# Creating Interactive Figures with Bokeh+Python

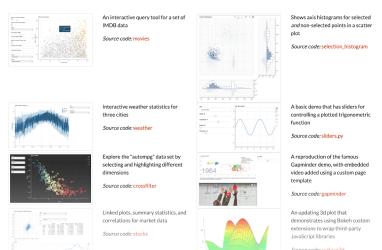
Aaron Geller



#### What is Bokeh?

#### Pronounced either "boh-Kay" or "boh-Kuh"

Python's Bokeh is a visualization library that provides tools for constructing interactive (mostly 2D) figures and apps using Python and sometimes a little Javascript. It can create interactive plots that can be embedded directly within your website.



See the Bokeh gallery for some possibilities.

## Why use Bokeh?

(Why not, e.g., Plotly, D3, Tableau, etc.?)

**Python** 

We love working in Python! And all of our scripts are already written in Python.

Interactive

We want to use custom sliders, buttons, dropdowns, etc. to manipulate our plots in real time.

Easy

We want something that is easy to get started in and doesn't require building everything from scratch.

Shareable

We'd like to be able to create interactive plots for free that can be shared easily with collaborators, posted on websites and possibly included in online journal articles.

### Are there limitations?

(Yes, of course.)

Look

Bokeh has its own look and feel (toolbar, axes, fonts, available symbols, possible interactions, etc.). If you don't like it, too bad.

Big data

If you have lots of data, Bokeh may be too slow for your needs. 1000s of points are OK, but 100k (or large images) is going to push the limits.

**3D** 

If you really want to plot 3D, you may want to look elsewhere. Bokeh can plot 3D functions, but not a 3D scatterplot (as far as I know).

Docs

Though there is some documentation and some examples online, it is limited. Other libraries (e.g., D3) have way more examples online to pull from.

## How to get started

- 1. Decide the **story** that you want to tell with your data, and how you will do it with an interactive figure
- 2. Prepare your *data* in Python (pandas works well with Bokeh)
- 3. Make a static **plot** with matplotlib first
- 4. Determine which "tools" and "widgets" you will want
- 5. Consult the gallery, google for examples, look at the docs, ask me!

## Typical components

- 1. **ColumnDataSource**: holds a python dictionary (or a panda DataFrame) containing your data
- 2. Tools: simple manipulators (zoom, pan, select, etc.)
- 3. **Figure**: the plot (scatter, line, bar, etc.)
- 4. Table: a data table connected to the figure (optional)
- 5. Widgets: more sophisticated manipulators (sliders, buttons, dropdowns, etc.)
- 6. Layout: how to position the figures, tables and widgets in some grid
- 7. **Show**: display your plot and/or save it to an .html file

## Hands-on example

```
△ BokehDemo1.ipynb ☆
   File Edit View Insert Runtime Tools Help Last saved at 9:45 AM
  + Code + Text
- Bokeh demo 1
   The "User Guide" linked on this page is a very good resource: https://bokeh.pydata.org/en/latest/
  This first example is copied directly from the quickstart page on the users guide, for linked brushing
  [ ] import numpy as np
       from bokeh.plotting import *
       from bokeh.models import ColumnDataSource
       #output the plots to this notebook
       output notebook()
       # If you download this file as a .ipynb file and run locally,
       # you can uncomment this line below to save the file as a stand alone html file.
       # output_file("linked_brushing.html", title='Bokeh demo 1')

    1. Prepare some data.

       x = np.linspace(0, 4*np.pi, N)
       y0 = np.sin(x)
       y1 = np.cos(x)

▼ 2. Define the "ColumnDataSource" and the plots.

  A ColumnDataSource will hold a python dictionary (or a panda dataframe) containing your data and can be accessed by Bokeh.
```

Click here to access the notebooks in colab.