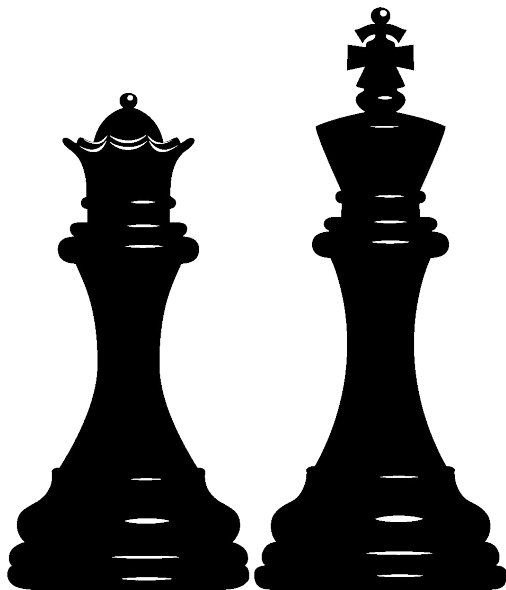


# D3: A Weak Opening but a Strong Visualization Tool

[https://dsavg.github.io/Chess\\_Visualization\\_Project/](https://dsavg.github.io/Chess_Visualization_Project/)



Danai  
Avgerinou

Jake  
Toffler

# Initial Sketches

Image 1: Zoomed-Out View

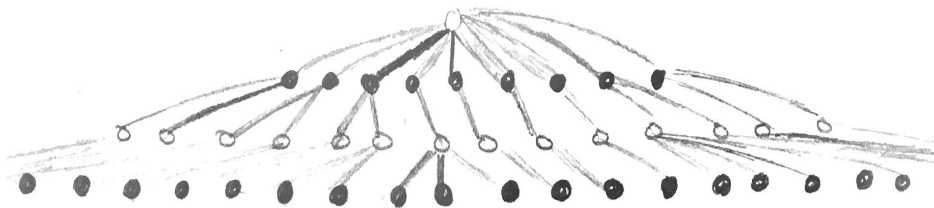


Image 2: Zoomed-In View

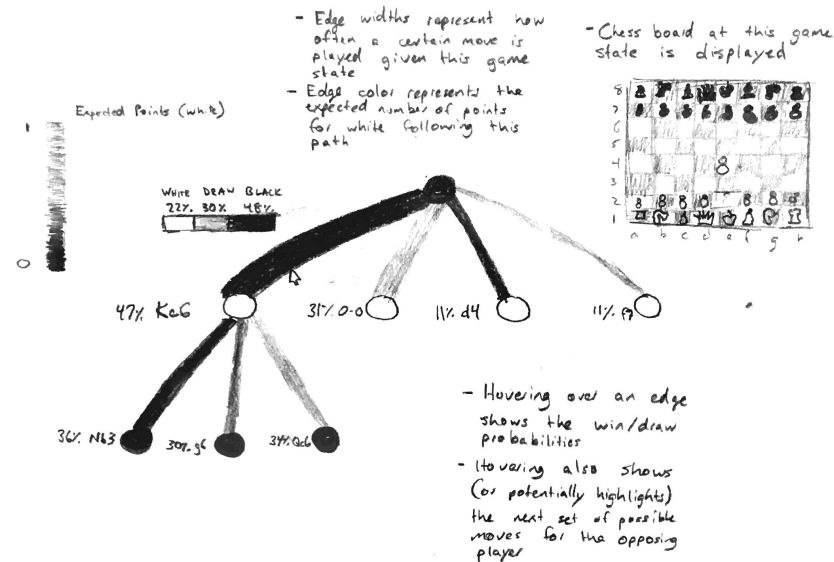
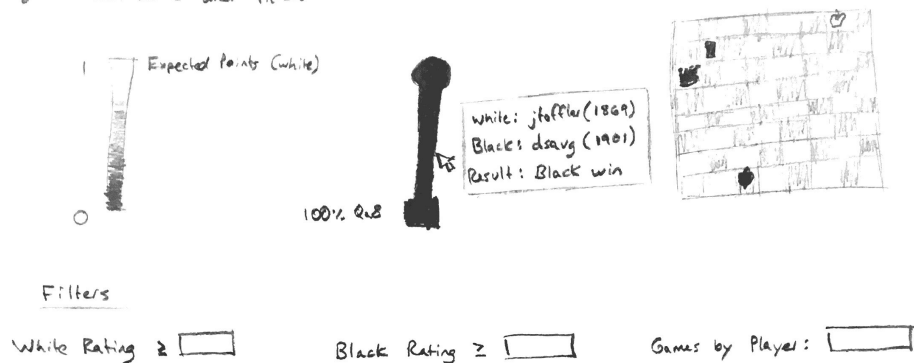


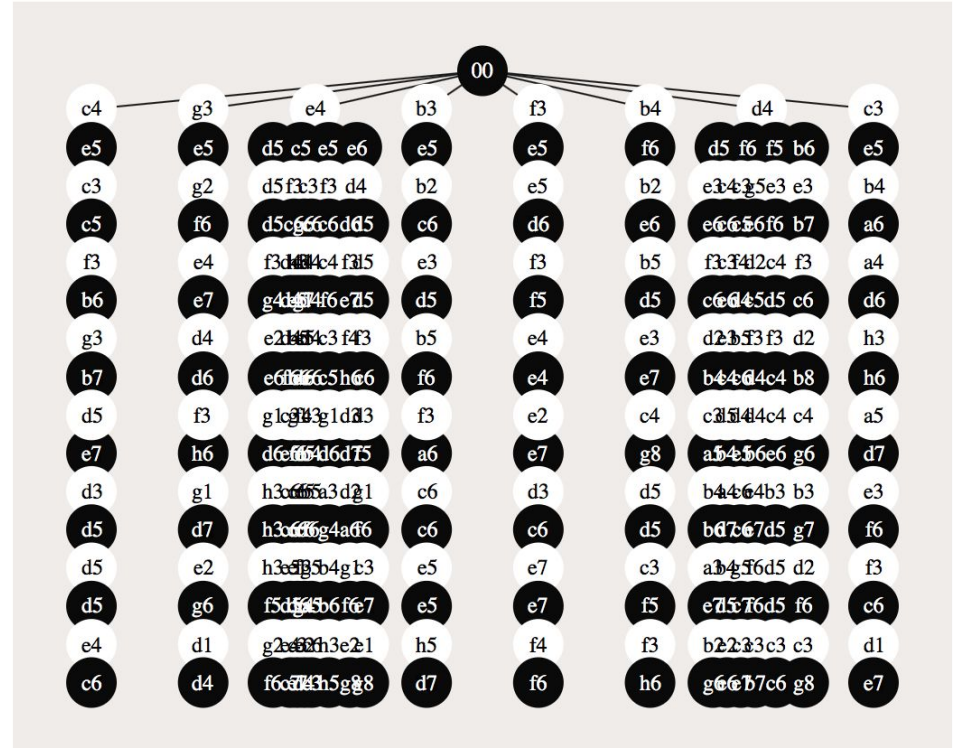
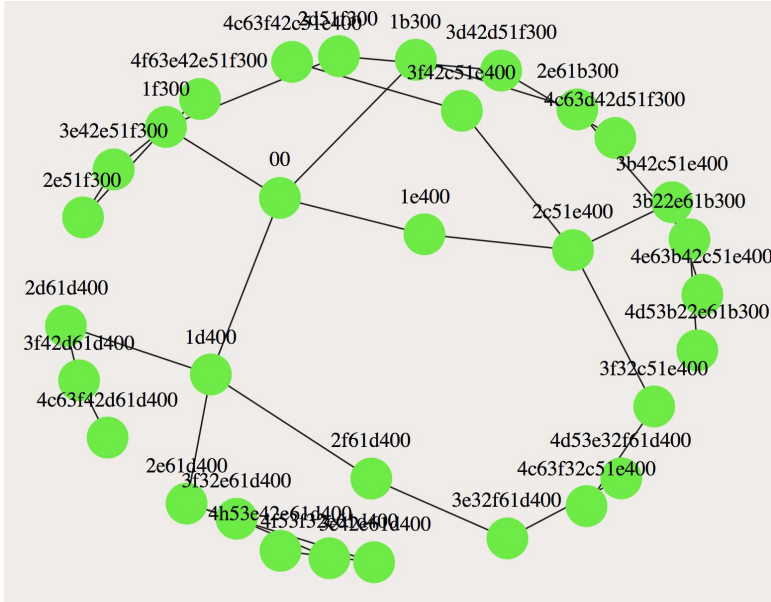
Image 3: Leaf node and Filters



# First Attempts

## Hierarchical Network

Network



# D3 Challenges

HTML ▾

```
1 <div class="cd-openings" id="openings">
2 </div>
3 <div class="caption">
4   World Rapid Chess Championship 2015 openings breakdown.
5   <br> Looking at variation: <span id="variation"></span>
6   <br> Percentage of games with this variation: <span id="percentage">
7 </span>
8   <br>
9   <button id="all" class="button button-primary">All Openings</button>
10  <button id="d4" class="button">d4 Variations</button>
11 </div>
```

JavaScript + No-Library (pure JS) ▼

```

1 d3.json('https://ebemunk.com/chess/dataviz/wrc.json', function(error,
2 data) {
3     var openings = new ChessDataViz.Openings('#openings', {
4         arcThreshold: 0.002,
5         textThreshold: 0.03,
6         colors: d3.scale.ordinal().range(['cyan', 'gold', 'steelblue',
7             'gray'])
8     }, data.openings);
9
10    openings.dispatch
11    .on('mouseenter', function(d, moves) {
12        d3.select('#variation').text(moves.join(' '));
13        var percent = d.value / data.openings.value * 100;
14        percent = percent.toFixed(2);
15        d3.select('#percentage').text(percent + '%');
16    })
17    .on('mouseleave', function() {
18        d3.select('#variation').text('');
19        d3.select('#percentage').text('');
20    });
21
22    var allButton = d3.select('#all');
23    var d4Button = d3.select('#d4');
24
25    allButton.on('click', function() {
26        allButton.classed('button-primary', true);
27        d4Button.classed('button-primary', false);
28        openings.data(data.openings);
29    });
30    d4Button.on('click', function() {
31        allButton.classed('button-primary', false);
32        d4Button.classed('button-primary', true);
33        openings.data(data.openings.children[1]);
34    });
35
36    });
37
38

```

CSS ▼

```
1 .cdv-openings {
2     text-align: center;
3 }
4
```



*World Rapid Chess Championship 2015 openings breakdown.*

*Looking at variation:*

Percentage of games with this variation:

## ALL OPENINGS

#### D4 VARIATIONS

# Parsing and Reformatting Data

```
[Event "FICS rated lightning game"]
[Site "FICS freechess.org"]
[Date "2017.01.31"]
[Round "?"]
[White "mahamud"]
[Black "siebertk"]
[Result "0-1"]
[BlackClock "0:01:00.000"]
[BlackElo "1529"]
[BlackRD "114.7"]
[ECO "A40"]
[FICSGamesDBGGameNo "410988571"]
[PlyCount "64"]
[Time "23:52:00"]
[TimeControl "60+0"]
[WhiteClock "0:01:00.000"]
[WhiteElo "1868"]
[WhiteRD "16.3"]
```



```
{
  "openings": {
    "san": "start",
    "children": [
      {
        "count": 591,
        "white_points": 323.5,
        "children": [...],
        "board": "rnbqkbnr/pppppppp/8/8/3P4/8/PPPP1PPPP/RNBQKBNR b KQkq - 0 1",
        "san": "d4"
      }
    ]
  }
}
```

```
1. d4 { [%emt 0.0] } 1... c6 { [%emt 0.0] } 2. Nc3 { [%emt 0.5] } 2... Qc7 { [%emt 0.785] } 3. Qd3 { [%emt 1.531] }
3... d6 { [%emt 0.256] } 4. h4 { [%emt 0.562] } 4... e5 { [%emt 0.346] } 5. d5 { [%emt 1.687] } 5... Nf6 { [%emt 1.38
7] } 6. Bg5 { [%emt 2.187] } 6... Be7 { [%emt 1.631] } 7. Bxf6 { [%emt 0.546] } 7... Bxf6 { [%emt 0.831] } 8. Nf3 {
[%emt 0.641] } 8... Bg4 { [%emt 1.651] } 9. O-O-O { [%emt 1.375] } 9... Nd7 { [%emt 0.894] } 10. Ne4 { [%emt 1.375] }
10... O-O { [%emt 4.503] } 11. dxc6 { [%emt 0.985] } 11... bxc6 { [%emt 1.21] } 12. Qxd6 { [%emt 2.406] } 12... Qxd6
{ [%emt 1.262] } 13. Rxd6 { [%emt 4.891] } 13... Nb6 { [%emt 0.903] } 14. Nxf6+ { [%emt 1.203] } 14... gxf6 { [%emt
1.245] } 15. Rxf6 { [%emt 2.515] } 15... Nd5 { [%emt 0.817] } 16. Rxc6 { [%emt 2.187] } 16... Bxf3 { [%emt 2.154] } 1
7. gxf3 { [%emt 1.39] } 17... f5 { [%emt 1.921] } 18. e4 { [%emt 1.266] } 18... Nf4 { [%emt 3.697] } 19. Bc4+ { [%emt
6.859] } 19... Kh8 { [%emt 1.438] } 20. Rh6 { [%emt 1.765] } 20... fxe4 { [%emt 2.543] } 21. fxe4 { [%emt 1.031] } 2
1... Rac8 { [%emt 1.086] } 22. Bb3 { [%emt 2.156] } 22... Ne2+ { [%emt 1.925] } 23. Kd2 { [%emt 0.672] } 23... Nf4 {
[%emt 1.199] } 24. Rg1 { [%emt 1.75] } 24... Rfd8+ { [%emt 0.785] } 25. Ke1 { [%emt 1.5] } 25... Nh3 { [%emt 3.081] }
26. Rg3 { [%emt 5.547] } 26... Nf4 { [%emt 1.597] } 27. Rf6 { [%emt 5.219] } 27... Rf8 { [%emt 3.065] } 28. Rf7 { [%e
mt 1.031] } 28... Rxf7 { [%emt 0.796] } 29. Bxf7 { [%emt 0.156] } 29... Rxc2 { [%emt 1.099] } 30. Kd1 { [%emt 1.735]
} 30... Rxf2 { [%emt 2.415] } 31. Rg5 { [%emt 1.797] } 31... h6 { [%emt 0.966] } 32. Rxe5 { [%emt 1.328] } 32... Rf1+
{ [%emt 0.894]
White forfeits on time } 0-1
```

# Demo



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