

Implementing Data Visualization Apps on iOS Devices

Douglass Turner
Elastic Image Software
tweets: @dugla
email: douglass.turner@gmail.com

iOS software development is done using Objective-C an object-oriented superset of C.

It was developed in the spirit of Smalltalk.

- Objective-C is simple, approachable, lightweight, and pragmatic. No frills.
- Objective-C and C can be intermingled freely.
- Think OOP for C hackers and Unix heads.

Objective-C Supports

- **Class:** Grouping of data + code. The type of an object.
- **Instance:** A specific copy of a class.
- **Method:** A message that an object can respond to.
- **Instance variable (ivar):** A piece of data belonging to an object

Interface - .h file

```
@interface className : superClass  
@  
@property(nonatomic, retain) Type *propertyForType;  
+(return_type)classMethod;  
+(return_type)classMethodWithParam:(paramType) paramName;  
-(return_type)instanceMethodWithParam1:(param1Type)param1Name  
    andParam2:(param2Type) param2Name;  
@end
```

Implementation - .m file

```
@implementation classname  
  
@synthesize propertyForType;  
  
+(return_type)classMethod {  
    // do stuff  
}  
  
+(return_type)classMethodWithParam:(paramType) paramName {  
    // do stuff  
}  
  
-(return_type)instanceMethodWithParam1:(param1Type)param1Name  
    andParam2:(param2Type) param2Name {  
    // do stuff  
}  
  
@end
```

Apple style tends towards `longSelfDocumentingMethodNames`.

Instantiation

```
self.window = [[UIWindow alloc] initWithFrame:[UIScreen mainScreen] bounds]];
```

Property setting

```
self.window.backgroundColor = [UIColor whiteColor];
```

Message passing

```
[self.window makeKeyAndVisible];
```

Objective-C Types

Dynamically-typed: **id** whoCaresWhatThisIs;

Statically-typed: **Thang*** aThang;

Selectors identify methods by name

```
@interface Observer : NSObject  
  
- (id)initWithTarget:(id)object action:(SEL)action;  
@property(nonatomic, strong) id targetObject;  
@property(nonatomic) SEL targetAction;  
  
@end
```

Selectors identify methods by name

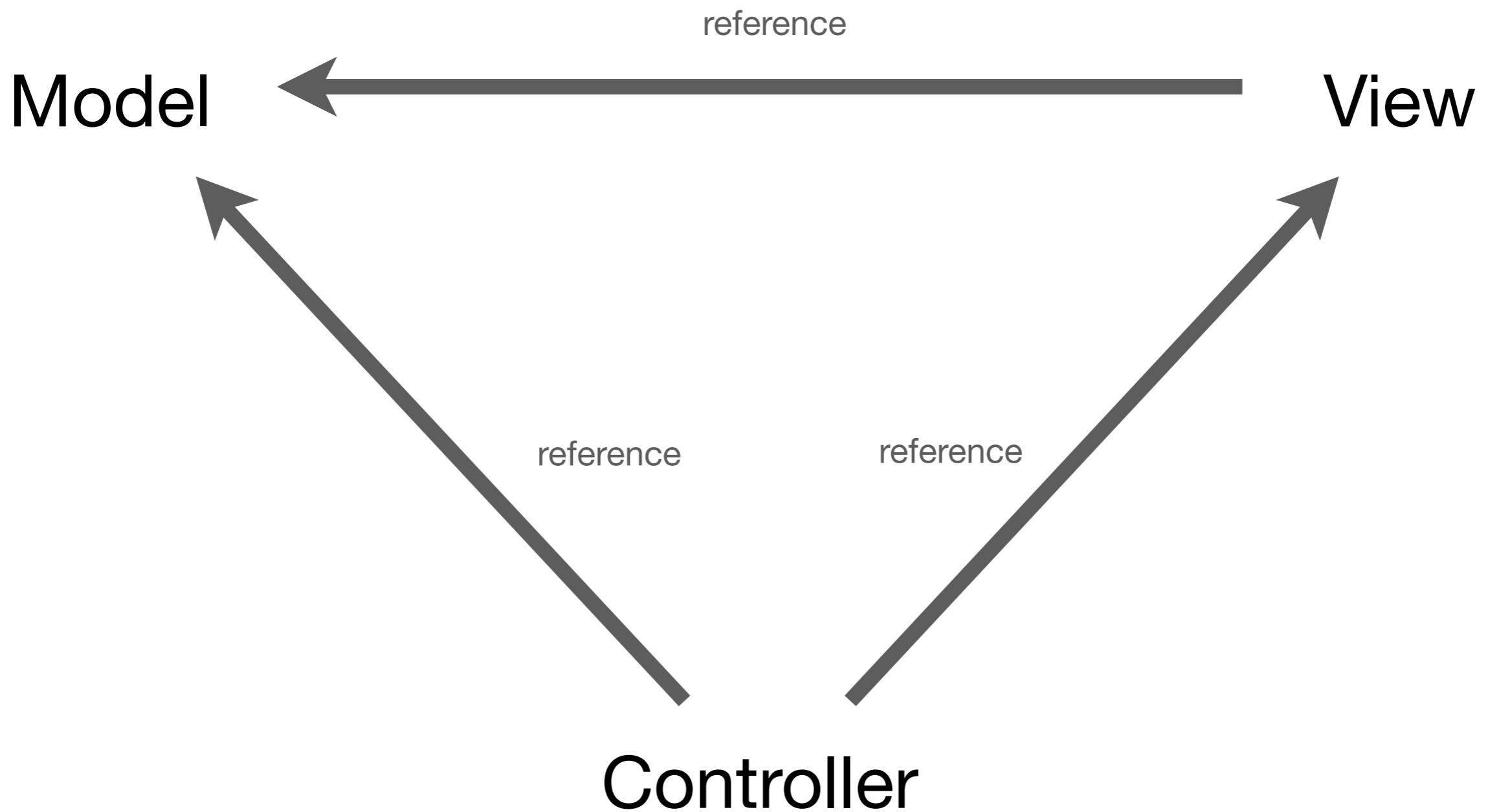
```
observer = [[Observer alloc] initWithTarget:self  
           action:@selector(updateDisplay)];
```

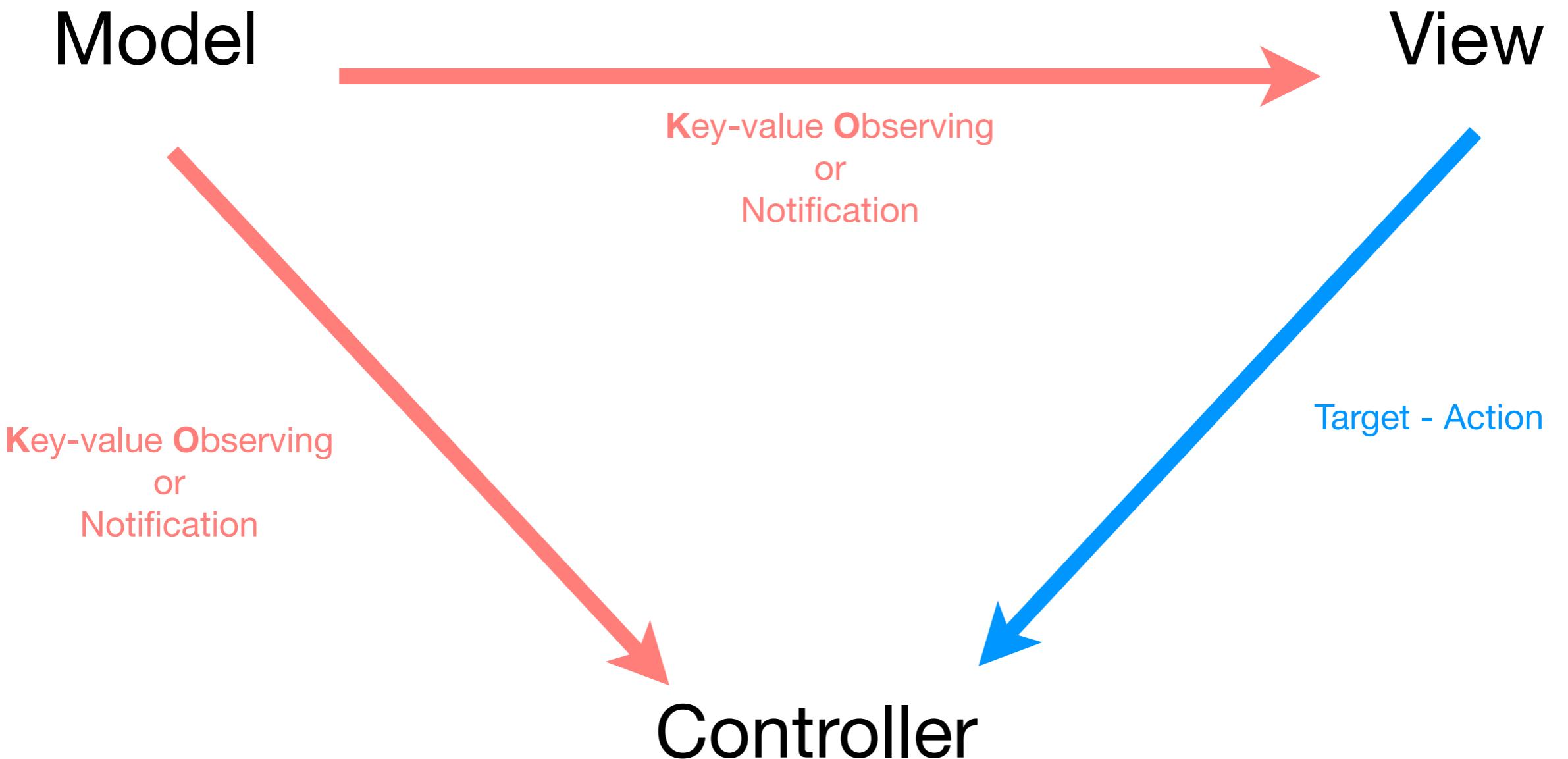
Objective Lifecycle

- Create an instance.
- Futz with it (Send messages. Pass it around.)
- Discard it.

iOS is designed around one foundational pattern: Model View Controller.

Much of iOS development - excluding Model development - involves customization and extension of this pattern.





iOS has rich support for a loose, flat, decoupled style of programming

- Notification
- Target - Action
- Key-value Observing (KVO)
- Block & Dispatch Queue
- Delegation (Protocol)

Notifications

Notification

Notifier

```
[ [NSNotificationCenter defaultCenter] postNotificationName:MyNotification object:self];
```

Notification

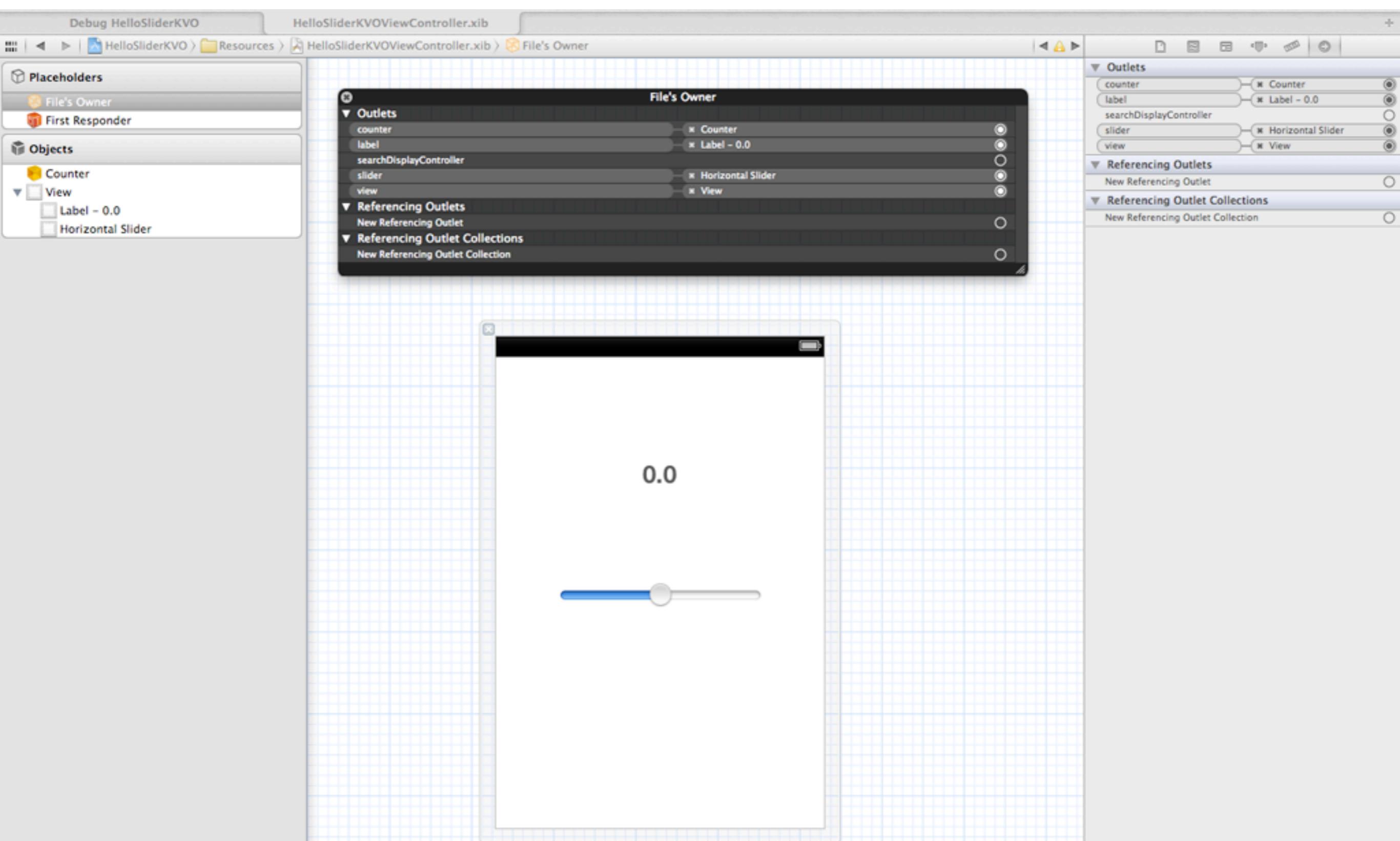
Notification respondent

```
[[NSNotificationCenter defaultCenter] addObserver:self
                                         selector:@selector(respondToMyNotification:)
                                         name:MyNotification
                                         object:nil];

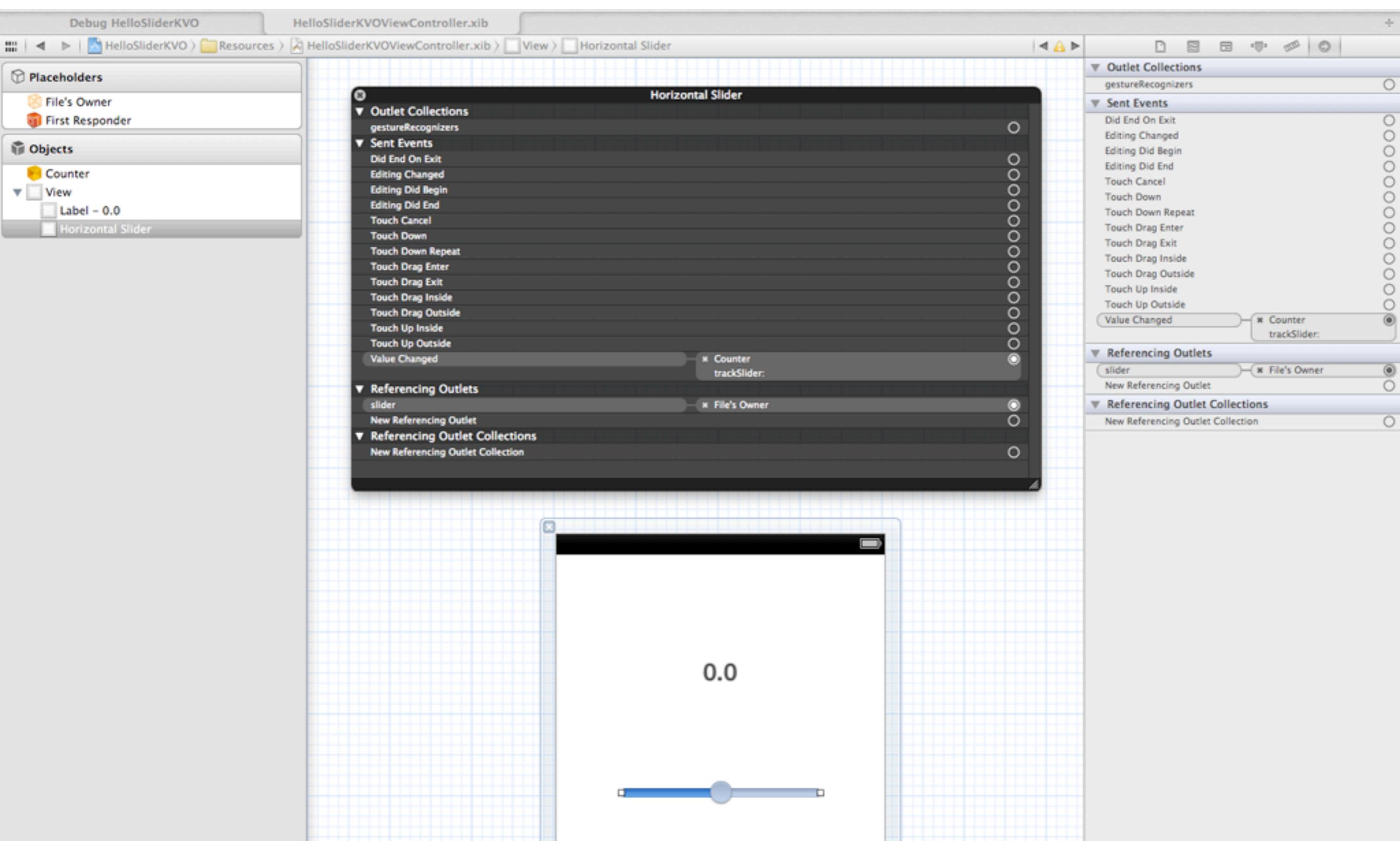
- (void) respondToMyNotification:(NSNotification *)notification {
    // do stuff
}
```

Target - Action

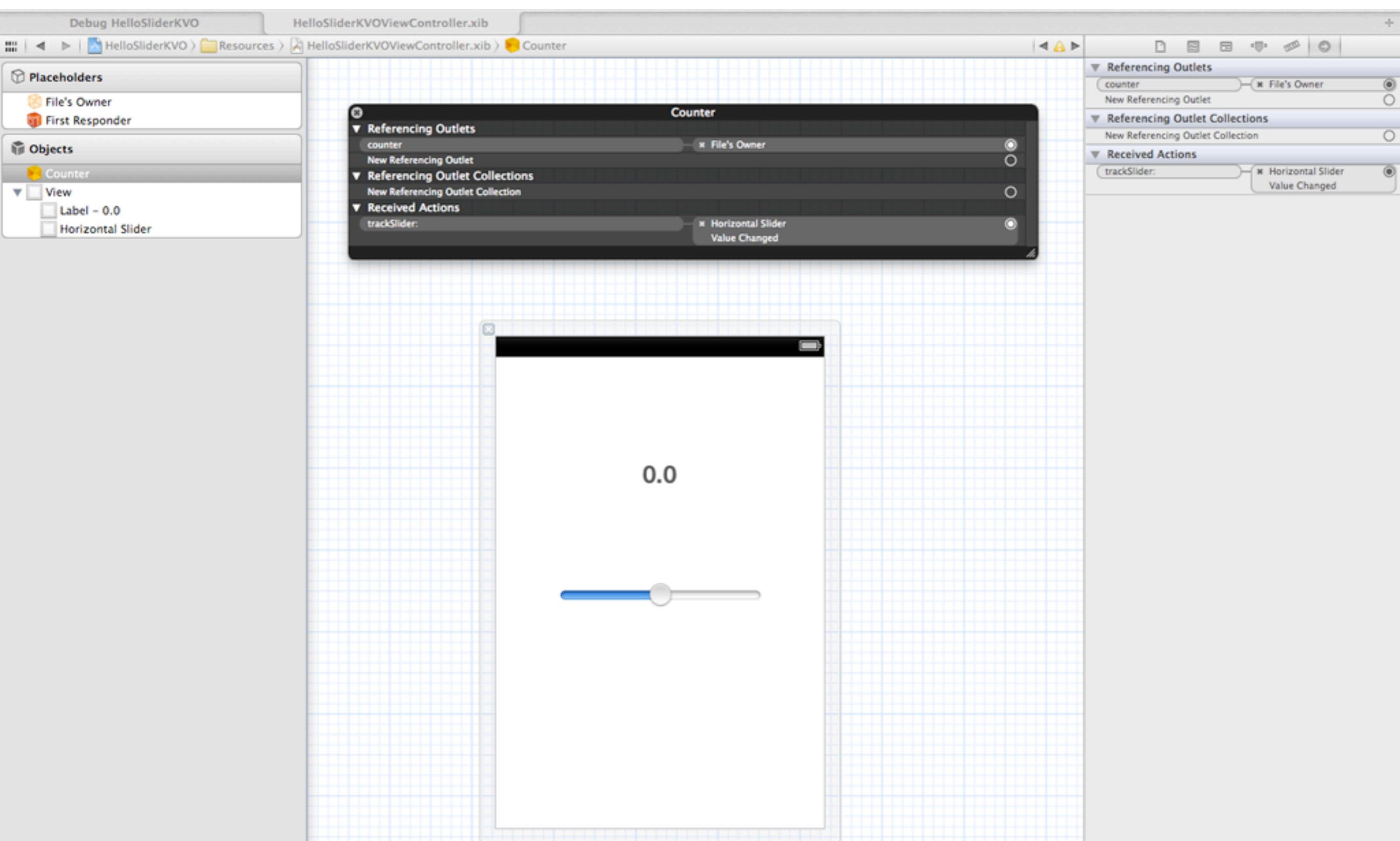
Target - Action



Target - Action



Target - Action



Target - Action

```
@interface Counter : NSObject  
  
@property(nonatomic, strong) NSNumber *count;  
- (IBAction)trackSlider:(UISlider *)slider;  
  
@end
```

Target - Action

```
@implementation Counter

-(IBAction) trackSlider:(UISlider *)slider {
    self.count = [NSNumber numberWithFloat:slider.value];
}

@end
```

Target - Action

```
@class Observer;
@class Counter;

@interface EIVViewController : UIViewController
@property(nonatomic, strong) IBOutlet UILabel *label;
@property(nonatomic, strong) Observer *observer;
@property(nonatomic, strong) IBOutlet Counter *counter;
- (void)updateLabel:(NSNumber *)newValue;
@end
```

Target - Action

```
@implementation EIVViewController

- (void)viewDidLoad {

    self.observer = [[Observer alloc] initWithTarget:self
                                              action:@selector(updateLabel:)];
}

[ self.counter addObserver:self.observer
    forKeyPath:@"count"
    options:NSKeyValueObservingOptionNew
    context:NULL];
}

-(void) updateLabel:(NSNumber *)newValue {

    self.label.text = [NSString stringWithFormat:@"% .2f", [newValue floatValue]];
}

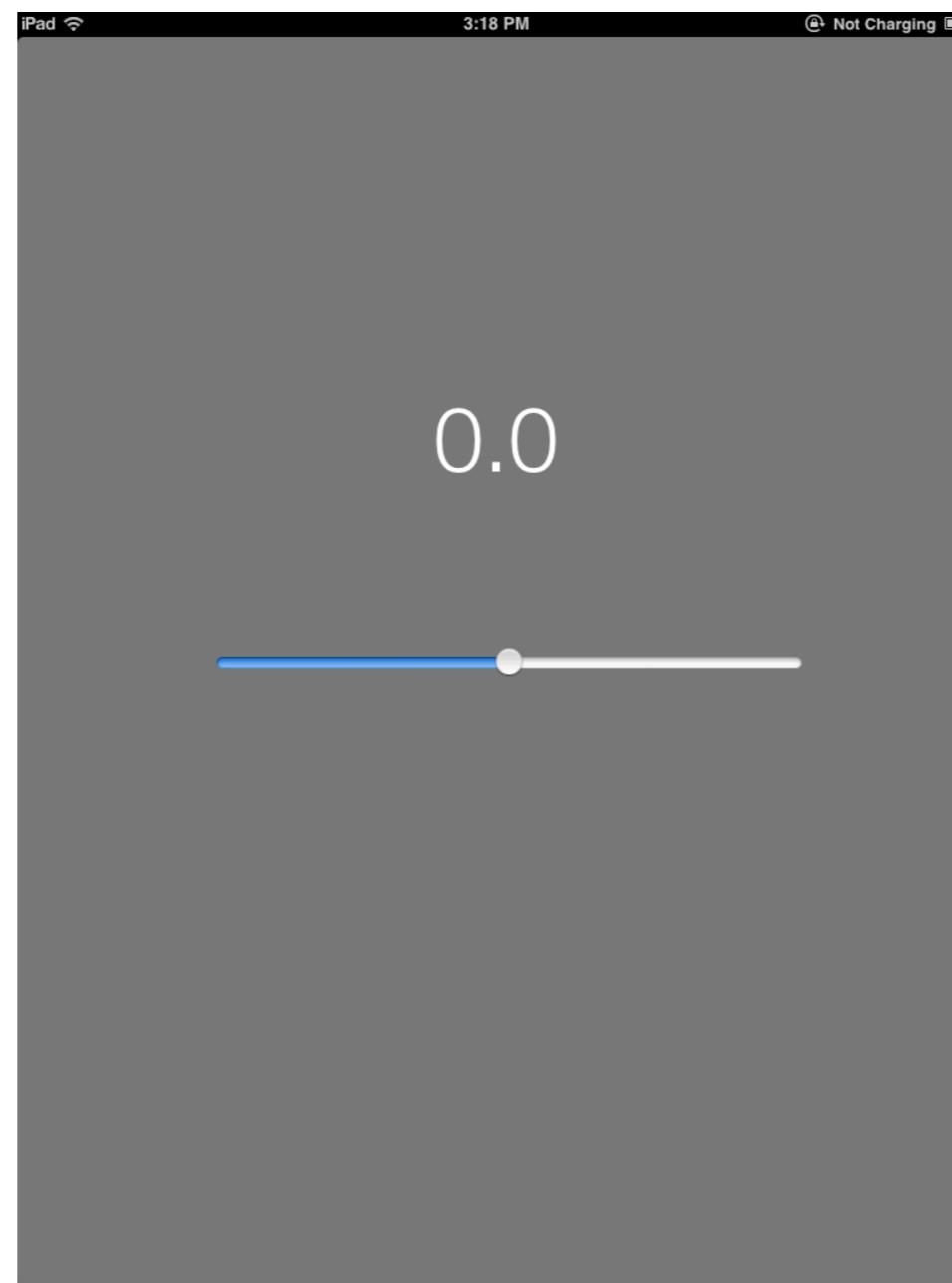
@end
```

Key-value Observing (KVO)

Any **property** is by default “Key-value Compliant” allowing it to be observed.

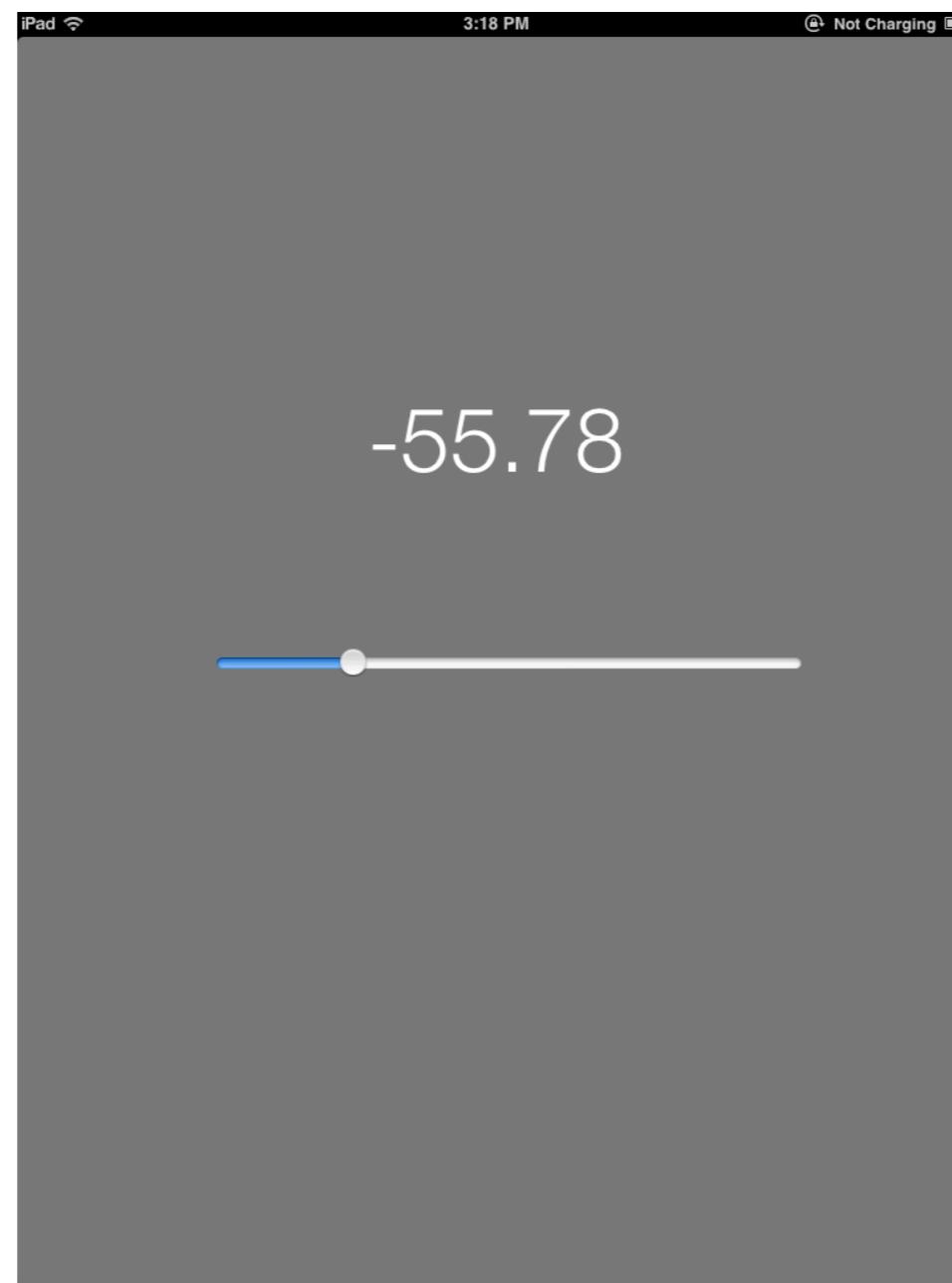
Example: HelloSlider

GitHub: <http://bit.ly/XDxIvp>



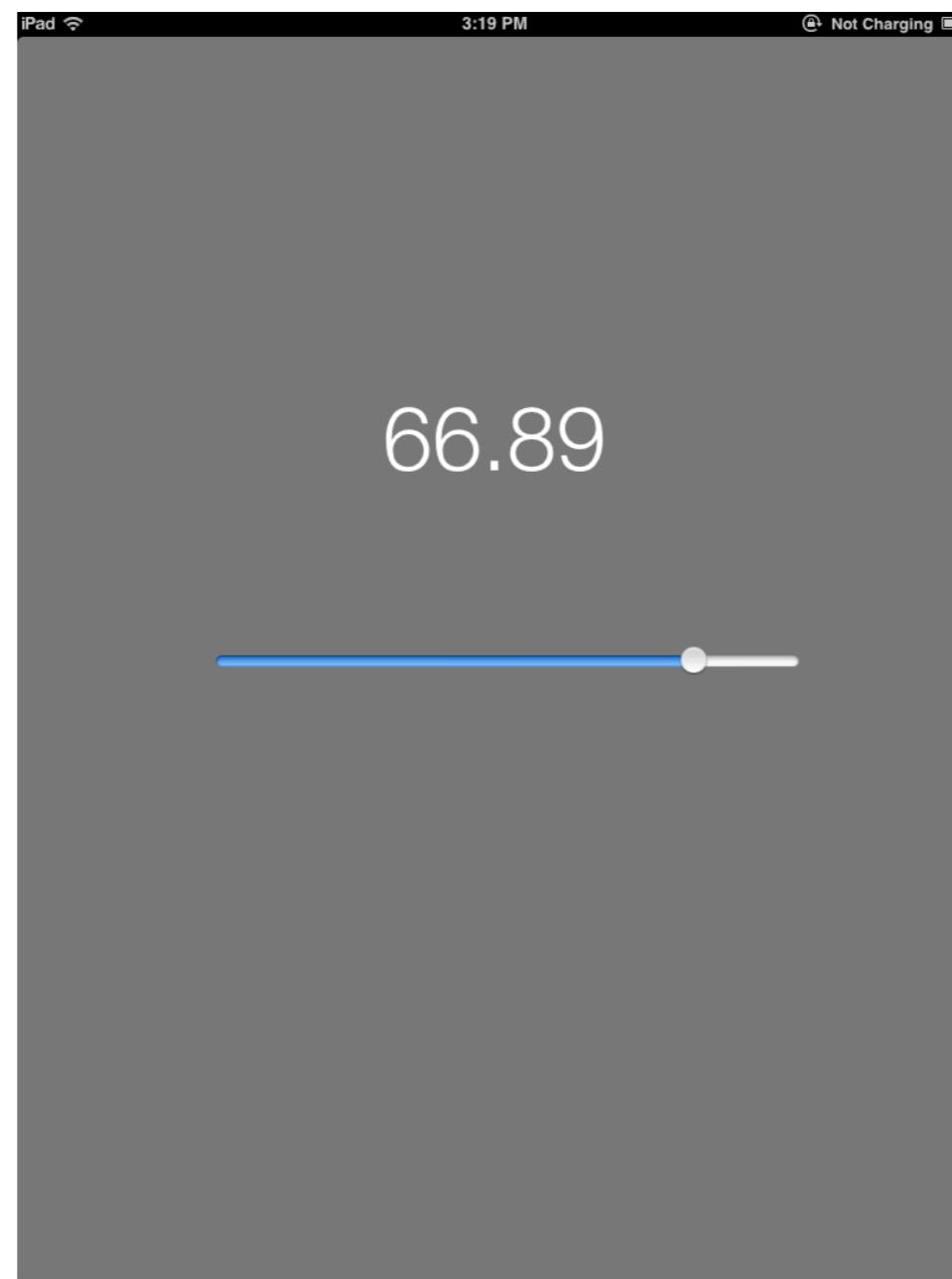
Example: HelloSlider

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Example: HelloSlider

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Example: HelloSlider

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```
@interface Counter : NSObject  
  
@property(nonatomic, strong) NSNumber *count;  
- (IBAction)trackSlider:(UISlider *)slider;  
  
@end
```

Example: HelloSlider

GitHub: <http://bit.ly/XDxIvp>

```
@implementation Counter

-(IBAction) trackSlider:(UISlider *)slider {
    self.count = [NSNumber numberWithFloat:slider.value];
}

@end
```

Example: HelloSlider

GitHub: <http://bit.ly/XDxIvp>

```
@interface Observer : NSObject
- (id)initWithTarget:(id)object action:(SEL)action;
@property(nonatomic, strong) id targetObject;
@property(nonatomic) SEL targetAction;
@end
```

Example: HelloSlider

GitHub: <http://bit.ly/XDxIvp>

```
@implementation Observer

- (void)observeValueForKeyPath:(NSString *)keyPath
    withObject:(id)object
    change:(NSDictionary *)change
    context:(void *)context {
    [self.targetObject performSelectorOnMainThread:self.targetAction
        withObject:[object valueForKeyPath:keyPath]
        waitUntilDone:NO];
}

@end
```

Example: HelloSlider

GitHub: <http://bit.ly/XDxIvp>

```
@implementation EIVViewController

- (void)viewDidLoad {

    self.observer = [[Observer alloc] initWithTarget:self
                                              action:@selector(updateLabel:)];
}

[ self.counter addObserver:self.observer
    forKeyPath:@"count"
    options:NSKeyValueObservingOptionNew
    context:NULL];
}

-(void) updateLabel:(NSNumber *)newValue {

    self.label.text = [NSString stringWithFormat:@"% .2f", [newValue floatValue]];
}

@end
```

Blocks & Dispatch Queues

Blocks & Dispatch Queues

Block

```
^{ NSLog(@"Doing something"); }
```

Dispatch Queue

```
dispatch_queue_t queue = dispatch_get_global_queue(0,0);  
  
dispatch_async(queue, ^{  
    NSLog(@"Doing something");  
});
```

Blocks & Dispatch Queues

```
- (void)updateFeaturesWithNotification:(NSNotification *)notification {
    dispatch_async([UIApplication sharedApplication].trackControllerQueue, ^{
        [self updateFeatures];
        dispatch_async(dispatch_get_main_queue(), ^{
            [self.coverageTrack setNeedsDisplay];
            [self.track setNeedsDisplay];
        });
    });
}
```

Delegation (Protocol)

Delegation (Protocol)

A protocol is identical to an interface in Java. A collection of method signatures implemented by the object that “conforms” to the protocol.

The delegate/protocol pattern is ubiquitous throughout iOS.

Delegation (Protocol)

```
@interface UITableViewcontroller: UIViewController <UITableViewDelegate, UITableViewDataSource>
```

UITableViewController inherits from UIViewController and conforms to the UITableViewDelegate and UITableViewDataSource protocols

UITableViewDelegate

```
@protocol UITableViewDelegate<NSObject, UIScrollViewDelegate>

@optional
- (NSIndexPath *)tableView:willSelectRowAtIndexPath:;
- (NSIndexPath *)tableView:willDeselectRowAtIndexPath:;

@end
```

UITableViewDataSource

```
@protocol UITableViewDataSource<NSObject>

@required
- (NSInteger)tableView:numberOfRowsInSection:;

@optional
- (NSInteger)numberOfSectionsInTableView:;
- (NSArray *)sectionIndexTitlesForTableView:;

@end
```

iOS devices combine mobility, gesture, and a powerful GPU. This makes iOS App development an entirely new form of software development.

Mobility introduces context as a driver for usage.
New app types appear to meet user needs driven
by context.

Gesture forces a “no interface”, approach to app design and U/X mindset.

Data representation drives interaction and associated affordances.

GPU. That cute little iPhone in your hand is a graphics processing beast.

It is a GPU device tamed for domestic use.
The entire interface is GPU driven.

That is why iOS apps feel the way they do.
Light. Effortless. Friction free. Like butter.

Developers must discard many of their desktop assumptions when developing for iOS

- No mouse
- No interface
- Minimal keyboard
- Arms length interaction
- One handed Interaction
- Two handed Interaction
- Untethered resources

Demos & Code

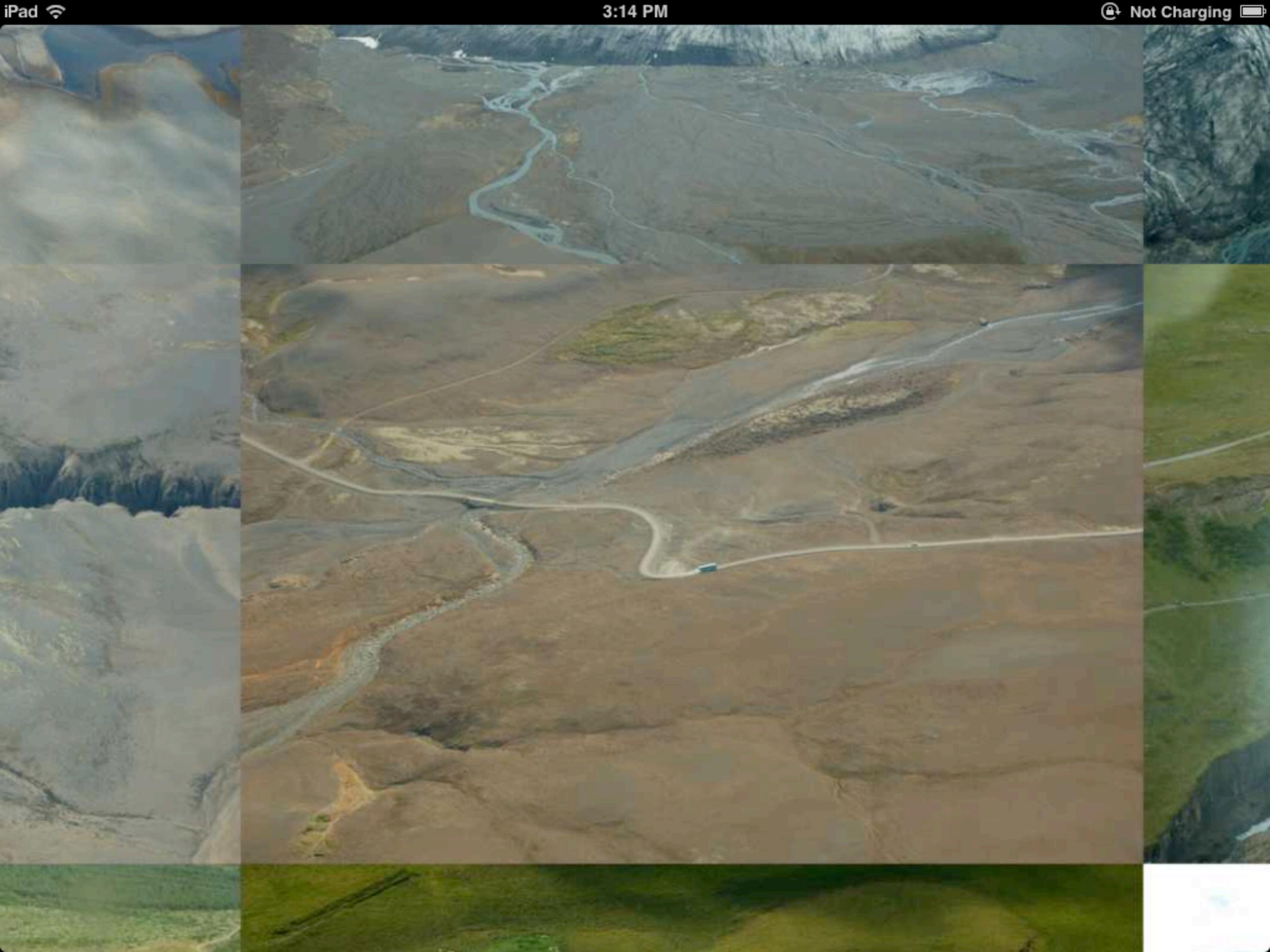
Multi-resolution Image

- CATiledLayer
- UIScrollView
- Amazon Web Services (S3)

Multi-resolution Image

- 8k x 8k image resolution. 101MB on disk.
- Subsampled 4 successive times
- Diced into 256 x 256 tiles
- Stored on Amazon S3





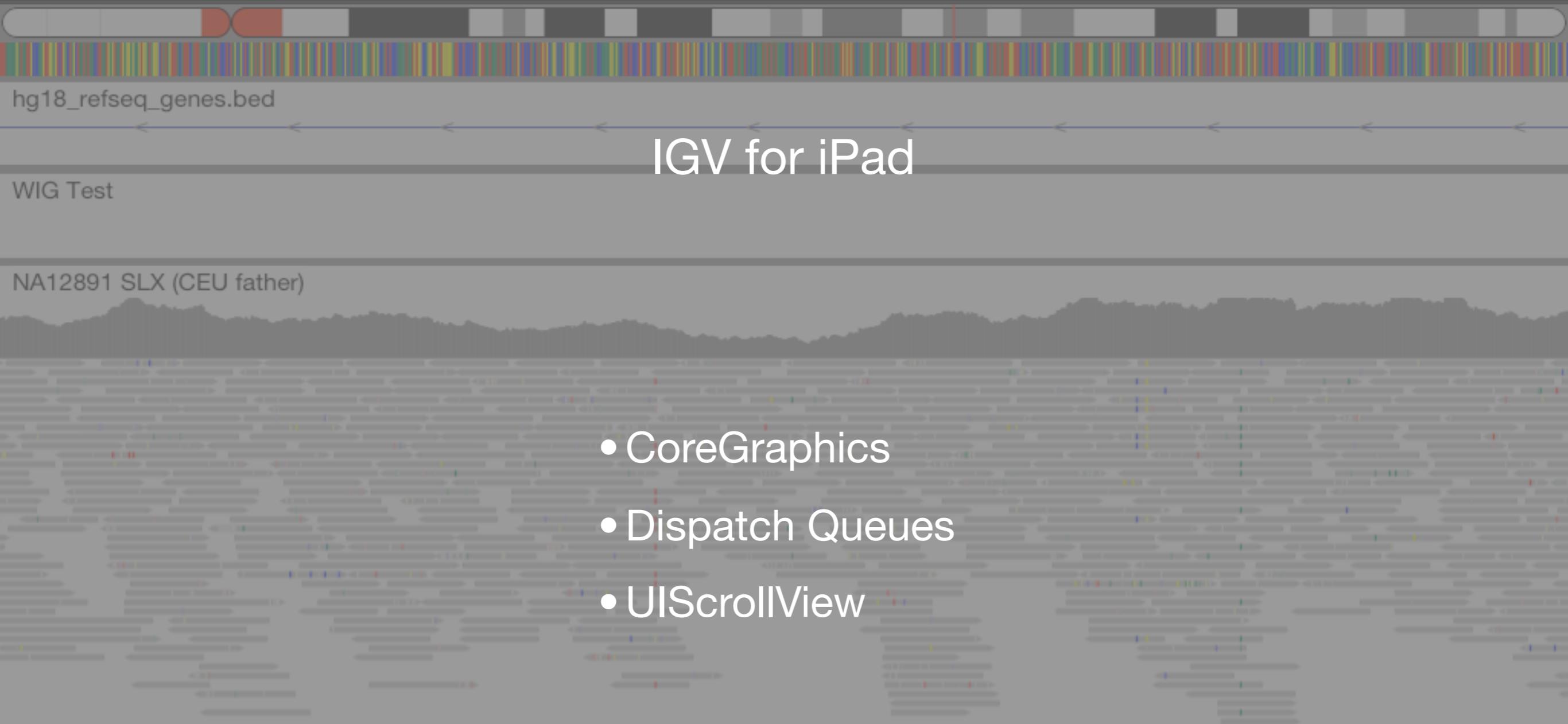


Genomes

Tracks

Loci

chr14:64,624,903-64,625,671



Genomes

Tracks

Loci

chr19:59,307,401-61,307,901

X

hg18_refseq_genes.bed



LENG1

LILRA6

LILRA5

TTYH1

LAIR2

LILRA2

LILRB4

KIR2DL3

KIR2DS4

NLRP7

GP6PPP1R12CPTPRH

BRSK1

IL11

SHISA7

SBK2

FIZ1

U2AF2

RFPL4A

NLRP4

NLRP8

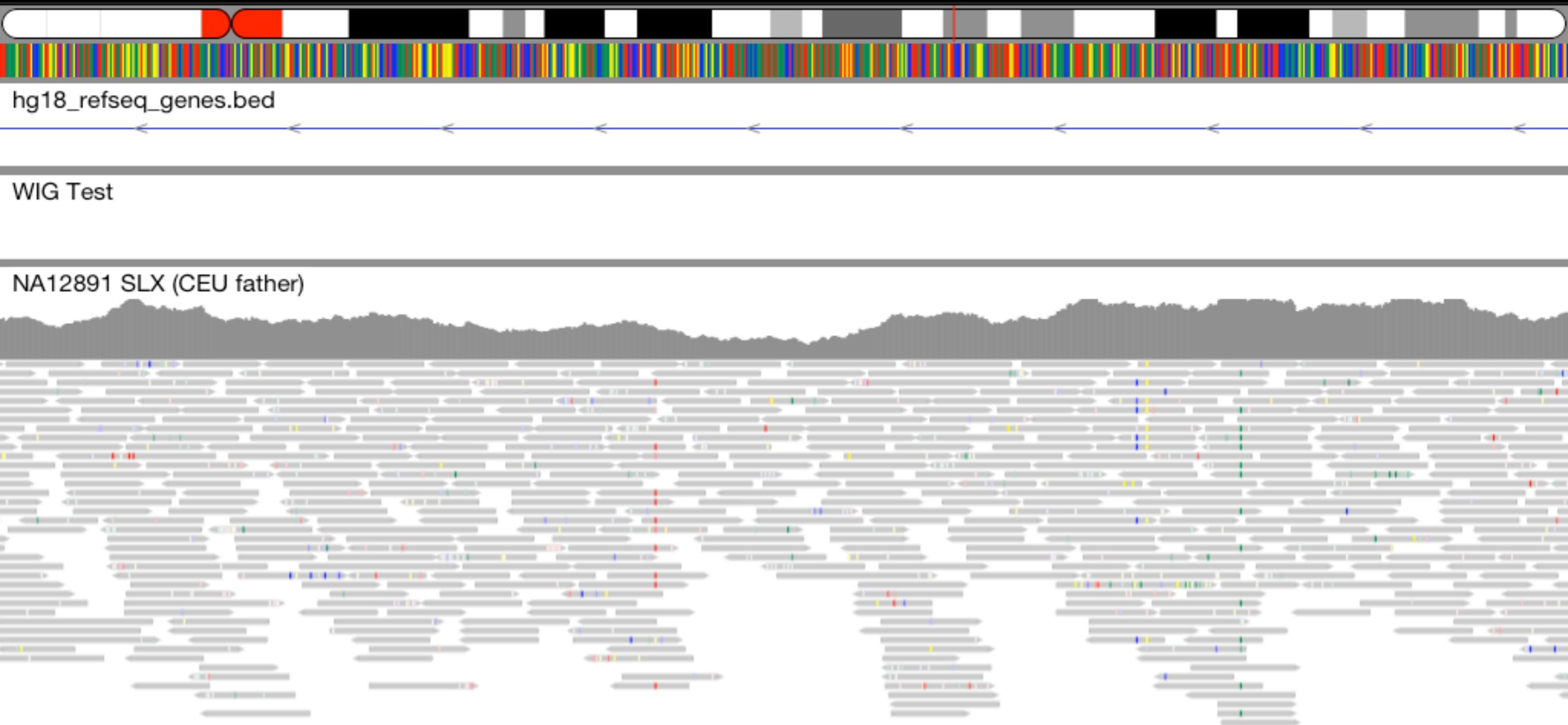
ZNF

Genomes

Tracks

Loci

chr14:64,624,903-64,625,671



Genomes

Tracks

Loci

chr19:59,307,401-61,307,901

X

My Tracks

Loaded Tracks

Annotations (hg18)

Breast Cancer (METABRIC)

The Cancer Genome Atlas

CPTPRH BRSK1 IL11 SHISA7 SBK2 FIZ1 U2AF2 RFPL4A NLRP4 NLRP8 ZNF

Genomes

Tracks

Loci

chr19:59,307,401-61,307,901



hg18_refseq_genes.bed



WIG Random Data Test

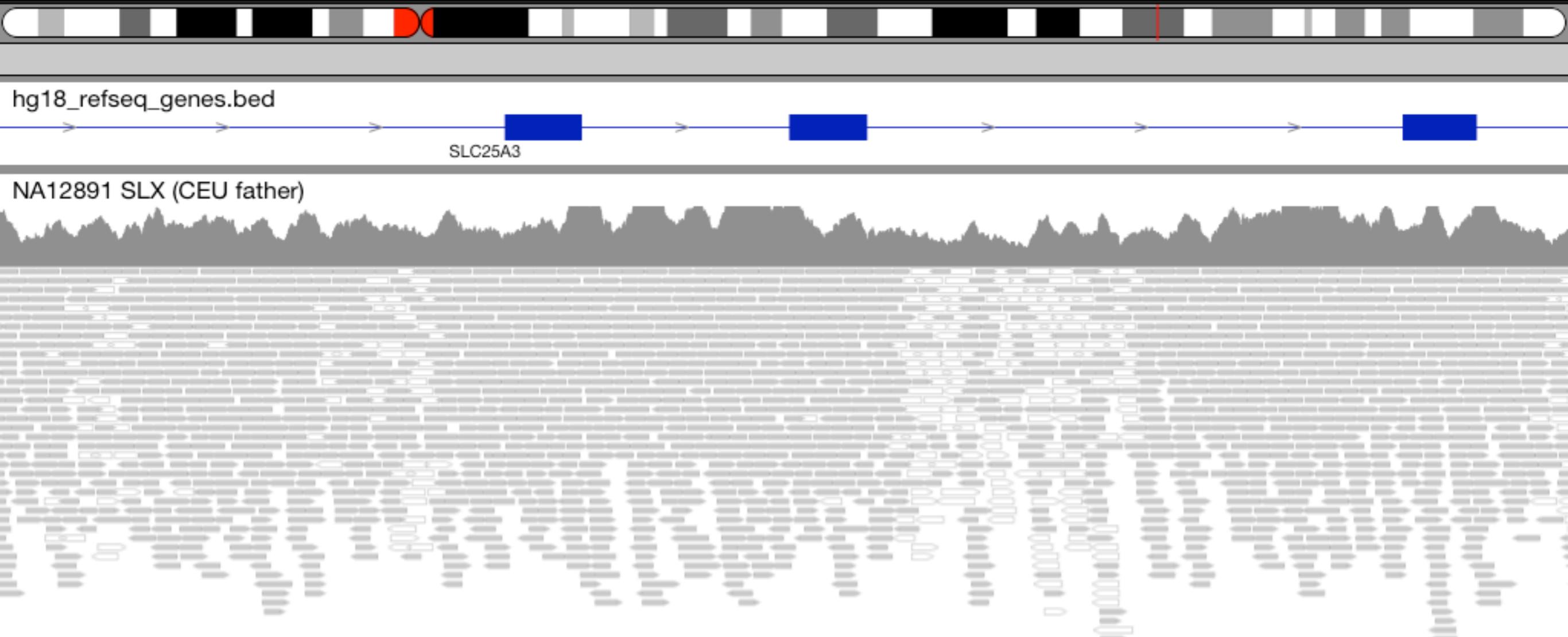
Genomes

Tracks

Loci

chr12:97,514,589-97,518,248

X

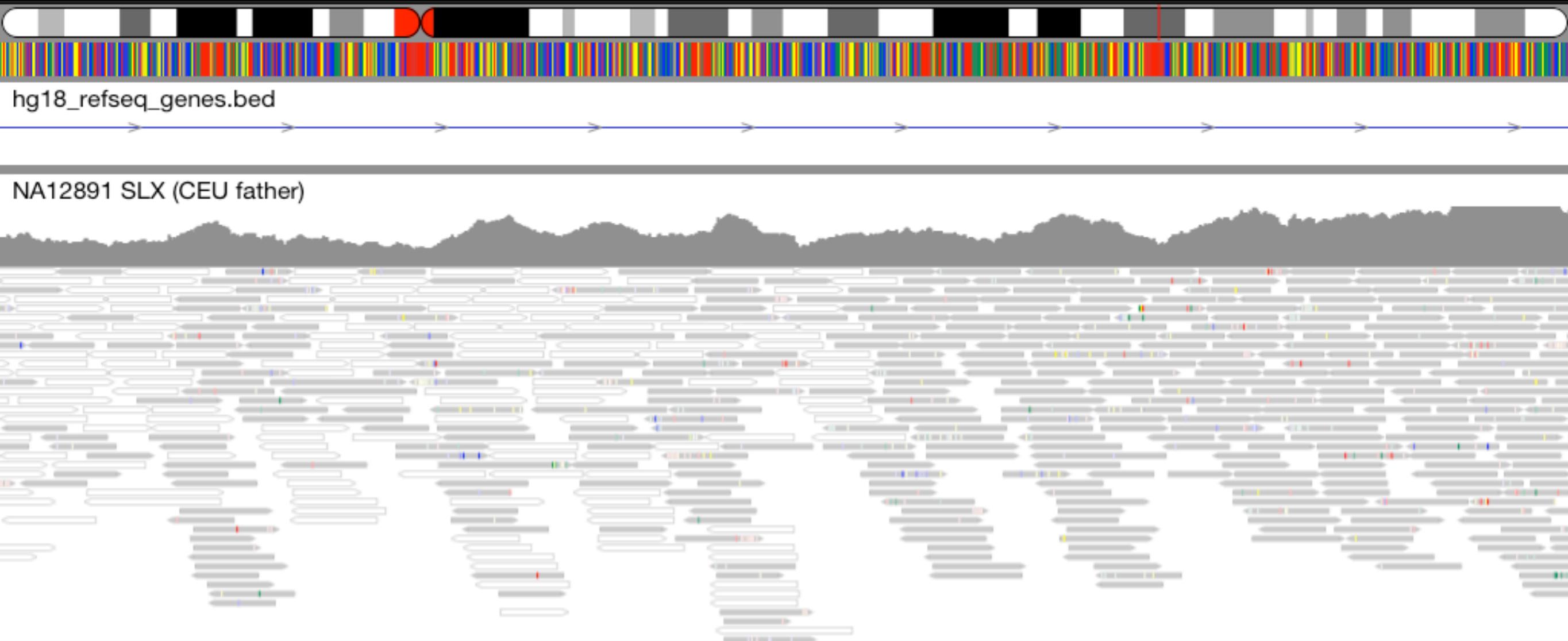


Genomes

Tracks

Loci

chr12:97,516,735-97,517,649



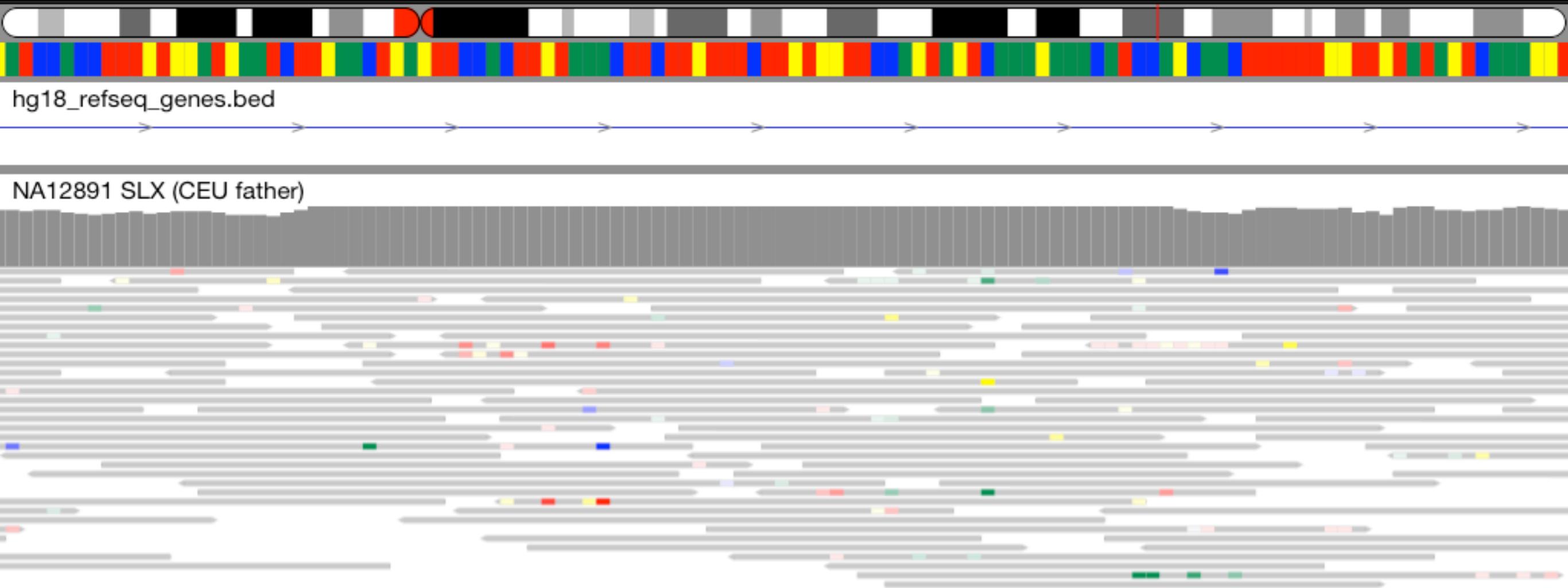
Genomes

Tracks

Loci

chr12:97,517,559-97,517,672

X



hg18_refseq_genes.bed

NA12891 SLX (CEU father)

Genomes

Tracks

Loci

chr12:97,517,611-97,517,658

X



hg18_refseq_genes.bed



NA12891 SLX (CEU father)



Genomes

Tracks

Loci

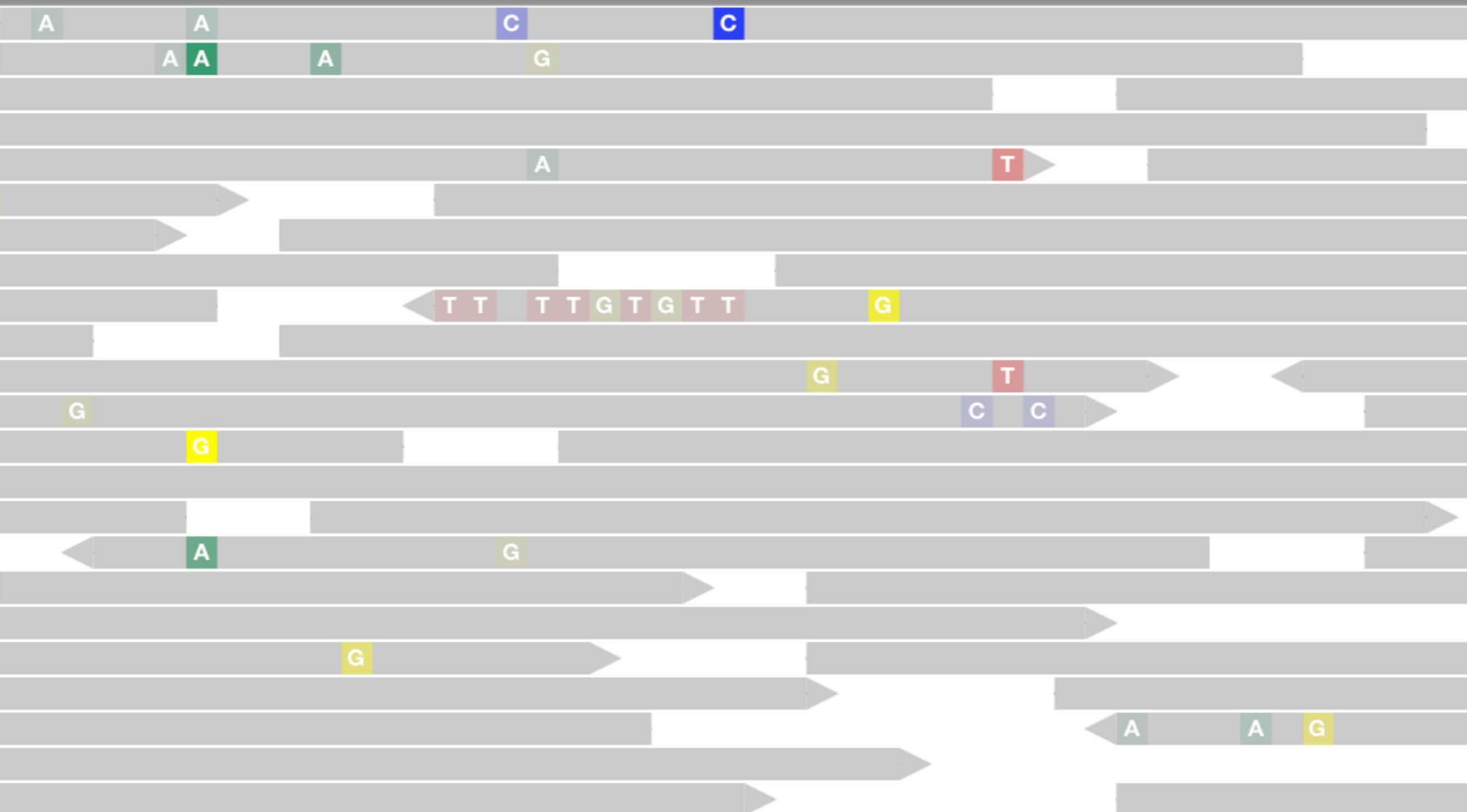
chr12:97,517,624-97,517,672

X



hg18_refseq_genes.bed

NA12891 SLX (CEU father)



Genomes

Tracks

Loci

ad

X



hg18_refseq_genes.bed

NA12891 SLX (CEU father)

A A C C
A A A G

A

T T T T G T G T

G

G

A

G

G

A G

ADD1

chr4:2,815,381-2,901,600

ADAMTS3

chr4:73,365,549-73,653,380

ADAR

chr1:152,821,157-152,867,080

ADCY7

chr16:48,879,323-48,909,544

ADAMTS5

chr21:27,212,101-27,261,310

ADH7

chr4:100,552,440-100,575,690

ADI1

chr2:3,480,696-3,502,354

ADAM10

chr15:56,675,801-56,829,469

ADAMTS7

Genomes

Tracks

Loci

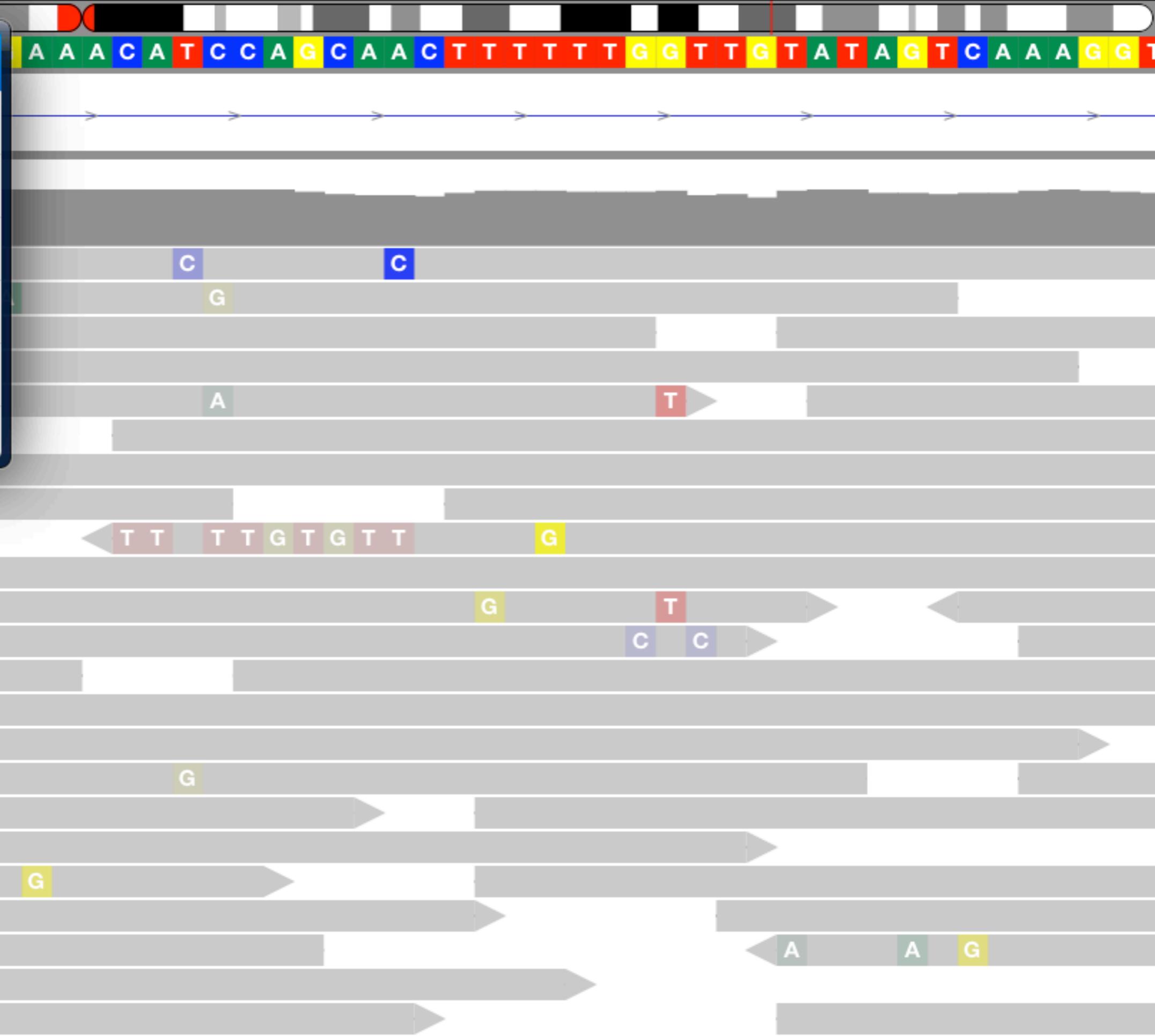
chr12:97,517,624-97,517,672

X

hg18

hg19

mm9



Genomes

Tracks

Loci

ad

X



hg18_refseq_genes.bed

NA12891 SLX (CEU father)

A A C

A A

A

G

G

A

T T T T G T G T T

G

G

G

G

T

C C

A

G

G

A A G

Delete Track: NA12891 SLX (CEU father)

Hide Track Labels

Squish

Genomes

Tracks

Loci

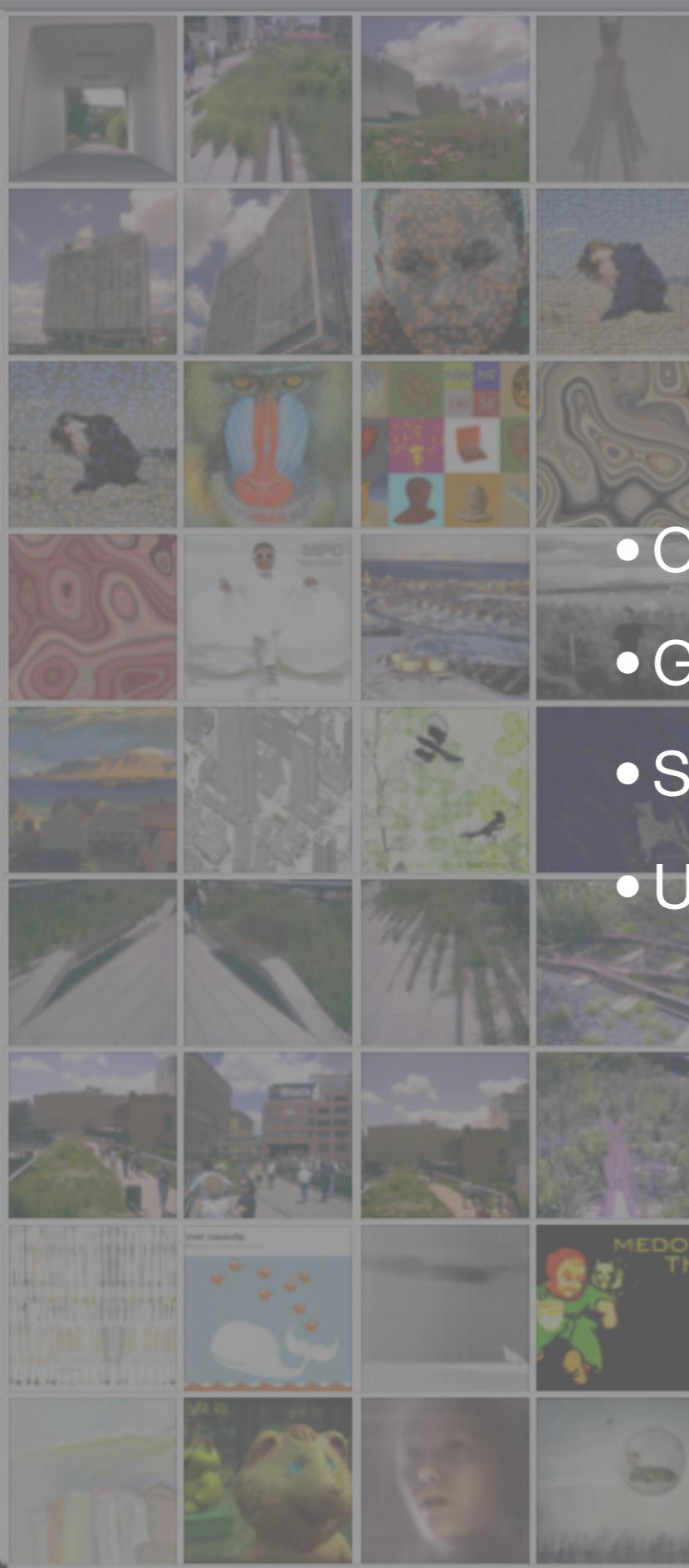
ad

X



Photo Albums

Untitled



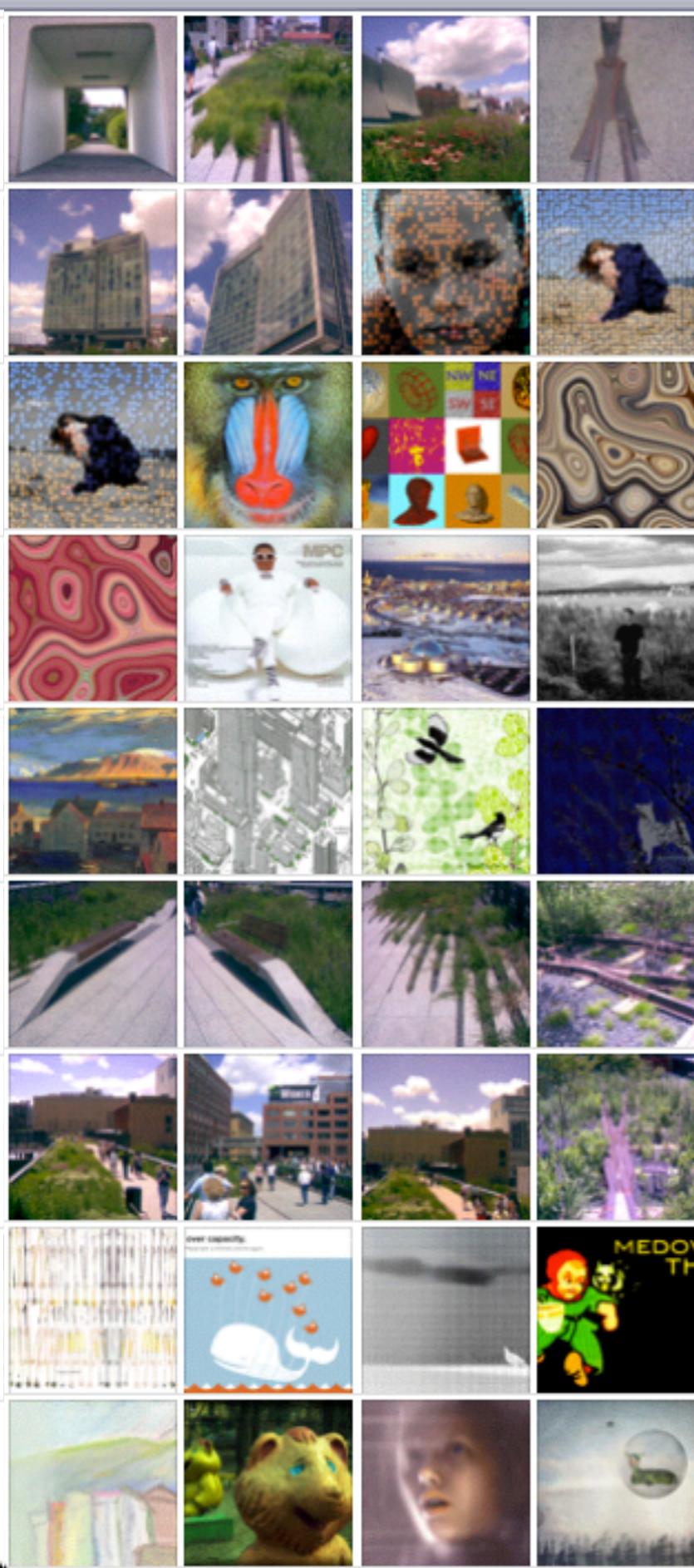
ColorGradingShader

The Elastic Image

- OpenGL
- GLSL - OpenGL Shading Language
- Shader/Gesture plug-ability via plist
- UISplitViewController

Photo Albums

Untitled



ColorGradingShader

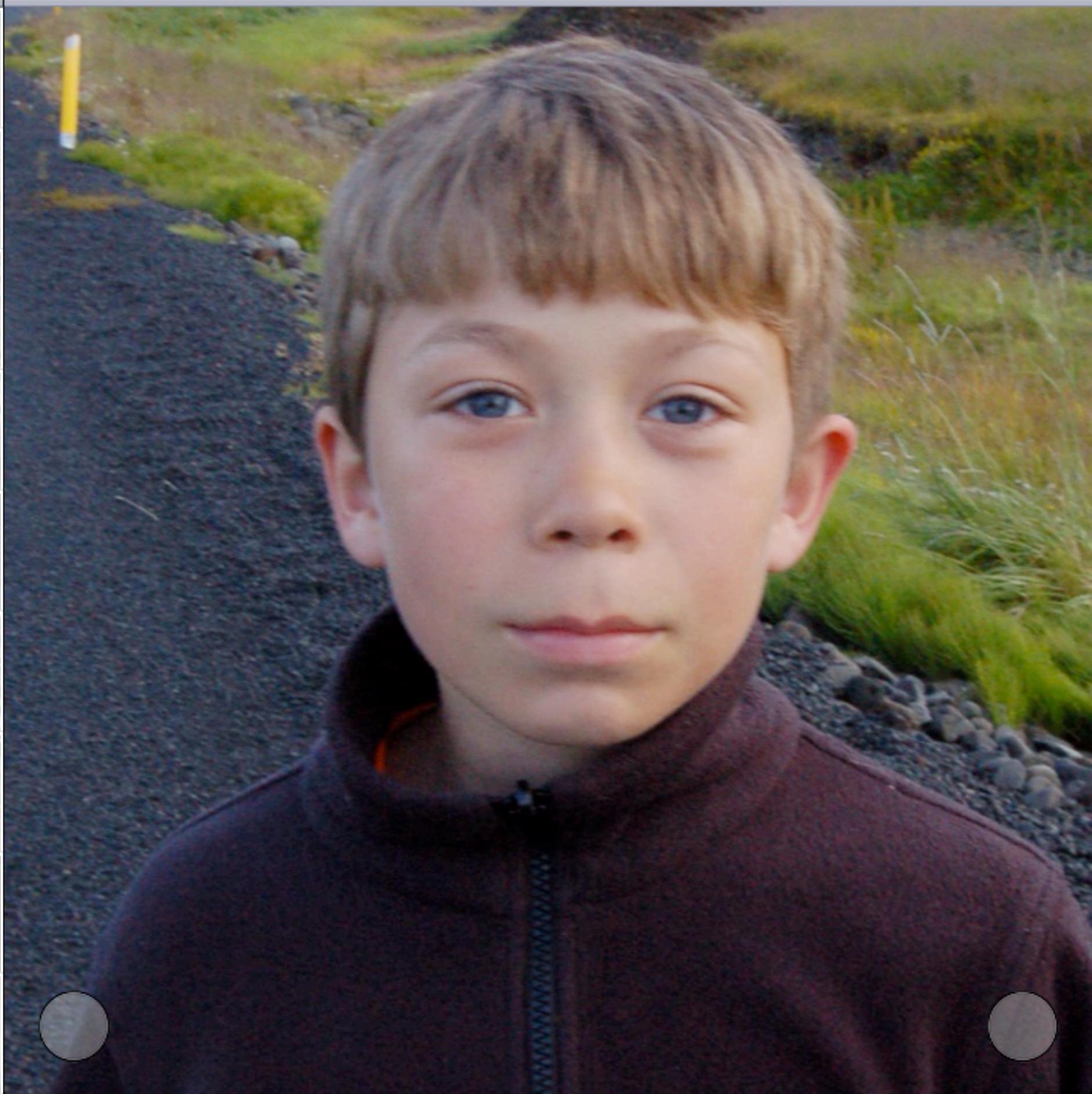
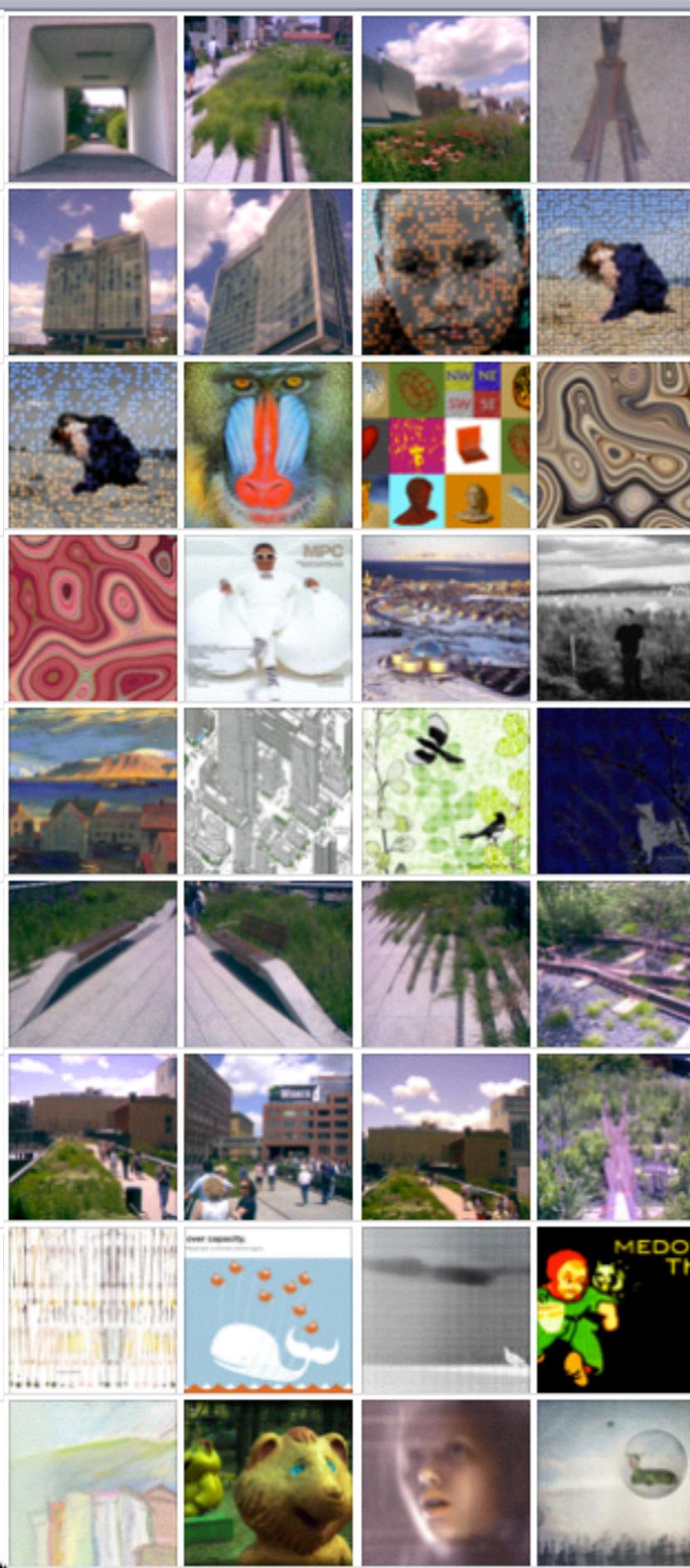


Photo Albums

Untitled



ColorGradingShader

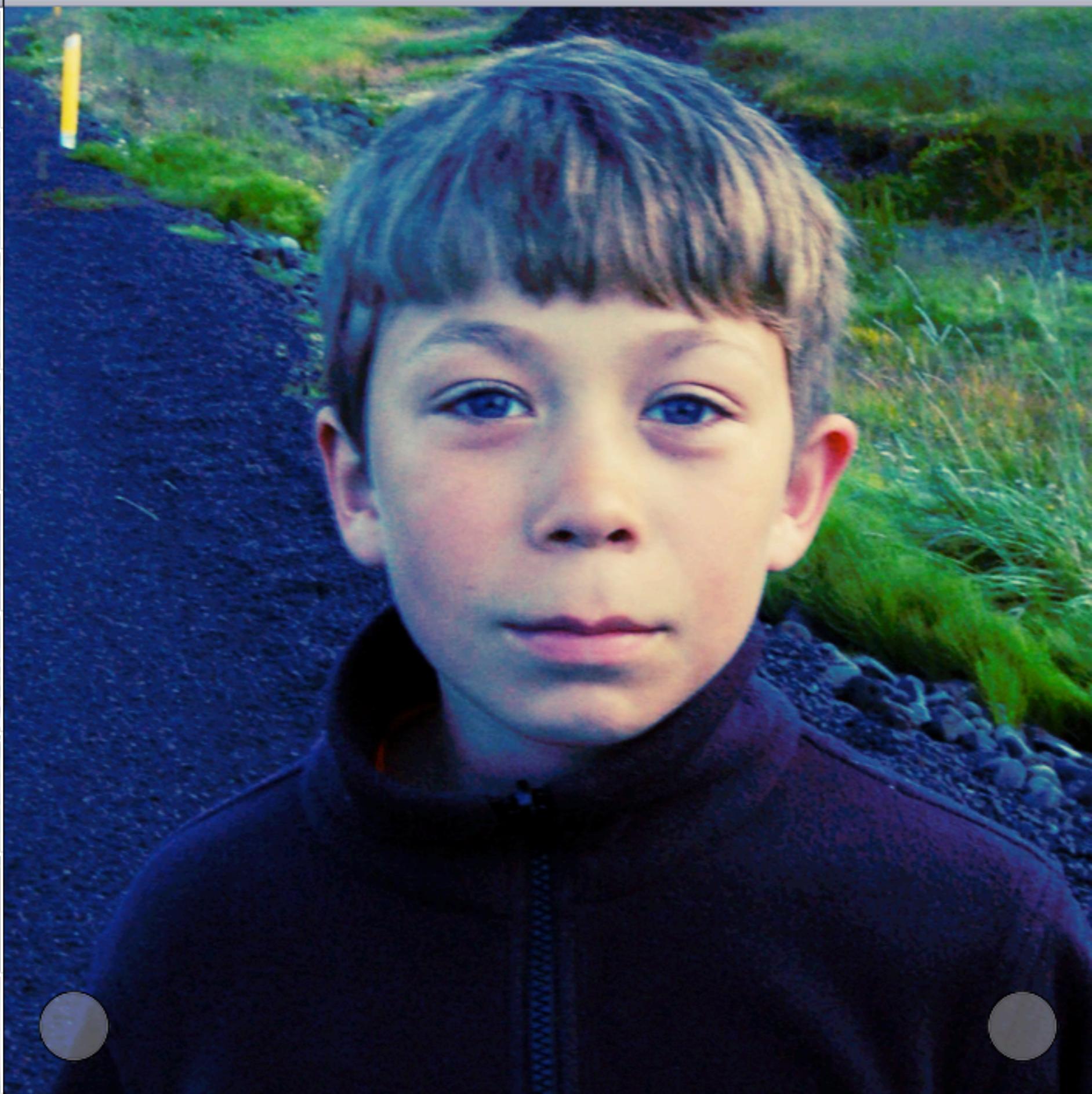
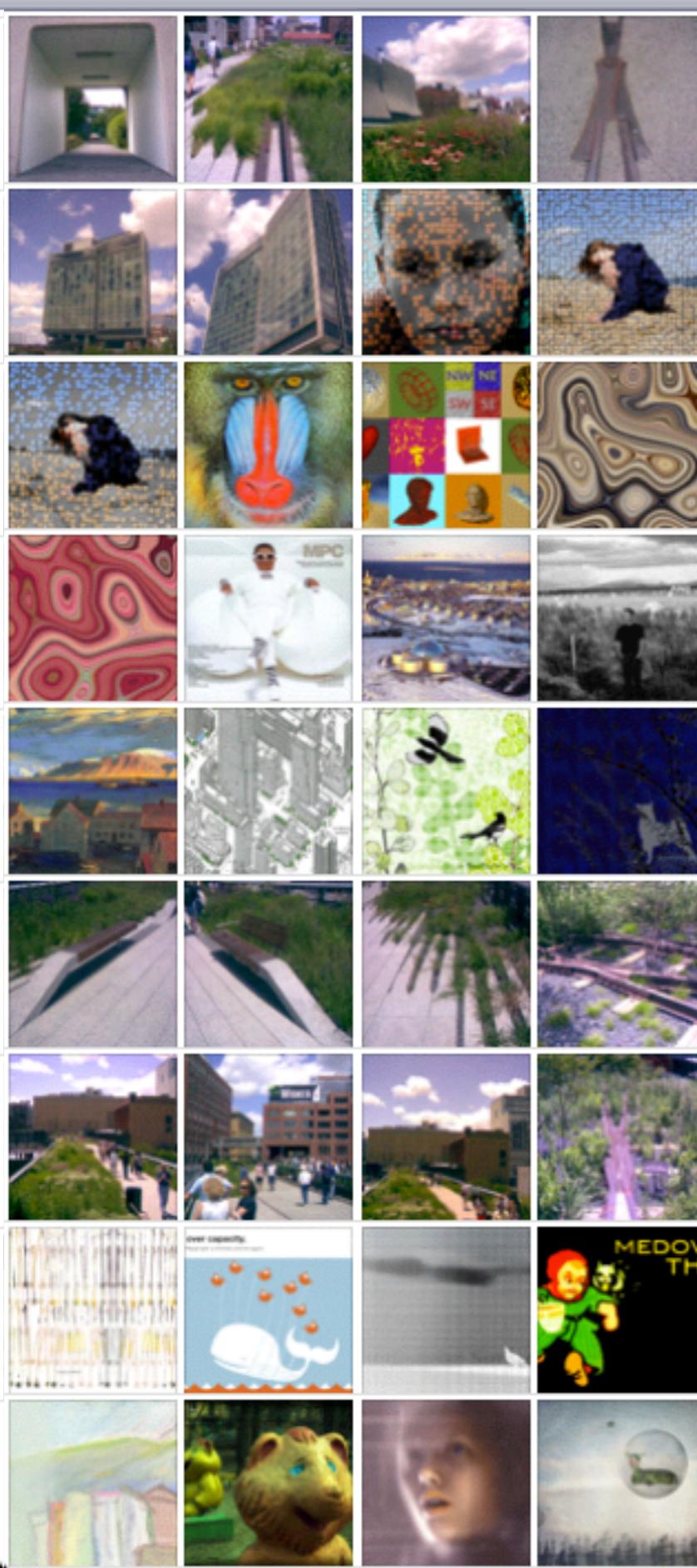


Photo Albums

Untitled

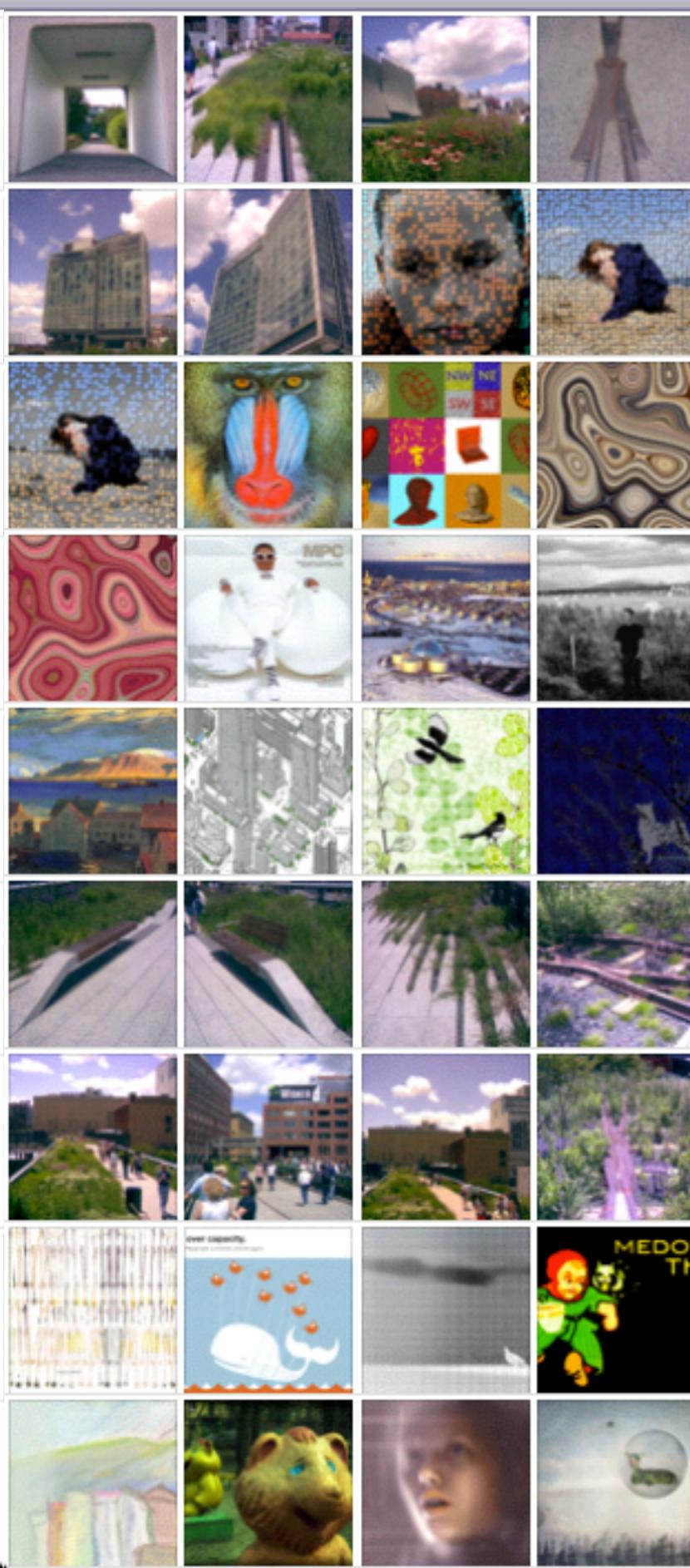


ColorRampShader



Photo Albums

Untitled

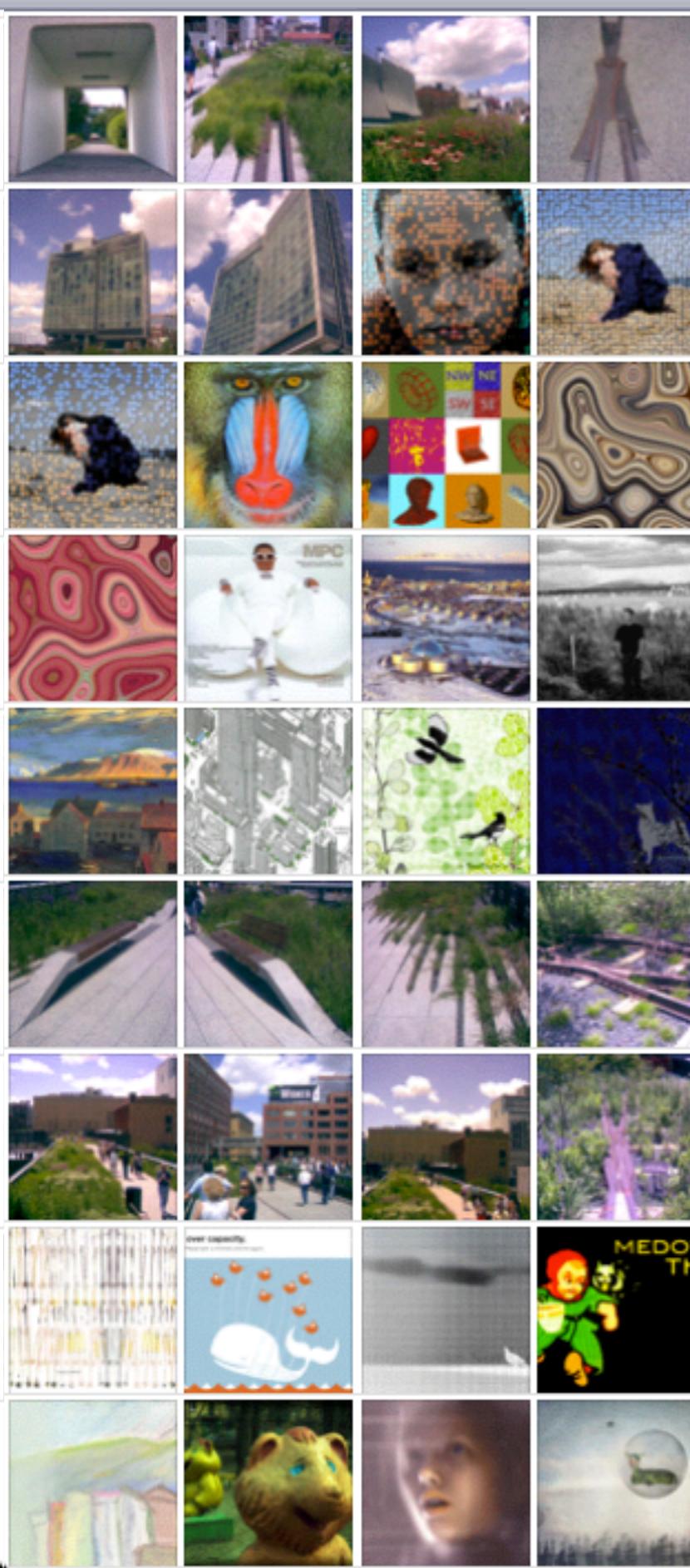


ColorRampShader



Photo Albums

Untitled

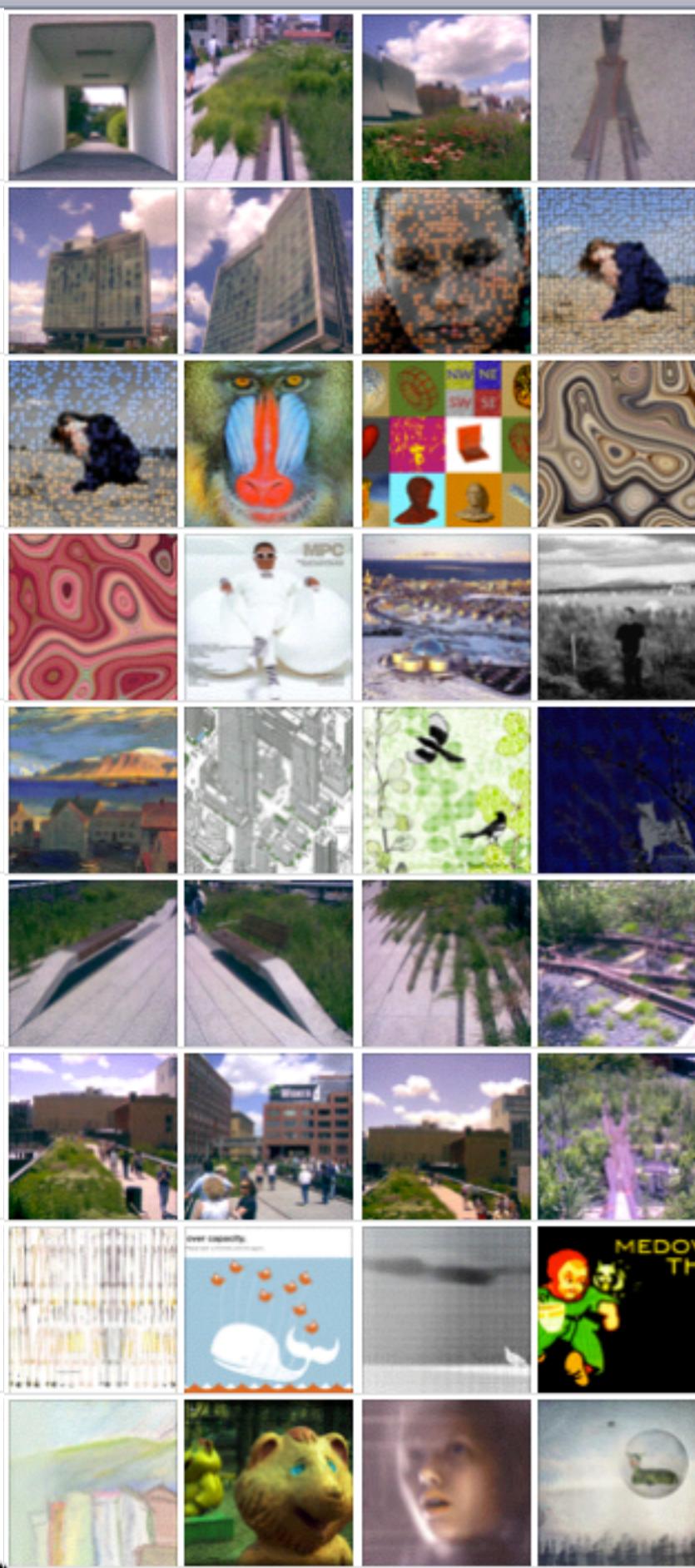


ColorRampShader



Photo Albums

Untitled

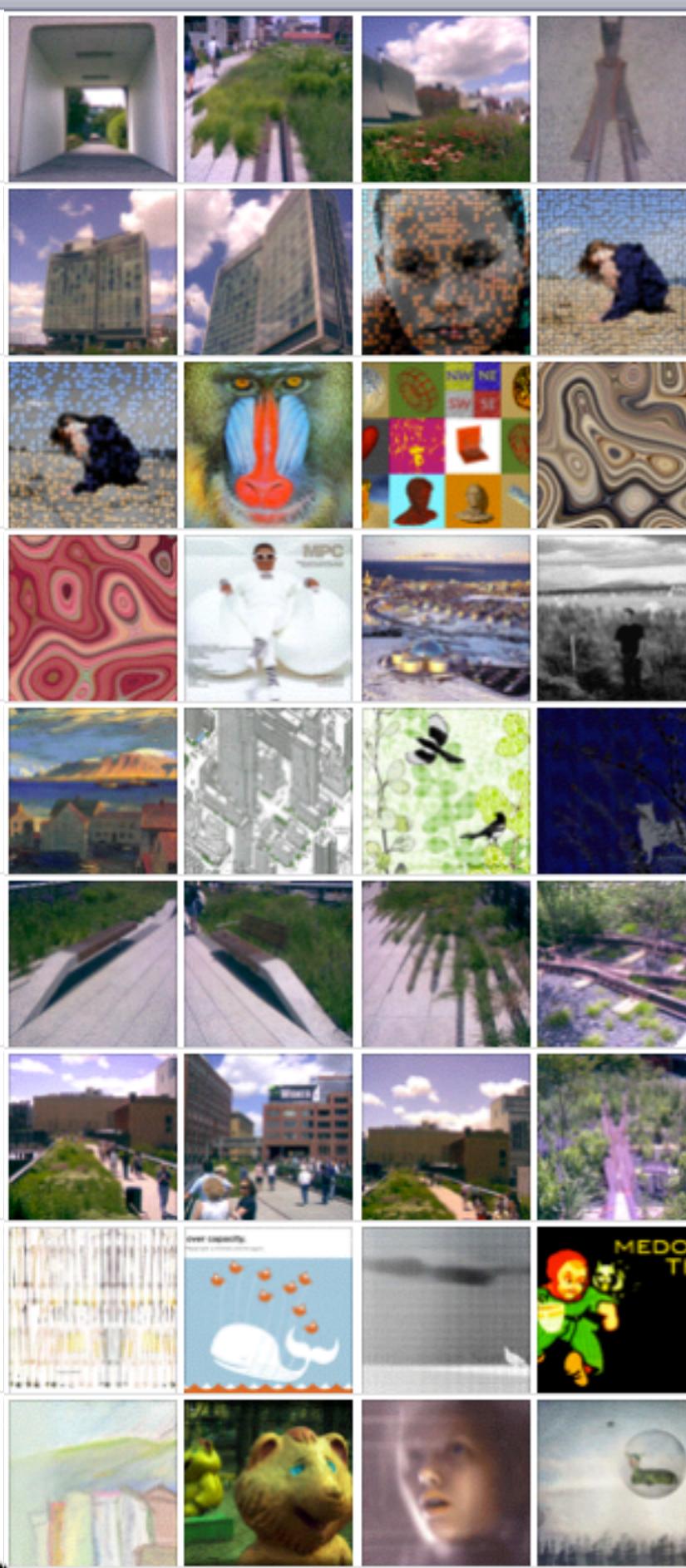


TextureShader



Photo Albums

Untitled



HueShiftShader

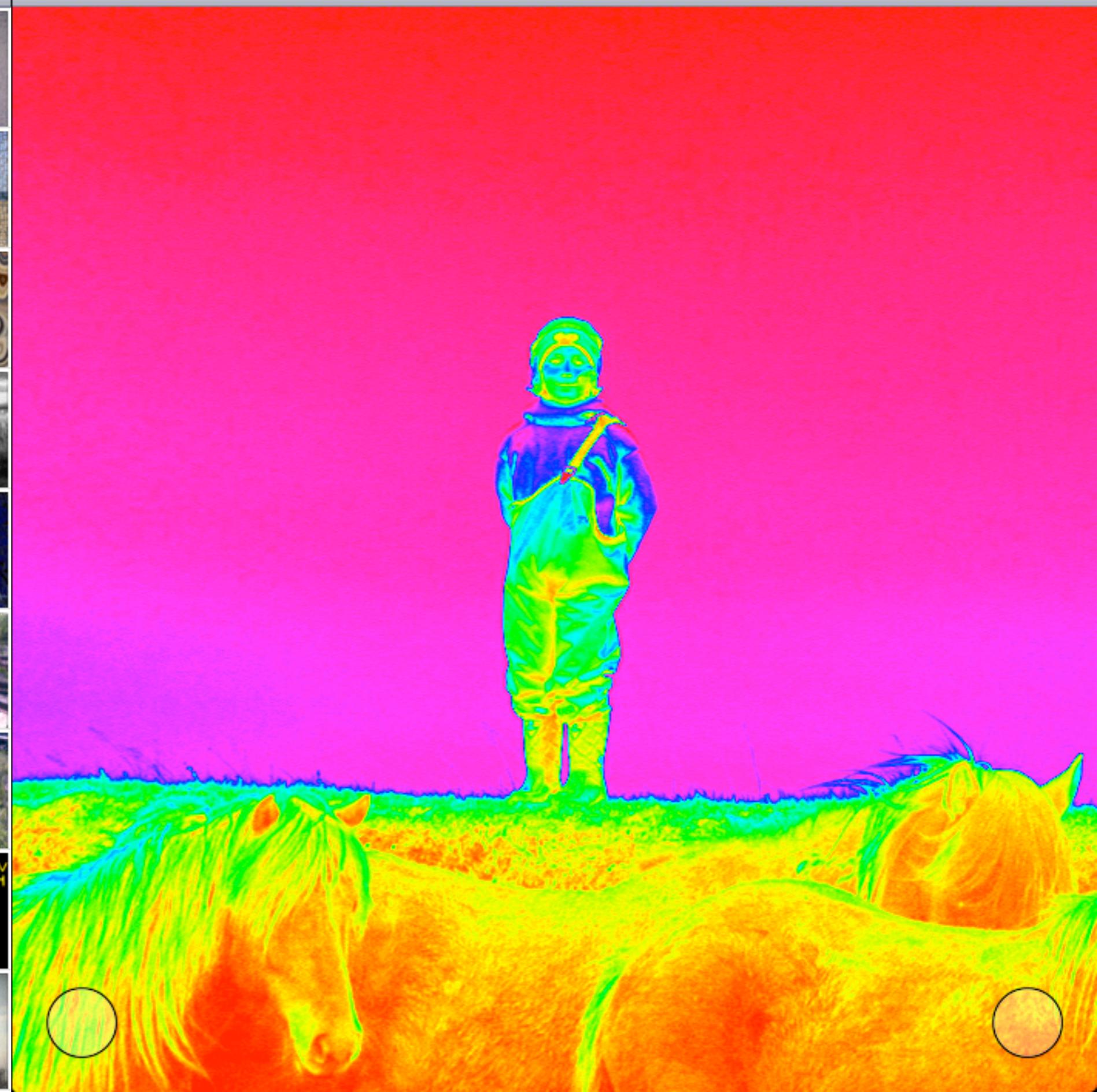
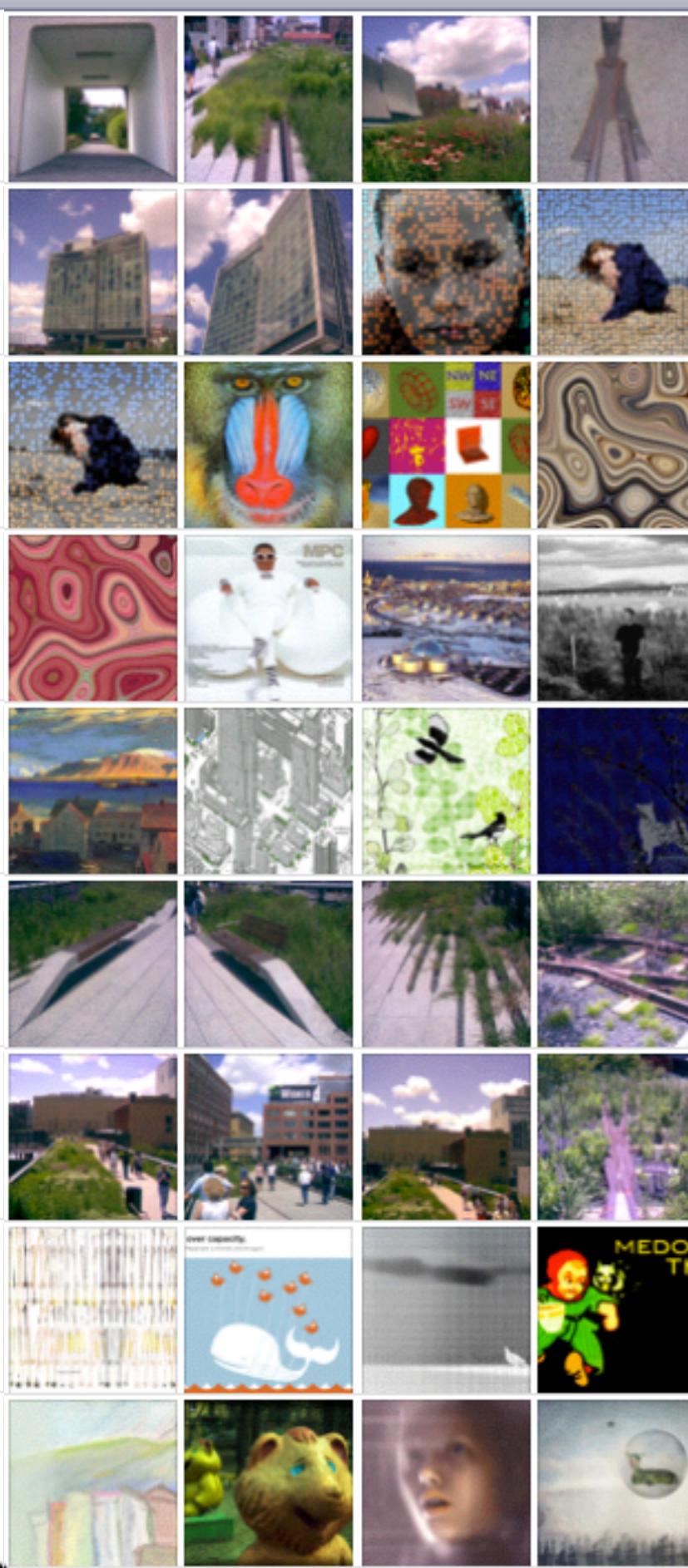


Photo Albums

Untitled



HueShiftShader

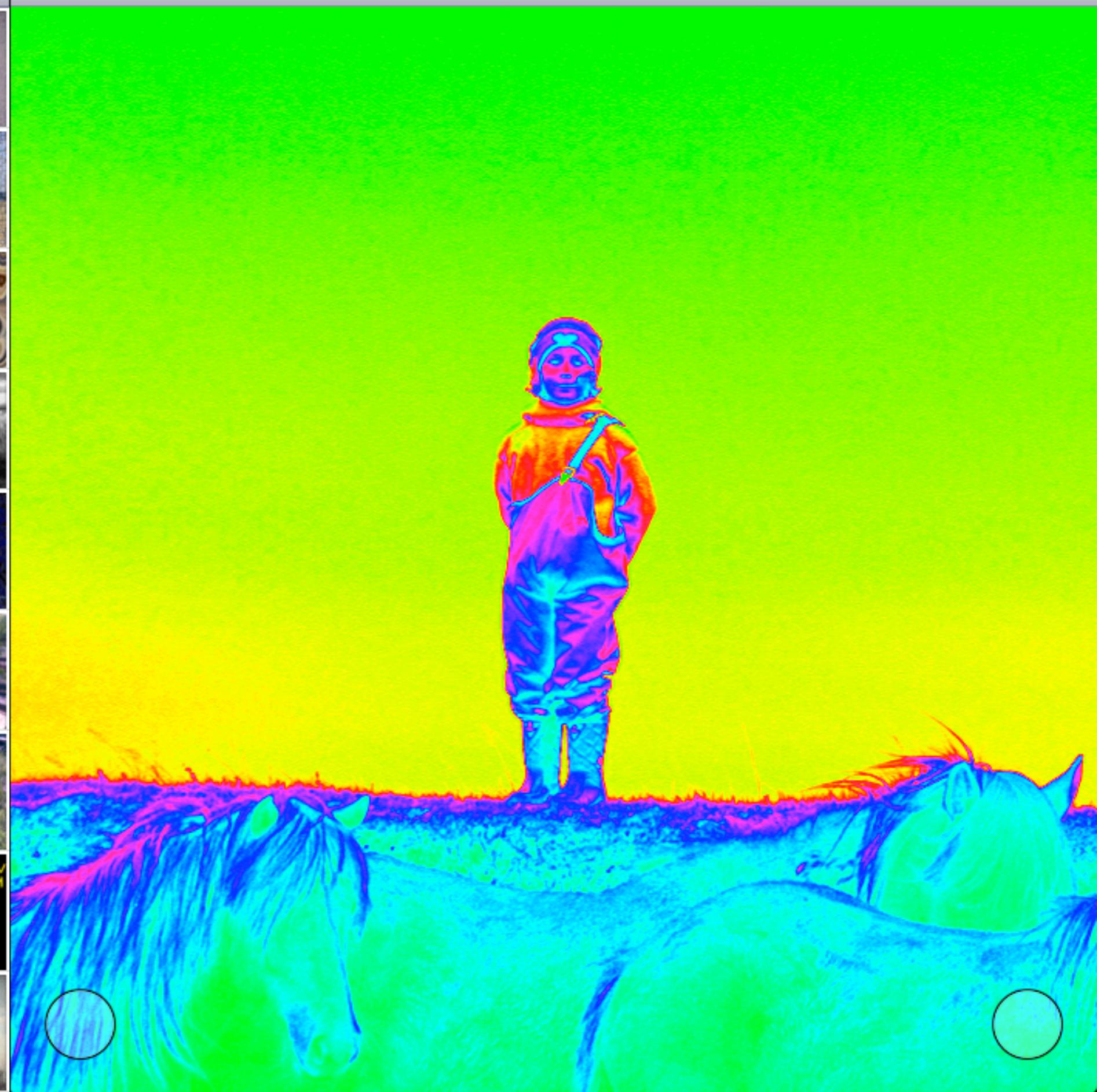
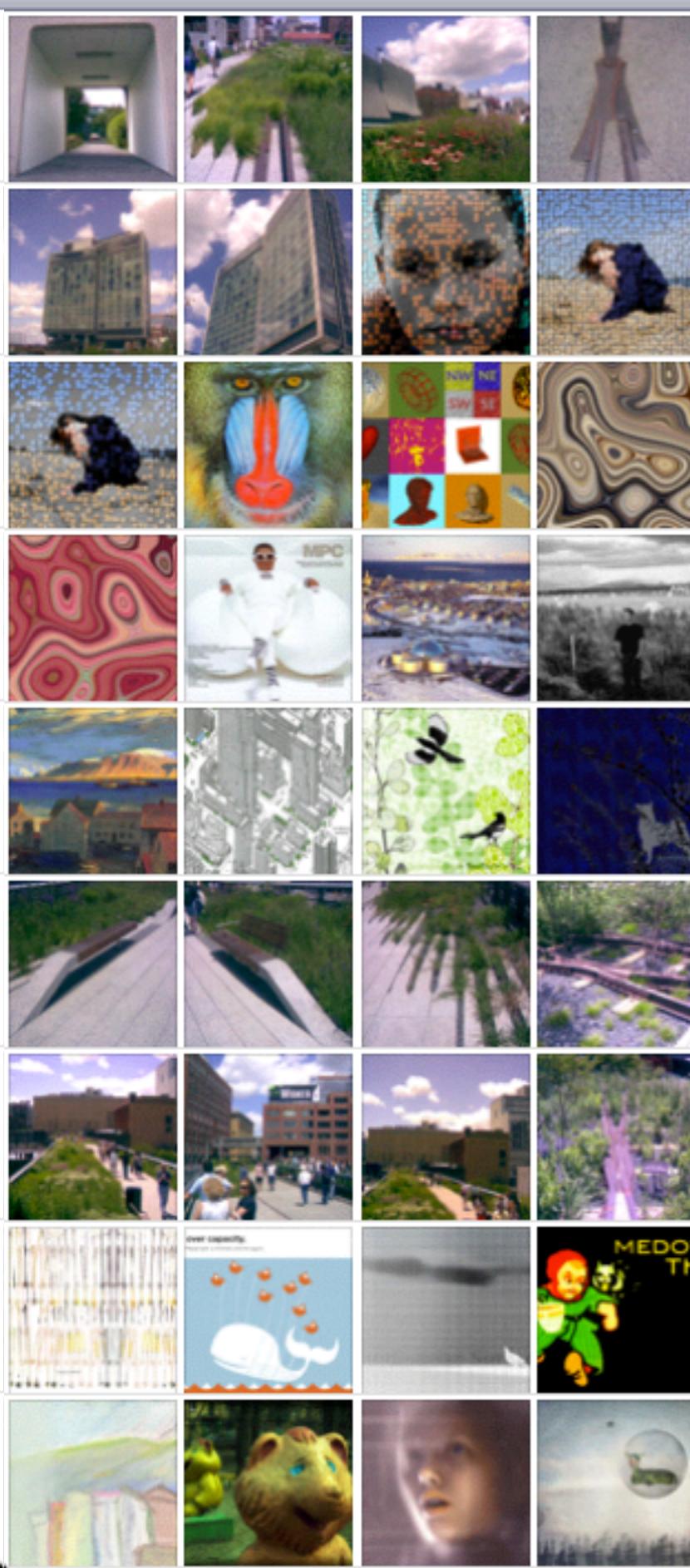


Photo Albums

Untitled



HueShiftShader

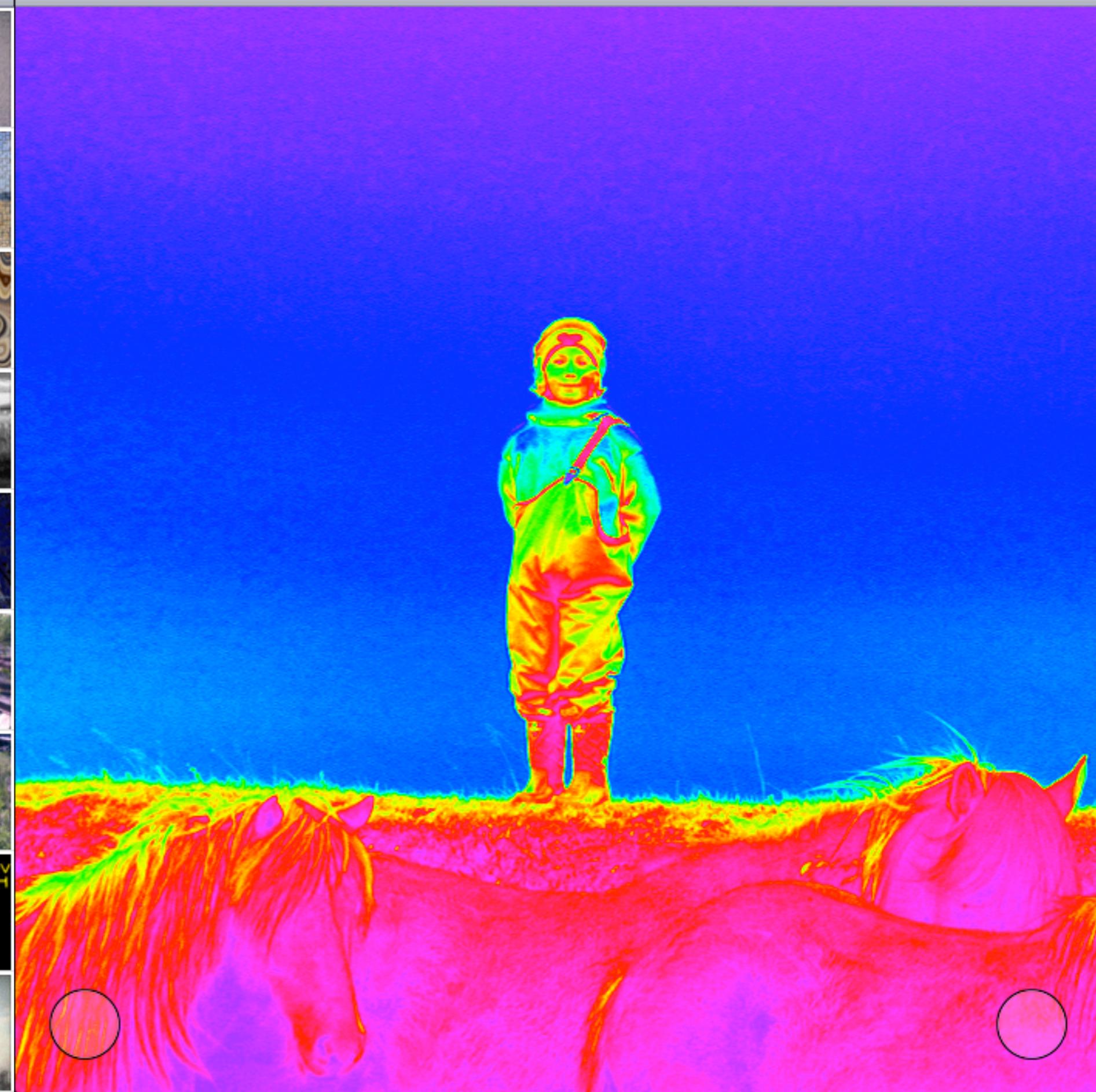
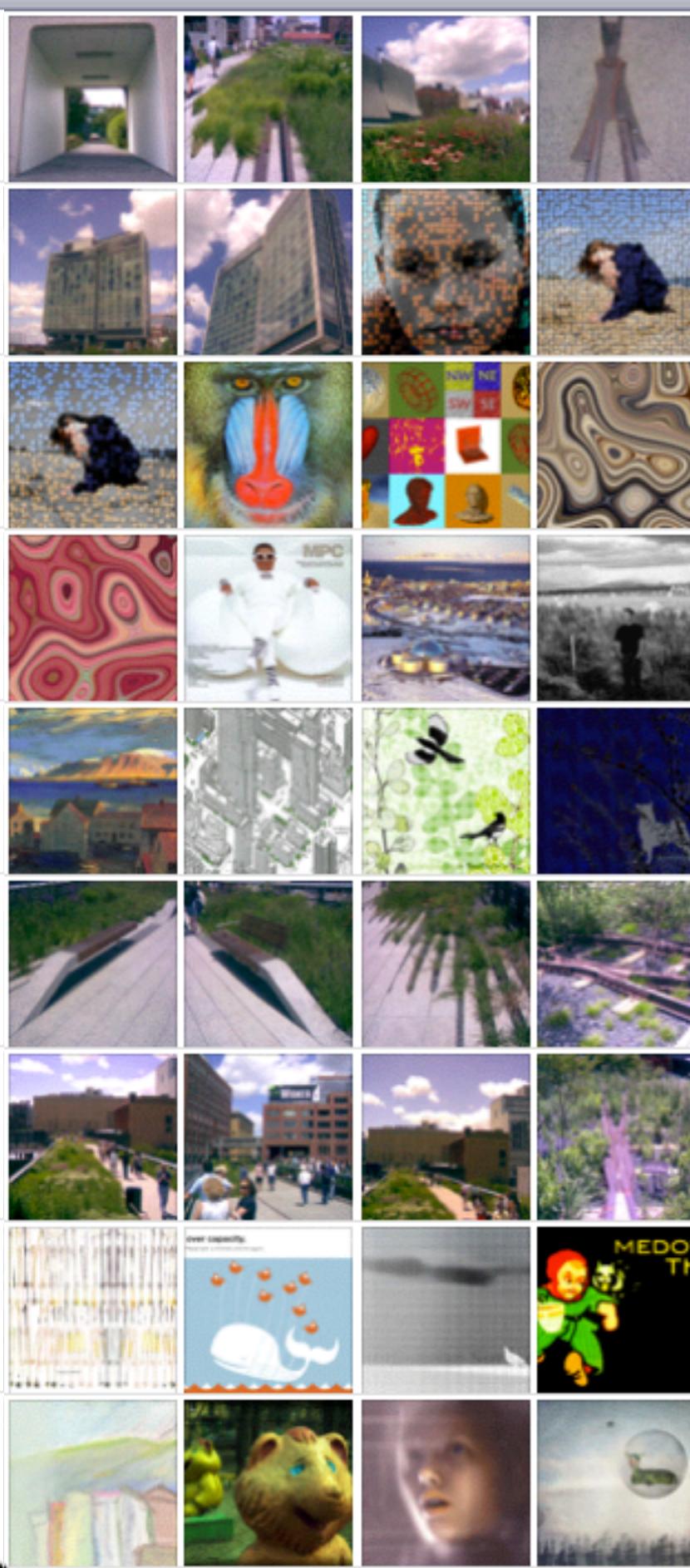


Photo Albums

Untitled

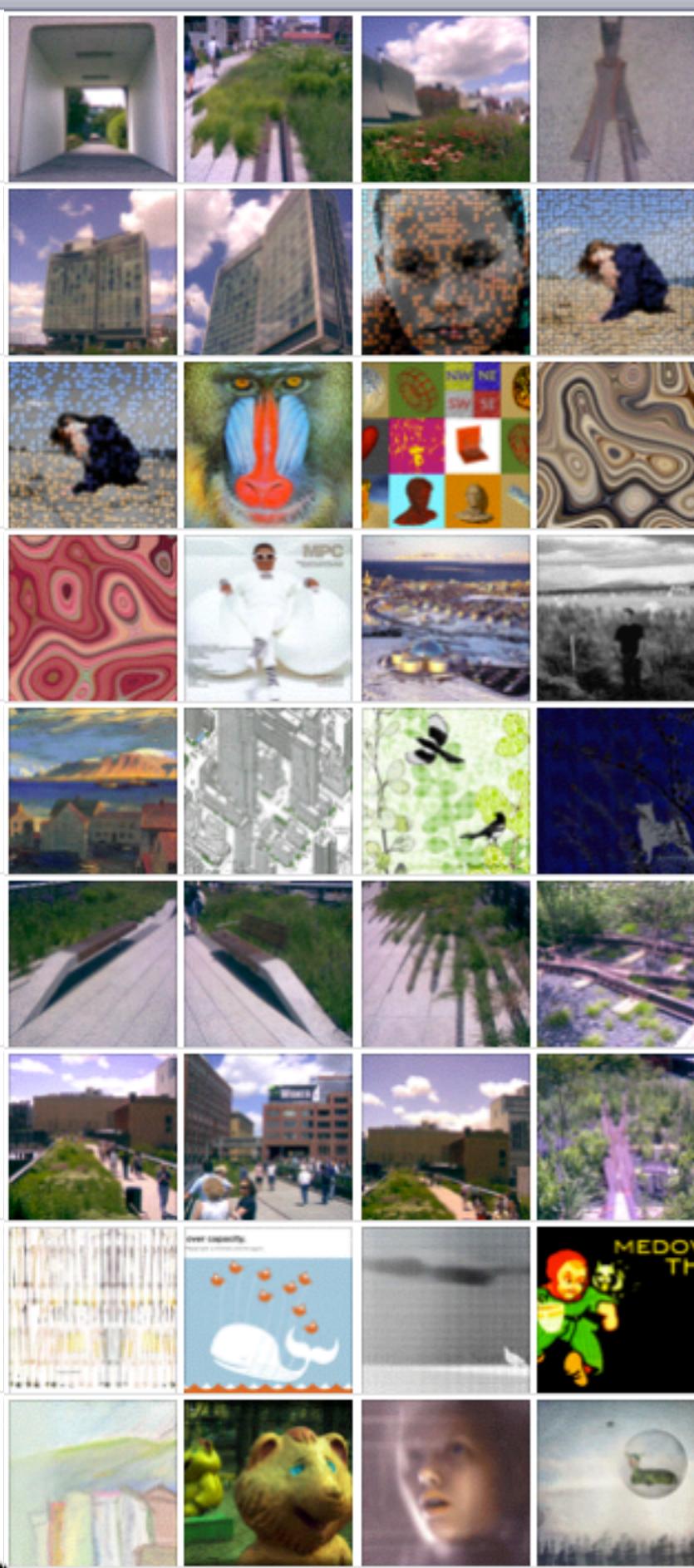


TextureShader



Photo Albums

Untitled

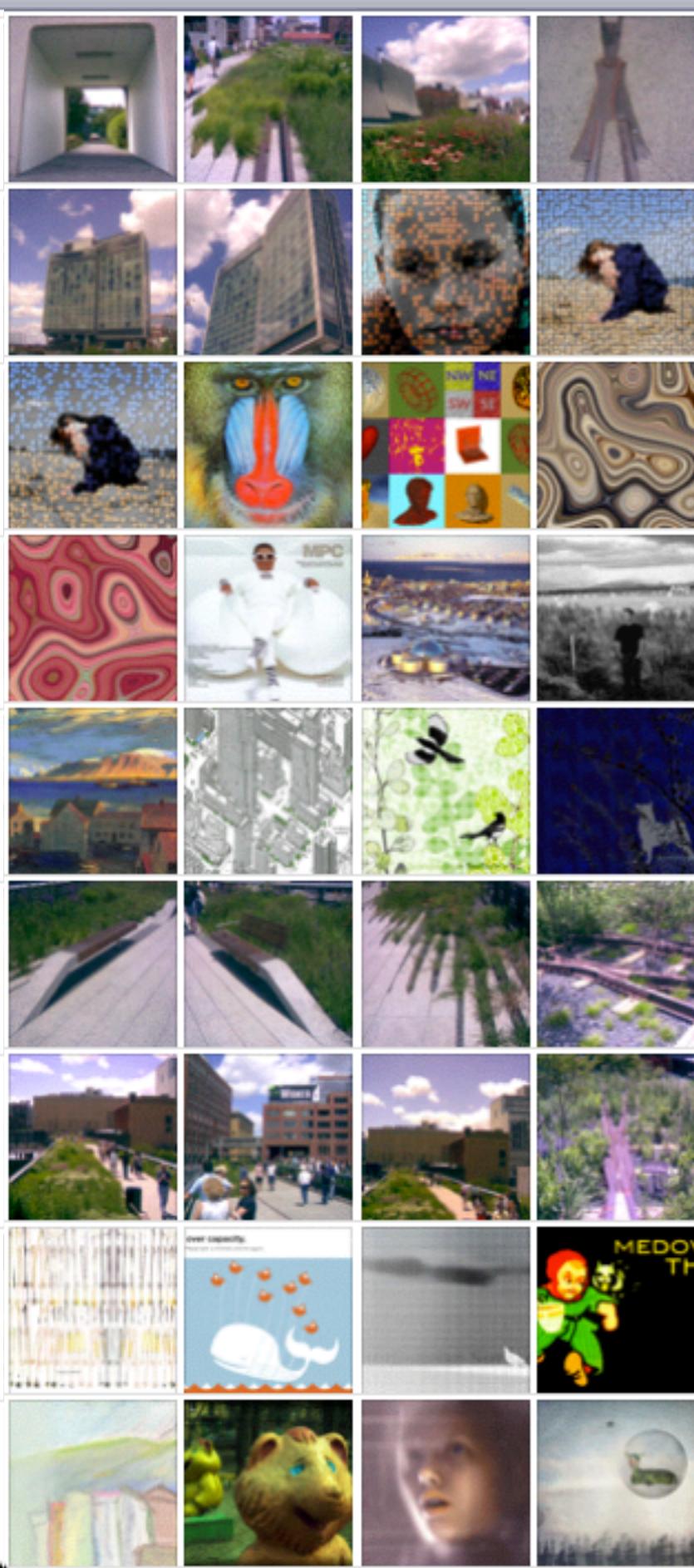


InvertColor



Photo Albums

Untitled



QuantizeST

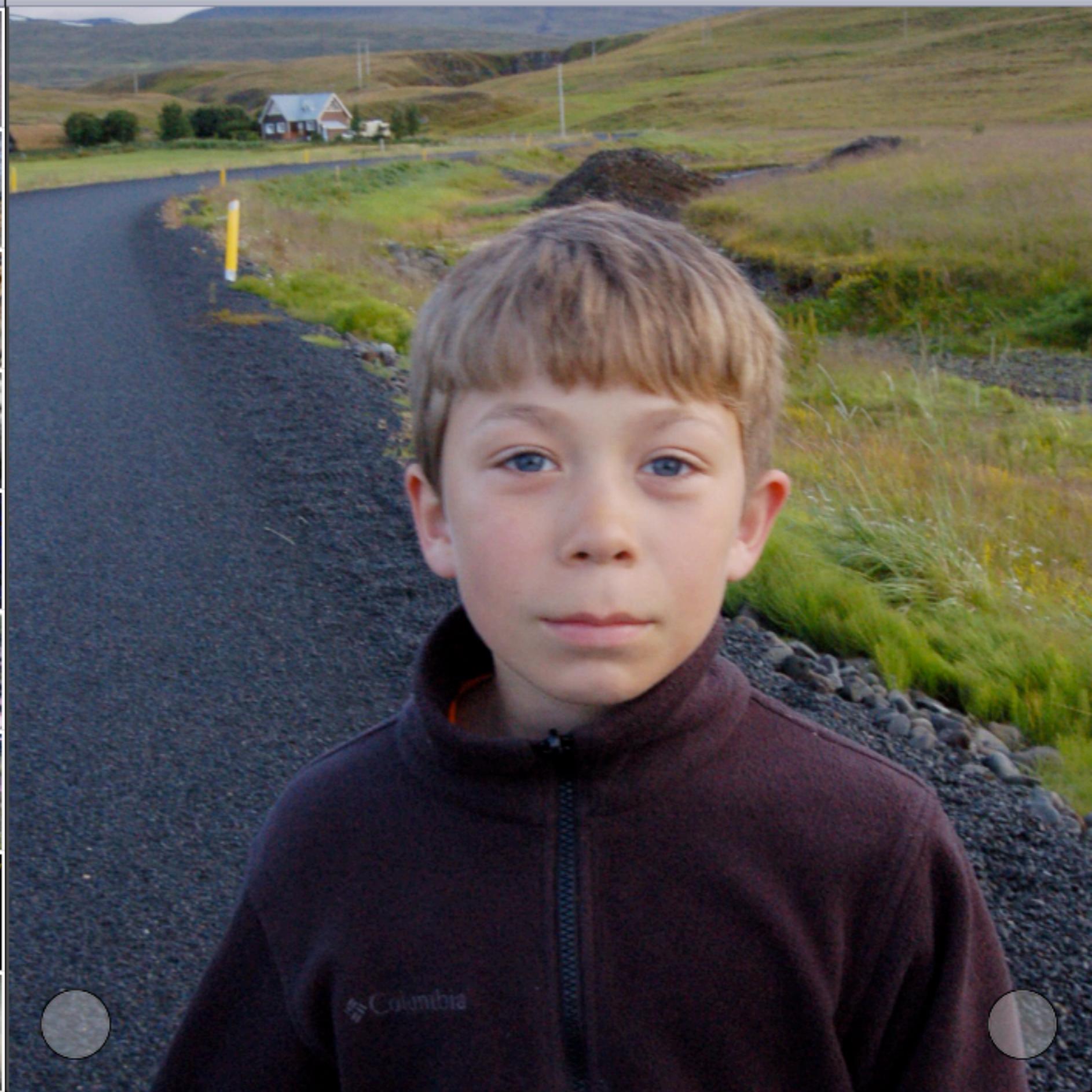
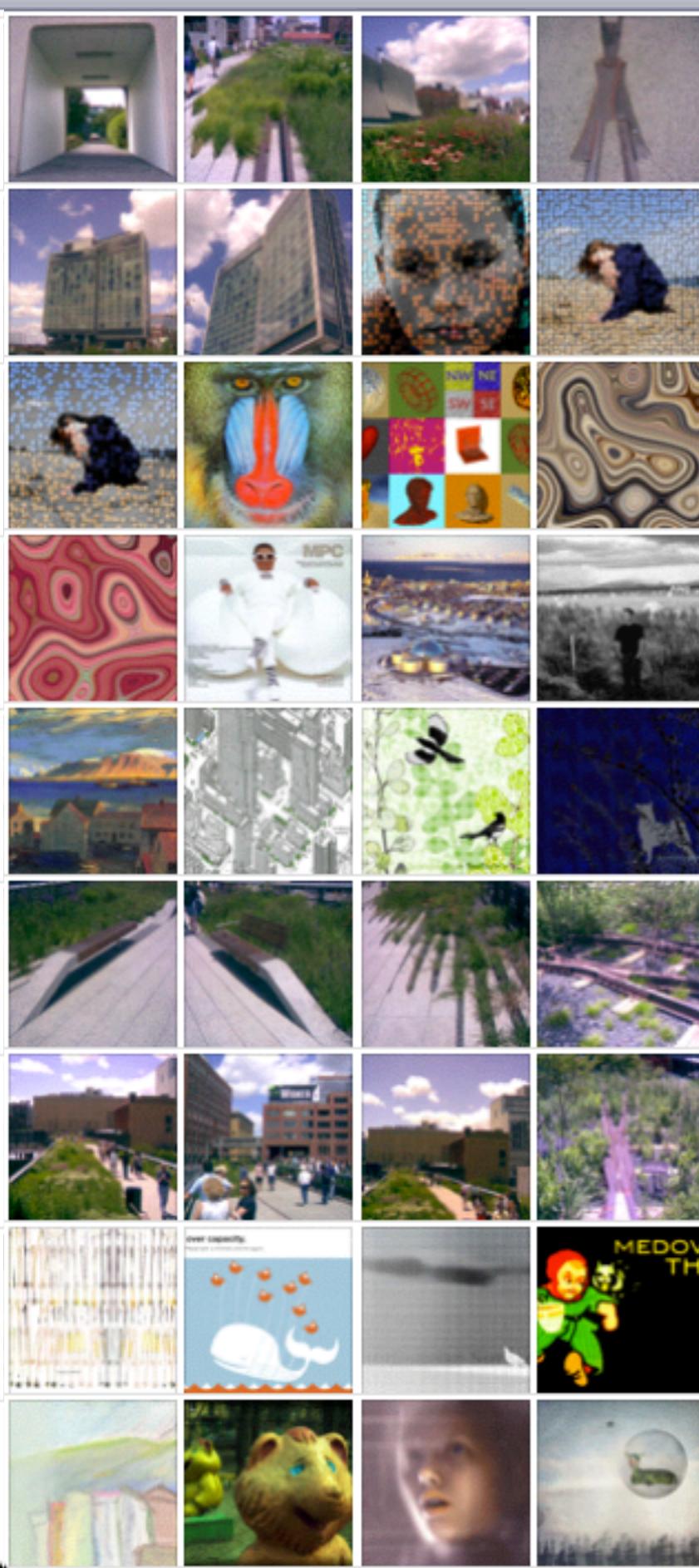


Photo Albums

Untitled



QuantizeST

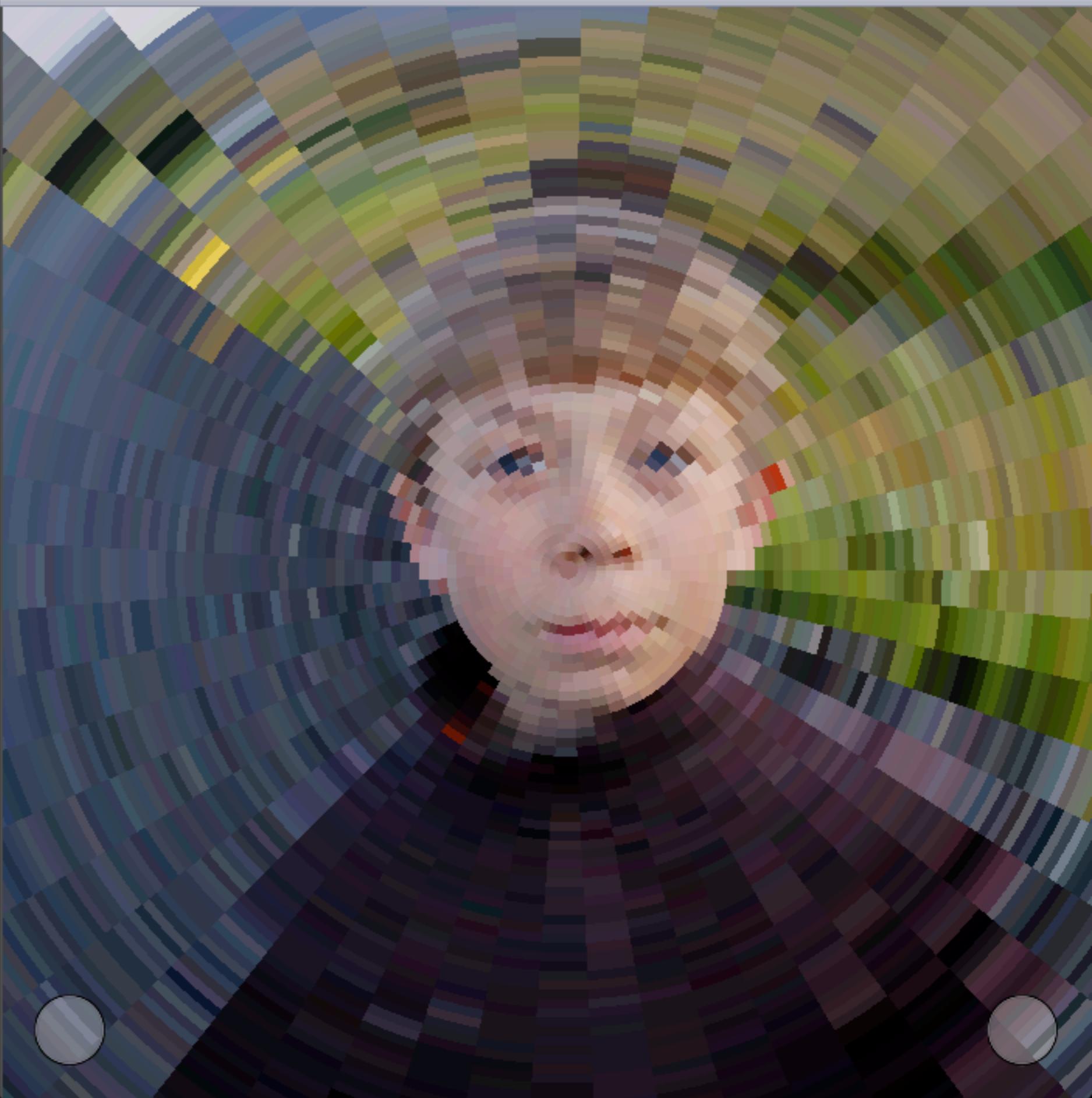
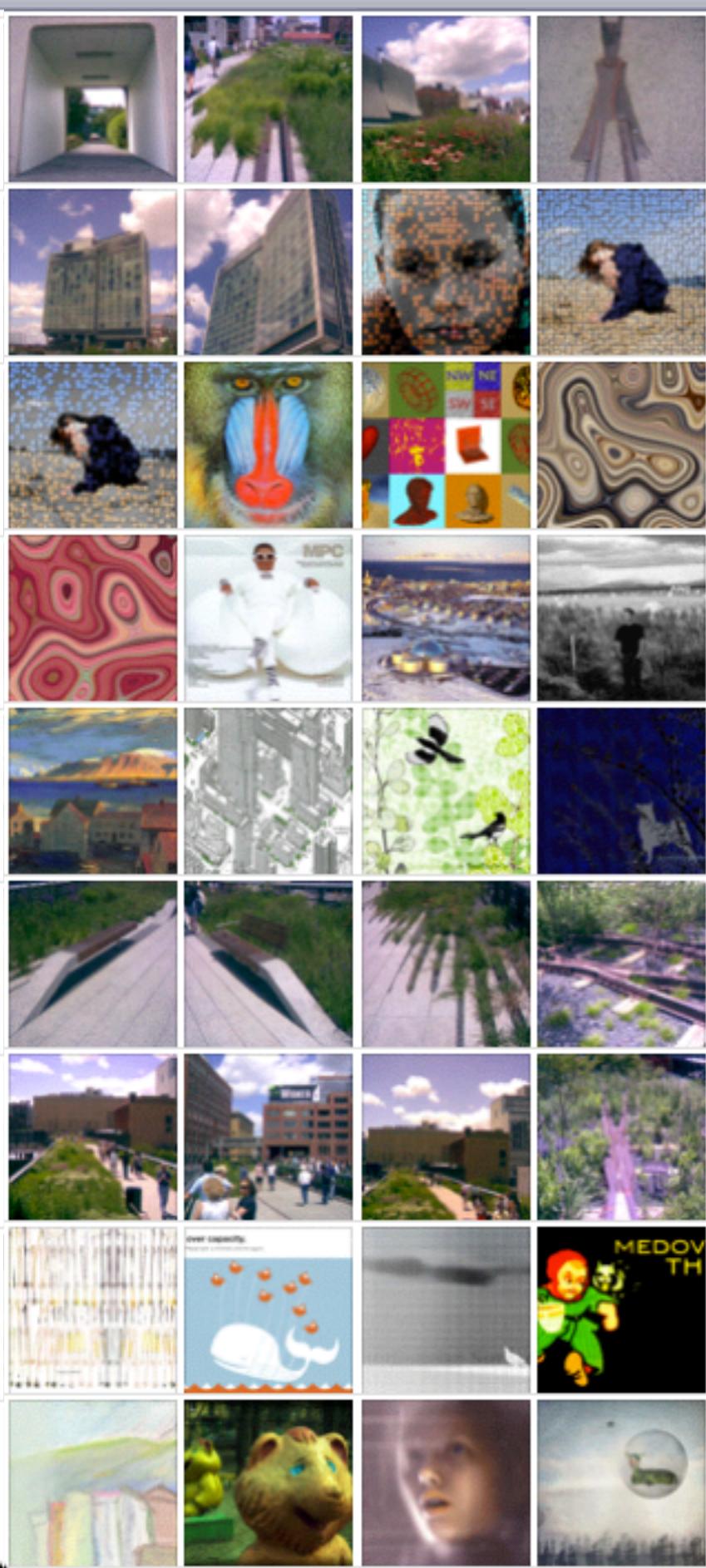


Photo Albums

Untitled

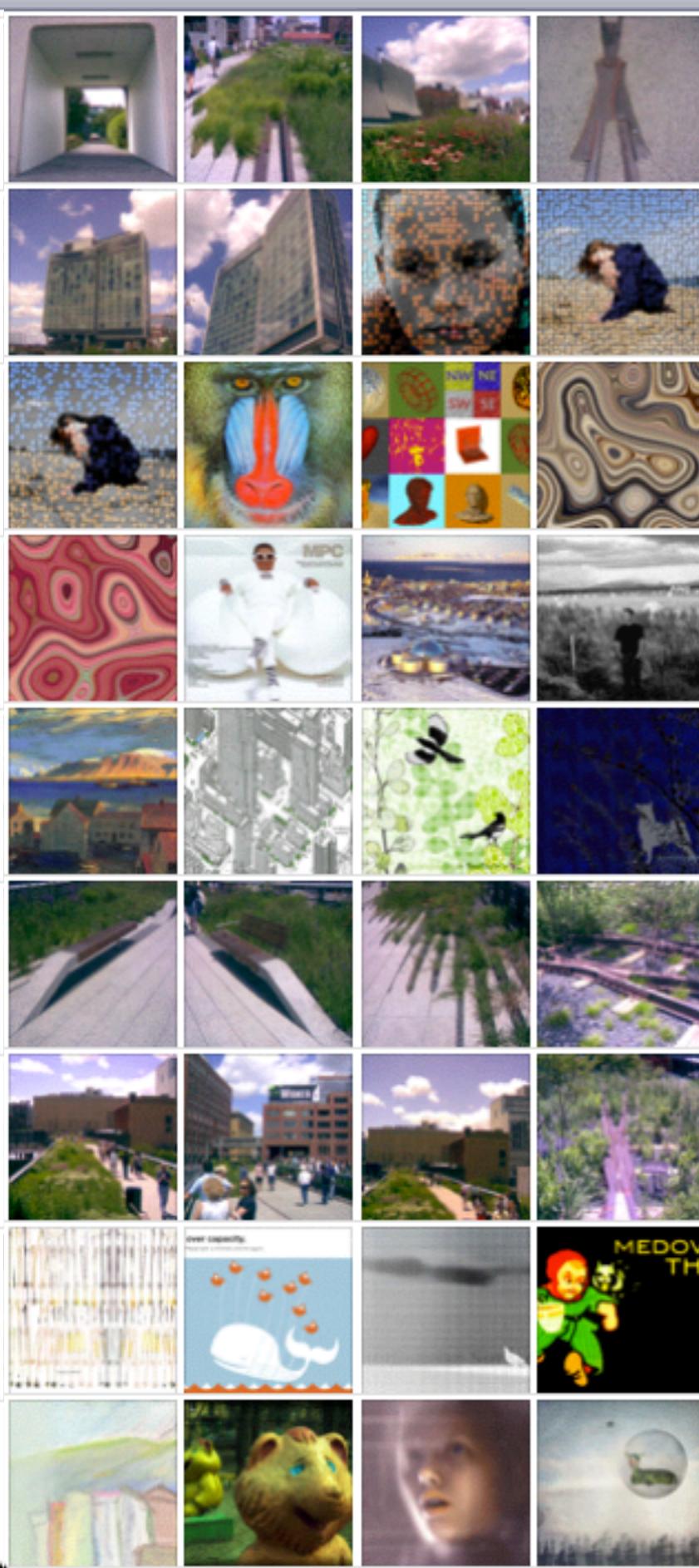


QuantizeST

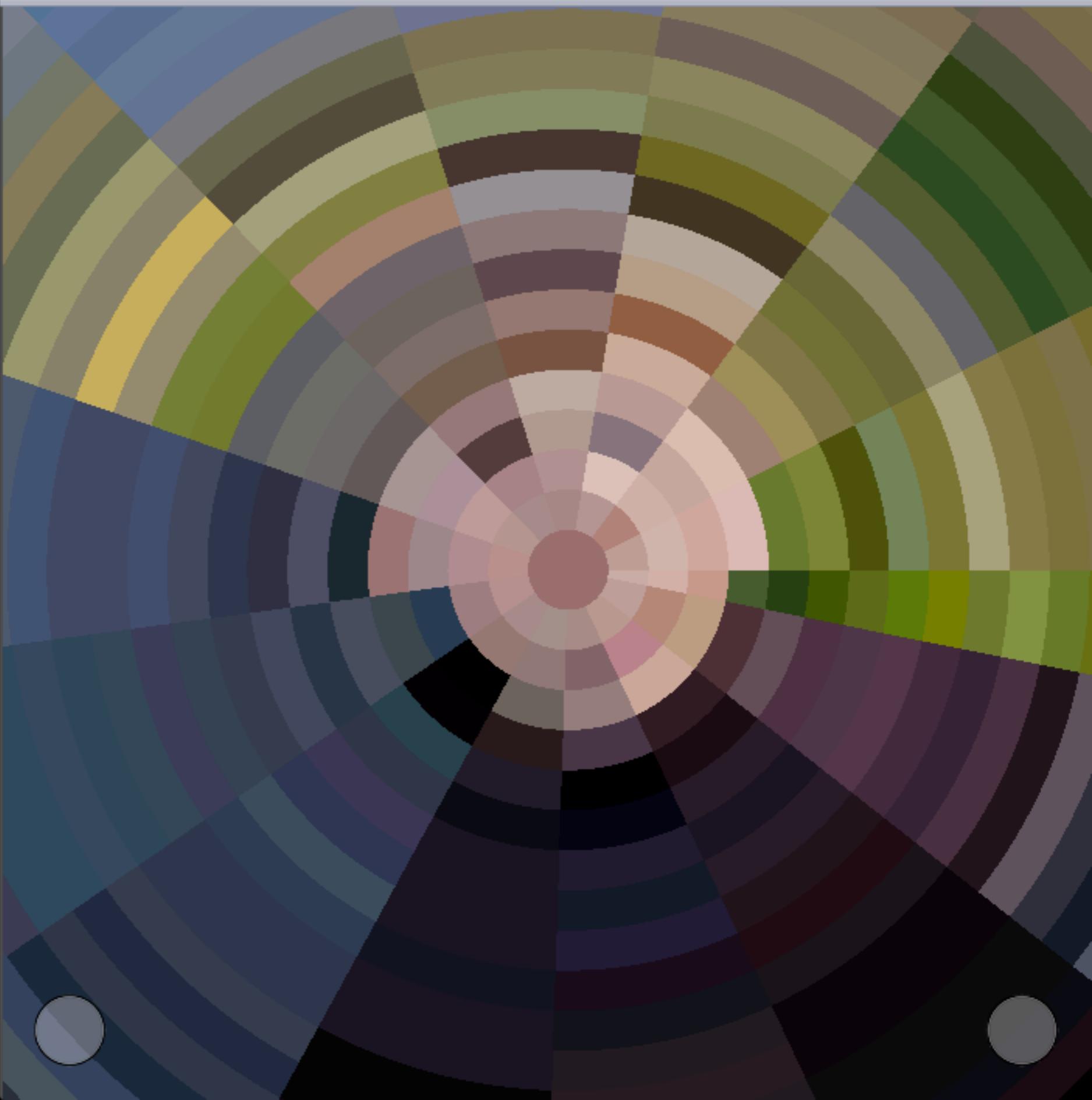


Photo Albums

Untitled



QuantizeST



The Elastic Image

Gestures are fundamental to iOS apps. A gesture is attached to a UIView. Gestures come in different flavors.

Pan

```
self.panGesture = [[UIPanGestureRecognizer alloc] initWithTarget:self
                                                       action:@selector(handlePanGesture:)];
[self addGestureRecognizer:self.panGesture];
```

Pinch

```
self.scaleGesture = [[UIPinchGestureRecognizer alloc] initWithTarget:self
                                                       action:@selector(handleScaleGesture:)];
[self addGestureRecognizer:self.scaleGesture];
```

Tap

```
self.toggleGesture = [[UITapGestureRecognizer alloc] initWithTarget:self
                                                       action:@selector(handleToggleGesture:)];
self.toggleGesture.numberOfTapsRequired = 1;
self.toggleGesture.numberOfTouchesRequired = 1;
[self addGestureRecognizer:self.toggleGesture];
```

The Elastic Image

Photo f/x are implemented in GLSL. The OpenGL Shading Language. Shaders are written in a C-like language and evaluated in a SIMD manner on the entire image in realtime.

The Elastic Image

TextureMapShader - apply a texture (the photo) to a quad (the rendering surface).

```
varying vec2 v_st;  
  
uniform sampler2D hero;  
  
void main() {  
  
    gl_FragColor =  
(heroChannels == 1) ? vec4(texture2D(hero, v_st).a) : texture2D(hero, v_st);  
}  
  
varying vec2 v_st;  
  
uniform sampler2D hero;  
  
void main() {  
  
    gl_FragColor =  
(heroChannels == 1) ? vec4(texture2D(hero, v_st).a) : texture2D(hero, v_st);  
}
```

The Elastic Image

Property lists enable simple specification of a shader gesture and its handler.

The Objective-C runtimes enables easy conversion from string to class instance

Key	Class	Value
▼Root	Dictionary	♦ 1 key/value pairs
▼shaderLibrary	Dictionary	♦ 9 key/value pairs
▼ColorGradingShader	Dictionary	♦ 4 key/value pairs
▼uniforms	Dictionary	♦ 5 key/value pairs
▼gestures	Array	♦ 1 ordered objects
▼0	Dictionary	♦ 2 key/value pairs
class	String	♦ UIPanGestureRecognizer
selector	String	♦ colorGradingShaderGestureHandler:
►hero	Dictionary	♦ 2 key/value pairs
►lut	Dictionary	♦ 2 key/value pairs
►mixer	Dictionary	♦ 3 key/value pairs
►projectionViewModelMatrix	Dictionary	♦ 2 key/value pairs
fragment	String	♦ EISColorGradingShader
vertex	String	♦ EISColorGradingShader
►vertexAttributes	Dictionary	♦ 2 key/value pairs

The Elastic Image

Property lists enable simple specification of a shader gesture and its handler.
The Objective-C runtimes enables easy conversion from string to class instance

```
- (UIGestureRecognizer *)createGestureWithDictionary:(NSDictionary *)gestureDictionary {  
  
    NSString *gestureClassName = [gestureDictionary objectForKey:@"class"];  
    Class _gesture = NSClassFromString(gestureClassName);  
  
    NSString *selectorName = [gestureDictionary objectForKey:@"selector"];  
    SEL _selector = NSSelectorFromString(selectorName);  
  
    UIGestureRecognizer *shaderGesture =  
        [[[[_gesture alloc] initWithTarget:self action:_selector] autorelease];  
  
    shaderGesture.delegate = self.detailController;  
  
    return shaderGesture;  
}
```

Beautiful Panoramas

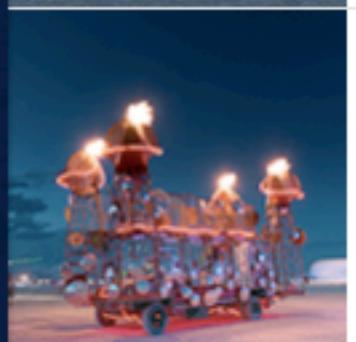
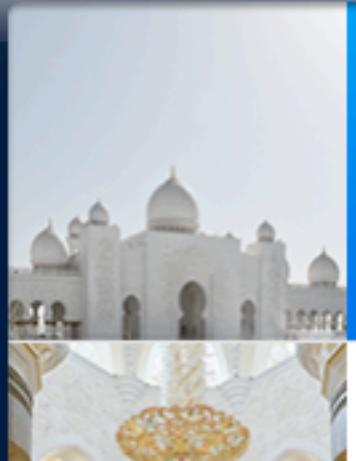
- OpenGL
- GLSL - OpenGL Shading Language
- Proprietary Panorama Engine
- UIPopoverController











Sheikh Zayed Mosque Exterior, Abu Dhabi

Sheikh Zayed Mosque is one of the largest mosques in the world. The four corner minarets measure 377 feet tall and the mosque can house up to 40,000 worshippers.

Sheikh Zayed Mosque Interior, Abu Dhabi

Sheikh Zayed Mosque features the world's largest carpet made by more than 1,200 people and weighing over 51 tons. This main room alone accommodates 9,000 people.

Black Rock City, Nevada

Each year, people from around the world gather to "burn the man" deep in the Nevada Desert. Black Rock City is the temporary city that springs up to house these people who try to leave no trace on the desert landscape when they leave.

Burning Man Festival Vehicles

Some of the fantastical vehicles that made it to the Burning Man Festival in 2007.

Derelict Caravan, California

An abandoned caravan in the California desert that has been set on fire and used for target practice. Notice the bullet holes and gradual disintegration.







BMW Interior Panorama

- OpenGL
- GLSL - OpenGL Shading Language
- Proprietary Panorama Engine
- 3D Spatial Picking



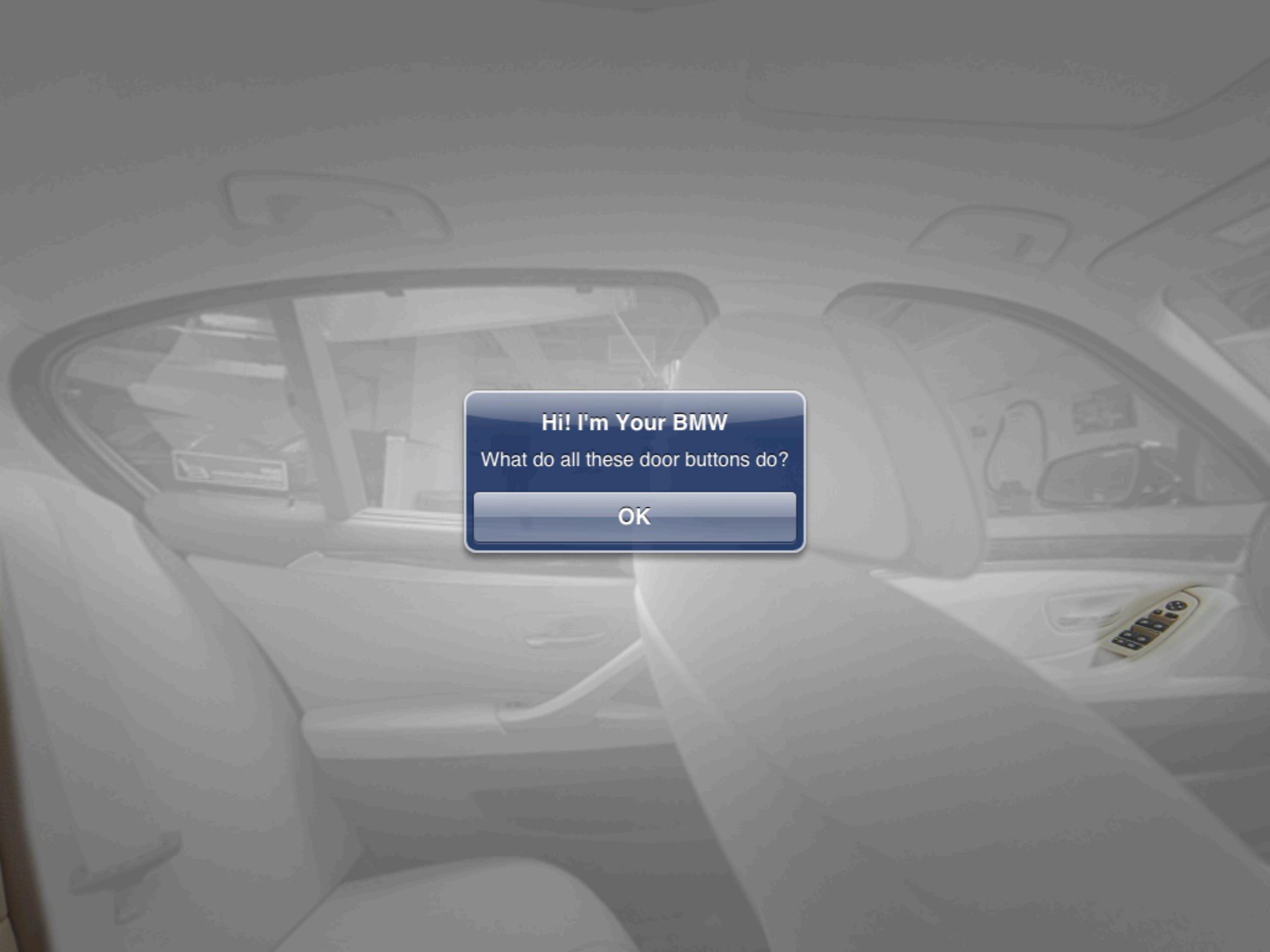




Hi! I'm Your BMW

What do all these door buttons do?

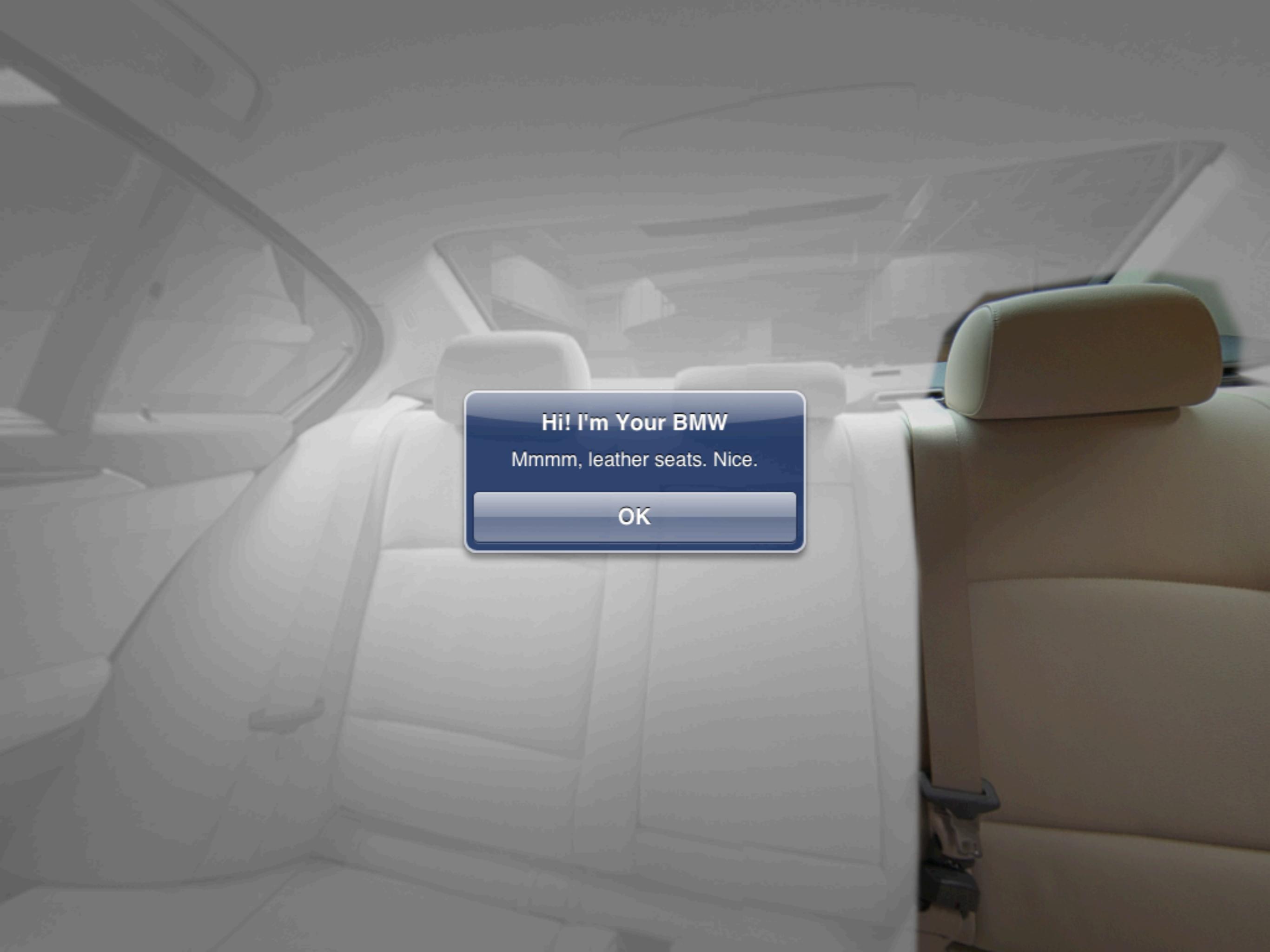
OK



Hi! I'm Your BMW

What do all these door buttons do?

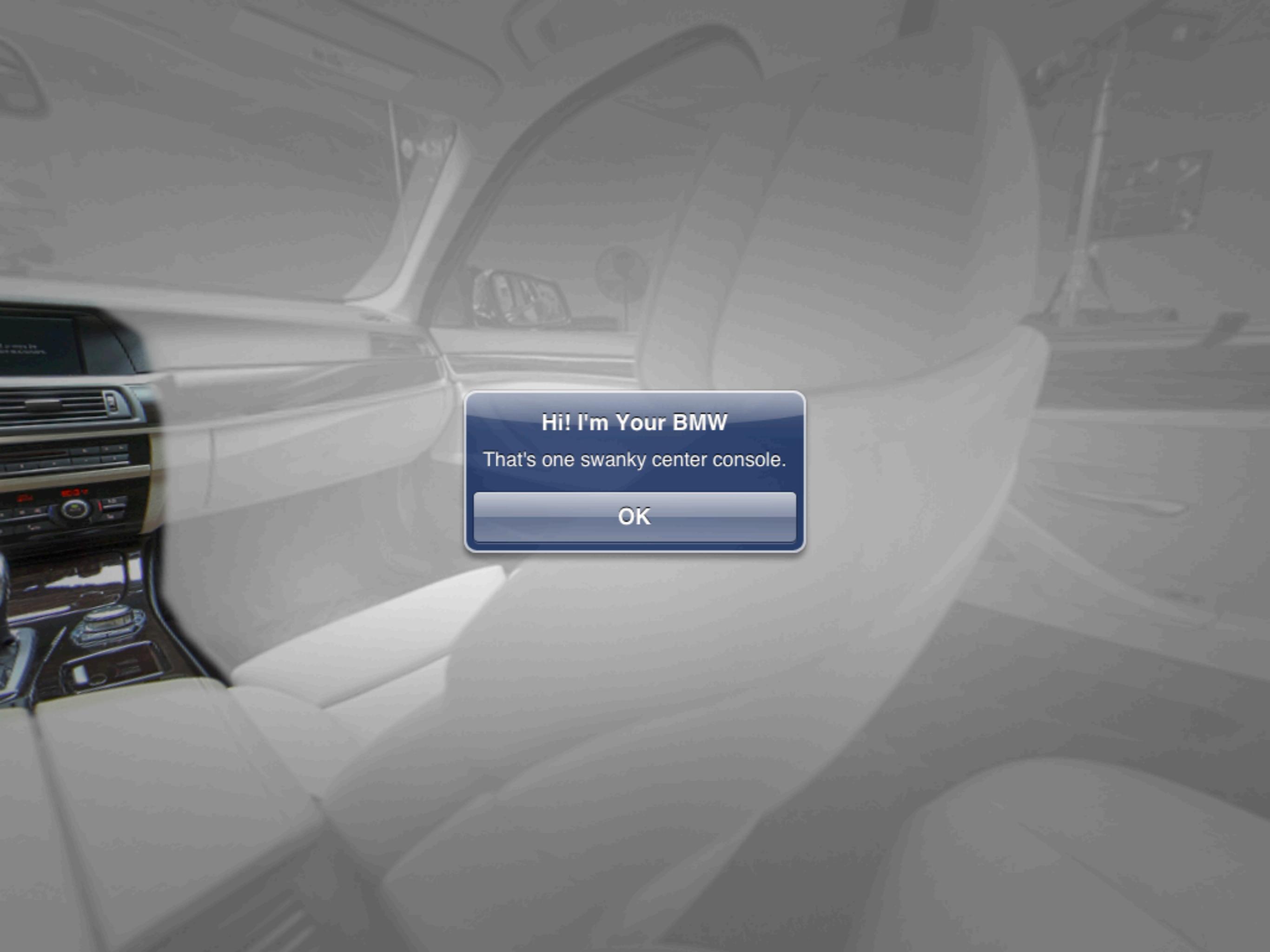
OK



Hi! I'm Your BMW

Mmmm, leather seats. Nice.

OK



Hi! I'm Your BMW

That's one swanky center console.

OK

Studies

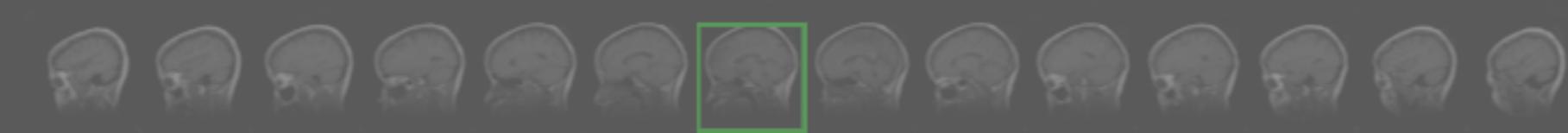
Series

Pan / Zoom

t1 sag (15)
8/29/06 2:56 PM**DWI raw b=1000 (483)**
8/29/06 2:58 PM**axial flair (24)**
8/29/06 3:02 PM**Axial FSE T2 (24)**
8/29/06 3:06 PM**COR FLAIR obl. (38)**
8/29/06 3:10 PM**3D SPGR CORONAL (124)**
8/29/06 3:18 PM**cor fse t2-obl (38)**
8/29/06 3:27 PM**axial t1 post gd-optional (24)**
8/29/06 3:39 PM**DWI (23)**
8/29/06 2:58 PM**ADC (23)**
8/29/06 2:58 PM**LOWB (23)**
8/29/06 2:58 PM**EXP (23)**
8/29/06 2:58 PM**FA (23)**
8/29/06 2:58 PM

RadPad

- OpenGL
- GLSL - OpenGL Shading Language
- Wavelet Image Decompression
- UISplitViewController
- UIScrollViewController

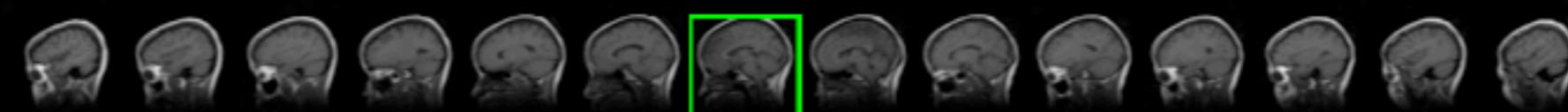
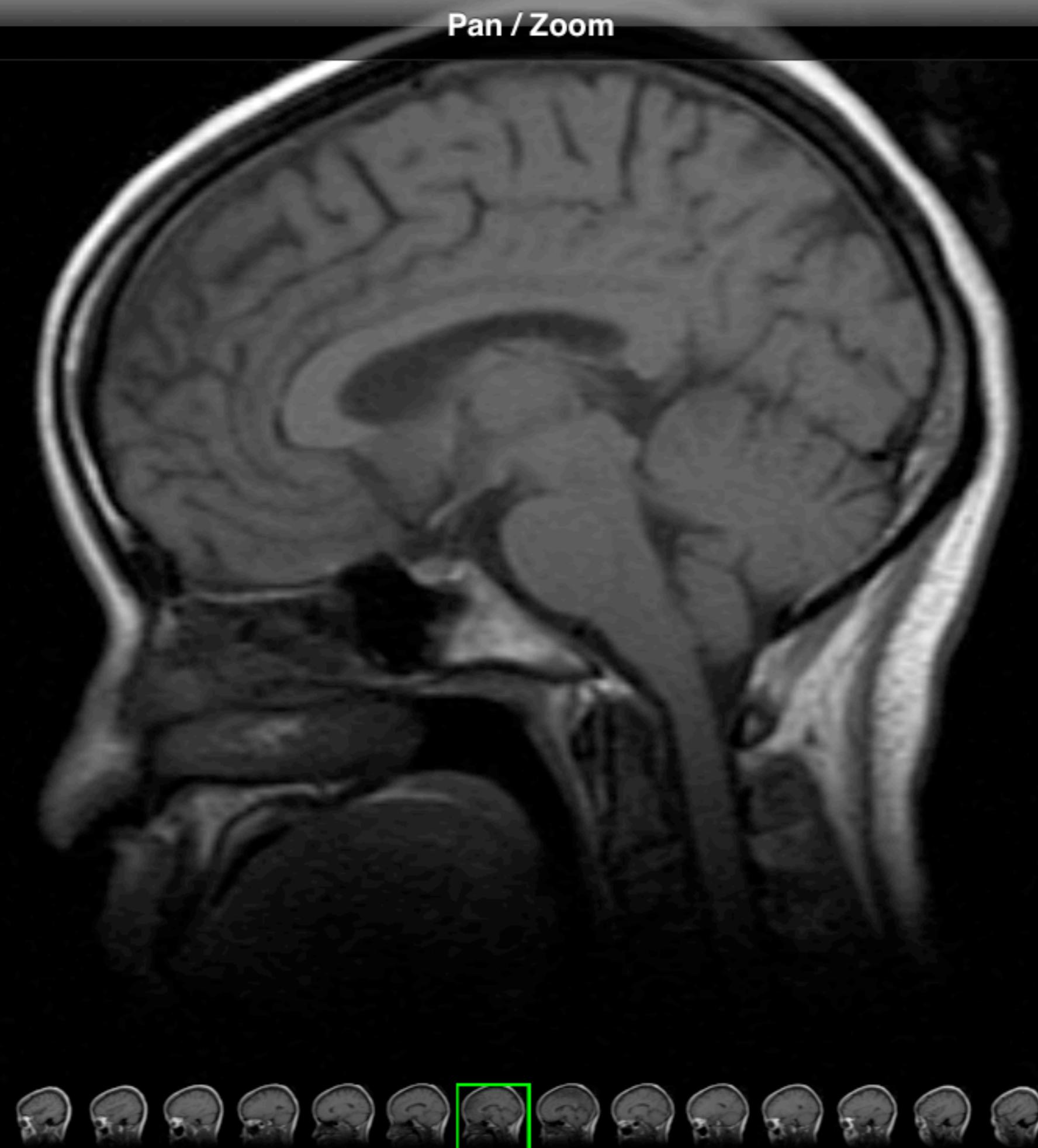


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8/29/06 2:58 PM

Pan / Zoom



Thank You

Douglass Turner
Elastic Image Software
tweets: @dugla
email: douglass.turner@gmail.com