

# Perception

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CS 448B: Visualization  
Fall 2021

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## Extensive Data Shows Punishing Reach of Racism for Black Boys

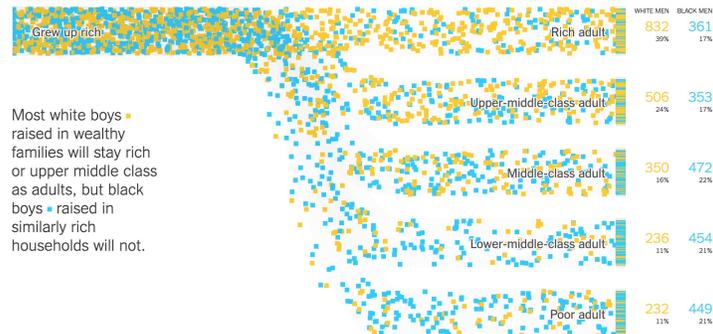
By EMILY BADGER, CLAIRE GAIN MILLER, ADAM PEARCE and KEVIN QUEALY MARCH 19, 2018

Black boys raised in America, even in the wealthiest families and living in some of the most well-to-do neighborhoods, still earn less in adulthood than white boys with similar backgrounds, according to a sweeping new study that traced the lives of millions of children.

White boys who grow up rich are likely to remain that way. Black boys raised at the top, however, are more likely to become poor than to stay wealthy in their own adult households.

Follow the lives of 6,943 boys who grew up in rich families ...

...and see where they end up as adults:



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## Reading Response Questions/Thoughts

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Can D3 verify data and check errors, or should all the data wrangling occur before using it?

I'm still really confused about the use of the enter, update, and exit data fields. Why would a programmer need to have access to data that has already exited?

When would you recommend someone to use D3 over tools such as Tableau, particularly in a workplace / professional setting?

For D3, did Mike Bostock and team have to choose between doing their PhD research and building out their project for general programmer consumption?

It was mentioned that D3 is the standard in industry for making these dynamic and interactive visuals, but is that still the case with static visuals?

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## Perception

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## Mackinlay's effectiveness criteria

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### Effectiveness

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

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## Mackinlay's ranking of encodings

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QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Val)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Val)
Density (Val)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

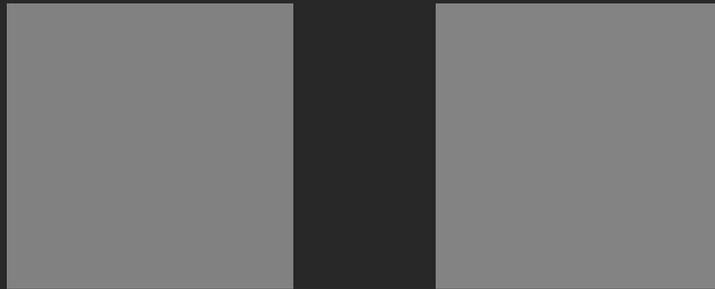
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# Detection

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## Detecting brightness

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Which is brighter?

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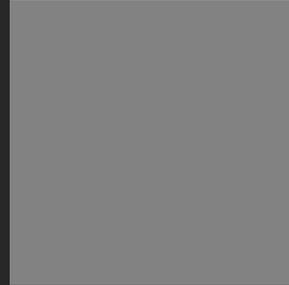
## Detecting brightness

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(128, 128, 128)



(130, 130, 130)



Which is brighter?

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## Just noticeable difference

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JND (Weber's Law)

$$\Delta S = k \frac{\Delta I}{I}$$

- Ratios more important than magnitude
- Most continuous variations in stimuli are perceived in discrete steps



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## Information in color and value

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**Value is perceived as ordered**

∴ Encode ordinal variables (O)



∴ Encode continuous variables (Q) [not as well]



**Hue is normally perceived as unordered**

∴ Encode nominal variables (N) using color



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## Steps in font size

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Sizes standardized in 16<sup>th</sup> century



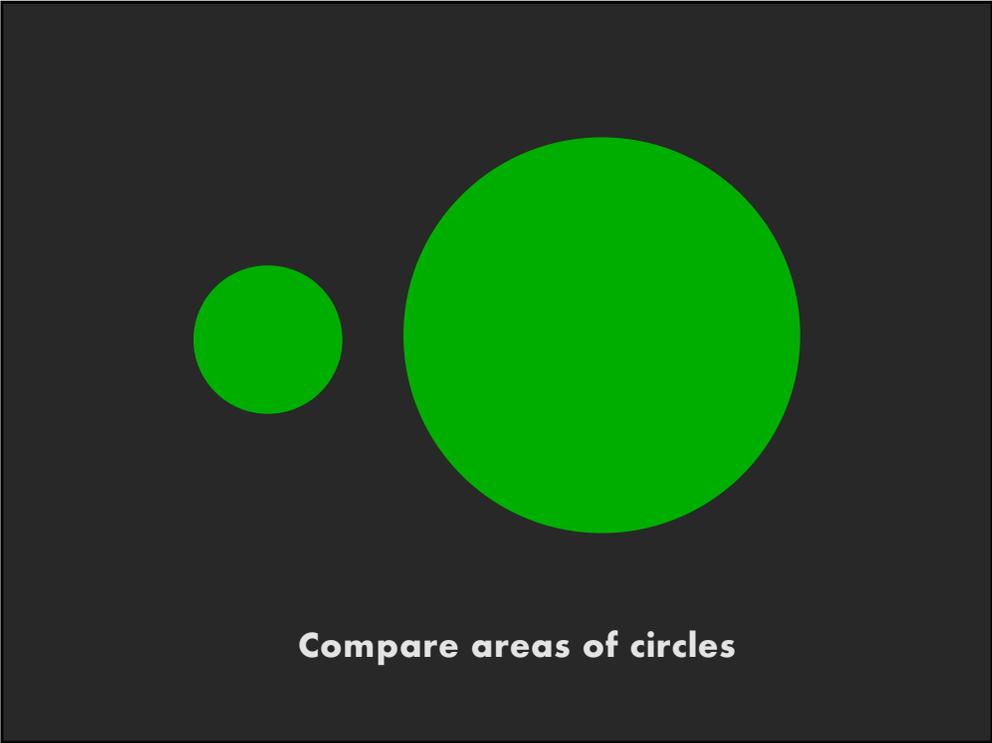
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# Estimating Magnitude

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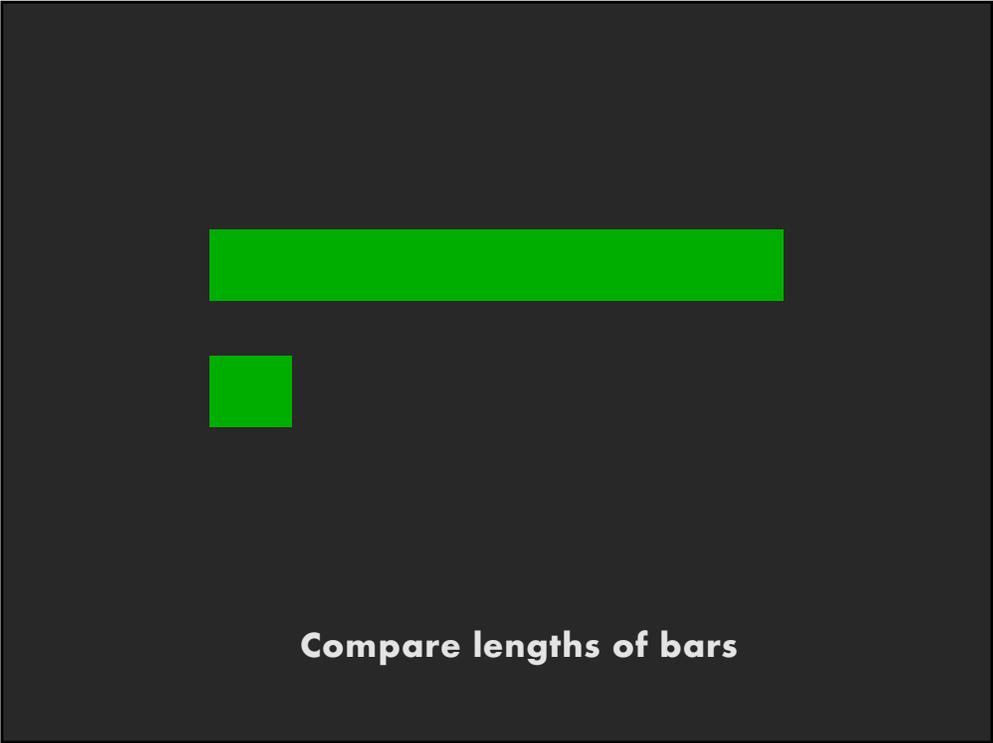
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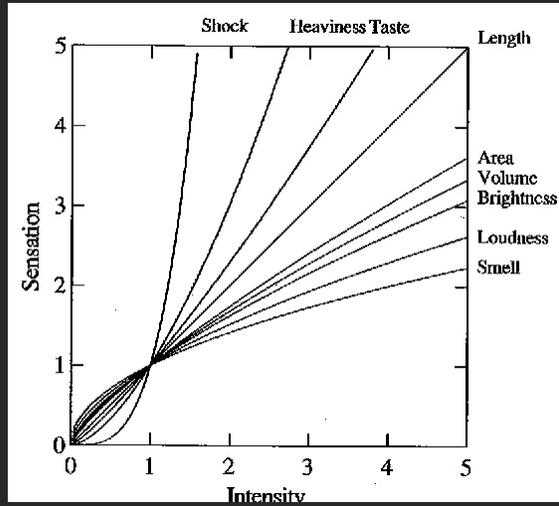


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# Steven's power law

$$S = I^p$$

$p < 1$  : underestimate  
 $p > 1$  : overestimate



[graph from Wilkinson 99, based on Stevens 61]

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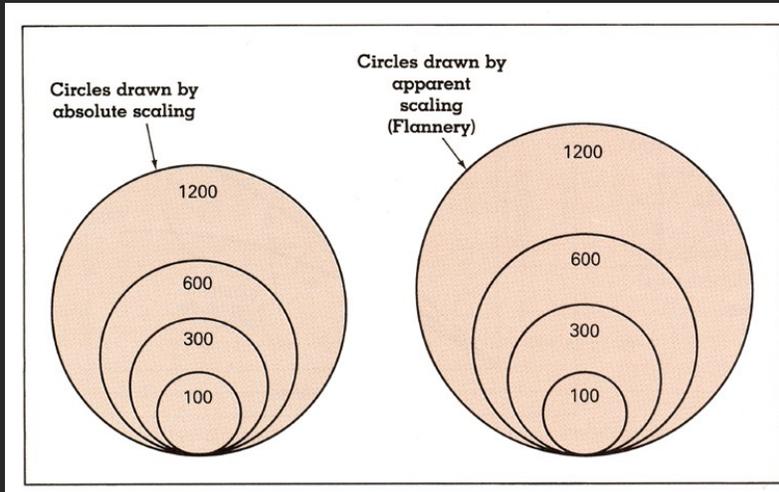
# Exponents of power law

Sensation	Exponent
Loudness	0.6
Brightness	0.33
Smell	0.55 (Coffee) - 0.6 (Heptane)
Taste	0.6 (Saccharine) -1.3 (Salt)
Temperature	1.0 (Cold) - 1.6 (Warm)
Vibration	0.6 (250 Hz) - 0.95 (60 Hz)
Duration	1.1
Pressure	1.1
Heaviness	1.45
Electric Shock	3.5

[Psychophysics of Sensory Function, Stevens 61]

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# Apparent magnitude scaling

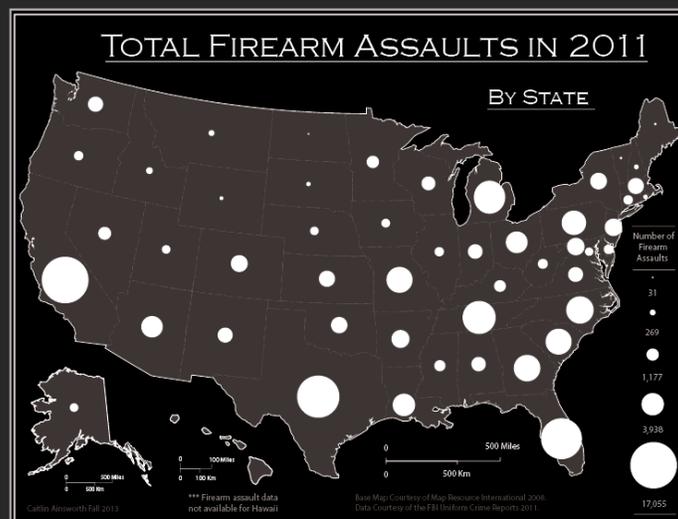


[Cartography: Thematic Map Design, Figure 8.6, p. 170, Dent, 96]

$$S = 0.98A^{0.87} \text{ [from Flannery 71]}$$

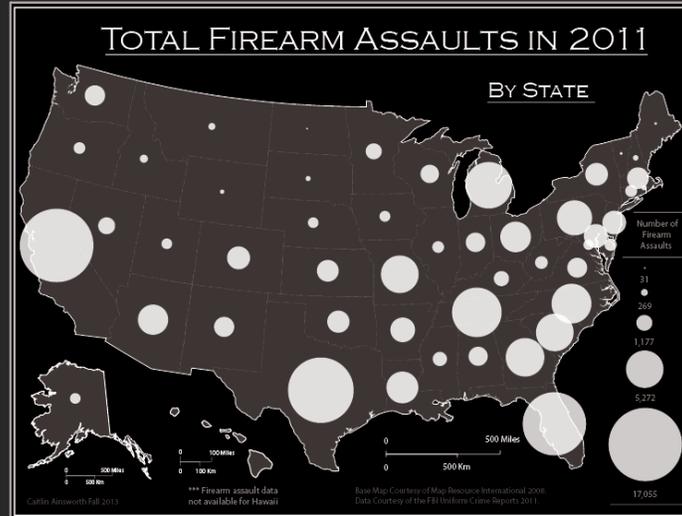
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# Absolute Symbol Scaling



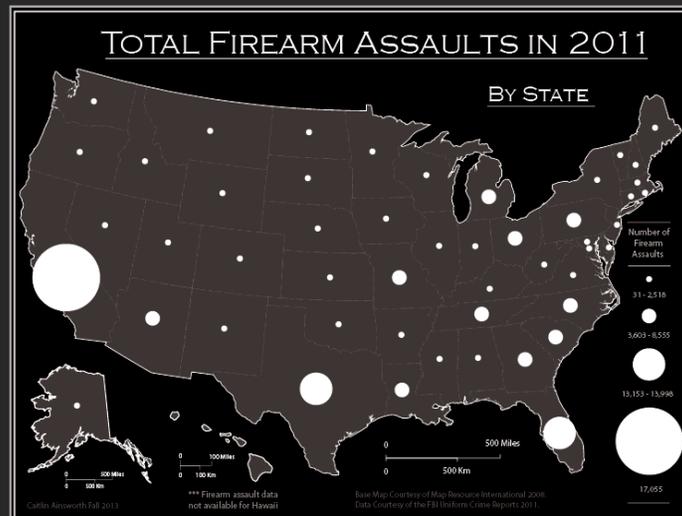
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# Flannery Scaling



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# Graduated Symbols



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# Graduated sphere map

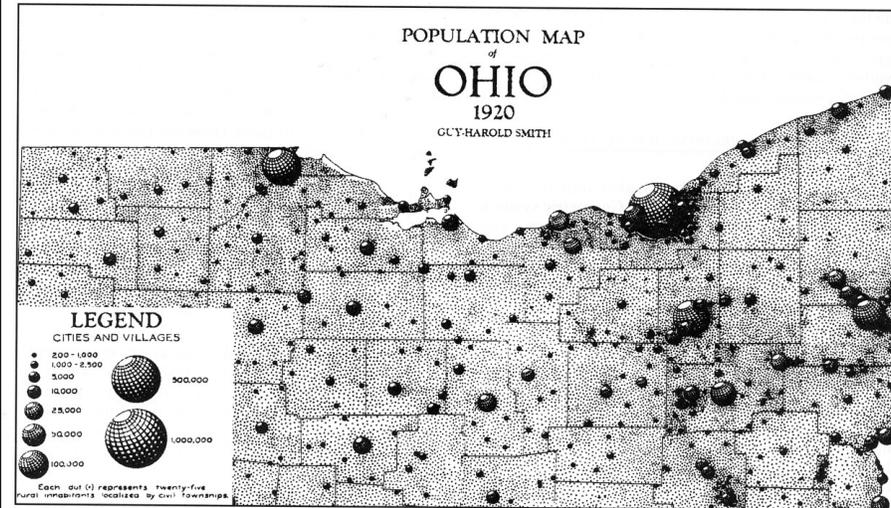
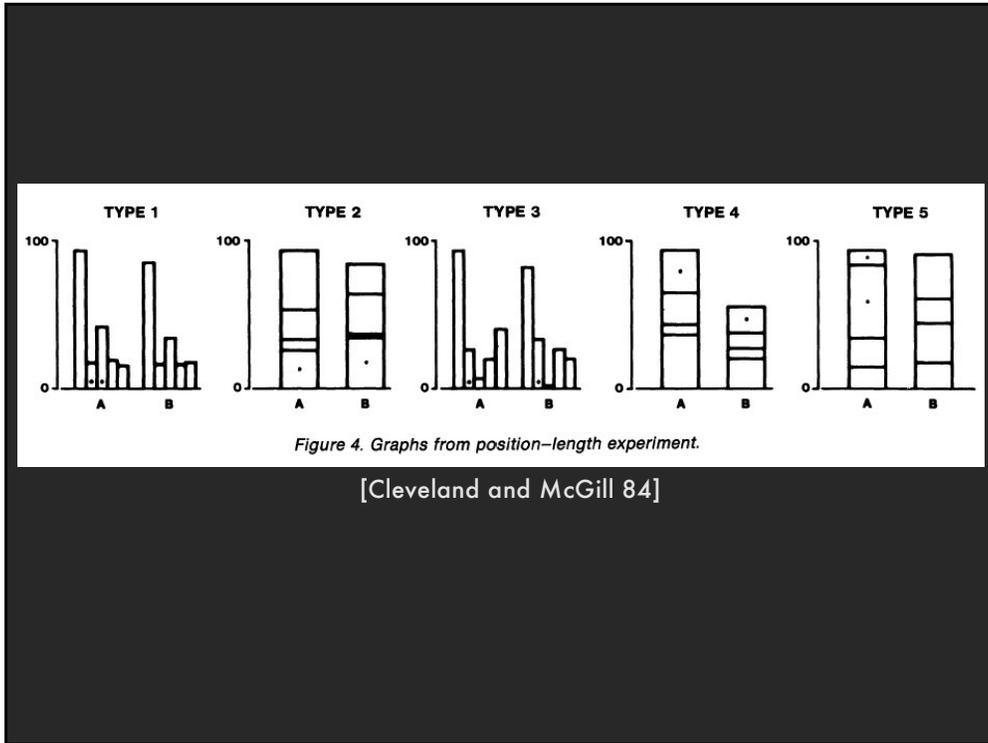


FIGURE 7.4. An eye-catching map created using three-dimensional geometric symbols. (After Smith, 1928. First published in *The Geographical Review*, 18(3), plate 4. Reprinted with permission of the American Geographical Society.)

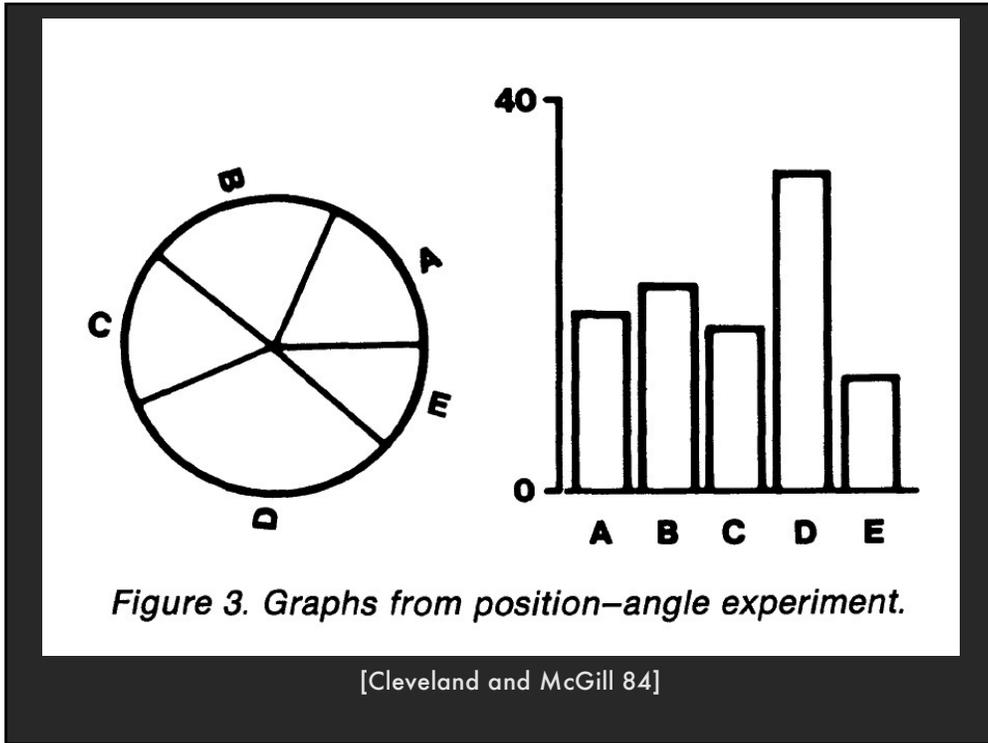
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# Cleveland and McGill

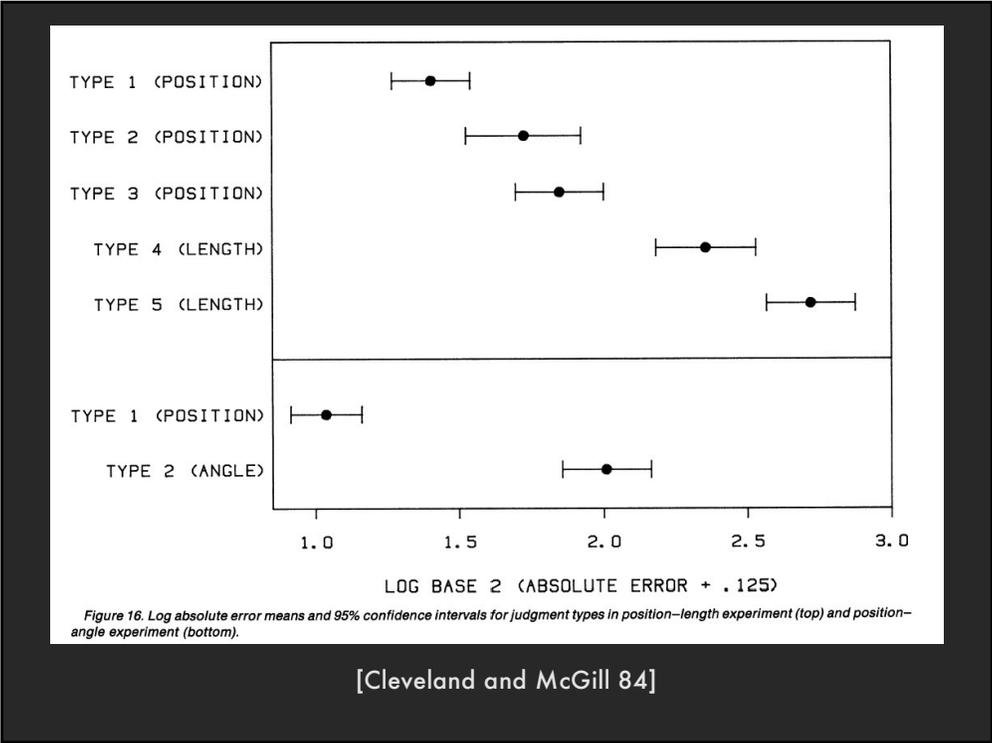
31



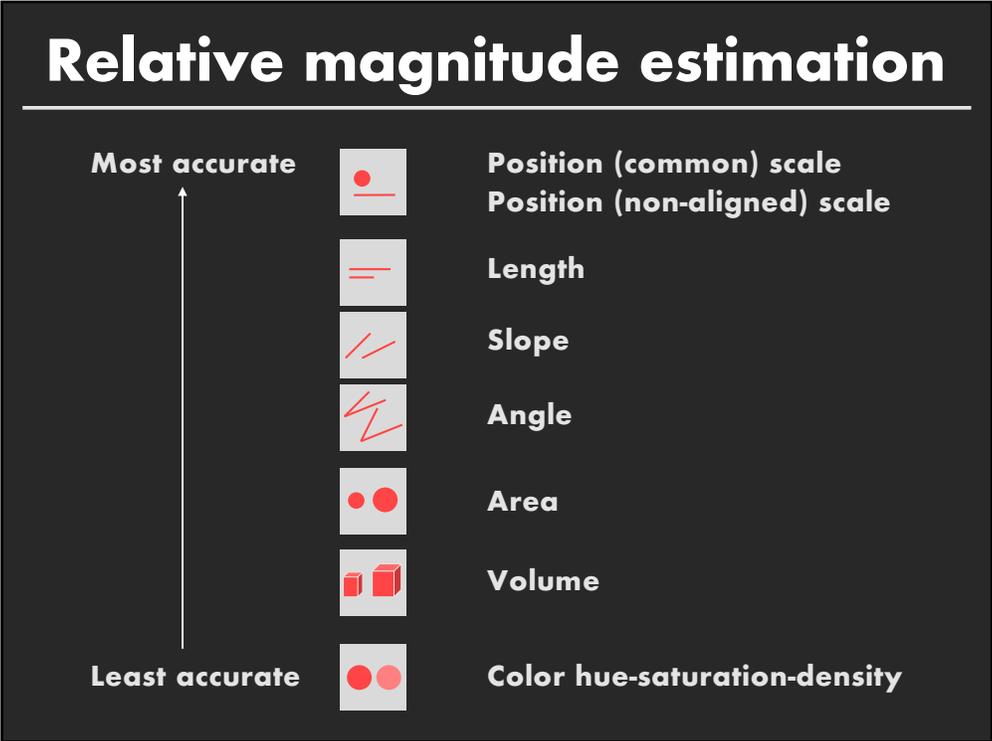
32



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## Mackinlay's ranking of encodings

QUANTITATIVE	ORDINAL	NOMINAL
Position	Position	Position
Length	Density (Val)	Color Hue
Angle	Color Sat	Texture
Slope	Color Hue	Connection
Area (Size)	Texture	Containment
Volume	Connection	Density (Val)
Density (Val)	Containment	Color Sat
Color Sat	Length	Shape
Color Hue	Angle	Length
Texture	Slope	Angle
Connection	Area (Size)	Slope
Containment	Volume	Area
Shape	Shape	Volume

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## Preattentive vs. Attentive

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## How many 3's

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1281768756138976546984506985604982826762  
9809858458224509856458945098450980943585  
9091030209905959595772564675050678904567  
8845789809821677654876364908560912949686

[based on slide from Stasko]

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## How many 3's

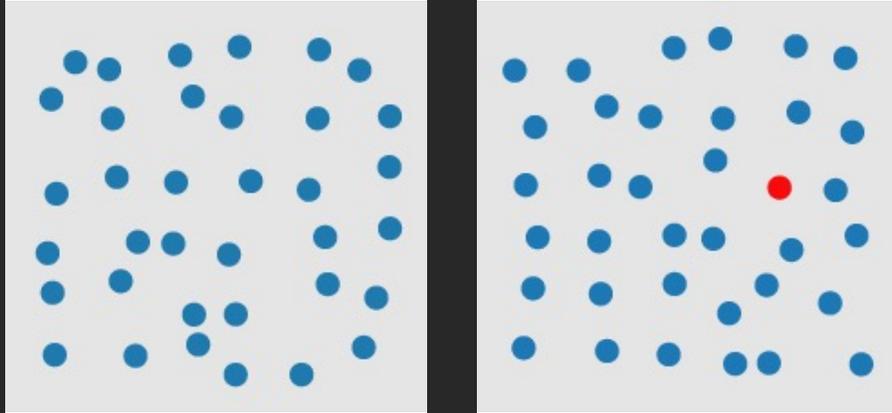
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12817687561**3**8976546984506985604982826762  
980985845822450985645894509845098094**3**585  
90910**3**0209905959595772564675050678904567  
8845789809821677654876**3**64908560912949686

[based on slide from Stasko]

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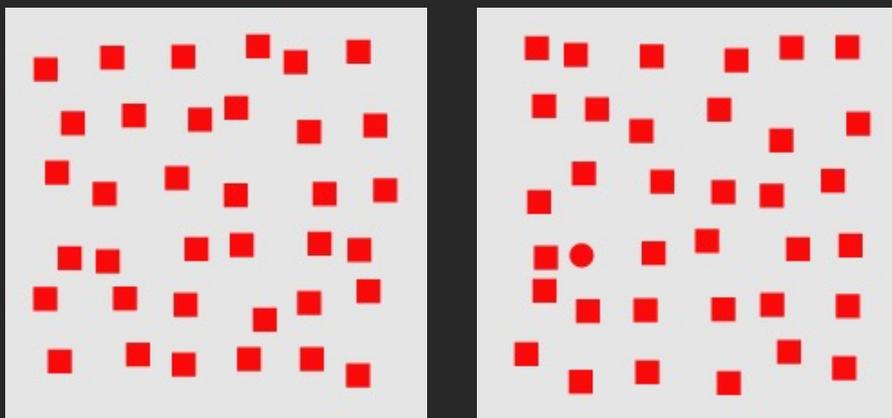
## Visual pop-out: Color



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

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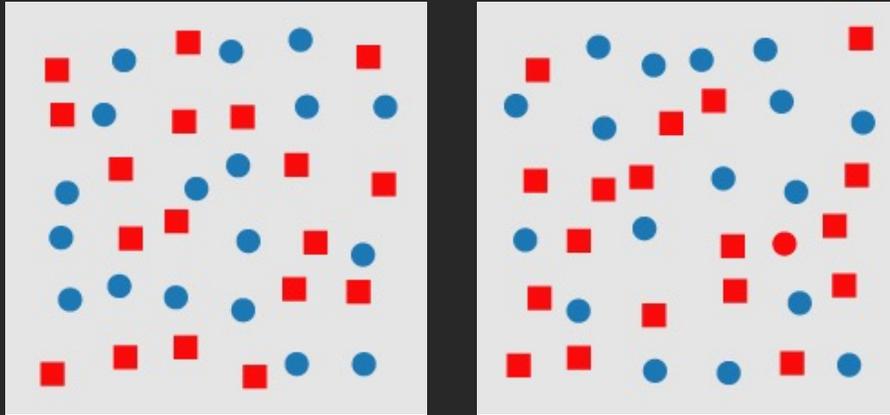
## Visual pop-out: Shape



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

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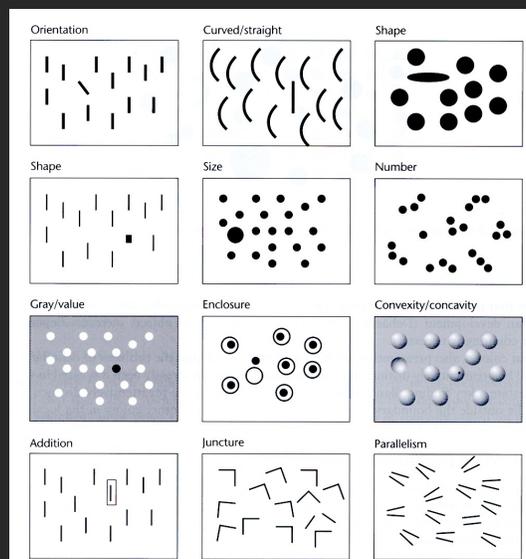
# Feature conjunctions



<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

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# Preattentive features



[Information Visualization. Figure 5. 5 Ware 04]

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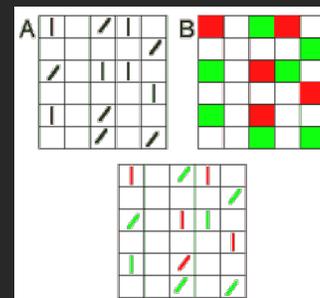
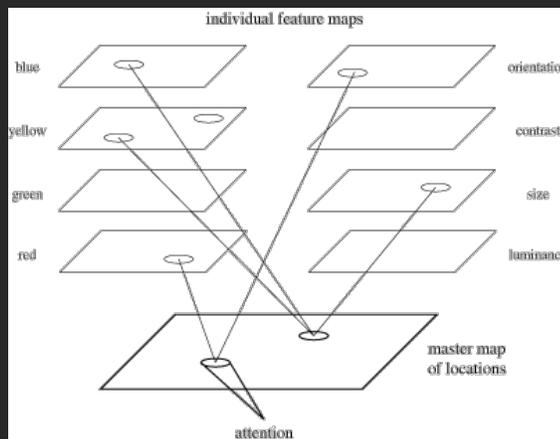
# More preattentive features

Line (blob) orientation	Julesz & Bergen [1983]; Wolfe et al. [1992]
Length	Triesman & Gormican [1988]
Width	Julesz [1985]
Size	Triesman & Gelade [1980]
Curvature	Triesman & Gormican [1988]
Number	Julesz [1985]; Trick & Pylyshyn [1994]
Terminators	Julesz & Bergen [1983]
Intersection	Julesz & Bergen [1983]
Closure	Enns [1986]; Triesman & Souther [1985]
Colour (hue)	Nagy & Sanchez [1990, 1992]; D'Zmura [1991]; Kawai et al. [1995]; Bauer et al. [1996]
Intensity	Beck et al. [1983]; Triesman & Gormican [1988]
Flicker	Julesz [1971]
Direction of motion	Nakayama & Silverman [1986]; Driver & McLeod [1992]
Binocular lustre	Wolfe & Franzel [1988]
Stereoscopic depth	Nakayama & Silverman [1986]
3-D depth cues	Enns [1990]
Lighting direction	Enns [1990]

<http://www.csc.ncsu.edu/faculty/healey/PP/index.html>

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# Feature-integration theory



Feature maps for orientation & color [Green]

Treisman's feature integration model [Healey04]

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# Multiple Attributes

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## One-dimensional: Lightness

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-  White
-  White
-  Black
-  White
-  Black

-  White
-  Black
-  Black
-  White
-  White

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## One-dimensional: Shape

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Square



Circle



Circle



Circle



Circle



Square



Square



Circle



Circle



Circle

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## Correlated dims: Shape or lightness

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Circle



Circle



Square



Square



Square



Square



Circle



Square



Square



Circle

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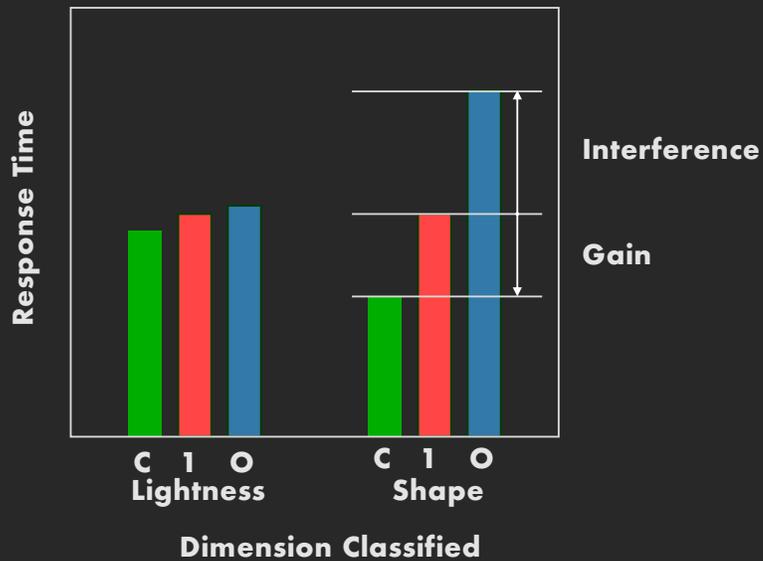
# Orthogonal dims: Shape & lightness



-  Circle
-  Square
-  Square
-  Circle
-  Square

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# Speeded classification



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## **Speeded classification**

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### **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**

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## **Types of dimensions**

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### **Integral**

**Filtering interference and redundancy gain**

### **Separable**

**No interference or gain**

### **Configural**

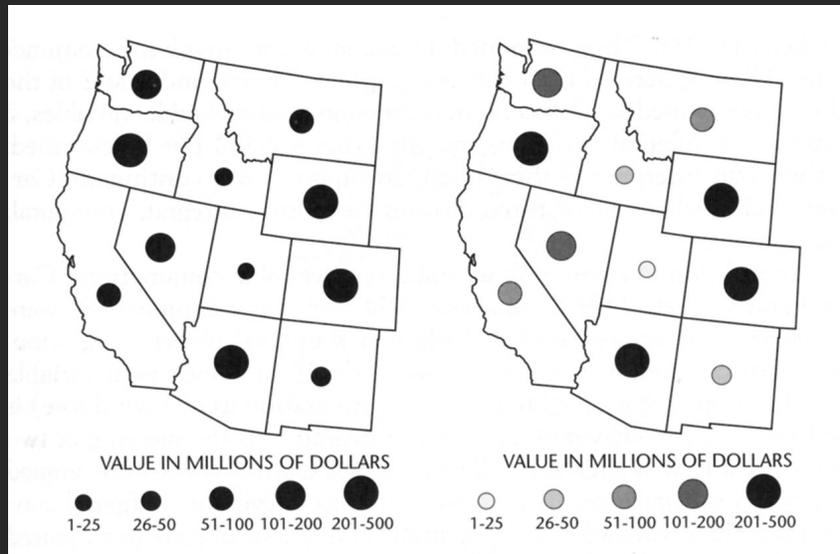
**Only interference, but no redundancy gain**

### **Asymmetrical**

**One dimension separable from other, not vice versa**

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## Correlated dims: Size and value



W. S. Dobson, *Visual information processing and cartographic communication: The role of redundant stimulus dimensions*, 1983 (reprinted in MacEachren, 1995)

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## Orthogonal dims: Height, Width

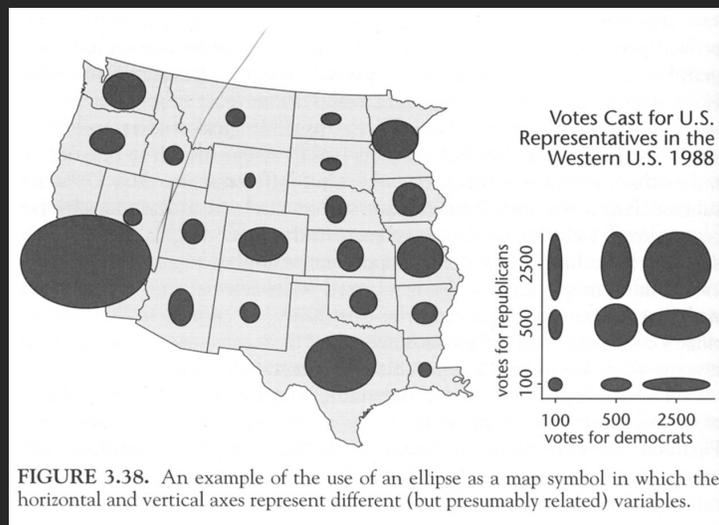


FIGURE 3.38. An example of the use of an ellipse as a map symbol in which the horizontal and vertical axes represent different (but presumably related) variables.

[MacEachren 95]

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## Orientation and Size (Single Mark)

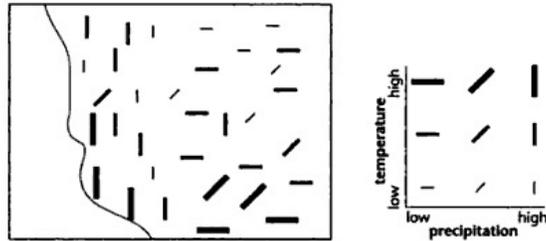


FIGURE 3.36. A map of temperature and precipitation using symbol size and orientation to represent data values on the two variables.

**How well can you see temperature or precipitation?  
Is there a correlation between the two?**

[MacEachren 95]

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## Shape and Size

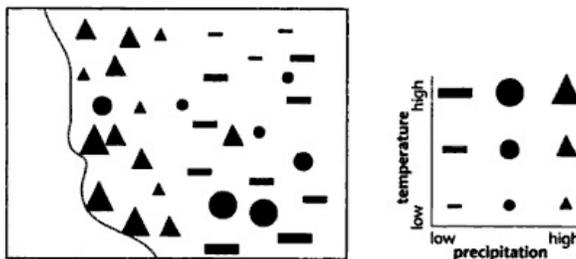


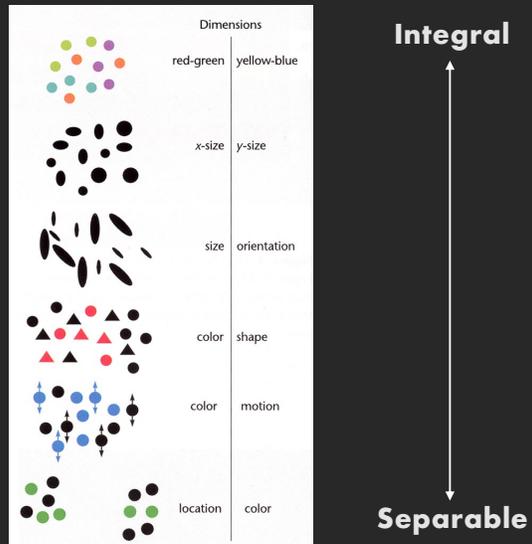
FIGURE 3.40. The bivariate temperature-precipitation map of Figure 3.36, this time using point symbols that vary in shape and size to represent the two quantities.

**Easier to see one shape across multiple sizes than  
one size of across multiple shapes?**

[MacEachren 95]

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# Summary of Integral-Separable



[Figure 5.25, Color Plate 10, Ware 00]

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# Announcements

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# Assignment 3: Dynamic Queries

Create a **small** interactive dynamic query application similar to HomeFinder, but for restaurants data.

1. Implement interface
2. Submit the application and a short write-up on canvas



Can work alone or in pairs  
Due before class on **Oct 25, 2021**

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Instructions: You can use the various filters here including restaurant name (starting few characters), city, zipcode, and inspection results.

Restaurant Name:

City:  ALVISO  CUPERTINO  LOS ALTOS  LOS ALTOS HILLS  MOUNTAIN VIEW  PALO ALTO  SAN JOSE  SANTA CLARA  STANFORD  SUNNYVALE

Zipcode:  10017  28217  90487  94  94022  94024  94028  94031  94036  94039  94040  94041  94043  94045  94065  94080  94091  94095  94096  94087  94088  94089  94091  94102  94104  94121  94301  94302  94303  94304  94305  94306  94309  94503  94559  94590  94603  94605  95002  95014  95015  95050  95051  95054  95086  95104  95129  95134  95762

Inspection Grade:  Pass  Conditional Pass  Fail  Closure  Not Available

Inspection Score Range:  0 - 100

The red circle indicates regions within 3 miles from point A and the green circle indicates regions within 3 miles from point B. You can adjust their positions by dragging on the interior of the circles and adjust their sizes by dragging on their circumference.

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## Discussing notebooks

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Stay tuned for extra office hours

**We are happy to discuss your code**

- But, do **not** publish your notebook
- Instead **enable link sharing in Observable** and share the link with us privately through Slack

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**Gestalt**

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# Principles

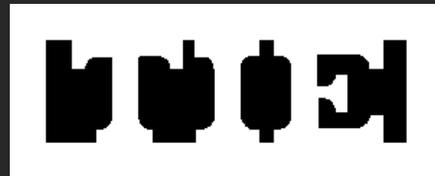
- figure/ground
- proximity
- similarity
- symmetry
- connectedness
- continuity
- closure
- common fate
- transparency

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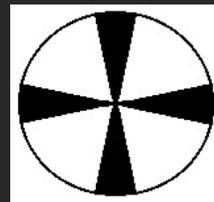
# Figure/Ground



Ambiguous



Principle of surroundedness



Principle of relative size

<http://www.aber.ac.uk/media/Modules/MC10220/visper06.html>

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# Figure/Ground



Ambiguous

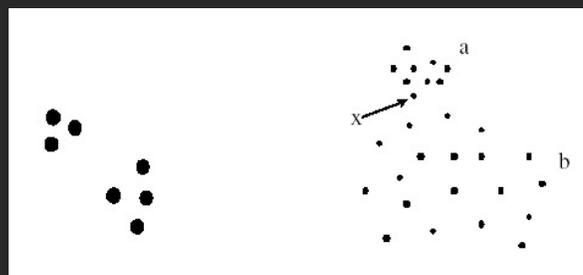
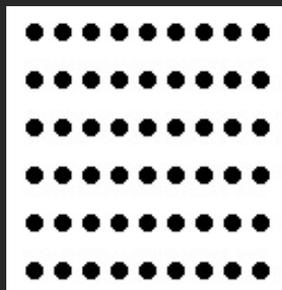
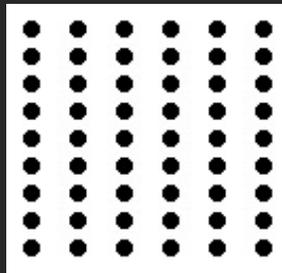


Unambiguous

<http://www.aber.ac.uk/media/Modules/MC10220/visper06.html>

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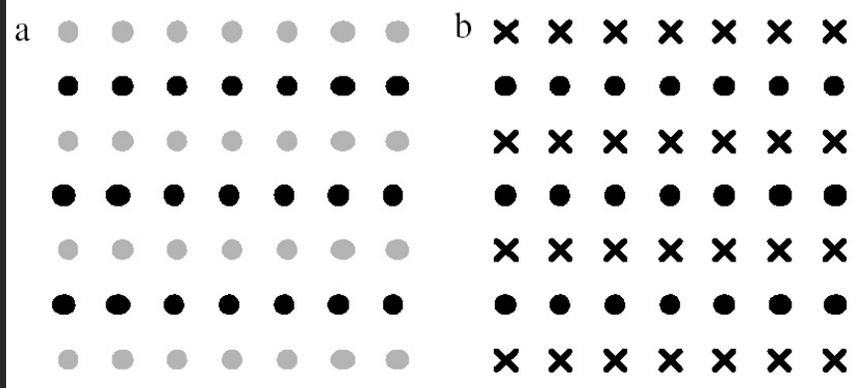
# Proximity



[Ware 00]

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# Similarity



Rows dominate due to similarity [from Ware 04]