

# Visualization in Practice

**Laura Garrison**, University of Bergen  
[laura.garrison@uib.no](mailto:laura.garrison@uib.no)

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# What?

## Datasets

## Attributes

### → Data Types

→ Items → Attributes → Links → Positions → Grids

### → Data and Dataset Types

Tables	Networks & Trees	Fields	Geometry	Clusters, Sets, Lists
Items	Items (nodes)	Grids	Items	Items
Attributes	Links	Positions	Positions	
	Attributes	Attributes		

### → Attribute Types

→ Categorical



→ Ordered

→ Ordinal

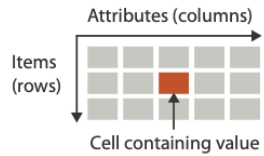


→ Quantitative

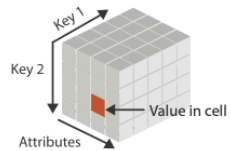


### → Dataset Types

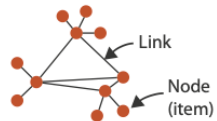
→ Tables



→ Multidimensional Table



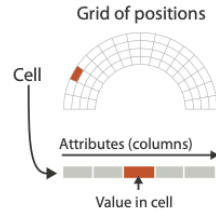
→ Networks



→ Trees



→ Fields (Continuous)



→ Geometry (Spatial)



### → Dataset Availability

→ Static



→ Dynamic



# What?

# Why?

## Actions

## Targets

### → Analyze

→ Consume



→ Produce

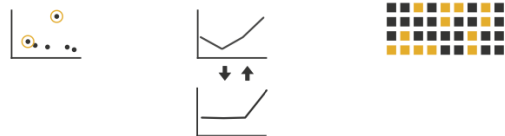


### → Search

	Target known	Target unknown
Location known	••• Lookup	••• Browse
Location unknown	<•••> Locate	<•••> Explore

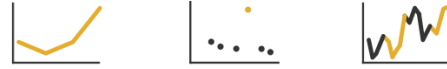
### → Query

→ Identify    → Compare    → Summarize



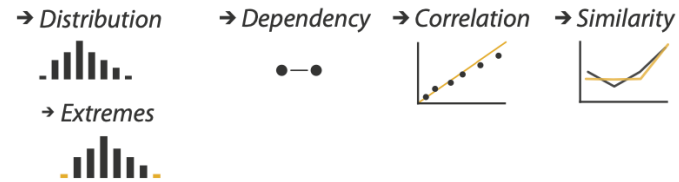
### → All Data

→ Trends    → Outliers    → Features



### → Attributes

→ One    → Many



### → Network Data

→ Topology

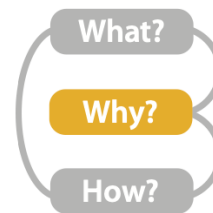


→ Paths



### → Spatial Data

→ Shape



What?

Why?

How?

Encode

Manipulate

Facet

Reduce

⌚ Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



⌚ Map

from **categorical** and **ordered** attributes

→ Color



→ Size, Angle, Curvature, ...



→ Shape



→ Motion

Direction, Rate, Frequency, ...



⌚ Change



⌚ Select



⌚ Navigate



⌚ Juxtapose



⌚ Partition



⌚ Superimpose



⌚ Filter



⌚ Aggregate



⌚ Embed



What?

Why?

How?

Data abstraction -> Task abstraction -> Visual + Interaction Encoding



# Data representation has an impact on interpretation

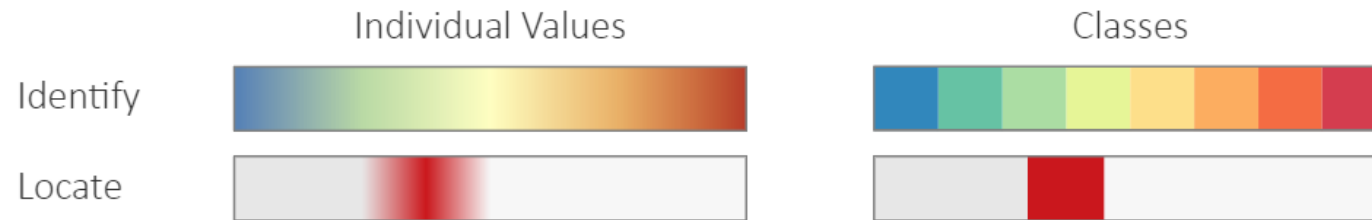
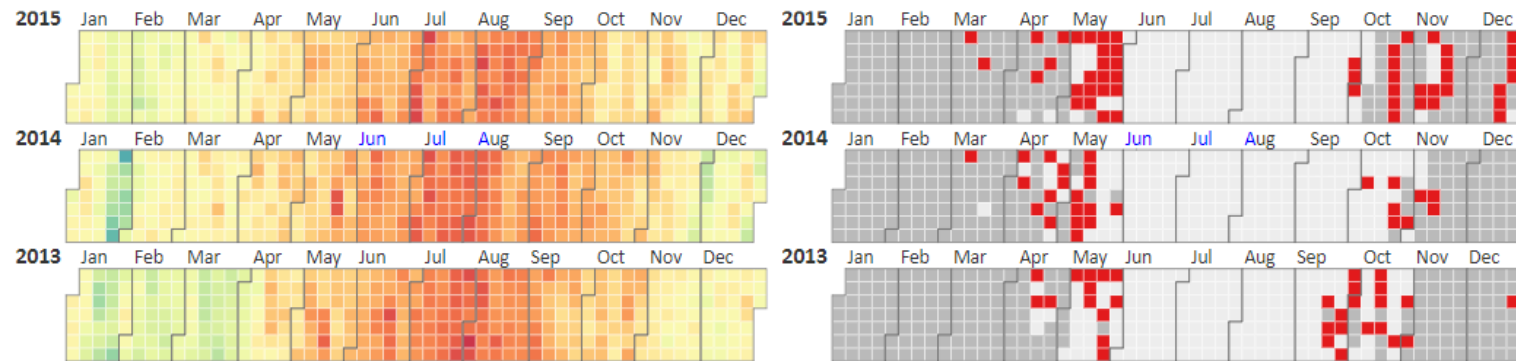


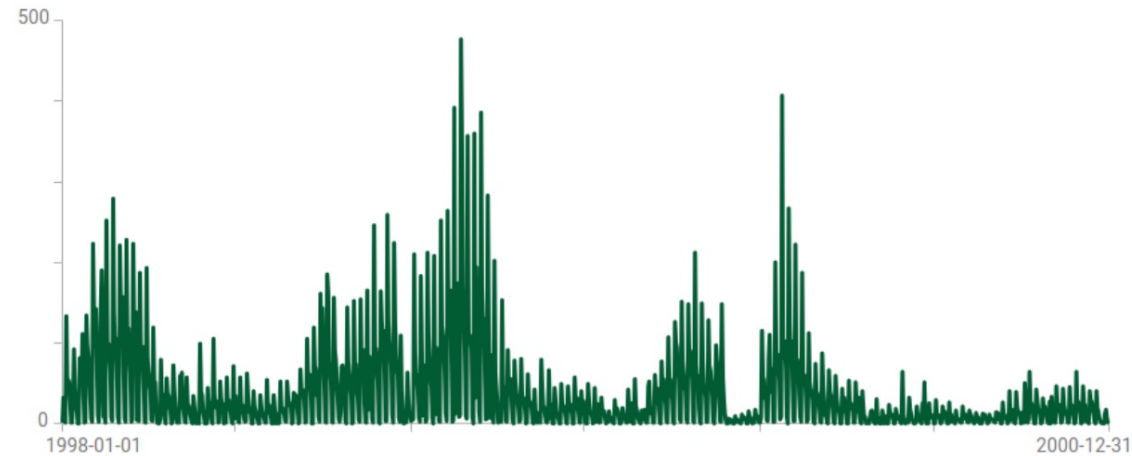
Figure 3.4 Color maps for identifying and locating values and classes.



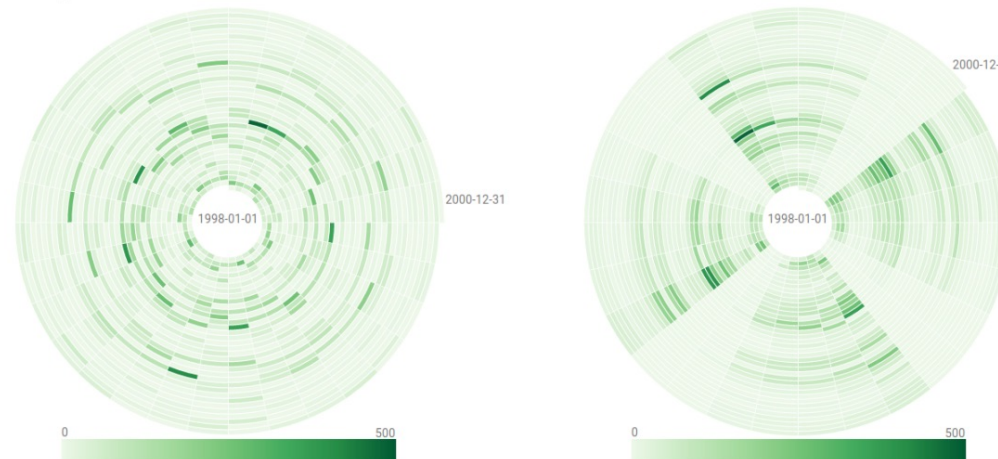
(a) Color coding for identification tasks. (b) Color coding for location tasks.

Figure 3.5 Applying the color maps from Figure 3.4 to temperature data. Adapted from [bl.ocks.org/mbostock/4063318](http://bl.ocks.org/mbostock/4063318).

# Data representation has an impact on interpretation



(a) Line plot.



(b) Spiral plot (cycle length 32 days).

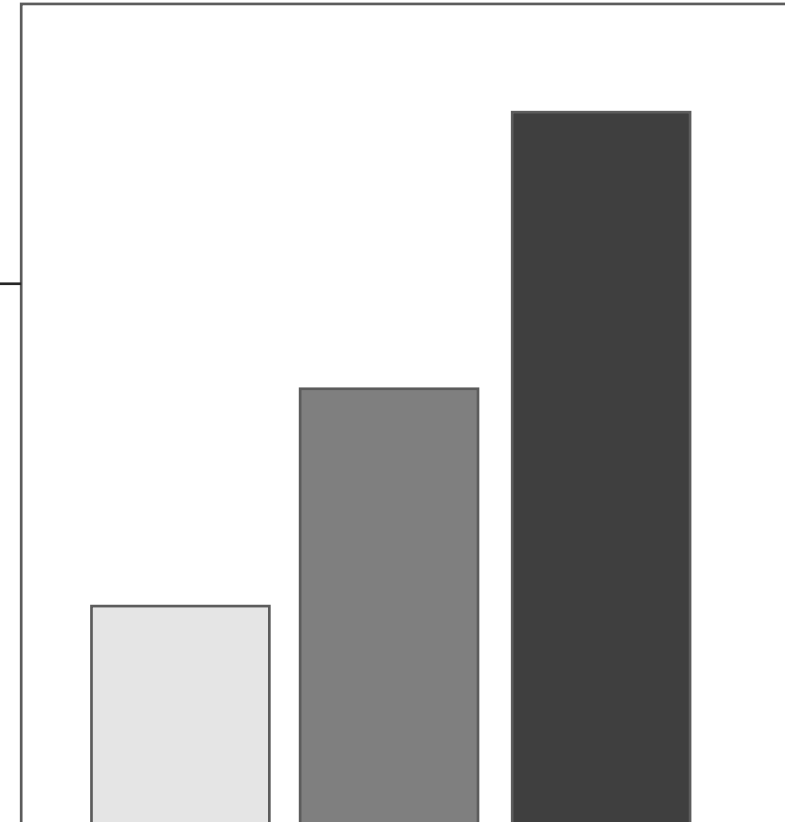
(c) Spiral plot (cycle length 28 days).

# Tuning visual mappings



# Mapping Relations

- 1 : 1
- 1 : n
- n : n
  
- no n : 1 (meaning of visual representation difficult)



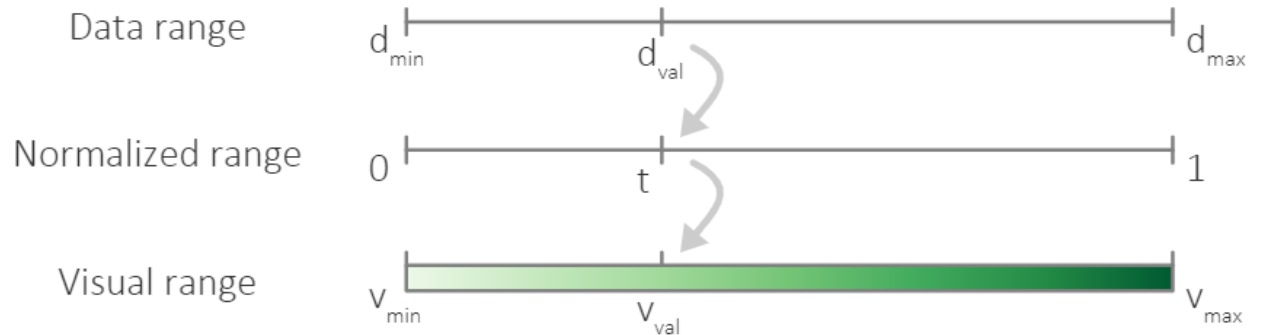
1:n = length + luminance

*Sends stronger message but uses up channels*



# Mapping Mechanics

- Linear mapping  $t = \frac{d_{val} - d_{min}}{d_{max} - d_{min}}$ 
  - standard approach – min-max value of data mapped to the entire spectrum of a channel



- Log mapping  $t = \frac{\log(d_{val} - d_{min})}{\log(d_{max} - d_{min})}$ 
  - stretches out smaller values
- Individual vs aggregate values



# About color...

- Different color systems

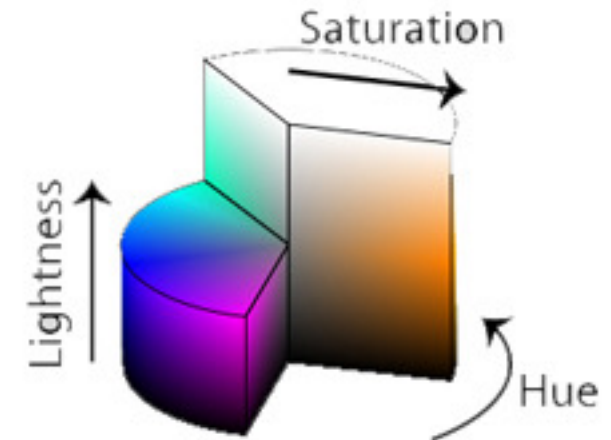


CMYK - Subtractive Color

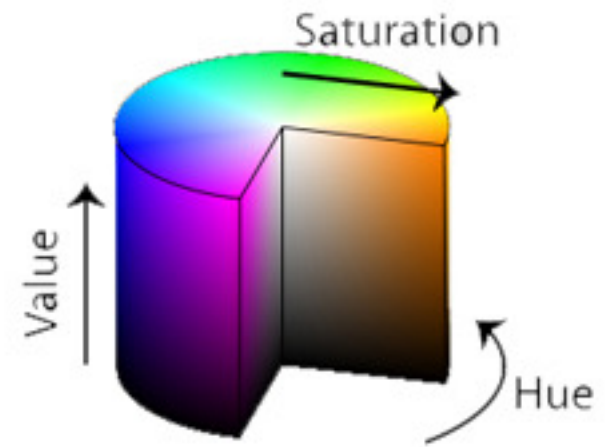


RGB - Additive Color

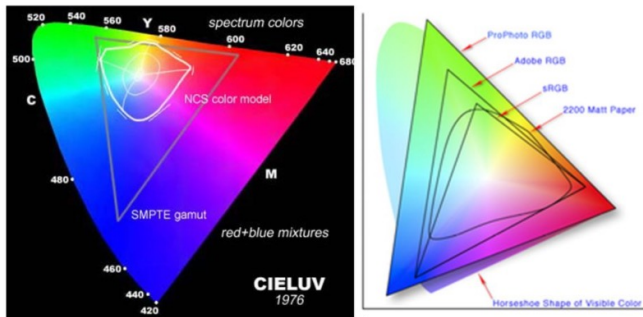
## HSL



## HSV





















CIE updated:  
CIELAB (print)  
CIELUV (display)



# About color...

Decomposed into three channels:

Luminance							Ordered → Magnitude
Saturation							Ordered → Magnitude
Hue							Categorical → Identity

# About color...

→ Categorical



→ Ordered

→ Sequential



→ Diverging

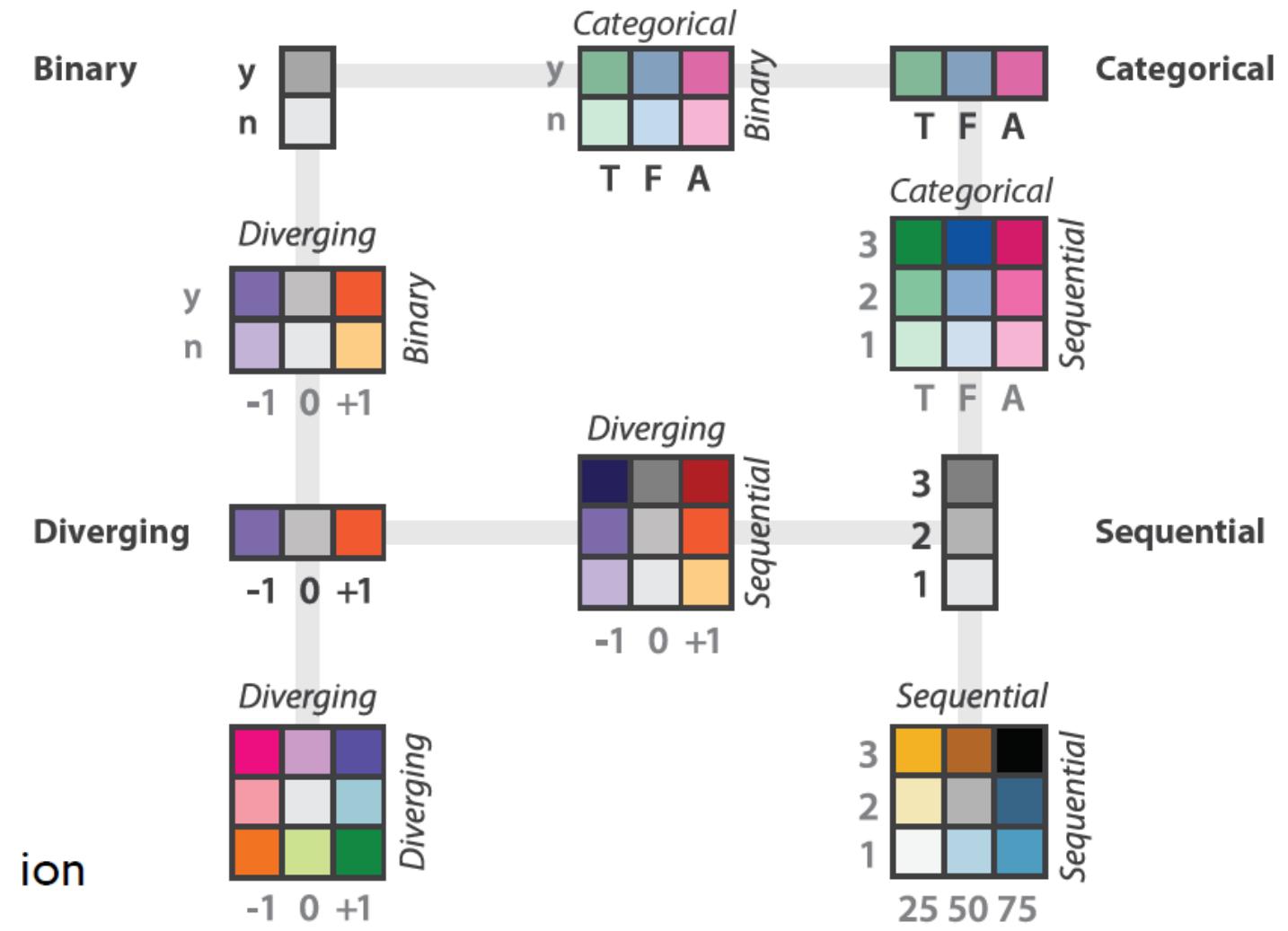


→ Bivariate



Color scheme options available with Altair (Python version of Vega-Lite):

<https://vega.github.io/vega/docs/schemes/>



ion

iax

after [Color Use Guidelines for Mapping and Visualization. Brewer, 1994. <http://www.personal.psu.edu/faculty/c/a/cab38/ColorSch/Schemes.html>]

# About color...

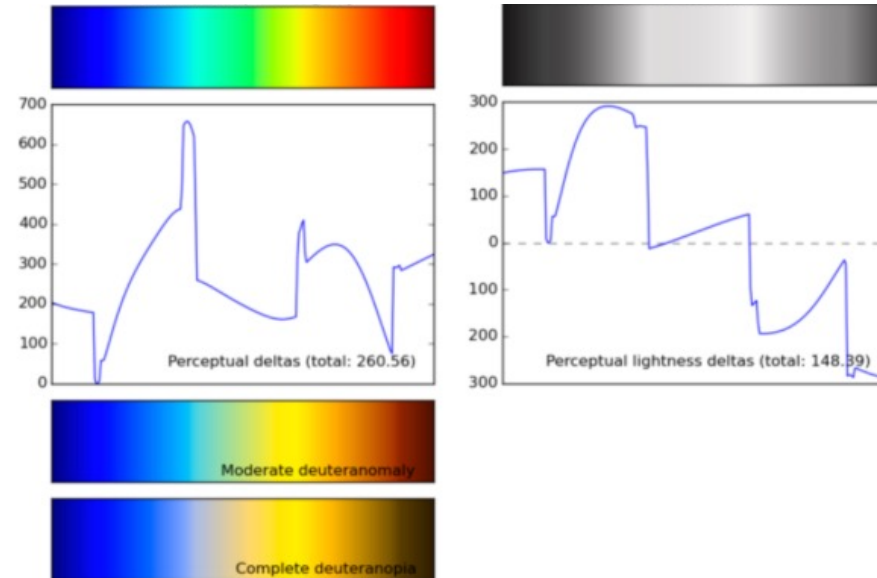
- Perceptual uniformity and ordering
  - Rainbow map introduces artificial structures ☹️
- Monotonically increasing luminance

If you really want the Rainbow, consider using **Turbo**.



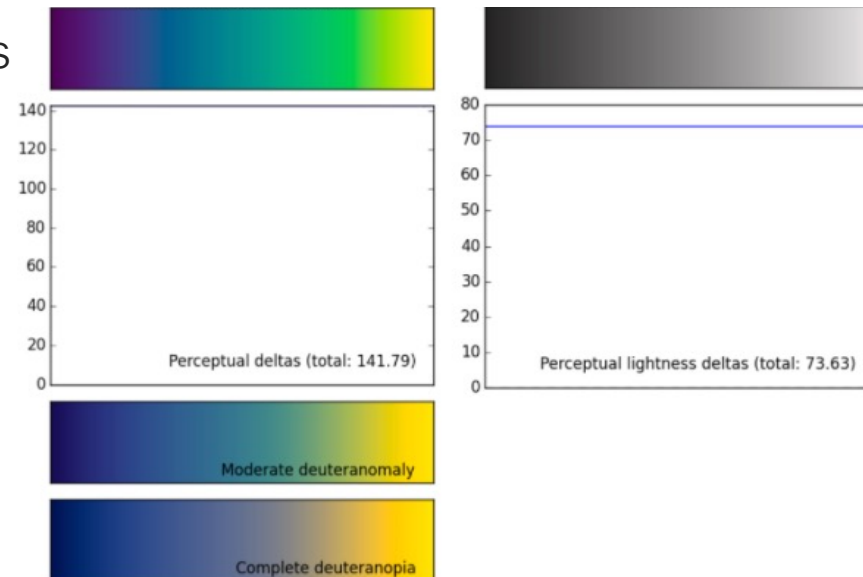
More info: <https://ai.googleblog.com/2019/08/turbo-improved-rainbow-colormap-for.html>

Rainbow



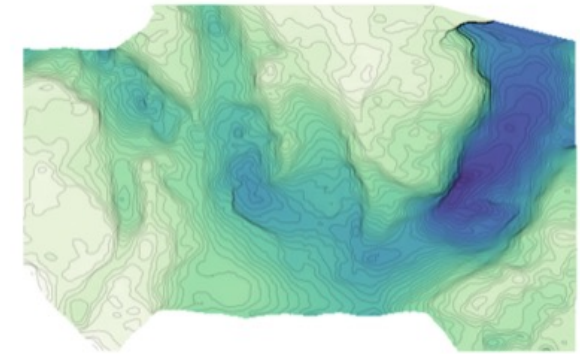
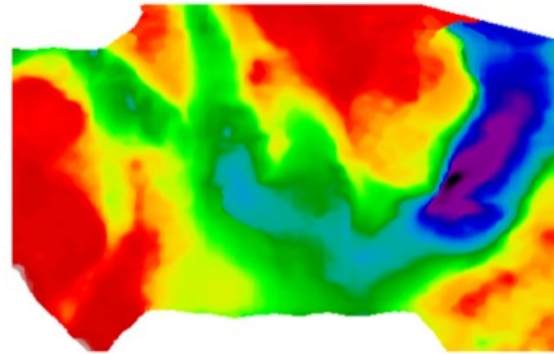
non-uniform perceptual changes between colors in rainbow (jet) map.

Viridis

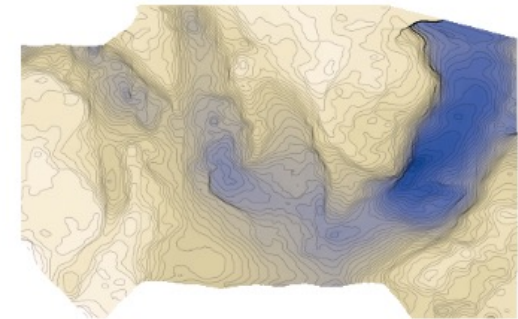
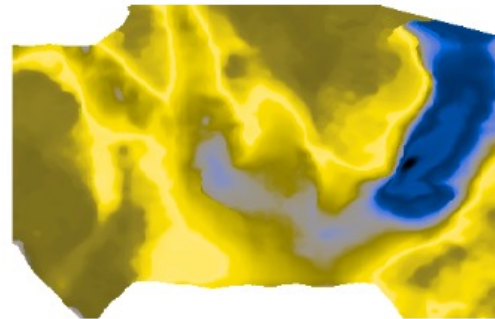


# About color...

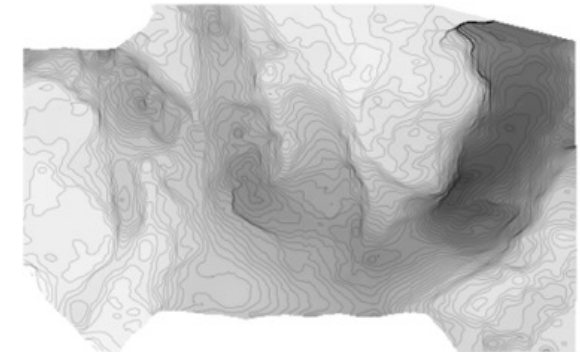
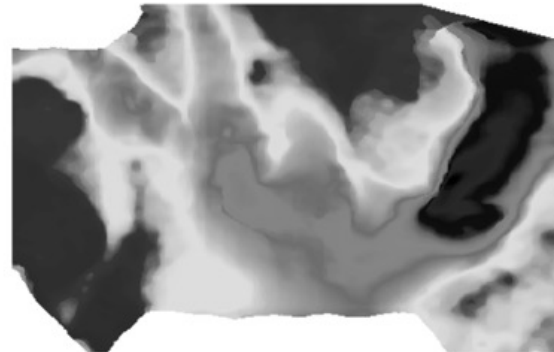
- Let's look at this with real data...
- Nova Scotia seafloor depth
  - rainbow (left) vs YIGnBu (right)



Let's check that it is indeed colourblind-safe and grey-safe:

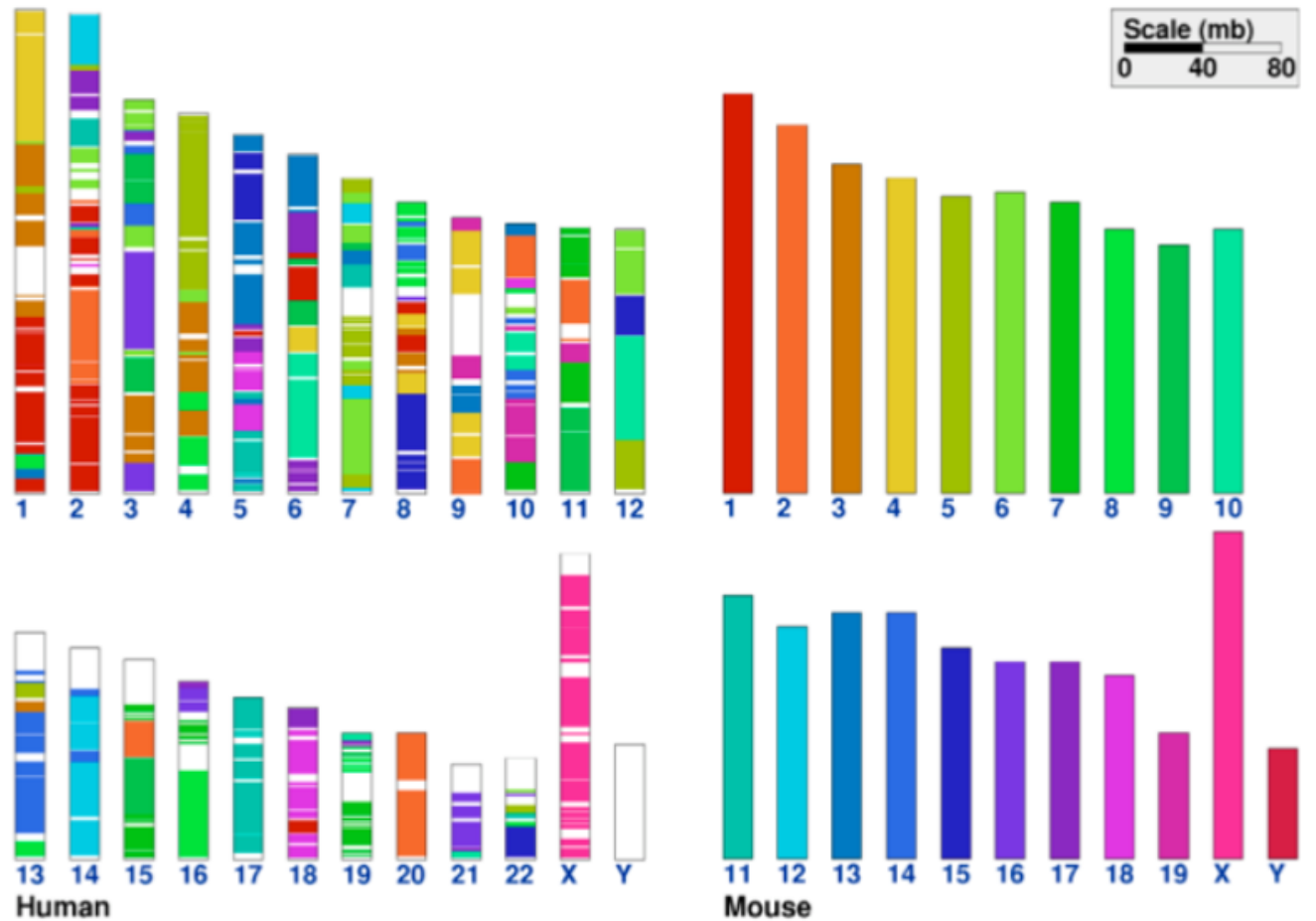


Is this a pit? What? →



# About color...

- Categorical color
  - There's a limit to number of colors that are discriminable
  - More than 5-10 bins becomes difficult







# Color Tools

- ColorBrewer
  - <http://colorbrewer2.org/>
- Colorgorical
  - <http://vrl.cs.brown.edu/color>
- Sequential Color Scheme Generator
  - <http://eyetracking.upol.cz/color/>
- Colorpicker for Data
  - <http://tristen.ca/hcl-picker/>

Colorgorical

Generate

Number of colors: 6

Score importance: Perceptual Distance

Name Difference

Pair Preference

Name Uniqueness

Select hue filters

90° 180° 270° 0°

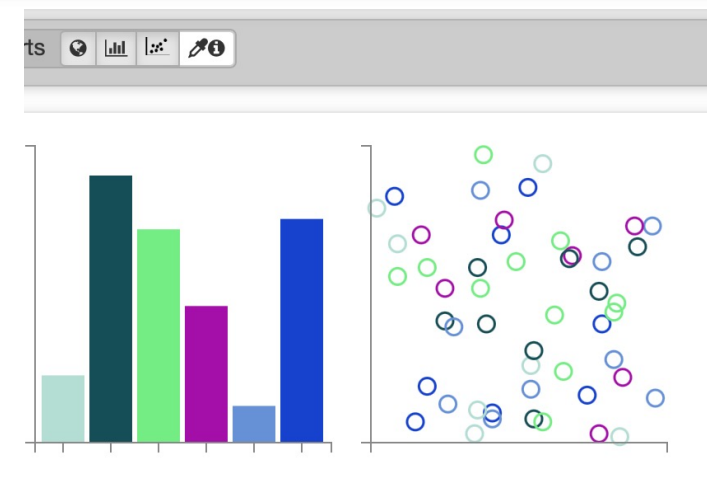
Drag wheel, or add angle: # to # +

Select lightness range: 25 to 85

Results: Color space Hex RGB Lab LCH Array format " ' No quote Charts

["rgb(180,221,212)", "rgb(21,78,86)", "rgb(117,237,133)", "rgb(165,15,169)"]

rgb(180,221,212)	+ start
rgb(21,78,86)	+ start
rgb(117,237,133)	+ start
rgb(165,15,169)	+ start



# Color Tools

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- Colorpicker for Data
  - <http://tristen.ca/hcl-picker/>

SEQUENTIAL COLOR SCHEME GENERATOR 1.0

This tool was designed to create **sequential color schemes** for choropleth maps. You can manipulate **colors**, **number of classes** of your scheme and visual difference between them by applying **color distance** steps defined by [CIEDE2000 method](#). To get some more detailed instructions hover with your mouse over [i](#) or [!](#).

We believe it will be helpful to design better and more readable maps. Though the Sequential Color Scheme generator 1.0 seems to be a primitive tool, there is quiet lot of knowledge and research behind it, check out our papers (references below) and see ;-)

Enjoy!

**Select the color # 1**  
gives the origin of the color scheme [i](#)

**Select the color # 2**  
gives the direction of color scheme [i](#)

H: 103 °  
 S: 71 %  
 B: 82 %

#: 67D33D

H: 0 °  
 S: 0 %  
 B: 100 %

#: FFFFFFFF

**Set the number of color scheme classes**  
n =  [i](#)

**Set the color distance steps between classes** [i](#)

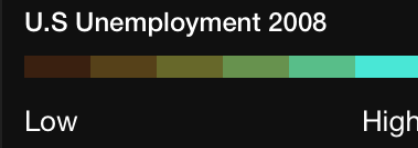
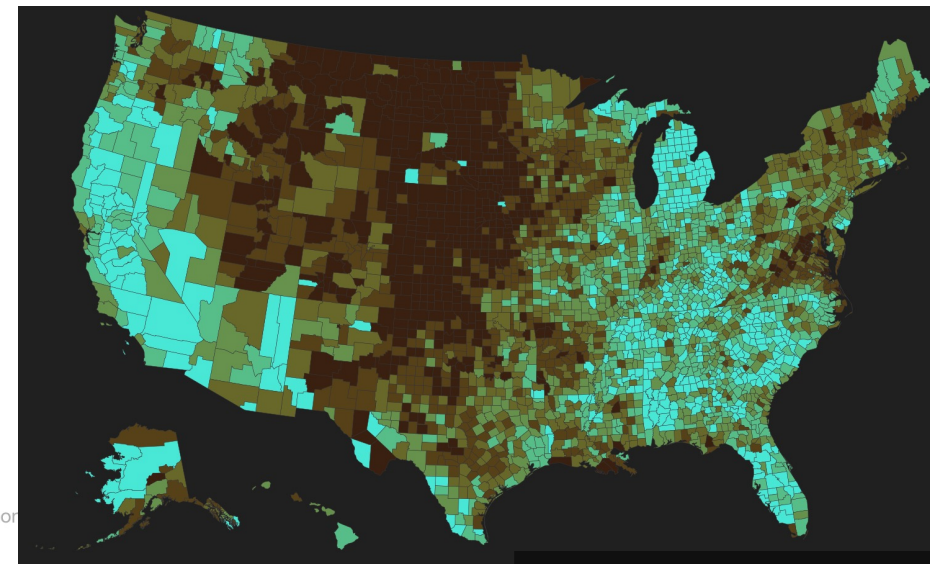
$\Delta E_{00}$ A-B	<input type="text" value="4"/>
$\Delta E_{00}$ B-C	<input type="text" value="8"/>
$\Delta E_{00}$ C-D	<input type="text" value="10"/>
$\Delta E_{00}$ D-E	<input type="text" value="8"/>
$\Delta E_{00}$ E-F	<input type="text" value="4"/>

# Color Tools

- ColorBrewer
  - <http://colorbrewer2.org/>
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  - <http://vrl.cs.brown.edu/color>
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  - <http://eyetracking.upol.cz/color/>
- Colorpicker for Data
  - <http://tristen.ca/hcl-picker/>



Colorpicker for data  
Built off Gregor Aisch's article and color con



A screenshot of the 'Colorpicker for data' web application. The interface is dark-themed. At the top, there are two tabs: 'Colorpicker' (selected) and 'Visualized'. Below the tabs is a large color wheel with a white circle indicating the selected color. To the left of the wheel are three buttons labeled 'H-L', 'C-L', and 'H-C'. To the right is a vertical list of six color swatches with their corresponding hex codes: #3A2010, #564019, #66682A, #67924E, #59BE89, and #49E7D6. At the bottom right, there is a 'Copy' button and a zoom control with '+' and '-' buttons. The text 'Chroma 1' is visible at the bottom left of the interface.



# Visualization Idioms

- Tabular data
- Spatial data
- Network & tree data



# If you'd like to follow along...

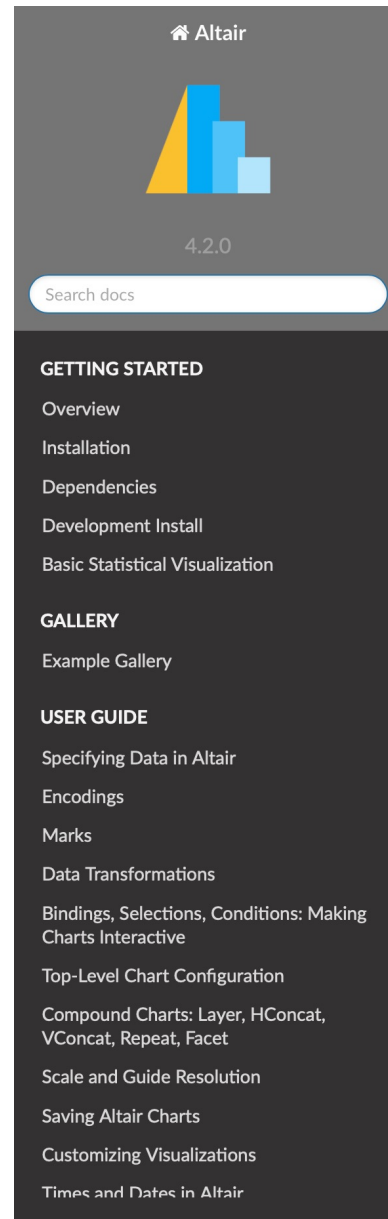
- day\_05 on ICTP 2022 GitLab
- Install modules
  - From inside repo, run:  
`pip install -r requirements.txt`
- Sample visualizations
  - `./basic_charts/`
  - `./basic_charts_html_output/`

```
1 import altair as alt
2 import pandas as pd
3
4 penguins_data = pd.read_json('./basic_charts_data/penguins.json')
5 print(penguins_data.head())
6
7
8 # how many of each species of penguin are there?
9 penguin_species_bar = alt.Chart(penguins_data).mark_bar().encode(
10     alt.Y('Species:N', sort='x'),
11     x = 'count()',
12     color = 'Species'
13 ).properties(
14     title='Number of Penguins by Species'
15 )
16
17 penguin_species_bar.configure_title(
18     fontSize=20,
19     anchor='start'
20 ).save('./basic_charts_html_output/bar.html')
```

`./basic_charts/bar.py`

# Vega-Altair

- Declarative statistical visualization library for Python
- Built on top of Vega-Lite (<https://vega.github.io/vega-lite/>)
- Directly applies marks and channels in construction of a visualization
- Output as json spec embedded in html file – no plugins/other installations required to view/interact



Altair

4.2.0

Search docs

**GETTING STARTED**

- Overview
- Installation
- Dependencies
- Development Install
- Basic Statistical Visualization

**GALLERY**

- Example Gallery

**USER GUIDE**

- Specifying Data in Altair
- Encodings
- Marks
- Data Transformations
- Bindings, Selections, Conditions: Making Charts Interactive
- Top-Level Chart Configuration
- Compound Charts: Layer, HConcat, VConcat, Repeat, Facet
- Scale and Guide Resolution
- Saving Altair Charts
- Customizing Visualizations
- Times and Dates in Altair

## Vega-Altair: Declarative Visualization in Python



Vega-Altair is a declarative statistical visualization library for Python, based on [Vega](#) and [Vega-Lite](#), and the source is available on [GitHub](#).

*The Vega-Altair open source project is not affiliated with Altair Engineering, Inc.*

With Vega-Altair, you can spend more time understanding your data and its meaning. Altair's API is simple, friendly and consistent and built on top of the powerful [Vega-Lite](#) visualization grammar. This elegant simplicity produces beautiful and effective visualizations with a minimal amount of code.

### Getting Started

- [Overview](#)
- [Installation](#)
- [Dependencies](#)
- [Development Install](#)
- [Basic Statistical Visualization](#)

### Gallery

- [Example Gallery](#)

<https://altair-viz.github.io/index.html>

# Vega Ingredients

- Data → DataFrame to visualize upon
- Mark → Notations for each row observation (line, bar, tick, point)
- Encoding → Data representation Channel (X Position, Y Position, color, size)
- Transform → Data Transformation before applying visualization (calculate, filter, aggregate, fold)
- Scale → Function which inputs data and renders it on the screen.
- Guide → Visual aids on charts (legends), ticks on x and y axis.

# Arrange, Map

## Encode

### → Arrange

→ Express



→ Separate



→ Order



→ Align



→ Use



### → Map

from **categorical** and **ordered** attributes

→ Color

→ Hue



→ Saturation



→ Luminance



→ Size, Angle, Curvature, ...



→ Shape



→ Motion

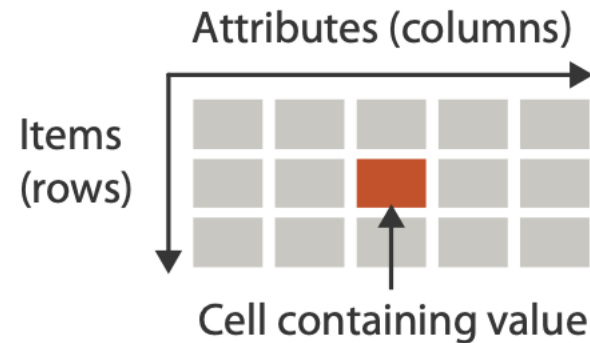
*Direction, Rate, Frequency, ...*



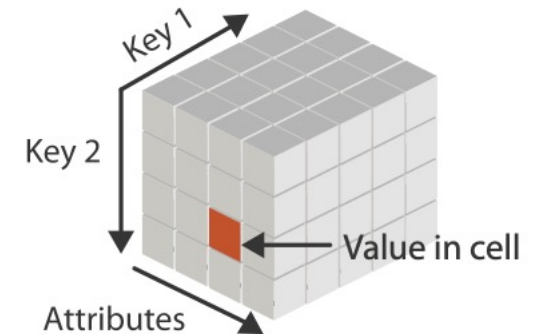


# Tabular Data

- (Key, Value)
  - key = independent attribute
    - unique index for item lookup
  - can have multiple keys in multidimensional tables
  - value = dependent attribute
    - cell value
- Classify arrangement by keys used (0, 1, 2, ...)



→ *Multidimensional Table*



→ *0 Keys*

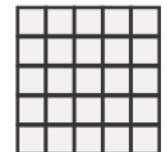
⊕ **Express Values**



→ *1 Key List*



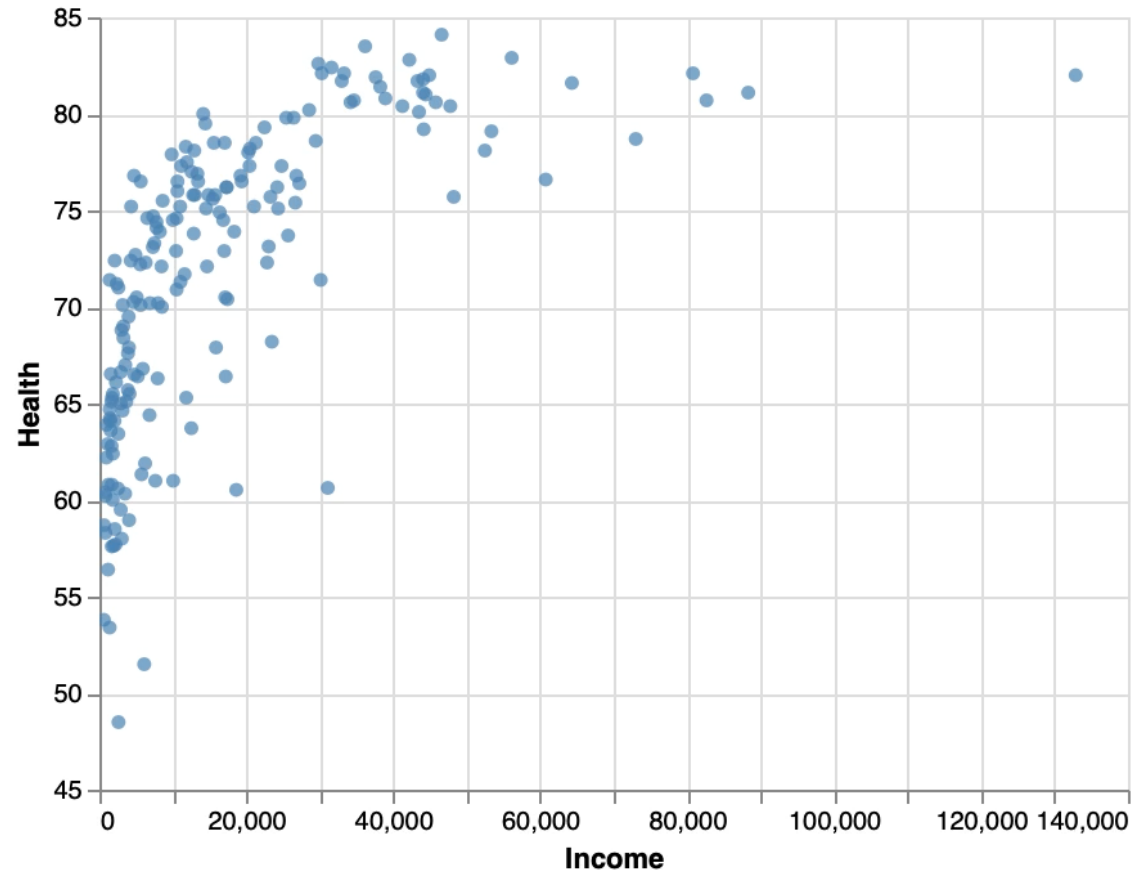
→ *2 Keys Matrix*



# Scatterplot

- no keys, only values
  - 2 quantitative attributes
- mark: points
- channels
  - horizontal + vertical position
- tasks
  - find trends, outliers, distribution, correlation, clusters
- scalability
  - hundreds of items

➔ Express Values

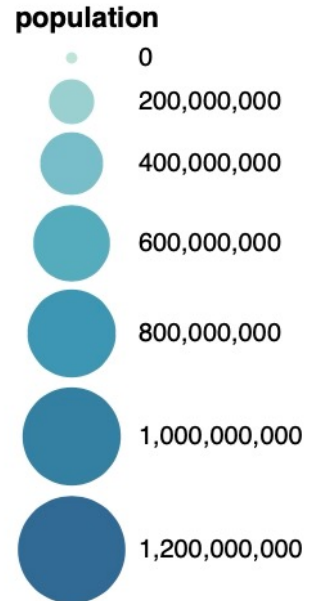
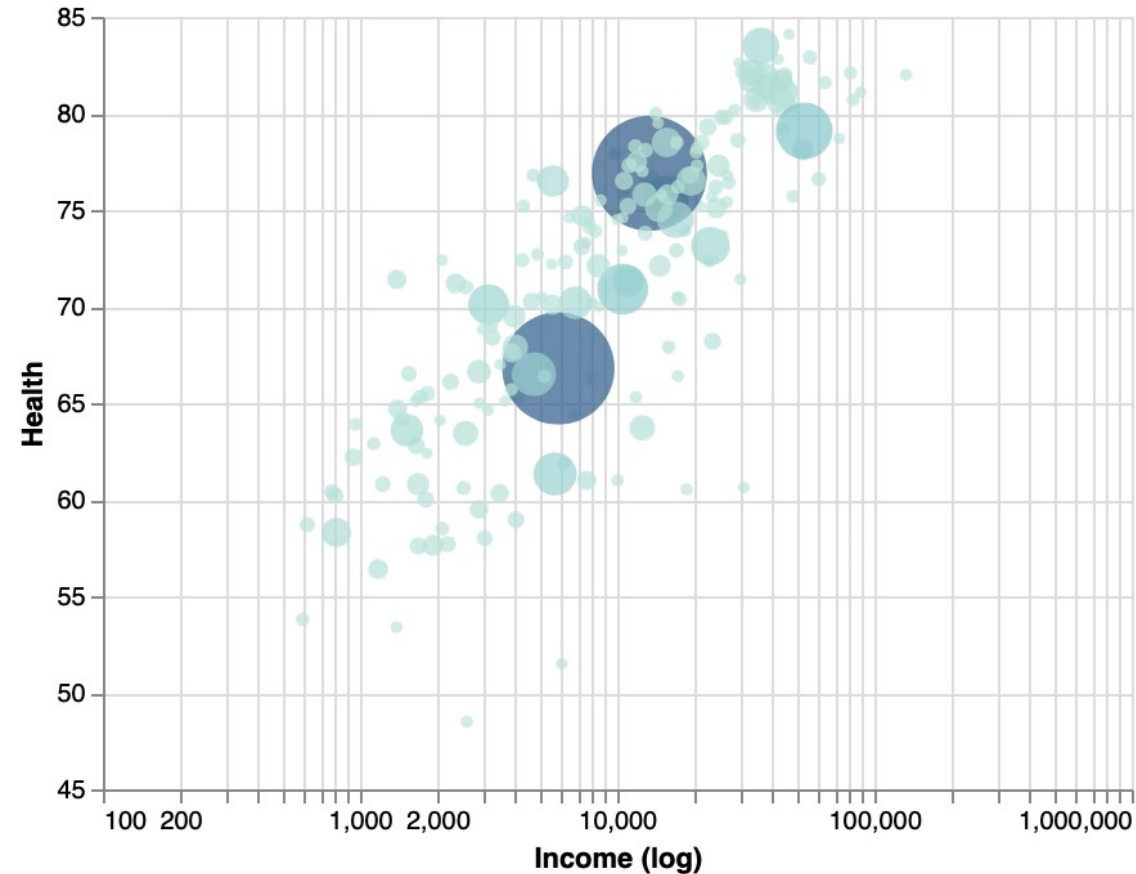


day\_05/basic\_charts/scatter.py

# Scatterplot

- Can also encode additional channels (since using point marks)
  - Color
  - Area
    - not radius – take square root since area grows quadratically
  - Size

→ Express Values



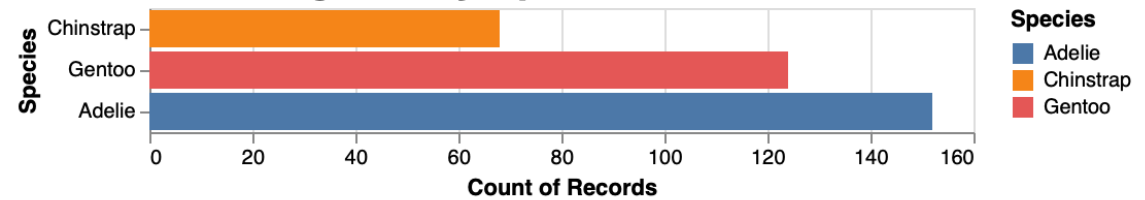
day\_05/basic\_charts/scatter.py



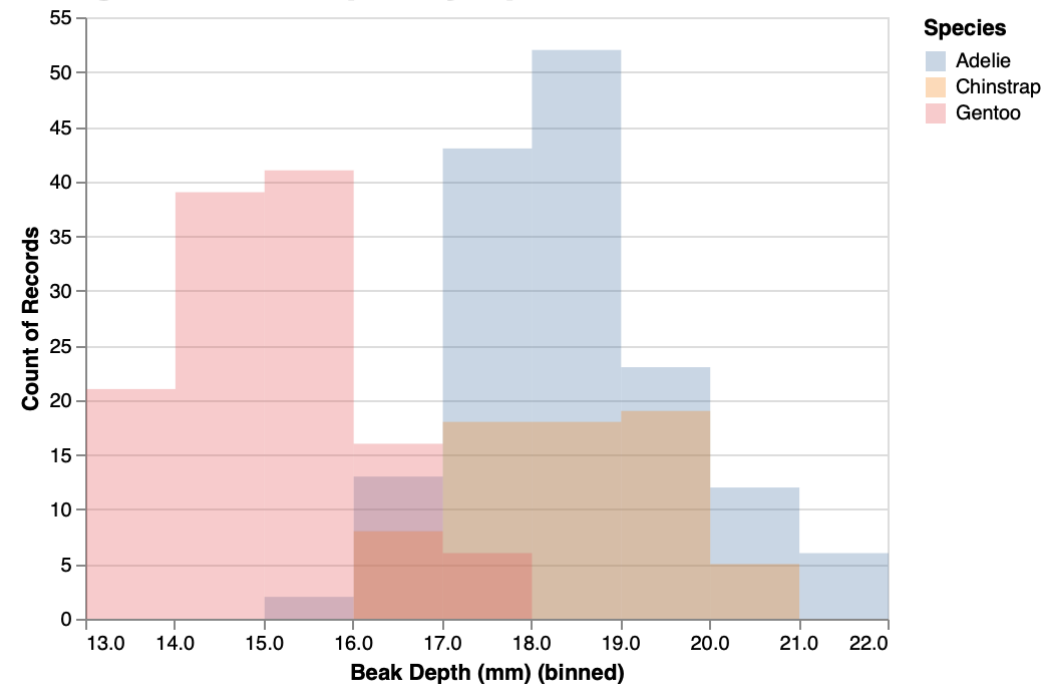
# Bar Chart/Histogram

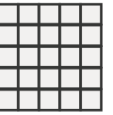
- one key, one value
  - 1 categorical attribute, 1 quantitative attribute
- mark: lines
- channels
  - length to express quantitative values
  - spatial regions: one per mark
    - ordered by label (alphabetical),
    - ordered by length attribute (data-driven)
- task
  - compare, lookup values
- scalability
  - dozens to hundreds of levels for key attribute

**Number of Penguins by Species**



**Penguin Beak Depth by Species**

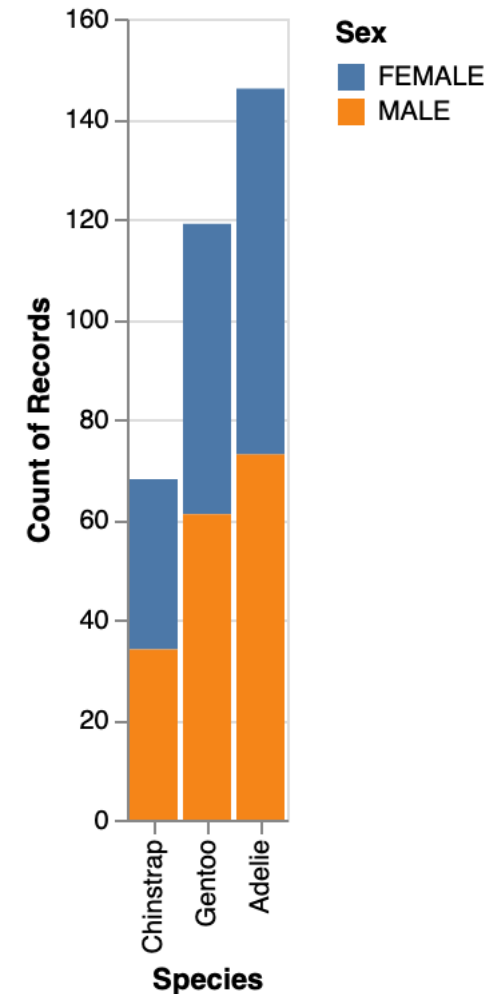


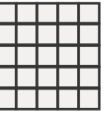


# Stacked Bar Chart

- data: 2 categorical attributes, 1 quantitative attribute
- mark: vertical stack of line marks
- channels
  - length
  - color hue
  - spatial regions
    - one per stacked bar
- task
  - part-to-whole relationship
- scalability
  - several to one dozen levels for stacked attribute

## Penguin Gender by Species

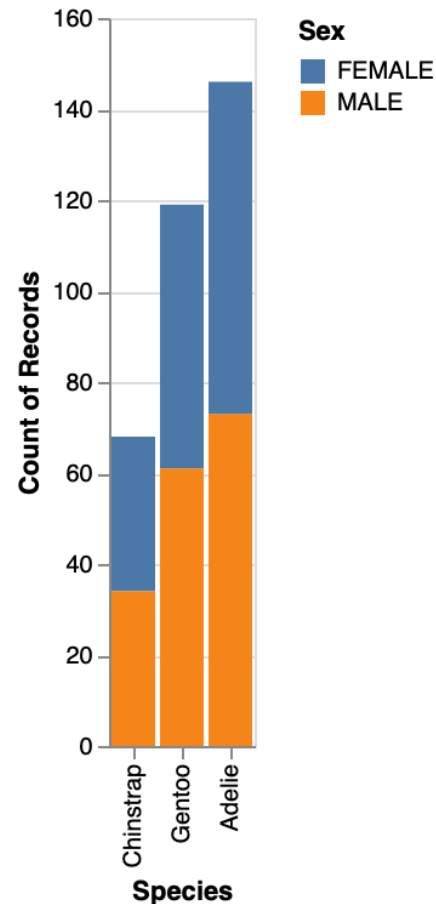




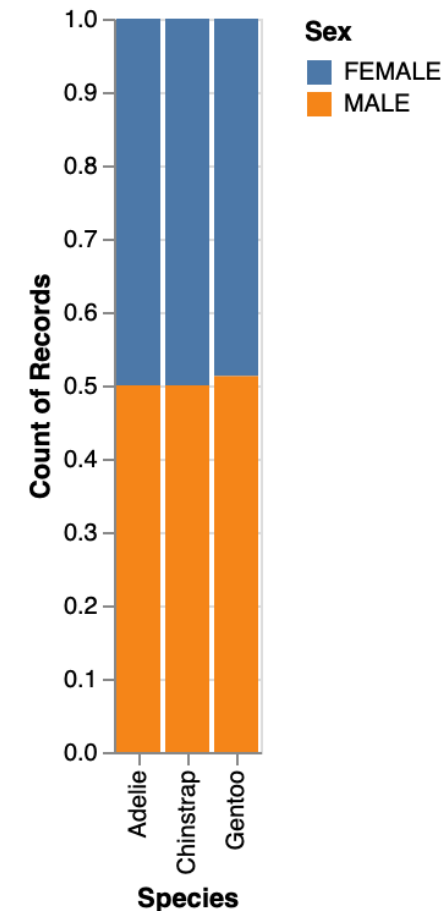
# Normalized Stacked Bar Chart

- stacked bar chart normalized to full vertical height
- comparisons between groups easier (part-to-whole relationships)

Penguin Gender by Species

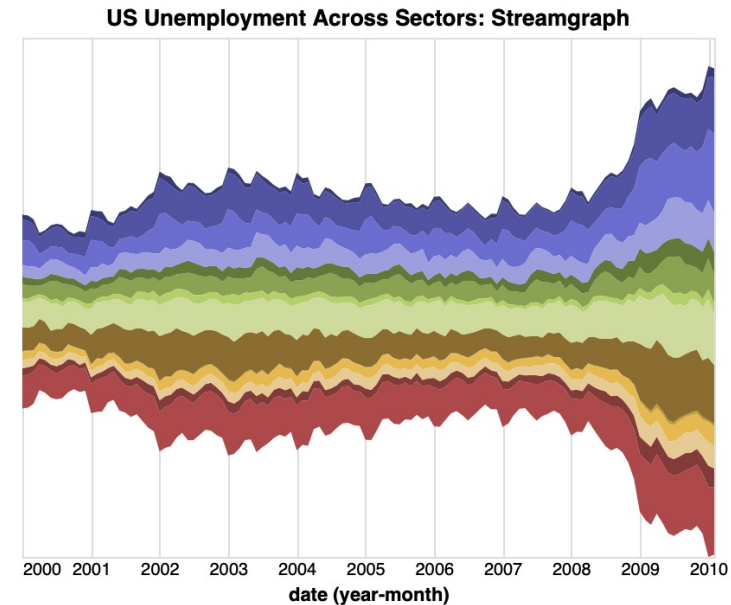
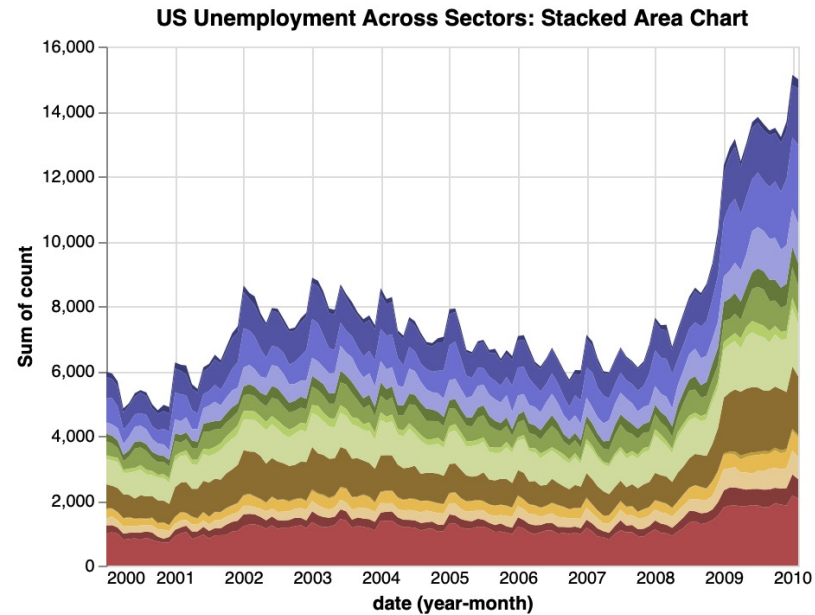


Penguin Gender by Species



# Streamgraph

- generalized stacked graph
  - emphasizing horizontal continuity vs. vertical items
- data
  - 1 categorical key attribute (artist)
  - 1 ordered key attribute (time)
  - 1 quantitative value attribute (counts)
- derived data
  - geometry: layers -> height encodes counts
  - 1 quantitative attribute (layer ordering)
- scalability
  - hundreds of time keys
  - dozens to hundreds of artist keys
    - more than stacked bars, since most layers don't extend across whole chart



[day\\_05/basic\\_charts/streamgraph.py](https://altair-viz.github.io/gallery/streamgraph.html)  
<https://altair-viz.github.io/gallery/streamgraph.html>

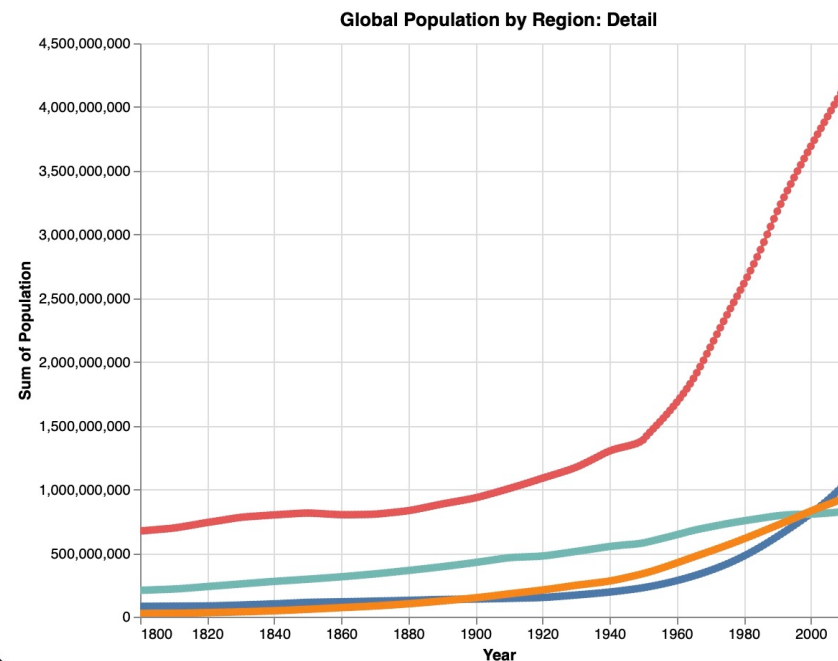
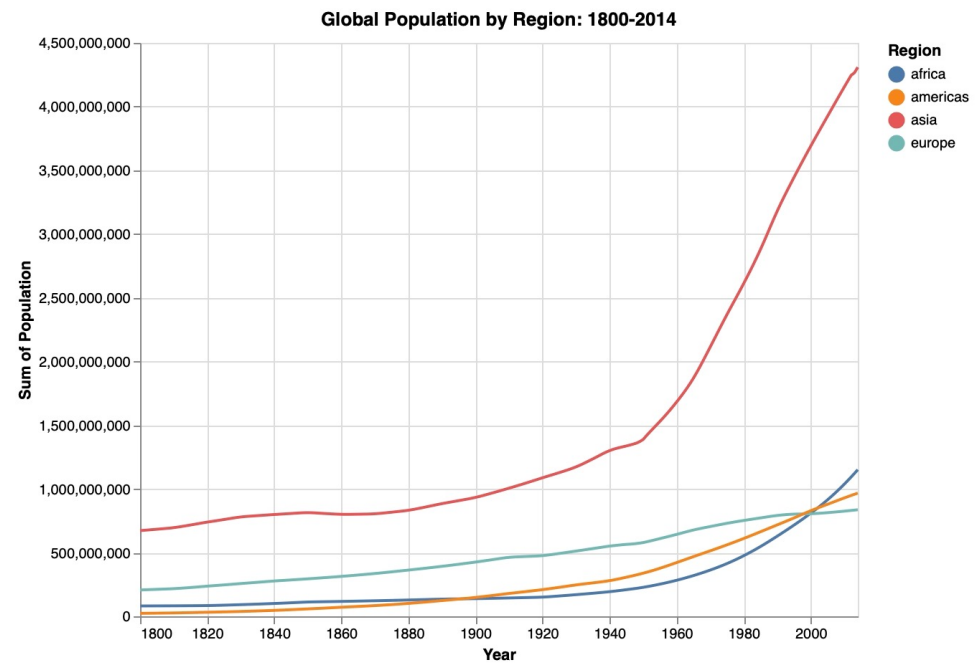
→ 2 Keys

Matrix

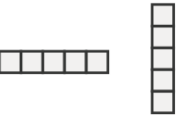


# Line/Dot Chart

- one key, one value
  - 2 quantitative attributes (for each line in chart)
- mark: points + line (connection marks)
  - lines explicitly show relationship between items
- channels
  - length (position) to express quantitative values
  - separated and ordered by key attribute
- task
  - find trend



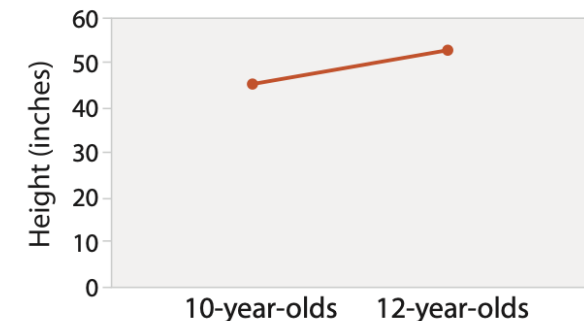
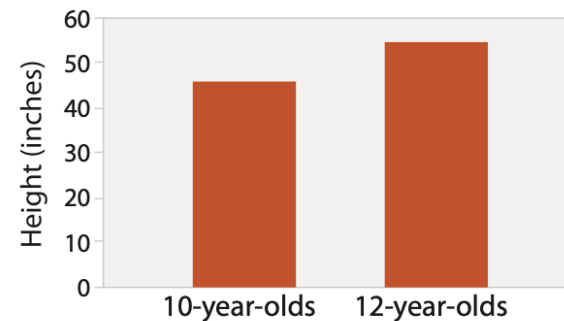
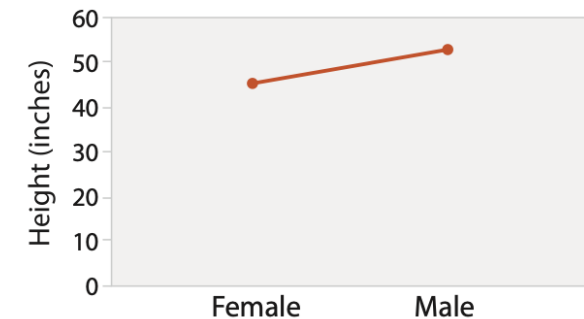
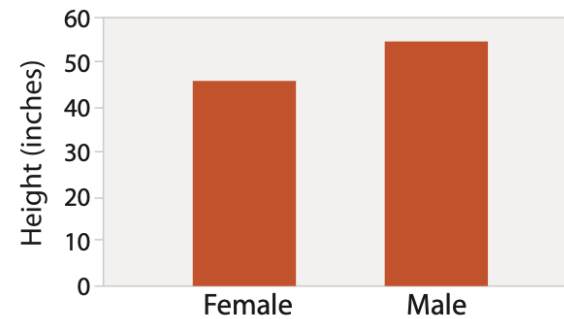
→ 1 Key  
List





# In Practice: Bar vs Line

- depends on type of key attribute
  - bar charts if categorical
  - line charts if ordered (quantitative)

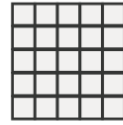


after [Bars and Lines: A Study of Graphic Communication. Zacks and Tversky. *Memory and Cognition* 27:6 (1999), 1073–1079.]

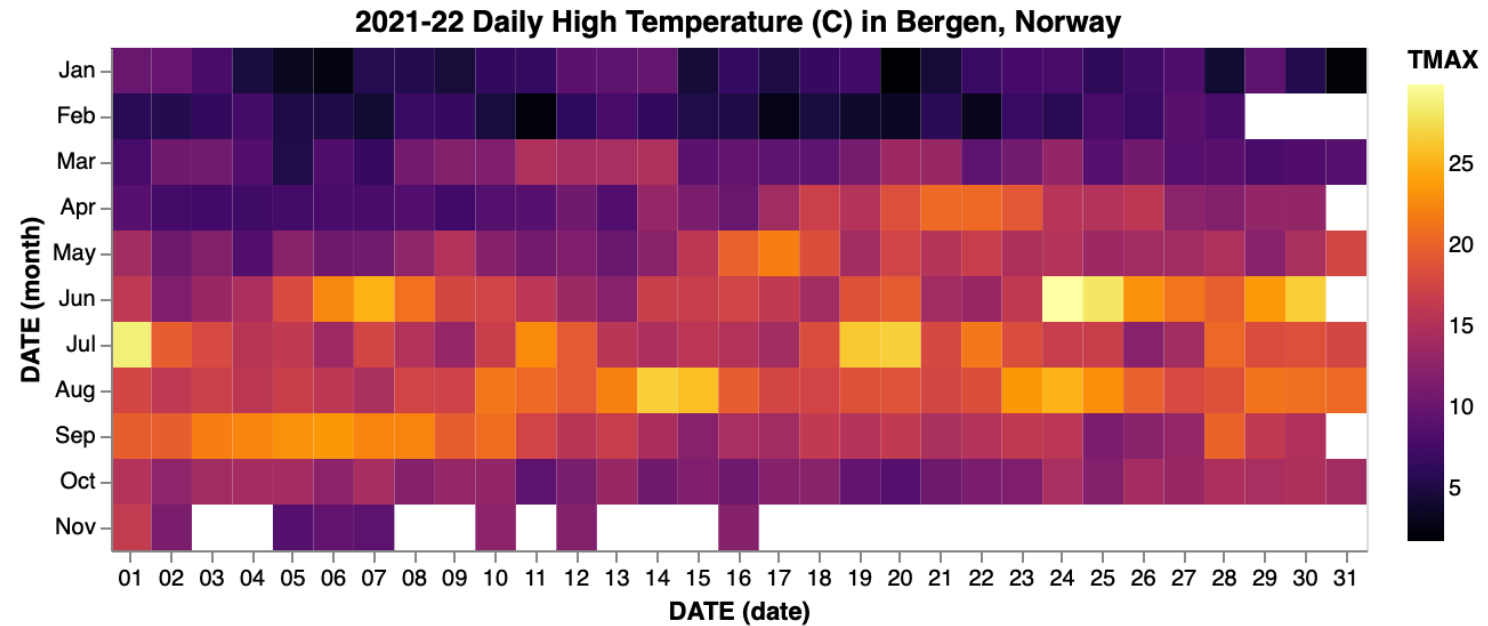
# Heatmap

→ 2 Keys

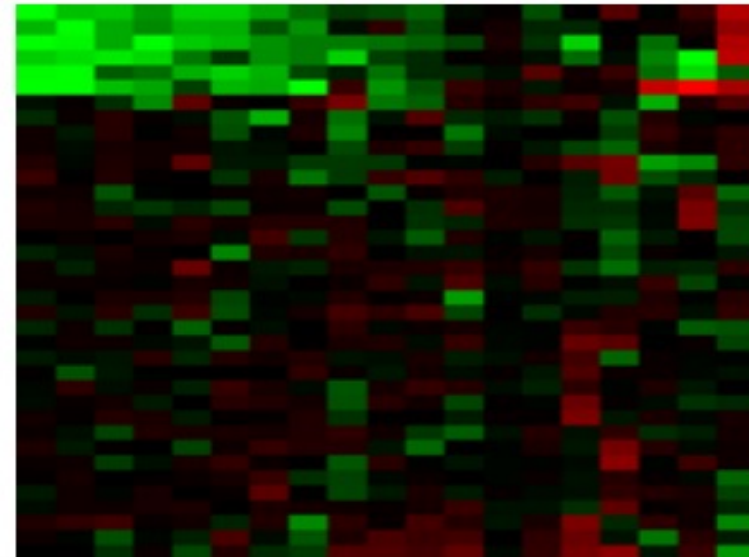
Matrix



- two keys, one value
  - 2 categorical attributes (gene, experimental condition)
  - 1 quantitative attributes (expression levels)
- marks: area
  - separate and align in 2D matrix
    - indexed (ordered) by 2 categorical attributes
- channels
  - color by quantitative attribute
    - ordered vs. diverging color map
- task
  - find clusters, outliers
- scalability
  - 1K categorical levels, 1M items; only ~10 quantitative attribute levels

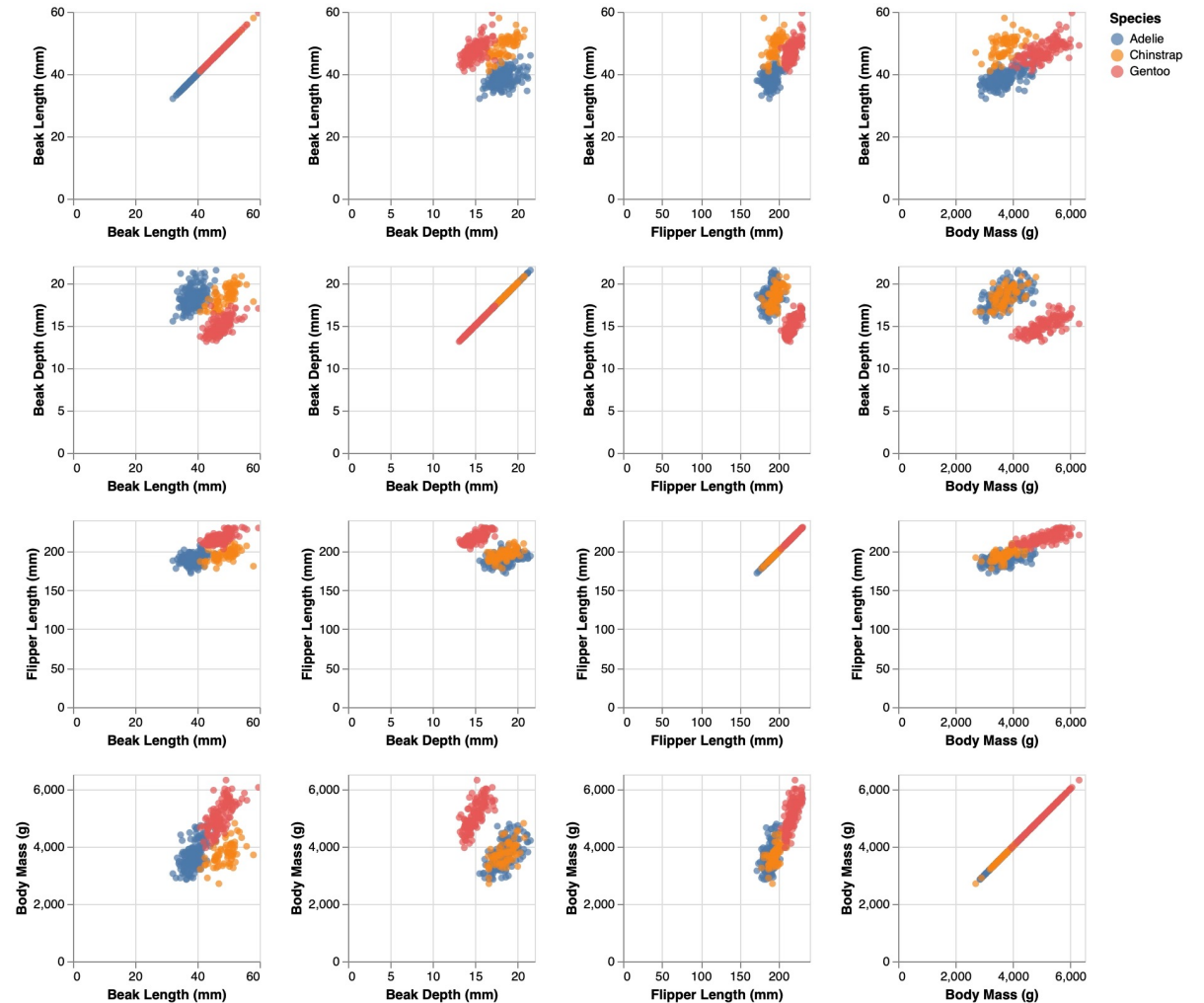


`day_05/basic_charts/heatmap.py`



# Scatterplot Matrix

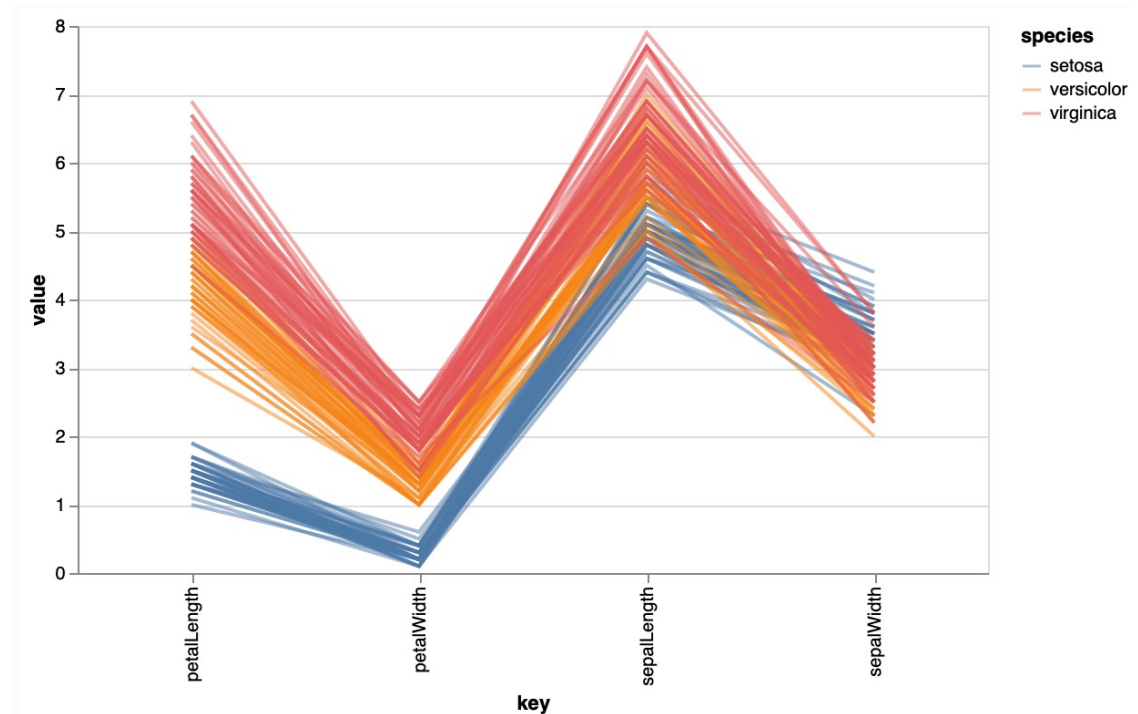
- rectilinear axes, point mark
  - all possible pairs of axes
- scalability
  - one dozen attributes
  - dozens to hundreds of items



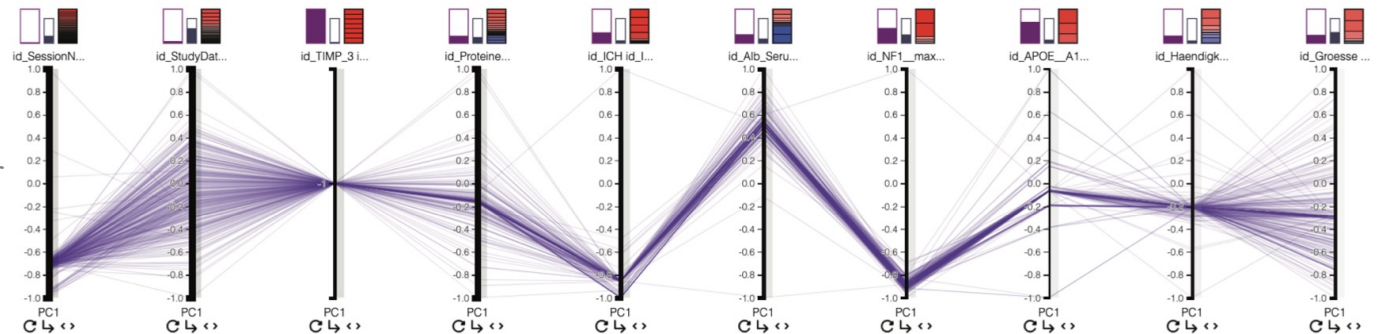
day\_05/basic\_charts/scatter-matrix.py

# Parallel Coordinates

- parallel axes, jagged line representing item
- parallel axes, item as point
  - axis ordering is major challenge
- scalability
  - dozens of attributes
  - hundreds of items



[https://altair-viz.github.io/gallery/parallel\\_coordinates.html](https://altair-viz.github.io/gallery/parallel_coordinates.html)

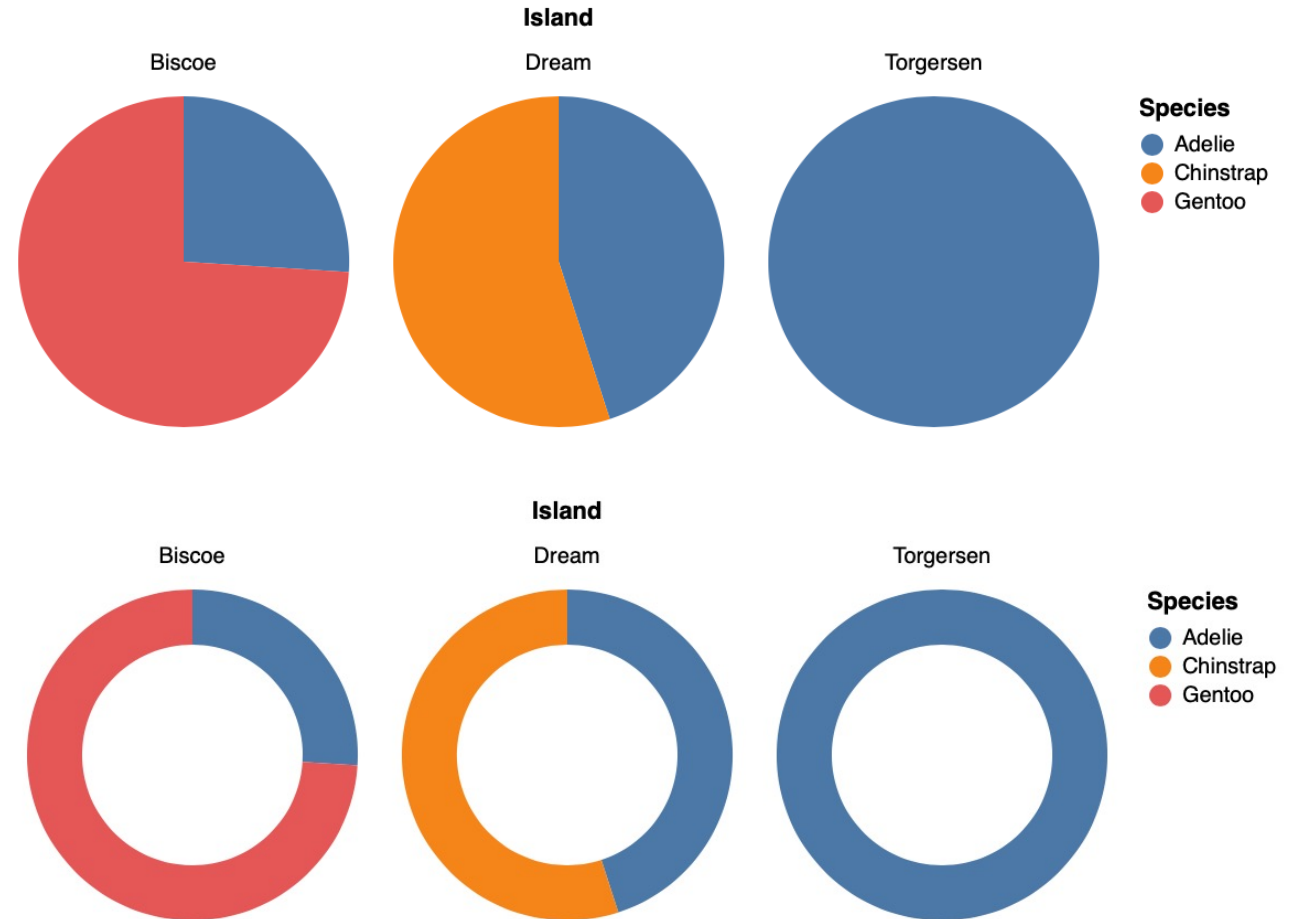


Garrison L, Muller J, Schreiber S, Oeltze-Jafra S, Hauser H, Bruckner S. DimLift: Interactive Hierarchical Data Exploration Through Dimensional Bundling. IEEE Trans Vis Comput Graph. 2021 Jun;27(6):2908-2922.



# Pie/Donut Charts

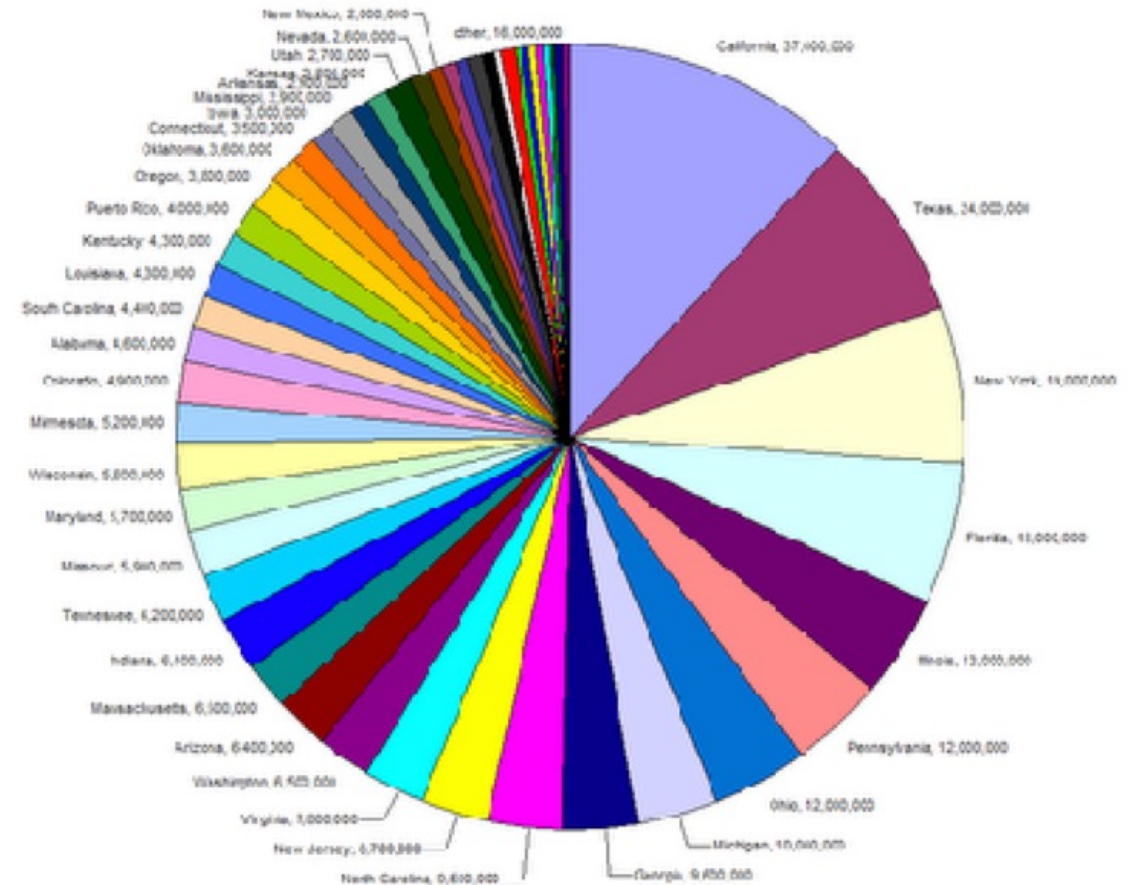
- data
  - 1 categorical key attribute
  - 1 quantitative value attribute
- pie/donut chart
  - area marks with angle channel
  - accuracy: **angle/area** much less accurate
- task
  - part-to-whole judgements (ok for 2-4 categories)



day\_05/basic\_charts/pie-polar.py

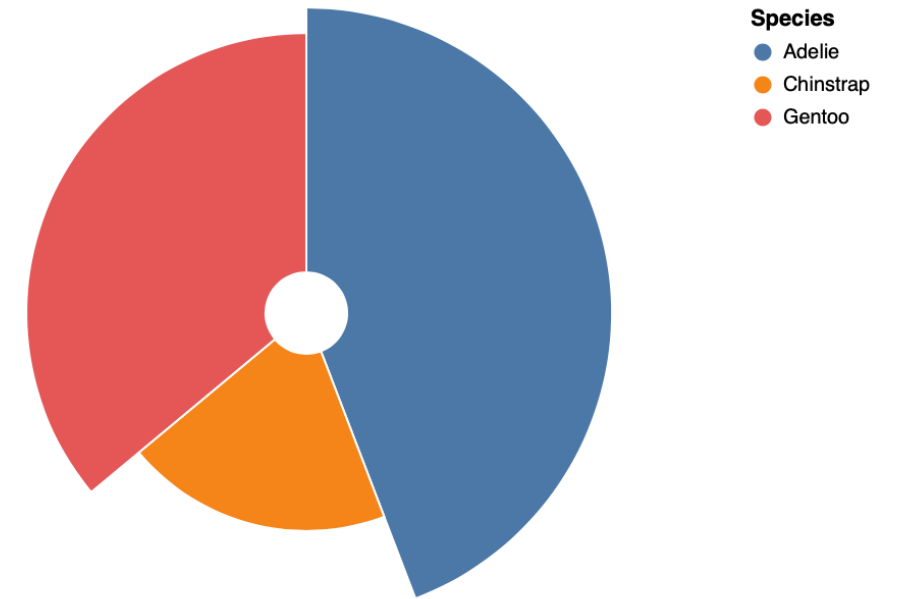
# Pie/Donut Charts

- Bad for many small categories
- Consider normalized stacked bar chart as alternative for part-to-whole tasks when you have many categories
  - also take up less space

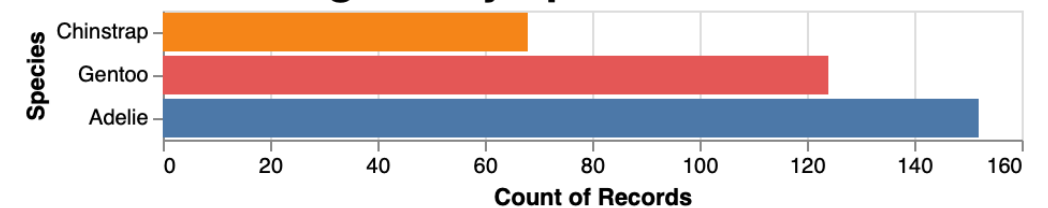


# Polar Area Charts

- data
  - 1 categorical key attribute
  - 1 quantitative value attribute
- polar area chart
  - area marks with length channel
  - more direct analog to bar charts (but width increasing)
- task
  - part-to-whole judgements (ok for 2-4 categories)



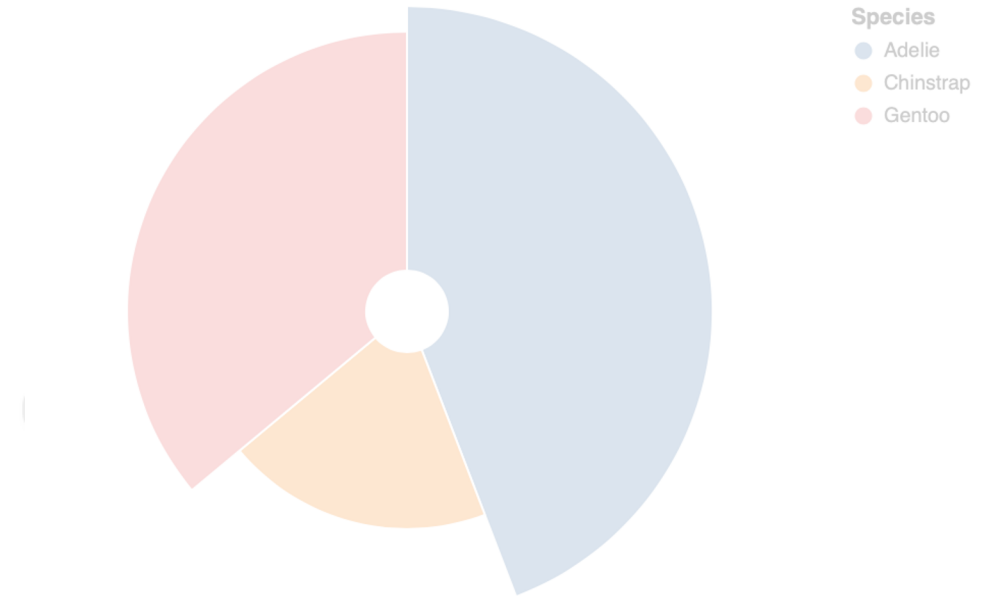
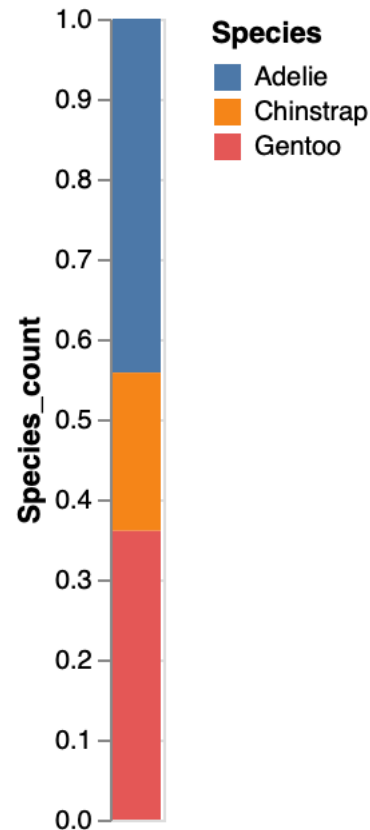
**Number of Penguins by Species**



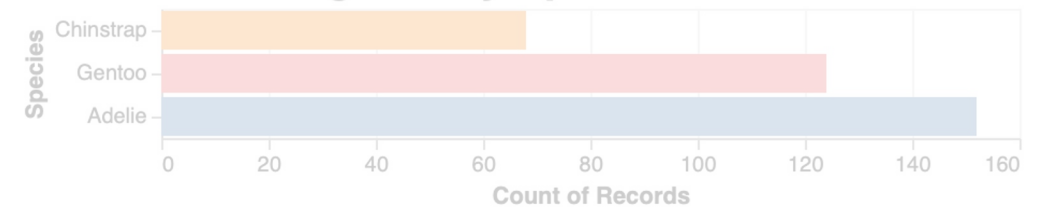
[day\\_05/basic\\_charts/pie-polar.py](#)

# Polar Area Charts

- data
  - 1 categorical key attribute
  - 1 quantitative value attribute
- polar area chart
  - area marks with length channel
  - more direct analog to bar charts (but width increasing)
- task
  - part-to-whole judgements (ok for 2-4 categories)



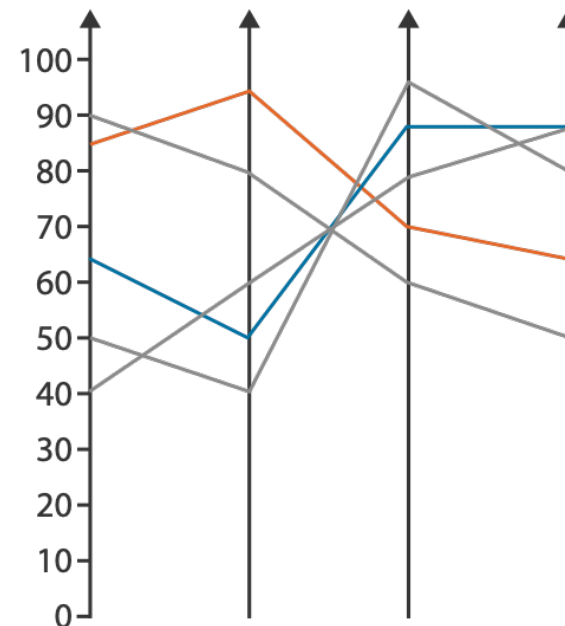
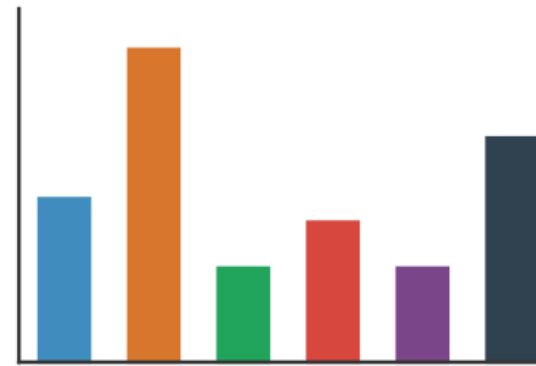
Number of Penguins by Species





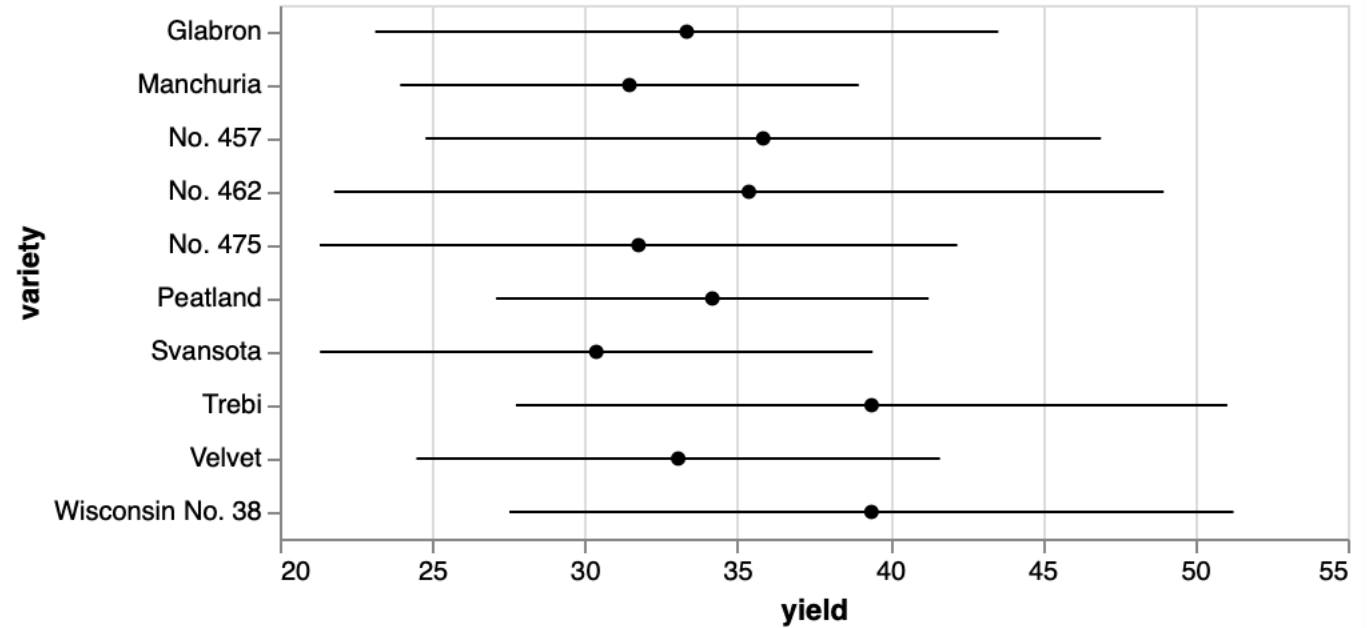
# In Practice: Orientation Limitations

- Rectilinear
  - scalability (2 ideal)
- Parallel
  - unfamiliar, longer training time
- Radial
  - arc < length precision
  - length not aligned with radial layouts
  - less accurately perceived compared to rectilinear alignment



# Communicating Uncertainty

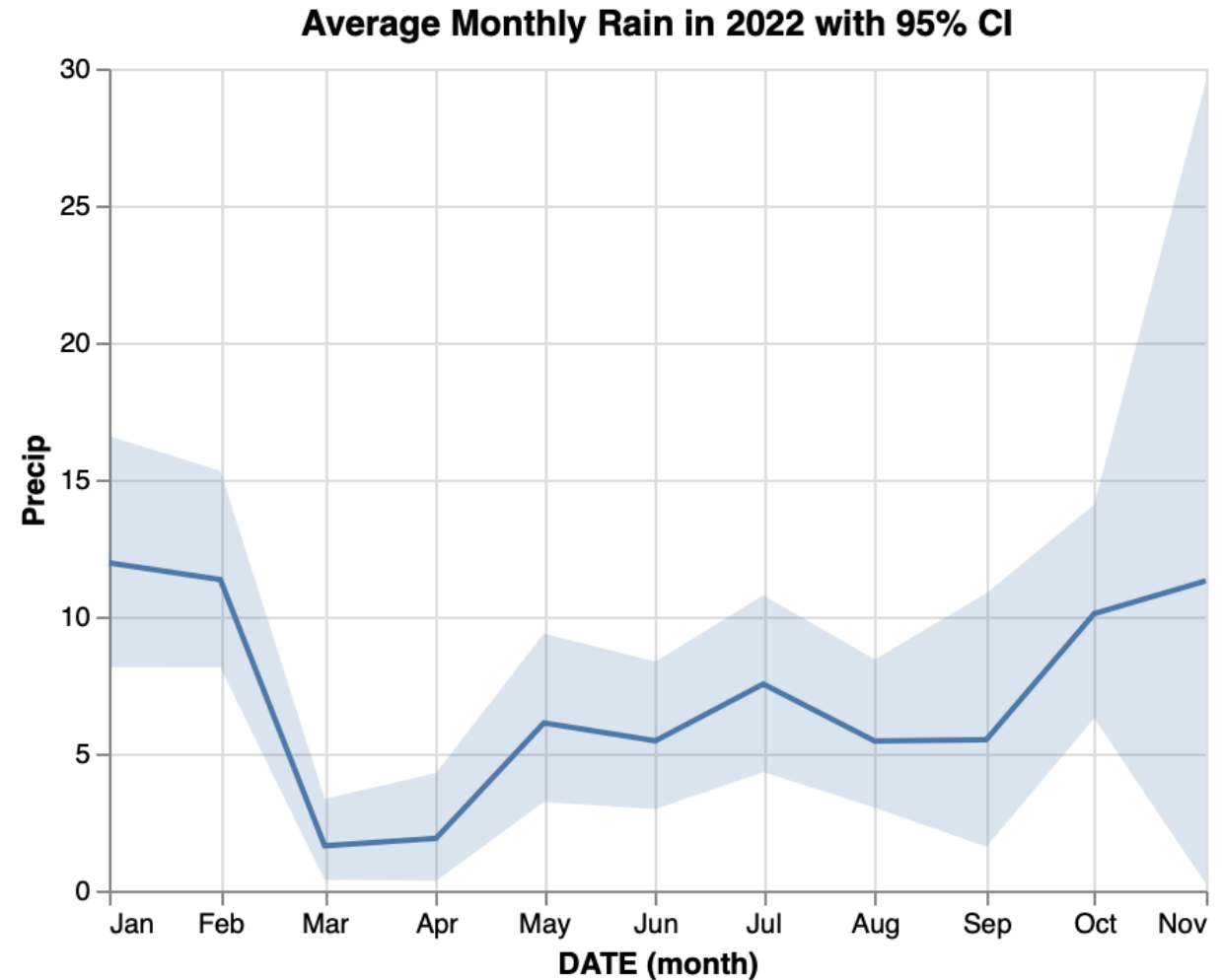
- Error bars



[https://altair-viz.github.io/gallery/errorbars\\_with\\_std.html](https://altair-viz.github.io/gallery/errorbars_with_std.html)

# Communicating Uncertainty

- Error bars
- Confidence intervals

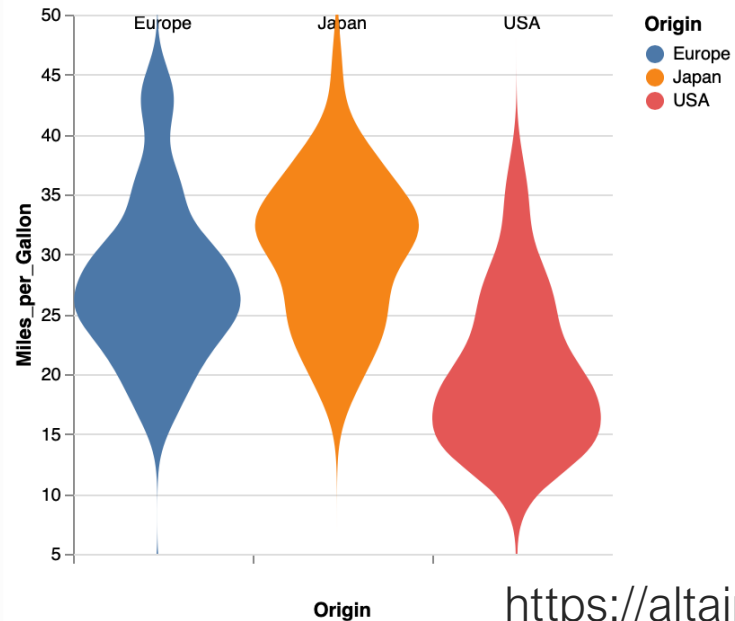


`day_05/basic_charts/confidence_interval.py`

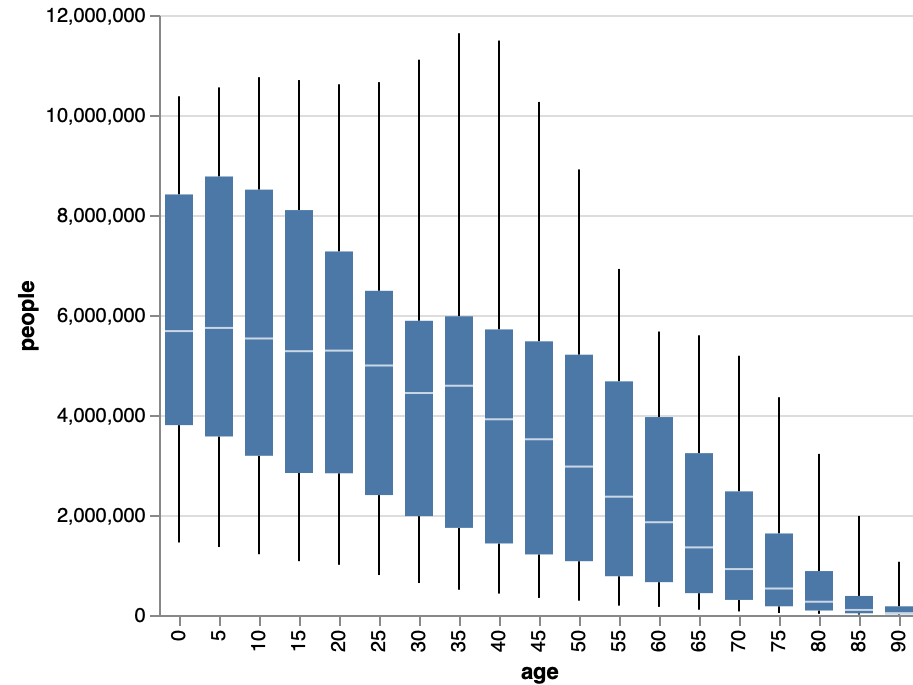


# Communicating Uncertainty

- Error bars
- Confidence intervals
- Summary statistics
- Density distribution



[https://altair-viz.github.io/gallery/violin\\_plot.html](https://altair-viz.github.io/gallery/violin_plot.html)



<https://altair-viz.github.io/gallery/boxplot.html>

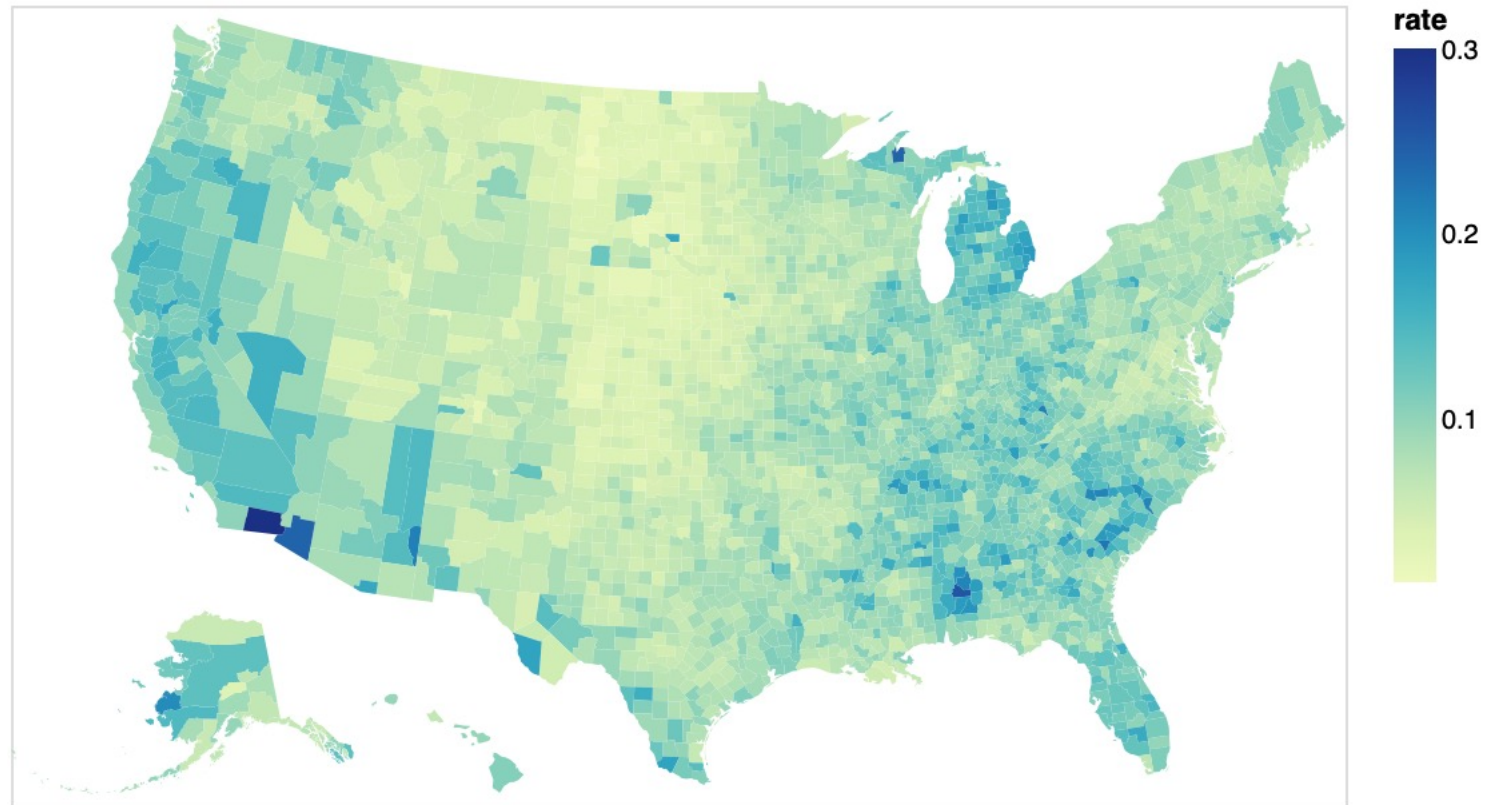
# Spatial Data



# Choropleth Map

table with 1 quantitative attribute per region

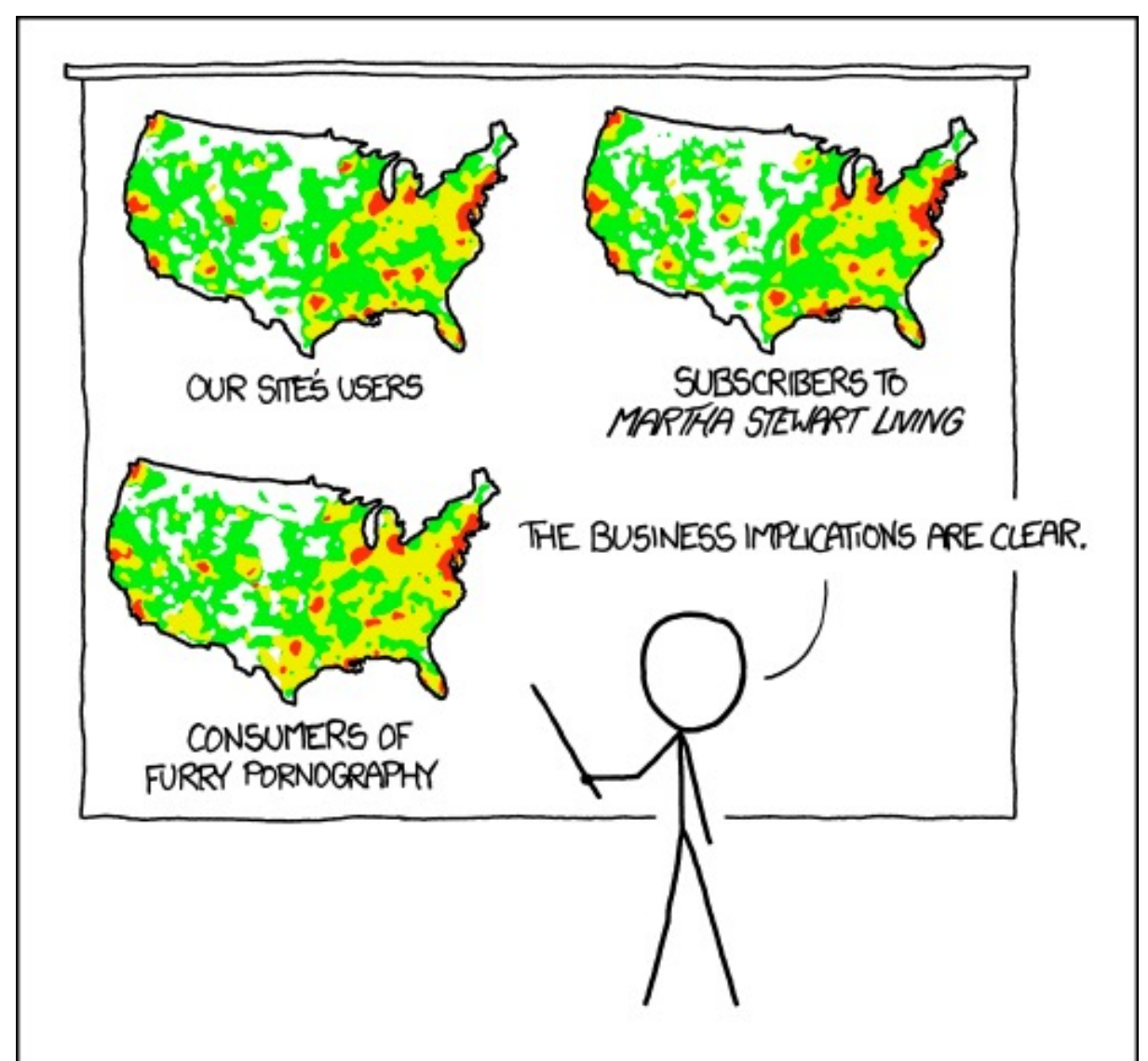
- encoding
  - geometry for area mark boundaries
  - sequentially segmented color map
- task
  - understanding spatial relationships



<https://altair-viz.github.io/gallery/choropleth.html>

# Chloropleth Map

- Spurious correlations
  - solve by normalizing
    - e.g., Apple users per 100 people
- Large regions (e.g., Texas) emphasized when they maybe shouldn't
  - Consider granularity of color encoding

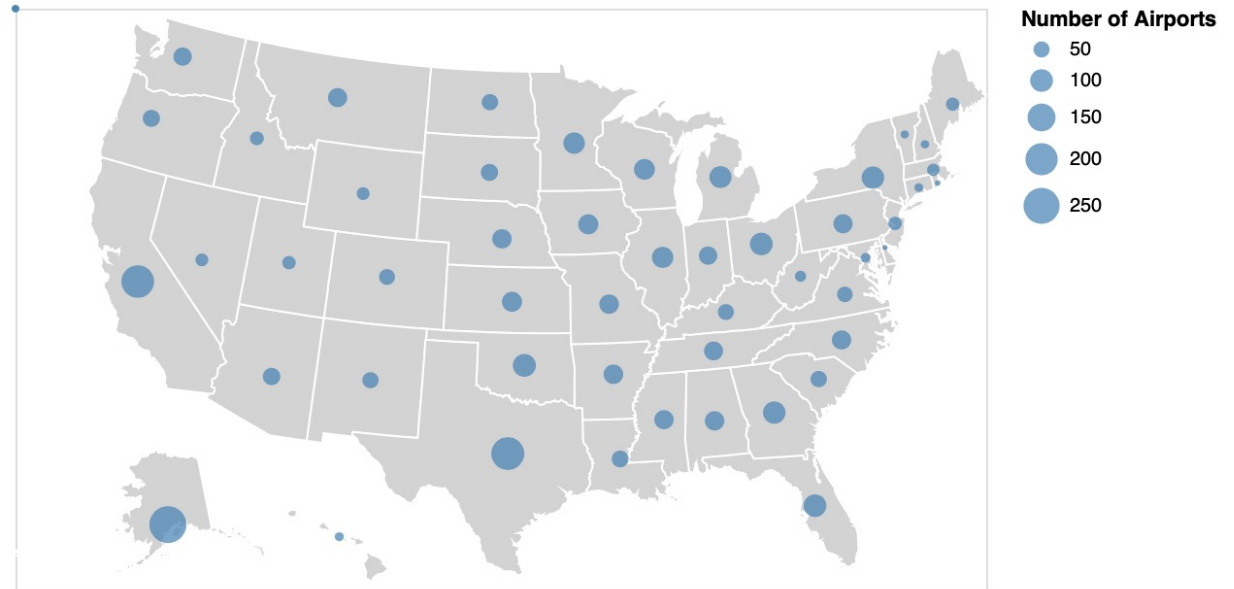


PET PEEVE #208:  
GEOGRAPHIC PROFILE MAPS WHICH ARE  
BASICALLY JUST POPULATION MAPS

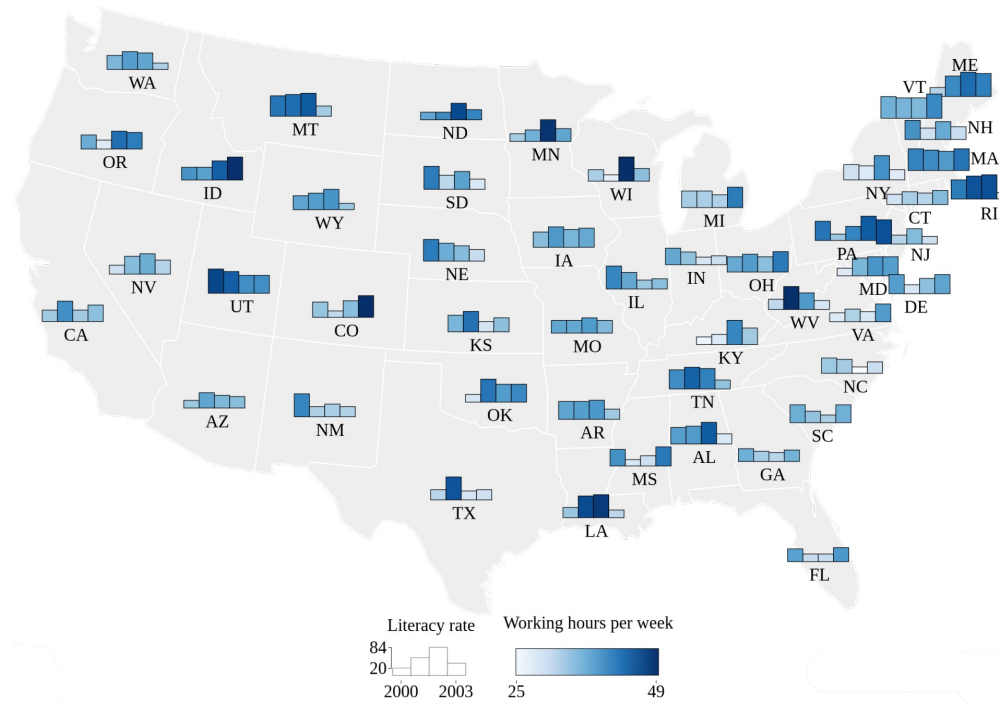
# Symbol Maps

- Symbol represents aggregated data
- Retain spatial positions in background
- Avoids some of issues with choropleth map

Number of airports in US



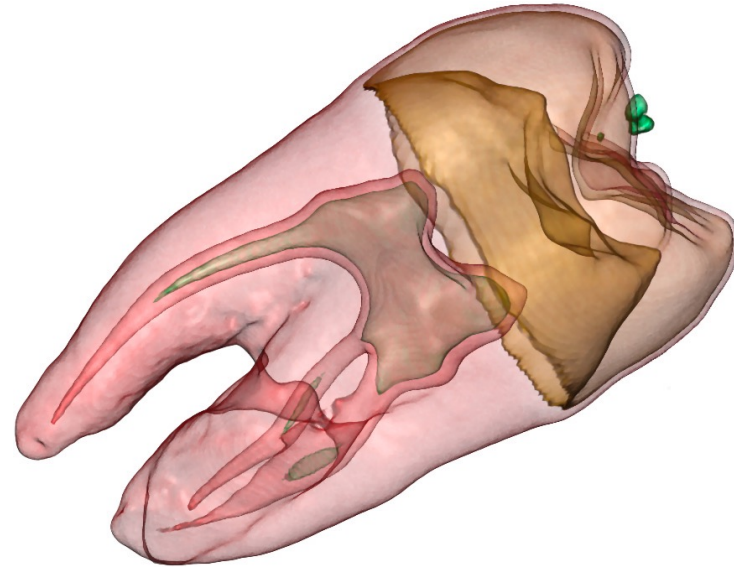
[https://altair-viz.github.io/gallery/airports\\_count.html](https://altair-viz.github.io/gallery/airports_count.html)





# Isosurfaces & Direct Volume Rendering

- data
  - scalar spatial field (3D volume)
    - 1 quant attribute per grid cell
- task
  - shape understanding, spatial relationships
- isosurface
  - derived data: isocontours computed for specific levels of scalar values

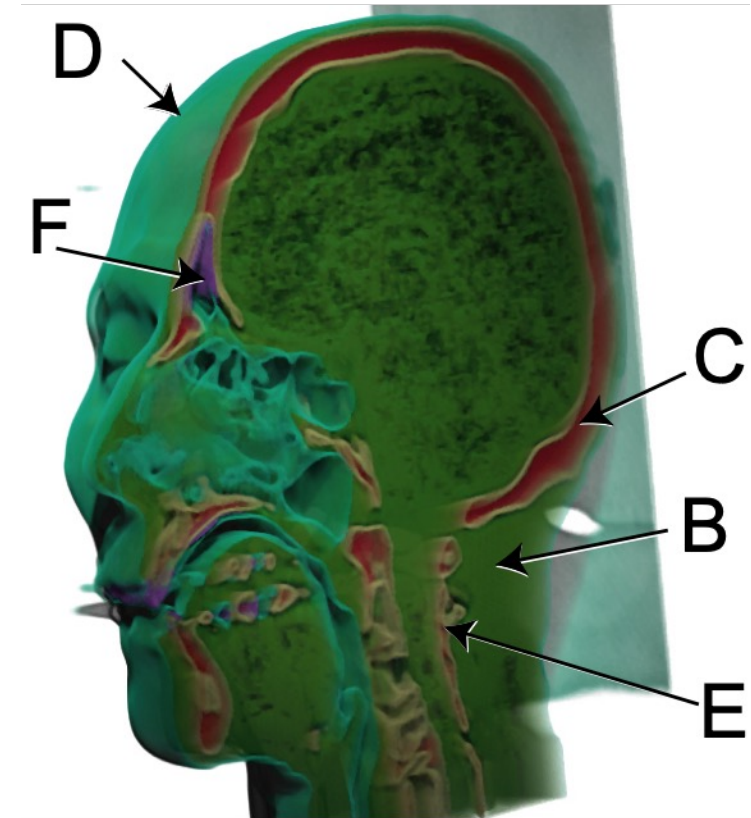
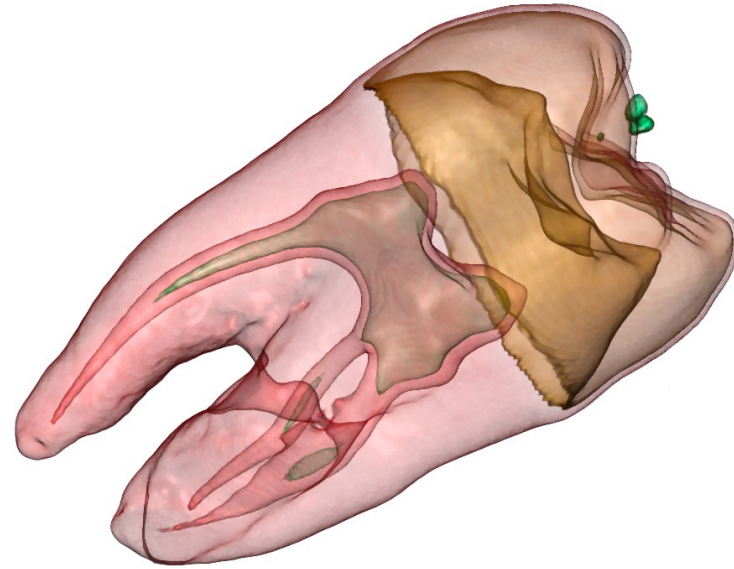


*[Interactive Volume Rendering Techniques. Kniss. Master's thesis, University of Utah Computer Science, 2002.]*

*[Multidimensional Transfer Functions for Volume Rendering. Kniss, Kindlmann, and Hansen. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 189–210. Elsevier, 2005.]*

# Isosurfaces & Direct Volume Rendering

- data
  - scalar spatial field (3D volume)
    - 1 quant attribute per grid cell
- task
  - shape understanding, spatial relationships
- isosurface
  - derived data: isocontours computed for specific levels of scalar values
- direct volume rendering
  - transfer function maps scalar values to color, opacity
    - no derived geometry



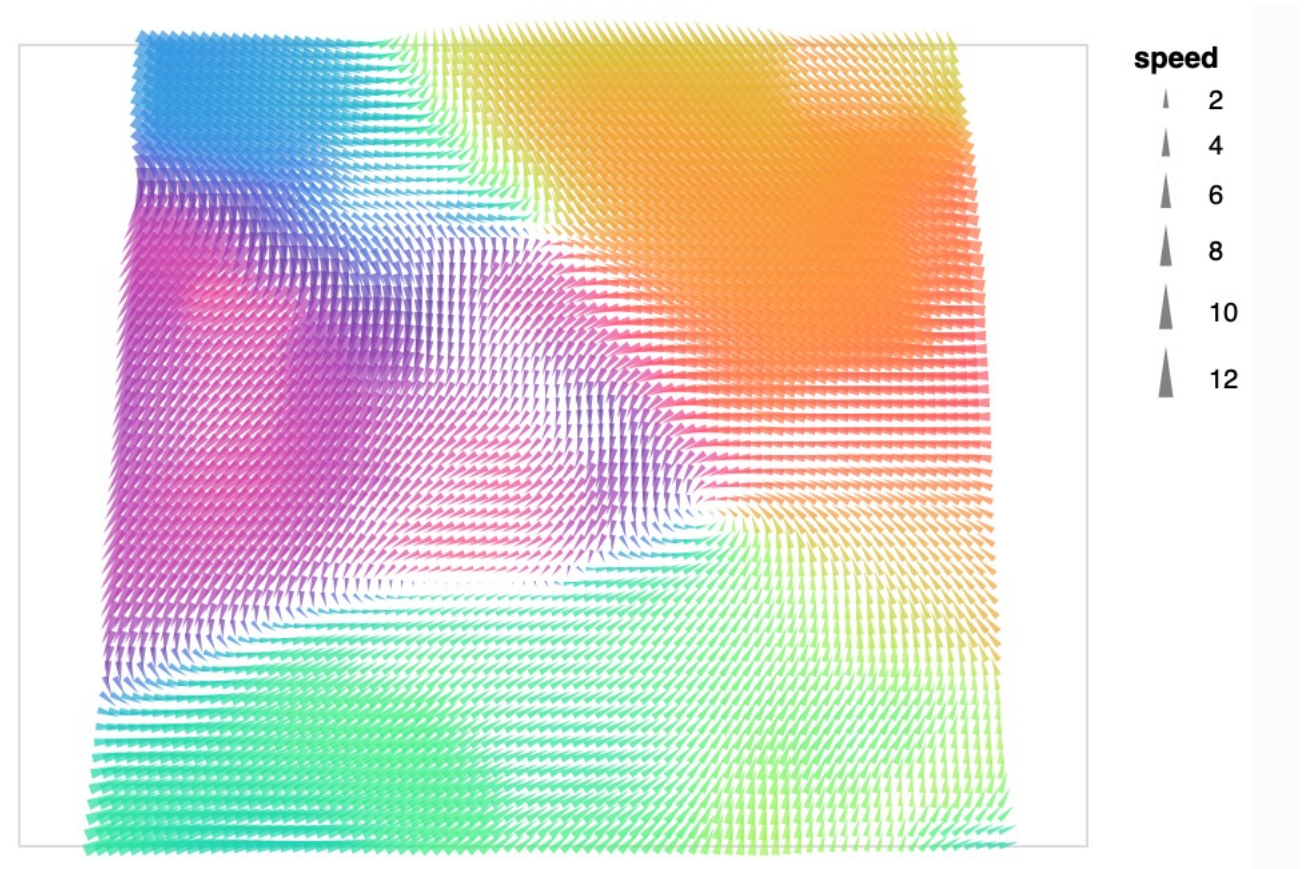
*[Interactive Volume Rendering Techniques. Kniss. Master's thesis, University of Utah Computer Science, 2002.]*

*[Multidimensional Transfer Functions for Volume Rendering. Kniss, Kindlmann, and Hansen. In The Visualization Handbook, edited by Charles Hansen and Christopher Johnson, pp. 189–210. Elsevier, 2005.]*



# Vector/Tensor Fields

- data
  - multiple attribs per cell (vector: 2)
- idiom families
  - flow *glyphs*
    - purely local
  - *geometric* flow
    - derived data from tracing particle trajectories
    - sparse set of seed points
  - *texture* flow
    - derived data, dense seeds
  - *feature* flow
    - global computation to detect features



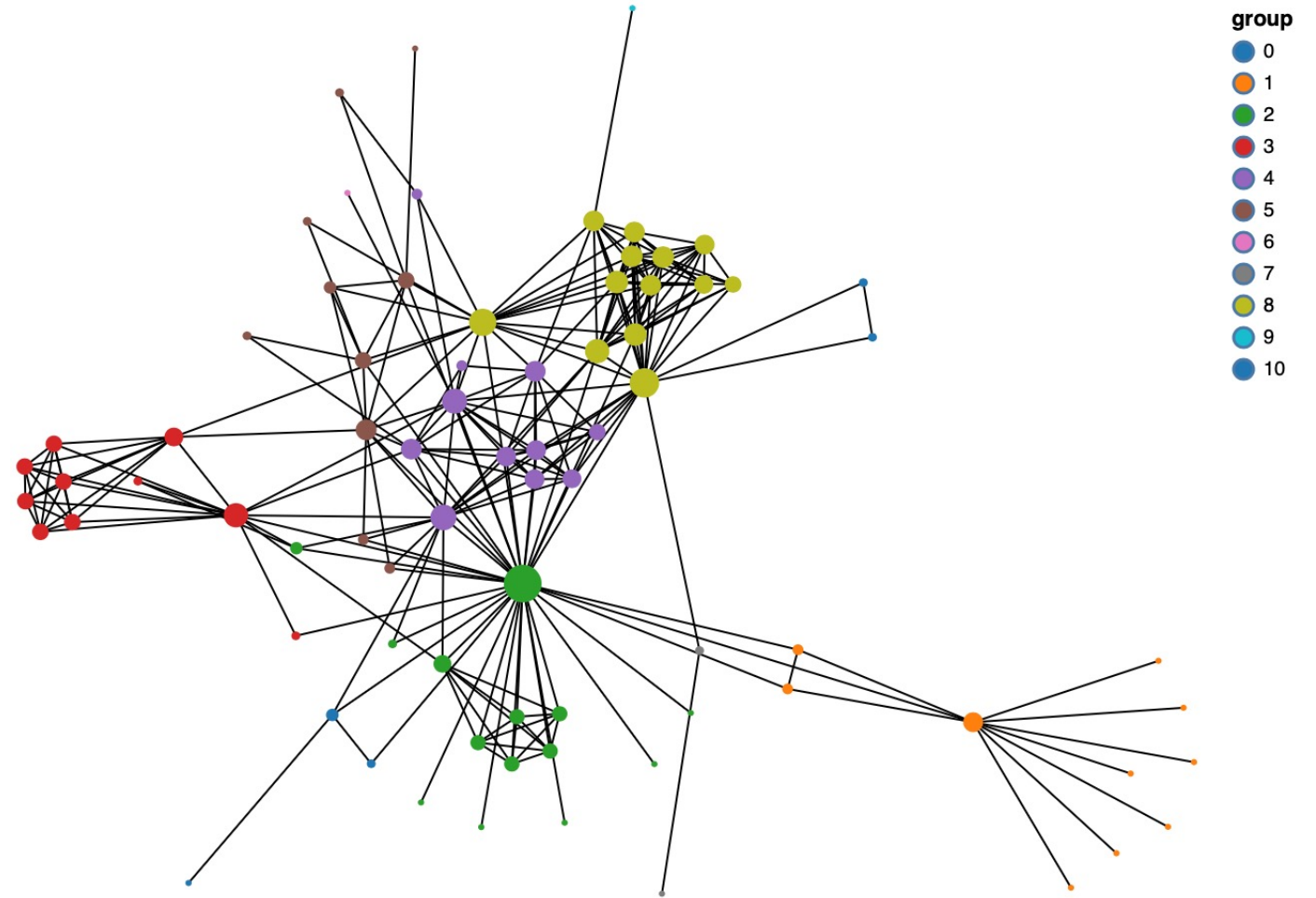
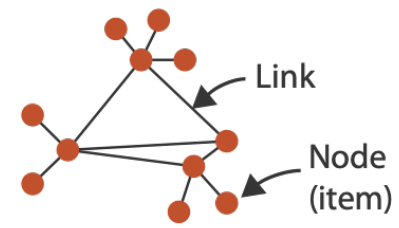
[https://altair-viz.github.io/gallery/wind\\_vector\\_map.html](https://altair-viz.github.io/gallery/wind_vector_map.html)

# Network & Tree Data



# Node-Link

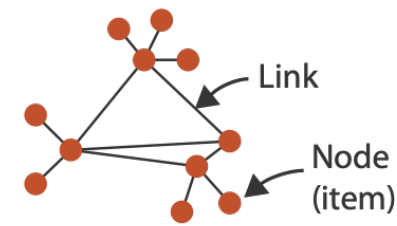
- nodes: point marks
- links: line marks
  - straight lines or arcs
  - connections between nodes
- intuitive & familiar
  - most common
  - many, many variants
- challenges
  - edge crossings
  - space optimization
  - symmetry



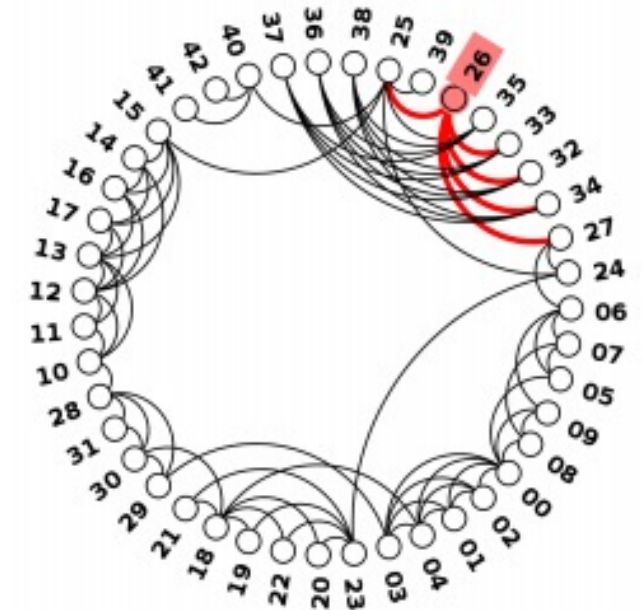
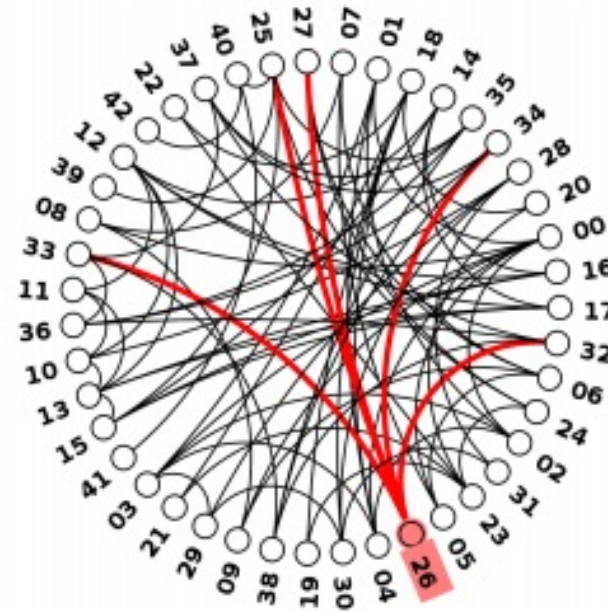
Character Relationships in *Les Misérables*

<https://infovis.fh-potsdam.de/tutorials/infovis7networks.html>  
day\_05/basic\_charts/network.py

# Node-Link

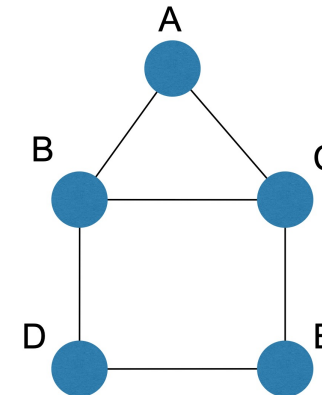


- nodes: point marks
- links: line marks
  - straight lines or arcs
  - connections between nodes
- intuitive & familiar
  - most common
  - many, many variants
- challenges
  - edge crossings
  - space optimization
  - symmetry



# Adjacency Matrix

- data: network
  - transform into same data/encoding as heatmap
- derived data: table from network
  - 1 quant attrib
    - weighted edge between nodes
  - 2 categ attribs: node list x 2
- visual encoding
  - cell shows presence/absence of edge
- scalability
  - 1K nodes, 1M edges

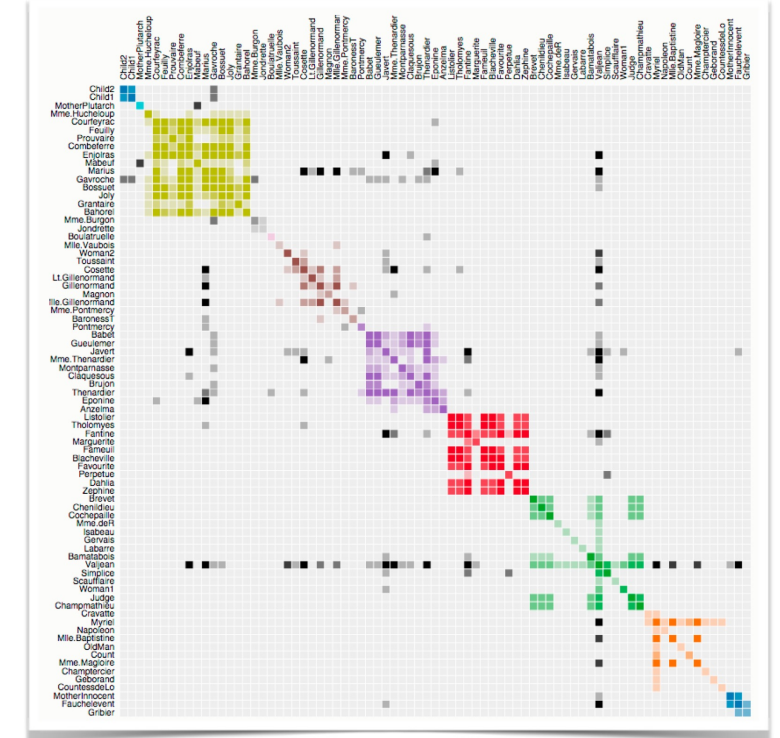
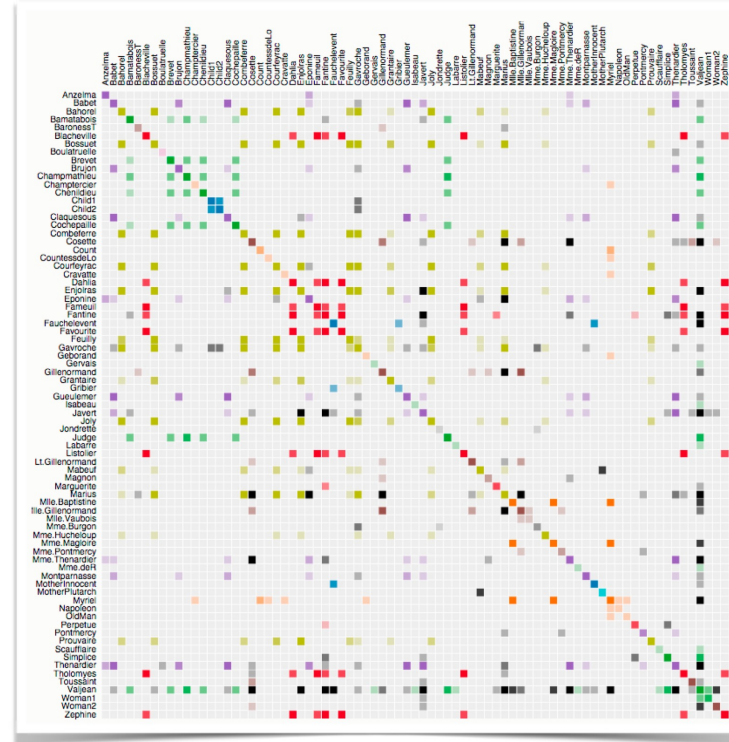


	A	B	C	D	E
A		■	■		
B	■		■	■	
C	■	■			■
D		■			■
E			■	■	



# Adjacency Matrix

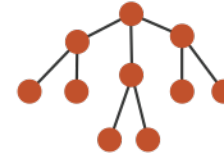
Node ordering strategy crucial to find meaningful patterns



<https://bost.ocks.org/mike/miserables/>



# Treemap



Enclosure

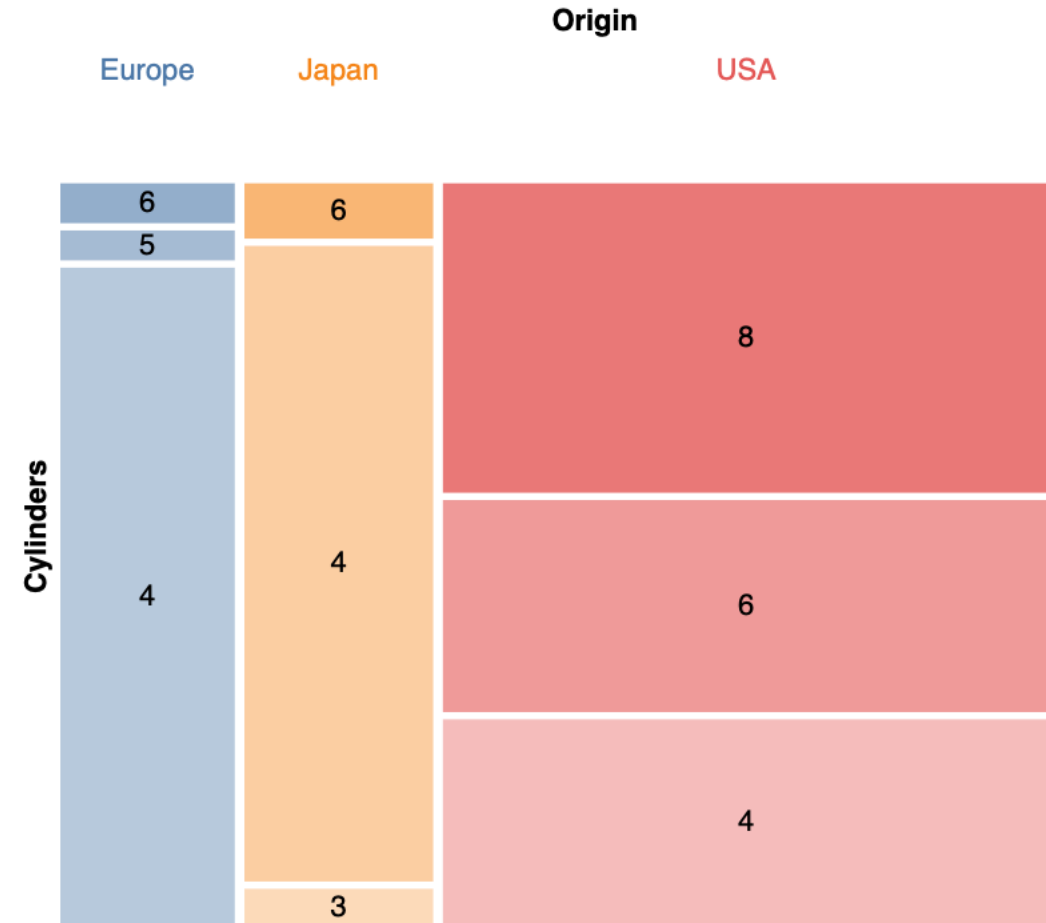
Containment Marks

NETWORKS

TREES



- data
  - tree
  - 1 quant attrib at leaf nodes
- encoding
  - area containment marks for hierarchical structure
  - rectilinear orientation
  - size encodes quant attrib
- tasks
  - query attribute at leaf nodes
  - ex: disk space usage within filesystem
- scalability
  - 1M leaf nodes



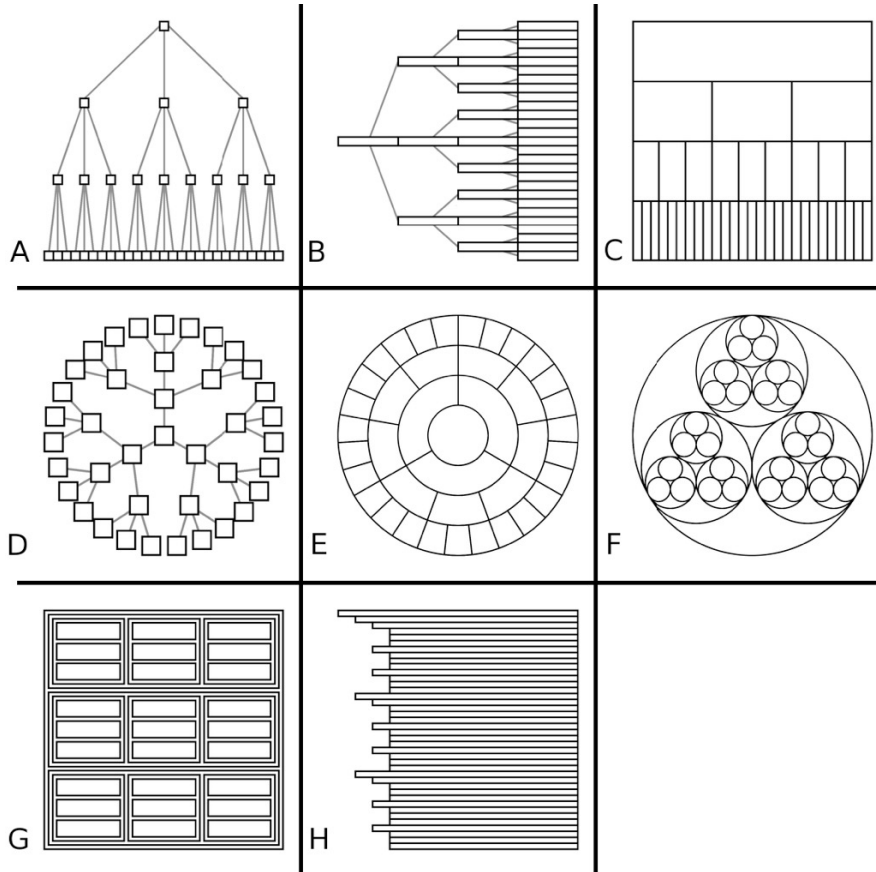
[day\\_05/basic\\_charts/treemap.py](#)

<https://github.com/altair->

[viz/altair/blob/master/altair/examples/mosaic\\_with\\_labels.py](viz/altair/blob/master/altair/examples/mosaic_with_labels.py)



# Tree Visualization



How to cite this site?  
Check out other surveys!

treevis.net - A Visual Bibliography of Tree Visualization 2.0 by Hans-Jörg Schulz

v.21-OCT-2014

Dimensionality: All

Representation: All

Alignment: All

Fulltext Search:  x

Techniques Shown: 277

The grid displays a wide variety of tree visualization techniques, including: circular trees, rectangular trees, 3D trees, trees with different colors, trees with different shapes, trees with different layouts, and trees with different data representations.

treevis.net



# Summary

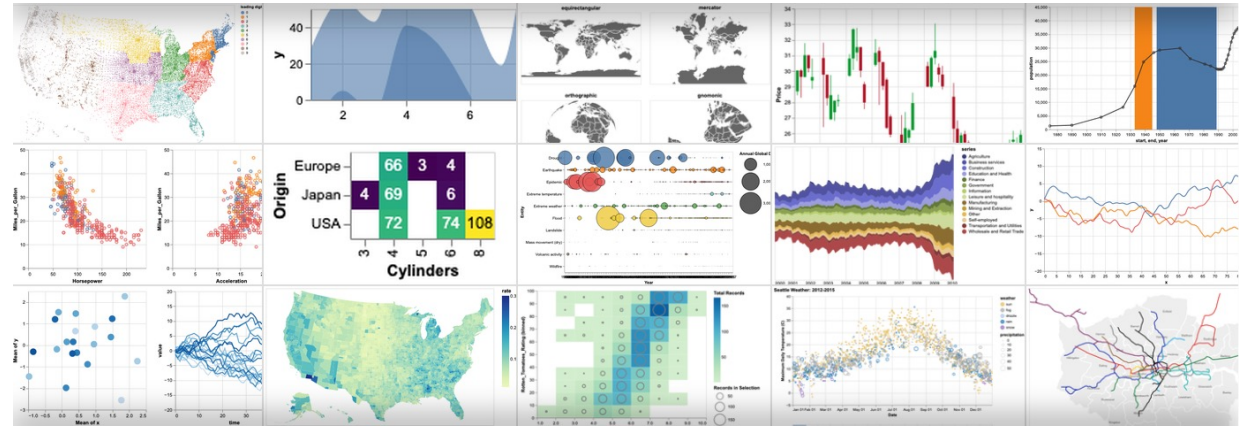


# Choosing an Idiom

- Appropriate idioms for your question depend on:
  - the data
  - the task you're trying to accomplish
  - the ranking and effectiveness of marks and channels to visually encode the data
- Experiment!

# Next Up

- Introduce Vega-Altair
- Case study: Bergen weather
- Mini-group project: Weather patterns or features in your city or region of choice

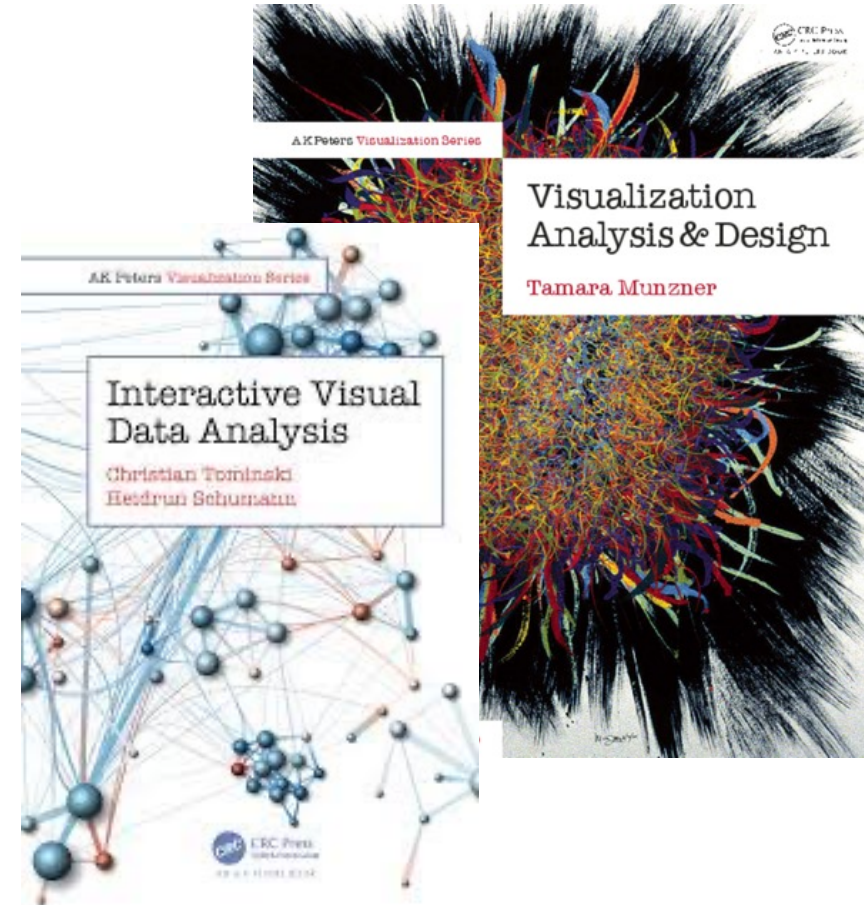


# Questions?



# Further Reading & Acknowledgement

- Web material for Visual Analysis & Design:
  - <https://www.cs.ubc.ca/~tmm/talks/vadbook>  
(source material for many slides in this lecture)
- Interactive Visual Data Analysis
- Vega-Altair: Declarative Visualization in Python
  - <https://altair-viz.github.io/index.html>
- Exploring and Analyzing Network Data with Python
  - <https://programminghistorian.org/en/lessons/exploring-and-analyzing-network-data-with-python>

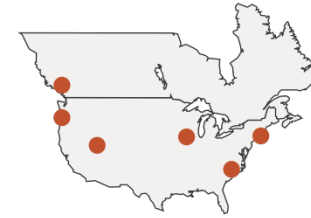


# Arrange spatial data

## → Use Given

### → Geometry

→ *Geographic*

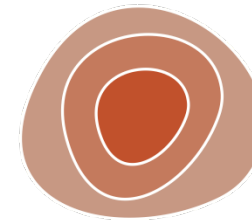


### → Spatial Fields

→ *Scalar Fields (one value per cell)*

→ *Isocontours*

→ *Direct Volume Rendering*



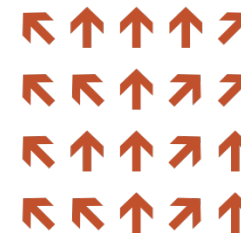
→ *Vector and Tensor Fields (many values per cell)*

→ *Flow Glyphs (local)*

→ *Geometric (sparse seeds)*

→ *Textures (dense seeds)*

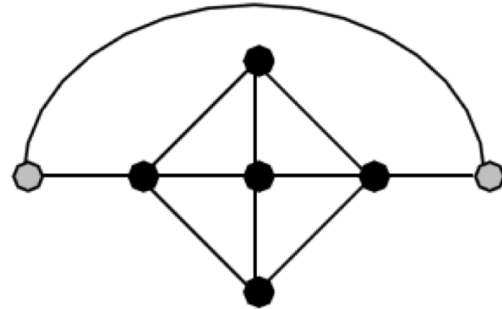
→ *Features (globally derived)*





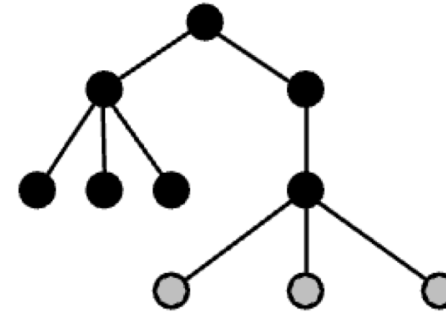
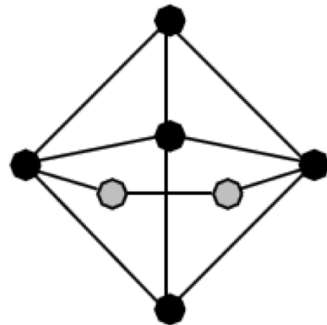
# Network Vis Criteria Conflicts

Minimum number  
of edge crossings



vs.

Uniform edge  
length



Space utilization

vs.

Symmetry

