

Pleiades: Interactive Composing Tools for Vega-Lite Charts

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Abstract— Vega-Lite is a high-level grammar which is easy to understand. Naturally, the user base of Vega-Lite ranges from beginners to experts in the field of visualization. Although users with less JSON experience have no trouble working with most of the features of Vega-lite, composing different views together has a sharp learning curve. View composition requires a good understanding of tree structure since different views can be nested inside each other to create more complex views. Pleiades provides a graphical user interface for users to compose Vega-Lite charts. The users can add charts that they want to work with the software, then use them to compose complex views. The operations they can perform are layer, concat, repeat, and facet. Using these four techniques, the users can keep on composing and constructing complex visualizations. Pleiades provides the users with warnings and restrictions when composing charts that would be incompatible. We provide this level of abstraction to help users focus more on the visualization and less about the nitty-gritty details of Vega-lite.

Index Terms—Data Visualization, interactive system, Vega-Lite

1 INTRODUCTION

While working with Vega-Lite over the quarter, we realized that composing different charts had a learning curve. Users had to remember graph and data compatibility, code it in JSON, and if it was a complex composition, the JSON ended up being very nested and complicated. However, composing different graphs together is one of the heavily used features in the field of visualization, and having to deal with so much difficulty mentioned above seems like a hindrance to learning and visualizing data effortlessly. When we think about the users of Vega-lite, we have a predefined notion that the users are well learned in the field of data and computer science. However, with the recent growth and popularity in the data world, the user base for Vega-lite, now also comprises of entry-level data and visualization enthusiast and folks just interested in visualization without any coding background. Naturally, for beginners, working with heavily nested JSON specs can be dreadful.

Although Vega-Lite aims to be easy to use for users with a non-computer science background, view composition is one of the aspects that can be difficult to work with. Since Vega-Lite [?] specification is in JSON format, when users want to nest view composition, inner specifications have to be nested heavily. However, mapping from the design in the user's mind to JSON nested structure is hard because JSON does not well represent the layout of the composite views.

Furthermore, when users design composite views, it makes sense for users to build composite views starting from a unit spec. Then, they can add more views and is able to experiment with the design by adding in and taking out views. With the nature of JSON, however, when working with Vega-Lite, specification is created from the outer most composite view and add inner views later. Additionally, when users need to make changes to the layout of composite views, they have to make changes to the JSON specification. With this, the users need to focus on how to implement the JSON, which would distract the focus of the user on the design.

Pleiades is a toolkit for Vega-lite that gives the user the ability to compose charts without having to deal with remembering the rules of composition or working with the JSON. We provide a Graphical User Interface for users to add different pre-existing Vega-Lite specs and they use them to create complex compositions. We provide four options for composition: Layer, Concat, Repeat, and Facet. We also pro-

vide the users with an abstraction that handles all the rules for composition, by simply disabling the options when they cannot be performed. Pleiades has resulted in not only providing an efficient and easy way to create compositions but also enables the user to play with the data more efficiently.

2 RELATED WORK

2.1 Vega-Lite: A Grammar of Interactive Graphics

Vega-Lite is a high-level grammar for creating visualizations. The grammar abstracts away the low-level details of mapping data from dataset to the actual pixel of the working screen.

Pleiades is built on top of Vega-Lite to further abstracts away the implementation details of view composition using JSON. In this work, we assume that users already are familiar with basic Vega-Lite that they are comfortable working with unit spec using Vega-Lite. Having all the unit specs the users need to compose, users can use Pleiades to compose them with the interactive GUI.

3 METHODS

3.1 User Interface

To work with Pleiades, users can firstly add Vega-Lite specs that they are working with to the left sidebar by clicking “NEW SPEC”, then type in the Vega-Lite spec, and then save.

To create view composition, users can select view(s) as operand(s) and then apply an operation by clicking one of the operations in the operations bar on the top of the application. It will perform the operation from the selected view in the sidebar to the selected view in the working area. Users are allowed to select up to one view from the sidebar and up to one view from the working area to perform an operation.

To create more complex view composition, users can perform operations to the view in the working area. For example, a layered view can then be horizontally concatenated with another view. Then, inside the concatenated views, the right view can be selected to perform the repeat operation.

To edit a composed view, users can select a view in the working area. Then, click “EDIT” configure the properties of the selected view.

Users can always redo or undo any action if they make mistakes by clicking “UNDO” or “REDO”.

Pleiades also provides Inner View Navigator that shows the inner view of repeat or facet view. Repeat and facet operation produces a view containing replication of the inner view. When selecting a repeat or facet view, the Inner View Navigator shows the original view before the replication. This functionality is useful when the original view is also a composite view. Then, we can select the inner view to edit it from the Inner View Navigator.

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Finally, when the user is done with composing view, they can export the view in the working area to Vega-Lite JSON file to use normally with any Vega-Lite compiler.

3.2 Operations for View Composition

There are 5 main operations users can do to compose views

3.2.1 Place/Replace

When the working area is empty, user can select a view in the sidebar. Then click “PLACE” to place the view to the working area. When the working area is not empty, the same button’s text changes to “REPLACE”. Users can click this button when there are one selected view from the sidebar and one selected view from the working area. Then, the selected view in the working area is replaced with the selected view in the sidebar.

3.2.2 Layer

Users can perform layering when there are one selected view from the sidebar and one selected view from the working area. When clicking “LAYER”, the users are prompted with an option to layer the view in the sidebar over or under the view in the working area. Then, the selected view in the working area is layered with the selected view in the sidebar.

Validation Layering in Pleiades has some restrictions. First, both operands for layering has to be either unit views or layer views because Vega-Lite only allows layering unit and layer specs. Pleiades also perform an additional check axes compatibility of operands. Then, it will give a warning in the operation button to let the user know that layering can be done between these two operands but not fully compatible.

Editing Users can edit a layer view by selecting the view in the working area. Then, click “EDIT”. The supported editing functionalities for layer view are to remove inner views and rearrange the layering order.

3.2.3 Concatenation

The user can perform concatenation when there is one selected view from the sidebar and one selected view from the working area. When clicking “CONCAT”, the user is prompted with an option to concatenate the selected view in the sidebar to the left, right, top, or bottom of the selected view in the working area.

Editing Users can edit a concat view by selecting the view in the working area. Then, click “EDIT”. In the edit popup window, the user can rearrange the order of concatenation, remove inner views, and switch between vertical and horizontal concatenation.

3.2.4 Facet

The user can perform faceting when there is one selected view from the working area. When clicking “FACET”, a popup window will show prompting the user to select, for each repeating direction (row or column or both), a field and its type to facet. Note that faceting will be applied to all inner views of the operand. Due to our time constraints, selecting a subset of inner views to only perform facet on the set of inner views is unavailable right now.

Validation Since parameters for facet are fields, faceting depends on the dataset. Thus, “FACET” button will show a warning signal when the operand has multiple data source. For instance, selecting a concat view that contains a chart from cars dataset and population dataset will result in having the warning signal in the “FACET” button.

Editing There are two methods of modifying a facet view. Users can edit the properties of a facet view by selecting the editing view. Then, click “EDIT”. A popup window will show. Users can change the facet parameters for the facet view. An option for decompose facet view is also provided to replace the current facet view with its inner view (the original view). Another method for modifying a facet view is to modify the inner view of the facet view in the Inner View Navigator. When selecting a facet view, the inner view of the facet view will show

up in the Inner View Navigator. Then, the user can perform modification to the view in Inner View Navigator. This modification, however, does not perform any validation on the datasets, due to the time constraints. If a new view is added and might break the well-formedness of the state. In practice, this is not a problem because Pleiades supports undo and redo, so users can always go back to the previous state when the output is invalid resulting from this modification.

3.2.5 Repeat

Every interaction in repeat operation works the same way as it would work in facet operation with the exception of the operation button to “REPEAT” and the popup window to configure parameter to perform repeat. The popup window will prompt the user to input, for each repeating direction (row or column or both), a list of fields to repeat and encoding channel to repeat. Repeating will also be applied to all inner views of the operand as same as faceting.

Validation Repeat operation performs the same validation as the facet operation does.

Editing Users can edit repeat view with the same methods as editing facet view.

3.3 Well-Formedness

As mentioned, Pleiades will restrict users from performing some operations that make views incompatible. More broadly, our design goal is that the working area should be well-formed throughout user interactions, where the working area is well-formed if it can be exported into a Vega-Lite spec. This might sound difficult to achieve, but the induction principle gives us a way to decompose the goal into subtasks: we only need to make sure that every Pleiades’ operation preserves well-formedness. As the initial view is trivially well-formed, by the induction principle, it follows that the working area will be well-formed at any time.

The benefit of ensuring well-formedness at every step is that users will never need to correct a mistake. This contrasts with a tool that allows an ill-formed state because users then need to find mistakes, which could potentially be anywhere, and then fix them to make the state become well-formed. Without a good error reporting system that accurately guides users to fix problems, this process would be very time consuming and frustrating to users. A good error reporting system, however, is notoriously difficult to achieve. By ensuring well-formedness at every step, we can greatly simplify the system while providing good user experience.

To implement well-formedness preserving operations, we perform speculation for each operation to validate if the operation should be permitted or not. There are two design decisions that we could make here: one is allowing users to attempt the operation, which will immediately fail, and the other is disallowing users from attempting the operation in the first place. The first approach has the advantage that the error messages could be very descriptive, allowing users to understand why the operation is not allowed. However, this comes with the cost of a more confusing user interface. We thus opt for the second approach which disallows users from attempting the operation in the first place. To mitigate the problem that users might not understand why an operation is not allowed, we additionally insert short text to explain why the operation is disabled for some potentially confusing operations. For example, when the user selects operands to layer, if one of the operands is not a unit spec or layer spec, the “LAYER” button is disabled. And if both operands do not have compatible axes, the “LAYER” button will show a warning sign with a tooltip that the axes are not compatible.

In practice, the above approach is proven to be too rigid. One example of unintended consequences of the above approach is that users can’t edit any specification at all, because, during the editing, it’s very likely that the text won’t be able to parse correctly into the JSON format. We thus separate operations into macro-operations and micro-operations, where a macro-operation is a group of micro-operations. We then relax our goal to only apply to macro-operations. That is, every macro-operation preserves well-formedness. For micro-operations

that does not preserve well-formedness, the operation won't affect the working area directly. Rather, it is confined inside a dialog box so that a batch of micro-operations can be readily reversed.

3.4 Syntax Tree

The state of the composite view for the output in the working area is internally stored as a tree. Each node of the tree represents a view composition, which has different properties depending on the type of composition.

3.4.1 UnitView

contains a Vega-Lite specification. However, Pleiades does not perform any validation to check if the specification is actually a Vega-Lite's UnitSpec. So, UnitView can be layer, concat, repeat, or facet spec but cannot be modified by Pleiades' operations.

3.4.2 LayerView

has a list of children nodes representing inner views that are being layered. The children are only allowed to be UnitView or LayerView. More specifically, the specification of the UnitView child has also to be either unit or layer spec as Vega-Lite only allows layering layer and unit specs.

3.4.3 ConcatView

has a list of children node representing inner views that are being concatenated and a type of concatenation to be either horizontal or vertical concatenation. The children of ConcatView can be any type of View.

3.4.4 FacetView

has one inner view and facet properties, which contains field and type of row facet and/or field and type of column facet. The inner view can be any type of Views. All the datasets in the inner view should come from the same source if the inner view is a composite view. Although Pleiades does not prevent users from facet-ing View that contains multiple data sources, it gives a warning to the users that the datasets are not compatible.

3.4.5 RepeatView

has one inner view and repeat properties, which contains a list of fields and encoding channel of row repeat and/or a list of fields and encoding channel of column repeat. Everything else of RepeatView is the same as FacetView.

The benefit of using syntax tree With the syntax tree, inner views can be located to modify easily. Furthermore, when the working view is output to the working area, it can be rendered recursively through each node in the tree. This recursive rendering allows us to render inner views as separate views from the outer view. For example, when rendering concat view, the inner views are rendered separately in a way that users can select either the inner view or the whole concat view.

3.5 How data of each spec is pulled to the top level in facet and repeat

In facet and repeat spec, data must be at the topmost level of the output JSON spec. When RepeatView or FacetView is exported to JSON, Pleiades pull out all the data source in every children view of the inner view to the top level. If there is more than one distinct data source, Pleiades will use the first one it encounters by pre-order tree traversal. Pleiades also uses a similar method to exhaustively search for every data source in the inner views of an operand to validate if there should be a warning shown for the current operand for facet/repeat.

4 RESULTS

result here

5 DISCUSSION

discussion here

6 FUTURE WORK

We are currently working on extending our software to perform a better validation of every operation. This validation is important for the software because the software can then maintain the well-formedness of the output at every state after every operation. In the current build of the software, we decided to left out some validations due to the time constraints. However, in the real scenario, not validating everything is not a problem since our software support undo and redo that users can always reverse back to the previous state.

As observed from users using Pleiades, users try dragging view to the main view first when first trying the software. As an extension to Pleiades, we are looking forward to supporting dragging and dropping in the software to provide a more natural interaction to the users.

When adding a new spec to the sidebar in the software, Pleiades interpret the new View as a UnitView regardless of its actual composite type. While this does not create a problem in practice, the rendered view is always static. For instance, the inner views of concat spec that is added by "NEW SPEC" are not selectable by users, and cannot be edited using the "EDIT" button. Our future work for addressing this issue is that we would incorporate a parser that parses new specs to syntax tree of composite views so that all the functionality is supported for the composite views added by users.

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