Class 2: More Processing, plus Design for Data

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Plan for tonight...

- Look at homework!
- More with Processing
- Assignment schedule
- Break
- Lecture on Data Design

Programming!











- Write effective, logical instructions
- Understand the context and tools that you and the computer share (languages and libraries)
- Understand which tools and contexts you need to create or explain to the computer
- Understand the syntax the computer needs you to use

Processing Basics

- Visual output— program files are called sketches, program "draws" to the screen
- All measurements in pixels
- Built in **loop** for animation (change from frame to frame)
- Screen space defined by **coordinate system** (x, y, z)



text in...

...visuals out

Sketch_jun06a Processing 1.2.1	
sketch_jun06a §	
//set the size of your sketch (w,h in pixels)	$X \longrightarrow$
size(400,300);	A A A skatch jup06a
//0 to 255, 0 is back, 255 is white	Sketch_junoba
background(255);	
//turn off the outline around things	
//smooth out my shapes	V
<pre>smooth();</pre>	J
//fill red_ish	
fill(255,0,50);	
//draw a rectangle at x=200, y=200, with width of 25	
rect(200,200,25, 25);	
//fill blue ich	\downarrow
fill(50.0.250):	
//draw an ellipse at x=100, y=200, with a	
ellipse(100,100,10,10);	
21	

Functions!

- Out-of-the-box reusable chunks of code! Shared tools or methods that you and the computer have at your fingertips
- You write functions ONCE, but can use or **call** them multiple times— very handy
- You can give functions extra information to make them more flexible and useful

First (Built-in) Functions In Processing

- size(), background()
- rect(), ellipse(), line(), triangle(),
- fill(), stroke(), noStroke(), strokeWeight()
- Remember, functions take arguments...
 - integers from 0 to 255 for RGB or grayscale colors
 - integers for x and y positions onscreen, width, height, etc

Color!



CMYK: subtractive color



colors (ink) applied to white surface (paper) reduce the light that would normally be emitted by the surface

RGB: additive color



red, green, and blue light mixed (added) together to make a color: 100% of each makes white, 0% of each makes black.

Values for R, G, and B are often each specified as a number between 0 and 255.





RGB colorspace as a book (Tanya Auerbach)









Using void setup() and void draw()

- Both are functions, neither take parameters
- Most processing sketches use them
- setup() does preliminary stuff once
- draw() loops over and over again until you close the sketch, allows for animation
- void means neither of the functions will "return" (give back) anything to you

Using a variable

- A variable is a **place to store some useful data** (a number, a sequence or string of letters that make up a word, or a object (more on these later))
- Variables have a **datatype**, so the computer knows what it can and can't do with the value (int, string, float, etc)
- Variables point to spaces in memory where data is save; values held there can be changed
- In Processing, variables must be declared and initialized before you use them!

Declaring and Initializing a Variable

in two separate steps: int ypos; ypos = 10; ↑ ↑ ↓ data type variable name (you make up) set it equal to a value

> or in one step: int ypos =10;

Let's look at some code....

```
basicDrawLoopVar | Processing 1.5.1
     basicDrawLoopVar
int ypos; //declare your variable type and give it a name
void setup() //do some stuff to get ready for the sketch
{
  size(400, 400); //set window size
  stroke(255); //set color of stroke or outline
  background(0); //set background color to black
  smooth(); //smooth out any shapes you draw
  ypos = 0; //set your variable (we'll change it in the draw loop)
  fill(255); //fill color is white
}
void draw()
 background(0);
  ellipse(200, ypos, 20, 20);
  ypos += 2;
}
```

Adding a conditional (if statement)

Think in **pseudocode:** make up a human sentence about what you want the computer to do....

• If there is jam in the jar, open the jar



- If there is jam in the jar, open the jar ELSE put down the jar
- If the y-position of the ellipse is off the screen...

If statement

if (some condition)
{

do this...

Add text to the screen!

- Use the PFont object to store your font info
- Declare it like a regular variable: PFont font;
- Create your font using Tools > create font
- Initialize it using the loadFont() function, which takes the font file name as an argument
- Call the function textFont() with your new font variable: textFont(font); this will ready the font for use onscreen

Thinking about loops...

- why are they useful?
- how can we harness them?
- what are their pitfalls?



The mighty For loop!

Use a for loop to do something a certain number of times. *Here, i is a variable that keeps track of your loop, like a counter...*



Data vis/infographic presentation schedule...

Lecture: Design for Data





Effective Visualizations

- Enable a specific task
- Show something previously unseen (and hopefully true!)
- Off-load cognitive work
- Leverage strengths of human visual system



Edward Tufte

American statistician and professor emeritus of political science, statistics, and computer science at Yale University.

"...[give] to the viewer the greatest number of ideas in the shortest time with the least ink in the smallest space."



Event! ET Modern 507 W. 20th St. NY NY



Looking at visualizations...

- what's the question being answered? what's the task this should help you complete?
- what's your immediate impression of the data? what do you know at a glance?
- who made this? what is the source of the data?

	I		II		II		IV		
X	Y	X	Y	X	Y	Х	Y		
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58		
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76		
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71		
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84		
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47		
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04		
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25		
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50		
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56		
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91		
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89		





First Impressions?



graphic from J Stasko, GA Tech

Start at zero



graphic from J Stasko, GA Tech



graphic from J Stasko, GA Tech



Sources: U.S. Department of Agriculture (data); news and company reports; "Putting Meat on the American Table," by Roger Horowitz

JONATHAN CORUM/THE NEW YORK TIMES



Data Distortion

size of effect shown in graphic

Tufte's "Lie Factor" =

size of effect in data

in the data: 27.5-18/18.0 *100 = 53% change in the graphic: 5.3 - 0.6/0.6 *100 = 783% change

783/53 = Lie Factor of 14.8

distorted size coding— area
large area for single point of data
figures in diminishing perspective
skewed horizontal scale

"Lie Factor" = 2.8

More Distortions...

The New York Times/Dec. 19, 1978

Data-Ink vs. Non-Data Ink

Data-ink ratio = data-ink / total ink used

Less Ink, More Data

1.59/										
59/										
J	an Fe	eb M	ar A	M no	av Ji	Jin Ji	J I A	ua Se		

Redesign of the Scatterplot

Consider the standard bivariate scatterplot:

The fringe of dashes in the dot-dash-plot can connect a series of bivariate scatters in a *rugplot* (since it resembles a set of fringed rugs—and covers the statistical ground):

Chart Junk – no data, just frill

Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts

Scott Bateman, Regan L. Mandryk, Carl Gutwin, Aaron Genest, David McDine, Christopher Brooks Department of Computer Science, University of Saskatchewan, Saskatoon, Saskatchewan, Canada

From the abstract:

... We found that people's accuracy in describing the embellished charts was no worse than for plain charts, and that their recall after a two-to-three-week gap was significantly better. Although we are cautious about recommending that all charts be produced in this style, our results question some of the premises of the minimalist approach to chart design.

Number of entries in the data array

Area of data graphic

Data Density =

Autog. per Regnier, S. Par. 5" Marie 5. Gen & Paris.

Joseph Minard Map of Napoleon's Russian 1812 Campaign (1869)

Note: Because different rules cause National League managers to use more pinch-hitters, for example, each manager's rates are compared with his league's average.

THE NEW YORK TIMES

Peter and Maria Hoey (Source: Tommy McCall/Environmental Law Institute) via Phil

Where good data vis goes wrong

- Scale
- Distortion
- Context
- Labeling
- Design variation vs. data variation
- Chart junk