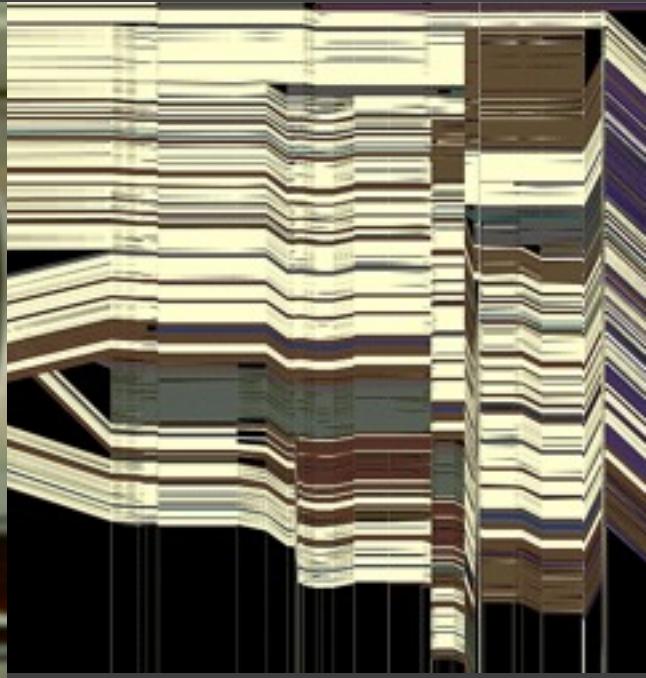
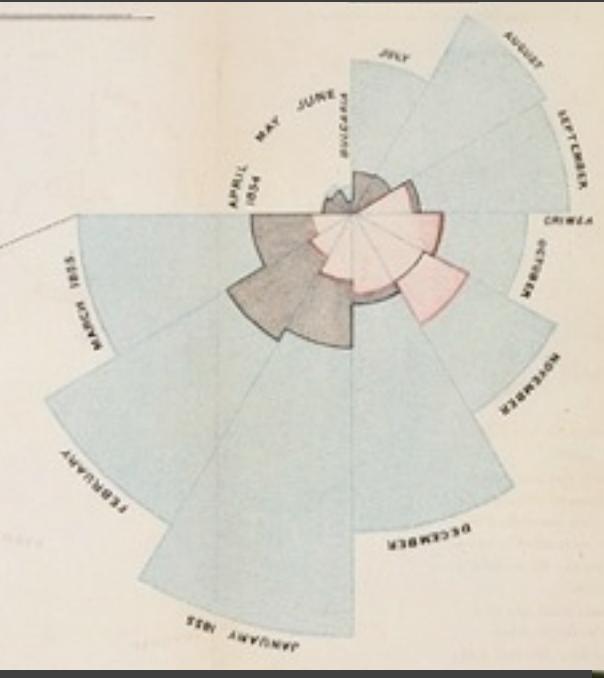


CSE512 :: 28 Jan 2014

Visualization Tools



Jeffrey Heer University of Washington

How do people create visualizations?

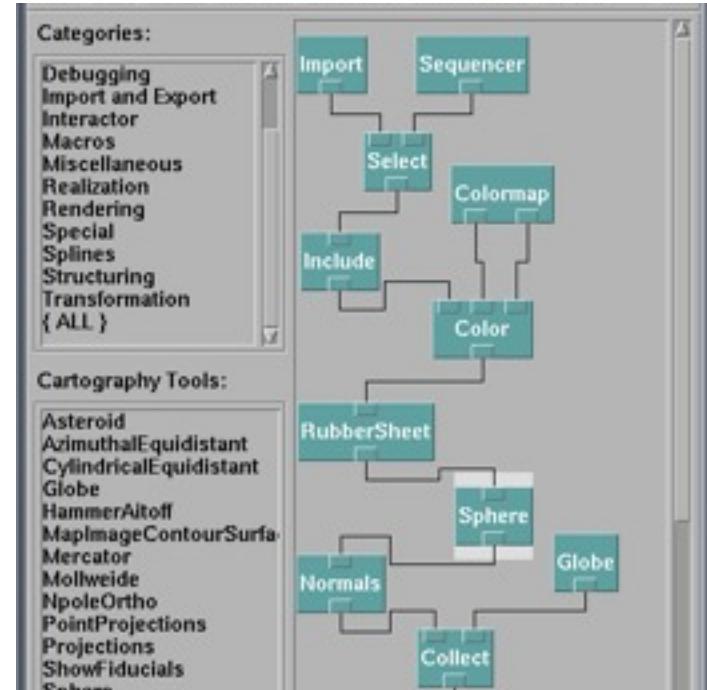


Chart Typology

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

OpenGL, Java2D, GDI+, Processing

Processing - 0123 Beta

File Edit Sketch Tools Help

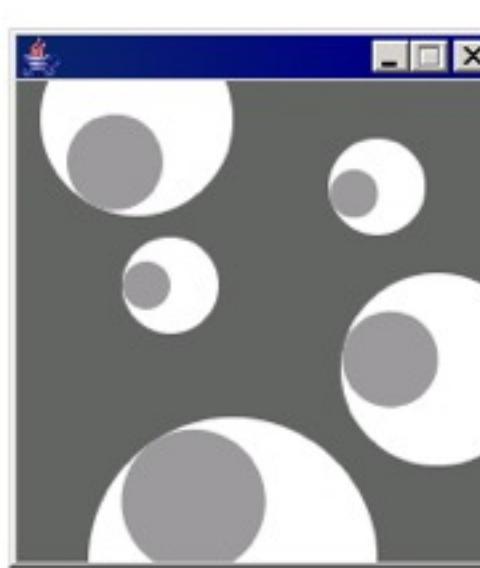
Run

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();
}
}
```



59

<http://processing.org>



US Air Traffic, Aaron Koblin

Graphics APIs

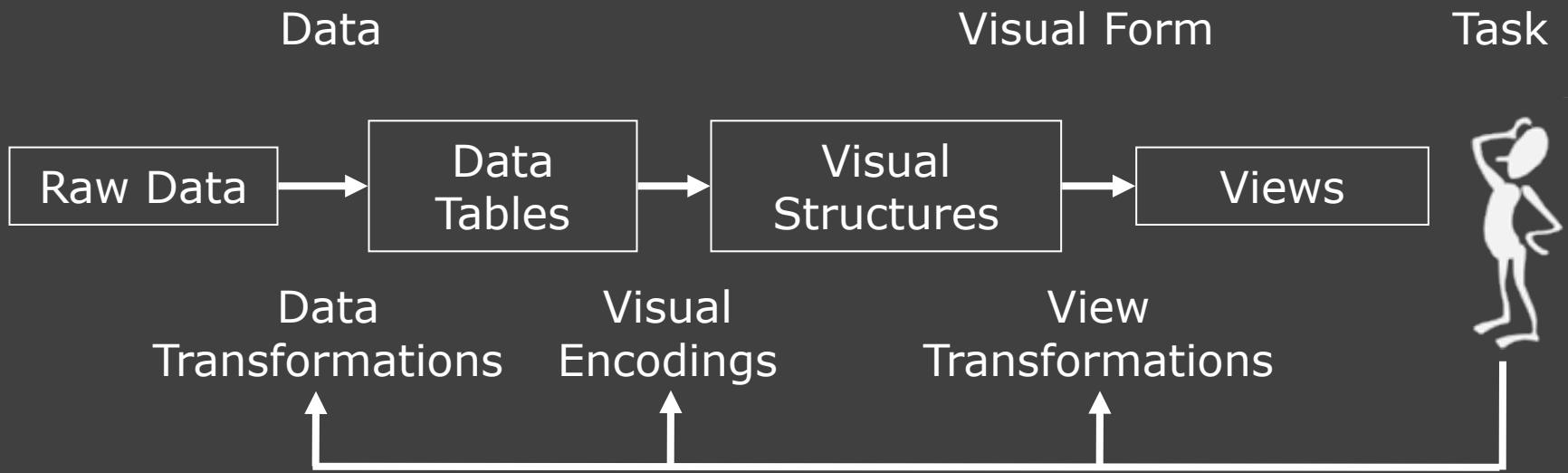
OpenGL, Java2D, GDI+, Processing

Component Model Architectures

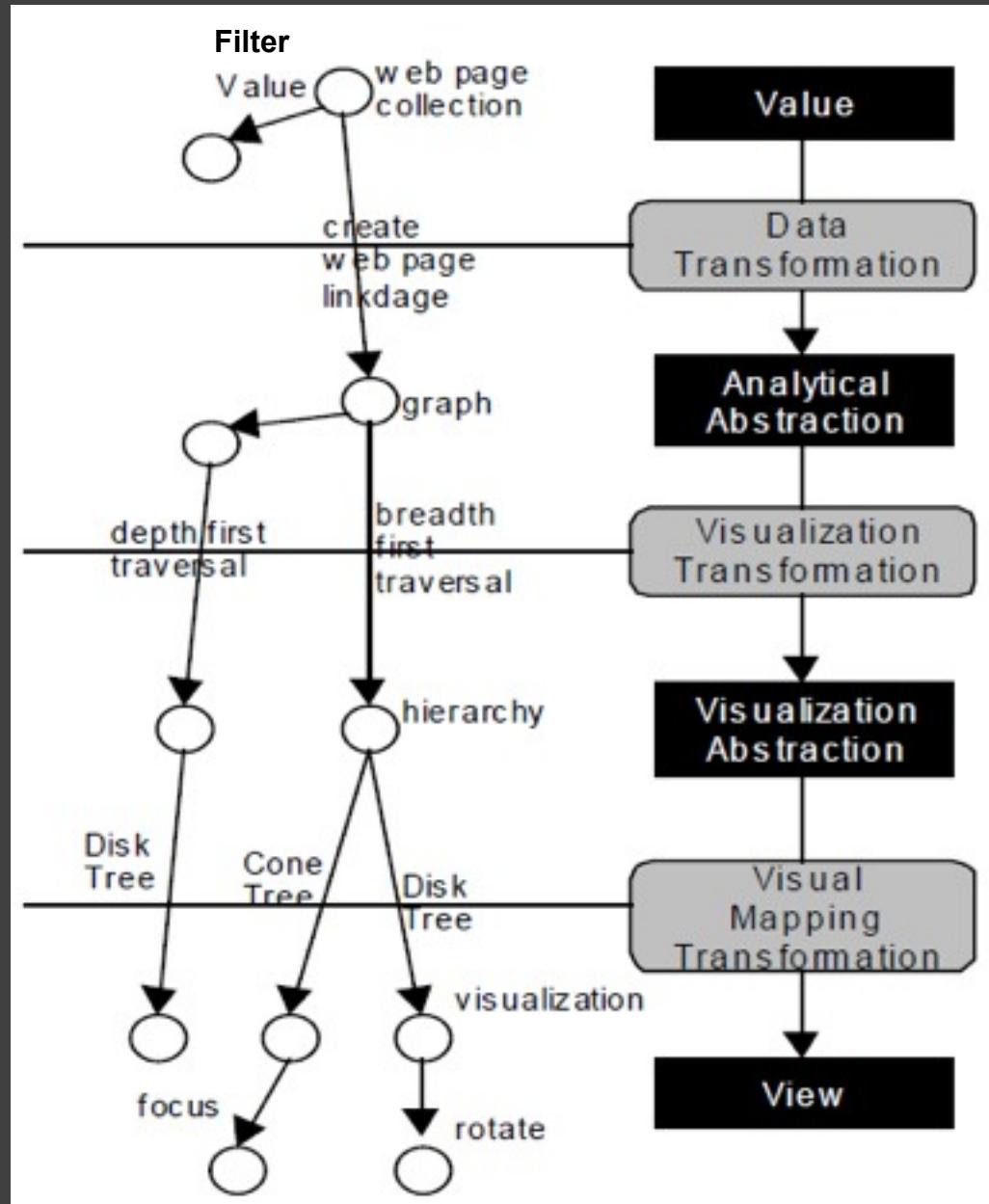
Prefuse, Flare, Improvise

Graphics APIs

OpenGL, Java2D, GDI+, Processing



Data State Model [Chi 98]



File Execute Windows Connection Options Help

Categories:

- Import
- Sequencer
- Select
- Colormap
- Include
- Color
- RubberSheet
- Sphere
- Globe
- Normals
- Collect
- Image

Cartography Tools:

- Asteroid
- AzimuthalEquidistant
- CylindricalEquidistant
- Globe
- HammerAitoff
- MapImageContourSurface
- Mercator
- Mollweide
- NpoleOrtho
- PointProjections
- Projections
- ShowFiducials
- Sphere
- SpoleOrtho
- WorldMap
- WorldMapProjections

Colormap Editor

File Execute Options Help

	max 650.000000	Hue	Saturation	Value	Opacity
max	650	511.617	475.61	424.775	382.413
506	343.582	306.868	275.802	251.091	224.562
471	200.963	159.307	125.417	100	100.000000
436	100.000000	r min	max min	max min	max
401	100.000000	g min	max min	max min	max
366	100.000000	b min	max min	max min	max
331	100.000000	r max	min	min	max
296	100.000000	g max	min	min	max
261	100.000000	b max	min	min	max
226	100.000000	r min	max	min	max
191	100.000000	g min	max	min	max
156	100.000000	b min	max	min	max
121	100.000000	r max	min	max	min
86	100.000000	g max	min	max	min
51	100.000000	b max	min	max	min
16	100.000000	r min	max	min	max
8	100.000000	g min	max	min	max
0	100.000000	b min	max	min	max

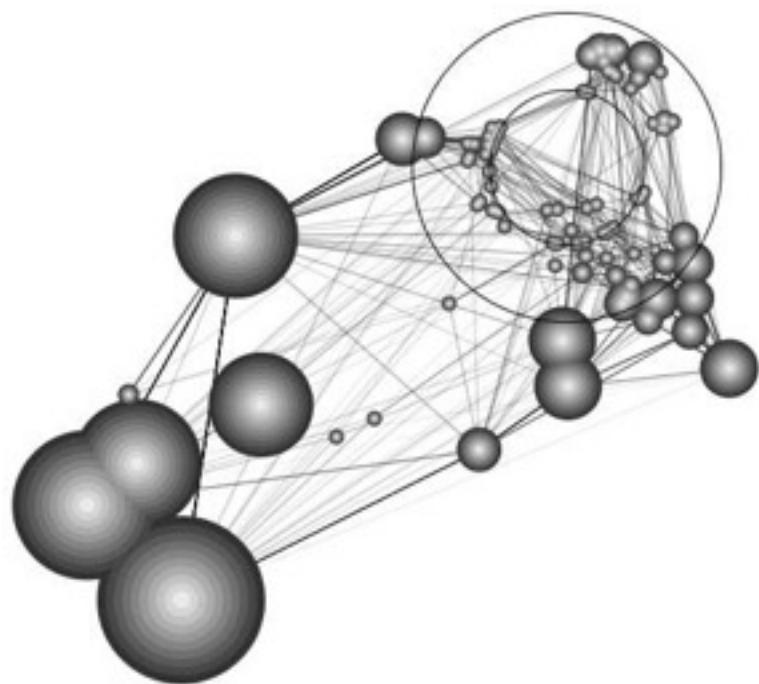
View Control... Undo Ctrl+U Redo Ctrl+D

Mode: Rotate Set View: None Projection: Perspective View Angle: 30.0000

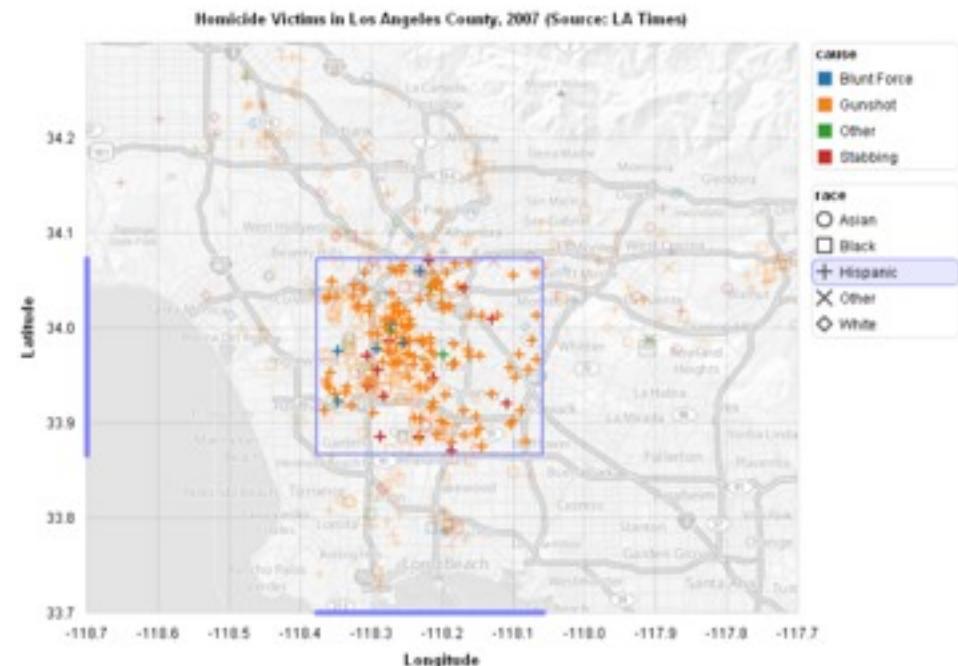
Sequence Control

Prefuse & Flare

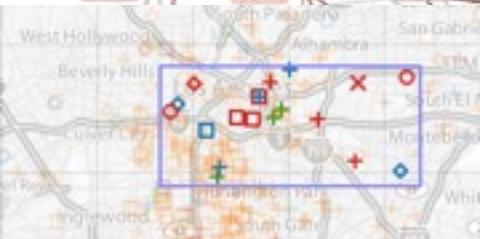
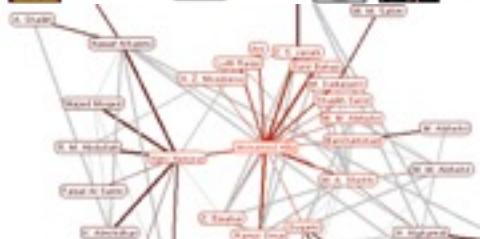
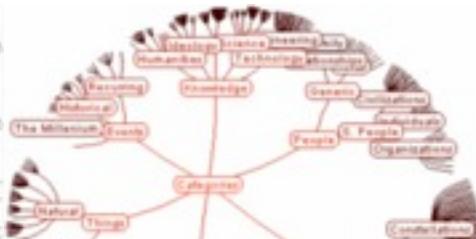
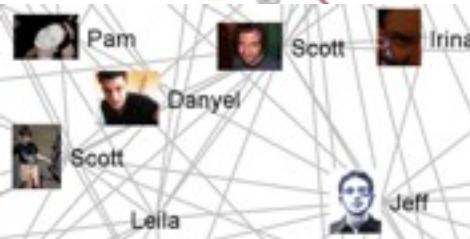
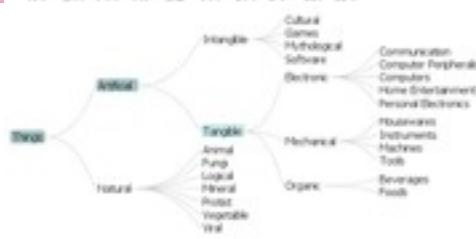
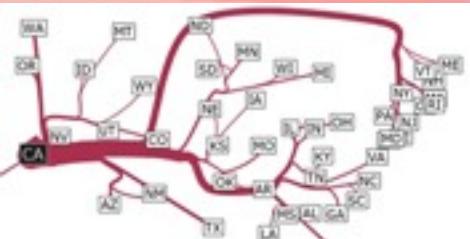
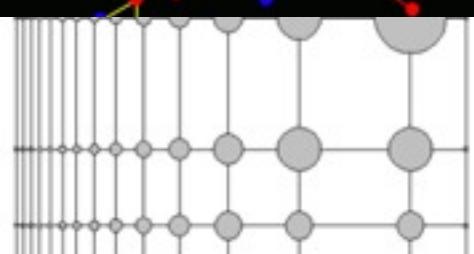
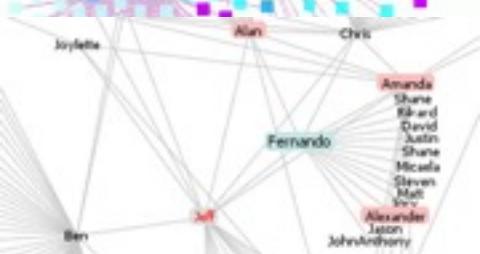
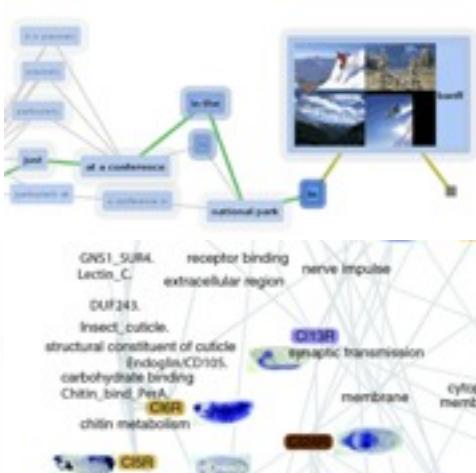
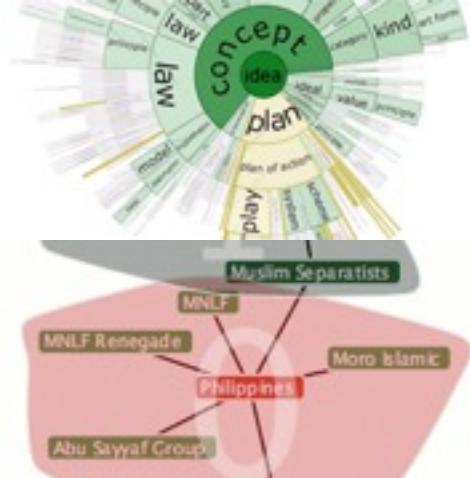
Operator-based toolkits for visualization design
Vis = (Input Data → Visual Objects) + Operators

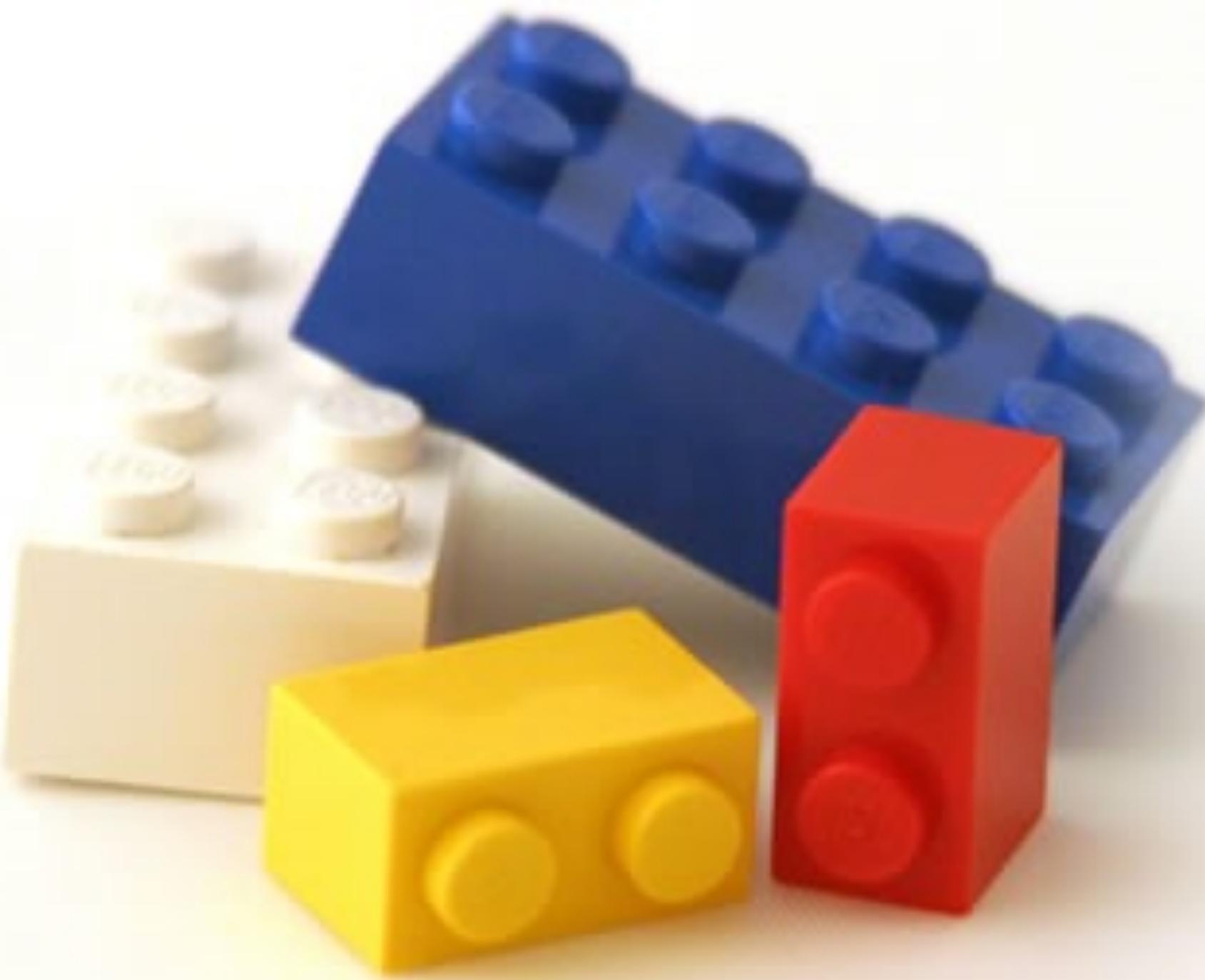


Prefuse (<http://prefuse.org>)



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







Component Model Architectures

Prefuse, Flare, Improvise

Graphics APIs

OpenGL, Java2D, GDI+, Processing

Chart Typologies

Excel, Many Eyes, Google Charts

Component Model Architectures

Prefuse, Flare, Improvise

Graphics APIs

OpenGL, Java2D, GDI+, 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 texts.

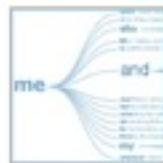
[Learn more](#)



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](#)

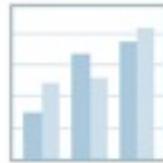


Word Tree

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...

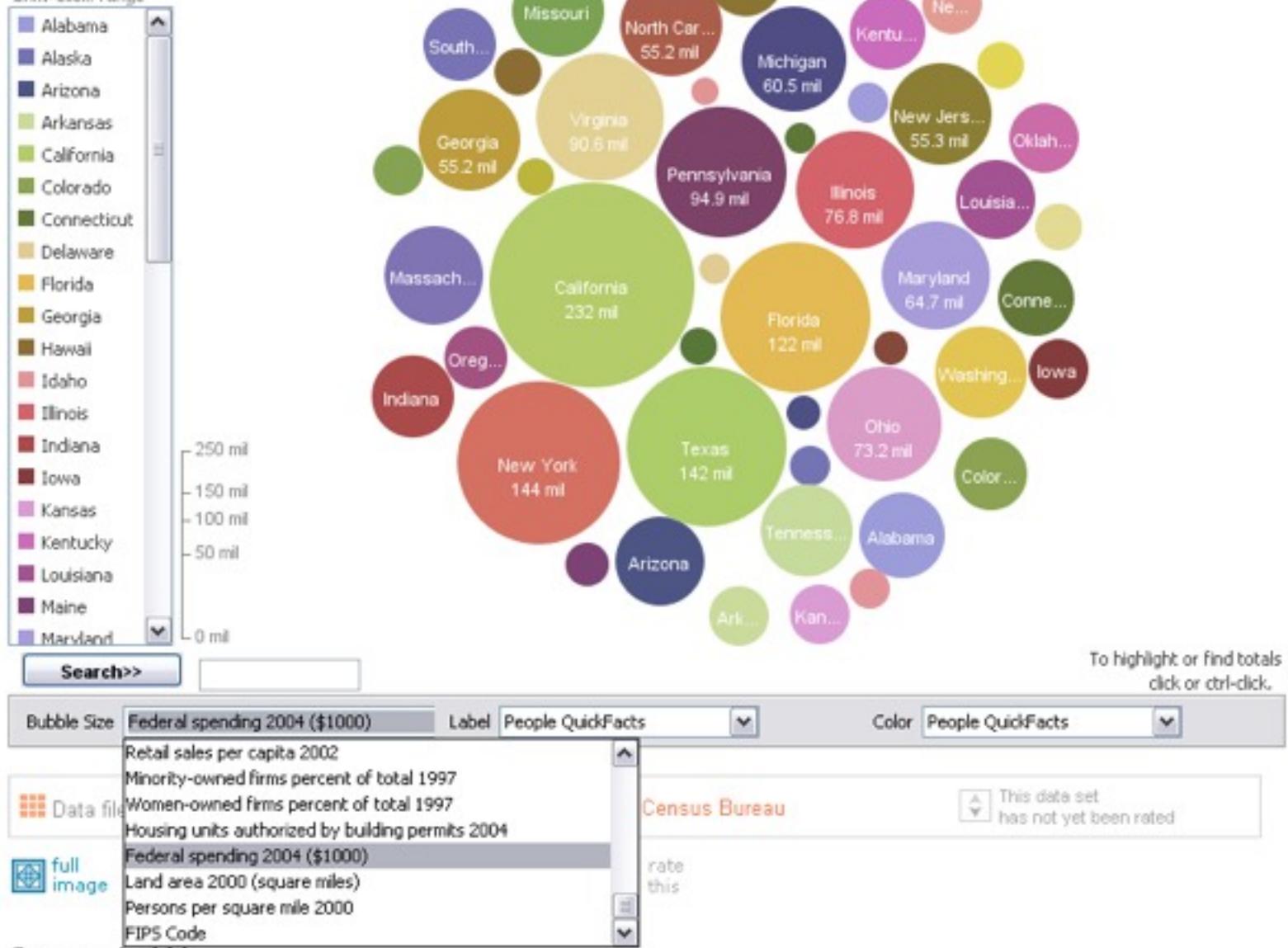
Federal spending 2004 (\$1000)

Disks colored by People QuickFacts

[Click to select.](#)

Ctrl-Click: multiple

Shift-Click range





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

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

Alberto 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*

Chart Typologies

Excel, Many Eyes, Google Charts

Component Model Architectures

Prefuse, Flare, Improvise

Graphics APIs

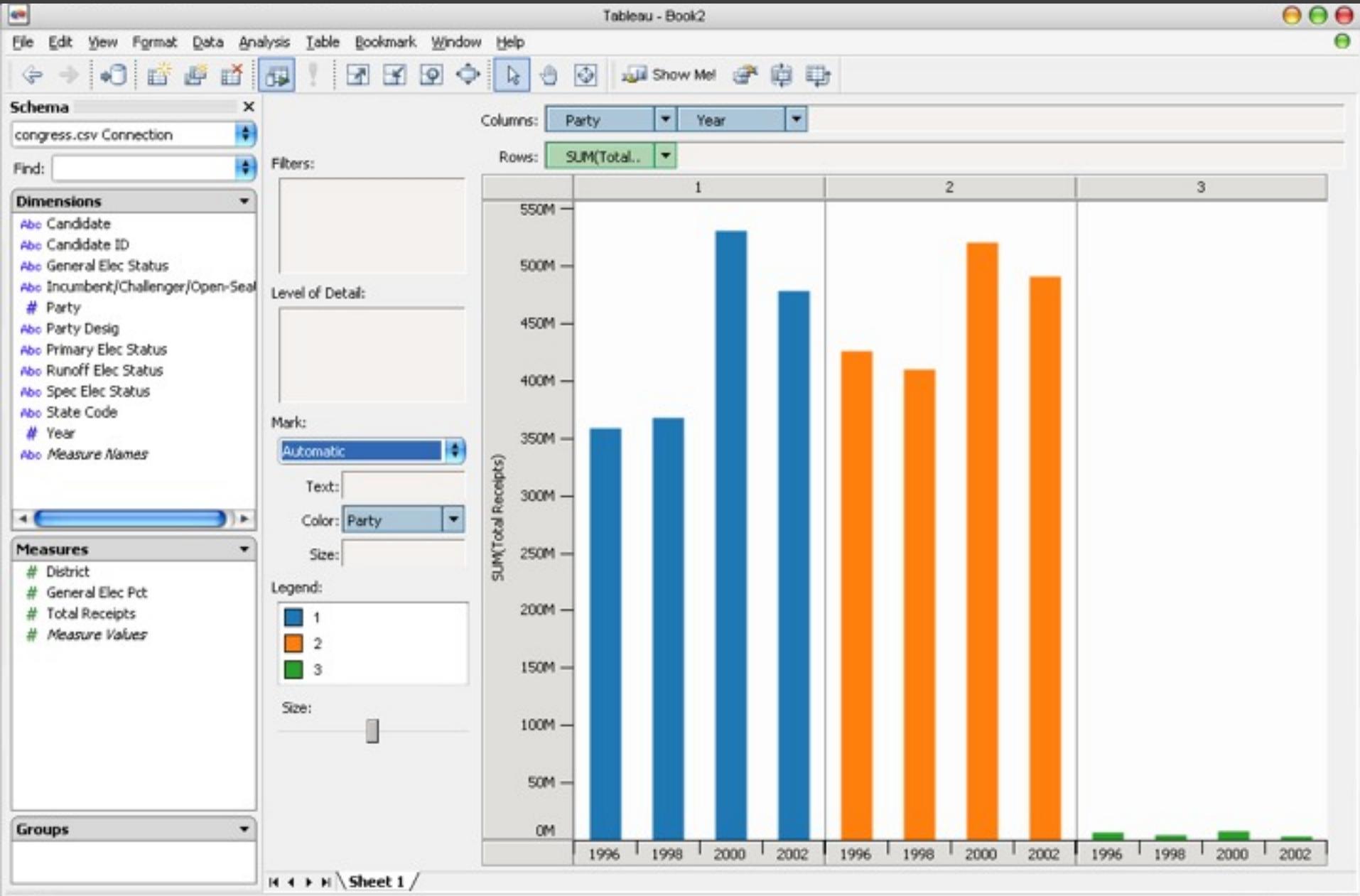
OpenGL, Java2D, GDI+, Processing

Chart Typologies
Excel, Many Eyes, Google Charts

Visual Analysis Languages
Tableau VizQL, ggplot2

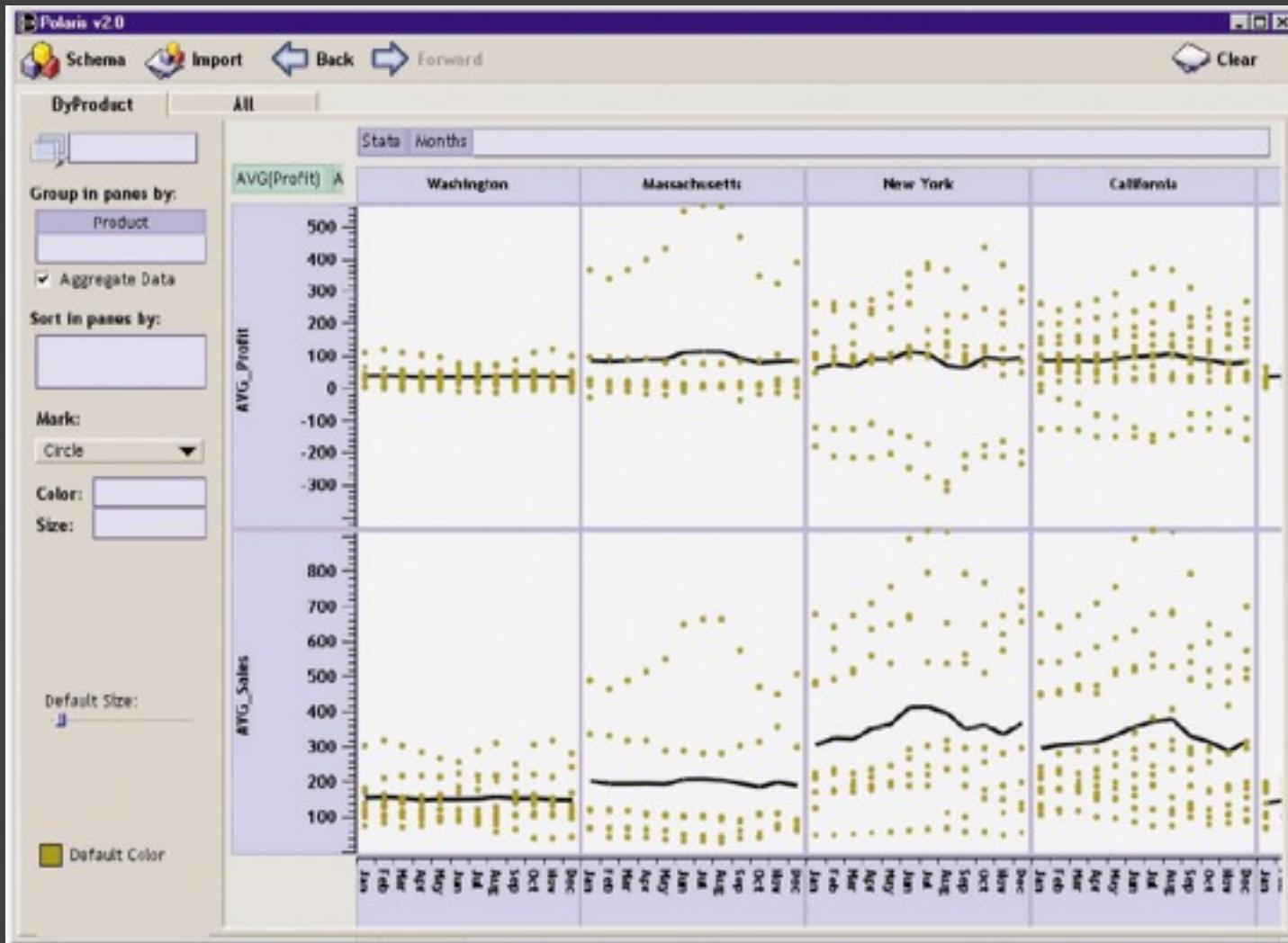
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Graphics APIs
OpenGL, Java2D, GDI+, Processing



Polaris

Research at Stanford by Stolte, Tang, and Hanrahan.



Polaris / Tableau Approach

Insight: can simultaneously specify both database queries and visualization

Choose data, then visualization, not vice versa

Use smart defaults for visual encodings

More recently: automate visualization design

Specifying Table Configurations

Operands are the database fields

- Each operand interpreted as a set {...}
- Quantitative and Ordinal fields treated differently

Three operators:

- **concatenation (+)**
- **cross product (x)**
- **nest (/)**

Table Algebra: Operands

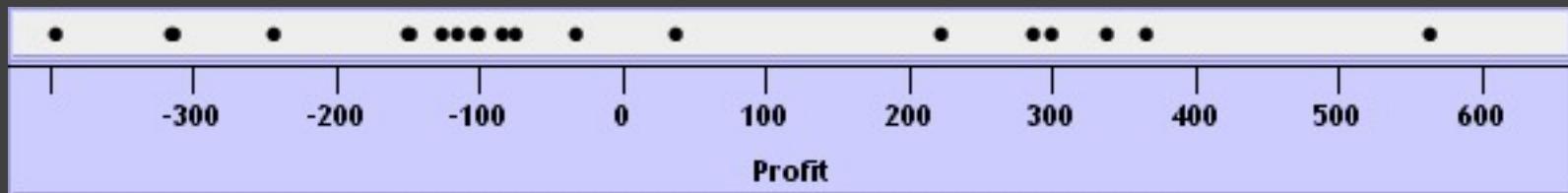
Ordinal fields: interpret domain as a set that partitions table into rows and columns.

Quarter = $\{(Qtr1), (Qtr2), (Qtr3), (Qtr4)\} \rightarrow$

Qtr1	Qtr2	Qtr3	Qtr4
95892	101760	105282	98225

Quantitative fields: treat domain as single element set and encode spatially as axes:

Profit = $\{(Profit[-410, 650])\} \rightarrow$



Concatenation (+) Operator

Ordered union of set interpretations

Quarter + Product Type

$$= \{(Qtr1), (Qtr2), (Qtr3), (Qtr4)\} + \{(Coffee), (Espresso)\}$$

$$= \{(Qtr1), (Qtr2), (Qtr3), (Qtr4), (Coffee), (Espresso)\}$$

Qtr1	Qtr2	Qtr3	Qtr4	Coffee	Espresso
48	59	57	53	151	21

$$\text{Profit} + \text{Sales} = \{(\text{Profit}[-310, 620]), (\text{Sales}[0, 1000])\}$$



Cross (x) Operator

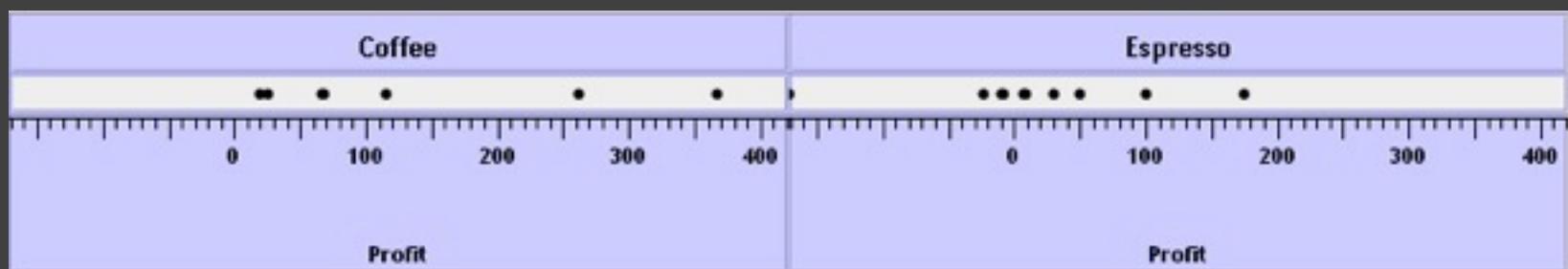
Cross-product of set interpretations

Quarter x Product Type

= {(Qtr1,Coffee), (Qtr1, Tea), (Qtr2, Coffee), (Qtr2, Tea), (Qtr3, Coffee), (Qtr3, Tea), (Qtr4, Coffee), (Qtr4, Tea)}

Qtr1		Qtr2		Qtr3		Qtr4	
Coffee	Espresso	Coffee	Espresso	Coffee	Espresso	Coffee	Espresso
131	19	160	20	178	12	134	33

Product Type x Profit =



Nest (/) Operator

Cross-product filtered by existing records

Quarter x Month

creates twelve entries for each quarter. i.e.,
(Qtr1, December)

Quarter / Month

creates three entries per quarter based on
tuples in database (not semantics)

Table Algebra

The operators (+, x, /) and operands (O, Q) provide an *algebra* for tabular visualization.

Algebraic statements are then mapped to:

Queries - selection, projection, group-by aggregation

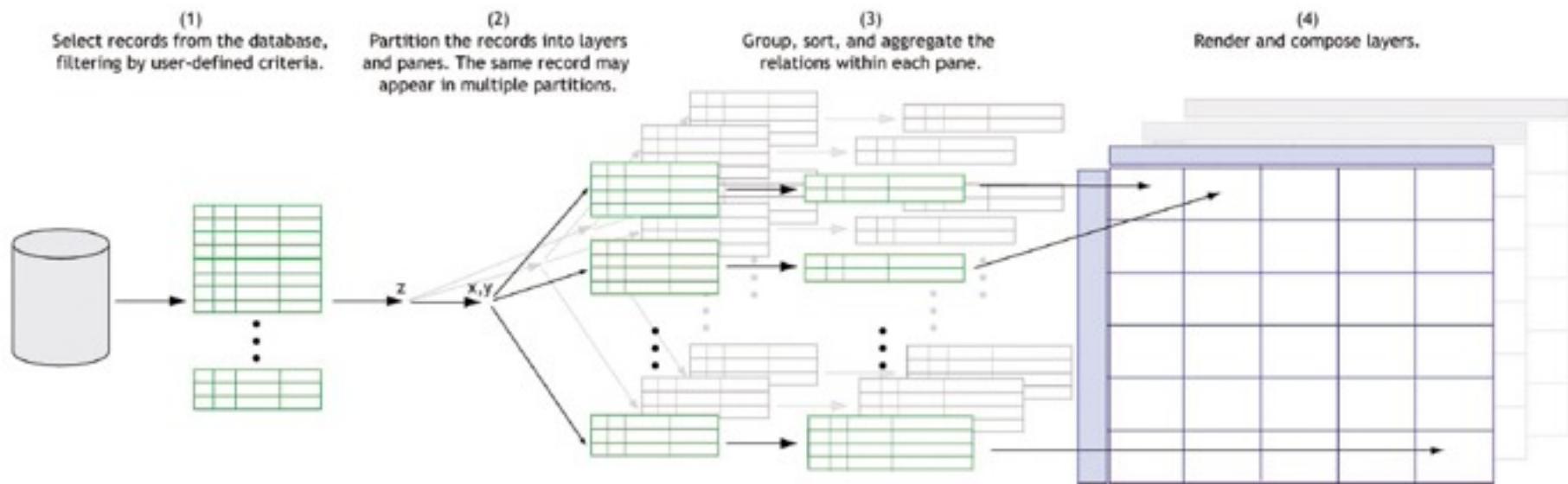
Visualizations - trellis plot partitions, visual encodings

In Tableau, users make statements via drag-and-drop

Note that this specifies operands NOT operators!

Operators are inferred by data type (O, Q)

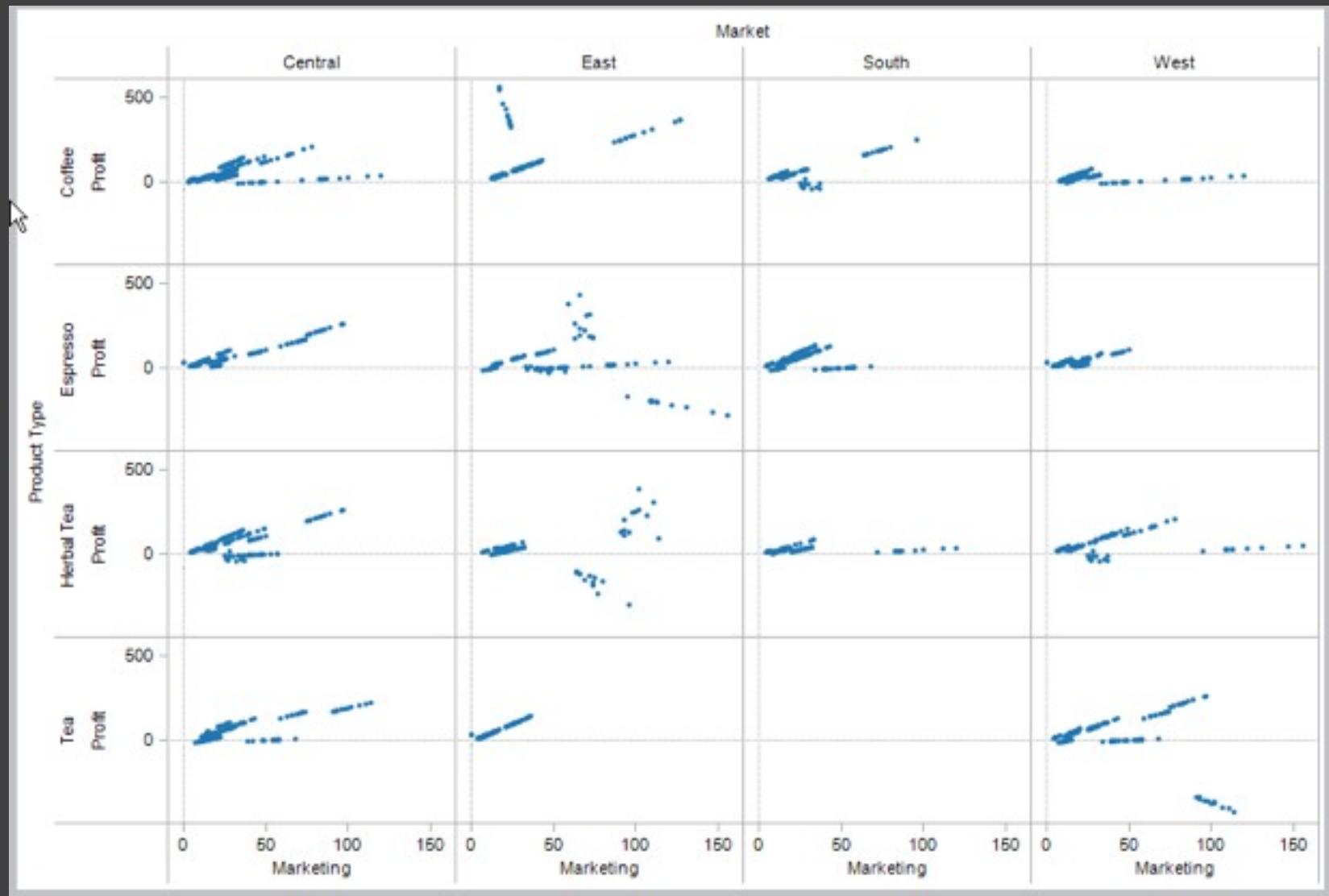
Querying the Database



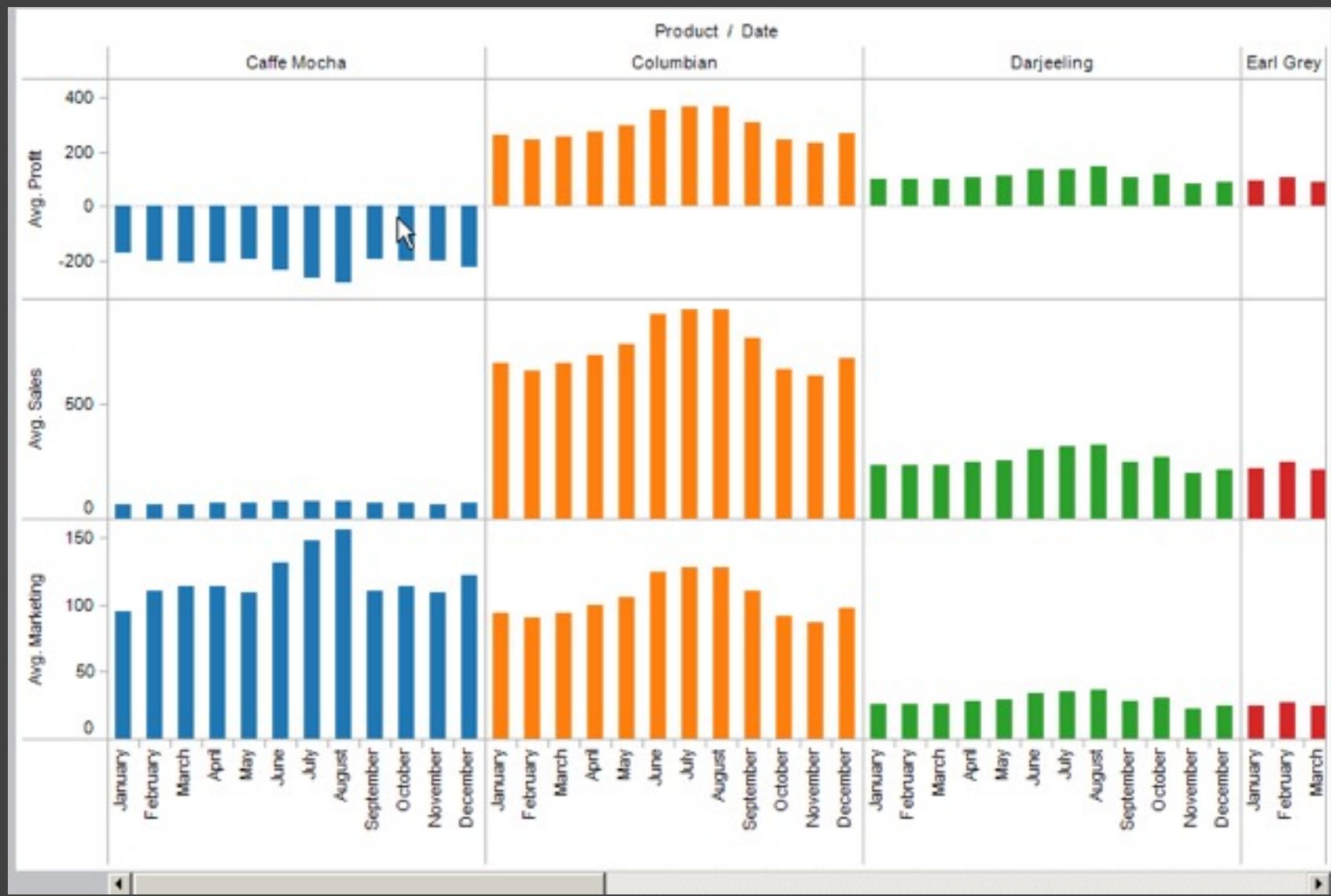
Ordinal - Ordinal

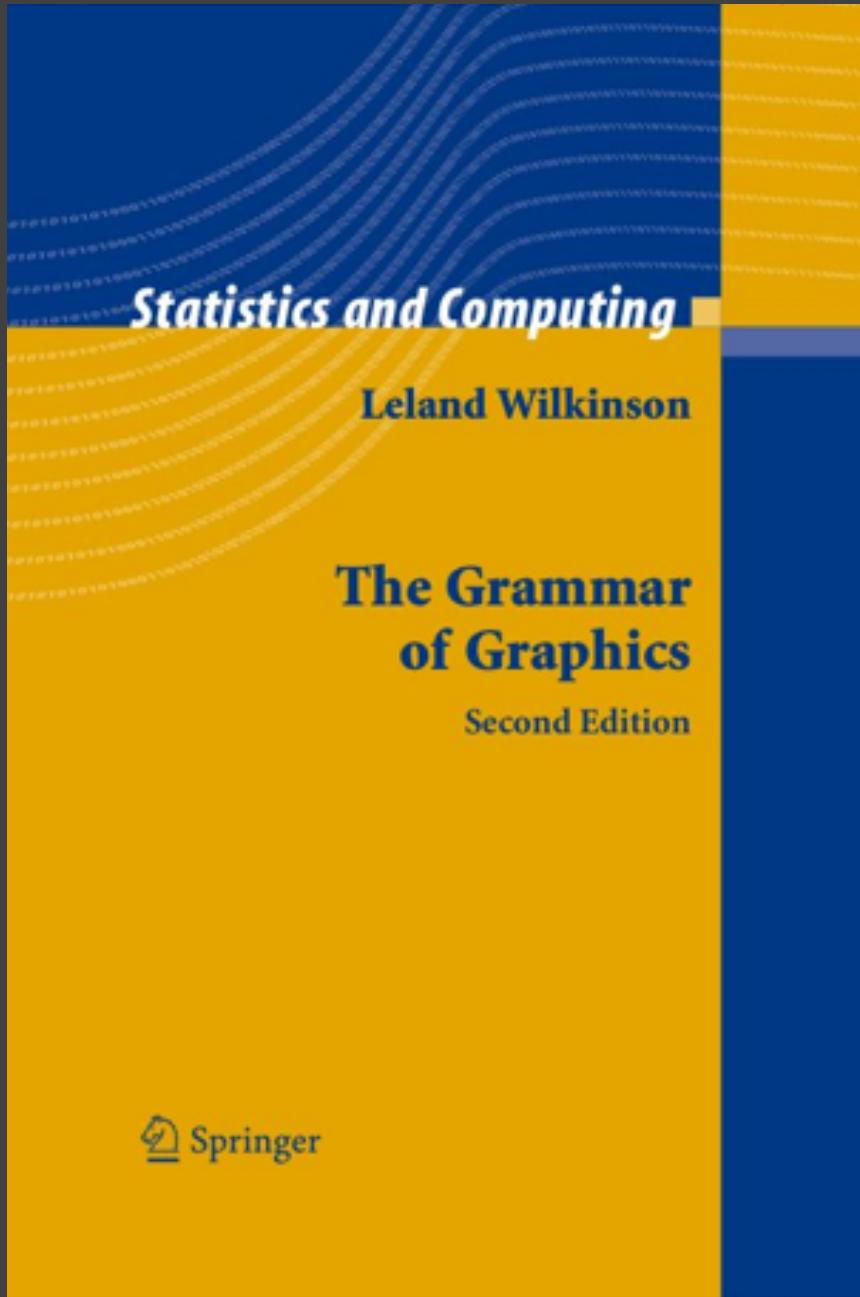
State	Product Type			
	Coffee	Espresso	Herbal Tea	Tea
Colorado	●	●	●	●
Connecticut	●	●	●	●
Florida	●	●	●	●
Illinois	●	●	●	●
Iowa	●	●	●	●
Louisiana	●	●	●	●
Massachusetts	●	●	●	●
Missouri	●	●	●	●
Nevada	●	●	●	●
New Hampshire	●	●	●	●
New Mexico	●	●	●	●
New York	●	●	●	●
Ohio	●	●	●	●
Oklahoma	●	●	●	●
Oregon	●	●	●	●
Texas	●	●	●	●
Utah	●	●	●	●
Washington	●	●	●	●
Wisconsin	●	●	●	●

Quantitative - Quantitative



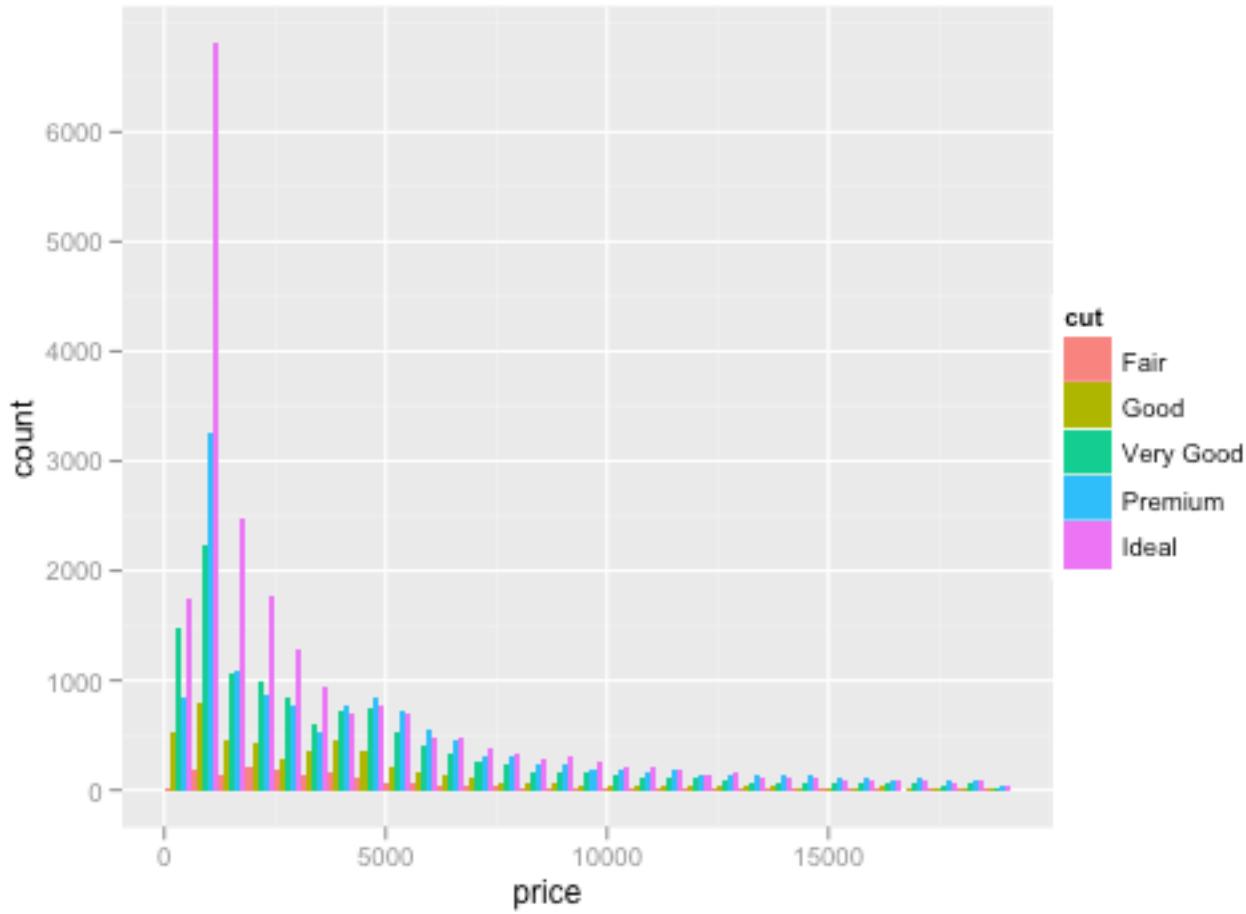
Ordinal - Quantitative



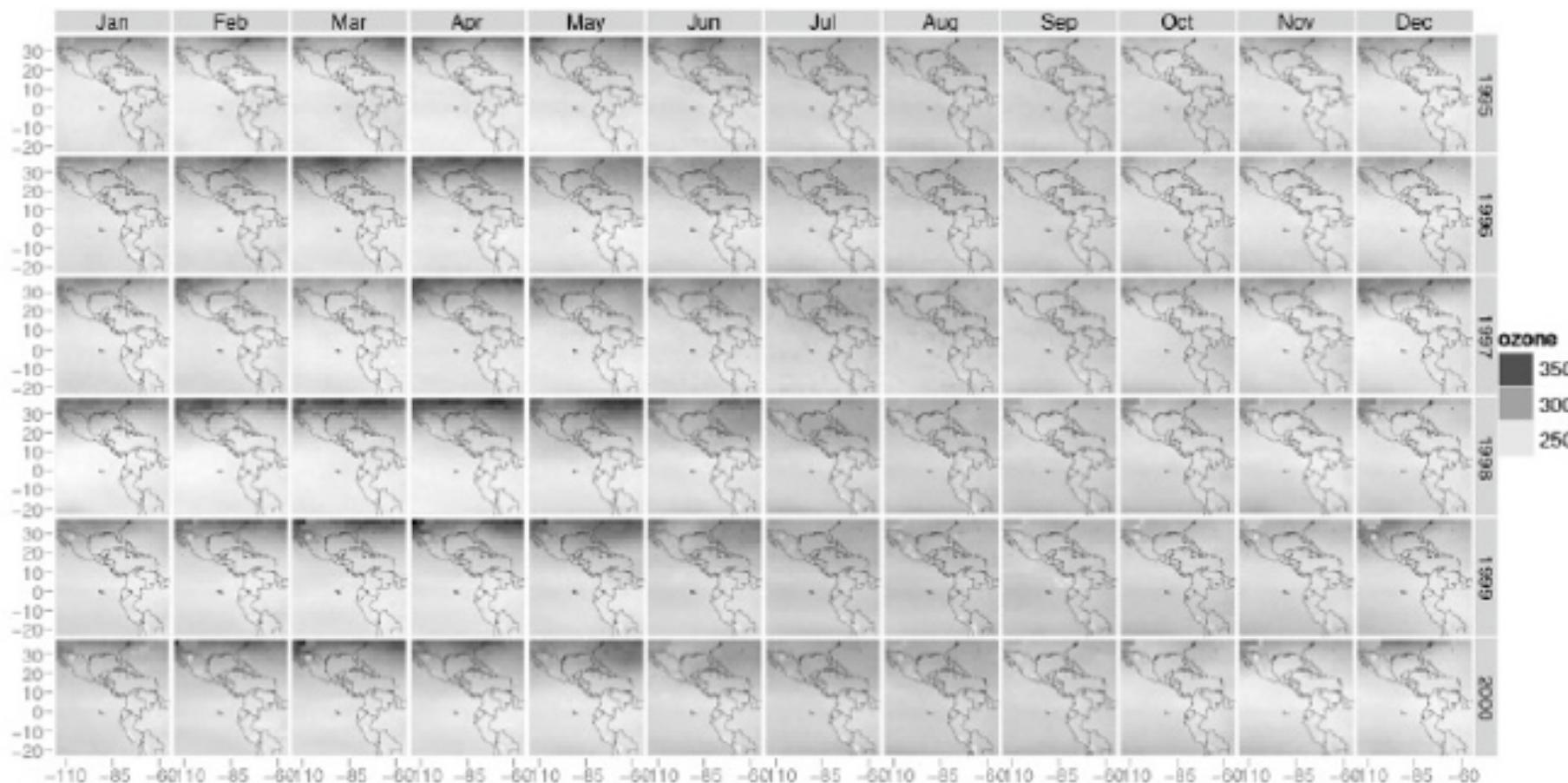


Grammar of Graphics [Wilkinson, Wickham]

Data	Input data to visualize
Operators	Grouping, statistics, layout
Coordinates	Cartesian & polar coordinates
Scales	Map data values to visual values
Guides	Axes & legends visualize scales
Marks	Geometric primitives



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



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

Chart Typologies
Excel, Many Eyes, Google Charts

Visual Analysis Languages
Tableau VizQL, ggplot2

Component Model Architectures
Prefuse, Flare, Improvise

Graphics APIs
OpenGL, Java2D, GDI+, Processing

Efficiency



Chart Typologies
Excel, Many Eyes, Google Charts

Visual Analysis Languages
Tableau VizQL, ggplot2

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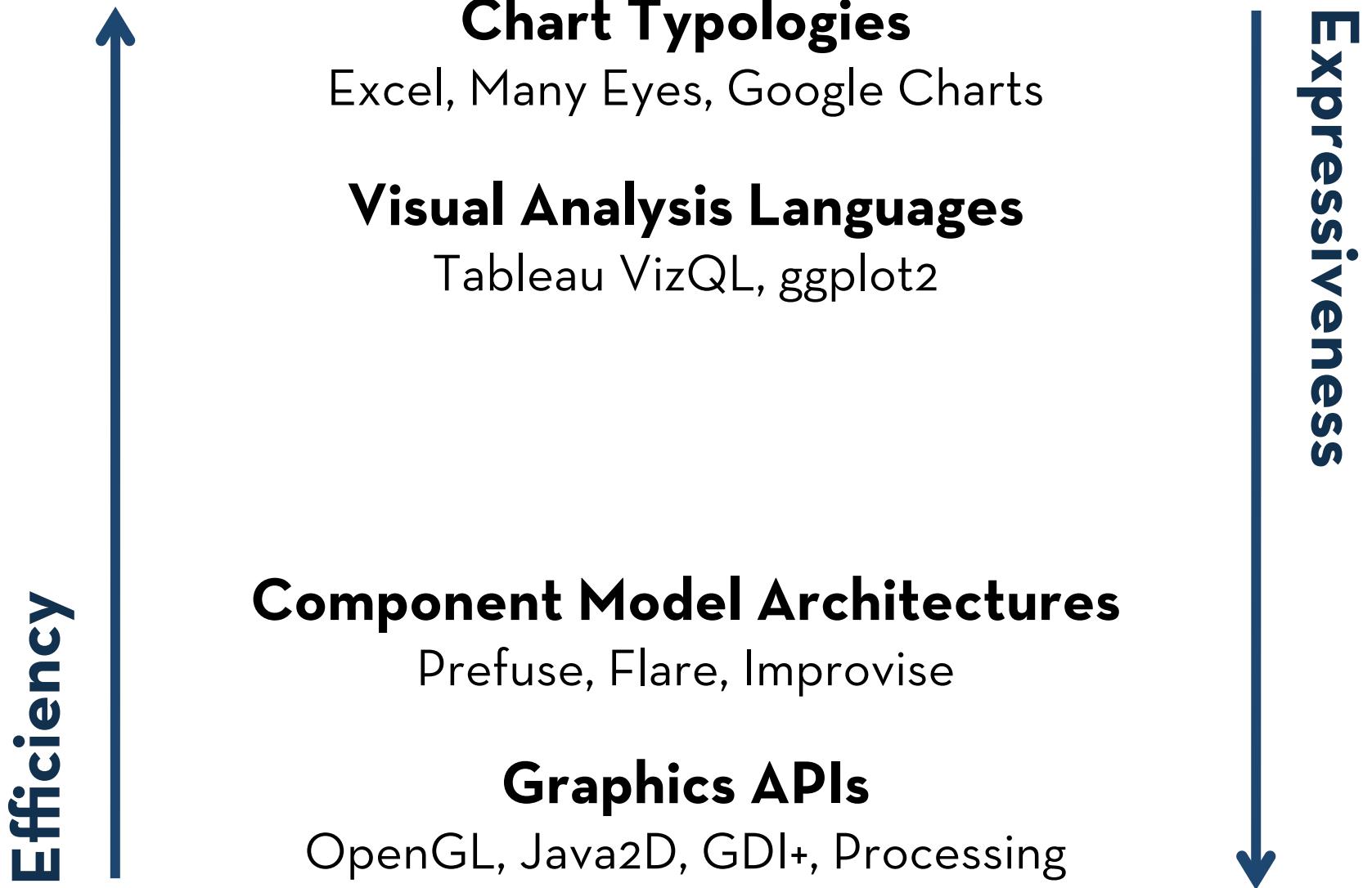




Chart Typologies

Excel, Many Eyes, Google Charts

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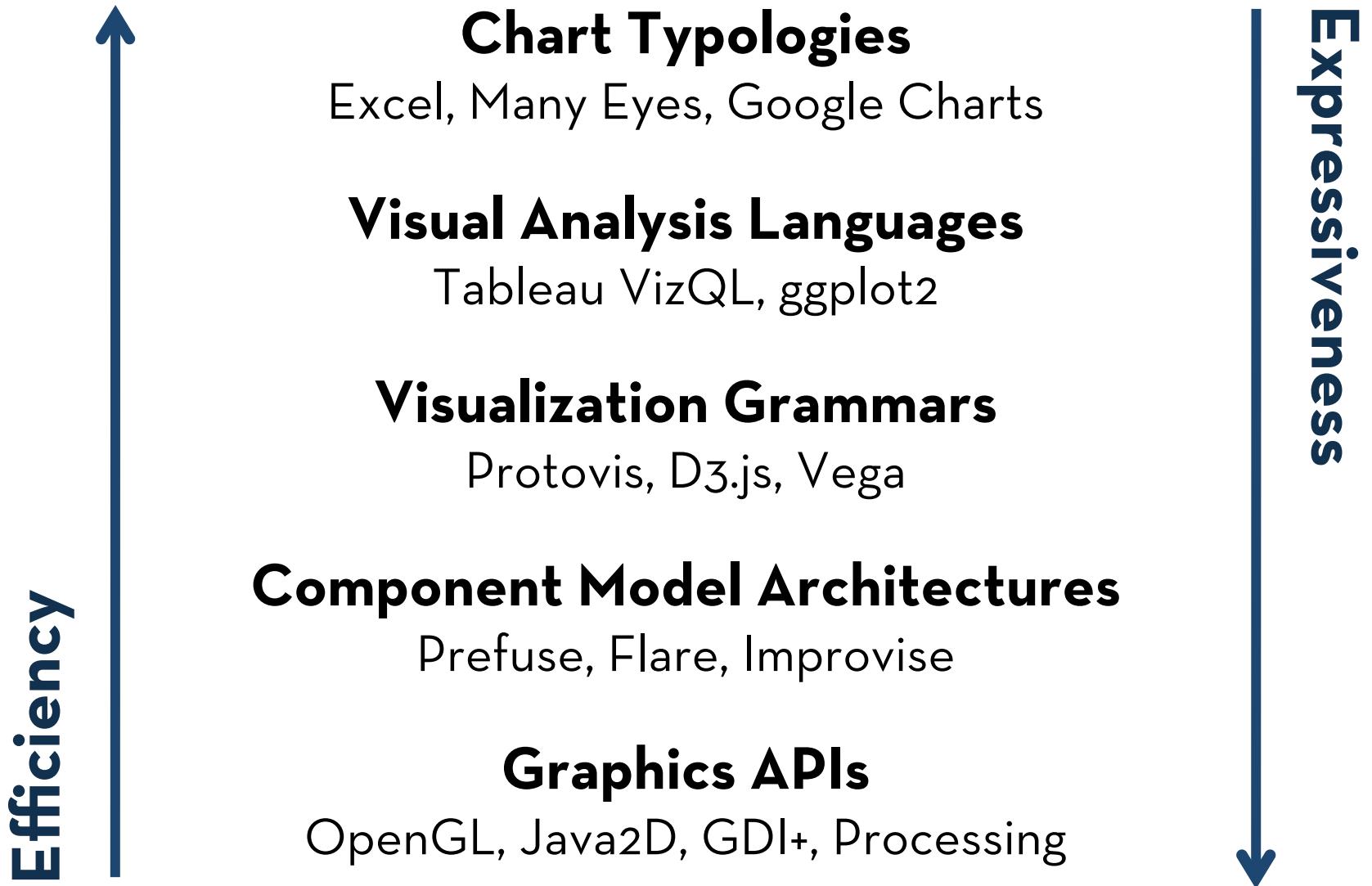
?

Component Model Architectures

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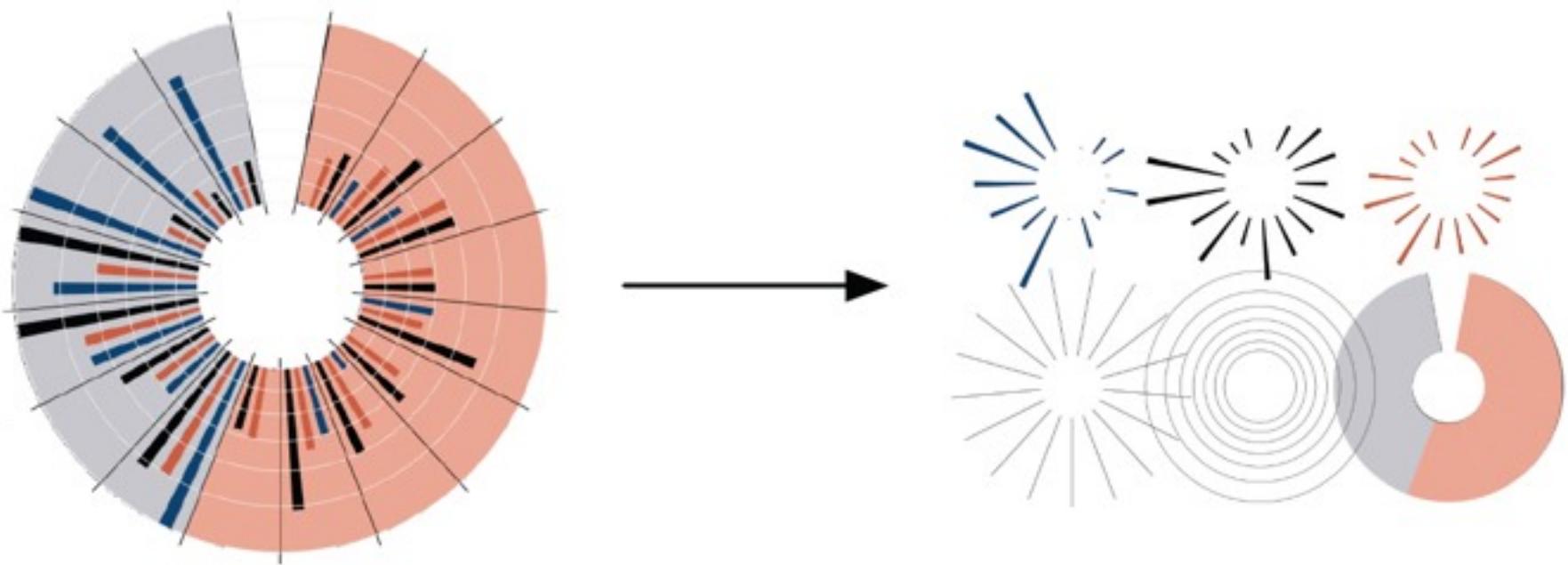


Protevis & D3

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.

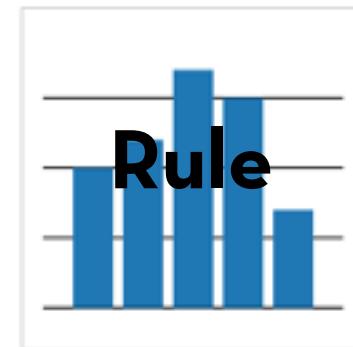
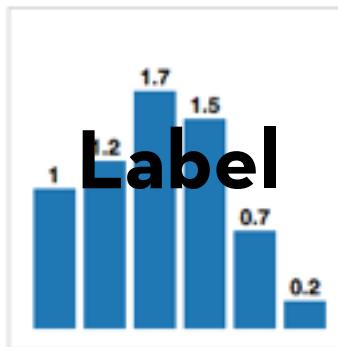
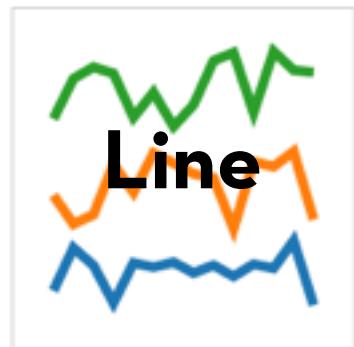
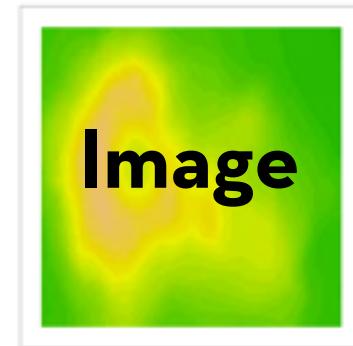
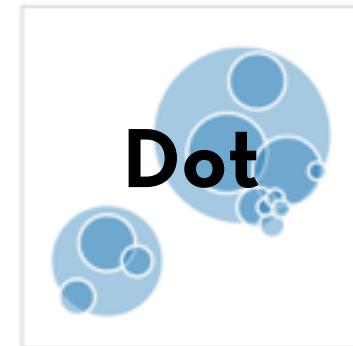
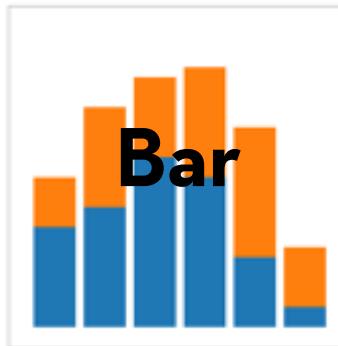
J. W. Tukey, *The Future of Data Analysis*, 1962.

Protopis: A Language for Visualization



A graphic is a composition of data-representative marks.

with **Mike Bostock & Vadim Ogievetsky**

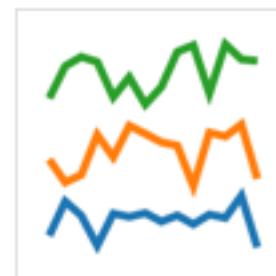
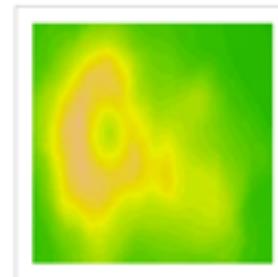
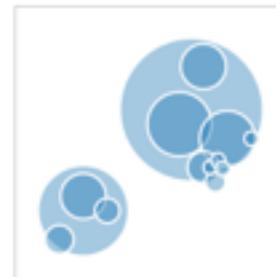


MARKS: Protovis graphical primitives

MARK

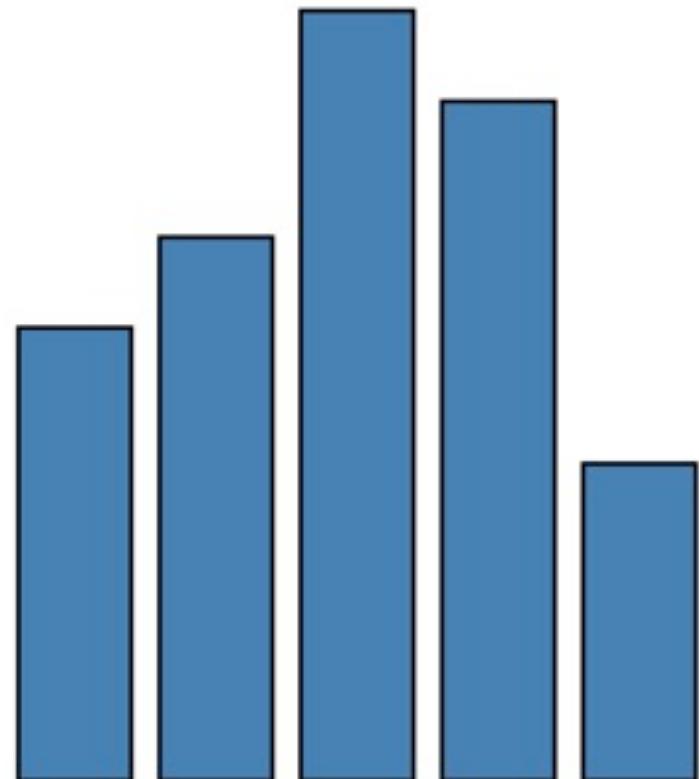
$$\lambda: D \rightarrow R$$

data	λ
visible	λ
left	λ
bottom	λ
width	λ
height	λ
fillStyle	λ
strokeStyle	λ
lineWidth	λ
...	λ



BAR $\lambda: D \rightarrow R$

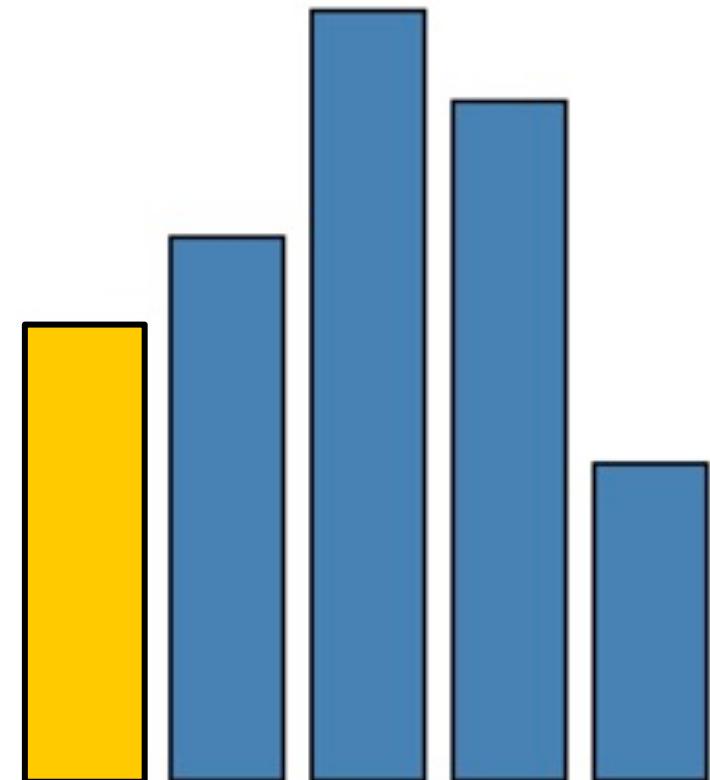
data	1 1.2 1.7 1.5 0.7
visible	true
left	$\lambda: \text{index} * 25$
bottom	0
width	20
height	$\lambda: \text{datum} * 80$
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



BAR

$\lambda: D \rightarrow R$

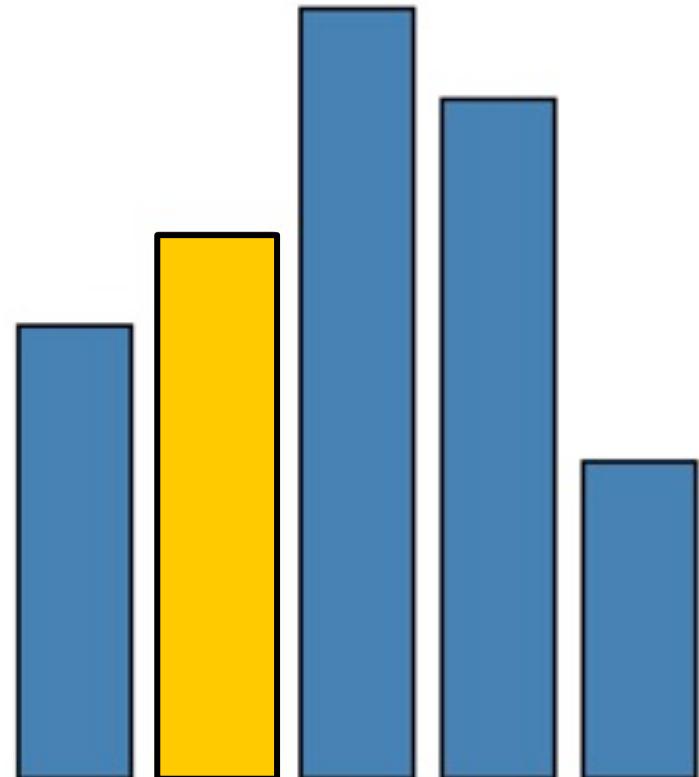
data	1 1.2 1.7 1.5 0.7
visible	true
left	0 * 25
bottom	0
width	20
height	1 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



BAR

$\lambda: D \rightarrow R$

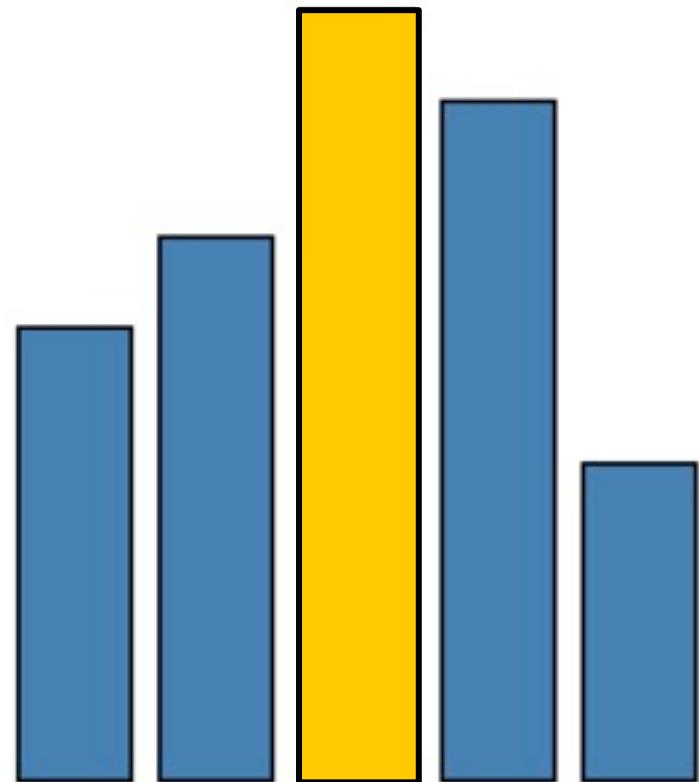
data	1 1.2 1.7 1.5 0.7
visible	true
left	1 * 25
bottom	0
width	20
height	1.2 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



BAR

$\lambda: D \rightarrow R$

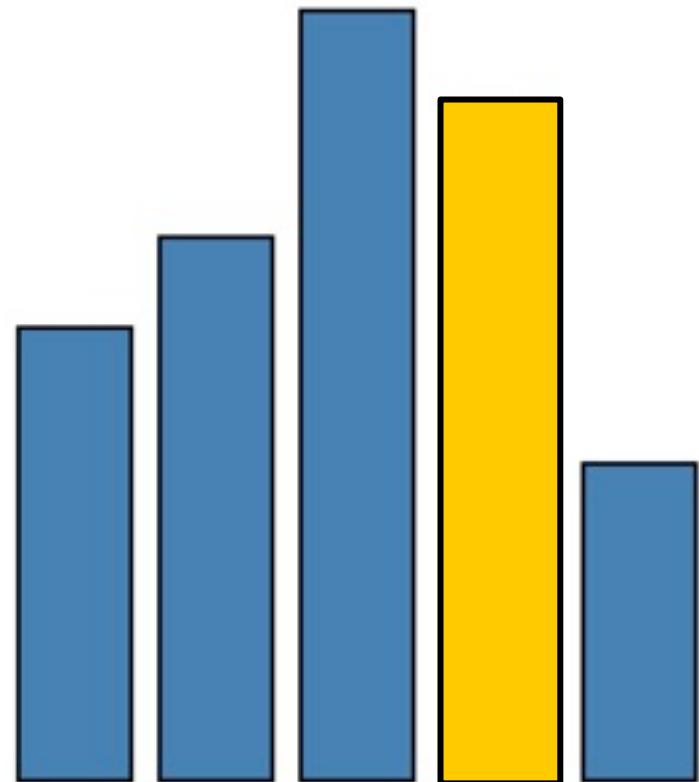
data	1 1.2 1.7 1.5 0.7
visible	true
left	2 * 25
bottom	0
width	20
height	1.7 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



BAR

$$\lambda: D \rightarrow R$$

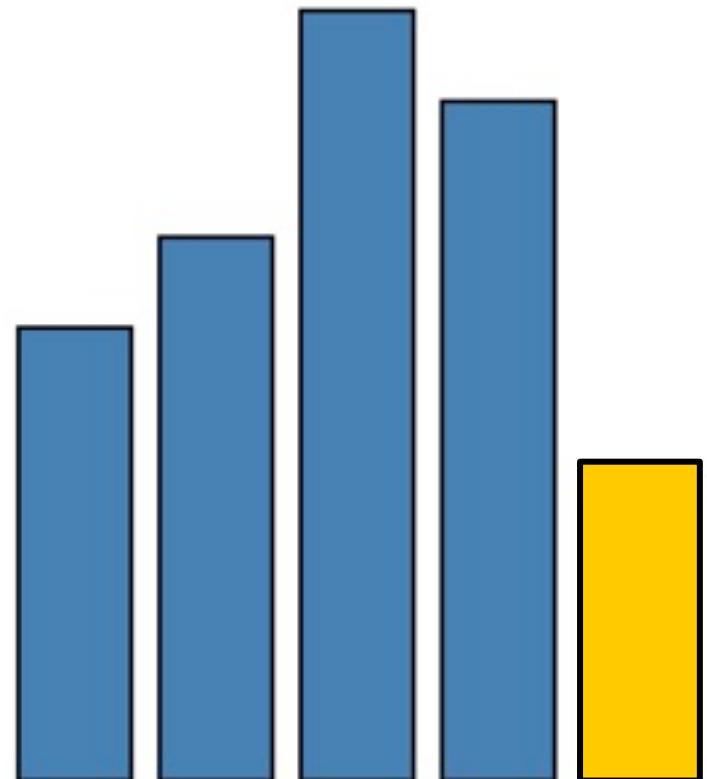
data	1 1.2 1.7 1.5 0.7
visible	true
left	3 * 25
bottom	0
width	20
height	1.5 * 80
fillStyle	blue
strokeStyle	black
lineWidth	1.5
...	...



BAR

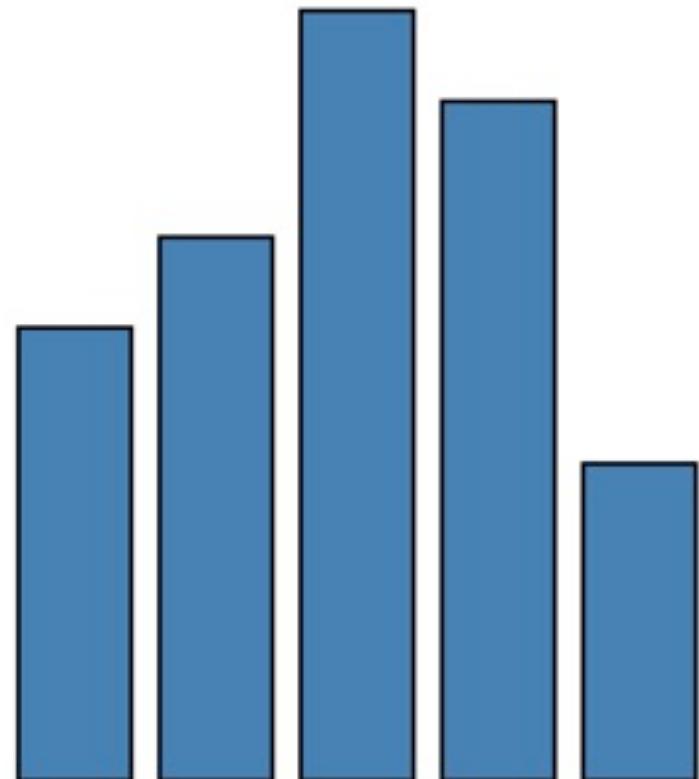
$$\lambda: D \rightarrow R$$

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
...	...

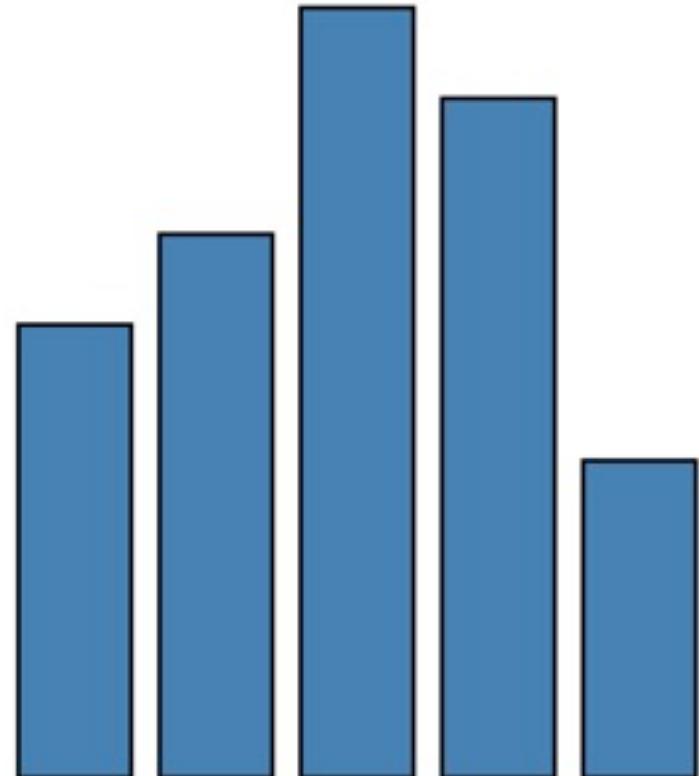


BAR $\lambda: D \rightarrow R$

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



```
var vis = new pv.Panel();
vis.add(pv.Bar)
  .data([1, 1.2, 1.7, 1.5, 0.7])
  .visible(true)
  .left(function(d) this.index * 25)
  .bottom(0)
  .width(20)
  .height(function(d) d * 80)
  .fillStyle("blue")
  .strokeStyle("black")
  .lineWidth(1.5);
vis.render();
```



```

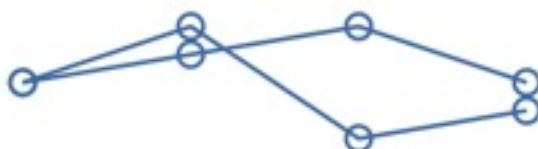
var data = [[3,4,5,3], [3,5,1,2]];

var vis = new pv.Panel()
  .data(data)
  .height(50);

vis.add(pv.Line)
  .left(function(d) this.index * 50)
  .bottom(function(d) d * 10)
  .strokeStyle("#3a68a4")
  .add(pv.Dot);

vis.render();

```



Panel

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

Line

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

Dot

data ?
datatype ?
left ?
bottom ?
stroke ?

Panel

```
data  [[3,4,5,3], [3,5,1,2]]  
height 50
```

Line

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

Dot

```
data ?  
datatype ?  
left ?  
bottom ?  
stroke ?
```

Root

Panel [3,4,5,3]

Panel [3,5,1,2]

Line

Dot

Line

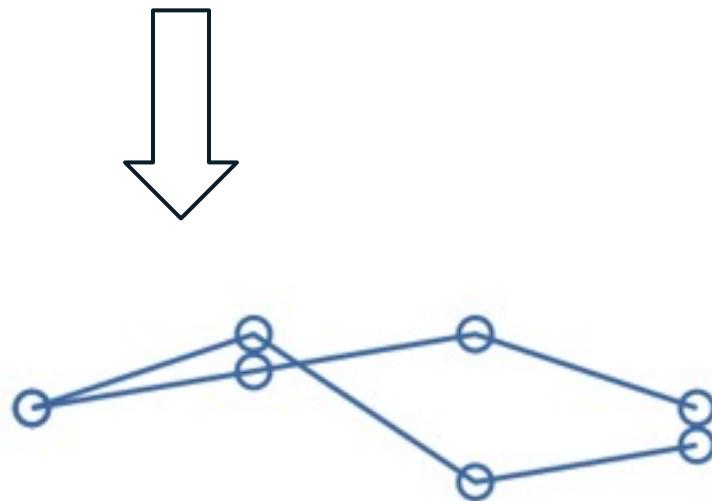
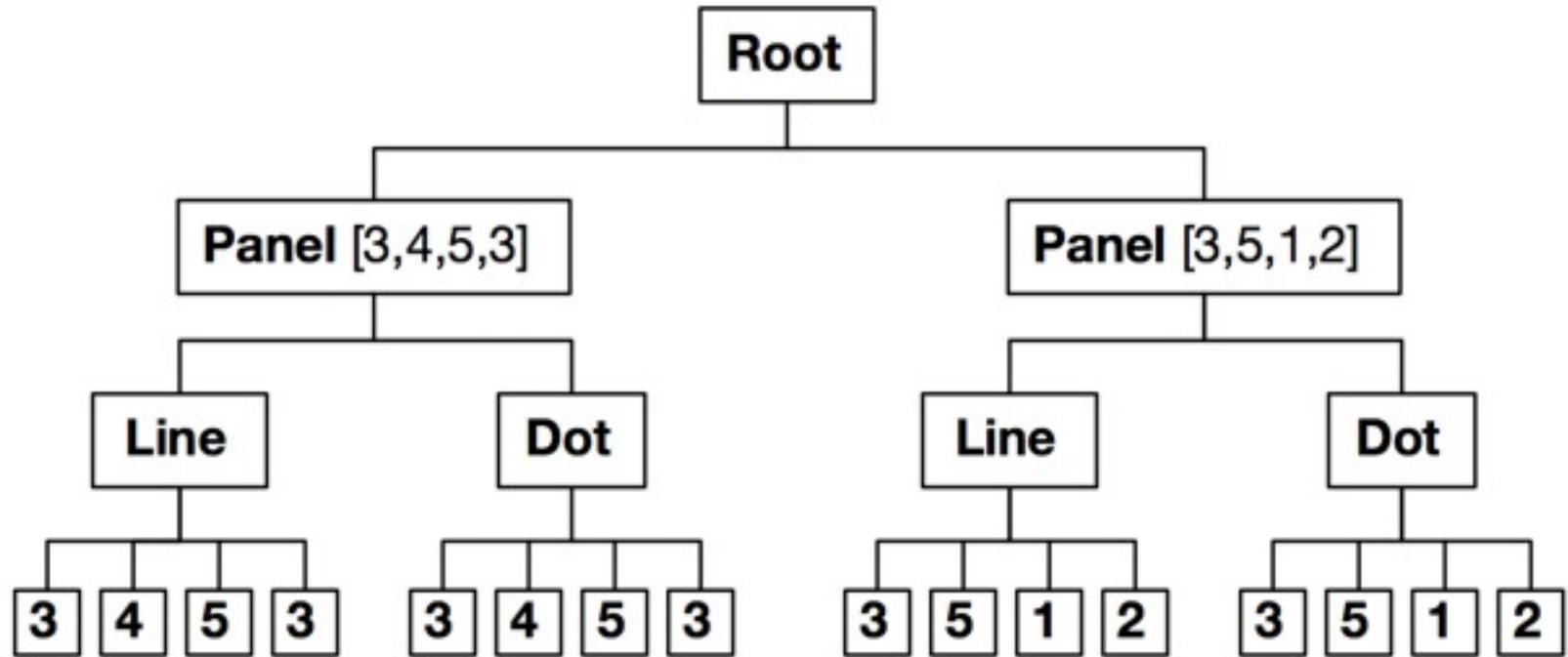
Dot

3 4 5 3

3 4 5 3

3 5 1 2

3 5 1 2



Event Handling DOM → Protopis

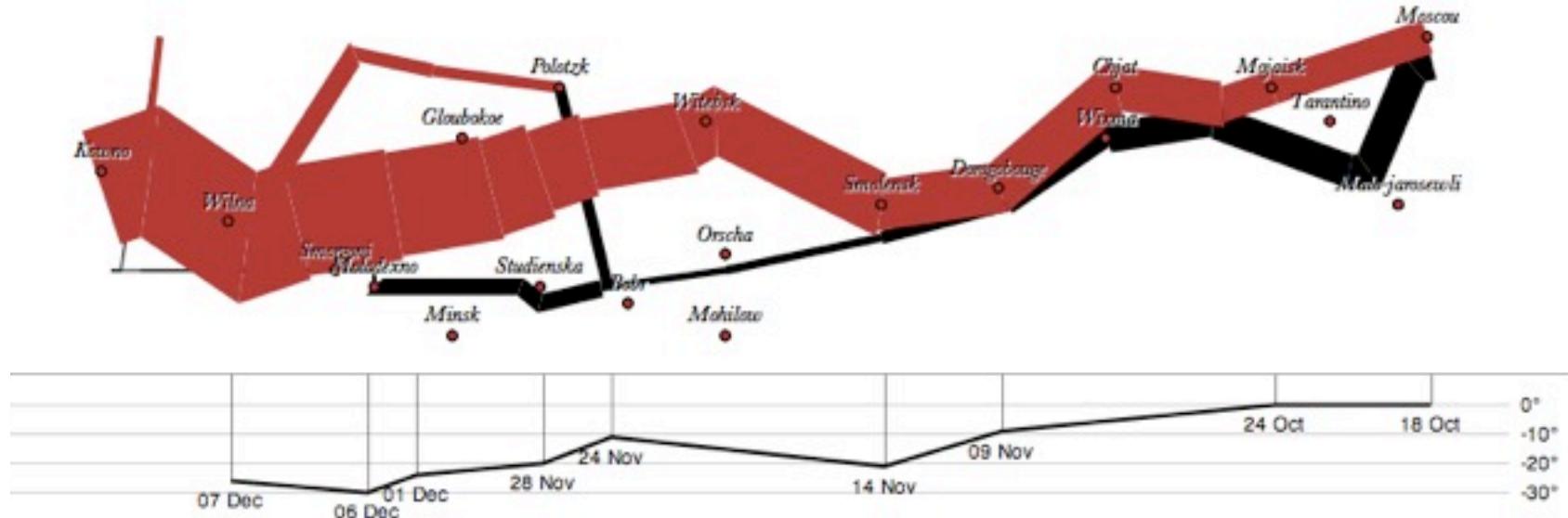
```
.on("mousemove",  
    function(d,i) {...})
```



Productivity - *Faster Design Cycle, Less Code*
Comparison: 5x less code, 10x less dev time

Portability - *Multiple Implementations*
JavaScript, Adobe Flash, Java/JVM

Performance - *Optimization (in Protopis-Java)*
Just-in-time compilation; parallel execution
Hardware accelerated rendering
Up to **20x scalability boost** over prior toolkits



```

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

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

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

```

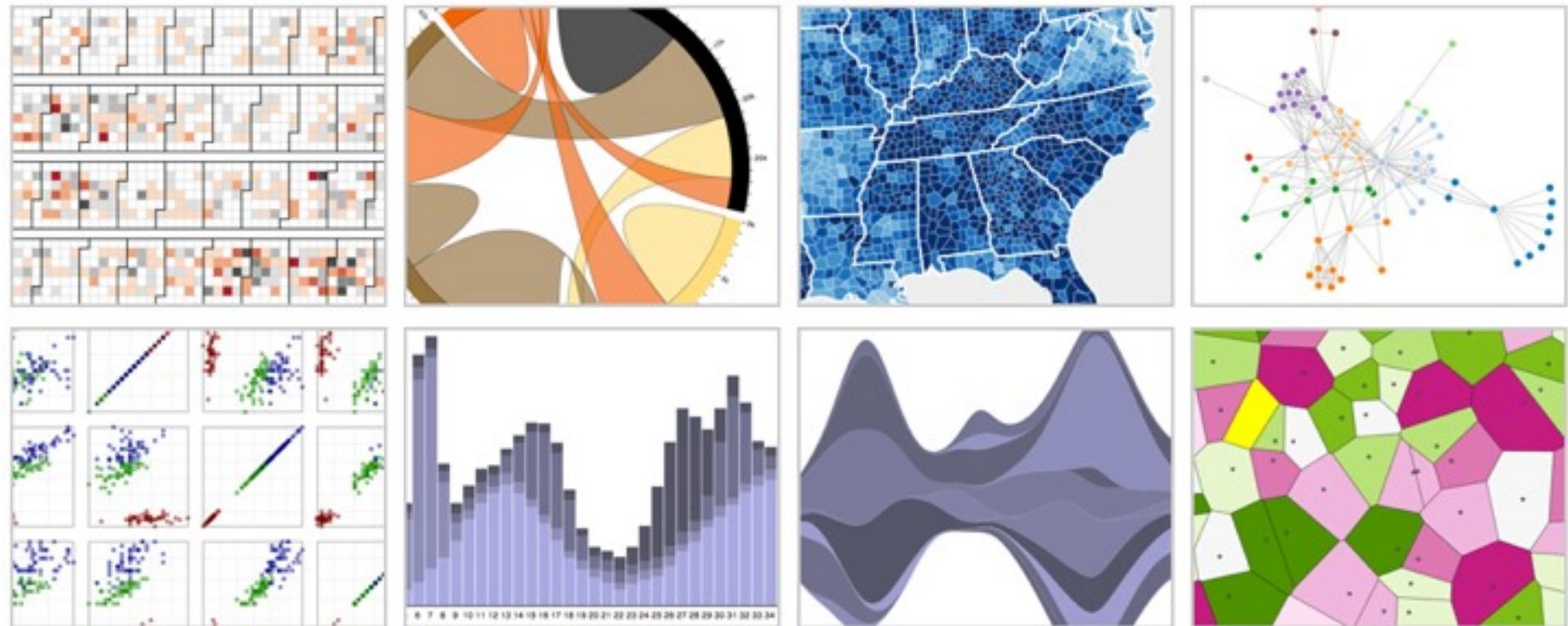
```

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

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

```

d3.js Data-Driven Documents



with Mike Bostock & Vadim Ogievetsky

Protopis

Specialized mark types

- + Streamlined design
- Limits expressiveness
- More overhead (slower)
- Harder to debug
- Self-contained model

Specify a scene (nouns)

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

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

D3

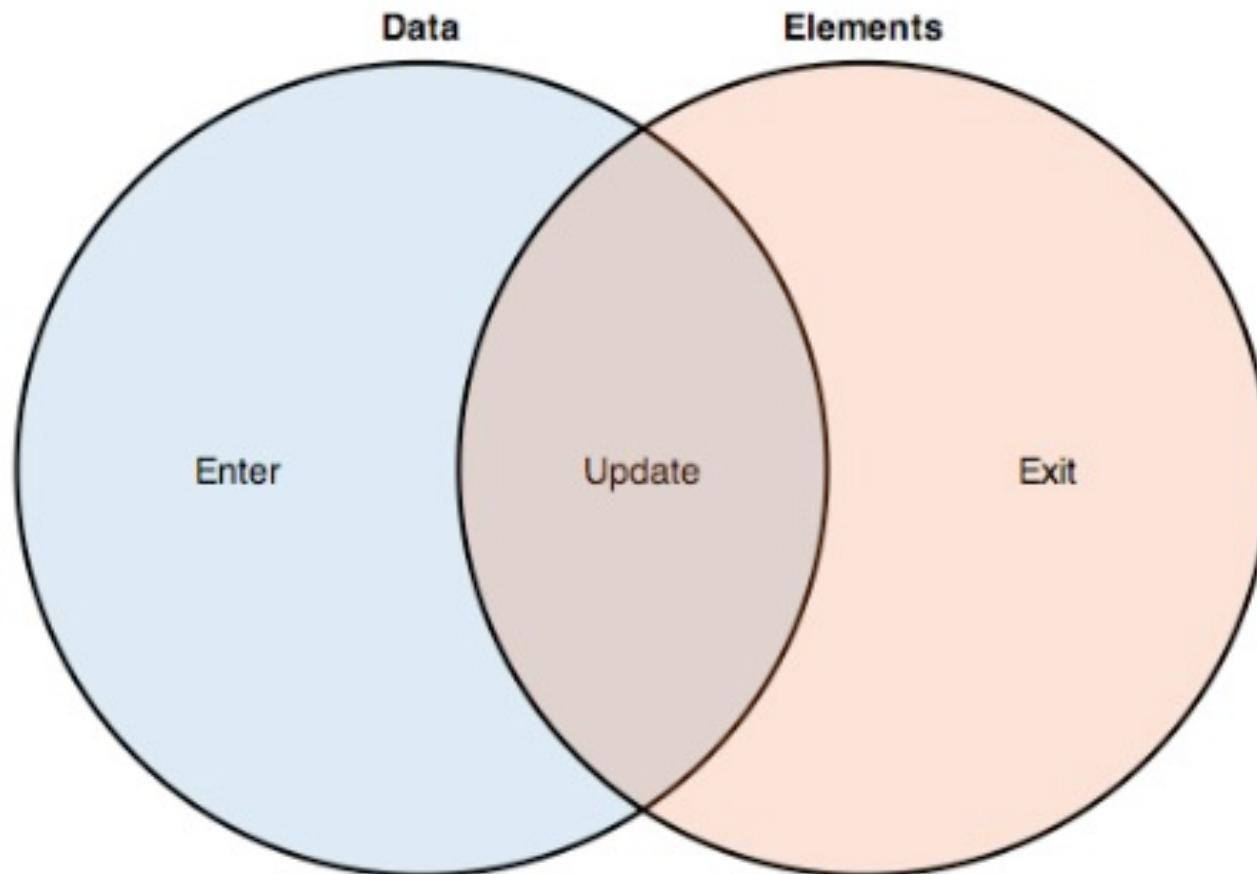
Bind data to DOM

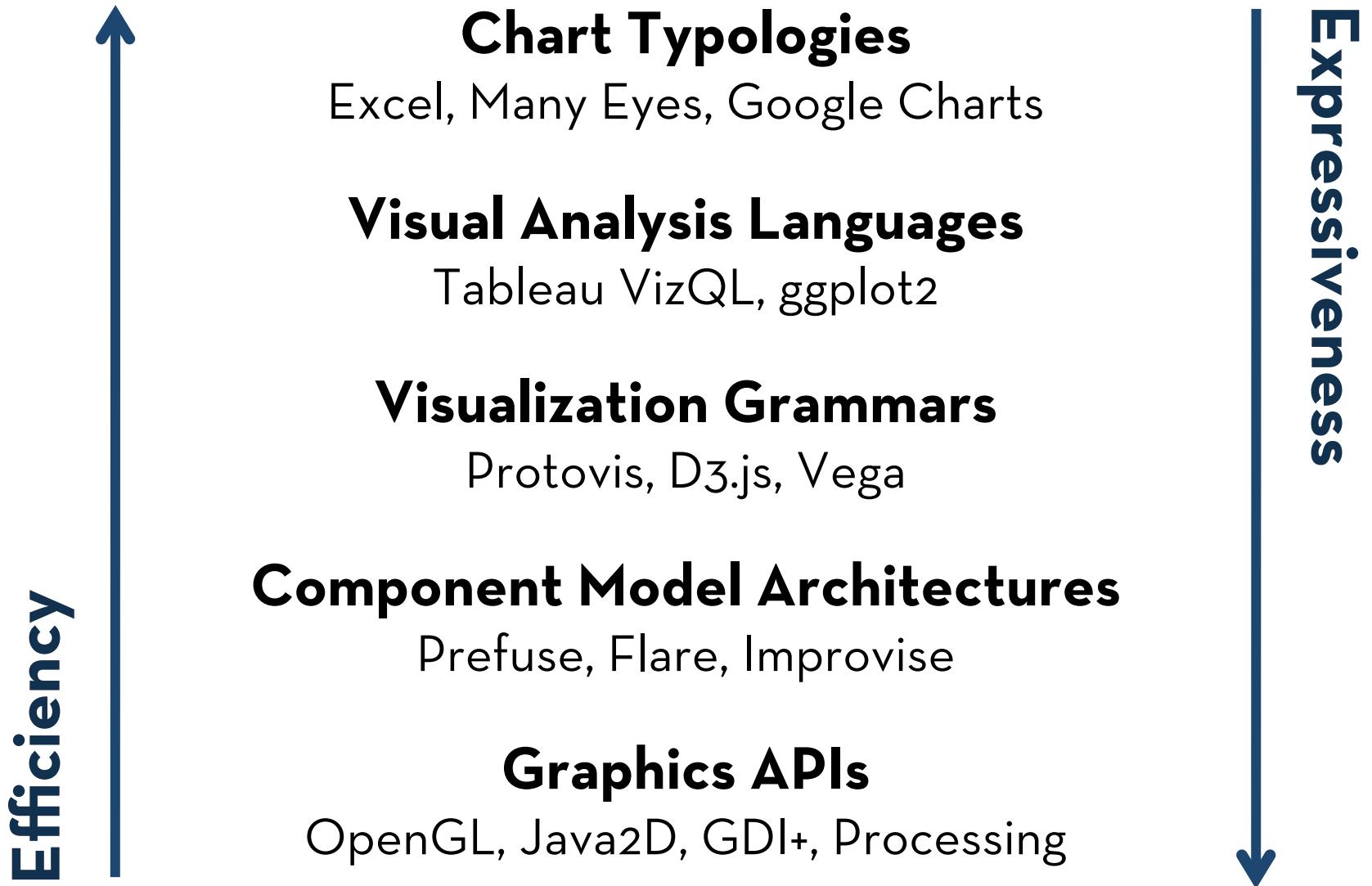
- Exposes SVG/CSS/...
- + Exposes SVG/CSS/...
- + Less overhead (faster)
- + Debug in browser
- + Use with other tools

Transform a scene (verbs)

- More complex model
- + Immediate evaluation
- + Dynamic data, animation,
and interaction natural

Selection + Data Join





Administrivia

Assignment 2: Exploratory Data Analysis

Use visualization software to form & answer questions

First steps:

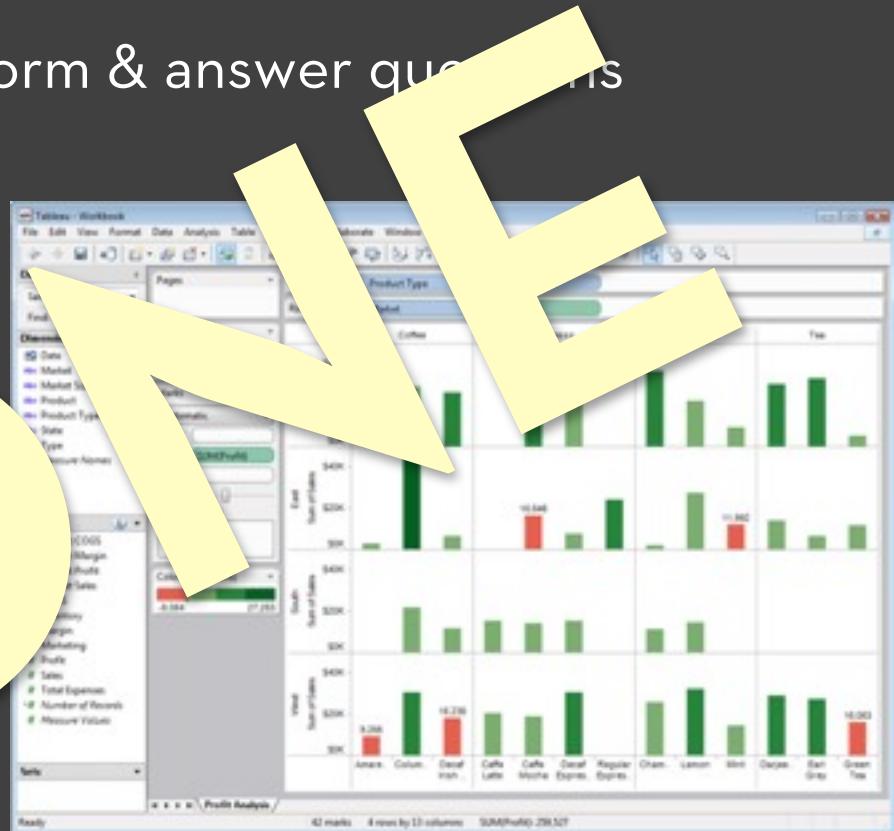
- Step 1: Pick domain & data
- Step 2: Pose questions
- Step 3: Profile the data
- Iterate as needed

Create visualizations

- Interact with data
- Refine your questions

Make w/ notebook

- Keep records of your analysis
- Prepare a final graphic and caption



Due by 5:00pm
Monday, Jan 27

A3: Interactive Visualization

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

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

You should work in groups of 2.

Due by 5pm on **Monday, February 10**

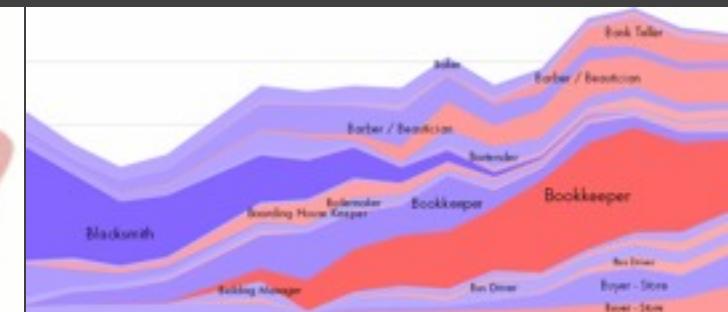


Assignment 3: Project Partners

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

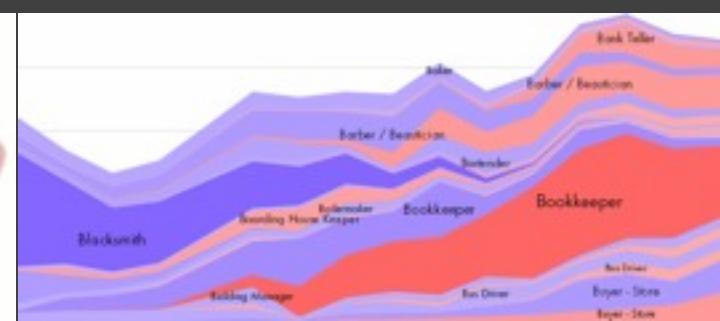
If you do not have a partner, you should

- 1) Use the facilities on Piazza
- 2) Stay after class to meet potential partners



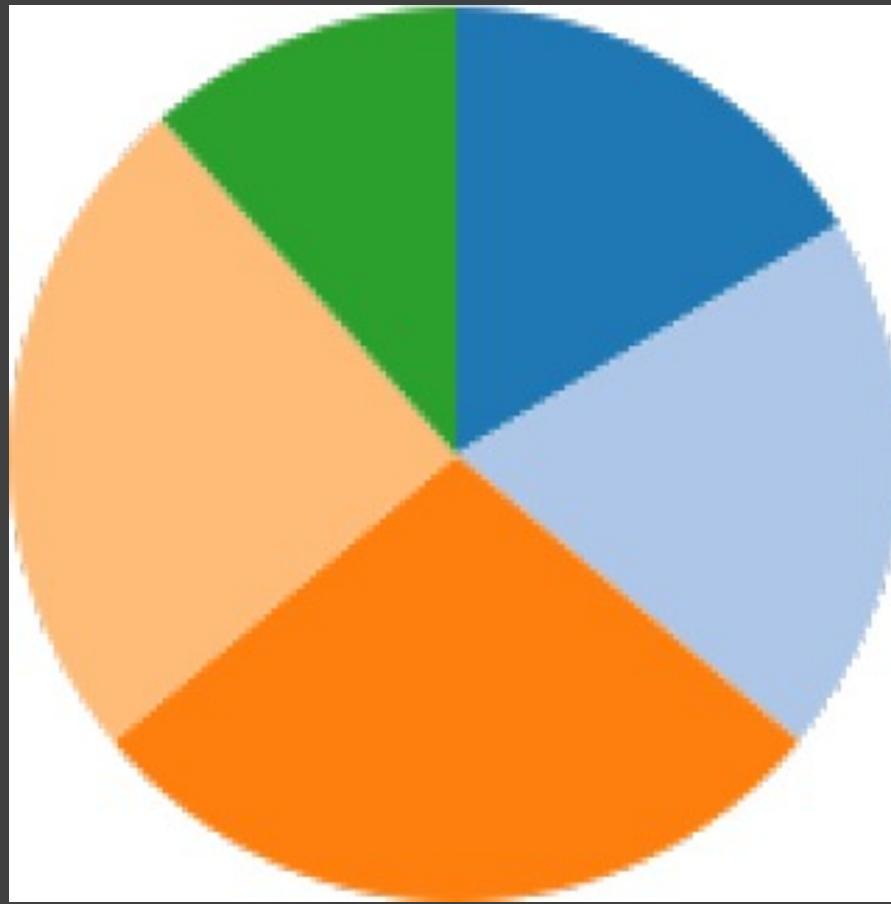
Assignment 3 Tips

- 1) **Start now.** It will take longer than you think.
 - 2) **Keep it simple.** (Eschew the kitchen sink.)
Choose the minimal set of interactions that enables users to explore and generate interesting insights. Keep the design clean.
 - 3) **Promote engagement.** How do your chosen interactions reveal interesting observations?



Comparing Approaches

No Humble Pie



Pie Chart: Processing

```
size(150, 150); background(255);
smooth(); noStroke();
int diameter = 140;
float[] data = {1, 1.2, 1.7, 1.5, .7};
float lastAng = 0, sum = 0;
for (int i = 0; i < data.length; i++)
    sum += data[i];
for (int i = 0; i < data.length; i++) {
    fill(data[i] * 120);
    float ang = data[i] / sum * 2 * PI;
    arc(width / 2, height / 2, diameter, diameter,
        lastAng, lastAng + ang);
    lastAng += ang;
}
```

Pie Chart: Flare

```
var data:Data = Data.fromArray(  
  [{value:1}, {value:1.2}, {value:1.7}, ...]  
);  
var vis:Visualization = new Visualization(data);  
  
vis.bounds = new Rectangle(0, 0, 150, 150);  
vis.operators.add(new PieLayout("data.value", 0.9));  
vis.operators.add(new ColorEncoder(  
  "data.value", "nodes", "fillColor"));  
  
vis.update();  
addChild(vis);
```

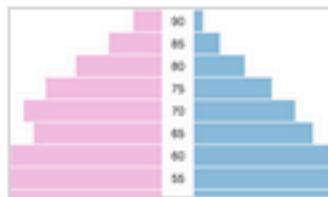
Pie Chart: Protopis

```
var vis = new pv.Panel()  
    .width(150)  
    .height(150)  
    .add(pv.Wedge)  
    .left(75)  
    .bottom(75)  
    .outerRadius(70)  
    .angle(function(d) { return d * 2 * Math.PI; })  
    .data(pv.normalize([1, 1.2, 1.7, 1.5, .7]));  
  
vis.render();
```

Pie Chart: D3

```
var data = [1, 1.2, 1.7, 1.5, .7];
var color = d3.scale.category20();
var svg = d3.select("body").append("svg")
  .attr("width", 150)
  .attr("height", 150);
var g = svg.append("g")
  .attr("transform", "translate(75, 75)");
var arcs = g.selectAll("path")
  .data(d3.layout.pie().sort(null)(data))
  .enter().append("path")
  .style("fill", function(d,i) { return color(i); })
  .attr("d", d3.svg.arc().innerRadius(0).outerRadius(70));
```

Vega & Lyra



vega

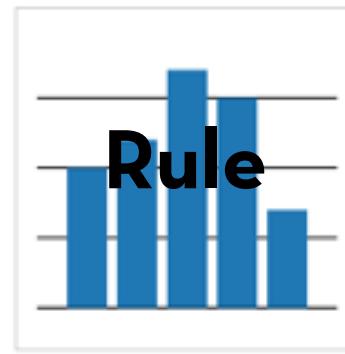
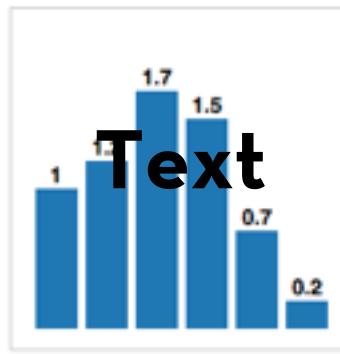
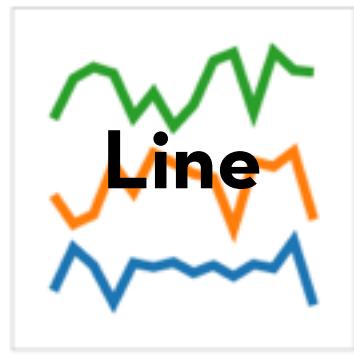
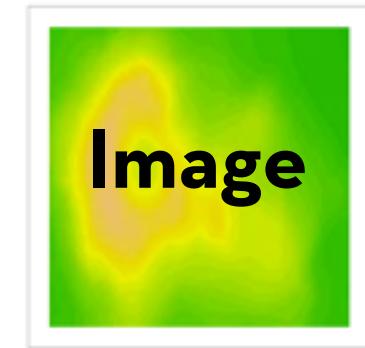
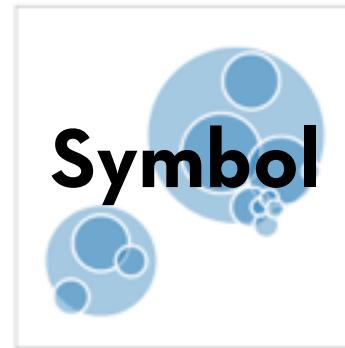
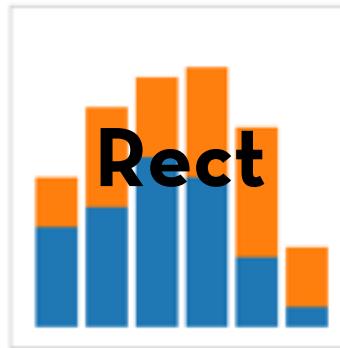
[vega.js \(127k\)](#)
[vega.min.js \(63k\)](#)
[Source \(GitHub\)](#)

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

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

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

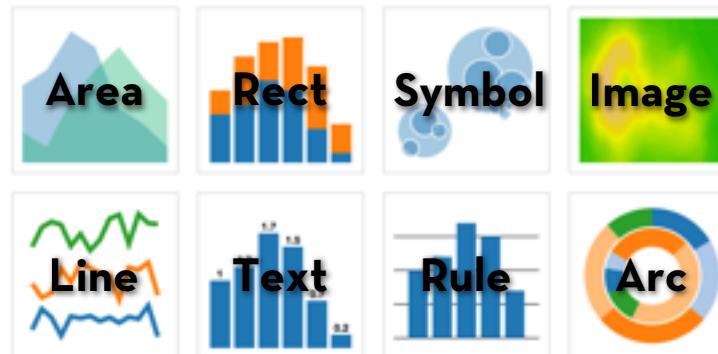




MARKS: Vega graphical primitives

Vega Grammar

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



```
{  
  "name": "pie", "width": 150, "height": 150,  
  "data": [{  
    "name": "table",  
    "values": [1, 1.2, 1.7, 1.5, 0.7],  
    "transform": [{"type": "pie", "value": "data"}]  
  }],  
  "scales": [  
    {"name": "color", "type": "ordinal", "range": "category20"}  
  ],  
  "marks": [{  
    "type": "arc",  
    "from": {"data": "table"},  
    "properties": {  
      "enter": {  
        "x": {"group": "width", "mult": 0.5},  
        "y": {"group": "height", "mult": 0.5},  
        "startAngle": {"field": "startAngle"},  
        "endAngle": {"field": "endAngle"},  
        "innerRadius": {"value": 0},  
        "outerRadius": {"value": 70},  
        "fill": {"scale": "color", "field": "index"}  
      }  
    }]  
  }]
```

Vega Design Goals

Balancing rapid + expressive design

Protopis-style marks, data transforms & layouts

Reuse & sharing of visualization designs

JSON format -> chart components or stand-alone vis

Support programmatic generation

Provides an intermediate specification language

Performance & platform flexibility

Browser or server-side; Canvas or SVG

For the highest level graphics (elegant, custom, expensive), enter the crunched data or the graphical output into **Adobe Illustrator**. ...This program gives complete control over typography, line weight, color, grids, layout--just what we need for doing graphical work.

It is a serious, complex design program; you may want to work with **real graphical designers** who will surely know their way around Illustrator.

Tufte, E. Ask E.T.: *Graphics Software*, April 2001

Lyra: An Interactive Visualization Design Environment

