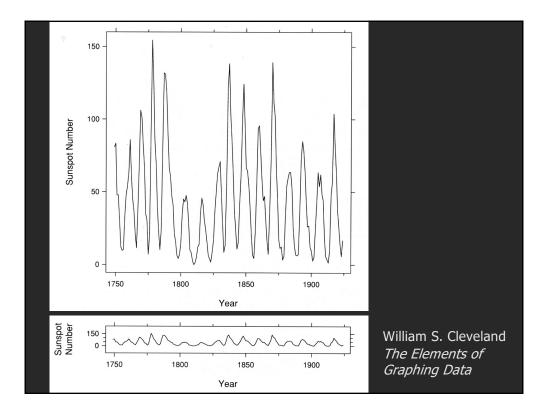
Visual Explainers

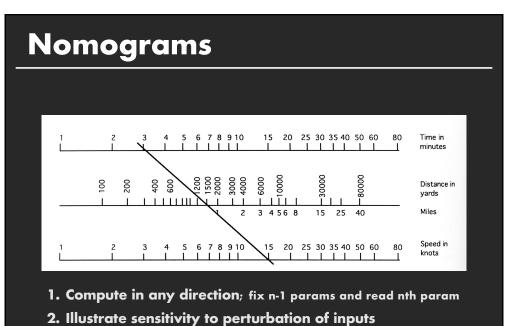
Maneesh Agrawala

CS 448B: Visualization Fall 2018

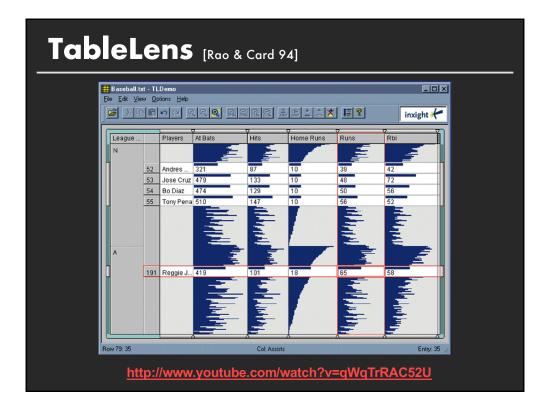
with material from Matthew Conlen and Jessica Hullman

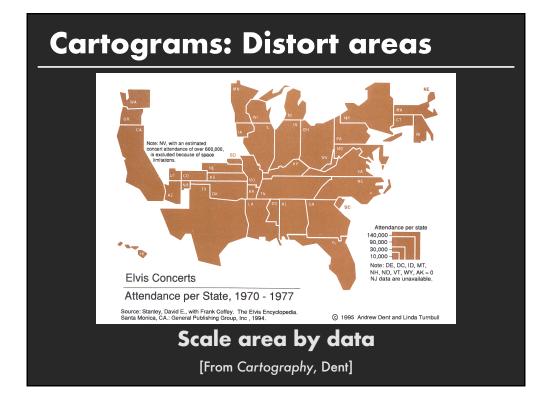


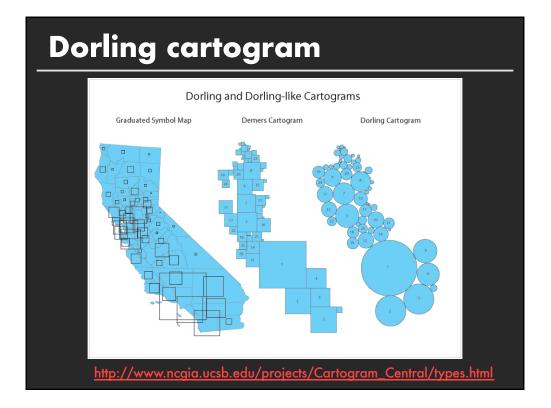


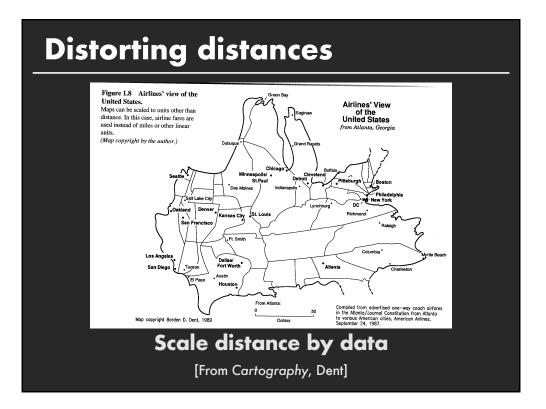


3. Clearly show domain of validity of computation

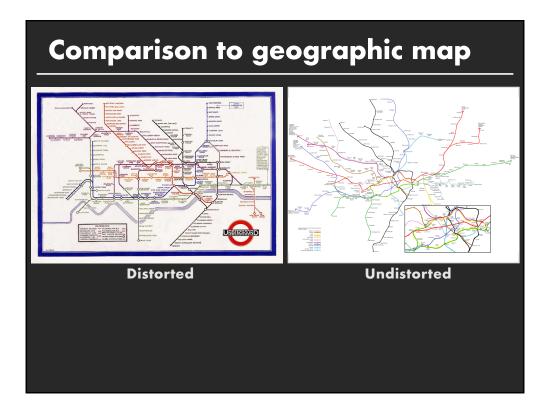


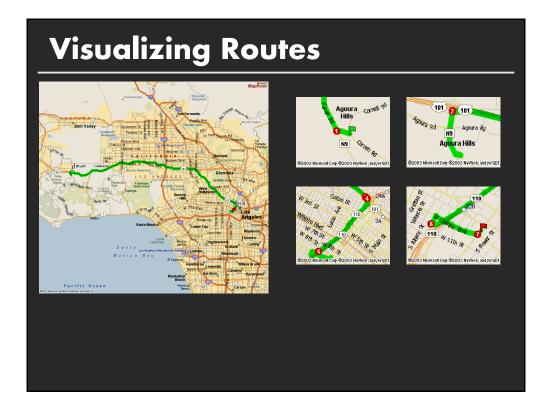


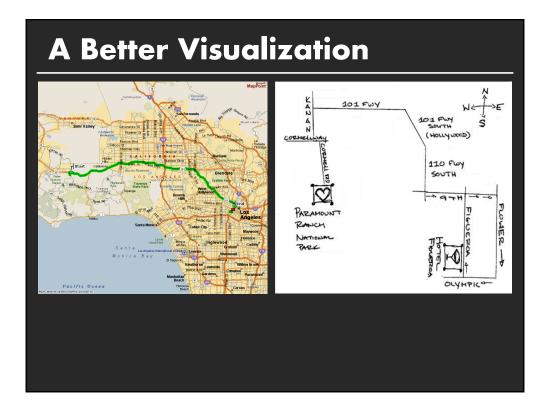


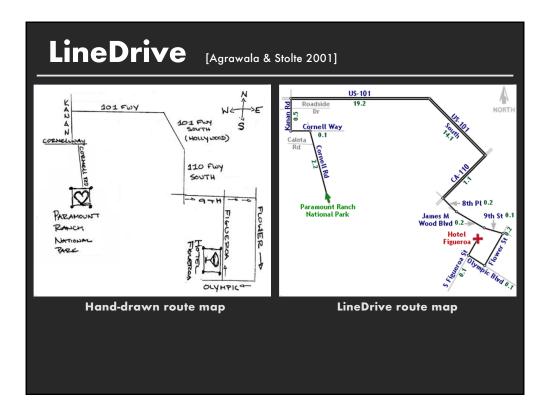












Summary

- Space is the most important visual encoding
- Geometric properties of spatial transforms support geometric reasoning
- Show data with as much resolution as possible
- Use distortions to emphasize important information

Announcements

Final project

New visualization research or data analysis

- Pose problem, Implement creative solution
 - Design studies/evaluations

Deliverables

- Implementation of solution
- 6-8 page paper in format of conference paper submission
- Project progress presentations

Schedule

- Project proposal: Mon 11/5
- Project progress presentation: 11/12 and 11/14 in class (3-4 min)
- Final poster presentation: 12/5 Location: Lathrop 282
- Final paper: 12/9 11:59pm

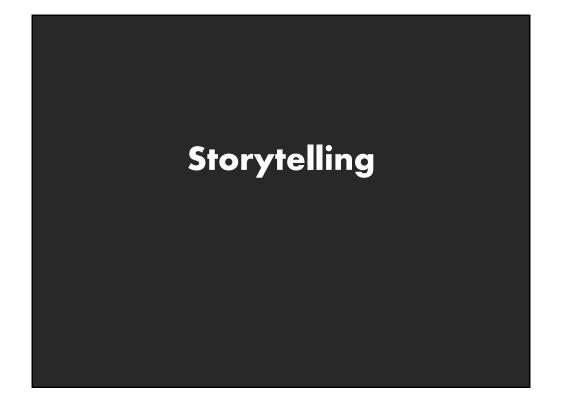
Grading

- Groups of up to 3 people, graded individually
- Clearly report responsibilities of each member

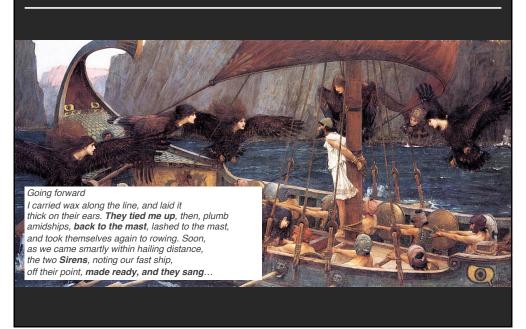
Visual Explainers

Topics

- 1. Storytelling
- 2. Design space of narrative visualization
- 3. Interactive documents
- 4. Chart sequences



As ancient as mankind



All media used to tell stories

PEOPLE TELL STORIES

WORDS TELL STORIES

IMAGES TELL STORIES

COMICS TELL STORIES

MOVIES TELL STORIES

VISUALIZATIONS TELL STORIES

Narrative Storytelling

narrative (n): An account of a series of events, facts, etc., given in order and with the establishing of connections between them

"... require[s] skills like those familiar to movie directors, beyond a technical expert's knowledge of computer engineering and science."

- Gershon & Page '01

August 26, 2010

Generals Wary of Move to Cut Their Ranks By GINGER THOMPSON and THOM SHANKER

WASHINGTON — Maj. Gen. Paul D. Eaton, a retired Army officer, is familiar with the perks and pitfalls of power, having commanded tens of thousands of troops at Fort Benning, Ga., managed budgets exceeding \$2 billion in Iraq, and overseen layers upon layers of staff members who helped manage both his professional duties and his personal life.

He has experienced the full range of lifestyles that come with military leadership, living at one point in an elegant antebellum mansion, and at another, with eight other officers crowded in a marble bathhouse behind one of Saddam Hussein's old palaces.

When he traveled, he was occasionally able to justify the use of military aircraft, but most times, he said, he flew coach. And today he lives on a pension worth 75 percent of his military salary, with health benefits that cover everything except dental and eye care for himself and his wife.

"We are well compensated, and we live very comfortable lives," General Eaton said, referring to the military's most senior leaders. "But when you look at all the things going on around a general, the nation is getting a very, very high return on its money."

Not everyone at the Pentagon agrees. Two weeks ago, Defense Secretary Robert M. Gates announced a sweeping effort to improve efficiency that, among other things, takes aim at the military's sacrosanct corps of generals and admirals, ordering his staff to cut at least 50 positions, and making clear that he would be happier if they cut more.

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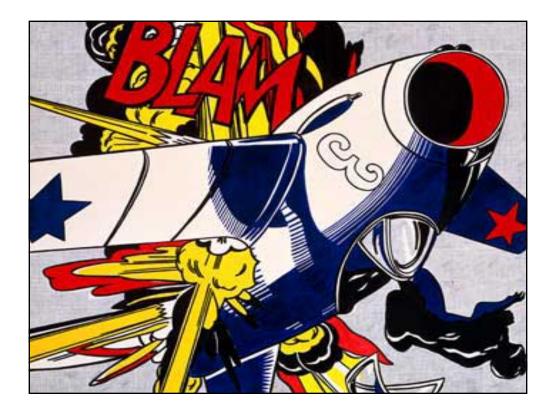
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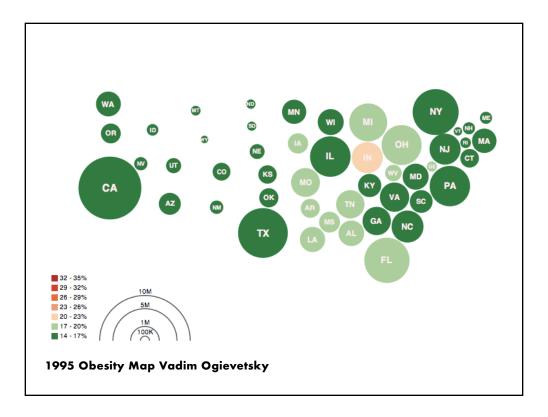
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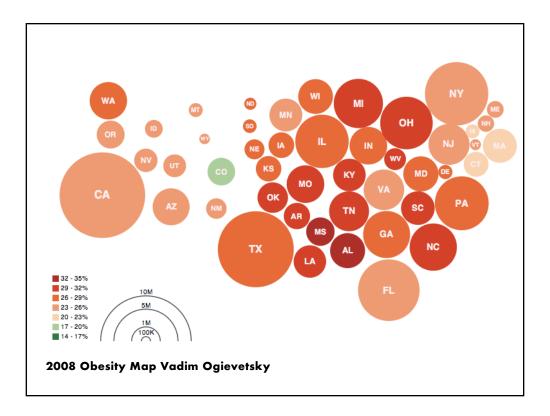
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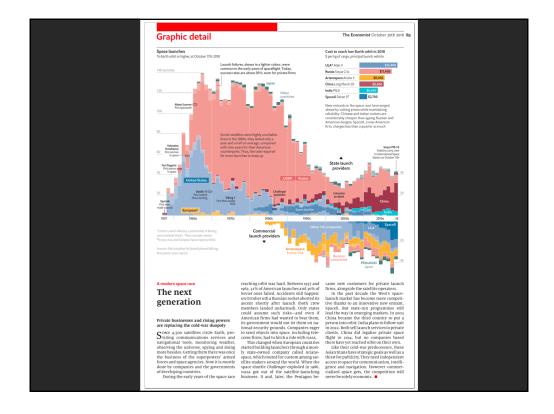


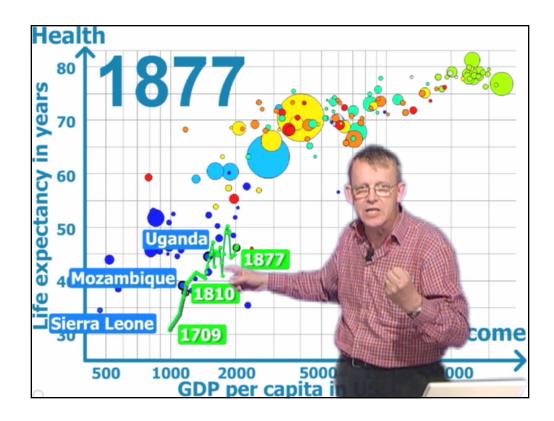




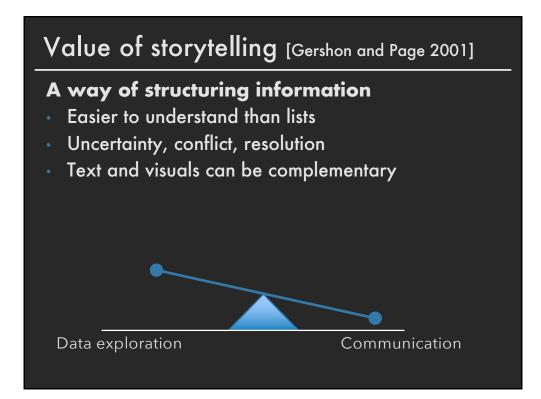


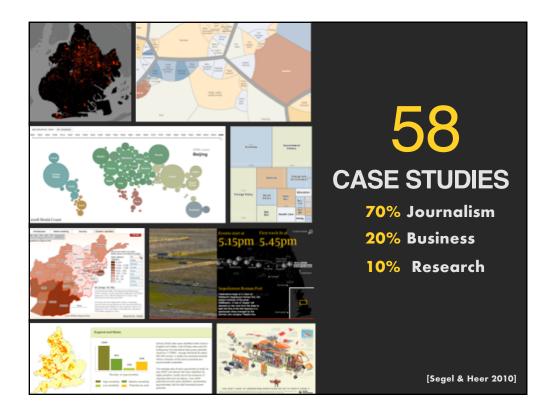


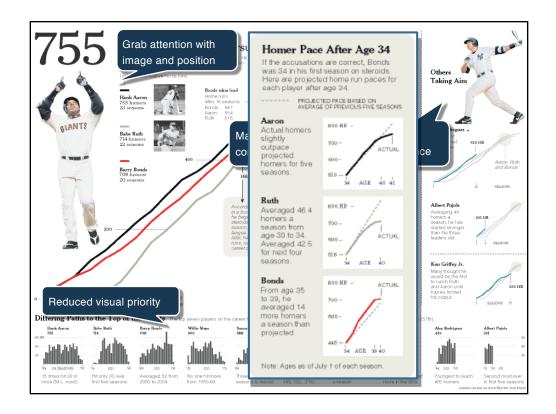


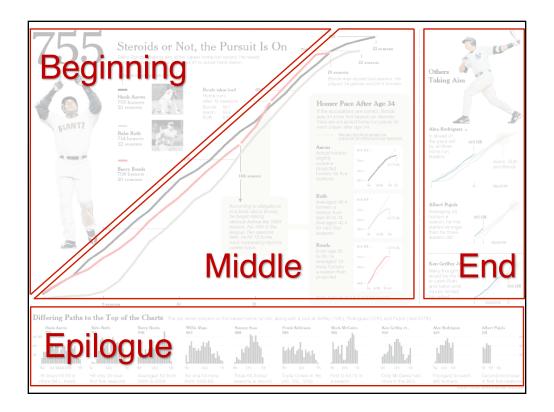


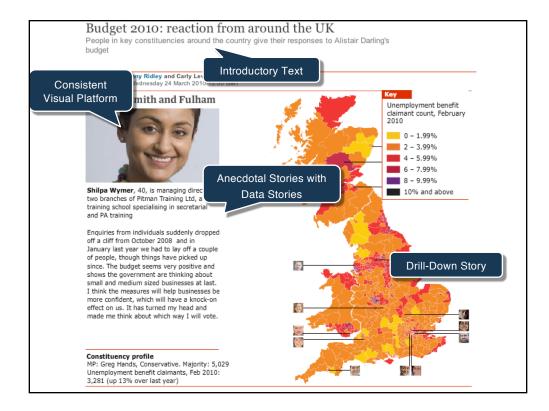
Design Space of Narrative Visualization

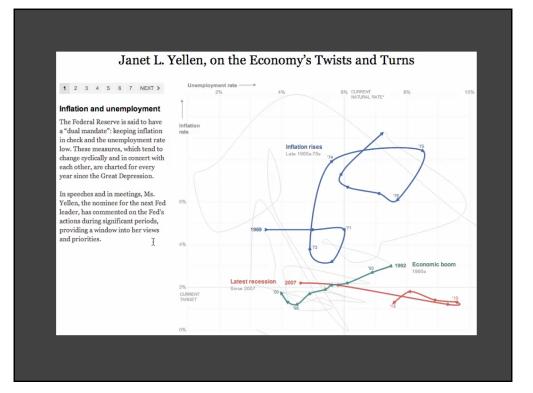


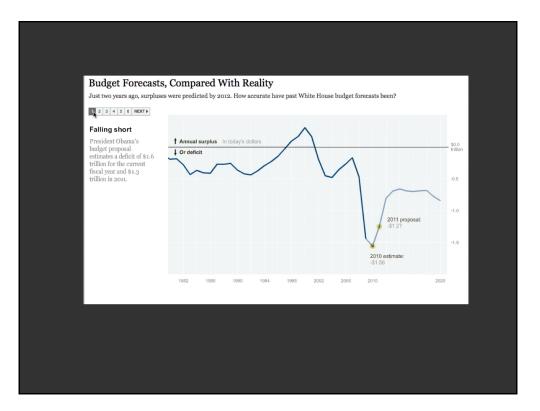


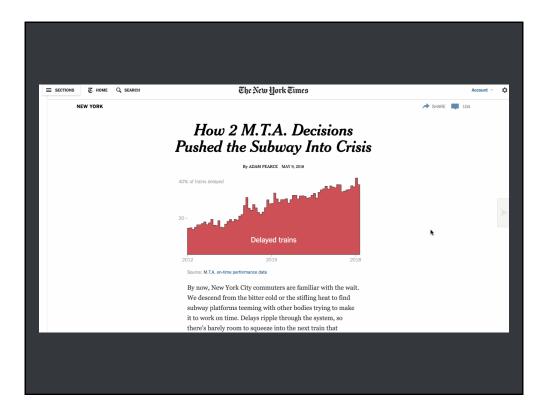


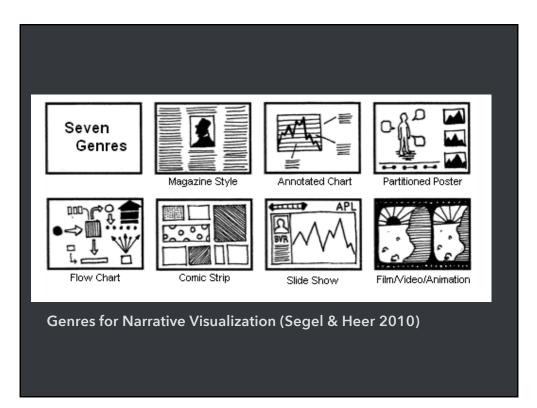


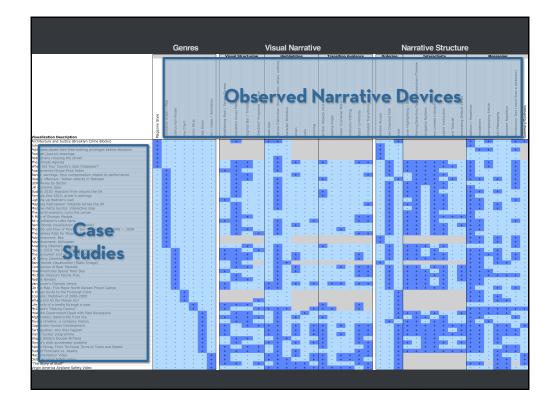


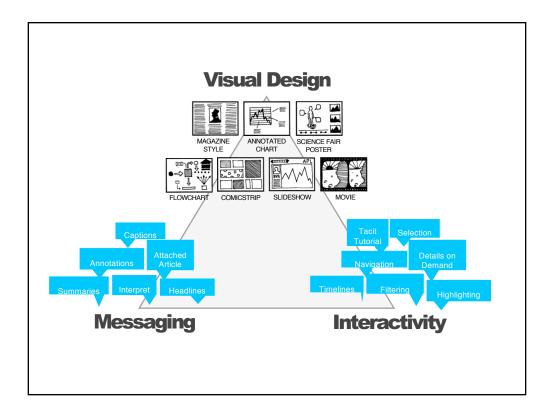


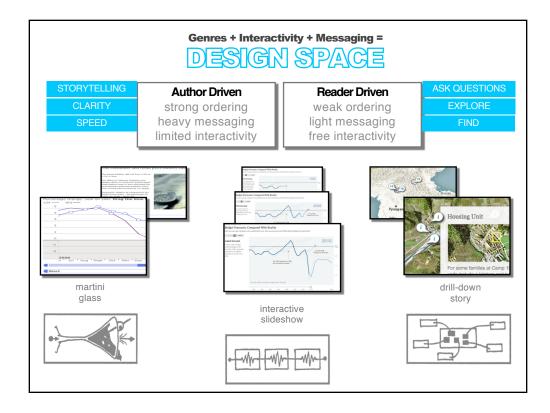












Narrative theory

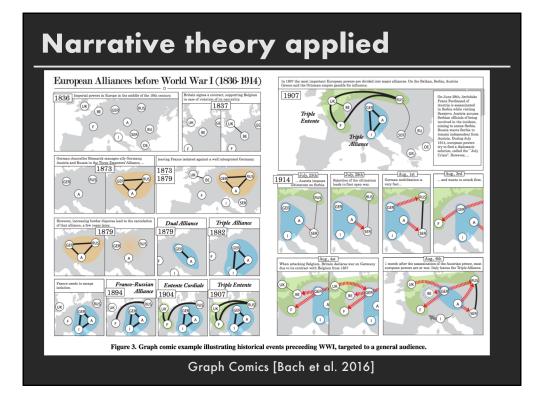
Story grammars:

Models of narrative cognition based on systematic studies of what impacts peoples' ability to recall parts of a story

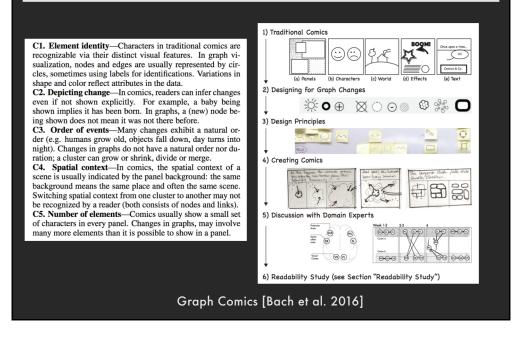
Reader mentally indexes events by time, space, protagonist, causality, intention [Zwaan 1995]

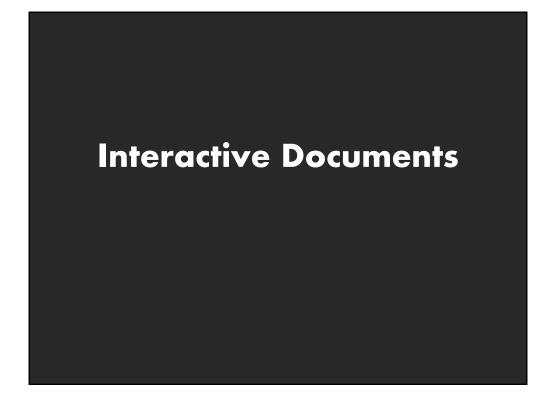
SUMMARY OF REWRITE RULES FOR A SIMPLE STORY GRAMMAR ⁴
$FABLE \rightarrow STORY AND MORAL$
STORY \rightarrow SETTING AND EVENT STRUCTURE
$\begin{array}{l} \text{SETTING} \rightarrow \left\{ \begin{array}{c} \text{STATE*} (\text{AND EVENT*}) \\ \\ \text{EVENT*} \end{array} \right\} \end{array}$
$STATE^* \rightarrow STATE ((AND STATE)^*)$
EVENT* \rightarrow EVENT (($\begin{cases} AND \\ THEN \\ CAUSE \end{cases}$ EVENT)*) ((AND STATE)*)
EVENT STRUCTURE → EPISODE ((THEN EPISODE)*)
EPISODE → BEGINNING CAUSE DEVELOPMENT CAUSE ENDING
$\begin{array}{l} \text{BEGINNING} \rightarrow \left\{ \begin{array}{c} \text{EVENT}^{*} \\ \text{EPISODE} \end{array} \right\} \end{array}$
$DEVELOPMENT \rightarrow \begin{cases} SIMPLE REACTION CAUSE ACTION \\ COMPLEX REACTION CAUSE GOAL PATH \end{cases}$
SIMPLE REACTION \rightarrow INTERNAL EVENT ((CAUSE INTERNAL EVENT)")
ACTION \rightarrow EVENT
COMPLEX REACTION → SIMPLE REACTION CAUSE GOAL
$GOAL \rightarrow INTERNAL STATE$
GOAL PATH \rightarrow $\begin{cases} ATTEMPT CAUSE OUTCOME \\ GOAL PATH (CAUSE GOAL PATH)* \end{cases}$
$ATTEMPT \rightarrow EVENT^*$
$OUTCOME \rightarrow \left\{ \begin{array}{c} EVENT^* \\ EPISODE \end{array} \right\}$
$ ENDING \rightarrow \left\{ \begin{array}{l} EVENT^* (AND EMPHASIS) \\ EMPHASIS \\ EPISODE \\ \end{array} \right\} $
$EMPHASIS \rightarrow STATE$

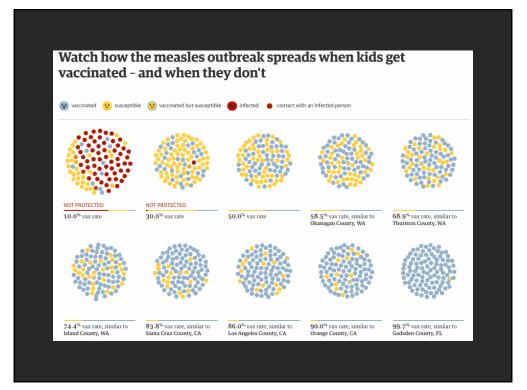
Remembrance of Things Parsed [Mandler and Johnson 1977]

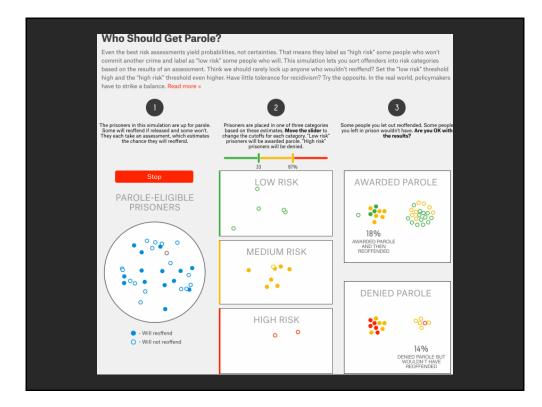


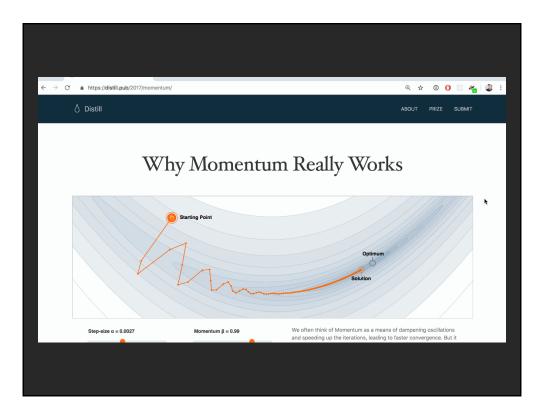
Narrative theory applied

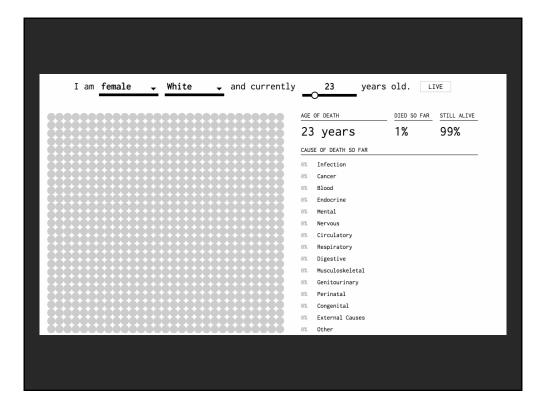


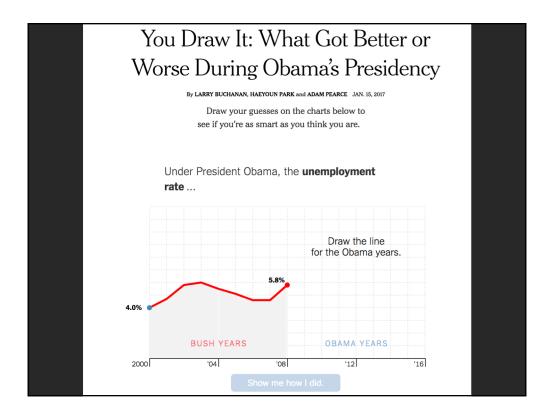


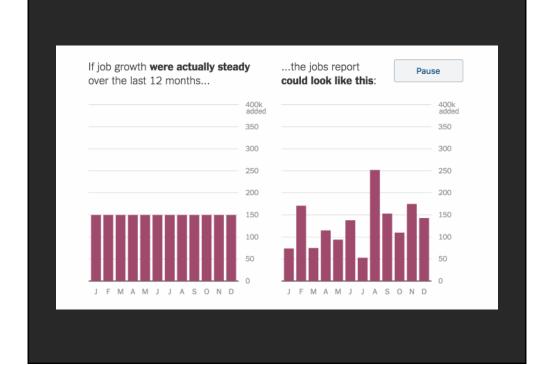


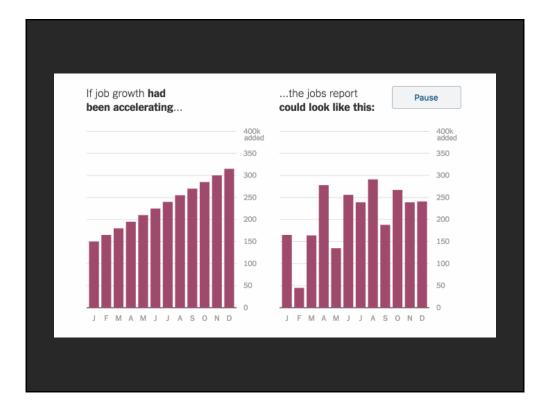


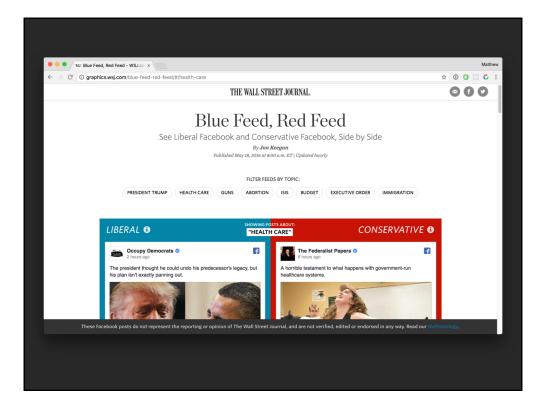


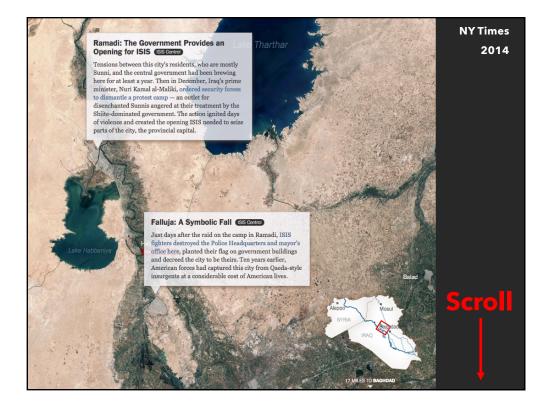


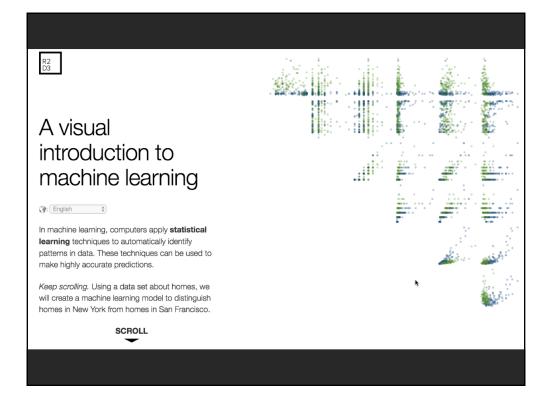


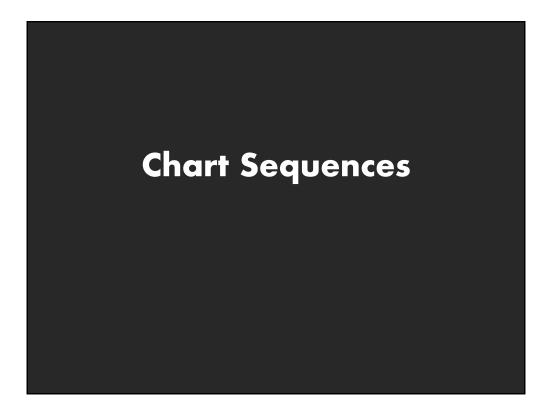


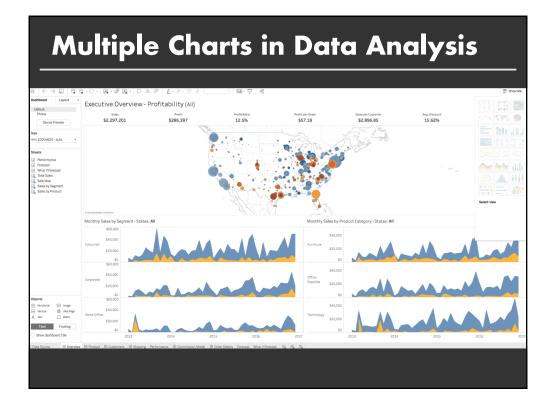




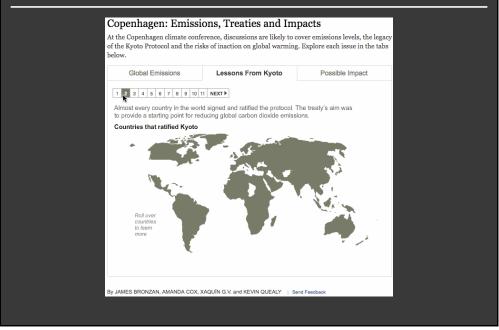


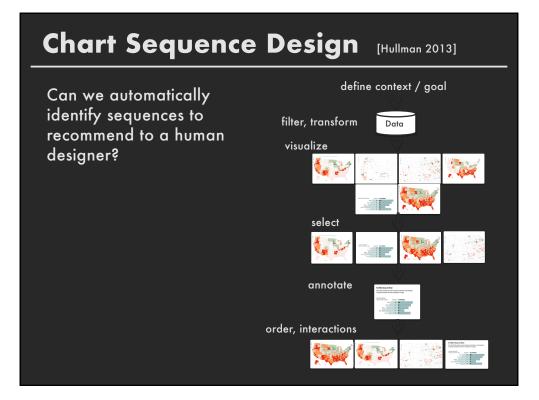


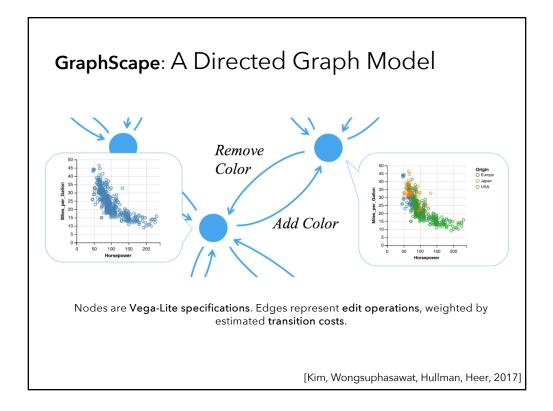


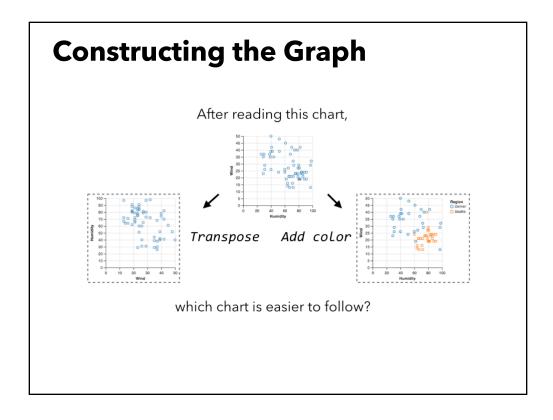


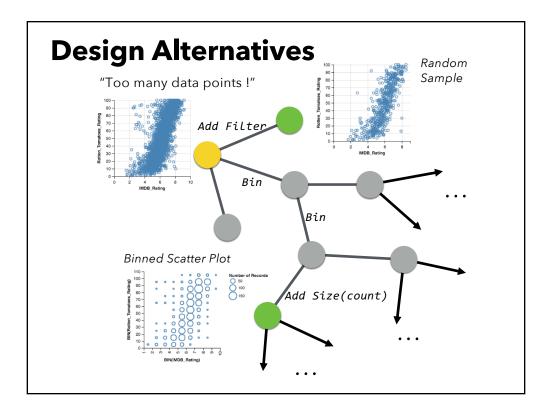
Multiple Charts in Storytelling

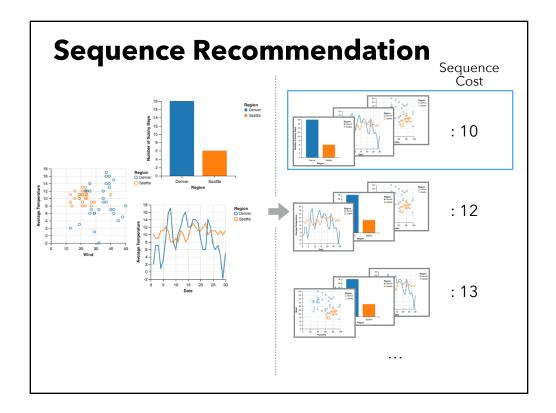












GraphScape [Kim, Wongsuphasawat, Hullman, Heer 2017]

Previously we've discussed approaches for automatic design of a single visualization (e.g. Mackinlay's APT)

GraphScape supports automated design methods for collections of visualizations.

Plenty of future work to do here!

Summary

Narrative visualizations blend communication via imagery and text with interaction techniques

Specific strategies can be identified by studying what expert designers make

Automating construction of effective explainers is an active area of Visualization research