## Data Visualization (CIS 490/680)

D3

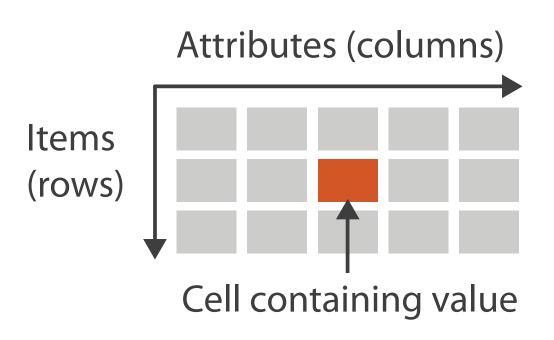
Dr. David Koop



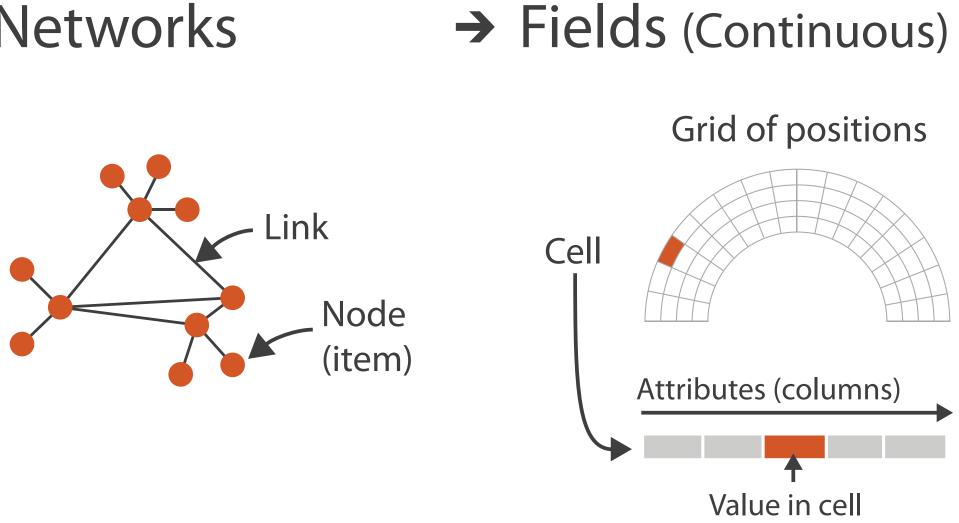


# Dataset Types

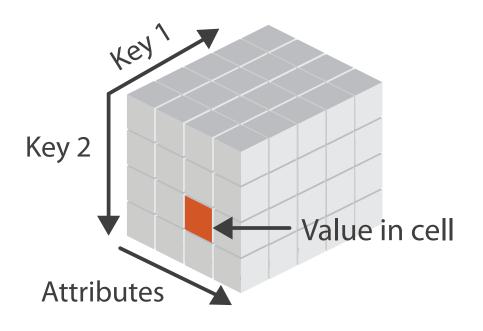
→ Tables



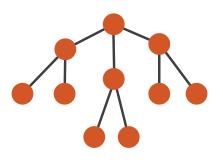
### → Networks



 $\rightarrow$  Multidimensional Table

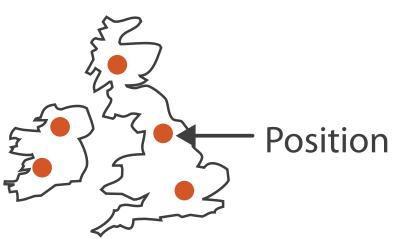






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### → Geometry (Spatial)



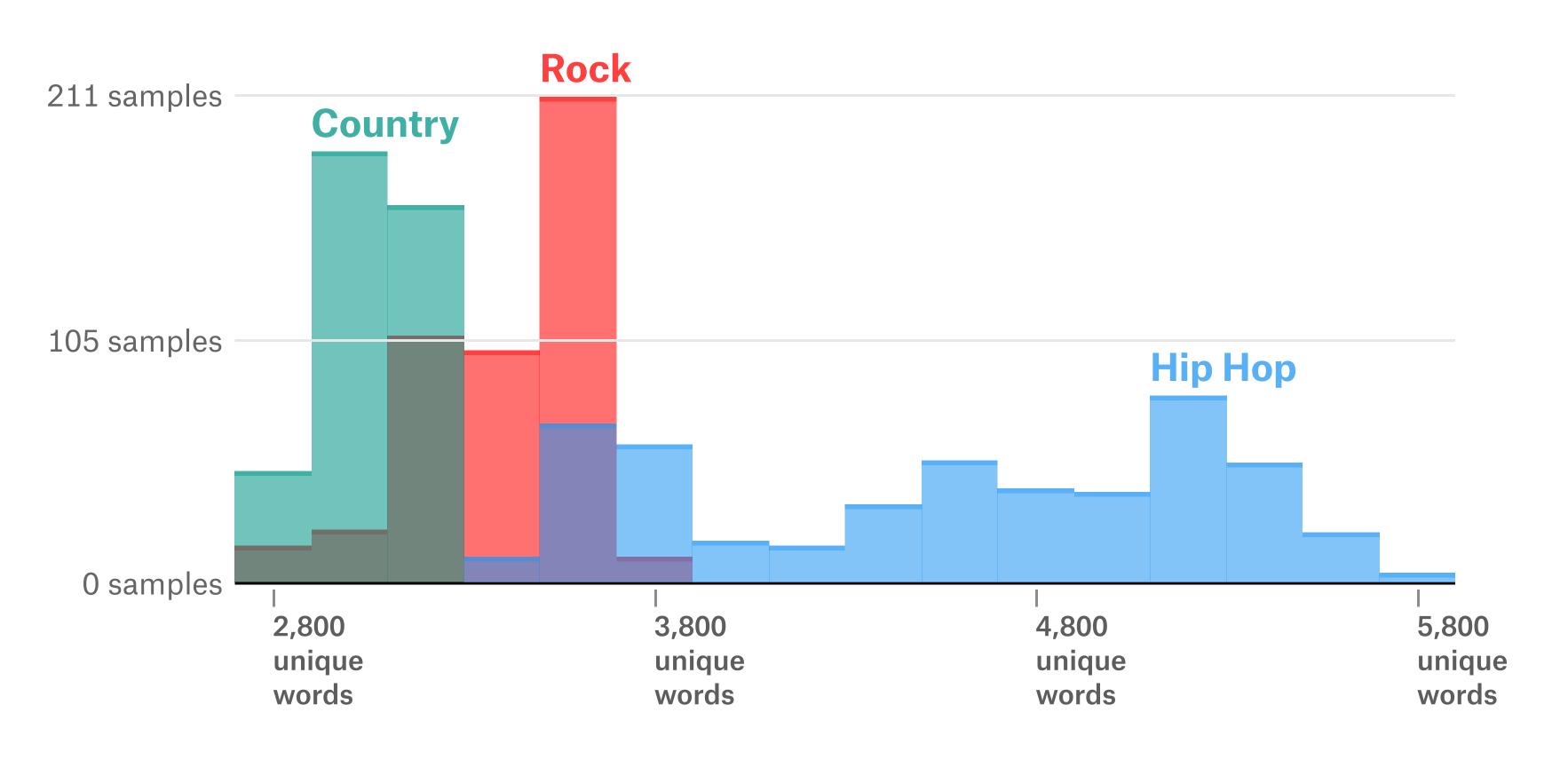






2

## Sets & Lists



Raw Lyrics Data via John W. Miller

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### # of Unique Words Used in 500 Random Samples of 35,000 Lyrics from Country, Rock, Hip Hop











## Categorial, Ordinal, and Quantitative

Α	В	С		S	Т	U
Order ID	Order Date	Order Priority		Product Container	Product Base Margin	Ship Date
3	10/14/06	5-Low		Large Box	0.8	10/21/06
6	2/21/08	4-Not Specified		Small Pack	0.55	2/22/08
32	7/16/07	2-High		Small Pack	0.79	7/17/07
32	7/16/07	2-High		Jumbo Box	0.72	7/17/07
32	7/16/07	2-High		Medium Box	0.6	7/18/07
32	7/16/07	2-High		Medium Box	0.65	7/18/07
35	10/23/07	4-Not Specified		Wrap Bag	0.52	10/24/07
35	10/23/07	4-Not Specified		Small Box	0.58	10/25/07
36	11/3/07	1-Urgent		Small Box	0.55	11/3/07
65	3/18/07	1-Urgent		Small Pack	0.49	3/19/07
66	1/20/05	5-Low		Wrap Bag	0.56	1/20/05
69	6/4/05	4-Not Specified		Small Pack	0.44	6/6/05
69	6/4/05	4-Not Spec	ana	ntitative	0.6	6/6/05
70	12/18/06	5-Low	yuai	Illialive	0.59	12/23/06
70	12/18/06	5-Low	ordi	nal	0.82	12/23/06
96	4/17/05	2-High		1141	0.55	4/19/05
97	1/29/06	3-Medium	cate	gorical	0.38	1/30/06
129	11/19/08	5-Low	cute	5011001	0.37	11/28/08
130	5/8/08	2-High		Small Box	0.37	5/9/08
130	5/8/08	2-High		Medium Box	0.38	5/10/08
130	5/8/08	2-High		Small Box	0.6	5/11/08
132	6/11/06	3-Medium		Medium Box	0.6	6/12/06
132	6/11/06	3-Medium		Jumbo Box	0.69	6/14/06
134	5/1/08	4-Not Specified		Large Box	0.82	5/3/08
135	10/21/07	4-Not Specified		Small Pack	0.64	10/23/07
166	9/12/07	2-High		Small Box	0.55	9/14/07
193	8/8/06	1-Urgent		Medium Box	0.57	8/10/06
194	4/5/08	3-Medium		Wrap Bag	0.42	4/7/08
		a				1 (= 10.0

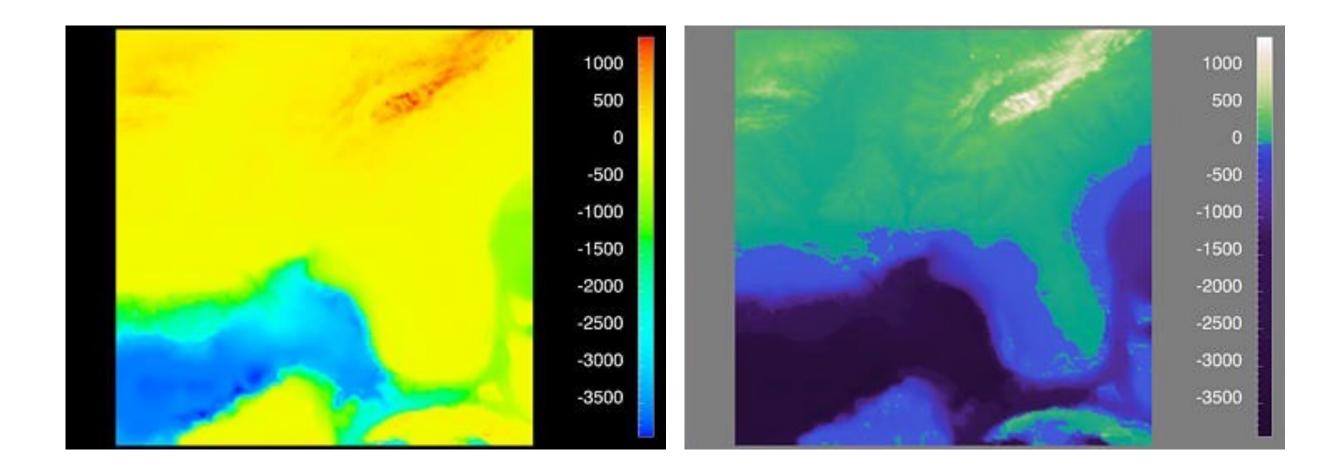




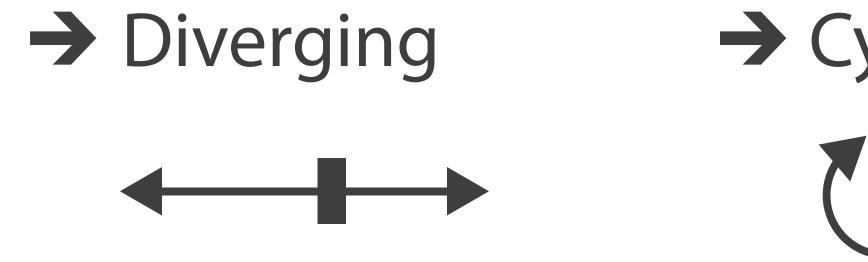
## Ordering Direction

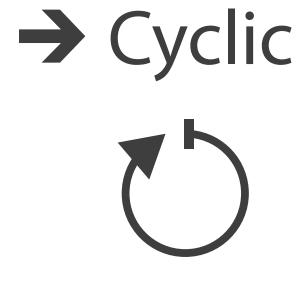


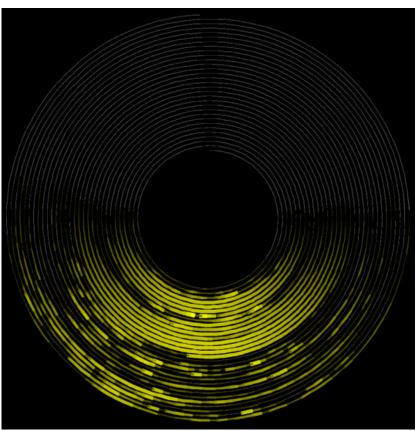




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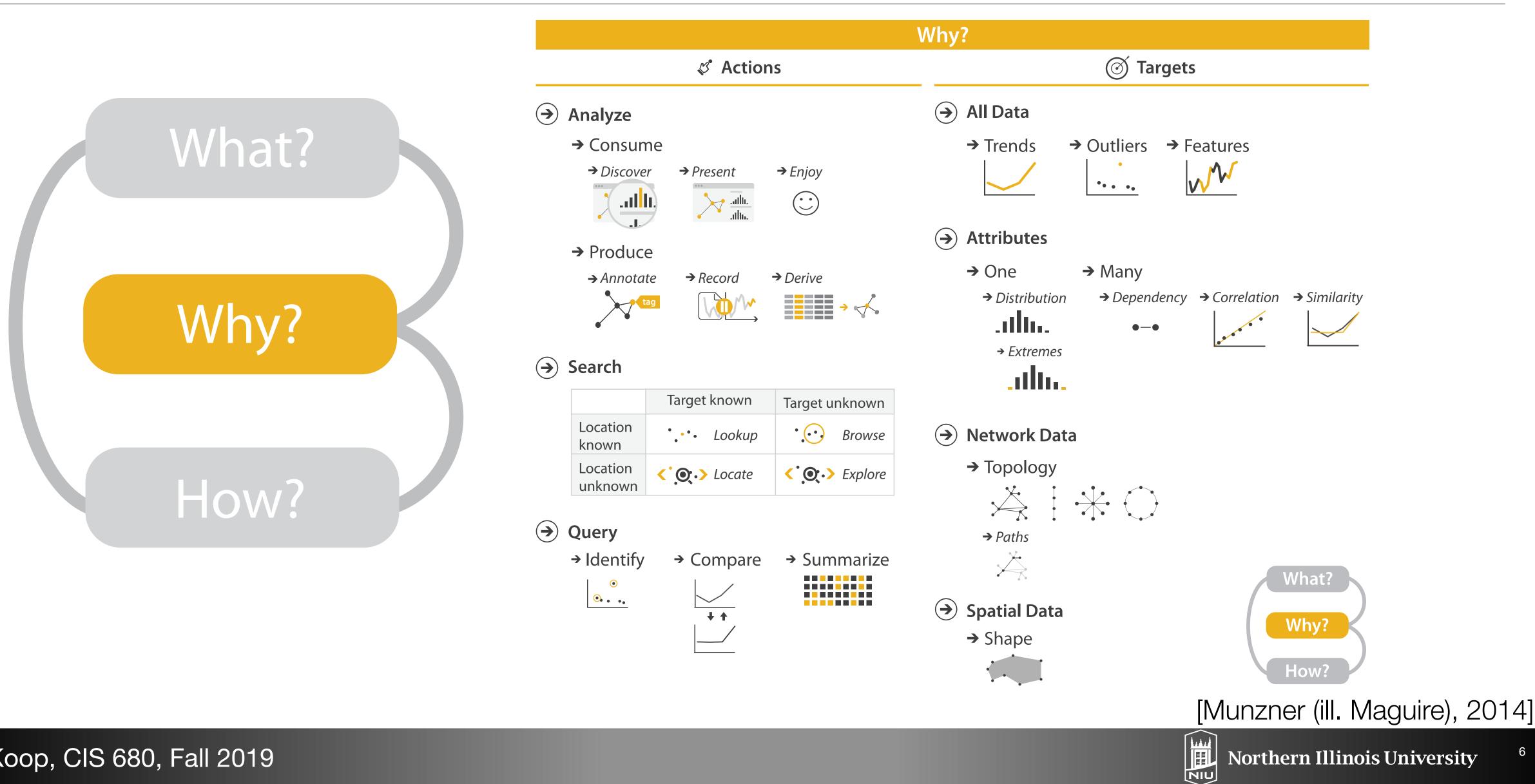
[Munzner (ill. Maguire), 2014; Rogowitz & Treinish, 1998; Weber et al., 2001]





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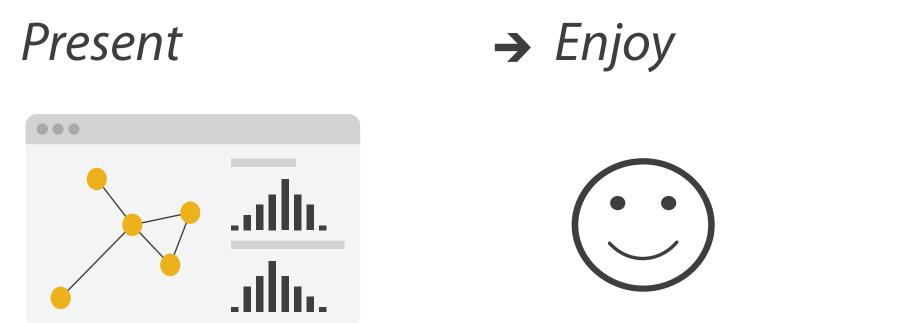
## Actions: Analyze



→ Discover

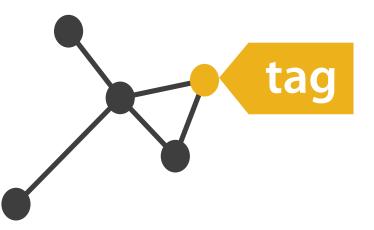






→ Produce

→ Annotate

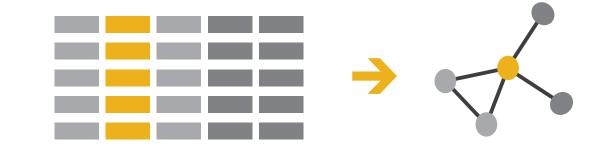






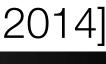
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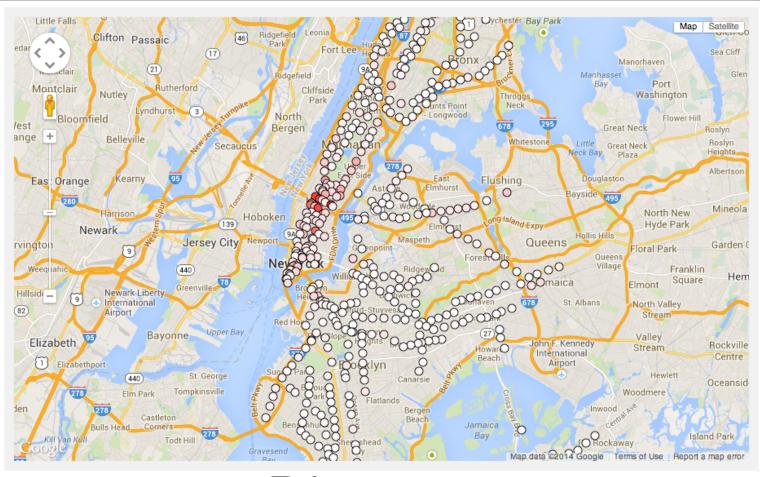






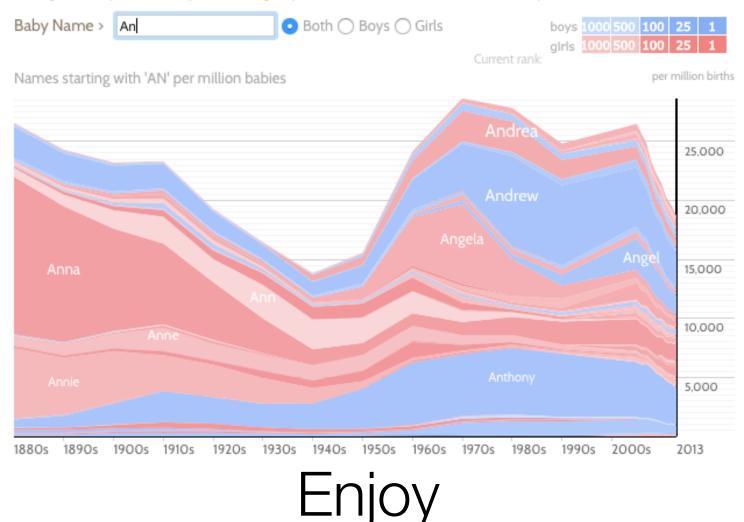


# Visualization for Consumption

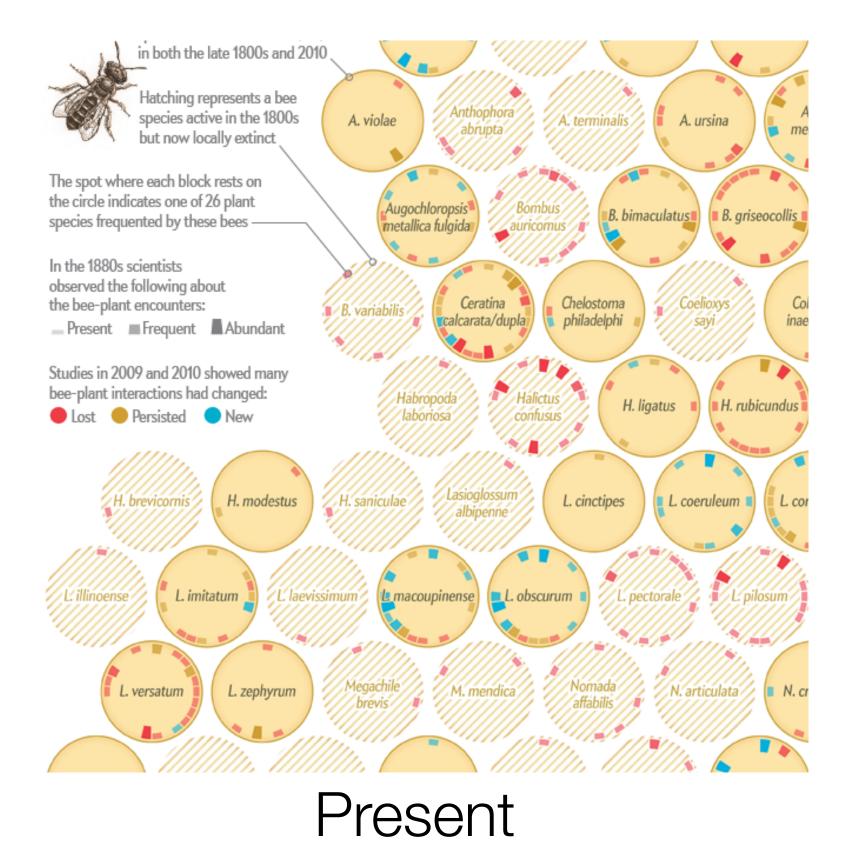


### Discover

NameVoyager: Explore baby names and name trends letter by letter Looking for the perfect baby name? Sign up for free to receive access to our expert tools!



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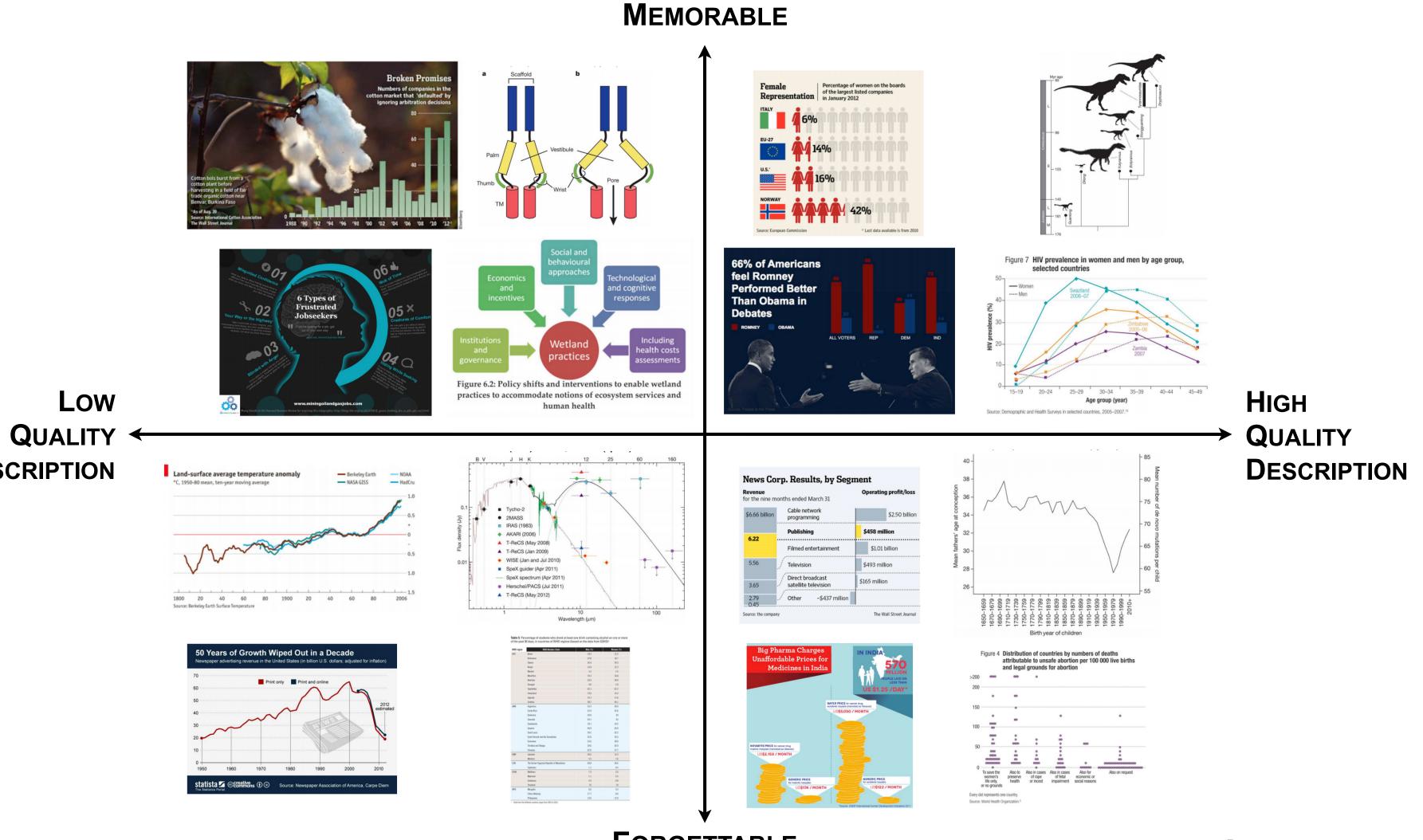








# Memorability

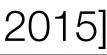


DESCRIPTION

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#### FORGETTABLE









# Memorability of Visualizations

- S. Few: "Visualizations don't need to be designed for memorability they need to be designed for comprehension. For most visualizations, the comprehension that they provide need only last until the decision that it informs is made. Usually, that is only a matter of seconds."
- B. Jones (paraphrased): People make decisions using visualizations but this isn't instantaneous like robots or algorithms; they often chew on a decision for a while
- R. Kosara: there are cases where people benefit from remembering a visualization (e.g. health-related visualization)
- Are there tradeoffs between the characteristics?









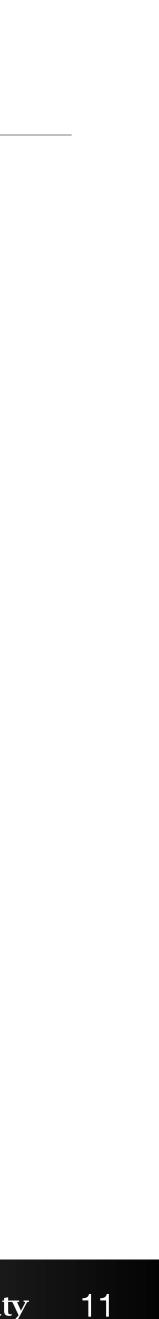


## Visualization for Production

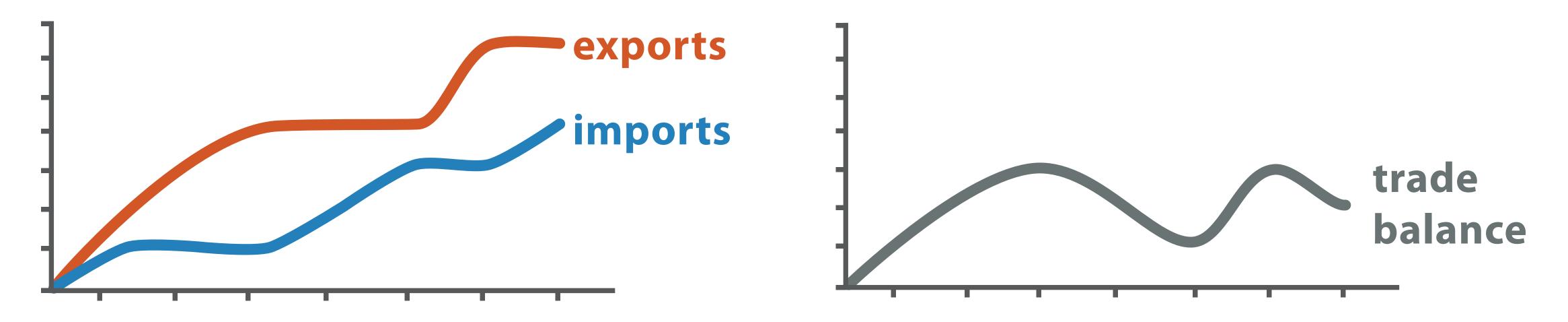
- Generate new material
- Annotate:
  - Add more to a visualization
  - Usually associated with text, but can be graphical
- Record:
  - Persist visualizations for historical record
  - Provenance (graphical histories): how did I get here?
- Derive (Transform):
  - Create new data
  - Create derived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







## Visualization for Production: Derived Data



## Original Data

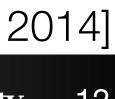
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trade balance = exports – imports

### **Derived** Data

[Munzner (ill. Maguire), 2014]



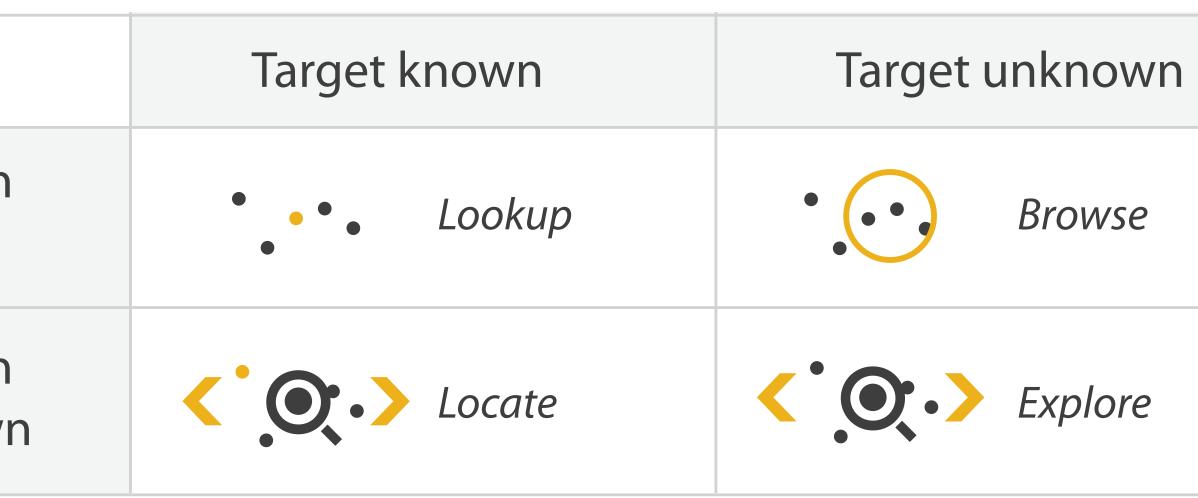


## Actions: Search

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

Locatior known
Locatior

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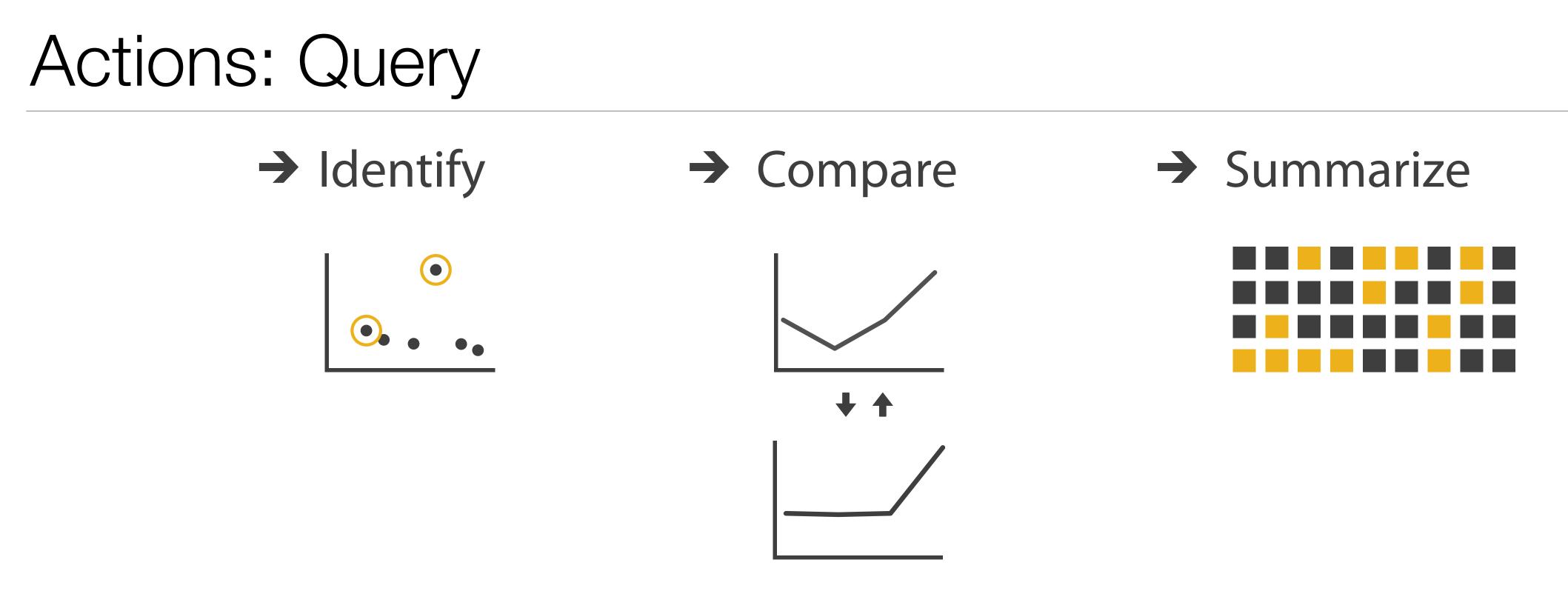






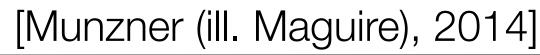






- Number of targets: One, Some (Often 2), or All
- Identify: characteristics or references
- Compare: similarities and differences
- Summarize: overview of everything

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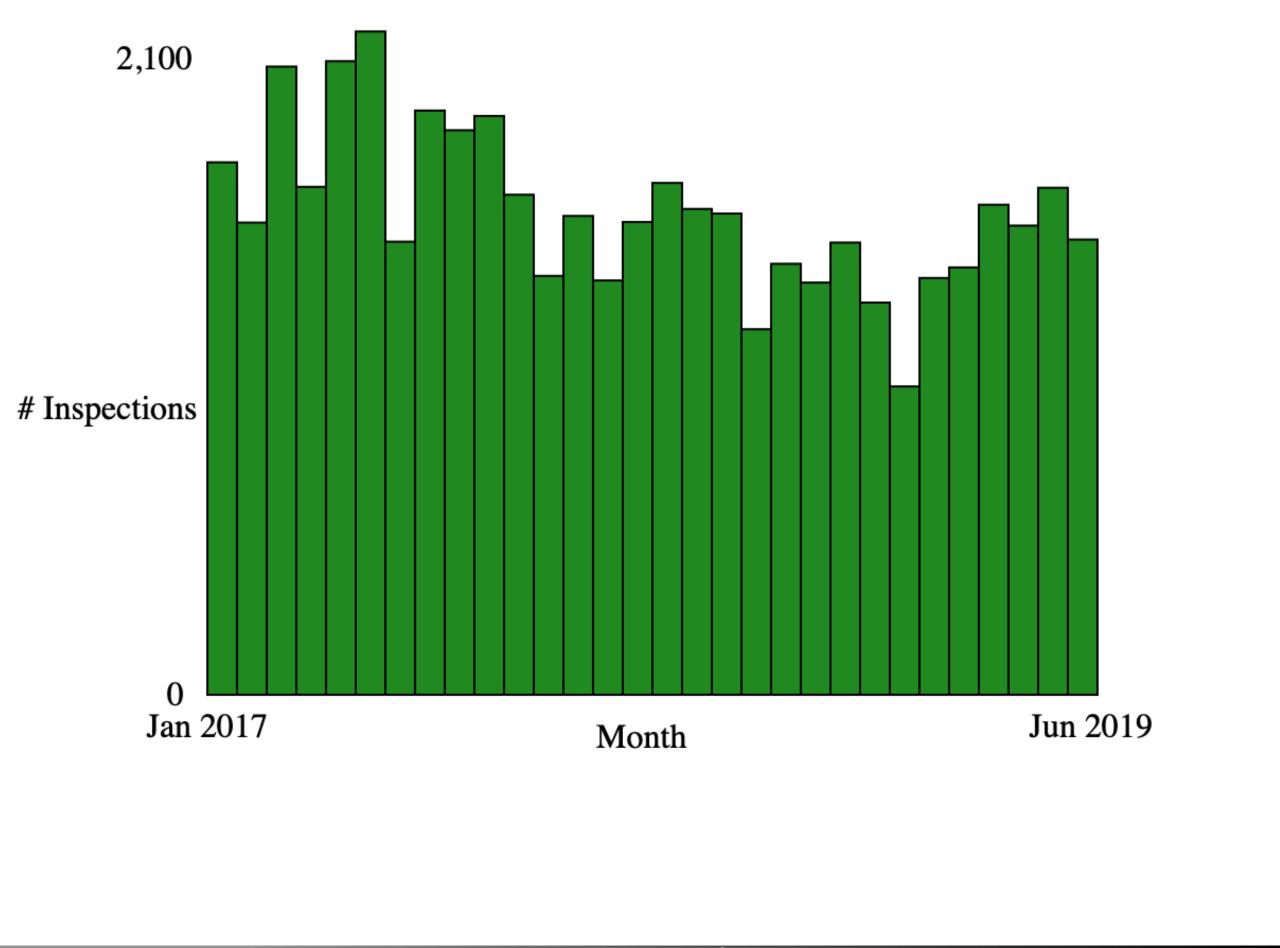






## Assignment 2

- Link
- Three parts: table, horizontal bar chart, vertical bar chart
  - data processing
  - highlighting (CS 680)
- Vertical chart can be tricky
- Start early!
- Questions?



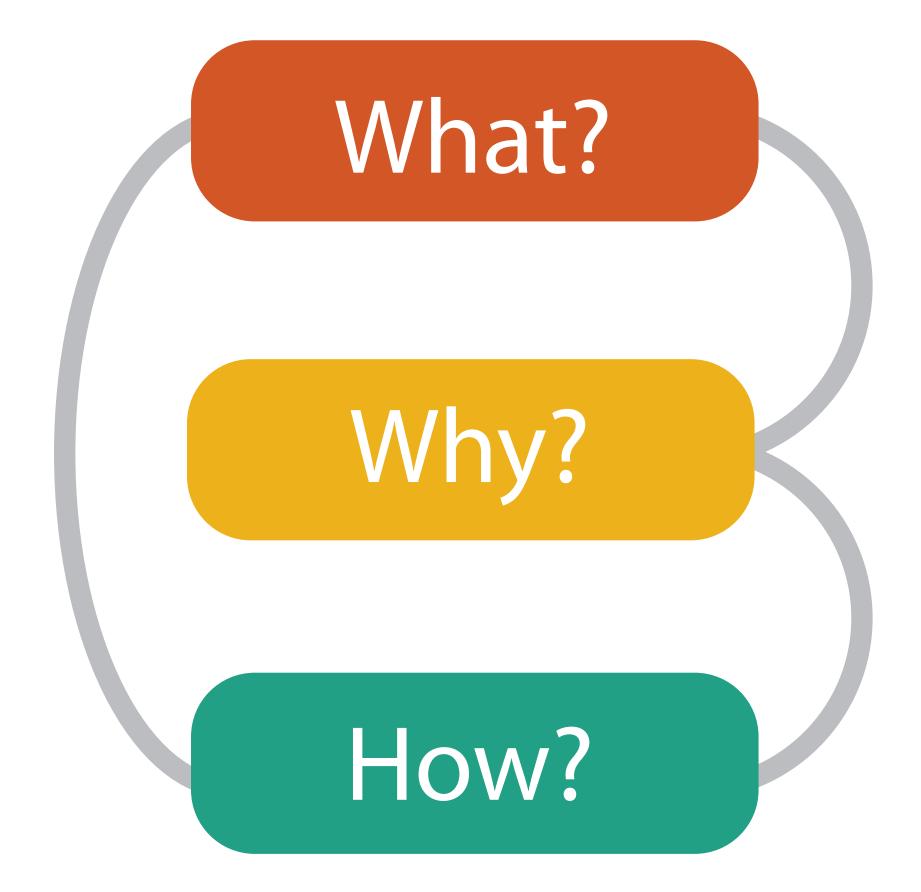








## Roadmap

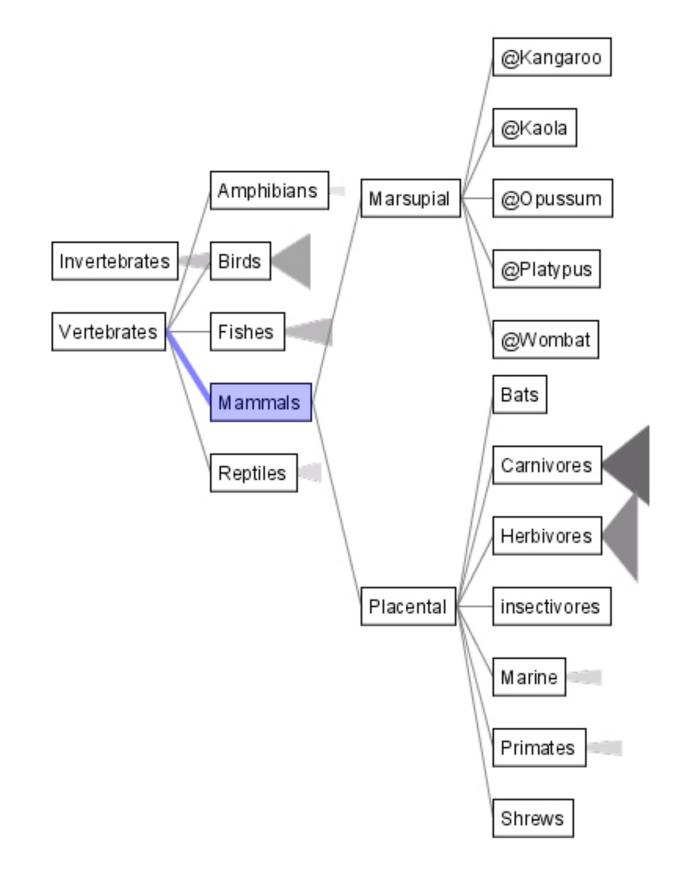


- What? → Data
  - Types
  - Semantics
- Why?  $\rightarrow$  Tasks
  - Actions
  - Targets
- How → Vis Idioms/Techniques
  - Data Representation
  - Visual Encoding
  - Interaction Encoding



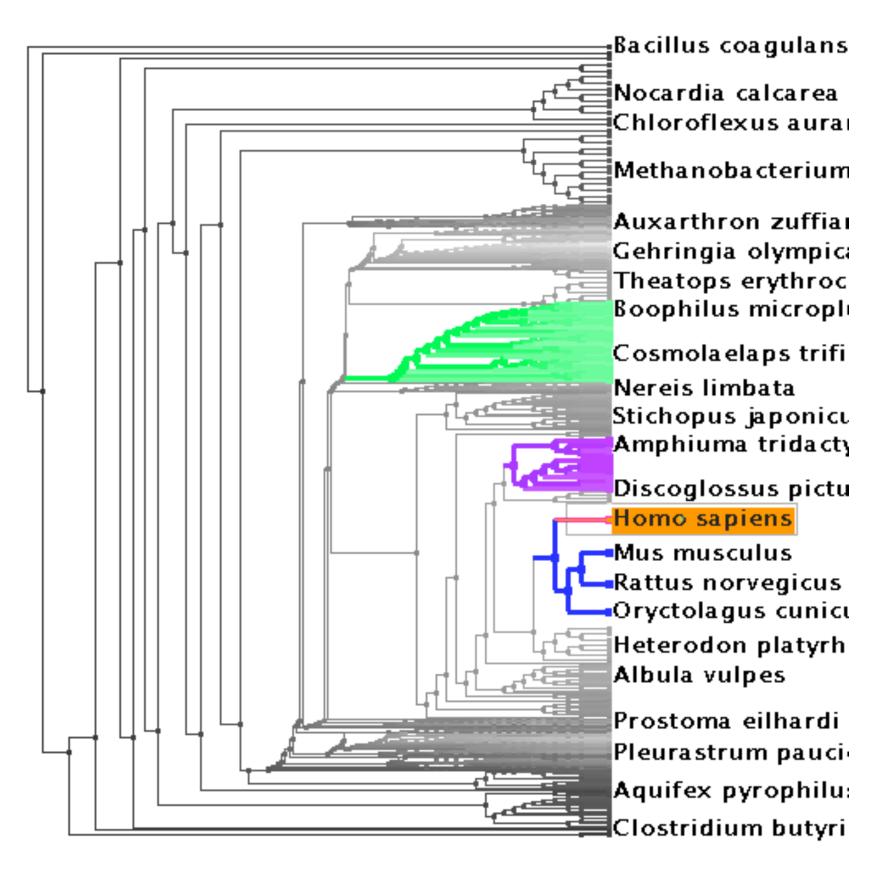


## Analysis Example: Different "Idioms"



### [SpaceTree, Grosjean et al.]

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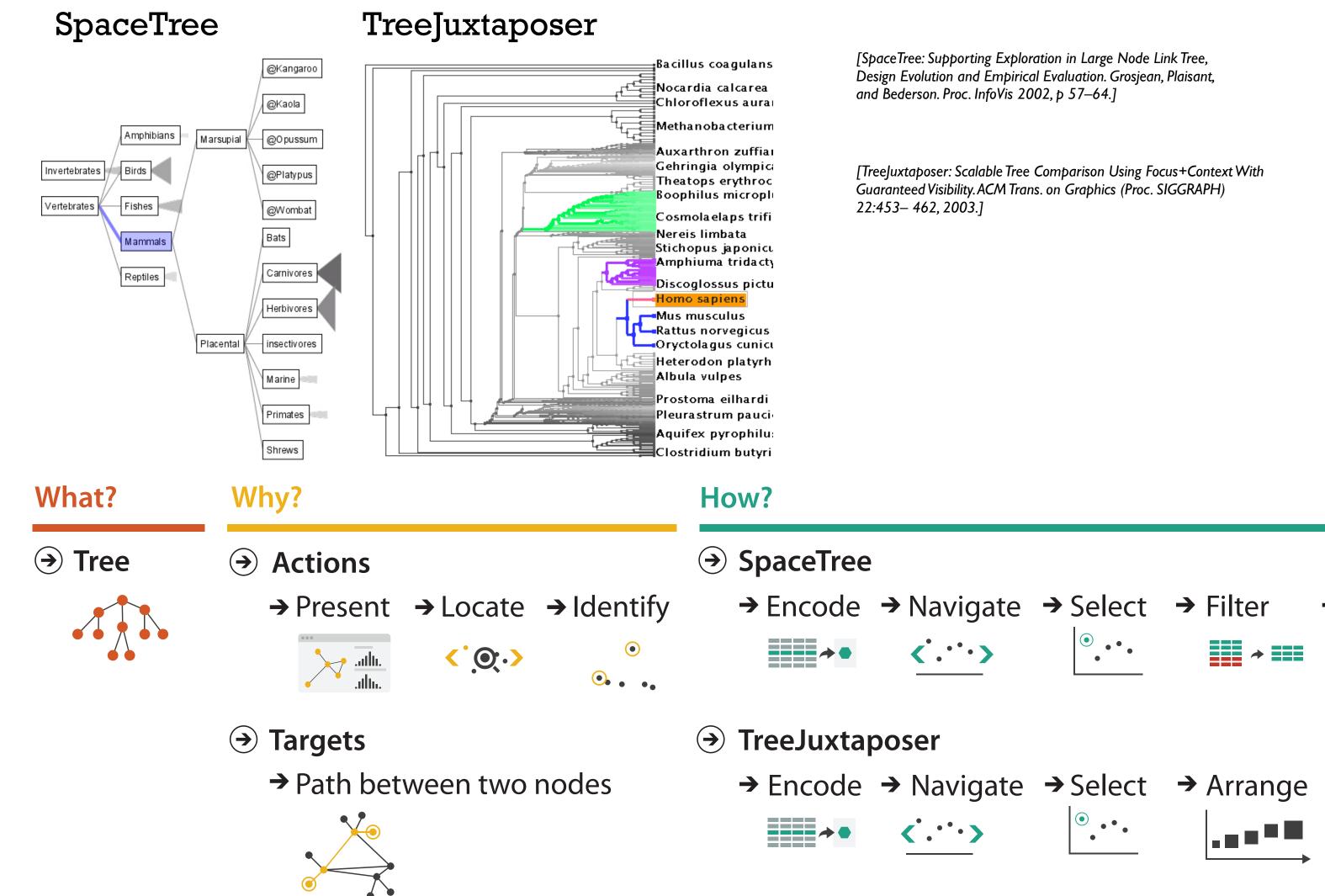


[TreeJuxtaposer, Munzner et al.]





## "Idiom" Comparison

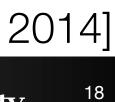


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gulans Icarea Is aurai Iterium	[SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Grosjean, Plaisant, and Bederson. Proc. InfoVis 2002, p 57–64.]	What?				
zuffiai lympica sythroc nicropli ps trifi ata sponicu tridacty	[TreeJuxtaposer: Scalable Tree Comparison Using Focus+Context With Guaranteed Visibility. ACM Trans. on Graphics (Proc. SIGGRAPH) 22:453–462, 2003.] How?					
s pictu ns egicus cunicu platyrh es Ihardi pauci ophilu: butyri						
ow?						
SpaceTre	ee					
→ Encod	$e \rightarrow Navigate \rightarrow Select \rightarrow Filter$ $\bullet  \bullet  \bullet  \bullet  \bullet  \bullet  \bullet  \bullet  \bullet  \bullet $					

[Munzner (ill. Maguire), 2014]

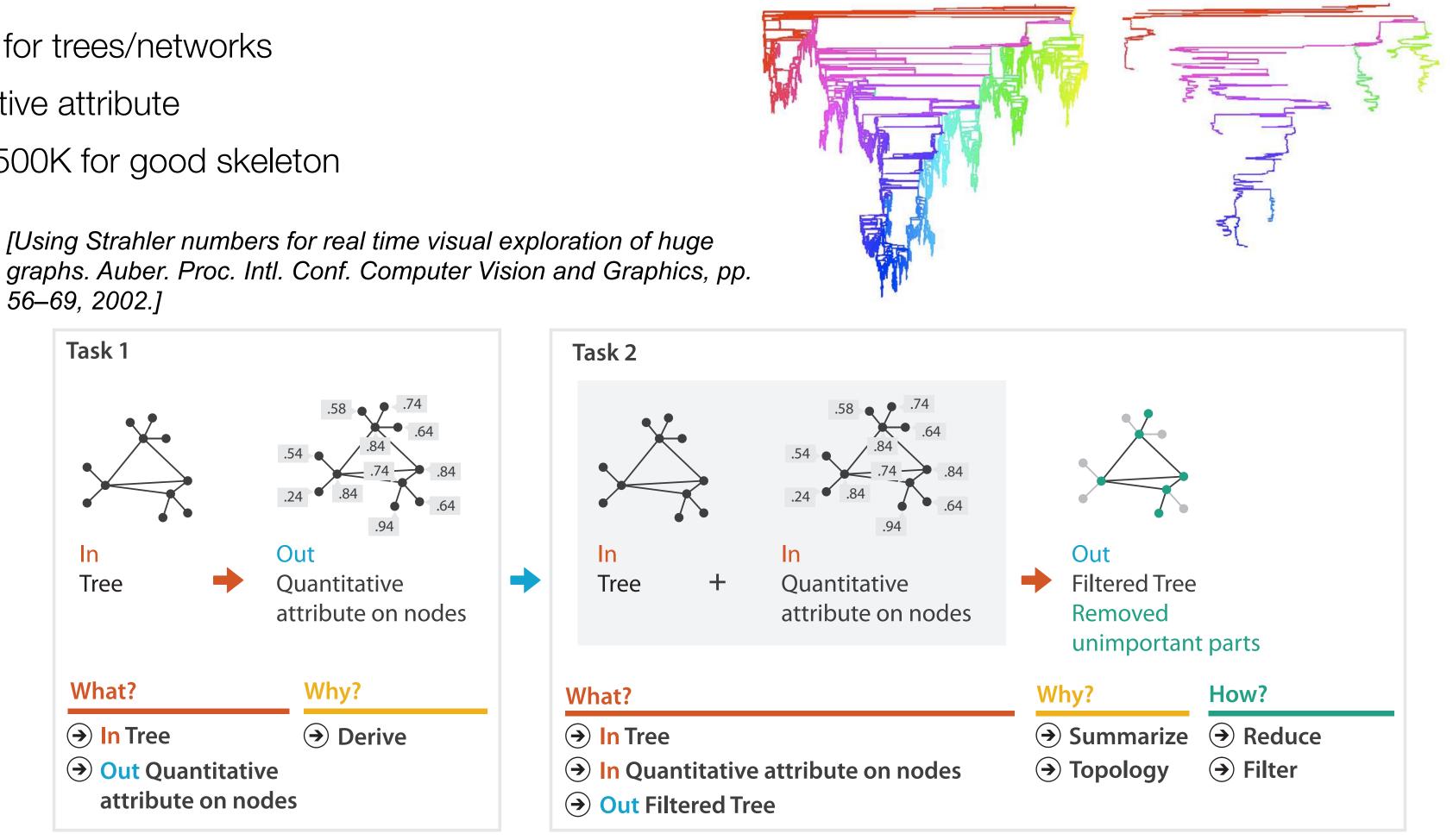




## Analysis Example: Derivation

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

56-69, 2002.]



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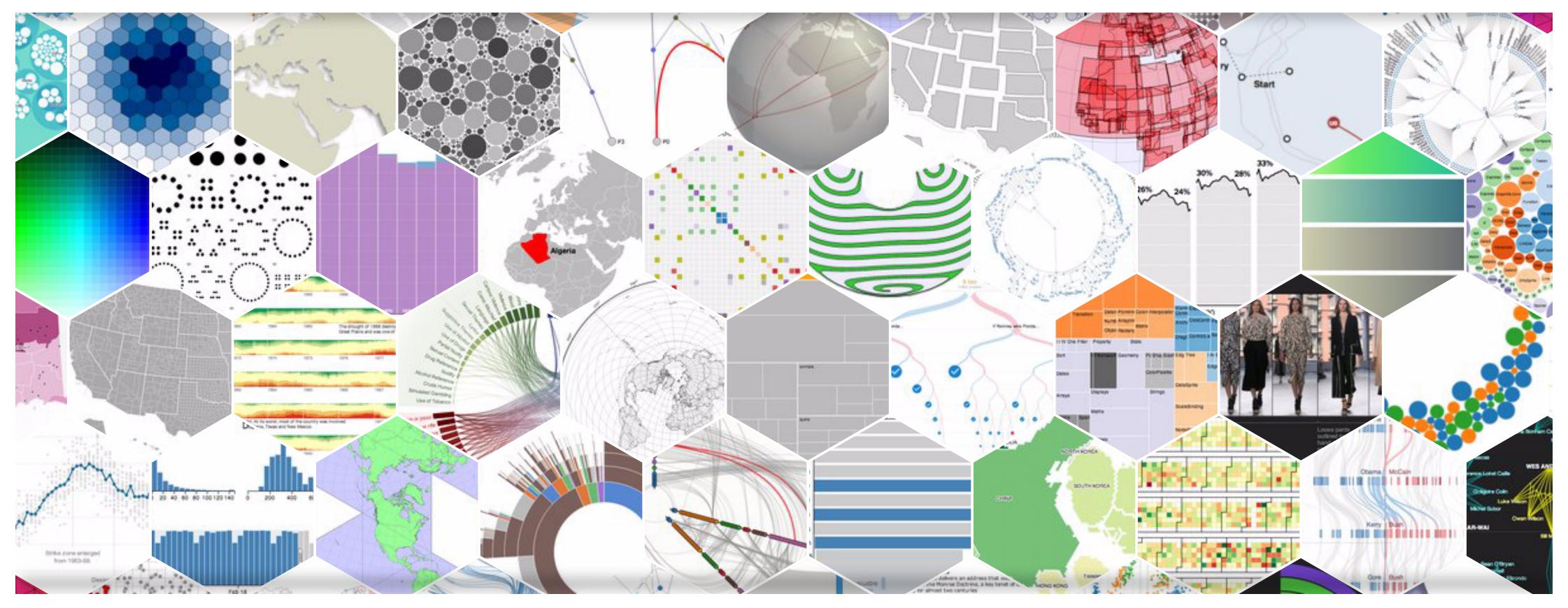
[Munzner (ill. Maguire), 2014]



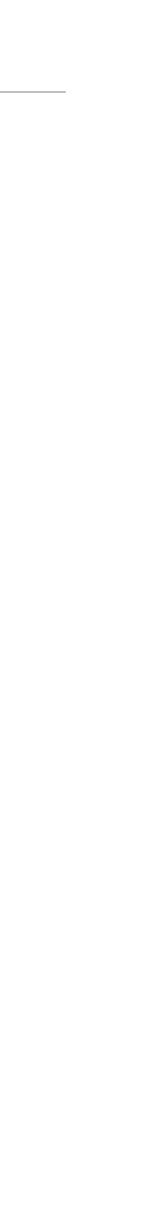


## <u>d3.js</u>













## Data-Driven Documents (D3)

- Open-Source JavaScript Library
- <u>http://d3js.org/</u>
- 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 85,000 stars as of Sept. 2019)
- Lots of impressive examples
  - Bostock was a New York Times Graphics Editor
  - https://bost.ocks.org/mike/ and https://observablehq.com/@mbostock





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## D3 Key Features

- 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

- the major features of D3
- <u>http://dakoop.github.io/IntroD3/</u>
  - (Updated from <u>original</u> for D3 v5 with new joins)
- <u>https://beta.observablehq.com/@dakoop/d3-intro</u>
- Other references:
  - Murrary's book on Interactive Data Visualization for the Web
  - The D3 website: <u>d3js.org</u>
  - Ros's Slides on v4: <u>https://iros.github.io/d3-v4-whats-new/</u>

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### Ogievetsky has put together a nice set of interactive examples that show off







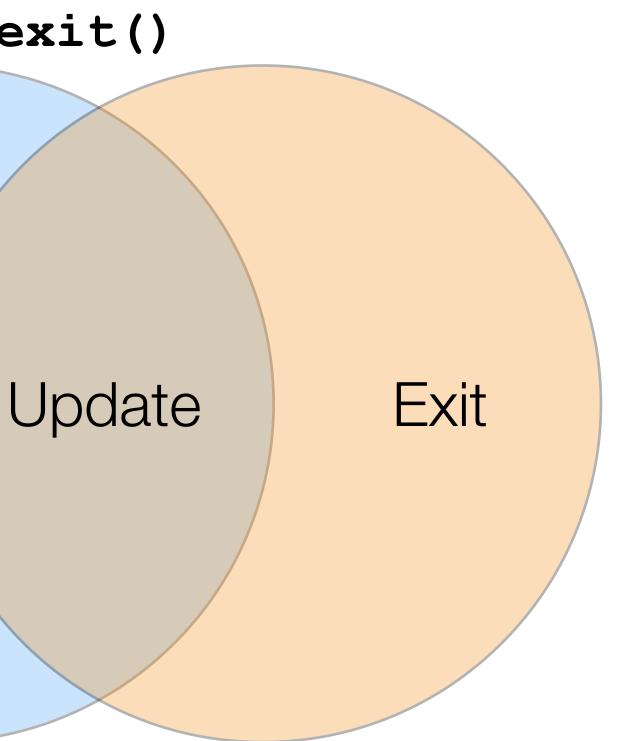
## D3 Data Joins

- 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()



Enter

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Visual Elements









## Merge vs. Join

- 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: <u>https://beta.observablehq.com/@d3/selection-join</u>









## Transitions

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







