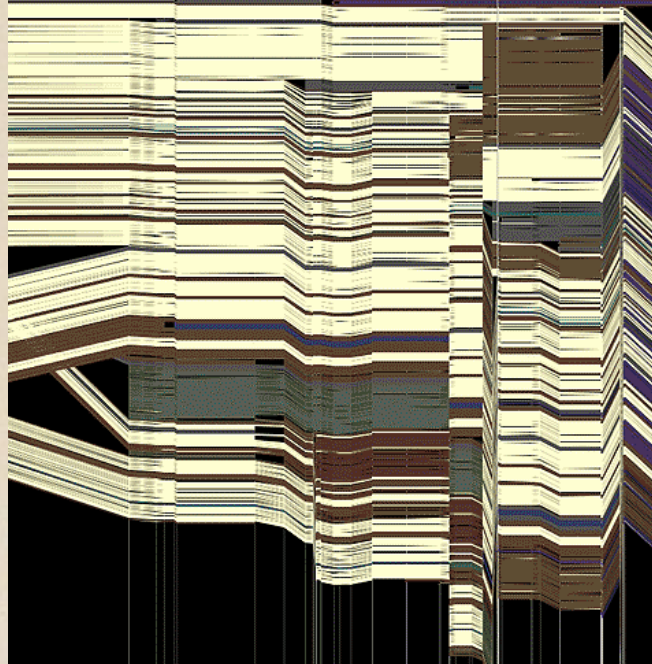
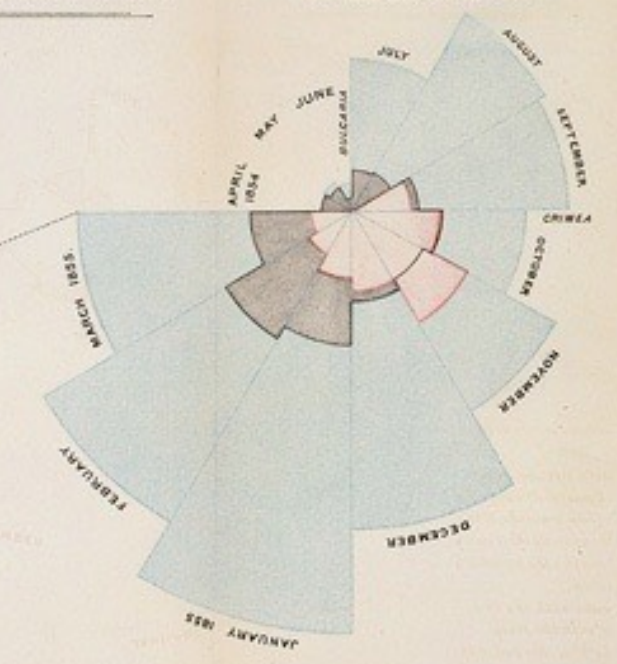


CSE 512 - Data Visualization

Visualization Tools



Jeffrey Heer University of Washington

How do people create visualizations?

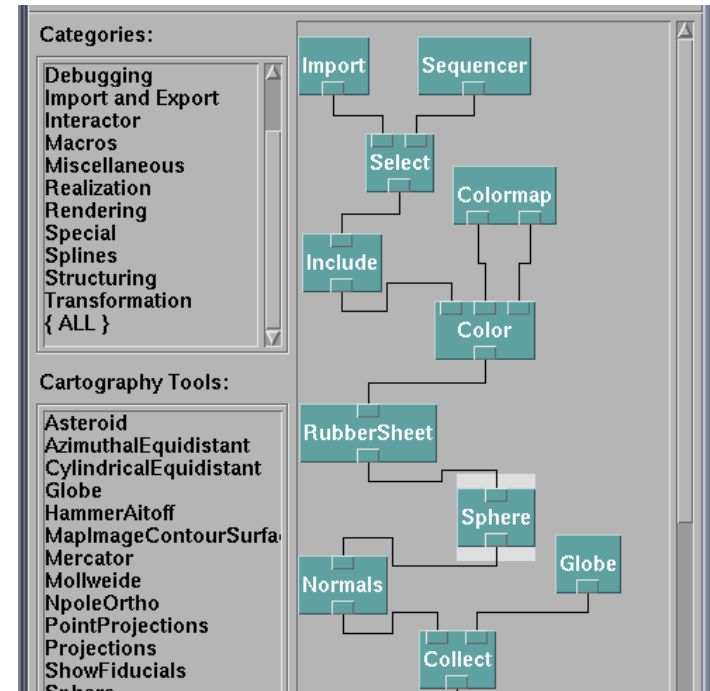


Chart Typology

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



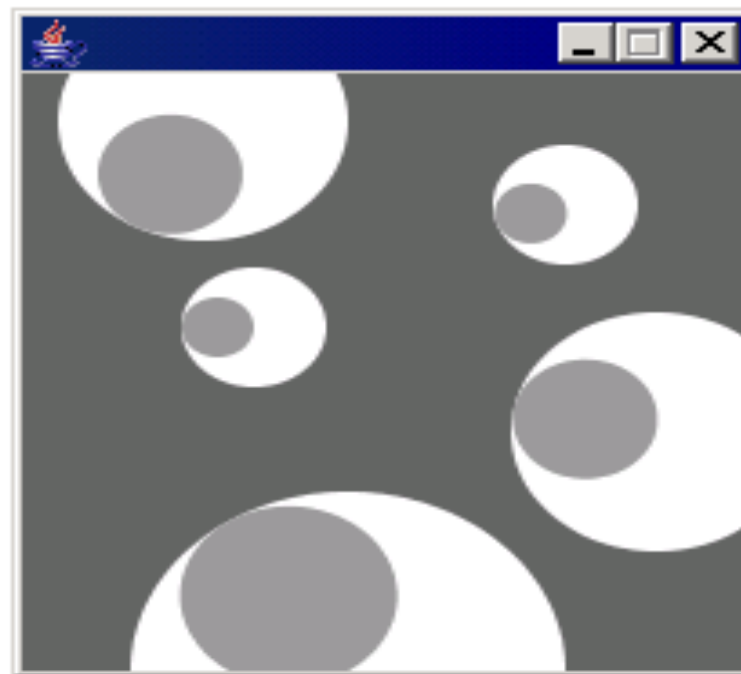
Graphics APIs

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

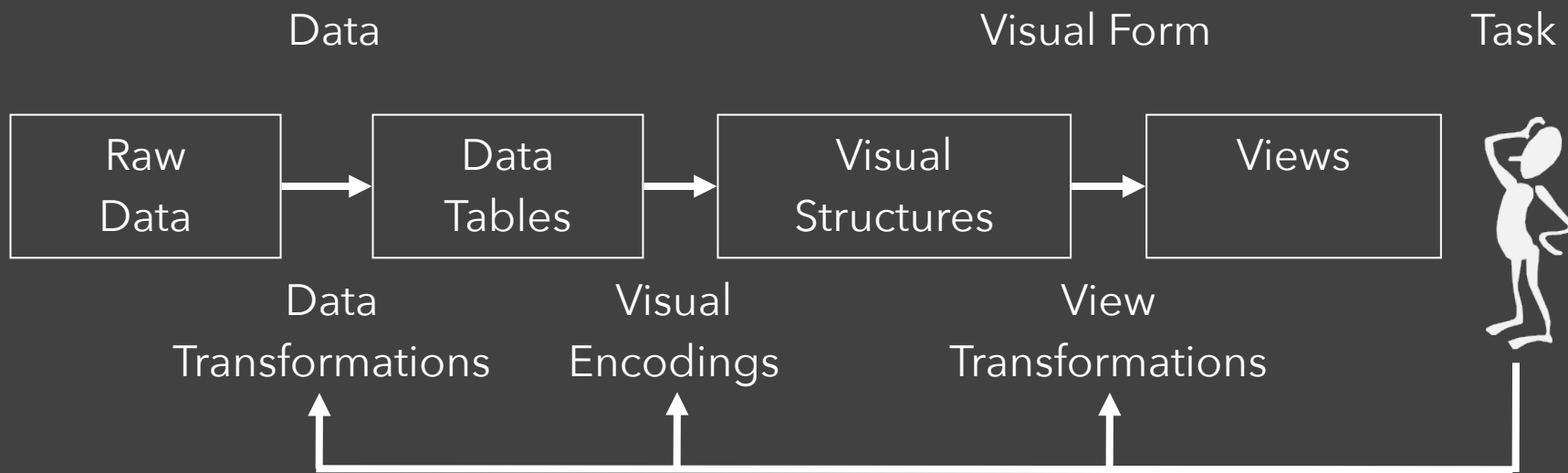
Canvas, OpenGL, Processing

Component Architectures

Prefuse, Flare, Improvise, VTK

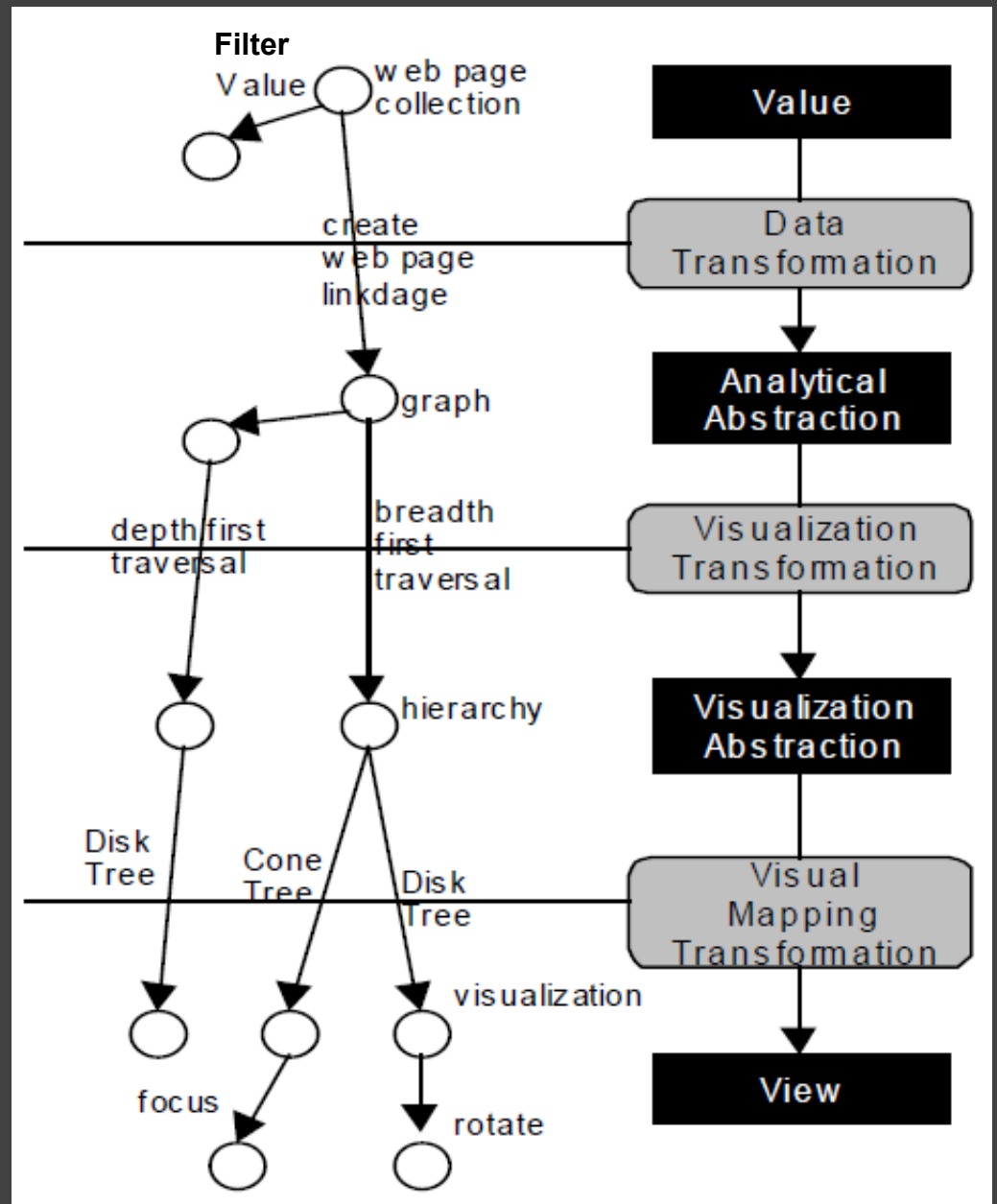
Graphics APIs

Canvas, OpenGL, Processing



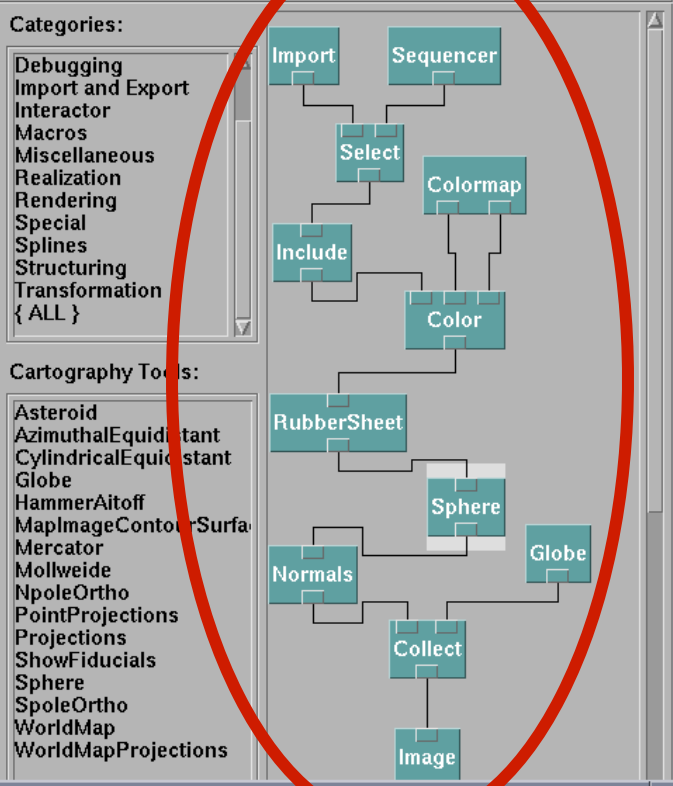
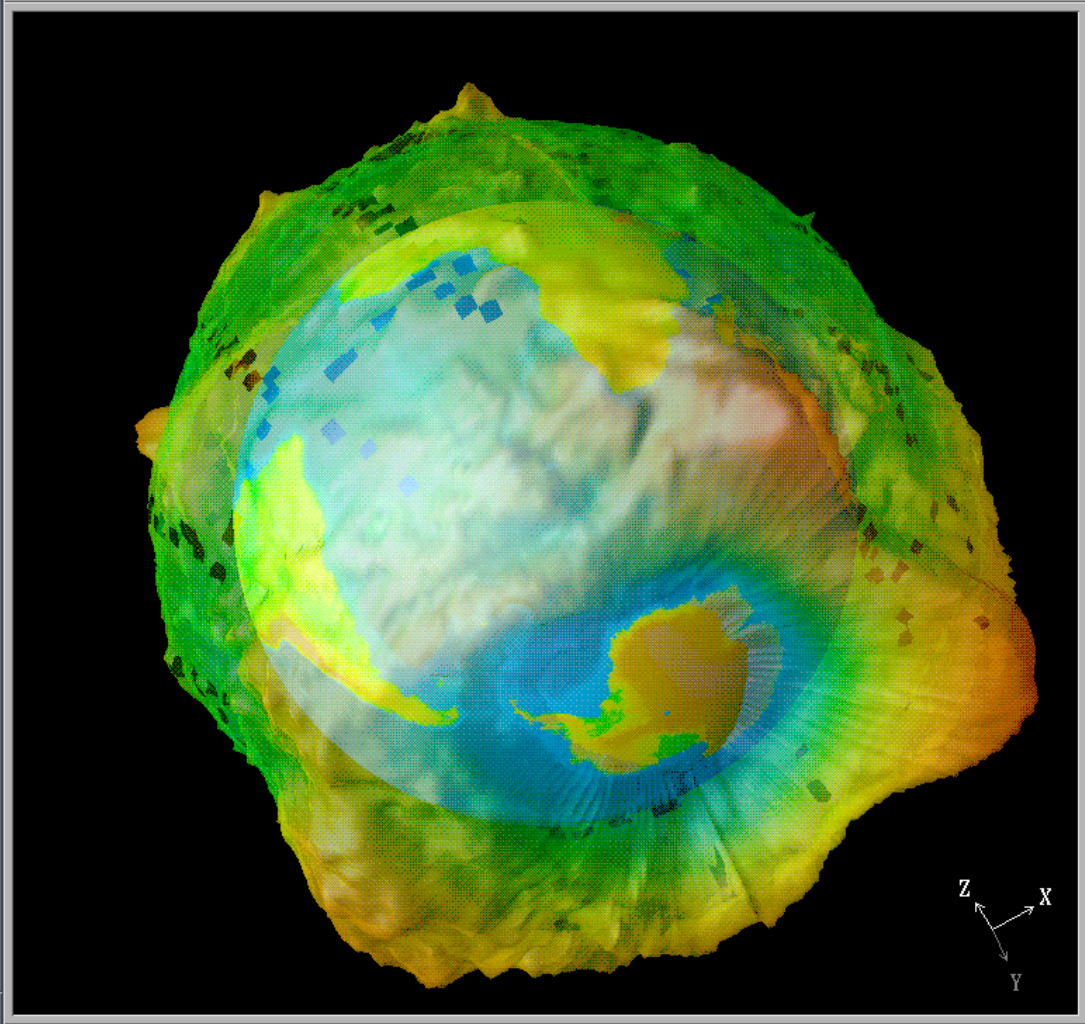
Data State Model

[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

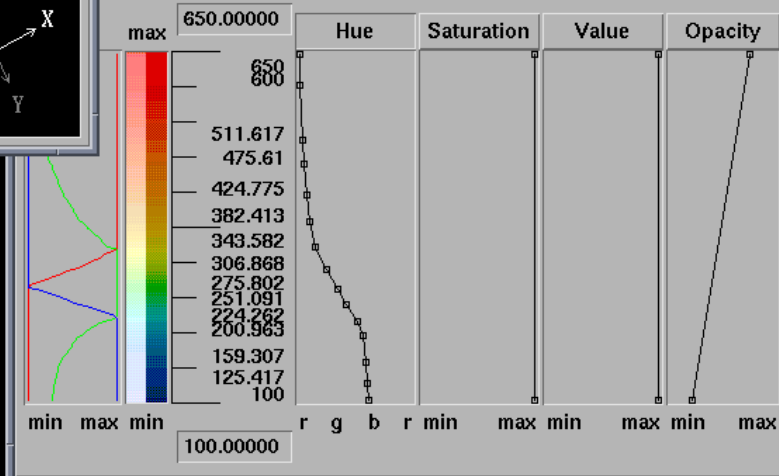
View Angle: 30.000

Close Reset Ctrl+F

Sequence Control

⏮ ⏪ ⏩ ⏭

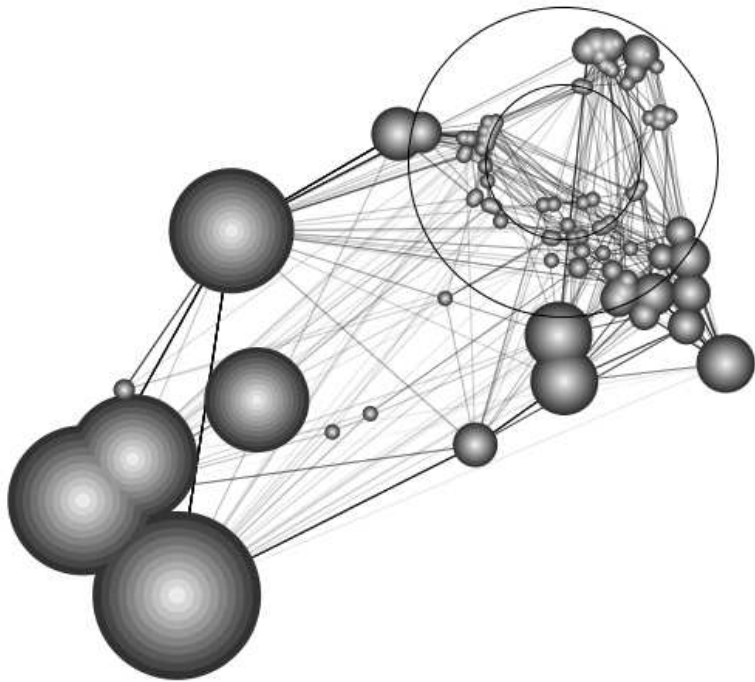
⏮ ⏪ ⏩ ⏭



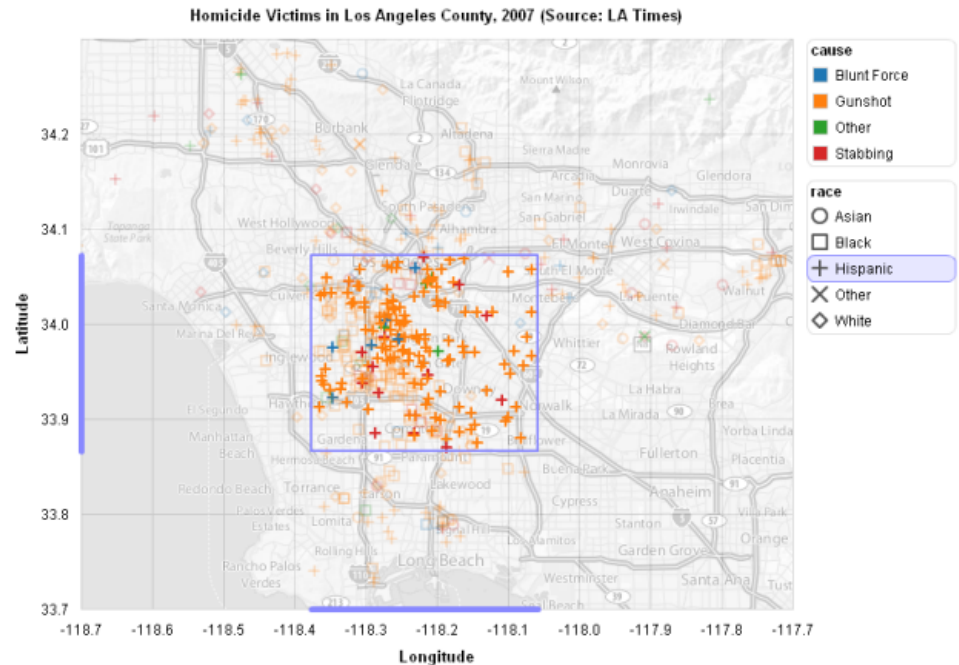
Prefuse & Flare

Operator-based toolkits for visualization design

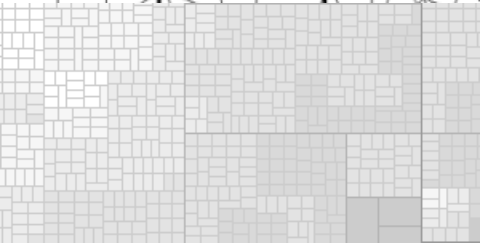
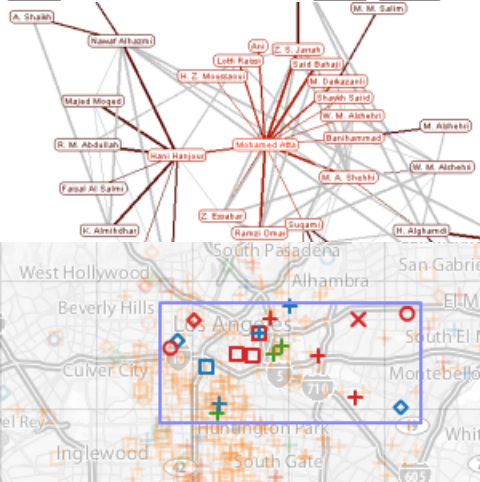
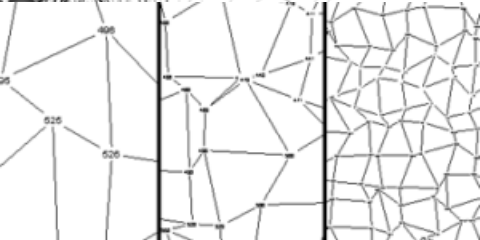
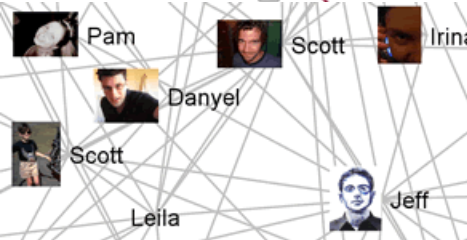
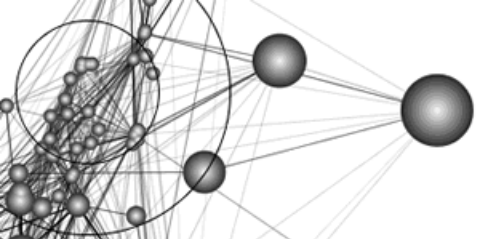
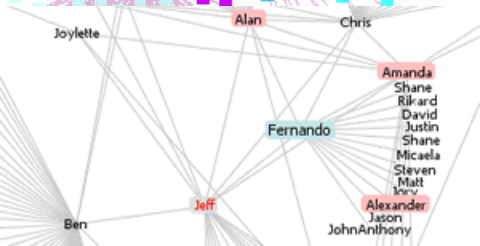
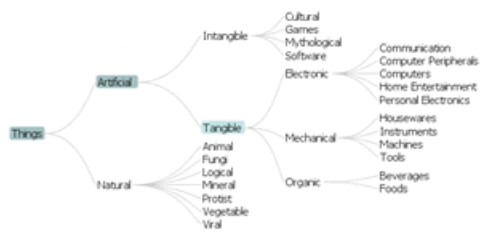
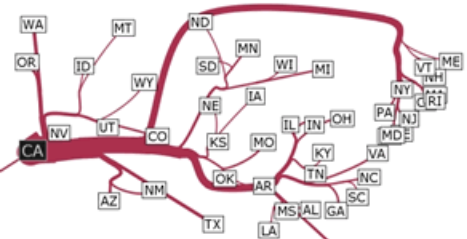
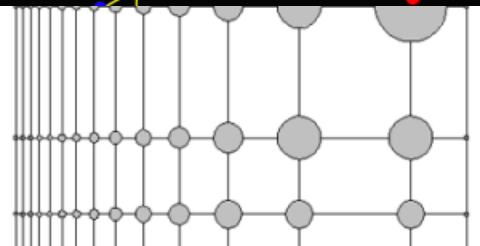
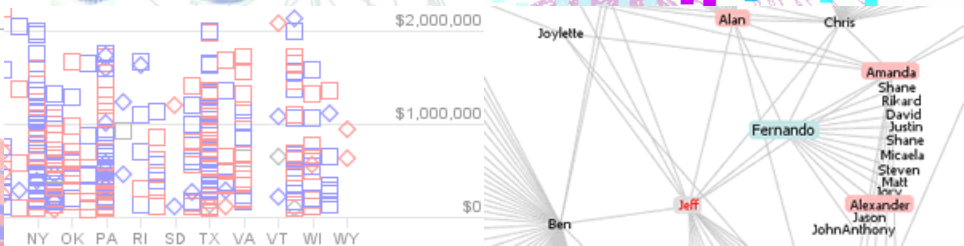
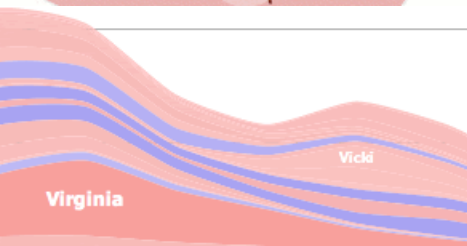
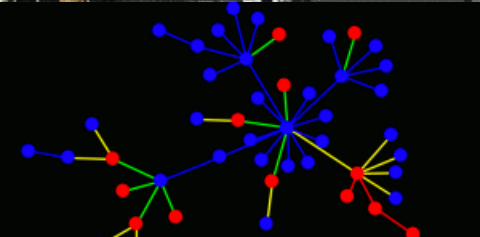
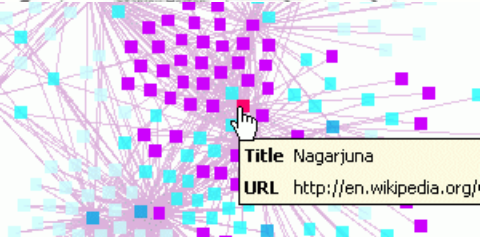
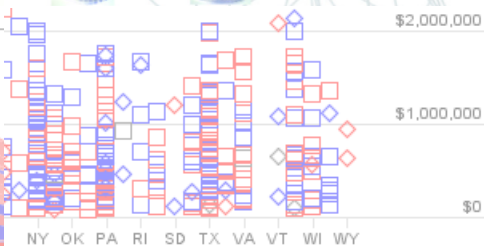
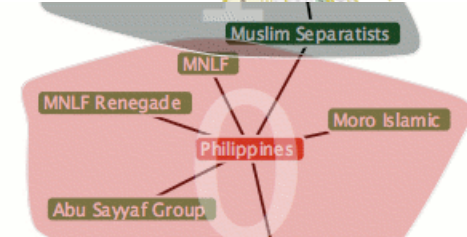
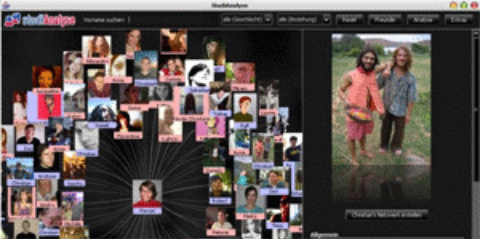
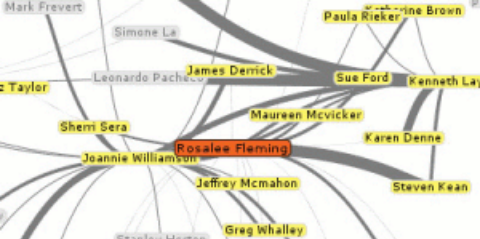
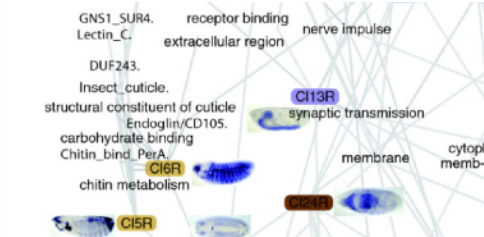
Vis = (Input Data -> Visual Objects) + Operators

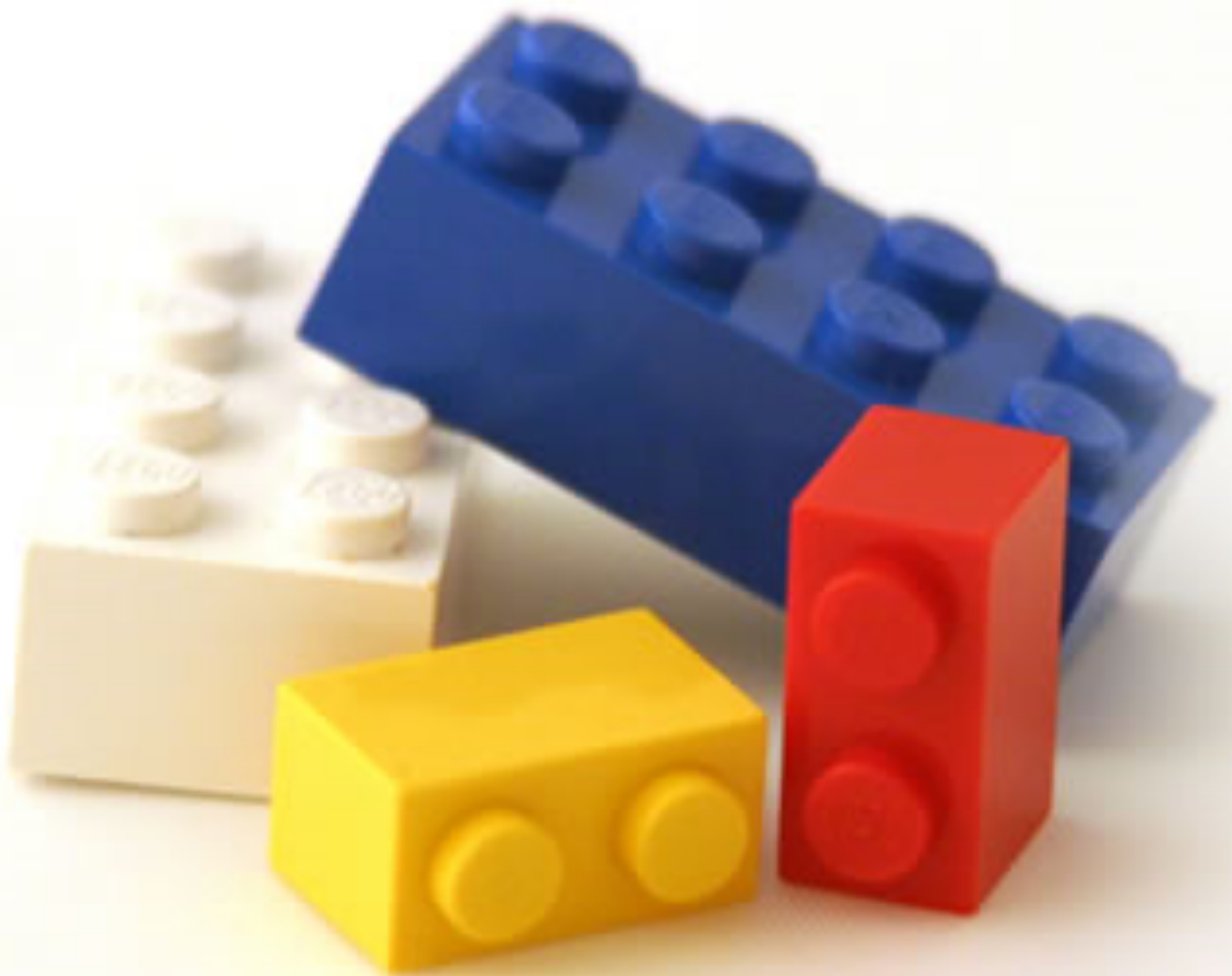


Prefuse (<http://prefuse.org>)



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](#)

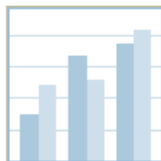


Word Tree

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

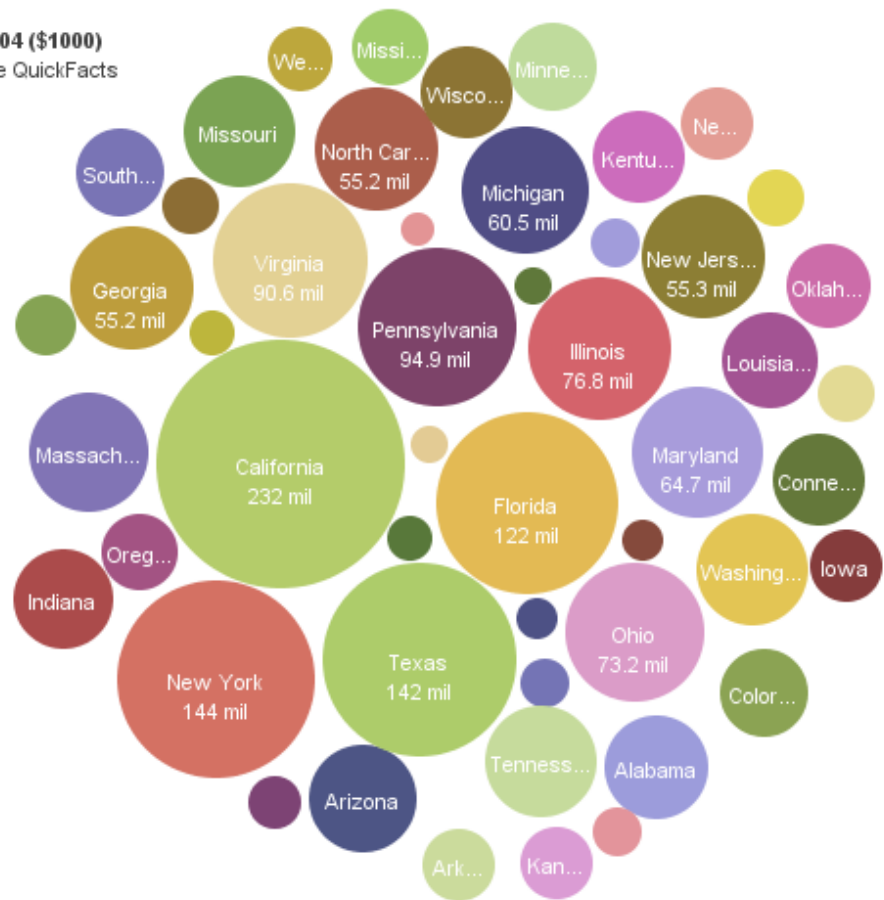
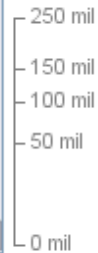
Tags: census people

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

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Excel, Many Eyes, Google Charts

Visual Analysis Grammars

VizQL, ggplot2, Vega-Lite

Component Architectures

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Graphics APIs

Canvas, OpenGL, Processing



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:

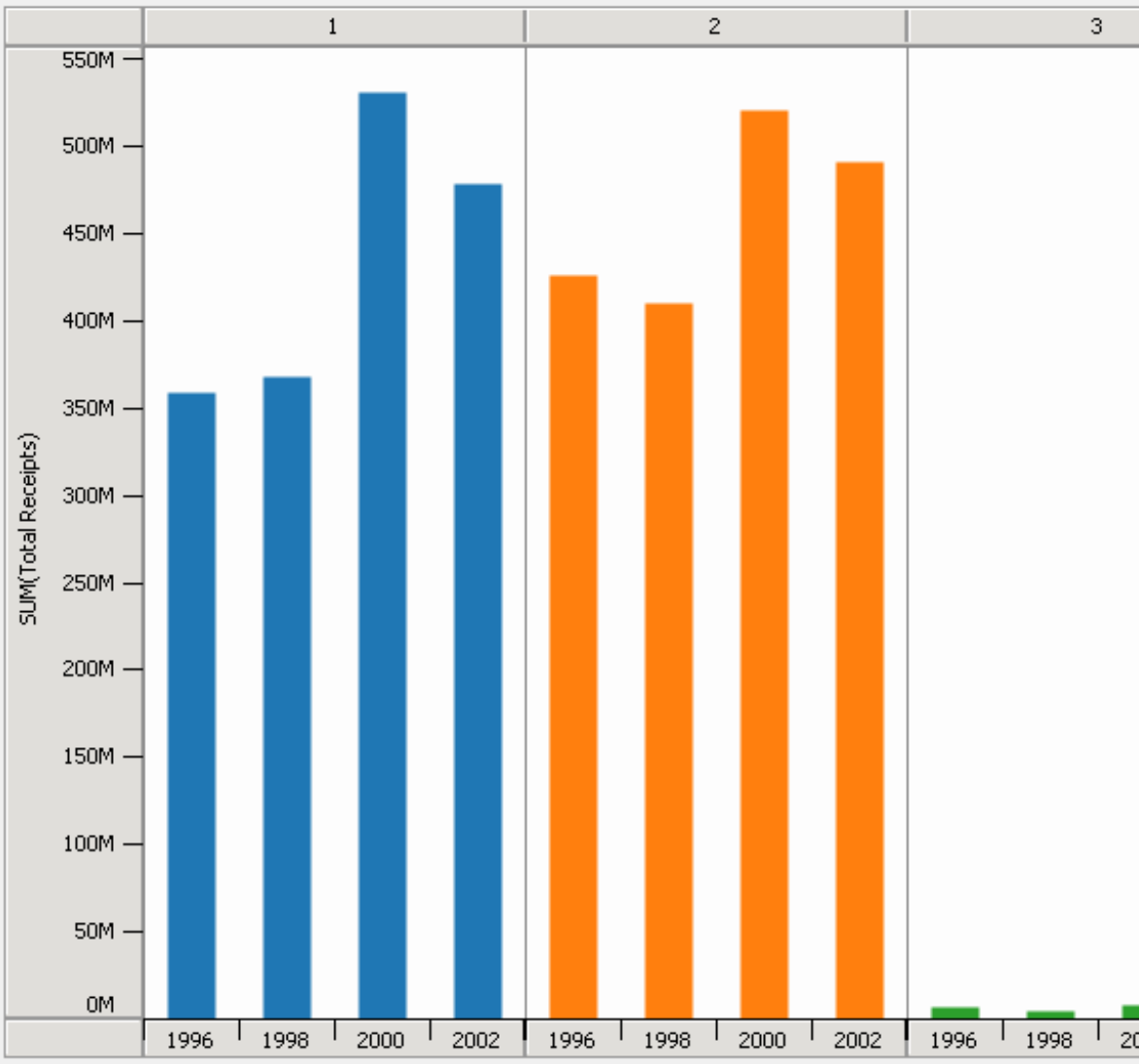
Color: Party

Size:

Legend:

- 1
- 2
- 3

Size:



Statistics and Computing

Leland Wilkinson

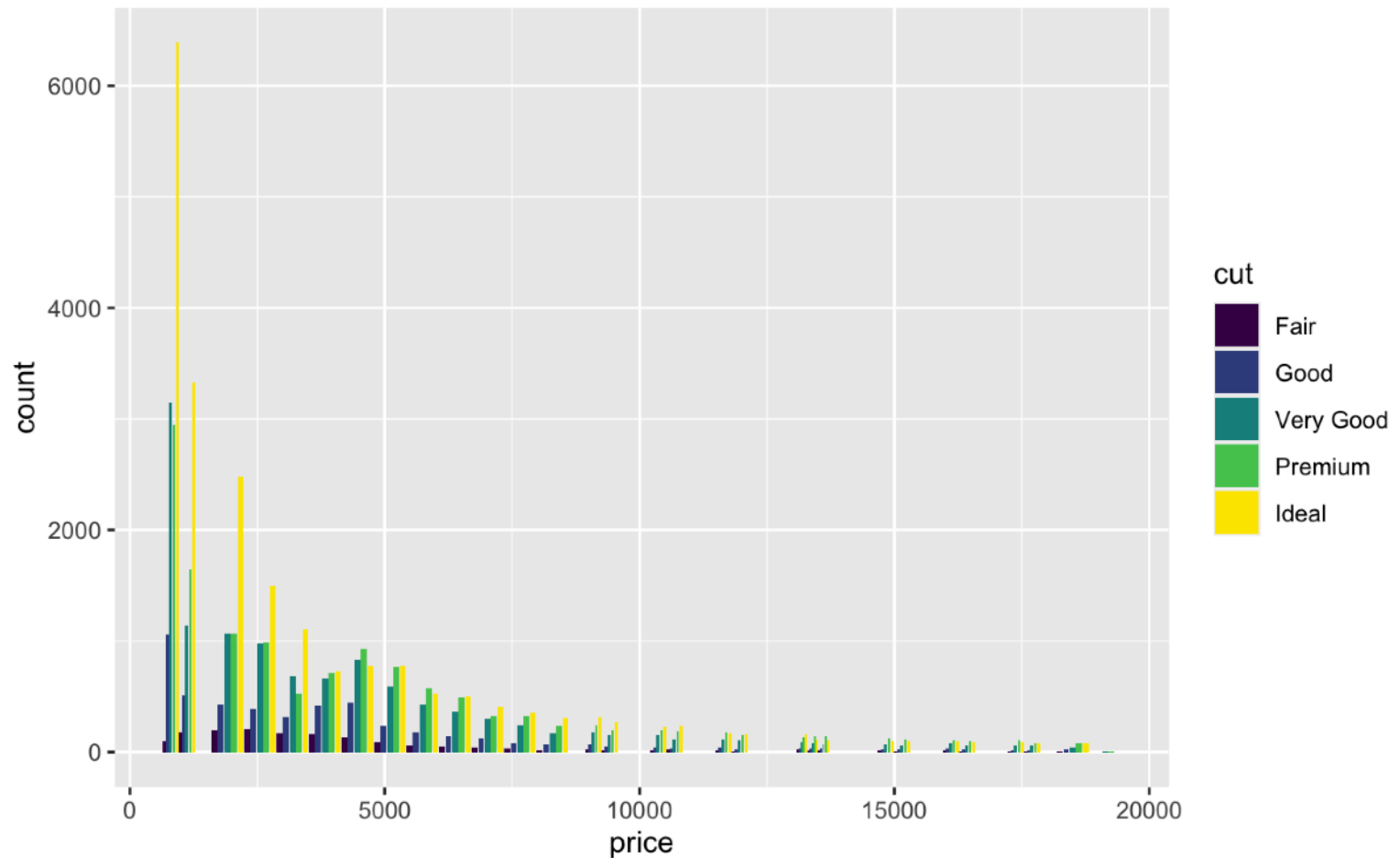
**The Grammar
of Graphics**

Second Edition

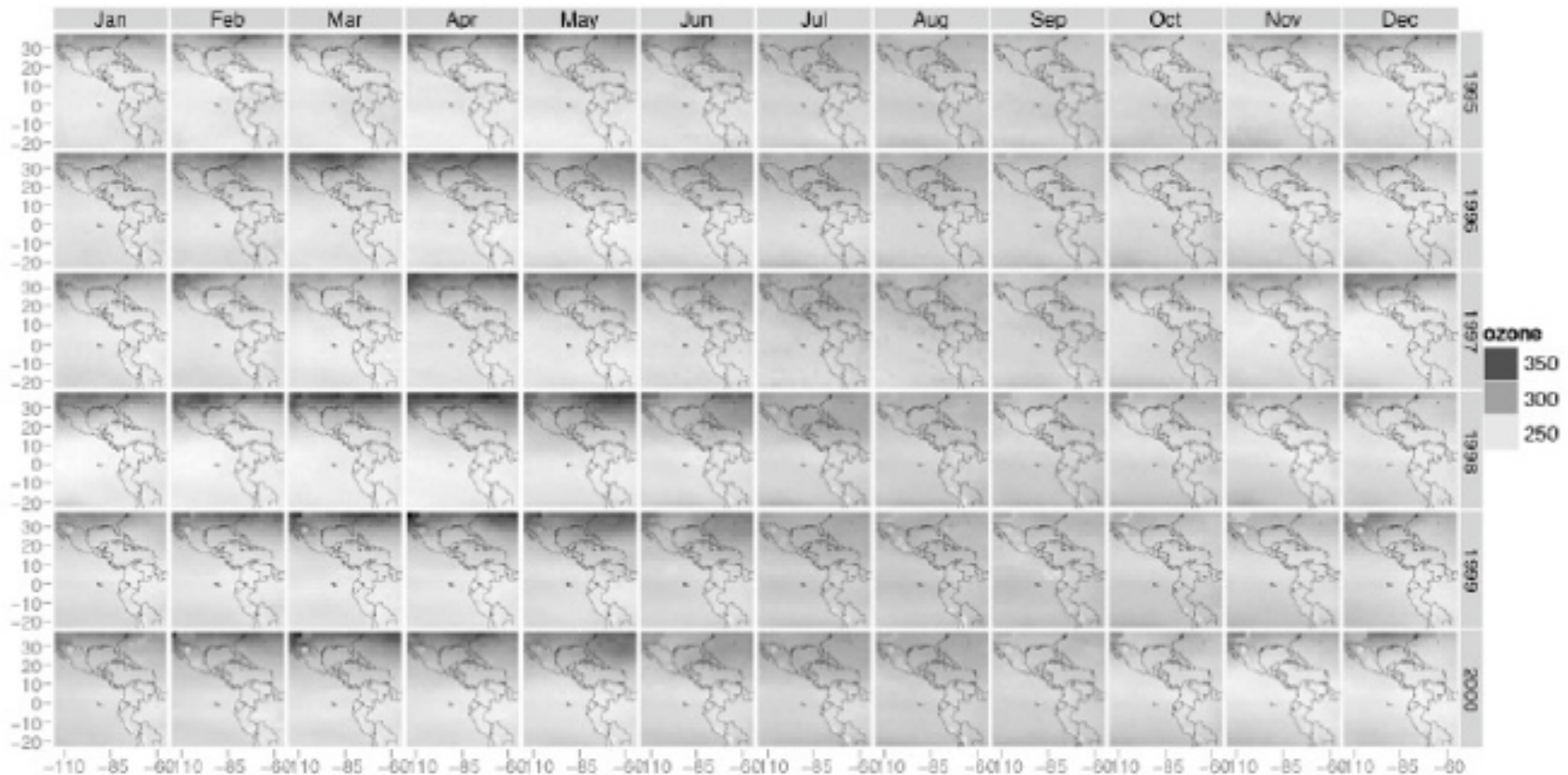
 Springer

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

ggplot2



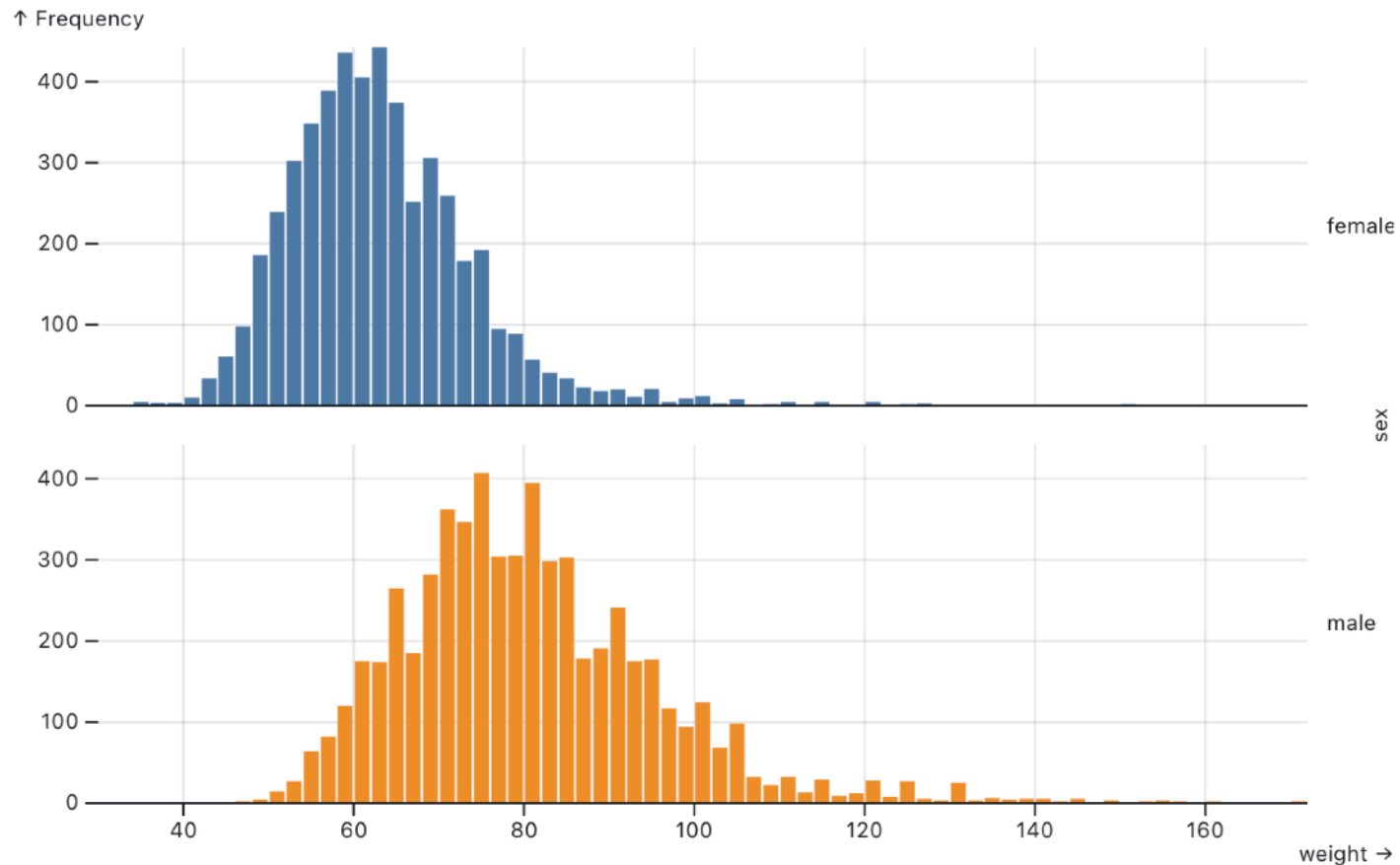
```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```



```

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



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?

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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

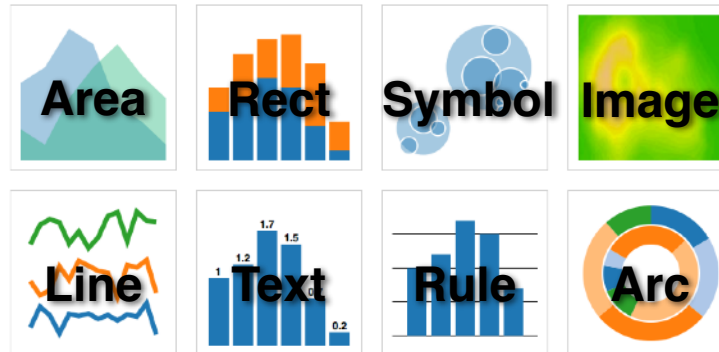
Data	Input data to visualize
Transforms	Group, aggregate, stats, layout
Scales	Map data values to visual values

Visualization Building Blocks

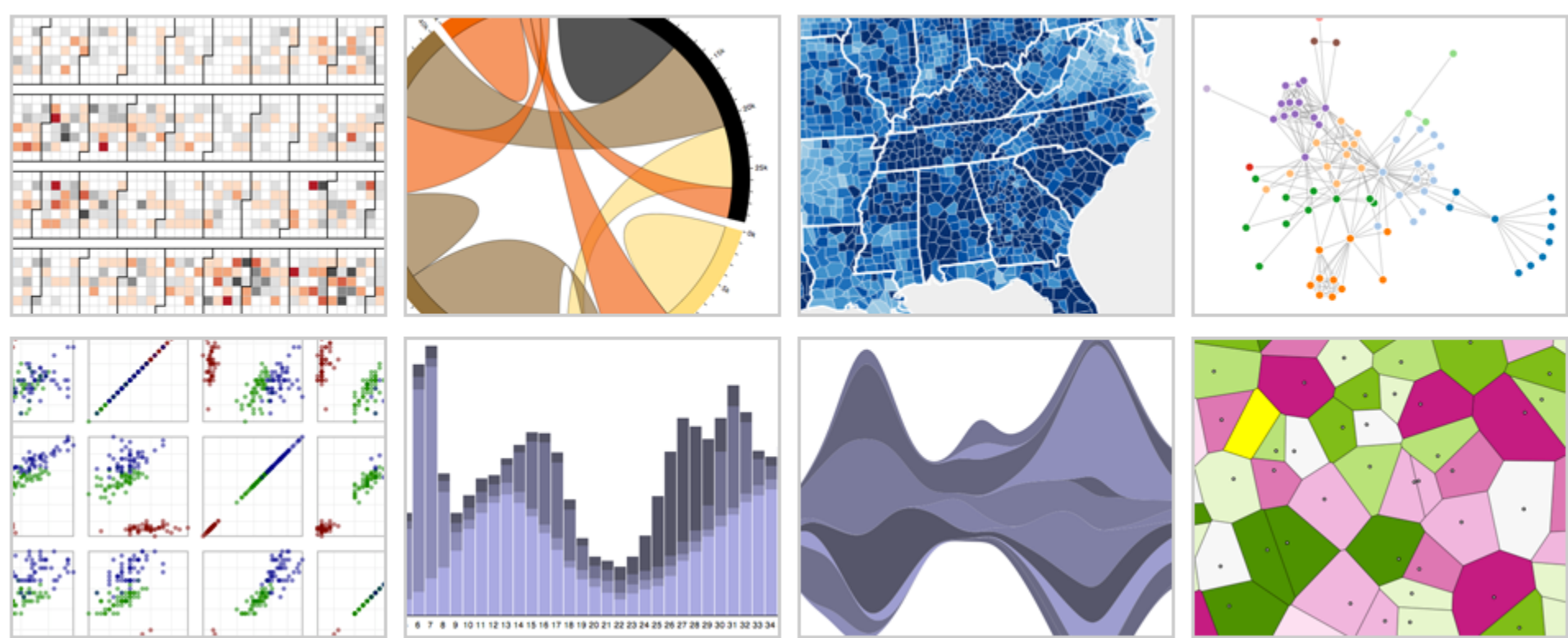
Data	Input data to visualize
Transforms	Group, aggregate, stats, layout
Scales	Map data values to visual values
Guides	Axes & legends visualize scales

Visualization Building Blocks

Data	Input data to visualize
Transforms	Group, aggregate, stats, layout
Scales	Map data values to visual values
Guides	Axes & legends visualize scales
Marks	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.”

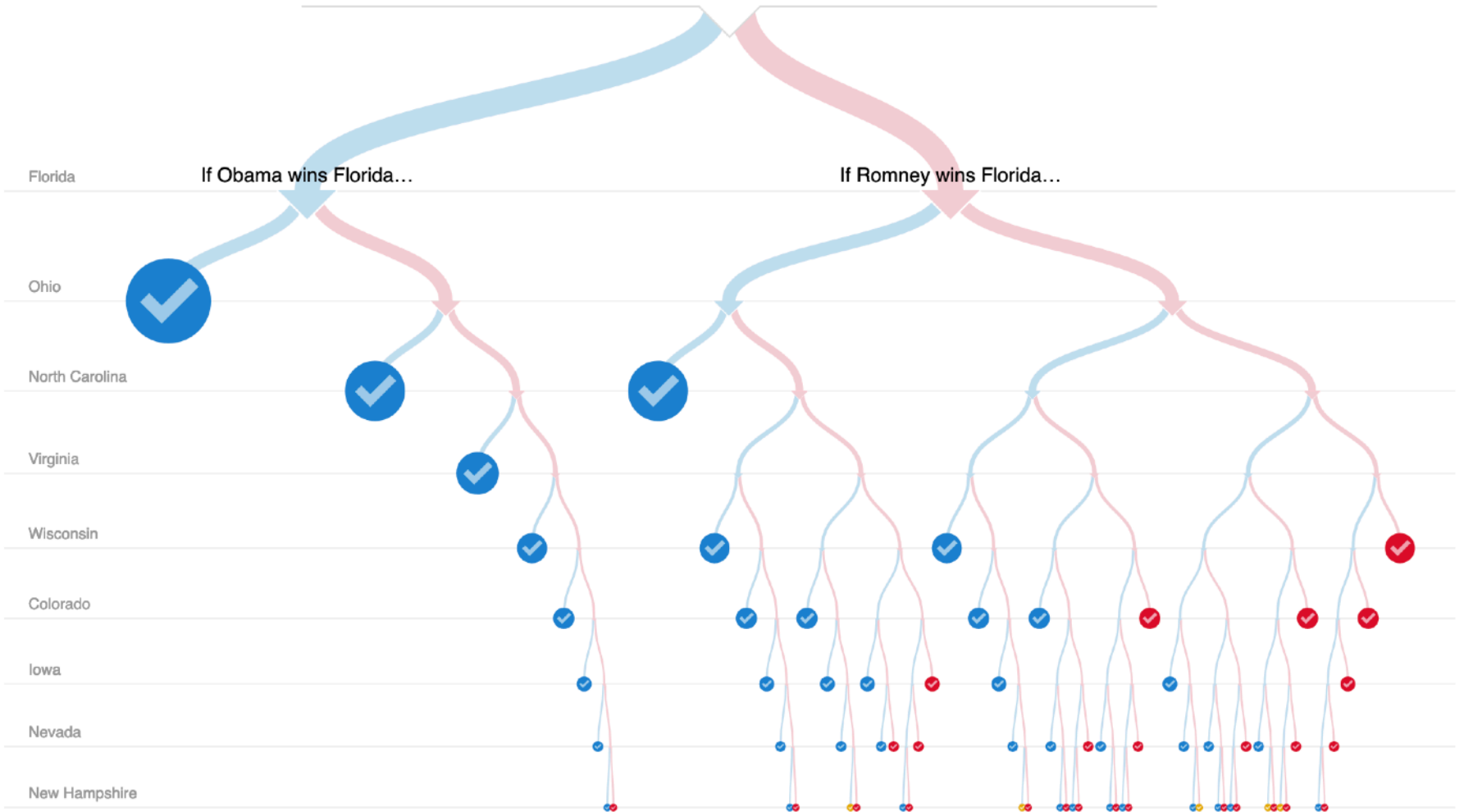
Amanda Cox, Former Graphics Editor, NY Times

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.

Fla. Dem Rep	Ohio Dem Rep	N.C. Dem Rep	Va. Dem Rep	Wis. Dem Rep	Colo. Dem Rep	Iowa Dem Rep	Nev. Dem Rep	N.H. Dem Rep
------------------------	------------------------	------------------------	-----------------------	------------------------	-------------------------	------------------------	------------------------	------------------------

Obama has 431 ways to win **5 ties** **Romney has 76 ways to win**
84% of paths 0.98% of paths 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()
```

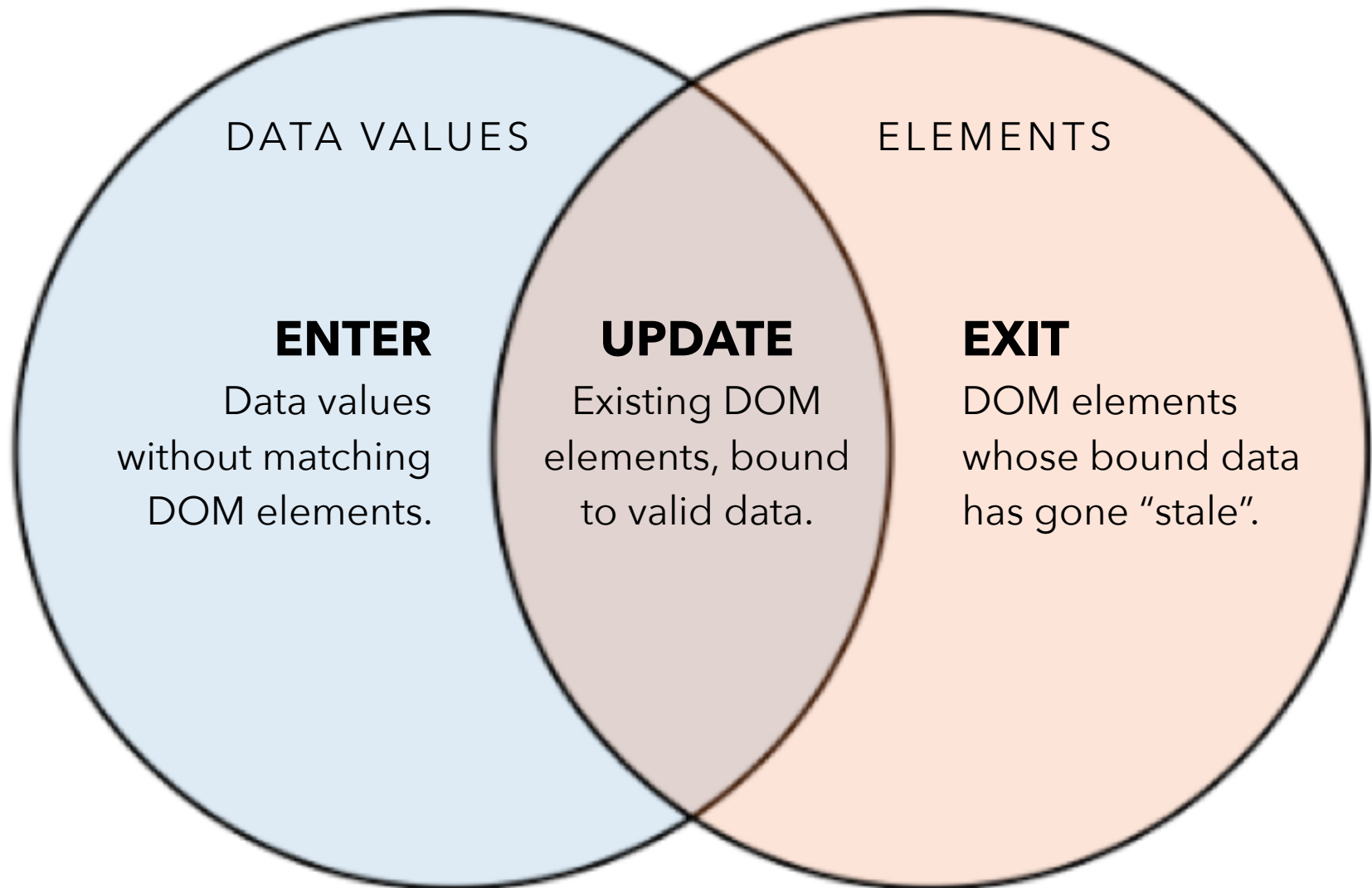
Data

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

DOM

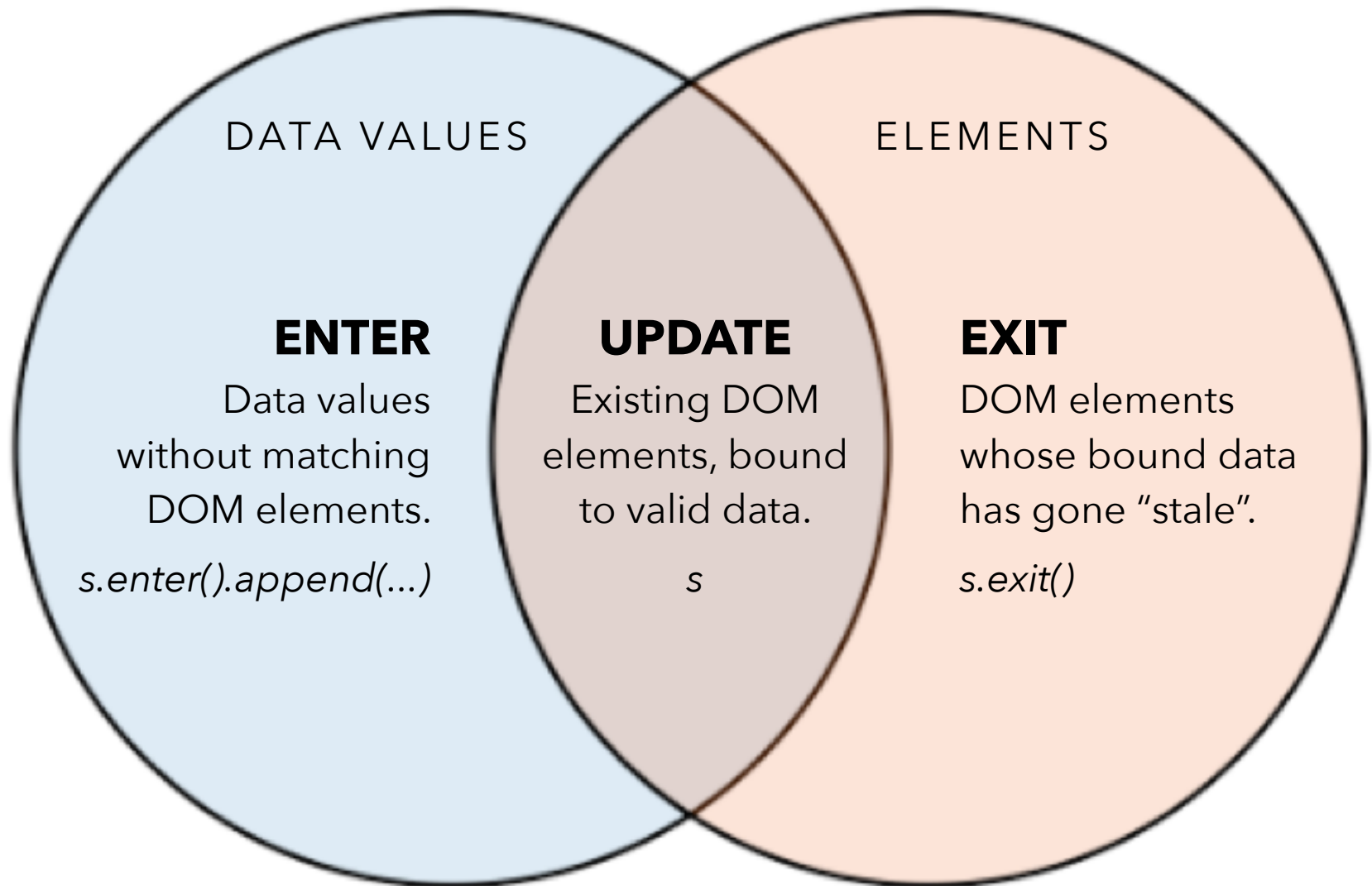
```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

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 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 4/23 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?

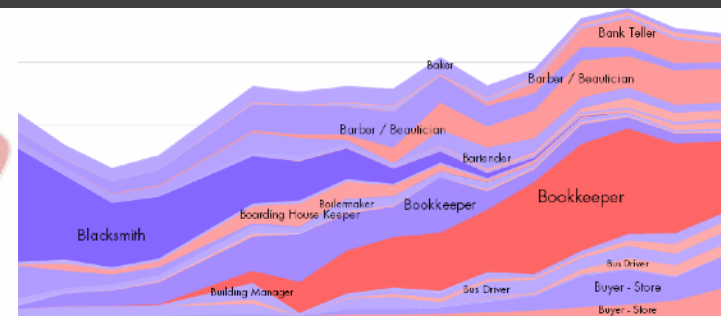
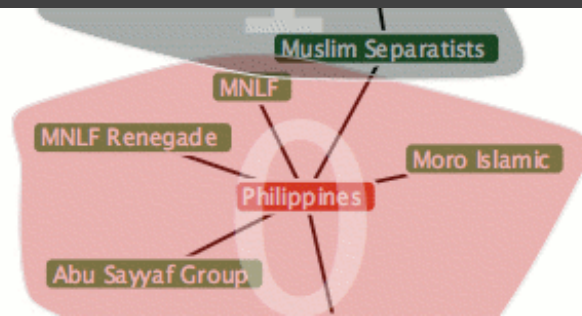
Suggest alternative design directions, or even wacky half-baked ideas. *Example: "What if we got rid of the slider and enabled direct manipulation navigation by dragging data points directly?"*

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, May 6.**

Work in project teams of 3-4 people.



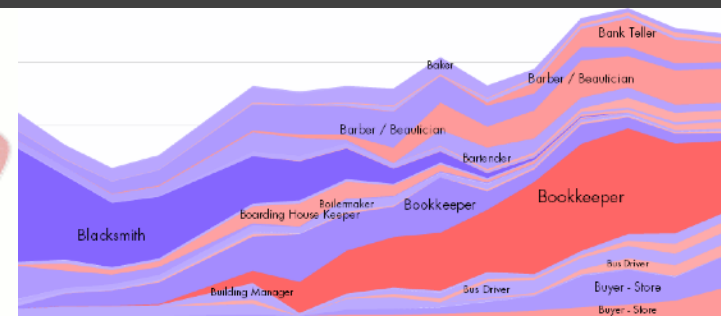
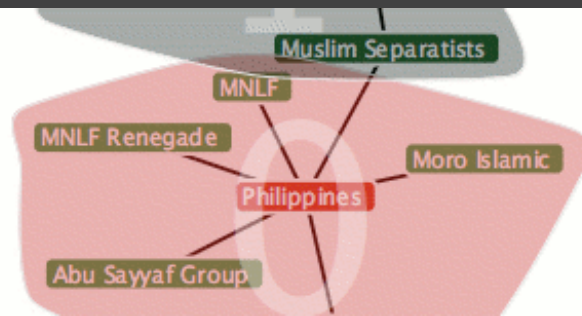
Form A3 + Final Project Team

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

Submit signup form by **Thu 4/25, 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.

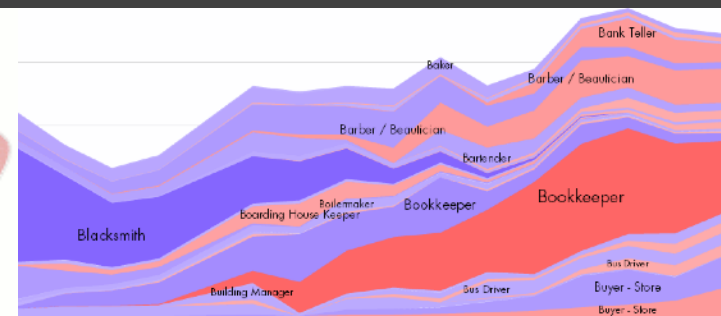
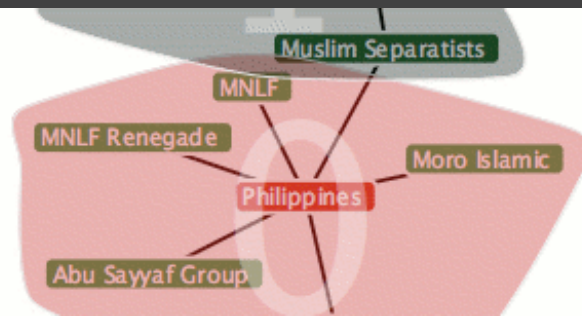


Requirements

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.

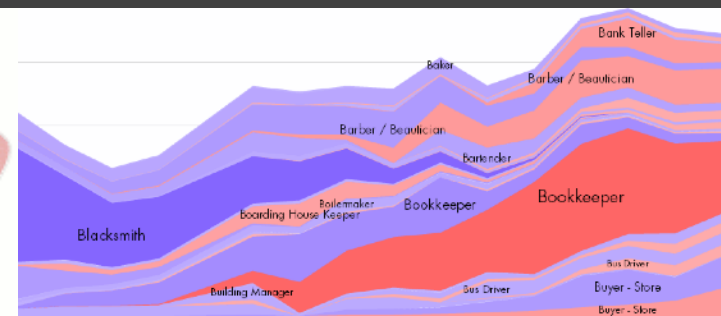
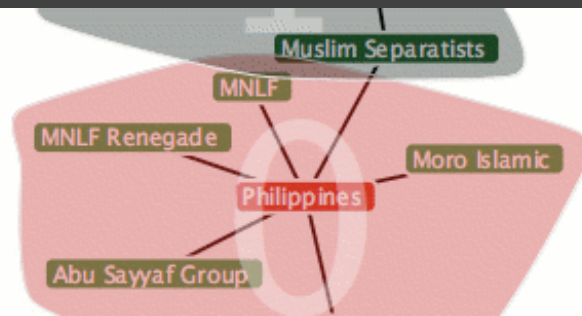


Interactive Prototype Tips

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 25

D3.js Deep Dive led by Madeleine and Luke

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

On Zoom, led by Josh

Gain skills publishing projects to the web:

- Publish sites using GitLab pages
- Export Altair visualizations to HTML
- Learn dashboard publishing tools

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

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Charting
Tools

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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)

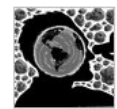


Joshua Kristal for The New York Times

Painting at 99, With No Compromises

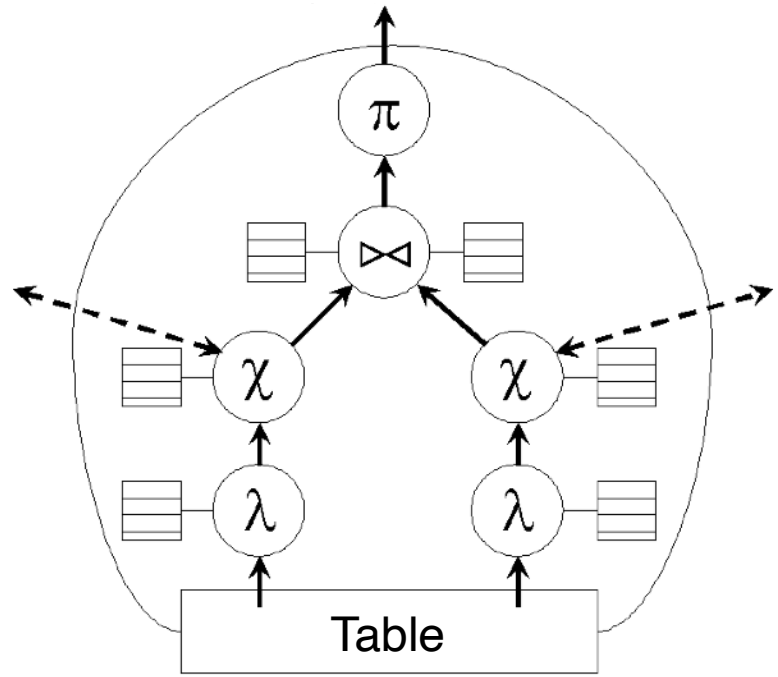
By ROBIN FINN
An exhibition celebrating Will Barnet's centennial year traces his evolution as a modern American artist.

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



- Brooks: No Second Thoughts
- 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"></scrip
<div id="fb-root"></div>
<a name="top"></a>
<div id="shell">
<ul id="memberTools">...</ul>
<!-- ADXINFO classification="text_ad" campaign="nyt2010-circ
<div class="tabsContainer">...</div>
<!-- close .tabsContainer -->
<div id="page" class="tabContent active">...</div>
<!--close page -->
</div>
<!--close shell -->
<script type="text/javascript" language="JavaScript">...</script>
</script>
<span id="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

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Component Architectures

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Programming
Toolkits

Graphics APIs

Processing, OpenGL, Java2D

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Interactive Data Exploration

Tableau, *Lyra*, *Voyager*

Graphical
Interfaces

Visual Analysis Grammars

VizQL, ggplot2, *Vega-Lite*

Declarative
Languages

Visualization Grammars

D3.js, *Vega*

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Toolkits

Graphics APIs

Processing, OpenGL, Java2D

The Lyra Visualization Design Environment (VDE) ^{alpha}

Arvind Satyanarayan, Kanit "Ham" Wongsuphasawat, Jeffrey Heer

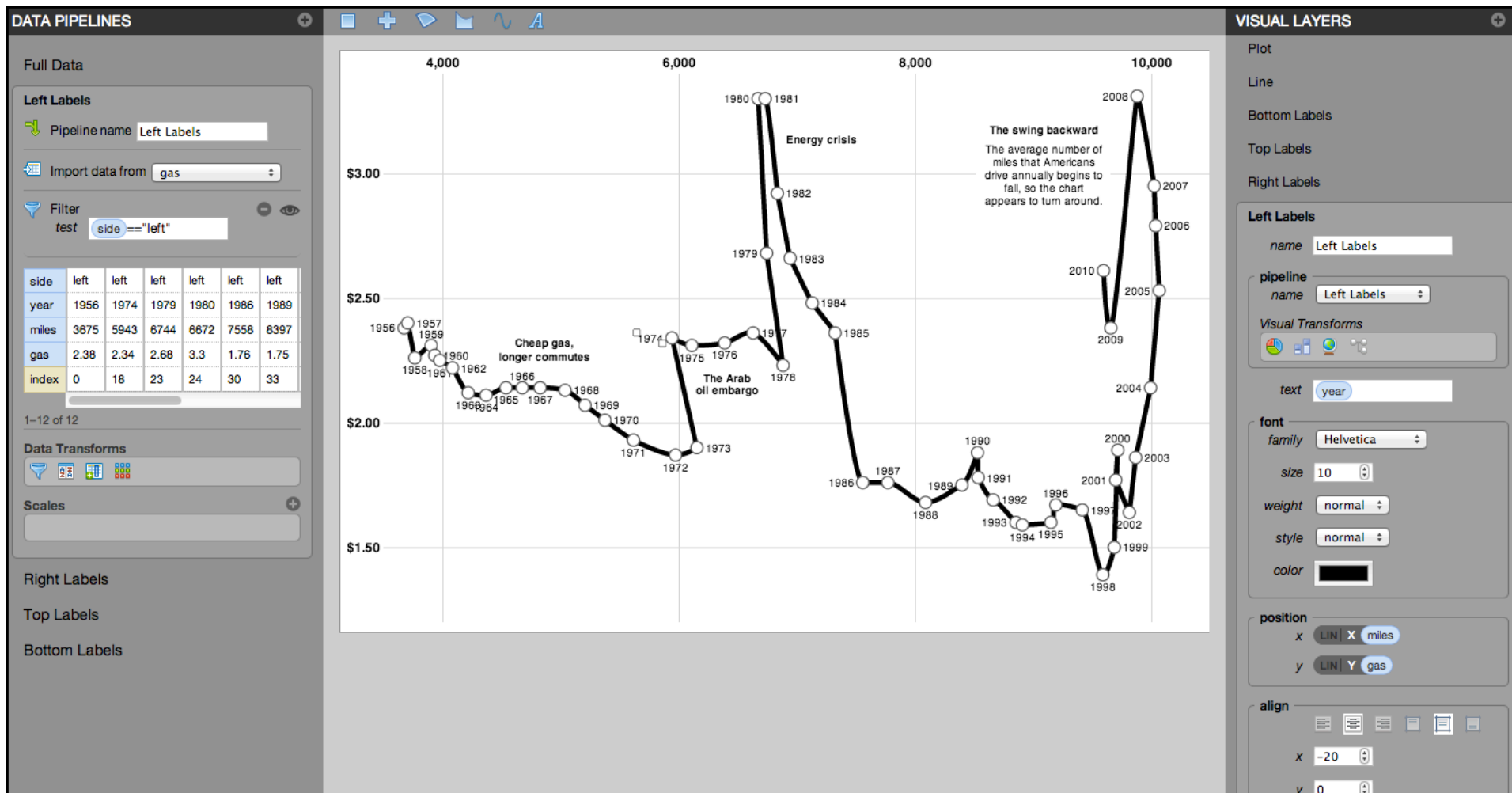


idl.cs.washington.edu/projects/lyra

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

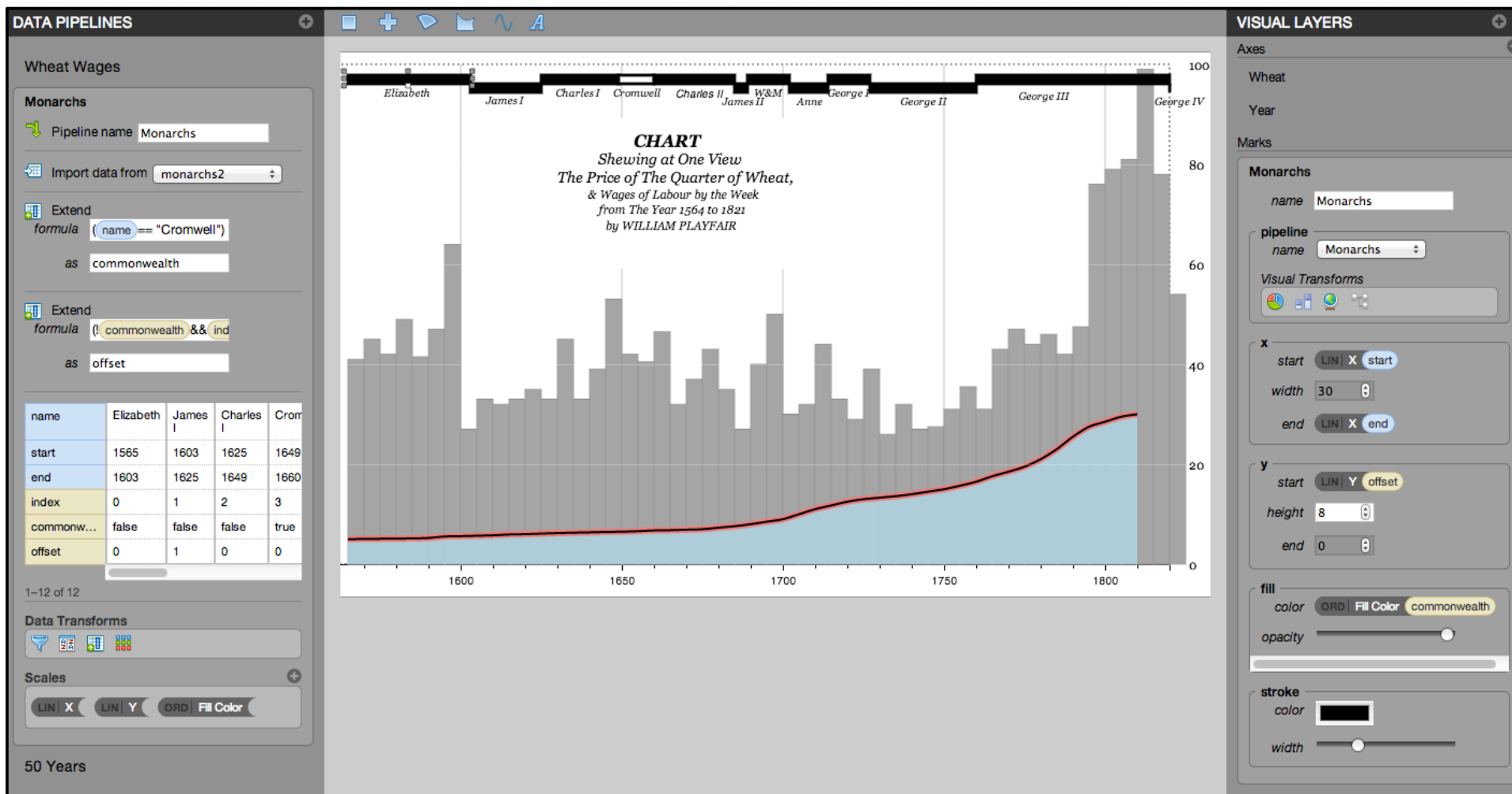
See also: Charticulator, Data Illustrator

Lyra A Visualization Design Environment



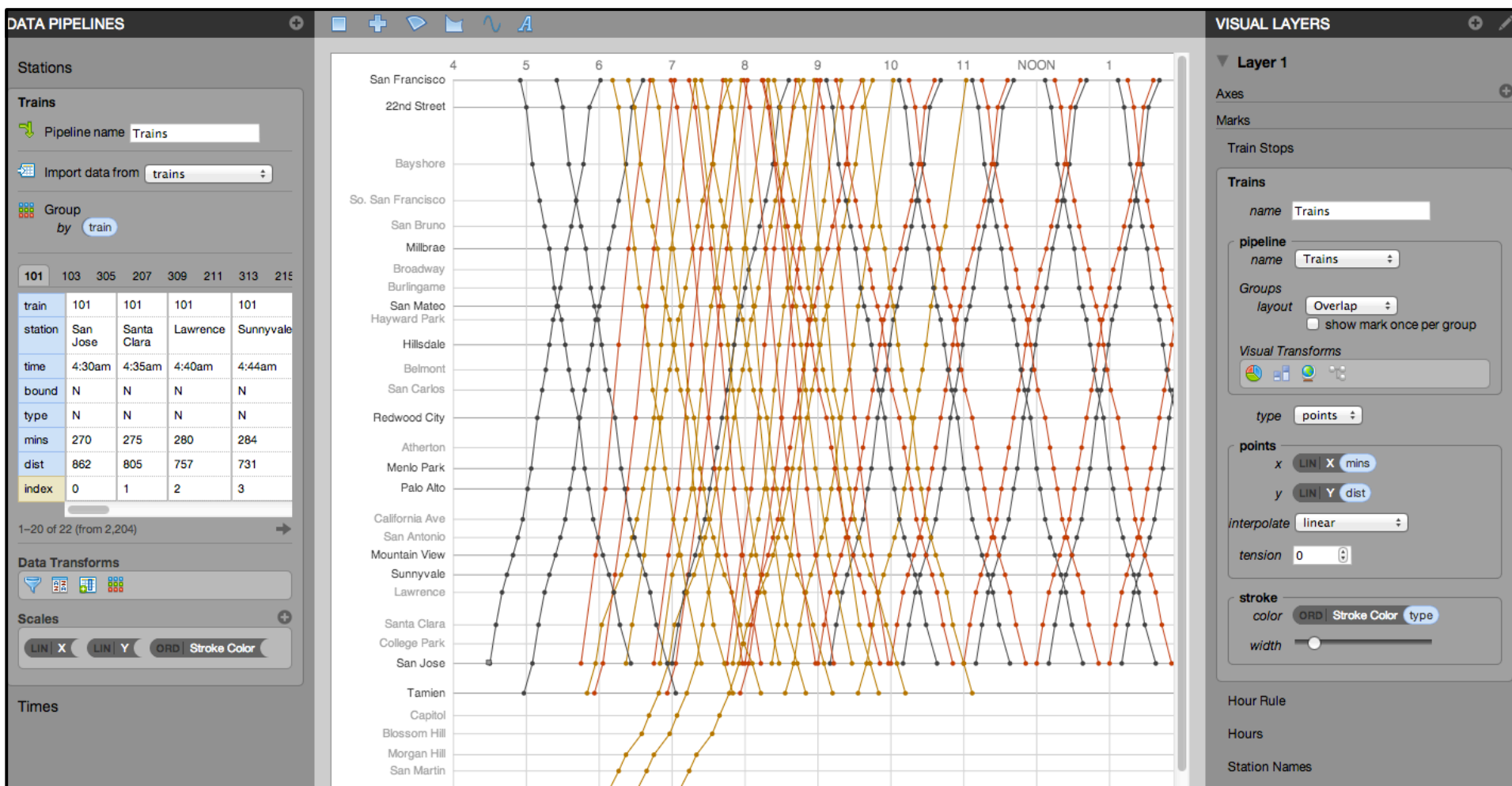
Driving Shifts into Reverse by Hannah Fairfield, NYTimes

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

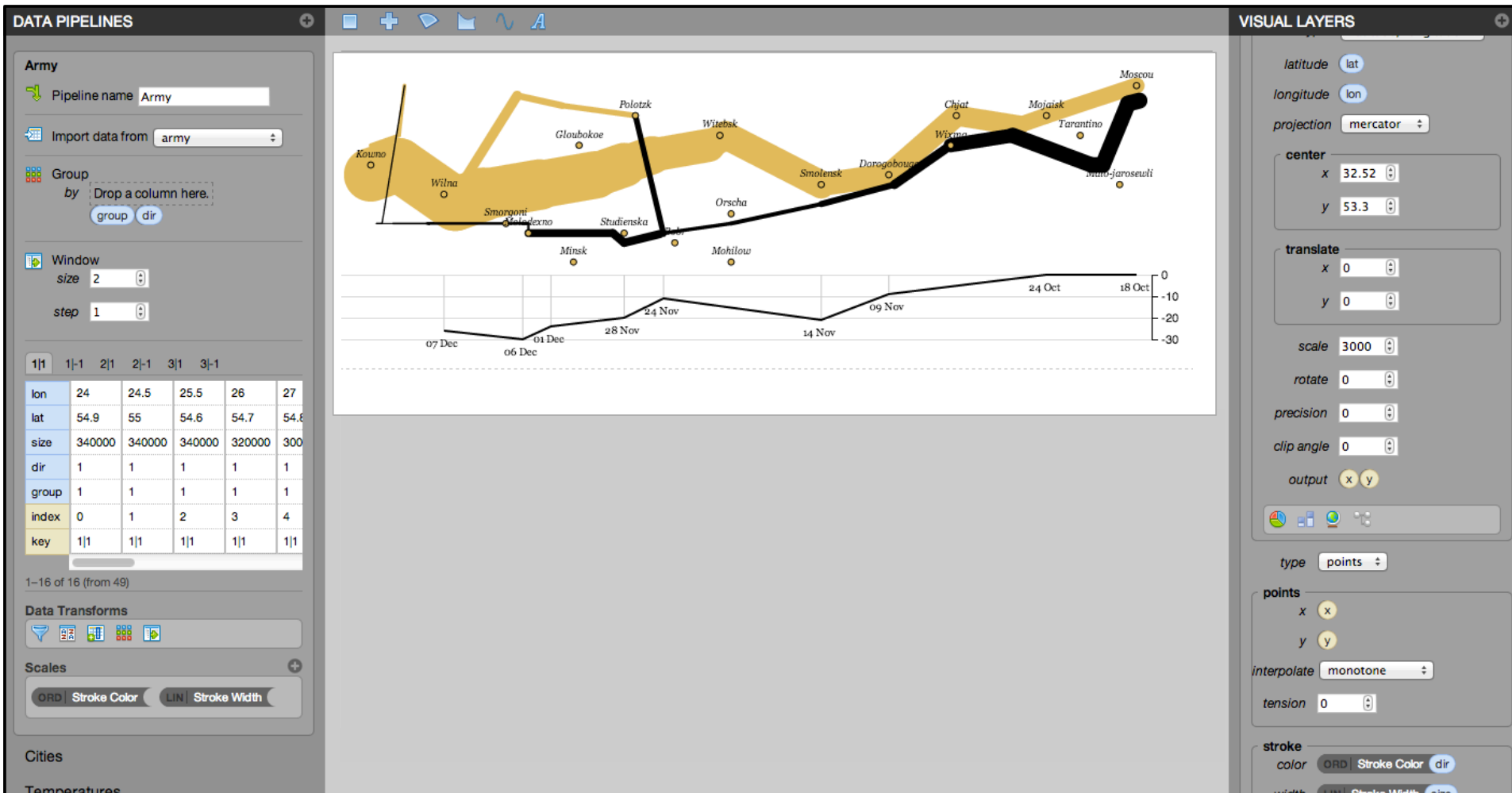
x x

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*

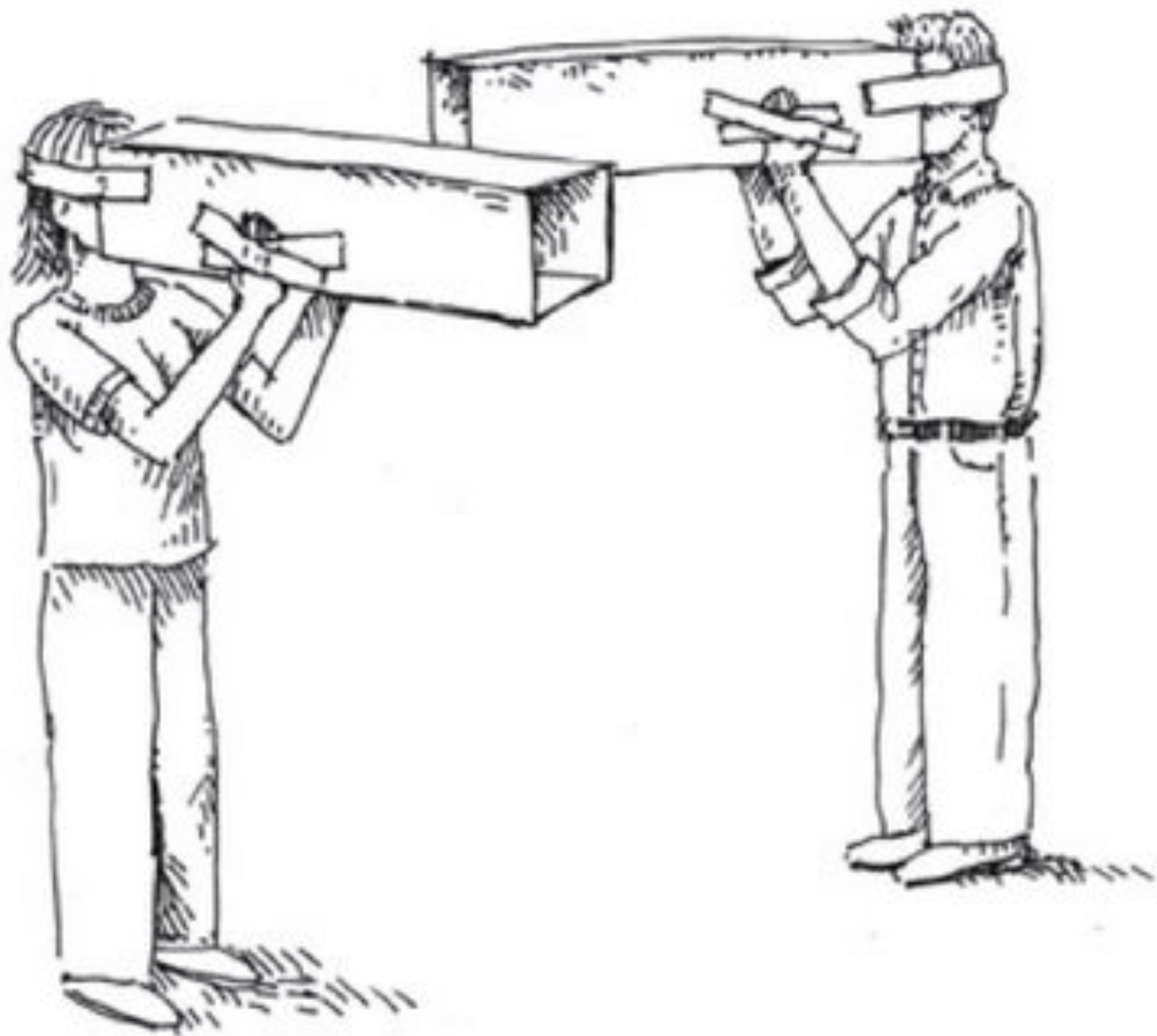
Common exploration pitfalls:

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

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)

Cylinders

- 3
- 4
- 5
- 6
- 8

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

MEAN(Miles_per_Gallon)

Origin

- Europe
- Japan
- USA

Debug · Report an Issue

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

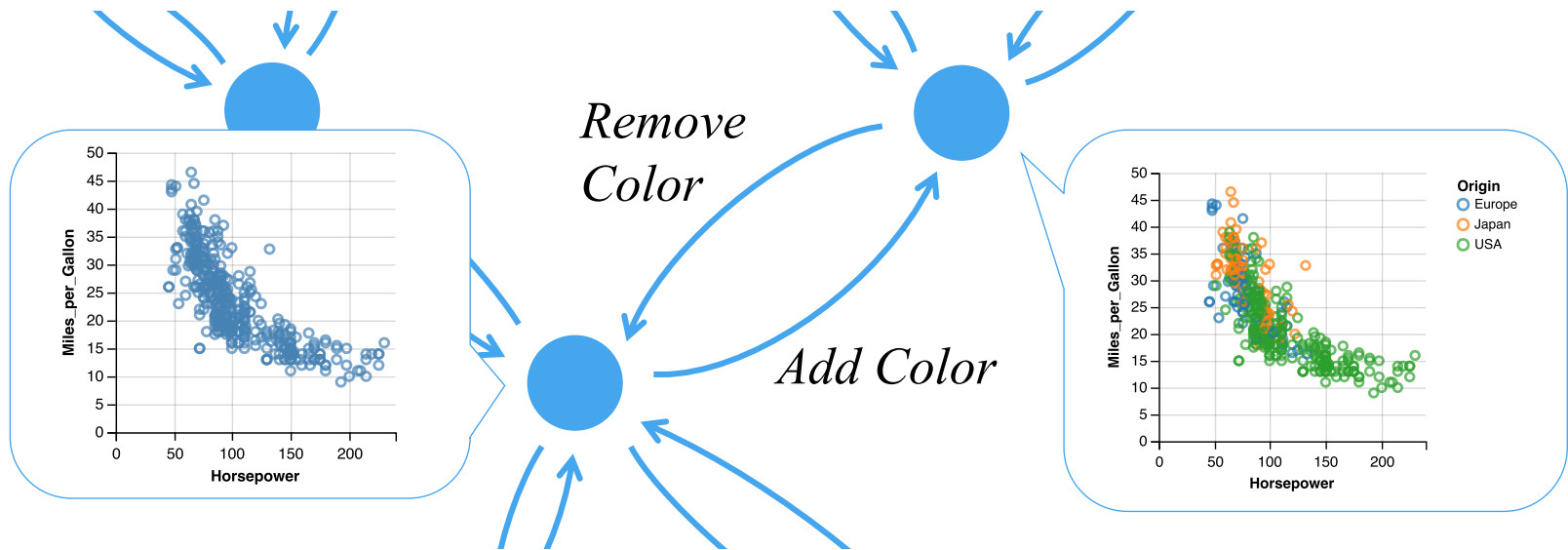
Key Idea: Augment manual exploration with visualization recommendations sensitive to the user's current focus.

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.

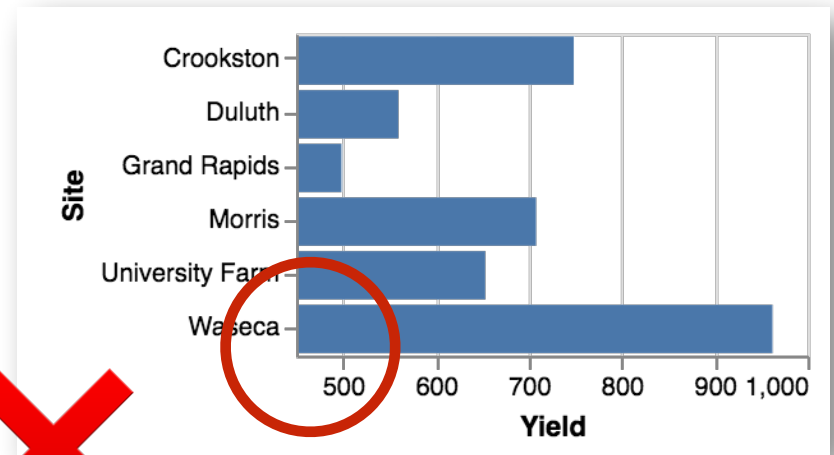
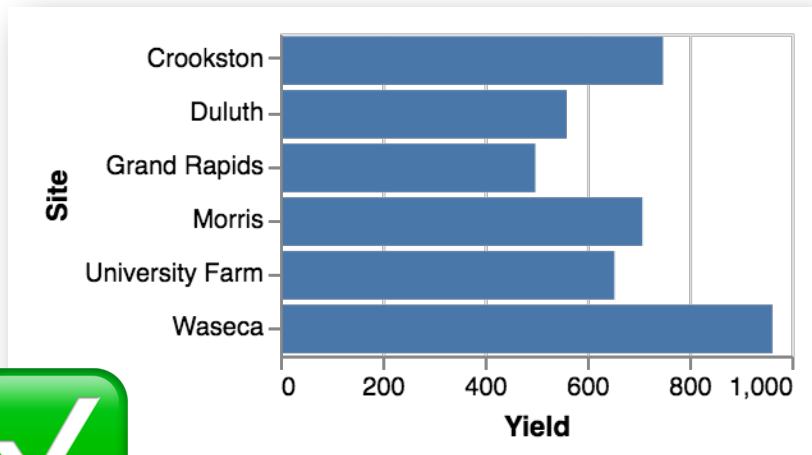
Candidate charts are pruned and ranked using models of estimated *perceptual effectiveness*.

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?

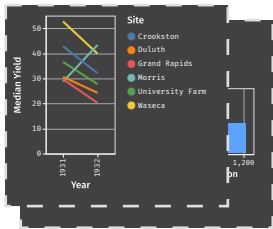
How to balance with other such constraints?

Learn Design Trade-Offs from Data

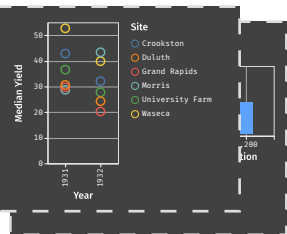
Training Data
Pairs of Ranked
Visualizations

Features
Violations of
Design Constraints

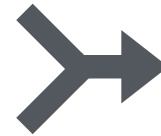
Learning Algorithm
Learning to Rank
with Linear SVM



👍 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 .

The screenshot shows the Voyager 2 web application. On the left is a table with columns for Cylinders, Name, Origin, Displacement, Horsepower, and COUNT. The main area displays two line charts. The top chart shows 'Miles_per_Gallon' vs 'YEAR' with a single blue line. The bottom chart shows 'Miles_per_Gallon' vs 'YEAR' with three lines representing 'Cylinders' (3, 4, 6) and 'Origin' (Europe, Japan).

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.”

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