

# DSCI LECTURE 2

## SURVEY OF VISUALIZATION TECHNIQUES, INTRODUCTION TO WEB TECHNOLOGIES

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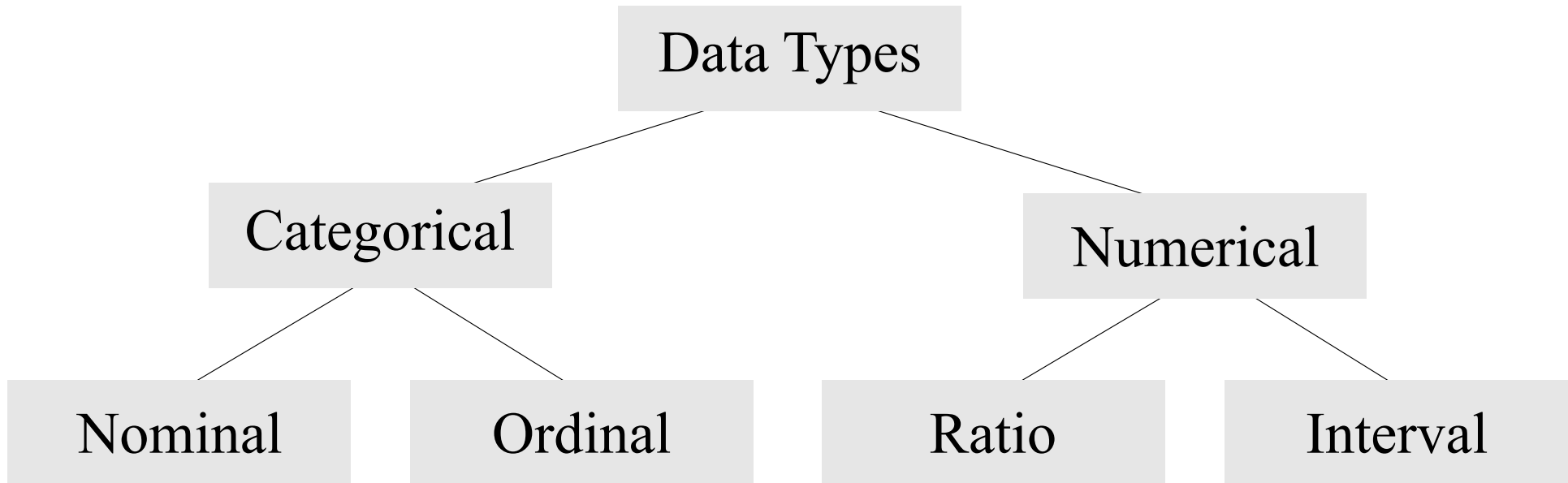
# OUTLINE

- Data
- Visualization Techniques
- Introduction to WEB Technologies
- Sample quiz questions

***Data** is plural (from the latin “what is given”)*

*A single piece of data is called a **datum***

# DATA TYPES



The methods used to display, summarize, and analyze data depend on the type of the variables

# CATEGORICAL DATA

## Nominal

- No natural ordering
- Difference not meaningful
- $\neq$

gender (male, female)  
ethnicity (African American,  
Asian, Caucasian, Hispanics)  
nationality

## Ordinal

- Logical ordering
- Difference (not) meaningful
- $\neq < >$

levels of happiness  
levels of difficulty

# QUALIFIED CATEGORICAL DATA

Binomial: right/left, true/false

---

Dichotomous: hot/cold

VS.

Non-dichotomous: Likert scale

Strongly Disagree	Disagree	Neither Agree nor Disagree	Agree	Strongly Agree
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# NUMERICAL DATA

## Ratio

- Ordered
- Differences meaningful
- Doubling meaningful
- 0 fixed
- $\neq \langle \rangle - \%$

---

Kelvin:  $40^\circ K = 2 \times 20^\circ K$   
height  
weight

## Interval

- Ordered
- Differences meaningful
- Doubling **not** meaningful
- 0 arbitrary
- $\neq \langle \rangle -$

---

Celsius:  $40^\circ C \neq 2 \times 20^\circ C$   
calendar year  
letter grade

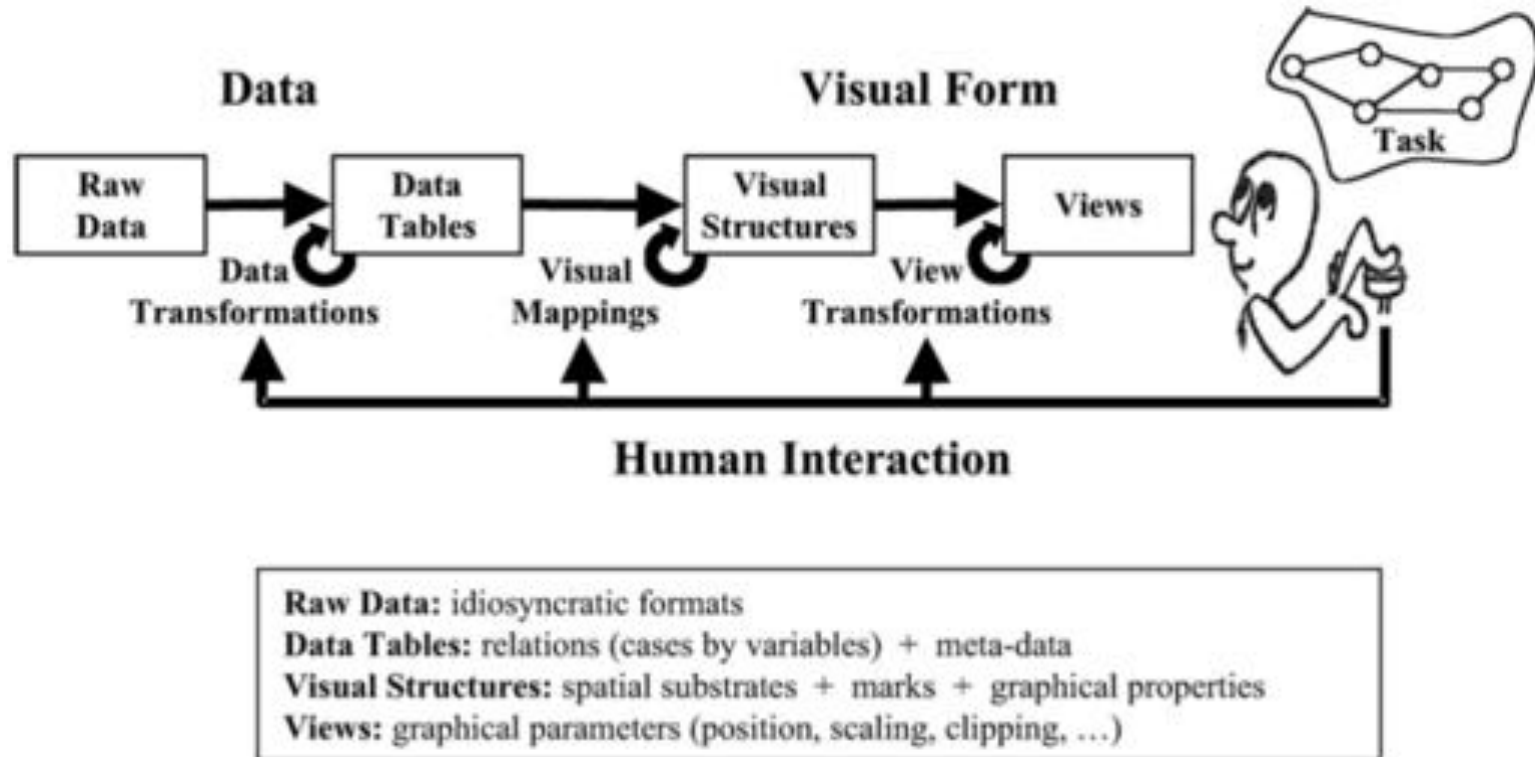
# DATA MODELS

<b>Conceptual model</b>	Semantic description of data entities and their relations
<b>Logical model</b>	<i>Implementation independent</i> data design representation
<b>Physical model</b>	<i>Implementation dependent</i> details by which data is actually stored

Data models definitions with relational data model example



# VISUALIZATION REFERENCE MODEL\*



Visualization can be described as the mapping of data to visual form that supports human interaction in a workplace for visual sense making.

\* Card, Stuart, J. D. Mackinlay, and B. Shneiderman. "Information visualization." Human-computer interaction: design issues, solutions, and applications. 2009.

# OUTLINE

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# VISUALIZATIONS TAXONOMY BY TECHNIQUE & DATA TYPE

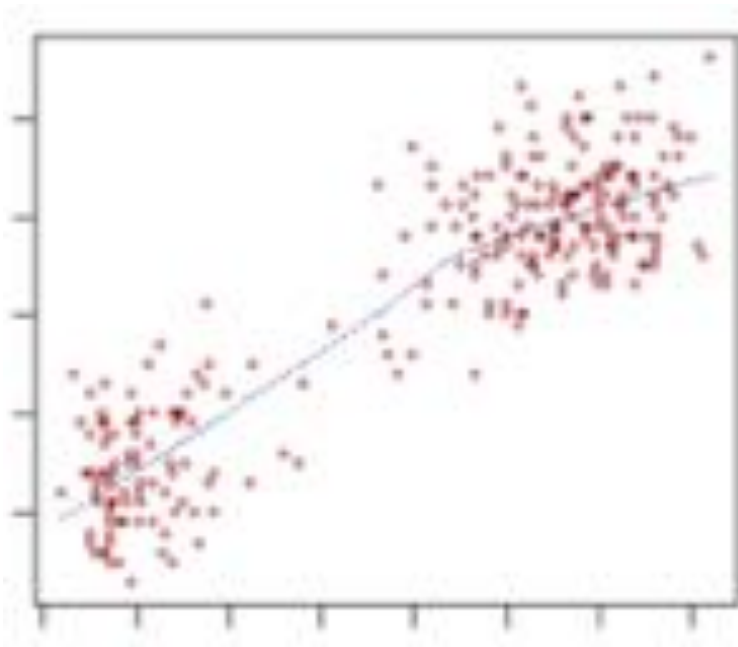
1. Charts
2. Graphs and Trees
3. Clouds
4. Temporal
5. Geospatial and Mapping

Other taxonomy\*: one-, two-, three-dimensional data, temporal and multi-dimensional data, and tree and network data.

\* The eyes have it: A task by data type taxonomy for information visualizations, Shneiderman, Ben, IEEE Symposium on Visual Languages, 1996.

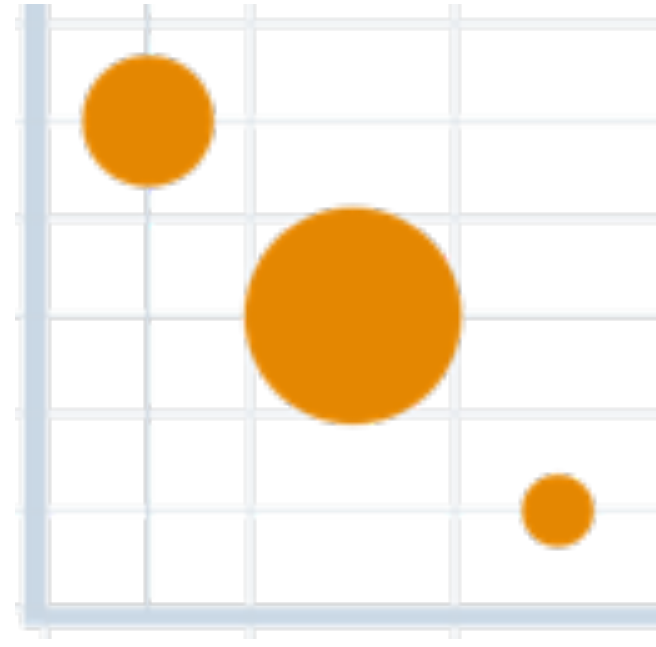
# 1. CHARTS WITH MARKS AS DOTS

## SCATTERPLOT



2+ variables in Cartesian coordinates

## BUBBLE CHART



3 continuous variables: bubble center (2) and radius (1)

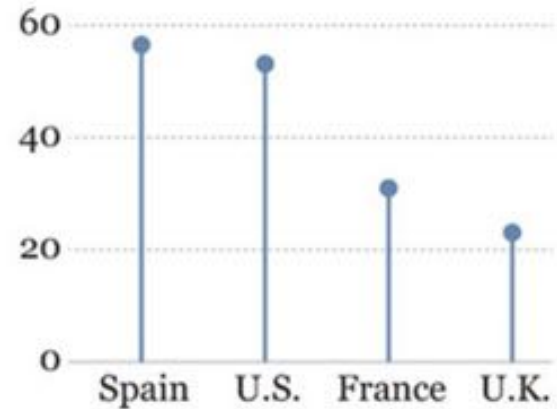
# 1. CHARTS WITH MARKS AS BARS

## BAR CHART



Bar length proportional to continuous variable

## LOLLIPOP CHART



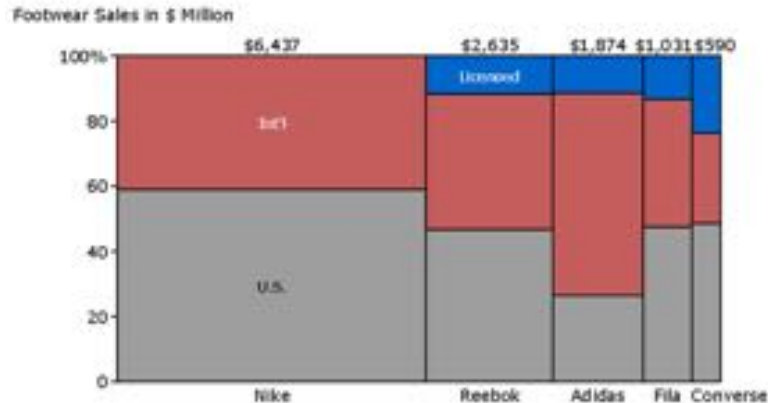
Line length proportional to continuous variable and data point

# 1. CHART LAYOUTS WITH MARKS AS BARS

## MARIMEKKO (MEKKO) CHART

### Marimekko Chart

*Nike dominates its top four competitors with a mix of U.S. and international sales.*



Bar chart where the width encodes relative size. Also called Mekko chart.

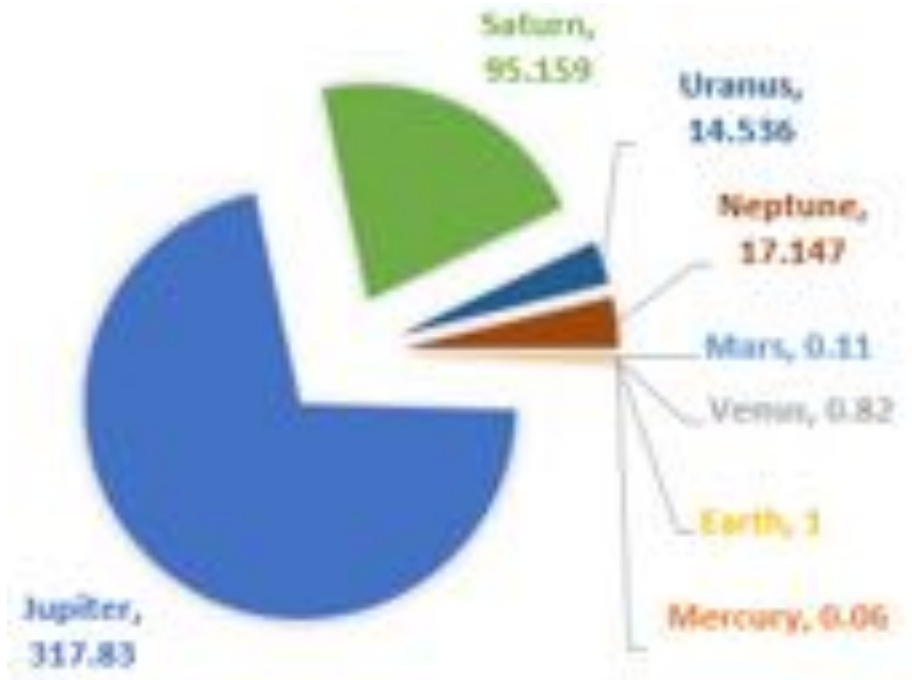
## WATERFALL CHART



Cumulative effects of sequence of positive and negative variations

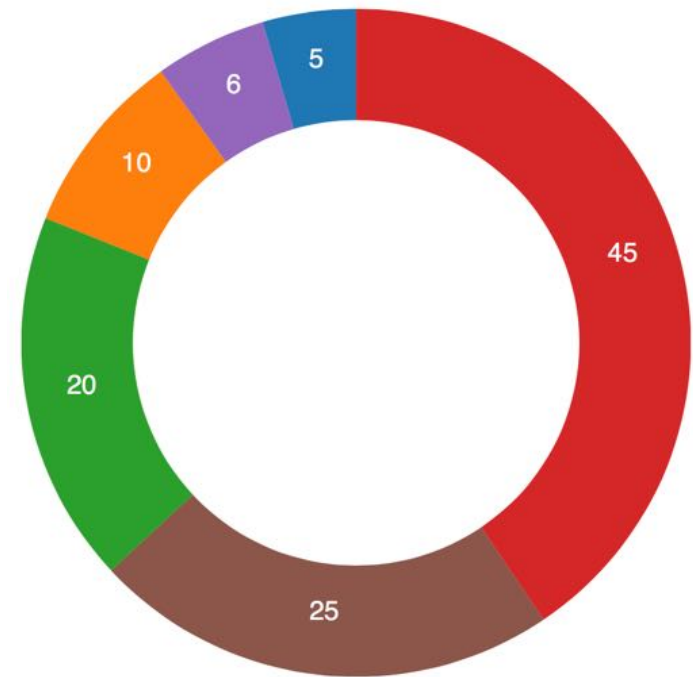
# 1. PIE CHARTS WITH MARKS AS ARCS

## PIE CHART



Exploded pie chart. In pie charts, the angle and area of each slice is proportional to the quantity represented.

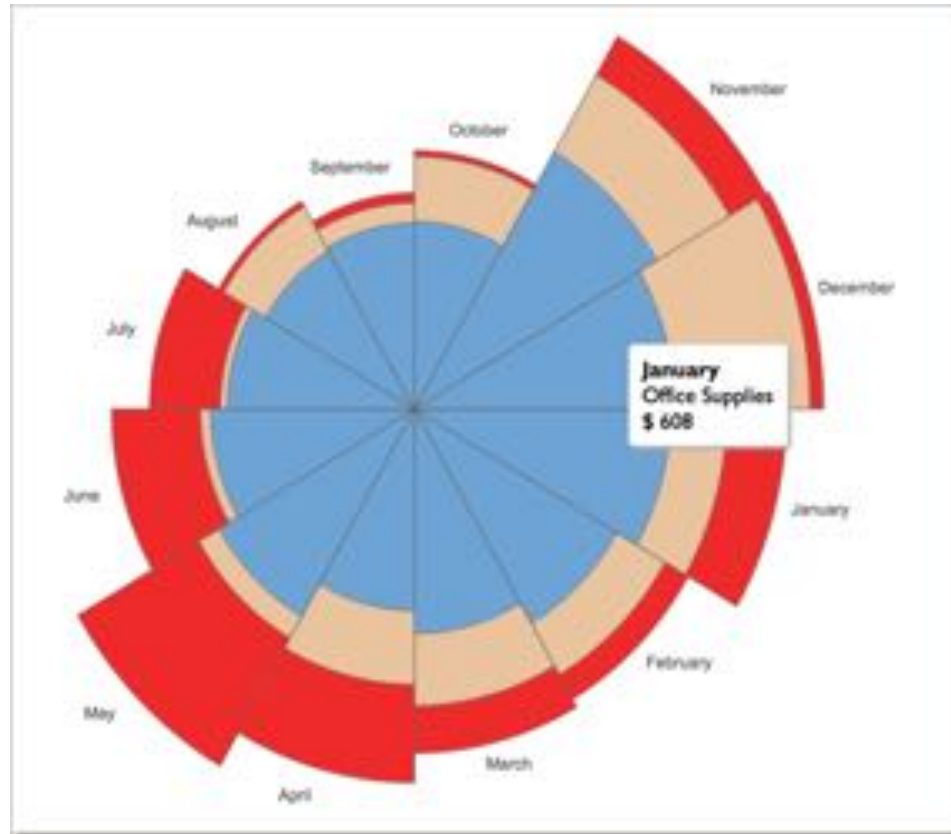
## DONUT CHART



Pie Chart with centre area cut out. Angle encodes proportion.

# 1. PIE CHARTS LAYOUTS WITH MARKS AS ARCS

## COXCOMB CHART

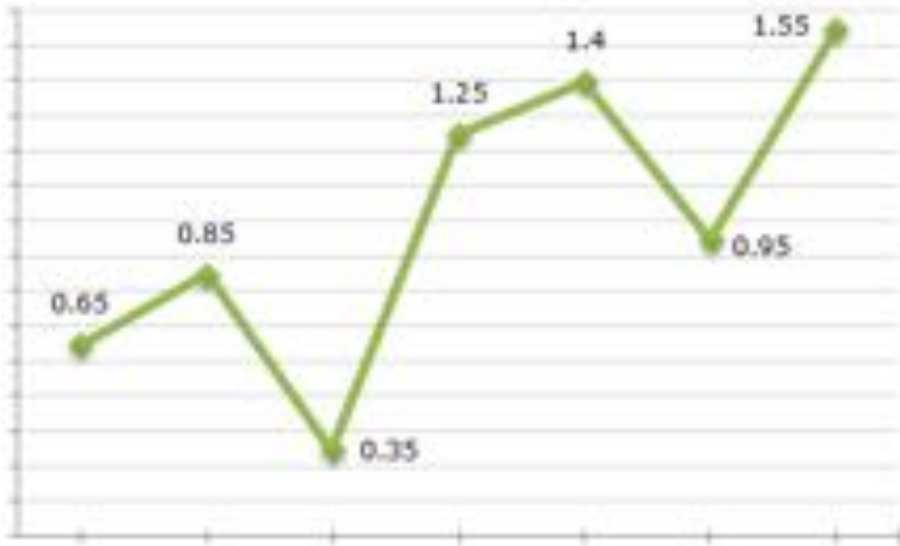


Similar to a pie chart with slices of same angle, radius encodes value, colors different categories. Stacked bar chart with radial layout.



# 1. CHARTS WITH MARKS AS LINES

## LINE CHART



Trends on continuous variables, e.g., time-series

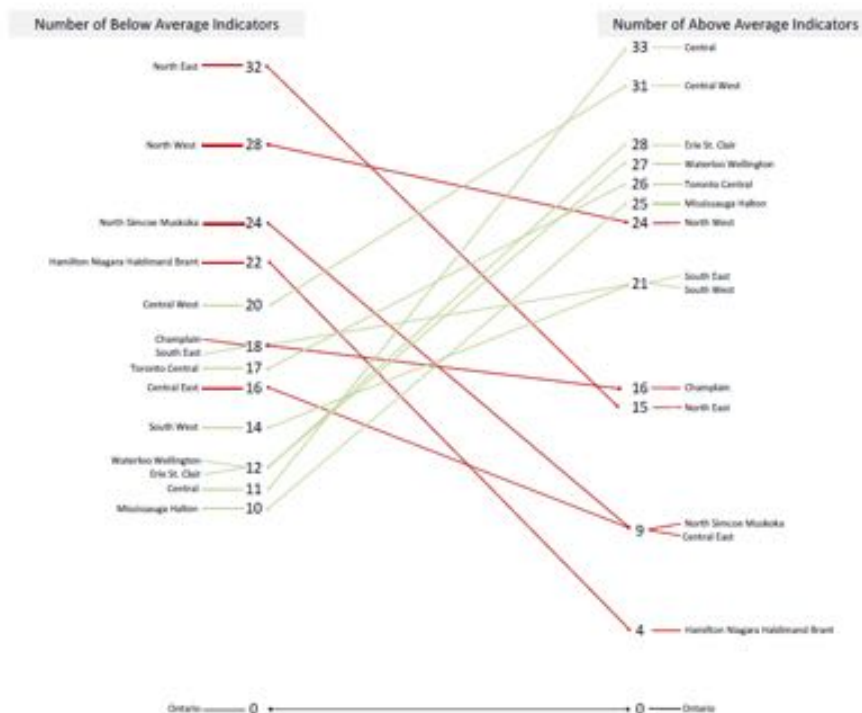
## SPARKLINE



Trends on small window size [Tufte 2004]

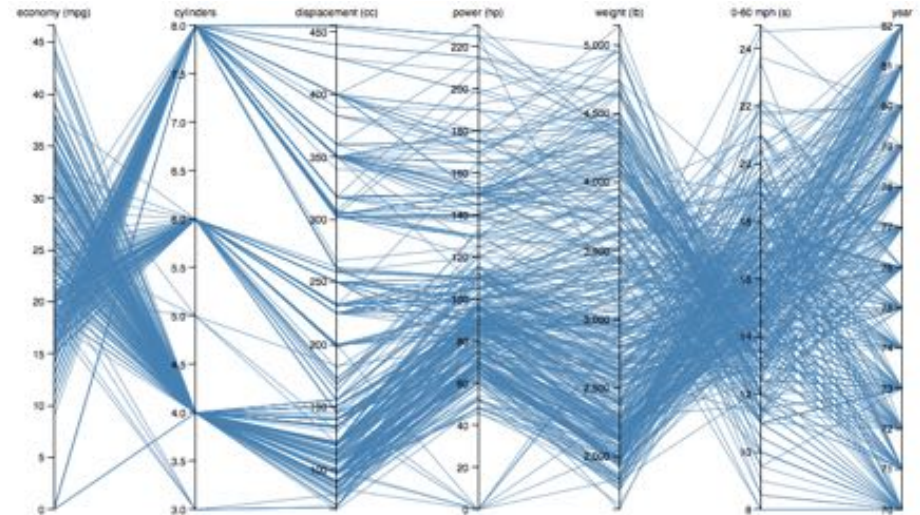
# 1. CHARTS LAYOUTS WITH MARKS AS LINES

## SLOPEGRAPH



Shows data values, trends [Tuft 1983]

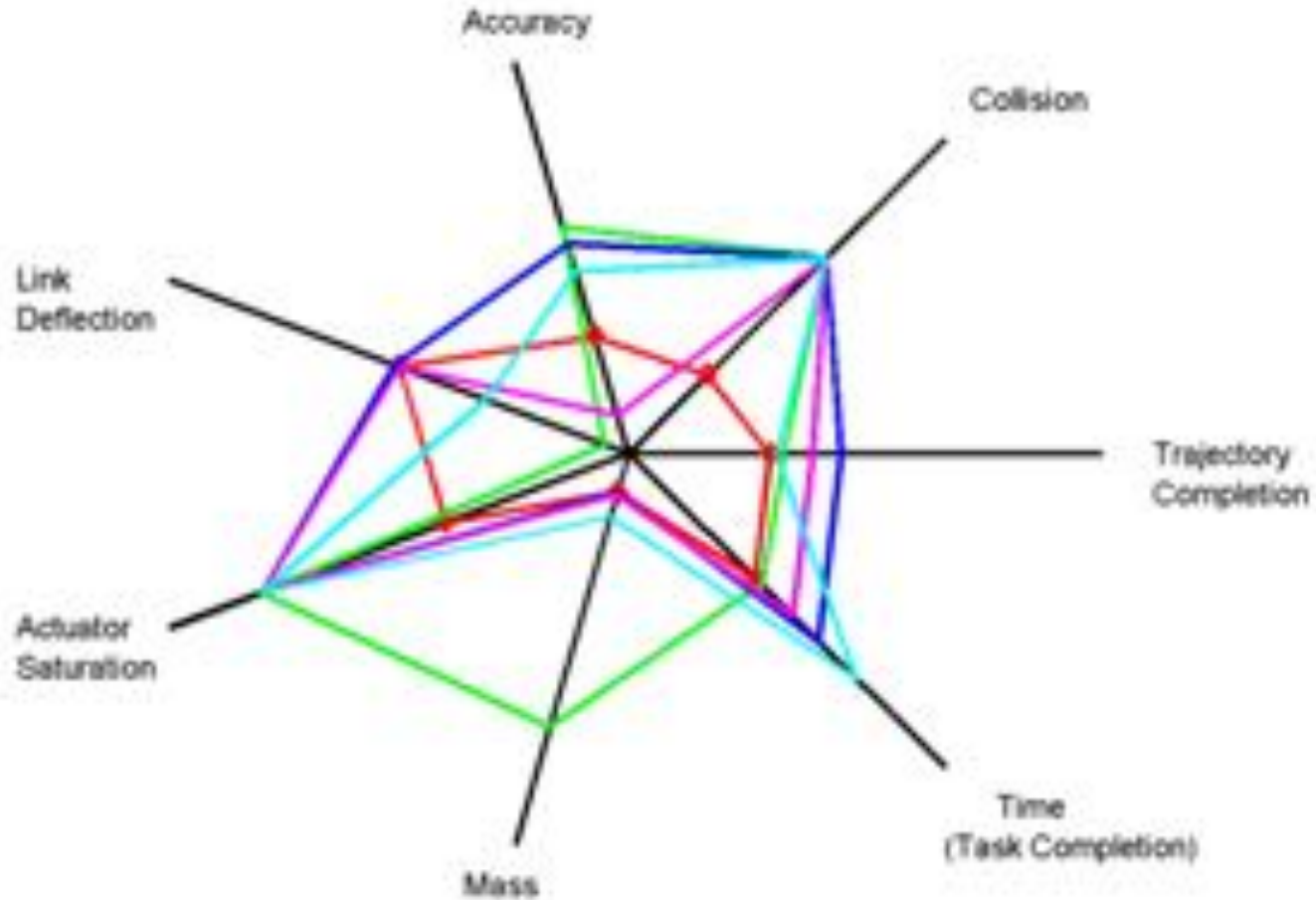
## PARALLEL COORDINATES



Multivariate data.

# 1. CHARTS LAYOUTS WITH MARKS AS LINES

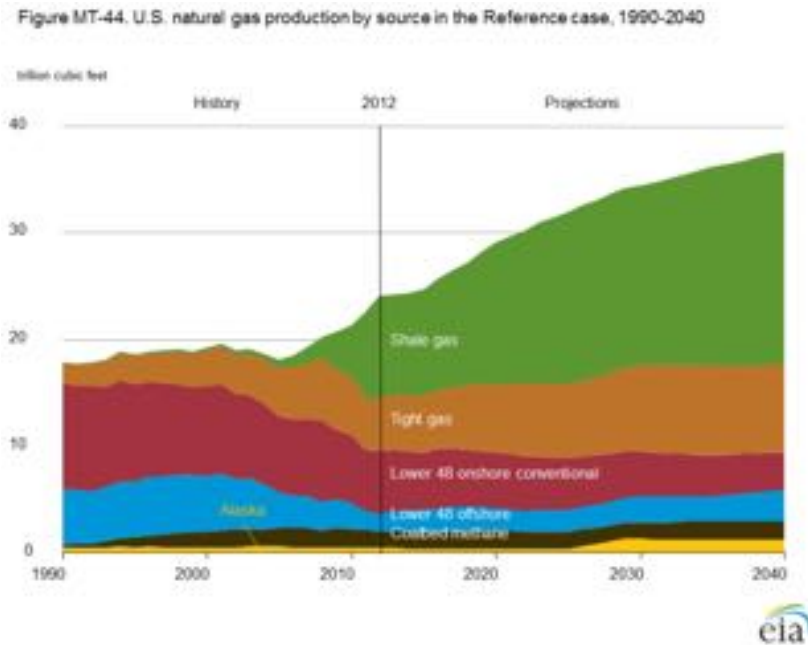
## RADAR CHART



Multivariate data. Also named web, spider, star, cobweb, polar, or Kiviat.

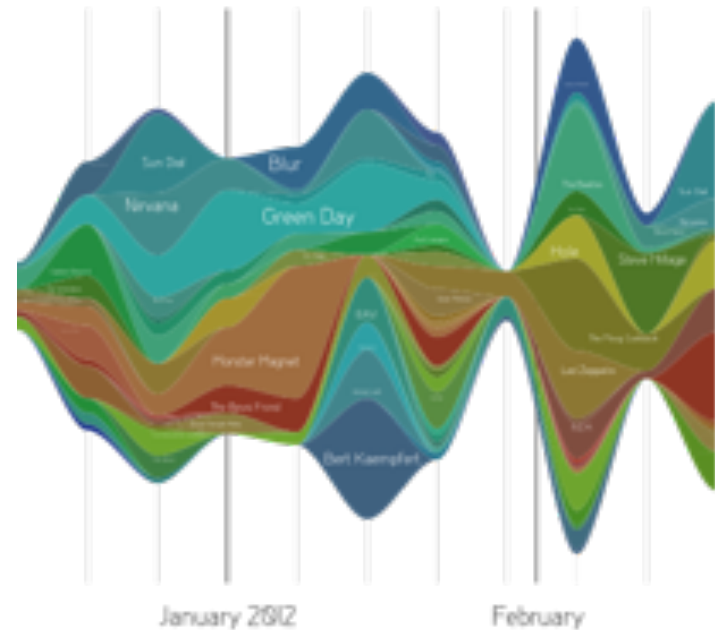
# 1. CHARTS WITH MARKS AS AREAS

## AREA CHART



Show cumulative or proportions and trends

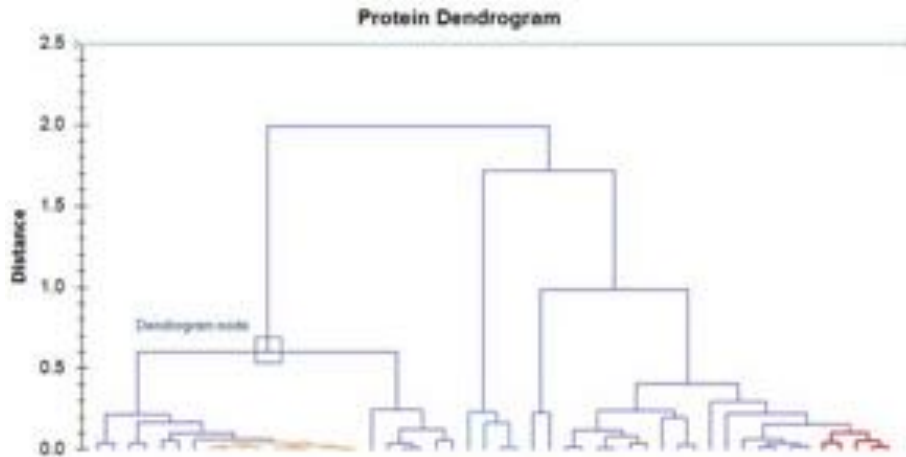
## STREAMGRAPH



Type of stacked area chart which is displaced around a central axis, resulting in a flowing, organic shape

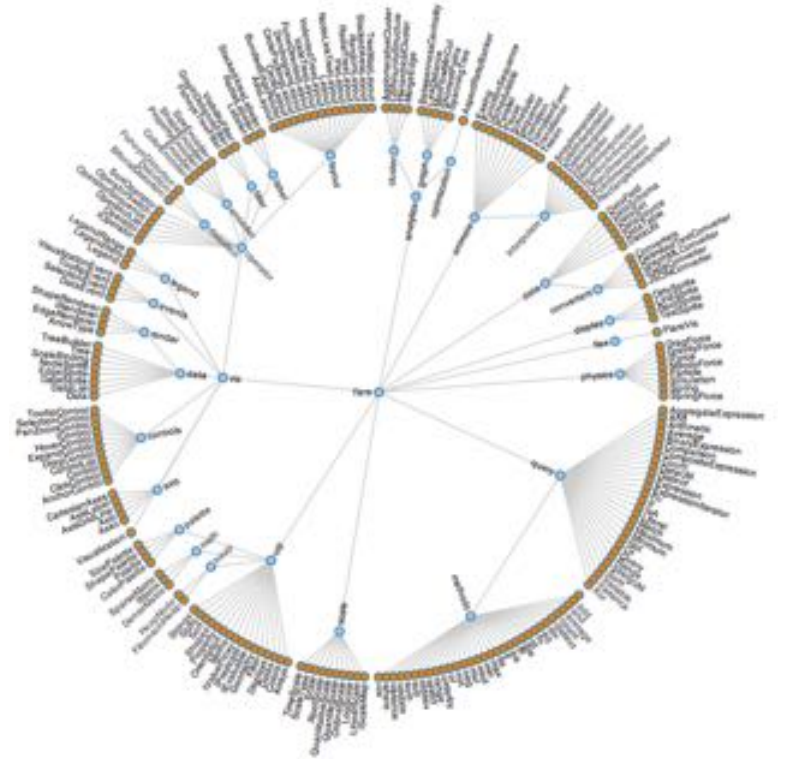
# 2. GRAPHS AND TREES: HIERARCHIES

## DENDROGRAM



From Greek dendro “tree” and gramma “drawing”.

## REINGOLD-TILFORD TREE (LAYOUT)



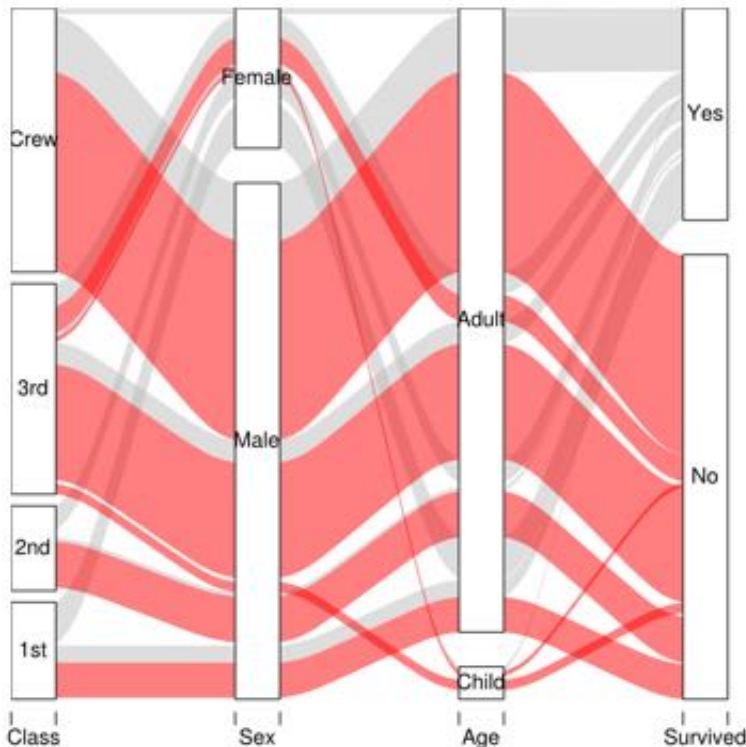
Hierarchical data as linked tree in a radial layout





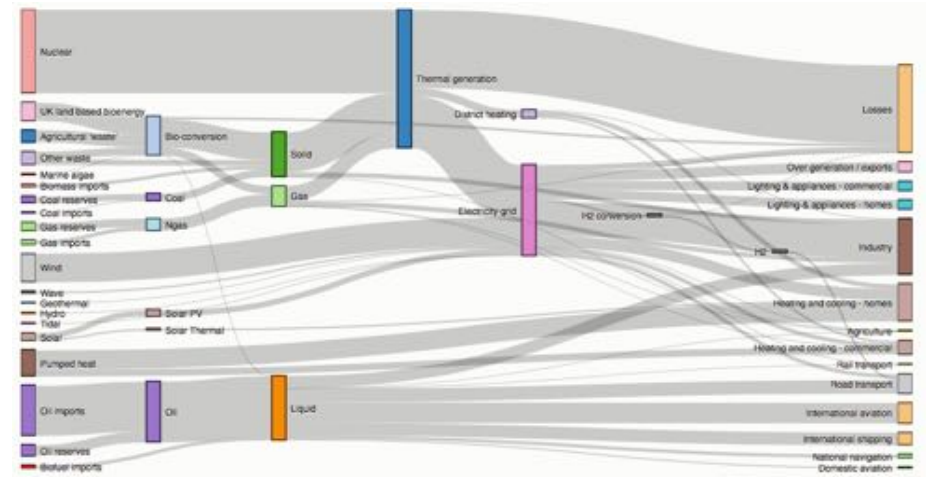
## 2. GRAPHS AND TREES: FLOWCHARTS

### ALLUVIAL DIAGRAM



Shows relations between multivariate data. Named after [alluvial fans](#) formed by soil deposited by streaming water.

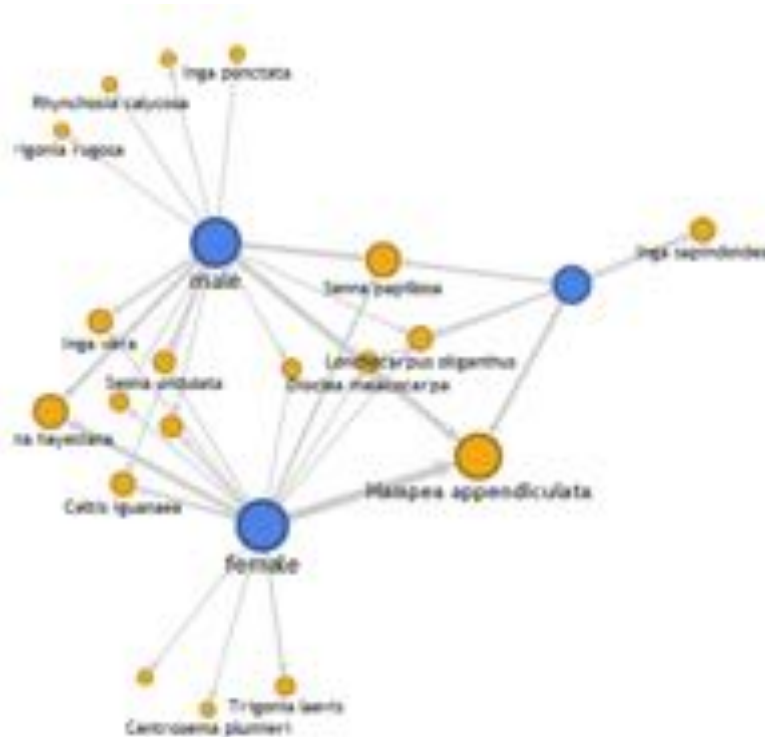
### SANKEY DIAGRAM



Magnitude of flow between nodes in a network

# 2. GRAPHS AND TREES: NETWORKS

## NETWORK GRAPH

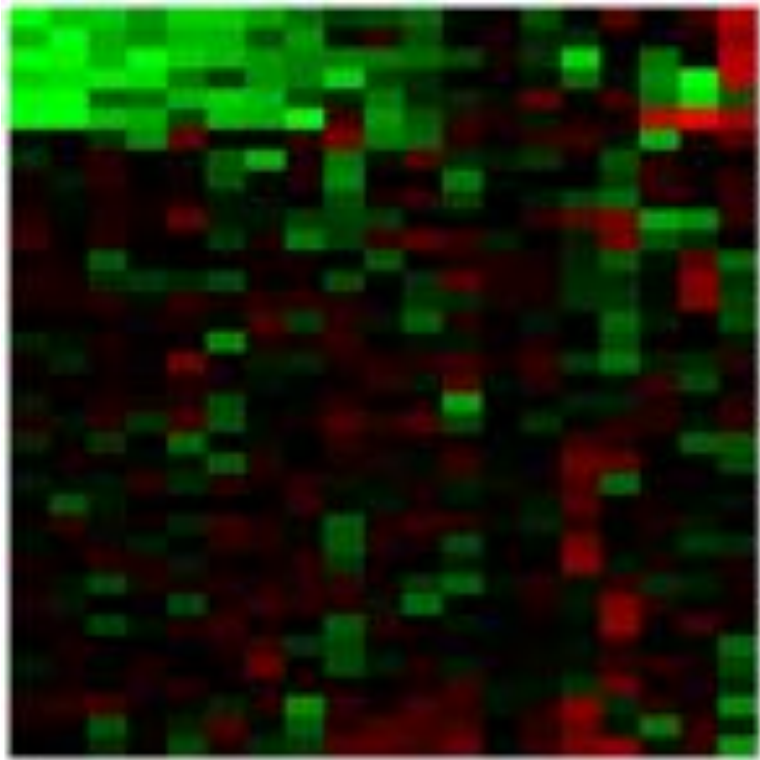


Relationships (lines) between entities (nodes)



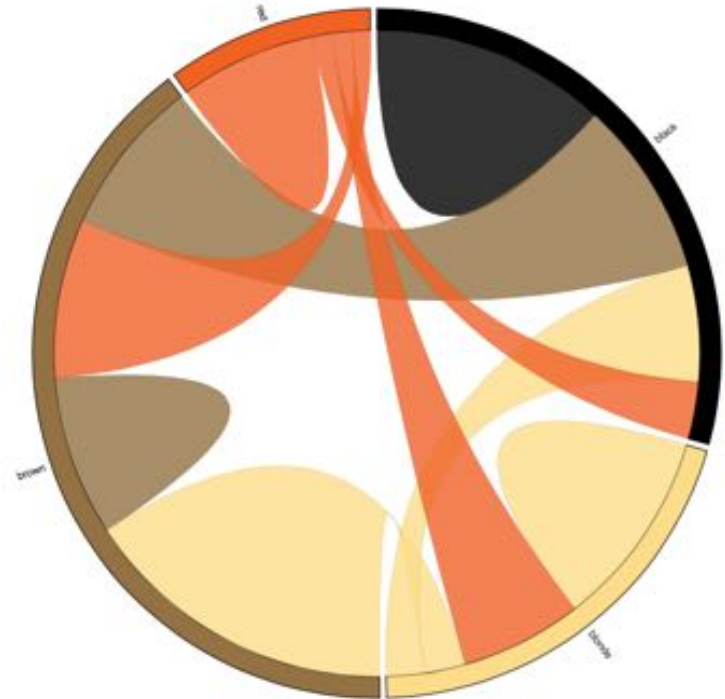
## 2. GRAPHS AND TREES: MATRIX

HEAT MAP



Matrix values as colors

CHORD DIAGRAM



Shows directed relationships among a group of entities in a matrix

3

Bubble cloud layout with hierarchical information as enclosing circles



Bubble cloud layout with hierarchical information as enclosing circles



Bubble cloud layout with hierarchical information as enclosing circles



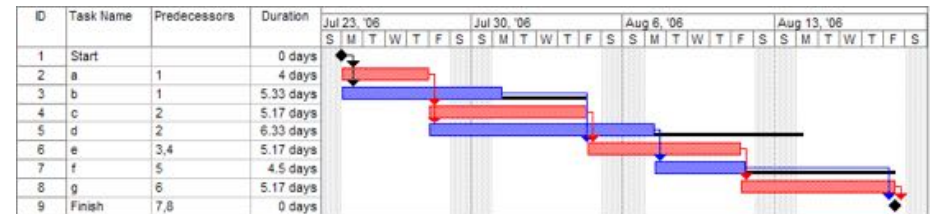
# 4. TEMPORAL

## TIME SERIES PLOT



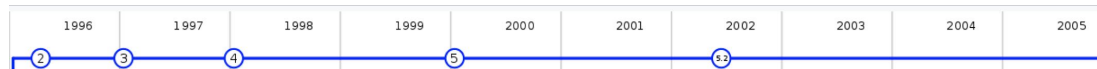
Values ordered in time as a line chart

## GANTT CHART



Schedule with tasks laid out on time axis

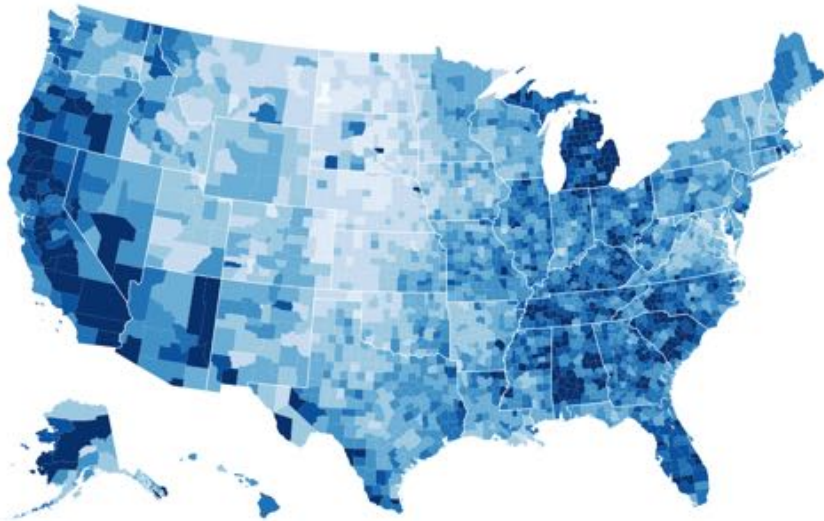
## TIMELINE



Events laid out on time axis

# 5. GEOSPATIAL AND MAPPING: THEMATIC MAPS

## CHOROPLETH



Areas are shaded or patterned in proportion to variable

## PROPORTIONAL SYMBOL MAP

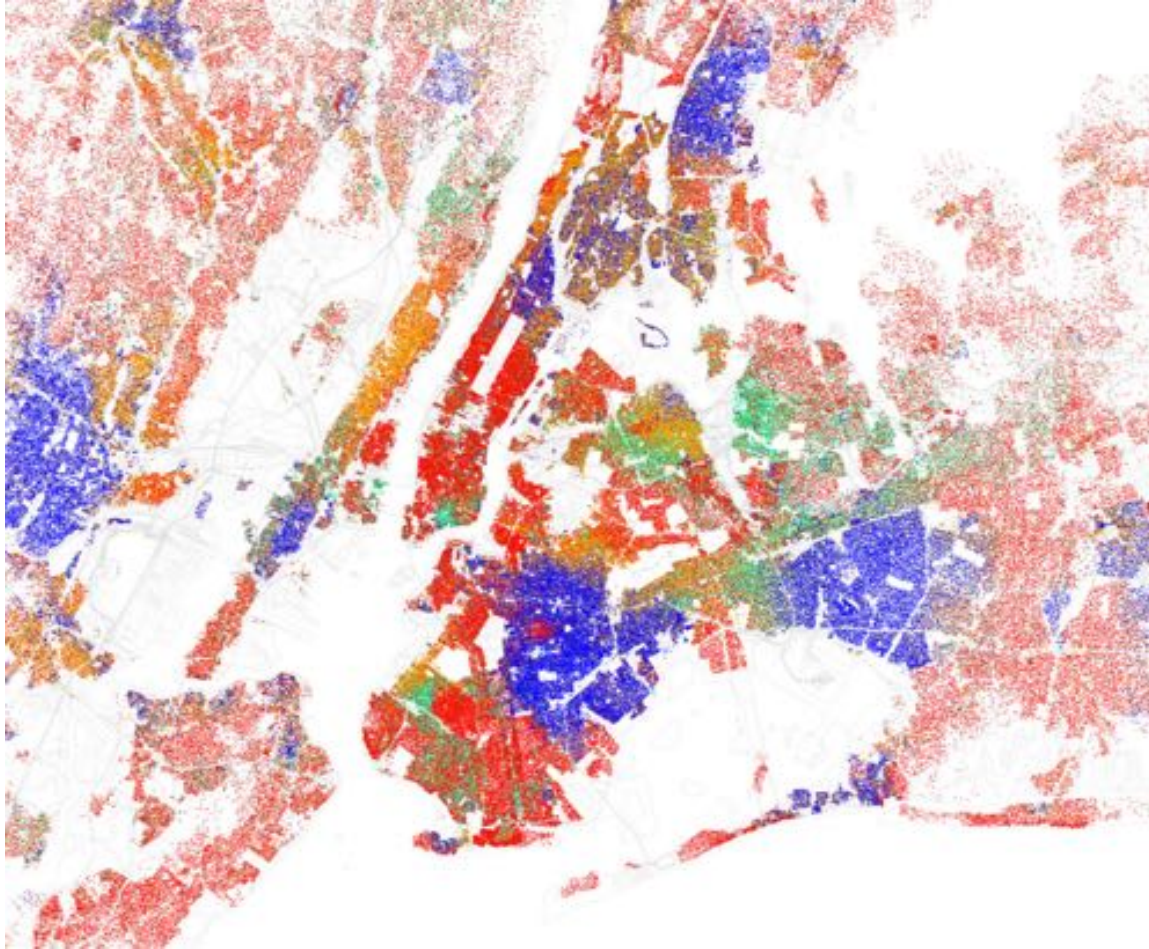


Scaled symbols show data for areas/locations. Also called Graduated Symbol Map.



# 5. GEOSPATIAL AND MAPPING: THEMATIC MAPS

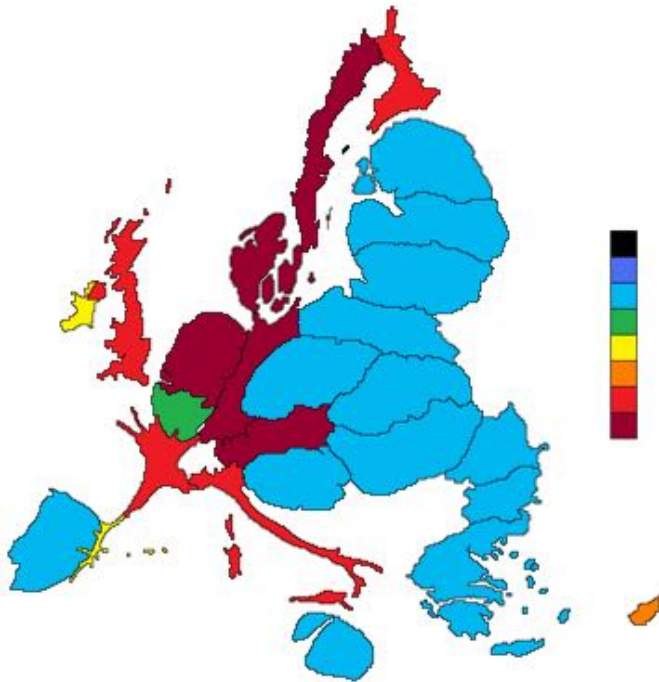
## DOT MAP



Can be used to locate each occurrence of a phenomenon. One-to-one or one-to-many.

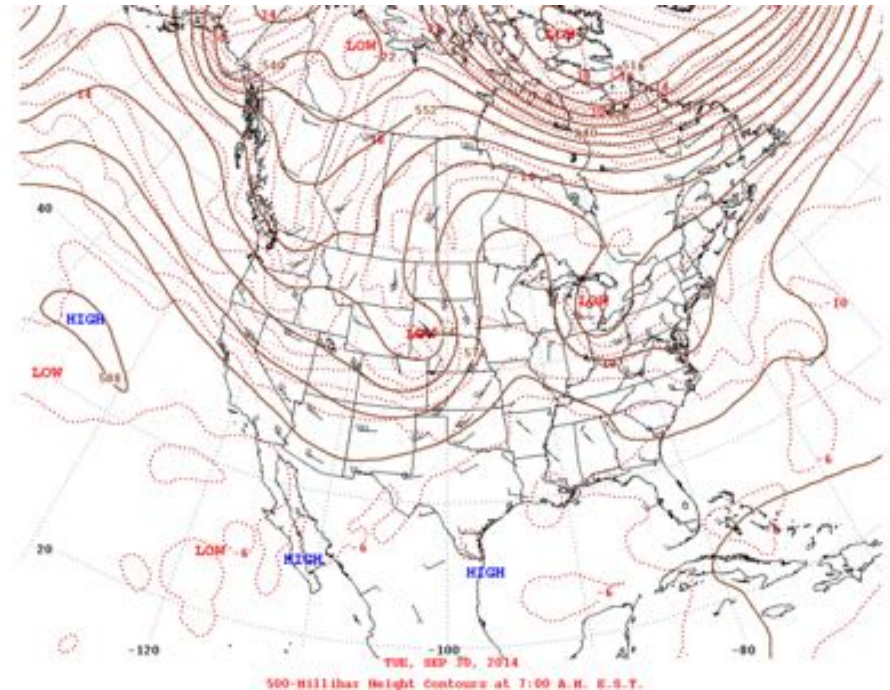
# 5. GEOSPATIAL AND MAPPING: THEMATIC MAPS

## CARTOGRAM



Area used to display value. Distortion used to show continuous variables

## ISOPLETH



Use contours to show continuous variables. Also called Isarithmic.

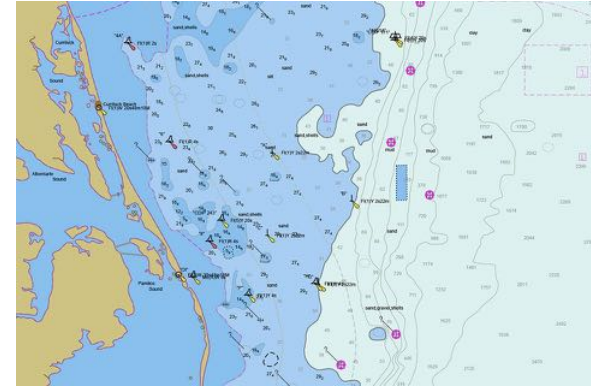
# 5. GEOSPATIAL AND MAPPING: OTHER NAMED

## TOPOGRAPHIC



Quantitative representation of land relief using contour lines

## NAUTICAL



Charts of maritime/coastal areas

## IMAGE BASED



Maps using satellite or aerial imagery



# DIAGRAM OF THE CAUSES OF MORTALITY IN THE ARMY IN THE EAST.



The Areas of the blue, red, & black wedges are each measured from the centre as the common vertex.

The blue wedges measured from the centre of the circle represent area for area the deaths from Preventable or Mitigable Zymotic diseases; the red wedges measured from the centre the deaths from wounds; & the black wedges measured from the centre the deaths from all other causes.

The black line across the red triangle in Nov<sup>r</sup> 1854 marks the boundary of the deaths from all other causes during the month.

In October 1854, & April 1855, the black area coincides with the red; in January & February 1855, the blue coincides with the black.

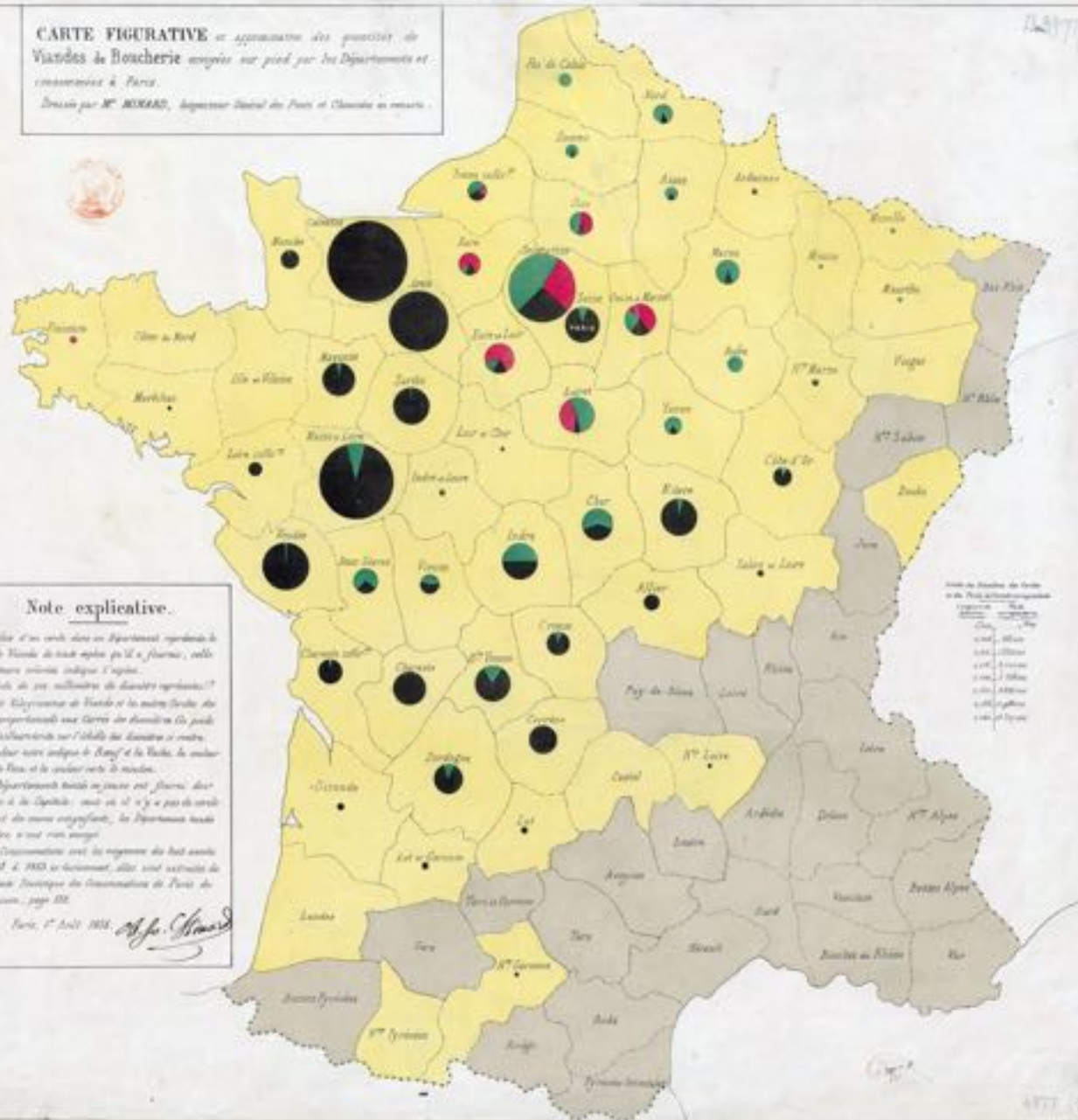
The entire areas may be compared by following the blue, the red & the black lines enclosing them.

Polar chart by Florence Nightingale, 1858



**CARTE FIGURATIVE** et approximation des quantités de  
Viandes de Boucherie reçues sur pied par les Départements et  
consommées à Paris.

Dessiné par M. MINARD, Supérieur Général des Ponts et Chaussées en retraite.



Minard's map, 1858

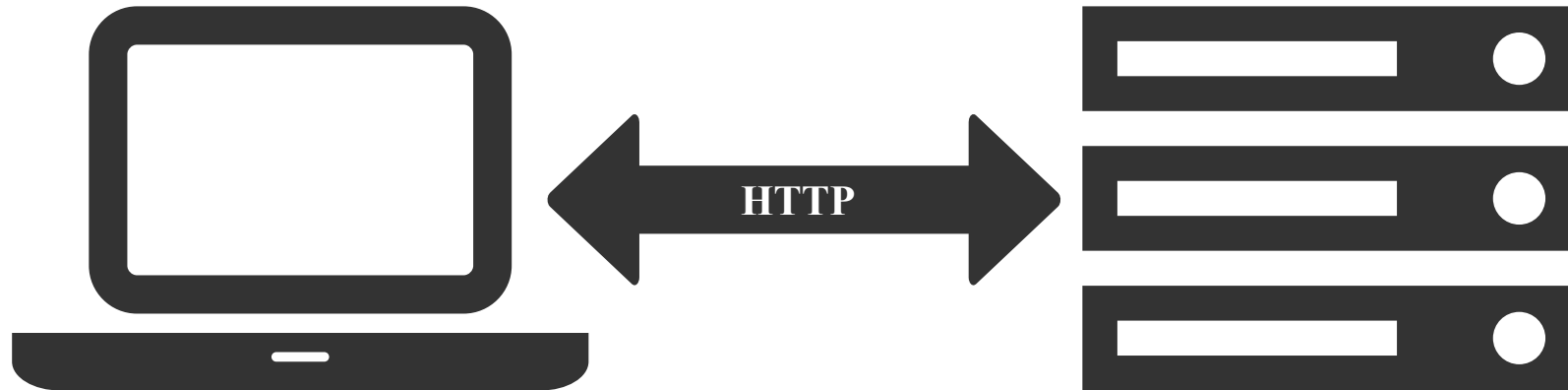


# OUTLINE

- Data
- Visualization Techniques
- Introduction to WEB Technologies
- Sample quiz questions

# THE WEB

- Clients use Uniform Resource Locators (URL) to query servers: `www.usc.edu`
- Hyper Text Transfer Protocol (HTTP) used to transfer content: `https://www.usc.edu`



## Client

Browsers render:

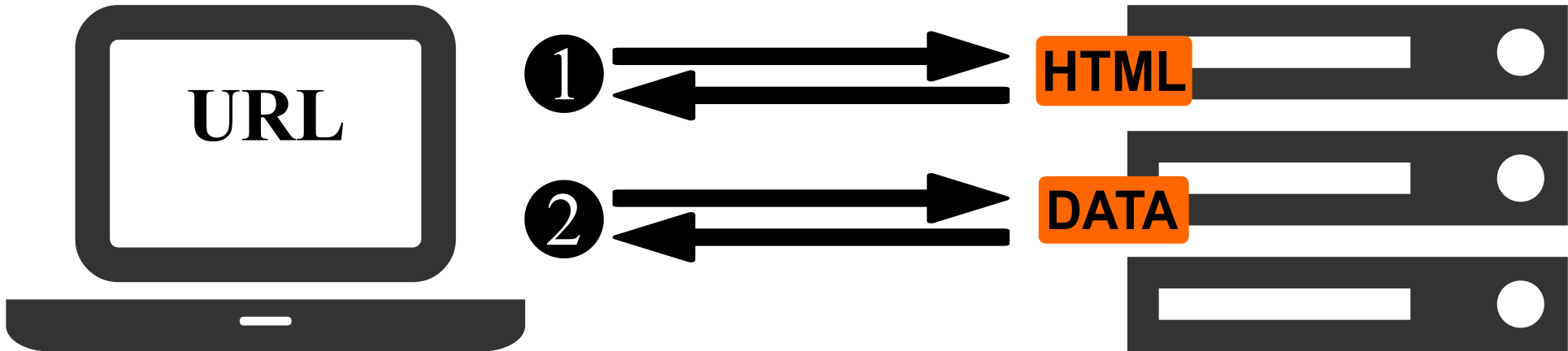
- HTML, CSS, SVG
- Execute Javascript

## Server

Servers (e.g., node, nginx, Apache) serve:

- Static and dynamic HTML pages
- Content such as JSON, CSV, images,...

# ASYNCHRONOUS COMMUNICATIONS



Browser and server communicate asynchronously:

- Using Asynchronous JavaScript & HTML (AJAX)
- Implemented in visualization libraries as promises:

```
//load cars.json
d3.json("https://raw.githubusercontent.com/vega/vega/main/docs/data/cars.json")
  .then((data) => {
    console.log(data);
    //open console: Command + Option + J (Mac) or Control + Shift + J (Windows, Linux, ChromeOS)
  });
```

# WEB LANGUAGES

1. HTML

2. CSS

3. Javascript

# 1. HTML

- HTML stands for “*Hyper-Text Markup Language*”
- Defines the page semantics or meaning
- Whitespace and line breaks are disregarded
- HTML document as a tree of HTML elements
- Elements specified as tags with attributes:

```
<tag attribute="value"></tag>
```

- Two attributes used to identify elements:
  - class: “*class*” of elements, multiple classes per element

```
<tag class="definition blue"></tag>
```

- id: uniquely identify an element, only one id per document

```
<tag id="tag0"></tag>
```

# BASIC HTML ELEMENTS

Element	Description
<!DOCTYPE html>	Standard document type declaration (first line of document).
html	Surrounds all HTML content in a document.
head	Tag containing all document metadata (e.g., title).
title	Title shown on top of browser window.
body	Visible content in the page.
h1, h2, h3, h4, h5, h6	Headers of different levels.
p	Paragraph (block-level element).
span	Portion of text (inline element).
div	Division within the document (block-level element).
em	Emphasize text, rendered in italic.
strong, b	Emphasize text, rendered in boldface.
a	Hyperlink, rendered in underlined, blue text.
svg	SVG element for rendering vector graphics.



# BASIC INDEX.HTML

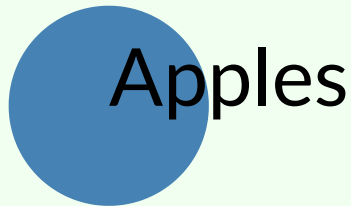
```
<!DOCTYPE html>
<html>
  <head>
    <title>Page title</title>
  </head>

  <body>
    <!-- This is an HTML comment -->
    <!-- Visible HTML elements are placed in the body -->
  </body>
</html>
```

# SVG

- SVG stands for “Scalable Vector Graphics”
- Used for 2D vector graphics, not for raster (images) or 3D

```
<svg width="800" height="200" style="background-color: honeydew">  
  <circle cx="300" cy="120" r="50" fill="steelblue"/>  
  <text x="300" y="120">Apples</text>  
  <circle cx="100" cy="100" r="50" fill="orange"/>  
  <text x="100" y="100">Pears</text>  
  <rect x="500" y="50" width="200" height="100" fill="orange"/>  
  <text x="450" y="100">Oranges</text>  
</svg>
```



## 2. CSS

- CSS stands for “*Cascading Style Sheets*”
- Used to define the appearance of HTML elements
- Three ways to use CSS in HTML:

```
<!-- Inline -->
<p style="color: blue">Inline style</p>

<!-- Embedded -->
<style>
  p { color: blue; }
</style>

<!-- External -->
<head>
  <link rel="stylesheet" type="text/css" href="style.css">
  <!-- p { color: blue; } placed in style.css -->
</head>
```

Inline overrides Embedded overrides External

# CSS SELECTORS

Selectors are specified as: element name, class or id attributes

div	div elements
.foo	elements with class foo
#foo	elements with id foo
div.foo	div elements with class foo
div#foo	div elements with id foo
div .foo	elements with class foo <b>inside</b> a div
div #foo	elements with id foo <b>inside</b> a div
div, .foo	div elements <b>and</b> elements with class foo
div p .foo	elements with class foo in a p in a div

# CSS SELECTORS EXAMPLES

```
h1 { color: red; } /* all h1 */

h1 h2 { font-weight: bold; } /* all h2 inside h1 */

h1, h2 { font-weight: bold; } /* all h1 and h2 */

p strong {
  color: orange;
  font-weight: bold; } /* all strong inside p */

#chapter1 { color: blue } /* element with id chapter1 */

.pastoral { color: green } /* all with class pastoral */

div.pastoral { color: green } /* div elements with class pastoral */
```

In CSS files, later rules override earlier ones when more than one selector applies to an element

# 3. JAVASCRIPT

## **New language coming up**

Meanwhile, Netscape and Sun Microsystems reportedly will announce later today they are teaming to create easy-to-use computer programming language for Internet access.

The new programming, called Javascript, will be distributed free over the Internet.

The programming would allow even non-technical users to customize information accessible on the World Wide Web.

For example, the software could allow users to view an always updated stock ticker of their own portfolio.

By distributing Javascript for free, Sun and Netscape hope they, rather than Microsoft, can set the Internet's next programming standard, reaping resulting sales of related products that use the Javascript approach.

Microsoft is expected to unveil its version of an Internet programming language later this week.

Unlike Javascript, which can run on any operating system, Microsoft's programming language will only be compatible with its software.

- Scripting language for Web pages
- Created by Brendan Eich
- Some resemblances with Java
- Implemented in browsers and non-browser, e.g., node
- [MDN JavaScript documentation](#)
- ECMAScript (ES) Web standard versions, e.g., ES6
- Used in the browser for:
  - User interaction
  - Asynchronous communications
  - Control the browser
  - Alter the content

# INCLUDING JAVASCRIPT IN WEB PAGES

- Inline

```
<script type="text/javascript">  
  //JavaScript code here  
</script>
```

- External

```
<script src="script.js"></script>
```

The use of the .js extension is a convention

# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language
- Everything is mutable
- Dynamic typing
- First-class functions
- Function level scope



# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language

```
//denotes a comment  
obj = {first: 'Joseph', last: 'Priestley'}; //object literal  
obj.first // 'Joseph' (preferred)  
obj['first'] //same as obj.first
```

- Everything is mutable
- Dynamic typing
- First-class functions
- Function level scope

# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language
- Everything is mutable

```
obj = {first: 'Joseph', last: 'Priestley'};  
obj.first = 'Joe' //now first is 'Joe'
```

- Dynamic typing
- Function level scope
- First-class functions

# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language
- Everything is mutable
- Dynamic typing

```
//primitive types
var foo = true;           //Boolean
var foo = null;           //Null
var foo = undefined;      //Undefined
var foo = 2.3;            //Number
var foo = 'bar'           //String
```

- First-class functions
- Function level scope

# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language
- Everything is mutable
- Dynamic typing
- First-class functions

```
//functions treated similar to any other variable
var pi = function() { return Math.PI; } //assign function to a variable

function add(a, f) { return a + f(); }
add(1, pi); //pass function as argument

//closure
function addPi() {
  //return function
  return function(a) { return a + Math.PI; }
}
```

## ☰ Function level scope

# MAIN JAVASCRIPT LANGUAGE FEATURES

- Object-oriented language
- Everything is mutable
- Dynamic typing
- First-class functions
- Function level scope

```
var b = 5; //global scope, i.e., at the top of the script
//same as b = 5;

function f(a) {
  var b = 3; //local scope, i.e., within the scope of the function
  return a + b;
}

b; //5
```

# DECLARATION AND INITIALIZATION

## With variables:

```
//declaration
var a; //function scoped
let b; //block scoped
//a = b = undefined

//declaration & assignment
const G = 9.81; //block scoped constant
c = a; //same as var c = a;

//assignments
b = G; //now b = 9.81
```

## With functions:

```
//declaration: "function declaration"
function add(a, b) {
  return a + b;
}

//declaration & assignment: "function expression"
var add = function(a, b) {
  return a + b;
}; //; at the end!

//function expression alternative: arrow function
var add = (a, b) => { return a + b; }
var add = (a, b) => a + b
```

An [arrow function expression](#) is a compact alternative to a traditional [function expression](#), but is limited and can't be used in all situations.

# JAVASCRIPT HOISTING

Hoisting refers to the moving of variable declarations at the top of their scope when the script is parsed

Declarations are *hoisted*, initializations are *not*

Before hoisting

```
var a;  
a = 2;  
var b = 5;  
  
var add = function (a, b) {  
    return a + b;  
};  
  
function func(a) {  
    var b = 3;  
    var c = a + b;  
    return c;  
}
```

After hoisting

```
//hoisted declarations  
var a, b, add;  
  
function func(a) {  
    var b, c;  
    b = 3;  
    c = a + b;  
    return c;  
}  
  
//assignments  
a = 2;  
b = 5;  
add = function (a, b) {  
    return a + b;  
};
```

# CLOSURES

*A closure is the combination of a function and the lexical environment within which that function was declared.*

```
function exampleClosure(arg1, arg2) { //closure
  var localVar = 2;
  function exampleReturned(innerArg) { //inner function (declaration)
    return ((arg1 + arg2) / (localVar + innerArg));
  }
  return exampleReturned; //reference to inner function
}

var globalVar = exampleClosure(2, 4);

console.log(globalVar); //[Function: exampleReturned]

globalVar(4); //1 = ((2 + 4) / (2 + 4))
```



# OUTLINE

- Data
- Visualization Techniques
- Introduction to WEB Technologies
- Sample quiz questions

**What is the type of dollar amounts?**

- A. Dichotomous
- B. Nominal
- C. Interval
- D. Ratio

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Chinese, French, American, Greek, Swiss

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**What is the type of this data in Fahrenheit scale?**  
*60° F, 70° F, 80° F, 90° F, 100° F, 110° F*

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- C. Categorical Nominal
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## What elements the following CSS rule selects:

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div,a.important {  
  color: 'red'  
}
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- A. Hyperlinks with class important inside a div
- B. Hyperlink with class important and div elements
- C. Hyperlink with id important inside a div
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