Designing for Expert Use

Sarah Poon
Lawrence Berkeley National Lab
sspoon@lbl.gov

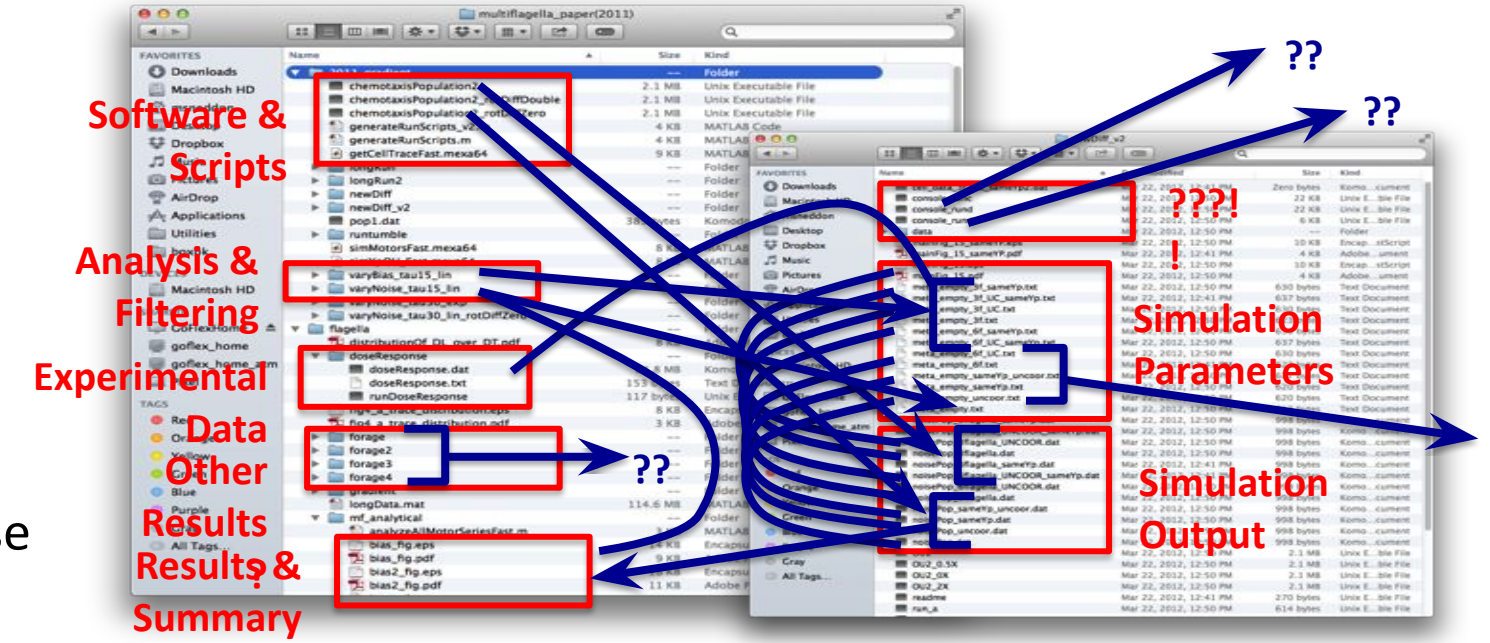
BERKELEY LAB
U.S. DEPARTMENT OF ENERGY | Office of Science

Why UX in the sciences?

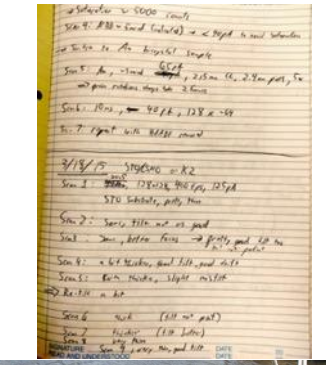
The realities of scientific work

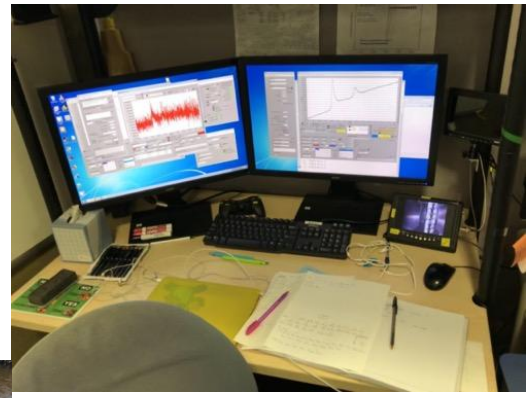
- Not a sequential, well defined process
- Supporting artifacts and contexts of use are not always captured by software
- Collaborations might have existing complex software stacks that need to be considered

UX research can help uncover these considerations and UX design ensures that software that take these factors into account.



Courtesy: Paramvir Dehal, KBase team

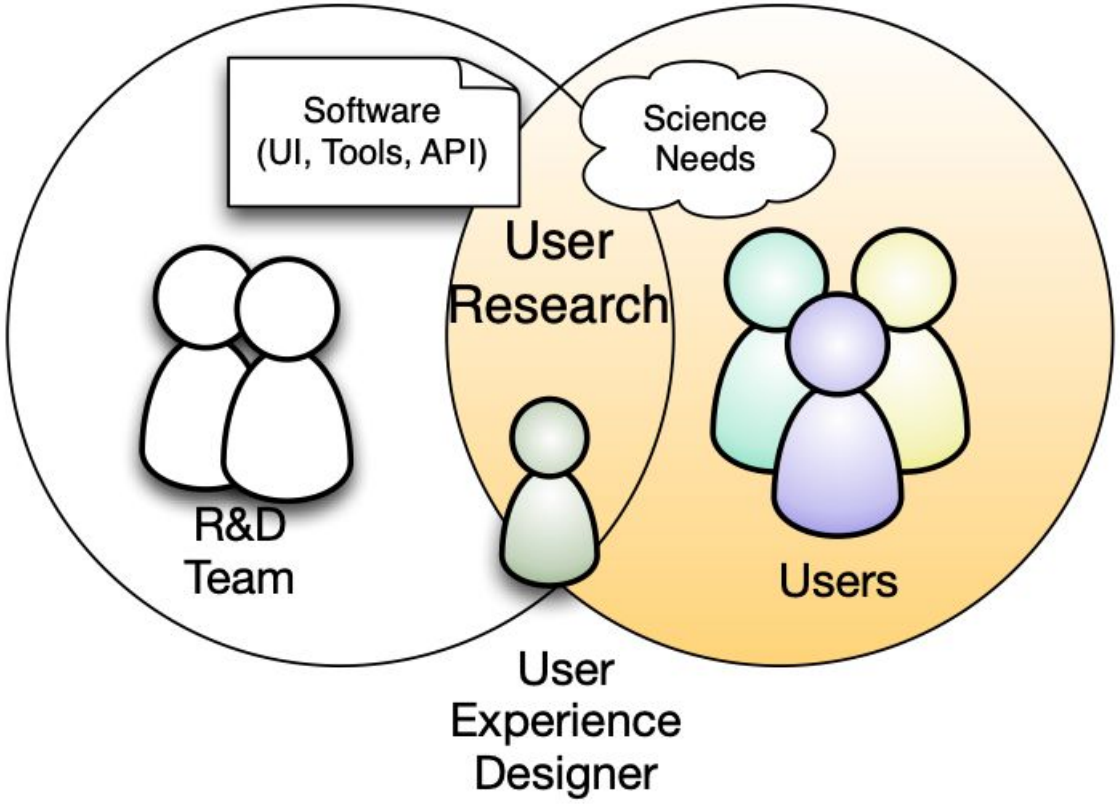




Source: Ameriflux project

Adapted from slide courtesy of Lavanya Ramakrishnan

We work as interdisciplinary teams to develop scientific software



Courtesy of Lavanya Ramakrishnan

- We work closely with application scientist to develop methods and tools to manage the data and workflows
- We use UX methods to understand user needs and convert that into concrete and actionable outputs

Developing the “right thing” is important for user adoption of new software, and the UX research and design process is essential to achieve this.

UX Design Process

Learning about how the users work, context of use, limitations of current tools

Design the experience of how the user will use the software to do their work

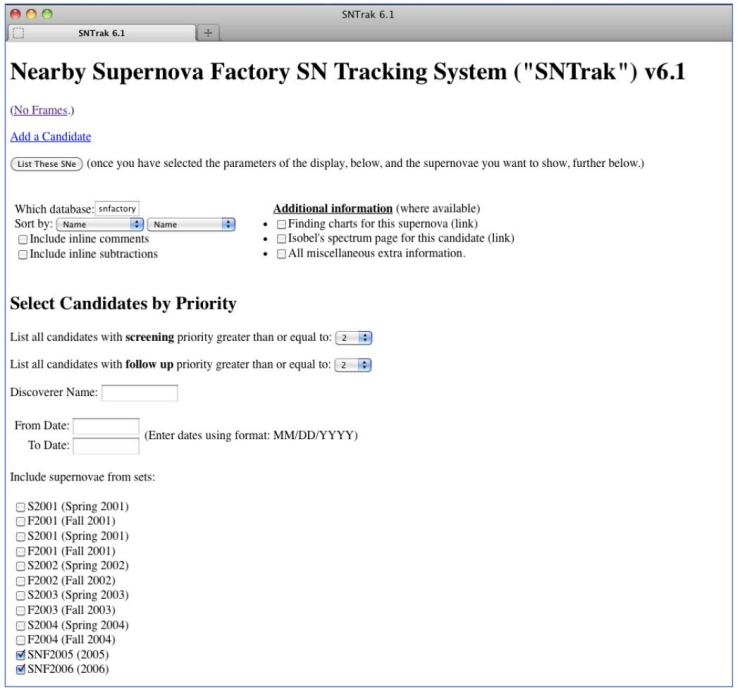
Evaluate the design through usability studies and follow-up interviews

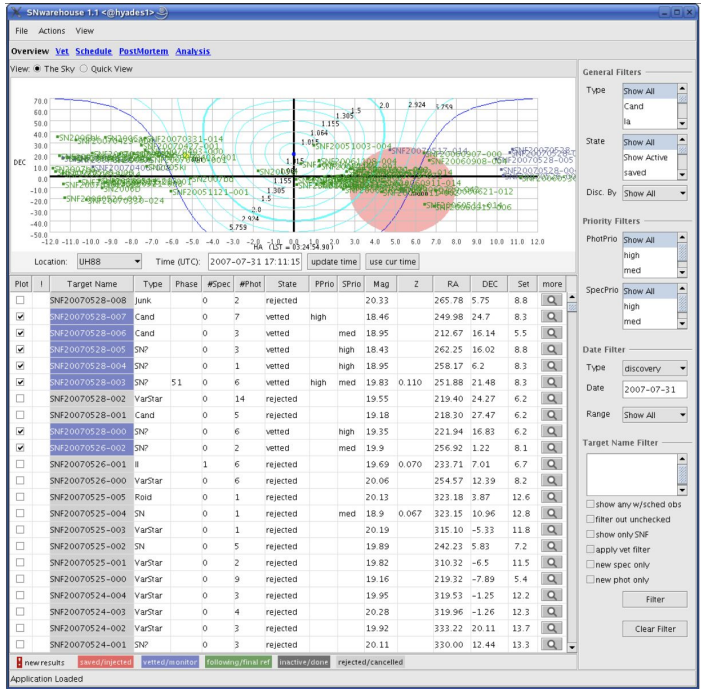
Takeaways for Expert Use Design

RESEARCH

Understand Work Processes and Goals

SNFactory originally used a search interface as their primary data system.
What they actually needed was a tracking system.





The original search style interface didn't capture the need to track the currently active candidate supernovae.

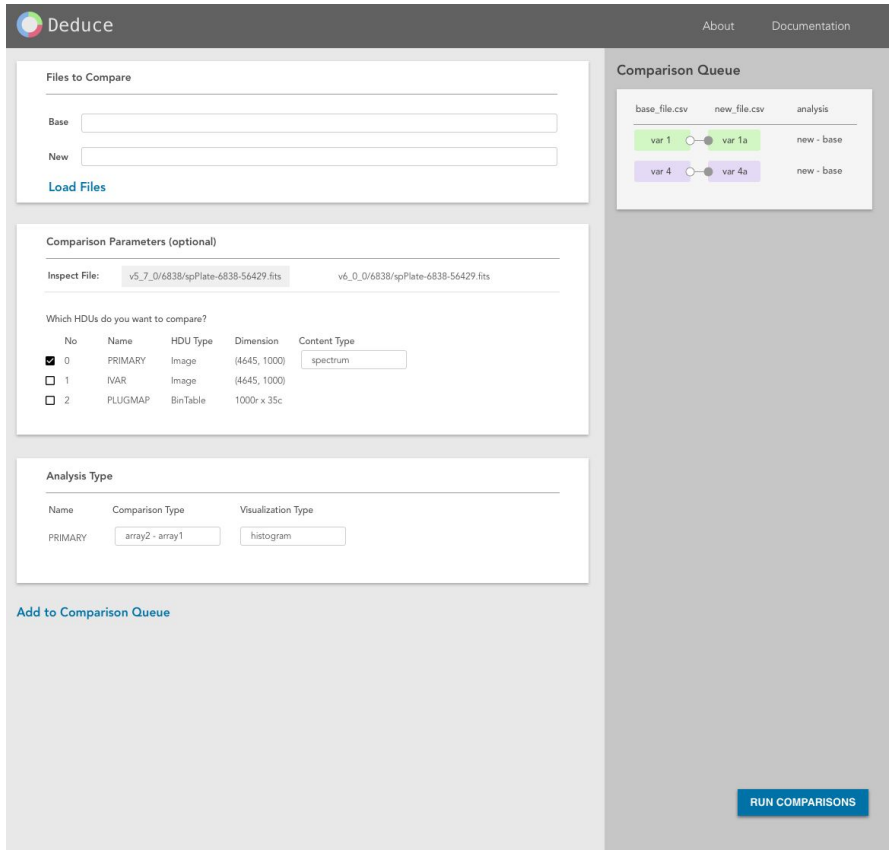
- Interviews and observations can reveal underlying workflows.
- Pay attention to "shadow systems" such as notebooks and files.

RESEARCH

Understand User Motivations and Values

"If I'm going to go to all the trouble of coding my own plugin, why would I bother using your framework?"

- There can be a tension between the time and effort needed to write code and the value you get being able to run that code at scale.
- We decided to create a visual plugin builder. This helps support exploratory work needed to understand data change and also eases some of the coding burden of developing plugins. The output script can run at scale.

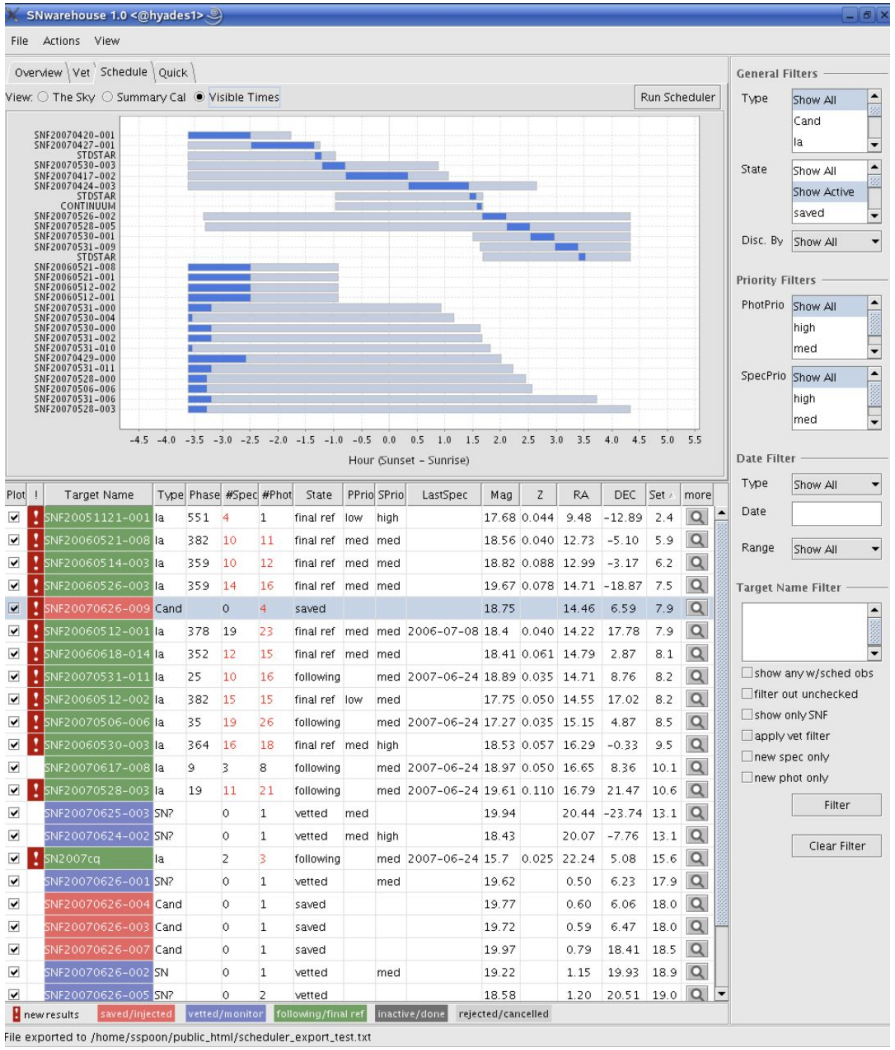


Deduce helps users understand data change across datasets. This visual plugin builder helps users define and explore data change.

DESIGN

Design for User Control

- Expert users often want to be able to override automations and tweak outputs from algorithms
- If possible, consider human in the loop scenarios before writing the algorithm



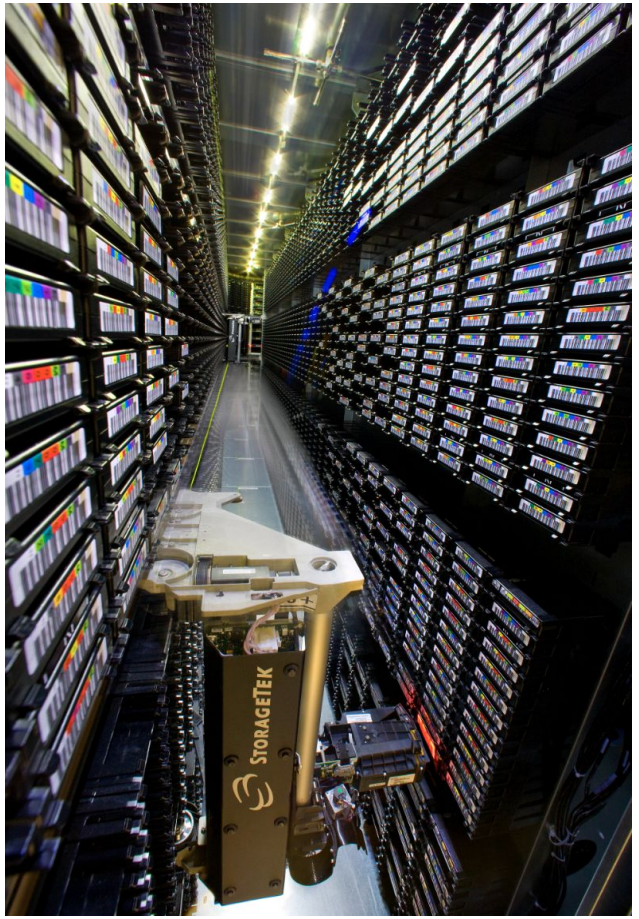
The scheduling algorithm didn't take into account the desire to be able to tweak the schedule afterward.

DESIGN

Design for Transparency

“You had no way of telling that if I try to open this file, whether it will open in a fraction of a second or whether it will take five minutes, because it is running off to tape and doing this thing for me.”

Algorithms and abstractions are useful but can’t be black boxes. Expert users want to know what to expect.

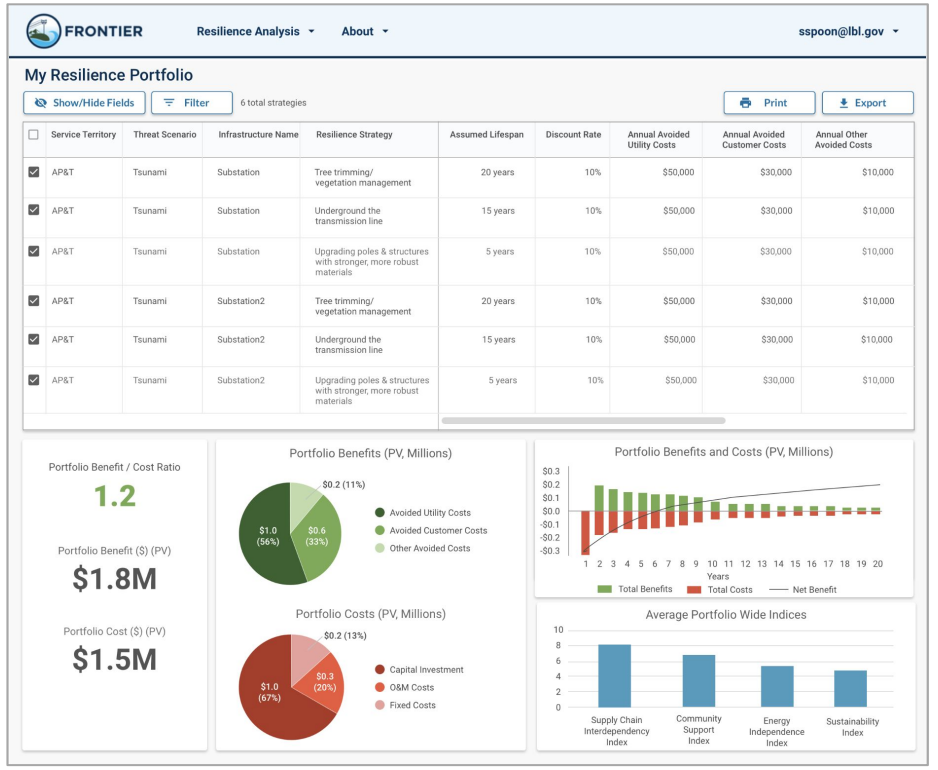


Accessing data from archival storage takes longer than data on disk. The design shouldn’t abstract away this type of information.

DESIGN

Design for Efficiency

- Scientific users want to be able to do their jobs efficiently and without errors.
- Efficiency looks different depending on the purpose and goals at hand
- UI level takeaways for the data overview pattern:
  - **Design for data density.** Minimize what needs to be held in working memory to make a decision.
  - **Don’t display more data than is needed.** Improve signal to noise by hiding ancillary information in secondary layers.

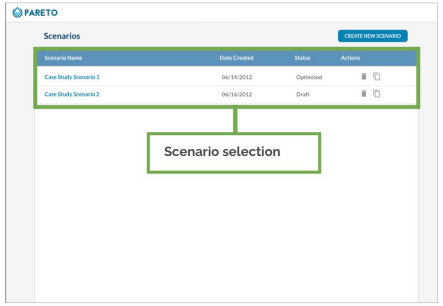


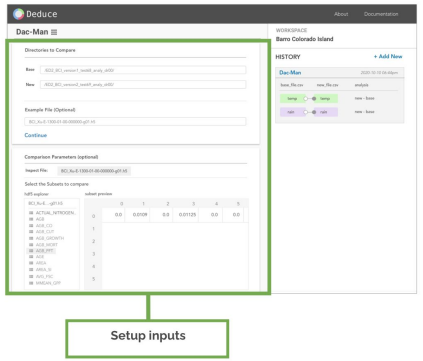
Example of a data overview pattern

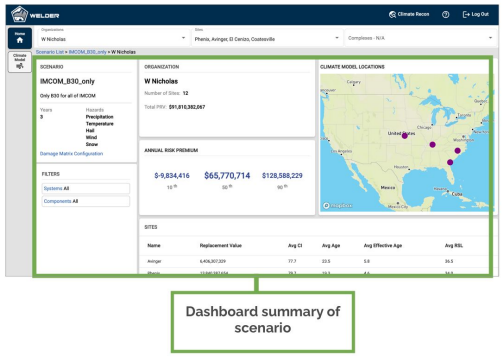
STRUDEL: Scientific software Research for User experience, Design, Engagement, and Learning

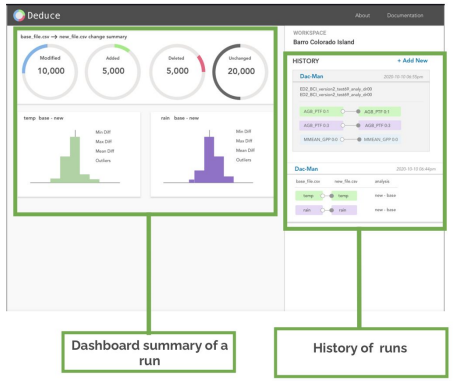
Towards developing a comprehensive UX framework for the sciences.

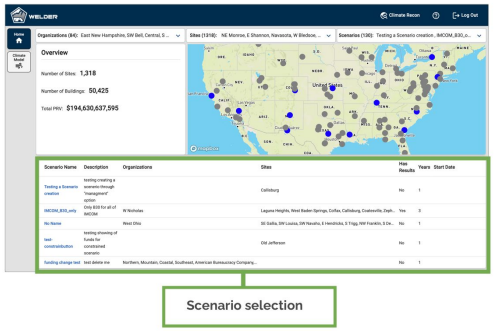
Motivation: user interfaces across the sciences have many common parts

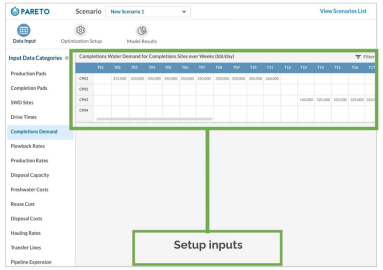


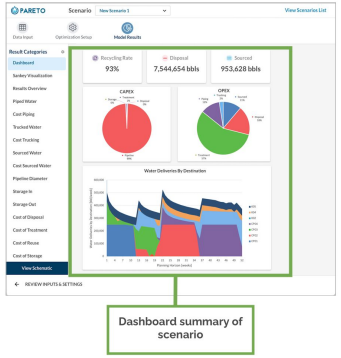


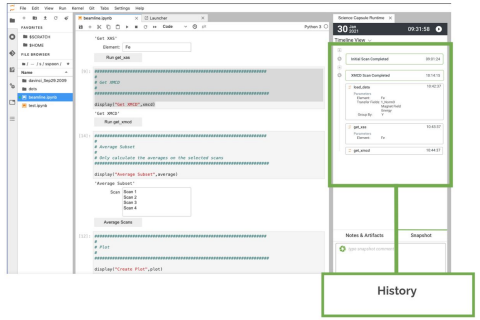










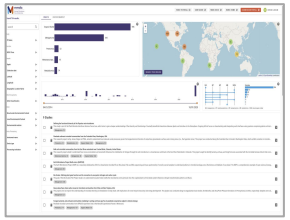


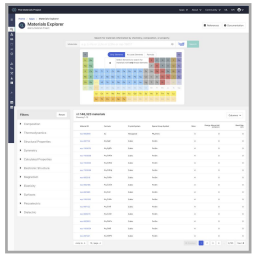
Scenario Selection | Select Input | Dashboard Summary | History

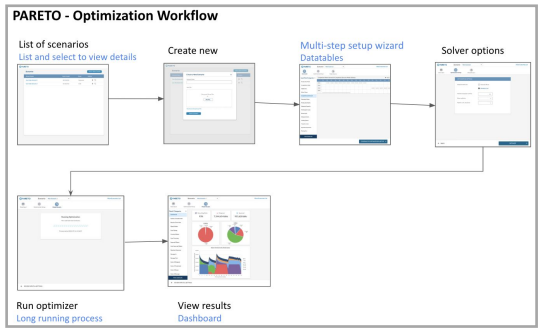
How can we empower scientific users to develop their own UIs while leveraging our learnings of how to create good scientific UIs?

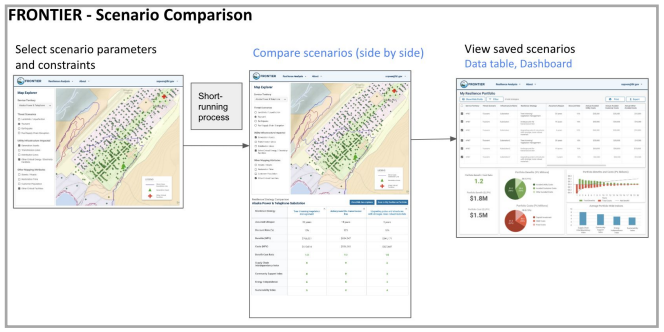
STRUDEL: Develop a design system for scientific software

Science Project Artifacts









Science Software Characteristics

Users	Science Domain
Software Intent	Software Lifespan
Software Team	Software Stack
Main Scenarios / Workflows	Data Types

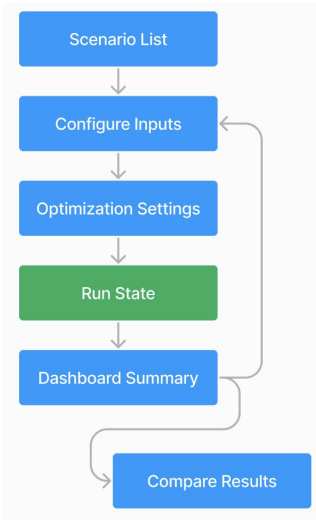
Design System

A collection of reusable components that can be assembled to build a UI

Components

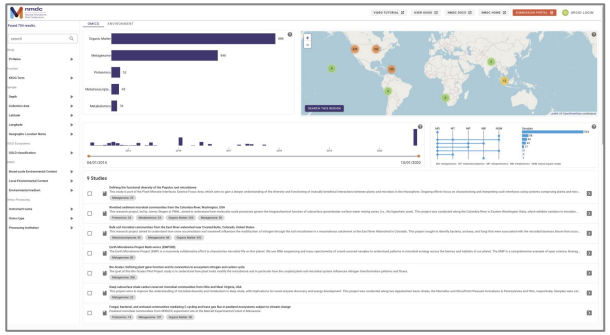
Layouts

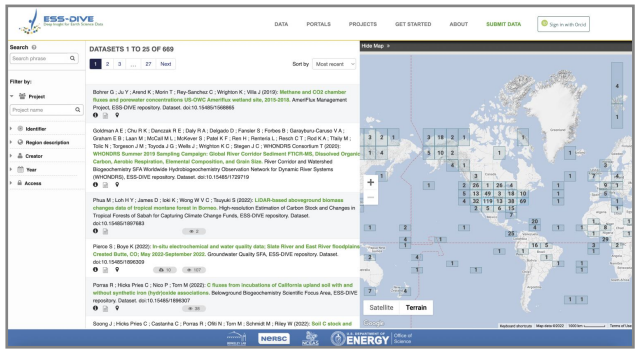
UI Flows

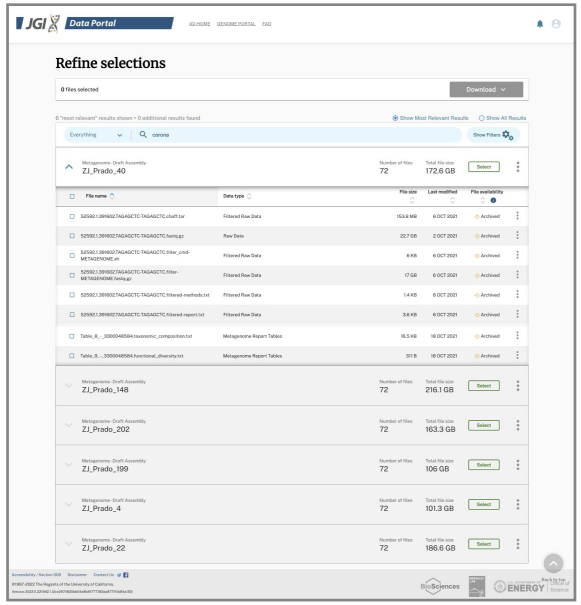


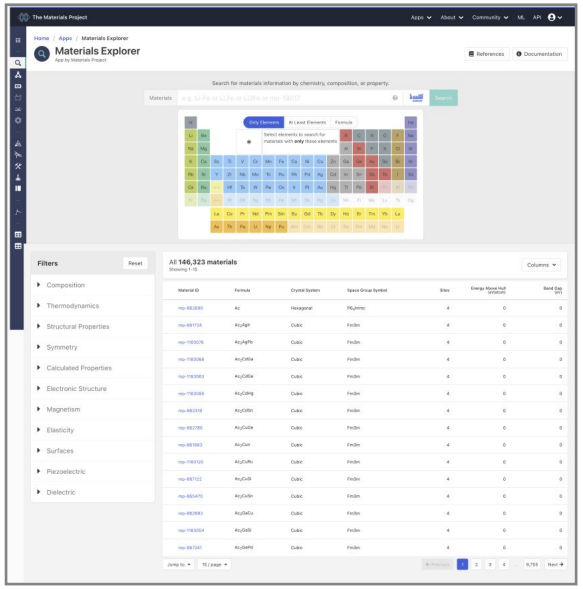
Design System Guidelines & Implementation

Towards Generalized Page Layout Templates



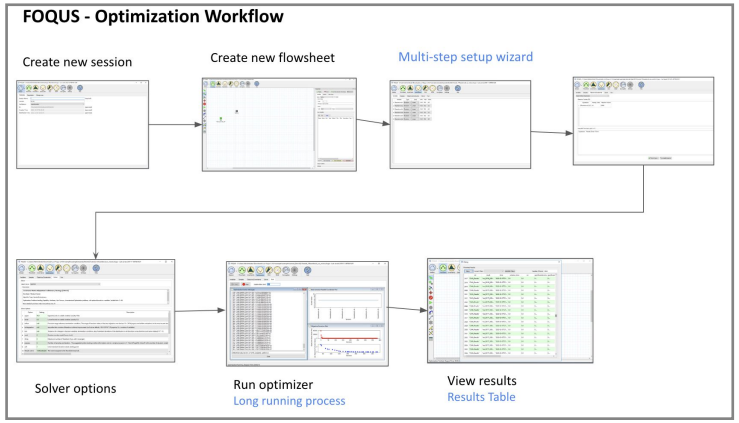


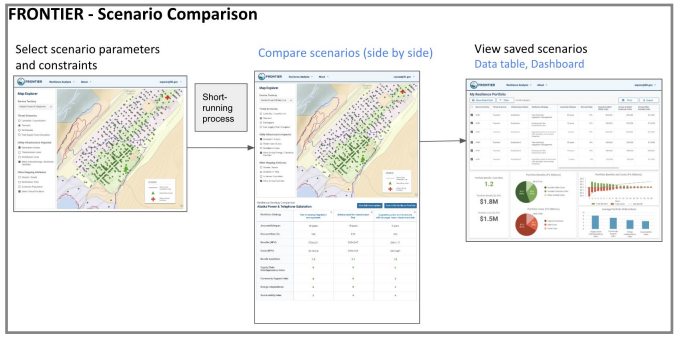


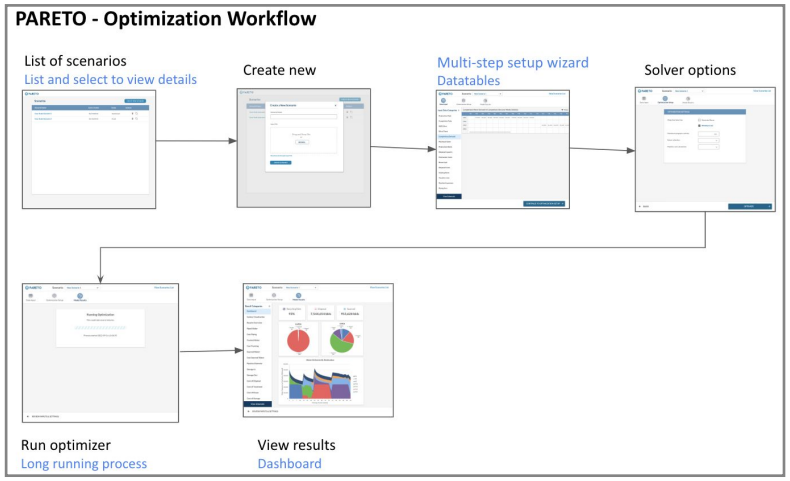


Generalized Data Portal Layout

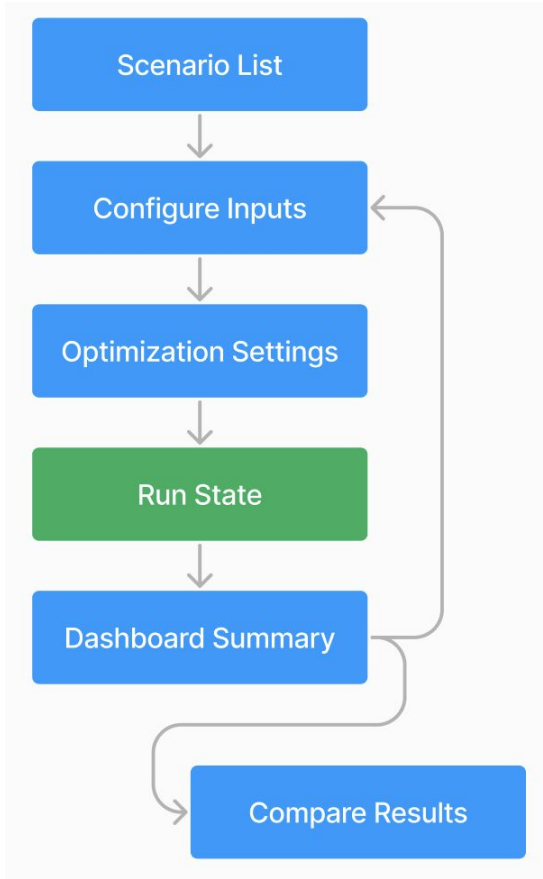
Towards Generalized UI Flow Patterns







Generalized Optimization UI Flow



Scientific Software Dimensions

Subset of the dimensions and projects we are exploring

Project	Users	Domain	Main Scenarios	Software Lifespan	Software Team	Technical Stack
DARK ENERGY SPECTROSCOPIC INSTRUMENT	< 1000, internal collaborators	astrophysics	real time data taking	finite, the length of the survey	domain science developers (staff, postdocs, students)	bokeh
The Materials Project	>200,000, the general material science community	material science	exploring material info	ongoing	domain science developers (staff, postdocs, students)	plotly | Dash

The decision to use “low code” technical stacks for both projects was based on the software team makeup

Towards A Design System Implementation

Investigate composing layouts and UI flows in python with a “low code” implementation of the design system.

```python
# Import packages
from dash import Dash, html, dash_table, dcc, callback, Output, Input
import pandas as pd
import plotly.express as px

# Incorporate data
df = pd.read_csv('https://raw.githubusercontent.com/plotly/datasets/master/gapminder2007.csv')

# Initialize the app
app = Dash(__name__)

# App layout
app.layout = html.Div([
    html.Div(children='My First App with Data, Graph, and Controls'),
    html.Hr(),
    dcc.RadioItems(options=['pop', 'lifeExp', 'gdpPercap'], value='lifeExp', id='my-final-radio-item-example
    dash_table.DataTable(data=df.to_dict('records'), page_size=6),
    dcc.Graph(figure={}, id='my-final-graph-example')
])

# Add controls to build the interaction
@callback(
    Output(component_id='my-final-graph-example', component_property='figure'),
    Input(component_id='my-final-radio-item-example', component_property='value')
)
def update_graph(col_chosen):
    fig = px.histogram(df, x='continent', y=col_chosen, histfunc='avg')
    return fig

# Run the app
if __name__ == '__main__':
    app.run_server(debug=True)
```

Acknowledgements

This work was supported by the U.S. Department of Energy, Office of Science, Office of Advanced Scientific Computing Research (ASCR).

Thanks to Deb Agarwal, Lavanya Ramakrishnan, Dan Gunter, Drew Paine, Stephen Bailey, Rollin Thomas, Cecilia Aragon, Devarshi Ghoshal, Ludovico Bianchi, Nan-Chen Chen, Rajshree Deshmukh, Cody O'Donnell

Questions? Contact me at sspoon@lbl.gov