Introduction to Bokeh

INTERACTIVE DATA VISUALIZATION WITH BOKEH

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What is Bokeh?

- **Documentation**

- **Gallery**

Course overview

- Chapter 1: Introduction to Bokeh

- Chapter 2: Customizing visualizations

- Chapter 3: Storytelling with visualizations

- Chapter 4: Introduction to widgets

```
import pandas as pd
nba = pd.read_csv("nba.csv")
print(nba.columns)
```

```
Index(['player', 'position', 'minutes', 'field_goal_perc', 'three_point_perc',
       'free_throw_perc', 'rebounds', 'assists', 'steals', 'blocks', 'points',
       'team', 'conference', 'scorer_category'],
      dtype='object')
```
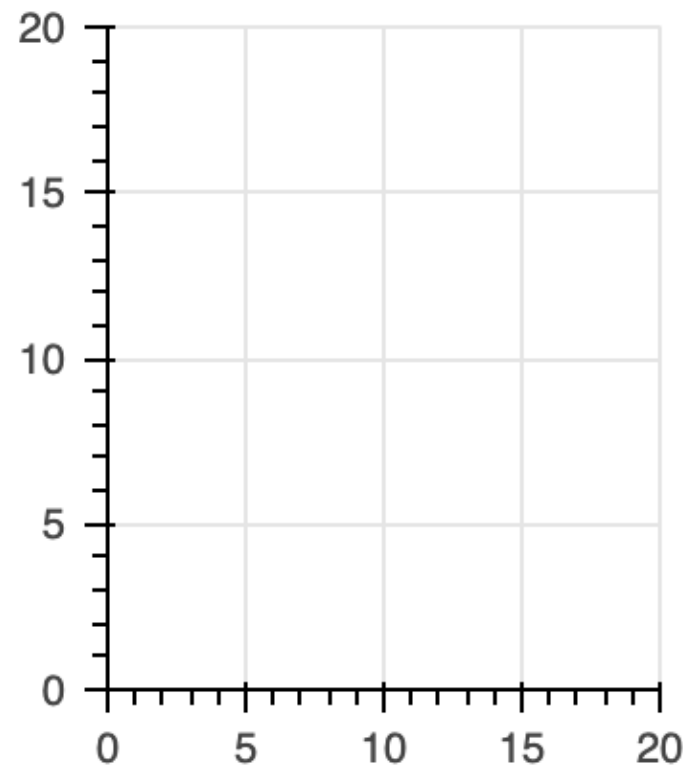
```
print(nba.shape)
```
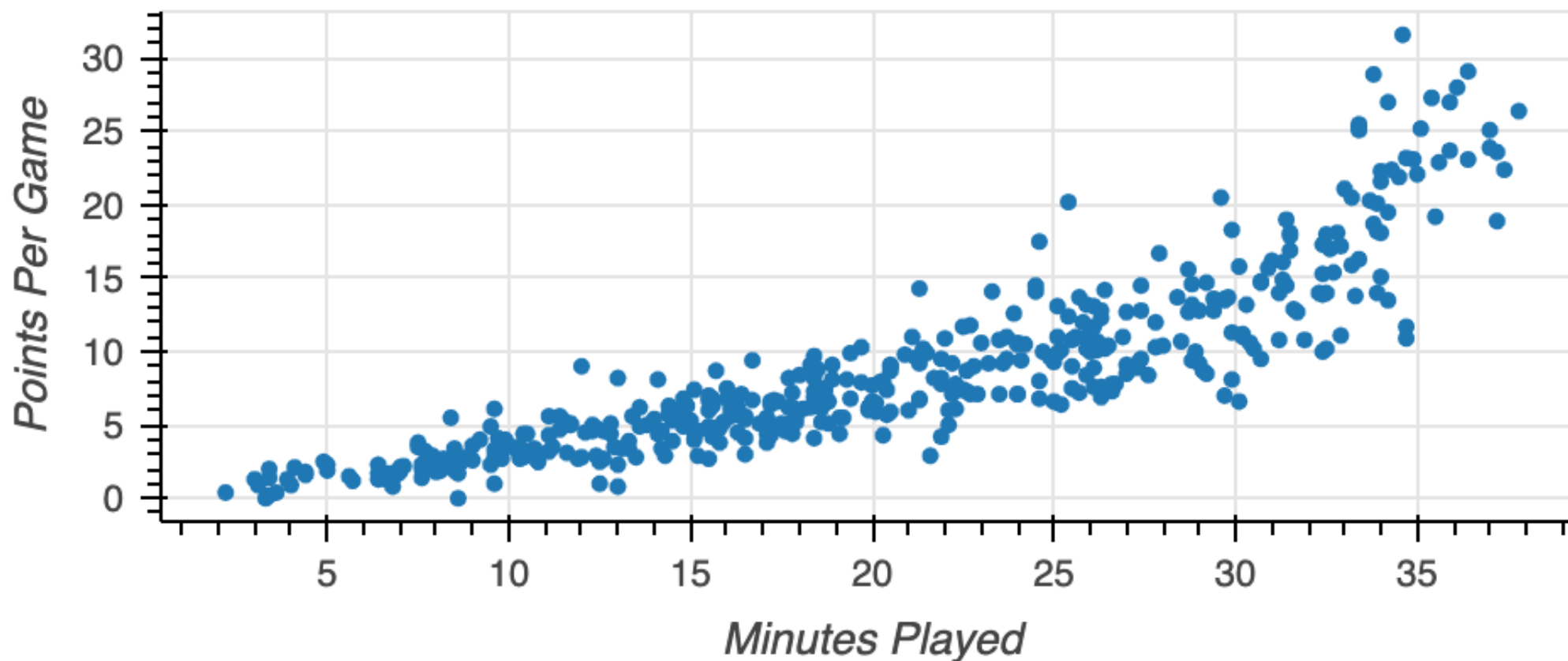
```
(424, 14)
```

Setting up a figure

```python
from bokeh.plotting import figure
from bokeh.io import output_file, show
fig = figure()
output_file(filename="empty_figure.html")
show(fig)
```
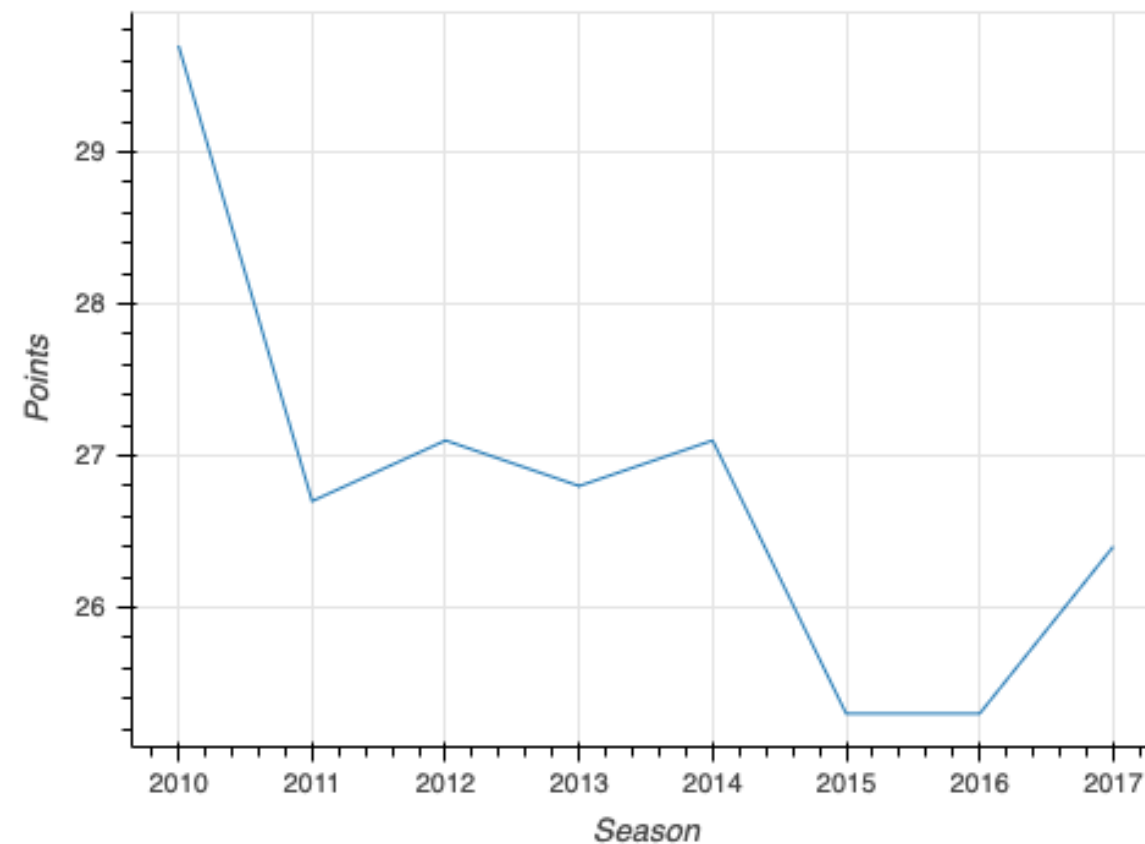
Building a scatter plot

```python
fig = figure(x_axis_label="Minutes Played", y_axis_label="Points Per Game")
fig.circle(x=nba["minutes"], y=nba["points"])
output_file(filename="nba_points.html")
show(fig)
```

Displaying a line plot

```
fig = figure(x_axis_label="Season", y_axis_label="Points")
fig.line(x=lebron["season"], y=lebron["points"])
output_file(filename="lebron_points_per_season.html")
show(fig)
```

Plotting categorical data

```python
positions = nba.groupby("position", as_index=False)["points"].mean()
fig = figure(x_axis_label="Position", y_axis_label="Points per Game",
             x_range=positions["position"])
fig.vbar(x=positions["position"], top=positions["points"])
output_file(filename="nba_points_by_position.html")
show(fig)
```
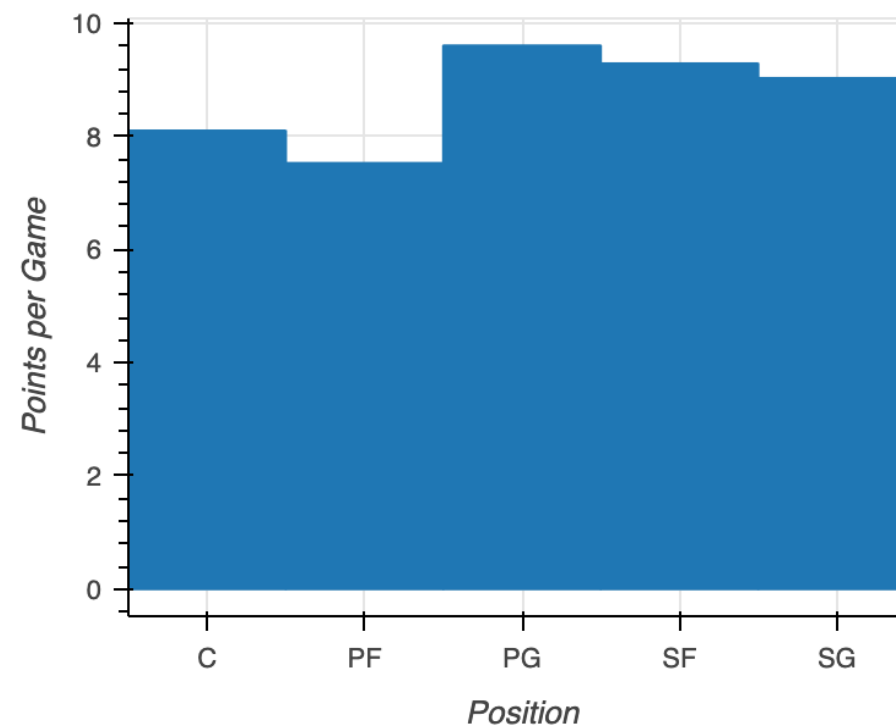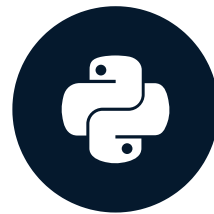
Let's practice!

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Configuration tools

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The default toolbar

- PanTool
  - `pan`

- BoxZoomTool
  - `box_zoom`

- WheelZoomTool
  - `wheel_zoom`

- Save
  - `save`

- Reset
  - `reset`
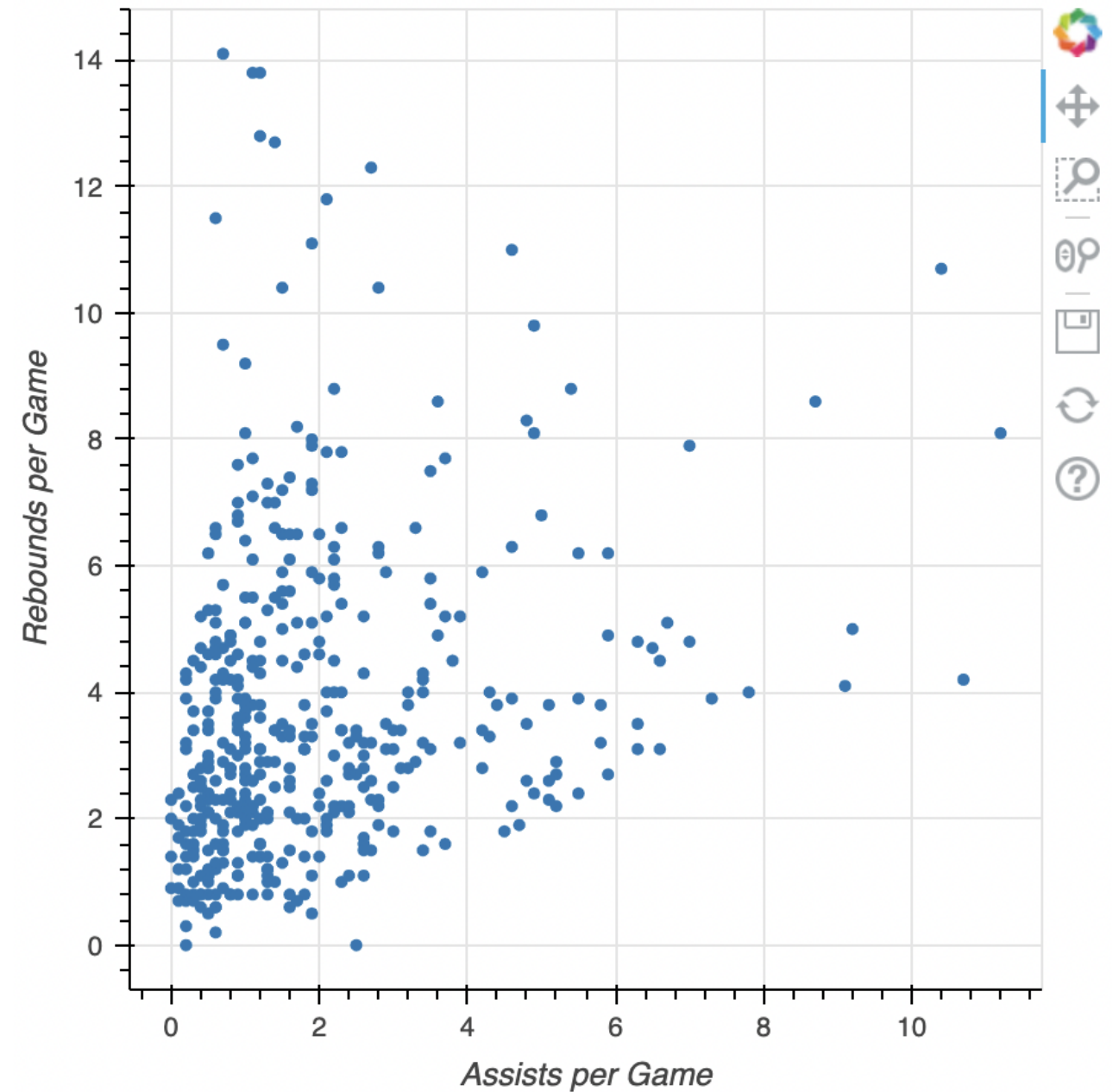
Configuration tools

We will cover:

- Pan/Drag tools

- Click/Tap tools

- Scroll/Pinch tools

Other tools outside of course scope:

- Actions

- Inspectors

- Edit tools

[1] http://docs.bokeh.org/en/latest/docs/user_guide/tools.html

Pan/drag tools

- PanTool
  - `pan` ✛

- BoxSelectTool
  - `box_select`

- BoxZoomTool
  - `box_zoom`

- LassoSelectTool
  - `lasso_select`
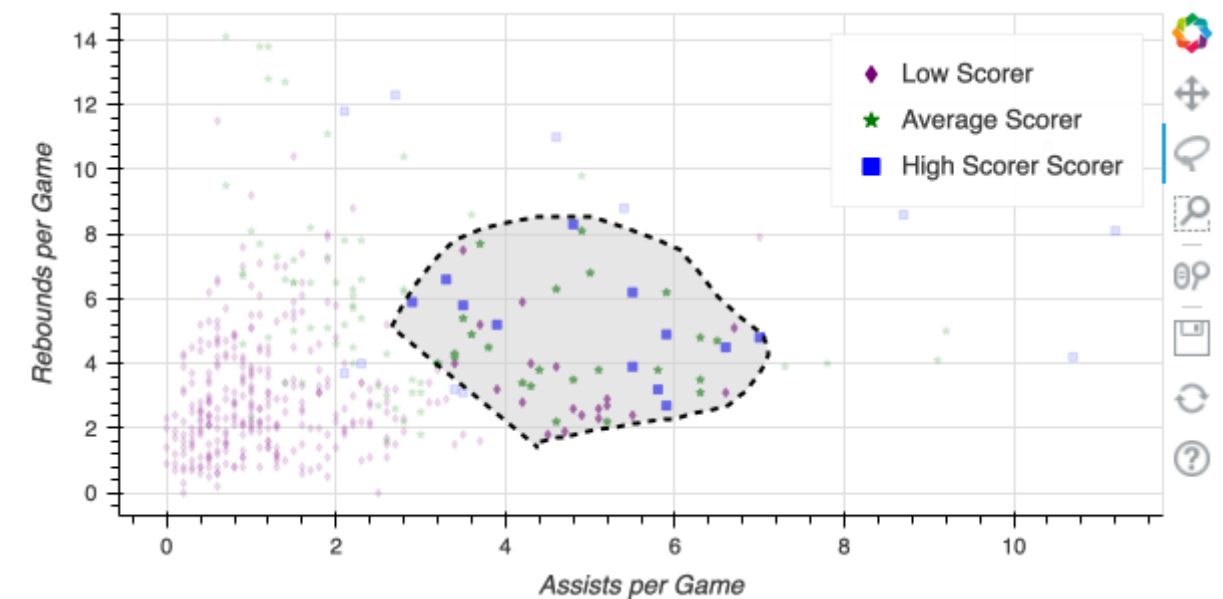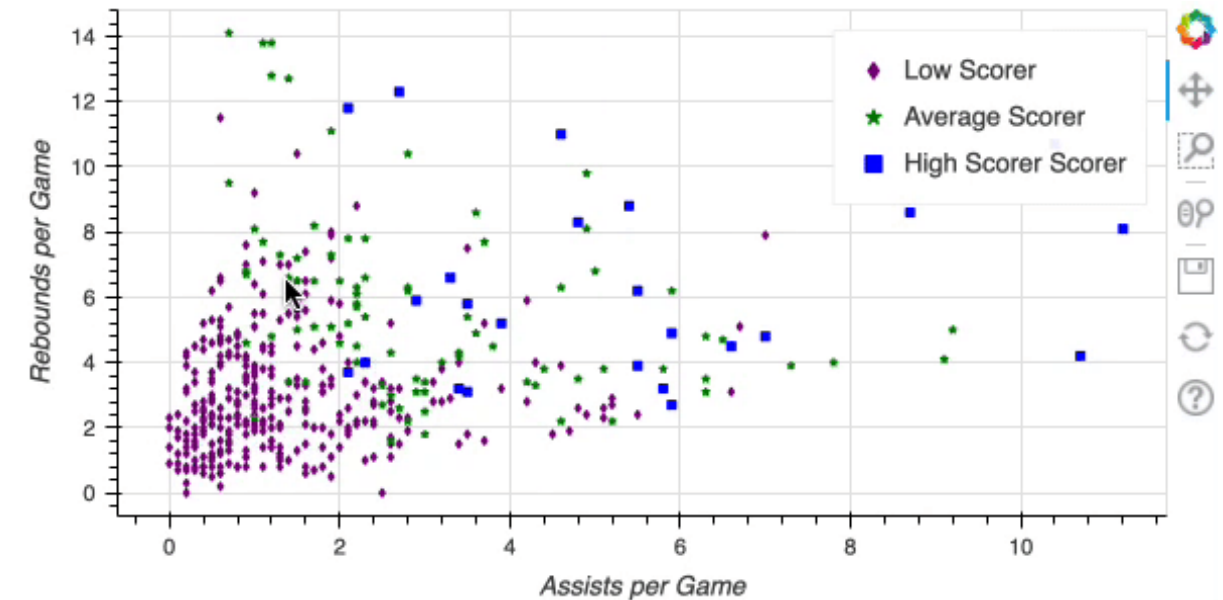
Click/tap tools

- PolySelectTool
  - `poly_select`

- TapTool
  - `tap`
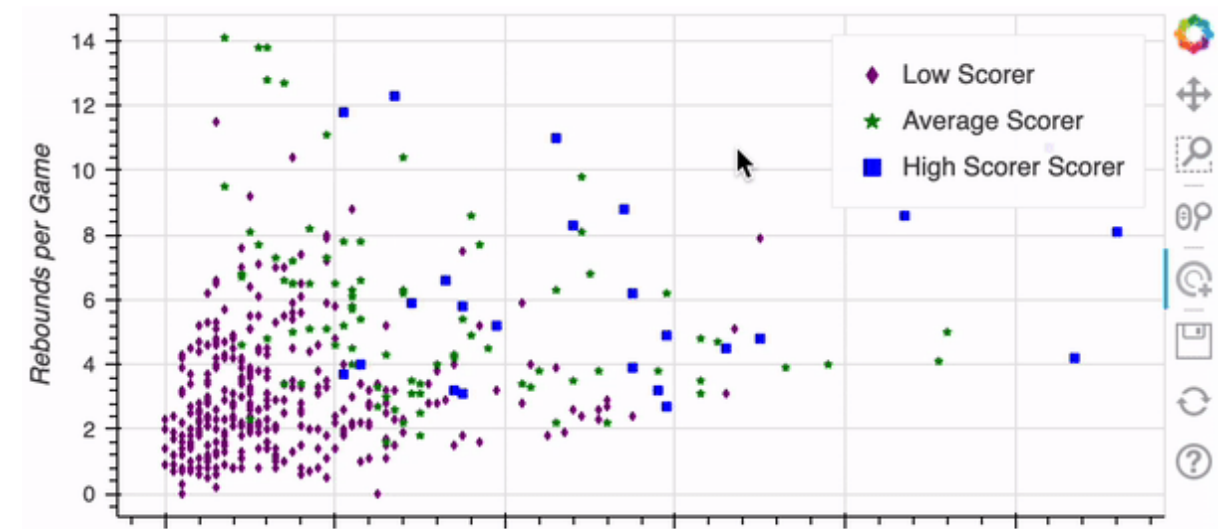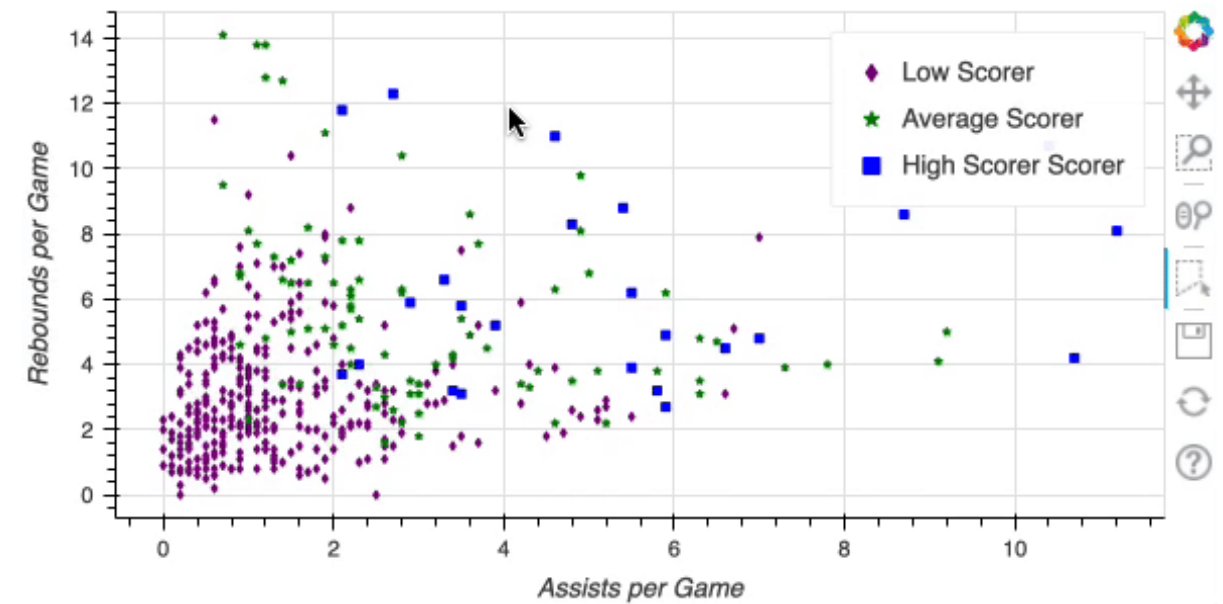
Scroll/pinch tools

- WheelZoomTool

  - `wheel_zoom`

- WheelPanTool

  - `xwheel_pan`

  - `ywheel_pan`
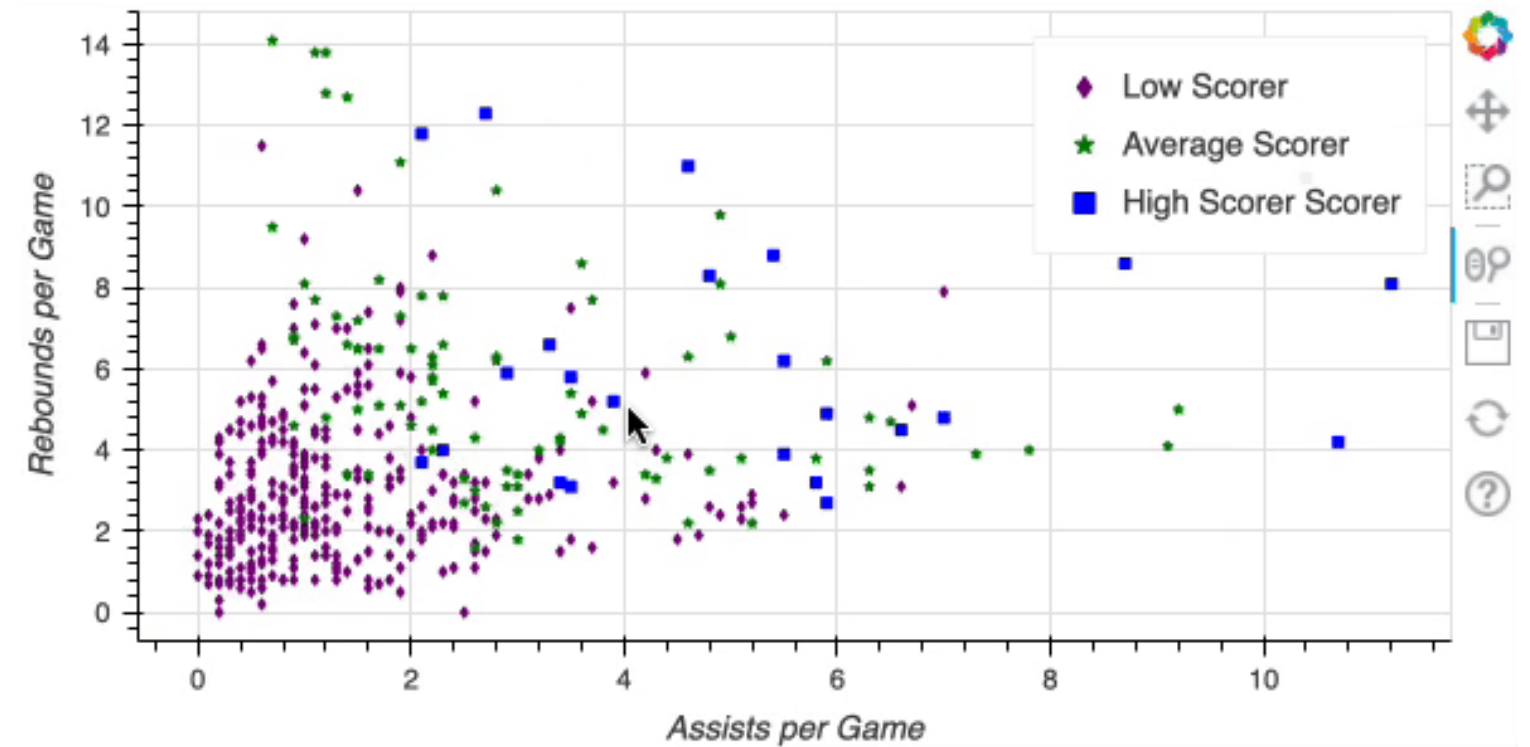
Customizing the toolbar

```python
from bokeh.models import BoxSelectTool
fig = figure(x_axis_label="Steals per Game",
             y_axis_label="Assists per Game")
fig.circle(x=nba["steals"], y=nba["assists"])
fig.add_tools(BoxSelectTool())
output_file(filename="adding_box_select.html")
show(fig)
```
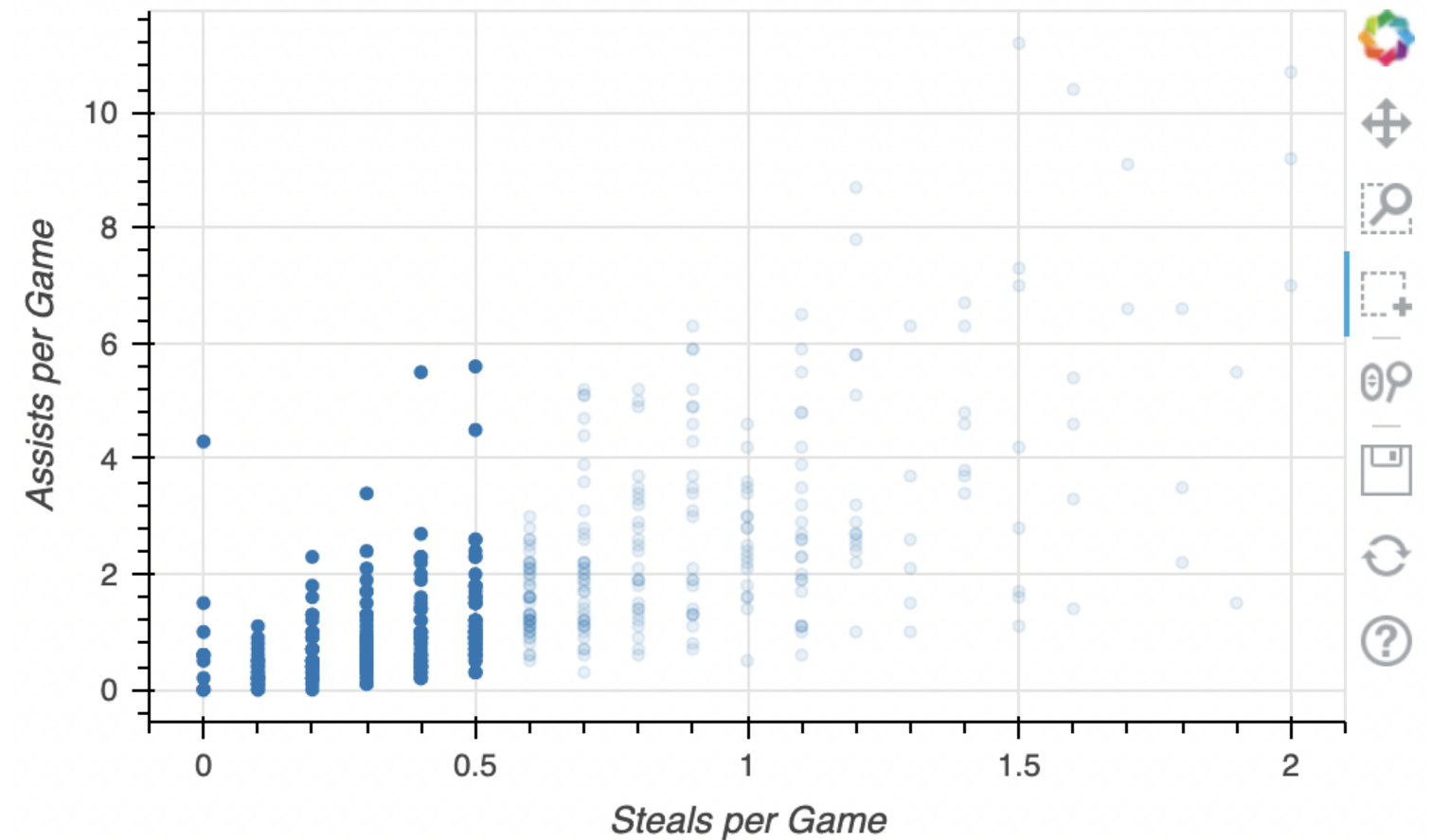
Custom list of tools

```python
tools = ["lasso_select", "box_zoom", "tap"]
fig = figure(x_axis_label="Steals", y_axis_label="Assists",
             tools=tools)
fig.circle(x=nba["steals"], y=nba["assists"])
output_file(filename="custom_tools.html")
show(fig)
```
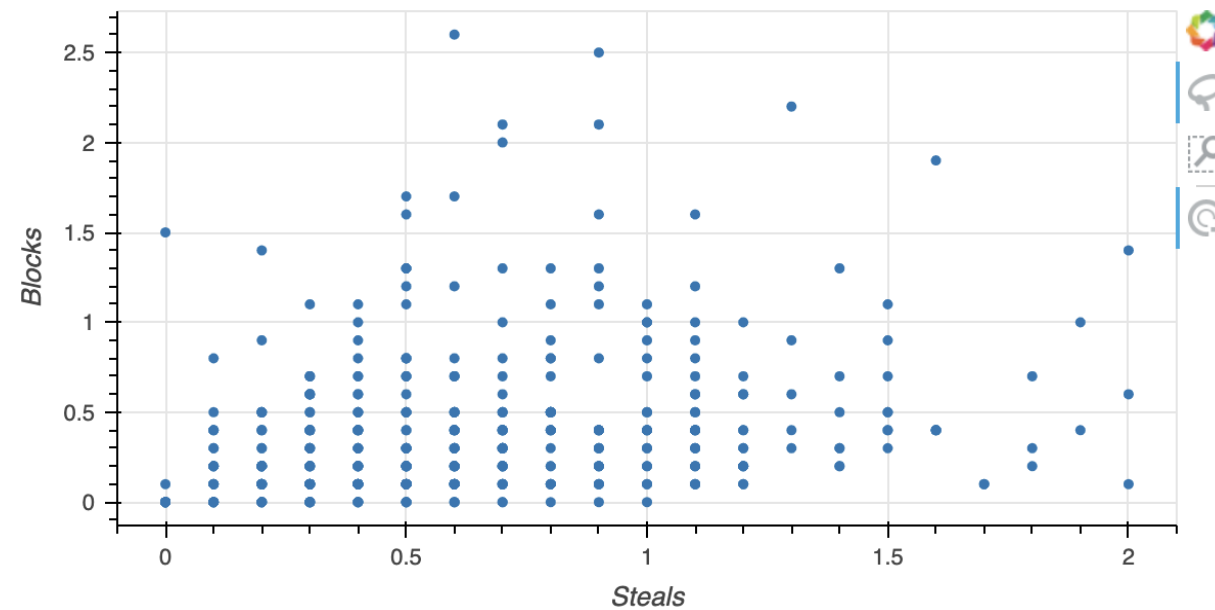
Let's practice!

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Adding LassoSelectTool

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Inspectors
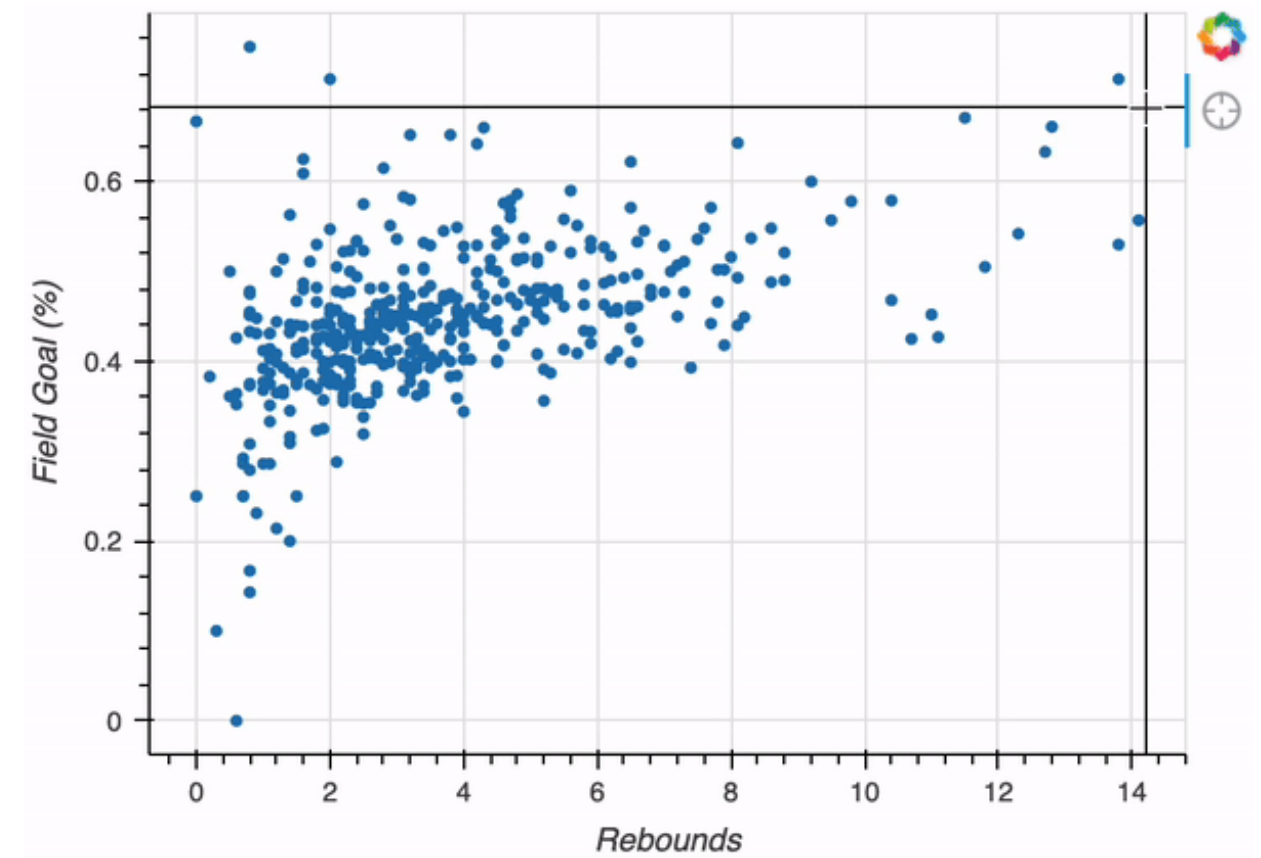
- CrosshairTool

  ○ `crosshair`

- HoverTool

  ○ `hover`



[1] https://docs.bokeh.org/en/latest/docs/user_guide/tools.html#userguide-tools-inspectors

Bokeh data source objects

```python
from bokeh.models import ColumnDataSource
source = ColumnDataSource(data=nba)
fig = figure(x_axis_label="Minutes Played", y_axis_label="Points Per Game")
fig.circle(x="assists", y="points", source=source)
output_file(filename="ColumnDataSource.html")
show(fig)
```
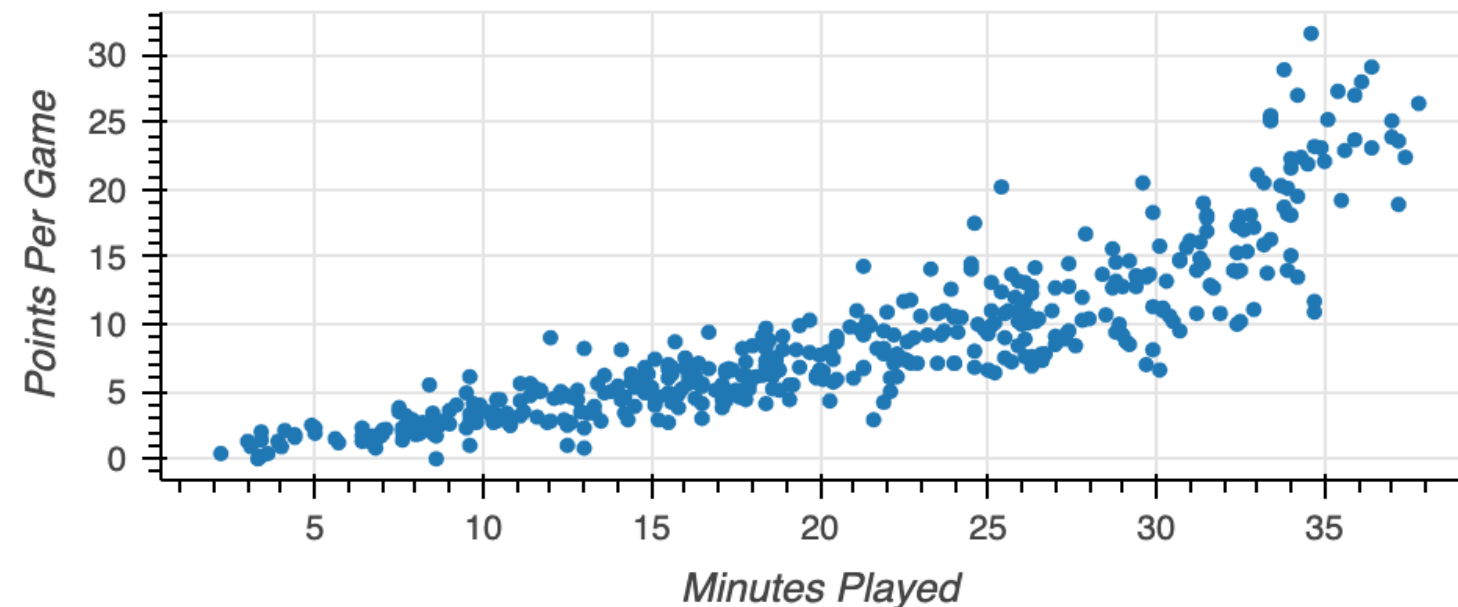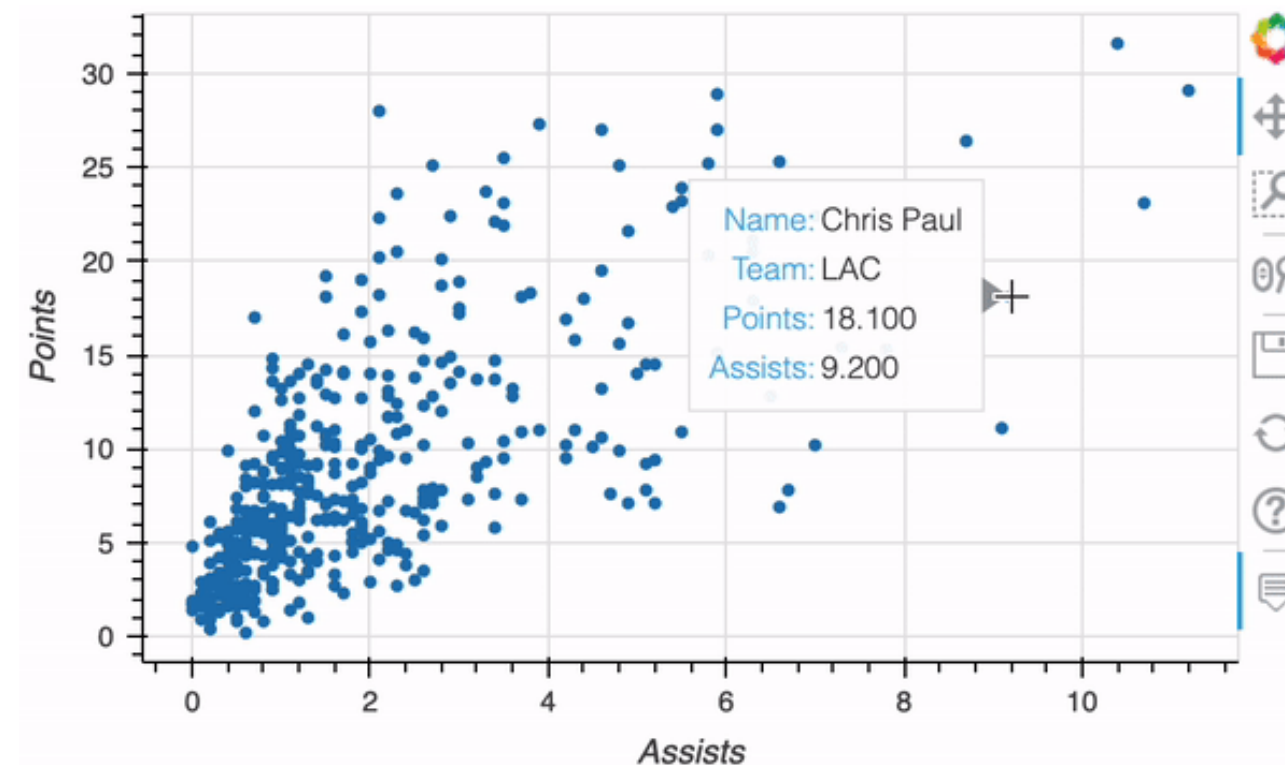
Setting up the HoverTool

```python
from bokeh.models import ColumnDataSource
source = ColumnDataSource(data=nba)
TOOLTIPS = [("Name", "@player"), ("Team", "@team")]
fig = figure(x_axis_label="Assists", y_axis_label="Points",
             tooltips=TOOLTIPS)
fig.circle(x="assists", y="points", source=source)
output_file("name_and_team.html")
show(fig)
```
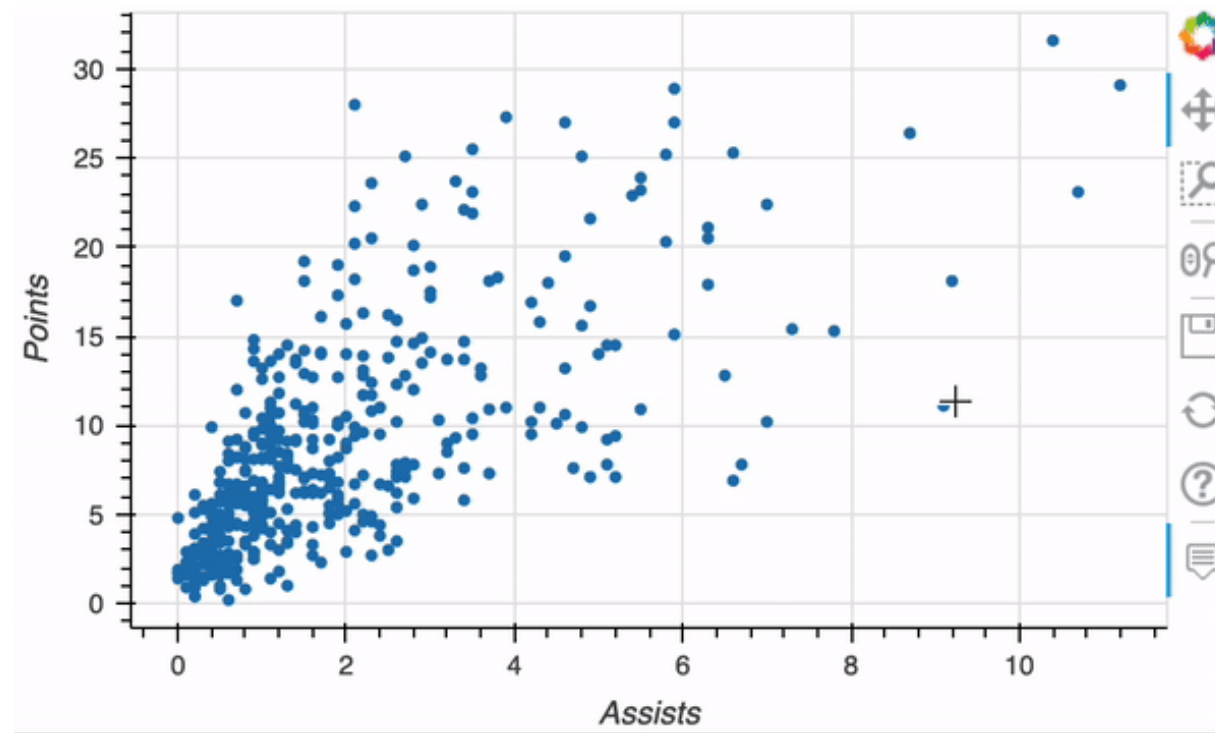
HoverTool in action
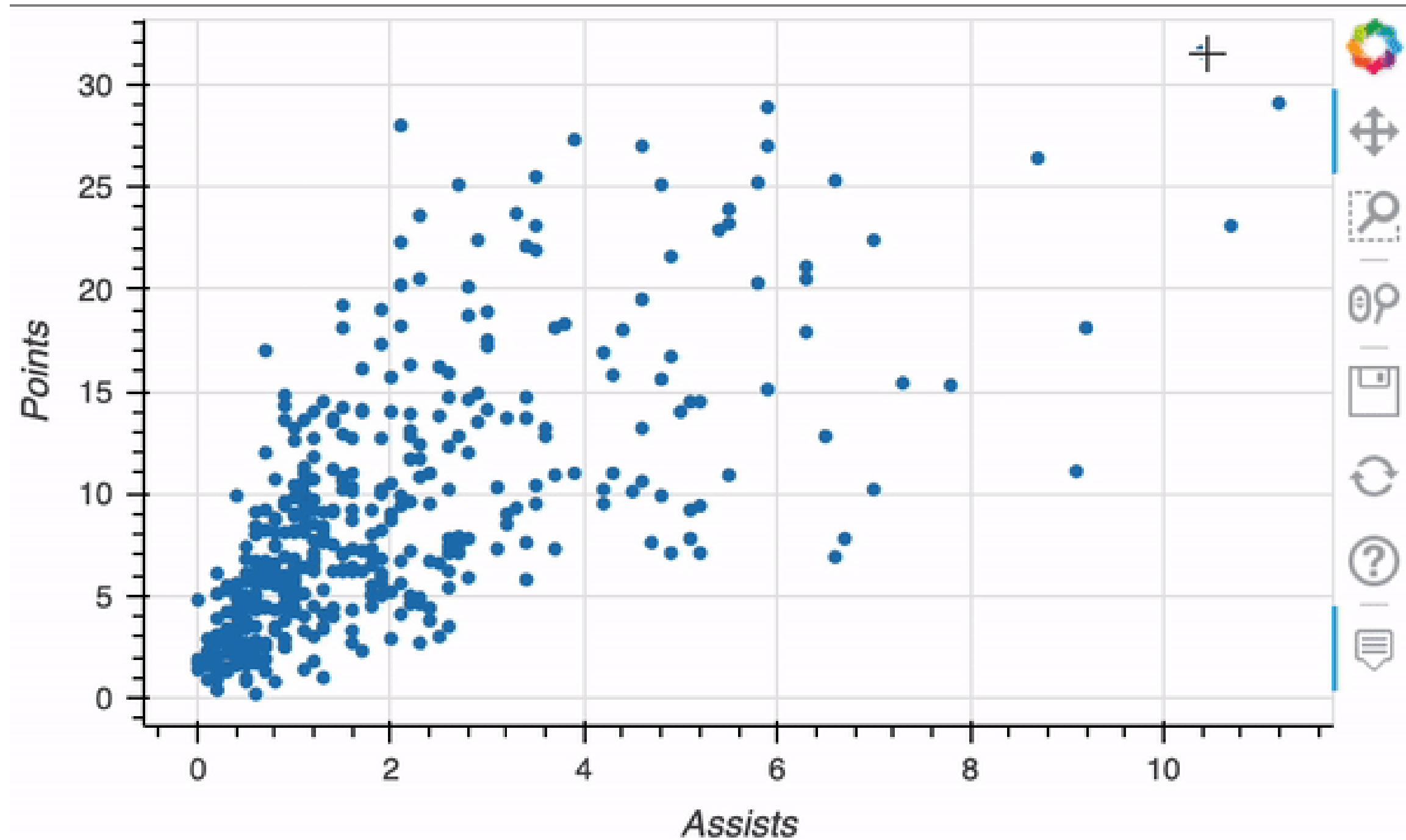
Displaying numeric data

```
TOOLTIPS = [("Name", "@player"), ("Team", "@team"),
            ("Points", "@points"), ("Assists", "@assists")]
fig = figure(x_axis_label="Assists", y_axis_label="Points", tooltips=TOOLTIPS)
fig.circle(x="assists", y="points", source=source)
output_file("hovertool.html")
show(fig)
```

Formatting the HoverTool

```python
TOOLTIPS = [("Name", "@player"), ("Team", "@team"),
            ("Points", "@points{0.2f}"), ("Assists", "@assists{0.2f}")]
fig = figure(x_axis_label="Assists", y_axis_label="Points", tooltips=TOOLTIPS)
fig.circle(x="assists", y="points", source=source)
output_file("formatted_hovertool.html")
show(fig)
```

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