

Sebastian Meier

Web Development

vs.

Academic Development

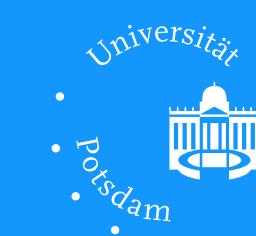


Bundesministerium
für Bildung
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DFG

08.10.15 / Sebastian Meier
GeoVis Workshop, HCU Hamburg

FHP:->



Sebastian Meier

Web Development

vs.

Academic Development

Overview

- Enabling Knowledge Exchange
- Fostering Knowledge Exchange
- Discussion



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 felipelageduarte / NMap

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Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

 11 commits

 1 branch

 1 release

 1 contributor



Branch: **master** 

NMap / 



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 felipelageduarte authored on 27 Nov 2014

latest commit  d29d6399c7

 Dataset

Fixing csv files

10 months ago

 Src Code

Updating NMap

10 months ago

 .gitignore

Updating NMap src Codes

10 months ago

 LICENSE

Initial commit

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 NMap.bib

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a year ago

 README.md

Update README.md

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Enabling Knowledge Exchange

Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

ABSTRACT

Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

Felipe S. L. G. Duarte, Fabio Sikansi, Francisco M. Fatore, Samuel G. Fadel, Fernando V. Paulovich

IEEE VIS 2014





Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

11 commits 1 branch 1 release 1 contributor

Branch: master **NMap** / +

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latest commit d29d6399c7

	Dataset	Fixing csv files	10 months ago
	Src Code	Updating NMap src Codes	10 months ago
	.gitignore	Updating NMap src Codes	10 months ago
	LICENSE	Initial commit	a year ago
	NMap.bib	First Commit	a year ago
	README.md	Update README.md	10 months ago

README.md

Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

ABSTRACT

Space-filling techniques seek to use as much as possible the visual space to represent a dataset, splitting it into regions that represent the data elements. Amongst those techniques, Treemaps have received wide attention due to its simplicity, reduced visual complexity, and compact use of the available space. Several different Treemap algorithms have been proposed, however the core idea is the same, to divide the visual space into rectangles with areas proportional to some data attribute or weight. Although pleasant layouts can be effectively produced by the existing techniques, most of them do not take into account relationships that might exist between different data elements when partitioning the visual space. This violates the distance-similarity metaphor, that is, close rectangles do not necessarily represent similar data elements. In this paper, we propose a novel approach, called Neighborhood Treemap (Nmap), that seeks to solve this limitation by employing a slice and scale strategy where the visual space is successively bisected on the horizontal or vertical directions and the bisections are scaled until one rectangle is defined per data element. Compared to the

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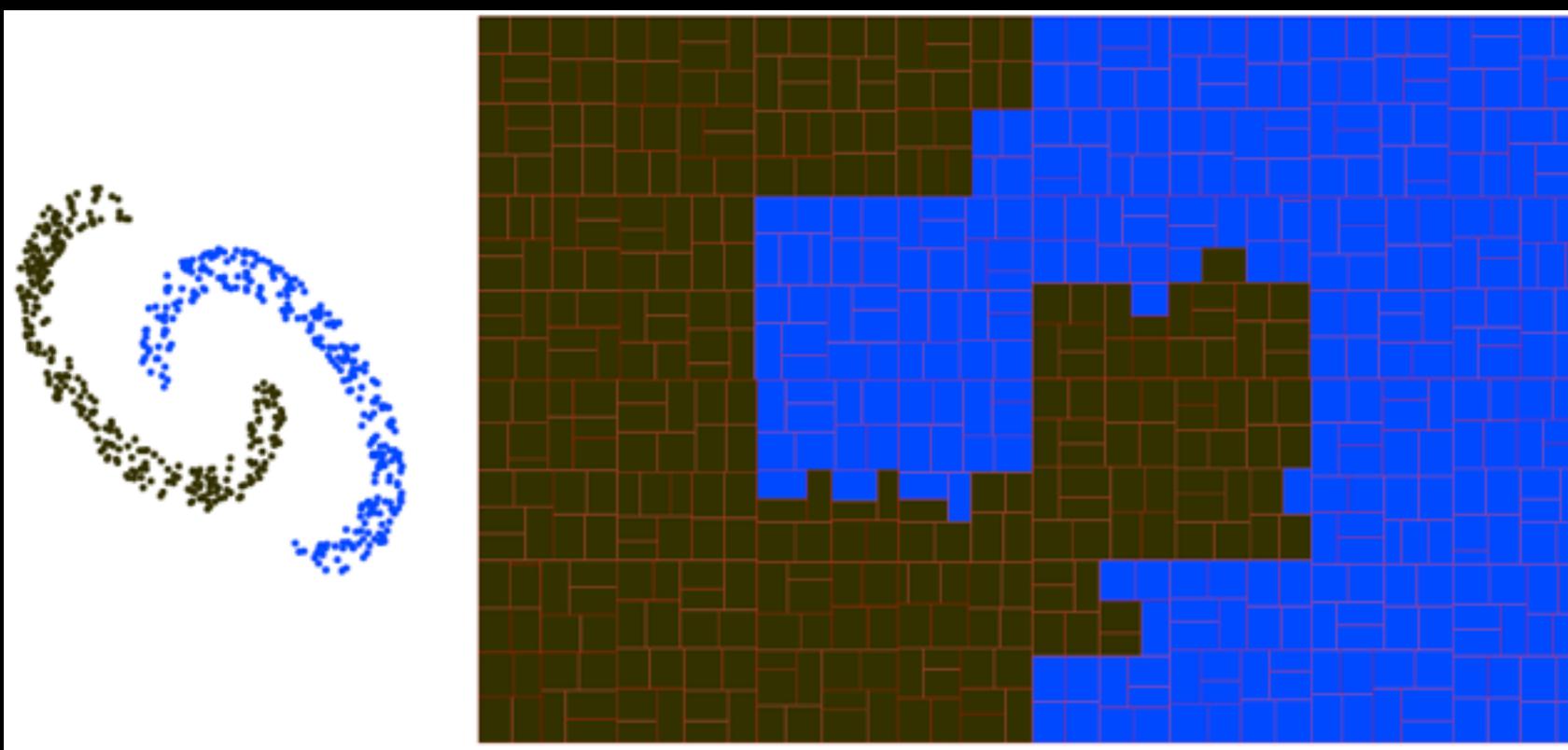
TreeMappa

Jo Wood



nmap.js

Sebastian Meier





Branch: master ▾ NMap / Dataset / configuration01.csv

felipelageduarte on 26 Nov 2014 Fixing csv files

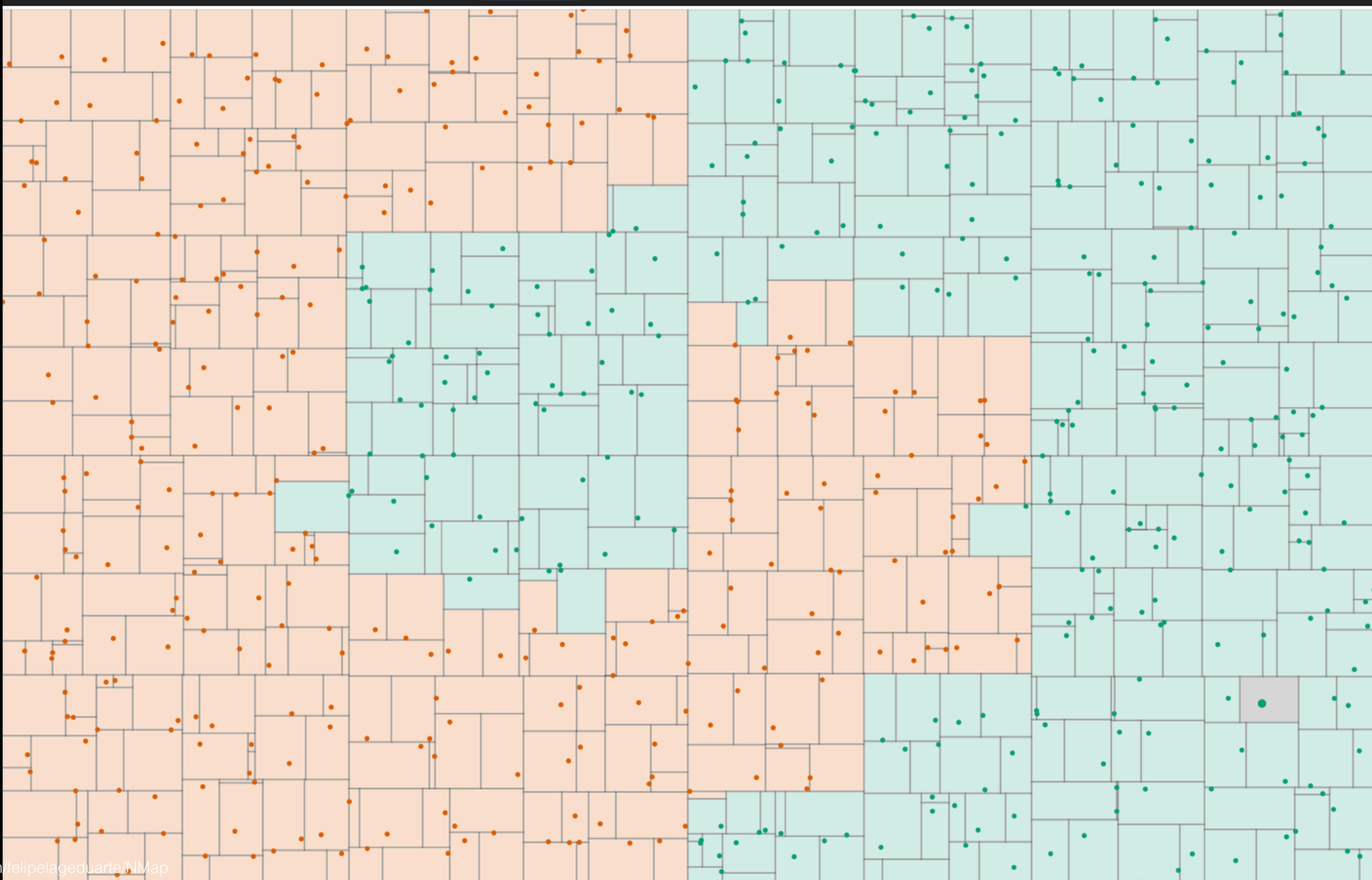
1 contributor

602 lines (601 sloc) | 25.3 KB

Raw Blame History

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3	1	323.09363	472.42114	517.49146	0.5591224
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5	3	196.95258	323.9633	520.41064	0.30324286
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7	5	275.36365	160.16702	307.69385	0.20032994
8	6	313.6577	255.57089	507.14877	0.32754785
9	7	187.3713	260.51248	353.90674	0.22070411
10	8	537.9159	123.974014	526.2971	0.6121444
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16	14	289.79504	315.96524	386.40244	0.3593439
17	15	556.4916	547.45593	527.56116	0.88429034
18	16	418.96124	182.83449	414.66132	0.4331869
19	17	644.75305	119.782875	470.26132	0.79221994
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21	19	555.7607	183.29385	323.6392	0.65656716
22	20	269.6129	69.65048	490.1366	0.14956877
23	21	366.9986	518.6978	419.4006	0.64783686
24	22	248.29308	252.22305	381.02255	0.25234392



Publishing Guidelines

- Documented Code
- Training- / Example-Data-Sets
- Example Implementations

Frameworks & Libraries

vs.

Plugins, Widgets, Data- Wranglers, APIs, ...



Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

11 commits 1 branch 1 release 1 contributor

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README.md

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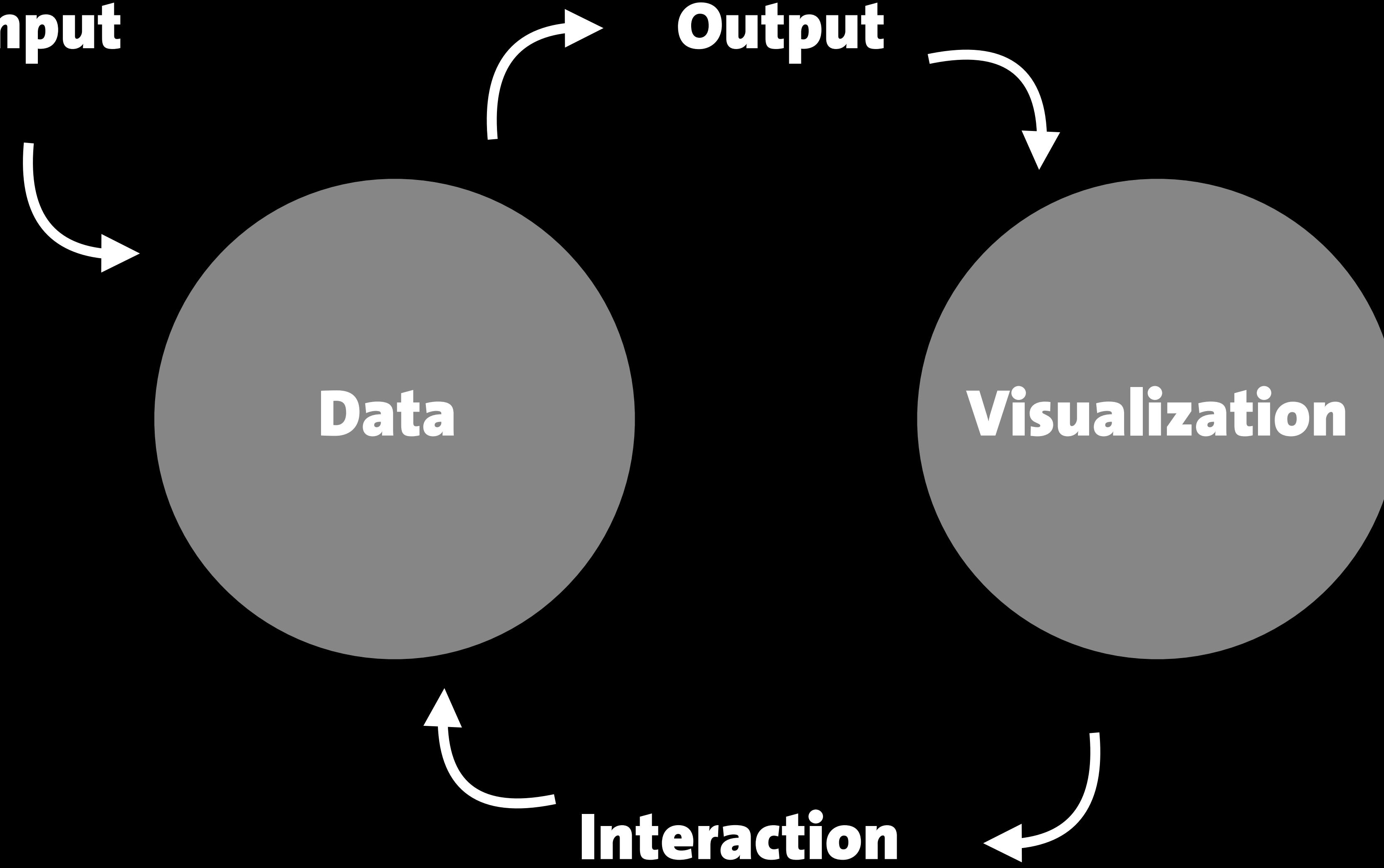
Input

Output

Data

Visualization

Interaction





d3 layout for od-maps — Edit

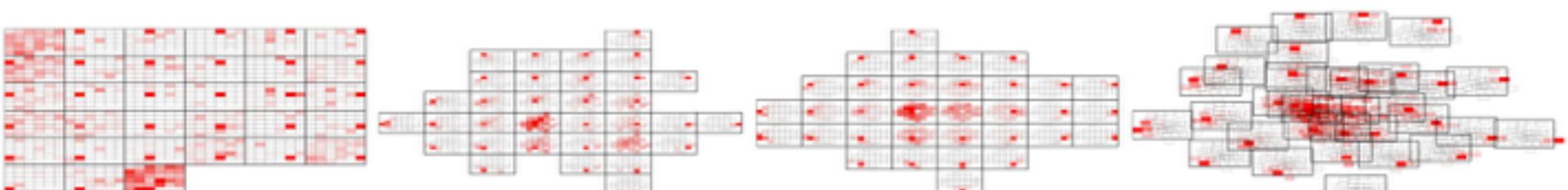
4 commits	1 branch	0 releases	1 contributor
Branch: master +			
moving images			
sebastian-meier authored 8 days ago		latest commit 244bb505d0	
docs	Initial commit		8 days ago
example	Initial commit		8 days ago
img	Initial commit		8 days ago
lib	Initial commit		8 days ago
LICENSE	Initial commit		2 months ago
README.html	moving images		8 days ago
README.md	moving images		8 days ago
config.codekit	Initial commit		8 days ago
d3.layout.odmap.js	Initial commit		8 days ago
d3.layout.odmap.min.js	Initial commit		8 days ago

README.md

d3.layout.odmap

d3 layout helper for origin-destination visualizations (od-maps). Using the helper one can switch between various visualizations without and data handling. Explore the examples here:

<http://prjcts.sebastianmeier.eu/odmap/example/index.html>



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d3 layout for od-maps — Edit

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moving images

sebastian-meier authored 8 days ago

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d3.layout.odmap.js.map

Initial commit

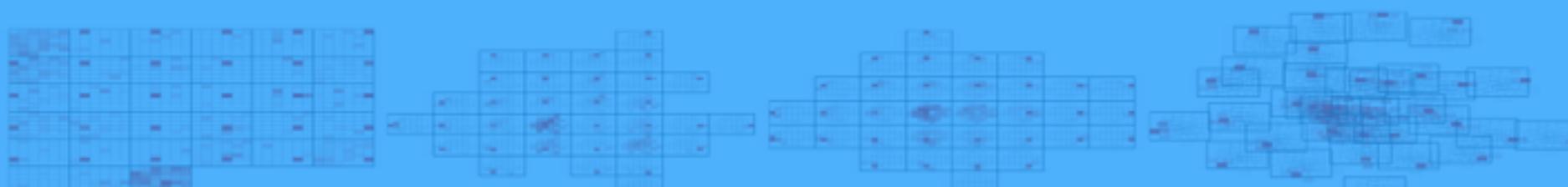
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Data

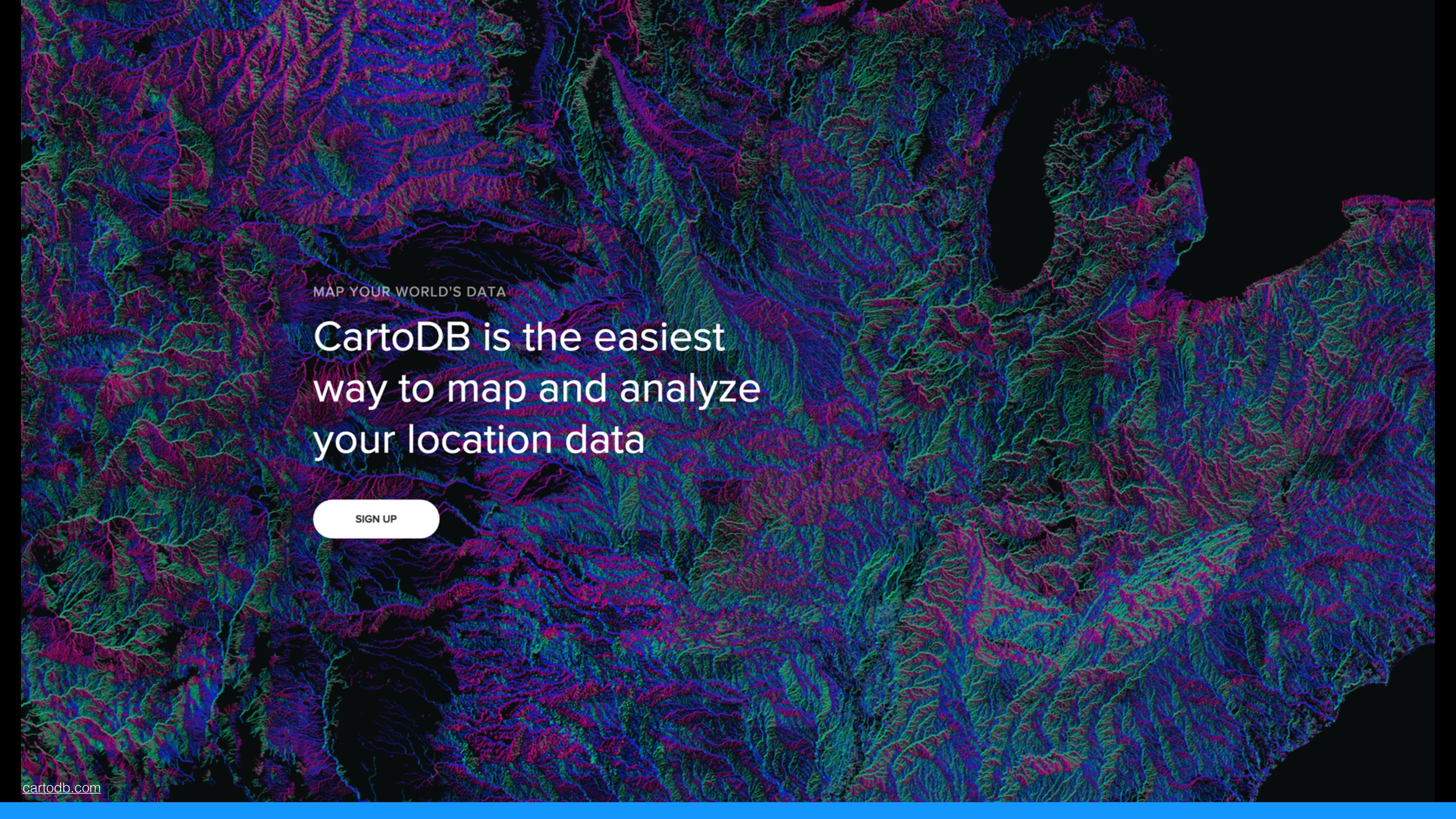
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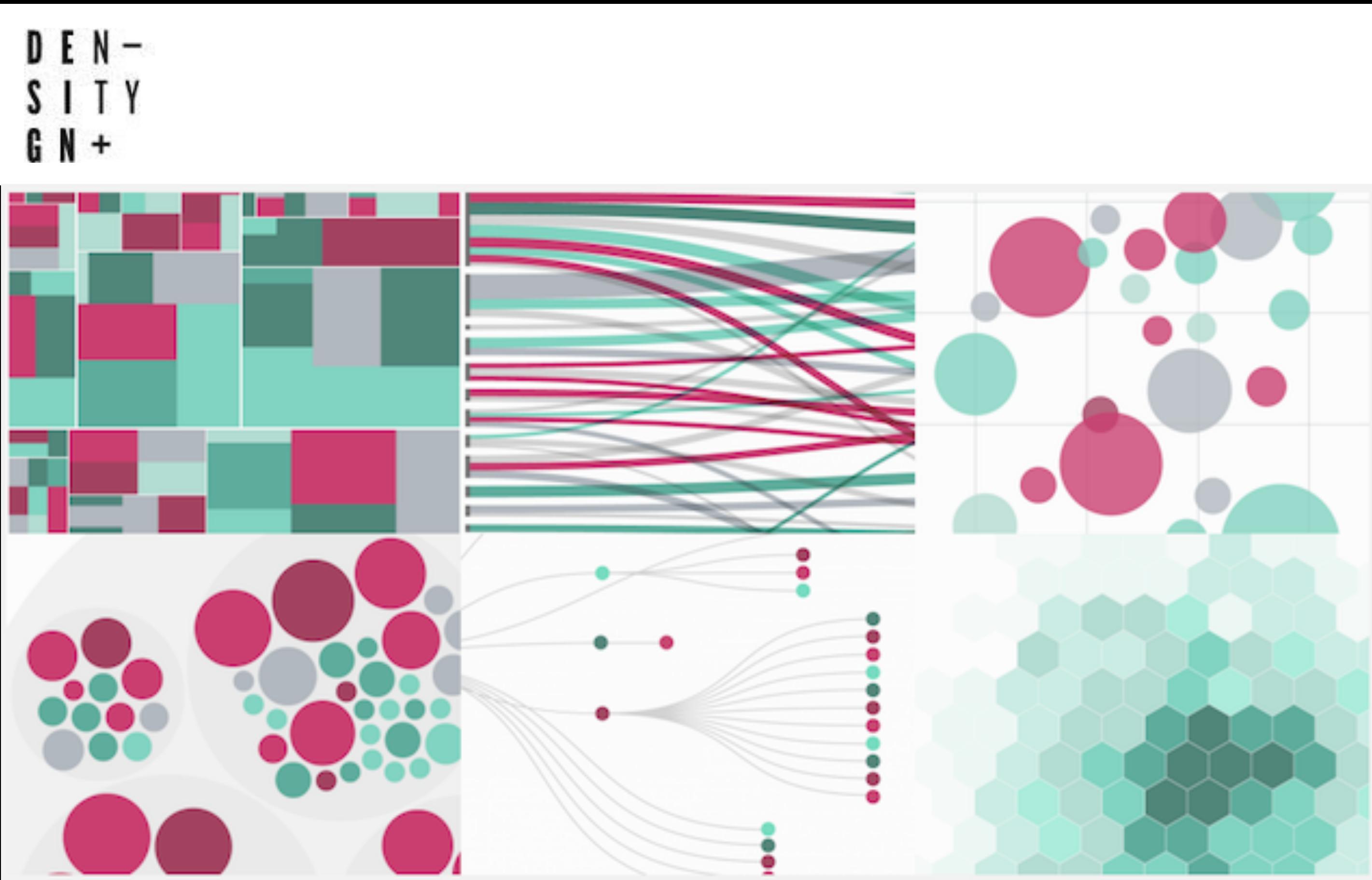


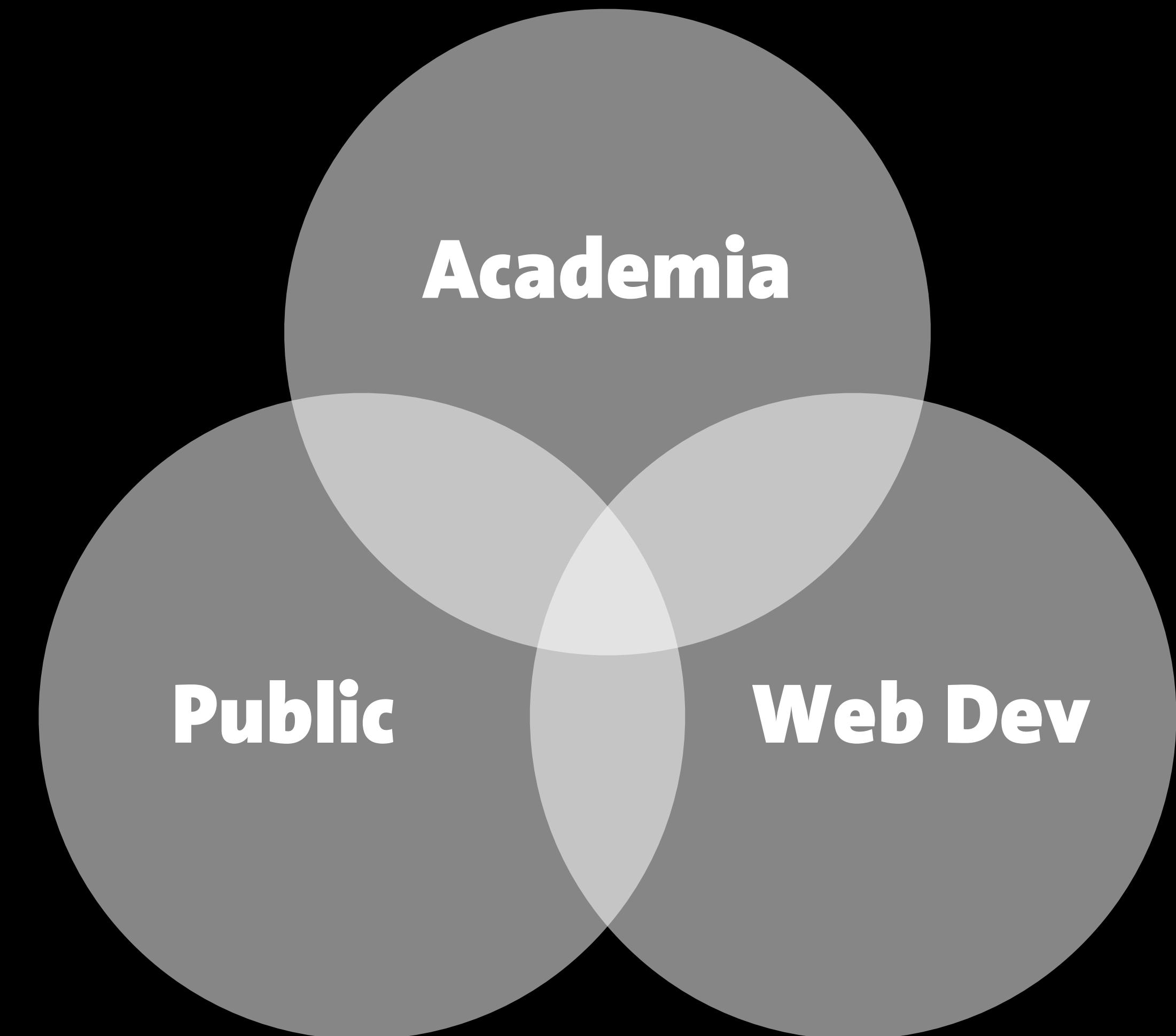


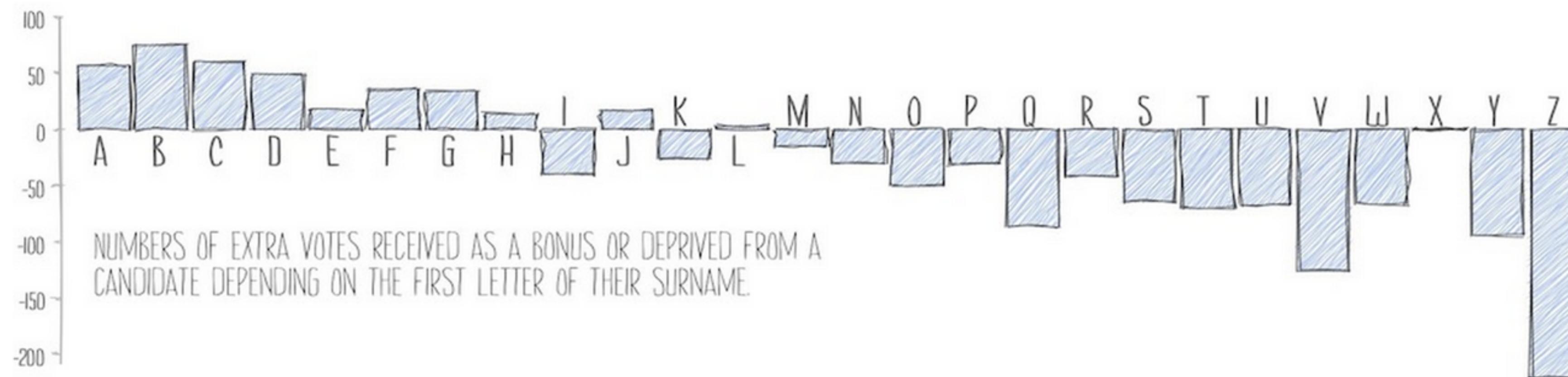
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Handy

Hand-drawn sketchy rendering in [Processing](#).

The Handy library allows you to produce graphics with a hand-drawn appearance in Processing sketches. This can be customised to produce a variety of styles including pencil, watercolour and ink and marker pen appearance.

Download

Current release - [handy.zip](#) V. 1.0 (30th January, 2012).

Source code - available from [google code](#) along with latest pre-release updates.



A tool to create sketchy backgrounds, shapes and lines — [Edit](#)

5 commits

1 branch

1 release

1 contributor



Branch: [master](#)

[d3.sketchy](#) /

Min-Value for density

[sebastian-meier](#) authored on 30 Jul

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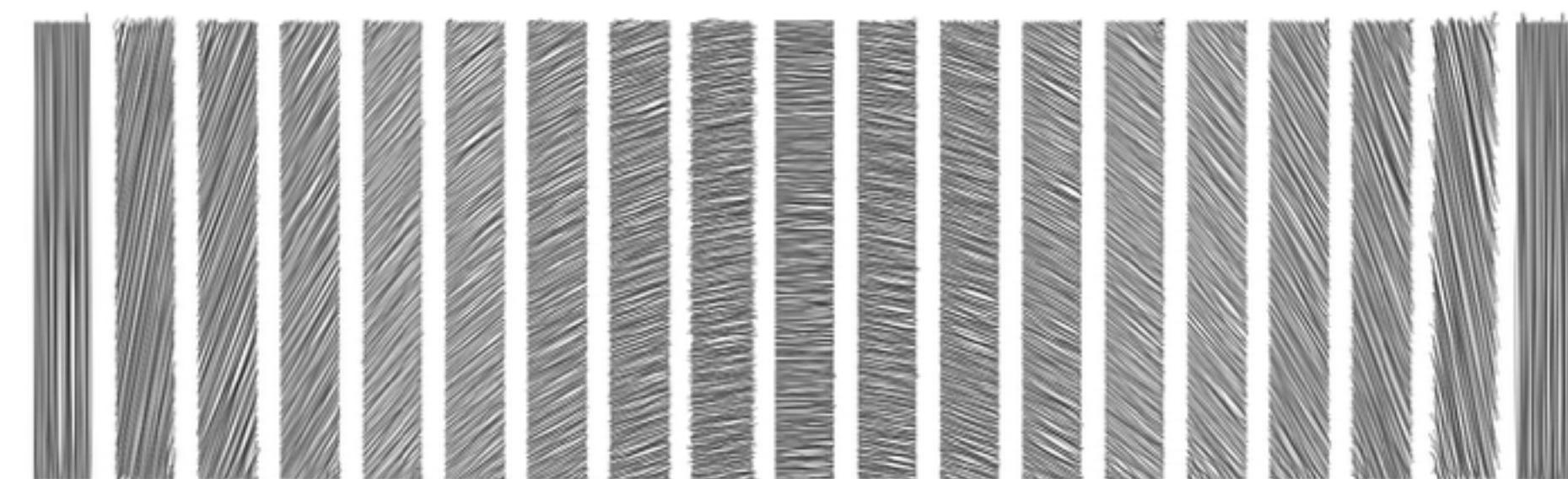
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d3.sketchy

A tool to create sketchy backgrounds, shapes and lines



The library was inspired by [Handy](#) by Jo Wood et al. The circle strokes use code from

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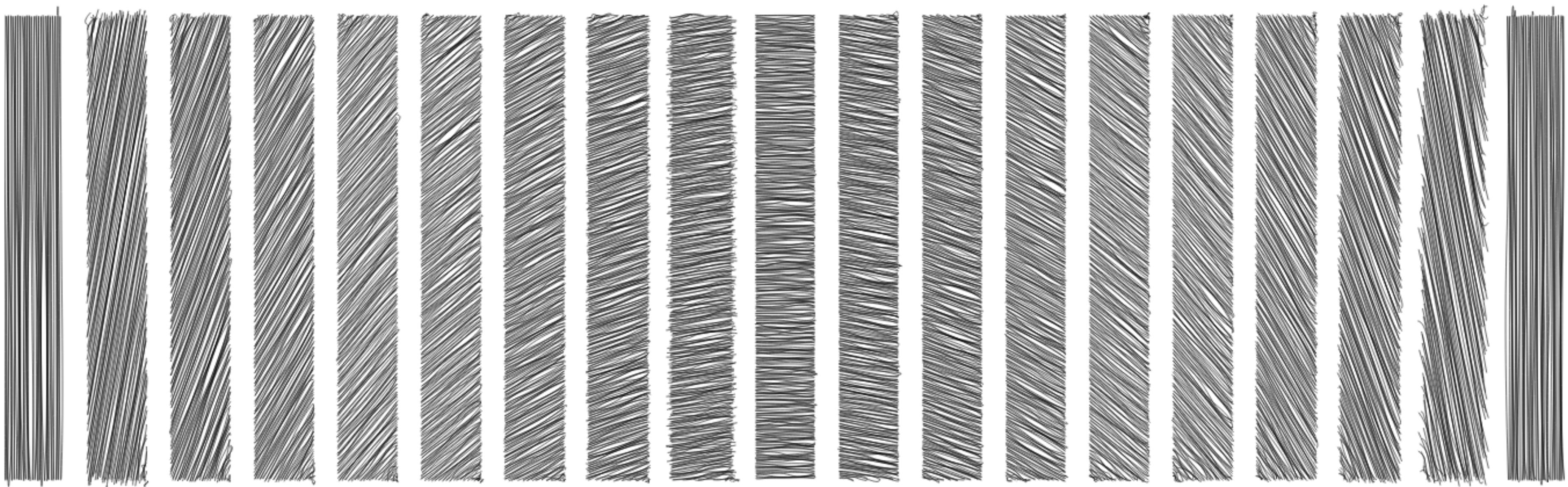
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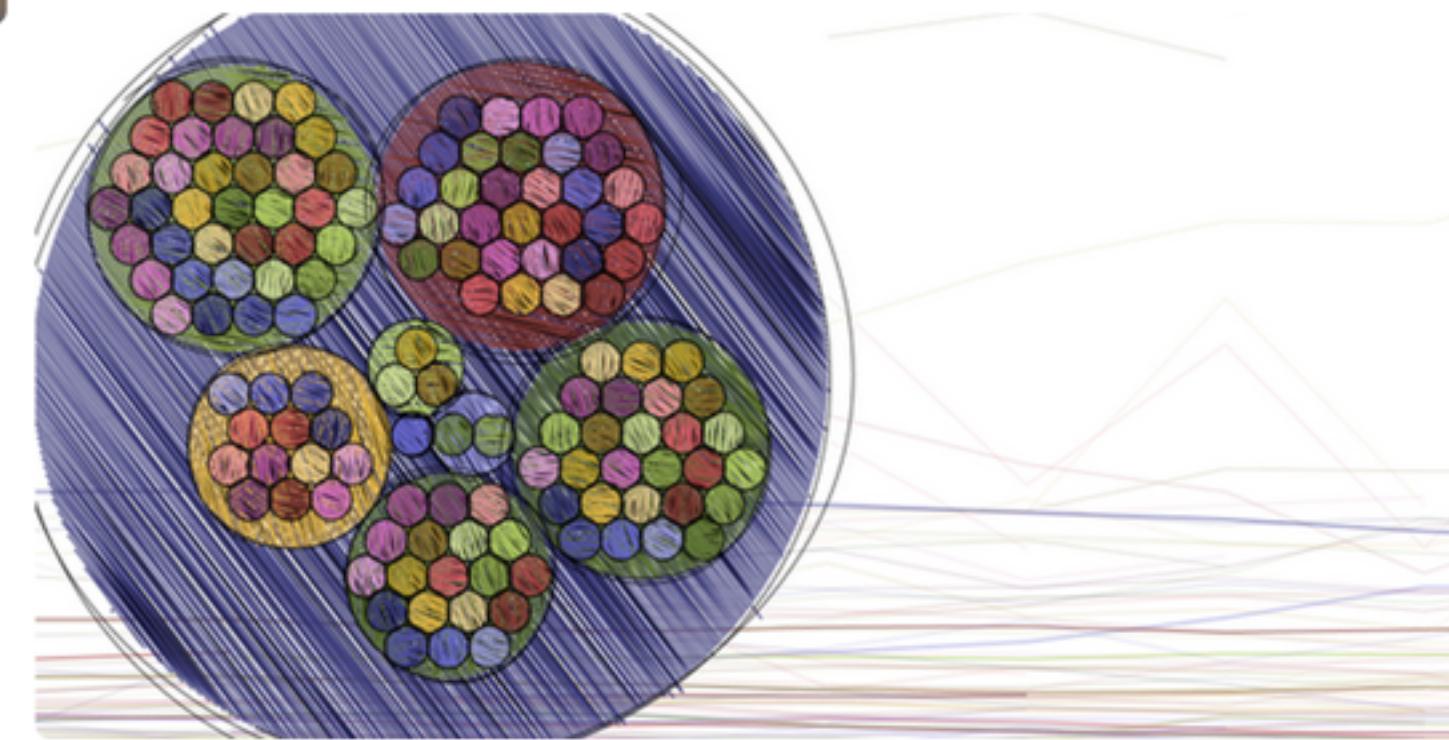
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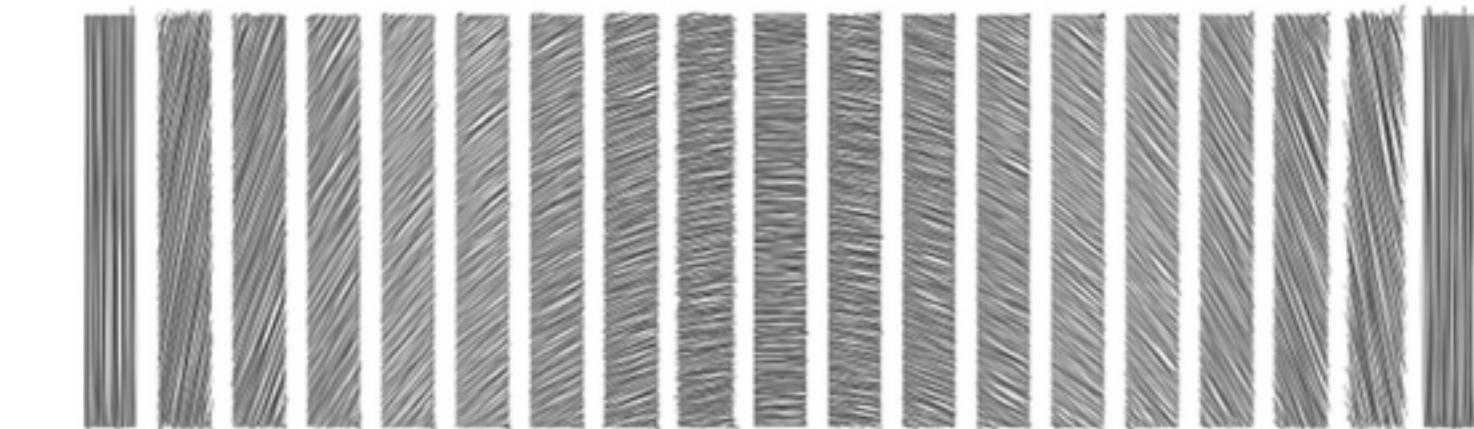
Elijah Meeks @Elijah_Meeks · 8. Aug.
I want to have @seb_meier's d3.sketchy babies. #d3js



⬅ 1 ⏪ 10 ⏩ ⋮



Sebastian Barfort @SBarfort · 30. Juli
This d3 sketchy library by @seb_meier is beautiful.
[github.com/sebastian-meier...](https://github.com/sebastian-meier/d3-sketchy)



Alex Feinman @afeinman · 29. Juli
@seb_meier Love it! And your "interactive customizer" might want to forbid
Distance=<very small #> as it's making that tab hang...

⬅ ⏪ ⏩ ⋮

Gespräch zeigen



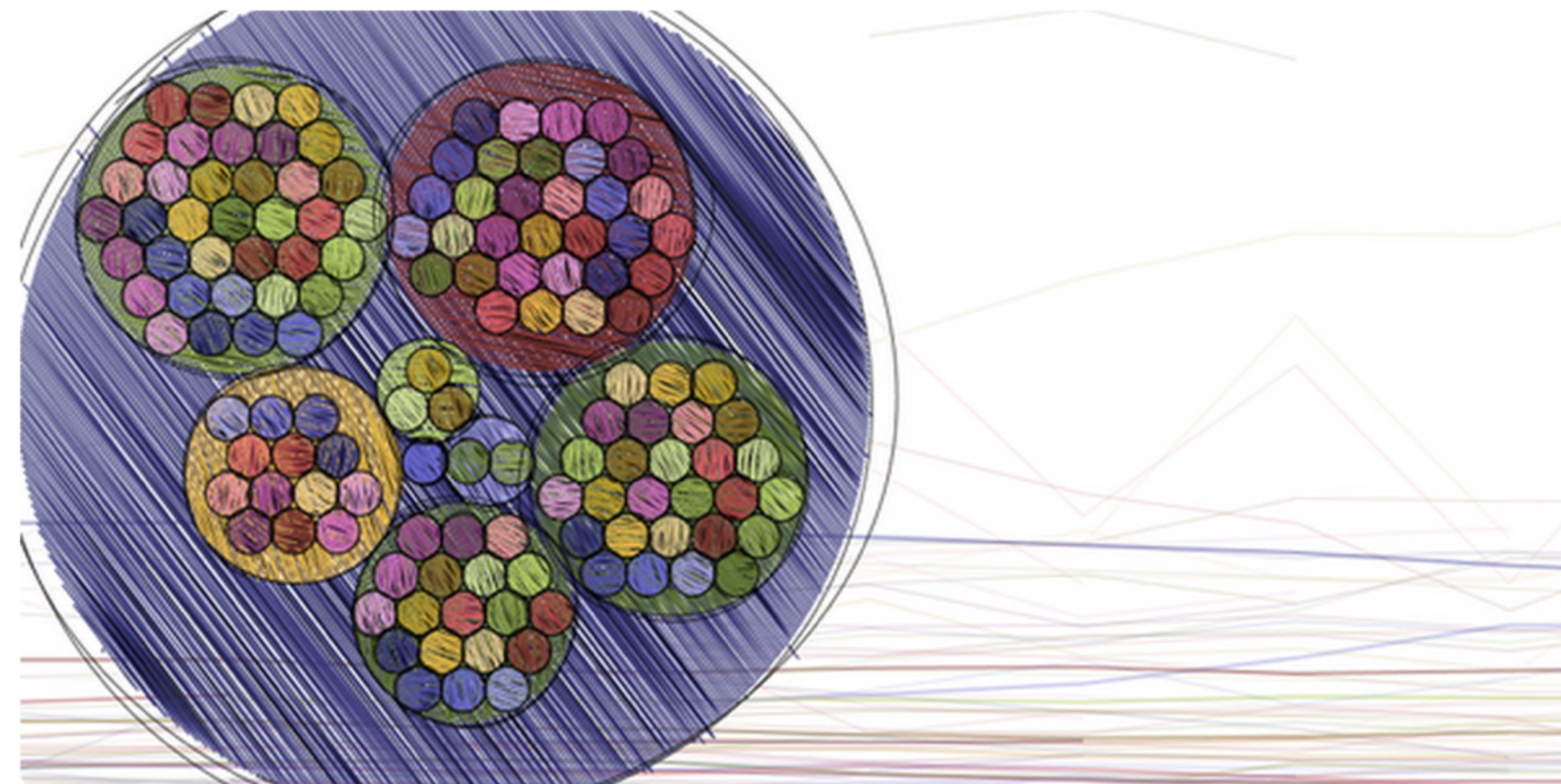
Mo @moklick · 29. Juli
@seb_meier great stuff! I just added it to the awesome-d3 list
github.com/wbkd/awesome-d3

⬅ ⏪ ⏩ ⏩ ⋮ Kurzfassung anzeigen



Elijah Meeks @Elijah_Meeks · 8. Aug.

I want to have @seb_meier's d3.sketchy babies. #d3js

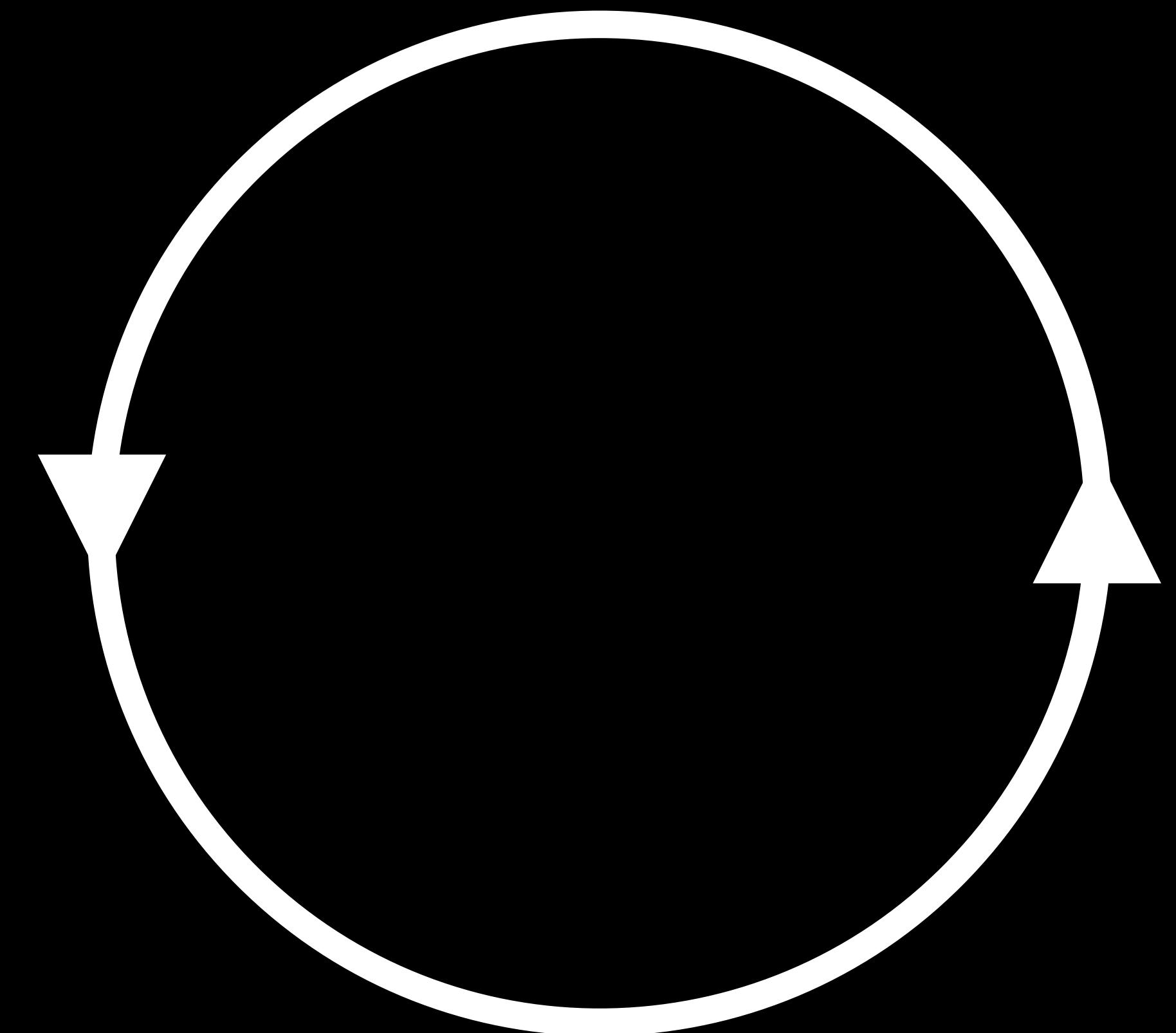


1



10







<https://github.com/sebastian-meier/>

<http://www.sebastianmeier.eu>

@seb_meier

contact@sebastianmeier.eu

Questions / Discussion

- New Metrics for Impact?
- Should we try / need to be more open?
- frameworks & libraries vs. plugins, widgets, ...
- Programming Patterns
- Your experiences?