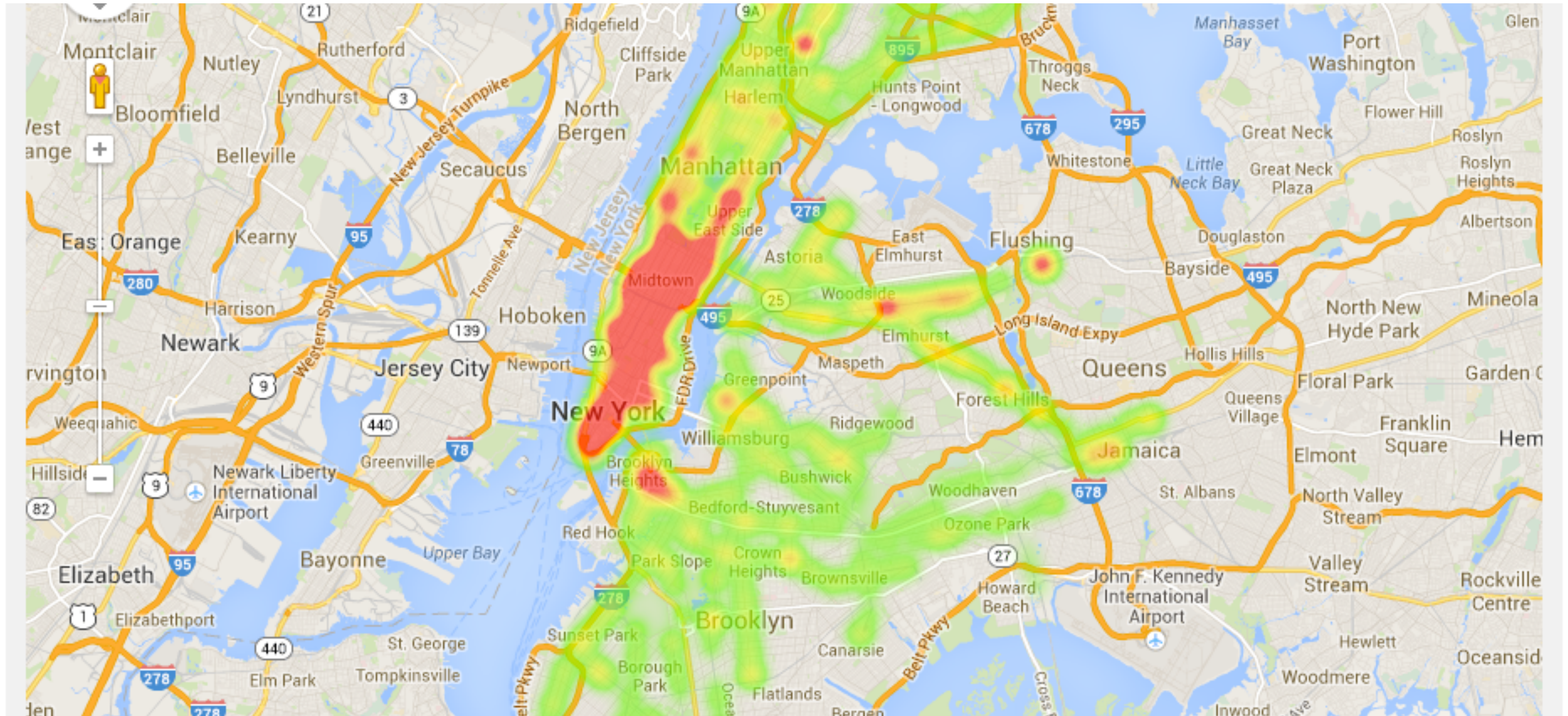


Programming Principles in Python (CSCI 503/490)

Visualization

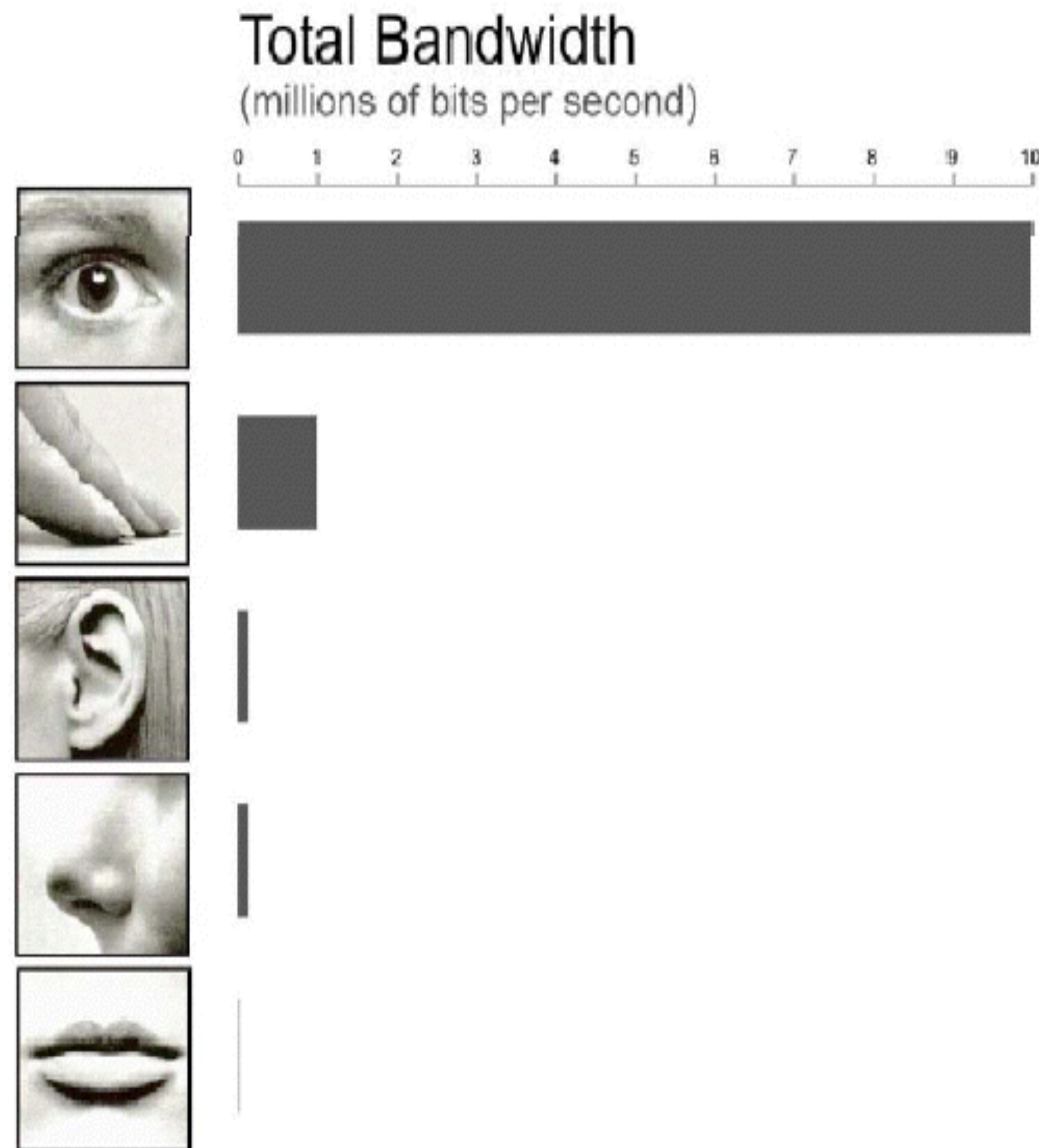
Dr. David Koop

Exploring Data through Visualization

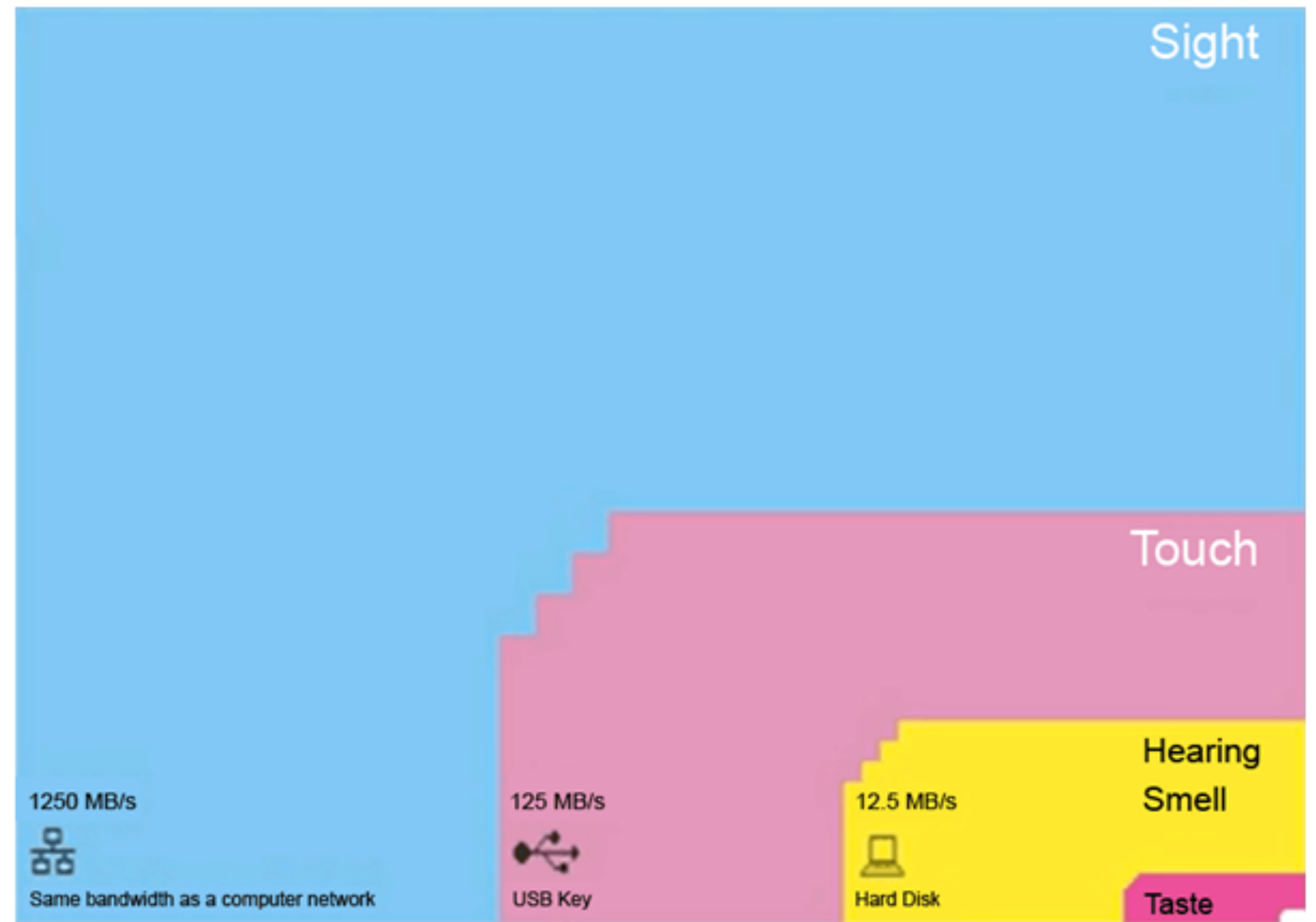


A map of New York City and surrounding areas, including Manhattan, New Jersey, and Long Island. The map shows major highways, water bodies, and various neighborhoods. A red circle highlights a specific location in Upper Manhattan, near the Harlem River and the Hudson River.

Why do we visualize data?



[via A. Lex]



[T. Nørretranders]

Why Visual?

I		II		III		IV	
x	y	x	y	x	y	x	y
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89

[F. J. Anscombe]

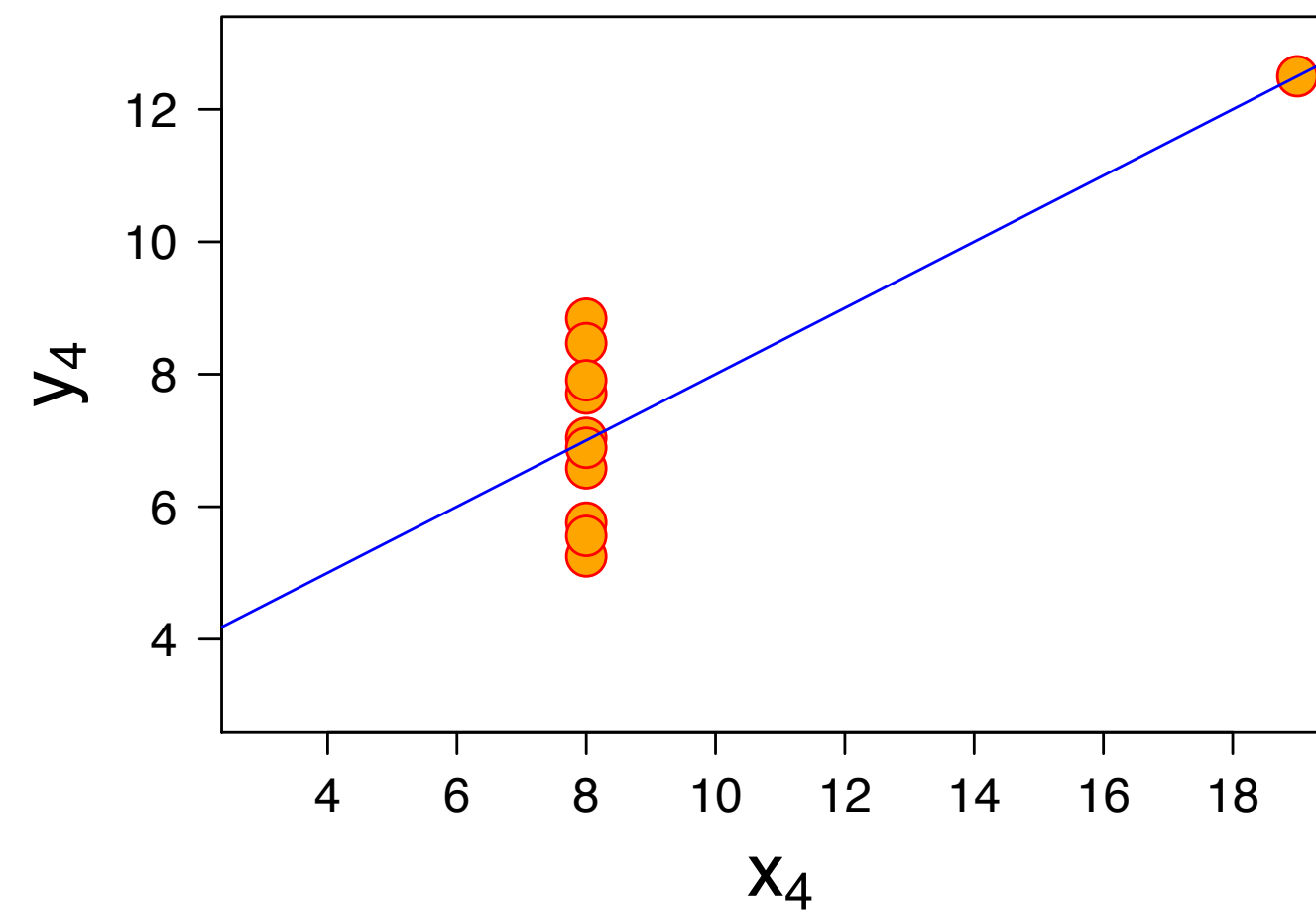
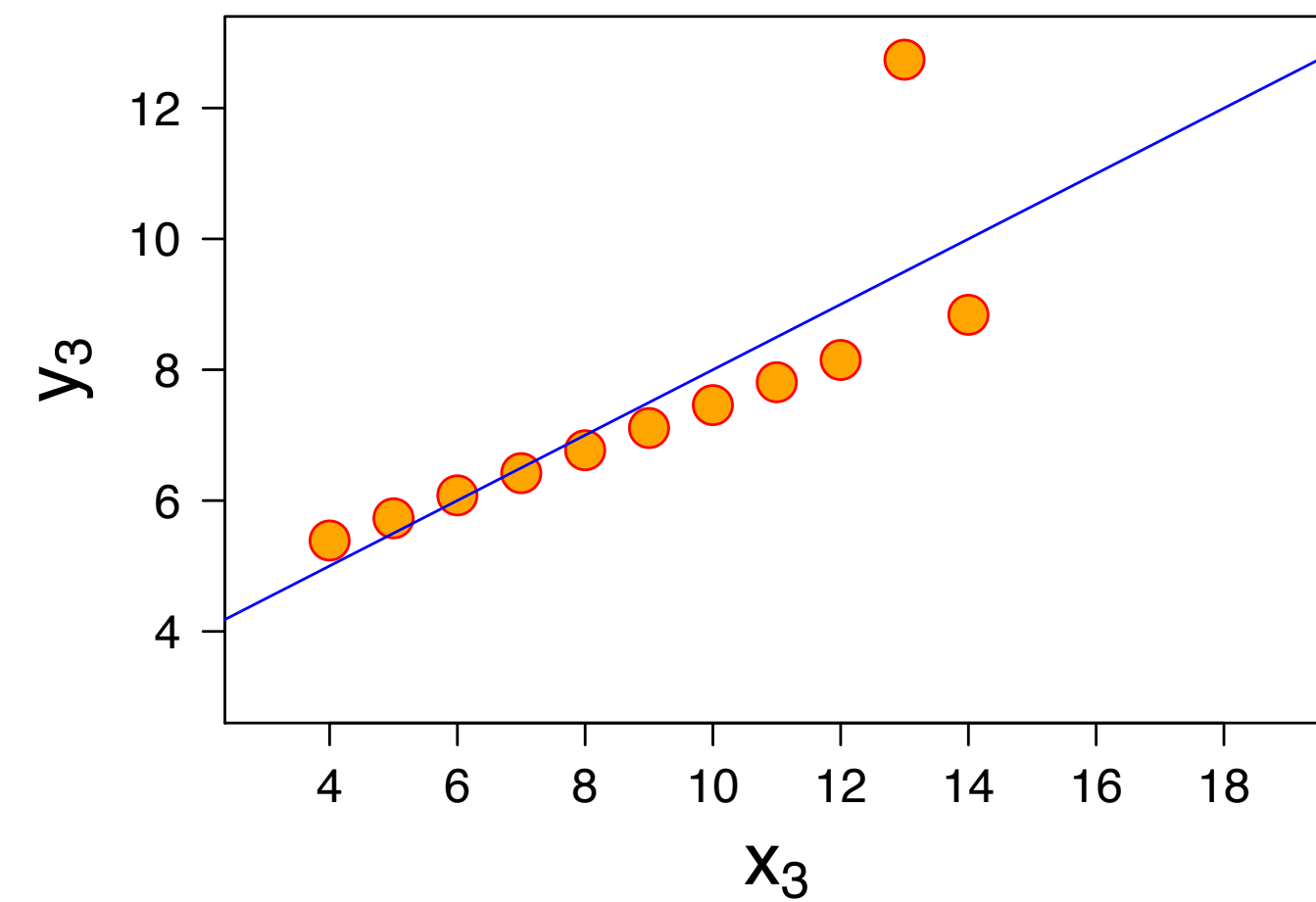
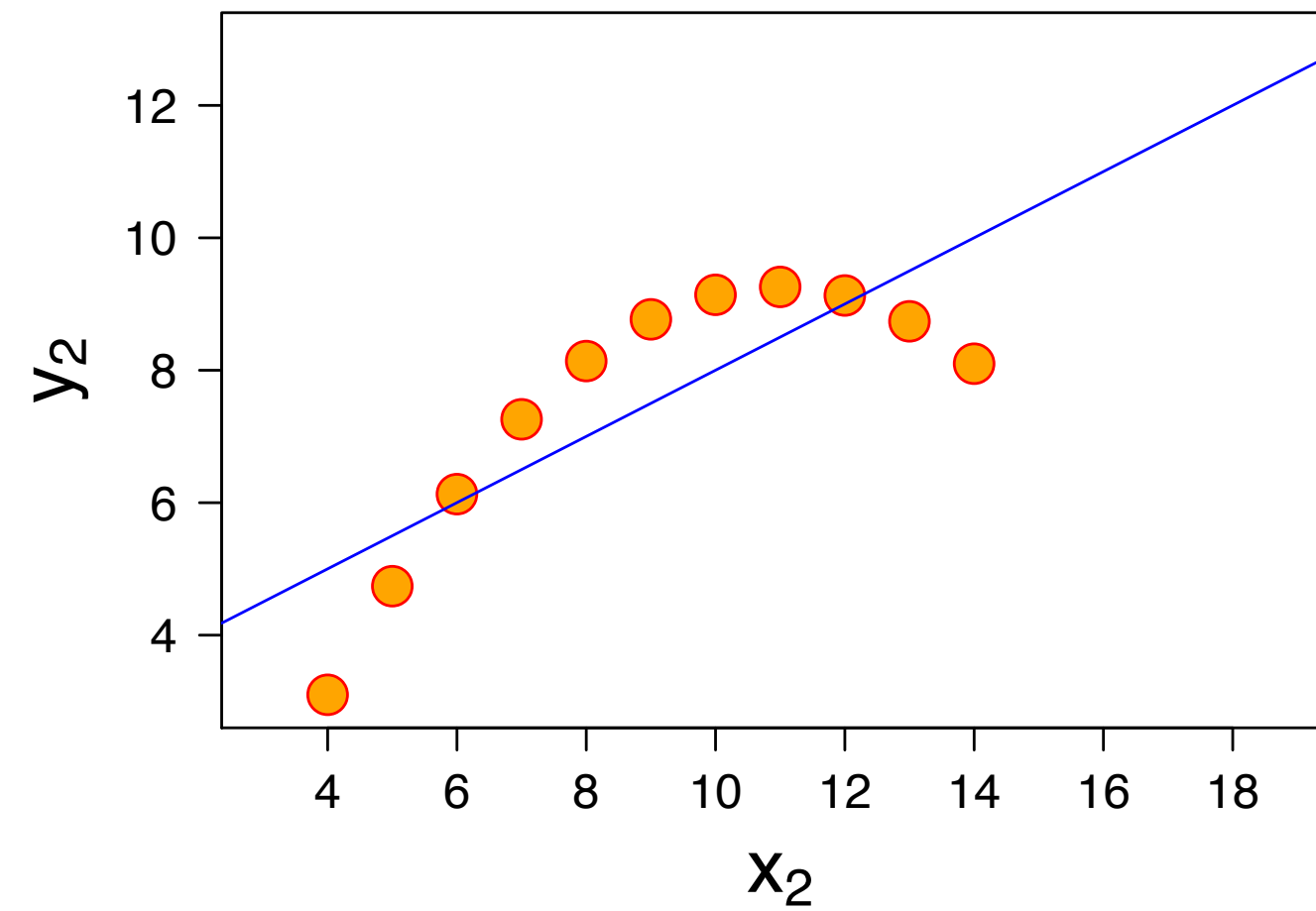
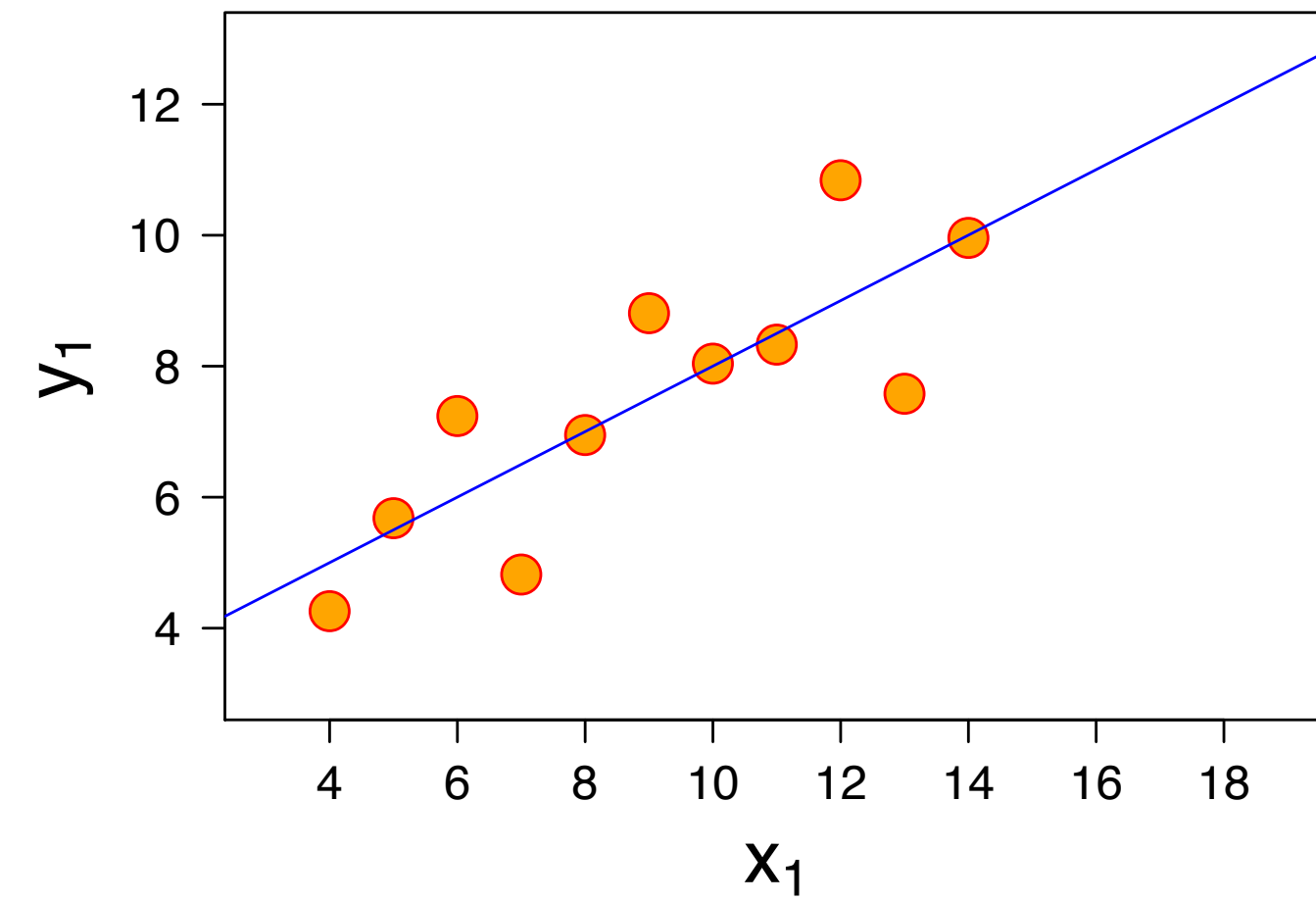
Why Visual?

I		II		III		IV	
x	y	x	y	x	y	x	y
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89

Mean of x	9
Variance of x	11
Mean of y	7.50
Variance of y	4.122
Correlation	0.816

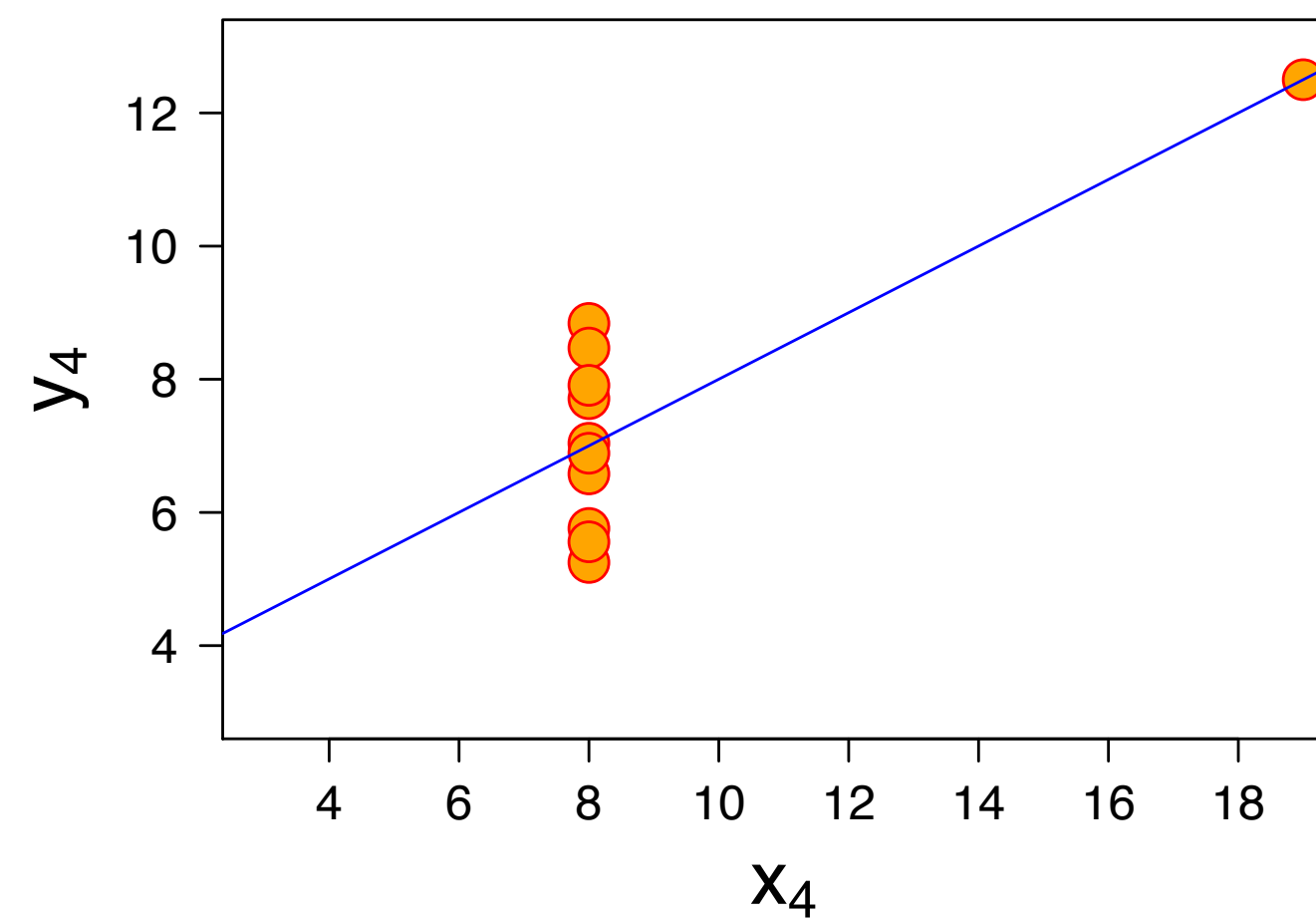
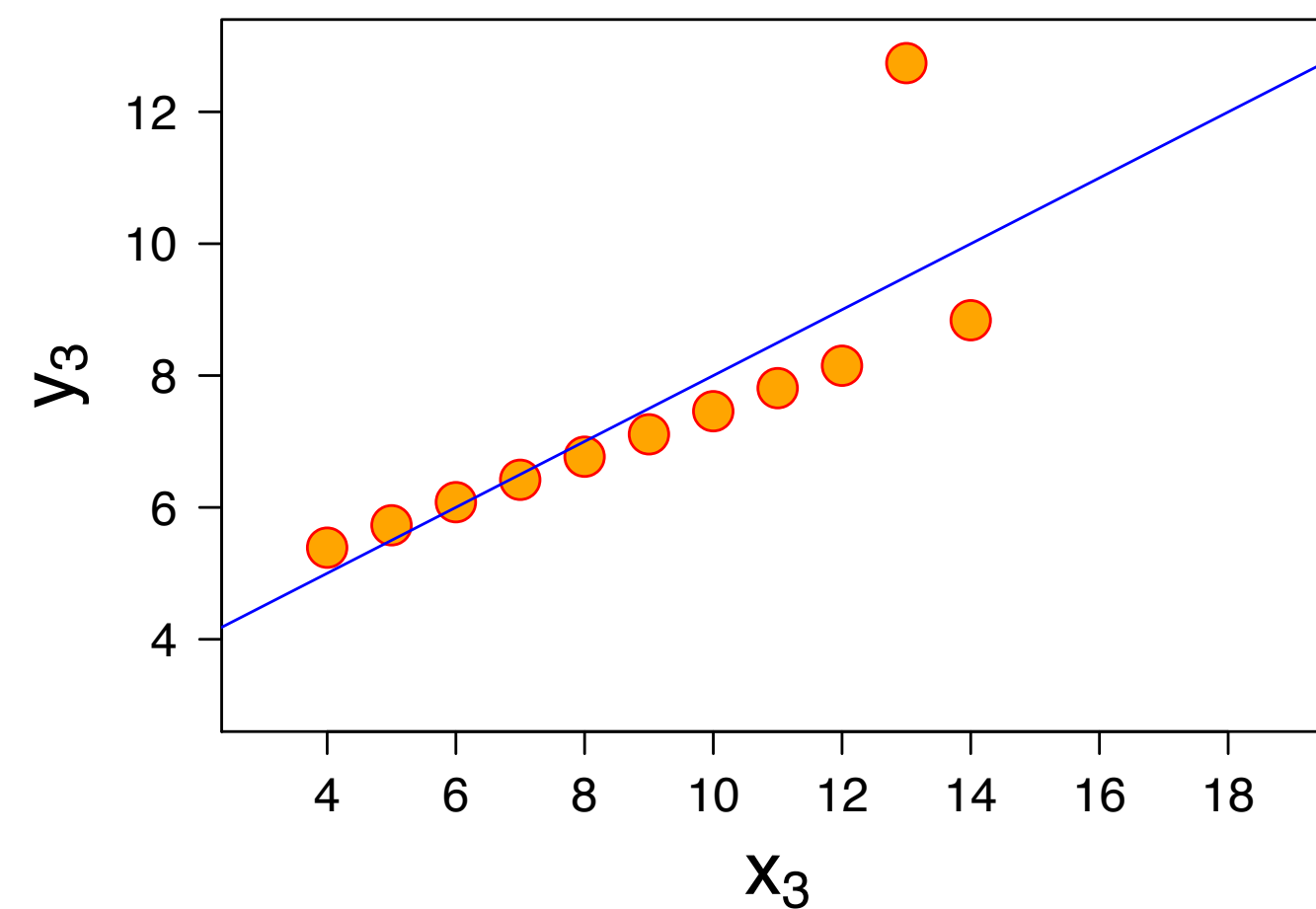
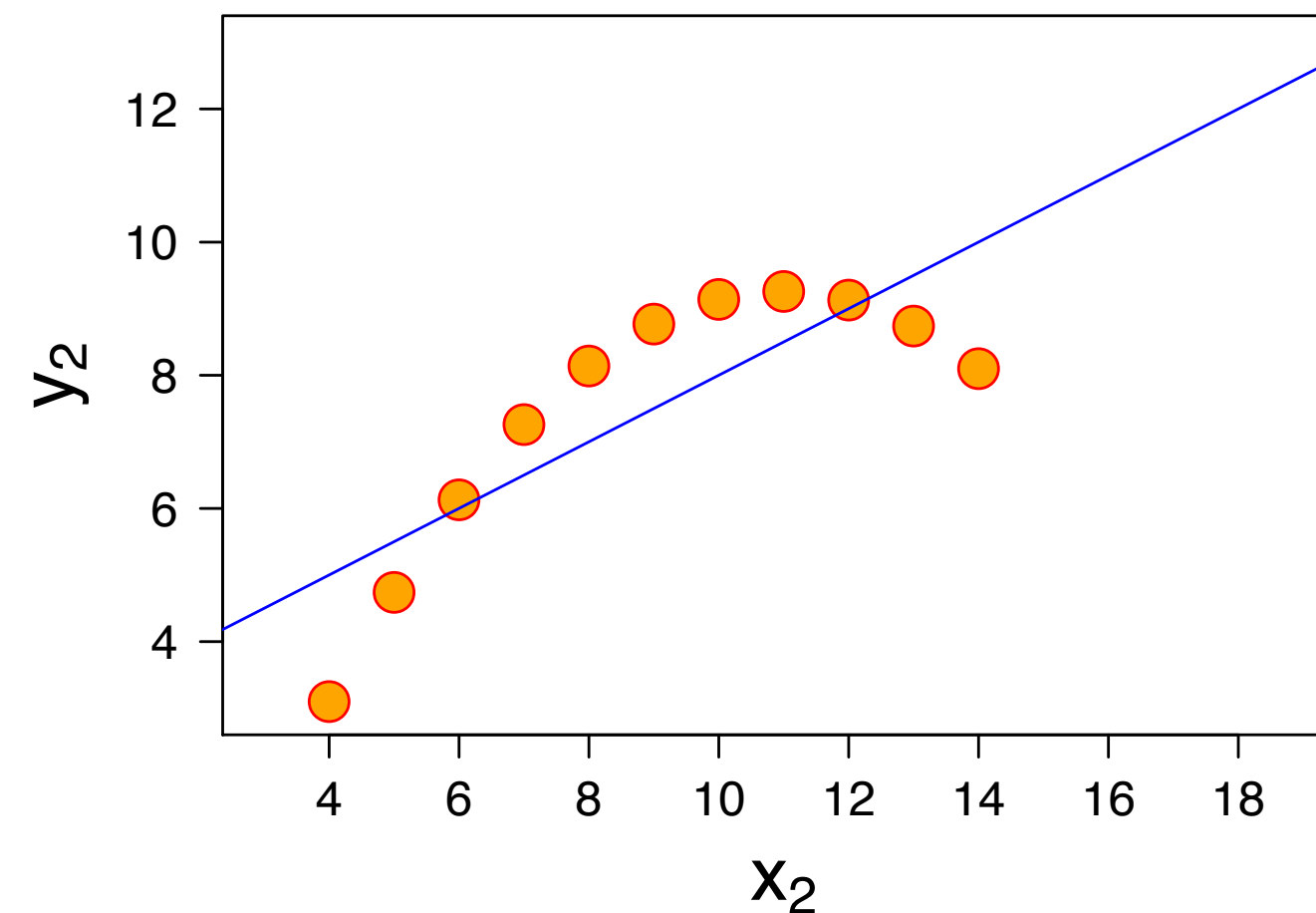
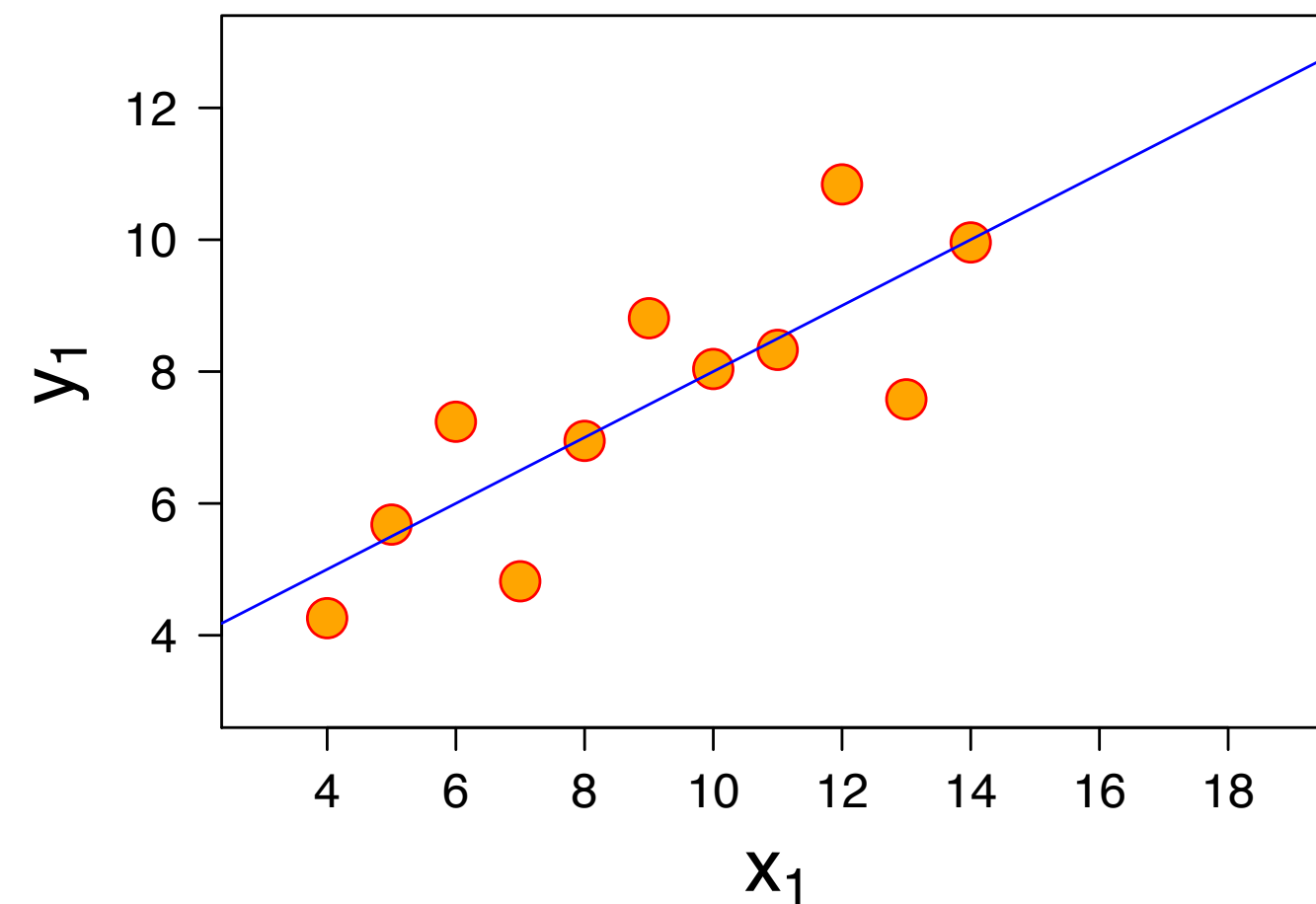
[F. J. Anscombe]

Why Visual?



[F. J. Anscombe]

Why Visual?



Mean of x	9
Variance of x	11
Mean of y	7.50
Variance of y	4.122
Correlation	0.816

[F. J. Anscombe]

Visualization Goals

- "The purpose of visualization is **insight**, not pictures" – B. Schneiderman
- Identify patterns, trends
- Spot outliers
- Find similarities, correlation

Data is Encoded via Visual Channels

➔ Position

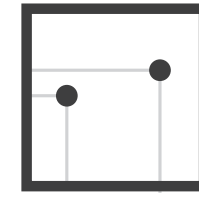
➔ Horizontal



➔ Vertical



➔ Both



➔ Color



➔ Shape



➔ Tilt

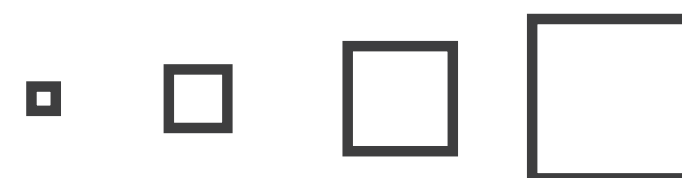


➔ Size

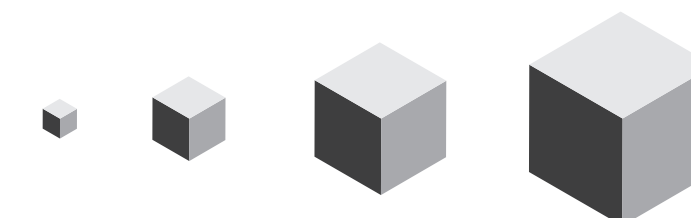
➔ Length



➔ Area



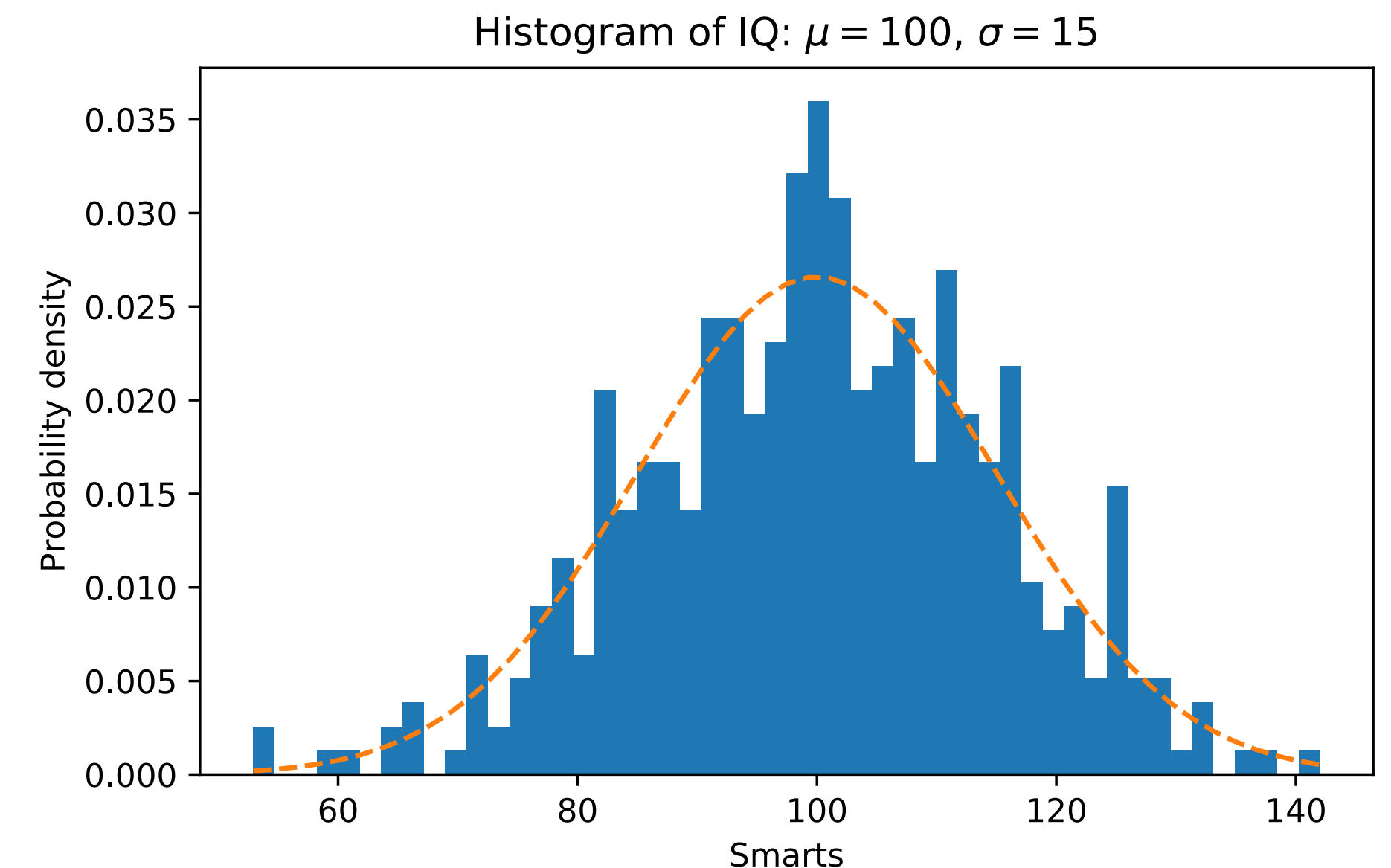
➔ Volume



[Munzner (ill. Maguire), 2014]

matplotlib

- Strengths:
 - Designed like Matlab
 - Many rendering backends
 - Can reproduce almost any plot
 - Proven, well-tested
- Weaknesses:
 - API is imperative
 - Not originally designed for the web
 - Dated styles



pandas Integration

- Can call many of these methods directly from pandas
- Handled through `kind` kwarg or `.plot` accessor
- It will try to guess a reasonable visualization, but may fail:
 - `fruit.plot()`
- Instead, specify `x` and `y` and other parameters:
 - `fruit.plot(kind='bar', x='name', y='price')`
 - `plt.bar(x='name', height='price', data=fruit)` # SIMILAR
 - `fruit.plot.scatter(x='price', y='count', c='name')` # ERROR
 - ```
colors = {'Apple': 'red', 'Orange': 'orange',
 'Banana': 'yellow', 'Pear': 'green'}
fruit.plot.scatter(x='price', y='count',
 c=fruit['name'].map(colors))
```



# Assignment 8

---

- Due Monday
- Data and Visualization
- Pokemon Data

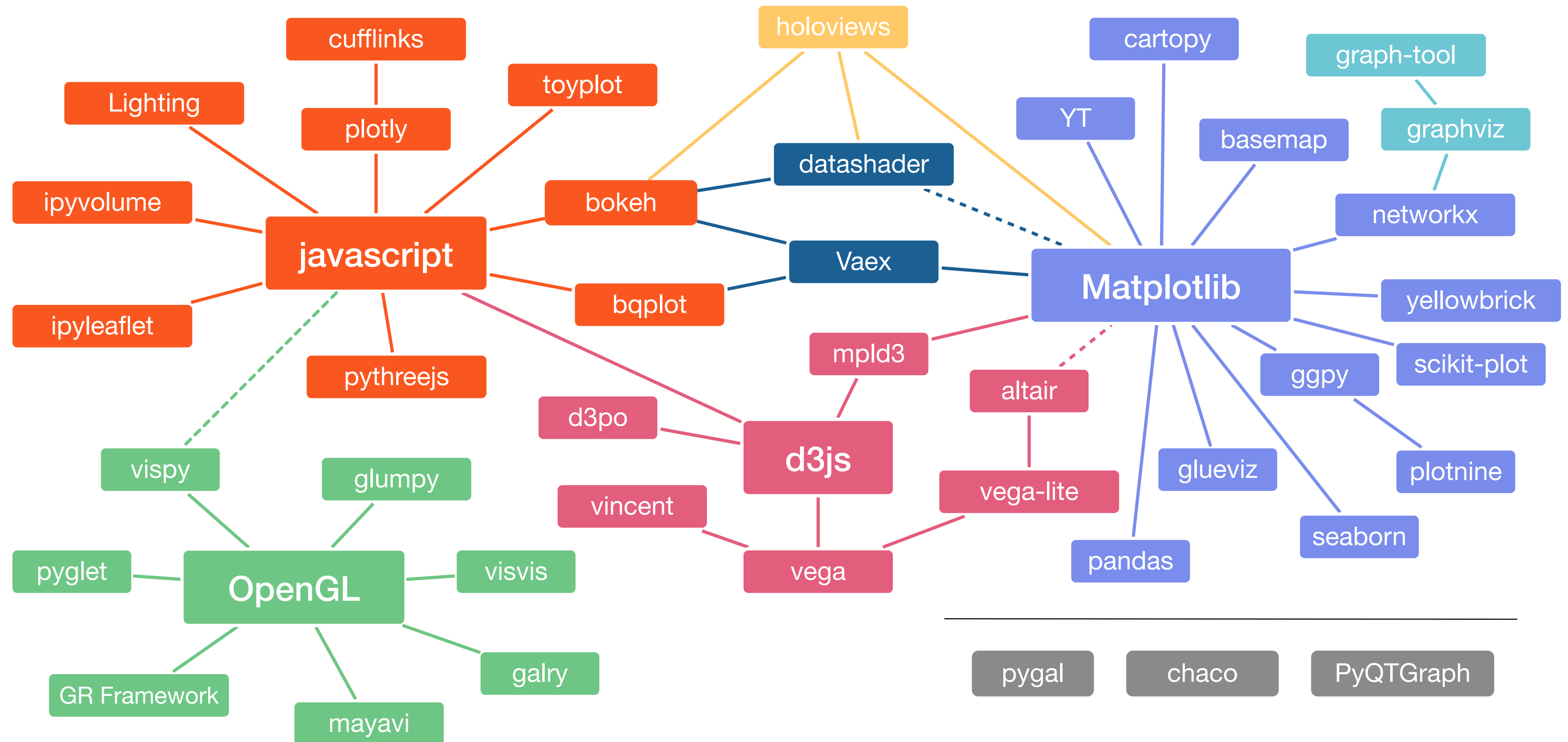
# Final Exam

---

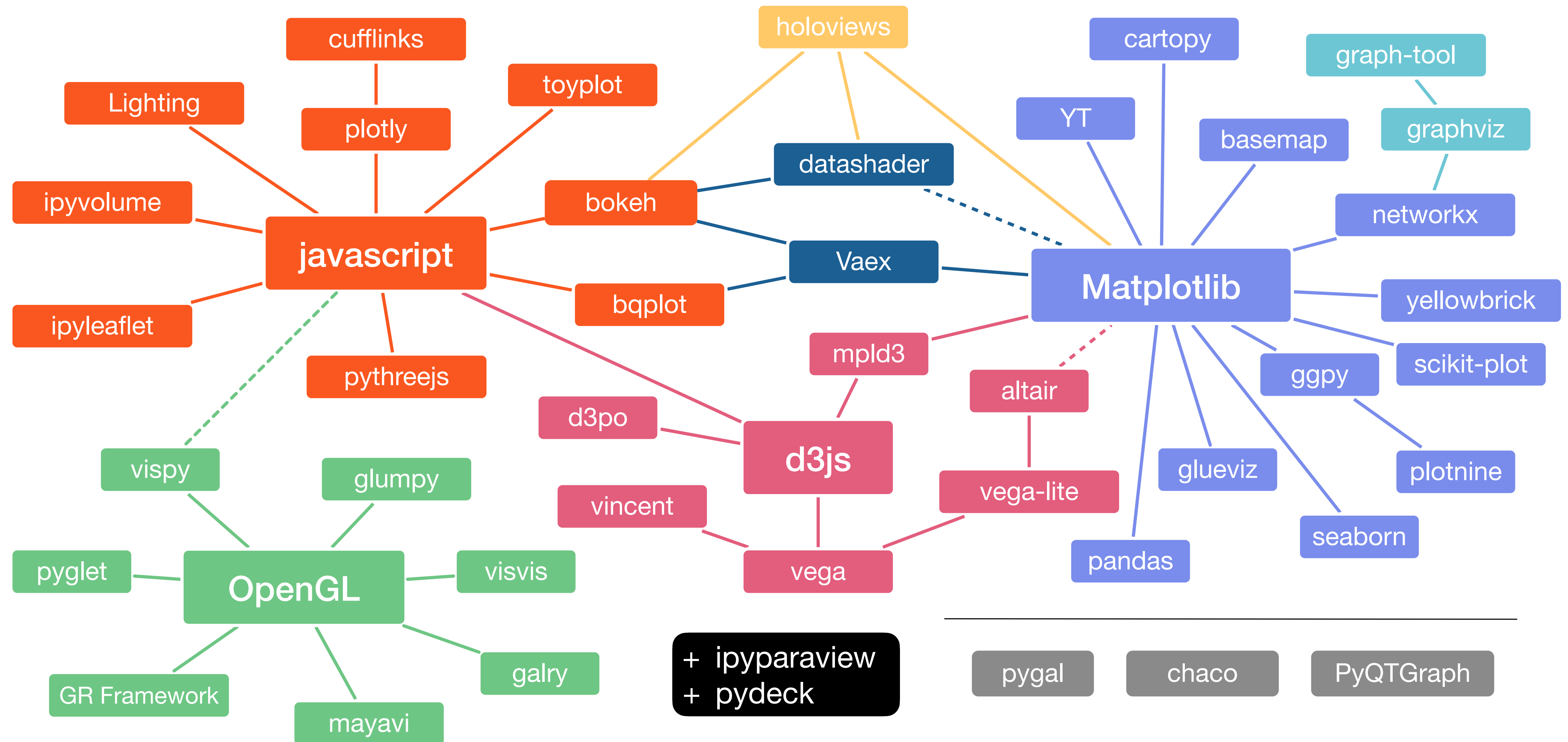
- Wednesday, May 10, **10:00**-11:50am in PM 110
- **More comprehensive** than Test 2
- Expect questions from topics covered on Test 1 and 2
- Expect questions from the last four weeks of class (data, visualization, machine learning)
- Similar format



# The Python Visualization Landscape



# The Python Visualization Landscape





# History of Vega-Lite & Altair

---

- "Grammar of Graphics", L. Wilkinson
- "A Layered Grammar of Graphics", H. Wickham
- ggplot: plotting library for R
- Vega: similar idea for Javascript/JSON (U. Washington, A. Satyanarayan)
  - "Declarative language for creating, saving, and sharing interactive visualization designs"
  - More focus on interaction and reactive signals
  - Separation between specification and runtime
- Vega-Lite: higher-level language than Vega (U. Washington, D. Moritz)
  - uses carefully designed rules to default settings

# History of Vega-Lite & Altair

---

- Altair: Python interface to Vega-Lite (J. VanderPlas)
  - "spend more time understanding your data and its meaning"
  - Specify the what, minimize the amount of code directing the how
  - Python can write JSON specification just as well as any other language
  - Bindings make it more Python-friendly, integrate with pandas, add support for Jupyter, etc.
- Vega Fusion (J. Mease)
  - Scaling to larger datasets
  - Serverside scaling



# Basic Example

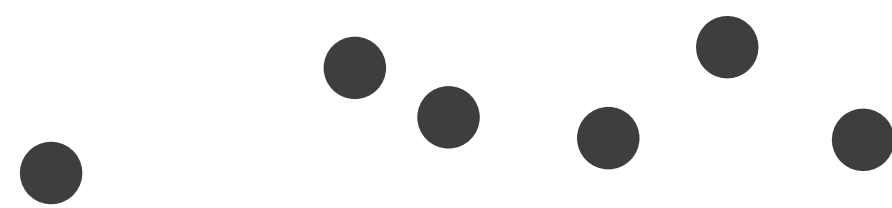
---

- ```
import altair as alt
import pandas as pd
data = pd.DataFrame({'x': [1, 3, 4, 6, 10], 'y': [1, 5, 2, 7, 3]})
alt.Chart(data).mark_line().encode(x='x', y='y')
```
- Easiest to use data from a pandas data frame
 - Another option is a csv or json file
 - Can support geo_interface, too
- `Chart` is the basic unit
- Mark: `.mark_*()` indicates the geometry created for each data item
- Encode: `.encode()` allows visual properties to be set to data attributes

Visual Marks

- **Marks** are the basic graphical elements in a visualization
- Marks classified by dimensionality:

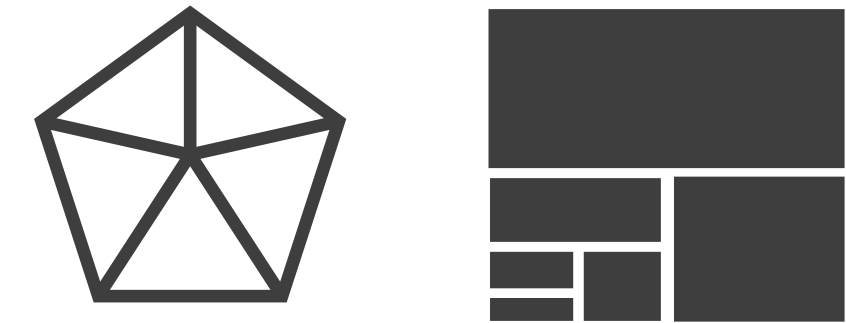
➞ **Points**



➞ **Lines**



➞ **Areas**



- Also can have surfaces, volumes
- Think of marks as a mathematical definition, or if familiar with tools like Adobe Illustrator or Inkscape, the path & point definitions
- Altair: area, bar, circle, geoshape, image, line, point, rect, rule, square, text, tick
 - Also compound marks: boxplot, errorband, errorbar

Encode via Visual Channels

➔ Position

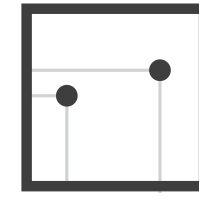
➔ Horizontal



➔ Vertical



➔ Both



➔ Color



➔ Shape



➔ Tilt

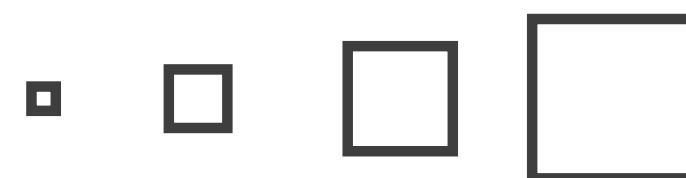


➔ Size

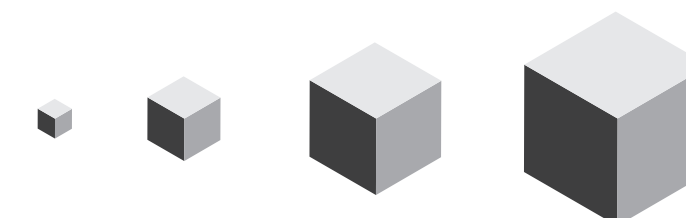
➔ Length



➔ Area



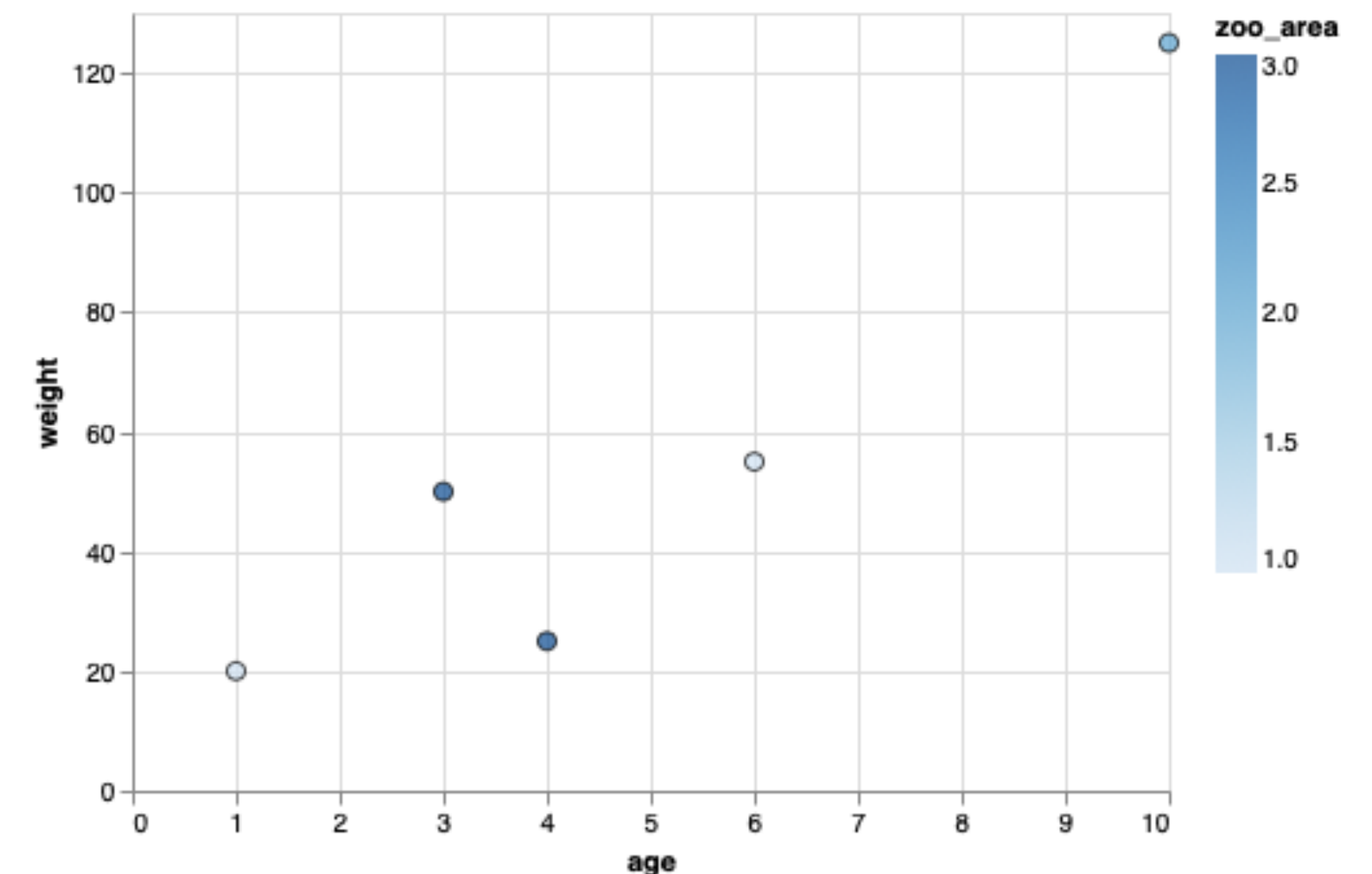
➔ Volume



[Munzner (ill. Maguire), 2014]

Easily Explore Different Encodings

```
• data = pd.DataFrame({  
    'age': [1, 3, 4, 6, 10],  
    'weight': [20, 50, 25, 55, 125],  
    'zoo_area': [1, 3, 3, 1, 2],  
    'num_scoops': [3, 2, 4, 2, 3]  
})  
alt.Chart(data).mark_point(  
    filled=True, size=50,  
    stroke='black', strokeWidth=1  
) .encode(  
    x='age',  
    y='weight',  
    color='zoo_area'  
)
```



Problem: zoo_area is not a continuous value,
nor is it ordered in any way!

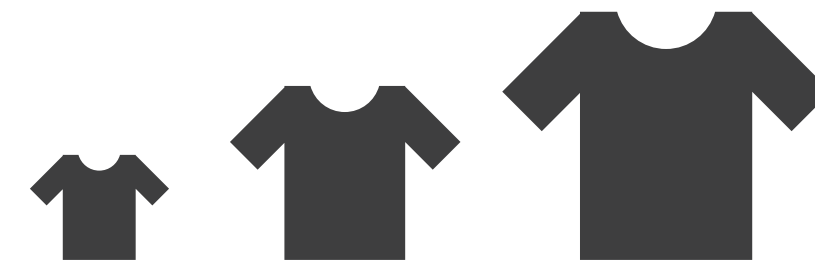
Data Attributes and Altair Types

→ Categorical

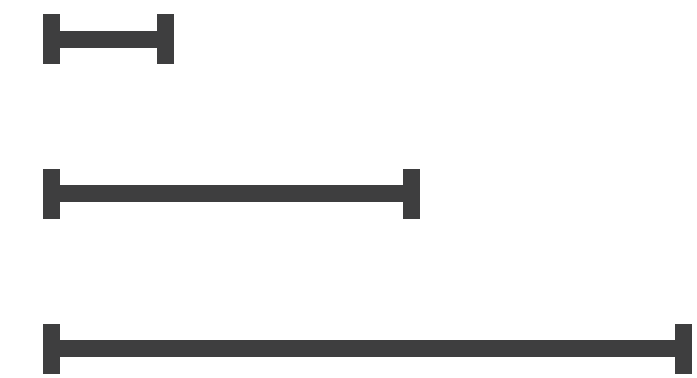


→ Ordered

→ *Ordinal*



→ *Quantitative*



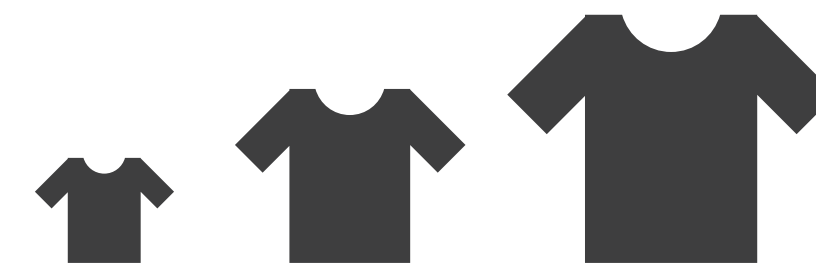
Data Attributes and Altair Types

→ Categorical

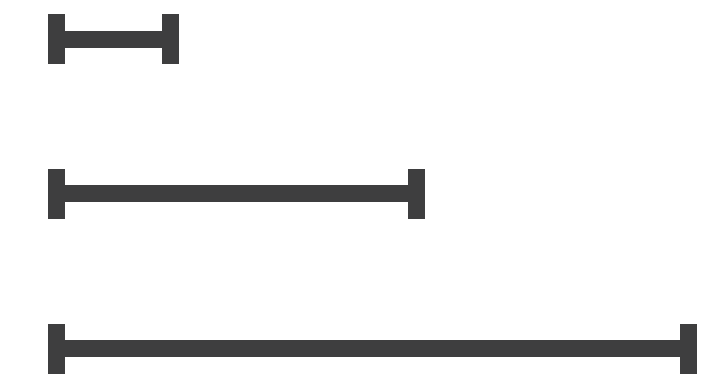


→ Ordered

→ *Ordinal*



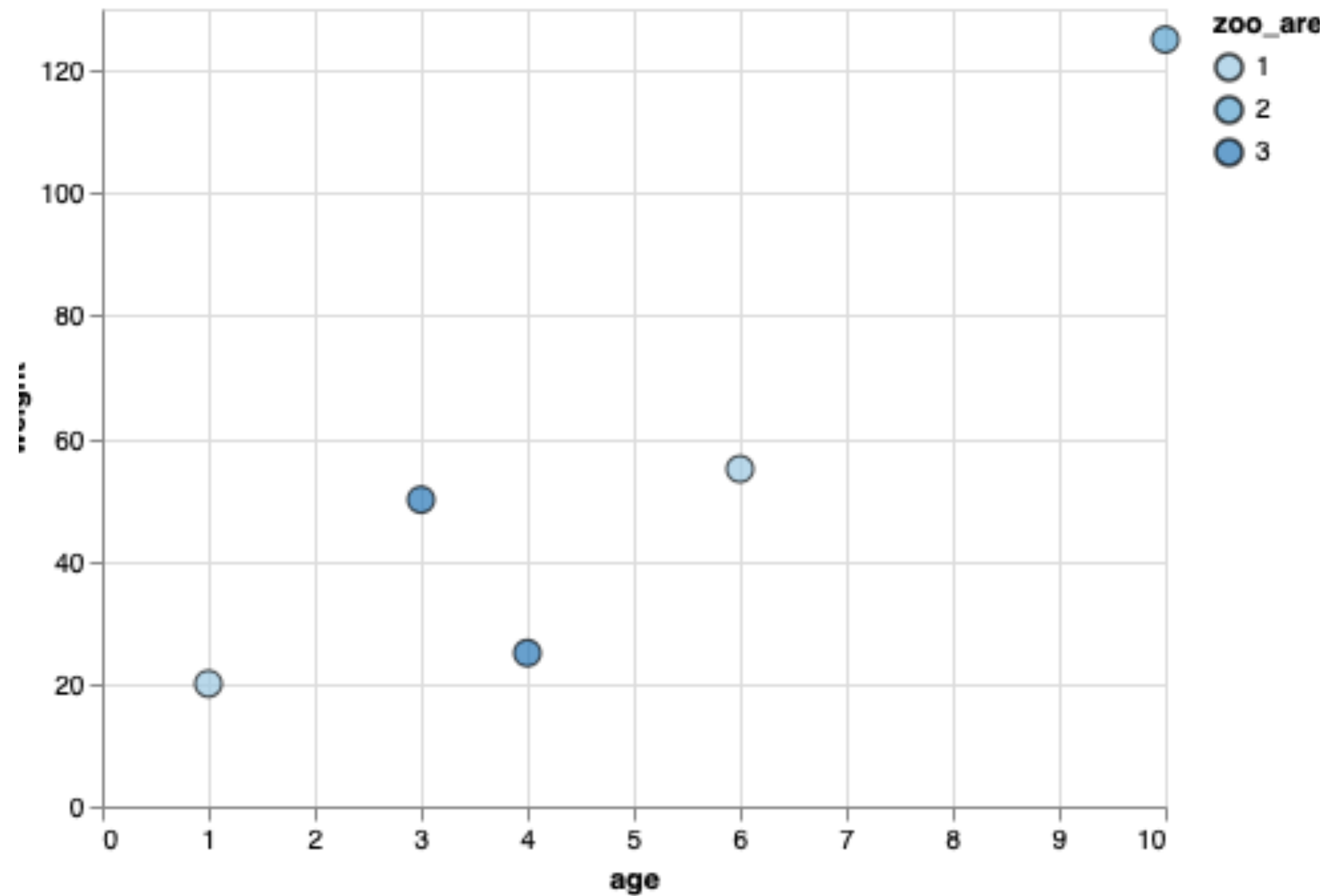
→ *Quantitative*



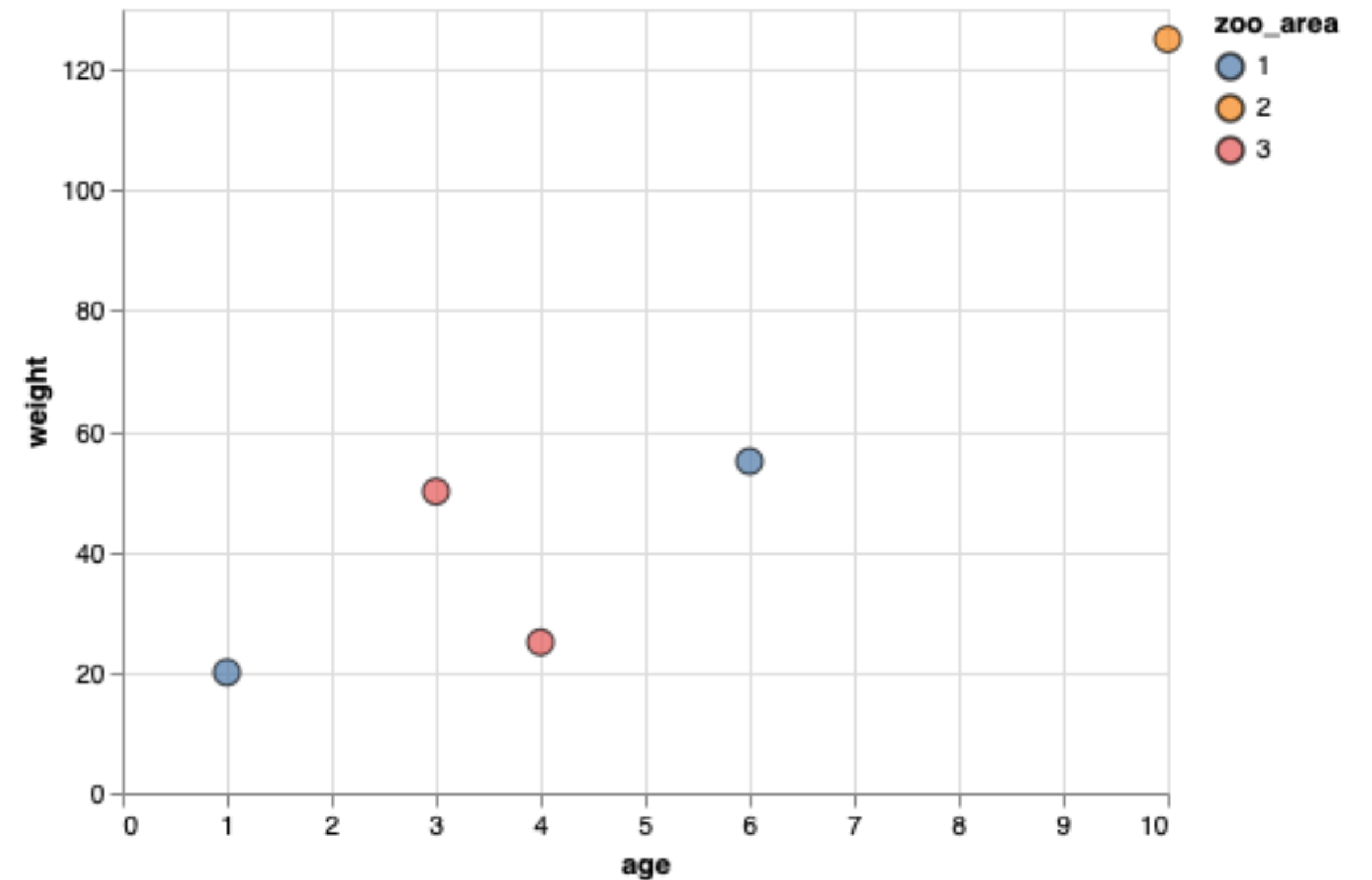
- Categorical data = Nominal (N)
- Ordinal data = Ordinal (O)
- Quantitative data = Quantitative (Q)
- Temporal data = Temporal (T)

[Munzner (ill. Maguire), 2014]

Specifying the Type



zoo_area:0



zoo_area:N

Different Channels for Different Attribute Types

➔ **Magnitude** Channels: **Ordered** Attributes

Position on common scale



Position on unaligned scale



Length (1D size)



Tilt/angle



Area (2D size)



Depth (3D position)



Color luminance



Color saturation



Curvature



Volume (3D size)



➔ **Identity** Channels: **Categorical** Attributes

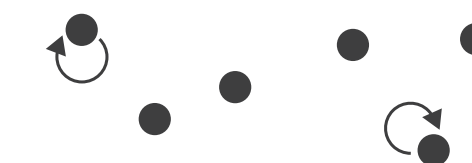
Spatial region



Color hue



Motion



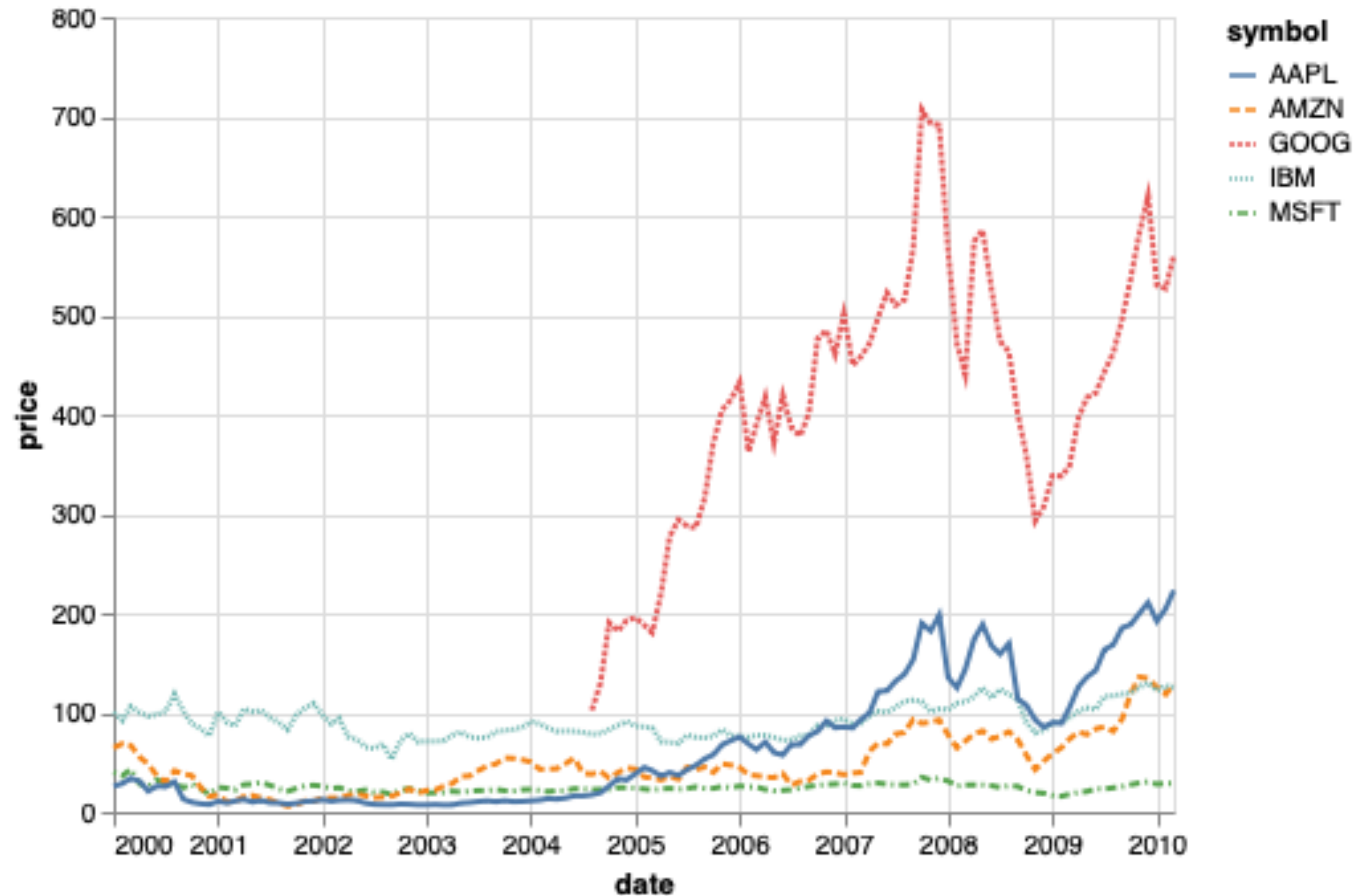
Shape



Altair will use its rules to pick whether to use color hue or saturation based on the type

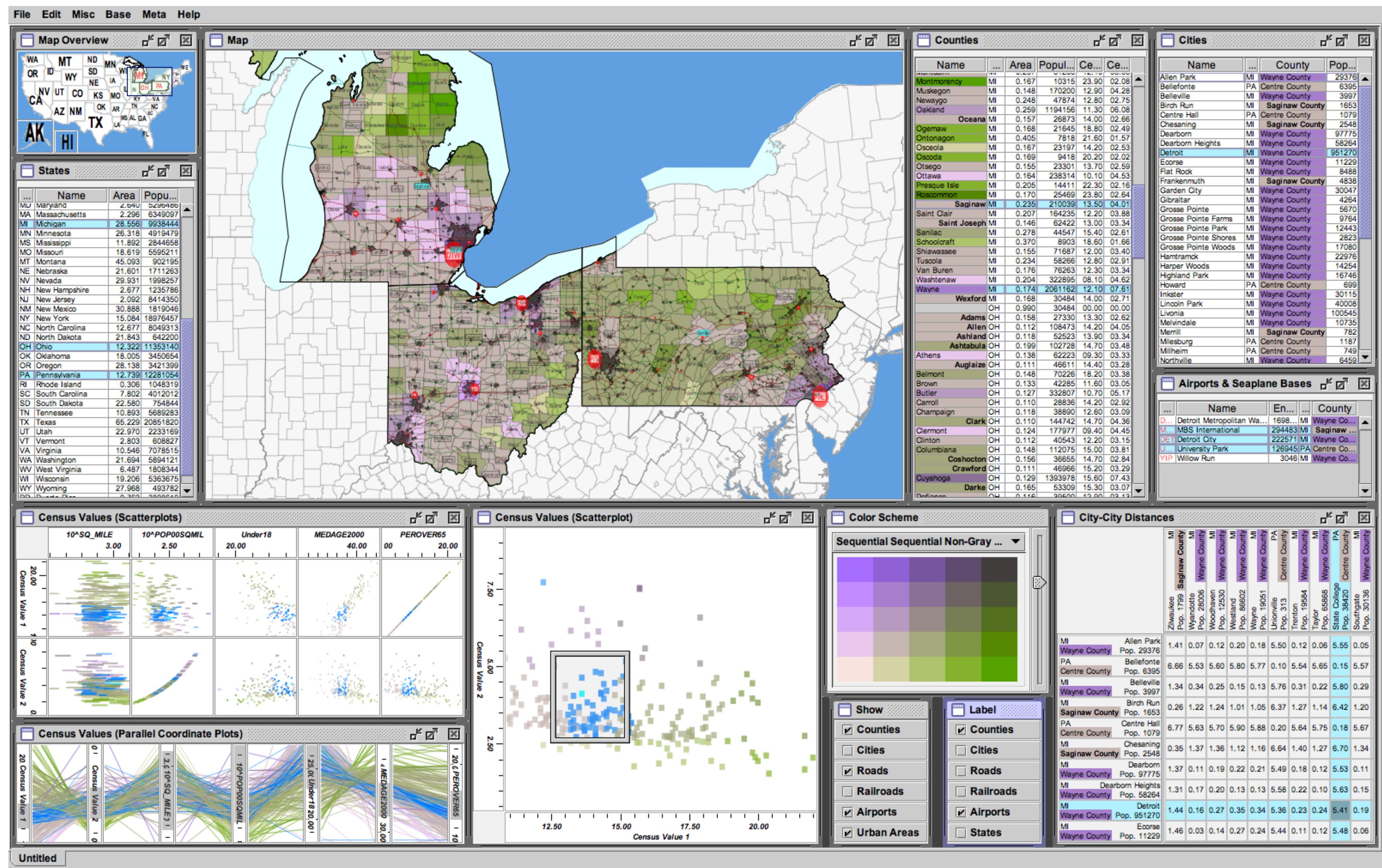
[Munzner (ill. Maguire), 2014]

Multiple Views in Visualization



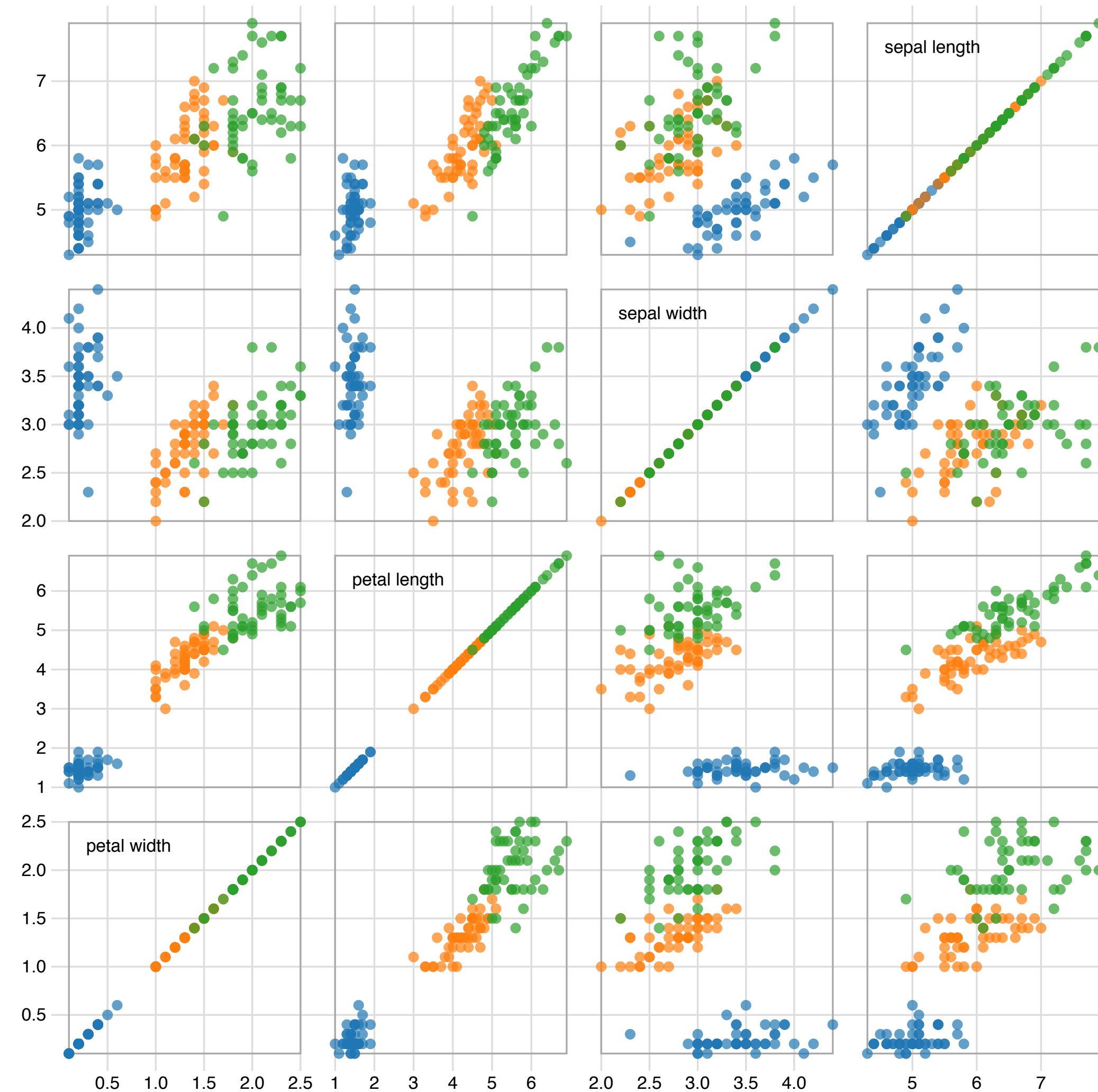
[Altair]

Multiple Views in Visualization



[Improvise, Weaver, 2004]

Multiple Views in Visualization

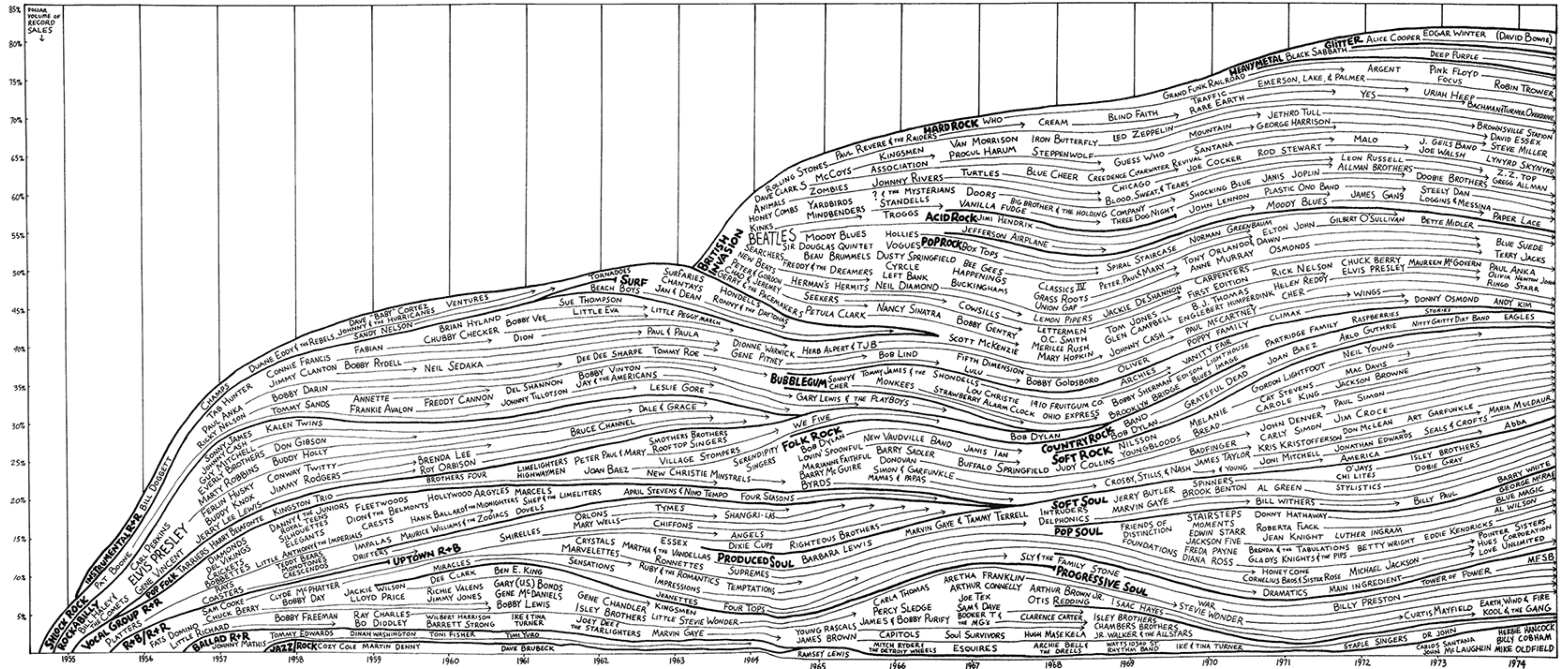


[M. Bostock]

Altair Supports Concatenation, Layering, & Repetition

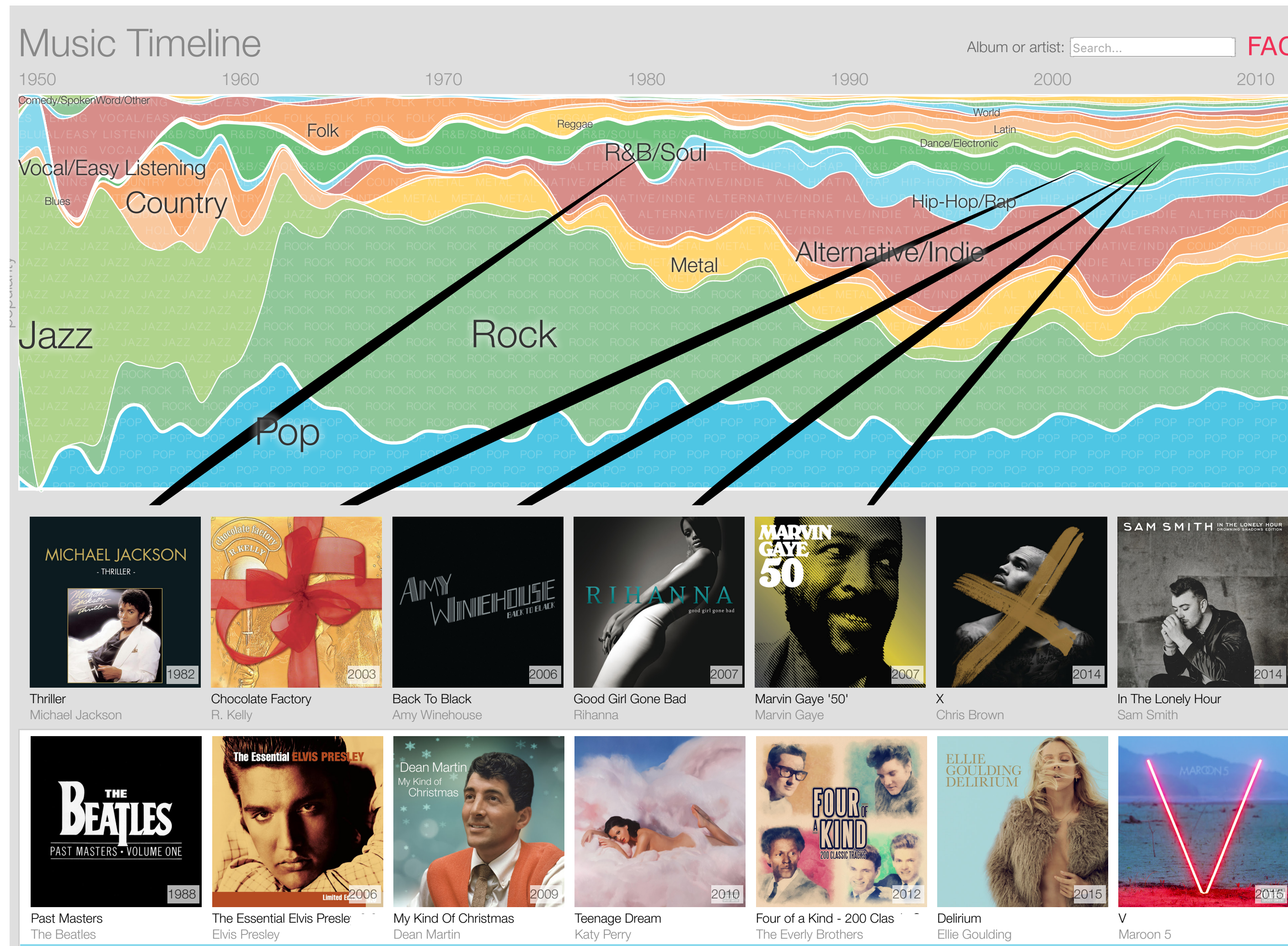
- Layering:
 - + Operator
- Concatenation:
 - Horizontal: | operator
 - Vertical: & operator
- Repetition
 - Use of .repeat for layout
 - Reference repeated variables in the encoding

Visualization



[Rock 'N' Roll is Here to Pay, R. Garofalo, 1977 (via Tufte)]

Also Visualization, but with Interaction



[Music Timeline, Google Research (no working version)]

Interaction

- Grammar of Graphics, why not Grammar of Interaction?
- Vega-Lite/Altair is about **interactive** graphics
- Types of Interactions:
 - Selection
 - Zoom
 - Brushing

Selection

- Selection is often used to initiate other changes
- User needs to select something to drive the next change
- What can be a selection target?
 - Items, links, attributes, (views)
- How?
 - mouse click, mouse hover, touch
 - keyboard modifiers, right/left mouse click, force
- Selection modes:
 - Single, multiple
 - Contiguous?

Highlighting

- Selection is the user action
- Feedback is important!
- How? Change selected item's visual encoding
 - Change color: want to achieve visual popout
 - Add outline mark: allows original color to be preserved
 - Change size (line width)
 - Add motion: marching ants



Highlighting

- Selection is the user action
- Feedback is important!
- How? Change selected item's visual encoding
 - Change color: want to achieve visual popout
 - Add outline mark: allows original color to be preserved
 - Change size (line width)
 - Add motion: marching ants

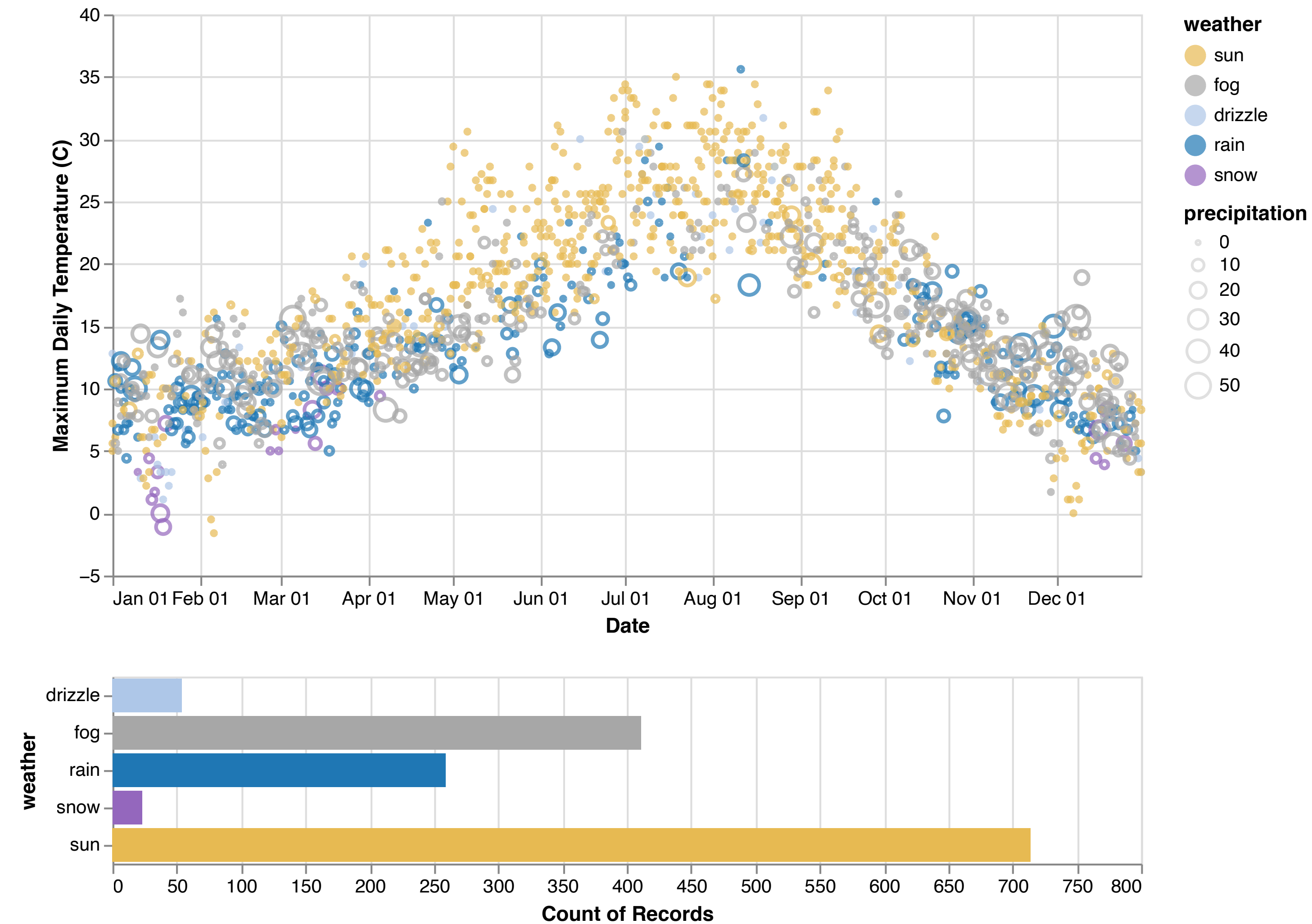


Altair's Interactive Charts

- <https://altair-viz.github.io/gallery/index.html#interactive-charts>

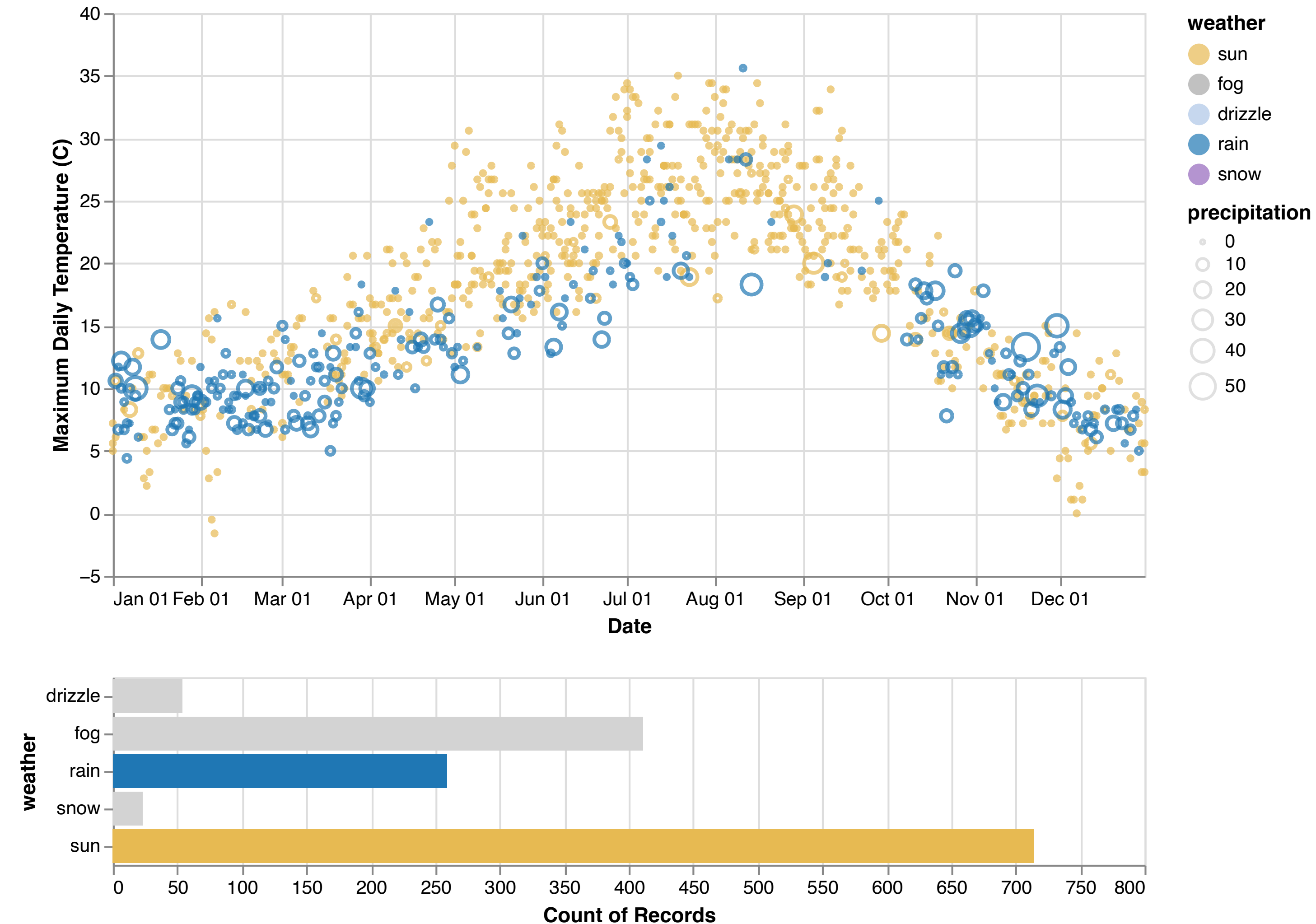
Interaction

Seattle Weather: 2012-2015



Weather Selection: Rain vs. Sun

Seattle Weather: 2012-2015



Date Selection: July-September Sun

Seattle Weather: 2012-2015

