Military Spending Timeline

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Overview and Motivation:

At first, we wanted to create an interactive exploratory map on U.S. government spending per state. However, due to difficulty in finding the dataset, we decided to focus on military spending, since this data was easier to find. Once we obtained a separate dataset on military spending of countries around the world and population, we aimed to create a surprise map. We wanted to explore the relationship between military spending and population change. We made our prospectus on this idea, but due to a lack of understanding of the topic and how to incorporate time into calculating surprise, we took another direction in the project. We finally settled on building a timeline that demonstrates the change in military spending of countries based on specific events. This motivation came from when we visualized the data, we found that the military spending does not stay constant or increase. The overall shape of the lines are irregular. We felt that it is an interesting area to explore and investigate what events could cause such changes.

Related Works:

After we finalized the idea for the project, we were reminded of a visualization we saw that incorporated scrollytelling and sequential elements. The visualization is "How the Recession Reshaped the Economy, in 255 Charts" by New York Times. This visualization presented the economic changes based on specific different topics and demonstrated different lines as we scroll. Scrollytelling is something we want to include in our project because it creates an immersive experience. Another inspiration is how they showed the different lines based on the specific topics. We also modeled after this as major historical events tend to have the most impact on military spending.

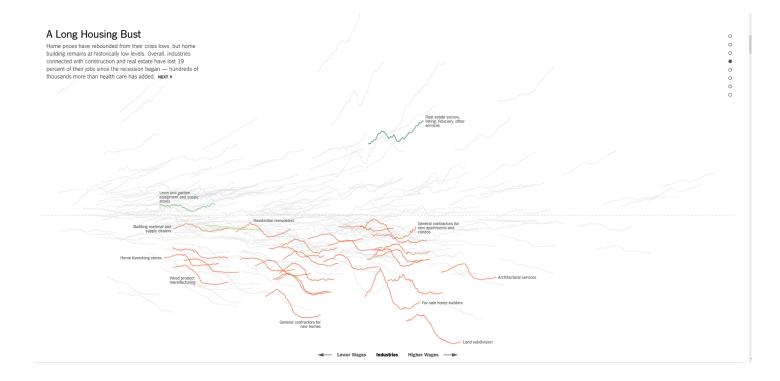


Figure 1: Topic-based selection and varying lines

Questions:

Our initial sets of questions involved how population and military spending are tied together, whether a rise or decline in population have any correlation. Then it shifted to how surprise can be calculated from said relationship. When is it surprising for a large country to increase their spending, or what prompts a small country to increase their spending? Lastly, the question became what causes a country to increase their spending. Does a smaller country respond more to major world events or its internal affairs? How much more does world power spend in their military? These were the main questions that we were trying to answer.

Data:

Our main dataset on military spending comes from SIPRI, an independent international institute dedicated to research into conflict, armaments, arms control and disarmament. The dataset is quite large as it contains data of most countries from the year 1940 - 2022. The dataset was irregular and contained a lot of custom symbols and different formatting. For instance, there were different symbols for when the country did not exist, and when the data was not present. The first step in cleaning our data was to remove all the custom symbols and try to convert all the symbols into NaN so they are easier to process.

Figures are in US \$m., in	current pric	es, converte	d at the e	xchange ra	te for the s	iven year.																								
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Figure 2: Formatting in the SIPRI dataset

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Figure 3: After initial cleanup

Year	Country	Military	Population	
1960	Albania		1608800	
1960	Algeria		11394307	
1960	Angola		5357195	
1960	Argentina	0	20349744	
1960	Armenia		1904148	
1960	Australia	459.76007.	10276477	
1960	Austria	91.559097	7047539	
1960	Azerbaijan		3894500	
1960	Bahrain		160691	
1960	Bangladesh	1	50396429	
1960	Belarus		8198000	
1960	Belgium	383.22024	9153489	
1960	Belize		91403	
1960	Benin	1.3010053	2512284	
1960	Bolivia		3707515	
1960	Bosnia and	Herzegovi	3262539	
1960	Botswana		512865	
1960	Brazil	382.72975	73092515	

Figure 4: Final cleanup

After we did this, the data was still separated and therefore hard to parse. Thus we combined the datasets into a single 4 column CSV, with Country, Year, Population, and Spending. This allows us to quickly grasp all spending by a country instead of iterating through the different columns by years. Thus each year will have multiple entries, one for each country in our dataset, until the end of our year range is reached. Though we did not use the population data in the end, it is still a useful metric to have in the data.

Exploratory Data Analysis:

Since our goal is to determine the trend in the data, we decided to plot multiple types of line charts to start. We also tried to incorporate the population at the start to see if we can find additional relationships. One of the problems that we noticed was that the spending for the United States and China far surpass any other country, so we had to normalize the data in log base 10. We plotted graphs for spending vs population, and spending vs years. We see that spending vs years give us more interesting graphs and potential to explore as it has a nonlinear relationship.

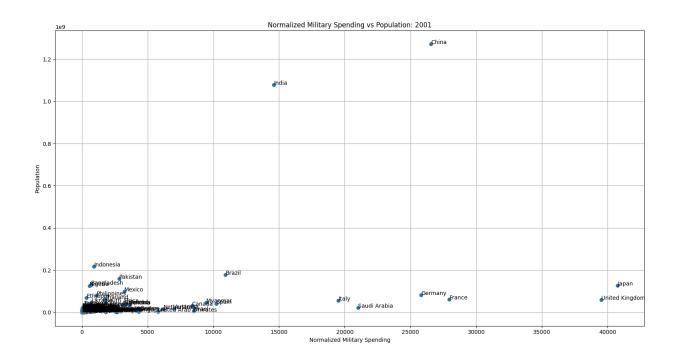


Figure 5: Spending vs Population

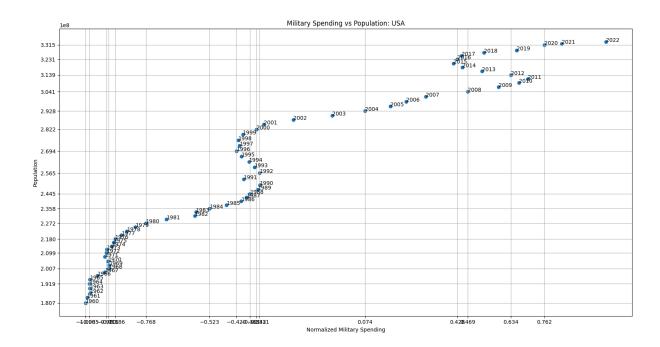


Figure 6: Spending per year

Design Evolution:

Initially originally imagined a set of surprise graphs as the crux of this project, with a map-based display of each individual country's surprise status. This map would change over time, with each country having a specific shade of color depending on the factor of its surprise. We started this map by using d3.js. We used geojson data to import a mapping of each country's boundaries, then use functions built into d3 to construct an equirectangular projection with each country's borders defined. Then we added an ability to the backend to change the color of any specific country on the map. Finally, we added hover ability, which grabs chosen information from any country the mouse hovers over.



Figure 7: Depiction of the working map implementation

However, due to the change in the nature of our work, the map idea was eventually scrapped, in favor of a cartesian coordinate-based system. From this point, our vision was to create surprise graphs and compare military spending with population. We created multiple test graphs using D3.js, plotting a variety of different nations, different years, and different values of log to experiment with what the graphs would look like.

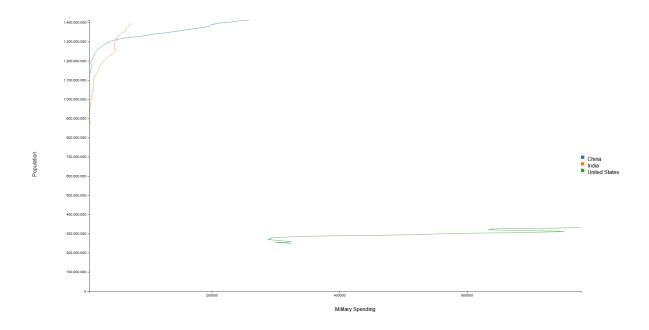


Figure 8: An example graph of our three largest outliers, military spending vs. population

While these graphs were interesting, we ultimately realized that in such a short time period, military spending would not be directly affected by population, and would instead be driven by more complicated factors, such as geopolitics, elections, and economics. We shifted our focus to depicting the changes in military spending over time, irrespective of population. Thus we created new graphs in D3.js, taking this into account. However, the outliers in our dataset meant that in order to depict the whole set, we had to represent the military spending values in log base 10.

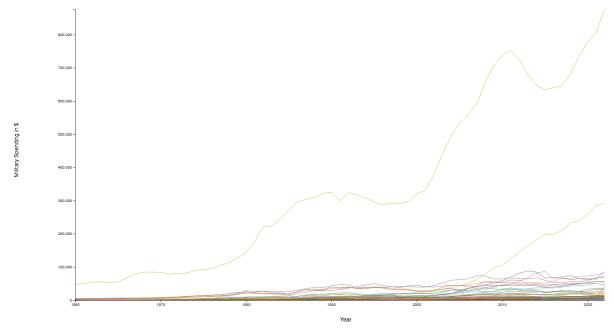


Figure 9: Early graph of year vs. military spending.

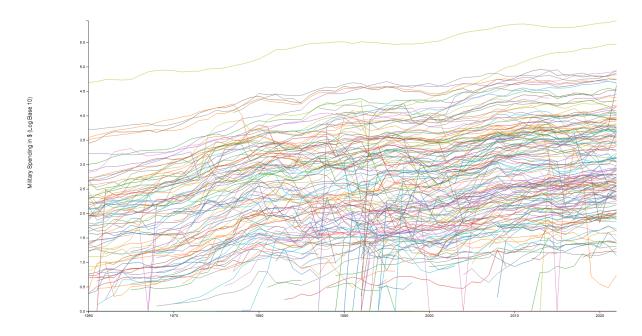


Figure 10: Final total graph of year vs. Military spending log base 10.

Another factor that changed our design was what data were present in the dataset. Much of the data prior to 1960 were not available and makes it hard to find any interesting changes. There was more available data starting in 1960 and we decided to shift the timeline to start from 1960 instead of 1940. One additional challenge is that despite wanting to use most of the major events, much of the data is not available for communist countries. Take the Cold War for example, it would be important to see how the Soviet influence military spending around the globe. Yet,

there was no data available. We were only able to observe the U.S. military spending. This happens for quite a lot of countries and limits what events we can use. It would also be difficult to find additional reliable data in a short time.

Implementation:

The goal of our visualization tool is to enable users to interact with military spending data trends for specific countries during significant global events. Our approach uses interactive visualizations to create an in-depth analysis of how major world events influence military expenditures.

At the top of our webpage is an interactive timeline implemented using Timeline.js, which serves as a chronological guide through our selected global events from 1960 to 2022. This timeline prominently displays each event in large text within a banner at the top of our webpage, accompanied by a brief description of the event (Figure 11). Below this banner, a horizontal stacked timeline marks the duration of each selected world event, indicating both the start and end years. This allows users to navigate through time either by using the left and right arrow keys on their keyboard or by clicking on the arrows within the banner that denote the next and previous events. Additionally, users can two-finger scroll over the timeline to advance through the timeline and select an event that captures their interest.

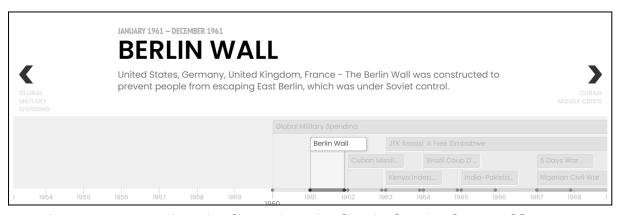


Figure 11: Interactive Timeline using Timeline.js showing key world events.

Beneath the timeline, we present a detailed graph of military spending, which is dynamically linked to the timeline events. The graph logic is contained within a separate HTML file called graph.html, and is embedded in the main index.html page via an iframe. This separation allows for better management and isolation of the graphical logic. Each timeline event object is associated with specific start and end years for military spending data, which extend beyond the actual years of the event to better illustrate the trends before and after the event (Figure 12).

Upon selecting an event on the timeline, the associated data — including the specific years and countries relevant to that event — are dynamically routed to the iframe, prompting the graph to update. Initially, when the title banner displays when

first loading the application, the graph displays the military spending for all included countries from 1960 to 2022.

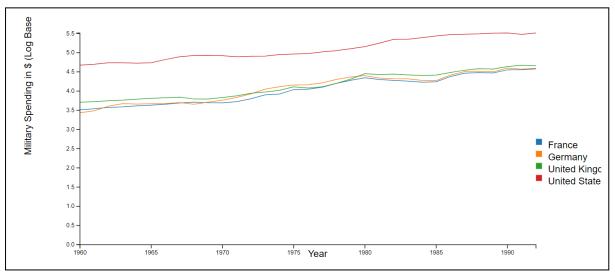


Figure 12: Dynamic graph displaying military spending trends associated with selected world events.

The interface design utilizes Google Fonts' Poppins typeface to create a clean and modern aesthetic, enhancing readability and user interaction. The clear, uncluttered layout was designed to facilitate user engagement and ease navigation through our complex dataset.

Our implementation focuses on interactivity and dynamic data handling, where the selection of an event on the timeline directly influences the data displayed in the graph. This interaction makes the exploration of data engaging and allows users to form a clearer understanding of the impact of specific events on military spending across different nations.

Evaluation:

Through the development and interaction with our visualizations, we were able to gain substantial insights into the trends of global military spending in response to significant historical events. Our visualizations enabled us to observe key patterns – specifically reactive spending trends where countries increase their military spending in response to regional conflicts or global tensions in periods like the Cold War or after the events of 9/11. We also noticed that the impact of these events can extend over several years, impacting national spending long-term for different countries. If a civil war or coup occurred in a country and the regime changed, we would see a drop in spending followed by steady increase. Additionally, the ability to compare multiple countries simultaneously allowed us to discover that not all nations react similarly to the same global incidents, due to their political stances, military capabilities, economic conditions, and other factors.

The objective of our visualization was to explore how significant events influence military spending and to identify any corresponding patterns or anomalies. Our tool effectively pinpointed moments of significant spending increases and linked them directly to specific events, supporting our hypothesis that global events will change military spending. However, our graphs were limited in their ability to express change in spending as everything was calculated in log base 10.

Our interactive timeline and dynamic graphs engaged users and made complex datasets accessible and manageable. This interface excelled in its ability to highlight spending trends over time, and provide analyses of how various factors affect military spending. Though, there are several areas where our visualization tool could be improved:

- 1) Enhancing User Interaction: Introducing mechanisms to better display data to the user would greatly improve usability. We wanted to add a feature that would display a popup over the data to further explain the effects of the time period on each country.
- 2) Expanding Data Variables: Including additional data variables such as economic indicators or political stability indexes could offer a more comprehensive view of the factors driving military spending.
- 3) Incorporating Advanced Analytical Tools: Providing tools for trend analysis, anomaly detection, and forecasting within the visualization could empower users with sophisticated ways to analyze and predict spending trends. We also wanted to highlight the timeframe that the event occurred within the graph to better show when the event happened and its aftermath
- 4) Mobile Optimization: Improving the visualization's responsiveness and compatibility to mobile devices would make it accessible on any platform, broadening the user base and enhancing usability.