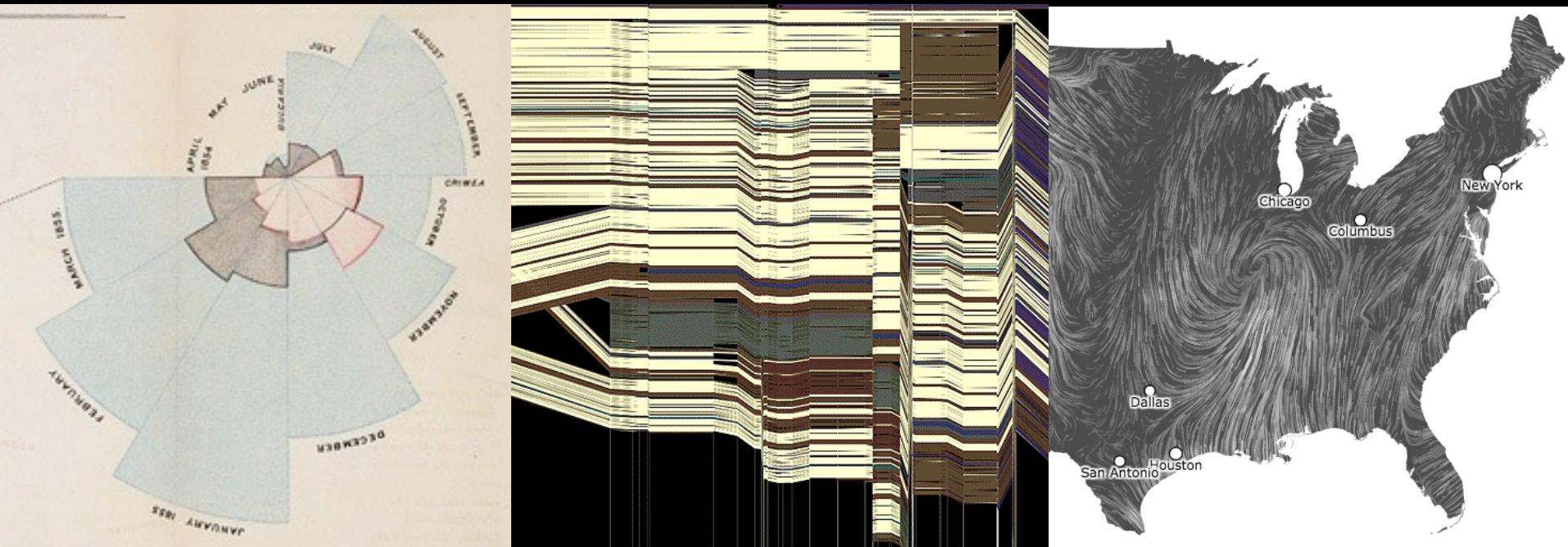


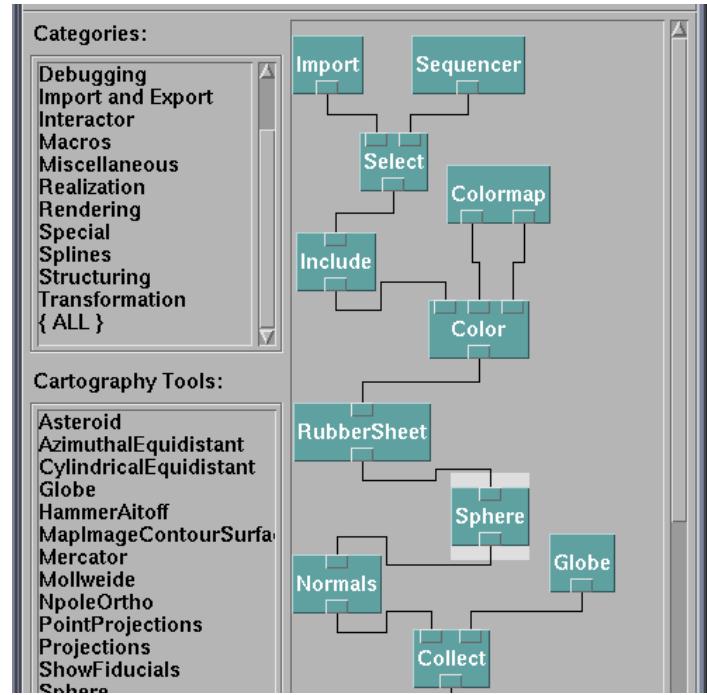
CSE 442 - Data Visualization

# Visualization Tools



Matthew Conlen University of Washington

# How do people create visualizations?



## Chart Typology

Pick from a stock of templates  
Easy-to-use but limited expressiveness  
Prohibits novel designs, new data types

## Component Architecture

Permits more combinatorial possibilities  
Novel views require new operators,  
which requires software engineering



# **Graphics APIs**

Processing, OpenGL, Java2D

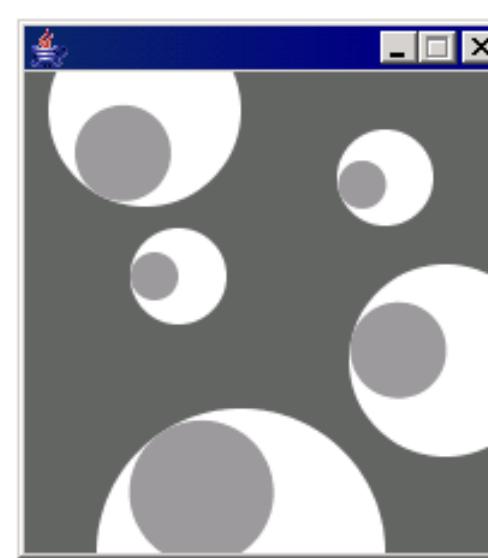


sketch\_070126a \$

```
ey = y;
size = s;
}

void update(int mx, int my) {
    angle = atan2(my-ey, mx-ex);
}

void display() {
    pushMatrix();
    translate(ex, ey);
    fill(255);
    ellipse(0, 0, size, size);
    rotate(angle);
    fill(153);
    ellipse(size/4, 0, size/2, size/2);
    popMatrix();
}
}
```





US Air Traffic, Aaron Koblin

# **Graphics APIs**

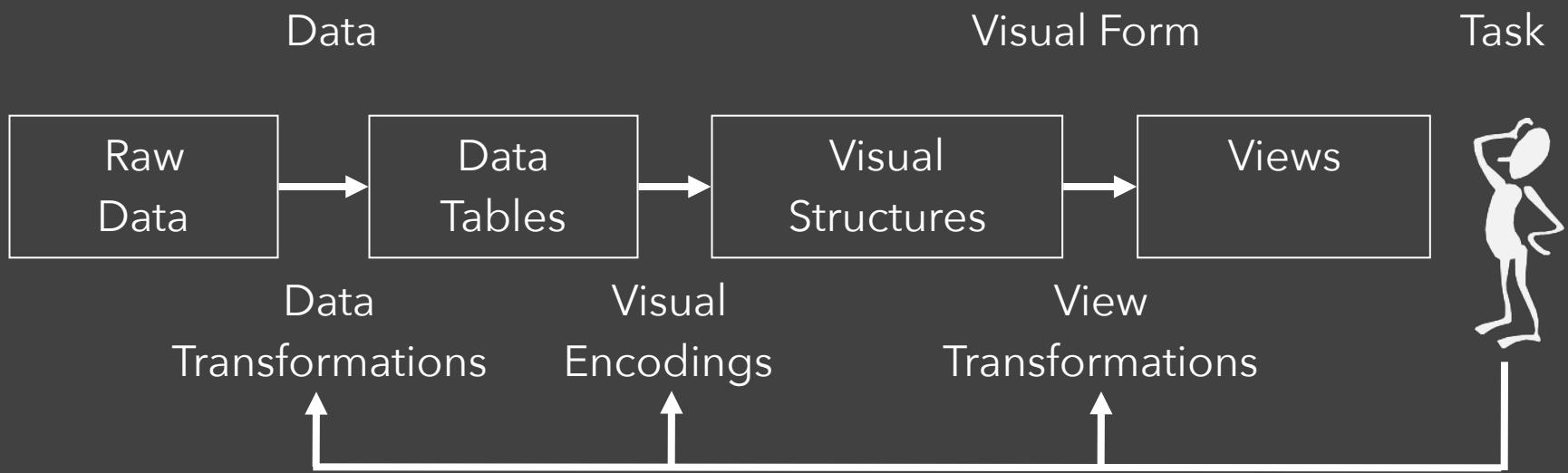
Processing, OpenGL, Java2D

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

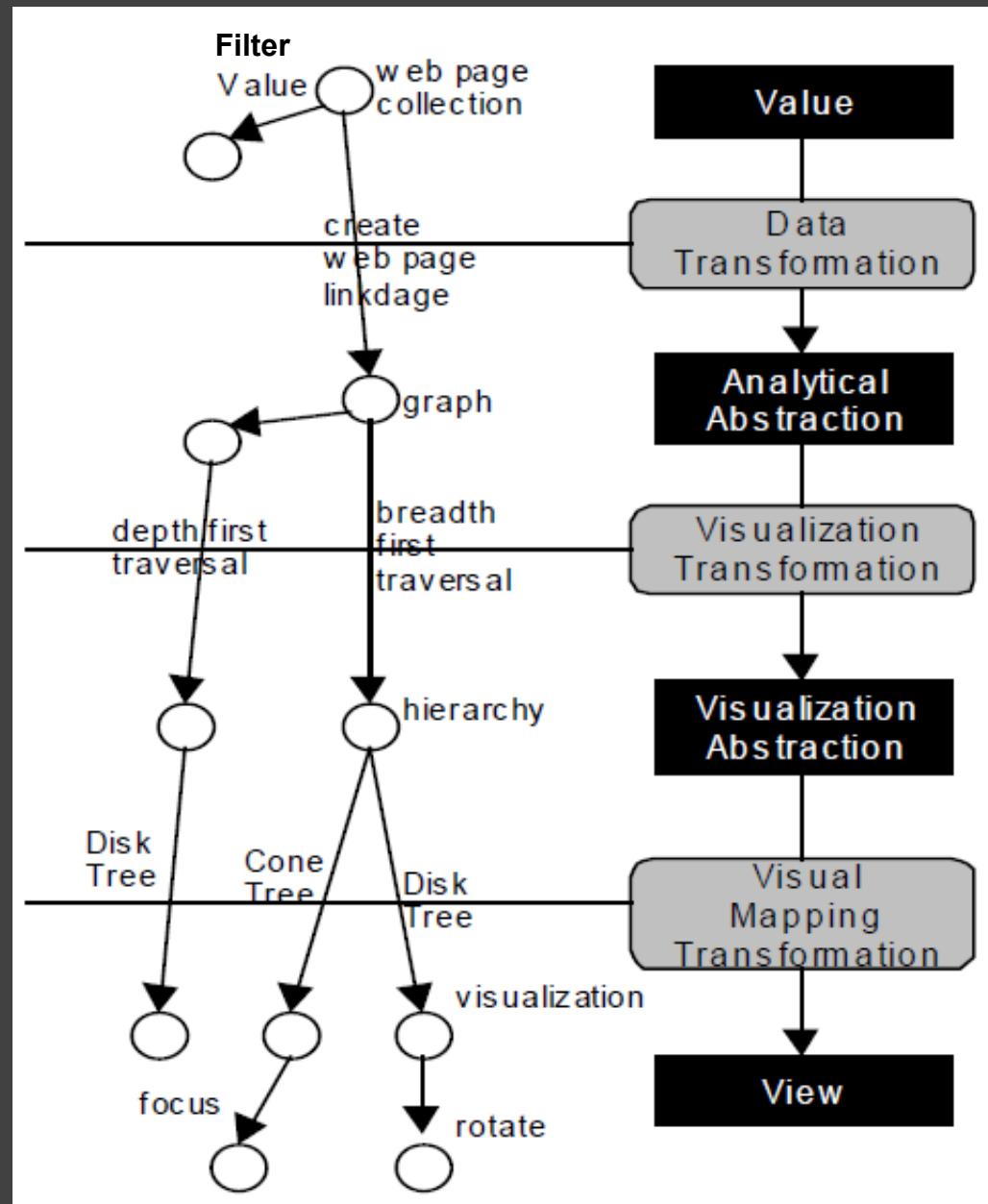
# **Graphics APIs**

Processing, OpenGL, Java2D

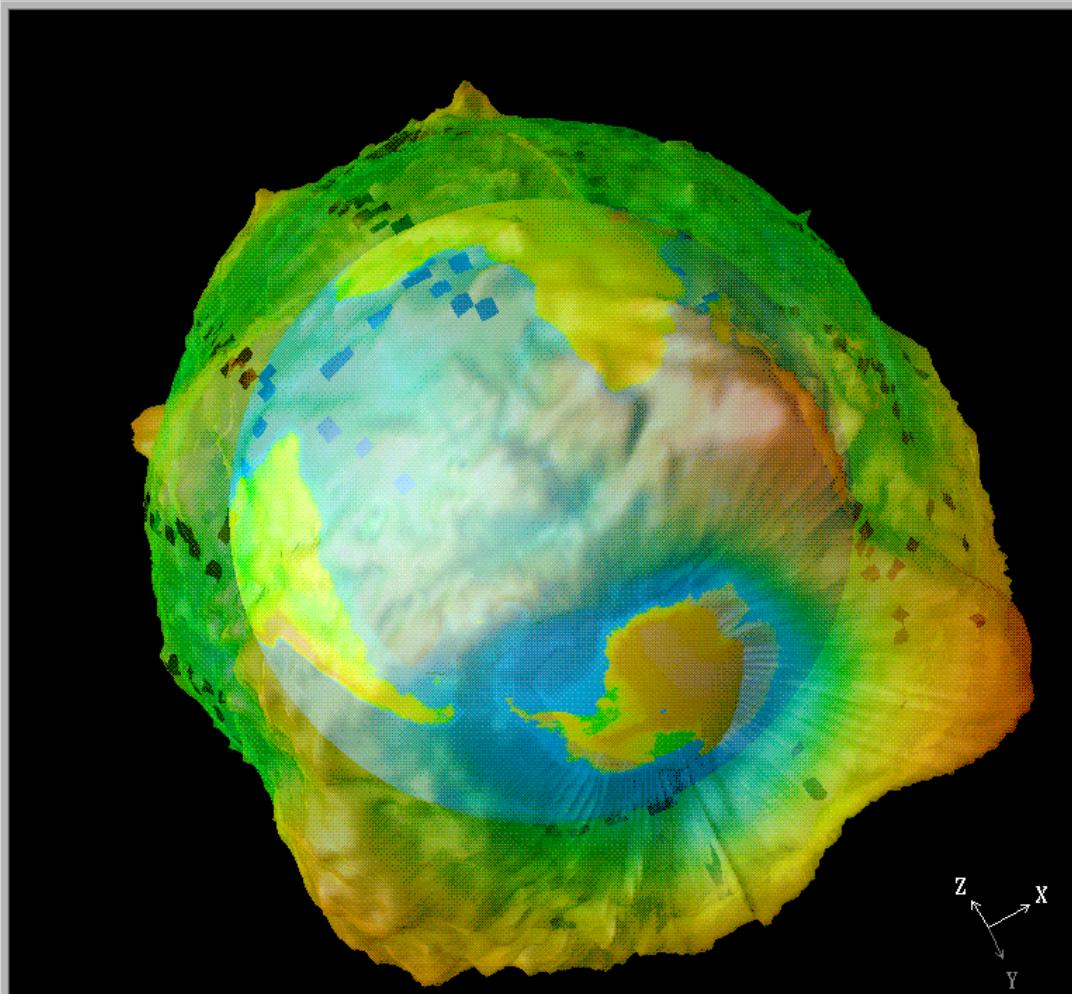


# Data State Model

[Chi 98]



File Execute Windows Connection Options Help



View Control...

Undo Ctrl+U Redo Ctrl+D

Mode: Rotate

Set View: None

Projection: Perspective

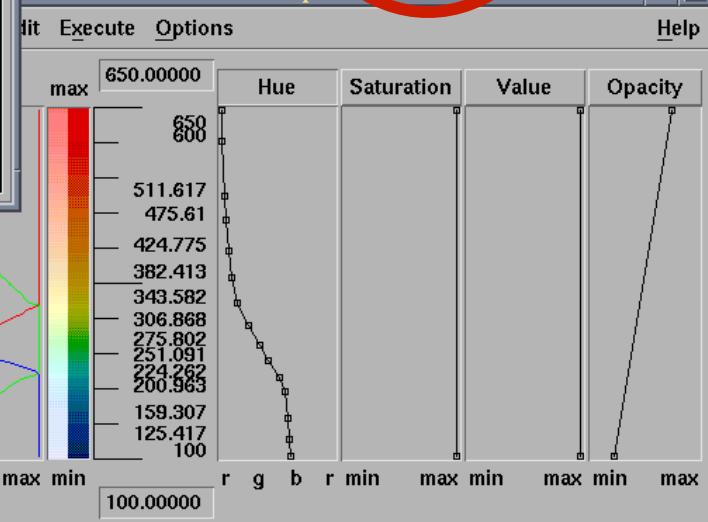
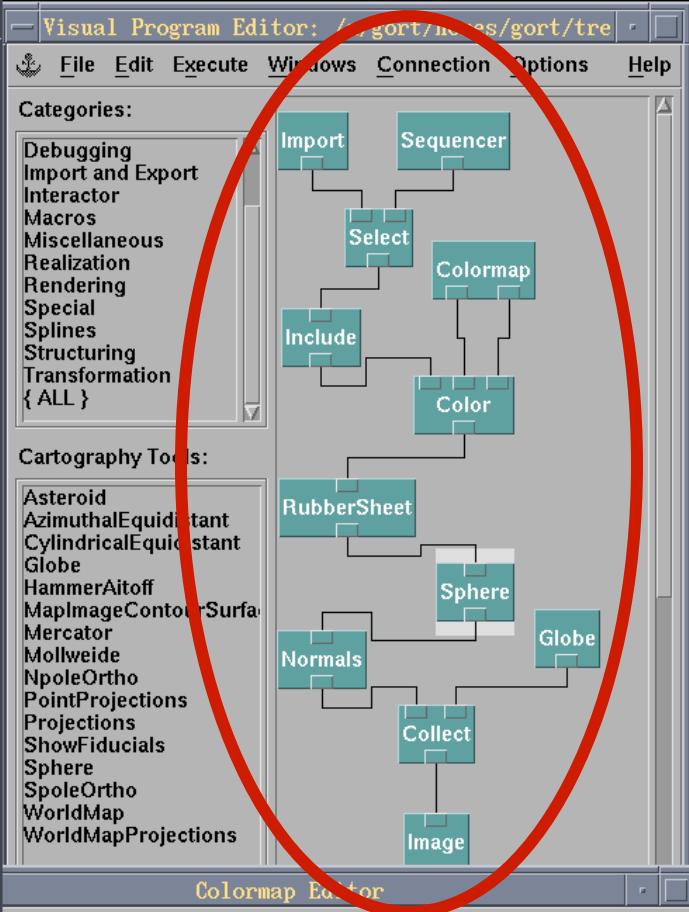
View Angle: 30.000

Close Reset Ctrl+F

Sequence Control

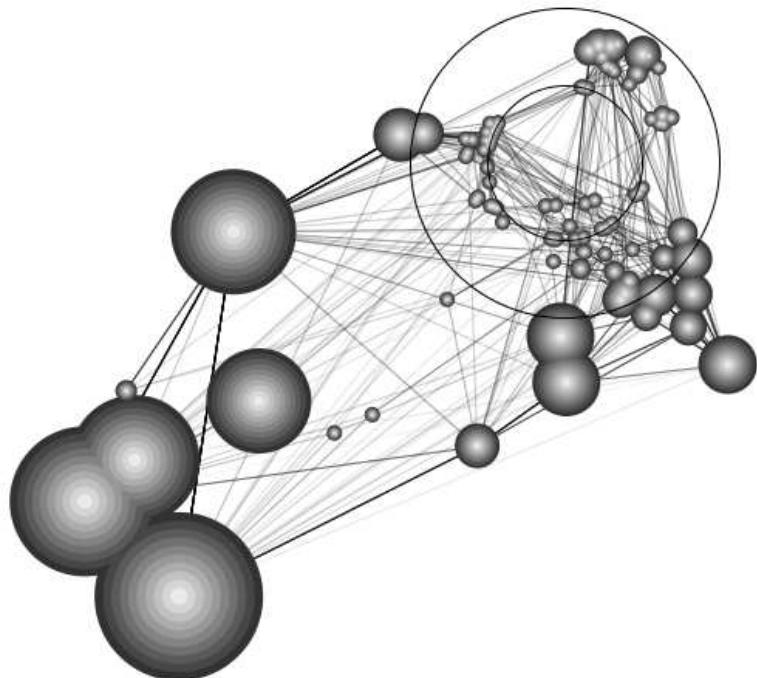
Loop Stop <||> ...

<|> ▶ ■ ||

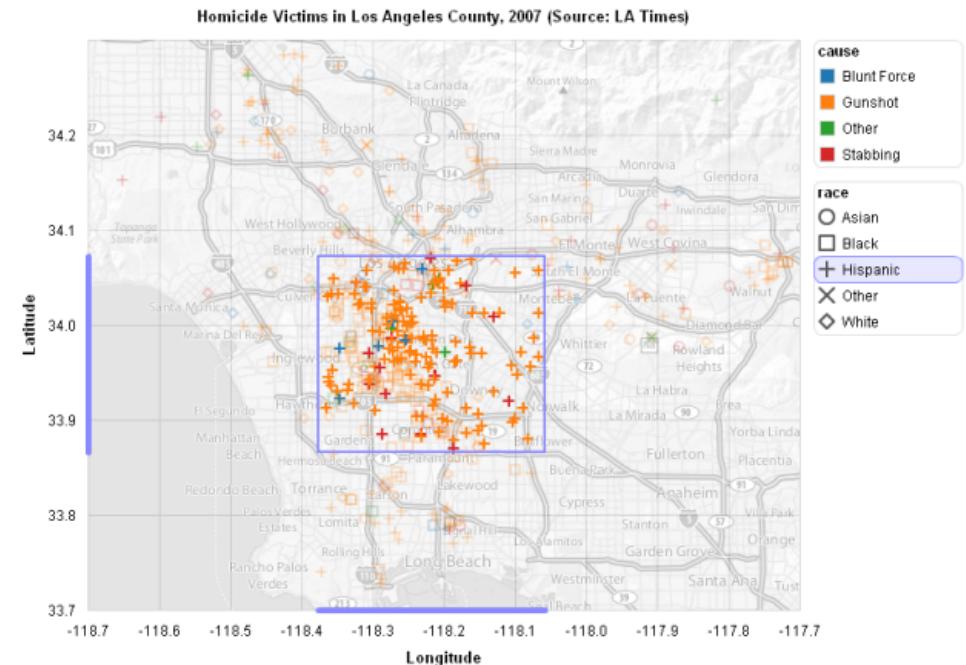


# Prefuse & Flare

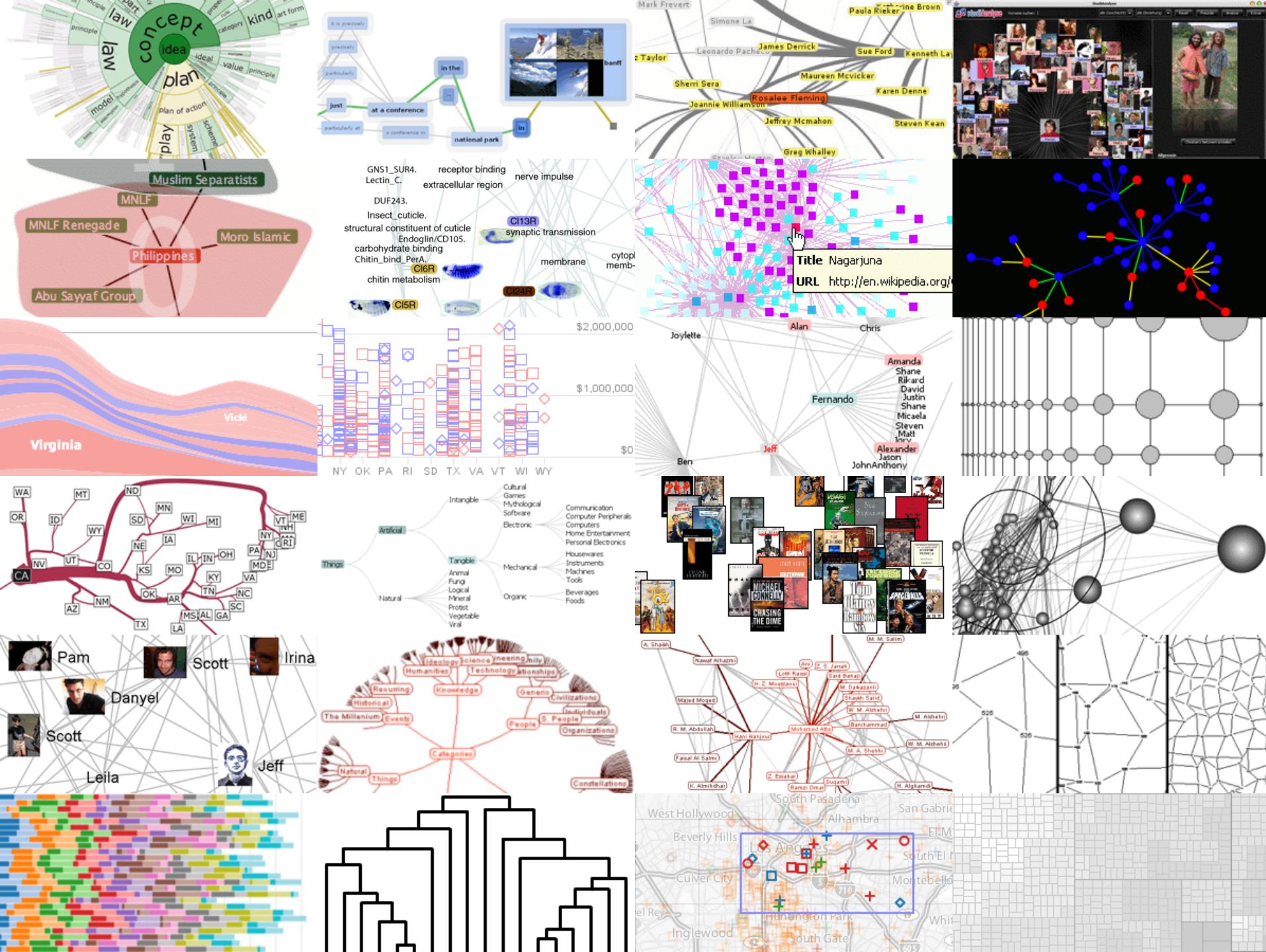
Operator-based toolkits for visualization design  
Vis = (Input Data -> Visual Objects) + Operators

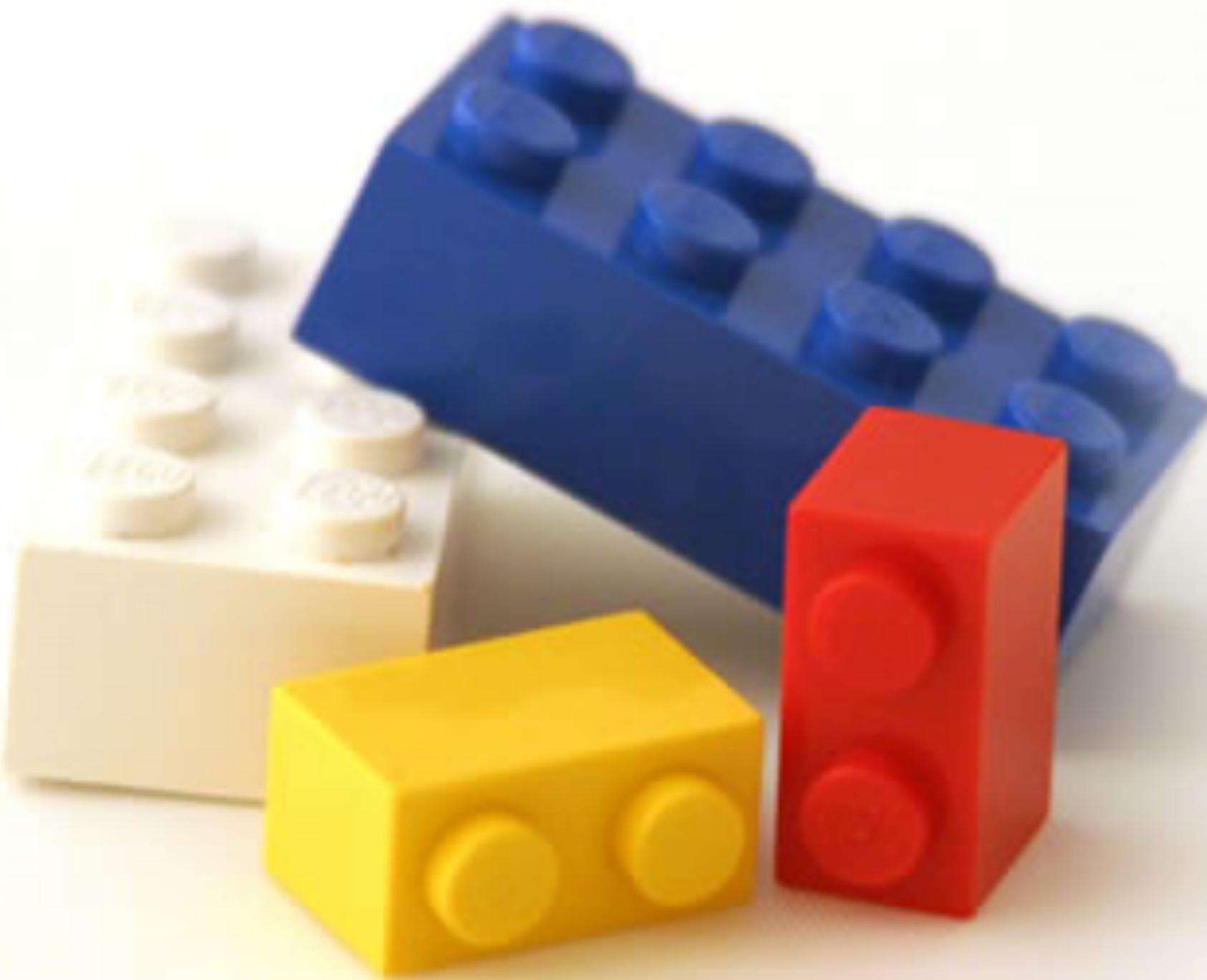


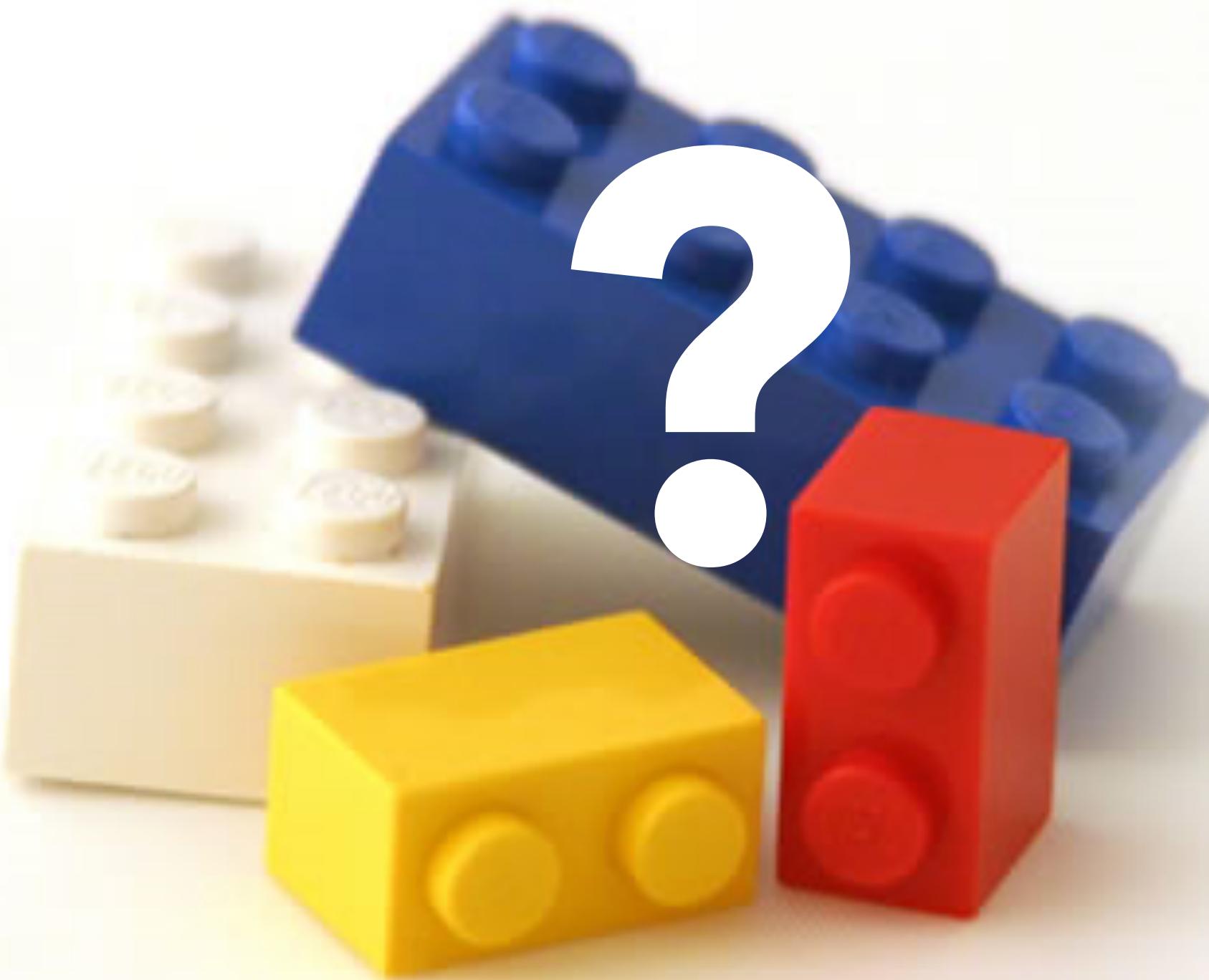
Prefuse (<http://prefuse.org>)



Flare (<http://flare.prefuse.org>)







# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

Processing, OpenGL, Java2D

# **Chart Typologies**

Excel, Many Eyes, Google Charts

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

Processing, OpenGL, Java2D



# Chart Typologies

# Data Sets : State Quick Facts

Uploaded By: zinggoat

Created at: Friday May 18, 3:08 PM

Data Source: US Census Bureau

Description:

Tags: people census

[view as text](#) [edit data set](#)

	People QuickFacts	Population 2005 estimate	Population percent change April 1 2000 to July 1 2005	Population 2000	Population percent change 1990 to 2000	Persons under 5 years old percent 2004	Persons under 18 years old percent 2004	Persons 65 years old and over percent 2004
1	Alabama	4557808	0.03	4447100	0.1	0.07	0.24	0.13
2	Alaska	663661	0.06	626932	0.14	0.08	0.29	0.06
3	Arizona	5939292	0.16	5130632	0.4	0.08	0.27	0.13
4	Arkansas	2779154	0.04	2673400	0.14	0.07	0.25	0.14
5	California	36132147	0.07	33871648	0.14	0.07	0.27	0.11
6	Colorado	4665177	0.08	4301261	0.31	0.07	0.26	0.1
7	Connecticut	3510297	0.03	3405565	0.04	0.06	0.24	0.14
8	Delaware	843524	0.08	783600	0.18	0.07	0.23	0.13
9	Florida	17789864	0.11	15982378	0.24	0.06	0.23	0.17
10	Georgia	9072576	0.11	8186453	0.26	0.08	0.26	0.1
11	Hawaii	1275194	0.05	1211537	0.09	0.07	0.24	0.14
12	Idaho	1429096	0.1	1293953	0.29	0.07	0.27	0.11
13	Illinois	12763371	0.03	12419293	0.09	0.07	0.26	0.12



## Choosing a visualization type for State Quick Facts

### Analyze a text



#### Tag Cloud

How are you using your words? This enhanced tag cloud will show you the words popularity in the given set of text.

[Learn more](#)



#### Wordle

Wordle is a toy for generating "word clouds" from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text.

[Learn more](#)

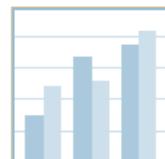


#### Word Tree

See a branching view of how a word or phrase is used in a text. Navigate the text by zooming and clicking.

[Learn more](#)

### Compare a set of values



#### Bar Chart

How do the items in your data set stack up? A bar chart is a simple and recognizable way to compare values. You can display several sets of bars for multivariate comparisons.

[Learn more](#)



#### Block Histogram

This versatile chart lets you get a quick sense of how a single set of data is distributed. Each item in the data is an individually identifiable block.

[Learn more](#)

# Visualizations : Federal Spending by State, 2004

Creator: Anonymous

Tags: census people

People QuickFac...

Federal spending 2004 (\$1000)

Disks colored by People QuickFacts

Click to select,

Ctrl-Click: multiple

Shift-Click: range

- Alabama
- Alaska
- Arizona
- Arkansas
- California
- Colorado
- Connecticut
- Delaware
- Florida
- Georgia
- Hawaii
- Idaho
- Illinois
- Indiana
- Iowa
- Kansas
- Kentucky
- Louisiana
- Maine
- Maryland

250 mil  
150 mil  
100 mil  
50 mil  
0 mil

Search>>

Label

People QuickFacts

Color

People QuickFacts

To highlight or find totals  
click or ctrl-click.

Retail sales per capita 2002

Minority-owned firms percent of total 1997

Women-owned firms percent of total 1997

Housing units authorized by building permits 2004

Federal spending 2004 (\$1000)

Land area 2000 (square miles)

Persons per square mile 2000

FIPS Code

Comments (1)

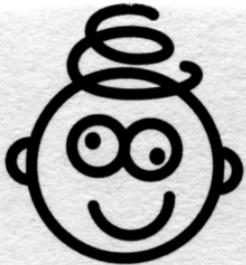
Bubble Size



Census Bureau

This data set  
has not yet been rated

rate  
this



# MAD LIBS®

## MY MUSIC LESSON

Every Wednesday, when I get home from school, I have a piano lesson. My teacher is a very strict house. Her name is

Hillary Clinton  
CELEBRITY (FEMALE)

Our piano is a Steinway Concert tree  
NOUN  
and it has 88 cups. It also has a soft pedal and a/an

smily ADJECTIVE pedal. When I have a lesson, I sit down on the piano

ALBERTO NOUN and play for 16 minutes. PERIOD OF TIME I do scales to

exercise my cats, PLURAL NOUN and then I usually play a minuet by

Johann Sebastian Washington. CELEBRITY (LAST NAME) Teacher says I am a natural

Haunted House NOUN and have a good musical leg. PART OF THE BODY Perhaps

when I get better I will become a concert vet PROFESSION and give

a recital at Carnegie hospital. TYPE OF BUILDING

[M]ost charting packages channel user requests into a **rigid array of chart types**. To atone for this lack of flexibility, they offer a kit of post-creation editing tools to return the image to what the user originally envisioned. **They give the user an impression of having explored data rather than the experience.**

Leland Wilkinson

*The Grammar of Graphics*, 1999

# **Chart Typologies**

Excel, Many Eyes, Google Charts

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

Processing, OpenGL, Java2D

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

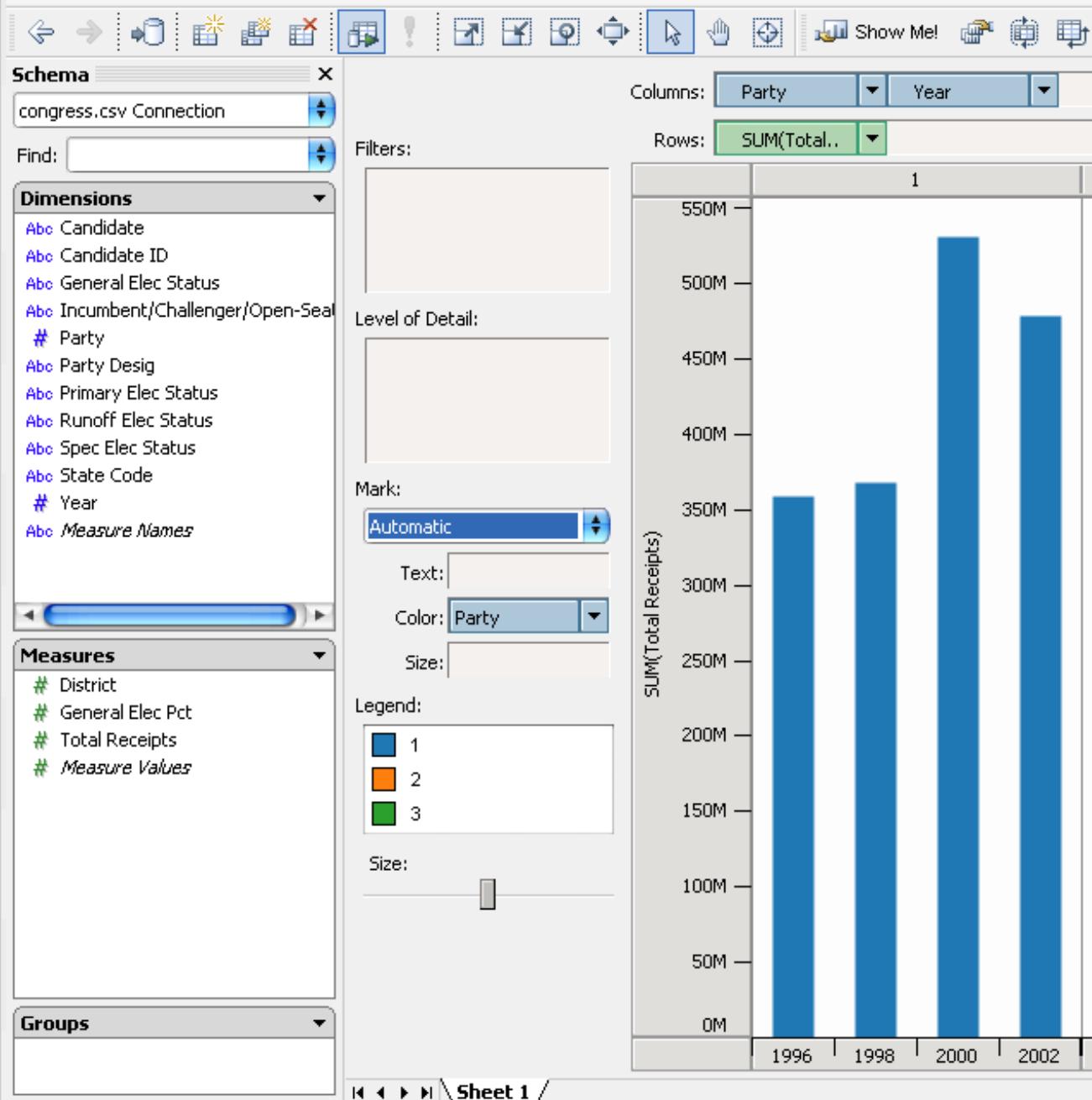
VizQL, ggplot2

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D



*Statistics and Computing*

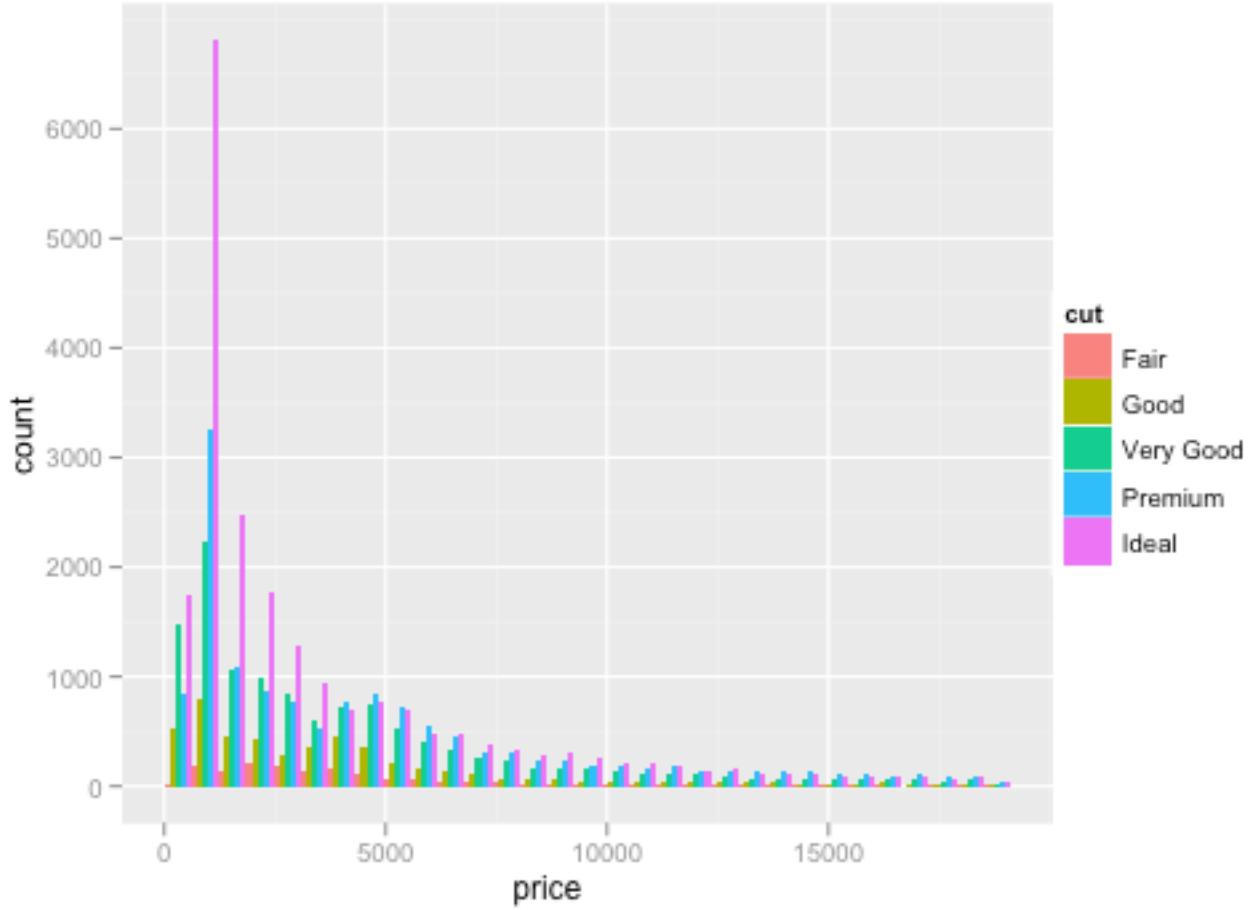
Leland Wilkinson

**The Grammar  
of Graphics**

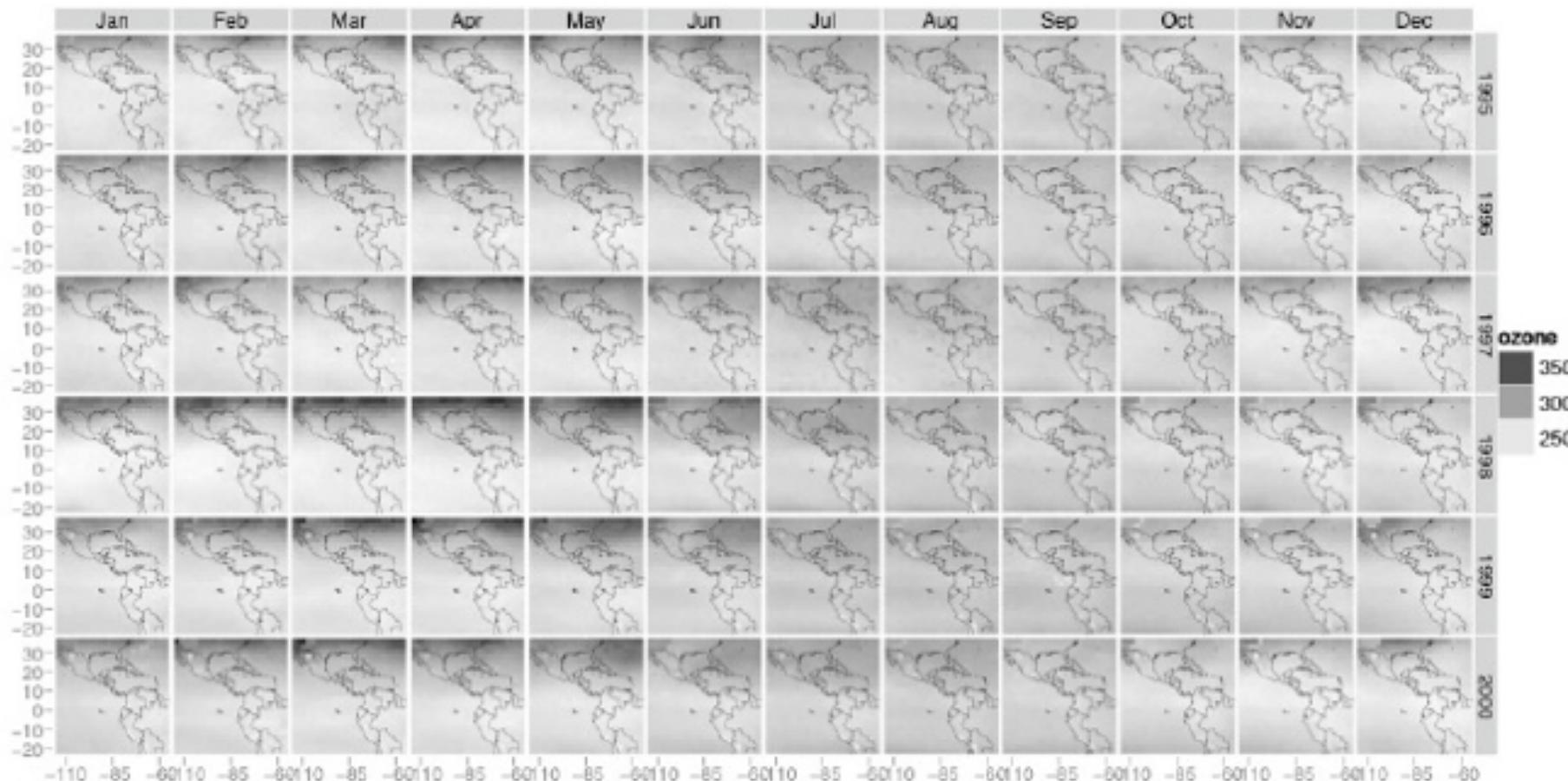
Second Edition

 Springer

```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```



```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```



```
qplot(long, lat, data = expo, geom = "tile", fill = ozone,  
  facets = year ~ month) +  
  scale_fill_gradient(low = "white", high = "black") + map
```

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

**Expressiveness**

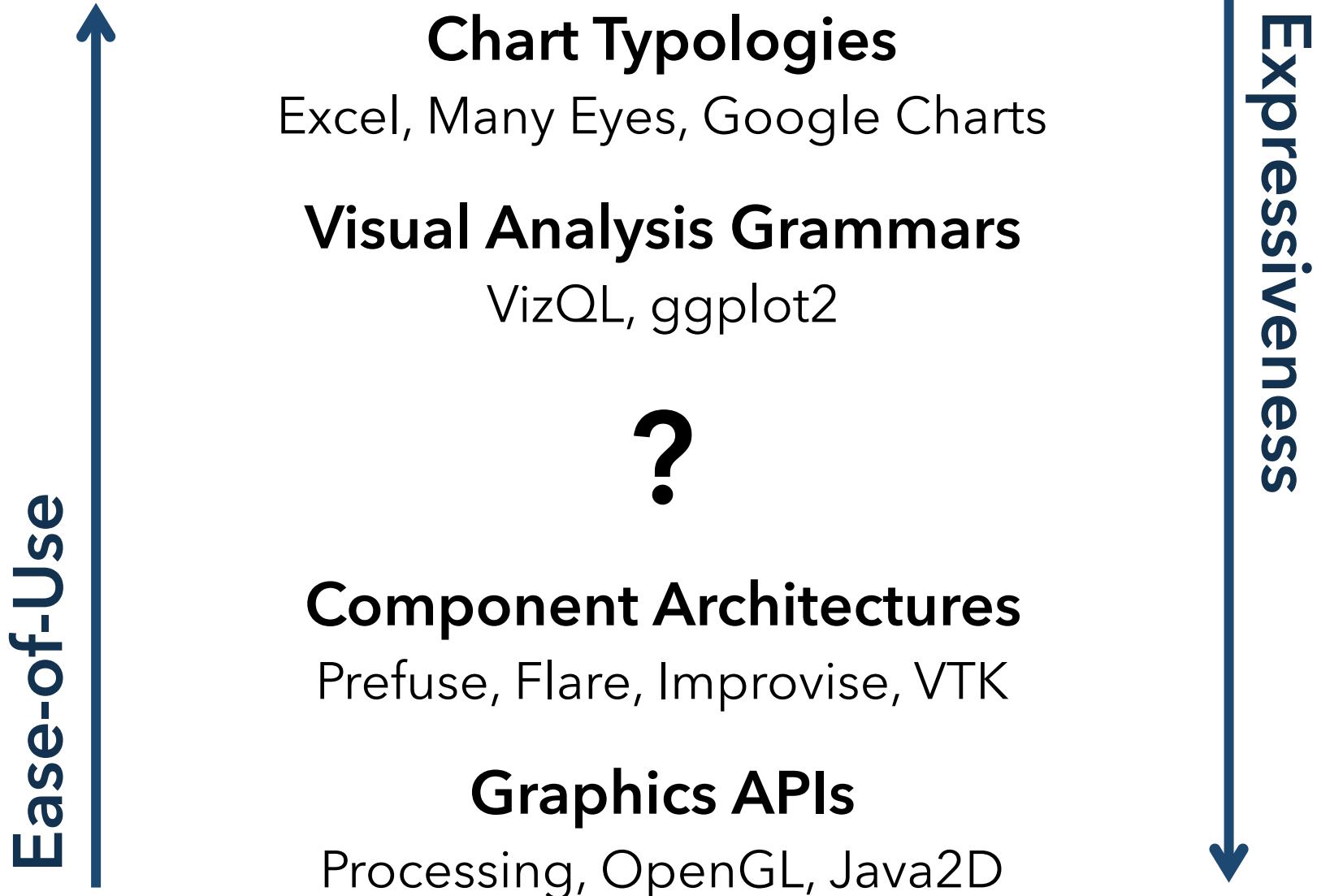


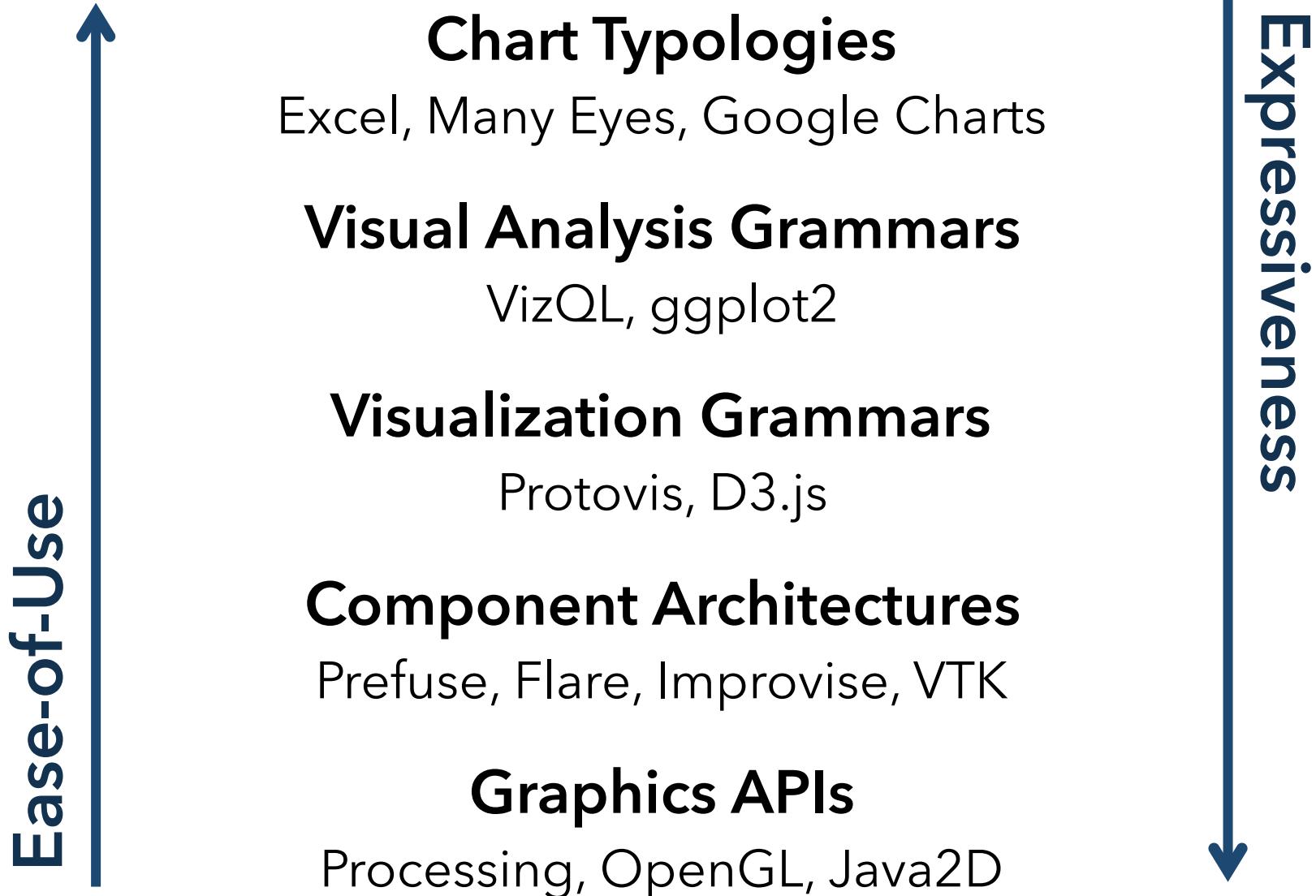
## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D



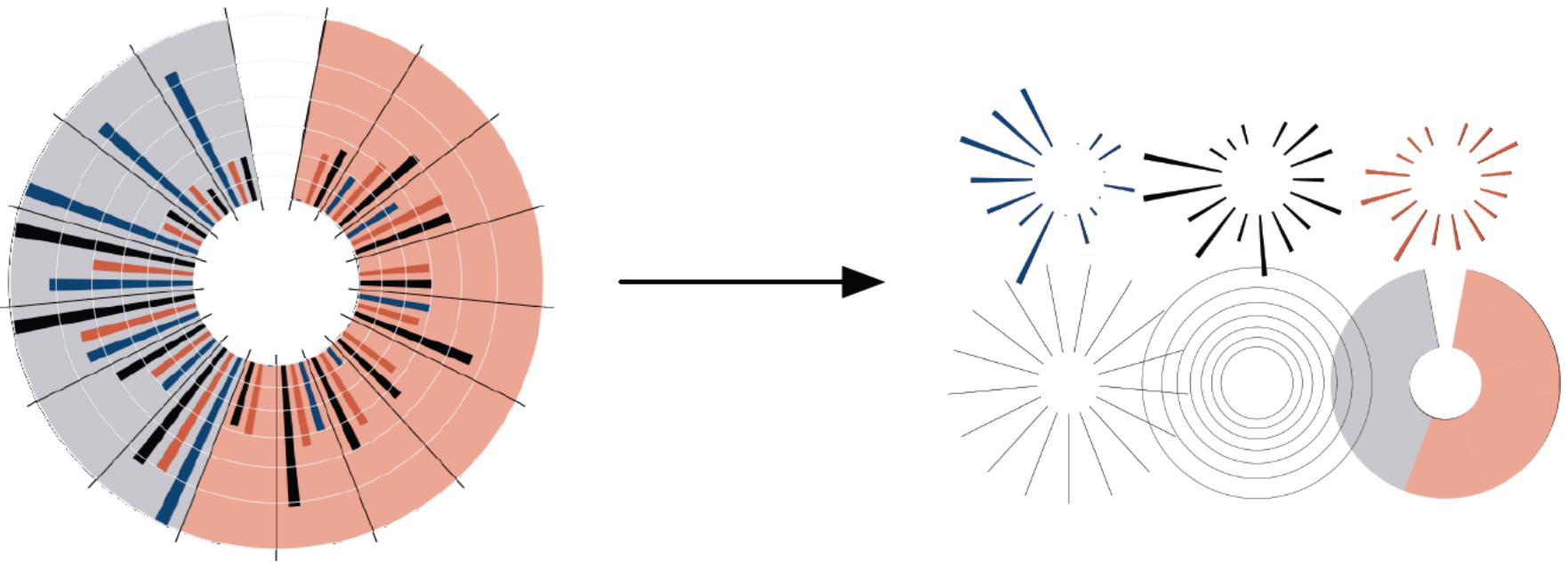


# Protopis & D3

Today's first task is not to invent wholly new [graphical] techniques, though these are needed. Rather we need most vitally to recognize and reorganize the **essential of old techniques**, to **make easy their assembly in new ways**, and to **modify their external appearances to fit the new opportunities**.

J. W. Tukey, M. B. Wilk  
*Data Analysis & Statistics, 1965*

# Protopis: A Grammar for Visualization



A graphic is a composition of data-representative marks.

with **Mike Bostock, Vadim Ogievetsky, Jeff Heer**

# **Visualization Grammar**

# Visualization Grammar

**Data**

Input data to visualize

# Visualization Grammar

**Data**

Input data to visualize

**Transforms**

Grouping, stats, projection, layout

# Visualization Grammar

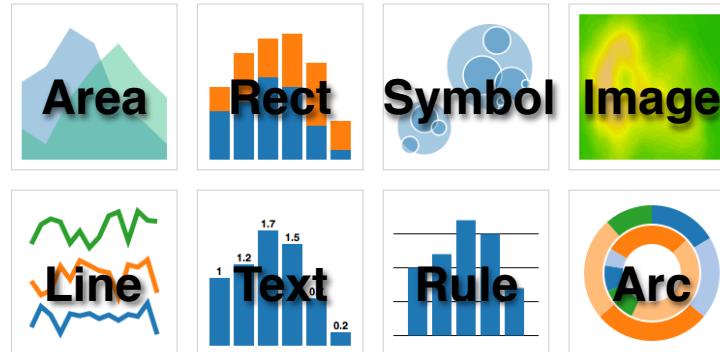
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Grouping, stats, projection, layout
<b>Scales</b>	Map data values to visual values

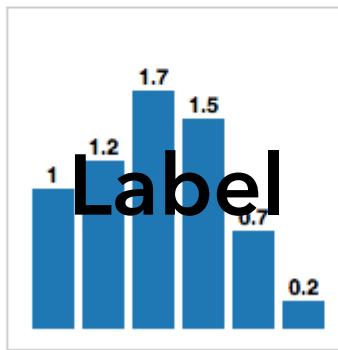
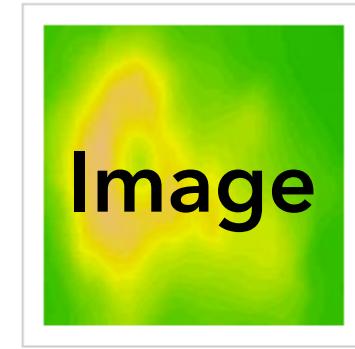
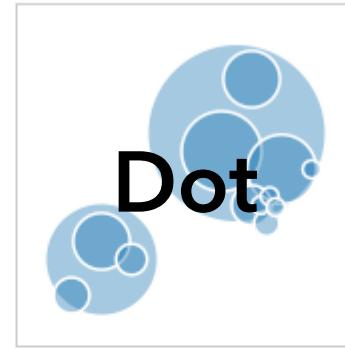
# Visualization Grammar

<b>Data</b>	Input data to visualize
<b>Transforms</b>	Grouping, stats, projection, layout
<b>Scales</b>	Map data values to visual values
<b>Guides</b>	Axes & legends visualize scales

# Visualization Grammar

<b>Data</b>	Input data to visualize
<b>Transforms</b>	Grouping, stats, projection, layout
<b>Scales</b>	Map data values to visual values
<b>Guides</b>	Axes & legends visualize scales
<b>Marks</b>	Data-representative graphics



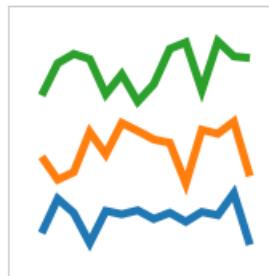
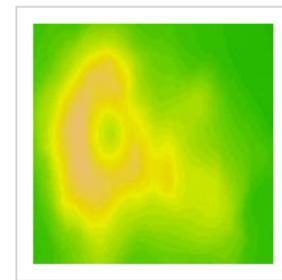
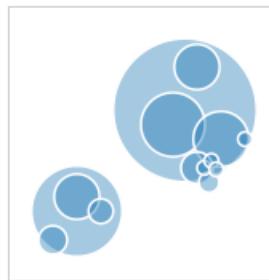
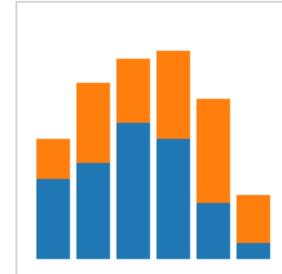


**MARKS:** Protovis graphical primitives

# MARK

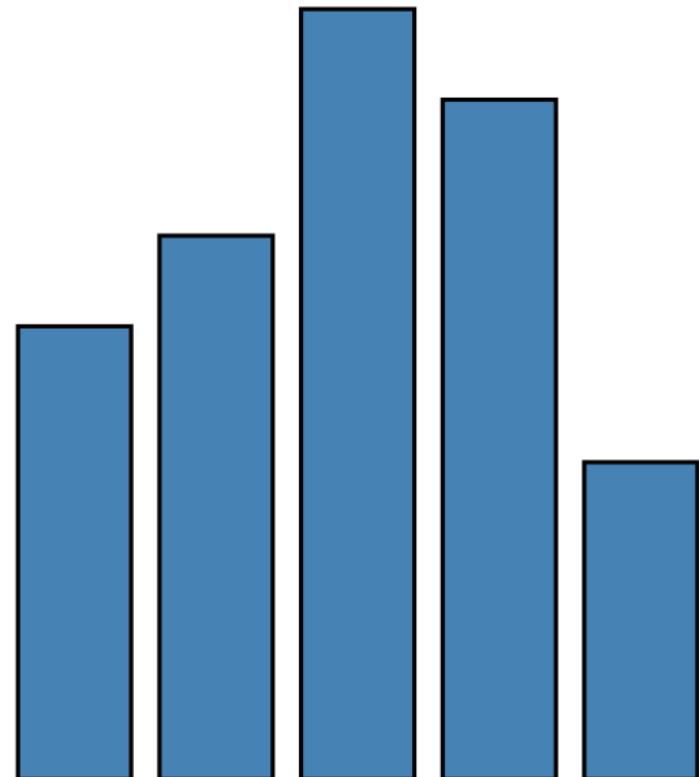
$$\lambda : D \rightarrow R$$

data	$\lambda$
visible	$\lambda$
left	$\lambda$
bottom	$\lambda$
width	$\lambda$
height	$\lambda$
fillStyle	$\lambda$
strokeStyle	$\lambda$
lineWidth	$\lambda$
...	$\lambda$



**RECT** $\lambda : D \rightarrow R$ 

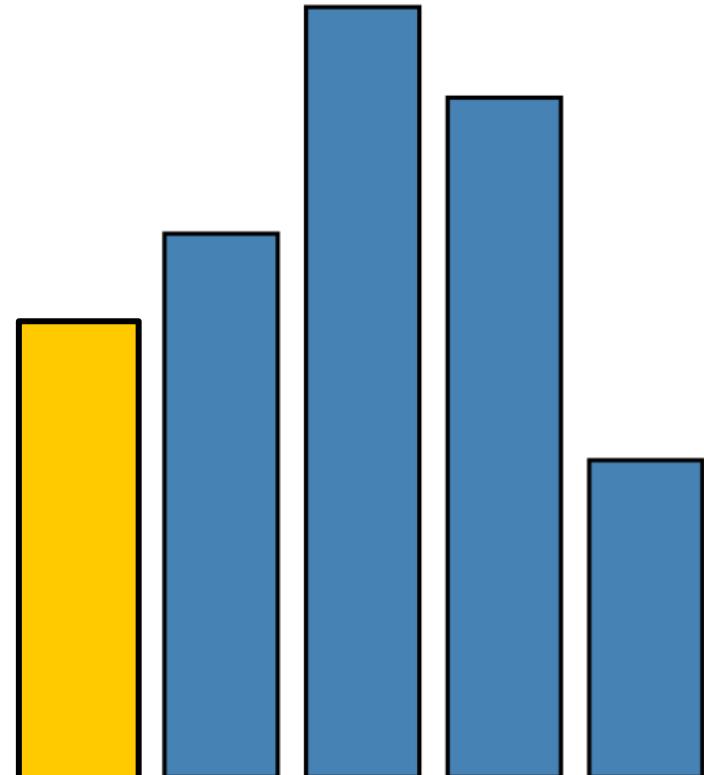
data	1   1.2   1.7   1.5   0.7
visible	true
left	$\lambda: \text{index} * 25$
bottom	0
width	20
height	$\lambda: \text{datum} * 80$
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



**RECT**

$\lambda : D \rightarrow R$

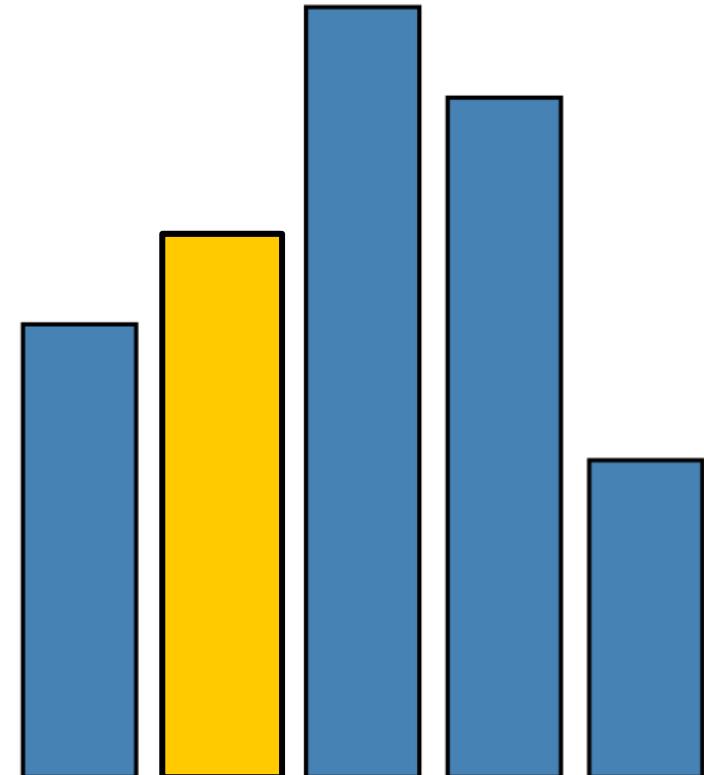
data	1	1.2	1.7	1.5	0.7
visible		true			
left		0 * 25			
bottom		0			
width		20			
height		1 * 80			
fillStyle		blue			
strokeStyle		black			
lineWidth		1.5			
...		...			



**RECT**

$\lambda : D \rightarrow R$

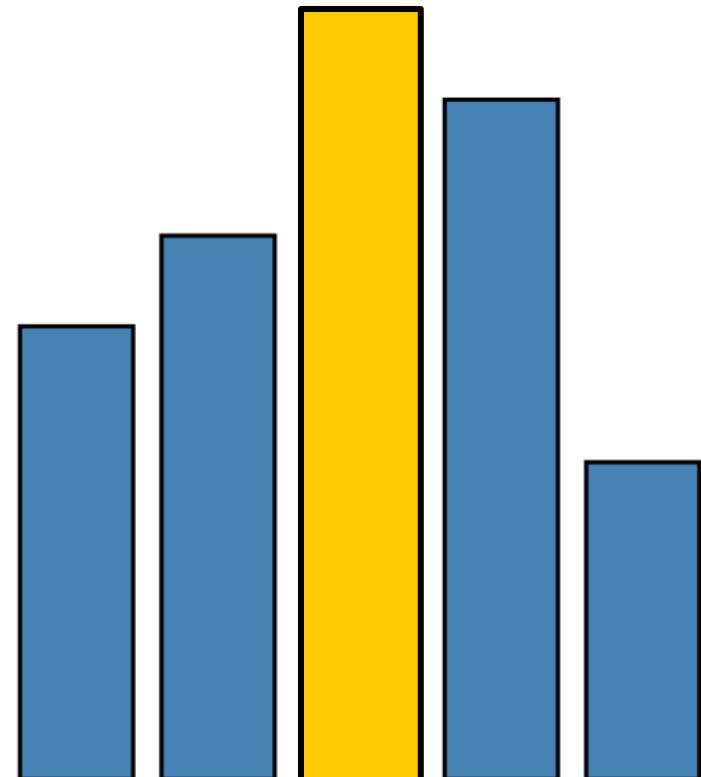
data	1   1.2   1.7   1.5   0.7
visible	true
left	1 * 25
bottom	0
width	20
height	1.2 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



**RECT**

$\lambda : D \rightarrow R$

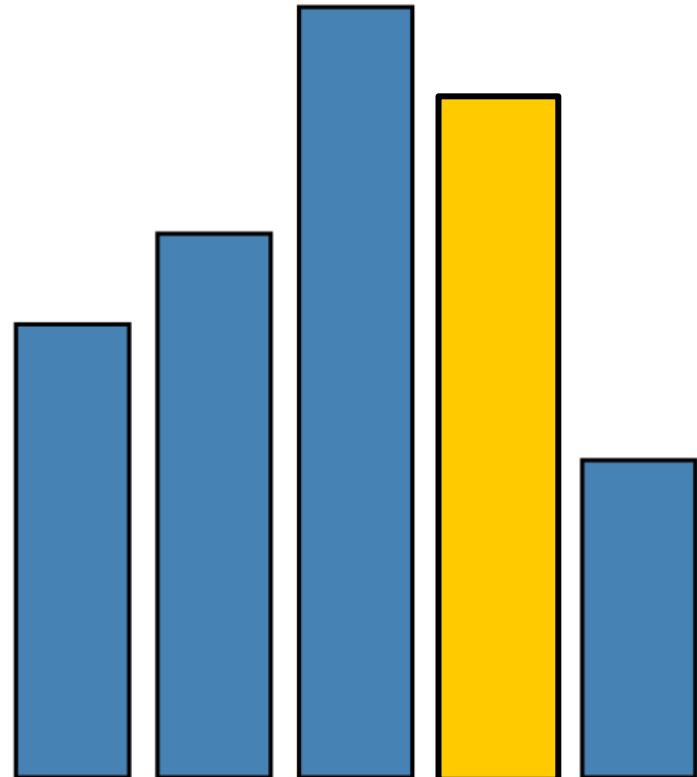
data	1   1.2   <b>1.7</b>   1.5   0.7
visible	true
left	<b>2 * 25</b>
bottom	0
width	20
height	<b>1.7 * 80</b>
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



**RECT**

$\lambda : D \rightarrow R$

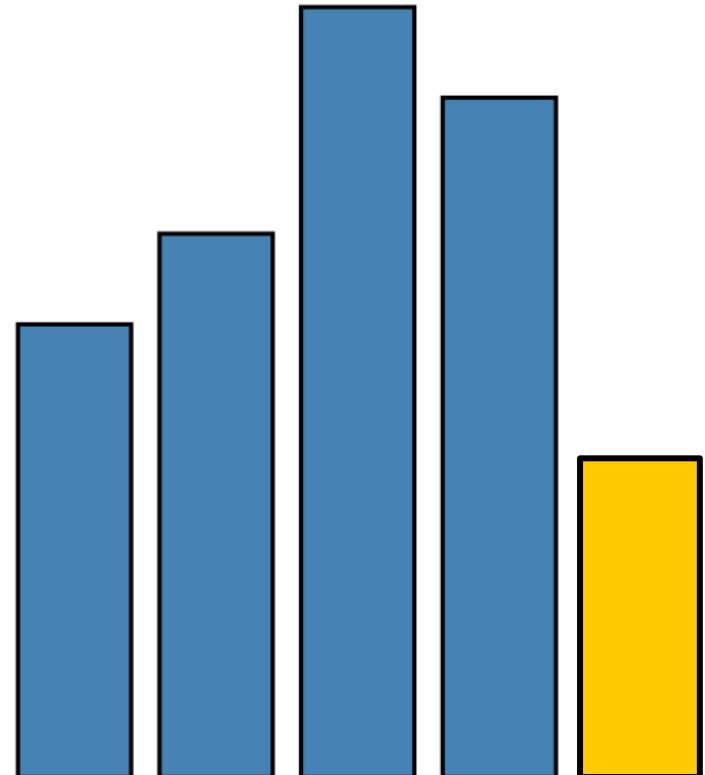
data	1   1.2   1.7   1.5   0.7
visible	true
left	3 * 25
bottom	0
width	20
height	1.5 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



**RECT**

$\lambda : D \rightarrow R$

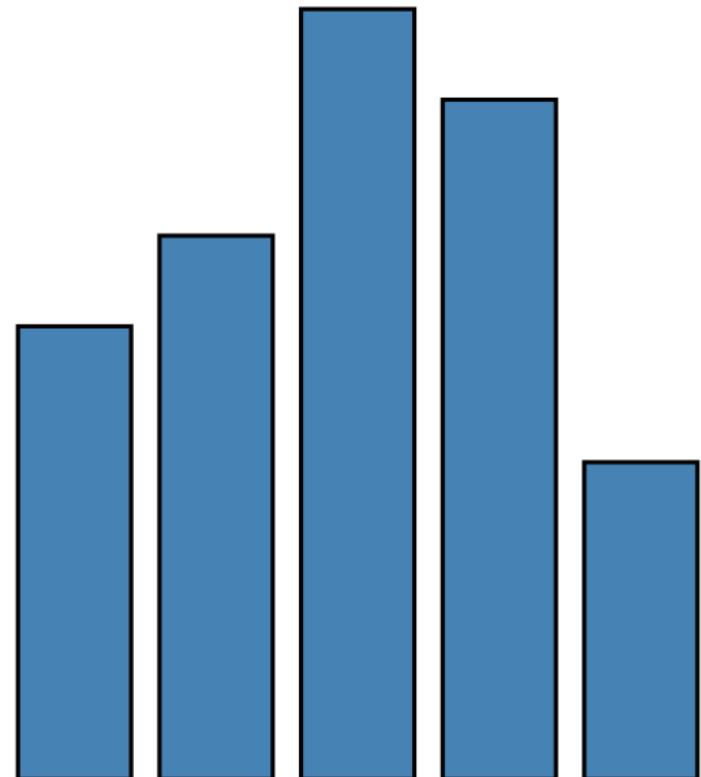
data	1   1.2   1.7   1.5   0.7
visible	true
left	4 * 25
bottom	0
width	20
height	0.7 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



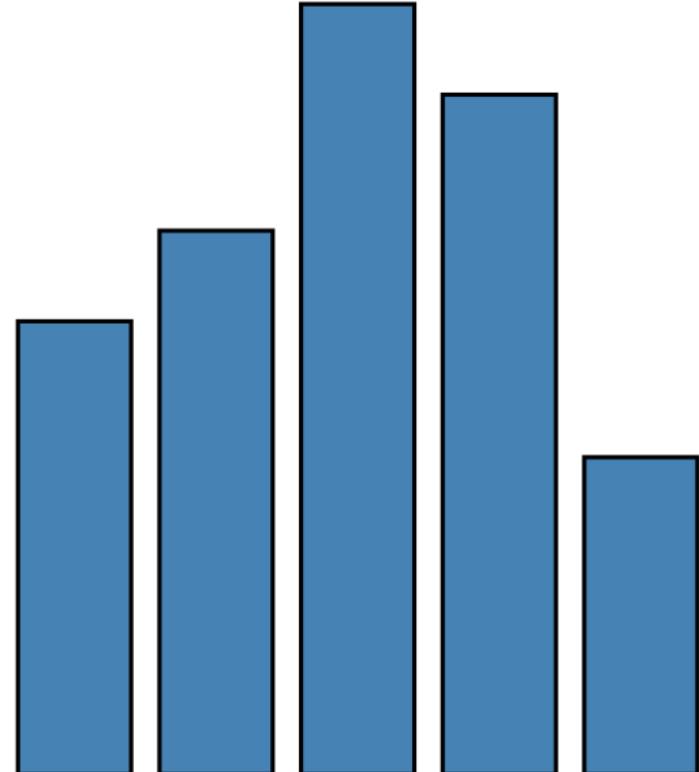
**RECT**

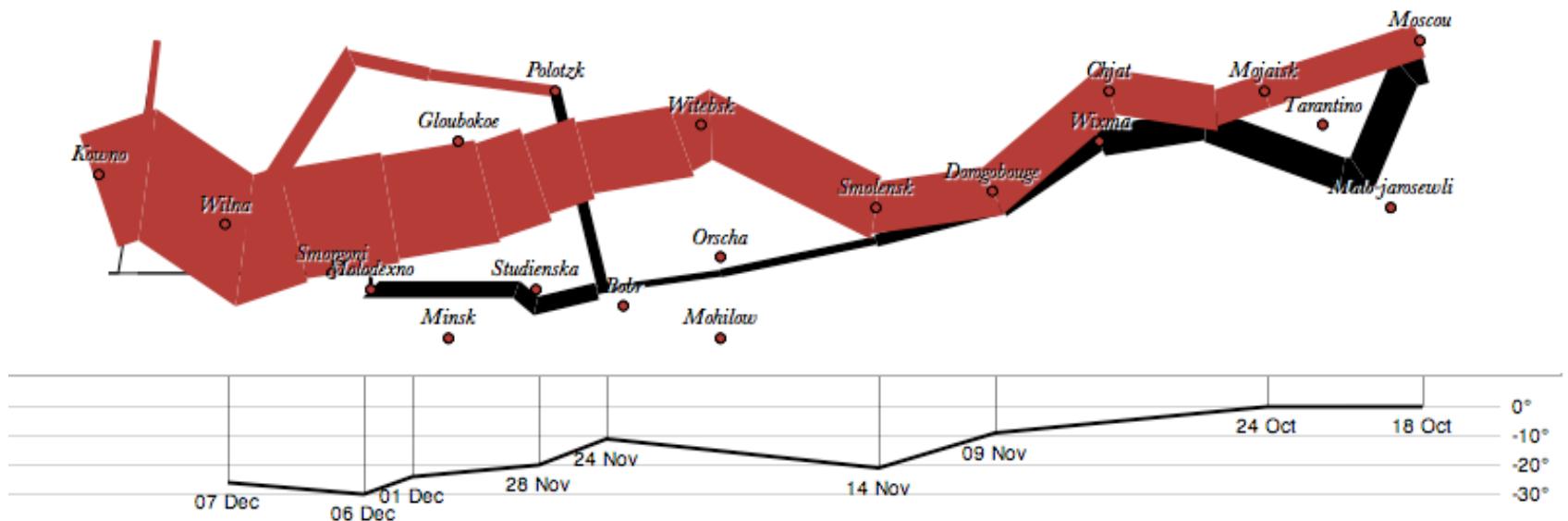
$\lambda : D \rightarrow R$

data	1   1.2   1.7   1.5   0.7
visible	true
left	$\lambda: \text{index} * 25$
bottom	0
width	20
height	$\lambda: \text{datum} * 80$
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



```
var vis = new pv.Panel();
vis.add(pv.Bar)
  .data([1, 1.2, 1.7, 1.5, 0.7])
  .visible(true)
  .left((d) => this.index * 25)
  .bottom(0)
  .width(20)
  .height((d) => d * 80)
  .fillStyle("blue")
  .strokeStyle("black")
  .lineWidth(1.5);
vis.render();
```





```

var army = pv.nest(napoleon.army, "dir", "group");
var vis = new pv.Panel();

var lines = vis.add(pv.Panel).data(army);
lines.add(pv.Line)
  .data(() => army[this.idx])
  .left(lon).top(lat).size((d) => d.size/8000)
  .strokeStyle(() => color[army[panelIndex][0].dir]);

vis.add(pv.Label).data(napoleon.cities)
  .left(lon).top(lat)
  .text((d) => d.city).font("italic 10px Georgia")
  .textAlign("center").textBaseline("middle");

```

```

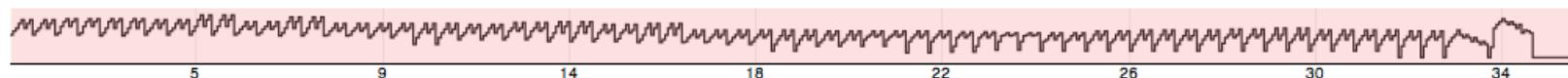
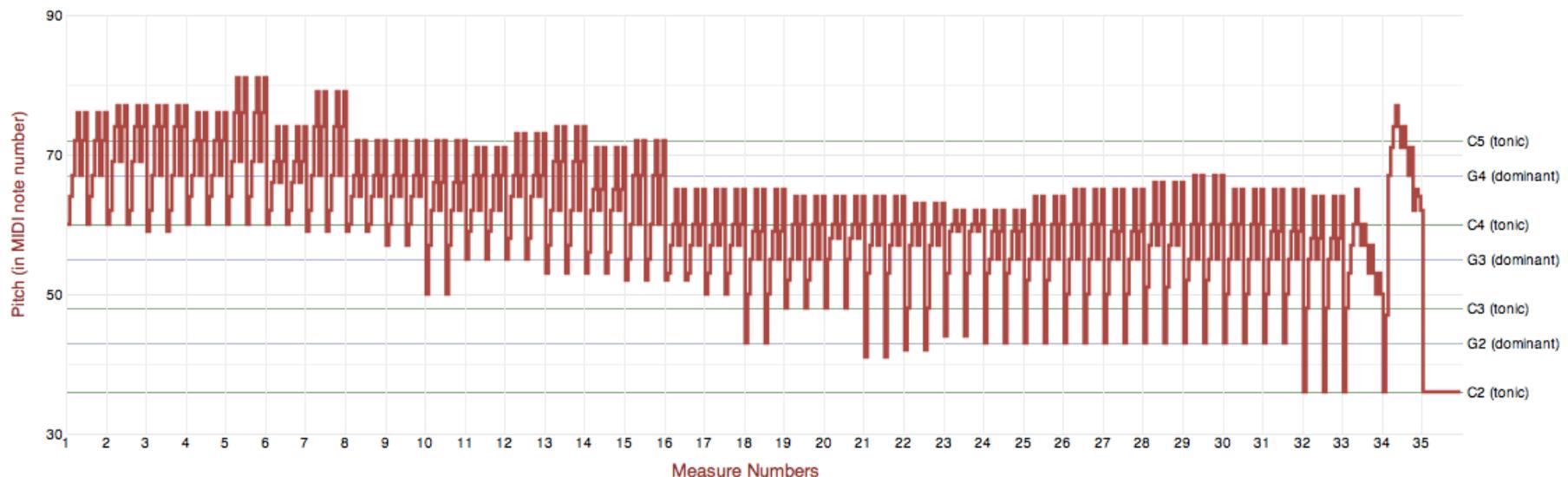
vis.add(pv.Rule).data([0,-10,-20,-30])
  .top((d) => 300 - 2*d - 0.5).left(200).right(150)
  .lineWidth(1).strokeStyle("#ccc")
  .anchor("right").add(pv.Label)
  .font("italic 10px Georgia")
  .text((d) => d+"°").textBaseline("center");

vis.add(pv.Line).data(napoleon.temp)
  .left(lon).top(tmp).strokeStyle("#0")
  .add(pv.Label)
  .top((d) => 5 + tmp(d))
  .text((d) => d.temp+"° "+d.date.substr(0,6))
  .textBaseline("top").font("italic 10px Georgia");

```

**PRELUDE NO.1 IN C MAJOR, BWV 846**  
(FROM WELL-TEMPERED CLAVIER, BOOK 1)

BY J.S. BACH



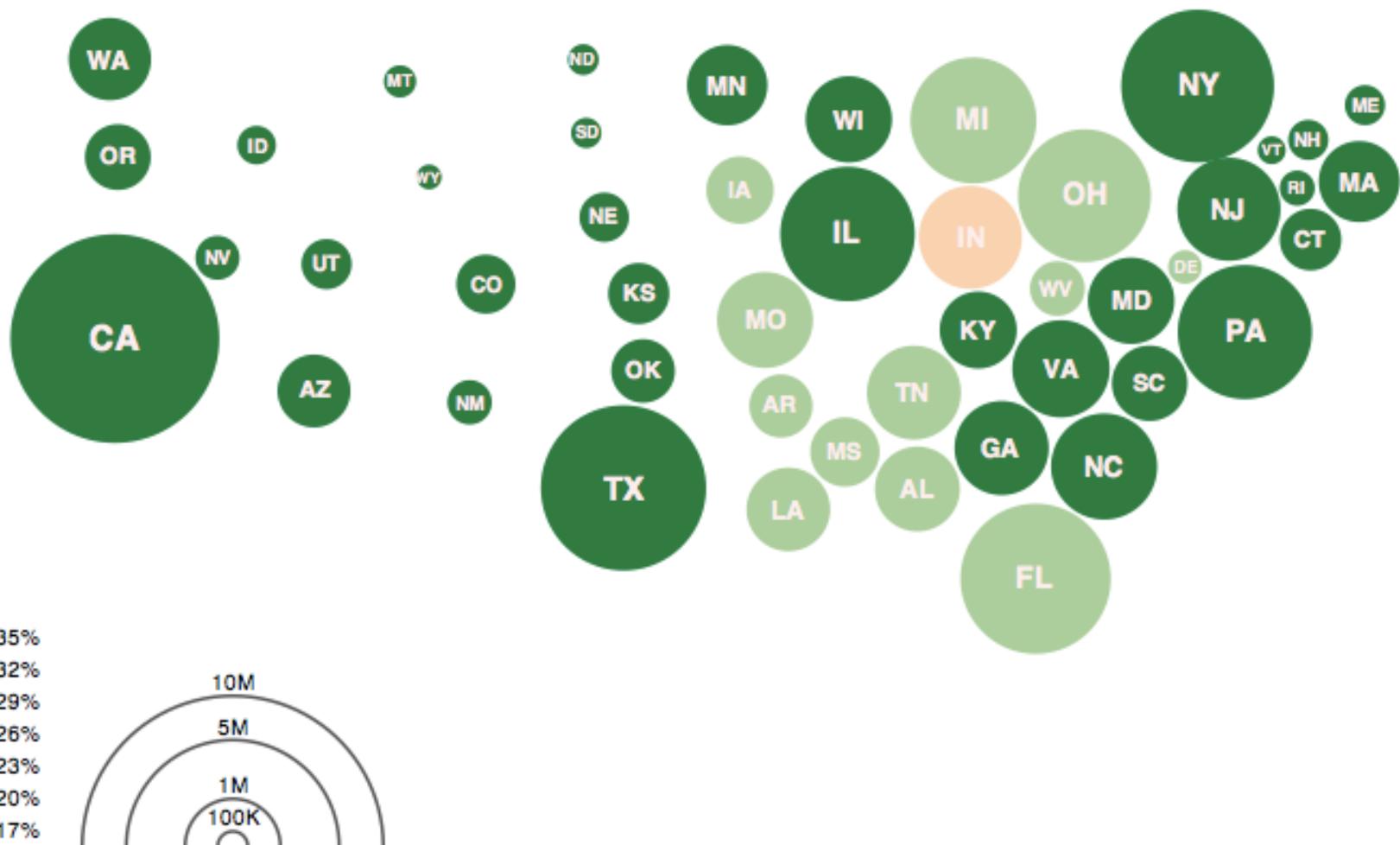
[◀ ▶] [◀ ▶] [◀ ▶] [◀ ▶]

focus-and-play range:

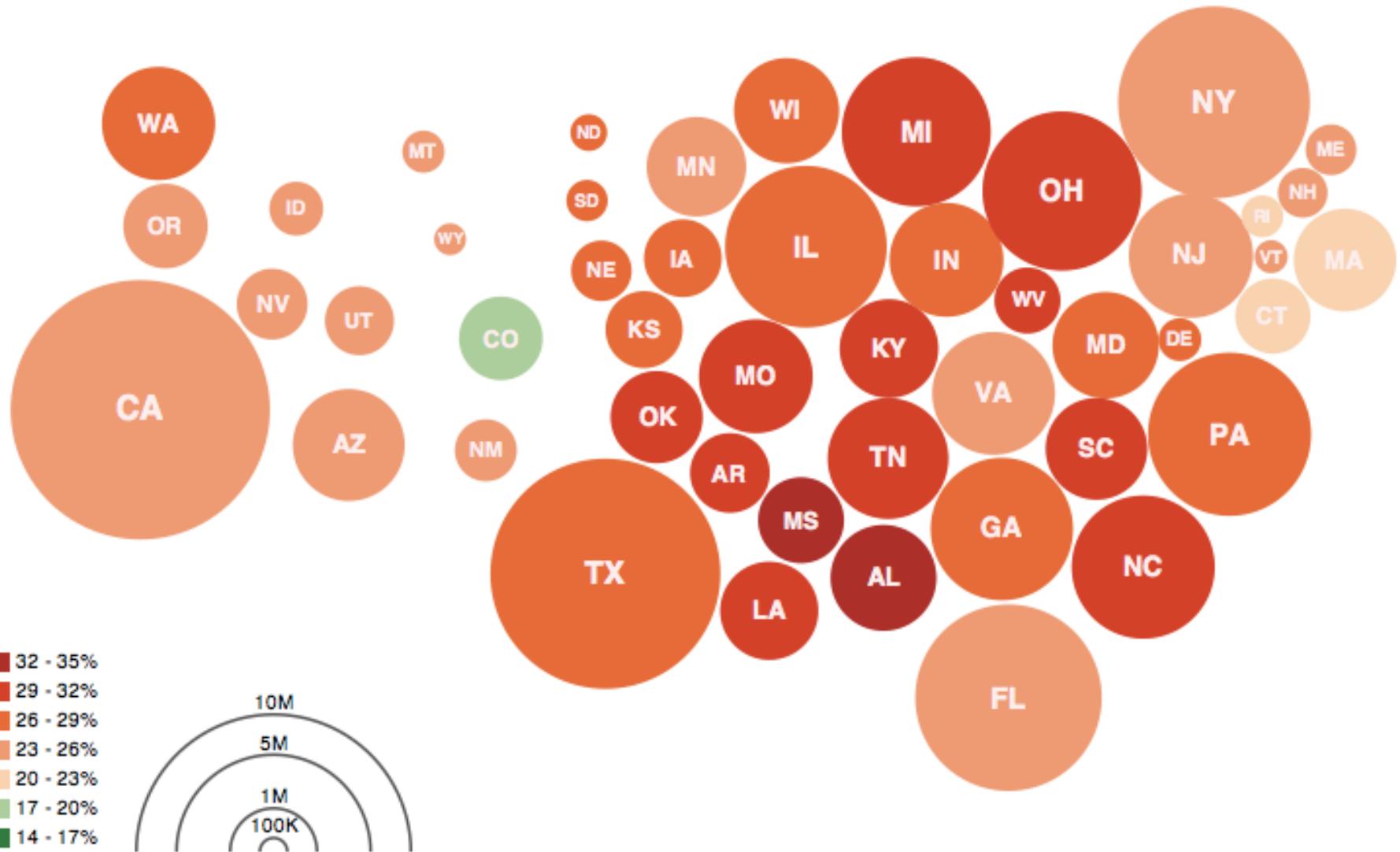
start at measure:

note: k-th phrase begins on measures  $4(k-1)+1$

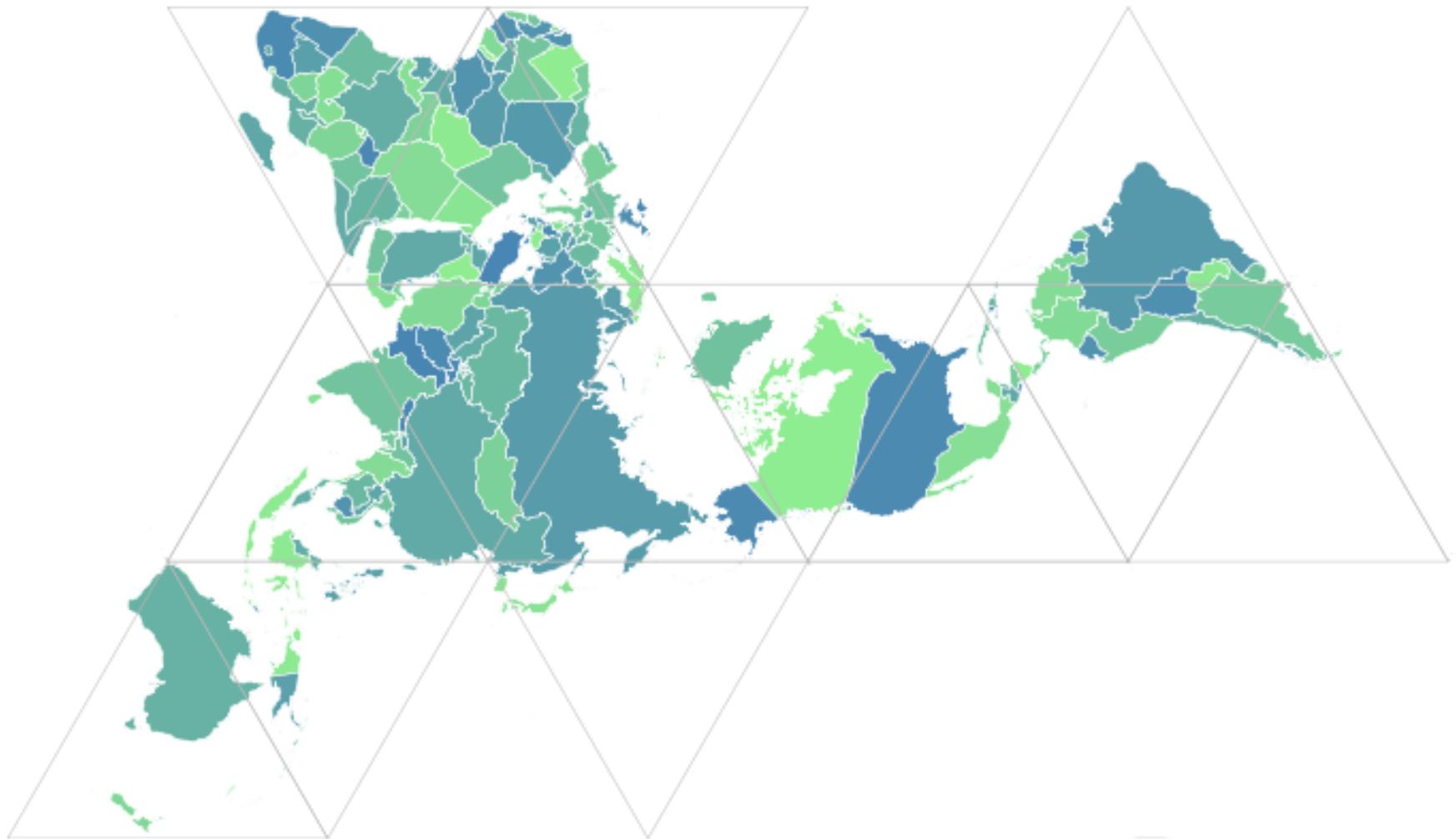
**Bach's Prelude #1 in C Major | Jieun Oh**



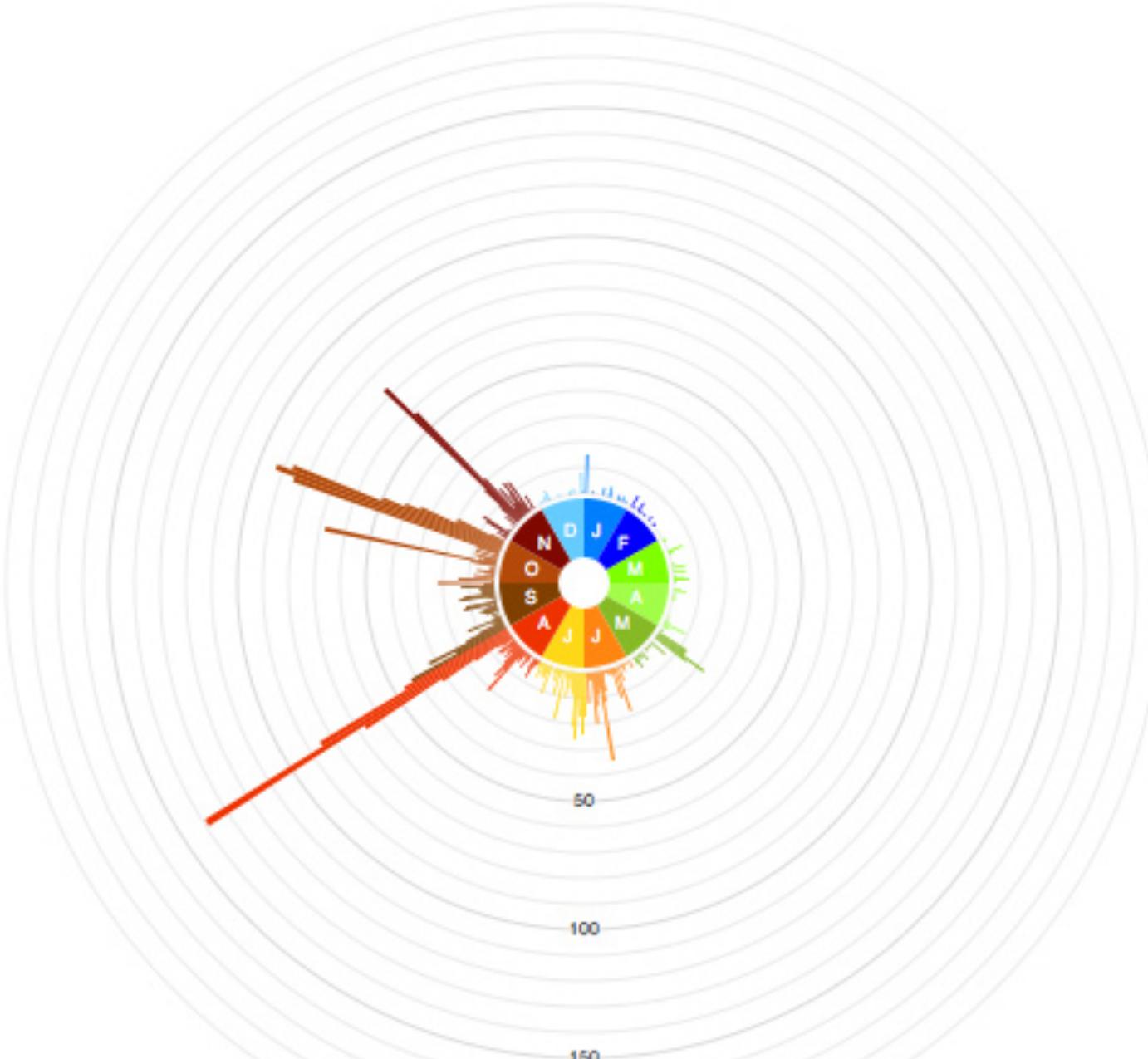
Obesity Map | Vadim Ogievetsky



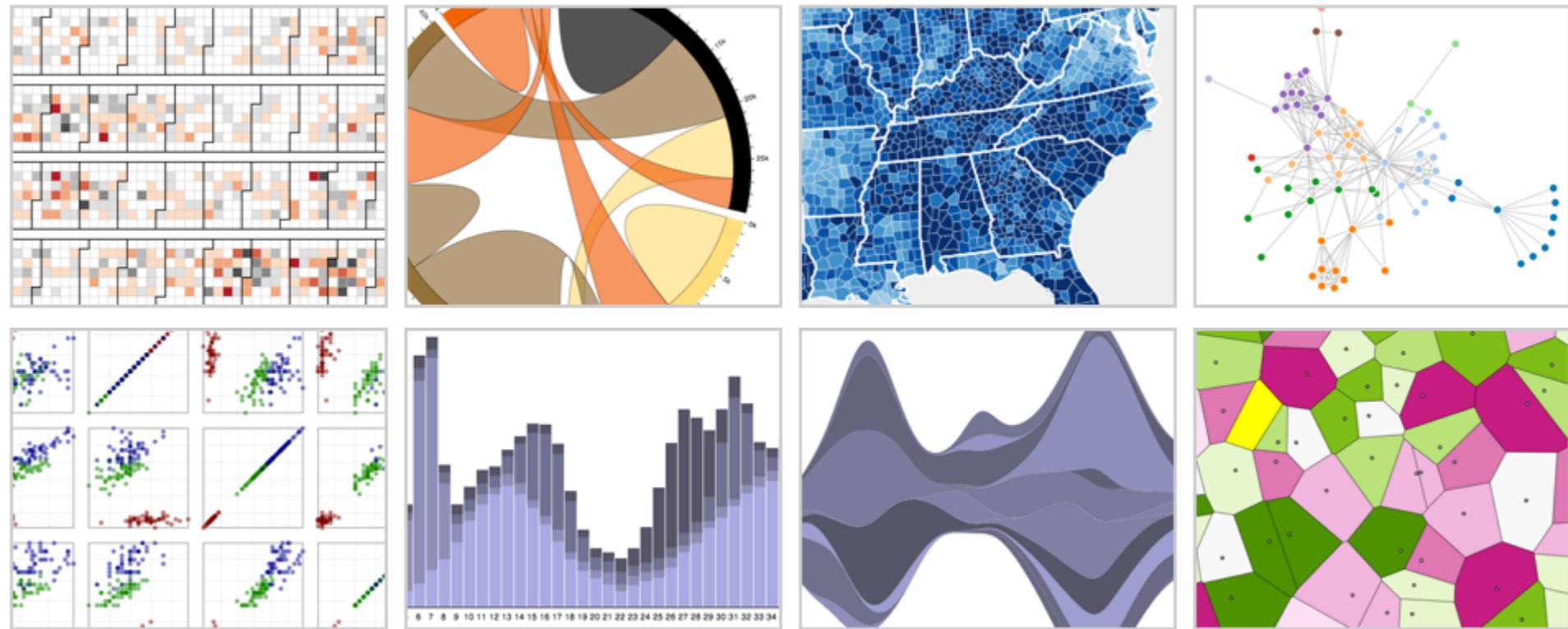
Obesity Map | Vadim Ogievetsky



**Dymaxion Maps** | Vadim Ogievetsky



# d3.js Data-Driven Documents



with **Mike Bostock**, Jason Davies, Vadim Ogievetsky, Jeff Here

# Protopis

*Specialized mark types*

- + Streamlined design
- Limits expressiveness
- More overhead (slower)
- Harder to debug
- Self-contained model

*Specify a scene (nouns)*

- + Quick for static vis
- Delayed evaluation
- Animation, interaction  
are more cumbersome

# Protopvis

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- Animation, interaction  
are more cumbersome

# D3

*Bind data to DOM*

- Exposes SVG/CSS/...
- + Exposes SVG/CSS/...
- + Less overhead (faster)
- + Debug in browser
- + Use with other tools

*Transform a scene (verbs)*

- More complex model
- + Immediate evaluation
- + Dynamic data, anim,  
and interaction natural

# D3 Selections

The core abstraction in D3 is a *selection*.

# D3 Selections

The core abstraction in D3 is a ***selection***.

```
// Add and configure an SVG element (<svg width="500" height="300">)
var svg = d3.append("svg")      // add new SVG to page body
    .attr("width", 500)          // set SVG width to 500px
    .attr("height", 300);        // set SVG height to 300px
```

# D3 Selections

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// Add and configure an SVG element (<svg width="500" height="300">)
var svg = d3.append("svg")      // add new SVG to page body
    .attr("width", 500)          // set SVG width to 500px
    .attr("height", 300);        // set SVG height to 300px

// Select & update existing rectangles contained in the SVG element
svg.selectAll("rect")          // select all SVG rectangles
    .attr("width", 100)          // set rect widths to 100px
    .style("fill", "steelblue"); // set rect fill colors
```

# Data Binding

Selections can ***bind*** data and DOM elements.

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects
```

# Data Binding

Selections can ***bind*** data and DOM elements.

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects
```

```
// Select SVG rectangles and bind them to data values.
```

```
var bars = svg.selectAll("rect.bars").data(values);
```

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// Select SVG rectangles and bind them to data values.
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var bars = svg.selectAll("rect.bars").data(values);
```

```
// What if the DOM elements don't exist yet? The enter set represents data  
// values that do not yet have matching DOM elements.
```

```
bars.enter().append("rect").attr("class", "bars");
```

# Data Binding

Selections can ***bind data and DOM elements.***

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects
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```
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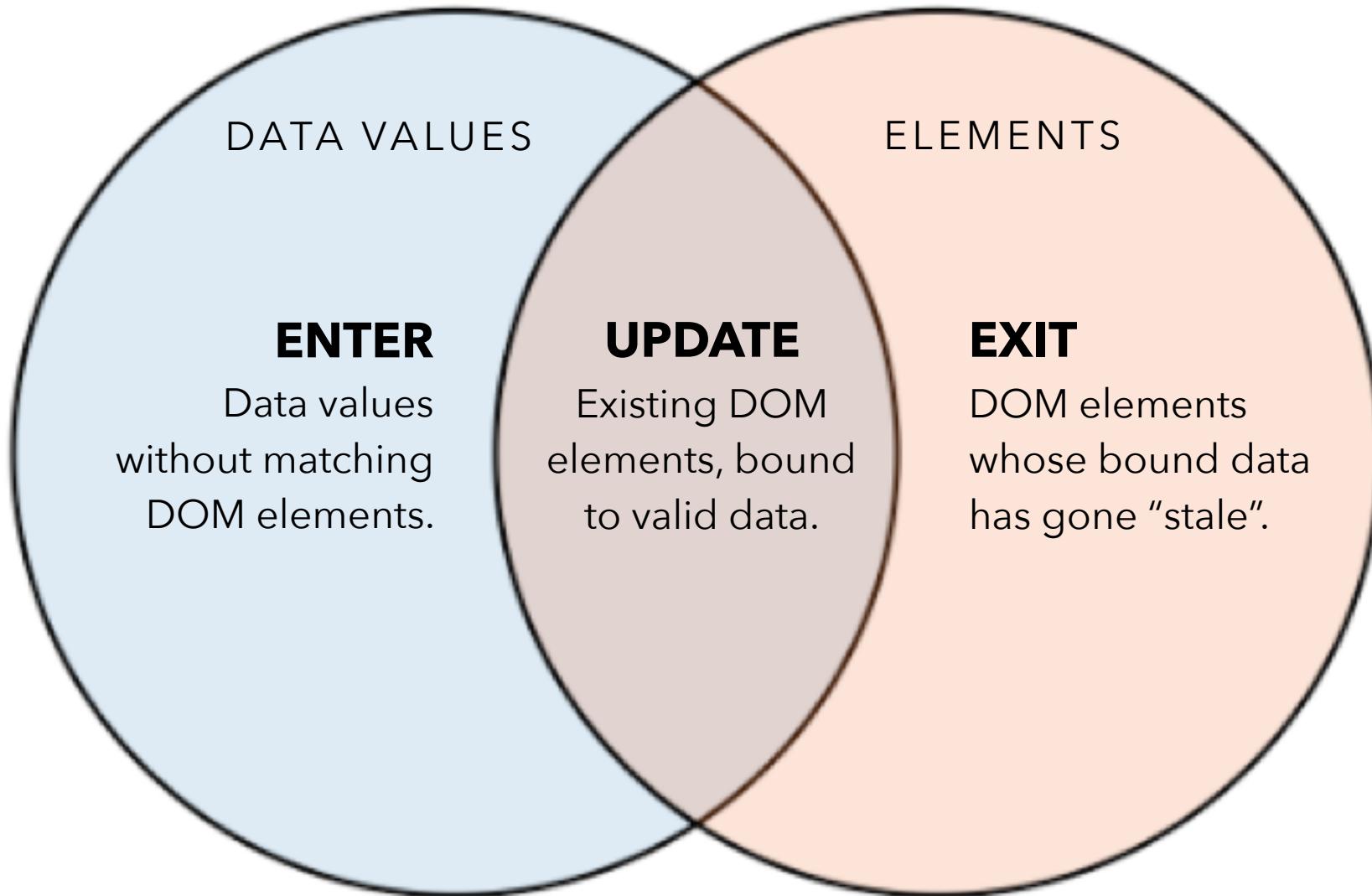
```
// What if the DOM elements don't exist yet? The enter set represents data  
// values that do not yet have matching DOM elements.
```

```
bars.enter().append("rect").attr("class", "bars");
```

```
// What if data values are removed? The exit set is a selection of existing  
// DOM elements who no longer have matching data values.
```

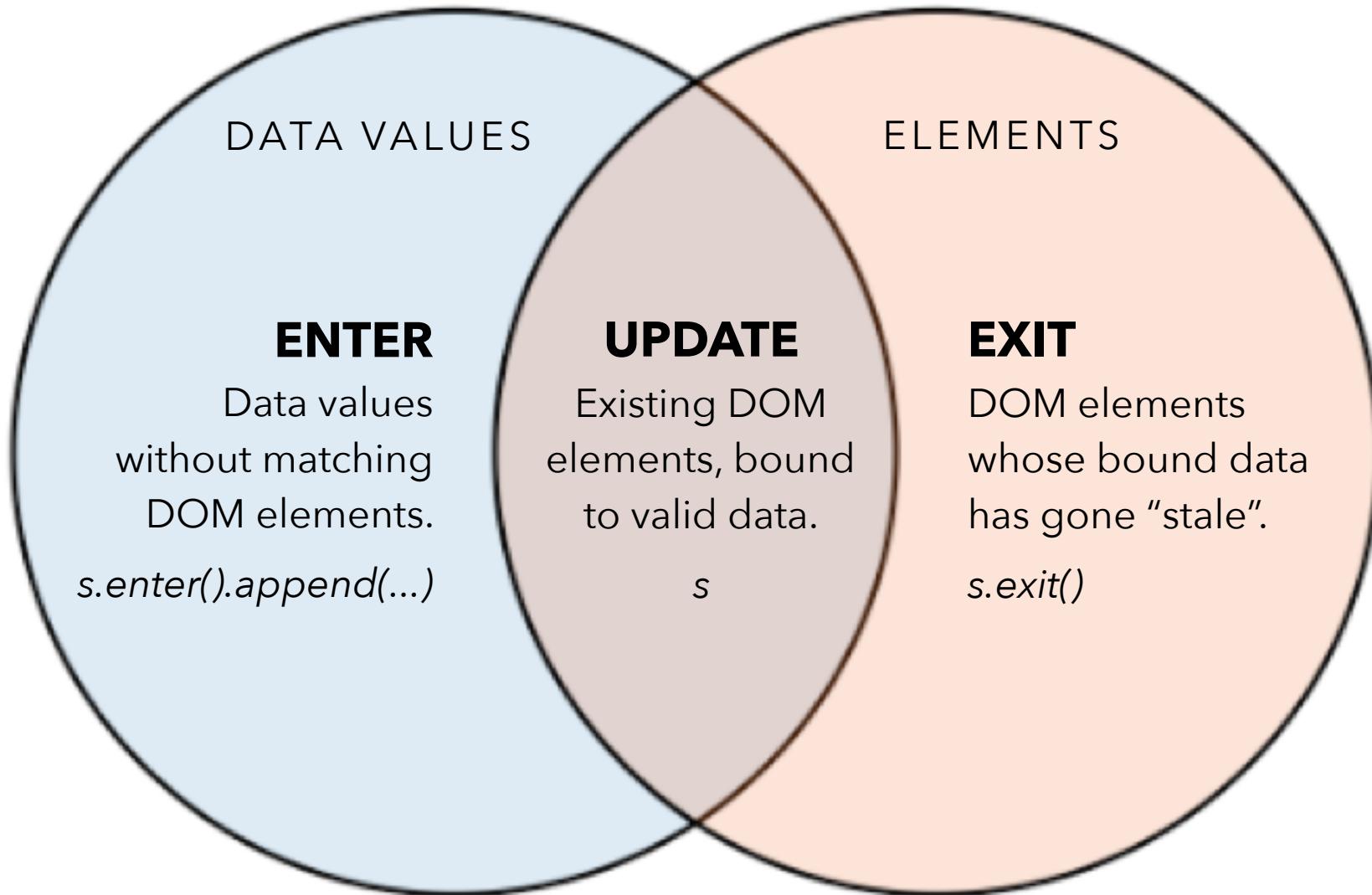
```
bars.exit().remove();
```

# The Data Join



# The Data Join

```
var s = d3.selectAll(...).data(...)
```



# D3 Modules

**Data Parsing / Formatting** (JSON, CSV, ...)

**Shape Helpers** (arcs, curves, areas, symbols, ...)

**Scale Transforms** (linear, log, ordinal, ...)

**Color Spaces** (RGB, HSL, LAB, ...)

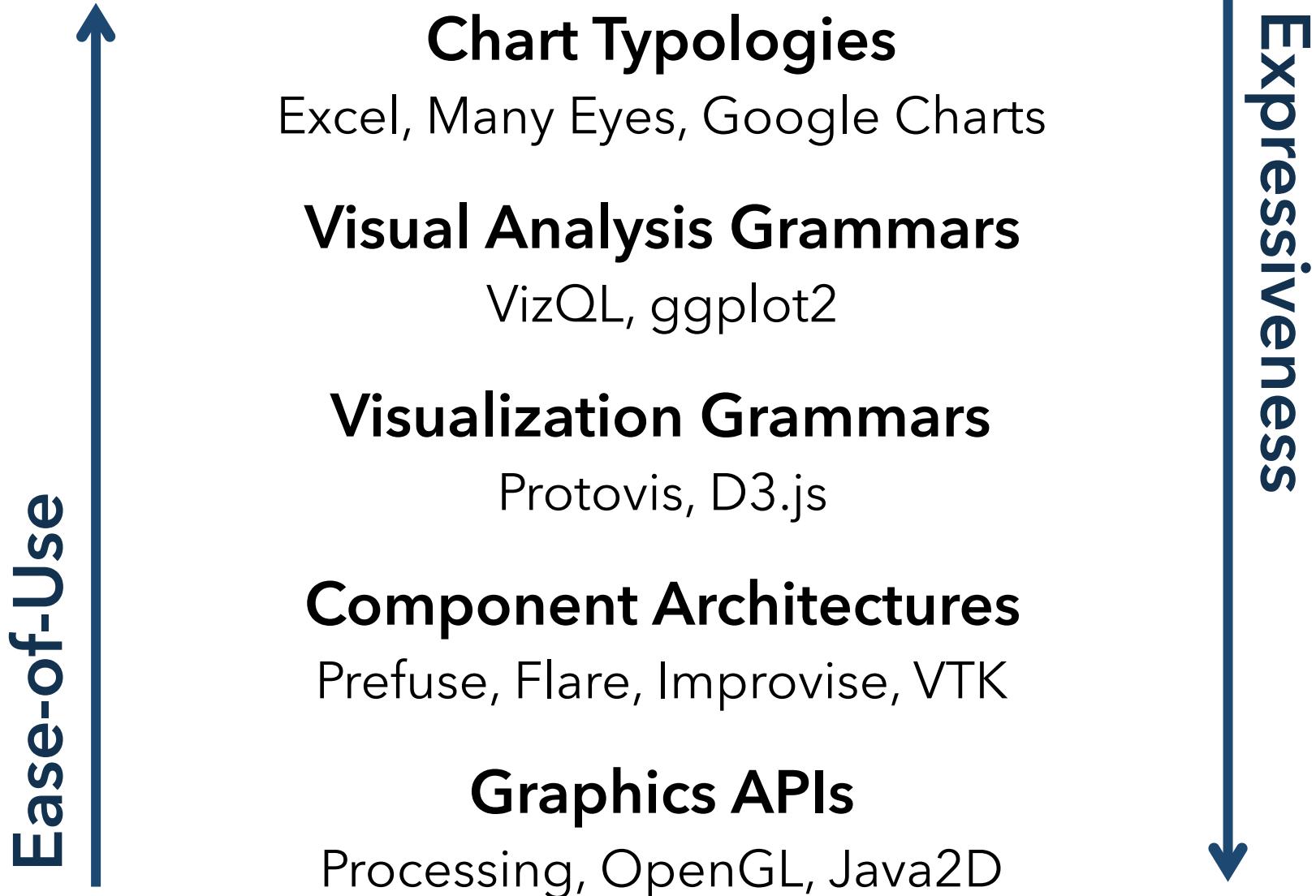
**Animated Transitions** (tweening, easing, ...)

**Geographic Mapping** (projections, clipping, ...)

**Layout Algorithms** (stack, pie, force, trees, ...)

**Interactive Behaviors** (brush, zoom, drag, ...)

*Many of these correspond to future lecture topics!*



# Administrivia

# A2: Exploratory Data Analysis

Use visualization software to form & answer questions

## **First steps:**

Step 1: Pick domain & data

Step 2: Pose questions

Step 3: Profile the data

Iterate as needed

Deliverable: A sequence of annotated visualizations that clearly communicate your findings.

Due by 11:59pm  
**Tonight!**

# Tutorials

Introduction to **Web Development & D3.js**

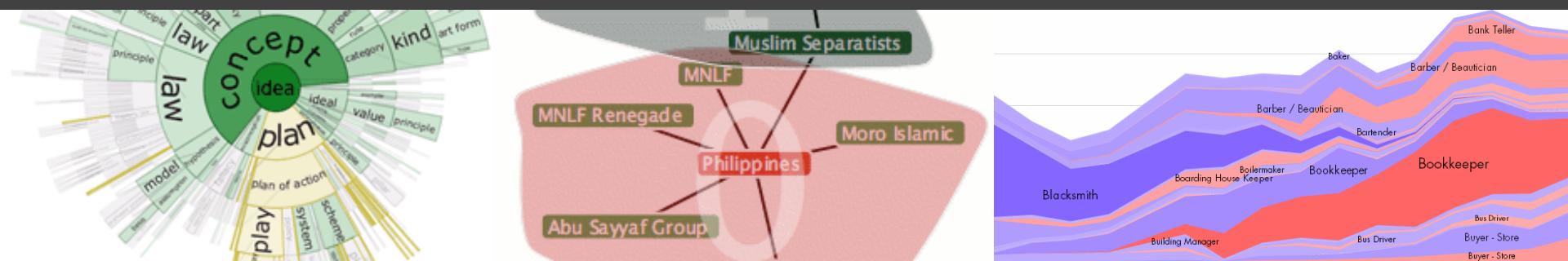
*Next Lecture*

# 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, February 10**.

Work in project teams of 3-5 people.

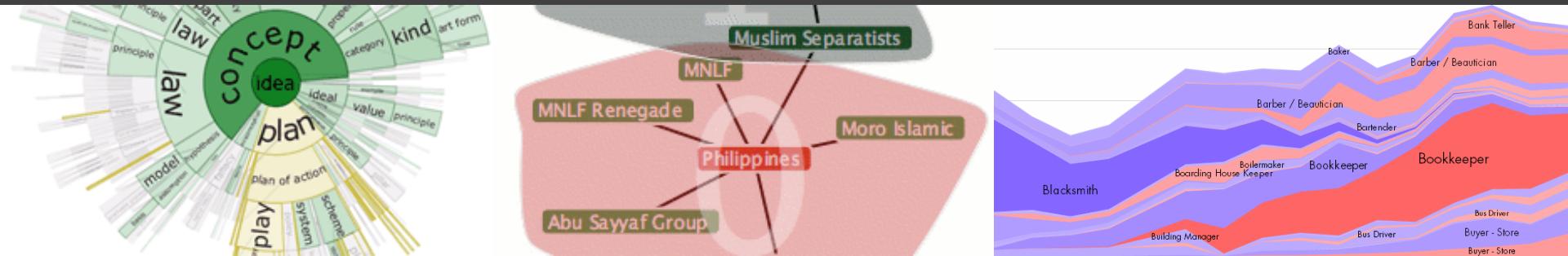


# Requirements

**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 3-5** 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 1/31, 11:59pm**.

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

- Use the facilities on Canvas/Piazza
- [piazza.com/washington/winter2020/cse442](https://piazza.com/washington/winter2020/cse442)
- Stay after class to meet potential partners

# Team Member Roles

We encourage you to structure team responsibilities!

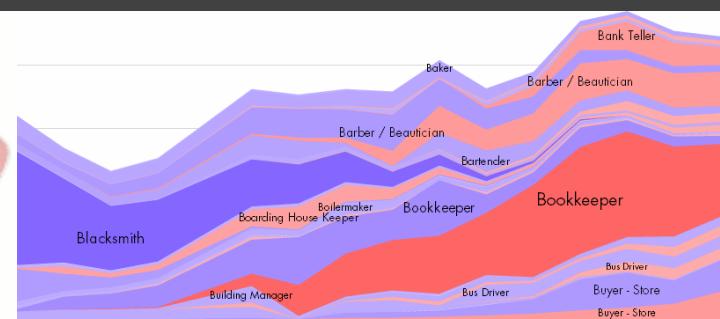
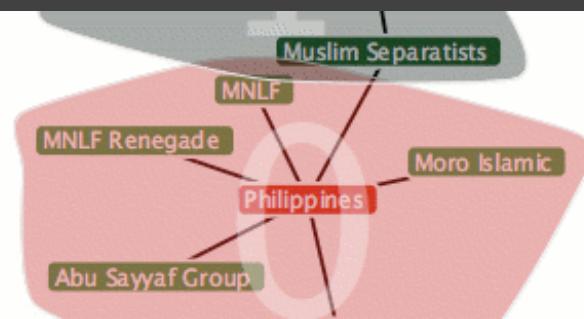
**Coordinator:** Organize meetings, track deadlines, etc.

**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...*

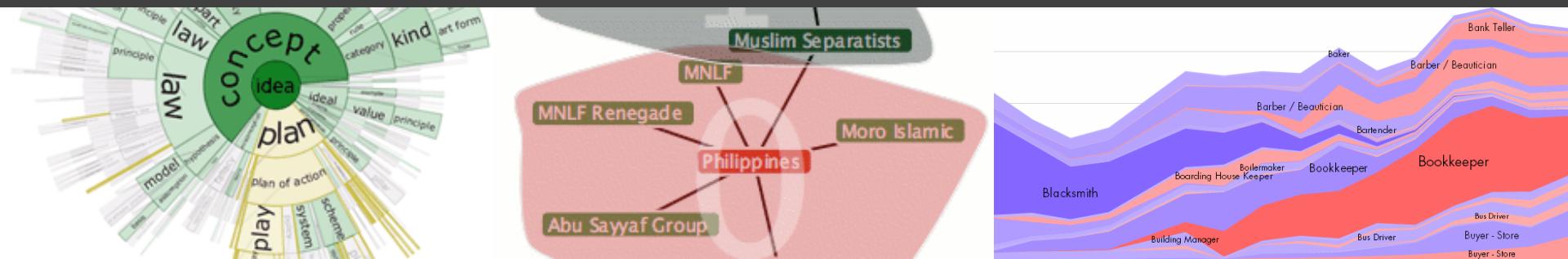


# Interactive Prototype Tips

**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?



# Interactive Prototype Tips

Prototyping is a valuable activity. Feel free to use this exercise to your advantage for the final project.

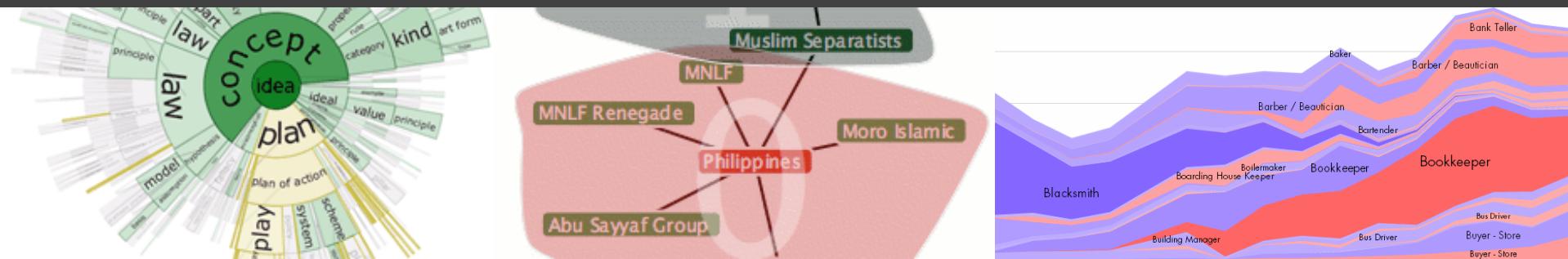
## Final Project

Interactive dashboard for non-expert users.

*(Politics, Sports, Climate, Finance, Entertainment, ...)*

**NEW!** Explorable explanation of technical topic.

*(Algorithm, Theorem, Science, ...)*



# A Visualization Tool Stack

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Visualization Grammars**

Protopis, D3.js

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

# Chart Typologies

Excel, Many Eyes, Google Charts

Charting  
Tools

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Languages

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# What is a Declarative Language?

Programming by describing *what*, not *how*

Separate **specification** (*what you want*) from  
**execution** (*how it should be computed*)

In contrast to **imperative programming**,  
where you must give explicit steps.



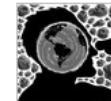
# The New York Times

Tuesday, October 26, 2010 Last Update: 3:50 PM ET

ING DIRECT



**OPINION »**  
OP-ED CONTRIBUTOR  
**Humans to Asteroids: Watch Out!**  
How to keep near-Earth objects from hitting us.



- Brooks: No Second Thoughts | Comments (200)
- Herbert: The Corrosion of America
- Cohen: Turkey Steps Out
- Editorial: Mortgage Mess
- Bloggingheads: Jon Stewart's Power

**MARKETS »** At 3:56 PM ET  
S.&P. 500 | Dow | Nasdaq

## Painting at 99, With No Compromises

By ROBIN FINN

An exhibition celebrating Will Barnet's centennial year traces his evolution as a modern American artist.

## 2010 Midterm Elections — Tea Party Vow to Deter Voter Fraud Is Called Scare Tactic

By IAN URBINA 2:19 PM ET

Voting rights group say that Tea Party members' plan to question voters' eligibility at the polls is intended to suppress minority and poor voters.

Post a Comment | Read (355)

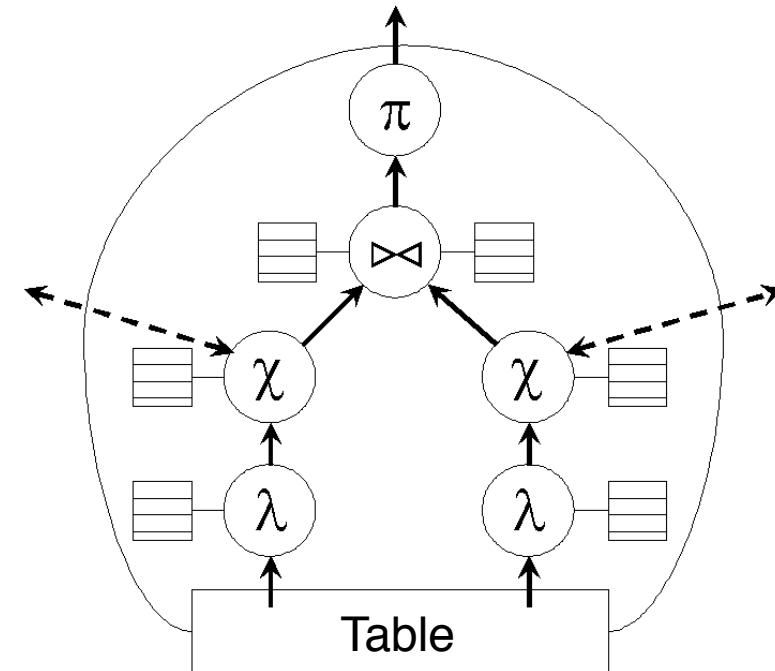
## Glaxo Pays \$750 Million Fine for Tainted Products

By GARDNER HARRIS and DUFF

```
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<!--[if IE]><![endif]-->
<html>
  <head>...</head>
  <body id="home" style="visibility: visible; ">
    <script src="http://connect.facebook.net/en_US/all.js"></script>
    <div id="fb-root"></div>
    <a name="top"></a>
    <div id="shell">
      <ul id="memberTools">...</ul>
      <!-- ADXINFO classification="text_ad" campaign="nyt2010-circ-->
      <div class="tabsContainer">...</div>
      <!-- close .tabsContainer -->
      <div id="page" class="tabContent active">...</div>
      <!--close page -->
    </div>
    <!--close shell -->
    <script type="text/javascript" language="JavaScript">...</script>
    </script>
<span id="toScript"></span>
<script type="text/javascript">...</script>

<script type="text/javascript" src="http://graphics8.nytimes.c
```

# HTML / CSS



```
SELECT customer_id, customer_name,
COUNT(order_id) as total
FROM customers
INNER JOIN orders ON
customers.customer_id
= orders.customer_id
GROUP BY customer_id, customer_name
HAVING COUNT(order_id) > 5
ORDER BY COUNT(order_id) DESC
```

# SQL

# Why Declarative Languages?

**Faster iteration.** Less code. Larger user base.

**Better visualization.** *Smart defaults.*

**Reuse.** *Write-once, then re-apply.*

**Performance.** *Optimization, scalability.*

**Portability.** *Multiple devices, renderers, inputs.*

**Programmatic generation.**

*Write programs which output visualizations.*

*Automated search & recommendation.*

# Chart Typologies

Excel, Many Eyes, Google Charts

Charting  
Tools

# Visual Analysis Grammars

VizQL, ggplot2

Declarative  
Languages

# Visualization Grammars

Protopis, D3.js

Programming  
Toolkits

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Prefuse, Flare, Improvise, VTK

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VizQL, ggplot2, **Vega-Lite**

Declarative  
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Programming  
Toolkits

## **Graphics APIs**

Processing, OpenGL, Java2D

# Interactive Data Exploration

Tableau, *Lyra, Polestar, Voyager*

Graphical  
Interfaces

# Visual Analysis Grammars

VizQL, ggplot2, **Vega-Lite**

Declarative  
Languages

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Protopis, D3.js, **Vega**

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**Voyager**

**Polestar**

**Lyra**

**Vega-Lite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Voyager**

**Polestar**

**Lyra**

**Vega-Lite**

**Vega**

**D3.js**

**JavaScript**

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**Canvas**

# Voyager

Reduce tedious manual specification

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**Reduce tedious manual specification**

**Support early-stage data exploration**

*Encourage data coverage*

*Discourage premature fixation*

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**Reduce tedious manual specification**

**Support early-stage data exploration**

Encourage *data coverage*

Discourage *premature fixation*

**Approach: browse a gallery of visualizations**

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*Discourage premature fixation*

**Approach: browse a gallery of visualizations**

*Challenge - combinatorial explosion!*

# Voyager

**Reduce tedious manual specification**

**Support early-stage data exploration**

*Encourage data coverage*

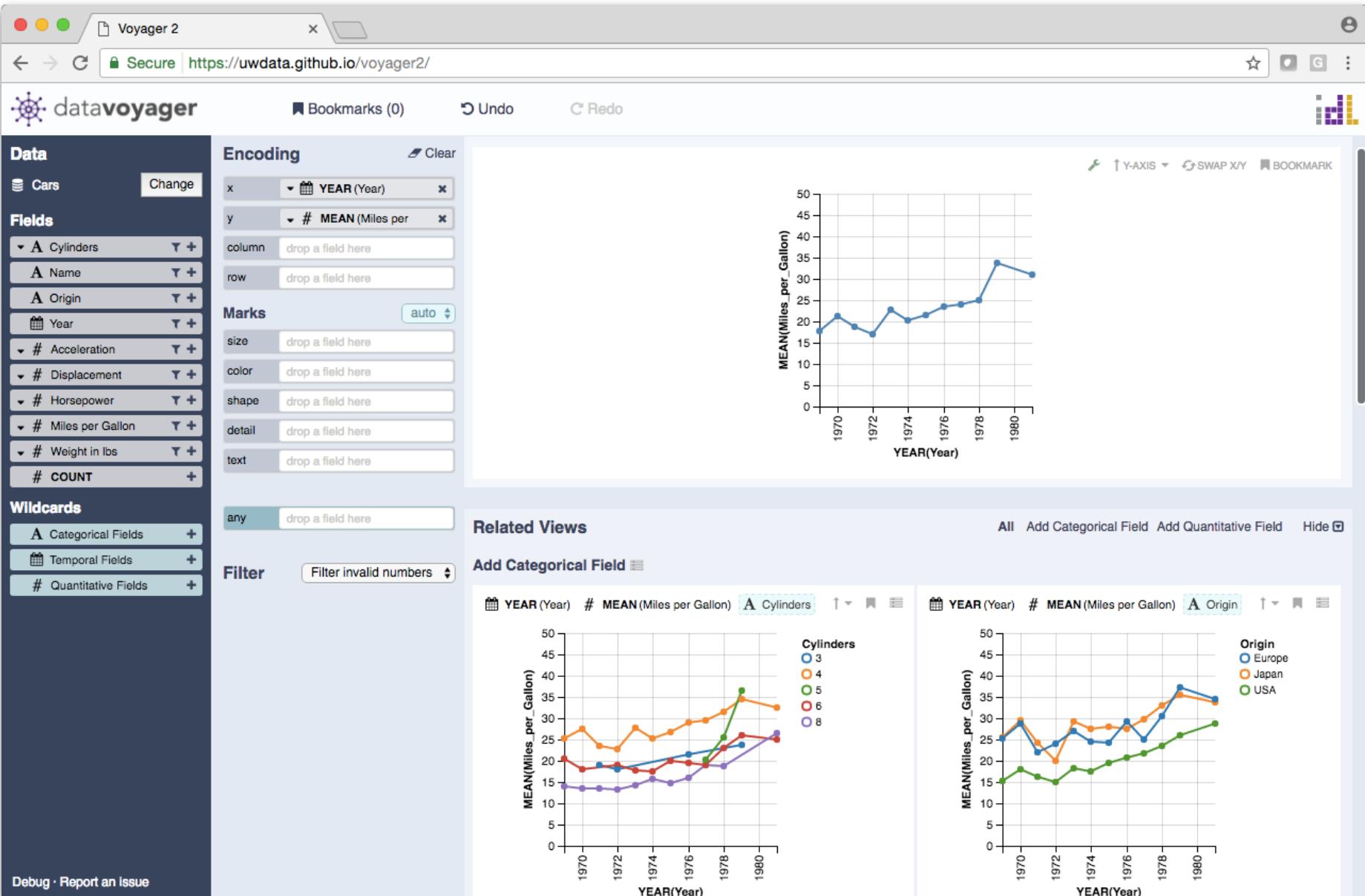
*Discourage premature fixation*

**Approach: browse a gallery of visualizations**

*Challenge - combinatorial explosion!*

**Automatic recommendation** of useful views

+ **end-user steering** to focus exploration



**Voyager.** Wongsuphasawat et al. InfoVis'15, CHI'17



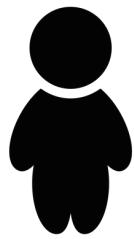
User



Data Set



User



User

Data Schema  
& Statistics

**CompassQL**

Recommendation Engine



**Voyager**

Visualization Browser

1. Select **data variables**
2. Apply **transformations**
3. Pick visual **encodings**



User

Data Schema  
& Statistics

**CompassQL**

Recommendation Engine



**Voyager**

Visualization Browser

**Constrain & rank** choices  
by **data type, statistics** &  
**perceptual principles.**



User

**CompassQL**  
Recommendation Engine

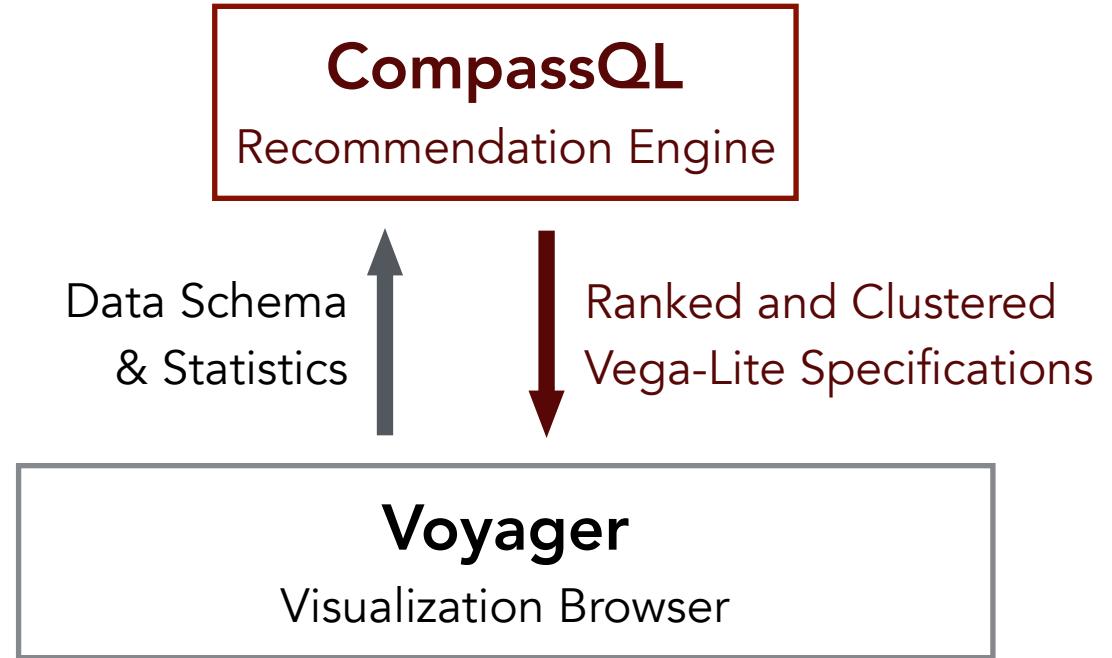
Data Schema  
& Statistics



**Voyager**  
Visualization Browser

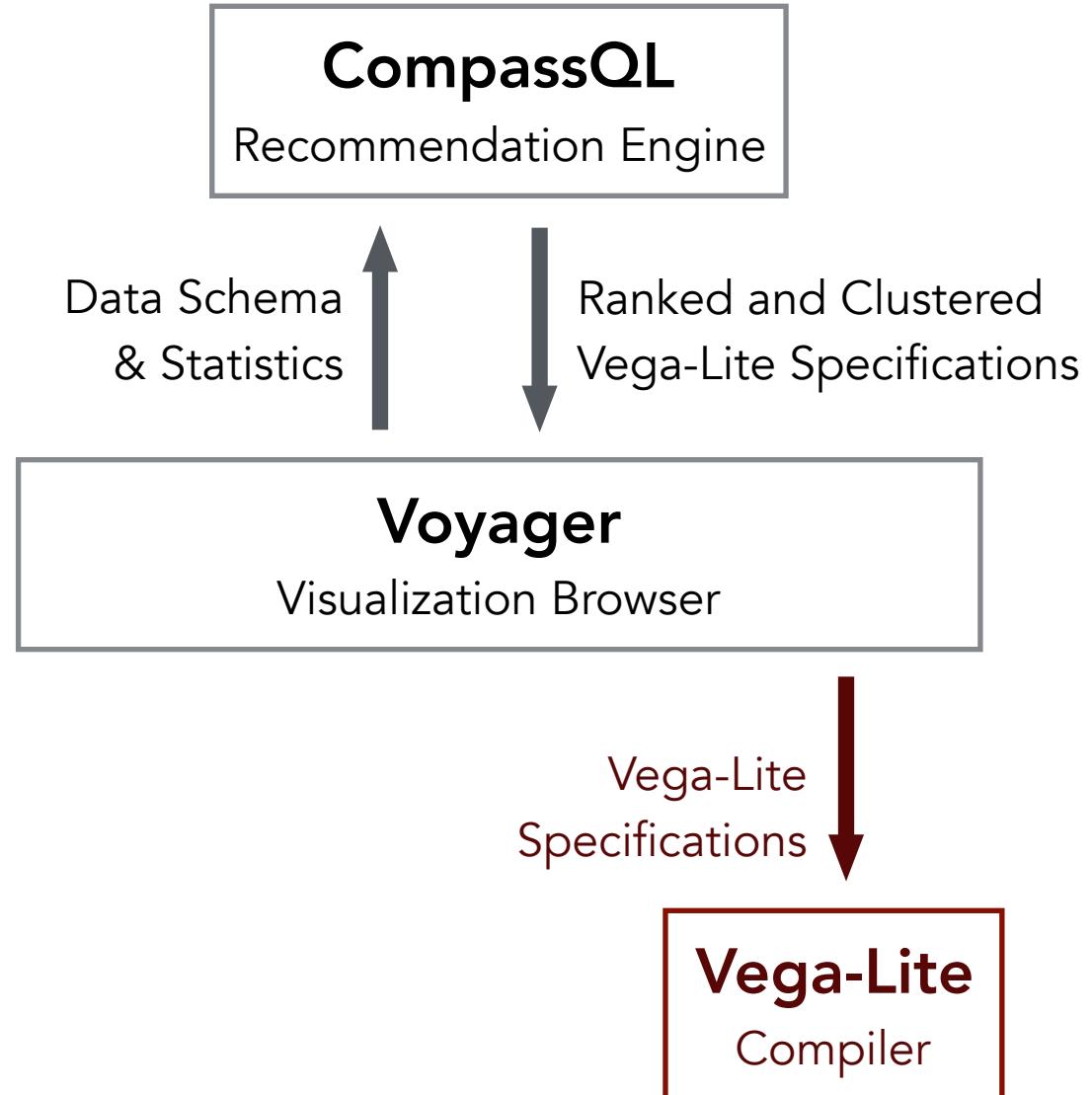


User





User



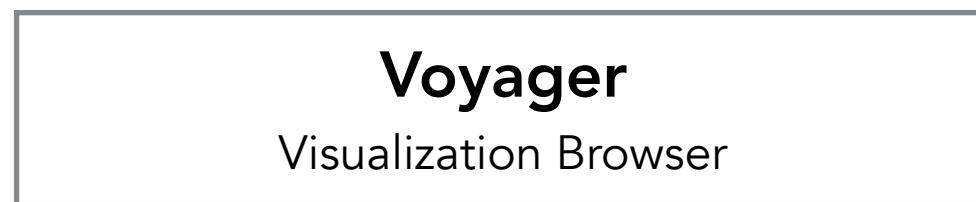


User



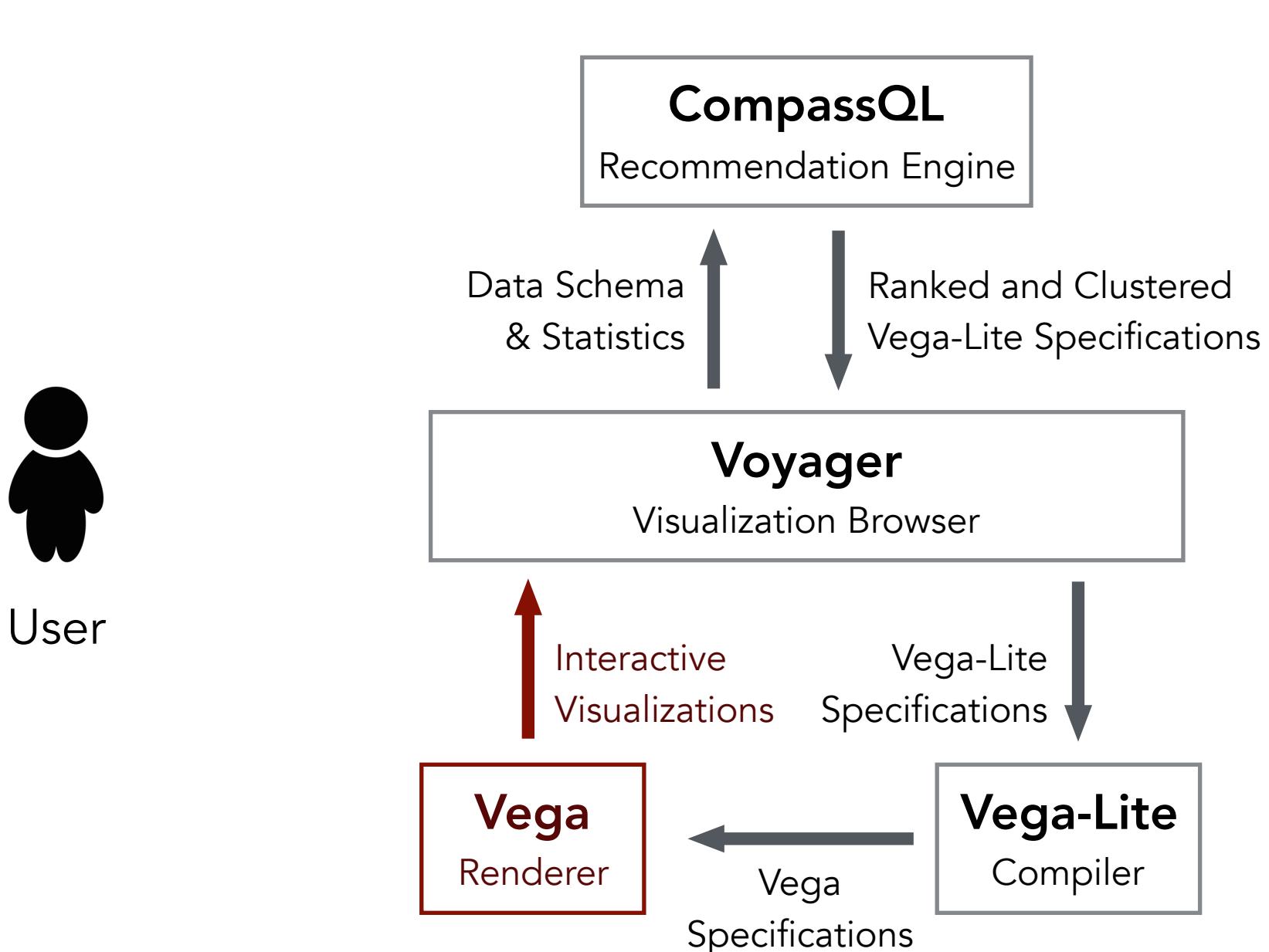
Data Schema  
& Statistics

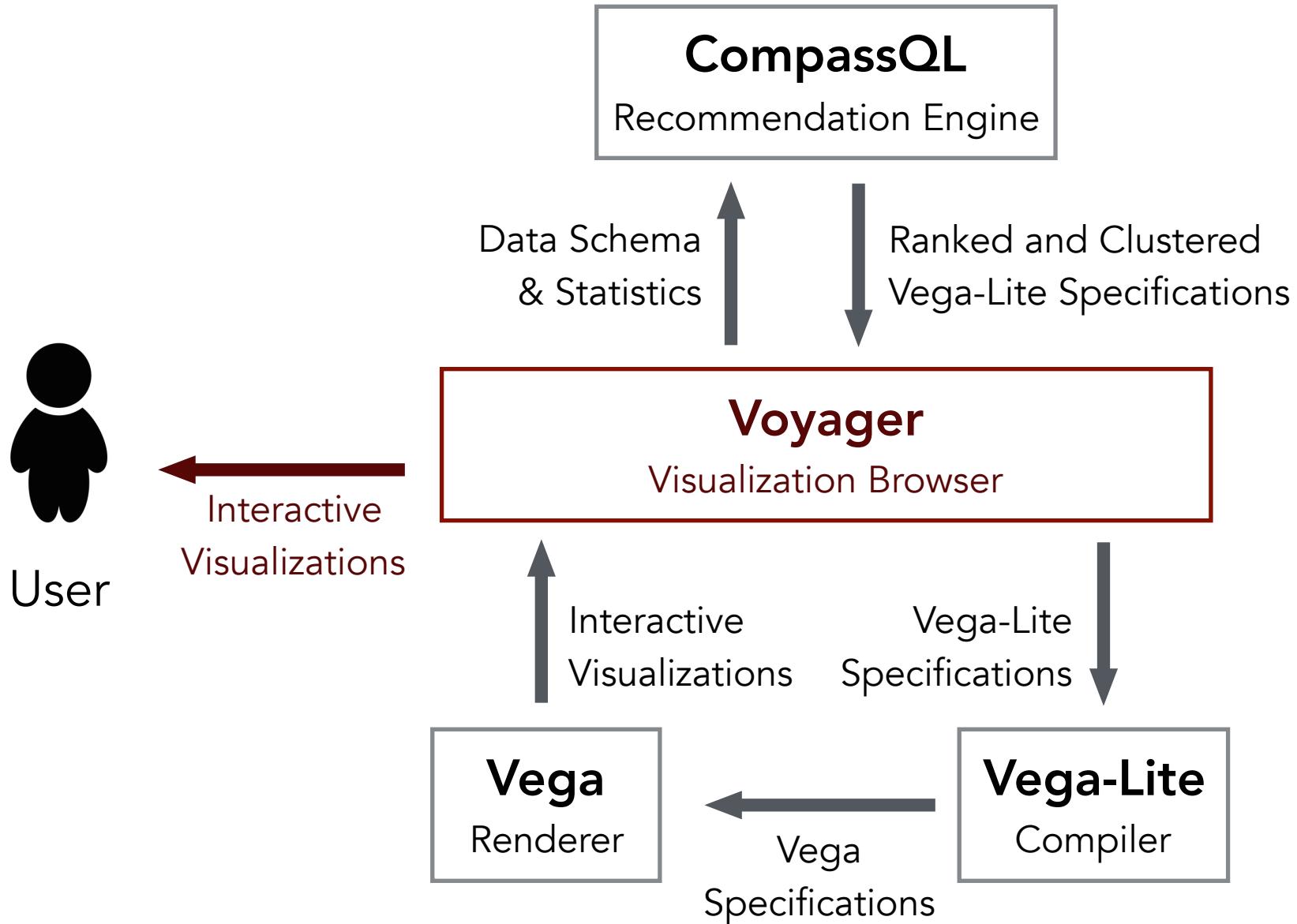
Ranked and Clustered  
Vega-Lite Specifications

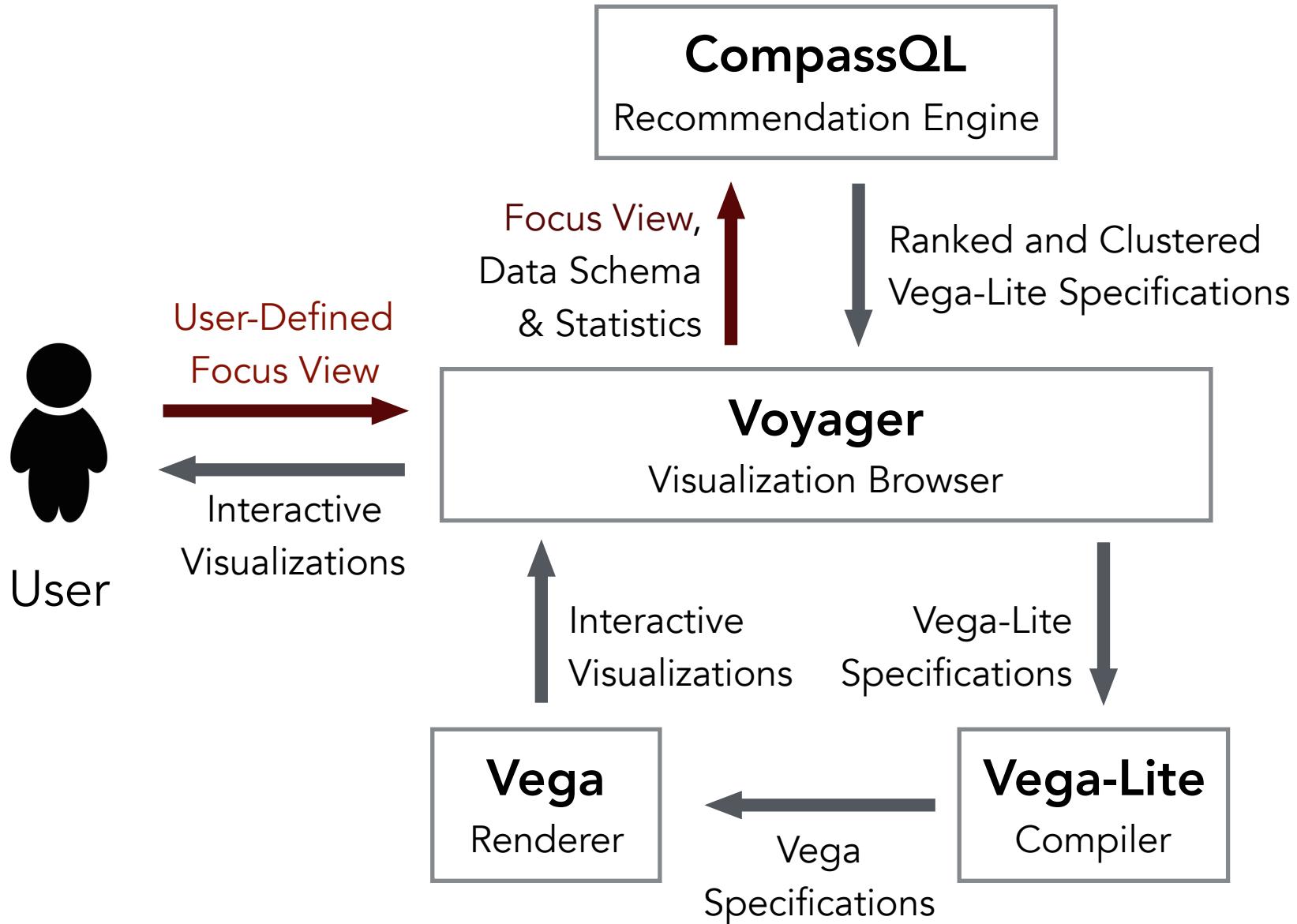


Vega-Lite  
Specifications









## Improves data coverage!

+**4x** variable sets shown

+**2x** more interacted with



User

User-Defined  
Focus View

Interactive  
Visualizations

Focus View,  
Data Schema  
& Statistics

## CompassQL

Recommendation Engine

Ranked and Clustered  
Vega-Lite Specifications

## Voyager

Visualization Browser

Interactive  
Visualizations

Vega-Lite  
Specifications

## Vega

Renderer

Vega  
Specifications

## Vega-Lite

Compiler

**Voyager**

**Polestar**

**Lyra**

**Vega-Lite**

**Vega**

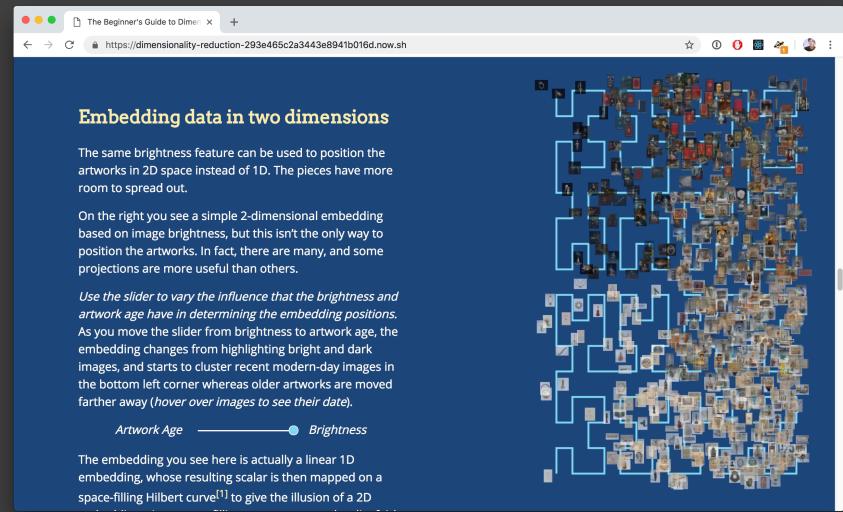
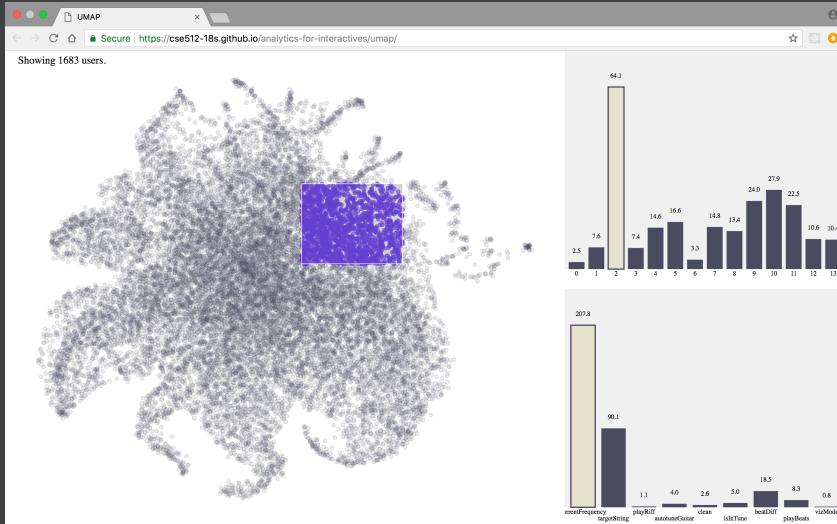
**D3.js**

**JavaScript**

**SVG**

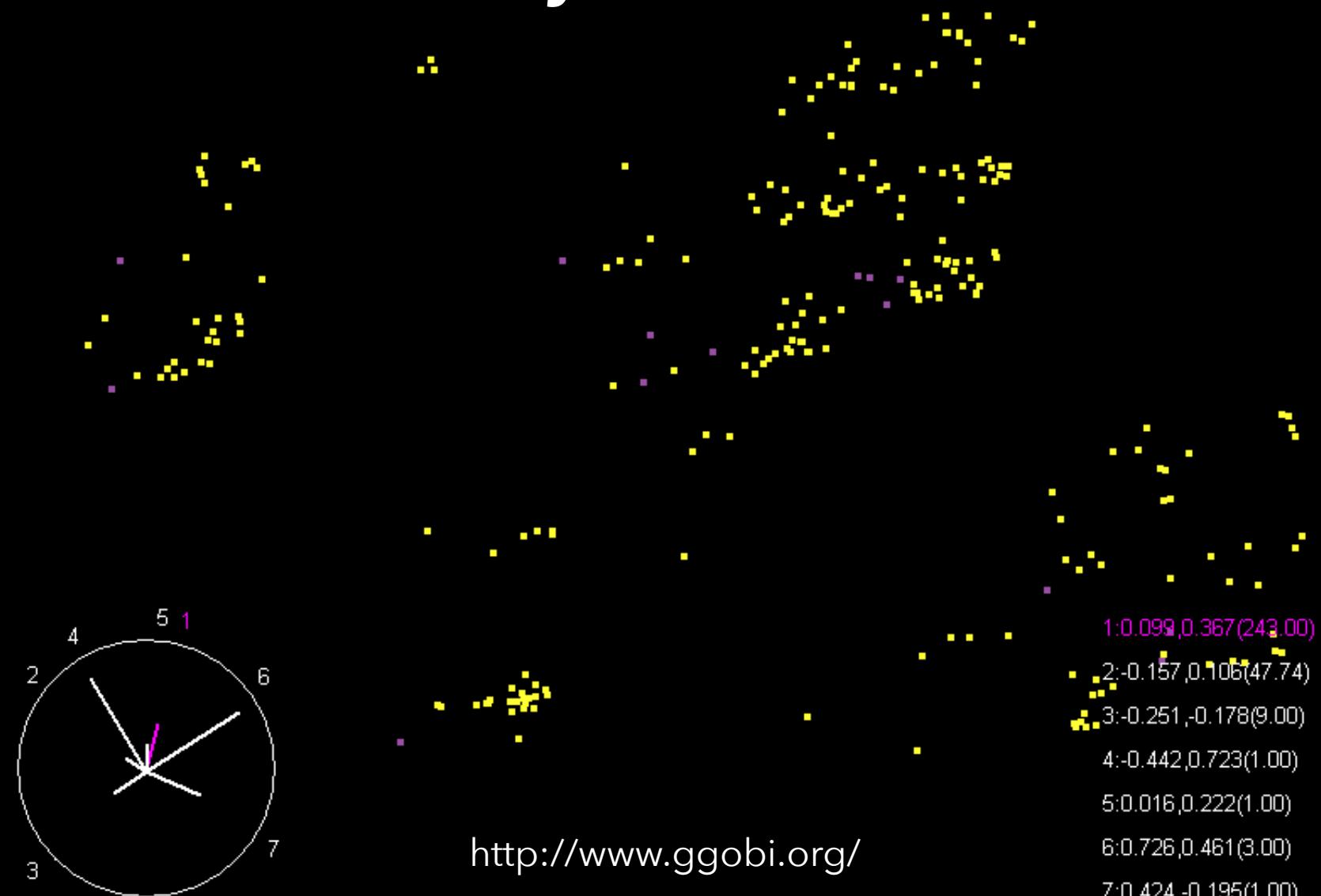
**Canvas**

# Evaluating Interactive Articles

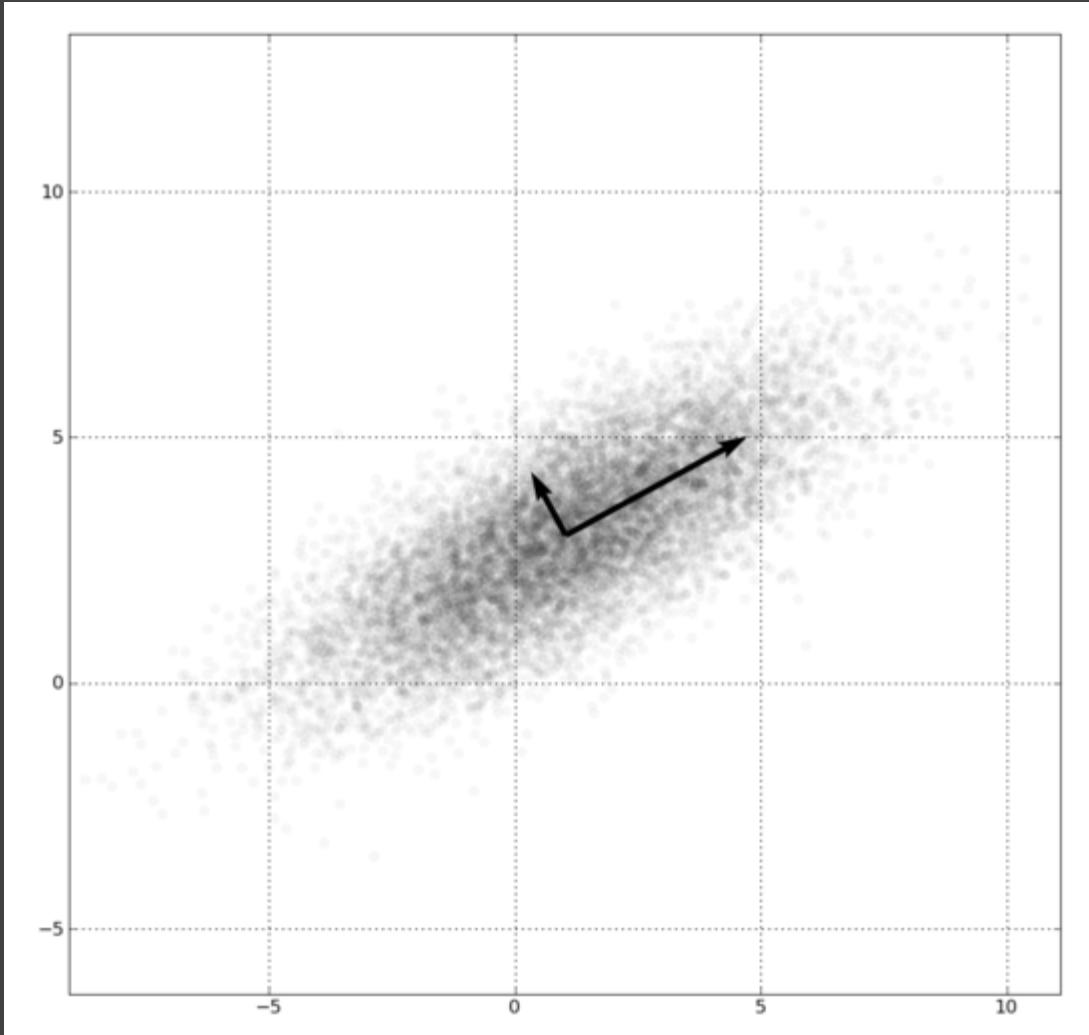


File Options

# Dimensionality Reduction

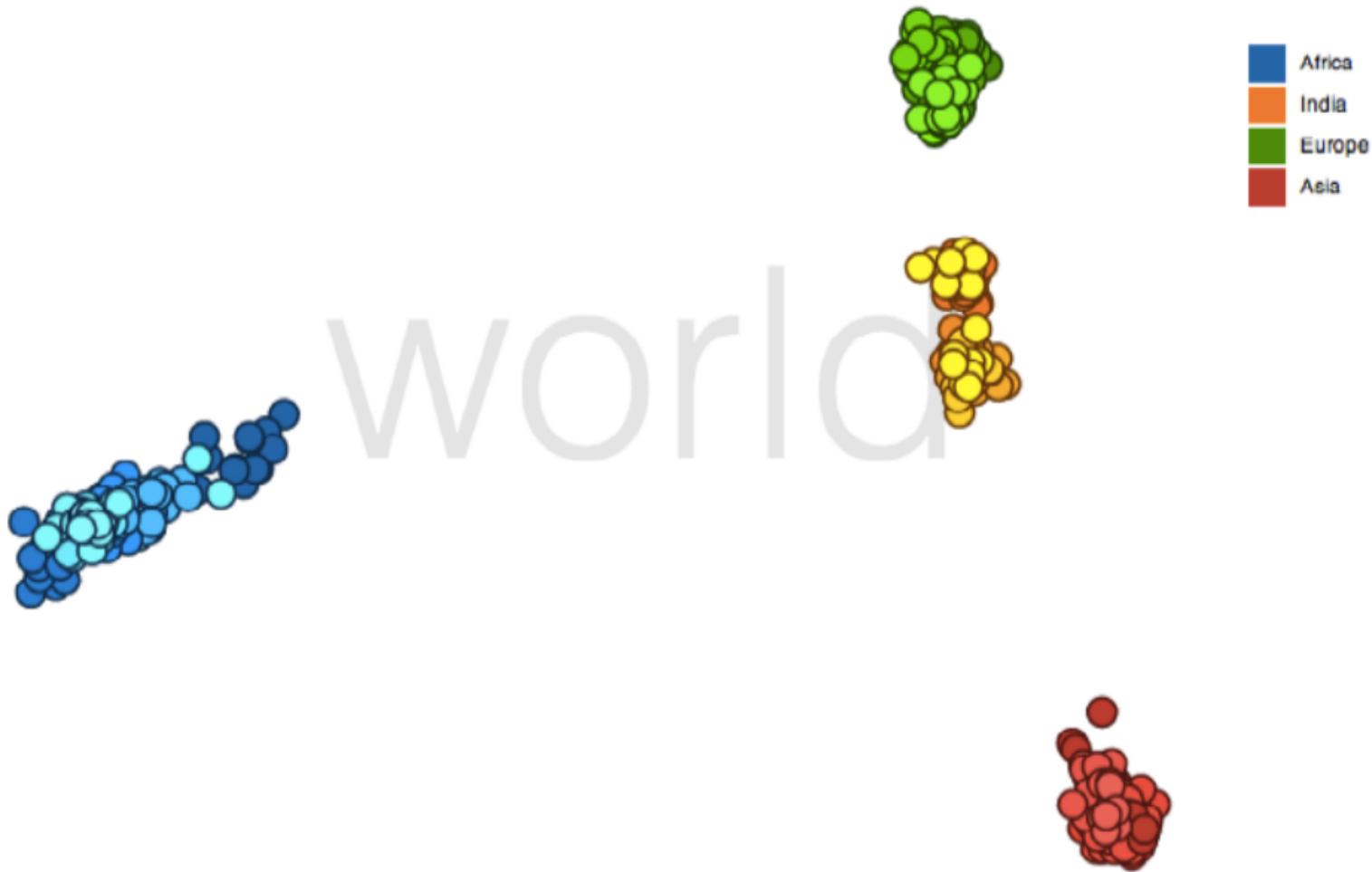


# Principal Components Analysis



1. Mean-center the data.
2. Find  $\perp$  basis vectors that maximize the data variance.
3. Plot the data using the top vectors.

# PCA of Genomes [Demiralp et al. '13]



# Many Reduction Techniques!

## **General Strategies:**

Matrix Factorization

Nearest Neighbor (Topological) Methods

## **Popular Techniques:**

Principal Components Analysis (PCA)

t-Dist. Stochastic Neighbor Embedding (t-SNE)

Uniform Manifold Approx. & Projection (UMAP)

# The Beginner's Guide to Dimensionality Reduction

Explore the methods that data scientists use to visualize high-dimensional data.

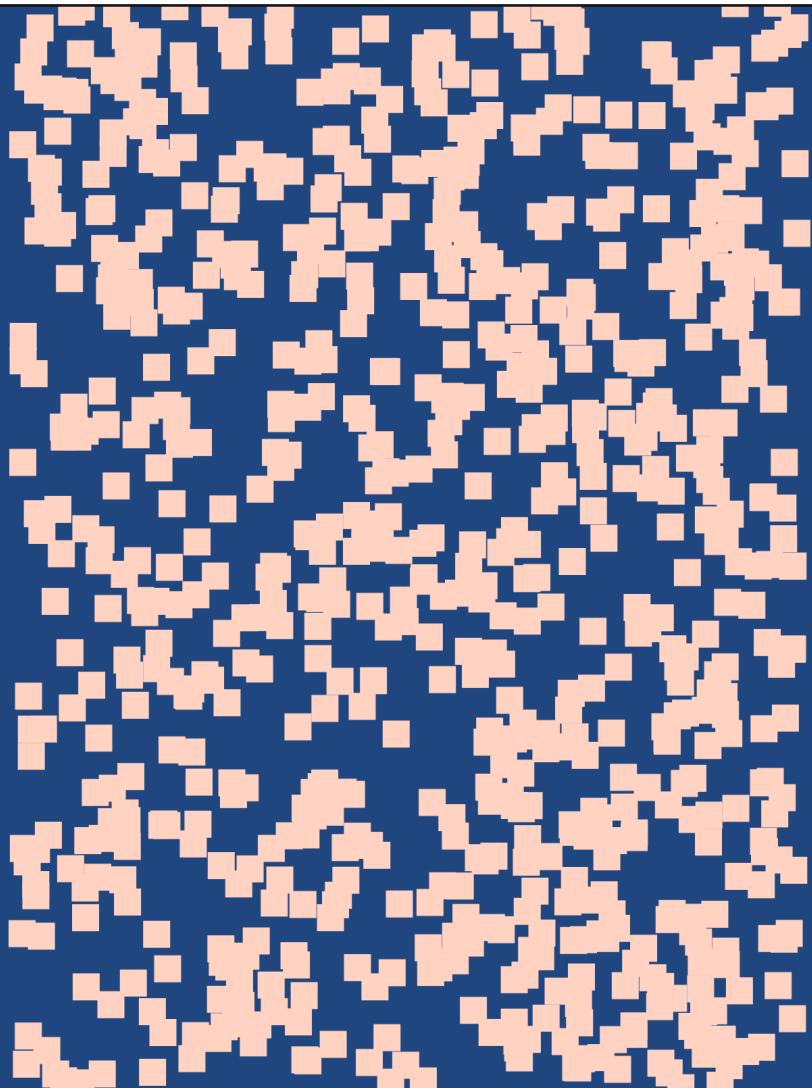
By: [Matthew Conlen](#) and [Fred Hohman](#)

July 16, 2018

Dimensionality reduction is a powerful technique used by data scientists to look for hidden structure in data. The method is useful in a number of domains, for example document categorization, protein disorder prediction, and machine learning model debugging<sup>[2]</sup>.

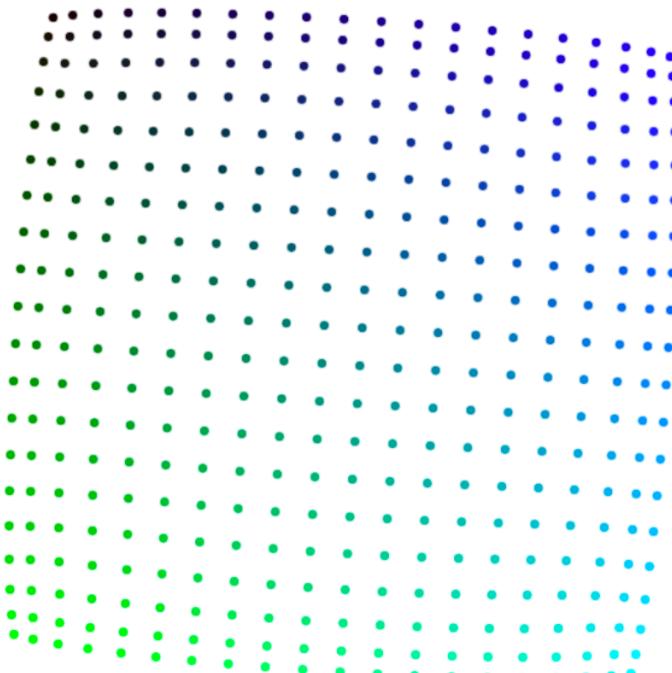
The results of a dimensionality reduction algorithm can be visualized to reveal patterns and clusters of similar or dissimilar data. Even though the data is displayed in only two or three dimensions, structures present in higher dimensions are maintained, at least roughly<sup>[7]</sup>.

The technique is available in many applications, for



# How to Use t-SNE Effectively

Although extremely useful for visualizing high-dimensional data, t-SNE plots can sometimes be mysterious or misleading. By exploring how it behaves in simple cases, we can learn to use it more effectively.



II C Step  
1,910

Points Per Side 20

Perplexity 10

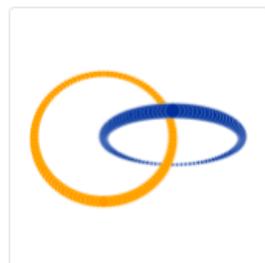
Epsilon 5

A square grid with equal spacing between points.  
Try convergence at different sizes.

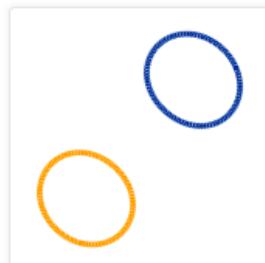
**distill.pub**

# Visualizing t-SNE

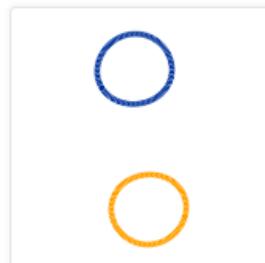
[Wattenberg et al. '16]



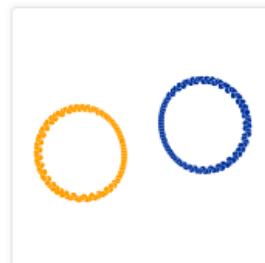
Original



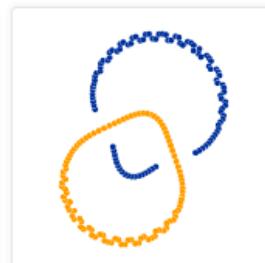
Perplexity: 2  
Step: 5,000



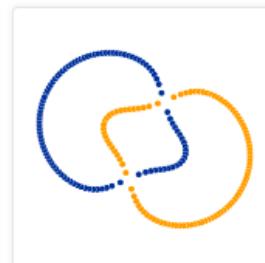
Perplexity: 5  
Step: 5,000



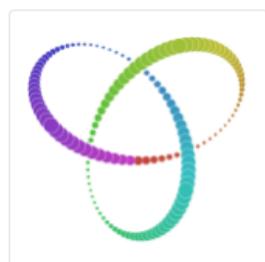
Perplexity: 30  
Step: 5,000



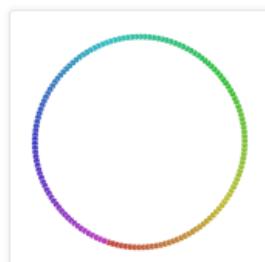
Perplexity: 50  
Step: 5,000



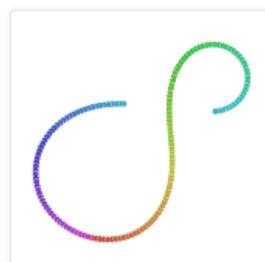
Perplexity: 100  
Step: 5,000



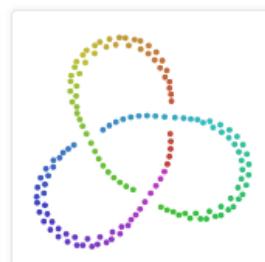
Original



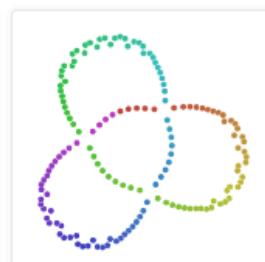
Perplexity: 2  
Step: 5,000



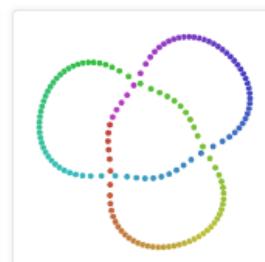
Perplexity: 5  
Step: 5,000



Perplexity: 30  
Step: 5,000



Perplexity: 50  
Step: 5,000



Perplexity: 100  
Step: 5,000

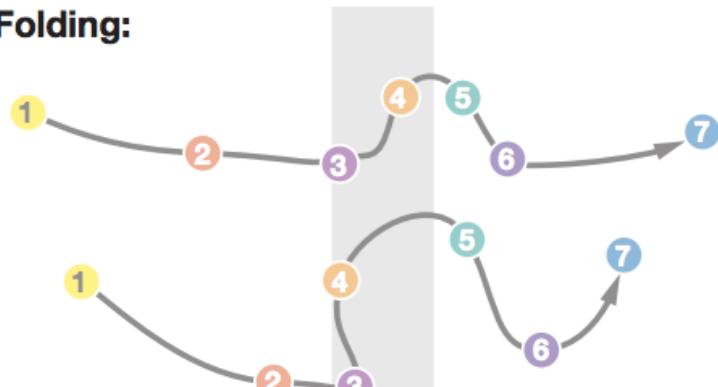
# Time Curves [Bach et al. '16]

## Timeline:



Circles are data cases with a time stamp.  
Similar colors indicate similar data cases.

## Folding:

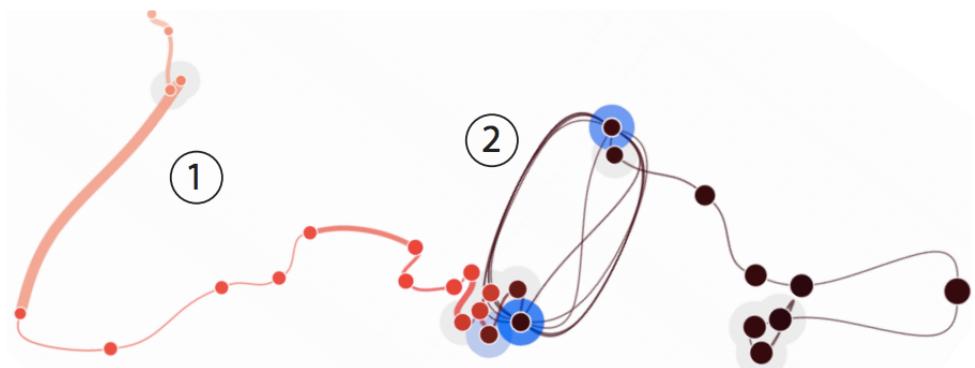


## Time curve:

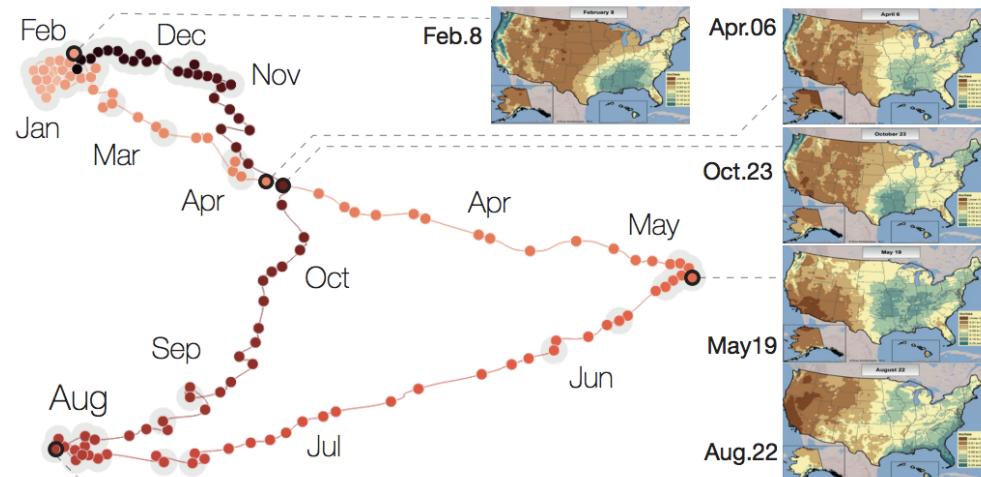


The temporal ordering of data cases is preserved.  
Spatial proximity now indicates similarity.

(a) Folding time



Wikipedia "Chocolate" Article



U.S. Precipitation over 1 Year