

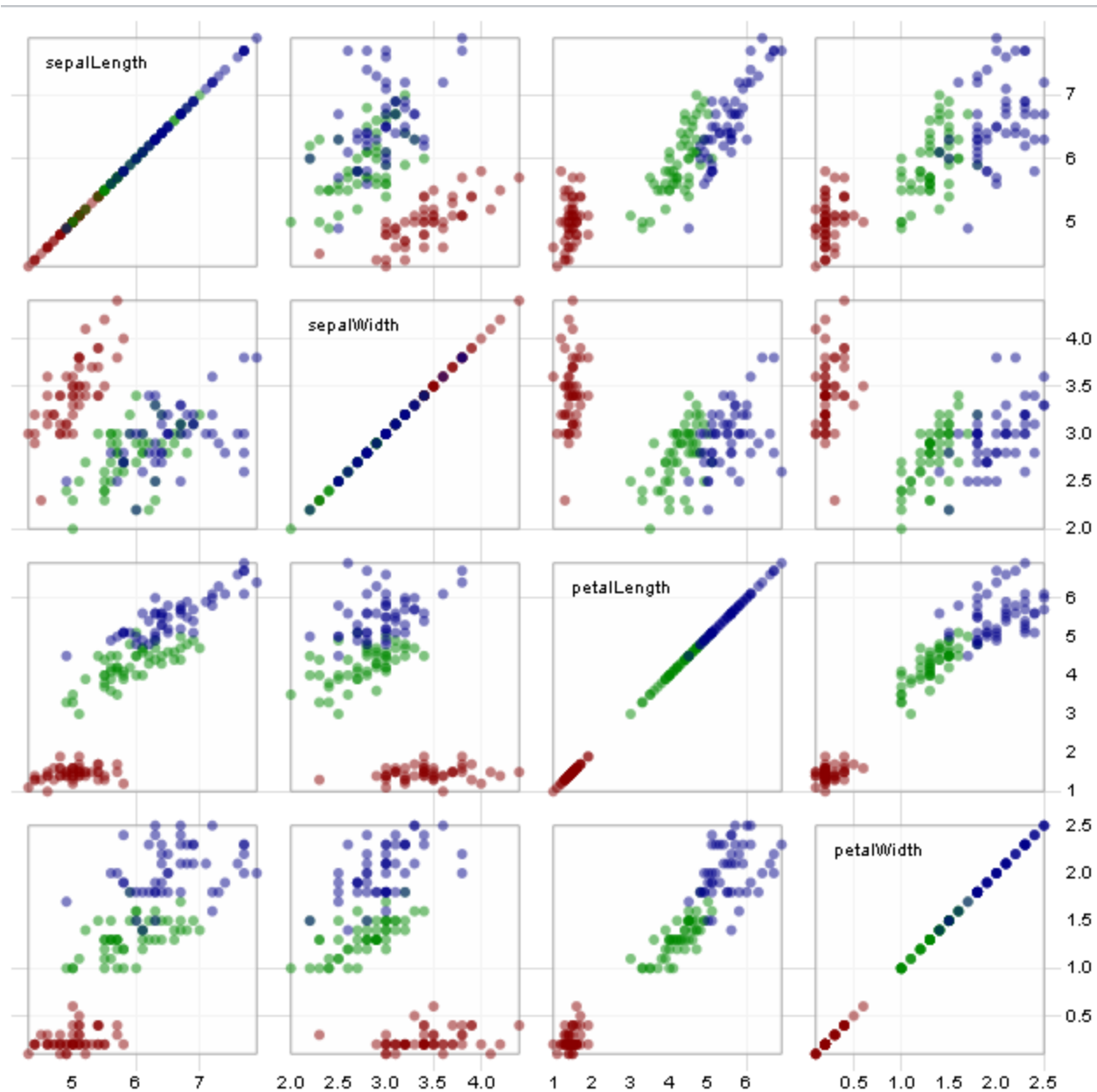
# D3 and hierarchy

Visweek d3 workshop

# My chart is a tree

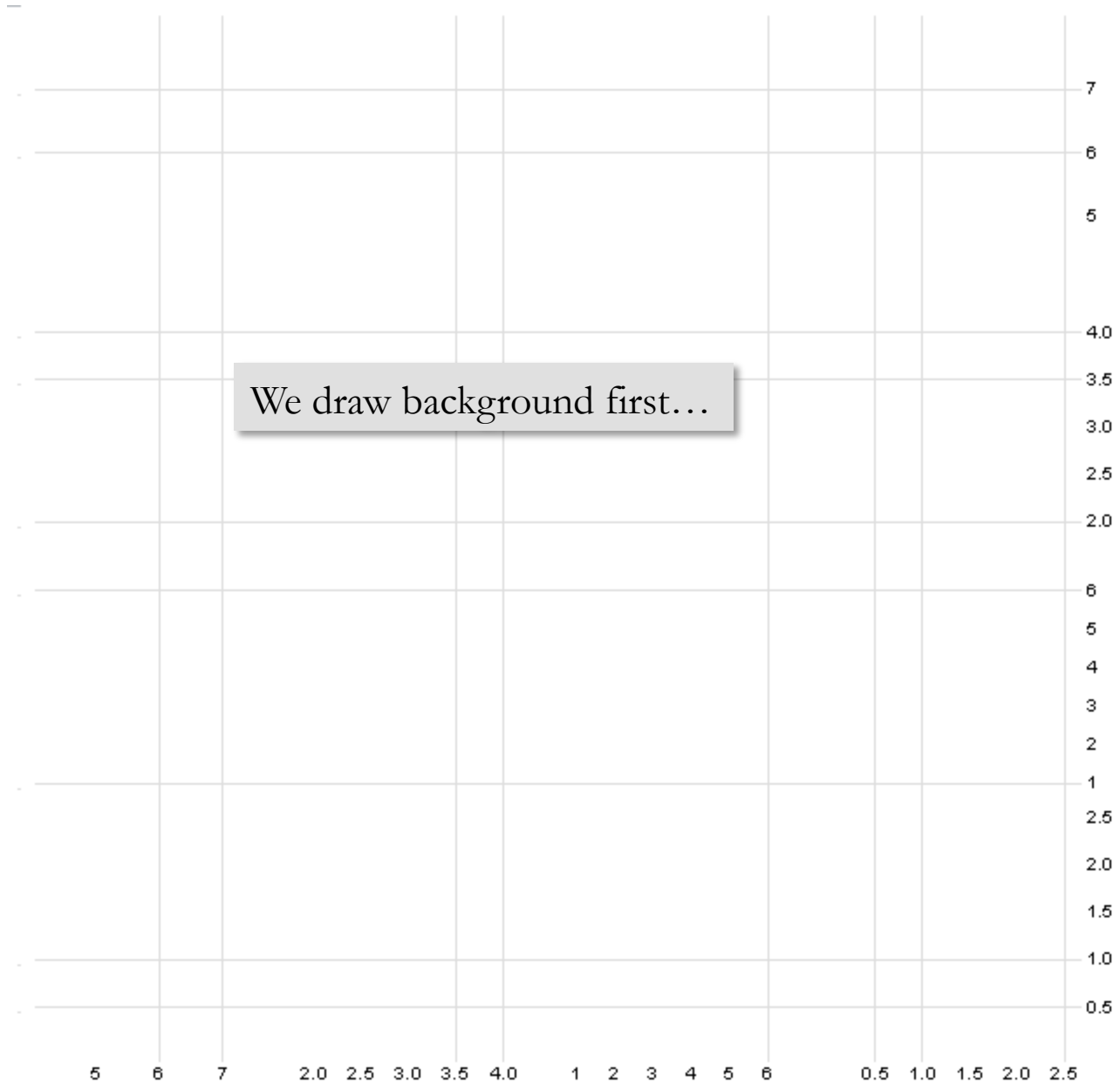
- So we saw earlier that HTML and SVG are very hierarchical by nature.
- One unique aspect of d3 is that you won't be *drawing* elements one by one, but finding a container and *adding* stuff to it.

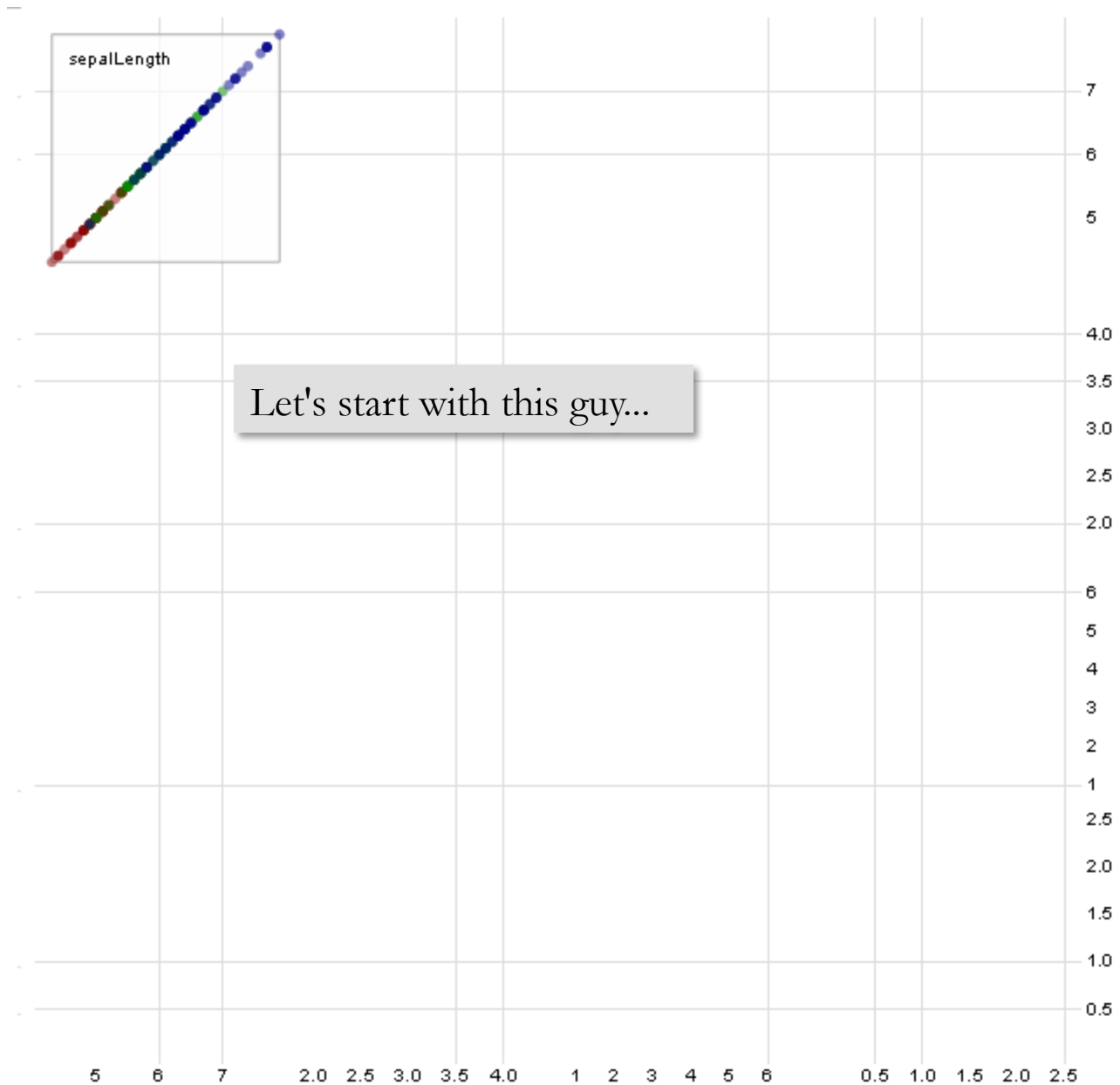
# Fisher's Iris Data

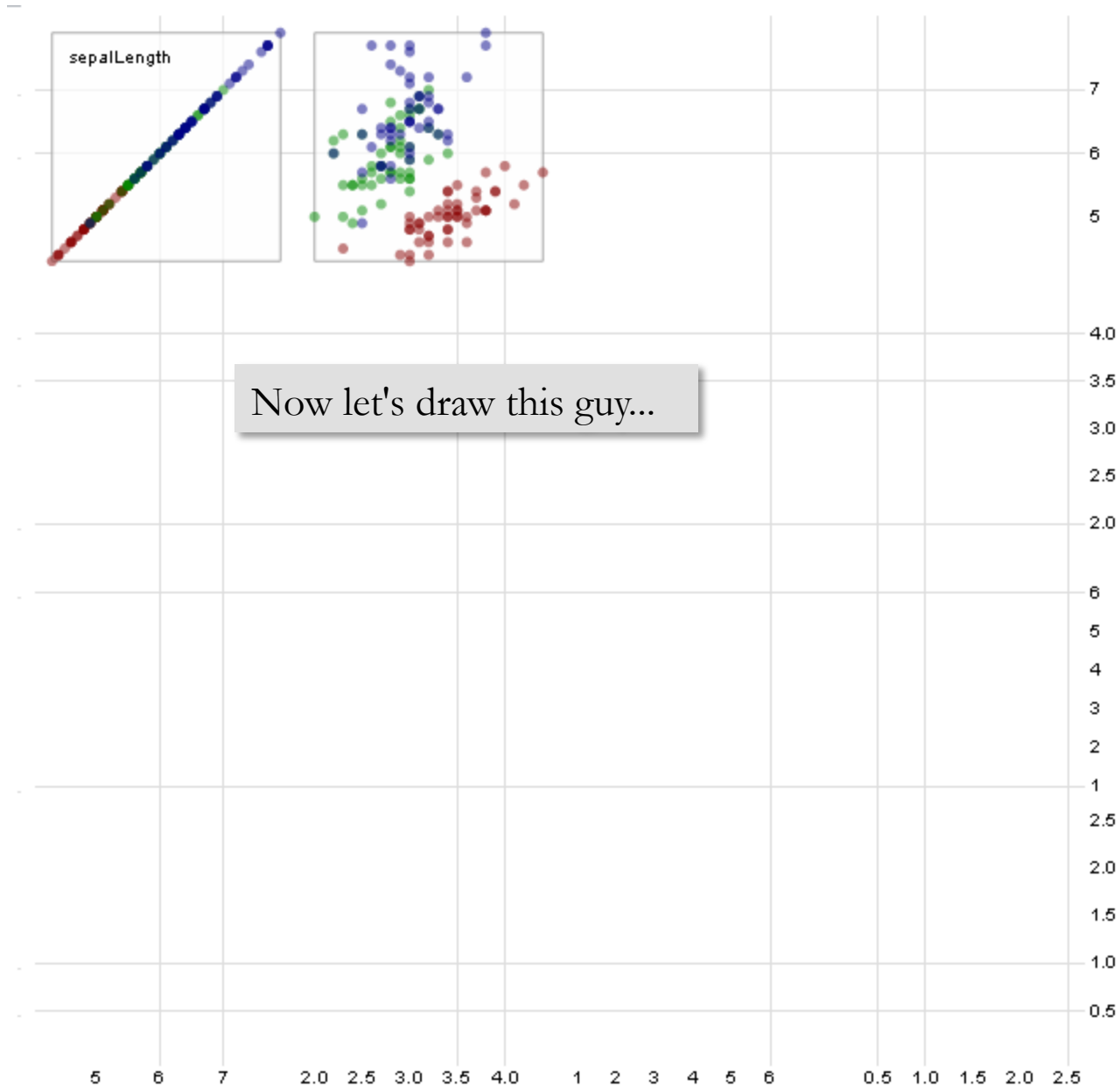


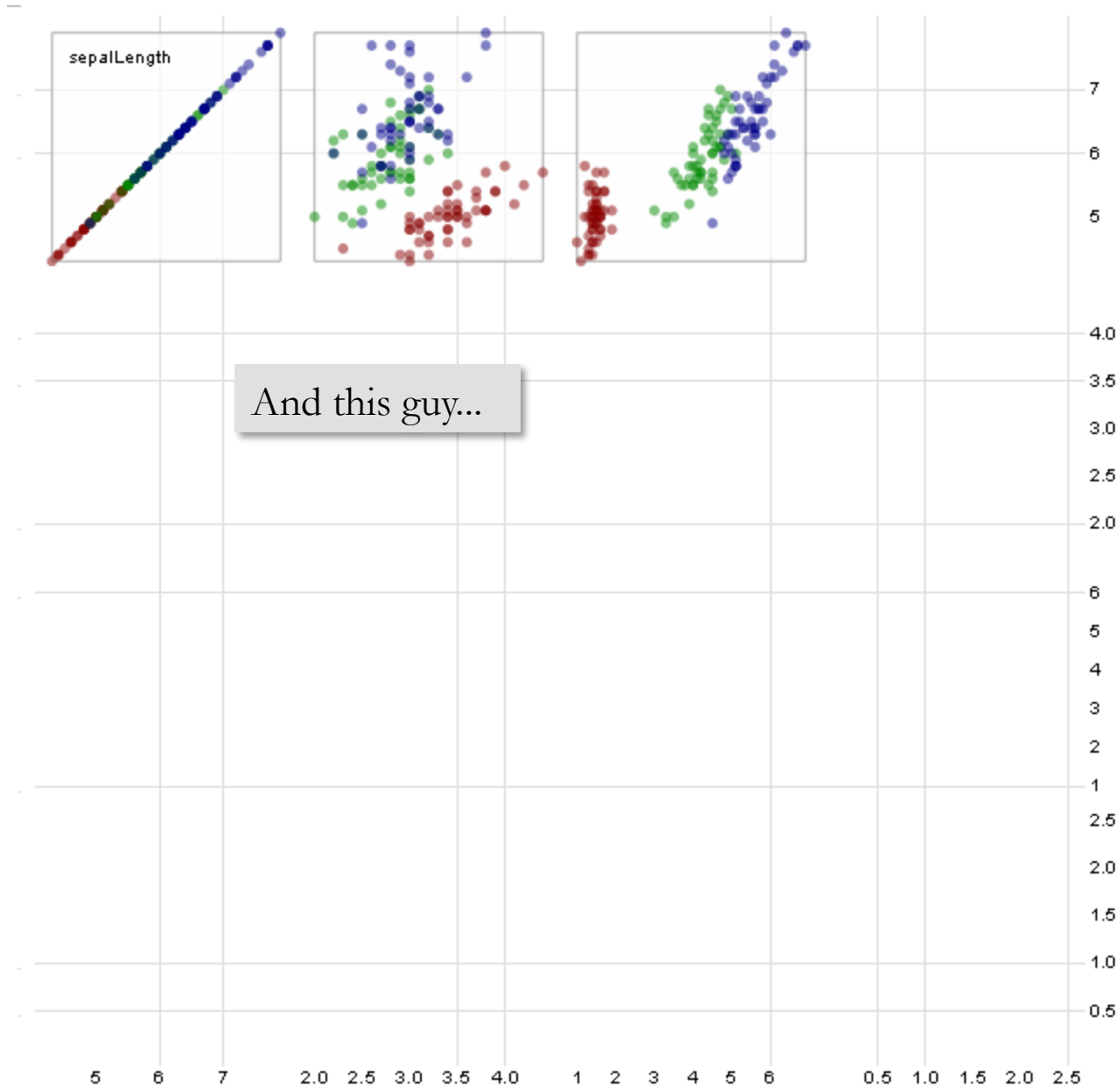
# One way to do it

would be to draw the visualization one layer at a time, one element at a time.

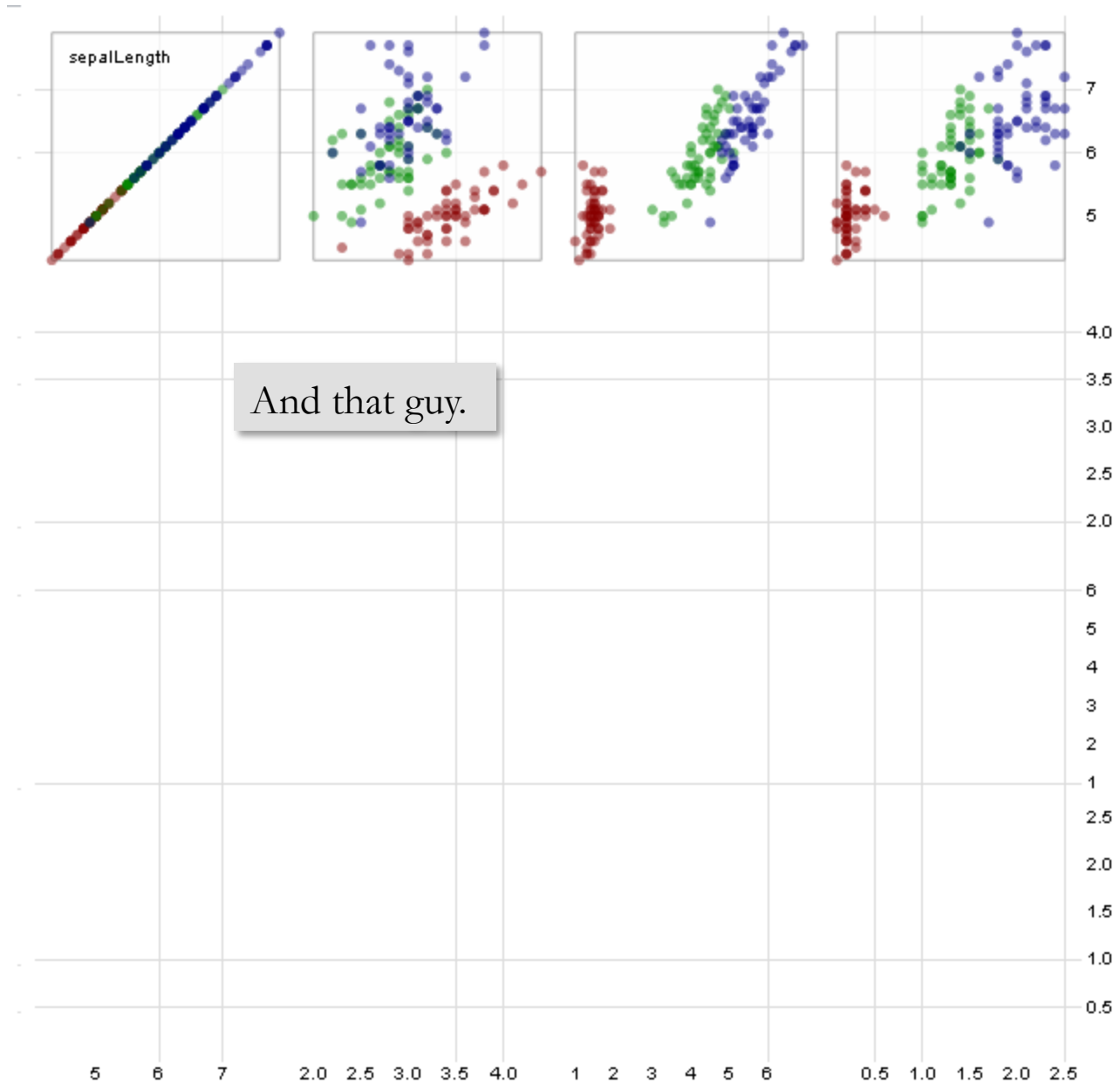


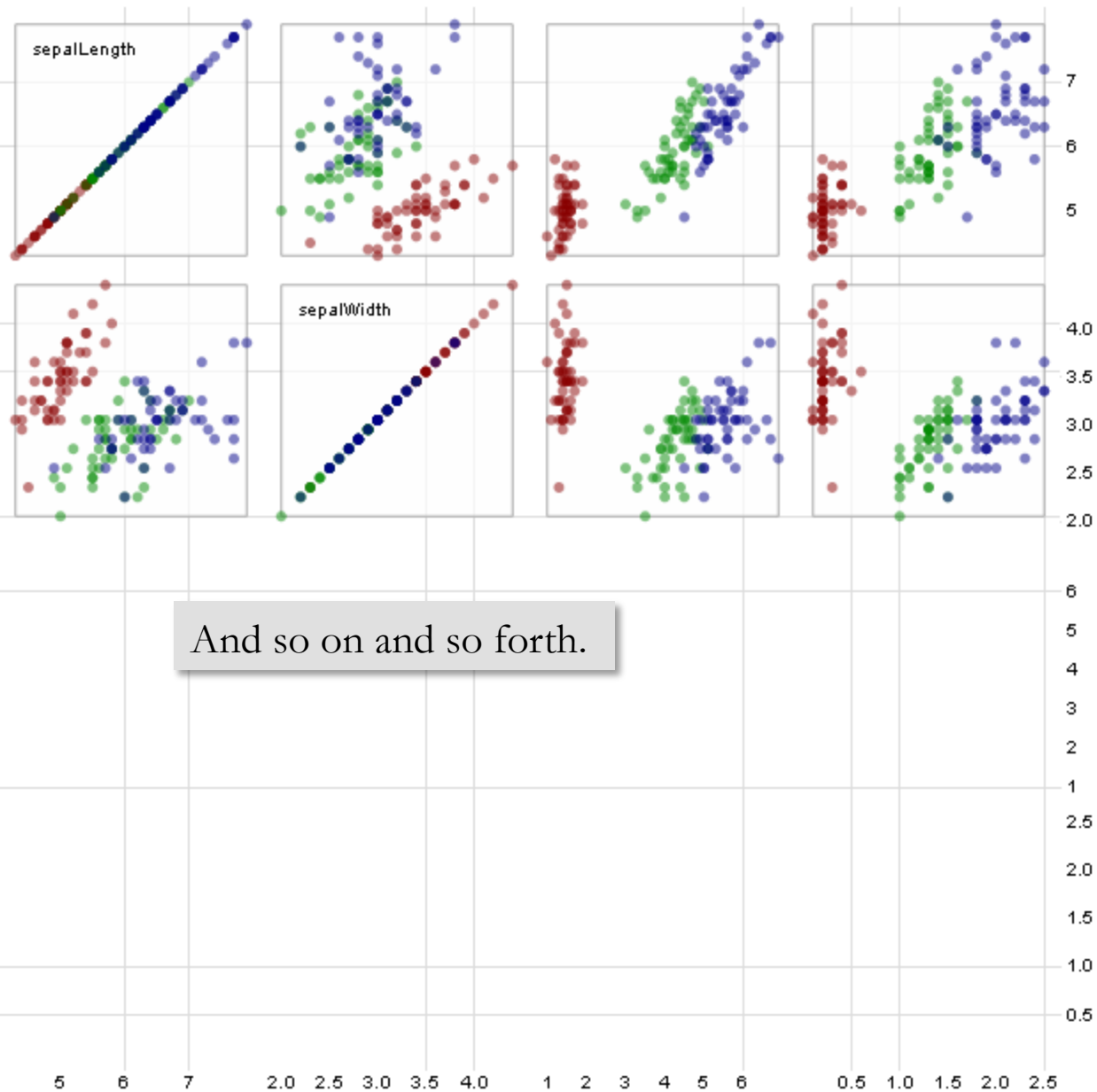


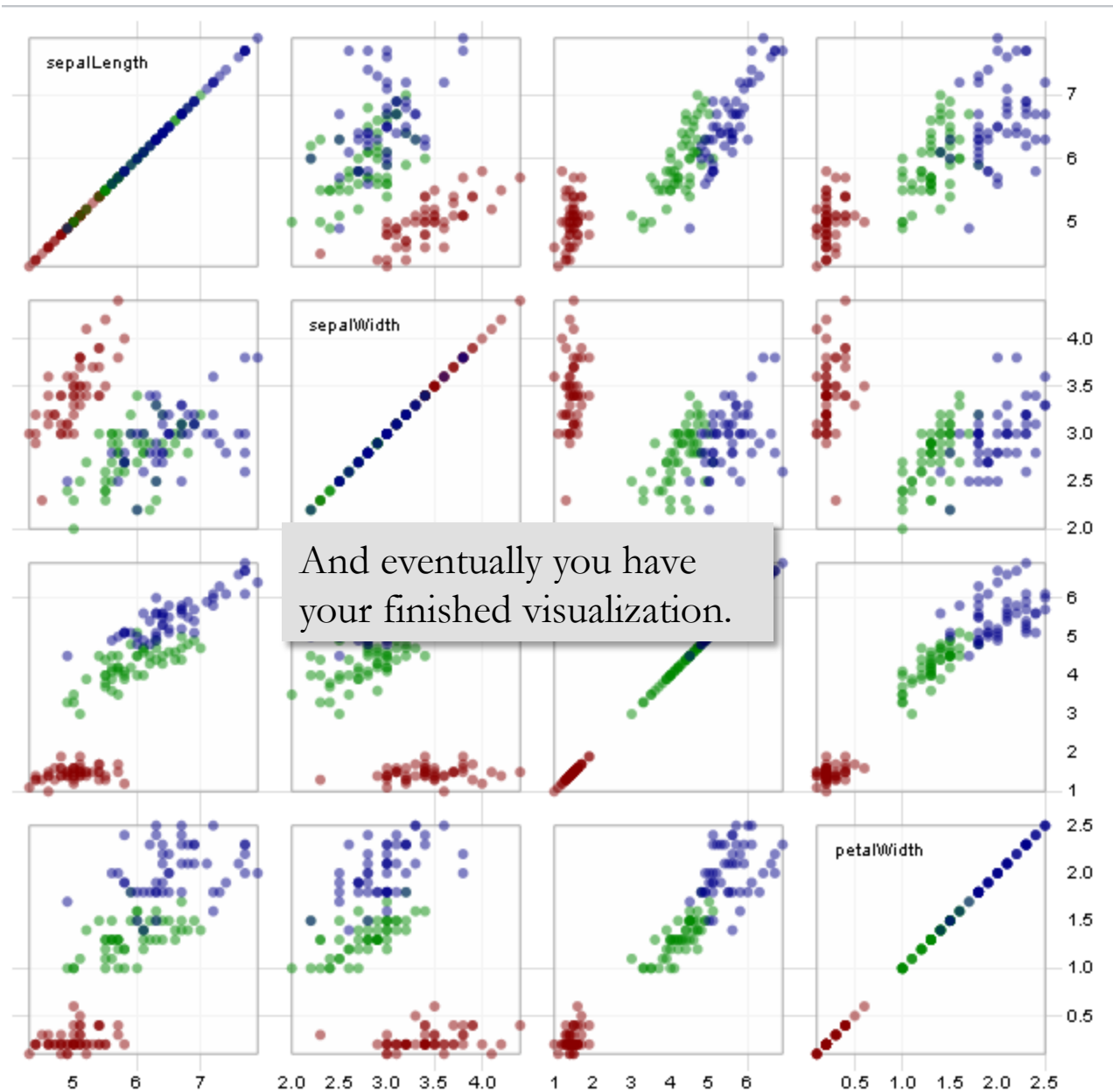












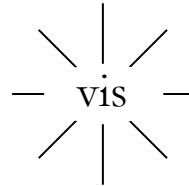
# That's not how d3 works.

d3 instead looks at the *hierarchy* of elements.

In d3, you start from your whole visualization, then you add components.

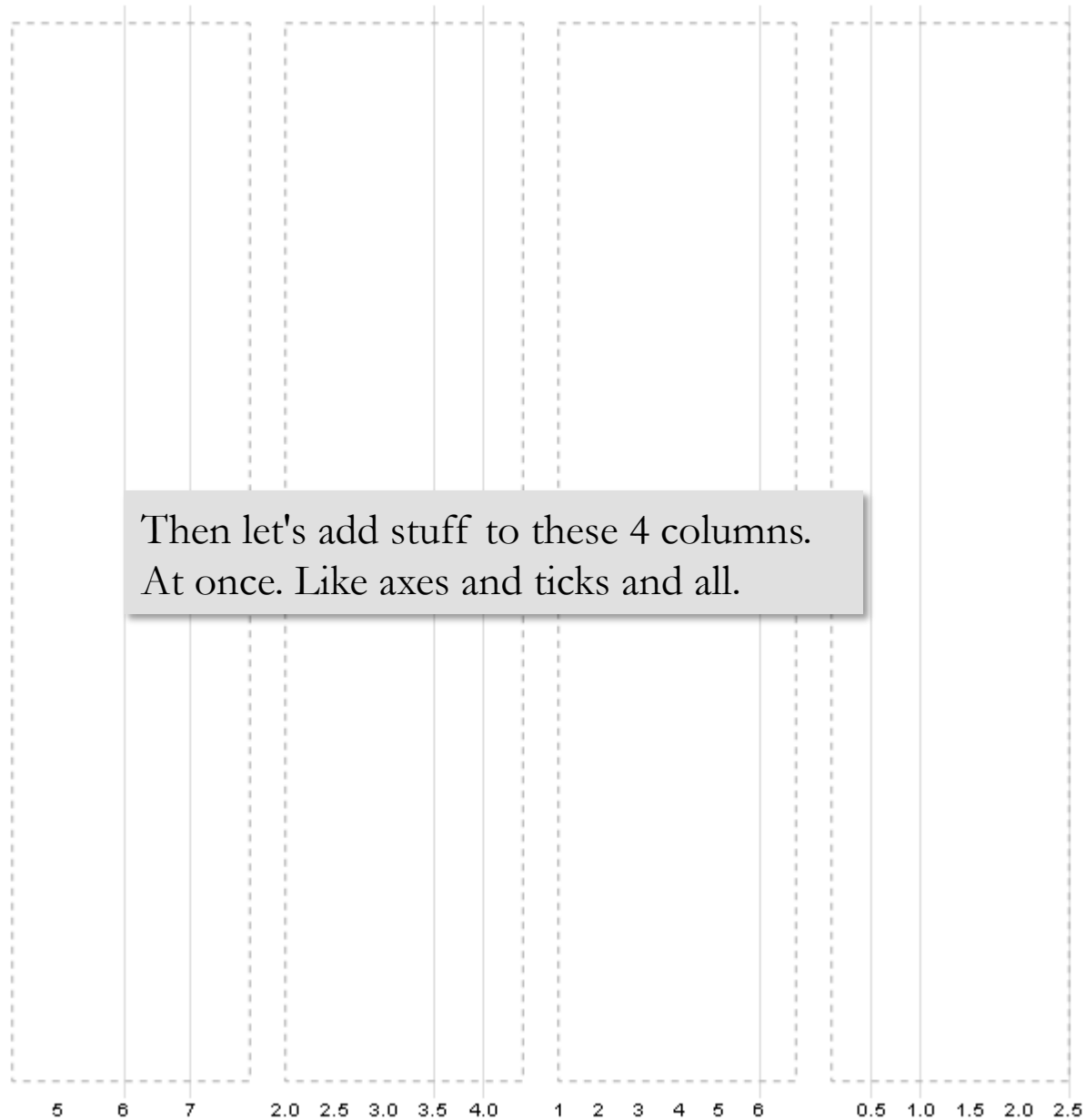
At each stage, you are considering one level of your hierarchy, you see how many children it has, and you create these children.

Let's start from the whole vis.  
It's empty so far.



What are its children?

Let there be 4 columns.



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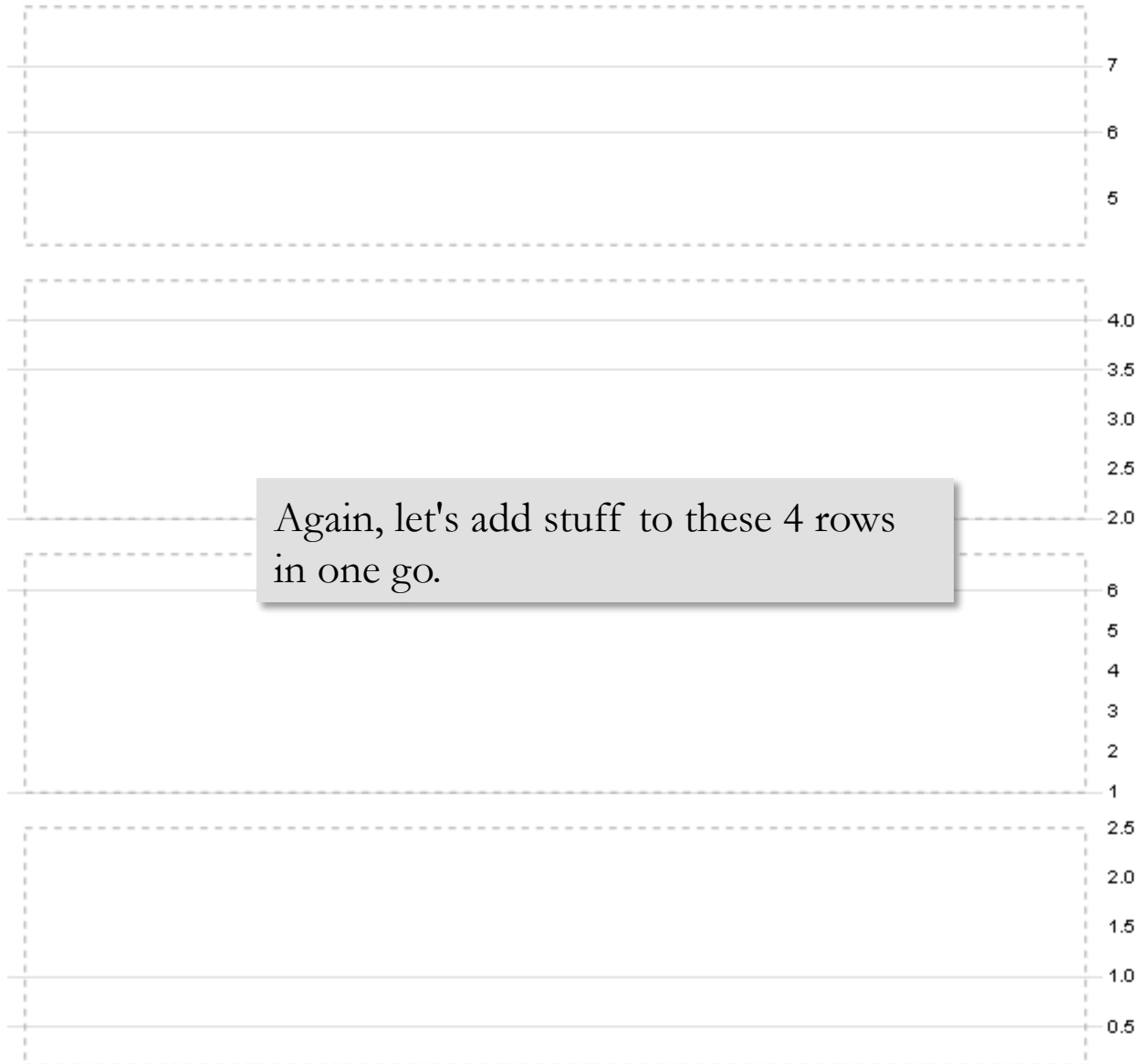
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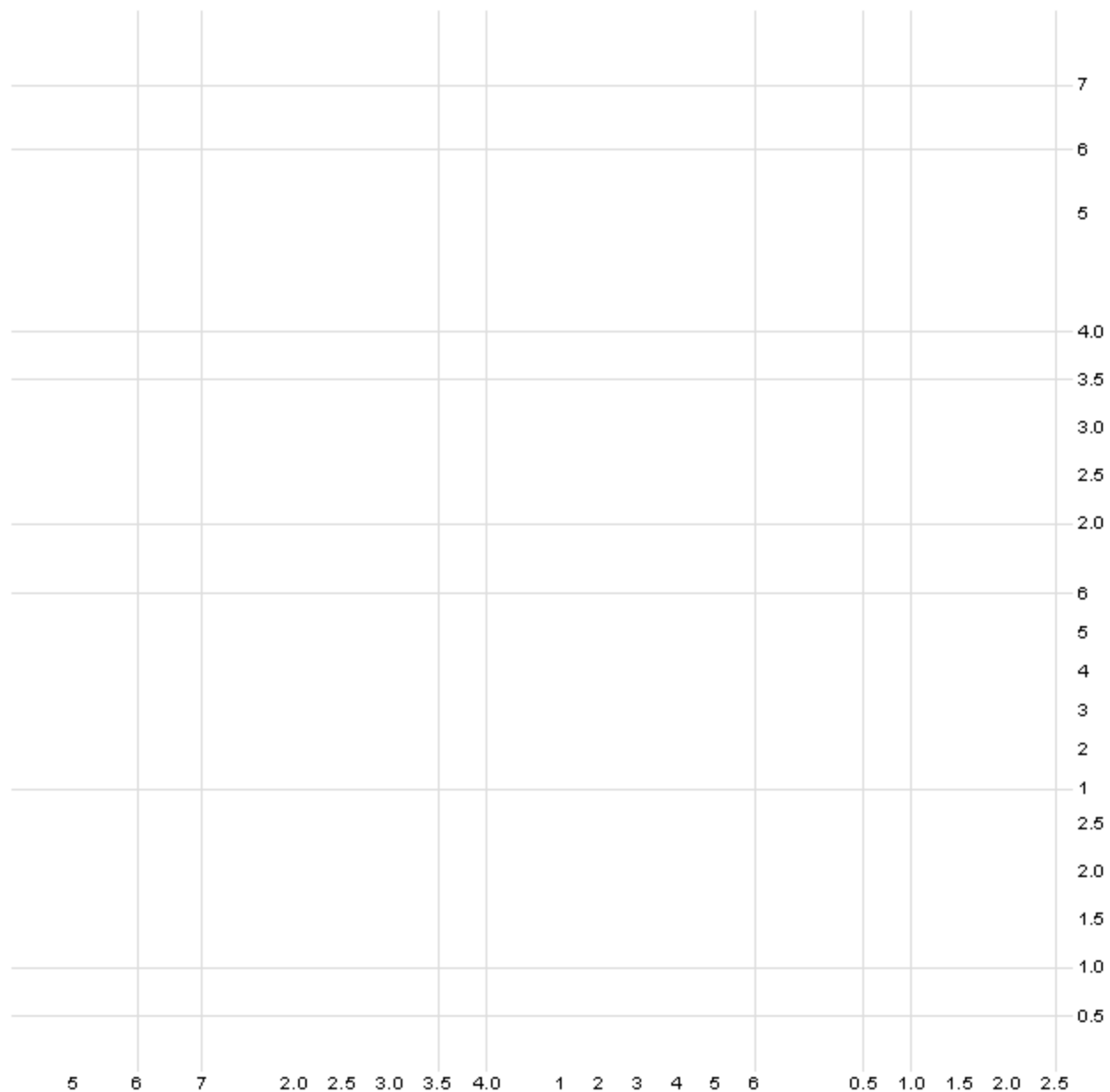
And let there be 4 rows.

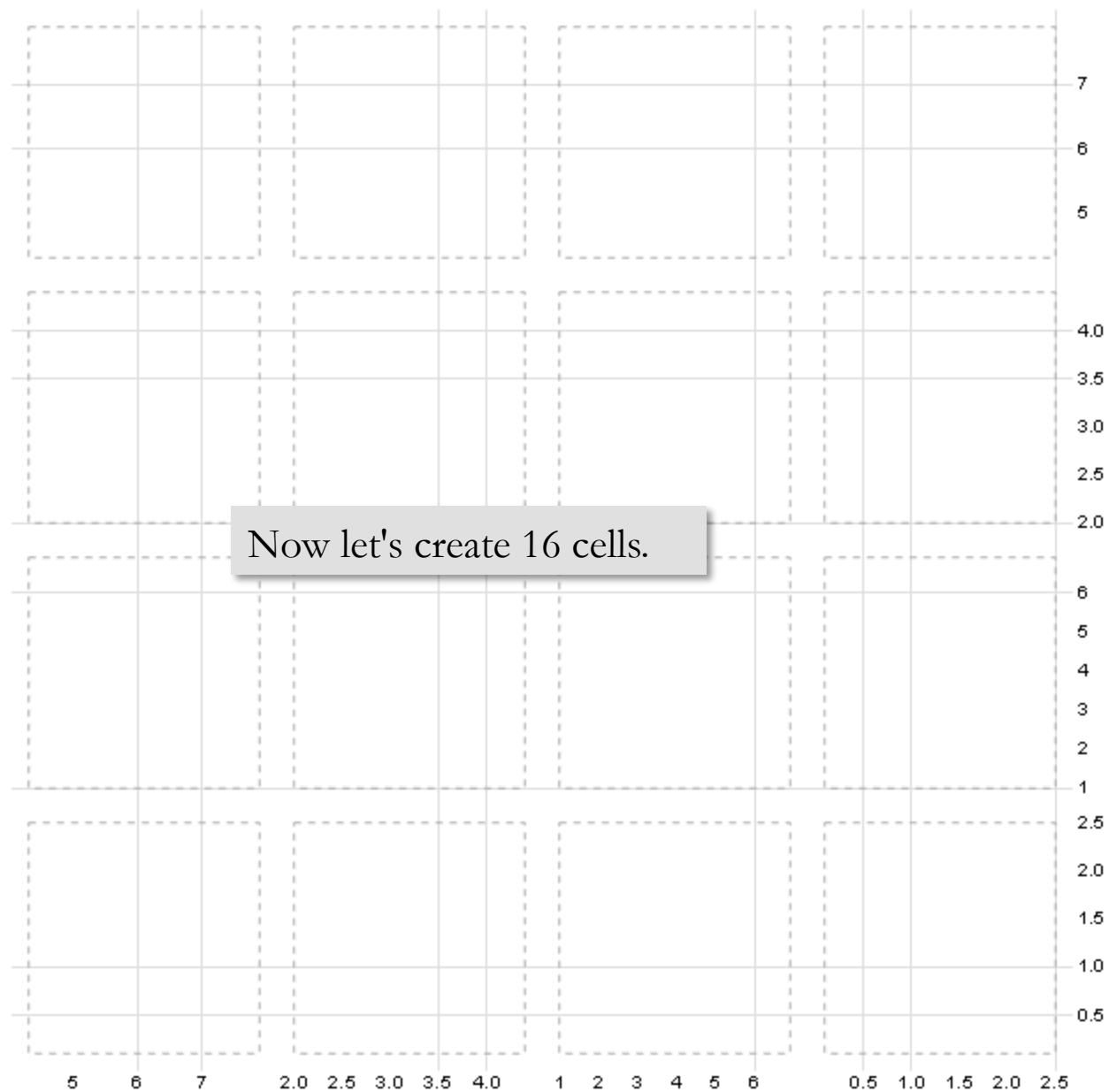
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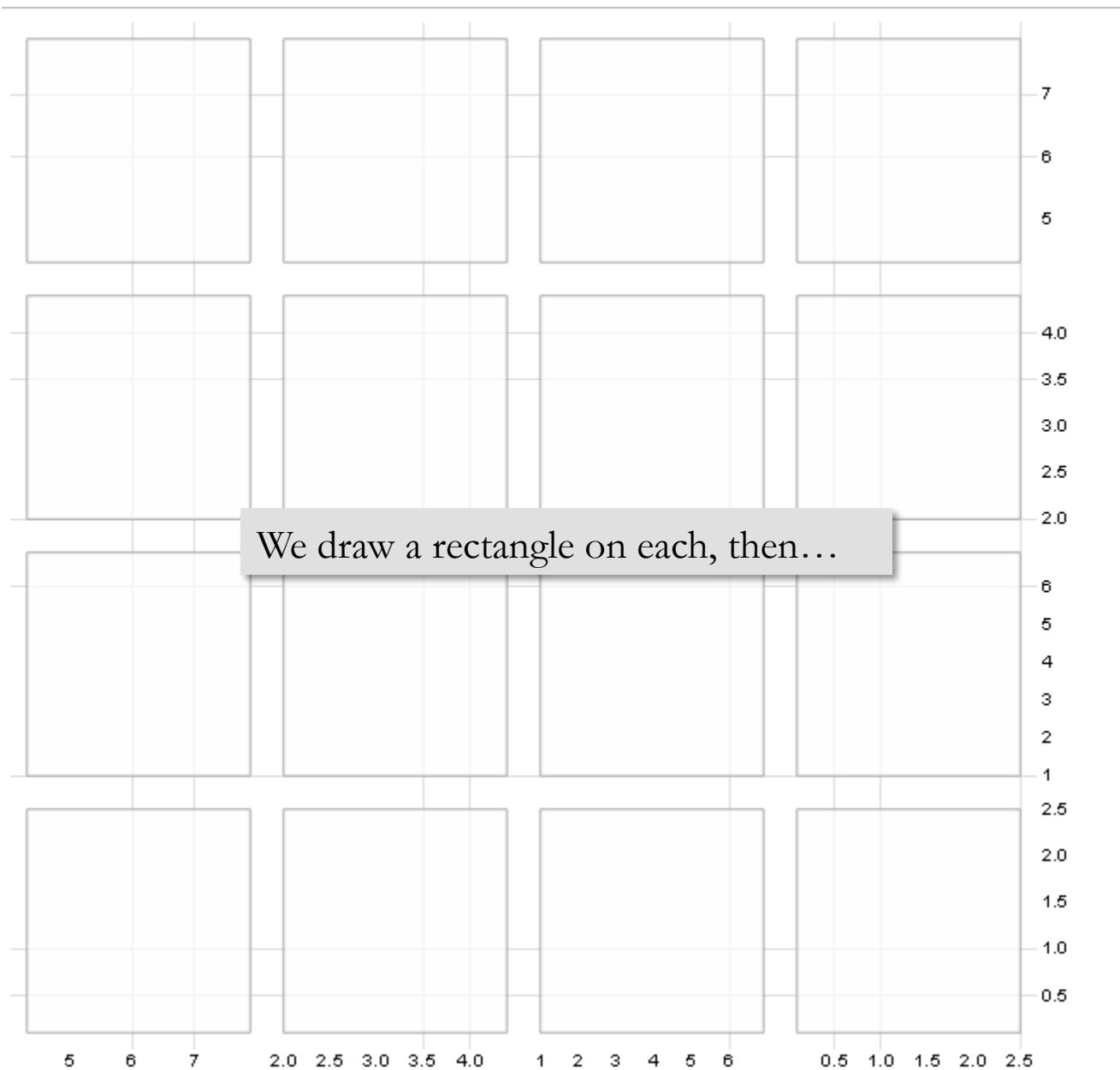
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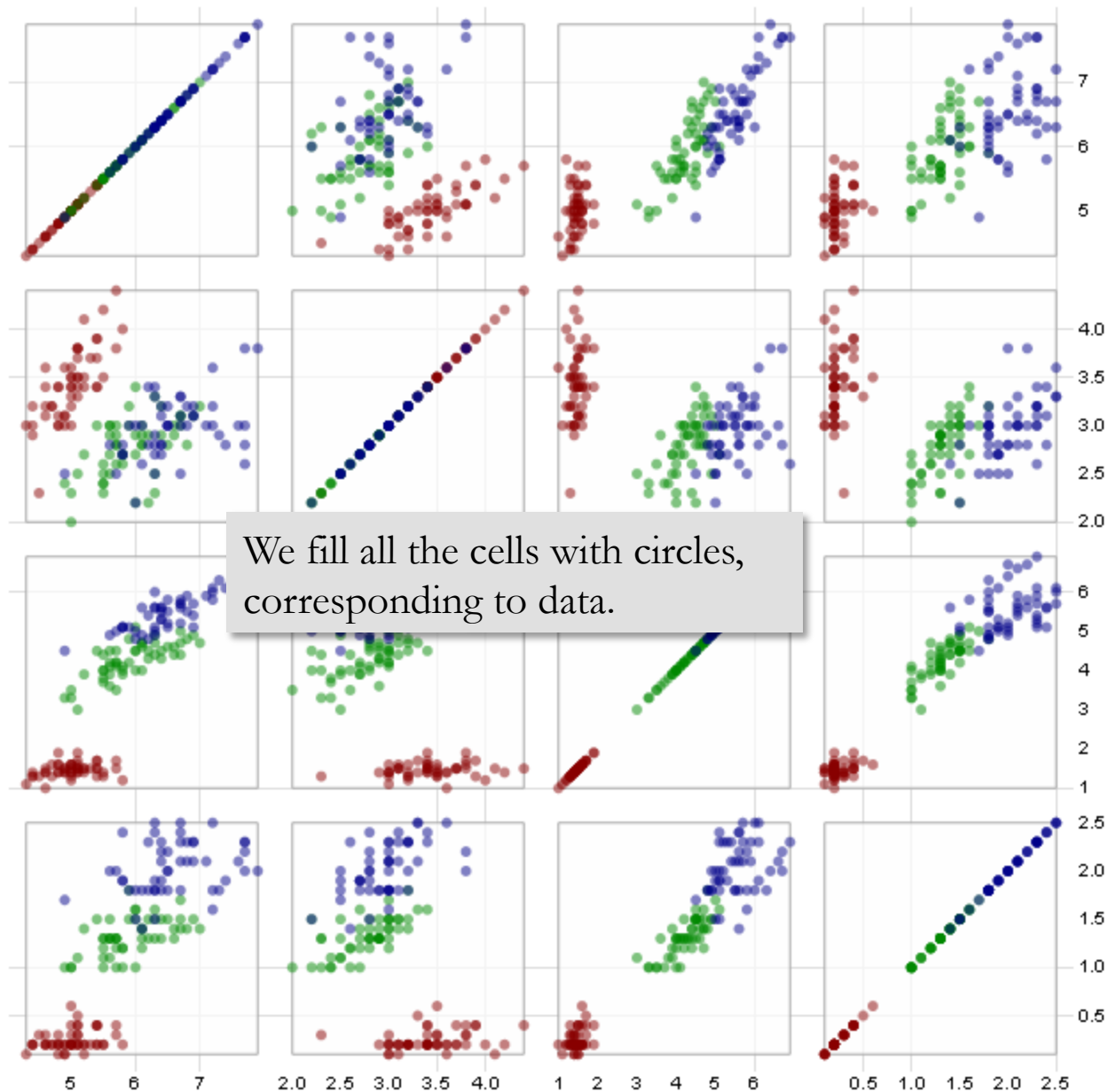


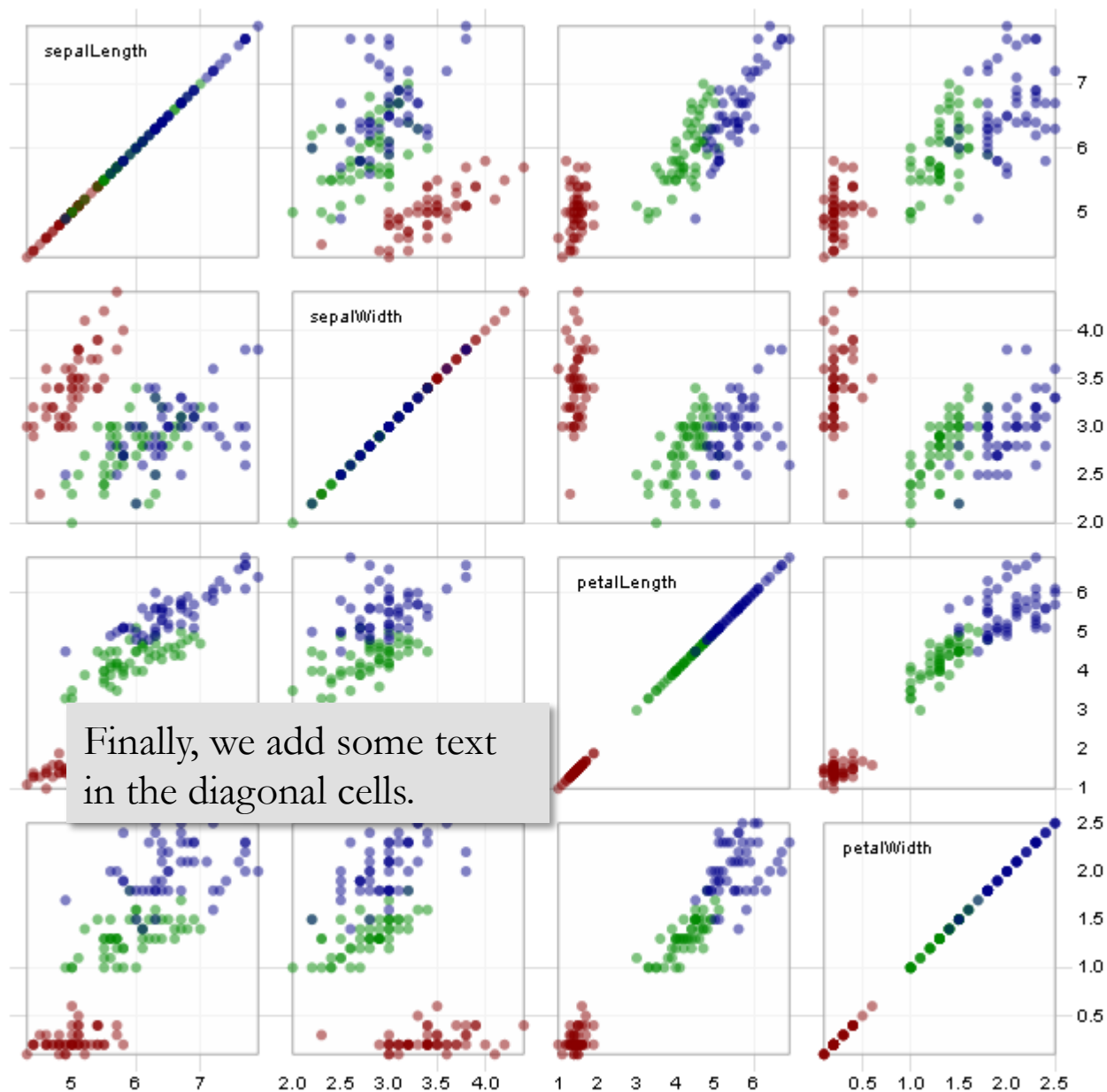




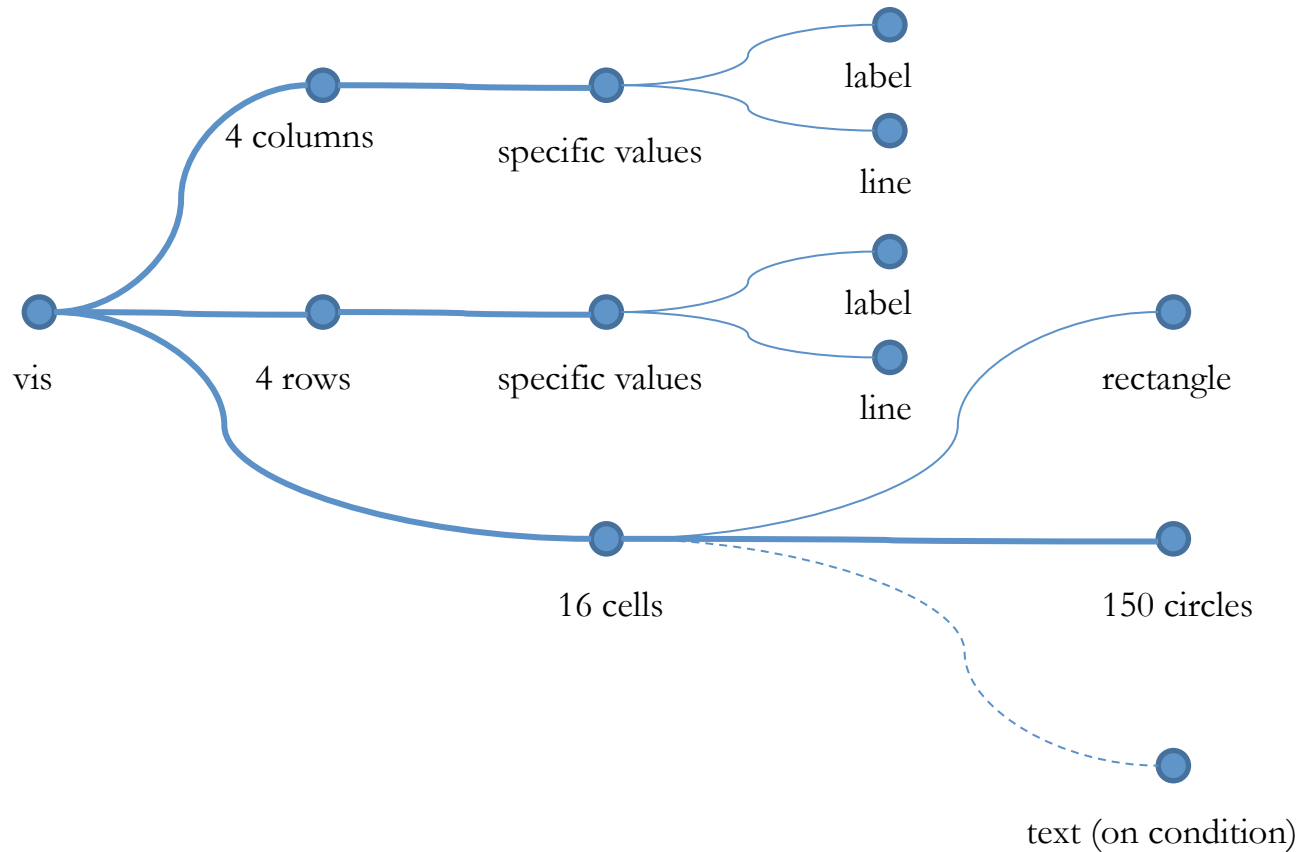








# The chart hierarchy

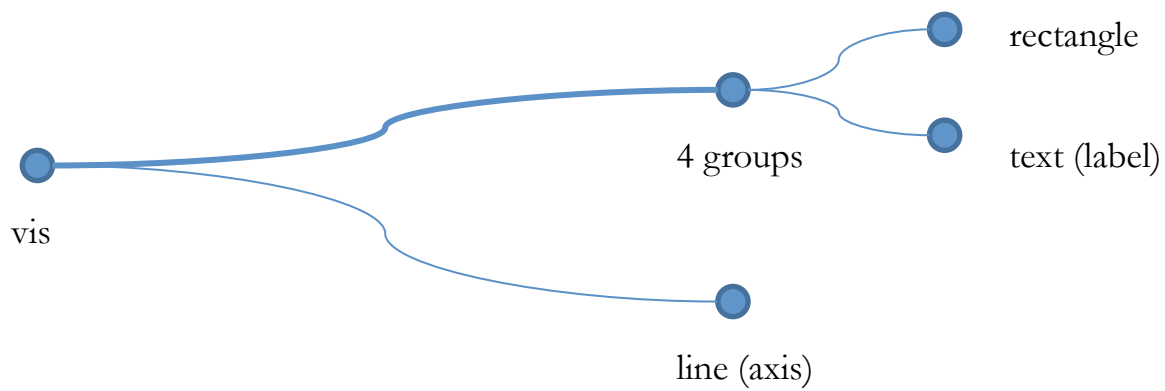
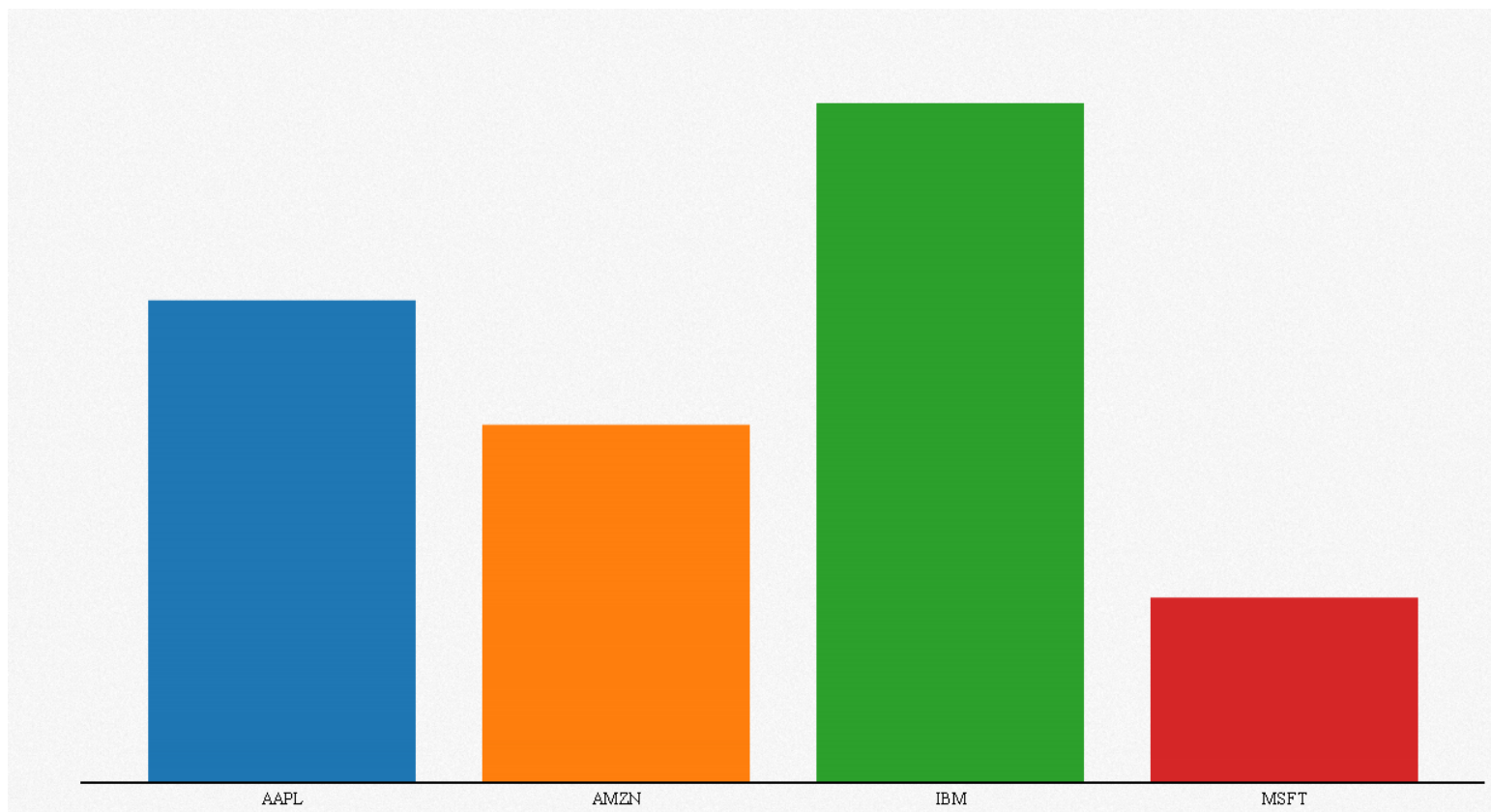


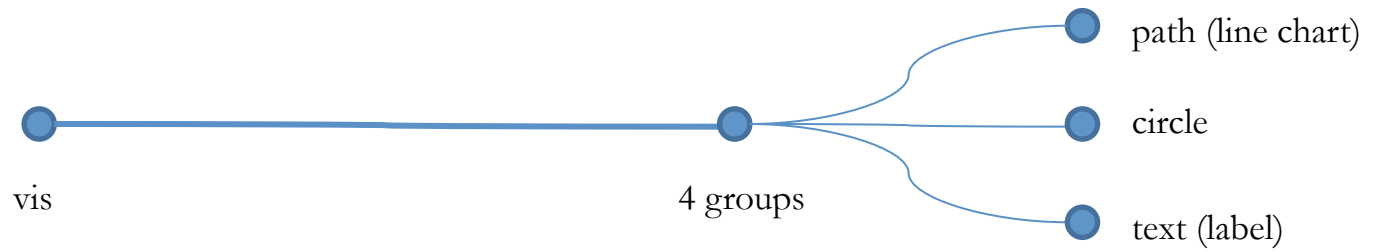
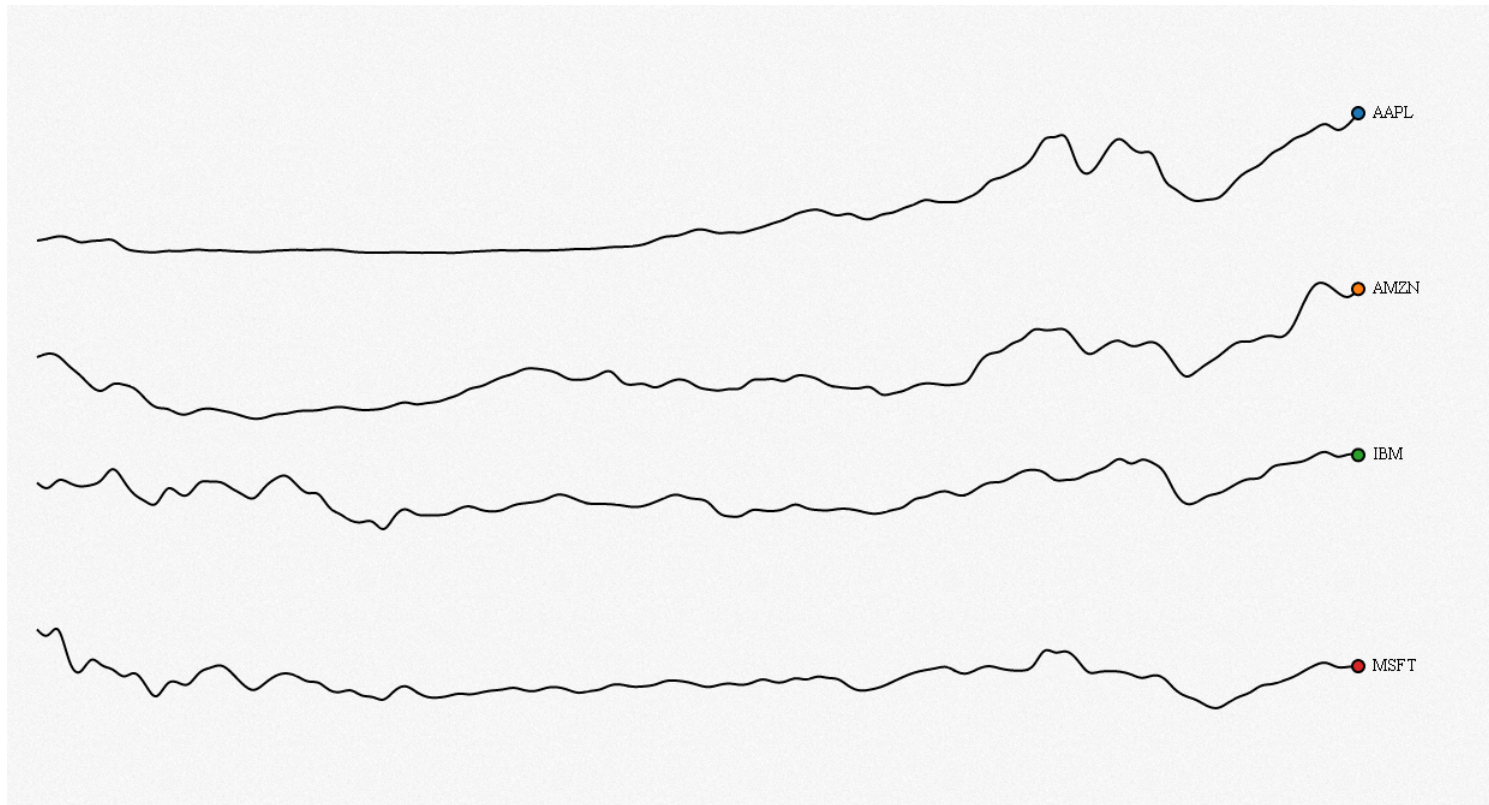
- 0:1 child
- 1 child
- 1:n children

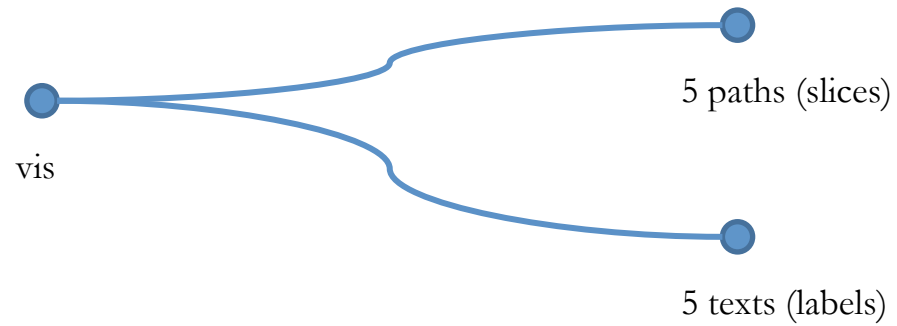
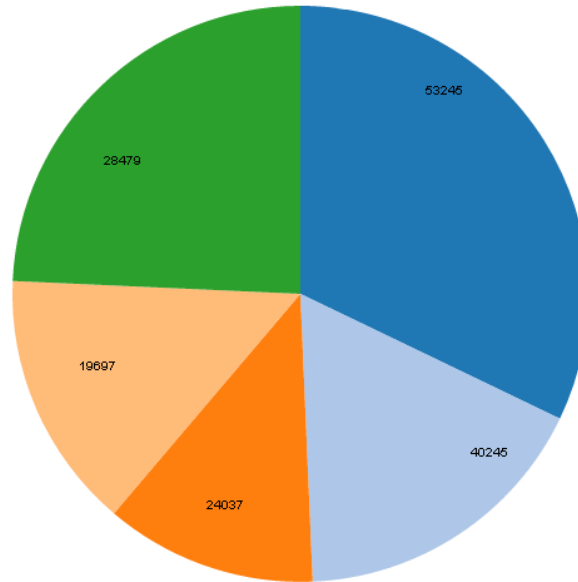
# Hierarchy and charts

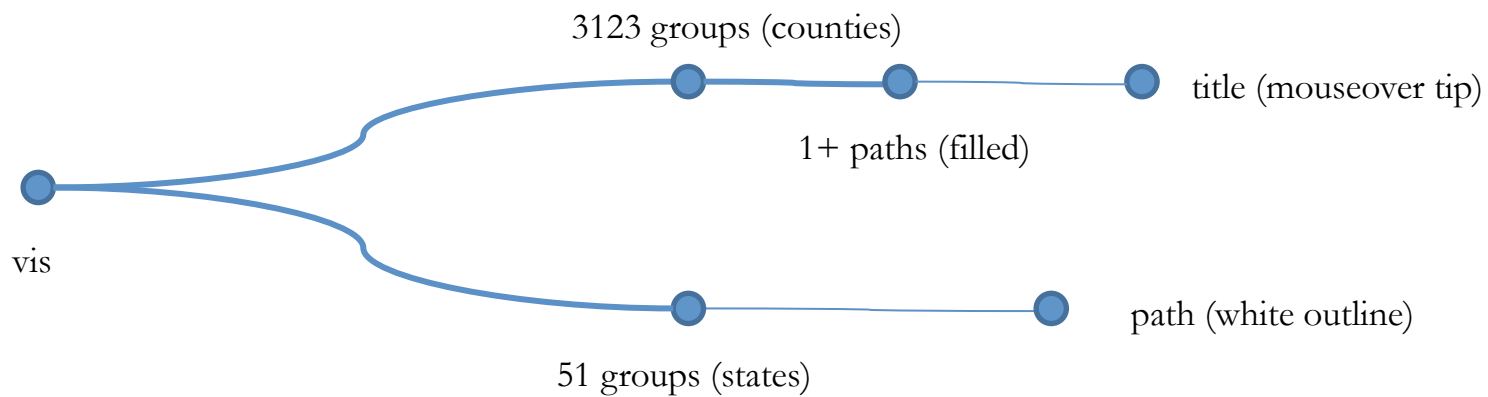
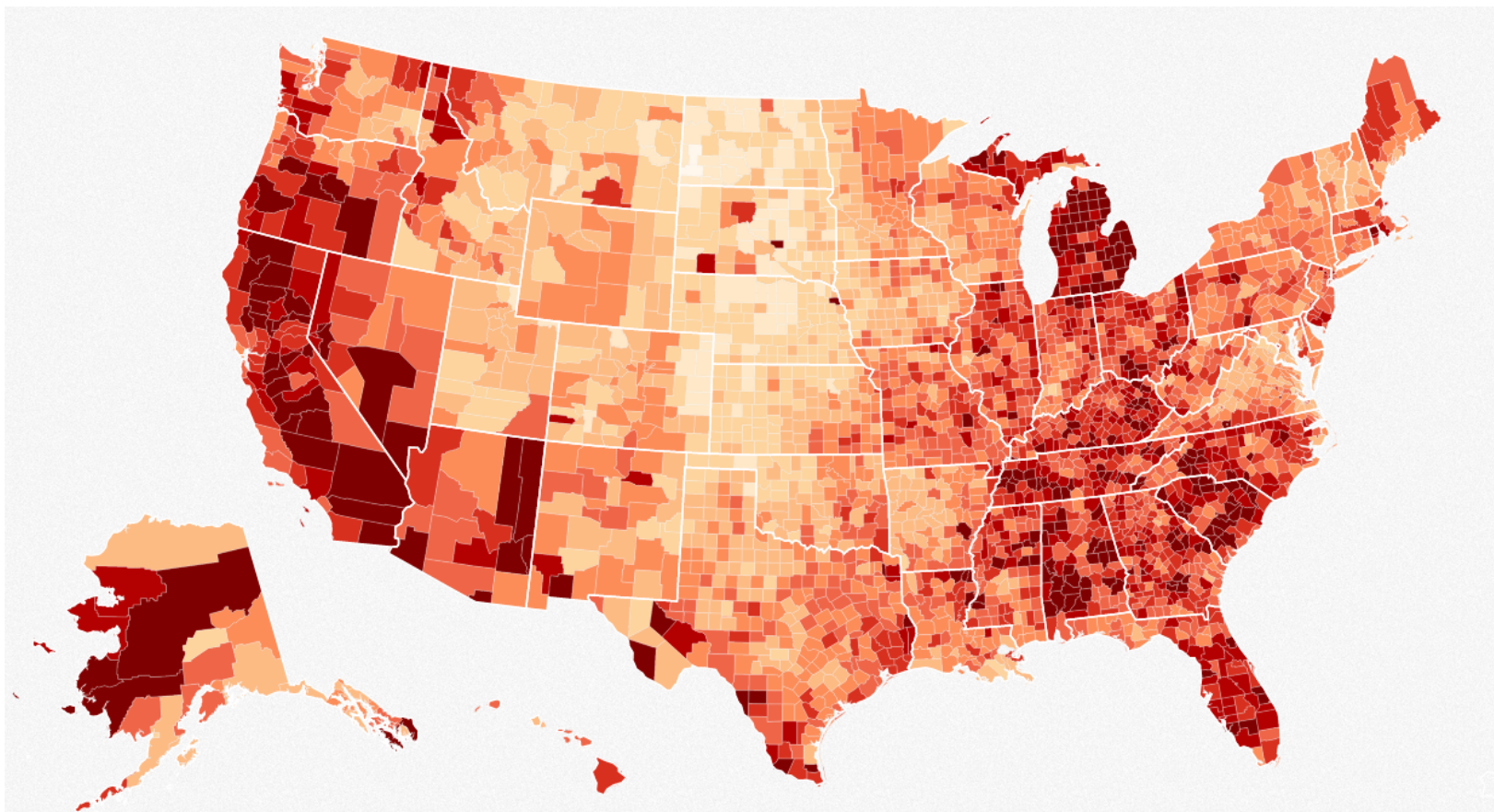
- So in d3, to create visualizations, you must first think in terms of hierarchy: what is at the top level and what comes below.
- This structure is fairly apparent for most chart types:











# Hierarchy and d3

- In d3 all charts have hierarchy, starting from the top down to the finest components.
- The number of children come from the data which is associated with the component.