
VBoard

Web dashboards in 3D and VR

Máster en Ingeniería de Telecomunicación
URJC, Dic. 13, 2018

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Introduction

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Introduction

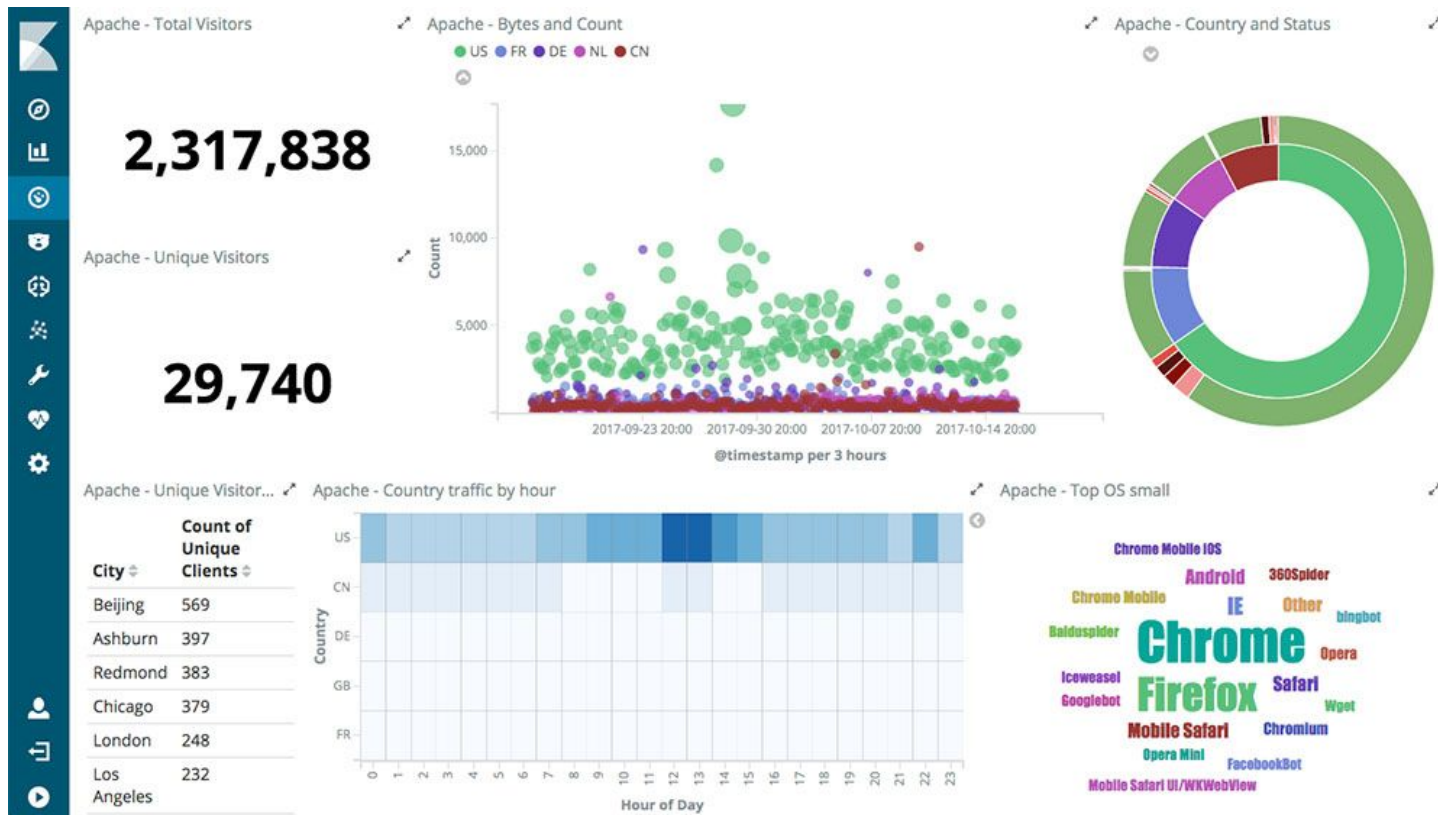
Big amount of data

Data visualization

Tools of data visualization

New environments, **3D and Virtual Reality (VR)**

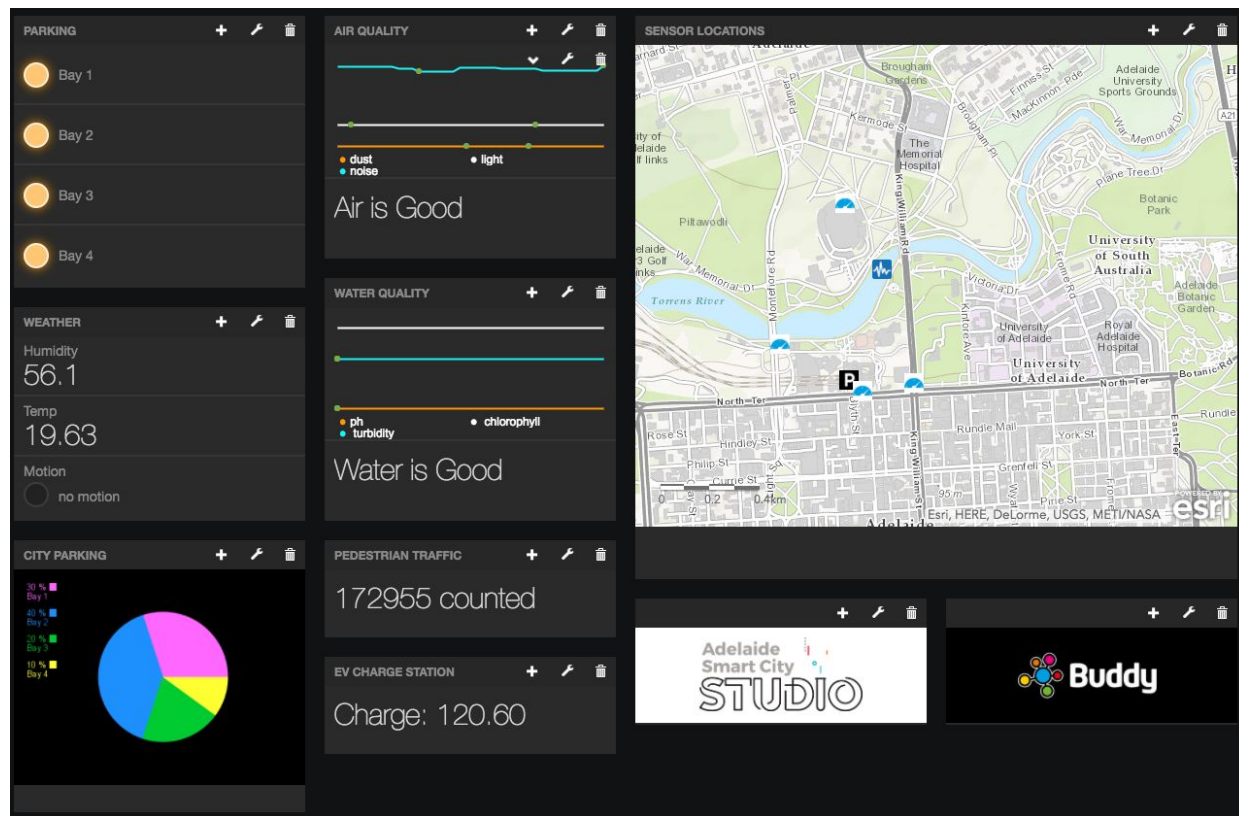
Kibana



Grafana



Freeboard



Development of a complex system of data visualization in 3D and VR

Analysis and choice of a visualization library

Analysis and choice of web development framework

APIs search and development

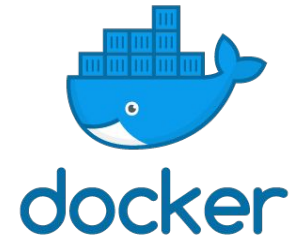
Development of a simple and useful interface

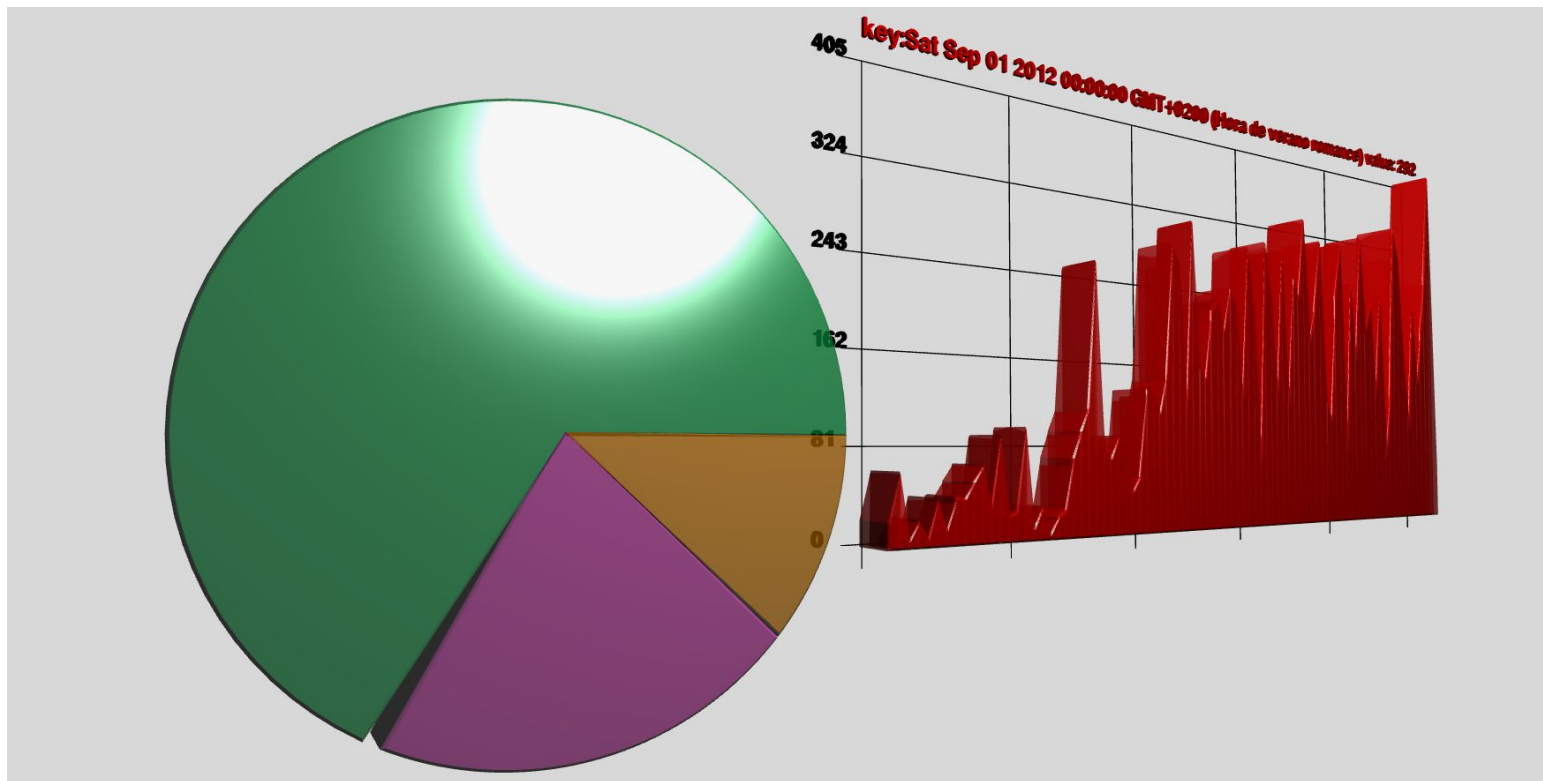
Definition of the platform and index objects in Elasticsearch for its later saving

Dashboard view and integration of VR

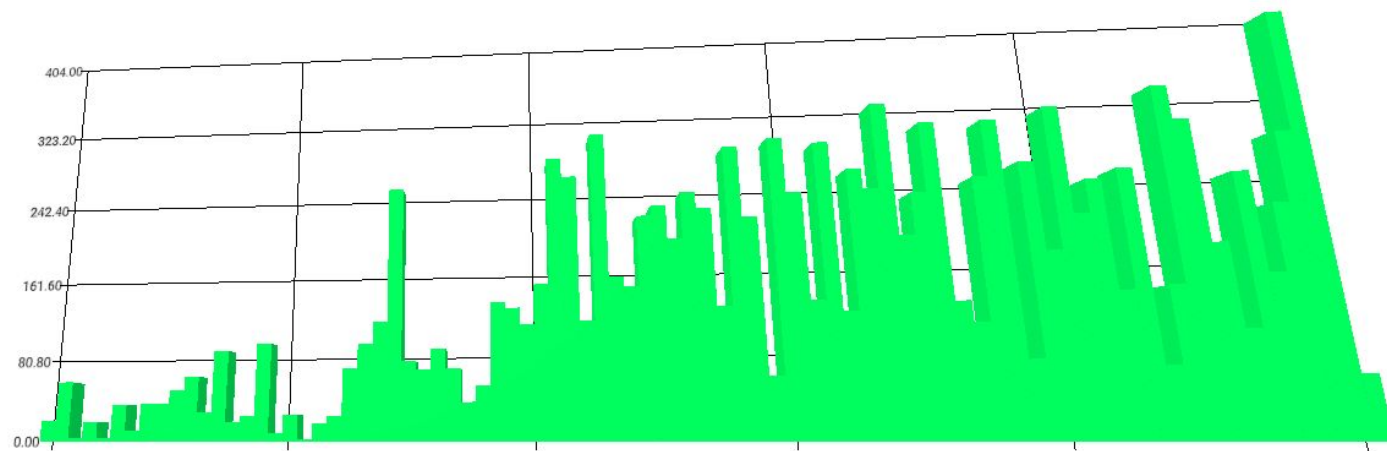
Creation of Docker image

Context





/aframeDC



Development

/iterations

Iteration 0: Investigation and preliminary study

Iteration 1: Define application structure

Iteration 2: First visualizations

Iteration 3: Add VBoard state logic into ElasticSearch

Iteration 4: Define panels

Iteration 5: Dashboards and stand alone mode

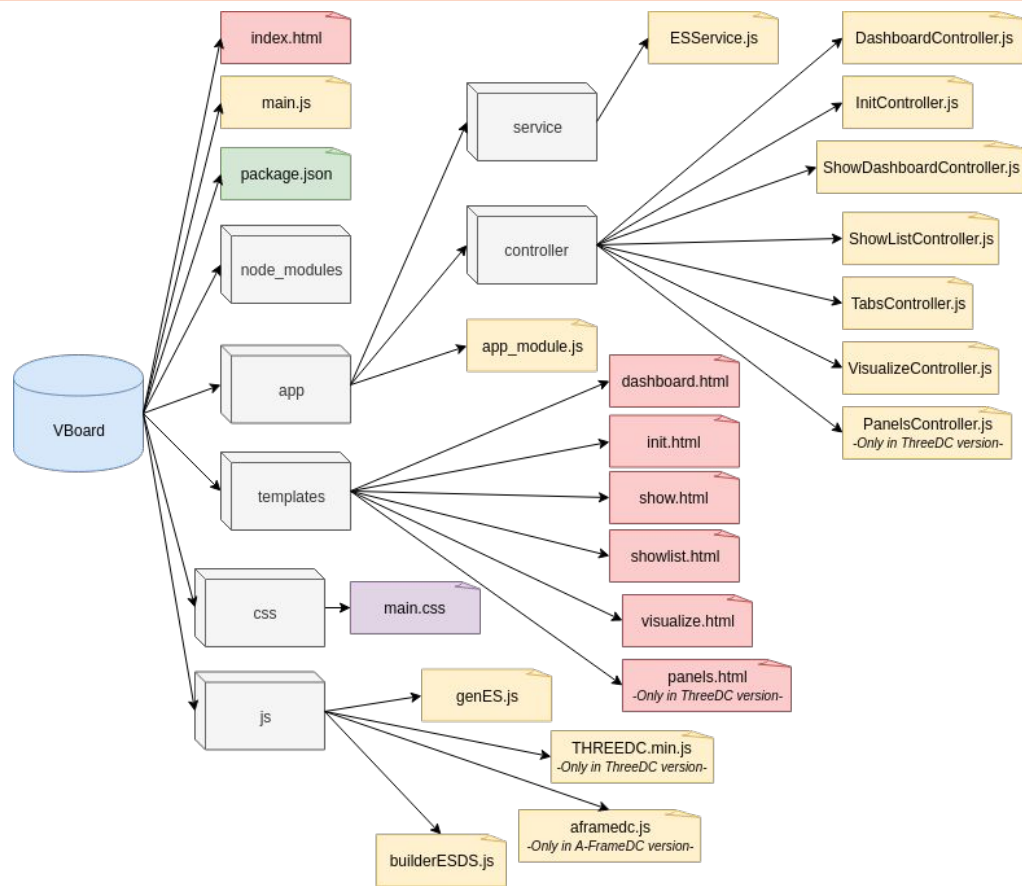
Iteration 6: Integration with A-FrameDC

Iteration 7: Customization and optimization

Iteration 8: Dockerize application

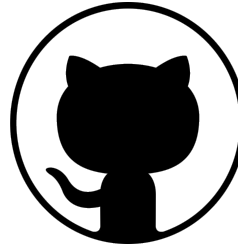
Results

/structure



VBoardVisualizePanelsDashboardShow

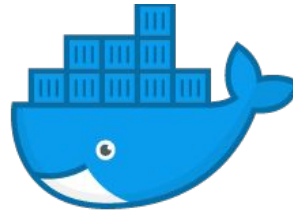
Repository



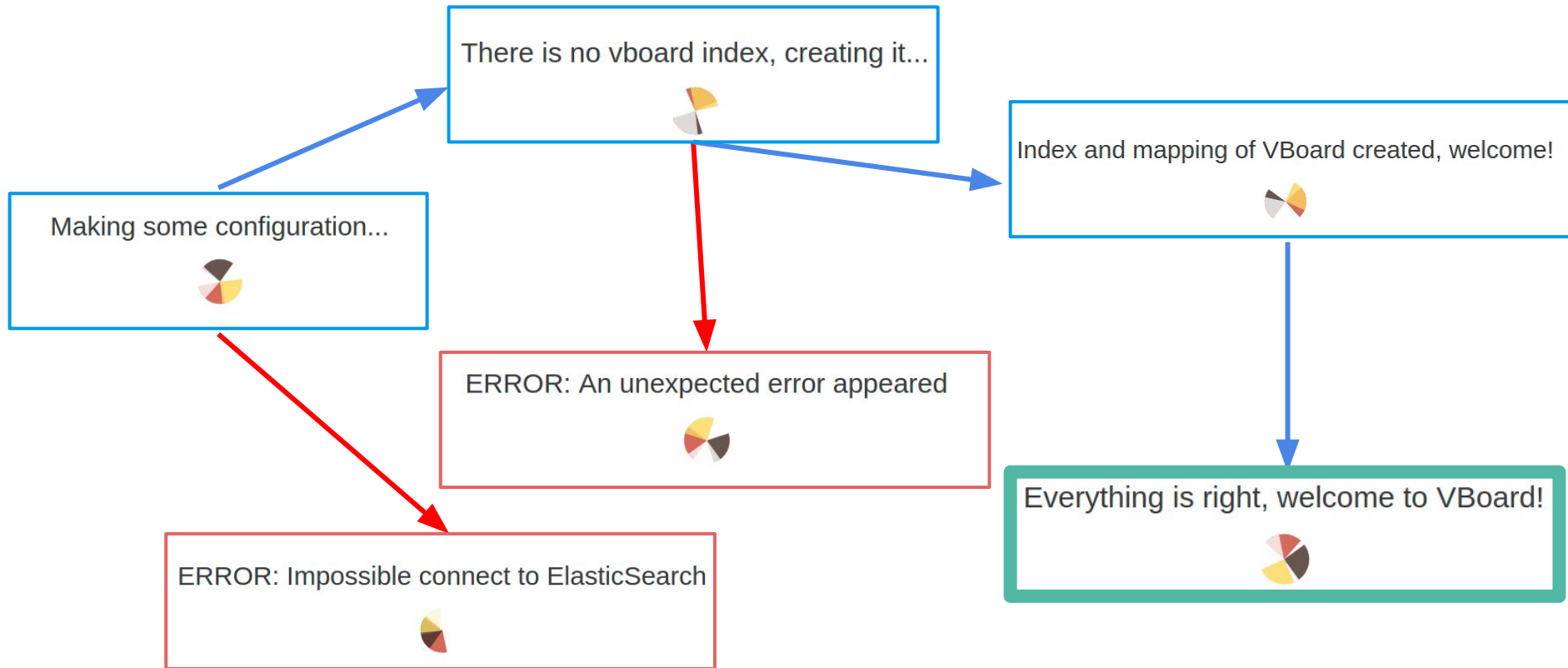
Releases



Docker



/init



VBoard Visualize Dashboard Show

Index:

Type:

Show Mapping Select chart

VisType:

Select Data Cancel

Metrics:

Principal metric

Type:

Buckets:

Principal bucket

Type: Field:

Size:

Play Cancel

Show response (JSON)

Save visualization

Load visualization

Index:

Type:

Show Mapping Select chart

VisType:

Select Data Cancel

Metrics:

Principal metric

Type:

Buckets:

Principal bucket

Type: Field:

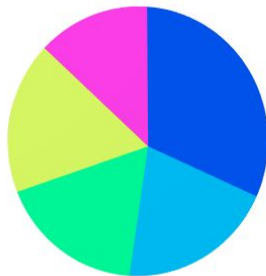
Size:

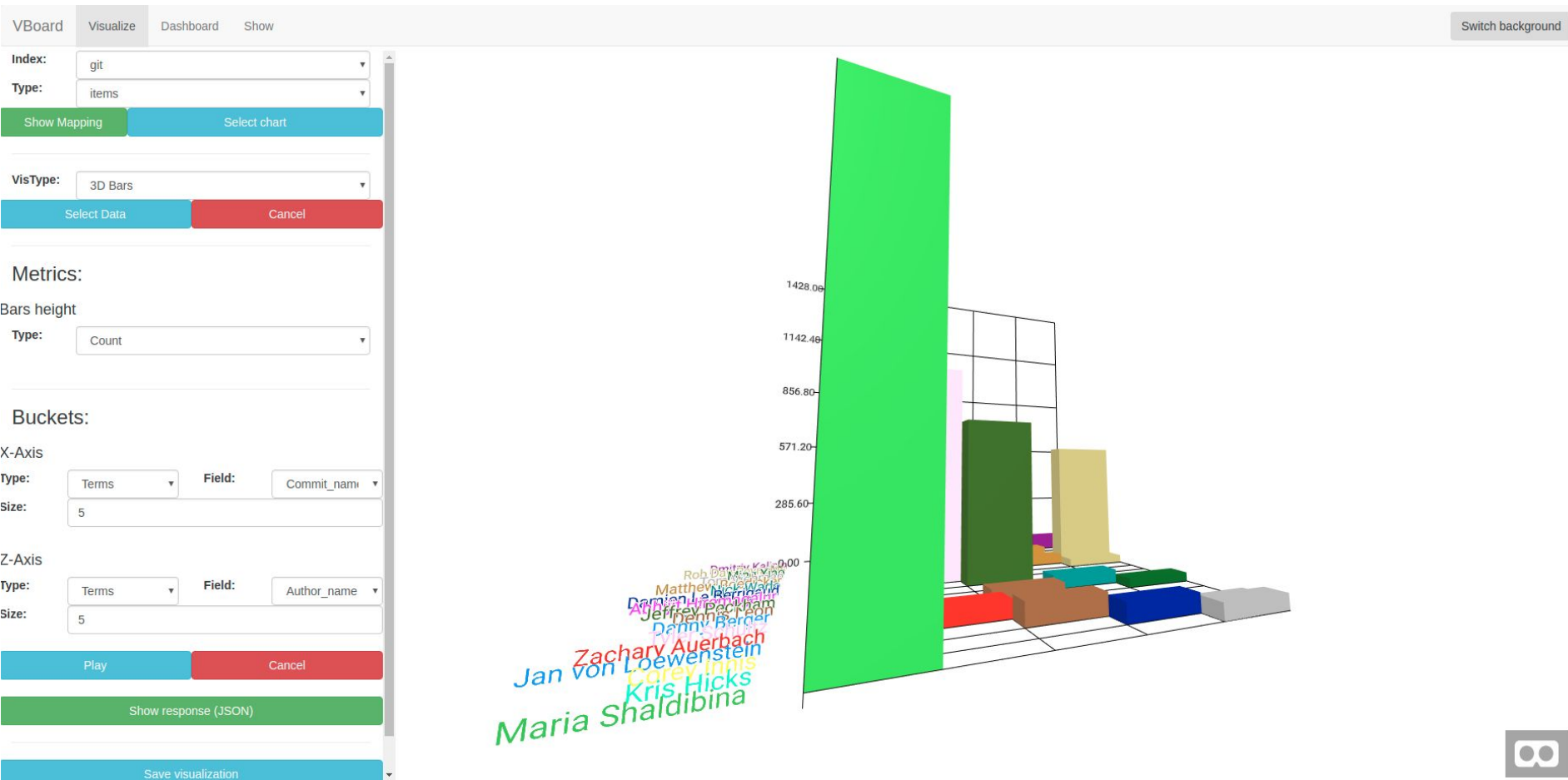
Play Cancel

Show response (JSON)

Save visualization

Load visualization





VBoardVisualizePanelsDashboard

Click to add:

tarta
la tarta

pie

bubbles0
fivefww

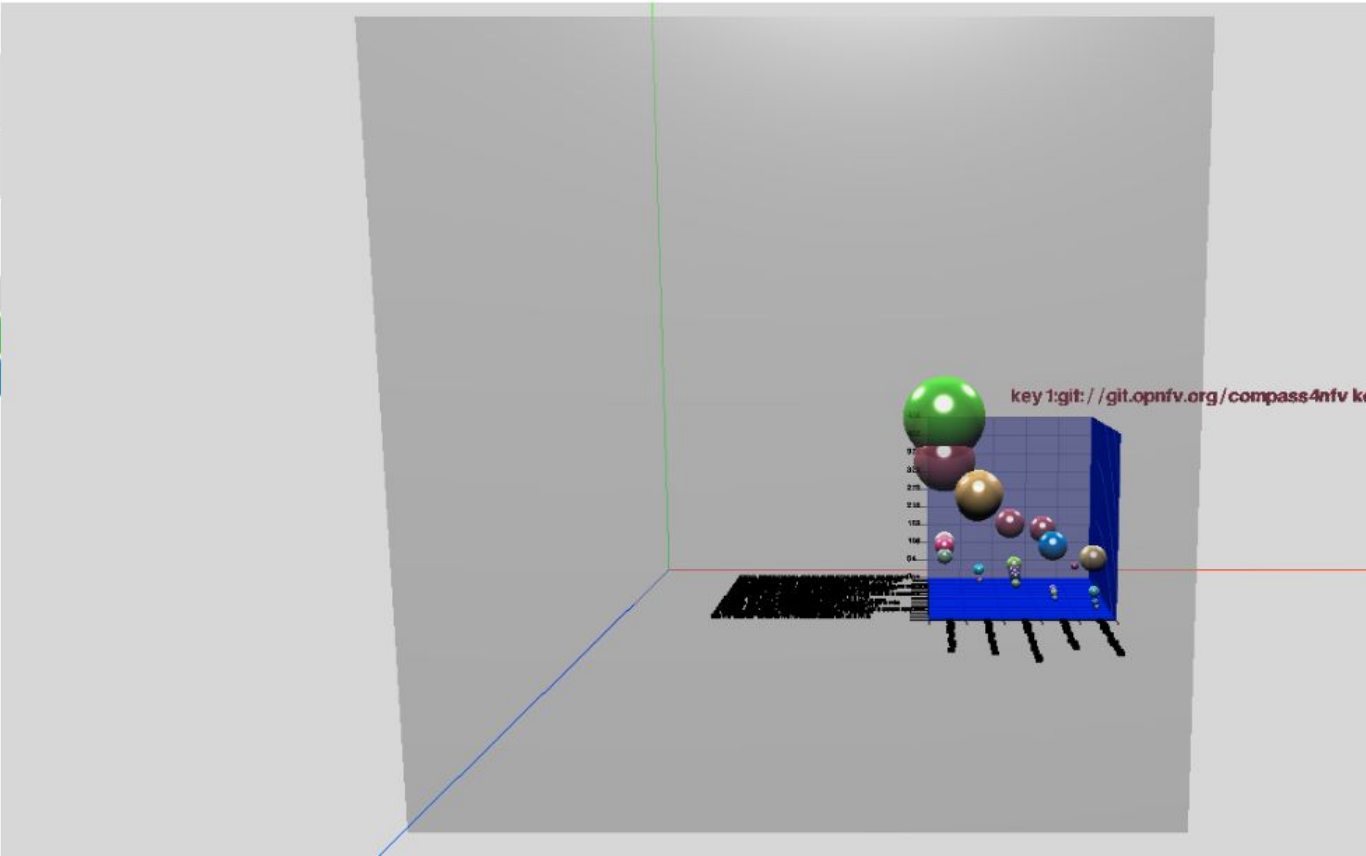
bubbles

Options:

New Panel

Save Panel

Load Panel

A 3D visualization interface. The main area is a gray 3D space with a blue grid floor and a green vertical line. In the bottom right corner, there is a cluster of colored spheres (green, purple, orange, red, blue) of varying sizes. Below the spheres is a blue rectangular base. To the left of the spheres is a black rectangular area. A red horizontal line is visible on the right side of the 3D space. In the top right corner of the 3D space, there is a text label: "key 1:git:/git.opnfv.org/compass4nfv k".

Click to add vis:

author in repo n commits 3D bar chart that shows the number of commits in repositories	3DBars
Organizations, number of lines changed Pie that shows the sum of lines changed that them did	pie
Number issues of organization repo Bubbles chart that shows the number of issues of each organization in each repository	bubbles
Issues vs time Number of issues weekly	curve
Commits vs time Number of commits vs time	curve
Commits vs time Authors commits during time	3DBars
Most talkative persons most 20 talkative persons on pie	pie
Messages channel	bars

Options:

- Save Dashboard
- Load Dashboard

/dashboard

VBoard Visualize Dashboard Show

Switch background

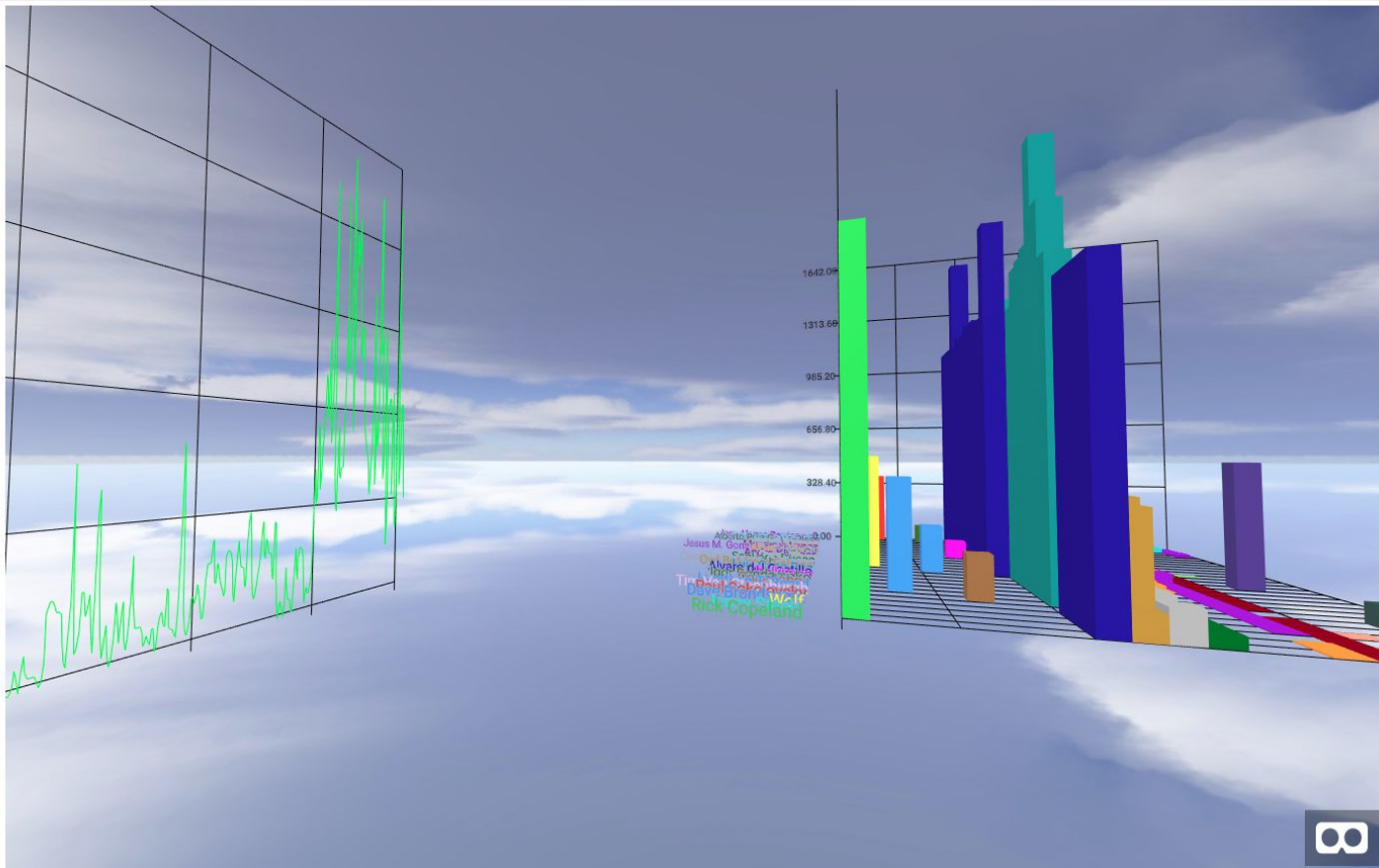
Click to add vis:

- author in repo n commits **3DBars**
3D bar chart that shows the number of commits in repositories
- Organizations, number of lines changed **pie**
Pie that shows the sum of lines changed that them did
- Number issues of organization repo **bubbles**
Bubbles chart that shows the number of issues of each organization in each repository
- Issues vs time **curve**
Number of issues weekly
- Commits vs time **curve**
Number of commits vs time
- Commits vs time **3DBars**
Authors commits during time
- Most talkative persons **pie**
most 20 talkative persons on pie
- Messages channel **bars**

Options:

Save Dashboard

Load Dashboard



Click to show the dashboard:

Git and Issues Bitergia

This dashboard shows data related to the git (commits) and issues of the Bitergia company

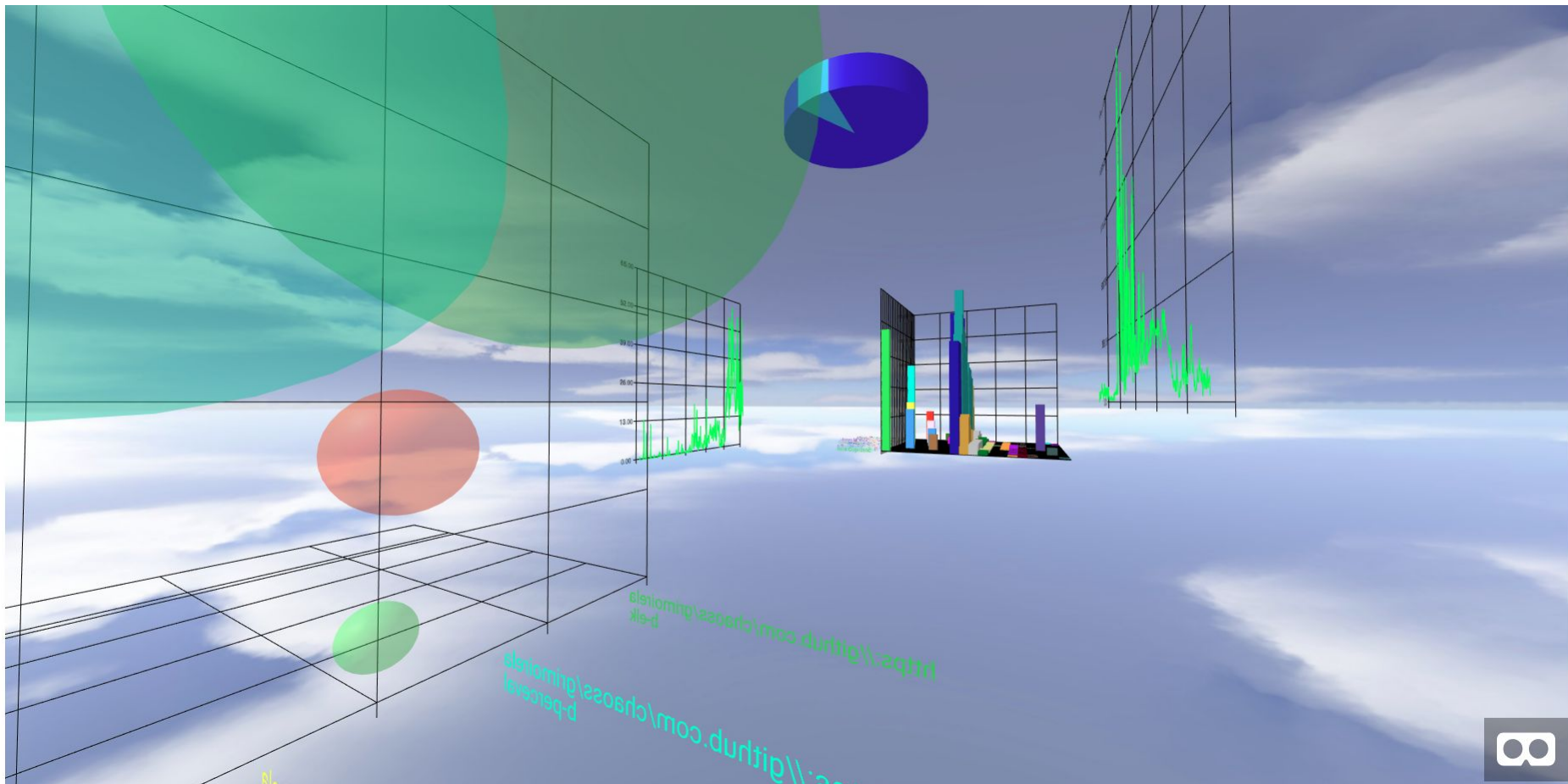
5 charts

Dashboard with one visualization

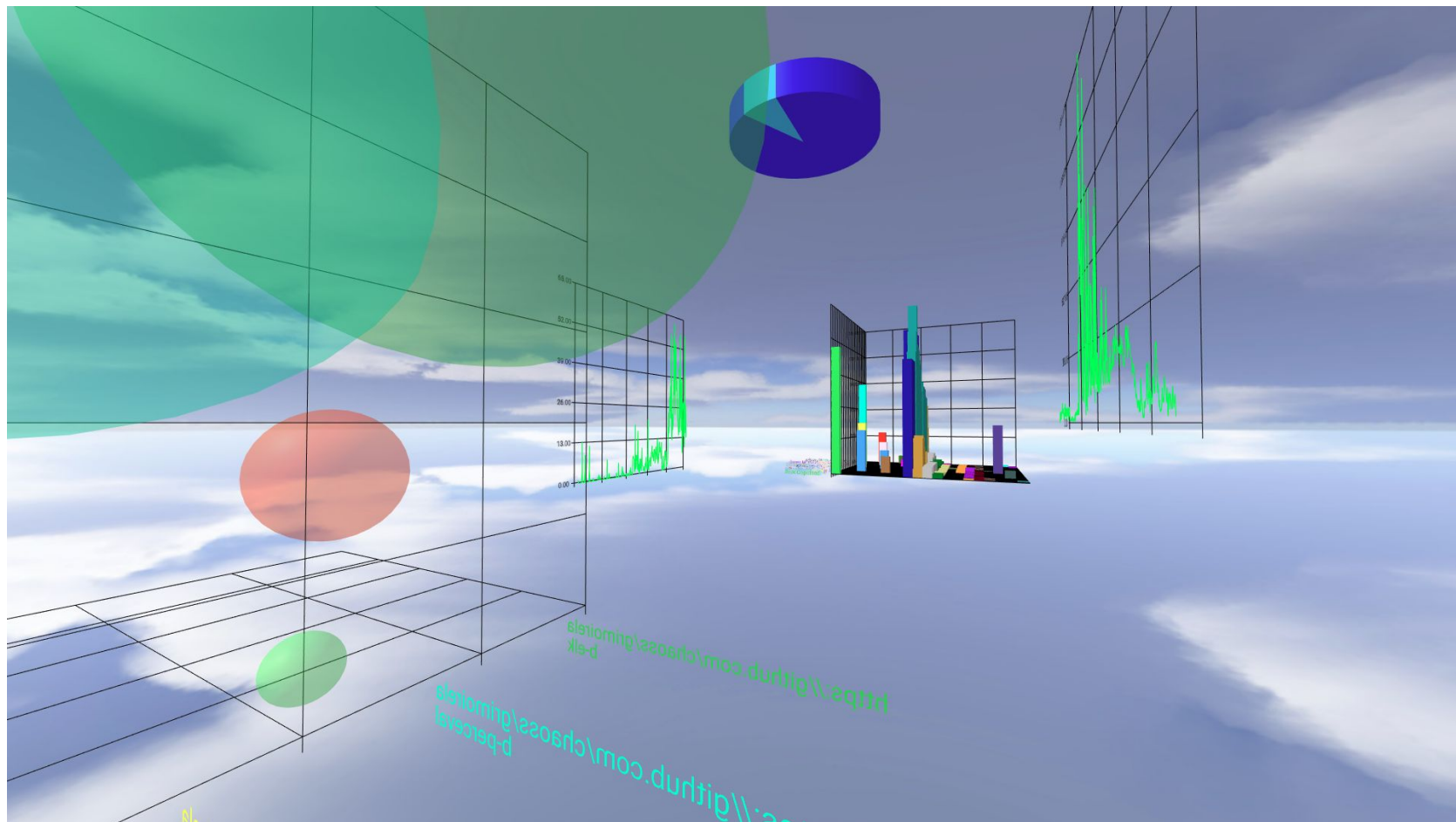
Dashboard with just 1 visualization

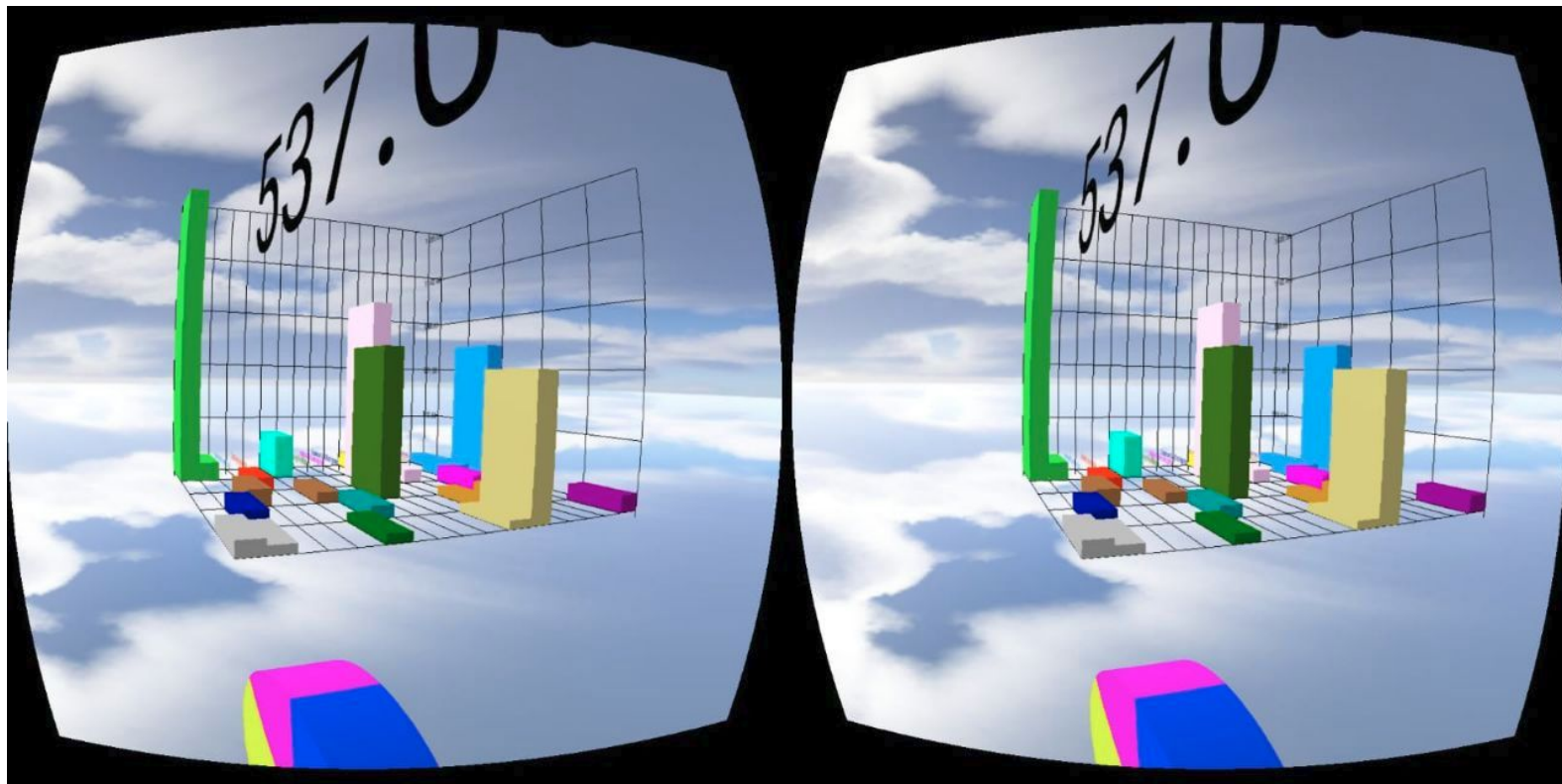
1 charts

/stand_alone



/full_screen





* Optimized for smartphones and Oculus Go

All the carried out tests in the previous section one have been done with a group of data offered by the product owner (the tutor, in this case); these data correspond to logs with information of commits of repositories and it has been imported using Elasticdump.

VBoard is hosted on GitHub: <https://github.com/dlumber/VBoard>

GPL-3.0 License

README.md with general information and installation steps

USER_GUIDE.md with the user guide of the application

Docker images on Docker-hub: <https://hub.docker.com/r/dlumber/vboard/>

dlumber/vboard:afamedc for the A-FrameDC version

dlumber/vboard:threedc for the ThreeDC version

Demo

Conclusions

Improve the skill in JavaScript, AngularJS and the use of different libraries.

Improvement of my web development using node.js and npm.

Improve of the development of simple interfaces.

Manage of the NoSQL ElasticSearch database.

Use of the Docker functionalities making images and containers of the application.

Add more customization options to the dashboard.

Add more the possibility of move and resize the visualizations in a dashboard.

Add more interactivity in the dashboard, like filters.

Add another 3D/VR visualization library.

Develop of a backend that allows users management.

General optimization in order to improve the performance.

Improve the general interface

Project page

<https://dlumbrer.github.io/VBoard/>

GitHub Repository

<https://github.com/dlumbrer/VBoard>

User Guide

https://github.com/dlumbrer/VBoard/blob/master/USER_GUIDE.md

Docker guide deployment

<https://github.com/dlumbrer/VBoard/tree/docker>

VBoard docker images

<https://hub.docker.com/r/dlumbrer/vboard/tags/>

A group of people are silhouetted against a large window, sitting at a table and looking out at a city skyline. The most prominent building in the background is St. Paul's Cathedral, with its large dome and classical architecture. Other buildings of varying heights and styles fill the rest of the view. The scene is dimly lit, with the primary light source being the window, which creates the silhouettes of the people in the foreground.

Thank you!