Pre-Lecture Info

Zoom Lecture will be recorded, be aware when you participate

I know participation is hard online, try to make it interactive

Please mute yourself if you don't speak

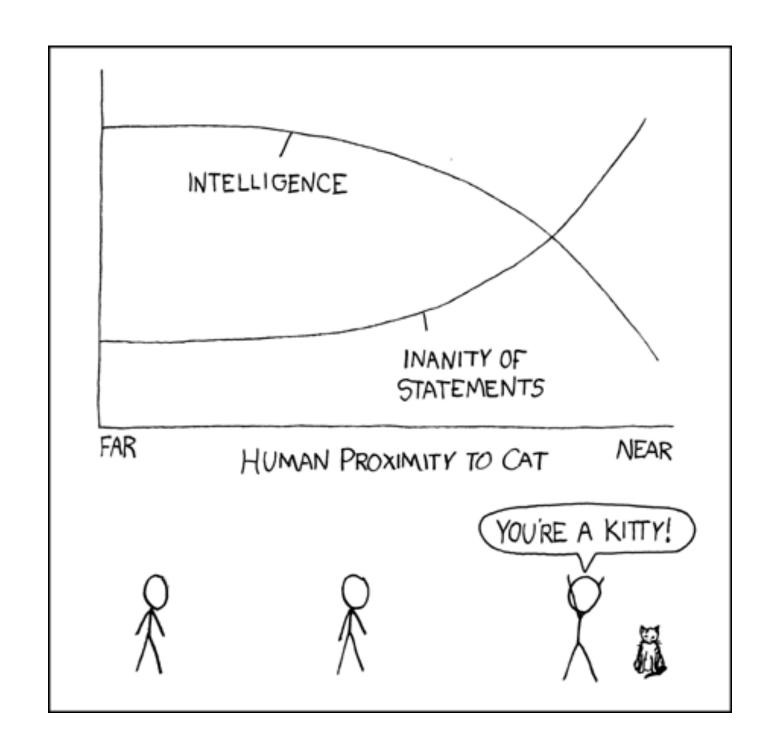
If you have questions, please raise your hand in Zoom, TA will monitor.

Alternatively, ask question on Slack, TA will ask for you

CS-5630 / CS-6630 Uisualization for Data Science

Alexander Lex alex@sci.utah.edu





visualization

pictures

The purpose of computing is insight, not numbers.

- Richard Wesley Hamming

- Card, Mackinlay, Shneiderman

Banana M. acuminata

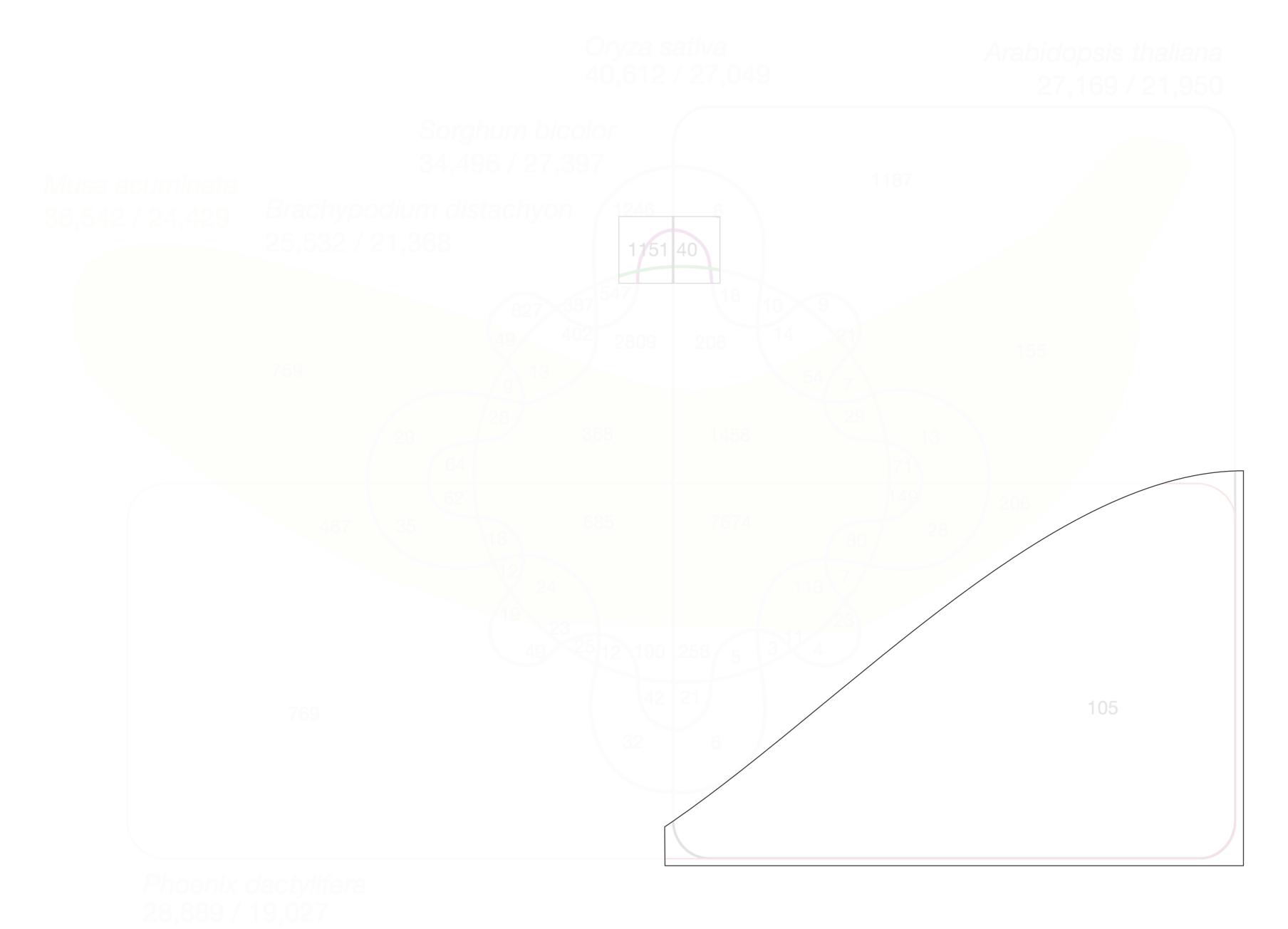
Date P. dactylifera

Cress Arabidopsis thaliana

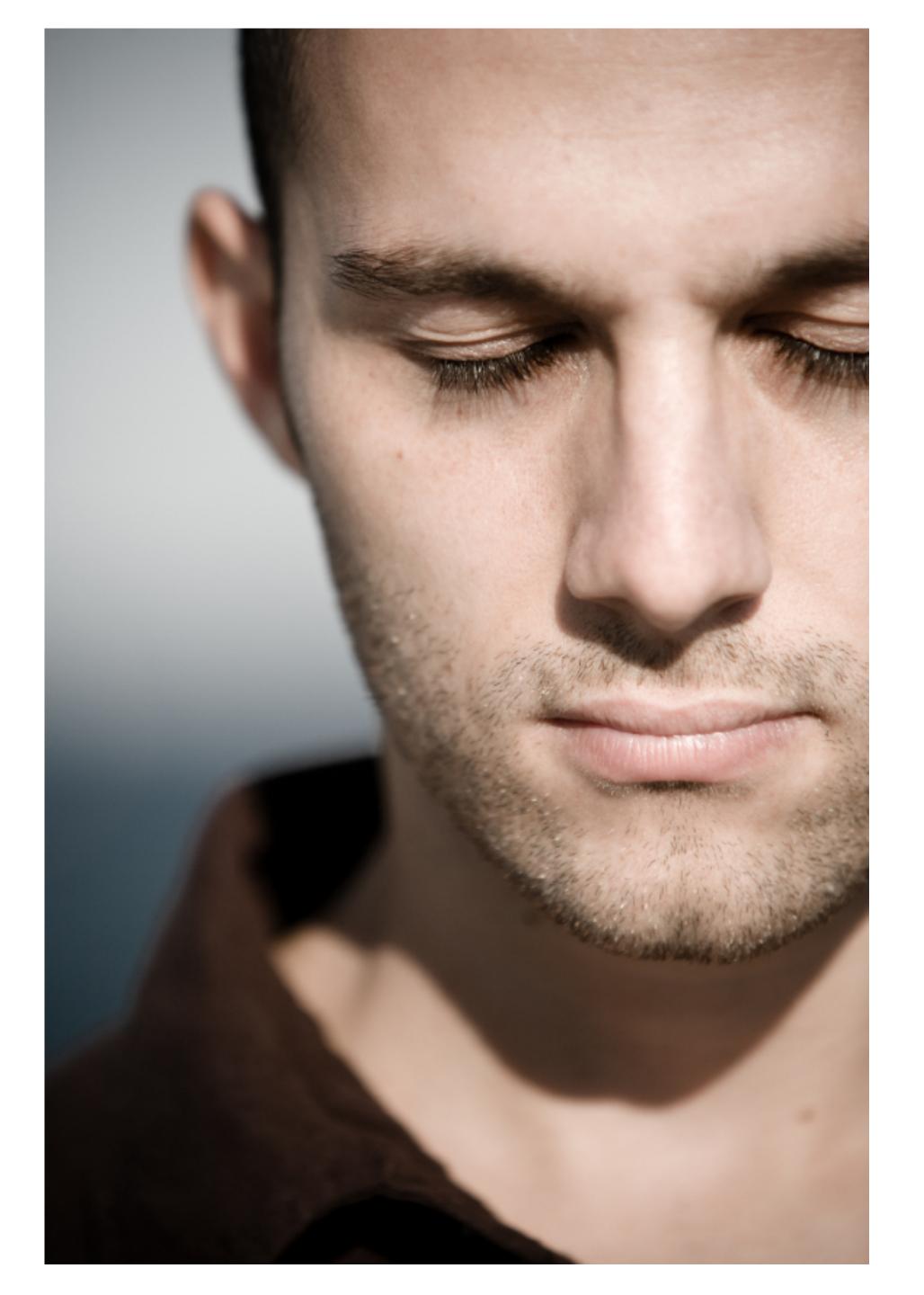
Rice Oryza sativa

Sorghum Sorghum bicolor

Brome Brachypodium distachyon



D'Hont et al., Nature, 2012]



- vi · su · al · i · za · tion
- I. Formation of mental visual images
- 2. The act or process of interpreting in visual terms or of putting into visible form

Visualization Definition

Visualization is the process that **transforms** (abstract) **data** into **interactive graphical representations** for the purpose of **exploration**, **confirmation**, **or presentation**.

Good
Data
Visualization

- ... makes data accessible
- ... combines strengths of humans and computers
- ... enables insight
- ... communicates

Uisualization

"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

Why Visualize?

To inform humans: Communication

How is ahead in the election polls?

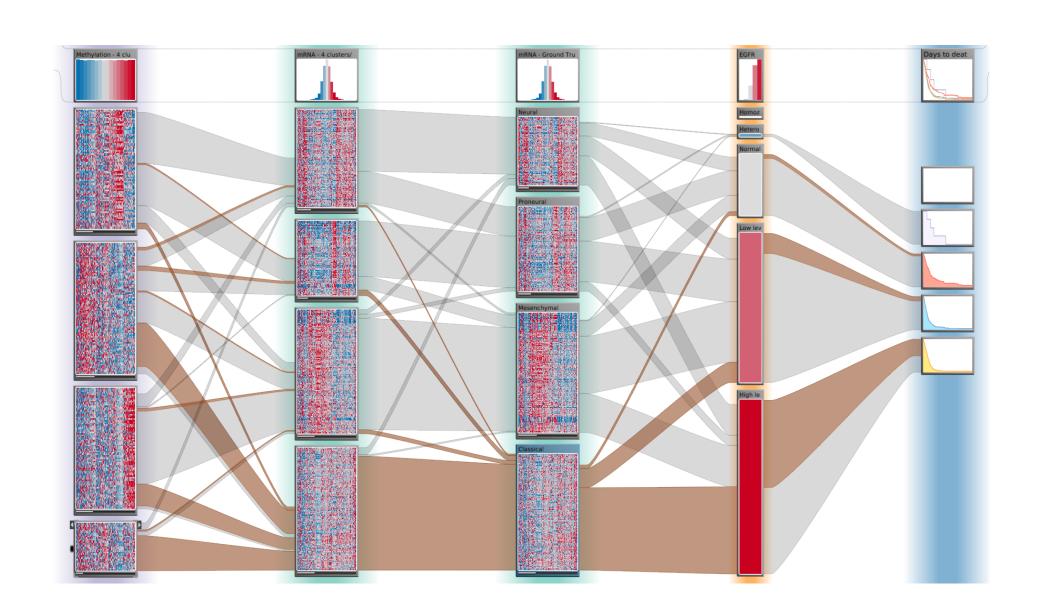
When questions are not well defined: Exploration

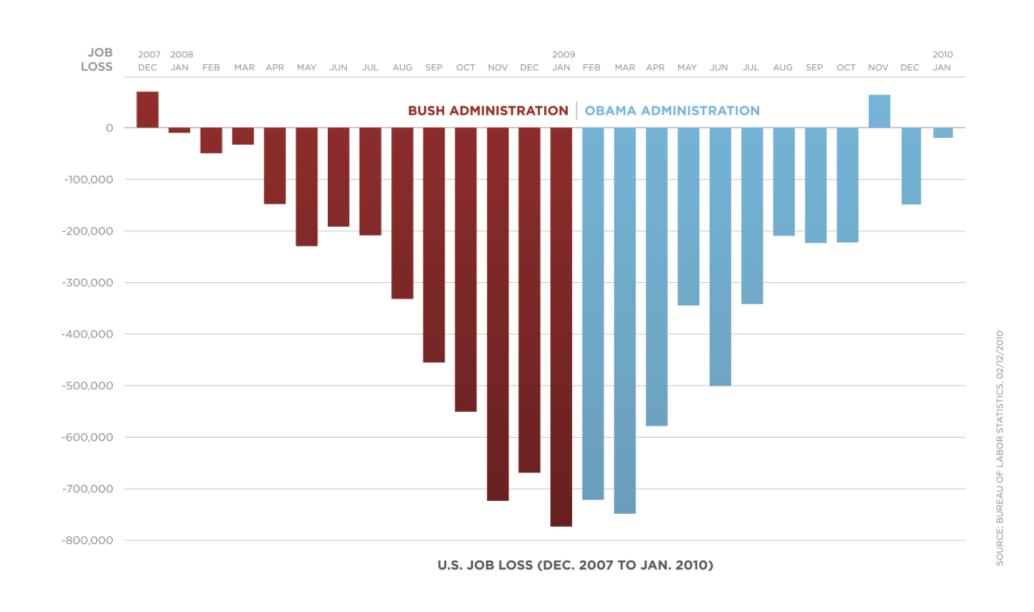
What is the structure of a terrorist network?

Which drug can help patient X?

Purpose of Visualization

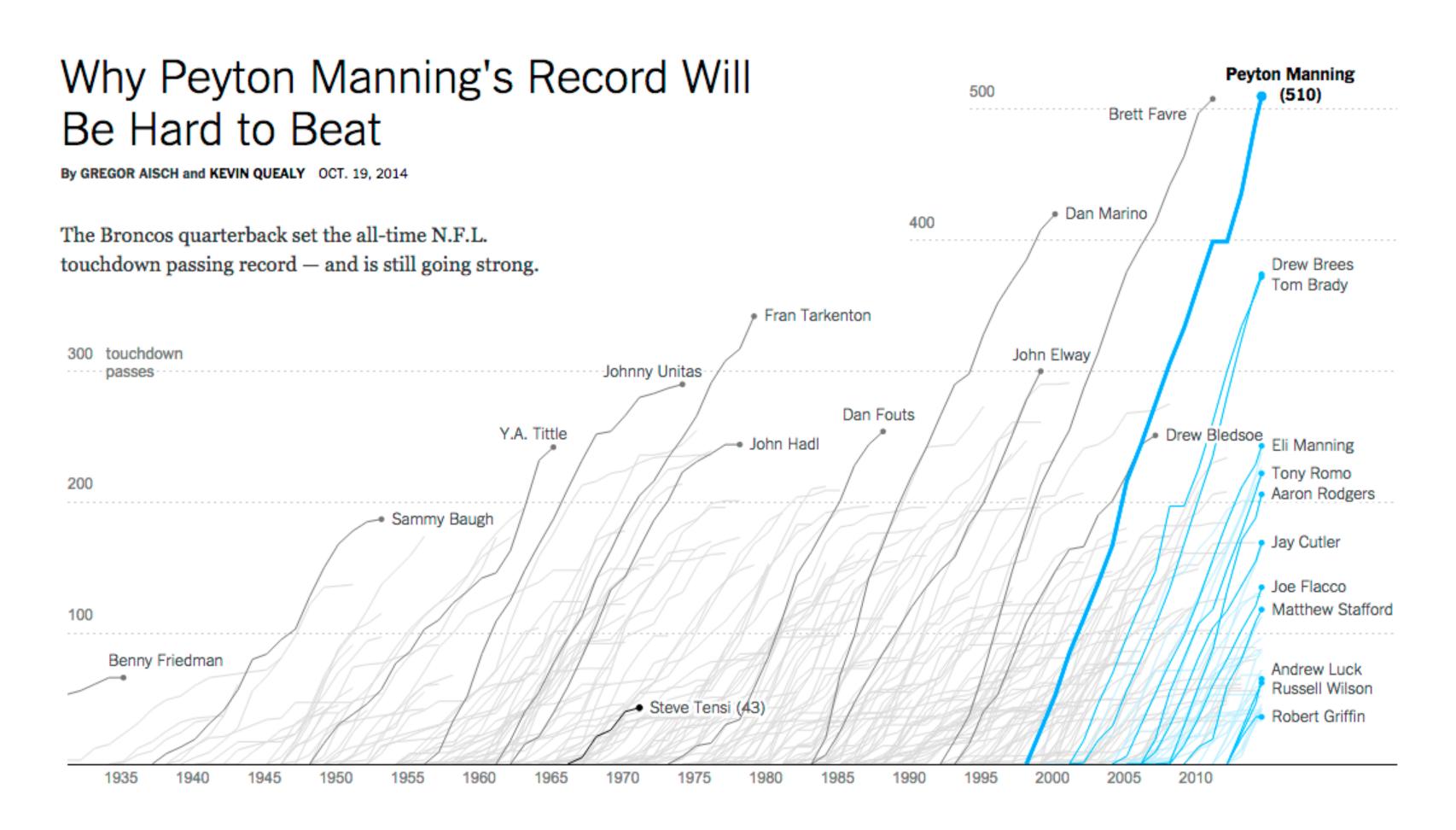
[Obama Administration]



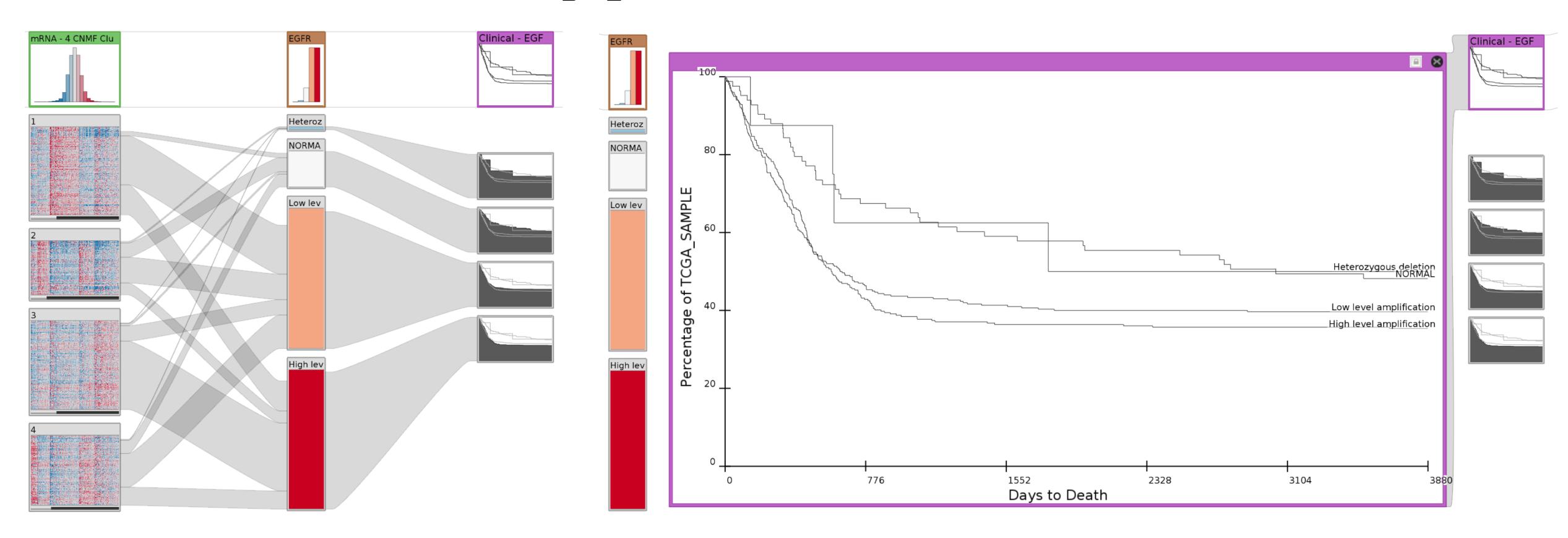


Open Exploration Confirmation Communication

Example Communication



Example Exploration: Cancer Subtypes



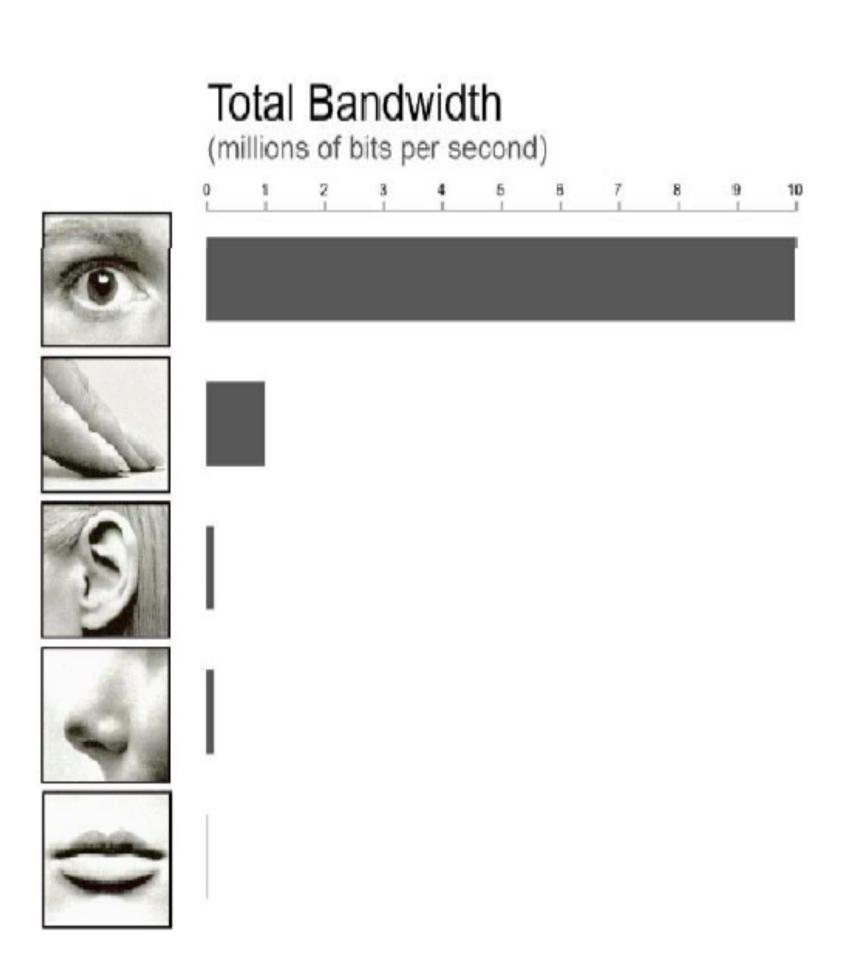
Why Graphics?

Figures are richer; provide more information with less clutter and in less space.

Figures provide the *gestalt* effect: they give an overview; make structure more visible.

Figures are more accessible, easier to understand, faster to grasp, more comprehensible, more memorable, more fun, and less formal.

list adapted from: [Stasko et al. 1998]



city's main public hospital was a wreck, and the city's public-housing projects were shuttered.

OV-

for

are

he

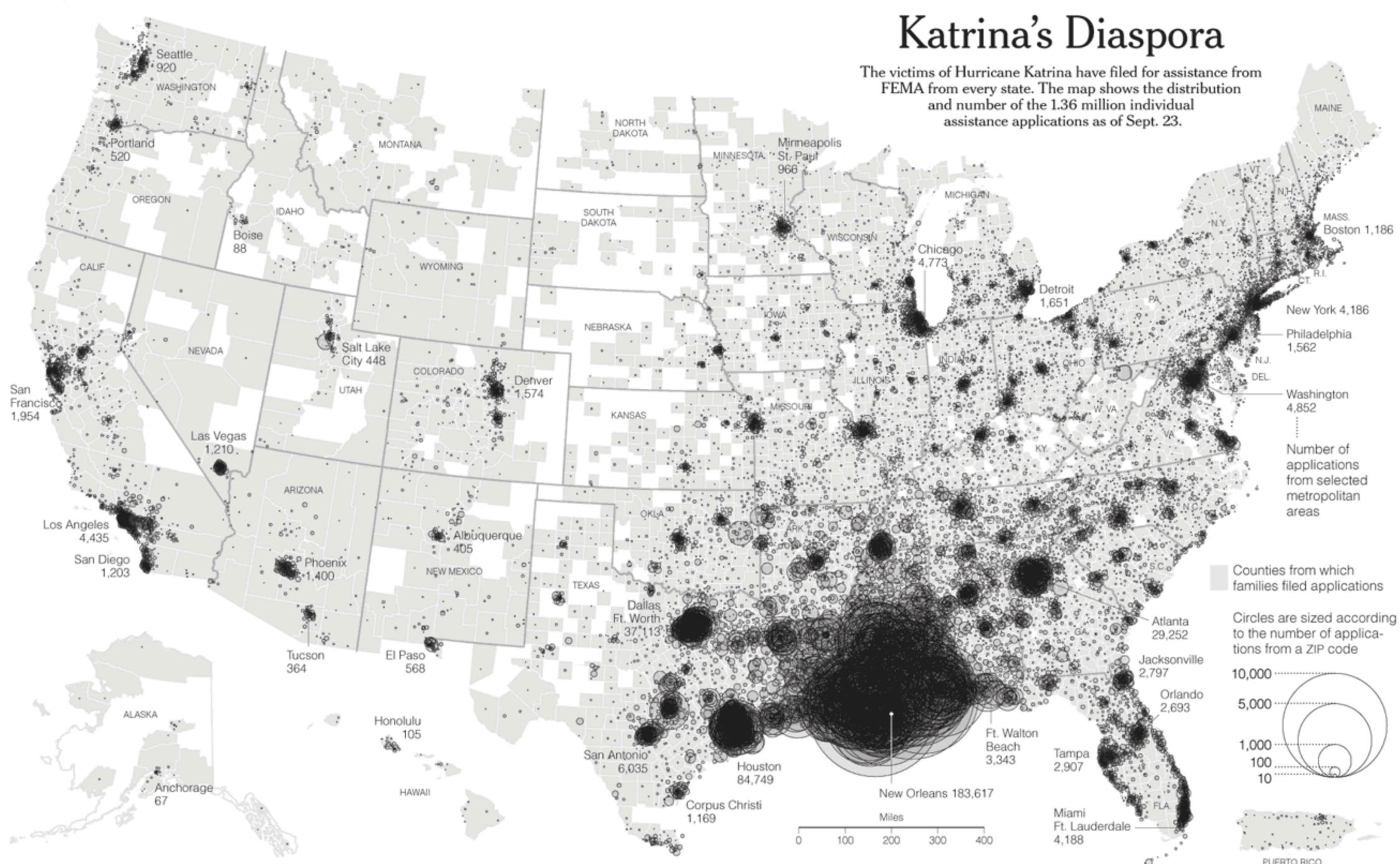
ne

Campanella then switched to an identically constructed map, only this time based on 2010 census data, and in bits and pieces on the screen there was a simple and arresting picture of what Katrina meant. In the neighborhoods that were once a dense black, many of the little squares had thinned and turned gray. The sharp lines that once separated the teapot from Central City were now blurry: the white areas of the city were pushing north, into the vacuum left by the exodus. The Bywater was graying, as it gentrified still further. "Before Katrina, an American Community Survey estimate of New Orleans Parish population was four hundred and fifty-five thousand, and about sixty-eight per cent black," Campanella said. "Now the latest estimate is three hundred and eighty-four thousand, and it's about

Textual description of a map of the effects of hurricane Katrina on New Orleans.

New Yorker, posted by Alberto Cairo

Ctober 2, 2005



When not to visualize? When to automate?

Well defined question on well-defined dataset

Which gene is most frequently mutated in this set of patients?

What is the current unemployment rate?

No human intervention possible/necessary

Decisions needed in minimal time

High frequency stock market trading: which stock to buy/sell?

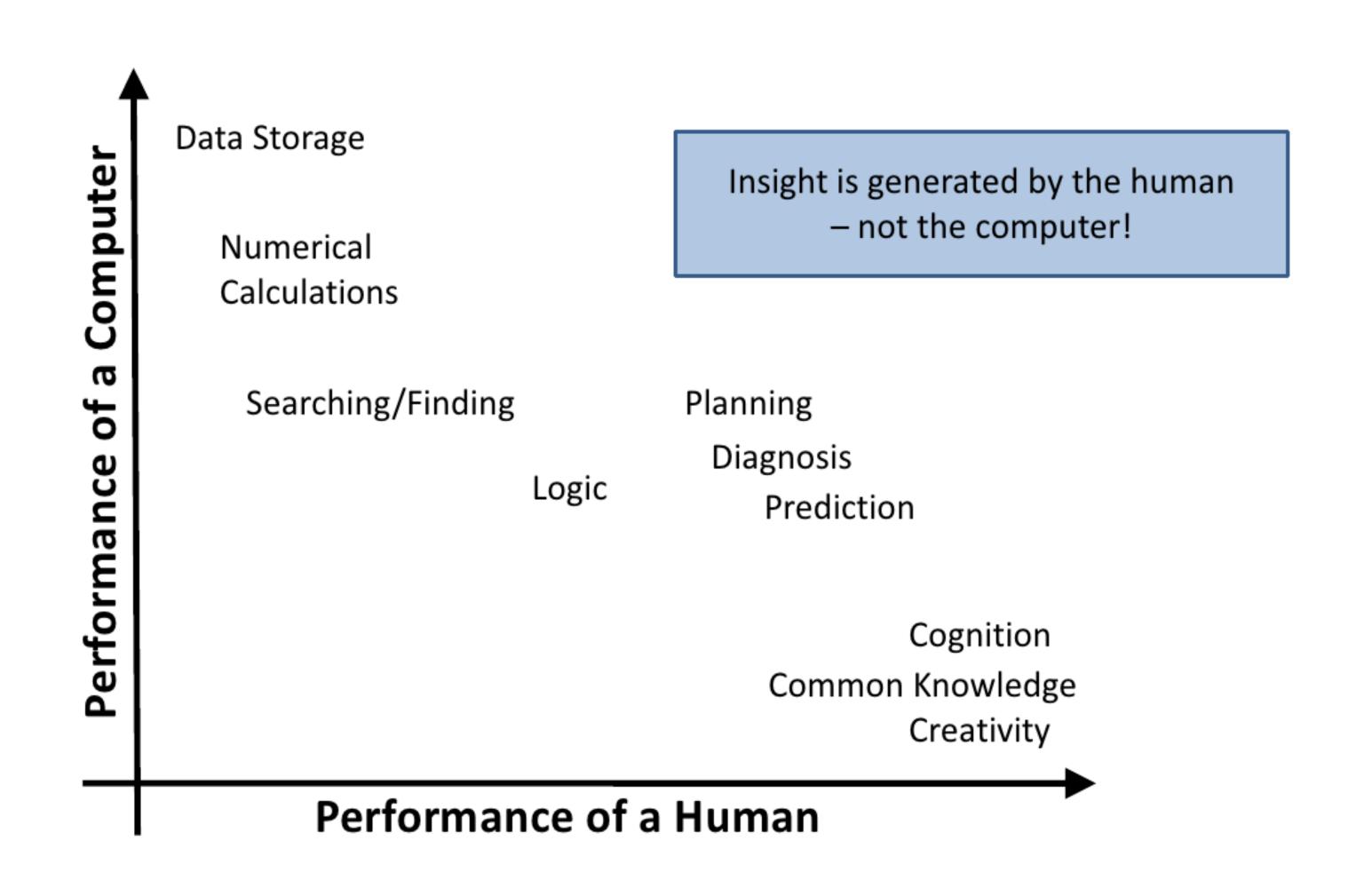
Manufacturing: is bottle broken?

Impractical for human to be involved

Automatic data products



The Ability Matrix



Why Use Computers?

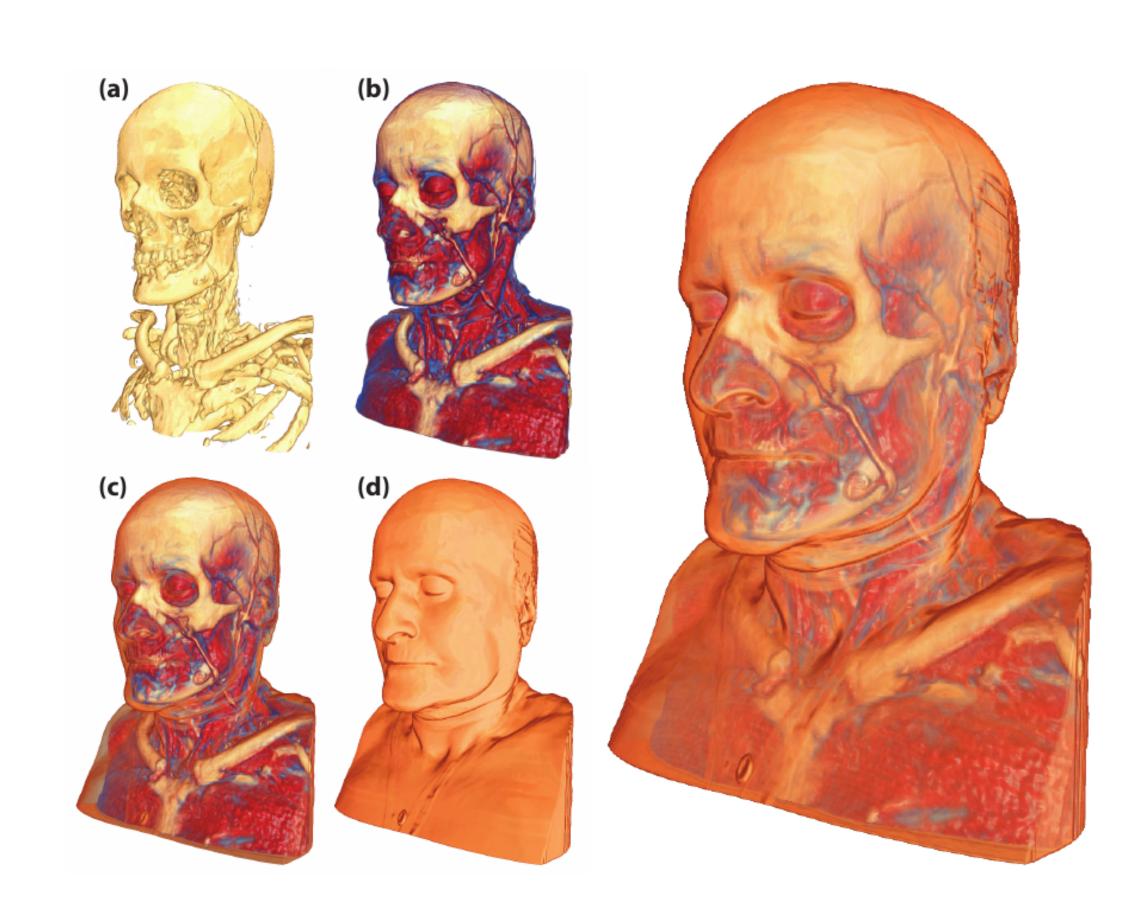
Scale

Drawing by hand (or Illustrator)

infeasible

inflexible (updates!)

How to draw an MRI scan?



[Bruckner 2007]

Why Use Computers?

Interaction

Interaction allows to "drill down" into data

Integration

Integration with algorithms

Make visualization part of a data analysis pipeline



Why User Computers?

Efficiency

Re-use charts / methods for different datasets

Quality

Precise data driven rendering

Storytelling

Use time

Tell Stories



Why not just use Statistics?

V			
6.5			
5.7			
7.7			
8.8			
8.4			
7.0			
5.2			
12.			
5.5			
7.9			
6.8			

Anscombe's Quartett

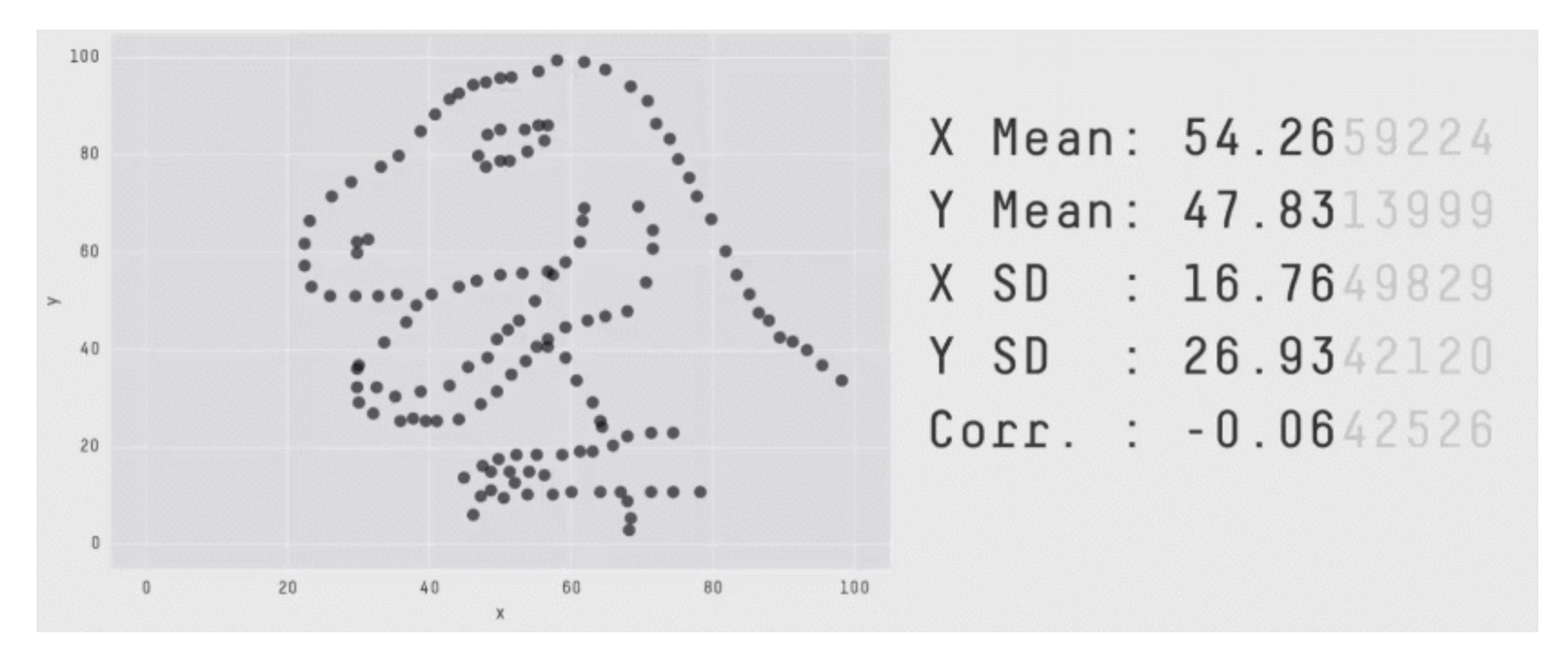


Mean x: 9 y: 7.50

Variance x: 11 y: 4.122

Correlation x - y: 0.816

Linear regression: y = 3.00 + 0.500x



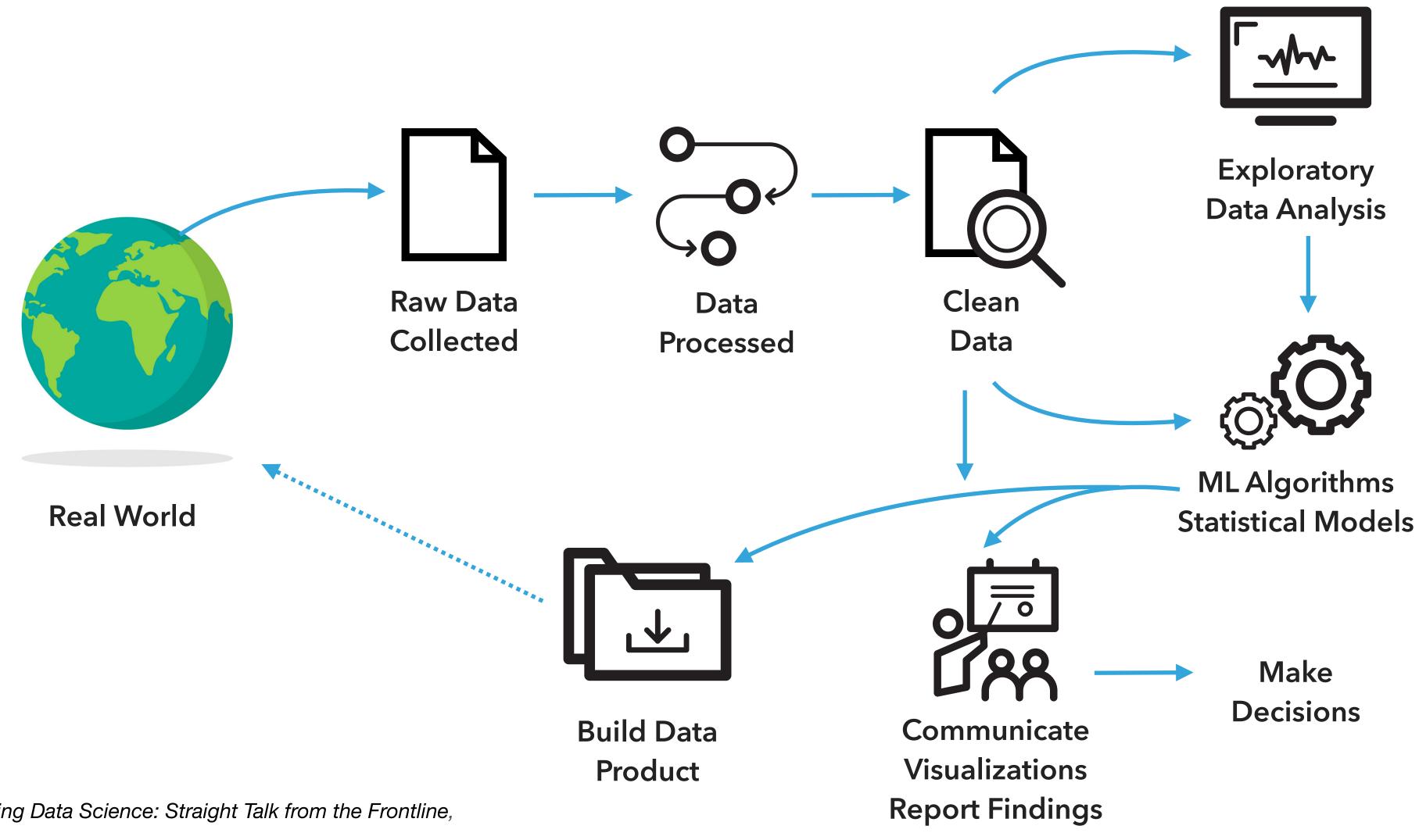
Same Stats, Different Graphs: Generating Datasets with Varied Appearance and Identical Statistics through Simulated Annealing, CHI 2017, Justin Matejka, George Fitzmaurice

Visualization =

Human Data Interaction

Data

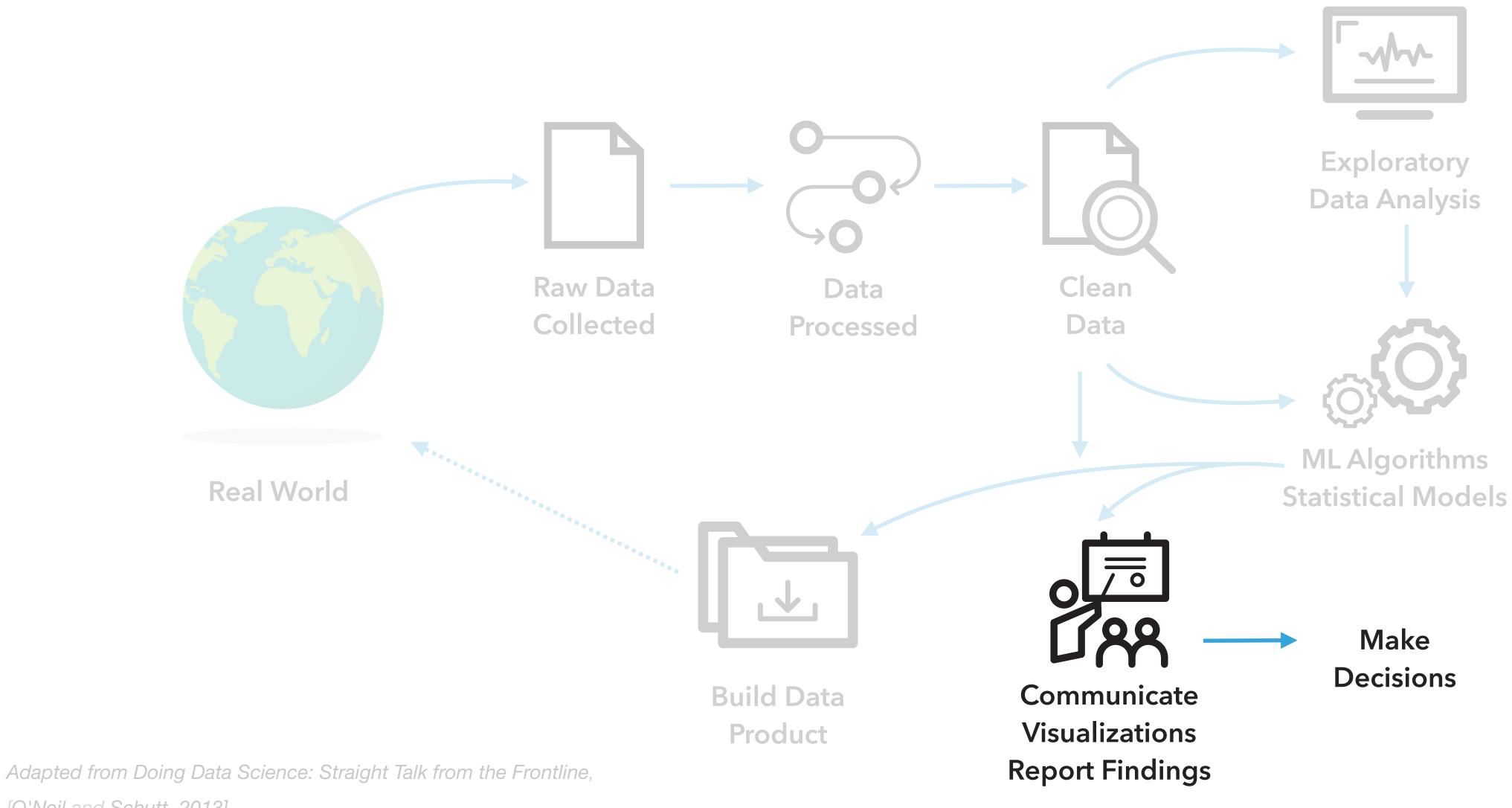
Human-Data Interaction



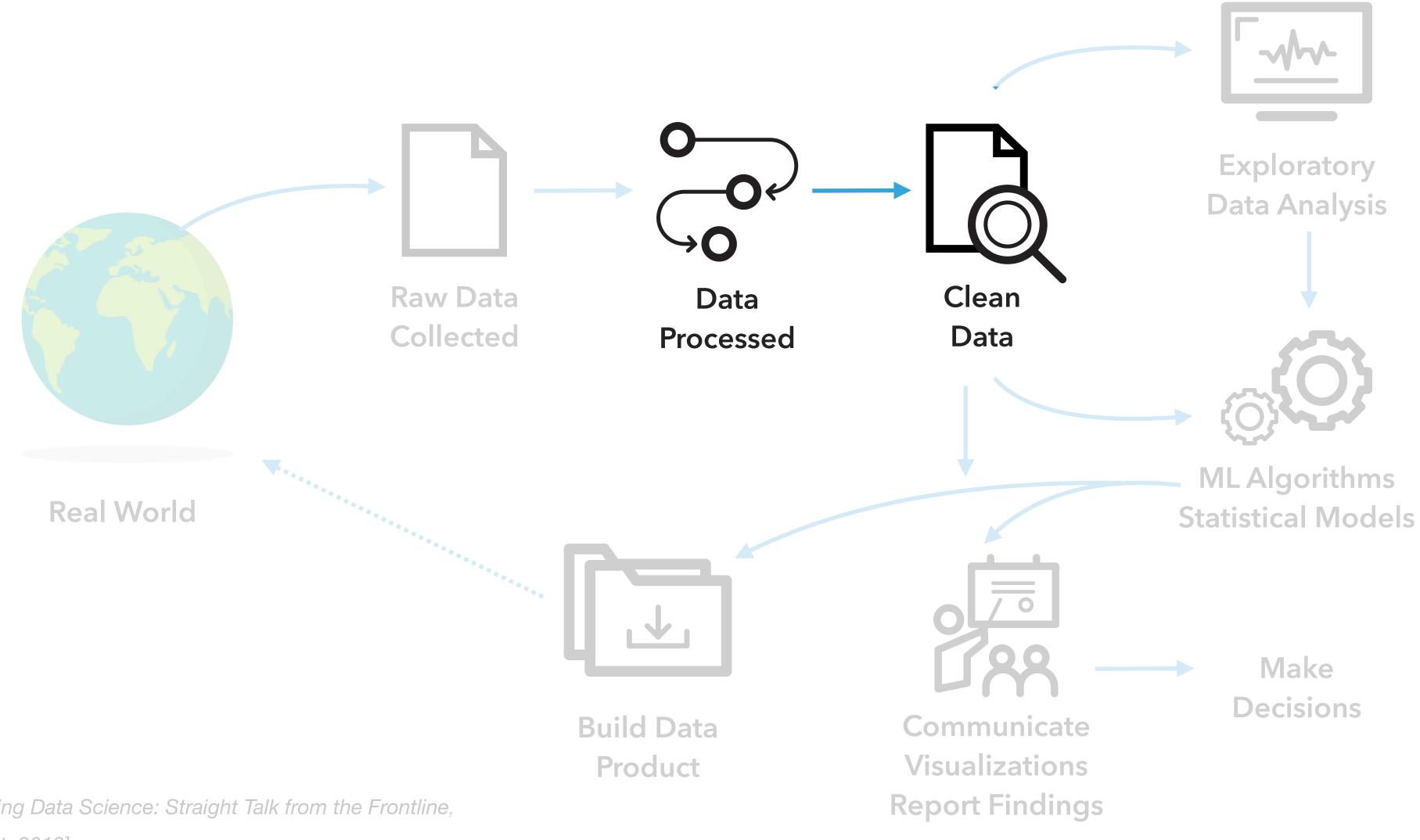
Adapted from Doing Data Science: Straight Talk from the Frontline, [O'Neil and Schutt, 2013]



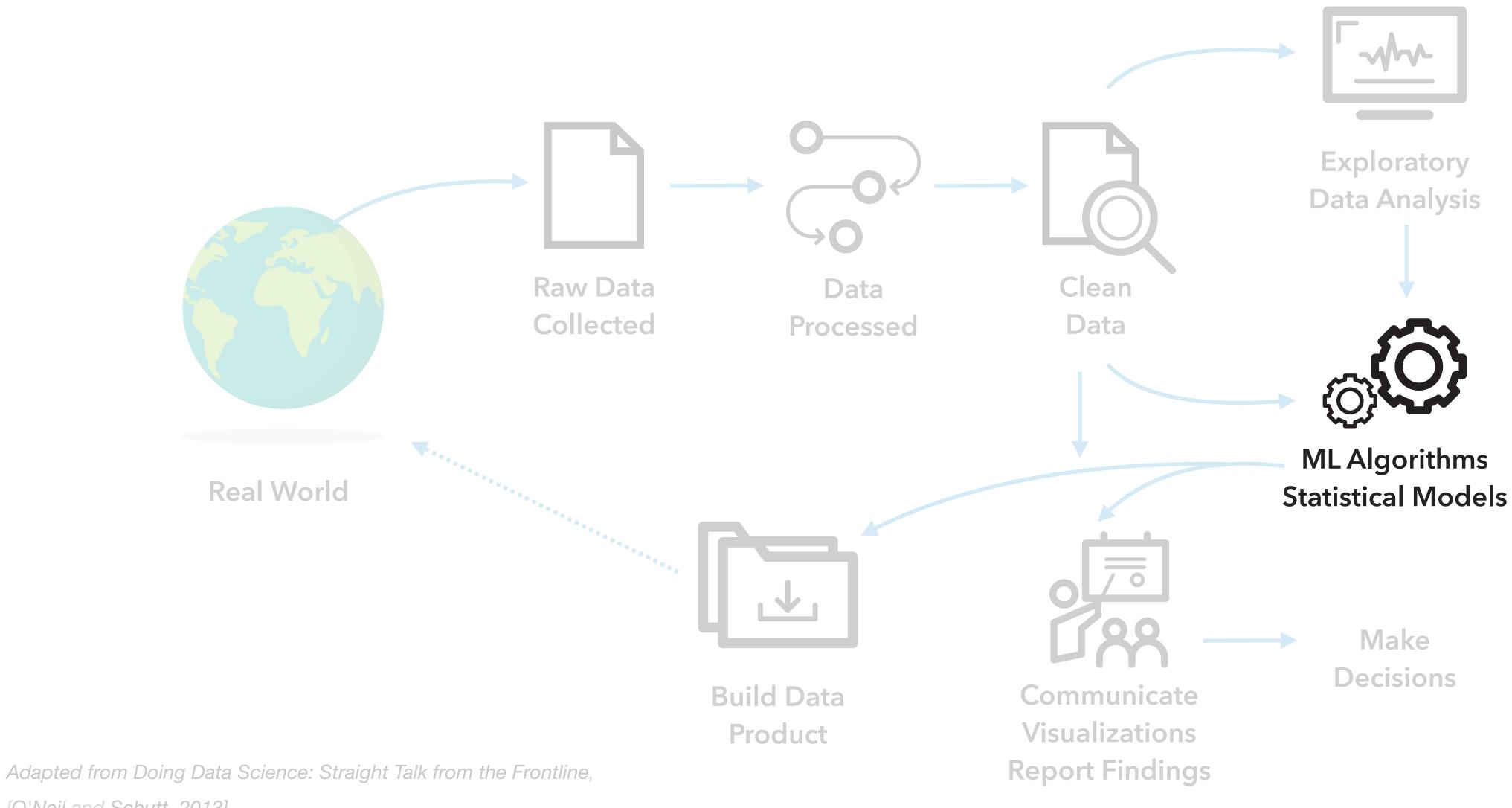
Adapted from Doing Data Science: Straight Talk from the Frontline, [O'Neil and Schutt, 2013]



[O'Neil and Schutt, 2013]



Adapted from Doing Data Science: Straight Talk from the Frontline, [O'Neil and Schutt, 2013]

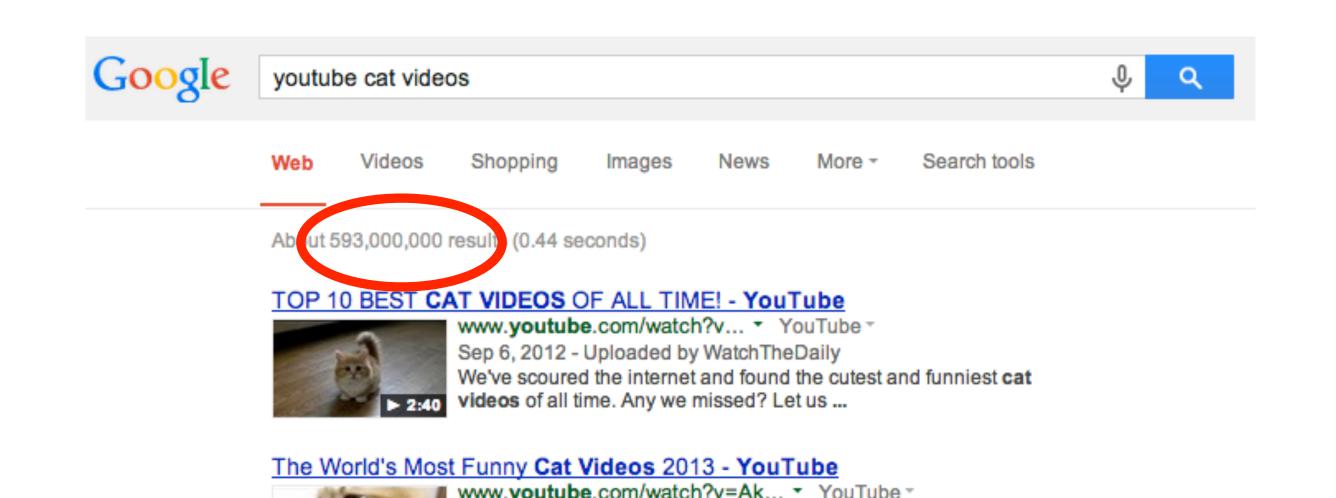


[O'Neil and Schutt, 2013]

15 Exabytes in Punch Cards:4.5 km over New England

Big Data

2017: 2.5 exabytes (quintillion bytes)
of data per day, largely unstructured
90% of the data created in last two years





798 Instagram photos uploaded in 1 second ()

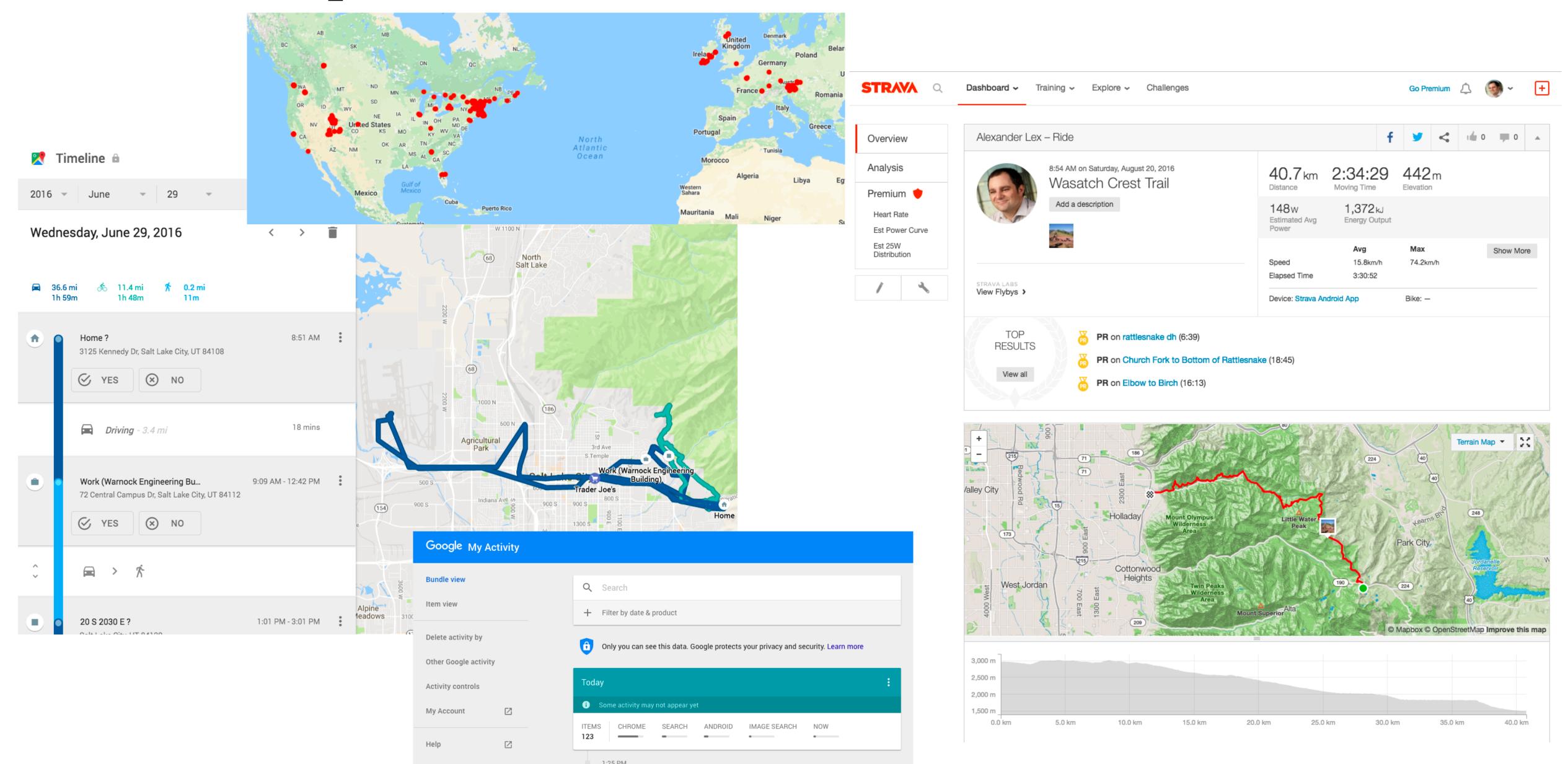


1,277 Tumblr posts in 1 second



ttttttttttttttttttttttttttttt

Example: Personal Data



Big Data in Science and Engineering

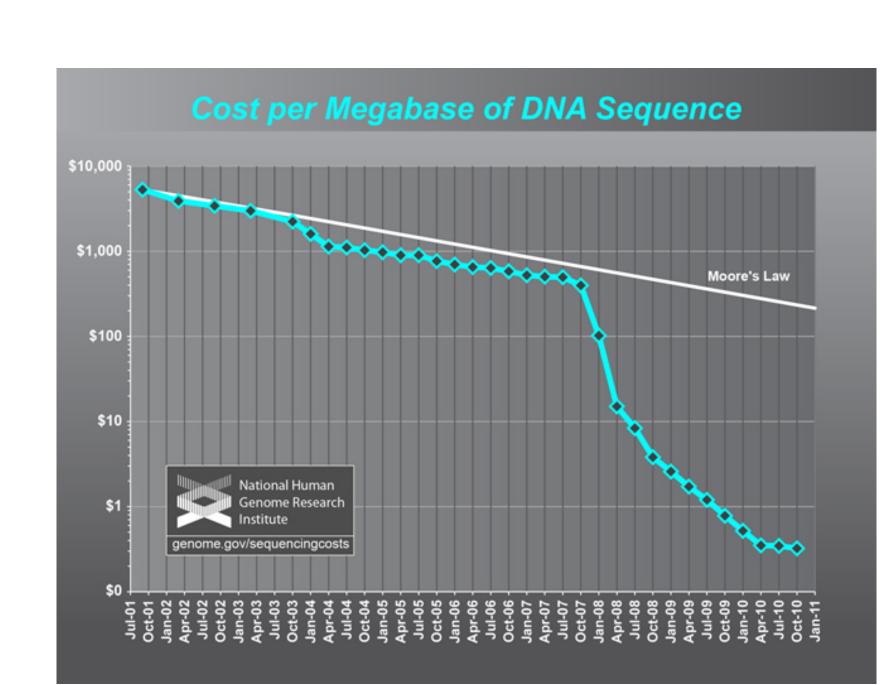
"Big Data" has transformed science and engineering.

Cheap sensors (e.g. imaging) have changed everything

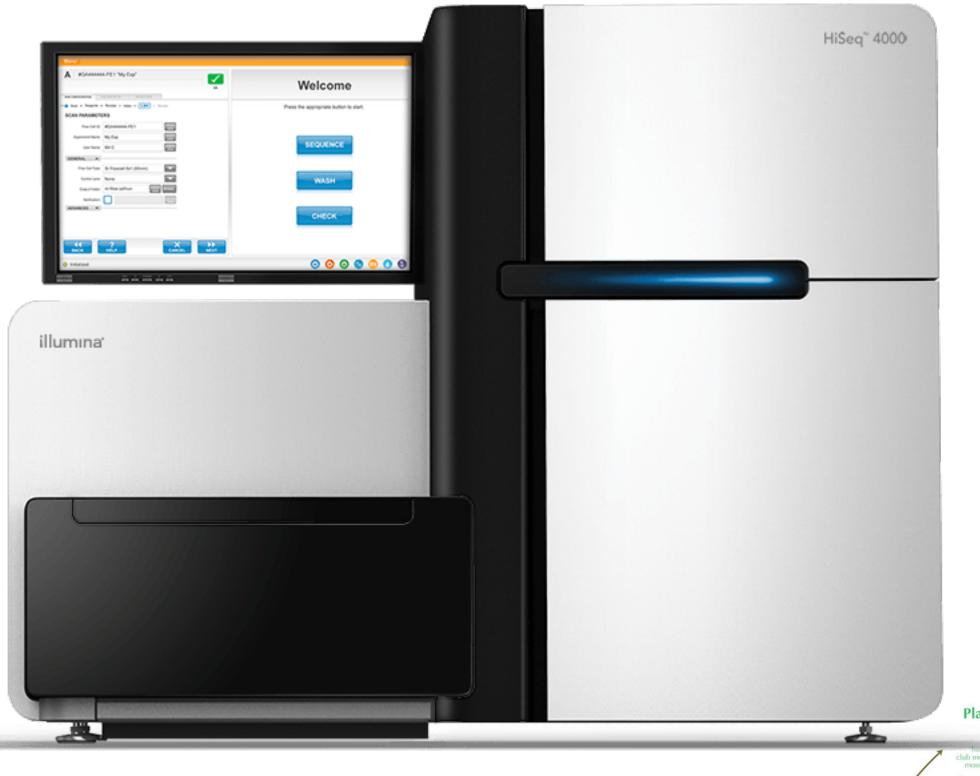
Examples:

- Large physics experiments and observations
- Cheaper and automated genome sequencing
- Smart buildings / cities (blyncsy)

Controversy: Hypothesis or data driven methods



Example: Genomics



Plants conifers ginkgo cycards ierns green algae green algae



MinIO

Archaea

Cambrian Explosio

Global Ice Ages

Global Rest

Earth Birth

Earth Birth

General Ages

Global Ice Ages

Global Ice

23andIV

Example TCGA: 1 Petabyte

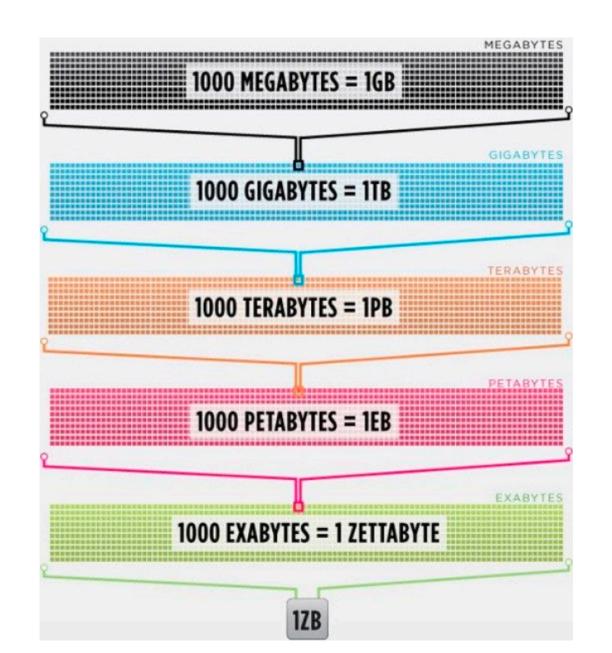
Millions of Years Ago

NSA Utah Data Center (Bluffdale, Utah)

Storage Capacity?

estimates vary,

NPR/NG estimate five zettabytes of data





"The ability to take data—to be able to understand it, to process it, to extract value from it, to visualize it, to communicate it—that's going to be a hugely important skill in the next decades, ... because now we really do have essentially free and ubiquitous data."

Hal Varian, Google's Chief Economist The McKinsey Quarterly, Jan 2009

Humans!

Human Data Interaction

Why Humans?

Leveraging human capabilities

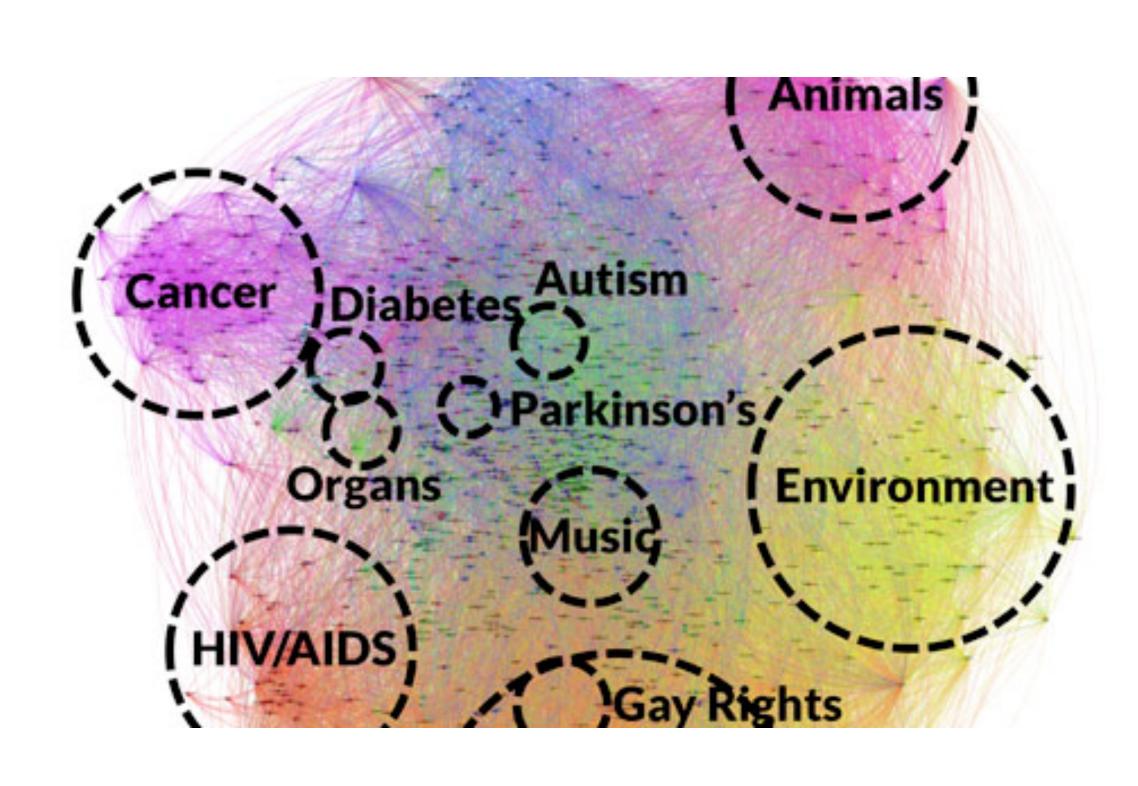
Pattern Discovery: clusters, outliers, trends

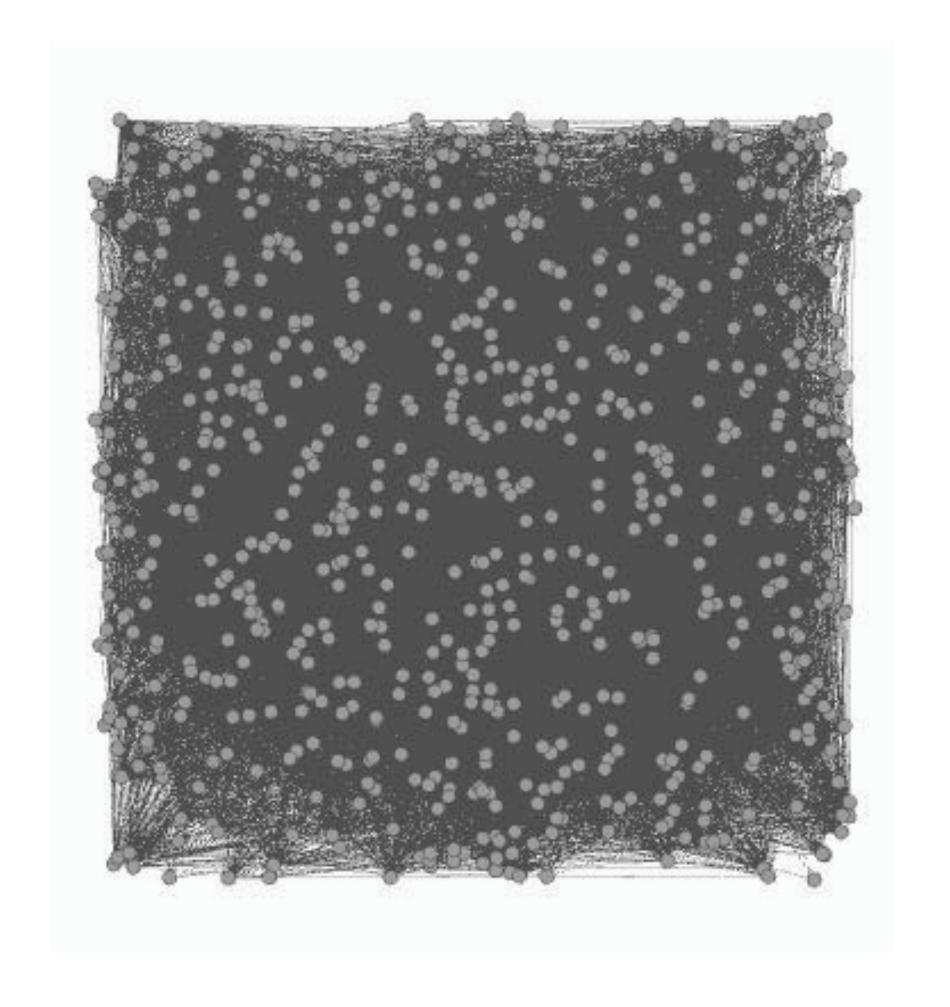
Contextual Knowledge: expectations for dataset, explanations for patterns

Action: humans learn and take action

But: we also have to design for Humans and their limitations

Not everything that can be drawn can be read!





Limits of Cognition

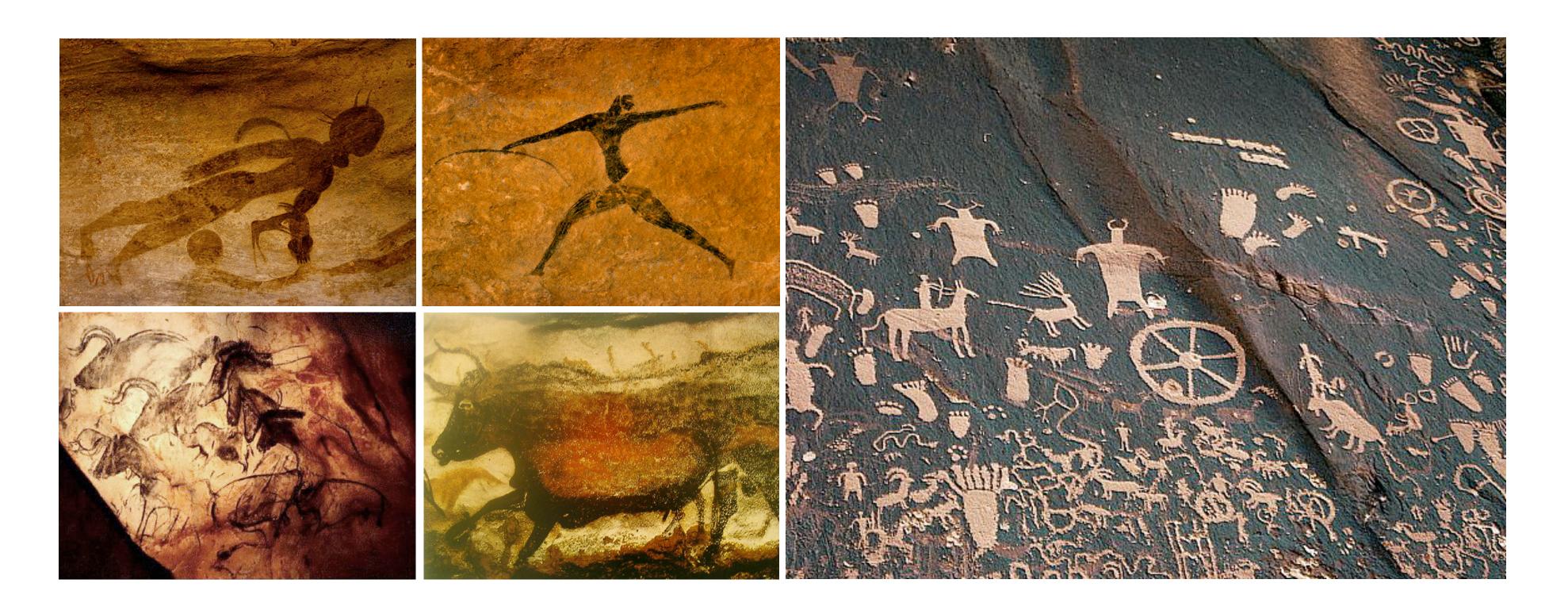


How did we get here?

A bit of history

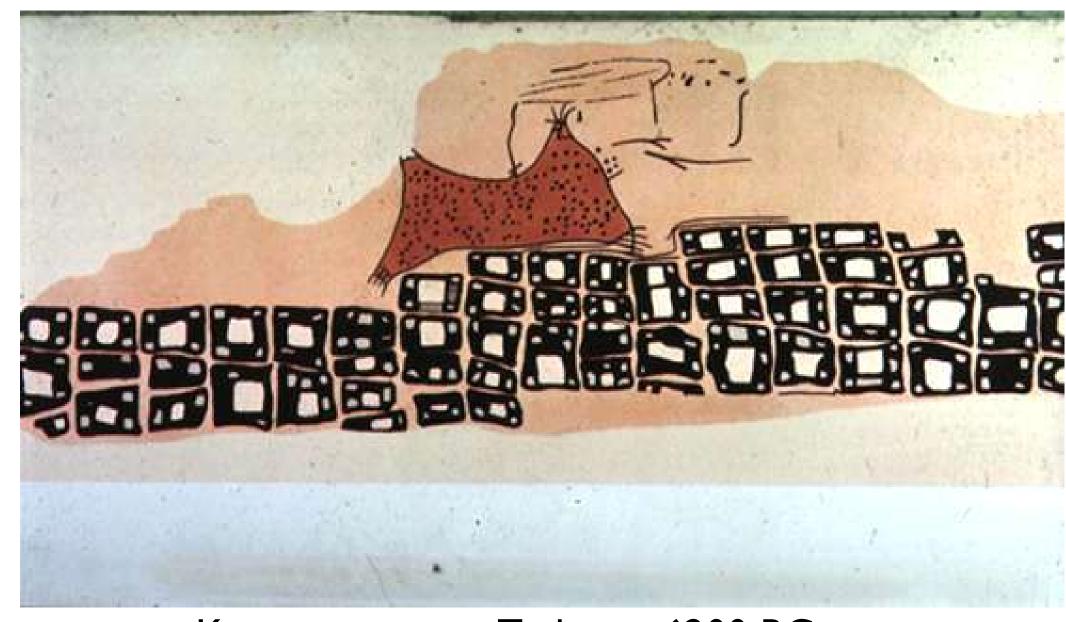
"It is things that make us smart"

Donald A. Norman

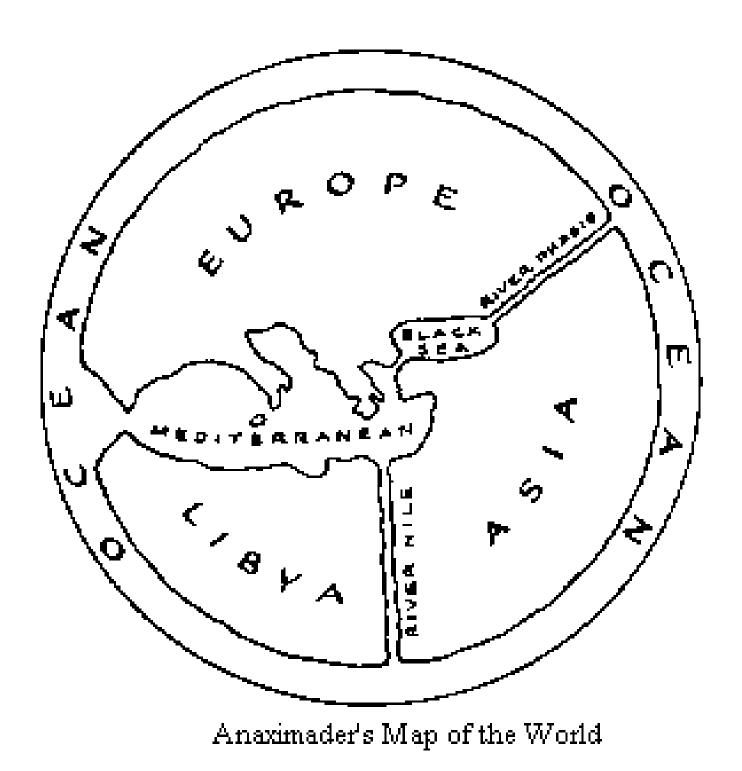




Record

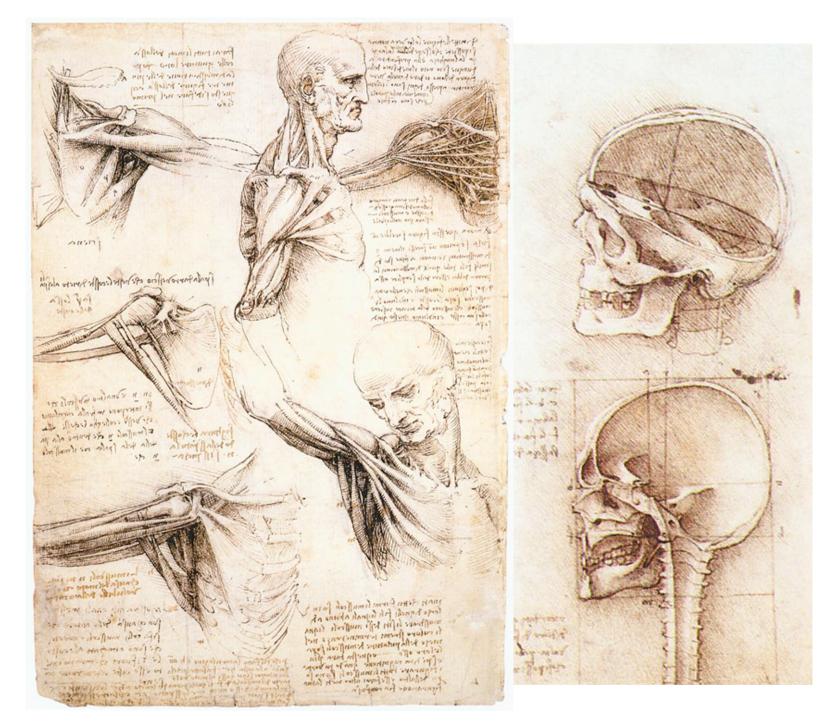


Konya town map, Turkey, c. 6200 BC

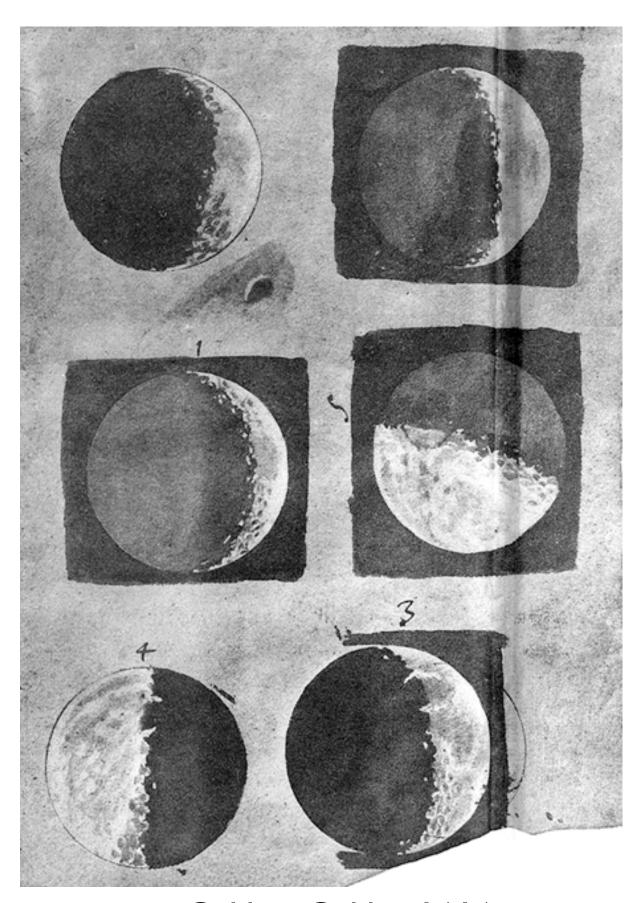


Anaximander of Miletus, c. 550 BC

Record



Leonardo Da Vinci, ca. 1500



Galileo Galilei, 1616

Donald Norman

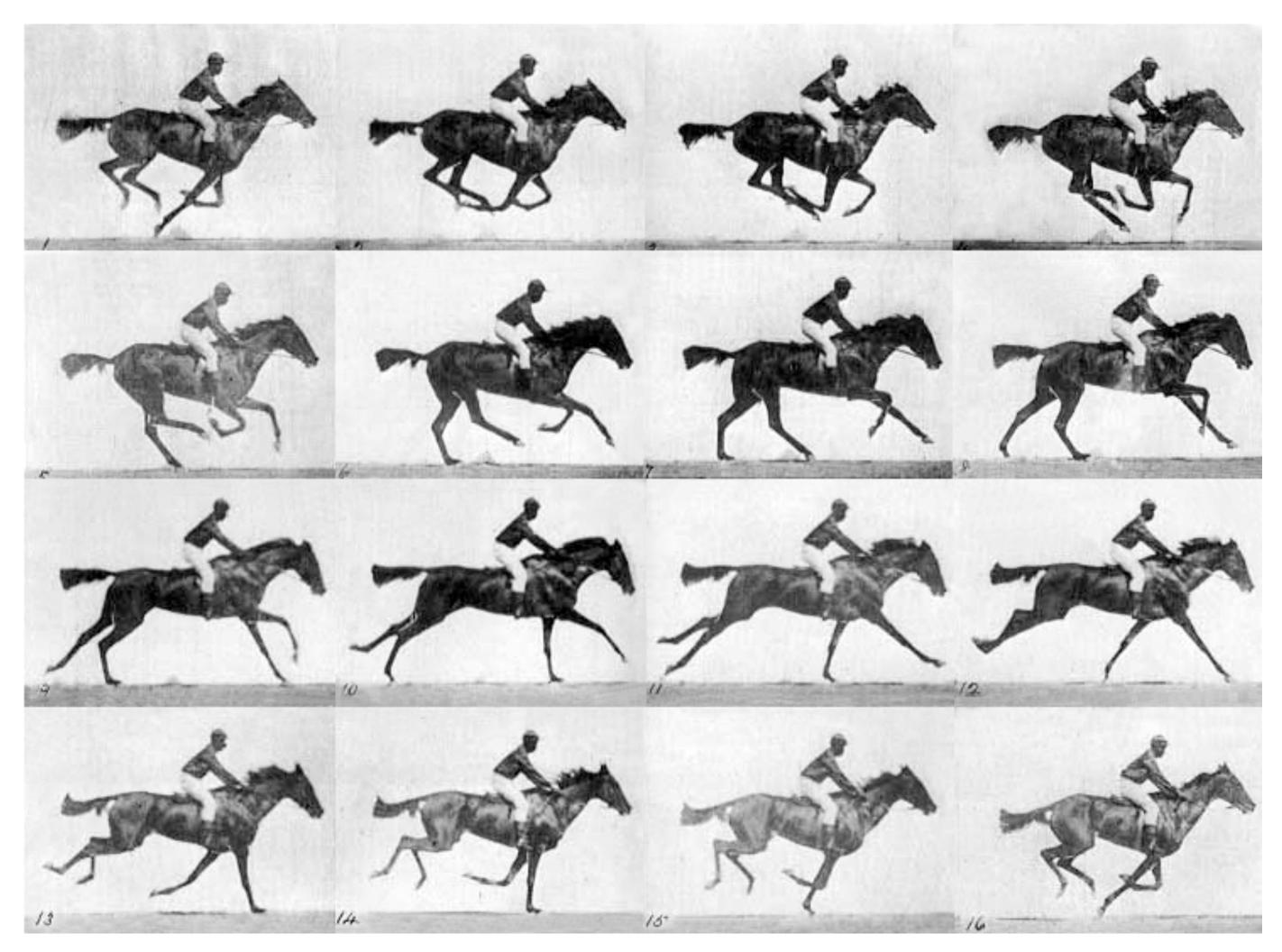


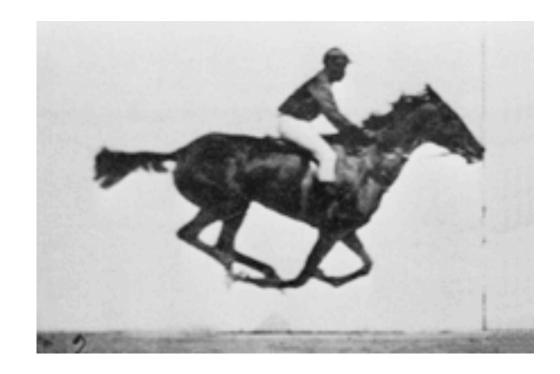
William Curtis (1746-1799)

The History of Visual Communication

The Galileo Project, Rice University

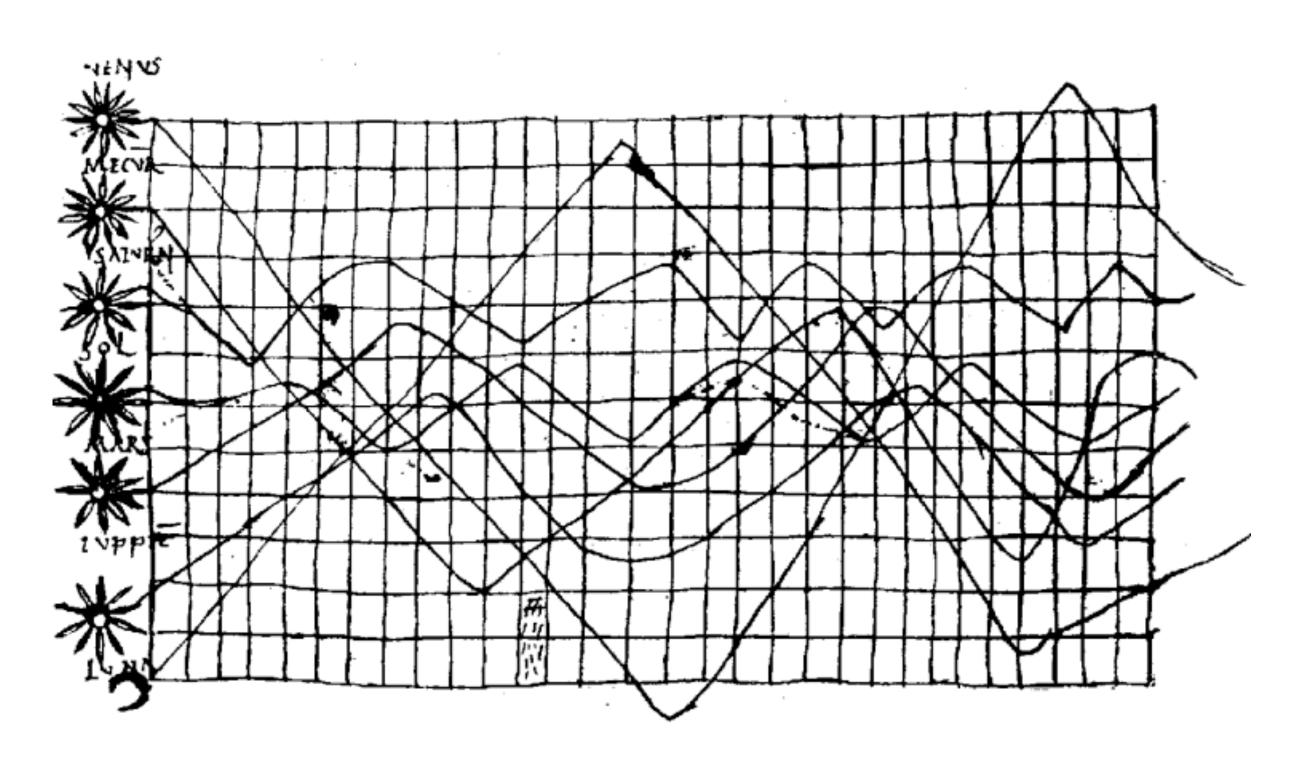
Record



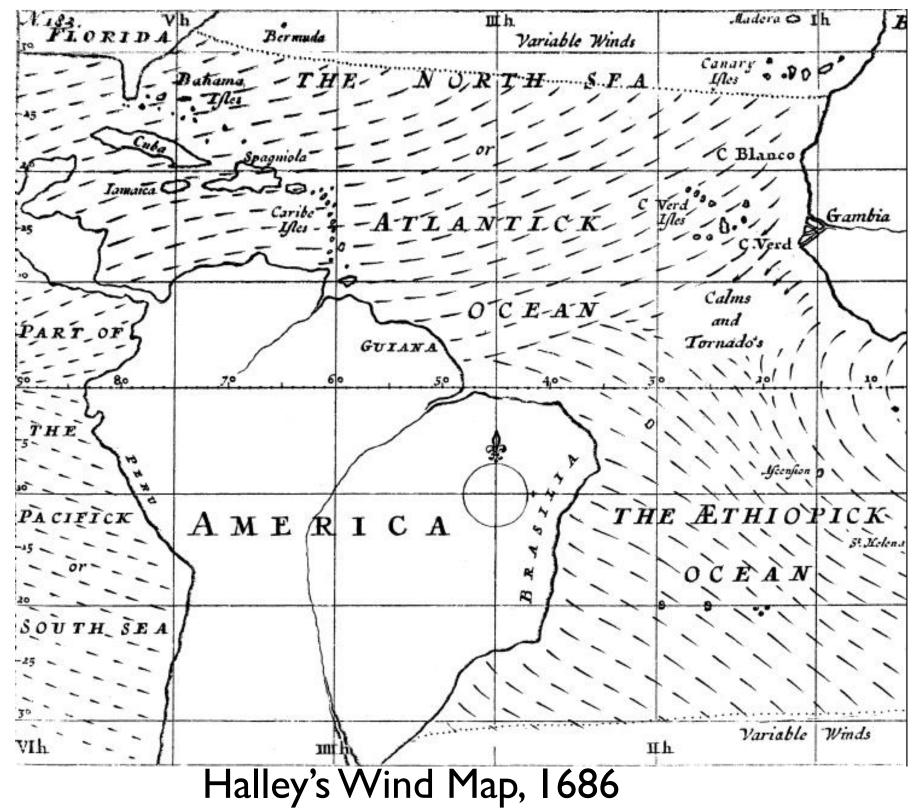


Eadweard J. Muybridge, 1878

Analyze

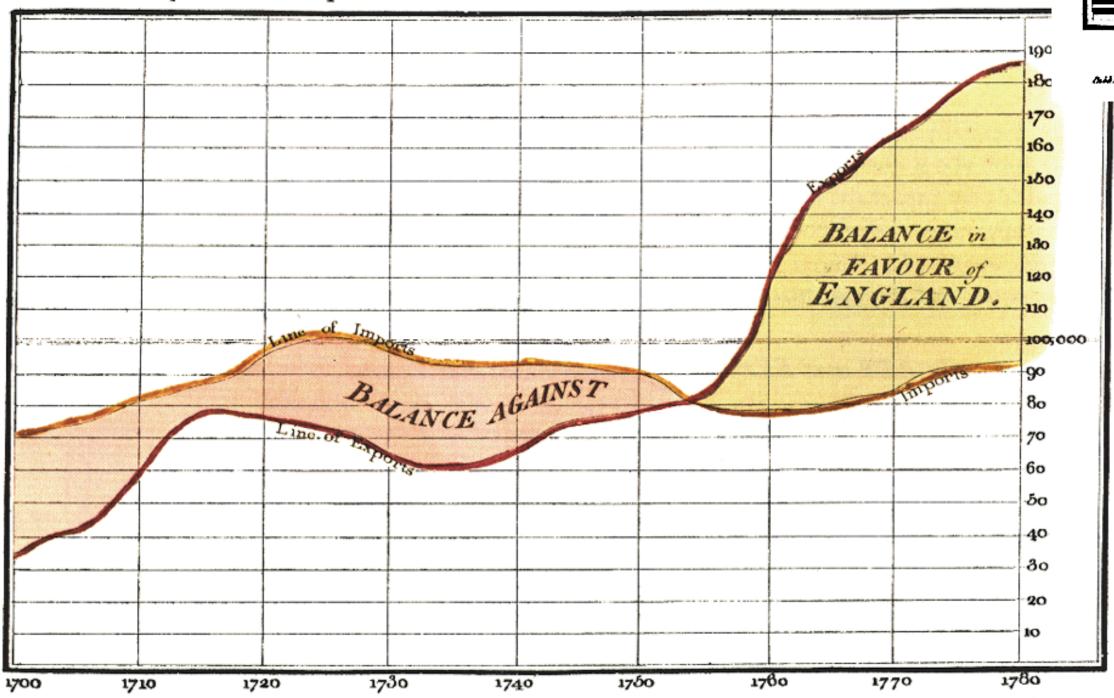




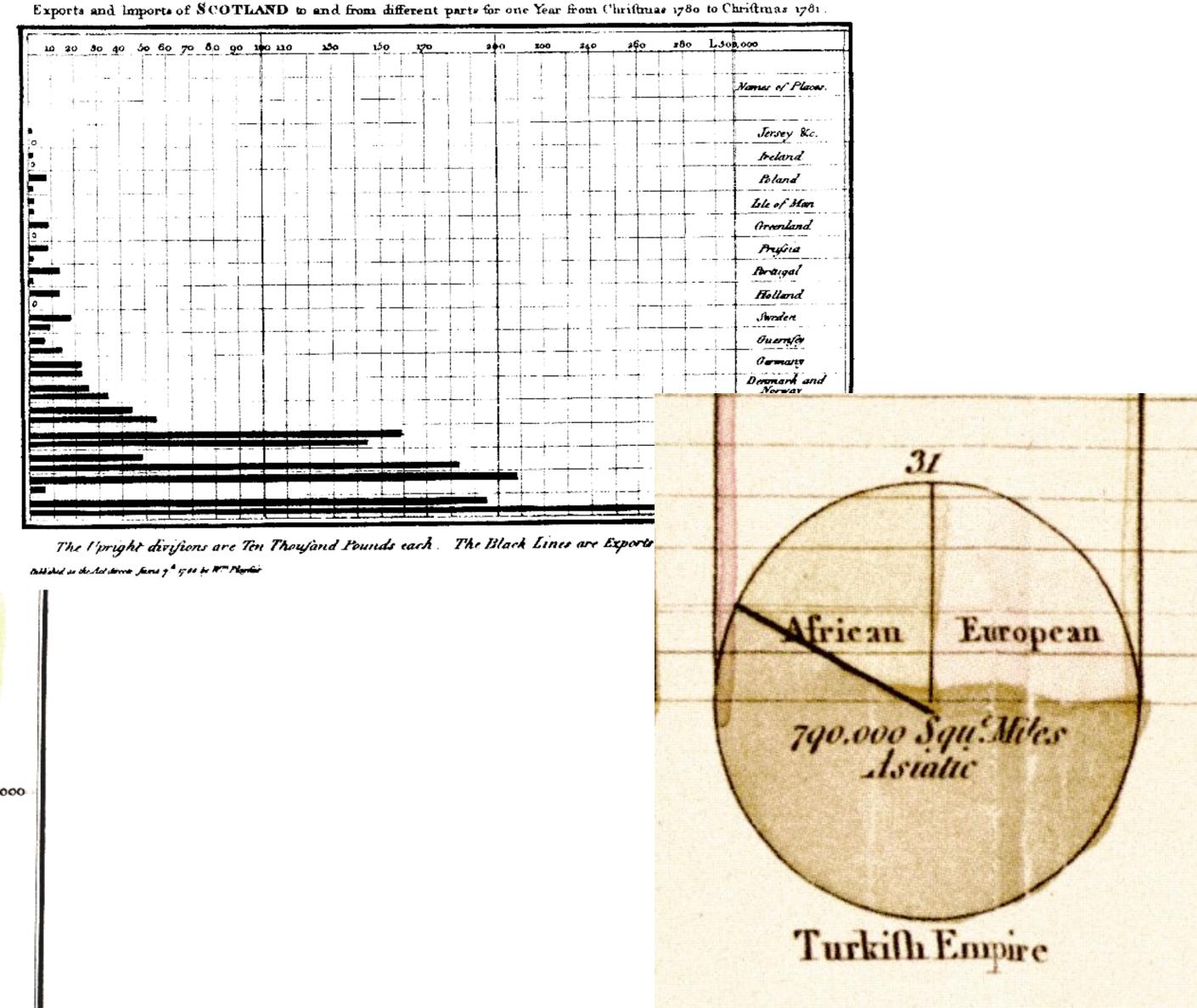


Analyze



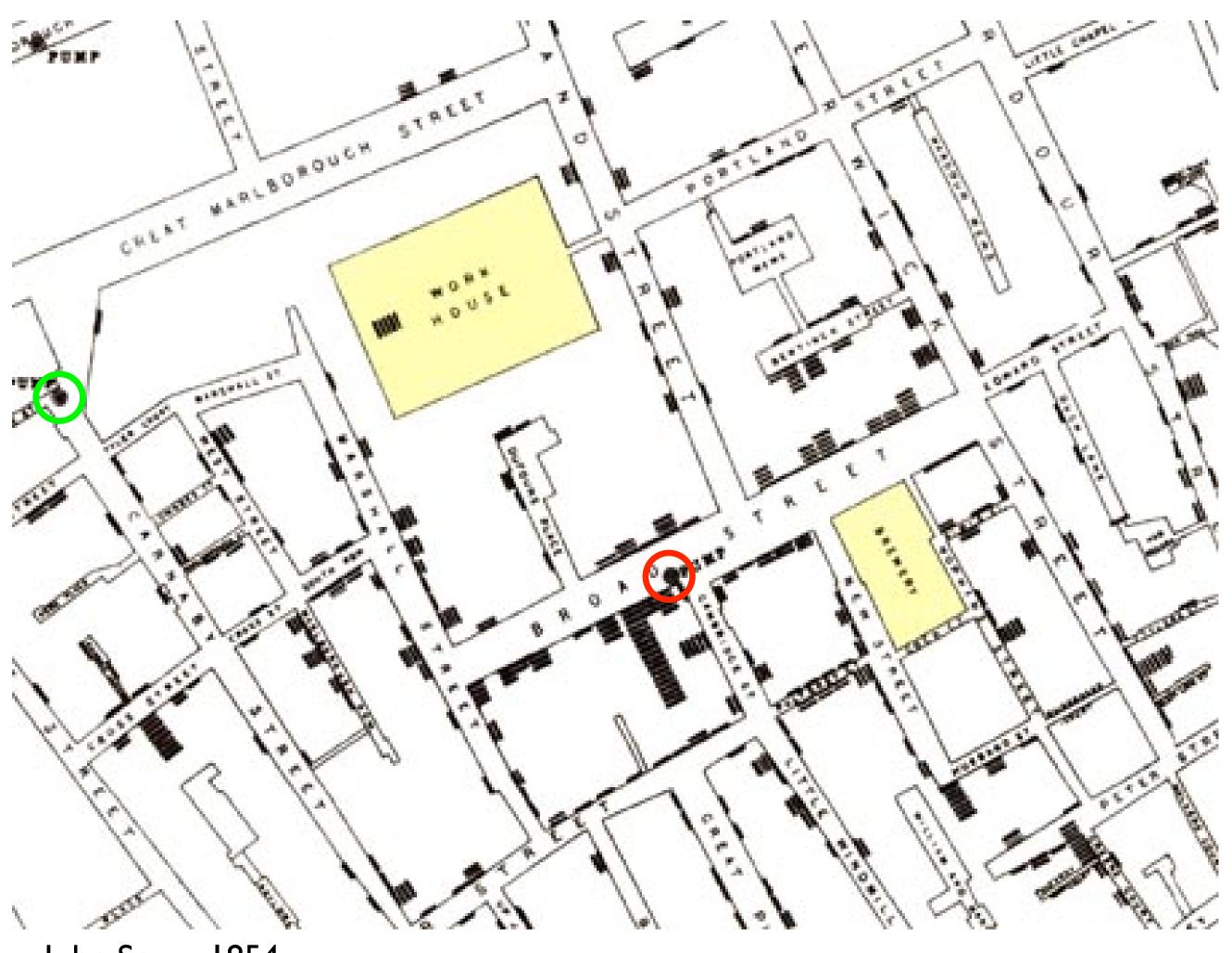


W. Playfair, 1786

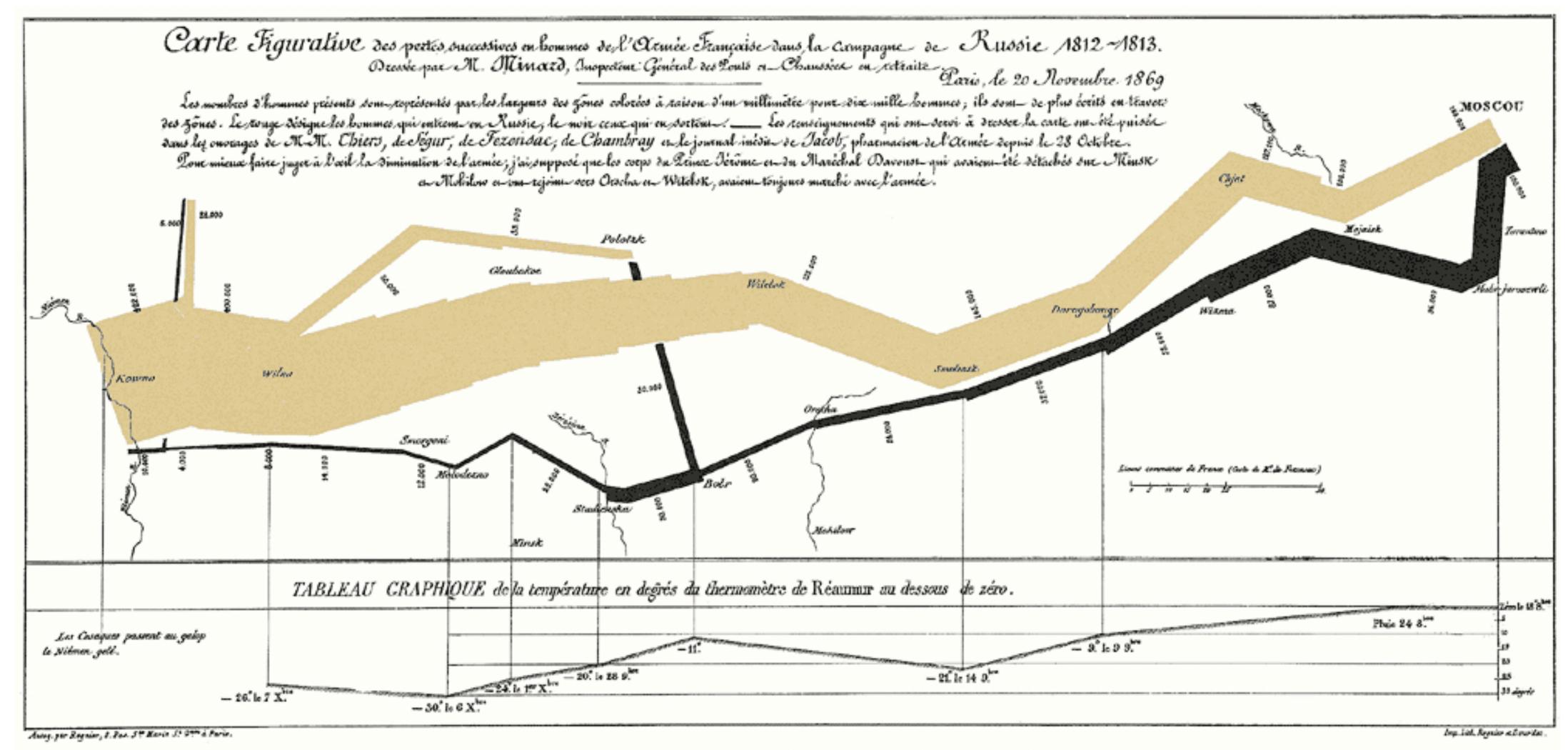


proportions of the Turkish Empire located in Asia, Europe and Africa before 1789

Find Patterns



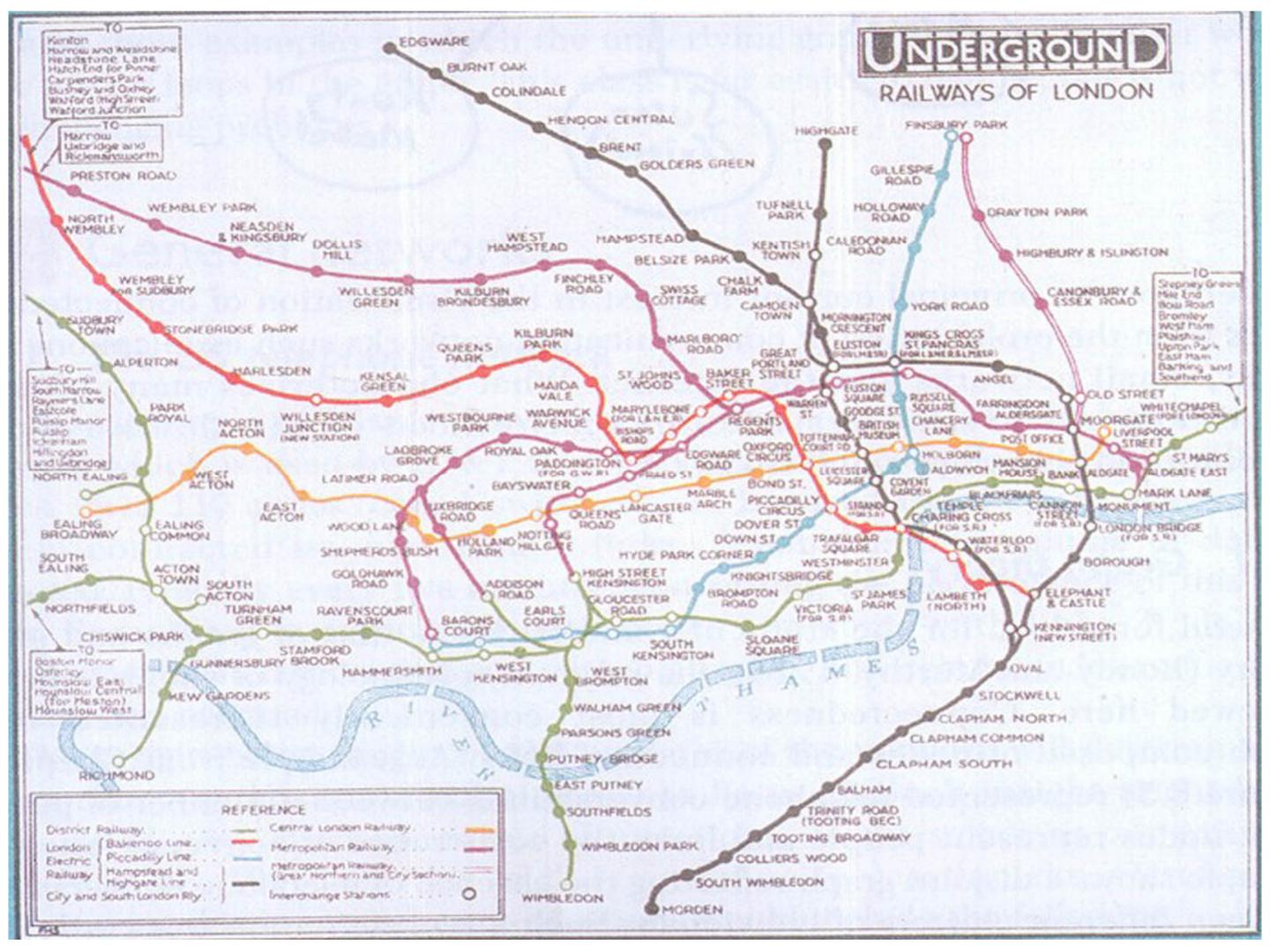
Communicate



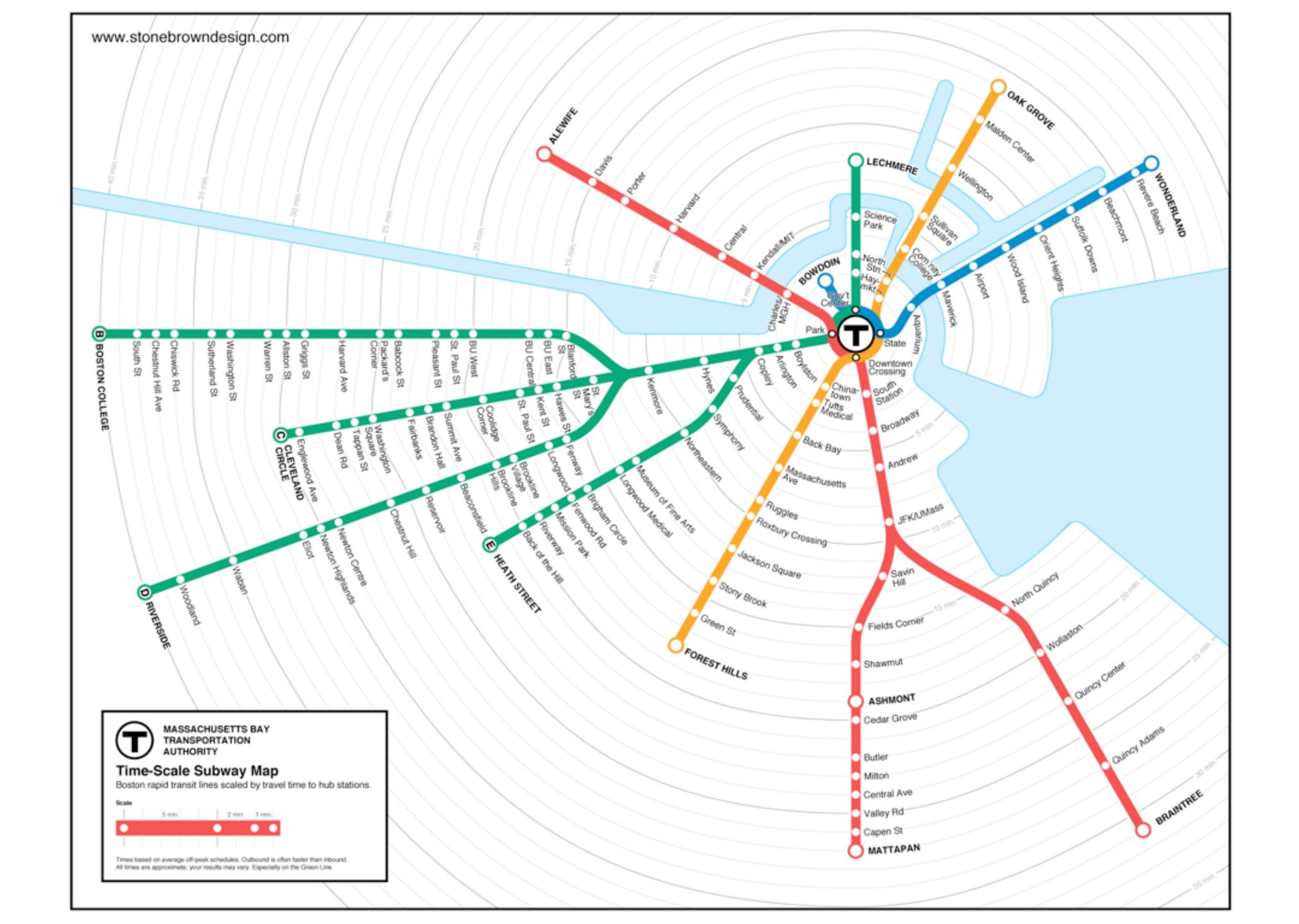


http://infowetrust.com/scroll/

Communicate



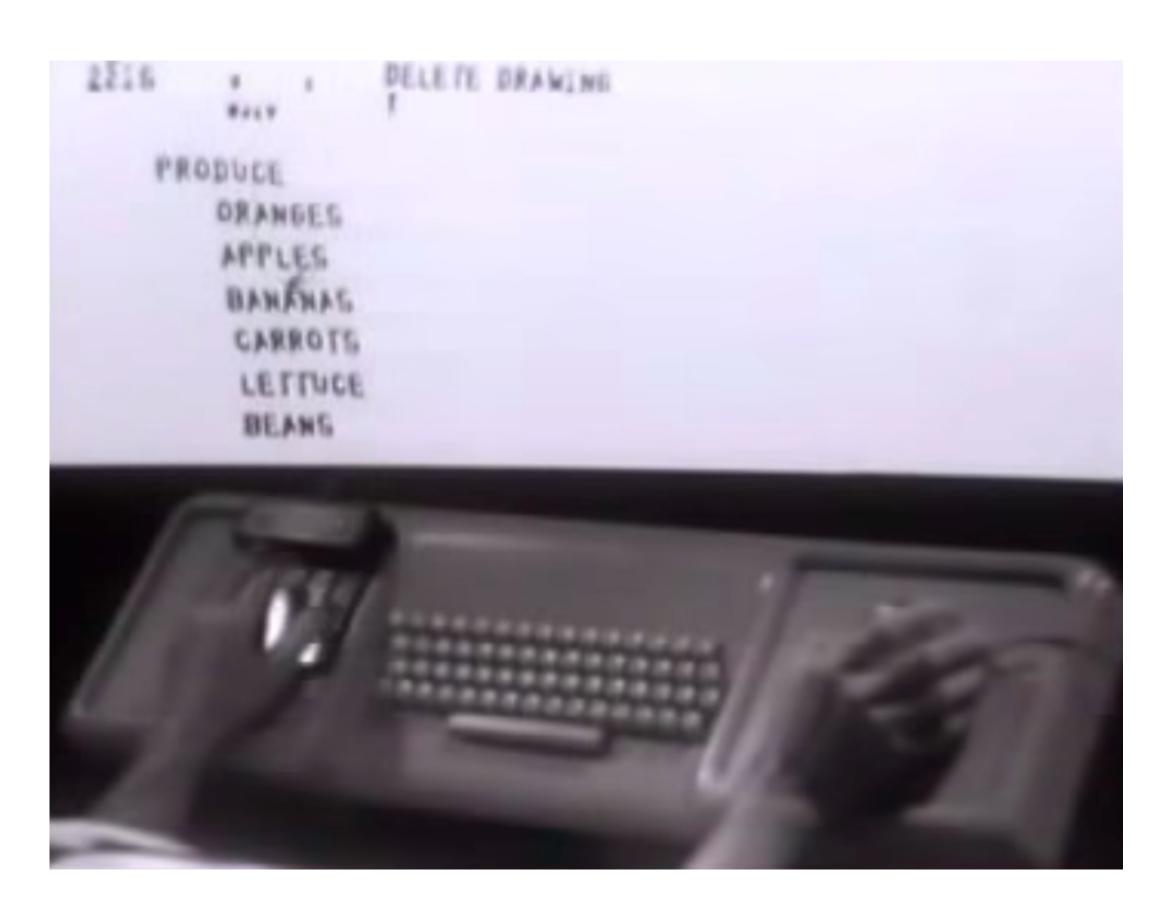
London Subway Map, 1927



Interact



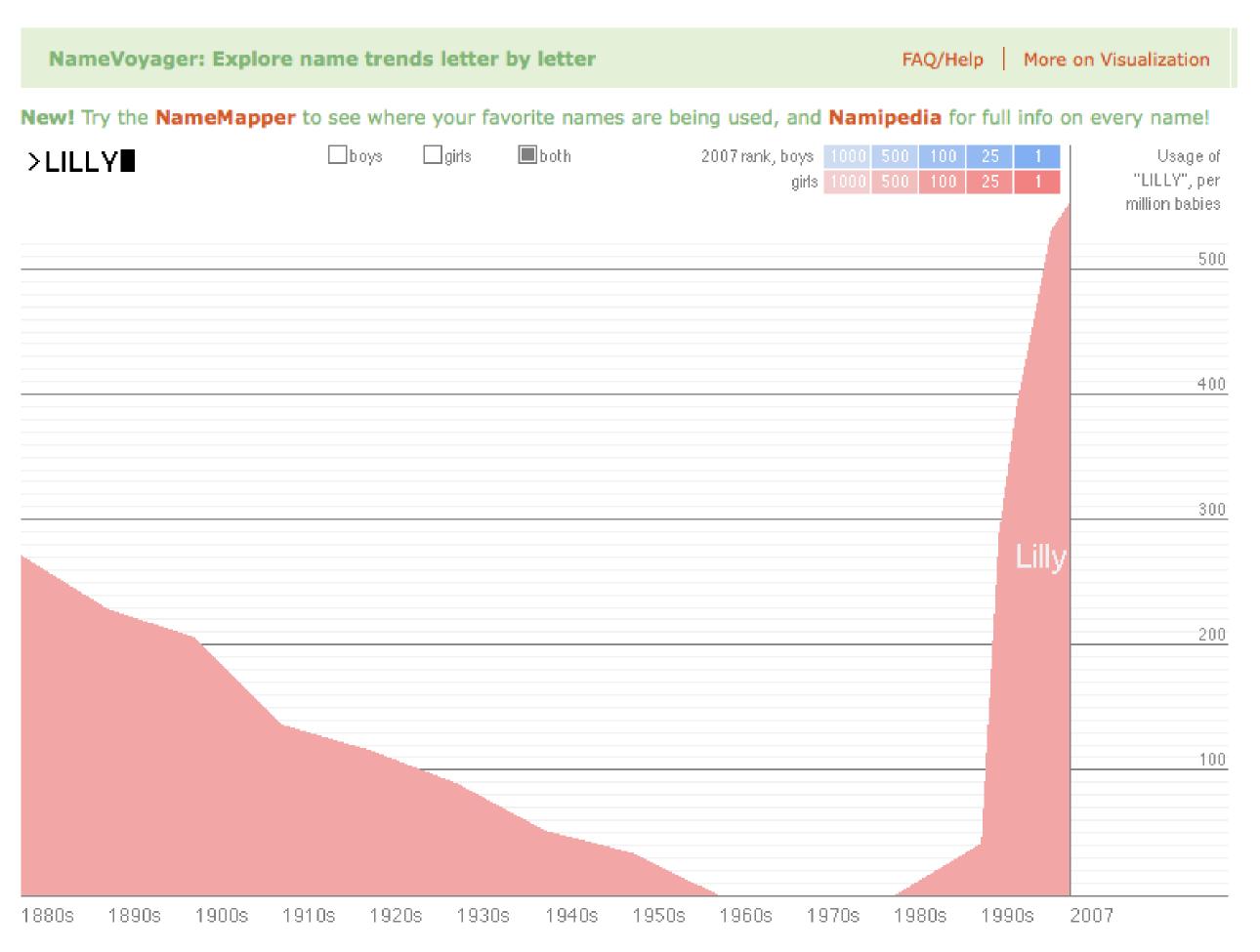
Ivan Sutherland, Sketchpad, 1963



Doug Engelbart, 1968

Modern Examples

Analyze



M. Wattenberg, 2005

Communicate



Hans Rosling, TED 2006

Who is CS-5630 / CS-6630?

Course Staff



Devin Lange
Teaching Mentee



Haihan Lin

Teaching Mentee



Youjia Zhou
Teaching Mentee

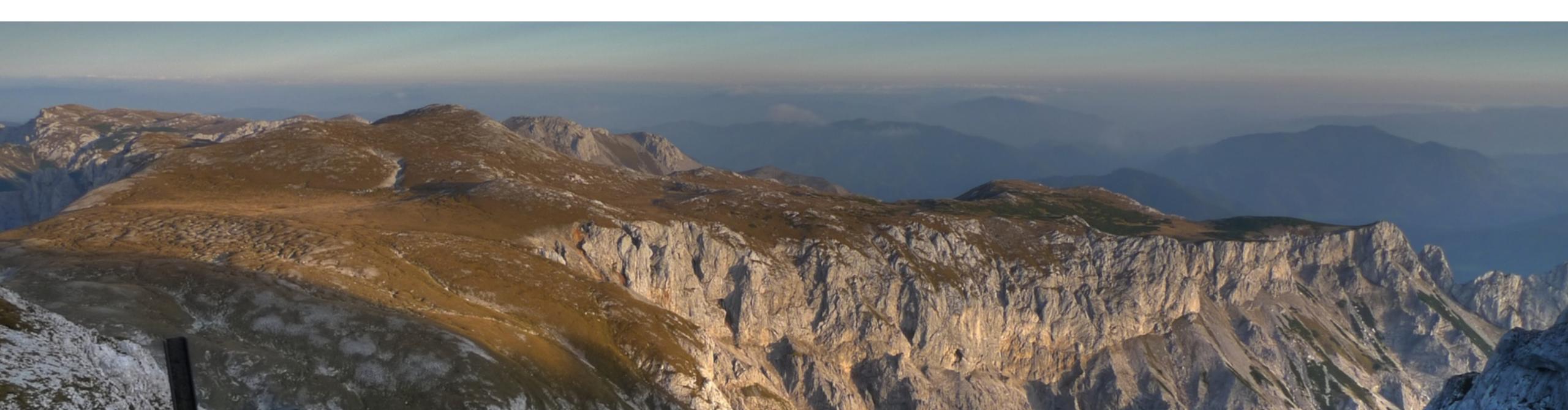
Alexander Lex



Associate Professor, Computer Science

Before that: Lecturer, Postdoctoral Fellow, Harvard

PhD in Computer Science, Graz University of Technology





http://vdl.sci.utah.edu/



SCI Institute

Scientific Computing and Imaging Institute

Scientific Computing

Biomedical Computing

Scientific Visualization

Information Visualization

Image Analysis

































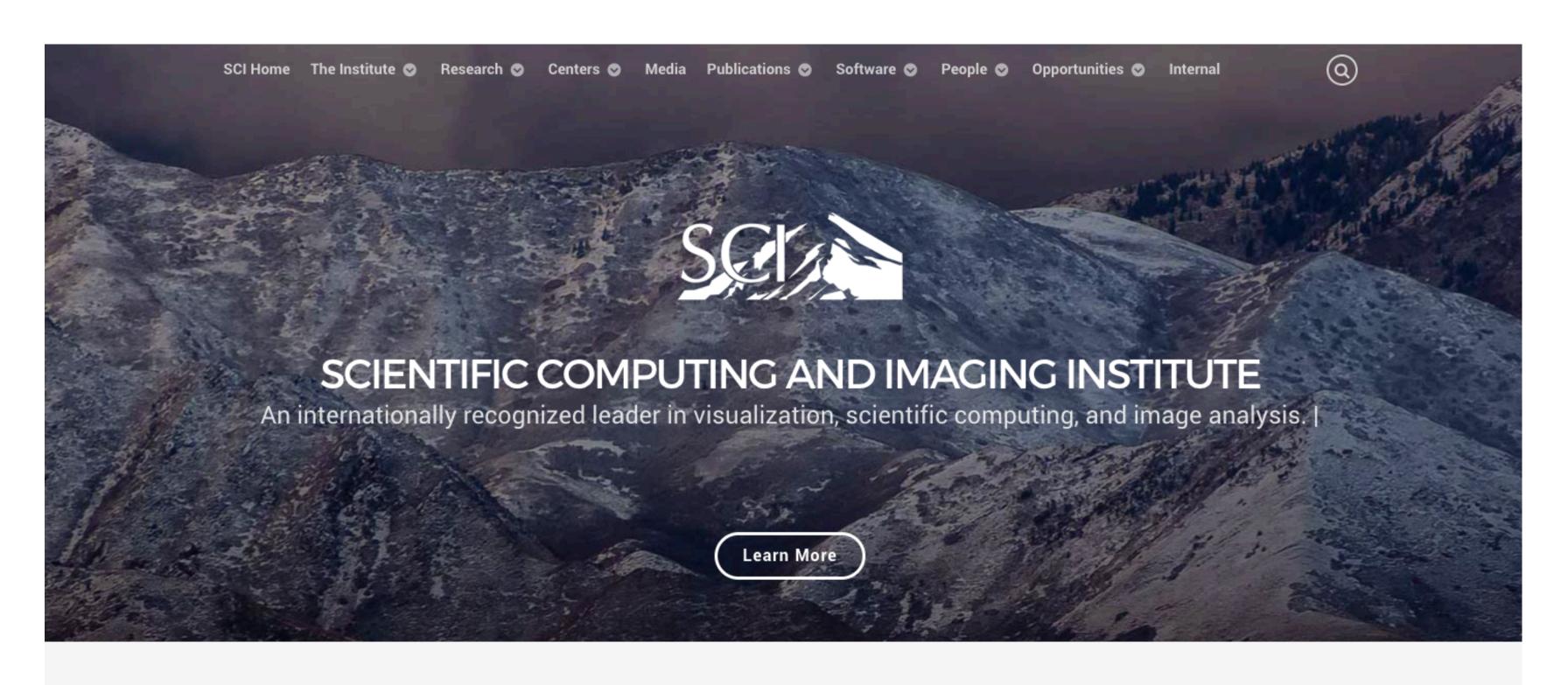






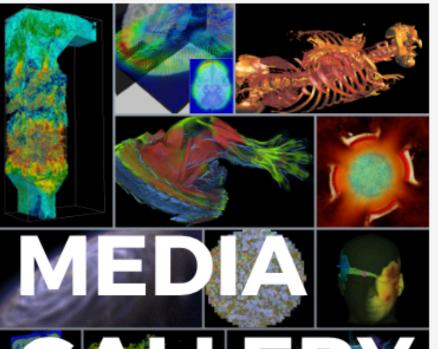


http://sci.utah.edu









DOMAIN DRIVEN TECHNIQUES

EMPIRICAL & THEORETICAL WORK

Novel Visualization
Techniques

Visualization Process Innovations

Data Wrangling Methods

Tailored Methods and Systems for High Impact Science Problems **Evaluation Methodology**

Design Spaces / Taxonomies

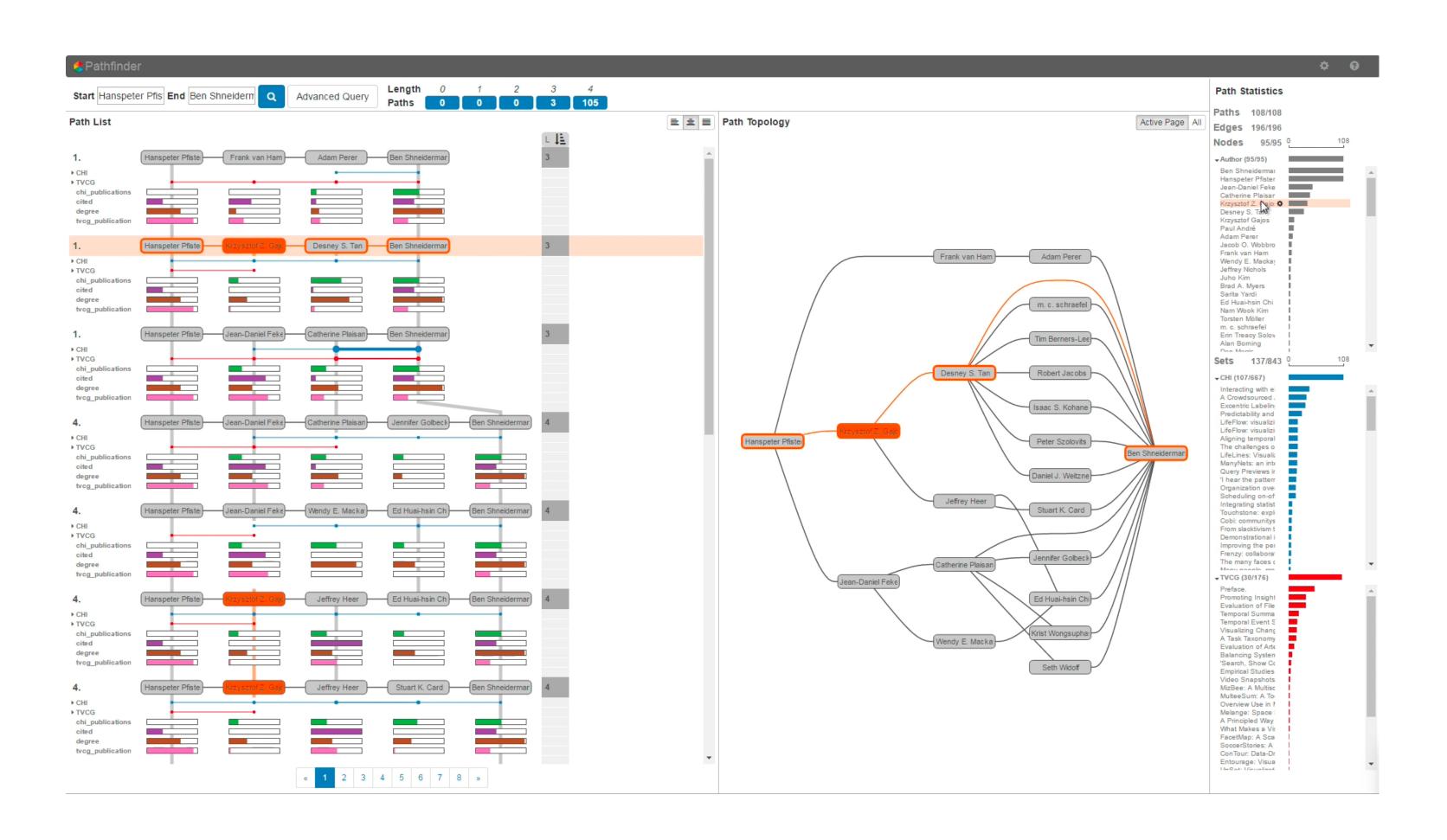
Novel Visualization Techniques

Tabular Data



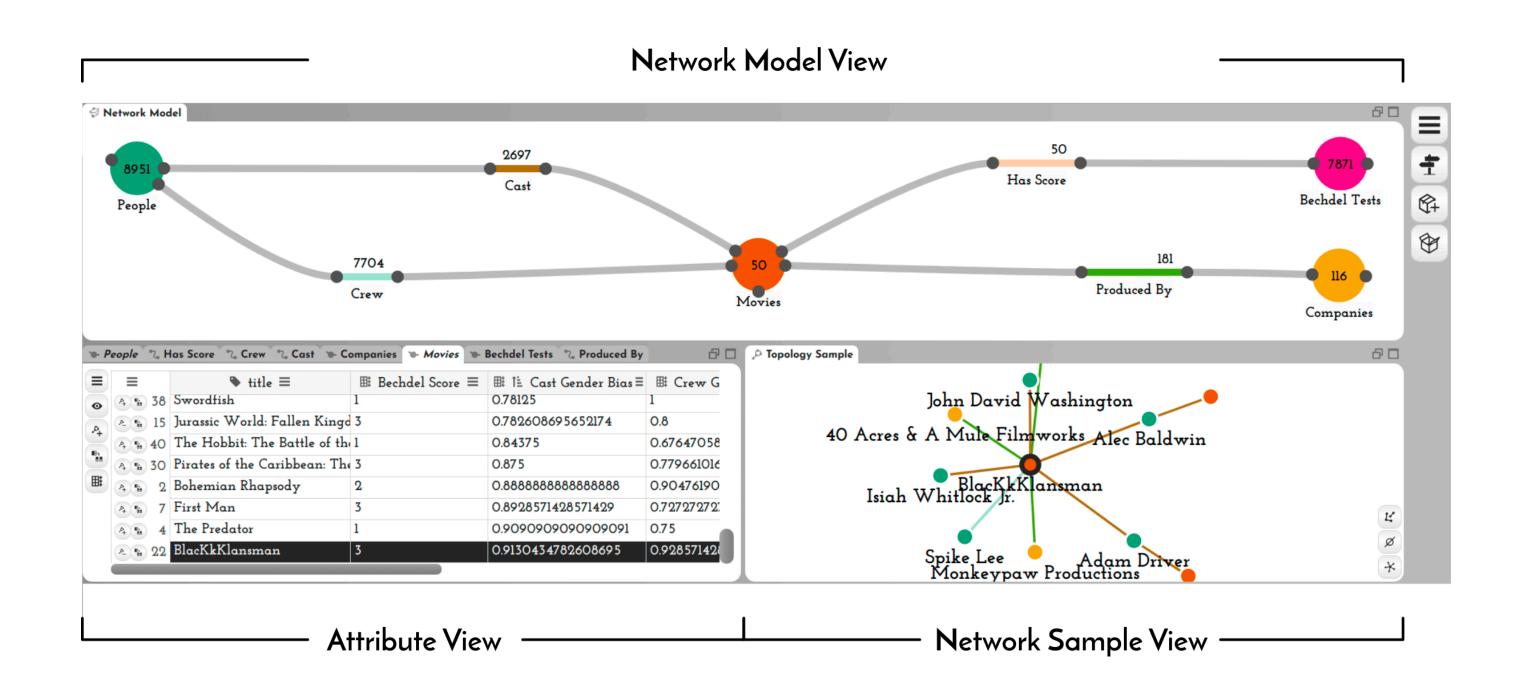
Multivariate Networks

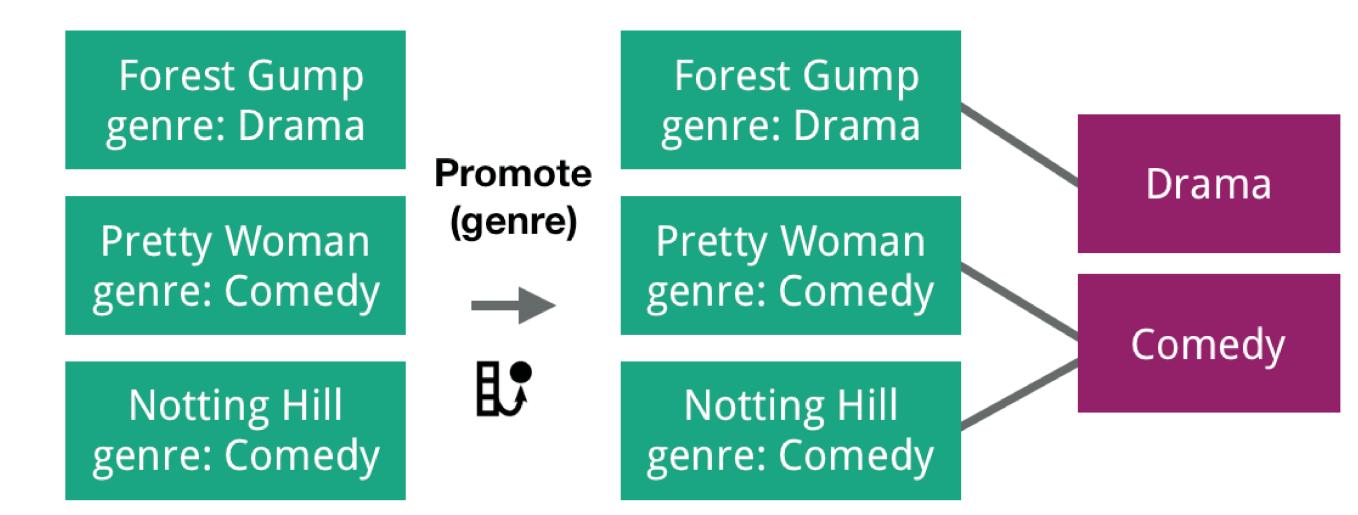
Novel Visualization Techniques



Reshaping Networks

Data Wrangling Methods





DOMAIN DRIVEN TECHNIQUES

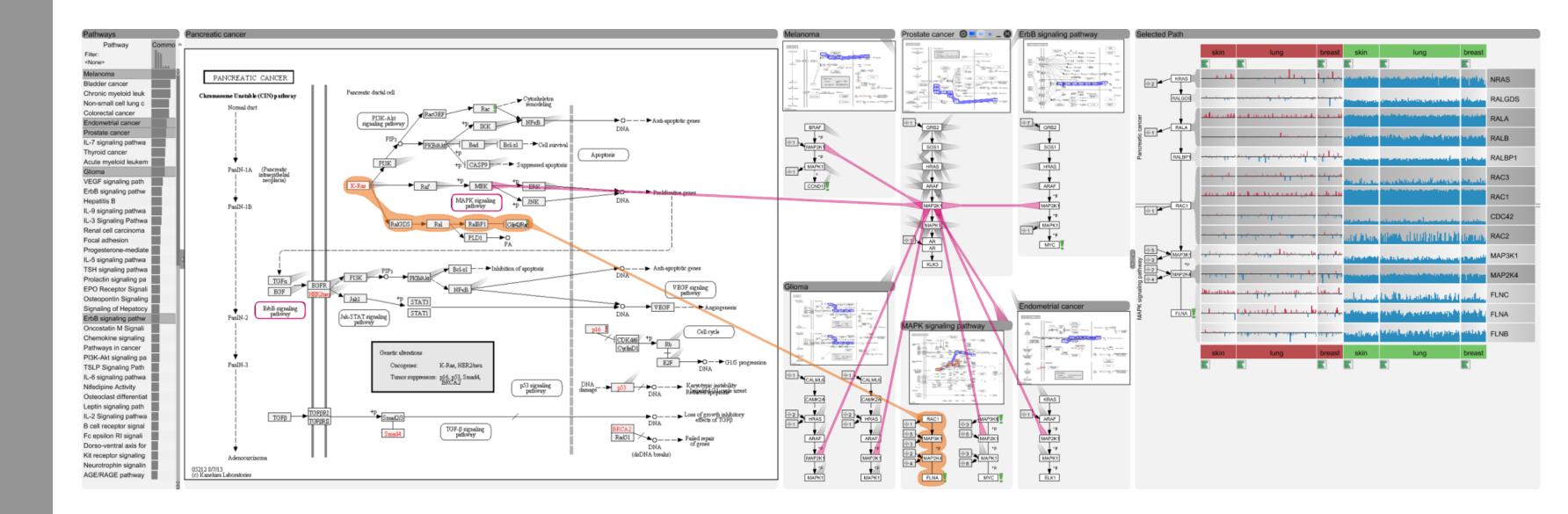
Data Wrangling Methods

Tailored Methods and Systems for High Impact Science Problems

DOMAIN DRIVEN TECHNIQUES

Pathways and Omics Data

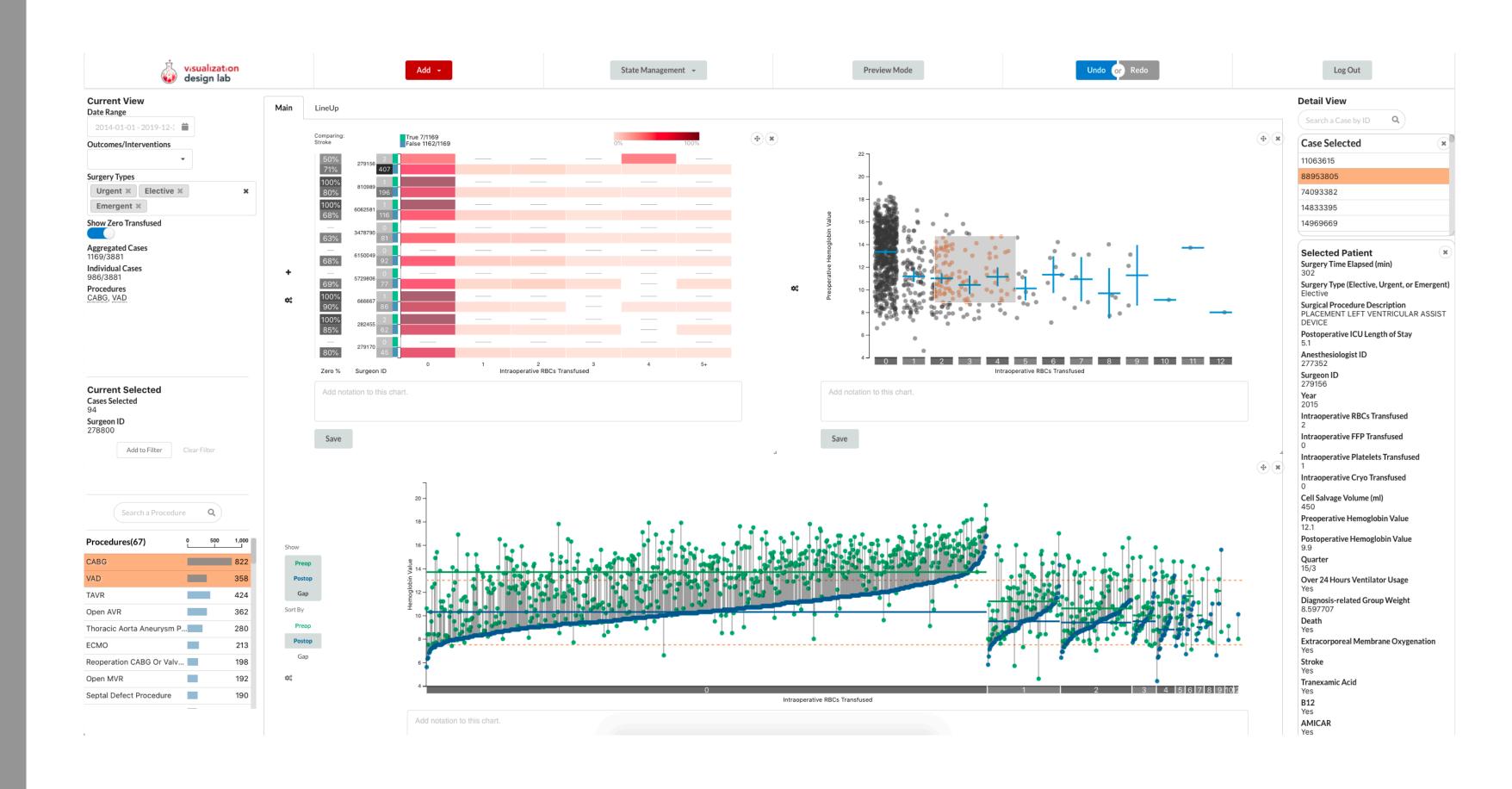
Tailored Methods and
Systems for High
Impact Science
Problems



DOMAIN DRIVEN TECHNIQUES

Tailored Methods and Systems for High Impact Problems

Electronic Health Records



DOMAIN DRIVEN TECHNIQUES

Tailored Methods and
Systems for High
Impact Science
Problems

EMPIRICAL & THEORETICAL WORK

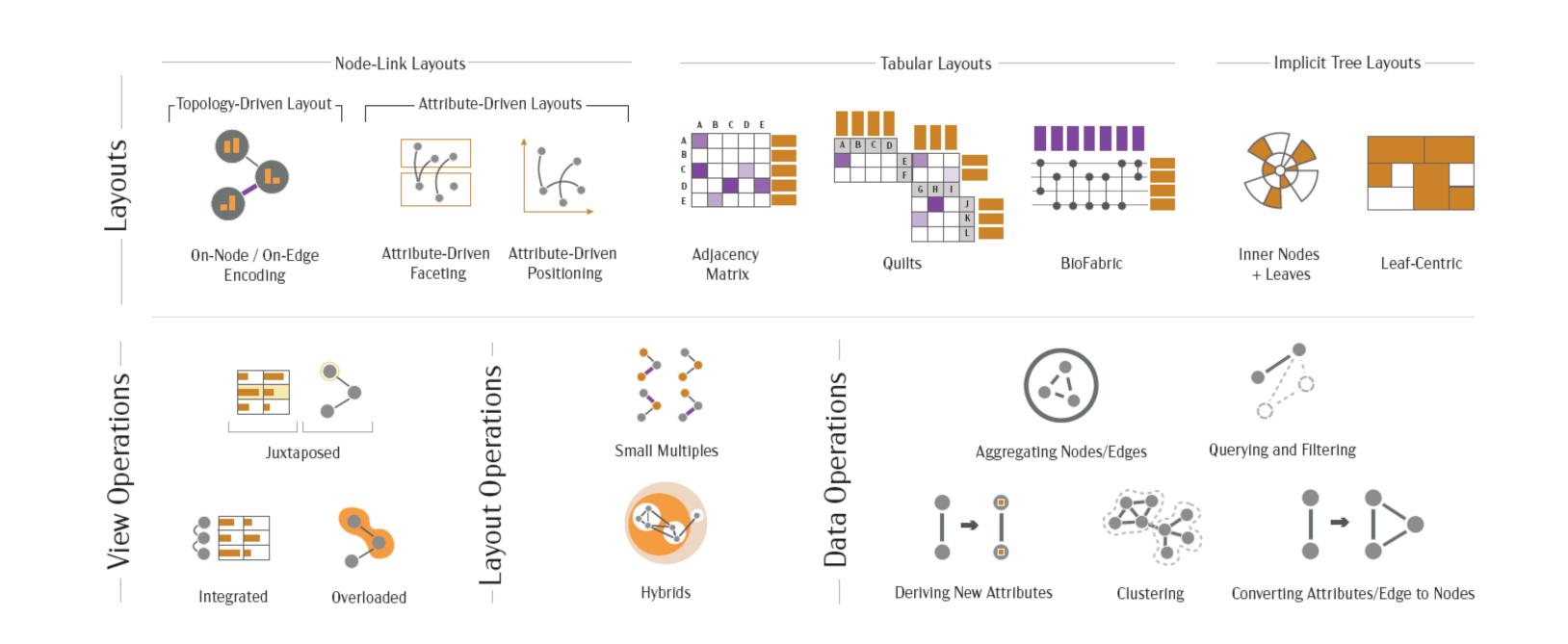
Evaluation Methodology

Design Spaces / Taxonomies

EMPIRICAL & THEORETICAL WORK

Evaluation Methodology

Design Spaces / Taxonomies



Structure & Goals

Course Goals. You will learn:

How to efficiently visualize data

Evaluate and critique visualization designs

Apply fundamental principles & techniques

Design visual data analysis solutions

Implement interactive data visualizations

Web development skills

Course Components

Theory

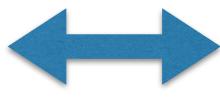
Lecture Reading Discussion

Design Critiques Redesigns





Labs D3 reading Self-study Office hours



Design Skills - Coding Skills

```
<meta charset="utf-8">
text {
  font: 10px sans-serif;
</style>
<body>
<script src="http://d3js.org/d3.v3.min.js"></script>
<script>
```

Course Components

Lectures: introduce theory; RECORDED

Design Critiques / Redesigns: develop "an eye" for vis design, critique, learn by example;

Will happen in breakout groups, NOT RECORDED

Submit 5 critiques, within 2 days after posting

Labs: short coding tutorials, examples; RECORDED

Based on a published script on website

Strongly related to homework assignments

Homeworks help practice specific skills

Final Project gives you a chance to go through a complete vis project

Schedule

Lectures: Tuesday and Thursday 12:25-1:45 pm

Labs: Mondays, 5:00-6:00 pm, L110 (scheduled on

demand)

Review Lectures:

YouTube Channel

Three Parts:

I. Technical Foundations

HTML, Javascript, D3

II. Visualization Fundamentals

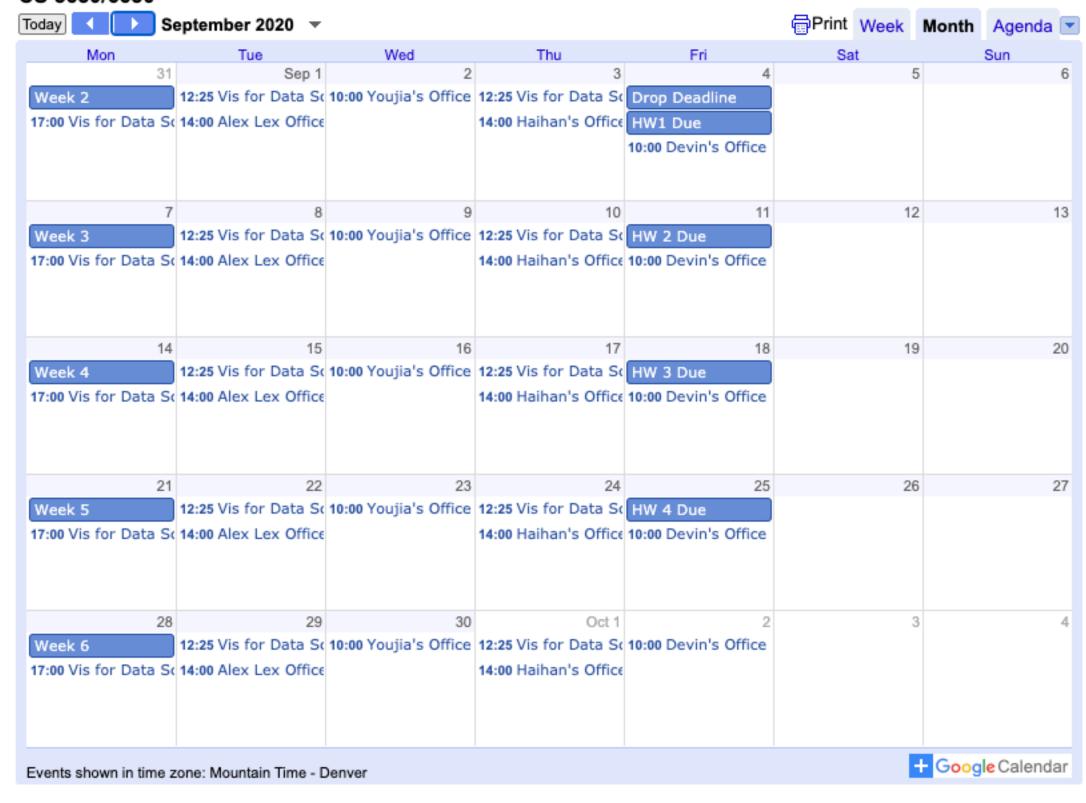
Perception, Visual encodings, Design Guidelines, Tasks..

III. Abstract Data Visualization

Tables, Graphs, Maps

Schedule

CS 5630/6630



Subject to change

Week 1

Introduction What is visualization? Why is it important? Who are we? Course overview.

Recommended reading

- A Tour through the Visualization Zoo. Jeffrey Heer, Michael Bostock, Vadim Ogievetsky. Communications of the ACM, 53(6), pp. 59-67, Jun 2010.
- The Value of Visualization. Jarke van Wijk. Proceedings of the IEEE Visualization Conference, pp. 79-86, 2005.

Information http://dataviscourse.net

Uisualization for Data Science



Home Syllabus Schedule Project Resources Fame



The amount and complexity of information produced in science, engineering, business, and everyday human activity is increasing at staggering rates. The goal of this course is to expose you to visual representation methods and techniques that increase the understanding of complex data. Visualization for data discovery and communication is an important part of the data science pipeline. Good visualizations not only present a visual interpretation of data, but do so by improving comprehension, communication, and decision making.

In this course you will learn about the fundamentals of perception, the theory of visualization, good design practices for visualization, and how to develop your own web-based visualizations using HTML5, CSS, JavaScript, SVG, and D3.

The course begins by bootstrapping your web development skills, moves on to fundamentals of perception, introduces data types you will encounter, and then focuses on visualization techniques and methods for a broad range of data types. An integral component of the course are regular design critiques and redesigns that will hone your skills in understanding, critiquing and developing visualization techniques.

The course is offered in the fall term 2020 at the University of Utah in three variants: CS-5630 and DS-4630 for undergraduate computer science and data science students; and CS-6630 for graduate students, with a special section of CS-6630 (002) designated for the data science certificate students. Classes start on Tuesday, August 25.

Due to COVID-19, this class is taught in the "IVC" (Interactive Video Conferencing) form, which means we will use livevideo conferencing via Zoom. We will also use Slack for asynchronous communication, and Canvas for submission of assignments. All classes and sections are also archived online.

Communicate

Slack

https://datavis-2020.slack.com/

Please use slack for all general questions - code, concepts, etc.

Please don't use personal messages to me or TAs

Only use e-mail for personal inquiries

Canvas

https://utah.instructure.com/courses/574005

Homework submissions, Grades

Office Hours

Alex: Tuesdays after Class

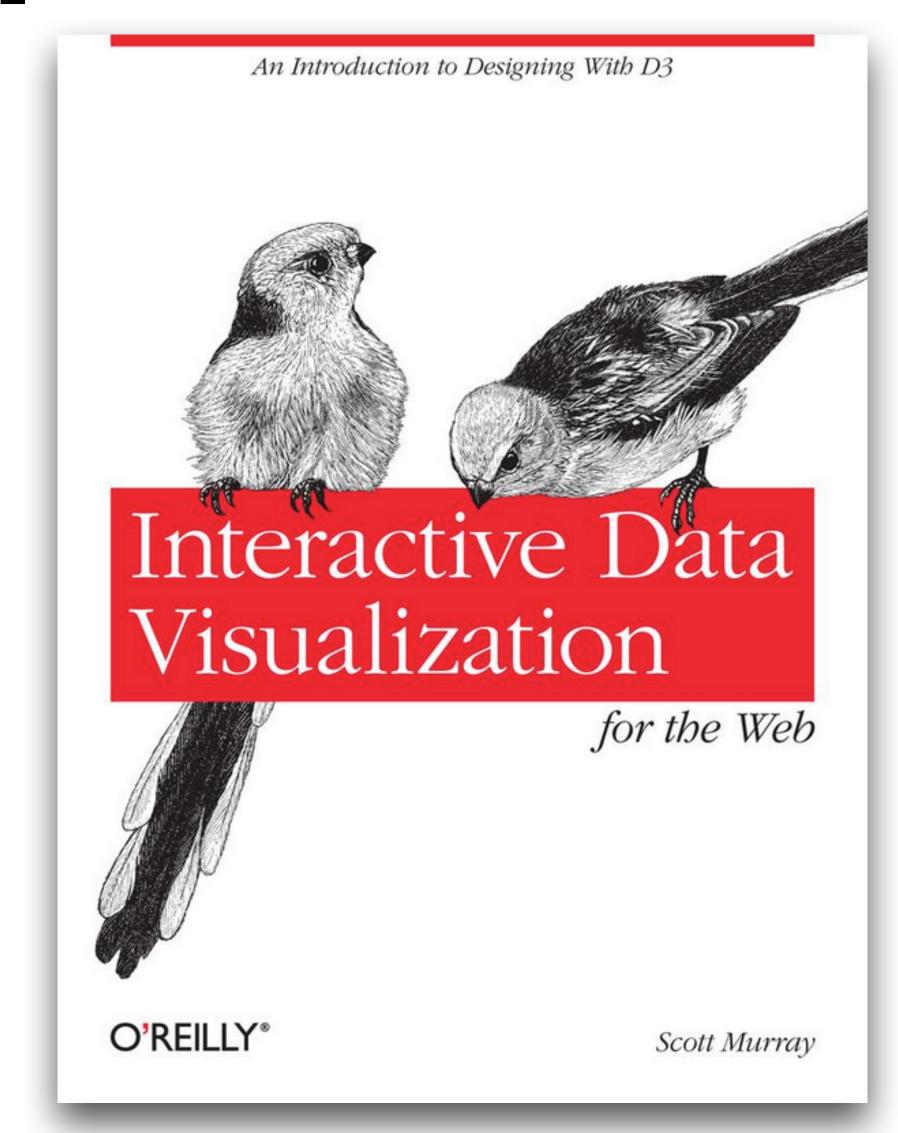
TAs: starting next week

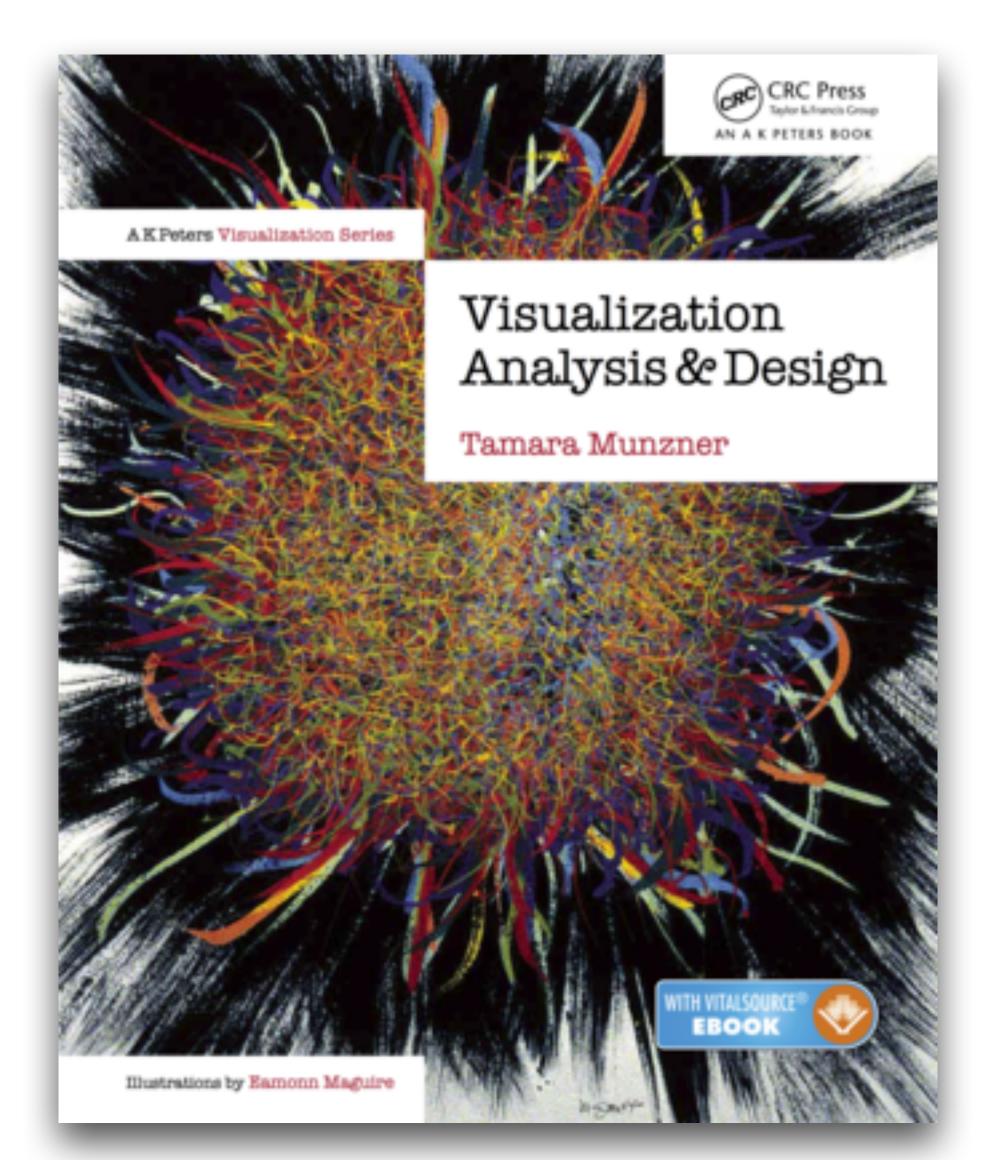
E-Mail

<u>alex@sci.utah.edu</u>

New U policy: must use <u>utah.edu</u> e-mail address to communicate (FERPA)

Required Books

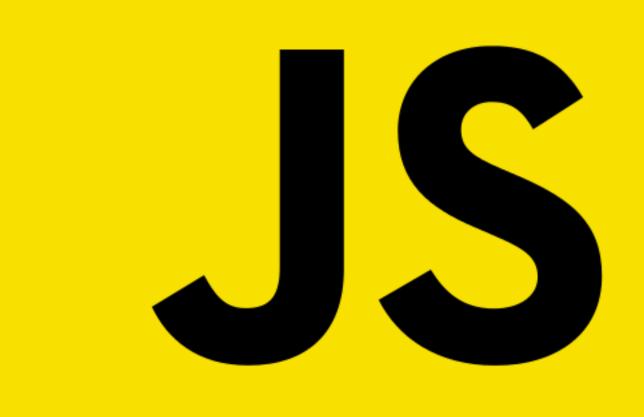




Programming

HTML









Prerequisites

Programming experience

C, C++, Java, Python, etc.

Willingness to think about user-centered design

This is not your average CS course! We care about the human in the loop!

Willingness to learn new software & tools

This can be time consuming

You will need to build skills by yourself!

Formalities

How are you graded?

6 Homework Assignments: 35%

Varying value, 2%-10%, depending on length/difficult

Start early! Will take long if you don't know JS/D3 yet

Due on Fridays, late days: -10% per day, up to two days.

Final Project: 40%

Teams, proposal and two milestones

Exams: 20%

Two exams: last class before fall break and end of term

Group Activities: 5%

Code of Conduct

- We are committed to providing an inclusive and harassment-free environment in all interactions regardless of gender, sexual orientation, disability, physical appearance, race, or religion.
- We do not tolerate harassment in any form.
- Please report any harassment to me or the appropriate university office, which you can find at https://safeu.utah.edu/
- Please review the syllabus on these issues and the student code of conduct at https://regulations.utah.edu/academics/6-400.php

Cheating

You are welcome to **discuss** the course's ideas, material, and homework with others in order to better understand it, but **the work you turn in must be your own** (or for the project, yours and your teammate's). For example, you must **write your own code**, design your own visualizations, and critically evaluate the results in your own words.

You may not submit the same or similar work to this course that you have submitted or will submit to another. Nor may you provide or make available solutions to homeworks to individuals who take or may take this course in the future.

See also the SoC Academic Misconduct Policy: http://www.cs.utah.edu/wp-content/uploads/2014/12/cheating_policy.pdf

You will fail the class if you cheat.

A "strike" will be recorded.

We will automatically check for plagiarism in all your submissions.

Cheating

Cheating is easy to catch

Do a cost-benefit analysis:

loosing points on a homework vs failing a class (and loosing tuition)

Tools like MOSS make it easy to catch cheating

If you have copied code in the past but have not been caught, it's likely no one checked, or they didn't want to bother with the hassle

This Week

HW0, including course survey

Lecture on Perception

Readings

D3 Book, Chapters 1-3

VDA Book, Chapter 1

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Next Week

HW1 due
Introduction to Git, HTML, CSS
Office hours start!

https://github.com/dataviscourse/2020_dataviscourse_homework

