



Data Presentation

Xavier DÉFAGO

(professor)

Tokyo Institute of Technology

School of Computing

July 2020

most examples adapted from:

Raj Jain. The art of computer systems performance analysis.

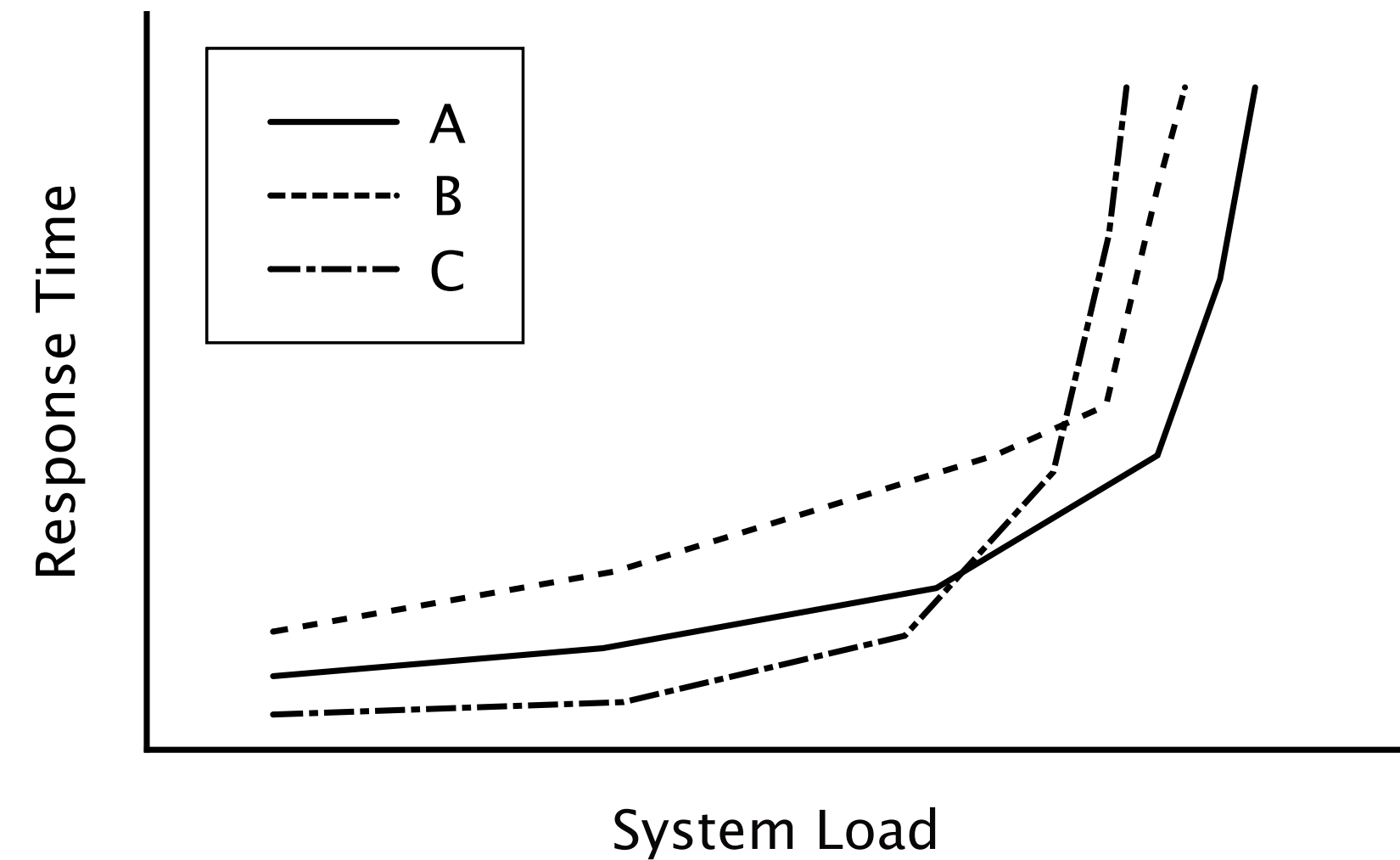
Guidelines for Charts

⌘ Min. Effort for Reader

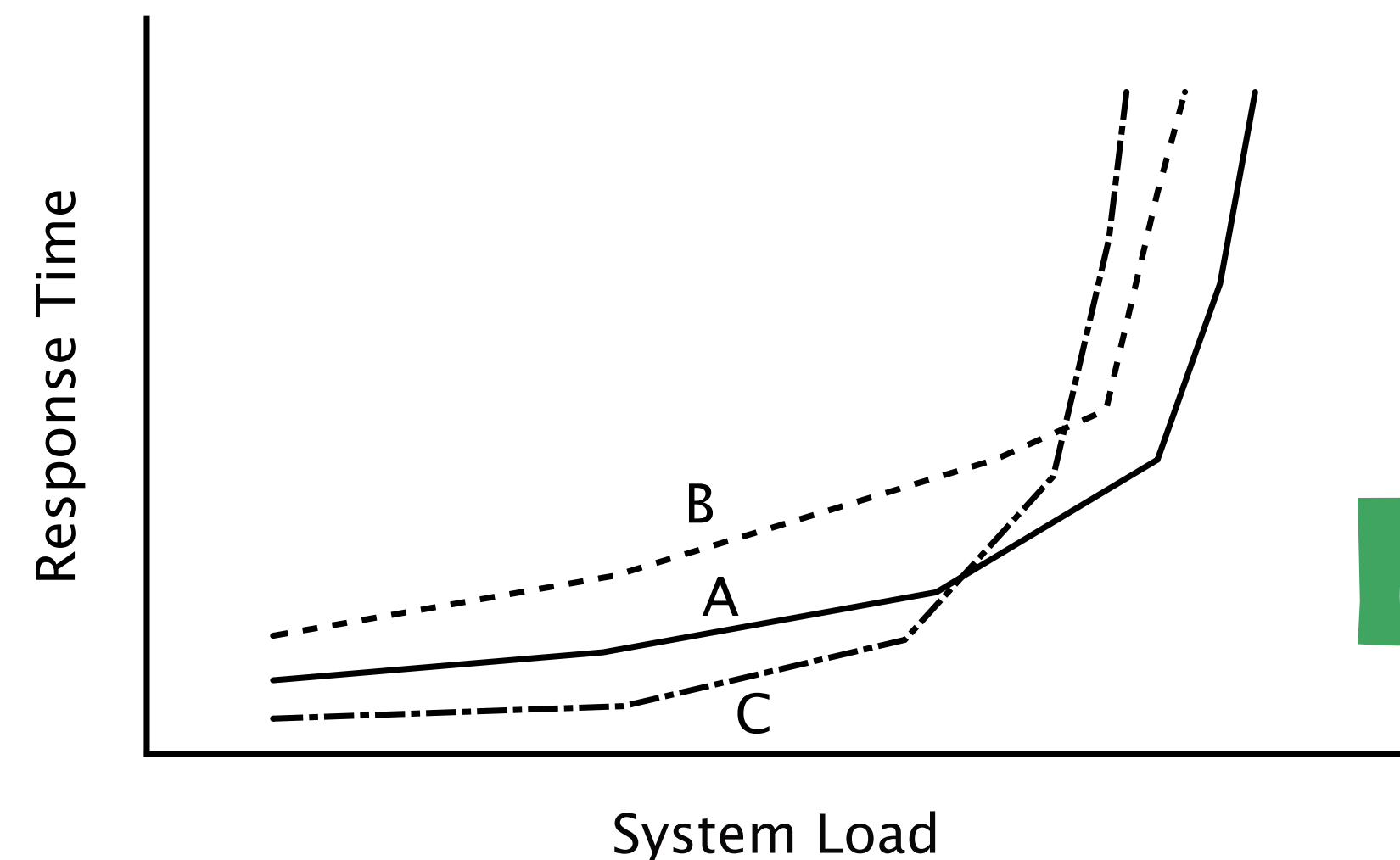
- ▶ most important aspect
- ▶ how much effort to understand?

⌘ Example

- ▶ legend box
- ▶ direct labeling
- ▶ axes labels
eg., “Daily CPU usage”
- ▶ include units
eg., “CPU [seconds]”



acceptable

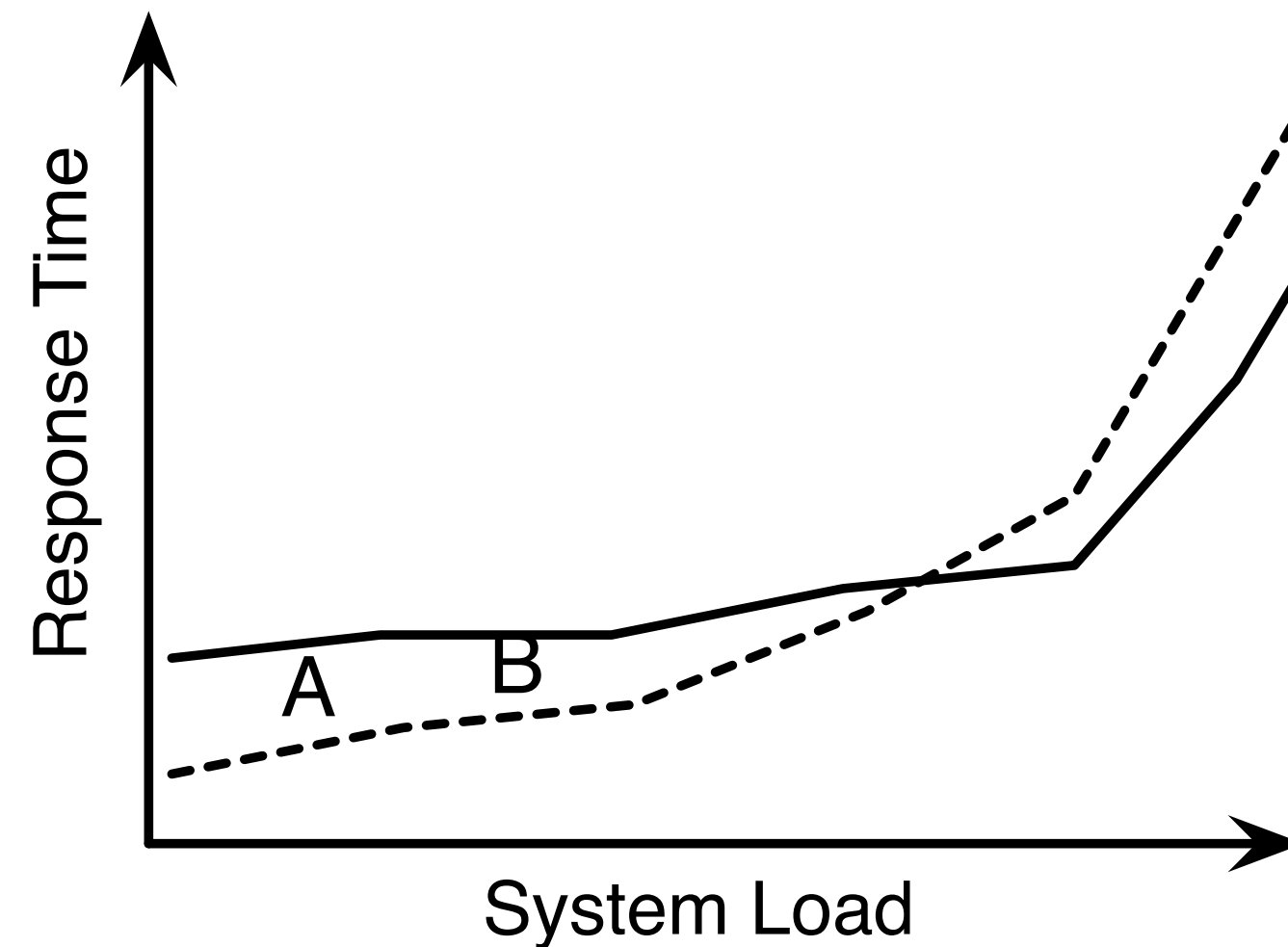


Better

Guidelines for Charts

❧ Avoid Ambiguity

- ▶ Show coordinate axis, scale divisions, origin
- ▶ Identify individual curves
- ▶ Avoid potential source of misunderstanding

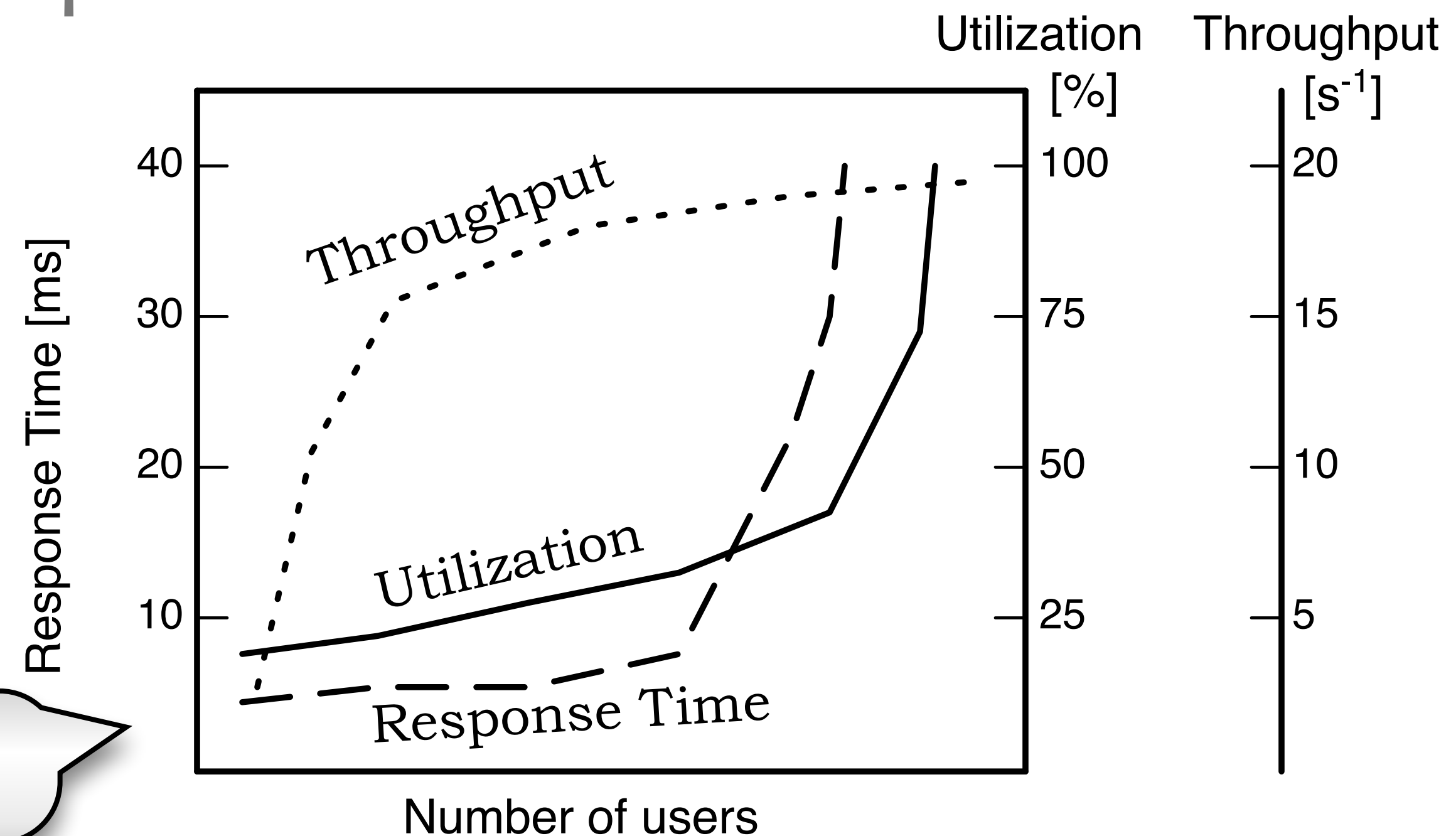


BAD

Common Mistakes

❧ Many Variables on One Chart

- ▶ saves space, but harder to read.
- ▶ => message lost
- ▶ better: three different graphs



Too many variables

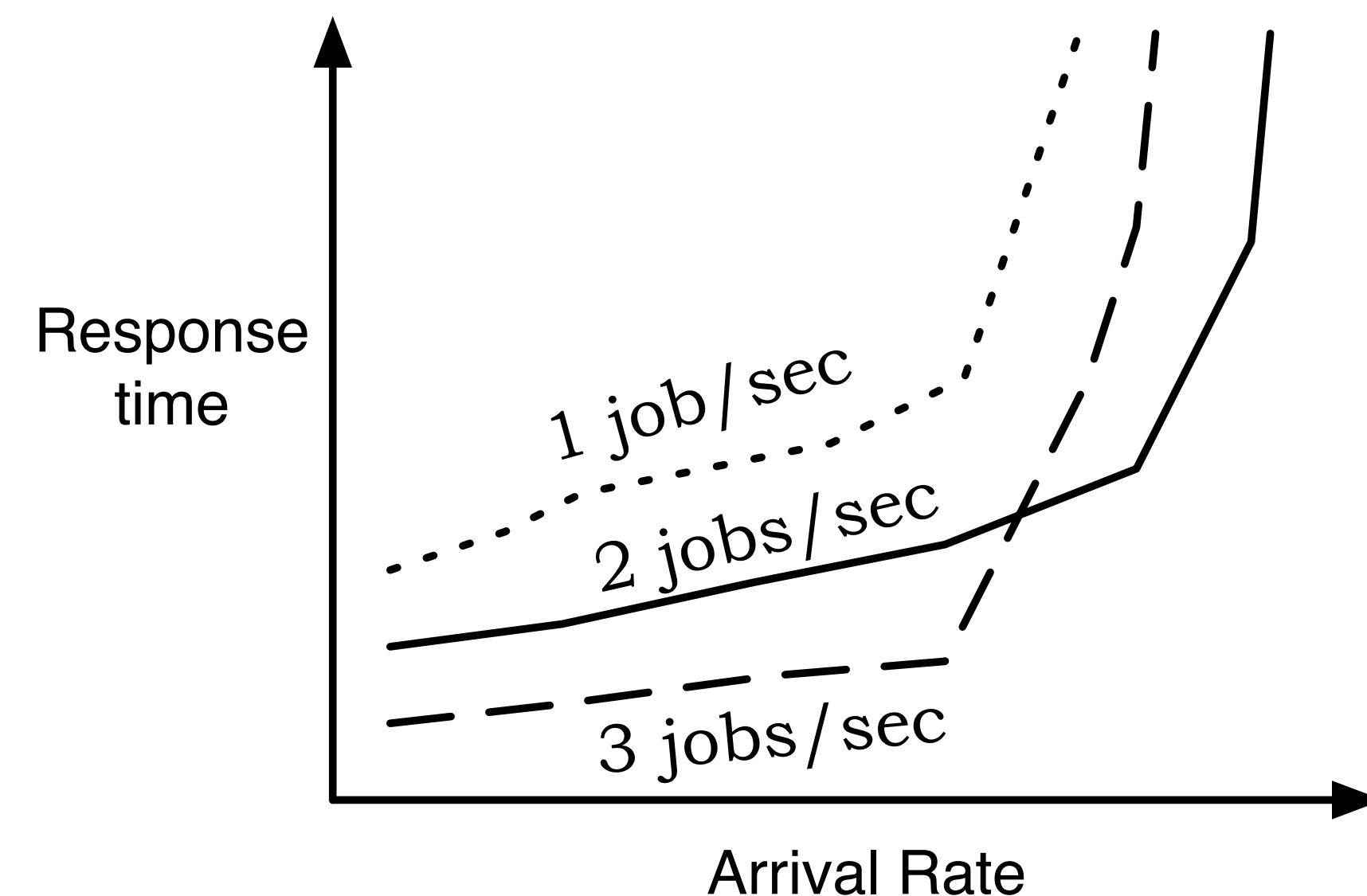
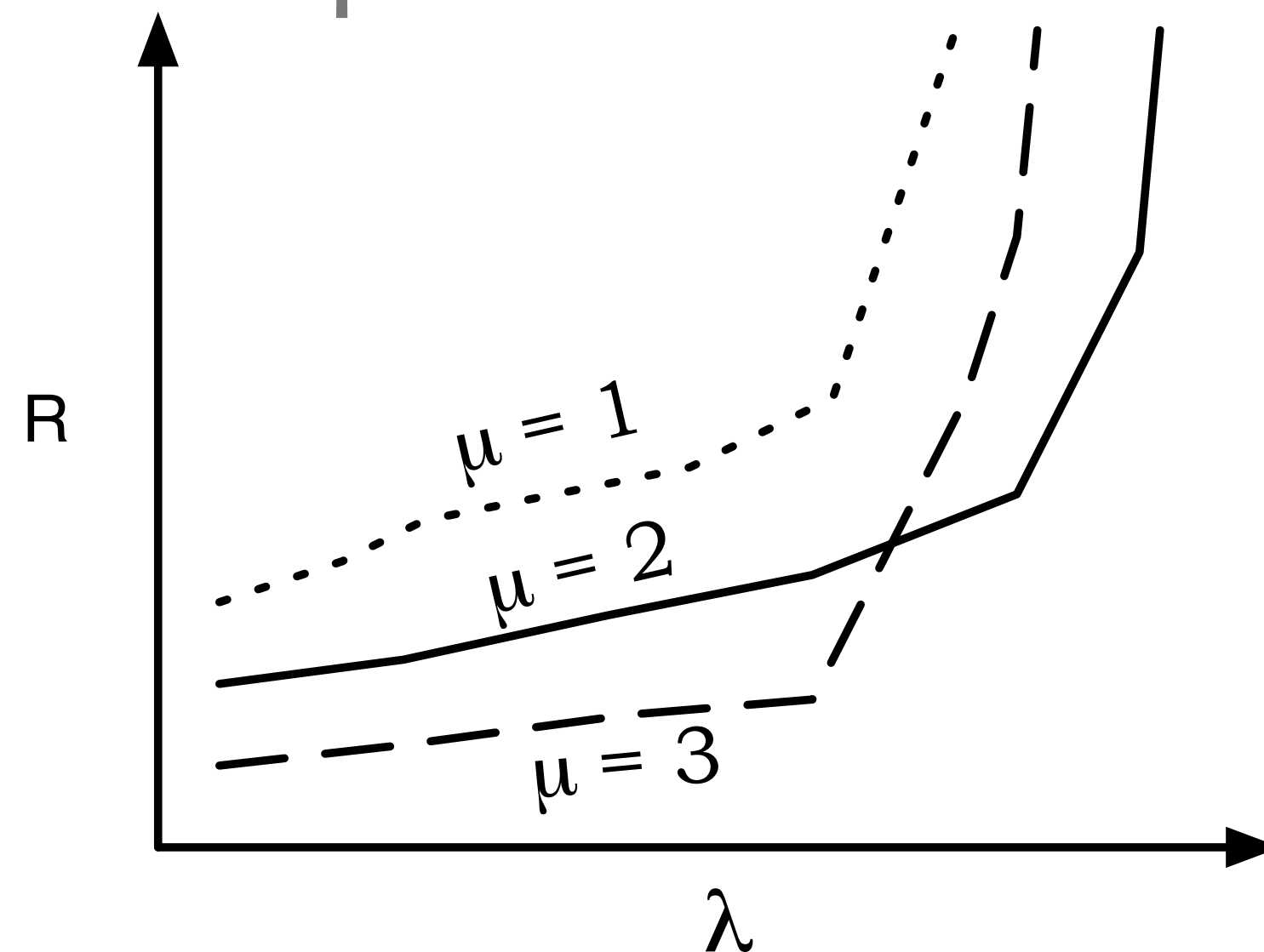
BAD

Common Mistakes

❧ Symbols in Place of Text

- ▶ symbols => readers must search text
- ▶ saves writers time
- ▶ ... or not?!
readers skip => writer's time wasted

BAD

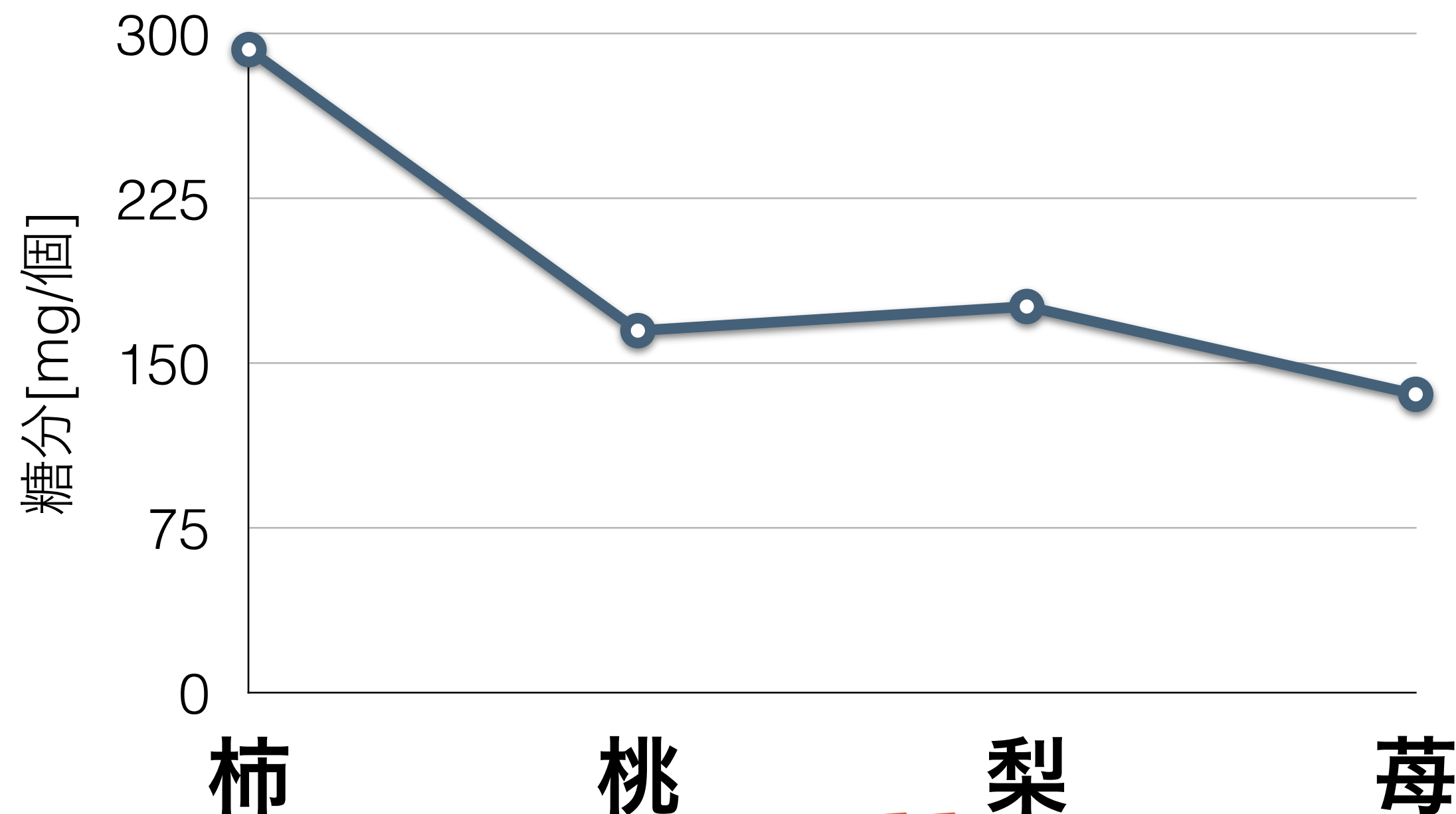


Better

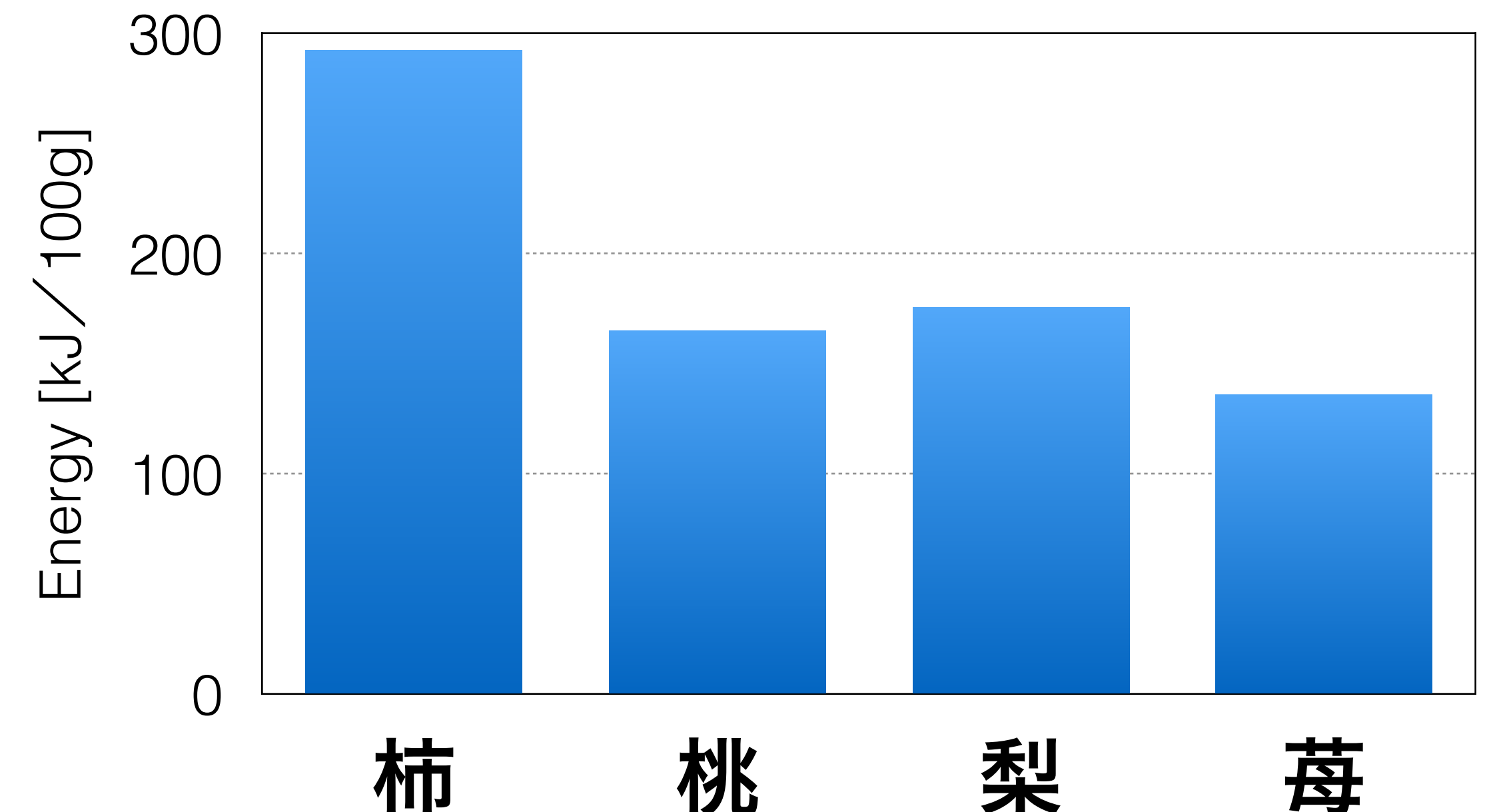
Common Mistakes

❧ Line Chart in Place of Column Chart

- ▶ joining points on line chart
=> intermediate values can be interpolated



VERY BAD!!

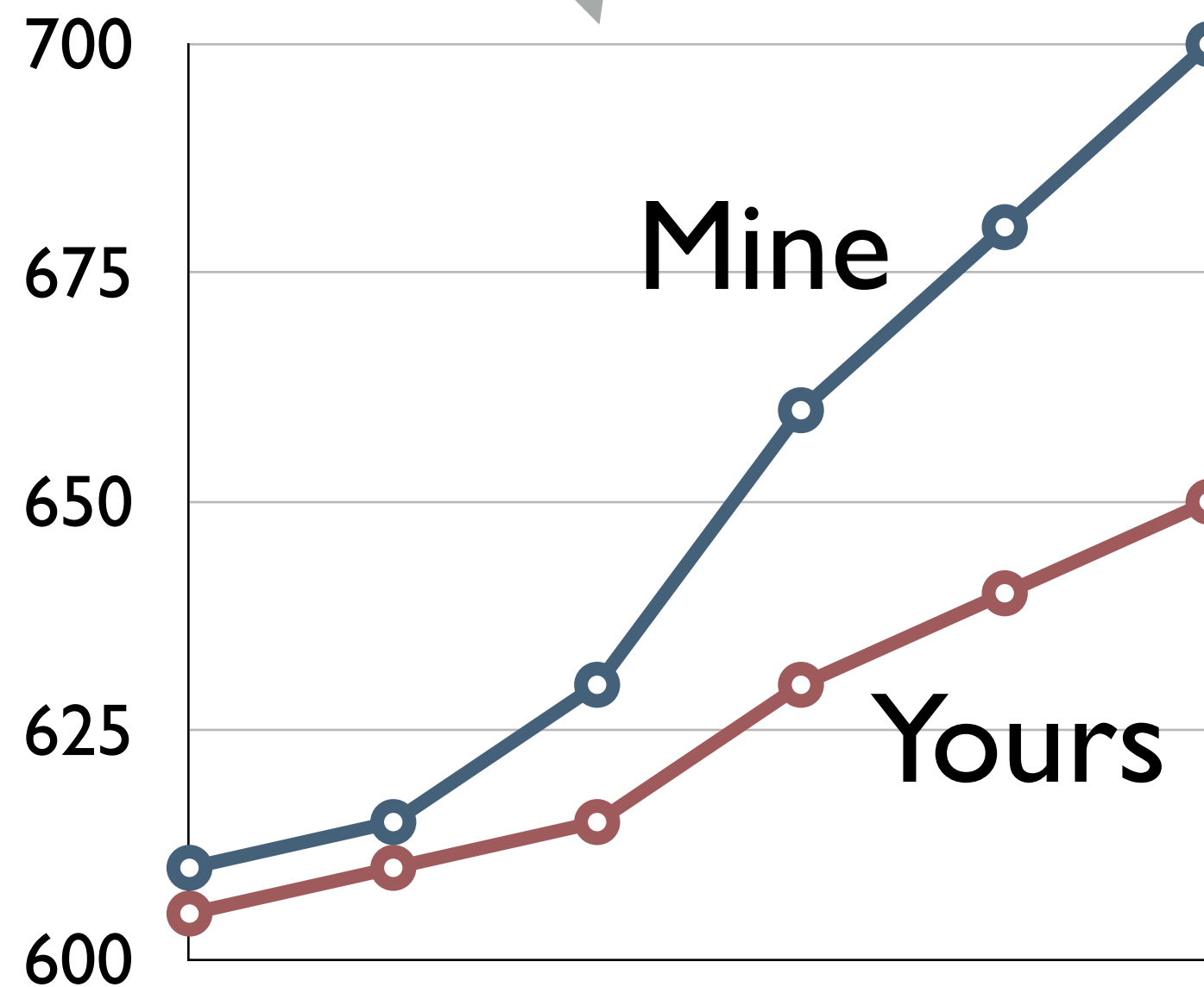


Better ⁷

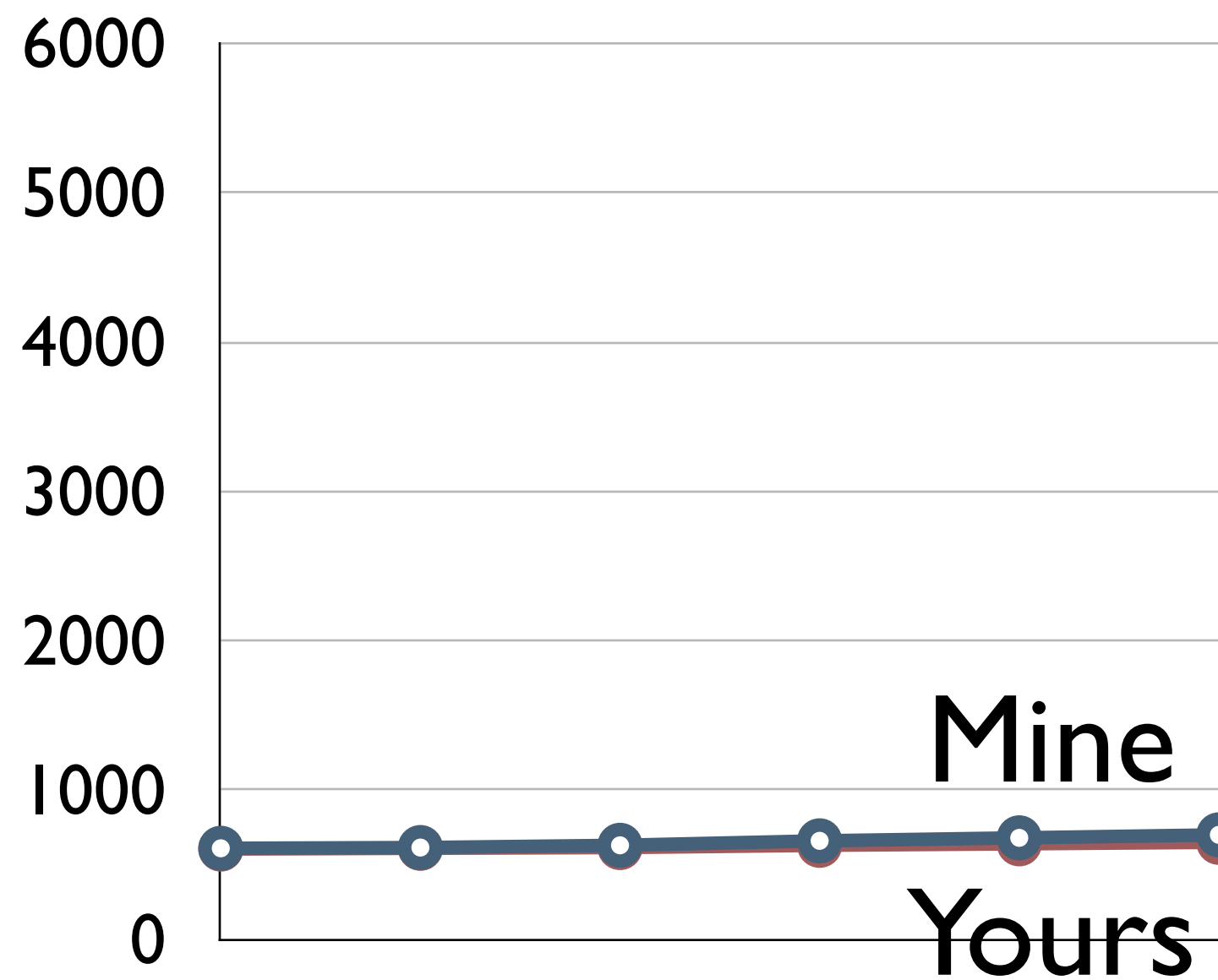
Pictorial Games

❧ Nonzero Origin

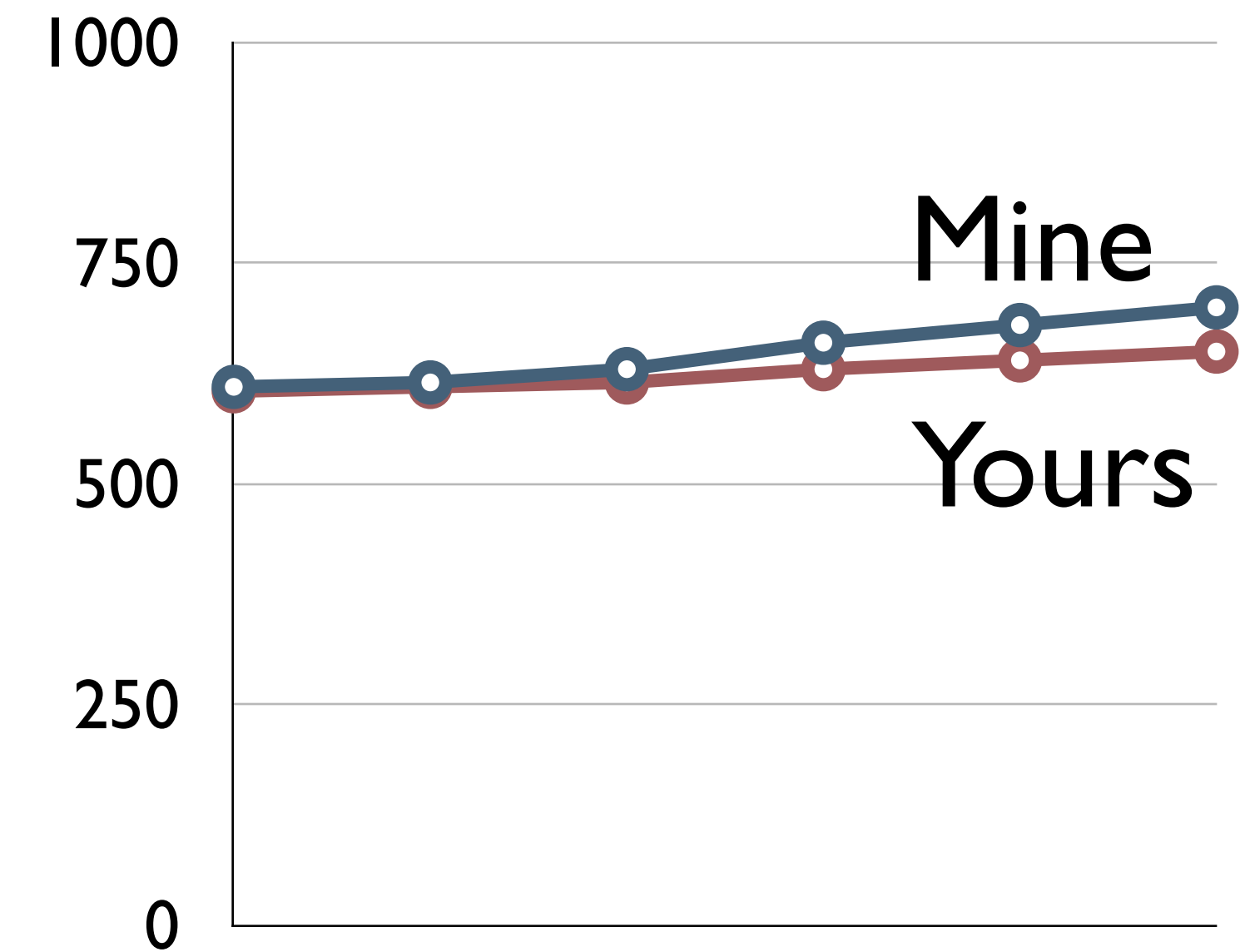
- ▶ emphasize or conceal the difference



BAD



BAD

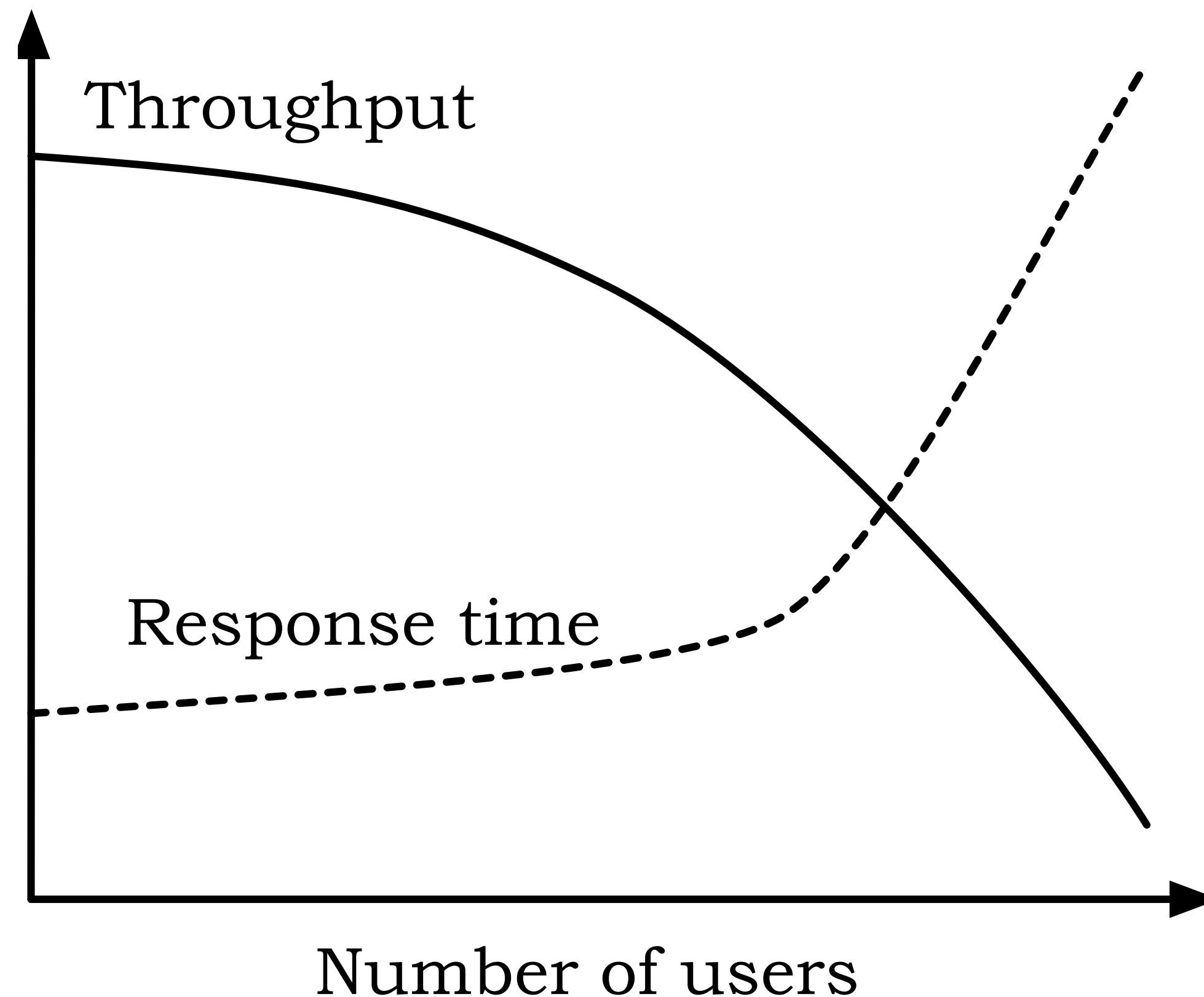


Better ⁸

Pictorial Games

❧ Double-Whammy Graph

- ▶ exaggerate impact

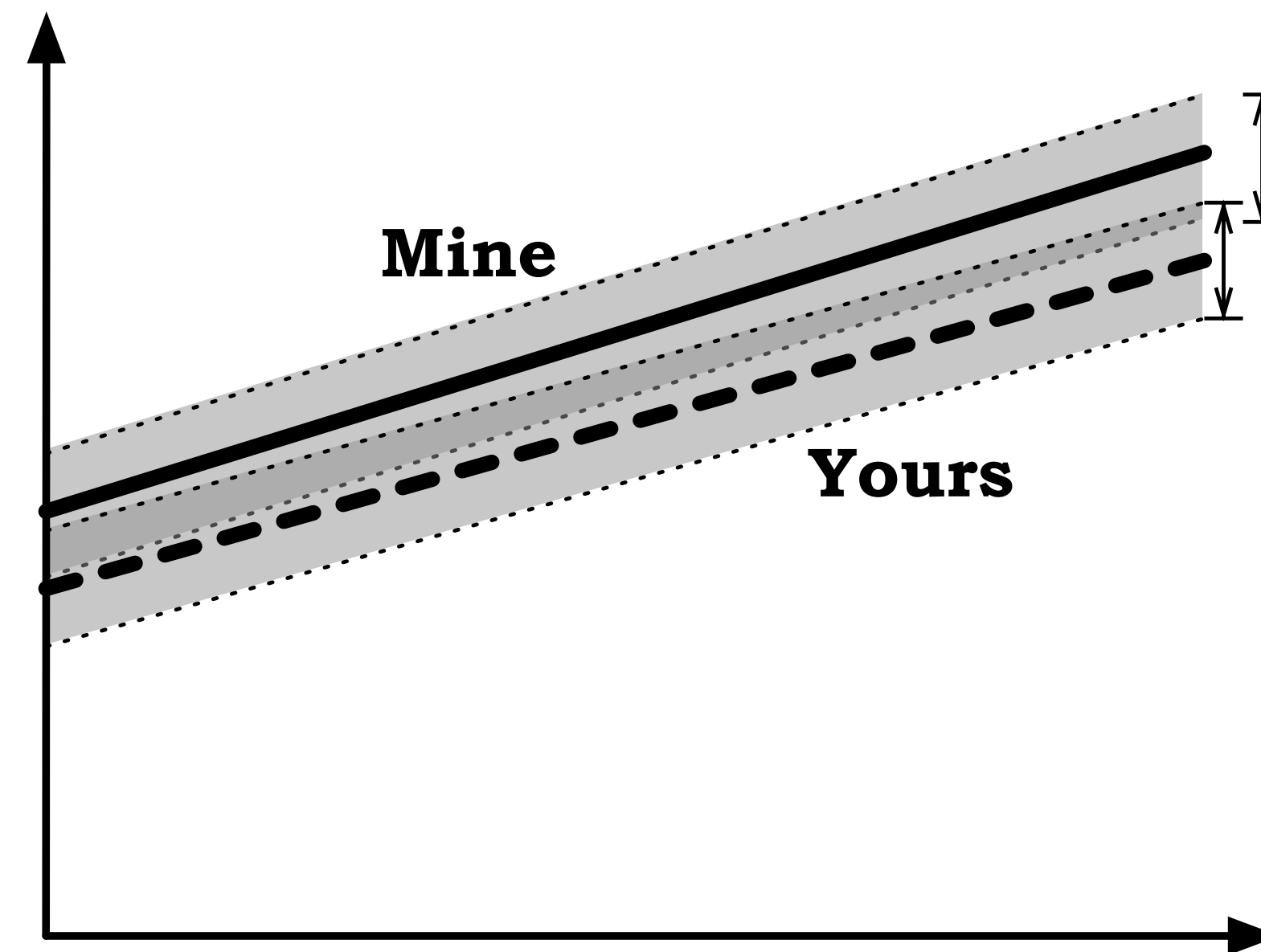
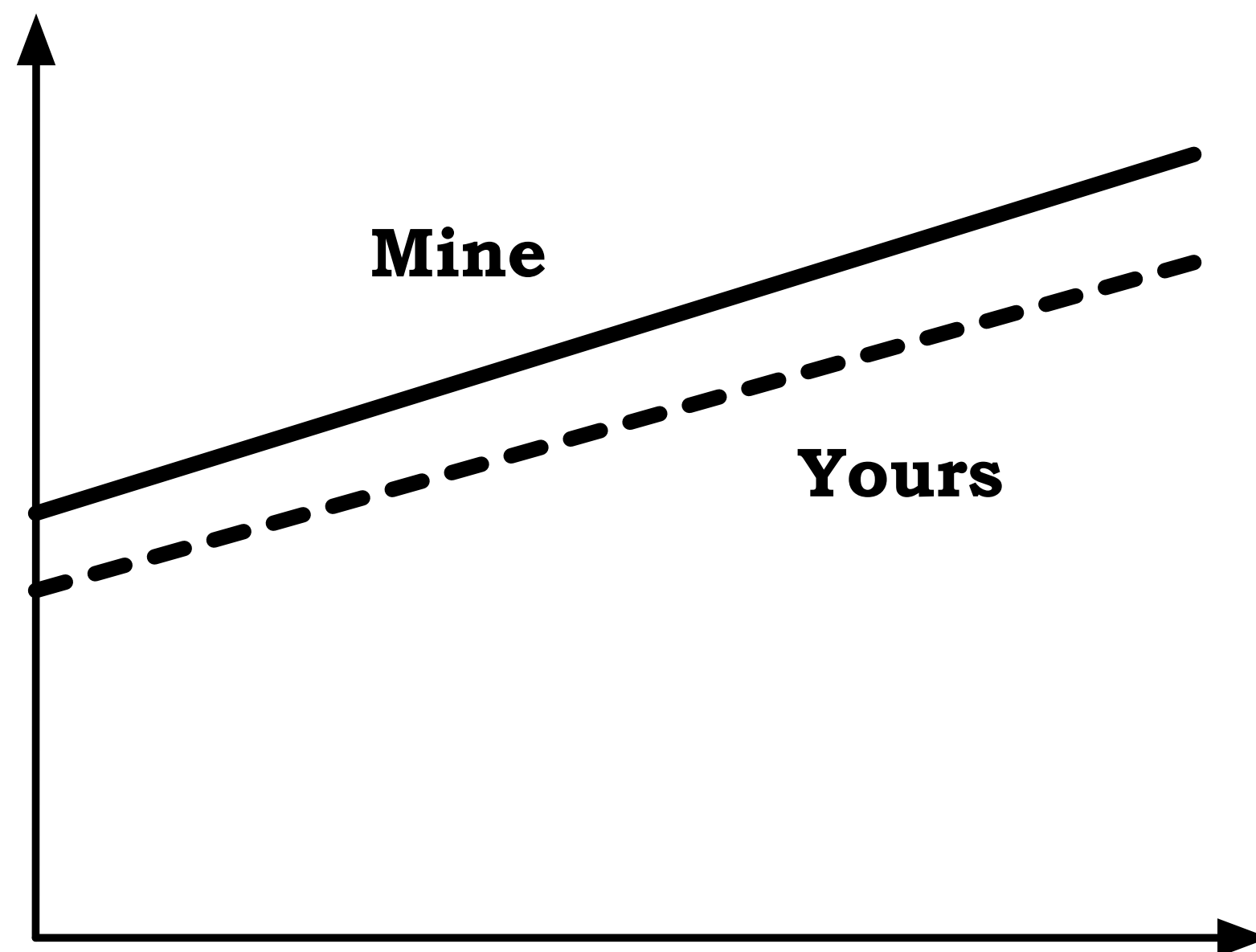


BAD

Pictorial Games

❧ Random Quantities w/o Confidence Intervals

- ▶ hides variability of the information



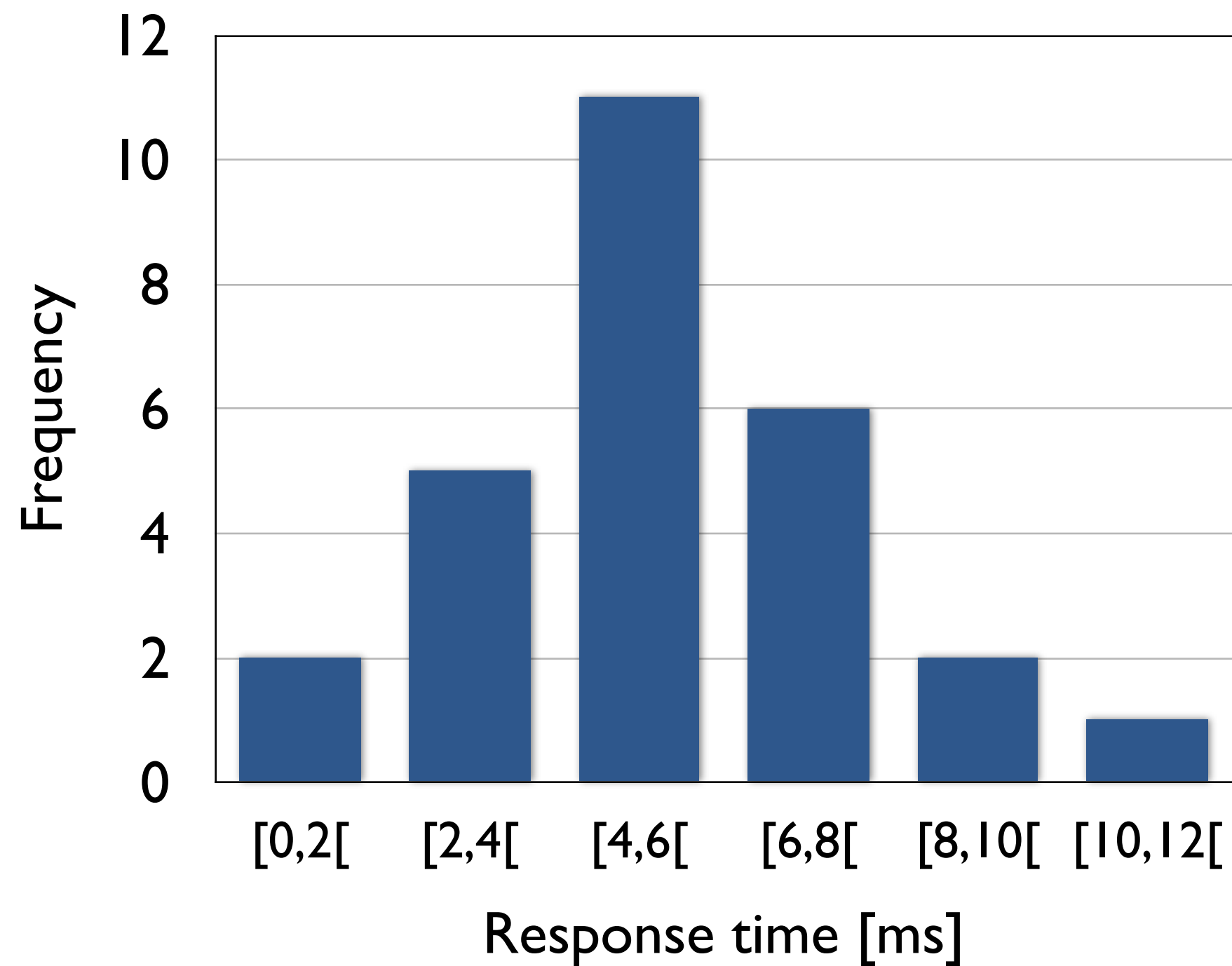
BAD

Better¹⁰

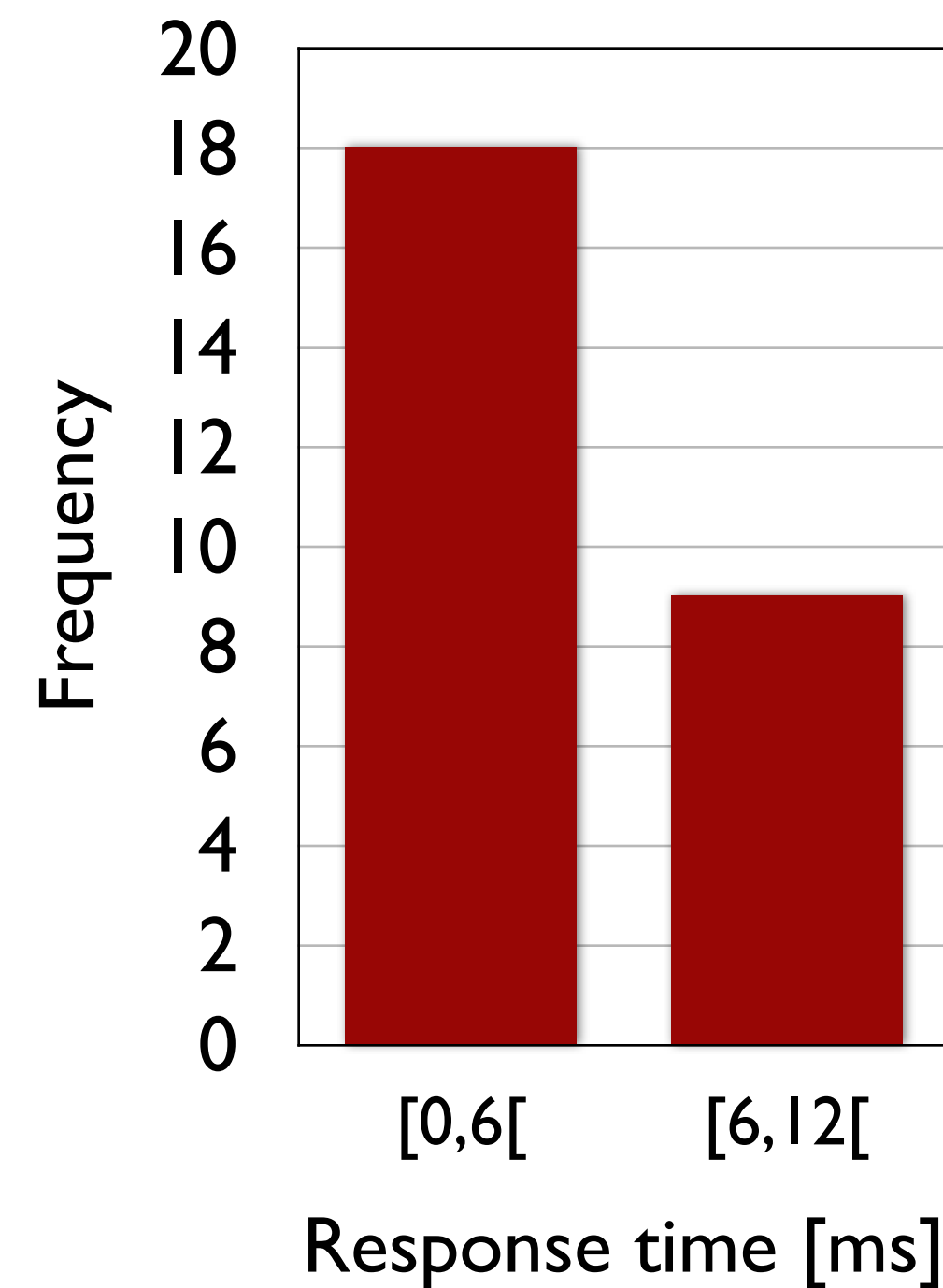
Pictorial Games

❧ Inappropriate Cell Size in Histograms

- ▶ possible loss of information



Better

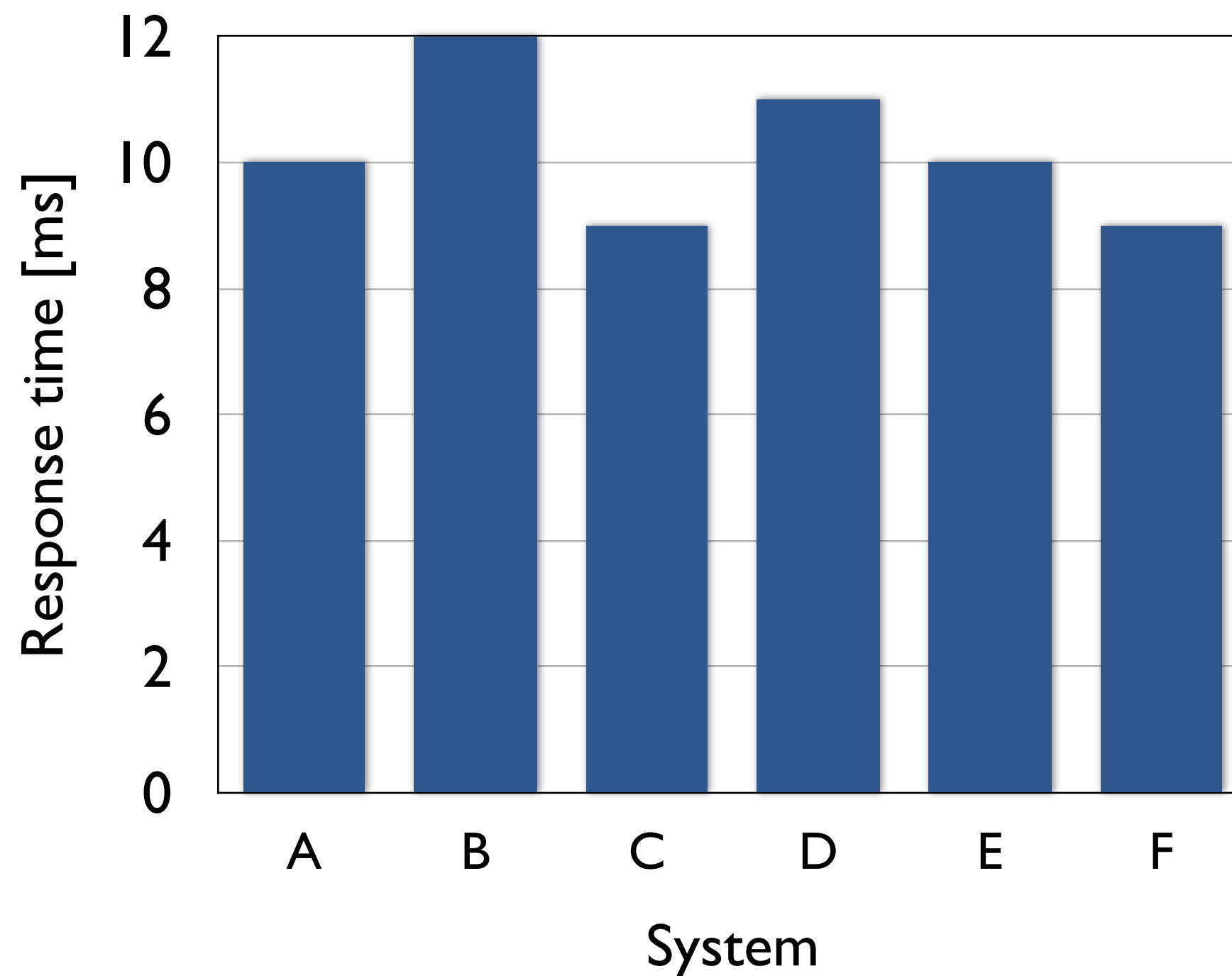


BAD

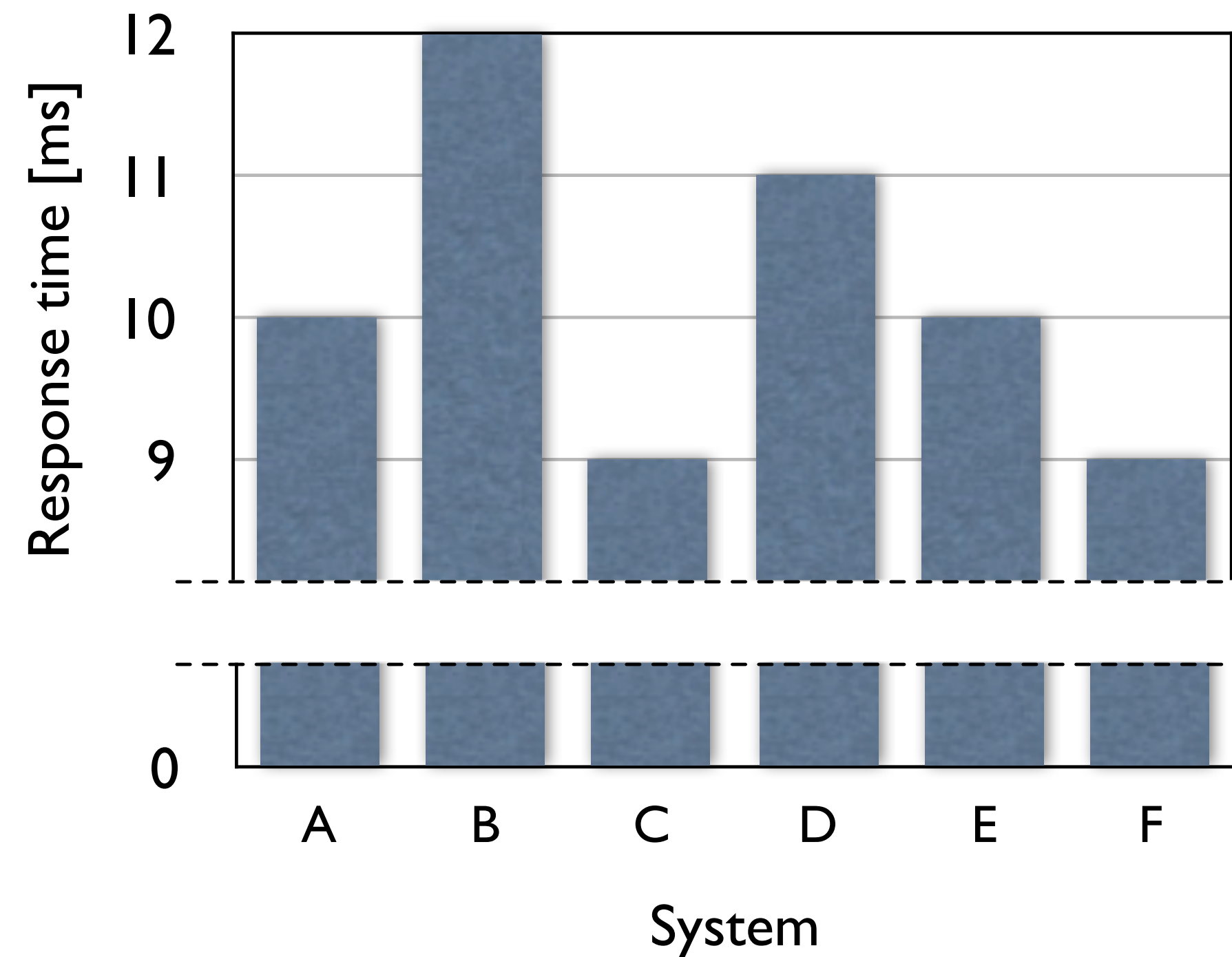
Pictorial Games

❧ Broken Scales in Column Charts

- ▶ exaggerate difference
- ▶ same as nonzero origin



Better

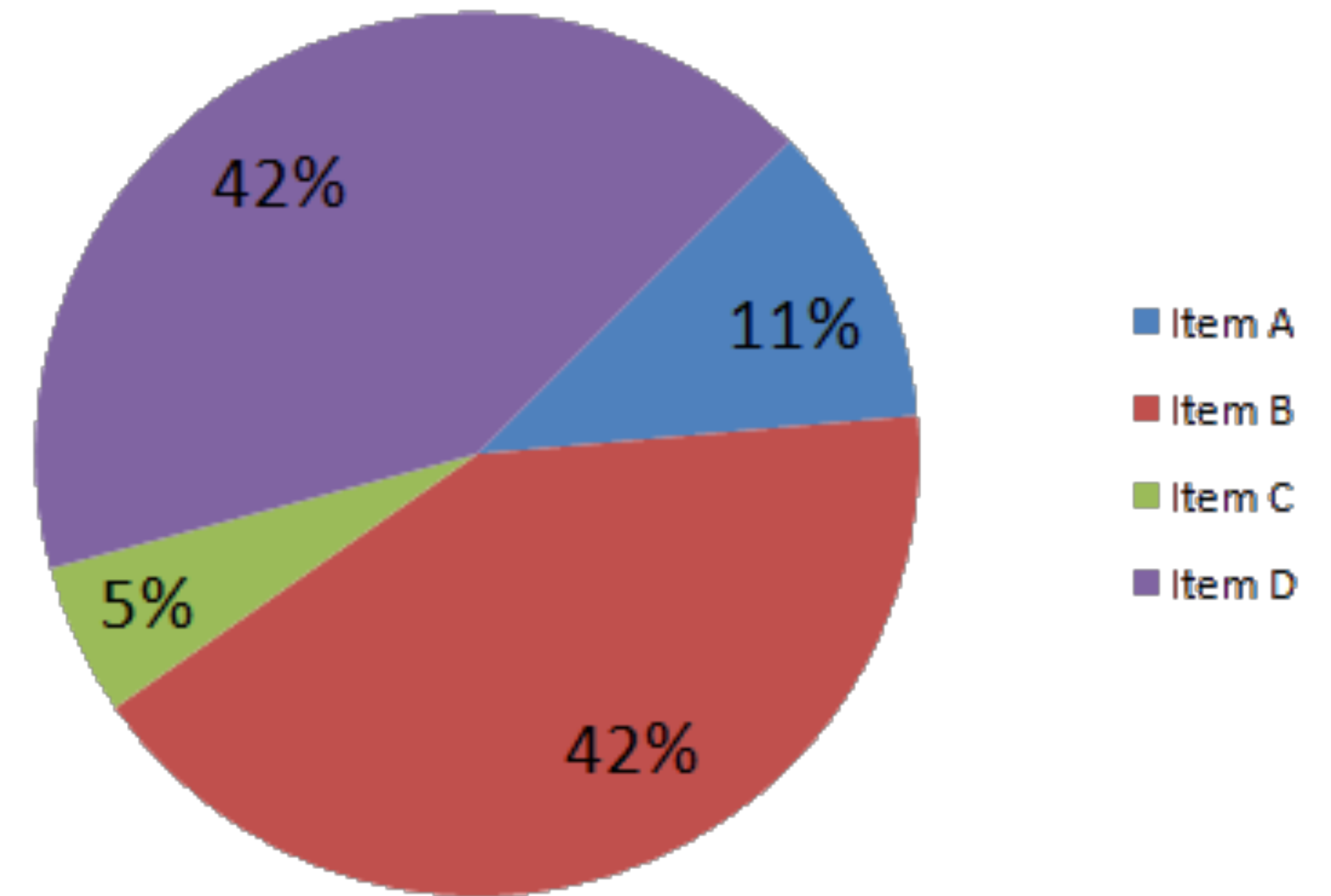
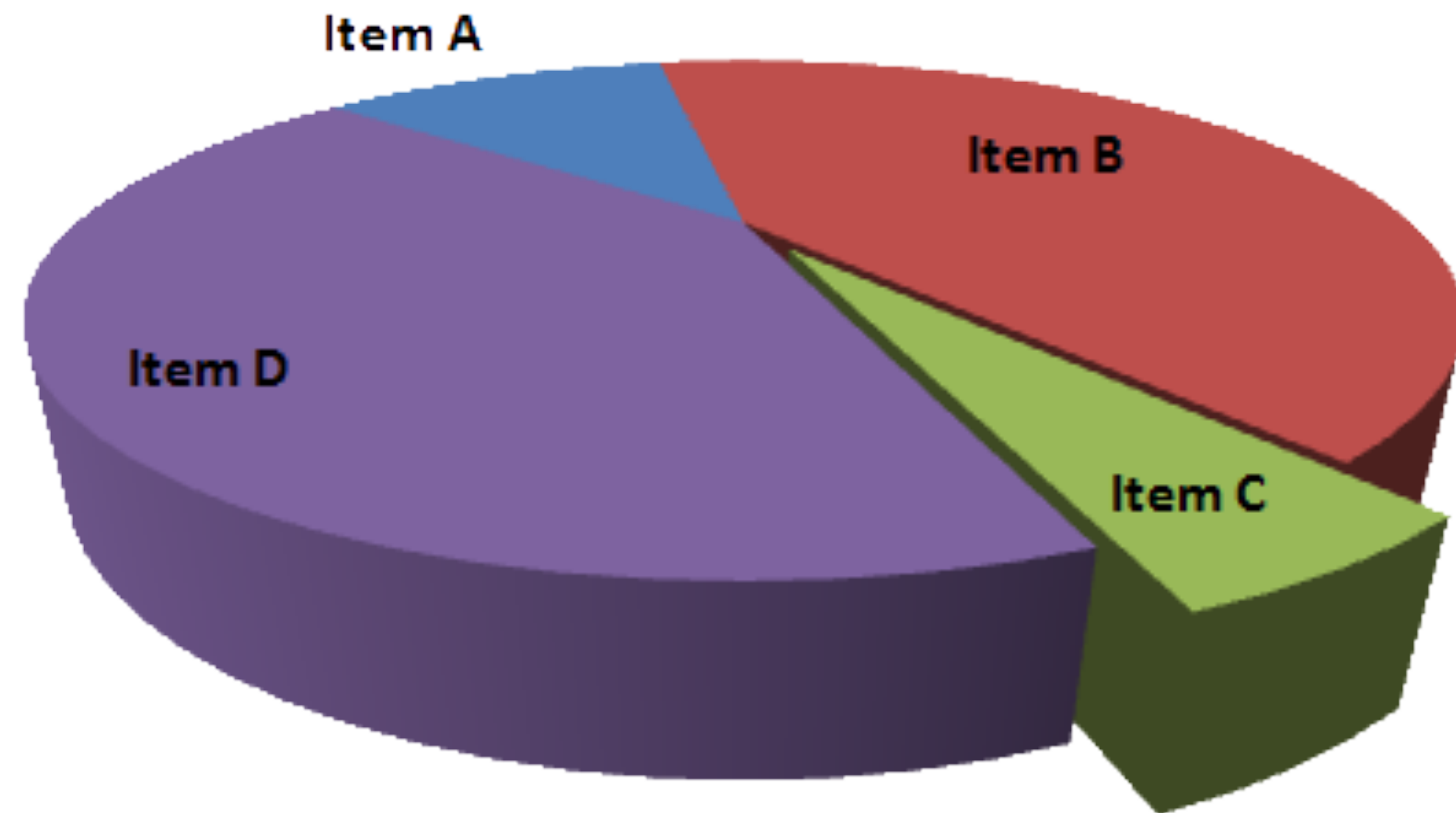


BAD¹²

BAD

Misleading Pie Chart

Better



BAD

Improper Scaling

Better

