Visualizing Spatial Data

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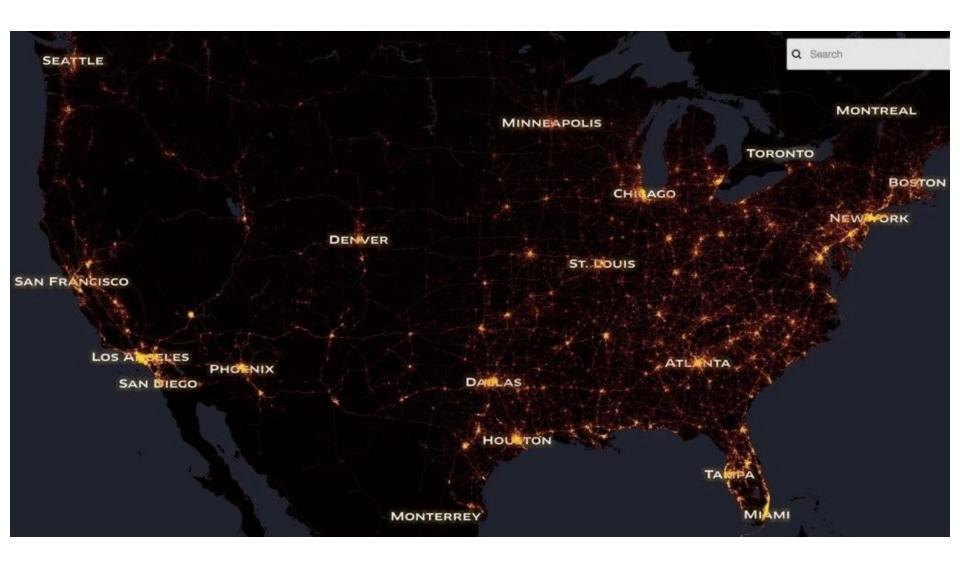
Spatial data

Definition: located data

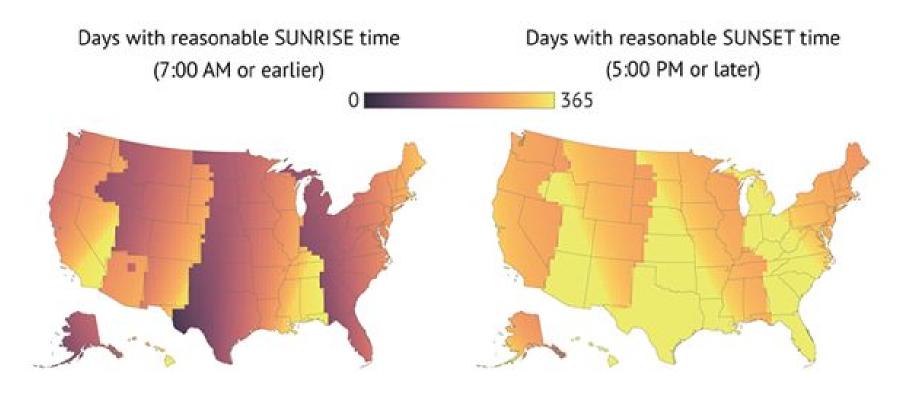
- data tagged with location info
- locations may be abstract
- charting data based on those locations

Why?

 when locations are well grounded in physical reality, this is an easily grasped representation

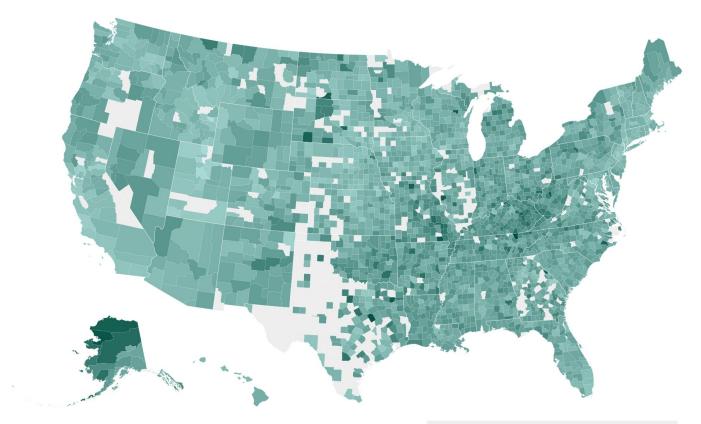


Daylight Saving Time as currently observed

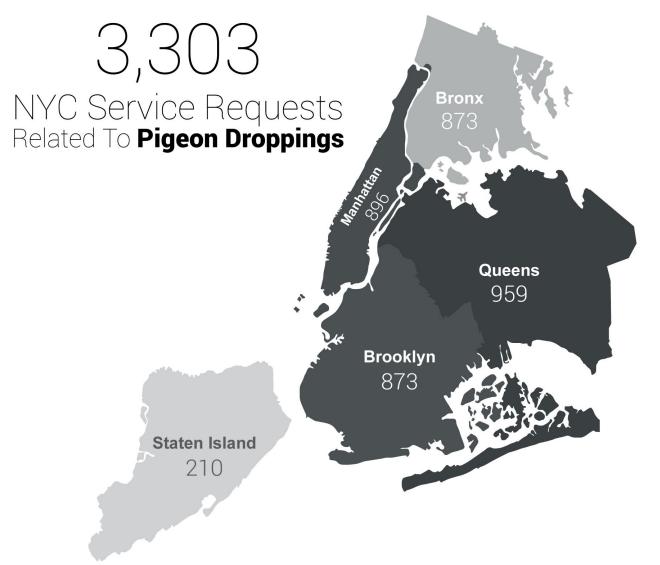


% of adults smoking

3% 51%



counties with no data available

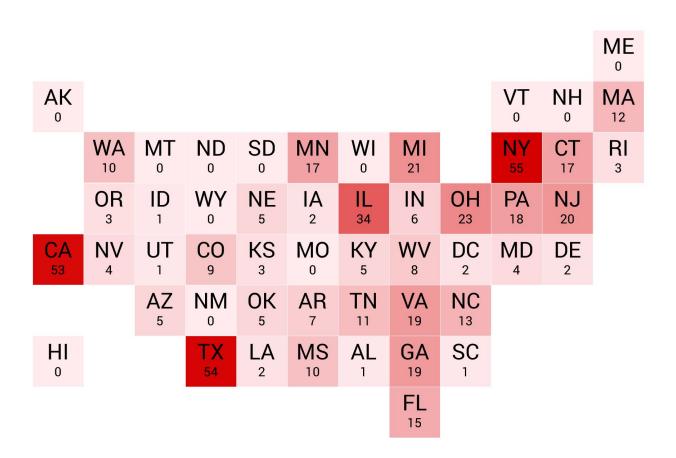


since 2010



FORTUNE

WHERE THE FORTUNE 500 COMPANIES ARE

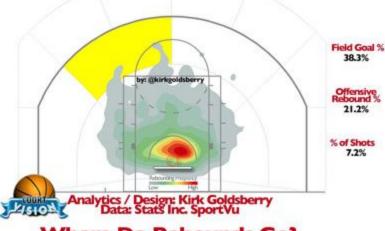






Where Do Rebounds Go?

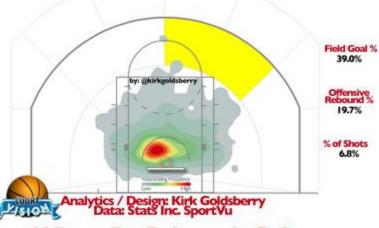
The effect of shot location on rebounding location and offensive rebounding %



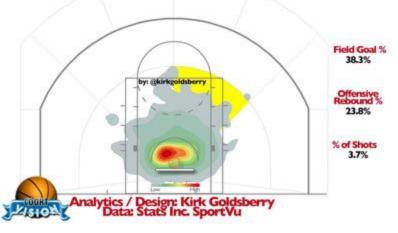
Where Do Rebounds Go? The effect of shot location on rebounding location and offensive rebounding %



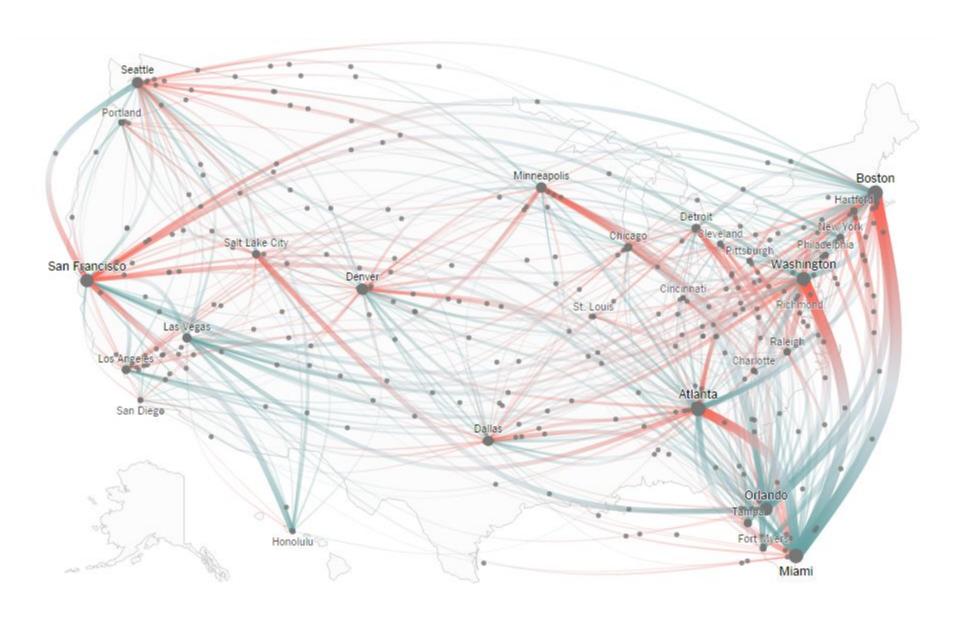
Where Do Rebounds Go? The effect of shot location on rebounding location and offensive rebounding %



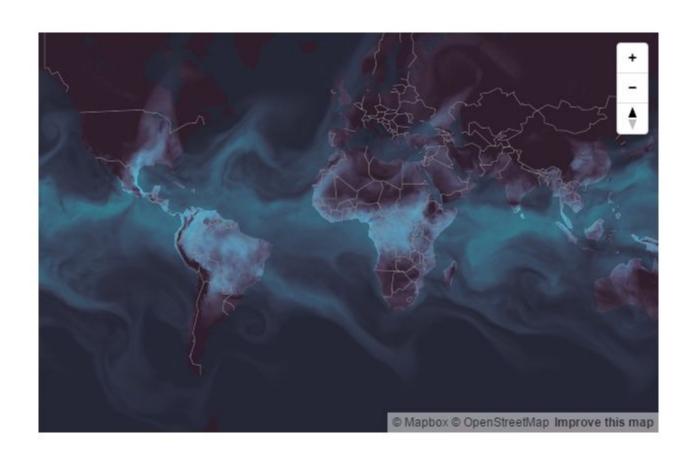
Where Do Rebounds Go? The effect of shot location on rebounding location and offensive rebounding %



http://courtvisionanalytics.com/where-do-rebounds-go/



http://www.nytimes.com/interactive/2015/11/24/upshot/thanksgiving-flight-patterns.html



http://www.citylab.com/weather/2015/11/a-mesmerizing-map-of-rainfall-on-earth/413992/

Taxonomy

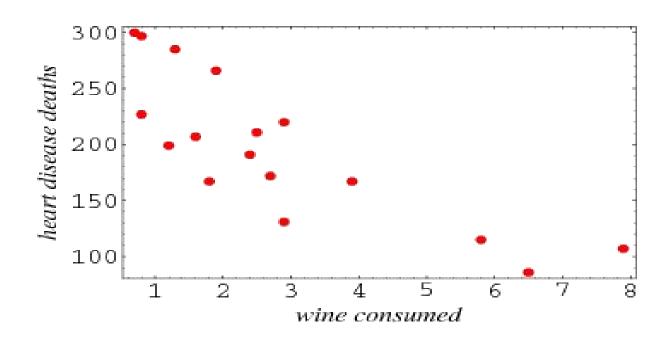
Underlying map:

- pictures (Google Maps)
- rendered (various degrees of realism)

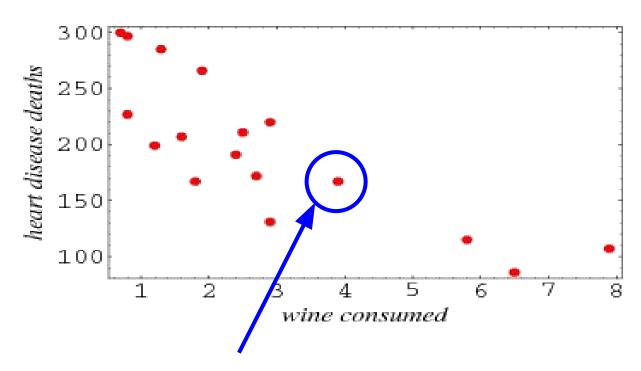
Visualization abstraction:

- scatter plot
- heat map

A scatter plot:



A scatter plot:



Plot a point at some (x,y) coordinate based on X and Y dimensions

A scatter plot:



Plot a point at some (x,y) coordinate based on map grid (e.g., latitude/longitude)

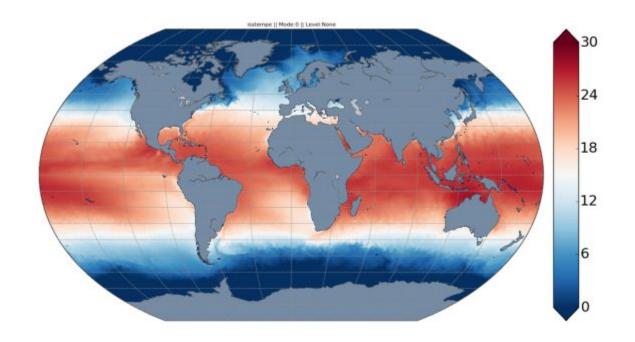
A scatter plot:



Indirect: "Plot at Tulsa, OK"

Obtain coordinates via lookup table

Can get tricky with different projections



Thankfully, people developed libraries for this

Heat map abstraction

- Collection of cells
- Each cell is assigned a number
- A cell is colored according to its number

For maps, cells can be any area on the map.

- to be able to style it, each cell needs to be its own element
- each cell should be addressable

E.g., a cell may be a country

Finding geometry

A map is ultimately described by a set of lines describing boundaries of the cells.

Where do you find such geometry?

- The rabbit hole of all rabbit holes

GeoJSON is a JSON format for encoding geographic data

- many maps available

TopoJSON

D3 understands GeoJSON

- via the d3.geo module

D3 also supports TopoJSON, a more spaceefficient map representation

Basic process to render a map:

- create a projection (world data is 3D)
- create a path generator (to transform projected data to SVG <path> elements)