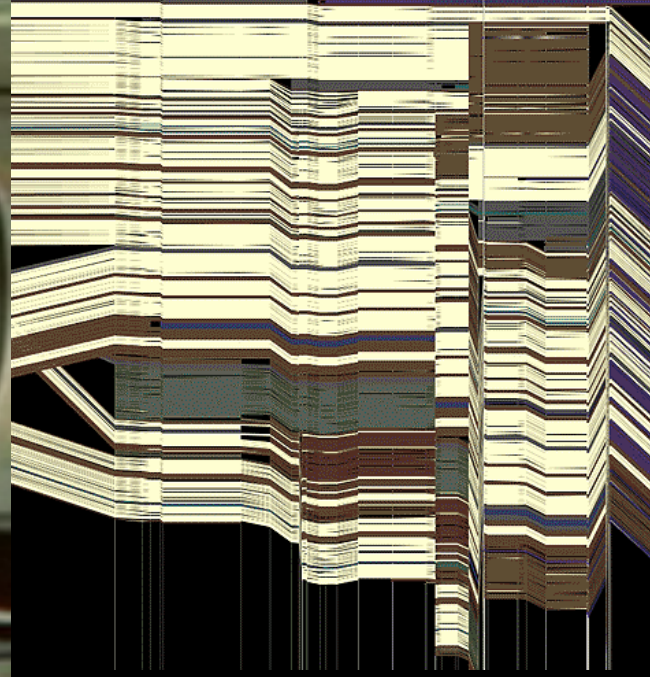
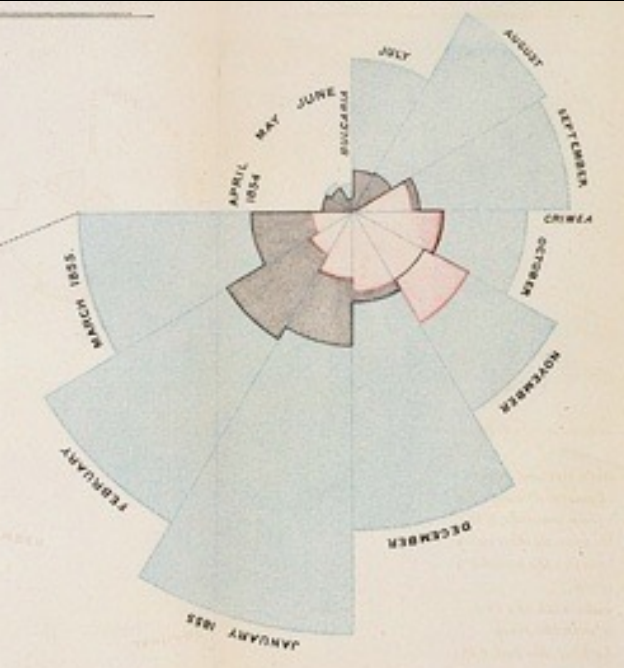


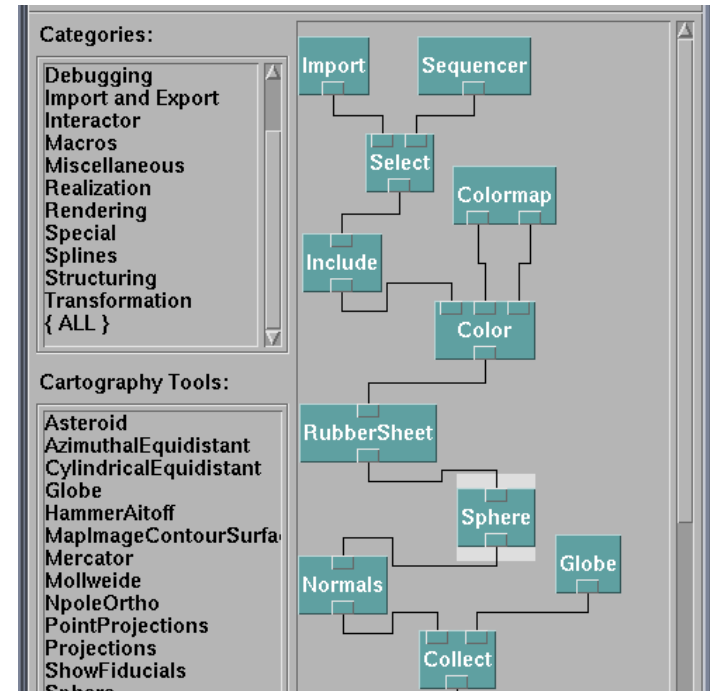
CSE 512 - Data Visualization

# 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.



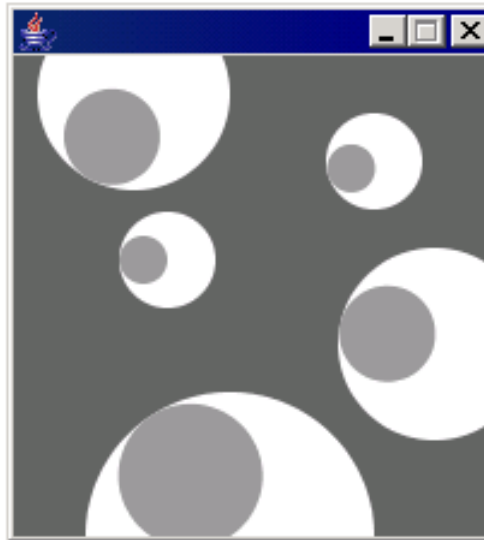
# **Graphics APIs**

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

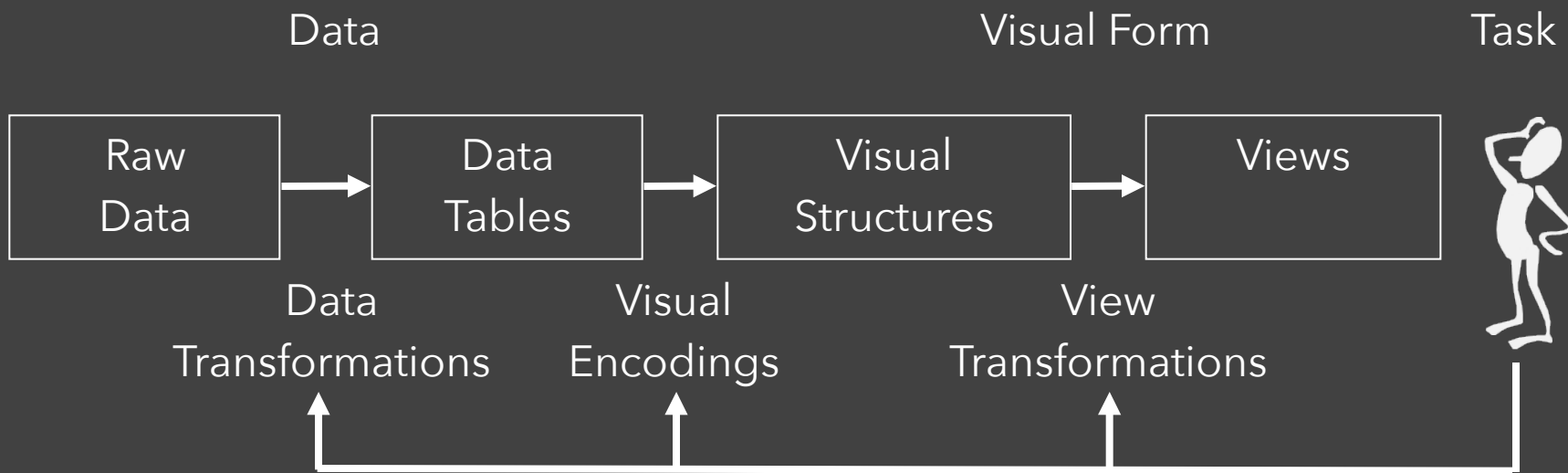
## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

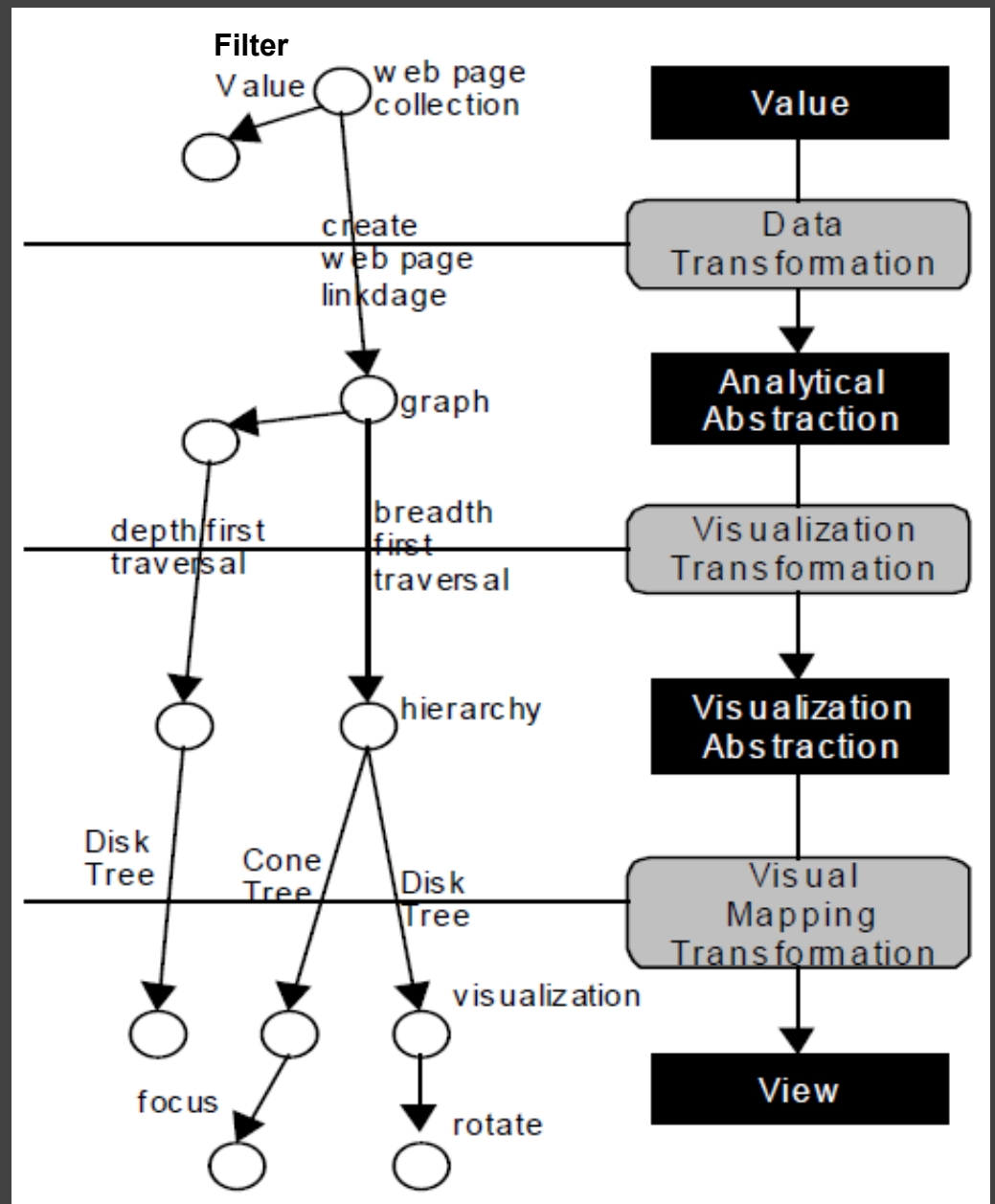
Processing, OpenGL, Java2D





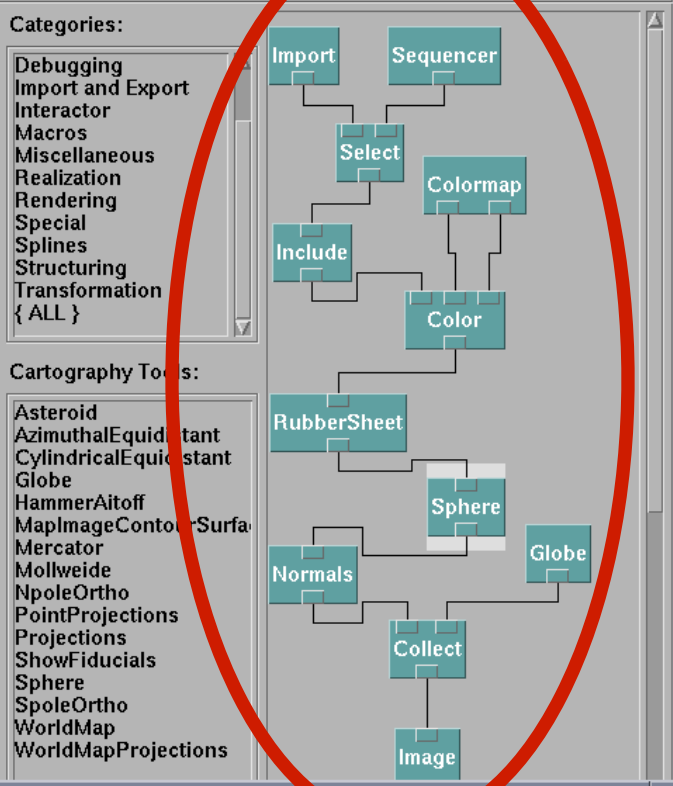
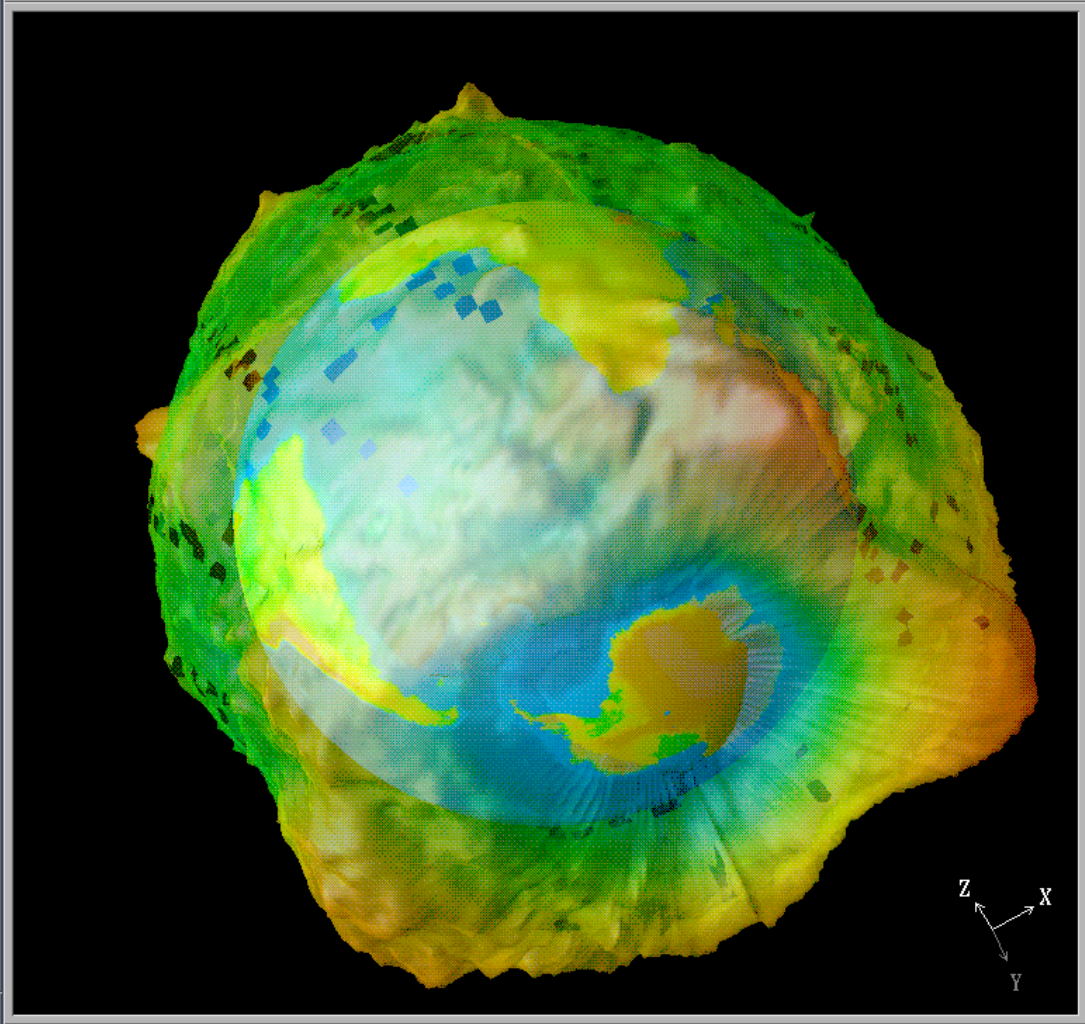
# Data State Model

[Chi 98]



File Execute Windows Connection Options Help

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

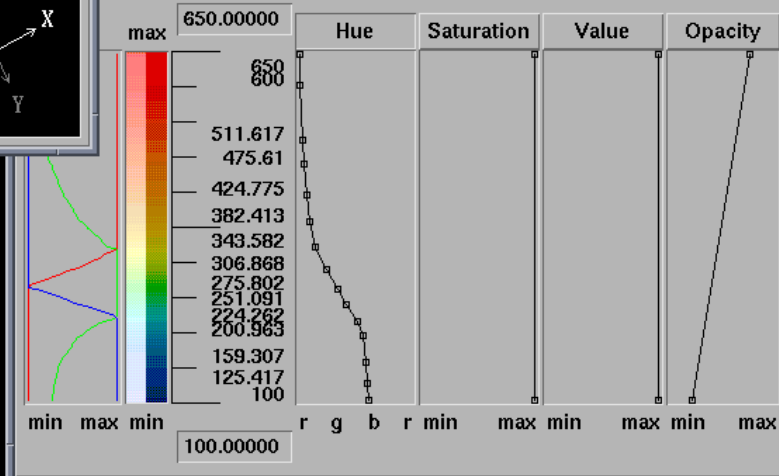
View Angle: 30.000

Close    Reset Ctrl+F

Sequence Control

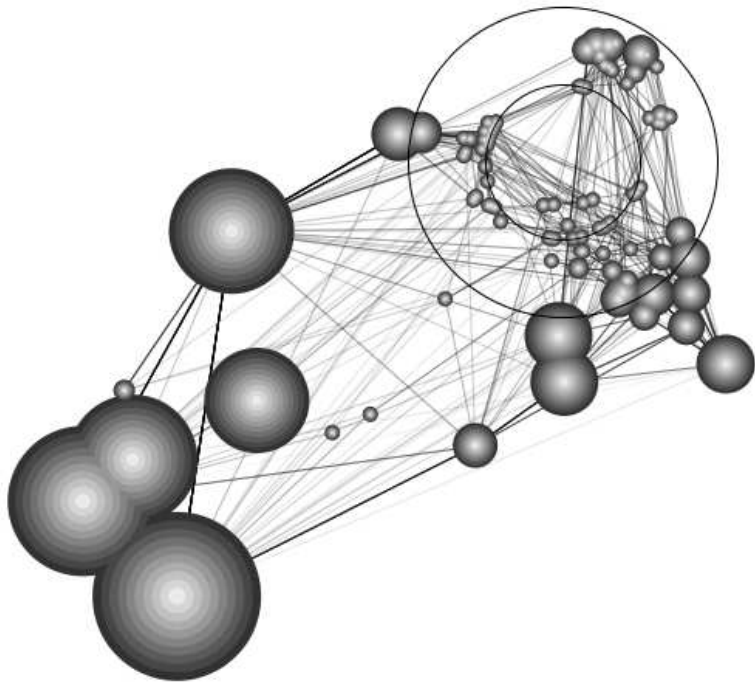
⏪    ⏩    ⏸    ⏹

⏮    ⏭    ⏪    ⏩    ⏭    ⏮

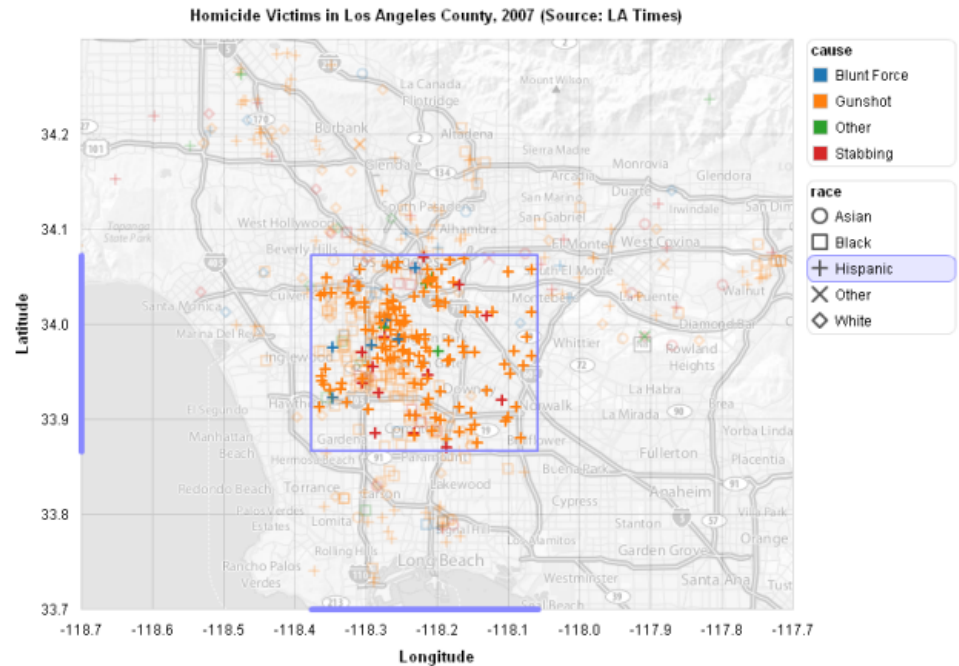


# Prefuse & Flare

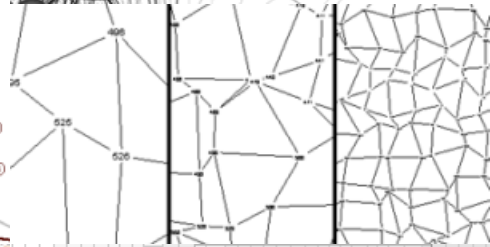
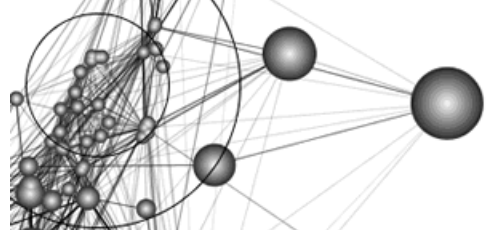
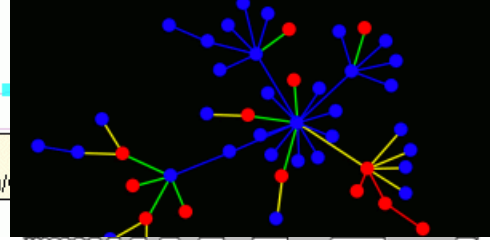
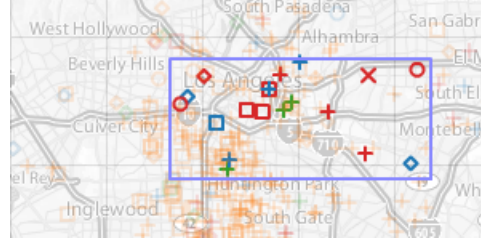
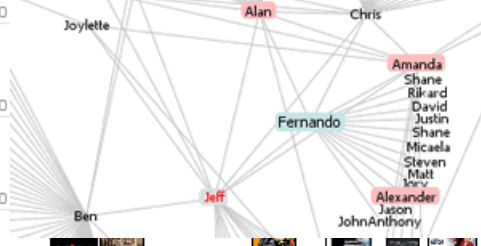
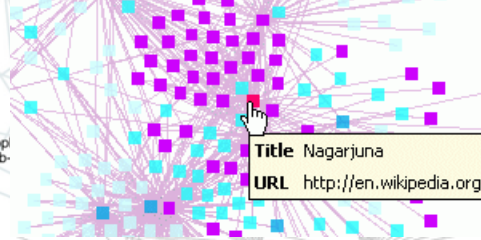
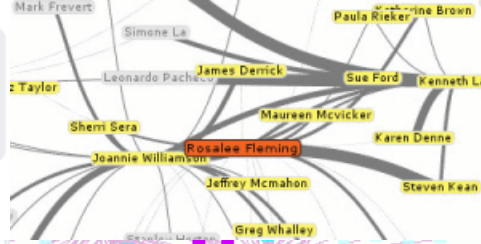
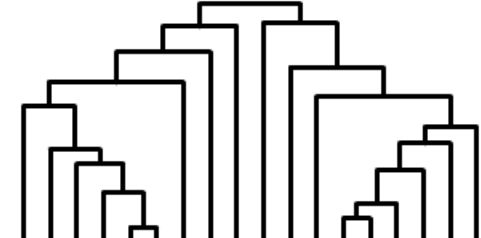
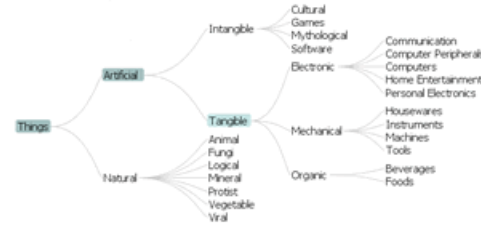
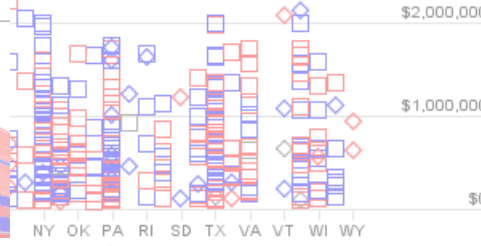
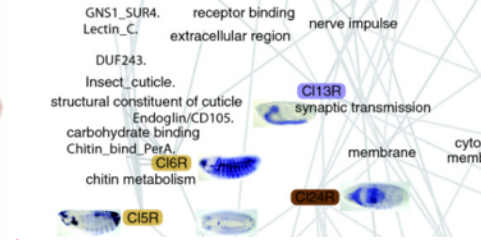
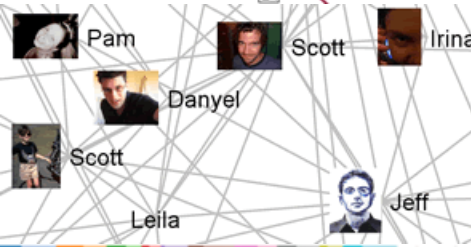
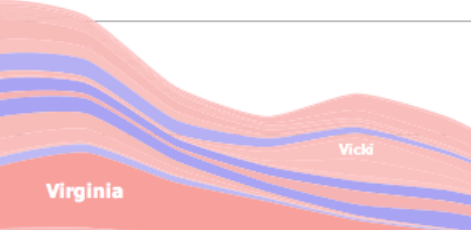
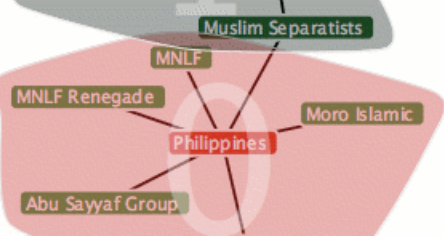
Operator-based toolkits for visualization design  
Vis = (Input Data -> Visual Objects) + Operators

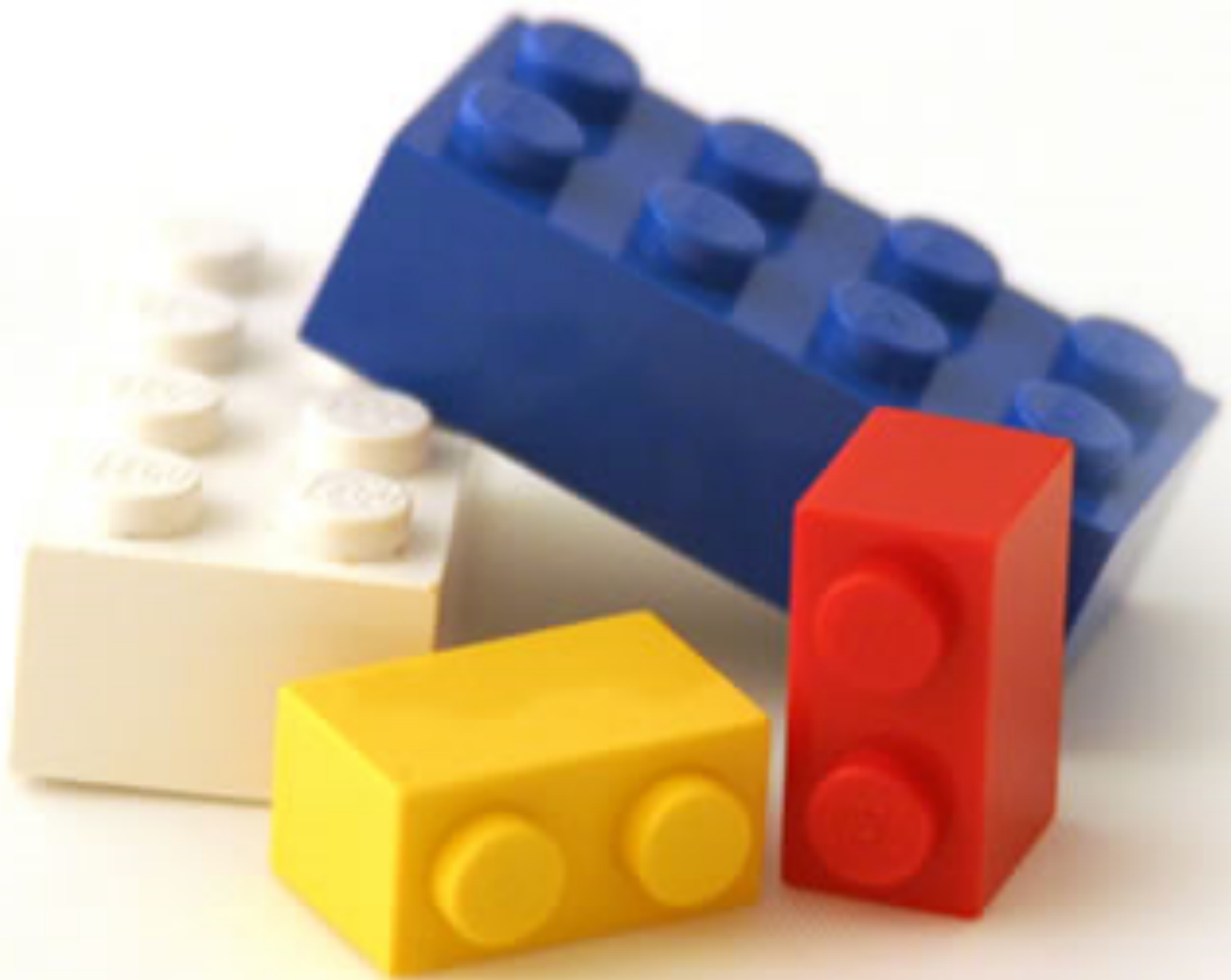


Prefuse (<http://prefuse.org>)



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







?

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

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](#)

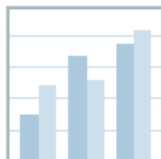


#### **Word Tree**

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

[Learn more](#)

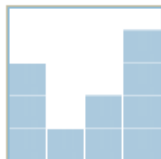
### Compare a set of values



#### **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**

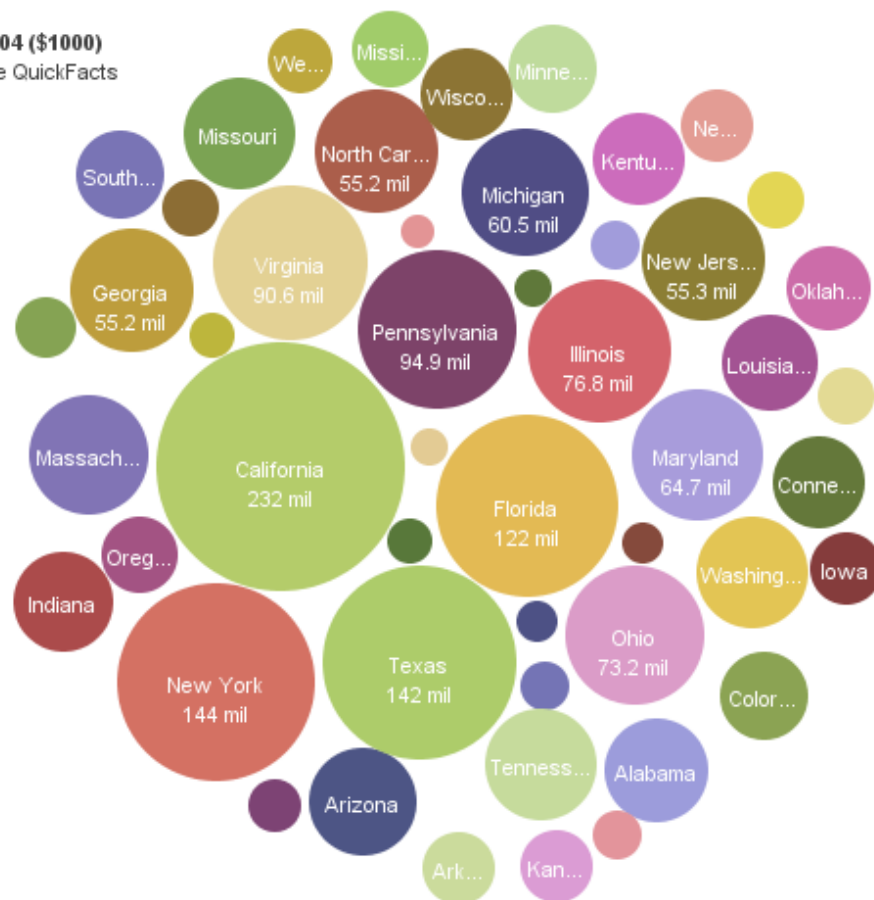
People QuickFac...

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

250 mil  
150 mil  
100 mil  
50 mil  
0 mil



**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

full image



# 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. Our piano is a Steinway Concert tree

and it has 88 ~~keys~~ cups. It also has a soft pedal and a/an

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

AIBERTO and play for 16 minutes. I do scales to

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

Johann Sebastian washington. Teacher says I am a natural

Haunted House and have a good musical leg. Perhaps

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

a recital at Carnegie hospital.

[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

File Edit View Format Data Analysis Table Bookmark Window Help



## 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:



Sheet 1

**Statistics and Computing**

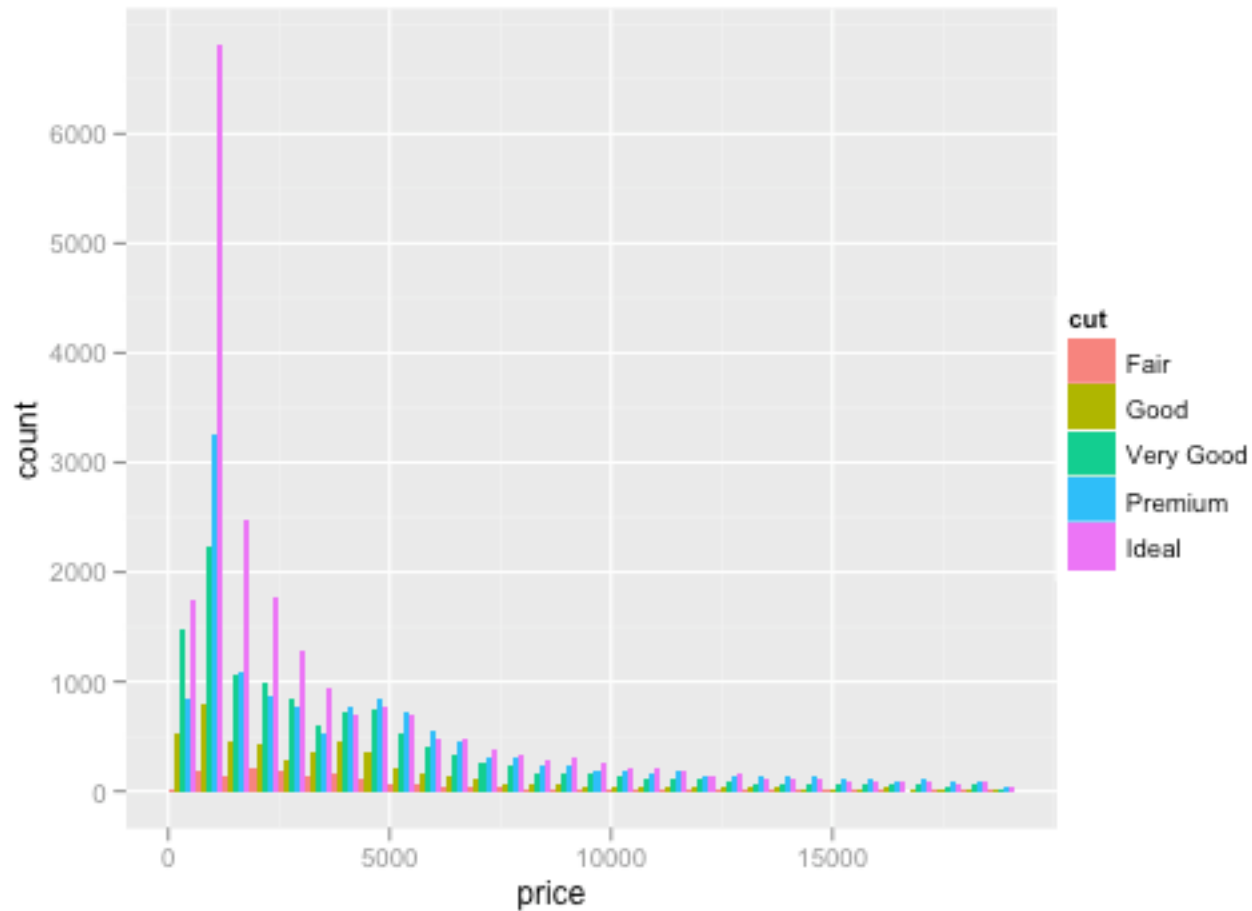
**Leland Wilkinson**

**The Grammar  
of Graphics**

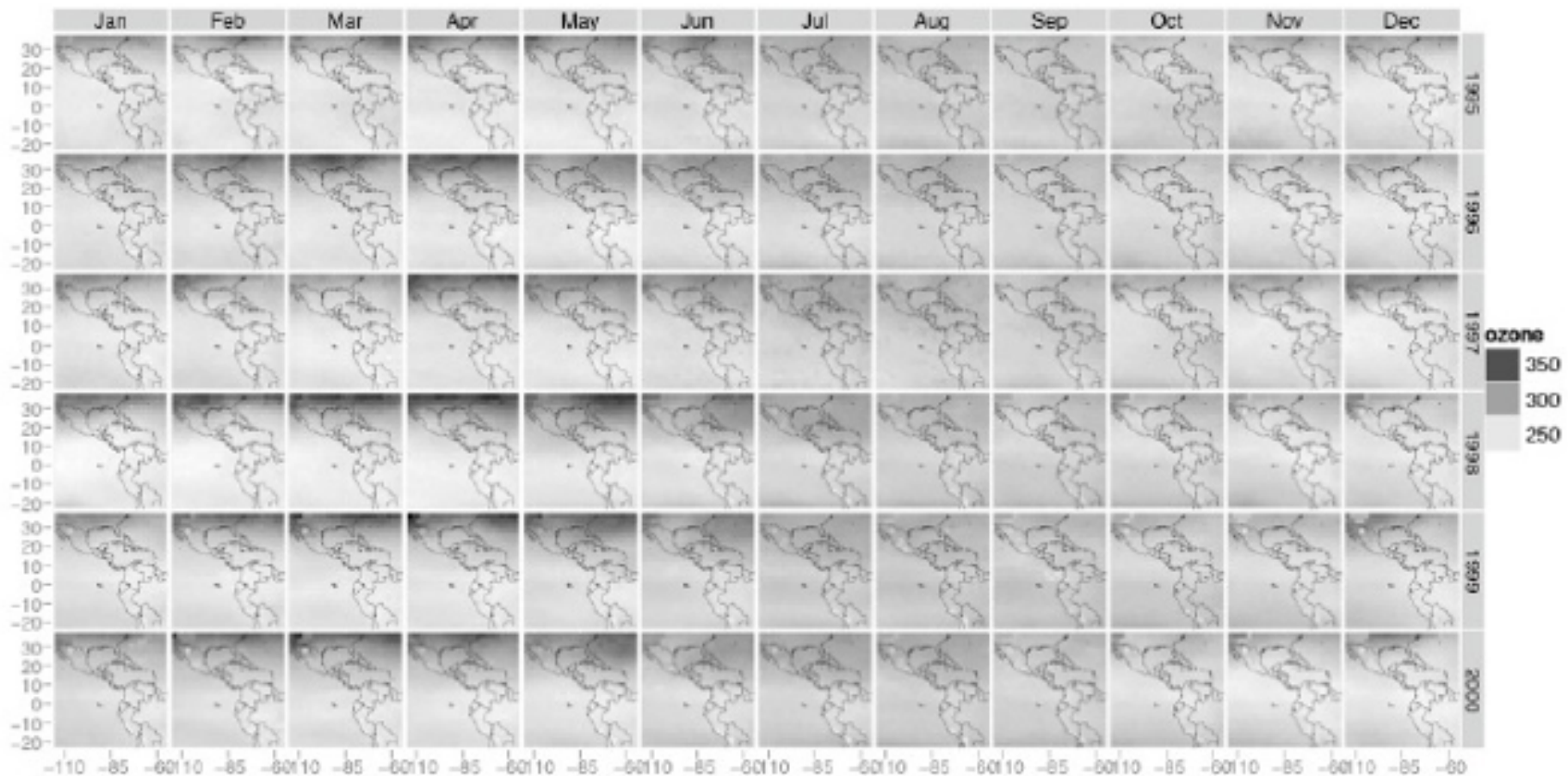
Second Edition

 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

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

**Expressiveness**



**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

**Expressiveness**



**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Visualization Grammars**

Protovis, D3.js

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

**Expressiveness**

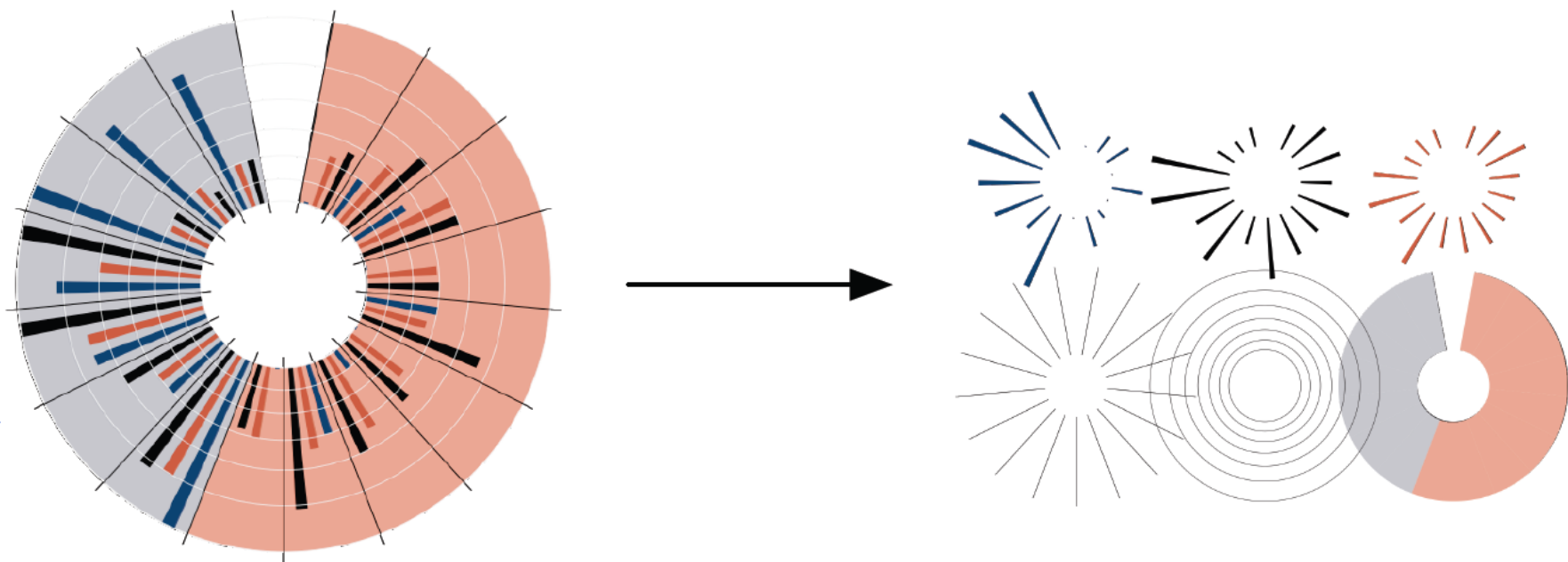


# Protovis & D3

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**.

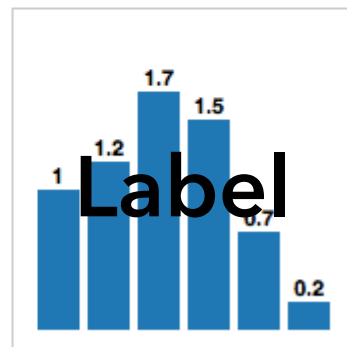
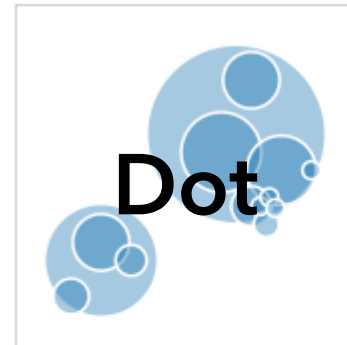
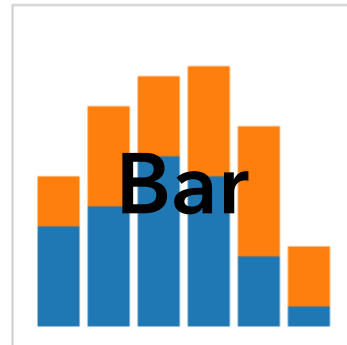
J. W. Tukey, M. B. Wilk  
*Data Analysis & Statistics*, 1965

# Protovis: A Grammar for Visualization



A graphic is a composition of data-representative marks.

with **Mike Bostock & Vadim Ogievetsky**

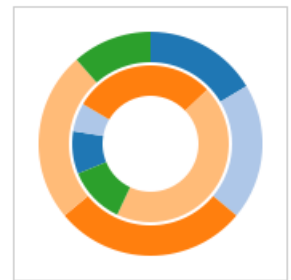
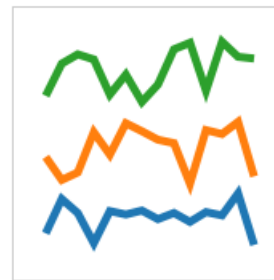
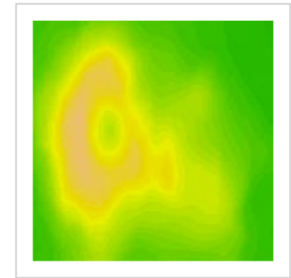
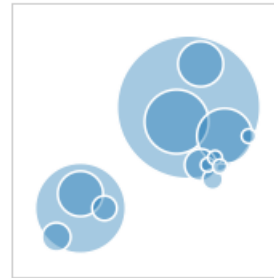
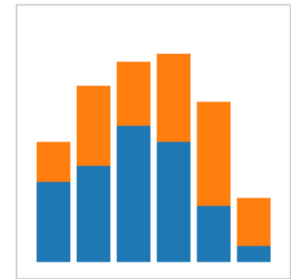


**MARKS:** Protovis graphical primitives

# MARK

$$\lambda : D \rightarrow R$$

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

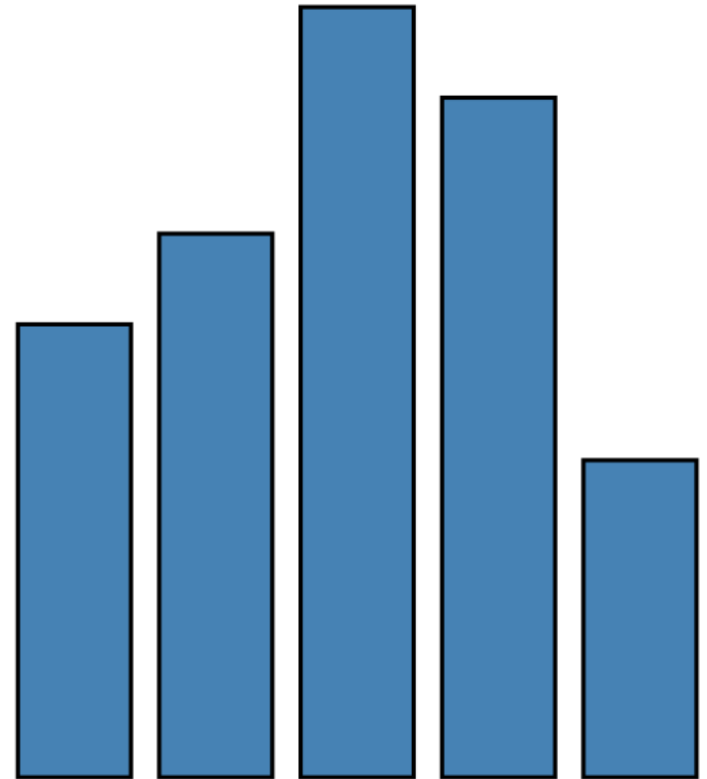




# RECT

$$\lambda : D \rightarrow R$$

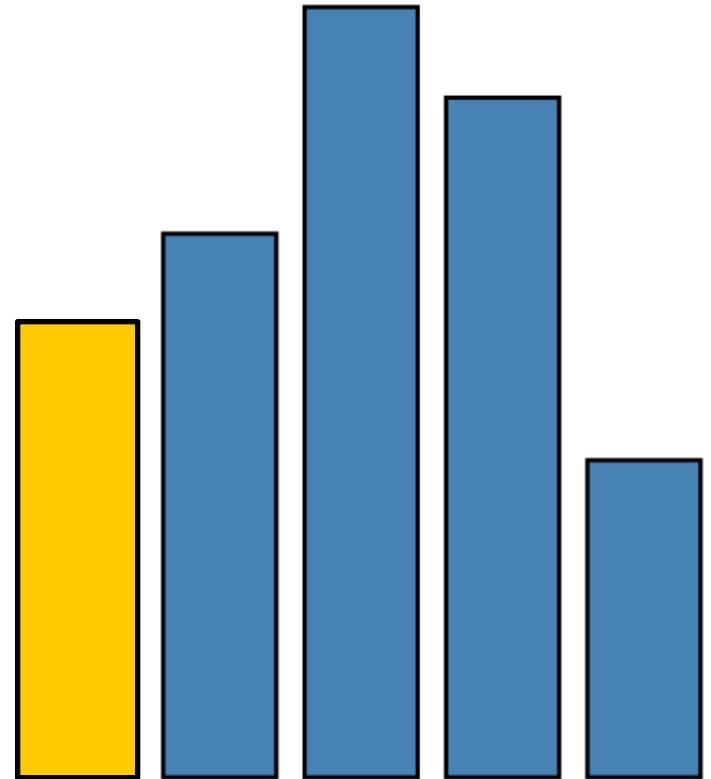
data	1	1.2	1.7	1.5	0.7
visible	true				
left	$\lambda: \text{index} * 25$				
bottom	0				
width	20				
height	$\lambda: \text{datum} * 80$				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$\lambda : D \rightarrow R$

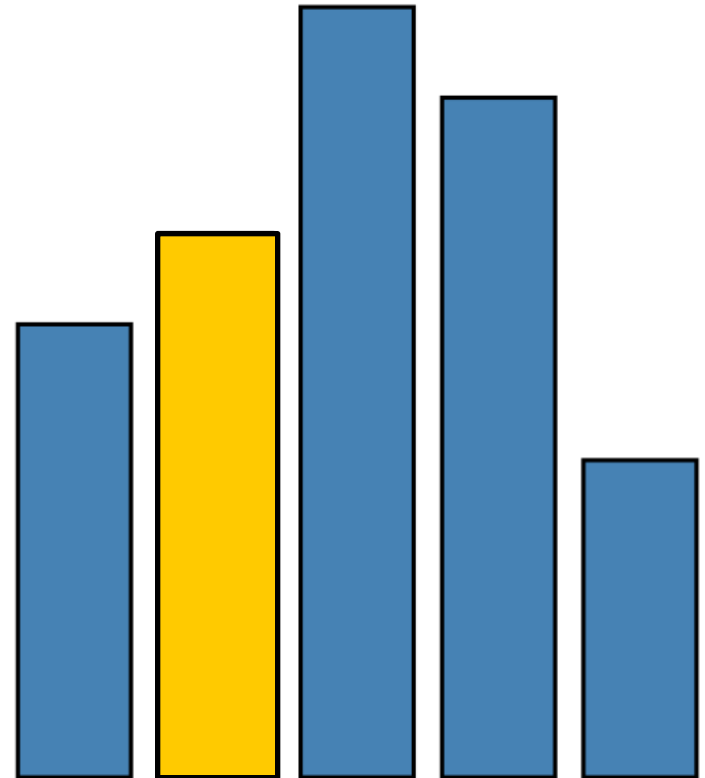
data	1	1.2	1.7	1.5	0.7
visible	true				
left	0 * 25				
bottom	0				
width	20				
height	1 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$\lambda : D \rightarrow R$

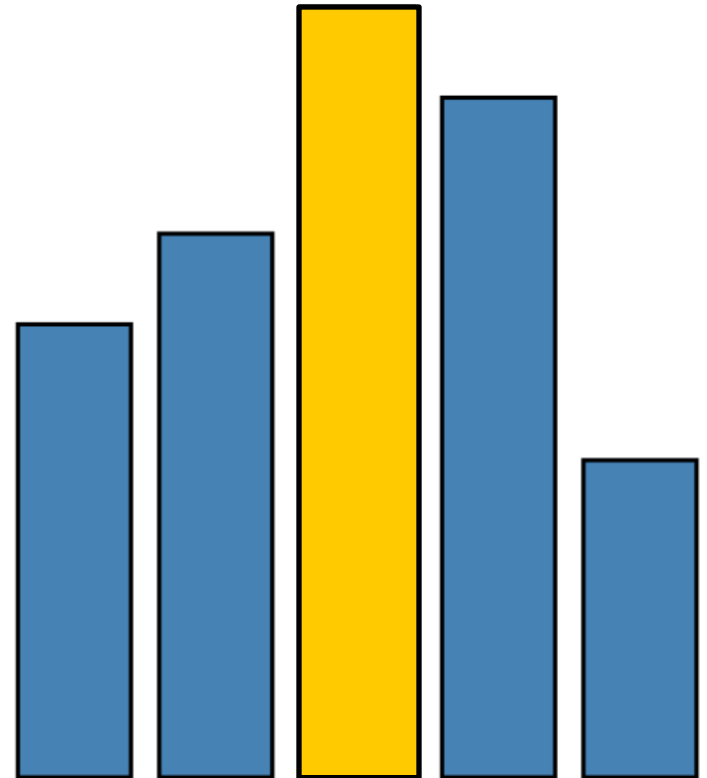
data	1	1.2	1.7	1.5	0.7
visible	true				
left	1 * 25				
bottom	0				
width	20				
height	1.2 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$\lambda : D \rightarrow R$

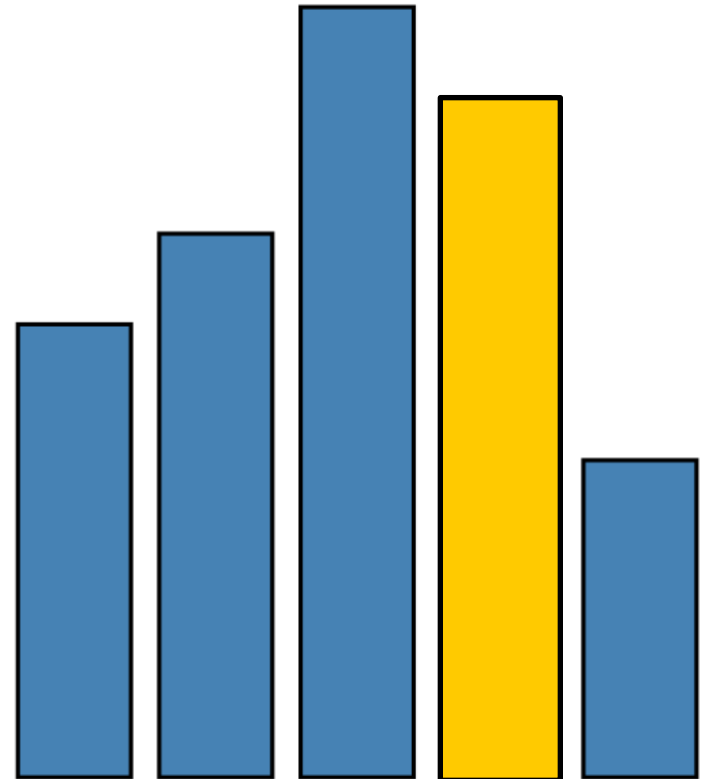
data	1	1.2	1.7	1.5	0.7
visible	true				
left	2 * 25				
bottom	0				
width	20				
height	1.7 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$\lambda : D \rightarrow R$

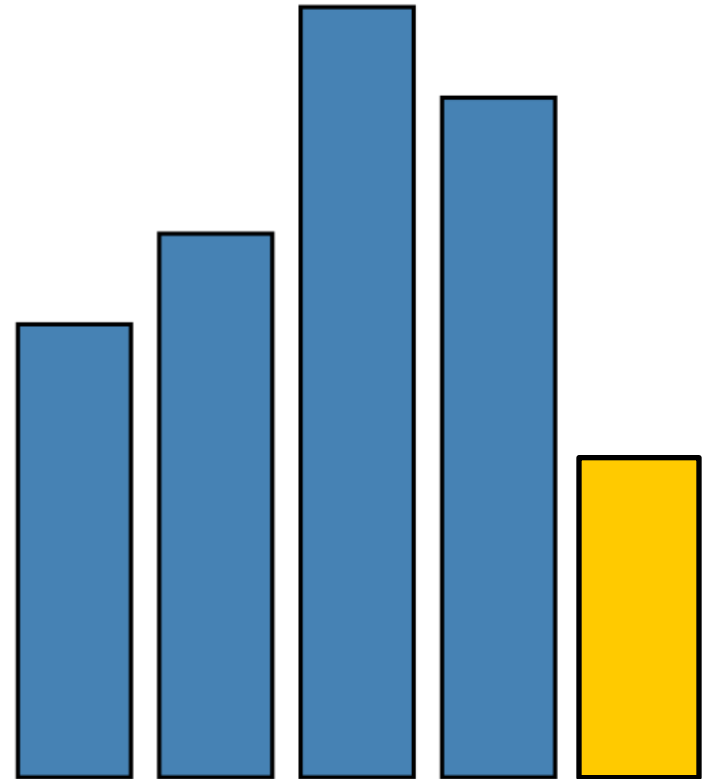
data	1	1.2	1.7	1.5	0.7
visible	true				
left	3 * 25				
bottom	0				
width	20				
height	1.5 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$\lambda : D \rightarrow R$

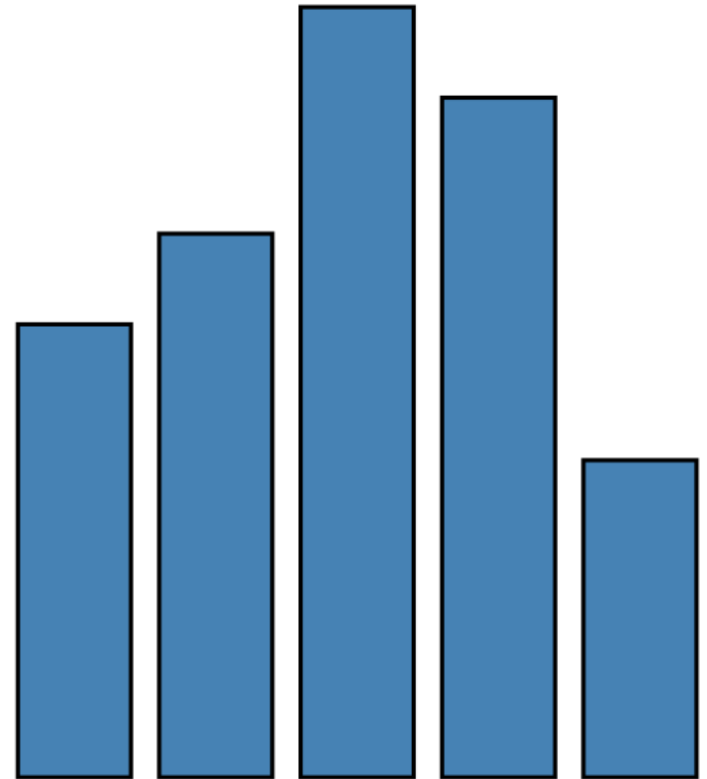
data	1	1.2	1.7	1.5	0.7
visible	true				
left	4 * 25				
bottom	0				
width	20				
height	0.7 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



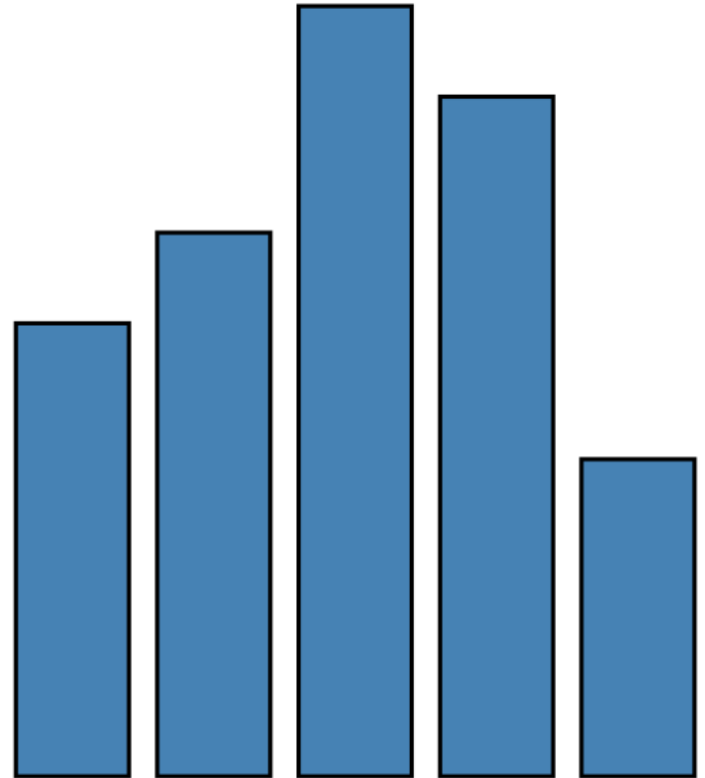
# RECT

$$\lambda : D \rightarrow R$$

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(function(d) this.index * 25);  
  .bottom(0)  
  .width(20)  
  .height(function(d) d * 80)  
  .fillStyle("blue")  
  .strokeStyle("black")  
  .lineWidth(1.5);  
vis.render();
```





```
var data = [[3,4,5,3], [3,5,1,2]];
```

```
var vis = new pv.Panel()
```

```
  .data(data)
```

```
  .height(50);
```

```
vis.add(pv.Line)
```

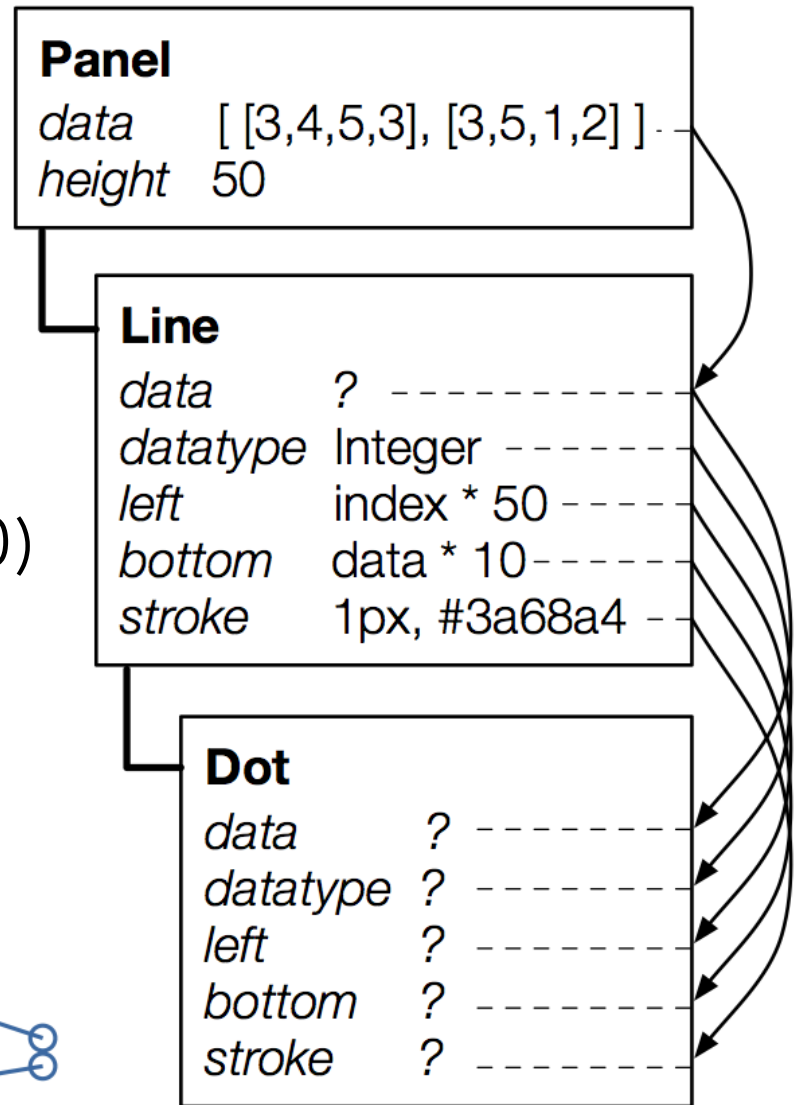
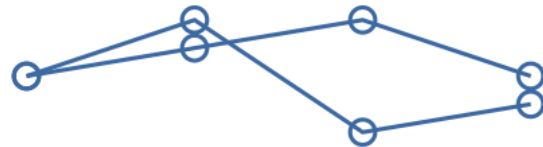
```
  .left(function(d) this.index * 50)
```

```
  .bottom(function(d) d * 10)
```

```
  .strokeStyle("#3a68a4")
```

```
  .add(pv.Dot);
```

```
vis.render();
```



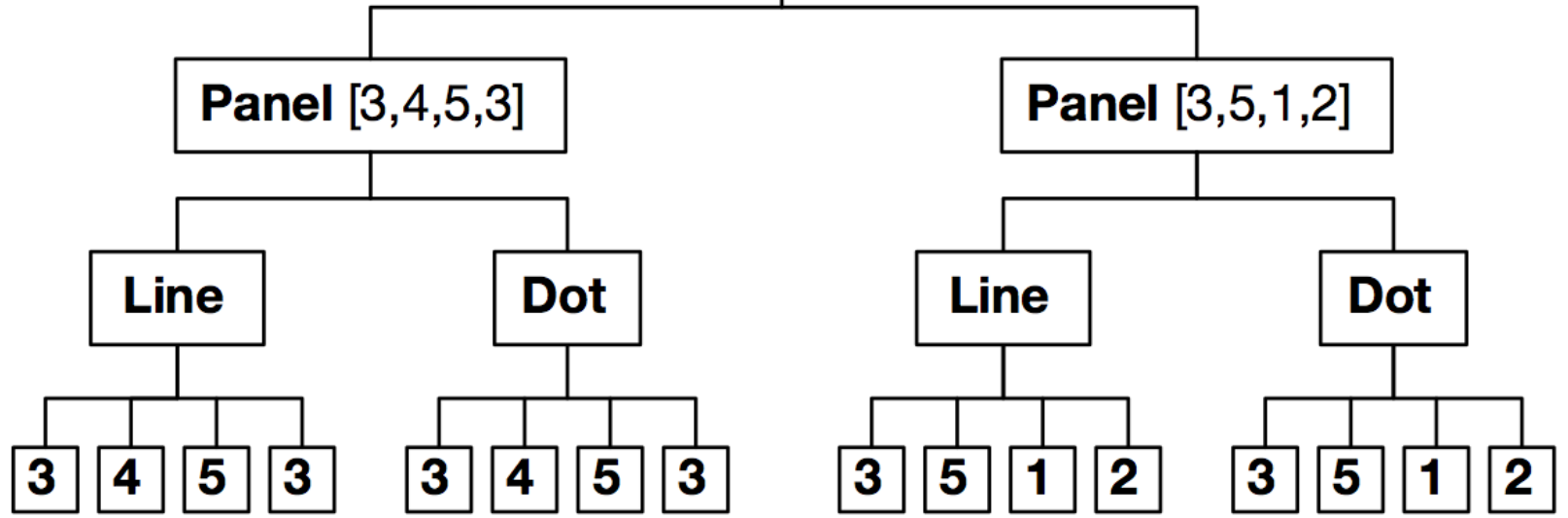
**Panel**  
*data* [ [3,4,5,3], [3,5,1,2] ]  
*height* 50

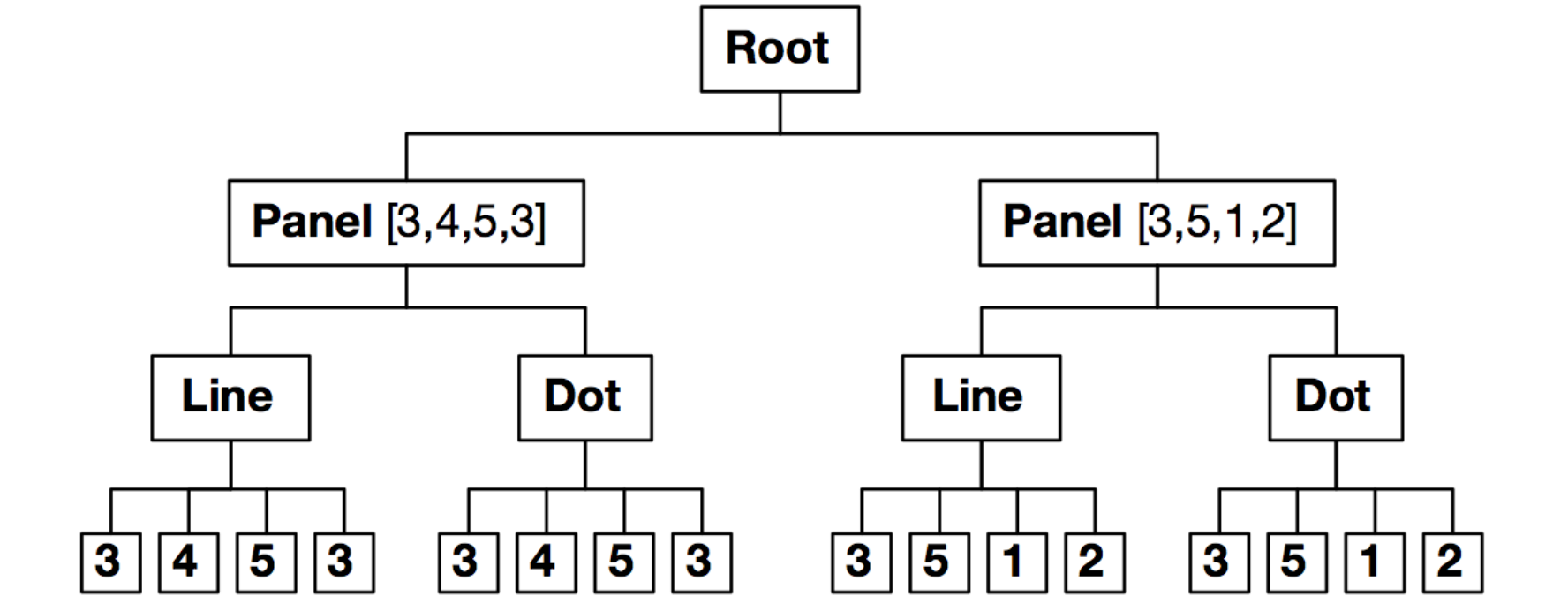
**Line**  
*data* ? -----  
*datatype* Integer -----  
*left* index \* 50 -----  
*bottom* data \* 10 -----  
*stroke* 1px, #3a68a4 -----

**Dot**  
*data* ? -----  
*datatype* ? -----  
*left* ? -----  
*bottom* ? -----  
*stroke* ? -----



**Root**



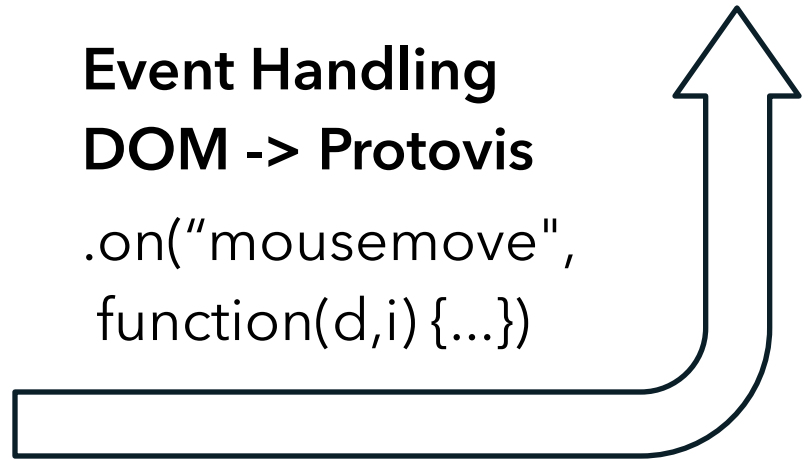


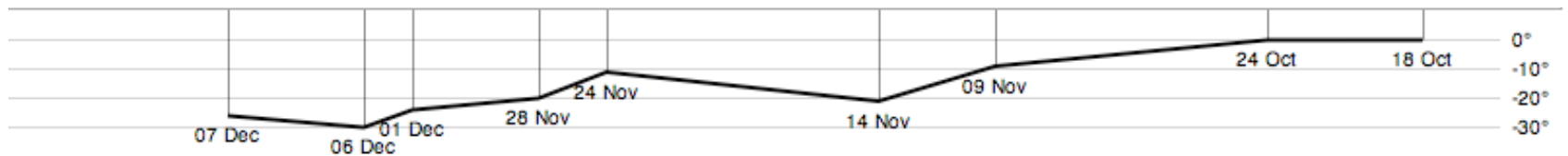
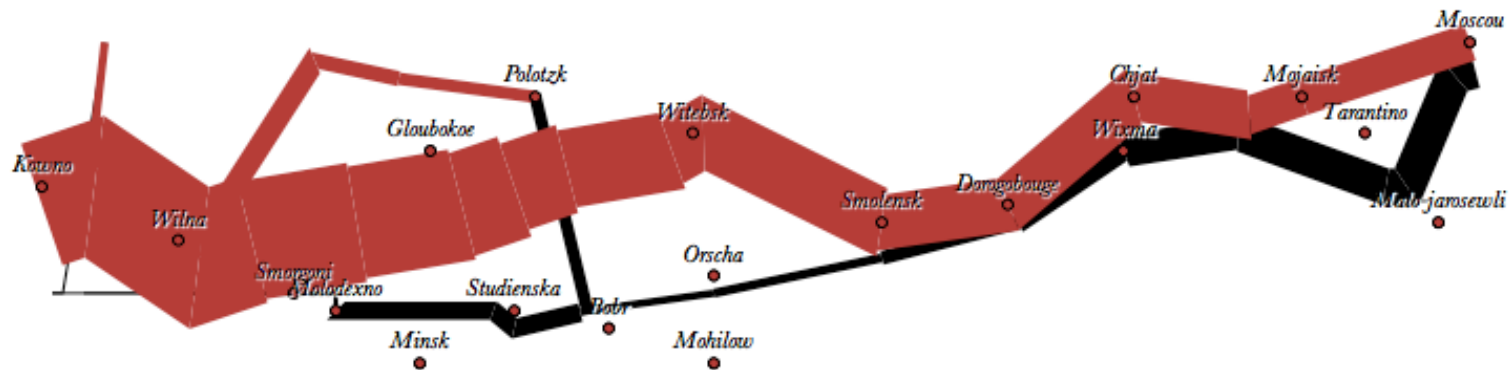
**Render**  
(e.g., as SVG)



**Event Handling**  
**DOM -> Protovis**

`.on("mousemove",  
function(d,i) {...})`





```
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(function() army[this.idx])
  .left(lon).top(lat).size(function(d) d.size/8000)
  .strokeStyle(function() color[army[panelIndex]
    [0].dir]);
```

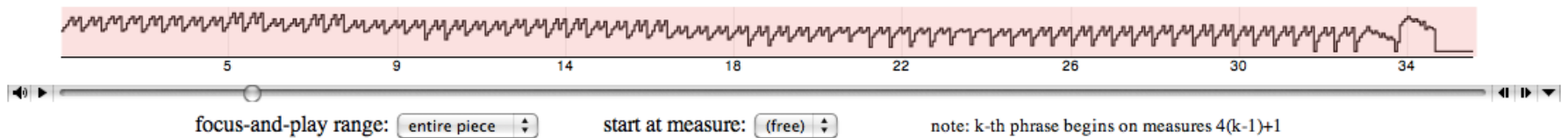
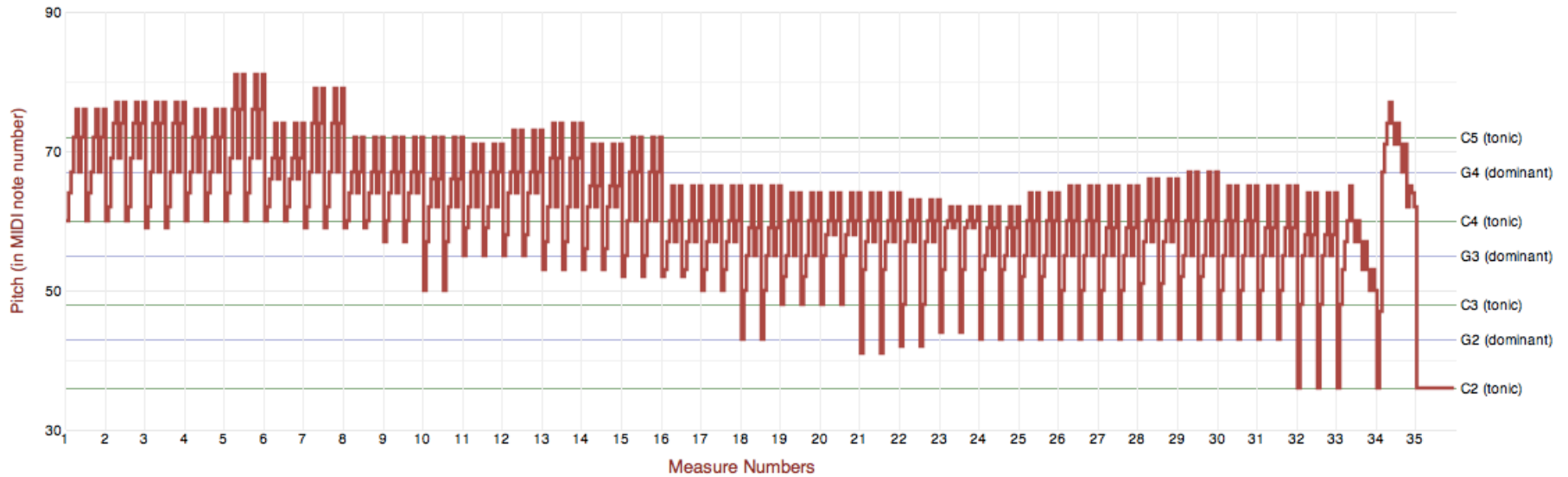
```
vis.add(pv.Label).data(napoleon.cities)
  .left(lon).top(lat)
  .text(function(d) d.city).font("italic 10px Georgia")
  .textAlign("center").textBaseline("middle");
```

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

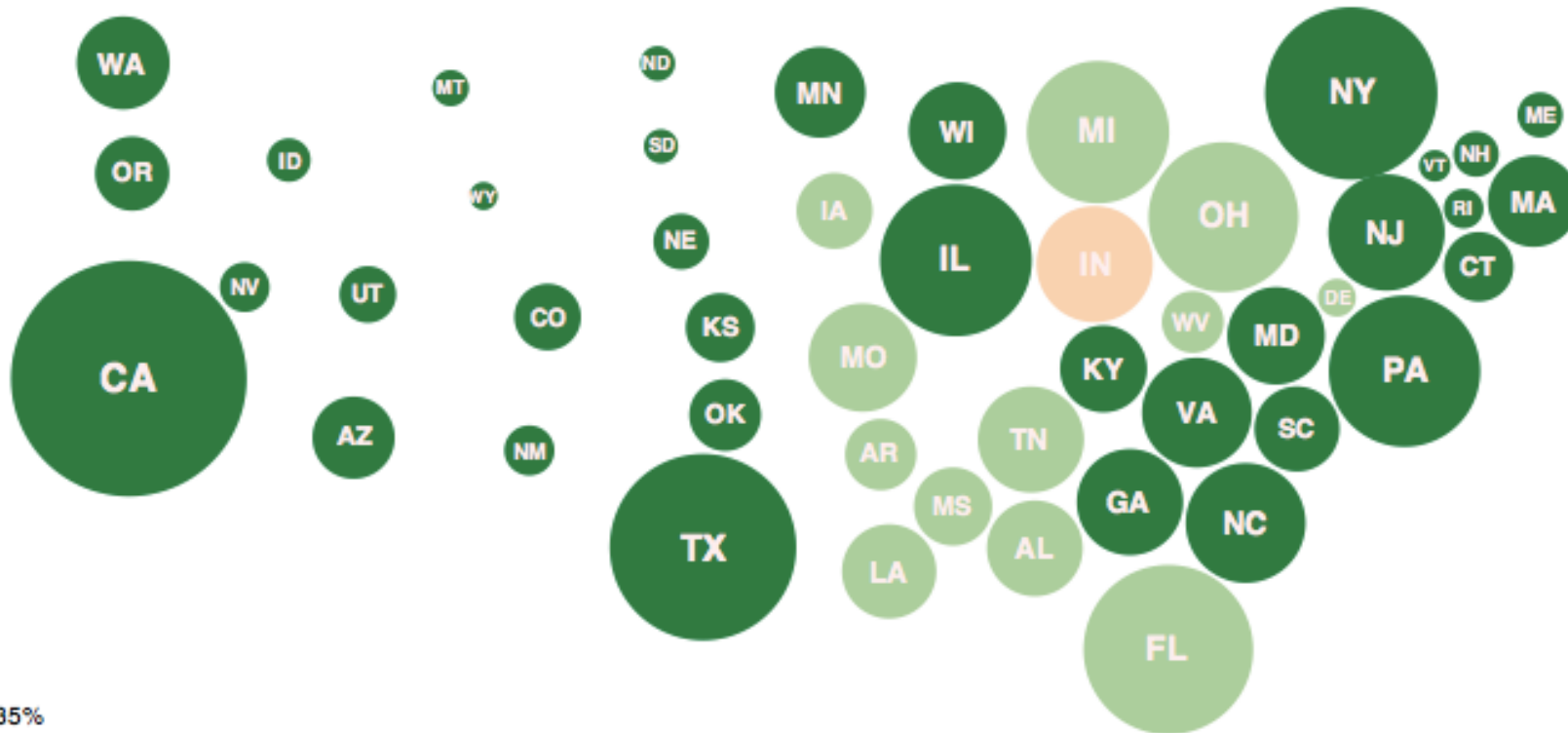
```
vis.add(pv.Line).data(napoleon.temp)
  .left(lon).top(tmp) .strokeStyle("#0")
  .add(pv.Label)
  .top(function(d) 5 + tmp(d))
  .text(function(d) d.temp+"° "+d.date.substr(0,6))
  .textBaseline("top").font("italic 10px Georgia");
```

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

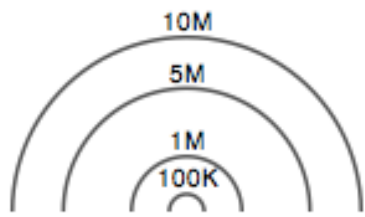
**BY J.S. BACH**



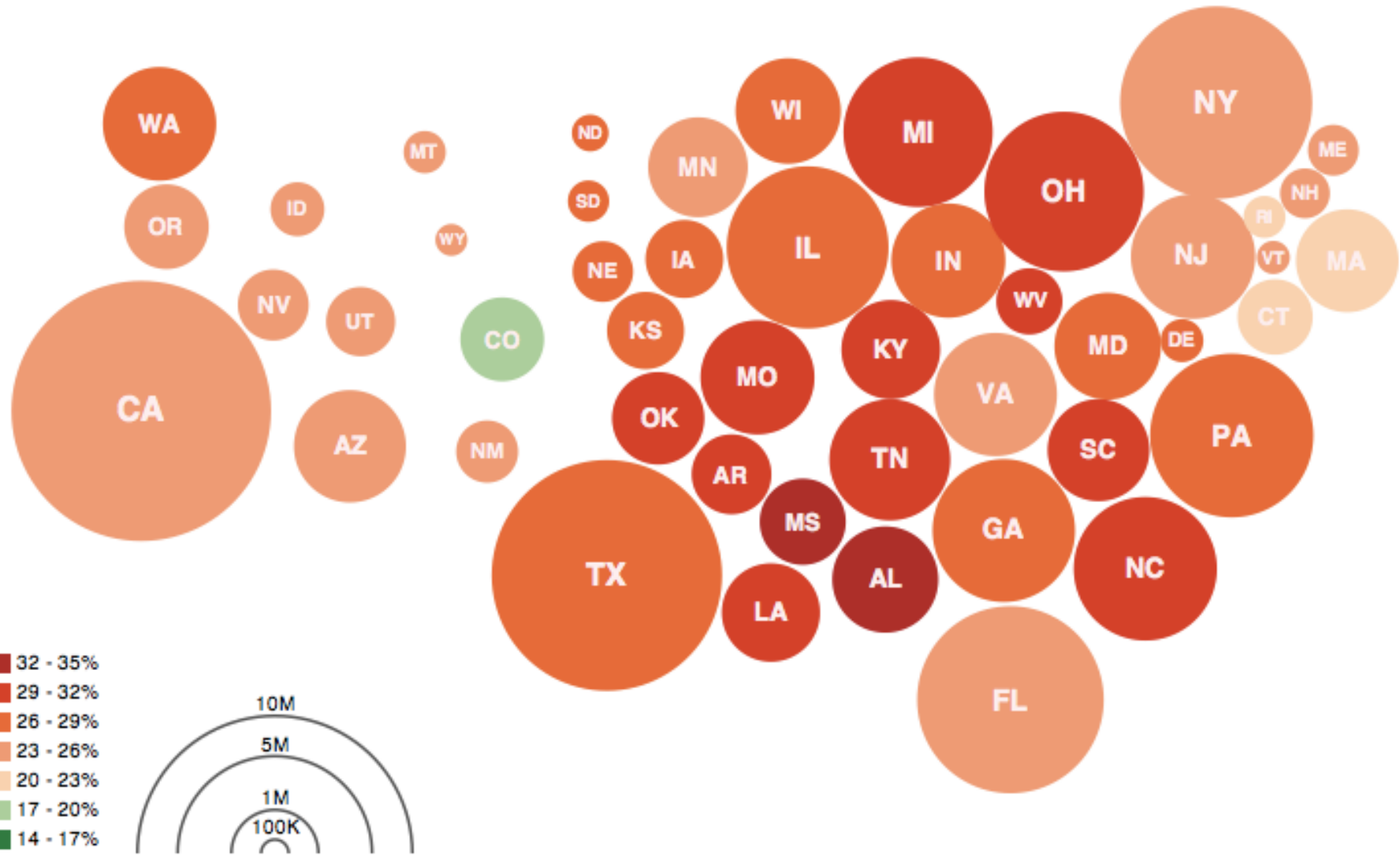
**Bach's Prelude #1 in C Major | Jieun Oh**



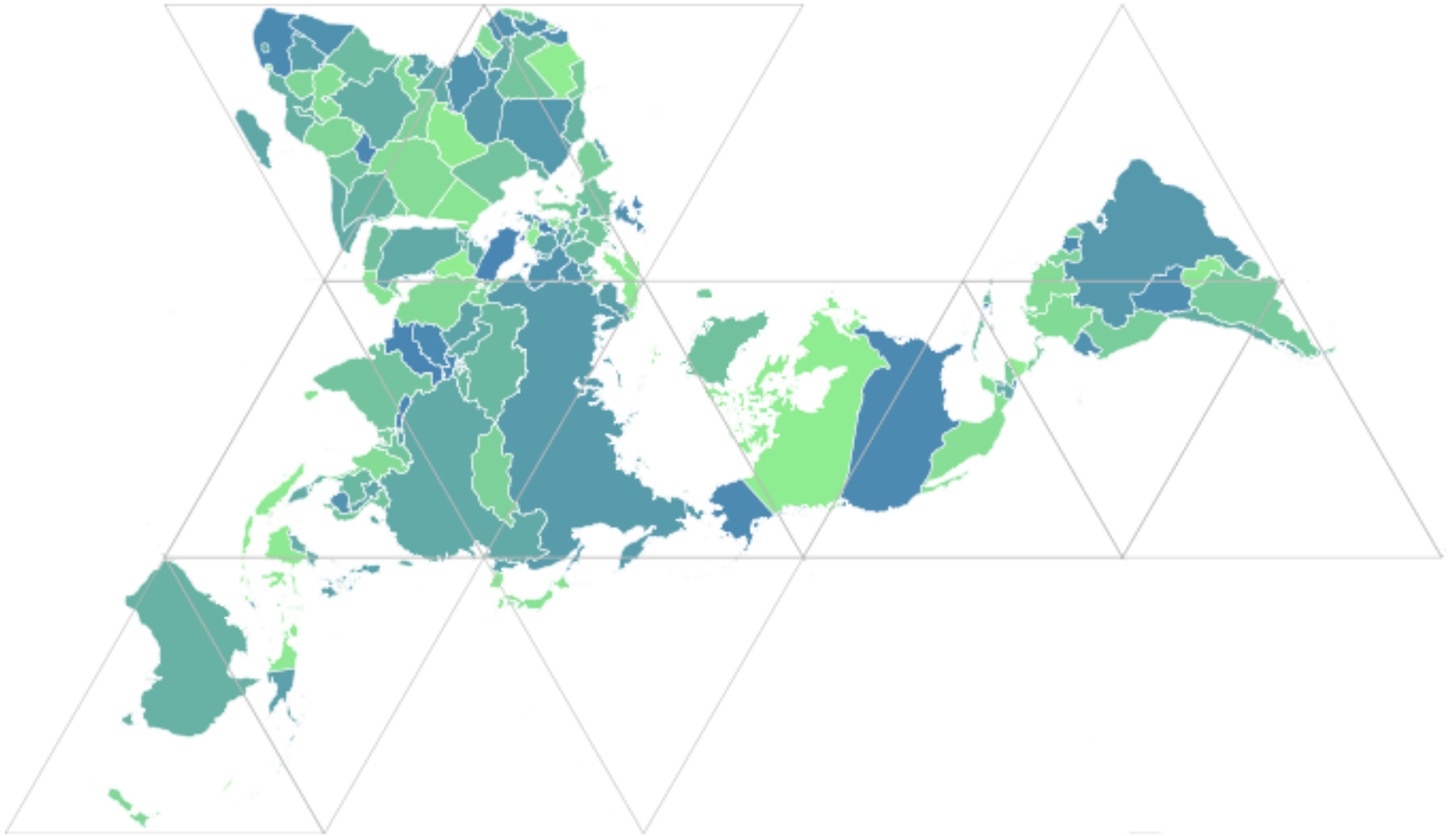
- 32 - 35%
- 29 - 32%
- 26 - 29%
- 23 - 26%
- 20 - 23%
- 17 - 20%
- 14 - 17%



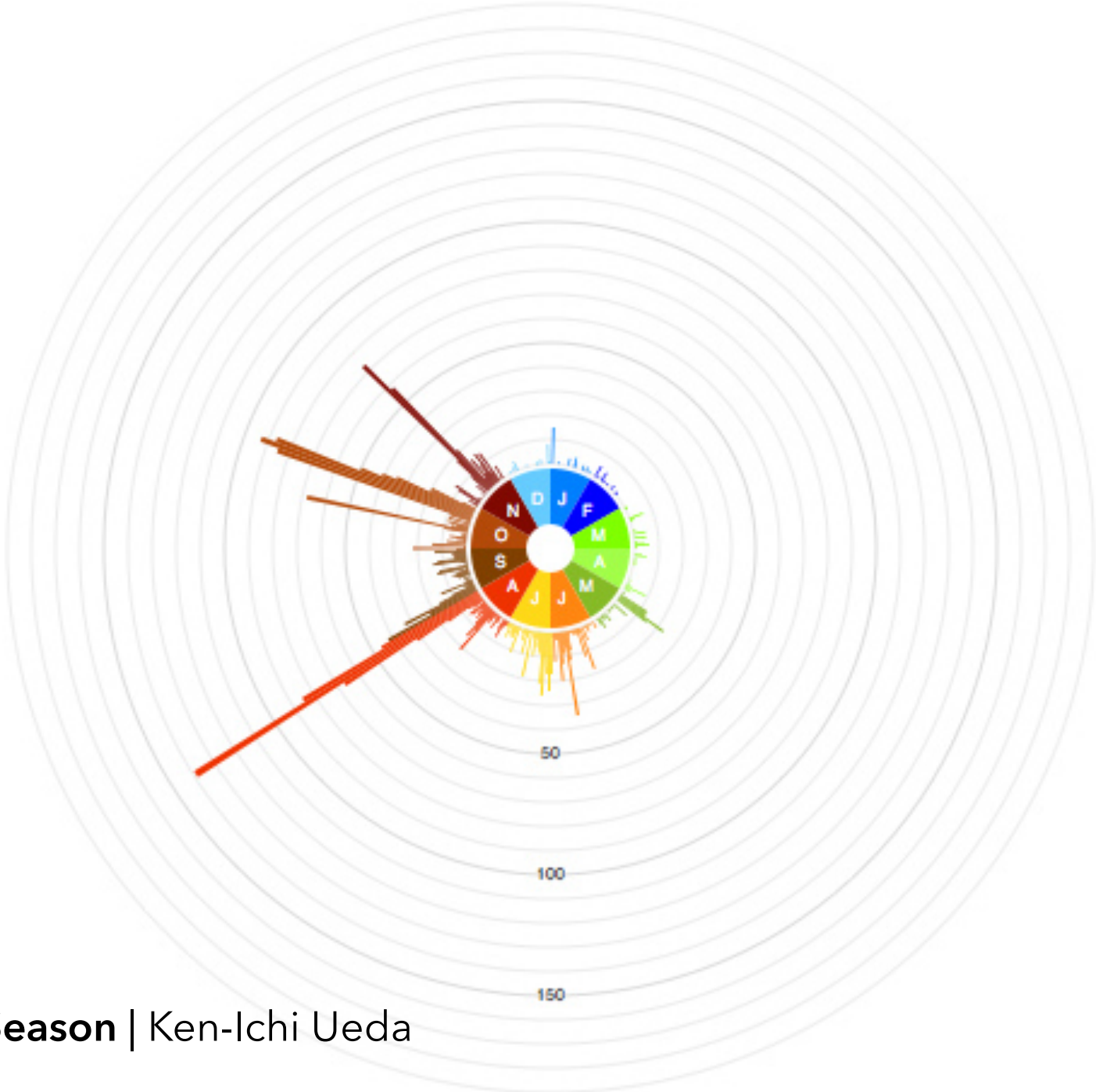
Obesity Map | Vadim Ogievetsky



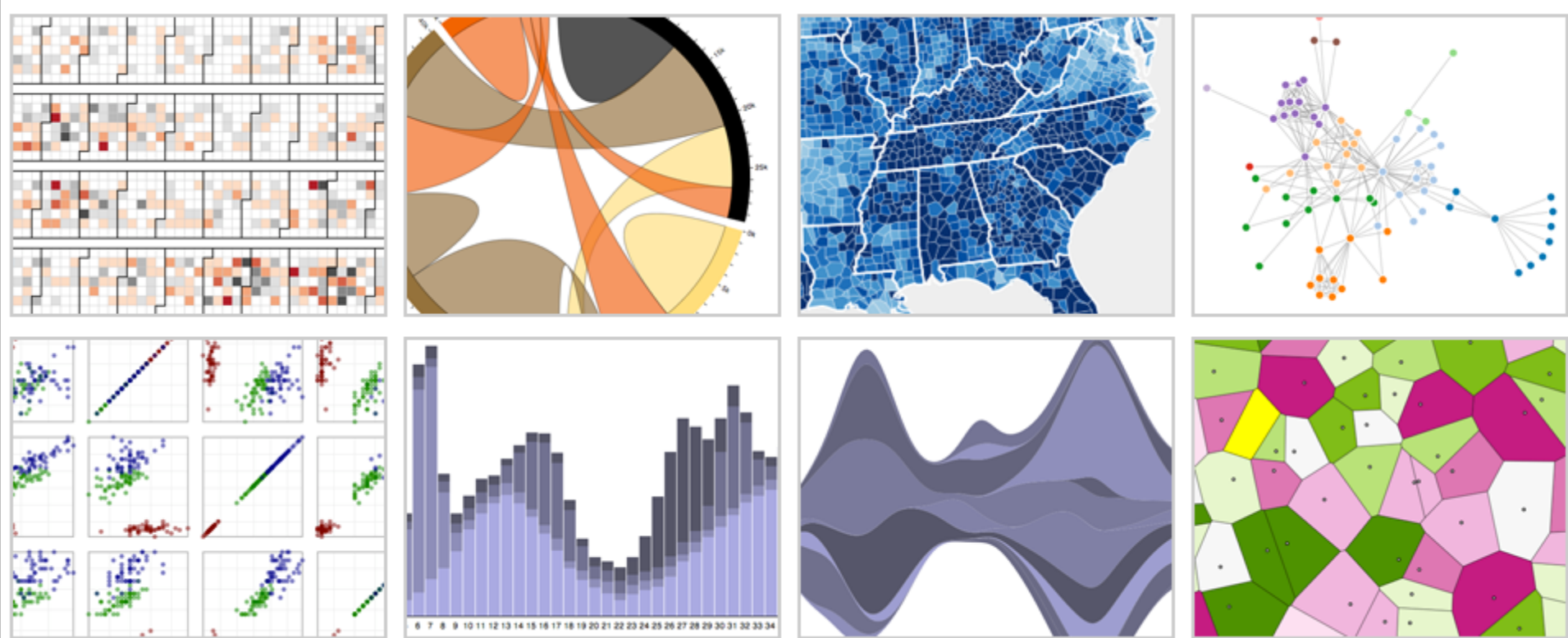
**Obesity Map** | Vadim Ogievetsky







# d3.js Data-Driven Documents



with **Mike Bostock** & Vadim Ogievetsky

# 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

# Protovis

## *Specialized mark types*

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- Harder to debug
- Self-contained model

## *Specify a scene (nouns)*

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

# D3

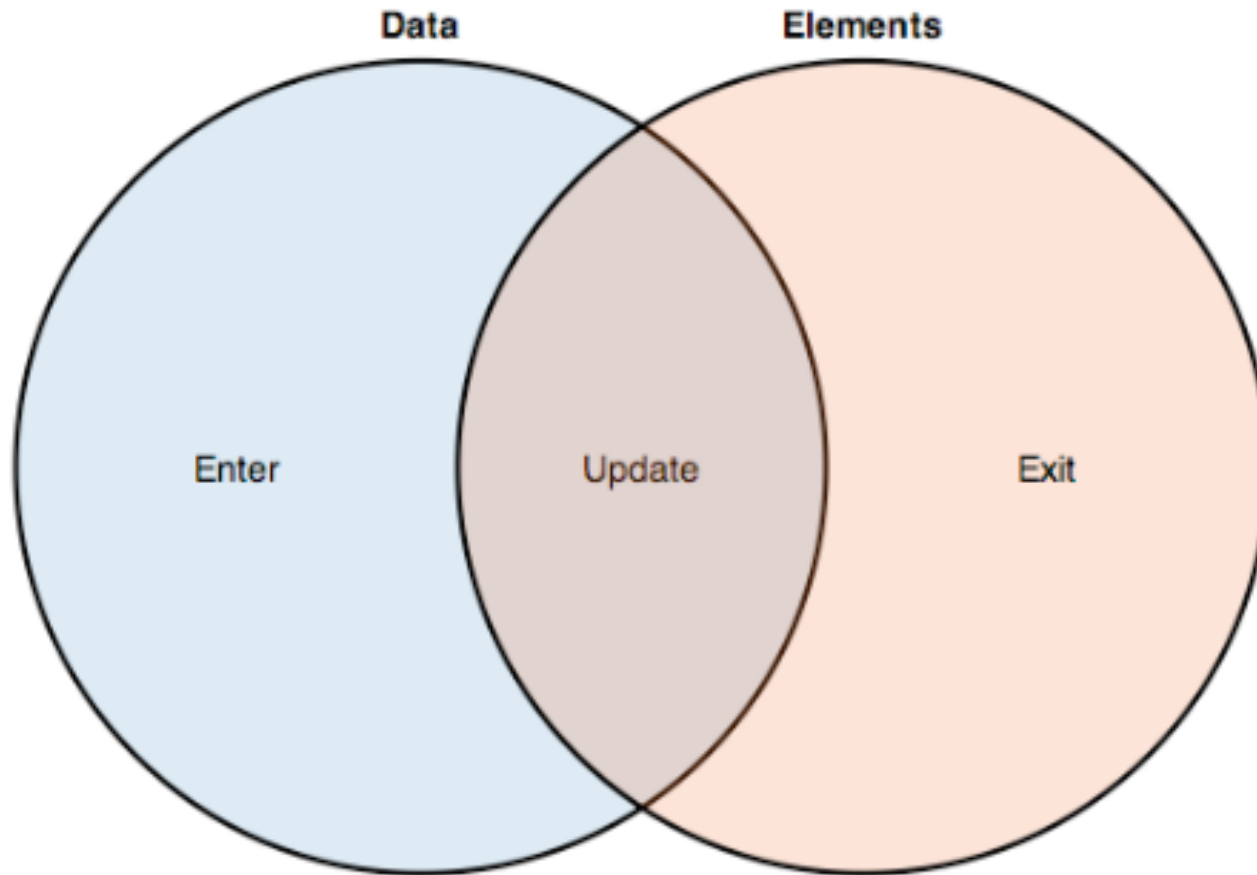
## *Bind data to DOM*

- 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

# Selection + Data Join



**Ease-of-Use**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Visualization Grammars**

Protovis, D3.js

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

**Expressiveness**



# 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 & refine

## Create visualizations

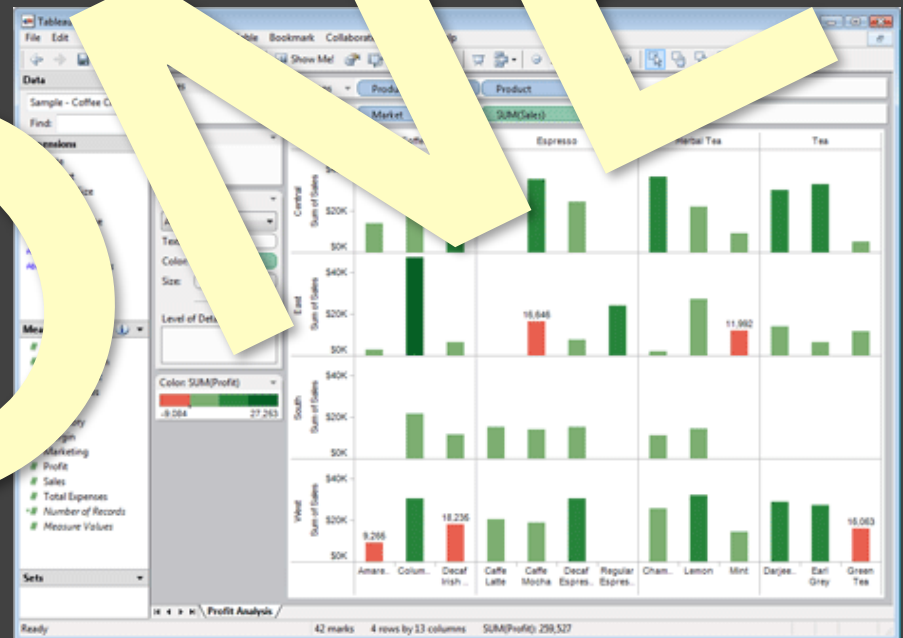
Interact with data

Refine your questions

## Make a notebook

Keep record of your analysis

Prepare a final graphic and caption



Due by 5:00pm

Friday, April 17

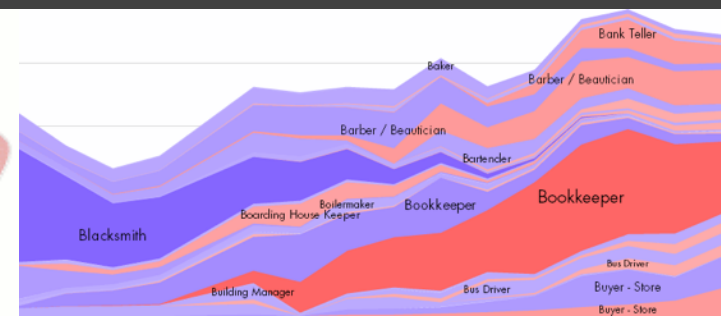
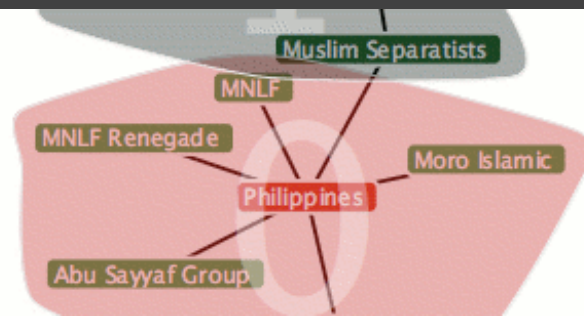


# A3: Interactive Visualization

Create an interactive visualization application. Choose a data domain and an appropriate visualization technique.

1. Choose a data set and storyboard your interface
  2. Implement the interface using tools of your choice
  3. Submit your application and produce a final write-up
- You should work in groups of 2.

Due by 5pm on **Monday, May 4**



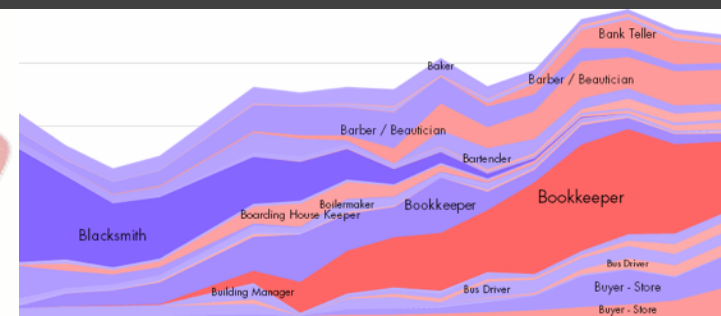
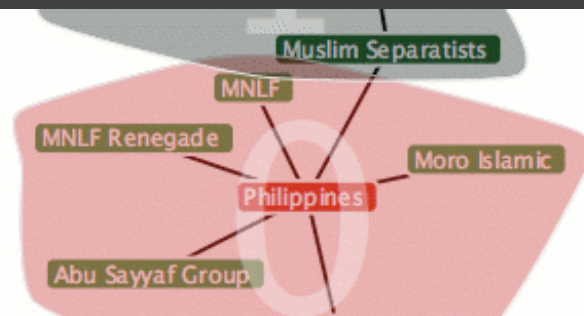
# A3: Project Partners

For A3, you should work in **groups of 2-3**.

**If you do not have a partner**, you should:

Use the facilities on Canvas

Stay after class to meet potential partners

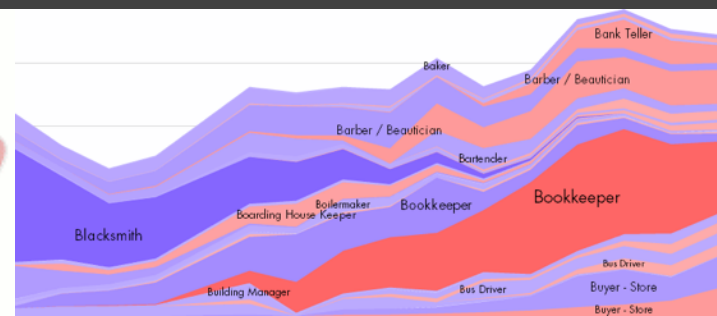
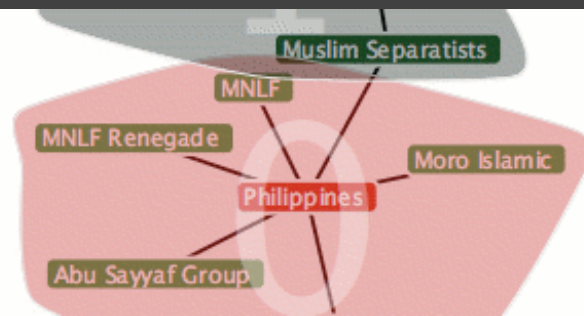


# Assignment 3 Tips

**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. Keep the design clean.

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



# A Visualization Tool Stack

# **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Visualization Grammars**

Protovis, D3.js

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Processing, OpenGL, Java2D

## **Chart Typologies**

Excel, Many Eyes, Google Charts

Charting  
Tools

---

## **Visual Analysis Grammars**

VizQL, ggplot2

Declarative  
Languages

## **Visualization Grammars**

Protovis, D3.js

---

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

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# What is a Declarative Language?



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Programming by describing *what*, not *how*

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

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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)
  .enter().append("rect")
  .attr("x", function(d) { return xscale(d.foo); })
  .attr("y", function(d) { return yscale(d.bar); })
```

**— 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.



**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.

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

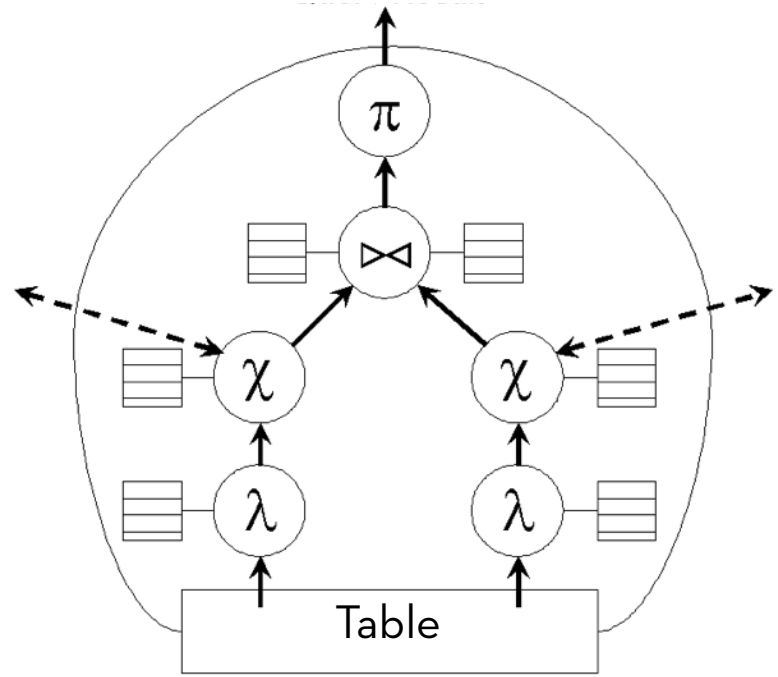
- Brooks: No Second Thoughts
- Herbert: The Corrosion of America
- Cohen: Turkey Steps Out
- Editorial: Mortgage Mess
- Bloggingheads: Jon Stewart's Power

**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>
    
    <script src="http://graphics8.nytimes.com/js/test/wto/wt_capi...">
    <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

# Chart Typologies

Excel, Many Eyes, Google Charts

Charting  
Tools

---

## Visual Analysis Grammars

VizQL, ggplot2

Declarative  
Languages

## Visualization Grammars

Protovis, D3.js

---

## Component Architectures

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

## Graphics APIs

Processing, OpenGL, Java2D

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Excel, Many Eyes, Google Charts

Charting  
Tools

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## Visual Analysis Grammars

VizQL, ggplot2, *Vegalite*

Declarative  
Languages

## Visualization Grammars

Protovis, D3.js, *Vega*

---

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# Why Declarative Languages?



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Faster iteration. Less code. Larger user base.

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Better visualization. *Smart defaults.*

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

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

# Why Declarative Languages?

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

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

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

# 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, *Vegalite*

Declarative  
Languages

## Visualization Grammars

Protovis, D3.js, *Vega*

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Charting  
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---

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Protovis, D3.js, *Vega*

---

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

## **Graphics APIs**

Processing, OpenGL, Java2D

## Interactive Data Exploration

Tableau, *Lyra, Polestar, Voyager*

Graphical  
Interfaces

## Visual Analysis Grammars

VizQL, ggplot2, *Vegalite*

Declarative  
Languages

## Visualization Grammars

Protovis, D3.js, *Vega*

## Component Architectures

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## Graphics APIs

Processing, OpenGL, Java2D



**JavaScript**

**SVG**

**Canvas**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

# Visualization Grammar

# Visualization Grammar

**Data**

Input data to visualize



# Visualization Grammar

**Data**                      Input data to visualize

**Transforms**            Grouping, stats, projection, layout

# Visualization Grammar

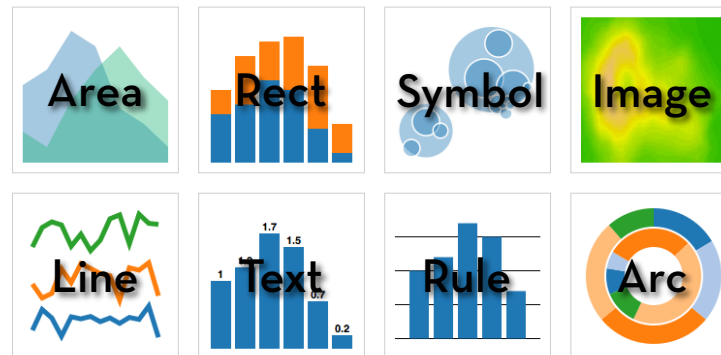
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Grouping, stats, projection, layout
<b>Scales</b>	Map data values to visual values

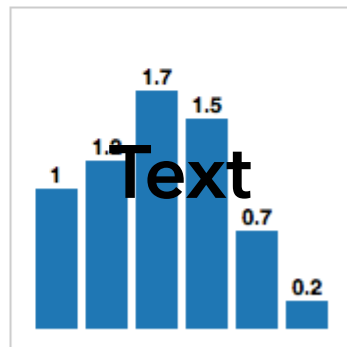
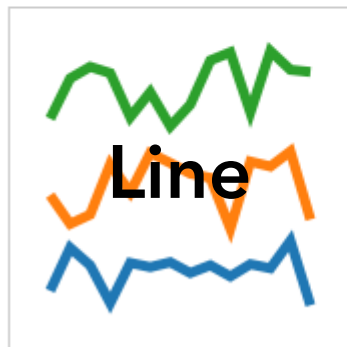
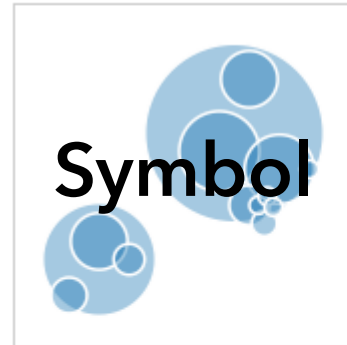
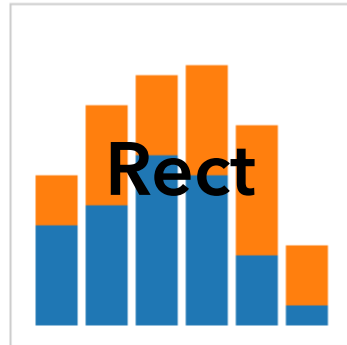
# Visualization Grammar

<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

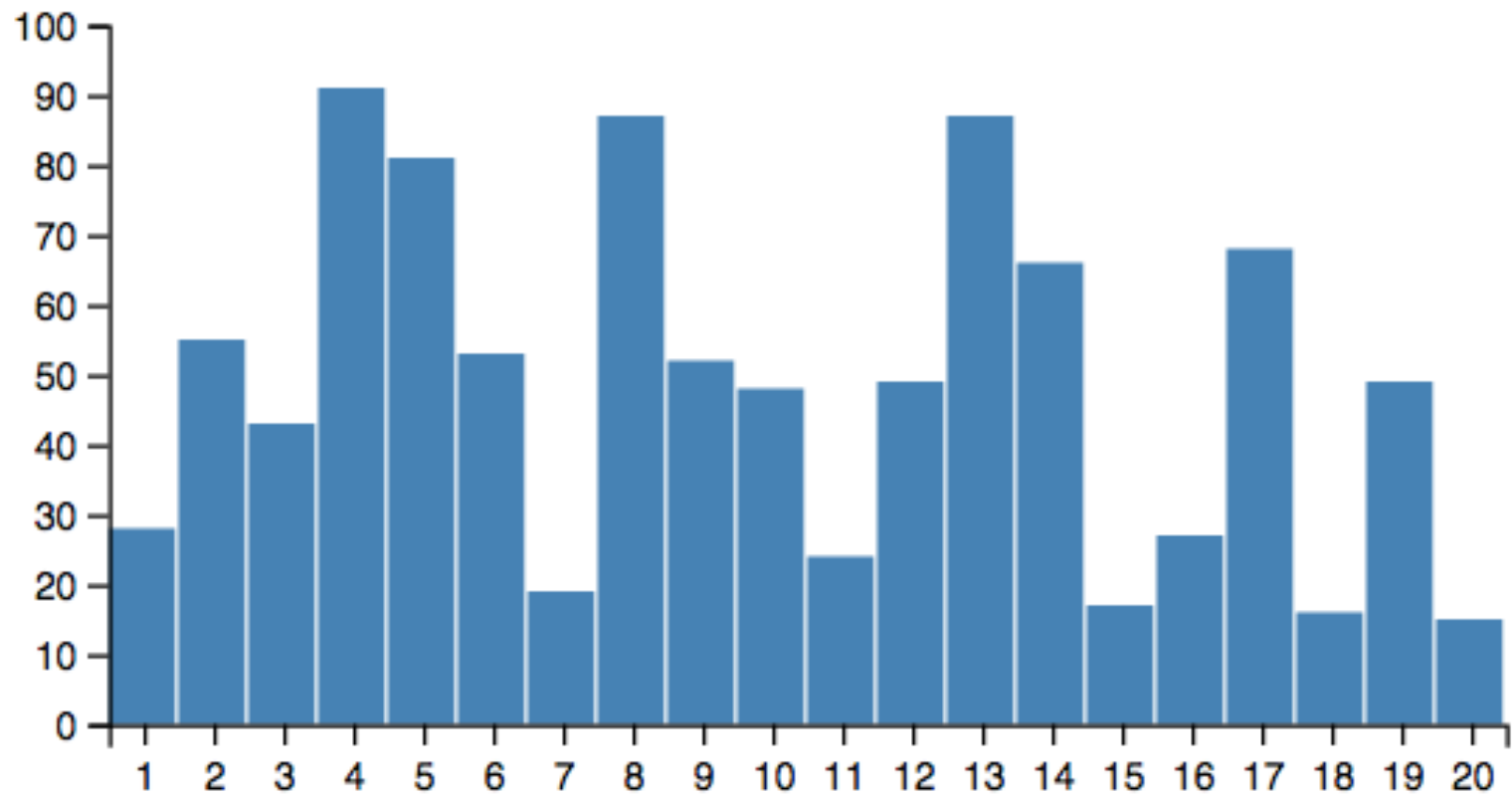
# Visualization Grammar

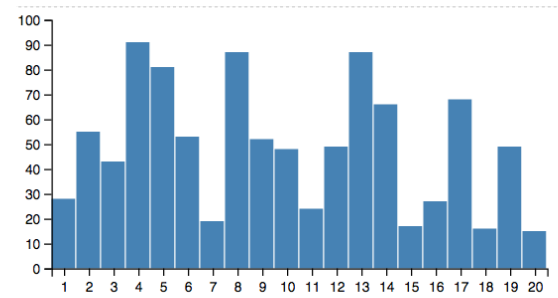
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Grouping, stats, projection, layout
<b>Scales</b>	Map data values to visual values
<b>Guides</b>	Axes & legends visualize scales
<b>Marks</b>	Data-representative graphics





MARKS: Graphical Primitives

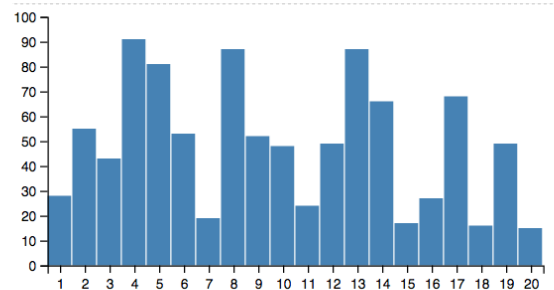




```

{
  "width": 400, "height": 200,
  "data": [
    {"name": "table", "url": "/data/sample.json"}
  ],
  "scales": [
    {
      "name": "x", "type": "ordinal",
      "range": "width",
      "domain": {"data": "table", "field": "x"}
    },
    {
      "name": "y",
      "range": "height", "nice": true,
      "domain": {"data": "table", "field": "y"}
    }
  ],
  "axes": [
    {"type": "x", "scale": "x"},
    {"type": "y", "scale": "y"}
  ],
  "marks": [{
    "type": "rect",
    "from": {"data": "table"},
    "properties": {
      "enter": {
        "x": {"scale": "x", "field": "x"},
        "width": {"scale": "x", "band": true, "offset": -1},
        "y": {"scale": "y", "field": "y"},
        "y2": {"scale": "y", "value": 0},
        "fill": {"value": "steelblue"}
      }
    }
  ]
}

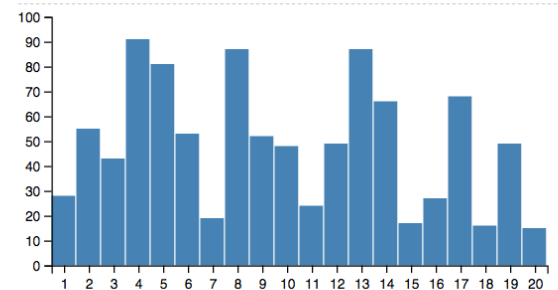
```





## Data + Transforms

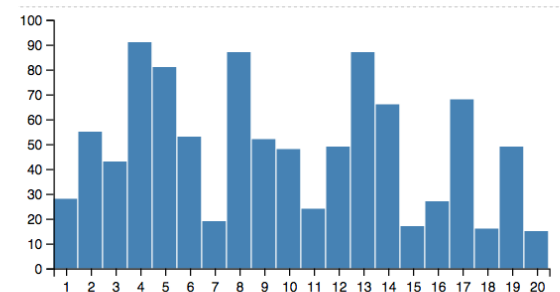
```
{
  "width": 400, "height": 200,
  "data": [
    {"name": "table", "url": "/data/sample.json"}
  ],
  "scales": [
    {
      "name": "x", "type": "ordinal",
      "range": "width",
      "domain": {"data": "table", "field": "x"}
    },
    {
      "name": "y",
      "range": "height", "nice": true,
      "domain": {"data": "table", "field": "y"}
    }
  ],
  "axes": [
    {"type": "x", "scale": "x"},
    {"type": "y", "scale": "y"}
  ],
  "marks": [{
    "type": "rect",
    "from": {"data": "table"},
    "properties": {
      "enter": {
        "x": {"scale": "x", "field": "x"},
        "width": {"scale": "x", "band": true, "offset": -1},
        "y": {"scale": "y", "field": "y"},
        "y2": {"scale": "y", "value": 0},
        "fill": {"value": "steelblue"}
      }
    }
  ]
}
```



## Data + Transforms

## Scales

```
{
  "width": 400, "height": 200,
  "data": [
    {"name": "table", "url": "/data/sample.json"}
  ],
  "scales": [
    {
      "name": "x", "type": "ordinal",
      "range": "width",
      "domain": {"data": "table", "field": "x"}
    },
    {
      "name": "y",
      "range": "height", "nice": true,
      "domain": {"data": "table", "field": "y"}
    }
  ],
  "axes": [
    {"type": "x", "scale": "x"},
    {"type": "y", "scale": "y"}
  ],
  "marks": [{
    "type": "rect",
    "from": {"data": "table"},
    "properties": {
      "enter": {
        "x": {"scale": "x", "field": "x"},
        "width": {"scale": "x", "band": true, "offset": -1},
        "y": {"scale": "y", "field": "y"},
        "y2": {"scale": "y", "value": 0},
        "fill": {"value": "steelblue"}
      }
    }
  ]
}
```

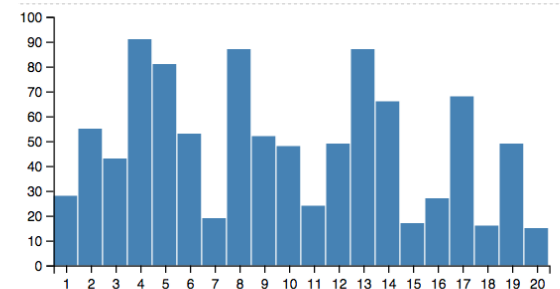


## Data + Transforms

```
{
  "width": 400, "height": 200,
  "data": [
    {"name": "table", "url": "/data/sample.json"}
  ],
  "scales": [
    {
      "name": "x", "type": "ordinal",
      "range": "width",
      "domain": {"data": "table", "field": "x"}
    },
    {
      "name": "y",
      "range": "height", "nice": true,
      "domain": {"data": "table", "field": "y"}
    }
  ],
  "axes": [
    {"type": "x", "scale": "x"},
    {"type": "y", "scale": "y"}
  ],
  "marks": [{
    "type": "rect",
    "from": {"data": "table"},
    "properties": {
      "enter": {
        "x": {"scale": "x", "field": "x"},
        "width": {"scale": "x", "band": true, "offset": -1},
        "y": {"scale": "y", "field": "y"},
        "y2": {"scale": "y", "value": 0},
        "fill": {"value": "steelblue"}
      }
    }
  ]
}
```

Scales

Guides



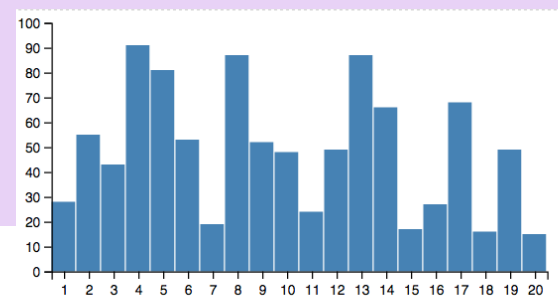
```
{
  "width": 400, "height": 200,
  "data": [
    {"name": "table", "url": "/data/sample.json"}
  ],
  "scales": [
    {
      "name": "x", "type": "ordinal",
      "range": "width",
      "domain": {"data": "table", "field": "x"}
    },
    {
      "name": "y",
      "range": "height", "nice": true,
      "domain": {"data": "table", "field": "y"}
    }
  ],
  "axes": [
    {"type": "x", "scale": "x"},
    {"type": "y", "scale": "y"}
  ],
  "marks": [{
    "type": "rect",
    "from": {"data": "table"}, (Data + Transforms)
    "properties": {
      "enter": {
        "x": {"scale": "x", "field": "x"},
        "width": {"scale": "x", "band": true, "offset": -1},
        "y": {"scale": "y", "field": "y"},
        "y2": {"scale": "y", "value": 0},
        "fill": {"value": "steelblue"}
      }
    }
  ]
}
```

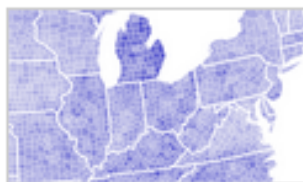
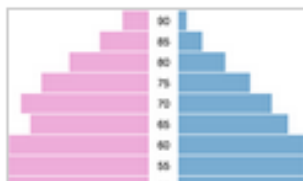
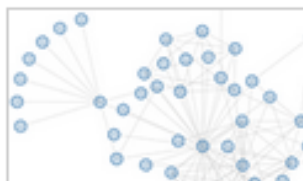
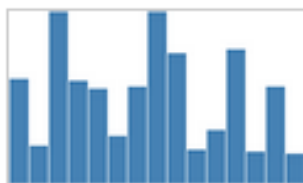
## Data + Transforms

## Scales

## Guides

## Marks





# vega

**vega.min.js** (188k)

**Source** (GitHub)

**Vega** is a visualization grammar, a declarative format for creating, saving and sharing visualization designs.

With Vega you can describe data visualizations in a JSON format, and generate interactive views using either HTML5 Canvas or SVG.

Read the [tutorial](#), browse the [documentation](#), join the [discussion](#), and explore visualizations using the web-based [Vega Editor](#).



**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Lyra**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**



## The Lyra Visualization Design Environment (VDE) <sup>alpha</sup> Arvind Satyanarayan, Kanit "Ham" Wongsuphasawat, Jeffrey Heer

PEOPLE  
PAPERS  
VIDEO  
CODE



[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.

### ABSTRACT

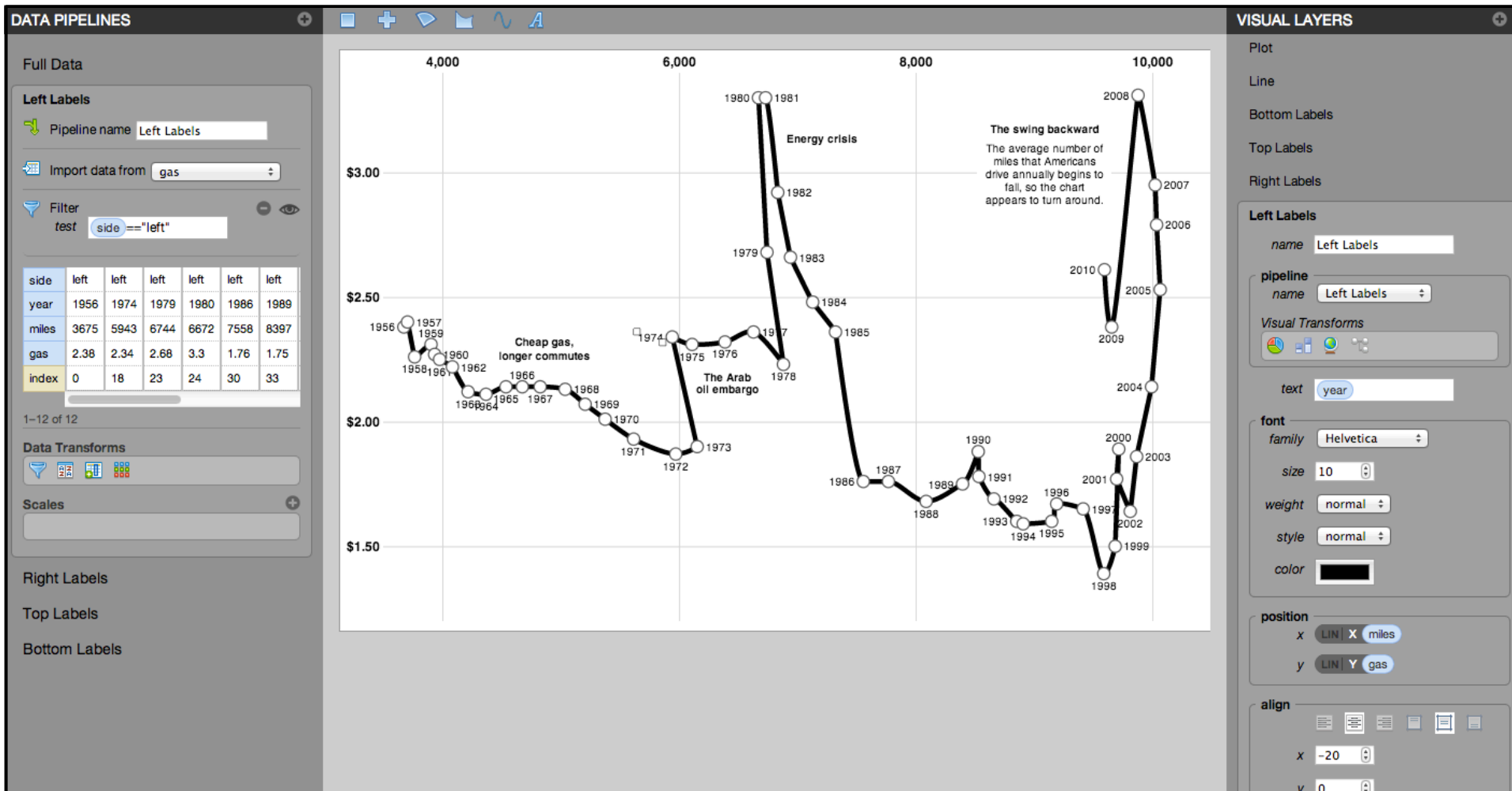
Lyra is an interactive environment that enables custom visualization design without writing any code. Graphical "marks" can be bound to data fields using property drop zones; dynamically positioned using connectors; and directly moved, rotated, and resized using handles. Lyra also provides a data pipeline interface for iterative visual specification of data transformations and layout algorithms. Lyra is more expressive than interactive systems like Tableau, allowing designers to create custom visualizations comparable to hand-coded visualizations built with D3 or Processing. These visualizations can then be easily published and reused on the Web.





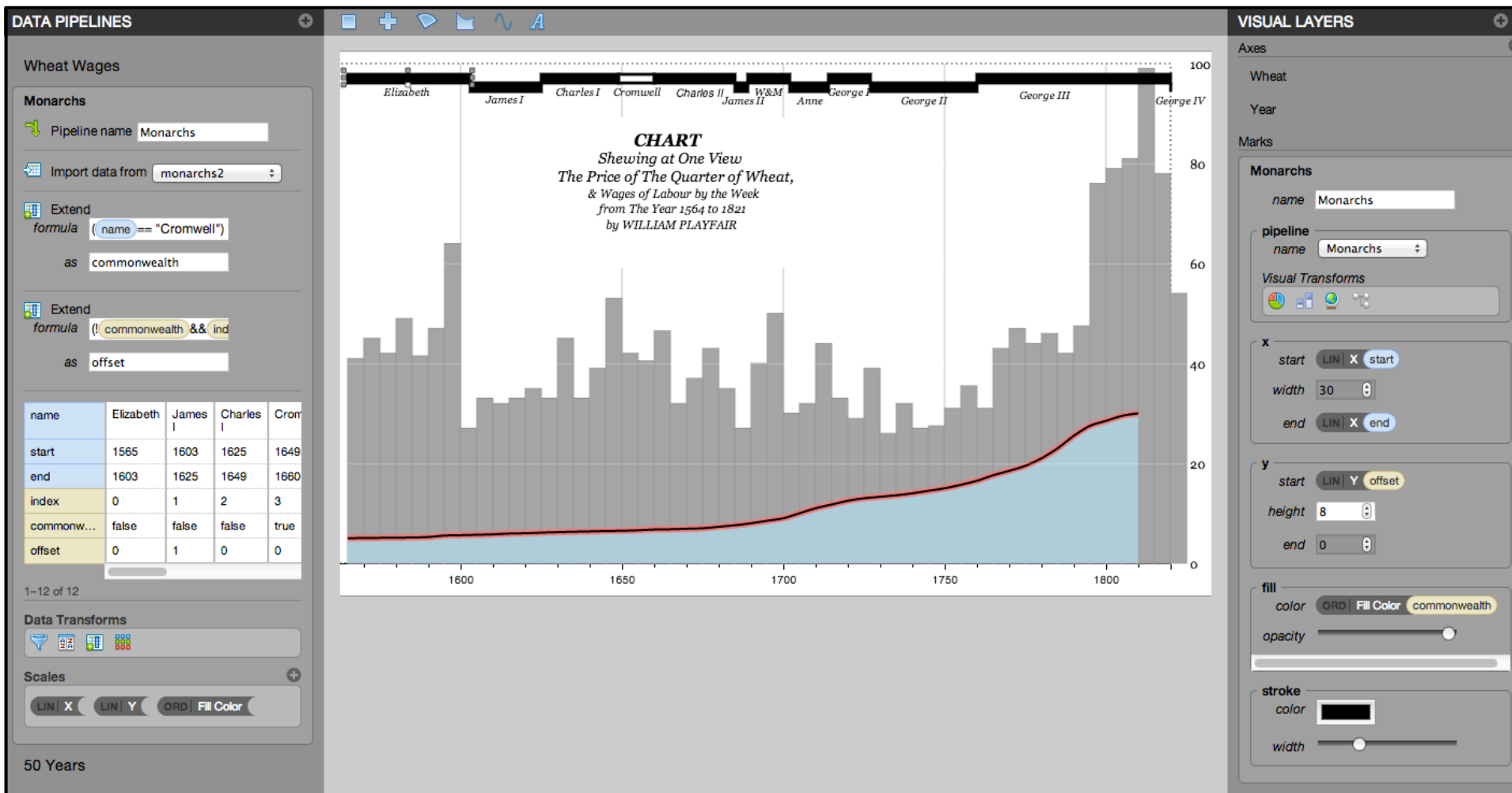
# Lyra: An Interactive Visualization Design Environment

# Lyra A Visualization Design Environment



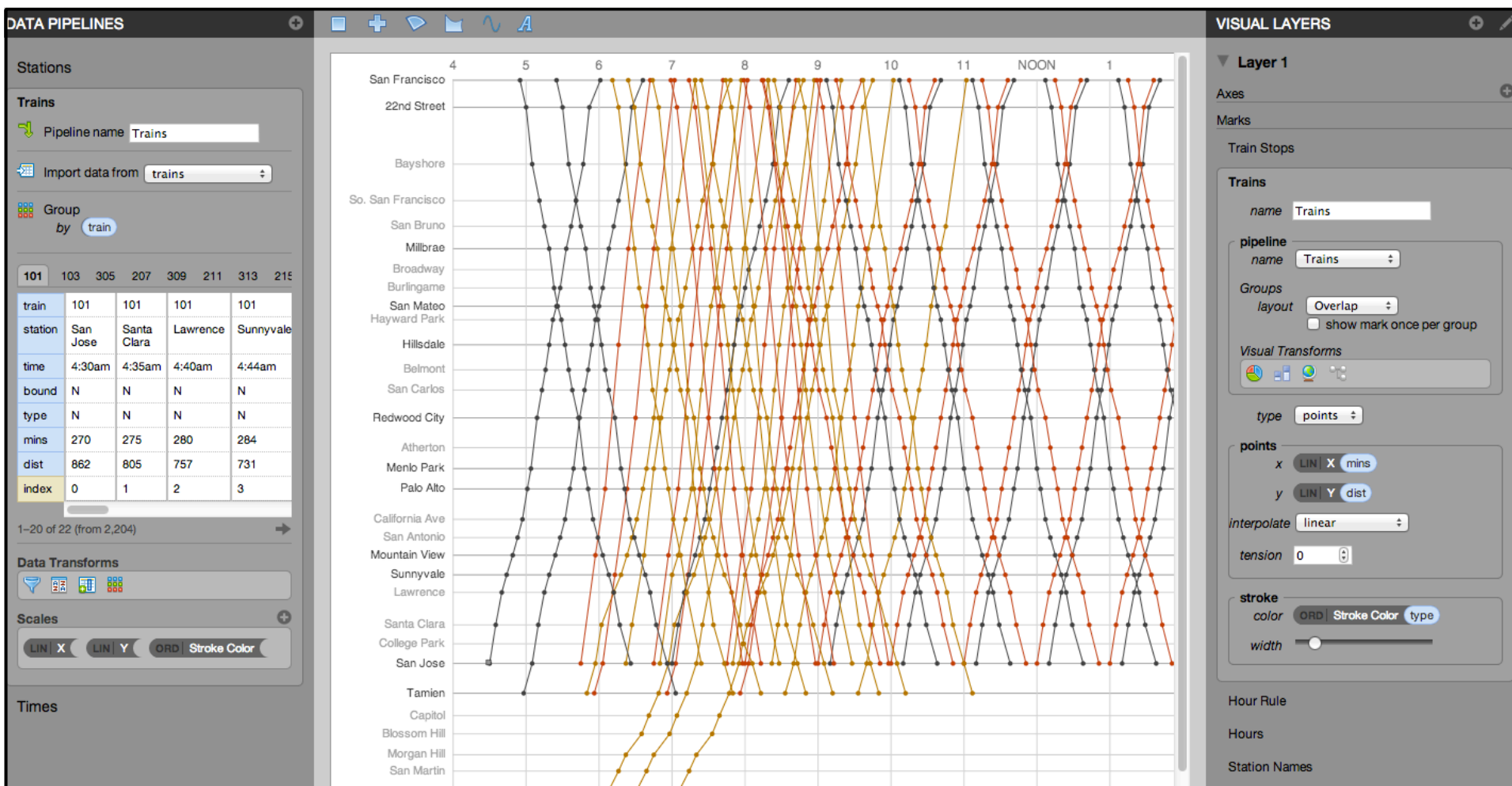
Driving Shifts into Reverse by Hannah Fairfield, NYTimes

# 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

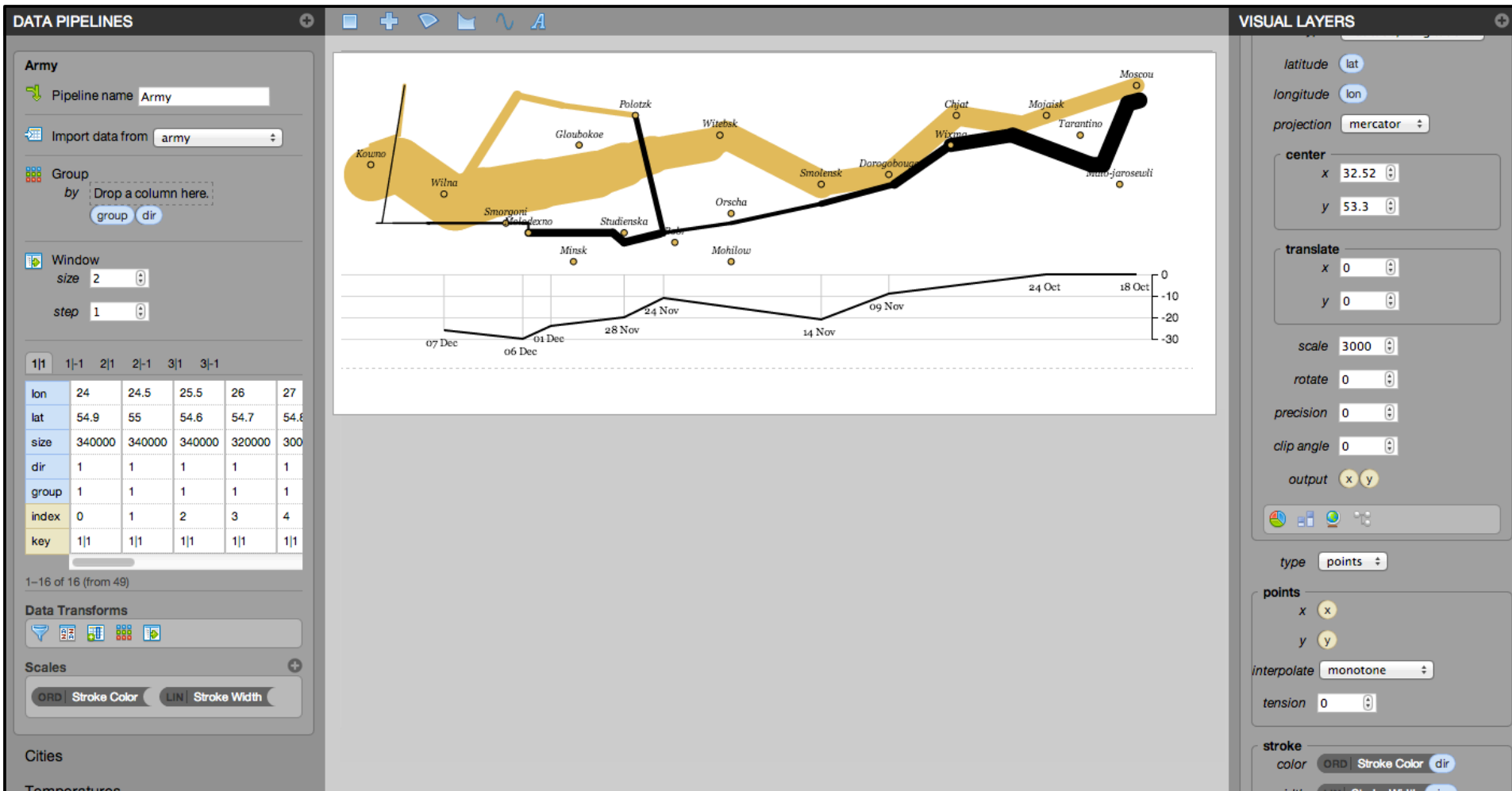
x x

y y

interpolate monotone

tension 0

# Lyra A Visualization Design Environment



Napoleon's March by Charles Minard

**Lyra**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**



# Vegalite

**A formal model for statistical graphics**

Inspired by *Grammar of Graphics* & *Tableau*

Includes **data transformation & encoding**

# Vegalite

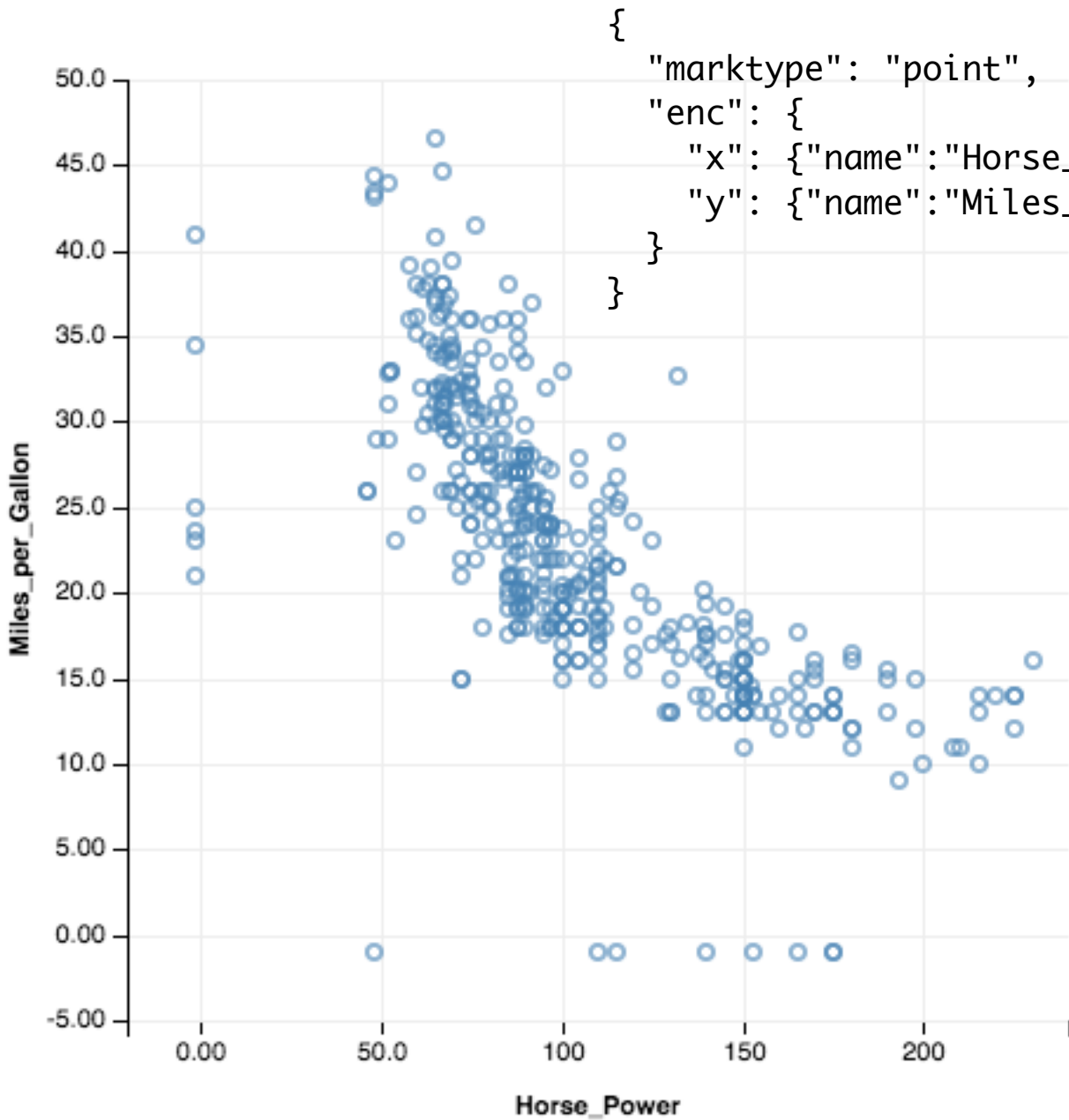
**A formal model for statistical graphics**

Inspired by *Grammar of Graphics* & *Tableau*

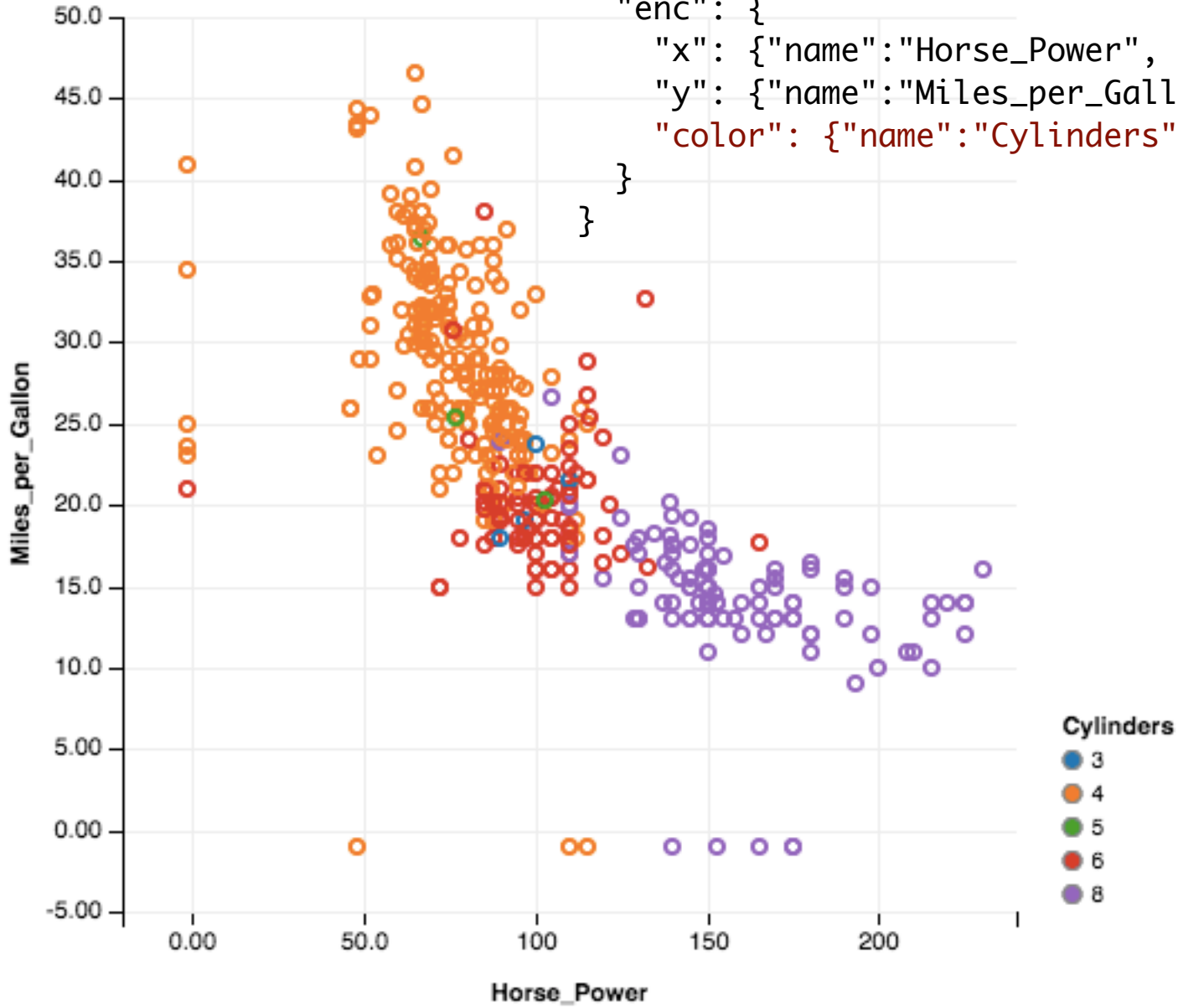
Includes **data transformation & encoding**

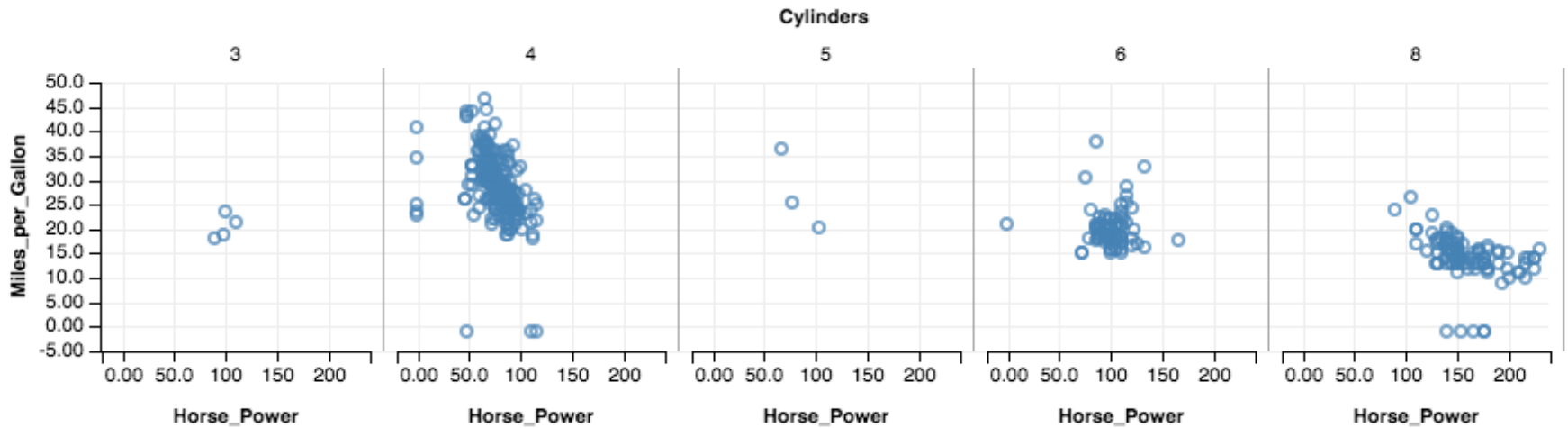
Uses a simple, concise **JSON format** that  
compiles to full-blown **Vega specifications**

Easy **programmatic generation**



```
{  
  "marktype": "point",  
  "enc": {  
    "x": {"name": "Horse_Power", "type": "Q"},  
    "y": {"name": "Miles_per_Gallon", "type": "Q"},  
    "color": {"name": "Cylinders", "type": "O"}  
  }  
}
```

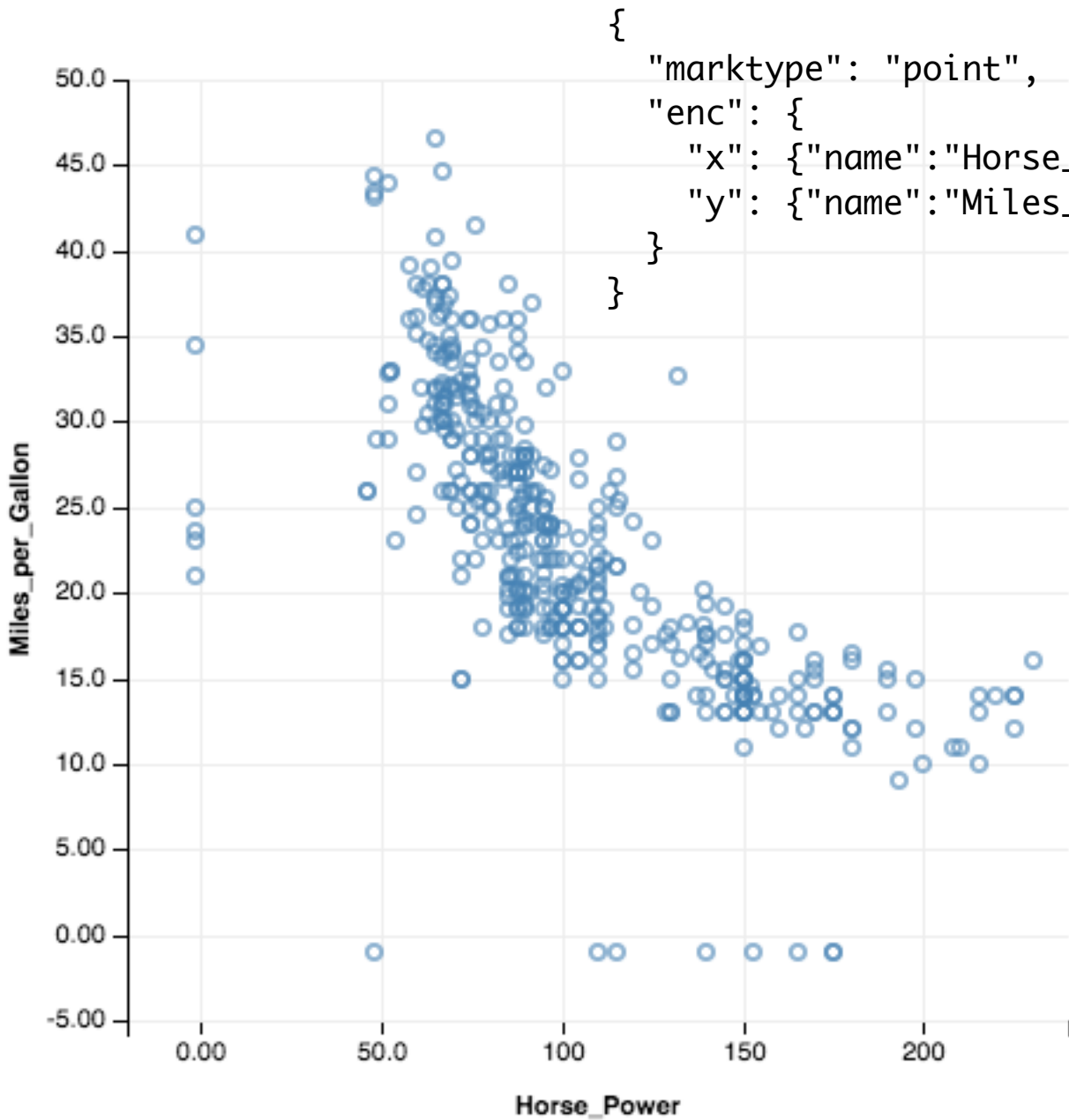


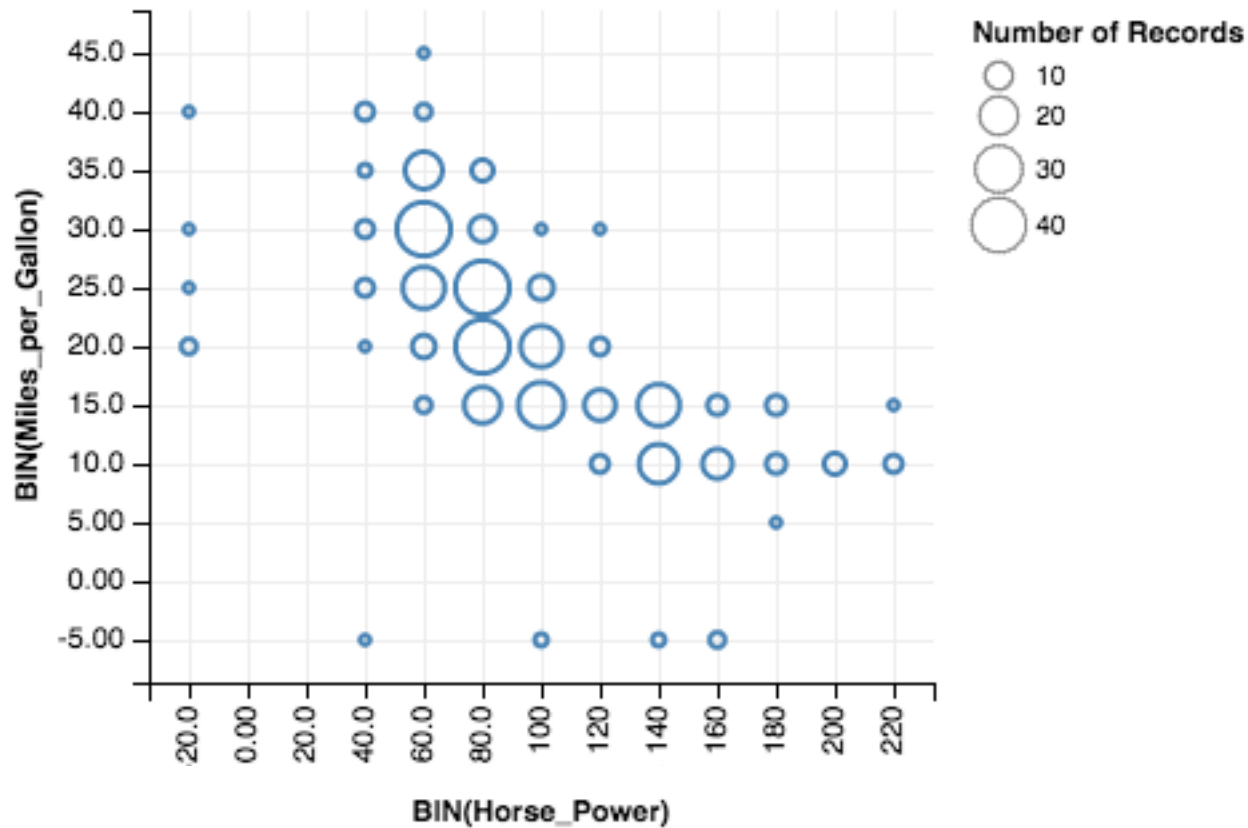


```

{
  "marktype": "point",
  "enc": {
    "x": {"name": "Horse_Power", "type": "Q"},
    "y": {"name": "Miles_per_Gallon", "type": "Q"},
    "col": {"name": "Cylinders", "type": "O"}
  }
}

```





```

{
  "marktype": "point",
  "enc": {
    "x": {"name": "Horse_Power", "type": "Q", "bin": {"maxbins": 15}},
    "y": {"name": "Miles_per_Gallon", "type": "Q", "bin": {"maxbins": 15}},
    "size": {"name": "*", "type": "Q", "aggr": "count"}
  }
}

```

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**



**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

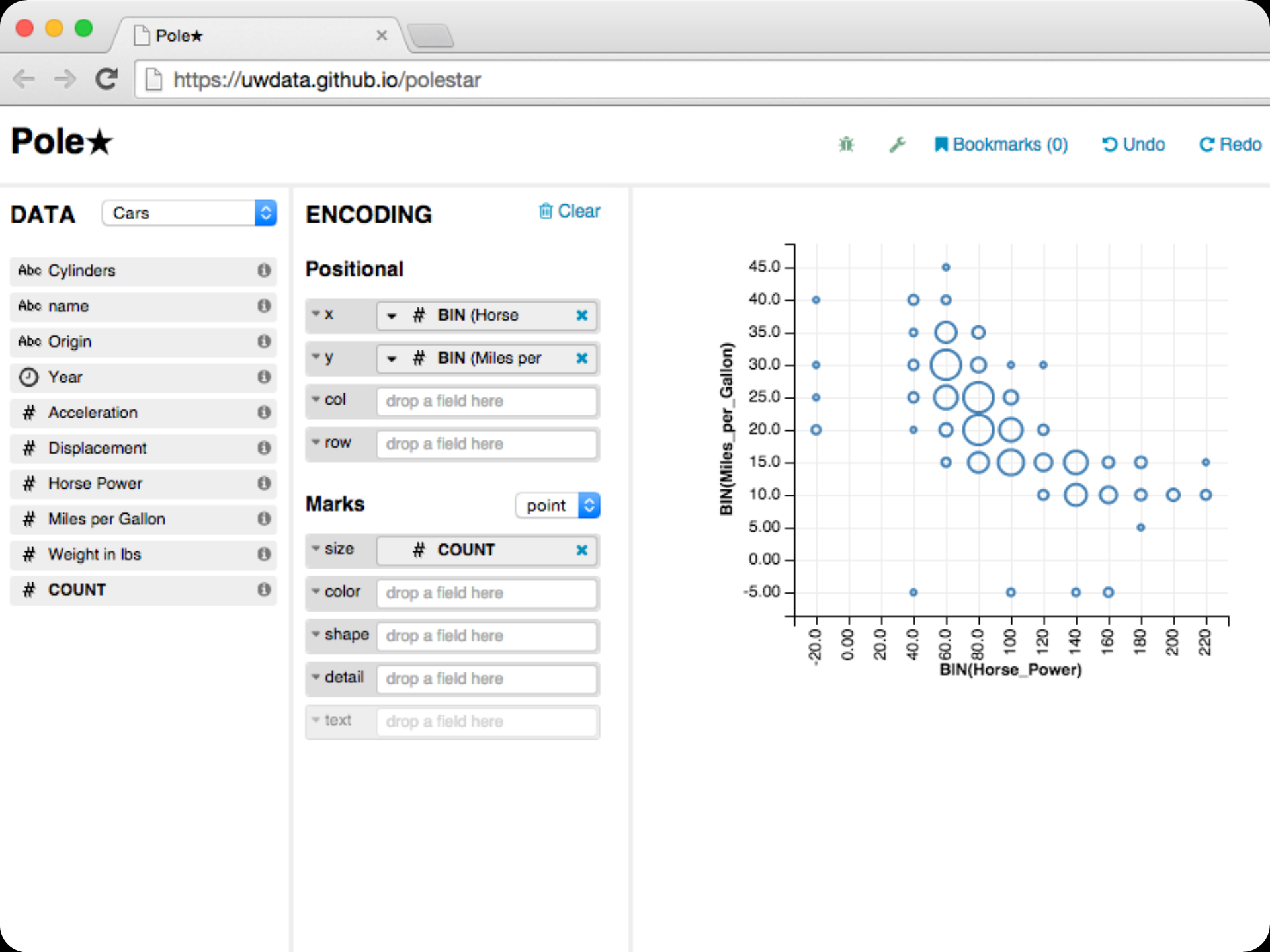
**Canvas**

# Polestar

A graphical interface for **Vegalite**

**Rapid visualization** via drag-and-drop

Named in honor of **Polaris**, the research project that led to **Tableau**.



**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Voyager**

**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**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*

# Voyager

**Reduce tedious manual specification**

**Support early-stage data exploration**

Encourage *data coverage*

Discourage *premature fixation*

**Approach: browse a gallery of visualizations**



# 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!*

# 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

# Data Voyager

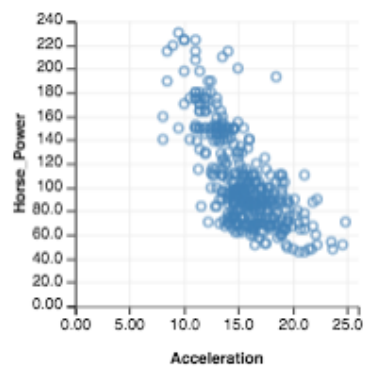
**DATA** Cars

- Abc Cylinders
- Abc name
- Abc Origin
- AUTO (Year)
- # AUTO (Acceleration)
- # AUTO (Displacement)
- # AUTO (Horse Power)
- # AUTO (Miles per Gallon)
- # AUTO (Weight in lbs)
- # COUNT

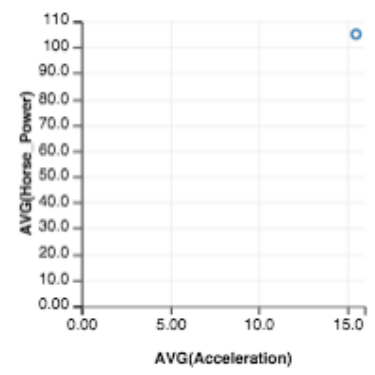
Reset

Showing Data Variations for # AUTO (Acceleration) # AUTO (Horse Power)

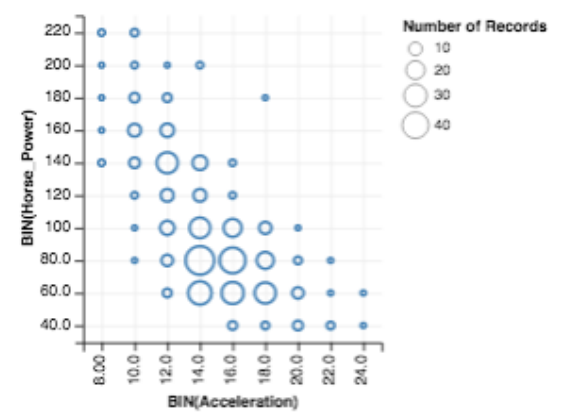
# Acceleration # Horse Power



# AVG (Acceleration) # AVG (Horse Power)

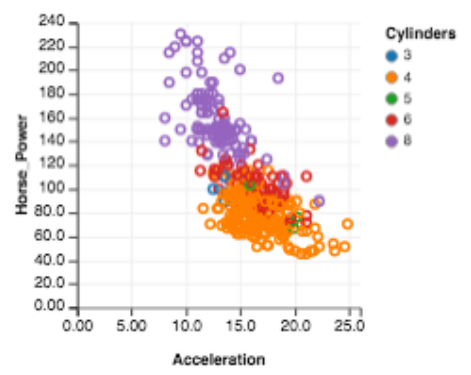


# BIN (Acceleration) # BIN (Horse Power) # COUNT

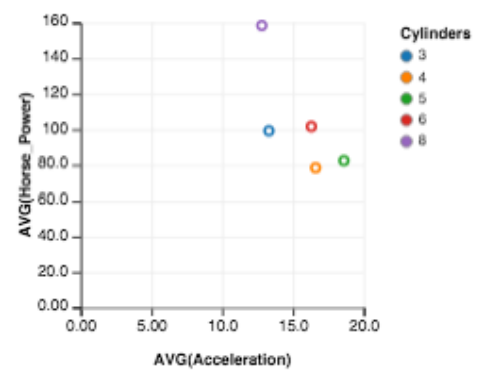


Showing Data Variations for # AUTO (Acceleration) # AUTO (Horse Power) with one additional field.

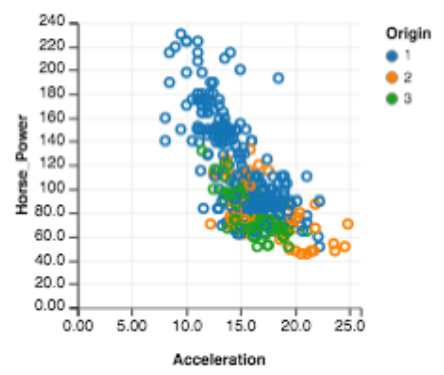
# Acceleration # Horse Power Abc Cylinders



# AVG (Acceleration) # AVG (Horse Power) Abc Cylinders



# Acceleration # Horse Power Abc Origin



# AVG (Acceleration) # AVG (Horse Power) Abc Origin



# Acceleration # Horse Power YEAR (Year)







User



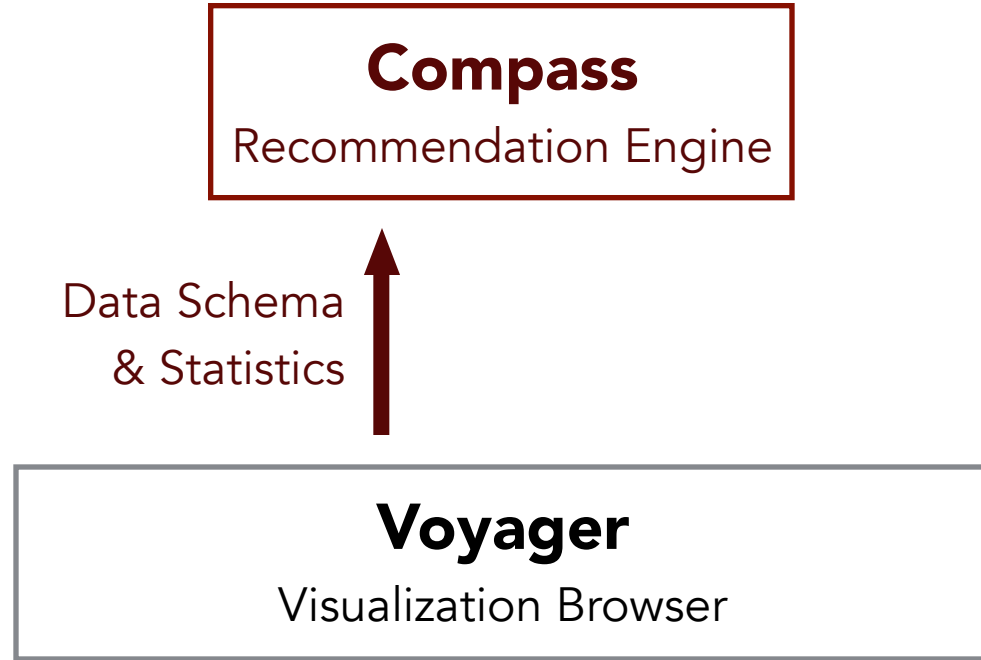
User

Data Set





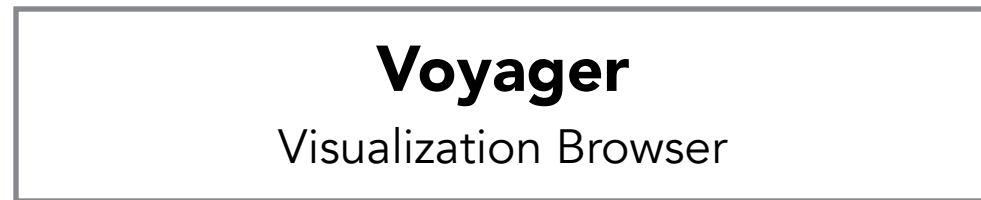
User



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



Data Schema  
& Statistics



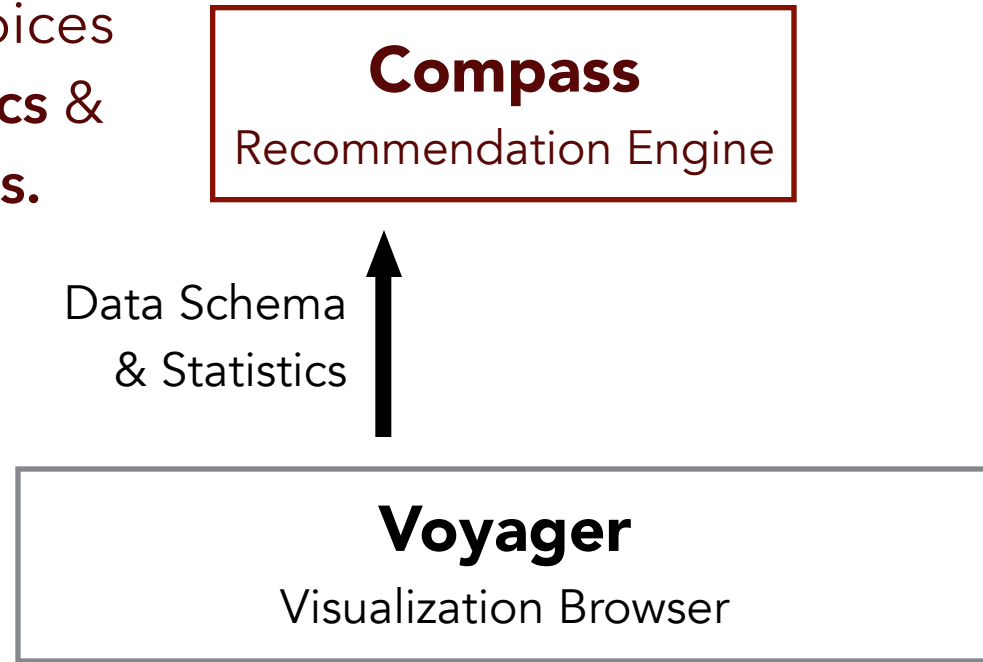
User



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

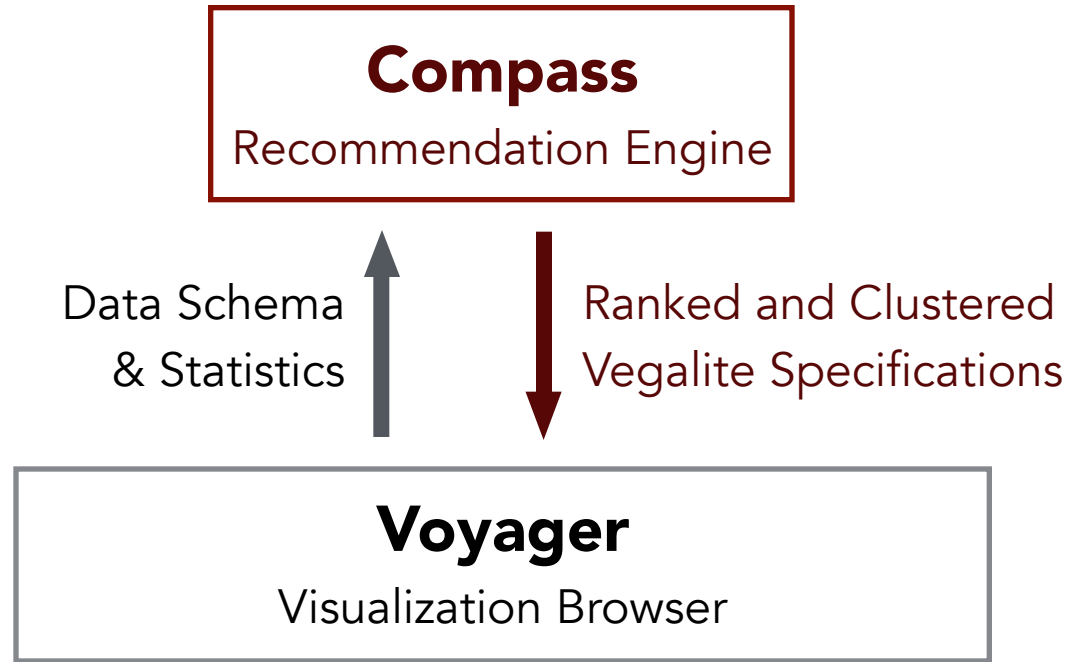


User



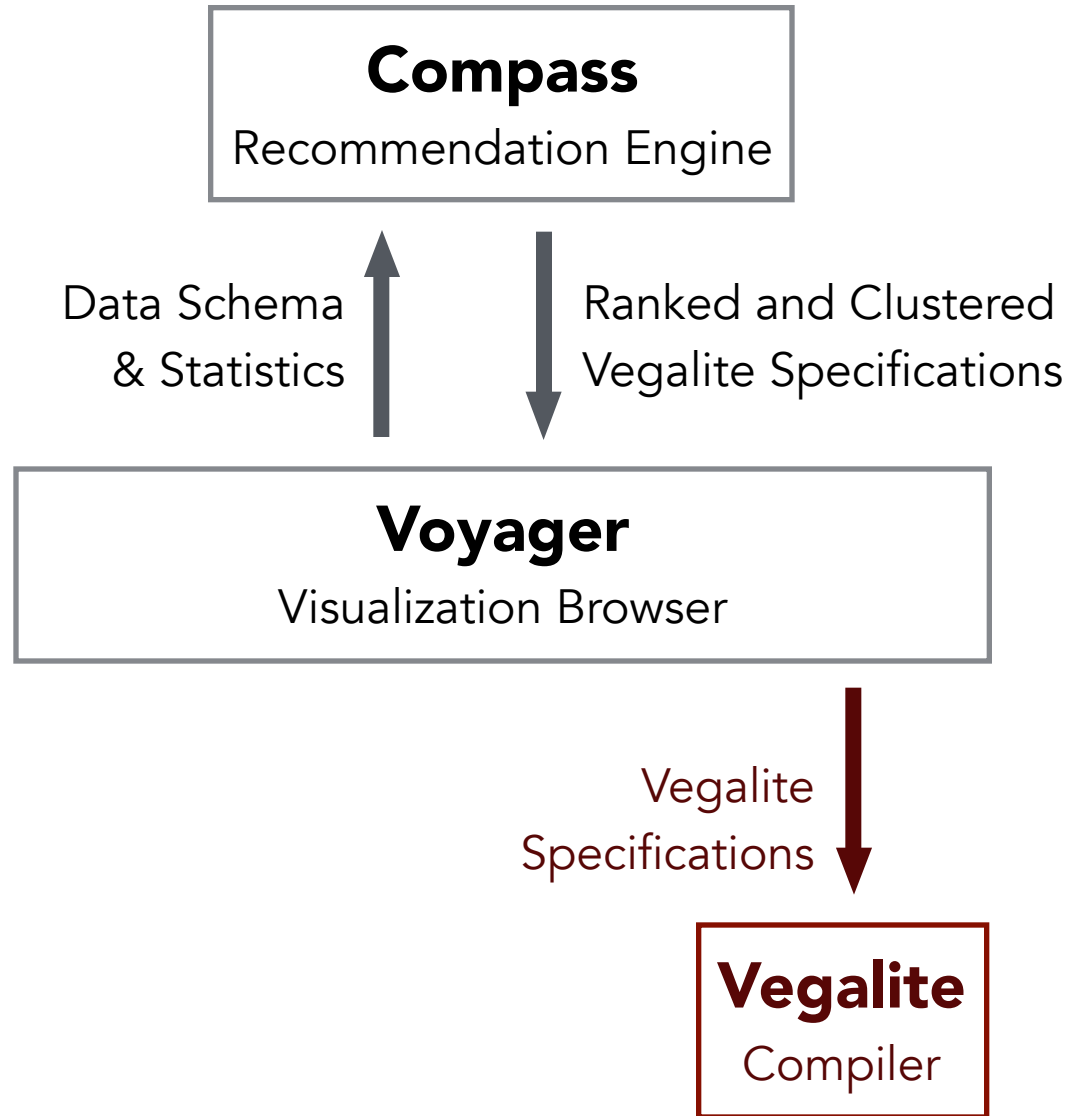


User



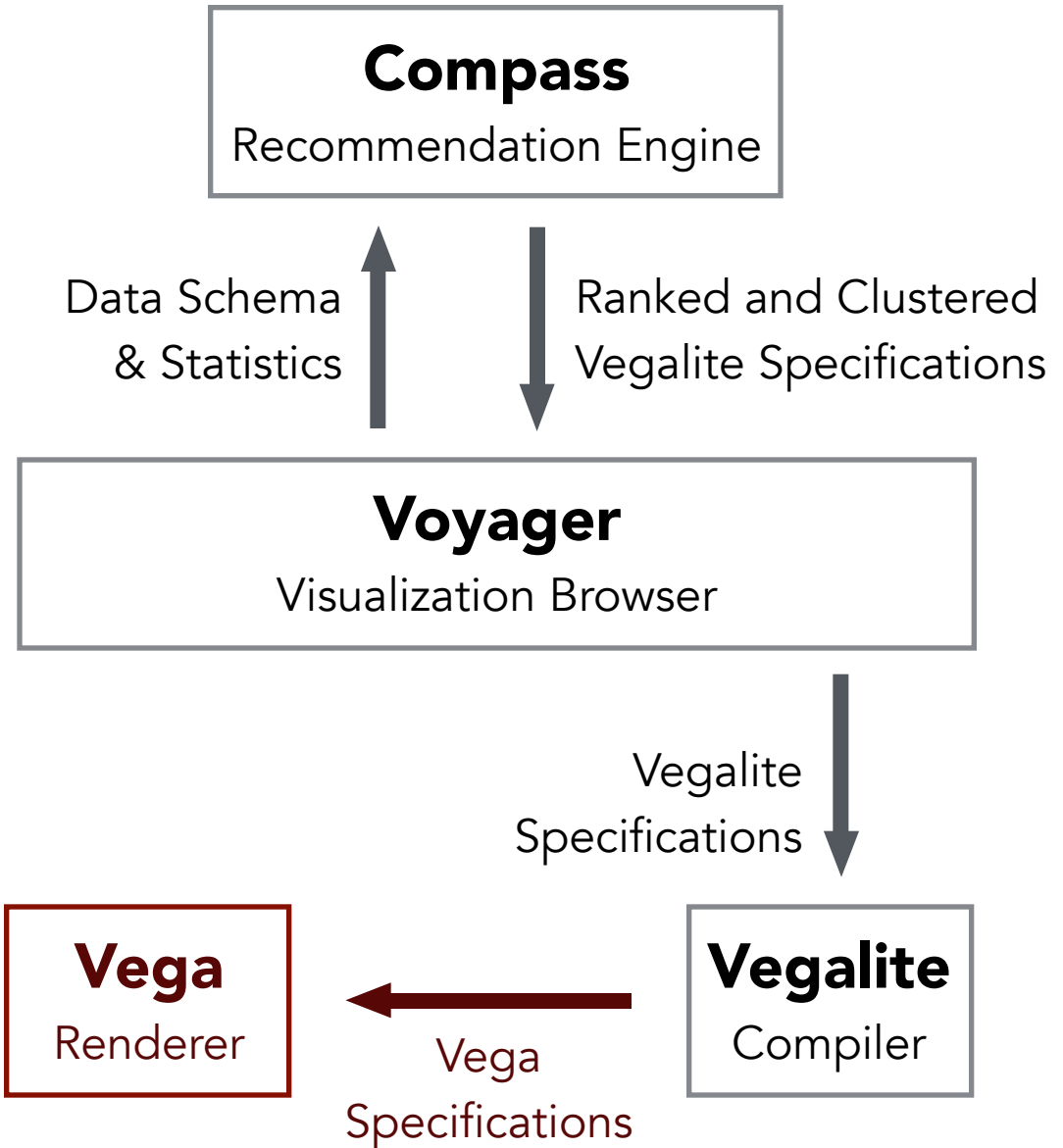


User



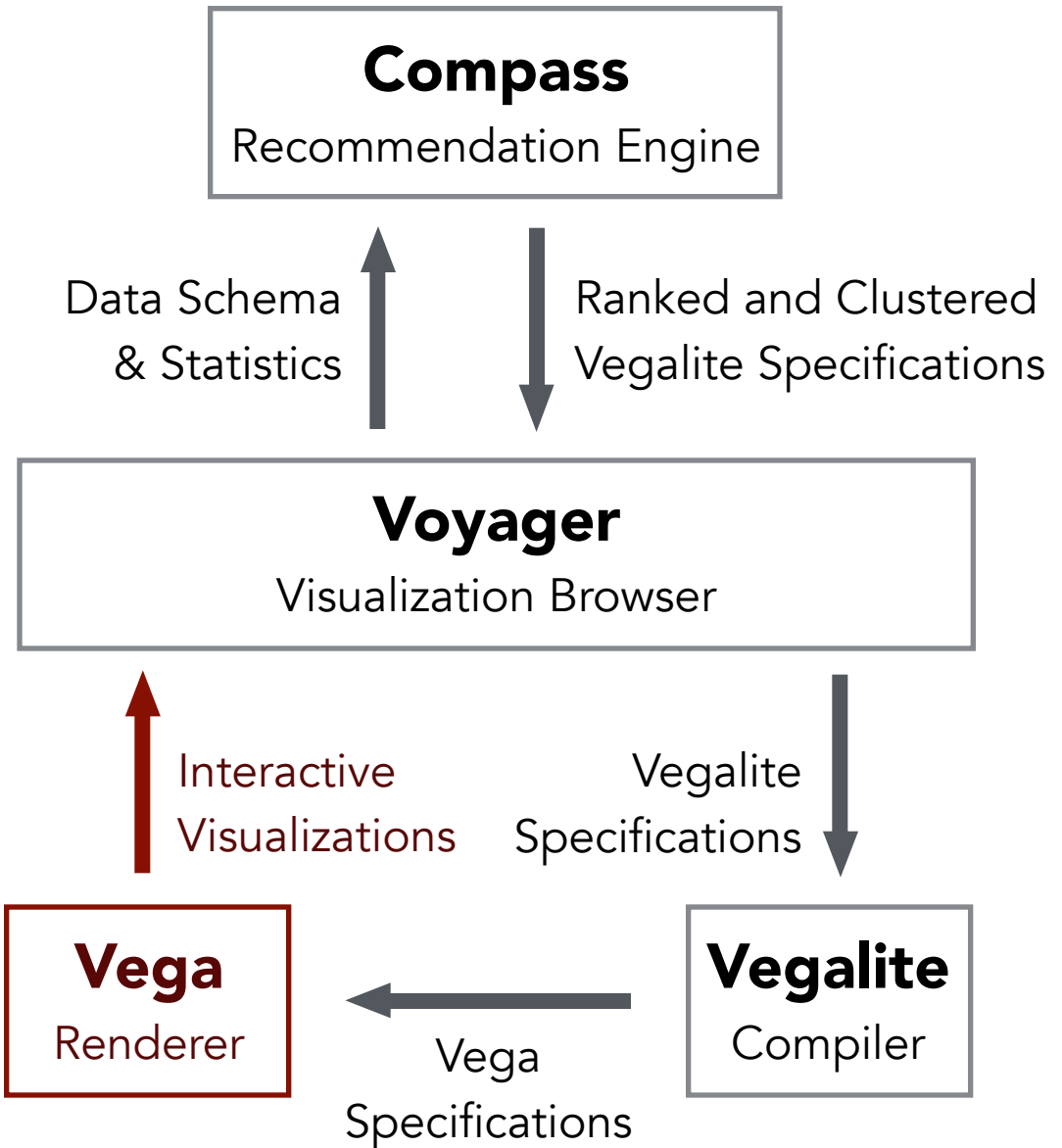


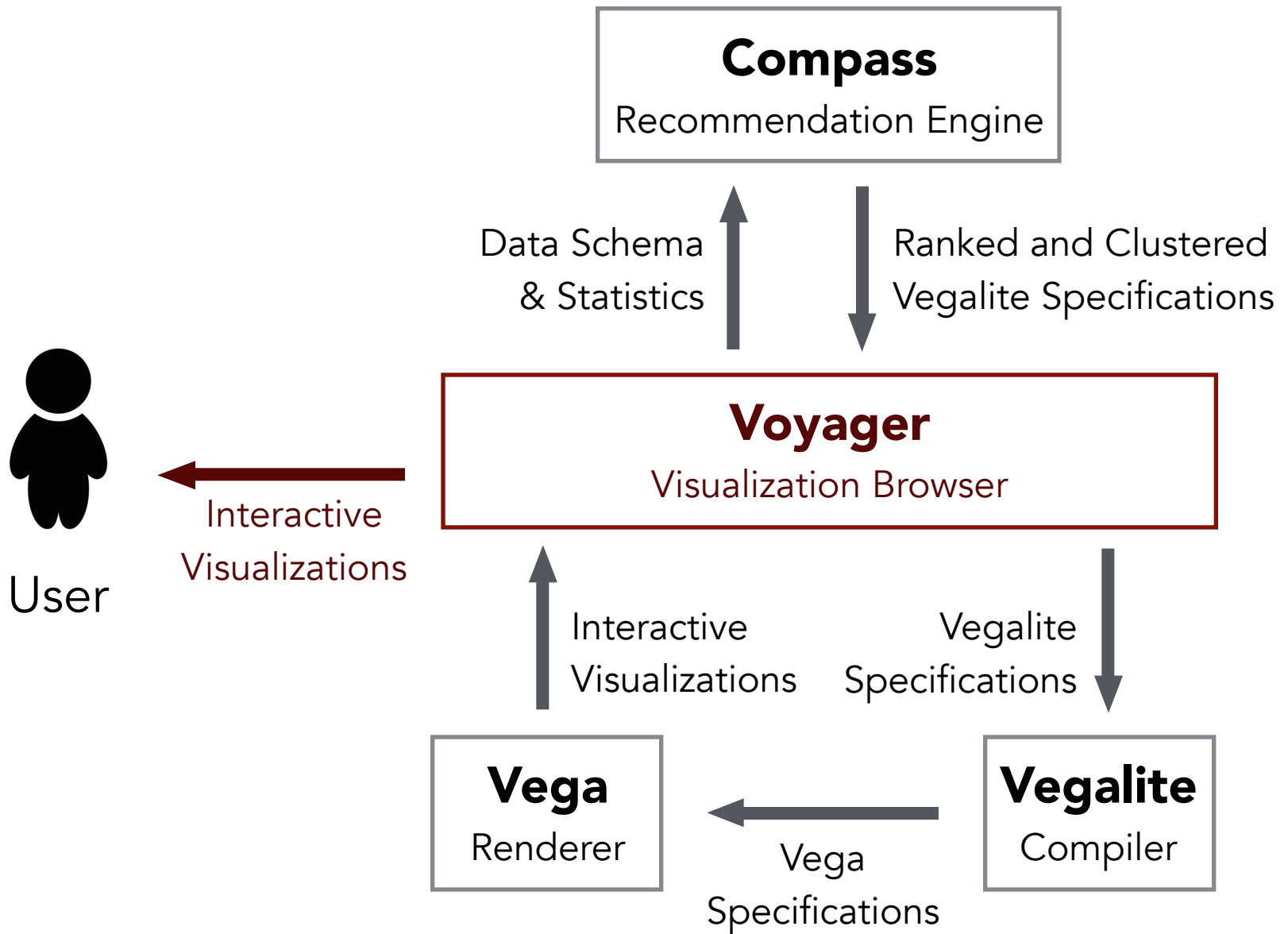
User

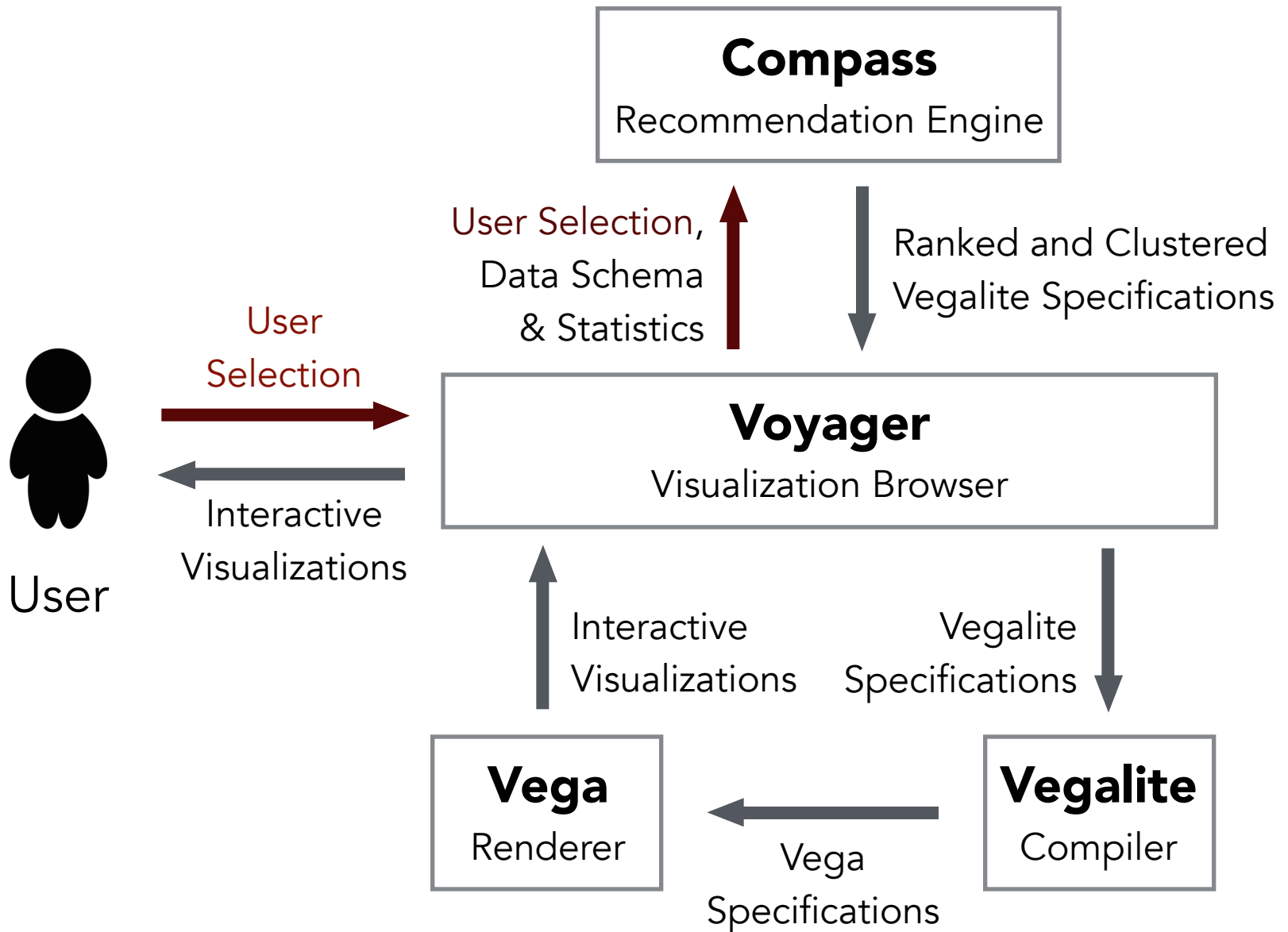




User



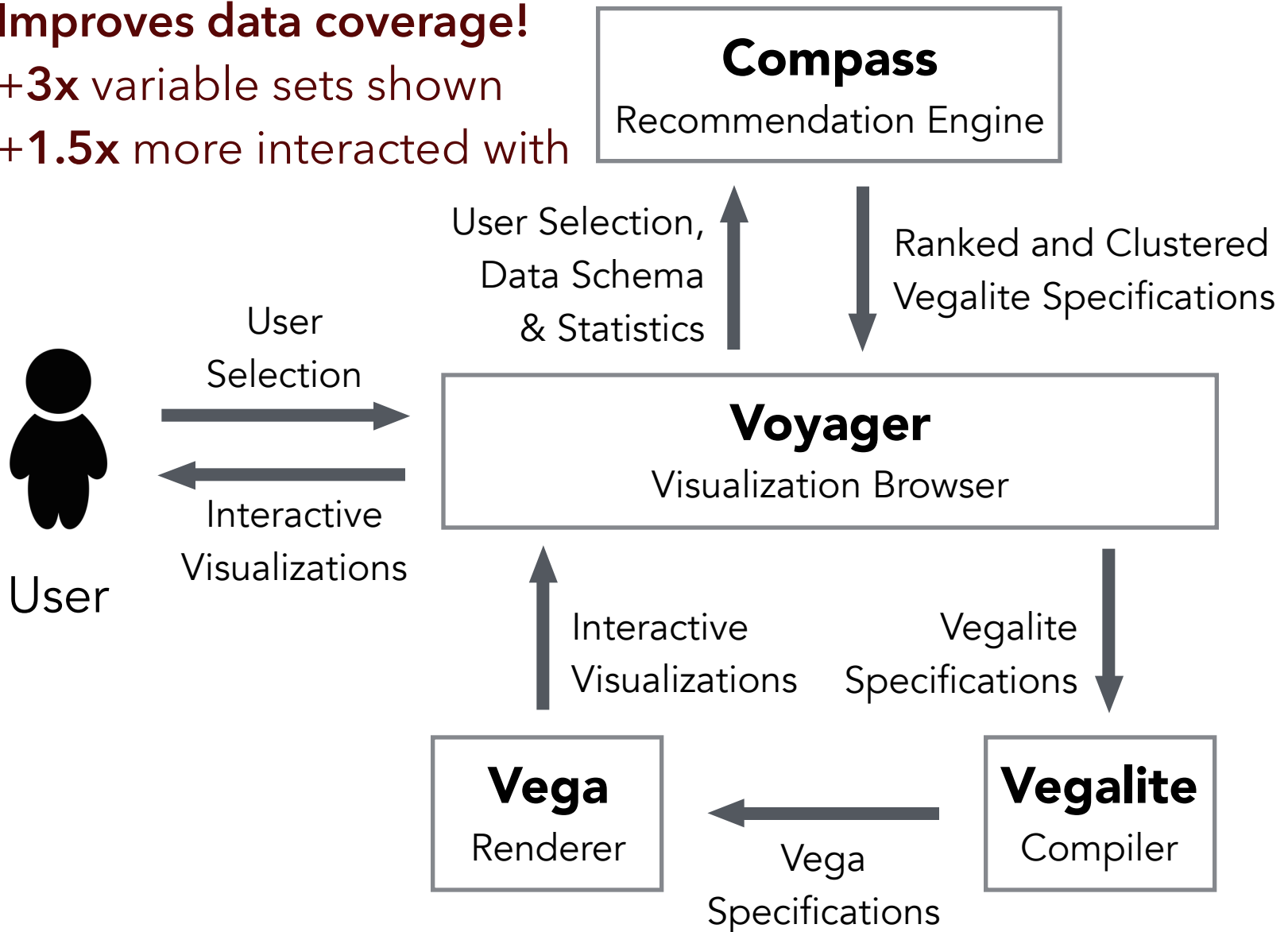




## Improves data coverage!

+3x variable sets shown

+1.5x more interacted with





**Voyager**

**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Voyager**

**Polestar**

**Lyra**

**Vegalite**

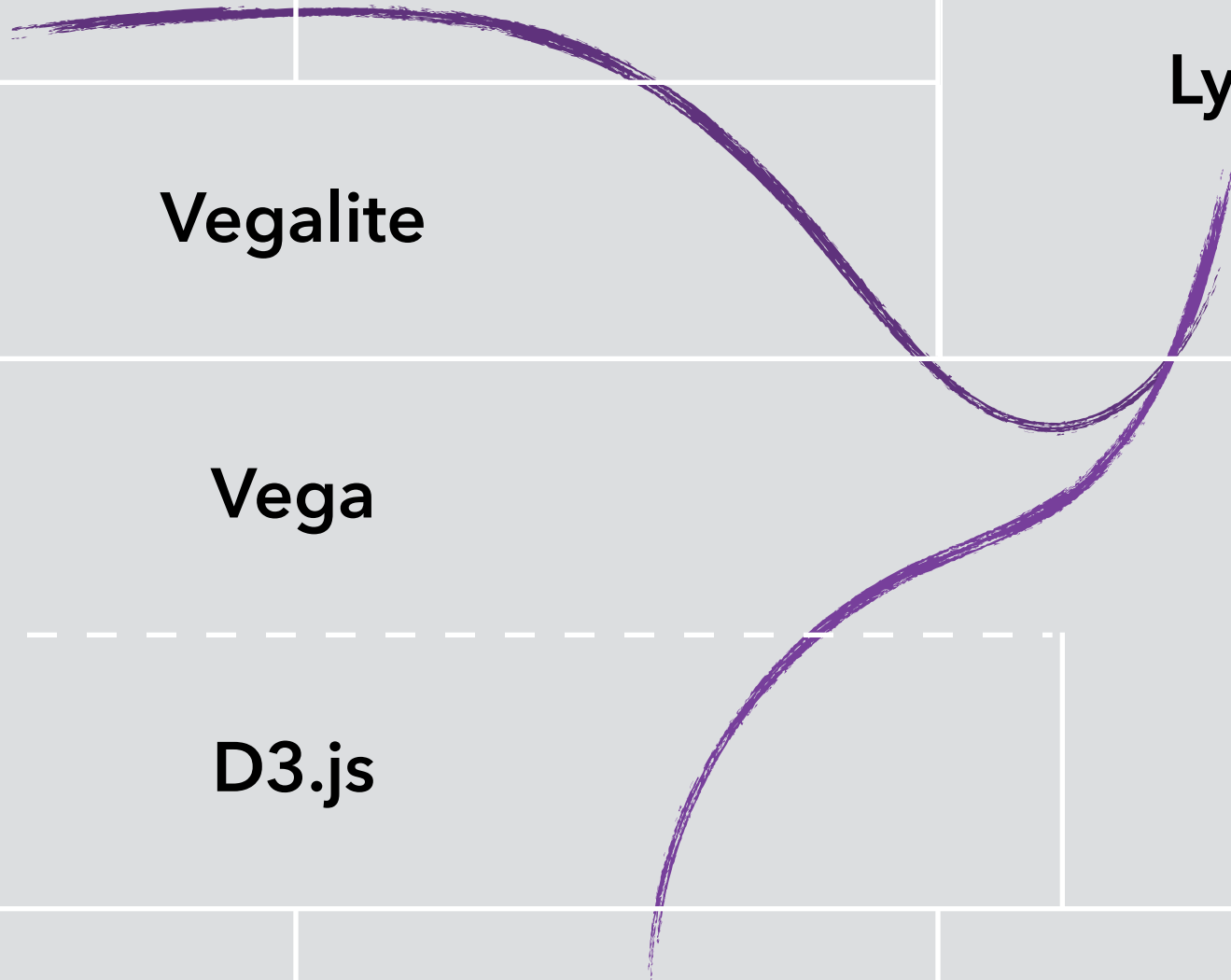
**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**



What about  
**interaction?**

**Voyager**

**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

**Voyager**

**Polestar**

**Lyra**

**Vegalite**

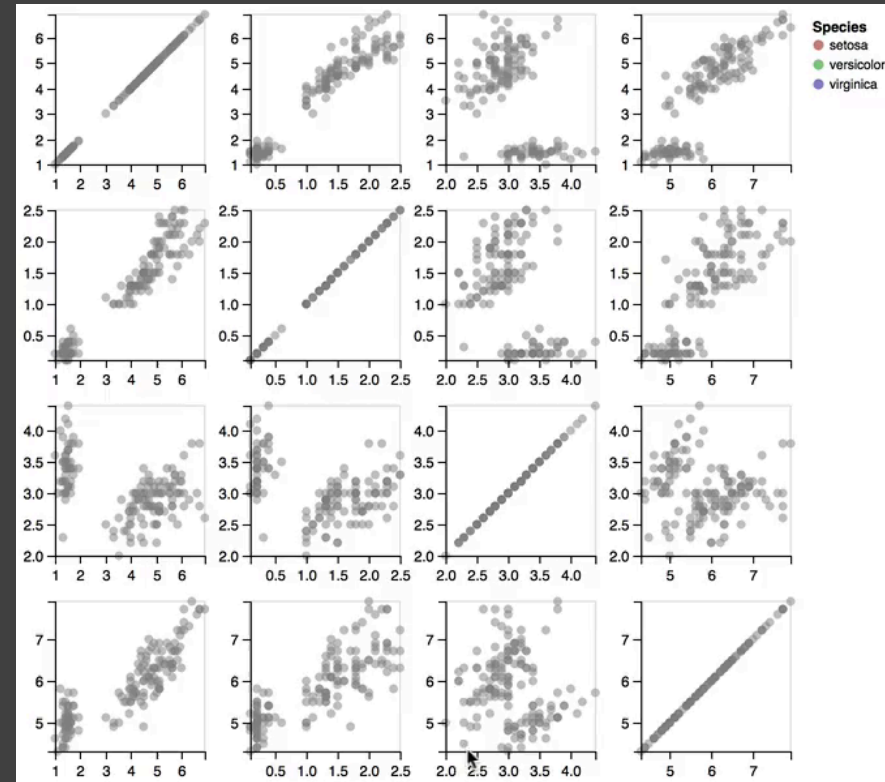
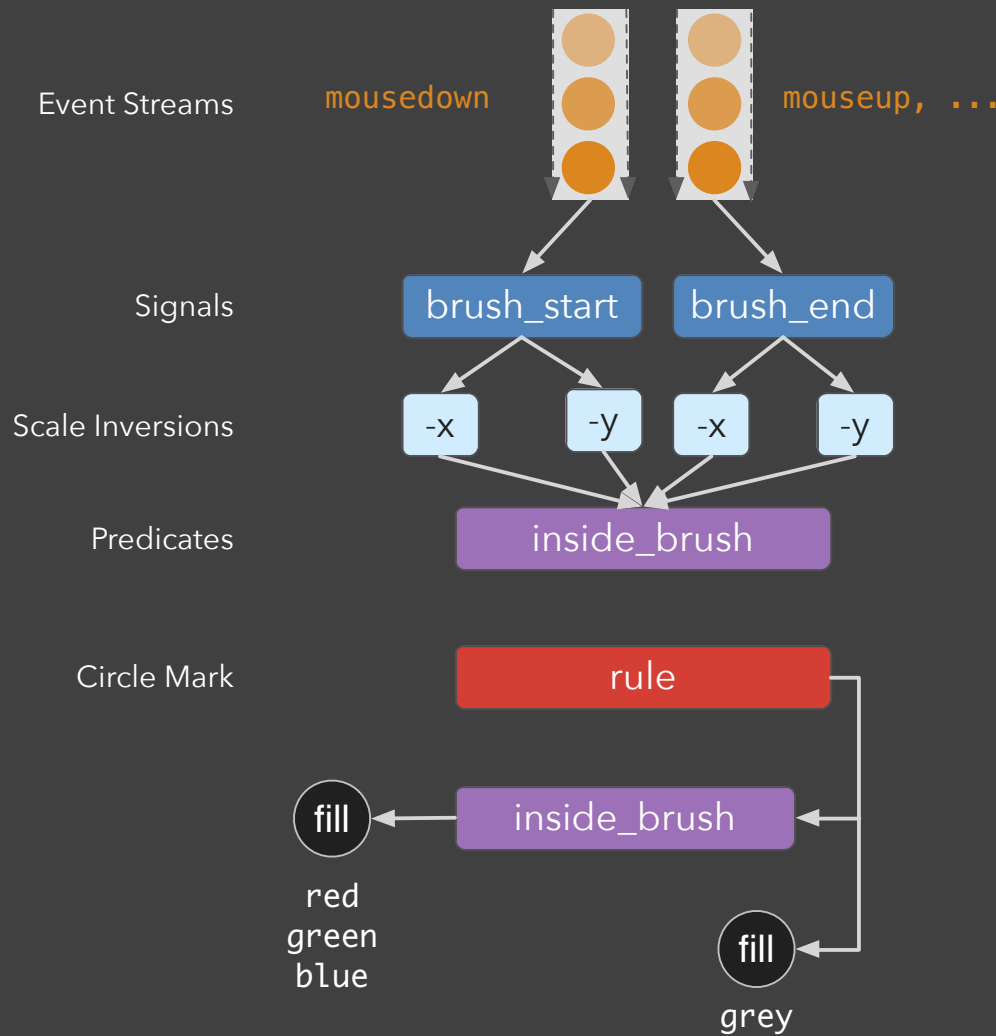
**Vega**

**D3.js**

**JavaScript**

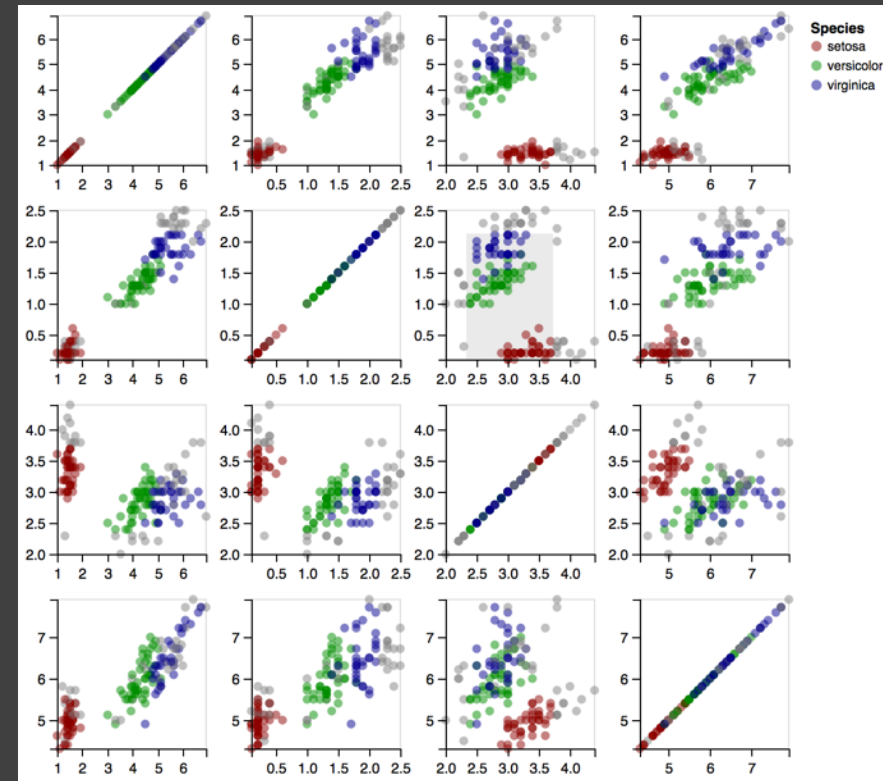
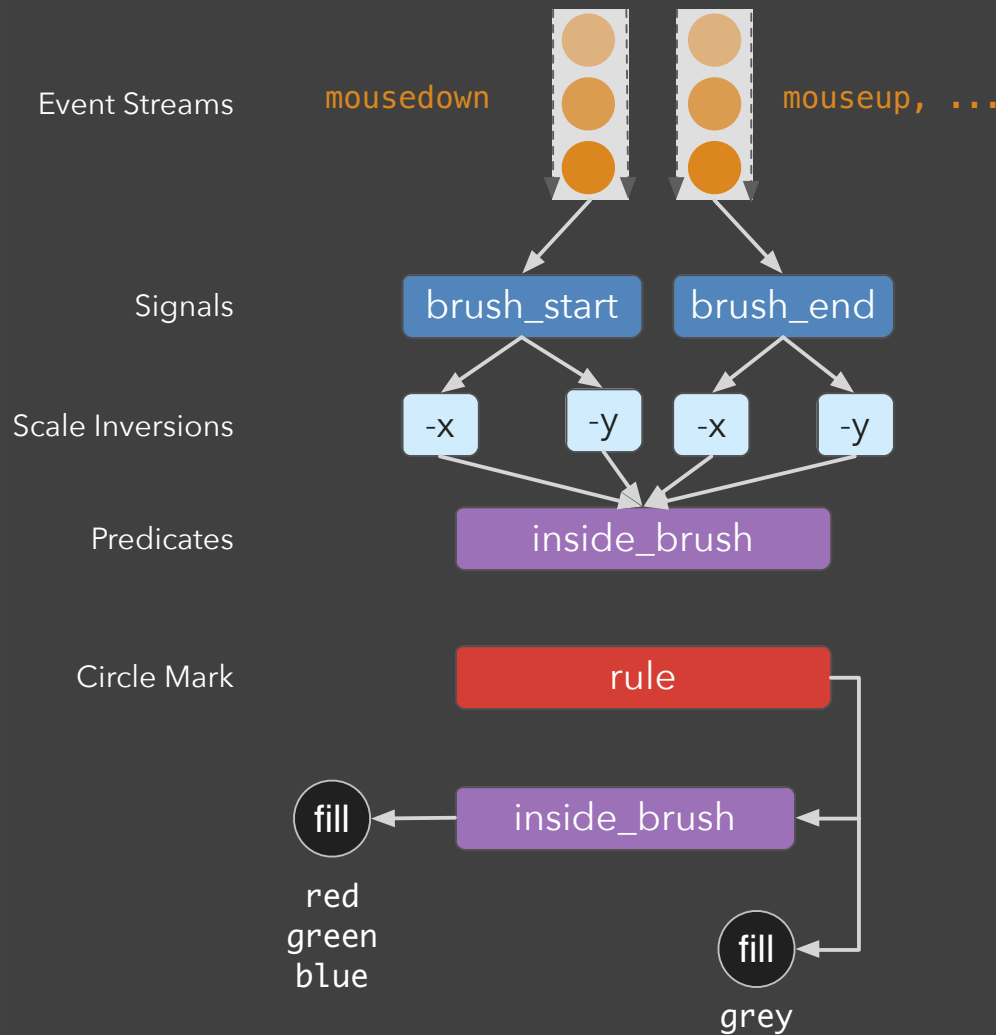
**SVG**

**Canvas**



## Reactive Vega

Satyanarayan et al. [UIST'14]



Key Insight: **Treat user input as first-class streaming data**  
 Adapt methods from functional reactive programming

# Vega 2.0 ("Reactive Vega")

Single declarative model for specifying  
**visual encodings + interaction techniques**



# Vega 2.0 ("Reactive Vega")

Single declarative model for specifying  
**visual encodings + interaction techniques**

**JSON → Reactive Dataflow Graph**

Designed ground-up for **streaming data**

Performance matches or exceeds D3

# Vega 2.0 ("Reactive Vega")

Single declarative model for specifying  
**visual encodings + interaction techniques**

**JSON → Reactive Dataflow Graph**

Designed ground-up for **streaming data**

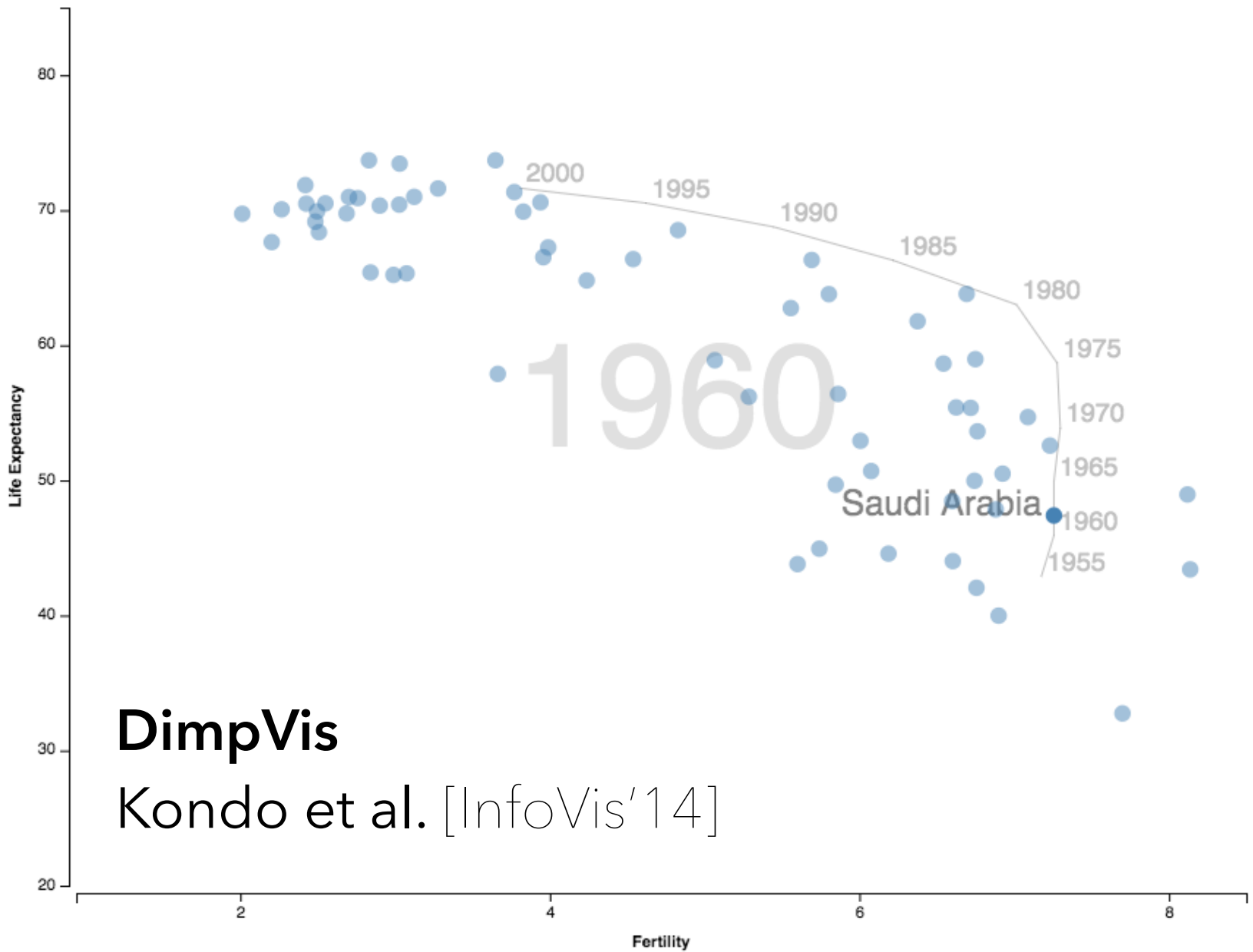
Performance matches or exceeds D3

**Portable**

Client (*browser*) or server-side (*node.js*)

Pick your renderer: *Canvas, SVG, ...*

Pick your input: *mouse, touch, ...*



**DimpVis**

Kondo et al. [InfoVis'14]

**Voyager**

**Polestar**

**Lyra**

**Vegalite**

**Vega**

**D3.js**

**JavaScript**

**SVG**

**Canvas**

# Open Challenges

## **Designing interactions interactively**

How to convey + depict interactions?

## **Enhancing the "gallery" experience**

Rapid assessment of multiple graphics

Embedding large views in small spaces?

## **Improving visualization recommenders**

Learning from users, domain adaptation

# Open Challenges

## **Designing interactions interactively**

How to convey + depict interactions?

## **Enhancing the "gallery" experience**

Rapid assessment of multiple graphics

Embedding large views in small spaces?

## **Improving visualization recommenders**

Learning from users, domain adaptation

*Debugging, debugging, debugging...*