

# Interactive Charts and Data Apps

**Plotly in Python, interactive chart patterns, and Dash fundamentals (layout + callbacks).**

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# Today's Plan

01 · INTERACTIVITY

## >Show not tell

Hover, zoom, selections, and linked views.

02 · PLOTLY (PYTHON)

## Interactive charts

Build a figure, export HTML, ship.

03 · CHOOSING TOOLS

## Other libraries

Altair, Bokeh, Panel, Streamlit, Dash.

04 · DASH

## Layout + callbacks

From charts to data apps.

# Learning Outcomes

DESIGN

## **Choose interactions intentionally**

Task first, then hover/zoom/selection.

PLOTLY

## **Ship a single HTML artifact**

Interactive, portable, reproducible.

DASH

## **Explain layout + callbacks**

Inputs → function → outputs.

PROFESSIONALISM

## **Make defaults readable**

If it only works on hover, it is fragile.

# Why Interactivity Exists

WHEN STATIC BREAKS

## Dense charts

Too many points, too many series, too many categories.

WHAT INTERACTIVITY DOES

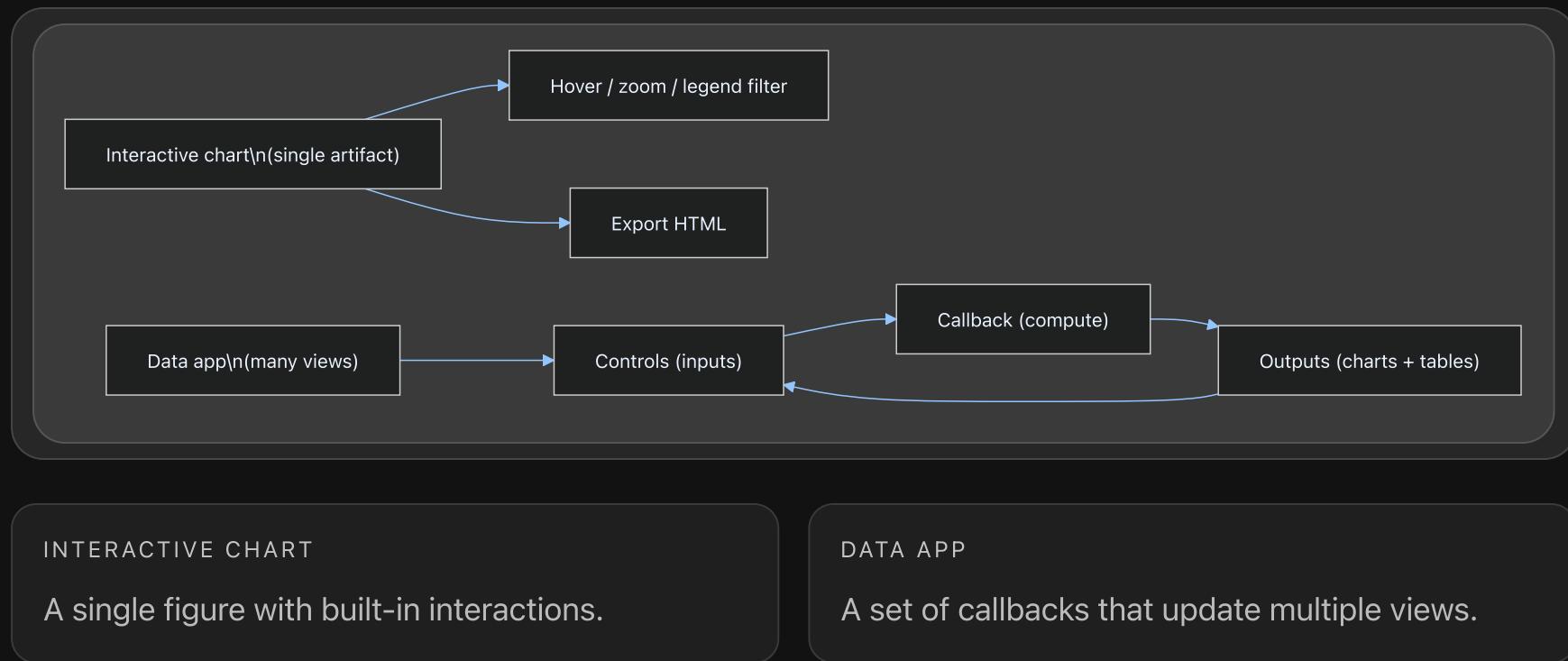
## Reduces viewer work

Filter, zoom, and inspect without crowding the canvas.

## Rule

Interactivity must support a task, not decorate a chart.

# Interactive Chart vs Data App



# The 3 Non-Negotiables

01

## Good defaults

Readable without hovering.

02

## Fixed scales

Comparable frames and states.

03

## Clear reset

No mystery states.

## Professional habit

Assume your viewer will screenshot your chart while it is in a weird state.

PART 1 · INTERACTIVE CHARTS



# Interactivity supports a task

Hover, zoom, selection, and linked views.

# What Interactivity Is For

INSPECT

## Hover for exact values

Tooltips replace cluttered labels.

FOCUS

## Zoom and pan dense series

Same scale, smaller window.

COMPARE

## Filter groups on demand

Legend click, dropdown, brush.

CONNECT

## Linked views

One interaction updates another chart.

# Pattern: Tooltips

## GOAL

### Precision without clutter

Do not label everything. Label on demand.

## TOOLTIP SHOULD INCLUDE

- **Entity** (what point is this?)
- **Value** with formatting and units
- **Context** (time, group, filter)

## Trap

If the story only exists on hover, the default view is failing.

## Pattern: Zoom and Pan

USE WHEN

**Time series is dense**

The viewer needs a lens, not a different chart.

DESIGN RULE

**Keep comparisons stable**

Fixed axes, clear reset, visible current range.

## Pattern: Legend Filtering

USE WHEN

### **Many groups**

Let the viewer isolate and compare groups quickly.

DESIGN RULE

### **Make clicks predictable**

Click toggles; double-click isolates; always offer reset.

# Pattern: Selection / Brush

USE WHEN

## Pick a range

Weeks 5–13, scores 80–90, or a region on a map.

DESIGN RULE

## Show the selection state

Selected window, count of rows, and a clear way to clear.

# Pattern: Linked Views

USE WHEN

**Overview → details**

Trends first, then distributions, then record lookup.

DESIGN RULE

**One source of truth**

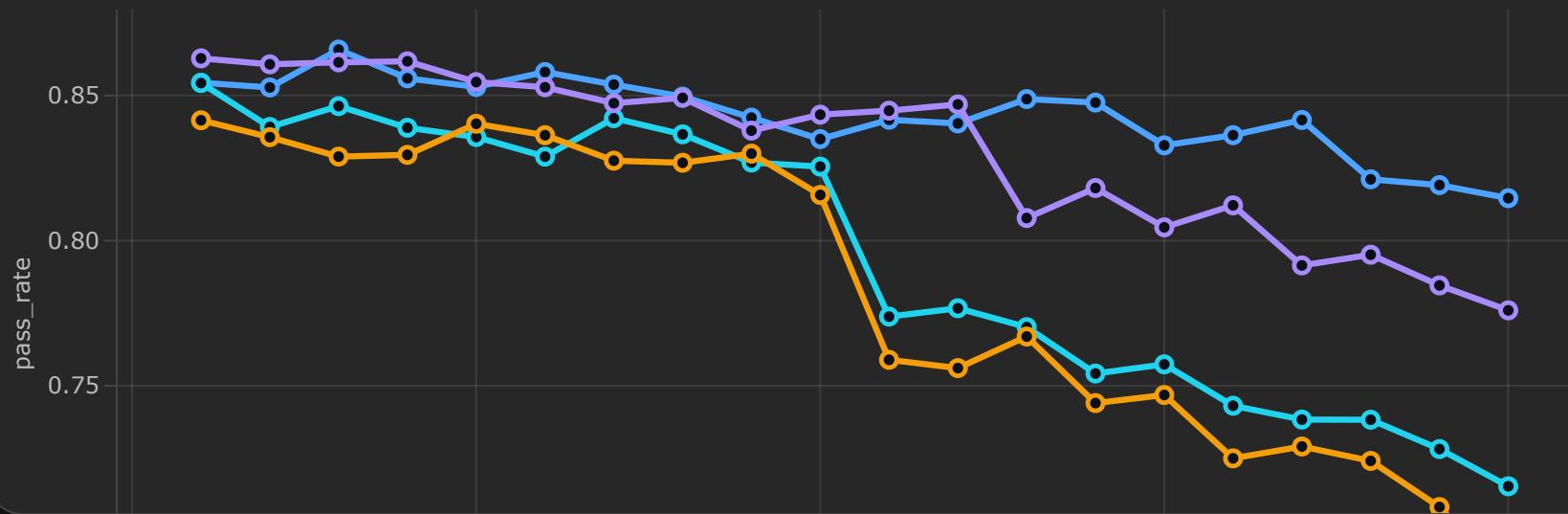
A single filtered dataset should drive all outputs.

## Demo: Hover + Zoom + Legend Filter

Try: hover a point, drag to zoom, scroll to zoom, click legend items to isolate a program.

[Open interactive lab \(new tab\)](#)

Plotly-style interaction (real data) term: 2025-T1



Tip: double-click to reset zoom.

## Deconstruct the Demo (Why It Works)

### DEFAULT VIEW

#### **Readable line**

Grid is subtle; labels are complete.

### INTERACTION

#### **Adds detail**

Hover gives exact values, not more clutter.

### STATE

#### **Resettable**

Zoom is reversible and predictable.

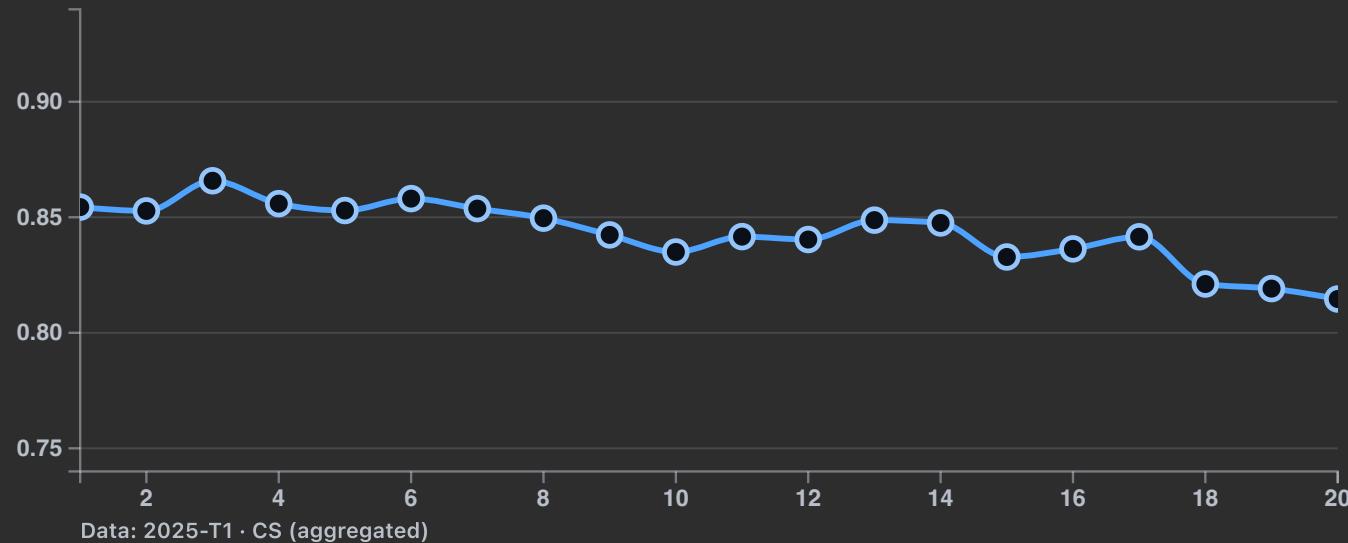
## Demo: Tooltip + Zoom (Same Data, Different Engine)

This is a D3-style interaction pattern: tooltip + zoom/pan + focus line.

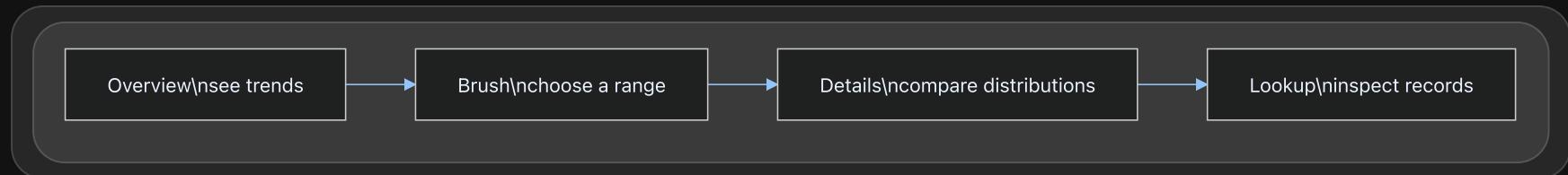
[Open interactive lab \(new tab\)](#)

Interactive line (real data)

Scroll to zoom · drag to pan



# Linked View Case Study (Reading Order)



## Rule

Start broad, then narrow. Do not start with tables of raw rows.

# Demo: Overview → Brush → Distribution (Linked Views)

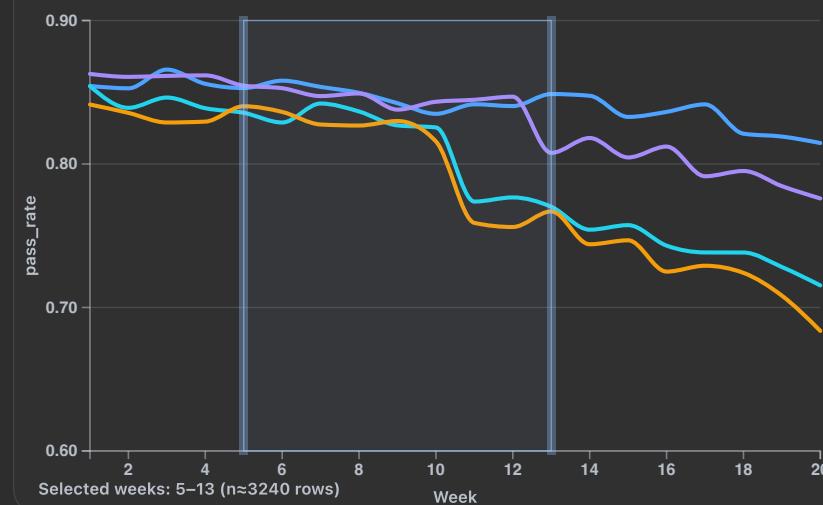
Drag on the left chart to select a week range. Watch the distribution update.

[Open interactive lab \(new tab\)](#)

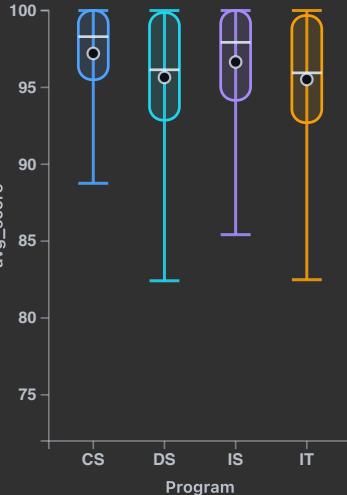
## Case study (real data): overview → brush → distribution

Term: 2025-T1 · Drag on the chart to select a week range

Overview: pass\_rate by program



## Details: avg\_score distribution



# Animation (When It Helps)

## USE ANIMATION WHEN

- The task is to see **change over time**.
- You keep a **fixed scale** (comparable frames).
- You still provide a **static alternative** for precision.

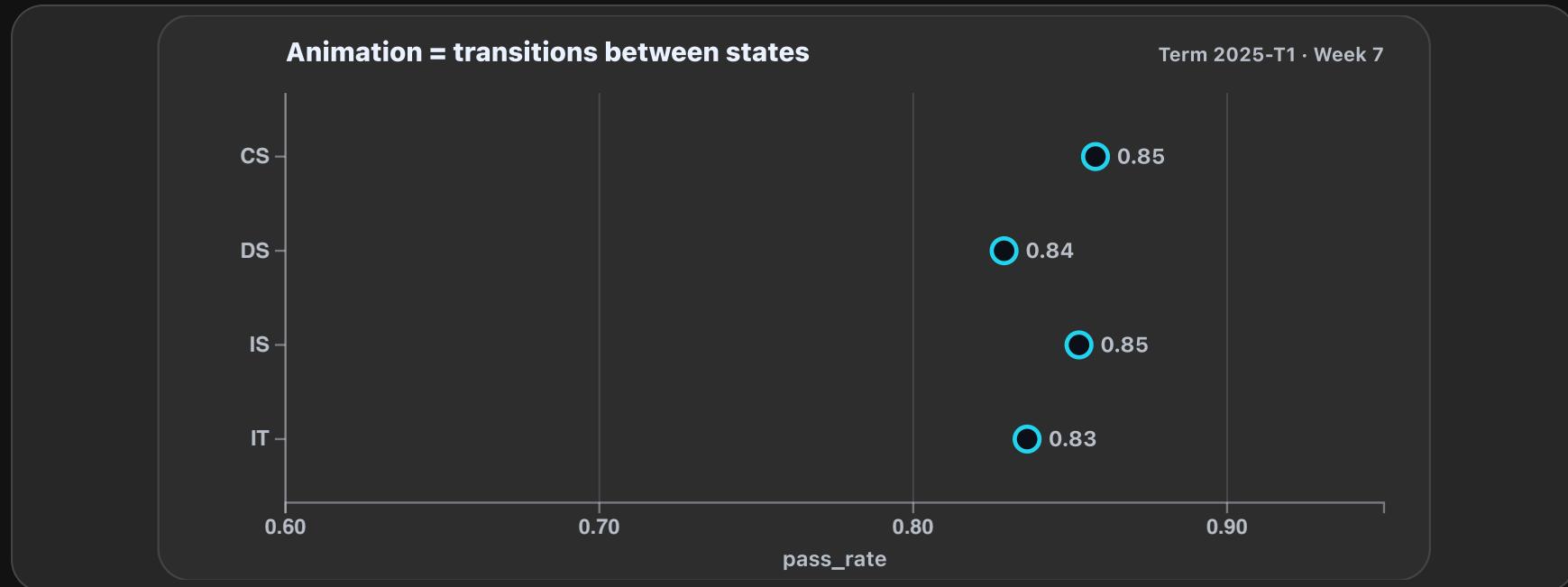
## DO NOT USE WHEN

- It is only for “wow”.
- It hides the baseline.
- It changes the scale per frame.

## Demo: Animation = Transitions Between States

Same data, same scale. The marks move. That is all animation should be.

[Open interactive lab \(new tab\)](#)



# Plotly Animations (Python Concept)

```
import plotly.express as px

# A frame per time step (week)
fig = px.scatter(
    df,
    x="pass_rate",
    y="program",
    animation_frame="week",
    animation_group="program",
    range_x=[0.60, 0.92],
)

fig.update_layout(template="plotly_dark")
fig.write_html("animated.html", include_plotlyjs="cdn")
```

## WHAT TO NOTICE

- Animation is just **frames**.
- Keep a **fixed axis range**.
- Export as a **single HTML** when sharing.

[plotly.com/python/animations](https://plotly.com/python/animations)

## Demo: Plotly Frames (In-Slide)

Use the Play button or the slider. Notice the fixed x-axis range.

Plotly animation (frames) term: 2025-T1



# Exporting Interactive Work

HTML

## Interactive

Hover, zoom, legend filtering.

Best for: web pages, LMS,  
dashboards.

PNG / SVG

## Static

Reliable for PDF + slides.

Best for: reports, print, thumbnails.

JSON SPEC

## Reusable

Store a figure, regenerate  
outputs.

Best for: pipelines and QA.

# Static Fallback and Accessibility

## FALLBACK

### **Default view must stand alone**

Assume the viewer prints it or screenshots it.

## ACCESSIBILITY

### **Do not encode with color only**

Use labels, line styles, or direct annotations when needed.

## Rule

Interactivity should reveal detail, not hide structure.

# Pitfalls (Interactive Charts)

NOISE

## Too many tools

Mode bars, buttons, and sliders everywhere.

COMPARABILITY

## Changing scales

Every frame looks “dramatic” but is misleading.

STATE

## No reset

The viewer cannot recover from a weird interaction.

DATA

## Wrong grain

Most chart bugs are still data bugs.

PART 2 · PLOTLY IN PYTHON



# Build figures you can ship

A figure is a spec. A deliverable is an artifact.

# Plotly's Mental Model

KEY IDEA

## A figure is a spec

In Python you build a figure object. In the browser, Plotly renders it as HTML + JavaScript.



# Plotly Express vs Graph Objects

PLOTLY EXPRESS

## Fast, opinionated

Great for tidy data: `px.line` , `px.scatter` ,  
 `px.histogram` .

GRAPH\_OBJECTS

## Explicit control

When you need subplots, custom traces, or non-standard layouts.

### Rule

Start with Express. Switch to graph\_objects only when you can name the missing control.

# Your Data Shape Controls Your Workload

BEST DEFAULT

## Tidy / long tables

One row = one observation. Columns = fields.

COMMON FIX

## Reshape before plotting

`melt`, `groupby`, and explicit sorting solve most problems.

# Plotly in Python (Minimal Recipe)

```
import plotly.express as px

fig = px.line(
    df,
    x="week",
    y="pass_rate",
    color="program",
    markers=True,
    title="Pass rate by week",
)

fig.update_layout(
    template="plotly_dark",
    legend_title_text="Program",
    hovermode="x unified",
)

fig.write_html("pass_rate_by_week.html", include_plotly:
```

## WHAT TO CHECK

- **Labels** are complete (units when needed).
- **Legend** supports comparison (click behavior).
- **Default view** reads without interaction.

# Styling That Signals Professional Work

## MARGINS

### **Breathing room**

Titles and axes should not collide.

## TYPOGRAPHY

### **Intentional sizes**

Large enough at 100% zoom.

## GRIDS

### **Subtle**

Data is loud. Scaffolding is quiet.

# Hovertemplate (Precision Without Clutter)

```
fig.update_traces(  
    hovertemplate=  
        "<b>%{legendgroup}</b>" +  
        "<br>week=%{x}" +  
        "<br>pass_rate=%{y:.3f}" +  
        "<extra></extra>"  
)
```

## WHY THIS MATTERS

Default tooltips are often noisy. A good tooltip reads like a label, not a log file.

### Rule

Format numbers the way you would in a report.

# Facets (Small Multiples)

USE WHEN

## Compare distributions

Same axes, same bins, easy comparison.

DESIGN RULE

## Align scales

Small multiples are only useful when the scale is shared.

# Subplots and Shared Axes

## PROBLEM

### Too much in one panel

Multiple metrics, multiple views, or multiple tasks.

## SOLUTION

### Split views, share scales

Keep comparisons valid and reduce clutter.

# Category Ordering Is Part of the Story

DEFAULT TRAP

## Alphabetical ordering

It rarely matches the question.

PROFESSIONAL MOVE

## Sort by meaning

Sort by value, change, or a domain order.

# Color: Encode Meaning, Not Preference

CATEGORICAL

**Different groups**

Avoid rainbow. Keep contrast.

SEQUENTIAL

**Low → high**

Lightness carries order.

DIVERGING

**Below / above**

A meaningful midpoint.

# Performance (When Data Gets Big)

## SYMPTOMS

### Lag, stutter, freezes

The browser is doing too much work per frame.

## MITIGATIONS

- Aggregate or sample.
- Use WebGL traces (`scattergl`).
- Limit hover points.

# Exporting From Python

HTML

`'write_html'`

Best for interactive delivery.

PNG / SVG

**Kaleido**

Static exports for reports.

SPEC

**JSON**

Store the figure for  
reproducibility.

# Pitfalls and Debugging (Plotly)

## DATA BUGS

### **Wrong unit or grain**

Wrong denominators cause wrong stories.

## CHART BUGS

### **Defaults not reviewed**

Axis ranges, sorting, and hover formatting.

## **Debugging trick**

Print the filtered table shape first. If the data is wrong, the figure will be wrong.

# When Not to Use Plotly

STATIC DELIVERABLES

**You only need a PDF**

Matplotlib can be simpler and lighter.

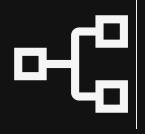
COMPLEX CUSTOM VISUALS

**Highly bespoke interactions**

Consider D3 or a custom front end.

[plotly.com/python](https://plotly.com/python)

PART 3 · CHOOSING TOOLS



# Pick by delivery

HTML artifact vs deployed app.

# Quick Heuristic

ALTAIR

## **Declarative exploration**

Tidy data + compact specs + selections.

BOKEH

## **Custom tools**

When interactions are the product.

PANEL

## **Widget composition**

Quick dashboards for exploration.

STREAMLIT

## **Fast apps**

Great defaults, less callback control.

## Other Python Libraries (Quick Links)

ALTAIR

**Vega-Lite grammar**

[altair-viz.github.io](https://altair-viz.github.io)

BOKEH

**Interactive plotting**

[docs.bokeh.org](https://docs.bokeh.org)

PANEL

**HoloViz ecosystem**

[panel.holoviz.org](https://panel.holoviz.org)

STREAMLIT

**Data apps fast**

[streamlit.io](https://streamlit.io)

### Decision rule

Pick the tool that matches your delivery: a single HTML file, or a real app with server-side callbacks.

# The Practical Split

IF YOU NEED

**A single file to share**

Plotly HTML, Altair HTML, Bokeh HTML.

IF YOU NEED

**A real app**

Dash, Panel, Streamlit (server-side state).

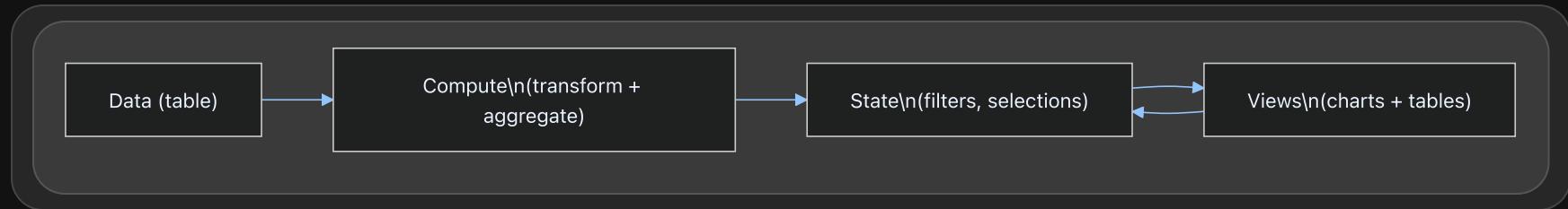
PART 4 · DATA APPS



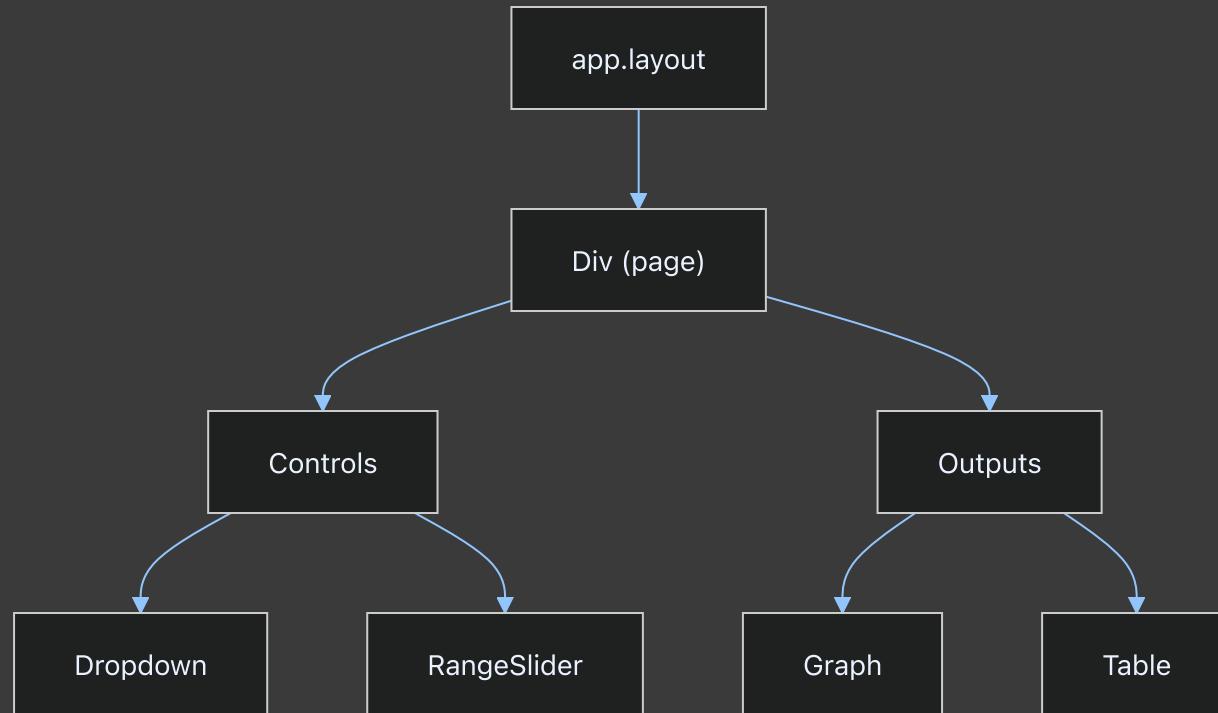
# Dash fundamentals

Layout describes structure. Callbacks define behavior.

# From Chart to App



## Dash Layout Is a Tree



# Dash Layout (Structure)

```
from dash import Dash, html, dcc

app = Dash(__name__)

app.layout = html.Div(
    [
        html.H1("Pass rate dashboard"),
        dcc.Dropdown(["CS", "DS", "IS", "IT"], "CS", id="category"),
        dcc.RangeSlider(1, 20, value=[5, 13], id="week"),
        dcc.Graph(id="trend"),
    ],
    className="page",
)
```

## MENTAL MODEL

### Layout is declarative

You describe the UI once. Callbacks provide the behavior.

### Pro habit

Add components one at a time. Test IDs and wiring early.

# Callback Mental Model

INPUTS

**Controls**

Dropdowns, sliders, buttons.

CALLBACK

**Compute**

Filter, aggregate, reshape.

OUTPUTS

**Views**

Charts, tables, KPI cards.

## Rule

Treat callbacks like pure functions of state. That is how you debug them.

## Dash Callbacks (Behavior)

```
from dash import Input, Output, callback
import plotly.express as px

@callback(
    Output("trend", "figure"),
    Input("program", "value"),
    Input("week_range", "value"),
)
def update_trend(program, week_range):
    lo, hi = week_range
    view = df.query("program == @program and @lo <= week")
    fig = px.line(view, x="week", y="pass_rate", markers=True)
    fig.update_layout(template="plotly_dark", hovermode="x")
    return fig
```

### DEBUGGING ORDER

- Confirm input values.
- Print the filtered row count.
- Validate units and grain.
- Then style the figure.

## Debugging Checklist (Dash)

### DATA

- Do you aggregate to the correct grain?
- Are types and units correct?
- Are missing values handled explicitly?

### APP

- Are component IDs unique?
- Do callbacks guard empty filters?
- Is there a clear reset state?

## Demo: Live Mini Dashboard (Callback Behavior)

This slide is a simulated mini app. In Dash, callbacks do the same state updates.

 Open interactive lab

## DASH CALLBACK MENTAL MODEL

# **Inputs → callback → outputs**

Change an input, recompute, and redraw. In Dash, the callback does the recompute.

TERM

### WEEK RANGE

2025-T1

Start: 1

End: 20

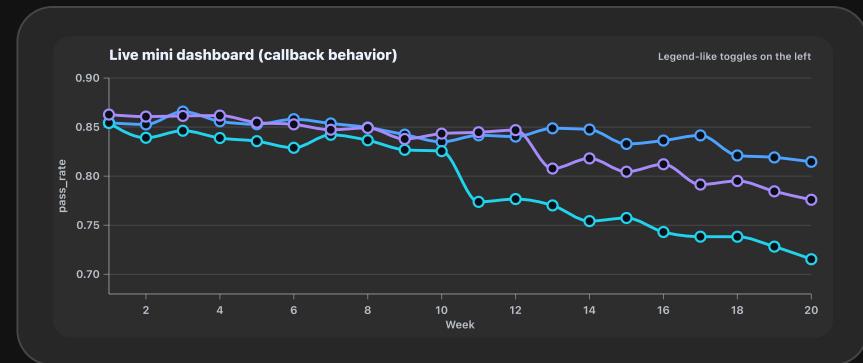
## PROGRAMS



## CALLBACK OUTPUTS (LIVE)

Rows: **60** · Overall pass\_rate: **0.822**

204708 / 248956 students (aggregated)



## Multi-Output Pattern (Common in Dash)

ONE FILTER

**Many outputs**

Graph updates, KPI cards update, table updates.

RULE

**Compute once**

Derive a filtered table once, then reuse it for all views.

# Input vs State vs Store

INPUT

**Triggers callback**

User changes it.

STATE

**Read-only context**

Used inside callback, does not trigger.

STORE

**Cached data**

Avoid recomputing on every interaction.

# Scaling Beyond One Callback

PATTERN MATCHING

## **Dynamic components**

Generate many similar charts and wire callbacks cleanly.

CLIENTSIDE CALLBACKS

## **Fast UI updates**

Move lightweight logic to the browser when needed.

# Performance and Reliability

## PERFORMANCE

- Cache expensive transforms.
- Keep callbacks small and predictable.
- Do not re-render huge figures unnecessarily.

## RELIABILITY

- Guard empty selections.
- Use sensible defaults.
- Log inputs when debugging.

## What I'd Ship (Professional Checklist)

TASK

**What question is this answering?**

Interactivity must reduce viewer work.

INTERACTION

**Reset, defaults, fixed scales**

No mystery states.

DATA

**Units, grain, validation**

Most bugs are data bugs.

SHIP

**HTML artifact or deployed app**

Pick the delivery format early.

## References (Recommended)

### Plotly Python docs

Interactive charts + HTML export + animations

[plotly.com/python](https://plotly.com/python)

### Dash docs

Layout, callbacks, deployment patterns

[dash.plotly.com](https://dash.plotly.com)

### Altair docs

Declarative grammar + interactive selections

[altair-viz.github.io](https://altair-viz.github.io)

### Bokeh docs

Custom tools + interactive plotting

[docs.bokeh.org](https://docs.bokeh.org)

