

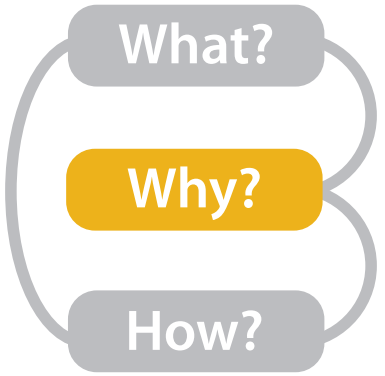
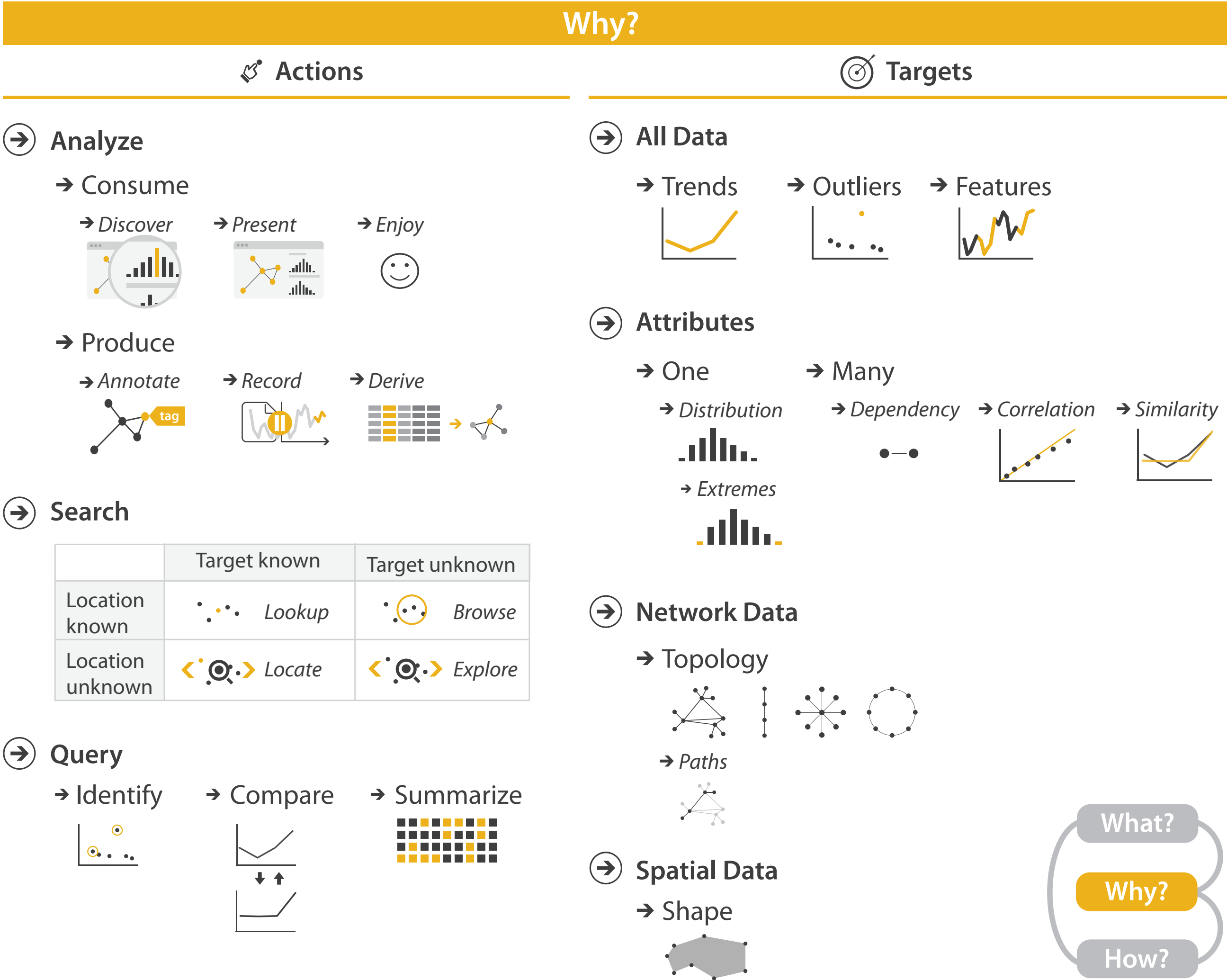
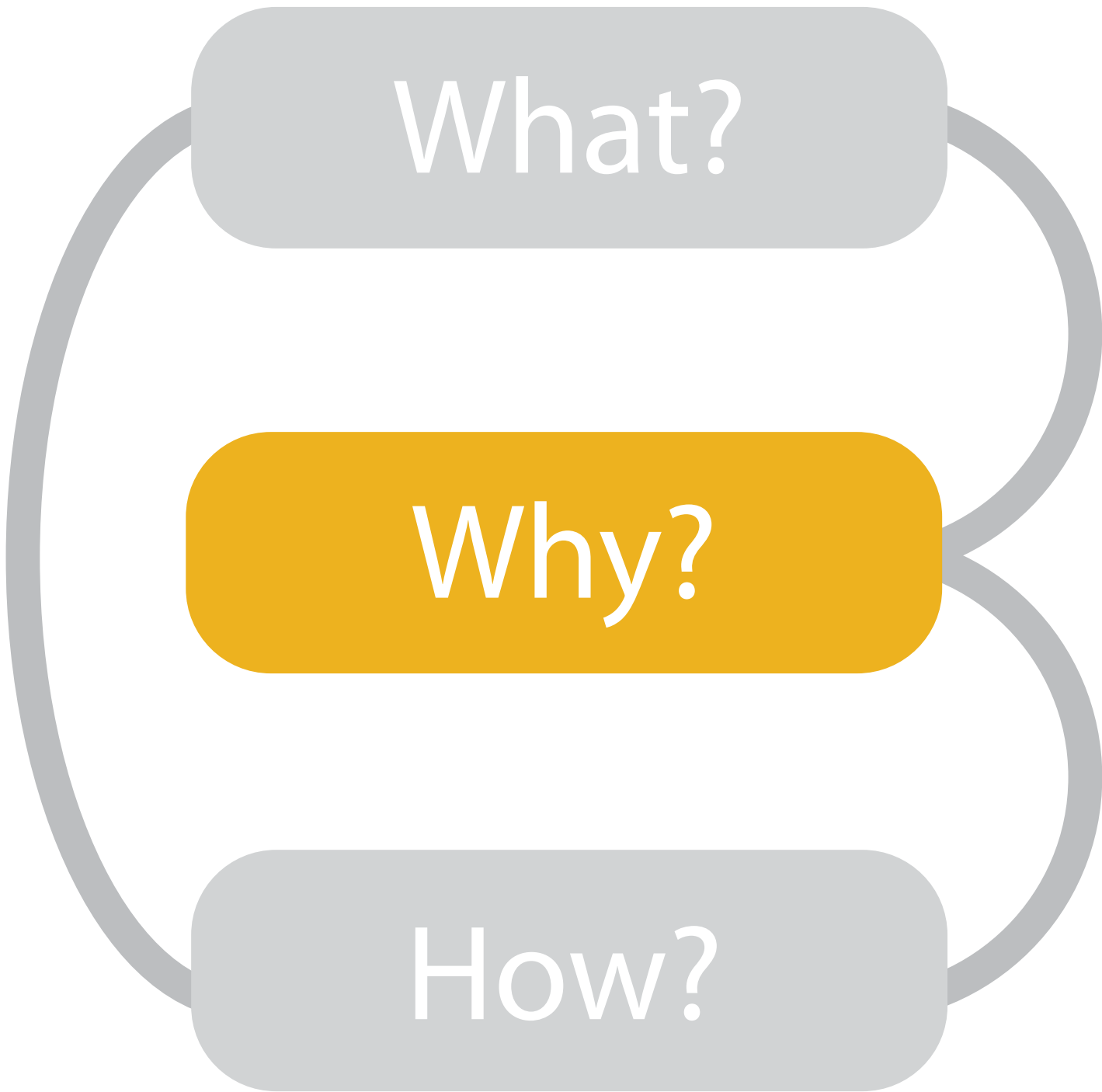
# Data Visualization (CSCI 627/490)

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D3

Dr. David Koop

# Tasks



[Munzner (ill. Maguire), 2014]

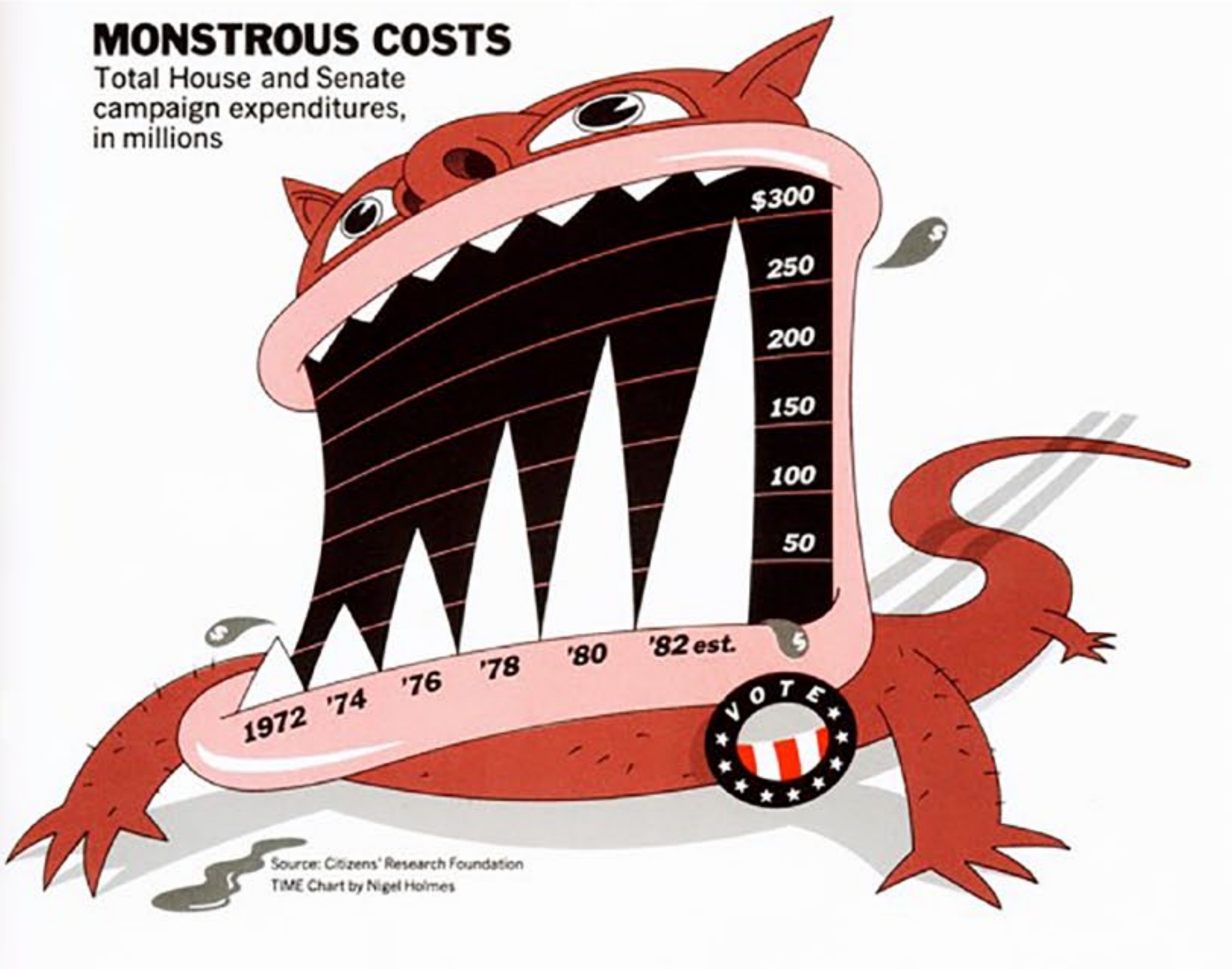
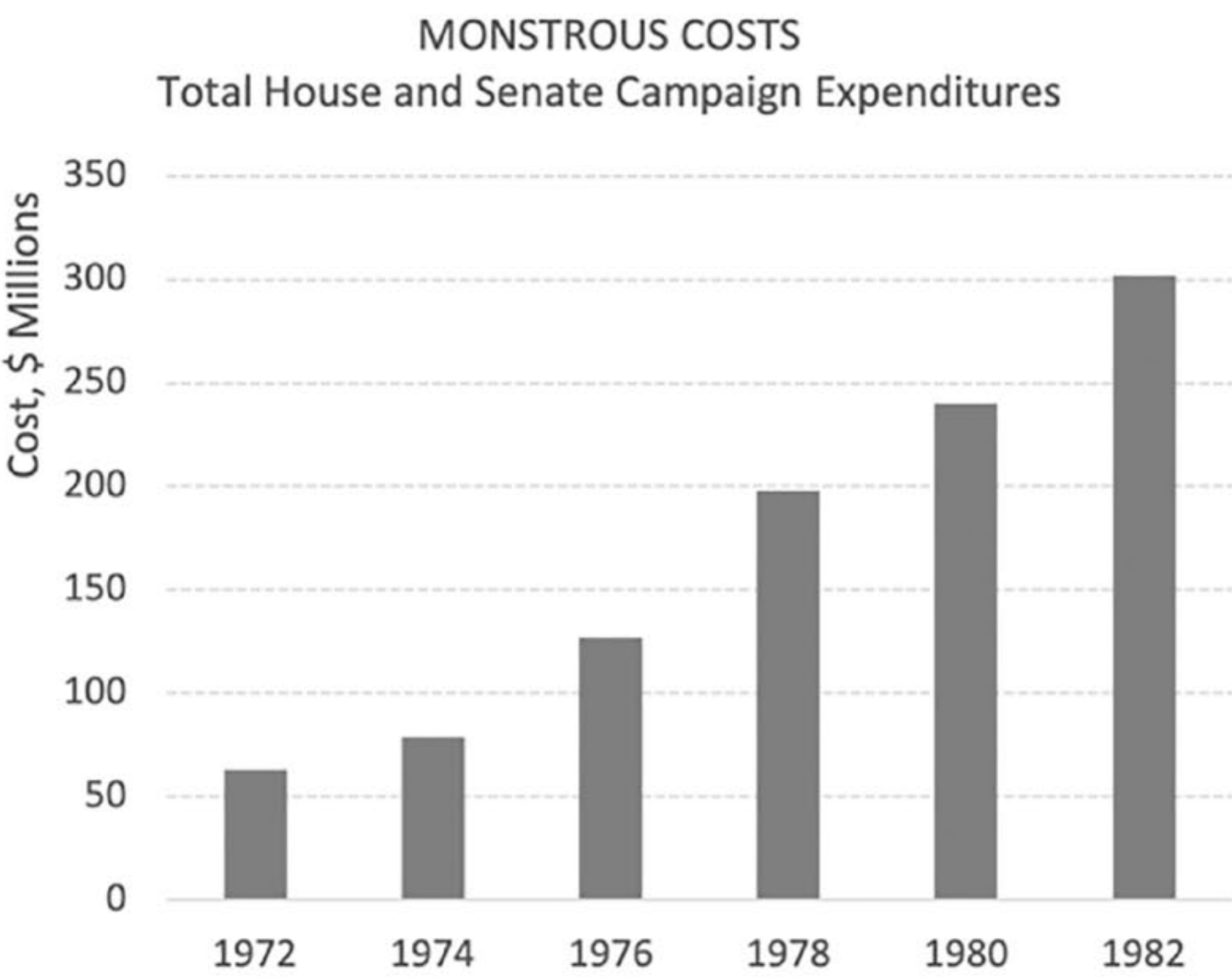
# Visualization for Consumption

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- Discover new knowledge
  - Generate new hypothesis or verify existing one
  - Designer doesn't know what users need to see
  - "why doesn't dictate how"
- Present known information
  - Presenter already knows what the data says
  - Wants to communicate this to an audience
  - May be static but not limited to that
- Enjoy
  - Similar to discover, but without concrete goals
  - May be enjoyed differently than the original purpose



# Memorability



[N. Holmes, 2014] and [S. Franconeri et al., 2021]


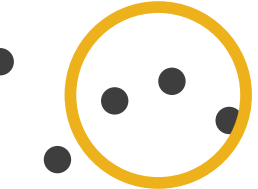


# Visualization for Production

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- Generate new material
- Annotate:
  - Add more to a visualization
  - Usually associated with text, but can be graphical
- Record:
  - Persist visualizations for historical record
  - Provenance (graphical histories): how did I get here?
- Derive (Transform):
  - Create new data
  - Create derived attributes (e.g. mathematical operations, aggregation)

# Actions: Search

- What does a user know?
  - Lookup: check bearings
  - Locate: find on a map
  - Browse: what's nearby
  - Explore: where to go
  - Patterns

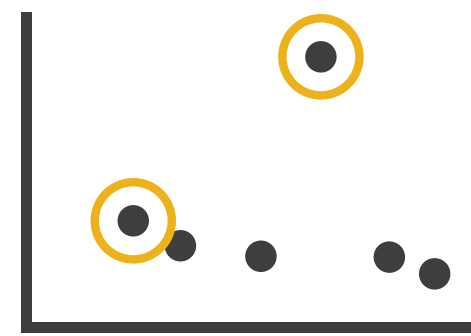
	Target known	Target unknown
Location known	 <i>Lookup</i>	 <i>Browse</i>
Location unknown	 <i>Locate</i>	 <i>Explore</i>

[Munzner (ill. Maguire), 2014]

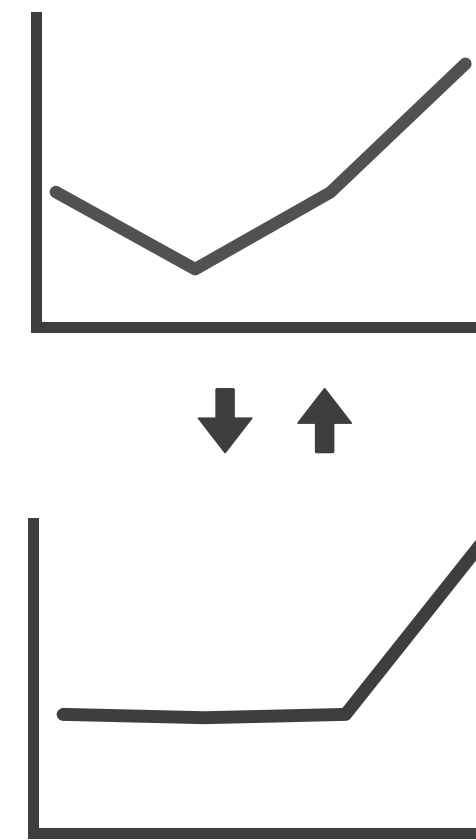


# Query

→ Identify



→ Compare



→ Summarize



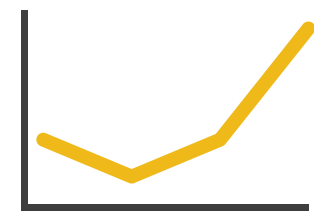
- Number of targets: One, Some (Often 2), or All
- Identify: characteristics or references
- Compare: similarities and differences
- Summarize: overview of everything

[Munzner (ill. Maguire), 2014]

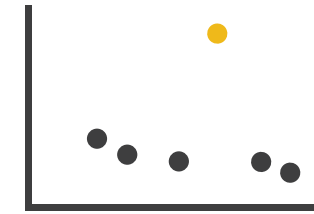
# Targets

## ➔ ALL DATA

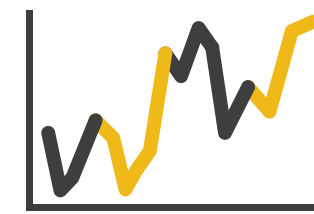
➔ Trends



➔ Outliers



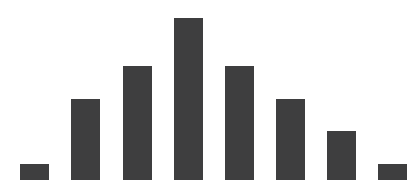
➔ Features



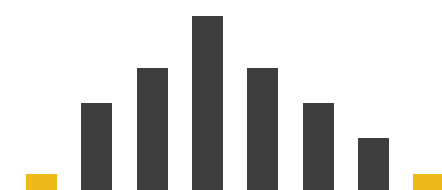
## ➔ ATTRIBUTES

➔ One

➔ *Distribution*



↓ *Extremes*

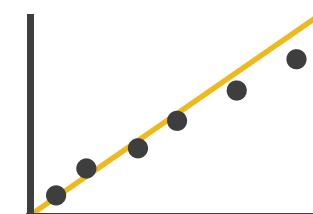


➔ Many

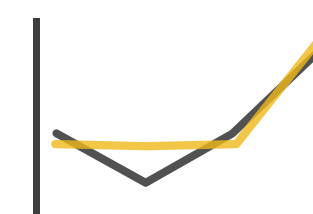
➔ *Dependency*



➔ *Correlation*

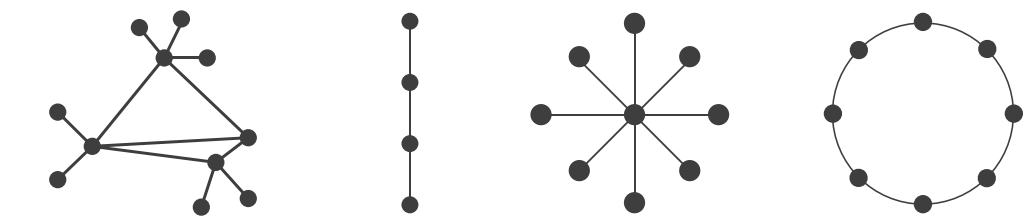


➔ *Similarity*

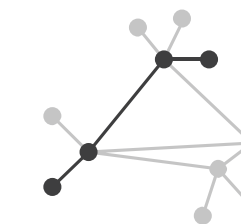


## ➔ NETWORK DATA

➔ Topology

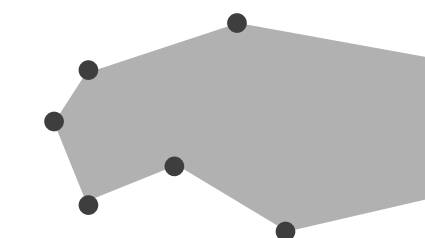


➔ *Paths*



## ➔ SPATIAL DATA

➔ Shape

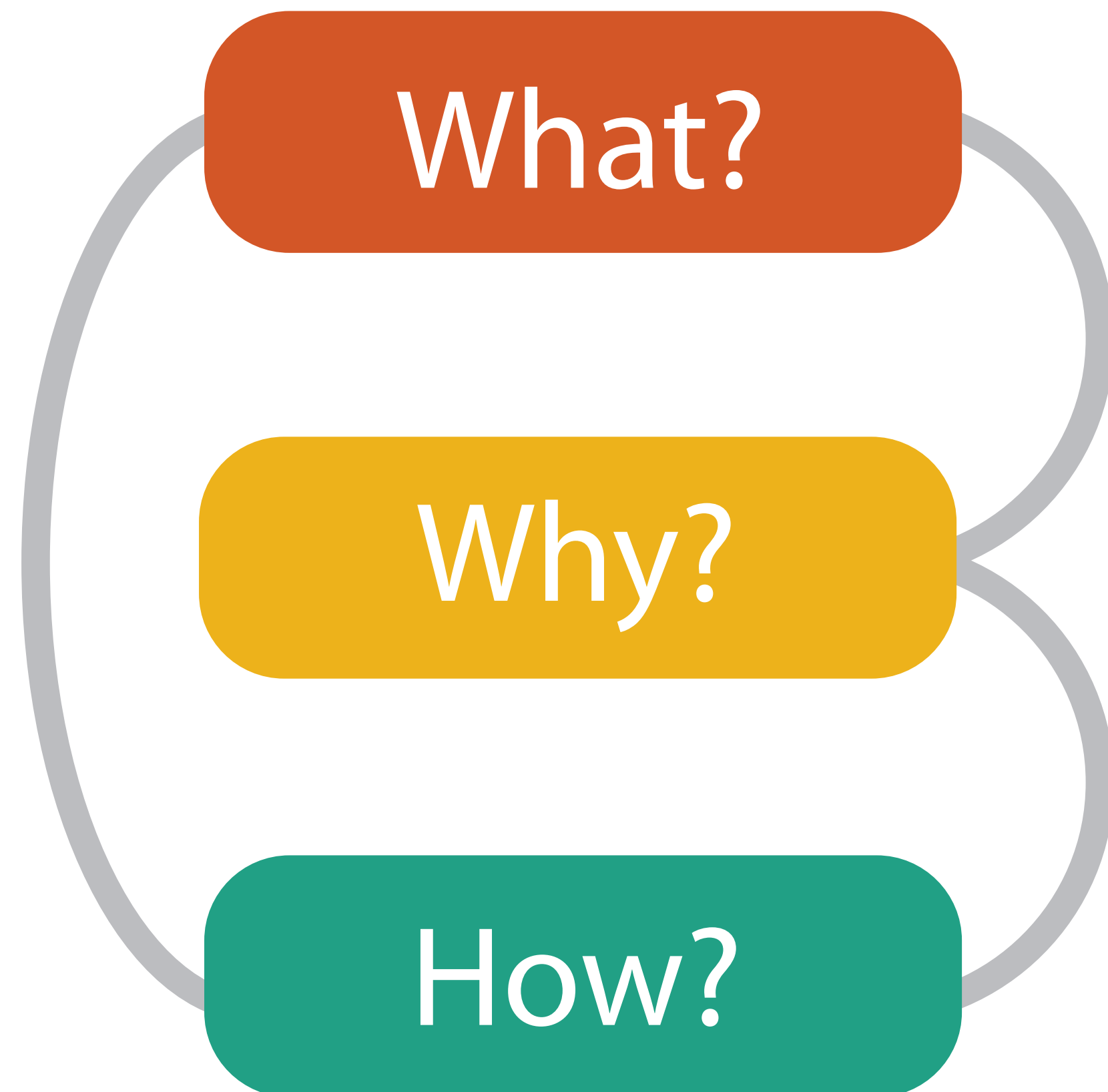


[Munzner (ill. Maguire), 2014]



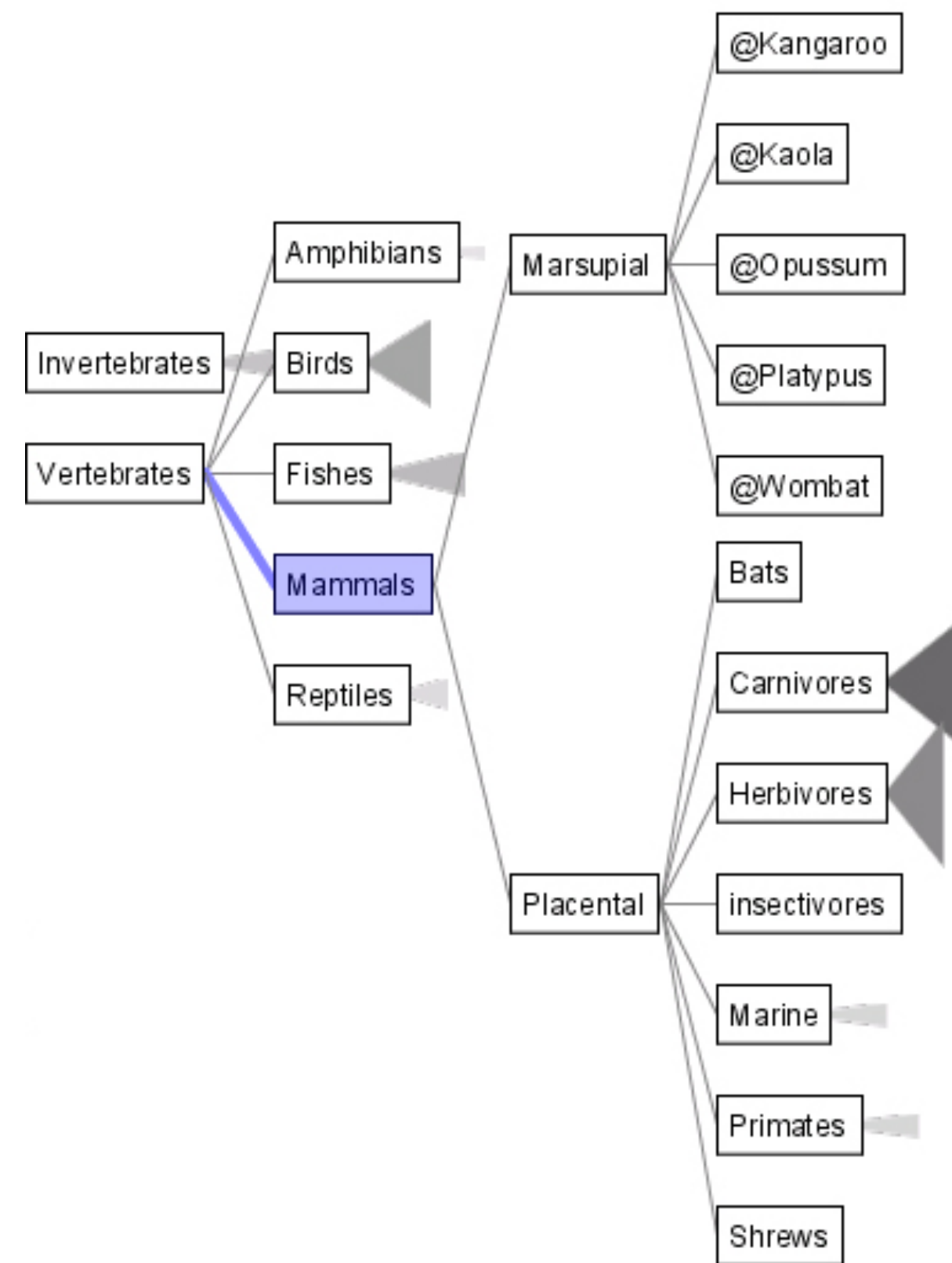
# Roadmap

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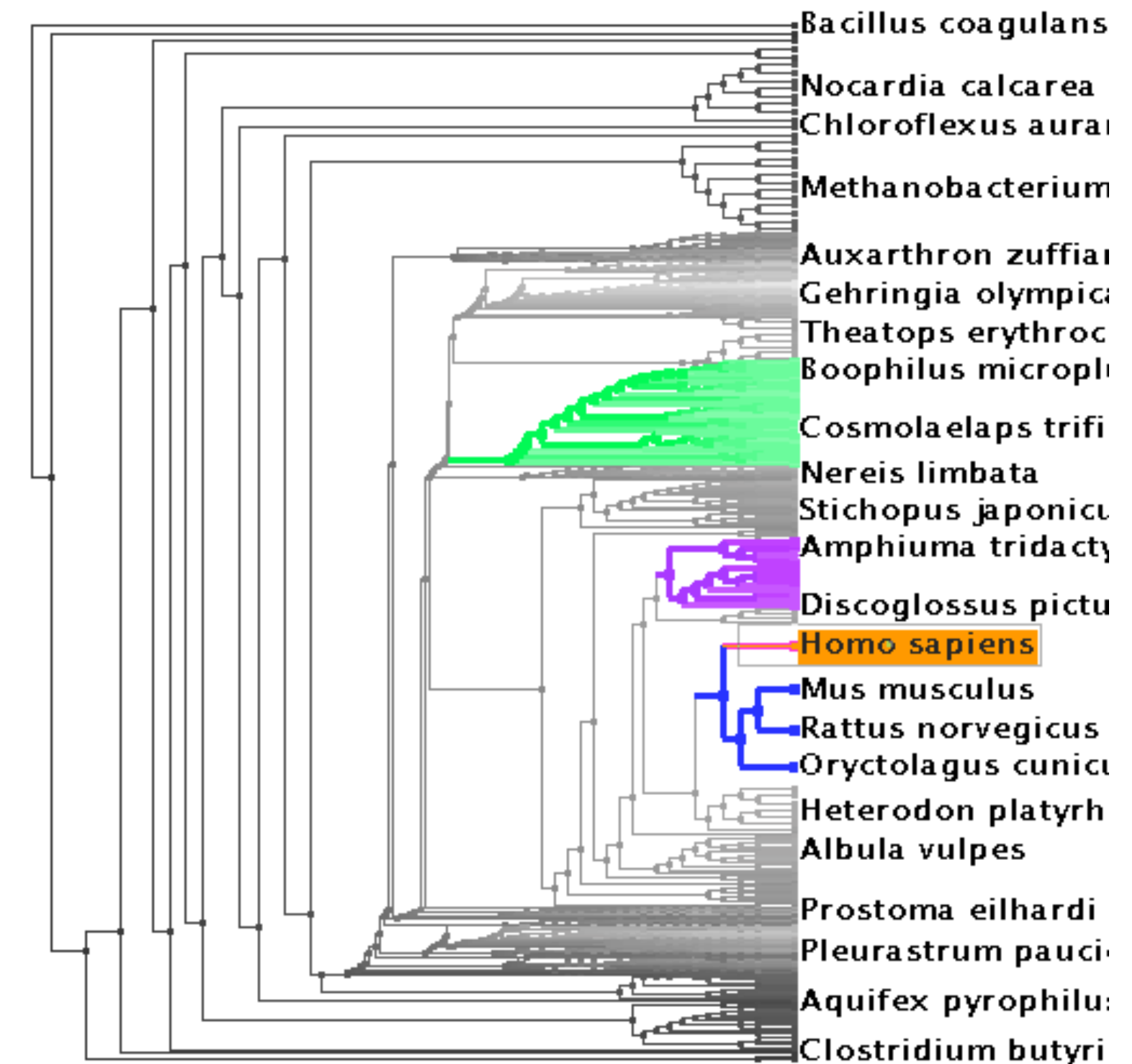


- What? → Data
  - Types
  - Semantics
- Why? → Tasks
  - Actions
  - Targets
- How → Vis Idioms/Techniques
  - Data Representation
  - Visual Encoding
  - Interaction Encoding

# Analysis Example: Different “Idioms”

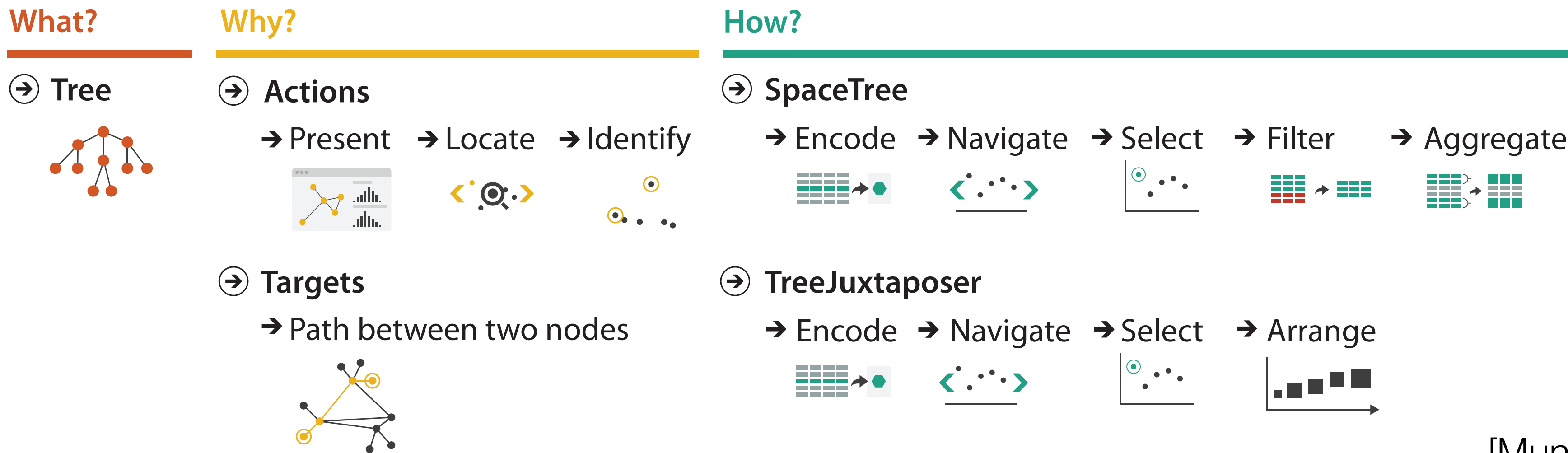


[SpaceTree, Grosjean et al.]



[TreeJuxtaposer, Munzner et al.]

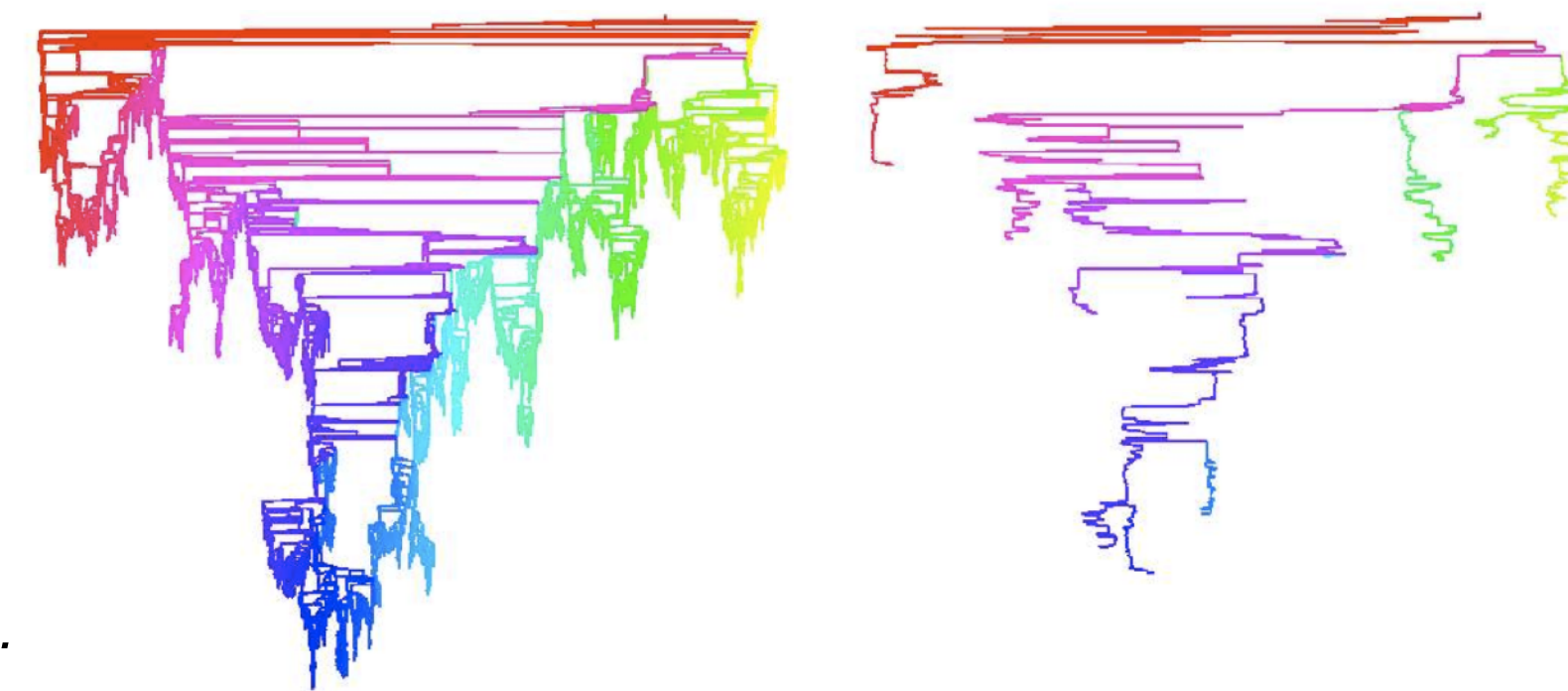
# “Idiom” Comparison



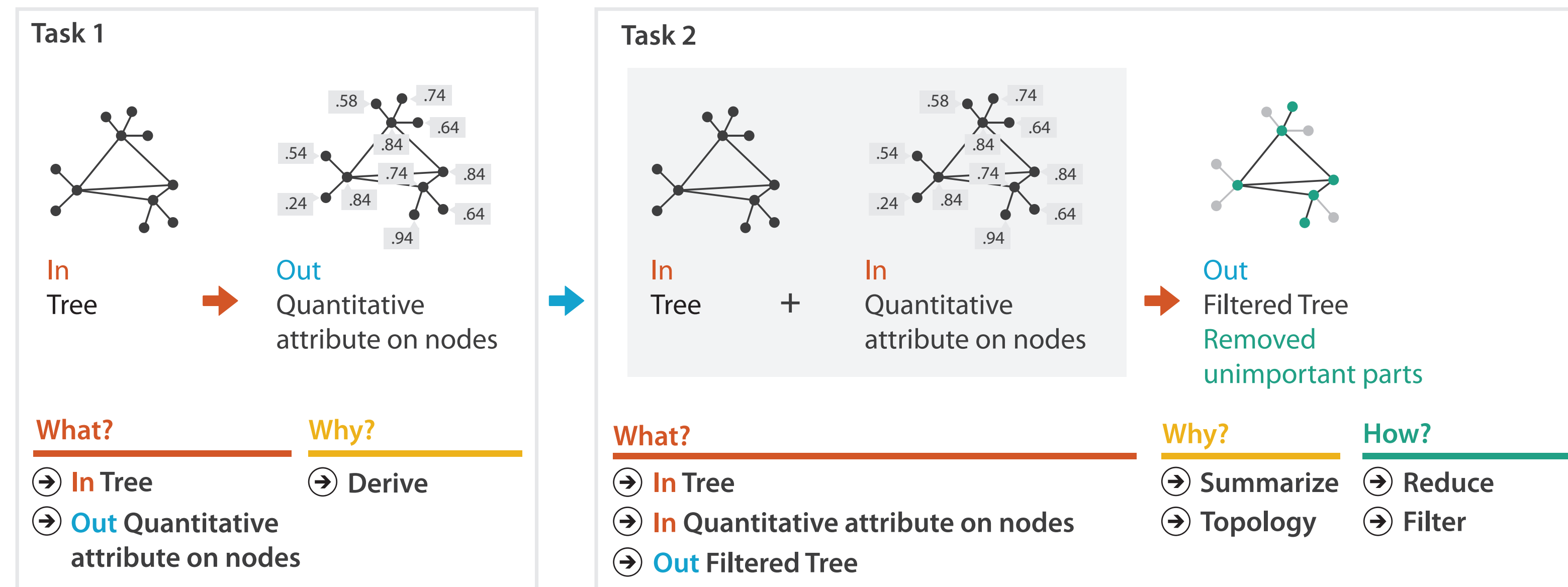
[Munzner (ill. Maguire), 2014]

# Analysis Example: Derivation

- Strahler number
  - centrality metric for trees/networks
  - derived quantitative attribute
  - draw top 5K of 500K for good skeleton



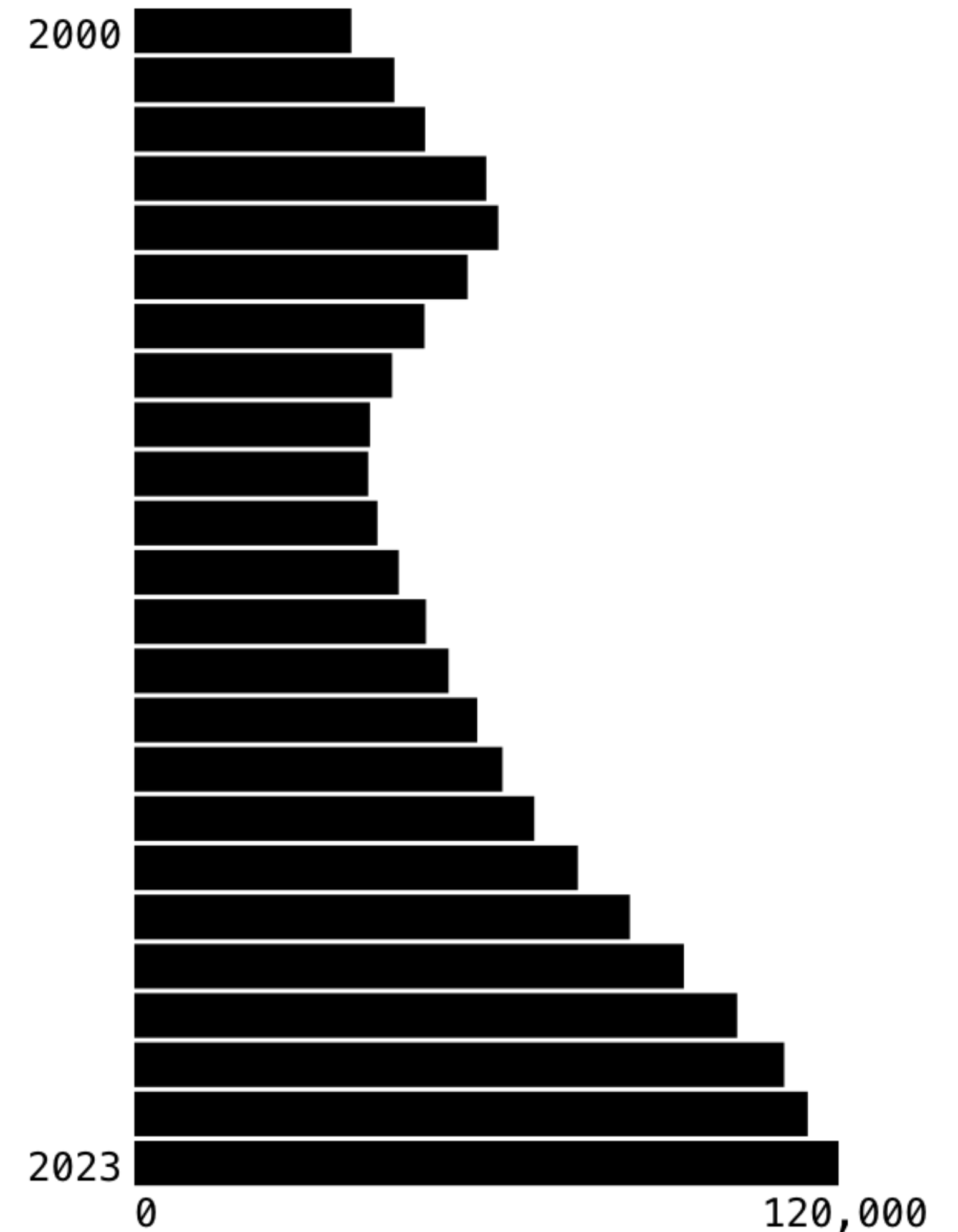
[Using Strahler numbers for real time visual exploration of huge graphs. Auber. Proc. Intl. Conf. Computer Vision and Graphics, pp. 56–69, 2002.]



[Munzner (ill. Maguire), 2014]

# Assignment 2

- Computer Science Graduates
- Data Processing in JavaScript
- Create Bar Charts using SVGs and JavaScript
- Add Interaction

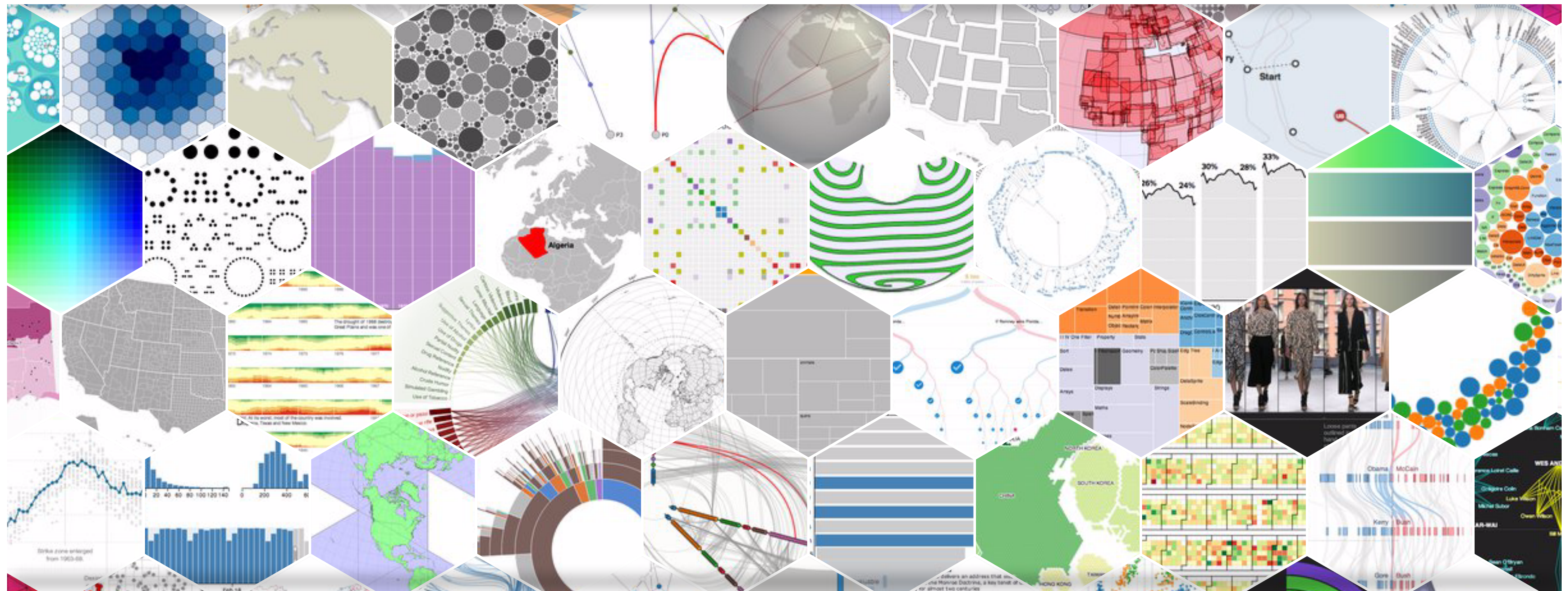




d3.js



# Data-Driven Documents





# Data-Driven Documents (D3)

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- Open-Source JavaScript Library
- <http://d3js.org/>
- Original Authors: Mike Bostock, Vadim Ogievestky, and Jeff Heer
- Focus on Web standards, customization, and usability
- Grew from work on Protovis: more standard, more interactive
- By nature, a **low-level** library; you have control over all elements and styles
- A top project on GitHub (over 106,000 stars as of Sept. 2023)
- Lots of impressive examples
  - Bostock was a New York Times Graphics Editor
  - <https://observablehq.com/@mbostock>

# D3 Key Features

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- Supports data as a core piece of Web elements
  - Loading data
  - Dealing with changing data (joins, enter/update/exit)
  - **Correspondence** between data and DOM elements
- Selections (similar to CSS) that allow greater manipulation
- Method Chaining
- Integrated layout algorithms, axes calculations, etc.
- Focus on interaction support
  - Straightforward support for transitions
  - Event handling support for user-initiated changes

# D3 Introduction

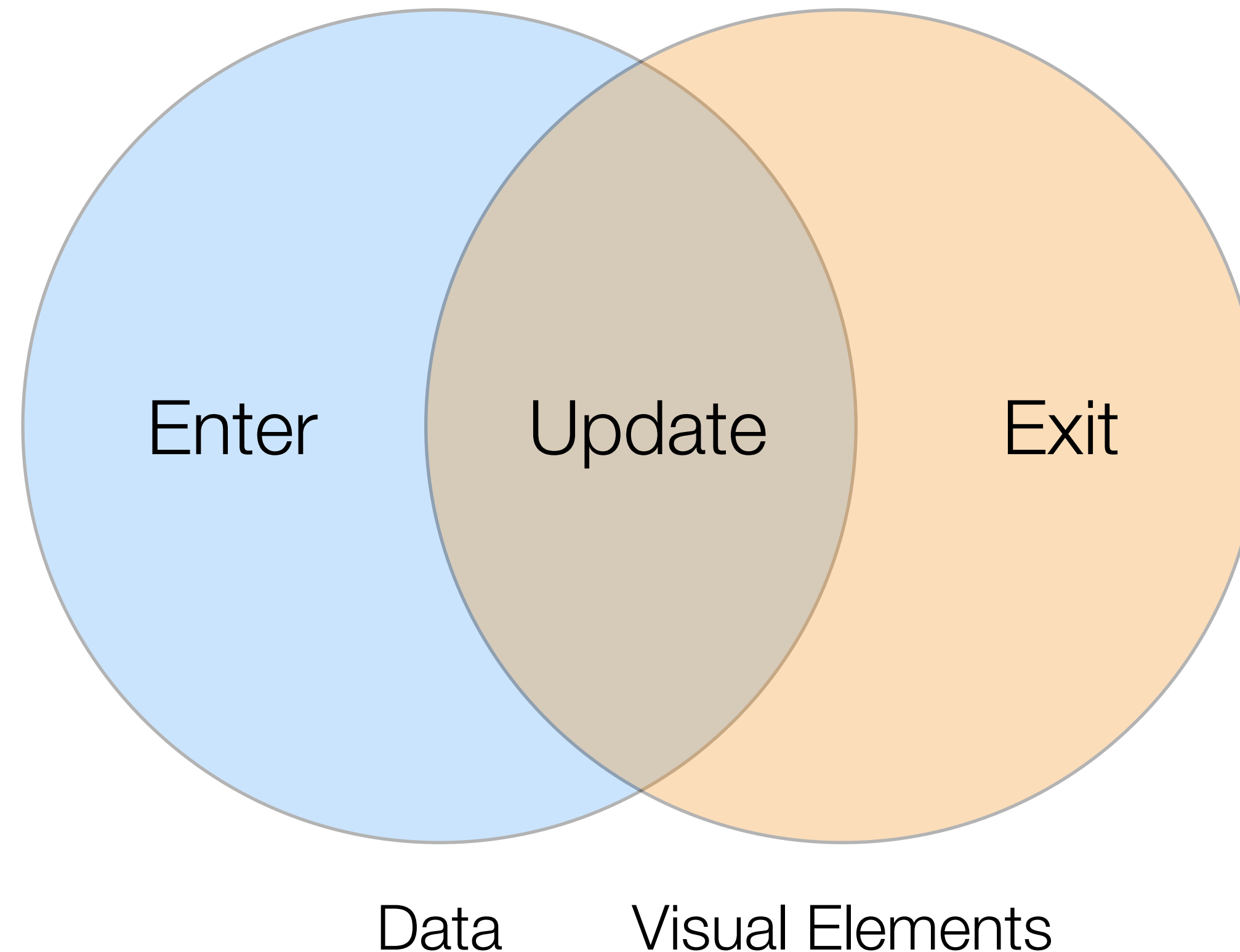
---

- Ogievetsky has put together a nice set of interactive examples that show off the major features of D3
- <https://observablehq.com/@dakoop/d3-intro>
- Standalone version: <http://dakoop.github.io/IntroD3/>
  - (Updated from original)
- Other references:
  - <https://observablehq.com/@d3/learn-d3>
  - <https://observablehq.com/@d3/gallery>
  - Murrar's book on Interactive Data Visualization for the Web
  - The D3 website: [d3js.org](http://d3js.org)

# D3 Data Joins

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- Two groups: data and visual elements
- Three parts of the join between them: enter, update, and exit
- enter: `s.enter()`, update: `s`, exit: `s.exit()`





# Merge vs. Join

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- Merge creates a new selection that includes the items from **both** selections
  - If you want to update all elements (including those just added via enter), use merge!
  - Useful when enter+update have similar transitions
- Join allows you to modify different parts of the selection in a single statement
  - Also will create the final selection
  - Does enter+append and exit+remove automatically
  - Pass functions to modify the enter, update, and exit parts of the selection
  - Examples: <https://observablehq.com/@d3/selection-join>

# Transitions

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- Nested transitions (those that "hang off" of a parent transition) follow immediately after the parent transition