

# Supervised Learning and Visualization: Exploratory Data Analysis

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## **John Tukey** (1915–2000) *Data Scientist patient zero*

**Inventor of:**

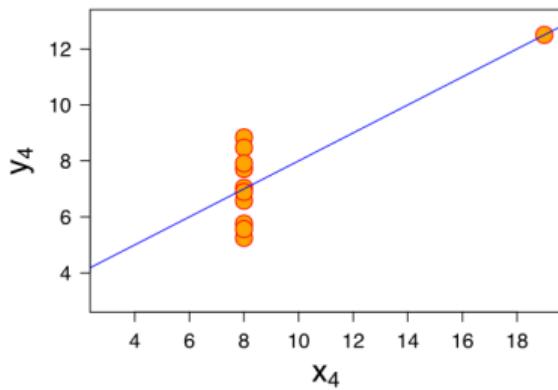
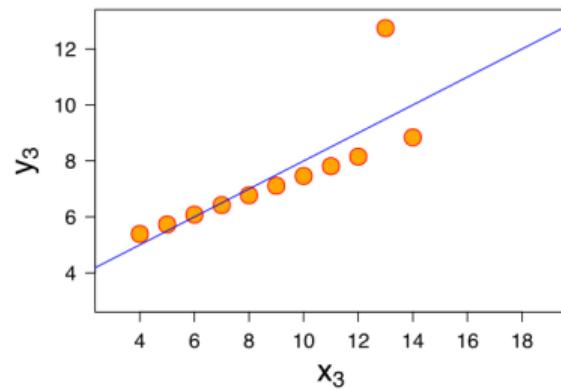
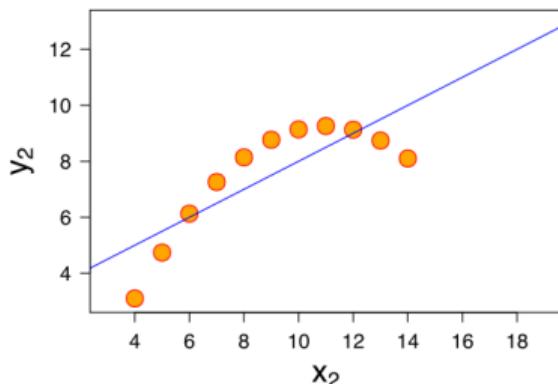
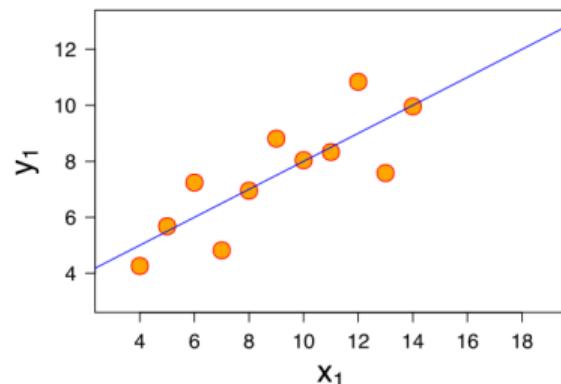
- The boxplot
  - The term “exploratory data analysis”
  - The Fast Fourier Transform
  - “Tukey’s test”
  - The word “bit”
  - So, so much more (Wikipedia)

## Today: visualization principles, applicable to EDA

## Some data visualization principles

# Data visualization

- For exploration, data analysis ←
  - For communication
  - For entertainment



# Graphics for data analysis

- The **human retina** can transfer around  $10^6$  or  $10^7$  bits per second to the brain;
- **Reading** transfers about 3 words, so  $\sim 10^2$  or  $10^3$  bits/s;
- Potentially (!) visualization is about 4 orders of magnitude more powerful.

**How can we leverage the human visual system to analyze data?**

# Making pictures that help analyze data

- We'd like to make, not just any kind of picture or graph, but one that transfers some part of the data to our brain
- How do we make sure that the graphs we make transfer
  - ① The right part of the data, and;
  - ② As much of it as possible?

This is where the “**grammar of graphics**” comes in.

Goal is to **specify how data map to picture**, so the correct type and largest amount possible is transferred

# Grammar of graphics (Wickham version)

<https://r4ds.had.co.nz/data-visualisation.html>

Map raw data to following elements:

- Aesthetics (position, shape, color, ...)
- Geometric objects (points, lines, bars, ...)
- Scales (continuous, discrete, ...)
- Facets (small multiples)

Additionally, can apply:

- Statistical transformation (identity, binning, median, ...)
- Coordinate system (Cartesian, polar, parallel, ...)

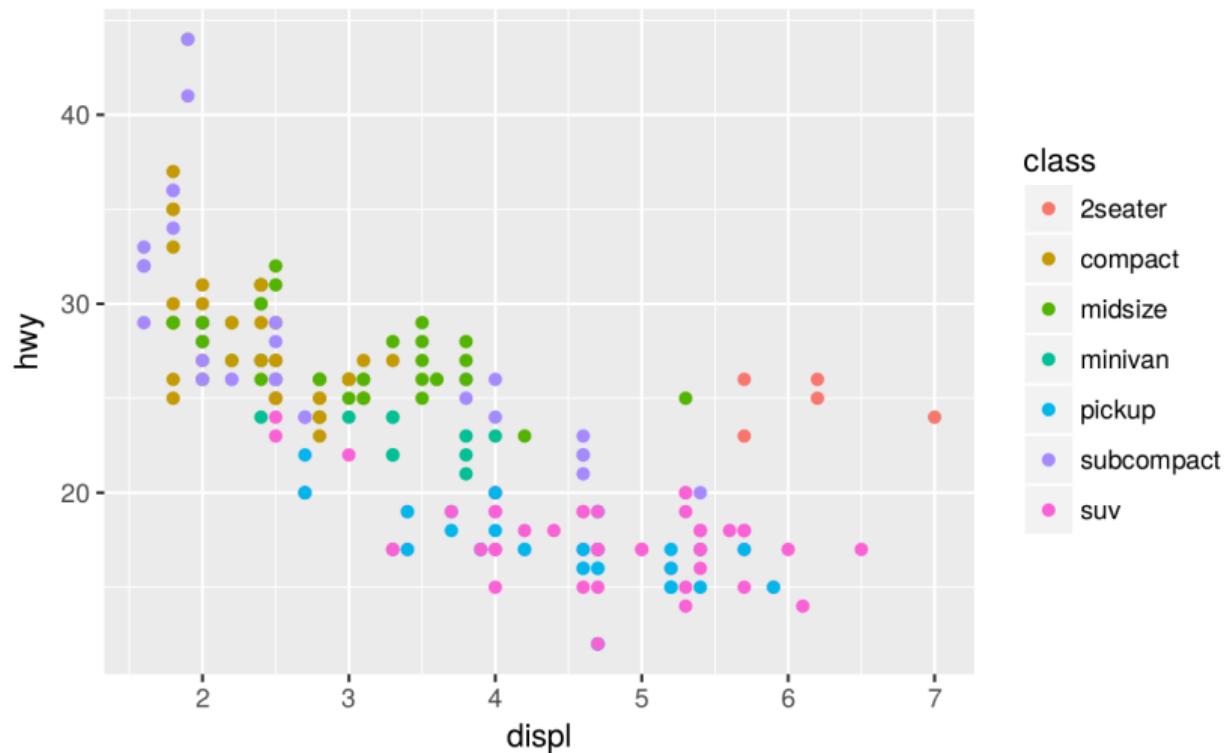
# Grammar of graphics (Wickham version)

In R, grammar of graphics is implemented in `ggplot`, a function in the `ggplot2` package.

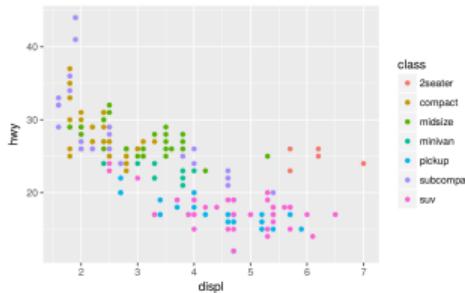
# Example data set: cars

```
mpg
#> # A tibble: 234 × 11
#>   manufacturer model displ year cyl      trans drv    cty    hwy    fl
#>   <chr> <chr> <dbl> <int> <int>      <chr> <chr> <int> <int> <chr>
#> 1 audi     a4      1.8  1999     4 auto(l5)   f     18     29     p
#> 2 audi     a4      1.8  1999     4 manual(m5) f     21     29     p
#> 3 audi     a4      2.0  2008     4 manual(m6) f     20     31     p
#> 4 audi     a4      2.0  2008     4 auto(av)   f     21     30     p
#> 5 audi     a4      2.8  1999     6 auto(l5)   f     16     26     p
#> 6 audi     a4      2.8  1999     6 manual(m5) f     18     26     p
#> # ... with 228 more rows, and 1 more variables: class <chr>
```

```
ggplot(data = mpg) +  
  geom_point(mapping = aes(x = displ, y = hwy, color = class))
```



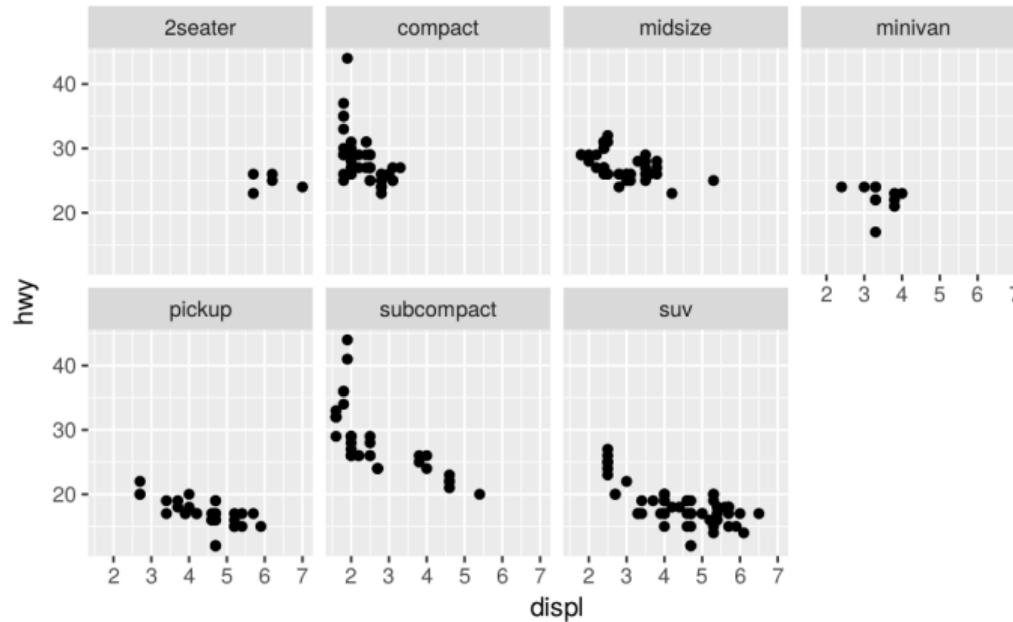
```
ggplot(data = mpg) +  
  geom_point(mapping = aes(x = displ, y = hwy, color = class))
```



- Aesthetics:
    - x-position mapped to *engine displacement*
    - y-position mapped to *highway miles per gallon*
    - color mapped to car type
  - Geometric objects: points
  - Transformation: identity
  - Scales: continuous, cartesian coordinates
  - No facets

# Facets

```
ggplot(data = mpg) +  
  geom_point(mapping = aes(x = displ, y = hwy)) +  
  facet_wrap(~ class, nrow = 2)
```



# Transformation (stats)

1. **geom\_bar()** begins with the **diamonds** data set

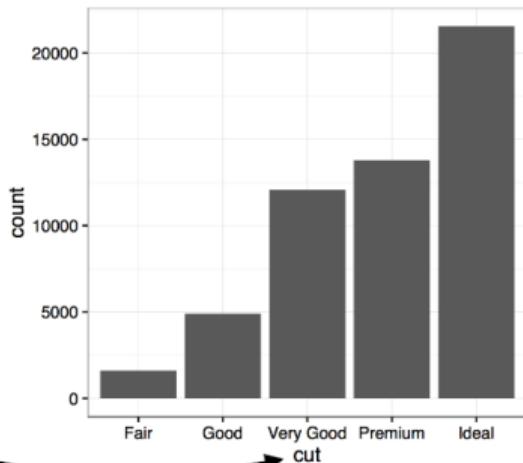
carat	cut	color	clarity	depth	table	price	x	y	z
0.23	Ideal	E	SI2	61.5	55	326	3.95	3.98	2.43
0.21	Premium	E	SI1	59.8	61	326	3.89	3.84	2.31
0.23	Good	E	VS1	56.9	65	327	4.05	4.07	2.31
0.29	Premium	I	VS2	62.4	58	334	4.20	4.23	2.63
0.31	Good	J	SI2	63.3	58	335	4.34	4.35	2.75
...	...	...	...	...	...	...	...	...	...

2. **geom\_bar()** transforms the data with the "count" stat, which returns a data set of cut values and counts.

stat\_count()

cut	count	prop
Fair	1610	1
Good	4906	1
Very Good	12082	1
Premium	13791	1
Ideal	21551	1

3. **geom\_bar()** uses the transformed data to build the plot. cut is mapped to the x axis, count is mapped to the y axis.



What should I choose?

## LES VARIABLES DE L'IMAGE

	POINTS	LIGNES	ZONES
XY 2 DIMENSIONS DU PLAN			
Z TAILLE			
VALEUR			

## LES VARIABLES DE SÉPARATION DES IMAGES

	GRAIN	COULEUR	ORIENTATION	FORME
GRAIN				
COULEUR				
ORIENTATION				
FORME				

Jacques Bertin (1967) Sémiologie graphique

# Color: hue-saturation-brightness (HSB)

Hue Changes



Saturation Changes



Brightness Changes



# Mackinlay's ranking of encodings

## Quantitative

Position  
Length  
Angle  
Slope  
Area  
Volume  
Density  
Color saturation  
Color hue  
Texture  
Connection  
Containment  
Shape

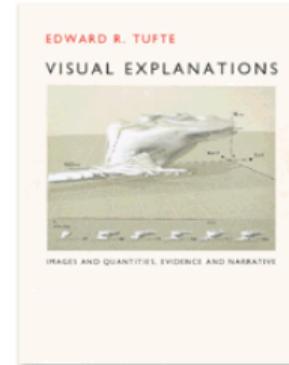
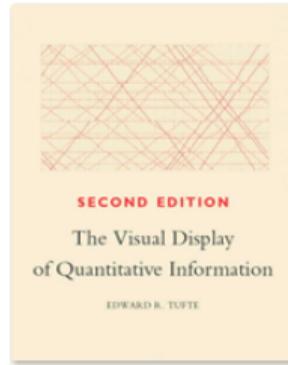
## Ordinal

Position  
Density  
Color saturation  
Color hue  
Texture  
Connection  
Containment  
Length  
Angle  
Slope  
Area  
Volume  
Shape

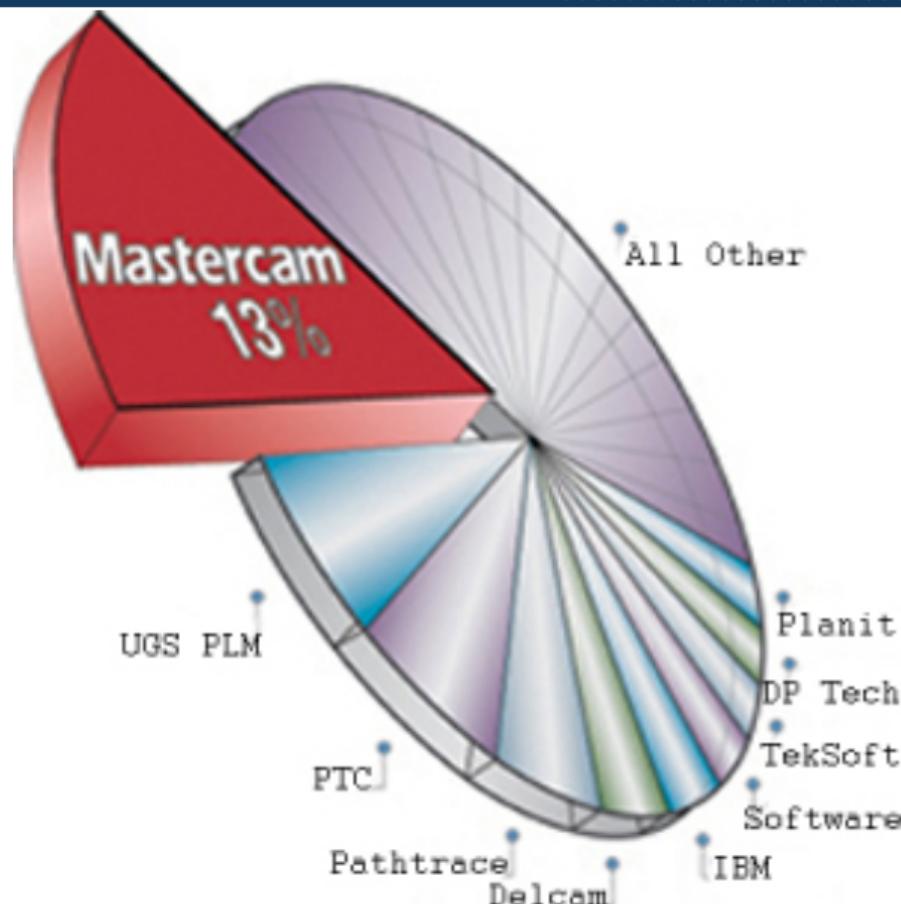
## Nominal

Position  
Color hue  
Texture  
Connection  
Containment  
Density  
Color saturation  
Shape  
Length  
Angle  
Slope  
Area  
Volume

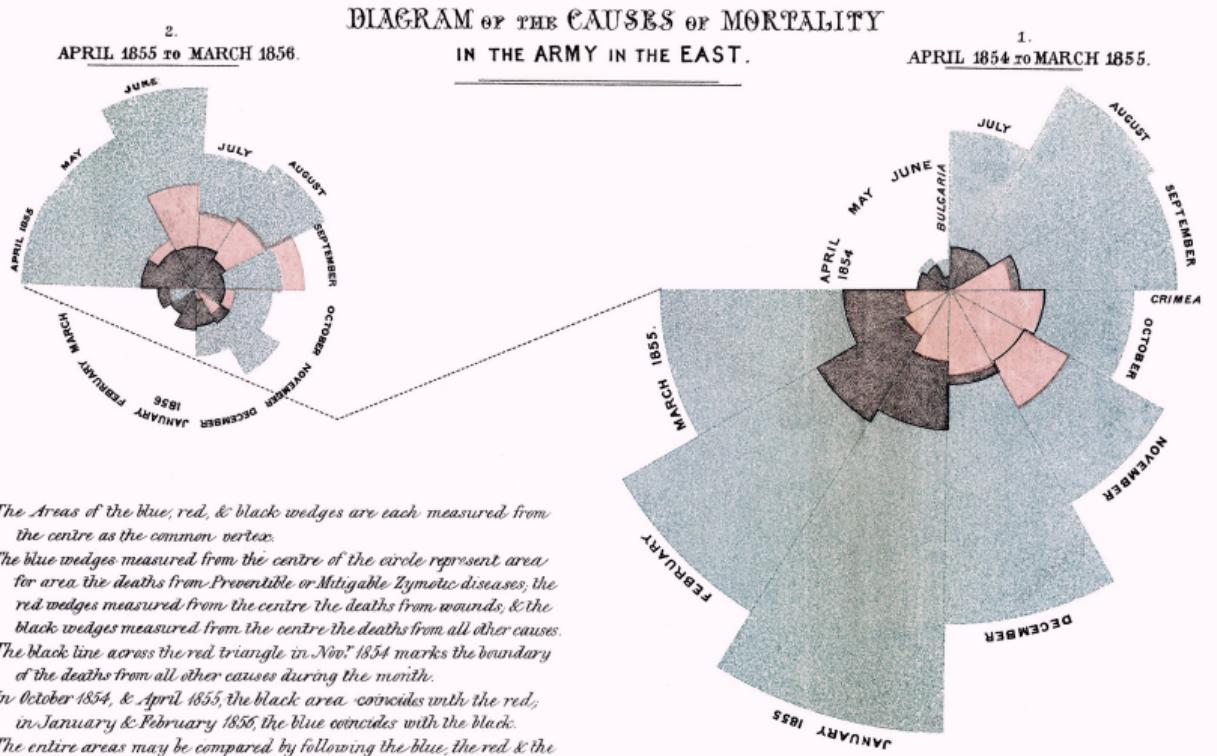
# Some (distilled) principles from Tufte

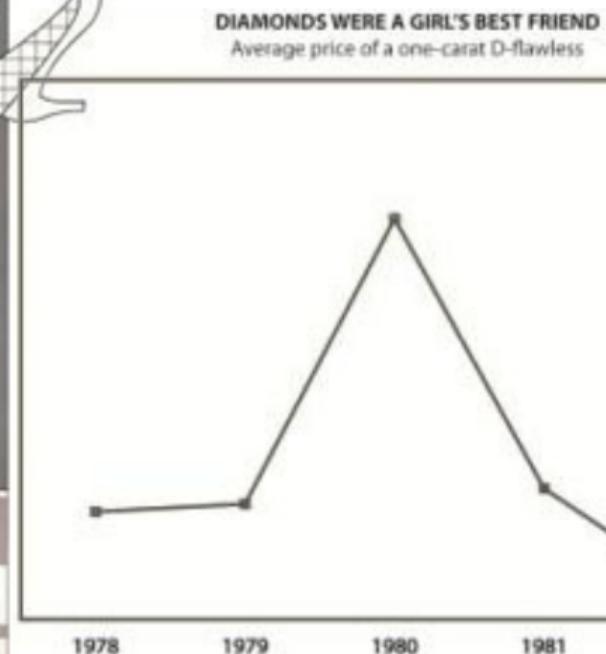
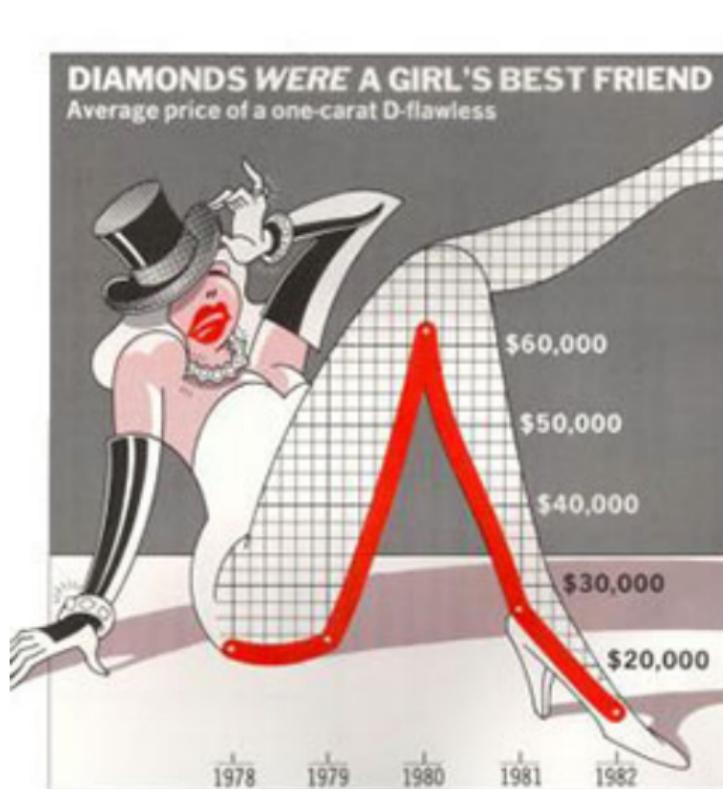


- Ask how data maps to perception
- Ask which comparisons you want, guide eye to those
- Maximize **data-to-ink ratio**
- Present more data (but without losing interpretability)
- (Remember narrative)



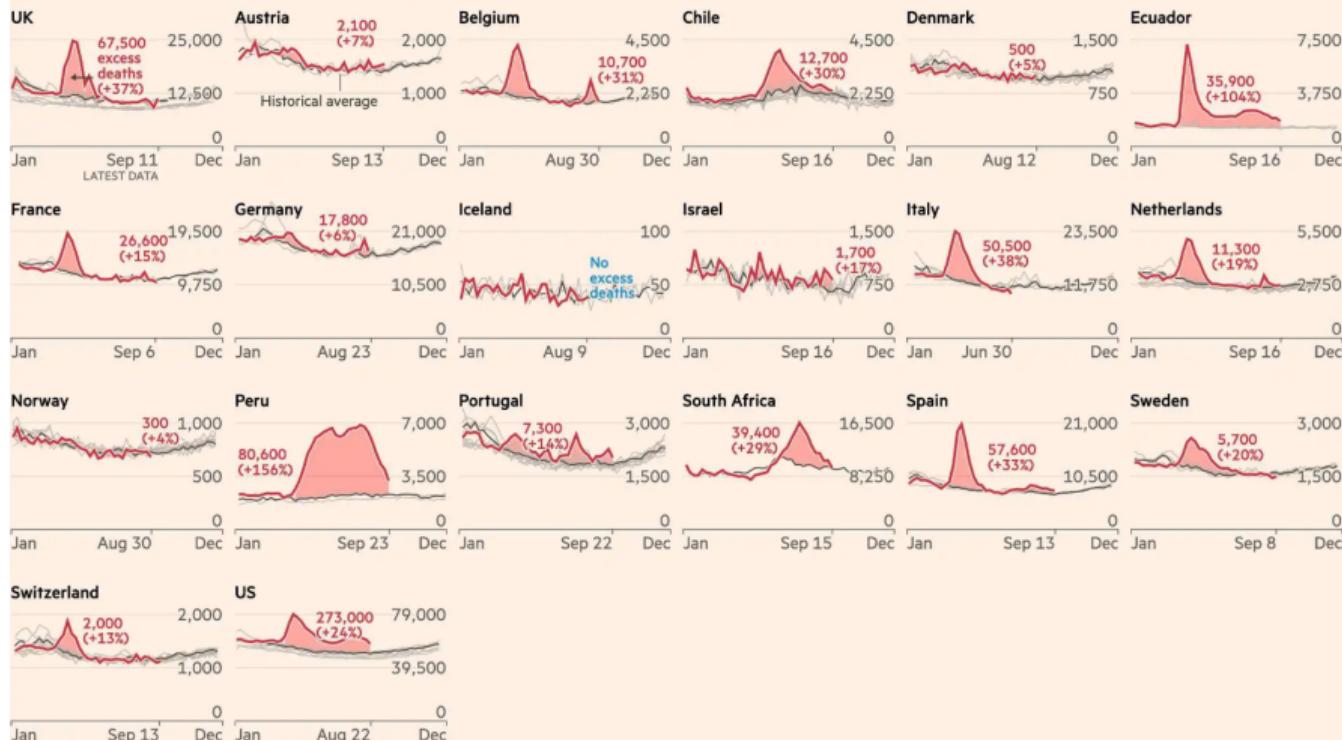
# Nightingale Rose / Coxcomb chart



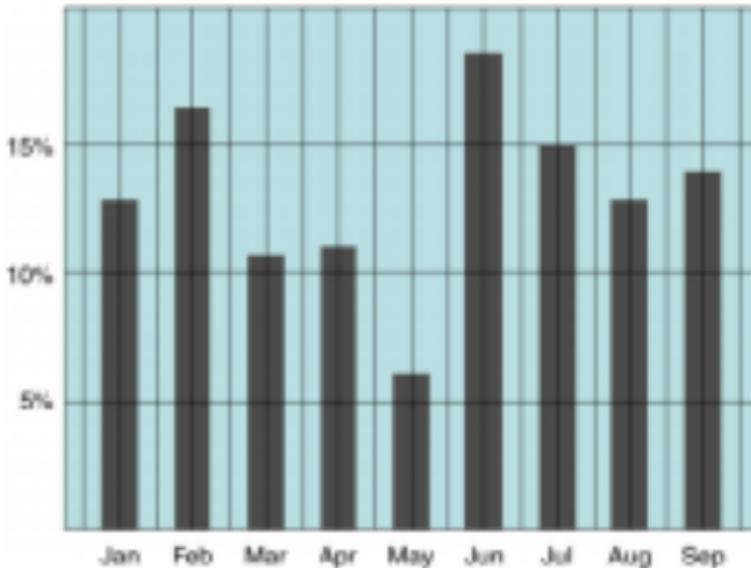


## Death rates have climbed far above historical averages in many countries that have faced Covid-19 outbreaks

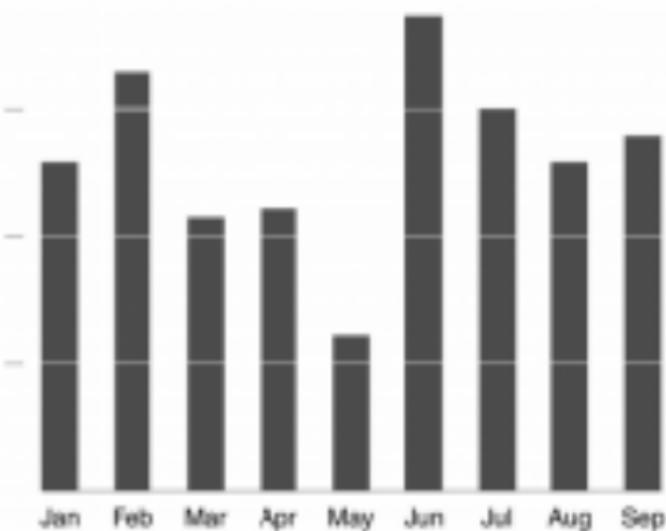
Number of deaths per week from all causes, 2020 vs recent years:  Shading indicates total excess deaths during outbreak



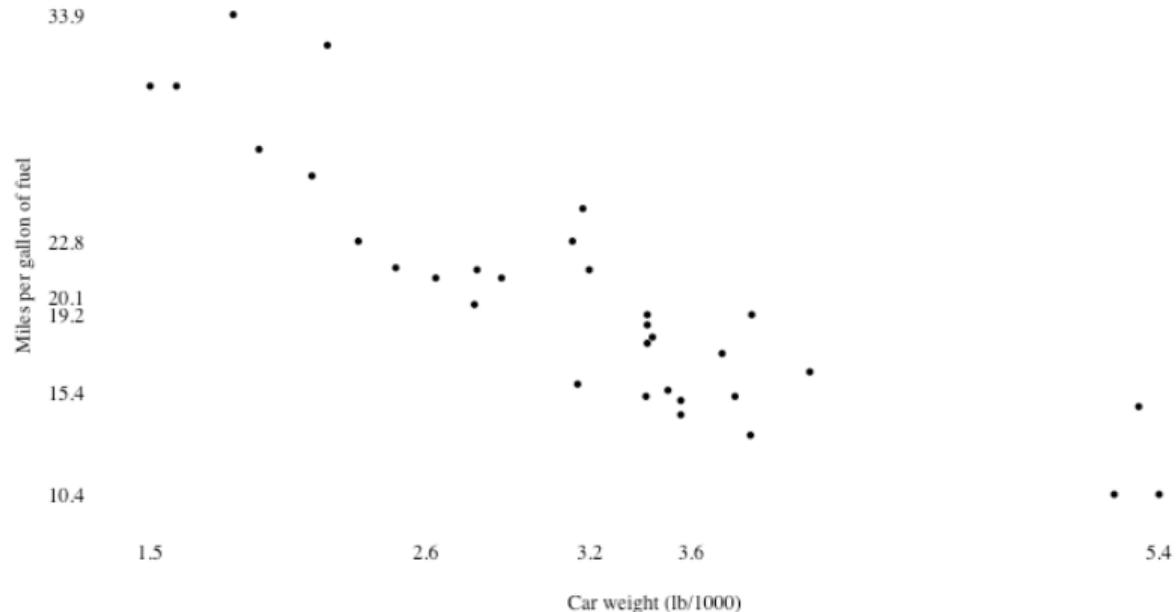
Source: FT analysis of mortality data. Data updated September 25  
 FT graphic: John Burn-Murdoch / @burnmurdoch  
 © FT

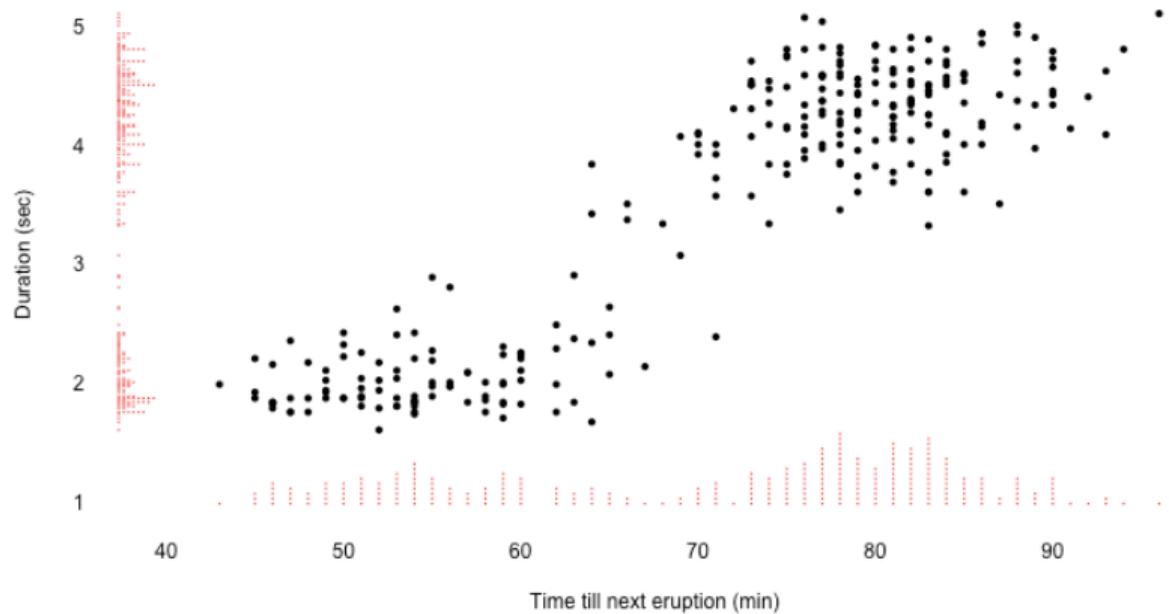


Low Data/Ink

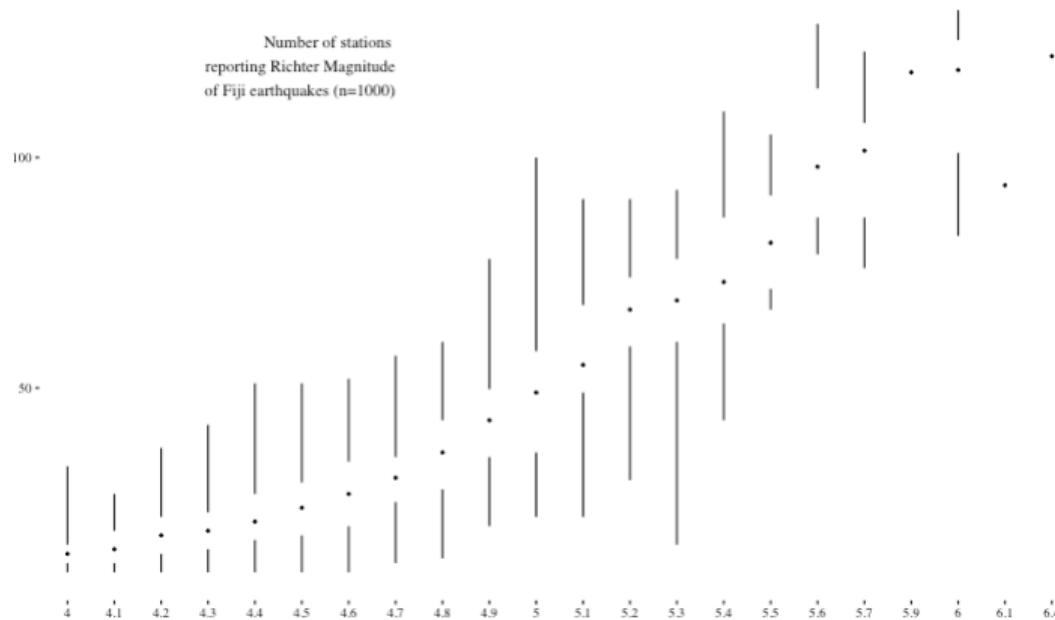


High Data/Ink





```
ggplot(quakes, aes(factor(mag),stations)) +  
  theme_tufte() +  
  geom_tufteboxplot(outlier.colour="transparent") +  
  theme(axis.title=element_blank())
```



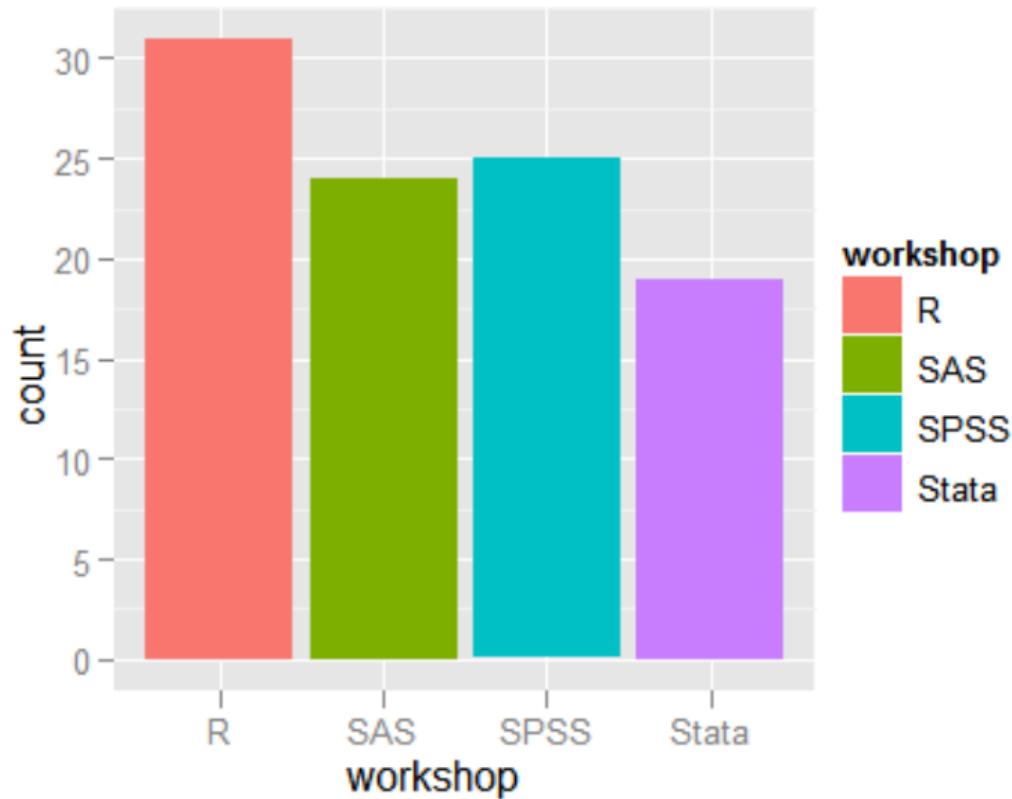
# Tufte wisdom

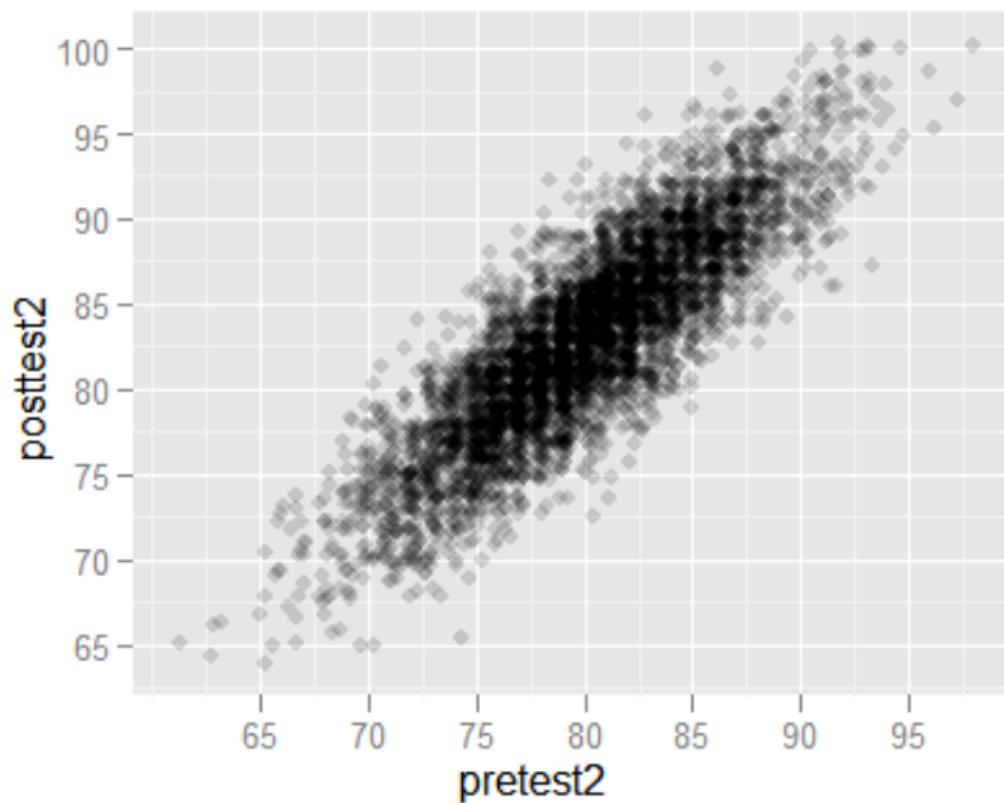
- Tufte's principles are more oriented to communication and can be taken too far
- Better data/ink → display more information without overload;
- Thinking about perception can help you choose better geoms, aesthetics.

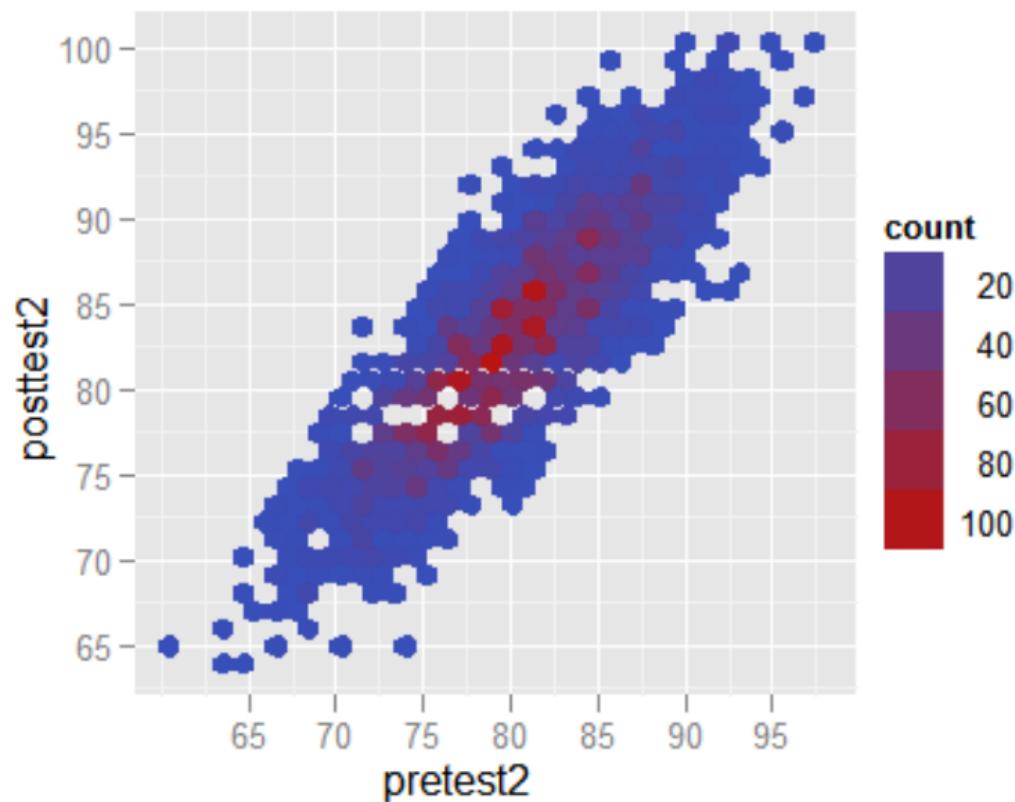
## Some practice

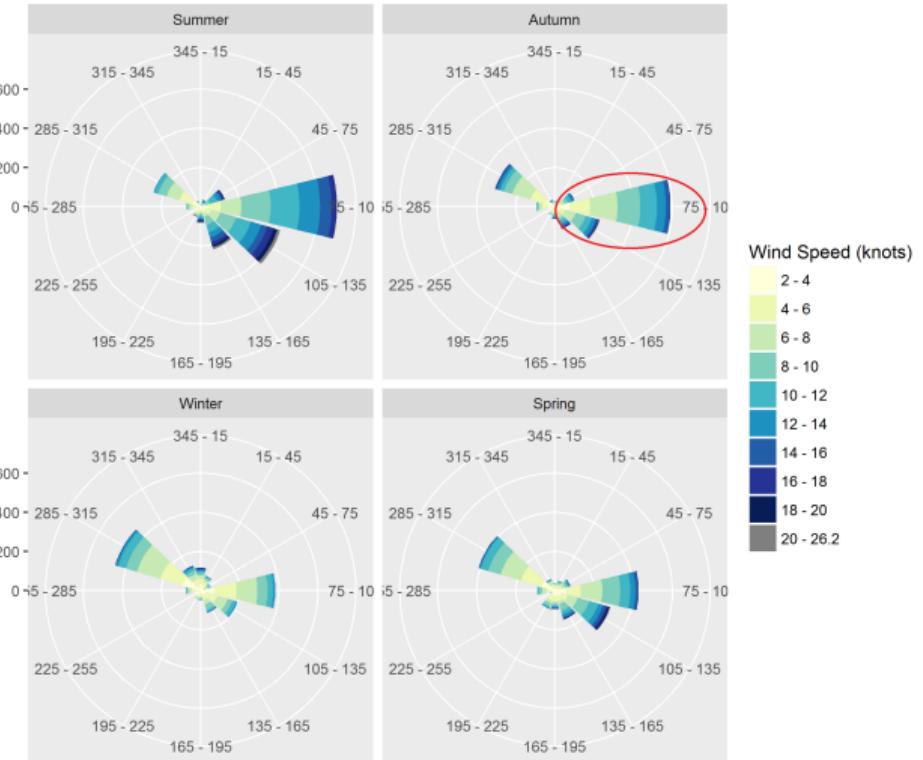
Answer these questions:

- What are: aesthetics, geom, scale, facets, transformation, coordinate system
- How is data/ink?
- Is perception considered optimally?
- Can you think of questions you can't answer from this plot which are in the data?



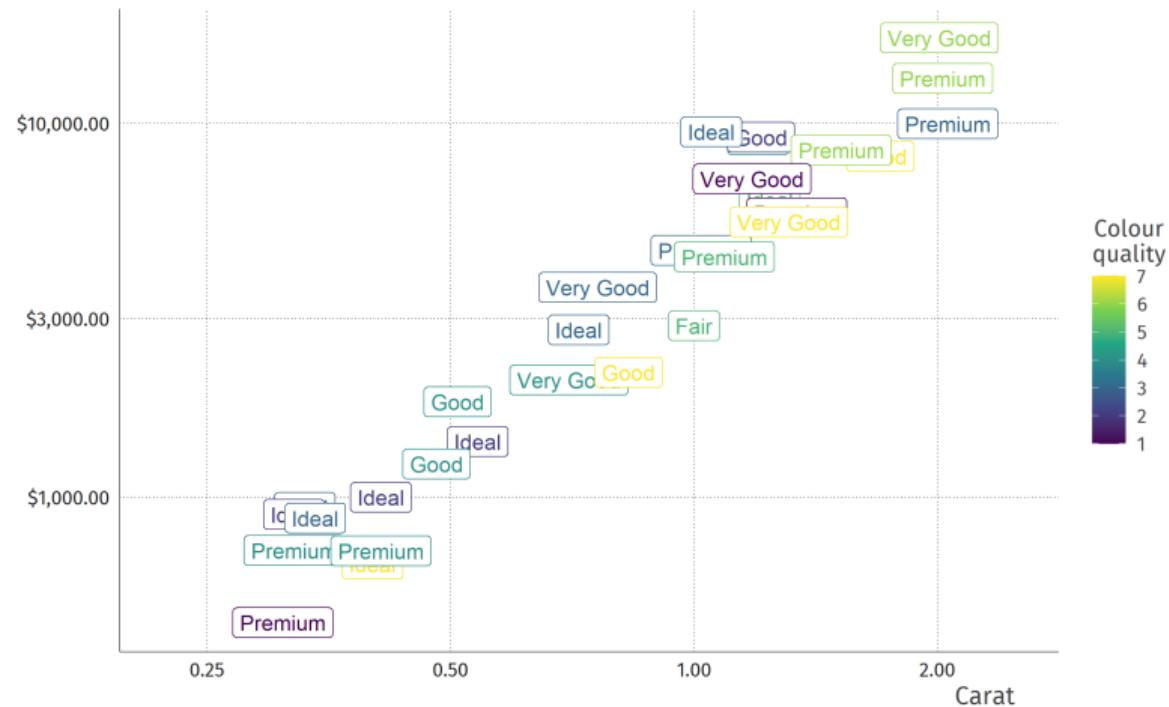






## Some diamonds

and their cut quality



## Conclusion

# Conclusion

- Data visualization is a huge field;
- Sticking to **basic principles** helps:
  - **Map data** to aesthetics, geoms, scales, facets;
  - Perception research guides choices;
  - **Which comparisons** do I want?
  - Maximize **data-ink** (within reason).