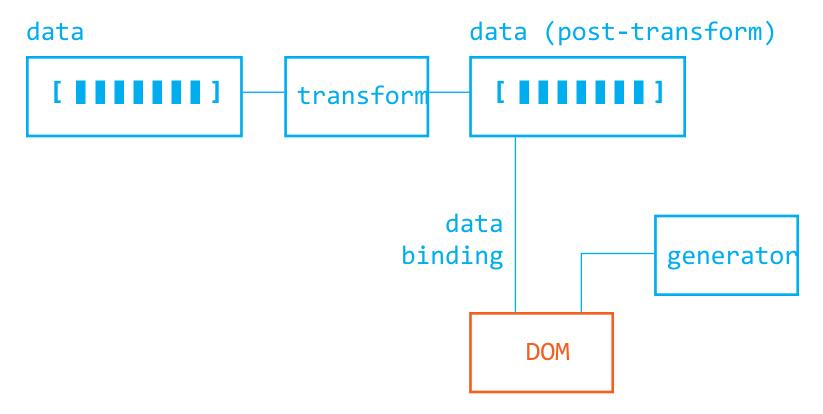
#### Week 11

# **Force Simulation**

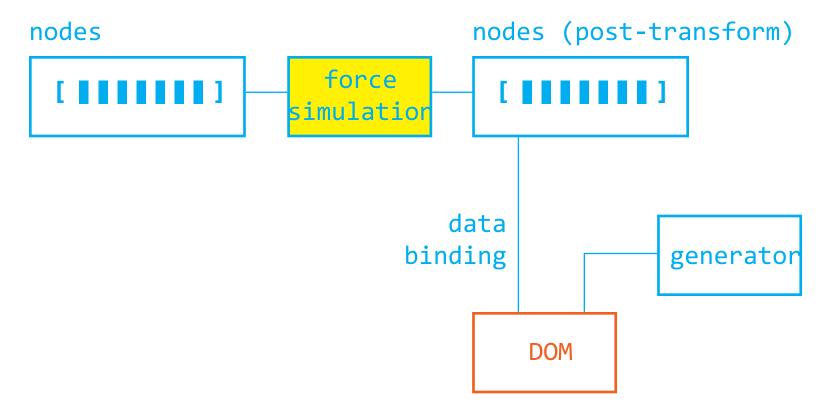
## **Today**

- 1. Understand the basics of a force simulation, including how it transforms data, what "ticking" does, and how to set up different forces
- 2. Use cases for force simulation
- 3. Understand the relationship between data structure and visualization types

#### **Force Simulation Transforms Data**



#### **Force Simulation Transforms Data**

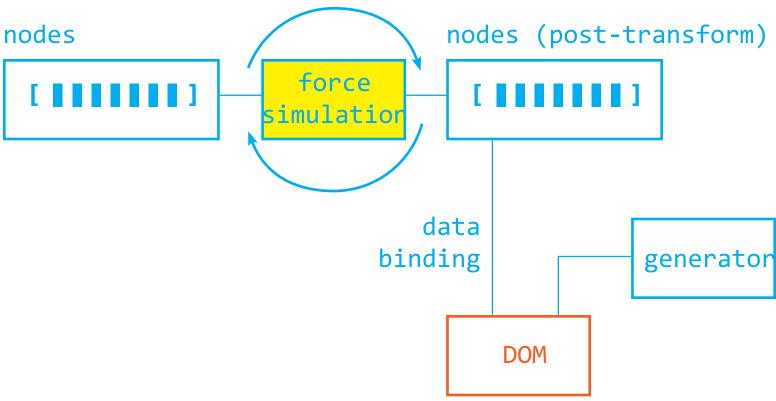


#### **Force Simulation Transforms Data**

Post-force simulation, elements in the nodes array will have the following properties automatically assigned:

```
index
x --> current position-x
y --> current position-y
vx --> vector pointing to where node aiming for
vy
```

## **Force Simulation Runs Repeatedly**



## **Force Simulation Runs Repeatedly**

Each iteration of the force simulation is called a **tick**, and at each tick, the x,y,vx,vy attributes of each node is recomputed.

To listen to each tick:

```
simulation
   .on('tick', function(){
        //each tick
        //Reposition each visual element based on
the latest x,y
   });
```

## **Force Simulation Runs Repeatedly**

Ticking stops when the internal value <u>alpha</u> of the simulation runs down to below a certain minimum.

To see what the current simulation alpha is:

```
simulation
  .on('tick', function(){
      console.log(this.alpha);
});
```

## **Other Relevant Simulation Settings**

```
simulation
   .alpha()
   .alphaDecay()
   .alphaMin()
   .alphaTarget()
   .on('tick', function(){
      console.log(this.alpha);
   })
   .on('end', function(){})
   .stop()
   .restart()
   .nodes(nodes);
```

#### **Exercise 1**

Let's set up a simulation and pass in a array of 50 random point data (with x, y attributes)

## **Adding Forces to Simulation**

Force simulations will optimize a layout based on the interaction between various forces. To add a force to a simulation:

```
.imulation
.force('forceName', forceFunction)
...
```

d3 has a number of built-in, configurable force functions, and even allows us to build custom force functions!

#### **Exercise 1**

Based on existing force simulation, examine the use of the different forces

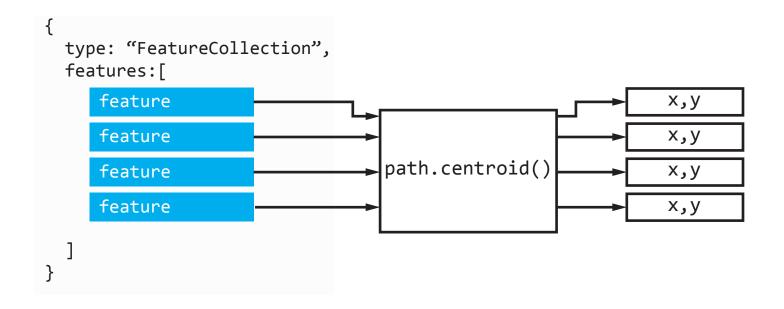
## **Adding Forces to Simulation**

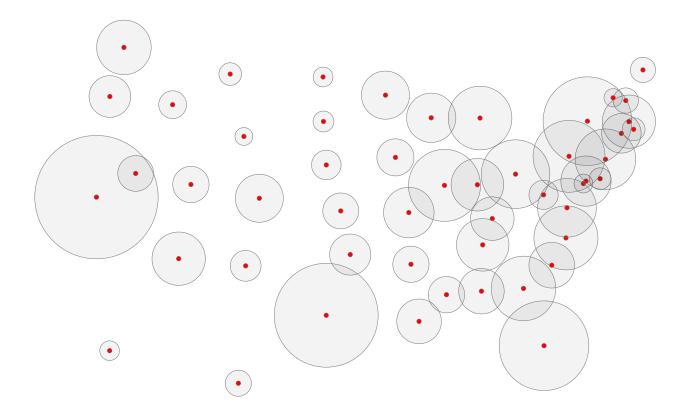
A couple of force function worth highlighting:

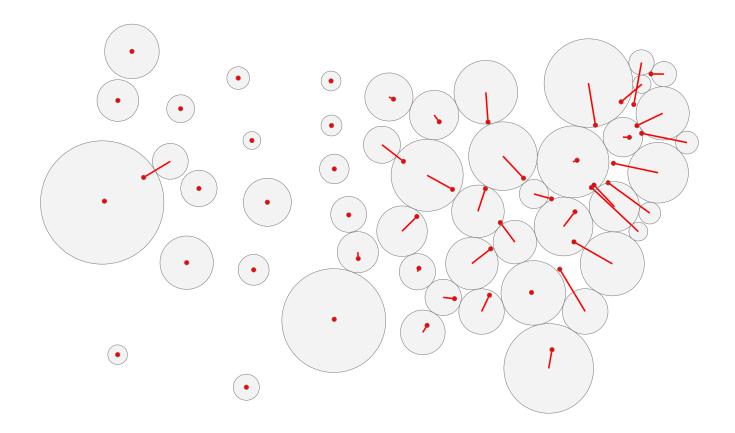
```
d3.forceCollide()
    .radius(function(d){...});

d3.forceX()
    .x(function(d){...});

d3.forceY()
    .y(function(d){...});
```







Other use cases?

### **Exercise 2**

Implement the dorling cartogram

### **Exercise 3: Force Simulation with Nodes and Links**

For a node-link based force simulation, two arrays are necessary

```
//nodes
[
{name: 'New York', ...},
{name: 'London',...},
{name: 'Hong Kong',...},
{name: 'Sydney',...},
{name: 'New Dehli',...}
...
]
```

```
//links
[
{source:0, target:4},
{source:1, target:2},
...
]
```

For a node-link based force simulation, two arrays are necessary

```
var simulation = d3.forceSimulation()
    .nodes(nodes)
    .force('link', d3.forceLink(links))
    .on('tick',...);
```

Even though these two arrays are previous unrelated, the force simulation will "link them up"

```
//nodes
[
{name: 'New York', ...},
{name: 'London',...},
{name: 'Hong Kong',...},
{name: 'Sydney',...},
{name: 'New Dehli',...}
...
]
```

```
//links
[
{source:0, target:4},
{source:1, target:2},
...
]
```

What if the links array comes in a different format?

```
//nodes
[
{name: 'New York', ...},
{name: 'London',...},
{name: 'Hong Kong',...},
{name: 'Sydney',...},
{name: 'New Dehli',...}
...
]
```

```
//links
[
{source: 'New York', target: 'London'},
{source: 'Hong Kong', target: 'Sydney'},
...
]
```

What if the links array comes in a different format?

```
var forceLink = d3.forceLink(links)
    .id(function(d){return d.name});
```

#### **Review: Week 11**

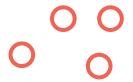
| Representation | Data Manipulation  | Interaction |
|----------------|--------------------|-------------|
|                | d3.forceSimulation |             |
|                | force functions    |             |

#### **Extras**

Finding the centroid of geographic features

#### **Data Structures**

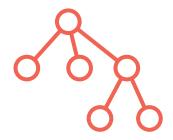
**Point** 



Line/Serial



Hierarchy



Graph

