



# Understanding D3

by Brian Lange for Do Good Data 2016

Hi, I'm Brian

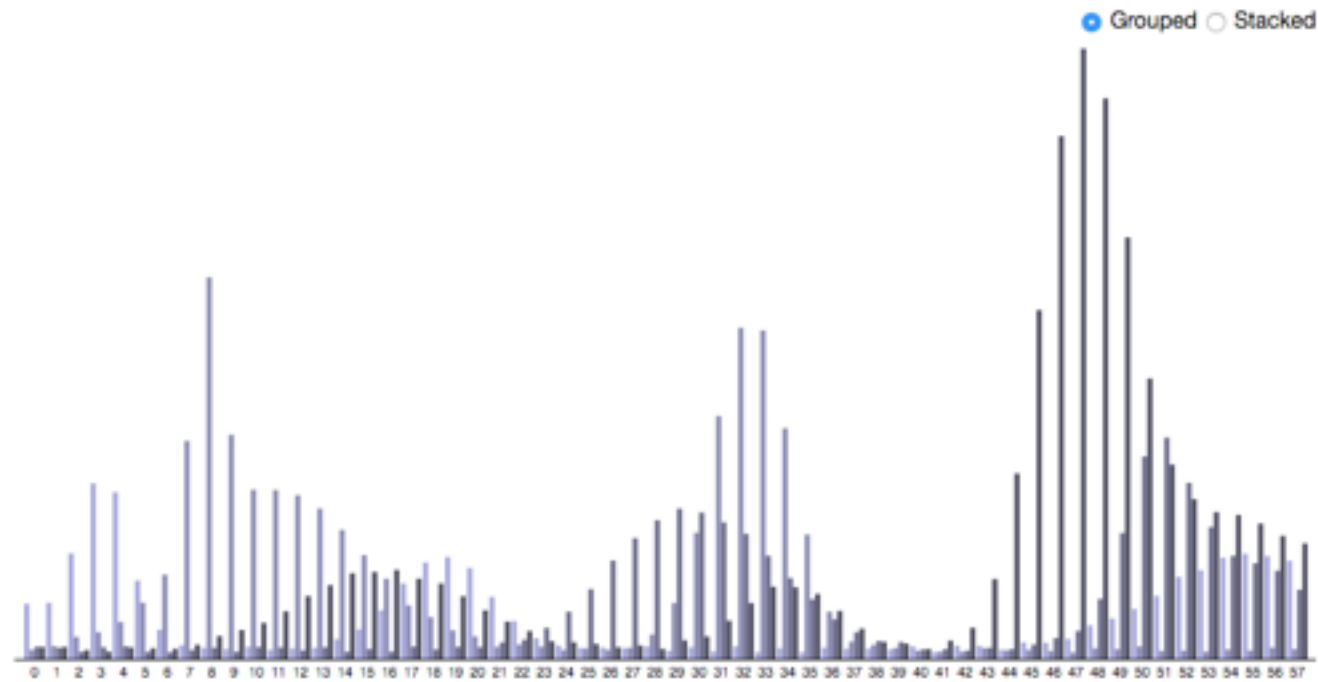
What is D3 **for**?











Company value  
in billions of  
today's dollars  
100 —

### Three Years Later

Three years after the I.P.O., two-thirds of companies had negative returns, including nearly all companies that went public during the dot-com bubble of 1999 and 2000. Around 60 percent of companies with offerings since 2010 have negative returns so far.

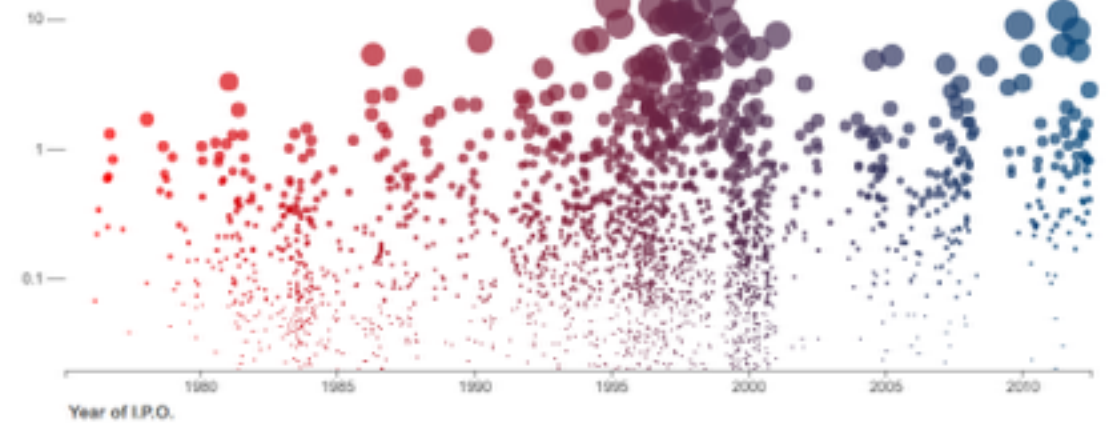
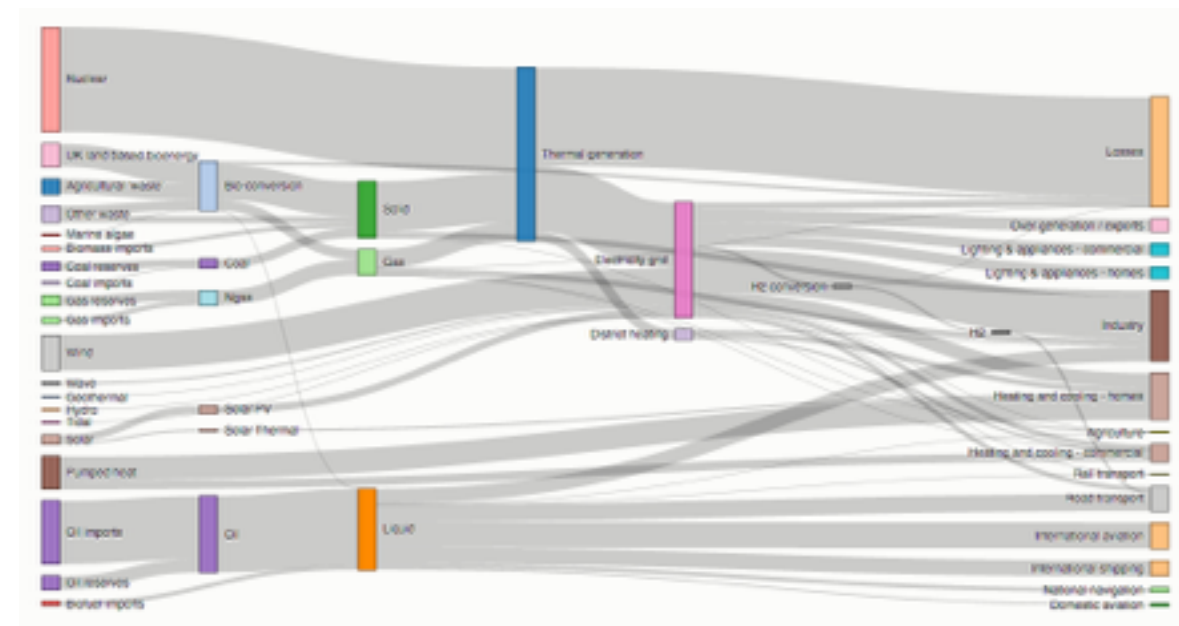
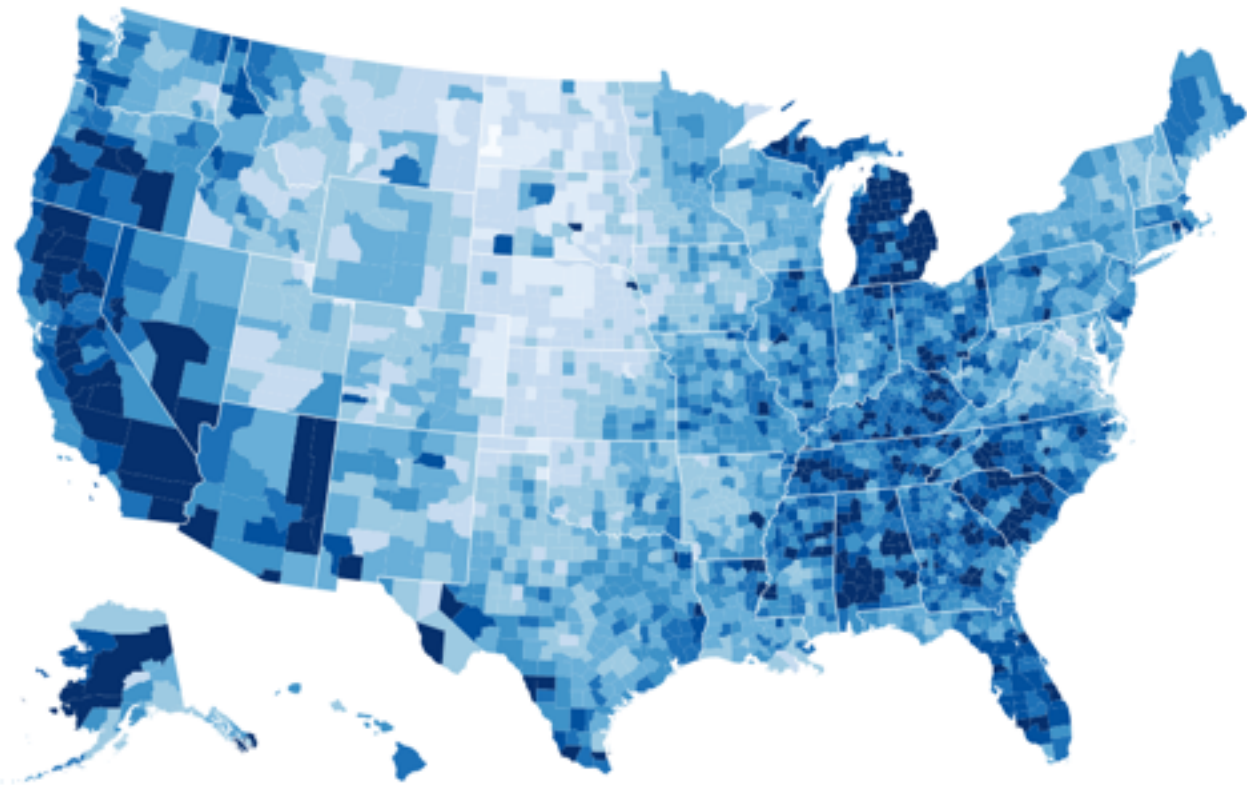


Chart shows value after three years for shares outstanding after the I.P.O.. Returns through Wednesday are shown for companies with I.P.O.'s since 2009.





D3 makes interactive  
visualizations in the  
browser easier

# Things D3 *might* not be the best tool for

- Quick, exploratory visualizations
- Plots that:
  - Won't need to be updated
  - Don't need to be interactive
  - Are covered by a conventional style (line, bar, scatter plots)
  - Absolutely need to work in old, old browsers (IE8 and older)



# Alternatives



- Highcharts (Javascript)
- Tools/Services built on D3
  - Vega/Vega-Lite
  - [plot.ly](https://plot.ly)
- ggplot2 (R)
- matplotlib + seaborn + pandas (Python)
- Tableau

# Common workflow:

- Use plotting tool included with whatever we're using to do data exploration
- Sketch some ideas for effective visualizations
- If most compelling sketches can't be achieved using something simpler, use D3

OK, what *is* D3

# a JavaScript library



The title 'a JavaScript library' is centered at the top. Below it, two orange brackets are positioned under 'JavaScript' and 'library' respectively. From the center of each bracket, a curved orange arrow points down to a corresponding definition.

programming language  
that runs in web browsers

reusable pieces of code  
usable while programming





the magic  
of the  
internet

"d3js.org"



"d3js.org"



the magic  
of the  
internet





the magic  
of the  
internet



web documents,  
JavaScript code,  
data



the magic  
of the  
internet



display page,  
run JavaScript code



Data-

Driven

Documents

**D**ata- Use data

**D**riven to make stuff

**D**ocuments using web-based documents

# "web based documents"



Here is some cat text

[link to more cats](#)

HTML - the skeleton  
boxes, controls, text, images

# "web based documents"



Here is some cat text

[link to more cats](#)

random cat button

HTML - the skeleton  
boxes, controls, text, images

```
<button name="random">  
    random cat button  
</button>
```



# "web based documents"



Here is some cat text

[link to more cats](#)

random cat button

HTML - the skeleton  
boxes, controls, text, images

```
<div id="controls">  
  <button name="random">  
    random cat button  
  </button>  
</div>
```

# "web based documents"



*Here is some cat text*

*[link to more cats](#)*

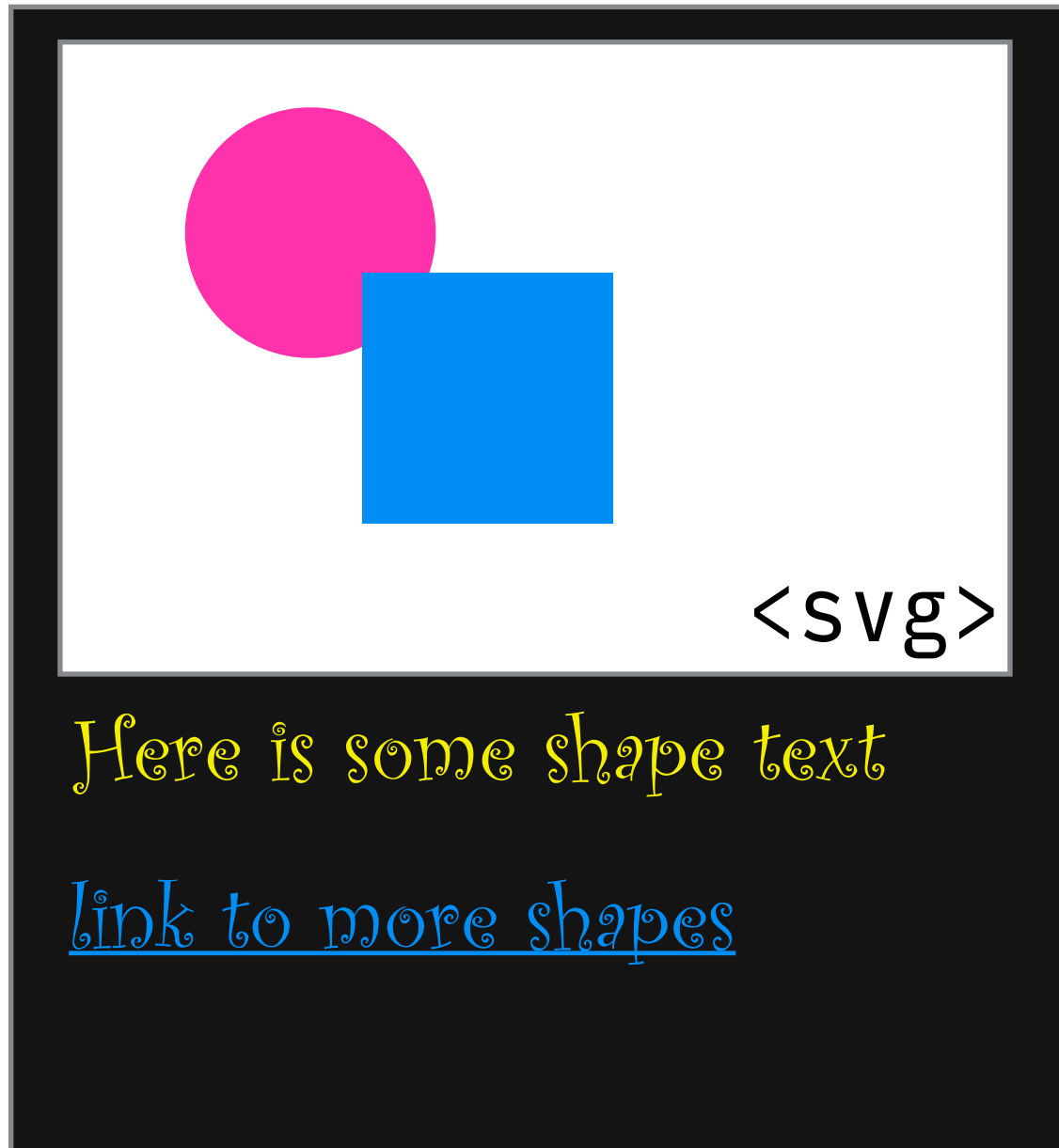
HTML - the skeleton

boxes, controls, text, images

CSS - styles for the skeleton

definitions that change  
the looks of the page

# "web based documents"



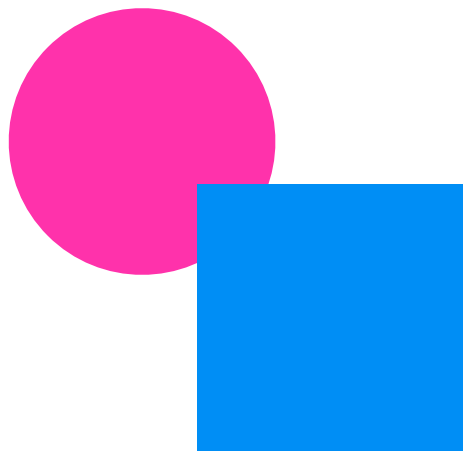
HTML - the skeleton

CSS - styles for the skeleton

SVG - language for drawing

- kinda like HTML, but can be embedded inside it
- can be styled with CSS
- no worries about resolution with vectors

# "web based documents"



`<svg>`

*Here is some shape text*

*link to more shapes*

HTML - the skeleton

CSS - styles for the skeleton

SVG - language for drawing

```
<circle r="10">
```

```
</circle>
```

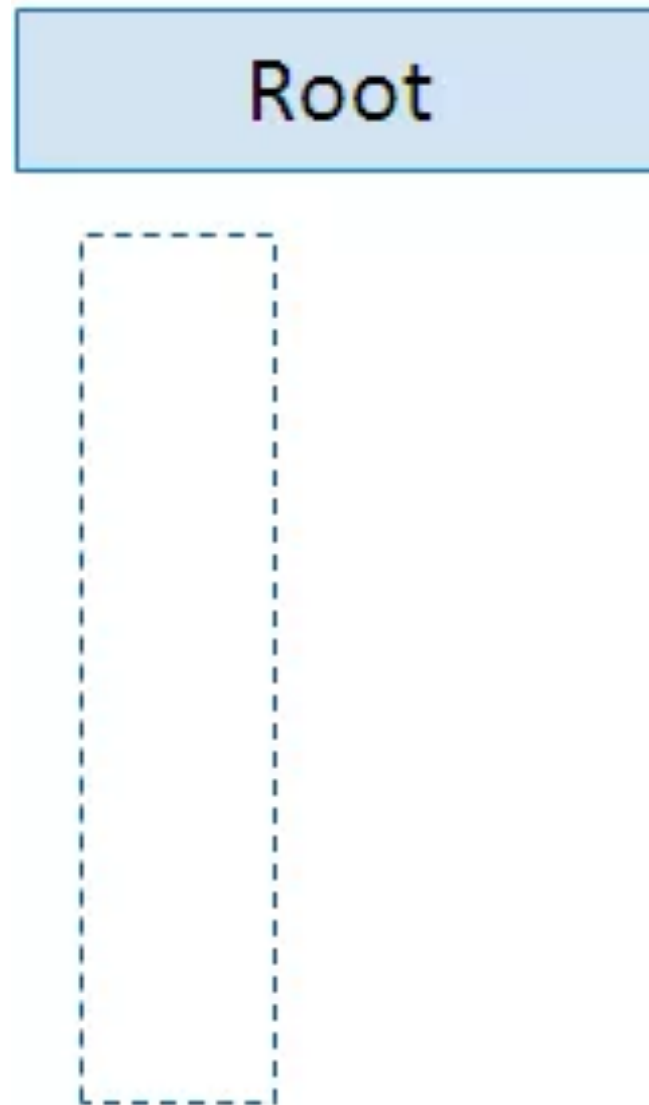


A JavaScript library  
that makes it easier  
to use HTML, SVG, and CSS  
to make interactive visualizations  
in the browser

**Let's try it out!**

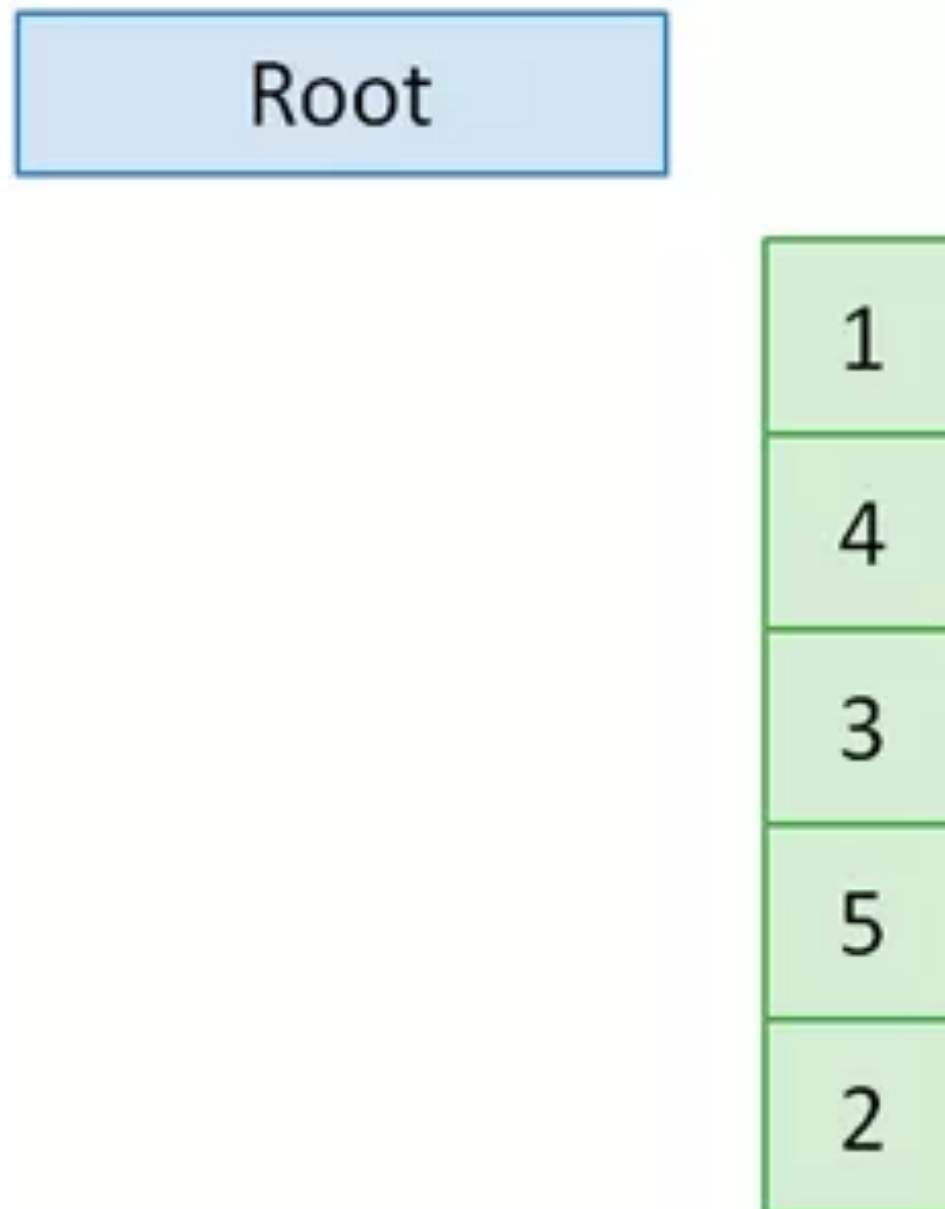
# .selectAll()

Root

A light blue rectangular box with a thin blue border contains the word "Root" in a dark purple font. A vertical dashed blue line extends downwards from the bottom center of this box to a larger, empty vertical rectangle defined by a dashed blue border.

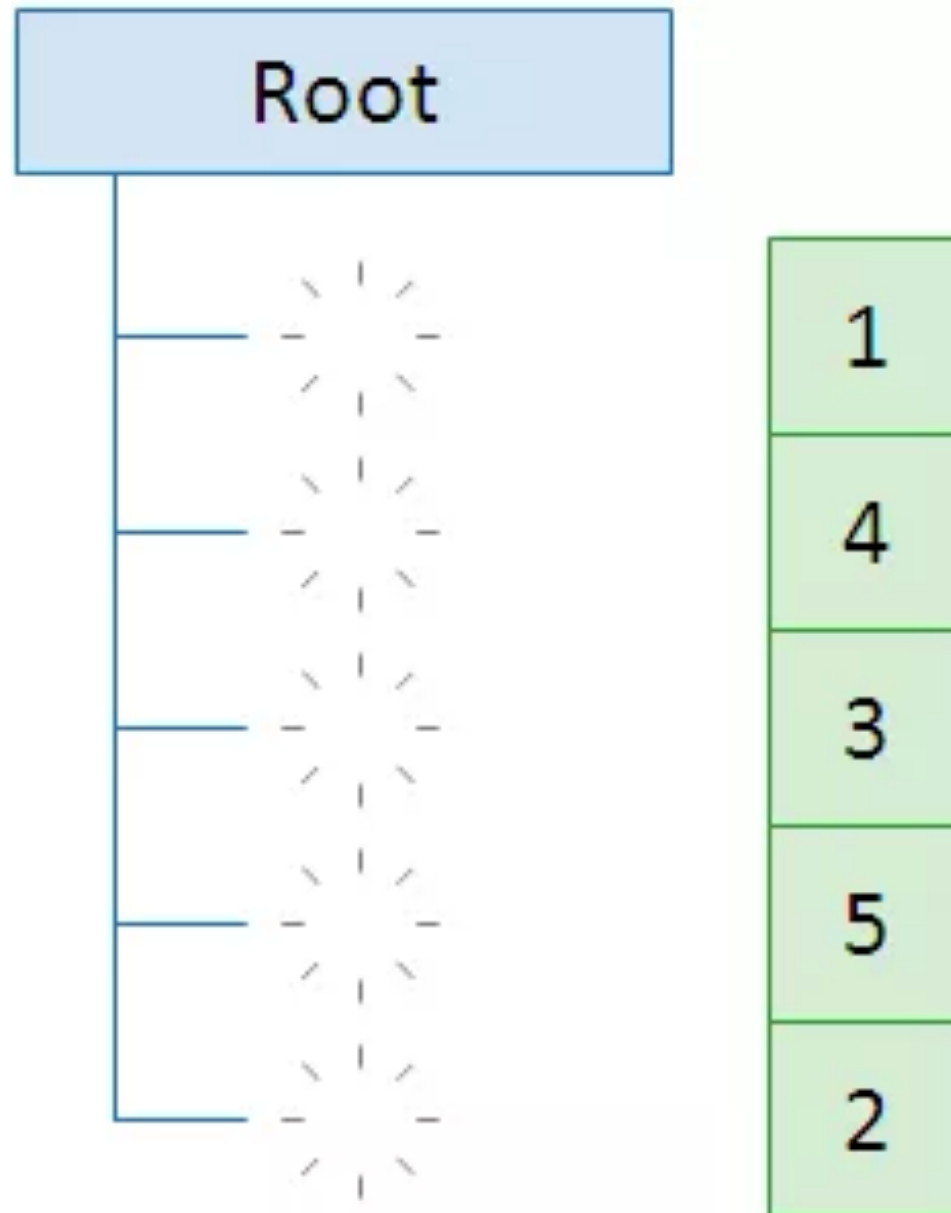
credit to Jerome Cukier

# .data()



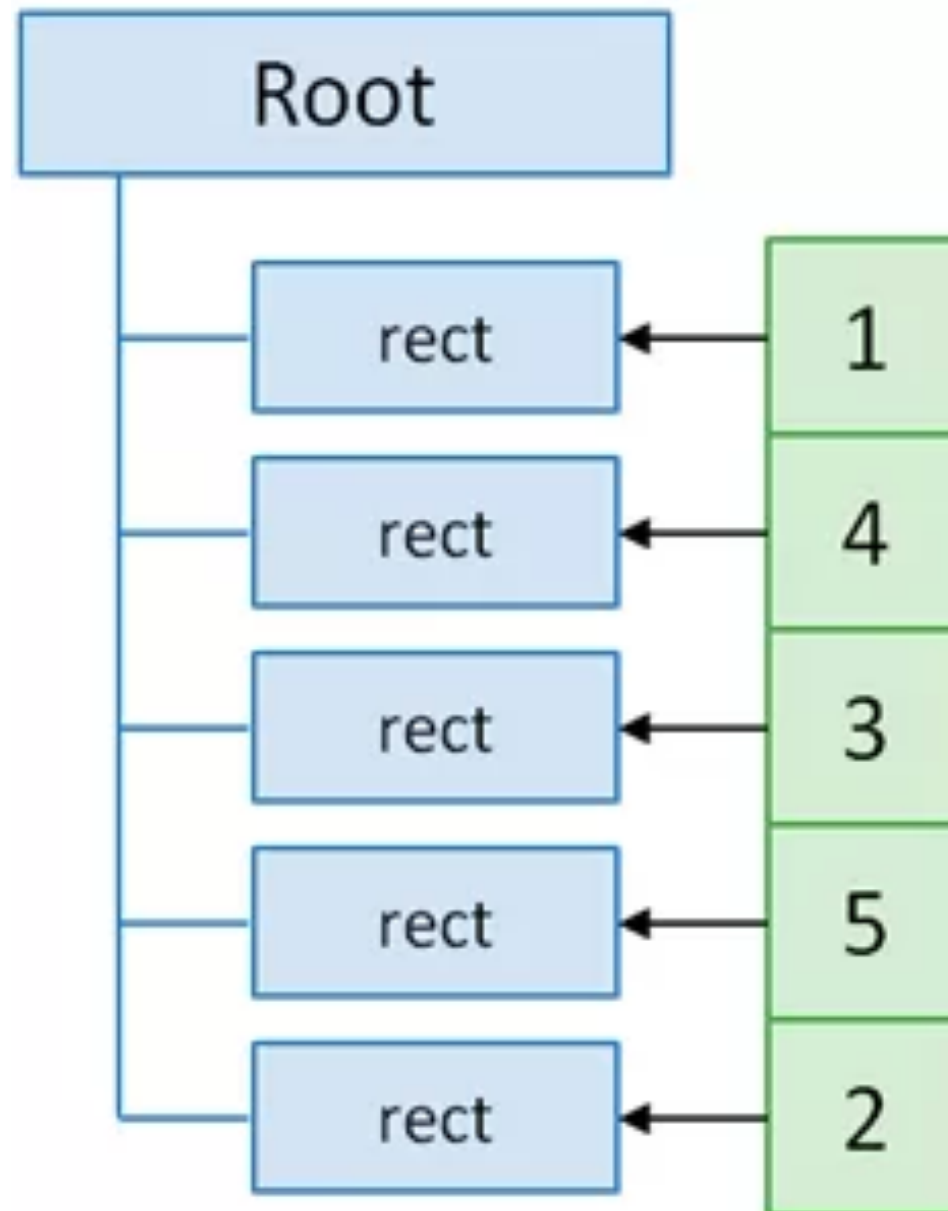
credit to Jerome Cukier

# .enter()



credit to Jerome Cukier

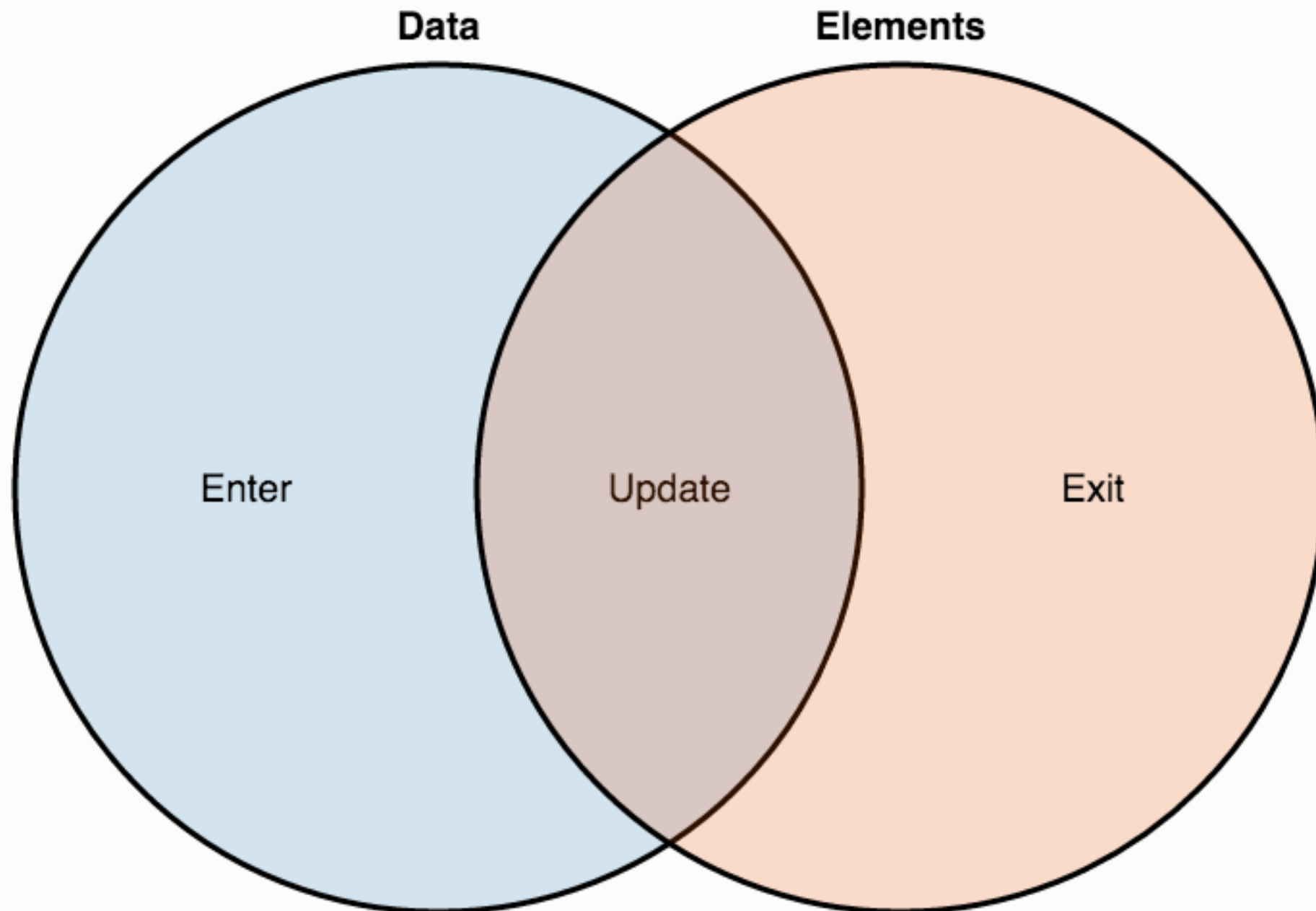
# .append()



credit to Jerome Cukier



# “the data join”



Among the things we didn't  
cover

**d3.axes**

**updating/removing data**

**.transition() for animating changes**

**d3.time**

**d3.layouts**

**d3.color**

**adding listeners for interactivity**

**d3.geo**

# Resources for learning more

- Scott Murray (alignedleft)
  - [Interactive Data Visualization for the Web](#)
- [D3 for Mere Mortals](#)
- [Mike Bostock's Blog Posts](#)