## Plotting with glyphs

INTERACTIVE DATA VISUALIZATION WITH BOKEH



**Bryan Van de Ven**Core Developer of Bokeh



#### What are Glyphs

- Visual shapes
  - o circles, squares, triangles
  - rectangles, lines, wedges
- With properties attached to data
  - coordinates (x, y)
  - size, color, transparency



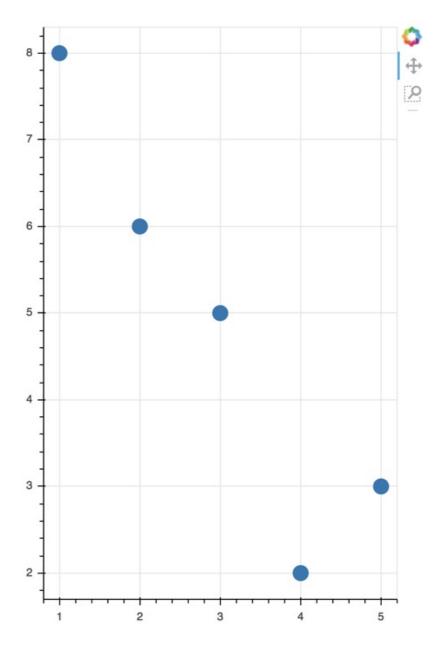
## Typical usage

```
from bokeh.io import output_file, show
from bokeh.plotting import figure

plot = figure(plot_width=400, tools='pan,box_zoom')

plot.circle([1,2,3,4,5], [8,6,5,2,3])

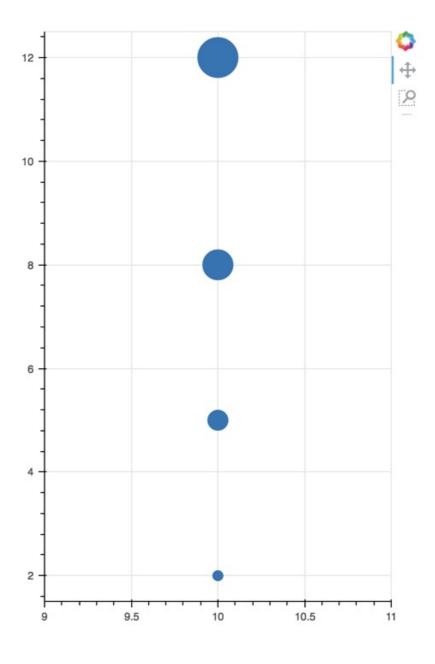
output_file('circle.html')
show(plot)
```



## Glyph properties

- Lists, arrays, sequences of values
- Single fixed values

```
plot = figure()
plot.circle(x=10, y=[2,5,8,12], size=[10,20,30,40])
```



#### Markers

- asterisk()
- circle()
- circle\_cross()
- circle\_x()
- cross()
- diamond()
- diamond\_cross()

- inverted\_triangle()
- square()
- square\_cross()
- square\_x()
- triangle()
- x()

# Let's practice!

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## Additional glyphs

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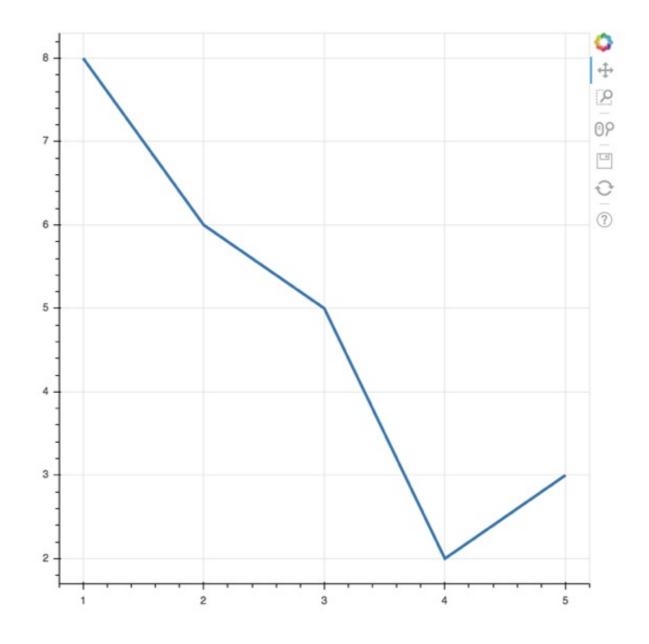


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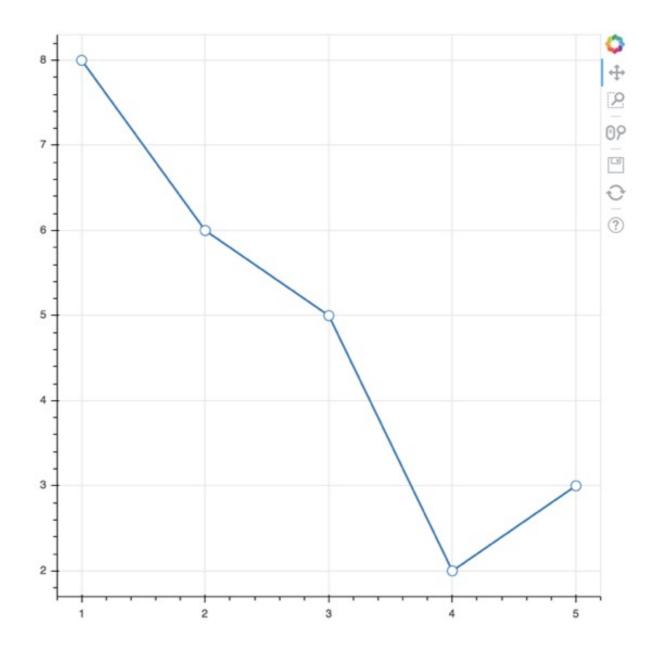
#### Lines

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
x = [1, 2, 3, 4, 5]
y = [8, 6, 4, 2, 3]
plot = figure()
plot.line(x, y, line_width=3)
output_file('line.html')
show(plot)
```



## Lines and Markers together

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
x = [1, 2, 3, 4, 5]
y = [8,6,4,2,3]
plot = figure()
plot.line(x, y, line_width=2)
plot.circle(x, y, fill_color='white', size=10)
output_file('line.html')
show(plot)
```

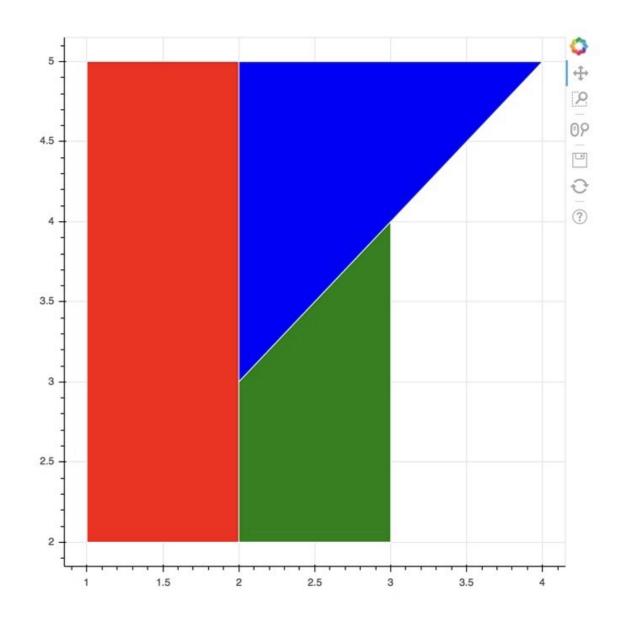


#### **Patches**

- Useful for showing geographic regions
- Data given as "list of lists"

#### **Patches**

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
xs = [[1,1,2,2], [2,2,4], [2,2,3,3]]
ys = [[2,5,5,2], [3,5,5], [2,3,4,2]]
plot = figure()
plot.patches(xs, ys,
    fill_color=['red', 'blue', 'green'],
    line_color='white')
output_file('patches.html')
show(plot)
```



- annulus()
- annular\_wedge()
- wedge()
- rect()
- quad()
- vbar()
- hbar()
- image()
- image\_rgba()
- image\_url()

- patch()
- patches()
- line()
- multi\_line()
- circle()
- oval()
- ellipse()
- arc()
- quadratic()
- bezier()

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## Data formats

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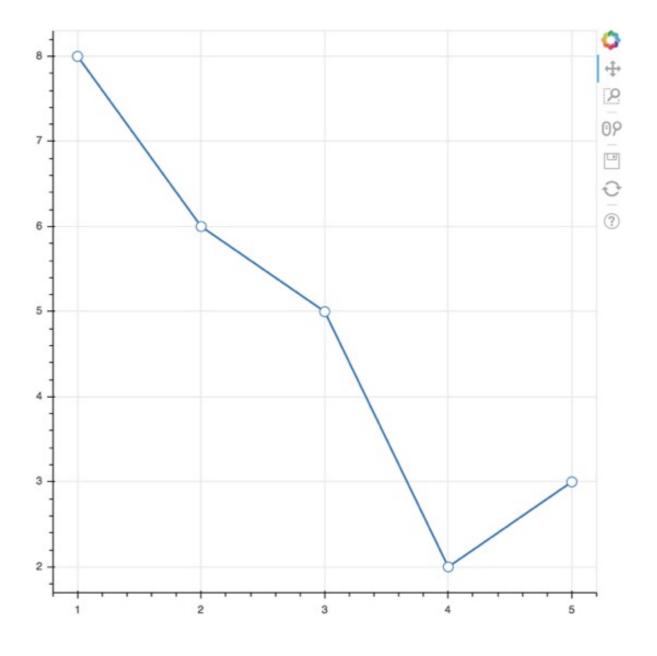


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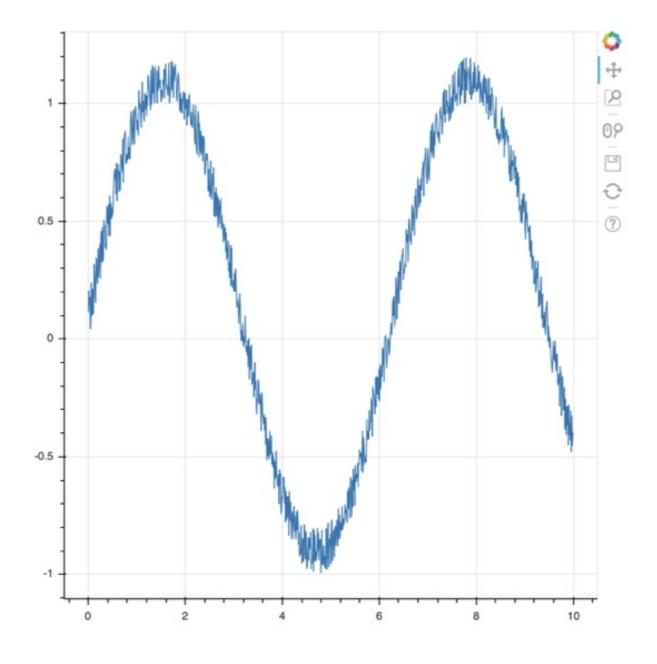
## **Python Basic Types**

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
x = [1, 2, 3, 4, 5]
y = [8,6,5,2,3]
plot = figure()
plot.line(x, y, line_width=3)
plot.circle(x, y, fill_color='white', size=10)
output_file('basic.html')
show(plot)
```



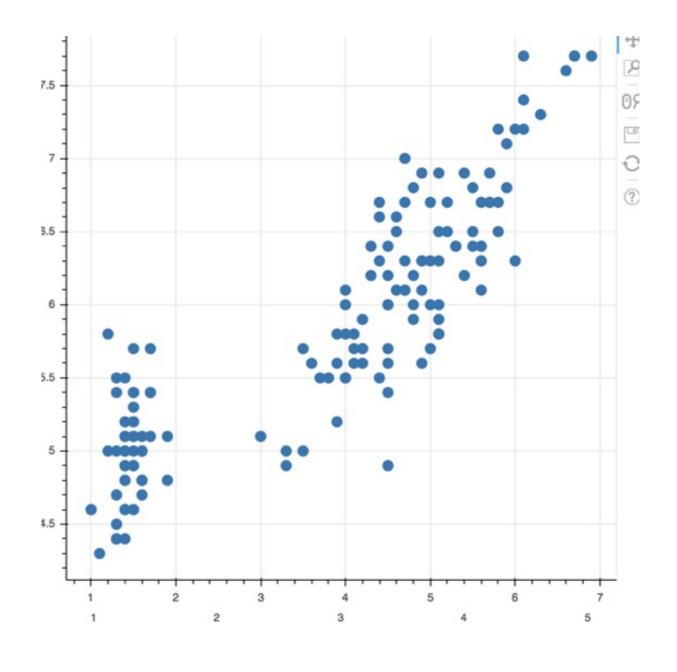
### NumPy Arrays

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
import numpy as np
x = np.linspace(0, 10, 1000)
y = np.sin(x) + np.random.random(1000) * 0.2
plot = figure()
plot.line(x, y)
output_file('numpy.html')
show(plot)
```



#### **Pandas**

```
from bokeh.io import output_file, show
from bokeh.plotting import figure
# Flowers is a Pandas DataFrame
from bokeh.sampledata.iris import flowers
plot = figure()
plot.circle(flowers['petal_length'],
   flowers['sepal_length'],
   size=10)
output_file('pandas.html')
show(plot)
```





#### Column Data Source

- Common fundamental data structure for Bokeh
- Maps string column names to sequences of data
- Often created automatically for you
- Can be shared between glpyhs to link selections
- Extra columns can be used with hover tooltips

#### Column Data Source

```
{'x': [1, 2, 3, 4, 5], 'y': [8, 6, 5, 2, 3]}
```

#### Column Data Source

```
from bokeh.models import ColumnDataSource
from bokeh.sampledata.iris import flowers as df

df.head()
```

0 5.1 3.5 1.4 0.2 setosa 1 4.9 3.0 1.4 0.2 setosa
1
1 4.7 J.U 1.4 U.Z SELUSA
2 4.7 3.2 1.3 0.2 setosa
3 4.6 3.1 1.5 0.2 setosa
4 5.0 3.6 1.4 0.2 setosa

```
source = ColumnDataSource(df)
```



# Let's practice!

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# Customizing glyphs

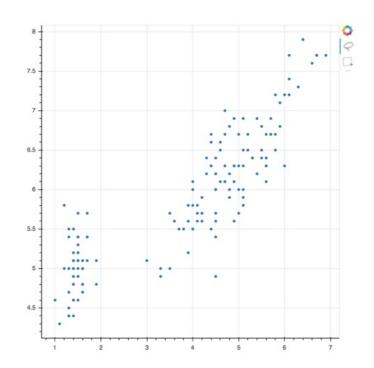
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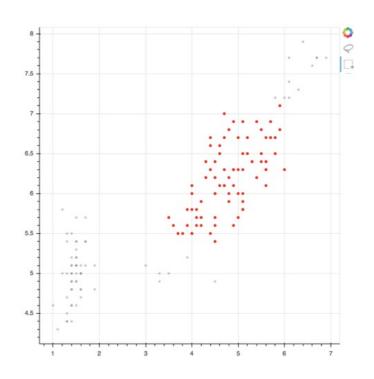


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### Selection appearance







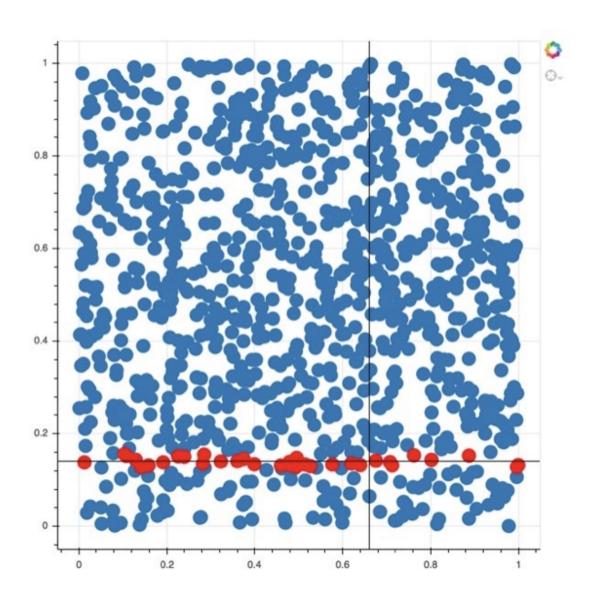
#### Hover appearance

```
from bokeh.models import HoverTool

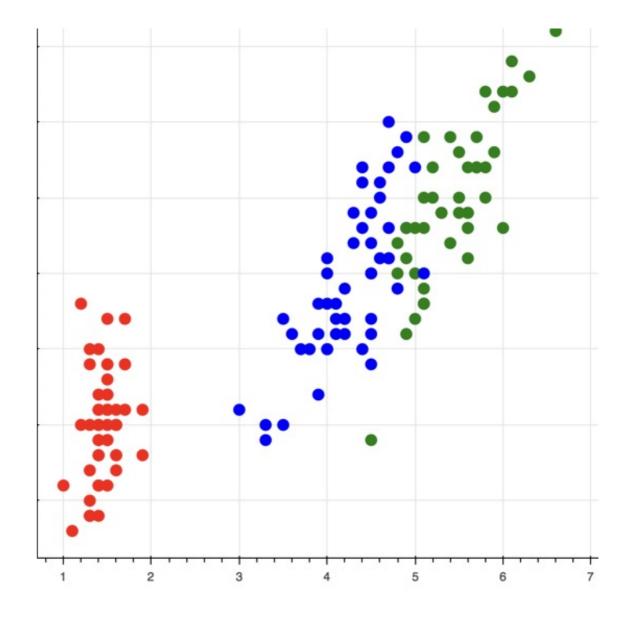
hover = HoverTool(tooltips=None, mode='hline')

plot = figure(tools=[hover, 'crosshair'])

# x and y are lists of random points
plot.circle(x, y, size=15, hover_color='red')
```



## Color mapping



# Let's practice!

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