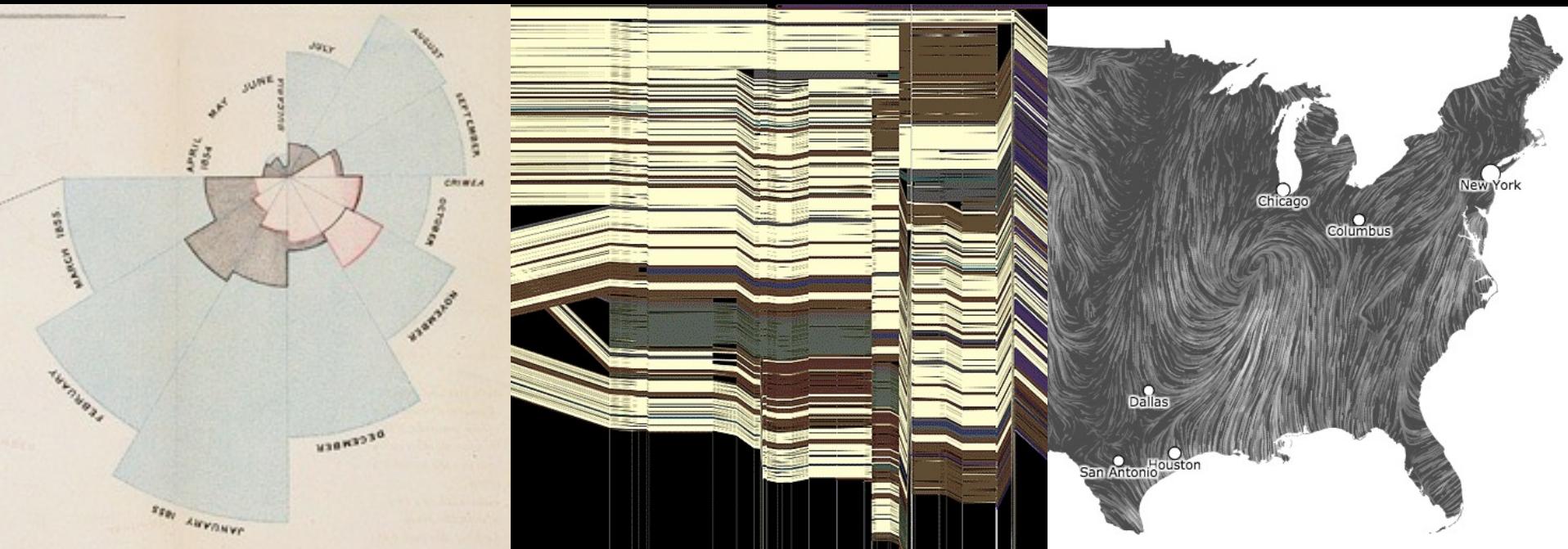


# CSE 442 - Data Visualization

# Visualization Tools



Leilani Battle University of Washington

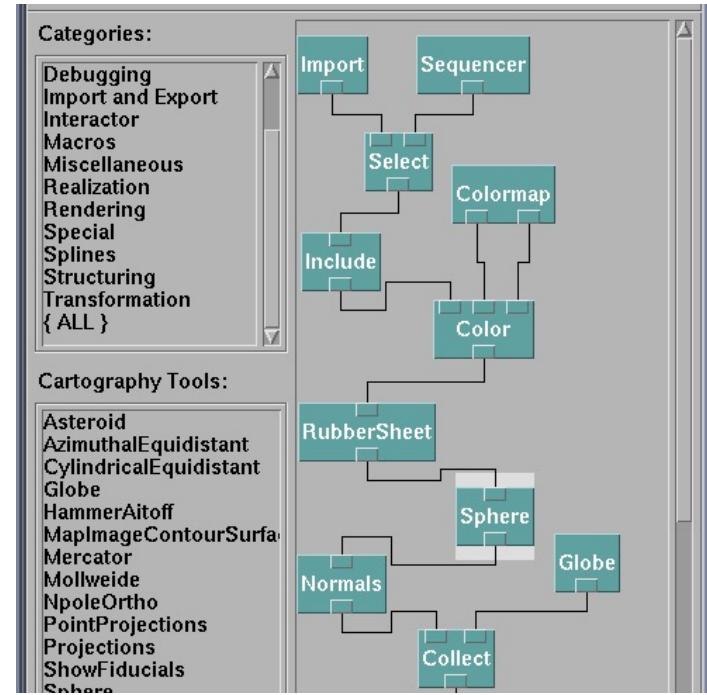
# Learning Goals

There are many tools available to help people create visualizations.

What are the strengths and weaknesses of current tools?

What trade-offs must be considered when designing a tool for creating visualizations?

# 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

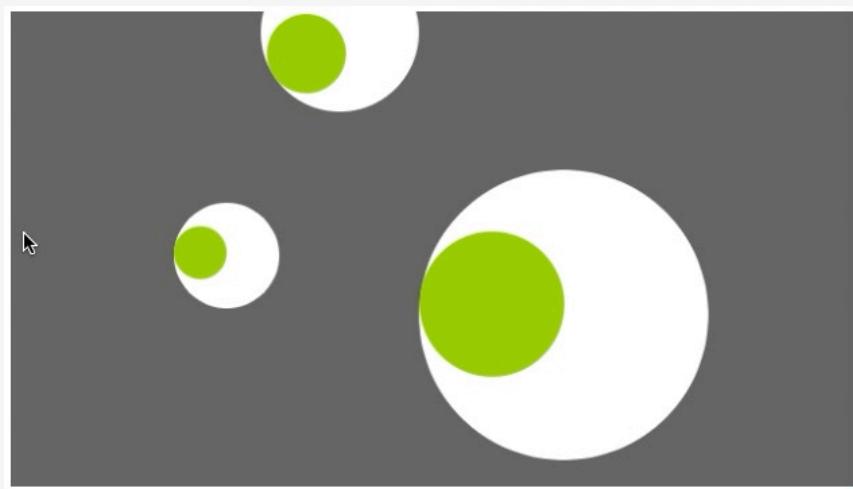
Permits more combinatorial possibilities  
Novel views require new operators,  
which requires software engineering



# **Graphics APIs**

Canvas, OpenGL, Processing

```
Eye(int tx, int ty, int ts) {  
    x = tx;  
    y = ty;  
    size = ts;  
}  
  
void update(int mx, int my) {  
    angle = atan2(my-y, mx-x);  
}  
  
void display() {  
    pushMatrix();  
    translate(x, y);  
    fill(255);  
    ellipse(0, 0, size, size);  
    rotate(angle);  
    fill(153, 204, 0);  
    ellipse(size/4, 0, size/2, size/2);  
    popMatrix();  
}  
}
```





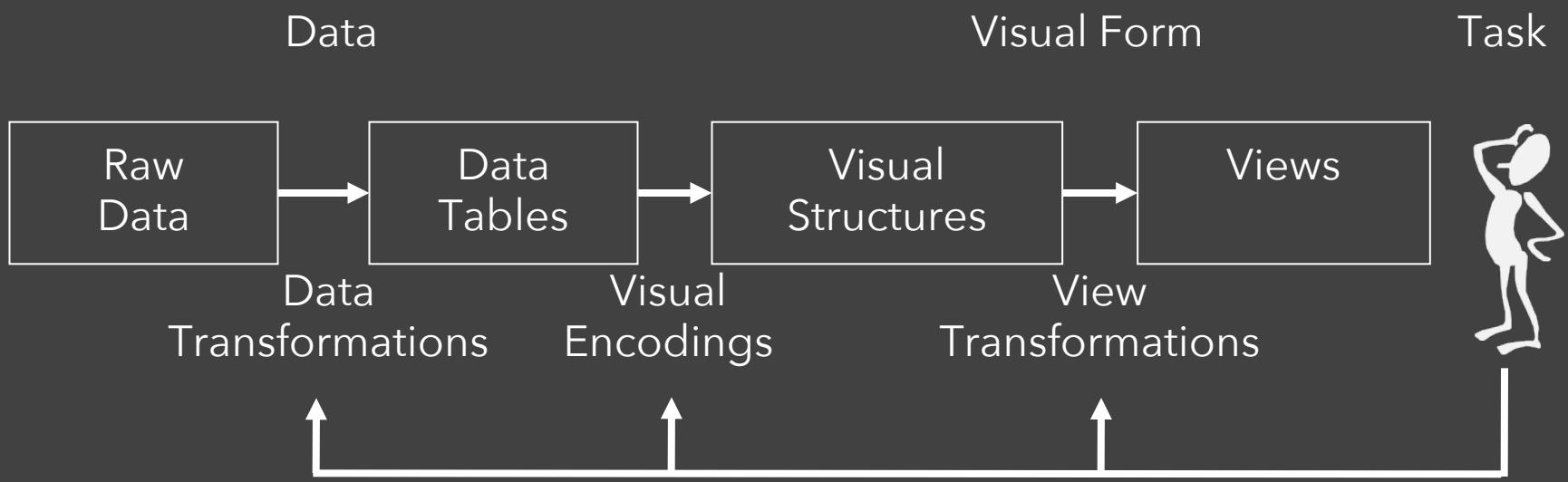
US Air Traffic, Aaron Koblin

# **Graphics APIs**

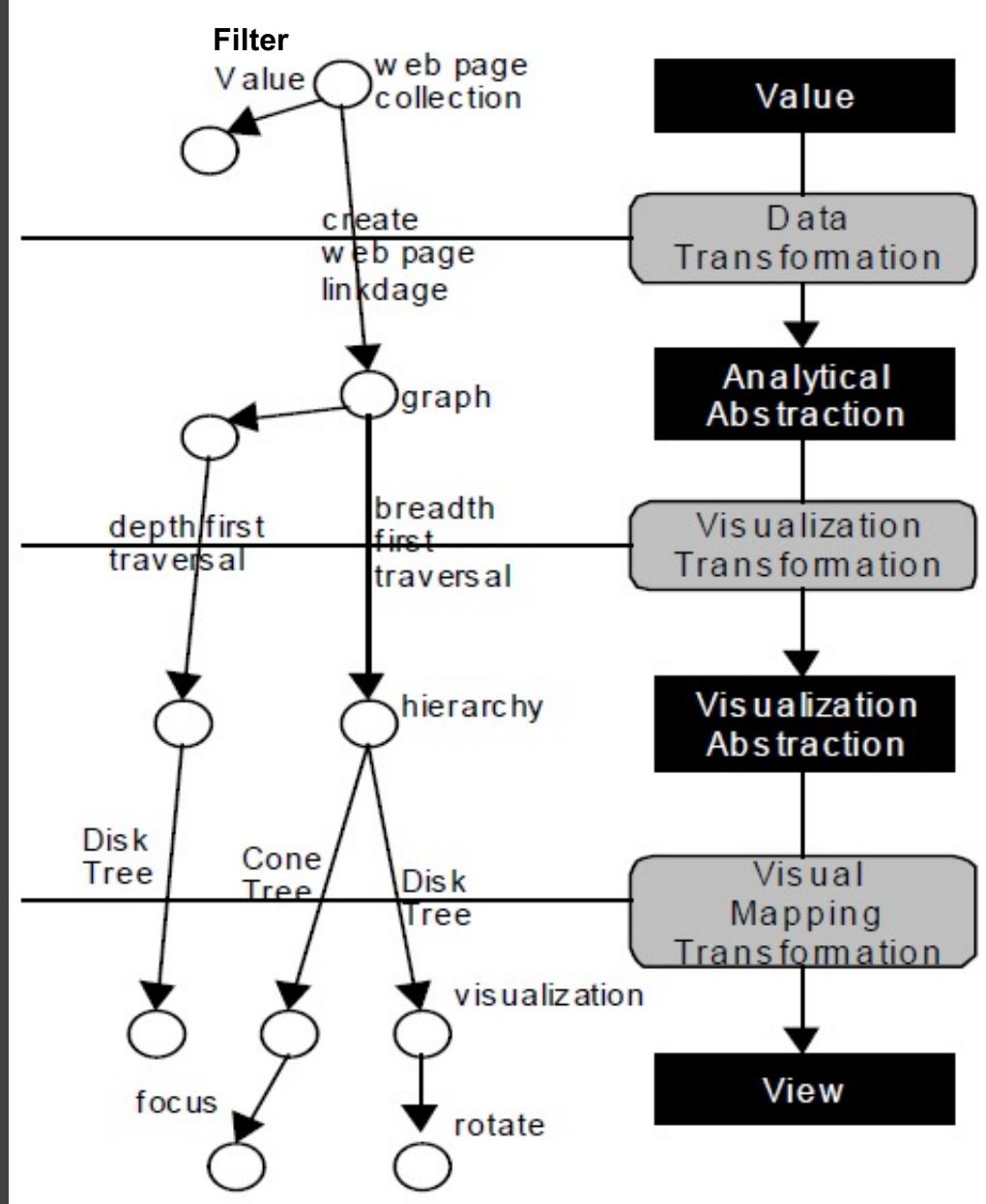
Canvas, OpenGL, Processing

**Component Architectures**  
Prefuse, Flare, Improvise, VTK

**Graphics APIs**  
Canvas, OpenGL, Processing

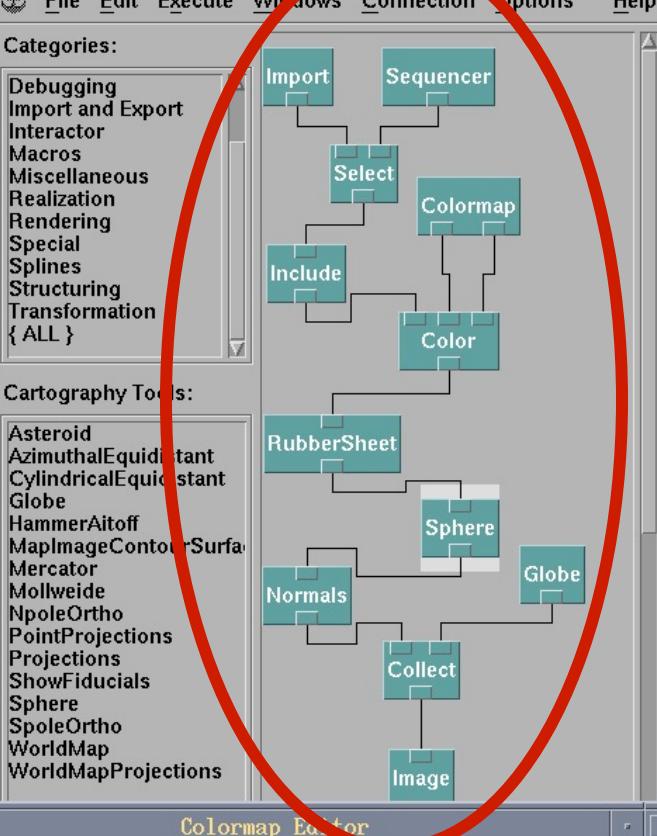
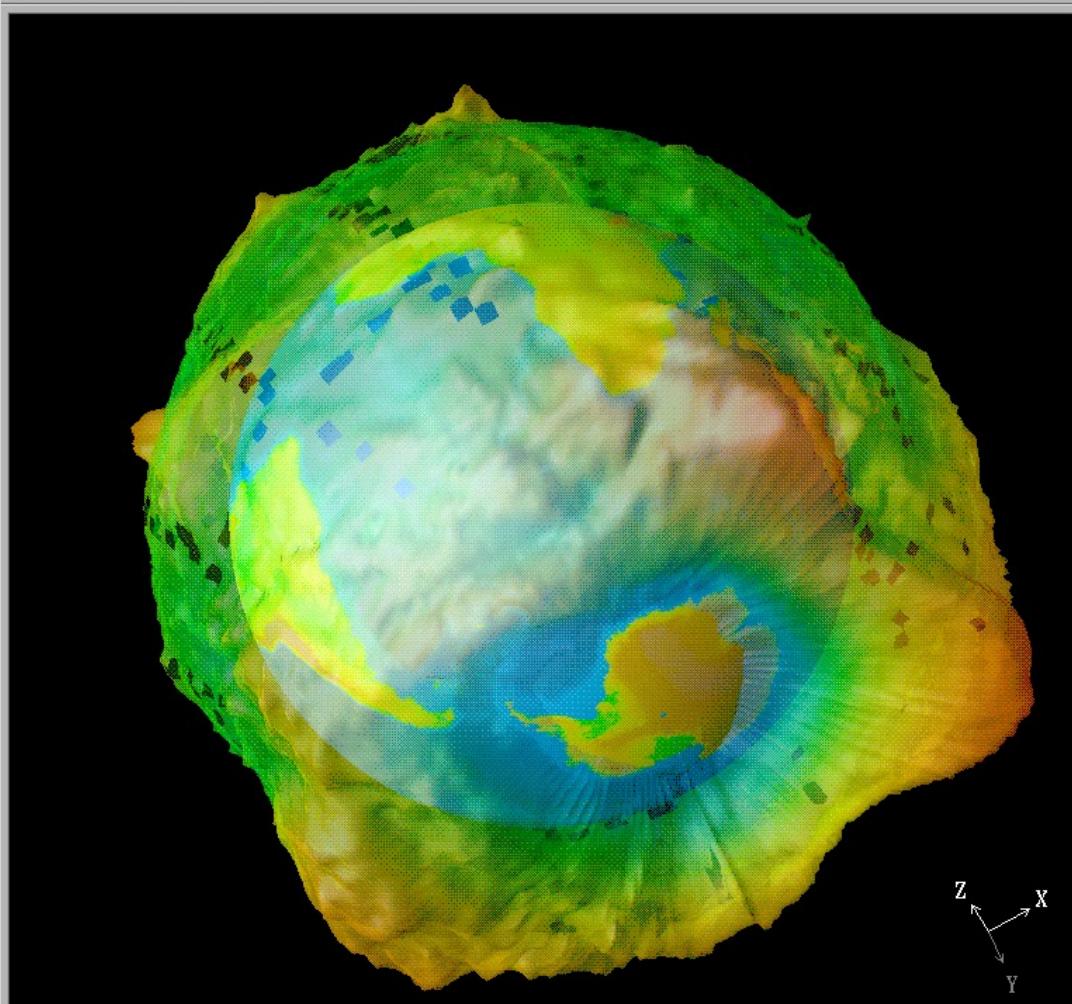


# Data State Model [Chi 98]



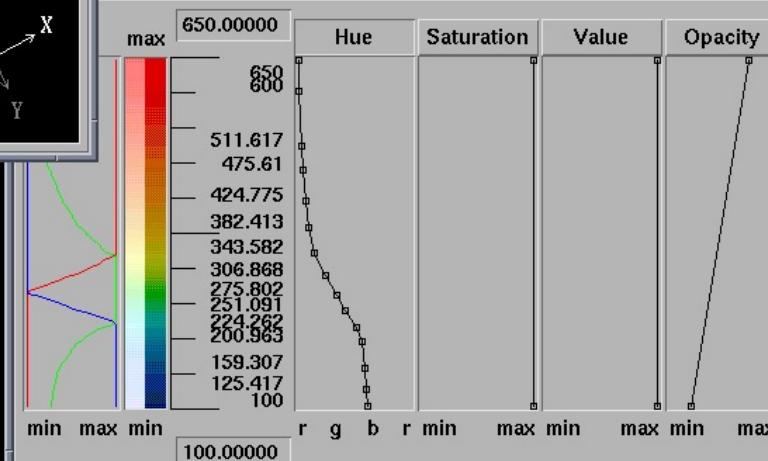
File Execute Windows Connection Options Help

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

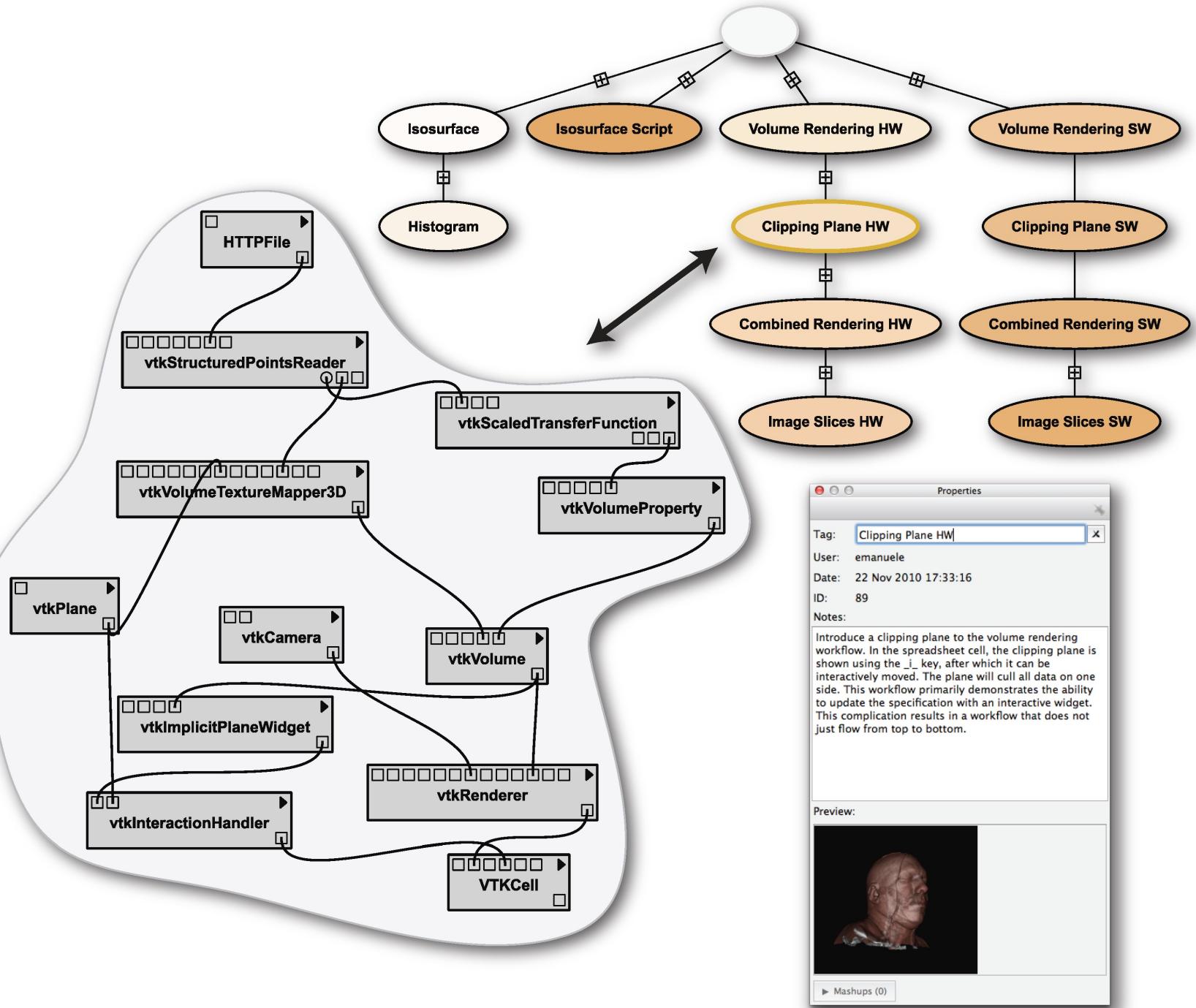
View Angle: 30.000

Close      Reset Ctrl+F

Sequence Control

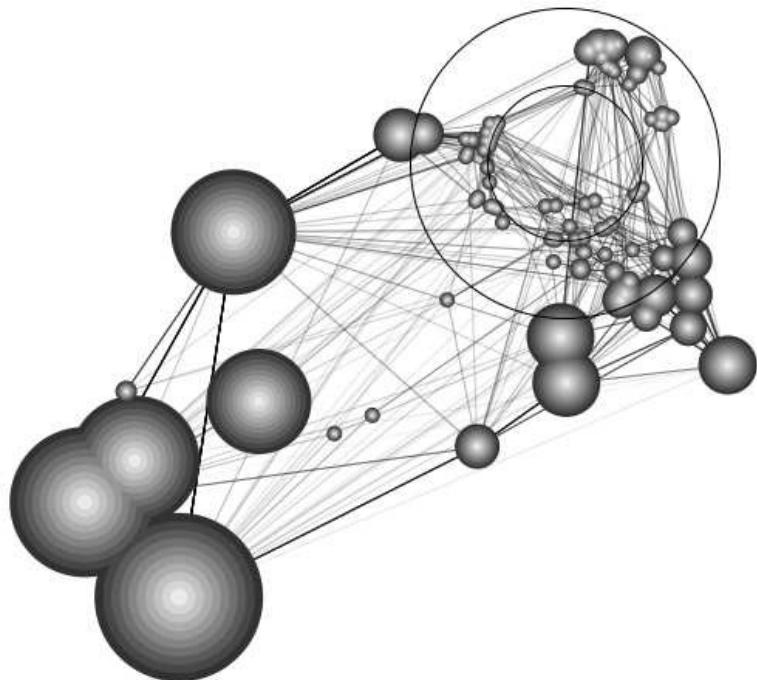
Loop      Stop      Stop/Play      ...

Backward      Forward      Stop      Play

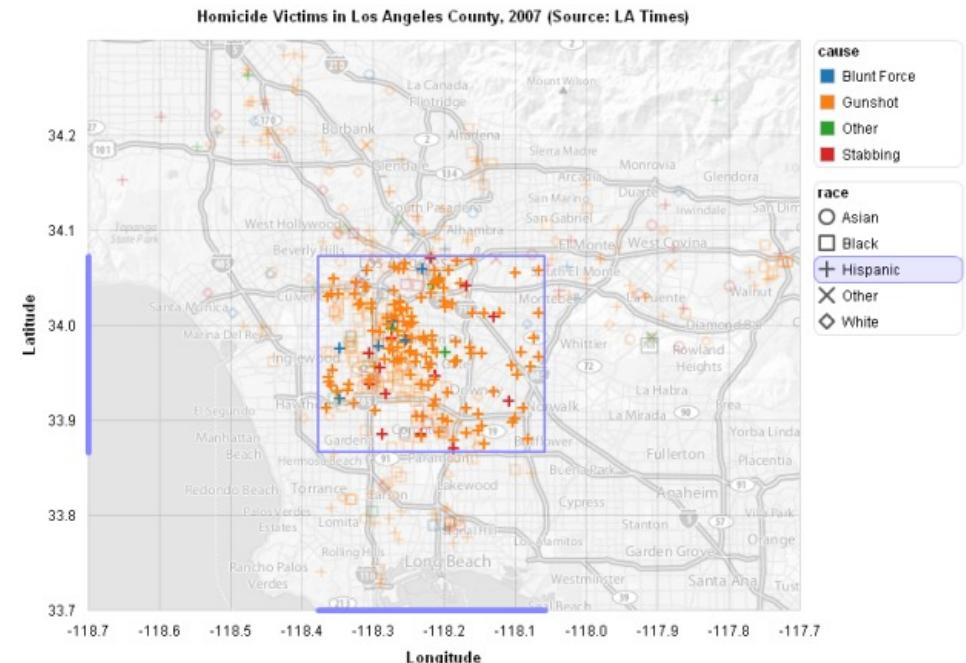


# Prefuse & Flare

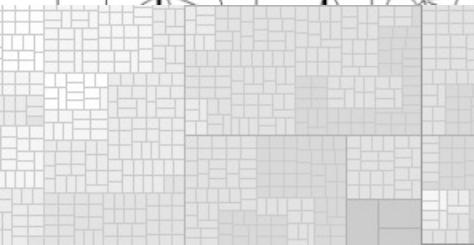
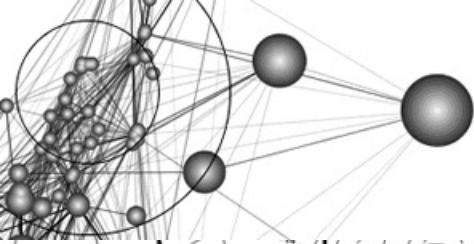
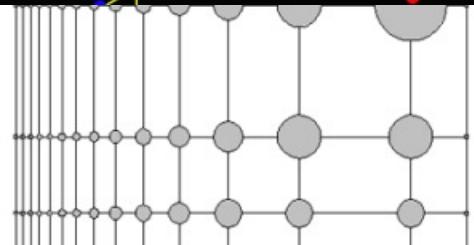
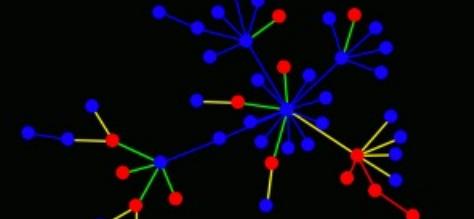
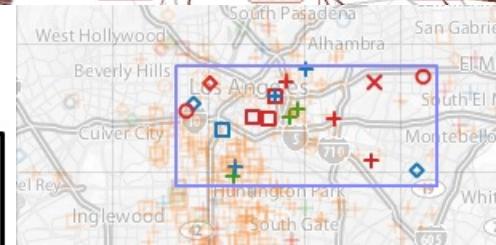
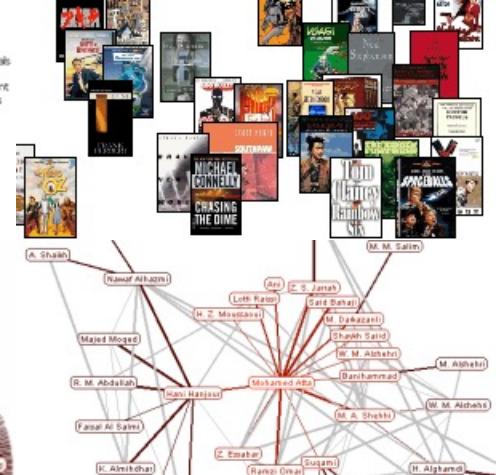
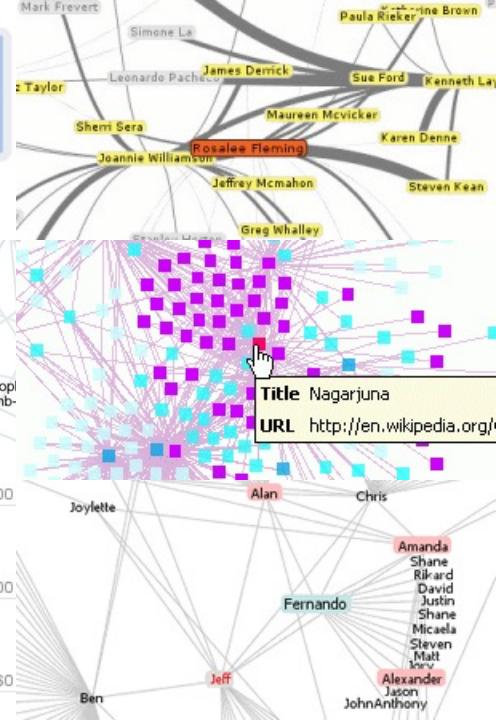
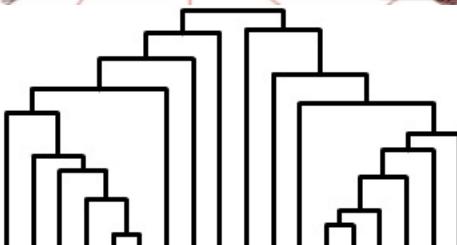
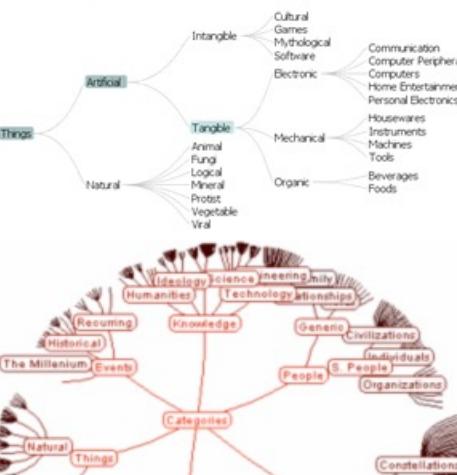
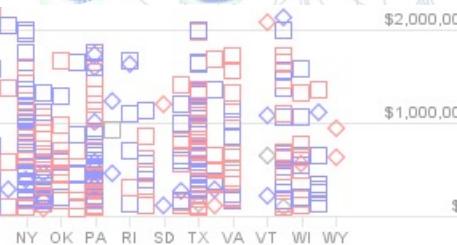
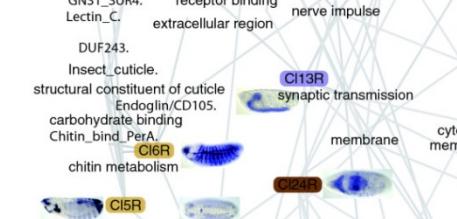
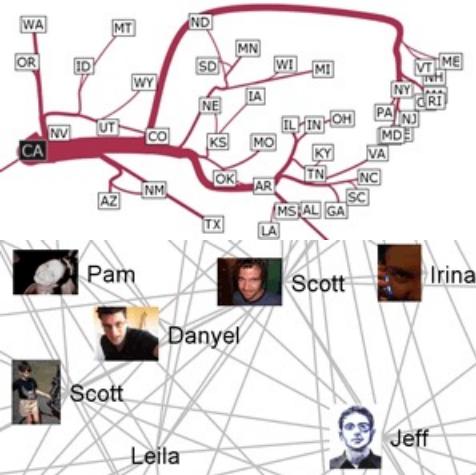
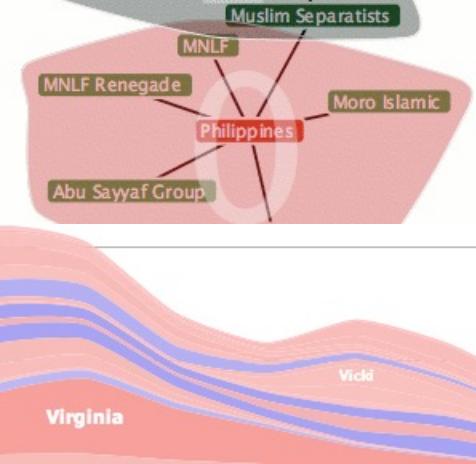
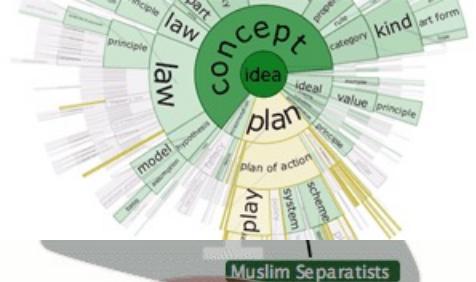
Operator-based toolkits for visualization design  
Vis = (Input Data -> Visual Objects) + Operators

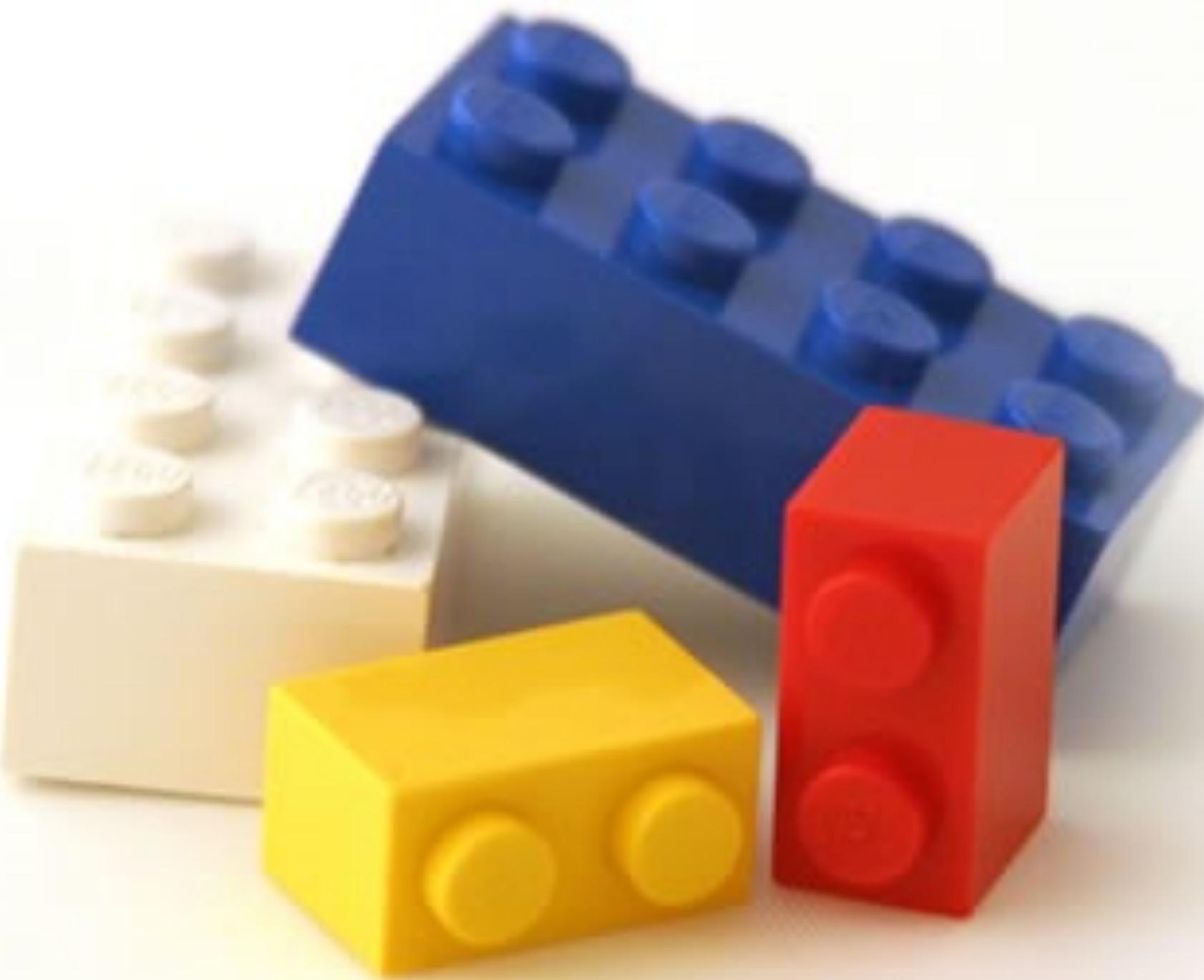


Prefuse (<http://prefuse.org>)

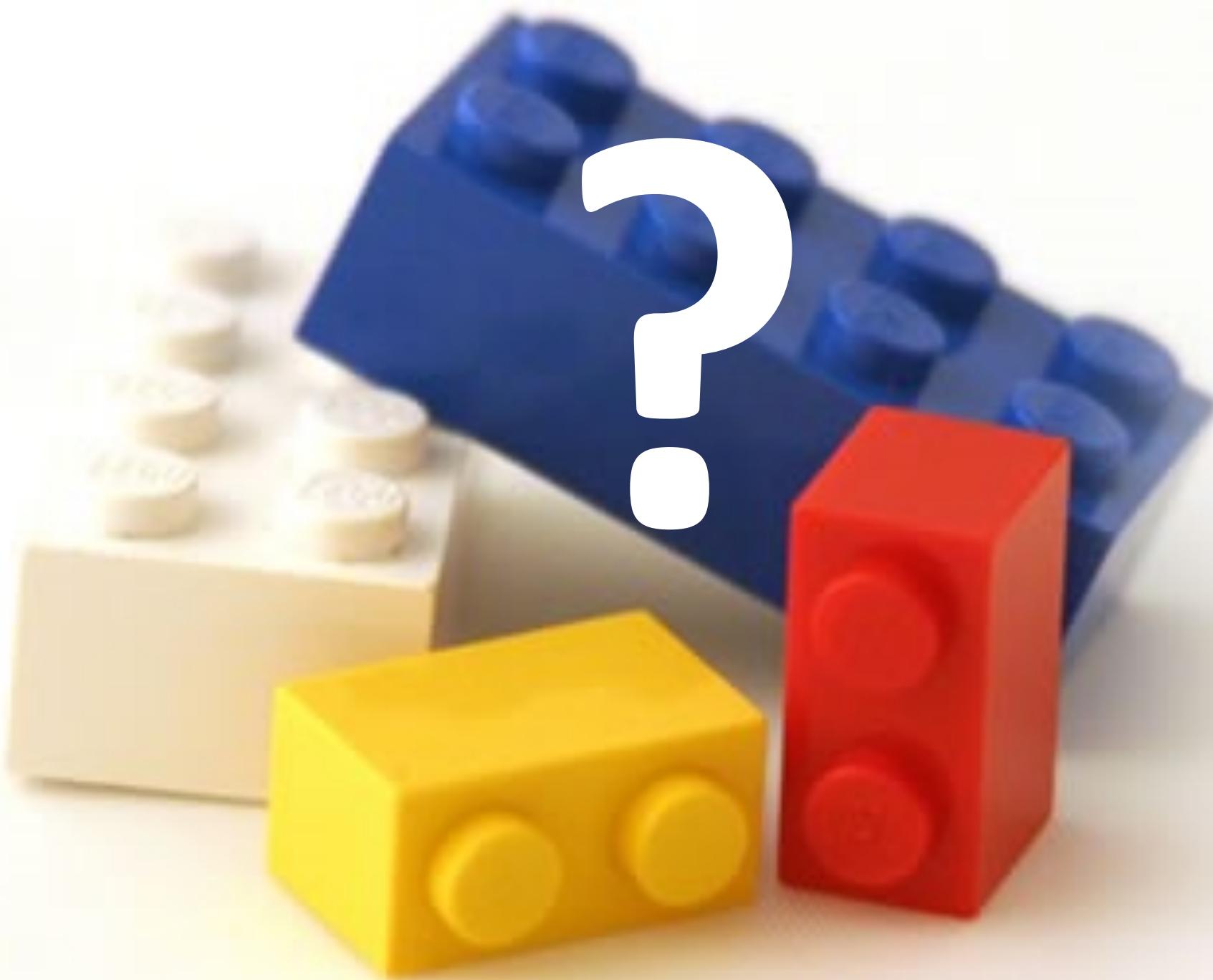


Flare (<http://flare.prefuse.org>)





?



**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: zingoat

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
14	Iowa	2990000	0.02	2761000	0.1	0.07	0.22	0.12
15	Kansas	2900000	0.02	2670000	0.1	0.07	0.22	0.12
16	Louisiana	4200000	0.02	3900000	0.1	0.07	0.22	0.12
17	Maine	1270000	0.02	1200000	0.1	0.07	0.22	0.12
18	Maryland	5700000	0.02	5300000	0.1	0.07	0.22	0.12
19	Massachusetts	6500000	0.02	6100000	0.1	0.07	0.22	0.12
20	Michigan	9500000	0.02	9000000	0.1	0.07	0.22	0.12
21	Minnesota	5200000	0.02	4800000	0.1	0.07	0.22	0.12
22	Mississippi	2900000	0.02	2600000	0.1	0.07	0.22	0.12
23	Missouri	5700000	0.02	5300000	0.1	0.07	0.22	0.12
24	Nevada	2700000	0.02	2400000	0.1	0.07	0.22	0.12
25	New Hampshire	1200000	0.02	1100000	0.1	0.07	0.22	0.12
26	New Jersey	8500000	0.02	8000000	0.1	0.07	0.22	0.12
27	New Mexico	1900000	0.02	1700000	0.1	0.07	0.22	0.12
28	New York	19500000	0.02	18000000	0.1	0.07	0.22	0.12
29	Pennsylvania	12500000	0.02	11000000	0.1	0.07	0.22	0.12
30	Rhode Island	1000000	0.02	900000	0.1	0.07	0.22	0.12
31	Tennessee	5800000	0.02	5300000	0.1	0.07	0.22	0.12
32	Vermont	600000	0.02	550000	0.1	0.07	0.22	0.12
33	Virginia	7500000	0.02	7000000	0.1	0.07	0.22	0.12
34	Washington	5700000	0.02	5200000	0.1	0.07	0.22	0.12
35	West Virginia	1300000	0.02	1200000	0.1	0.07	0.22	0.12
36	Wisconsin	5500000	0.02	5000000	0.1	0.07	0.22	0.12
37	Wyoming	500000	0.02	450000	0.1	0.07	0.22	0.12



## Choosing a visualization type for State Quick Facts

### Analyze a text



#### Tag Cloud

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

[Learn more](#)



#### Wordle

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

[Learn more](#)

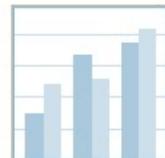


#### Word Tree

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

[Learn more](#)

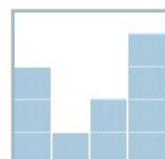
### Compare a set of values



#### Bar Chart

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

[Learn more](#)



#### Block Histogram

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

[Learn more](#)

## Visualizations : Federal Spending by State, 2004

**Creator:** Anonymous

Tags: **census people**

## People QuickFac...

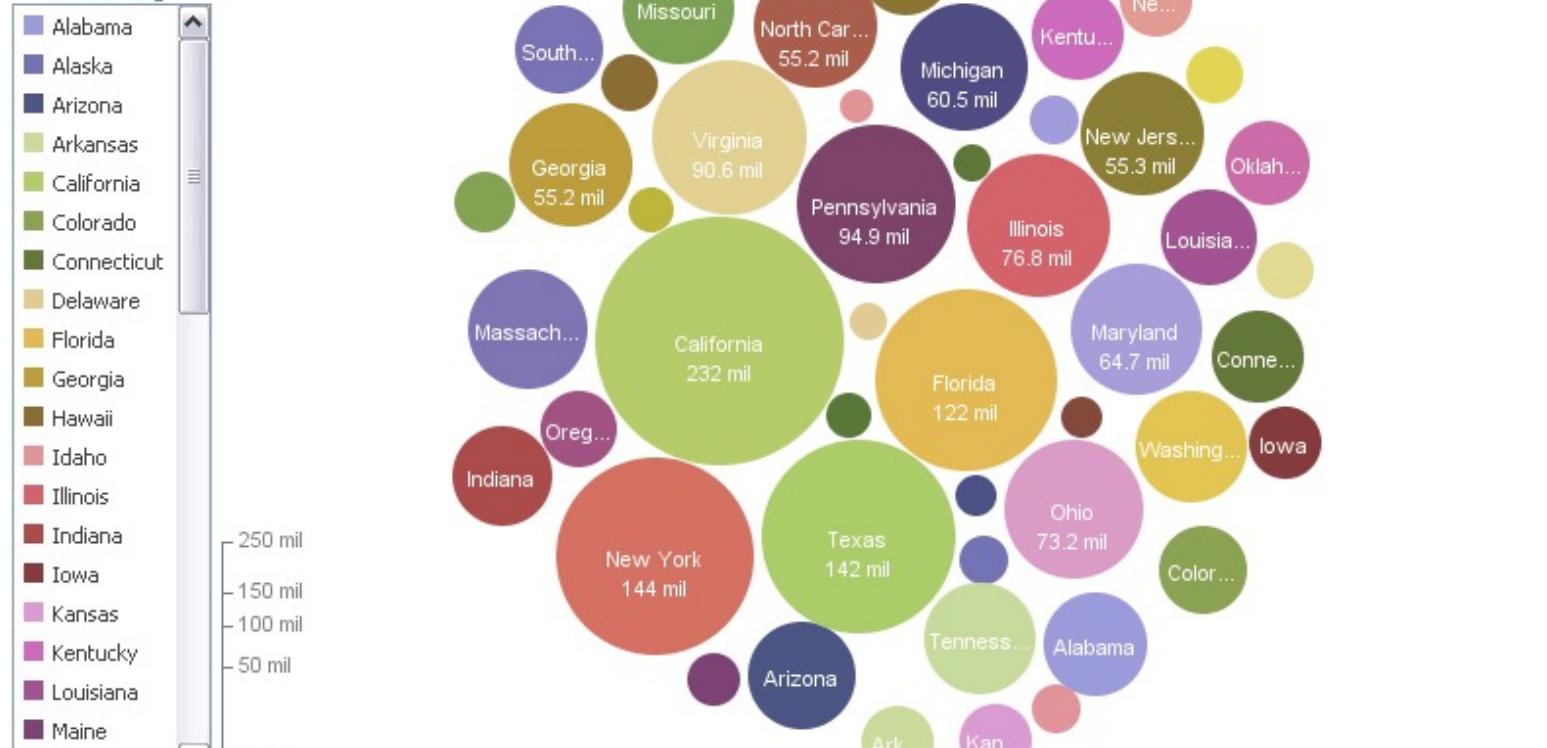
### **Federal spending 2004 (\$1000)**

### Disks colored by People QuickFacts

Click to select,

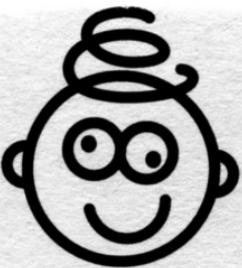
## Ctrl-Click: multiple

Shift-Click: range



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						
Data file	Federal spending 2004 (\$1000)		Census Bureau			This data set	
	Land area 2000 (square miles)					has not yet been rated	
	Persons per square mile 2000						
	FIPS Code						



# MAD LIBS®

## MY MUSIC LESSON

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

Hillary Clinton  
CELEBRITY (FEMALE)

Our piano is a Steinway Concert tree

NOUN

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

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

ADJECTIVE

ALBERTO and play for 16 minutes. I do scales to

PERIOD OF TIME

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

PLURAL NOUN

Johann Sebastian Washington. Teacher says I am a natural

CELEBRITY (LAST NAME)

Haunted House and have a good musical leg. Perhaps

NOUN

PART OF THE BODY

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

PROFESSION

a recital at Carnegie hospital.

TYPE OF BUILDING

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

Leland Wilkinson  
*The Grammar of Graphics*, 1999

# **Chart Typologies**

Excel, Many Eyes, Google Charts

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

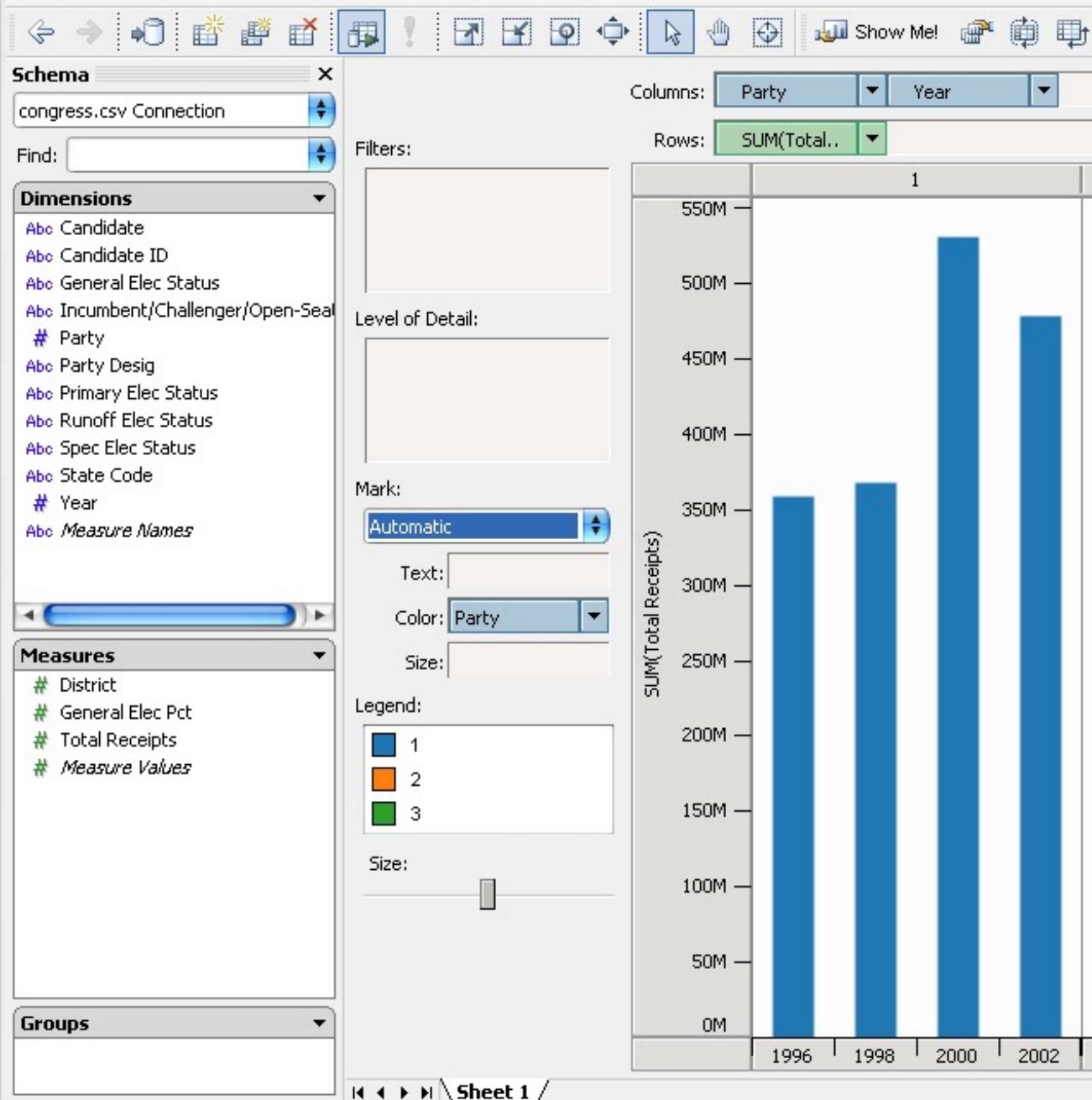
Canvas, OpenGL, Processing

**Chart Typologies**  
Excel, Many Eyes, Google Charts

**Visual Analysis Grammars**  
VizQL, ggplot2

**Component Architectures**  
Prefuse, Flare, Improvise, VTK

**Graphics APIs**  
Canvas, OpenGL, Processing



*Statistics and Computing*

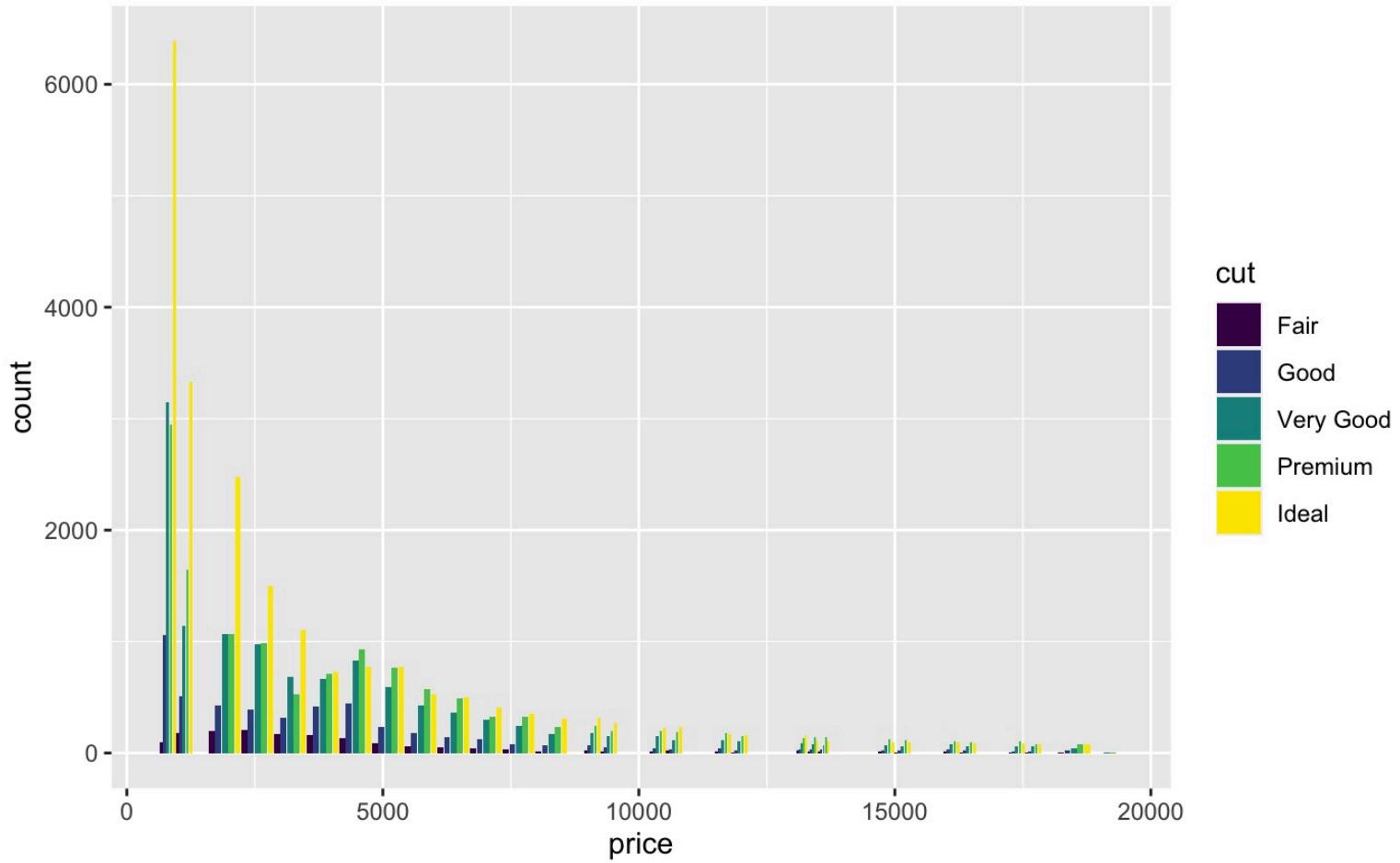
Leland Wilkinson

**The Grammar  
of Graphics**

Second Edition

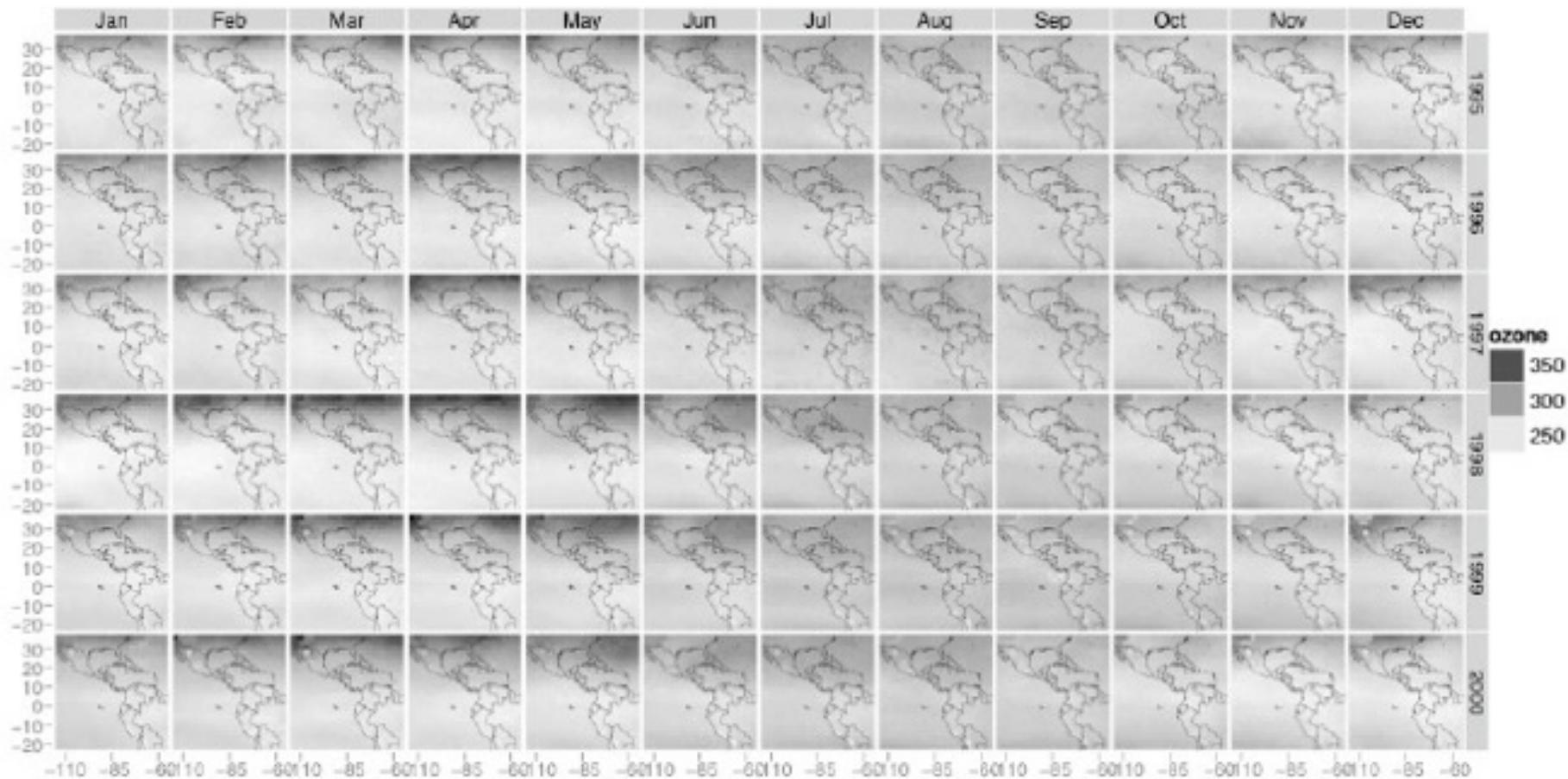
 Springer

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

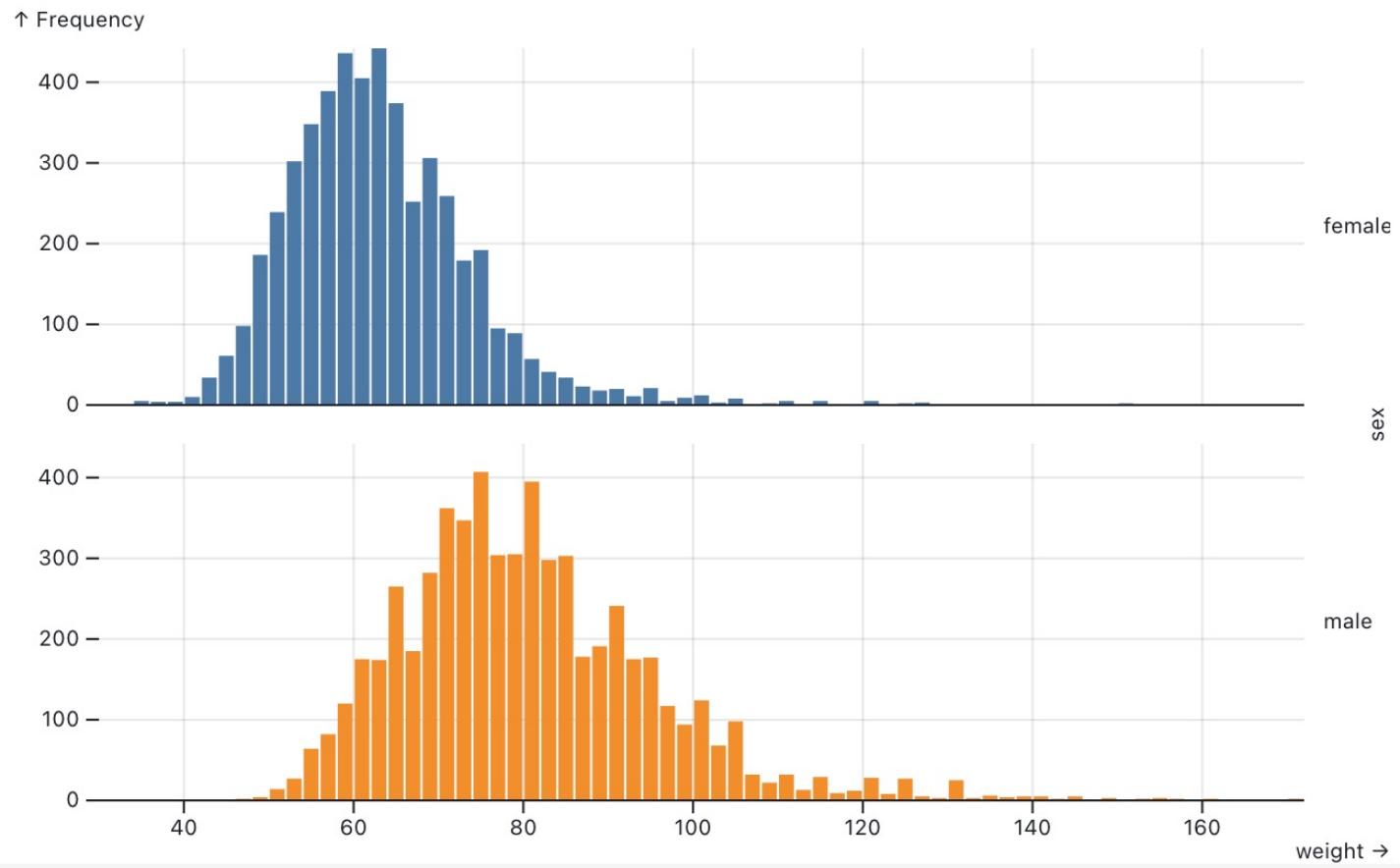


```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```

ggplot2



```
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

**Component Architectures**  
Prefuse, Flare, Improvise, VTK

**Graphics APIs**  
Canvas, OpenGL, Processing

**Ease-of-Use**



**Chart Typologies**  
Excel, Many Eyes, Google Charts

**Visual Analysis Grammars**  
VizQL, ggplot2

**Component Architectures**  
Prefuse, Flare, Improvise, VTK

**Graphics APIs**  
Canvas, OpenGL, Processing

**Ease-of-Use**

**Expressiveness**

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Ease-of-Use**

## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2

?

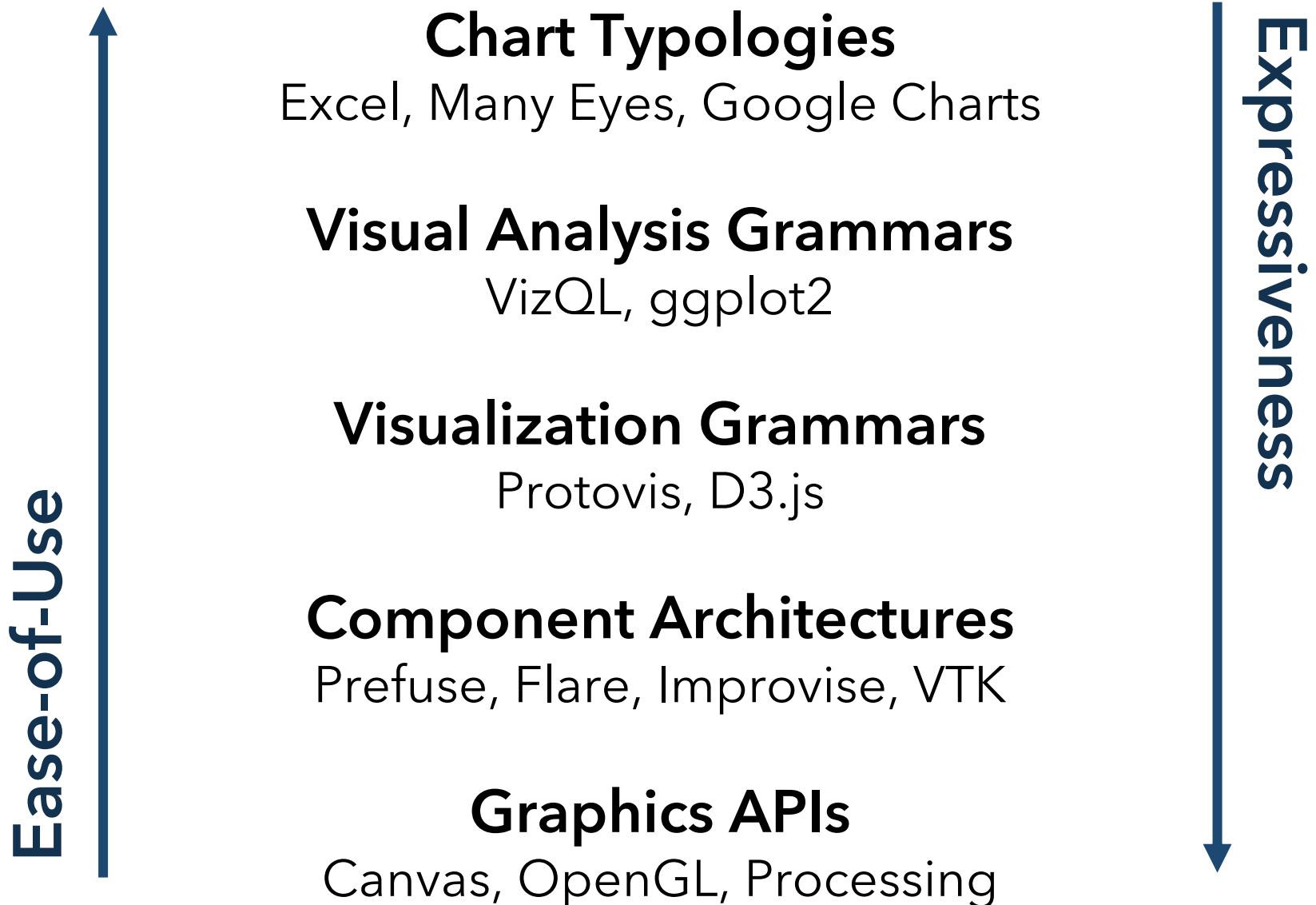
## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing

**Expressiveness**



# Protopis & D3

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

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

# Visualization Grammar

# Visualization Grammar

**Data**

Input data to visualize

# Visualization Grammar

<b>Data</b>	Input data to visualize
<b>Transforms</b>	Group, aggregate, stats, layout

# Visualization Grammar

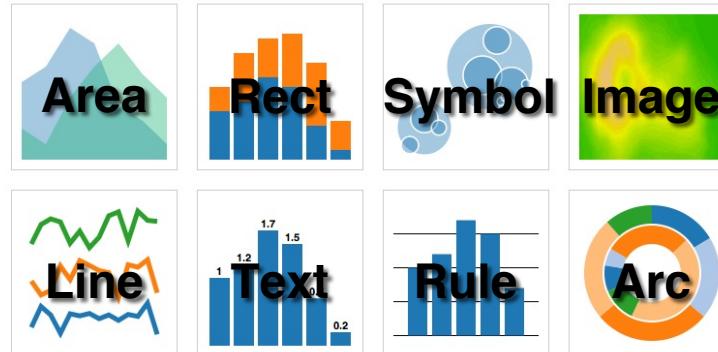
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Group, aggregate, stats, layout
<b>Scales</b>	Map data values to visual values

# Visualization Grammar

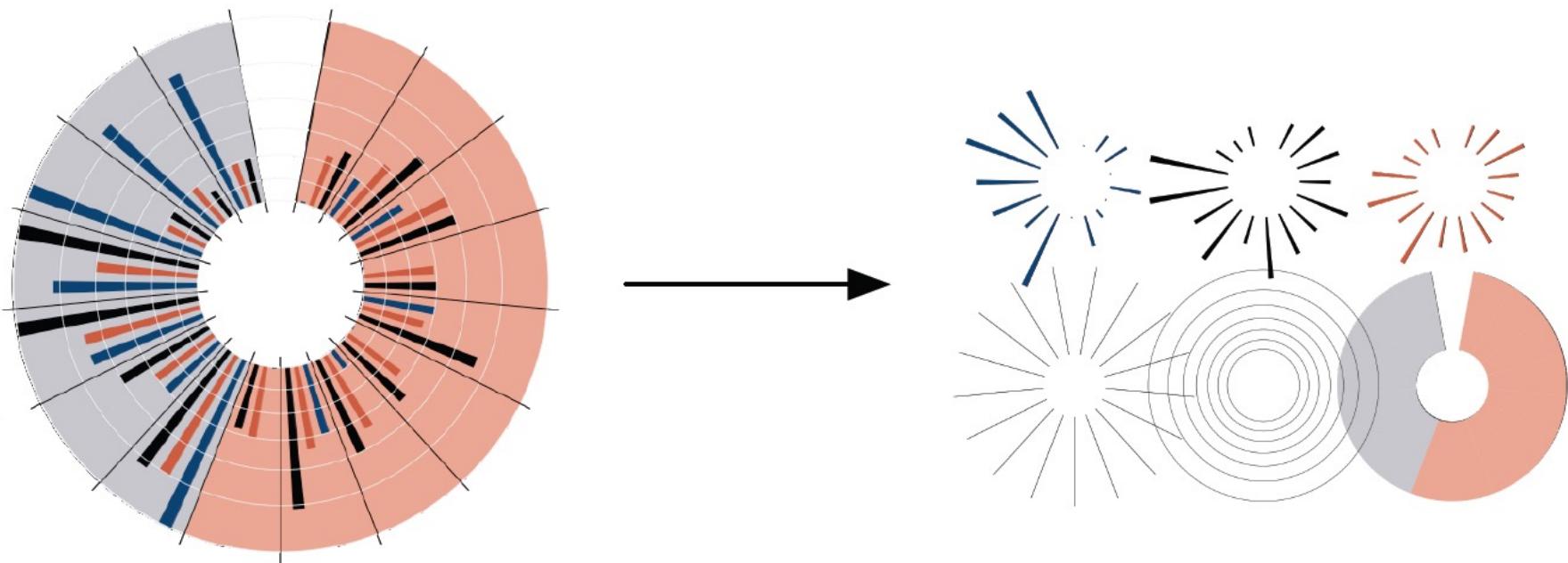
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Group, aggregate, stats, layout
<b>Scales</b>	Map data values to visual values
<b>Guides</b>	Axes & legends visualize scales

# Visualization Grammar

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



# Protovis: A Grammar for Visualization

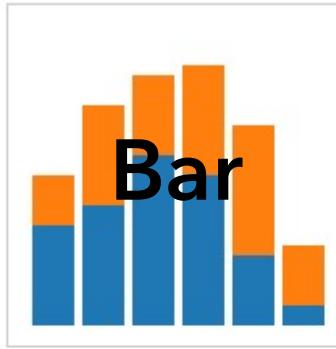


A graphic is a composition of data-representative marks.

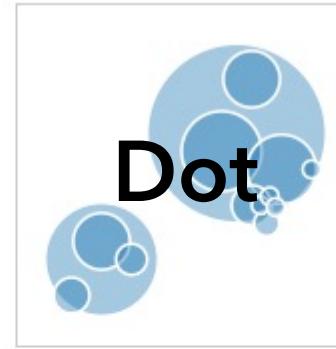
with **Mike Bostock & Vadim Ogievetsky**



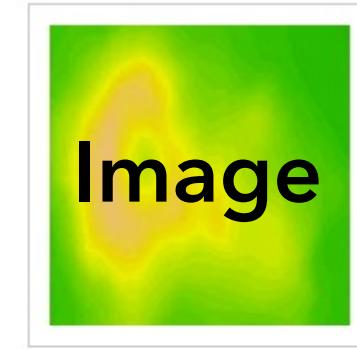
**Area**



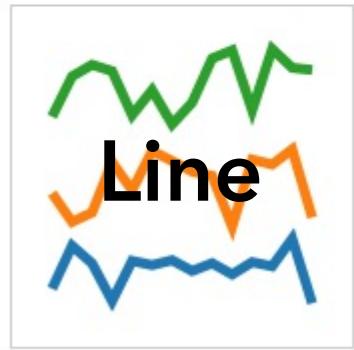
**Bar**



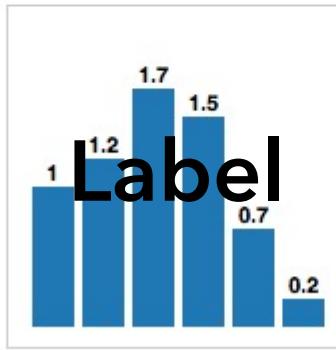
**Dot**



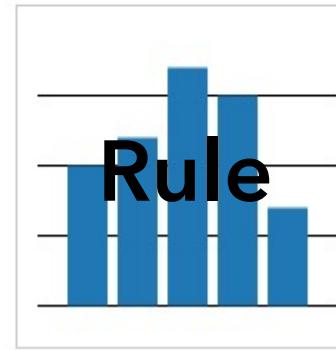
**Image**



**Line**



**Label**



**Rule**



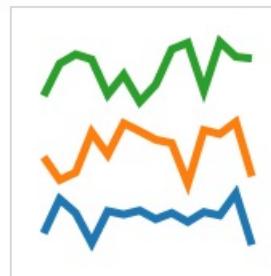
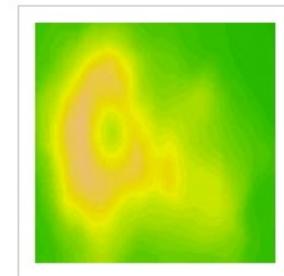
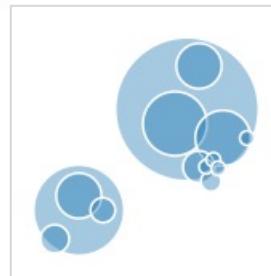
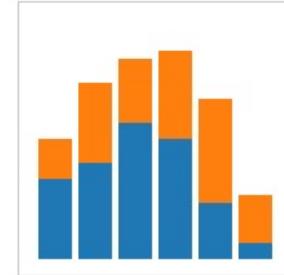
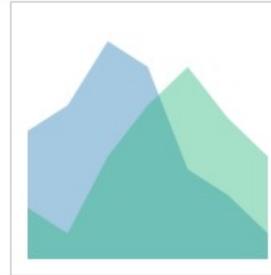
**Wedge**

**MARKS:** Protovis graphical primitives

# MARK

$$\lambda : D \rightarrow R$$

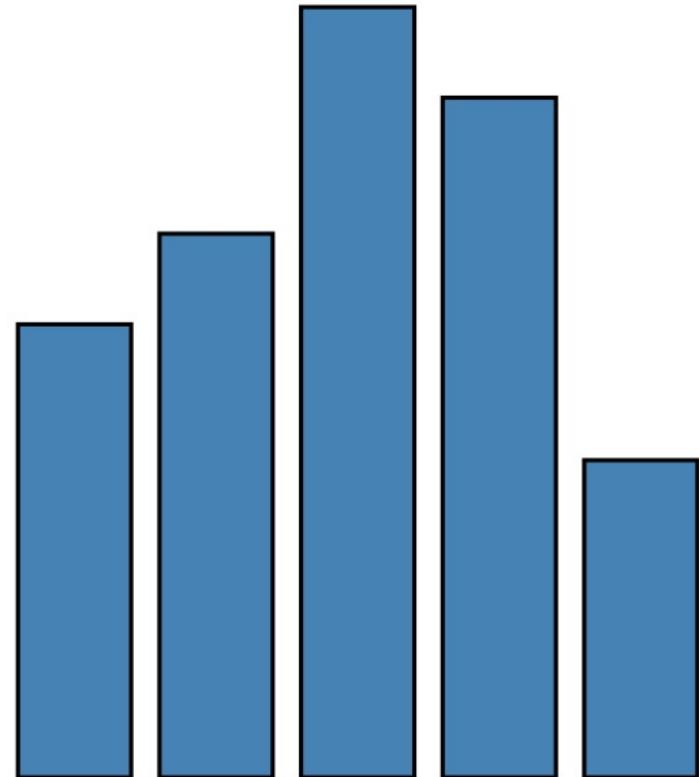
data	$\lambda$
visible	$\lambda$
left	$\lambda$
bottom	$\lambda$
width	$\lambda$
height	$\lambda$
fillStyle	$\lambda$
strokeStyle	$\lambda$
lineWidth	$\lambda$
...	$\lambda$



# RECT

$$\lambda : D \rightarrow R$$

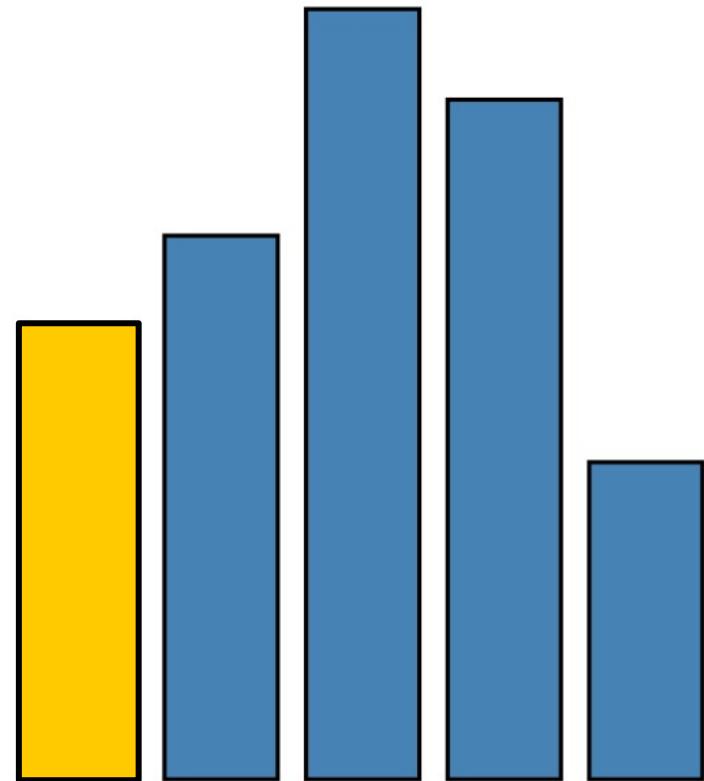
data	1 1.2 1.7 1.5 0.7
visible	true
left	$\lambda: \text{index} * 25$
bottom	0
width	20
height	$\lambda: \text{datum} * 80$
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



# RECT

$$\lambda : D \rightarrow R$$

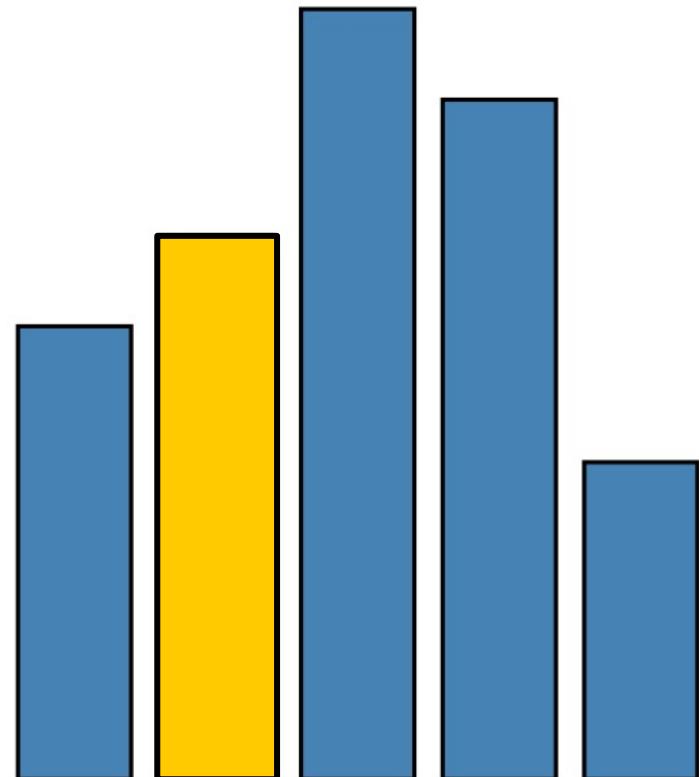
data	1	1.2	1.7	1.5	0.7
visible		true			
left		0 * 25			
bottom		0			
width		20			
height		1 * 80			
fillStyle		blue			
strokeStyle		black			
lineWidth		1.5			
...		...			



# RECT

$$\lambda : D \rightarrow R$$

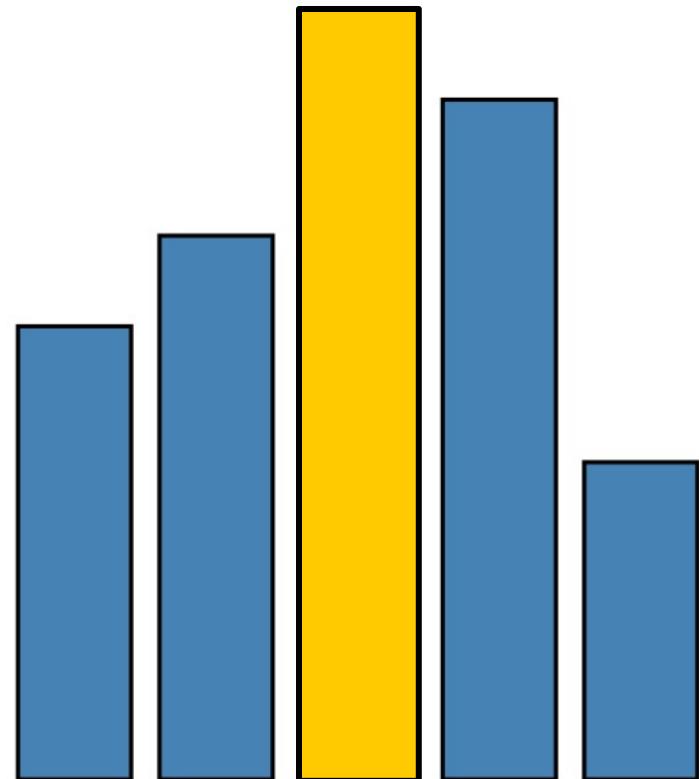
data	1	1.2	1.7	1.5	0.7
visible	true				
left	1 * 25				
bottom	0				
width	20				
height	1.2 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$$\lambda : D \rightarrow R$$

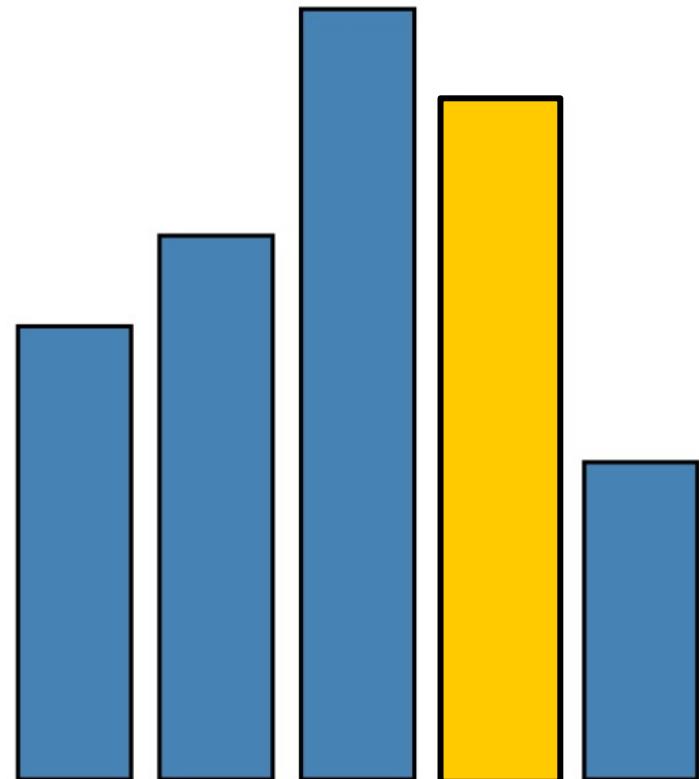
data	1	1.2	1.7	1.5	0.7
visible	true				
left	2 * 25				
bottom	0				
width	20				
height	1.7 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



**RECT**

$$\lambda : D \rightarrow R$$

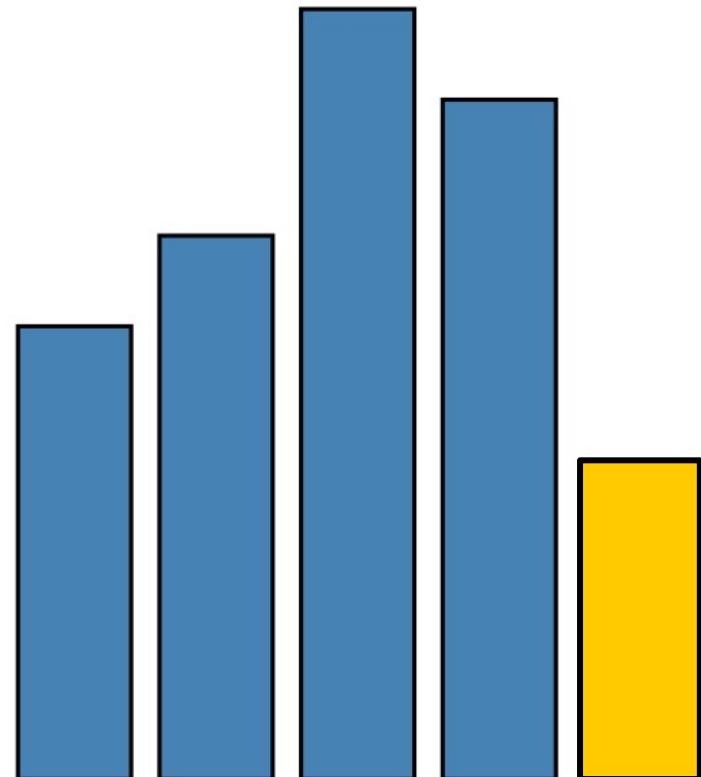
data	1	1.2	1.7	1.5	0.7
visible	true				
left	3 * 25				
bottom	0				
width	20				
height	1.5 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



# RECT

$$\lambda : D \rightarrow R$$

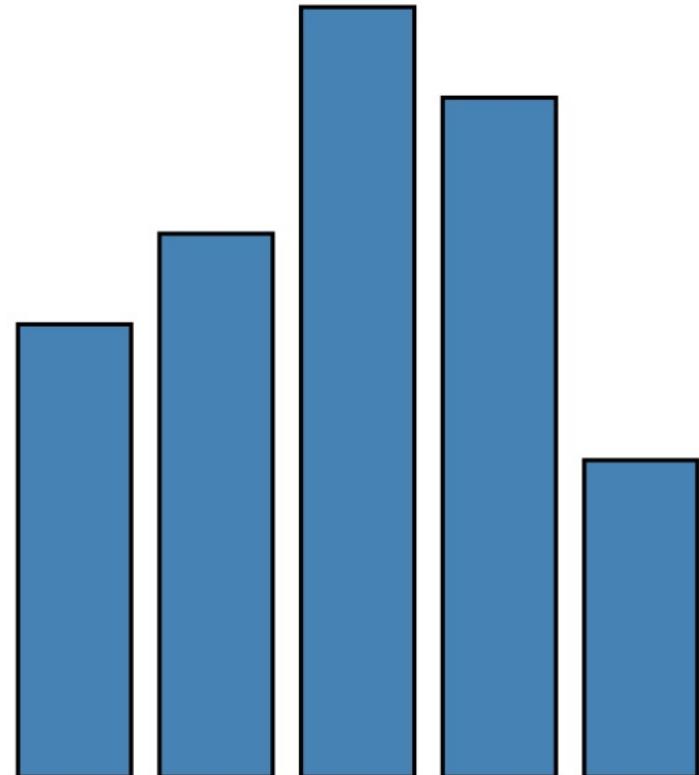
data	1	1.2	1.7	1.5	0.7
visible	true				
left	4 * 25				
bottom	0				
width	20				
height	0.7 * 80				
fillStyle	blue				
strokeStyle	black				
lineWidth	1.5				
...	...				



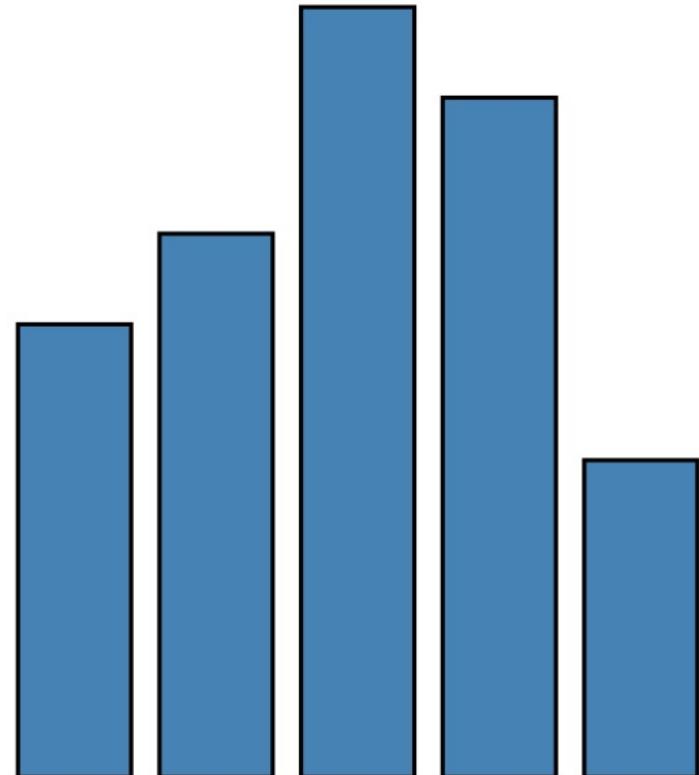
**RECT**

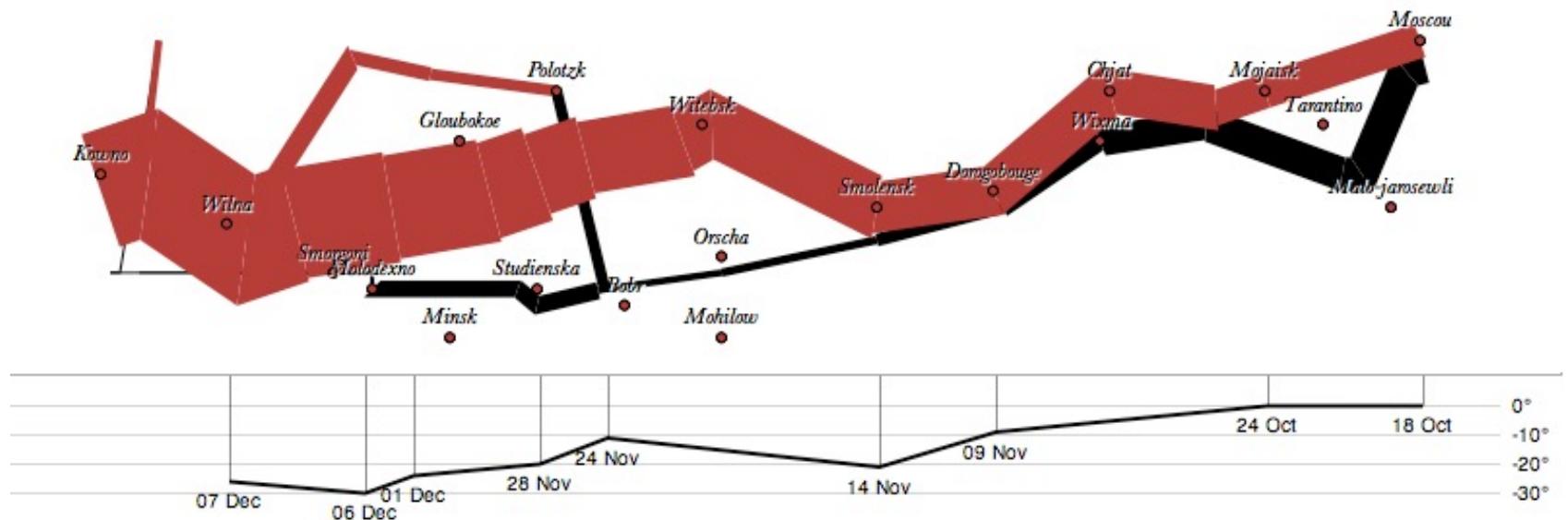
$$\lambda : D \rightarrow R$$

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





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

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

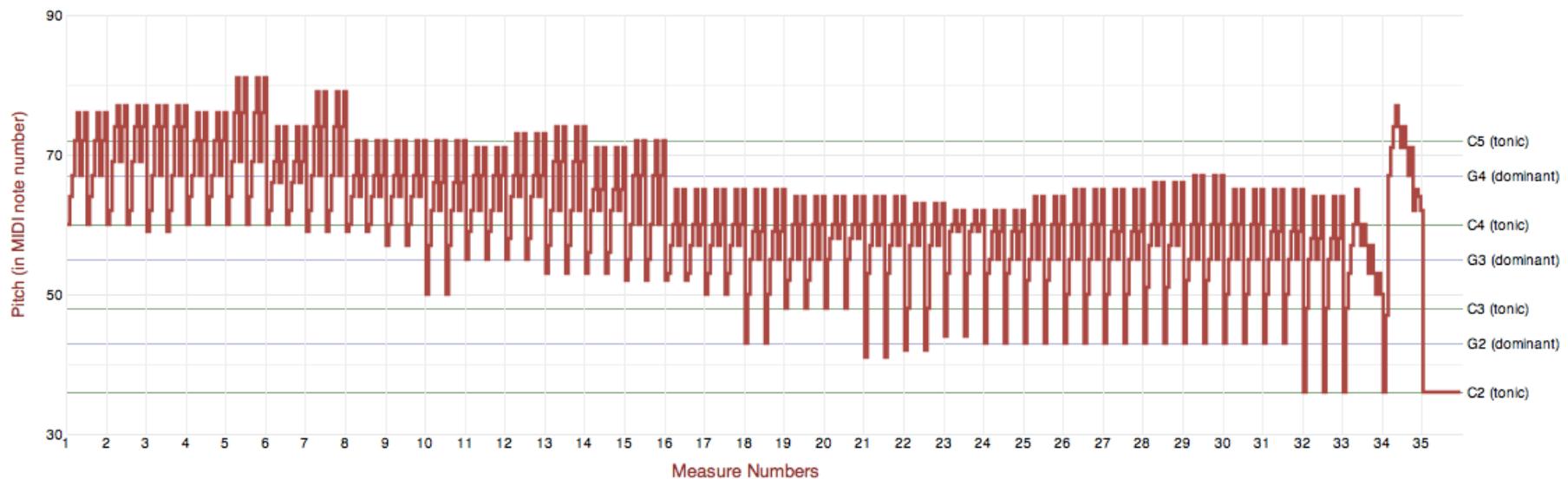
```
vis.add(pv.Label).data(napoleon.cities)
  .left(lon).top(lat)
  .text((d) => d.city).font("italic 10px Georgia")
  .textAlign("center").textBaseline("middle");
```

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

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

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

BY J.S. BACH



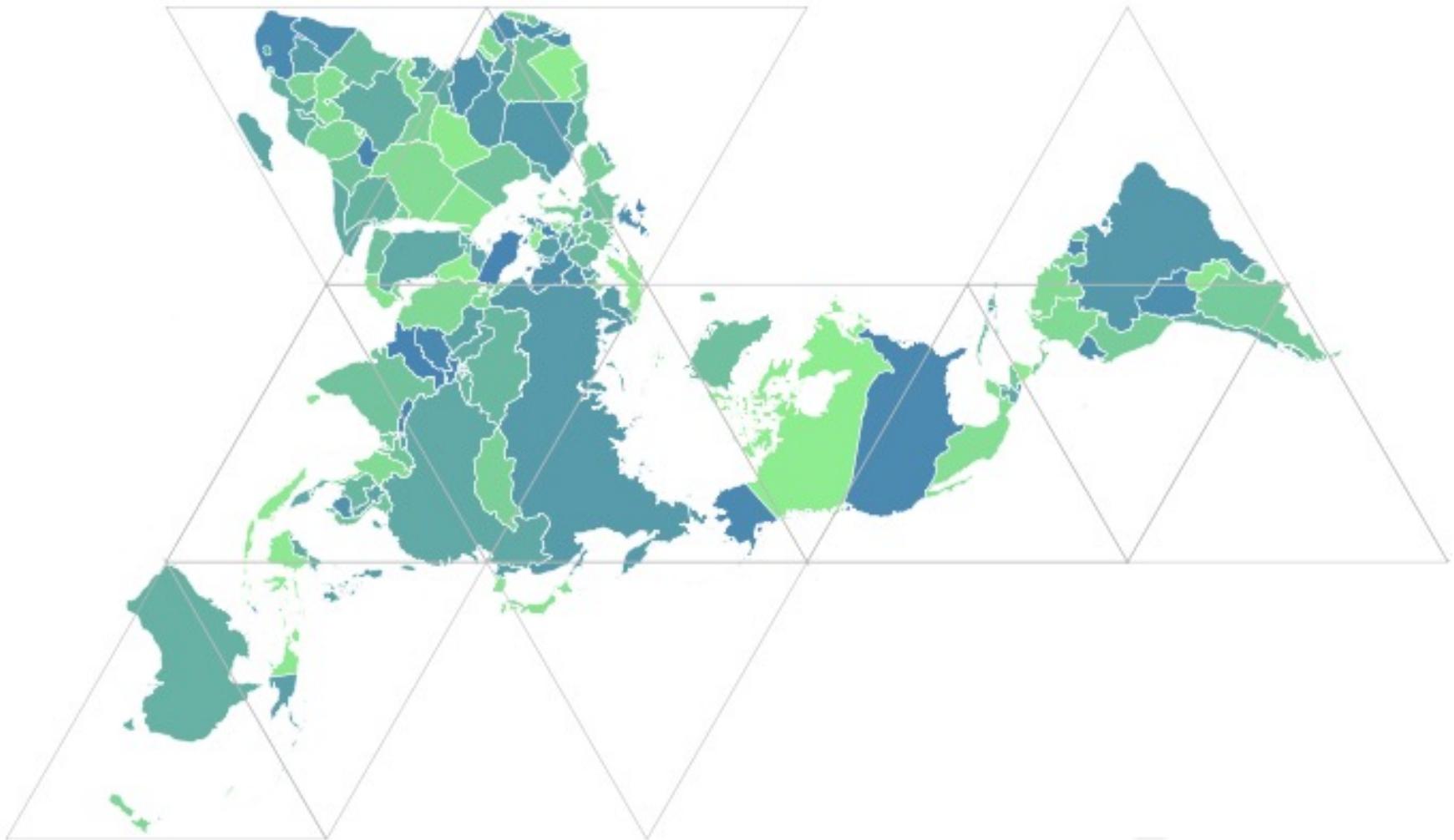
[◀] [▶] [⏪] [⏩] [⏪⏪] [⏩⏩]

focus-and-play range:

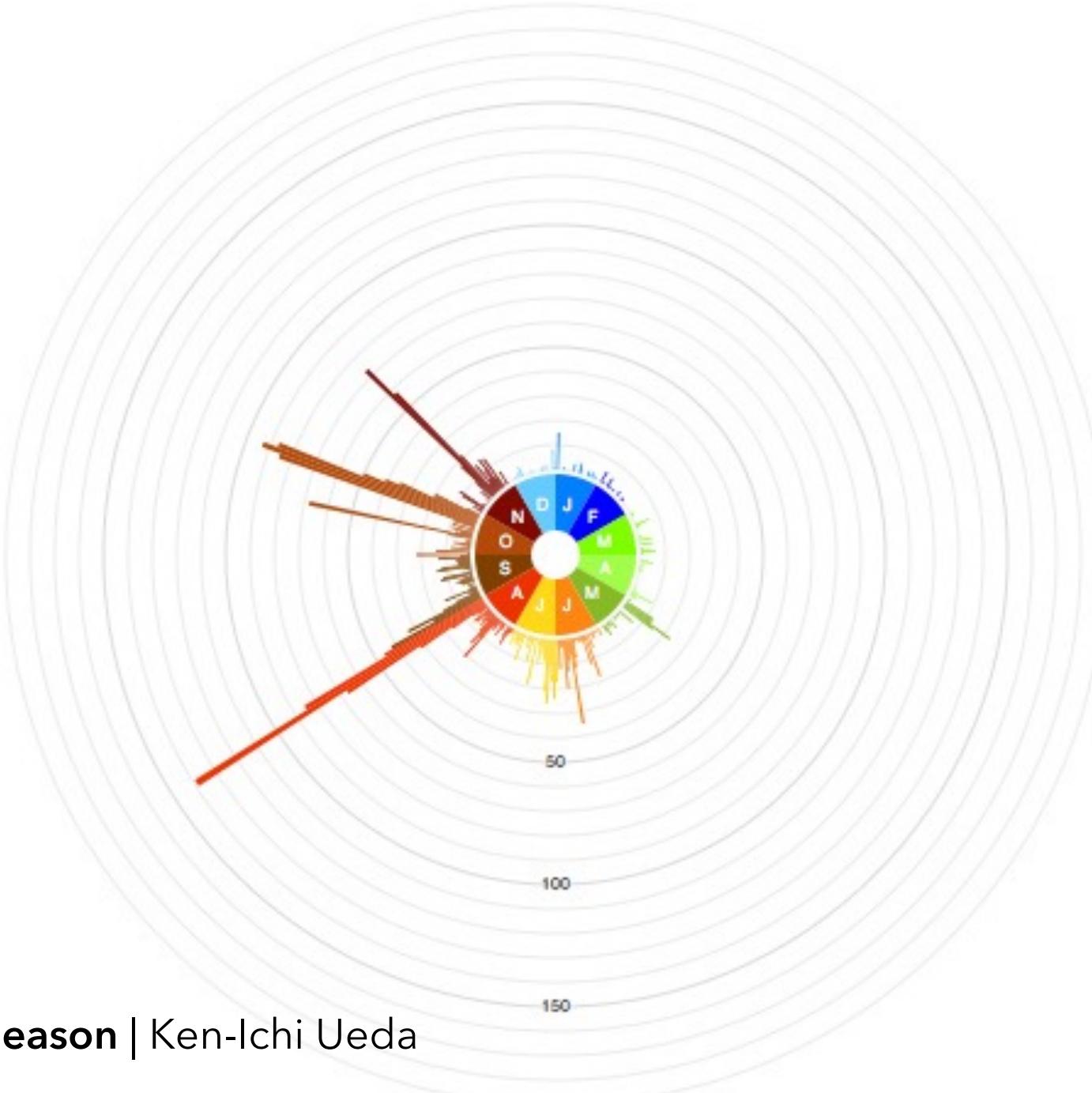
start at measure:

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

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

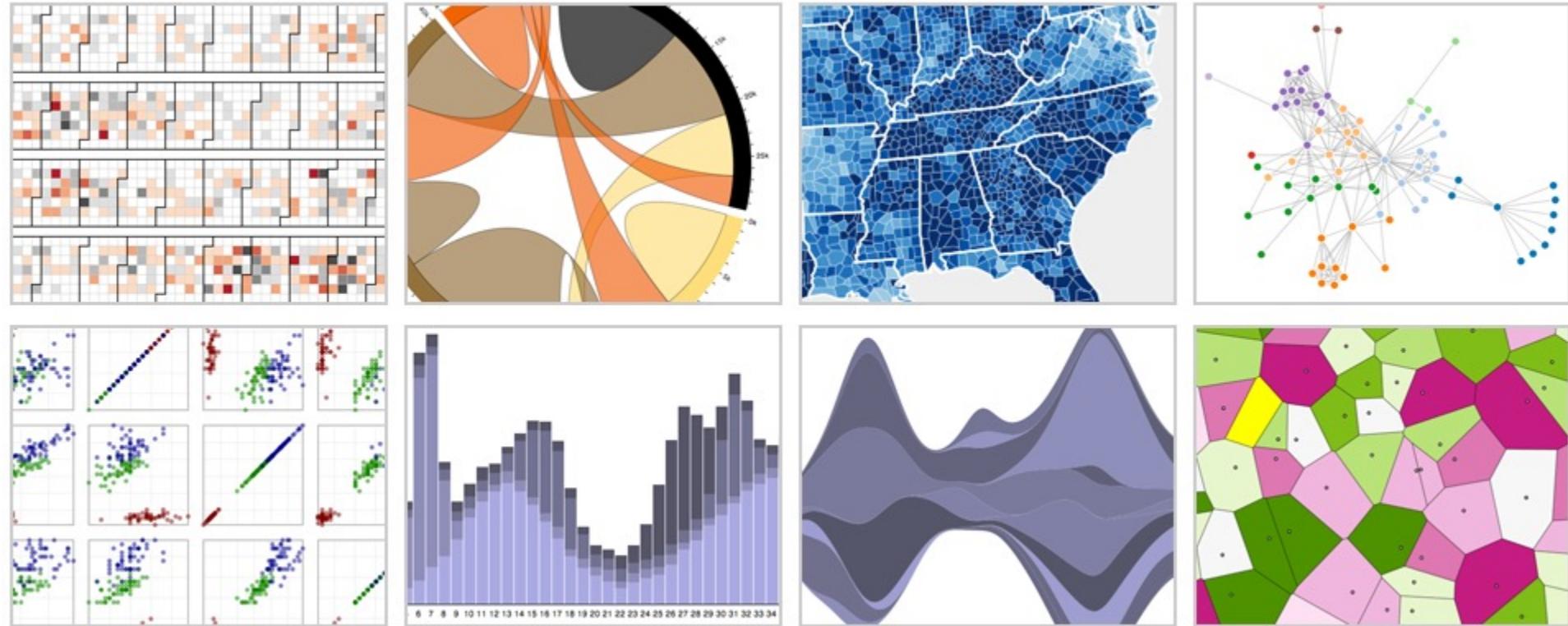


**Dymaxion Maps** | Vadim Ogievetsky



**FlickrSeason** | Ken-Ichi Ueda

# d3.js Data-Driven Documents



with **Mike Bostock**, Jason Davies & 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

# Protopis

*Specialized mark types*

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*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

# D3 Selections

The core abstraction in D3 is a *selection*.

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

    .attr("height", 300);        // set SVG height to 300px
```

# D3 Selections

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

    .attr("height", 300);        // set SVG height to 300px
// Select & update existing rectangles contained in the SVG element
svg.selectAll("rect")           // select all SVG rectangles
    .attr("width", 100)          // set rect widths to 100px
    .style("fill", "steelblue"); // set rect fill colors
```

# Data Binding

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

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

# Data Binding

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

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects  
// Select SVG rectangles and bind them to data values.
```

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

# Data Binding

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

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects  
// Select SVG rectangles and bind them to data values.
```

```
var bars = svg.selectAll("rect.bars").data(values);  
// What if the DOM elements don't exist yet? The enter set represents data  
// values that do not yet have matching DOM elements.
```

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

# Data Binding

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

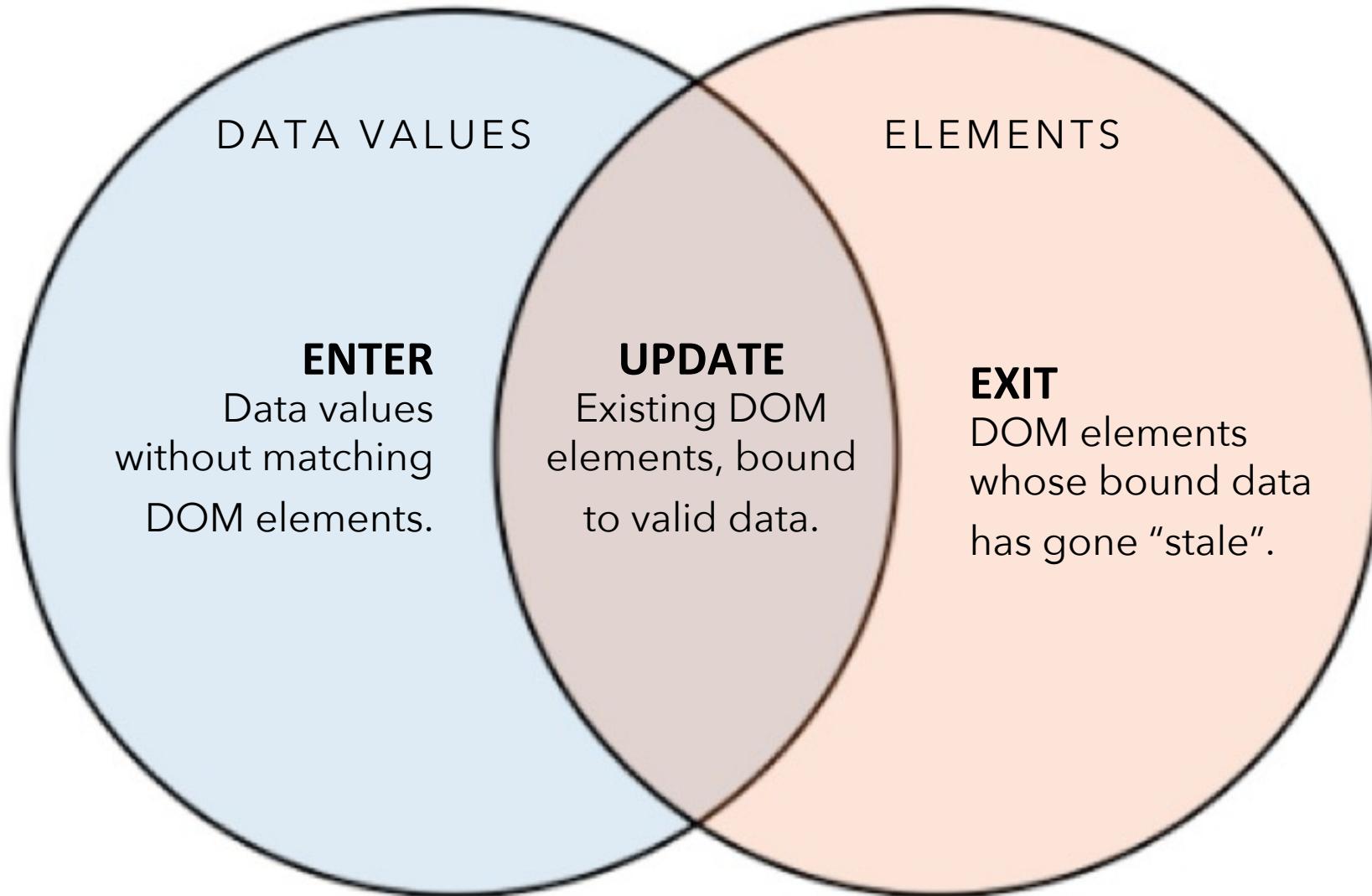
```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects  
// Select SVG rectangles and bind them to data values.
```

```
var bars = svg.selectAll("rect.bars").data(values);  
// What if the DOM elements don't exist yet? The enter set represents data  
// values that do not yet have matching DOM elements.
```

```
bars.enter().append("rect").attr("class", "bars");  
// What if data values are removed? The exit set is a selection of existing  
// DOM elements who no longer have matching data values.
```

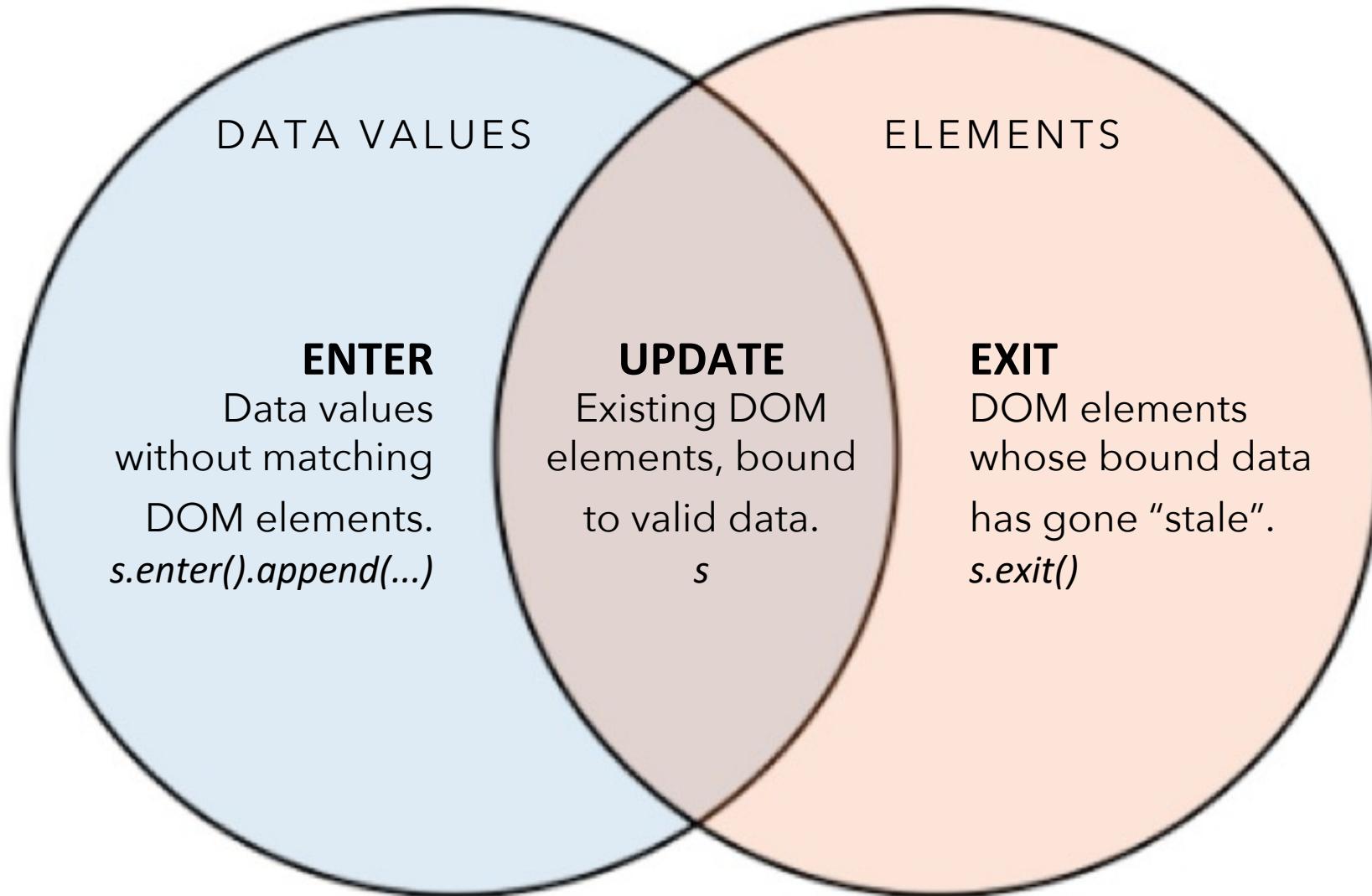
```
bars.exit().remove();
```

# The Data Join



# The Data Join

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



# Data Binding

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

```
var values = [ {...}, {...}, {...}, ... ]; // input data as JS objects
// Select SVG rectangles and bind them to data values.
var bars = svg.selectAll("rect.bars").data(values)
  .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, ...)

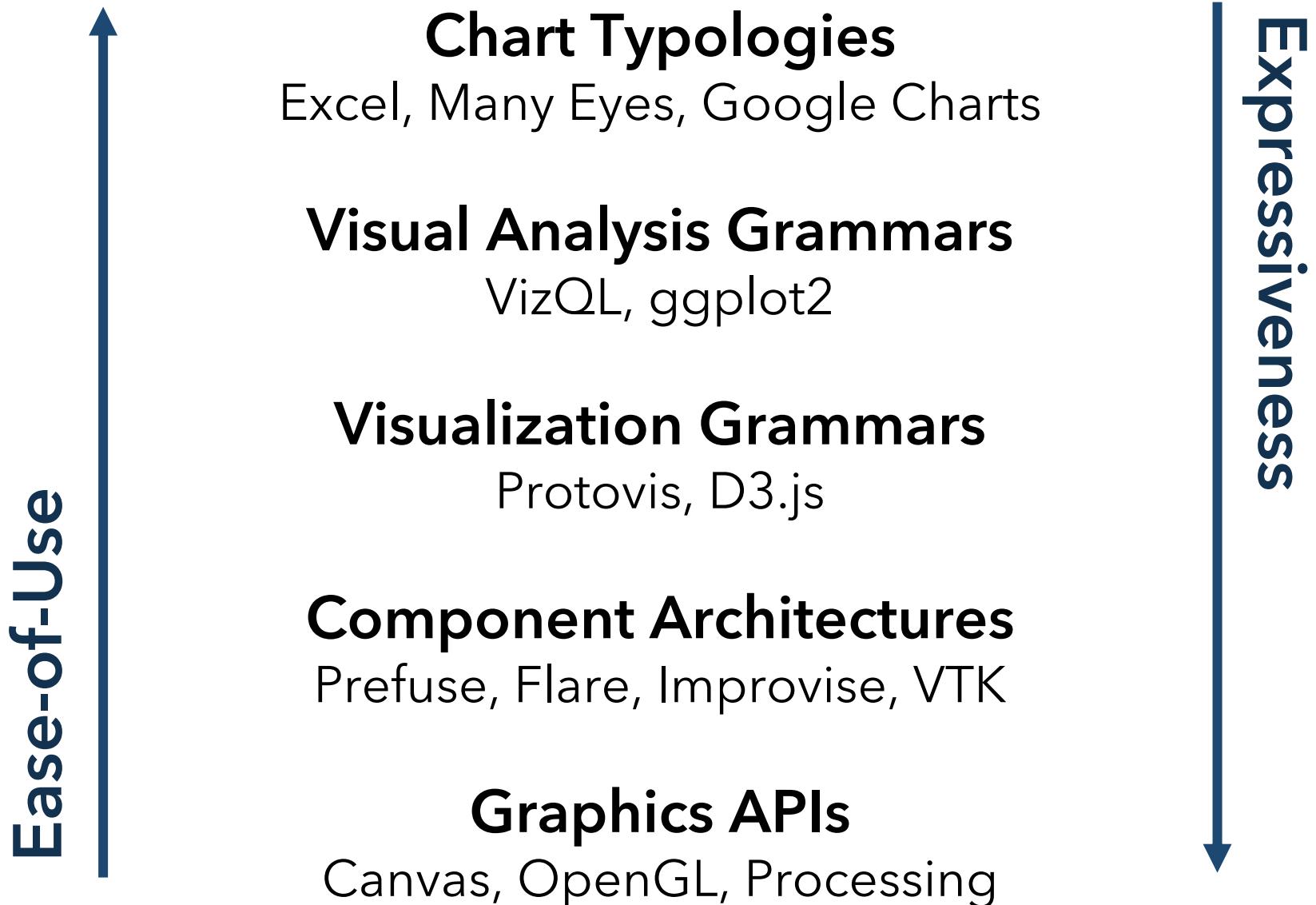
**Animated Transitions** (tweening, easing, ...)

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

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

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

*Many of these correspond to future lecture topics!*



# Administrivia

# A2: Deceptive Visualization

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

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

Your two visualizations may address different questions.

Try to design a deceptive visualization that appears to be earnest: *can you trick your classmates and course staff?*

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

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

Due by **Wed 1/25 11:59pm**.

# A2 Peer Reviews

On Friday 1/27 you will be 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 **Wed 2/1 11:59pm**.

# Assignment Regrades

Students can request a regrade through Gradescope but must justify the reasons for the regrade.

Timeline: within 72 hours after the grade is released

We will review the entire assignment in more detail, which could result in a higher OR lower grade.

# Tutorial on Thursday

**D3.js Deep Dive:** Thursday 1/26 during lecture, Led by Tukey and Yu

Be sure to read the D3, Part 1 notebook ahead of time. We'll work through Part 2 in class. Also read the JS/Observable primer if you're new to this!

**Web Publishing:** Friday 2/3 4:30-6pm in G20, Led by Aakash and Wei Jun

# A Visualization Tool Stack

**Chart Typologies**  
Excel, Many Eyes, Google Charts

**Visual Analysis Grammars**  
VizQL, ggplot2

**Visualization Grammars**  
Protopis, D3.js

**Component Architectures**  
Prefuse, Flare, Improvise, VTK

**Graphics APIs**  
Canvas, OpenGL, Processing

## **Chart Typologies**

Excel, Many Eyes, Google Charts

Charting  
Tools

## **Visual Analysis Grammars**

VizQL, ggplot2

Declarative  
Languages

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# What is a Declarative Language?

Programming by describing *what*, not *how*

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

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

# What is a Declarative Language?

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Separate **specification** (*what you want*) from  
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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))
```



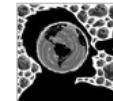
# The New York Times

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

ING DIRECT



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



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

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

## Painting at 99, With No Compromises

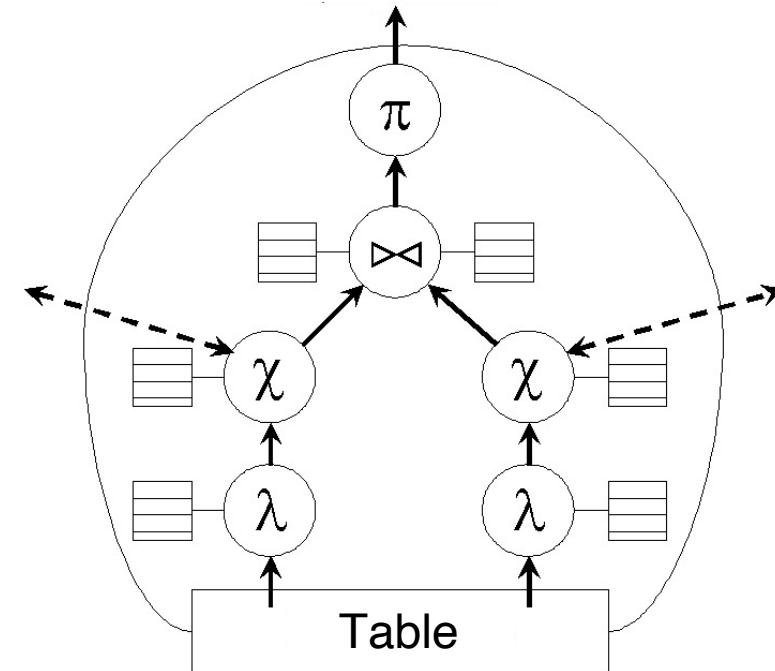
By ROBIN FINN

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

**Glaxo Pays \$750 Million Fine for Tainted Products**  
By GARDNER HARRIS and DUFF

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

# SOL

# Why Declarative Languages?

**Faster iteration, less code, larger user base?**

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

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

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

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

**Programmatic generation.**

*Write programs which output visualizations.*

*Automated search & recommendation.*

# **Chart Typologies**

Excel, Many Eyes, Google Charts

Charting  
Tools

# **Visual Analysis Grammars**

VizQL, ggplot2

Declarative  
Languages

# **Visualization Grammars**

Protopis, D3.js

Programming  
Toolkits

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

Processing, OpenGL, Java2D

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Excel, Many Eyes, Google Charts

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VizQL, ggplot2, *Vega-Lite*

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Languages

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Toolkits

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## Graphics APIs

Processing, OpenGL, Java2D

# Interactive Data Exploration

Tableau, *Lyra, Voyager*

Graphical  
Interfaces

# Visual Analysis Grammars

VizQL, ggplot2, *Vega-Lite*

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Processing, OpenGL, Java2D

## The Lyra Visualization Design Environment (VDE) alpha

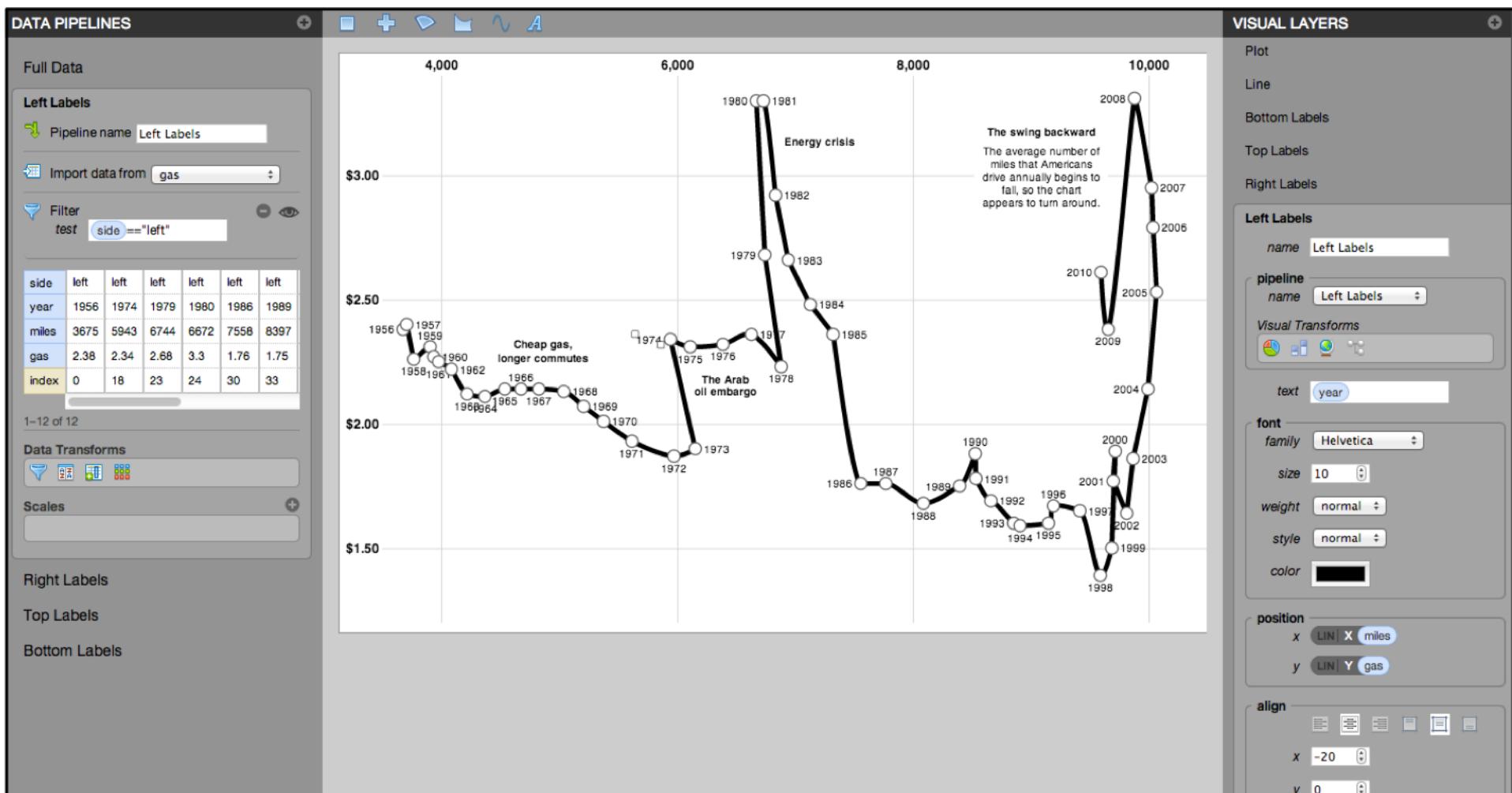
Arvind Satyanarayan, Kanit "Ham" Wongsuphasawat, Jeffrey Heer



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

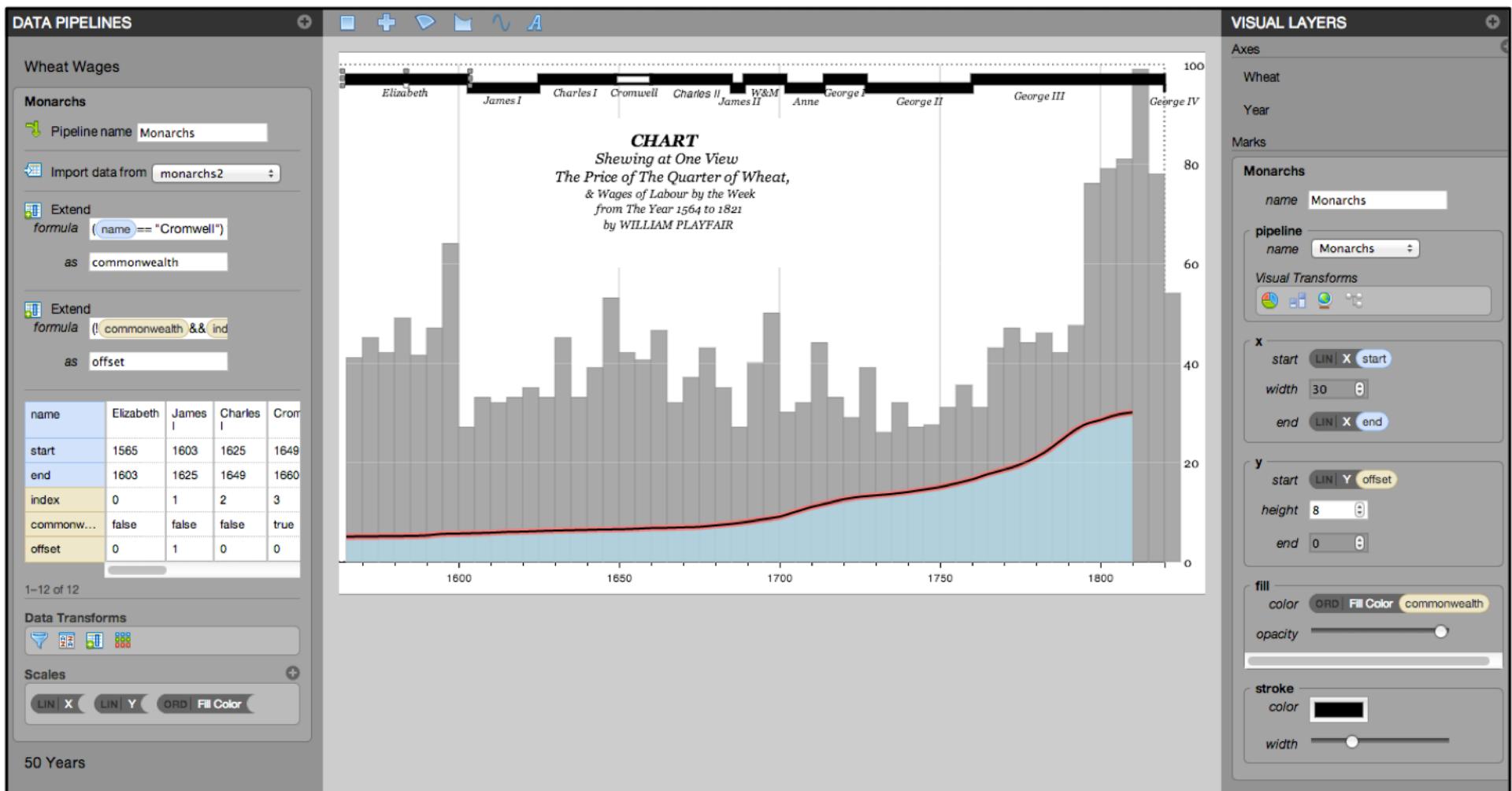
*See also:* Charticulator, Data Illustrator

# Lyra A Visualization Design Environment



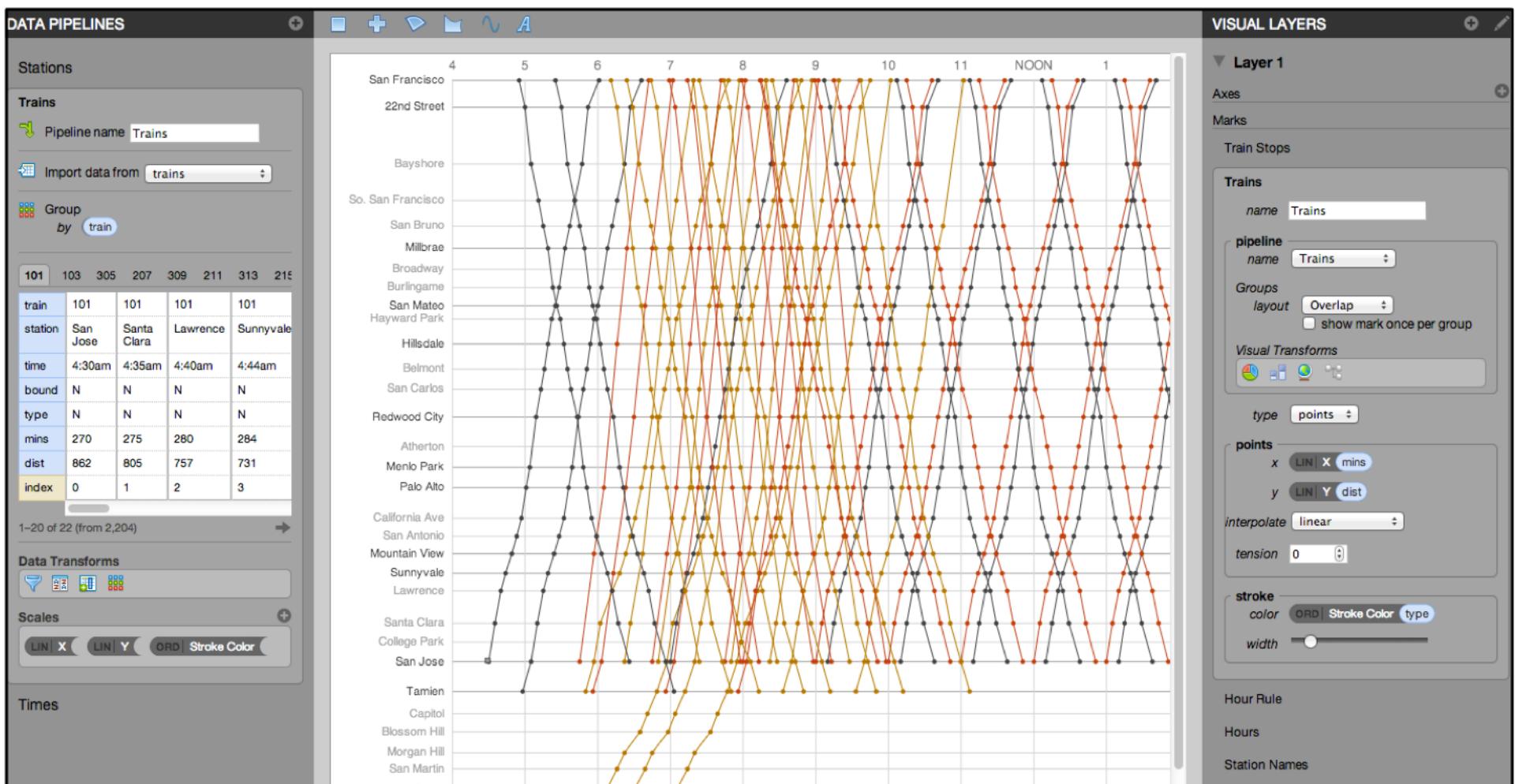
Driving Shifts into Reverse by Hannah Fairfield, NYTimes

# Lyra A Visualization Design Environment



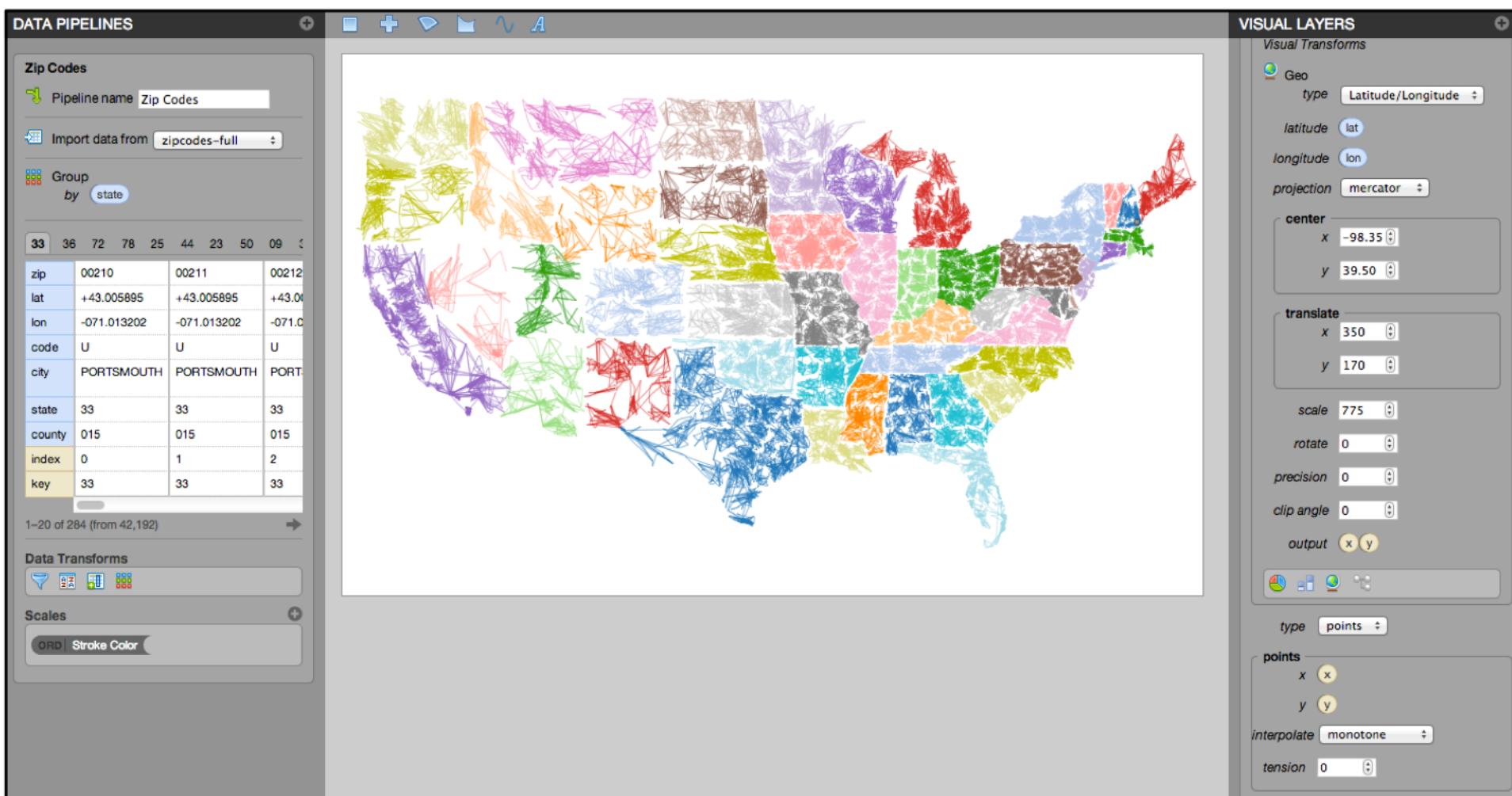
by William Playfair

# Lyra A Visualization Design Environment



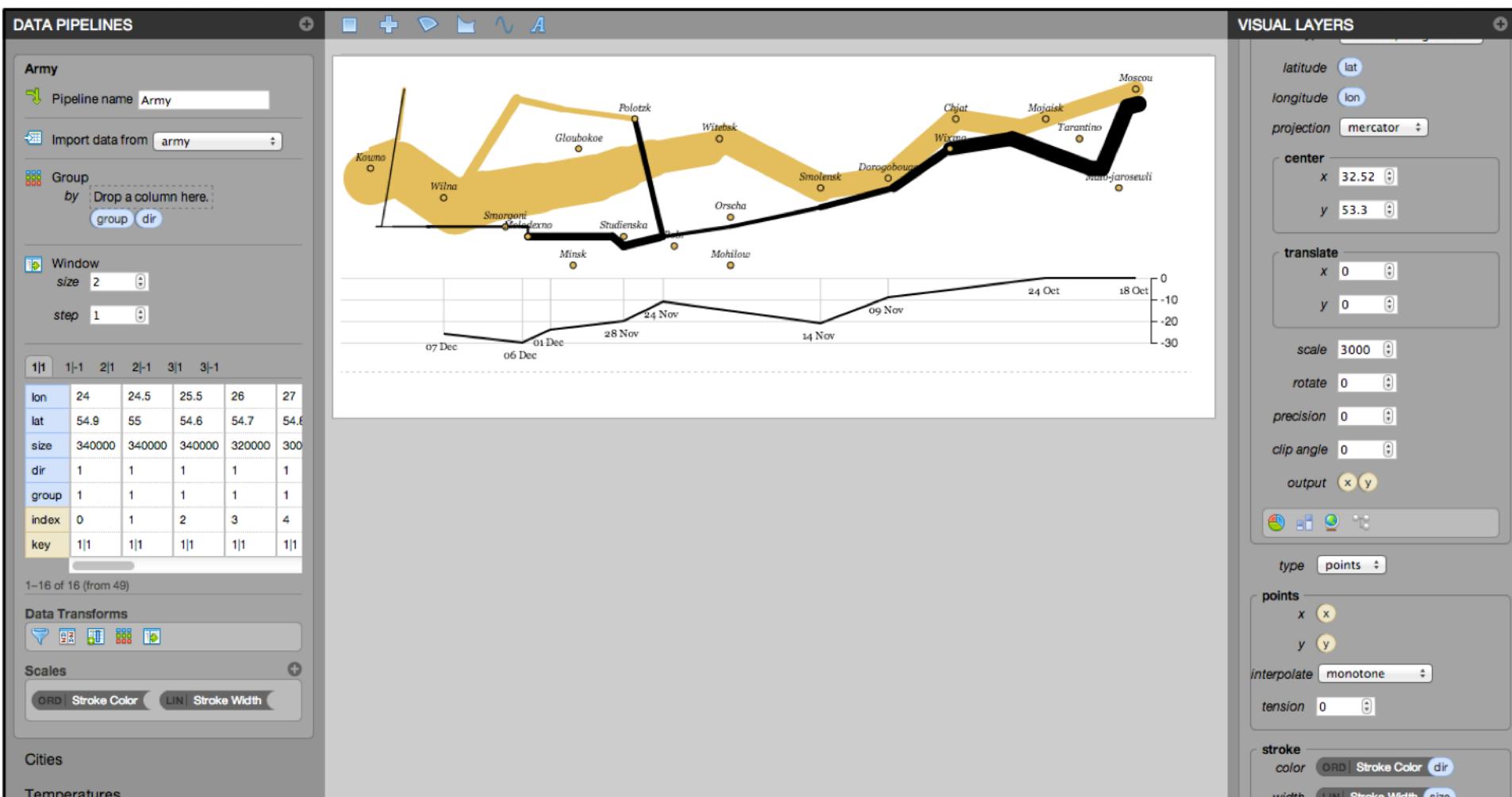
based on the **Railway Timetable** by E. J. Marey

# Lyra A Visualization Design Environment

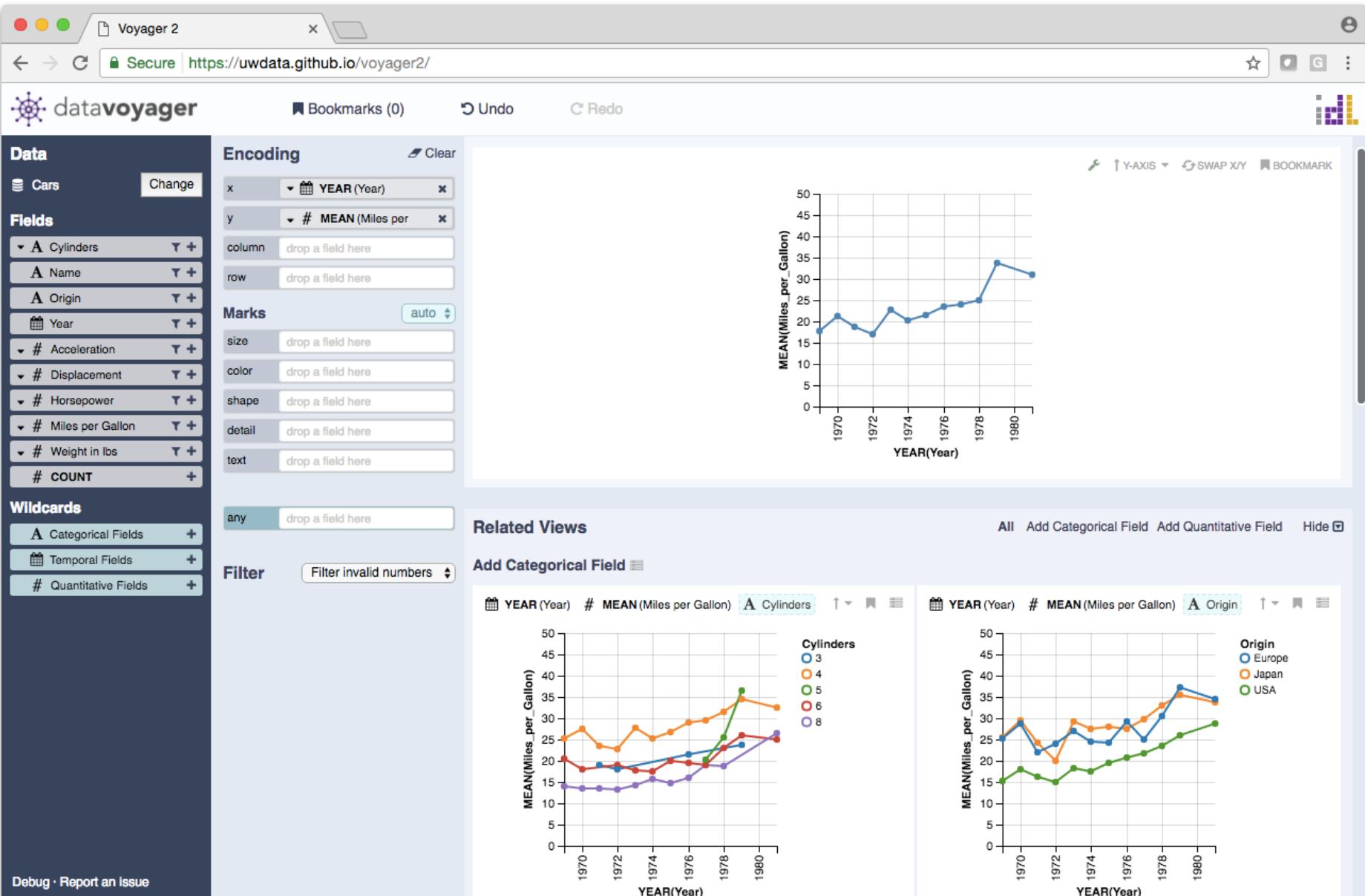


**ZipScribble** by Robert Kosara

# Lyra A Visualization Design Environment



Napoleon's March by Charles Minard



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

Voyager 2 <https://uwdata.github.io/voyager2/>

Bookmarks (0) Undo Redo

datavoyager

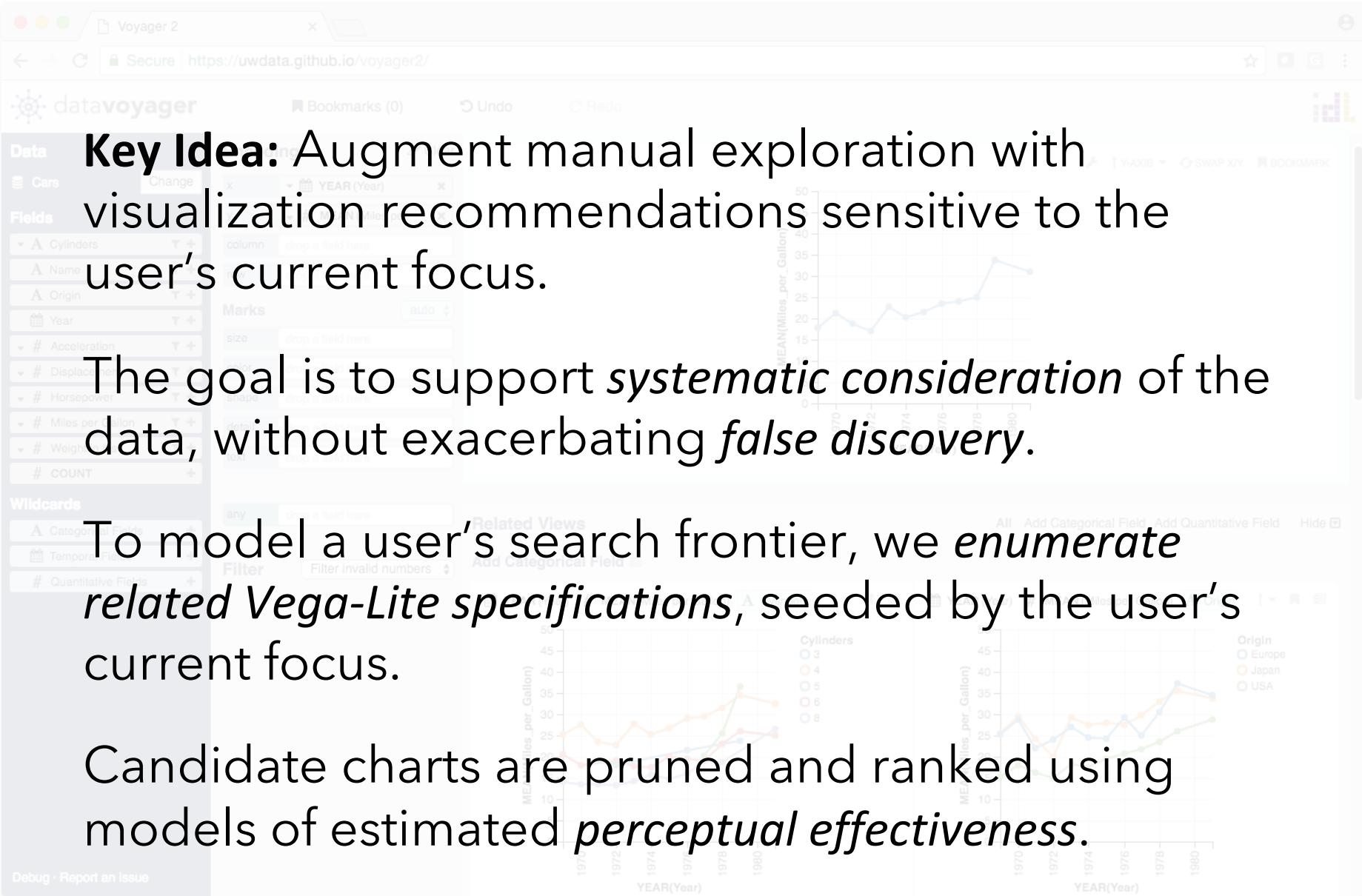
Data Cars Fields Cylinders Name Origin Year # Acceleration # Displacement # Horsepower # Miles per Gallon # Weight # COUNT Wildcards any Temporal # Quantitative Filter Filter invalid numbers Add Categorical Field Add Quantitative Field Hide

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*.



The screenshot shows the Mirny visualization tool interface. On the left, there is an "Editor" section containing a file named "Iris Json" with a single item labeled "1". Above the editor is a toolbar with various icons. To the right of the editor are three main sections: "Recommendations", "Implemented", and "Visualization Output". The "Recommendations" section contains a list of interaction types: Hover, Click, Drag, Visualize, Brush, and Zoom. The "Implemented" section has an empty input field. Below these sections is a "Visualization Output" area with a small icon.

Editor Iris Json

1

Recommendations

- Hover
- Click
- Drag
- Visualize
- Brush
- Zoom

Implemented

Visualization Output

# Summary

There is no one-size-fits-all tool for visualization.

Instead, visualization tools fall along a spectrum ranging from graphical interfaces to advanced programming toolkits.

Visualization tools make deliberate tradeoffs between ease of use and expressiveness, placing them at specific points along the spectrum.

Users often select and switch between various tools to meet their current needs.