

# Comparing Alternative Goal Model Visualizations for Decision Making: an Exploratory Experiment

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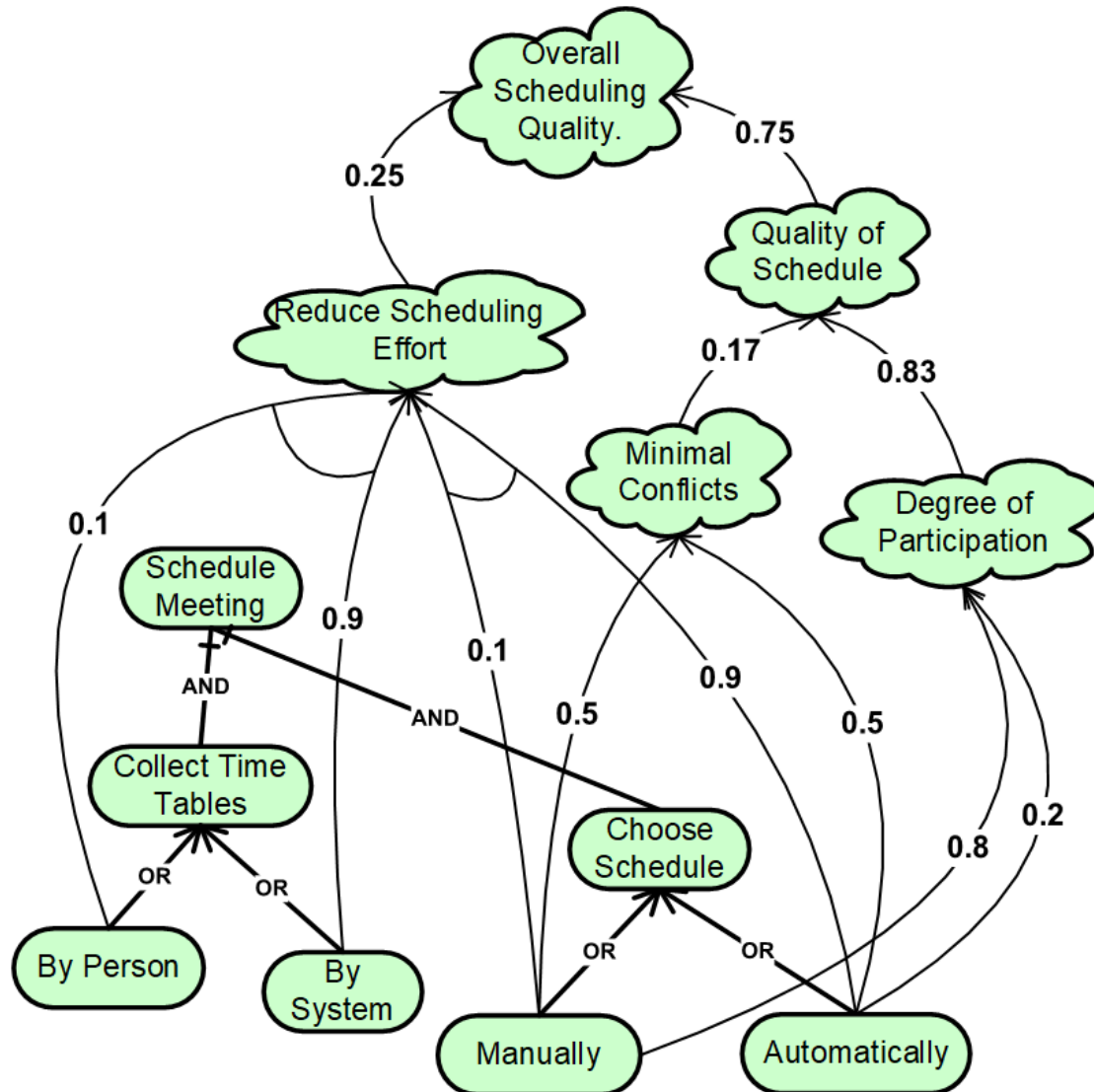


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**TORONTO**

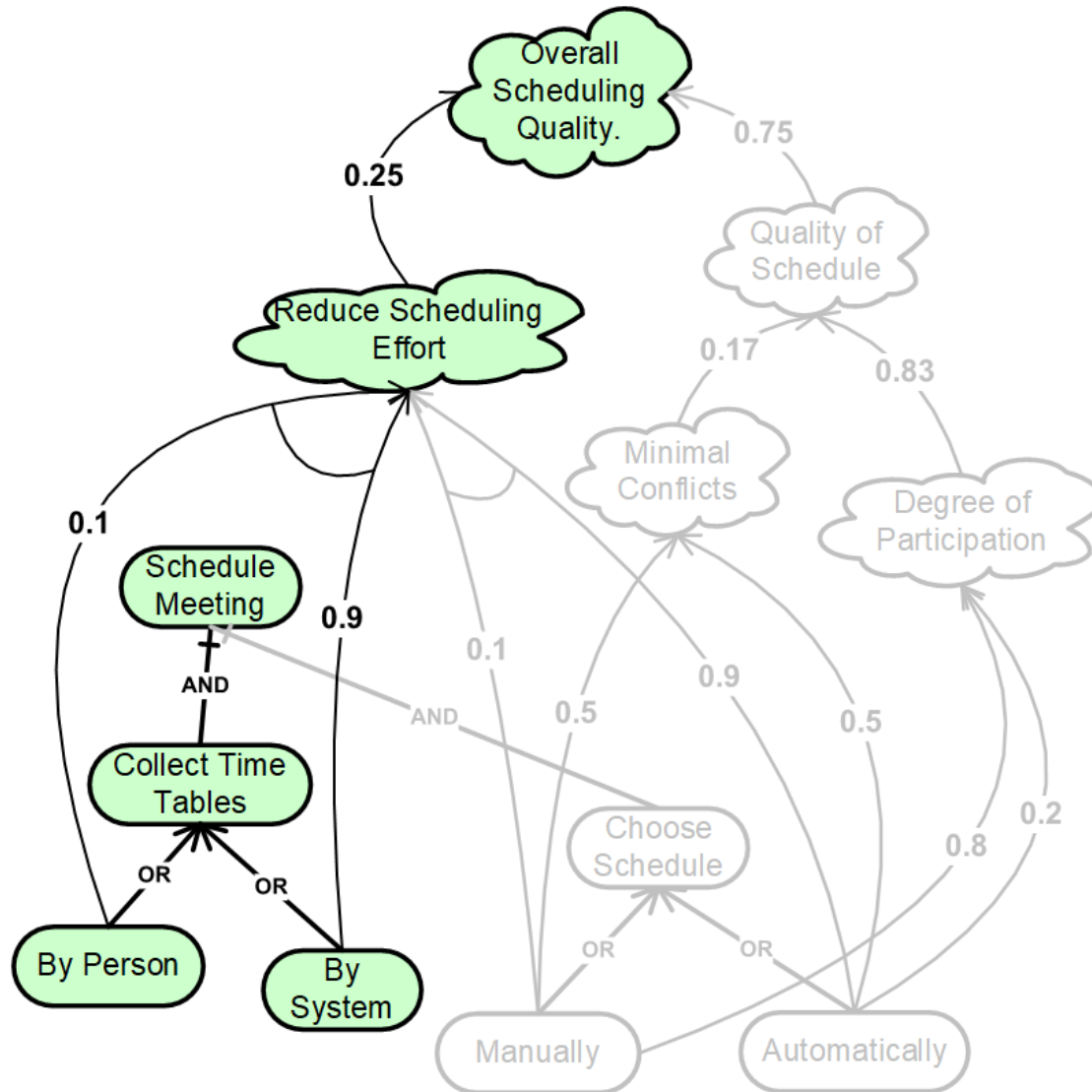
# Overview

- Quantitative Goal Model
- Alternative Visualizations
- Experimental Design
- Experimental Results
- Conclusions and Remarks

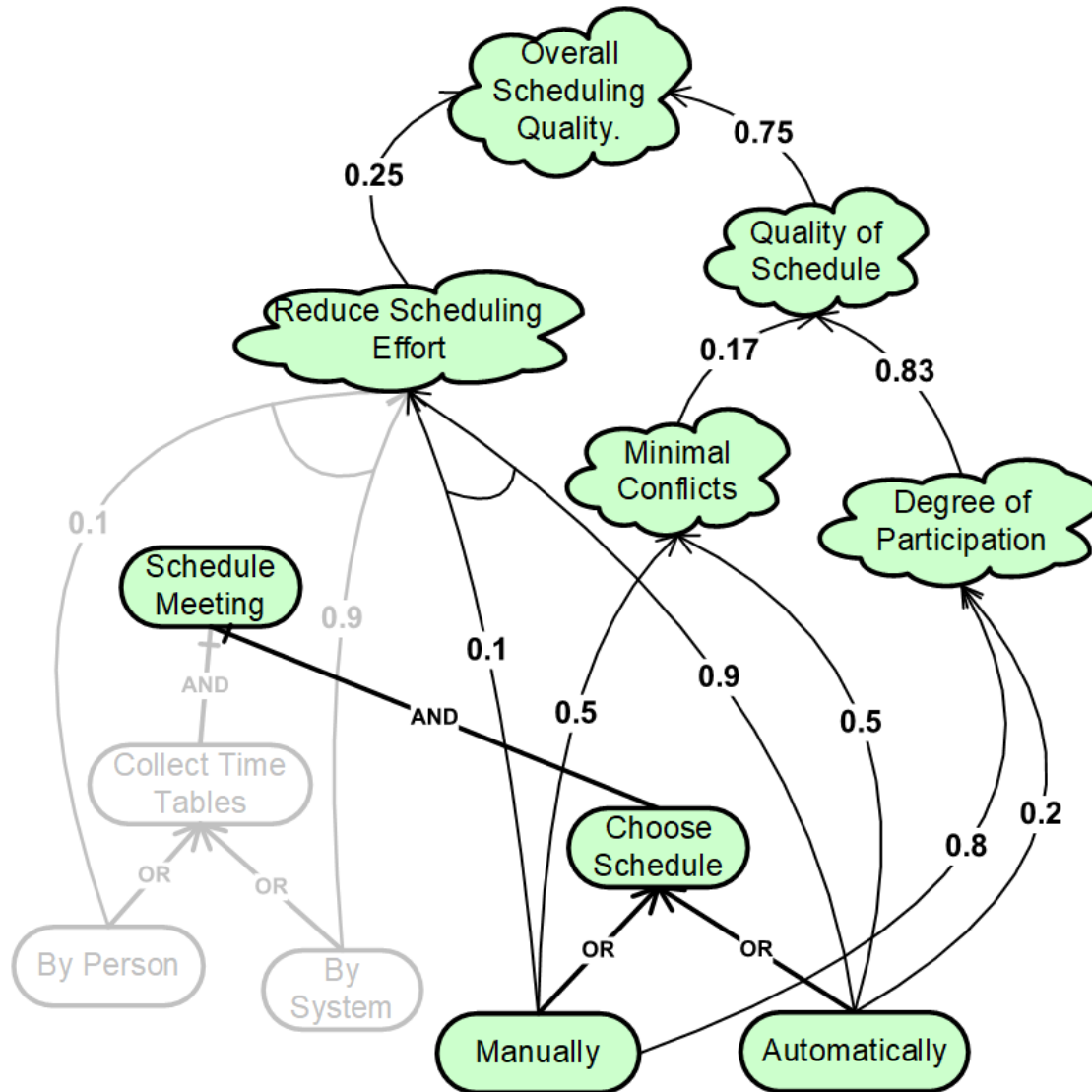
# Quantitative Goal Models



# Quantitative Goal Models



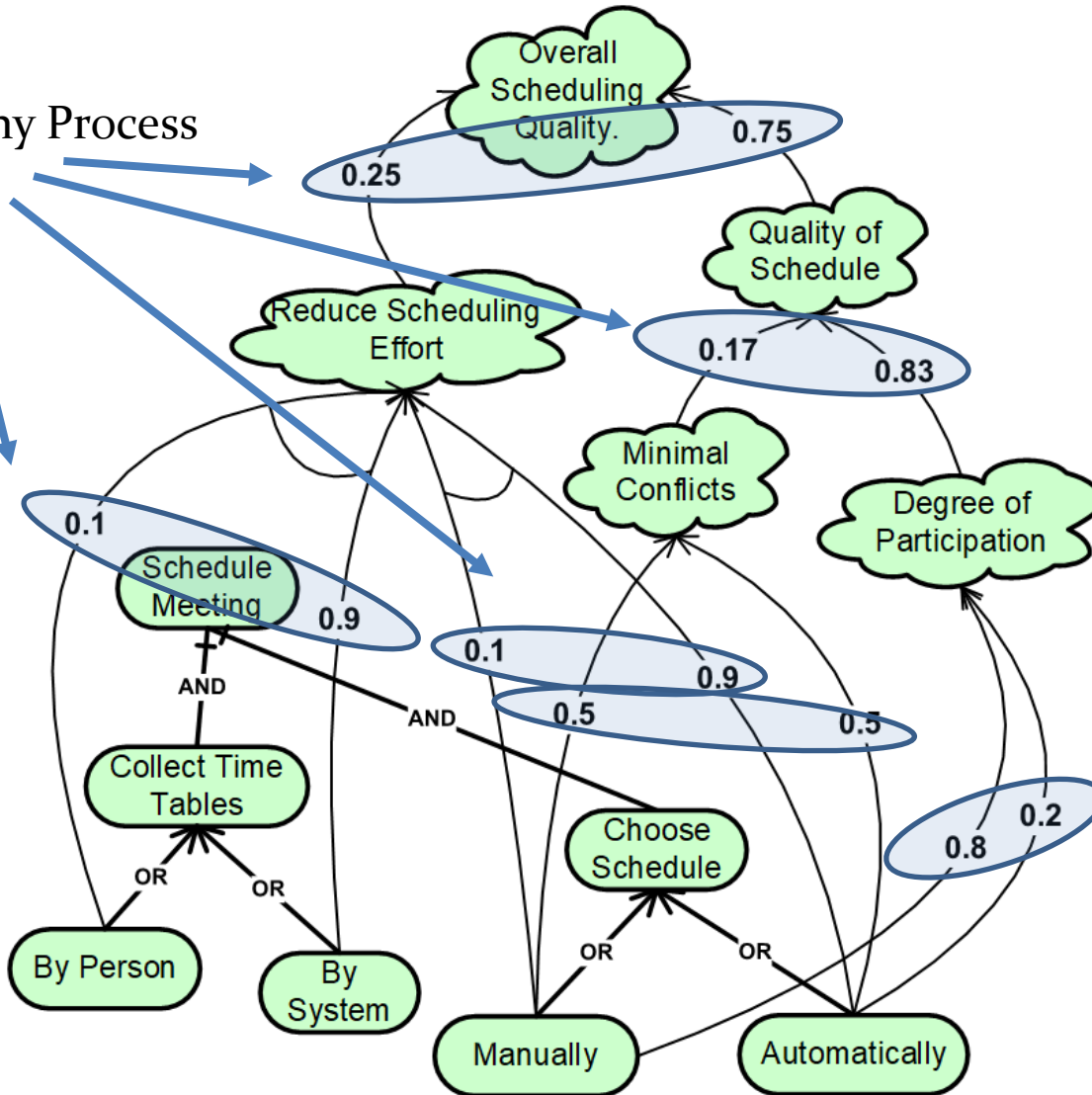
# Quantitative Goal Models



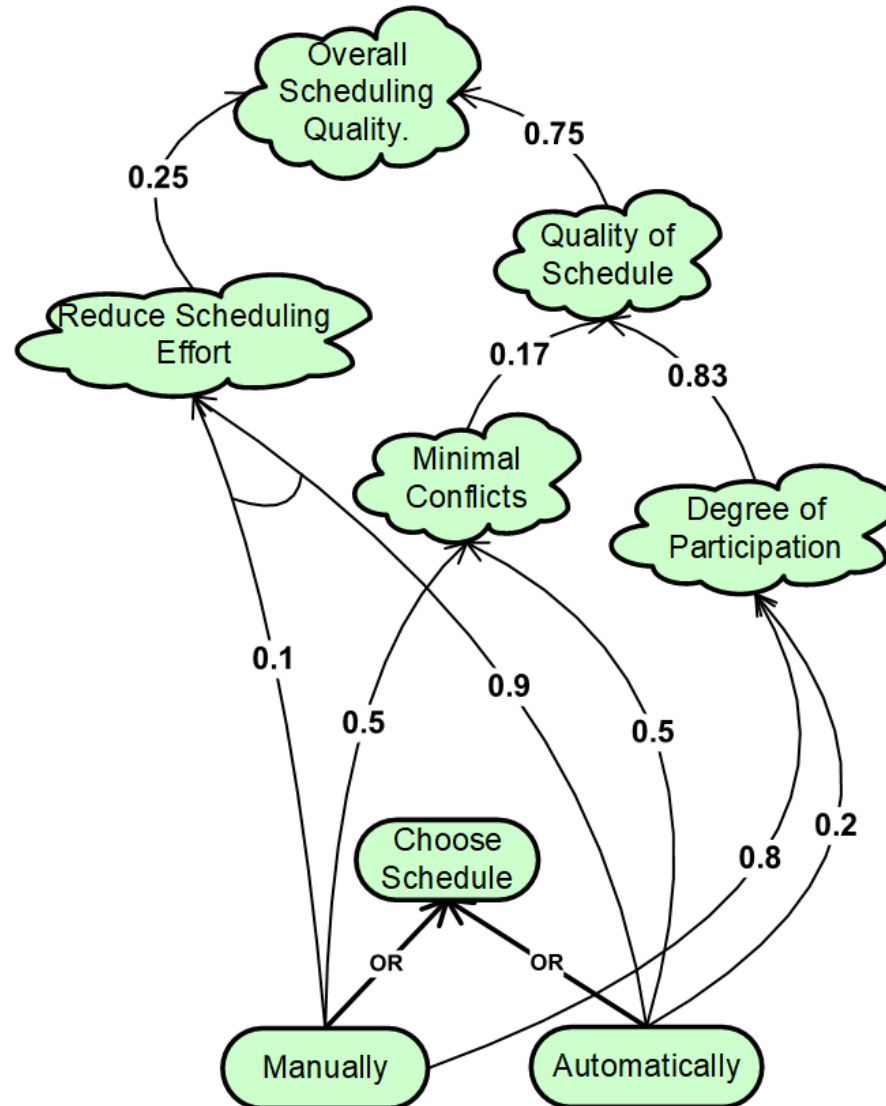
# Quantitative Goal Models

Analytic Hierarchy Process

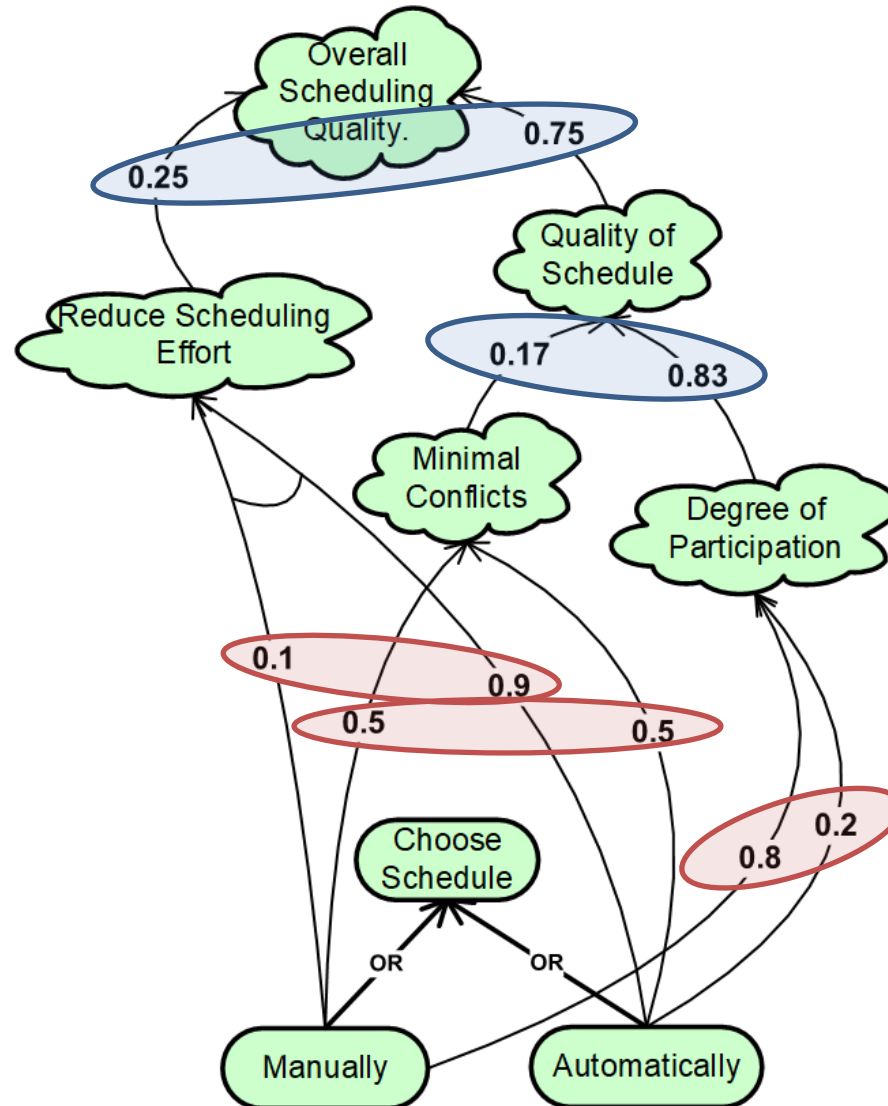
AHP



# Quantitative Goal Models

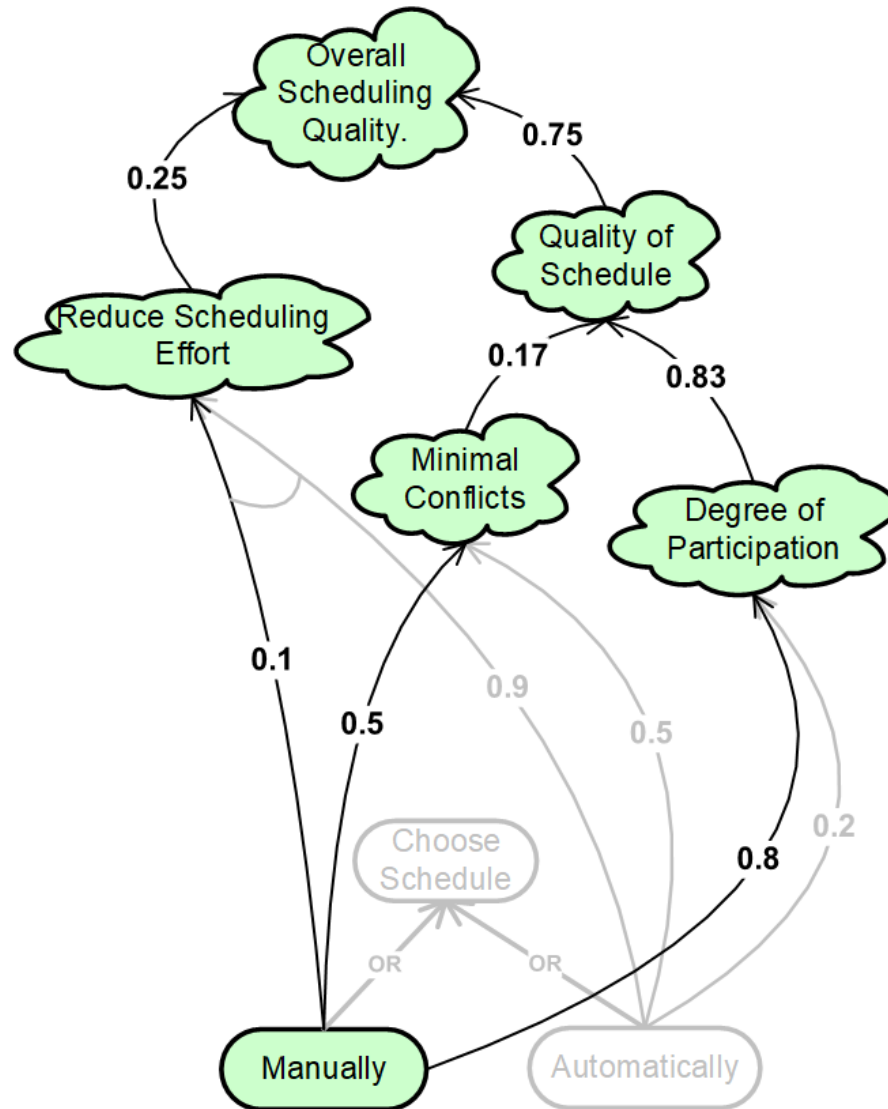


# Quantitative Goal Models

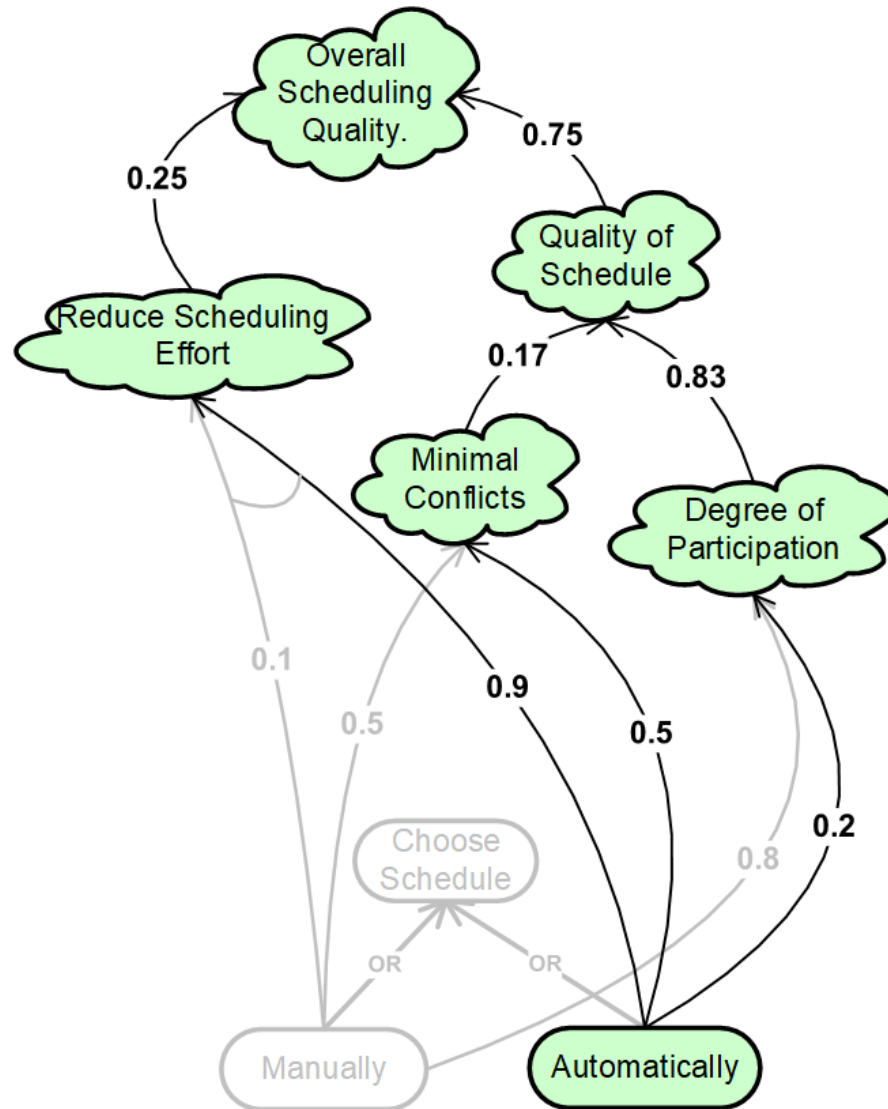




# Satisfaction Calculation

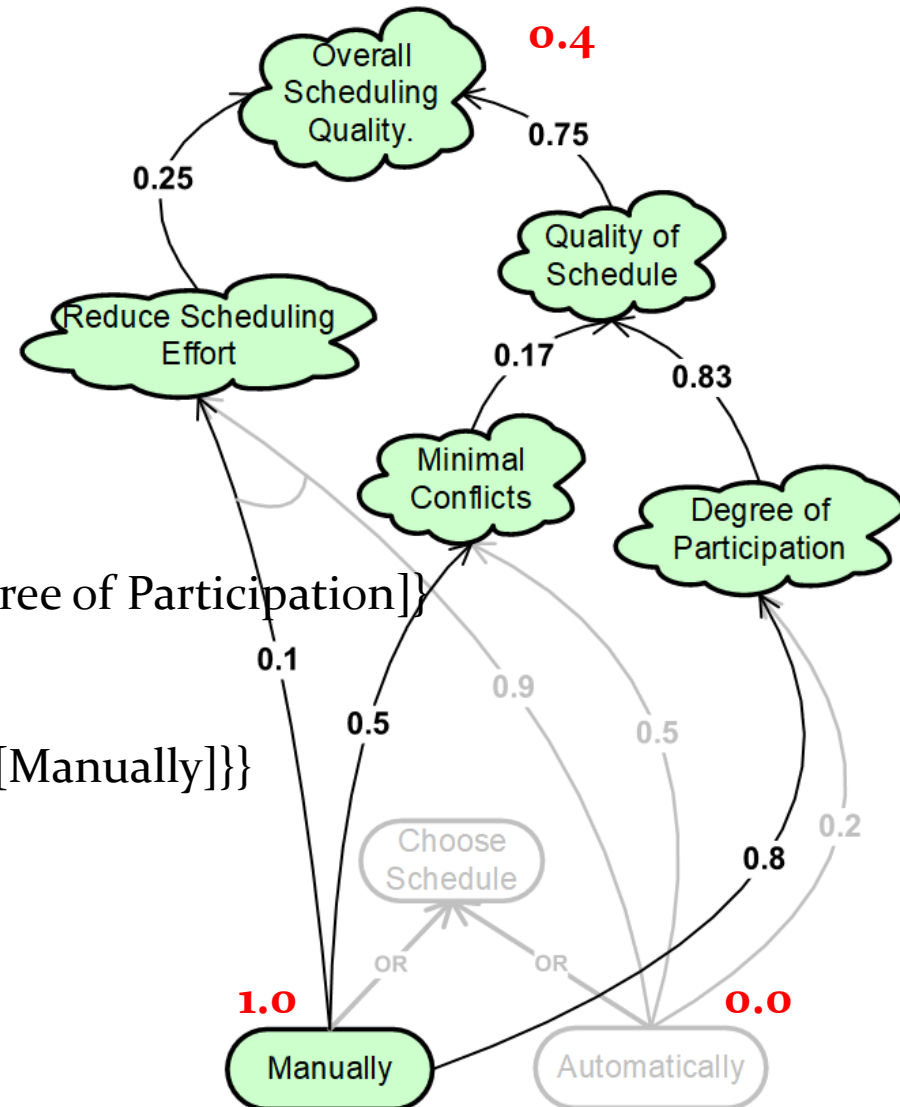


# Satisfaction Calculation



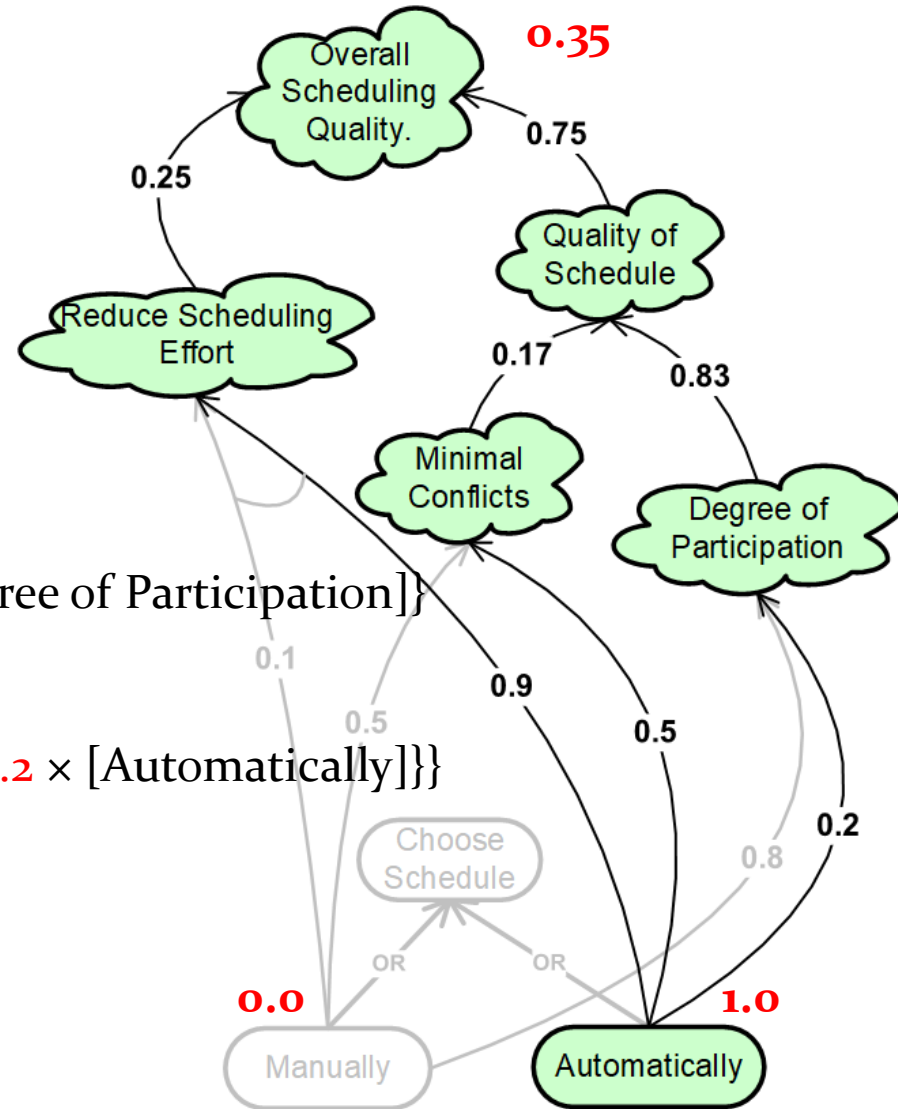
# Satisfaction Calculation

$$\begin{aligned}
 & [\text{Overall Scheduling Quality}] \\
 & = \\
 & 0.25 \times [\text{Reduce Scheduling Effort}] + \\
 & 0.75 \times [\text{Quality of Schedule}] \\
 & = \\
 & 0.25 \times \{0.1 \times [\text{Manually}]\} + \\
 & 0.75 \times \{0.17 \times [\text{Minimal Conflicts}] + 0.83 \times [\text{Degree of Participation}]\} \\
 & = \\
 & 0.25 \times \{0.1 \times [\text{Manually}]\} + \\
 & 0.75 \times \{0.17 \times \{0.5 \times [\text{Manually}]\} + 0.83 \times \{0.8 \times [\text{Manually}]\}\} \\
 & = \\
 & 0.25 \times \{0.1 \times 1.0\} + \\
 & 0.75 \times \{0.17 \times \{0.5 \times 1.0\} + 0.83 \times \{0.8 \times 1.0\}\} \\
 & = \\
 & \mathbf{0.3995}
 \end{aligned}$$



# Satisfaction Calculation

$$\begin{aligned}
 & [\text{Overall Scheduling Quality}] \\
 & = \\
 & 0.25 \times [\text{Reduce Scheduling Effort}] + \\
 & 0.75 \times [\text{Quality of Schedule}] \\
 & = \\
 & 0.25 \times \{0.9 \times [\text{Automatically}]\} + \\
 & 0.75 \times \{0.17 \times [\text{Minimal Conflicts}] + 0.83 \times [\text{Degree of Participation}]\} \\
 & = \\
 & 0.25 \times \{0.9 \times [\text{Automatically}]\} + \\
 & 0.75 \times \{0.17 \times \{0.5 \times [\text{Automatically}]\} + 0.83 \times \{0.2 \times [\text{Automatically}]\}\} \\
 & = \\
 & 0.25 \times \{0.9 \times 1.0\} + \\
 & 0.75 \times \{0.17 \times \{0.5 \times 1.0\} + 0.83 \times \{0.2 \times 1.0\}\} \\
 & = \\
 & \mathbf{0.3505}
 \end{aligned}$$



# Performance and Importance

Importance

**Relative Importance:**

$$ir([Minimal\ Conflict], [Quality\ of\ Schedule]) = 0.17$$

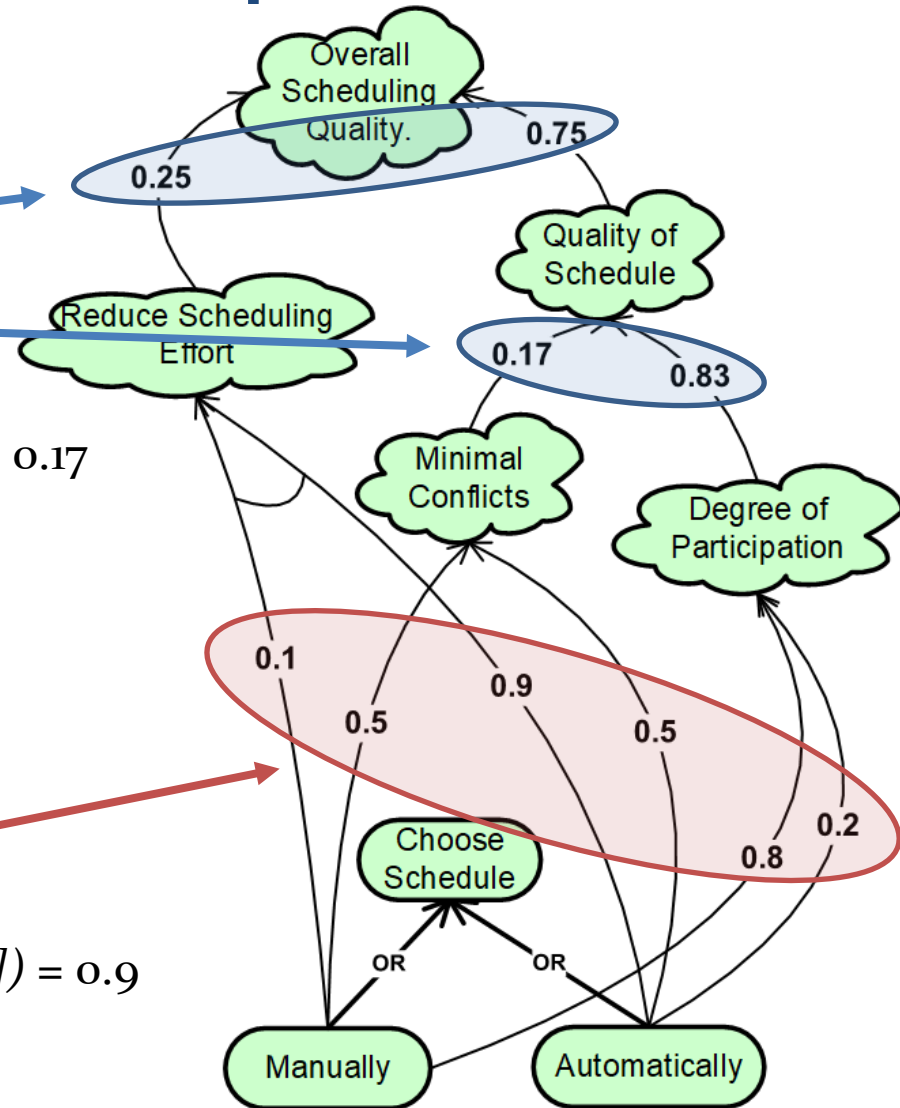
**(Absolute) Importance:**

$$ir([Minimal\ Conflict]) = 0.17 \times 0.75 = 0.1275$$

**Performance:**

$$pr([Manually], [Minimal\ Conflicts]) = 0.5$$

$$pr([Automatically], [Reduce\ Scheduling\ Effort]) = 0.9$$



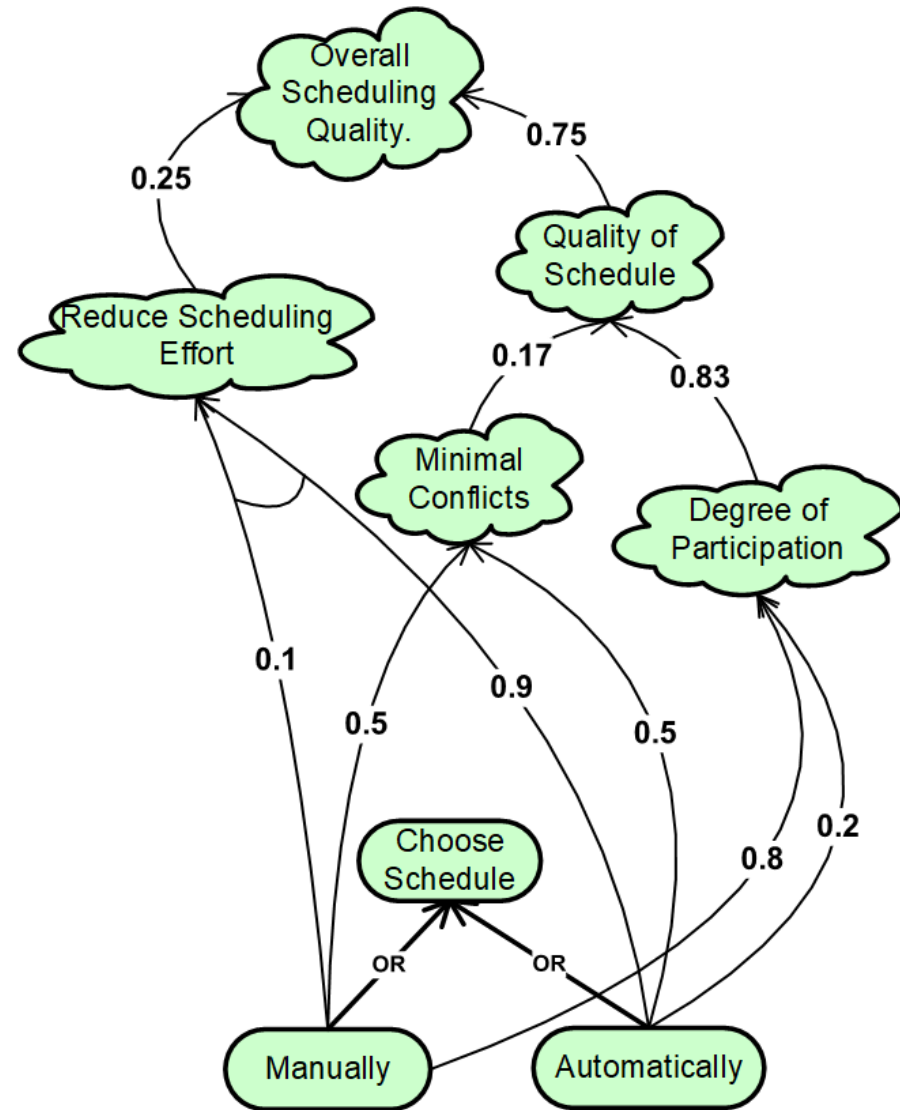
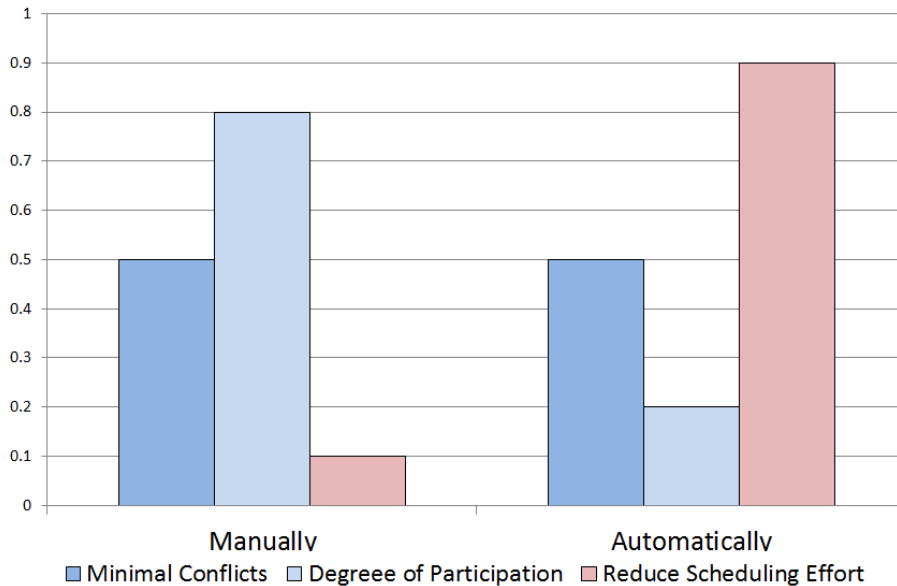
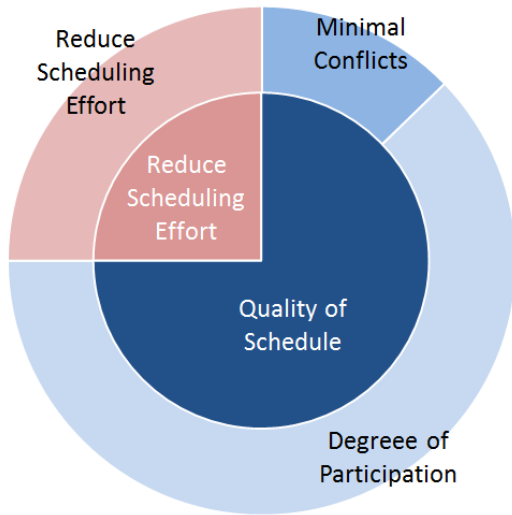
# Cognitive Fit Theory

- Not all visualizations are suitable for all tasks.
- Symbolic Tasks:
  - Handle (find, extract etc.) individual data values.
- Spatial Tasks:
  - Identify relationships, make associations and interpolate values.
- Cognitive Fit Theory
  - Symbolic tasks → symbolic representations.
  - Spatial tasks → spatial representations.

# Visualizing Decision Problems within Goal Models

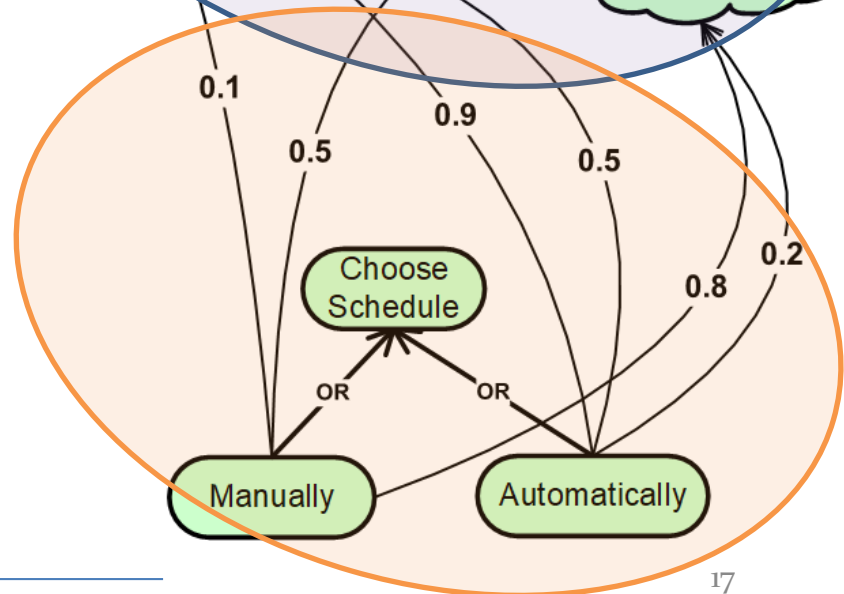
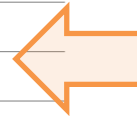
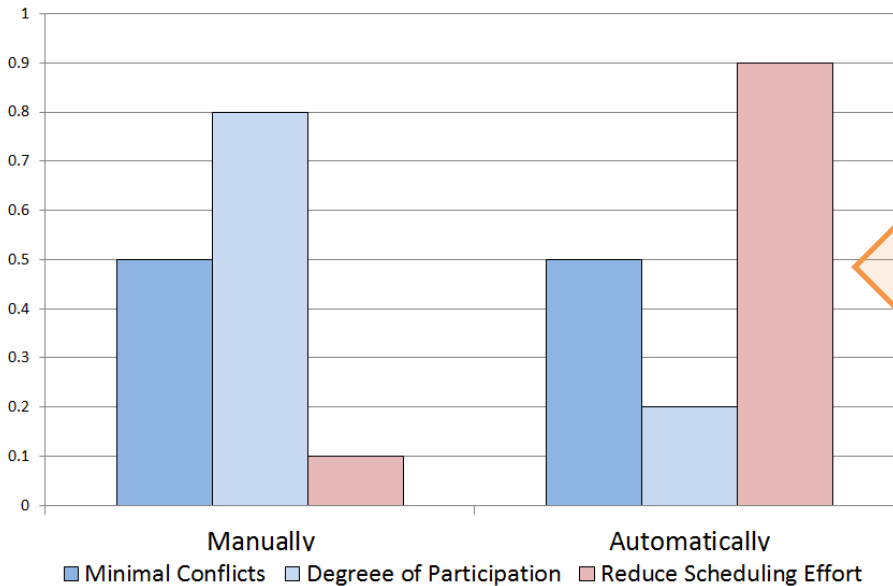
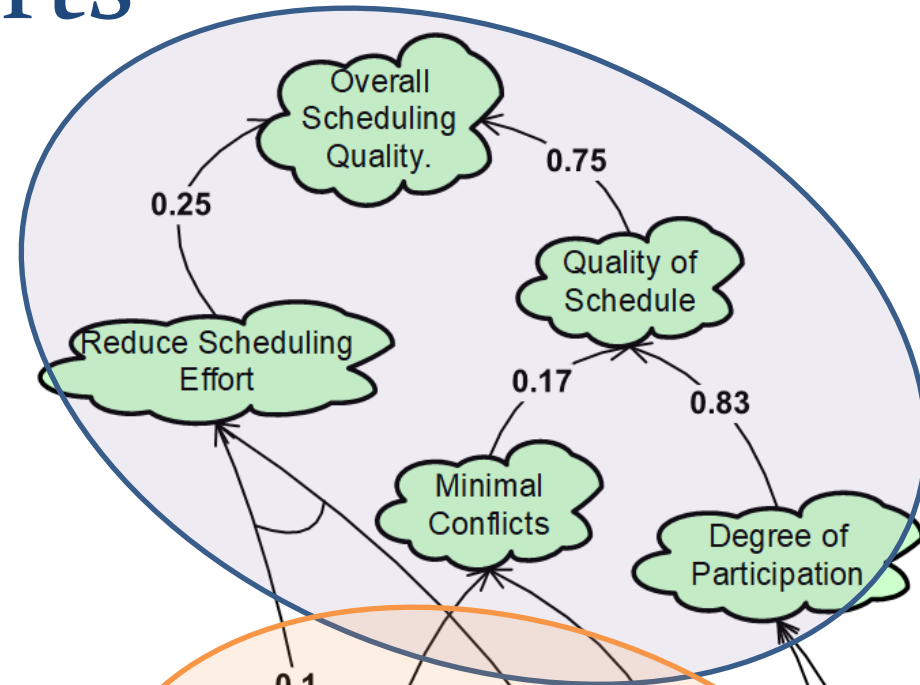
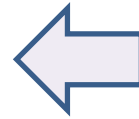
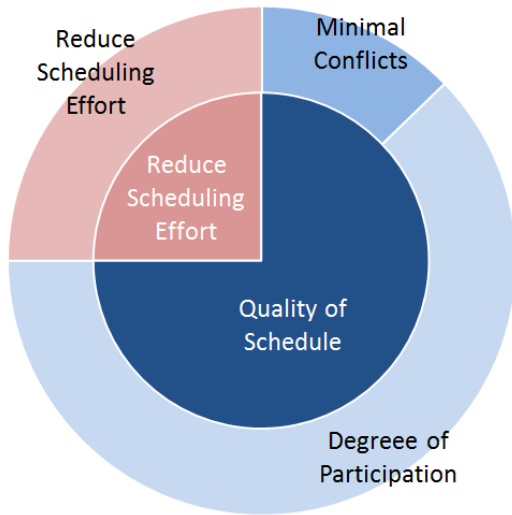
- A spatial task:
  - Performances and Importances need to be combined.
  - Despite being a diagrams, goal diagrams are symbolic representations **wrt. weights.**
- Solution:
  - Turn numbers into visual variables.
- Two options
  - Charts: a combination of bar-charts and pie-charts.
  - Treemaps.

# Charts

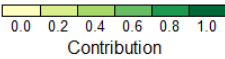
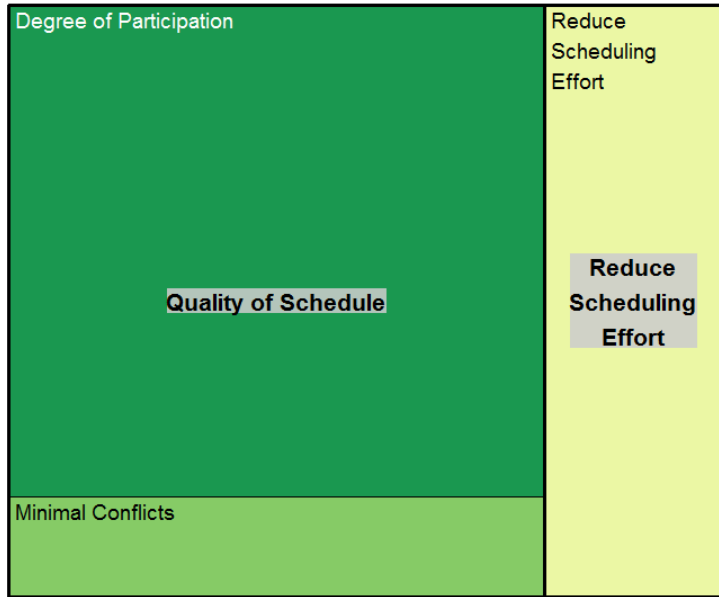




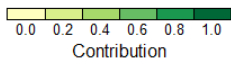
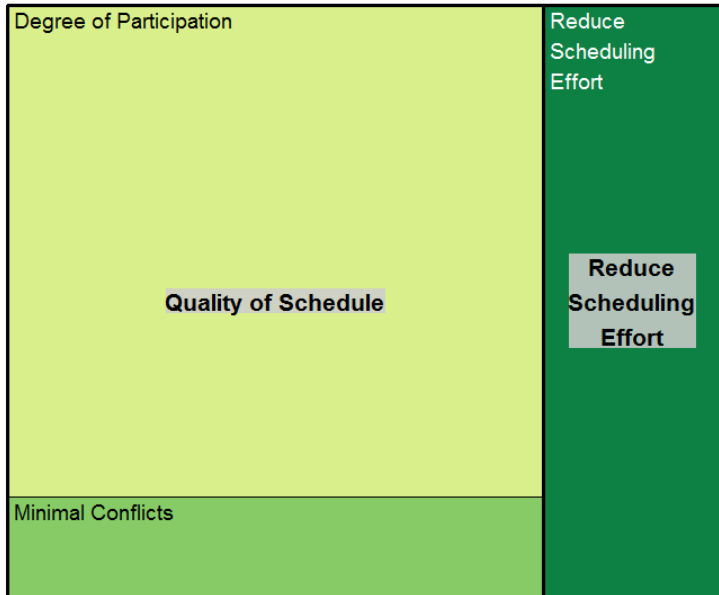
# Charts



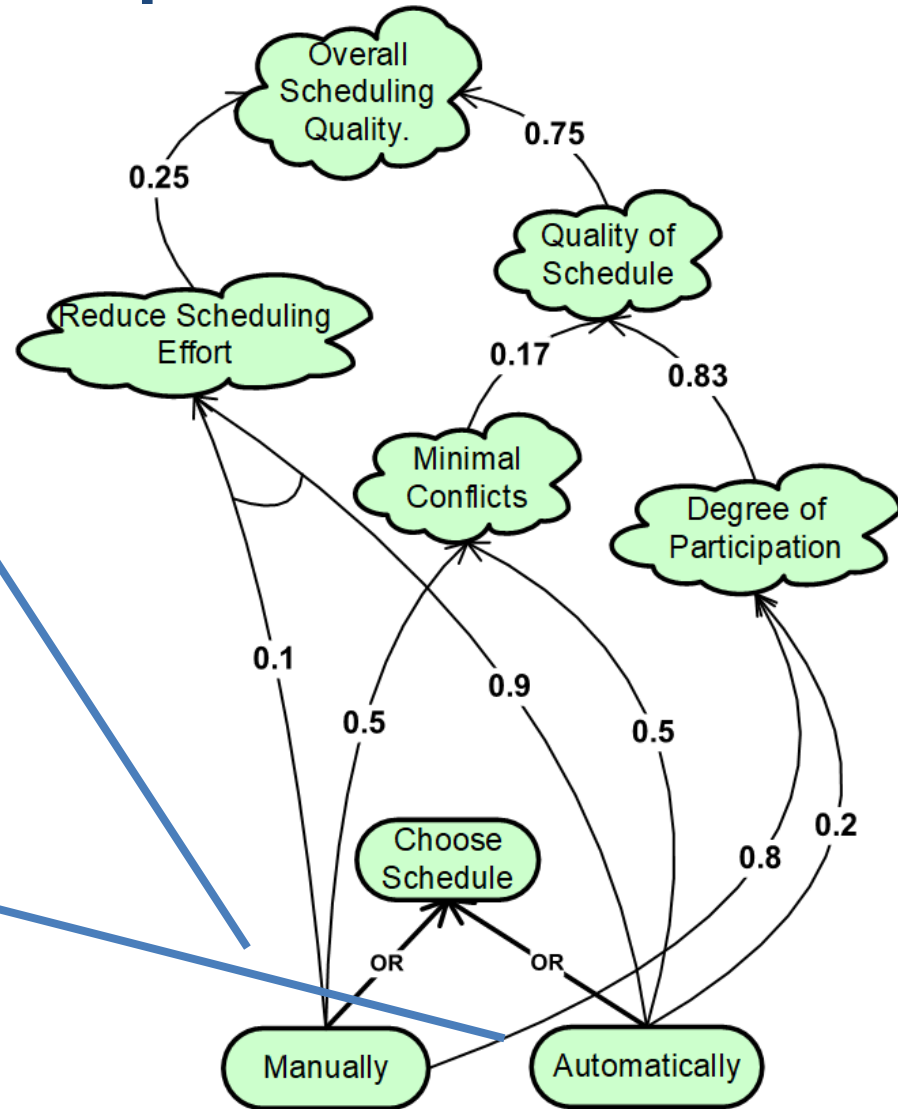
Manually



Automatically



# Treemaps





# Experiment - Goals

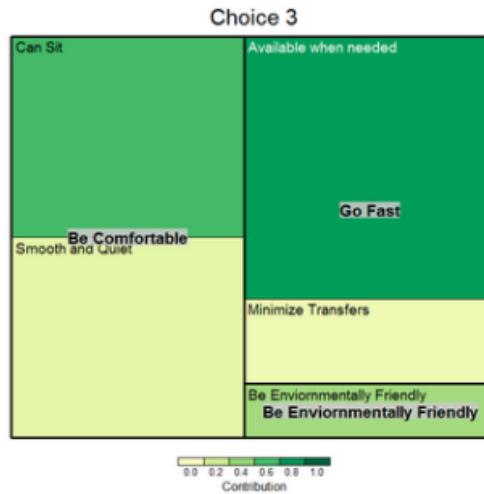
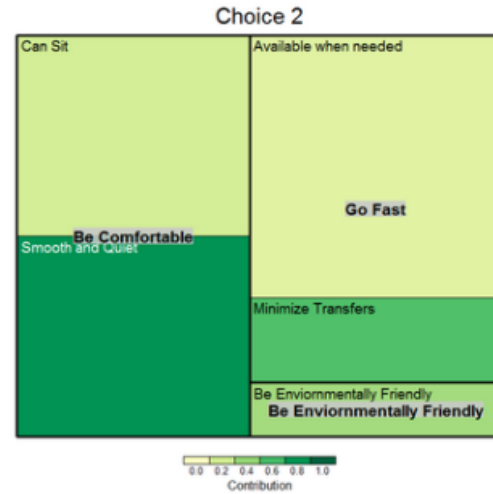
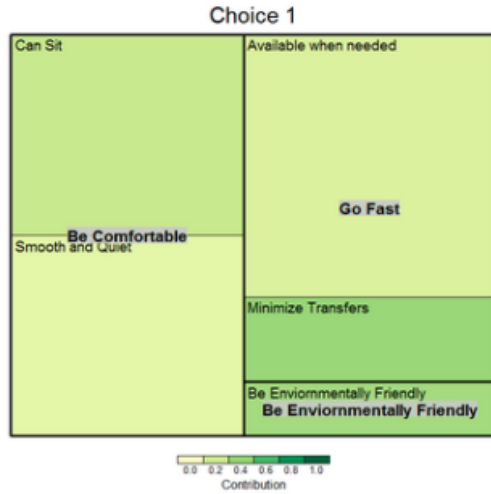
- Goals:
  - Accuracy
    - Do participants find the optimal alternative?
  - Efficiency
    - Do participants find the alternative *quickly*?
  - Confidence
    - Do participants declare confident of their decision?

# Experiment - Design

- Constructed  $3 \times 3 \times 3 = 27$  separate models
  - Of 3 different sizes (simple, medium, complex)...
    - ... each from 3 different domains (apartment, course, transportation choices)
      - ... each with 3 different number sets.
        - » Number sets are randomly sampled from consistent AHP inputs.
        - » There is a globally optimal alternative
        - » max 0.1 (small, medium) or 0.2 (large) distance between first and second alternative.
- Visualized the models in three ways
  - Diagrams, Charts and Treemaps

# Experiment - Design

- Factors:
  - Between Subjects: Visualization Choice (Diagram vs. Chart vs. Treemaps)
  - Within Subjects: Model Size (Simple vs. Medium vs. Complex)
- Measures:
  - Total Correct Answers (Accuracy)
  - Response Time (Efficiency)
  - Response Confidence Self-Report (Confidence)
- Instrument
  - Show the models and:
    - Ask ranking of alternatives / from best to worse.
    - Measure response time.
    - Ask confidence to response.



49. According to the above visualization, rank the choices or transportation means from the most optimal to the least optimal? \*

Drag items from the left-hand list into the right-hand list to order them.

Choice 1 ➡

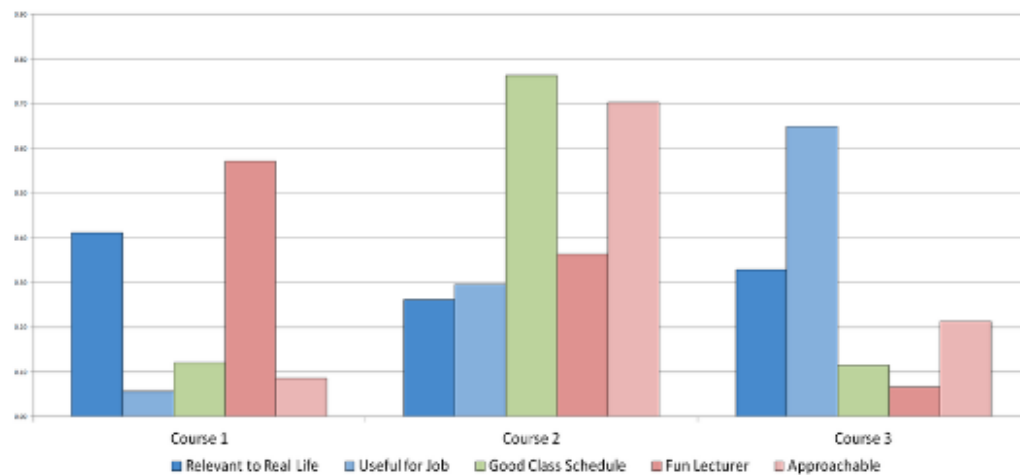
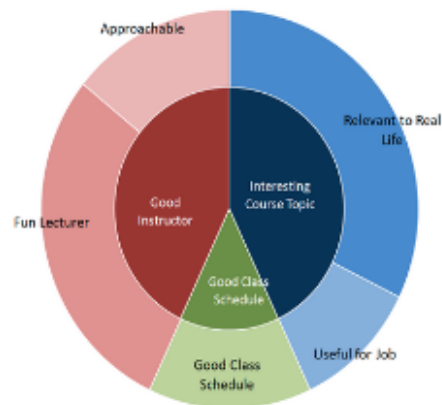
Choice 2 ➡

Choice 3 ➡

50. How confident are you of your answer above? \*

Very Confident
Confident
Unconfident
Very Unconfident

Back Next



43. According to the above visualization, rank the course choices from the most optimal to the least optimal? \*

Drag items from the left-hand list into the right-hand list to order them.

Course 1 ↗

Course 2 ↗

Course 3 ↗

44. How confident are you of your answer above? \*

Very Confident
  Confident
  Unconfident
  Very Unconfident

Back Next

3%



# Experiment - Design

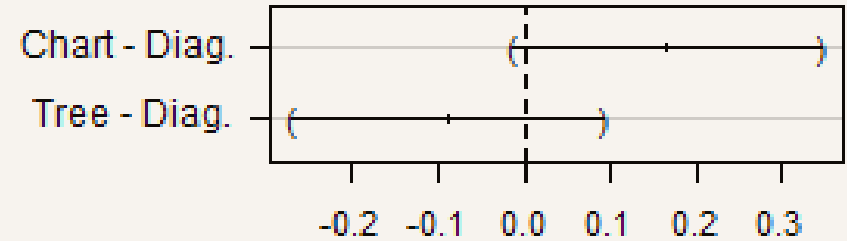
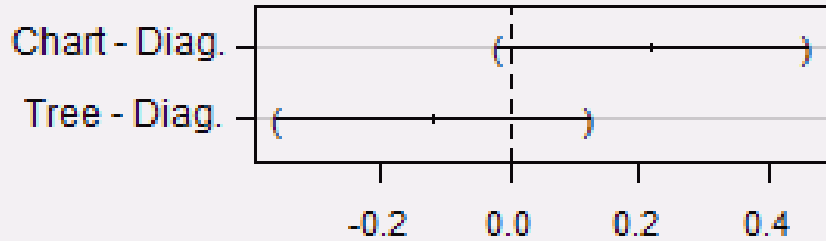
- Participants:
  - 116 Students (80 males, 36 females, 21-29 year's old) attending an HCI class.
- Approach:
  - Mixed-factorial ANOVA
  - F, Kruskal-Wallis, Welch's W
  - Simple effects for interactions.

# Results - Accuracy

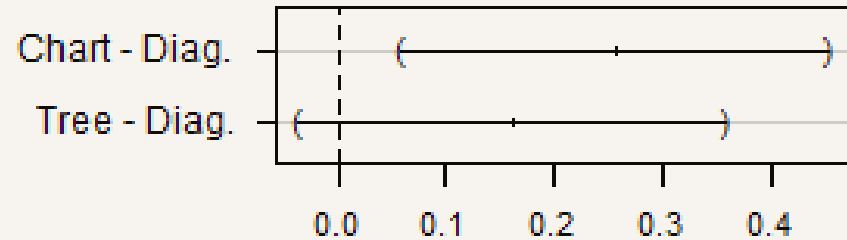
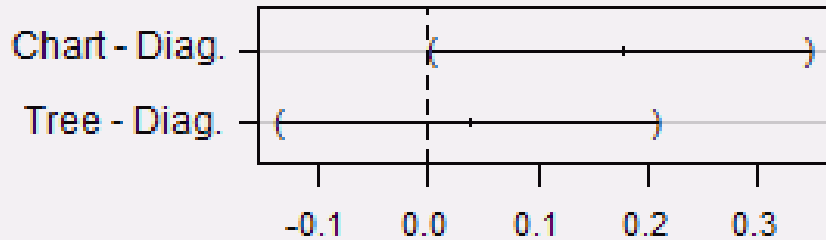
## Rank Identification

## Top Alternative Selection

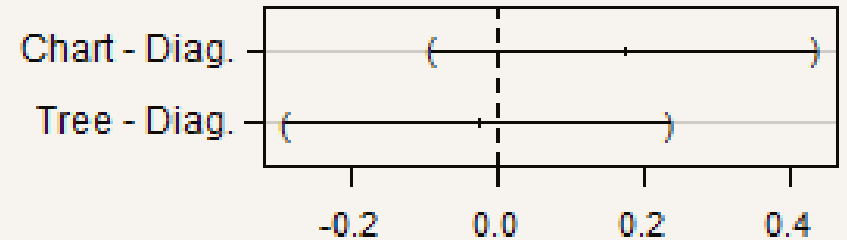
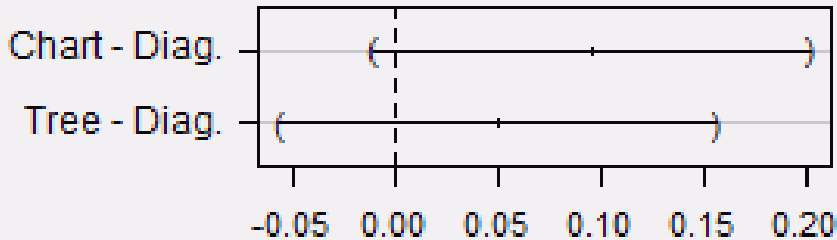
Simple



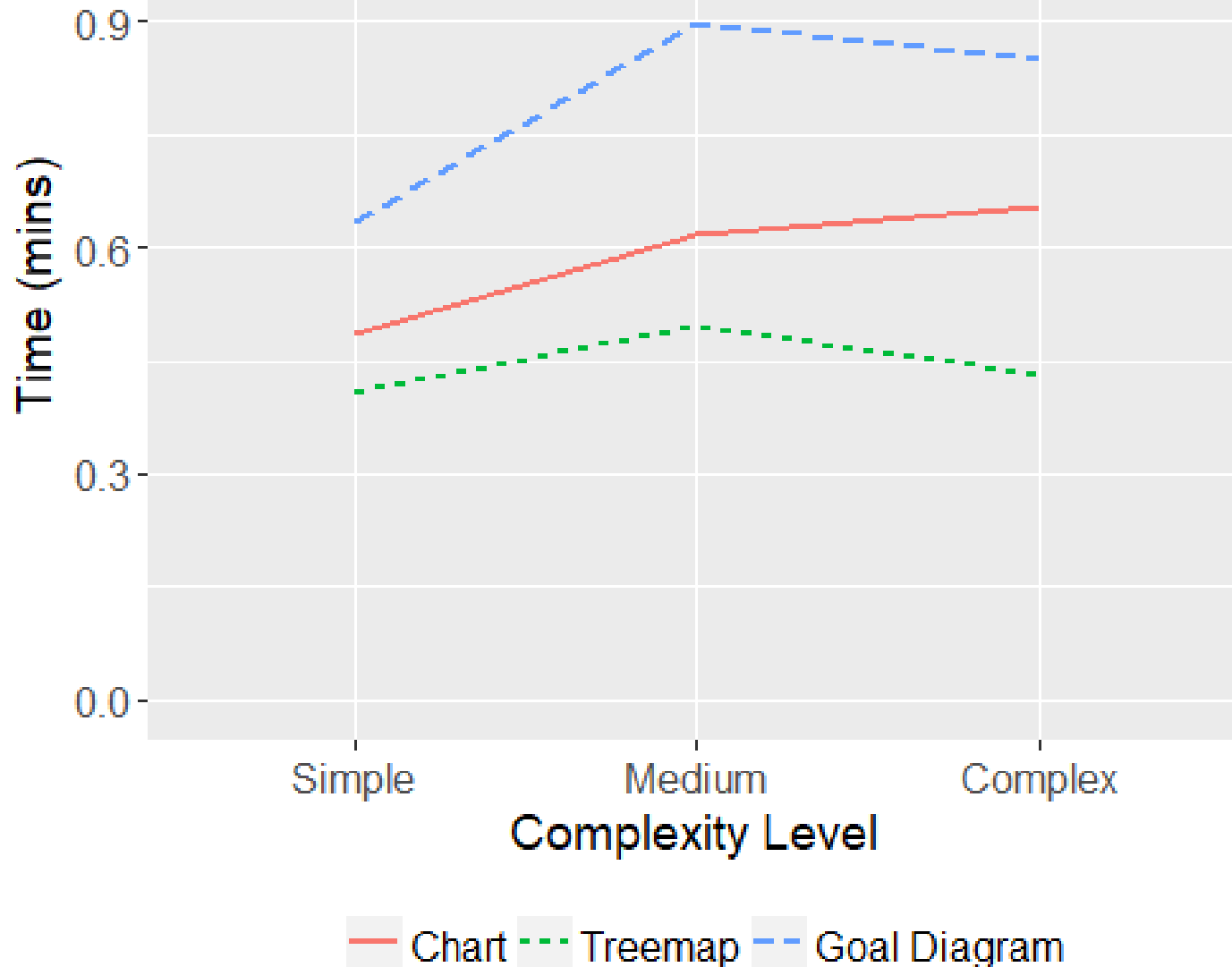
Medium



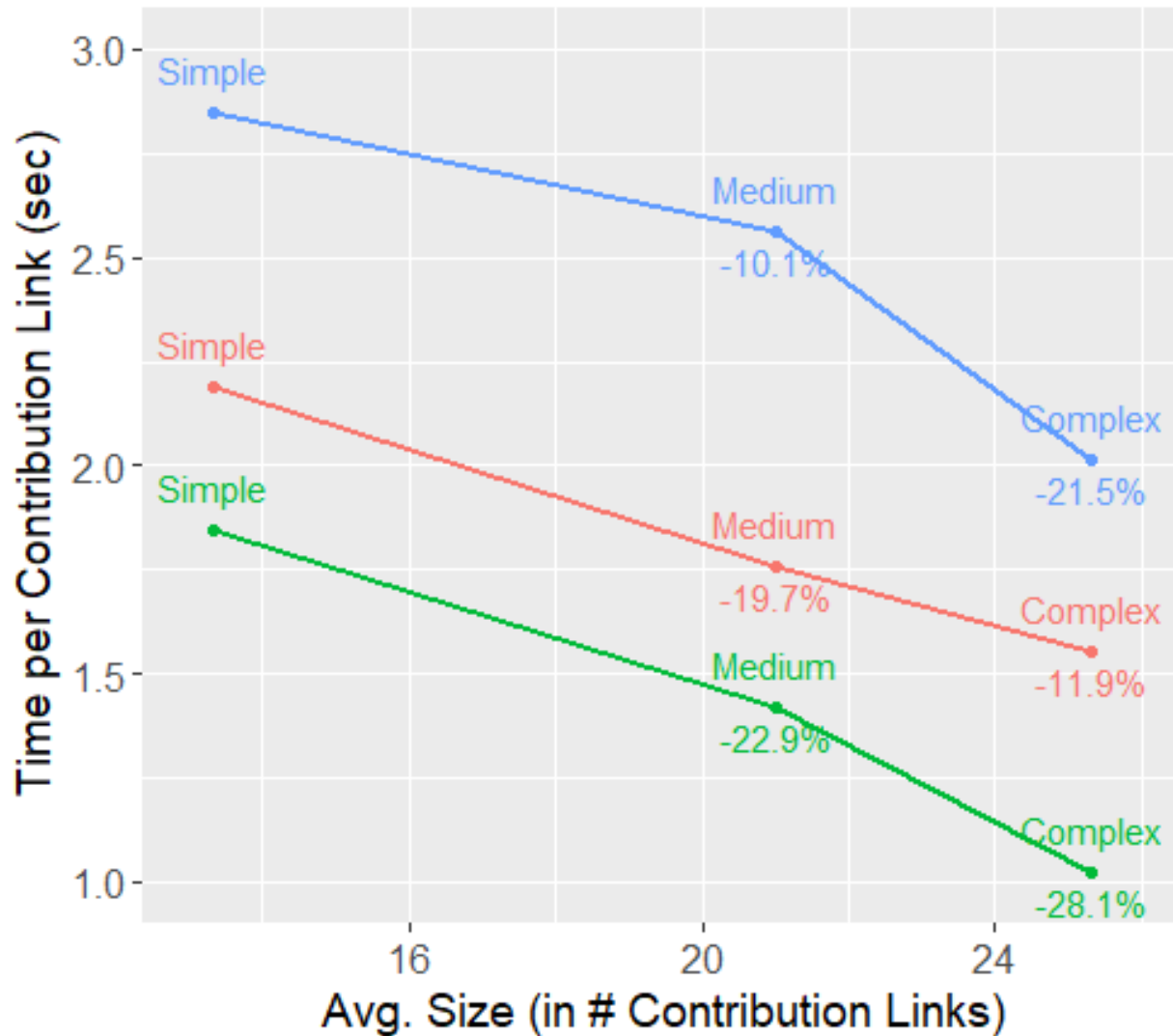
Complex



# Results – Response Time



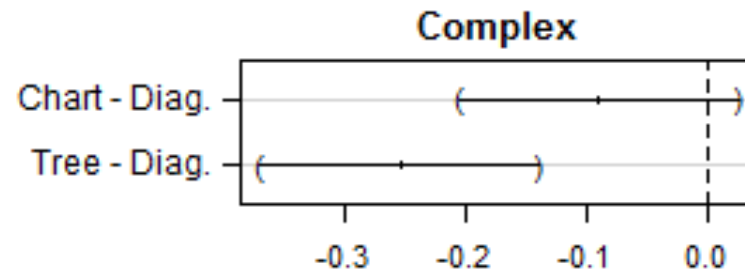
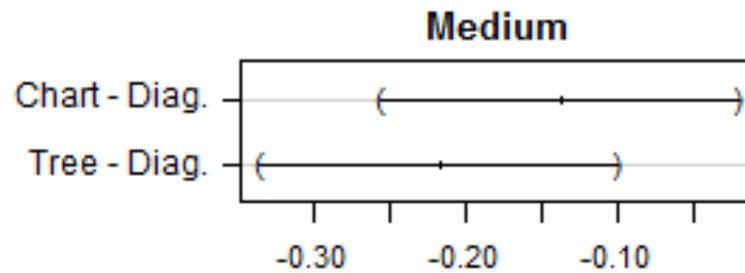
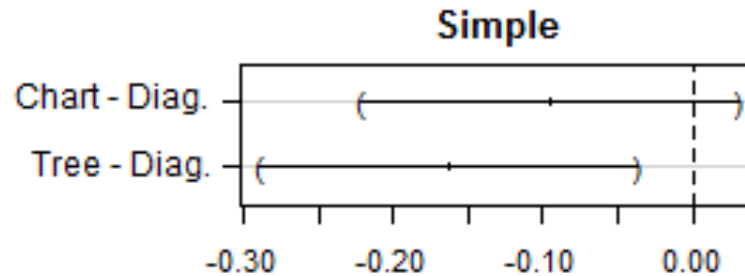
# Results – Response Time



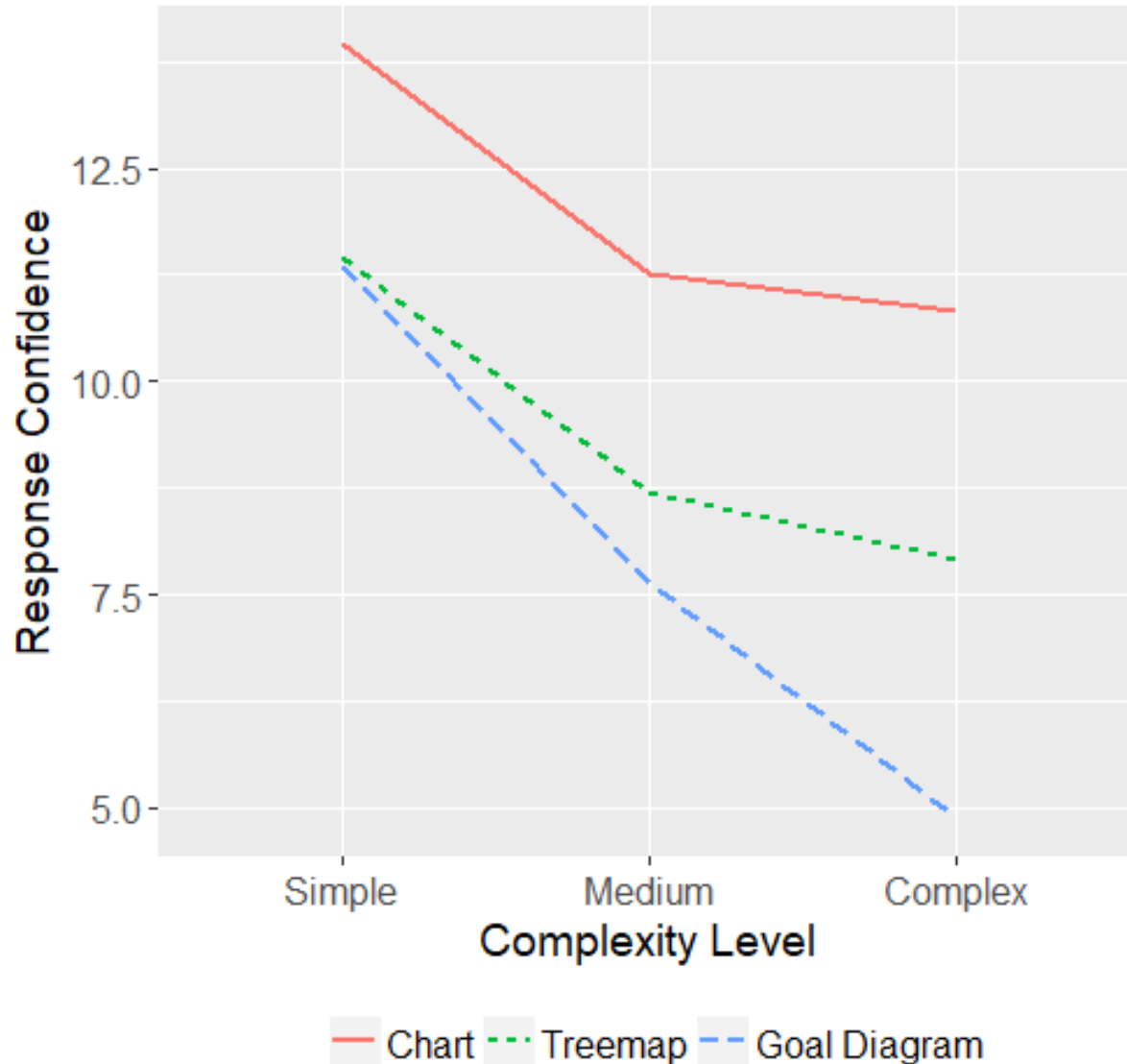
Visualization  Chart  Treemap  Goal Diagram

# Results – Response Time

## Response Time

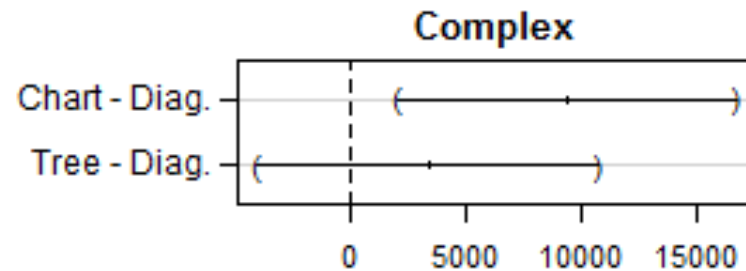
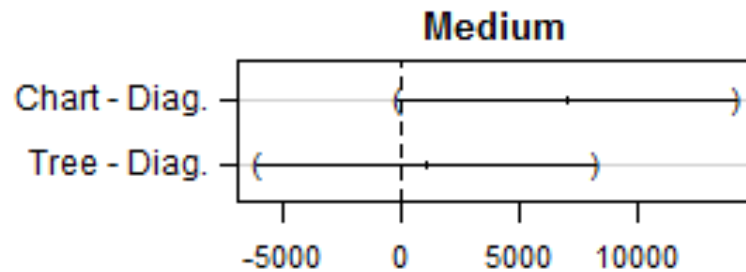
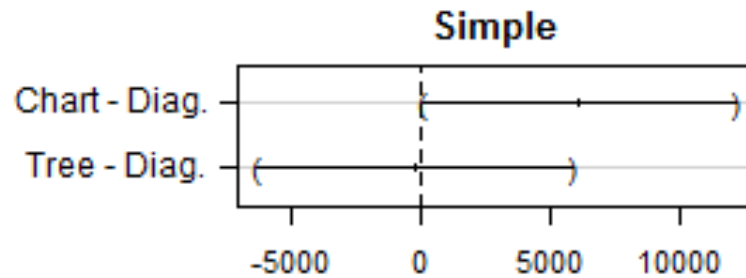


# Results - Confidence



# Results – Confidence

## Response Confidence



# Experiment Overall

- Nowhere are diagrams really better
- Charts lead to significantly more accurate response.
  - And are faster than diagrams.
- Treemaps are fast but not necessarily more accurate.
- Participants less confident with diagrams.



# Validity Threats

- Statistical Conclusion
  - Normality / Heteroskedacity
- Internal/Construct
  - Training Videos
  - Measures
- External
  - Subjects
  - Models

# Summary

- Conceptual Model  $\neq$  Visualization
- Visualization needs to fit the task at hand.
- Replacing numbers with visual variables:
  - Increases accuracy
  - Is faster
  - Allows model users to be more confident.

# Thank you!

(questions?)