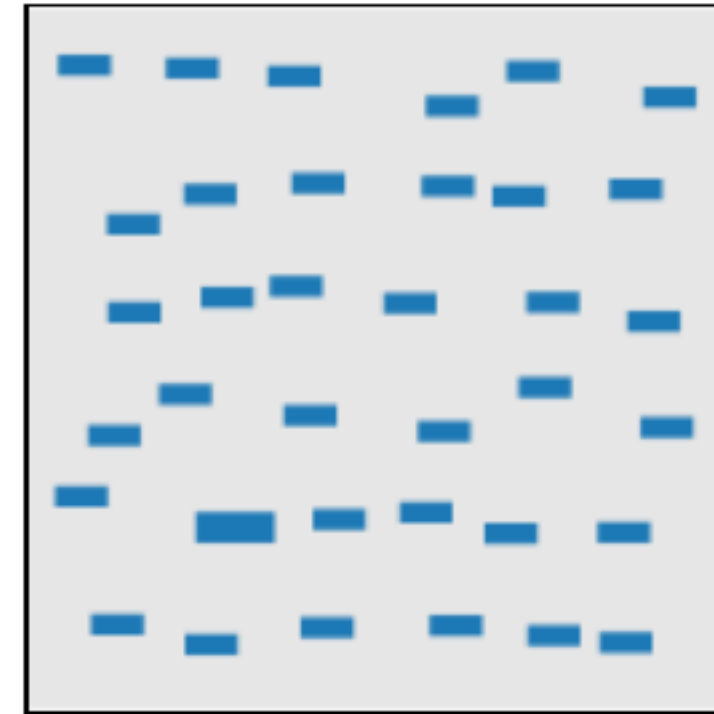




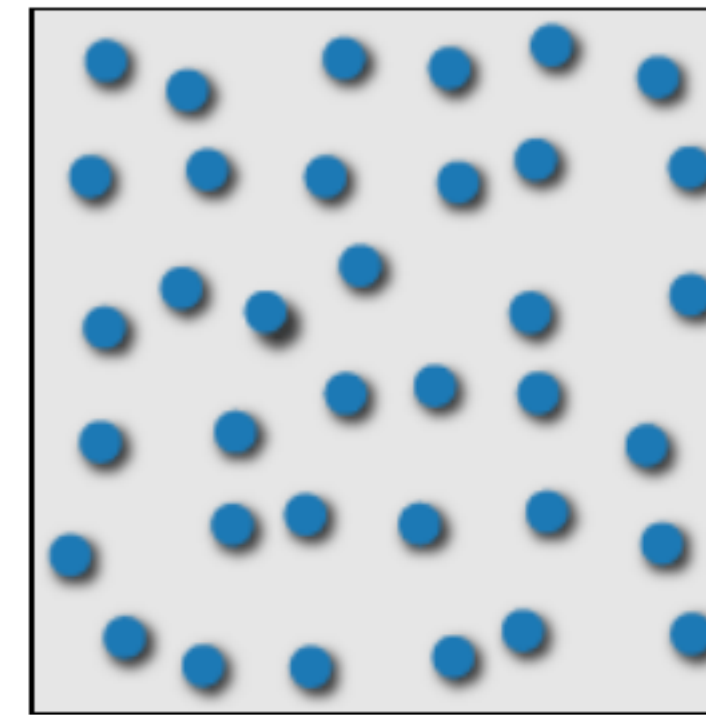
line (blob) orientation
Julész & Bergen 83; Sagi & Julész 85a, Wolfe et al. 92; Weigle et al. 2000



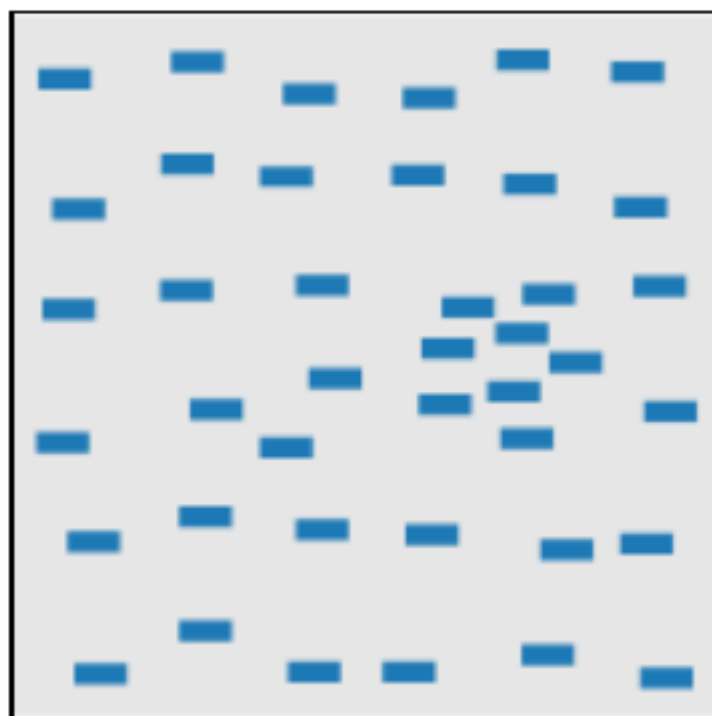
length, width
Sagi & Julész 85b; Treisman & Gormican 88



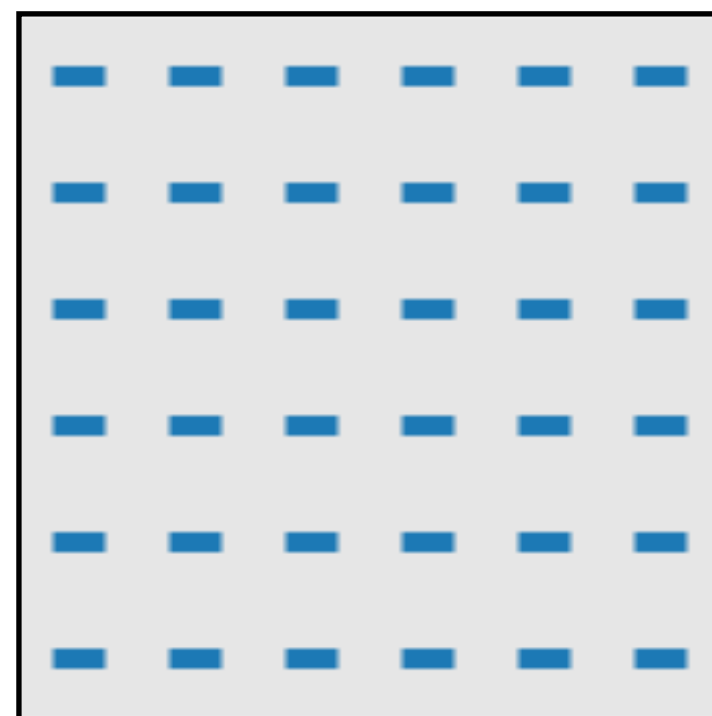
size
Treisman & Gelade 80; Healey & Enns 98; Healey & Enns 99



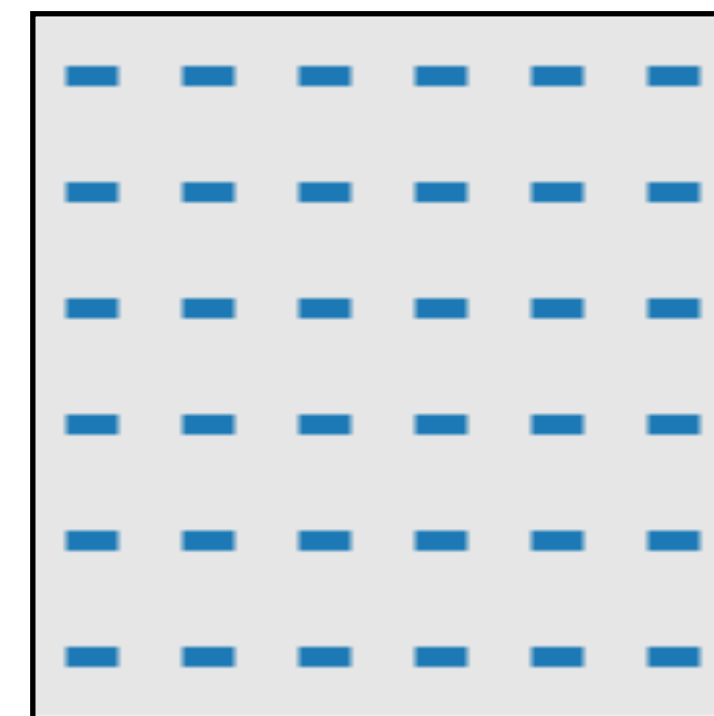
3D depth cues
Enns 90b; Nakayama & Silverman 86



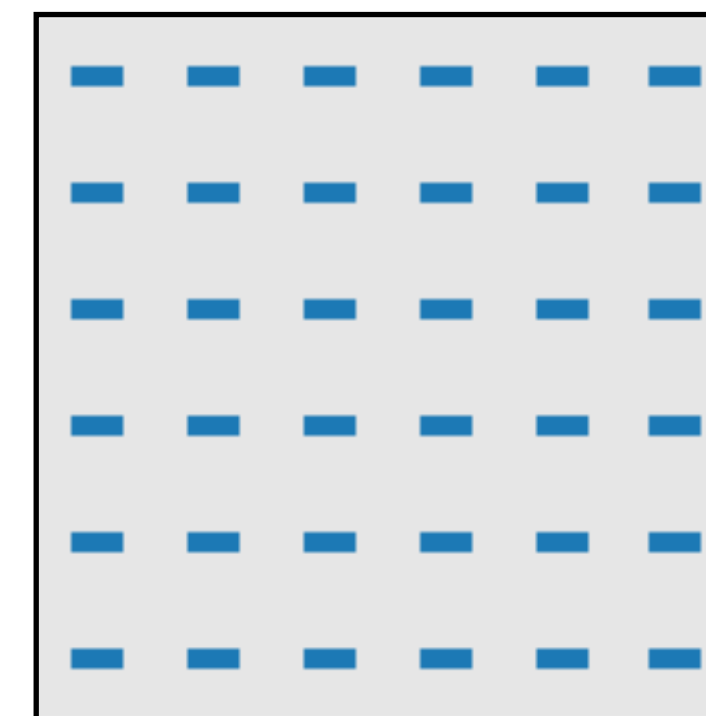
density, contrast
Healey & Enns 98; Healey & Enns 99



velocity of motion
Tynan & Sekuler 82; Nakayama & Silverman 86; Driver & McLeod 92; Hohnsbein & Mateeff 98; Huber & Healey 2005



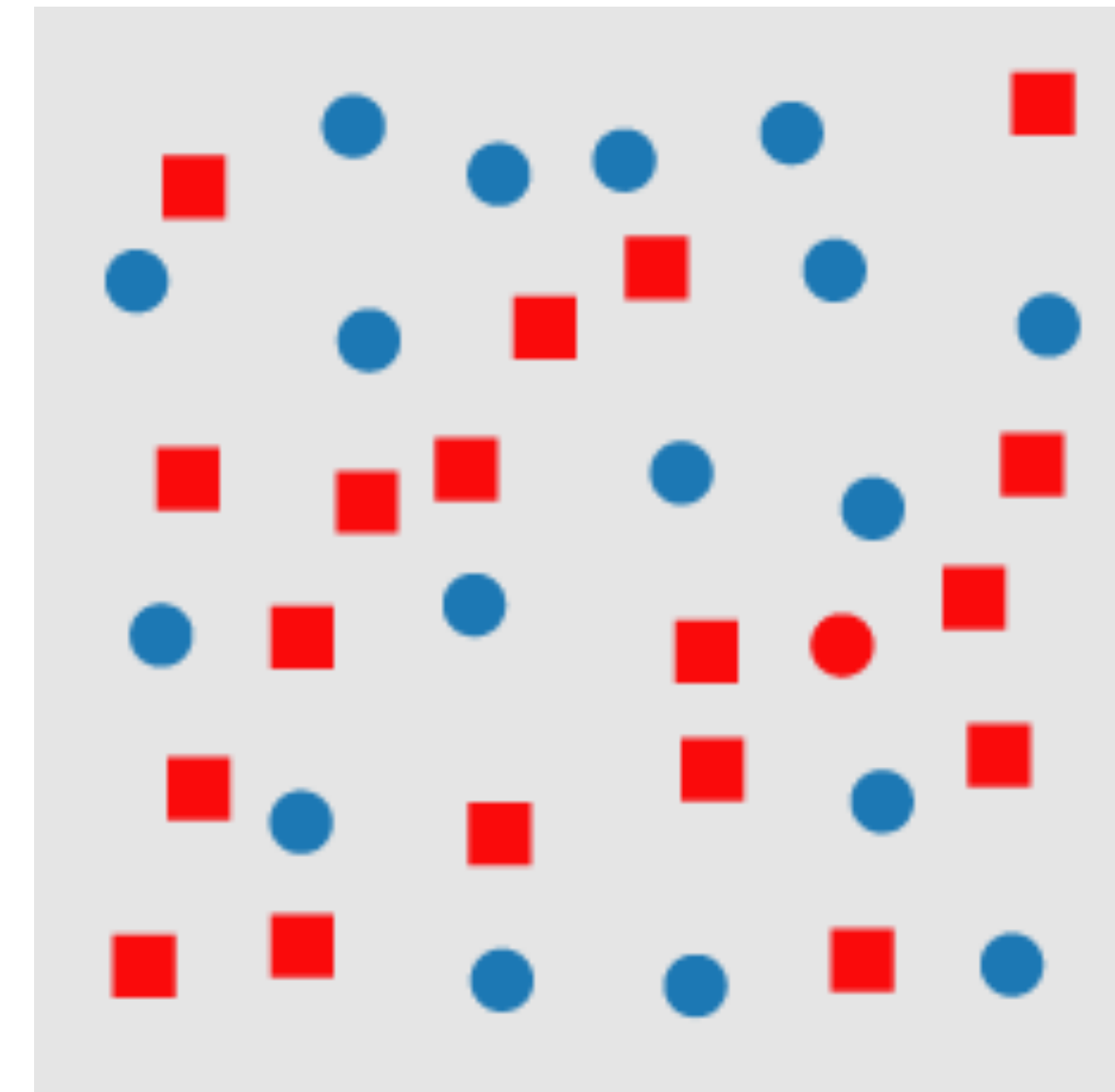
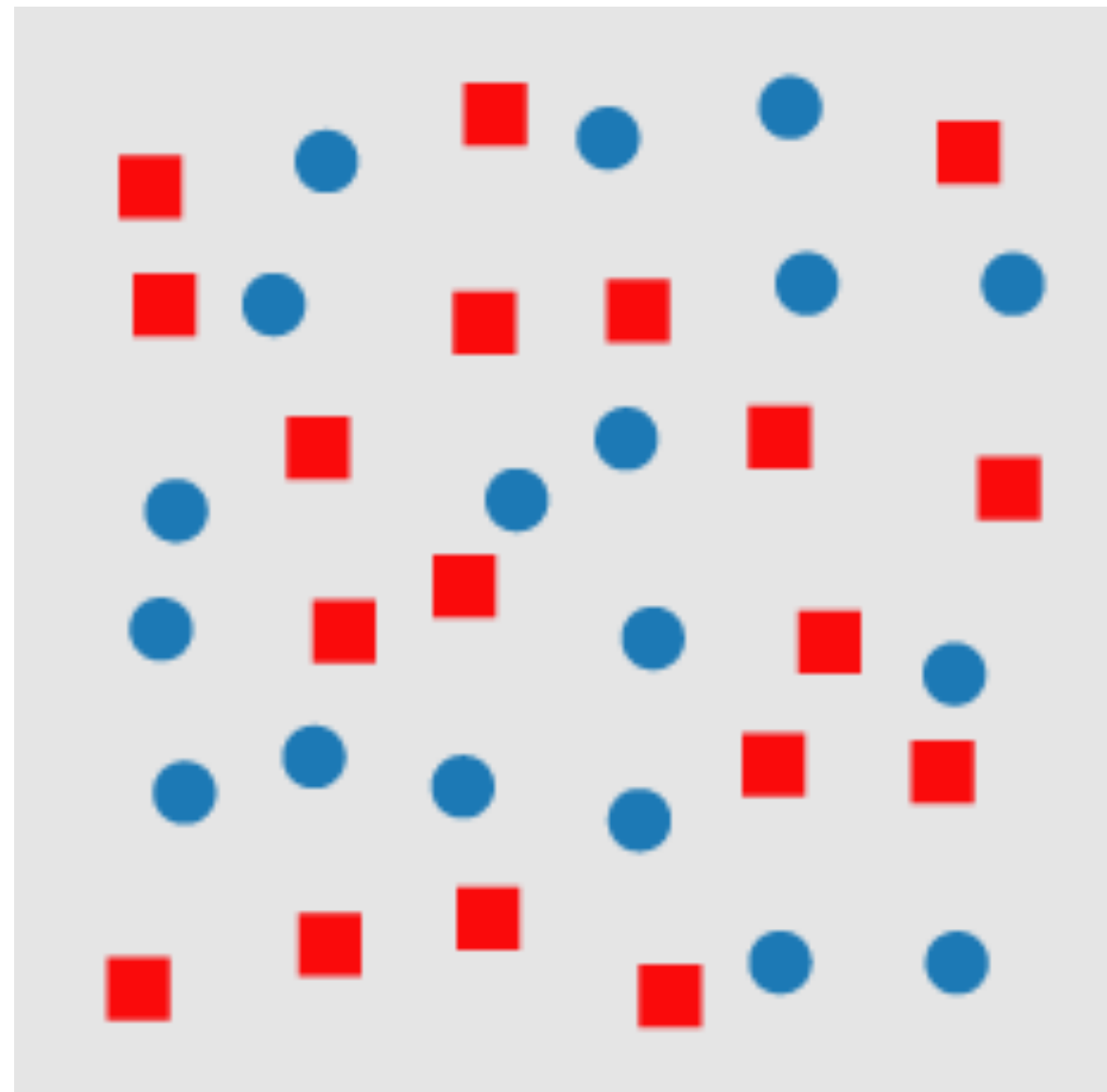
direction of motion
Nakayama & Silverman 86; Driver & McLeod 92; Huber & Healey 2005



flicker
Gebb et al. 55; Mowbray & Gebhard 55; Brown 65; Julész 71; Huber & Healey 2005

and more...

Feature Conjunctions



No unique visual property of the target

Pre-attentive Conjunctions

Most conjunctions are **not** pre-attentive.

Some **spatial** conjunctions are pre-attentive.

- Motion and 3D disparity
- Motion and color
- Motion and shape
- 3D disparity and color
- 3D disparity and shape

Multiple Attributes

One-Dimensional: Lightness

Classify objects based on lightness



White



White



Black



White



Black

or



White



Black



Black



White



White

One-Dimensional: Shape

Classify objects based on shape



Square



Circle



Circle



Square



Circle

or



Circle



Circle



Square



Circle



Circle

Redundant: Shape & Lightness

Classify objects based on shape. Easier?



Circle



Square



Square



Circle



Square

or



Circle



Square



Square



Square



Circle

Redundant: Shape & Lightness

Classify objects based on **shape**. Easier?



Circle



Square



Square



Circle



Square

or



Circle



Square



Square



Square



Circle

Orthogonal: Shape & Lightness

Classify objects based on **shape**. Difficult?



Circle



Square



Square



Circle



Circle

Speeded Classification

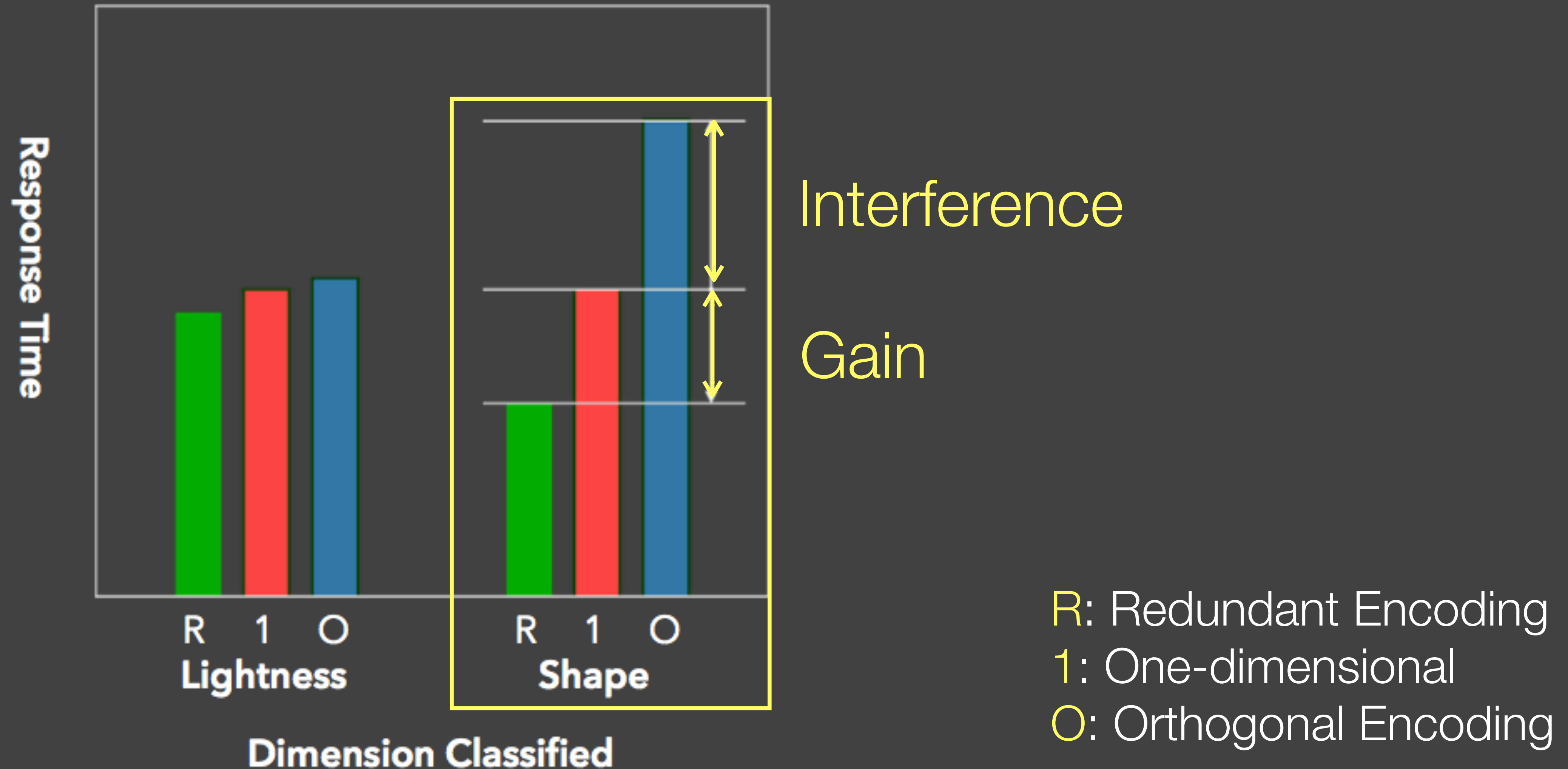
Redundancy Gain

Facilitation in reading one dimension when the other provides redundant information.

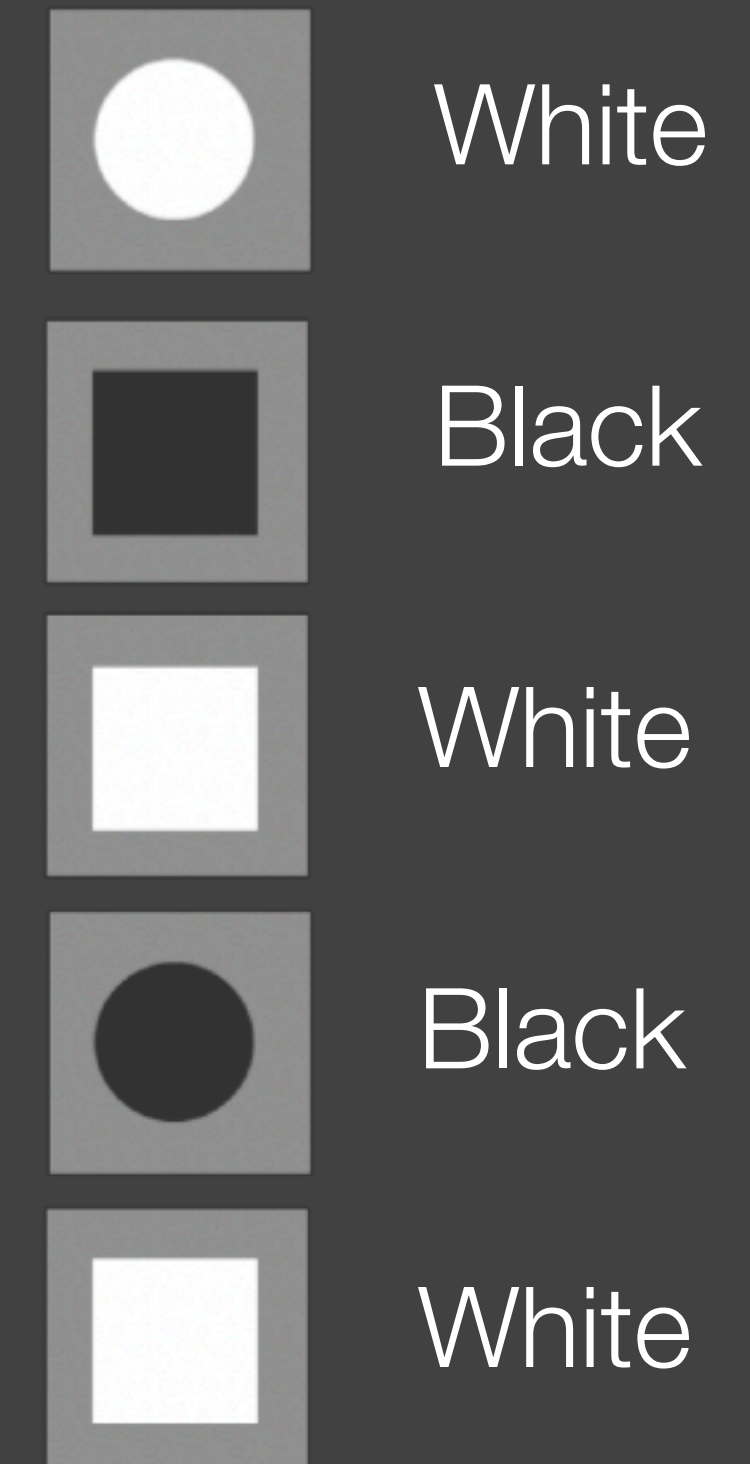
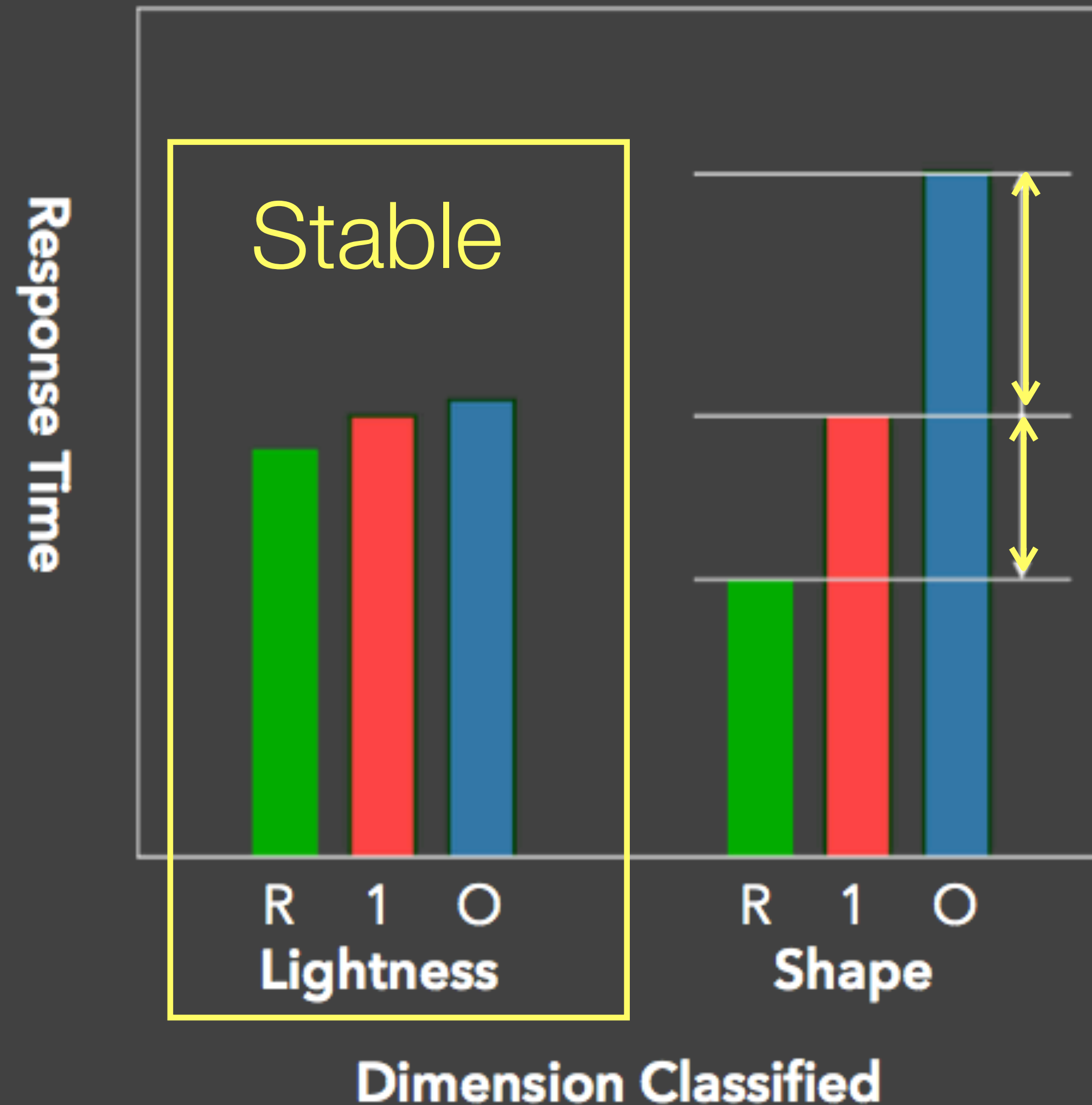
Filtering Interference

Difficulty in ignoring one dimension while attending to the other.

Speeded Classification



Speeded Classification



R: Redundant Encoding
1: One-dimensional
O: Orthogonal Encoding

Types of Perceptual Dimensions

Integral

Filtering interference and redundancy gain

Separable

No interference or gain

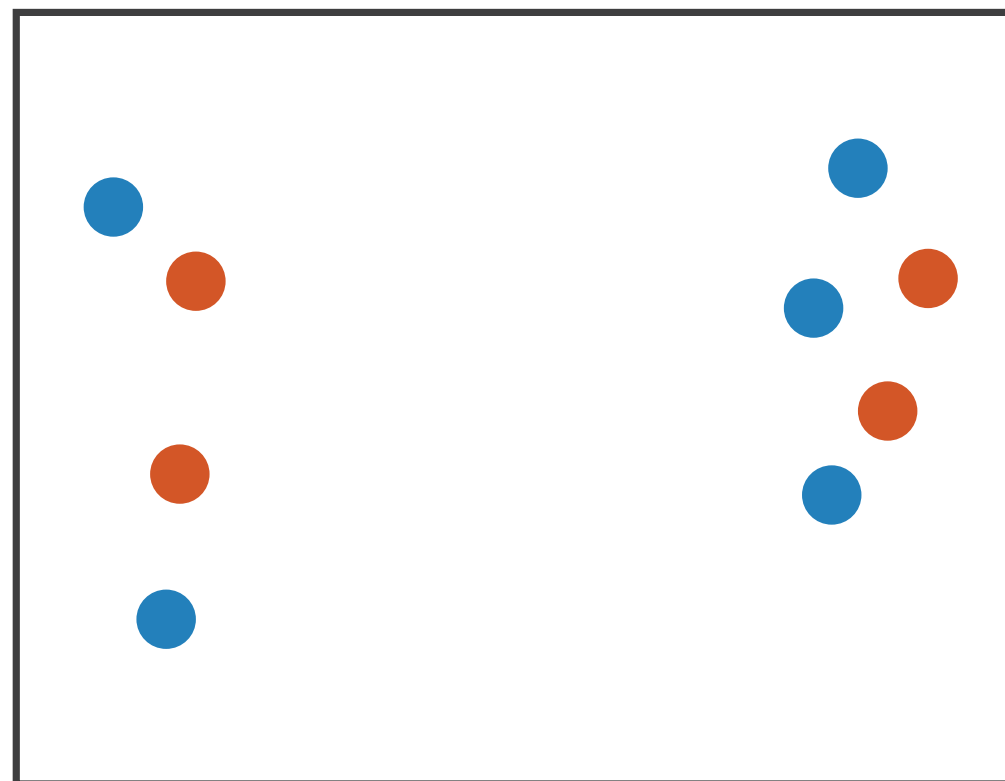
Asymmetric

One dimension separable from other, not vice versa
e.g., Lightness was not really influenced by shape

Separability vs. Integrality

Position

+ Hue (Color)

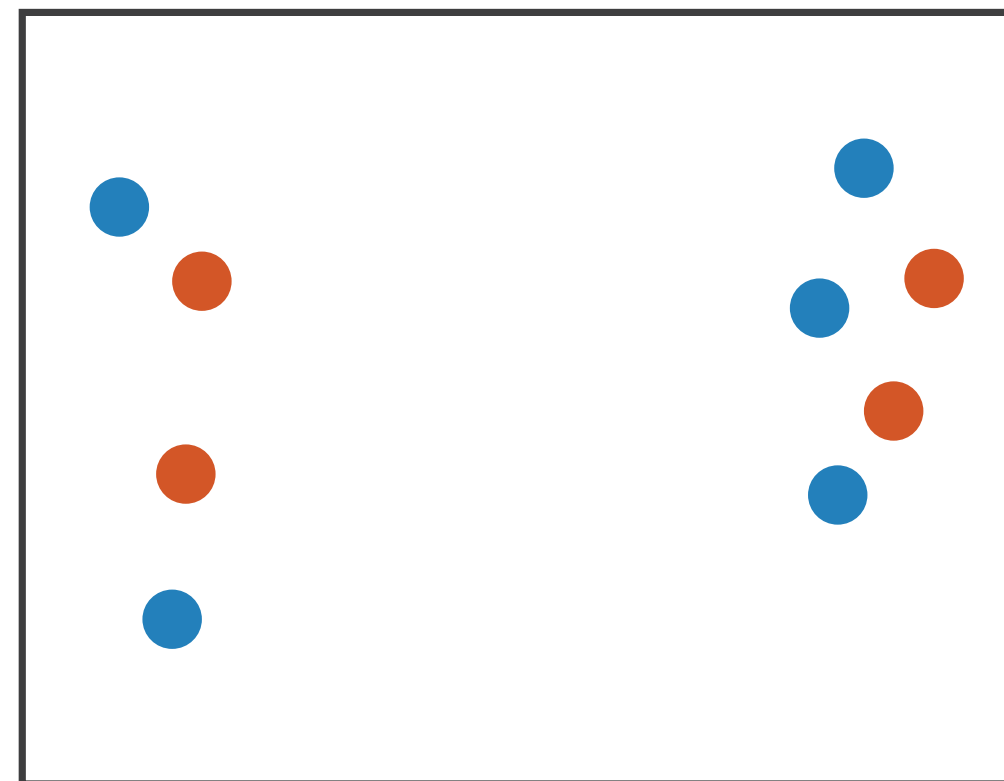


Fully separable

What we perceive:
2 groups each

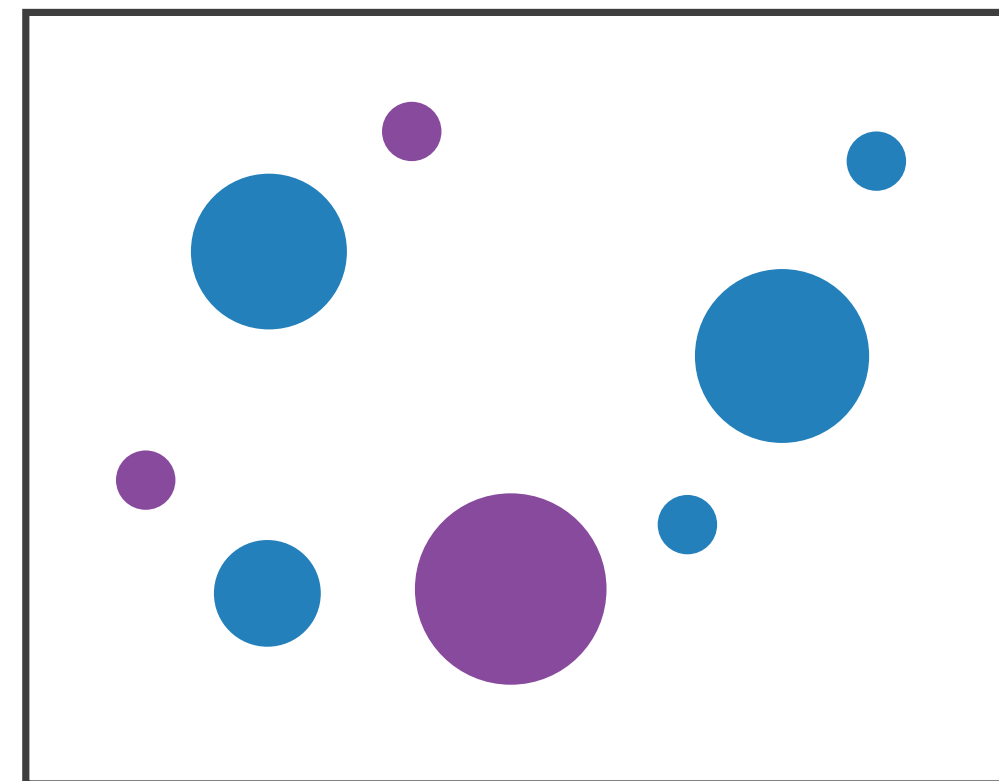
Separability vs. Integrality

Position
+ Hue (Color)



Fully separable

Size
+ Hue (Color)



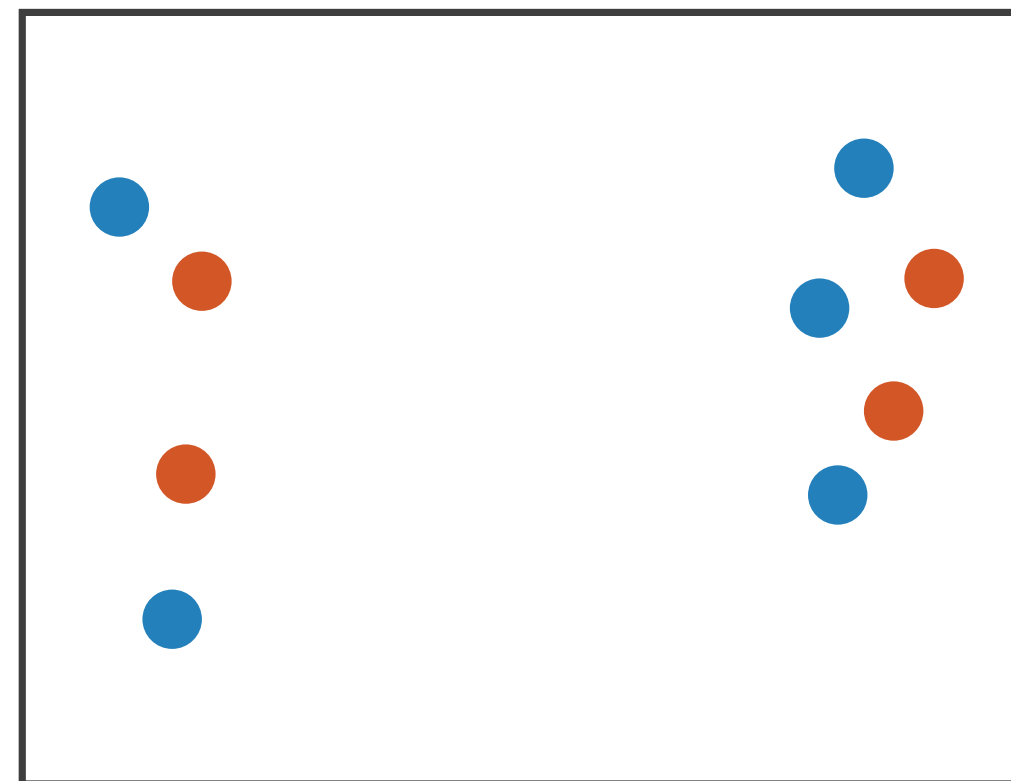
Some interference

What we perceive:
2 groups each

2 groups each

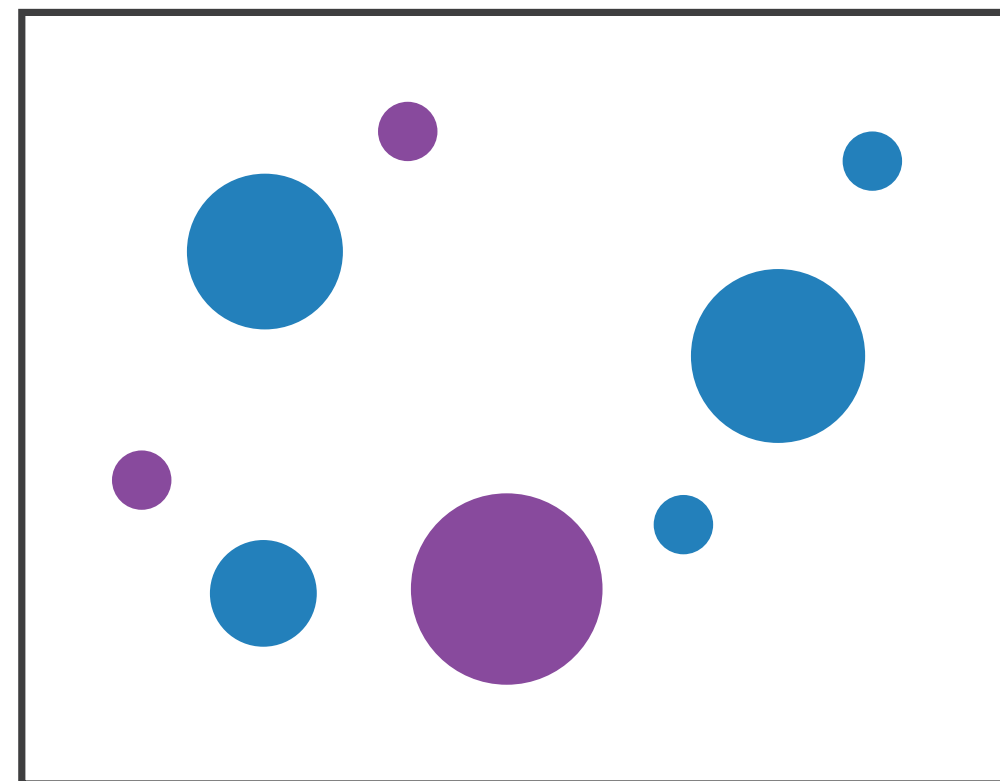
Separability vs. Integrality

Position
+ Hue (Color)



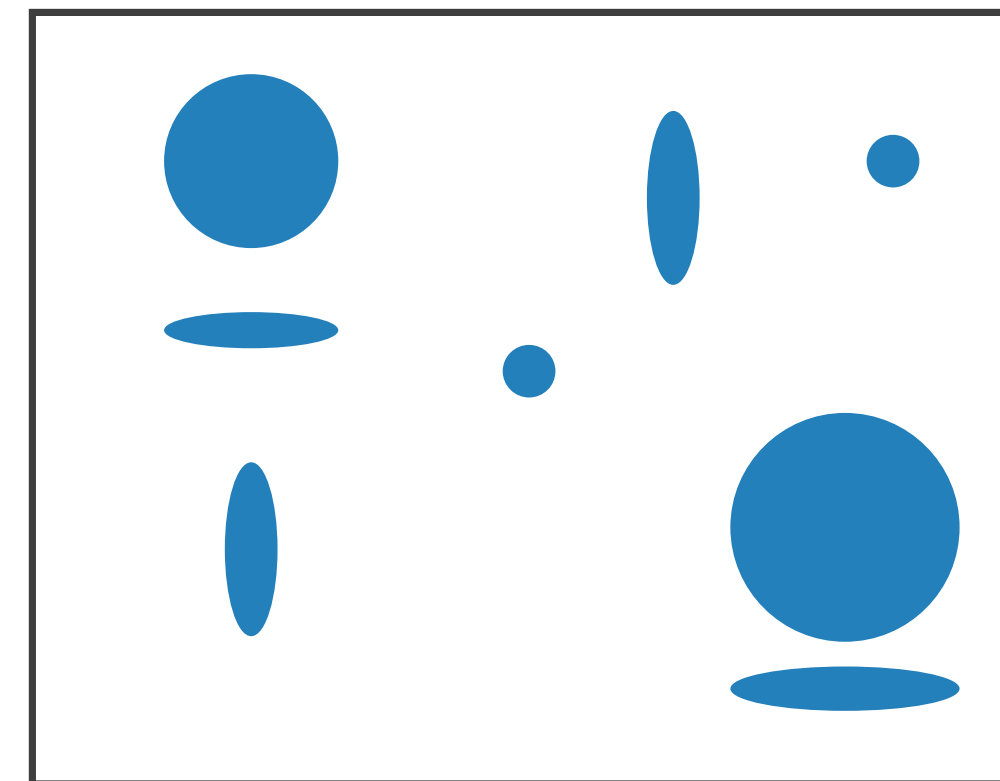
Fully separable

Size
+ Hue (Color)



Some interference

Width
+ Height



Some/significant
interference

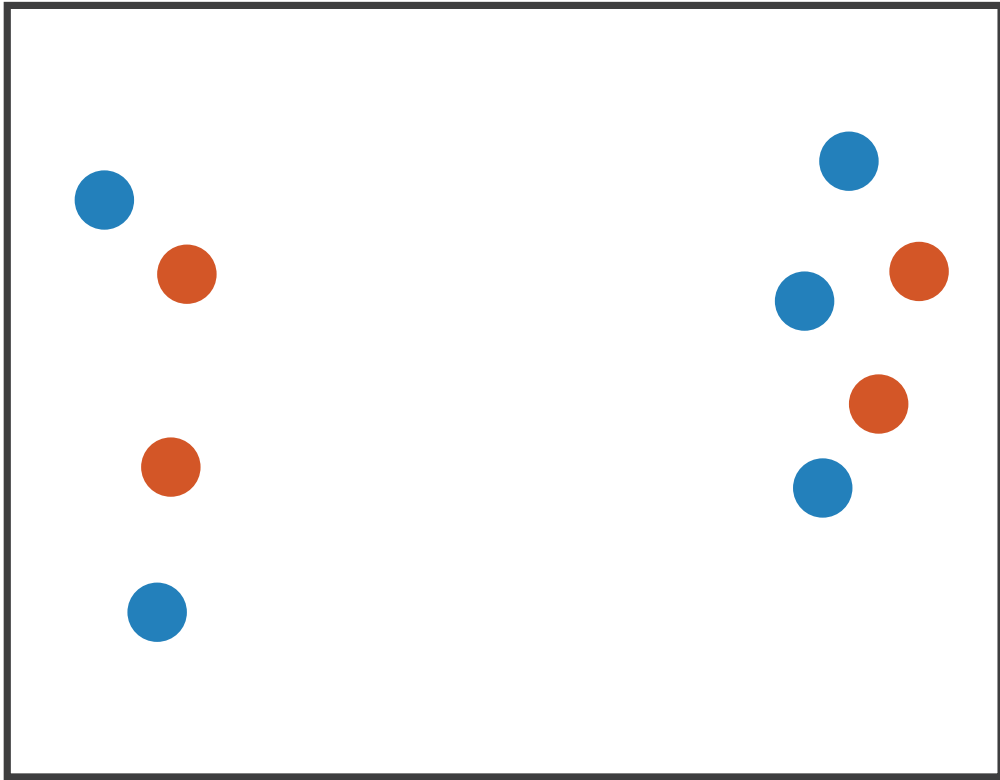
What we perceive:
2 groups each

2 groups each

3 groups total:
integral area

Separability vs. Integrality

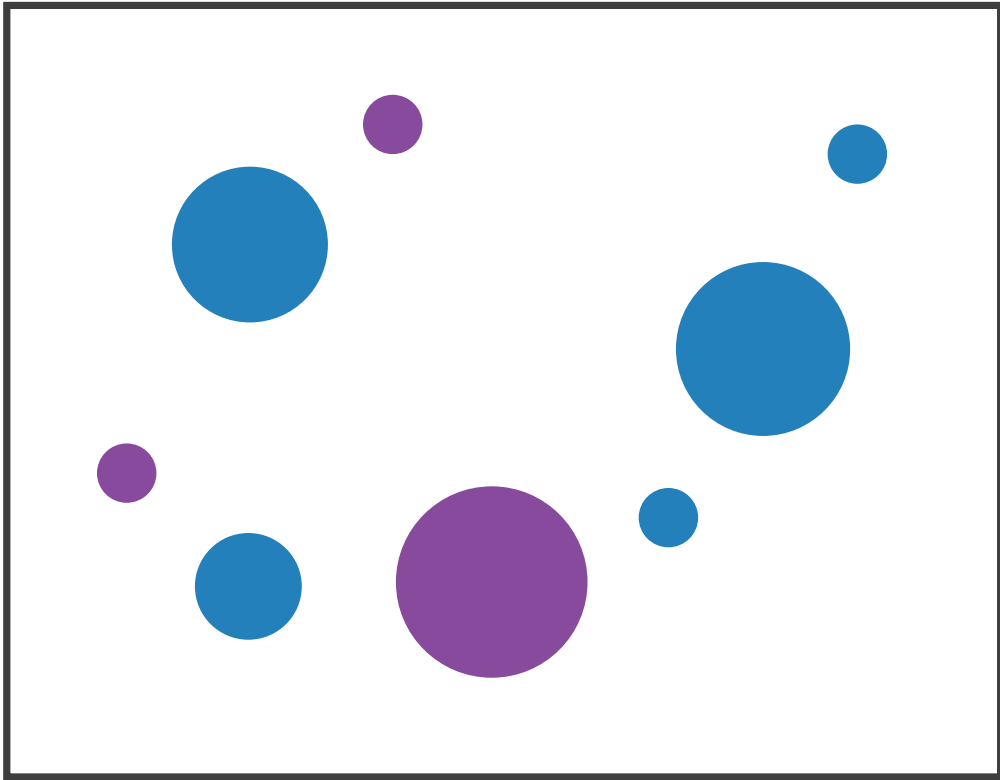
Position
+ Hue (Color)



Fully separable

What we perceive:
2 groups each

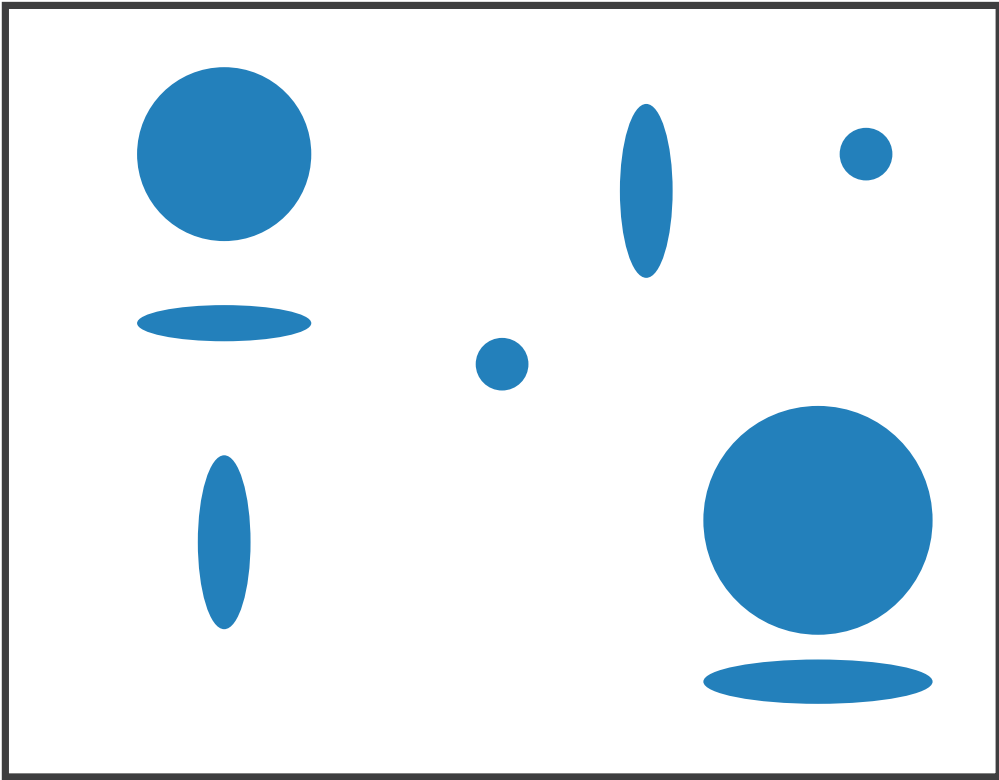
Size
+ Hue (Color)



Some interference

2 groups each

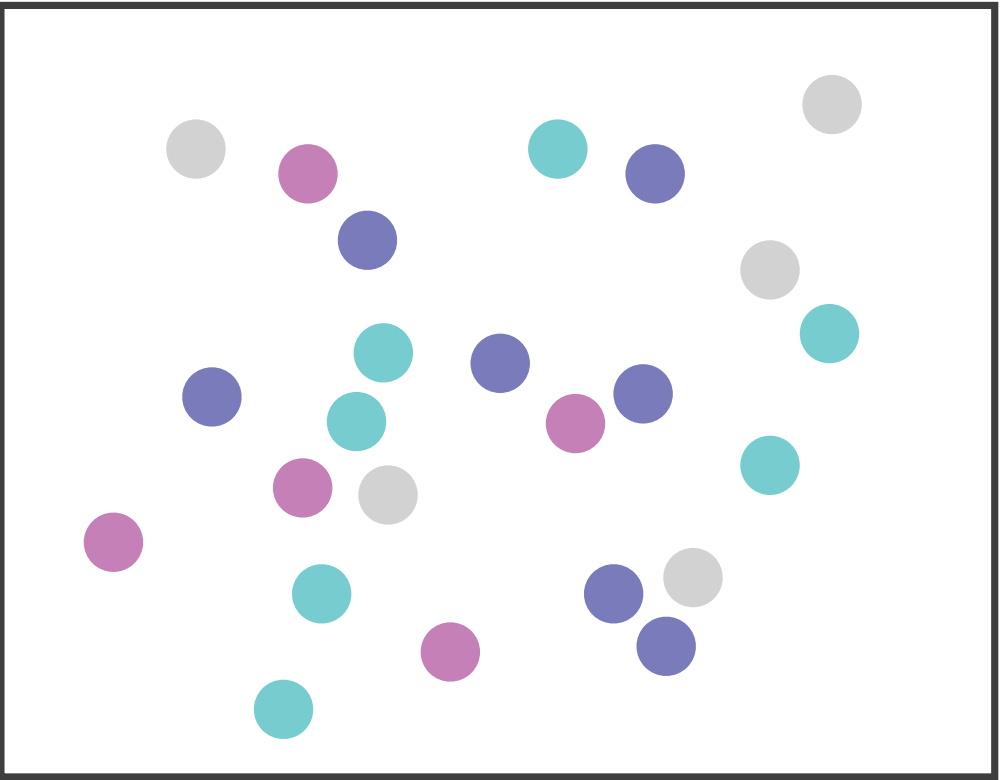
Width
+ Height



Some/significant interference

3 groups total:
integral area

Red
+ Green



Major interference

4 groups total:
integral hue

Not about good or bad

Match the characteristics of the channels to the information that is encoded.

For a single data attribute with three categories, this may work just fine: small, flattened, and large.



Gestalt Grouping

Principles of Perceptual Organization

Similarity

Proximity

Uniformed Connectedness

Connection

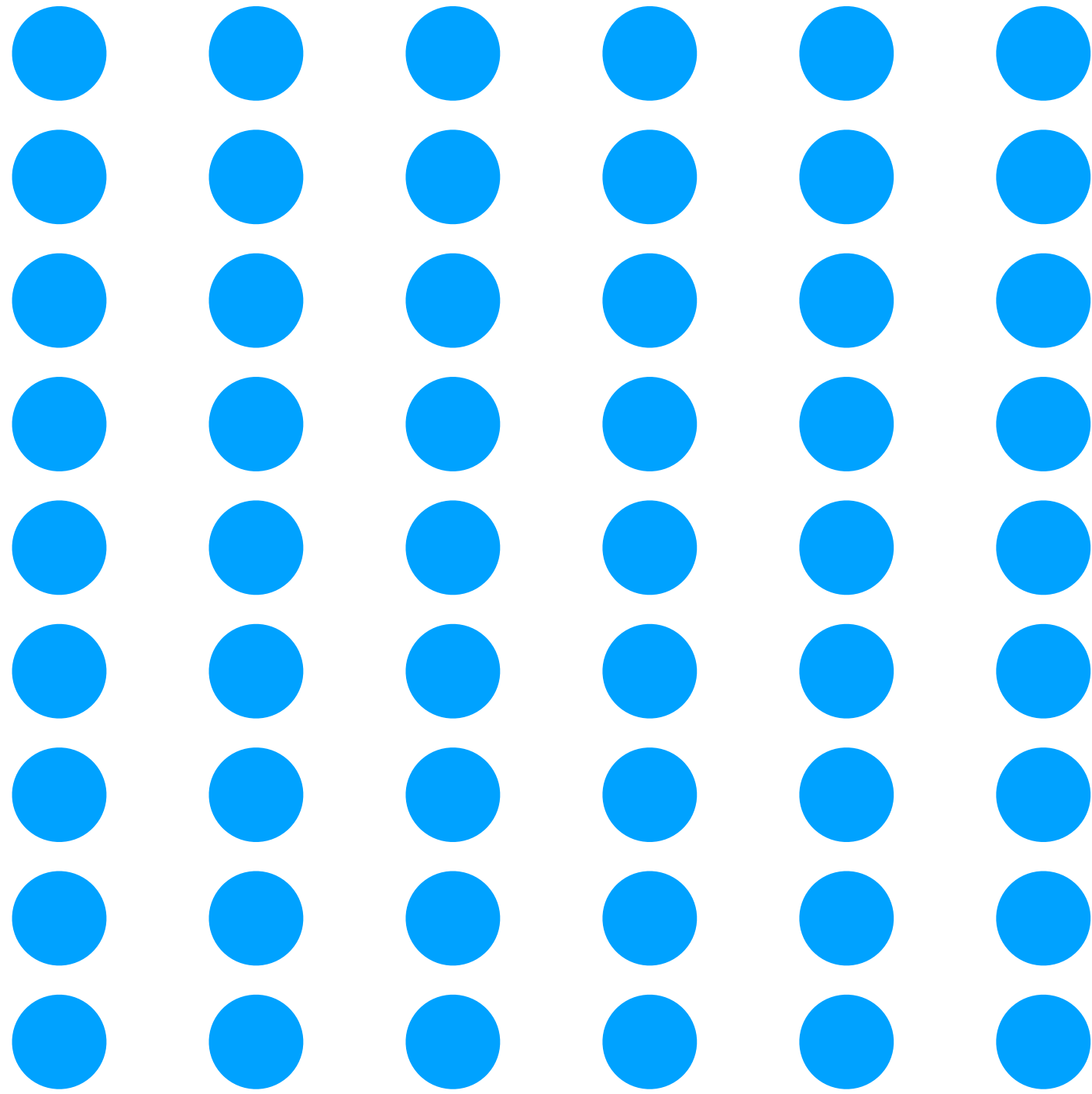
Enclosure

Continuity

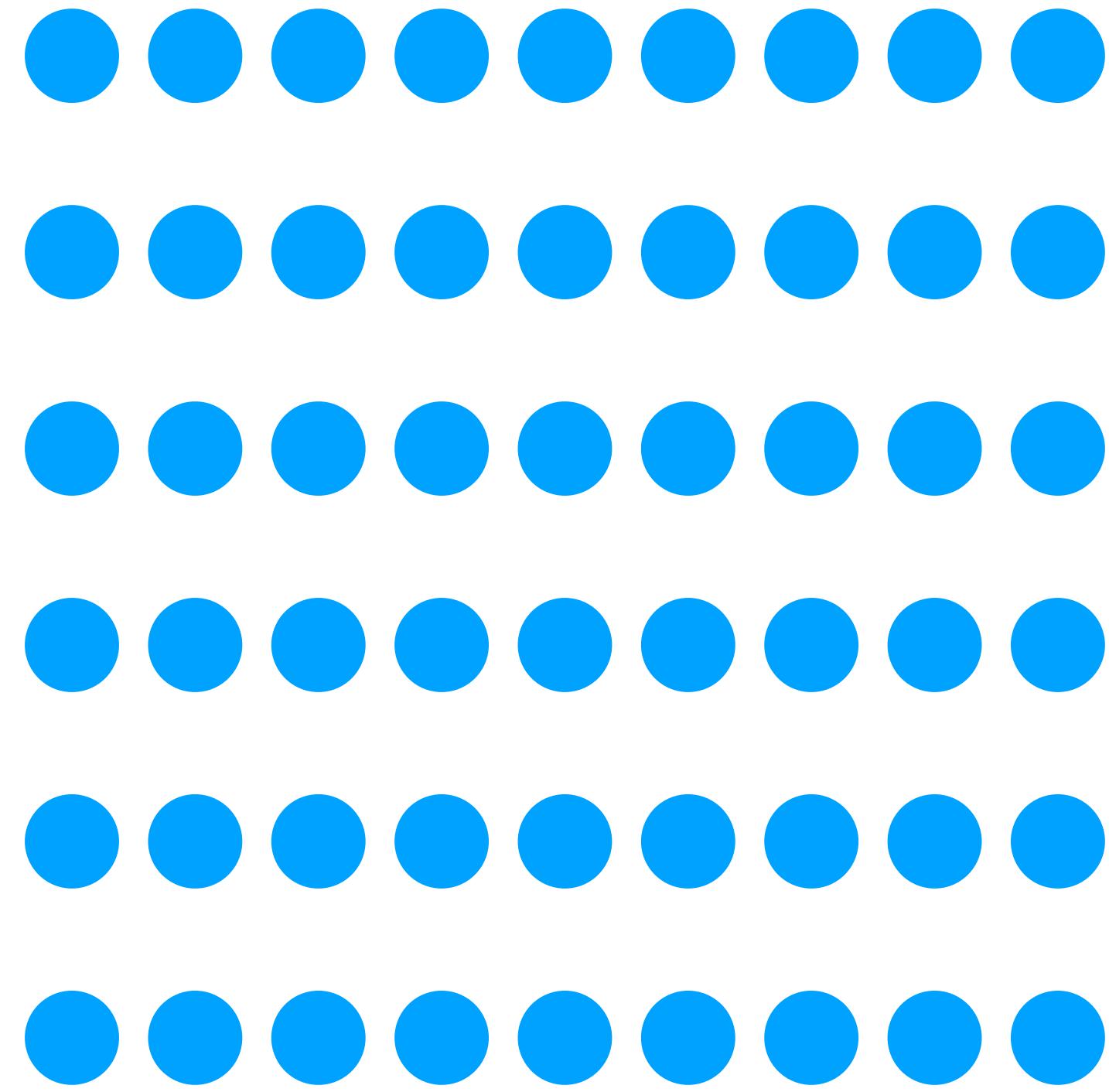
Symmetry

and there are more not covered here...

Proximity

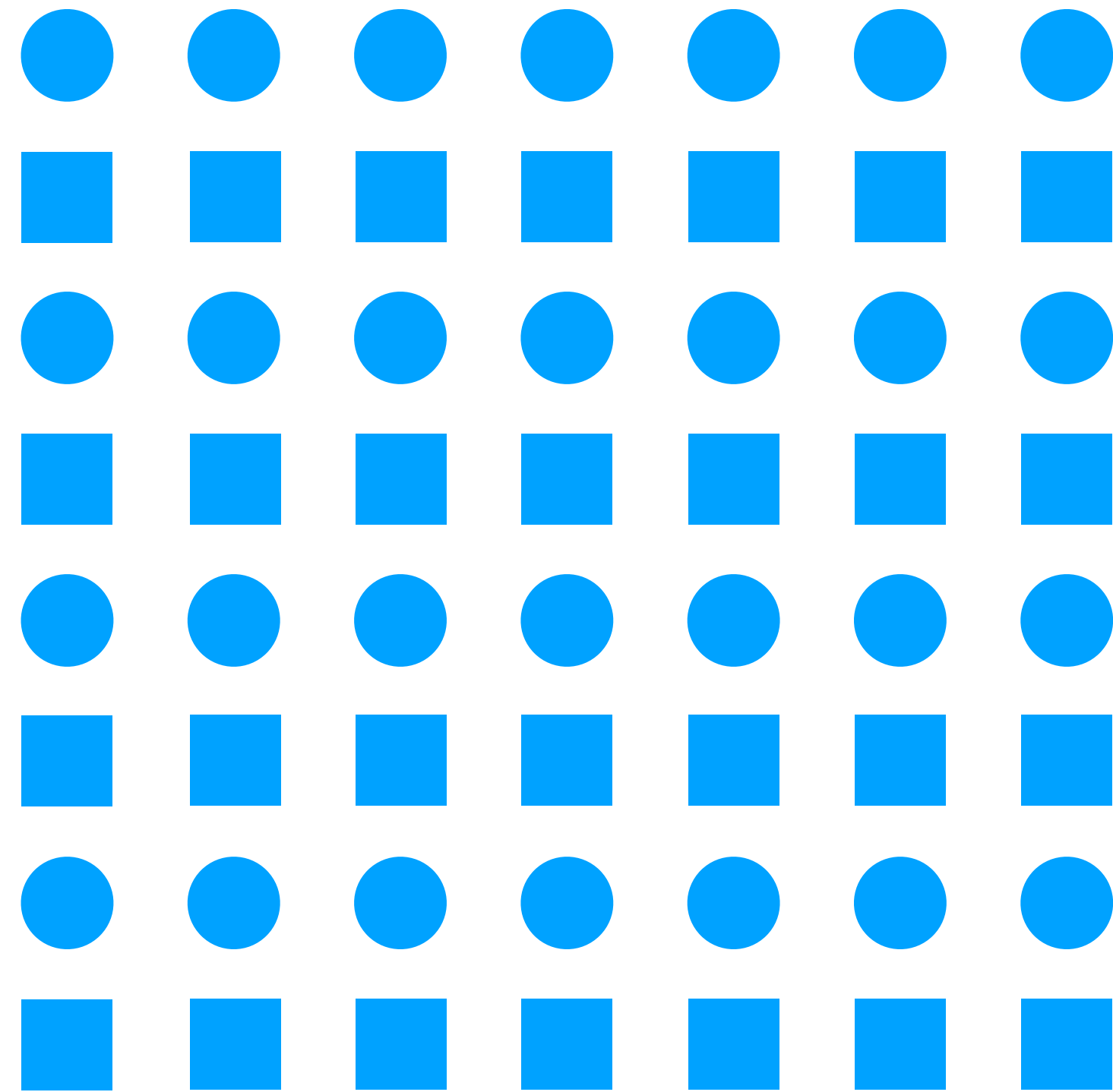
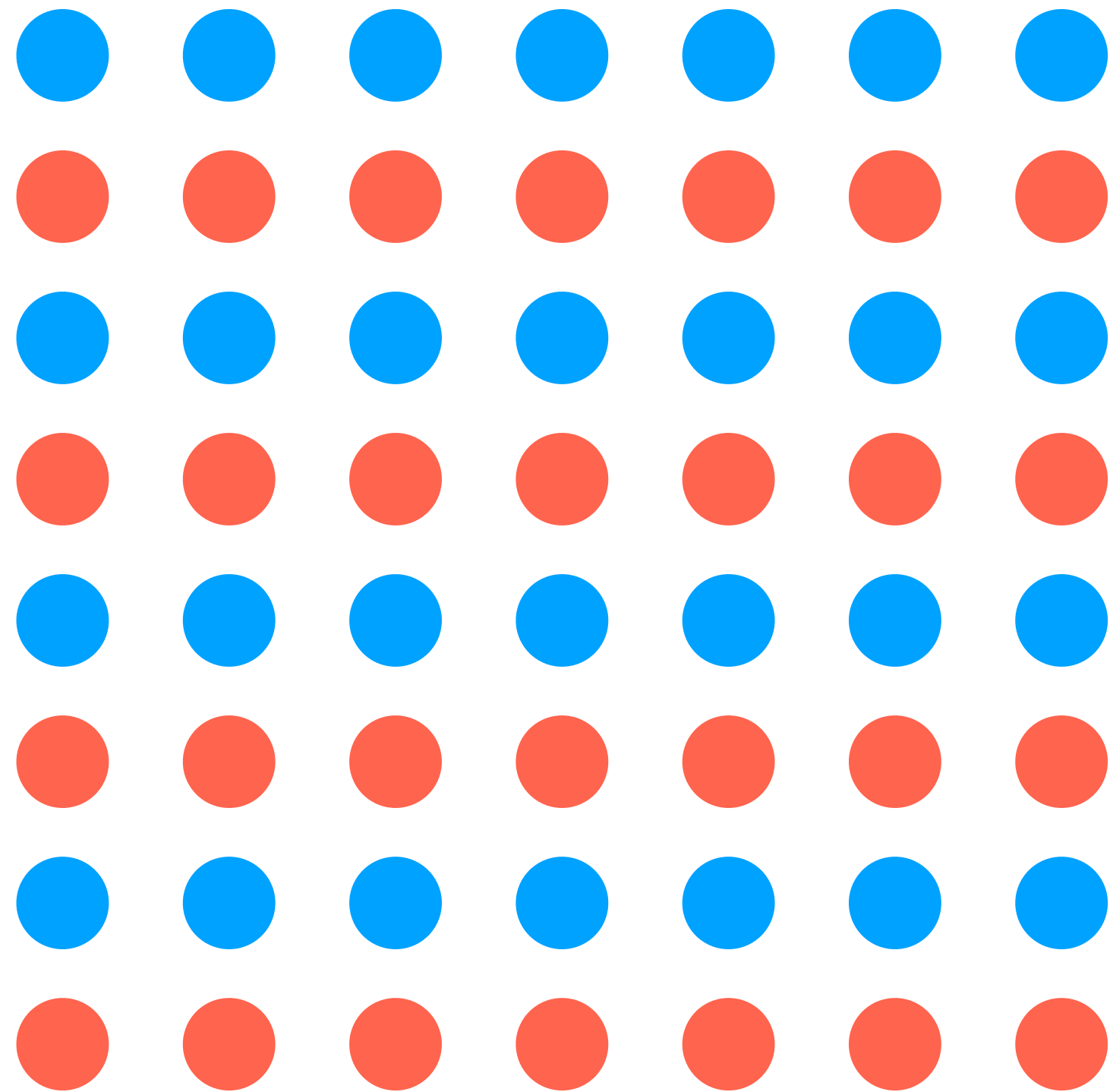


Columns

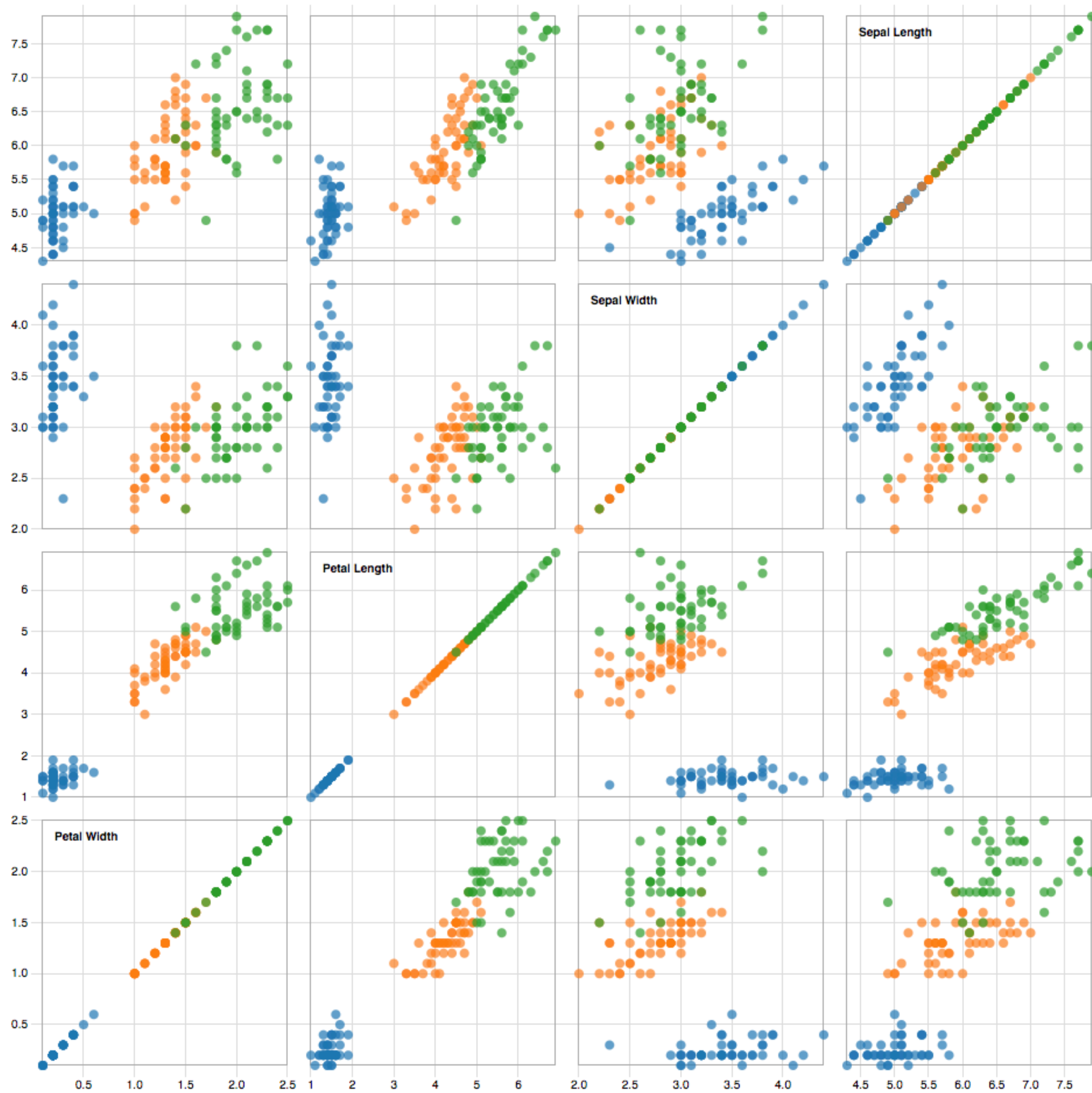


Rows

Similarity



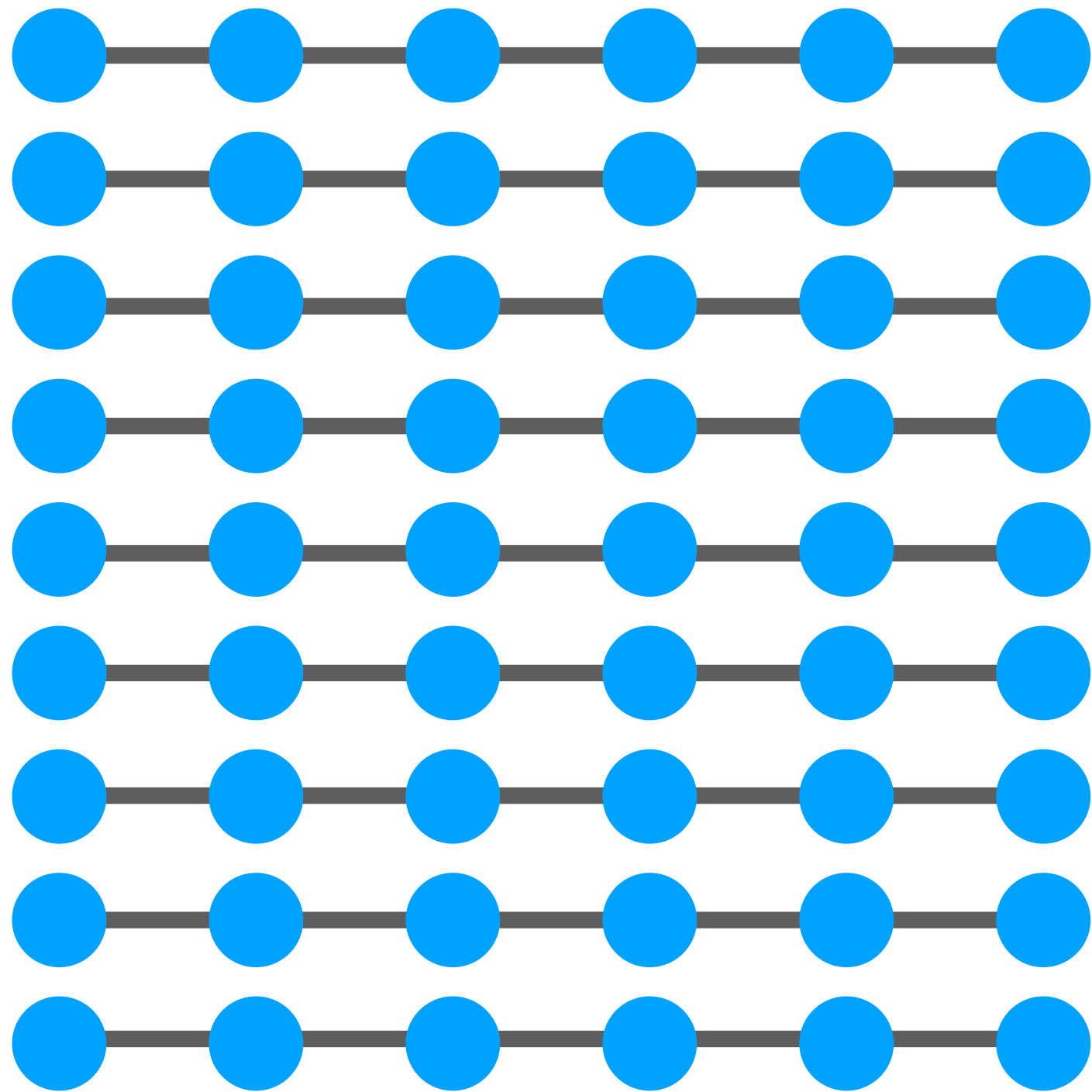
Rows stand out due to similarity.



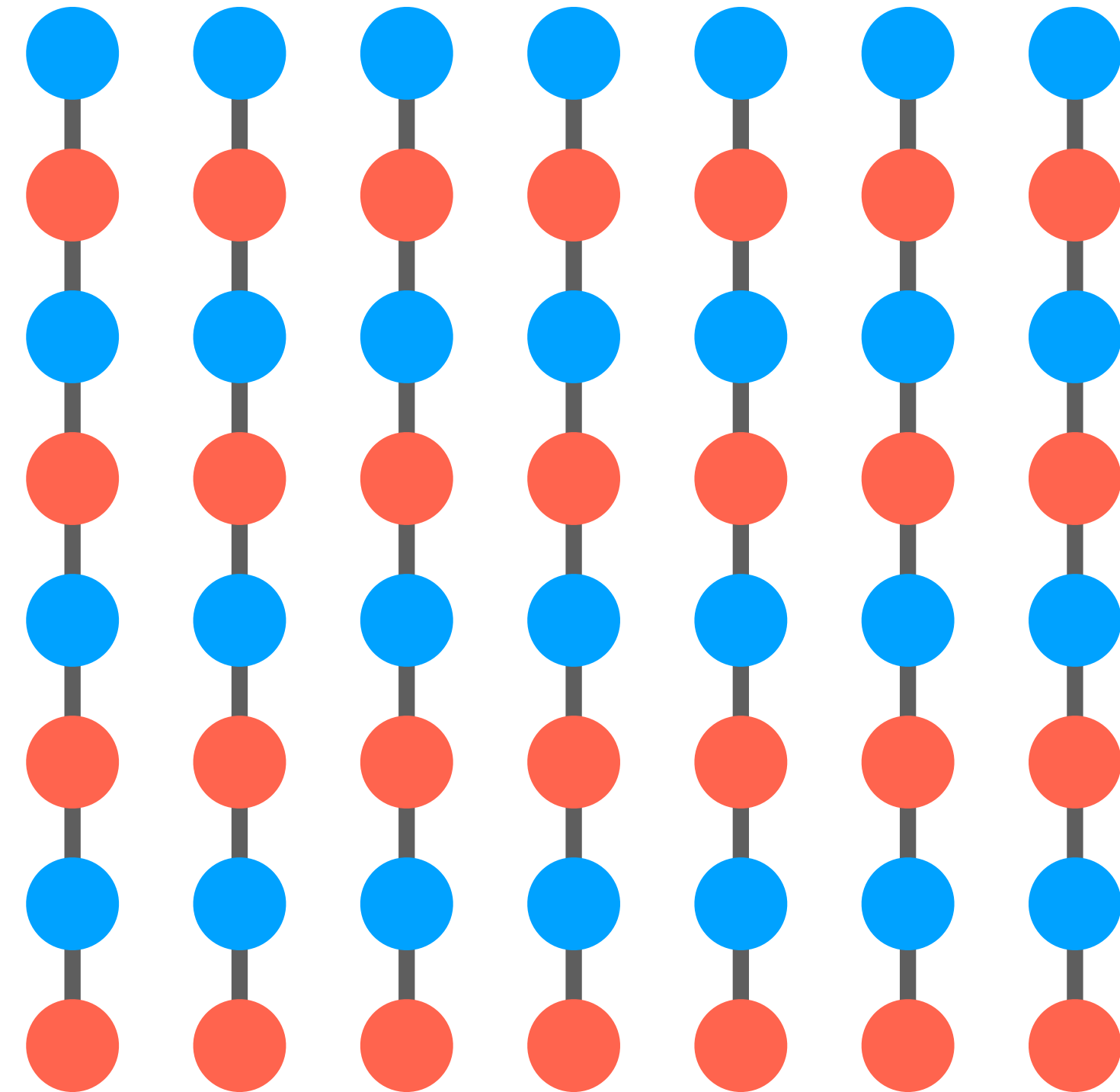
Scatter Plot Matrix

Clusters and outliers

Uniformed Connectedness: Connection



Proximity (column)
vs connection (row)



Similarity (row)
vs connection (column)

Connectedness **dominates** proximity and similarity

Uniformed Connectedness: Enclosure

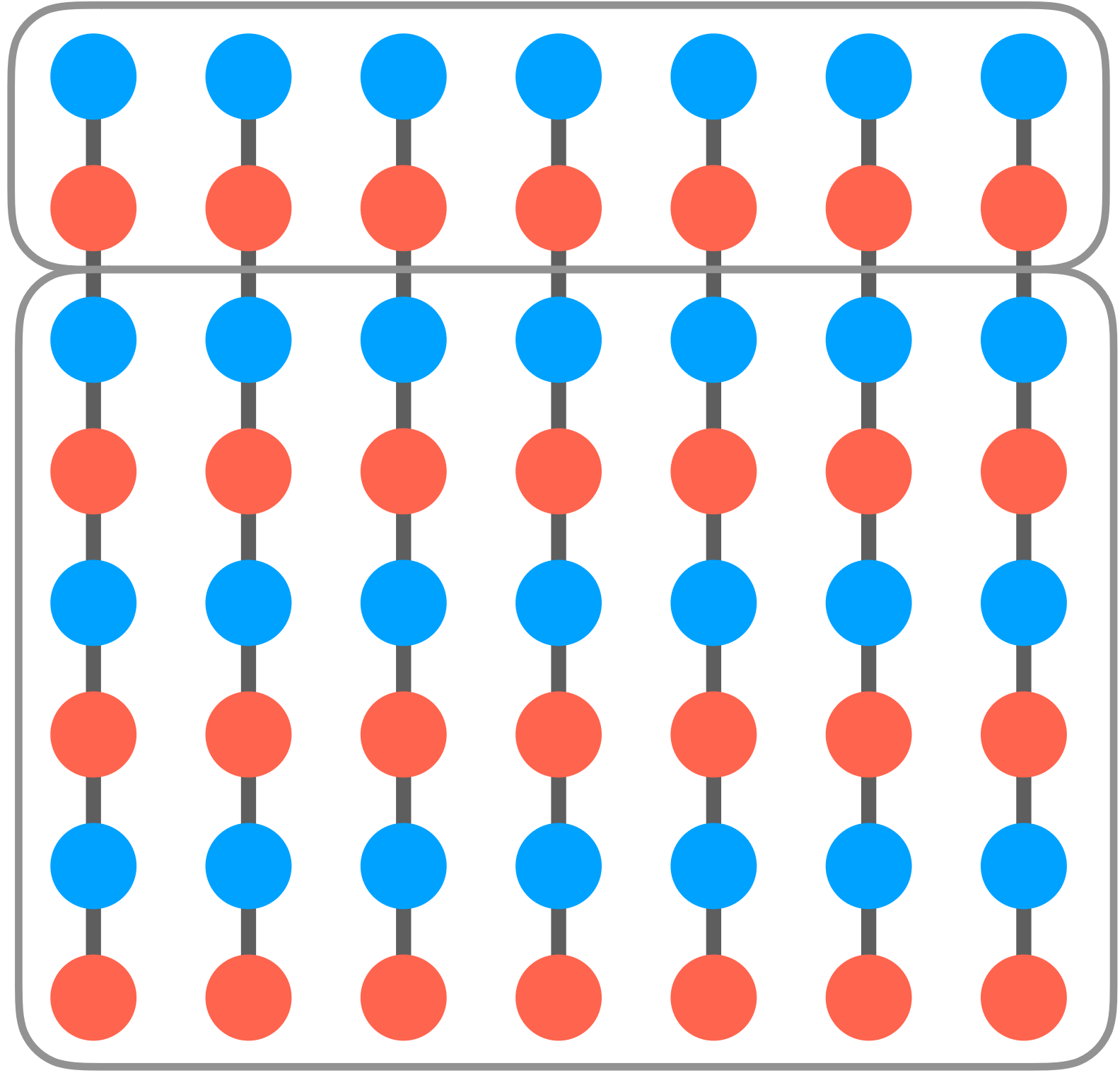
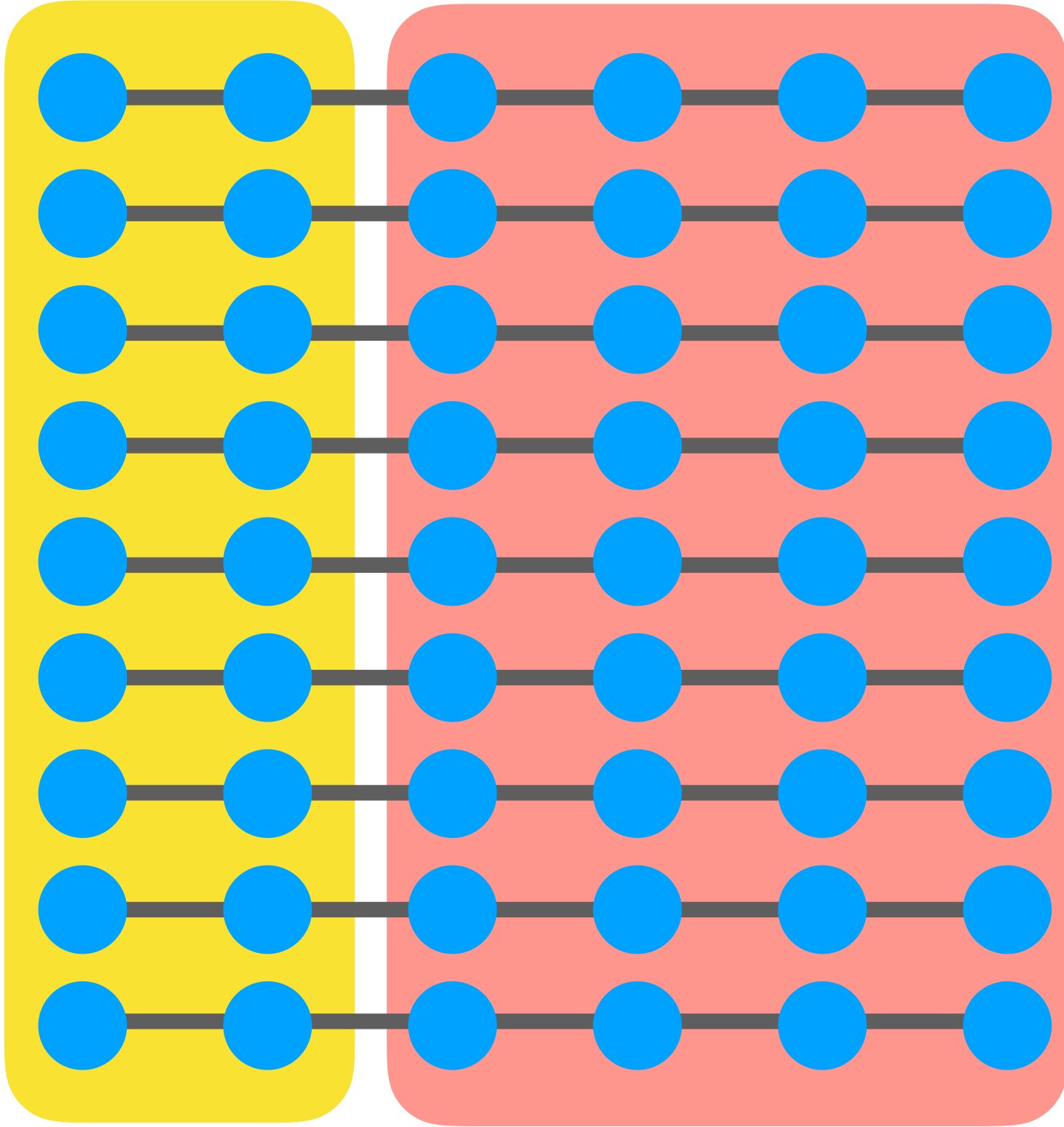
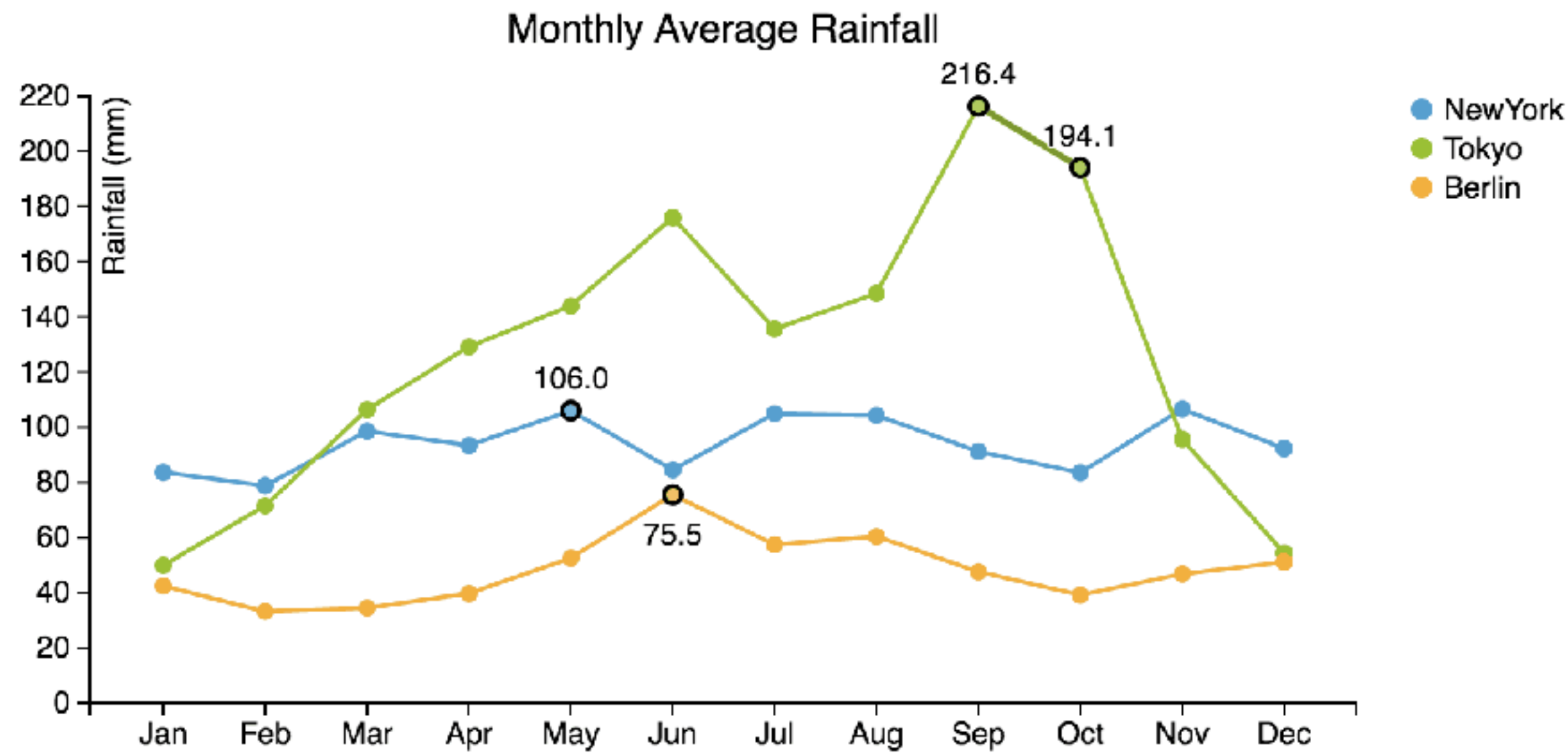
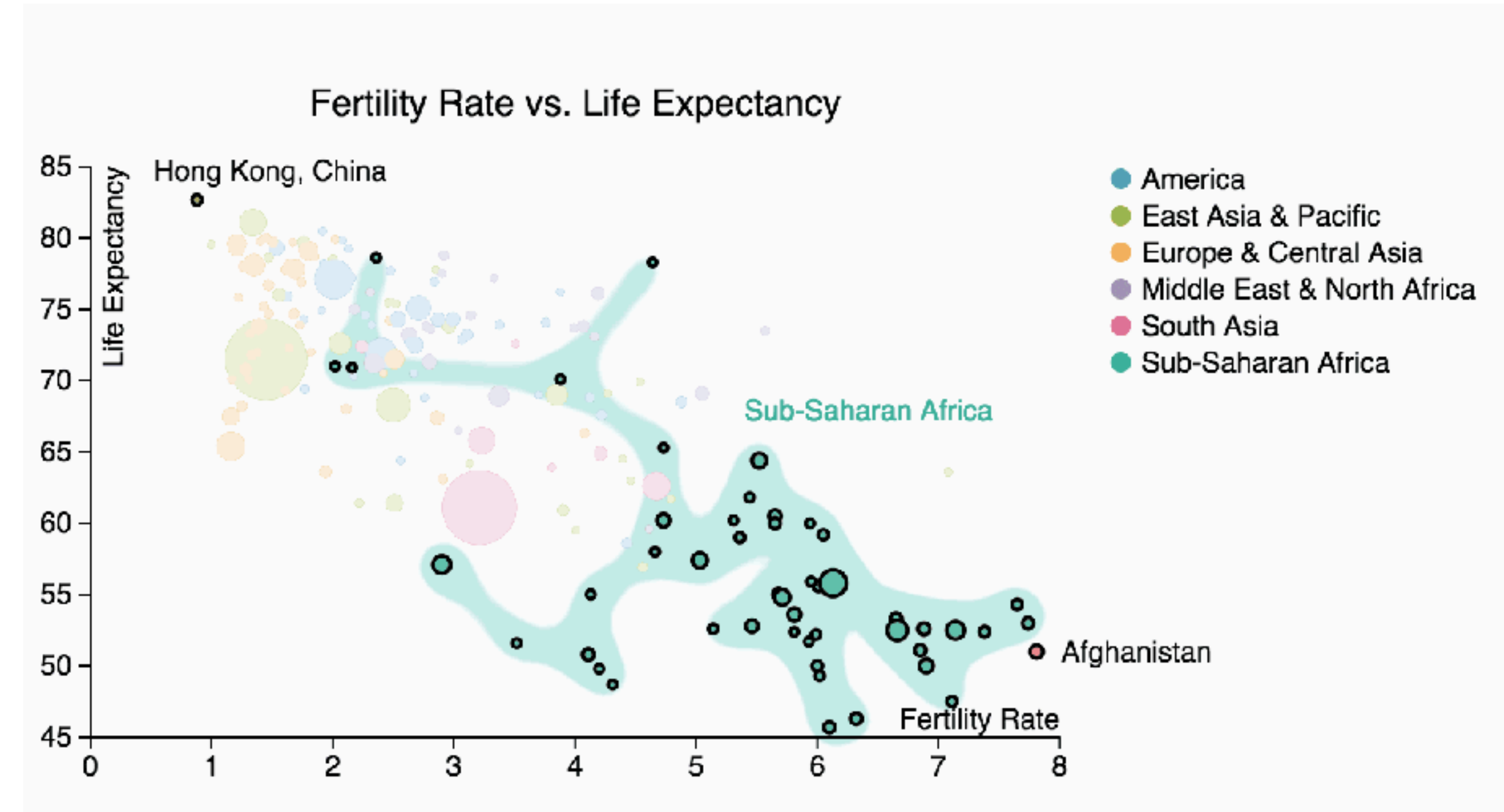


Chart Annotations



Connection



Enclosure

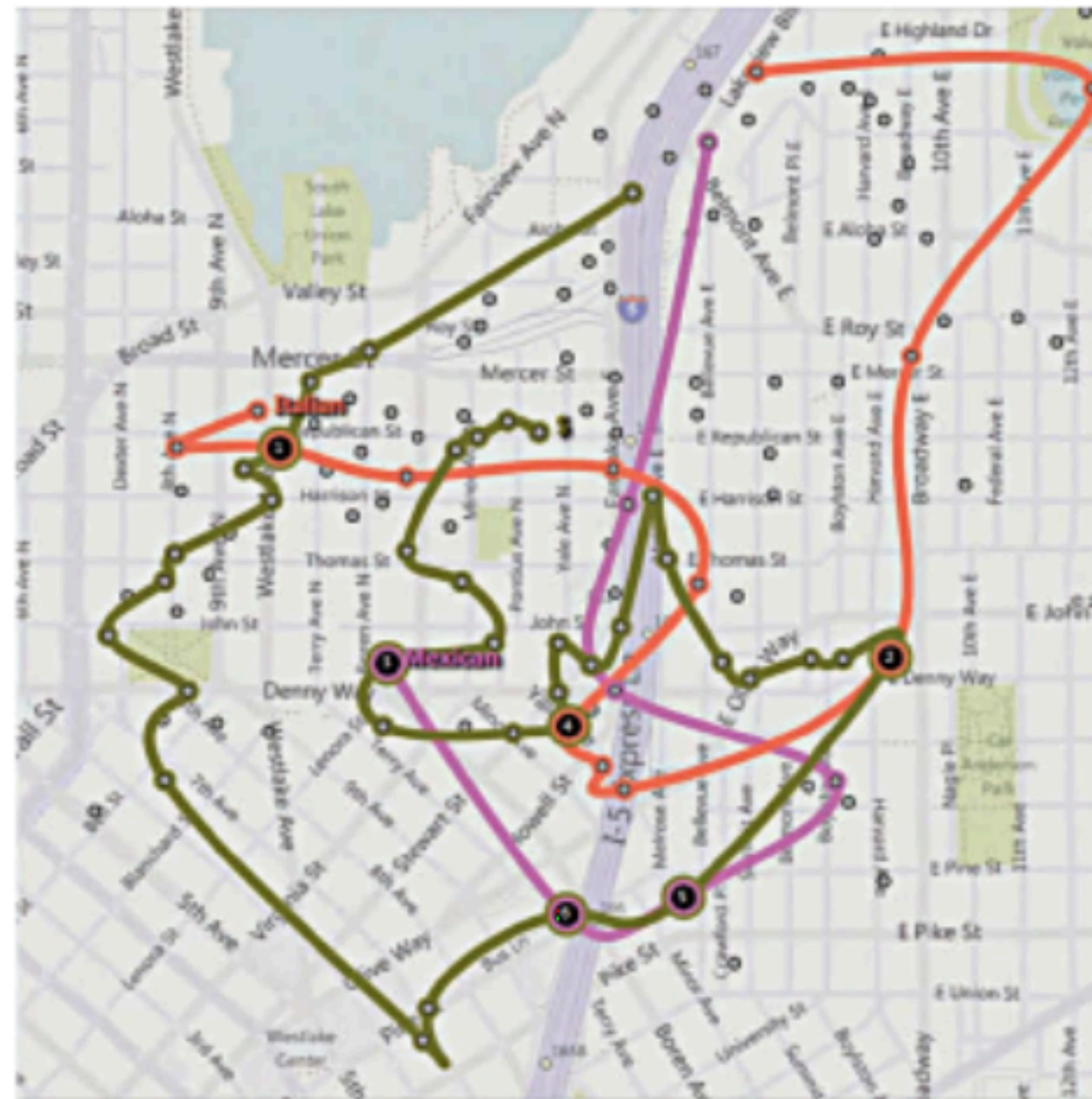
Visualizing Sets

Bubble Sets



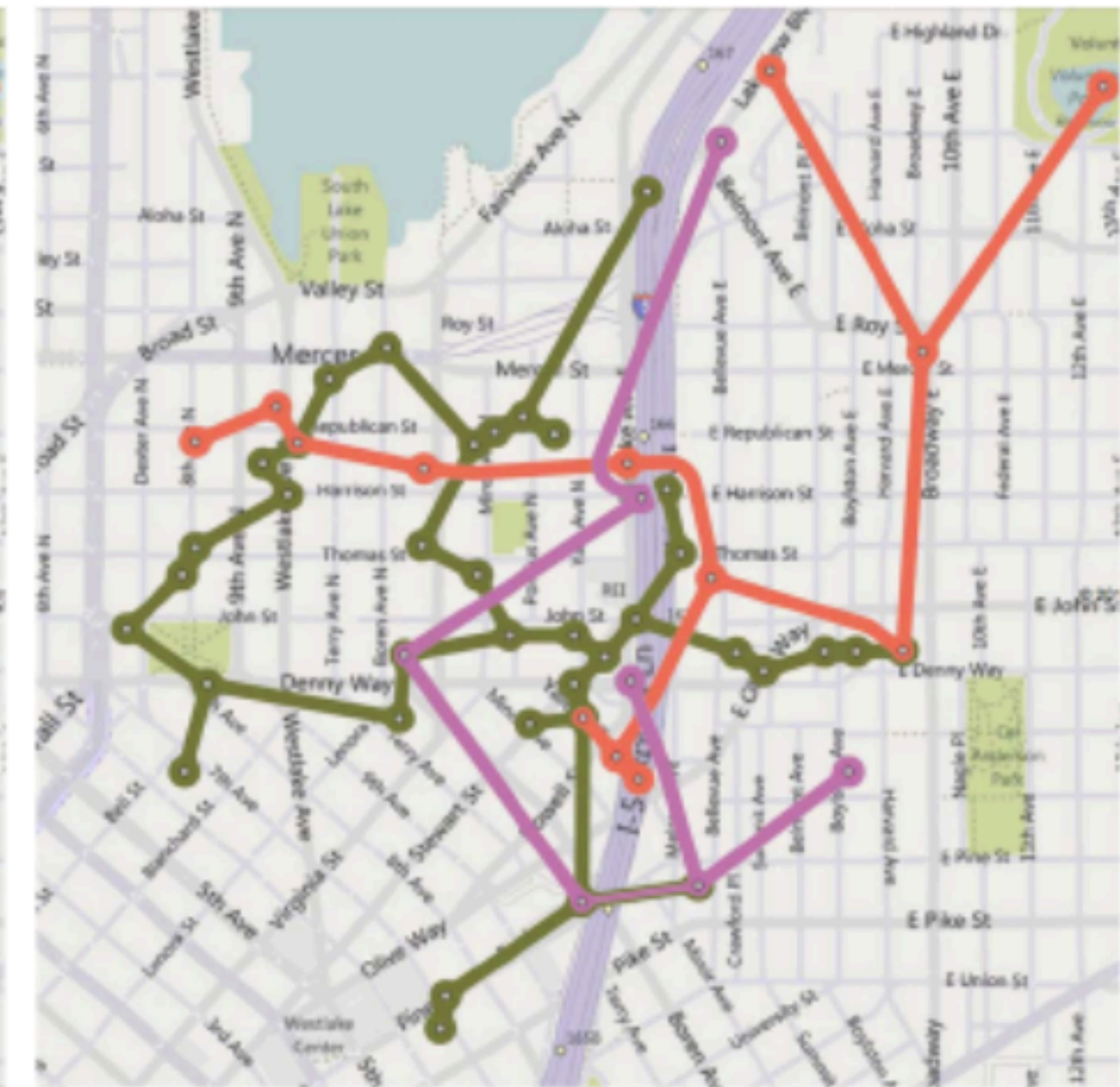
Image by [Dinkla et al., 2011]
Technique by [Collins et al., 2009]

Line Sets



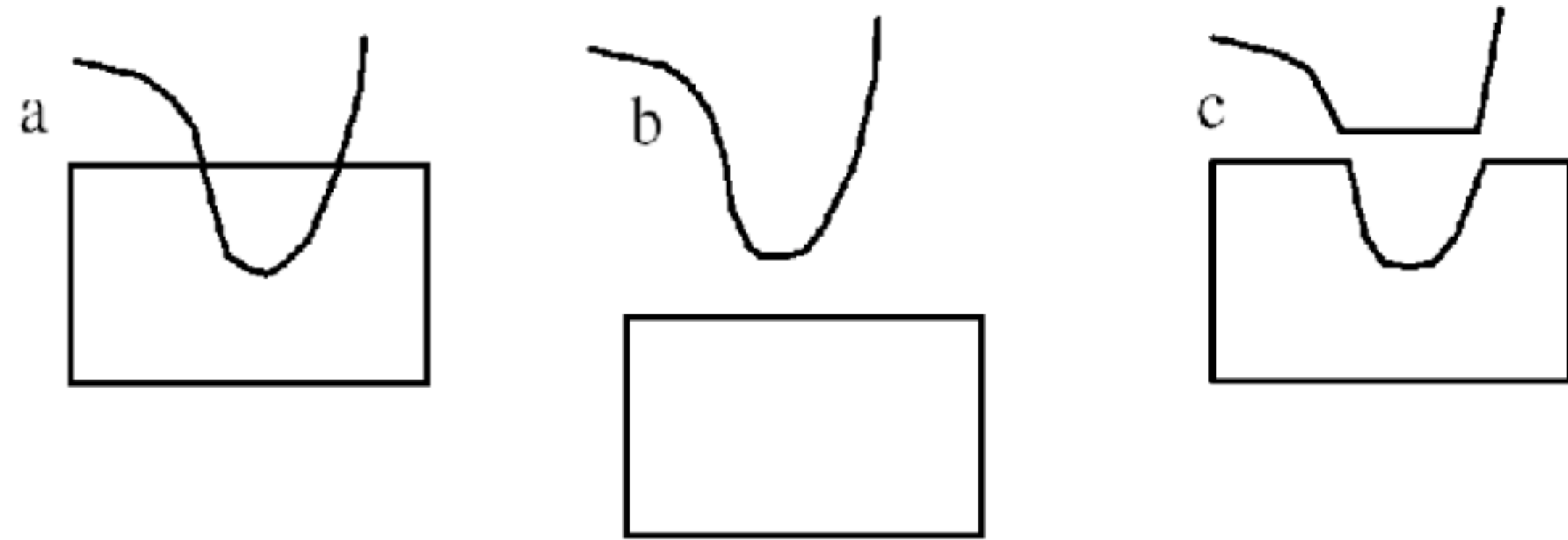
[Alper et al., 2011]

Kelp Diagrams

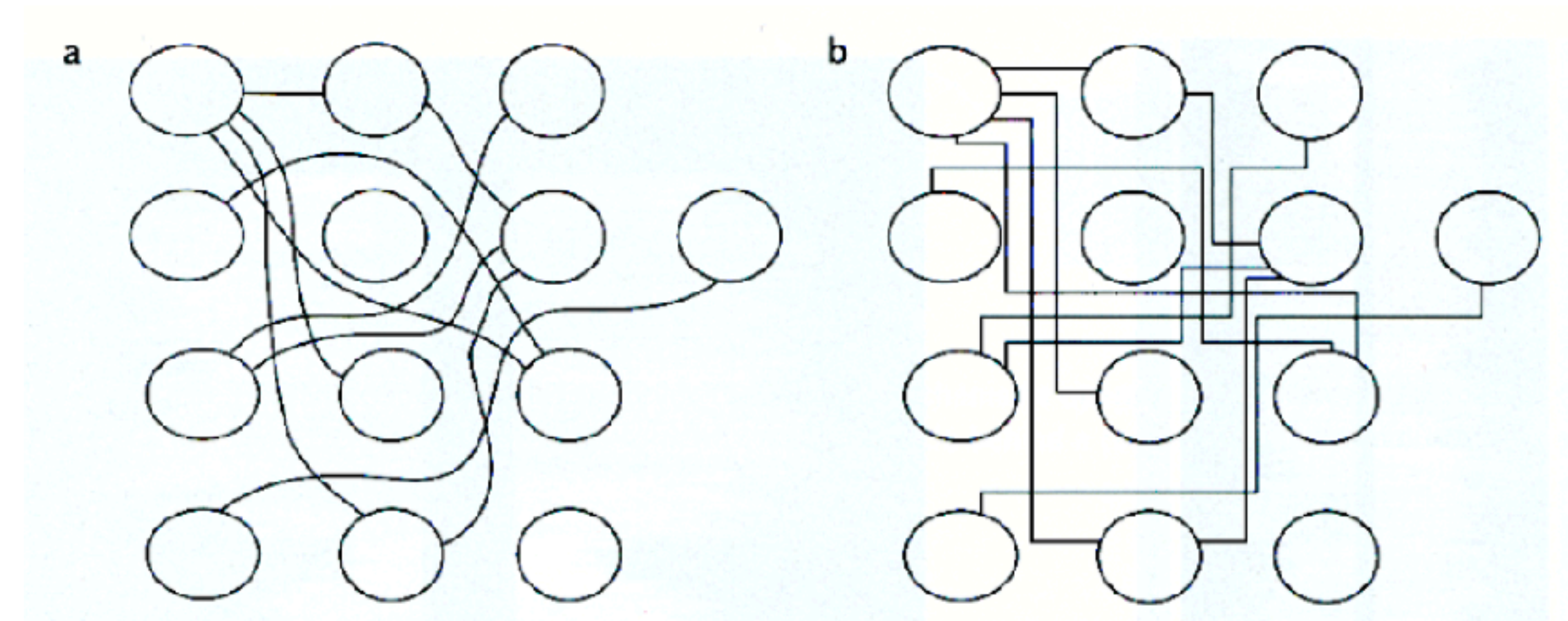


[Dinkla et al., 2012]

Continuity

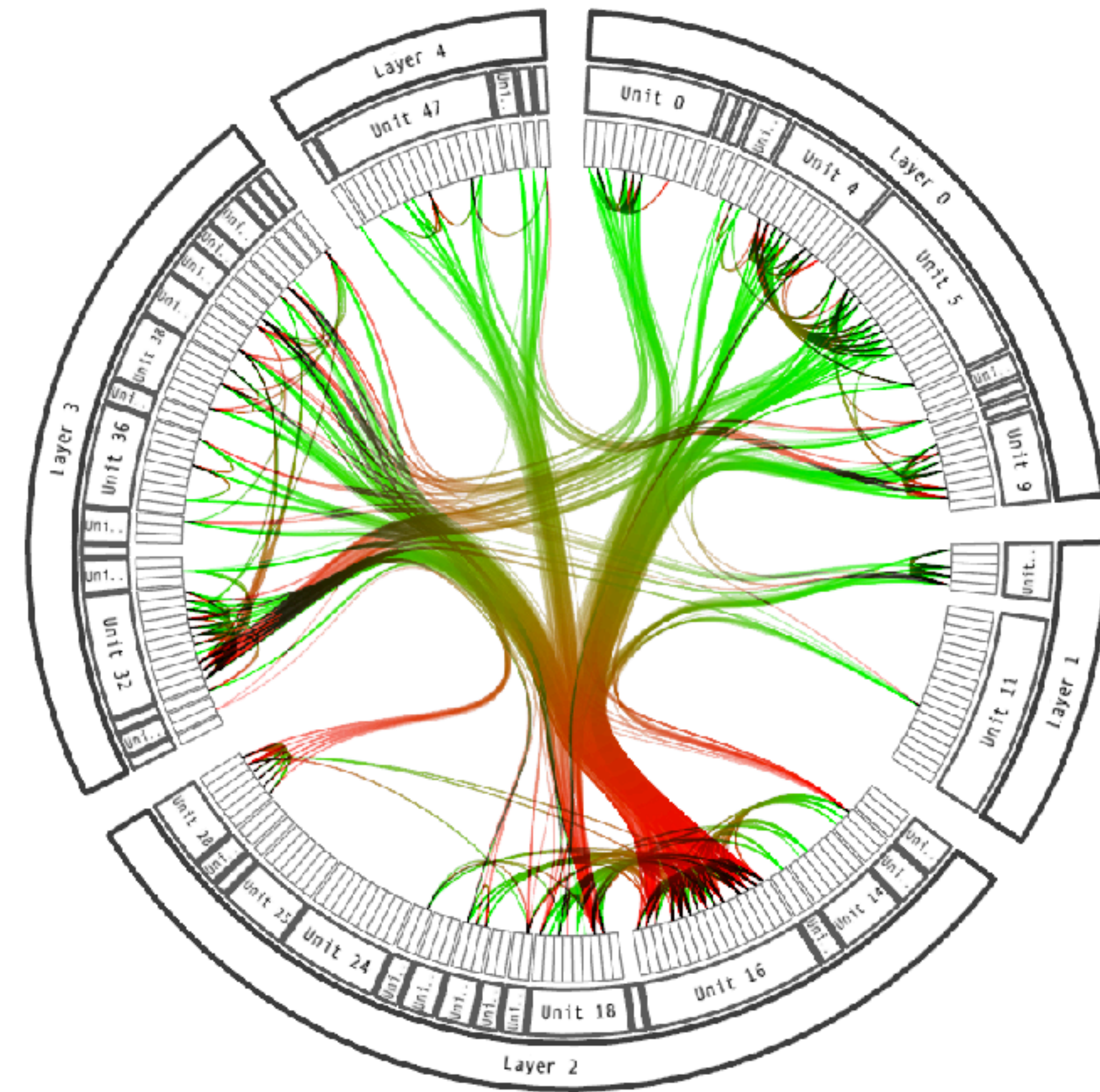
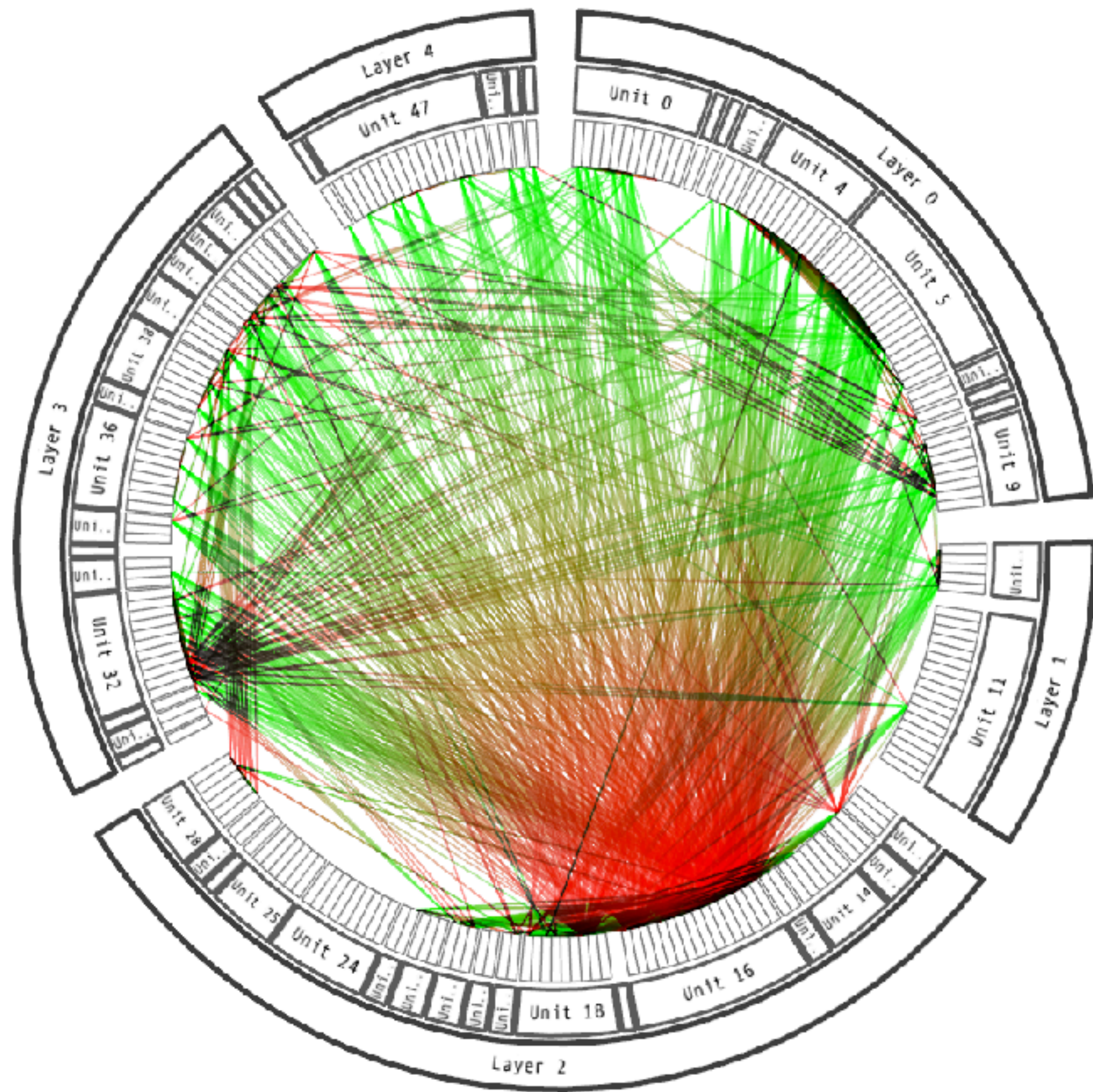


We prefer **smooth** not
abrupt changes
[from Ware 04]



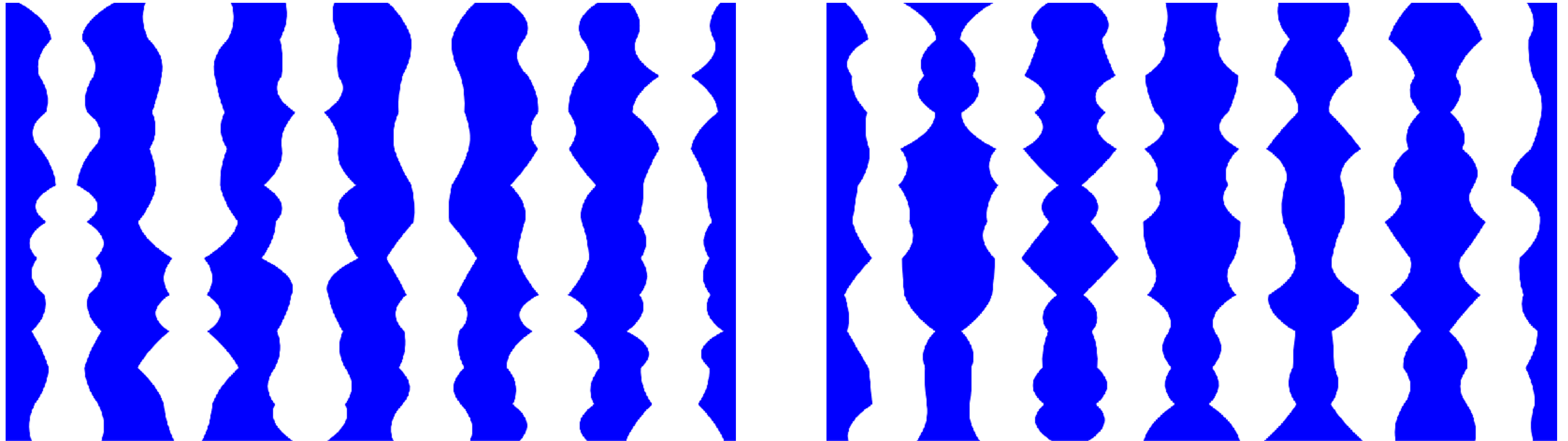
Connections are clearer with
smooth contours
[from Ware 04]

Hierarchical Edge Bundling



Symmetry

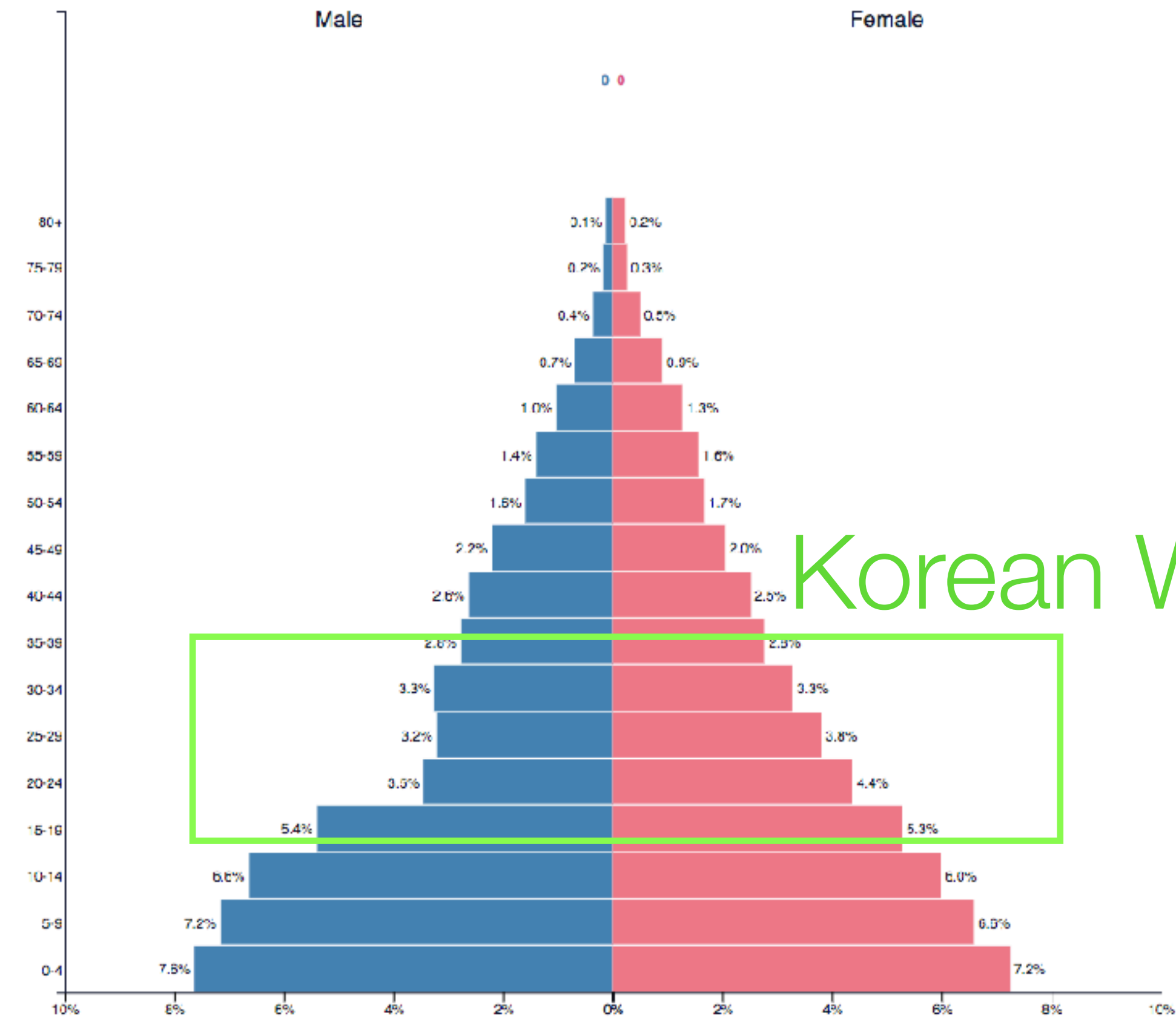
Elements that are **symmetrical** to each other tend to be **grouped** together.



Population Pyramid (or tornado chart?)

Republic of Korea ▼
1953

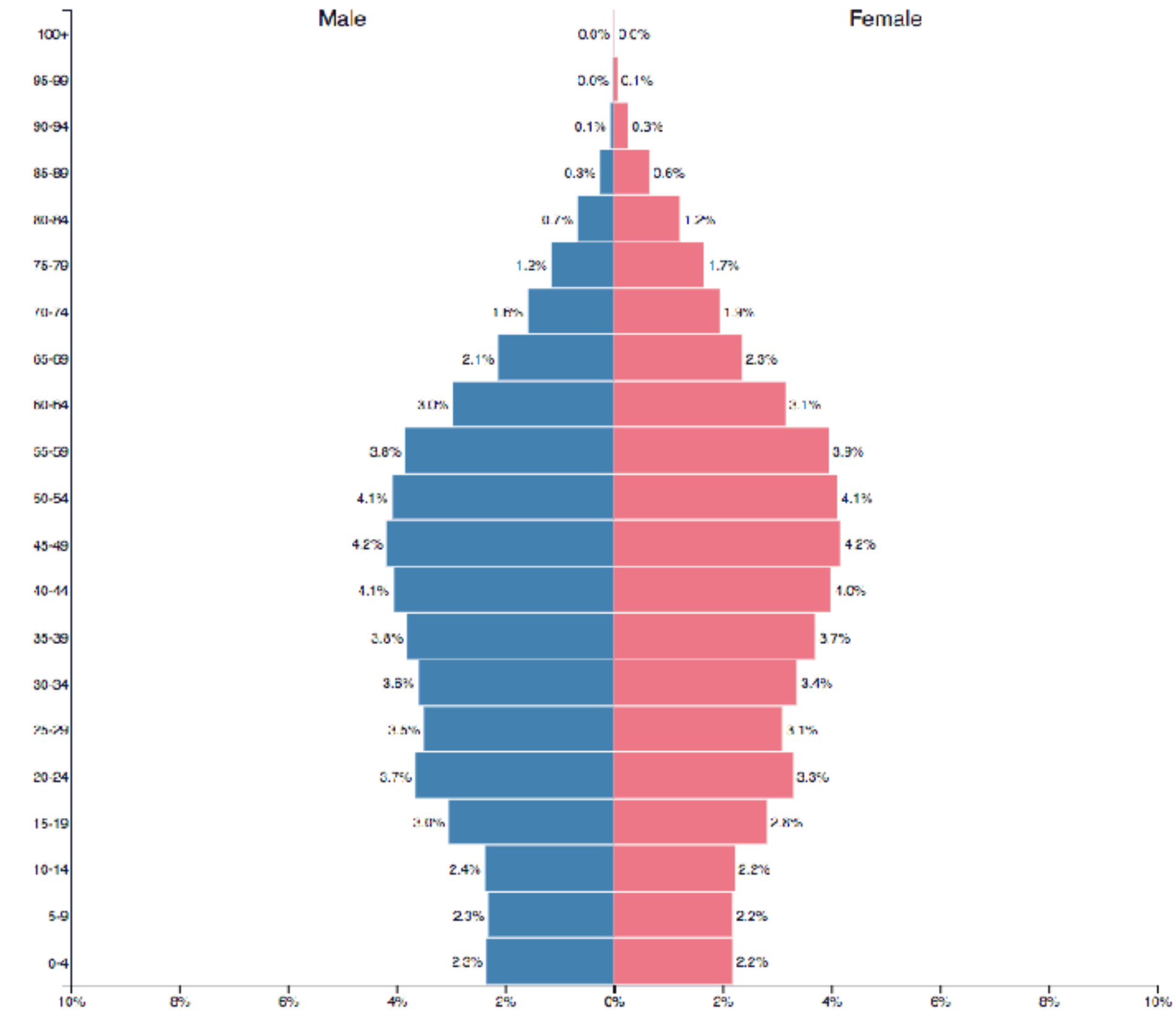
Population: 19,979,069



Korean War?

Republic of Korea ▼
2017

Population: 50,704,971



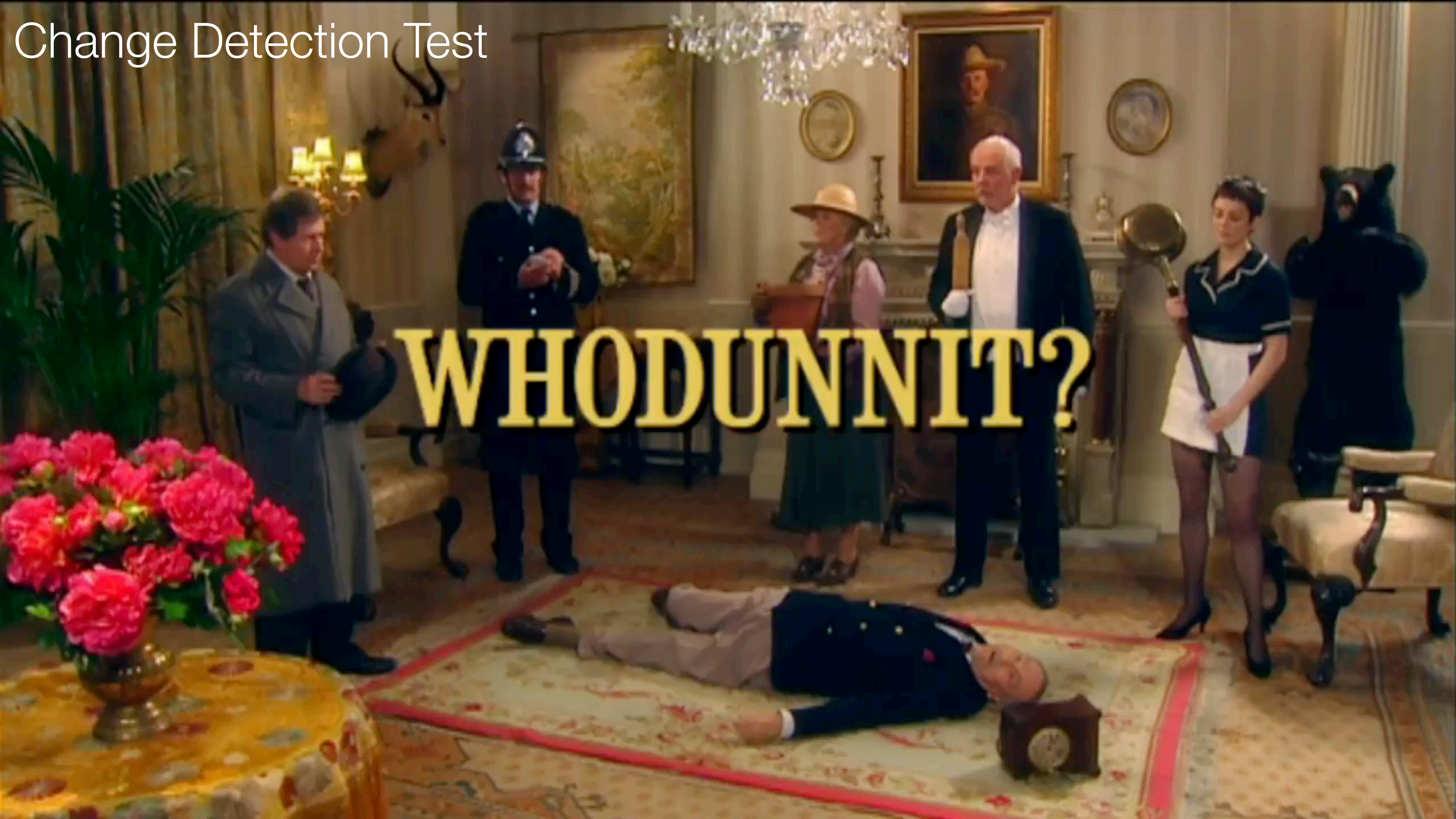
Change Blindness

Change Detection Test



Change Detection Test

WHODUNNIT?

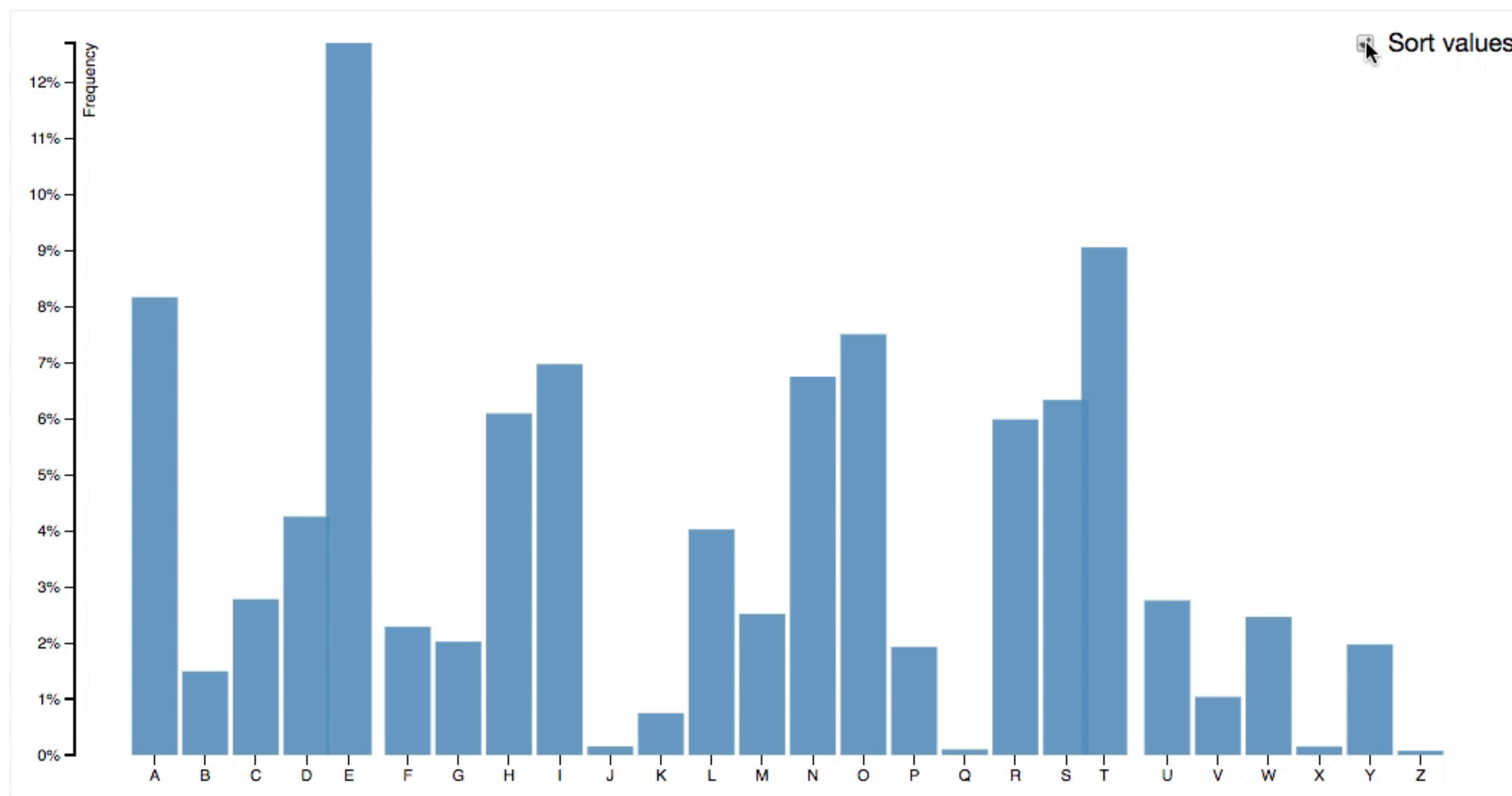


“To see an object change, it is necessary to attend to it.” — Ronald A. Rensink

Reducing change blindness in visualization

Provide attentional guidance by leverage pre-attentive features, Gestalt principles, etc.

Example: Ease tracking objects through animated transitions



Topics

- Signal Detection
- Magnitude Estimation
- Pre-Attentive Processing
- Using Multiple Visual Encodings
- Gestalt Grouping
- Change Blindness

Take away

Knowledge of perception can benefit visualization design

1. Human don't perceive **changes** and **magnitude** at face value.
2. Use **pre-attentive** visual features for **faster** target detection.
3. Be aware of **interference** and **redundancy** of multiple features.
4. Leverage **gestalt principles** for high-level **grouping**.
5. **Change blindness** in visualization is the **failure of design**, not because of our vision system.

Today

Fundamental

1. Value of visualization
2. Design principles
3. Graphical perception

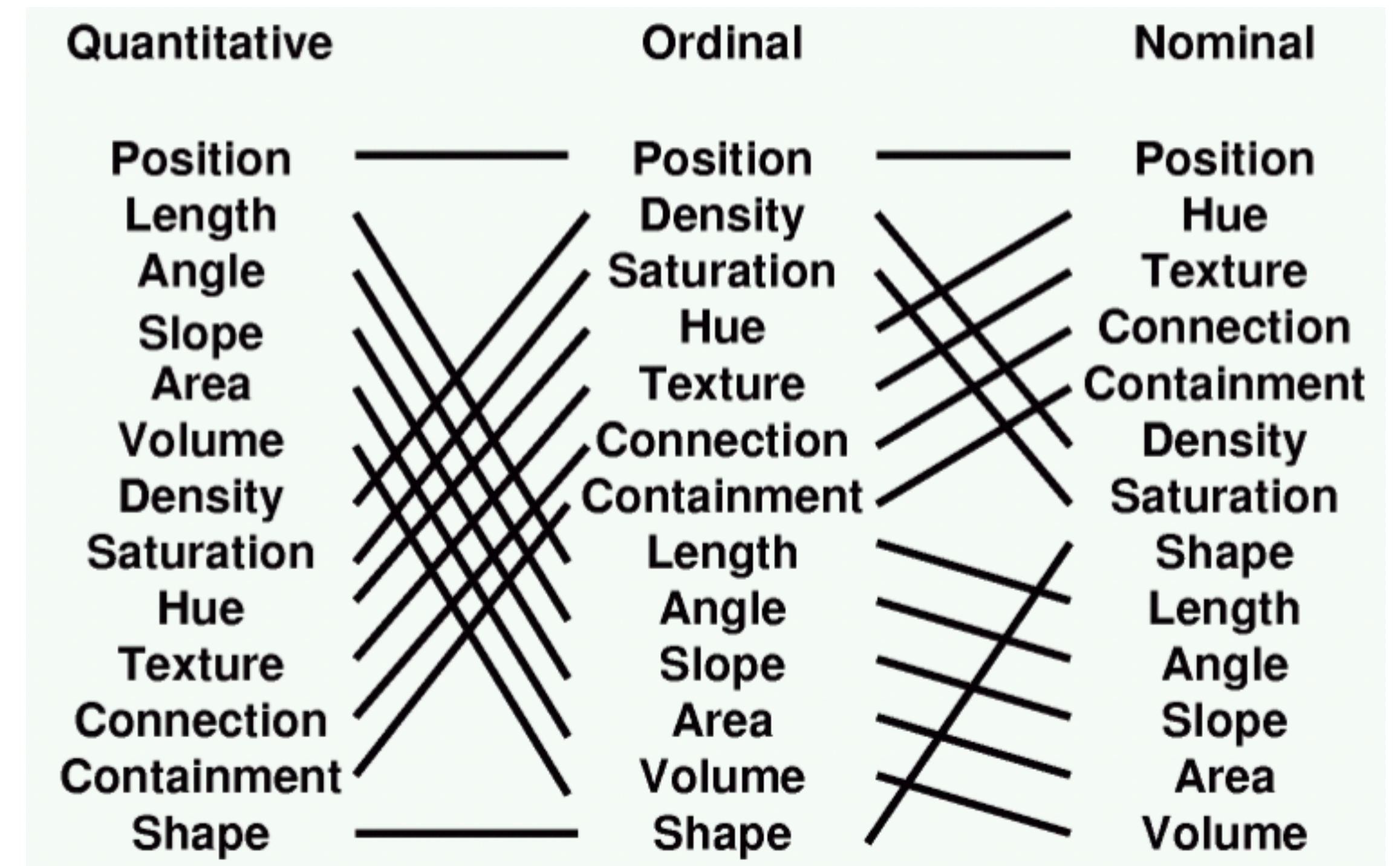
Tomorrow

Practical

1. Data model and visual encoding
2. Exploratory data analysis
3. Storytelling with data
4. Advanced visualizations

Next

Data model
and visual encoding



Rankings of visual variables
for quantitative, ordinal, and normal data

See you tomorrow!