I **MANSI** will not receive assistance on this assignment and will follow the course syllabus and UAB Academic Honor Code

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Stardust: By using Stardust, we can apply on more markers and animate those things in the day-to-day scenario.

D3: It is a javascript library which produces and works on dynamic, interactive data visulizations in the web pages.

Stardust is better than D3 as it contains the dependency on DOM tree and SVG. It is a new library which leverages GPU processing power for information which is similar to D3.

The main aim of Stardust technique is to critique in a positive way for efficient rendering of graphical marks. While D3 aims at providing a new visualization grammar.

Stardust aims at providing building blocks which allow the creation of customizable visualization designs. These let the developer specify data binding to their properties. While D3 aims to directly modify elements in the DOM based data attributes.

Aim of Stardust is to provide representational transparency which aims to increase the understandability. But on the other hand, Stardust maps data to the GPU marks. Though it is not a straightforward way to indicate a new DOM element by using D3, the technique of using Stardust helps to develop own marks with customizable input attributes.

The design of Stardust is similar to D3. Where in Stardust is better at handling a large volume of data and animate them using parameters. While, D3 is used to style a different items using various techniques.

By observing performance simulation results, Stardust is faster than D3 in initialization.

Similar to D3, Stardust API focuses on geometry with few styling options which include color, opacity as well as shading options.

Stardust helps in creating different GPU powered visualizations. Thus its concluded that Stardust is efficient than D3.