MIT 6.830

Applying SimpleDB to d3.js

Research

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MIT Media Lab 2017

Abstract

abstract stuff

Contents

1 Introduction

1.1 d3.js

2 Library Analysis

```
Arrays
Statistics
Search
Transformations
Histograms
Axes - doesn't do anything wilh getting points, just displays data
Chords
Delimiter-Separated Values
Geographies
Paths
Projections
Spherical Math, Spherical Shapes, Streams, Transforms)
Hierarchies
Quadtrees
Scales (Continuous, Sequential, Quantize, Ordinal)
Selections (Selecting, Modifying, Data, Events, Control, Local Variables, Namespaces)
Time Intervals
Zooming - no nested loops found, likely offloads bulk of processing to quadtrees
-Forces -based on quadtrees, can't really do anything here
-Transitions - https://github.com/d3/d3-transition/blob/master/src/transition/select.js we could do
```

3 Improvements

4 Related Work

5 Conclusion

6 Acknowledgements

References

[1] https://github.com/ermain/d3js_experiments

[2] https://github.com/d3/d3/blob/master/API.md