Week 5

# Drawing a Scatterplot Part I

**Data Import + Join** 

# **Quick Review**

# **D3 Refresher**

Select the object first using CSS selectors:

# "CHAINING" IN D3

```
d3.select(".canvas")
    .append("svg")
    .attr("width",width)
    .attr("height",height)
    .append("circle")
    .attr("cx",100)
    .attr("cy",100)
    .attr("r",50);
```

d3 allows chaining, but be aware that the "context", or the implicit selection, changes.

- Each .attr() call <u>returns the</u> <u>old selection</u>, for you to call a new method onto it;
- Each .append() call returns the newly appended element as the new selection, for you to call a new method onto it.

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Arrays represent a <u>serial</u>, <u>parallel</u> data structure. It has several important methods and properties:

Adds a new element to the end

Returns the number of elements in the array

Arrays represent a <u>serial</u>, <u>parallel</u> data structure. It has several important methods and properties:

array.push() Adds a new element to the end

array.length Returns the number of elements in the array

How do I access the 3rd value in this array [7,23,4,12,0]?

How do I access the 3rd value in this array var newArray = [7,23,4,12,0]?

newArray[3] //4

Arrays and objects in combination can begin to help us represent more complex data structures, such as a database:

ID	Product	Manufactuer	Model	Price
7k230023	iPhone 6S	Apple	White, 8GB	699
7k230025	iPhone 6S	Apple	Gold, 8GB	699

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	ID	Product	Manufacturer	Model	Price
	7k230023	iPhone 6S	Apple	White, 8GB	699
,	7k230025	Galaxy	Samsung	8GB	699 Object
:	•••	•••	•••	•••	

Let's get some practice with drawing in d3. In particular, we'll focus on using the .select(), .selectAll(), .attr(), and .style() methods.

# Working with Data: Drawing a Scatterplot

From Wikipedia, a scatterplot is a kind of data visualization where:

"The data is displayed as a collection of points, each having the value of one variable determining the position on the horizontal axis and the value of the other variable determining the position on the vertical axis."

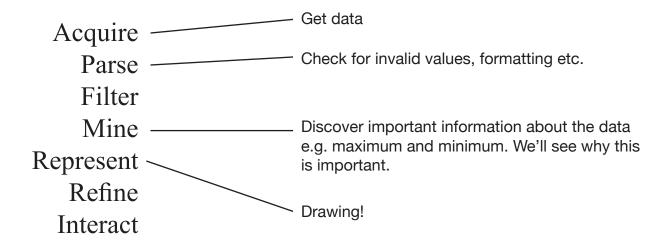
Scatterplots are useful for studying the relationship between two variables.

# **Working with Data: Drawing a Scatterplot**



# To Begin, Let's Generalize the Problem

Ben Fry's famous visualization pipeline is a useful guide for what we'll try to do.



# To Begin, Let's Generalize the Problem

Let's begin with a simple example.

Acquire

Parse
Filter
Mine
Represent
Refine
Interact

Two things: first, create a simple python HTTP server using the following terminal command

```
python -m SimpleHTTPServer or
python -m http.server
```

Next, open up the /data folder in Exercise 2, and take a look at data.csv. This file contains some mock data that we need to import.

# What is .csv

A special text file representing tabular data, with "," (commas) separating, or "delimiting", data fields.

### **Tabular Data**

ID	Product	Manufacturer	Model	Price
7k230023	iPhone 6S	Apple	White, 8GB	699
7k230025	Galaxy	Samsung	8GB	699

### **CSV**

ID, Product, Manufacturer, Model, Price 7k230023, iPhone 6S, Apple, "White, 8GB", 699 7k230025, Galaxy, Samsung, 8GB, 699

# From .csv to Array of Objects

But .csv files are one step removed from the array-object representation we are familiar with:

**CSV** 

```
ID,Product,Manufacturer,Model,Price
7k230023,iPhone 6S,Apple,"White, 8GB",699
7k230025,Galaxy,Samsung,8GB,699
```

JavaScript array of objects

# **Importing Data Using D3**

A d3 function allows us to import .csv data as <u>an array of objects</u>, and <u>optionally allows parsing</u>.

d3.csv(url, [accessor,] callback)

url is a **string**, and is the file path of the .csv file.

accessor is a **function**. It receives <u>1</u> argument, which is the preparse data of a single row.

callback is a **function**. It receives <u>2</u> argument. The first is an error object. The second is the array of objects.

Now let's import the data contained in /data/data.csv, using the d3.csv() function.

Let's also think about the sequence in which things happen.

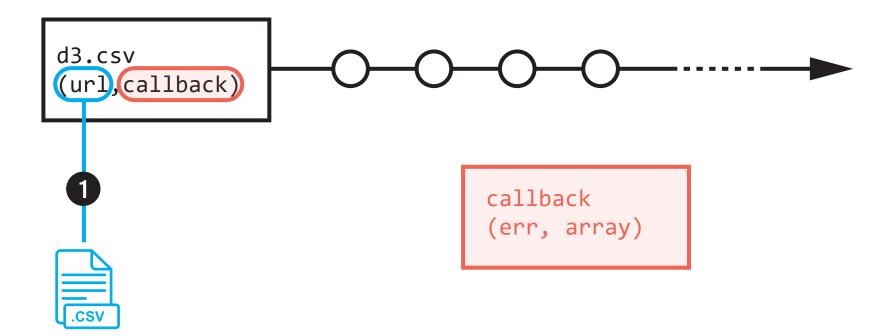
# **Importing Data Using D3**

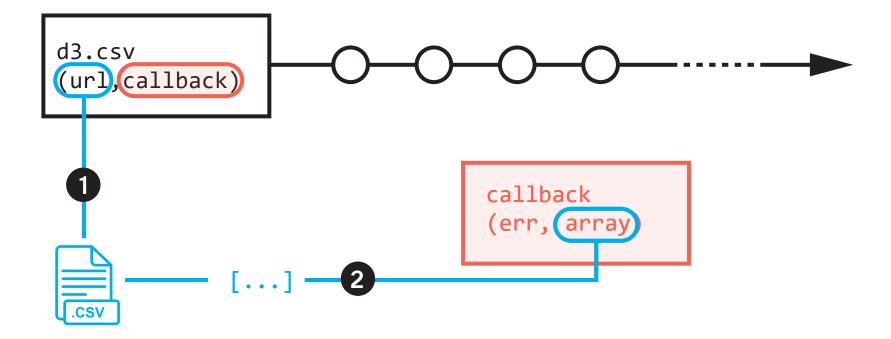
Let's pay particular attention to the third argument.

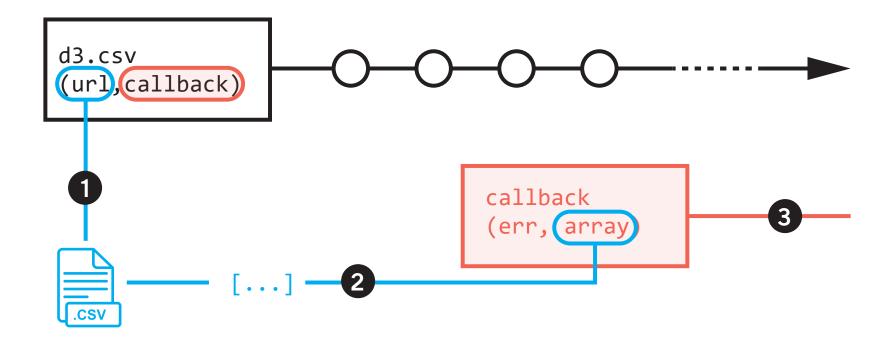
d3.csv(url, accessor, callback)

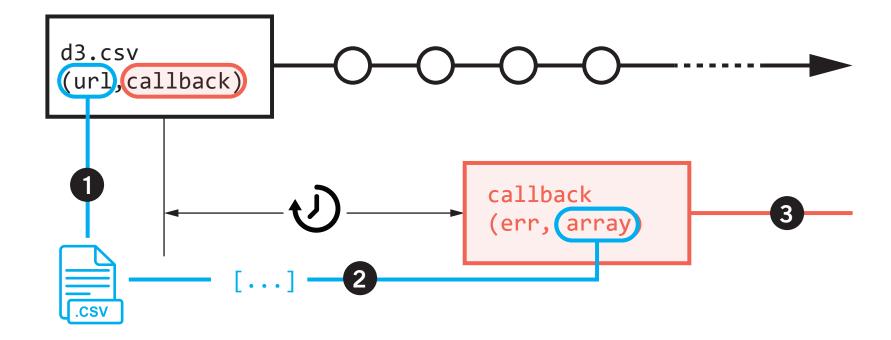
The reason it's called a callback function is that it is executed only after the data is fully loaded and parsed. We don't know how long that takes.

This example of the <u>event-callback</u> pattern allows us to deal with this complication.









Now that we've loaded the data fully, we can follow through with the rest of the visualization pipeline.

```
Acquire — Done!

Parse — We need to do something here.

Filter

Mine

Represent

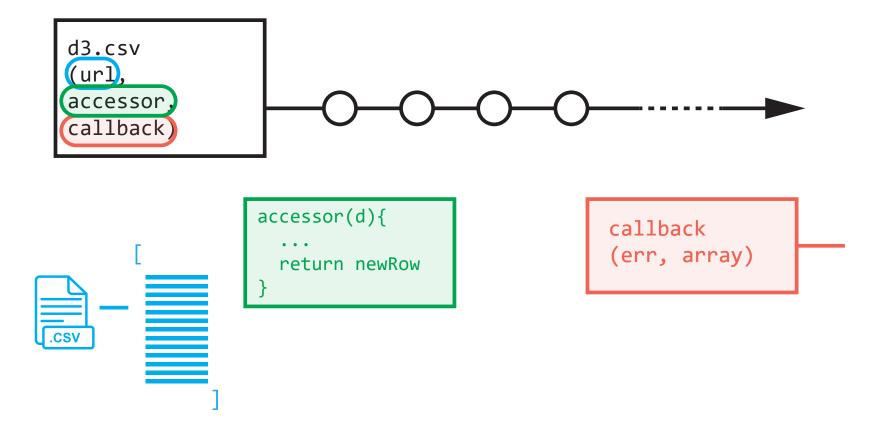
Refine

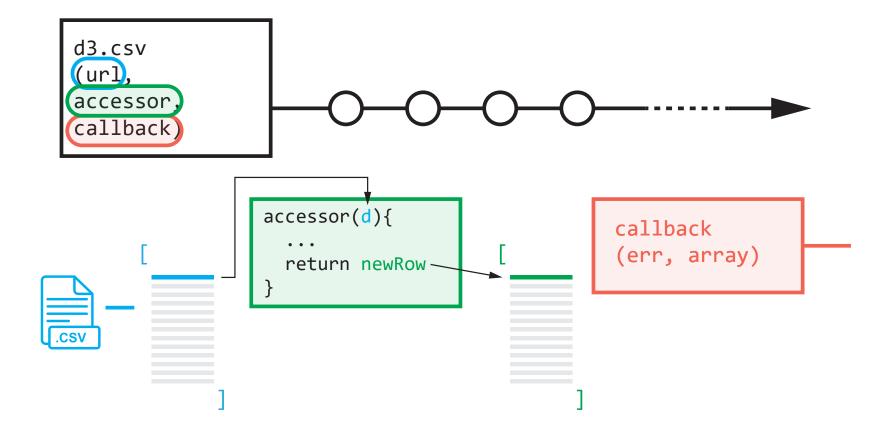
Interact
```

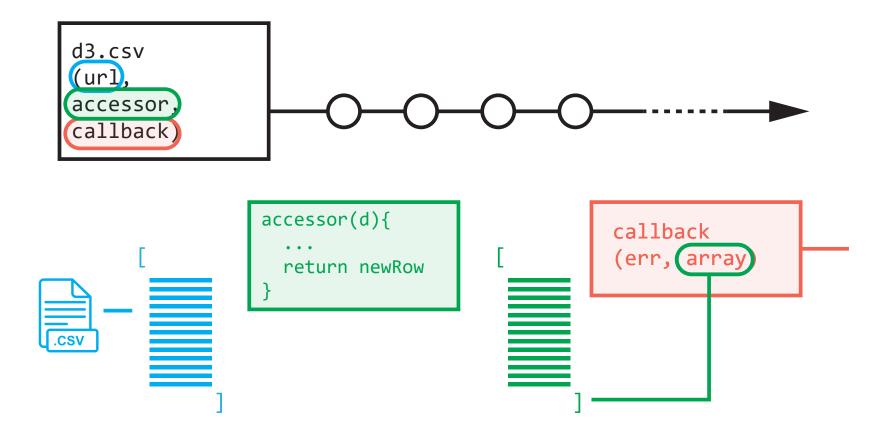
# **Using the Accessor to Parse**

d3.csv(url, accessor, callback)

```
d3.csv("data/data.csv", function(d){
         console.log(d);
         var parsedRow = {
             x: +d.x
              y: +d.y,
              r: +d.r
         console.log(parsedRow);
         return parsedRow;
    }, function(error, rows){
         //...
    });
```





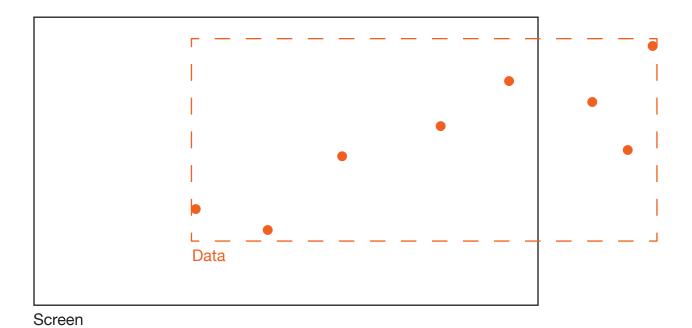


Let's look at an even more realistic data set, and see the kind of work we have to do.



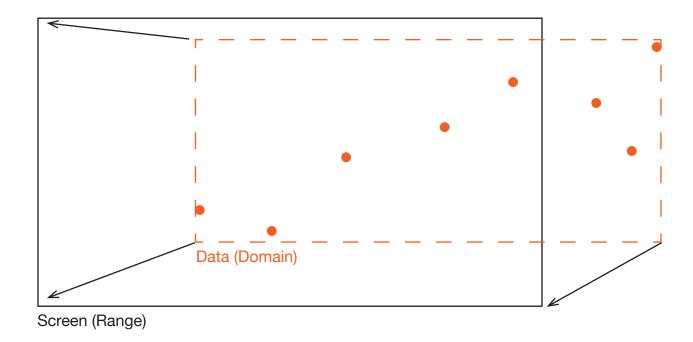
# **Scaling Data**

The data in Exercise 3 is different from Exercise 2 in that <u>it doesn't</u> <u>fit on the screen</u>.



# **Scaling Data**

Often, we need to map data from one space to another. This is referred to as mapping from "domain" to "range".



# Using d3.scale

d3 provides a convenience function for us to map data from domain to range: d3.scale

First, we need to define a new scale, and define its domain and range:

```
var newScale = d3.scale.linear()
          .domain([100,600])
          .range([0,1200]);
```

This returns a <u>scaling function</u>. Later, we can convert any number from domain space to range space by calling this function.

```
newScale(350); //returns 600
```

# Using d3.scale

Many scales to choose from, but d3.scale.linear() is the most intuitive one.

```
var newScale2 = d3.scale.linear()
    .domain([100,150])
    .range([0,1600]);

newScale2(125); //??
newScale2(150); //??
newScale2(50); //??
newScale2.invert(1600); //??
```

# Using d3.min/max

One last issue: I know what my range is (the dimension of my <div> element), but what is the domain?

We need to <u>manually find the max and min</u> of the data in both the x- and y-directions! For that, we use:

d3.min(array, accessor)

Where accessor is a function that iterates over the array.

This is why we need to mine the data!

```
Acquire — Done!

Parse — We need to do something here.

Filter

Mine — Finding max and min

Represent

Refine

Interact
```