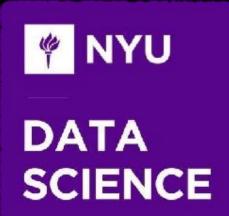


Data Visualization using matplotlib

Bruno Gonçalves

www.bgoncalves.com https://bmtgoncalves.github.io/DataVisualization/





Data V

Bruno G JPMorgan Chase & Co. https://bm

using matplotlib

.io/DataVisualization/



JPMORGAN CHASE & CO.

Data Visualization using matplotlib

Bruno Gonçalves

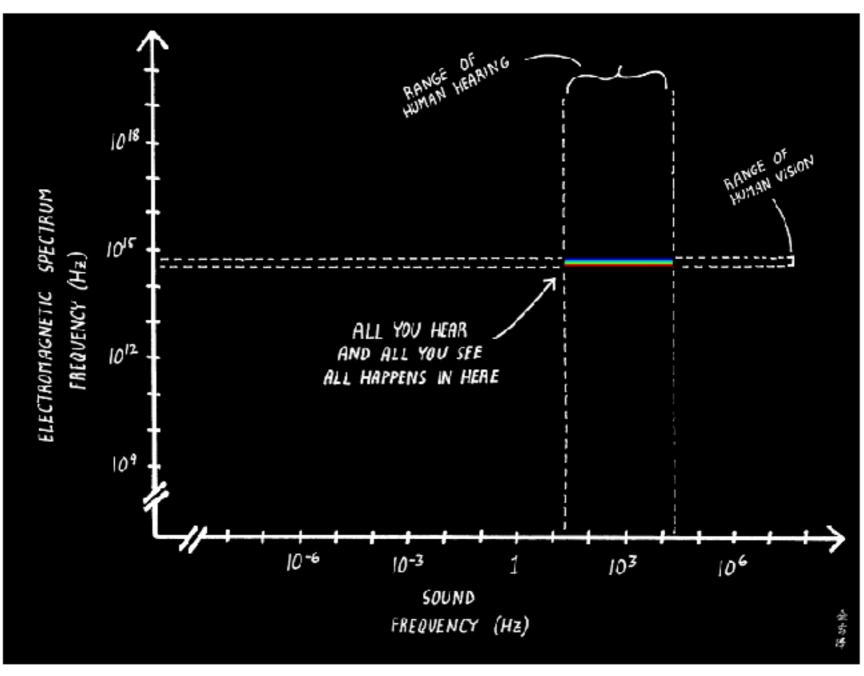
www.bgoncalves.com
https://bmtgoncalves.github.io/DataVisualization/



Disclaimer

The views and opinions expressed in this article are those of the authors and do not necessarily reflect the official policy or position of my employer. The examples provided with this tutorial were chosen for their didactic value and are not mean to be representative of my day to day work.

Human Perception

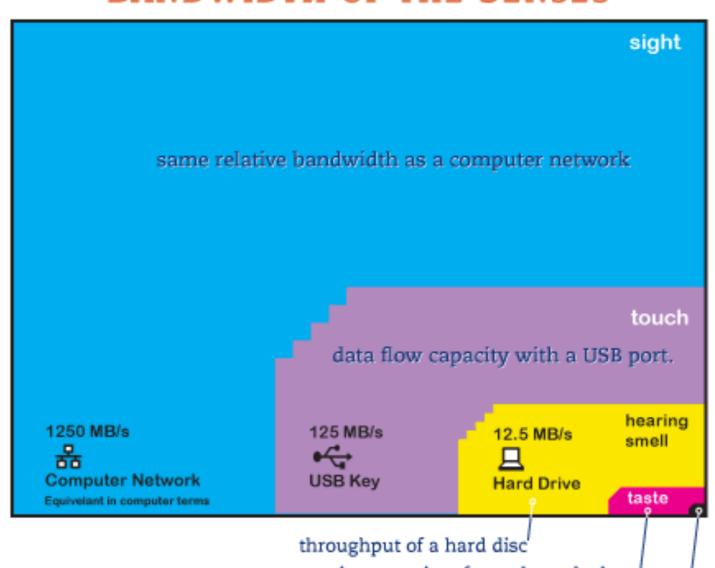


In the grand scheme of things, we're all pretty much blind and deaf.

@bgoncalves

Human Senses

Nørretranders BANDWIDTH OF THE SENSES



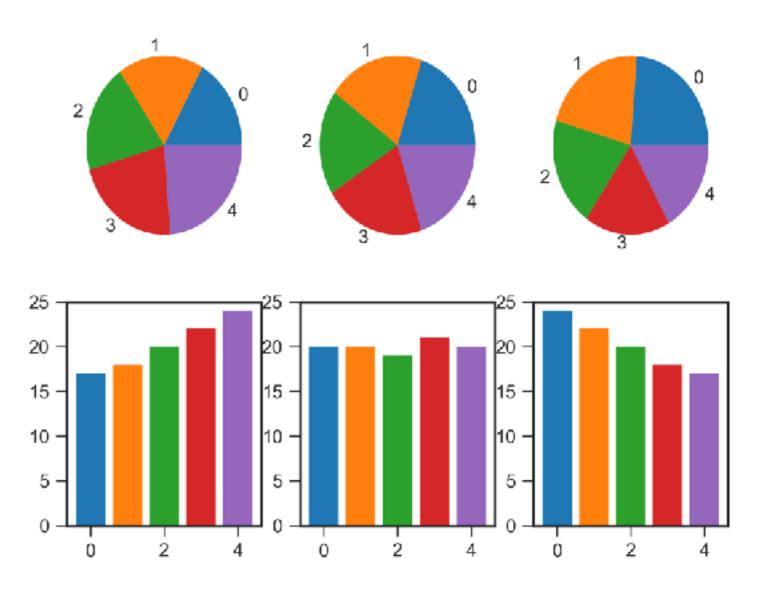
processing capacity of a pocket calculator

black shape is 0.7% of total bandwidth of our entire sensory input and represents our active awareness at any particular moment

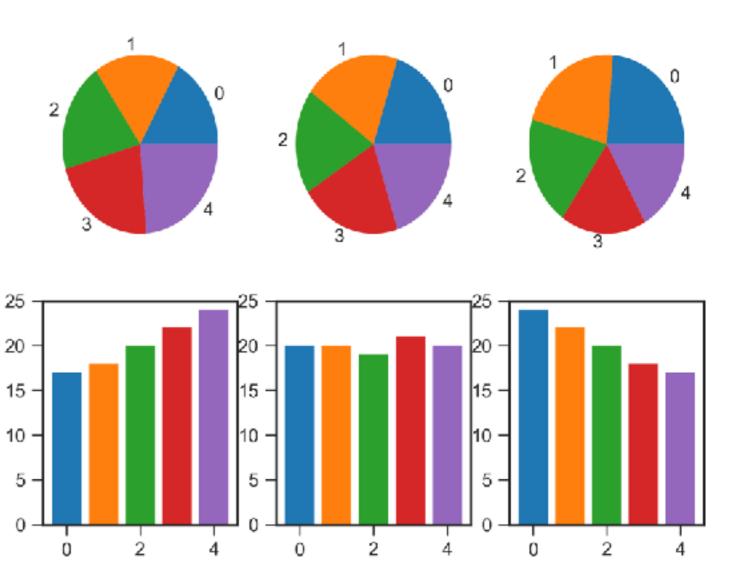
• Some cognitive tasks are significantly easier than others. In order, we are good a distinguishing:

- Some cognitive tasks are significantly easier than others. In order, we are good a distinguishing:
 - Position, length

- Some cognitive tasks are significantly easier than others. In order, we are good a distinguishing:
 - Position, length
 - Direction, Angle, Area



- Some cognitive tasks are significantly easier than others. In order, we are good a distinguishing:
 - Position, length
 - Direction, Angle, Area
 - Volume, Curvature, Shade

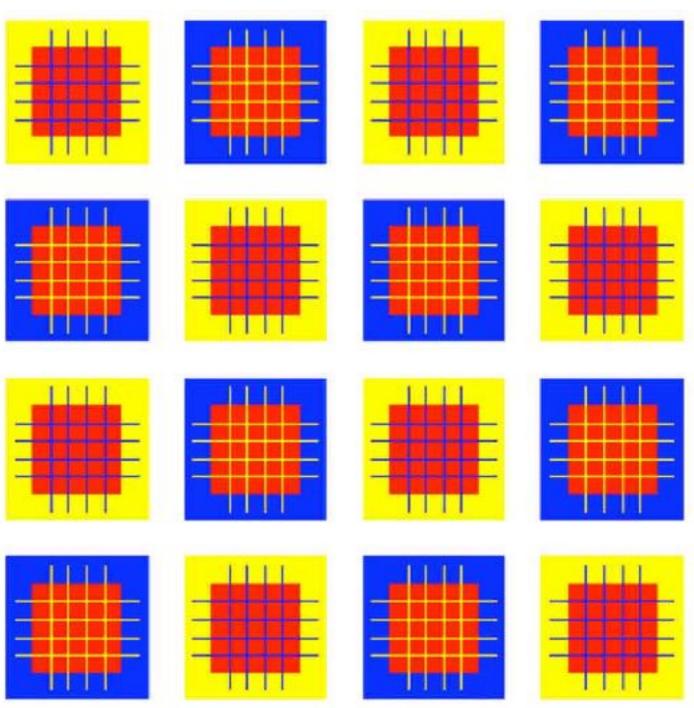


• Some cognitive tasks are significantly easier than others. In order, we are good a

distinguishing:

• Position, length

- Direction, Angle, Area
- Volume, Curvature, Shade
- Color Saturation.



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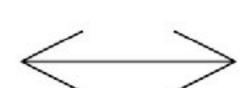
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- Position, length
- Direction, Angle, Area
- Volume, Curvature, Shade
- Color Saturation.
- Context also matters!





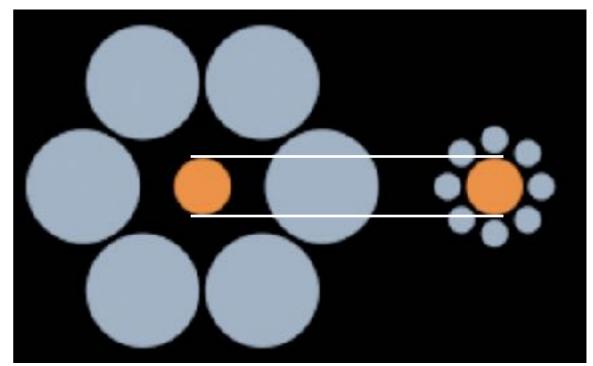


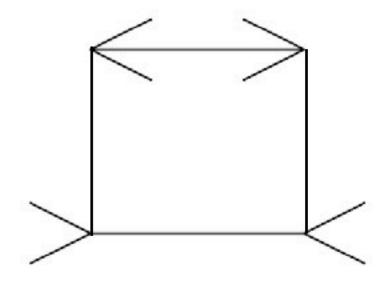
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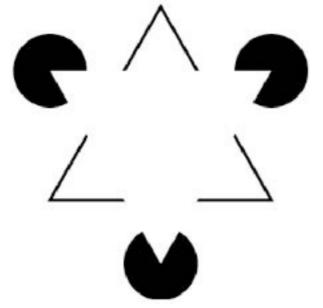


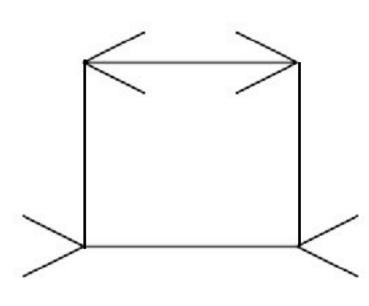
• Some cognitive tasks are significantly easier than others. In order, we are good a

distinguishing:

• Position, length

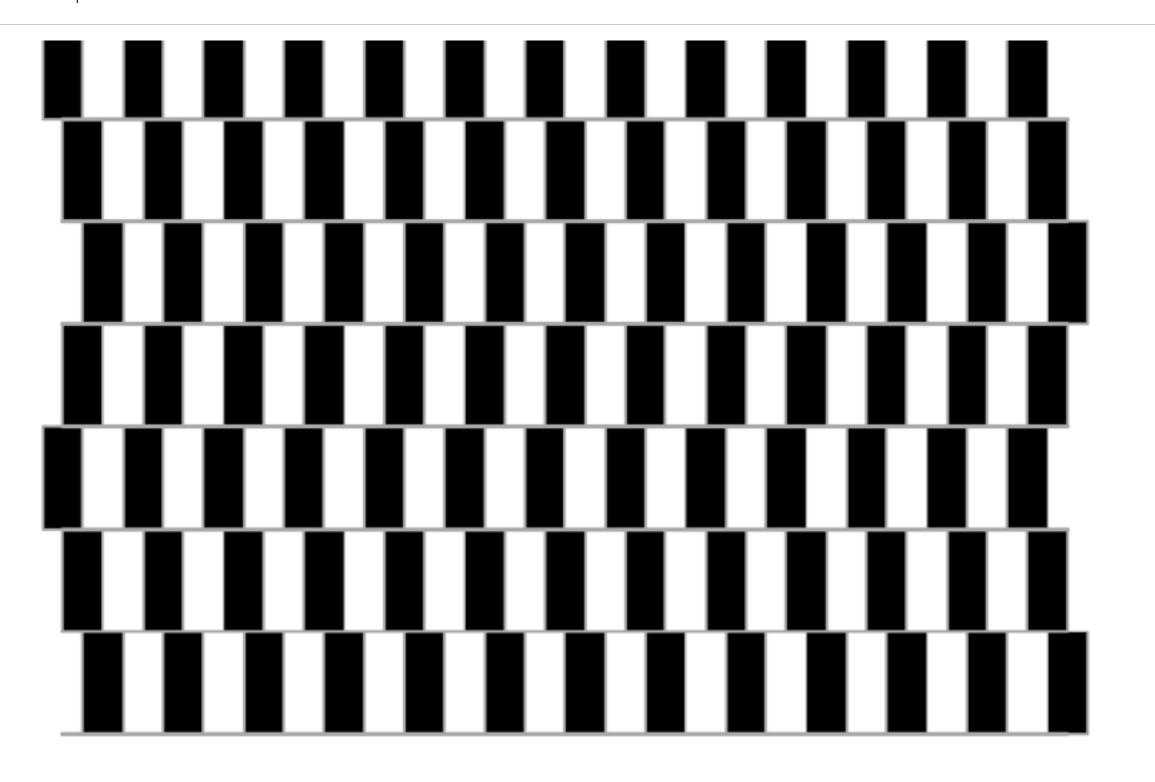
- Direction, Angle, Area
- Volume, Curvature, Shade
- Color Saturation.
- Context also matters!
 - An object seen in the context of larger objects will appear smaller, while in the content of smaller objects it will appear larger.
 - And we "fill in the gaps"

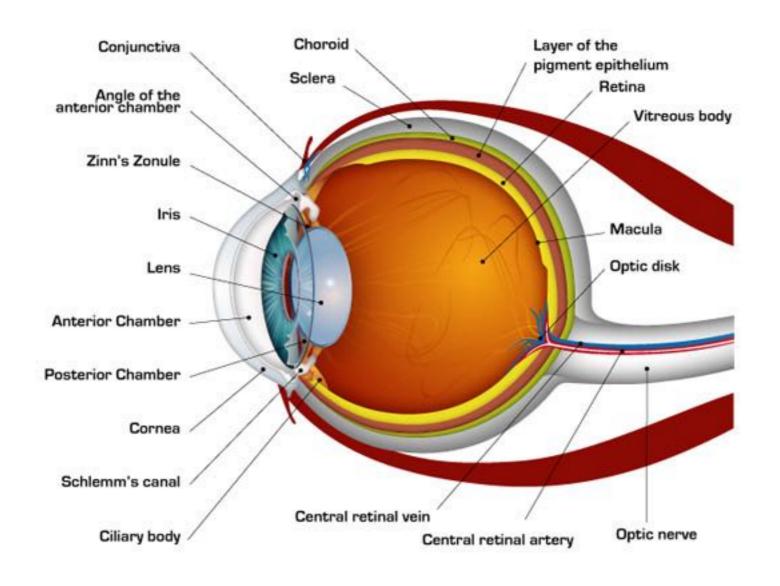


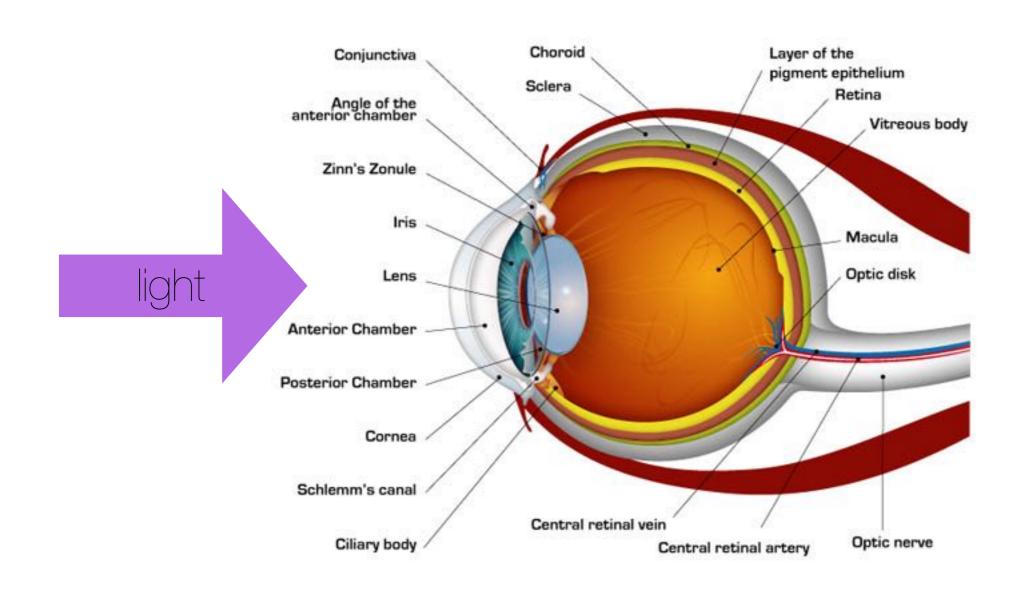


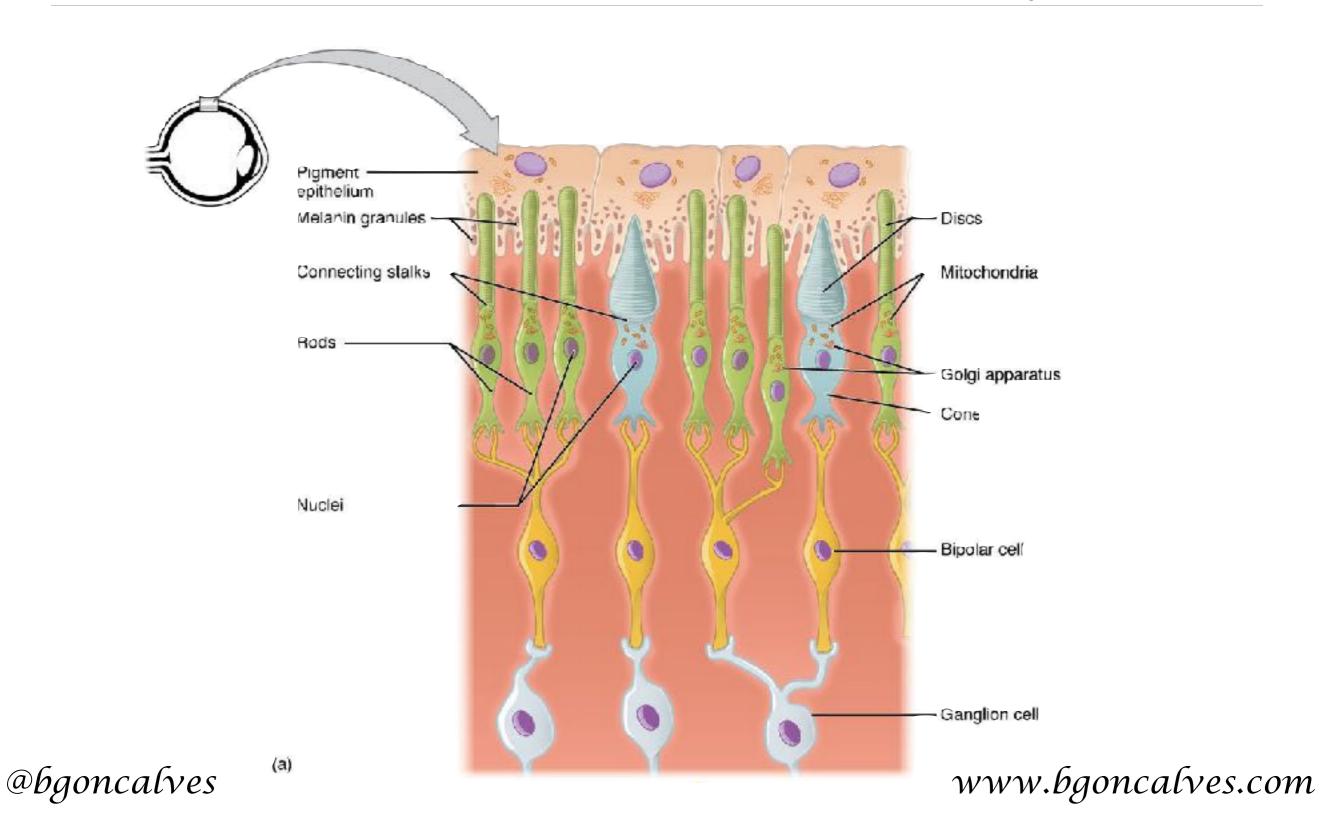


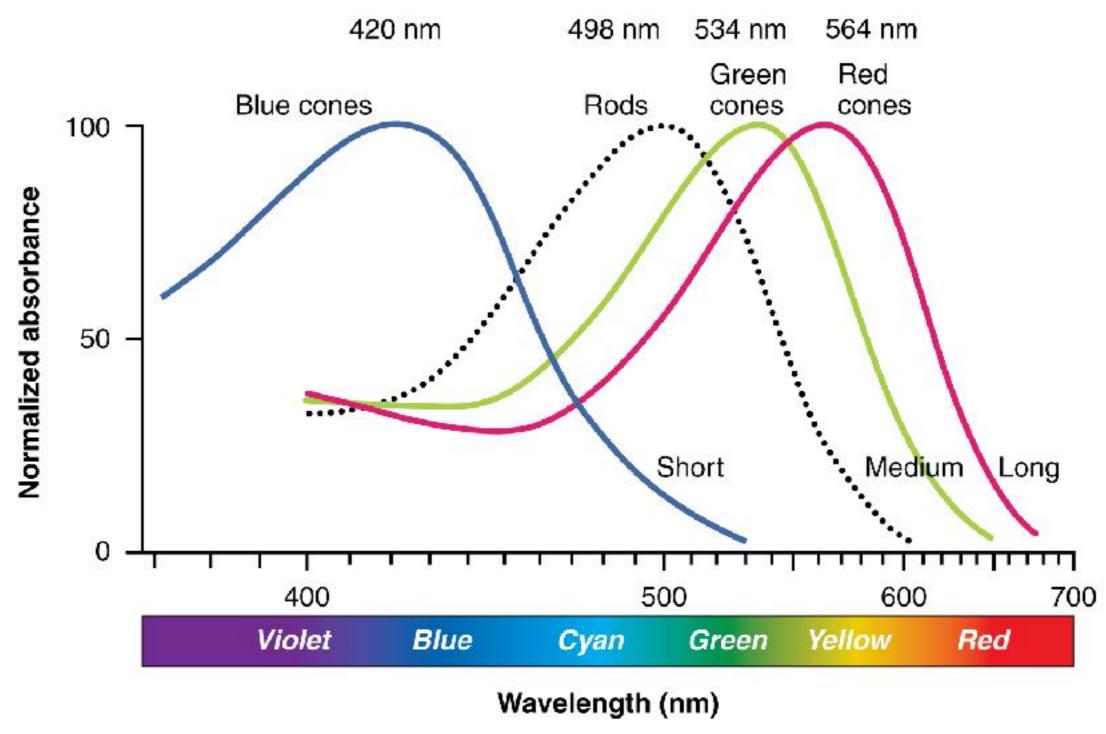
Perception Biases





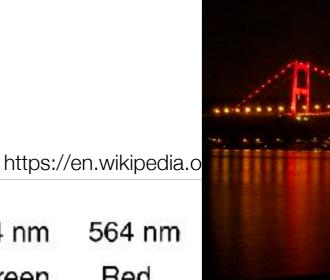


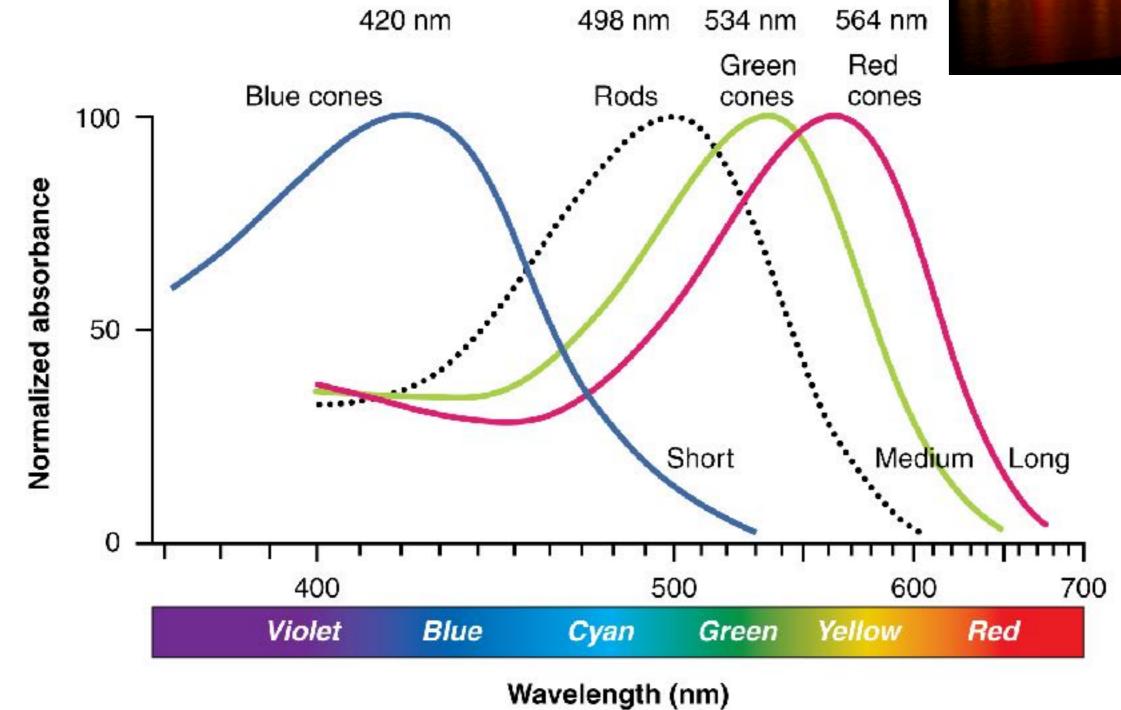




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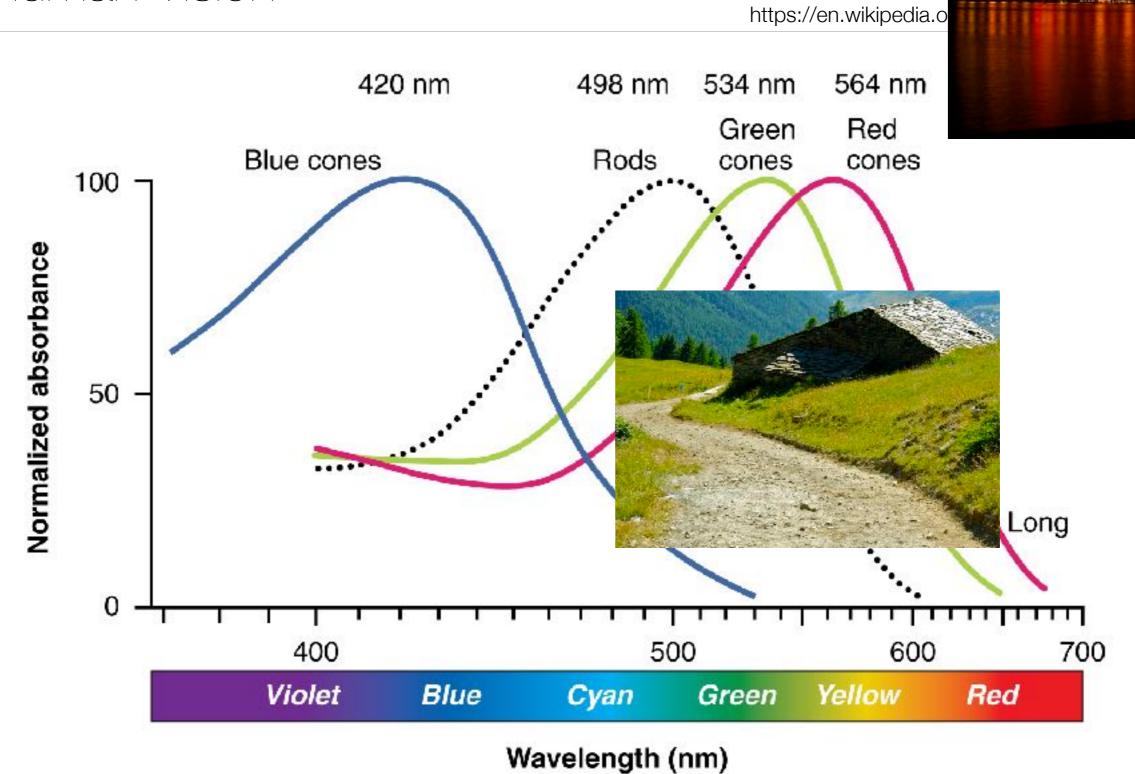
Human Vision



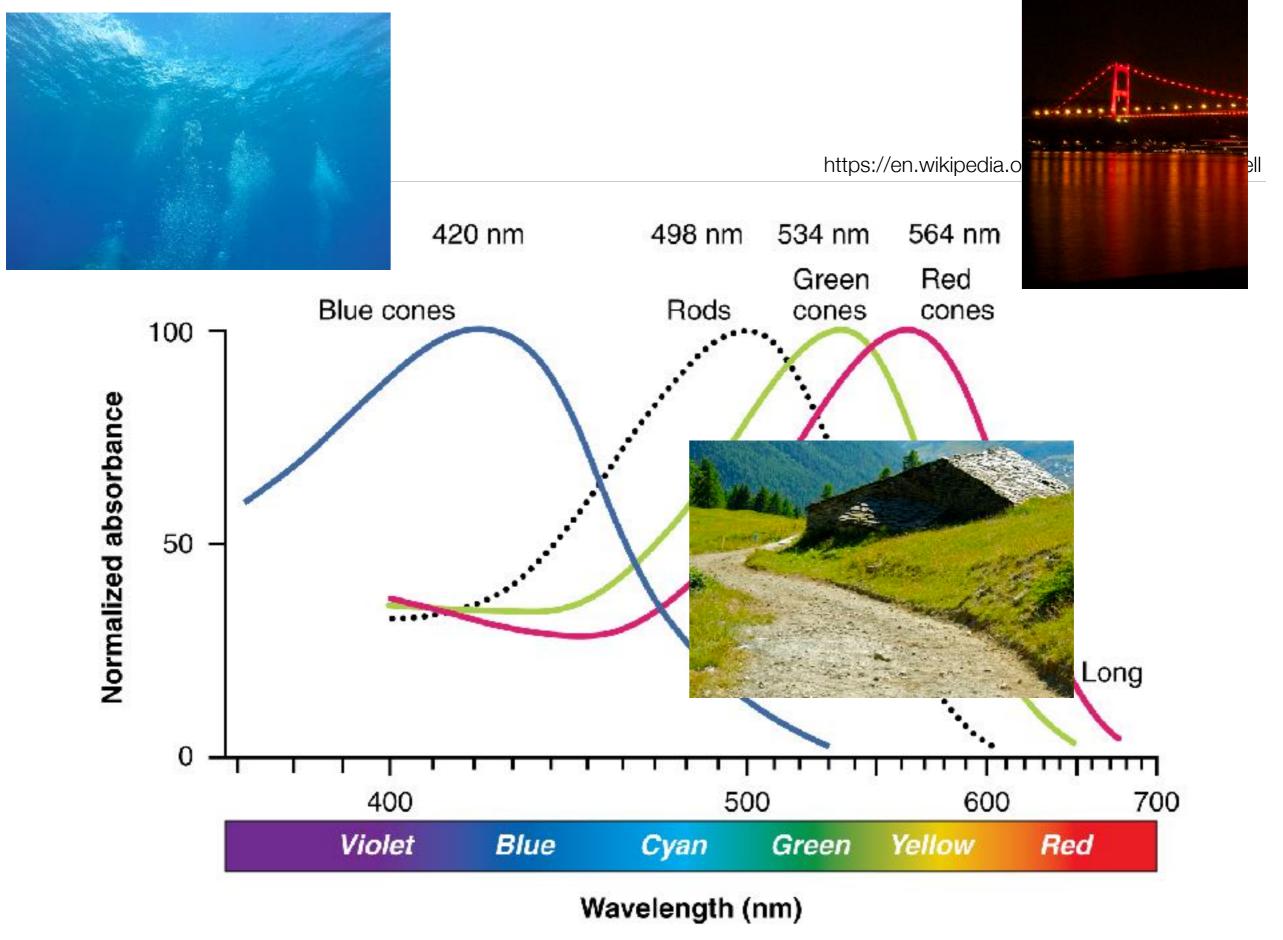


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Human Vision

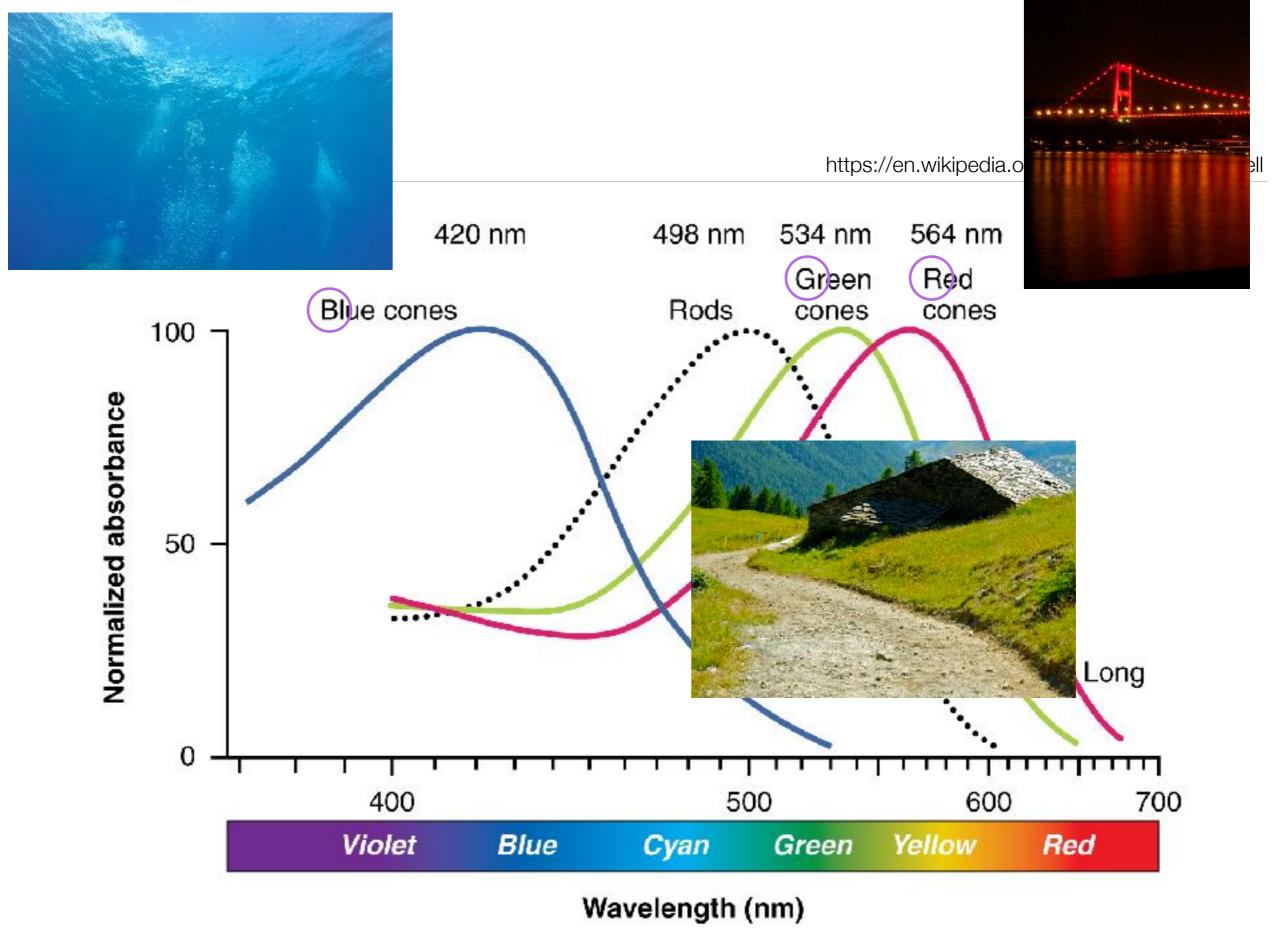


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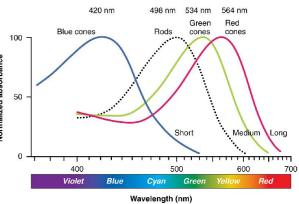
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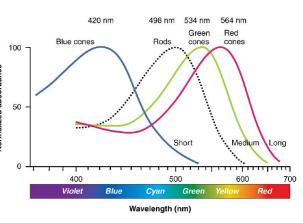


@bgoncalves

Colors galore!

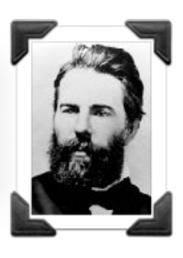


Color Perception

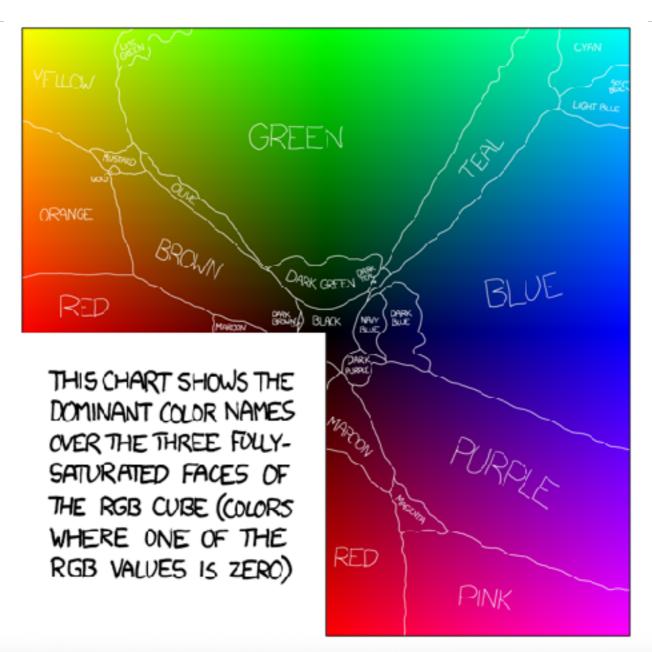


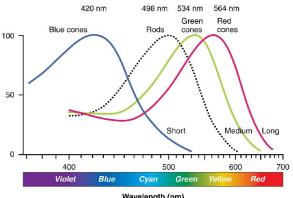
"Who in the rainbow can draw the line where the violet tint ends and the orange tint begins? Distinctly we see the difference of the colors, but where exactly does the one first blendingly enter into the other? So with sanity and insanity."

(H. Melville)



Color Perception



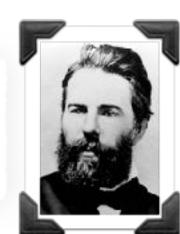


Wavelength (r

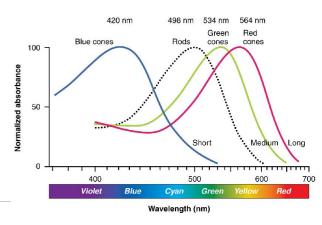
"Who in the rainbow can draw the line where the violet tint ends and the orange tint begins? Distinctly we see the difference of the colors, but where exactly does the one first blendingly enter into the other? So with sanity and insanity."

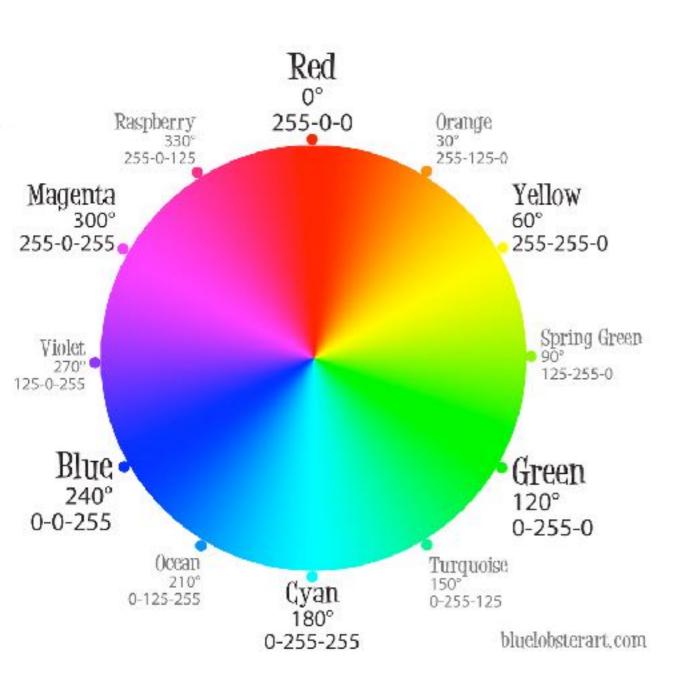
(H. Melville)



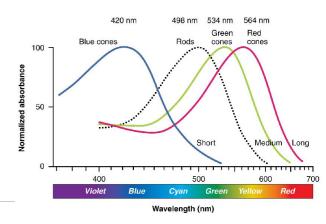


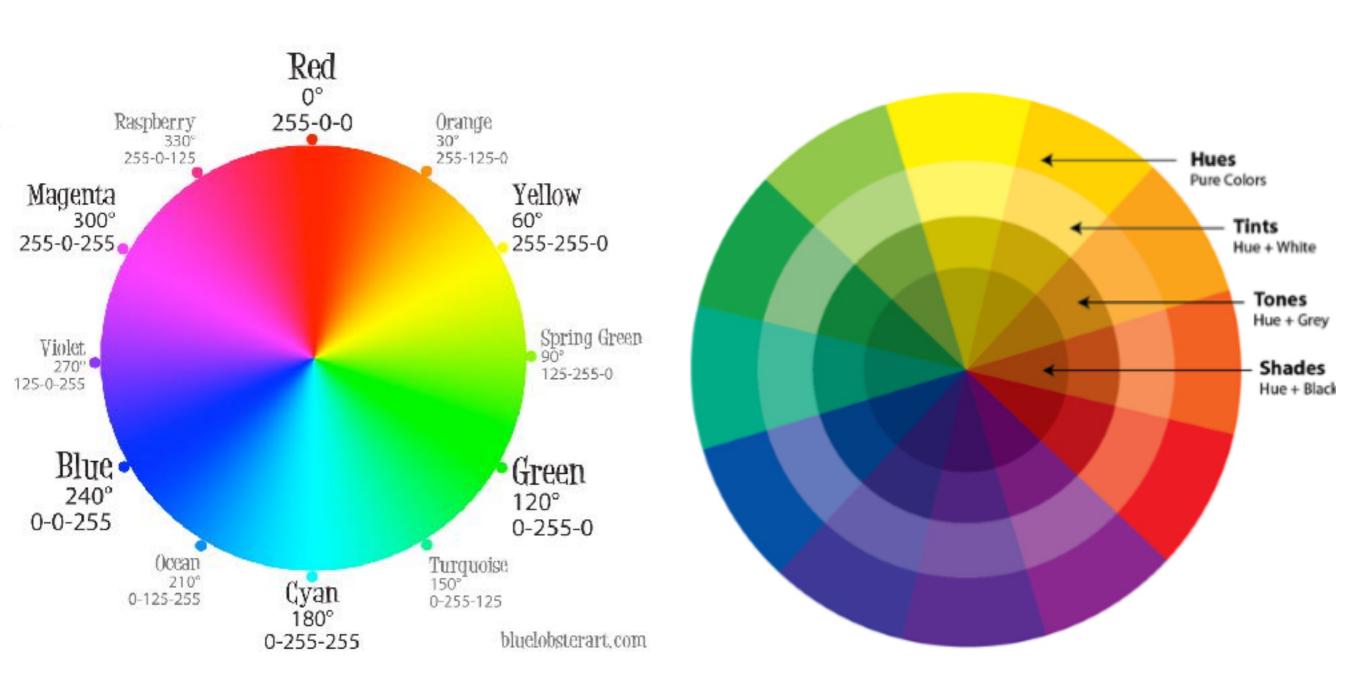
Color Wheel





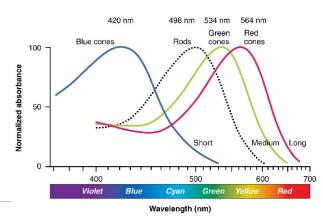
Color Wheel

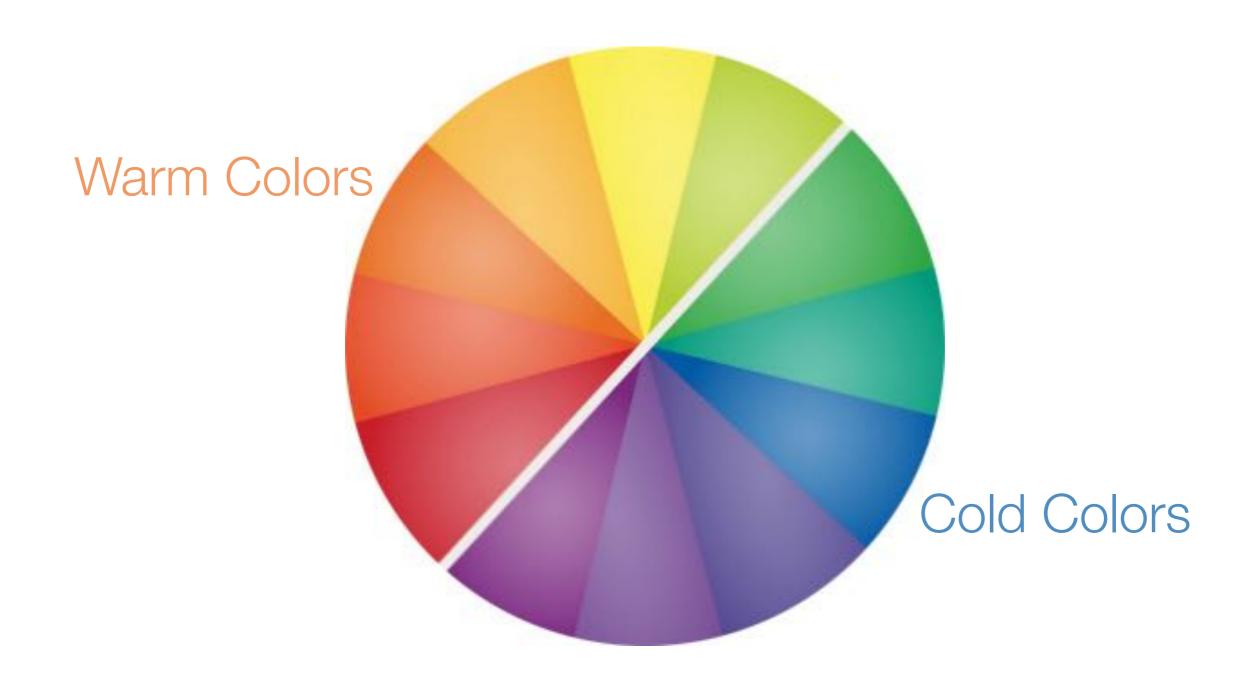


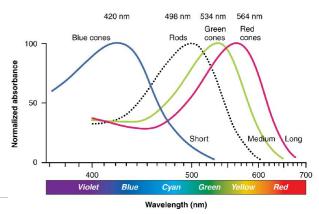


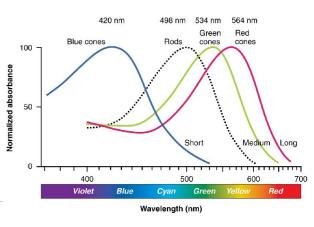
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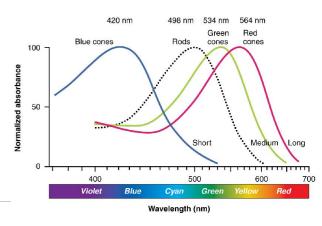


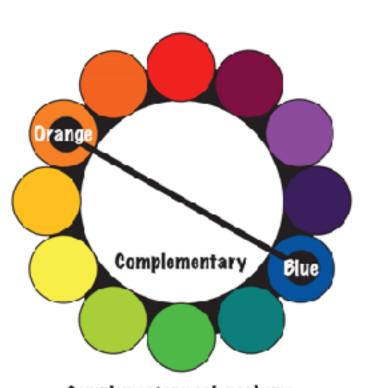


Complementary color scheme

Colors that are opposite each other on the color wheel are considered to be complementary colors

(example: Orange and Blue).

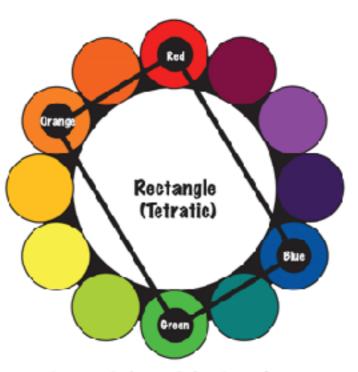




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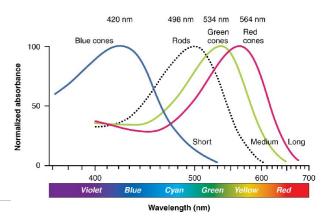
(example: Orange and Blue).

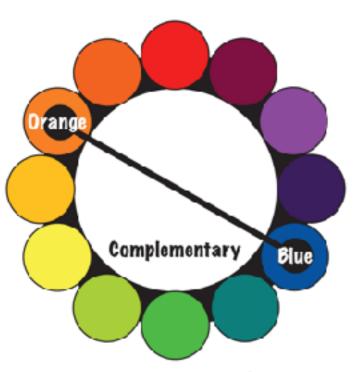


Rectangle (tetradic) color scheme

The rectangle or tetradic color scheme uses four colors arranged into two complementary pairs.

(example: Orange, Red, Blue and Green)

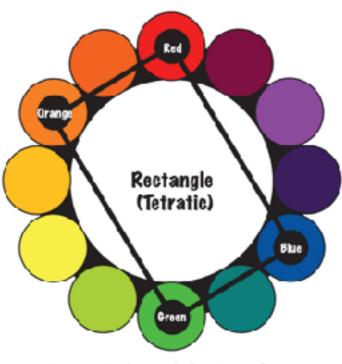




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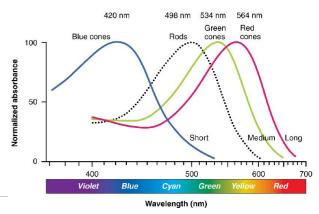
(example: Orange, Red, Blue and Green)

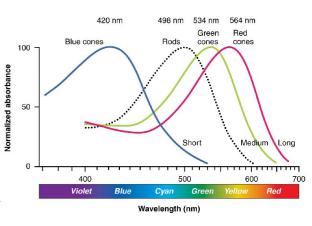


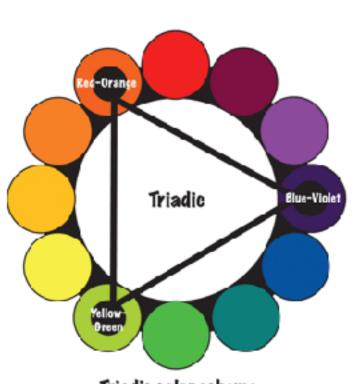
Analogous color scheme

Analogous color schemes use colors that are next to each other on the color wheel.

(example: Oreen, Blue-Oreen and Blue)



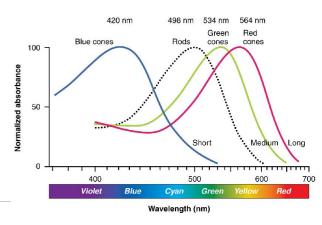


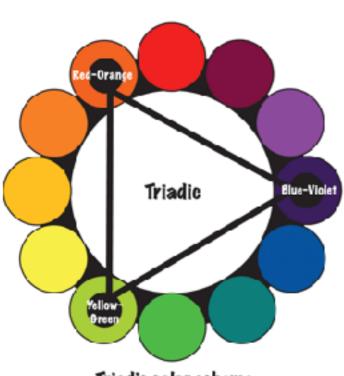


Triadic color scheme

A triadic color scheme uses colors that are evenly spaced around the color wheel.

(example: Yellow-Green, Red-Orange and Blue-Violet)

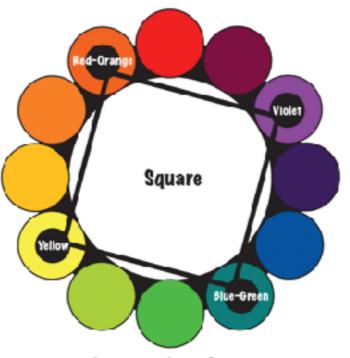




Triadic color scheme

A triadic color scheme uses colors that are evenly spaced around the color wheel.

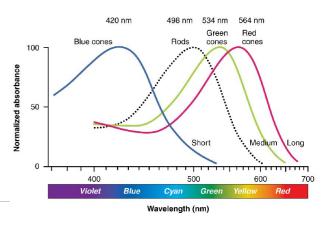
(example: Yellow-Green, Red-Grange and Blue-Violet)

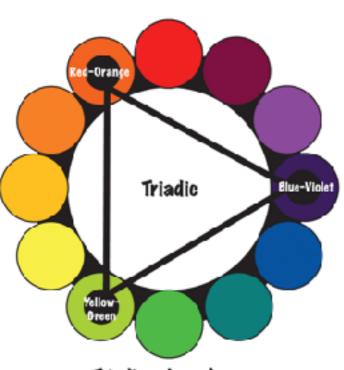


Square color scheme

The square color scheme is similar to the rectangle, but with all four colors spaced evenly around the color circle.

(example: Yellow, Red-Orange, Violet and Blue-Green)

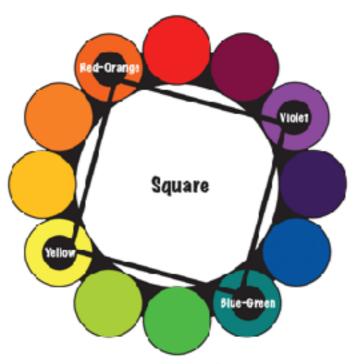




Triadic color scheme

A triadic color scheme uses colors that are evenly spaced around the color wheel.

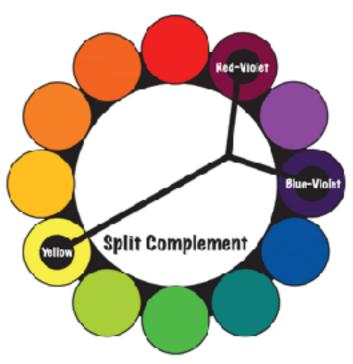
(example: Yellow-Green, Red-Grange and Blue-Violet)



Square color scheme

The square color scheme is similar to the rectangle, but with all four colors spaced evenly around the color circle.

(example: Yellow, Red-Orange, Violet and Blue-Green)

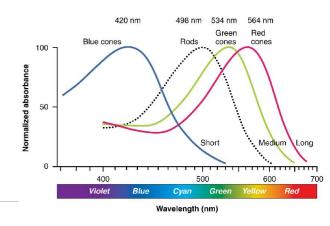


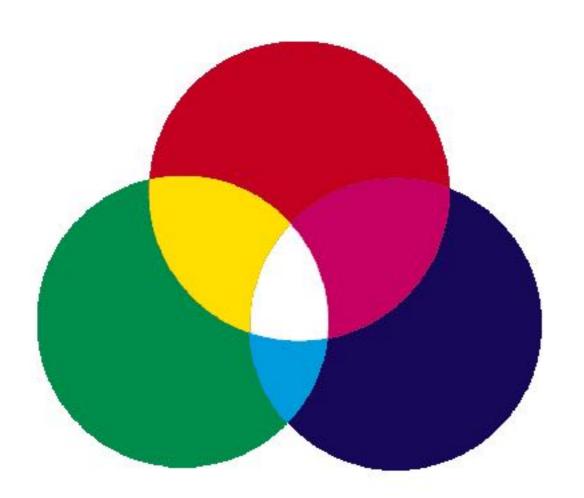
Split-Complementary color scheme

The split-complementary color scheme is a variation of the complementary color scheme. In addition to the base color, it uses the two colors adjacent to its complement.

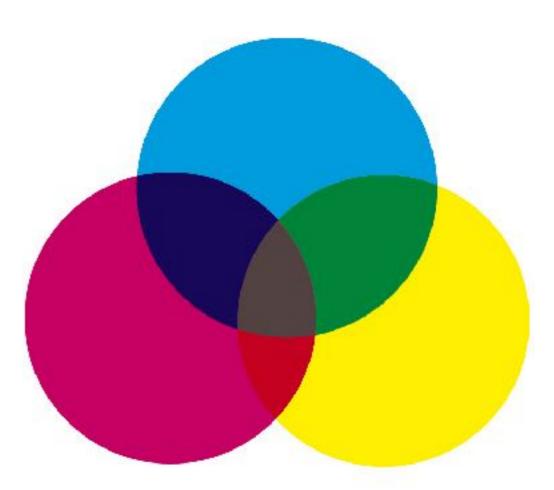
(example: Yellow, Red-Violet and Blue-Violet)

Color Systems





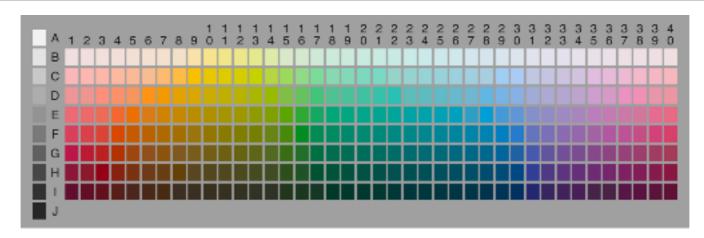
Additive Color (RGB) Light

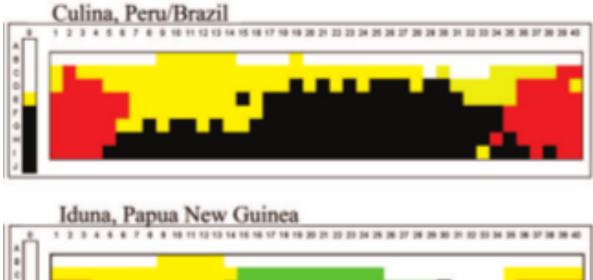


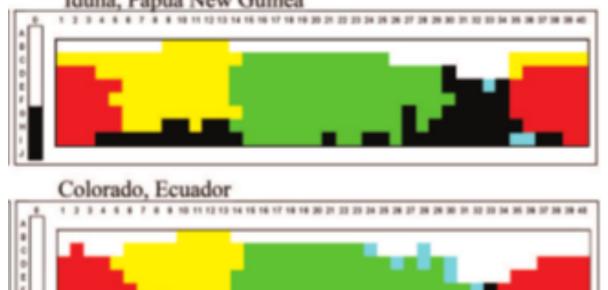
Subtractive color (CMYK)

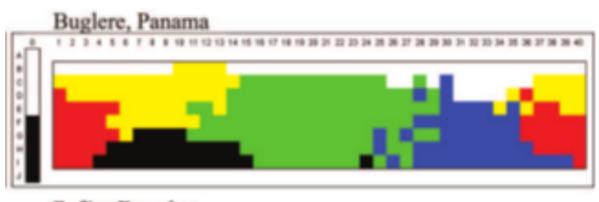
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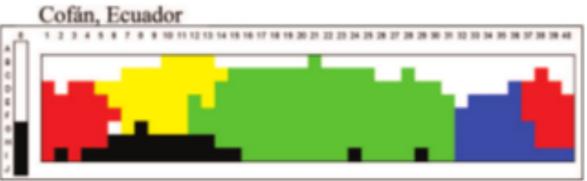
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https://en.wikipedia.org/wiki/Color_blindness https://github.com/MaPePeR/jsColorblindSimulator/blob/master/colorblind.js



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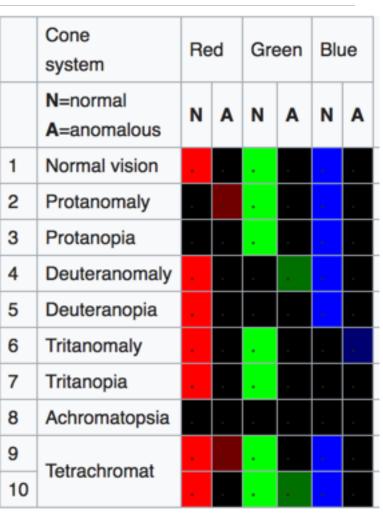


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https://en.wikipedia.org/wiki/Color_blindness https://github.com/MaPePeR/jsColorblindSimulator/blob/master/colorblind.js





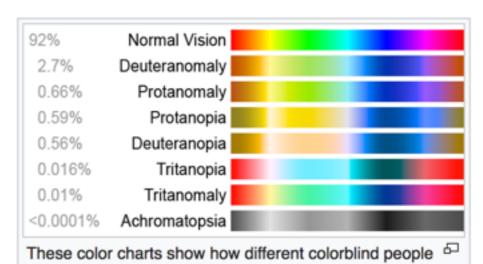
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https://en.wikipedia.org/wiki/Color_blindness https://github.com/MaPePeR/jsColorblindSimulator/blob/master/colorblind.js



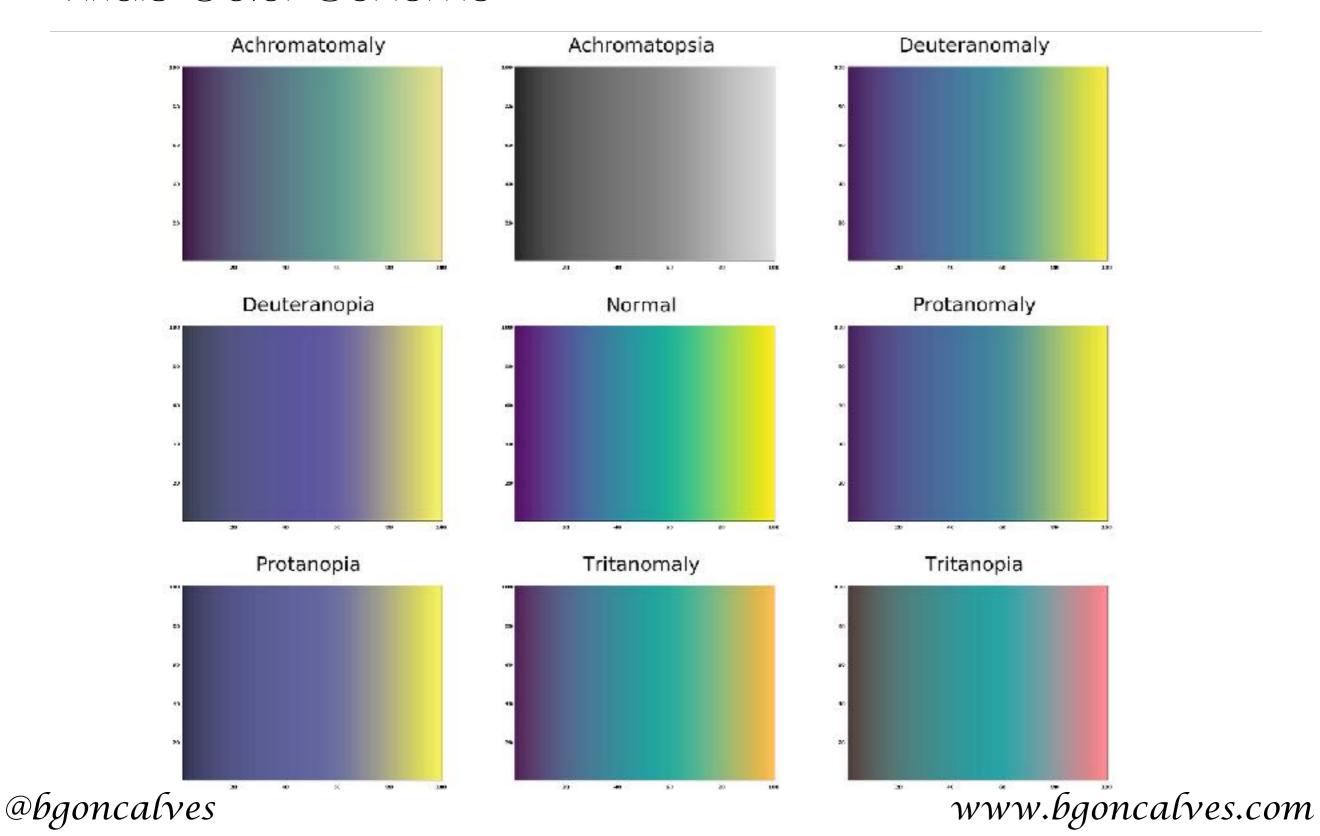
	Cone system	Red		Green		Blue	
	N=normal A=anomalous	N	Α	N	A	N	Α
1	Normal vision						
2	Protanomaly						
3	Protanopia						
4	Deuteranomaly						
5	Deuteranopia						
6	Tritanomaly						
7	Tritanopia						
8	Achromatopsia						
9	Tetrachromat						
10							



see compared to a person with normal color vision.

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Viridis Color Scheme



Color Scheme Choosers

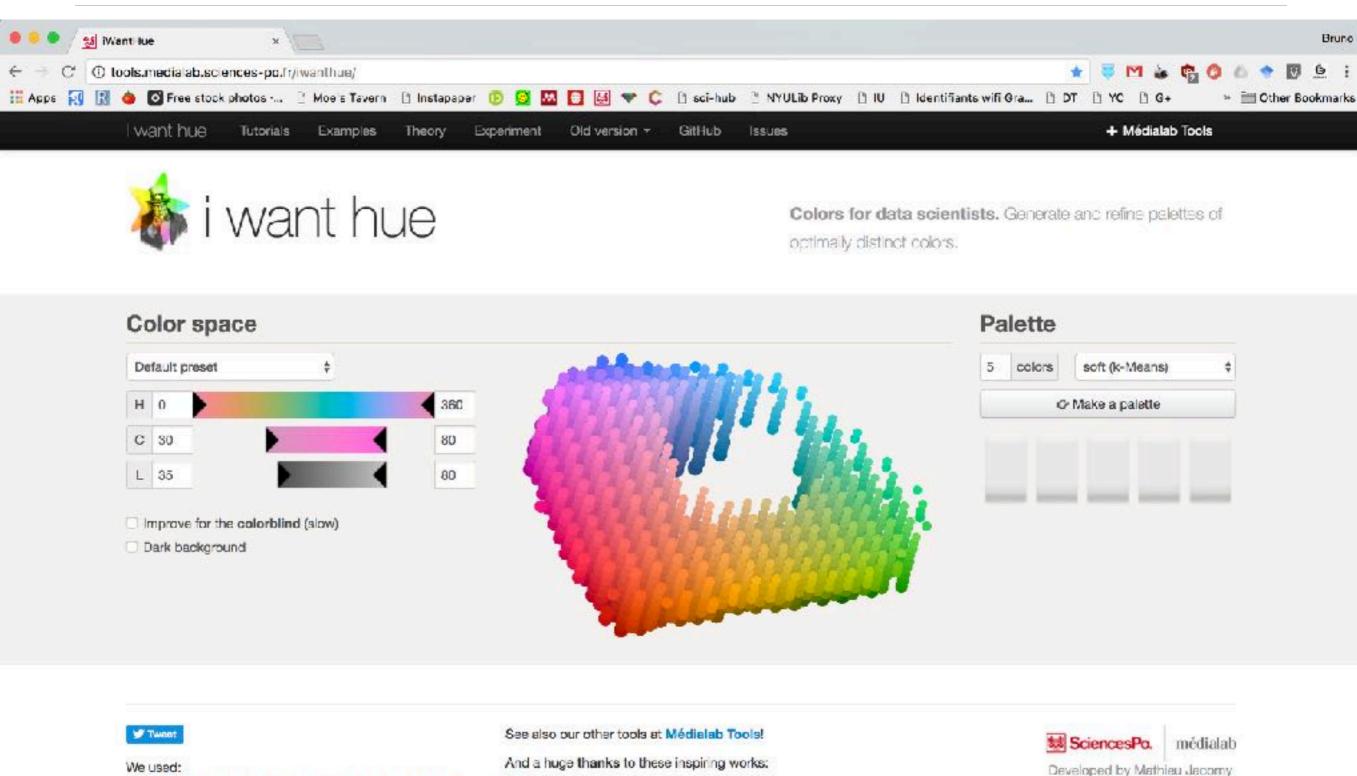
Sigma.ja, Prettify, Bootstrap, ¡Query, Modernizr, Initializr

Check our GitHub.

http://tools.medialab.sciences-po.fr/iwanthue/

at the Sciences-Po Medialab

Help, bug report or contacting us:

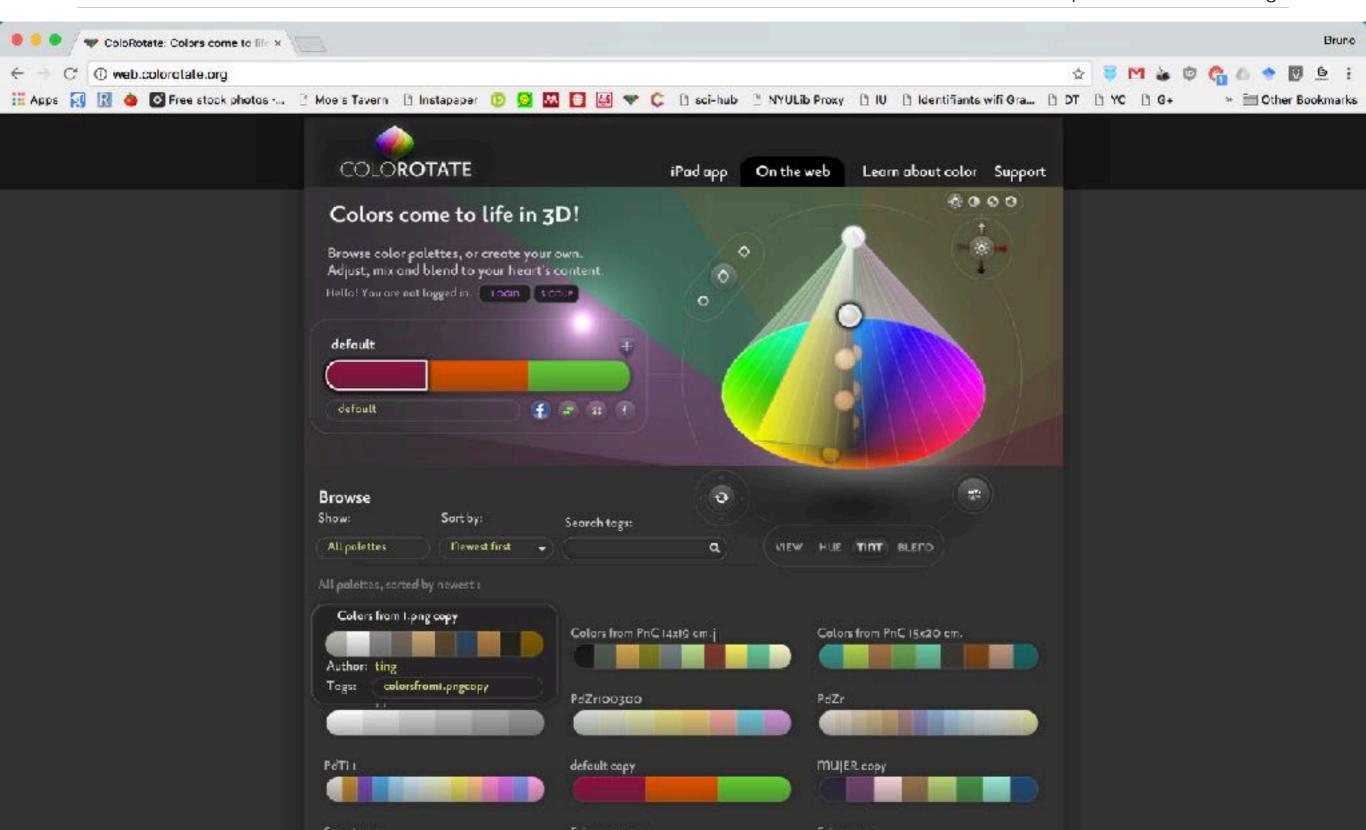


I massively use this excellent is library to convert colors. If

Chroma.js

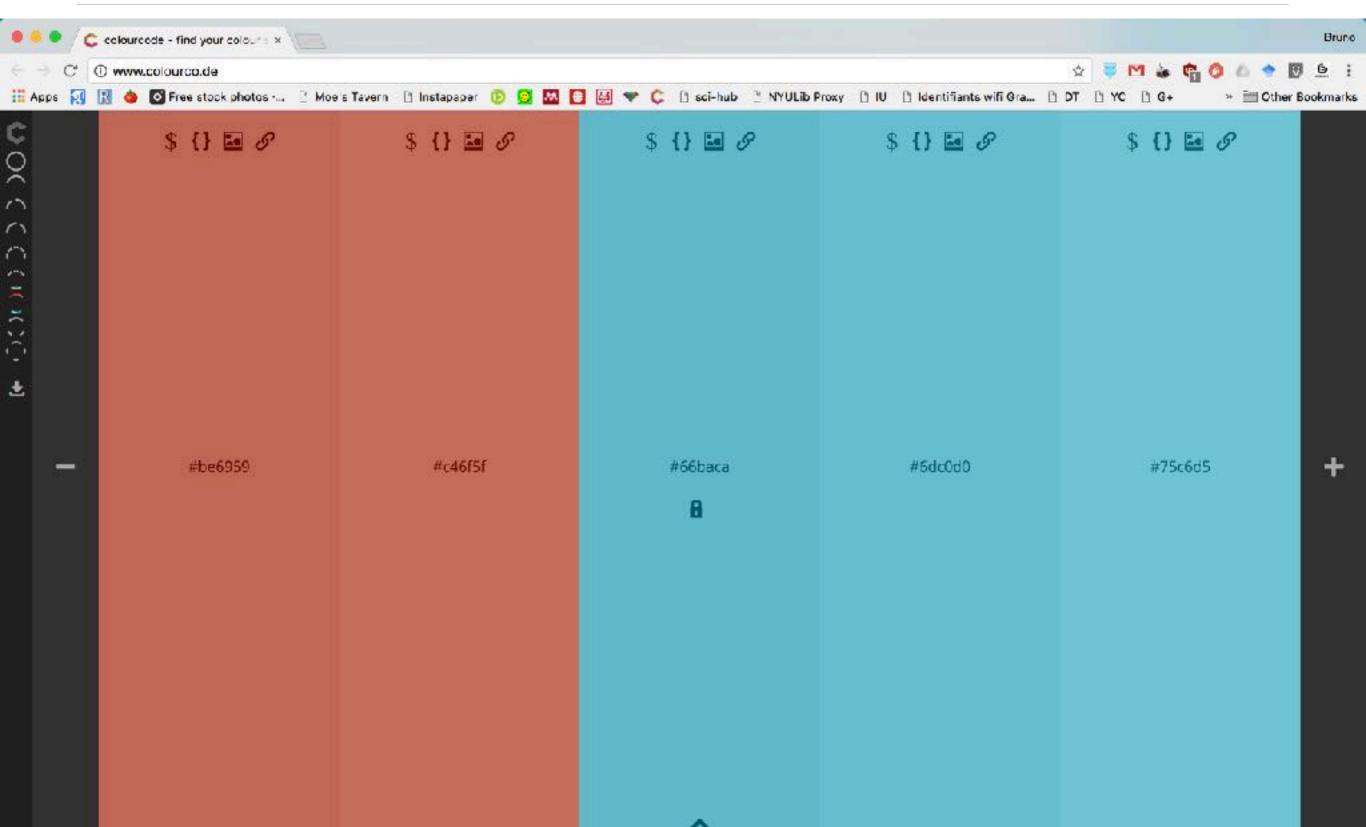
Color Scheme Choosers

http://web.colorotate.org/

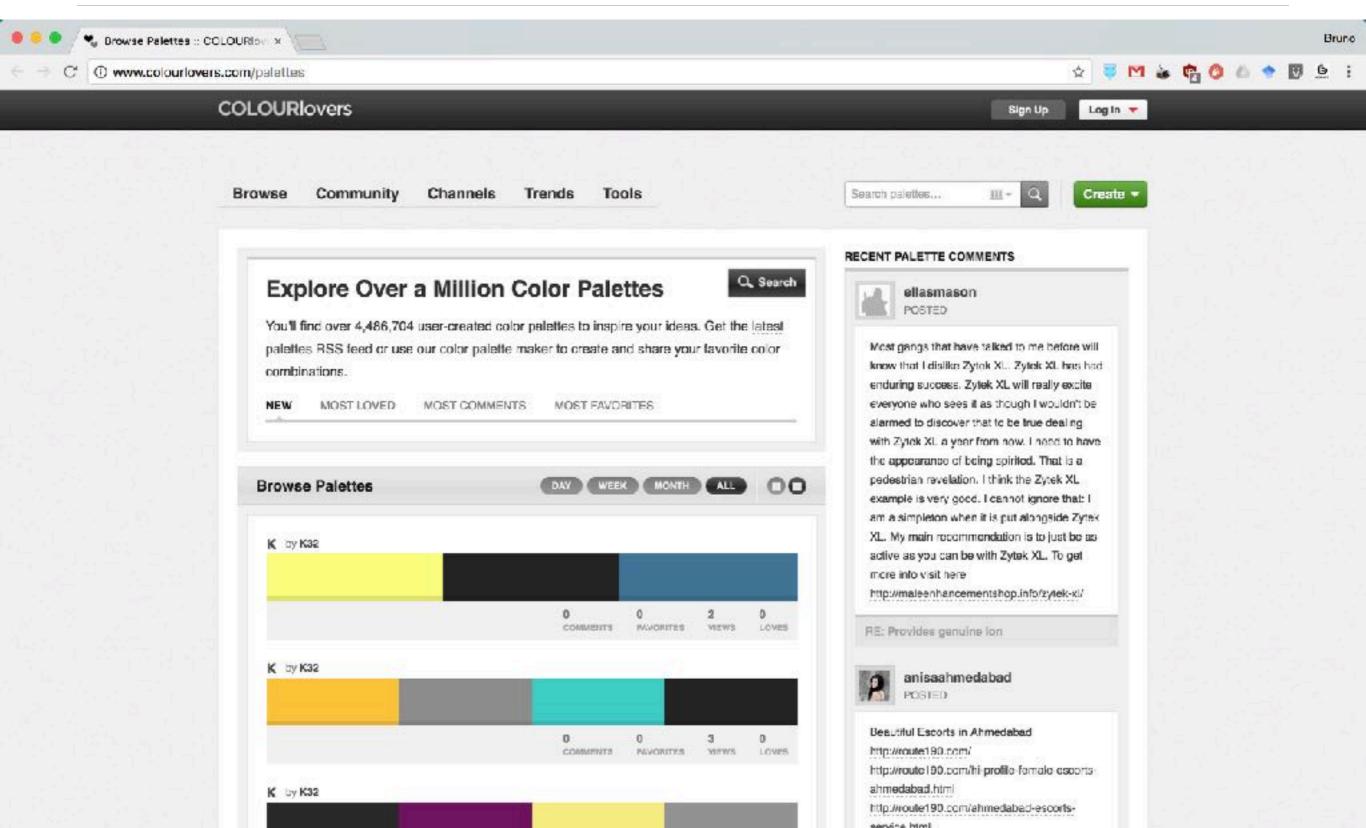


Color Scheme Choosers

http://www.colourco.de/



http://www.colourlovers.com/palettes

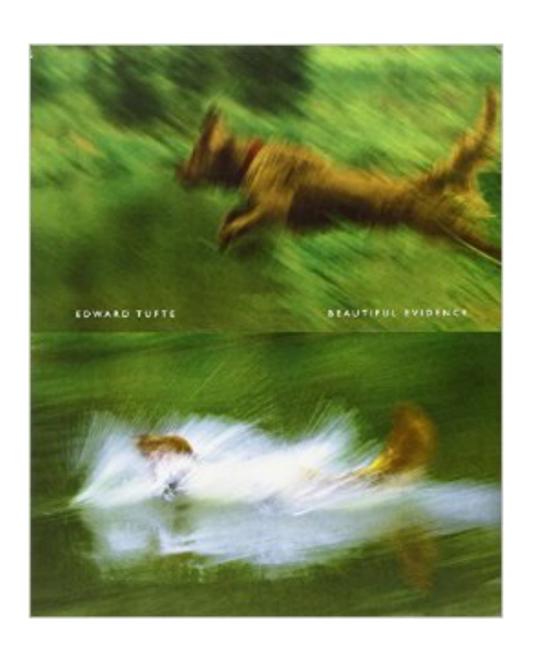


Color Theory

THE 10 COMMANDMENTS OF COLOR THEORY



Visualization







1. Show comparisons, contrasts and differences



- 1. Show comparisons, contrasts and differences
- 2. Show causality, mechanism, explanation and systematic structure



- 1. Show comparisons, contrasts and differences
- 2. Show causality, mechanism, explanation and systematic structure
- 3. Show multivariate data: more than one or two variables



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- 3. Show multivariate data: more than one or two variables
- 4. Completely integrate words, numbers, images and diagrams



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- 4. Completely integrate words, numbers, images and diagrams
- 5. Documentation
- 6. Content matters most of all



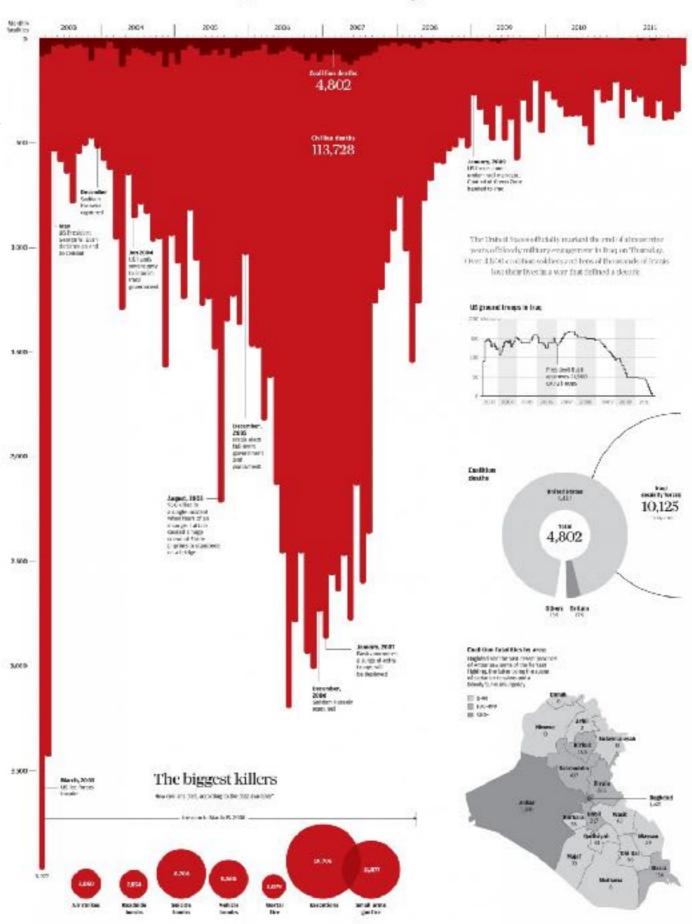
- 1. Show comparisons, contrasts and differences
- 2. Show causality, mechanism, explanation and systematic structure
- 3. Show multivariate data: more than one or two variables
- 4. Completely integrate words, numbers, images and diagrams
- 5. Documentation
- 6. Content matters most of all

"Information Visualization is a form of knowledge compression" D. McCandless



Rules can be broken...

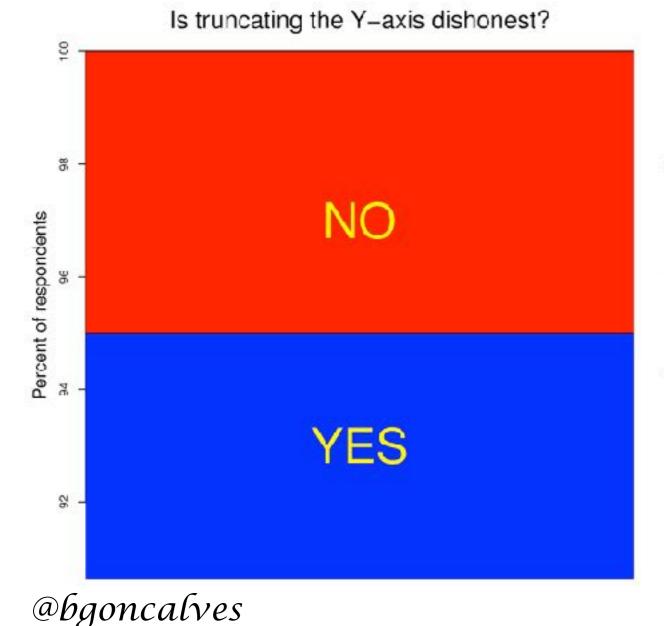
Iraq's bloody toll

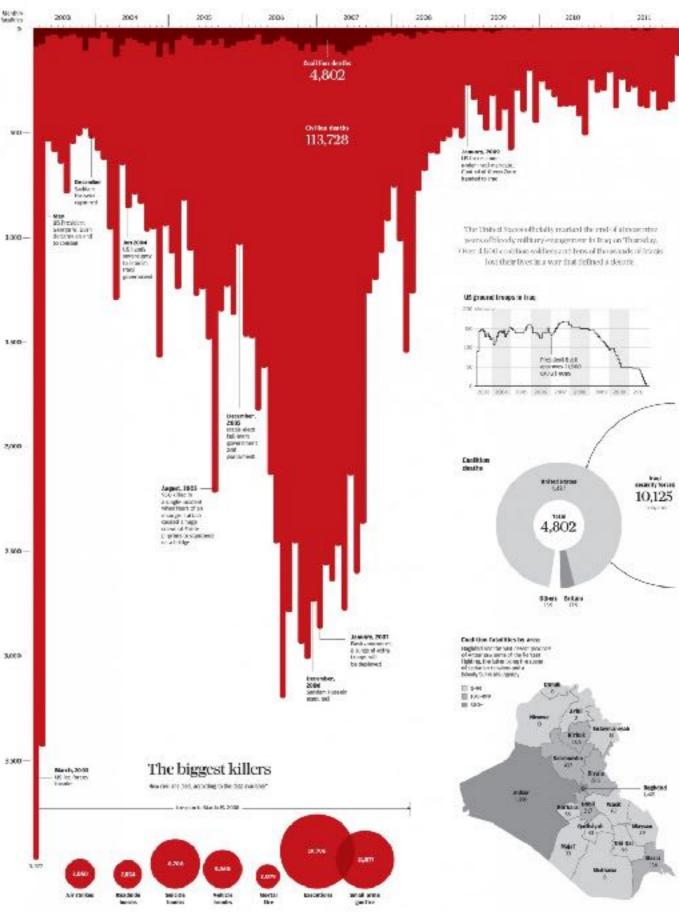


Iraq's bloody toll

Rules can be broken...

...sometimes





• Points

• Points

• Lines

• Points

• Lines

Areas

• Points

• Lines

Areas

Shapes

• Points

• Lines

Areas

• Shapes

• Colors

• Points

• Lines

Areas

Shapes

• Colors

• Text

• Points

• Each for these can be used to encode a given variable to produce all the types of plots we are familiar with:

• Lines

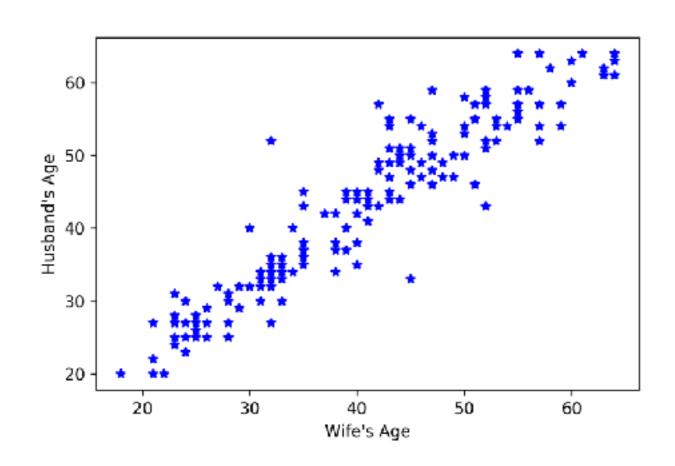
Areas

• Shapes

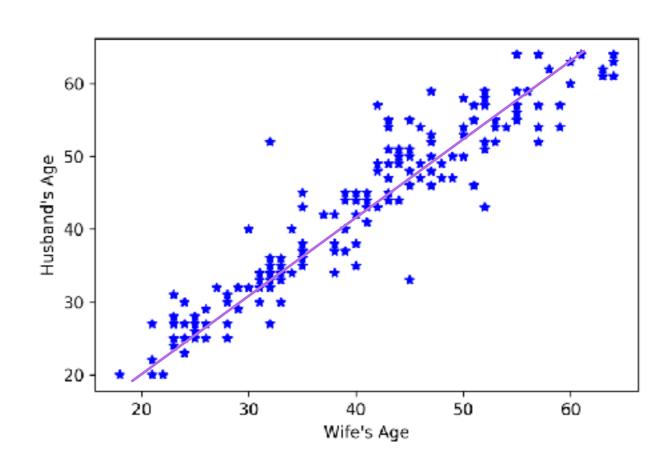
• Colors

• Text

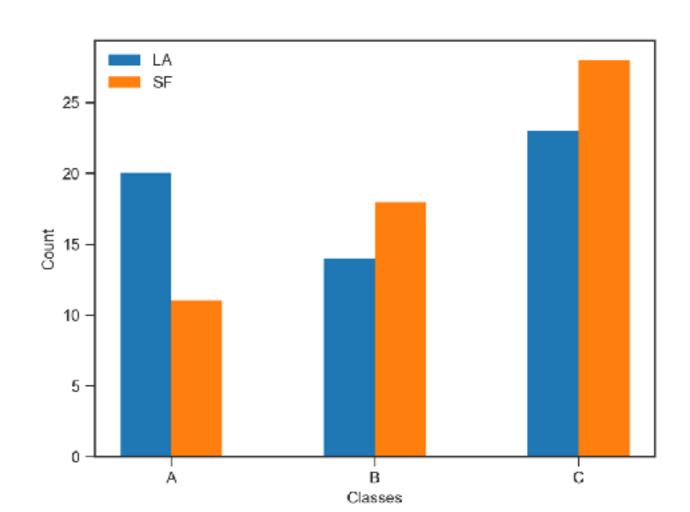
- Points
- Each for these can be used to encode a given variable to produce all the types of plots we are familiar with:
- Scatter plot Just points
- Lines
- Areas
- Shapes
- Colors
- Text



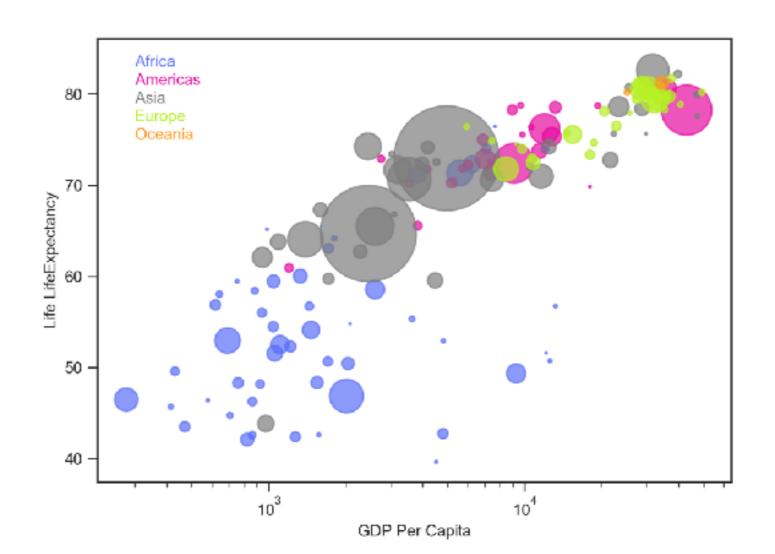
- Points
- Each for these can be used to encode a given variable to produce all the types of plots we are familiar with:
- Scatter plot Just points (line)
- Lines
- Areas
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- Colors
- Text



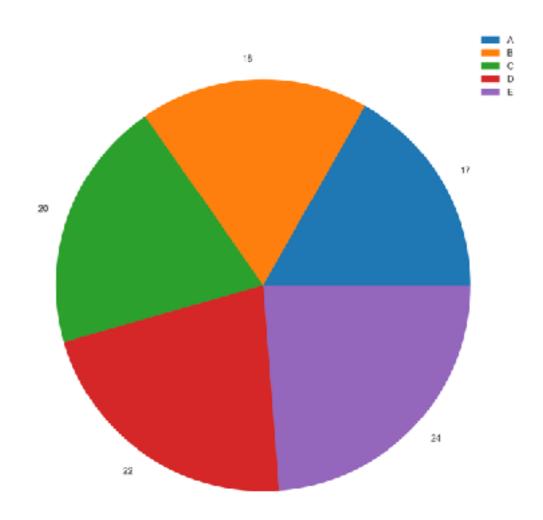
- Points
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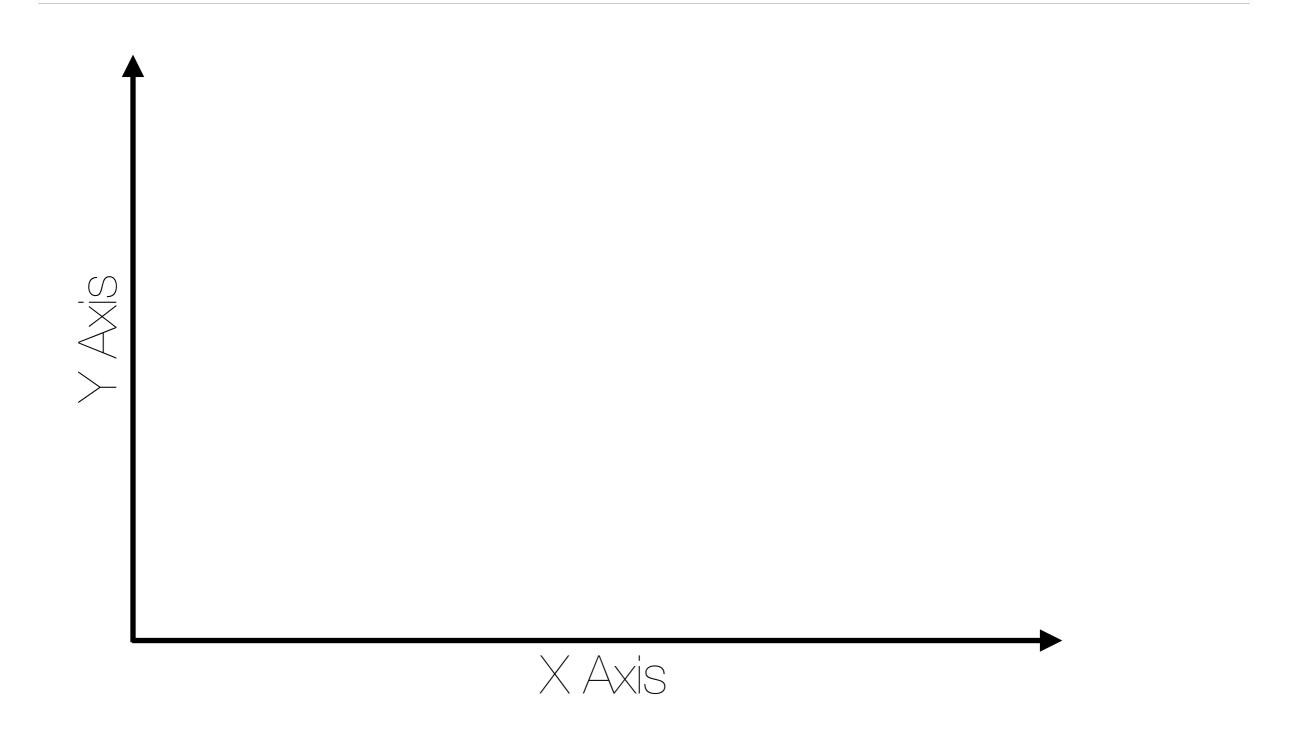


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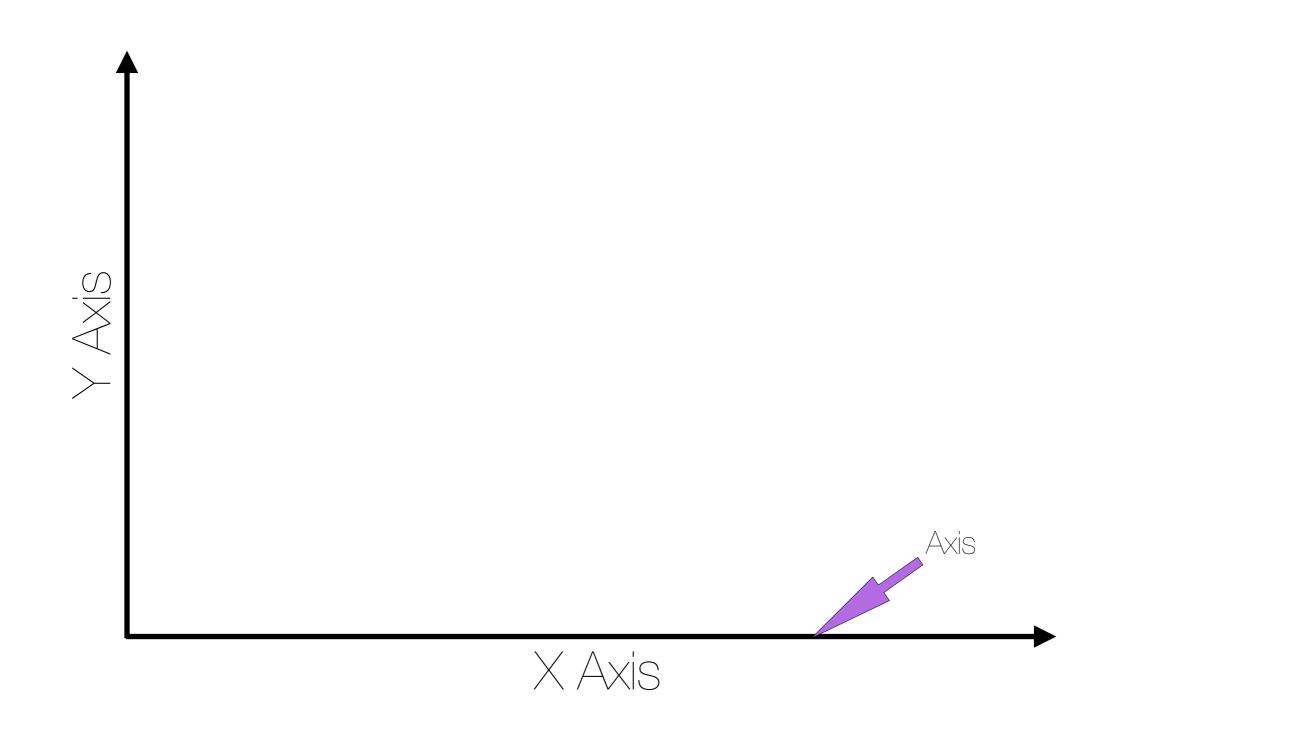
Matplotlib



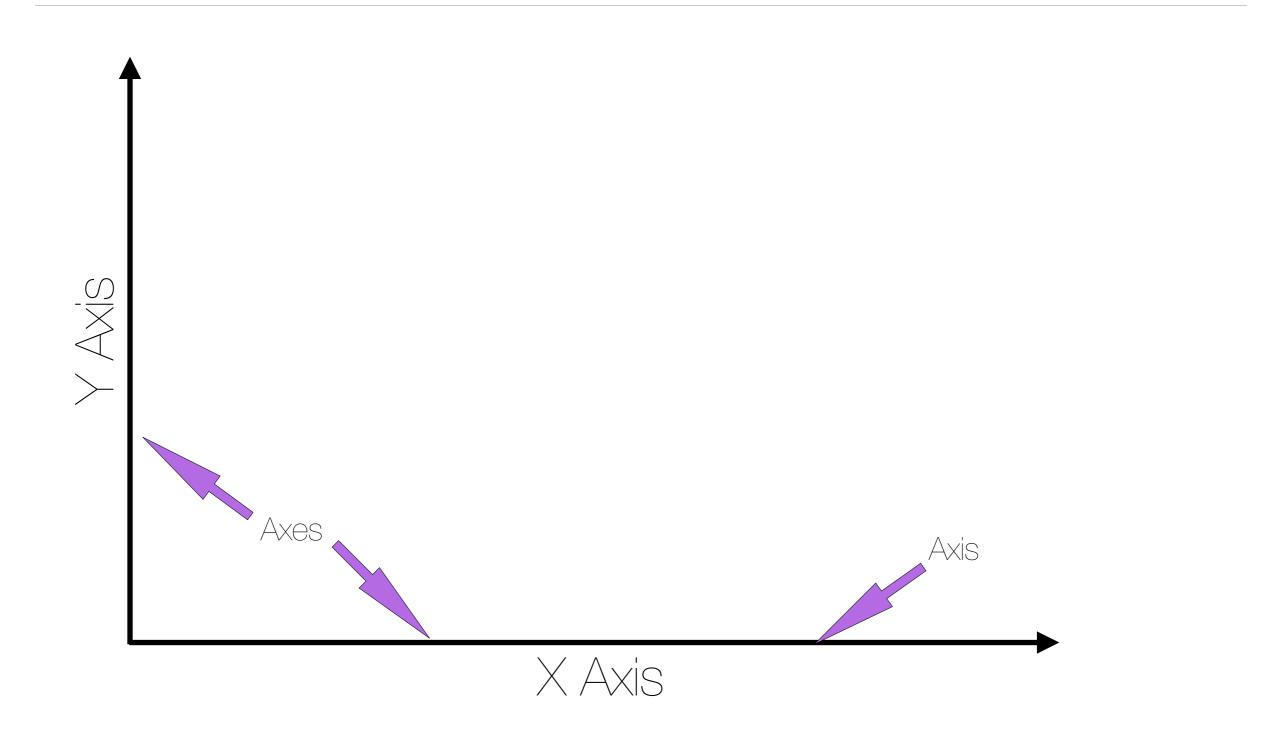
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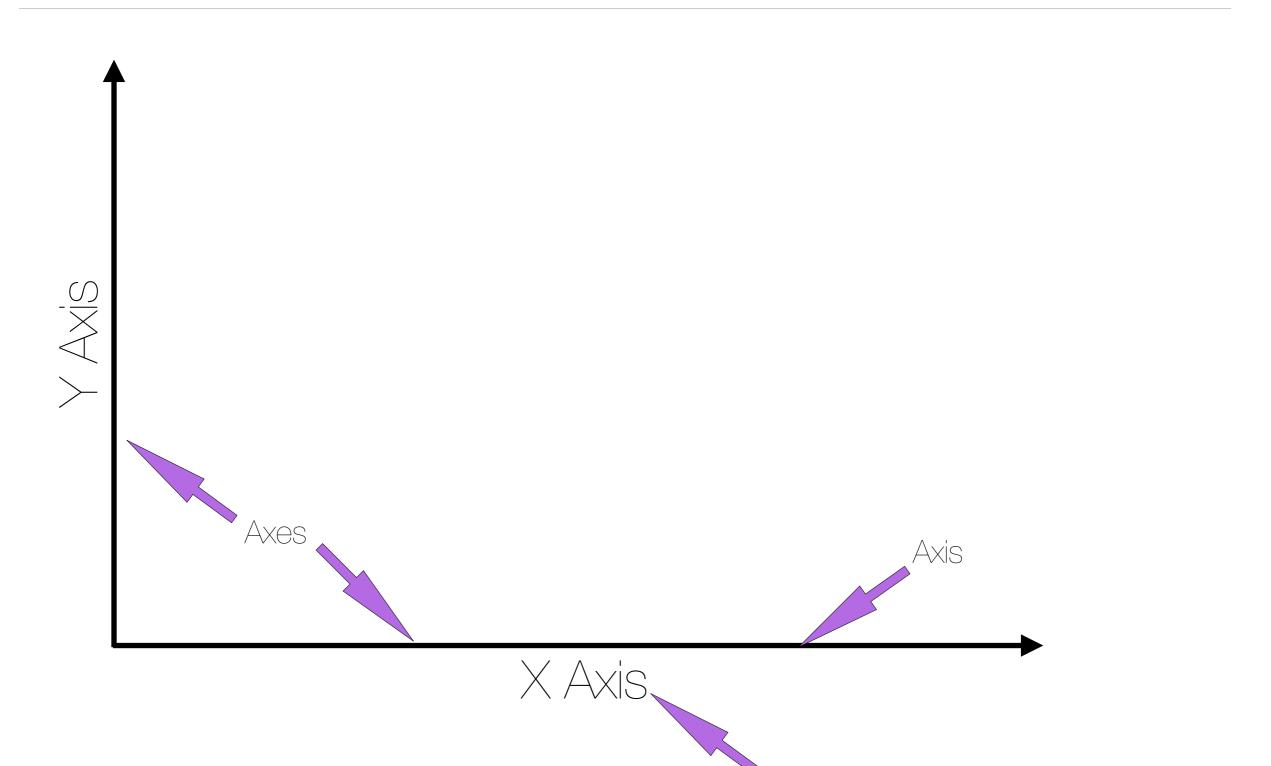
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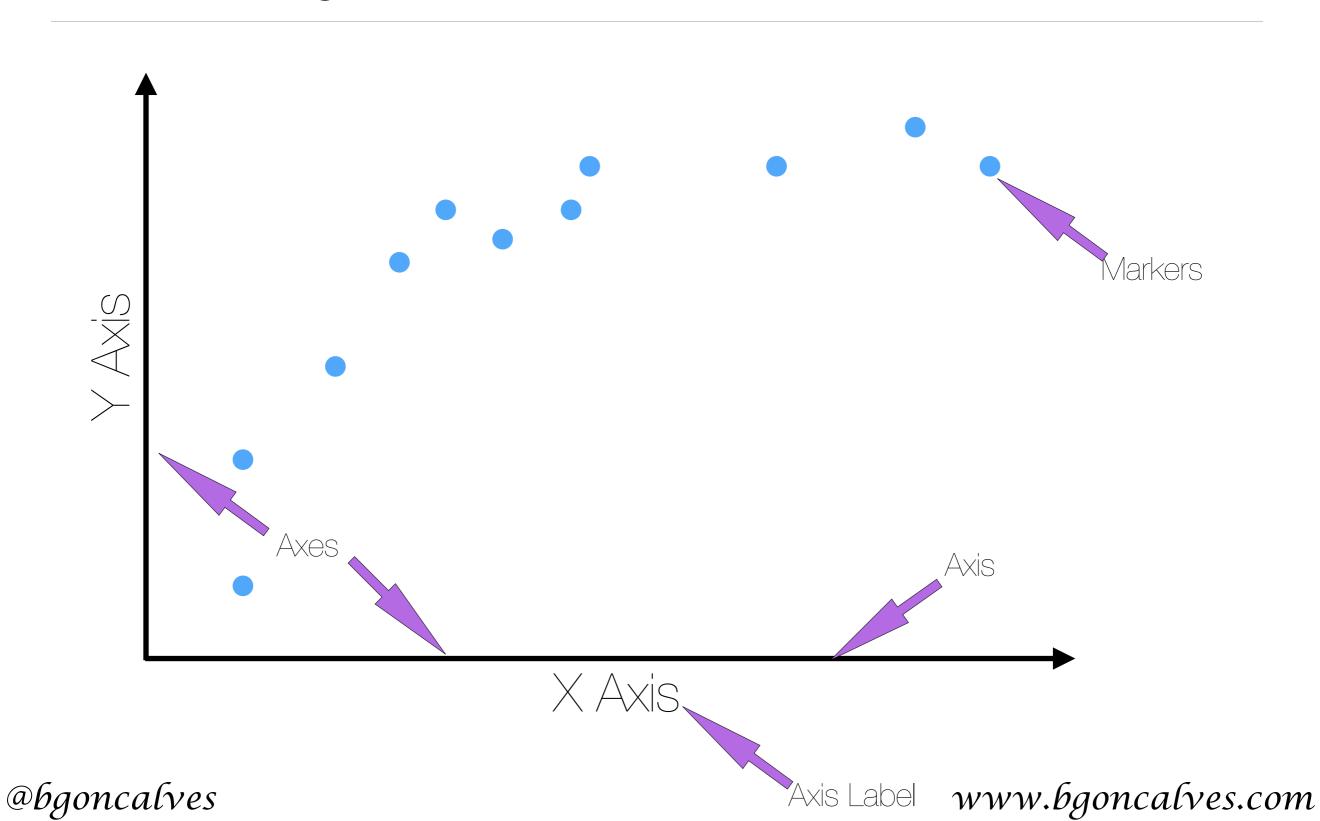


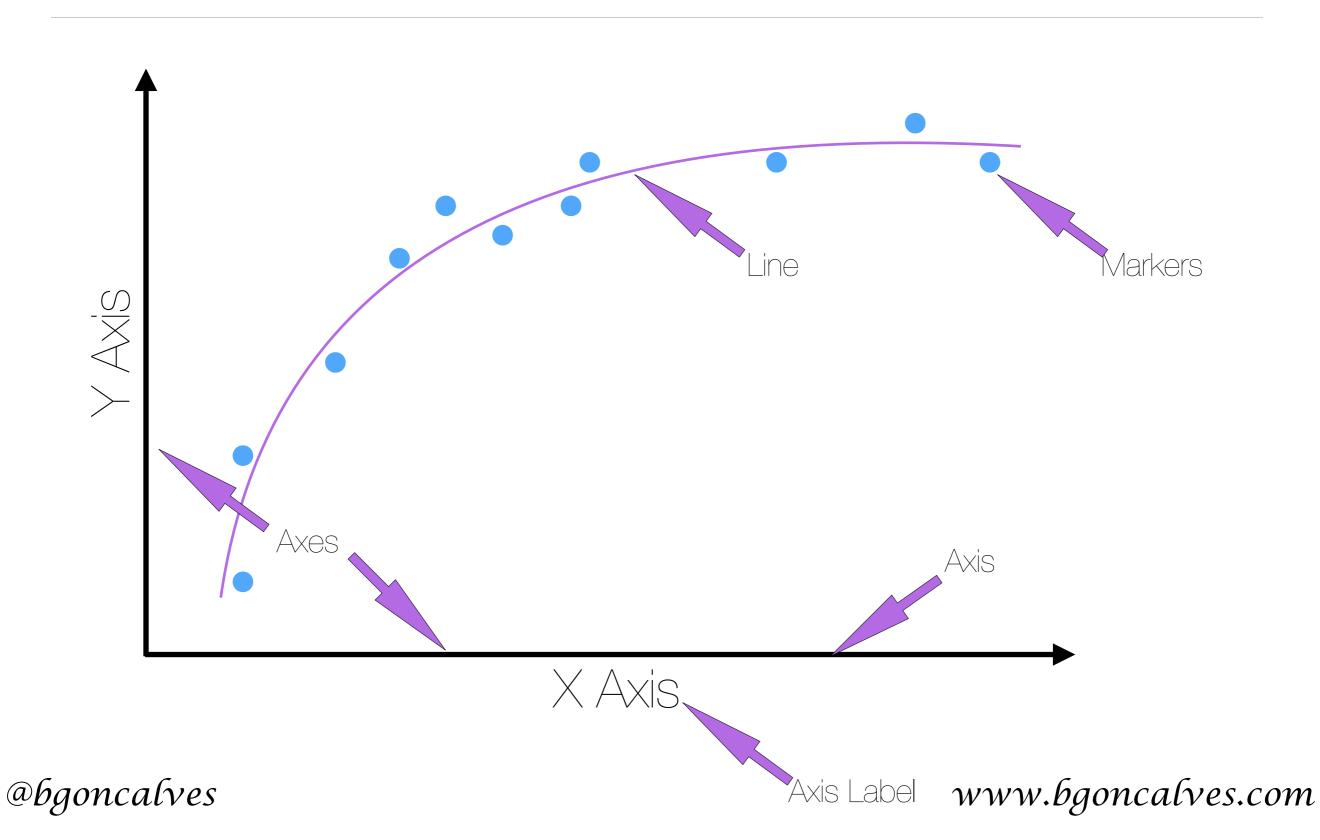
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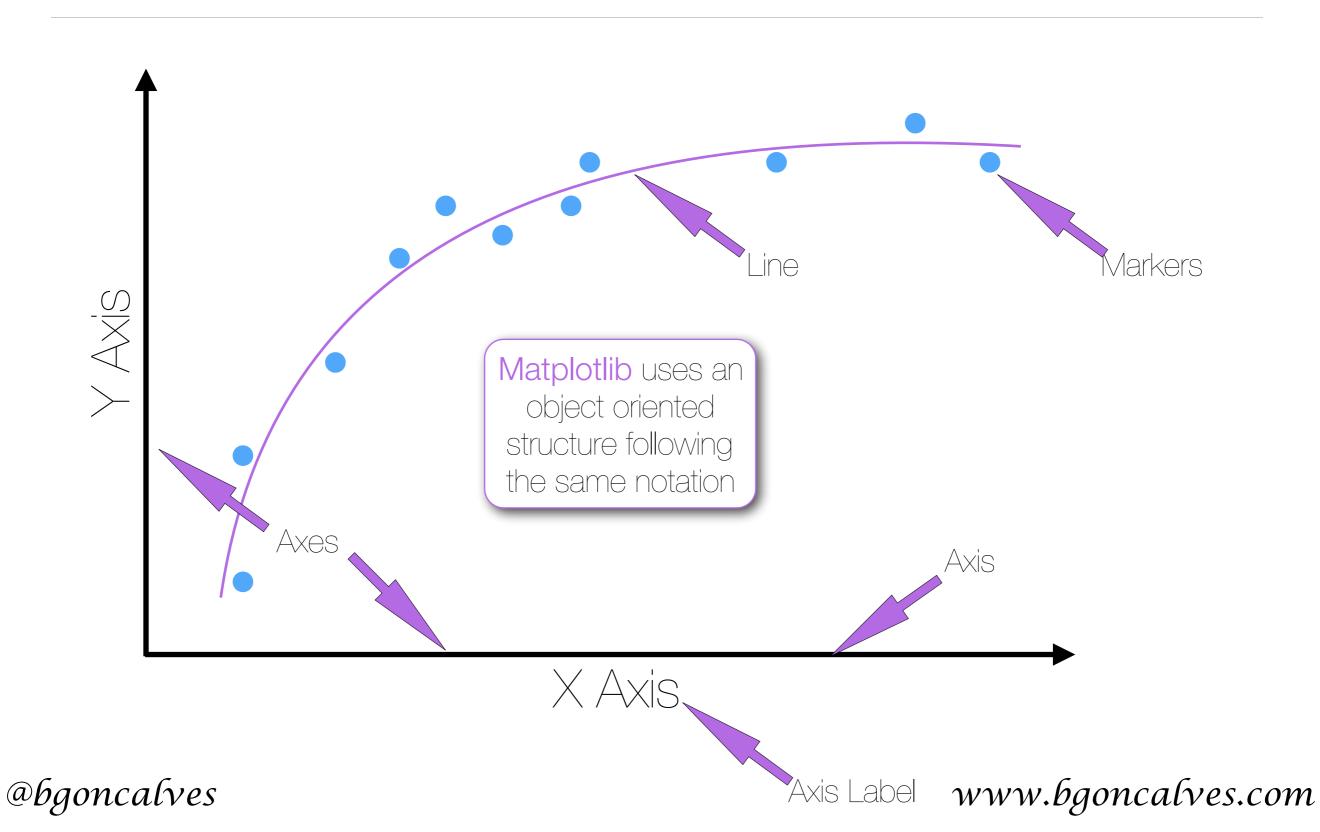


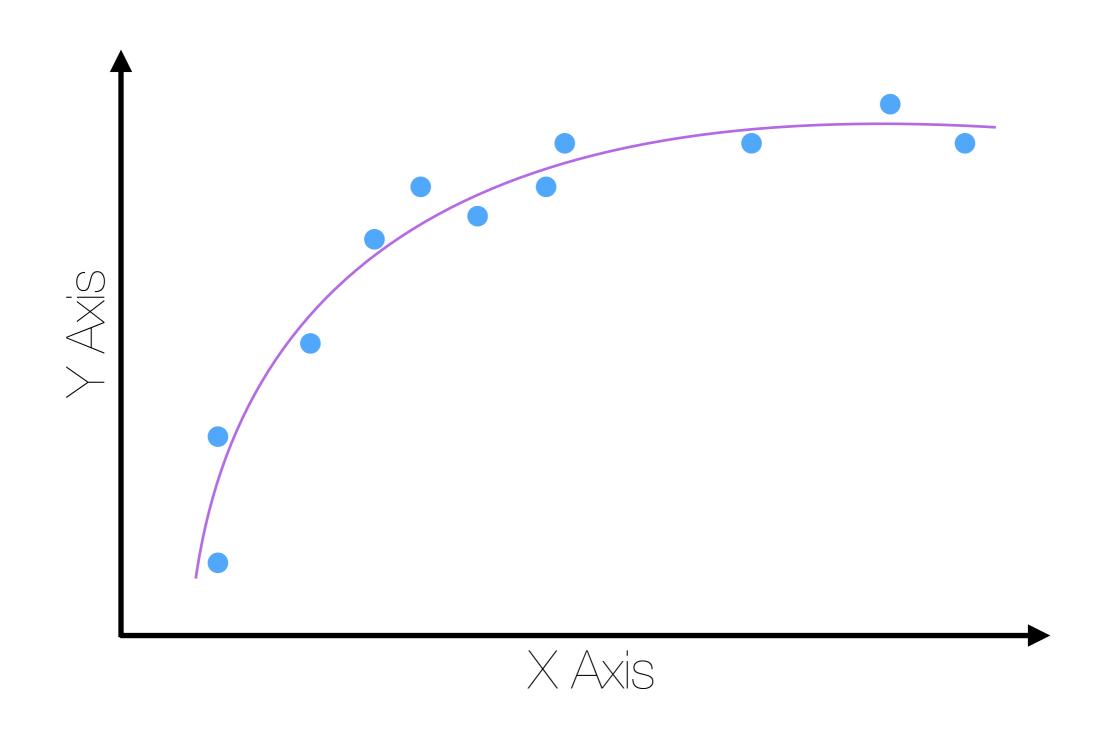
@bgoncalves

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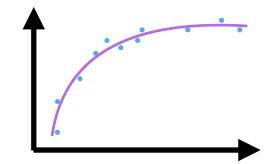








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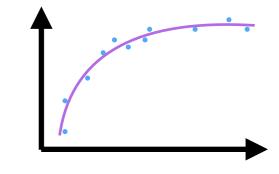
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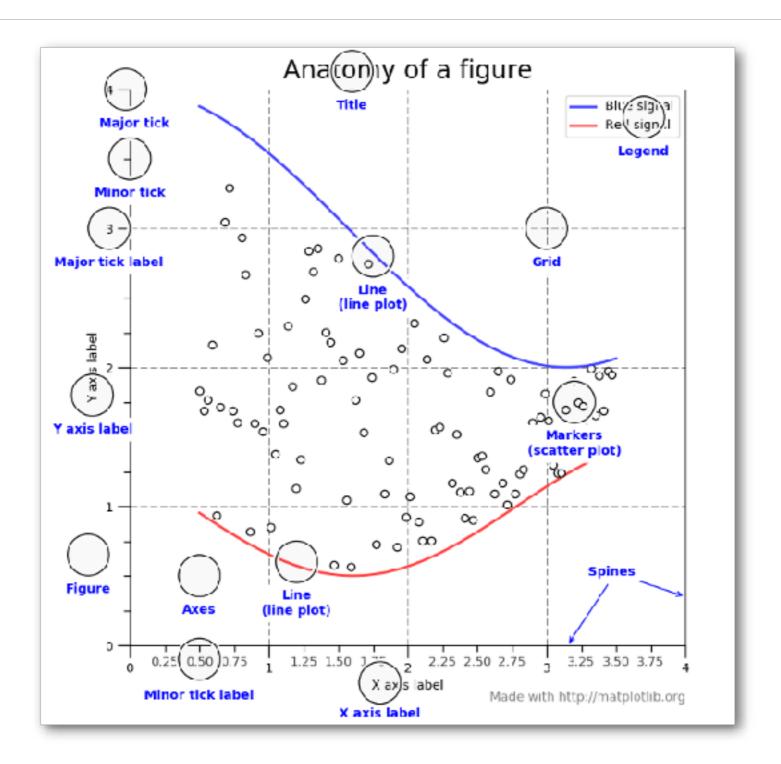
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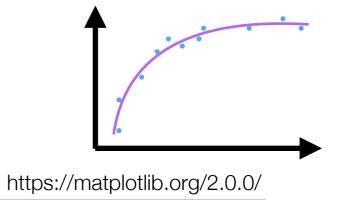
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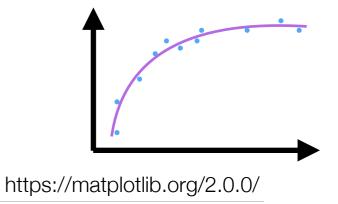
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- In other words, Markers/Lines represent a dataset that is plotted against one or more Axis. An Axes object is (effectively) a subplot of a Figure.

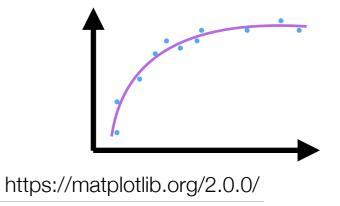




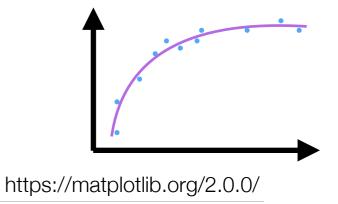




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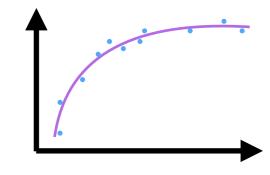


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https://matplotlib.org/2.0.0/

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 - .gca() Get the current Axes, creating one if necessary
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 - .savefig("filename.ext", dpi=300) Save the figure to "filename.ext" where ".ext" defines the format the saved image ()

```
filetypes = {'ps': 'Postscript', 'eps': 'Encapsulated Postscript', 'pdf': 'Portable Document Format',
'pgf': 'PGF code for LaTeX', 'png': 'Portable Network Graphics', 'raw': 'Raw RGBA bitmap', 'rgba': 'Raw
RGBA bitmap', 'svg': 'Scalable Vector Graphics', 'svgz': 'Scalable Vector Graphics', 'jpg': 'Joint
Photographic Experts Group', 'jpeg': 'Joint Photographic Experts Group', 'tif': 'Tagged Image File
Format', 'tiff': 'Tagged Image File Format'}
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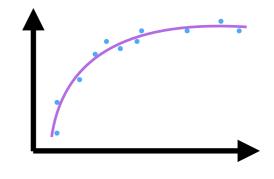
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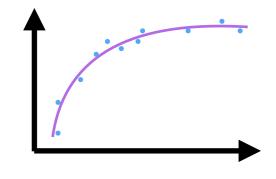
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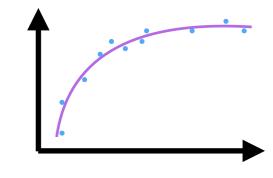
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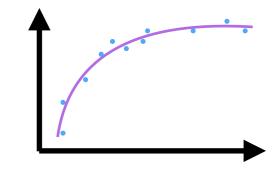
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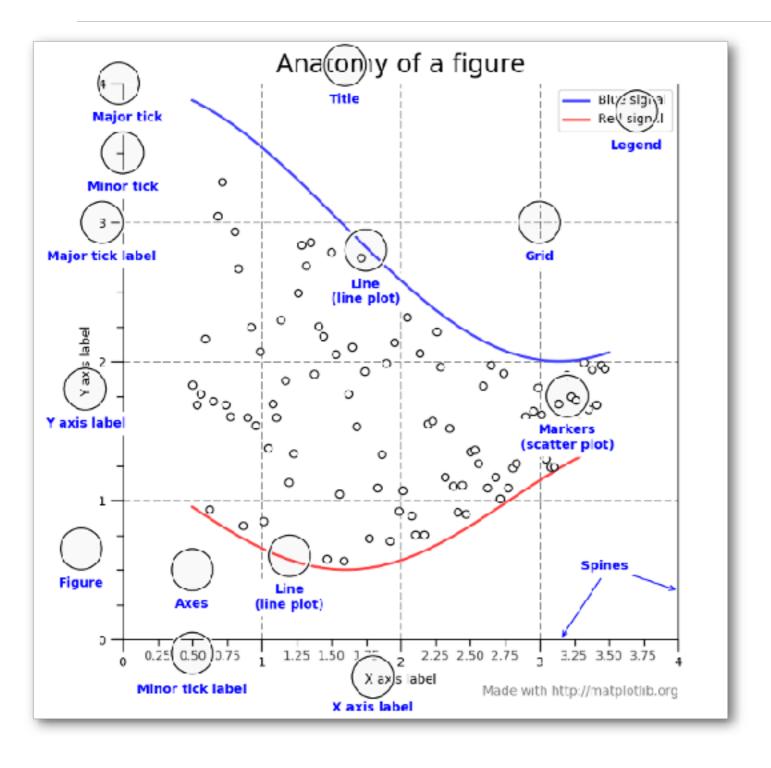


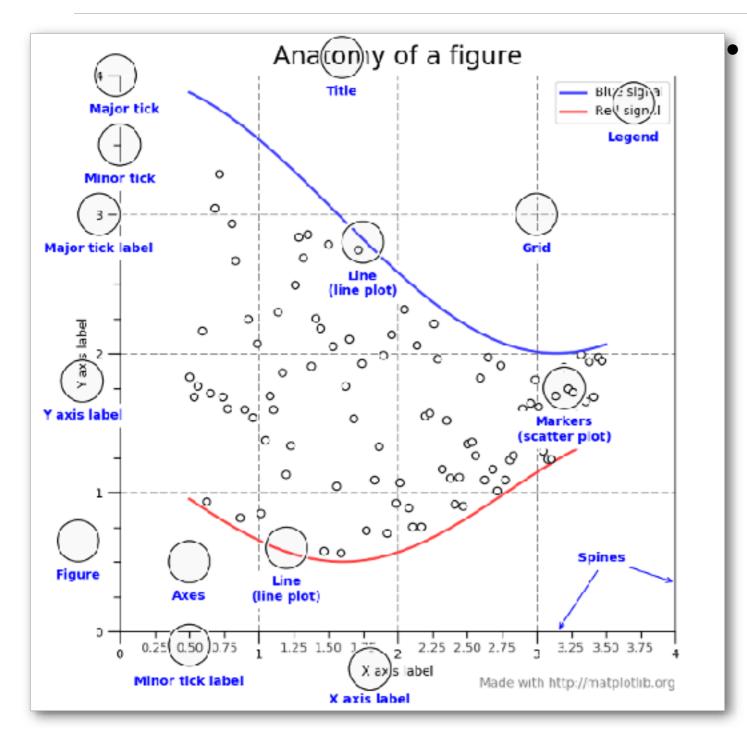
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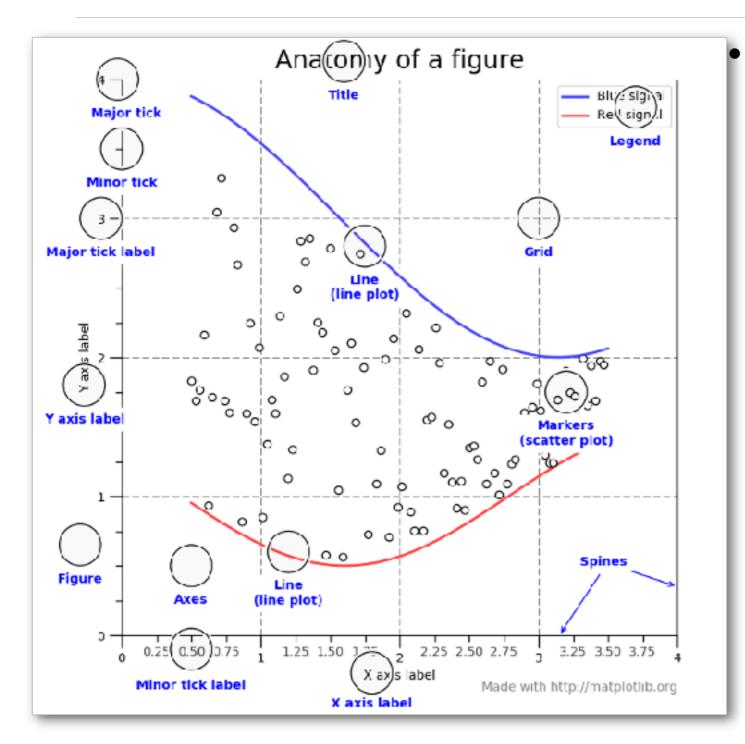
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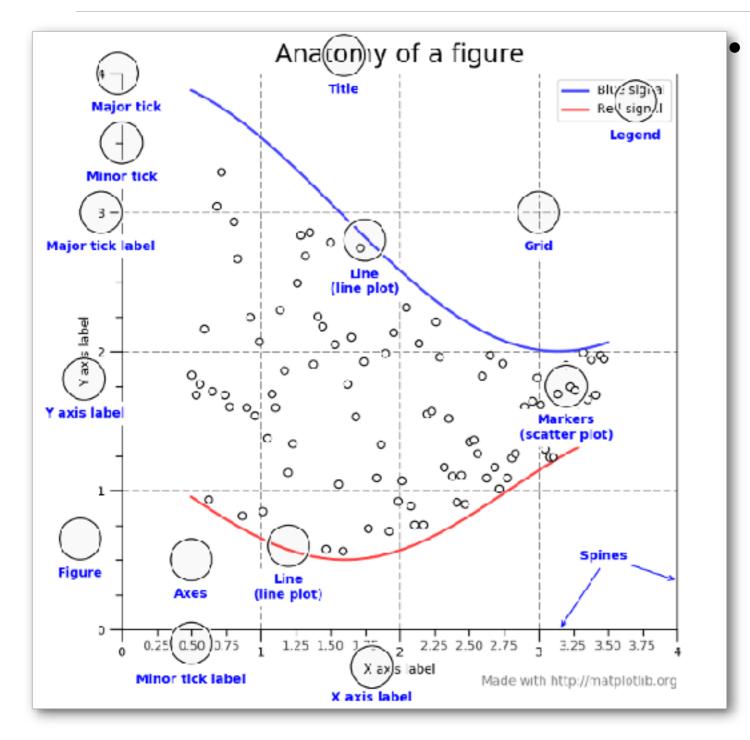




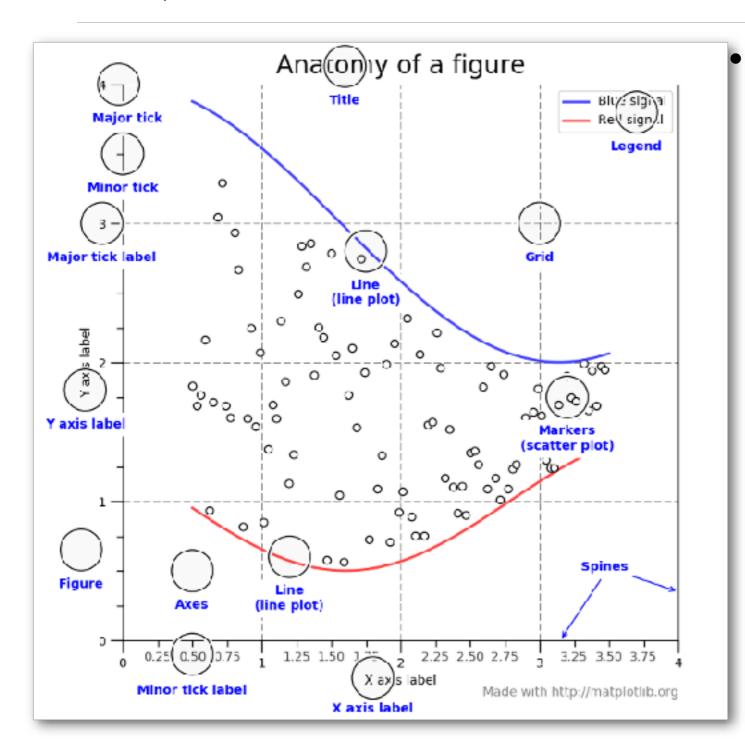
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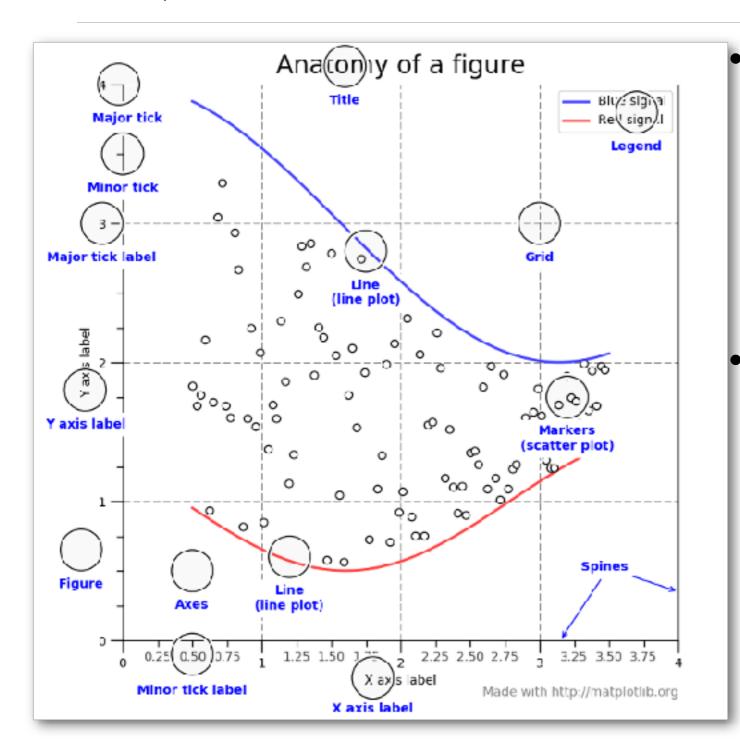
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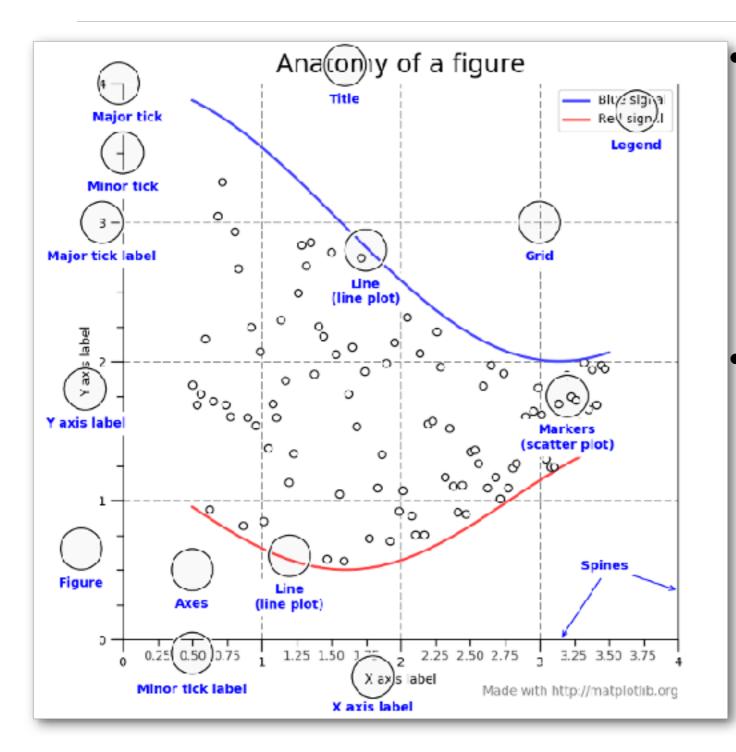
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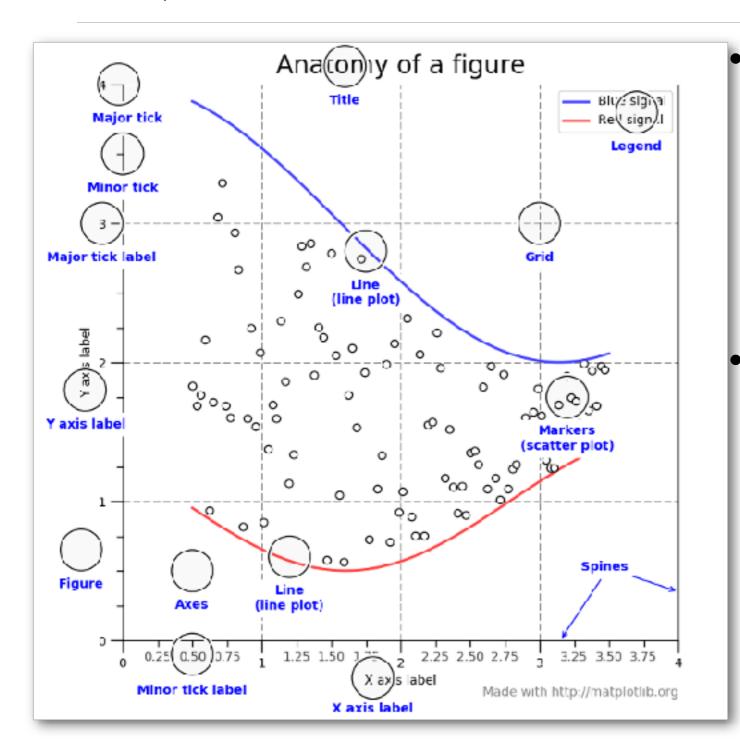
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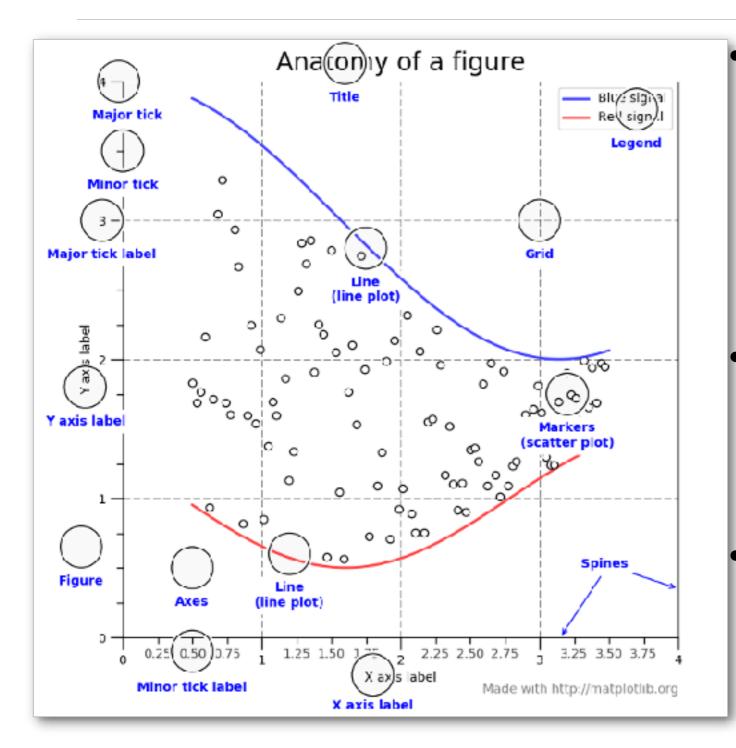
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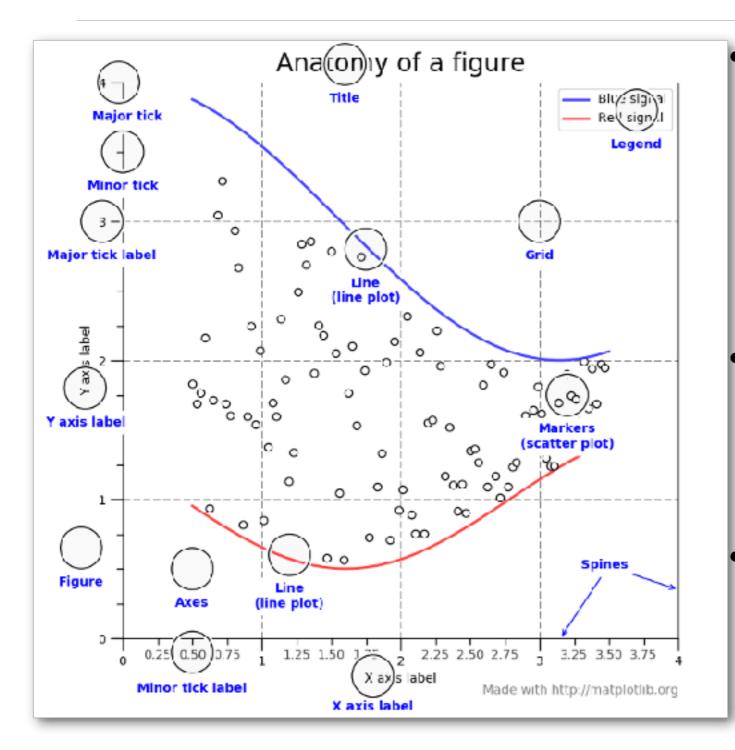
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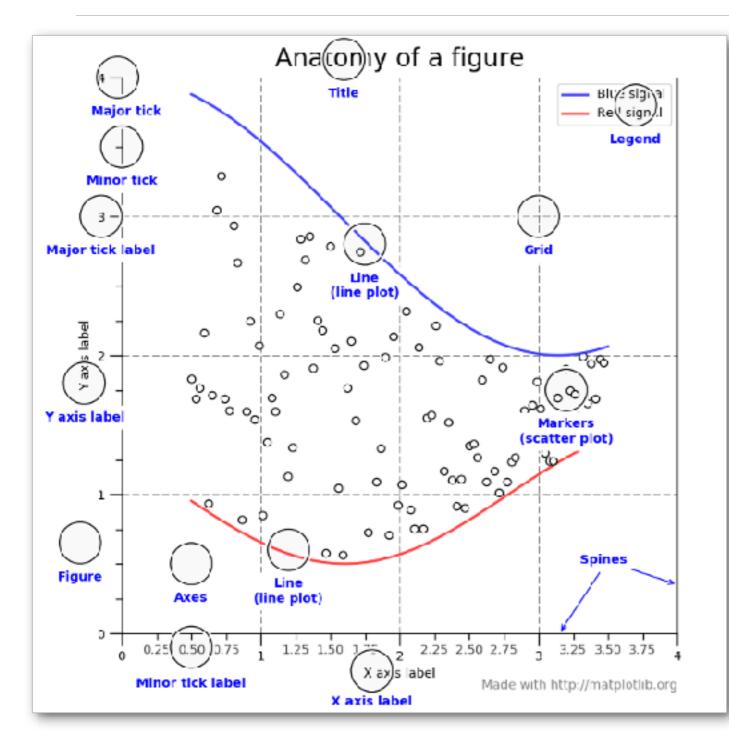
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https://bmtgoncalves.github.io/DataVisualization/https://github.com/bmtgoncalves/DataVisualization