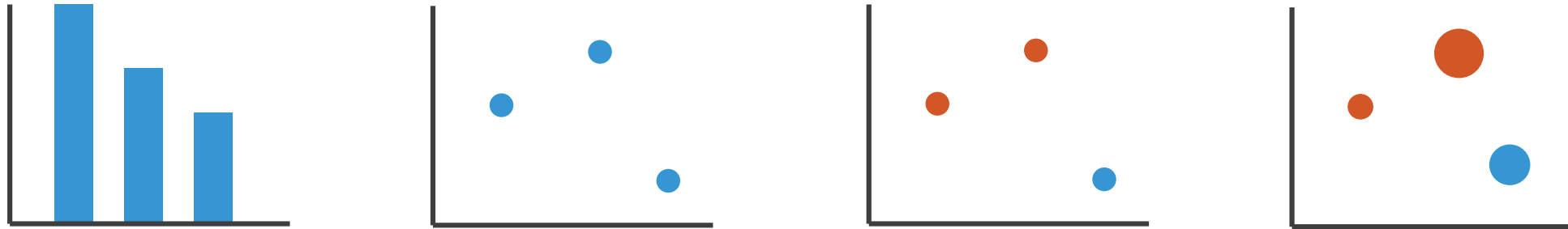


Marks and Channels

Visual Encoding

- how to systematically analyze idiom structure?



- marks & channels
 - marks: represent items or links
 - channels: change appearance of marks based on attributes

Marks for Items

- Basic geometric elements

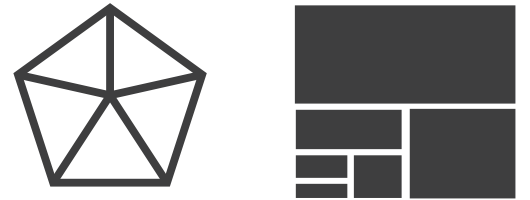
➔ Points



➔ Lines



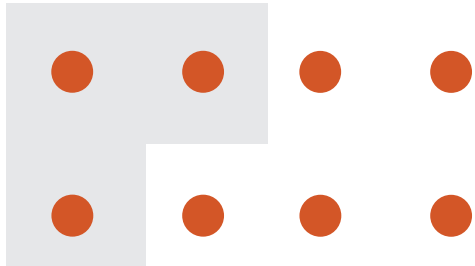
➔ Areas



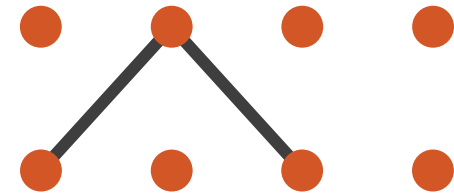
- 3D mark, volume, *rarely* used

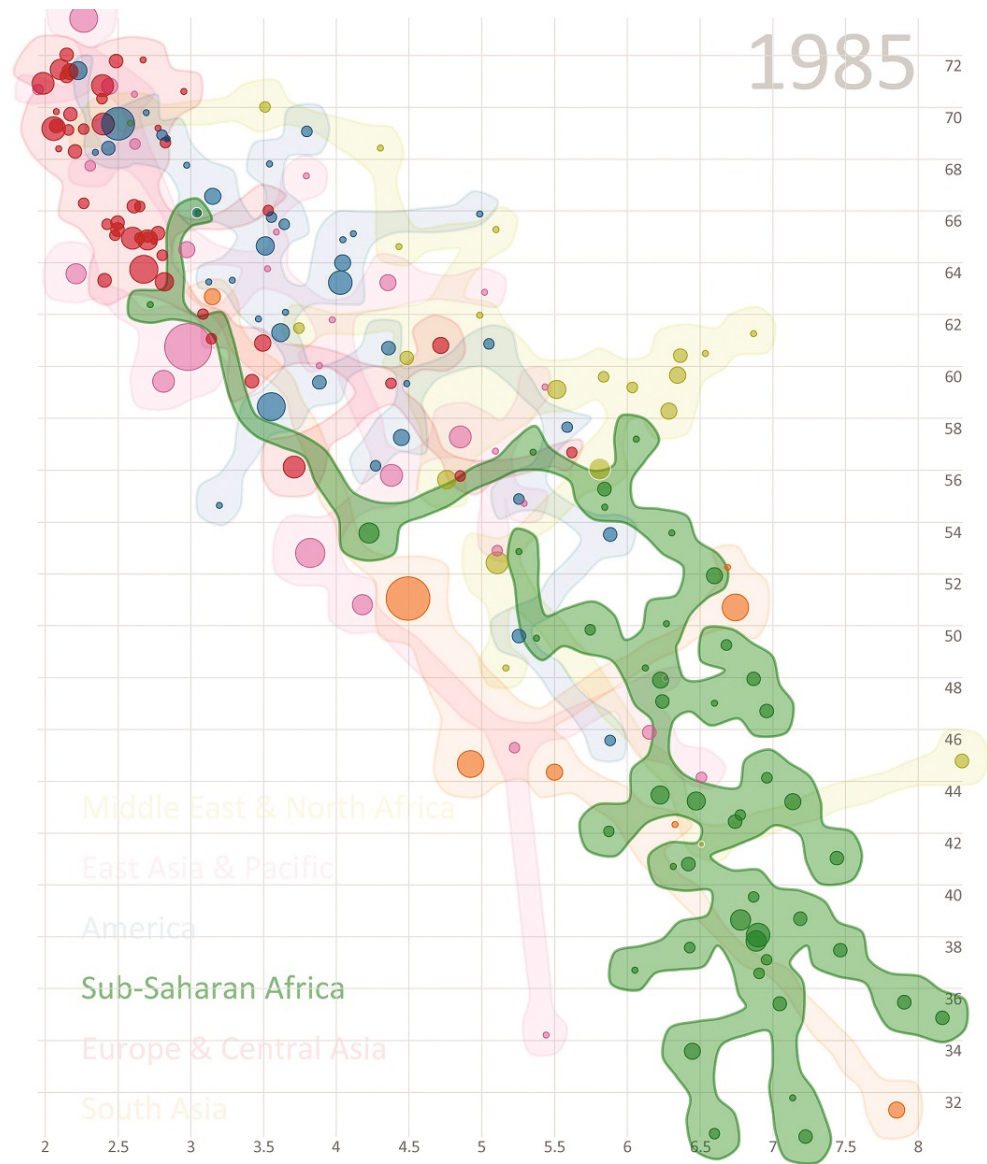
Marks for Links

➔ **Containment**

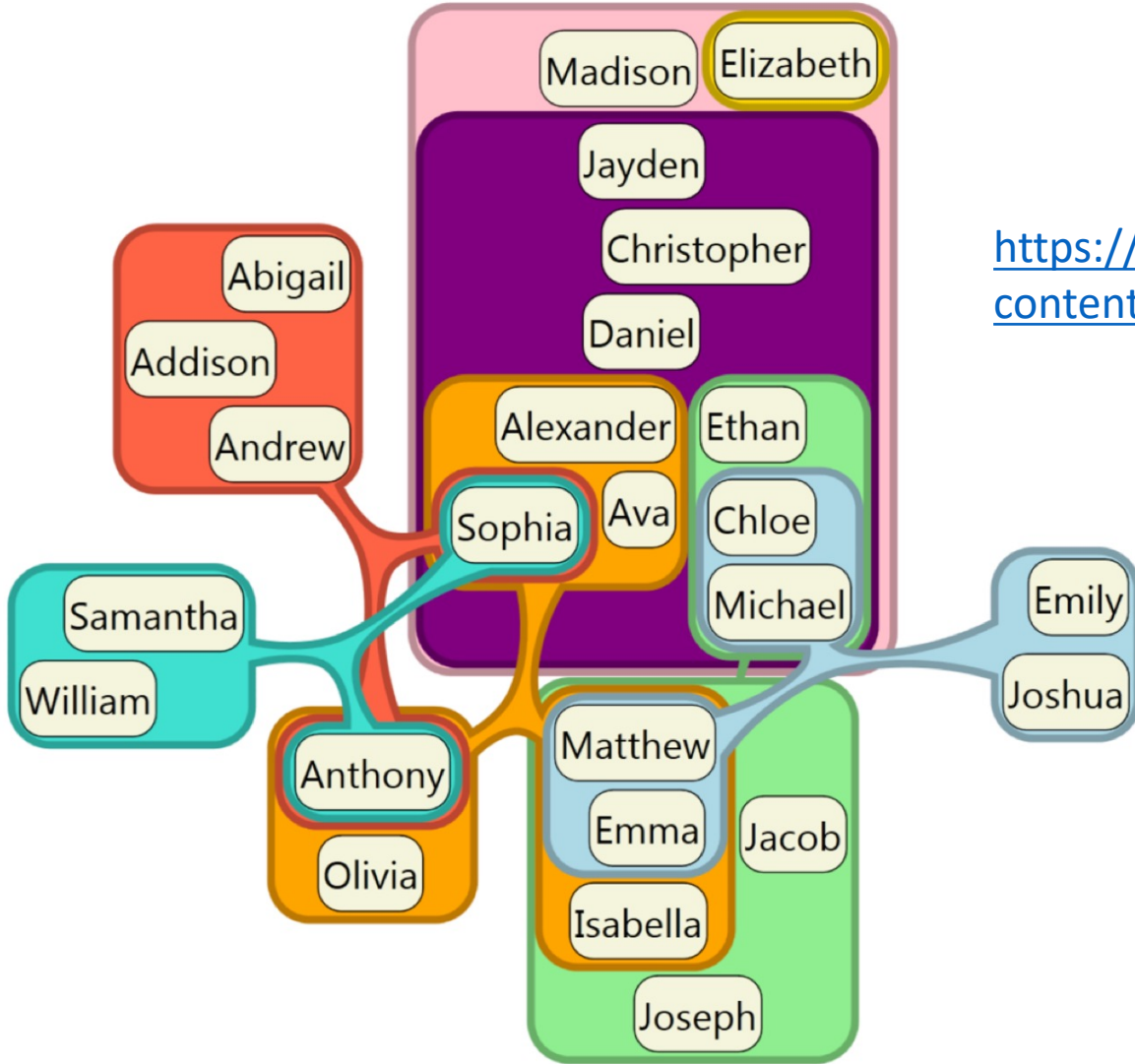


➔ **Connection**





Containment can be Nested



https://www.microsoft.com/en-us/research/wp-content/uploads/2016/12/eulerdiagrams_infovis2010.pdf

→ Position

→ Horizontal



→ Vertical



→ Both



→ Color



→ Shape



→ Tilt



→ Size

→ Length



→ Area



→ Volume

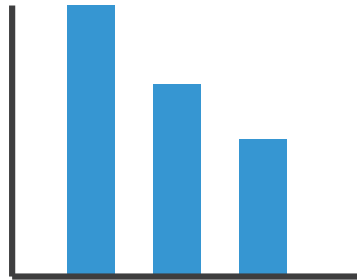


Channels

- control appearance of marks
 - proportional to or based on attributes
- many names
 - **visual channels**
 - visual variables
 - retinal channels
 - visual dimensions

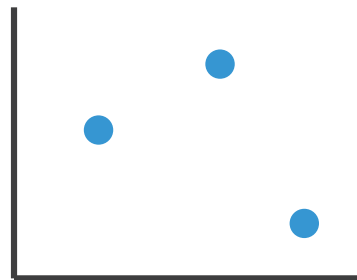
Visual Encoding

- analyze idiom structure
 - as combination of marks and channels



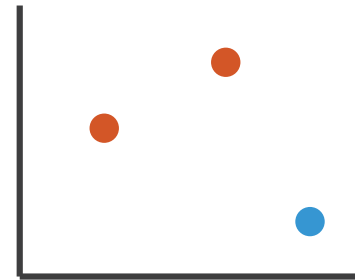
1:
vertical position

mark: line



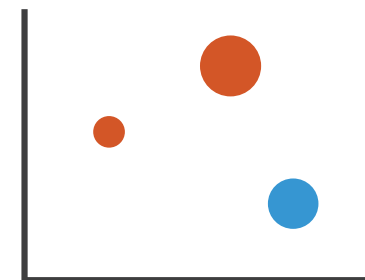
2:
vertical position
horizontal position

mark: point



3:
vertical position
horizontal position
color hue

mark: point

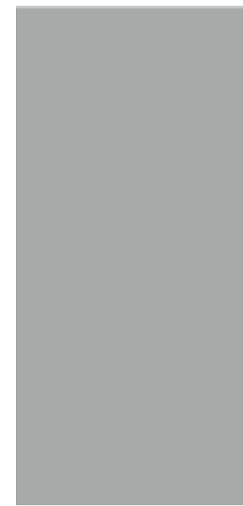
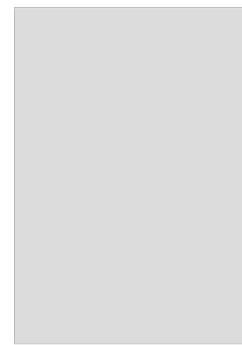


4:
vertical position
horizontal position
color hue
size (area)

mark: point

Redundant Encoding

- multiple channels
 - sends stronger message
 - but uses up channels



Length, Position, and Value

Spot the Problem



<https://twitter.com/ChaseThomason/status/1118478036507164672>

When to use which channel?

expressiveness

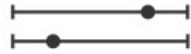
match channel type to data type

effectiveness

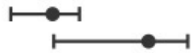
some channels are better than others

Channels

Position on common scale



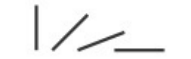
Position on unaligned scale



Length (1D size)



Tilt/angle



Area (2D size)



Depth (3D position)



Color luminance



Color saturation



Curvature



Volume (3D size)



Same

Same

Spatial region



Color hue



Motion



Shape



Channels : Matching Types

➔ Magnitude Channels: Ordered Attributes

Position on common scale 

Position on unaligned scale 


Length (1D size) 

Tilt/angle 

Area (2D size) 

Depth (3D position) 

Color luminance 

Color saturation 

Curvature 

Volume (3D size) 

Same

Same

➔ Identity Channels: Categorical Attributes

Spatial region 

Color hue 

Motion 

Shape 

expressiveness principle

- match channel and data characteristics
 - magnitude for ordered
 - how much? which rank?
 - identity for categorical
 - what?

Channels : Matching Types

➔ Magnitude Channels: Ordered Attributes

Position on common scale 

Position on unaligned scale 

Length (1D size) 

Tilt/angle 


Area (2D size) 

Depth (3D position) 

Color luminance 

Color saturation 

Curvature 


Volume (3D size) 

Same

Same

➔ Identity Channels: Categorical Attributes

Spatial region 

Color hue 

Motion 

Shape 

expressiveness principle

- match channel and data characteristics
 - magnitude for ordered
 - how much? which rank?
 - identity for categorical
 - what?

Channels : Rankings

➔ Magnitude Channels: Ordered Attributes

Position on common scale 

Position on unaligned scale 

Length (1D size) 

Tilt/angle 

Area (2D size) 

Depth (3D position) 

Color luminance 

Color saturation 

Curvature 

Volume (3D size) 

Same
Same

➔ Identity Channels: Categorical Attributes

Spatial region 

Color hue 

Motion 

Shape 

Best
Effectiveness
Least

[expressiveness principle](#)

match channel and data characteristics

[effectiveness principle](#)

encode most important attributes with highest ranked channels

Channels : Rankings

➔ Magnitude Channels: Ordered Attributes

Position on common scale 

Position on unaligned scale 

Length (1D size) 

Tilt/angle 

Area (2D size) 

Depth (3D position) 

Color luminance 

Color saturation 

Curvature 

Volume (3D size) 

Same
Same

➔ Identity Channels: Categorical Attributes

Spatial region 

Color hue 

Motion 

Shape 

Best
Effectiveness
Least

expressiveness principle

match channel and data characteristics

effectiveness principle

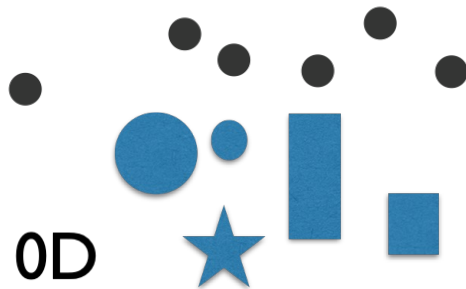
encode most important attributes with highest ranked channels

spatial position ranks high for both

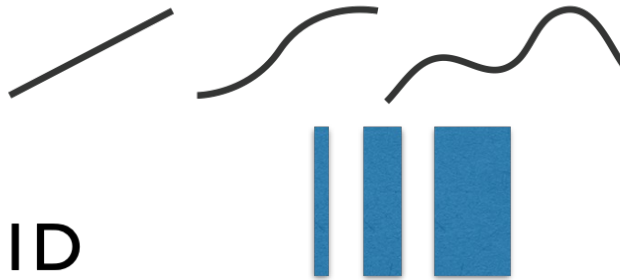
Marks: Constrained vs Encodable

- math view: geometric primitives have dimensions

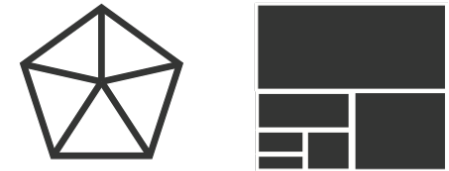
➔ Points



➔ Lines



➔ Areas



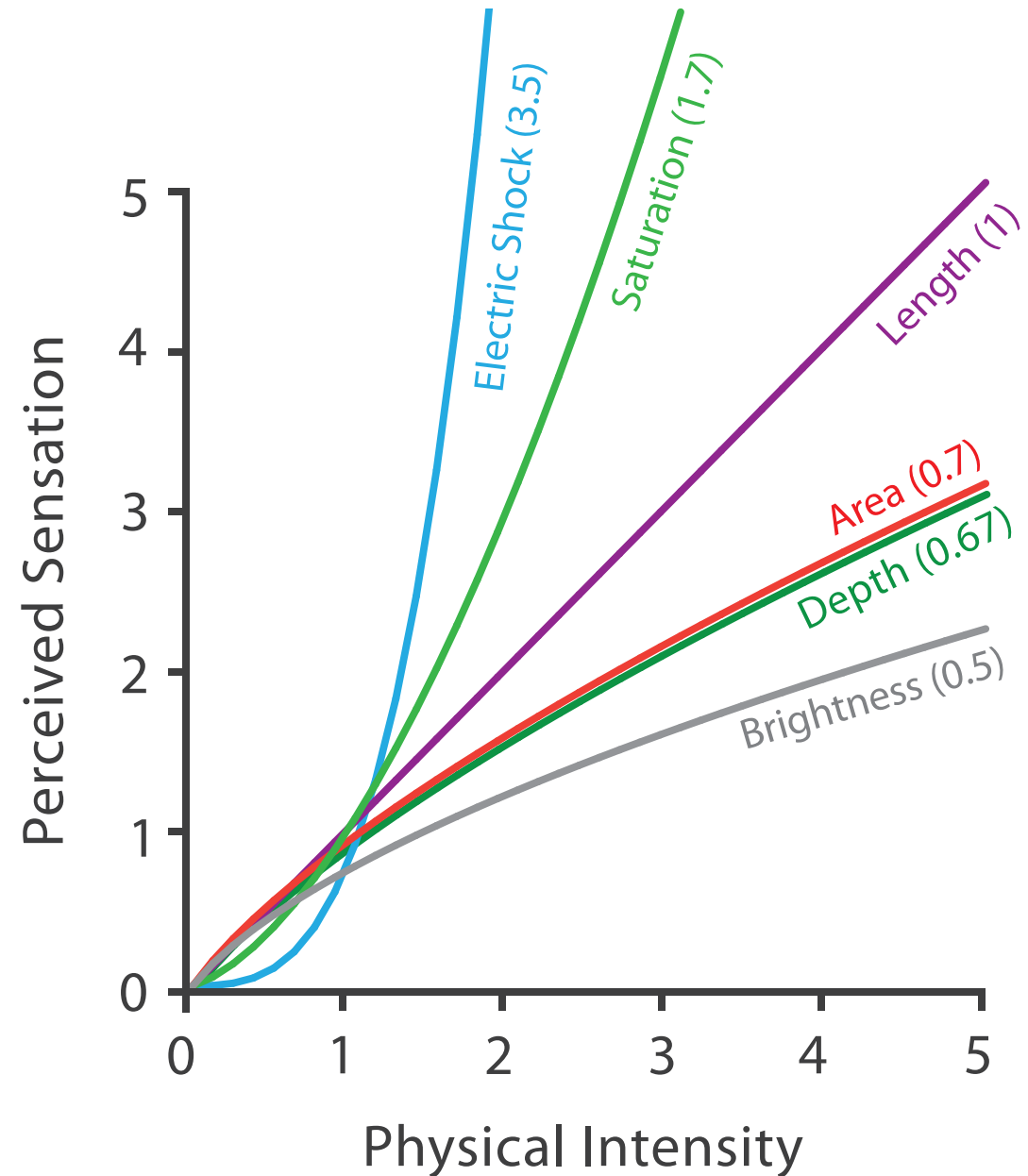
- constraint view: mark type constrains what else can be encoded
 - points: 0 constraints on size, can encode more attributes w/ size & shape
 - lines: 1 constraint on size (length), can still size code other way (width)
 - areas: 2 constraints on size (length/width), cannot use size code or shape code

Channel Effectiveness

- Accuracy:
 - how precisely can we tell the difference between encoded items?
- Discriminability:
 - how many unique steps can we perceive?
- Separability:
 - is our ability to use this channel affected by another one?
- Popout:
 - can things jump out using this channel?

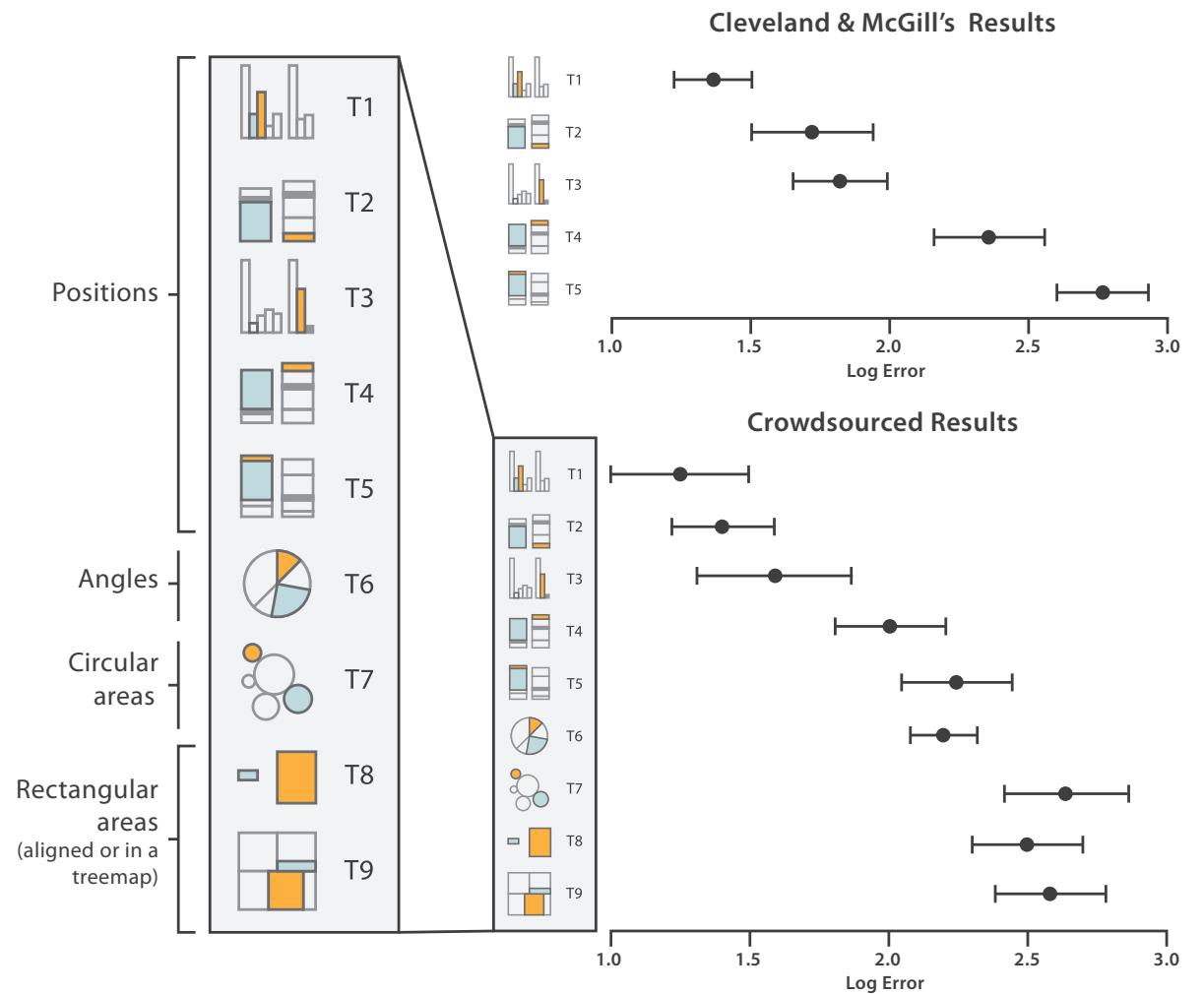
Accuracy: Fundamental Theory

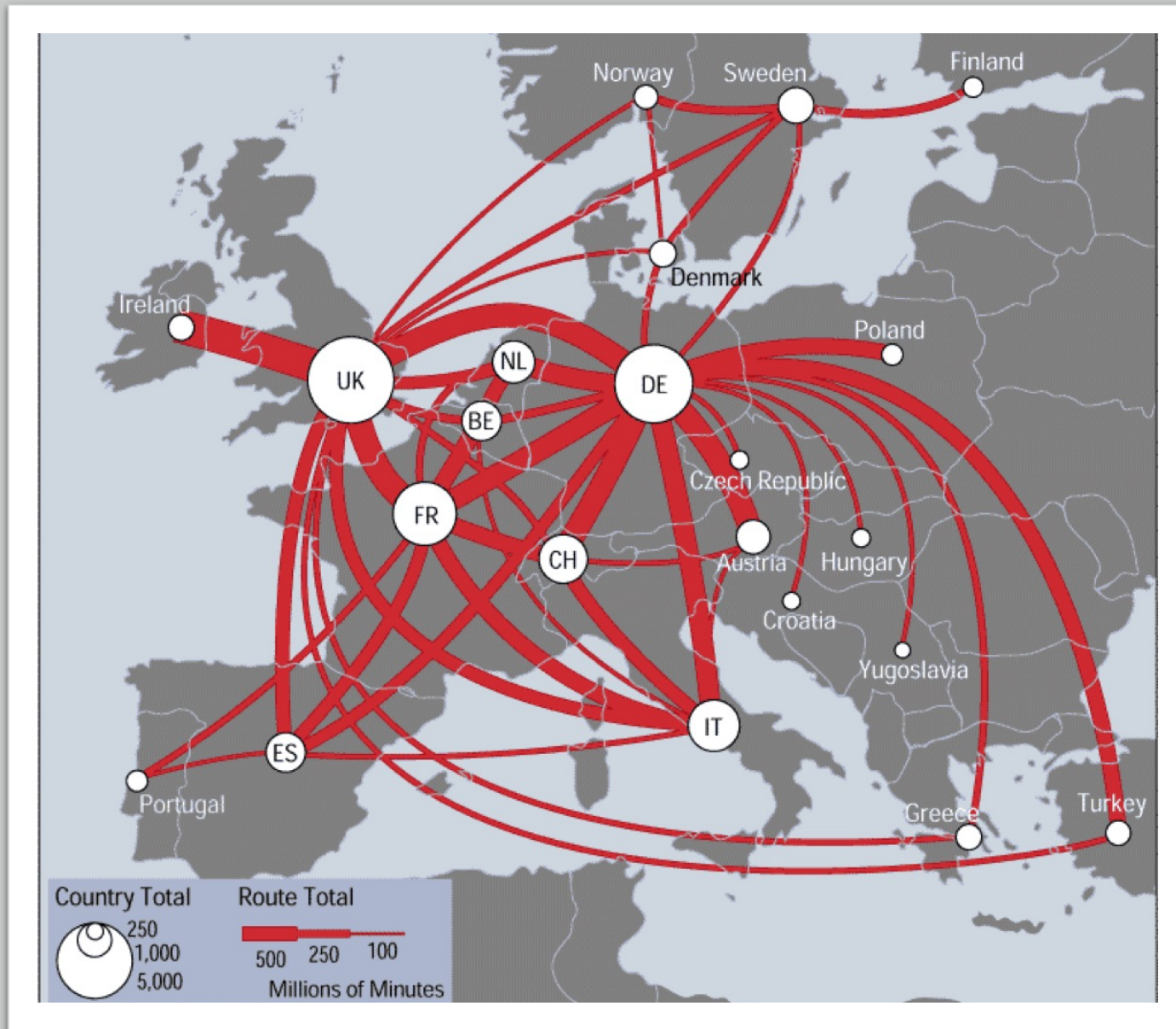
- length is accurate: linear
- others magnified or compressed
 - exponent characterizes
- S = sensation
- I = intensity



Accuracy: Visualization Experiments

- [Crowdsourcing Graphical Perception: Using Mechanical Turk to Assess Visualization Design. Heer and Bostock. Proc ACM Conf. Human Factors in Computing Systems (CHI) 2010, p. 203–212.]



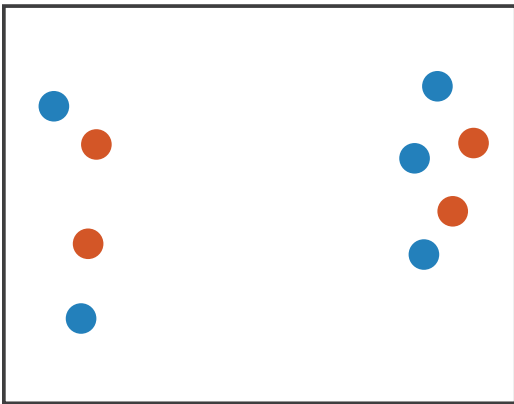


Discriminability:
How many usable
steps?

- must be sufficient for number of attribute levels to show
 - linewidth: few bins but salient

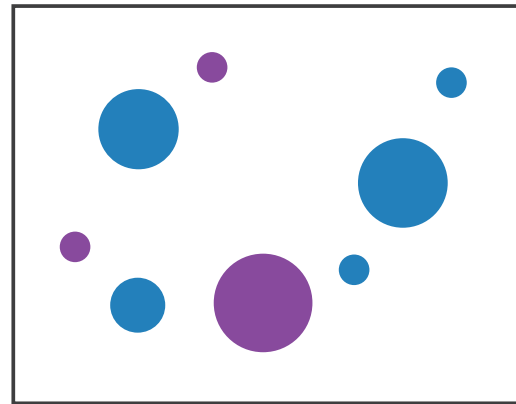
Separability vs. Integrality

Position
+ Hue (Color)



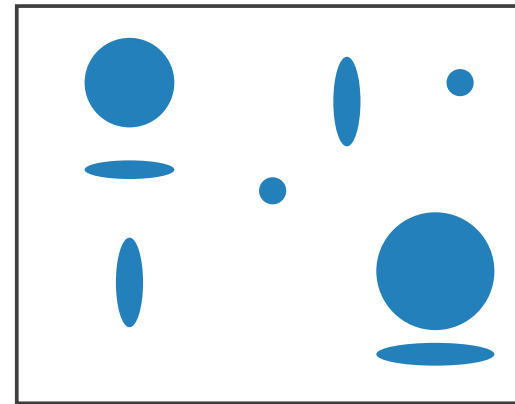
Fully separable

Size
+ Hue (Color)



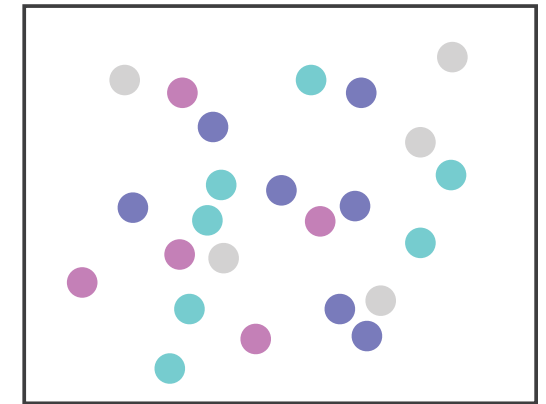
Some interference

Width
+ Height



Some/significant
interference

Red
+ Green



Major interference

Group Discussion: Marks / Channel?

