



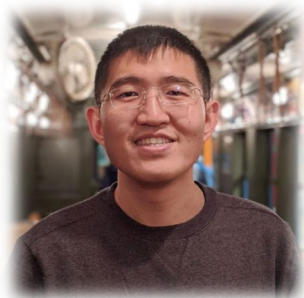
Information/Data Visualization

CS-GY 6313/CUSP-GX 6006

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Introduction & Syllabus

The Instructors



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Virtual/Augmented Reality
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TBD

Guest Lecturers



TANDON
SCHOOL OF
ENGINEERING



This Course is about:

*A bottom-up tutorial on how a human-computer system performs:
visual information generation/consumption/perception/application,
and your own hands-on creation!*

This Course is NOT about:

- Data science/mining/...
- High-level “seminar” or “overview” – you will need to program
- How to draw “charts”
- Web development
- Data processing/statistics (excel, R, etc.)

You Can/Should:

- Interrupt me anytime
- Ask technical/engineering questions to me/TA
- Discuss with peers
- Version control your code (we'll cover this today)
- Request extension/absence with a reason

You CANNOT:

- do teamwork – independent work in the whole course
- copy code/text from online/others/any resource – we will perform plagiarism check: you **can** acknowledge
- **F** if you do any of these

Syllabus

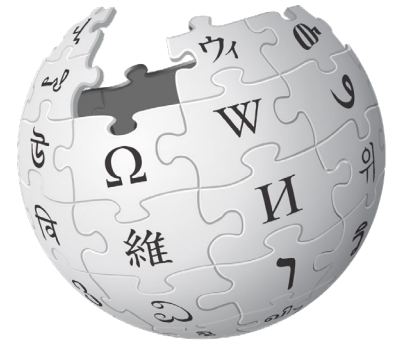
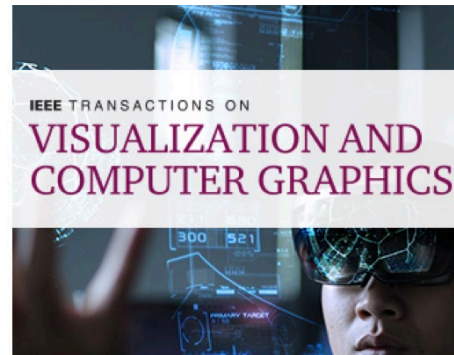
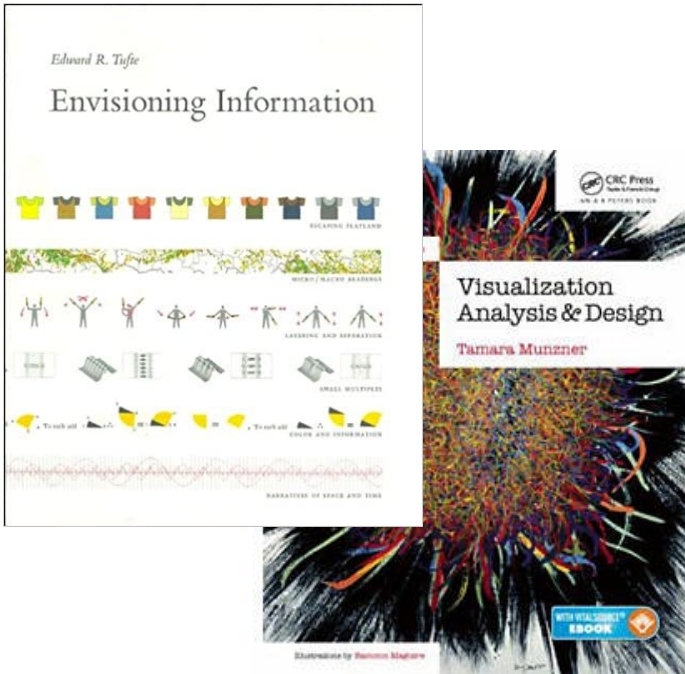
Lecture Overview – What You Will Gain

- Mathematical and programming foundations
- Color theories and visual perception
- 2D visualization: spatial/temporal/network data
- 3D visualization: projections and case studies
- Modern topics: machine learning, etc.
- Guest lectures

Prerequisites

- Mathematics
 - Basic Linear algebra (we will cover today)
- Programming
 - **Python** (highly preferred with Matplotlib) OR Javascript (if you have to)
- Academic Writing
 - Latex

Materials



WIKIPEDIA
The Free Encyclopedia



Grading Overview

- 15% x 4 Assignments (mini-projects)
- 10% Survey Article + Project Proposal
- 30% Final Project

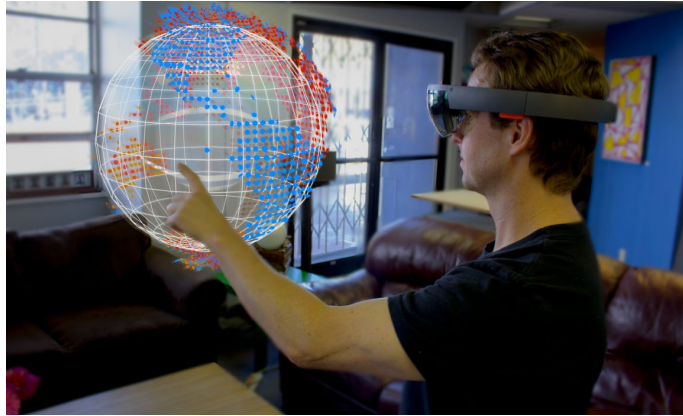
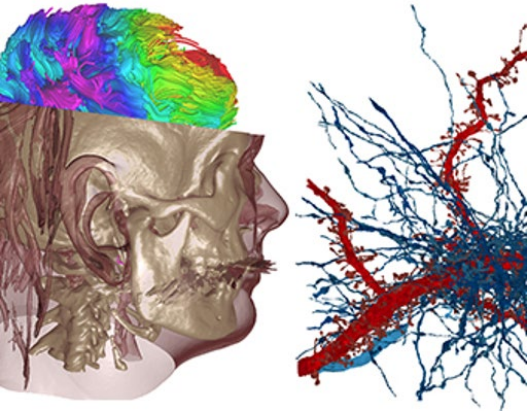
Breakdown & Assignments

- Assignment 1-3: 2D visualization
- Assignment 4: 3D visualization
- Survey and final project – your choice! But do it throughout the course

Course Content

Visualization

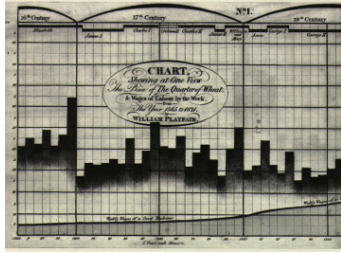
Any technique
for creating **images/diagrams/animation**
to communicate a message



Visualization

- Basic color and graphics theories
- Scientific visualization
- Information visualization
- Interfaces

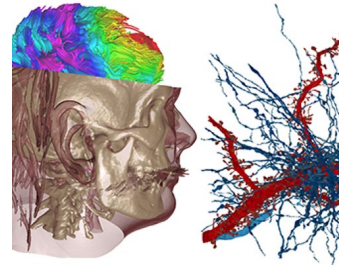
History/Fields of Visualization



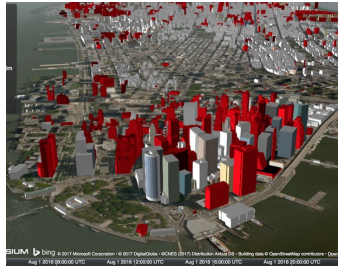
Charts



Computer Graphics



Scientific Visualization



Information Visualization

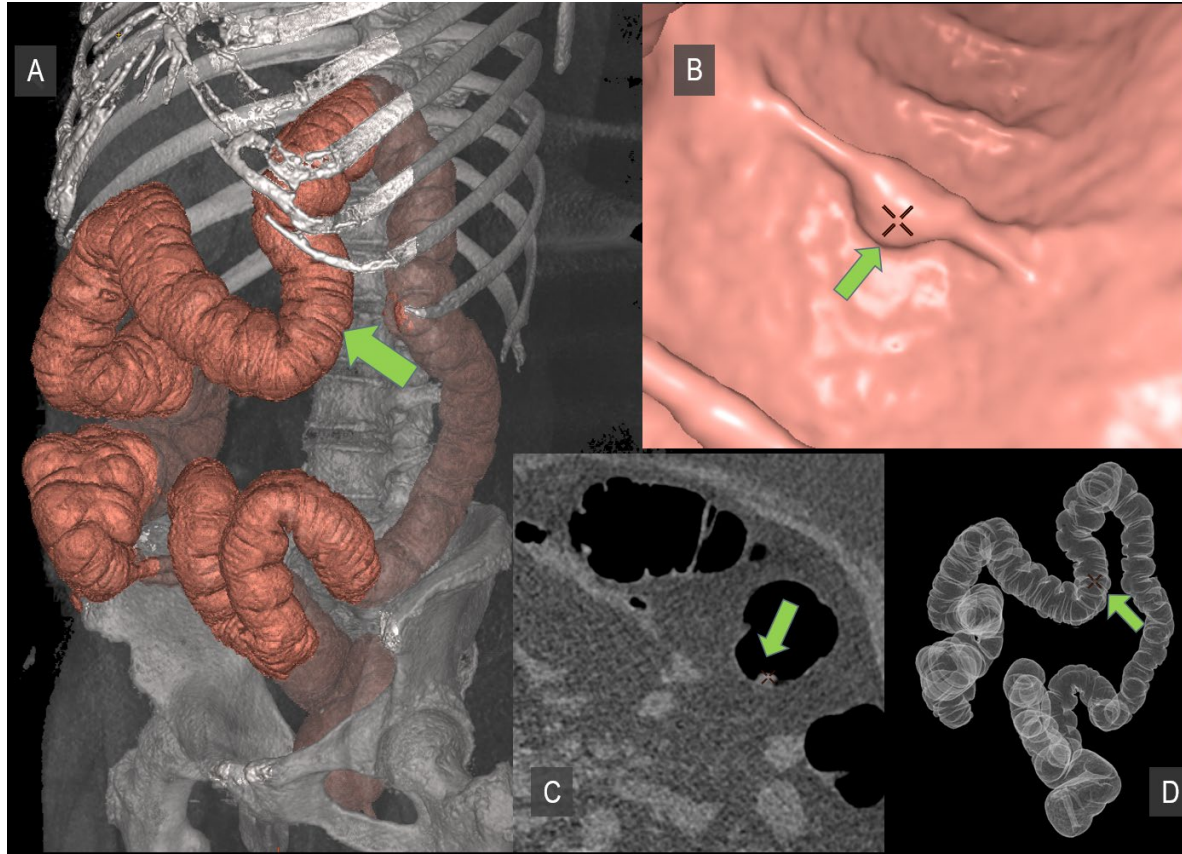


Interfaces



Modern Medium/Data

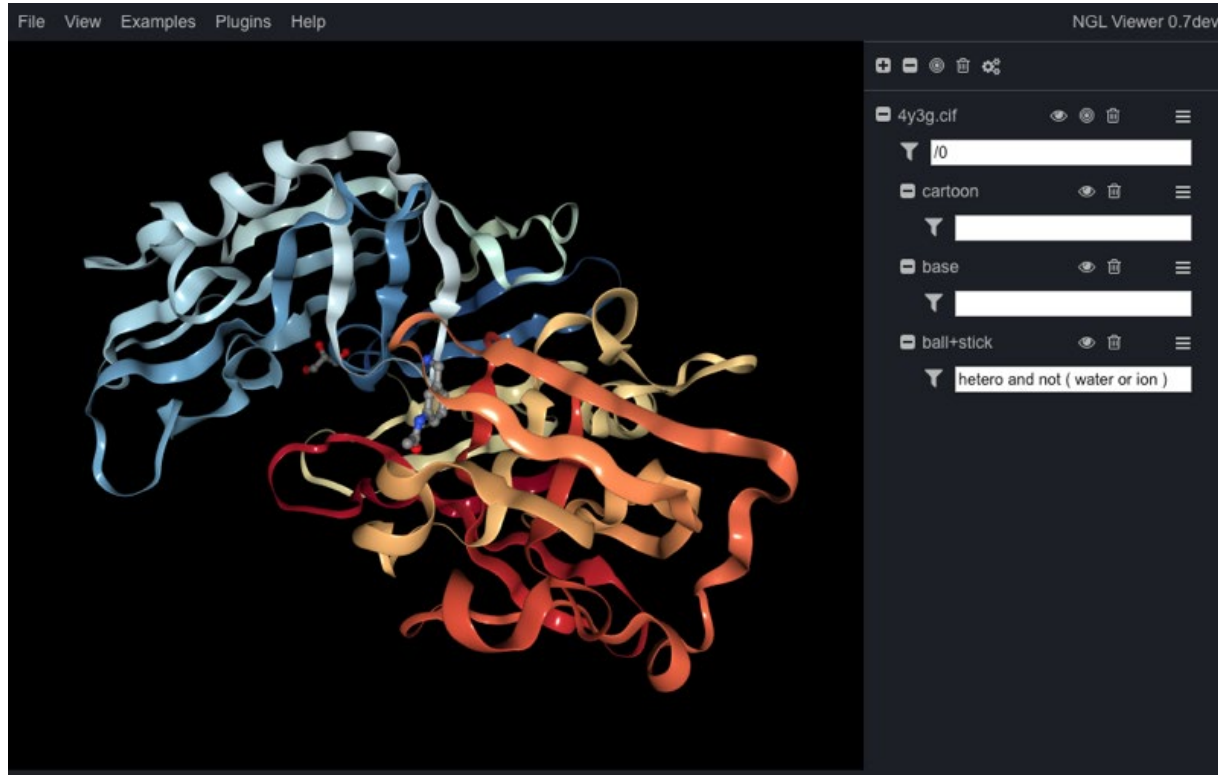
Applications – Medicine



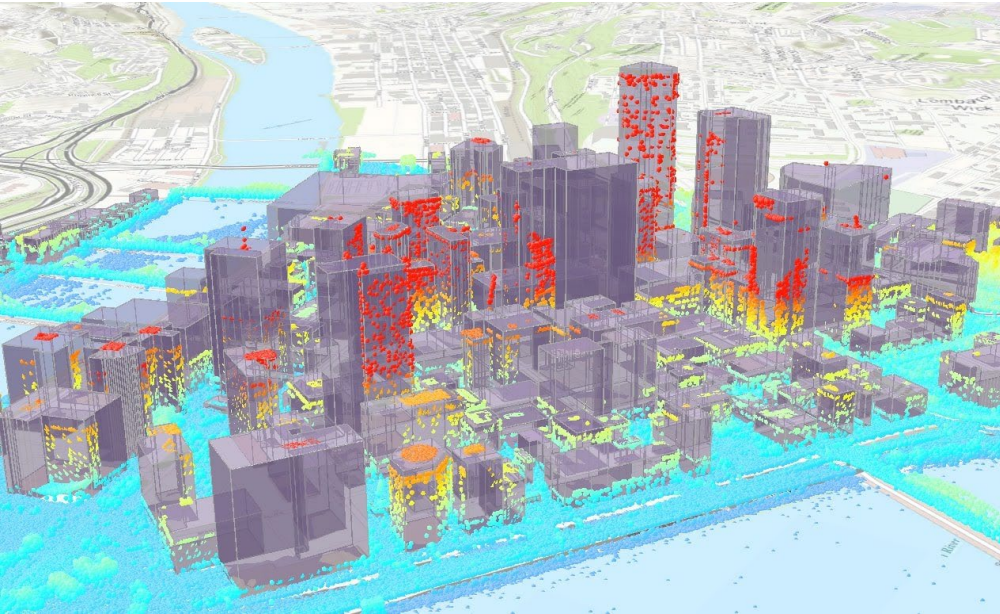
Applications – Finance



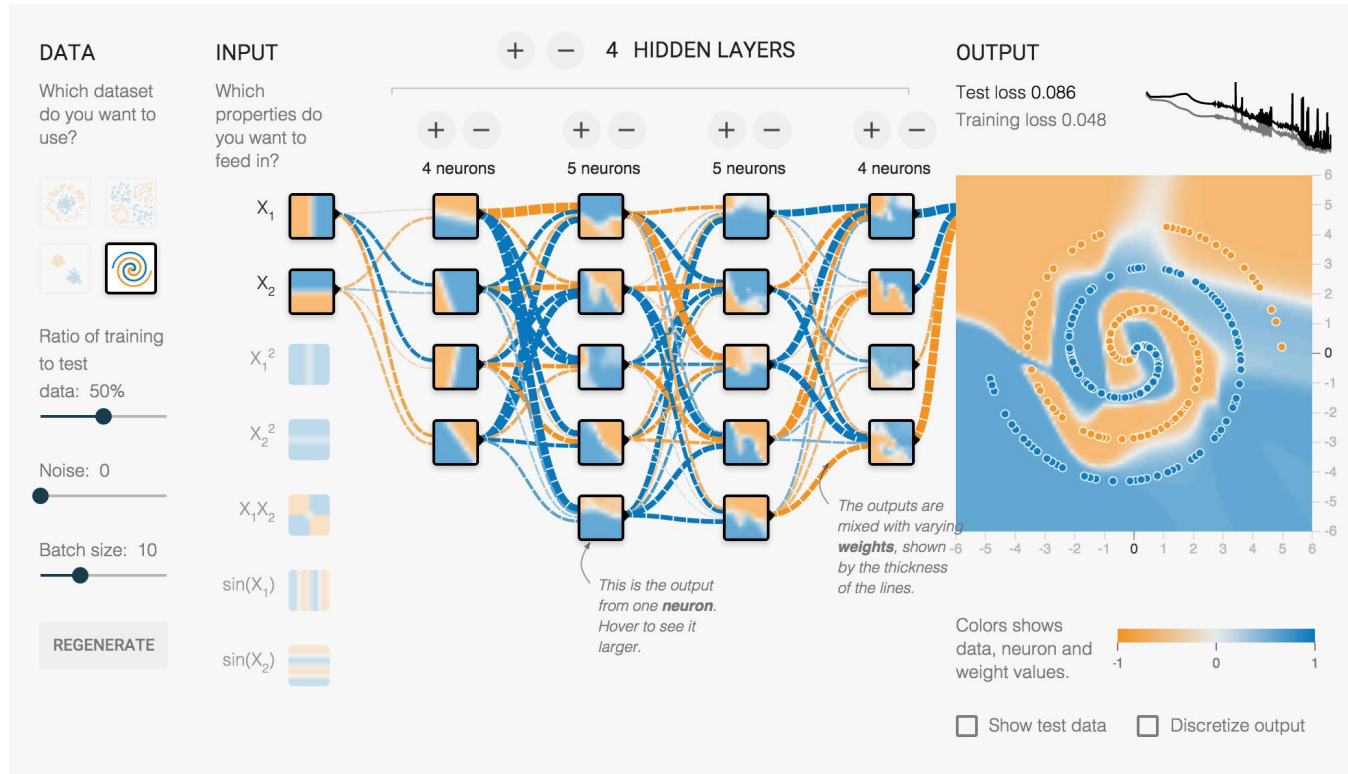
Applications – Scientific Discovery



Applications – Urban Science



Applications – Machine Intelligence



Components



data



medium



human

Academic Skills to Develop

- Maths & engineering (proficient Python)
- Reading
- Literature survey and academic writing
- Presentation

Version Control 101

What is version control?

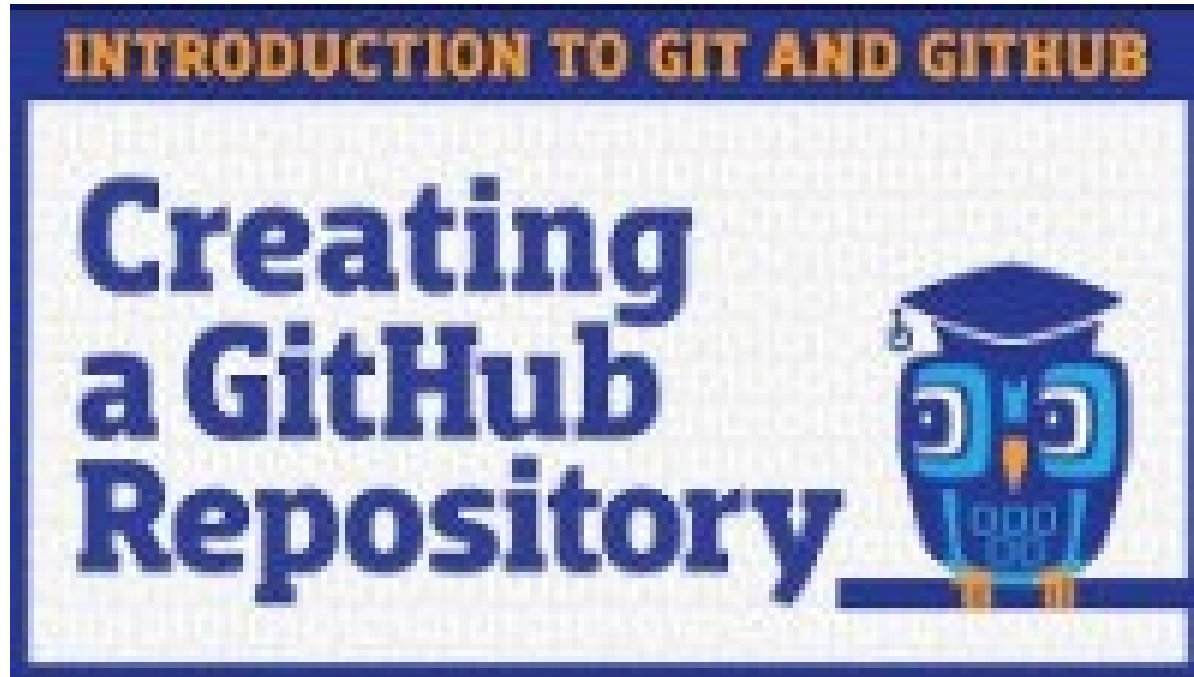
- managing multiple versions of documents, programs, web sites, etc



Version control is your friend – Why?

- For working by yourself:
 - Gives you a “time machine” for going back to earlier versions
 - Gives you great support for different versions (standalone, web app, etc.) of the same basic project
- For working with others:
 - Greatly simplifies concurrent work, merging changes
- Basic skill for internships/industrial job

Git and Github are your friends



How to version control: git and github

1. `cd` to the project directory you want to use
2. Type in `git init`
 - This creates the repository (a directory named `.git`)
 - You seldom (if ever) need to look inside this directory
3. Type in `git add .`
 - This adds all your current files to the repository
 - Period means “this directory”
4. Type in `git commit -m "Initial commit"`
5. type in `git push origin master`

How to version control: git and github

- `git clone URL`
- `git clone URL mypath`
 - These make an exact copy of the repository at the given URL
- `git clone git://github.com/rest_of_path/file.git`
 - Github is the most popular (free) public repository
- All repositories are equal