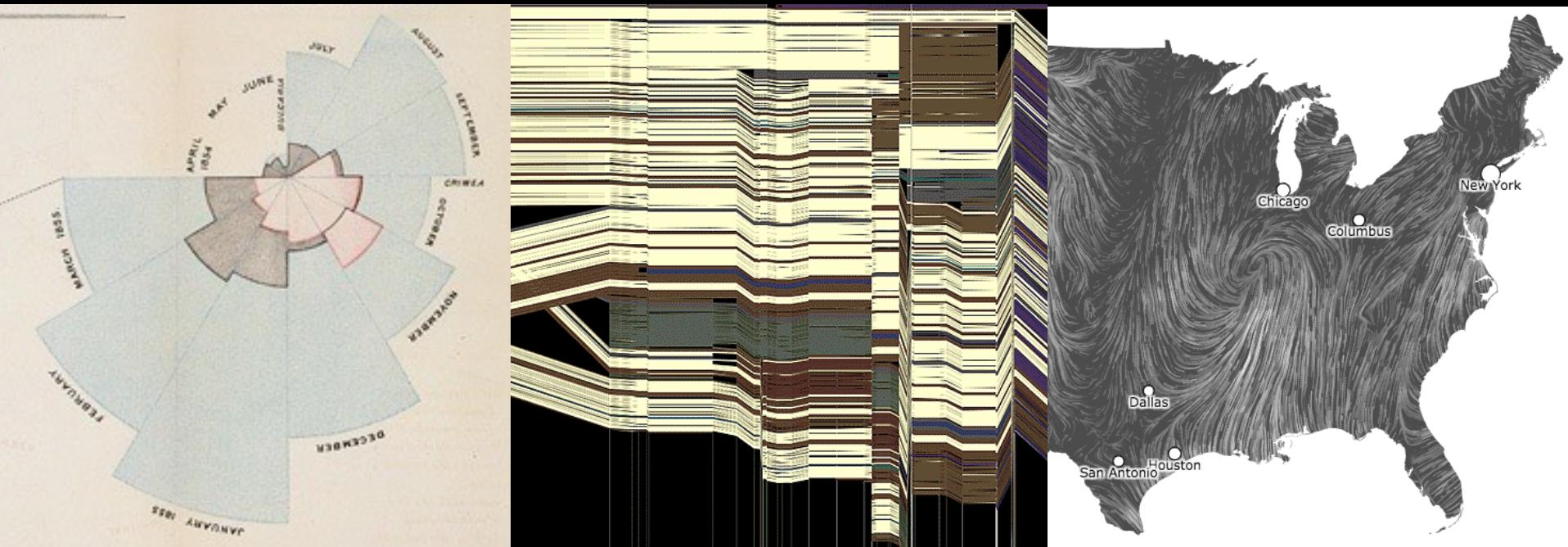


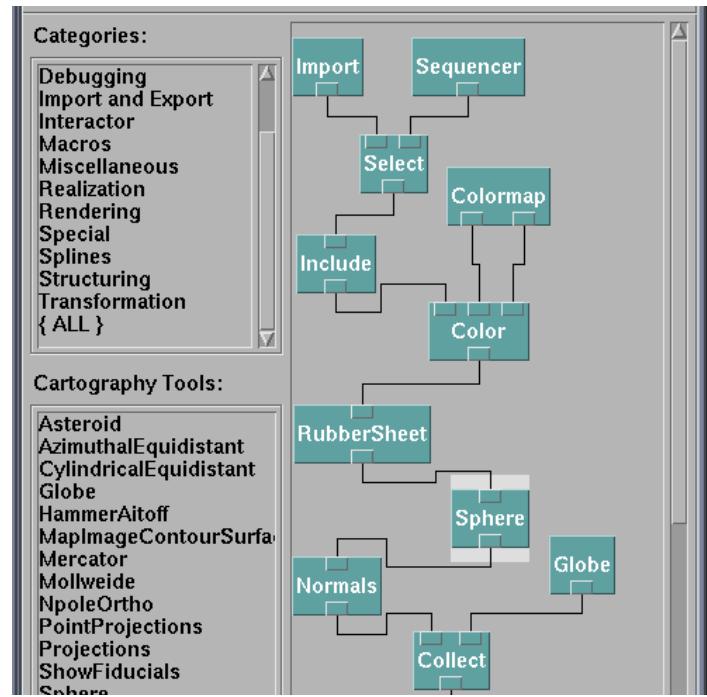
# CSE 442 - Data Visualization

# Visualization Tools



Jeffrey Heer University of Washington

# How do people create visualizations?



## Chart Typology

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

## Component Architecture

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



# **Graphics APIs**

## Canvas, OpenGL, Processing

File Edit Sketch Tools Help



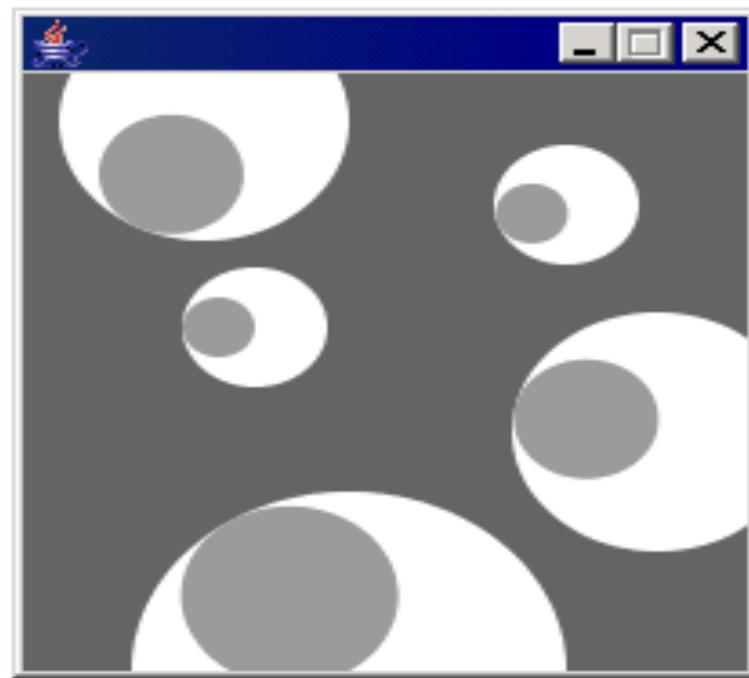
Run

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**

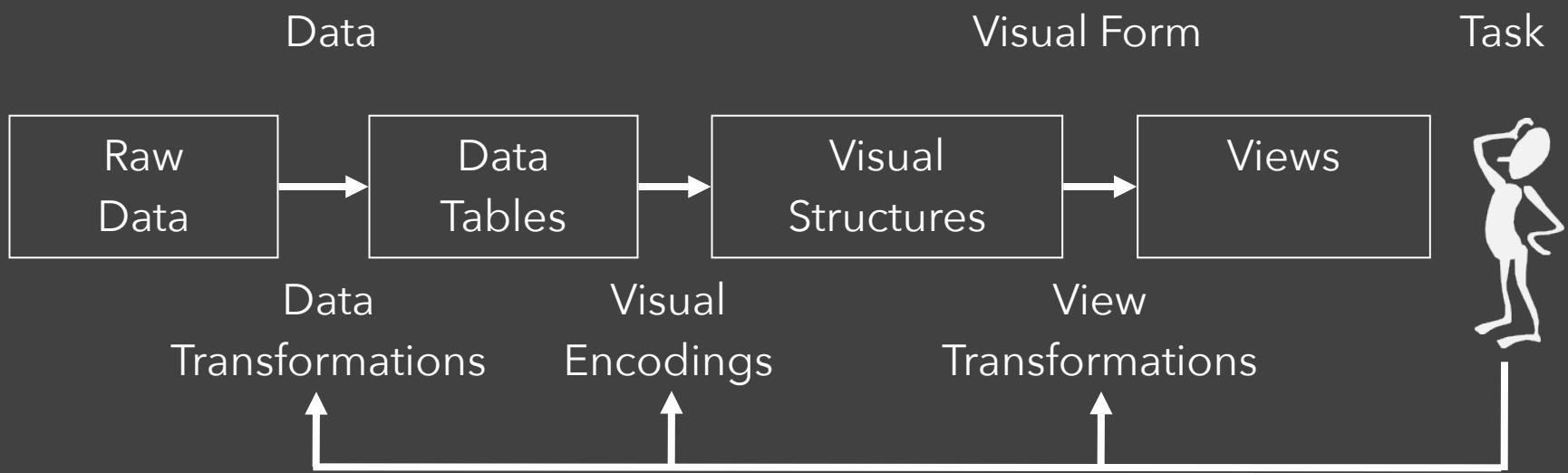
## Canvas, OpenGL, Processing

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

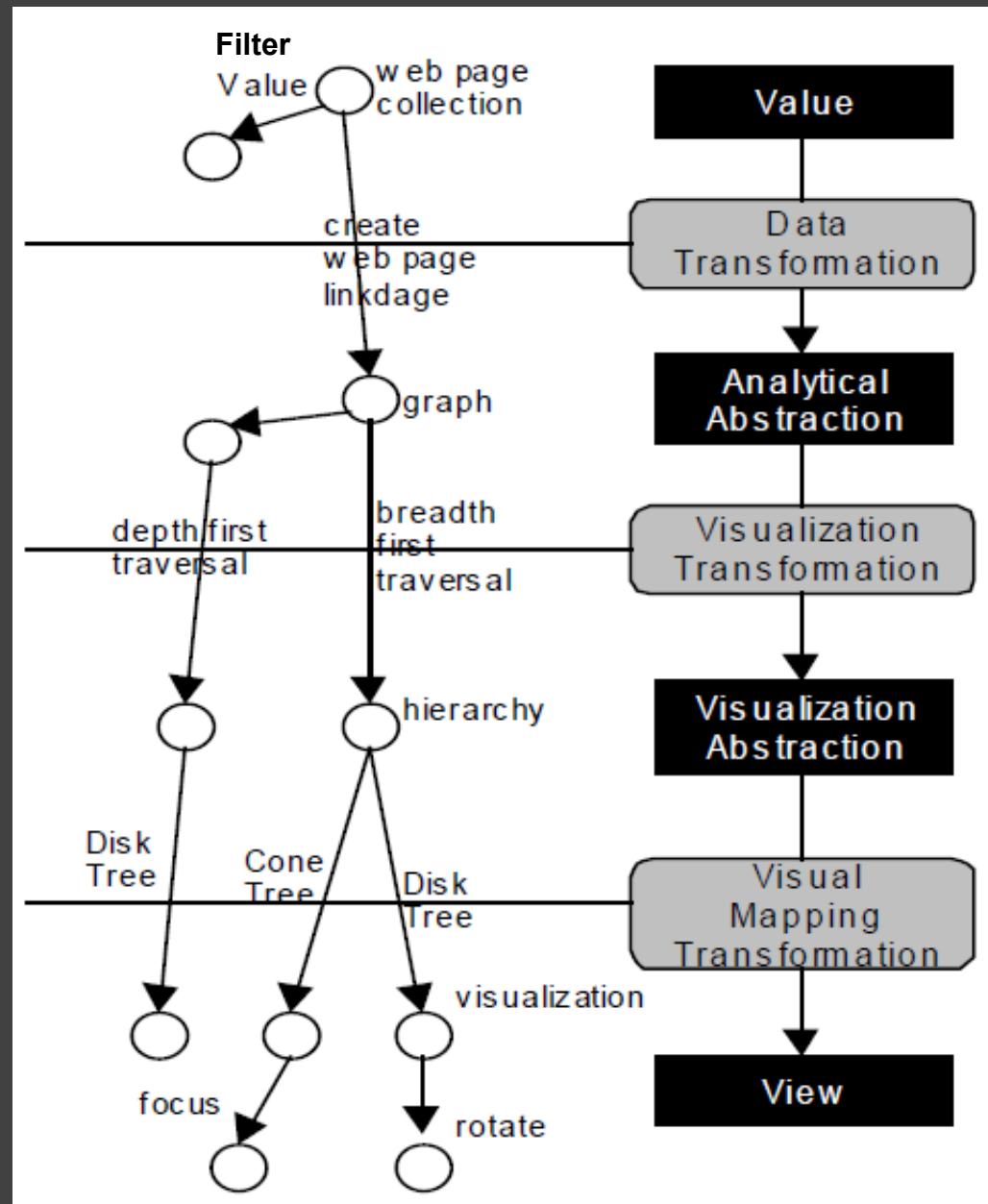
# **Graphics APIs**

Canvas, OpenGL, Processing

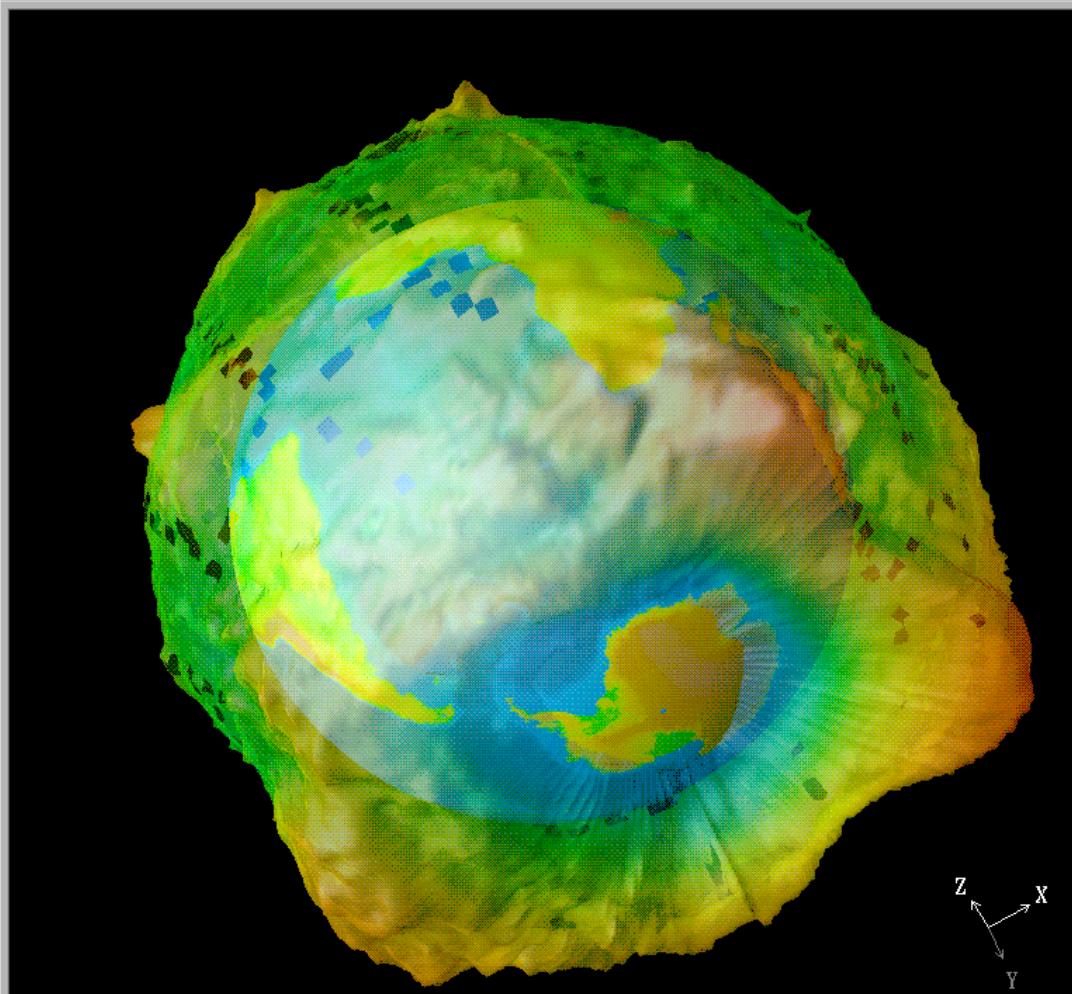


# Data State Model

[Chi 98]



File Execute Windows Connection Options Help



View Control...

Undo Ctrl+U Redo Ctrl+D

Mode: Rotate

Set View: None

Projection: Perspective

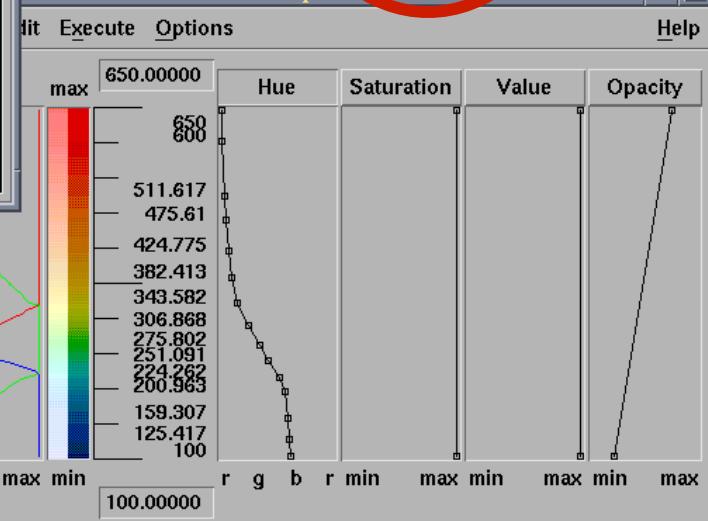
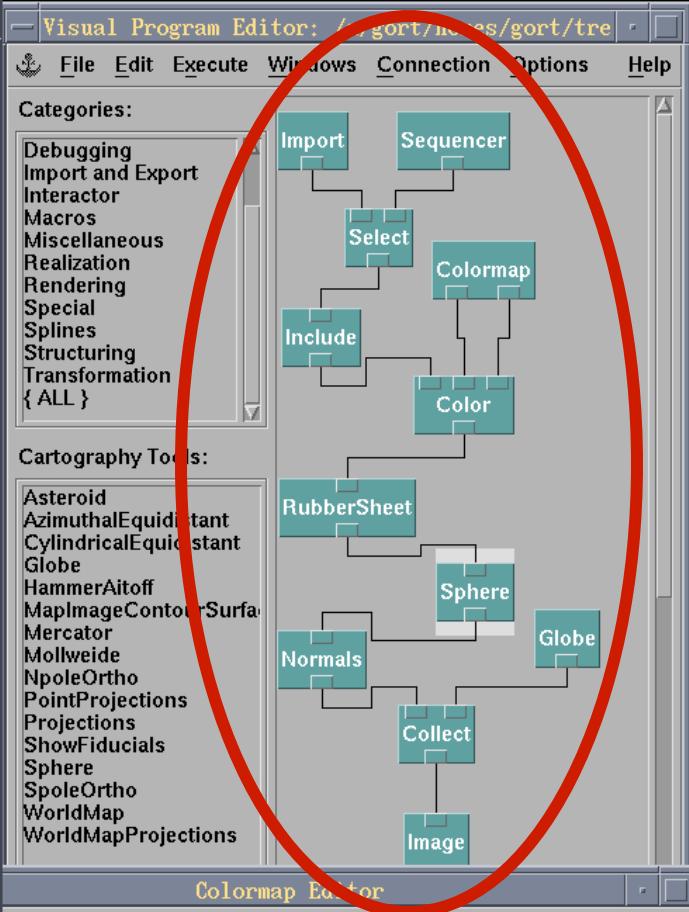
View Angle: 30.000

Close Reset Ctrl+F

Sequence Control

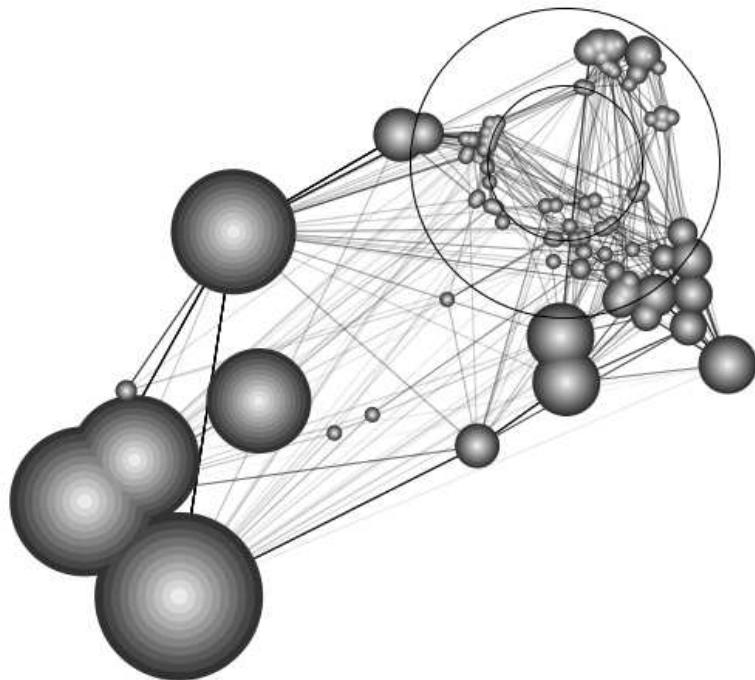
Loop Stop <||> ...

<|> ▶ ■ ||

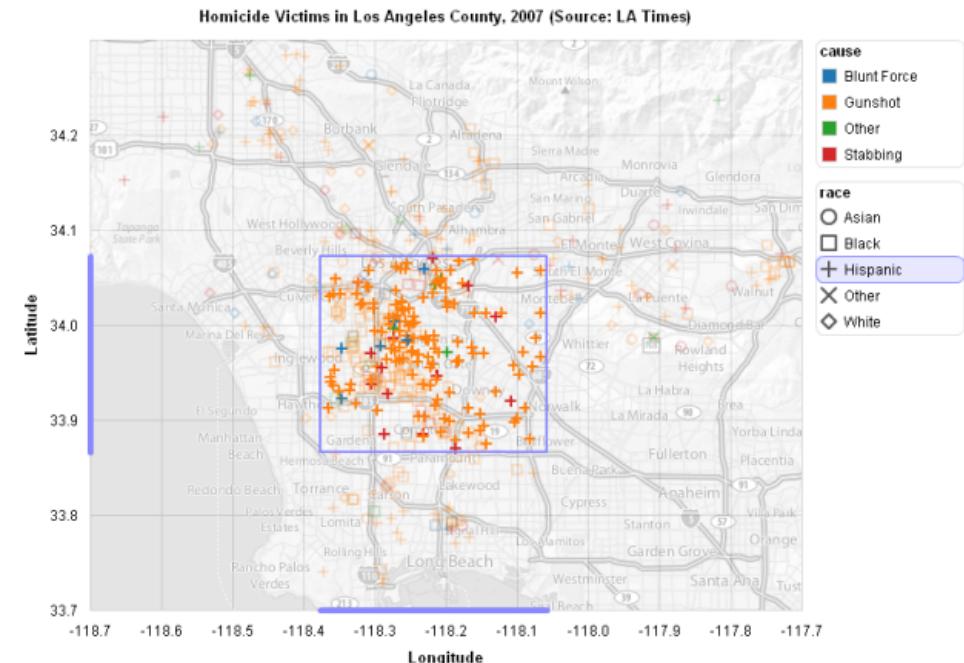


# Prefuse & Flare

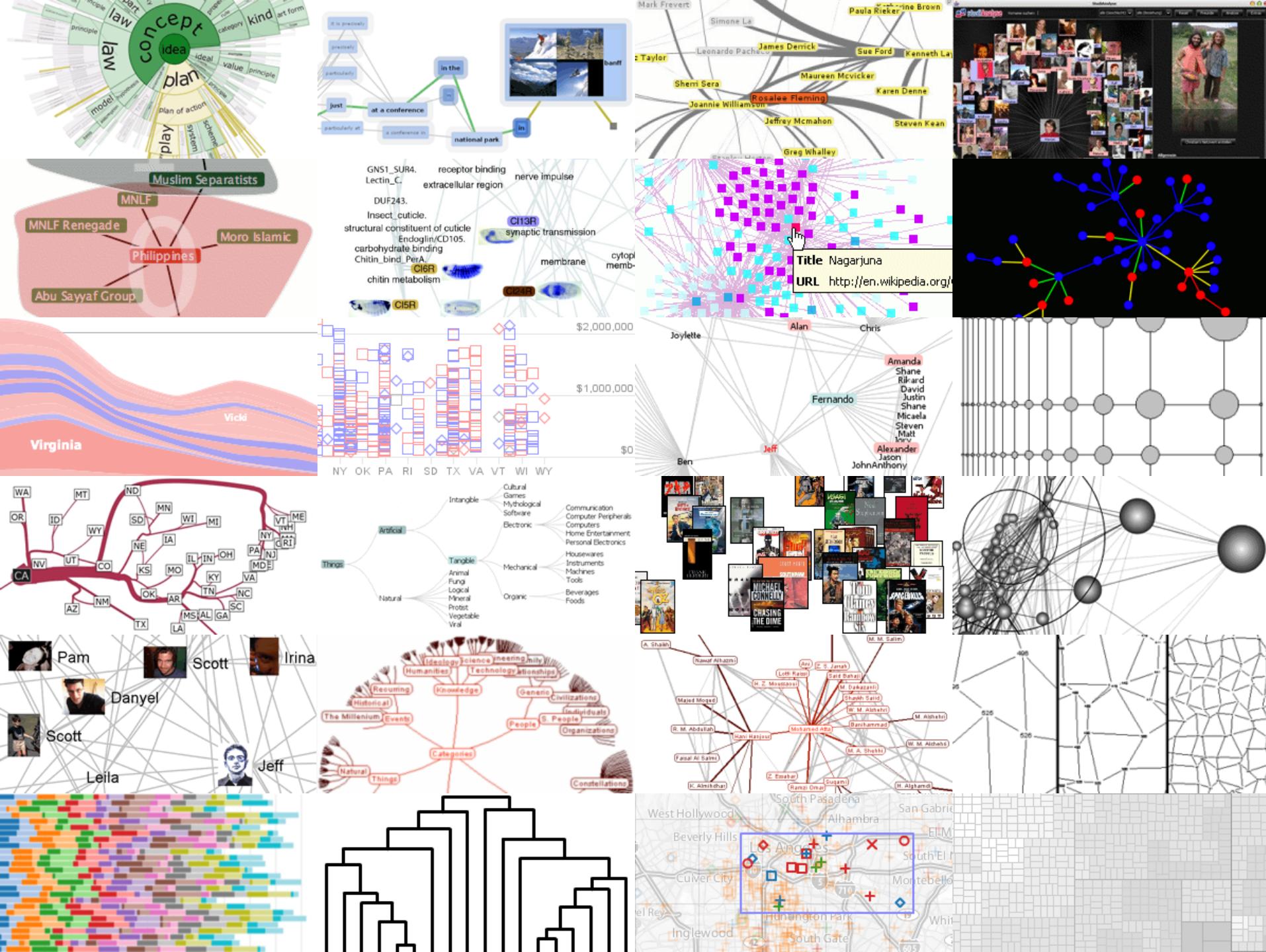
Operator-based toolkits for visualization design  
Vis = (Input Data -> Visual Objects) + Operators

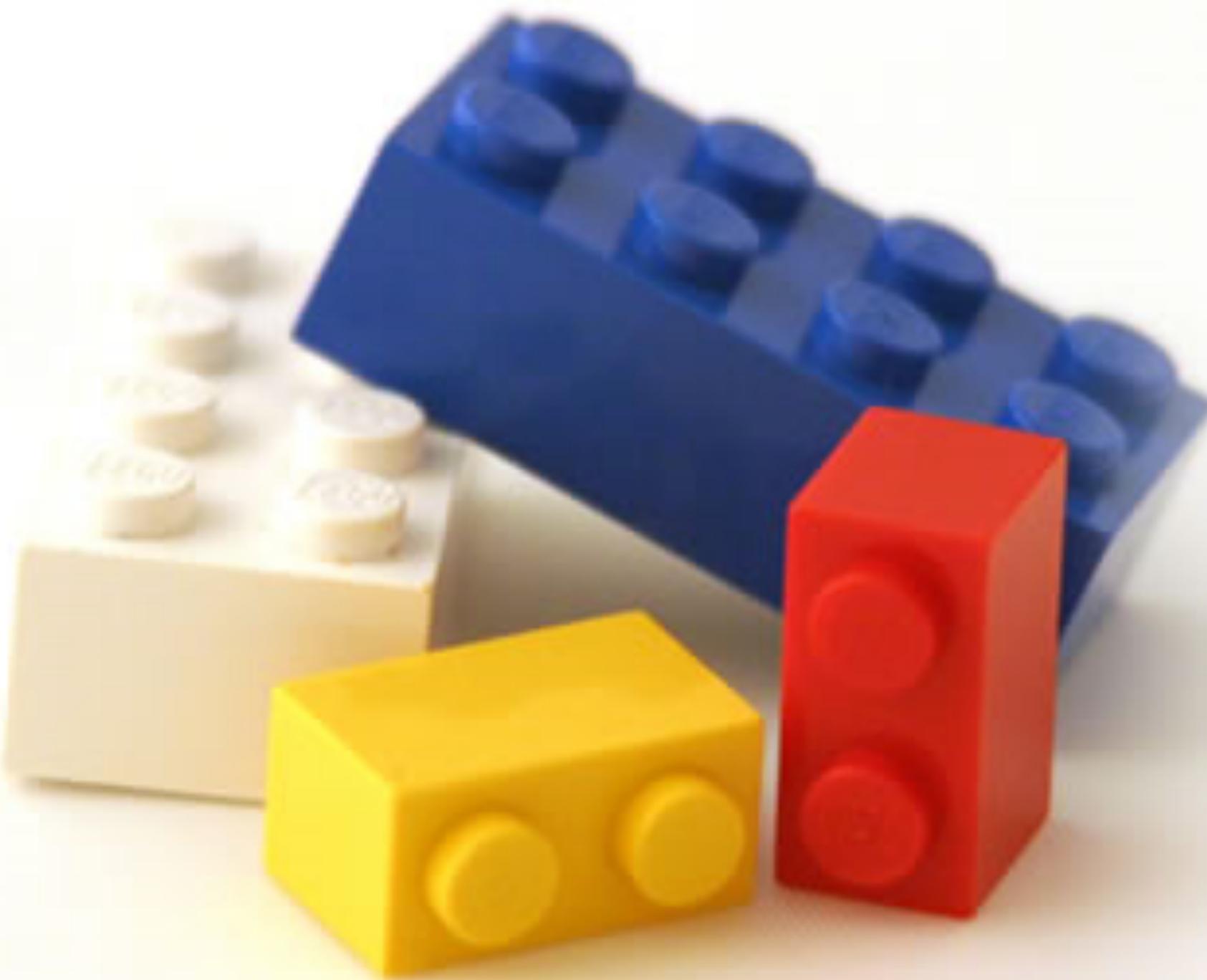


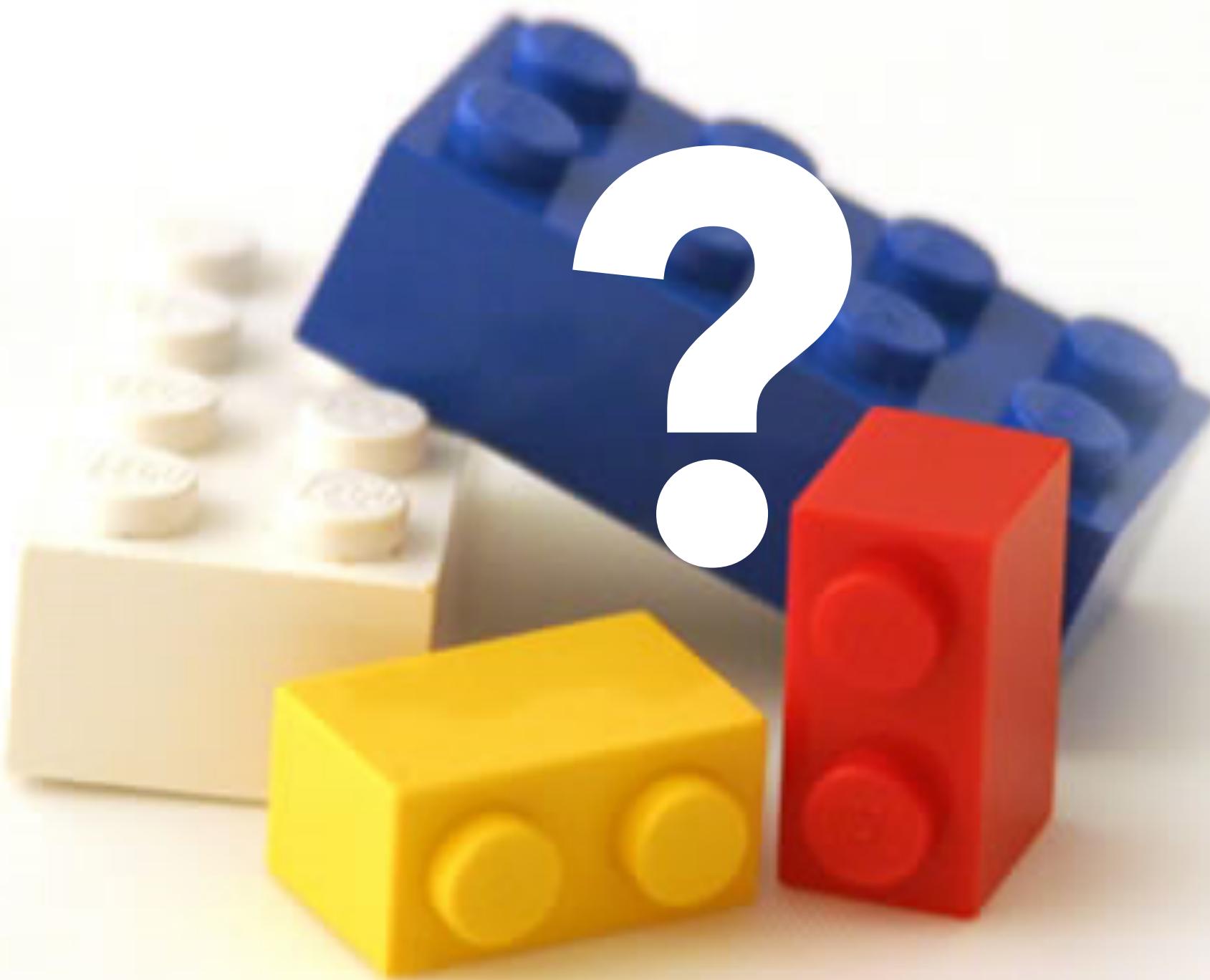
Prefuse (<http://prefuse.org>)



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







# **Component Architectures**

Prefuse, Flare, Improvise, VTK

# **Graphics APIs**

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](#)

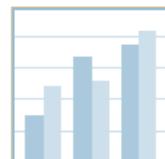


#### Word Tree

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...

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

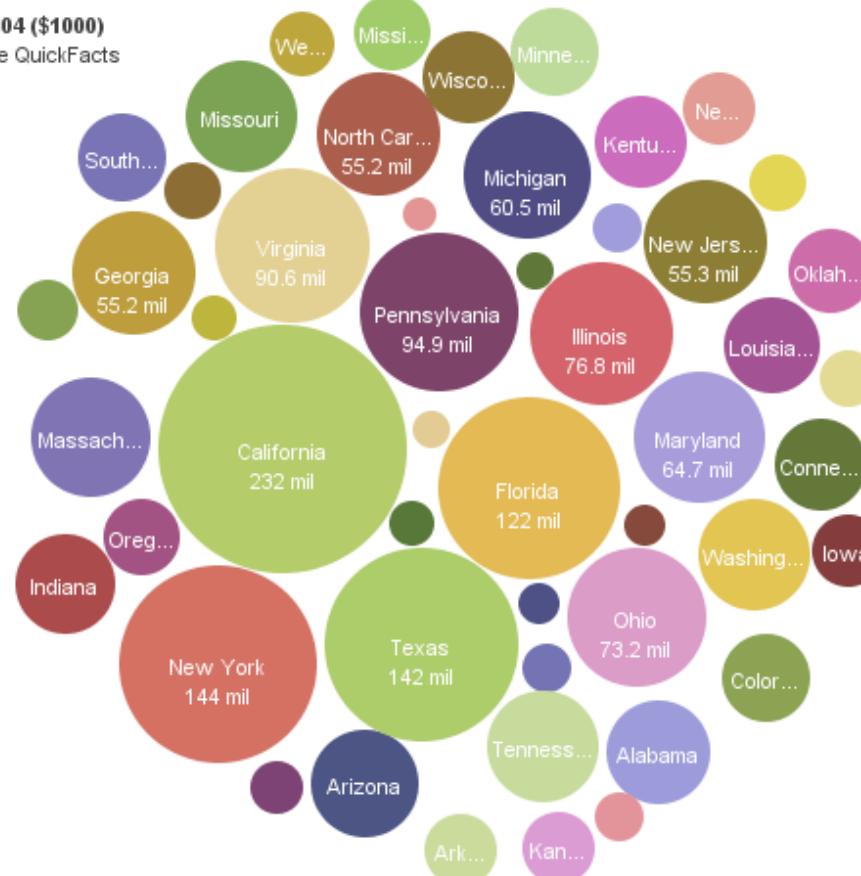
#### Disks colored by People QuickFacts

Click to select,

Ctrl-Click: multiple

Shift-Click: range

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



To highlight or find totals  
click or ctrl-click.

#### Bubble Size

### Federal spending 2004 (\$1000)

### Label

People QuickFacts

Color People QuickFact

Page 1

10

### Retail sales per capita 2002

### Minority-owned firms percent of total 1997

### Women-owned firms percent of total 1997

Housing units authorized by b)

Federal spending 2004 (\$1000)

Land area 2000 (square miles)

Borsod



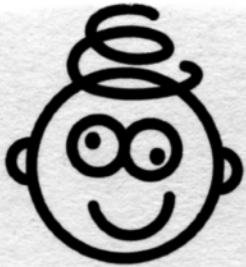
Census Bureau



 This data set  
has not yet been rated

rate  
this

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. 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

ALBERTO and play for 16 minutes. I do scales to

PERIOD OF TIME

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

Johann Sebastian Washington. Teacher says I am a natural

CELEBRITY (LAST NAME)

Haunted House and have a good musical leg. Perhaps

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**

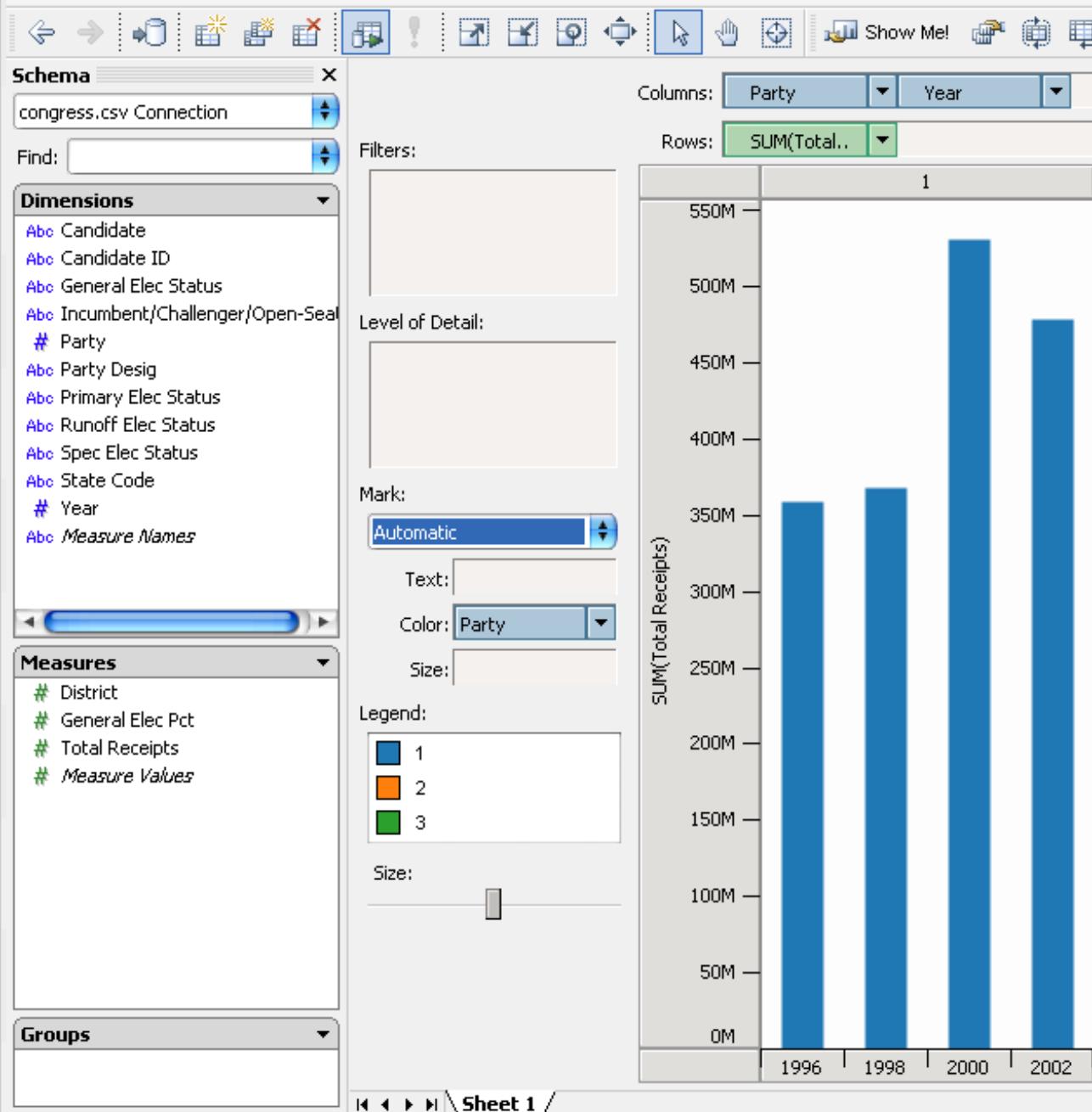
VizQL, ggplot2, Vega-Lite

## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing



*Statistics and Computing*

Leland Wilkinson

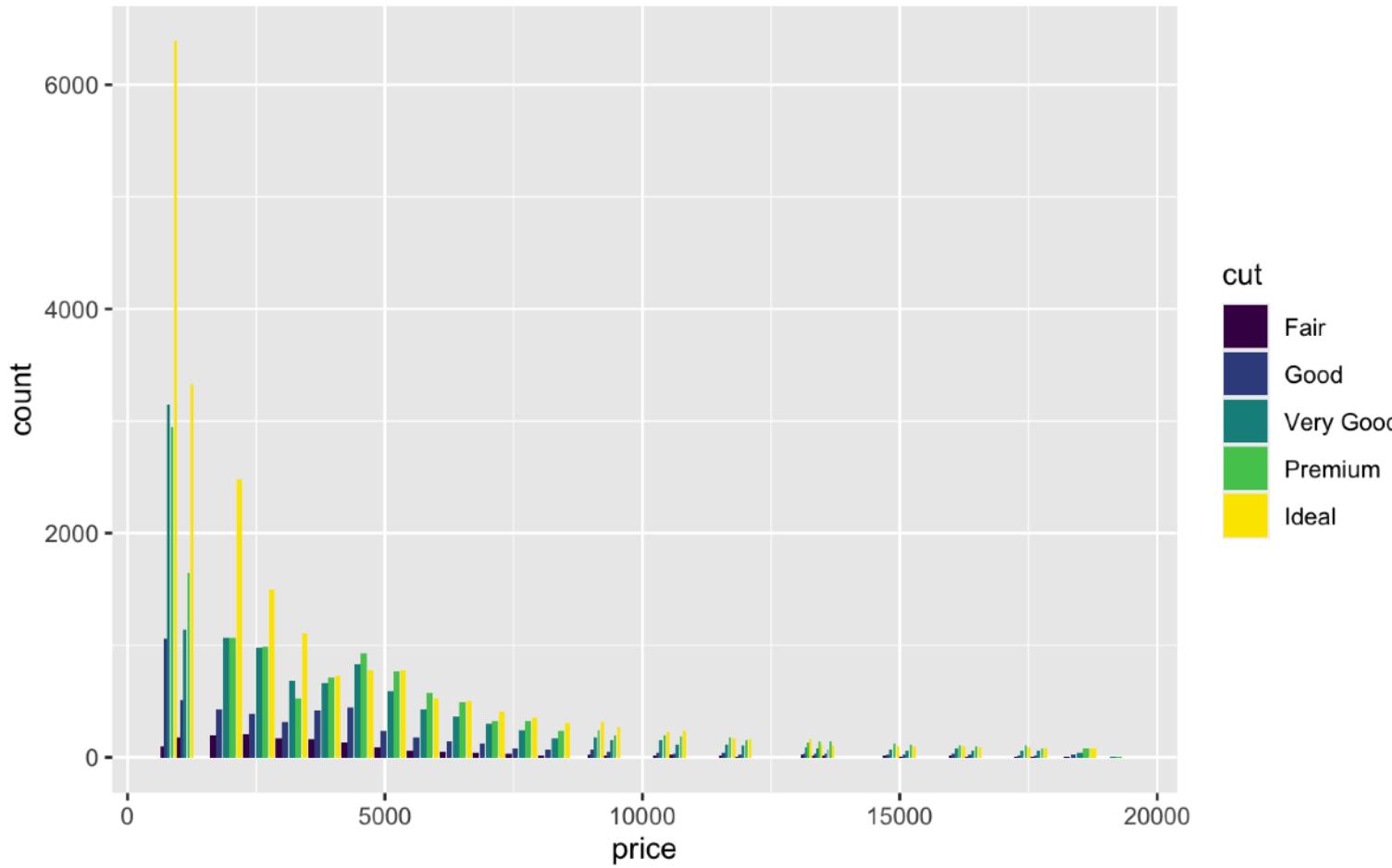
**The Grammar  
of Graphics**

Second Edition

 Springer

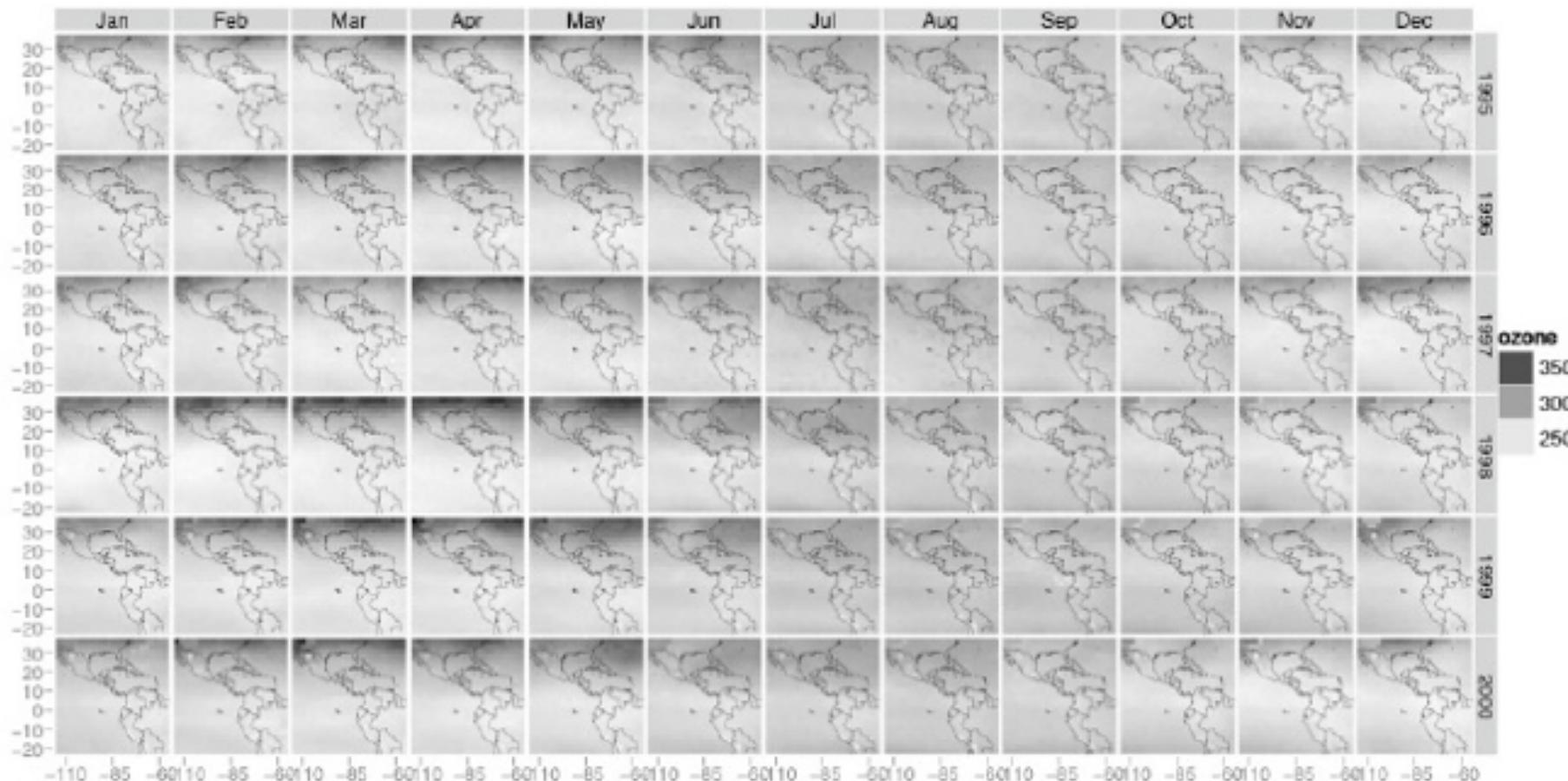
```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```

ggplot2



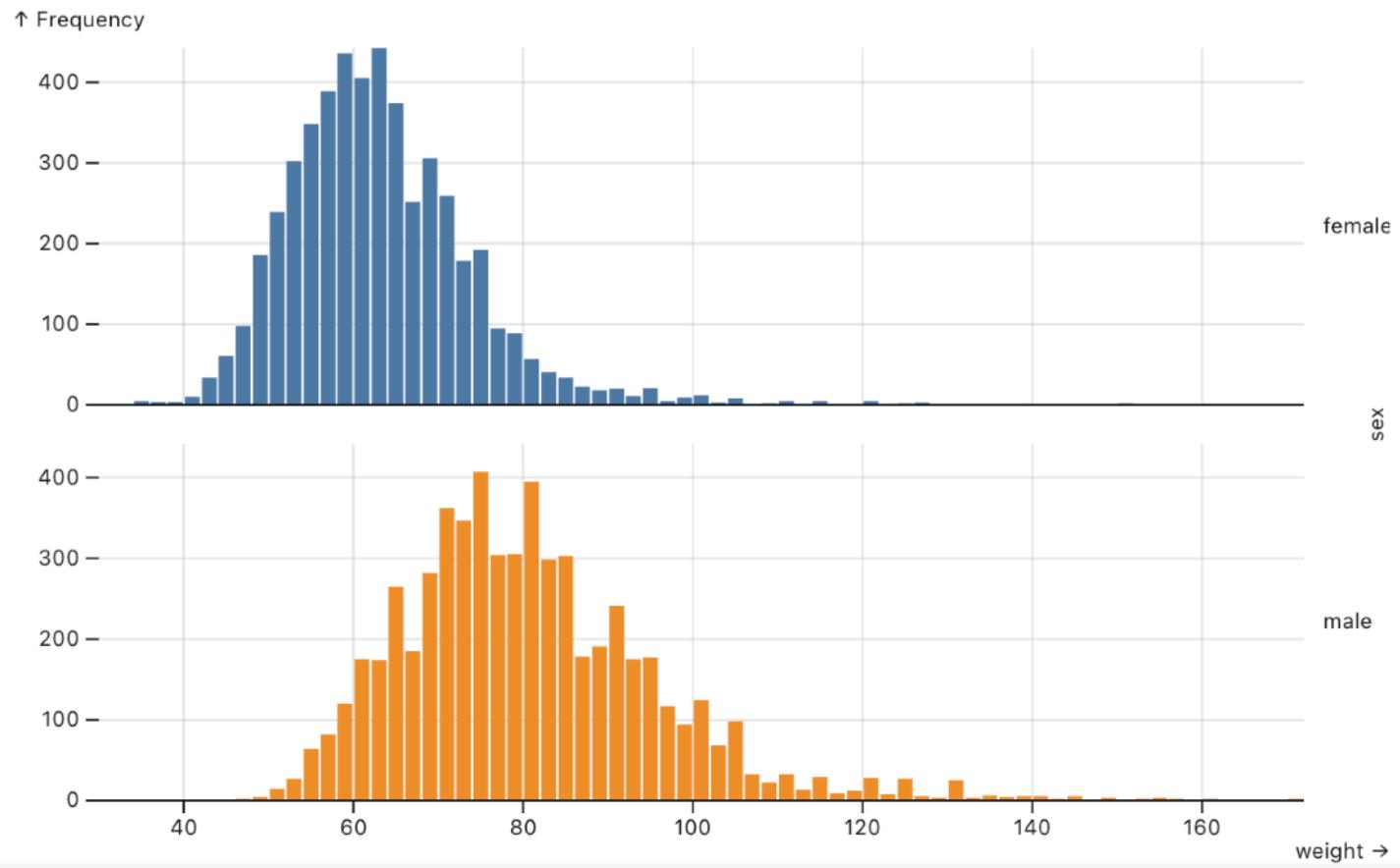
```
ggplot(diamonds, aes(x=price, fill=cut))  
+ geom_bar(position="dodge")
```

ggplot2



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

ggplot2



```
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**



## **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**



## **Chart Typologies**

Excel, Many Eyes, Google Charts

## **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite



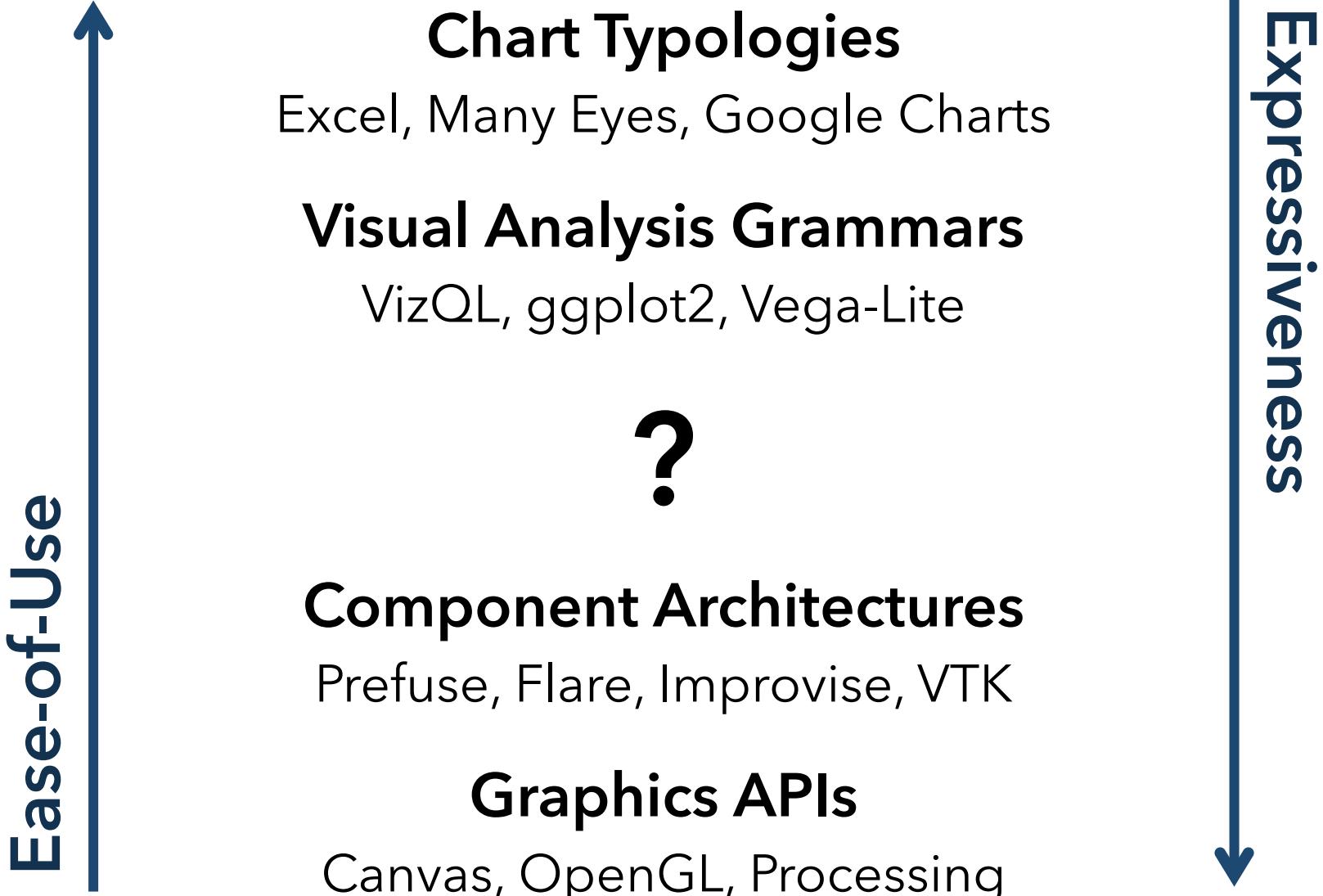
**Expressiveness**

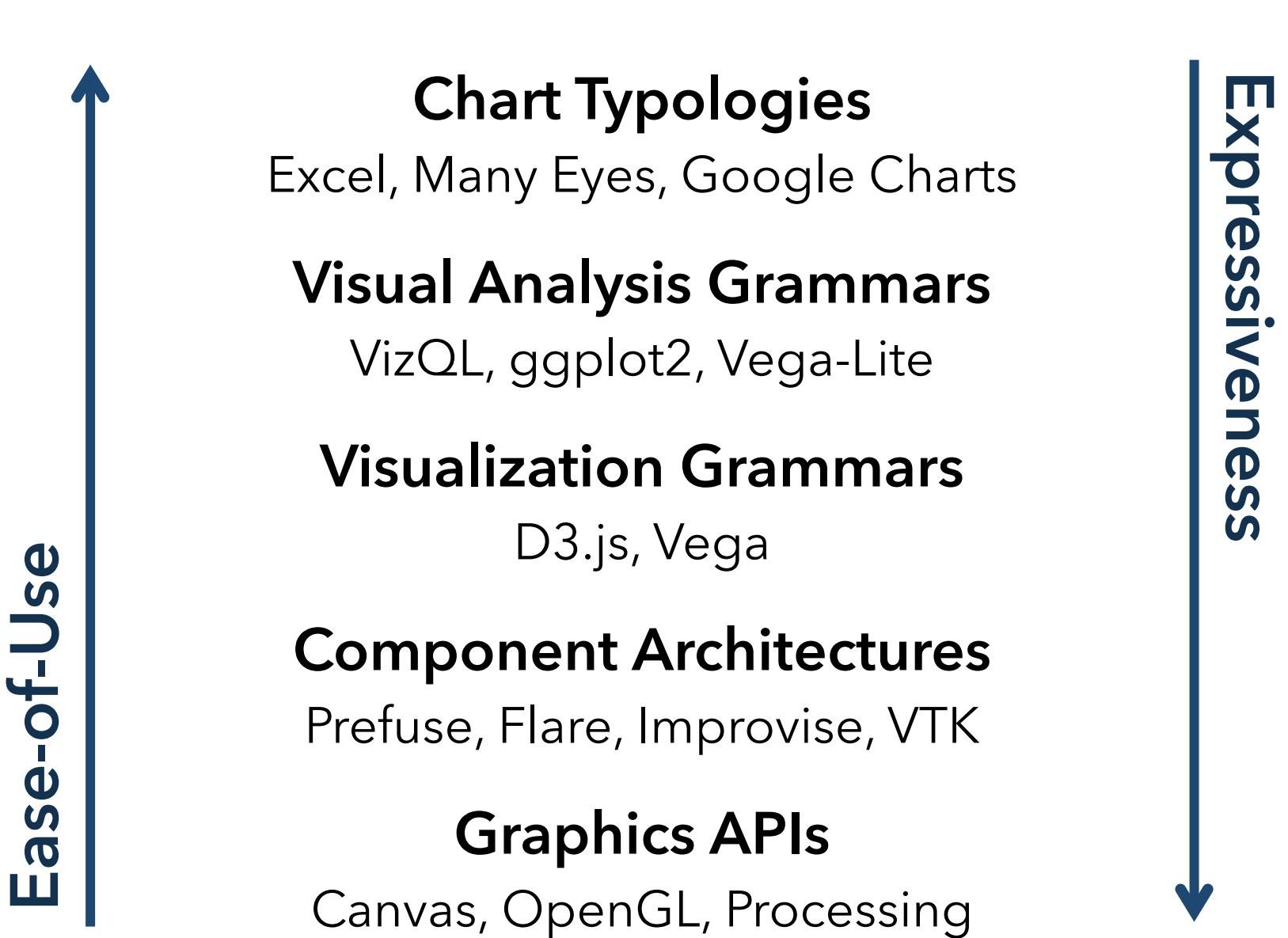
## **Component Architectures**

Prefuse, Flare, Improvise, VTK

## **Graphics APIs**

Canvas, OpenGL, Processing





# **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

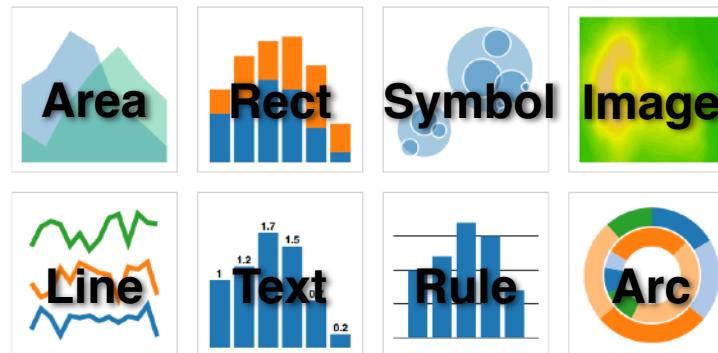
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Group, aggregate, stats, layout
<b>Scales</b>	Map data values to visual values

# Visualization Building Blocks

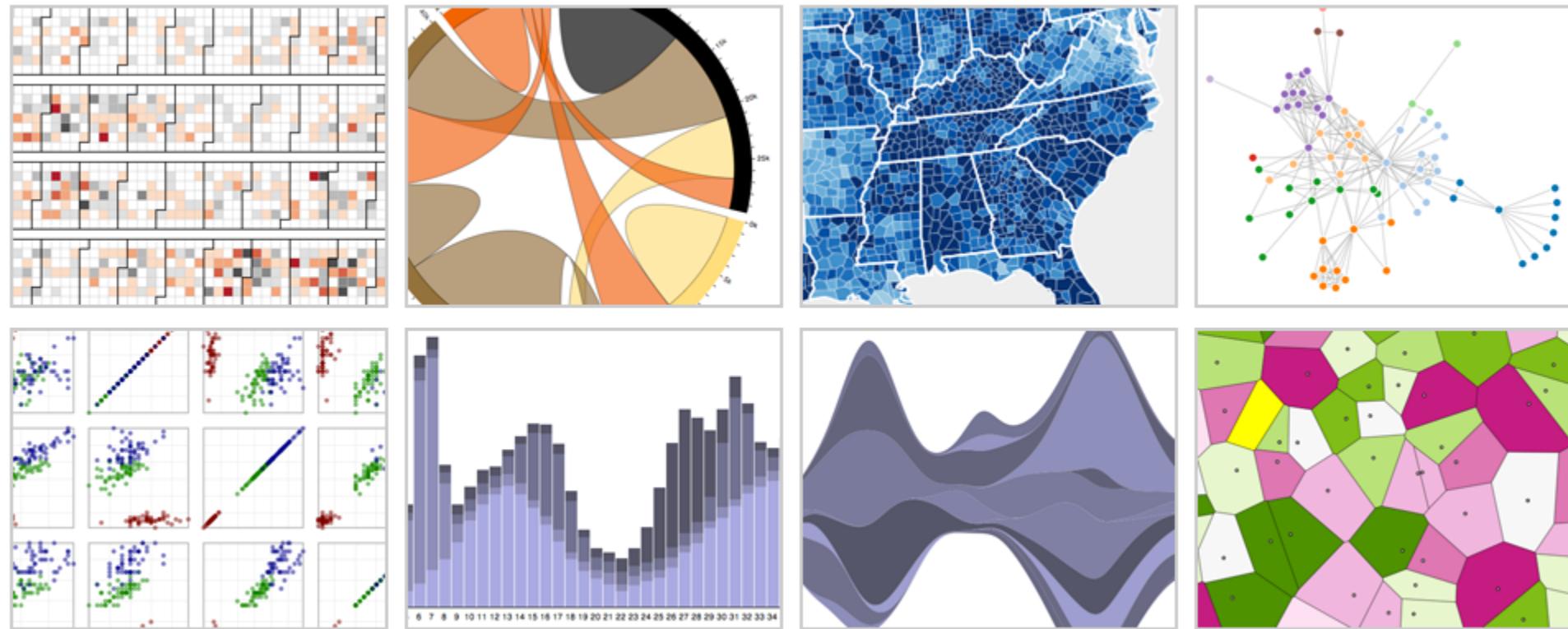
<b>Data</b>	Input data to visualize
<b>Transforms</b>	Group, aggregate, stats, layout
<b>Scales</b>	Map data values to visual values
<b>Guides</b>	Axes & legends visualize scales

# Visualization Building Blocks

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



# d3.js Data-Driven Documents



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

# What is D3?

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

# What is D3?

1. A collection of reusable visualization utilities

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

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

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

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

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

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

# What is D3?

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

**Select:** query DOM content

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

**Update:** set DOM element properties

**Transition:** animate changes over time

# Why D3?

Enable highly custom visualization design

Support animation and dynamic displays

Support rich and varied interactions

Interoperate via web standards (HTML, SVG, CSS)

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

# Why D3?

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

*IEEE VIS 2021 Test of Time Award*

# Why D3?

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

*Information is Beautiful 2022 Test of Time Award*

# Why D3?

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

*Amanda Cox, Former Graphics Editor, NY Times*

# 512 Paths to the White House

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

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

84% of paths

5 ties

0.98% of paths

Romney has 76 ways to win

15% of paths

Florida

If Obama wins Florida...



If Romney wins Florida...

Ohio

North Carolina

Virginia

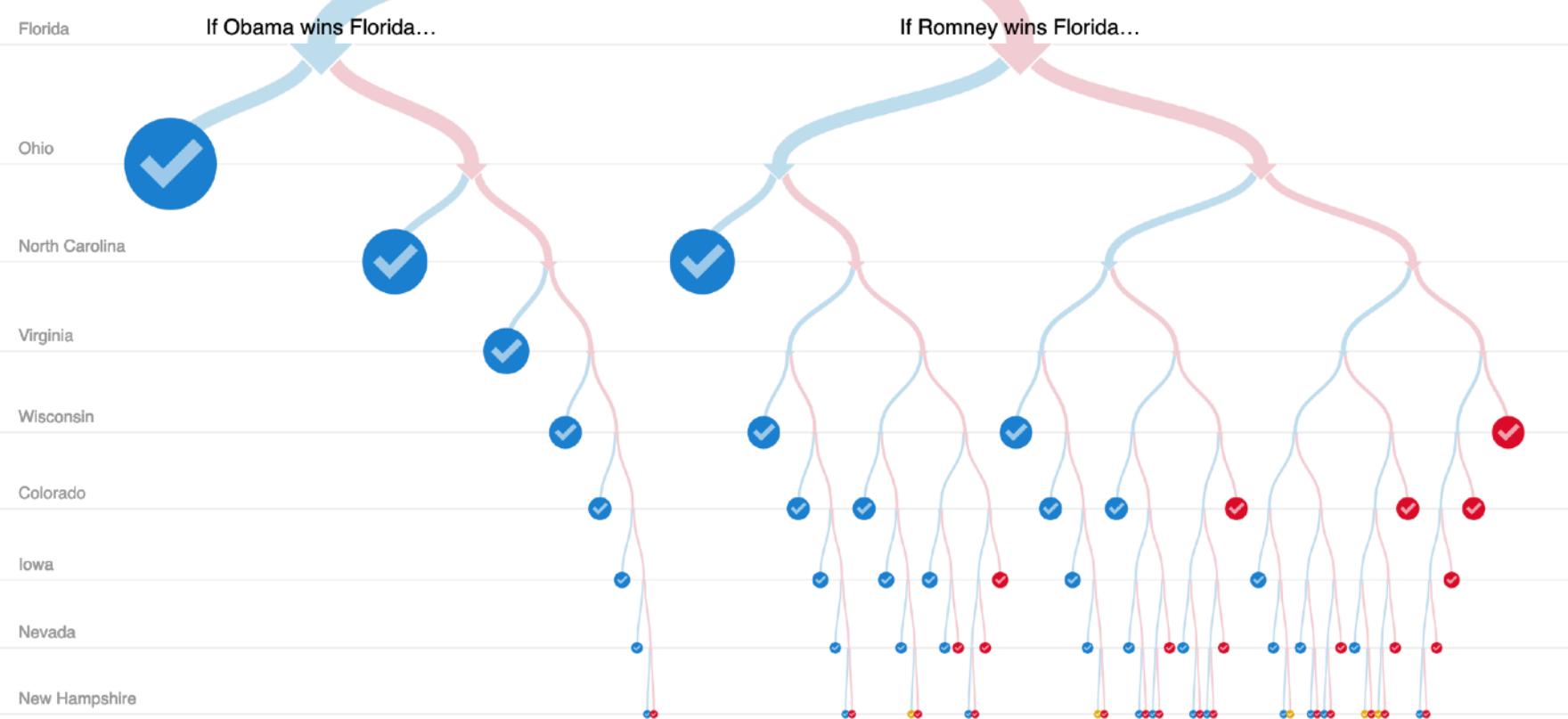
Wisconsin

Colorado

Iowa

Nevada

New Hampshire



# 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 }, ..... <rect />  
  { cat: "b", value: 7 }, ..... <rect />  
  { cat: "c", value: 3 }, ..... <rect />  
  { cat: "d", value: 4 }, ..... <rect />  
  { cat: "e", value: 6 } ..... <rect />  
];
```

# 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 }  
];
```

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

# DOM

```
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" />  
</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" />  
</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" />  
</svg>
```

bars.exit().remove()

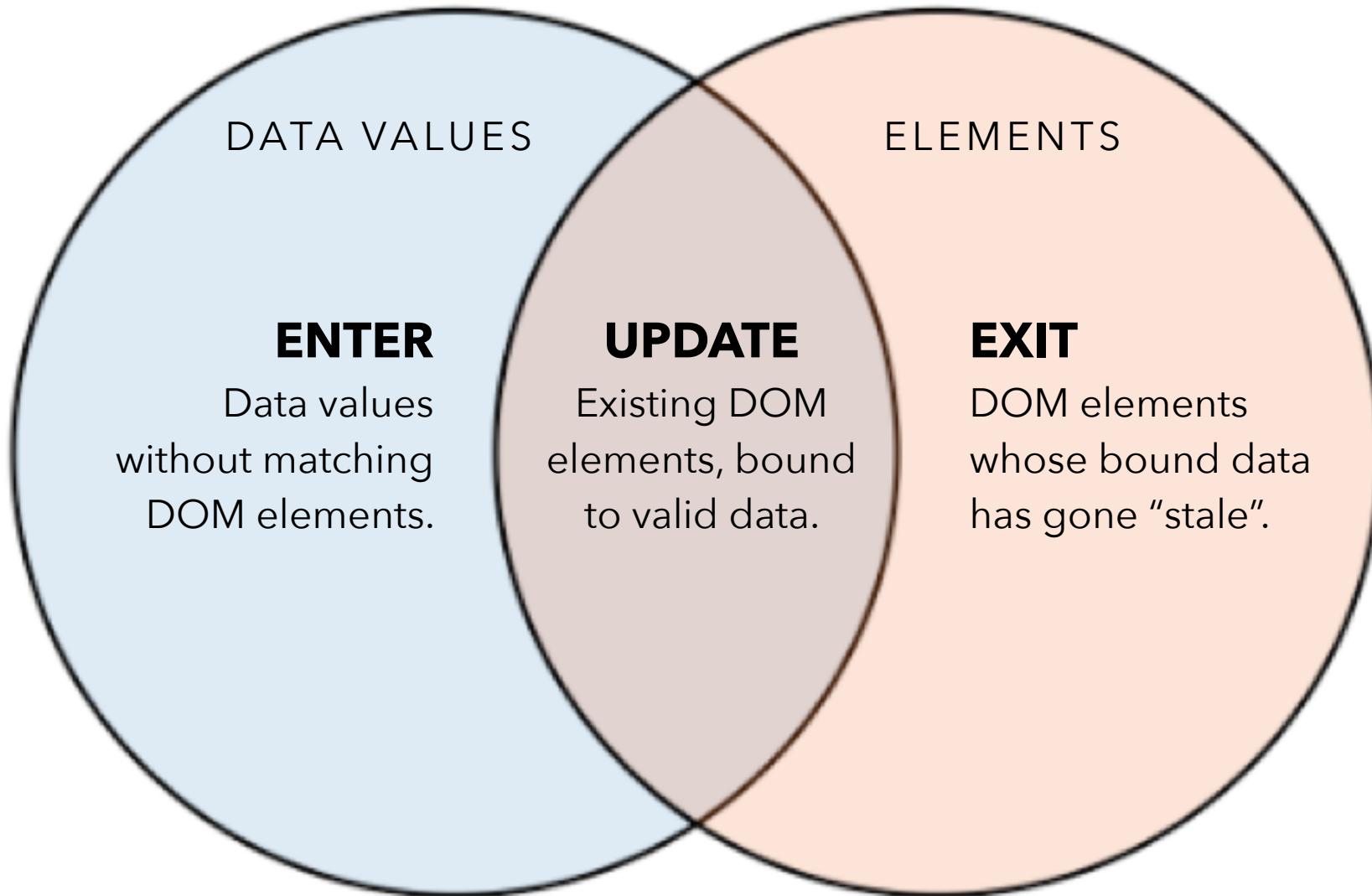
# Data

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

# DOM

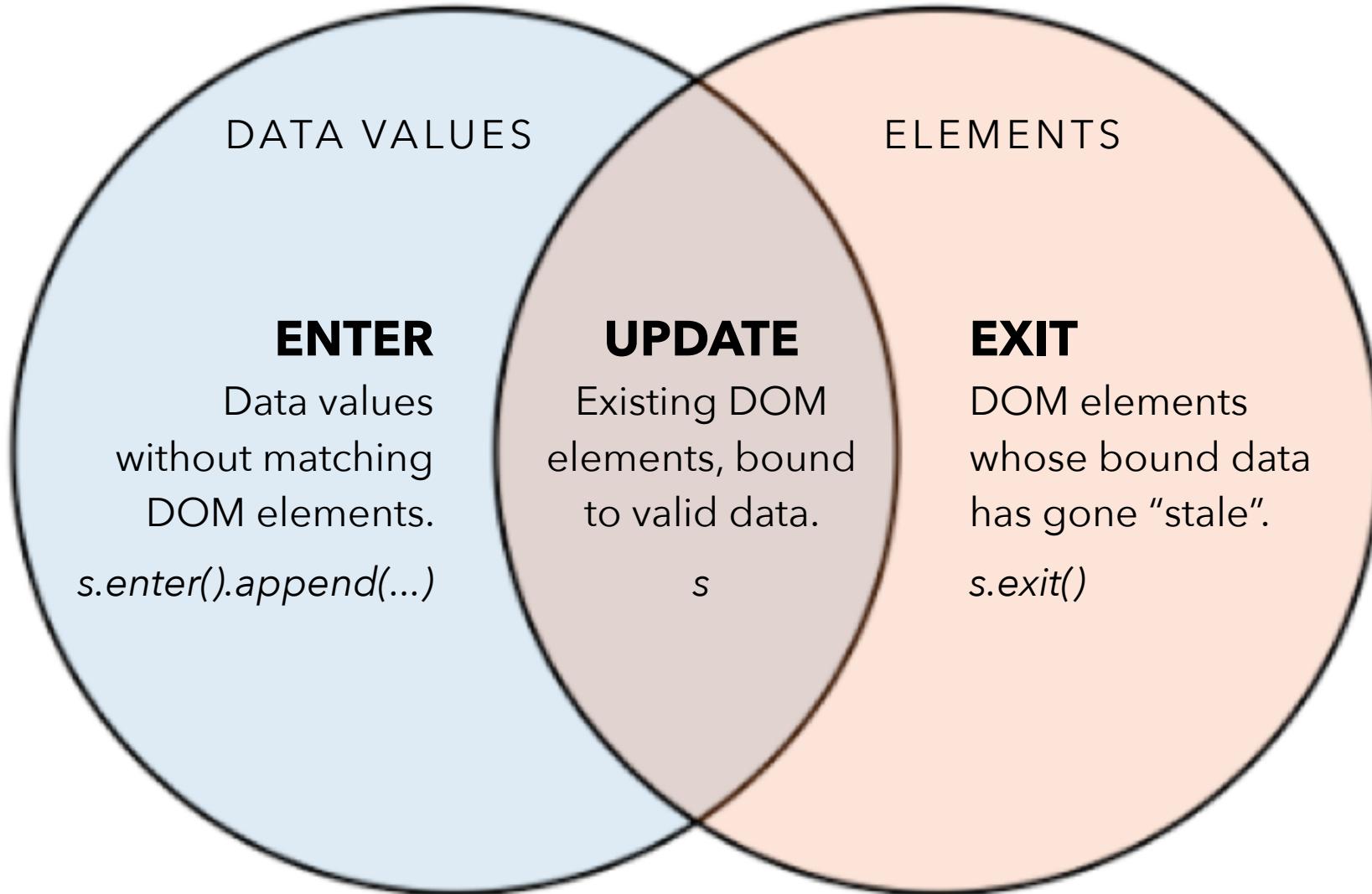
```
<svg width=500 ...>  
  <rect class="bars" />  
  <rect class="bars" />  
  <rect class="bars" />  
</svg>
```

# 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, ...)

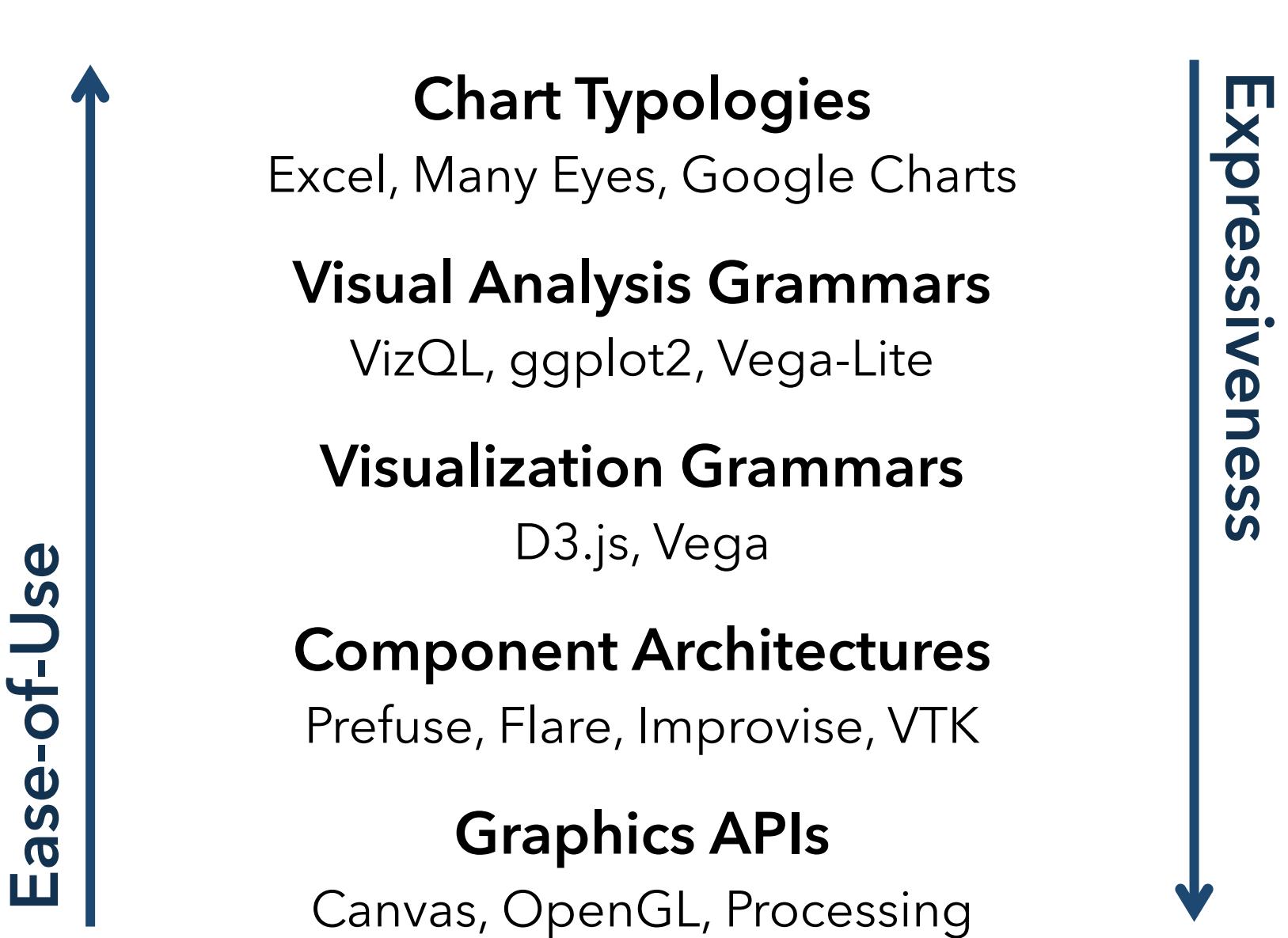
**Animated Transitions** (tweening, easing, ...)

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

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

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

*Many of these correspond to future lecture topics!*



# 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 10/22 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?

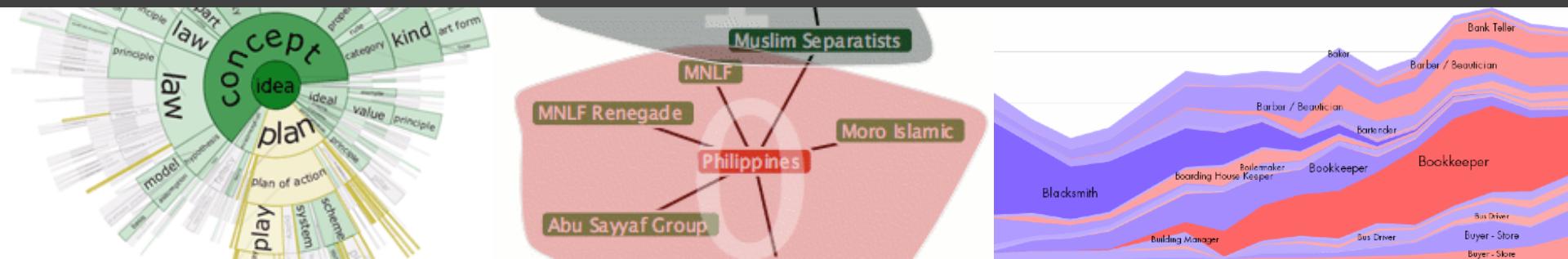
Suggest alternative design directions, or even wacky half-baked ideas. *Example: "What if we got rid of the slider and enabled direct manipulation navigation by dragging data points directly?"*

# 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, November 4.**

Work in project teams of 3-4 people.



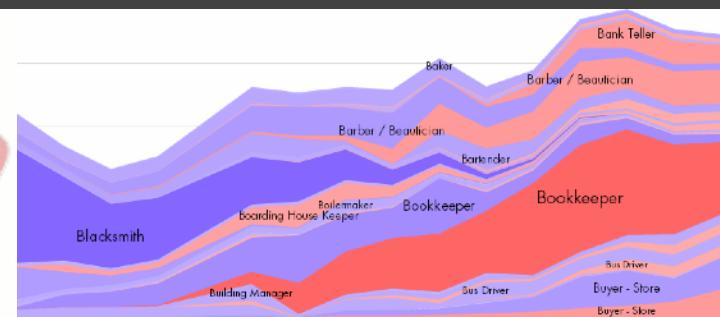
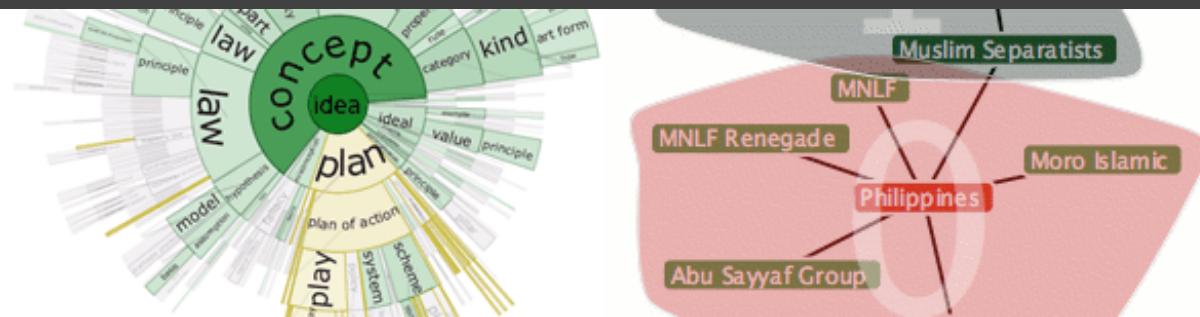
# Form A3 + Final Project Team

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

Submit signup form by **Wed 10/23, 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.

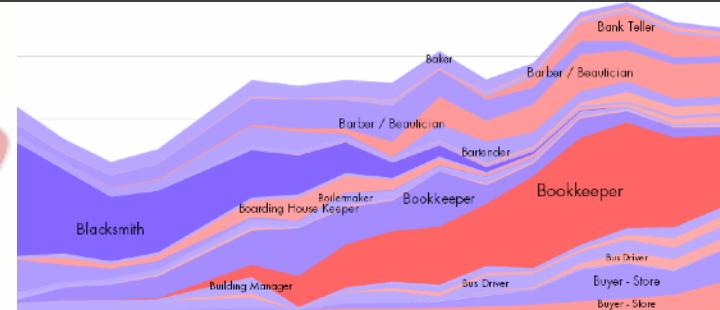
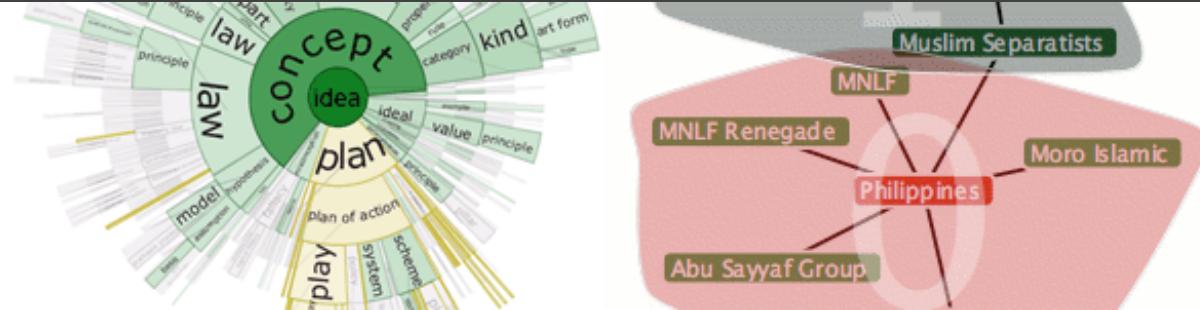


# Requirements

**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.

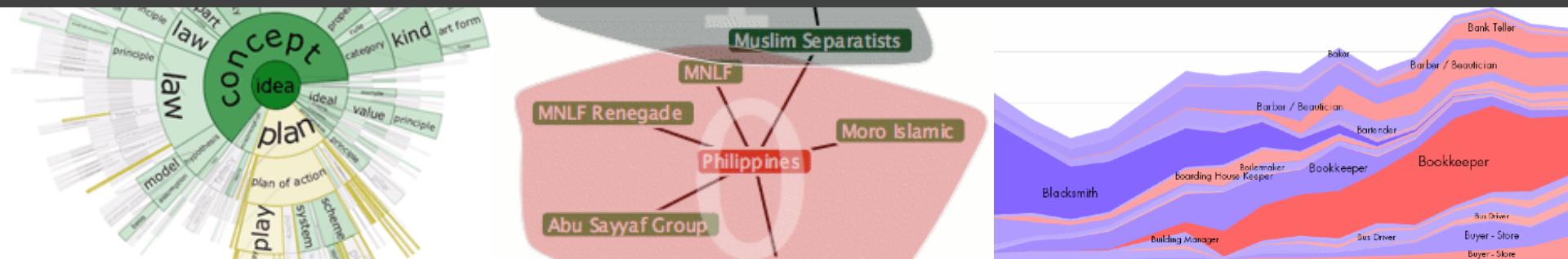


# Interactive Prototype Tips

**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 Oct 24

## **D3.js Deep Dive led by Madeleine and Lisa**

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 Heer and Tae - Monday 10/28**

Gain skills publishing projects to the web:

- Publish sites using GitLab pages
- Export Vega-Lite or Observable cells 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

# **Chart Typologies**

Excel, Many Eyes, Google Charts

Charting  
Tools

# **Visual Analysis Grammars**

VizQL, ggplot2, Vega-Lite

Declarative  
Languages

# **Visualization Grammars**

D3.js, Vega

Programming  
Toolkits

# **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, Vega-Lite

Declarative  
Languages

# **Visualization Grammars**

D3.js, Vega

# **Component Architectures**

Prefuse, Flare, Improvise, VTK

Programming  
Toolkits

# **Graphics APIs**

Canvas, OpenGL, Processing

# 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))
```



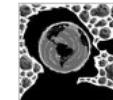
# The New York Times

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

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

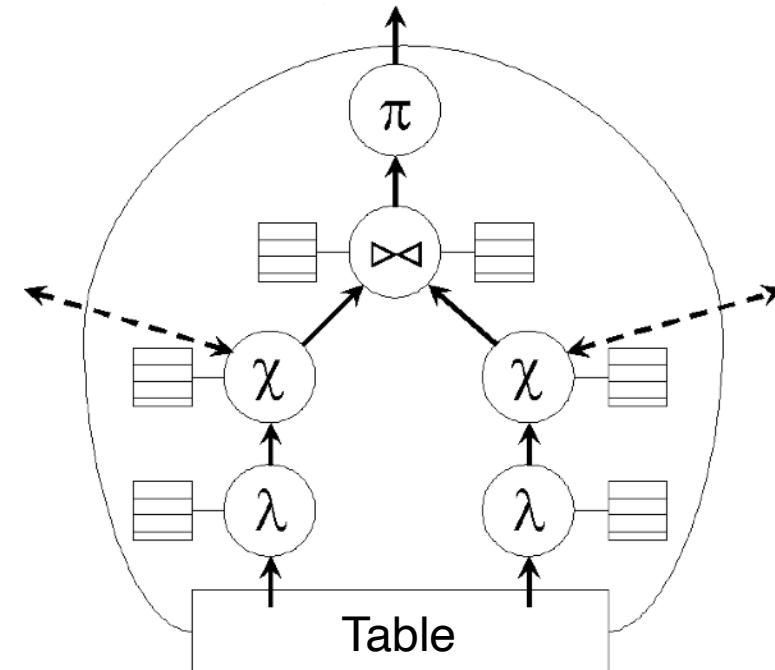
An exhibition celebrating Will Barnet's centennial year traces his evolution as a modern American artist.

**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>
    </script>
<span id="jstest-script"></span>
<script type="text/javascript">...</script>

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

# HTML / CSS



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

# SQL

# Why Declarative Languages?

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

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

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

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

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

**Programmatic generation.**

*Write programs which output visualizations.*

*Automated search & recommendation.*

# Chart Typologies

Excel, Many Eyes, Google Charts

Charting  
Tools

# Visual Analysis Grammars

VizQL, ggplot2, **Vega-Lite**

Declarative  
Languages

# Visualization Grammars

D3.js, **Vega**

Programming  
Toolkits

# Component Architectures

Prefuse, Flare, Improvise, VTK

# Graphics APIs

Processing, OpenGL, Java2D



## Chart Typologies

Excel, Many Eyes, Google Charts

## Visual Analysis Grammars

VizQL, ggplot2, **Vega-Lite**

Declarative Languages

## Visualization Grammars

D3.js, **Vega**

Programming Toolkits

## Component Architectures

Prefuse, Flare, Improvise, VTK

## Graphics APIs

Processing, OpenGL, Java2D

## **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

# Interactive Data Exploration

Tableau, *Lyra, Voyager*

Graphical  
Interfaces

## Visual Analysis Grammars

VizQL, ggplot2, **Vega-Lite**

Declarative  
Languages

## Visualization Grammars

D3.js, **Vega**

Programming  
Toolkits

## Component Architectures

Prefuse, Flare, Improvise, VTK

## Graphics APIs

Processing, OpenGL, Java2D

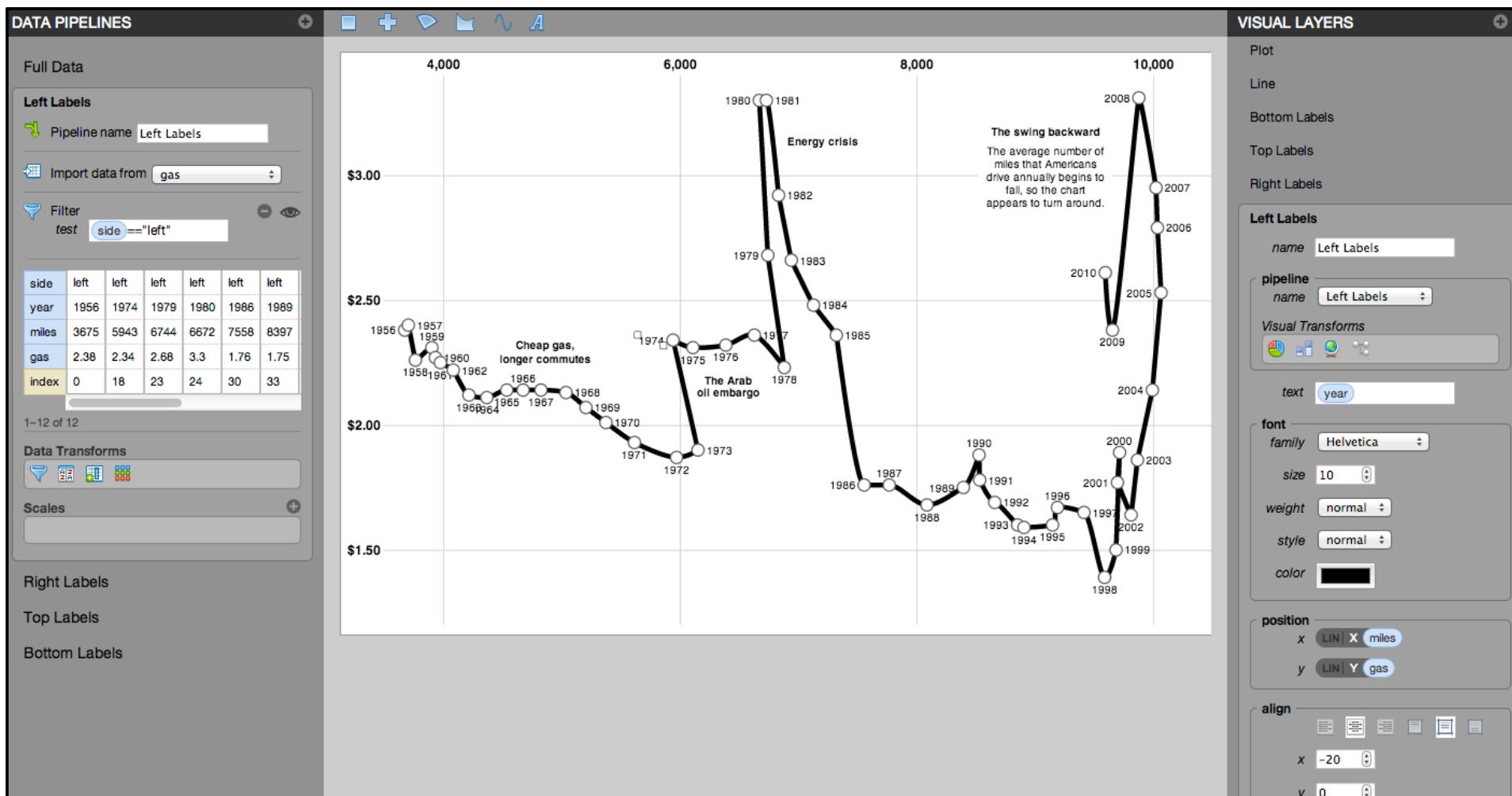
The Lyra Visualization Design Environment (VDE) alpha  
Arvind Satyanarayan, Kanit "Ham" Wongsuphasawat, Jeffrey Heer



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

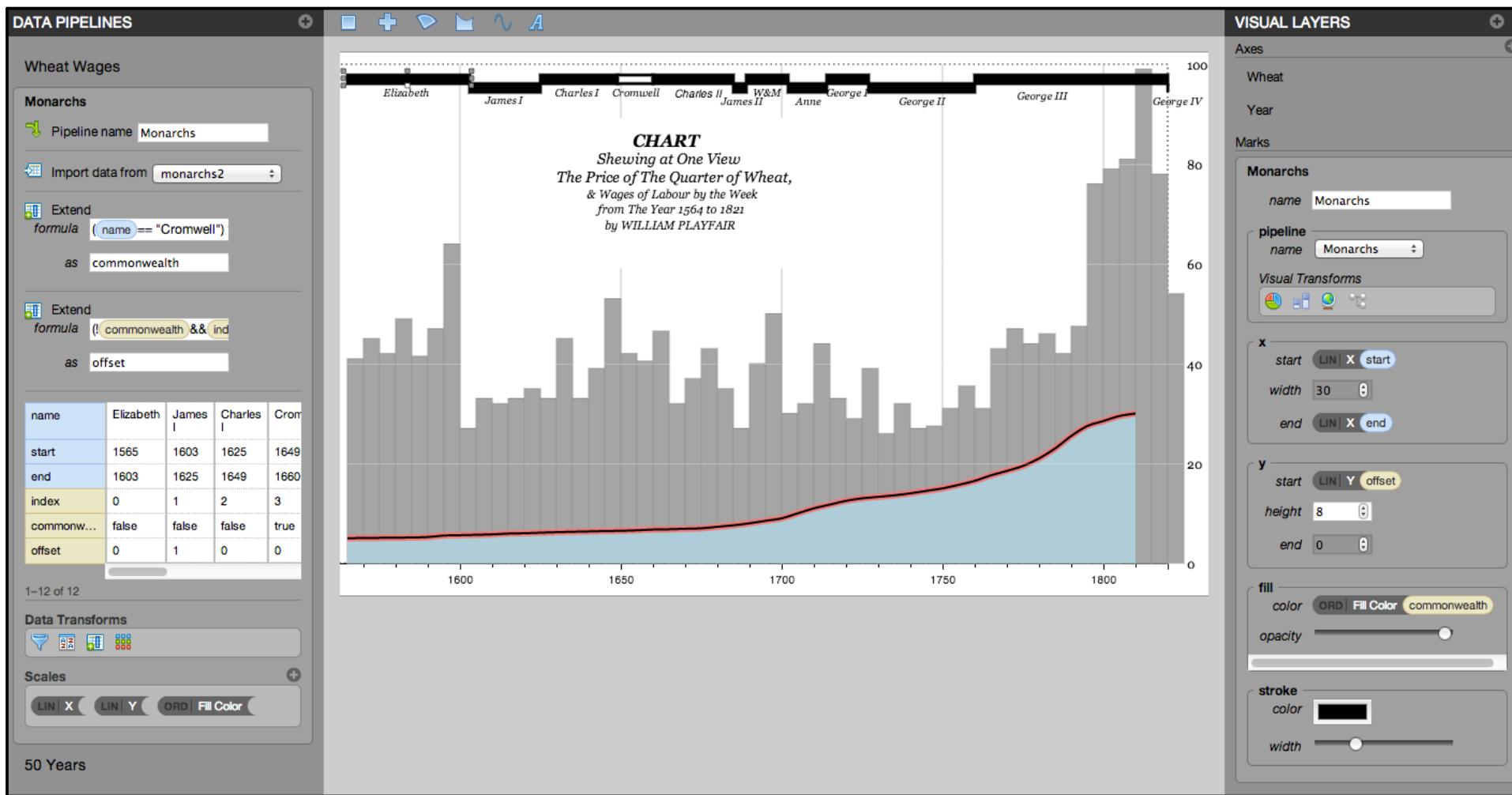
See also: Charticulator, Data Illustrator

# Lyra A Visualization Design Environment



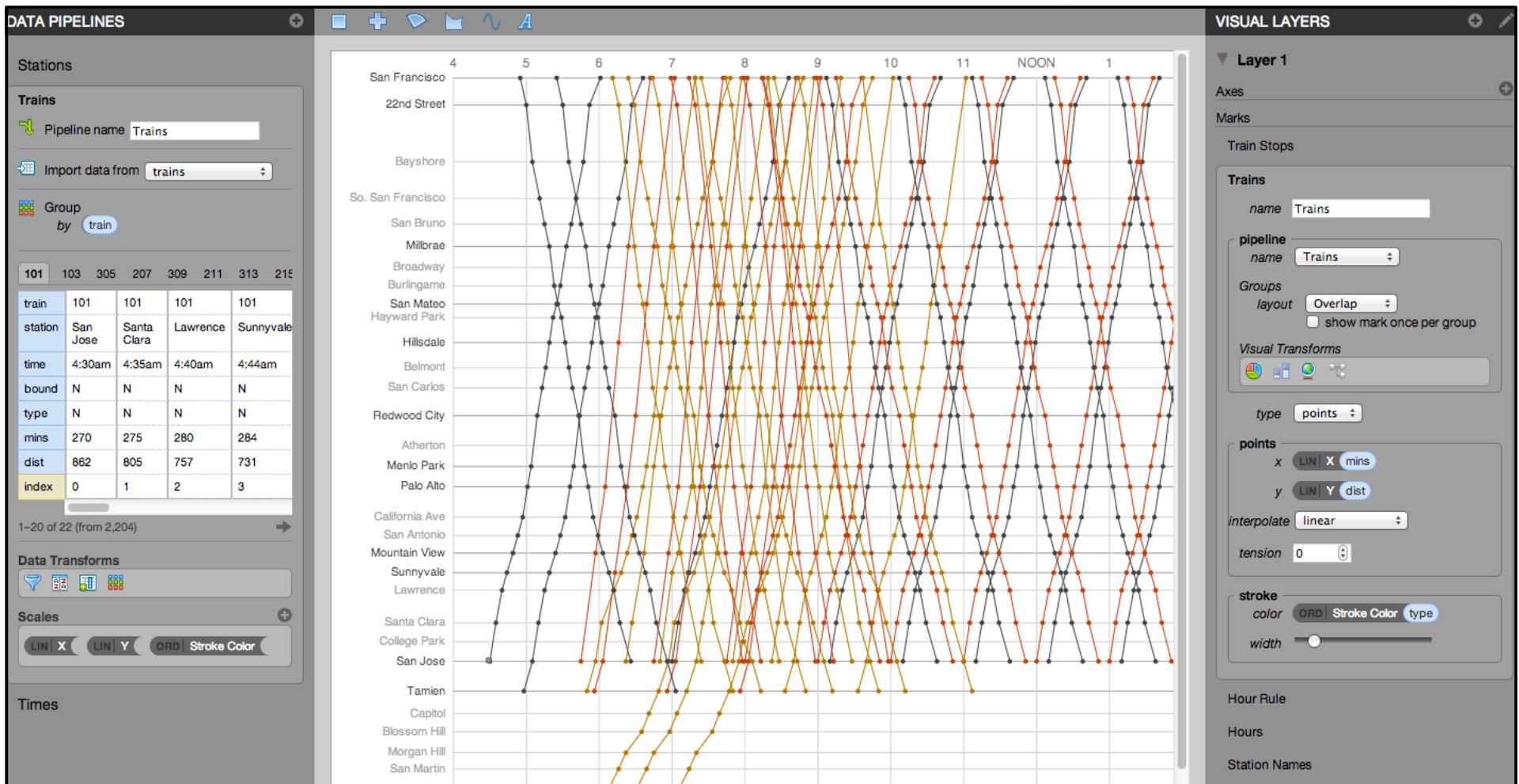
**Driving Shifts into Reverse** by Hannah Fairfield, NYTimes

# Lyra A Visualization Design Environment



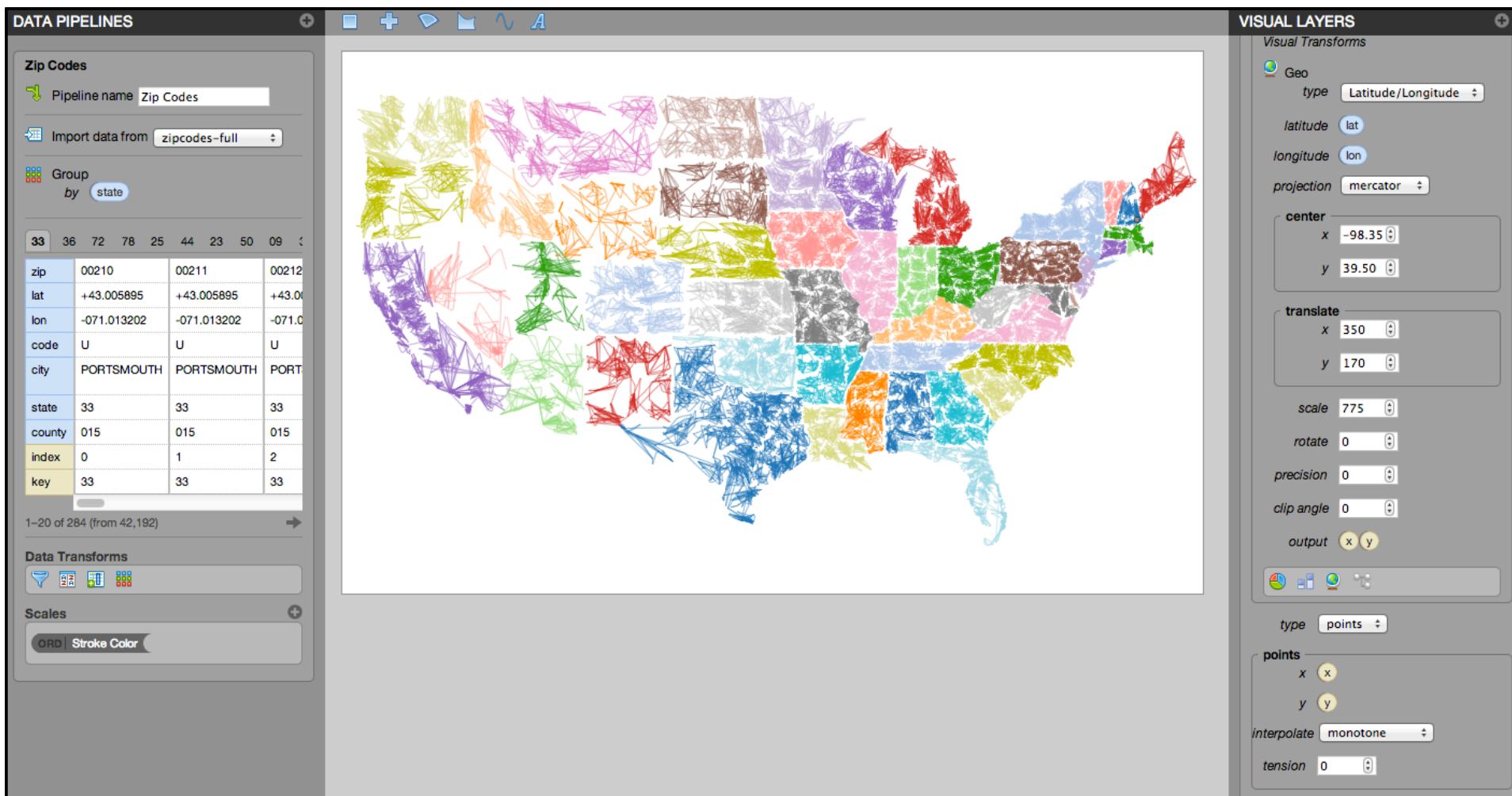
by William Playfair

# Lyra A Visualization Design Environment



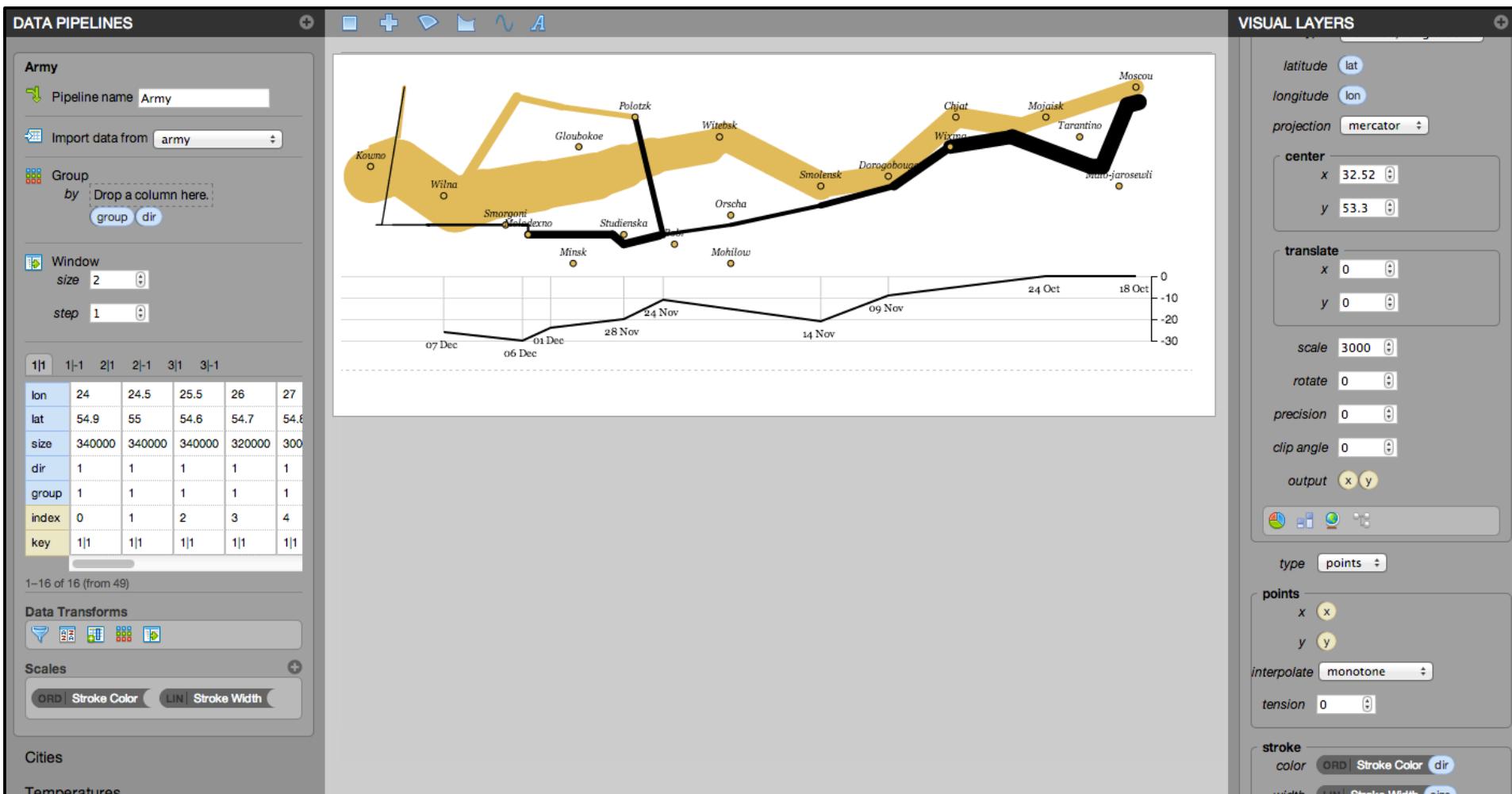
based on the **Railway Timetable** by E. J. Marey

# Lyra A Visualization Design Environment

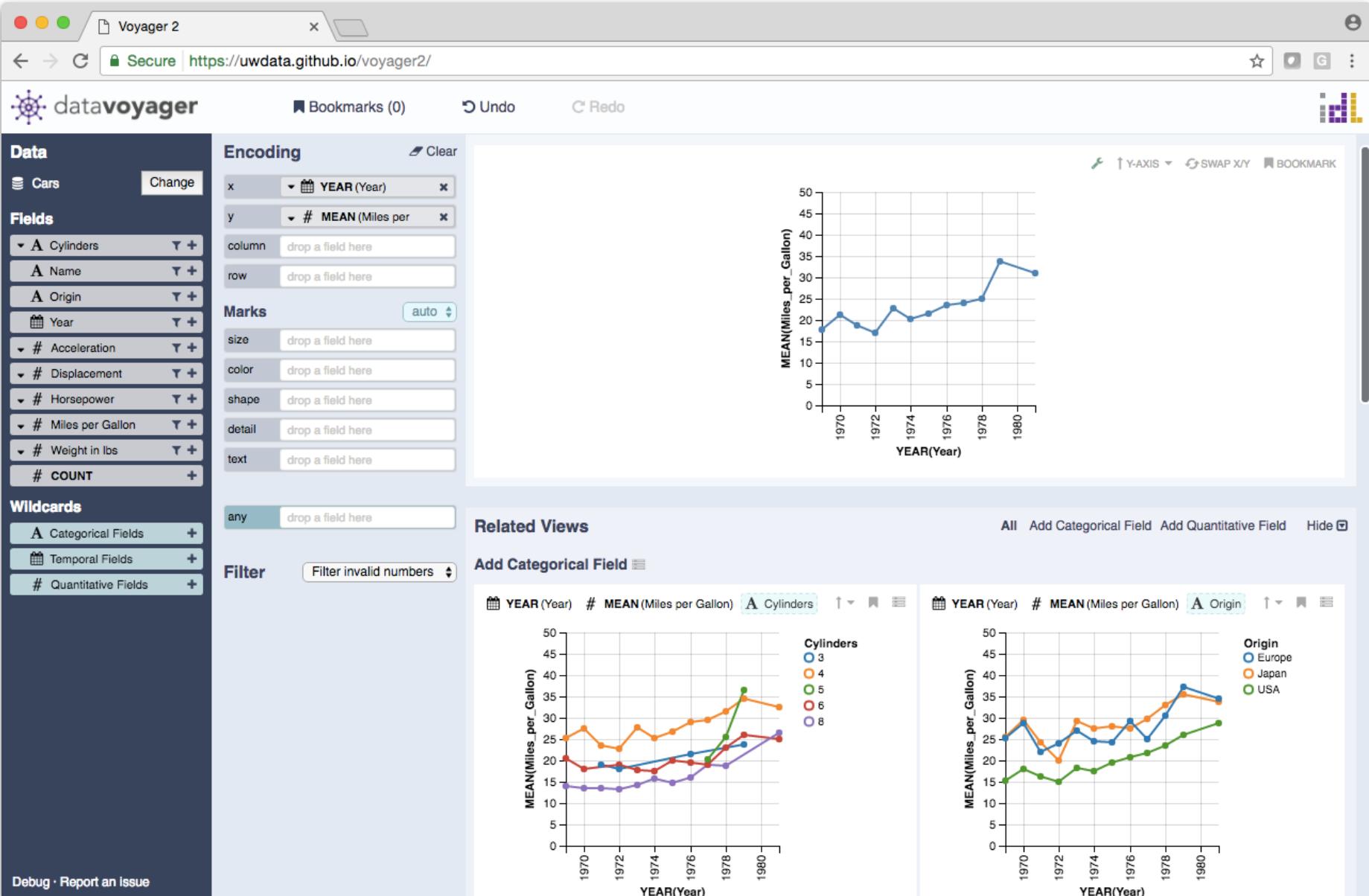


**ZipScribble** by Robert Kosara

# Lyra A Visualization Design Environment



Napoleon's March by Charles Minard



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

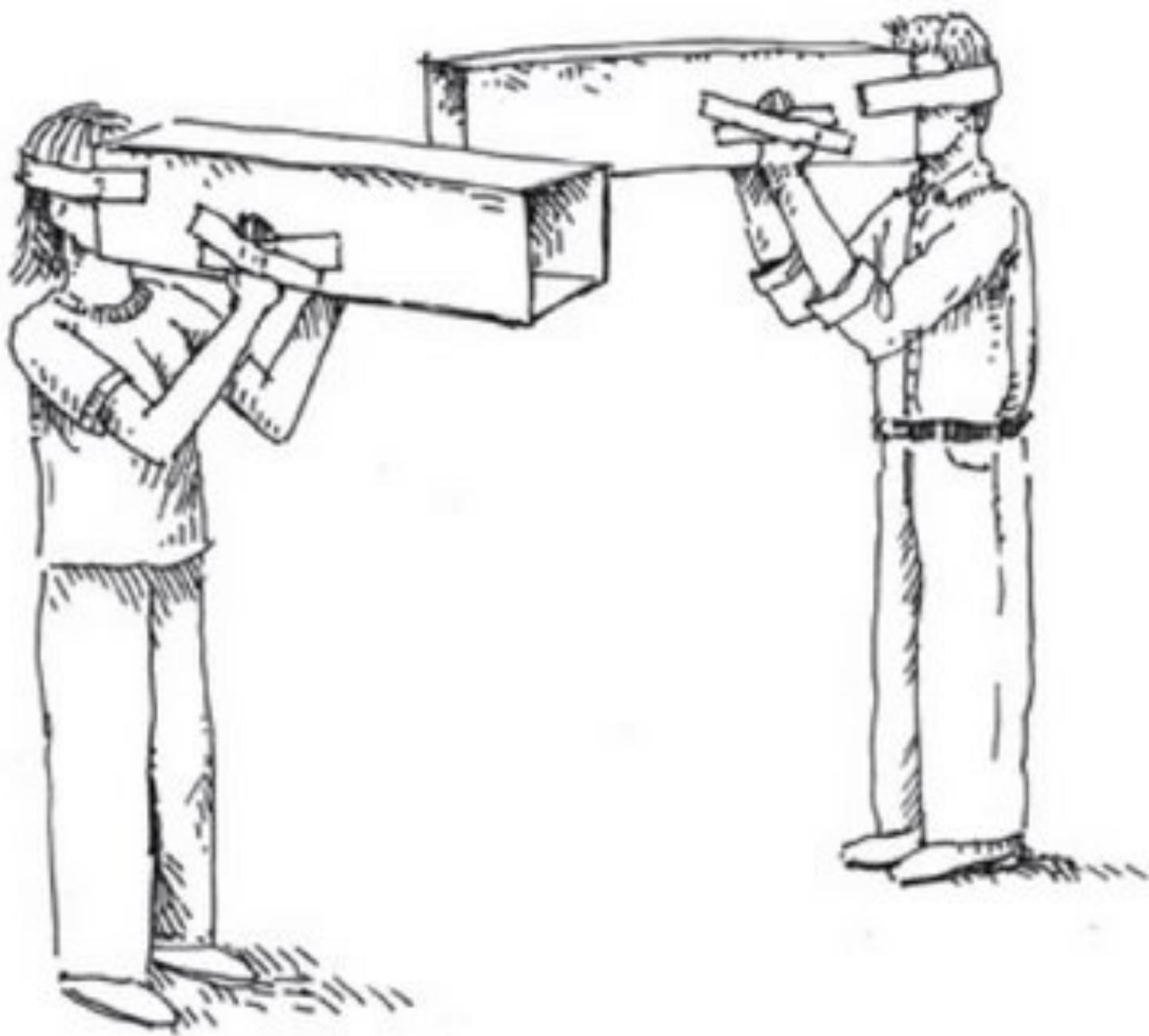
# Common exploration pitfalls:

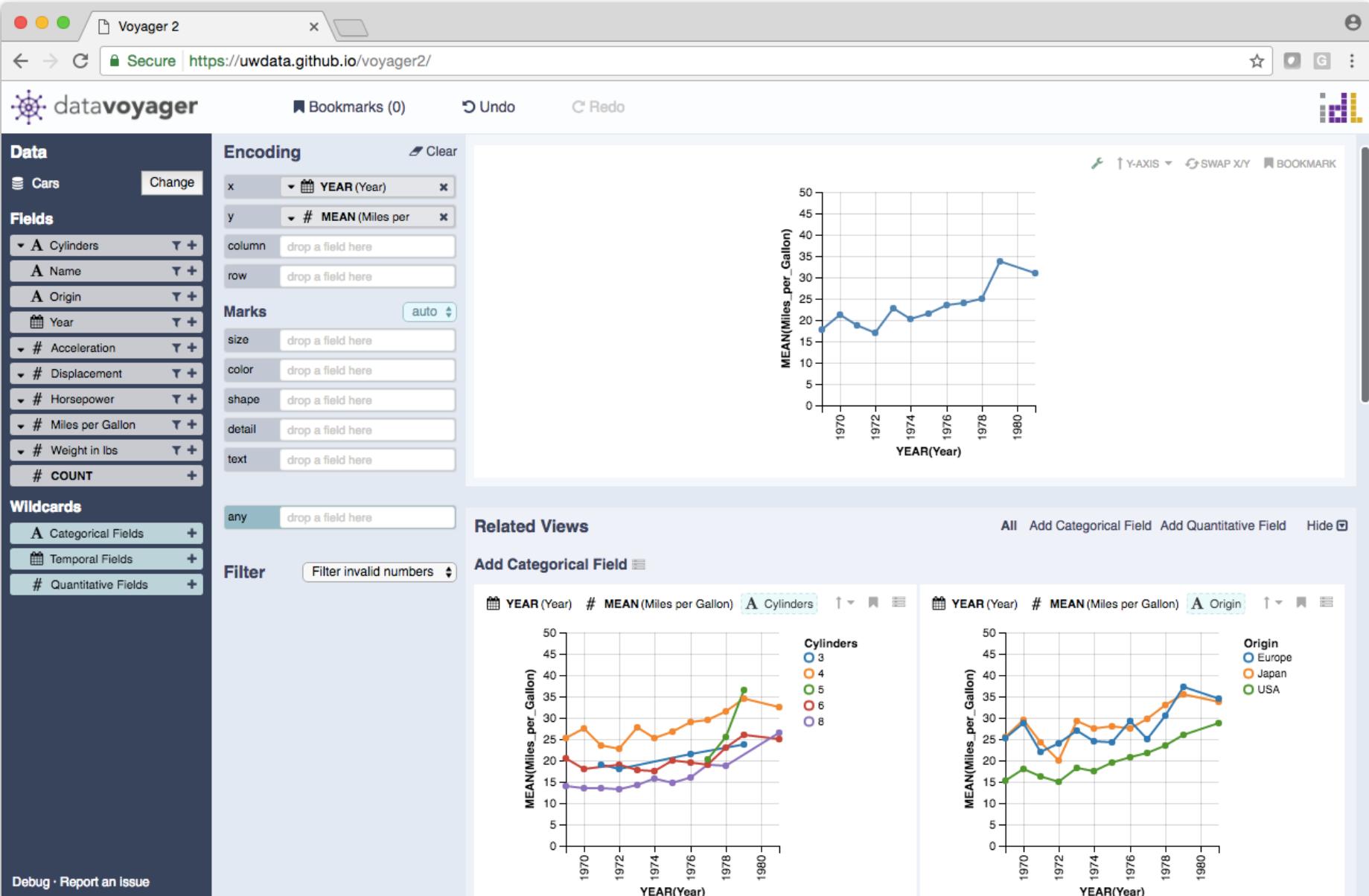
Overlook data quality issues

Fixate on specific relationships

*Plus many other biases...*

[Heuer 1999, Kahneman 2011, ...]





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

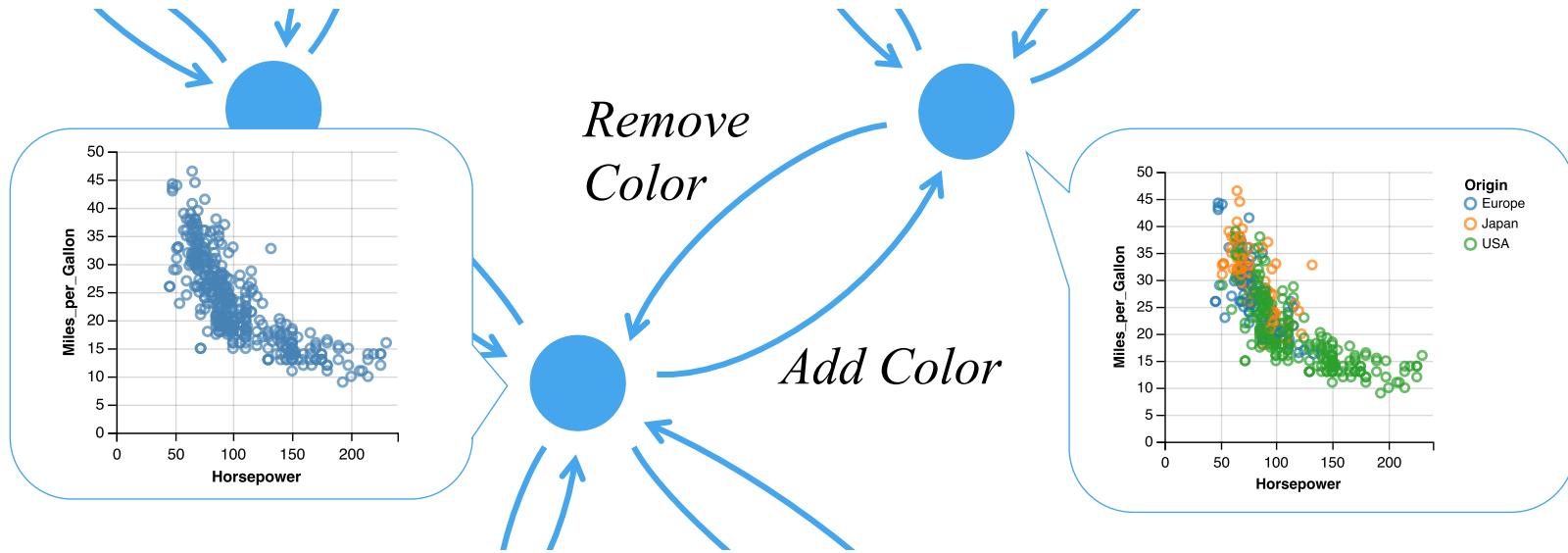
**Key Idea:** Augment manual exploration with visualization recommendations sensitive to the user's current focus.

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.

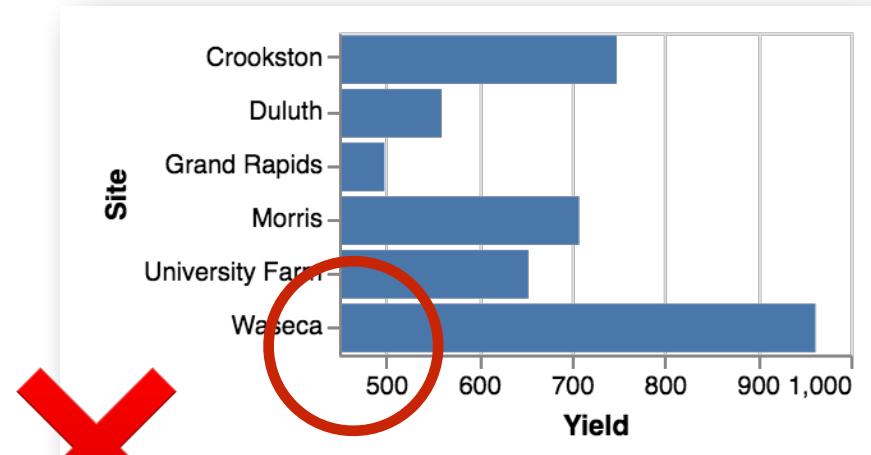
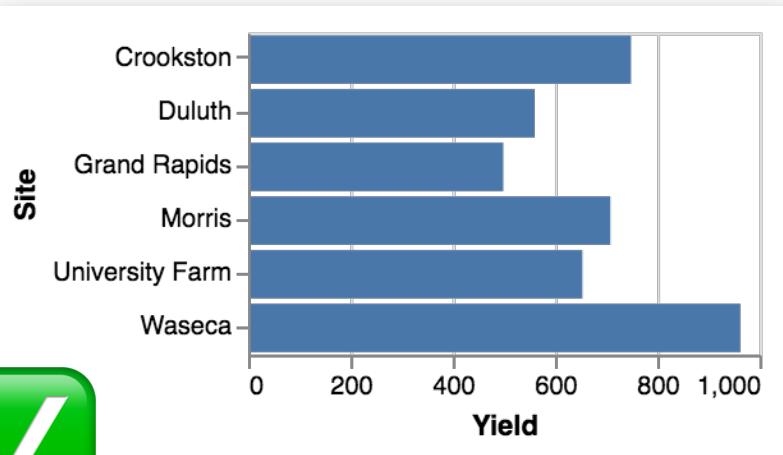
Candidate charts are pruned and ranked using models of estimated perceptual effectiveness.

# A Formal Design Space of Visualizations



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

# Articulate Design Constraints



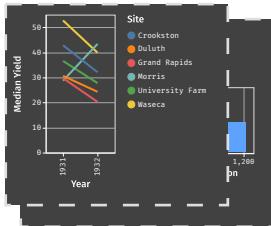
**"Quantitative axes should include a zero baseline"**

*When and how strongly should we apply this?*

*How to balance with other such constraints?*

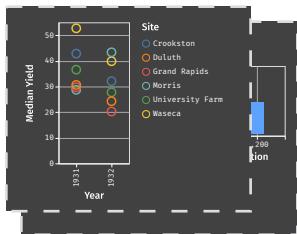
# Learn Design Trade-Offs from Data

Training Data  
Pairs of Ranked  
Visualizations



Features  
Violations of  
Design Constraints

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



Learning Algorithm  
Learning to Rank  
with Linear SVM

$w$  is the weight  
vector of the soft  
constraints

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

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

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

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

datavoyager Bookmarks (0) Undo Radio

Cars Change YEAR(Year)

Fields Cylinders Name Origin

Marks Line Column Row

Color Discrete

Shape Discrete

Data MESES per Gallon

YEAR(Year)

MESES per Gallon

YEAR(Year)

MESES per Gallon

YEAR(Year)

Related Views

Wildcards

Geographic Fields

Temporal Fields

Filter Filter valid numbers Add Categorical Field

Debug Report an Issue

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