11. Presentation Approaches II
Dealing with the presentation problem

Vorlesung „Informationsvisualisierung”

Prof. Dr. Andreas Butz, WS 2009/10

Konzept und Basis für Folien: Thorsten Büring

Outline

- Introduction focus&context
- Generalized fisheye view
- Graphical fisheye
  - Early examples
  - Graph fisheye
  - Multiple foci
  - Speed-Coupled Flattening
  - Symbolic Representation of Context
- Use-case: mobile devices
- Designing mobile scatterplot displays

Focus+Context

- Recap presentation problem: information space is too large to be displayed on a single screen
- Approaches in previous lecture
  - Zoomable user interface: scale and translate a single view of the information space
  - Overview+detail: use multiple views with different scale / detail granularity
- Focus+Context (f+c) means a presentation technique where both focus and context information are integrated into a single view by employing distortion
  - Local detail for interaction
  - Context for orientation
- No need to zoom out to regain context as in ZUIs
- No need to switch and relate between multiple separate views as in overview+detail interfaces
- Focus+context is commonly known as fisheye views
- Earliest mentioning of the idea in Ph.D. thesis: Farrand 1973

Generalized Fisheye Views

Saul Steinberg

- Furnas 1986
- Idea: trade-off of detail with distance
- Naturally occurring, e.g.
  - Employees being asked about the management structure: they know local department heads, but only the Vice president of remote divisions
  - Regional newspaper contain local news stories and only more distant ones that are compensatingly of greater importance (e.g. war in a remote country)
- Formalization
  - Presentation problem: interface can only display n items of a structure that has a number of items > n
  - Degree-of-interest function: assign importance value to each item in structure - only display the n most important items

Degree-of-Interest

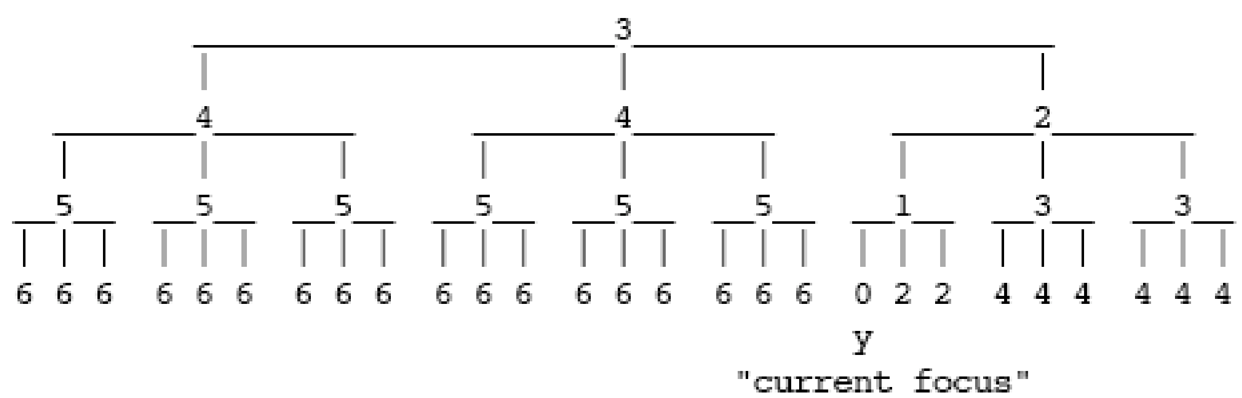
- $DOI_{fisheye}$ $(x|y) = API(x) - D(x,y)$
  - $DOI_{fisheye}$: the users‘ degree of interest in point x, given the focus point y
  - API(x) : Global a priori importance of point x
  - D(x,y) : distance between x and focus point y
- Can be applied to any structure for which the components can be defined

- Example: rooted tree structure of programming code
- Components definition
  - $D(x,y) = d_{tree}(x,y)$ = path length between node x and node y in the tree
  - $API(x) = –d_{tree}(x,root)$ = distance of node x from the root node (nodes closer to the root are generally more important than nodes further away)
- $DOI_{fisheye(tree)}$ $(x|y) = API(x) - D(x,y) = –(d_{tree}(x,y) + d_{tree}(x,root))$

Fisheye Tree

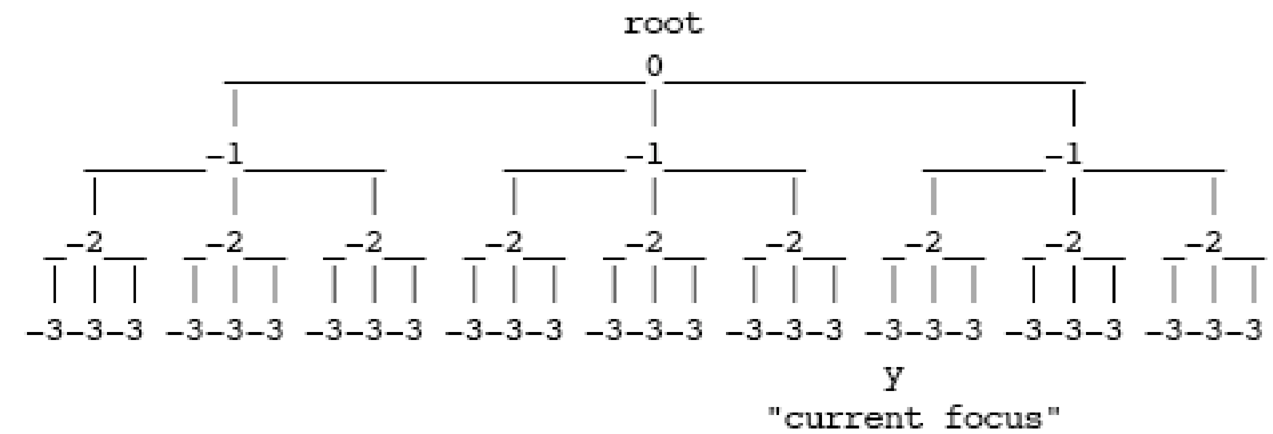
(a) Distance from y:

$d_{tree}(x,y)$



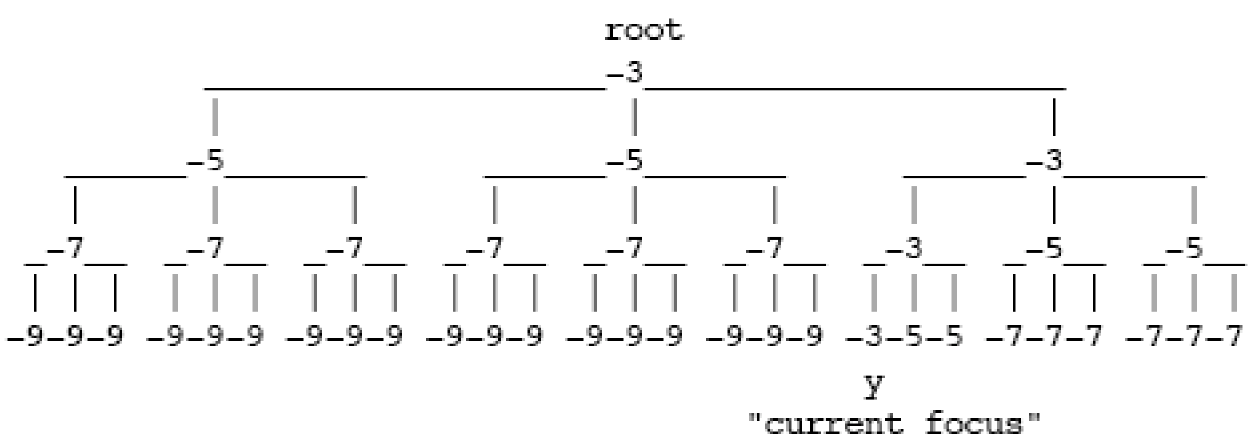
(b) *A Priori* Importance in the tree:

$Imp(x) = -d_{tree}(x,root)$



(c) The Fisheye DOI:

$$DOI_{fisheye(tree)}(x|.=y) = API(x) - D(x,y) = -(d_{tree}(x,y) + d_{tree}(x,root))$$



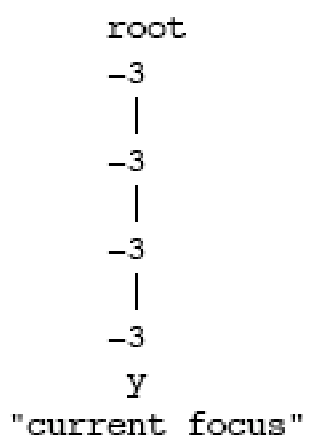
An arithmetically larger number means that the node is more interesting for interactions focused on y

Fisheye Tree

- To obtain fisheye views of different sizes, set a DOI threshold k with DOI(x) > k

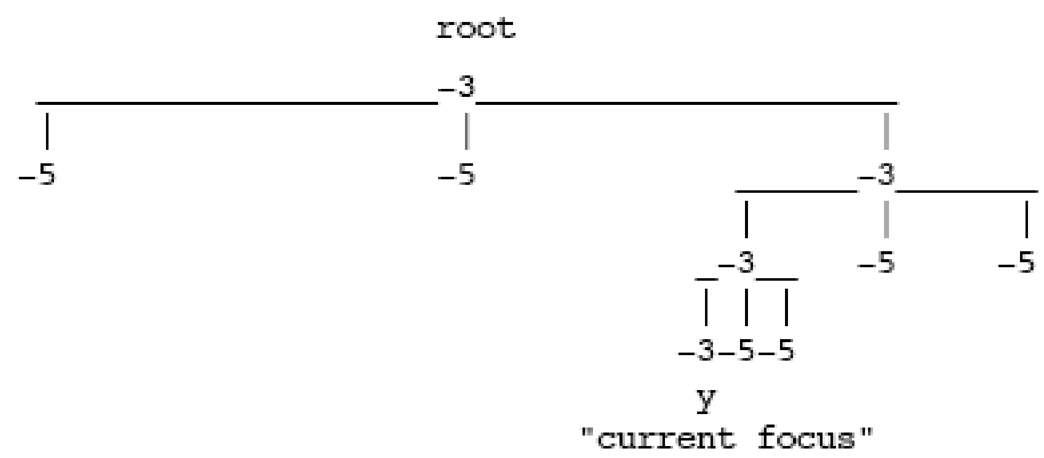
k = –3; direct ancestral lineage

(a) Zero-order tree fisheye:



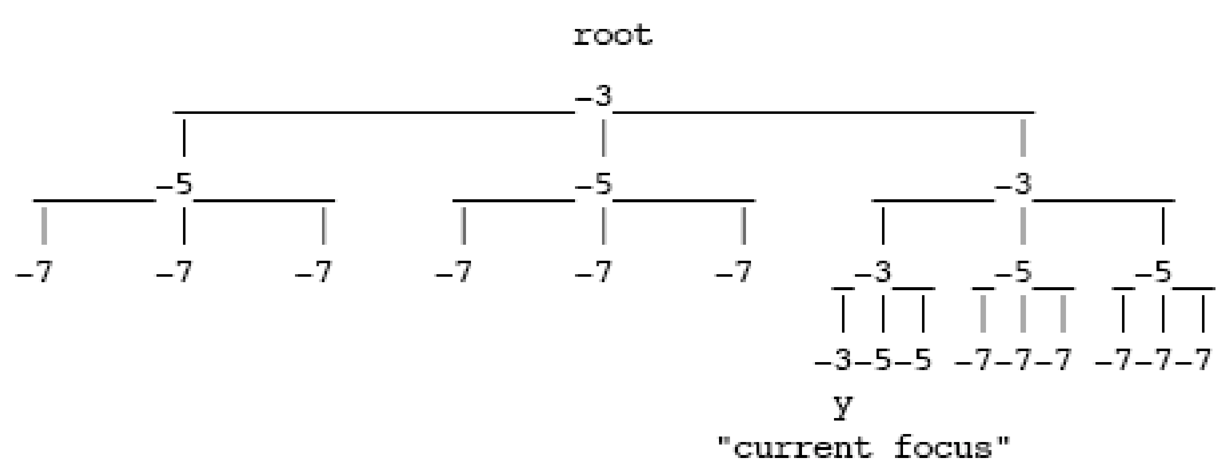
k = –5; siblings are added

(b) First-order tree fisheye:



k = –7; cousins are added

(c) Second-order tree fisheye:



Fisheye Tree Aplied

- Full view of the program
  - Box: lines in default view
  - Underlines: lines in fisheye view

```
#define DIG 40
#include <stdio.h>

main()
{
	int c, i, x[DIG/4], t[DIG/4], k = DIG/4, noprint = 0;

	while((c=getchar()) != EOF){
		if(c >= '0' && c <= '9'){
			x[0] = 10 * x[0] + (c-'0');
			for(i=1;i<k;i++){
				x[i] =  10 * x[i]
					+ x[i-1]/10000;
				x[i-1] %= 10000;
			}
		} else {
			switch(c){
				case '+':
					t[0] = t[0] + x[0];
					for(i=1;i<k;i++){
						t[i] = t[i] + x[i]
							+ t[i-1]/10000;
						t[i-1] %= 10000;
					}
					t[k-1] %= 10000;
					break;
				case '-':
					t[0] = (t[0] + 10000)
						- x[0];
					for(i=1;i<k;i++){
						t[i] = (t[i] + 10000)
							- x[i]
							- (1 - t[i-1]/10000);
						t[i-1] %= 10000;
					}
					t[k-1] %= 10000;
					break;
				case 'e':
					for(i=0;i<k;i++) t[i] = x[i];
					break;
				case 'q':
					exit(0);
				default:
					noprint = 1;
					break;
			}
			if(!noprint){
				for(i=k - 1;t[i] <= 0 && i > 0;i--);
				printf("%d",t[i]);
				if(i > 0) {
					for(i-- ; i >= 0; i--){
						printf("%04d",t[i]);
					}
				}
				putchar('\n');
				for(i=0; i > k;i++) x[i] = 0;
			}
		}
		noprint = 0;
	}
}
```

Fisheye Tree Aplied

- Working on line marked with „>>“

```
  28                    t[0] = (t[0] + 10000)
  29                         - x[0];
  30                    for(i=1;i<k;i++){
  31                         t[i] = (t[i] + 10000)
  32                              - x[i]
  33                              - (1 - t[i-1]/10000);
  34                         t[i-1] %= 10000;
  35                    }
  36                    t[k-1] %= 10000;
  37                    break;
  38               case 'e':
>>39                    for(i=0;i<k;i++) t[i] = x[i];
  40                    break;
  41               case 'q':
  42                    exit(0);
  43               default:
  44                    noprint = 1;
  45                    break;
  46          }
  47          if(!noprint){
  48               for(i=k - 1;t[i] <= 0 && i > 0;i--);
  49               printf("%d",t[i]);
  50               if(i > 0) {
```

Figure 3. Standard 'flat-window' view of a C program. Line numbers are in the left margin.

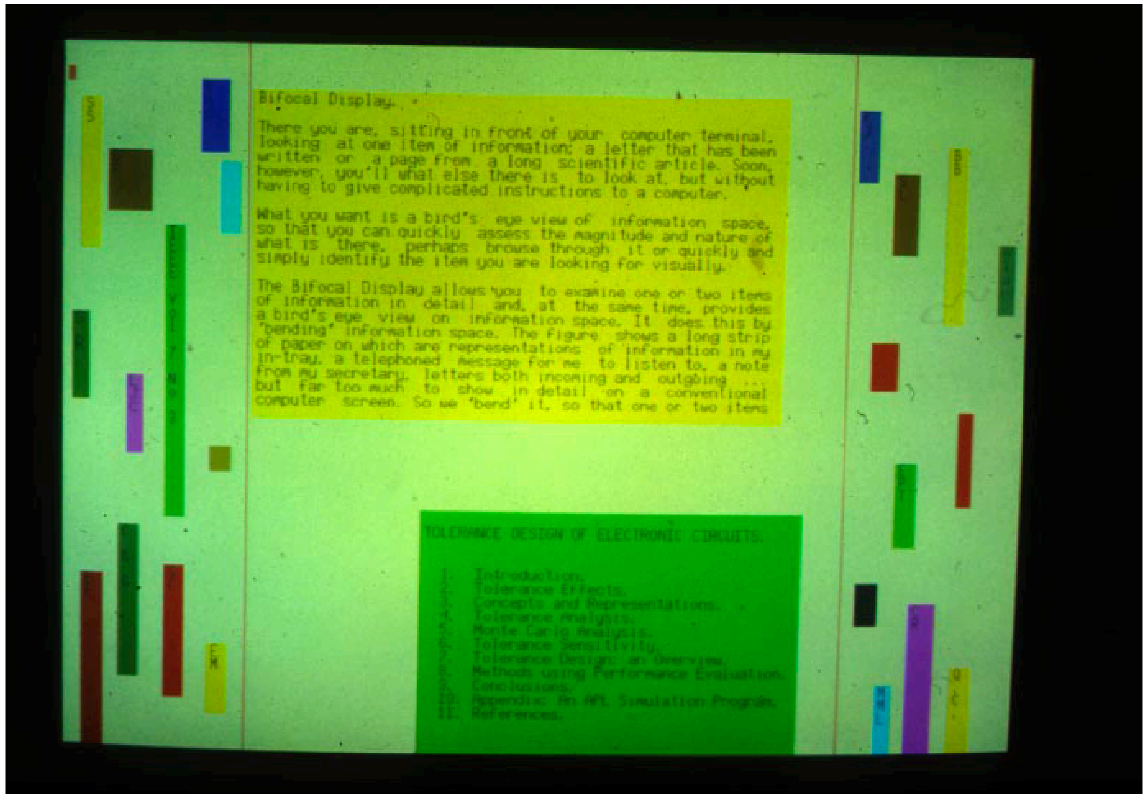
```
    1 #define DIG 40
    2 #include <stdio.h>
 ...4 main()
    5 {
    6      int c, i, x[DIG/4], t[DIG/4], k = DIG/4, noprint = 0;
 ...8      while((c=getchar()) != EOF){
    9           if(c >= '0' && c <= '9'){
...16           } else {
   17                switch(c){
   18                     case '+':
...27                     case '-':
...38                     case 'e':
 >>39                          for(i=0;i<k;i++) t[i] = x[i];
   40                          break;
   41                     case 'q':
...43                     default:
...46                }
   47                if(!noprint){
...57                }
   58           }
   59           noprint = 0;
   60      }
   61 }
```

Figure 4. A fisheye view of the C program. Line numbers are in the left margin. "..." indicates missing lines.

Graphical Fisheye Views

- Applied rather to layouts than to logical structure
- Furnas fisheye: items are either present in full detail or absent from the view
- Objective: continuous distortion of items and item representation

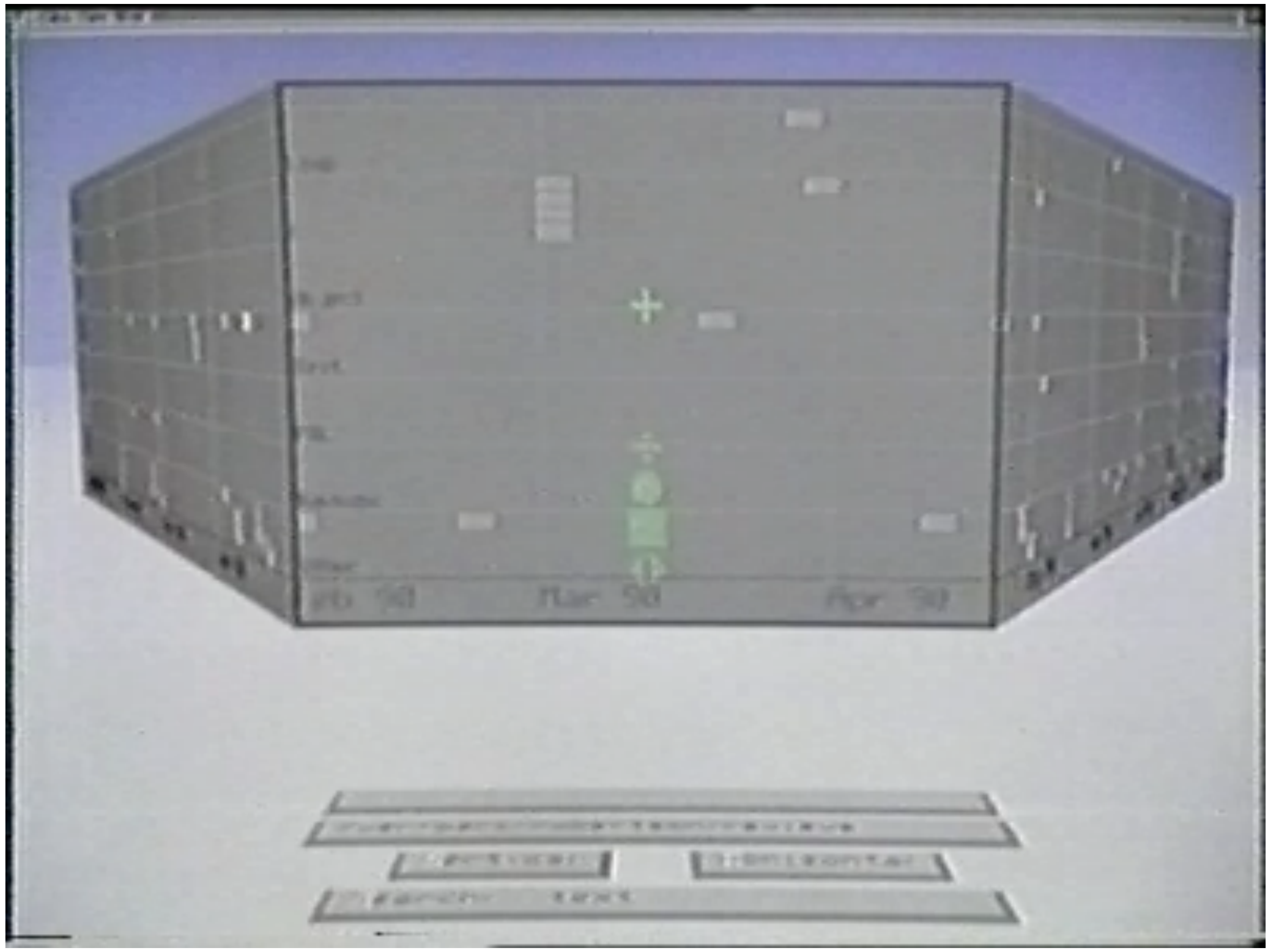
Bifocal Display

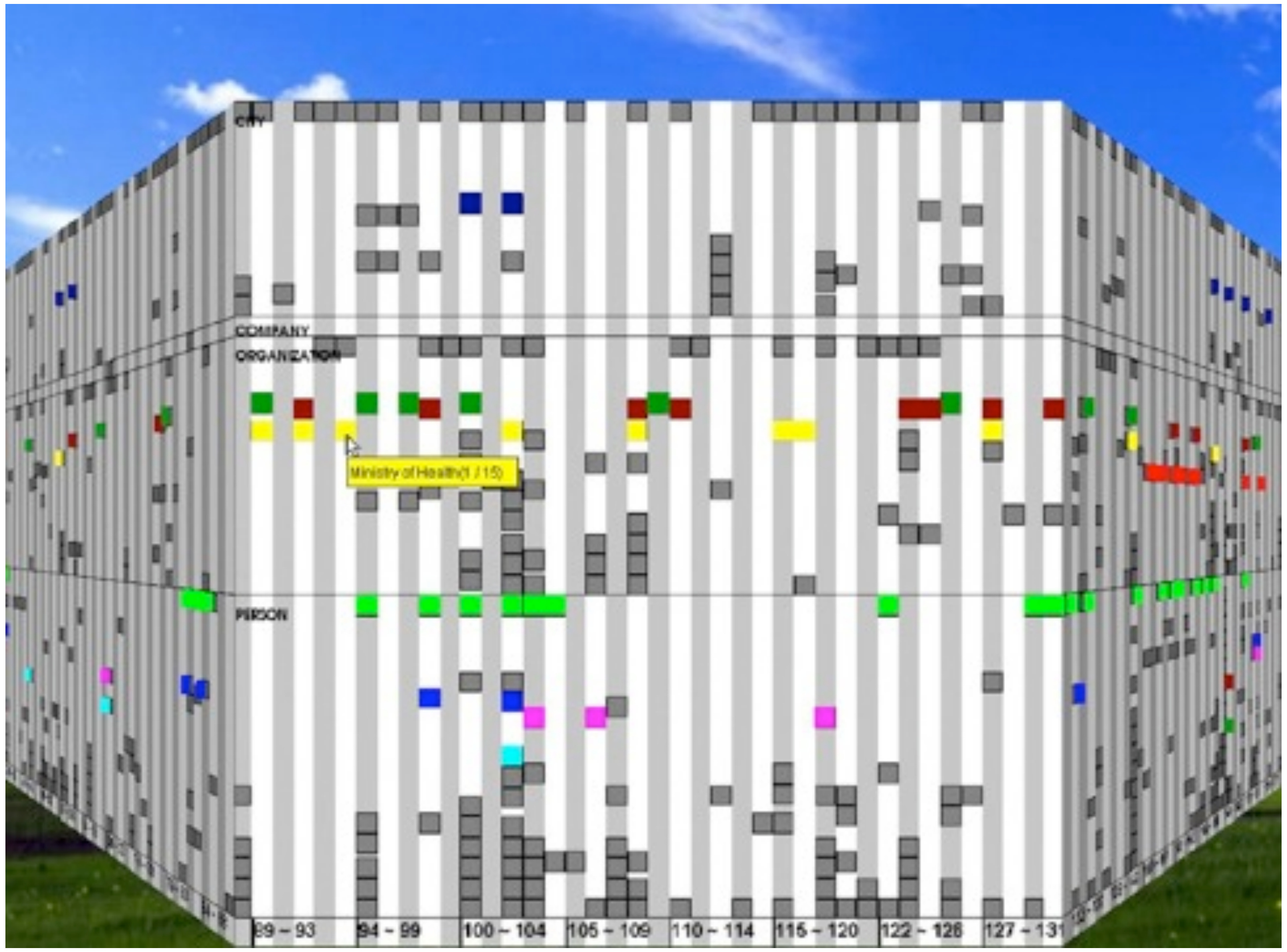


- Spence & Apperley 1982
- Office environment of the future
- Virtual workspace showing documents on a horizontal strip
- Centered detail region and two compressed context regions
- Scroll compressed documents in the detail region to decompress
- Distortion increases the amount of information that can be displayed

Perspective Wall

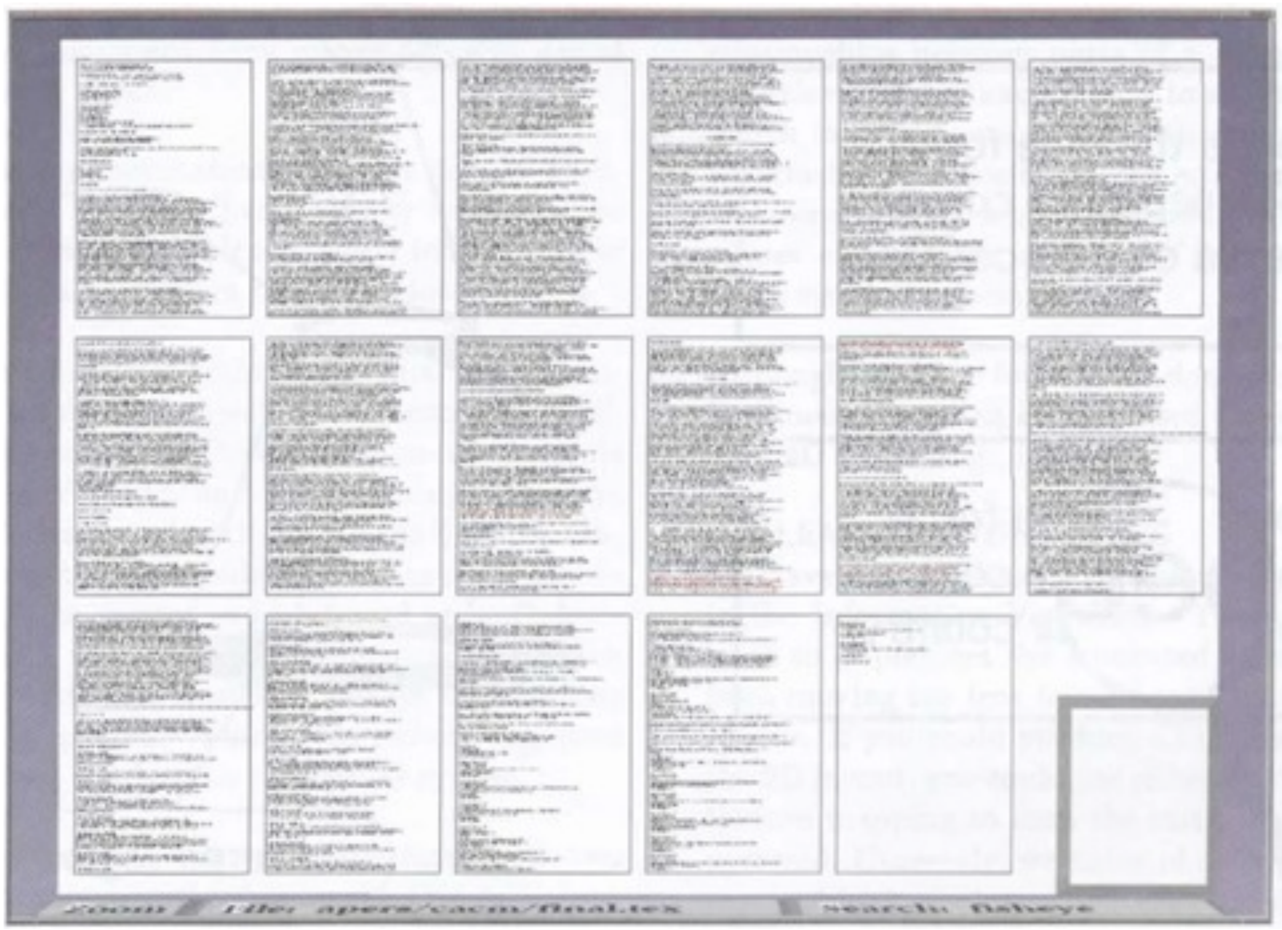
- Robertson et al. 1991
- Same approach as the bifocal lens but using perspective
- Detail information about objects recedes in the distance

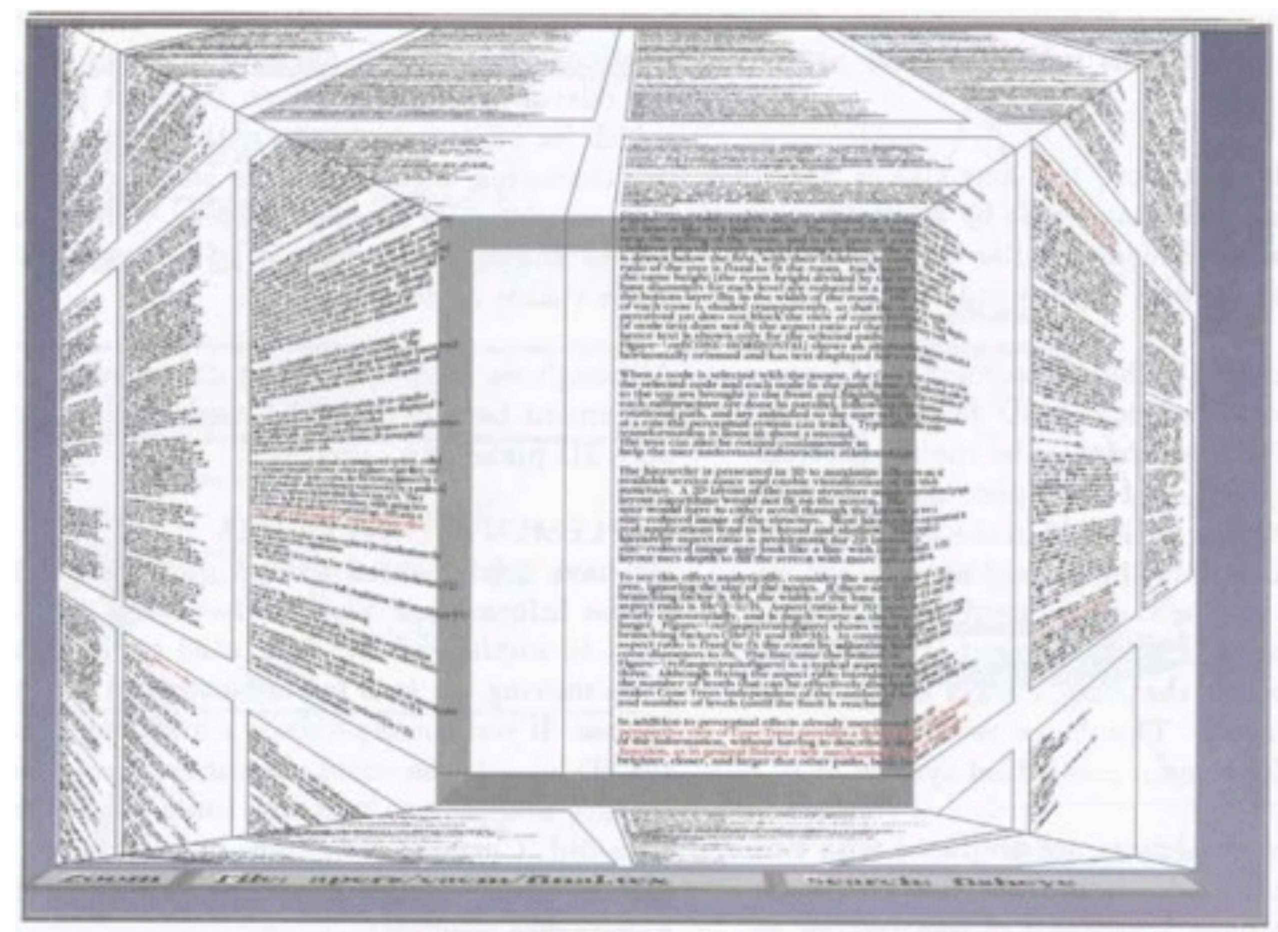




Document Lens

- Robertson & MackInlay 1993
  - http://www2.parc.com/istl/groups/uir/publications/items/UIR-1993-08-Robertson-UIST93-DocumentLens.pdf

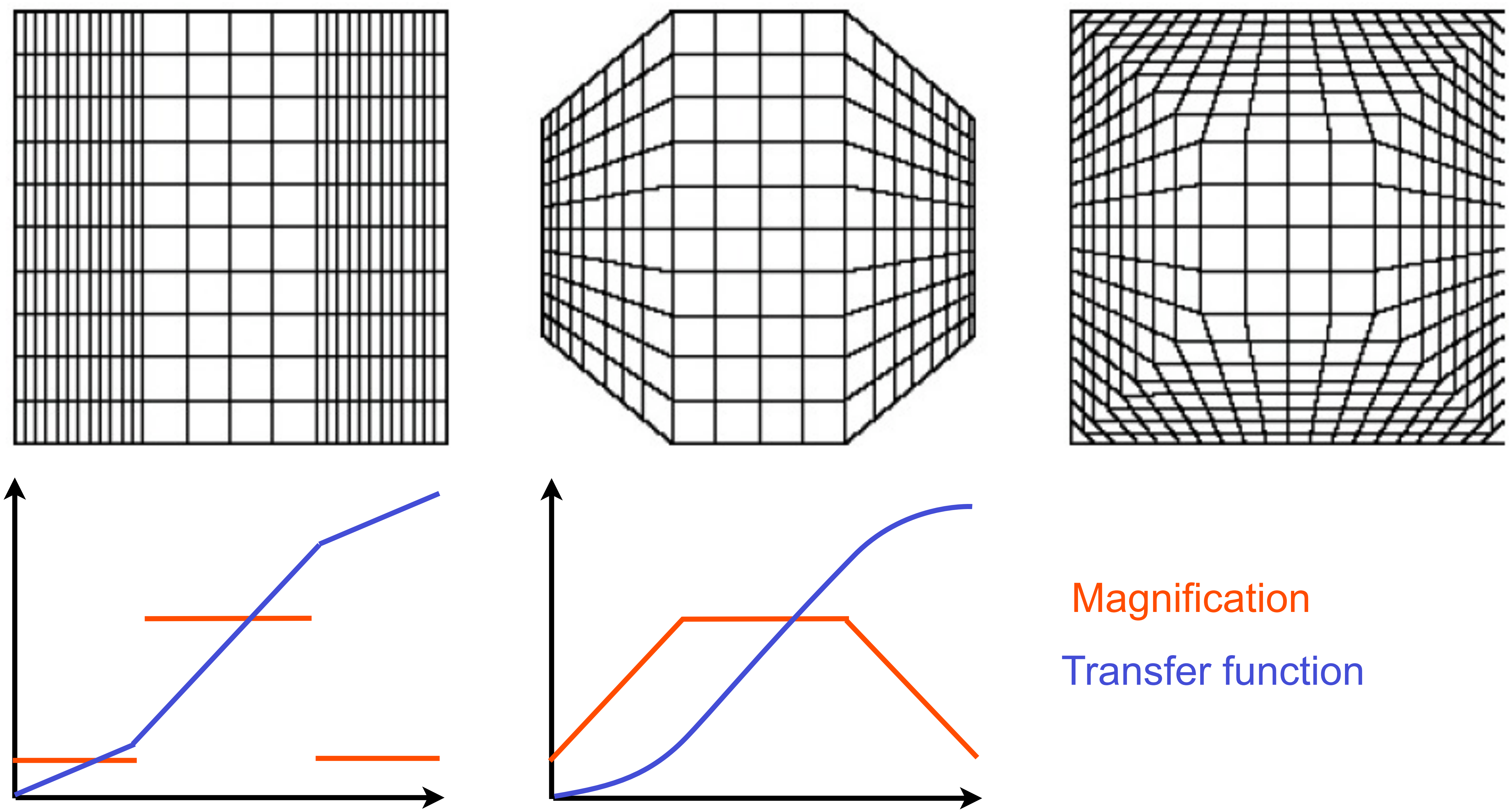




Distortion Approaches Used

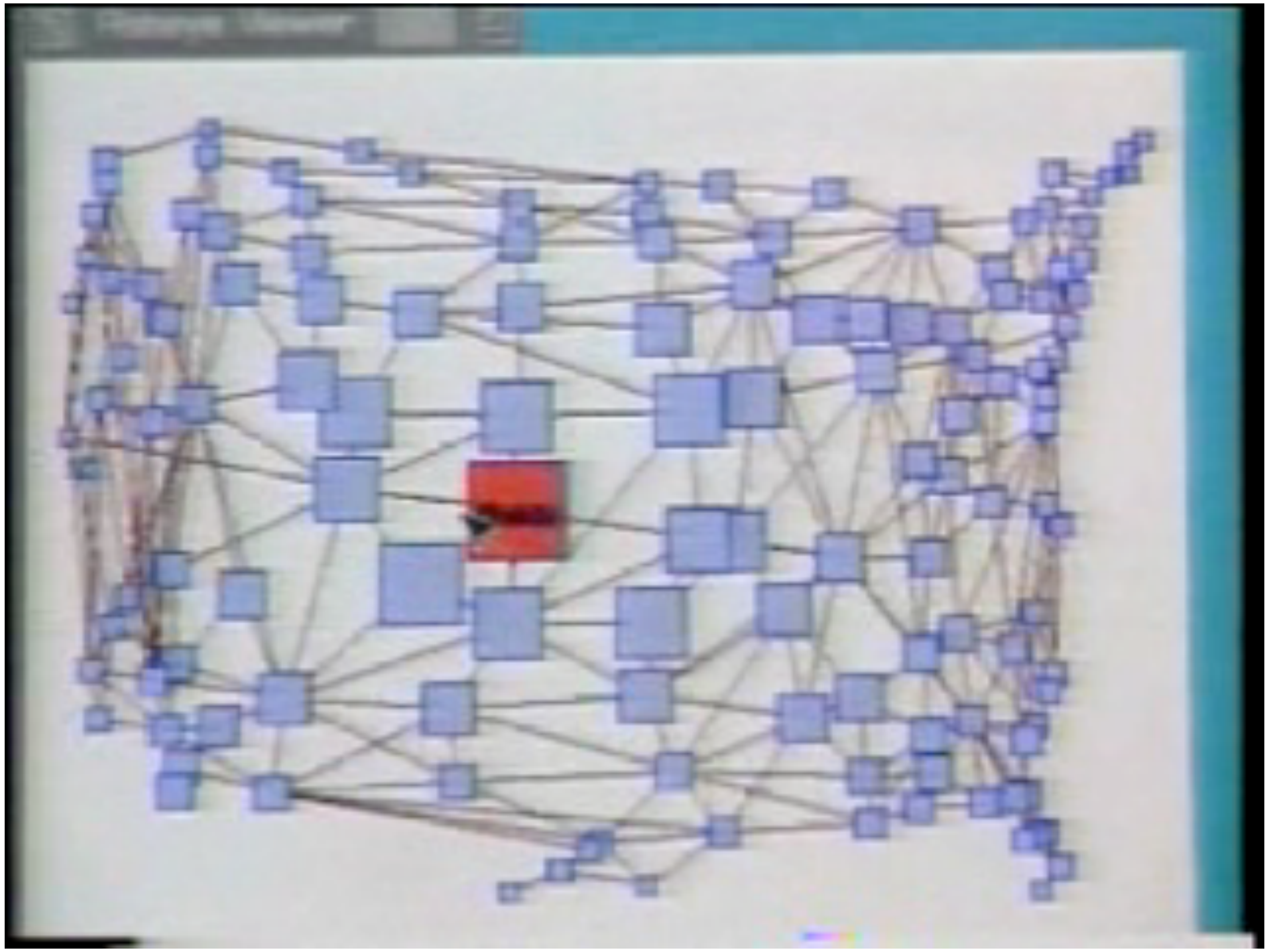
- Overview of the different distortion techniques

Bifocal display | Perspective wall | Document lens



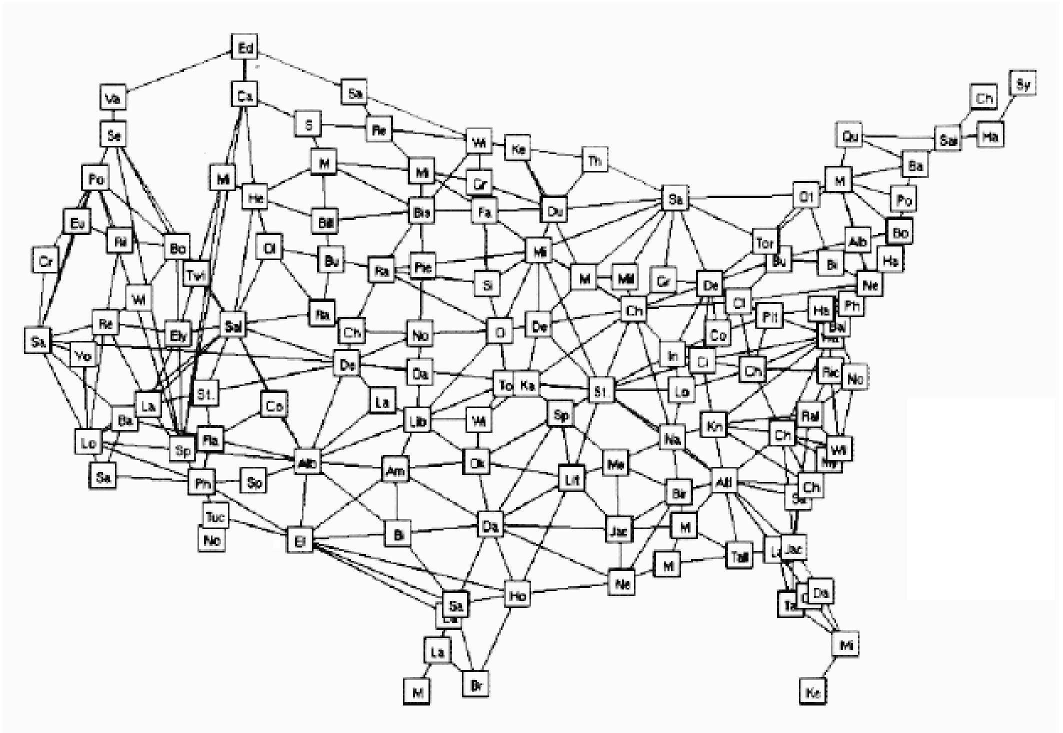
Graph Fisheye

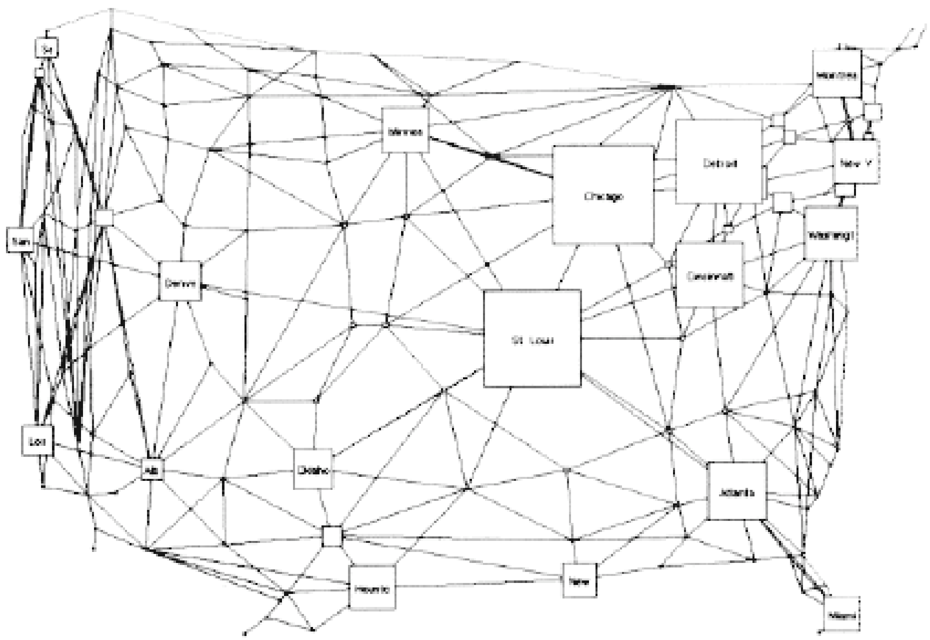
- Sarkar & Brown 1994
- Fisheye lens for viewing and browsing large graphs
- Present focus vertex in high detail but preserve context
- Recap node-link representation
  - Vertex (node)
  - Edges (links)



How did they do that...?

- Focus: viewer‘s point of interest
- Coordinates in the initial layout: normal coordinates
- Coordinates in the fisheye view: fisheye coordinates
- Each vertex has
  - A position specified by normal coordinates
  - Size (Length of the square-shaped bounding box)
  - A priori importance (API)
  - Edge
    - Straight line from one vertex to another OR
    - For bended edges: set of intermediate bend points
- Apart from the distortion, the systems calculates for each vertex:
  - Amount of detail (content) to be displayed
  - Visual worth: shall the vertex be displayed? - display threshold





Implementation

- Two step process
  - Apply geometric transformation to the normal view to reposition vertices and magnify / demagnify the bounding boxes
  - Use the API of vertices to determine their final size, detail, and visual worth
- Slides will only present the repositioning of vertices - for the remaining algorithm see the paper!

Cartesian Transformation

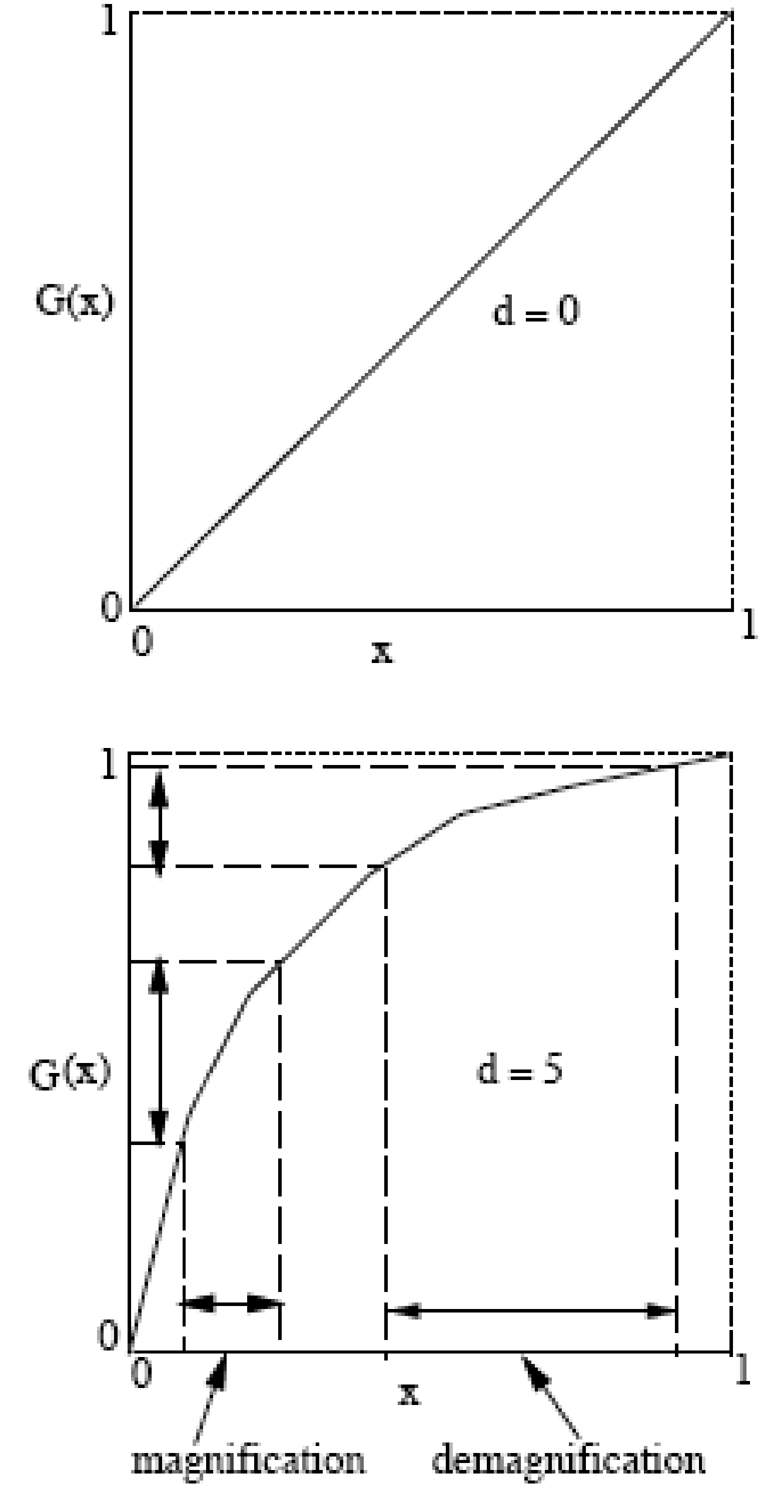
- Compute the position of a point P_{norm} from normal coordinates to fisheye coordinates

$$P_{feye} = \left\langle \mathcal{G}\left(\frac{D_{norm_x}}{D_{max_x}}\right) D_{max_x} + P_{focus_x}, \right.$$
$$\left. \mathcal{G}\left(\frac{D_{norm_y}}{D_{max_y}}\right) D_{max_y} + P_{focus_y} \right\rangle$$

- where

$$\mathcal{G}(x) = \frac{(d+1)x}{dx+1}$$

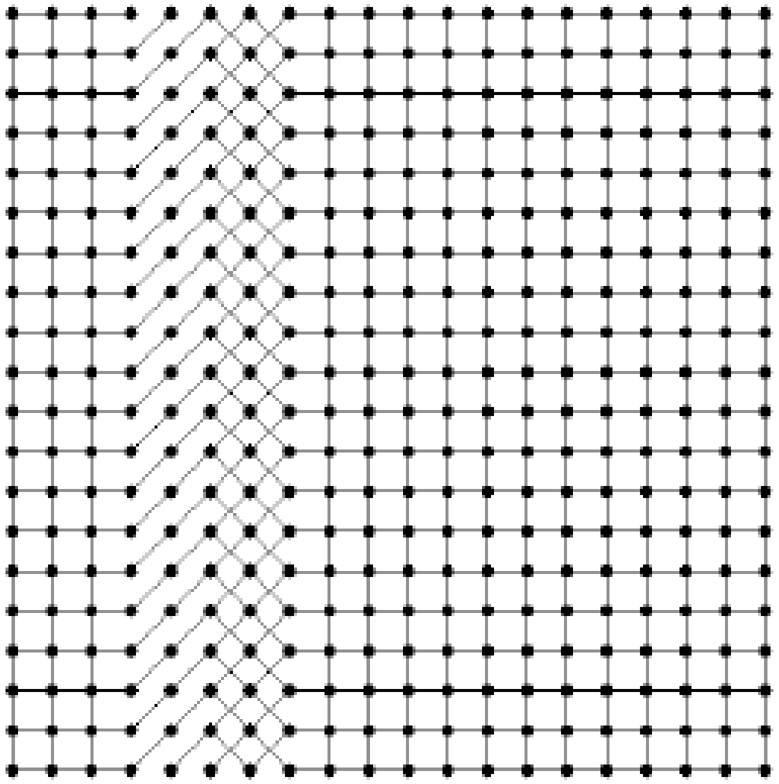
- D_{max} : the horizontal / vertical distance between the boundary of the screen and the focus in normal coordinates
- D_{norm} : horizontal / vertical distance between the point being transformed and the focus in normal coordinates
- d: distortion factor, see graphs



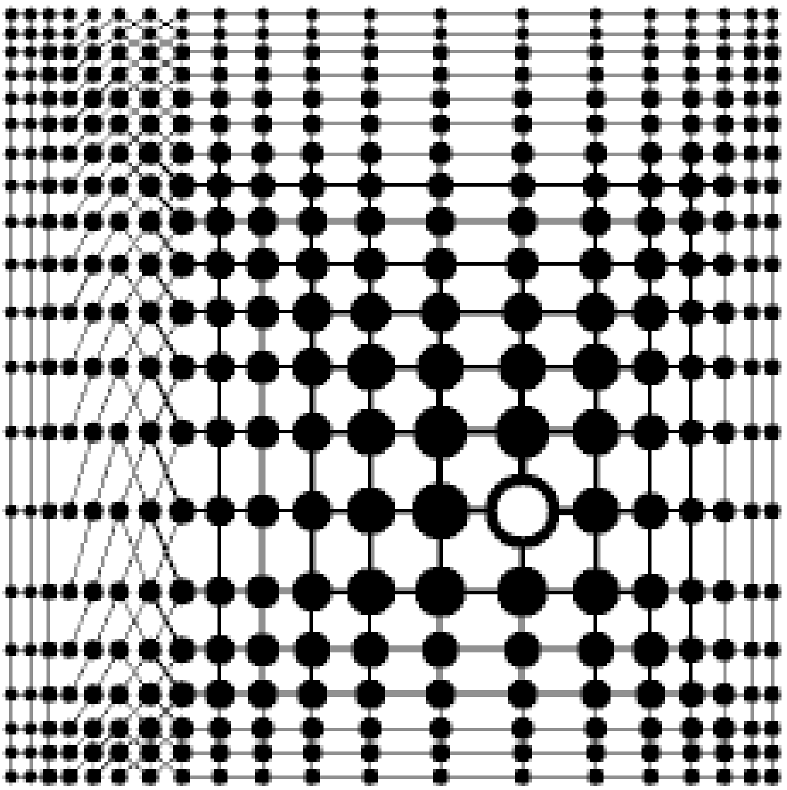
Distortion Factor

- Example: distortion of a nearly symmetric graph
- Focus in the southeast

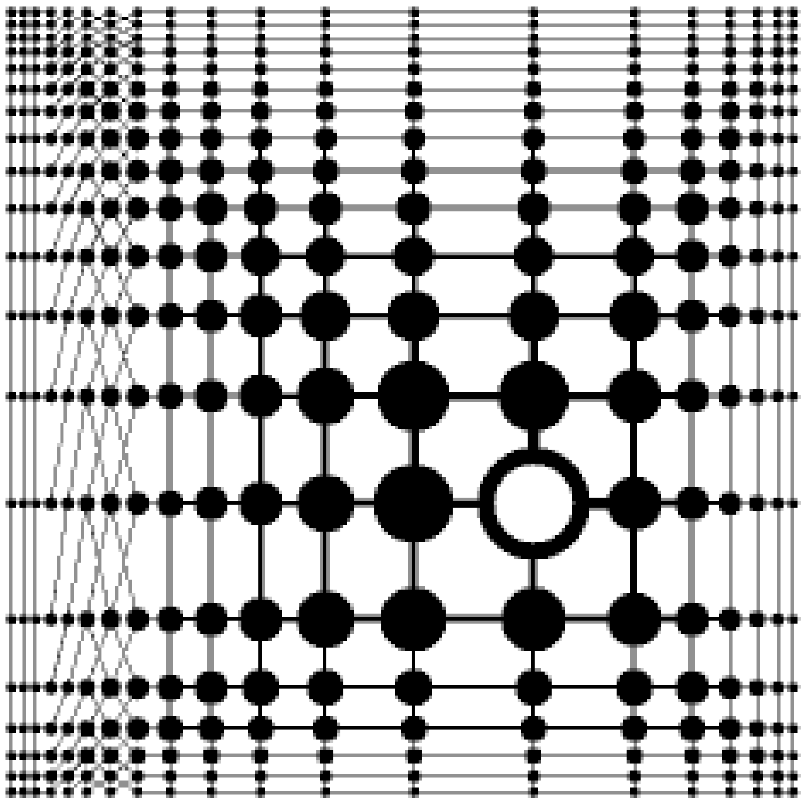
Undistorted, d = 0



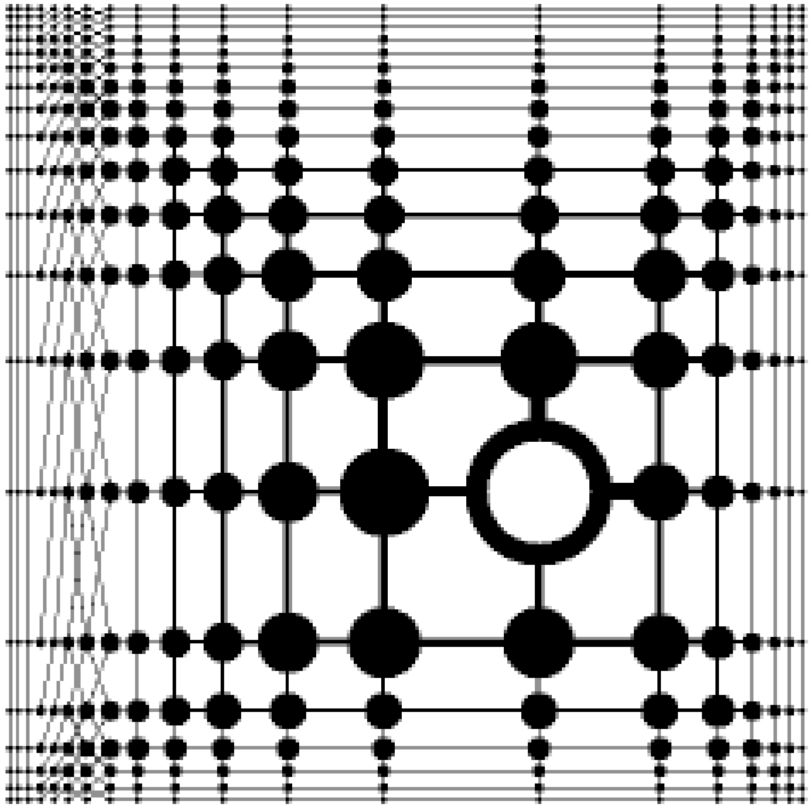
d = 1.46



d = 2.92



d = 4.38



Polar Transformation

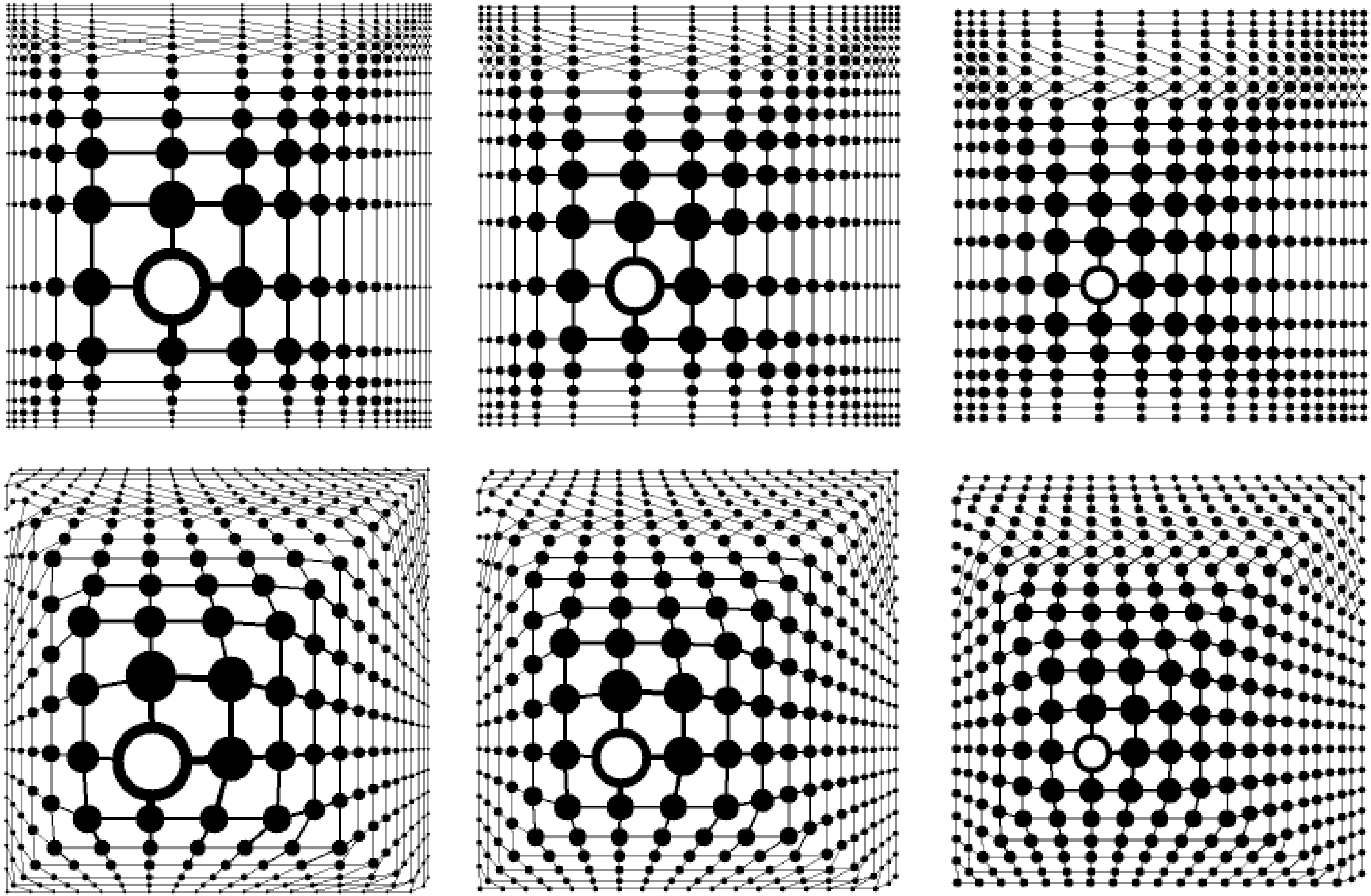
- With cartesian transformation all vertical and horizontal lines remain vertical and horizontal in the fisheye view
- Makes this approach well suited for abstract orthogonal layouts of information spaces (e.g. circuit design, UML diagrams, etc.)
- Problem: does not seem very natural
- Alternative approach: distorting the map onto a hemisphere using polar coordinates (origin = focus)
- Point with normal coordinates (r_{norm}, θ) is mapped to fisheye coordinates (r_{feye}, θ), where

$$r_{feye} = r_{max} \frac{(d+1)\frac{r_{norm}}{r_{max}}}{d\frac{r_{norm}}{r_{max}} + 1}$$

- r_{max} : maximum possible value of r in the same direction as θ
- Note: θ remains unchanged, origin of polar coordinates is the focus
- Distortion forms a pyramid lens
- Users know this effect from lenses and elastic materials in the real world, often find it fascinating

Cartesian vs Polar Transformation

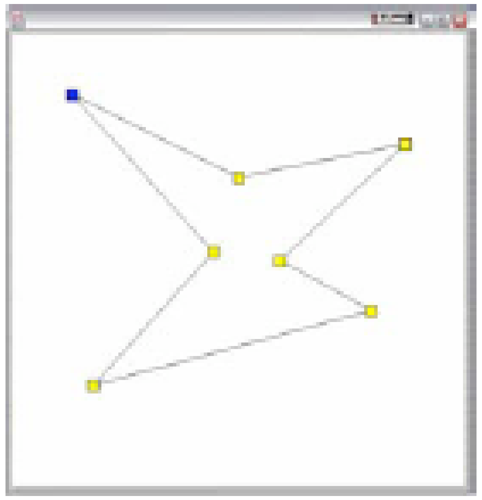
Cartesian



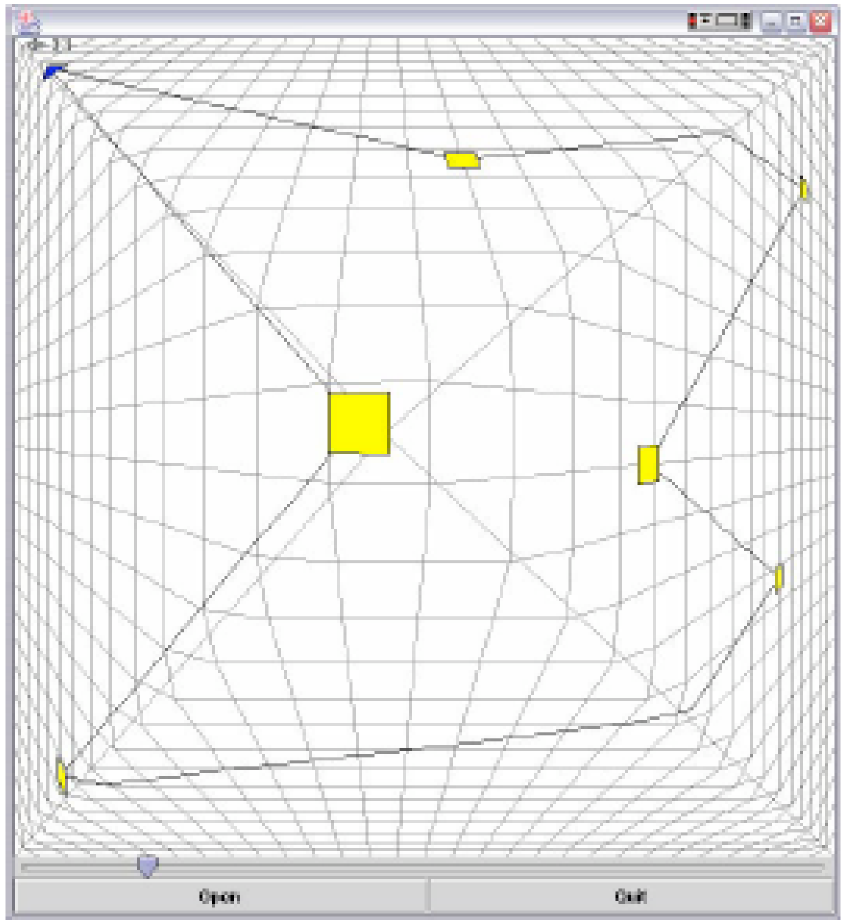
Polar

More Fisheye Lenses

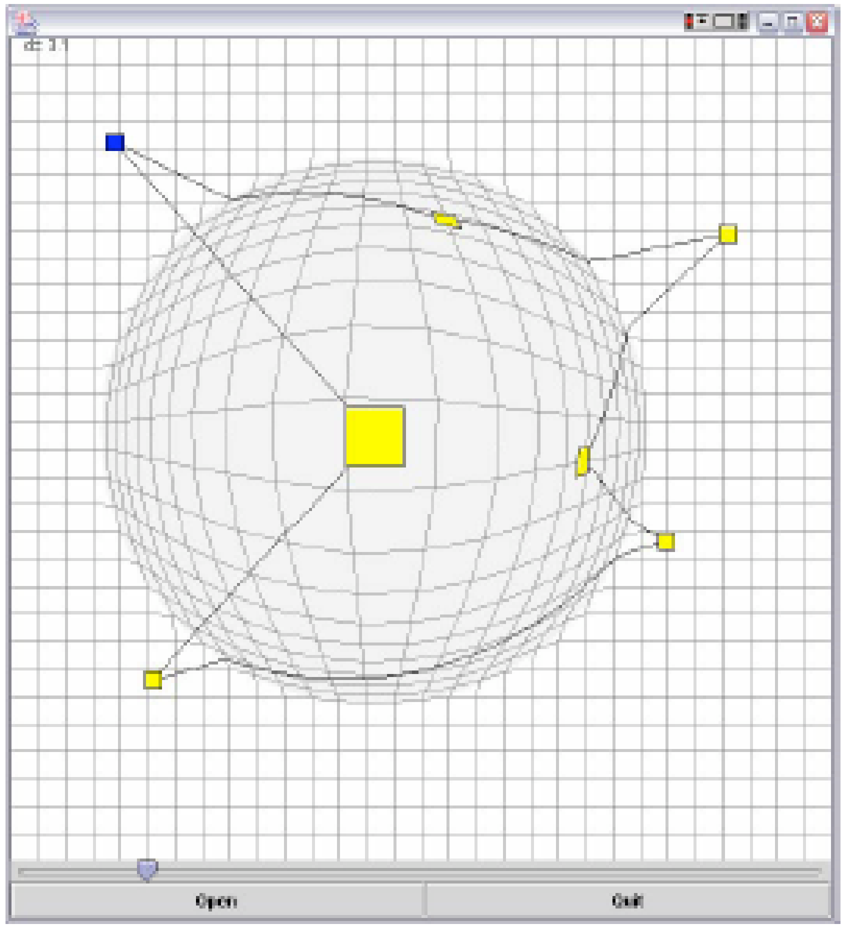
- Gutwin & Fedak 2004



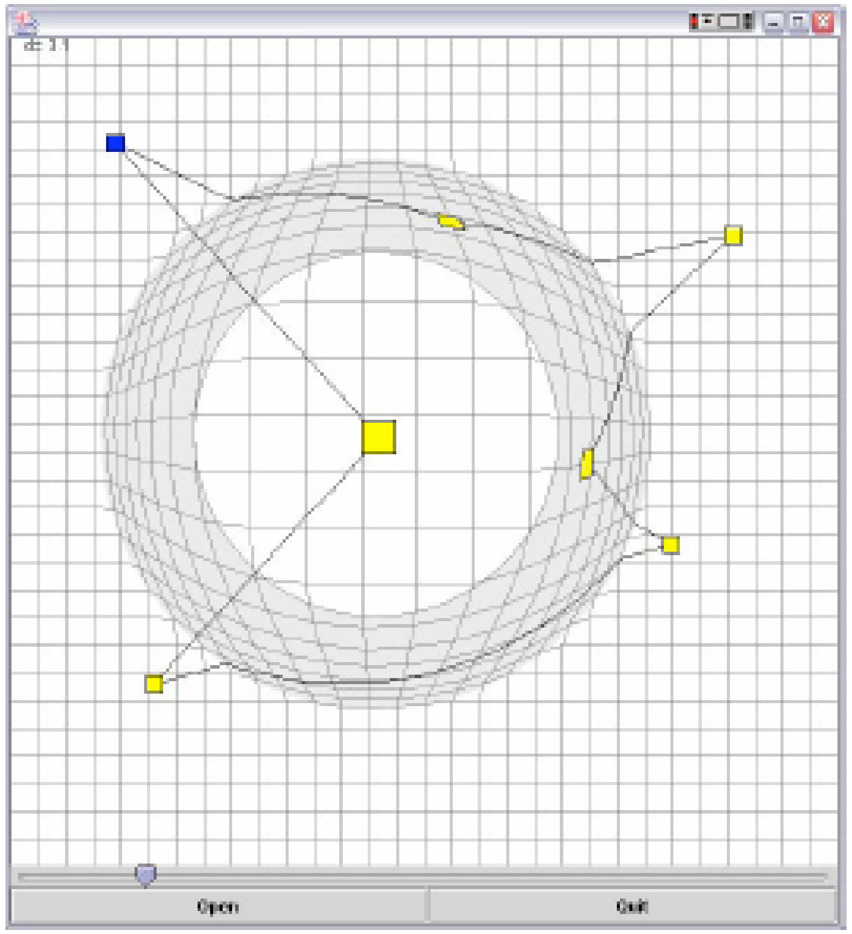
Original pyramid lens (polar transformation, full screen)



Constrained hemispherical lens: constrain polar algorithm to a fixed radius

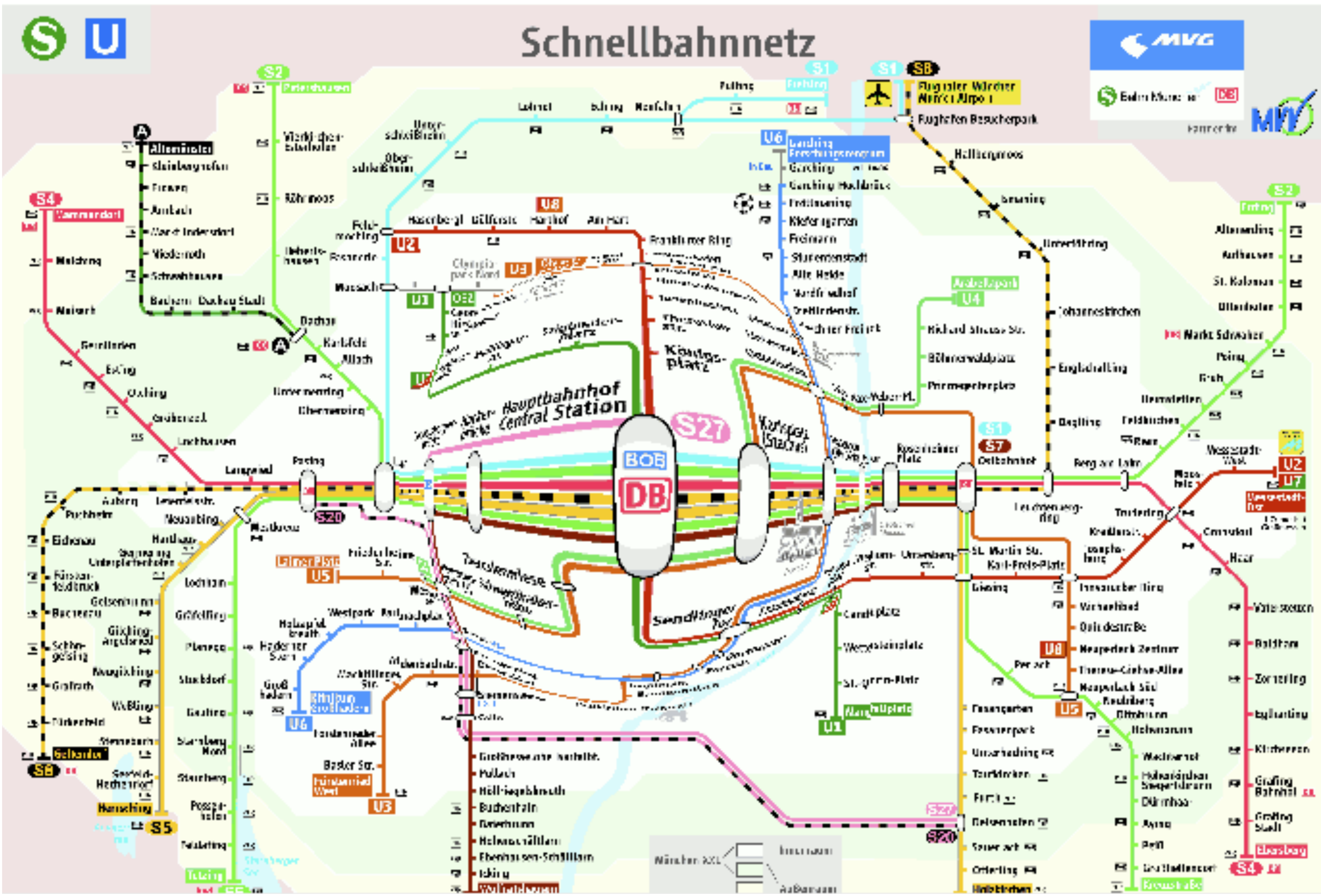


Constrained flat-hemispherical lens: insert a region of constant magnification

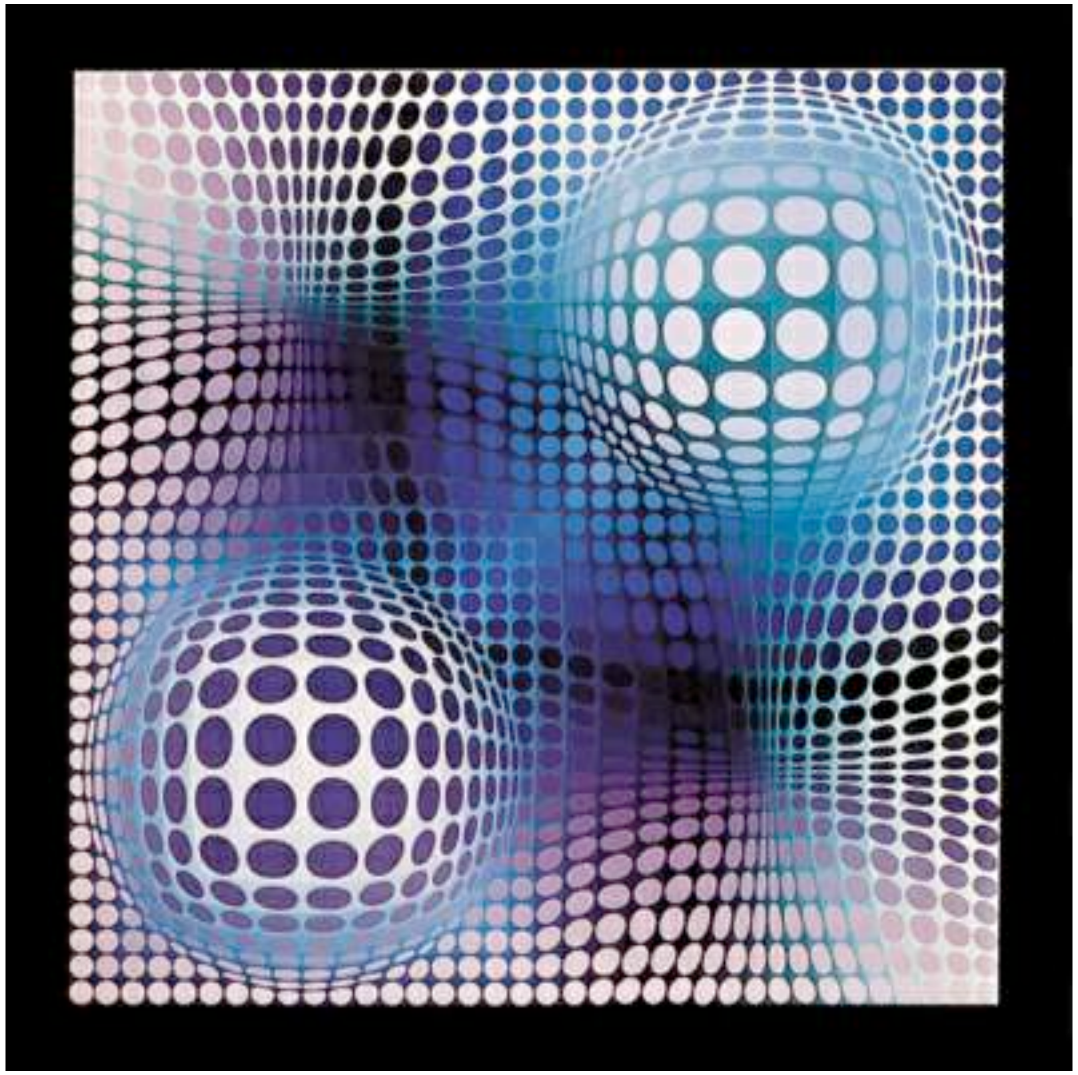


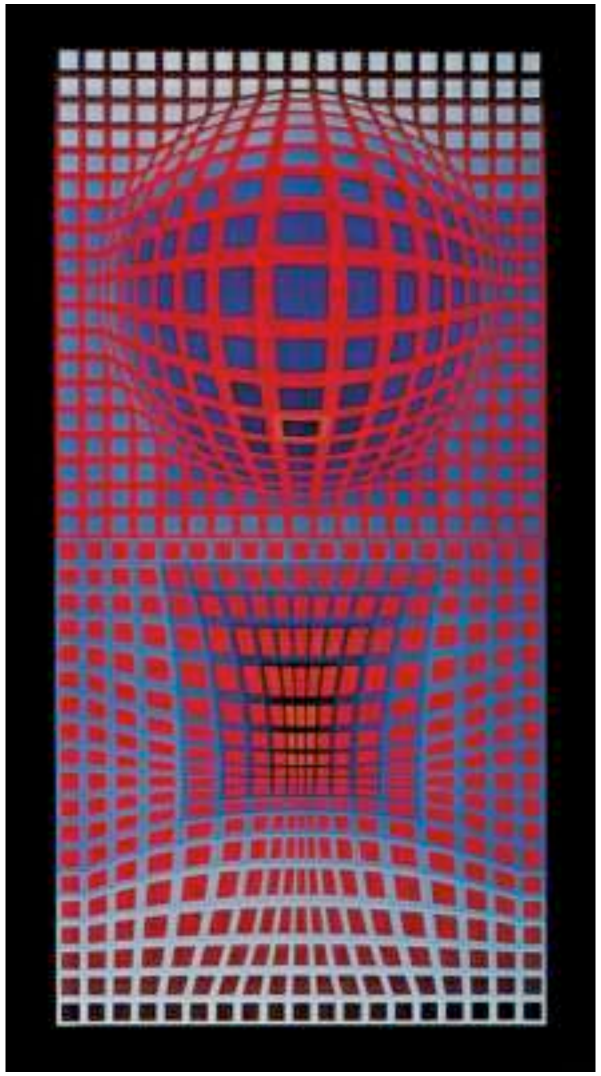
Discussion break

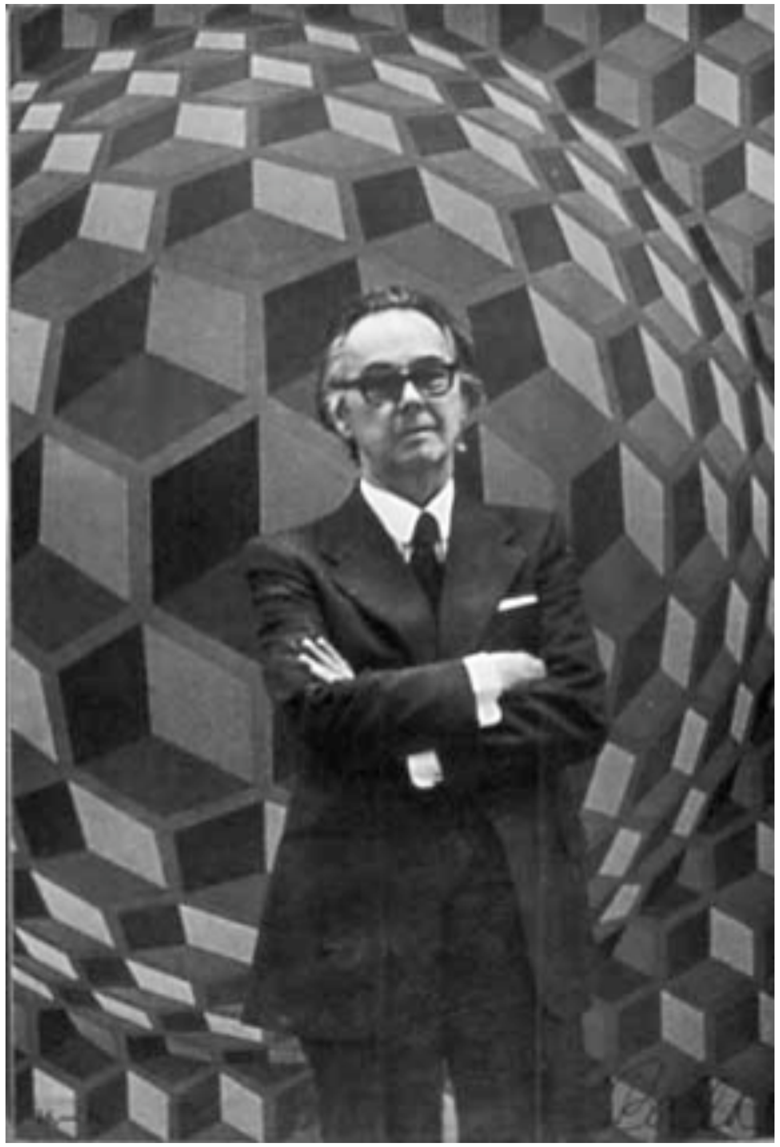
- What do you think of this? Ideas?



Victor Vasarely (1906-1997)

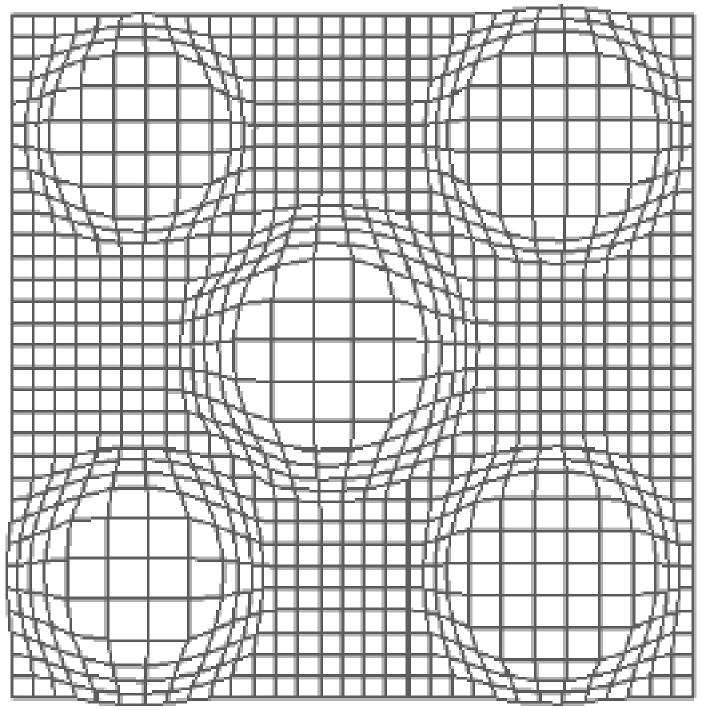


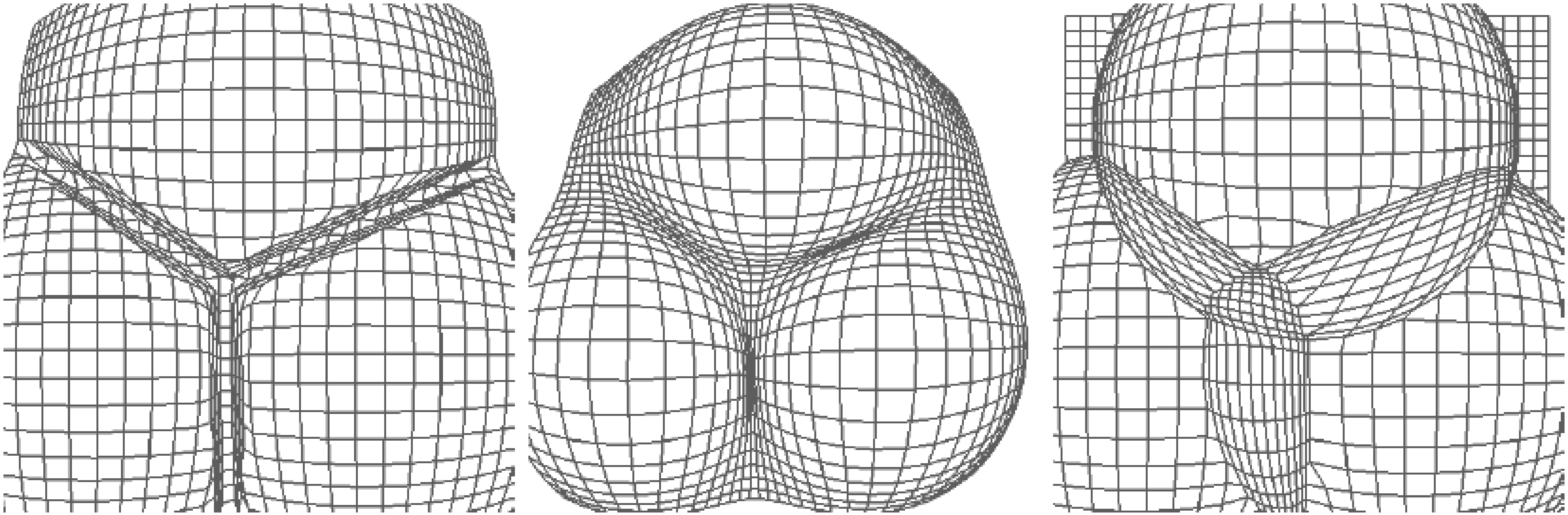




Multiple Foci

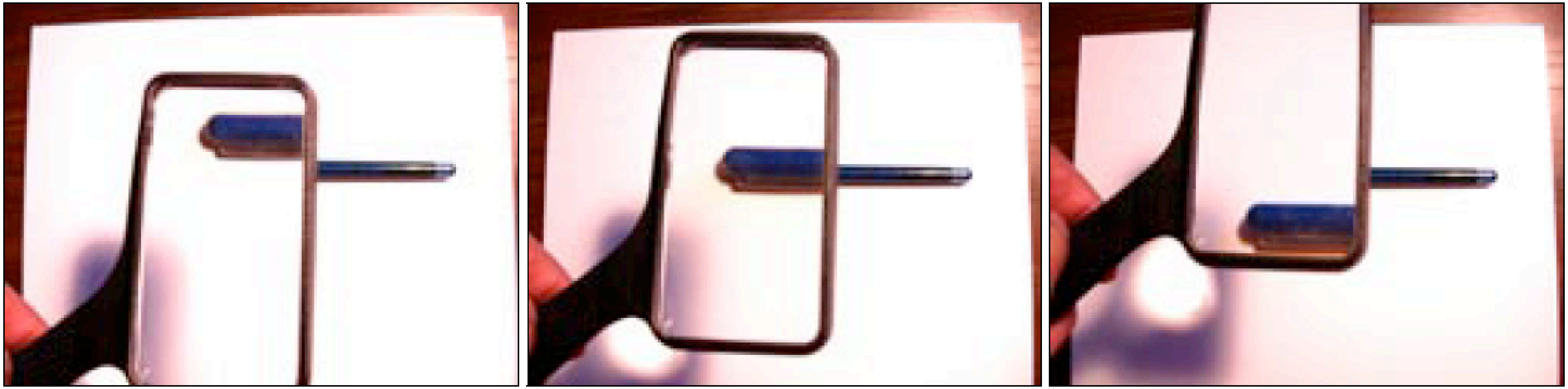
- Keahey & Robertson 1996
- Also multiple foci in a single domain are possible
- Interesting question: how to handle overlap?





Problem: Focus Targeting

- Gutwin 2002
- Move the fisheye lens to a target
- Problem: targets appear to move and thus are more difficult to hit directly (same effect as with a simple magnifying lens)
- Movement is in the opposite direction to the motion of the fisheye lens: focus target will move towards the approaching lens and vice versa

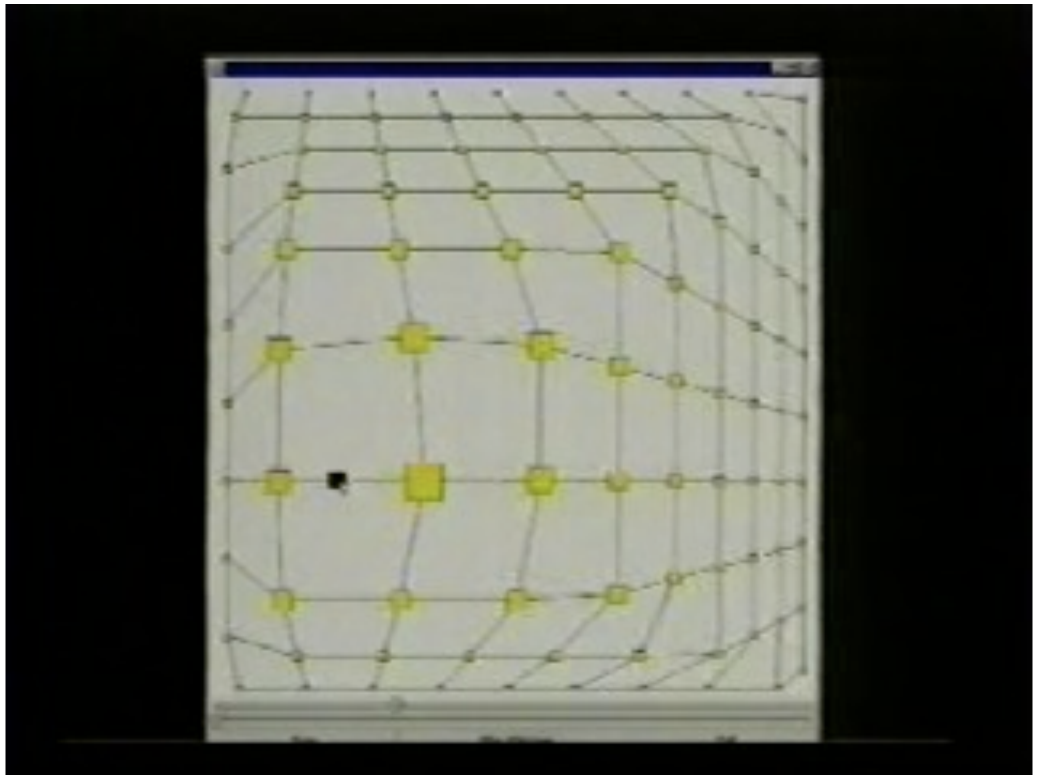


Focus Targeting

- Even worse: with the fisheye lens, targets move towards the focus more and more rapidly as the focus approaches them
- Depending on the distortion factor, the targets may move several times faster than the focus
- Leads to overshooting
- Approach to reduce problem: speed-coupled flattening
  - Detecting a target acquisition, the system automatically reduces the distortion
  - Distortion is automatically restored when the target action is completed
  - Algorithm is based on pointer velocity and acceleration thresholds

Speed-Coupled Flattening

- Found to significantly reduce targeting time and errors



Gutwin 2002

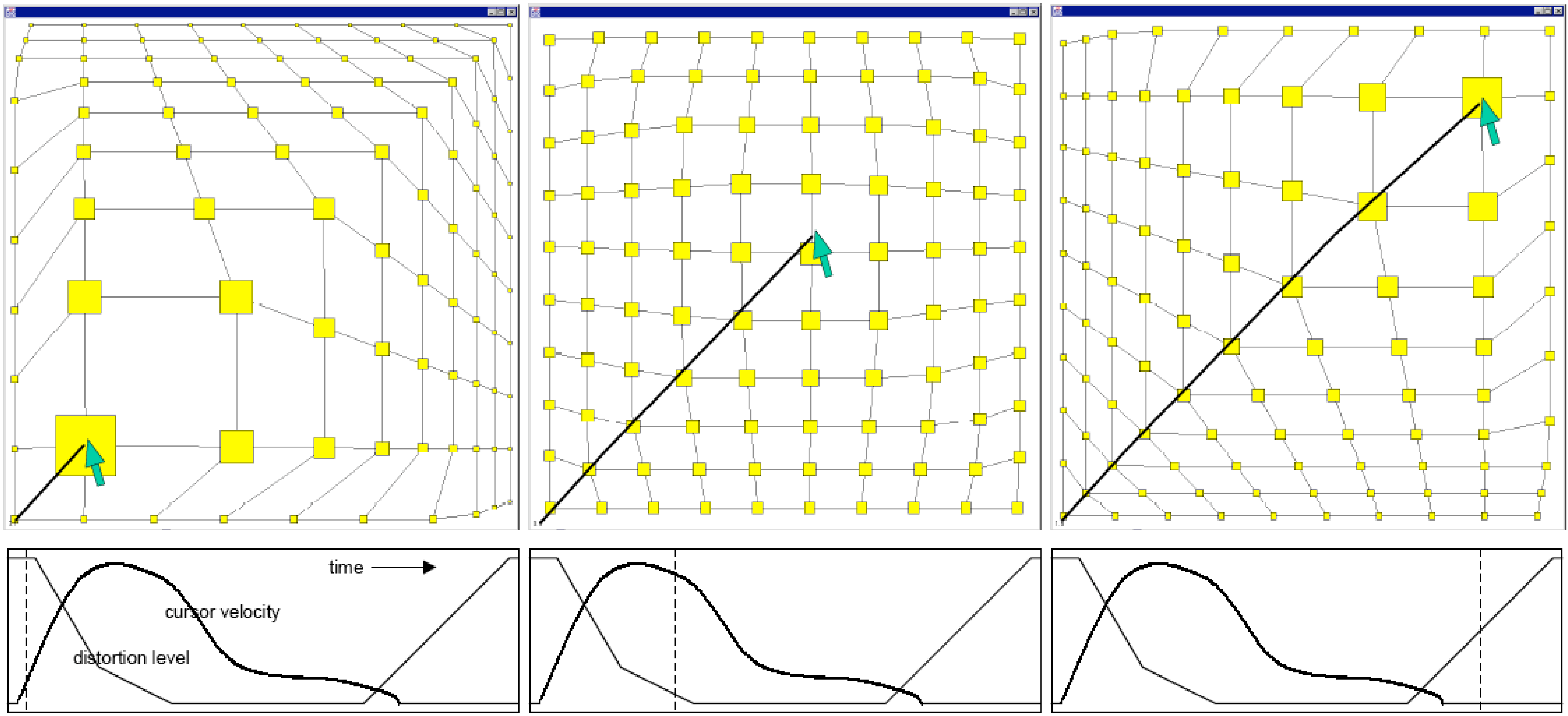
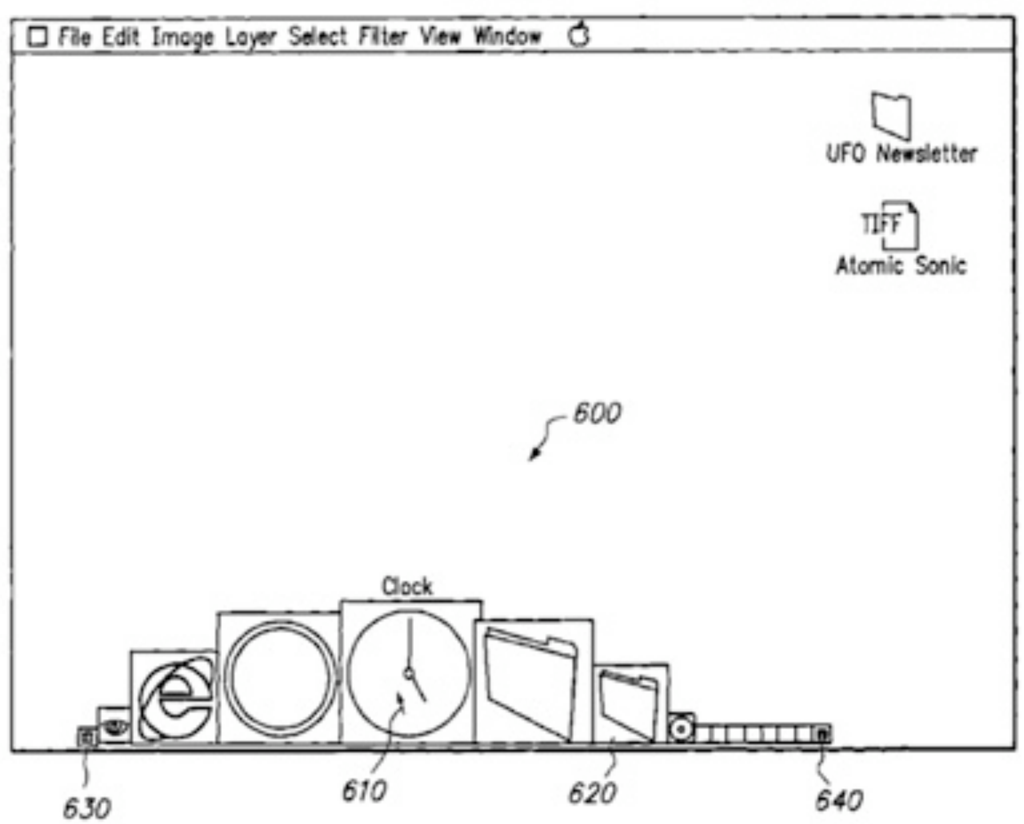


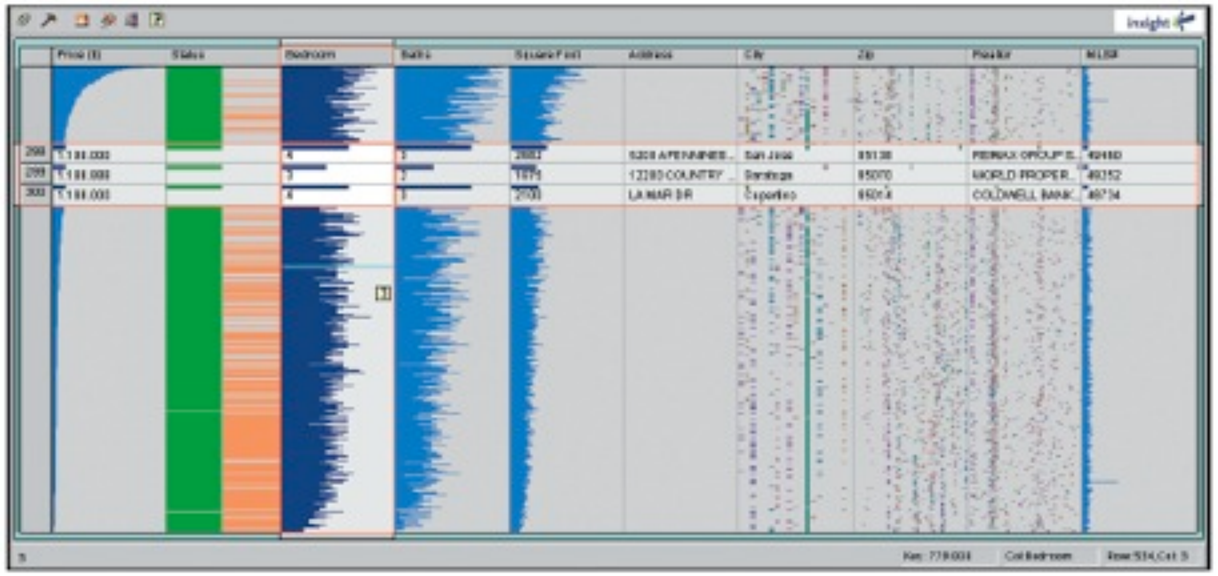
Figure 4. Speed-coupled flattening. Top row shows the fisheye view and pointer path. Bottom row shows a stylized plot of pointer velocity and distortion level. The dotted line indicates the point in time that the corresponding screen was captured.

Discussion: Mac OS X Dock



Symbolic Representation of Context

- F+c is limited to small zoom factors
- Allow for greater zoom factors by fusing graphical and symbolic content representations
- Example: Table lens (Rao & Card et al. 1994), (screenshot taken from inxight.com)
- Visualizes many more rows than a conventional spread sheet application
- Simple squishing of text rows would have rendered the content in the context unreadable
- Instead use small-size encodings of attribute values




Data obtained from CMU StatLib Server
Collected by American Statistical Association

Summary Focus+Context

- Advantages
  - Overview information is provided
  - No visual switching between separate views (compared to O+D)
  - Less display space is needed (compared to O+D)
- Potential problems
  - Performance is strongly task-dependent
  - Distortion has negative effect on the perception of proportions, angles, distances
  - Hampers precise targeting and the recall of spatial locations
  - Usually only suitable for small zoom factors: maximum of 5 (Shneiderman & Plaisant 2005)
  - Can be inappropriate for visualizing maps (usually require high fidelity to the standard layout)

Use-Case: Mobile Devices

- The presentation techniques discussed become even more important when designing for mobile devices
- Form factor implies a small screen
- Strong research need to improve orientation and navigation issues when displaying large information spaces
- Various commercial web browsers already use ZUIs and focus +context techniques (e.g. deepfish, minimap)

F+c sketching (Lank & Phan 2004)

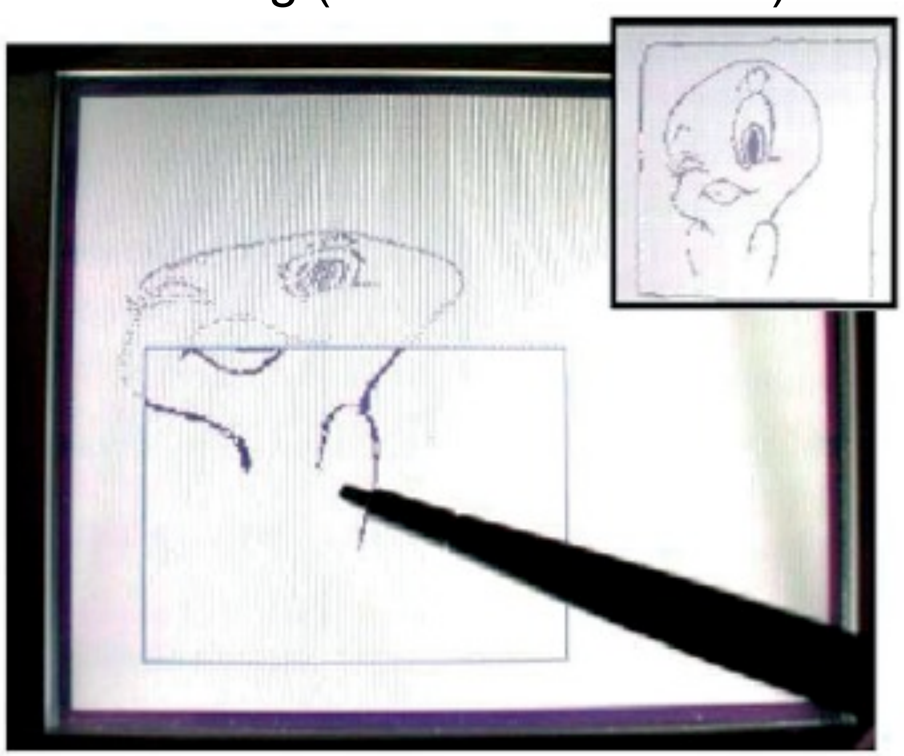


Image distortion (Liu & Gleicher 2005)

Halos (Baudisch 2003)

LaunchTile & AppLens

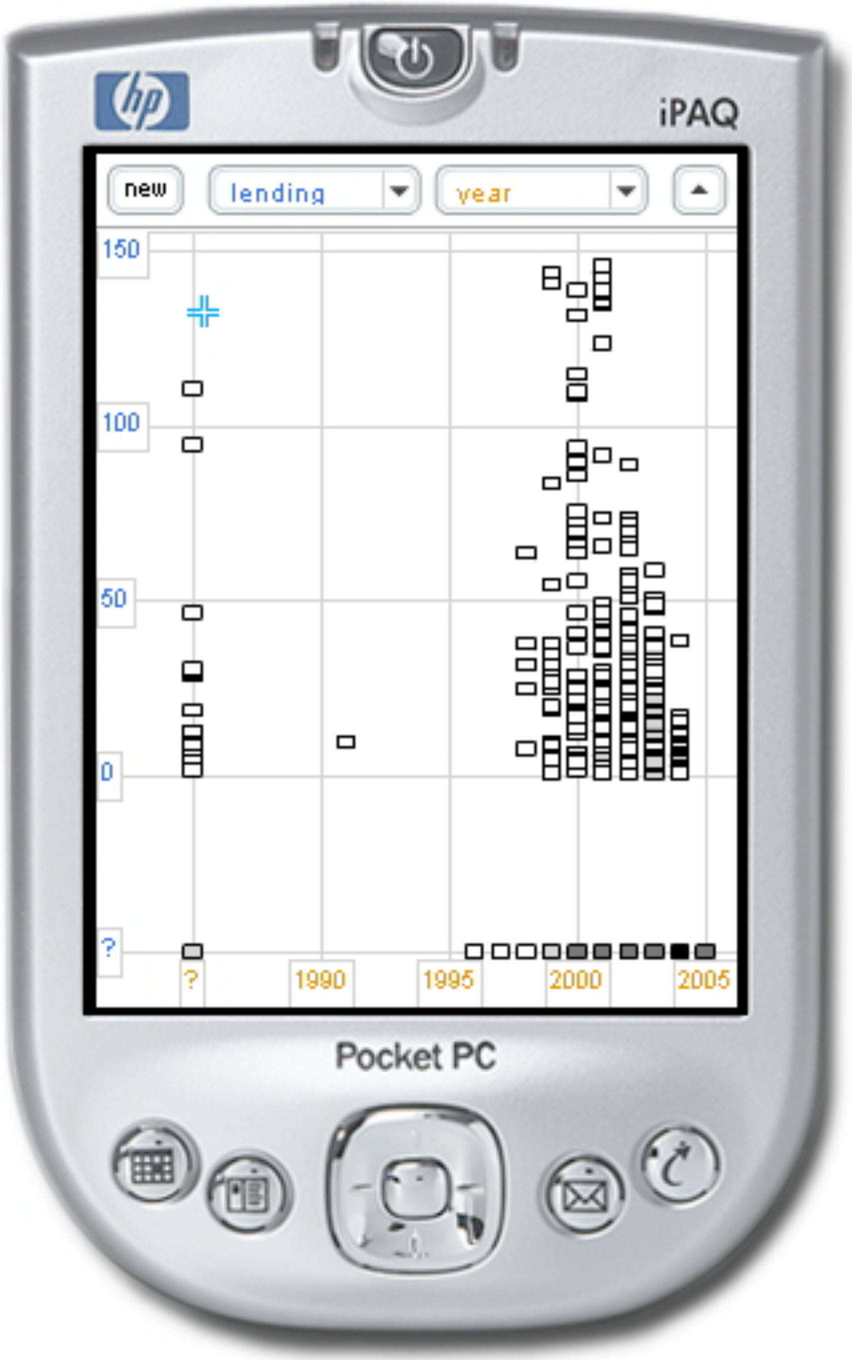
- ZUI and fisheye approach (Karlson et al. 2005)

Designing Mobile Scatterplot Displays

- Work at University of Konstanz
- Objective: Merge scatterplot displays with presentation techniques to achieve scalable, concise and highly usable mobile applications to facilitate access to large information spaces for next-generation PDAs and smartphones
- Several projects including system implementations and usability evaluations were carried out
  - Smooth semantic zooming
  - Overview+detail starfield versus detail-only ZUI
  - Focus+context starfield versus detail-only ZUI

Smooth Semantic Zooming

- Büring et al 2005
- First design prototype of a smooth zooming multiscale starfield application
- Starfield displays encode abstract data to a scatterplot visualization
- Semantic zooming: objects change their representation based on how much space is available to them
- Used for
  - Pruning visual clutter
  - Enabling smooth transition between overview and detail information
  - Multiple-data-point visualization
  - Query history and bookmarks visualization

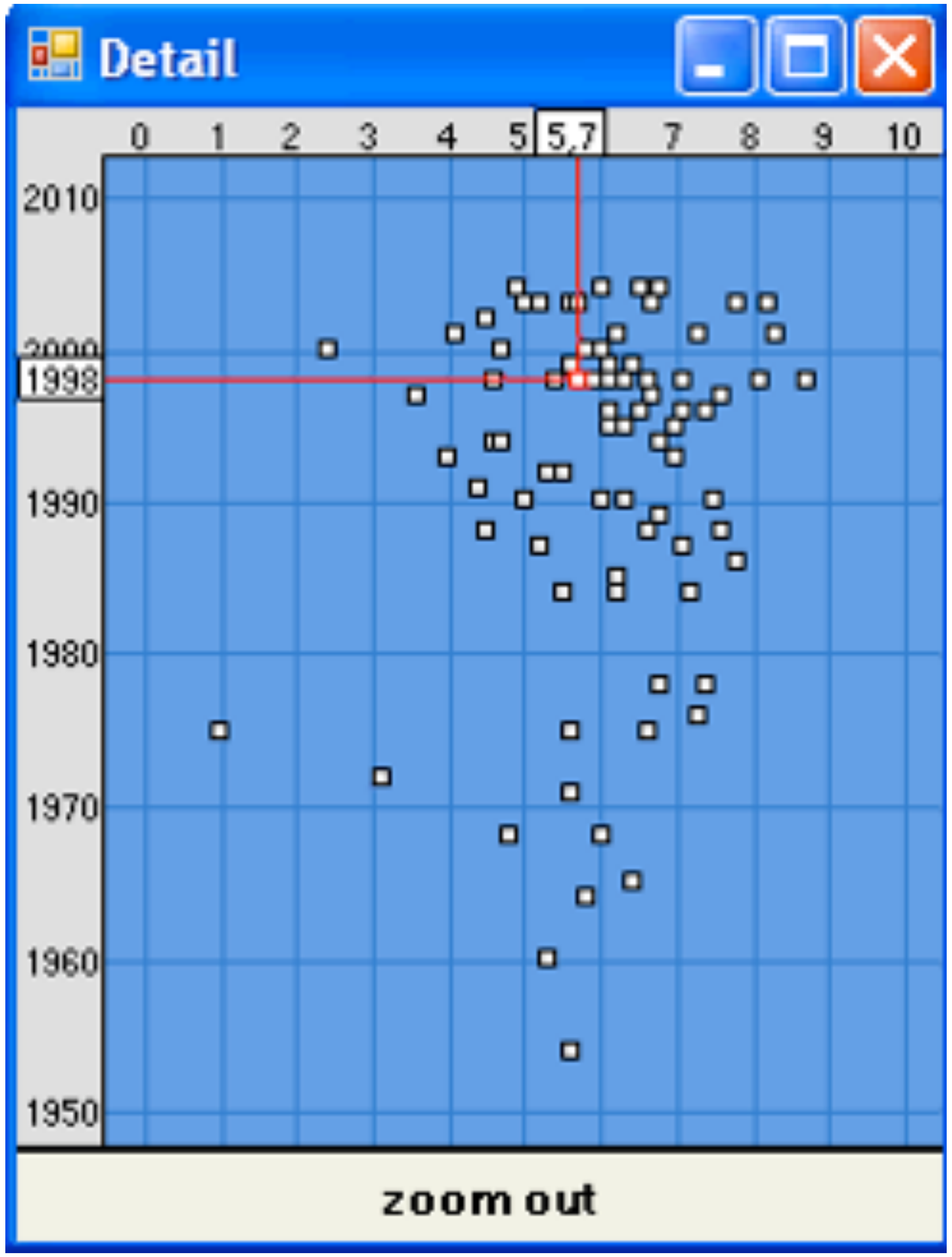


Overview+Detail ZUI

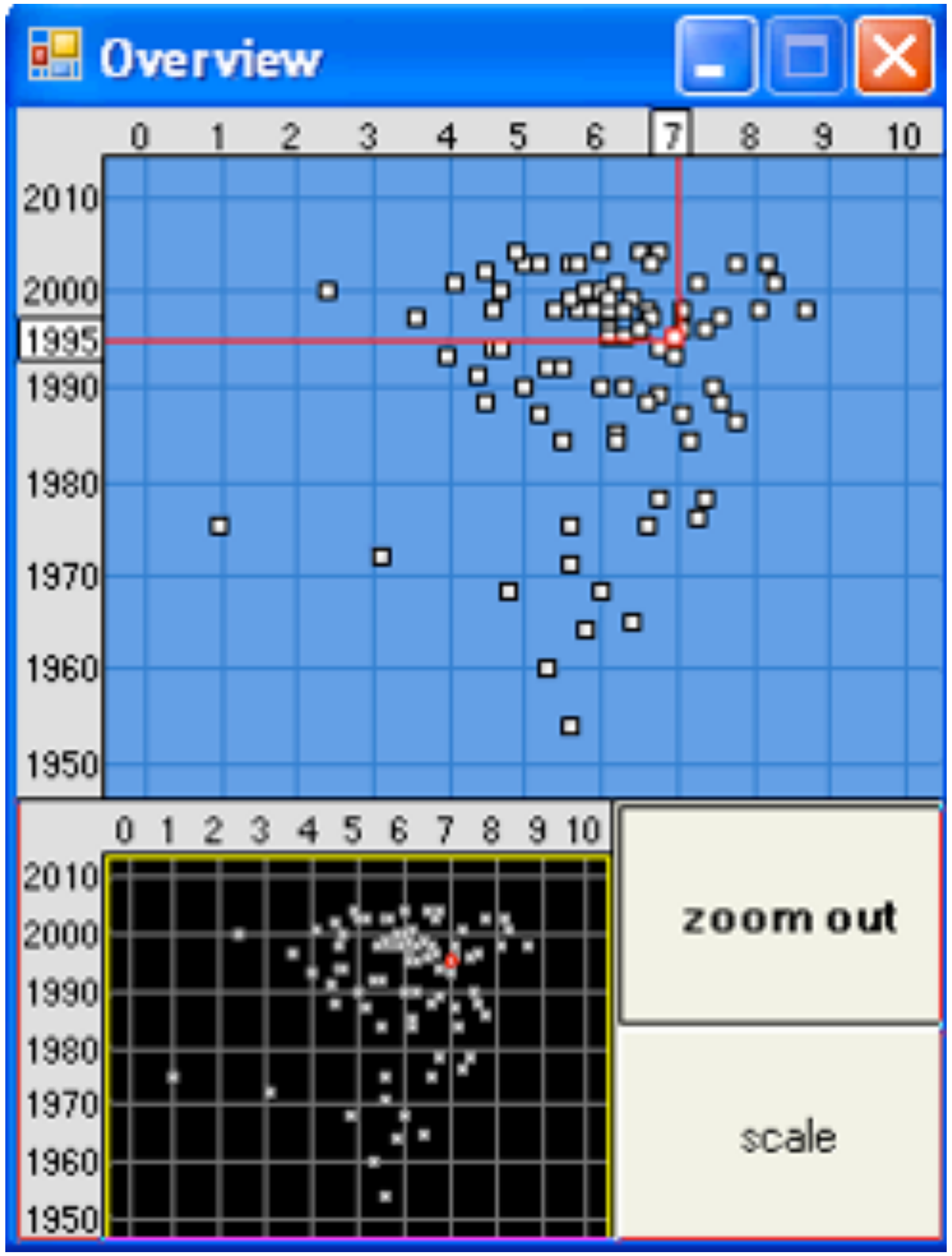
- Büring et al. 2006a
- Smooth zooming could not prevent the users from getting lost in the information space
- More powerful concept to preserve orientation: overview+detail (o+d) interface
  - An additional overview window to show a miniature of the entire information space
  - Field-of-view-box to indicate the clipping currently displayed in the detail view
- Problems of o+d
  - Less space for the detail view means more clutter
  - Visual switching
- Compare a second design iteration of the smooth zooming starfield display with an overview+detail variant

Screen Recordings

Detail only



Overview+detail

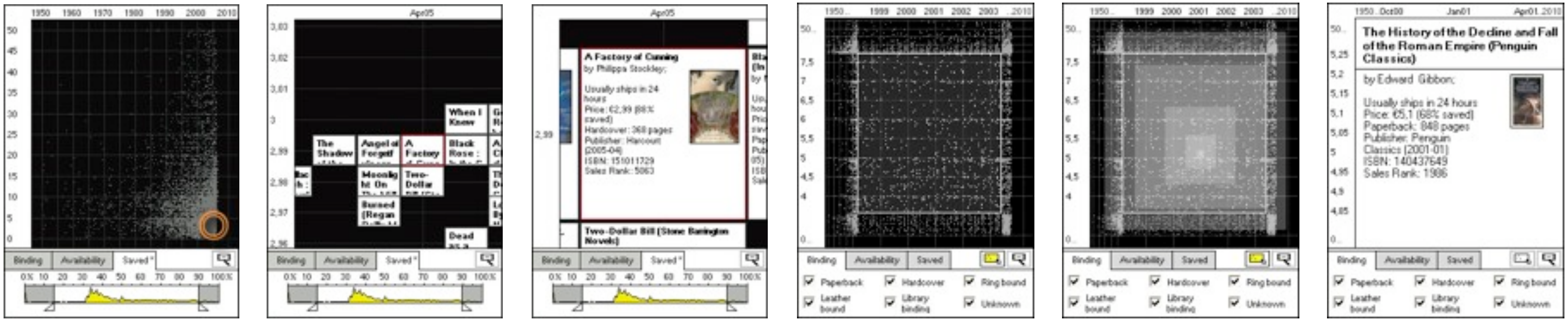


Summary of findings

- On small screens, a larger detail window can outweigh the benefits gained from an overview
- Participants showed problems with precise interaction on the small overview window
- Overview window has reduced the need for long-distance panning and zooming (interaction log)
- Loss of performance may be due to the added cost of visual switching and interaction complexity

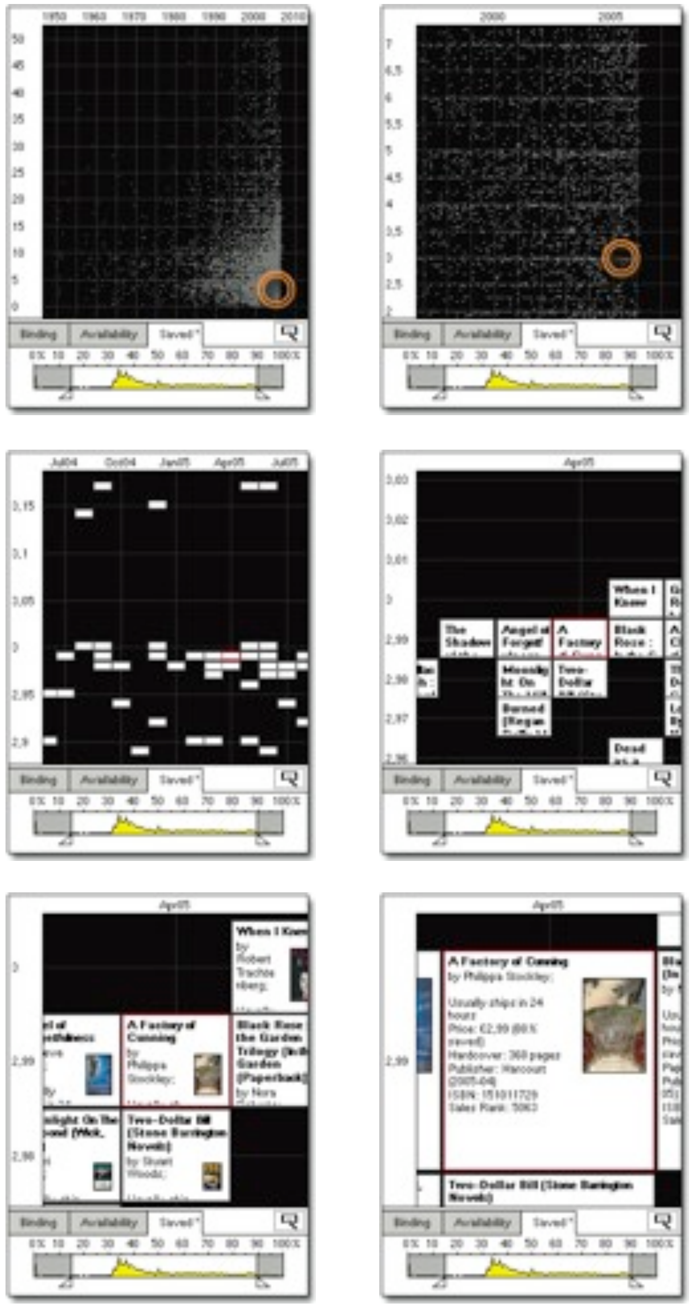
Focus+Context ZUI

- Büring et al. 2006b
- Previous experiment showed that overview information can reduce the need for unnecessary navigation
- Exploit this potential while avoiding the need for visual switching
- Fisheye: integrates both focus and context in a single view by using distortion
- Compare a third design iteration of the smooth zooming detail-only starfield to a variant using a rectangular fisheye distortion



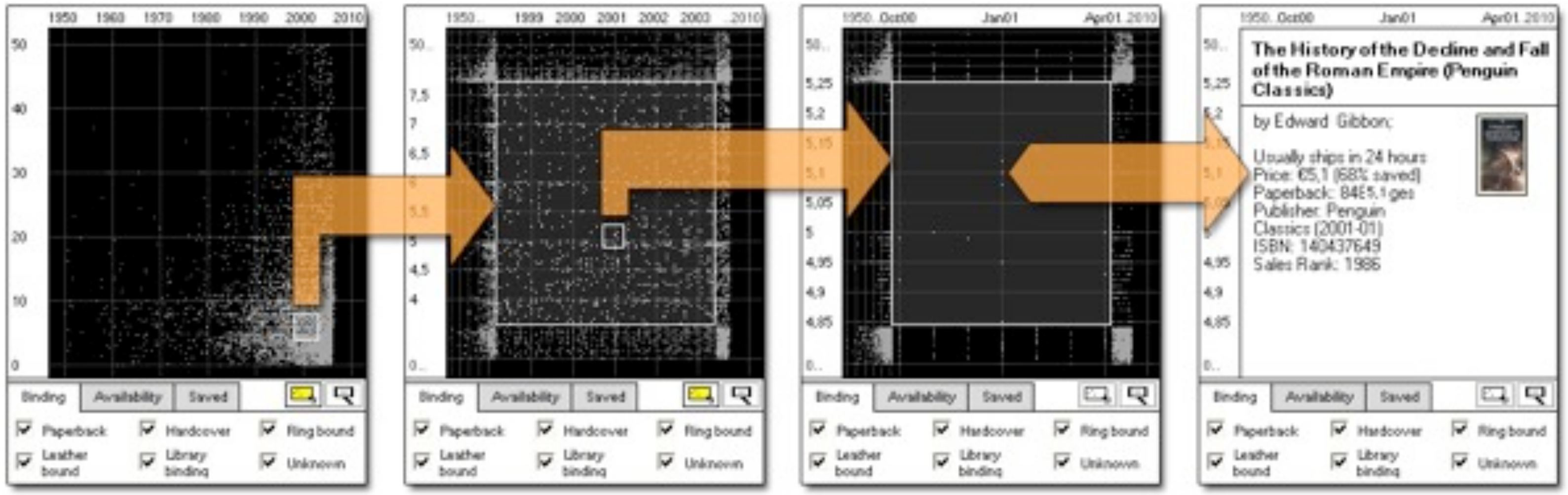
Detail-Only Semantic ZUI

- Fluent transitions between zoom steps to support user orientation
- Smooth semantic zoom for detail access
- The ratio of overview and detail information is controlled via the zoom level
- Two-step zoom algorithm
- Empty space is minimized by manipulating the scale factor
- Selection by proximity avoids desert fog problem
- Panning by rate-based scrolling (sliding)
- Priority layout for record cards
- Continuous adjustment of scatterplot units



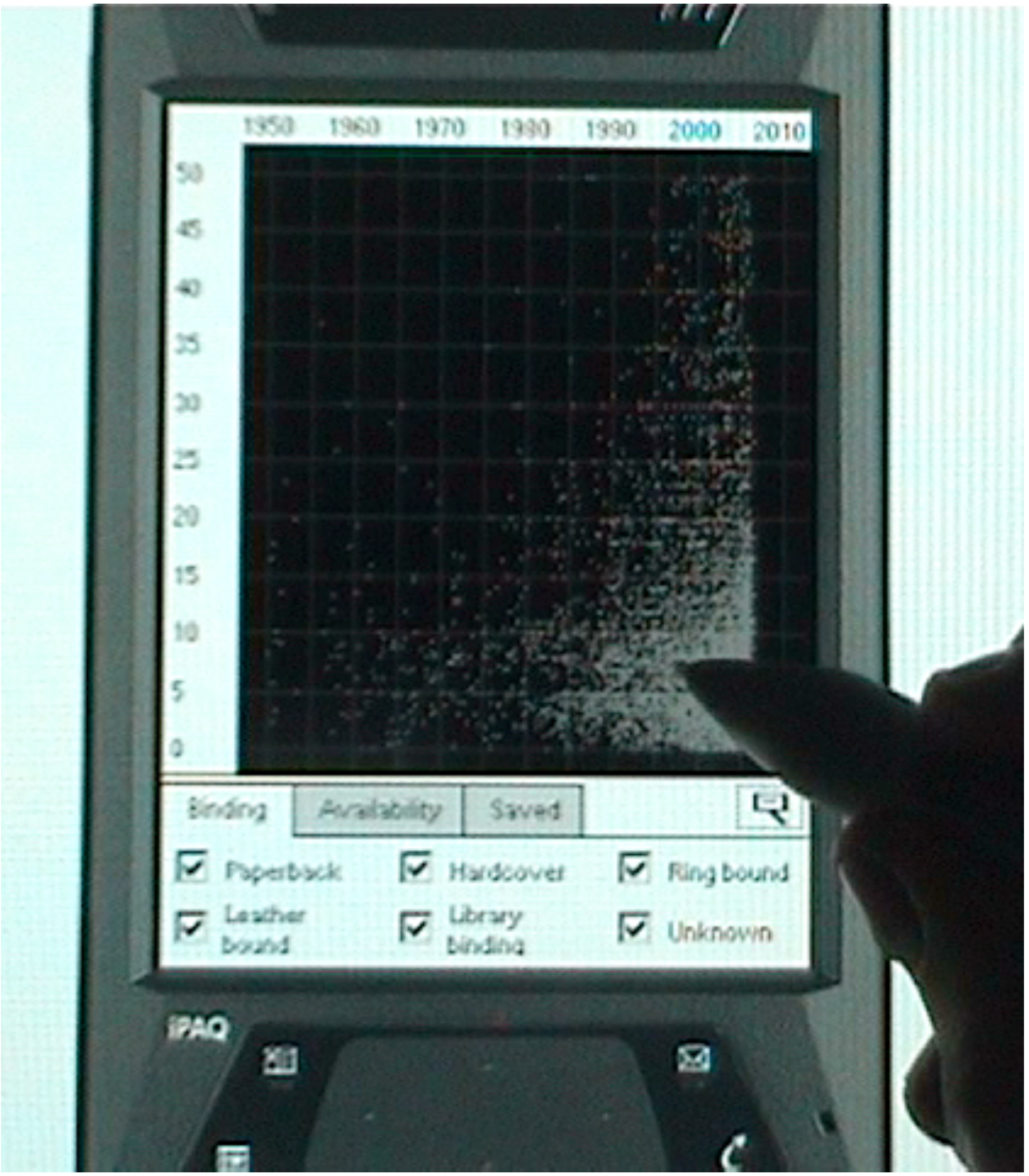
Fisheye Interface

- Integrates focus and context in a single view
- Based on the metaphor of a wide angle-lens
- Bounding-box zoom
- Magnify focus region, contract surrounding regions
- Preserves parallelism between lines for mapping items to scatterplot labels
- Zoom directly into context regions
- Panning via drag&drop
- Detail access via zoom-out pop-up

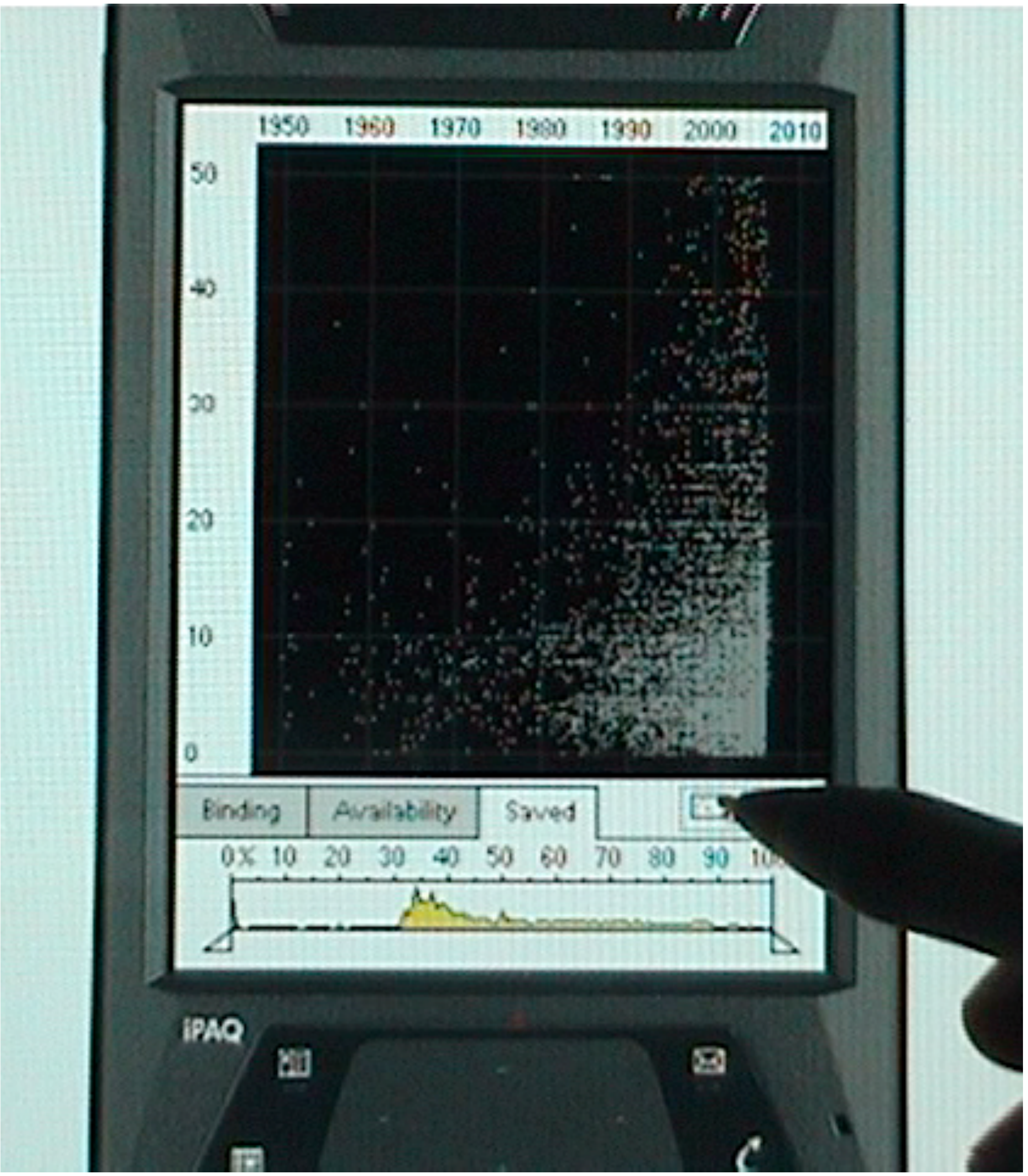


Screen Recordings

Detail-only ZUI



Fisheye ZUI



Summary of findings

- The fisheye required less navigation (log data), but did not lead to shorter task-completion times
- Still users significantly favored the integrated focus and context view and the bounding-box zoom
- Partly contradicts previous research
- Hypothesis: fisheye techniques may integrate better with abstract information spaces such as diagrams, but decrease with domains such as maps, in which a higher fidelity to the standard layout is essential
- For those cases a detail-only ZUI with enhanced orientation features (e.g. halos) may provide the better solution

Related Literature

- M. Sarkar & M. Brown: Graphical Fisheye Views, 1992.