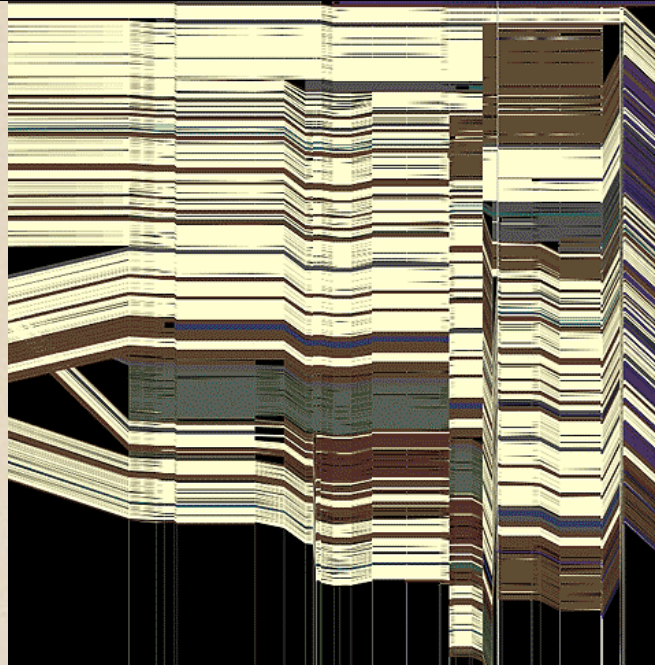
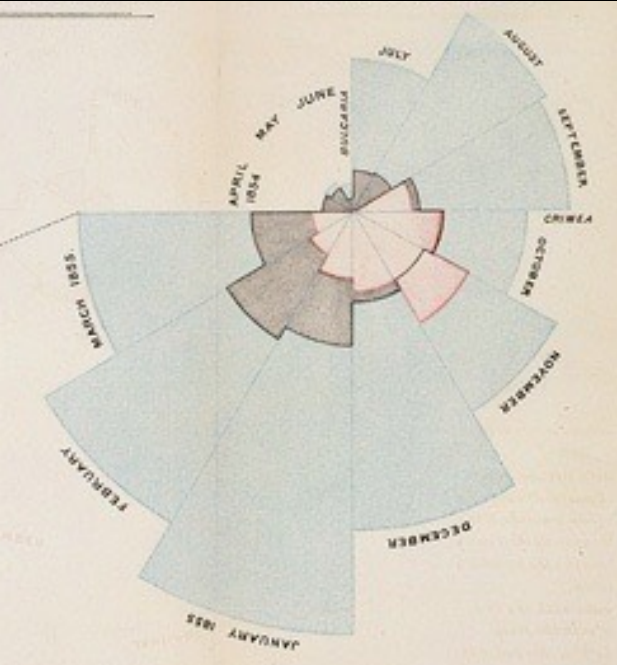


# CSE 442 - Data Visualization

# Interaction



Jeffrey Heer University of Washington



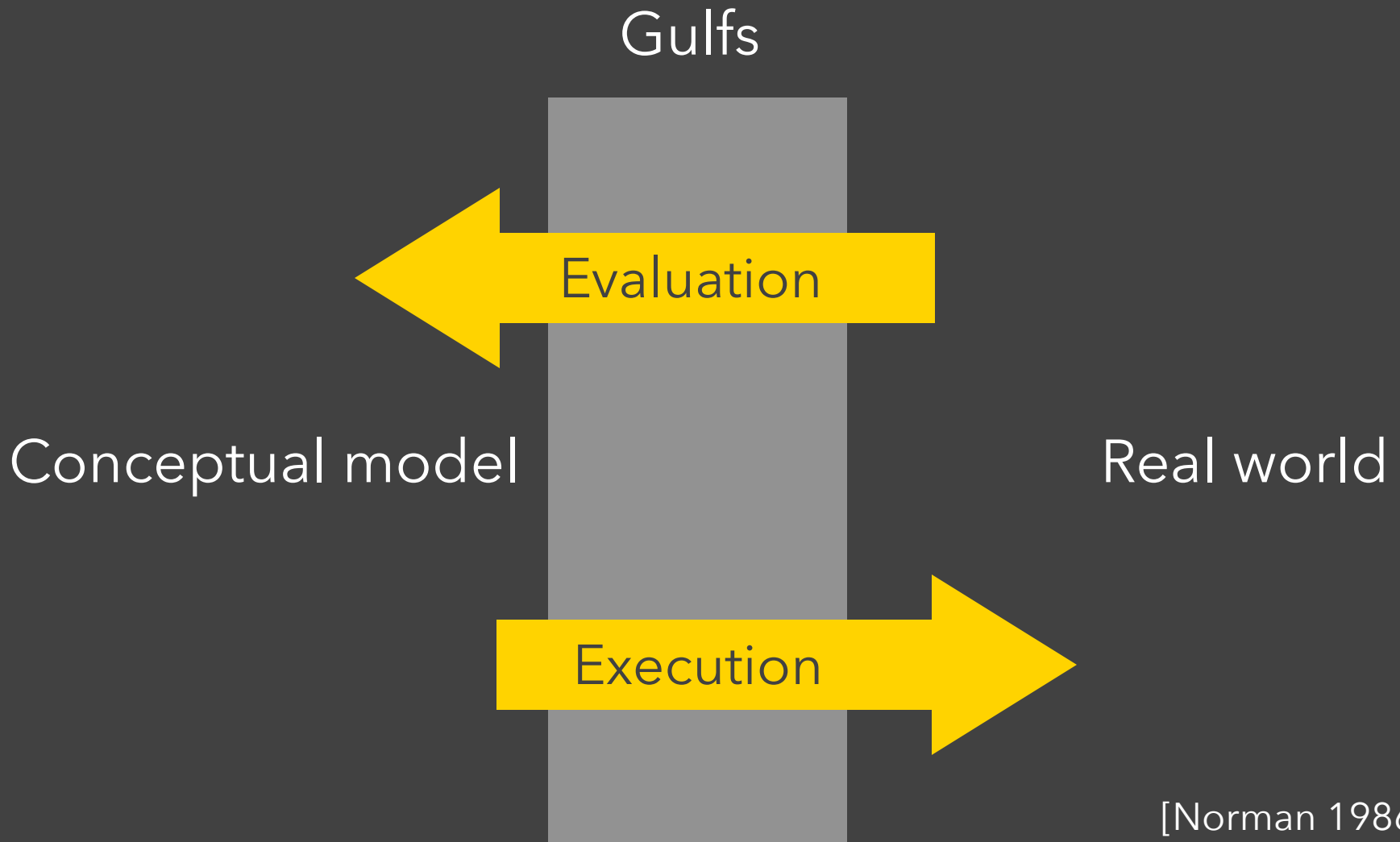
[There is an] apparent challenge that computational artifacts pose to the longstanding distinction between the physical and the social, in the special sense of those things that one designs, builds, and uses, on the one hand, and those things with which one communicates, on the other.

“Interaction” – in a sense previously reserved for describing a uniquely interpersonal activity – seems appropriately to characterize what goes on between people and certain machines as well.

Lucy Suchman, *Plans and Situated Actions*

**Interaction** between people and machines requires *mutual intelligibility* or *shared understanding*.

# Gulfs of Execution & Evaluation



[Norman 1986]

## **Gulf of Execution**

The difference between the user's intentions and the allowable actions.

## **Gulf of Evaluation**

The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

[Norman 1986]

# Gulf of Evaluation

Gulf



Conceptual model:  
 $x, y$  related?

Real world:

x	y
0.67	0.79
0.32	0.63
0.39	0.72
0.27	0.85
0.71	0.43
0.63	0.09
0.03	0.03
0.20	0.54
0.51	0.38
0.11	0.33
0.46	0.46

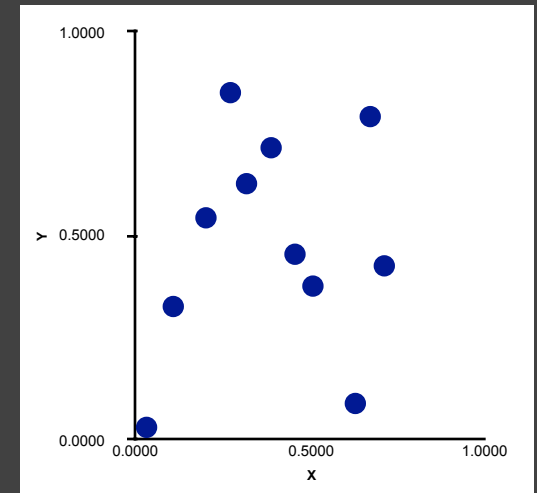
# Gulf of Evaluation

Gulf



Conceptual model:  
 $x, y$  related?

Real world:





# Gulf of Evaluation

Gulf



Conceptual model:  
 $x, y$  correlated?

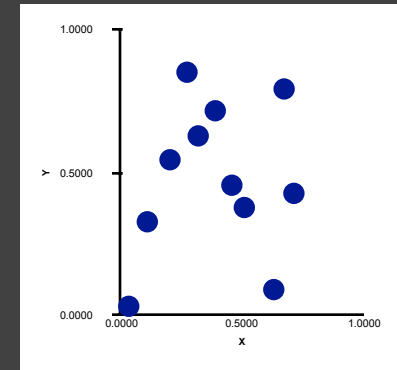
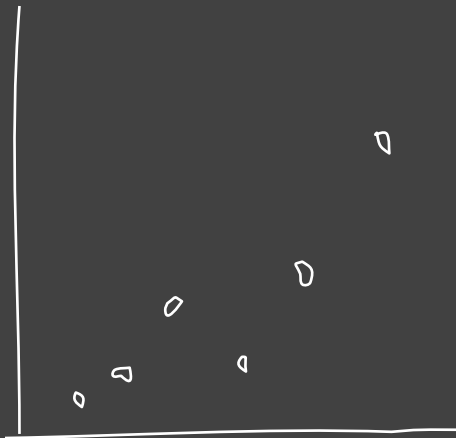
Real world:

$$\rho = -.29$$

# Gulf of Execution

Gulf

Conceptual model:  
Draw a scatterplot



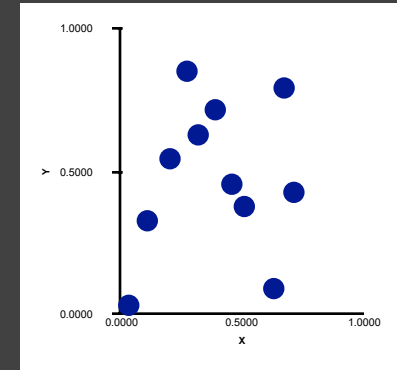
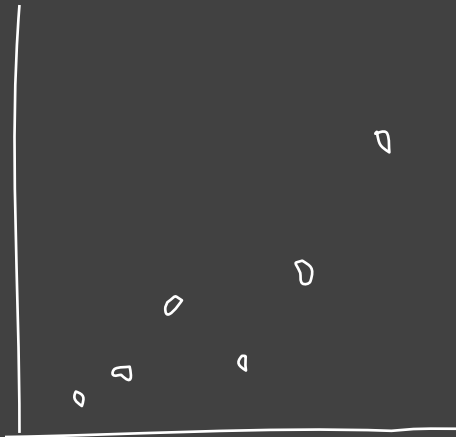
Real world

Move 90 30  
Rotate 35  
Pen down  
...

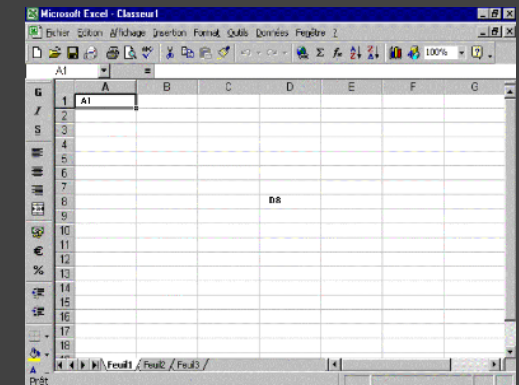
# Gulf of Execution

Gulf

Conceptual model:  
Draw a scatterplot



Real world



## **Gulf of Execution**

The difference between the user's intentions and the allowable actions.

## **Gulf of Evaluation**

The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

[Norman 1986]

# Interactive Visualization

# Interaction Techniques

Are there “essential” interactive operations for exploratory data visualization?

# Taxonomy of Interactions

# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
  - Location
- Product
  - Category
  - Sub-Category
  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

Automatic

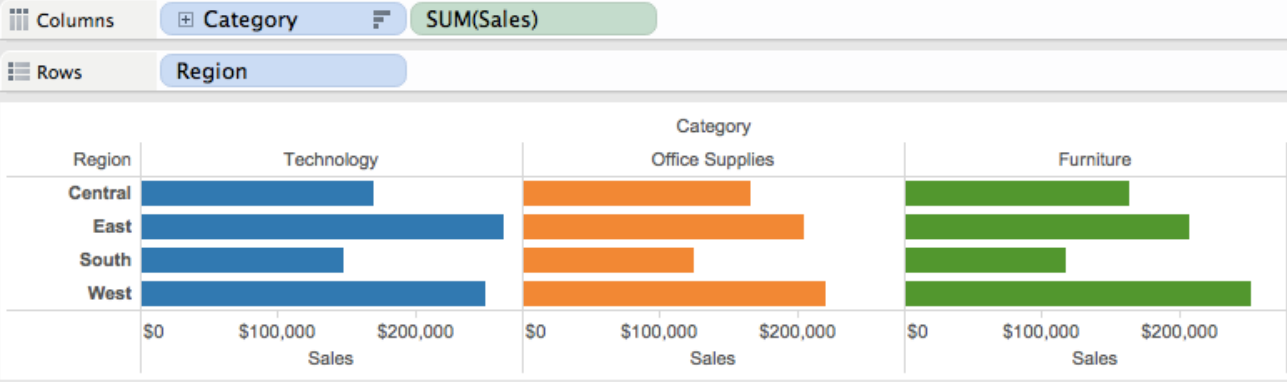
Color Size Label

Detail Tooltip

Category

Category

- Technology
- Office Supplies
- Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
- Location
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  - Category
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- Quantity
- Sales
- Latitude (generated)
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- Number of Records
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**Pages**

**Filters**

**Marks**

Automatic

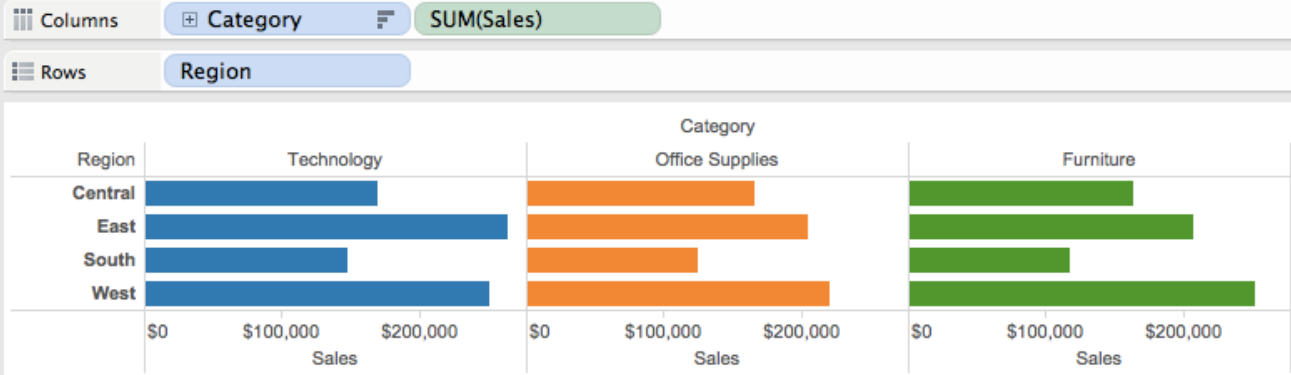
Color Size Label

Detail Tooltip

Category

Category

- Technology
- Office Supplies
- Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
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  - Segment
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  - Location
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  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

Automatic

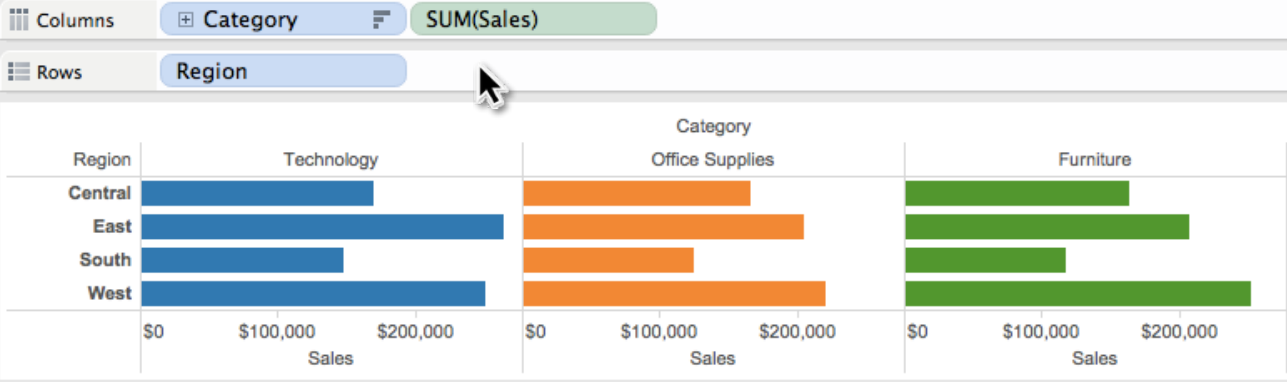
Color Size Label

Detail Tooltip

Category

Category

- Technology
- Office Supplies
- Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
- Location
- Product
  - Category
  - Sub-Category
  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

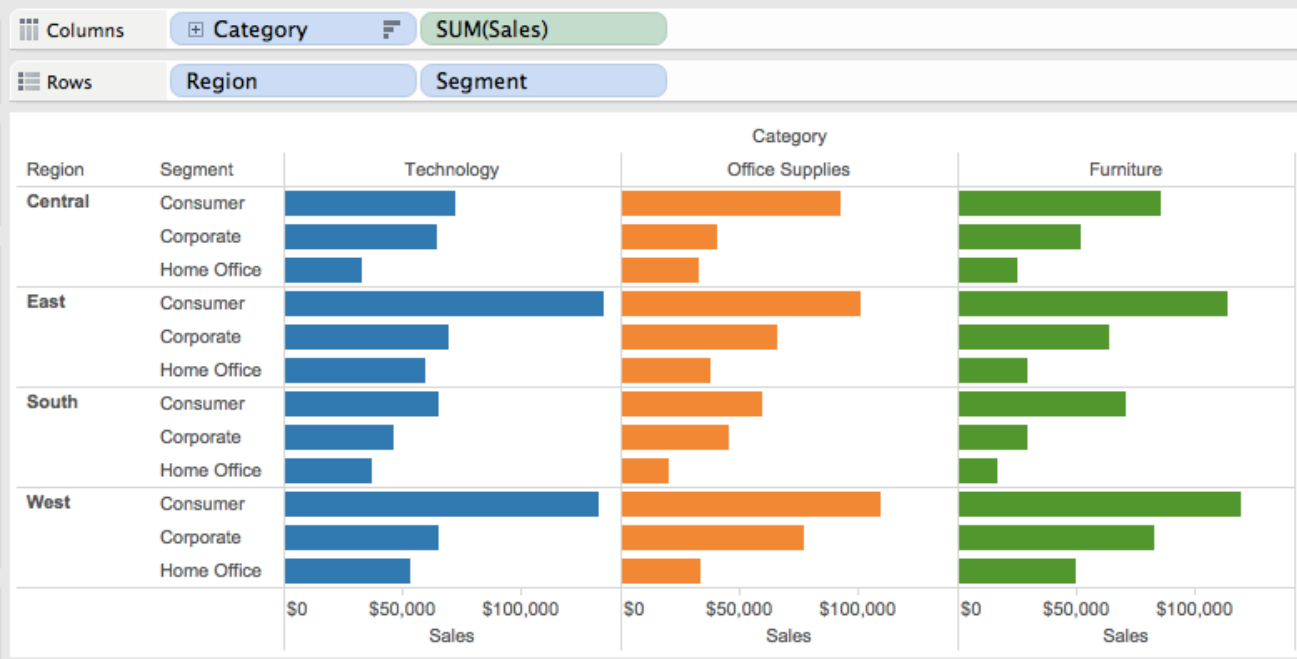
Automatic

Color Size Label

Detail Tooltip

Category

Technology  
Office Supplies  
Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
- Location
- Product
  - Category
  - Sub-Category
  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

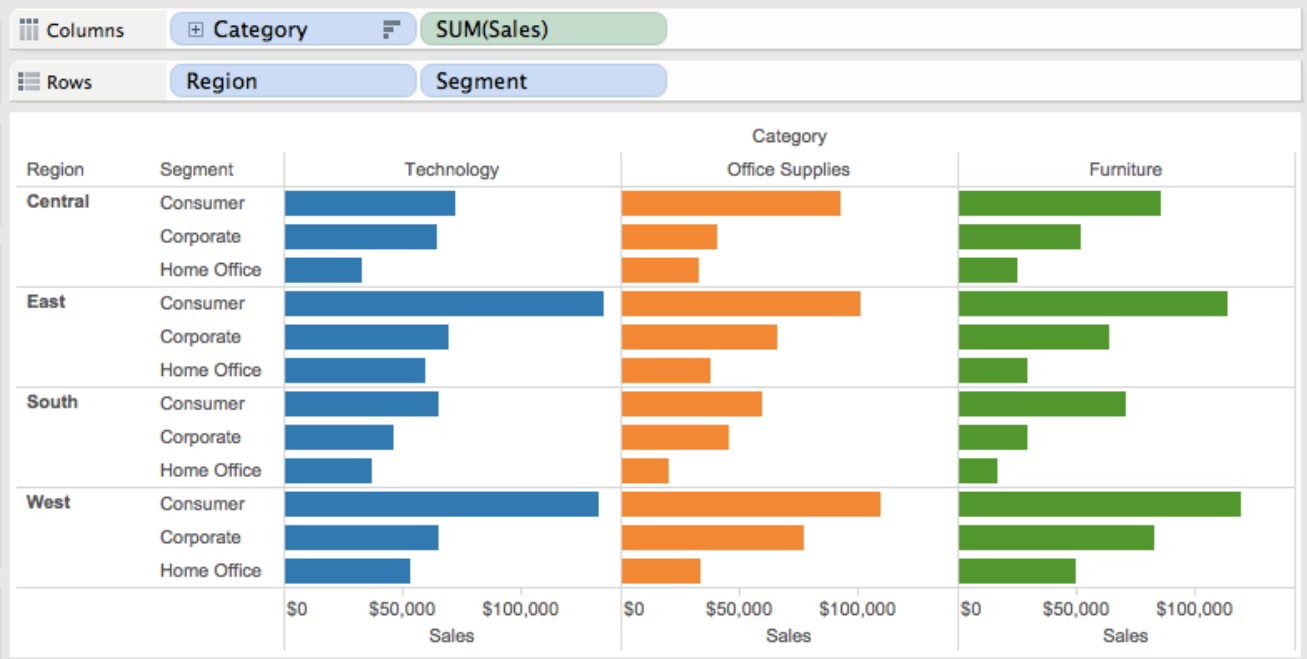
Automatic

Color Size Label

Detail Tooltip

Category

Technology  
Office Supplies  
Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
- Location
- Product
  - Category
  - Sub-Category
  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

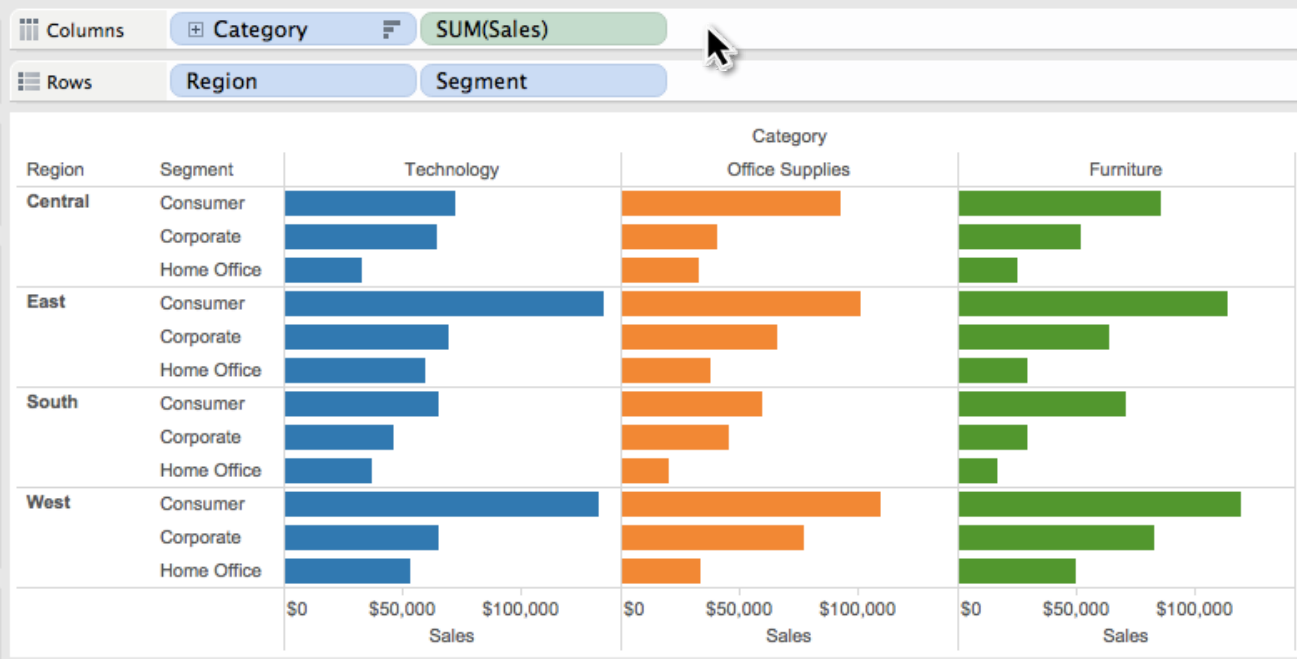
Automatic

Color Size Label

Detail Tooltip

Category

Technology  
Office Supplies  
Furniture



**Data** | Analytics

Sample - Superstore

**Dimensions**

- Customer
  - Customer Name
  - Segment
- Order
- Location
- Product
  - Category
  - Sub-Category
  - Manufacturer
  - Product Name
- Profit (bin)
- Region
- Measure Names

**Measures**

- Discount
- Profit
- Profit Ratio
- Quantity
- Sales
- Latitude (generated)
- Longitude (generated)
- Number of Records
- Measure Values

**Pages**

**Filters**

**Marks**

All

Automatic

Color | Size | Label

Detail | Tooltip

Category

SUM(Sales)

SUM(Profit)

Category

- Technology
- Office Supplies
- Furniture

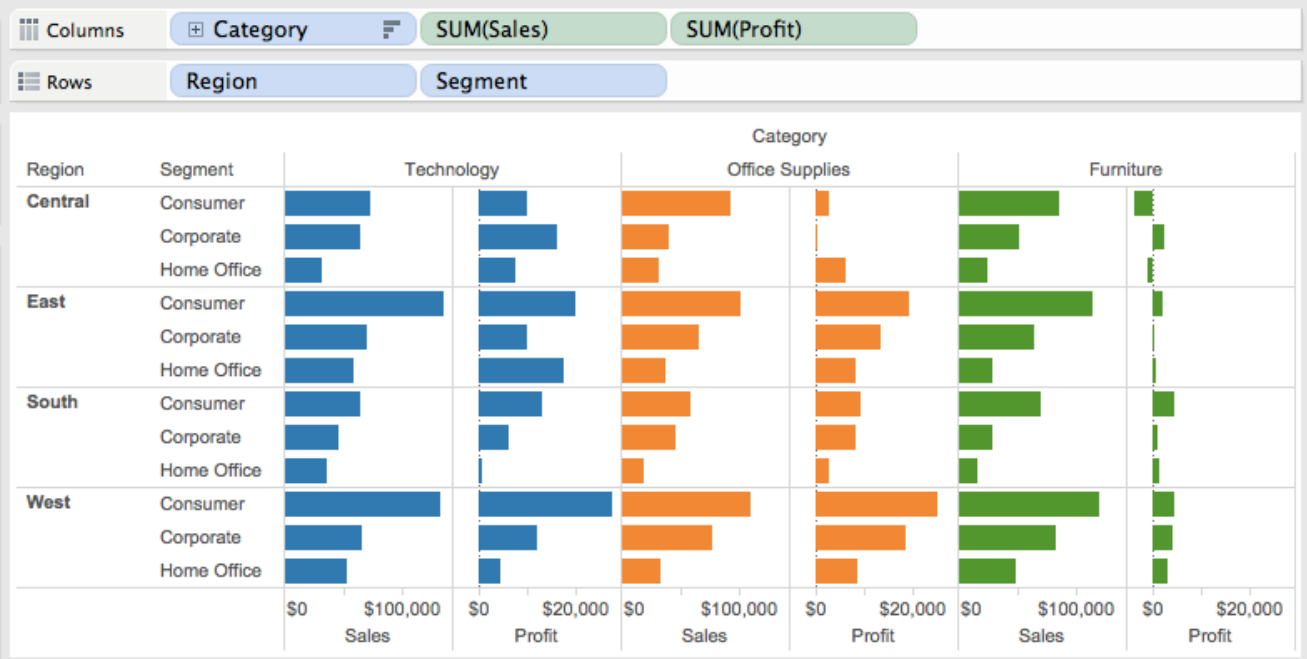
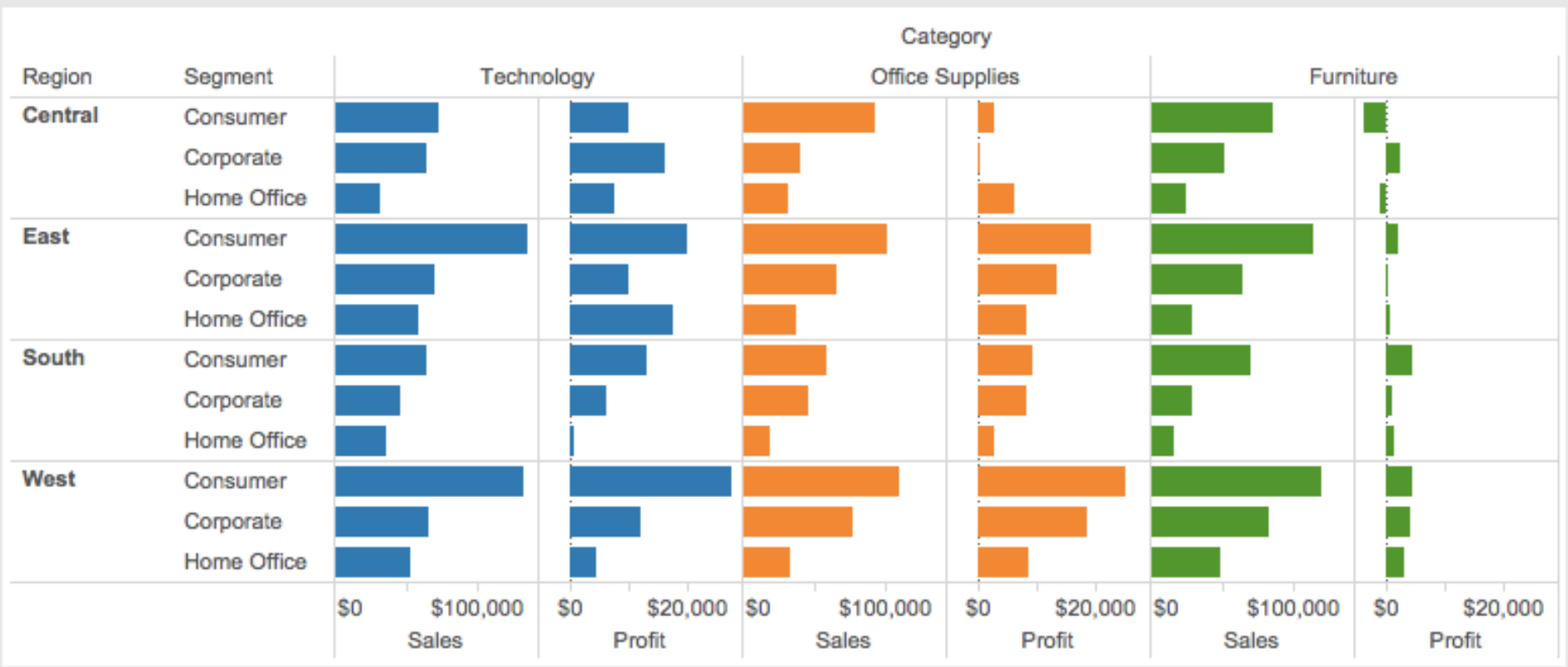


Tableau toolbar with icons for undo, redo, save, and a 'Show Me' button.

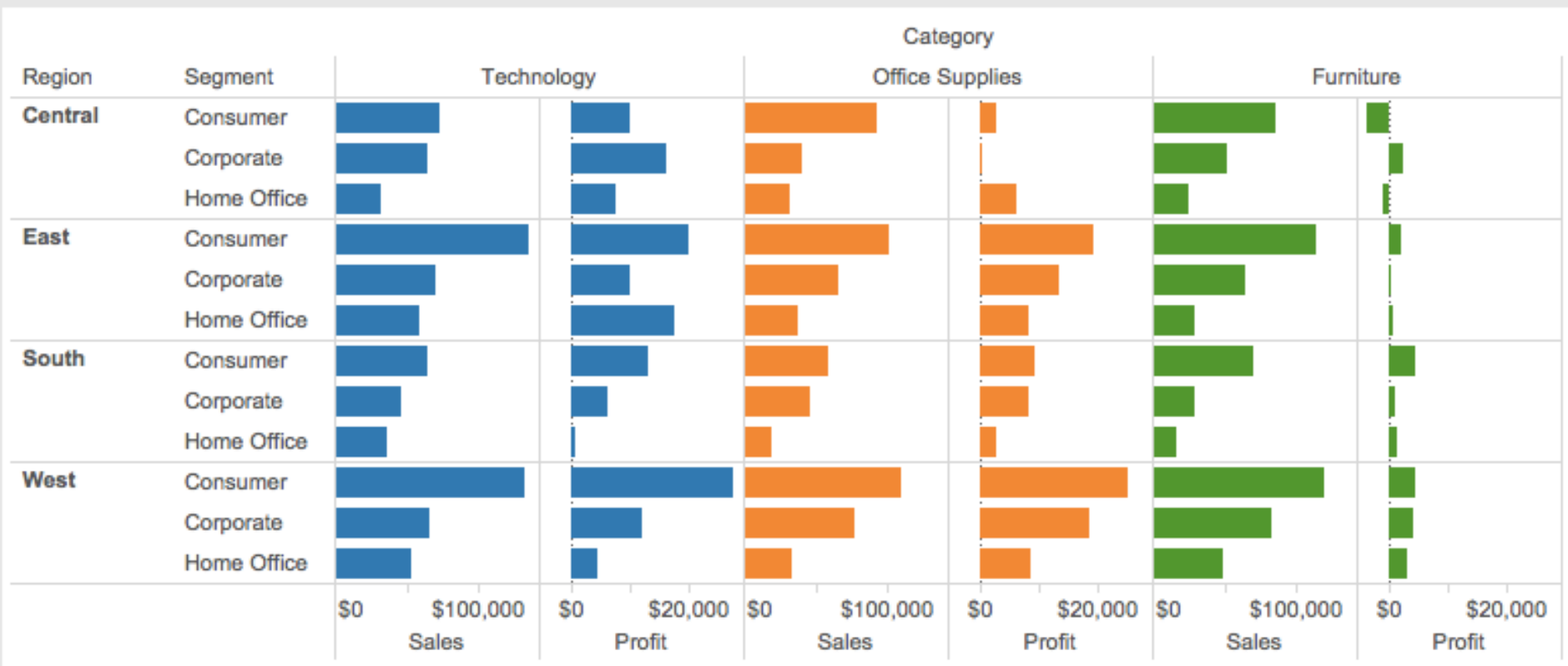
Columns shelf: Category, SUM(Sales), SUM(Profit)  
 Rows shelf: Region, Segment





Columns **Category** ~~SUM(Sales)~~ **SUM(Profit)**

Rows **Region** **Segment**



# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

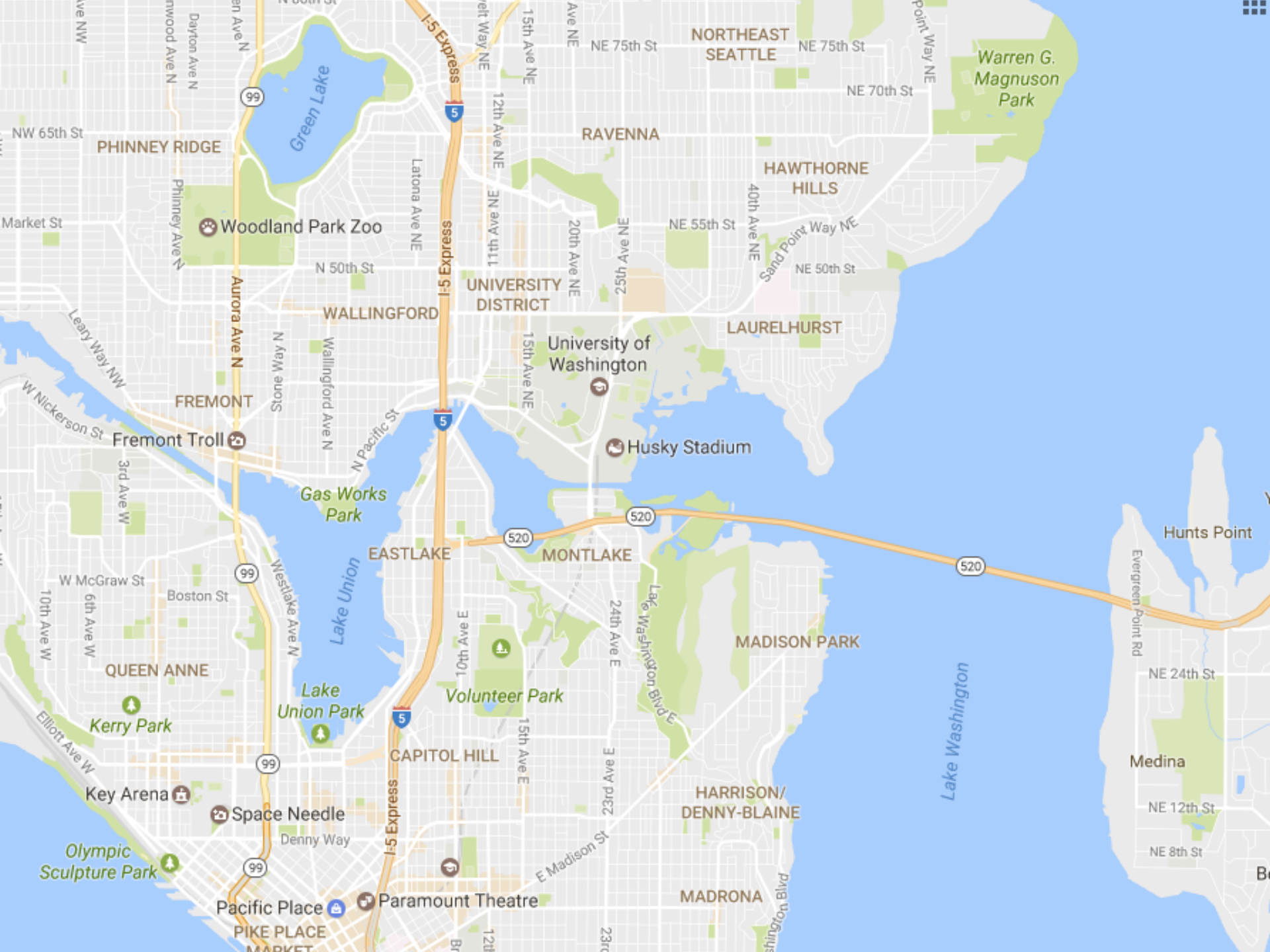
# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

## View Manipulation

Select, Navigate, Coordinate, Organize



Warren G. Magnuson Park

Woodland Park Zoo

University of Washington

Husky Stadium

Gas Works Park

Volunteer Park

Kerry Park

Space Needle

Olympic Sculpture Park

Paramount Theatre

HARRISON/DENNY-BLAINE

MADRONA

Hunts Point

Medina

INGFORD

DISTRICT

15th Ave NE

University of  
Washington

Public St

5

Husky St

S

520

520





# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

## View Manipulation

Select, Navigate, Coordinate, Organize

# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

## View Manipulation

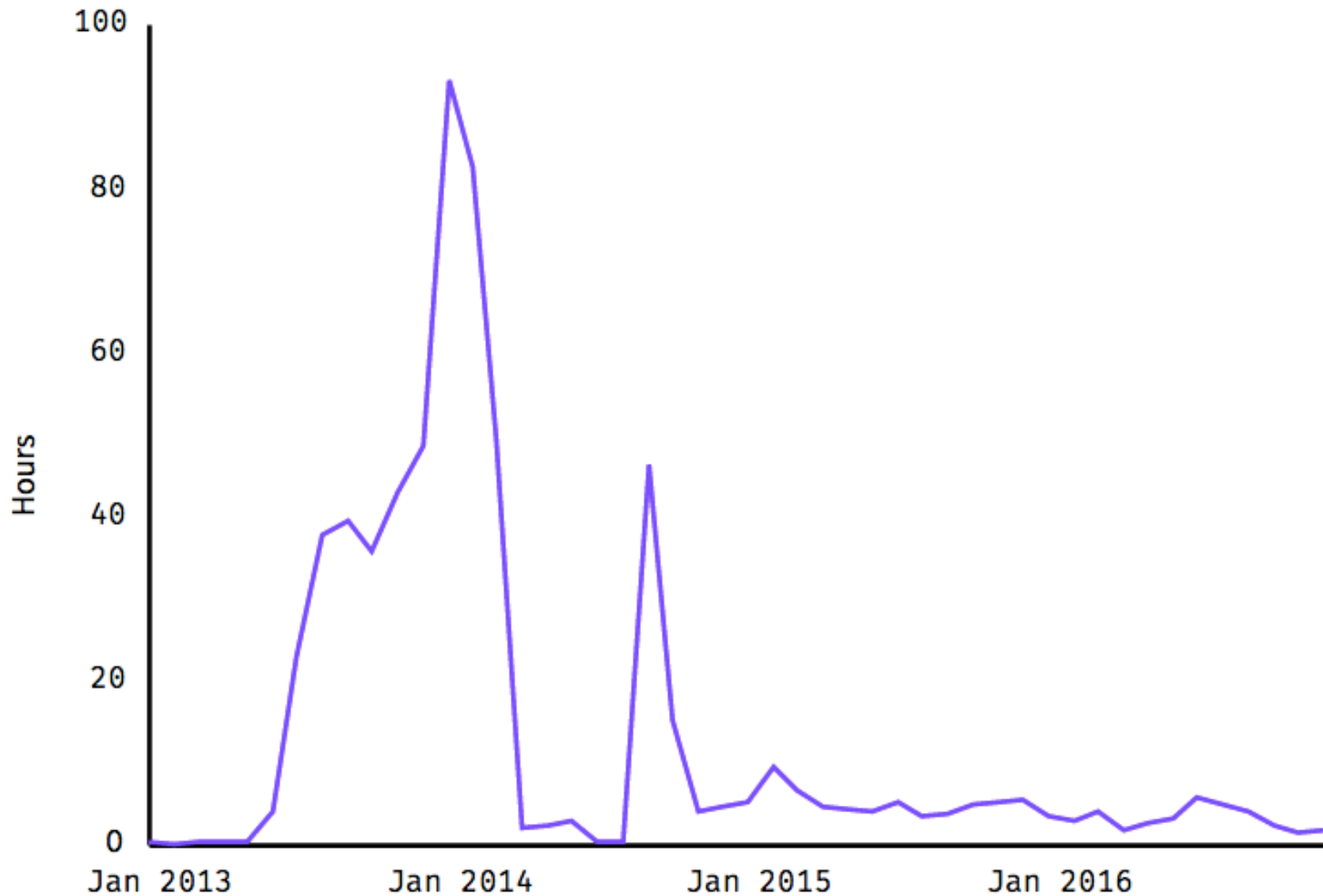
Select, Navigate, Coordinate, Organize

## Process and Provenance

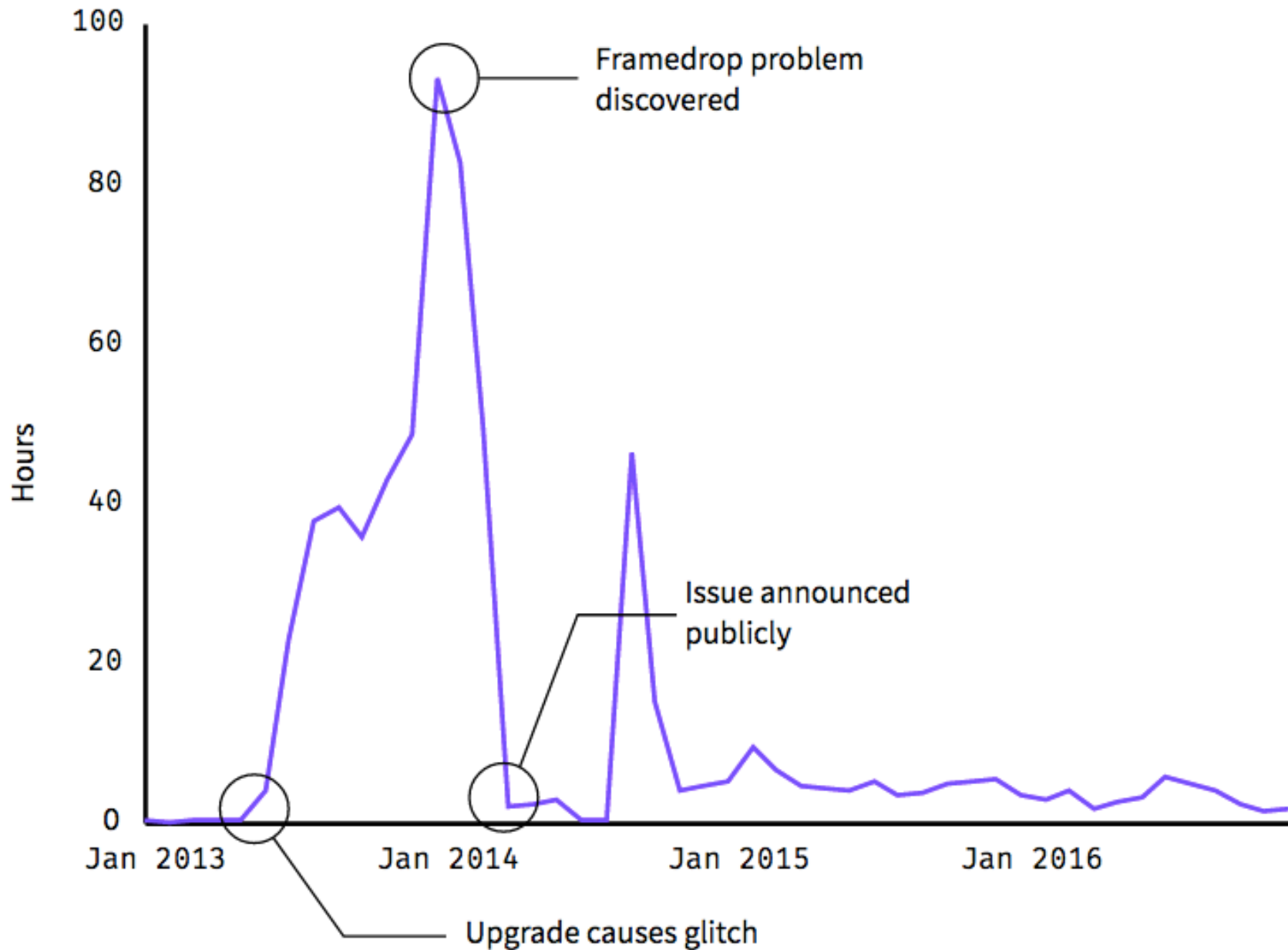
Record, Annotate, Share, Guide



# Hours of footage lost each month due to dropped frames



# Hours of footage lost each month due to dropped frames



# Taxonomy of Interactions

## Data and View Specification

Visualize, Filter, Sort, Derive

## View Manipulation

Select, Navigate, Coordinate, Organize

## Process and Provenance

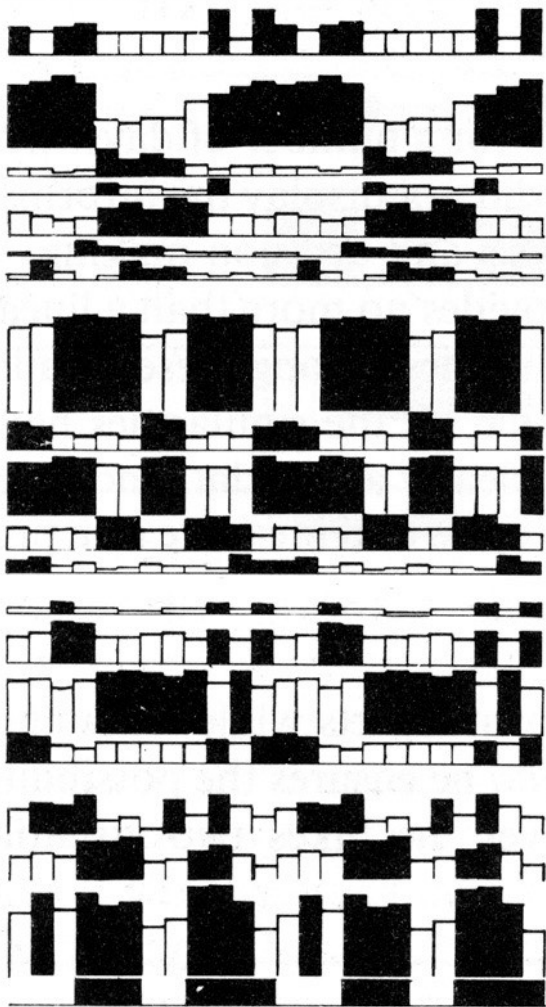
Record, Annotate, Share, Guide

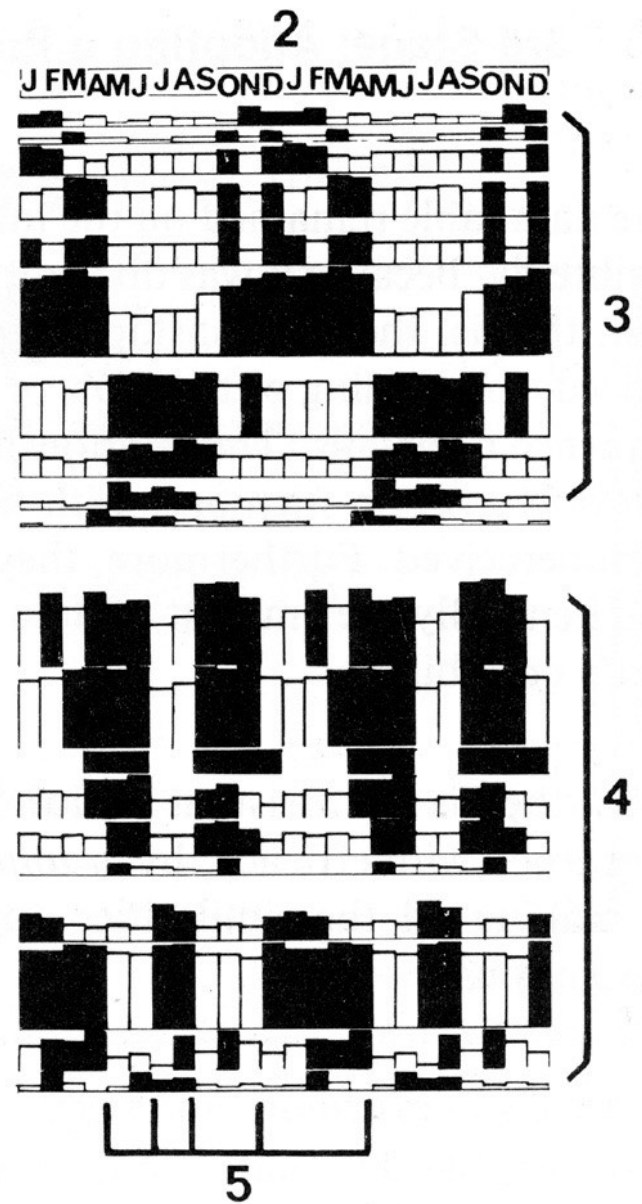
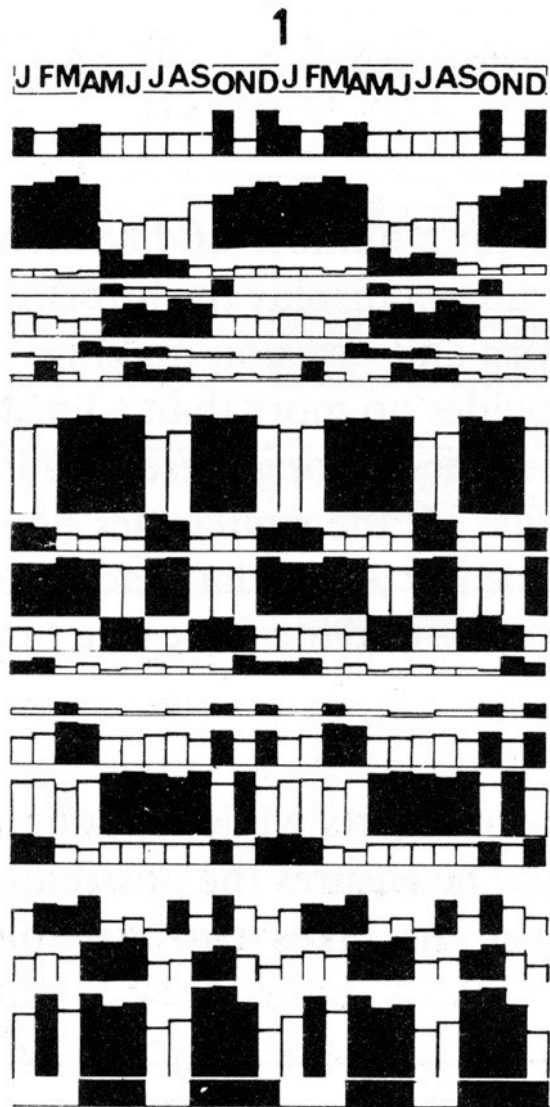
**EXAMPLE:**  
**Bertin's Hotel Data**

J	F	M	A	M	J	J	A	S	O	N	D		
26	21	26	28	20	20	20	20	20	40	15	40	1	% CLIENTELE FEMALE
69	70	77	71	37	36	39	39	55	60	68	72	2	% —" — LOCAL
7	6	3	6	23	14	19	14	9	6	8	8	3	% —" — U.S.A.
0	0	0	0	8	6	6	4	2	12	0	0	4	% —" — SOUTH AMERICA
20	15	14	15	23	27	22	30	27	19	19	17	5	% —" — EUROPE
1	0	0	8	6	4	6	4	2	1	0	1	6	% —" — M.EAST, AFRICA
3	10	6	0	3	13	8	9	5	2	5	2	7	% —" — ASIA
78	80	85	86	85	87	70	76	87	85	87	80	8	% BUSINESSMEN
22	20	15	14	15	13	30	24	13	15	13	20	9	% TOURISTS
70	70	75	74	69	68	74	75	68	68	64	75	10	% DIRECT RESERVATIONS
20	18	19	17	27	27	19	19	26	27	21	15	11	% AGENCY —" —
10	12	6	9	4	5	7	6	6	5	15	10	12	% AIR CREWS
2	2	4	2	2	1	1	2	2	4	2	5	13	% CLIENTS UNDER 20 YEARS
25	27	37	35	25	25	27	28	24	30	24	30	14	% —" — 20-35 —" —
48	49	42	48	54	55	53	51	55	46	55	43	15	% —" — 35-55 —" —
25	22	17	15	19	19	19	19	19	20	19	22	16	% —" — MORE THAN 55 —" —
163	167	166	174	152	155	145	170	157	174	165	156	17	PRICE OF ROOMS
1.65	1.71	1.65	1.91	1.90	2.	1.54	1.60	1.73	1.82	1.66	1.44	18	LENGTH OF STAY
67	82	70	83	74	77	56	62	90	92	78	55	19	% OCCUPANCY
			X	X	X			X	X	X	X	20	CONVENTIONS

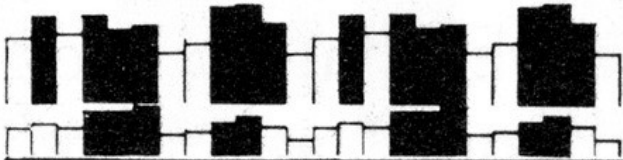
1

J FMAMJ JASONDJ FMAMJ JASOND





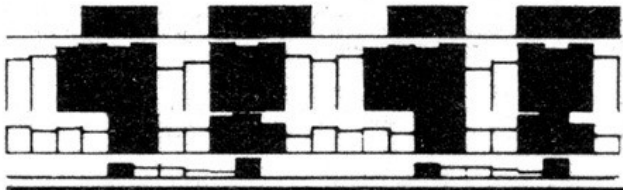
J F M A M J J A S O N D J F M A M J J A S O N D



19 % OCCUPANCY

18 LENGTH OF STAY

ACTIVE AND  
SLOW PERIODS



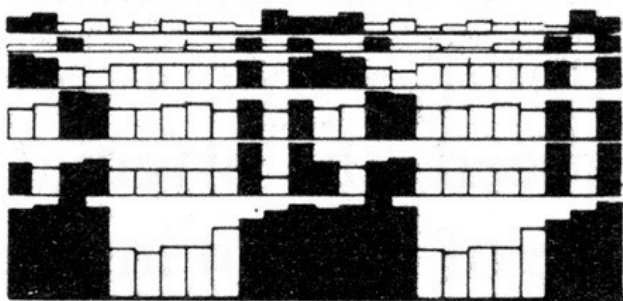
20 CONVENTIONS

8 BUSINESSMEN

11 AGENCY RESERVATIONS

4 SOUTH AMERICA

DISCOVERY FACTORS



18 AIR CREWS

18 CLIENTS UNDER 20 YEARS

16 CLIENTS MORE THAN 55 YEARS

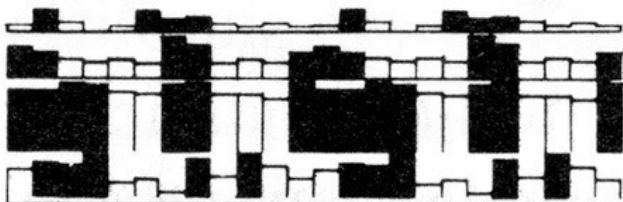
14 CLIENTS FROM 20-35 YEARS

1 FEMALE CLIENTELE

2 LOCAL CLIENTELE

RECOVERY FACTORS

WINTER



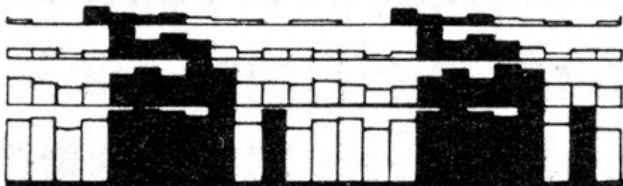
7 ASIA

9 TOURISTS

10 DIRECT RESERVATION

WINTER-SUMMER

17 PRICE OF ROOMS



6 MIDDLE EAST, AFRICA

3 U. S. A.

5 EUROPE

15 CLIENTS FROM 35-55 YEARS

SUMMER





[Graphics and Graphic Information Processing, Bertin 81]



[Graphics and Graphic Information Processing, Bertin 81]



[Graphics and Graphic Information Processing, Bertin 81]

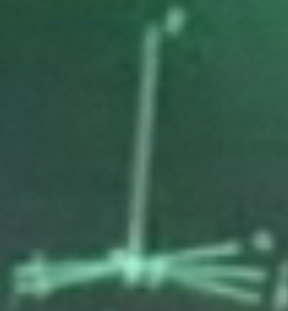
**EXAMPLE:**

**Tukey et al.'s PRIM-9**



PRIM-9, Tukey, Fisherkeller, Friedman 1972

L.



1 200 000  
175 5

8 1750 25 071

1000-27.00.00

7 1 0000

100  
6 1 0000

L,



# Selection



# Basic Selection Methods

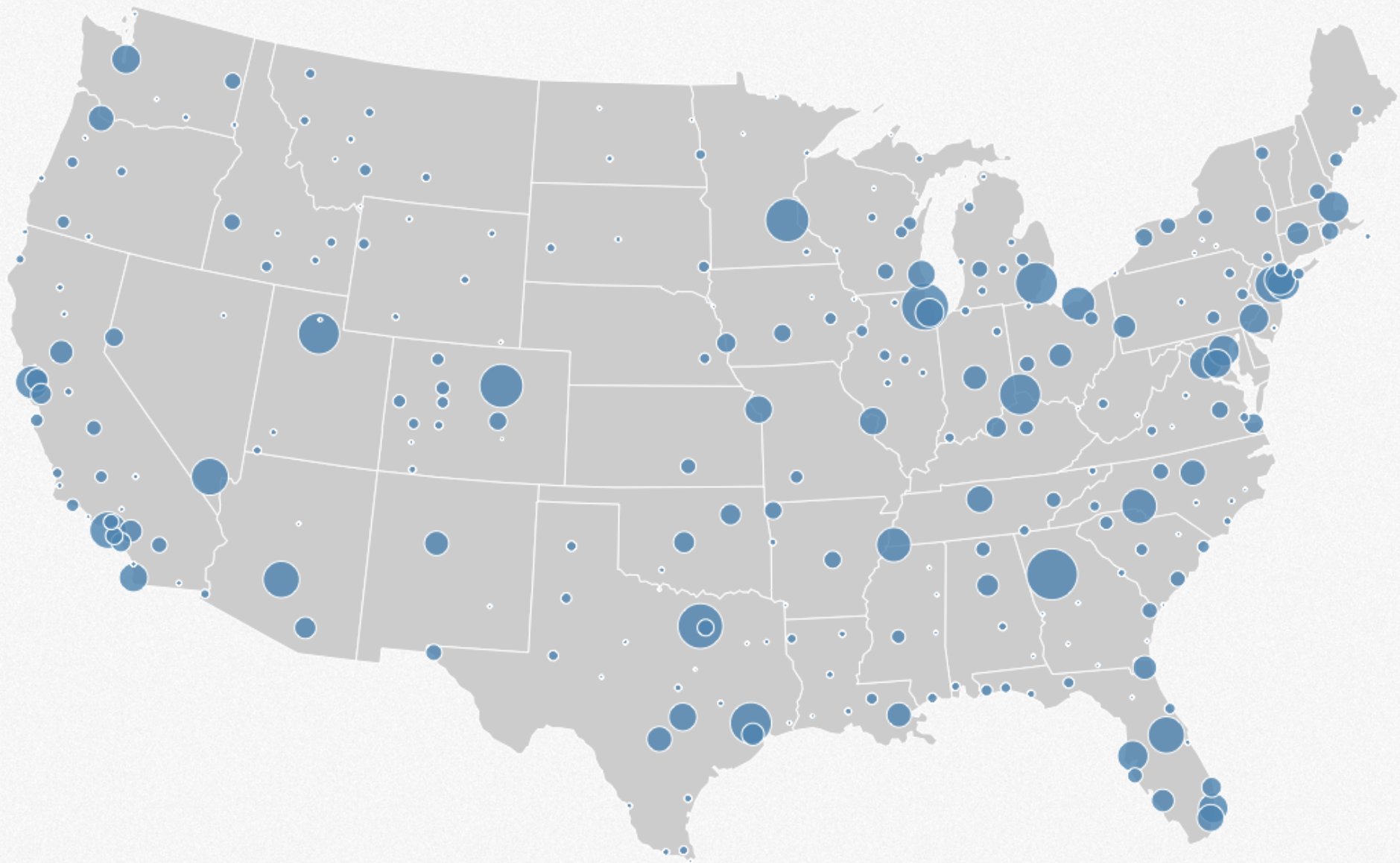
# Basic Selection Methods

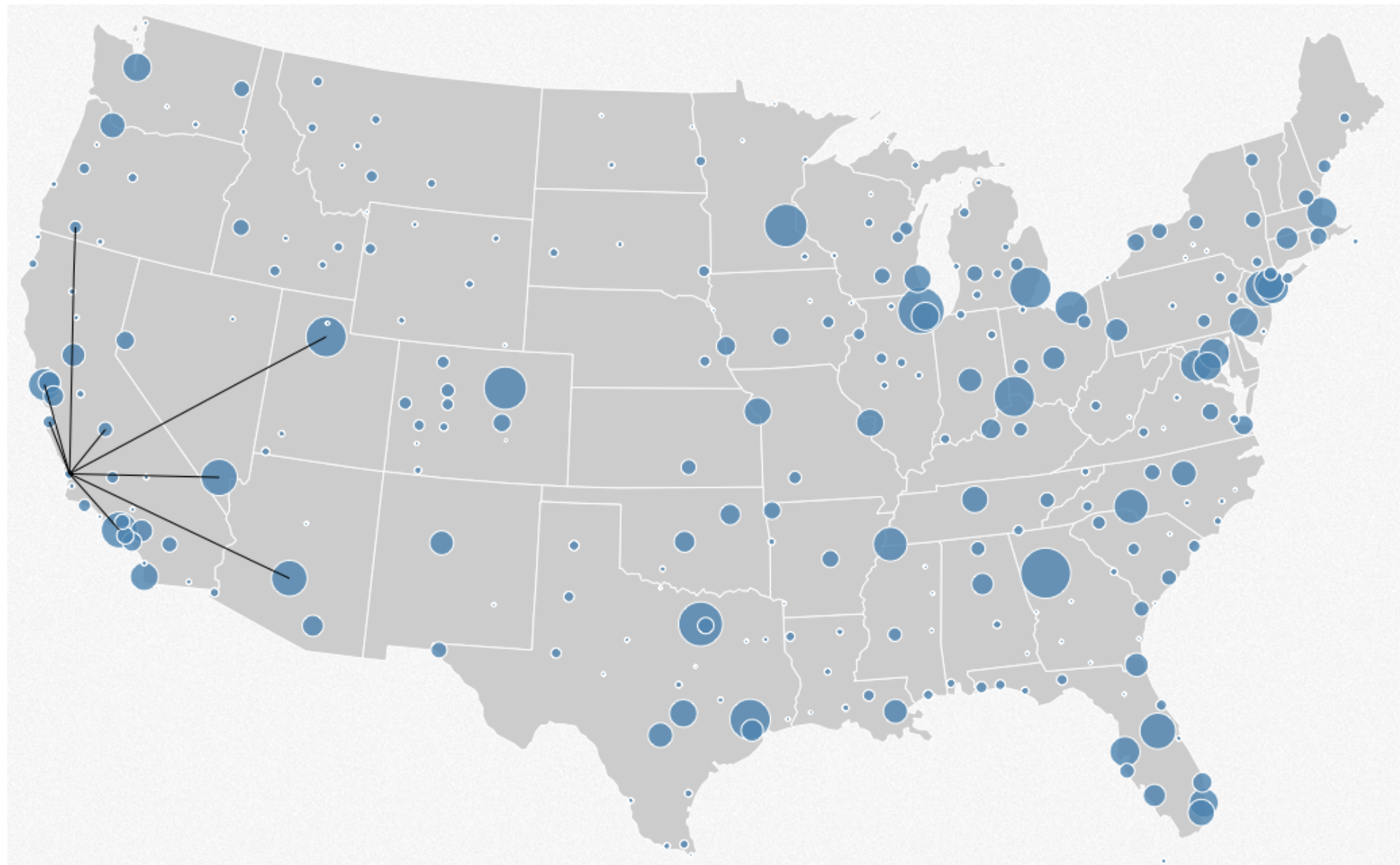
## Point Selection

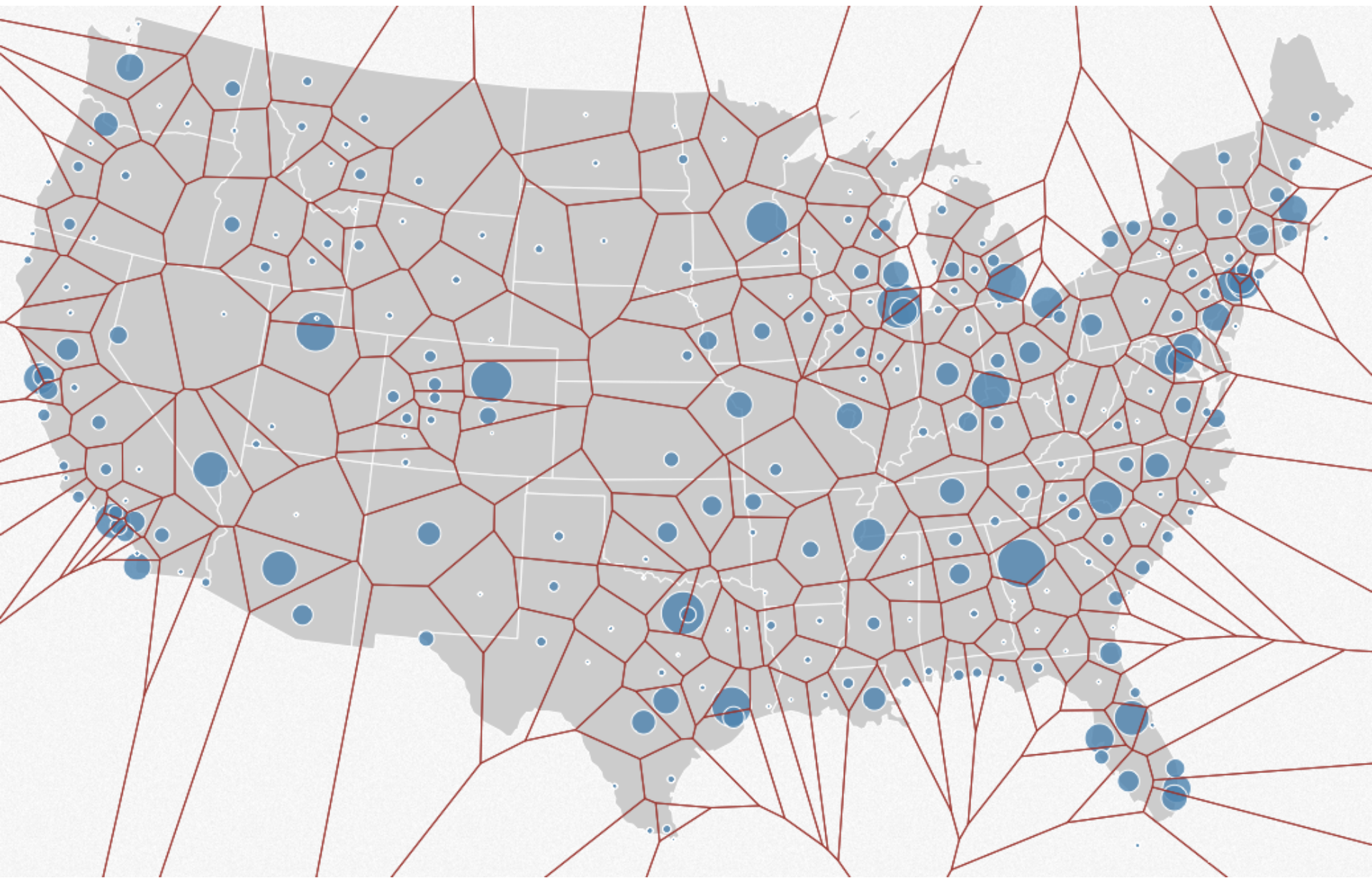
Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)







# Basic Selection Methods

## Point Selection

Mouse Hover / Click

Touch / Tap

Select Nearby Element (e.g., Bubble Cursor)

## Region Selection

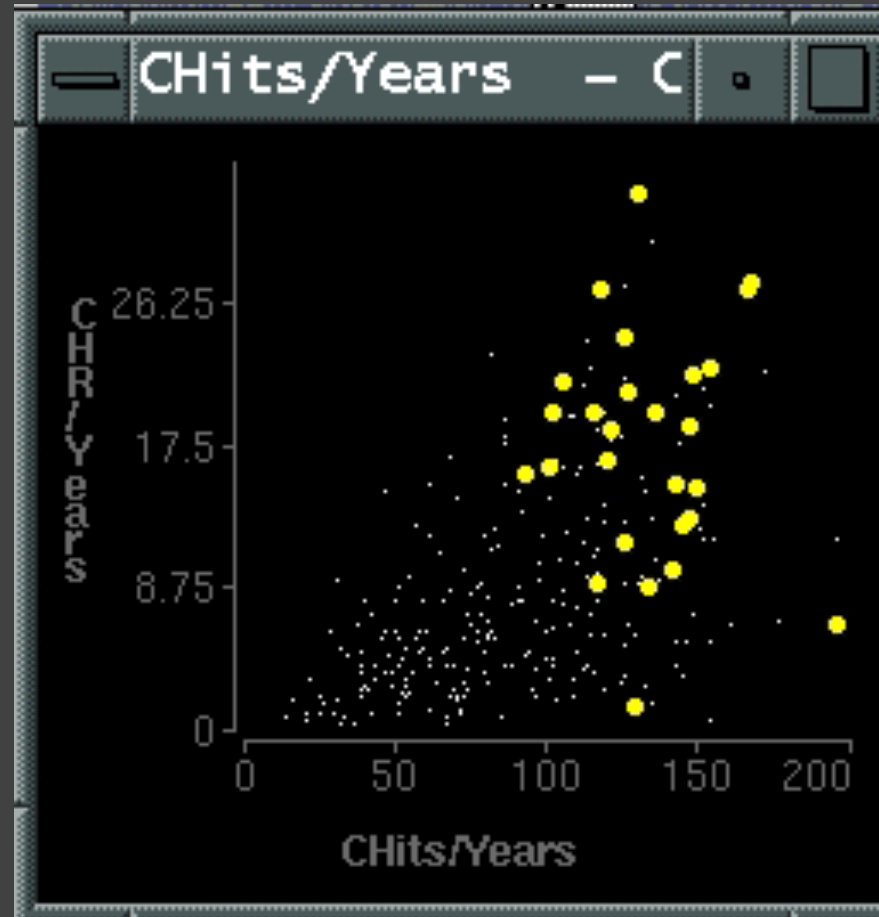
Rubber-band (rectangular) or Lasso (freehand)

Area cursors ("brushes")

# Brushing & Linking

# Brushing

Direct attention to a subset of data [Wills 95]

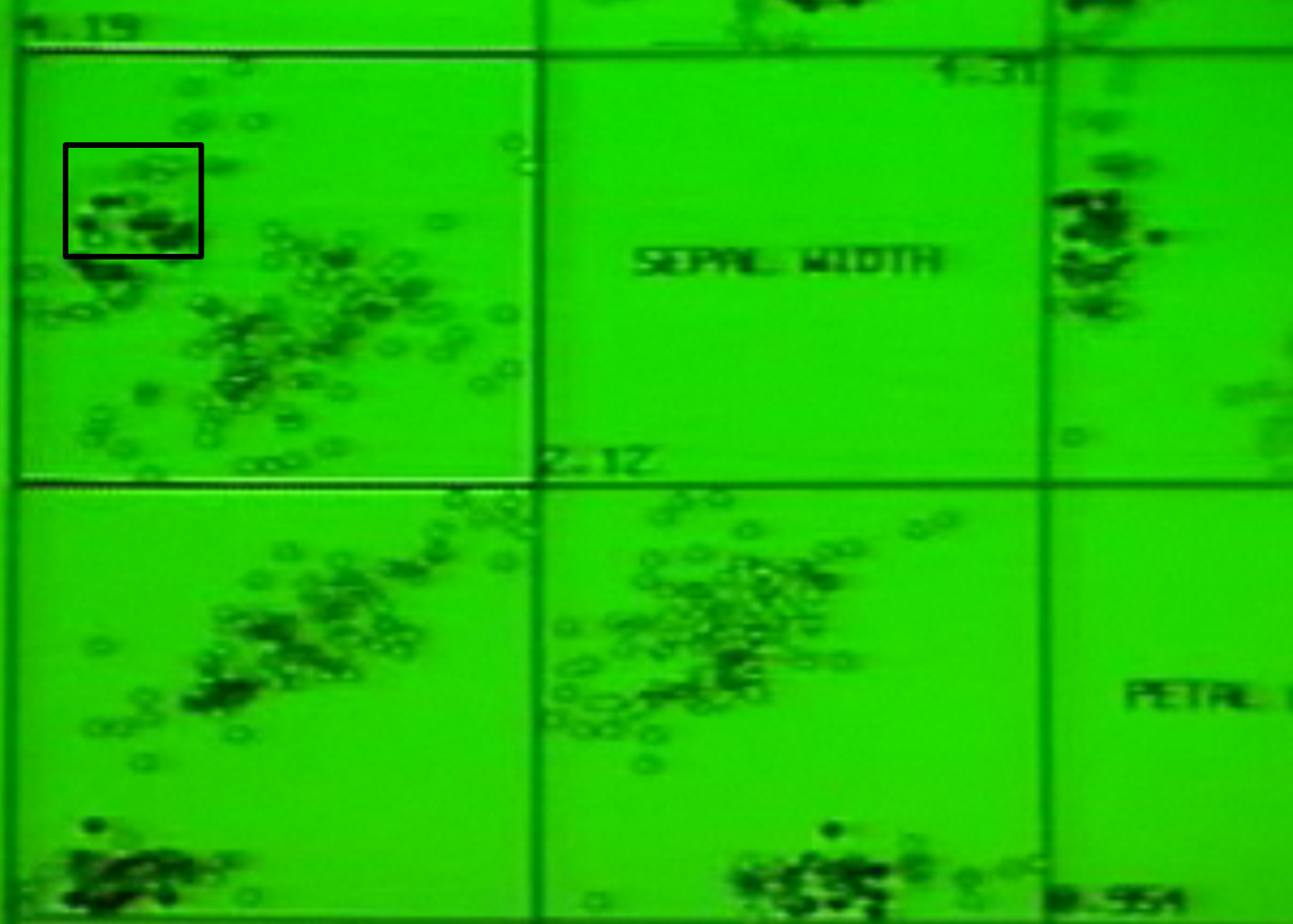




# Brushing & Linking

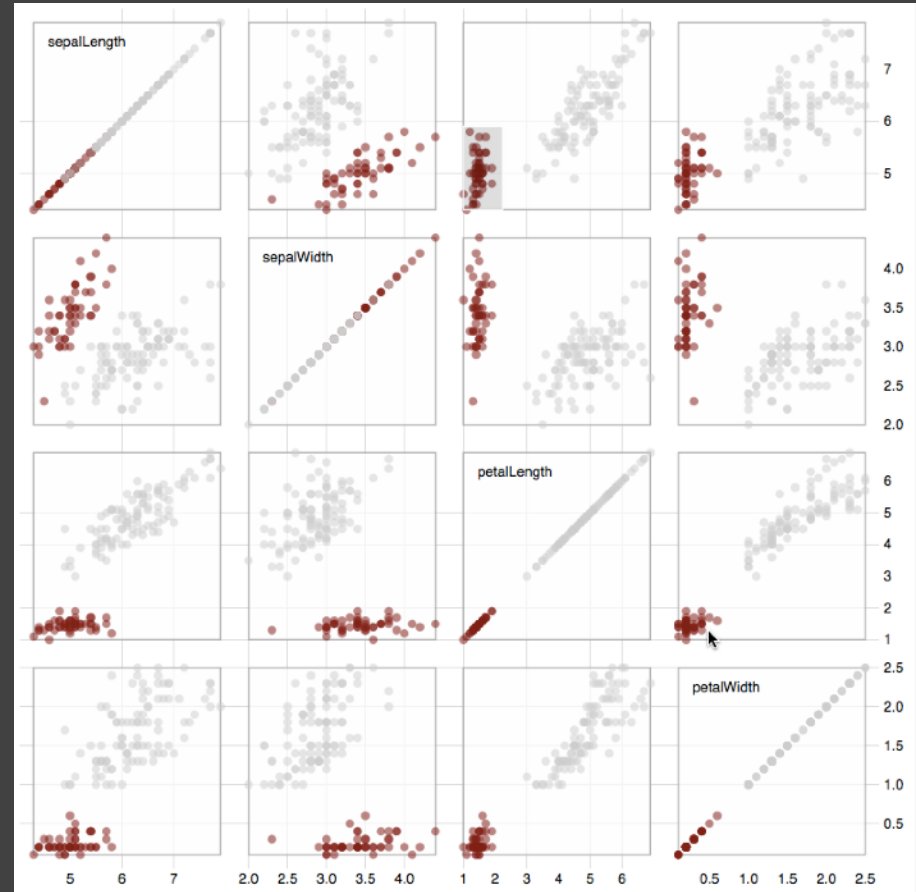
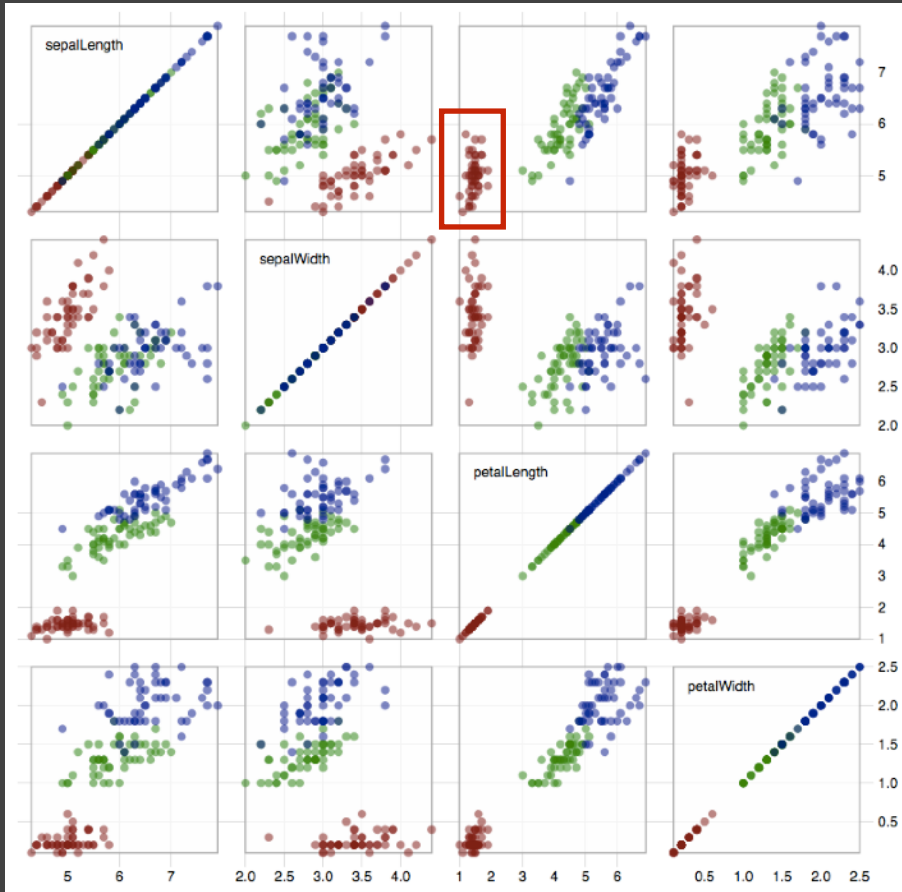
Select ("**brush**") a subset of data  
See selected data in other views

The components must be **linked**  
by *tuple* (matching data points), or  
by *query* (matching range or values)



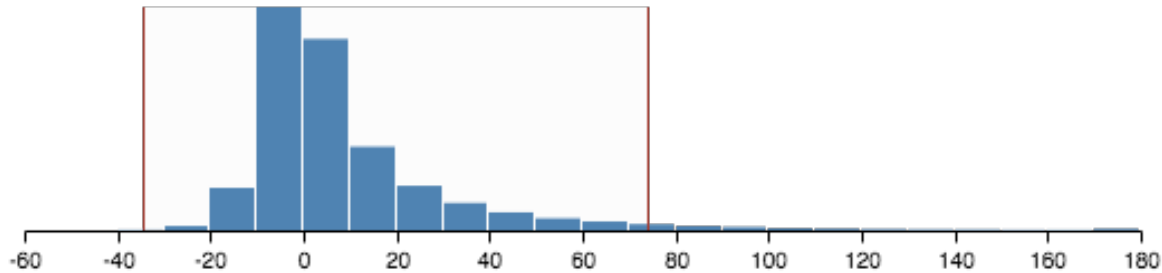
Brushing Scatterplots, Becker & Cleveland 1982

# Brushing Scatterplots

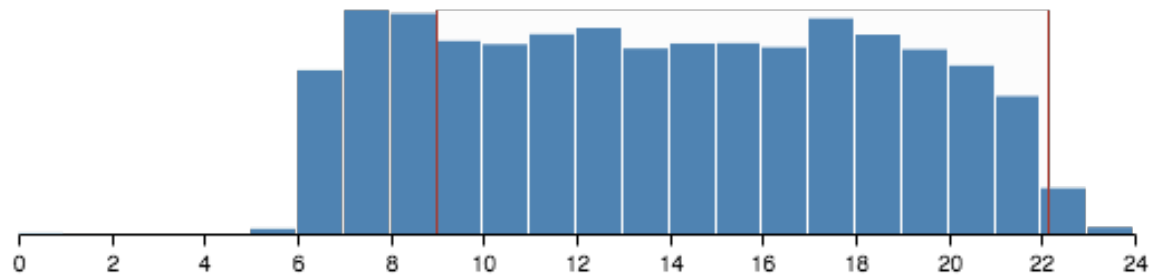


# Cross-Filtering

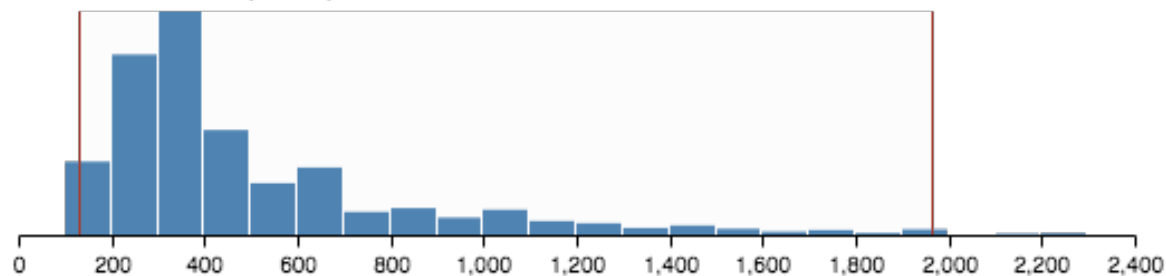
Arrival Delay (min)



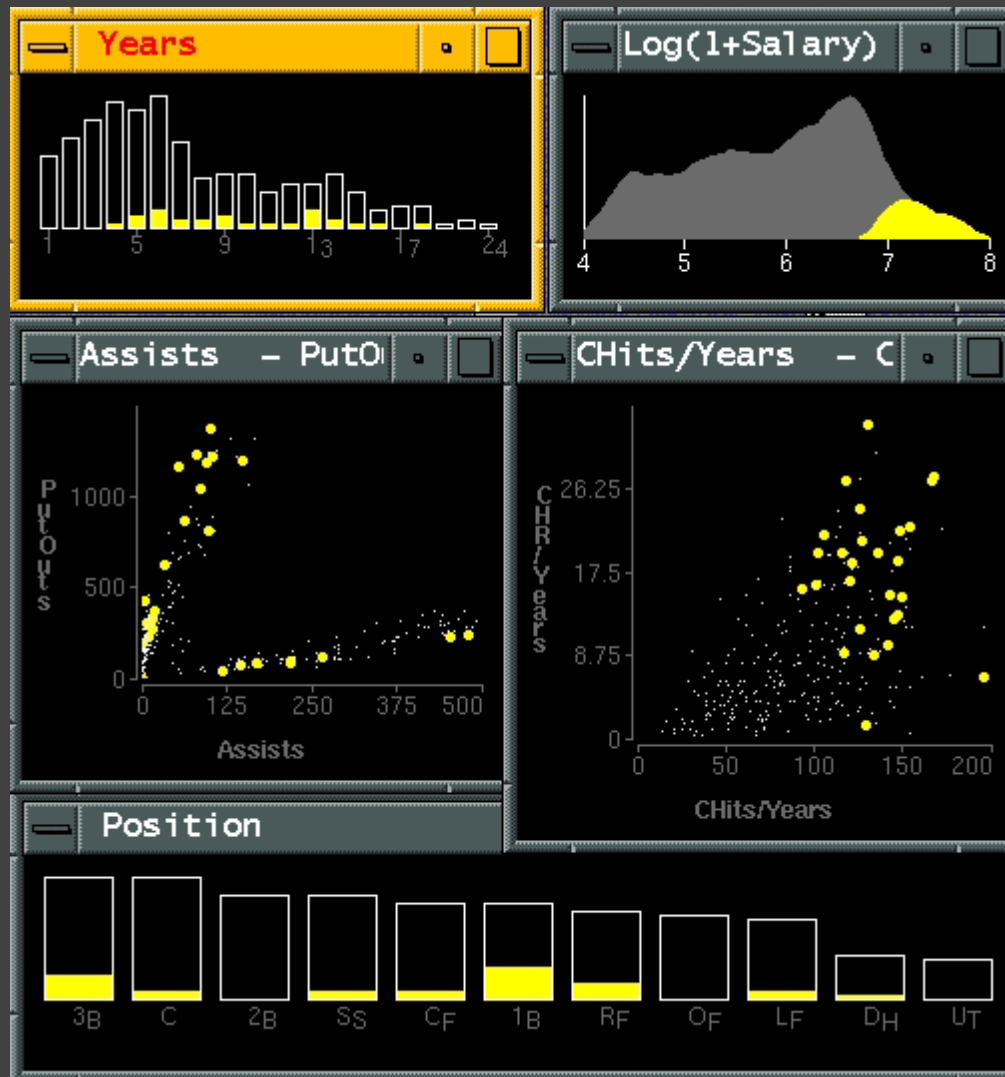
Local Departure Time (hour)



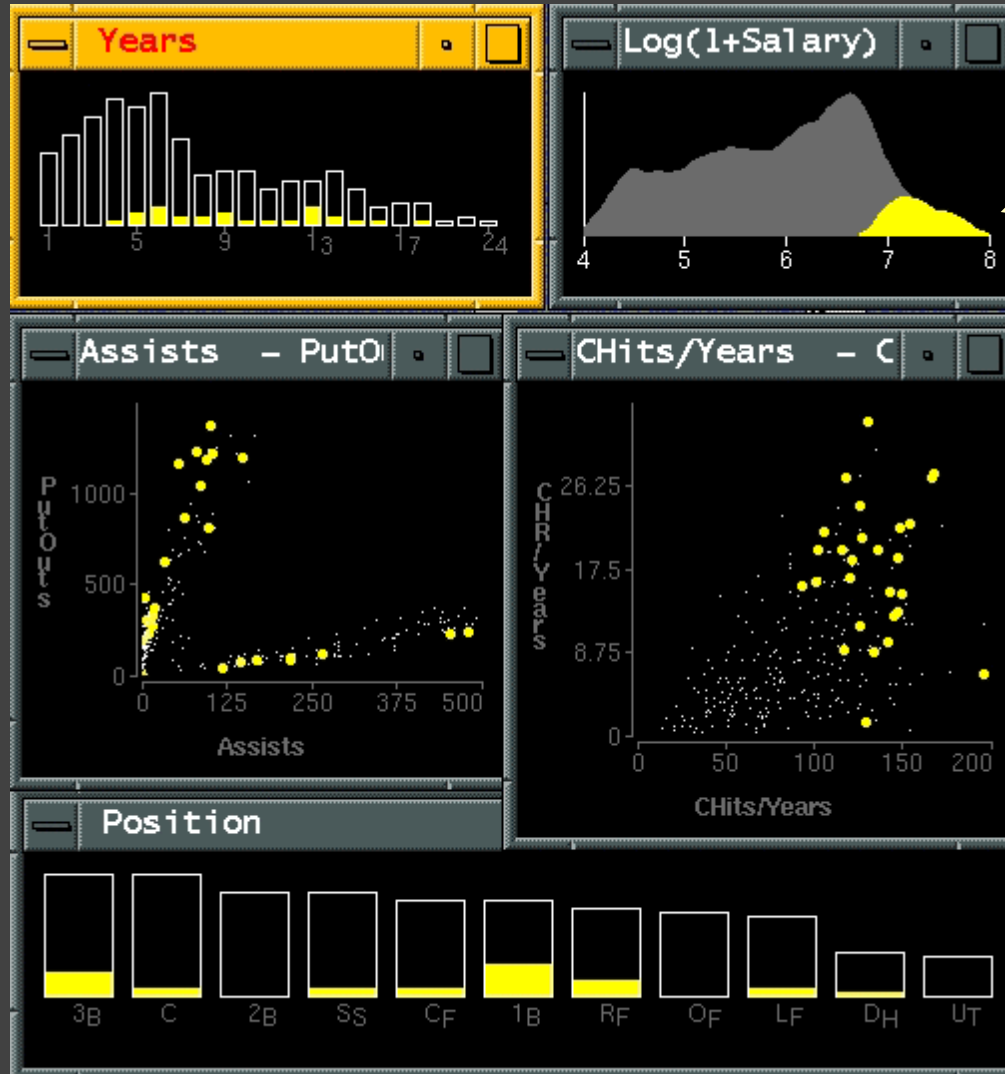
Travel Distance (miles)



# Baseball Statistics [Wills 95]

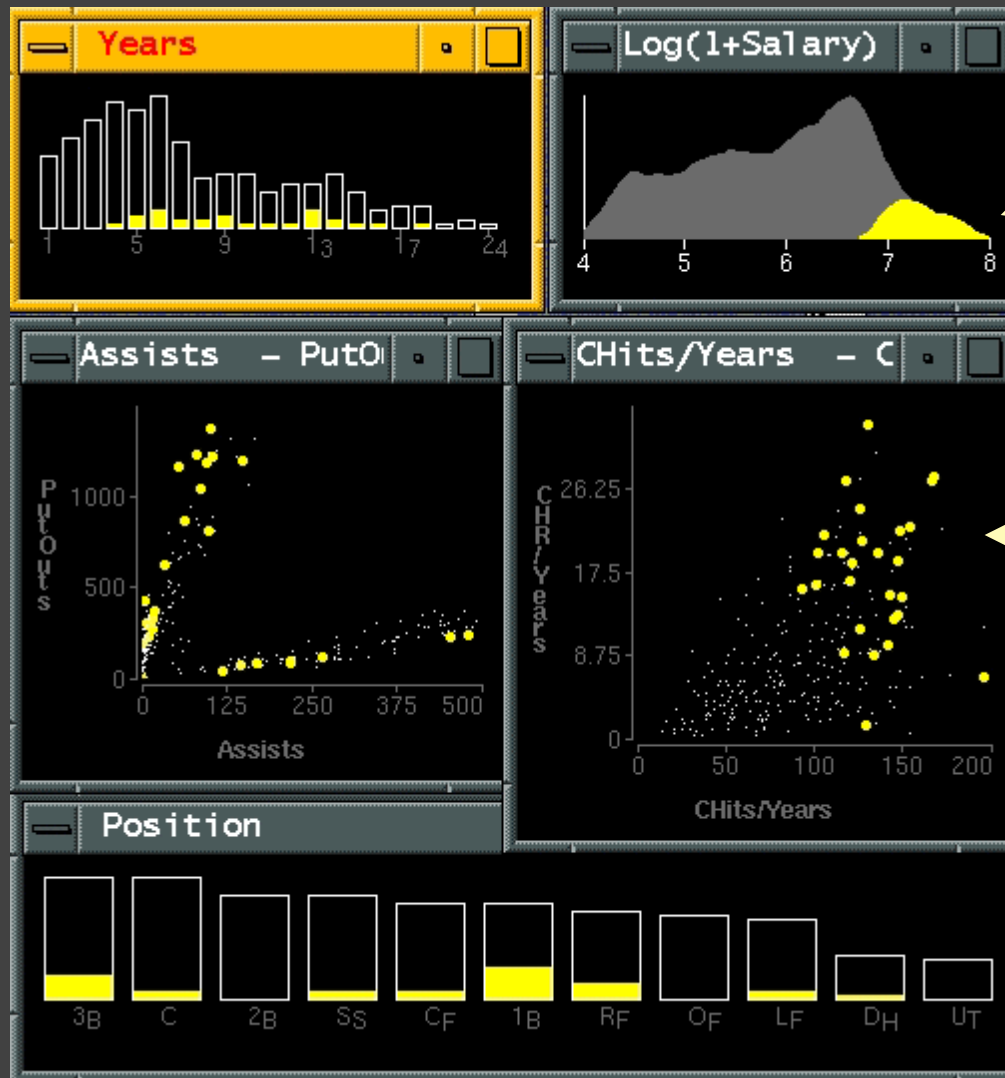


# Baseball Statistics [Wills 95]



select high salaries

# Baseball Statistics [Wills 95]

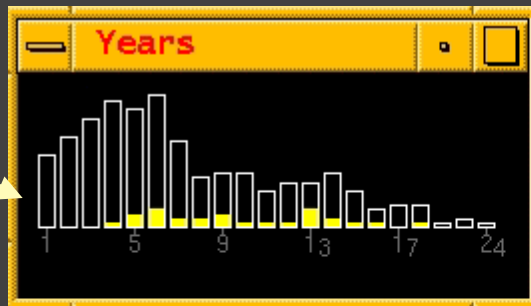


select high salaries

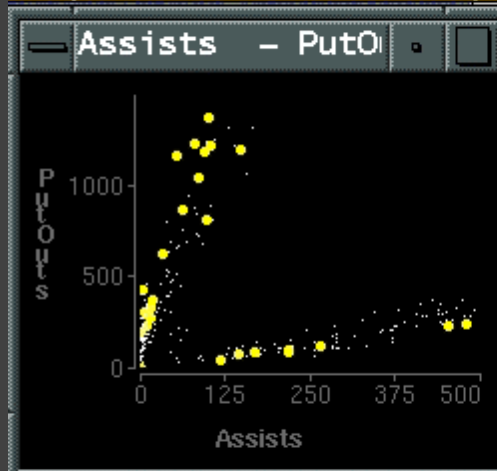
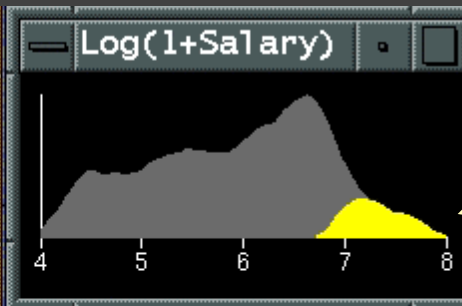
avg career HRs vs avg career hits (batting ability)

# Baseball Statistics [Wills 95]

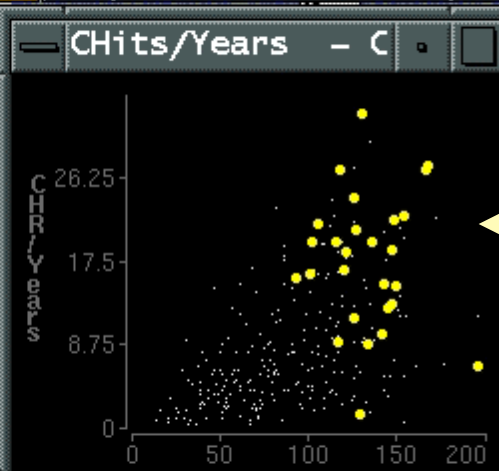
how long  
in majors



select high  
salaries



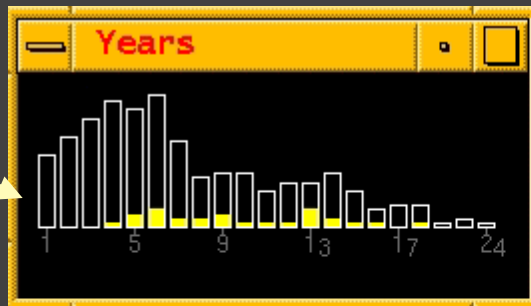
avg career  
HRs vs avg  
career hits  
(batting ability)



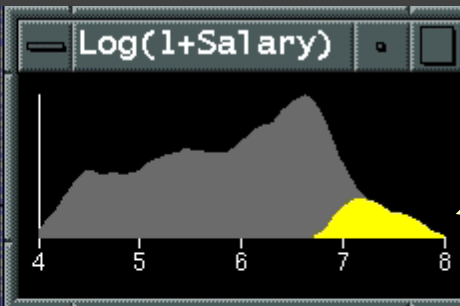


# Baseball Statistics [Wills 95]

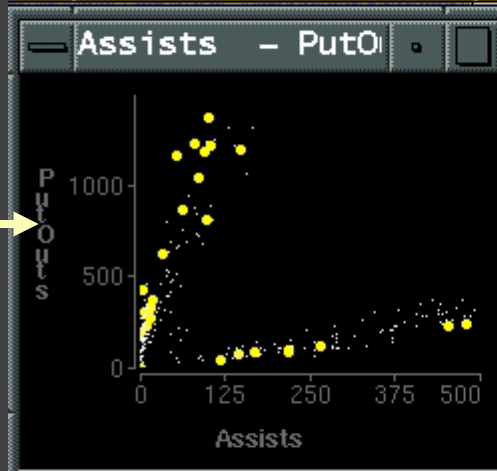
how long  
in majors



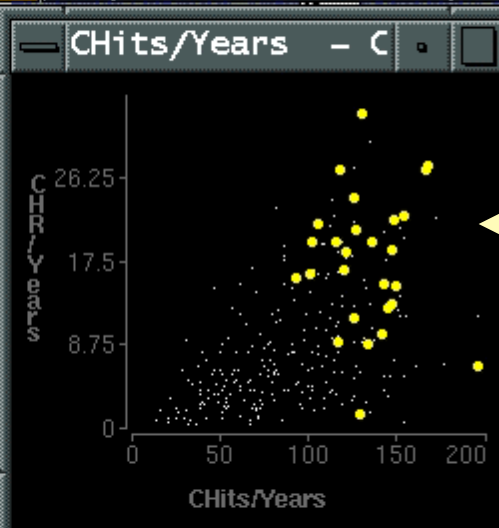
select high  
salaries



avg assists vs  
avg putouts  
(fielding ability)



avg career  
HRs vs avg  
career hits  
(batting ability)

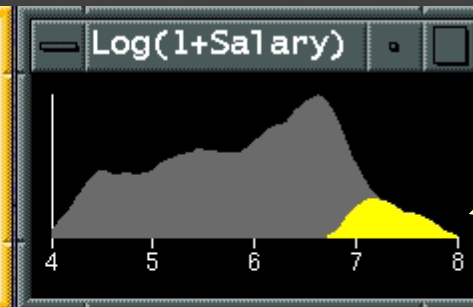


# Baseball Statistics [Wills 95]

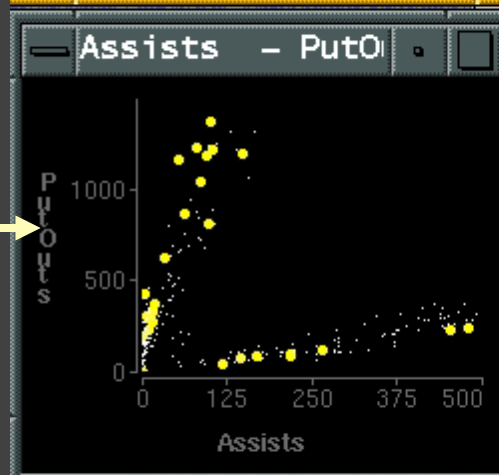
how long  
in majors



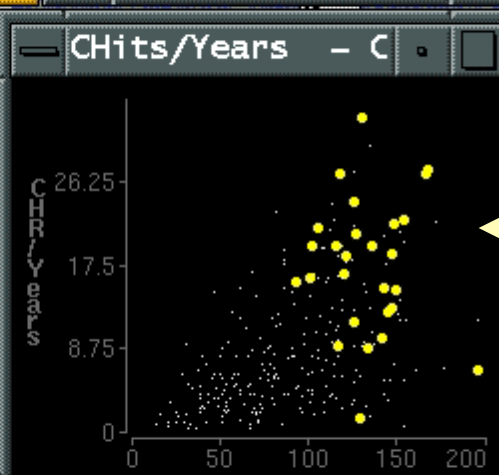
select high  
salaries



avg assists vs  
avg putouts  
(fielding ability)



avg career  
HRs vs avg  
career hits  
(batting ability)



distribution  
of positions  
played



# Linking Assists to Positions



# Dynamic Queries

# Query & Results

SELECT house FROM seattle\_homes

WHERE price < 1,000,000 AND bedrooms > 2

ORDER BY price

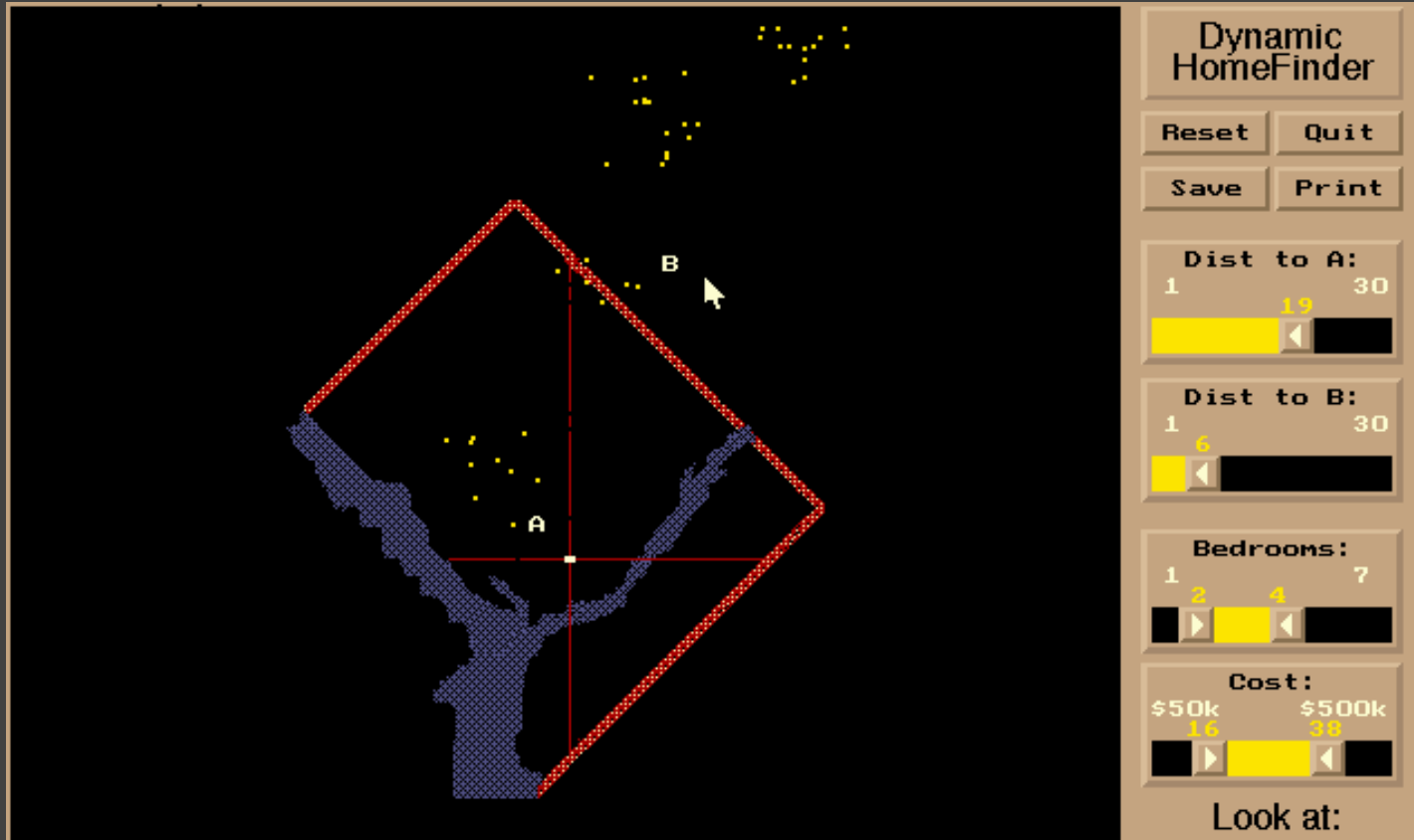
Dynamic Browser : DC Home Finder

IdNumber	Dwelling	Address	City
2	House	5256 S. Capitol St.	Beltsville, MD
4	House	5536 S. Lincoln St.	Beltsville, MD
5	House	5165 Jones Street	Beltsville, MD
8	House	5007 Jones Street	Beltsville, MD
9	House	4872 Jones Street	Beltsville, MD
17	House	5408 S. Capitol St.	Beltsville, MD
20	House	5496 S. Capitol St.	Beltsville, MD
85	Condo	5459 S. Lincoln St.	Laurel, MD
86	Condo	5051 S. Lincoln St.	Laurel, MD
88	Condo	5159 Hamilton Street	Laurel, MD
92	Condo	5132 Hamilton Street	Laurel, MD
93	Condo	5221 S. Lincoln St.	Laurel, MD
94	Condo	5043 S. Lincoln St.	Laurel, MD
95	Condo	4970 Jones Street	Laurel, MD
97	Condo	4677 Jones Street	Laurel, MD
98	Condo	4896 S. Capitol St.	Laurel, MD
99	Condo	5048 S. Capitol St.	Laurel, MD
100	Condo	4597 31st Street	Laurel, MD
101	Condo	5306 S. Lincoln St.	Laurel, MD
103	Condo	5562 Glass Road	Laurel, MD
105	Condo	5546 Hamilton Street	Laurel, MD
152	House	7670 31st Street	Upper Marlboro, MD

# Issues with Textual Queries

1. For programmers
2. Rigid syntax
3. Only shows exact matches
4. Too few or too many hits
5. No hint on how to reformulate the query
6. Slow question-answer loop
7. Results returned as table

# HomeFinder



The yellow dots above are homes in the DC area for sale. You may get more information on a home by selecting it. You may drag the 'A' and 'B' distance markers to your office or any other location you want to live near. Select distances, bedrooms, and cost ranges by dragging the corresponding slider boxes on the right. Select specific home types and services by pressing the labeled buttons on the right.

**Dynamic HomeFinder**

Reset Quit

Save Print

Dist to A:  
1 30  
19

Dist to B:  
1 30  
6

Bedrooms:  
1 2 4 7

Cost:  
\$50k \$500k  
16 38

Look at:  
Hse TH Cnd

Features:  
Grg Fp1  
CAC New

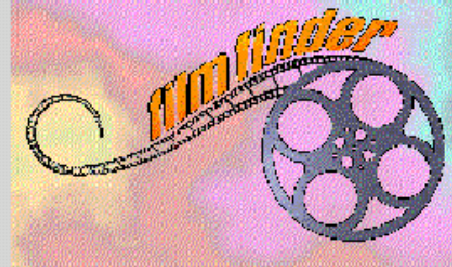
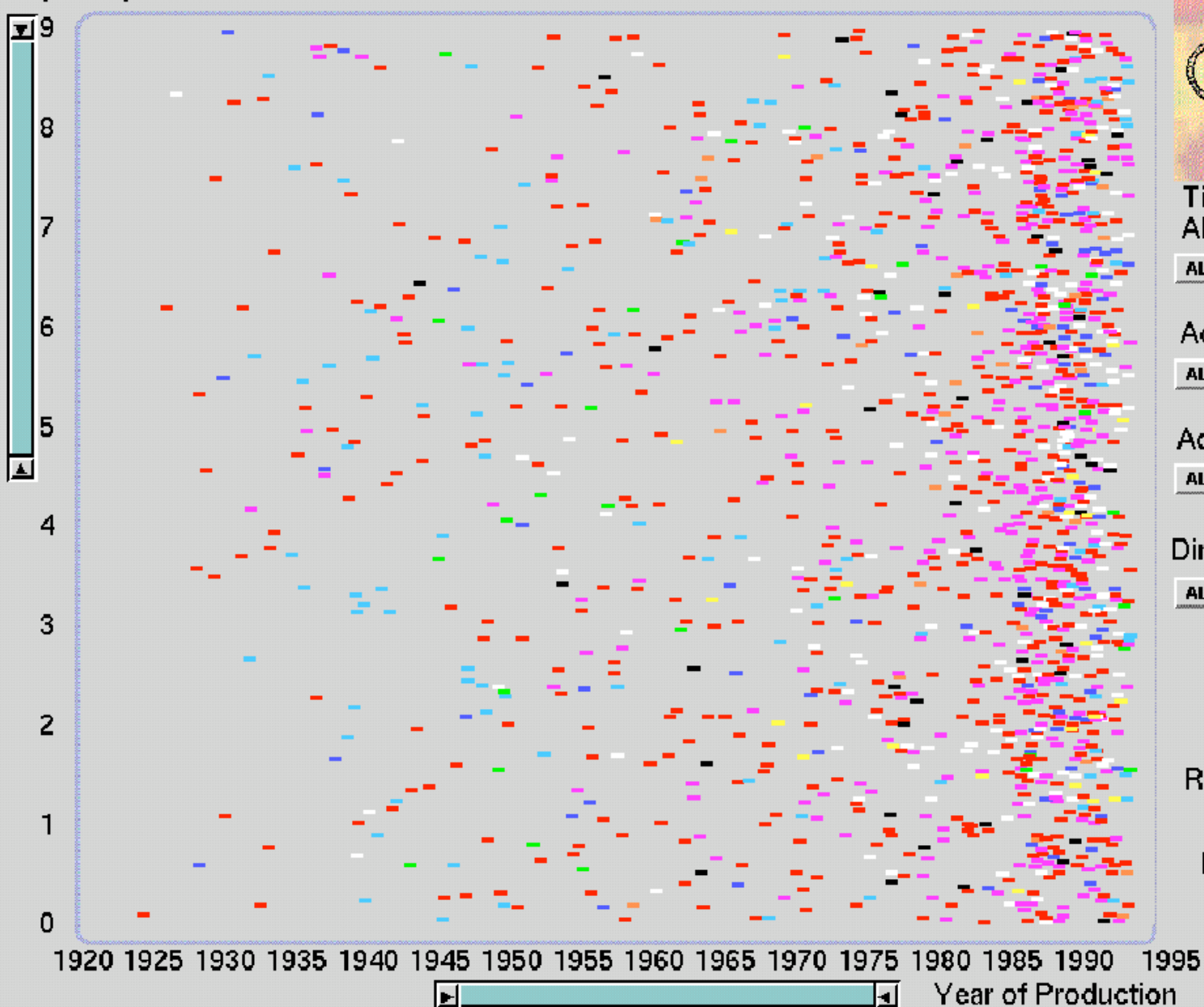
[Williamson and Shneiderman 92]

# Direct Manipulation

1. Visual representation of objects and actions
2. Rapid, incremental and reversible actions
3. Selection by pointing (not typing)
4. Immediate and continuous display of results



# Popularity



Title : ALL  
 ALL   
A B C D F G H L M N P R S T W Z

Actor : ALL  
 ALL   
A B C D F G H J K L M P R S T W Z

Actress : ALL  
 ALL   
A B C D F G H K L M P R S T W Z

Director : ALL  
 ALL   
A B C D F G H J K L M P R S T W Z

0 Length 450  
 0 450

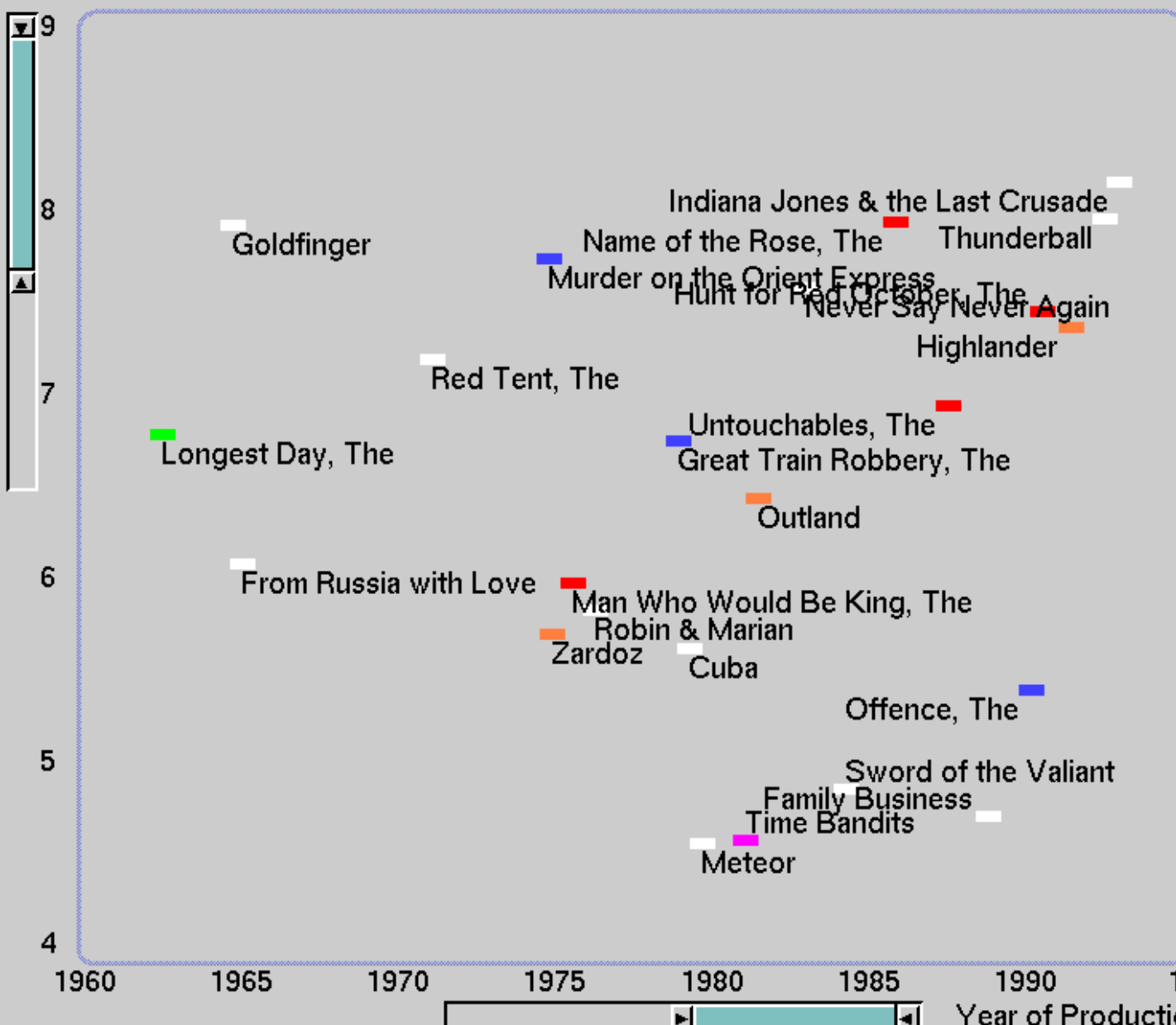
Ratings  G  PG  
 PG-13  R

Films Shown: 1455



Copyright (C) 1993 HCIL

- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror



**Title :**  
  
A B C D F G H L M N P R S T W Z

**Actor : Connery, Sean**  
  
A B C D F G H J K L M P R S T W Z

**Actress : ALL**  
  
A B C D F G H K L M P R S T W Z

**Director : ALL**  
  
A B C D F G H J K L M P R S T W Z

**Length**  
 60  450

**Ratings**  
 G  PG  
 PG-13  R

**Films Shown: 24**



Copyright (C) 1993 HCIL

- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror

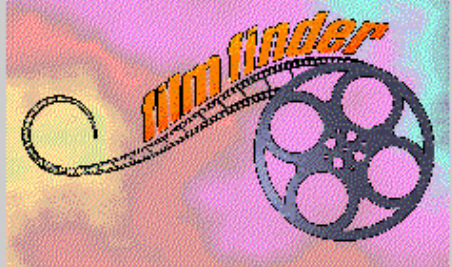
# Alphaslider (?)

Title :

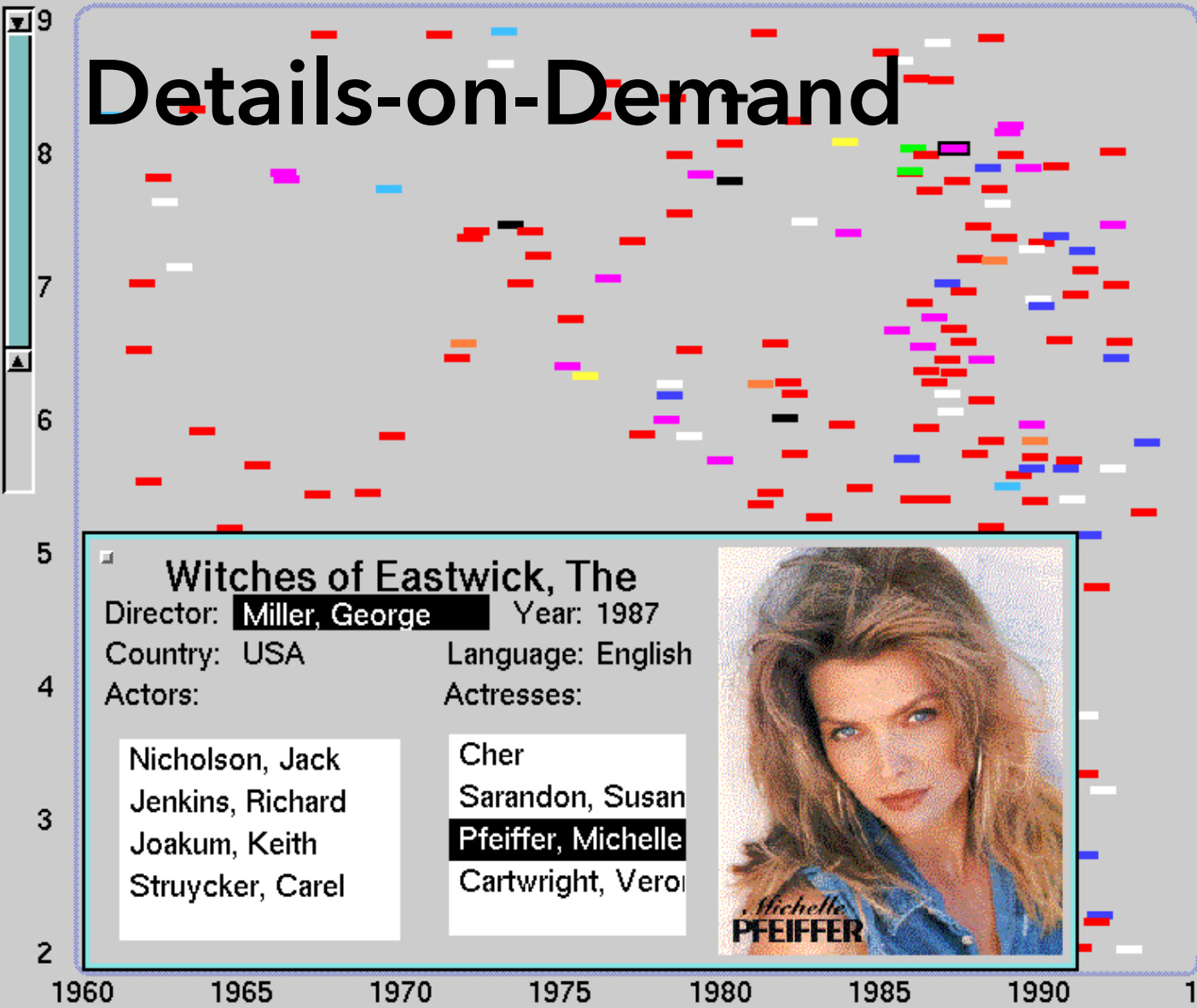
Moonstruck

ALL

A B C D F G H L M N P R S T W Z



# Details-on-Demand



Title : ALL

ALL

AB C D F G H L M N P R S T W Z

Actor : ALL

ALL

AB C D F G H J K L M P R S T W Z

Actress : Pfeiffer, Michelle

ALL

AB C D F G H K L M P R S T W Z

Director : Miller, George

ALL

AB C D F G H J K L M P R S T W Z

105 Length 231

0 450

Ratings  G  PG

PG-13  R

Films Shown: 210

**Witches of Eastwick, The**

Director: **Miller, George** Year: 1987

Country: USA Language: English

Actors: Actresses:

Nicholson, Jack	Cher
Jenkins, Richard	Sarandon, Susan
Joakum, Keith	<b>Pfeiffer, Michelle</b>
Struycker, Carel	Cartwright, Veron

- ALL
- Drama
- Mystery
- Comedy
- Music
- Action
- War
- Sci-Fi
- Western
- Horror



Copyright (C) 1993 HCIL

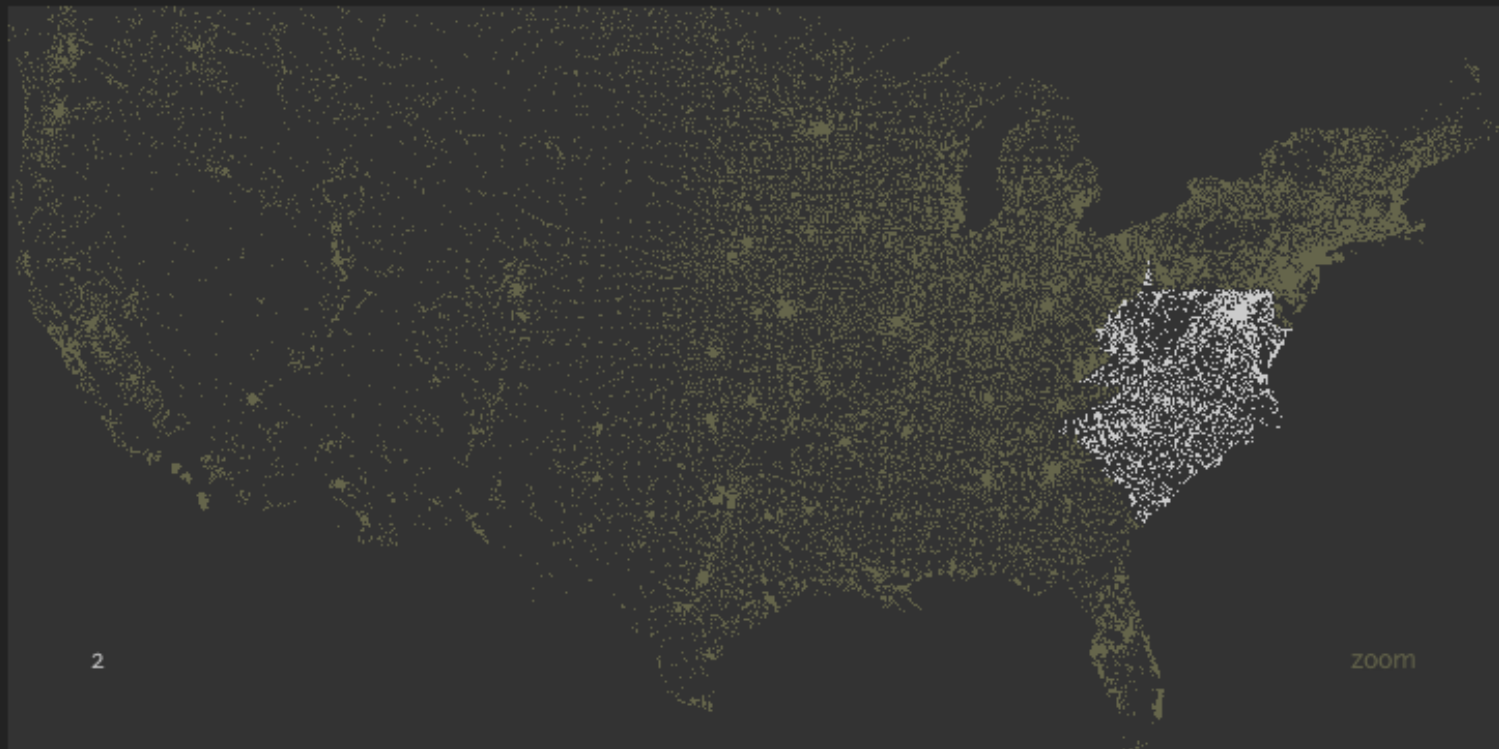
- The Attribute Explorer

- The Attribute Explorer

# Attribute Explorer [Spence & Tweedie 96]

- Video Clip

# Zipdecode [Fry 04]



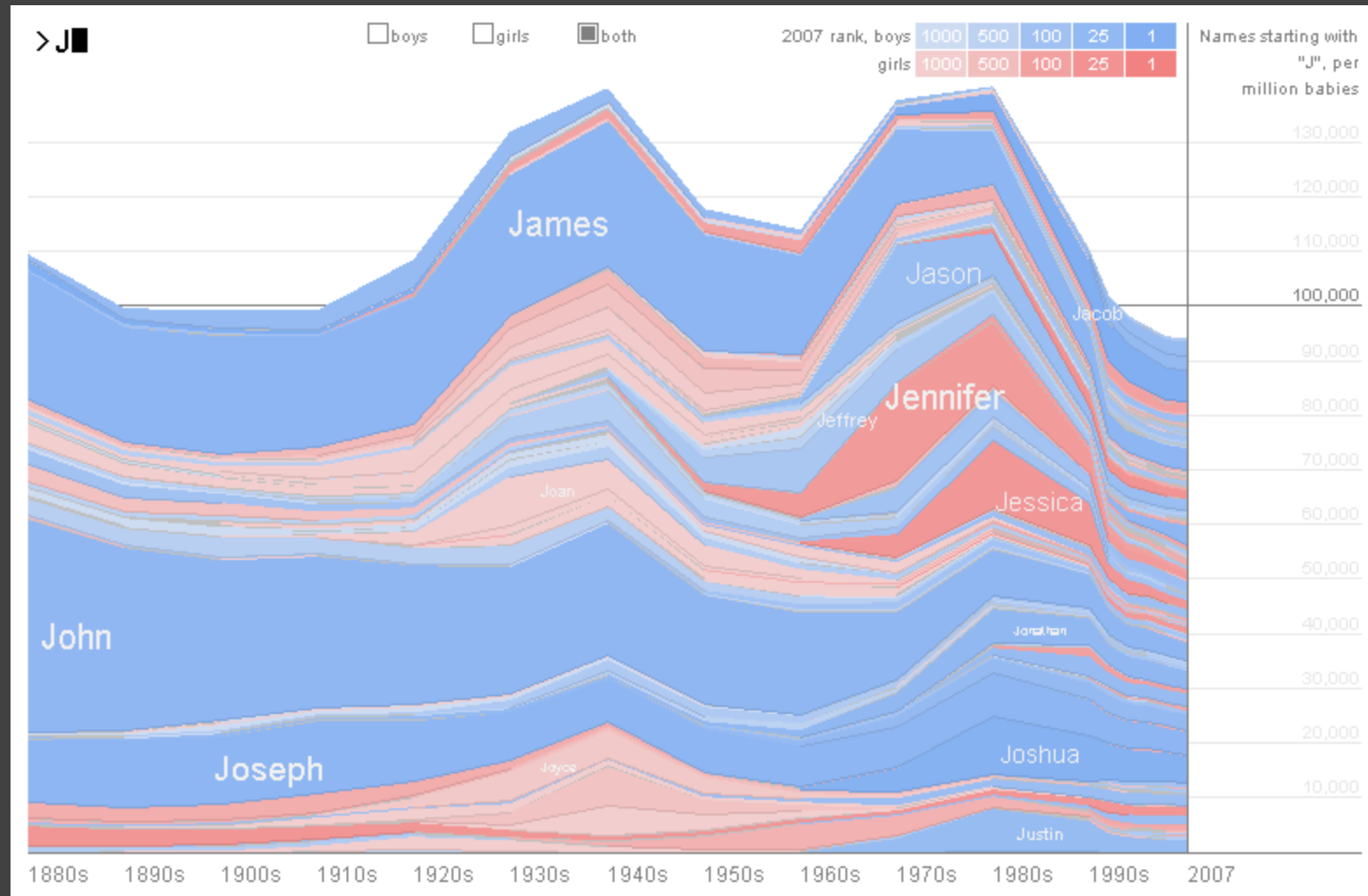
Hit the letter **z**, or click the word **zoom** to enable or disable zooming.

Hold down **shift** while typing a number to replace the previous number (U.S. keyboards only).

<http://benfry.com/zipdecode/>

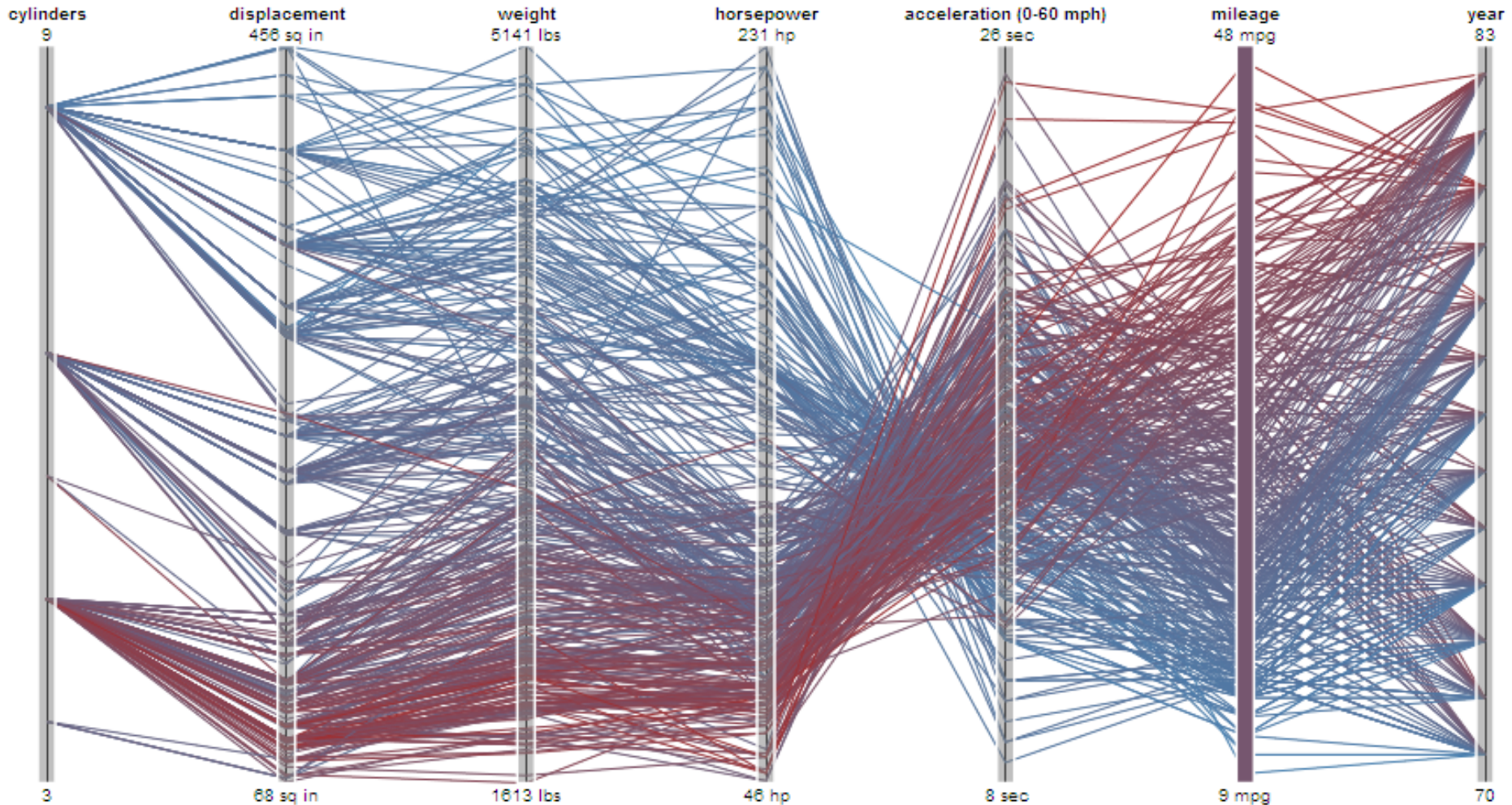


# NameVoyager [Wattenberg 06]

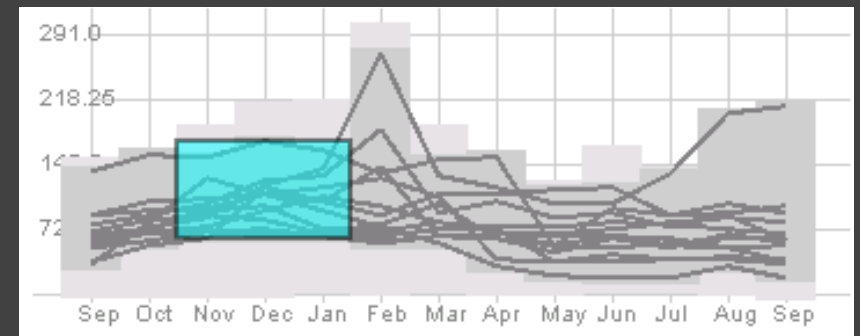
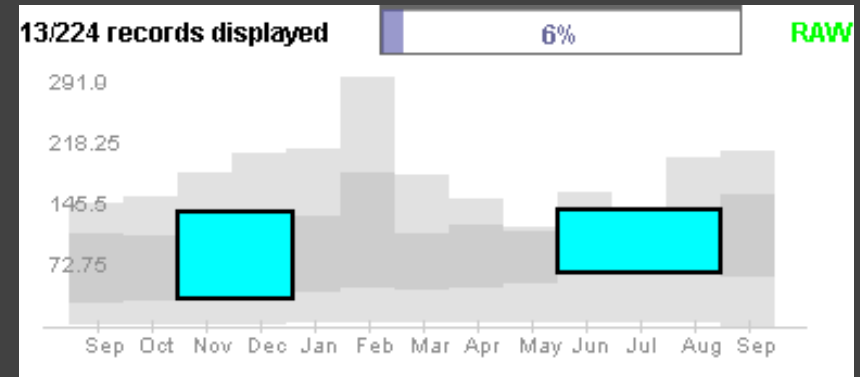
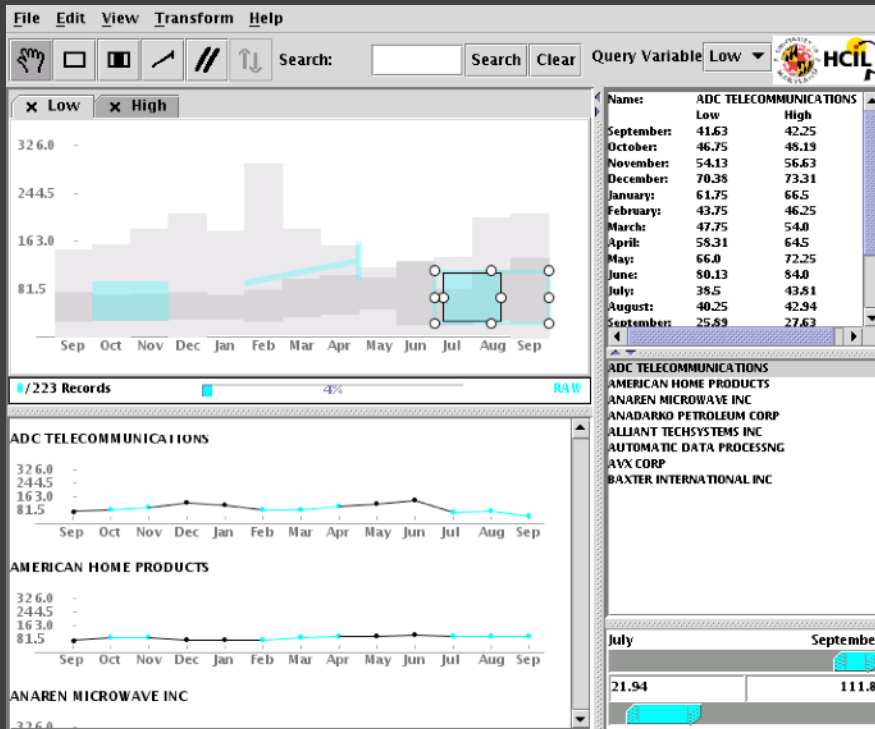


<http://www.babynamewizard.com/voyager>

# Parallel Coordinates [Inselberg]



# TimeSearcher [Hocheiser 02]



Builds on Wattenberg's [2001] idea for sketch-based queries of time-series data.

X Low

X High

Name:

September:

October:

November:

December:

January:

February:

March:

April:

May:

June:

July:

August:

September:

◀

▶

ADC TELECOMM

AMERICAN HOM

ANAREN MICRO

ANADARKO PET

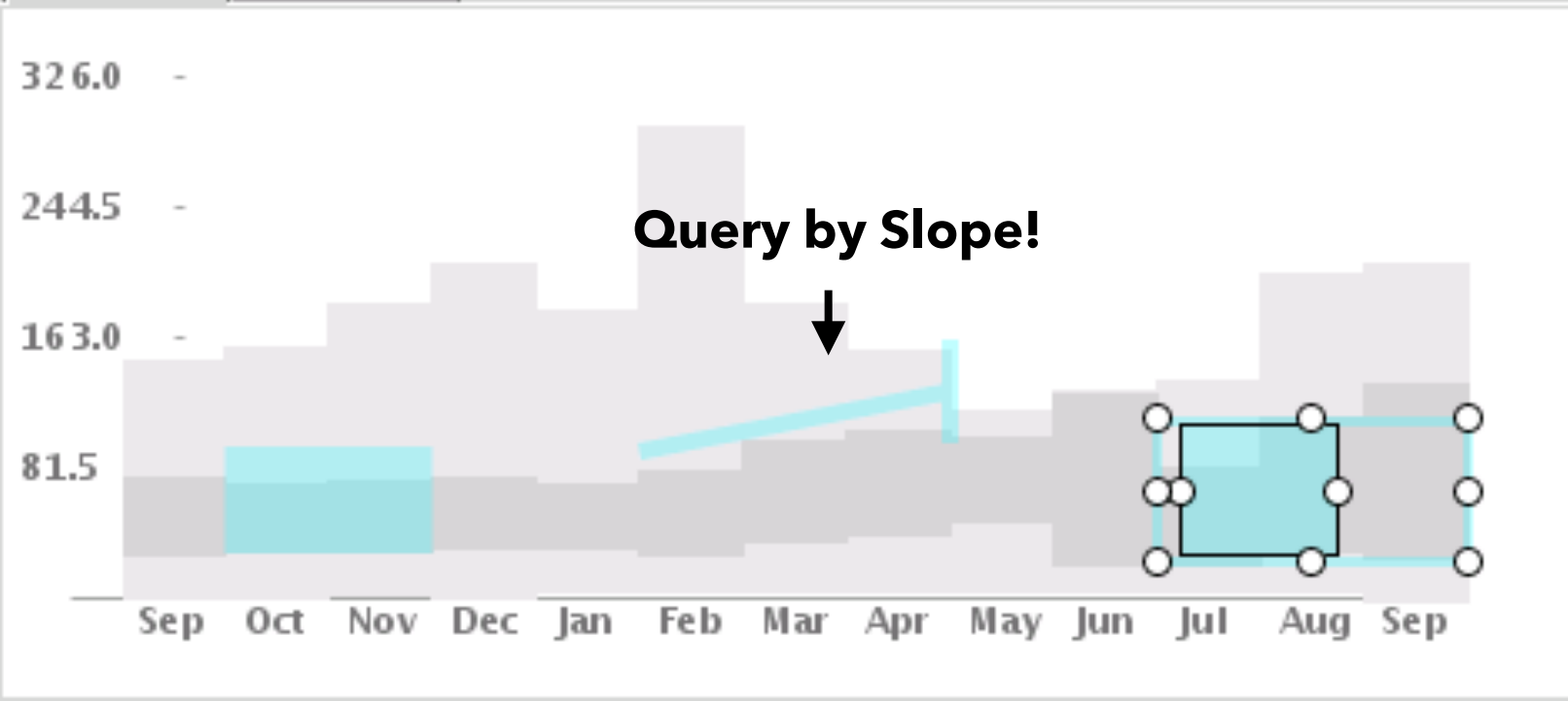
ALLIANT TECHS

AUTOMATIC DA

AVX CORP

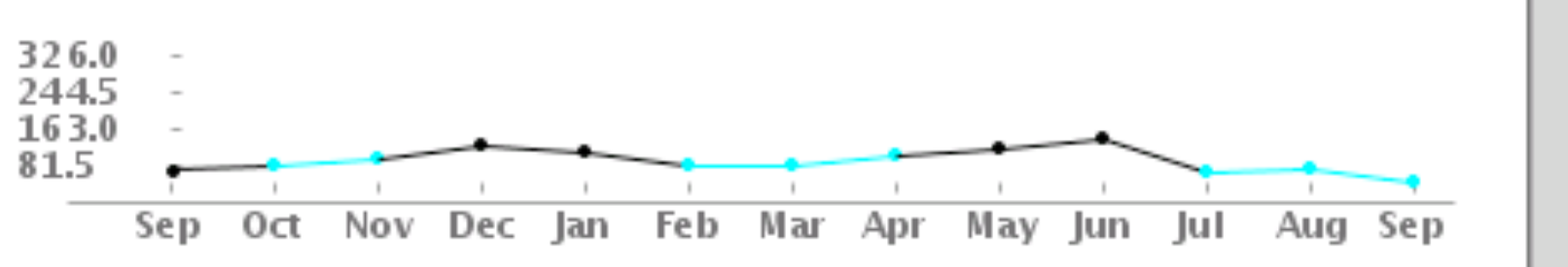
BAXTER INTERN

Query by Slope!



8/223 Records ■ 4% RAW

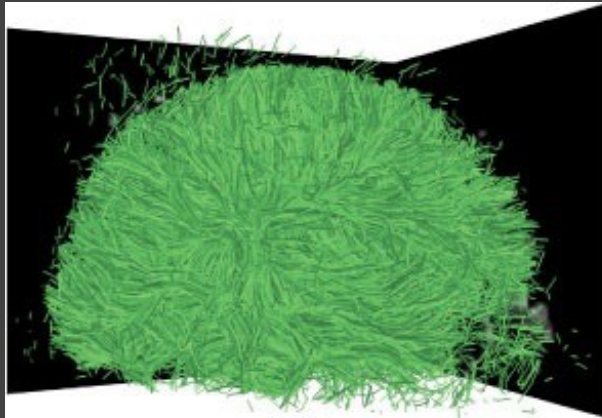
### ADC TELECOMMUNICATIONS



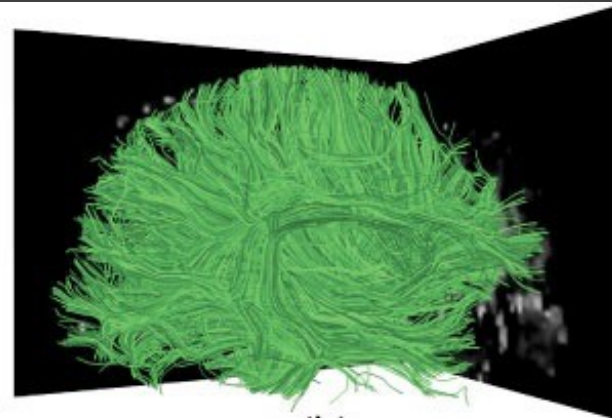
### AMERICAN HOME PRODUCTS



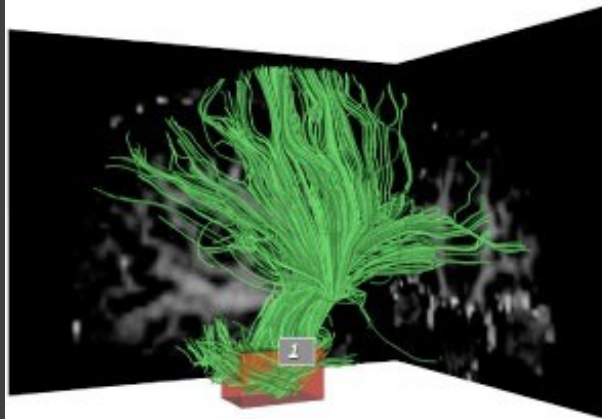
# 3D Dynamic Queries [Akers 04]



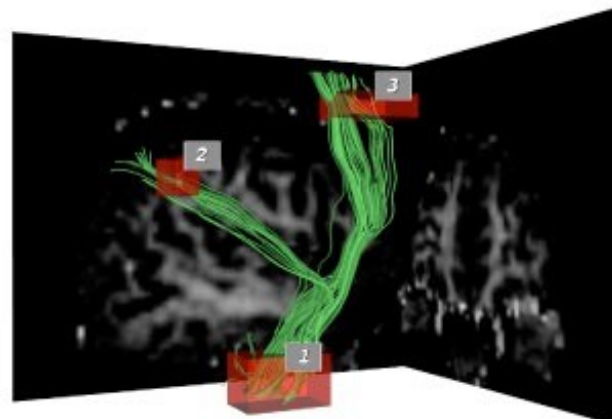
(a)



(b)

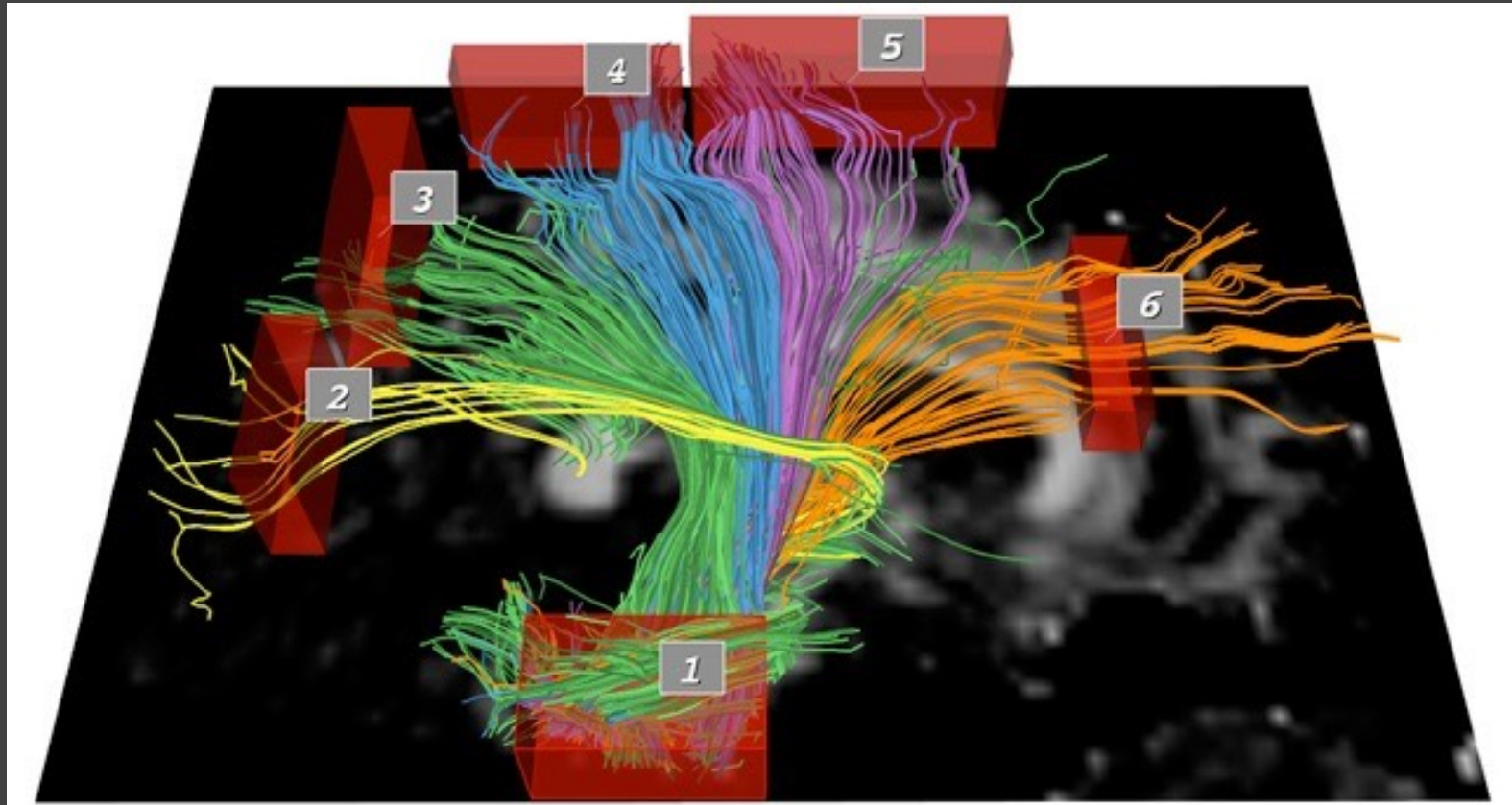


(c)



(d)

# 3D Dynamic Queries [Akers 04]



# Pros & Cons

## Pros

Controls useful for both novices and experts

Quick way to explore data

# Pros & Cons

## Pros

Controls useful for both novices and experts  
Quick way to explore data

## Cons

Simple queries  
Lots of controls  
Amount of data shown limited by screen space  
Who would use these kinds of tools?



# Summary

**Most visualizations are interactive**

Even passive media elicit interactions

**Good visualizations are task dependent**

Pick the right interaction technique

Consider the semantics of the data domain

**Fundamental interaction techniques**

Selection / Annotation, Sorting, Navigation,

Brushing & Linking, Dynamic Queries

# Administrivia

# Tutorials

## **Introduction to D3.js**

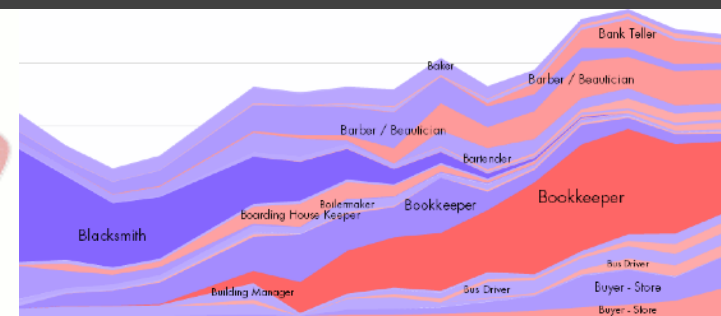
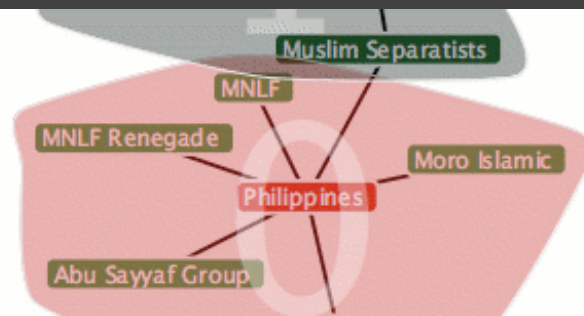
Thursday, Oct. 19 - 5:00-6:20pm - Sieg 134

# A3: Interactive Prototype

Create an interactive visualization. Choose a driving question for a dataset and develop an appropriate visualization + interaction techniques, then deploy your visualization on the web.

Due by *11:59pm* on **Monday, October 30.**

Work in project teams of 3-4 people.

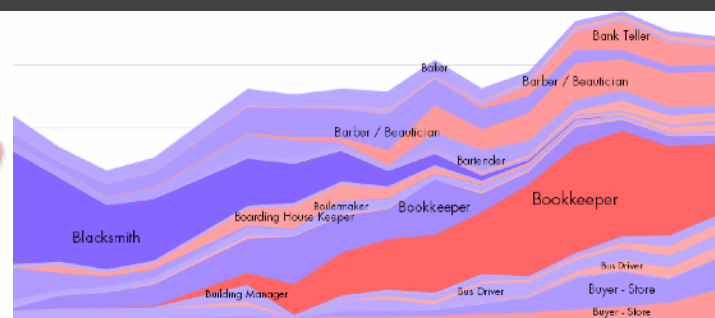
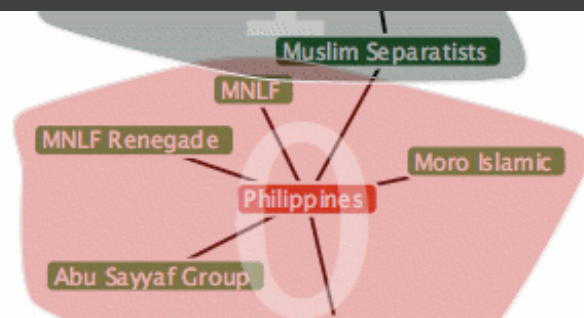


# Requirements

**Interactive.** You must implement interaction methods! However, this is not only selection / filtering / tooltips. Also consider annotations or other narrative features to draw attention and provide additional context

**Web-based.** D3 is encouraged, but not required. Deploy your visualization using GitHub pages.

**Write-up.** Provide design rationale on your web page.



# A3 & Final Project Team

Form a **team of 3-4** for A3 and the Final Project.

Start thinking about your Final Project, too!

A3 is open-ended, but you can use it to start exploring your FP topic if you like.

Submit signup form by **Friday 10/20, 11:59pm.**

**If you do not have team mates**, you should:

- Use the facilities on Canvas
- Stay after class/tutorial to meet potential partners

# Team Member Roles

We encourage you to structure team responsibilities!

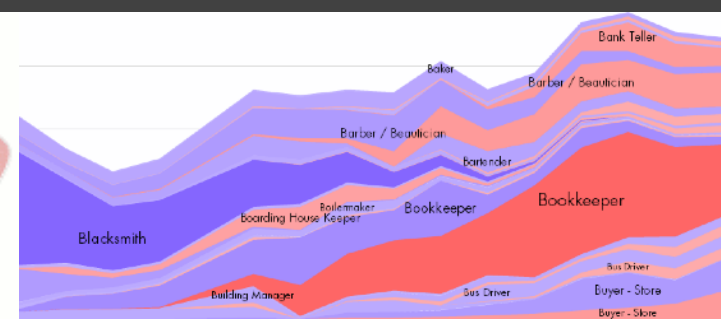
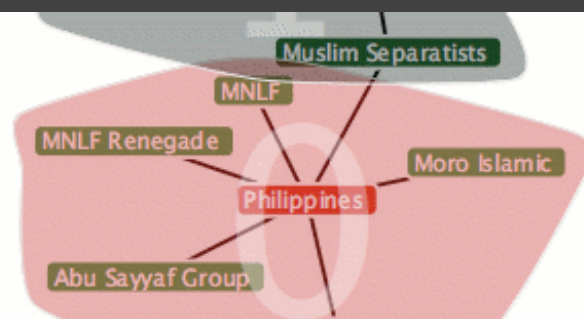
**Coordinator:** Organize meetings, track deadlines, etc.

**Data Lead:** Data wrangling, management, distillation

**Tech Lead:** Manage code integration, GitHub repo

**UX Lead:** Visualization/interaction design & evaluation

*One may have multiple roles, share work across roles...*

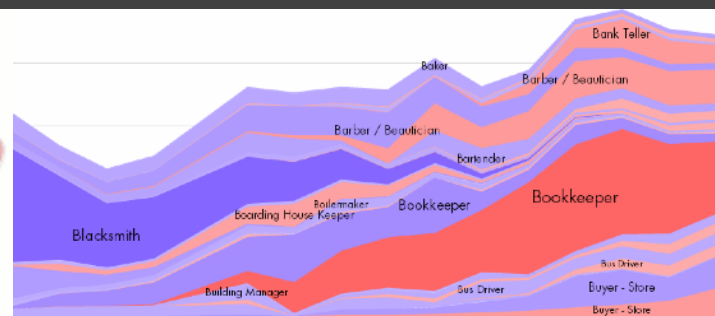
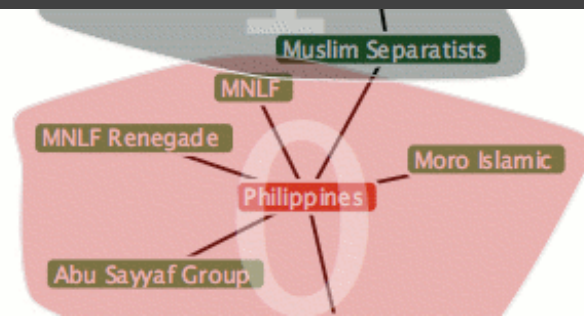


# Interactive Prototype Tips

**Start now.** It will take longer than you think.

**Keep it simple.** Choose a *minimal* set of interactions that enables users to explore and generate interesting insights. Do not feel obligated to convey *everything* about the data: focus on a compelling subset.

**Promote engagement.** How do your chosen interactions reveal interesting observations?





# An Interaction Grammar (Vega-Lite Selections)

Satyanarayan et al. *InfoVis'16 Best Paper*

# Vega-Lite

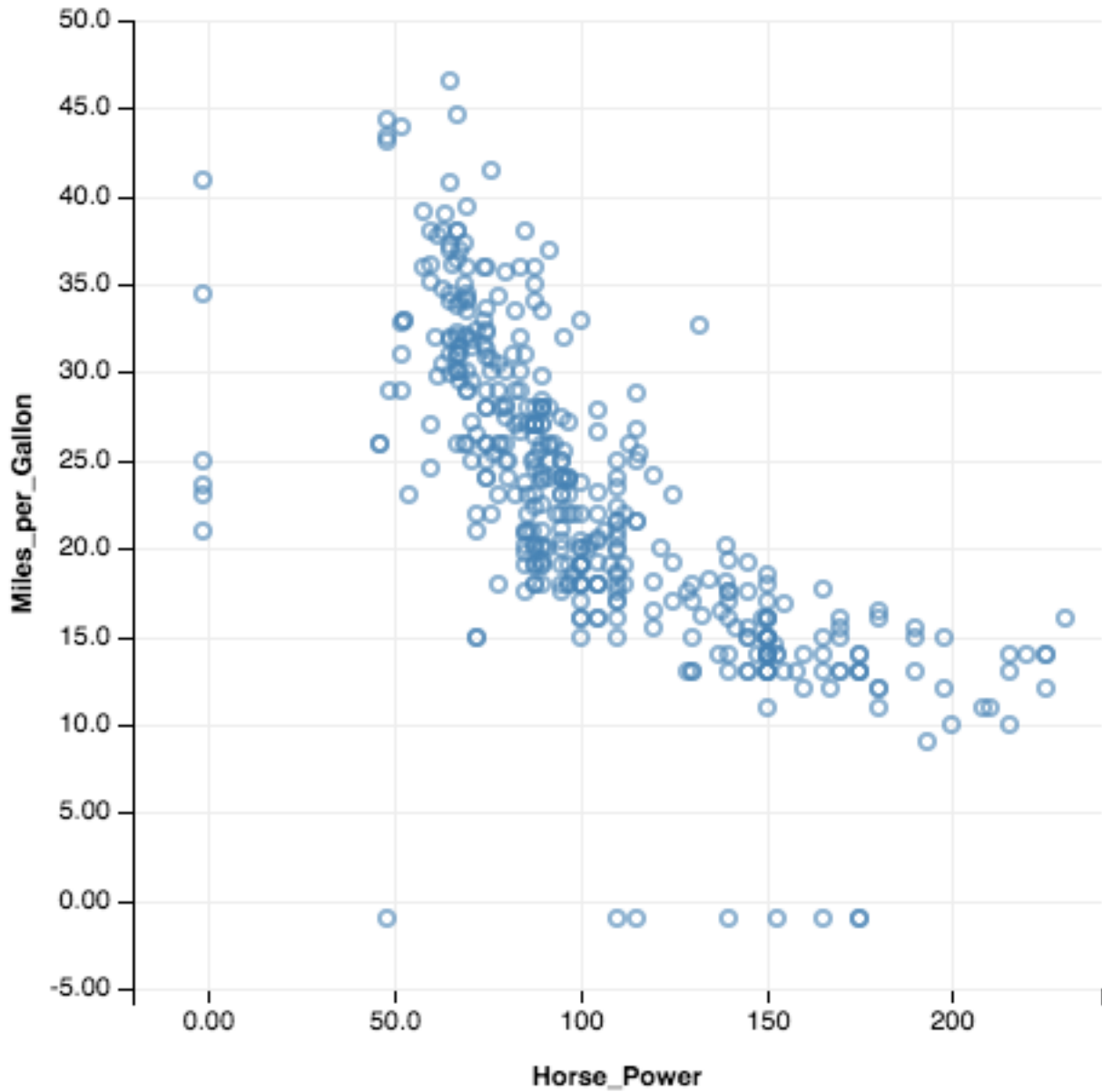
**A formal model for statistical graphics**

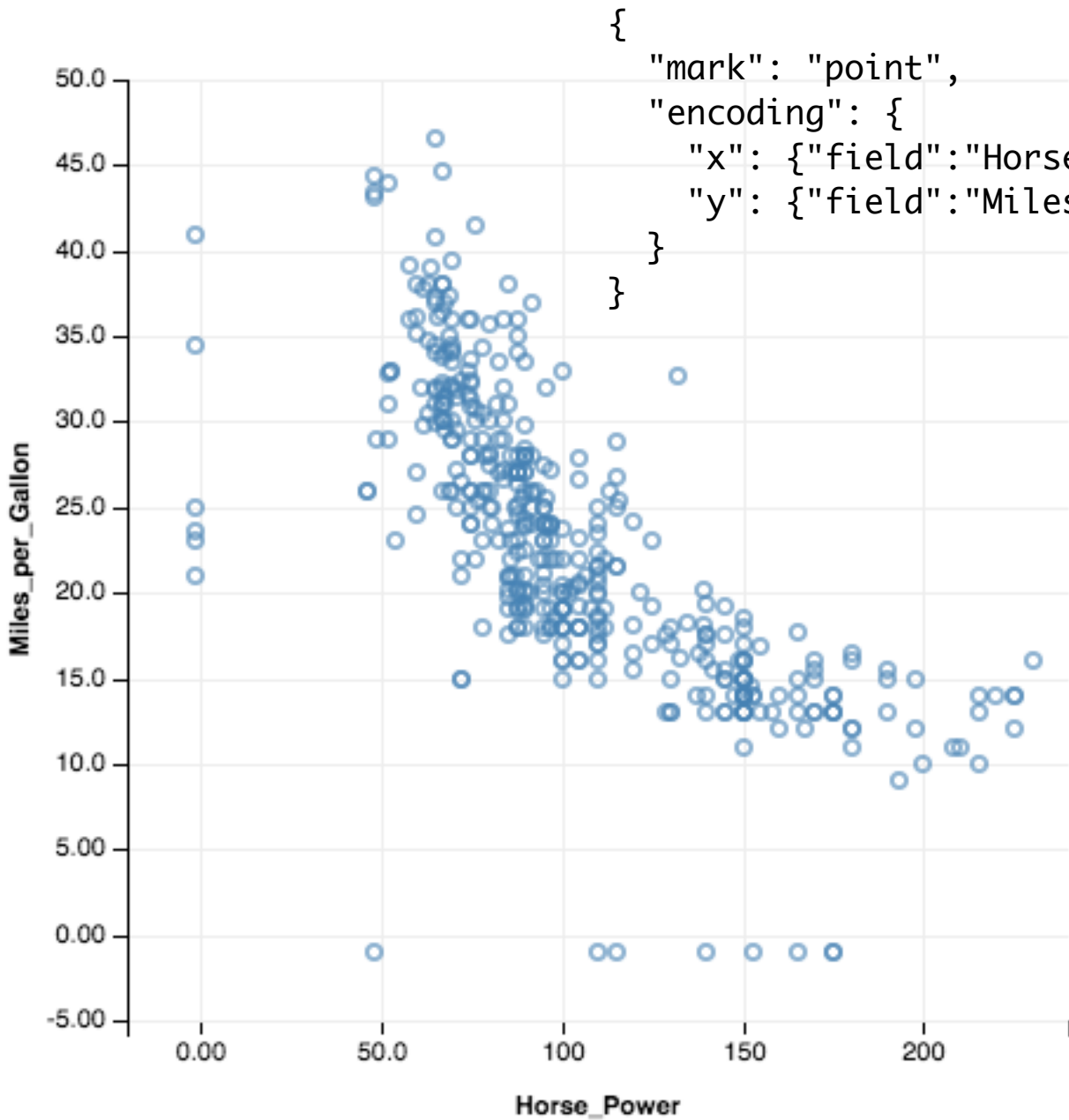
Inspired by *Grammar of Graphics* & *Tableau*

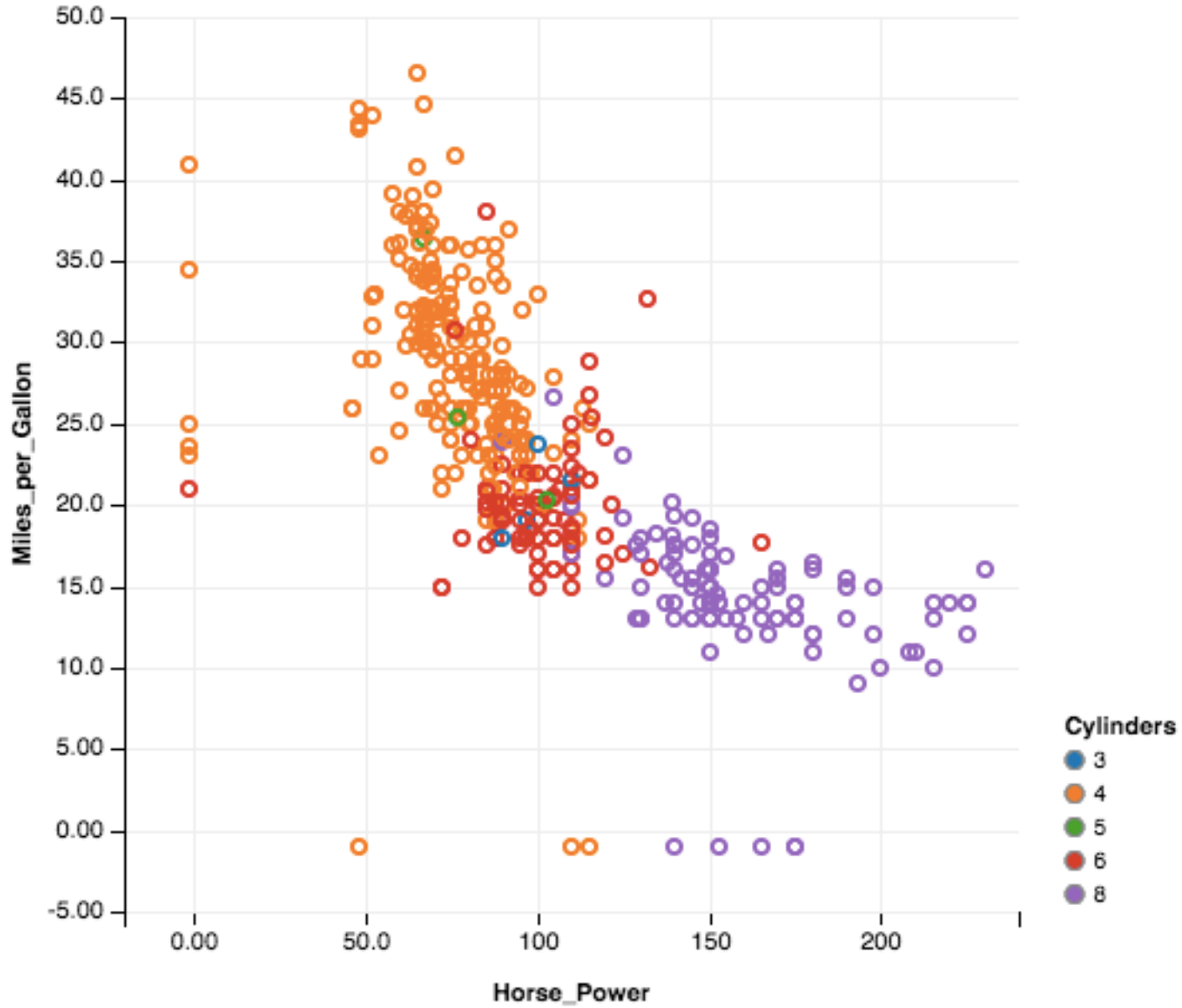
Includes **data transformation & encoding**

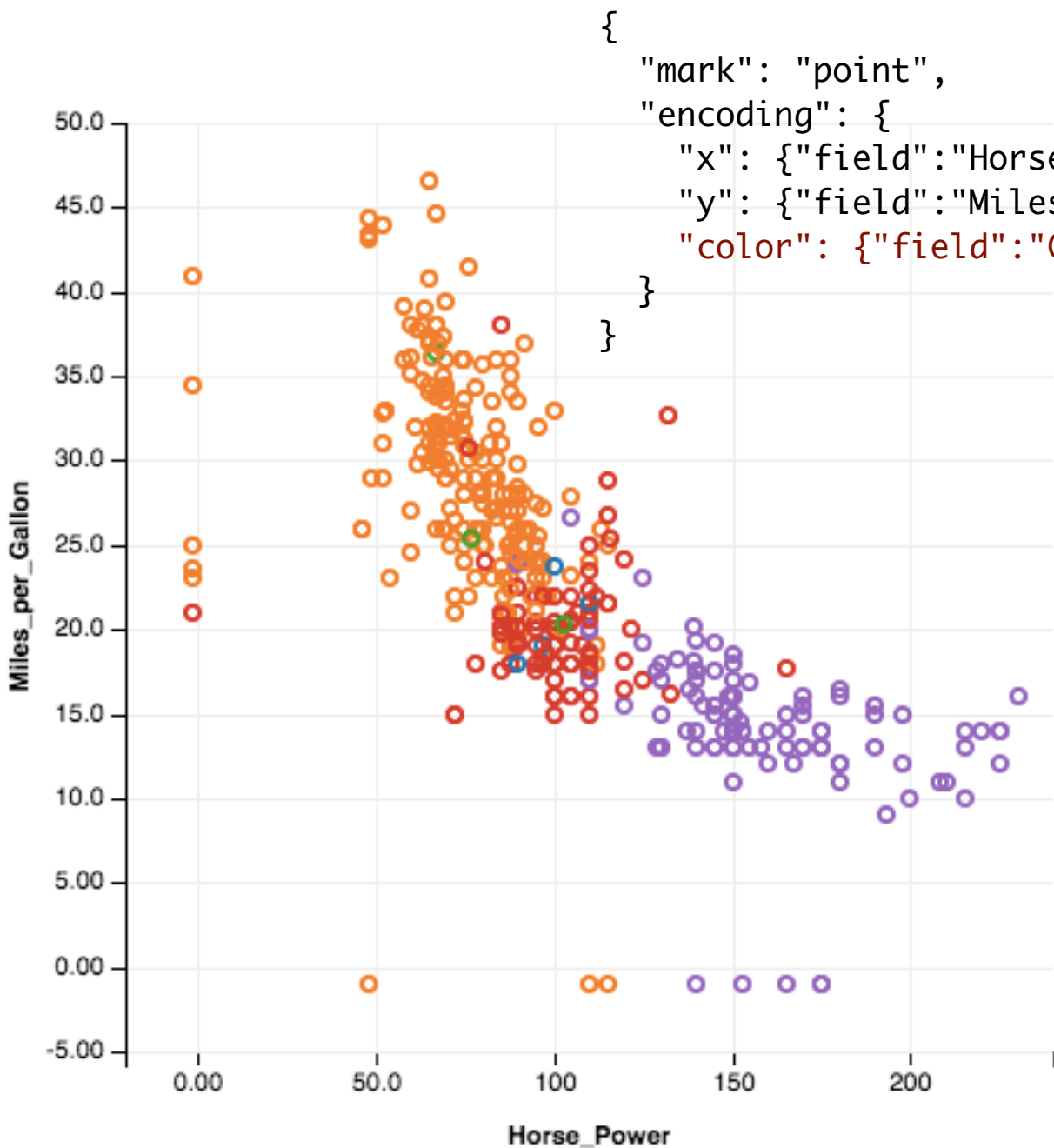
Uses a simple, concise **JSON format** that  
compiles to complete **Vega specifications**

Easy **programmatic generation**

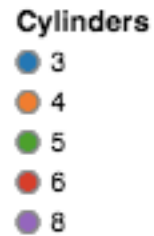


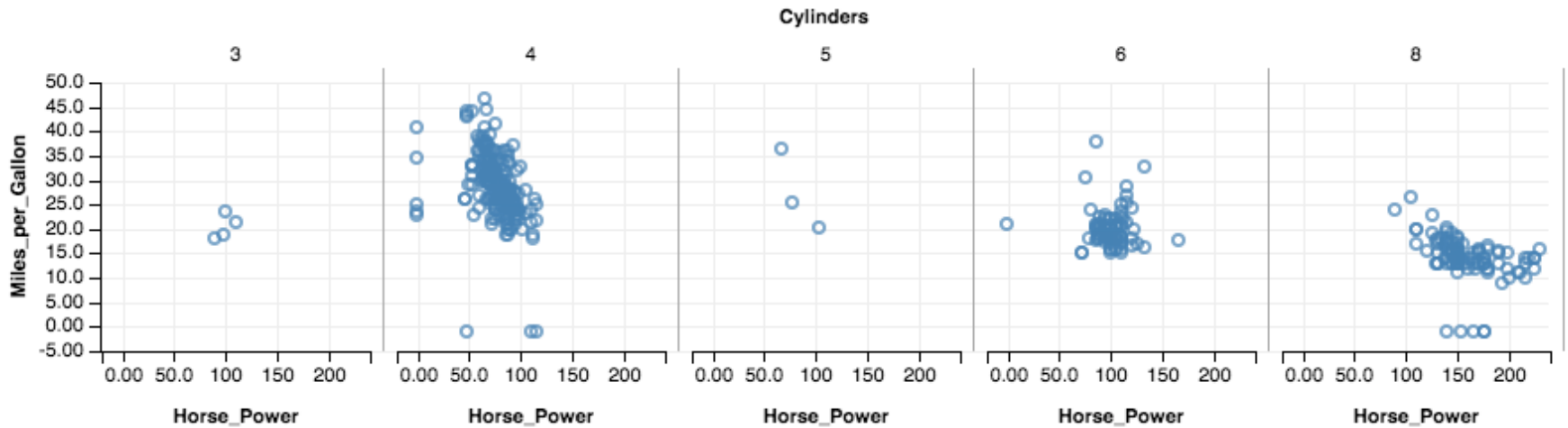






```
{  
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  }  
}
```

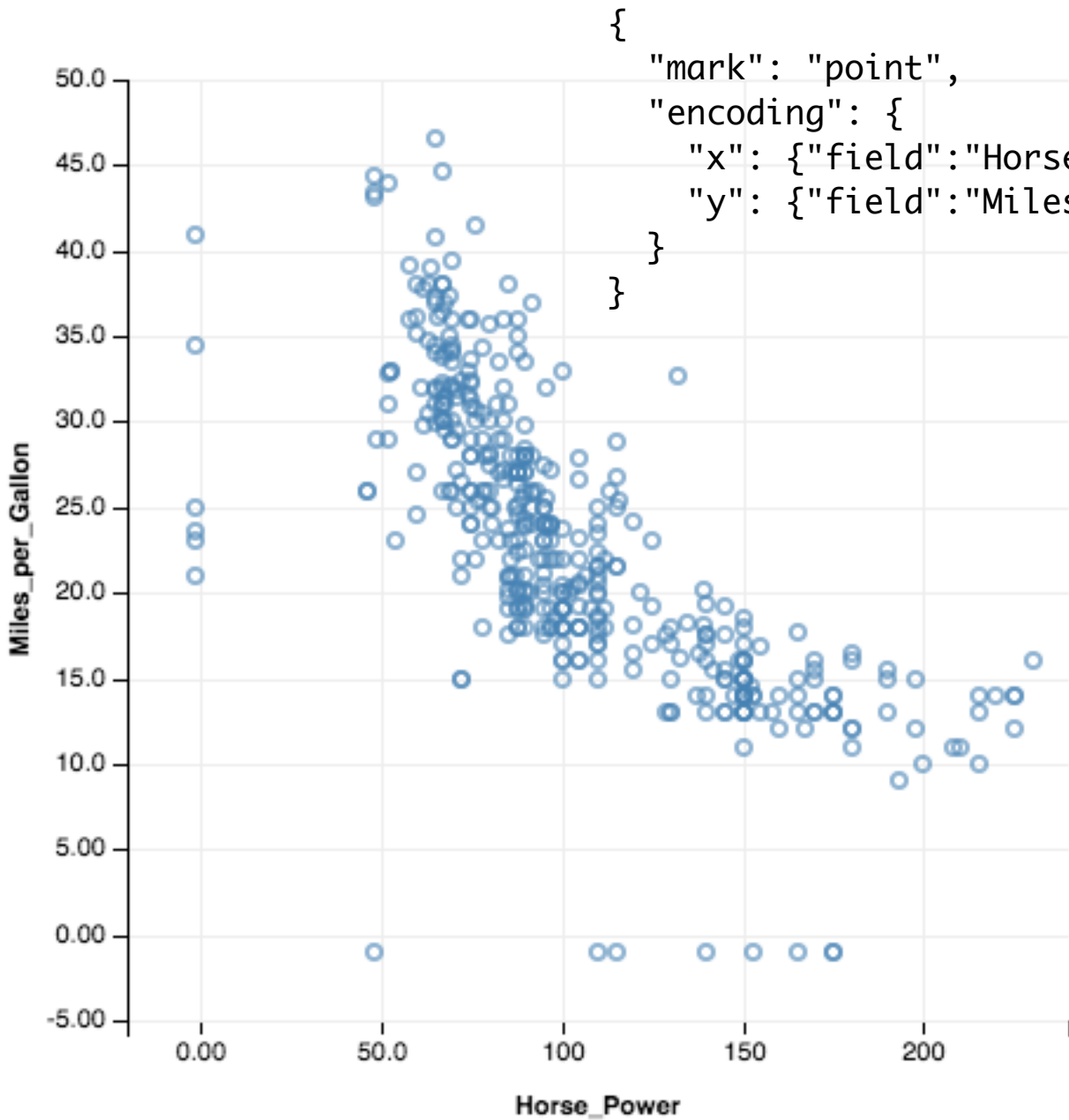




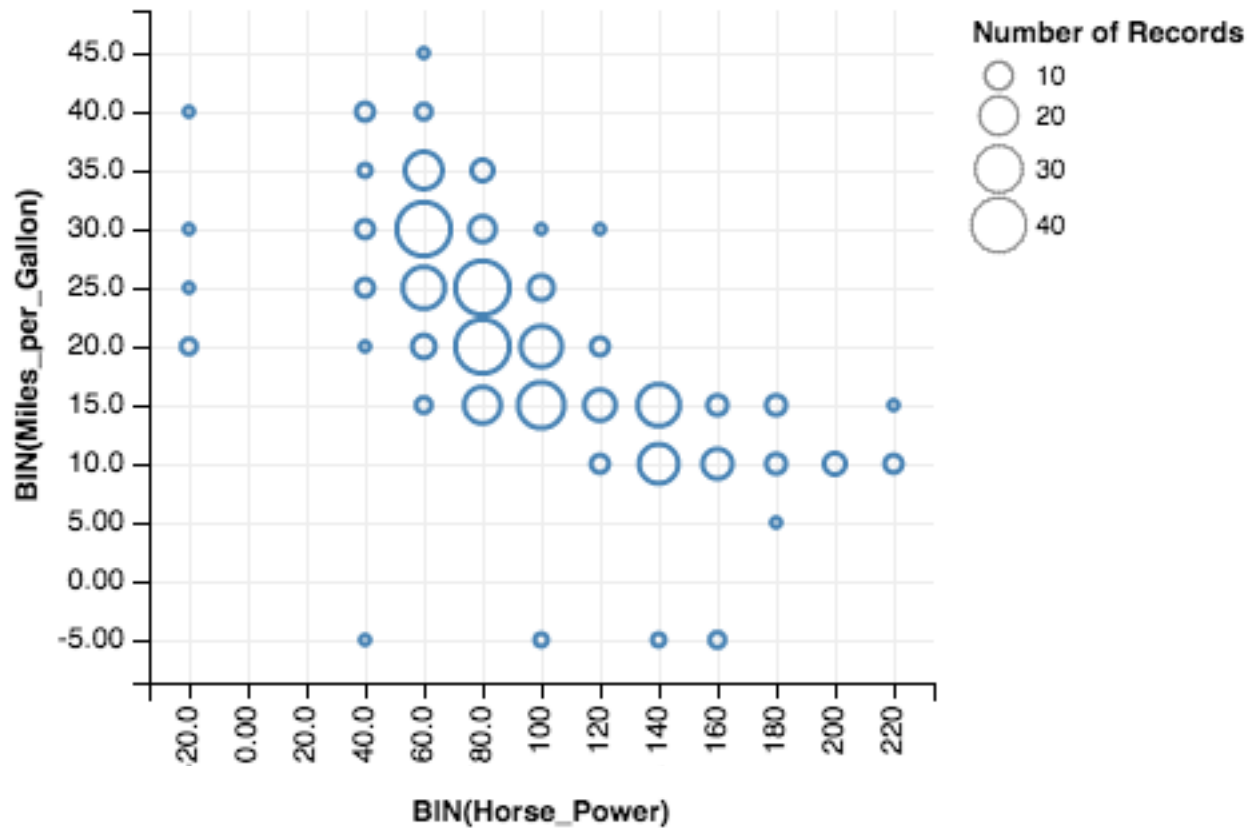
```

{
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  "encoding": {
    "x": {"field": "Horse_Power", "type": "Q"},
    "y": {"field": "Miles_per_Gallon", "type": "Q"},
    "column": {"field": "Cylinders", "type": "O"}
  }
}

```







```

{
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  }
}

```

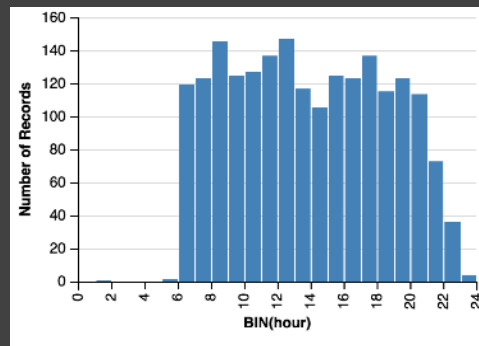
# Specifying Interactions

Typically interactive behaviors are programmed using *imperative* **event handler callbacks**. When events occur, you must process the event, update the application state, re-draw, etc.

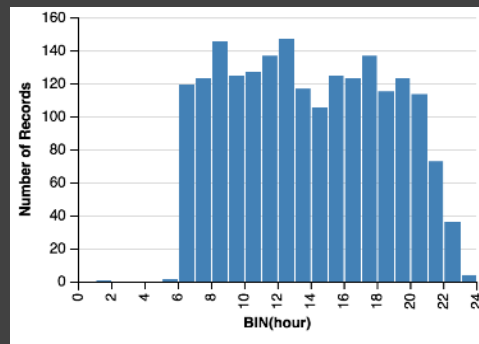
For a variety of visual analysis operations, what if you could *declaratively* specify the **semantics** of an interaction and have the event handling logic automatically **synthesized**?



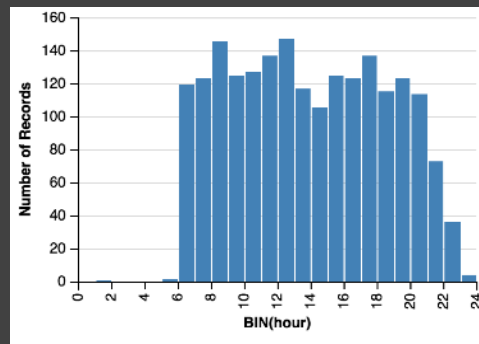
```
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  }  
}
```



```
{
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  "mark": "bar",
  "encoding": {
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  }
}
```

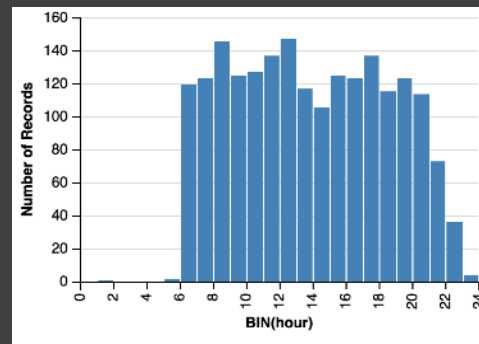


```
{  
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  "mark": "bar",                            Mark  
  "encoding": {  
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  }  
}
```



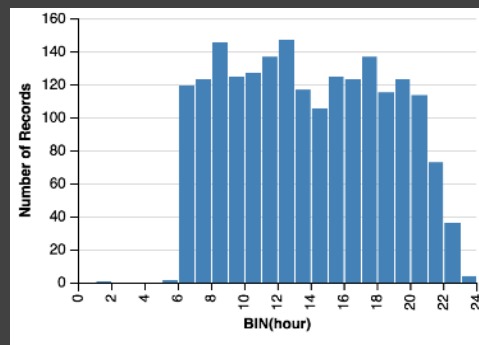
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    "y": {"field": "*", "aggregate": "count", "type": "Q"}  
  }  
}
```

Transforms



```
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  "encoding": {
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    "y": {"field": "*", "aggregate": "count", "type": "Q"}
  }
}
```

*Transforms + Scales & Guides (not shown)*

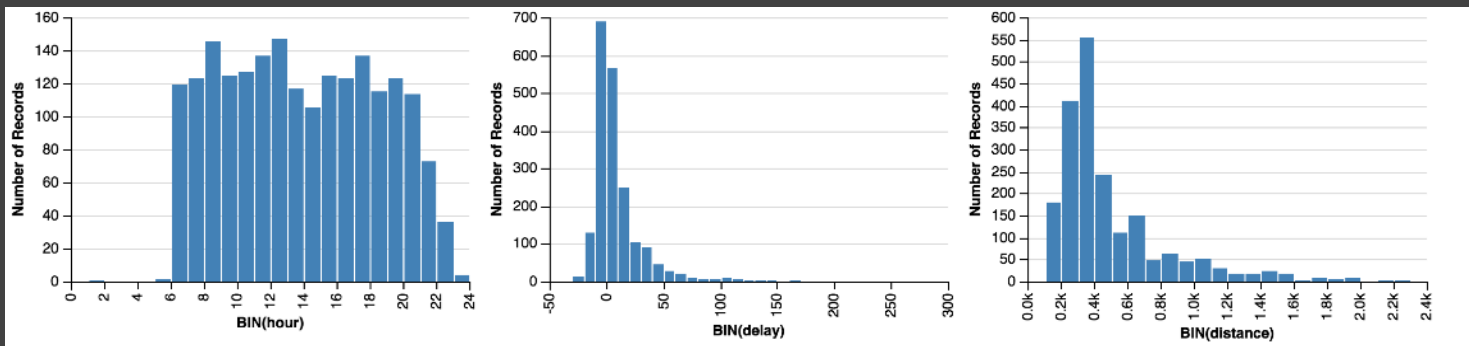




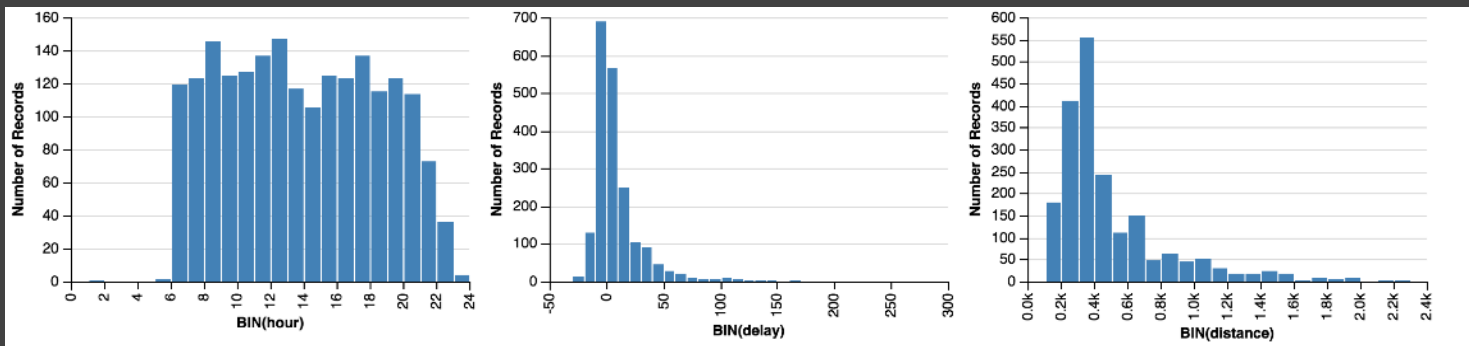
```

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  "spec": {
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    "encoding": {
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    }
  }
}

```



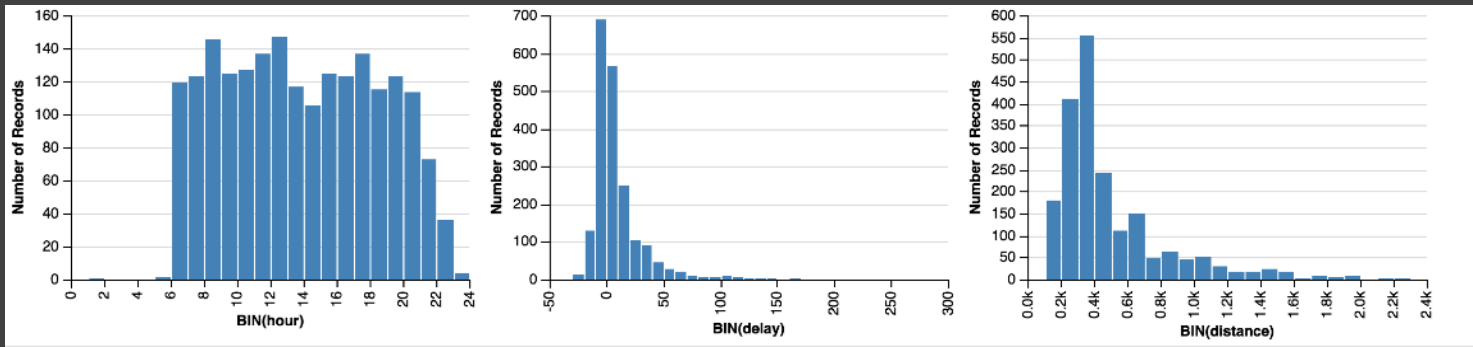
```
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    "encoding": {
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    }
  }
}
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [{
      "data": {"url": "data/flights.json"},
      "mark": "bar",
      "encoding": {
        "x": {"field": {"repeat": "column"}, "bin": true, "type": "Q"},
        "y": {"field": "*", "aggregate": "count", "type": "Q"}
      }
    }, {
      "...",
      "encoding": {
        "...",
        "color": {"value": "goldenrod"}
      }
    }
  ]
}

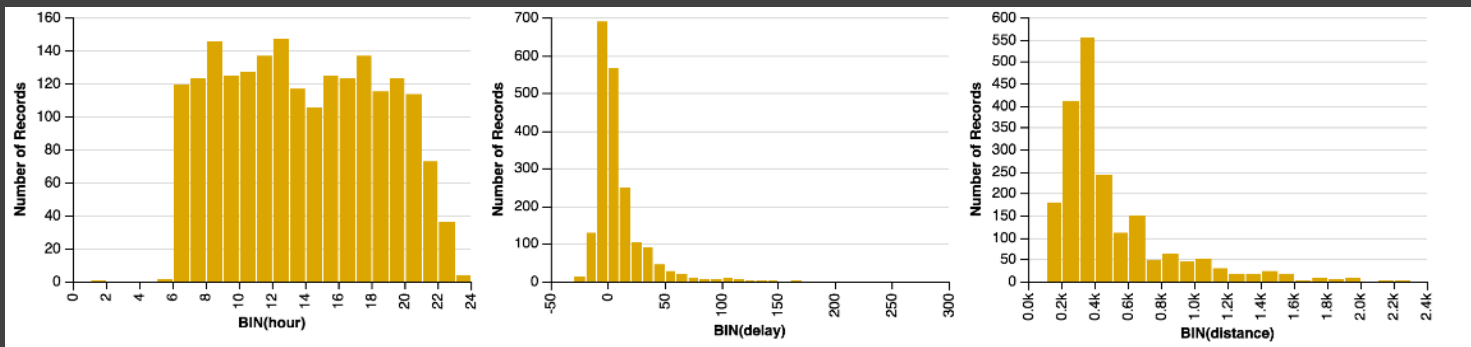
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [{
      "data": {"url": "data/flights.json"},
      "mark": "bar",
      "encoding": {
        "x": {"field": {"repeat": "column"}, "bin": true, "type": "Q"},
        "y": {"field": "*", "aggregate": "count", "type": "Q"}
      }
    }, {
      "...",
      "encoding": {
        "...",
        "color": {"value": "goldenrod"}
      }
    }
  ]
}

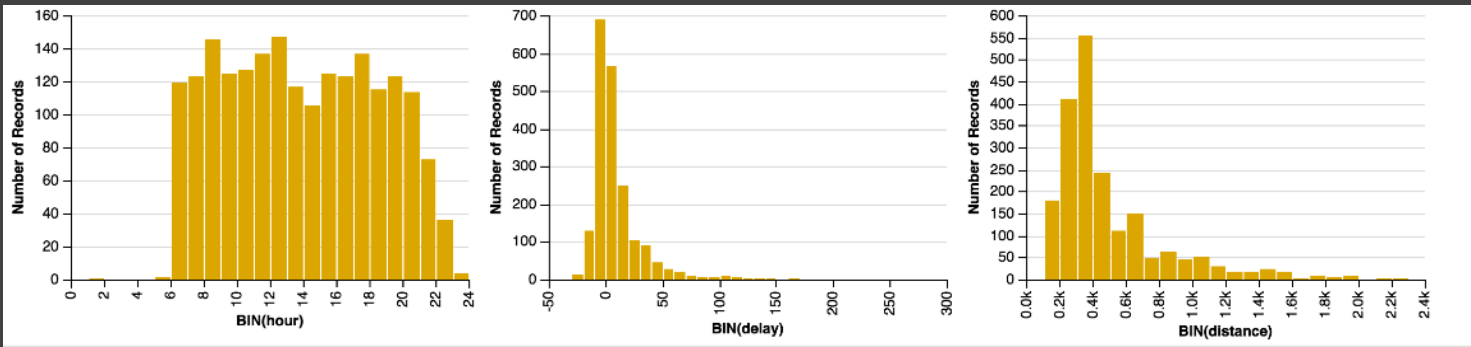
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [{
      ...,
    }, {
      ...,
    }
  ]
}

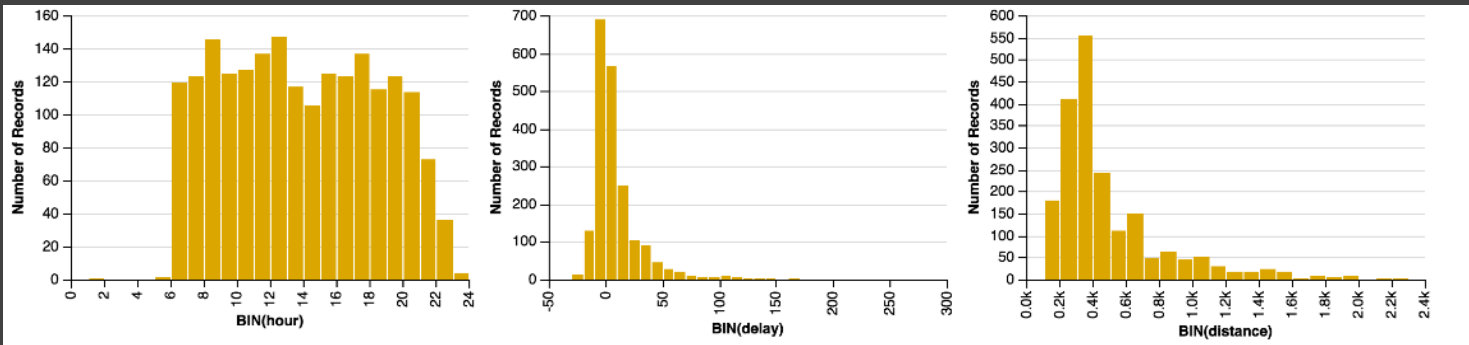
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [
      ...,
      "select": {
        "region": {
          "type": "interval", "project": {"channels": ["x"]}, ...
        }
      }
    ], {
      ...,
    }
  }
}

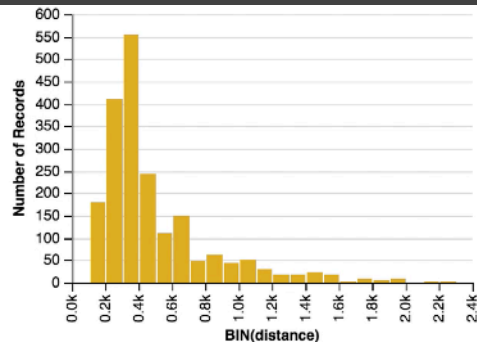
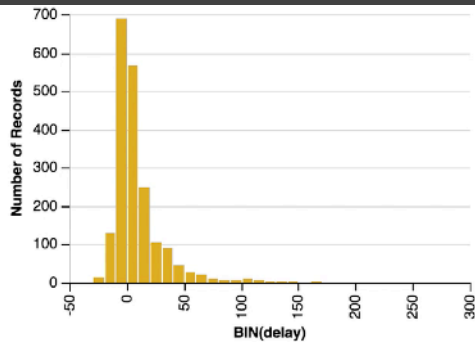
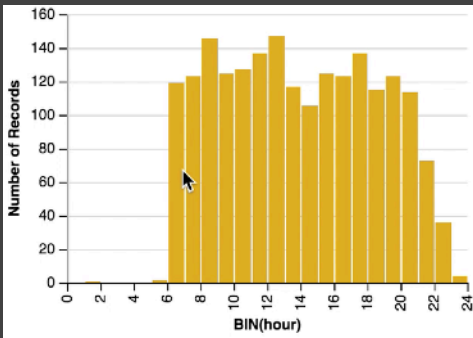
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [
      ...,
      "select": {
        "region": {
          "type": "interval", "project": {"channels": ["x"]}, ...
        }
      }
    ], {
      ...,
    }
  }
}

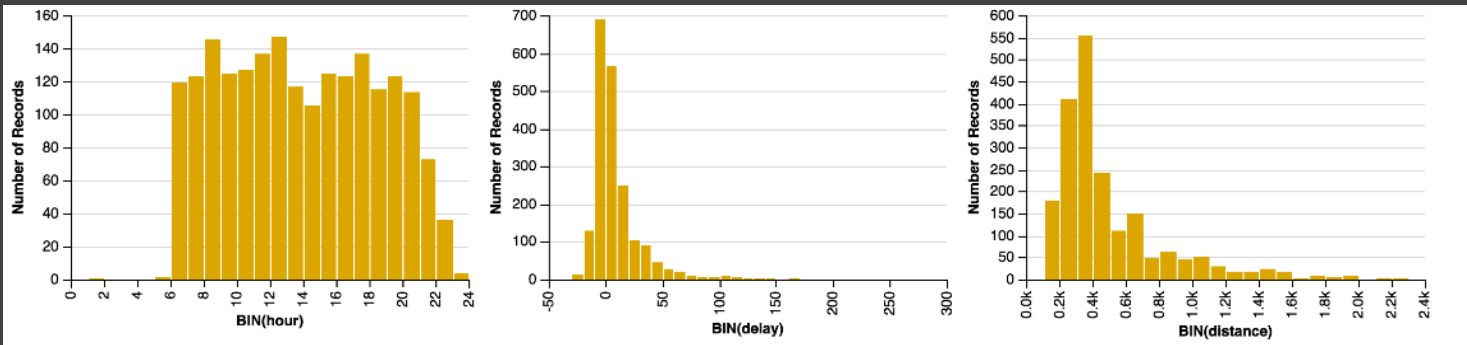
```



```

{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [
      ...,
      "select": {
        "region": {
          "type": "interval", "project": {"channels": ["x"]}, ...
        }
      }
    ], {
      ...,
      "transform": [{"filter": {selection: "region"}}]
    }
  }
}

```

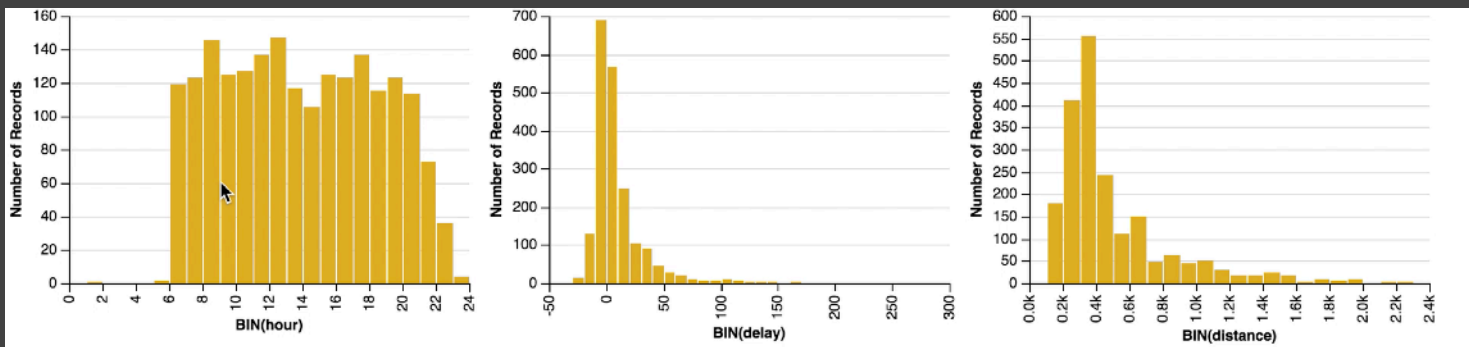




```

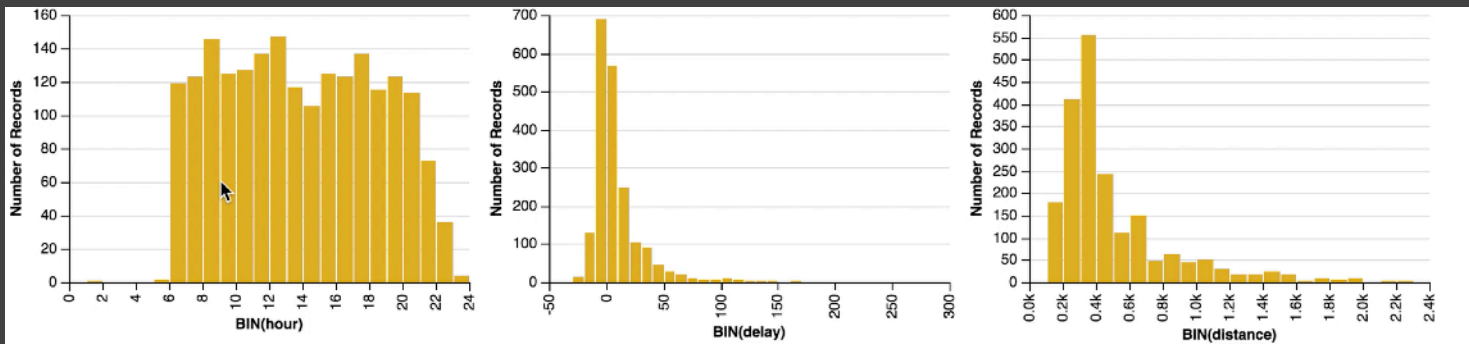
{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [
      ...,
      "select": {
        "region": {
          "type": "interval", "project": {"channels": ["x"]}, ...
        }
      }
    ], {
      ...,
      "transform": [{"filter": {selection: "region"}}]
    }
  }
}

```



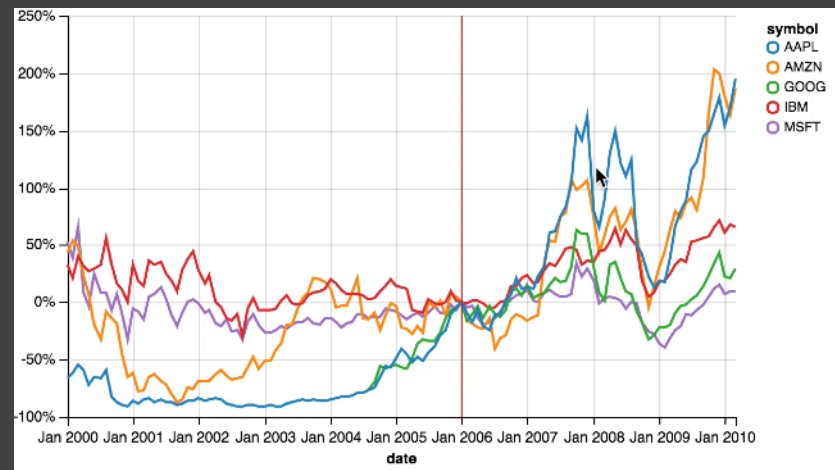
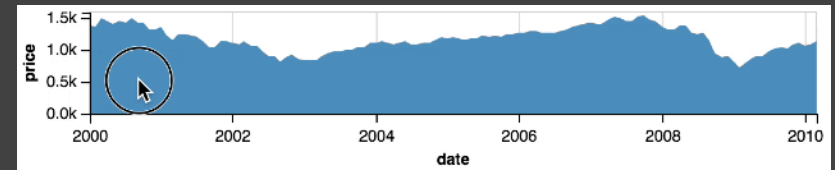
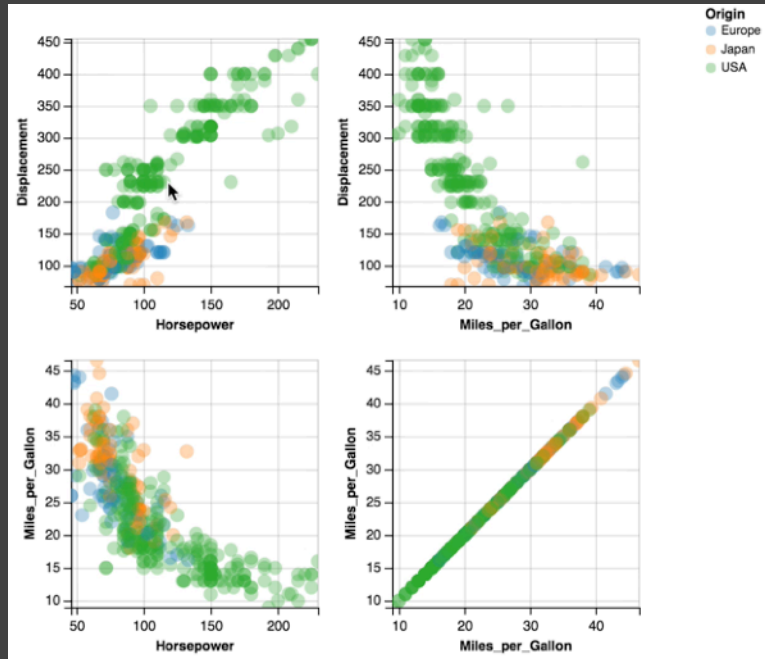
```
{
  "repeat": {"column": ["hour", "delay", "distance"]},
  "spec": {
    "layer": [
      ...,
      "select": {
        "region": {
          "type": "interval", "project": {"channels": ["x"]}, ...
        }
      }
    ], {
      ...,
      "transform": [{"filter": {selection: "region"}}]
    }
  }
}
```

35 Lines  
of JSON!



# Overview + Detail

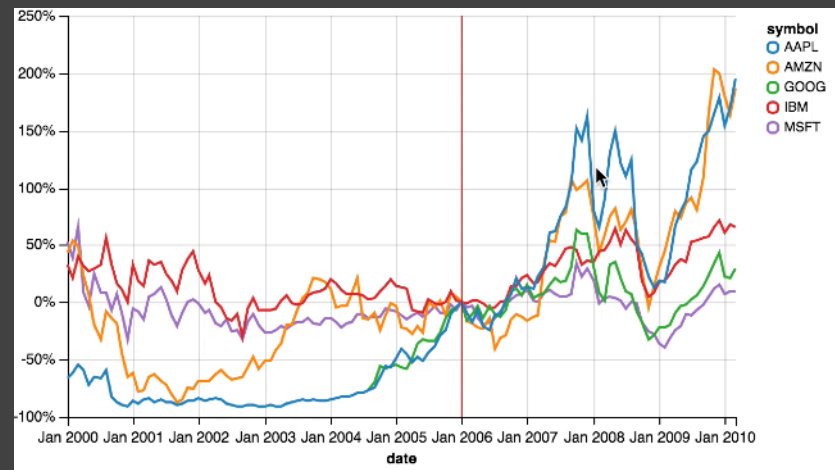
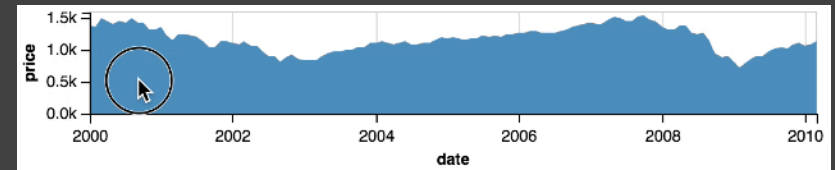
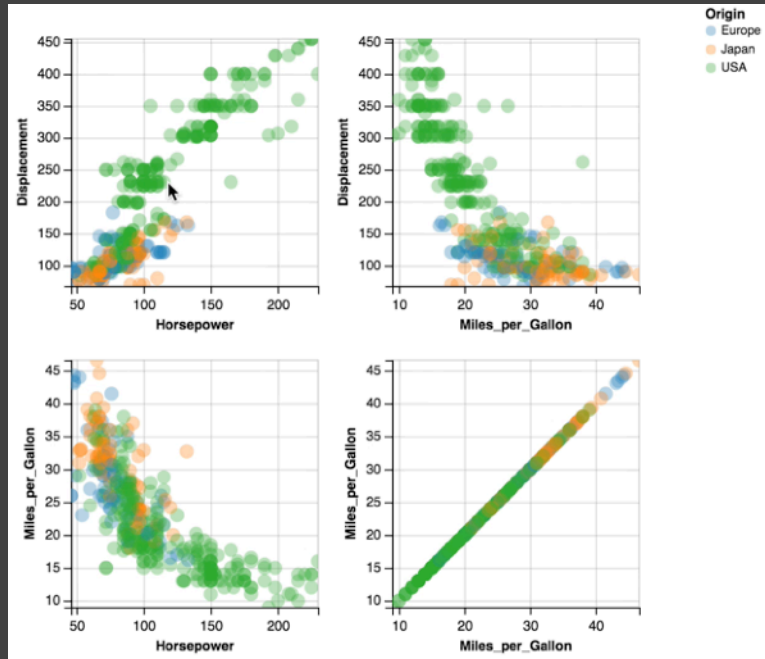
## Panning & Zooming



## Interactive Transformation

# Overview + Detail

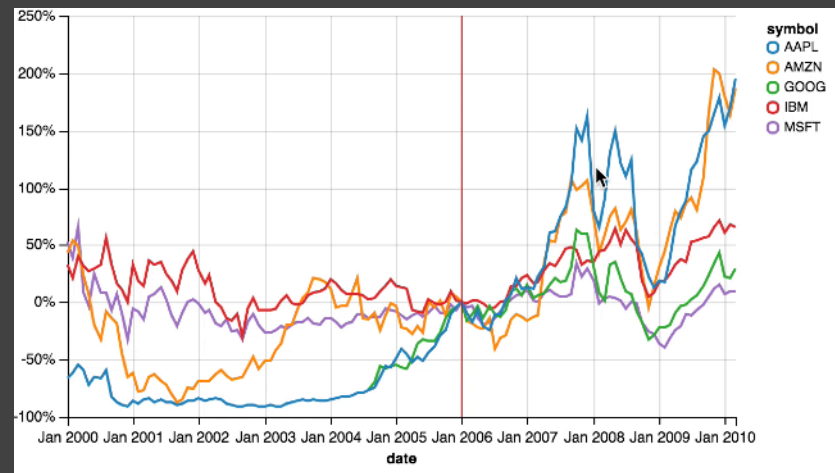
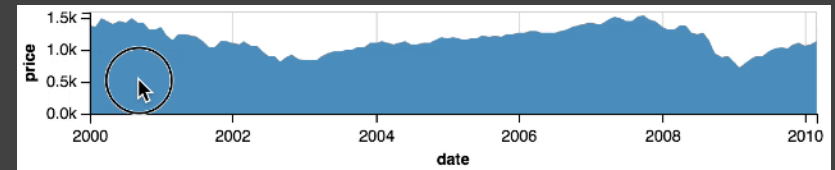
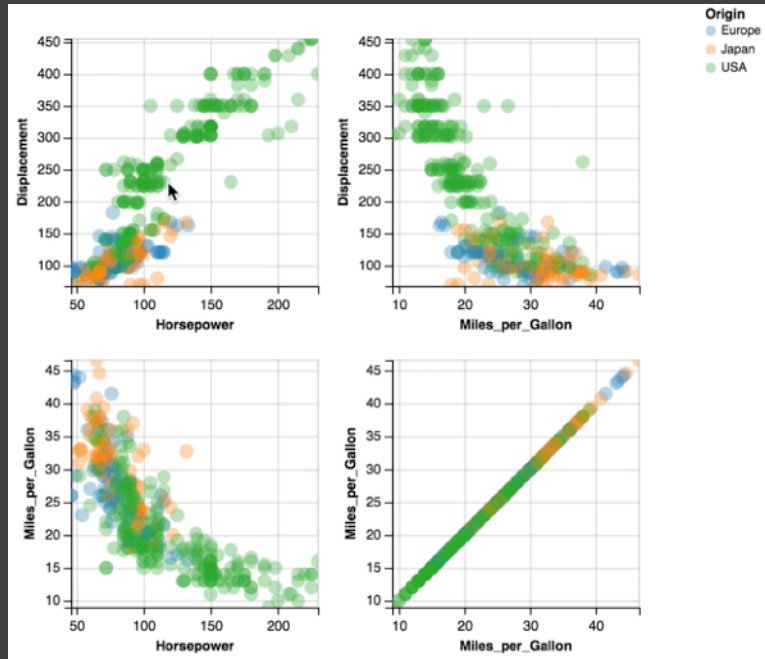
## Panning & Zooming



## Interactive Transformation

# Overview + Detail

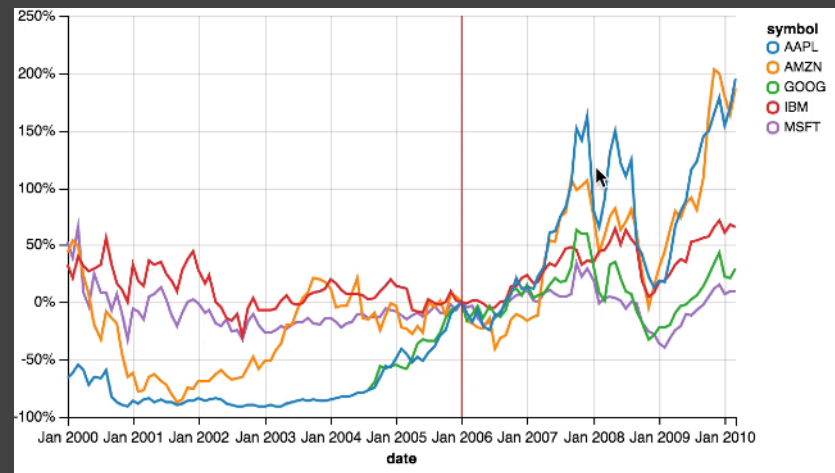
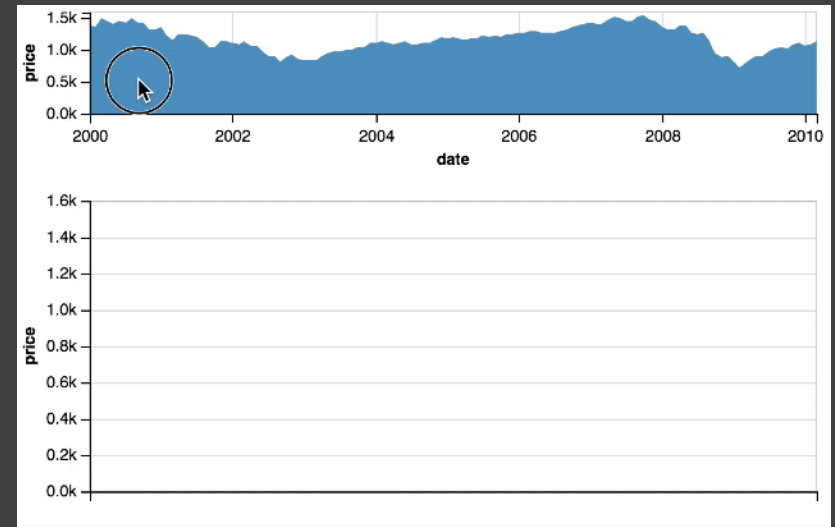
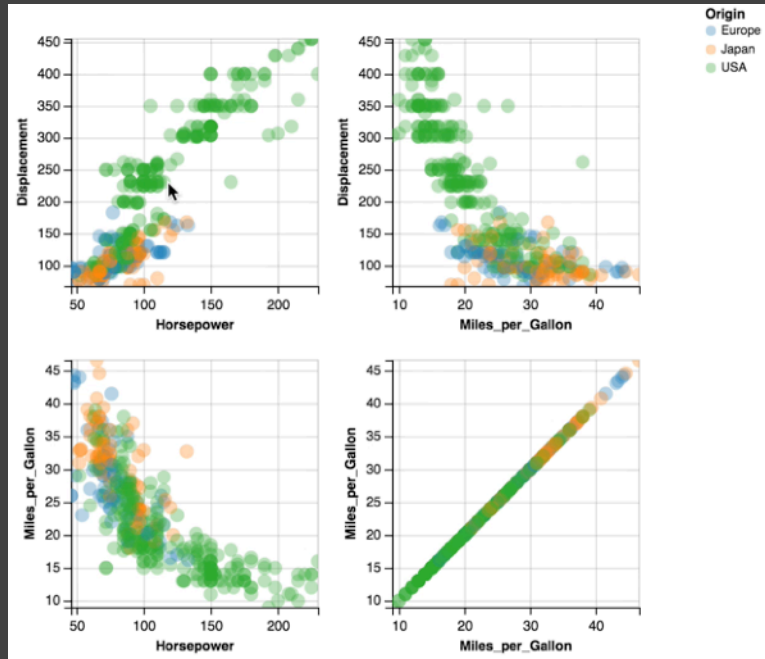
## Panning & Zooming



## Interactive Transformation

# Overview + Detail

## Panning & Zooming



## Interactive Transformation