

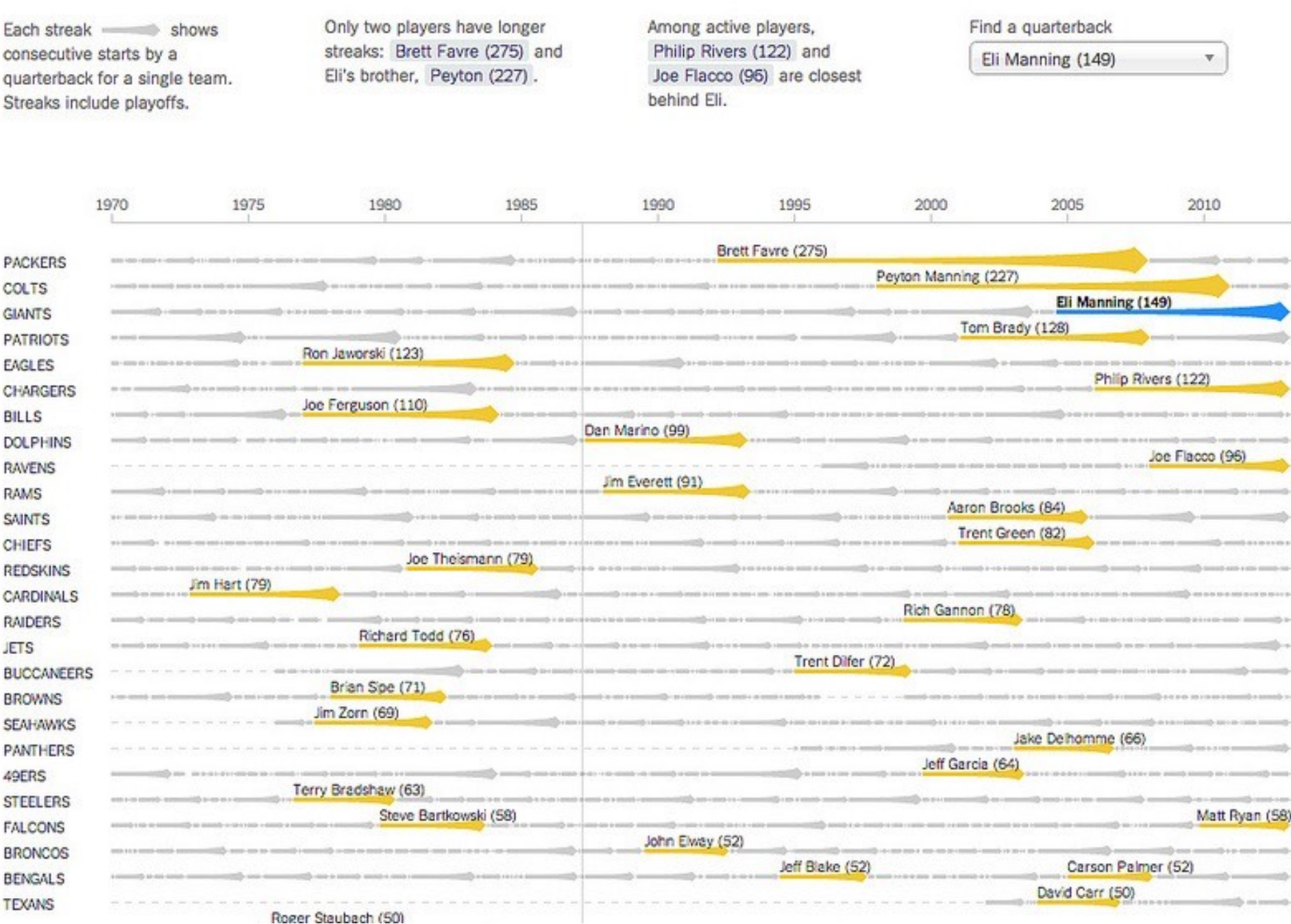
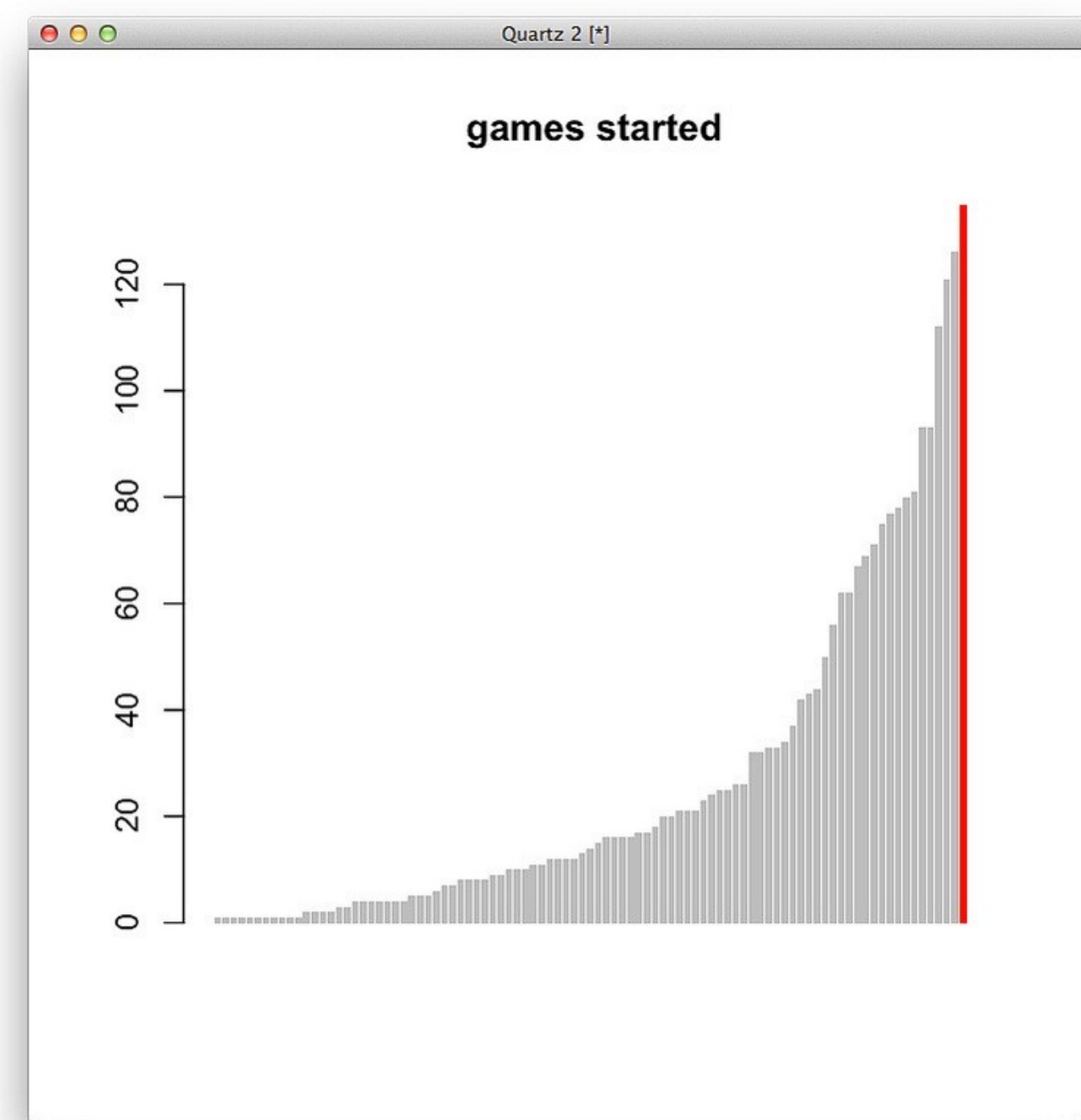
Data Visualization (CSCI 627/490)

Definition & Web Programming

Dr. David Koop

Exploration <-> Communication Spectrum

Consecutive Starts by a Quarterback for a Single Team



Exploration

Confirmation

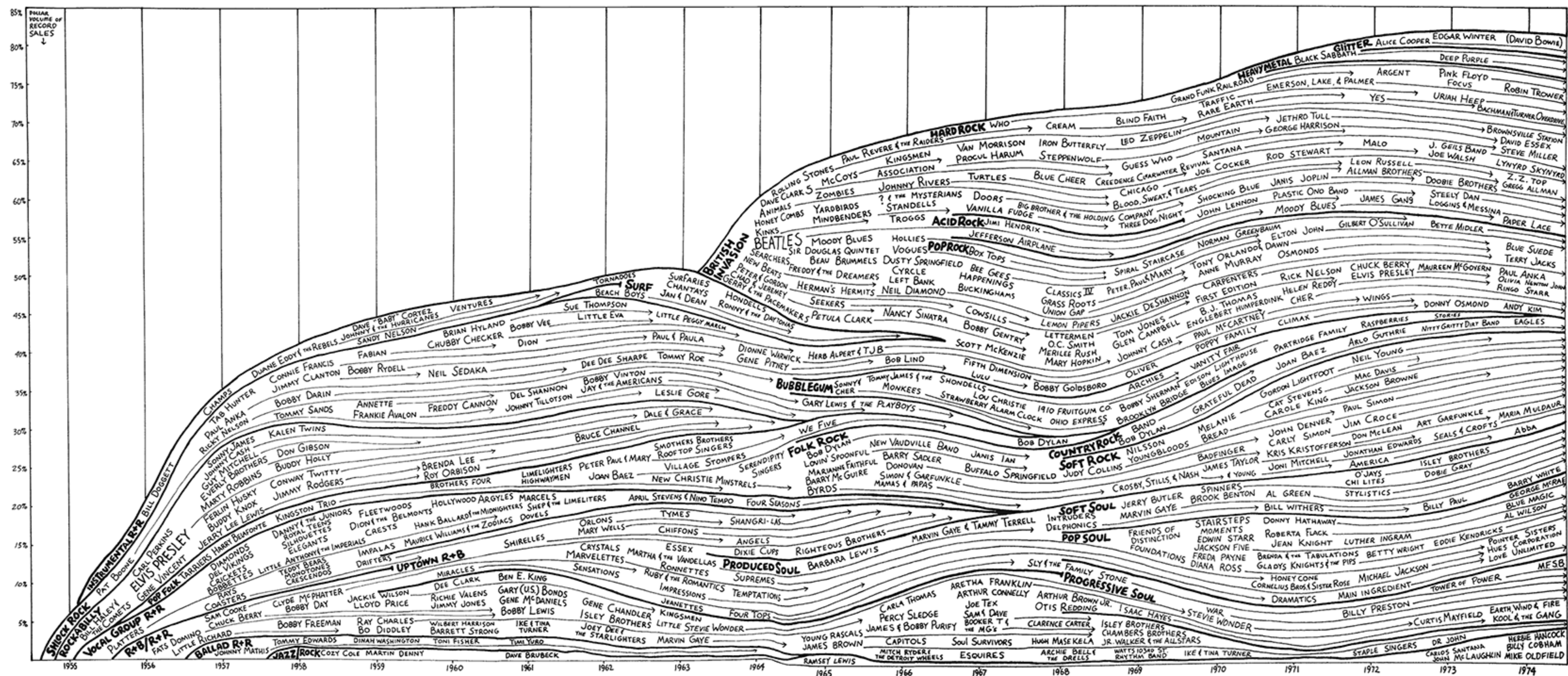
Communication

Questions

Answers/Persuasion

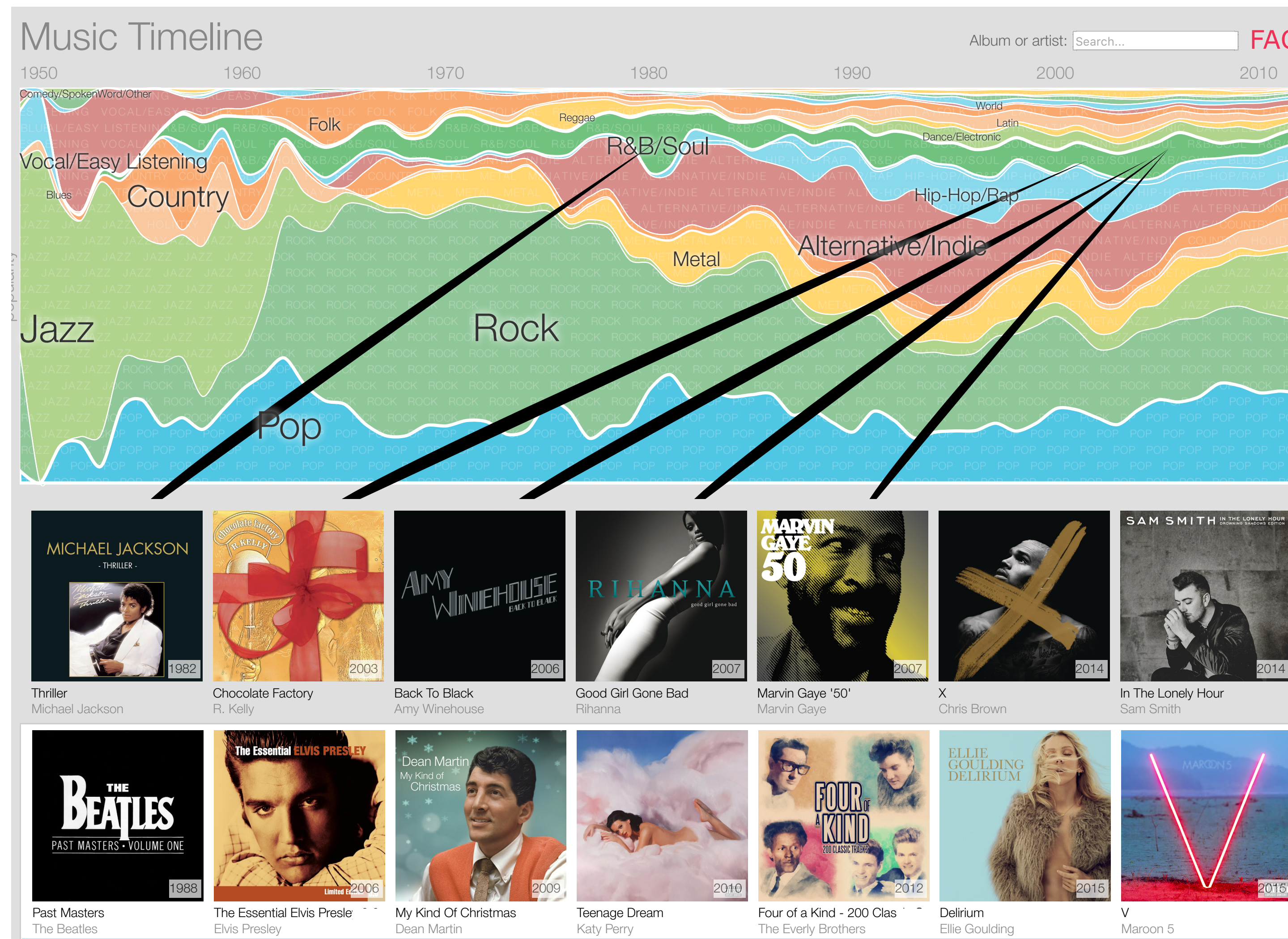
[K. Quealy, 2013]

Static Visualization



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

The Power of Interactive Visualization



[Music Timeline, Google Research]

Definition of Visualization

“Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively.”

— T. Munzner

Definition

“Computer-based visualization systems provide visual representations of **datasets** designed to help people carry out **tasks** more effectively.”

Definition

	REMOTE	STATION	FF	SEN/DIS	7-D AFAS UNL	D AFAS/RMF I	JOINT RR TKT	7-D UNL	30-D UNL
1	R011	42ND STREET & 8TH AVENUE	00228985	00008471	00000441	00001455	00000134	00033341	00071255
2	R170	14TH STREET-UNION SQUARE	00224603	00011051	00000827	00003026	00000660	00089367	00199841
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15	R017	LEXINGTON AVENUE	00094655	00004688	00000190	00000833	00000754	00020018	00055066
16	R175	8TH AVENUE-14TH STREET	00094313	00003907	00000286	00001144	00000256	00038272	00074661
17	R057	BARCLAYS CENTER	00093804	00004204	00000454	00001386	00001491	00039113	00068119
18	R138	WEST 4TH ST-WASHINGTON SQ	00093562	00004677	00000251	00000965	00000127	00031628	00074458

NYC Subway Fare Data

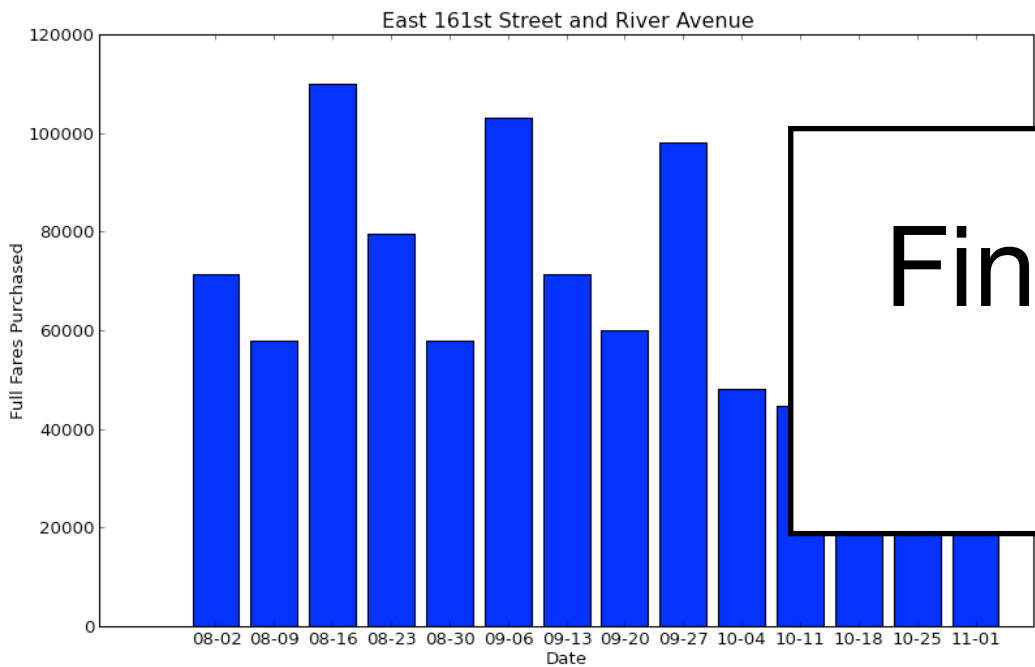
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NYC Subway Fare Data

“Computer-based visualization systems provide visual representations of **datasets** designed to help people carry out **tasks** more effectively.”



Find Interesting NYC Subway Ridership Patterns

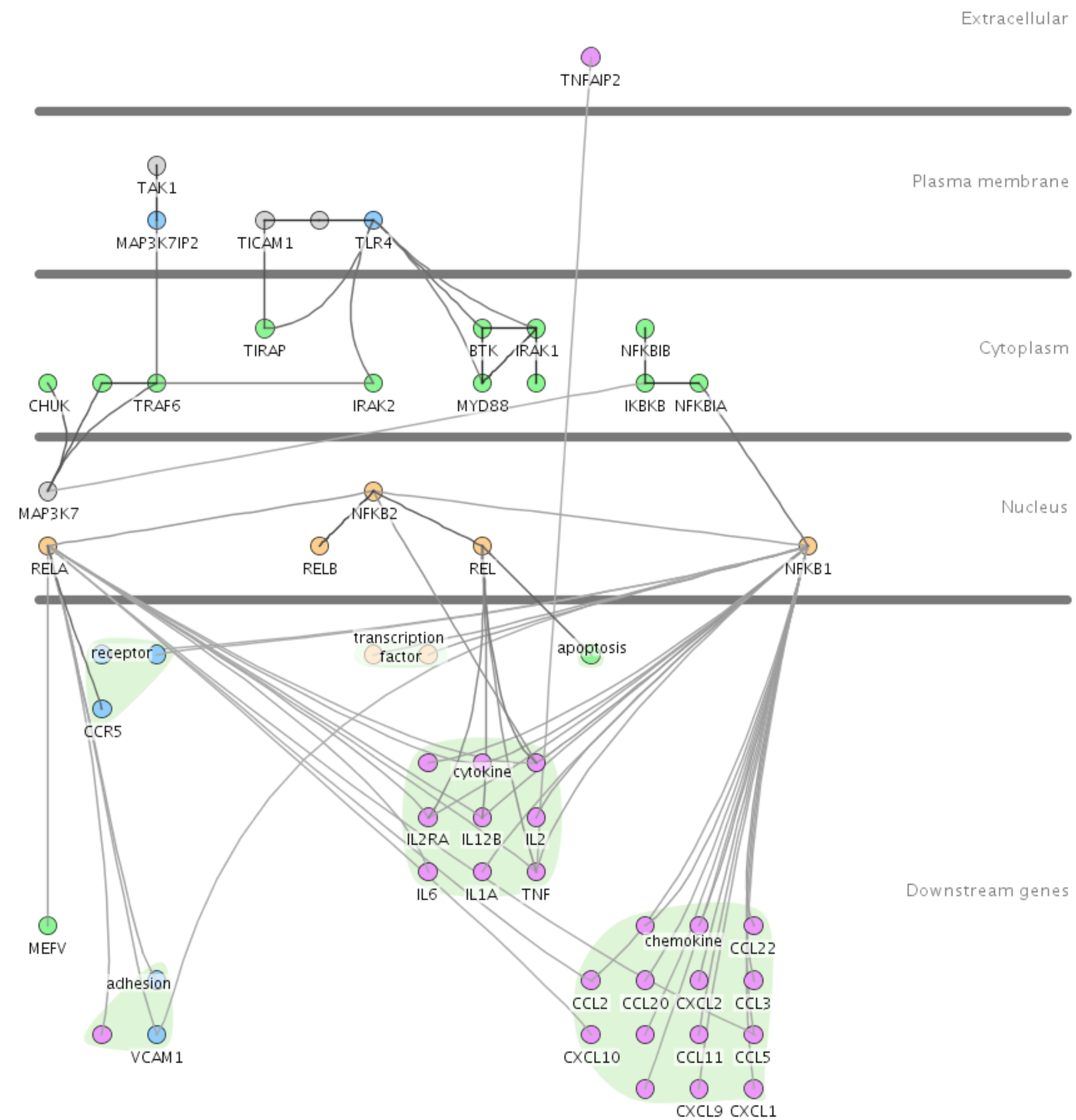
Definition

“**Computer-based** visualization systems provide visual representations of datasets designed to help **people** carry out tasks more effectively.”

Why People?

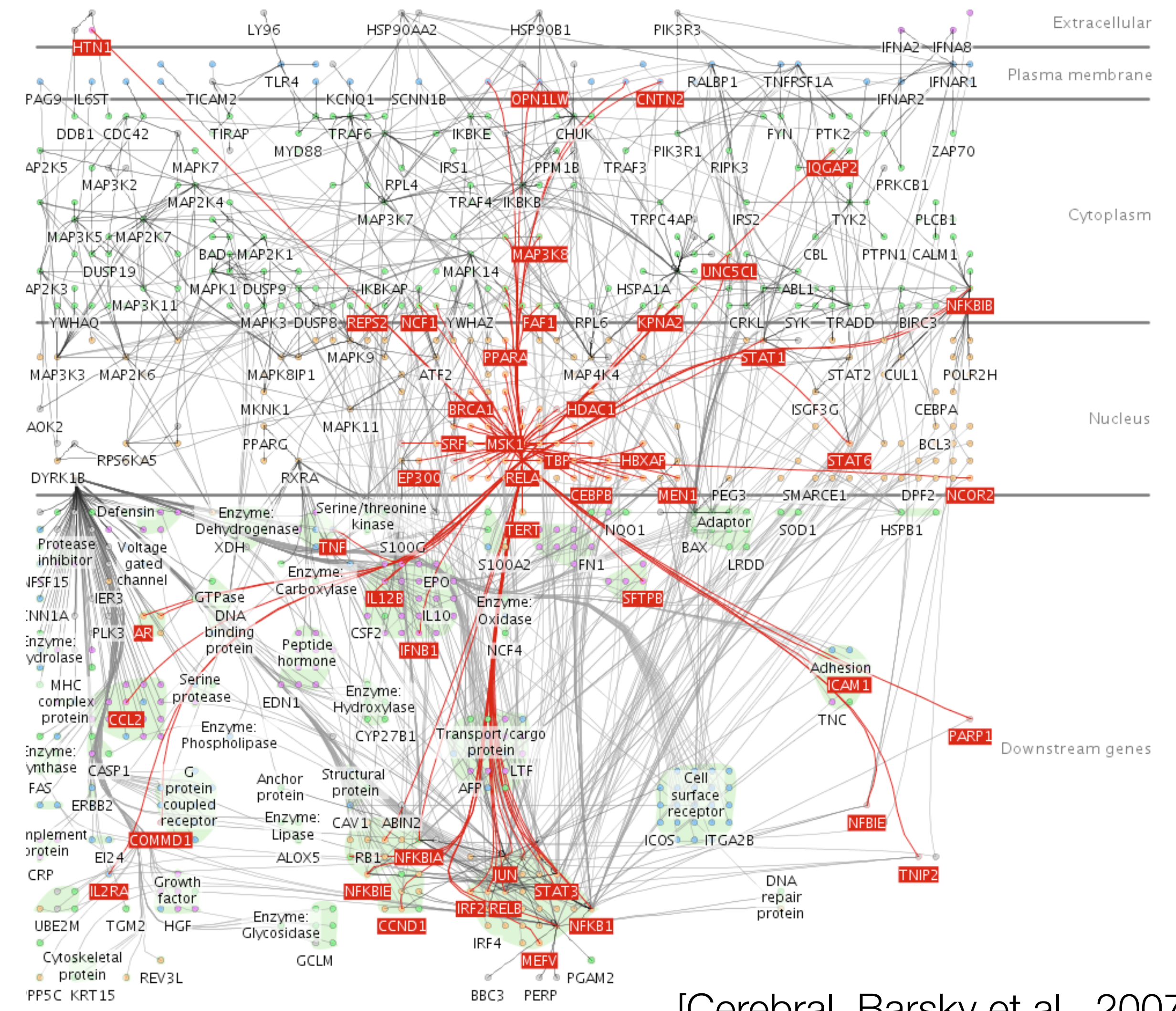
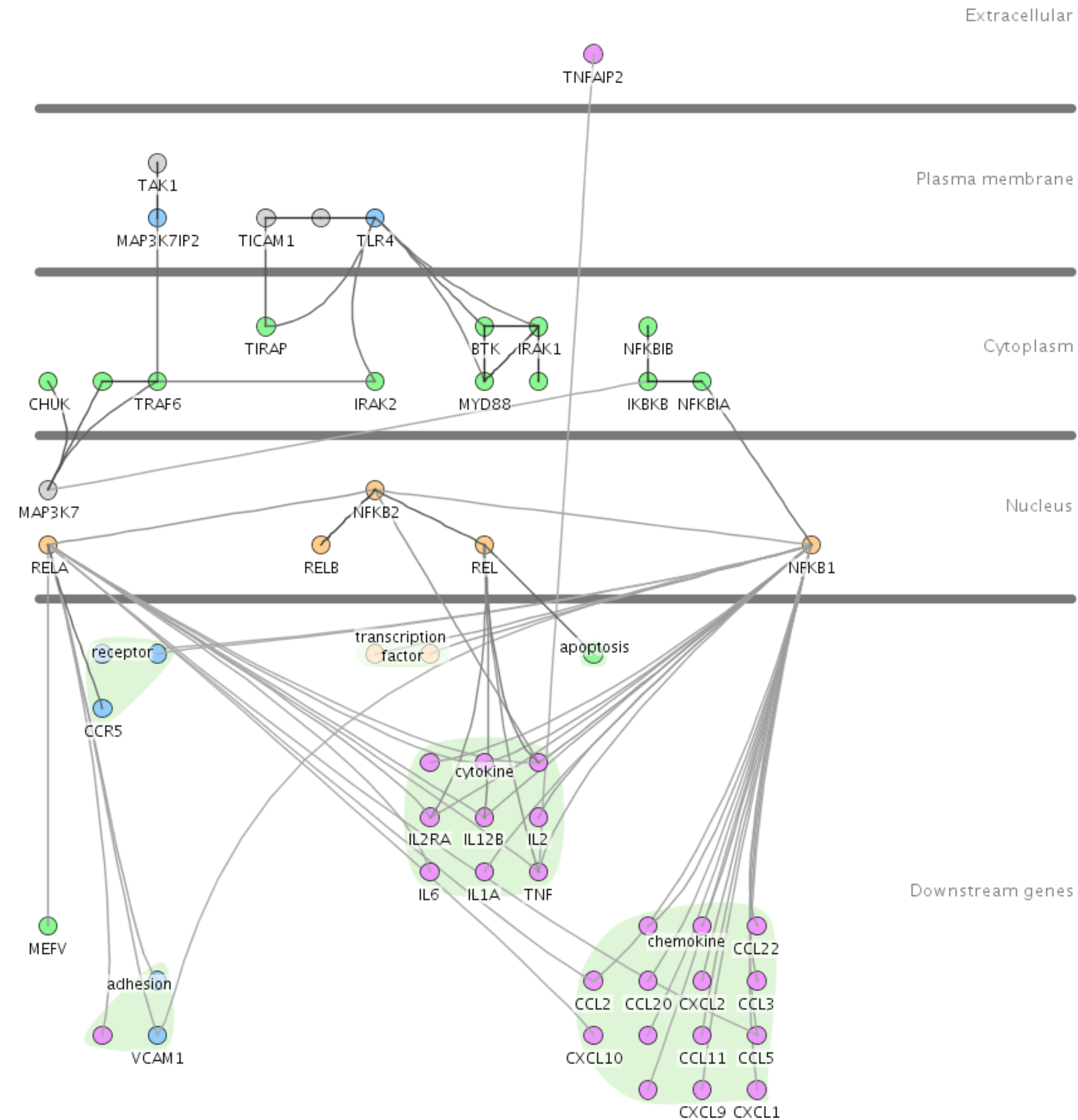
- Certain tasks can be totally **automated**
 - Statistical computations
 - Machine learning algorithms
 - We don't need visualization for these tasks (although perhaps for debugging them...)
- Analysis problems are often **ill-specified**
 - What is the correct question?
 - Exploit human visual system, pattern detection capabilities
 - Goal may be an automated solution or a visual analysis system
- Presentation

Why Computers?



[Cerebral, Barsky et al., 2007]

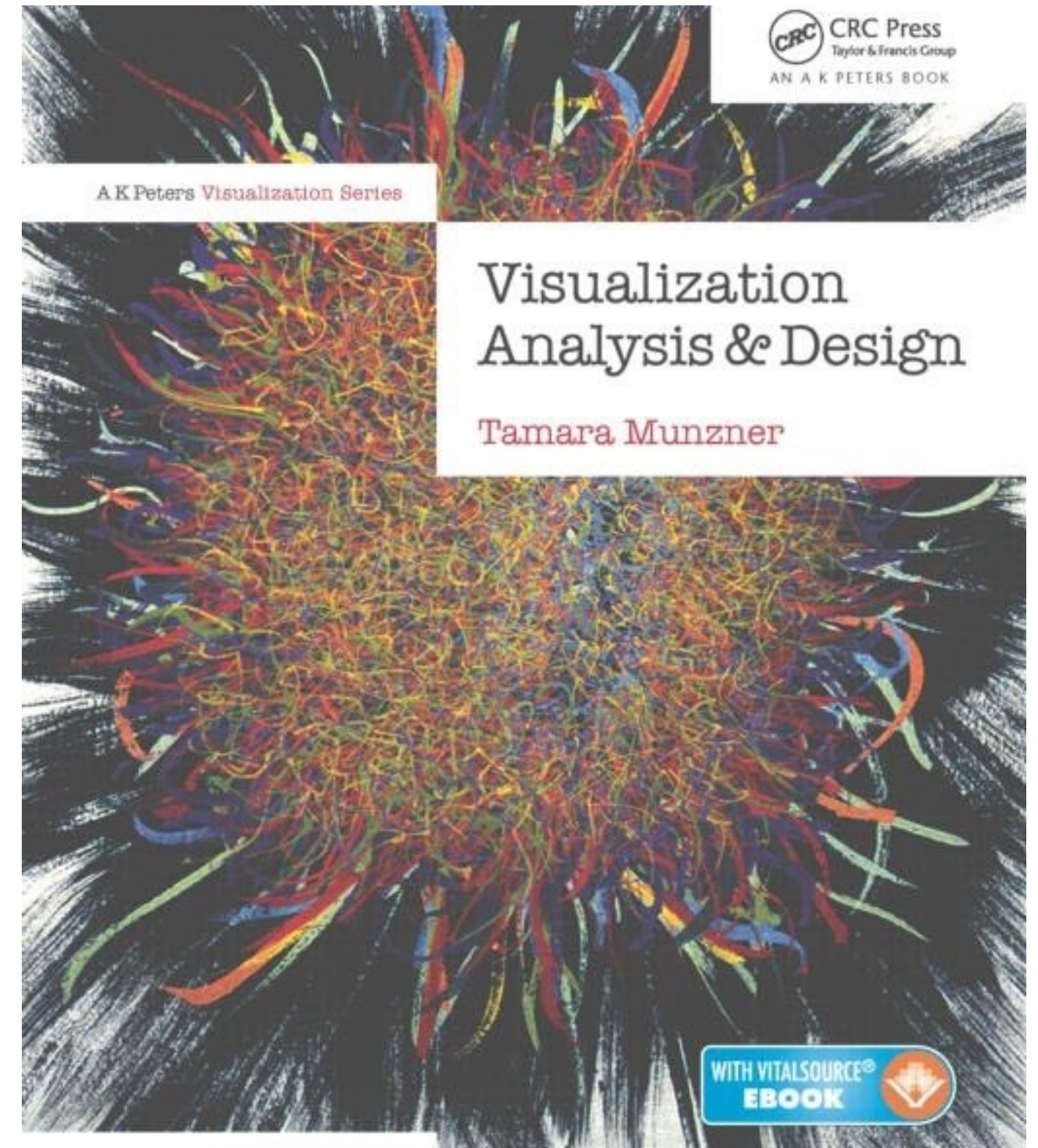
Why Computers?



[Cerebral, Barsky et al., 2007]

Administrivia

- Course Web Site
- Syllabus
 - Plagiarism
 - Accommodations
- Textbook:
 - Required: Munzner (VAD)
 - Recommend: Murray, 2nd ed. (IDV)
- Assignments
- Exams: Midterm (Oct. 15) and Final (TBA)
- Registration



Administrivia

- Undergraduate (CSCI 490) and Graduate (CSCI 627)
 - Graduate: Extra reading, exam questions, project emphasis
- Research Topics:
 - Also investigate some topics in depth
 - Research papers as assigned reading (CSCI 627)
- Project: Create an interactive visualization (or vis research)
 - Design
 - Data analysis
 - Insight
 - **Presentations:** Last week of class

Online Synchronous Course

- Lectures will be given 9:30-10:45am TuTh
 - Better for learning if you are engaged
 - **Ask questions**
 - Please **mute** your microphone if you are not asking a question or discussing
 - Please advise me of any issues
- Slides will be posted to the course website
- Recordings will be made available on Blackboard

Office Hours & Email

- Office hours will be held via Blackboard Collaborate
- Scheduled office hours are open to all students
 - TTh: 11am-12pm, or by appointment
- You do not need an appointment to stop in during scheduled office hours
- If you need an appointment outside of those times, please email me with **details** about what you wish to discuss
- Many questions can be answered via email. **Please consider writing an email before scheduling a meeting.**

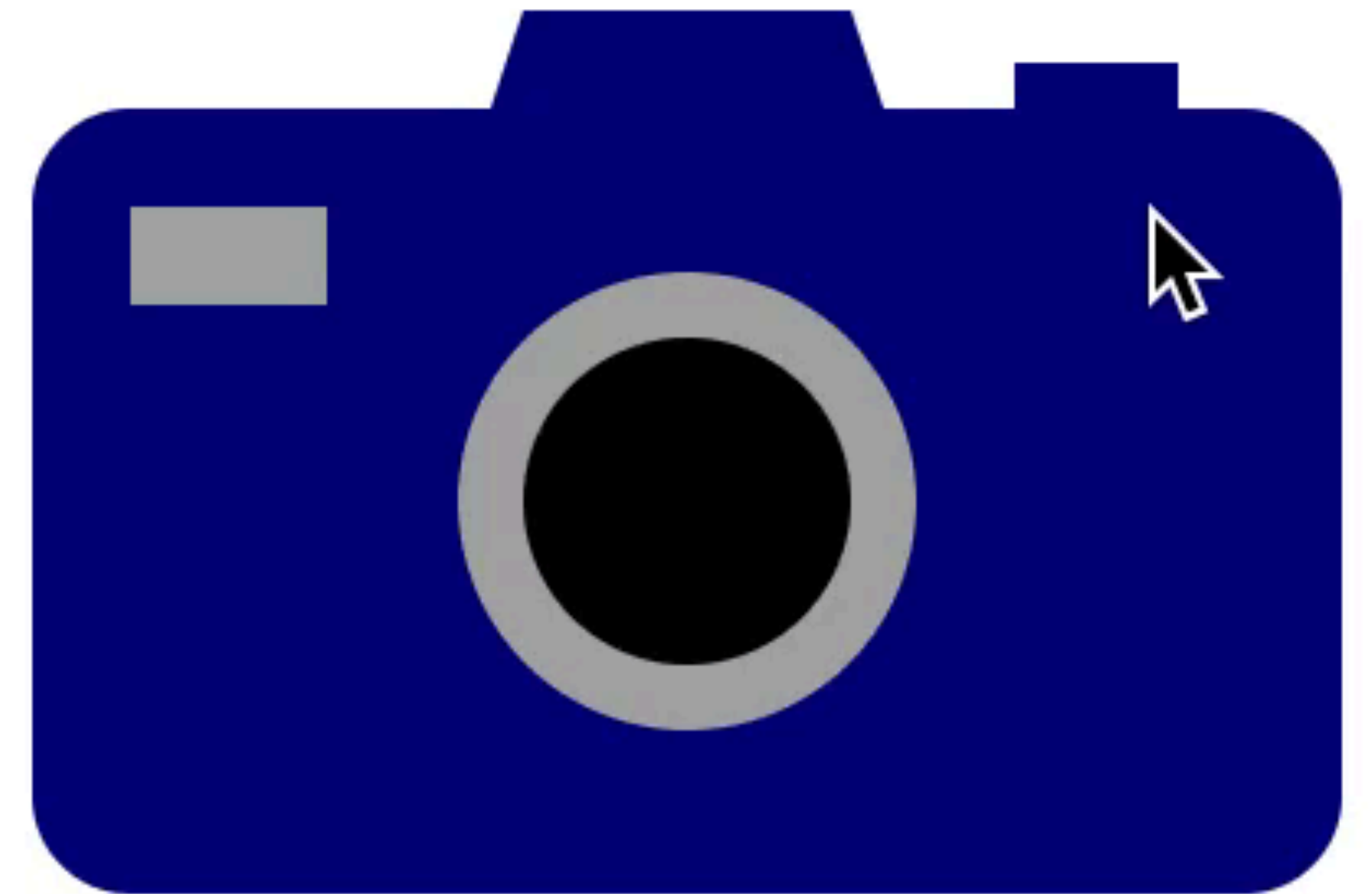
About Me

About You

Questions?

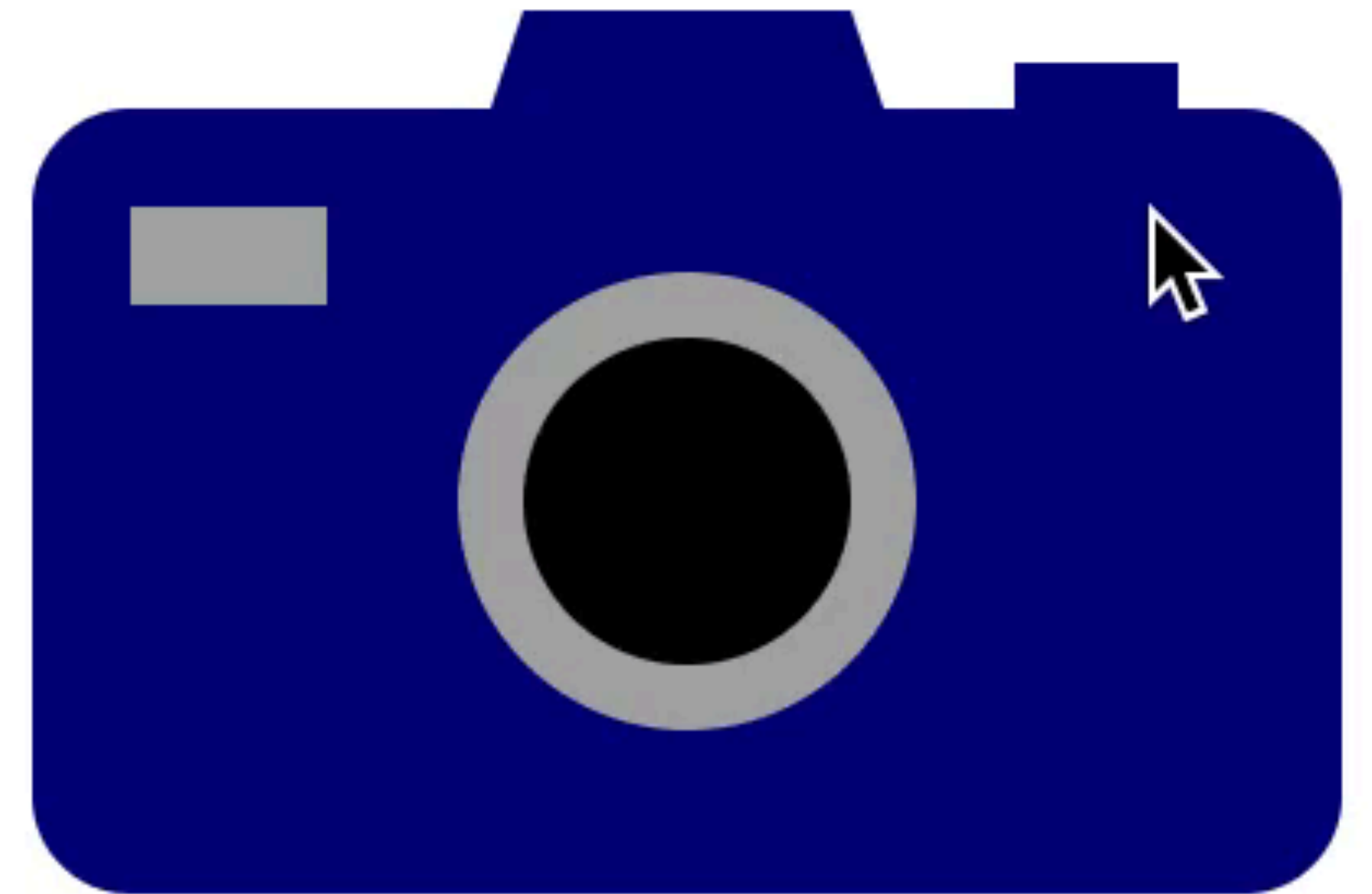
Assignment 1

- Link
- Write HTML, CSS, and SVG
- Text markup and styling (information)
- Drawing markup and styling (camera)



Assignment 1

- Link
- Write HTML, CSS, and SVG
- Text markup and styling (information)
- Drawing markup and styling (camera)



Do not cheat!

Do not plagiarize

- It is **Academic Misconduct**
- Do your own work, do not copy anyone else's work, text, sentences, ...
 - Anyone = another student, an internet source, book, blog, ...
- Never quote text unless there is a specific need.
 - Usually, only famous quotes or very specific definitions
 - "I think there is a world market for maybe five computers."
—Thomas Watson (1874-1956), Chairman of IBM, 1943)
- **Cite** sources that back up your claims or reflect the origin of an idea
 - Vertex cover is an NP-Complete problem [1]. ...
[1] Garey, M. R., and Johnson, D. S., "Computers and intractability: a guide to NP-completeness." 1979.

Do not cheat

- Cheating on assignments, projects, and exams is not allowed
- You will receive a **zero** on the assignment/project/exam
- It will be reported to the department and university
- If it repeats, you will fail the course
- You can be kicked out of the university

Do ask questions!

Do ask questions

- If you are stuck on a specific issue with an assignment:
 - Do email me with **specific** questions
 - Do consult books, online documentation, tutorials
 - Do discuss that specific issue with a classmate
- If you are asked about a question:
 - Do not share your code
 - If the questioner is trying to cheat, walk away
 - If you see an obvious mistake, kindly point it out
 - Suggest a specific function or library that may be useful

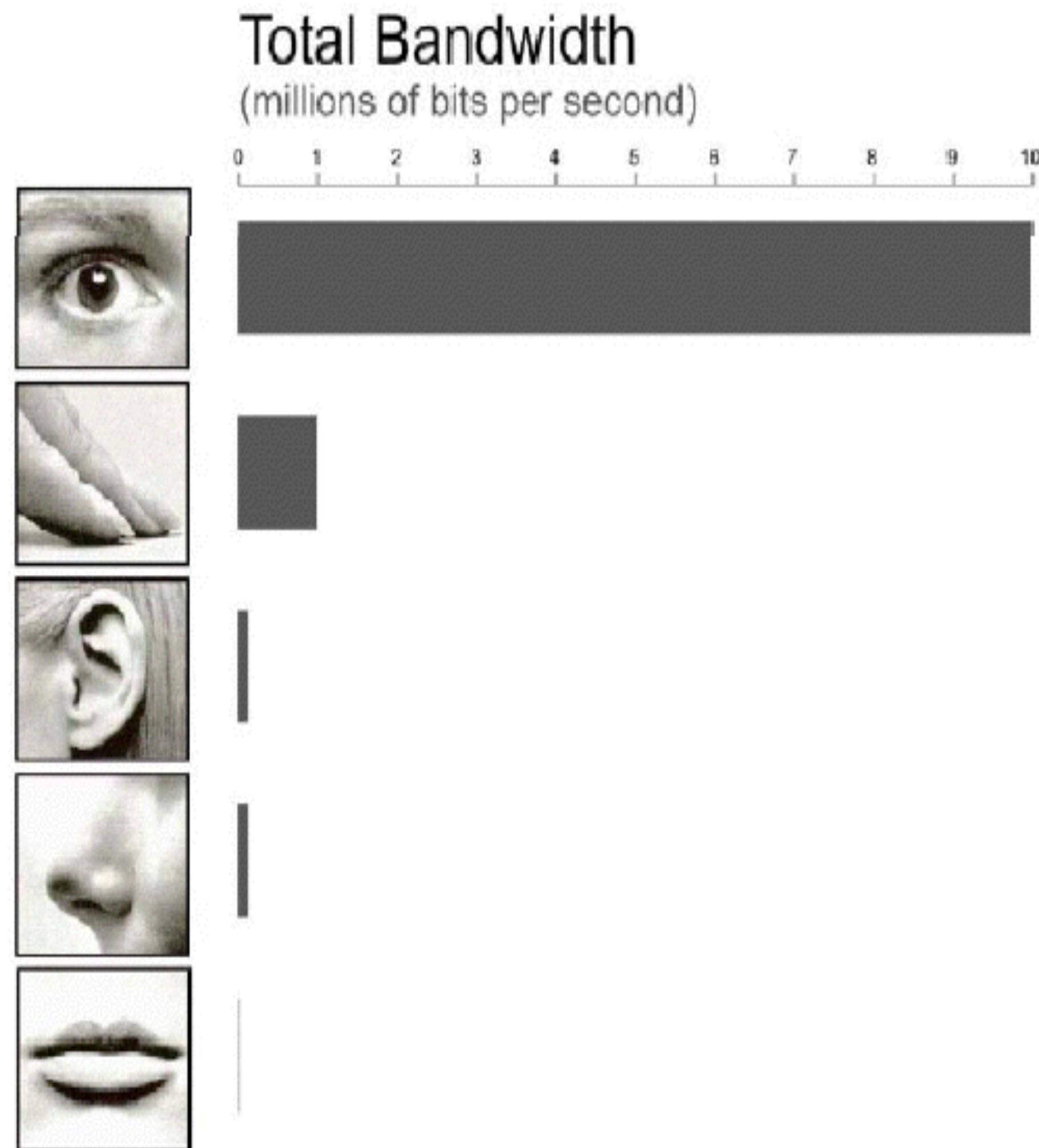
Do not cheat!

Questions?

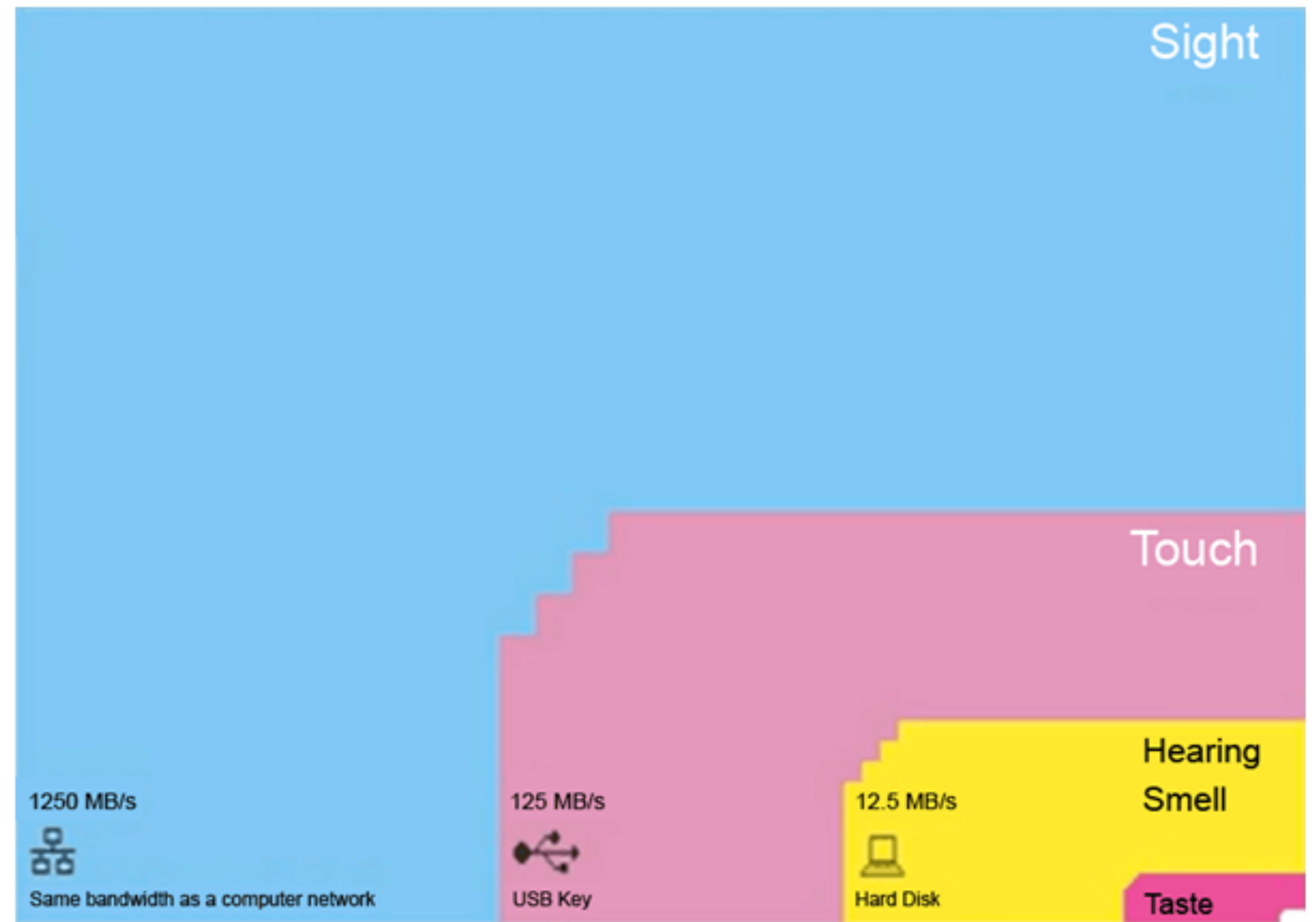
Definition

“Computer-based visualization systems provide **visual** representations of datasets designed to help people carry out tasks more effectively”

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]

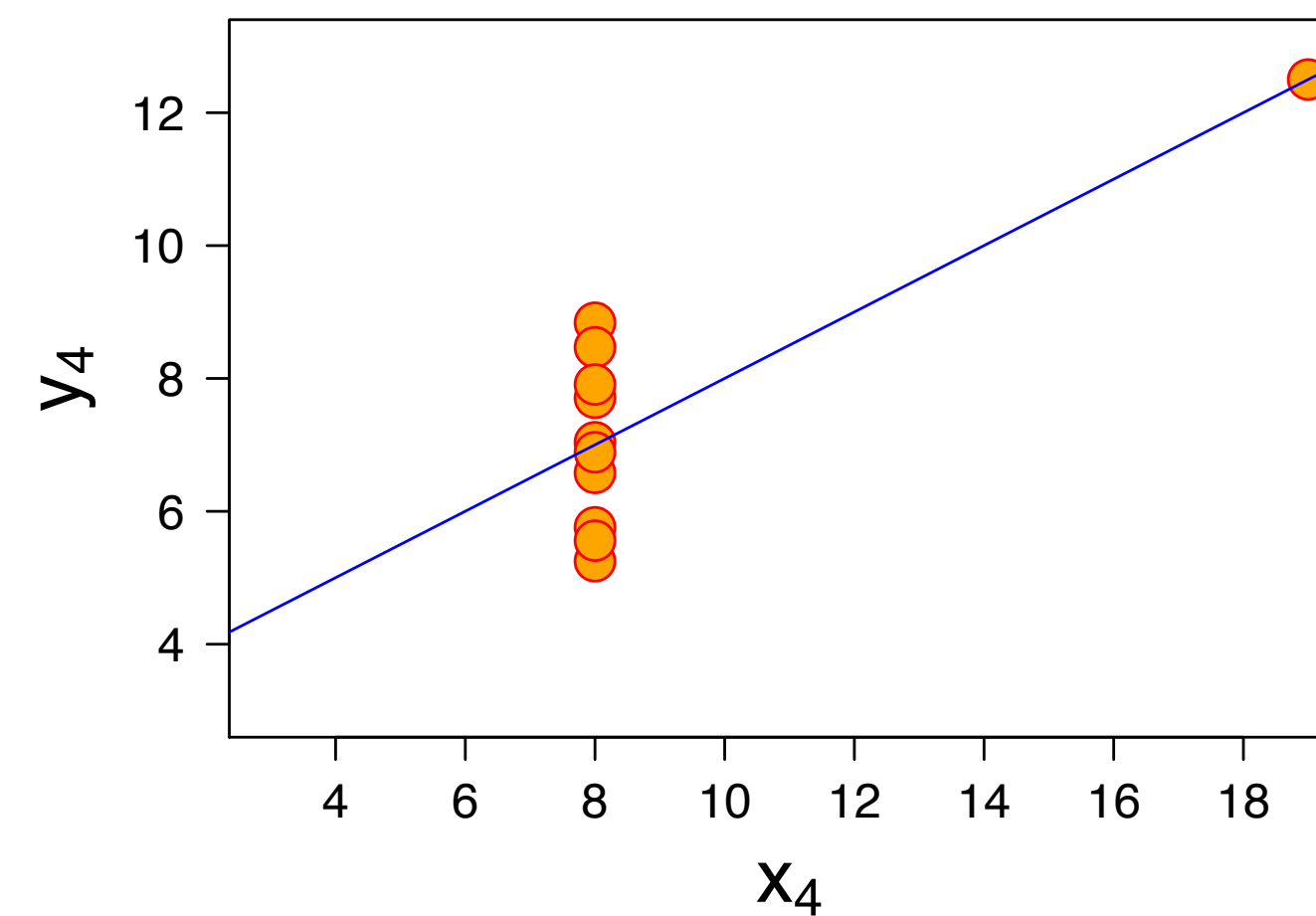
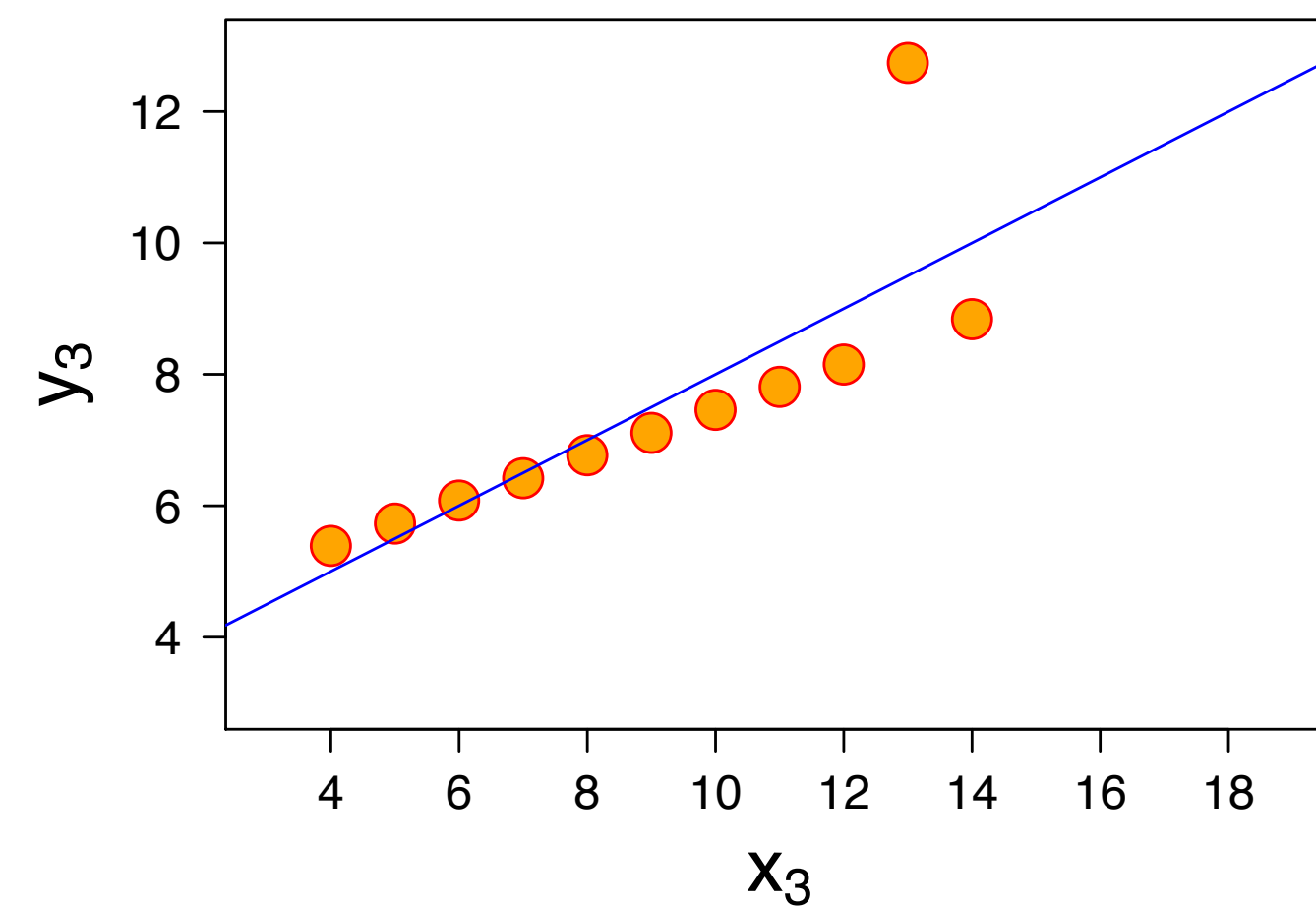
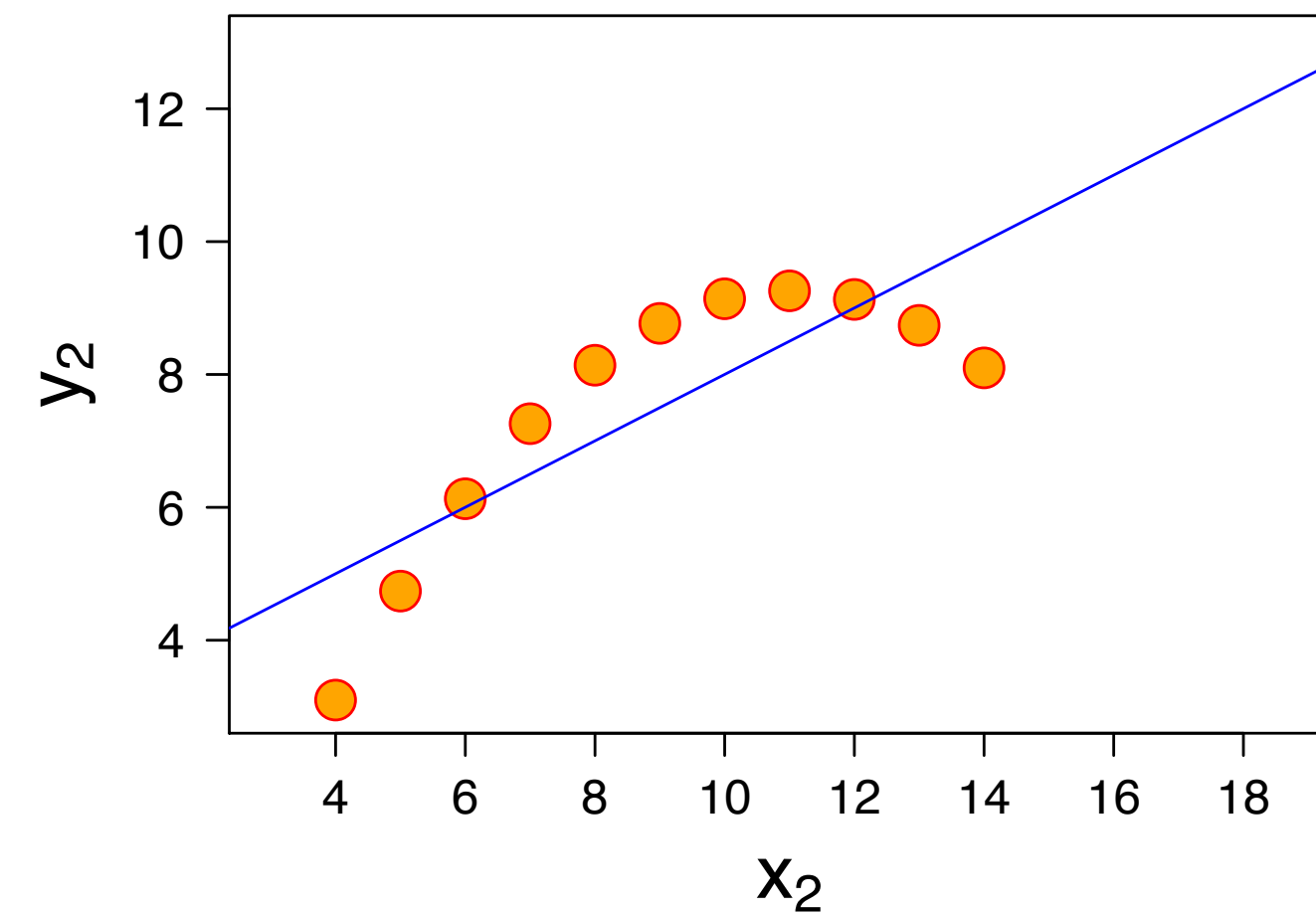
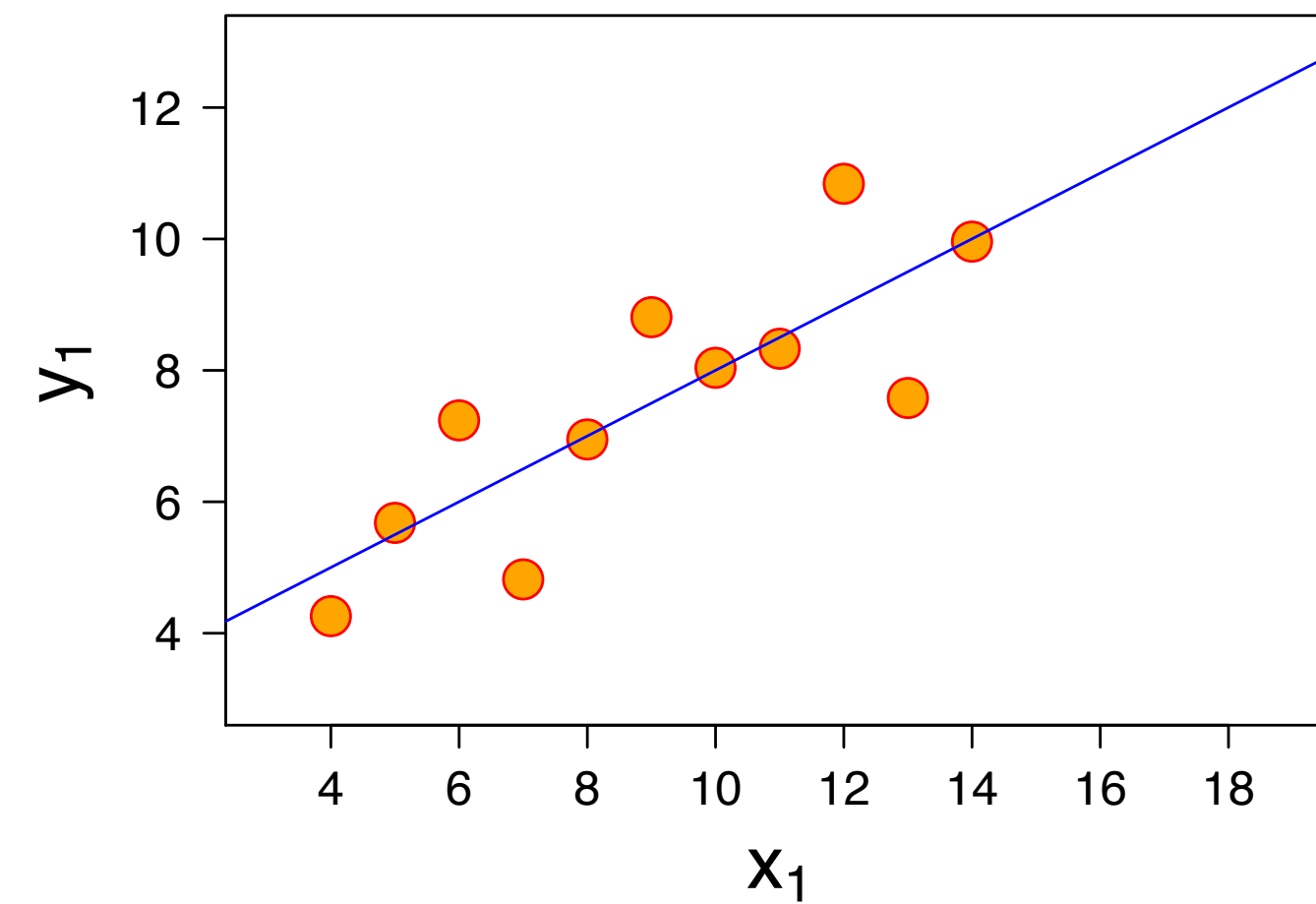
Why Visual?

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

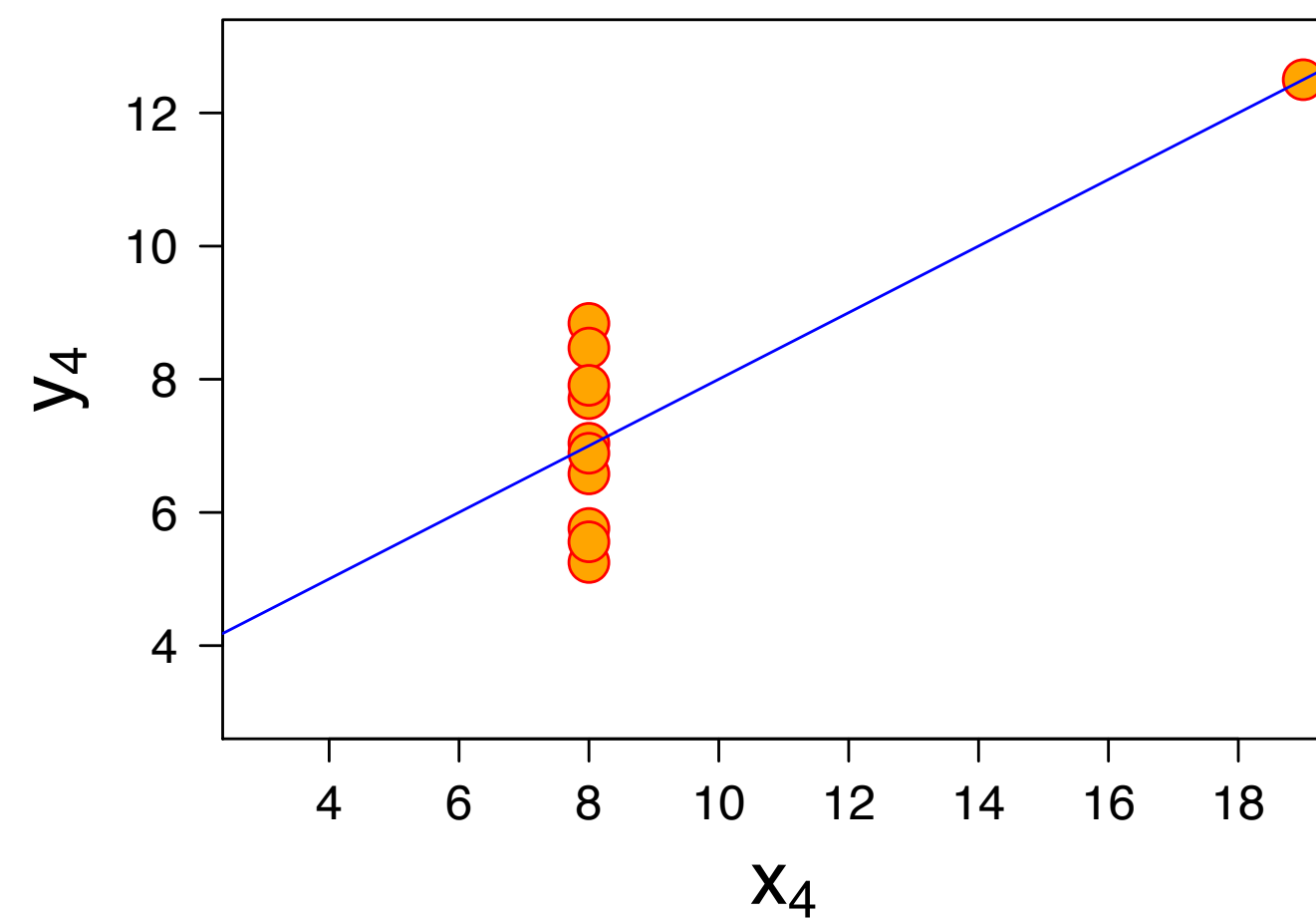
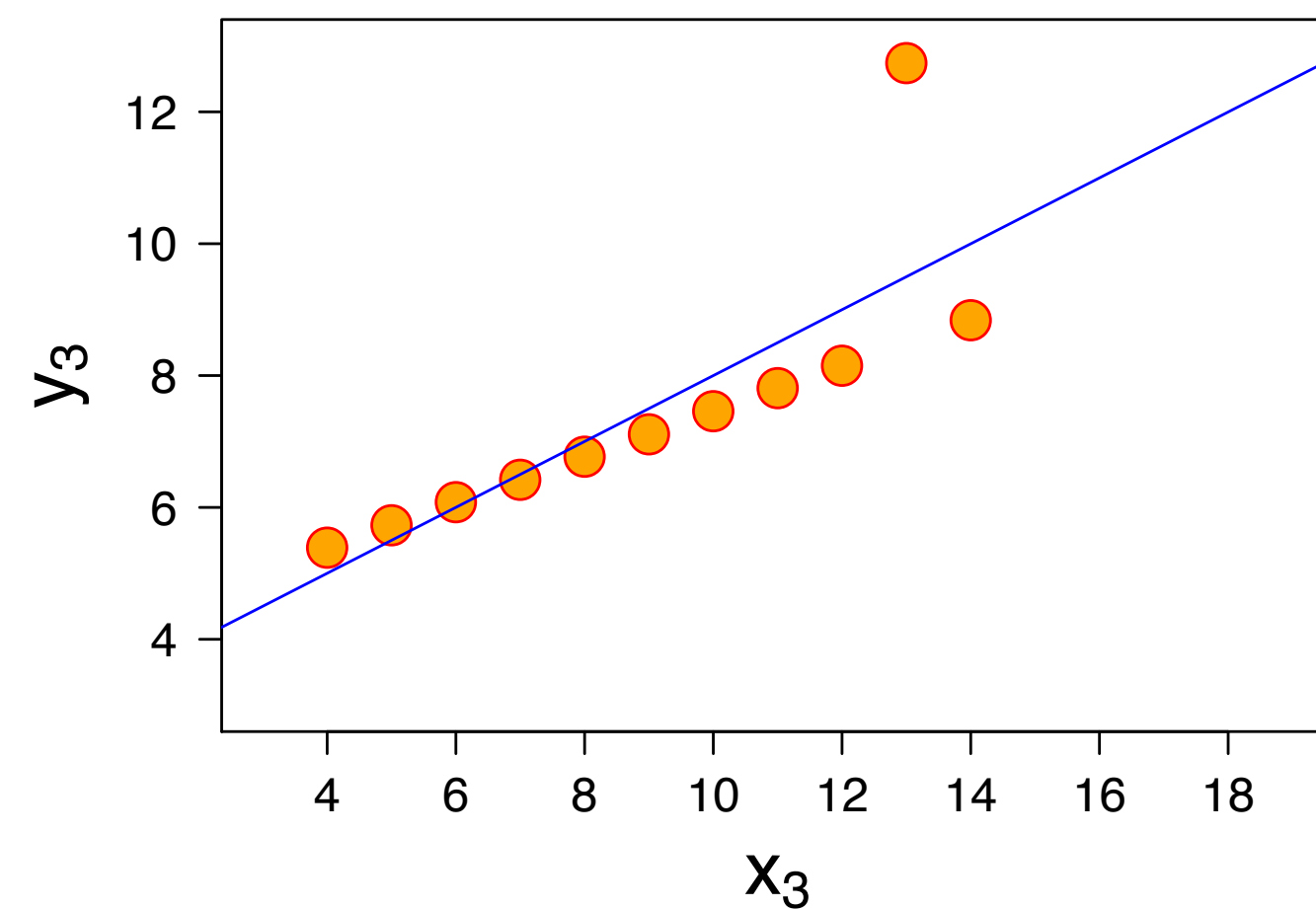
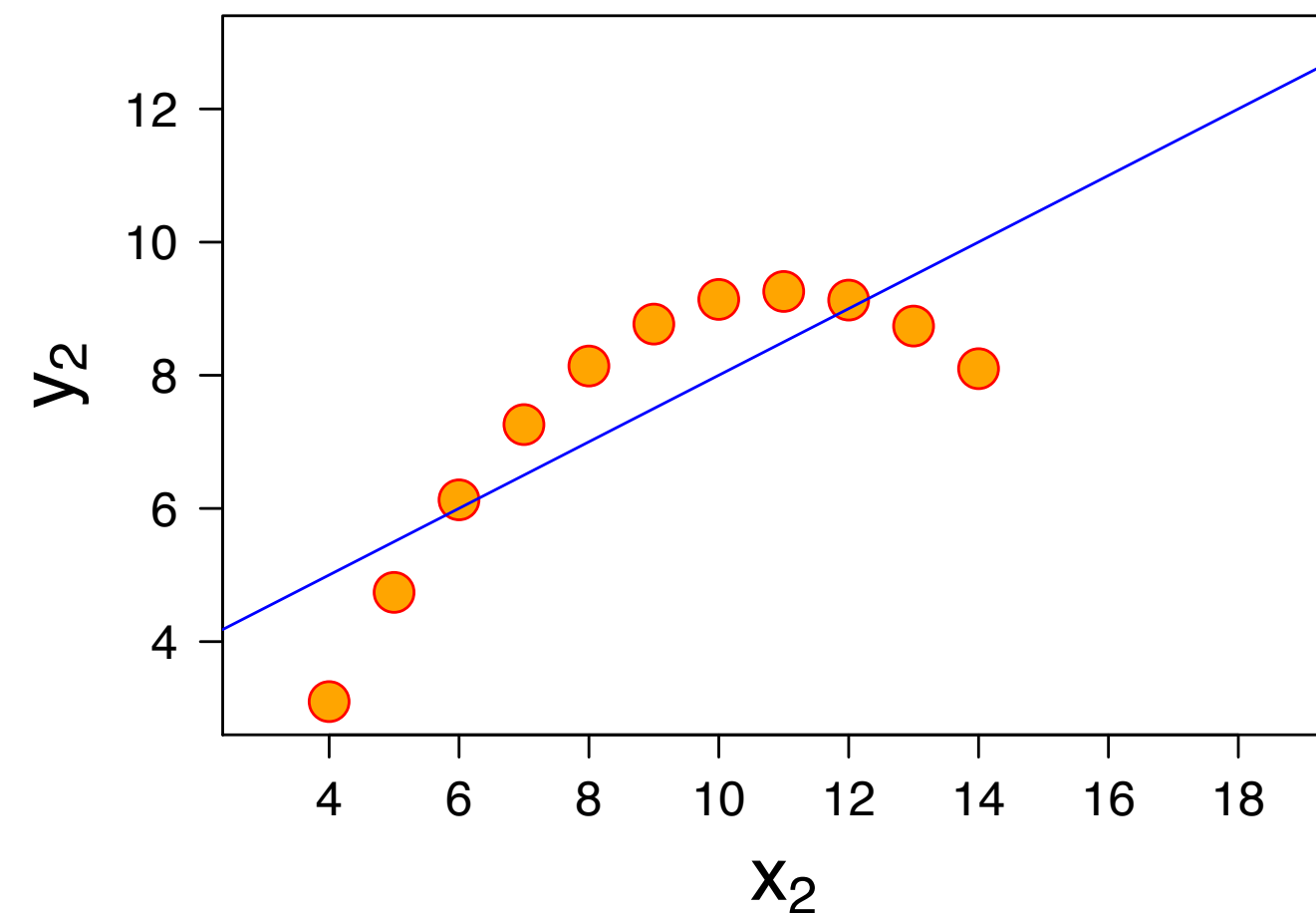
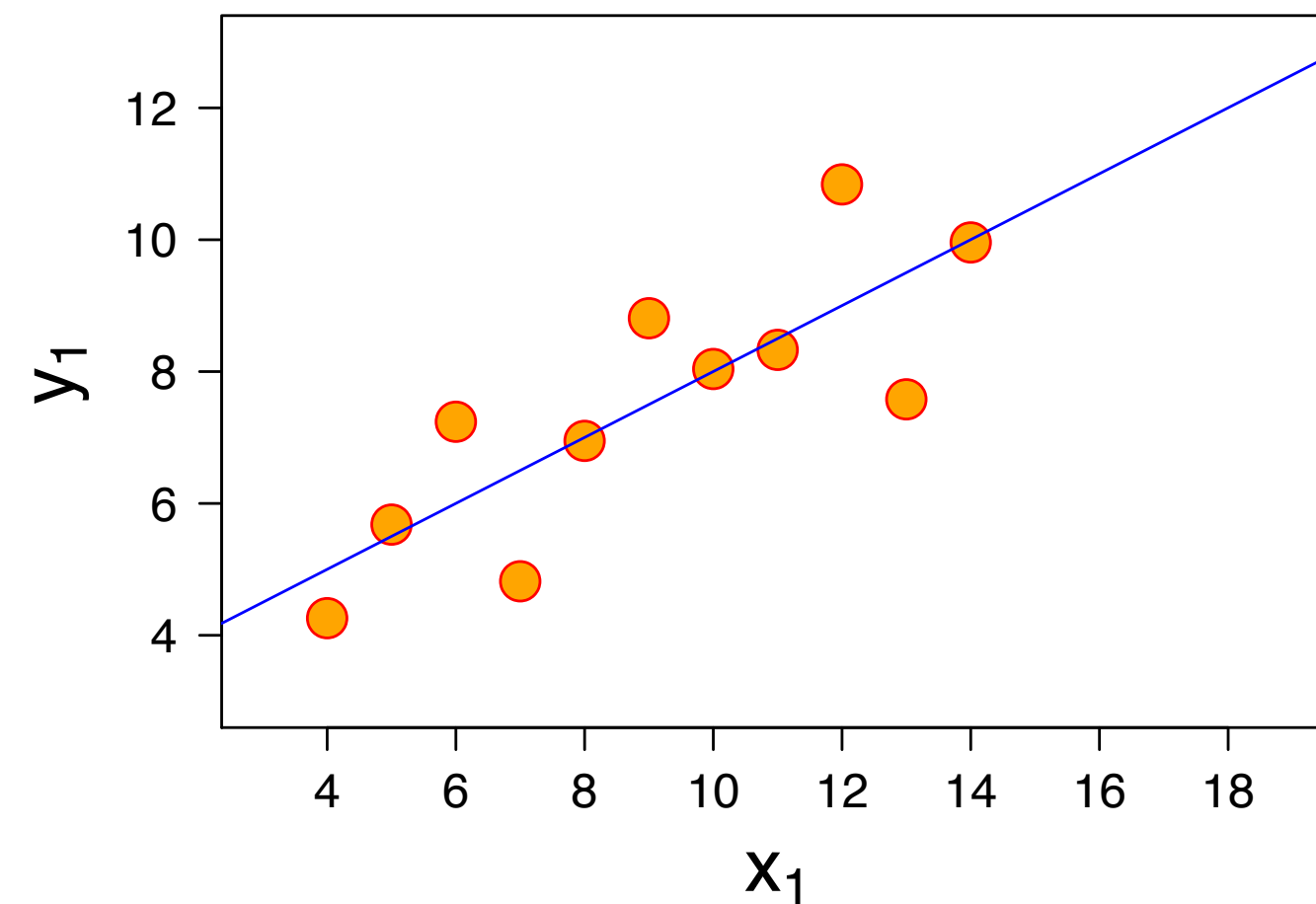
[F. J. Anscombe]

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[F. J. Anscombe]

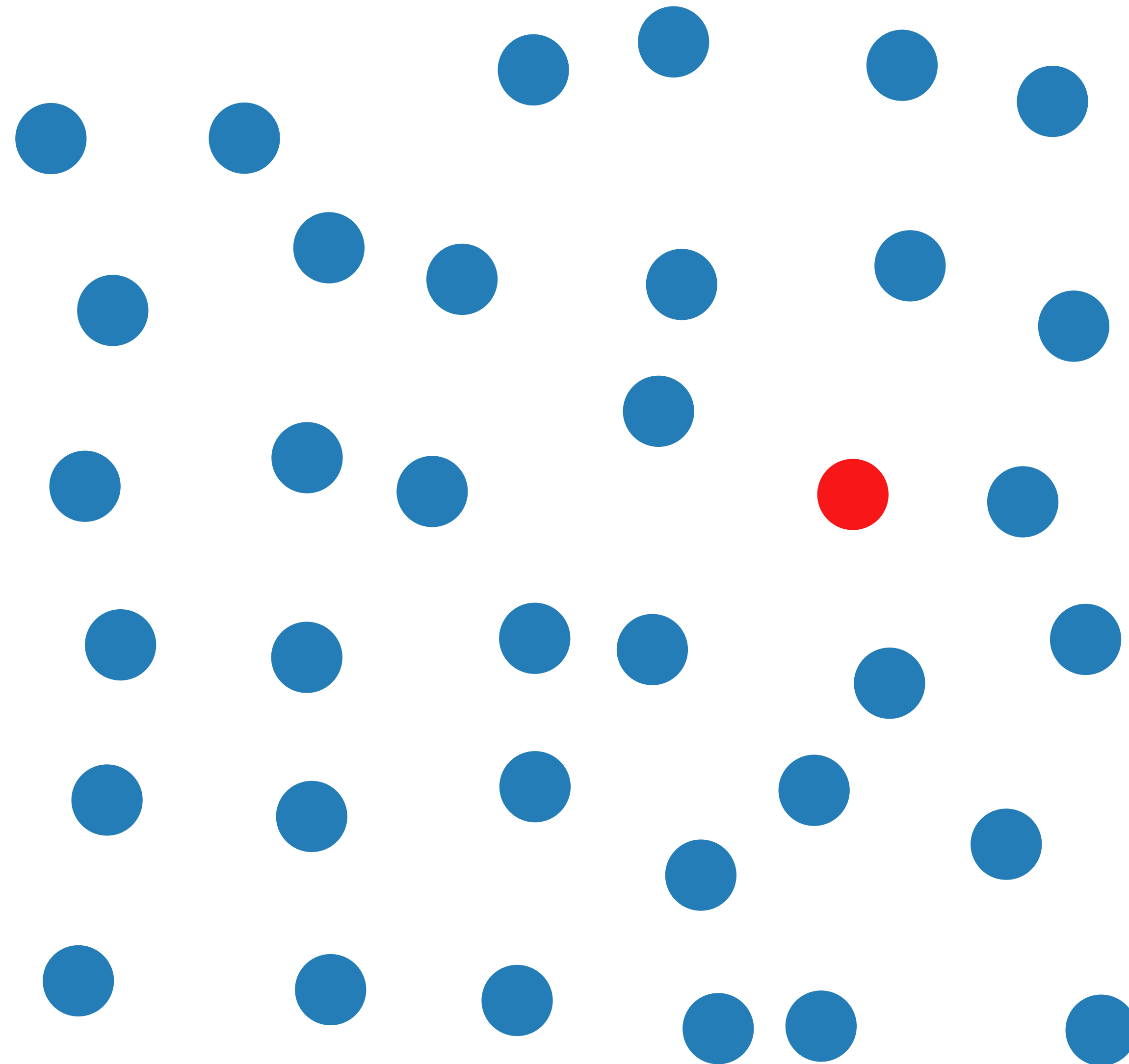
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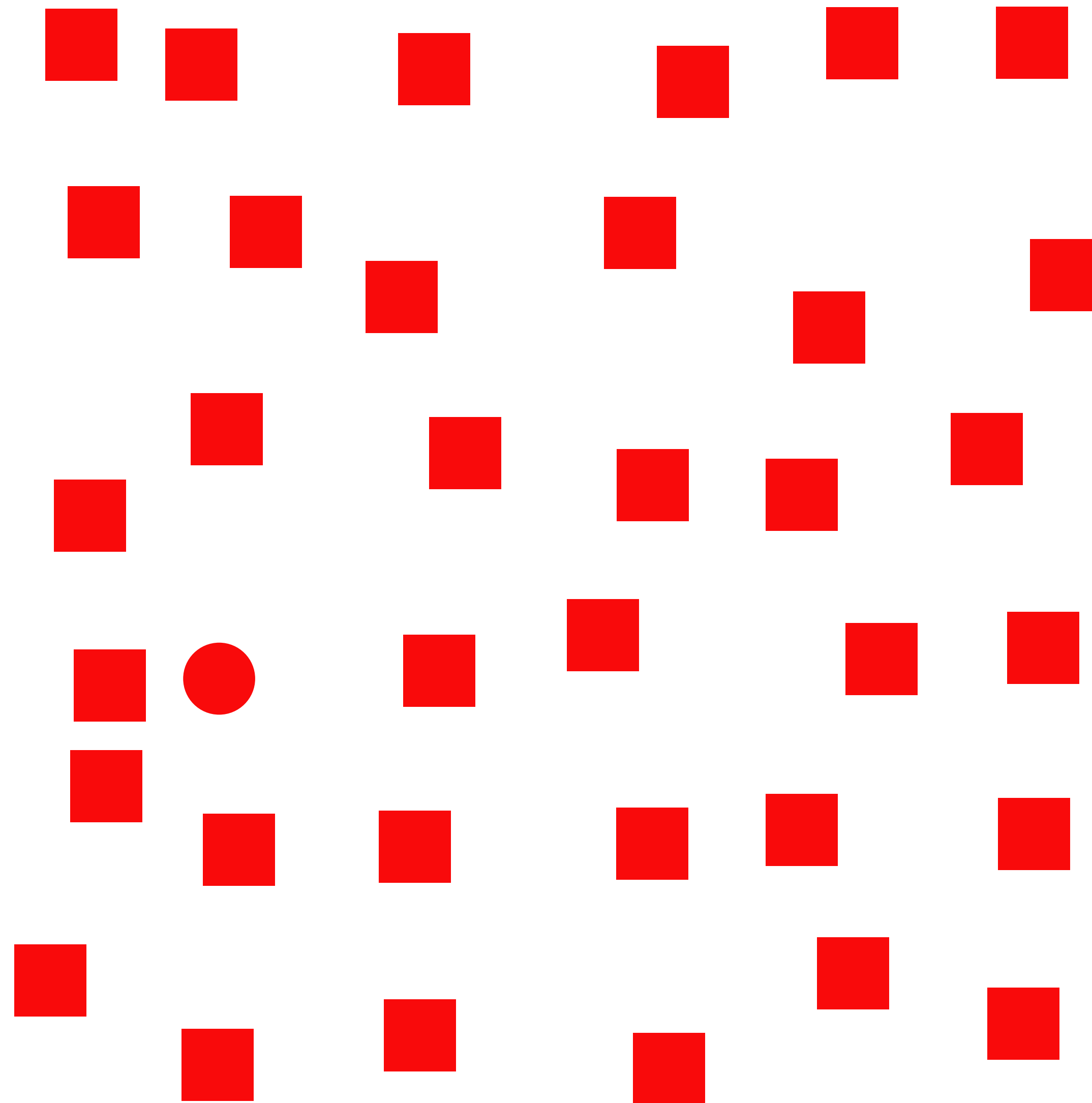
[F. J. Anscombe]

Visual Pop-out



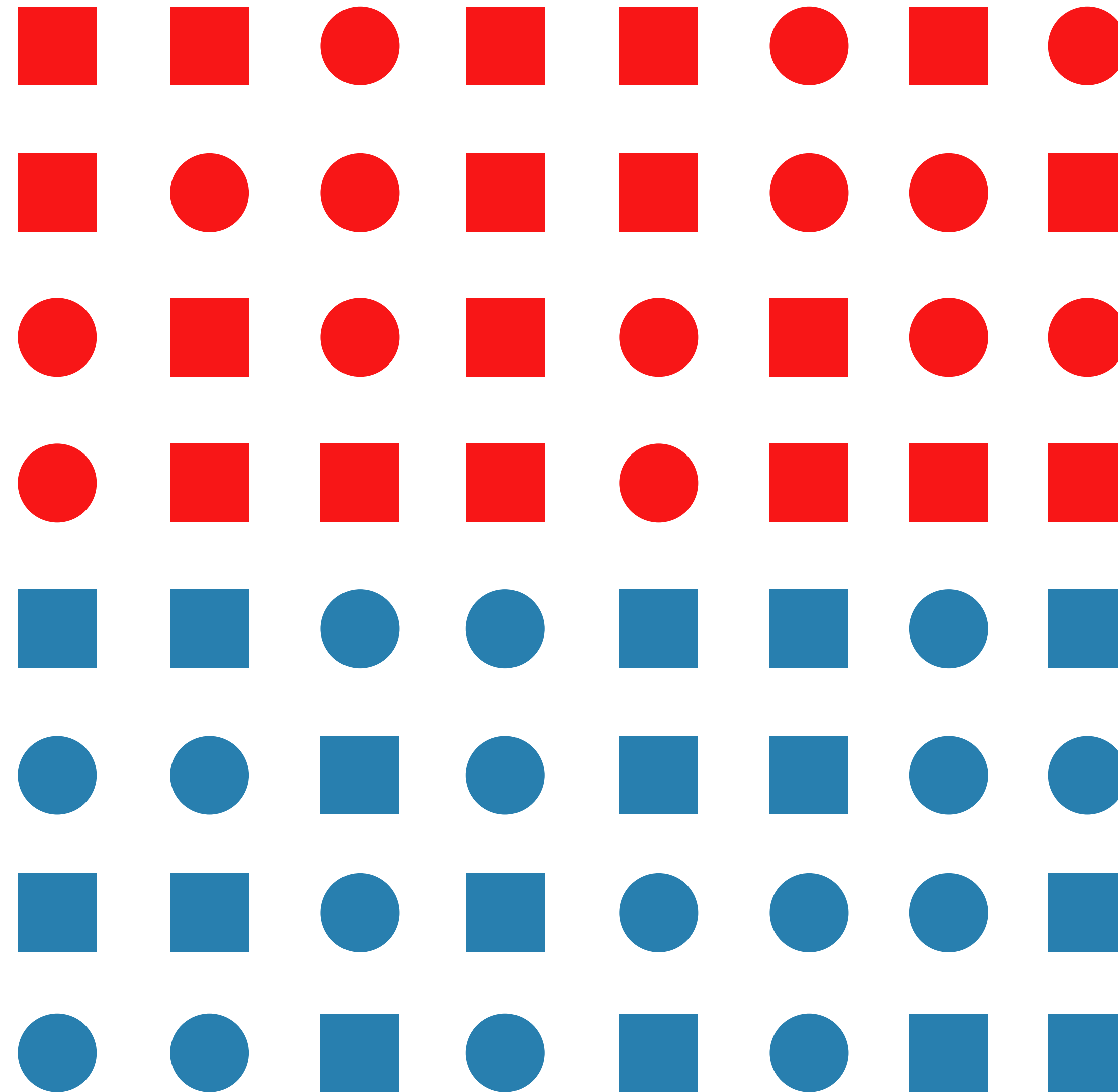
[C. G. Healey]

Visual Pop-out



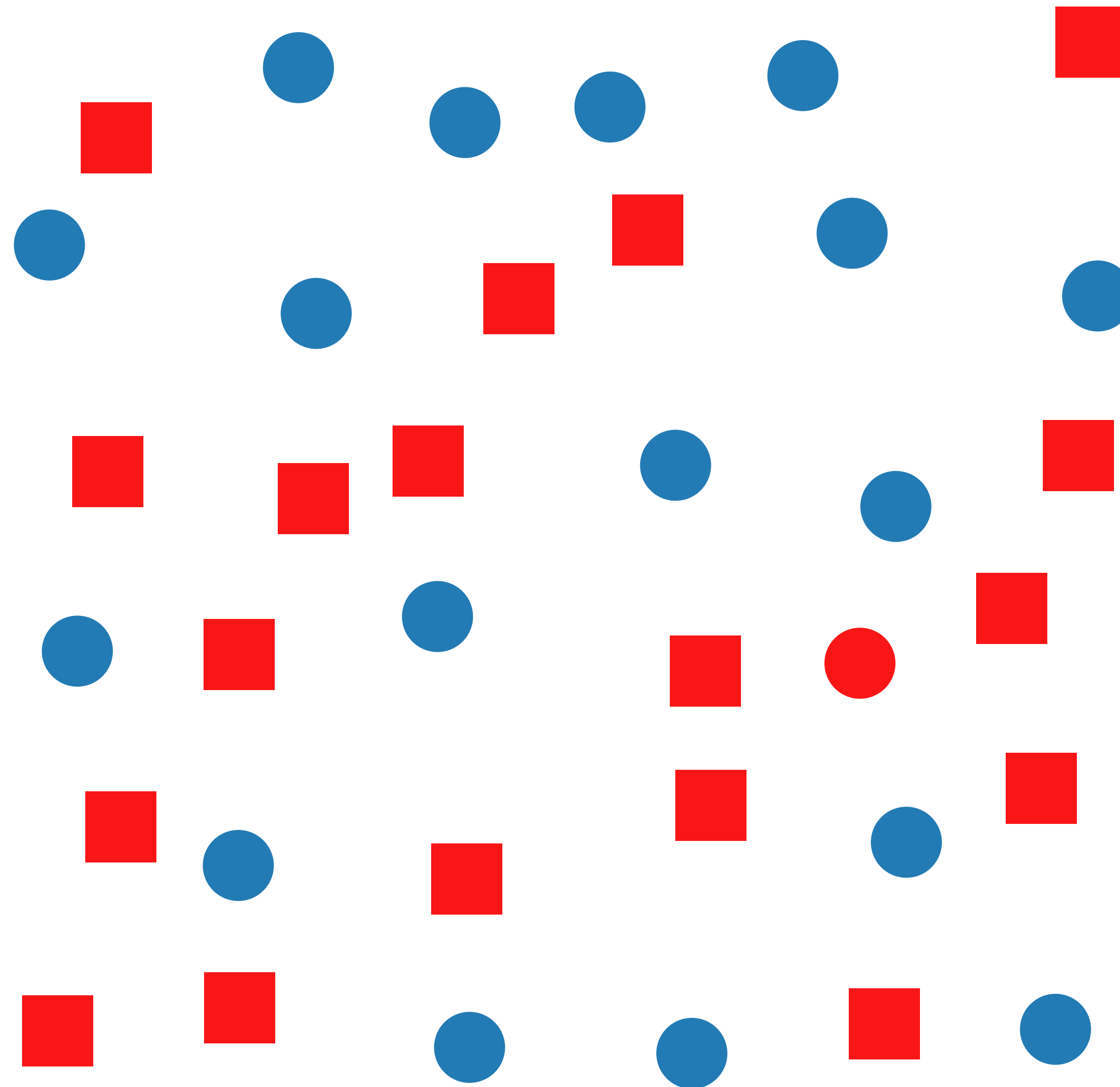
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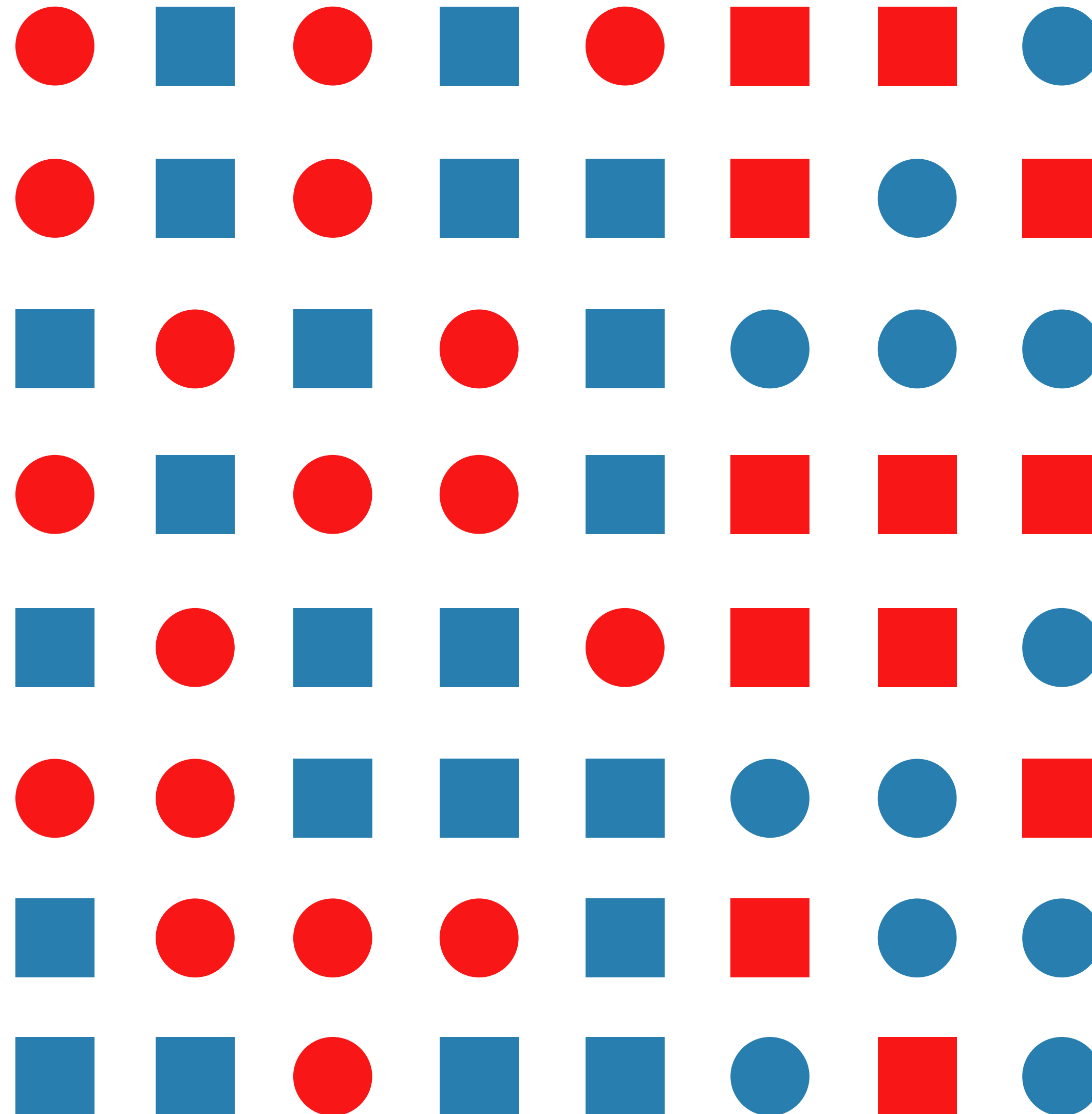
[C. G. Healey]

Visual Perception Limitations



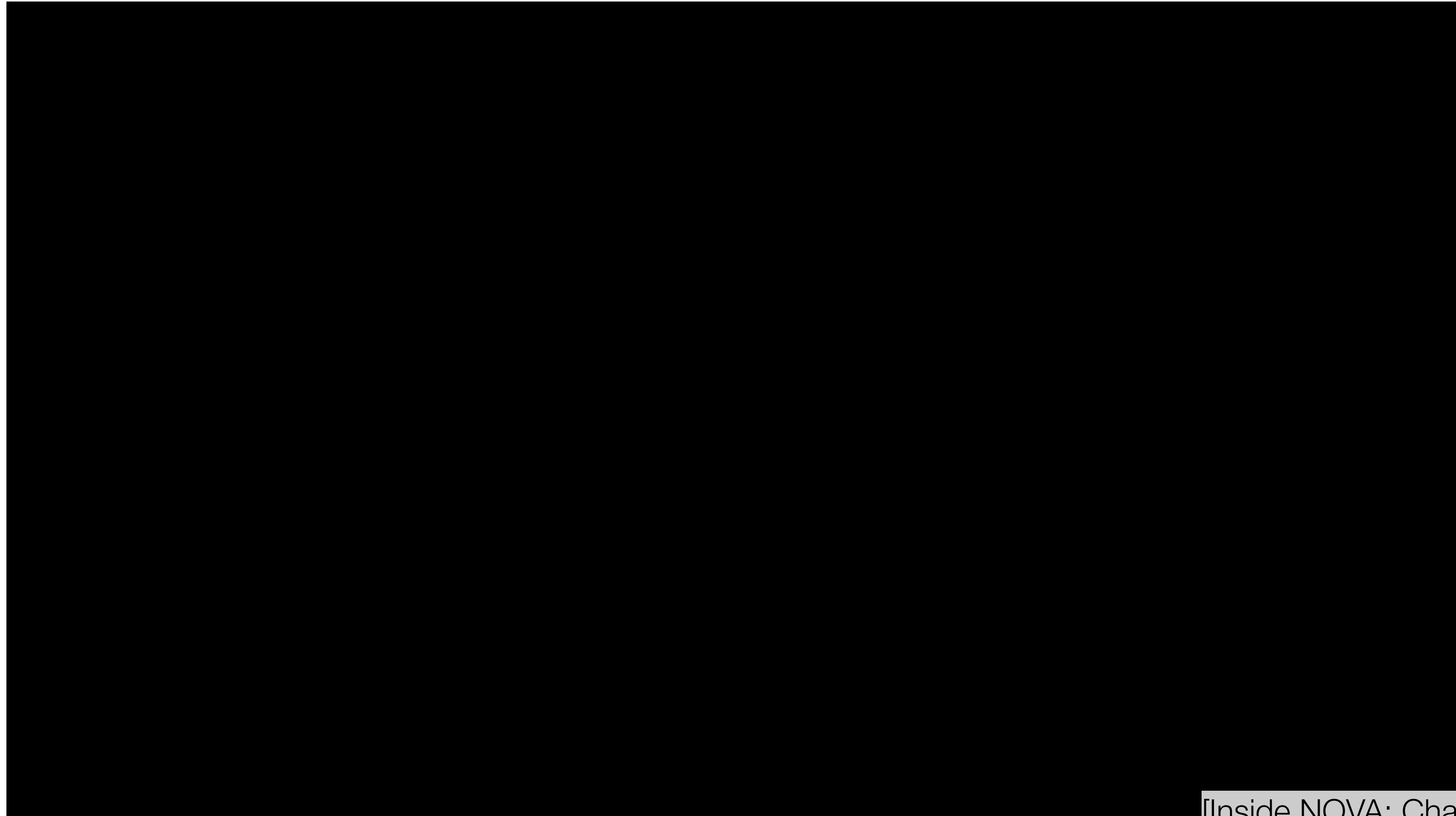
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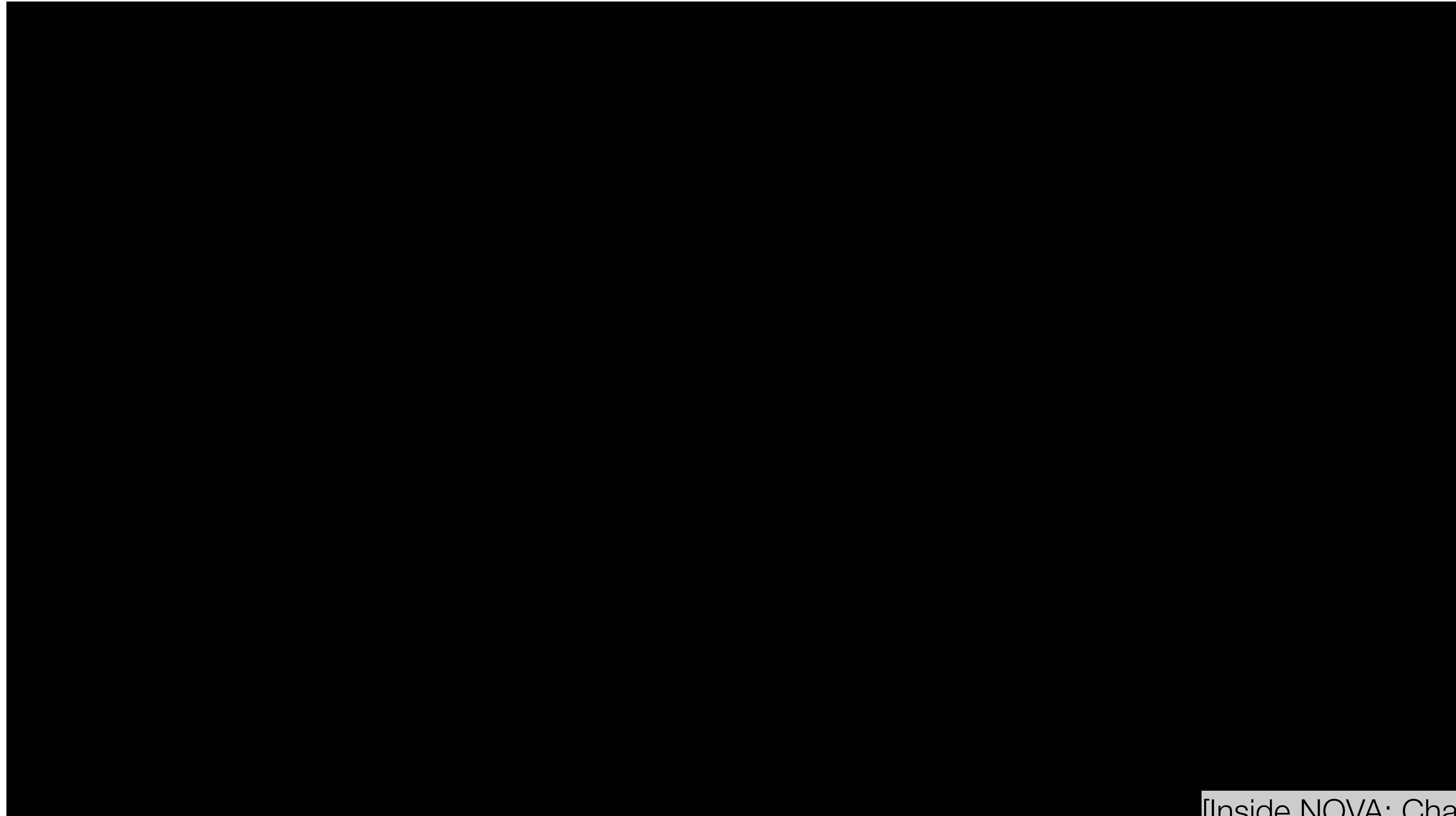
[C. G. Healey]

Human Perception



[Inside NOVA: Change Blindness]

Human Perception



[Inside NOVA: Change Blindness]

Not Uncommon



[Inside NOVA: Change Blindness]

Not Uncommon



[Inside NOVA: Change Blindness]

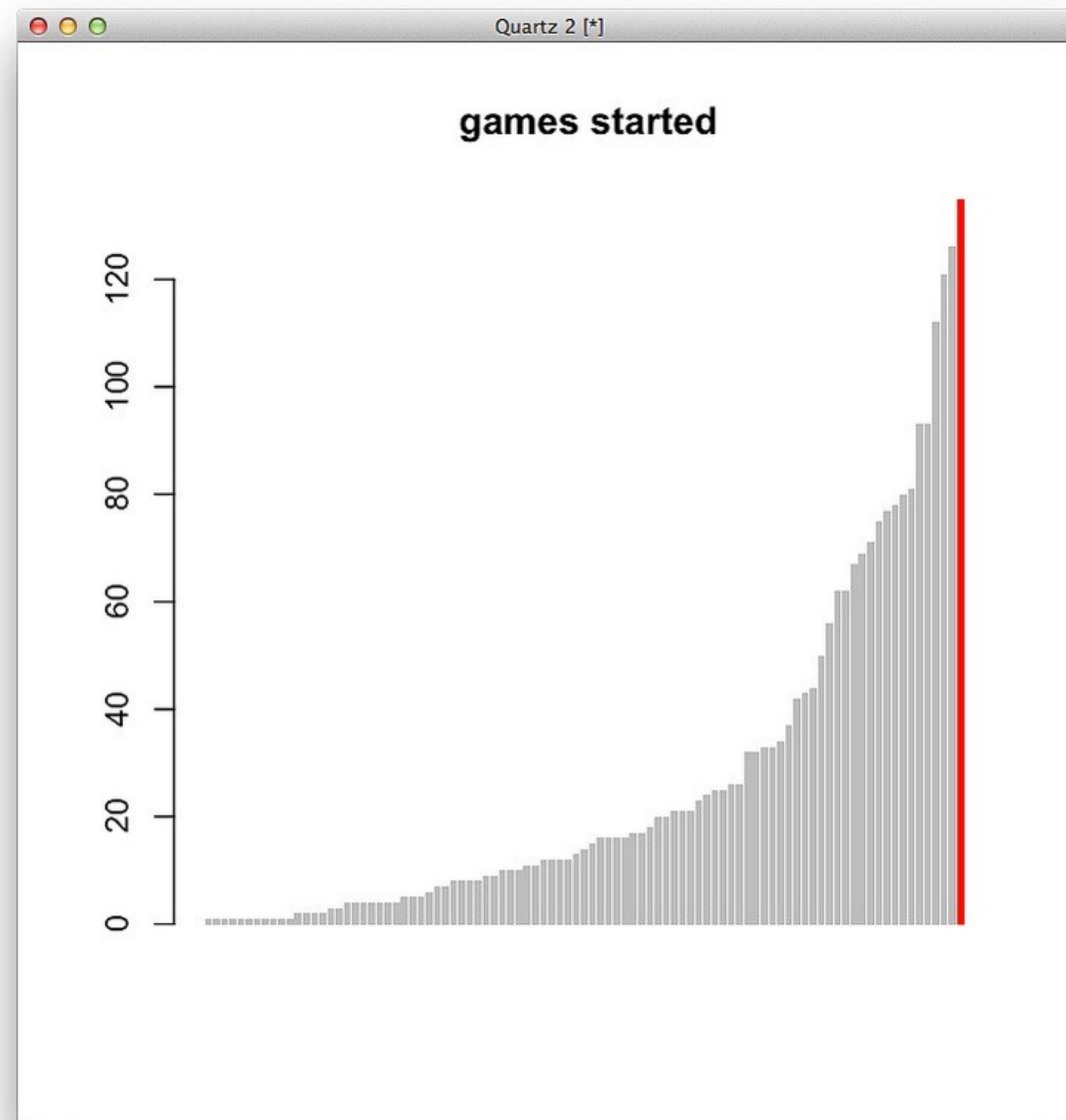
Other Human Limitations

- Visual working memory is **small**
- **Change blindness:** A failure to notice a change in our view
- **Inattentional blindness:** A failure to notice something else going on in our view while focusing on a particular task
- "The goal of vision is not to build a complete photograph or model of the world in your mind. The goal of vision is to make sense of the meaning of the world around you." - D. Simons

Definition

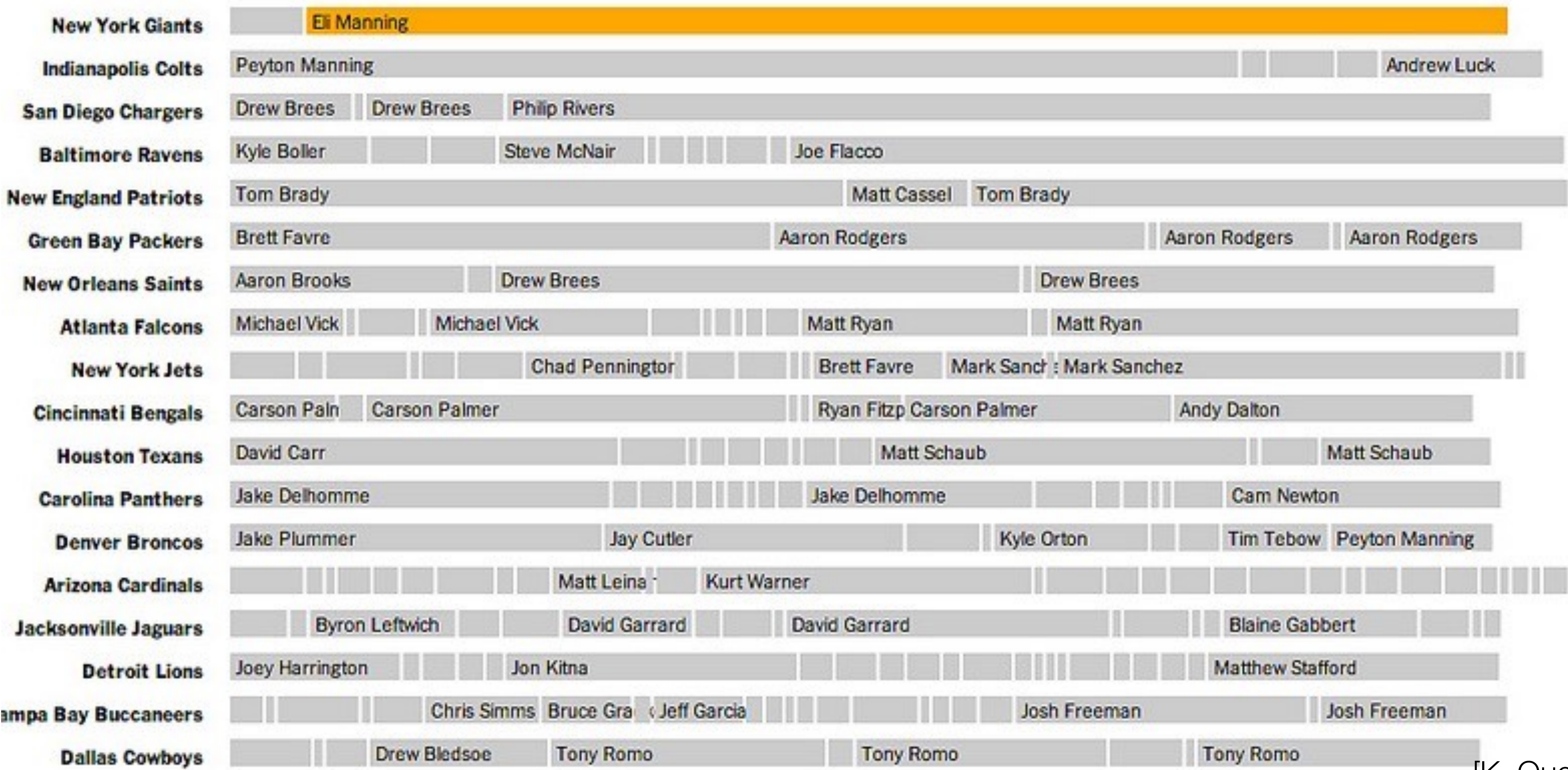
“Computer-based visualization systems provide visual representations of datasets **designed** to help people carry out tasks more effectively”

Design Process: Iteration



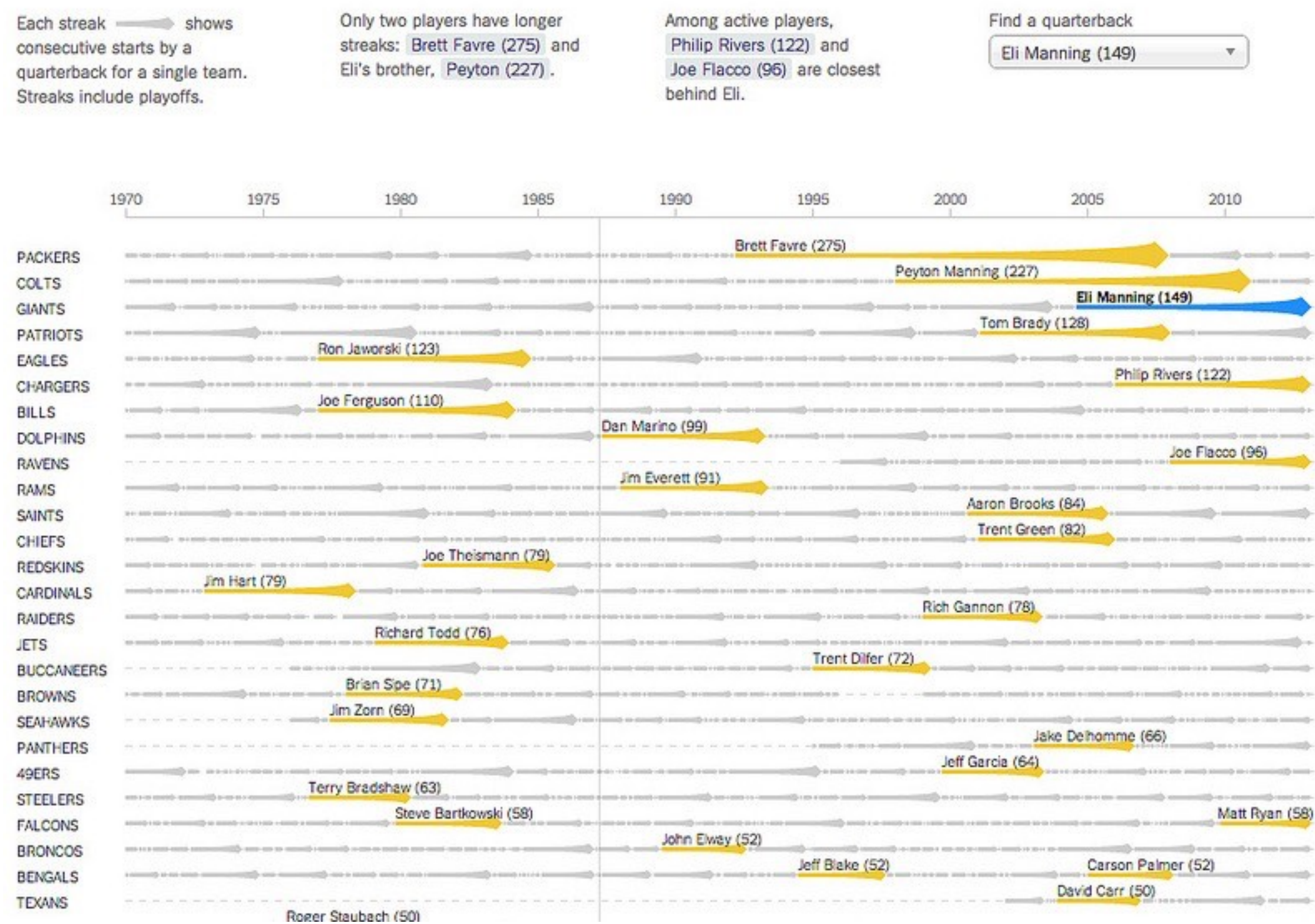
[K. Quealy, 2013]

Design Process: Iteration



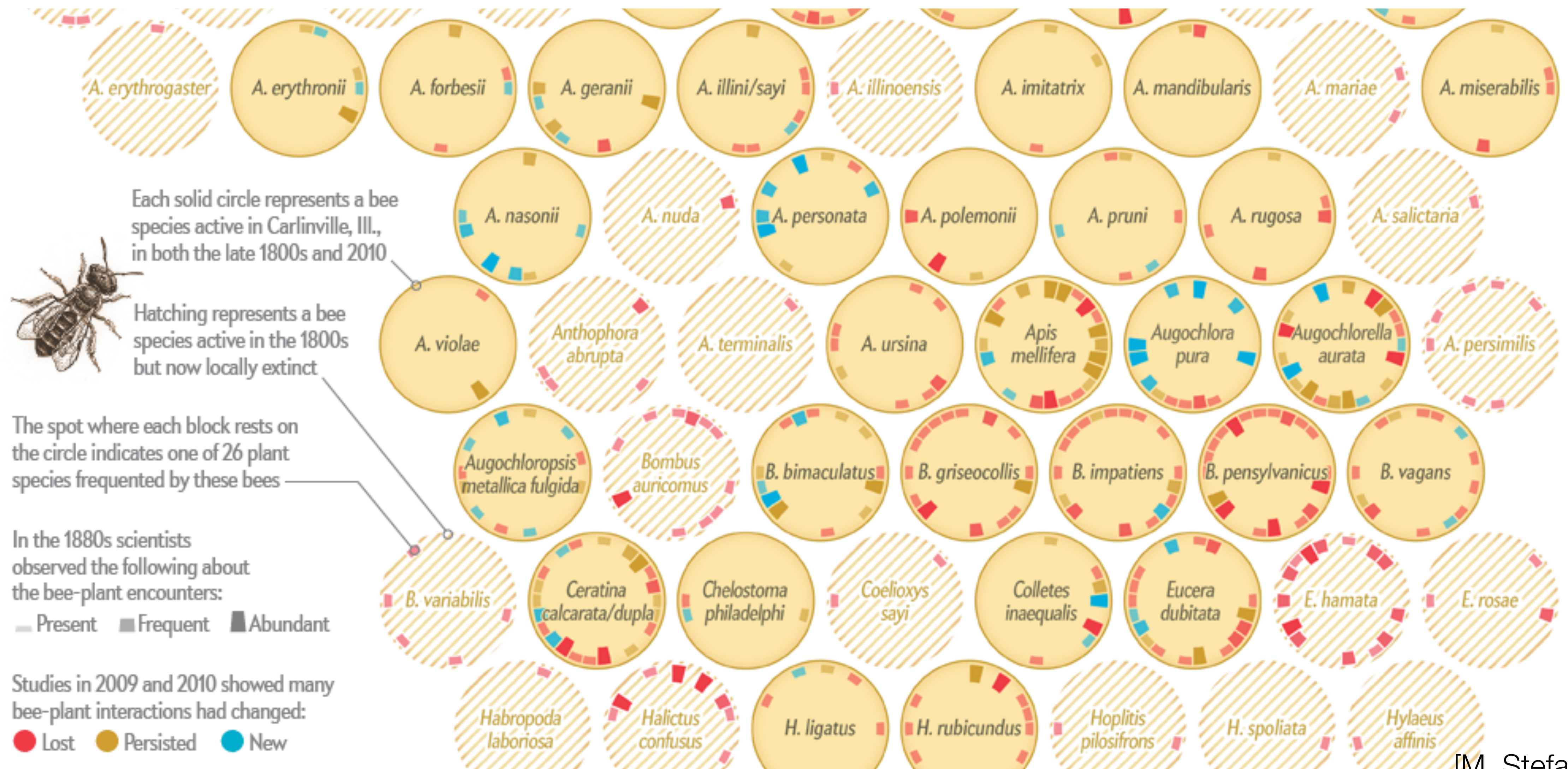
[K. Quealy, 2013]

Design Process: Iteration



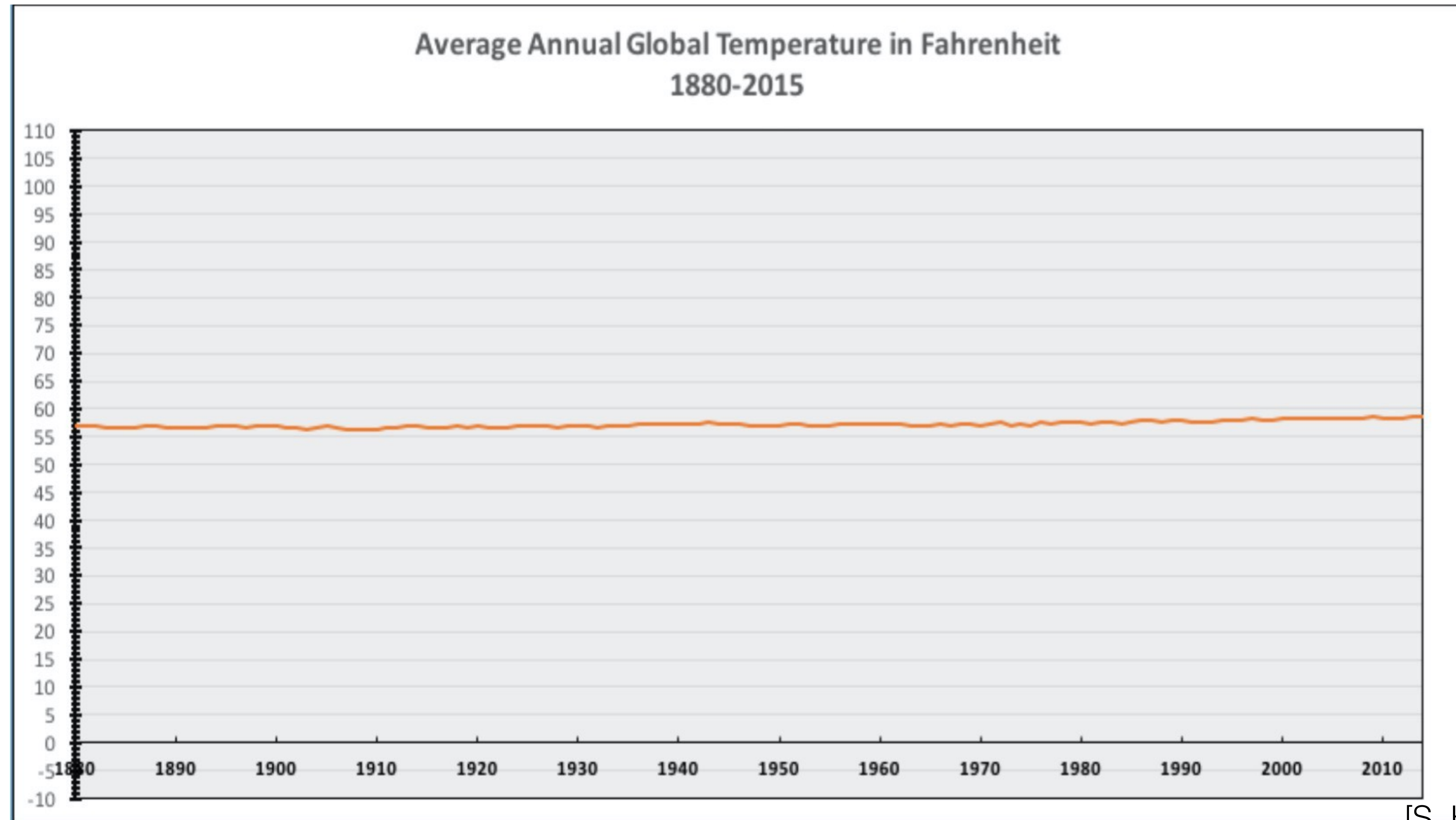
[K. Quealy, 2013]

Design Example



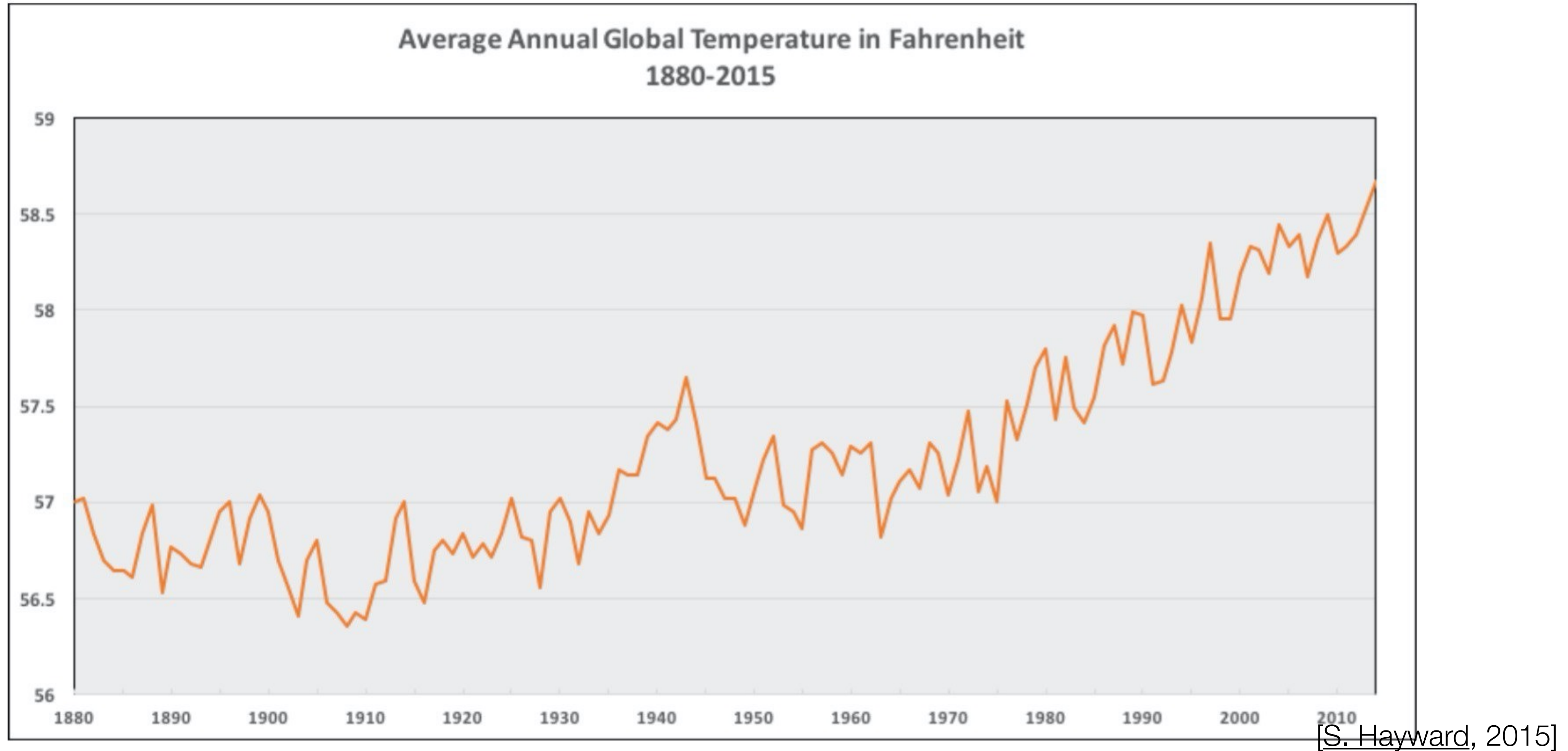
[M. Stefaner, 2013]

Impact of Design Choices: y-axis scale

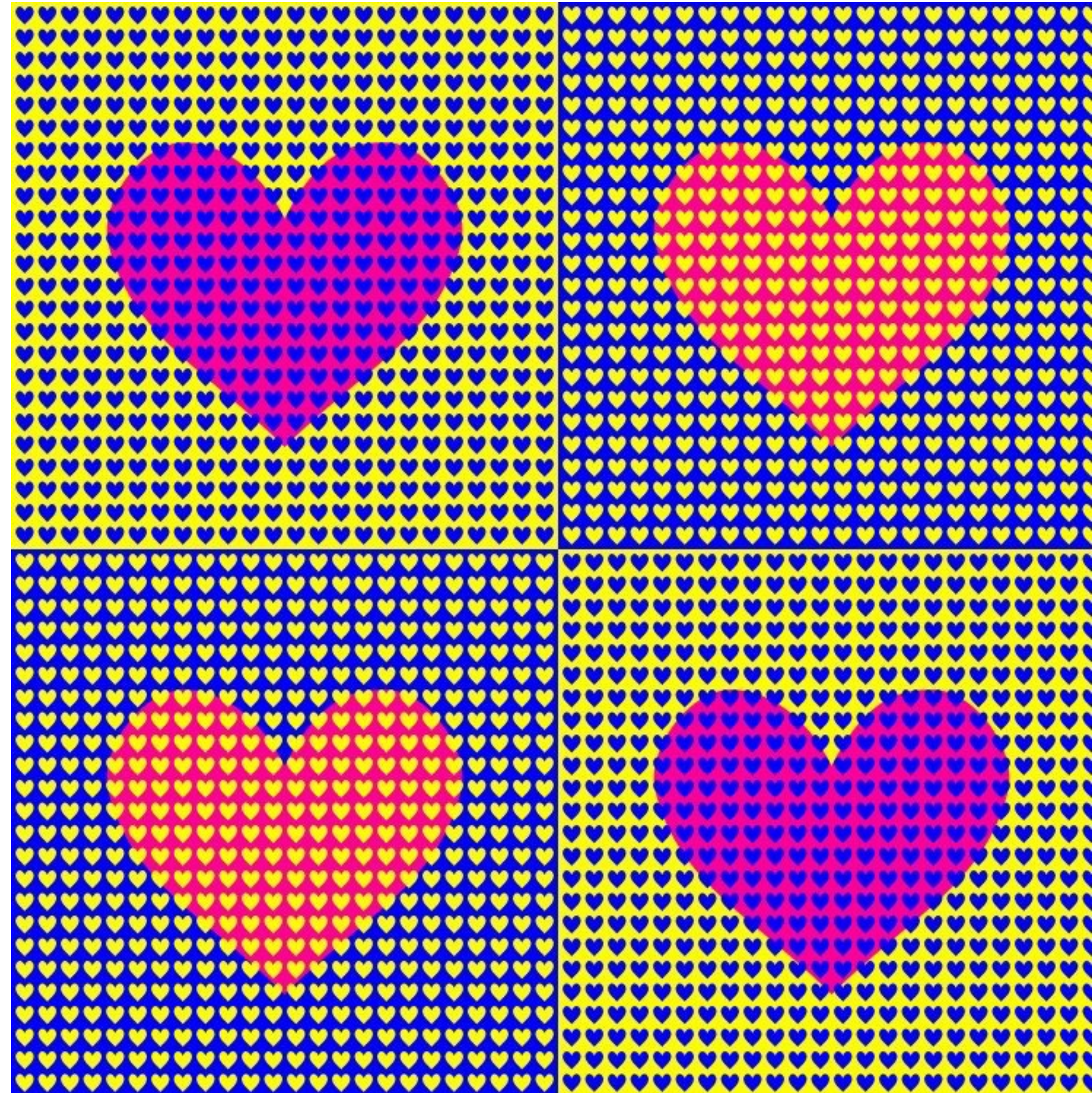


[S. Hayward, 2015]

Impact of Design Choices: y-axis scale

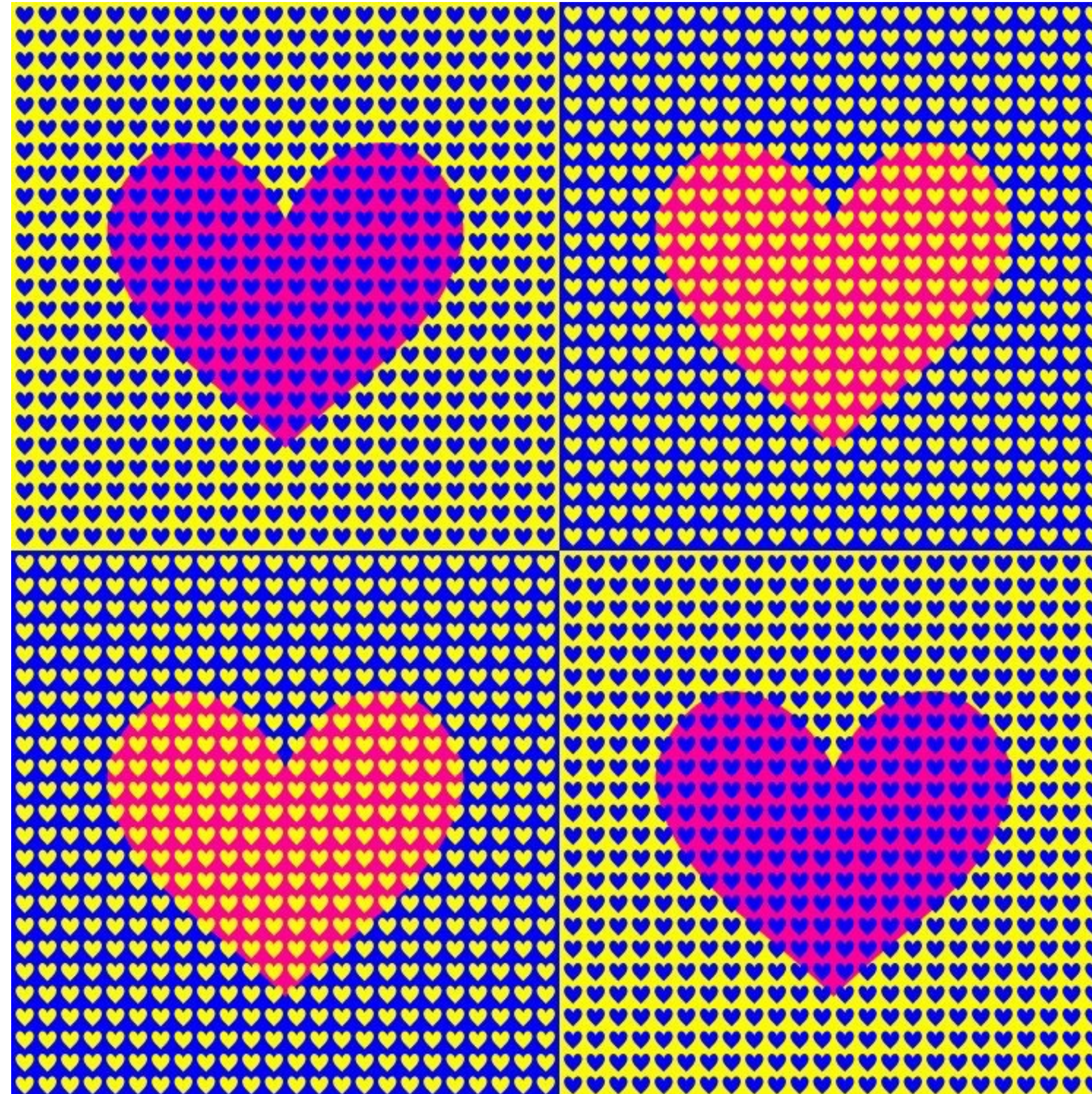


Impact of Design Choices: color



[A. Kitaoka]

Impact of Design Choices: color

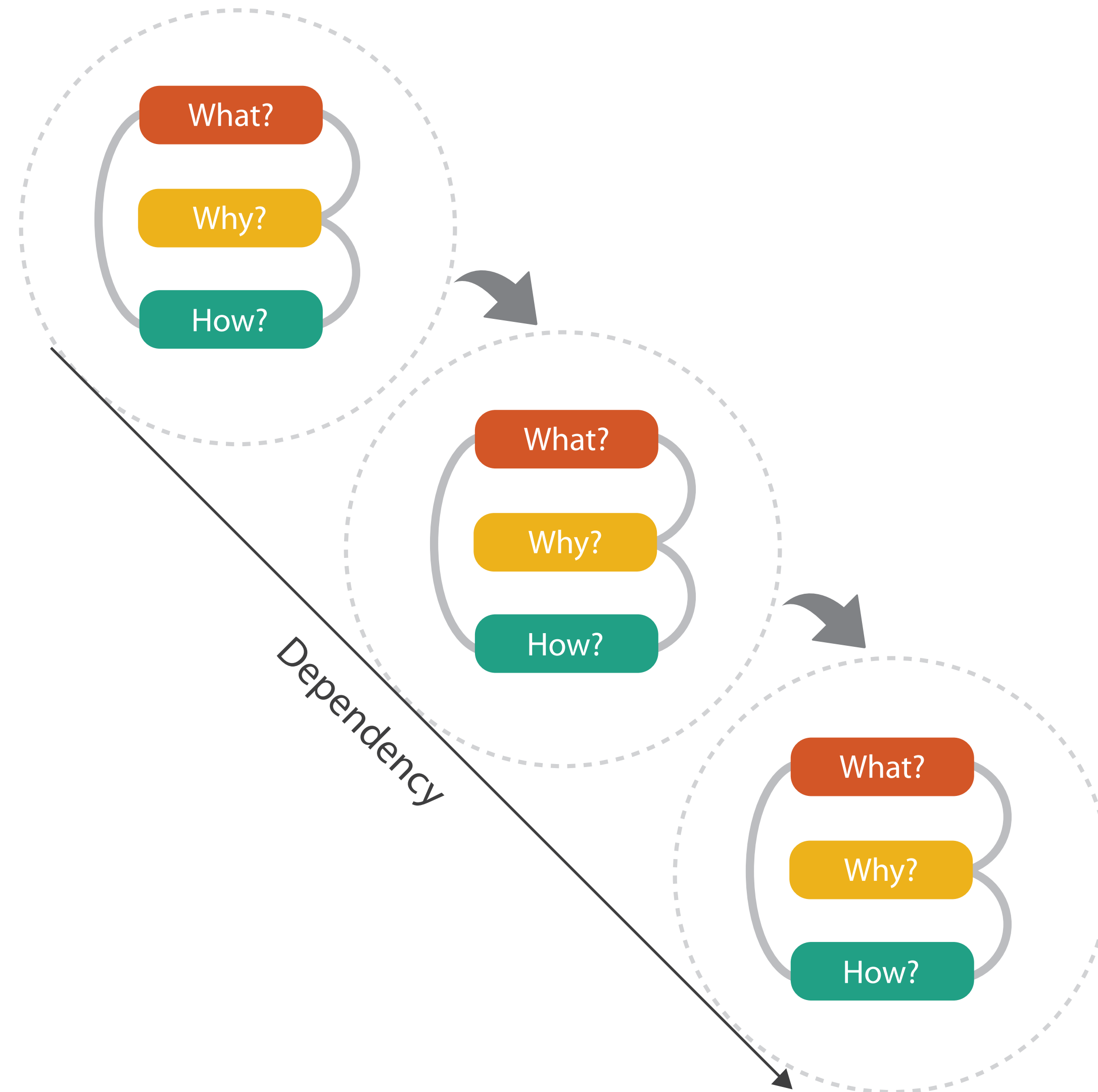


Red,
yellow,
blue

Purple,
orange
do not
exist!

[A. Kitaoka]

Analyzing Visualizations



[Munzner (ill. Maguire), 2014]

Data Exploration through Visualization

Transportation Data - NYC MTA



MTA Fare Data Exploration

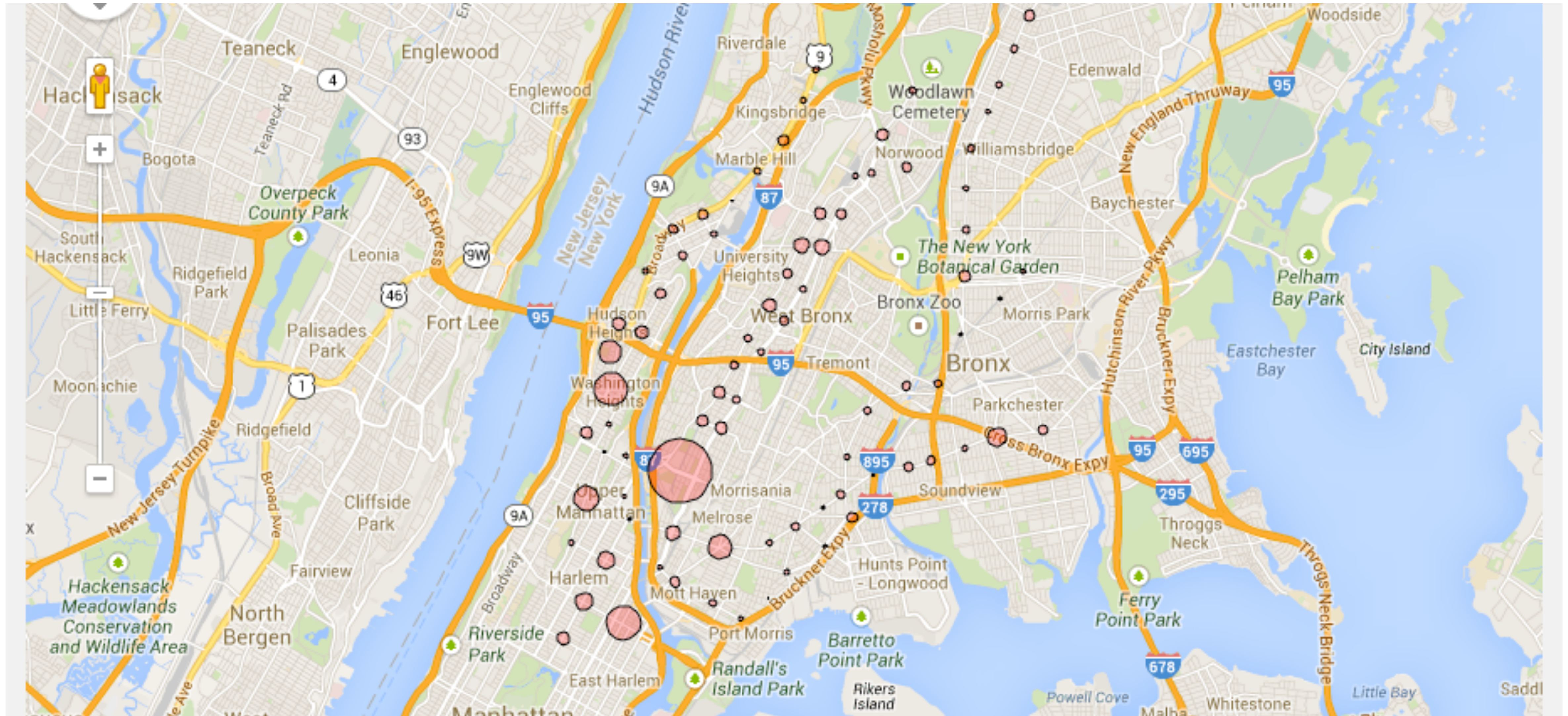
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12	R029	PARK PLACE	00121614	00004311	00000287	00000931	00000792	00025404	00065362
13	R047	42ND STREET & GRAND CENTRAL	00100742	00004273	00000185	00000704	00001241	00022808	00068216

This map illustrates the spatial distribution of 100,000 points across the New York City metropolitan area. The points are densely packed in the central urban core, particularly in Manhattan, and become sparser as they move into the surrounding suburbs and rural areas. The points are colored in a gradient, with white points representing the outer edges of the distribution and red points representing the inner core. The map includes major highways, water bodies, and surrounding suburbs.

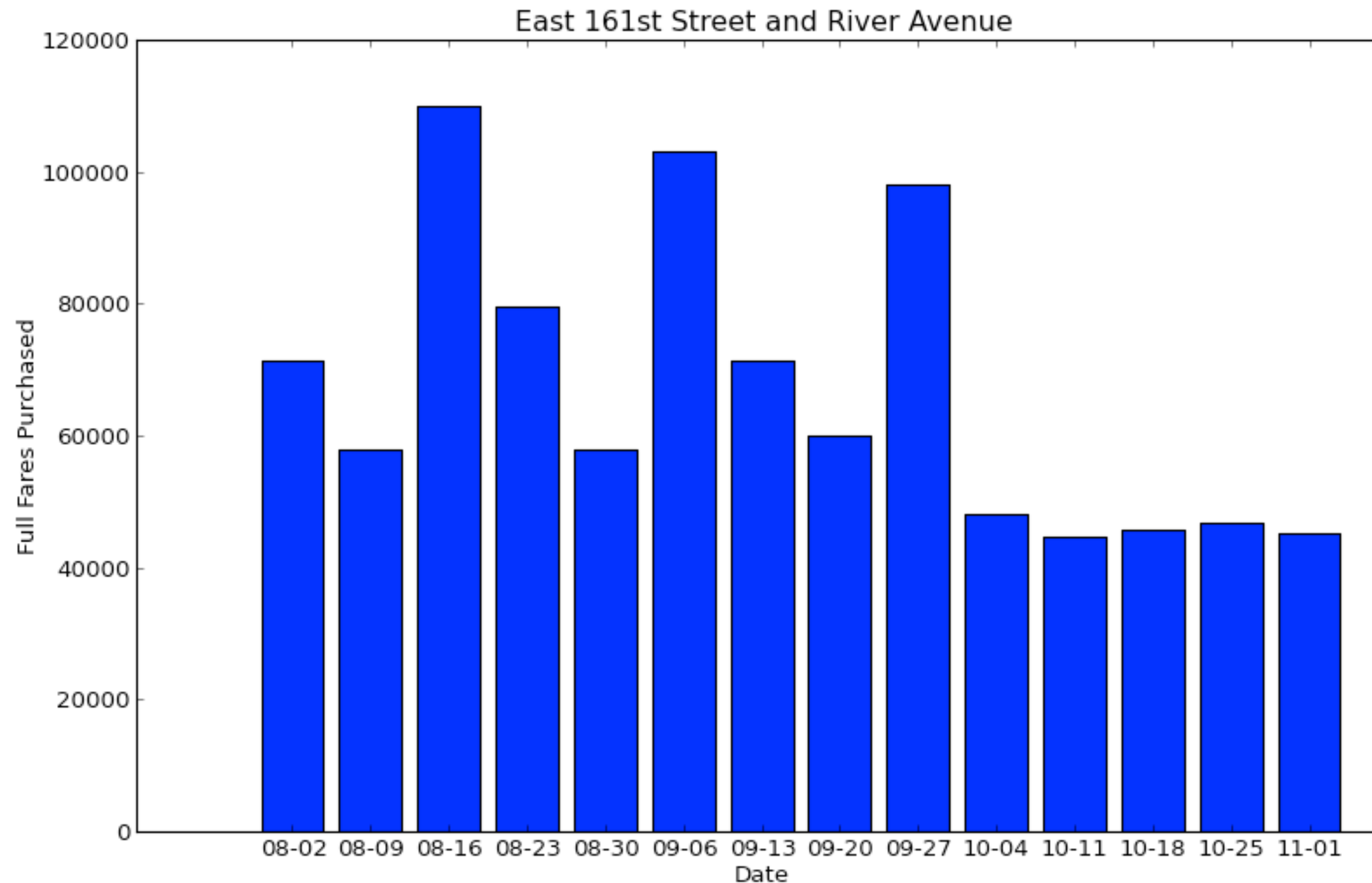
[illegible]

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

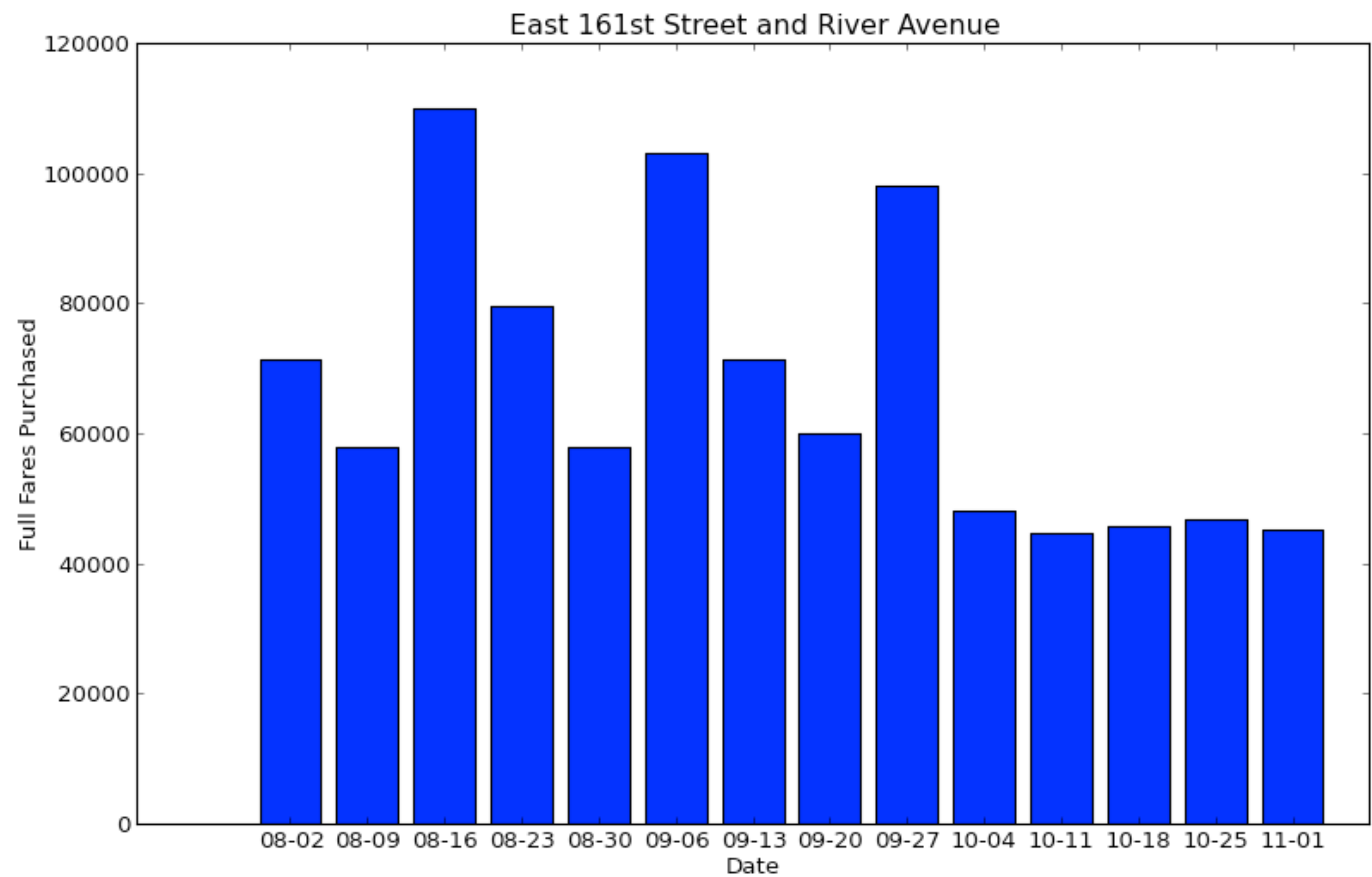
MTA Fare Data Exploration



MTA Fare Data Exploration



MTA Fare Data Exploration



New York Yankees

AUGUST

SUN	MON	TUE	WED	THU	FRI	SAT
yankees.com				1	2 SD 10:10 YES	3 SD 8:40 YES
4 SD 4:10 YES	5 CHW 8:10 YES	6 CHW 8:10 MY9	7 CHW 8:10 YES	8	9 DET 7:05 YES	10 DET 1:05 YES
11 DET TBA TBA	12 LAA 7:05 YES	13 LAA 7:05 YES	14 LAA 7:05 YES	15 LAA 1:05 YES	16 BOS 7:10 MY9	17 BOS 4:05 FOX
18 BOS TBA TBA	19	20 TOR 7:05 MY9	21 TOR 7:05 YES	22 TOR 1:05 YES	23 TB 7:10 MY9	24 TB 7:10 YES
25 TB 1:40 YES	26 TOR 7:07 YES	27 TOR 7:07 YES	28 TOR 7:07 YES	29	30 BAL 7:05 YES	31 BAL 1:05 YES

SEPTEMBER

SUN	MON	TUE	WED	THU	FRI	SAT
1 BAL 1:05 YES	2 CHW 1:05 YES	3 CHW 7:05 YES	4 CHW 7:05 YES	5 BOS 7:05 YES	6 BOS 7:05 YES	7 BOS 1:05 FOX
8 BOS TBA TBA	9 BAL 7:05 YES	10 BAL 7:05 MY9	11 BAL 7:05 YES	12 BAL 7:05 YES	13 BOS 7:10 MY9	14 BOS 1:05 FOX
15 BOS TBA TBA	16	17 TOR 7:07 MY9	18 TOR 7:07 YES	19 TOR 7:07 YES	20 SF 7:05 YES	21 SF TBA TBA
22 SF 1:05 YES	23	24 TB 7:05 MY9	25 TB 7:05 YES	26 TB 7:05 YES	27 HOU 8:10 YES	28 HOU TBA TBA
29 HOU 2:10 YES	30	ALL GAMES ARE EASTERN TIME.				

• 2013 REGULAR SEASON SCHEDULE •

Programming

- "Programming is blindly manipulating symbols." - B. Victor
- "Code is often the best tool we have because it is the most **general** tool we have; code has almost unlimited expressiveness" - M. Bostock
- You will write code in this class
 - Your assignments will involve code
 - Your project will involve code
- JavaScript is the language of the Web
 - Somewhat forgiving, not always the easiest to debug
 - Lots of references out there
 - A quickly-changing environment of frameworks

What languages do we use on the Web?

Languages of the Web

- HTML
- CSS
- SVG
- JavaScript
 - Versions of Javascript: ES6, ES2015, ES2020...
 - Specific frameworks: react, jQuery, bootstrap, D3

Web Programming Tools

- Basic: Text editor and Modern Browser
- Developer Tools: Built in to browsers (e.g. Chrome Developer Tools)
- Web Environments: CodePen, JSFiddle, Liveweave, CodeSandbox, etc.
- IDEs: WebStorm, etc.

Hyper Text Markup Language (HTML)

- Markup languages allow users to encode the **semantics** of text
- Tags define the boundaries of the structures of the content
 - Tags are enclosed in angle brackets (e.g. `<html>`)
 - Most of the time, you have a start and end tag
 - End tags are just like start tags except that they have forward slash after the open bracket (e.g. `</html>`)
 - Tags may be nested but not mismatched
 - `<p>A <strong><em>very</em></strong> cool example</p>`
 - `<p>A <strong>very <em>cool</strong></em> example</p>`
 - What about ``?

HTML Elements and Attributes

- Tags denote **elements** of the content (e.g. sections, paragraphs, images)
- Each element may have **attributes** which define other information about the element
 - An attribute has a **key** and **value** (*key="value"*)
 - e.g. ``
- Many different elements available
 - Common: headers (`h1`, ..., `h6`), paragraph (`p`), lists (`ul`, `ol`, `li`), emphasis (`em`, `strong`), link (`a`), spans & divisions (`span`, `div`)
 - Lots more (e.g. `abbr`): see [MDN Documentation](#)
- Many different attributes available
 - See [MDN Documentation](#): note that some are legacy due to CSS

HTML Element Structure & Naming

- Elements structure a document
 - Document Object Model (DOM)
 - We can visualize this information
 - More importantly, we can **navigate** this tree
- Identifying and Classifying elements: `id` and `class` attributes
 - `id` identifies a **single** element—use for a unique case
 - `class` may identify **multiple** elements—use for common cases
 - Each element may have multiple classes, separate by spaces
 - Use normal identifiers: don't start the name with a number

Other HTML Trivia

- `<`, `>`, `&`, and `"` are special characters, escape with `<`, `>`, `&`, and `"`; (note the semi-colon)
- Comments are enclosed by `<!--` and `-->`
 - `<!-- This is a comment -->`
- HTML Documents begin with a `DOCTYPE` declaration
 - For HTML5, this is easier `<!DOCTYPE html>`
- meta tag: `<meta charset="UTF-8"/>`
- HTML has audio and video tags, math equation support, and more

Basic HTML File

```
<!DOCTYPE html>
<html>
  <head>
    <title>A Basic Web Page</title>
  </head>
  <body>
    <h1>My Wicked Awesome Web Page</h1>
    <p><em>This is <strong>cool</strong>. What about
<u><strong>this?</strong></u></em></p>
    
  </body>
</html>
```

- <https://codepen.io/dakoop/pen/PdRKEL>