

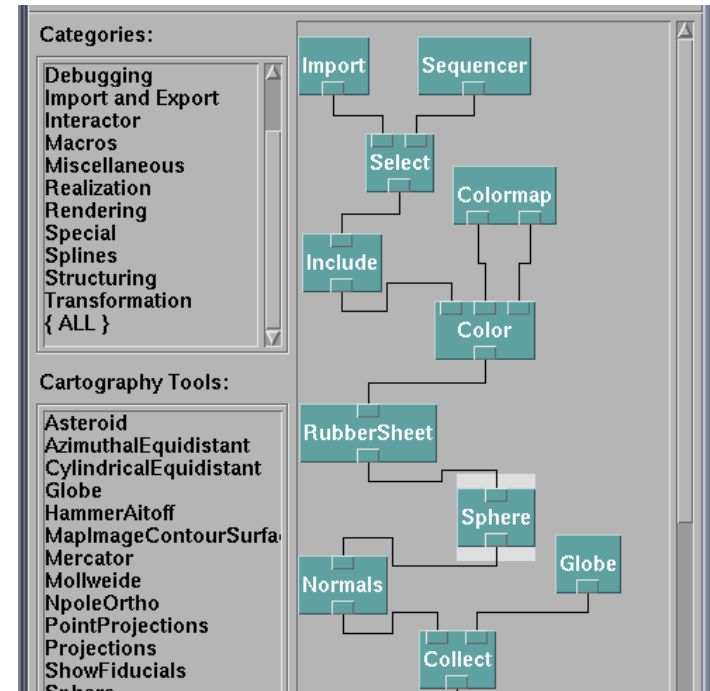
CSE 442 - Data Visualization

# Visualization Tools



Jeffrey Heer 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**

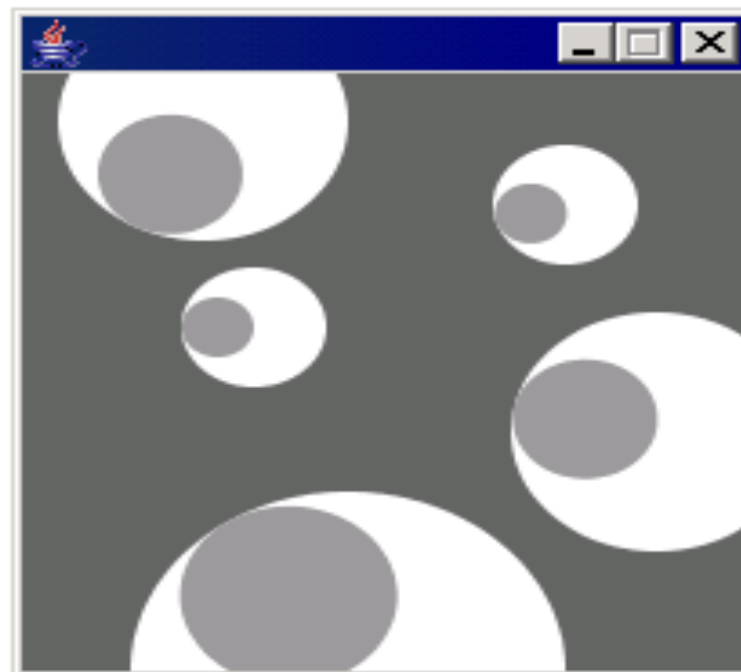
Canvas, OpenGL, Processing





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();  
}  
}
```



<http://processing.org>



US Air Traffic, Aaron Koblin

# **Graphics APIs**

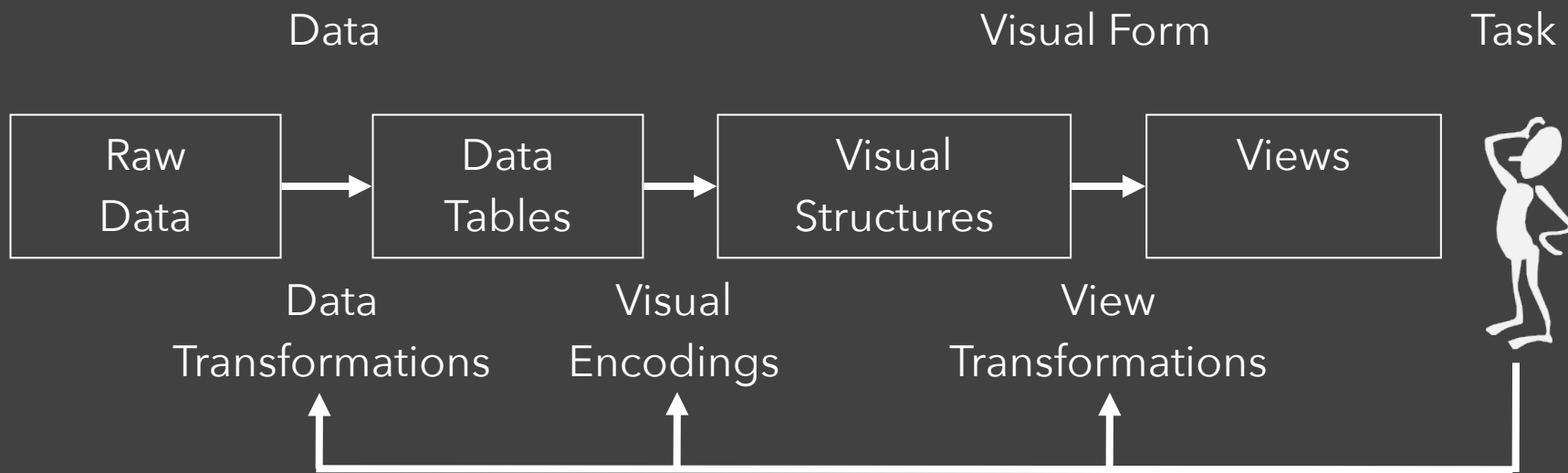
Canvas, OpenGL, Processing

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

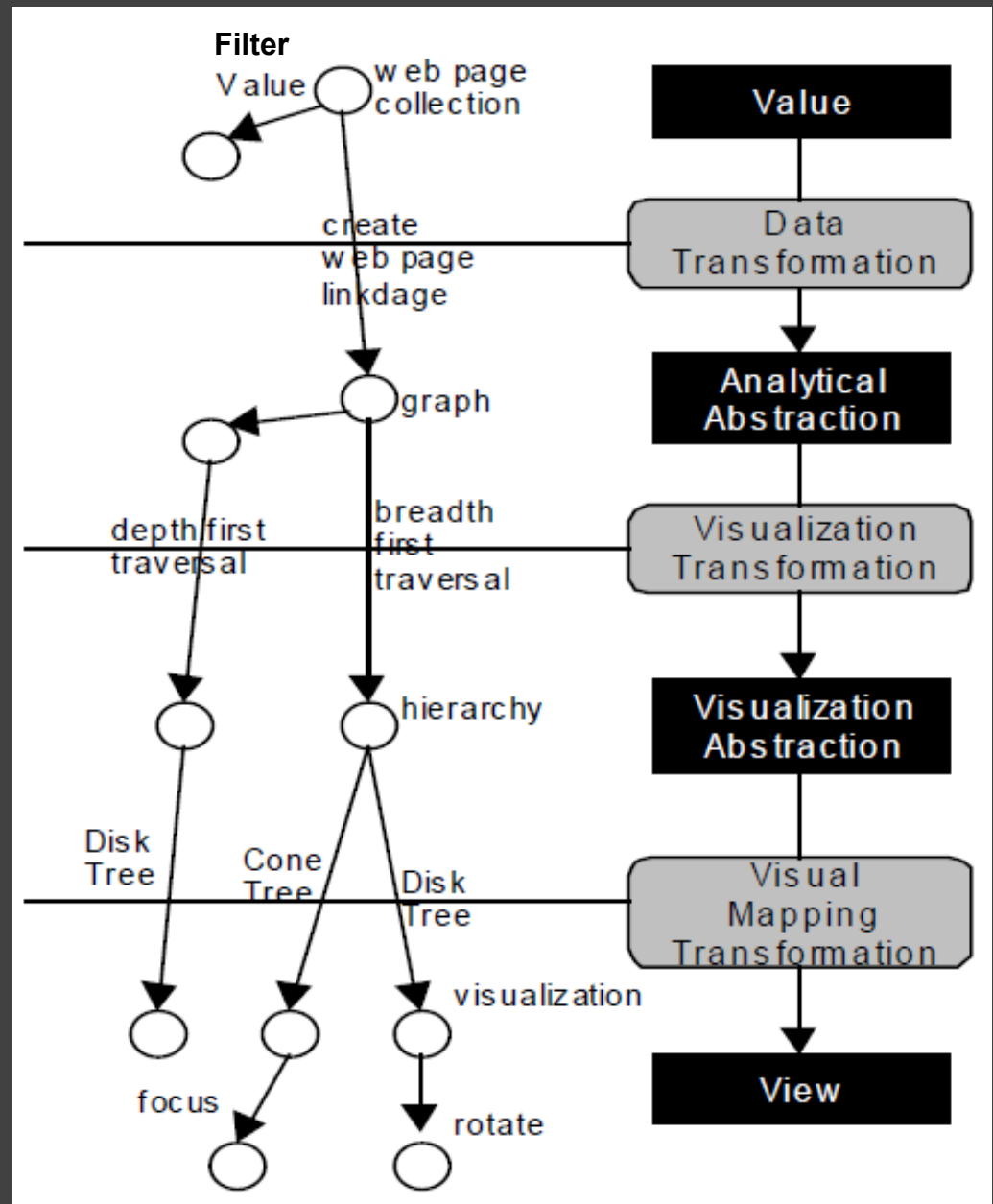
## **Graphics APIs**

Canvas, OpenGL, Processing



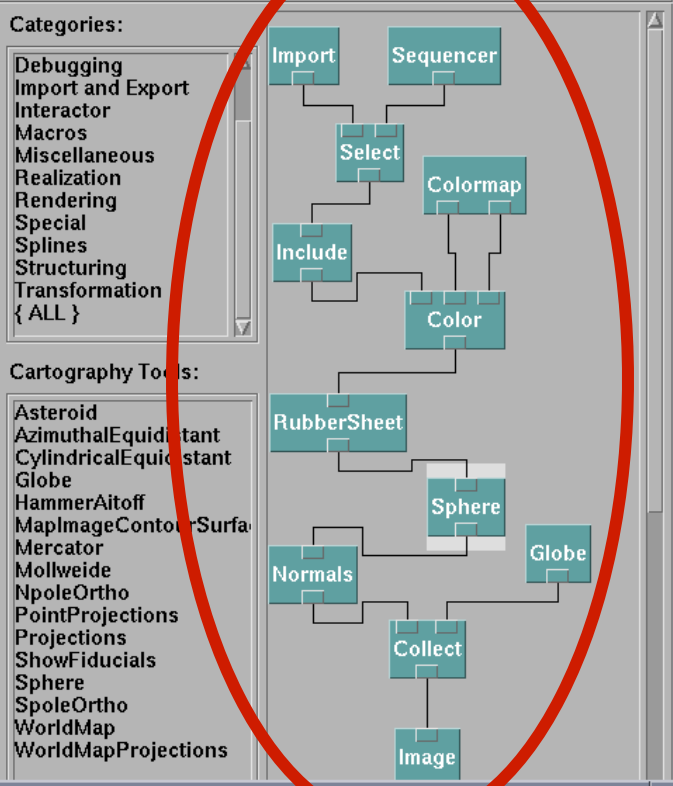
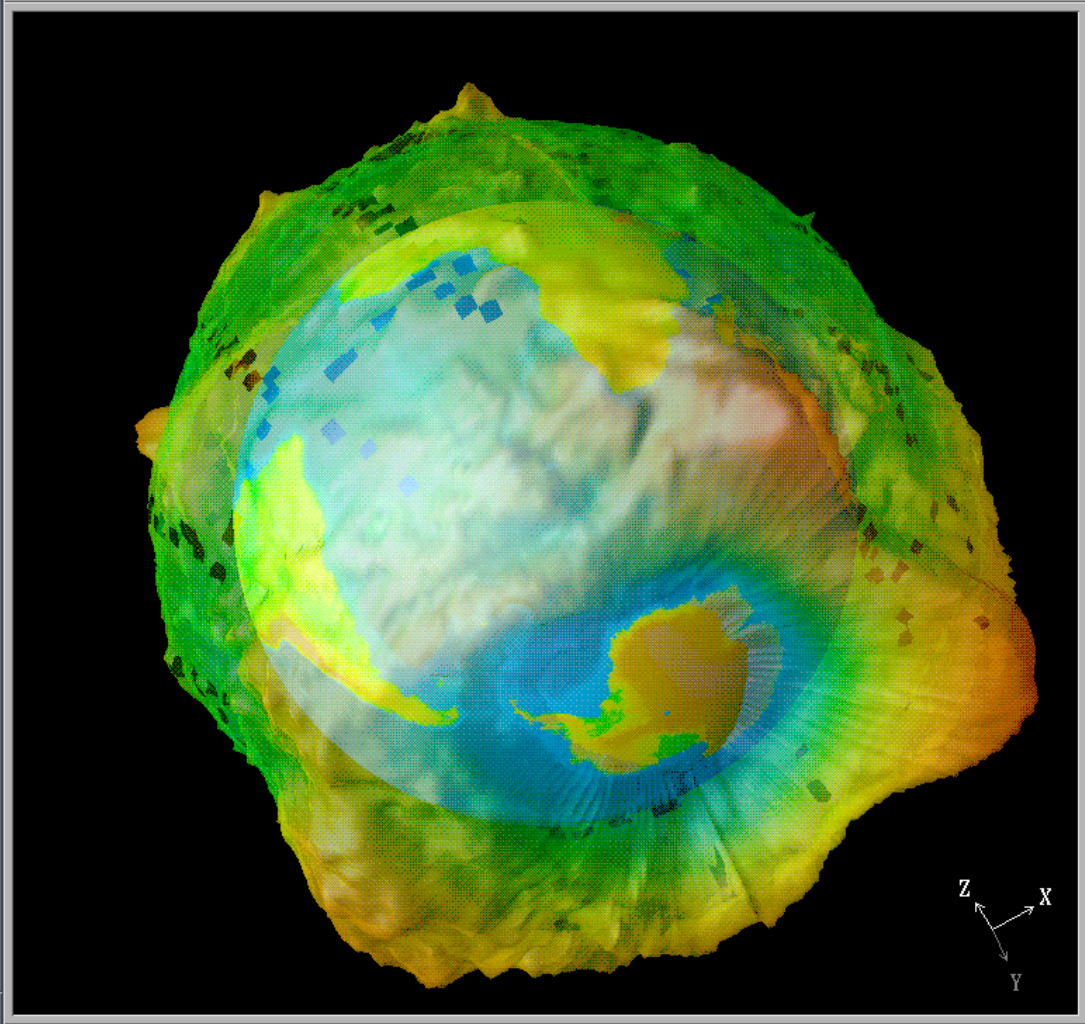
# Data State Model

[Chi 98]



File Execute Windows Connection Options Help

File Edit Execute Windows Connection Options Help



Colormap Editor

File Execute Options Help

View Control...

Undo Ctrl+U    Redo Ctrl+D

Mode: Rotate

Set View: None

Projection: Perspective

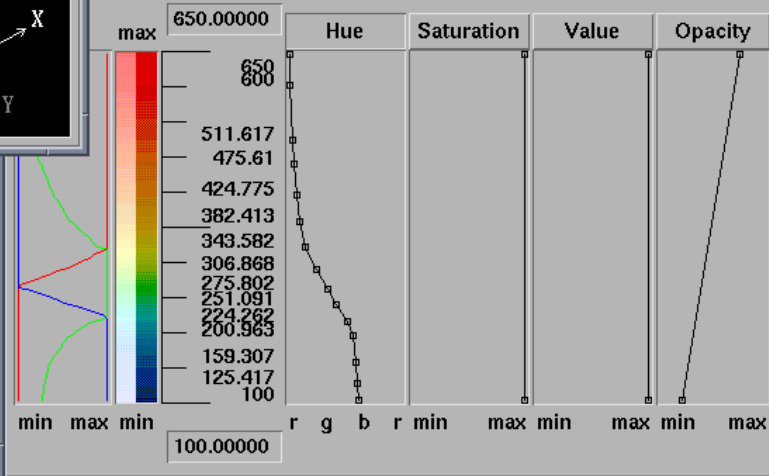
View Angle: 30.000

Close    Reset Ctrl+F

Sequence Control

⏪    ⏩    ⏸    ⏹

⏮    ⏭    ⏪    ⏩    ⏸    ⏹

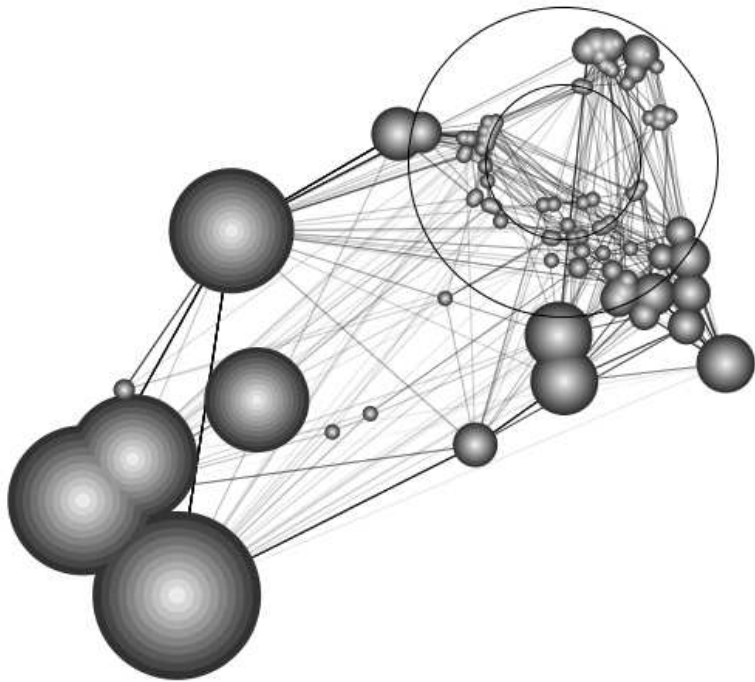




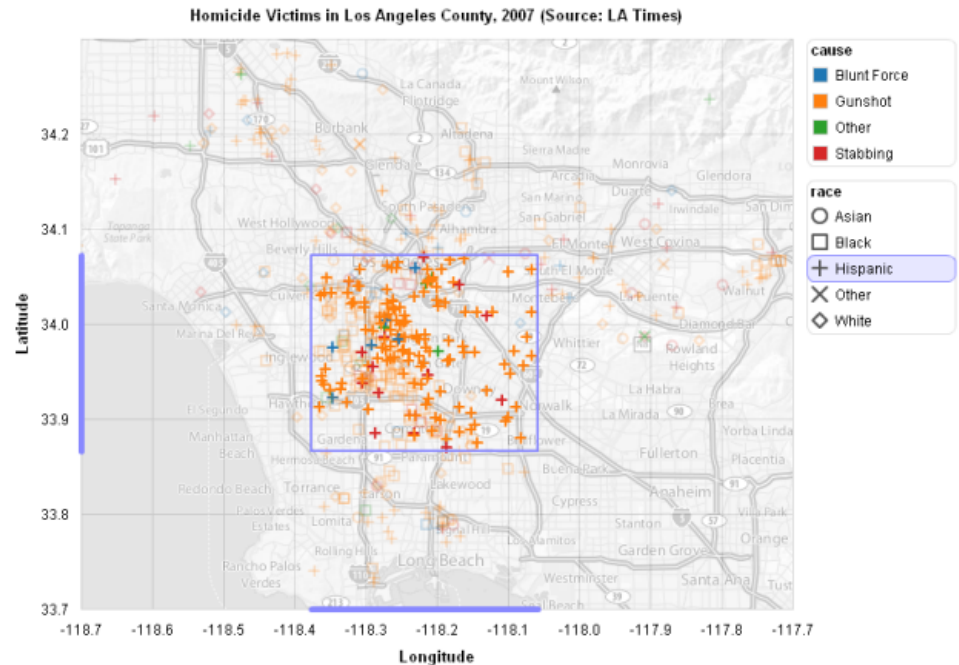
# Prefuse & Flare

Operator-based toolkits for visualization design

Vis = (Input Data -> Visual Objects) + Operators



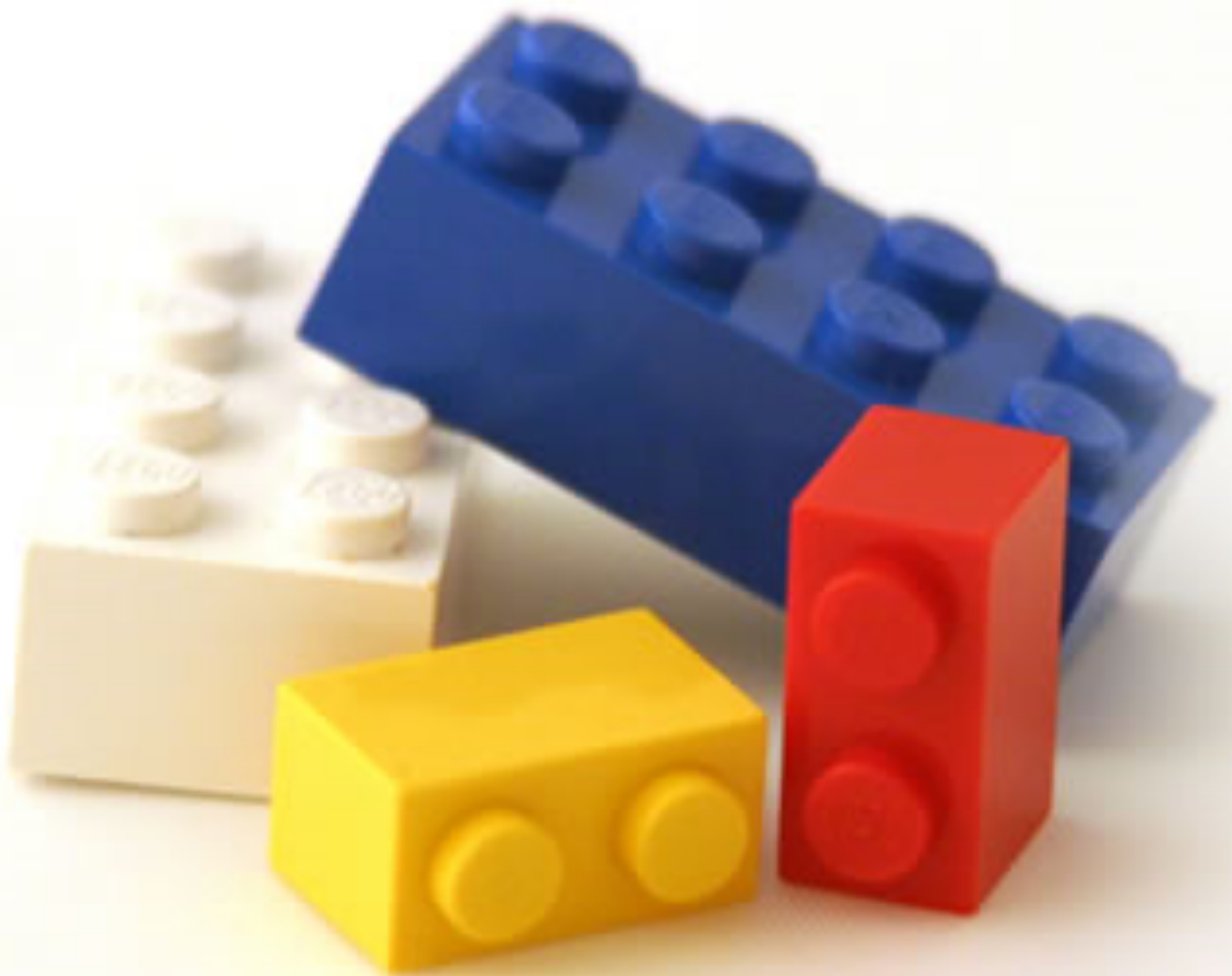
Prefuse (<http://prefuse.org>)



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









?

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

# **Chart Typologies**

Excel, Google Charts

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

Canvas, OpenGL, Processing



# 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](#)

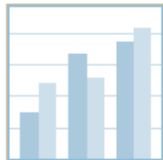


#### Word Tree

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

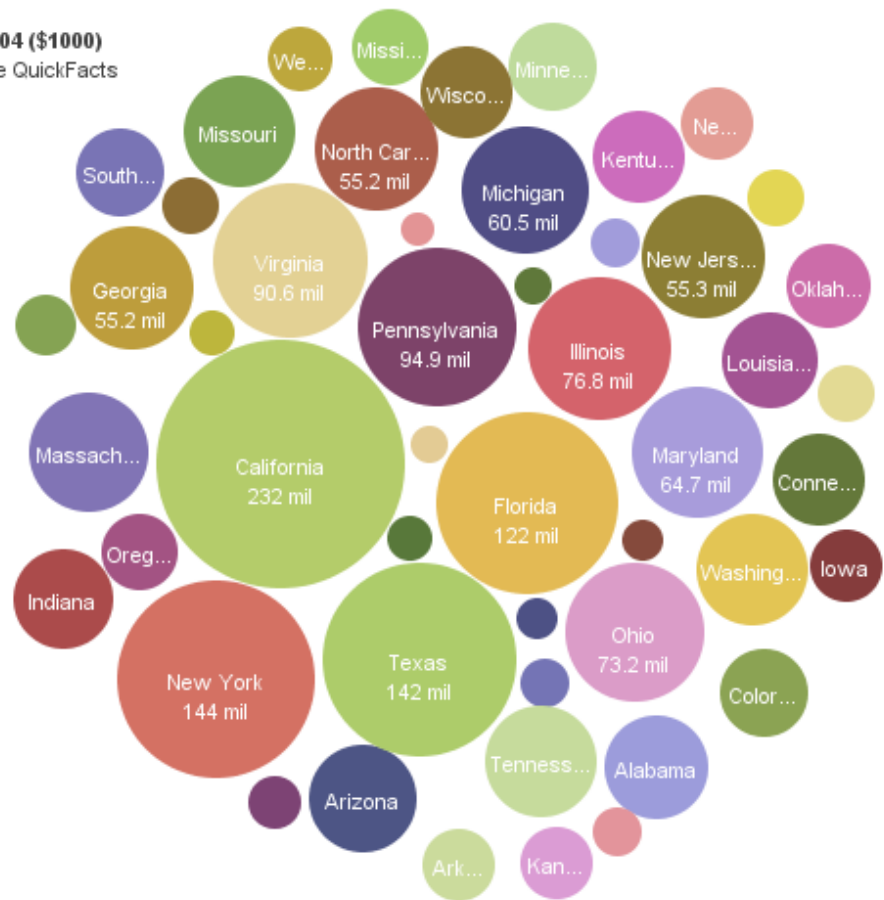
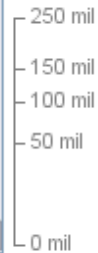
Tags: census people

People QuickFac...

Click to select,  
Ctrl-Click: multiple  
Shift-Click: range

**Federal spending 2004 (\$1000)**  
Disks colored by People QuickFacts

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



Search>>

To highlight or find totals  
click or ctrl-click.

Bubble Size: Federal spending 2004 (\$1000) | Label: People QuickFacts | Color: People QuickFacts

- 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

Census Bureau  This data set has not yet been rated

Comments (1)



# 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  
NOUN. Her name is Hillary Clinton  
CELEBRITY (FEMALE). Our piano is a Steinway Concert tree  
NOUN and it has 88 ~~keys~~ cups  
PLURAL NOUN. It also has a soft pedal and a/an Smily  
ADJECTIVE pedal. When I have a lesson, I sit down on the piano AIBERTO  
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**

Canvas, OpenGL, Processing

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

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**Schema** ×

congress.csv Connection

Find:

**Dimensions** ▾

- Abc Candidate
- Abc Candidate ID
- Abc General Elec Status
- Abc Incumbent/Challenger/Open-Seal
- # Party
- Abc Party Desig
- Abc Primary Elec Status
- Abc Runoff Elec Status
- Abc Spec Elec Status
- Abc State Code
- # Year
- Abc *Measure Names*

---

**Measures** ▾

- # District
- # General Elec Pct
- # Total Receipts
- # *Measure Values*

---

**Groups** ▾

Columns: Party Year

Rows: SUM(Total..)

Filters:

Level of Detail:

Mark: Automatic

Text:

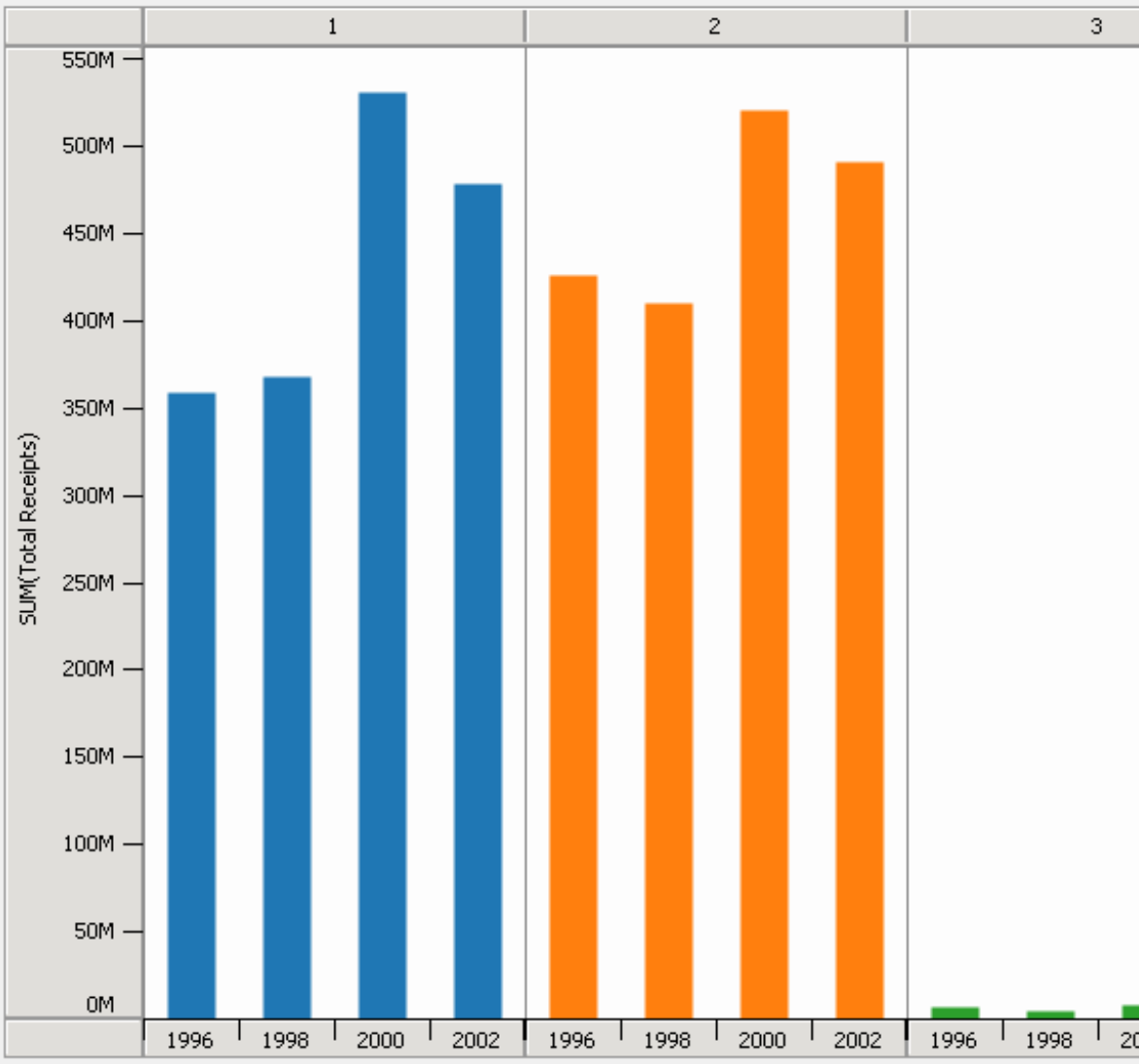
Color: Party

Size:

Legend:

- 1
- 2
- 3

Size:



*Statistics and Computing*

Leland Wilkinson

**The Grammar  
of Graphics**

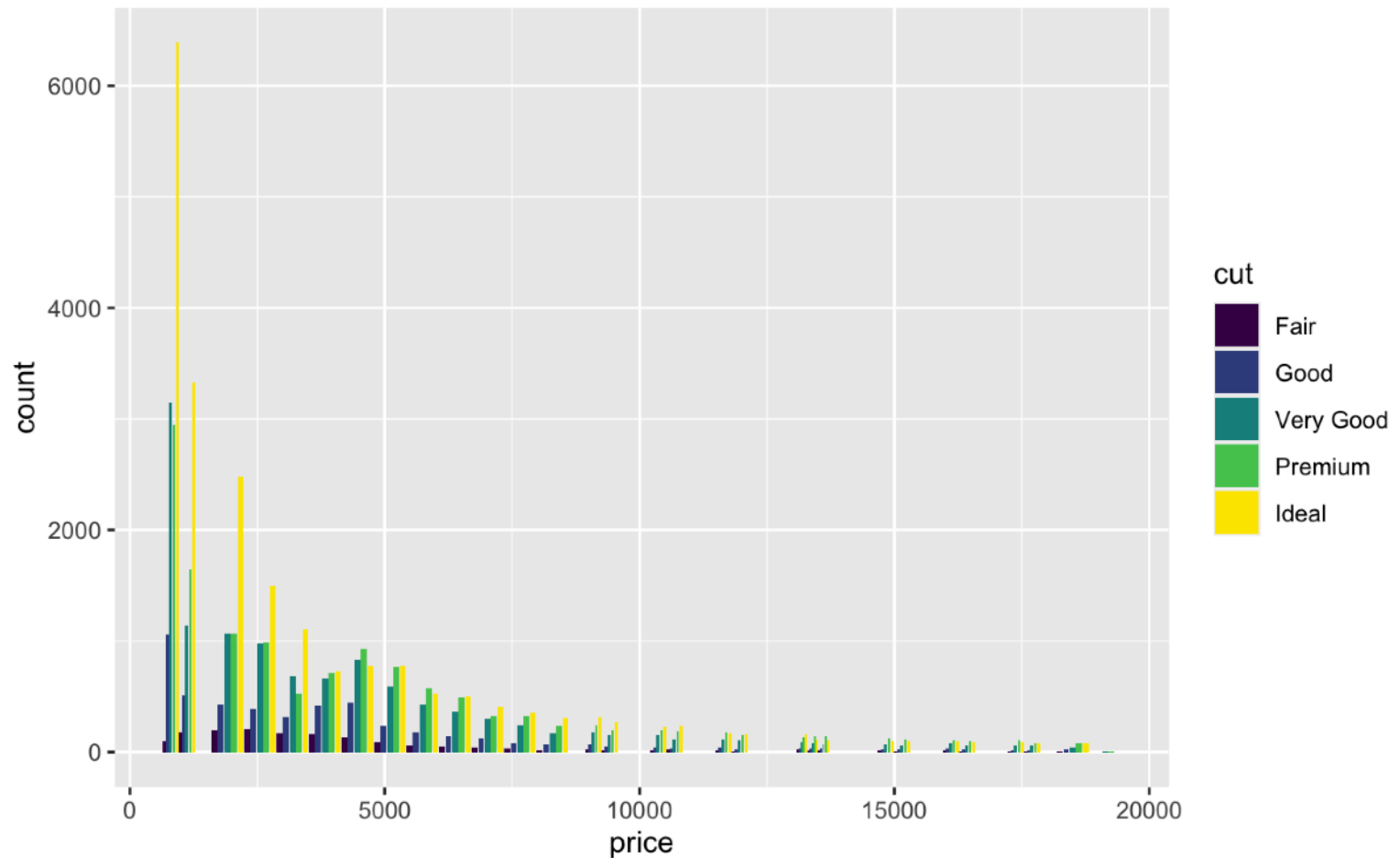
Second Edition

 Springer

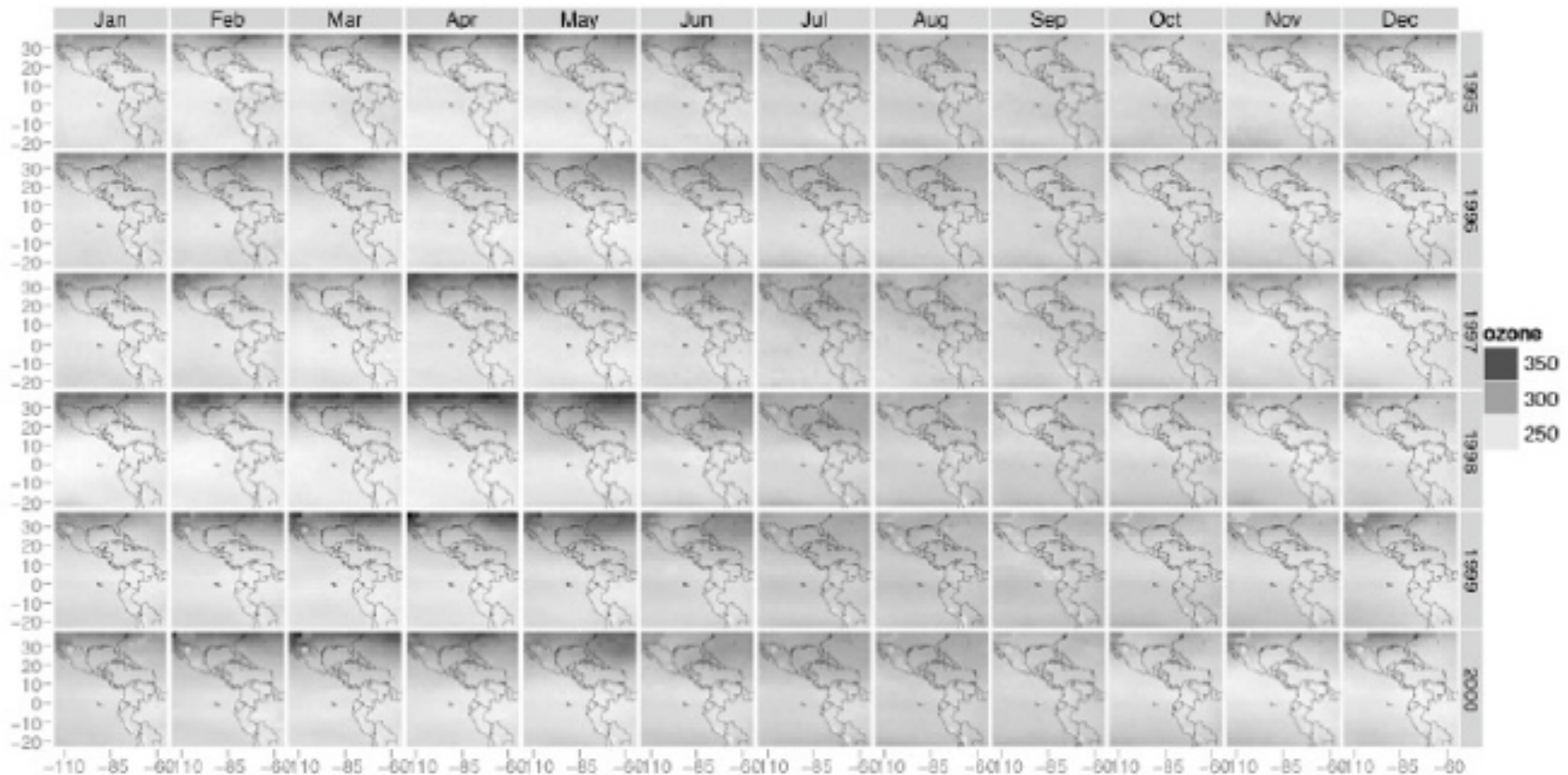
```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```

**ggplot2**





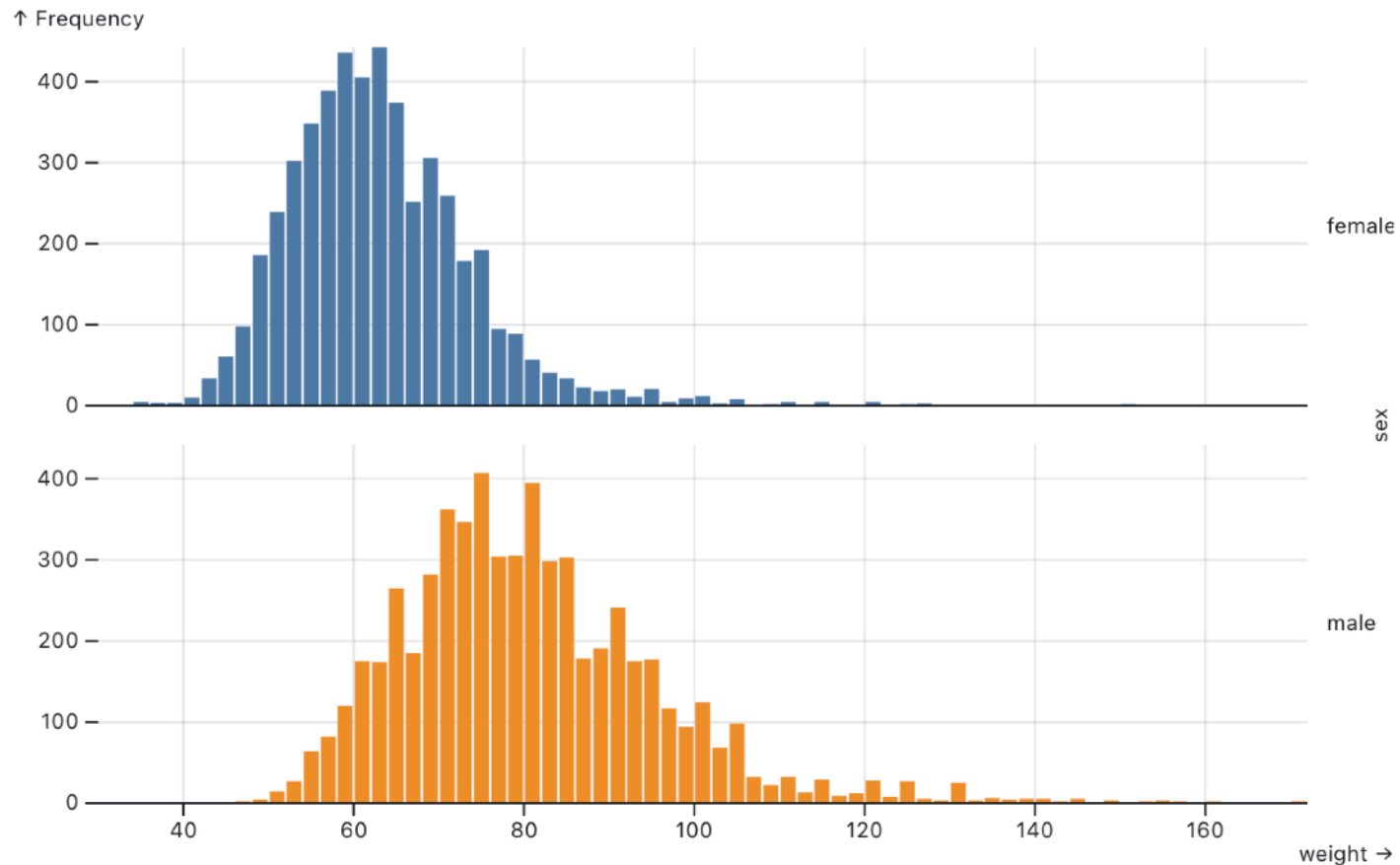
```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```



```

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

```



```
Plot.plot({
  grid: true,
  facet: {
    data: athletes,
    y: "sex"
  },
  marks: [
    Plot.rectY(athletes, Plot.binX({y: "count"}, {x: "weight", fill: "sex"})),
    Plot.ruleY([0])
  ]
})
```

## Observable Plot

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Ease-of-Use**



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**Expressiveness**



**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

**?**

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Expressiveness**



**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

## **Visualization Grammars**

D3.js, Vega

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Expressiveness**





# Visualization Building Blocks

# Visualization Building Blocks

**Data**

Input data to visualize

# Visualization Building Blocks

**Data**                      Input data to visualize

**Transforms**            Group, aggregate, stats, layout

# Visualization Building Blocks

**Data**

Input data to visualize

**Transforms**

Group, aggregate, stats, layout

**Scales**

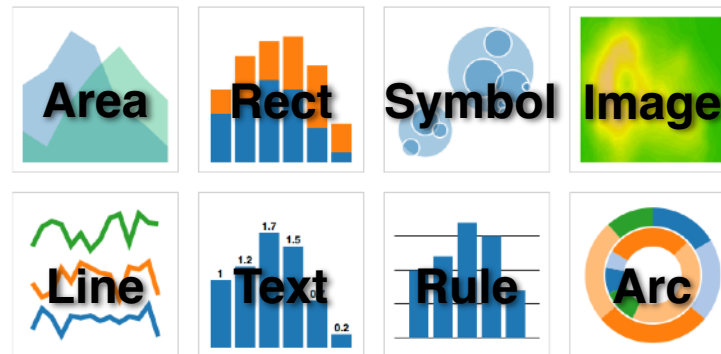
Map data values to visual values

# Visualization Building Blocks

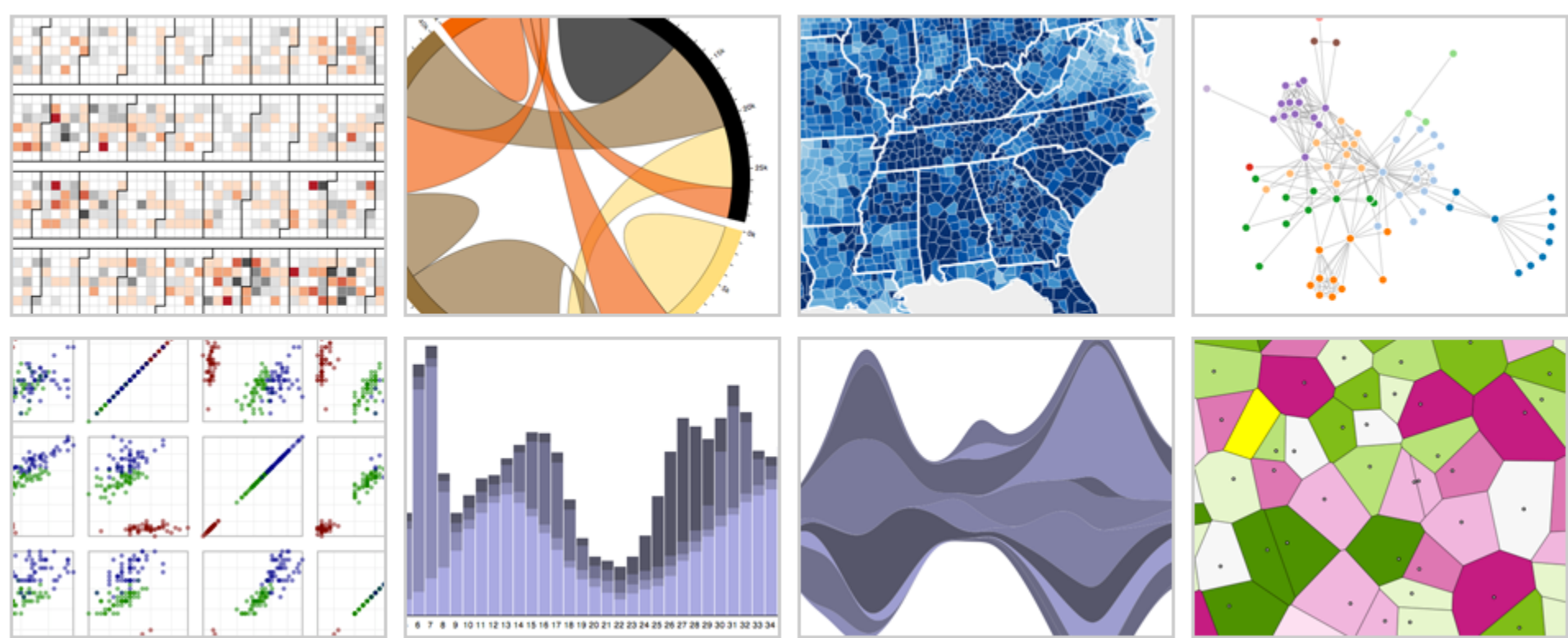
|                   |                                  |
|-------------------|----------------------------------|
| <b>Data</b>       | Input data to visualize          |
| <b>Transforms</b> | Group, aggregate, stats, layout  |
| <b>Scales</b>     | Map data values to visual values |
| <b>Guides</b>     | Axes & legends visualize scales  |

# Visualization Building Blocks

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



# d3.js Data-Driven Documents



**Mike Bostock**, Vadim Ogievetsky, Jeffrey Heer [TVCG 2011]  
+ Jason Davies (geo, 2011–13) & Philippe Rivière (2016–)

# What is D3?

1. A collection of reusable visualization utilities
2. A tool for updating the browser's Document Object Model (DOM) in response to input data



# What is D3?

1. A collection of reusable visualization utilities

**Data:** `d3.csv`, `d3.json`, ...

**Scales:** `d3.scaleLinear`, `d3.scaleLog`, ...

**Projections:** `d3.geoPath`, `d3.geoMercator`, ...

**Layout:** `d3.tree`, `d3.treemap`, `d3.force`, ...

**Interaction:** `d3.brush`, `d3.zoom`, ...

2. A tool for updating the browser's Document Object Model (DOM) in response to input data

# What is D3?

1. A collection of reusable visualization utilities
2. A tool for updating the browser's Document Object Model (DOM) in response to input data

**Select:** query DOM content

**Join:** bind input data to DOM elements

**Update:** set DOM element properties

**Transition:** animate changes over time

# Why D3?

Enable highly custom visualization design

Support animation and dynamic displays

Support rich and varied interactions

Interoperate via web standards (HTML, SVG, CSS)

Avoid artificial limits. If a browser can do it, D3 should be able to take advantage of it.

# Why D3?

"the authors have undeniably helped to bring data visualization to the mainstream. [D3] is a cornerstone contribution to this conference specifically and more generally to the success of our field as a whole"

*IEEE VIS 2021 Test of Time Award*

# Why D3?

D3 “slingshotted the field into growth, diversification and creativity that has been unprecedented” and “changed how millions of data visualizations are created across newsrooms, websites, and personal portfolios”

*Information is Beautiful 2022 Test of Time Award*

# Why D3?

“Use D3 if you think it’s perfectly normal to write a hundred lines of code for a bar chart.”

*Amanda Cox, Former Graphics Editor, NY Times*

# 512 Paths to the White House

Select a winner in the most competitive states below to see all the paths to victory available for either candidate.

|                        |                        |                        |                       |                        |                         |                        |                        |                        |
|------------------------|------------------------|------------------------|-----------------------|------------------------|-------------------------|------------------------|------------------------|------------------------|
| <b>Fla.</b><br>Dem Rep | <b>Ohio</b><br>Dem Rep | <b>N.C.</b><br>Dem Rep | <b>Va.</b><br>Dem Rep | <b>Wis.</b><br>Dem Rep | <b>Colo.</b><br>Dem Rep | <b>Iowa</b><br>Dem Rep | <b>Nev.</b><br>Dem Rep | <b>N.H.</b><br>Dem Rep |
|------------------------|------------------------|------------------------|-----------------------|------------------------|-------------------------|------------------------|------------------------|------------------------|

**Obama has 431 ways to win**

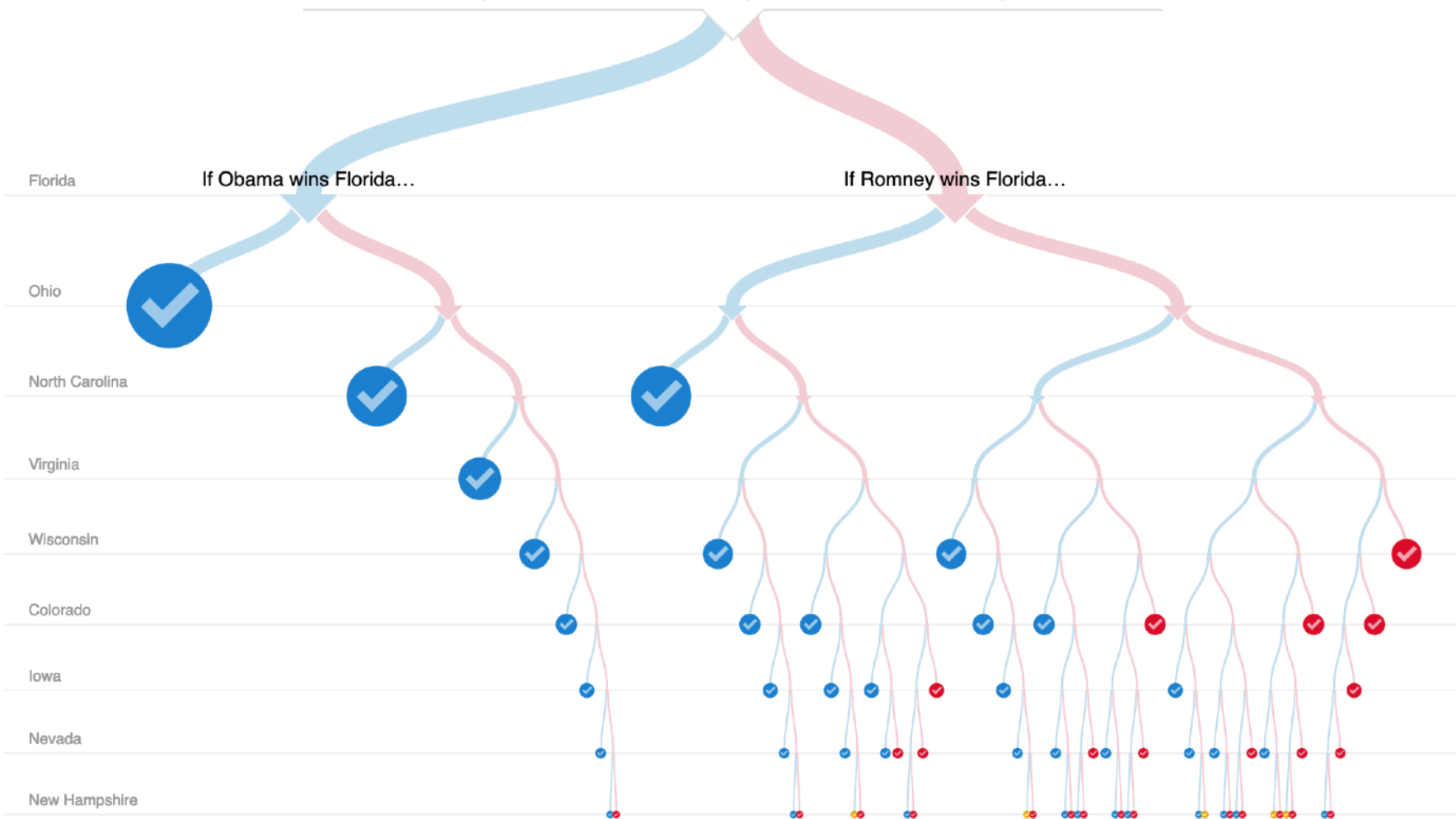
84% of paths

**5 ties**

0.98% of paths

**Romney has 76 ways to win**

15% of paths



# 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">)
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
```

**Data**

**DOM**

# Data

```
svg = d3.append("svg")  
  .attr("width", 500)  
  .attr("height", 300);
```

# DOM

```
<svg width="500" ...>
```

```
</svg>
```

# D3 Selections

The core abstraction in D3 is a *selection*.

```
// Add and configure an SVG element (<svg width="500" height="300">)
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

# DOM

```
<svg width="500" ...>
```

```
</svg>
```

# Data

```
svg.selectAll("rect")
```

# DOM

```
<svg width="500" ...>
```

???

```
</svg>
```

# Data

# DOM

```
<svg width="500" ...>  
  <rect ..></rect>  
  <rect ..></rect>  
  <rect ..></rect>  
  <rect ..></rect>  
  <rect ..></rect>  
</svg>
```

# Data

```
svg.selectAll("rect")
```

# DOM

```
<svg width="500" ...>
```

```
<rect ... />
```

```
<rect ... />
```

```
<rect ... />
```

```
<rect ... />
```

```
<rect ... />
```

```
</svg>
```



# Data

```
svg.selectAll("rect")  
  .attr("width", 100)  
  .style("fill", "steelblue")
```

# DOM

```
<svg width="500" ...>  
  <rect width="100"  
    style="fill: steelblue;"  
  />  
  <rect width="100"  
    style="fill: steelblue;"  
  />  
  <rect width="100"  
    style="fill: steelblue;"
```

# Data Binding

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

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

# Data Binding

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

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

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

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

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>
```

```
</svg>
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>
```

?? ? ? ?

```
</svg>
```

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

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  
  
  
  
  
  
  
</svg>
```

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

# Data Binding

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

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

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

```
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

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  
  
  
  
  
  
  
</svg>
```

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



# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect />  
  <rect />  
  <rect />  
  <rect />  
  <rect />  
</svg>
```

```
bars.enter().append("rect")
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

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

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect x="..." />  
  <rect x="..." />  
  <rect x="..." />  
  <rect x="..." />  
  <rect x="..." />  
</svg>
```

```
bars.enter().append("rect")  
.attr("x", d => xscale(d.cat))
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect height="..." />  
  <rect height="..." />  
  <rect height="..." />  
  <rect height="..." />  
  <rect height="..." />  
</svg>
```

```
bars.enter().append("rect")  
.attr("height", d => yscale(d.value))
```

# Data Binding

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

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

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

```
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");
```

```
// 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();
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "b", value: 7 },  
  { cat: "c", value: 3 },  
  { cat: "d", value: 4 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

```
values.filter(d => !['b', 'd'].includes(d.cat))
```

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "c", value: 3 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

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



# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "c", value: 3 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

bars.exit()

# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "c", value: 3 },  
  { cat: "e", value: 6 }  
];
```

# DOM

```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

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

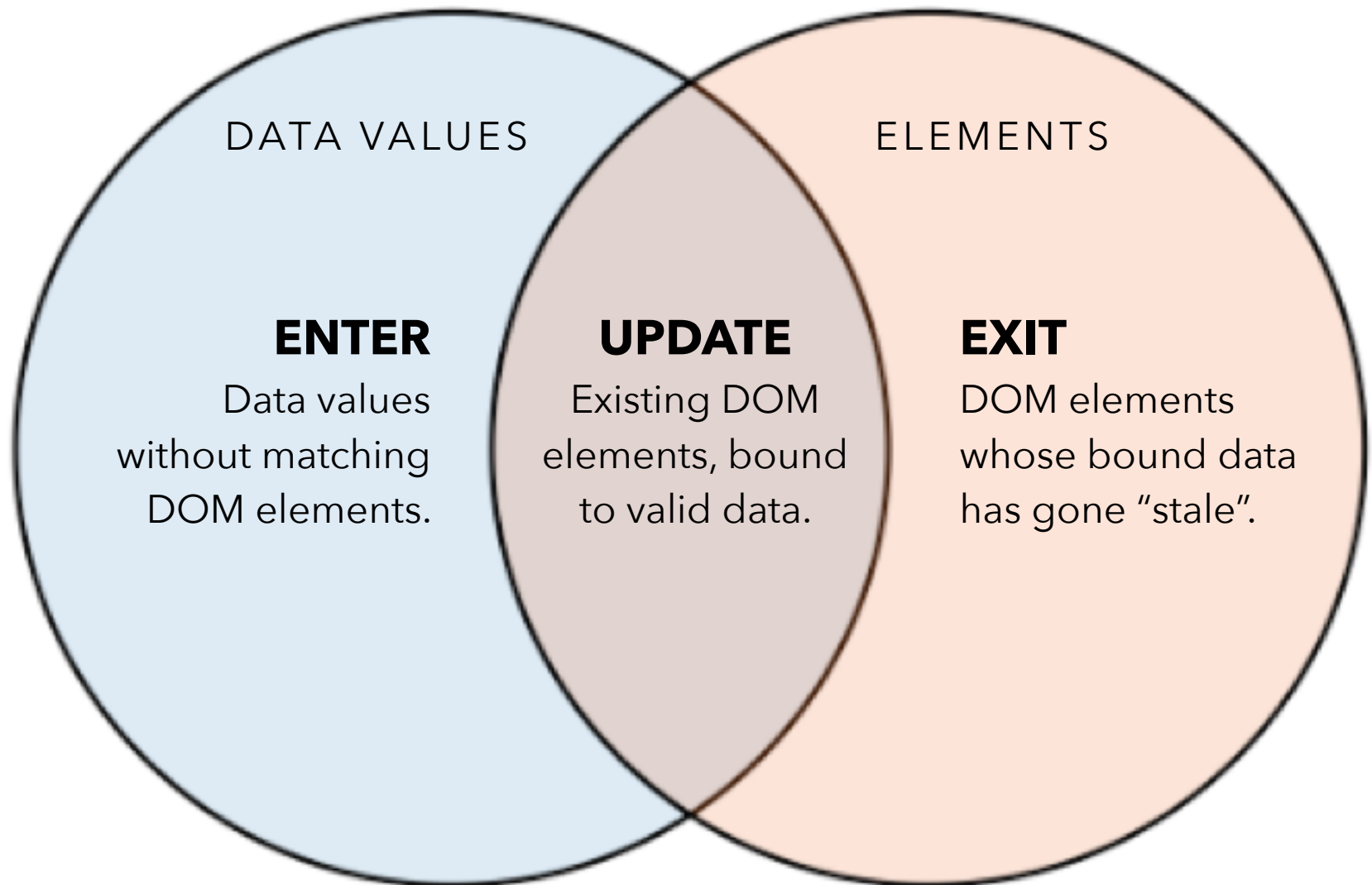
# Data

```
values = [  
  { cat: "a", value: 5 },  
  { cat: "c", value: 3 },  
  { cat: "e", value: 6 }  
];
```

# DOM

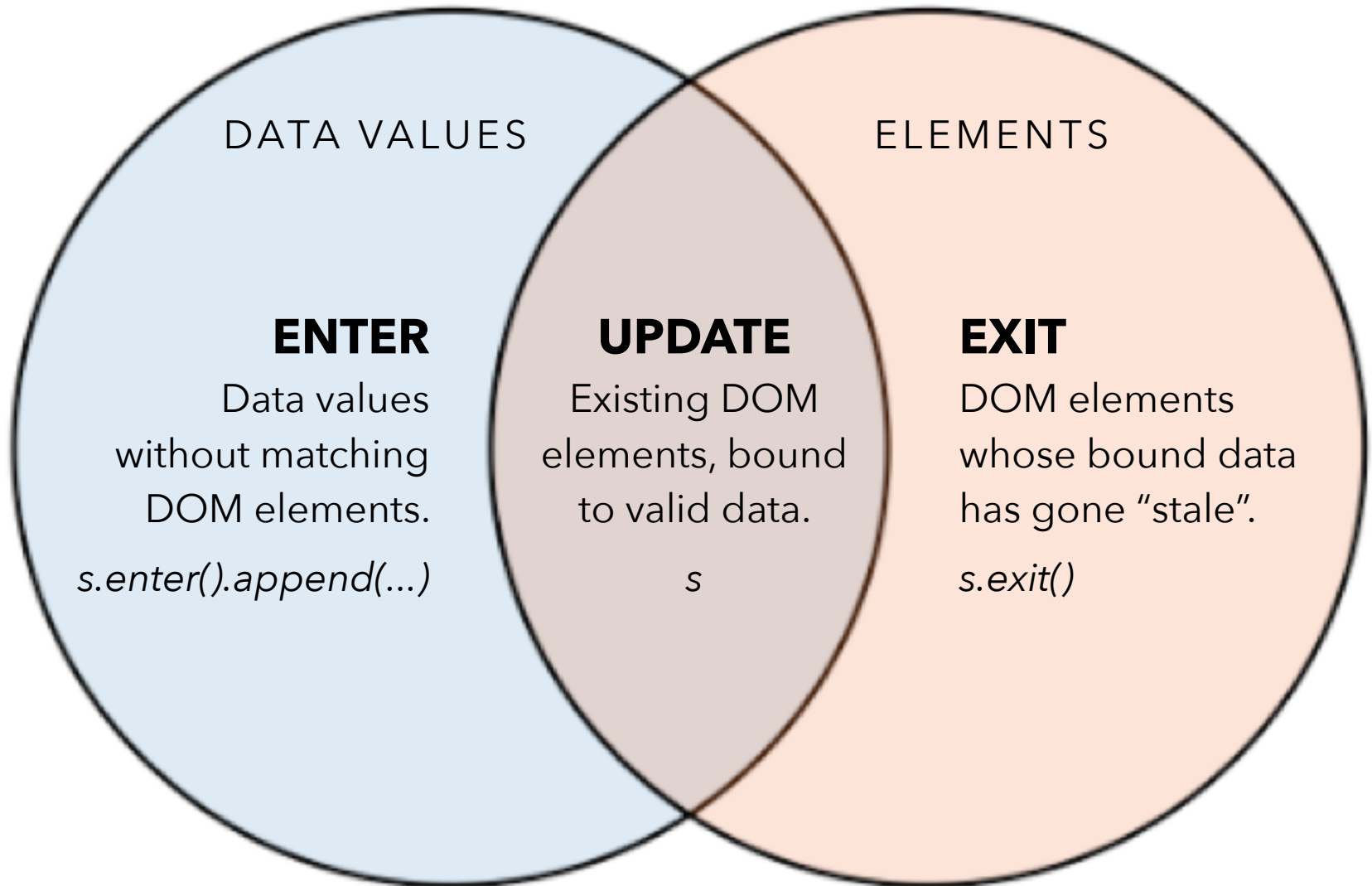
```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

# The Data Join



# The Data Join

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



# Data Binding

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

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

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

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

```
  .join(
```

```
    enter => enter.append("rect"), // create new
```

```
    update => update, // update current
```

```
    exit => exit.remove() // remove outdated
```

```
)
```

# 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!*

**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

## **Visualization Grammars**

D3.js, Vega

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Expressiveness**





# Administrivia

# A2: Deceptive Visualization

Design **two** static visualizations for a dataset:

1. An *earnest* visualization that faithfully conveys the data
2. A *deceptive* visualization that tries to mislead viewers

Your two visualizations should address the following questions:

Try to design a deceptive visualization that appears to be earnest. *Why do you think your classmates and course staff?*

You are free to choose your own dataset, but we have also provided some preselected datasets for you.

Submit two images and a brief write-up on Gradescope.

Due by **Wed 1/24 11:59pm.**

# A2 Peer Reviews

You have been assigned two peer A2 submissions to review. For each:

- Try to determine which is earnest and which is deceptive
- Share a rationale for how you made this determination
- Share feedback using the “I Like / I Wish / What If” rubric

Assigned reviews will be posted on the A2 Peer Review page on Canvas, along with a link to a Google Form. You should submit two forms: one for each A2 peer review.

Due by **Tue 1/30 11:59pm.**

# I Like... / I Wish... / What If?

## **I LIKE...**

Praise for design ideas and/or well-executed implementation details. *Example: "I like the navigation through time via the slider; the patterns observed as one moves forward are compelling!"*

## **I WISH...**

Constructive statements on how the design might be improved or further refined. *Example: "I wish moving the slider caused the visualization to update immediately, rather than the current lag."*

## **WHAT IF?**

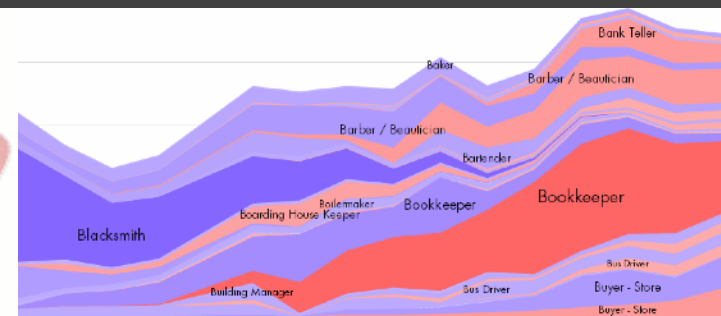
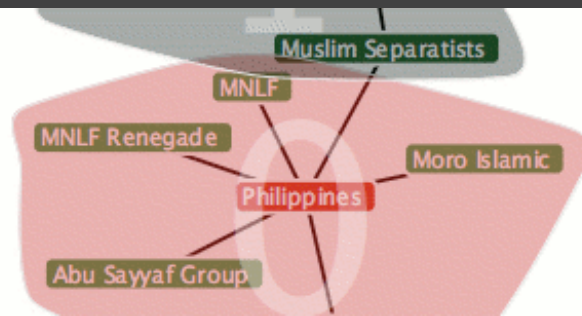
Suggest alternative design directions, or even wacky half-baked ideas. *Example: "What if we got rid of the slider and enabled direct manipulation navigation by dragging data points directly?"*

# 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, Feb 12.**

Work in project teams of 3-4 people.



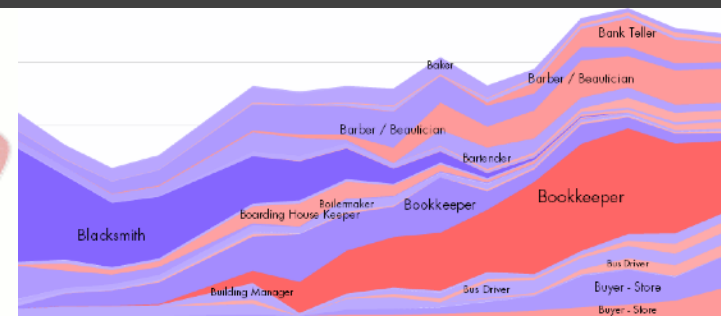
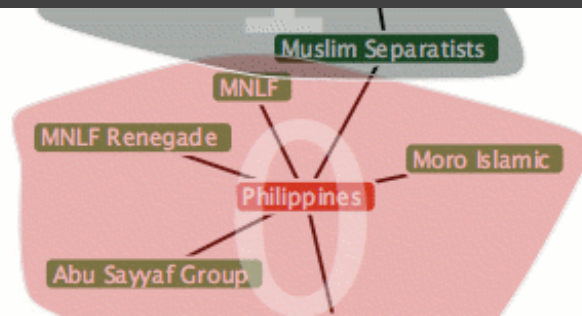
# Form A3 + Final Project Team

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

Submit signup form by **Wed 1/31, 11:59pm**.

**If you do not have team mates**, post on Ed about your interests/skills/project ideas!

We will send out a reminder early next week.

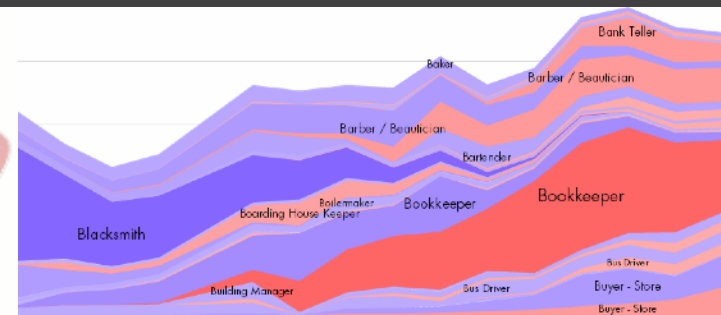
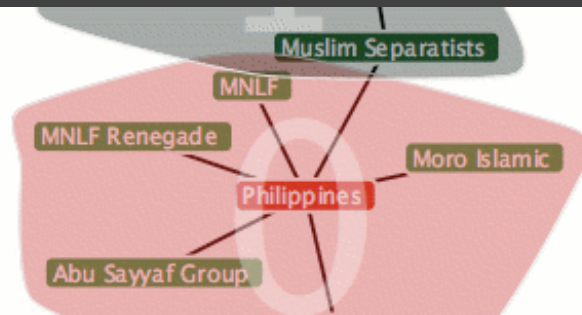


# Requirements

**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/Vega-Lite are encouraged, but not required. Deploy to web using GitHub pages.

**Write-up.** Provide design rationale.

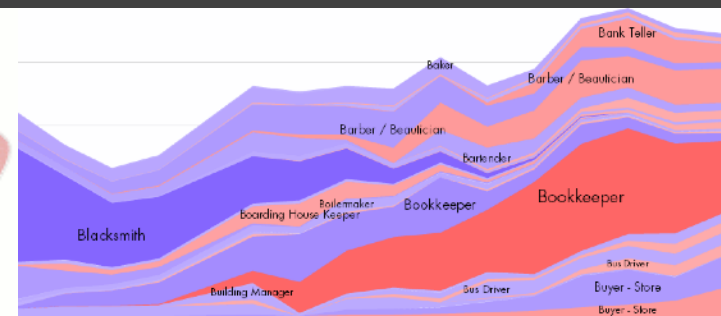
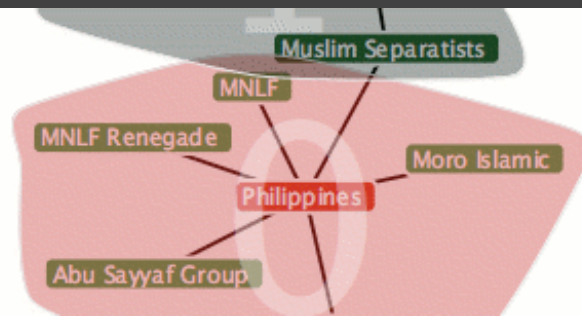


# Interactive Prototype Tips

**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?





# D3 Tutorial - In Class Thu Apr 27

## **D3.js Deep Dive led by Andrew and Raymond**

Be sure to read the D3, Part 1 notebook ahead of time. We'll work through Part 2 in class.

Bring your laptops and follow along in real-time.

# Web Publishing Tutorial - Fri Feb 2

## **On Zoom, led by Lisa and Ron**

Gain skills publishing projects to the web:

- Publish sites using GitLab pages
- Embed Observable cells into external pages
- Navigate possible web application frameworks

# A Visualization Tool Stack

# **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

## **Visualization Grammars**

D3.js, Vega

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

## **Chart Typologies**

Excel, Many Eyes, Google Charts

Charting  
Tools

---

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VizQL, ggplot2, Vega-Lite

Declarative  
Languages

## **Visualization Grammars**

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---

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Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

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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.

# 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.

```
d3.selectAll("rect")  
  .data(my_data)  
  .join("rect")  
  .attr("x", d => xscale(d.foo))  
  .attr("y", d => yscale(d.bar))
```



# The New York Times

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

Search [ING DIRECT](#)

Subscribe to Times

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)

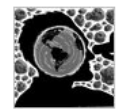


Joshua Kristal for The New York Times

## Painting at 99, With No Compromises

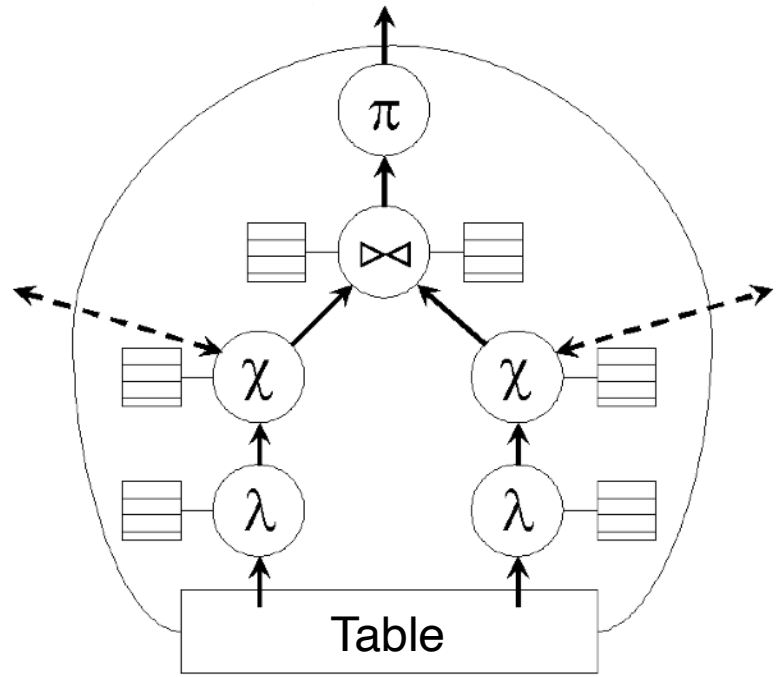
By ROBIN FINN  
An exhibition celebrating Will Barnett's centennial year traces his evolution as a modern American artist.

**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



```

<!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>

<!--close script -->
<span id="to_scrip">...</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, *Vega-Lite*

Declarative  
Languages

## Visualization Grammars

D3.js, *Vega*

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## Component Architectures

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

## Graphics APIs

Processing, OpenGL, Java2D

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Toolkits

## **Graphics APIs**

Processing, OpenGL, Java2D

## Interactive Data Exploration

Tableau, *Lyra*, *Voyager*

Graphical  
Interfaces

## Visual Analysis Grammars

VizQL, ggplot2, *Vega-Lite*

Declarative  
Languages

## Visualization Grammars

D3.js, *Vega*

## Component Architectures

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

## Graphics APIs

Processing, OpenGL, Java2D

The Lyra Visualization Design Environment (VDE) <sup>alpha</sup>

Arvind Satyanarayan, Kanit "Ham" Wongsuphasawat, Jeffrey Heer

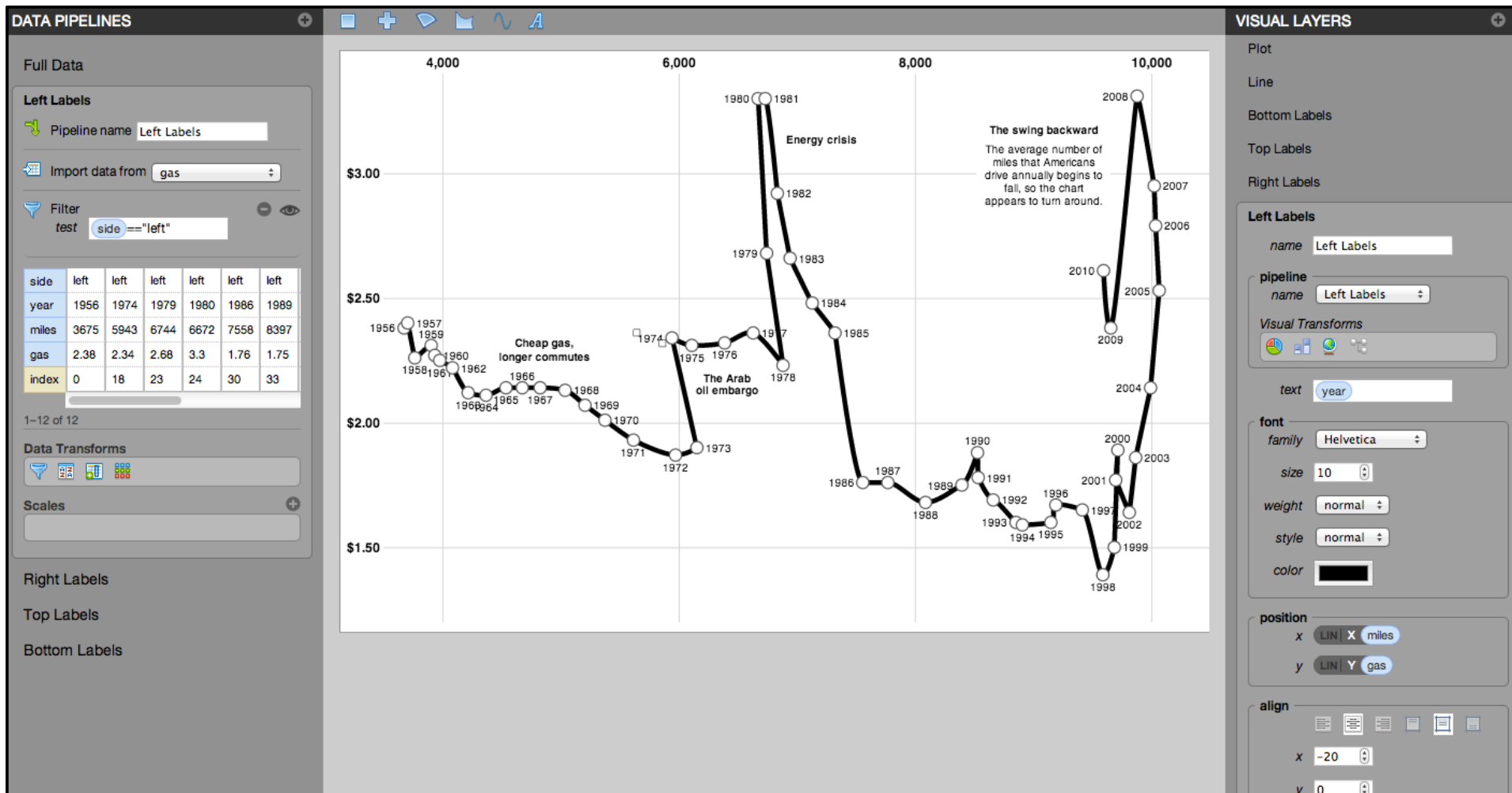


[idl.cs.washington.edu/projects/lyra](http://idl.cs.washington.edu/projects/lyra)

William Playfair's classic chart comparing the price of wheat and wages in England recreated in the Lyra VDE.

See also: Charticulator, Data Illustrator

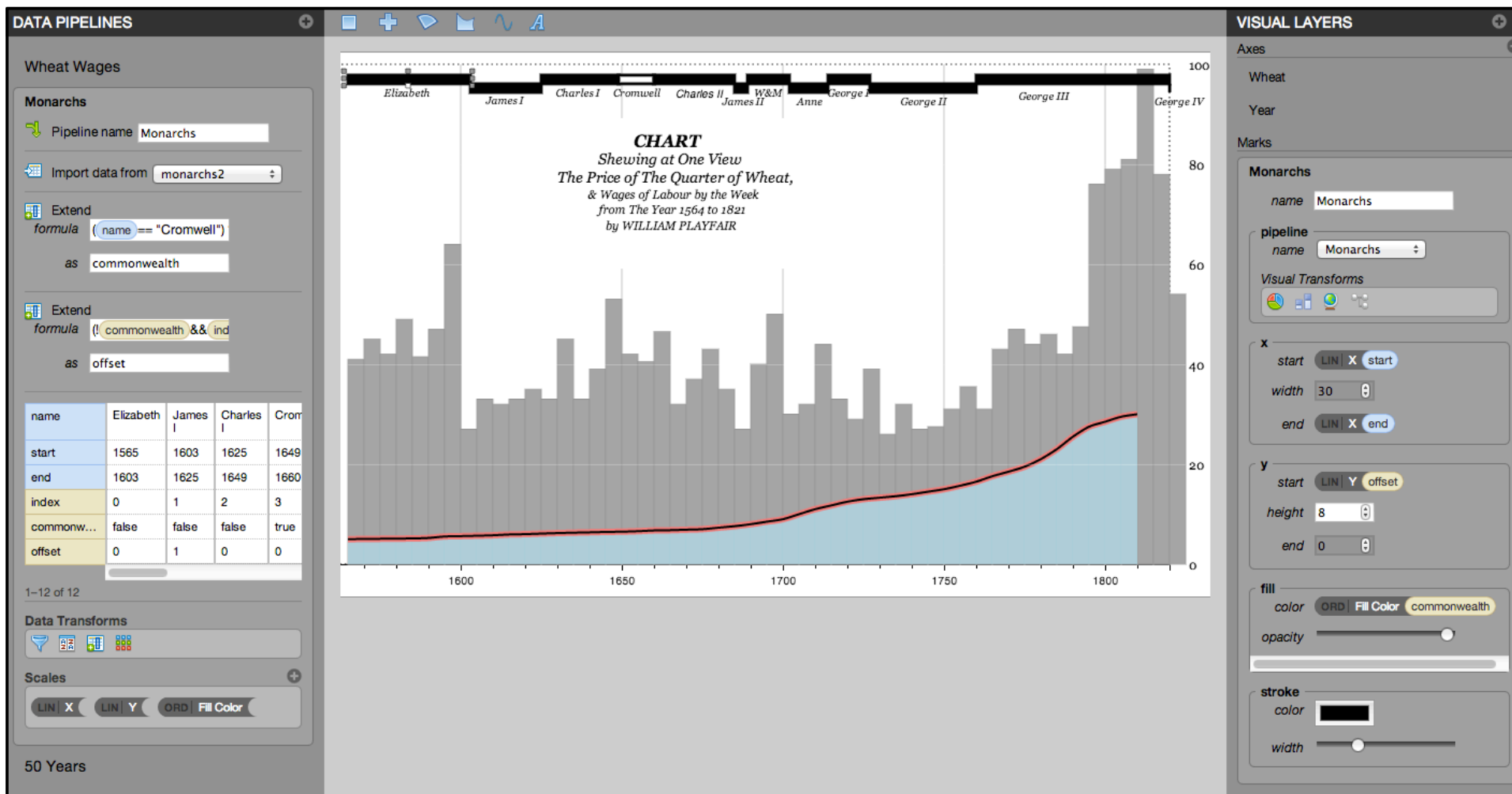
# Lyra A Visualization Design Environment



**Driving Shifts into Reverse** by Hannah Fairfield, NYTimes

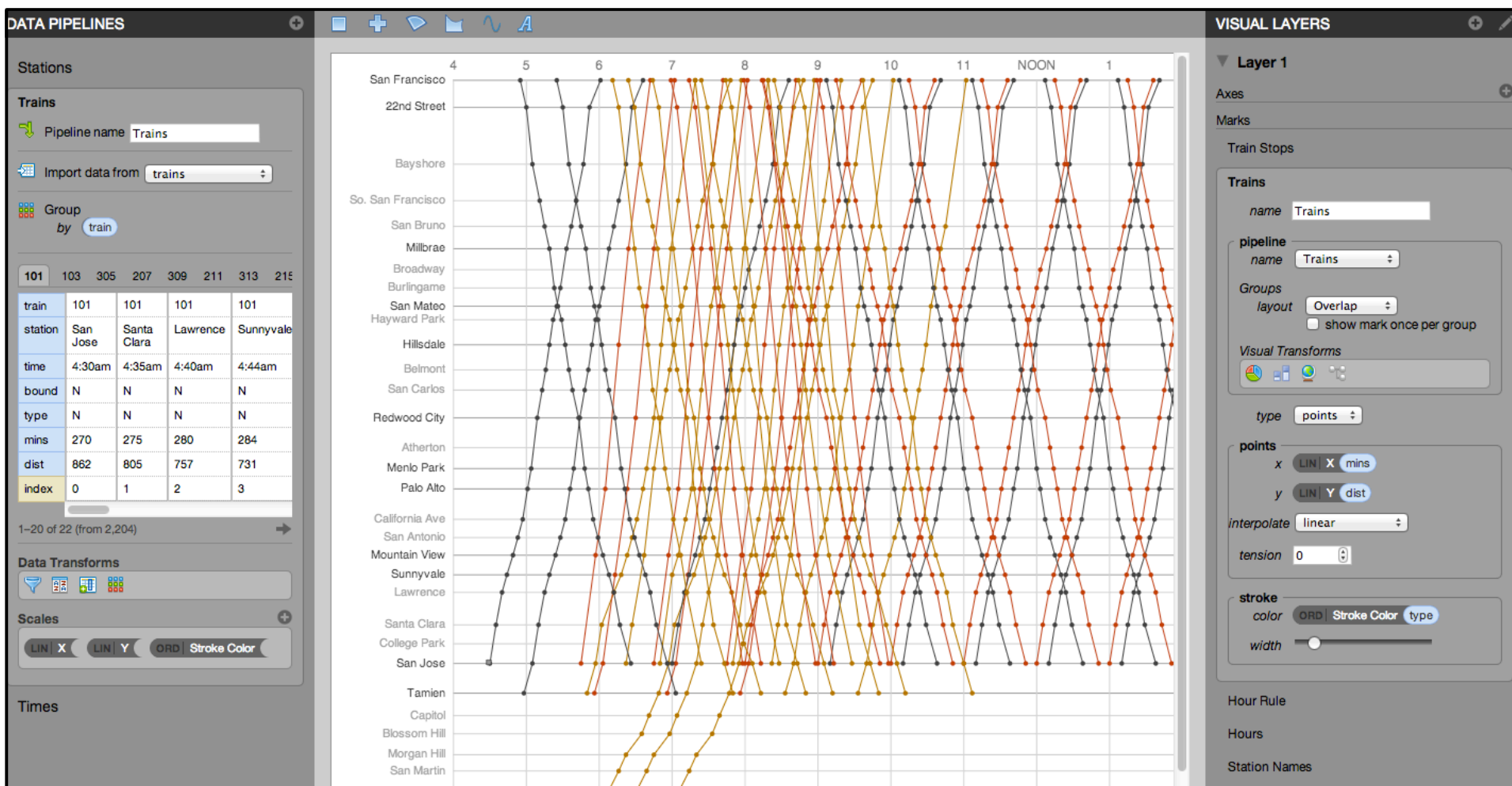


# Lyra A Visualization Design Environment



by William Playfair

# Lyra A Visualization Design Environment



based on the **Railway Timetable** by E. J. Marey

# Lyra A Visualization Design Environment

**DATA PIPELINES**

Zip Codes

Pipeline name

Import data from

Group by

|        |             |             |             |    |    |    |    |    |
|--------|-------------|-------------|-------------|----|----|----|----|----|
| 33     | 36          | 72          | 78          | 25 | 44 | 23 | 50 | 09 |
| zip    | 00210       | 00211       | 00212       |    |    |    |    |    |
| lat    | +43.005895  | +43.005895  | +43.005895  |    |    |    |    |    |
| lon    | -071.013202 | -071.013202 | -071.013202 |    |    |    |    |    |
| code   | U           | U           | U           |    |    |    |    |    |
| city   | PORTSMOUTH  | PORTSMOUTH  | PORTSMOUTH  |    |    |    |    |    |
| state  | 33          | 33          | 33          |    |    |    |    |    |
| county | 015         | 015         | 015         |    |    |    |    |    |
| index  | 0           | 1           | 2           |    |    |    |    |    |
| key    | 33          | 33          | 33          |    |    |    |    |    |

1-20 of 284 (from 42,192)

**Data Transforms**

**Scales**

ORD Stroke Color

**VISUAL LAYERS**

Visual Transforms

Geo

type Latitude/Longitude

latitude lat

longitude lon

projection mercator

center

x -98.35

y 39.50

translate

x 350

y 170

scale 775

rotate 0

precision 0

clip angle 0

output x y

type points

points

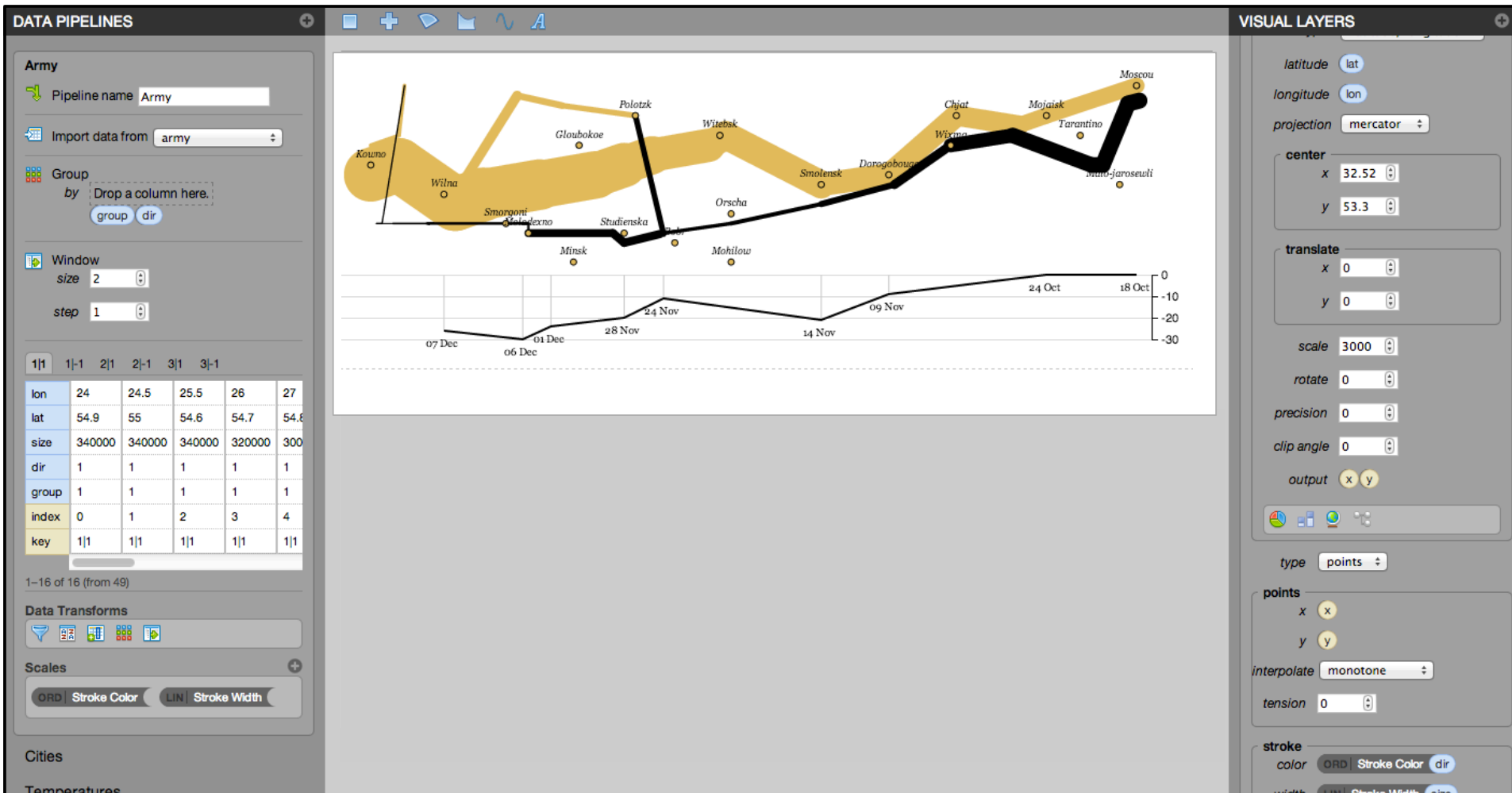
x x

y y

interpolate monotone

tension 0

# Lyra A Visualization Design Environment



**Napoleon's March** by Charles Minard

Voyager 2

Secure | <https://uwdata.github.io/voyager2/>

datavoyager

Bookmarks (0) Undo Redo

**Data**

Cars Change

**Fields**

- ▼ A Cylinders ▼ +
- ▼ A Name ▼ +
- ▼ A Origin ▼ +
- ▼ 📅 Year ▼ +
- ▼ # Acceleration ▼ +
- ▼ # Displacement ▼ +
- ▼ # Horsepower ▼ +
- ▼ # Miles per Gallon ▼ +
- ▼ # Weight in lbs ▼ +
- ▼ # COUNT +

**Wildcards**

- ▼ A Categorical Fields +
- ▼ 📅 Temporal Fields +
- ▼ # Quantitative Fields +

**Encoding** Clear

x ▼ 📅 YEAR (Year) ✕

y ▼ # MEAN (Miles per Gallon) ✕

column drop a field here

row drop a field here

**Marks** auto

size drop a field here

color drop a field here

shape drop a field here

detail drop a field here

text drop a field here

any drop a field here

**Filter** Filter invalid numbers

**Related Views** All Add Categorical Field Add Quantitative Field Hide

**Add Categorical Field**

📅 YEAR (Year) # MEAN (Miles per Gallon) A Cylinders ↑

**MEAN(Miles\_per\_Gallon)**

**YEAR(Year)**

**Cylinders**

- 3
- 4
- 5
- 6
- 8

📅 YEAR (Year) # MEAN (Miles per Gallon) A Origin ↑

**MEAN(Miles\_per\_Gallon)**

**YEAR(Year)**

**Origin**

- Europe
- Japan
- USA

Debug · Report an Issue

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

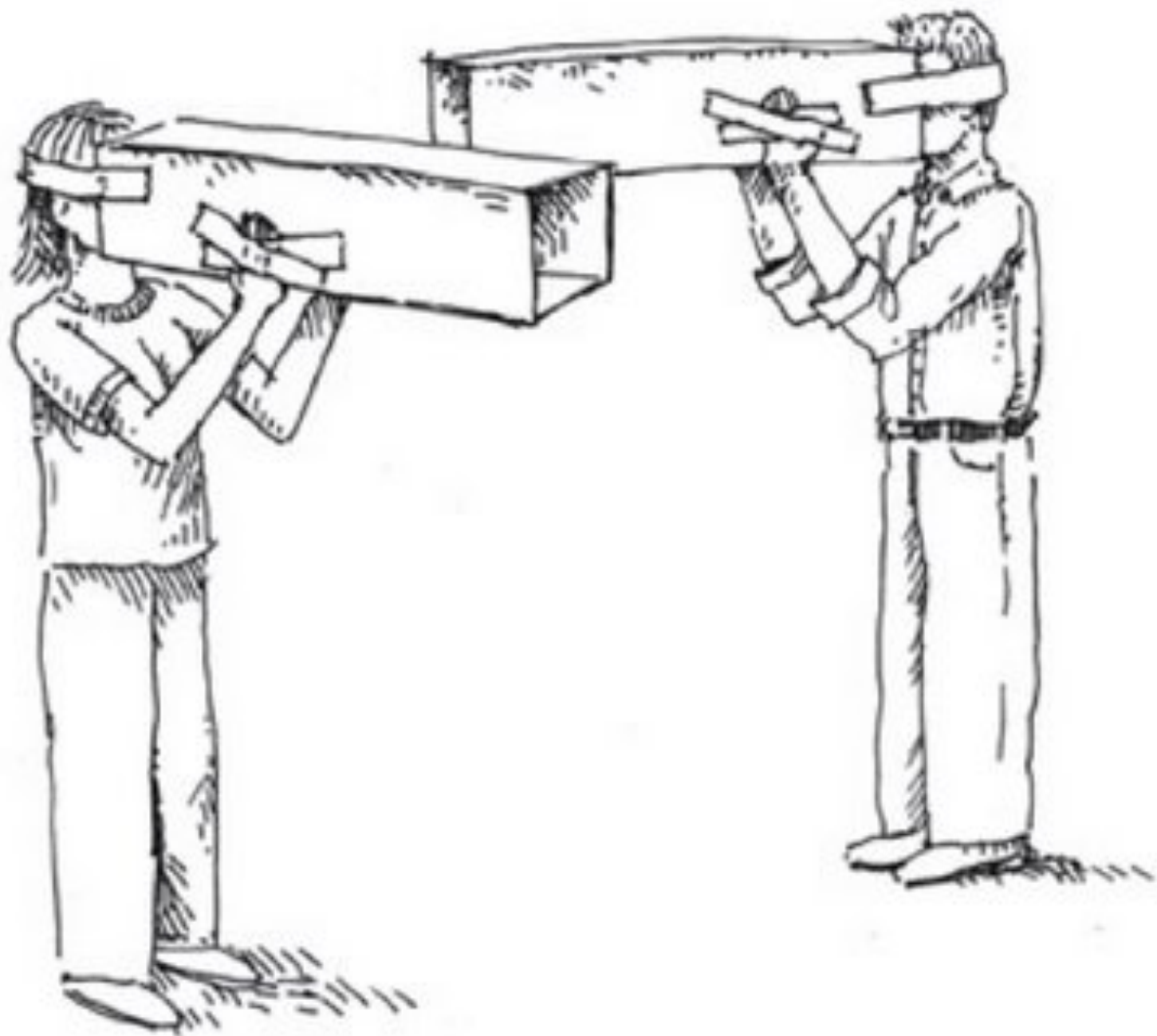
# Common exploration pitfalls:

Overlook data quality issues

Fixate on specific relationships

*Plus many other biases...*

[Heuer 1999, Kahneman 2011, ...]



Voyager 2

Secure | <https://uwdata.github.io/voyager2/>

datavoyager

Bookmarks (0) Undo Redo

**Data**

Cars Change

**Fields**

- ▼ A Cylinders ▼ +
- ▼ A Name ▼ +
- ▼ A Origin ▼ +
- ▼ 📅 Year ▼ +
- ▼ # Acceleration ▼ +
- ▼ # Displacement ▼ +
- ▼ # Horsepower ▼ +
- ▼ # Miles per Gallon ▼ +
- ▼ # Weight in lbs ▼ +
- ▼ # COUNT +

**Wildcards**

- ▼ A Categorical Fields +
- ▼ 📅 Temporal Fields +
- ▼ # Quantitative Fields +

**Encoding** Clear

x ▼ 📅 YEAR (Year) ✕

y ▼ # MEAN (Miles per Gallon) ✕

column drop a field here

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detail drop a field here

text drop a field here

any drop a field here

**Filter** Filter invalid numbers

**Related Views** All Add Categorical Field Add Quantitative Field Hide

**Add Categorical Field**

📅 YEAR (Year) # MEAN (Miles per Gallon) A Cylinders ↑

**MEAN(Miles\_per\_Gallon)**

**Cylinders**

- 3
- 4
- 5
- 6
- 8

**YEAR(Year)**

📅 YEAR (Year) # MEAN (Miles per Gallon) A Origin ↑

**MEAN(Miles\_per\_Gallon)**

**Origin**

- Europe
- Japan
- USA

**YEAR(Year)**

Debug · Report an Issue

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



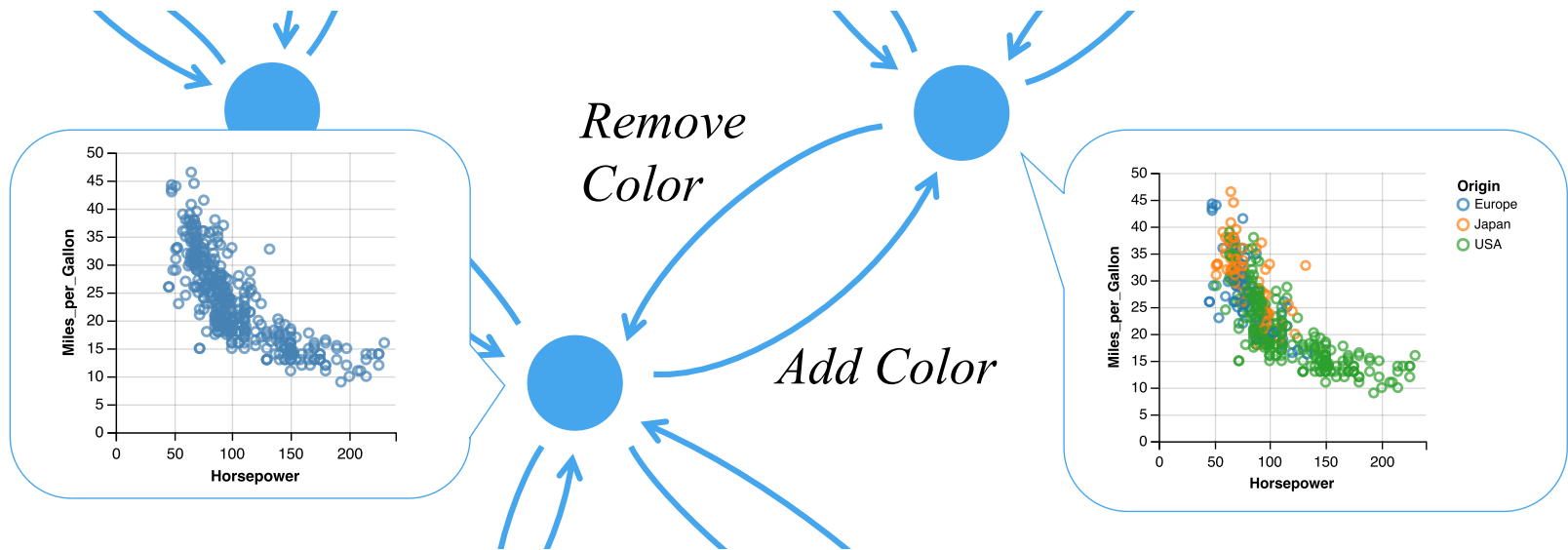
**Key Idea:** Augment manual exploration with visualization recommendations sensitive to the user's current focus.

The goal is to support *systematic consideration* of the data, without exacerbating *false discovery*.

To model a user's search frontier, we *enumerate related Vega-Lite specifications*, seeded by the user's current focus.

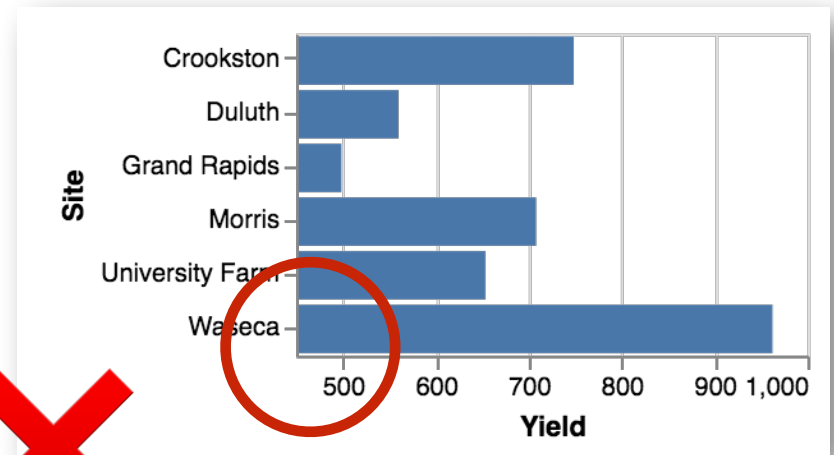
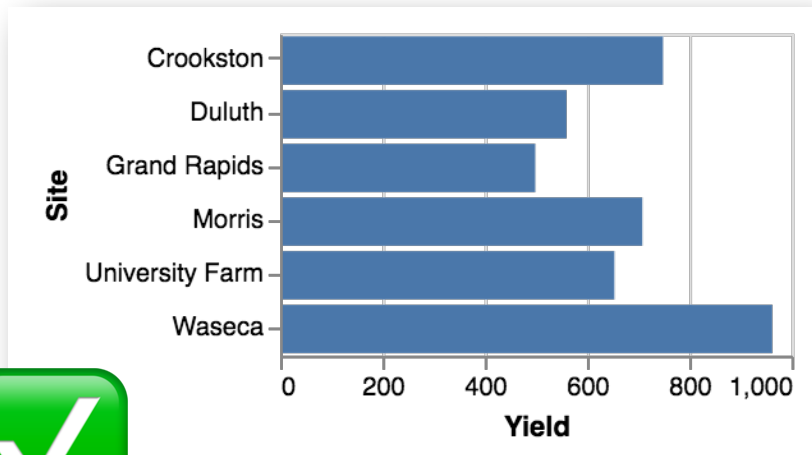
Candidate charts are pruned and ranked using models of estimated *perceptual effectiveness*.

# A Formal Design Space of Visualizations



Enumerate Vega-Lite specifications and transformations among them. Search the space using logic programming methods.

# Articulate Design Constraints



**“Quantitative axes should include a zero baseline”**

*When and how strongly should we apply this?*

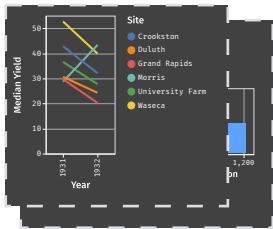
*How to balance with other such constraints?*

# Learn Design Trade-Offs from Data

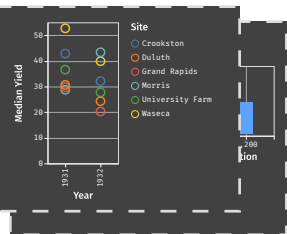
Training Data  
Pairs of Ranked  
Visualizations

Features  
Violations of  
Design Constraints

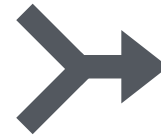
Learning Algorithm  
Learning to Rank  
with Linear SVM



👍 Positive  
example  
 $[u_1, u_2, \dots, u_k]$



👎 Negative  
example  
 $[v_1, v_2, \dots, v_k]$



$$\arg \max_w \sum_{i \in 0 \dots k} w_i (u_i - v_i)$$

$w$  is the weight  
vector of the soft  
constraints

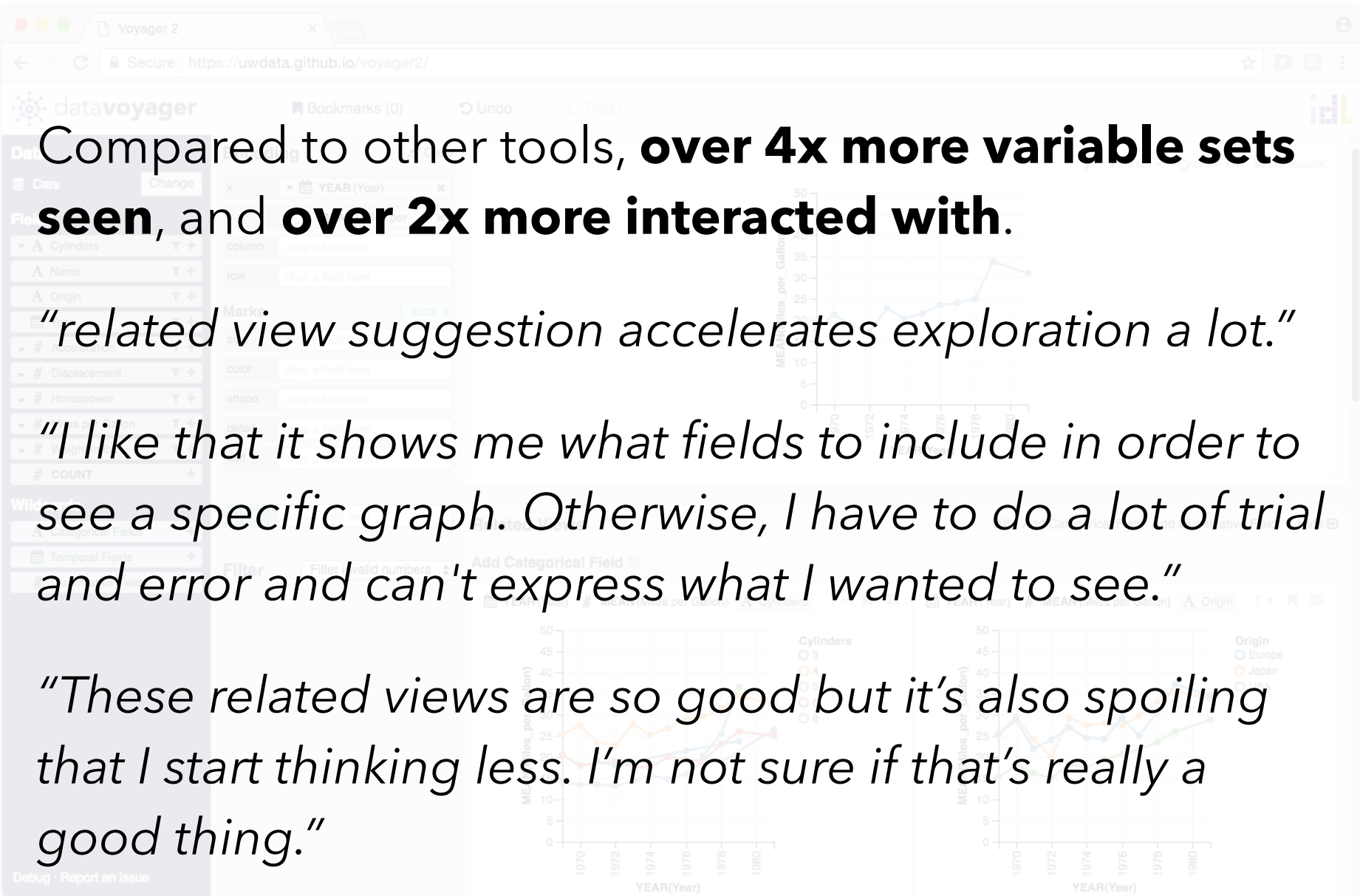
$v_i$ : the number of  
violations of constraint  $i$ .

Compared to other tools, **over 4x more variable sets seen**, and **over 2x more interacted with**.

*“related view suggestion accelerates exploration a lot.”*

*“I like that it shows me what fields to include in order to see a specific graph. Otherwise, I have to do a lot of trial and error and can't express what I wanted to see.”*

*“These related views are so good but it's also spoiling that I start thinking less. I'm not sure if that's really a good thing.”*

The image shows a screenshot of the Voyager 2 web application. The browser address bar shows 'https://uwdata.github.io/voyager2/'. The interface includes a sidebar with a 'Data' panel showing a table of car data with columns for Cylinders, Name, Origin, Displacement, Horsepower, and COUNT. The main area displays a line chart of 'Miles per Gallon' vs 'YEAR' with a legend for 'Cylinders' (3, 4, 5, 6, 8) and 'Origin' (Europe, Japan). A second, more detailed line chart is visible below, showing 'Miles per Gallon' vs 'YEAR' with a legend for 'Cylinders' (3, 4, 5, 6, 8) and 'Origin' (Europe, Japan).

## Interactive Data Exploration

Tableau, *Lyra*, *Voyager*

Graphical  
Interfaces

## Visual Analysis Grammars

VizQL, ggplot2, *Vega-Lite*

Declarative  
Languages

## Visualization Grammars

D3.js, *Vega*

## Component Architectures

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

## Graphics APIs

Processing, OpenGL, Java2D