Visual Analytics Introduction

S. Rinzivillo

M. Tesconi

Who We Are?

- Salvatore Rinzivillo
 - rinzivillo@isti.cnr.it

- Maurizio Tesconi
 - maurizio.tesconi@iit.cnr.it

Who You Are?

- Online questionnaire at
 - http://goo.gl/O79wqK



Goals

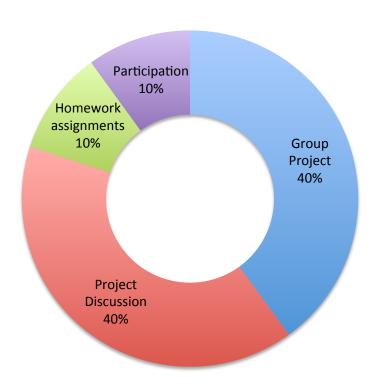
- Learn to combine analytical techniques with effective visualization
- Gain practical know-how on visualization methods
- Produce interactive, informative, effective, insightful (and beautiful) visualizations

Schedule

- On Monday
 - 14:00 to 16:00
 - Room: L1
 - Teacher: Salvatore Rinzivillo
- On Tuesday
 - 16:00 to 18:00
 - Room: L1
 - Teacher: Maurizio Tesconi

Grading

- Homework assignments (10%)
 - In itinere tasks and small projects
- Group Projects (40%)
 - Up to 2 persons per group
- Project discussion (40%)
- Participation (10%)



Grading Projects

- Up to 2 persons per group
- Objective: select and present a visual interface for an analytical problem

Select an analytical project proposal

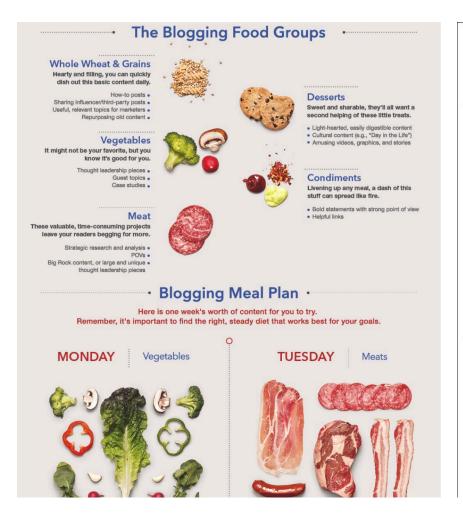
Prepare a project integrate relevant data

Collect and integrate results

Present intermediate results

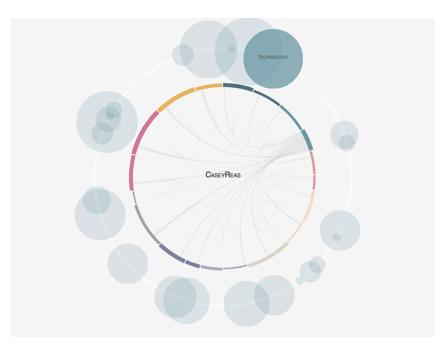
Final Submission

Not valid projects





Valid proposals



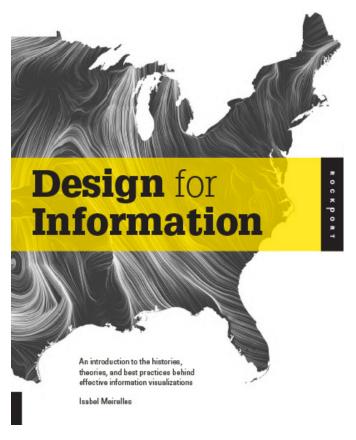


http://lab.interactivethings.com/substratum-visualization/application.html

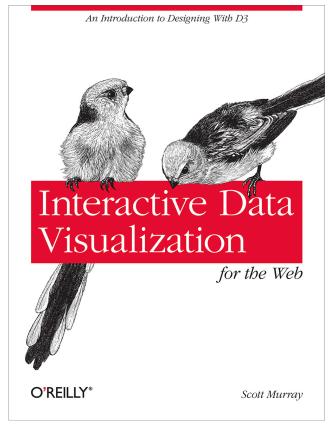
http://www.atlasvisualdeinnovacion.com/

Textbooks

Design for Information Isabel Meirelles

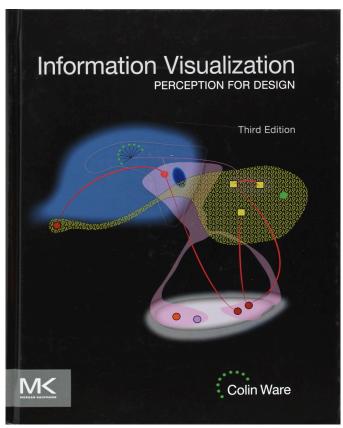


Interactive Data Visualization Scott Murray

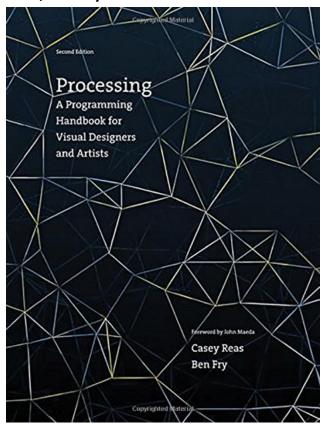


Textbooks

Information Visualization Colin Ware



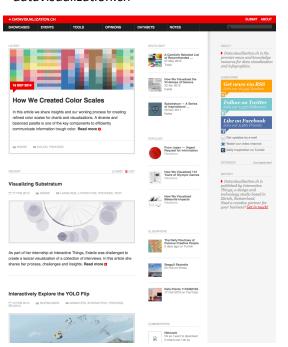
Processing: Handbook for Visual Designers and Artists Casey Reas, Ben Fry



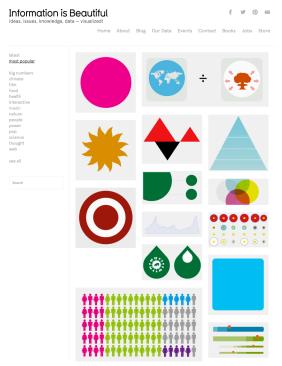
Other Resources

Observe how others resolved design problems

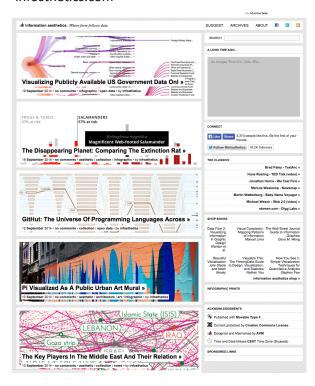
datavisualization.ch



informationisbeautiful.net



infosthetics.com



VISUAL ANALYTICS

Motivations

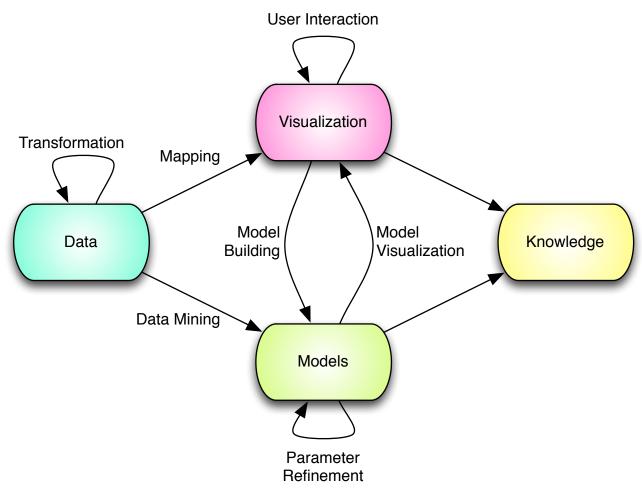
- Data everywhere
- No value for raw data
 - Need to extract valuable information
- Information overload:
 - Irrelevant for current task
 - Processed in an inappropriate way
 - Presented in an inappropriate way

Visual Analytics Aim

- Make data and information processing transparent
- Combine strengths of humans and computers

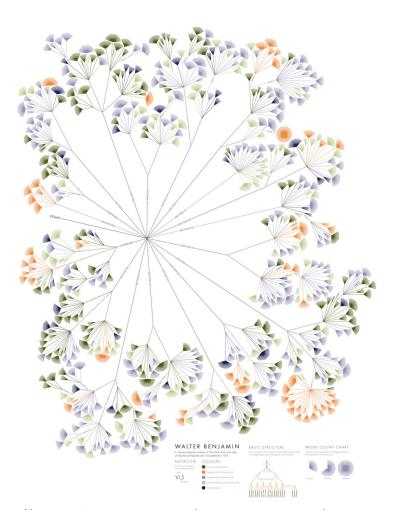
```
Computers are
incredibly fast,
accurate,
and stupid;
humans are
incredibly slow,
inaccurate
and brilliant;
together
they are powerful
beyond
imagination.
```

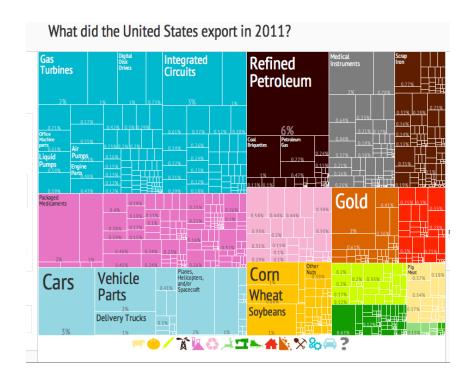
Visual Analytical Process



COURSE OUTLINE

Hierachical Structures

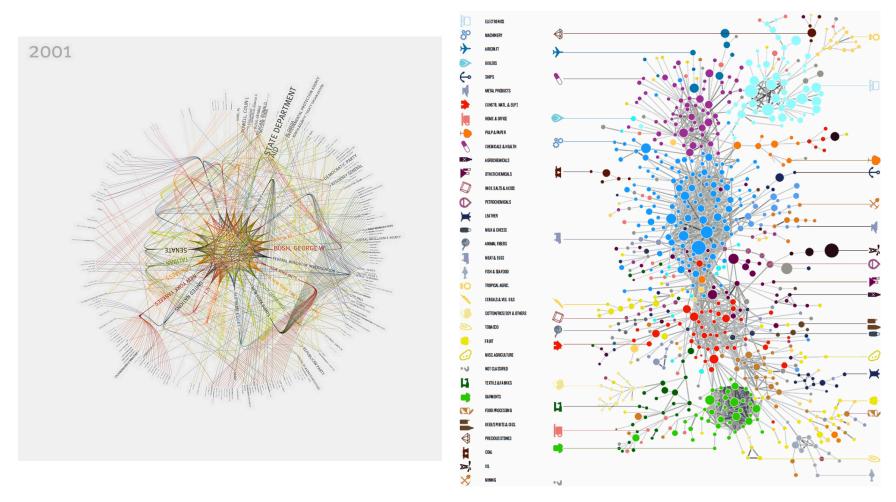




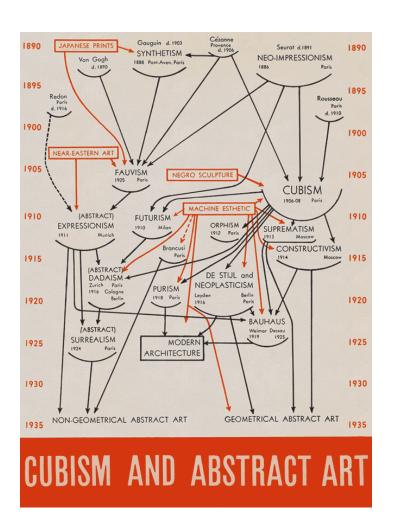
http://www.stefanieposavec.co.uk/entangled-word-bank/

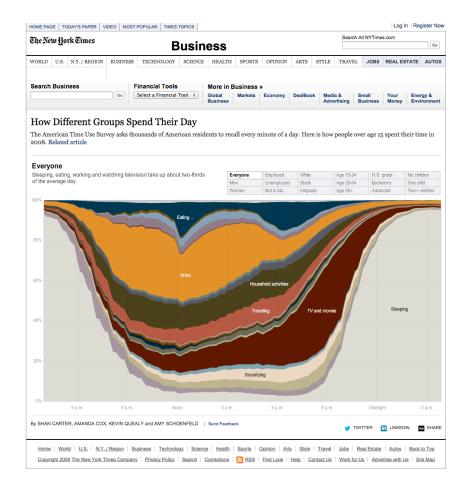
http://atlas.media.mit.edu/

Networks



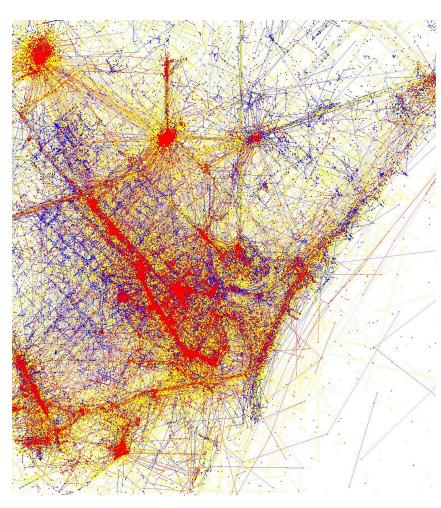
Temporal Structures



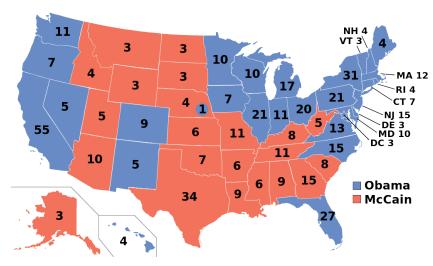


http://www.nytimes.com/interactive/2009/07/31/business/20080801-metrics-graphic.html

Maps

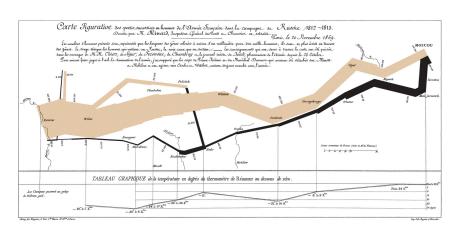


https://www.flickr.com/photos/walkingsf/sets/72157624209158632/

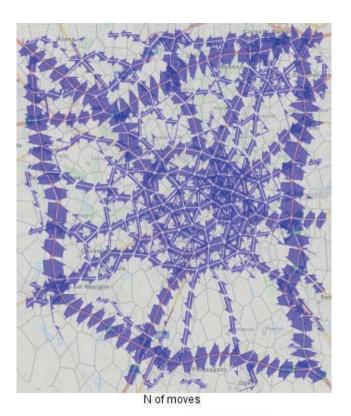


"ElectoralCollege2008" by Gage - Own work. Licensed under Public Domain via Wikimedia Commons - http:// commons.wikimedia.org/wiki/ File:ElectoralCollege2008.svg#mediaviewer/ File:ElectoralCollege2008.svg

Spatio-Temporal data



"Minard" by Charles Minard (1781-1870) - see upload log. Licensed under Public Domain via Wikimedia Commons - http://commons.wikimedia.org/wiki/File:Minard.png#mediaviewer/File:Minard.png

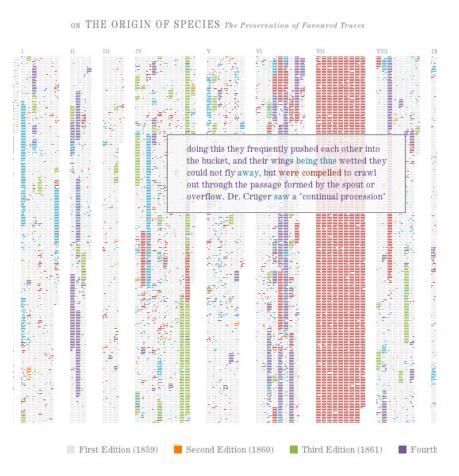




Total: 2184 objects; active: 1084

Visual Analytics of Movement. G. Andrienko, N. Andrienko, P. Bak, D. Keim, S. Wrobel

Text





http://benfry.com/writing/archives/529

Tools

Processing processing.org



Cover

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Exhibition

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- » Wiki
- » FAQ
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Exhibition. A curated collection of projects created with Processing. New software added each month.

Curated by Filip Visnjic of CreativeApplications.net



Non-Linear Code by Dextro

drawing inspiration from nature. The results are non-fractal or random programs that iterate without change, with equal rules for all objects. Most of the scripts rely on trigonometry and could be seen as sets of wave generators interacting with one another. Some of these pieces take years to develop but the code is usually short but complex.

Dextro writes 'non-linear code'

Links: Dextro, Vimeo



by GAD - RC4

With an exponential increase in the possibilities of computation and computer-controlled fabrication, architecture is now facing a novel challenge, Bartlett School of Architecture's RC4 in London researches computational design methodologies for large-scale 3D printing with industrial robots, taking logistical, structural and material constraints as design opportunities.

Links: GAD - RC4, CreativeApplications.Net



For about a year now generative artist Lia has been exploring 3d printing by analysing filament and the movements of the printhead. Rather than just having 3d models printed out, Lia has been interested in the possibilities of the process by defining the location of the printhead, the speed of the movement and the amount of filament that should be extruded.

Links: Lia, liasomething.tumblr.com







by Miles Peyton

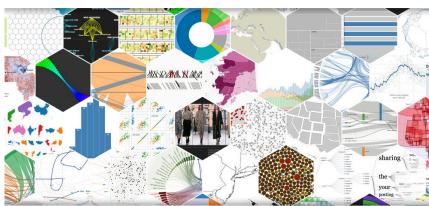


Petting Zoo by Minimaforms

D3.js d3js.org

Overview Examples Documentation Source





D3.js is a JavaScript library for manipulating documents based on data. D3 helps you bring data to life using HTML, SVG, and CSS. D3's emphasis on web standards gives you the full capabilities of modern browsers without tying yourself to a proprietary framework, combining powerful visualization components and a data-driven approach to DOM manipulation.

Download the latest version (3.5.5) here:

d3.zip

Or, to link directly to the latest release, copy this snippet:

<script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>

See more examples