

The Art of Data Presentation

Raj Jain

Washington University in Saint Louis

Saint Louis, MO 63130

Jain@cse.wustl.edu

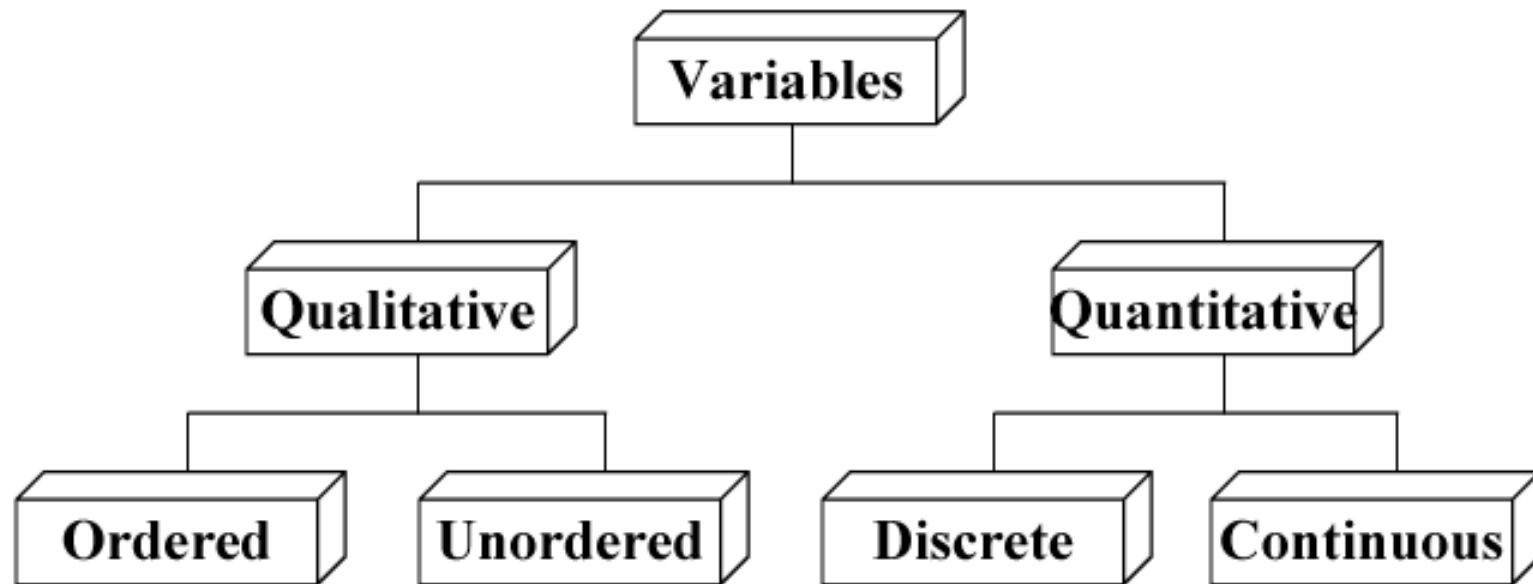
These slides are available on-line at:

<http://www.cse.wustl.edu/~jain/cse567-13/>



- ❑ Types of Variables
- ❑ Guidelines for Preparing Good Charts
- ❑ Common Mistakes in Preparing Charts
- ❑ Pictorial Games
- ❑ Decision Maker's Games

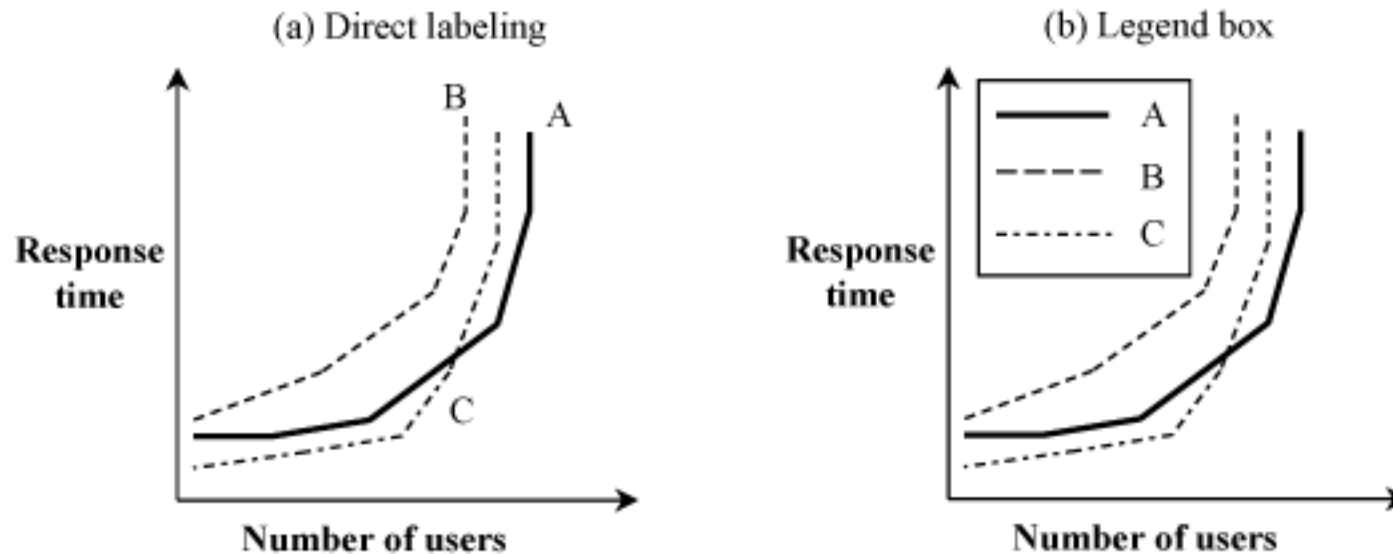
Types of Variables



- ❑ Type of computer: Super computer, minicomputer, microcomputer
- ❑ Type of Workload: Scientific, engineering, educational
- ❑ Number of processors
- ❑ Response time of system

Guidelines for Preparing Good Charts

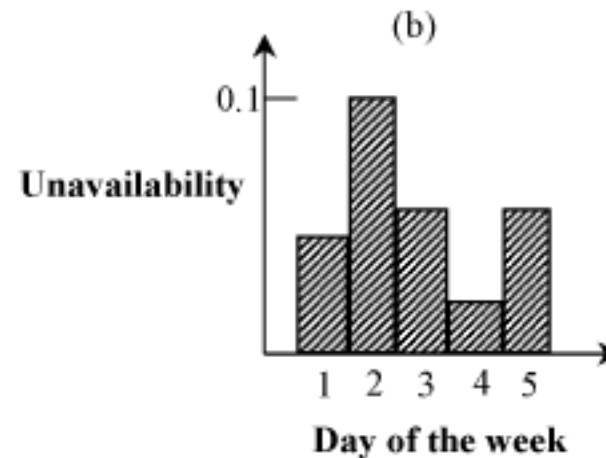
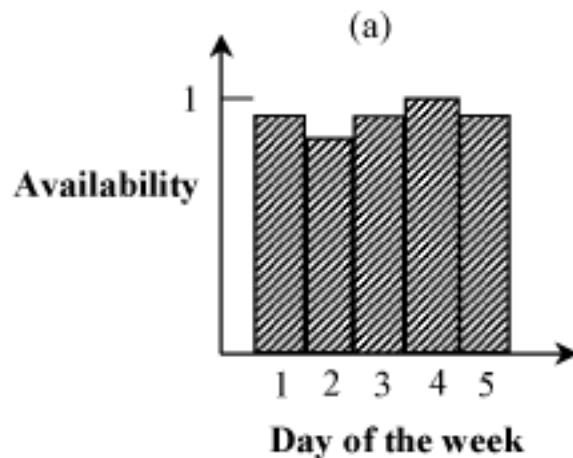
- Require minimum effort from the reader
Direct labeling vs. legend box



- Maximize Information: Words in place of symbols
Clearly label the axes

Guidelines (cont)

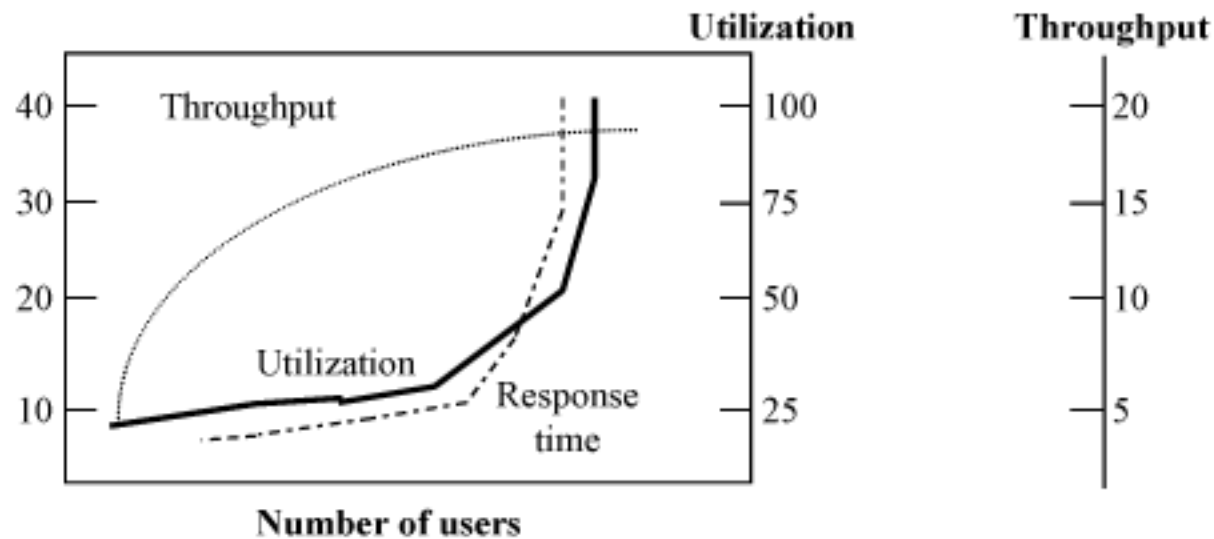
- ❑ Minimize Ink: No grid lines, more details



- ❑ Use Commonly accepted practices: origin at (0,0)
Independent variable (cause) along x axis, linear scales, increasing scales, equal divisions
- ❑ Avoid ambiguity: Show coordinate axes, scale divisions, origin. Identify individual curves and bars.
- ❑ See checklist in Box 10.1

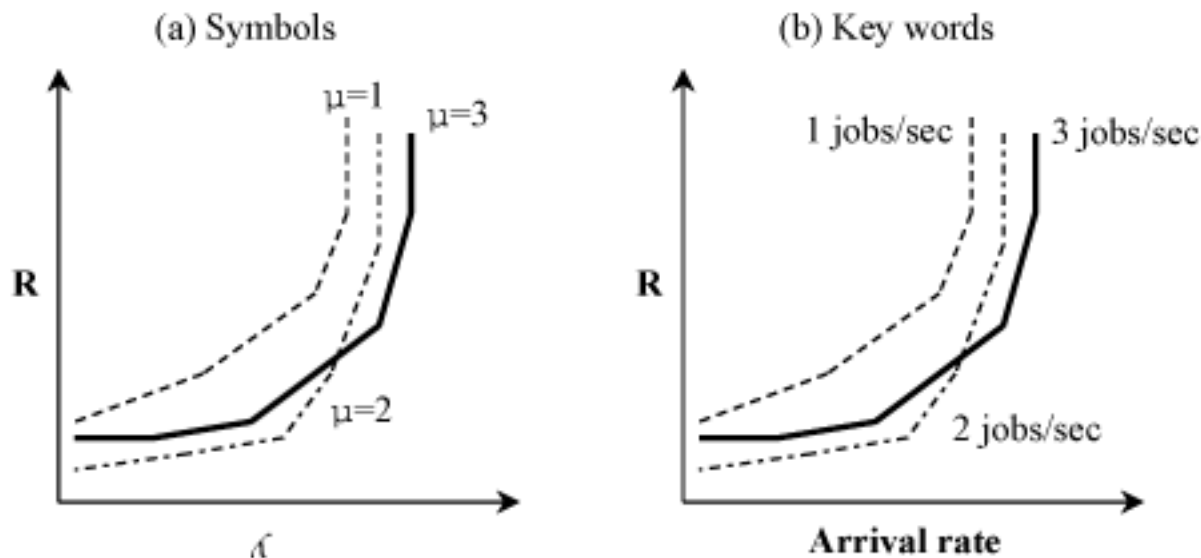
Common Mistakes in Preparing Charts

- ❑ Presenting too many alternatives on a single chart
Max 5 to 7 messages \Rightarrow Max 6 curves in a line charts, no more than 10 bars in a bar chart, max 8 components in a pie chart
- ❑ Presenting many y variables on a single chart



Common Mistakes in Charts (Cont)

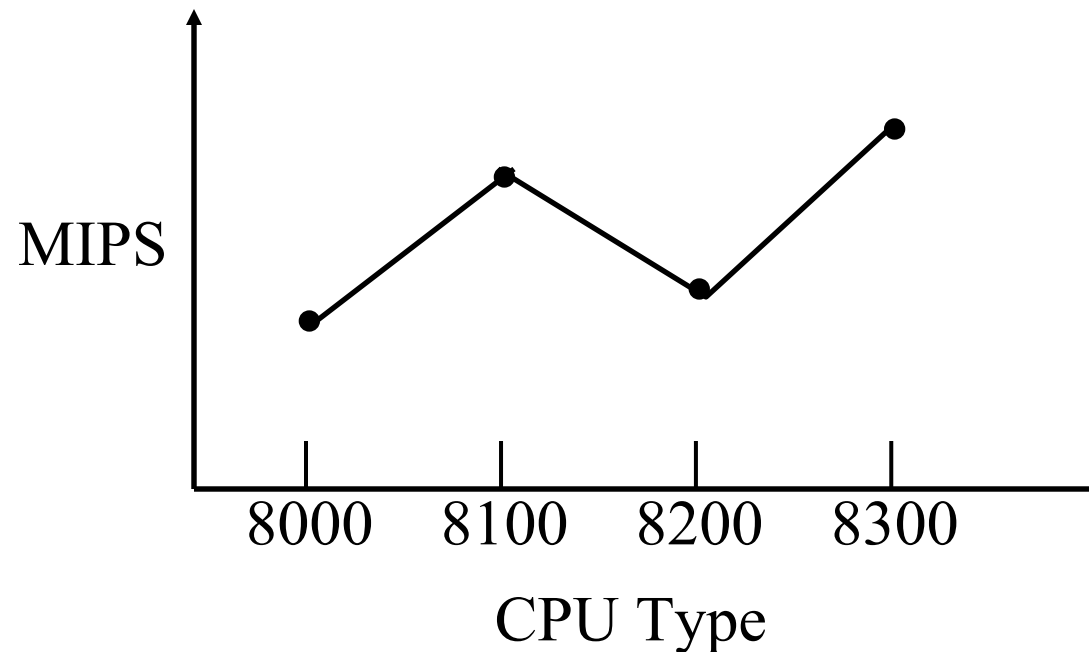
- ❑ Using symbols in place of text



- ❑ Placing extraneous information on the chart: grid lines, granularity of the grid lines
- ❑ Selecting scale ranges improperly: automatic selection by programs may not be appropriate

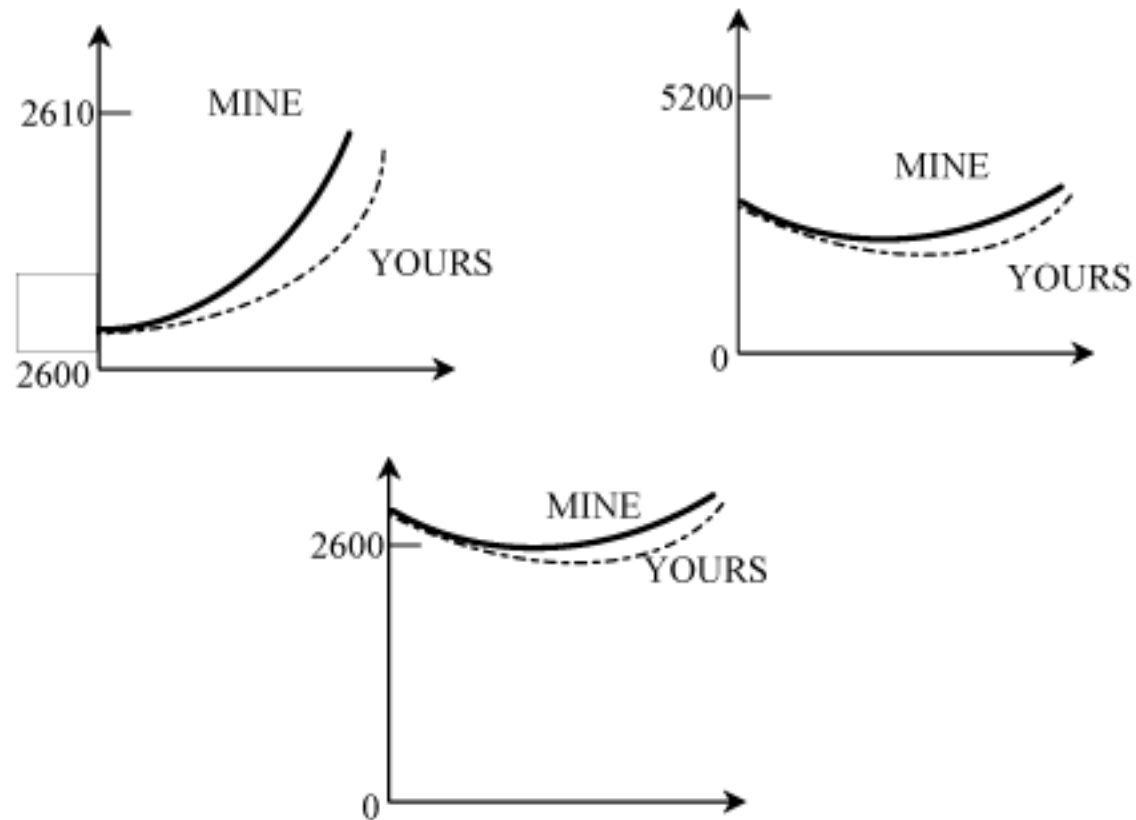
Common Mistakes in Charts (Cont)

- Using a line chart in place of column chart:
Line \Rightarrow Continuity



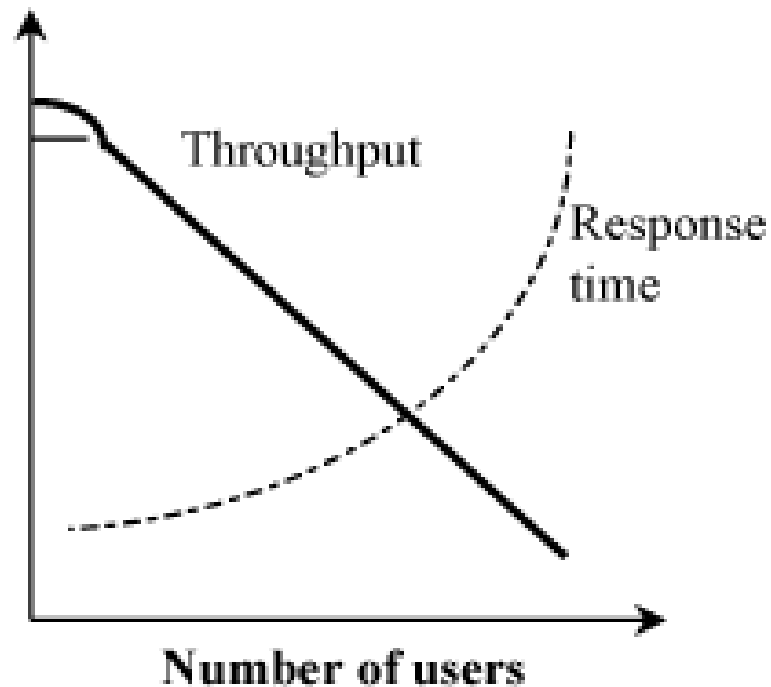
Pictorial Games

- Using non-zero origins to emphasize the difference
Three quarter high-rule \Rightarrow height/width $> 3/4$



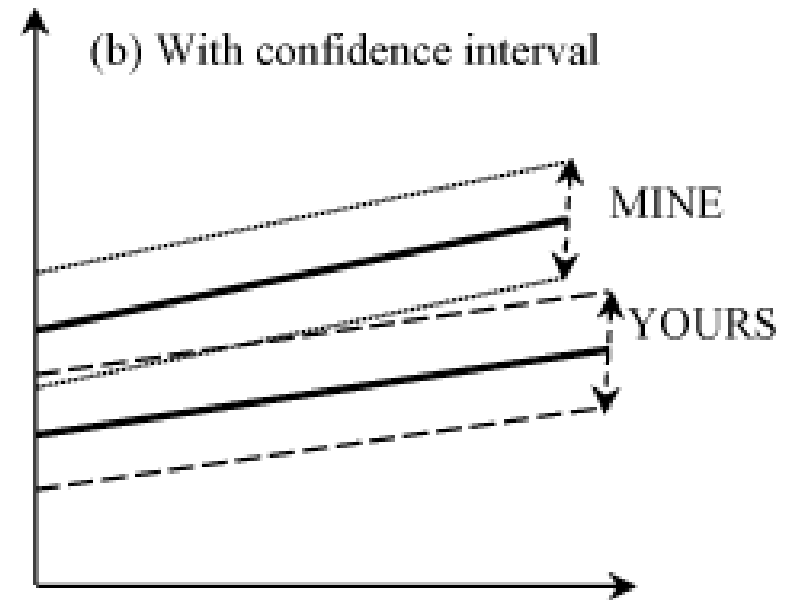
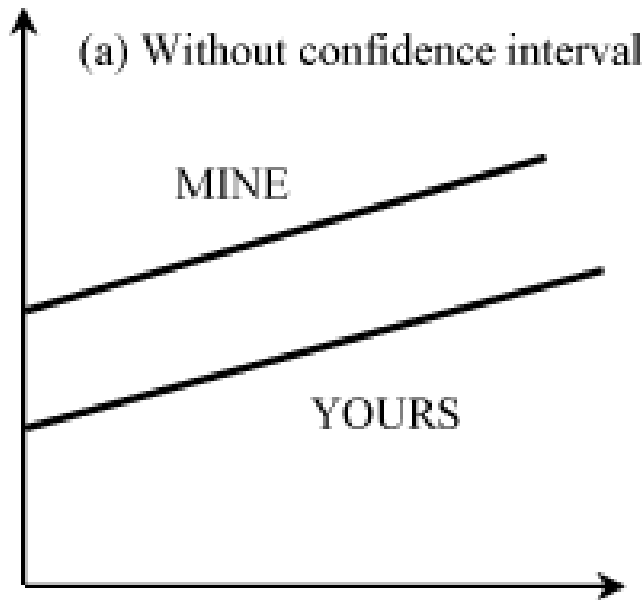
Pictorial Games (Cont)

- Using double-whammy graph for dramatization
Using related metrics



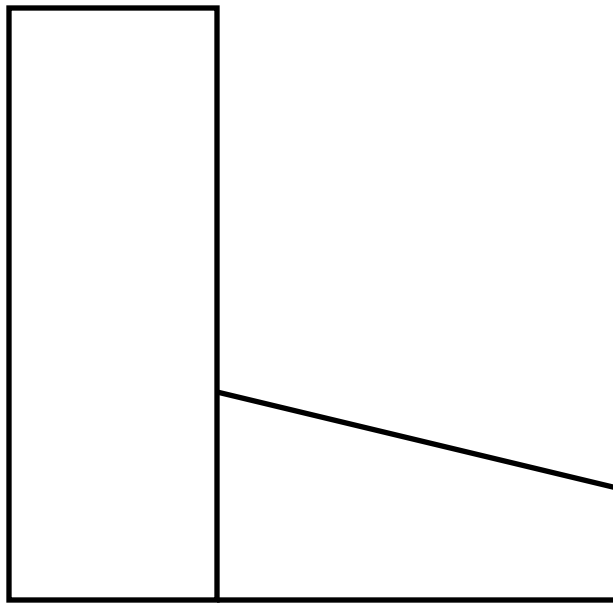
Pictorial Games (Cont)

- Plotting random quantities without showing confidence intervals

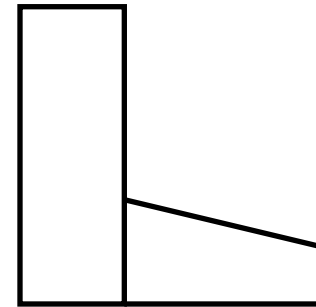


Pictorial Games (Cont)

- Pictograms scaled by height



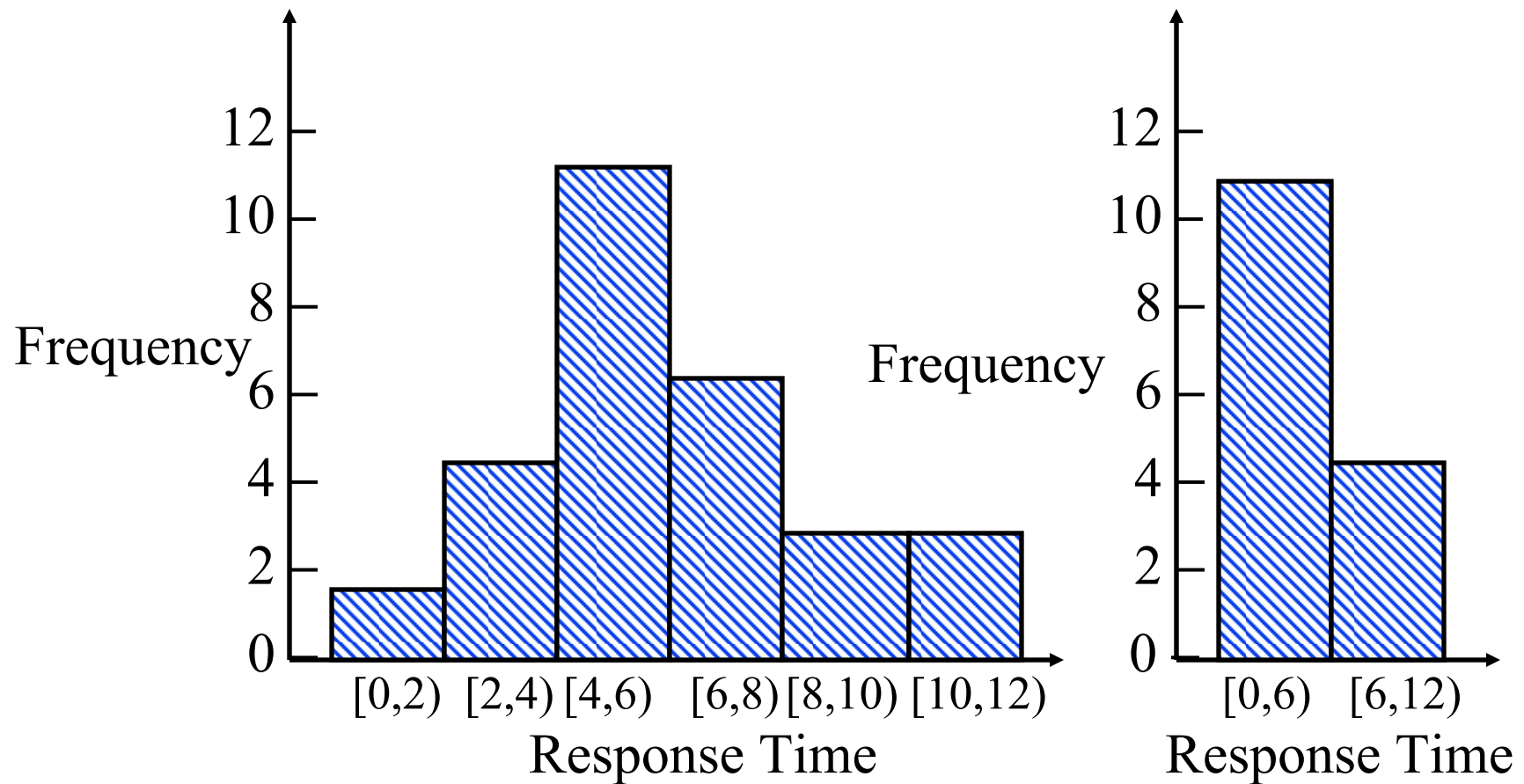
Mine
Performance = 2



Yours
Performance = 1

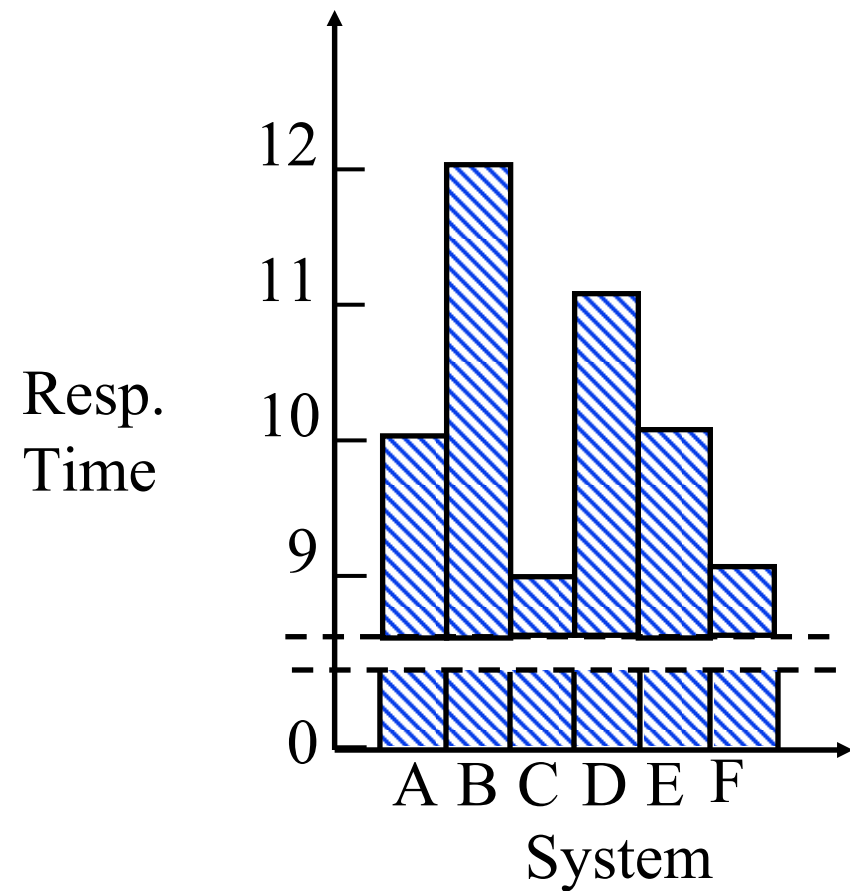
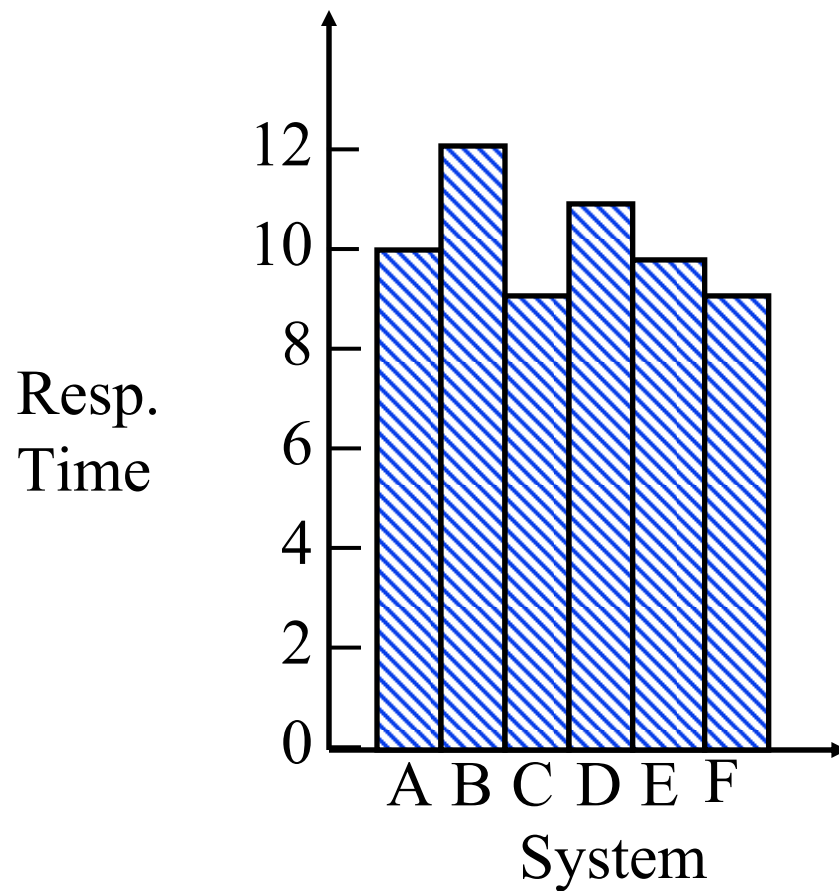
Pictorial Games (Cont)

- Using inappropriate cell size in histograms

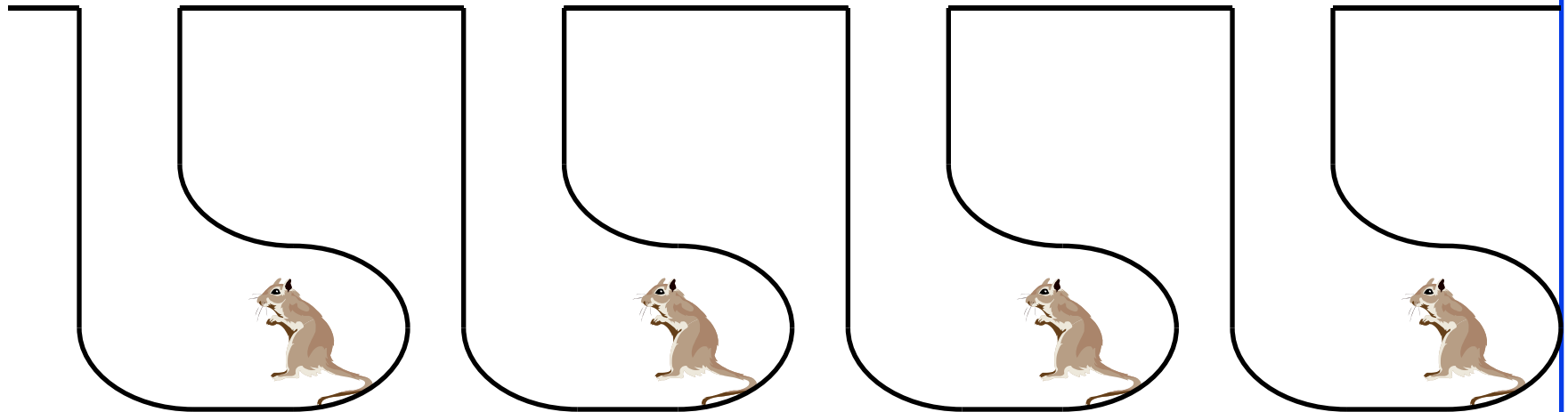


Pictorial Games (Cont)

- Using broken scales in column charts



Performance Analysis Rat Holes



Workload

Metrics

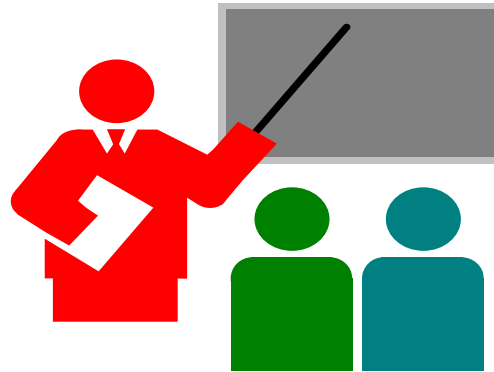
Configuration Details

Reasons for not Accepting an Analysis

- ❑ This needs more analysis.
- ❑ You need a better understanding of the workload.
- ❑ It improves performance only for long IOs/packets/jobs/files, and most of the IOs/packets/jobs/files are short.
- ❑ It improves performance only for short IOs/packets/jobs/files, but who cares for the performance of short IOs/packets/jobs/files, its the long ones that impact the system.
- ❑ It needs too much memory/CPU/bandwidth and memory/CPU/bandwidth isn't free.
- ❑ It only saves us memory/CPU/bandwidth and memory/CPU/bandwidth is cheap.

See Box 10.2 on page 162 of the book for a complete list

Summary



1. Qualitative/quantitative, ordered/unordered, discrete/continuous variables
2. Good charts should require minimum effort from the reader and provide maximum information with minimum ink
3. Use no more than 5-6 curves, select ranges properly, Three-quarter high rule
4. Workload, metrics, configuration, and details can always be challenged. Should be carefully selected.

Homework 10: Exercise 10.2

- List the problems with the following charts

