Introduction to Bokeh:

visualizing data from the USDA Branded Food Products Database

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What is Bokeh

a python package for creating interactive visualizations and applications.

What Makes it Special

BokehJS

- · JavaScript library that runs in the client's browser
- Generates JavaScript in response to Bokeh commands (Python)

Shareable

· Bokeh Server, Jupyter, html, json

Interactive

allows users to interact with the visualization using tools
 ex. drop down menu, slider, check boxes

How it's Structured

Bokeh is organized into two interfaces:

- · bokeh.plotting
 - for composing visual glyphs**
 - o use to define template
- · bokeh.models
 - o for creating interactive visualizations
 - use to add tools to the template

This Tutorial

With this tutorial, you can create an **interactive visualization** using data from the **USDA Branded Food Products Database**. Food products from three manufacturers are plotted on a **scatter plot** according to their nutrient rich foods index (NFRI) and energy content per serving size. A **CategoricalColorMapper** is used to color points by manufacturer. A **HoverTool** shows additional product information. A **Select widget** allows the user to control the data displayed on the plot. **Bokeh Server** is used to output the visualization.

Input: data from USDA Branded Food Product Database, with calculated NFRI

· three manufacturers: Wal-Mart, Meijer, Inc., and Target

Output: interactive visualization using Bokeh Server

^{**}glyph: a marker on a plot (circle, line, triangle) which represents data

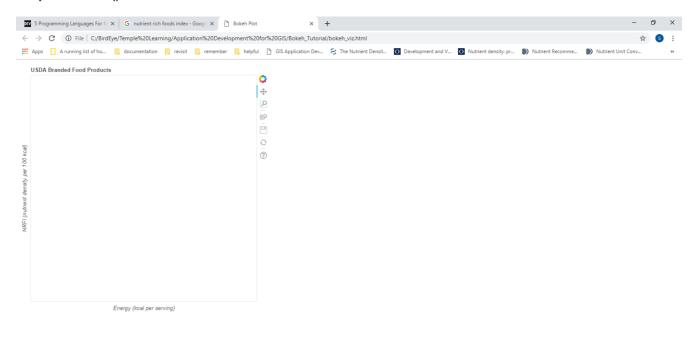
Let's Get Started

show(viz)

1. Open viz.py notice that most of the script is commented out we will be uncommenting as we move through the tutorial 2. Run viz.py from bokeh.plotting import figure, ColumnDataSource, curdoc, Row, show, output_file from bokeh.models import HoverTool, CategoricalColorMapper, Select import pandas as pd import os # change cwd to the location of this script dir_script = os.path.dirname(os.path.abspath("__file__")) os.chdir(dir_script) # initialize figure viz = figure(x_axis_label = "Energy (kcal per serving)"\ ,y_axis_label = "NRFI (nutrient density per 100 kcal)"\ ,title="USDA Branded Food Products") # import data path = os.path.join(dir_script,"data.csv") df = pd.read_csv(path, dtype=object) # convert data types float_cols = ["nrfi","serving_size", "household_serving_size", "energy_per_serving"] df[float_cols] = df[float_cols].astype("float32") # generate html file output_file("output_file.html") # show visualization in browser

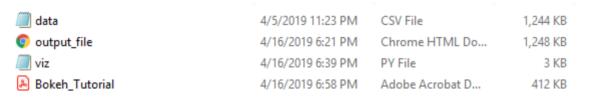
- 3. Notice the html file called output_file.html in the Bokeh_Tutorial folder
- what's happening??
 - import packages
 - set current working directory
 - figure()
 - initializes the plot
 - assigned to variable "viz"
 - parameters <u>x axis label</u>, <u>y axis label</u>, and <u>title</u> set the axis labels and title of the figure
 - pd.read_csv()
 - imports data as a dataframe
 - assigned to variable "df"
 - o convert data types
 - output_file()
 - outputs an html file of the figure in the Bokeh Tutorial folder
 - called "output_file.html"
 - o show()
 - opens a browser to display the figure

Output of show():





Output of output_file():



4. Set Data Source

- 1. in viz.py, uncomment the code shown below
- 2. run viz.py

set data source

data_source = ColumnDataSource(df)

- what's happening??
 - ColumnDataSource()
 - assigned to variable "data_source"
 - initializes data source
 - does not change the appearance of the figure

5. Add glyph

- 1. in viz.py, uncomment the code shown below
- 2. run viz.py

```
# color by manufacturer
```

- what's happening??
 - viz.circle()
 - adds circle glyph to the figure (viz)
 - parameters 1 & 2
 - fields from df to be used for x and y axes
 - source parameter
 - specifies the data for the glyph (defined in step 4)

legend="manufacturer", color=dict(field='manufacturer',transform=mapper))

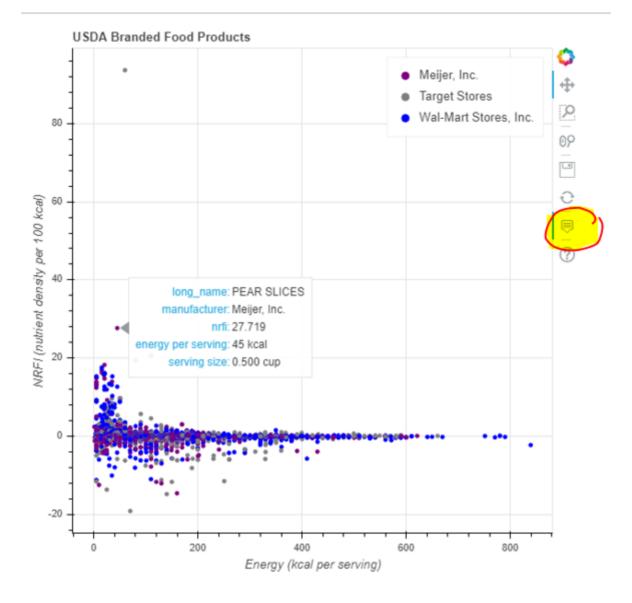
- multiple glyphs can be added to a plot with different data sources
- legend parameter
 - specifies field to be used in the legend
- color parameter
 - defines the color of the glyph
 - syntax: dict(field='field-to-be-color-mapped', transform=how-to-map-field)
- CategoricalColorMapper()
 - assigned to variable "mapper"
 - factor parameter
 - values to be color-mapped
 - must be values in the field of viz.circle() 's color parameter
 - palette parameter
 - defines colors for factors
 - order matters

6. Define and Add HoverTool

- 1. in viz.py, uncomment the code shown below
- 2. run viz.py
- 3. notice a new tool in the sidebar
- 4. hover over a glyph

```
# define hover tool
```

- · what's happening??
 - HoverTool()
 - defines HoverTool
 - tooltips parameter
 - specifies labels and data for HoverTool
 - syntax: tooltips = [("label-to-be-displayed", "@field-name-for-data-to-be-displayed optional-additional-text")]
 - @ symbol means show data from field
 - \$ symbol can be used to show data from cursor position (\$x or \$y)
 - viz.add_tools(hover)
 - adds HoverTool to visualization
 - without this step, the hover tool would be defined, but would not appear on the visualization



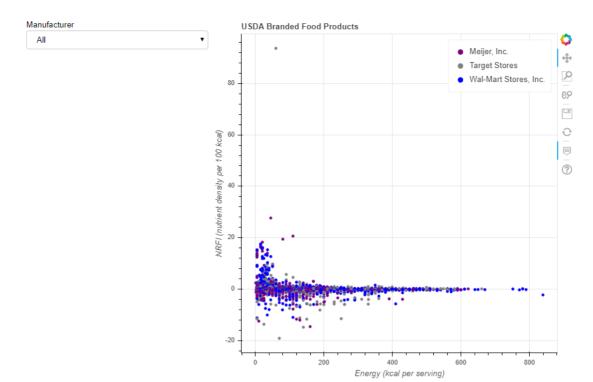
7. Define Select Widget and Layout

- 1. in viz.py, uncomment the code shown below
- 2. !! at the bottom of viz.py, change show(viz) to show(layout)
- 3. run viz.py
- 4. change the selection in the select tool

define Select widget

```
manufacturers = list(pd.unique(df.manufacturer))
manufacturers.append("All")
select_widget = Select(title="Manufacturer", options=manufacturers, value="All")
# define layout
layout = Row(select_widget,viz)
```

- · what's happening??
 - manufacturers
 - 1. list(pd.unique(df.manufacturer))
 - create a list of unique values in the manufacturer column in the df dataframe
 - these will be the options for the Select widget
 - 2. manufacturers.append("All")
 - add the string "All" to the list of unique manufacturers
 - this option will display data from all three manufacturers
 - select_widget = Select(title="Manufacturer", options=manufacturers, value="All")
 - assigned to variable "select widget"
 - defines the Select widget
 - syntax: Select(title="title-for-select-tool", options=select-tool-options, value="default-option-for-select-tool")
 - Row()
 - assigned to the variable "layout"
 - defines layout of application (widgets and figures should go)
 - select widget will be on the left
 - the figure (viz) will be on the right
 - can use Column() instead to arrange objects vertically



8. Define the Callback

- 1. in viz.py, uncomment the code shown below
- 2. run viz.py
- 3. change the selection in the select tool

```
# define callback for select_widget
def update():
    if select_widget.value != "All":
        df_select = df[df.manufacturer == select_widget.value]
        source.data.update(df_select)
    else:
        source.data.update(df)

# call update() function when select_widget value changes
select_widget.on_change('value', lambda attr,old,new : update())

# update layout
curdoc().add_root(layout
```

- what's happening??
 - o def update()
 - defines the function that is called when a user changes the selection in the select tool
 - 1. *if* the value attribute of select_widget is not equal to "All" (in other words, if only data from a specific manufacturer should be displayed) *then...*
 - df.manufacturer == select widget.value
 - create a boolean series that is True when the manufacturer field of df is equal to the value of select widget
 - df_select = df[df.manufacturer == select_widget.value]
 - use the boolean series to to index df
 - save the indexed dataframe as "df_select"
 - df_select contains only the rows from df where the manufacturer matches the value of select_widget
 - source.data.update(df_select)
 - update the data attribute of source

2. else

- source.data.update(df)
 - update the data attribute of source
- select_widget.on_change('value', lambda attr,old,new : update())
 - this line of code makes the visualization interactive!! without it, the data would not update
 - .on_change() method specifies what should happen when the value attribute of select_widget changes
 - first parameter ('value')
 - the attribute of select_widget which will be changing
 - second parameter (lambda attr,old,new : update())
 - what should happen when the value attribute of select widget changes
 - lambda function with three parameters (attr, old, new) which calls the update() function
- curdoc().add_root(layout)
 - updates the current document to match the new layout (with changes from select_widget)

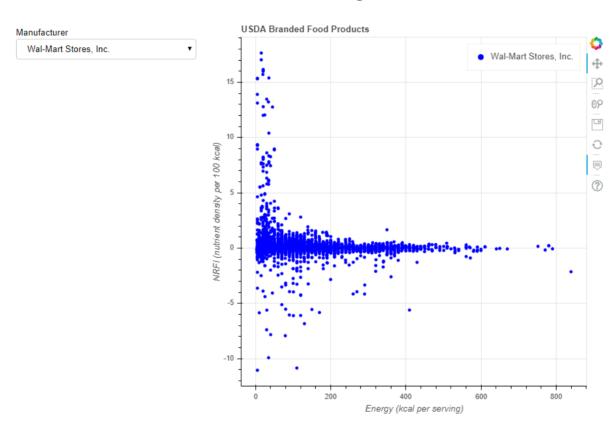
9. Connect to Bokeh Server

- 1. save viz.py
- 2. open the Anaconda Prompt
- 3. navigate to the Bokeh_Tutorial directory (where the script is stored)
- 4. run the line of code shown below
- 5. change the selection in the select tool

bokeh serve --show viz.py

Congratulations!

You've created an interactive visualization using Bokeh server!



About The Data

The data in this tutorial comes from the USDA Branded Food Products Database.

- read more about USDA BFPD:
 - https://ndb.nal.usda.gov/ndb/docs/BFPDB_Doc.pdf

The nutrient rich foods index (NRFI) was calculated for each food product in the BFPD.

- · read more about NRFI:
 - https://academic.oup.com/jn/article/139/8/1549/4670510
 - https://academic.oup.com/ajcn/article/99/5/1223S/4577490
- NIH data used to calculate NRFI:
 - https://ods.od.nih.gov/Health Information/Dietary Reference Intakes.aspx
 - https://www.dsld.nlm.nih.gov/dsld/unitconversion.jsp

Further Reading on Bokeh

- Key concepts: https://bokeh.pydata.org/en/latest/docs/user_guide/concepts.html
- More on Bokeh server: https://bokeh.pydata.org/en/latest/docs/user_quide/server.html
- Bokeh application gallery: https://bokeh.pydata.org/en/latest/docs/gallery.html