

D3 Scales

dataviz rant

linear scales

square root scales

Analyzing Bad Data Viz

By the numbers Statistiques sous la loupe

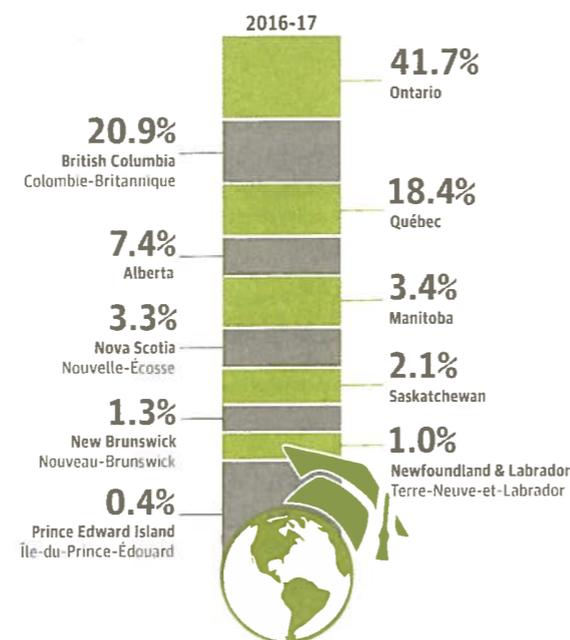
International post-secondary students in Canada Portrait des étudiants internationaux au Canada

International and domestic post-secondary enrolment and tuition growth, 2006-07 to 2016-17
Croissance des inscriptions nationales et internationales de 2006-07 à 2016-17

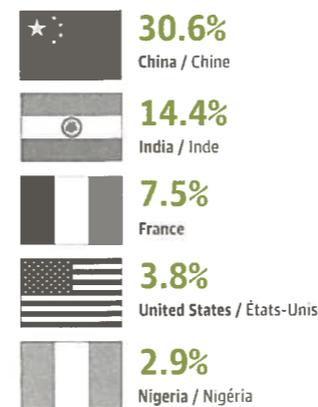
■ International student population / Nombre total d'étudiants internationaux
■ Canadian student enrolment / Nombre total d'étudiants canadiens



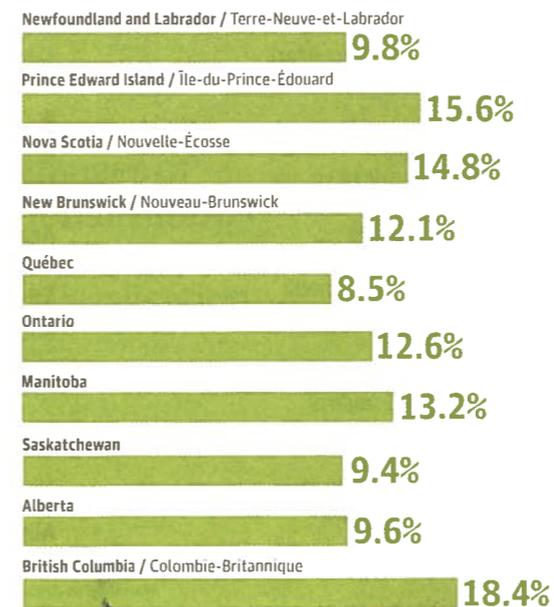
Distribution of post-secondary international student enrolment across Canada
Répartition des étudiants internationaux à travers le pays



International post-secondary students in Canada, top 5 countries of citizenship in 2016-17
Nombre d'étudiants internationaux au Canada, top 5 selon la citoyenneté en 2016-17



Post-secondary international enrolment as a share of total enrolment within each province in 2016-17
Effectifs et diplômés postsecondaires par rapport aux inscriptions totales dans chaque province en 2016-17

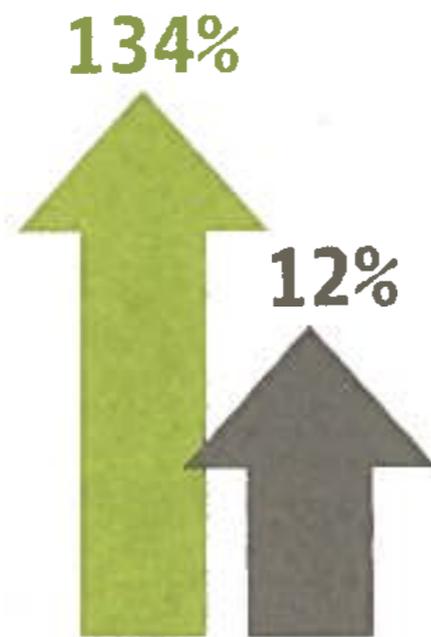


Source: Statistics Canada, PSIS / Statistique Canada, EDPC

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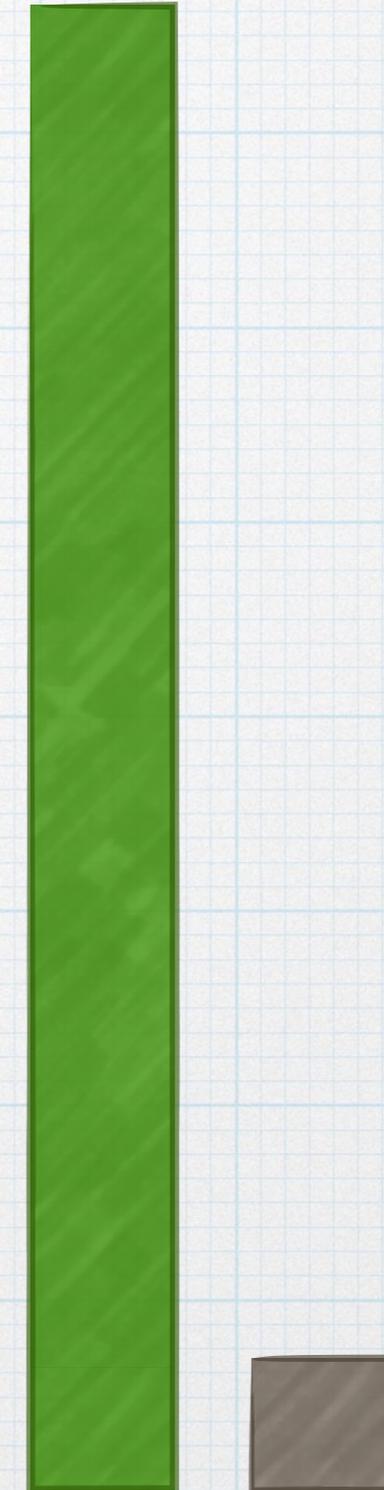
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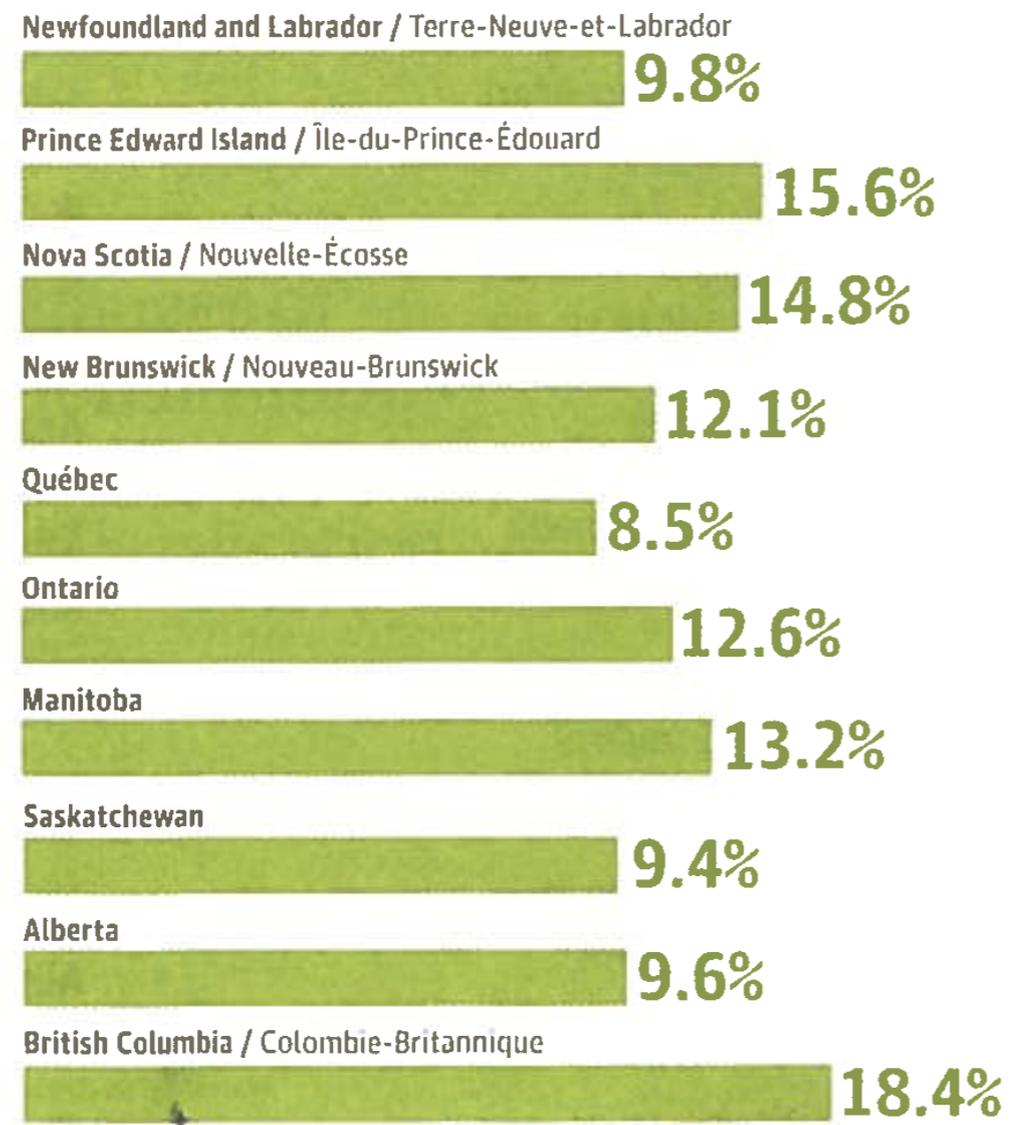
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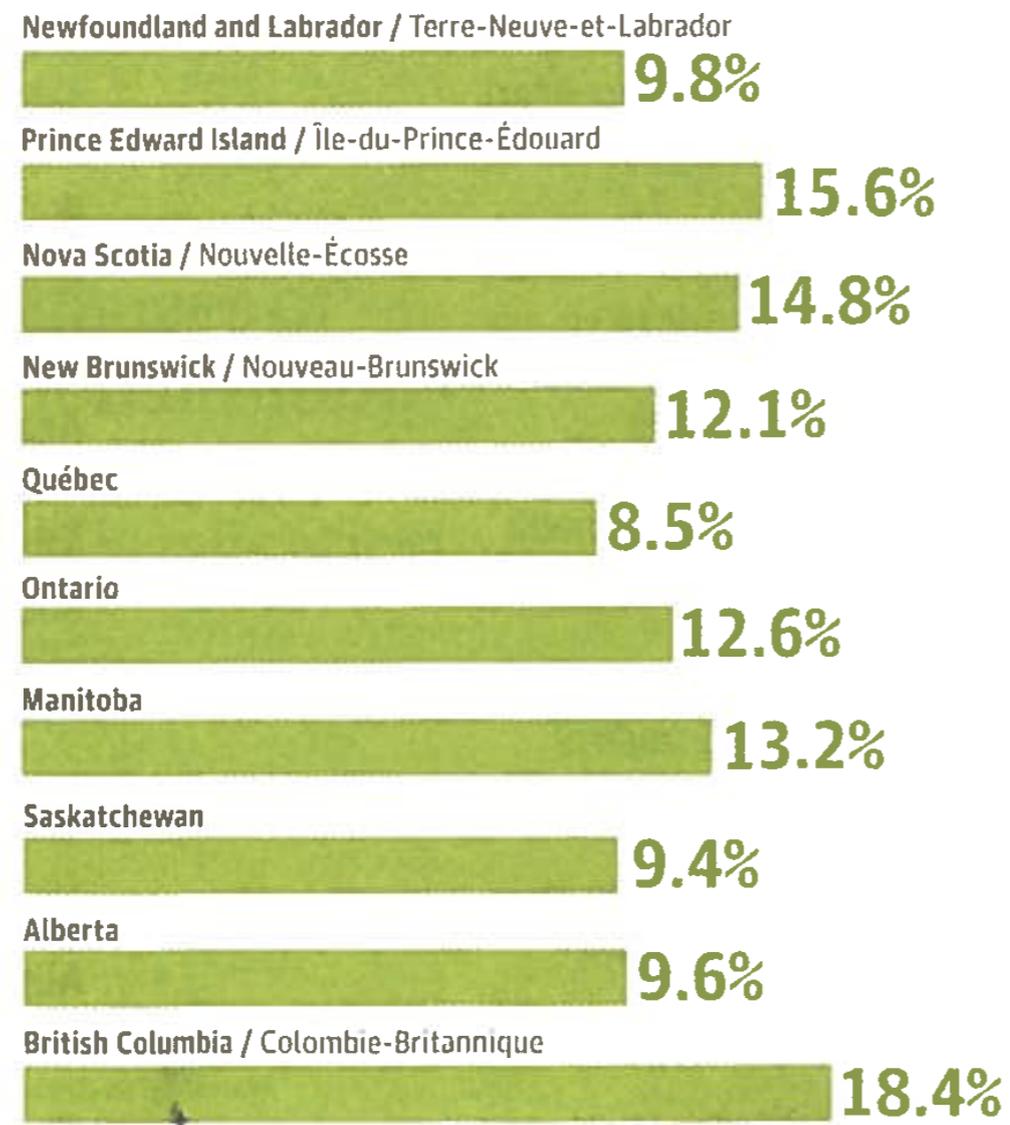


Post-secondary international enrolment as a share of total enrolment within each province in 2016-17
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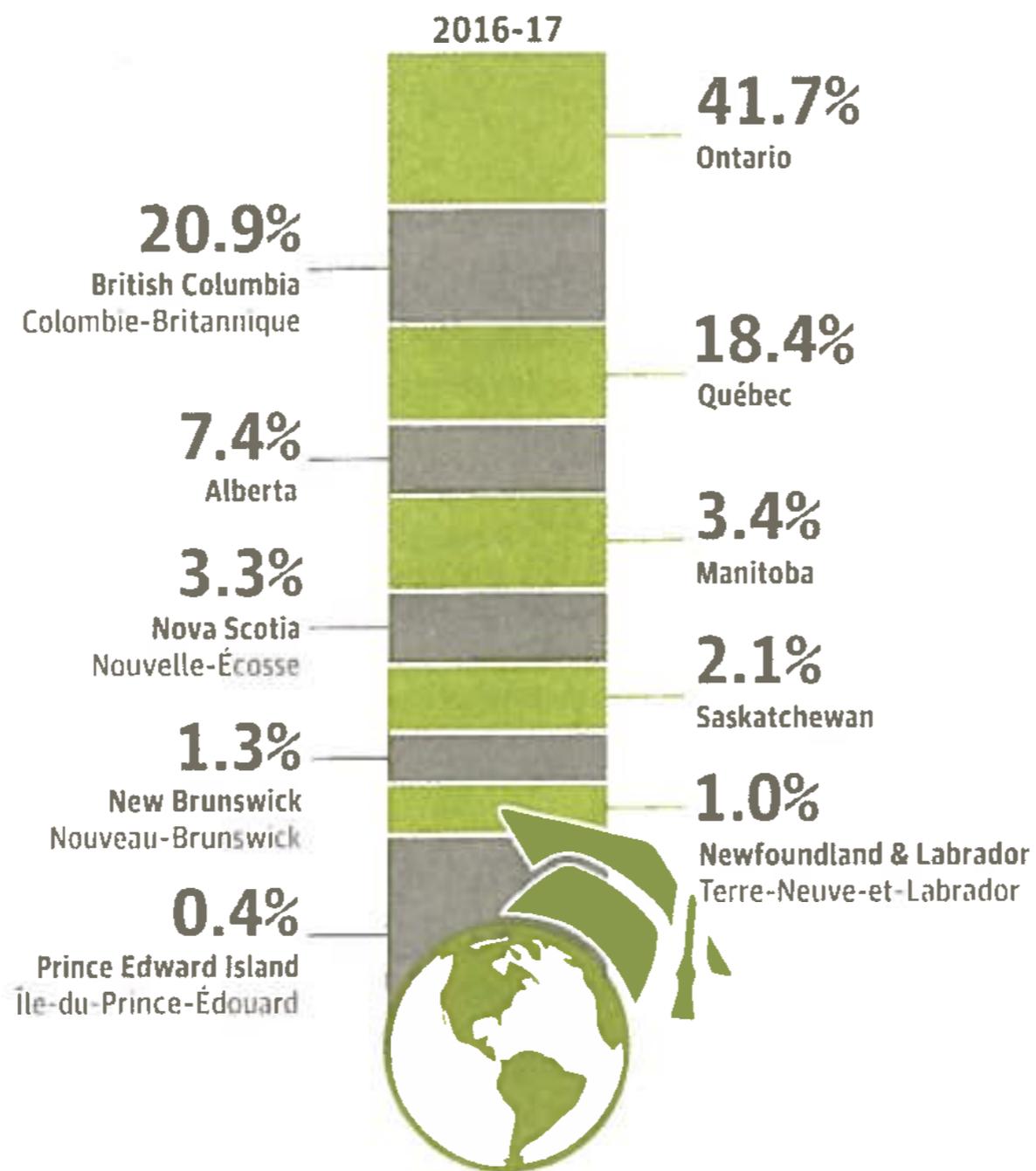
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Source: Statistics Canada, PSIS / Statistique Canada, EDPC



Distribution of post-secondary international student enrolment across Canada Répartition des étudiants internationaux à travers le pays



THE PROBLEM

The problem with all these visualizations is that the *scales* are wrong. The proportions of the SVG elements do not match the numbers.

D3 has a number of built-in scales that help us avoid this situation. They are easy to use and help us tell more truthful stories with our dataviz.

By the numbers Statistiques sous la loupe

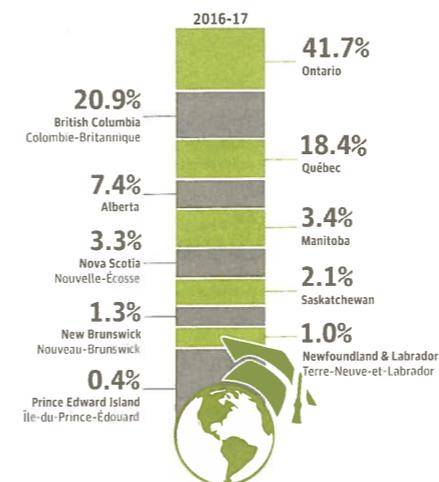
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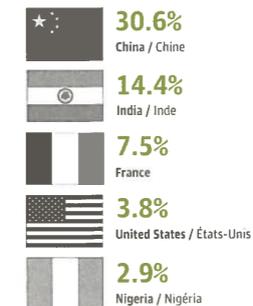
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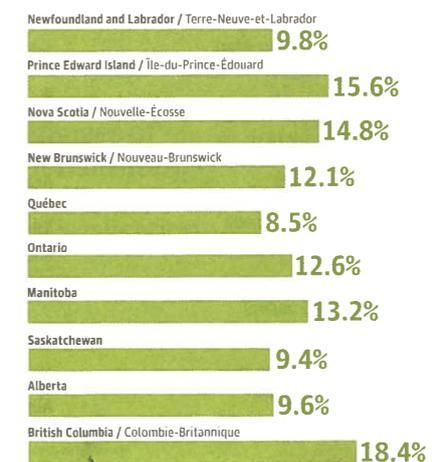
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Scales

TERMS

A *scale* is a way that we can map or correlate some input (called a *domain*) to some output (called a *range*).

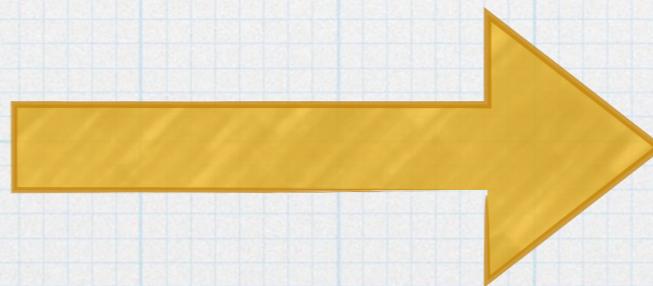
domain

values we plug
in (input)

range

values we get
out (output)

amount of
food in my
refrigerator



days until I have
to go to the
grocery store

TERMS

A *scale* is a way that we can map or correlate some input (called a *domain*) to some output (called a *range*).

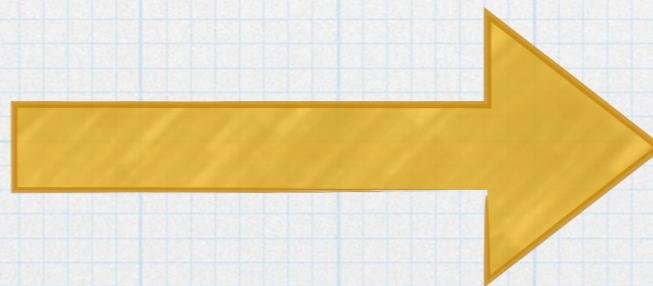
domain

values we plug
in (input)

range

values we get
out (output)

amount of
time I have to
study



my test scores
[0% to 100%]

TERMS

A *scale* is a way that we can map or correlate some input (called a *domain*) to some output (called a *range*).

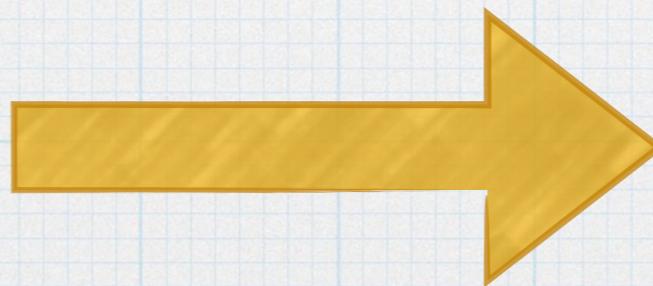
domain

values we plug
in (input)

range

values we get
out (output)

how much gas
is in my car



how far I can
drive

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domain

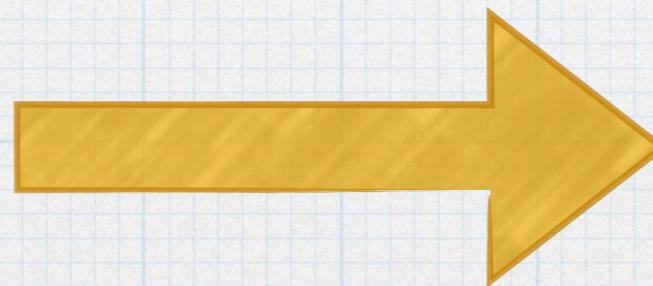
how much gas
is in my car

[0 to 50 liters]

range

how far I can
drive

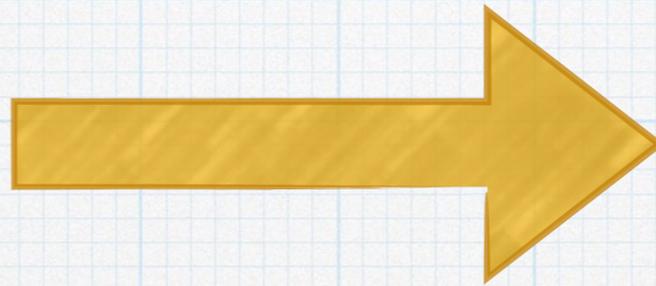
[0 to 500 km]



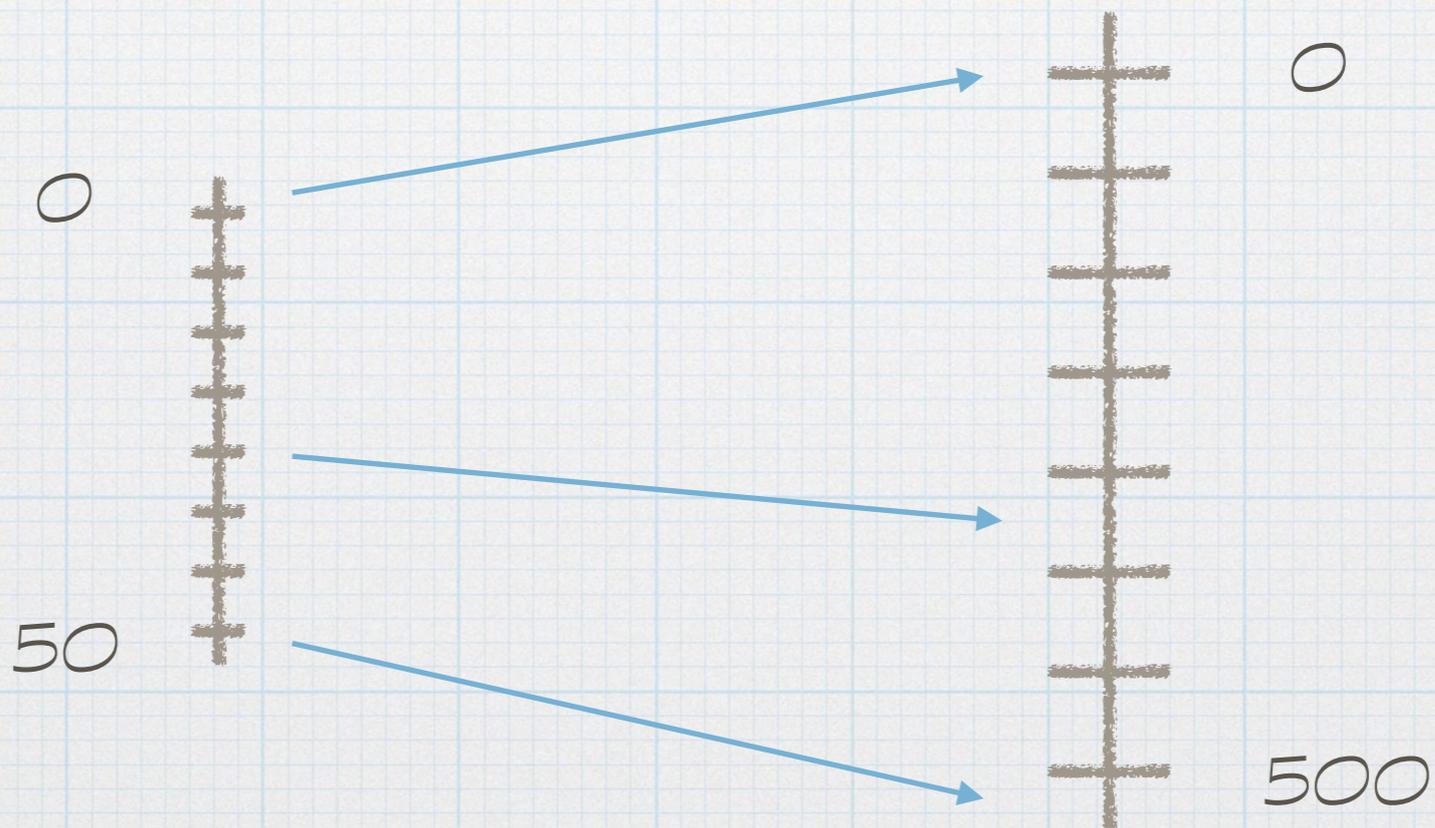
TERMS

A *scale* is a way that we can map or correlate some input (called a *domain*) to some output (called a *range*).

[0 to 50 liters]



[0 to 500 km]



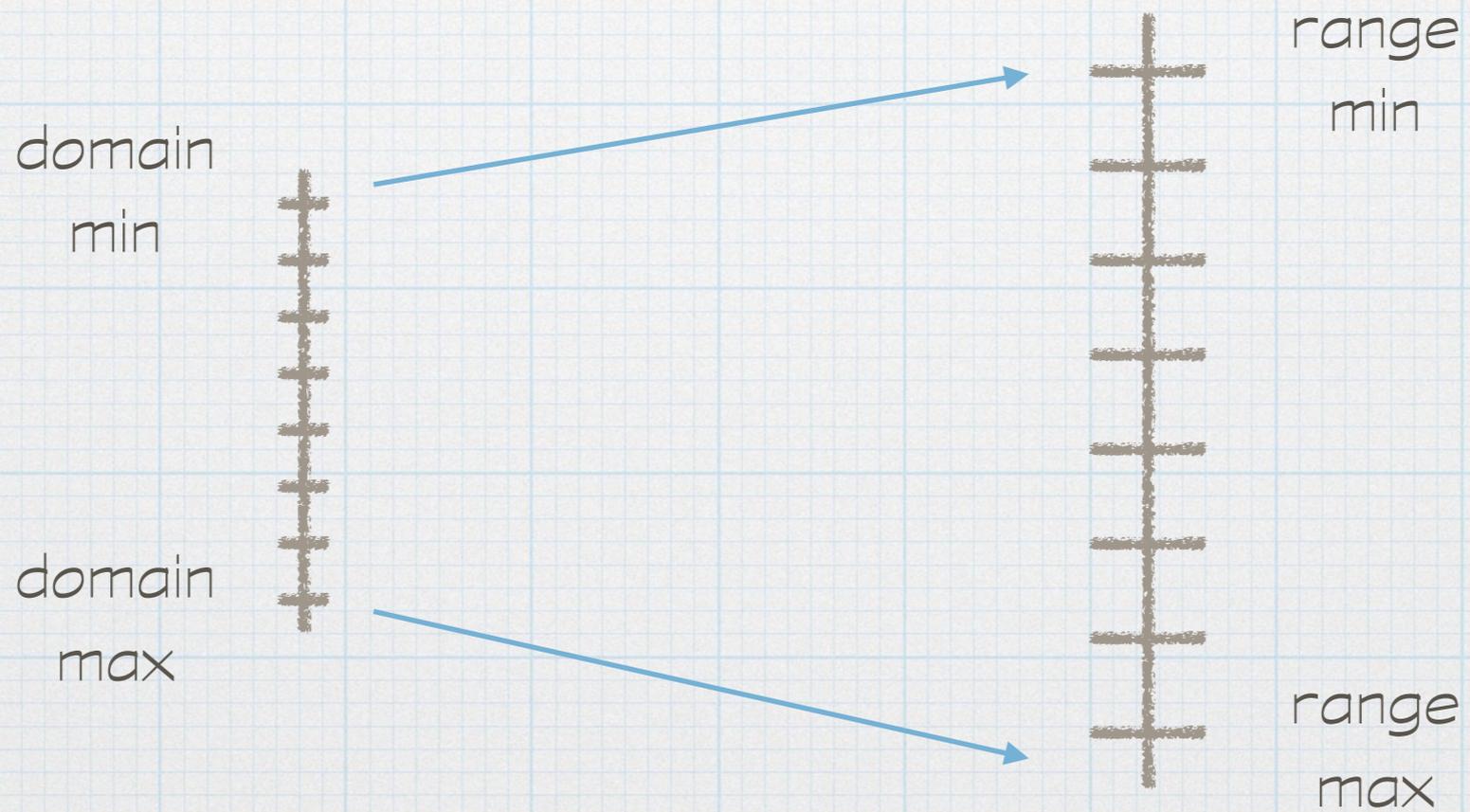
KINDS OF SCALES

scale	description
<code>scaleLinear()</code>	both domain and range are continuous
<code>scaleSqrt()</code>	square root (useful for the areas of circles!)
<code>scalePow()</code>	exponential curves
<code>scaleLog()</code>	logarithmic curves (Richter scale, decibels)
<code>scaleQuantize()</code>	putting continuous data into defined "buckets"
<code>scaleQuantile()</code>	calculates "buckets" based on equal-sized groups
<code>scaleOrdinal()</code>	old "buckets" to new "buckets"
<code>scaleTime()</code>	establishing timelines

SCALES

```
d3.scaleLinear()  
  .domain( [ , ] )  
  .range( [ , ] );
```

```
d3.scaleSqrt()  
  .domain( [ , ] )  
  .range( [ , ] );
```



MINIMUM AND MAXIMUM

domain

min



```
d3.min( <dataset> , <callback function> )
```

```
d3.max( <dataset> , <callback function> )
```

domain

max

```
{score: -0.2988240538638829, retweets: 115687}
```

```
max_sentiment = d3.max(global_dataset, d => d.score)
```

```
max_retweets = d3.max(global_dataset, d => d.retweets)
```

MINIMUM AND MAXIMUM

domain

min



```
d3.min( <dataset> , <callback function> )
```

```
d3.max( <dataset> , <callback function> )
```

domain

max

```
{score: -0.2988240538638829, retweets: 115687}
```

```
min_sentiment = d3.min(global_dataset, d => d.score)
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```

Example: Sentiment Analysis Scores

SENTIMENT ANALYSIS

Sentiment analysis is an algorithmic calculation that deciphers a text's attitude or tone: it's either positive, negative, or neutral toward its subject. Sentiment scores range from totally negative (-1) through neutral (0) to totally positive (+1).

This was the greatest movie I've ever seen!

→ +1

It was OK. Nothing special, but entertaining.

→ 0

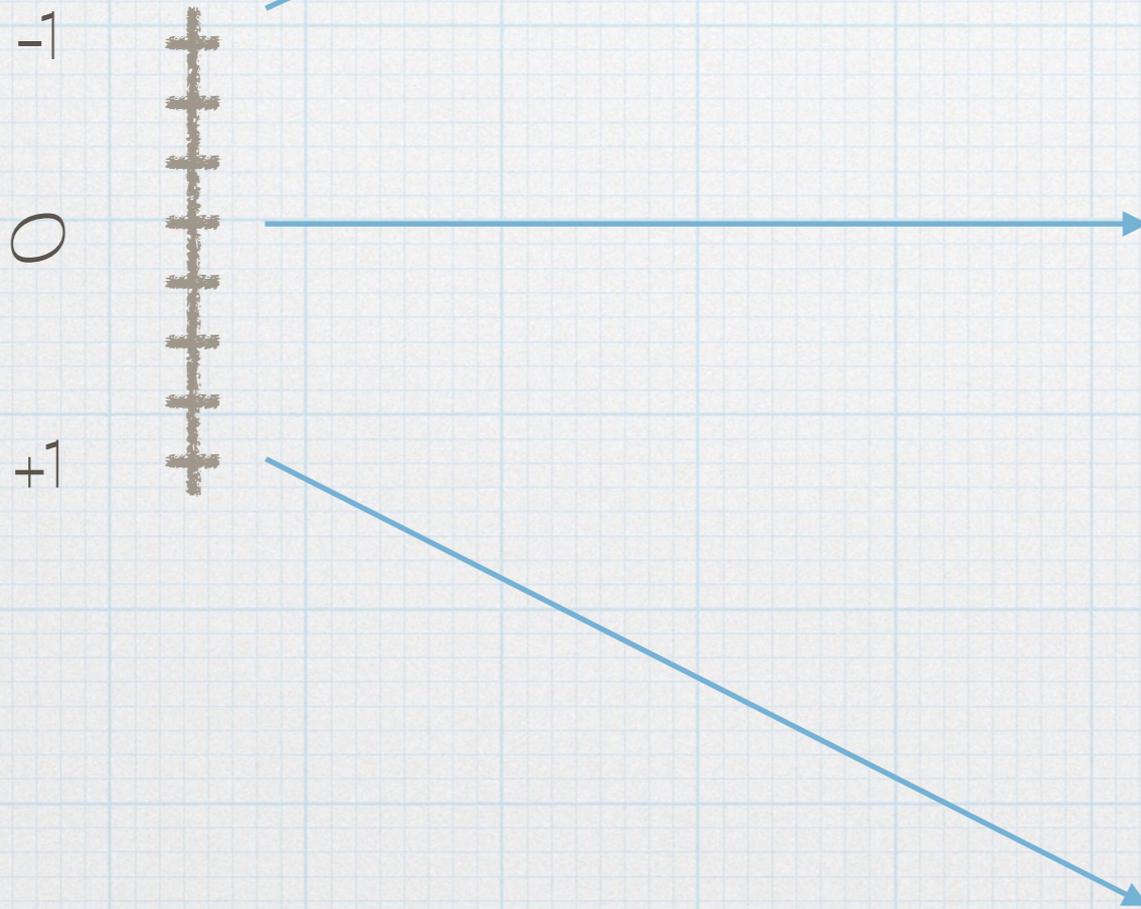
Worst piece of garbage ever. DO NOT WATCH!

→ -1

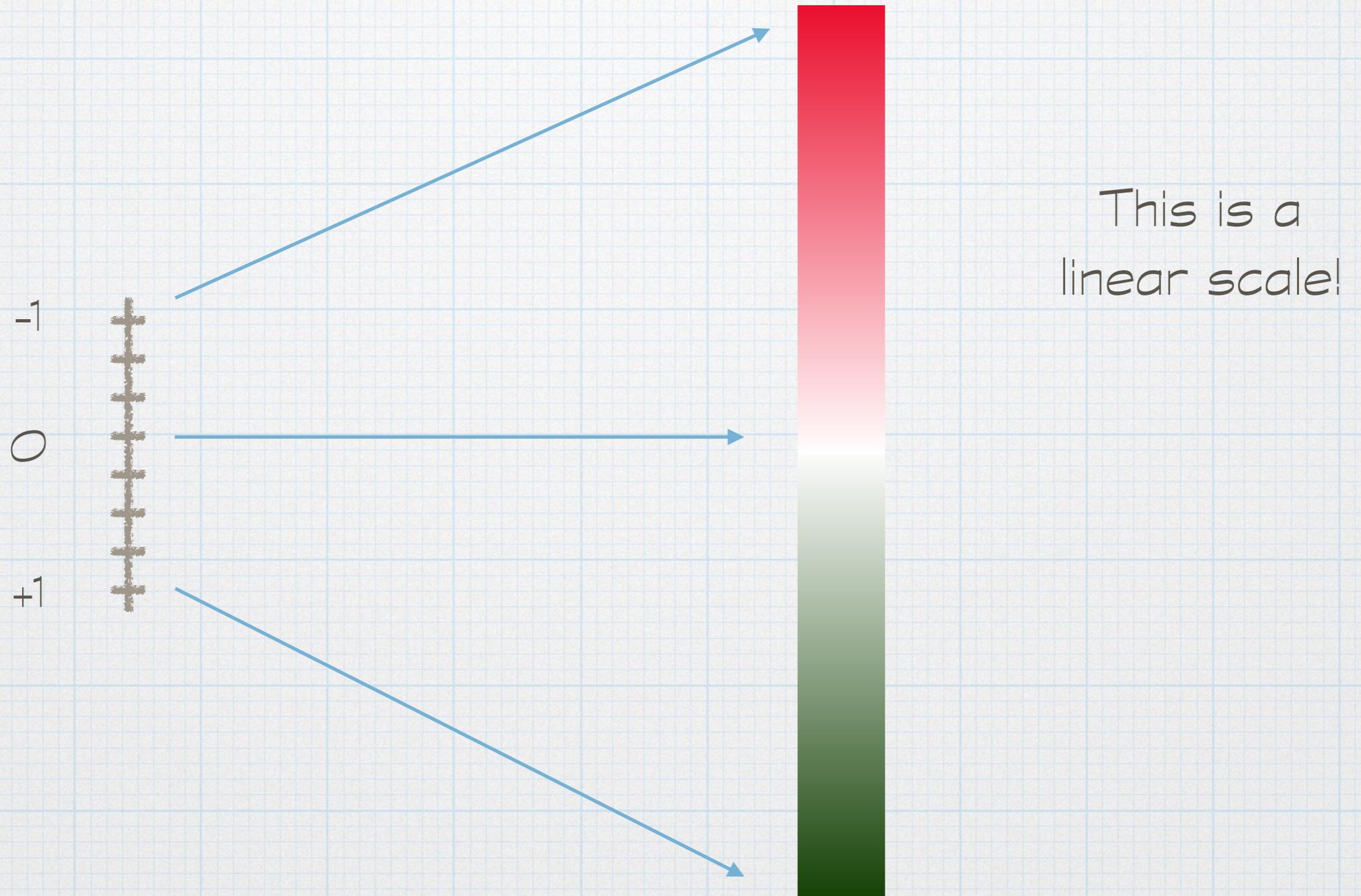
SENTIMENT ANALYSIS SCALE

domain

range of
some kind



SENTIMENT ANALYSIS SCALE



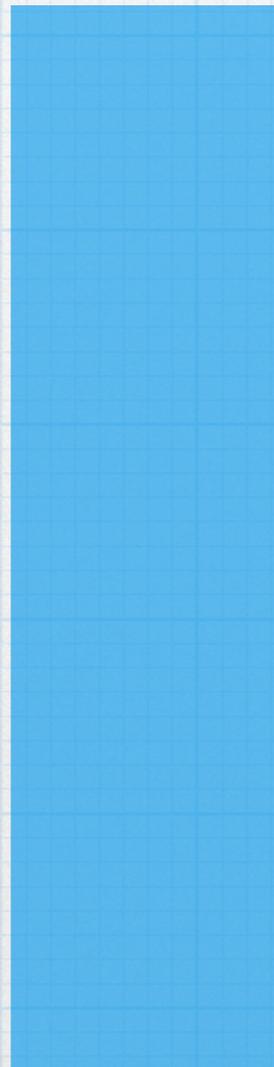
SENTIMENT ANALYSIS SCALE

Code time!

Special Problems: Area and Circles

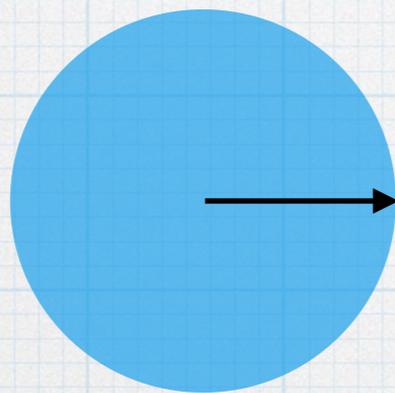
PROBLEMS WITH AREA

Human beings are notoriously bad at choosing which images have bigger or smaller areas. Here, for example, it's difficult to tell that each box covers exactly the same amount of area.

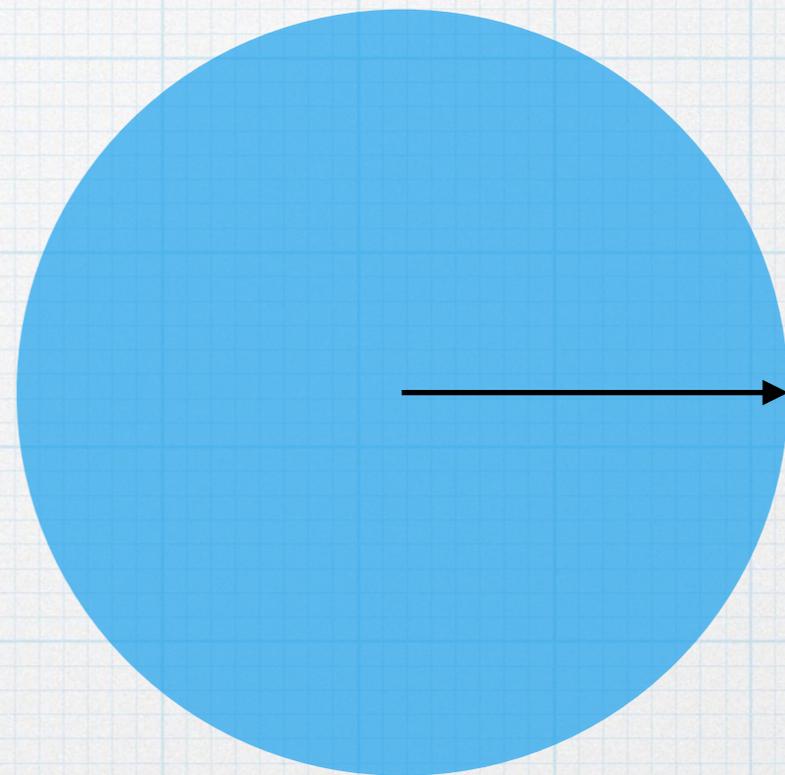


CIRCLES AND AREA

Still, area is often useful: circles especially. But circles need a bit of special attention from us. For example, let's imagine we want to create a circle twice as big as the one on the left. It's tempting to just double the radius.



radius = 10



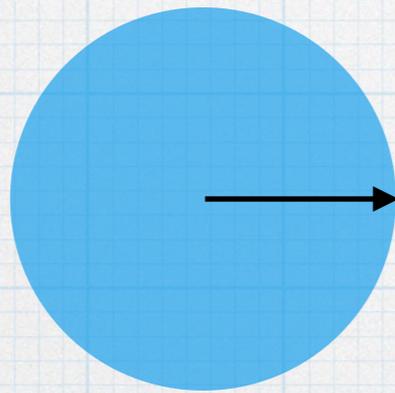
radius = 20

Area of Circle =

$$\pi * r^2$$

CIRCLES AND AREA

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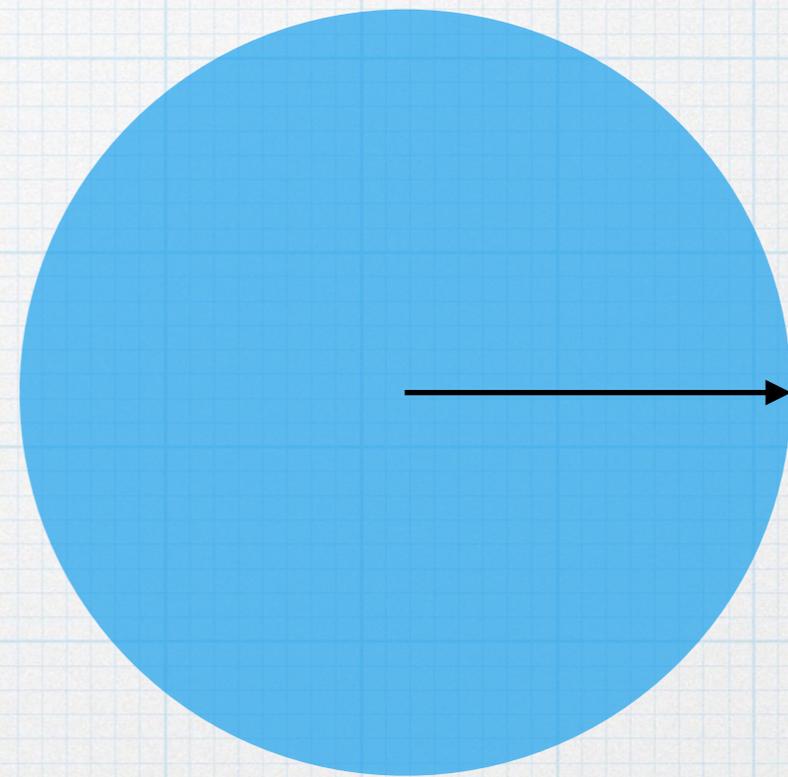


radius = 10

$$\pi * r^2$$

$$3.14 * 10 * 10$$

314 units



radius = 20

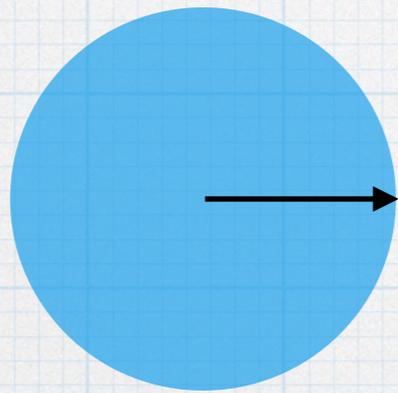
$$\pi * r^2$$

$$3.14 * 20 * 20$$

1256 units

CIRCLES AND AREA

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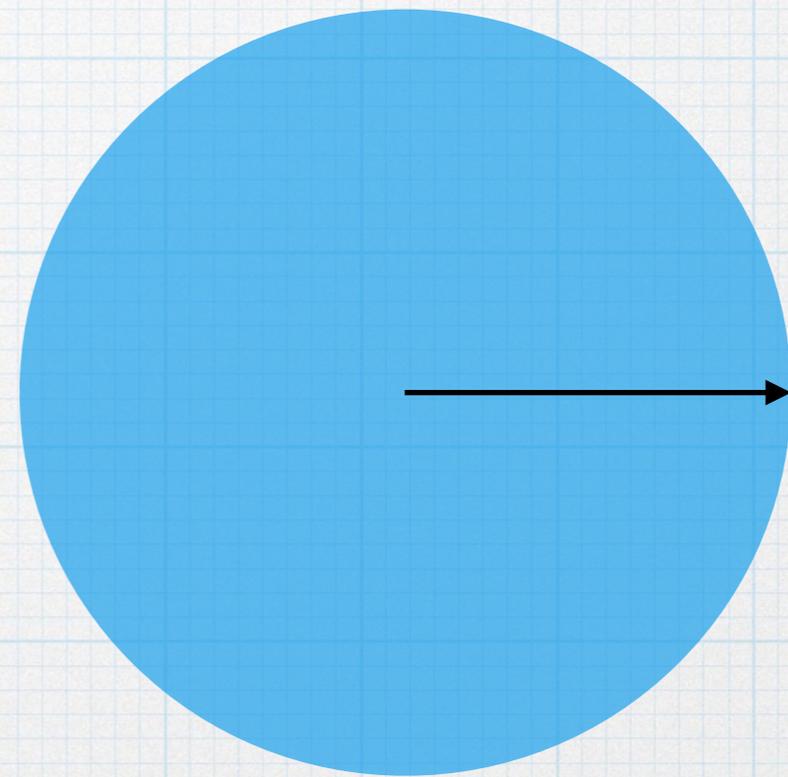


radius = 10

$$\pi * r^2$$
$$3.14 * 10 * 10$$

314 units

Doubling
the radius
makes a
circle 4
times
bigger!
Tripling
the radius
would
make it 9
times
bigger!



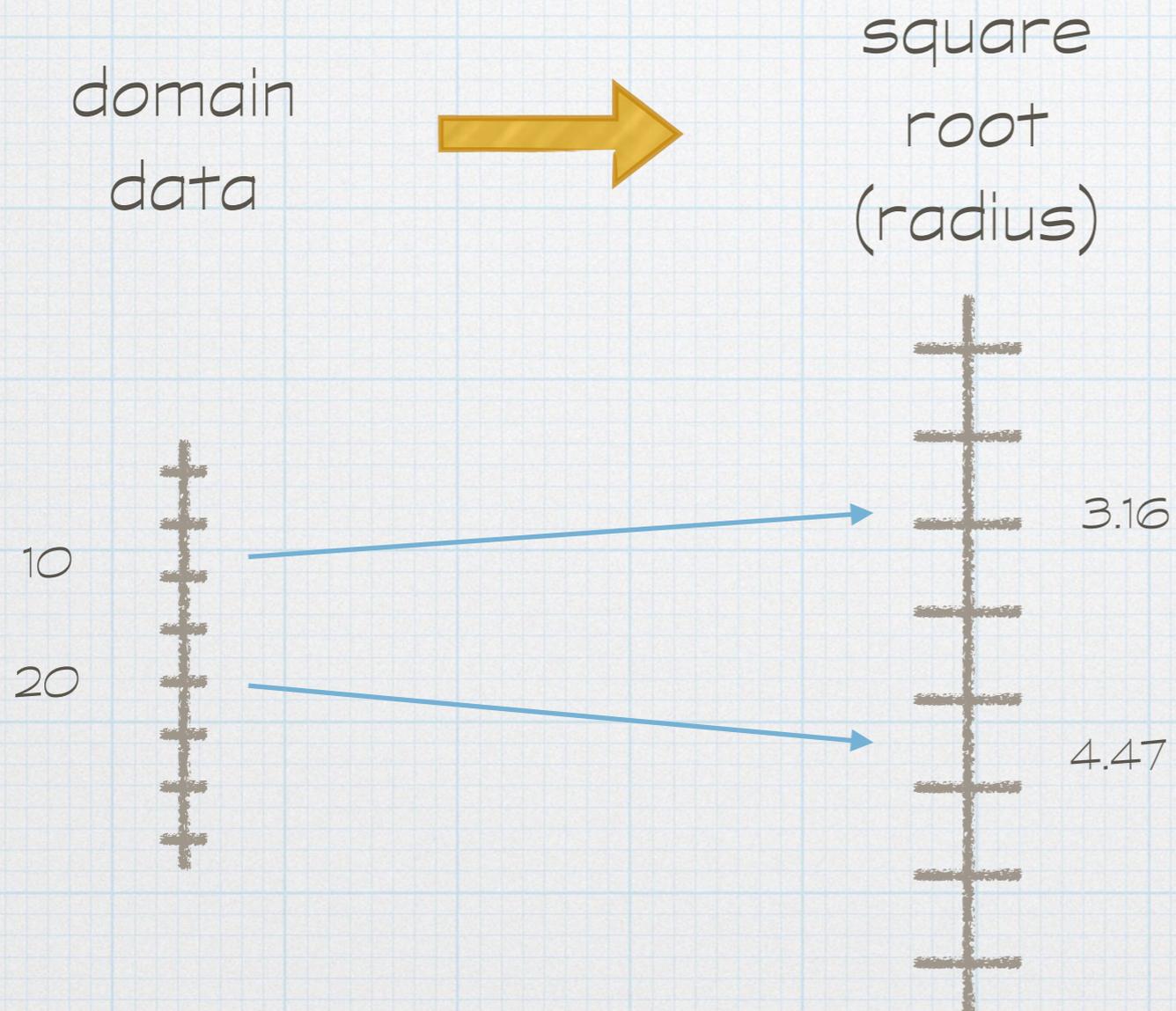
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$$3.14 * 20 * 20$$

1256 units

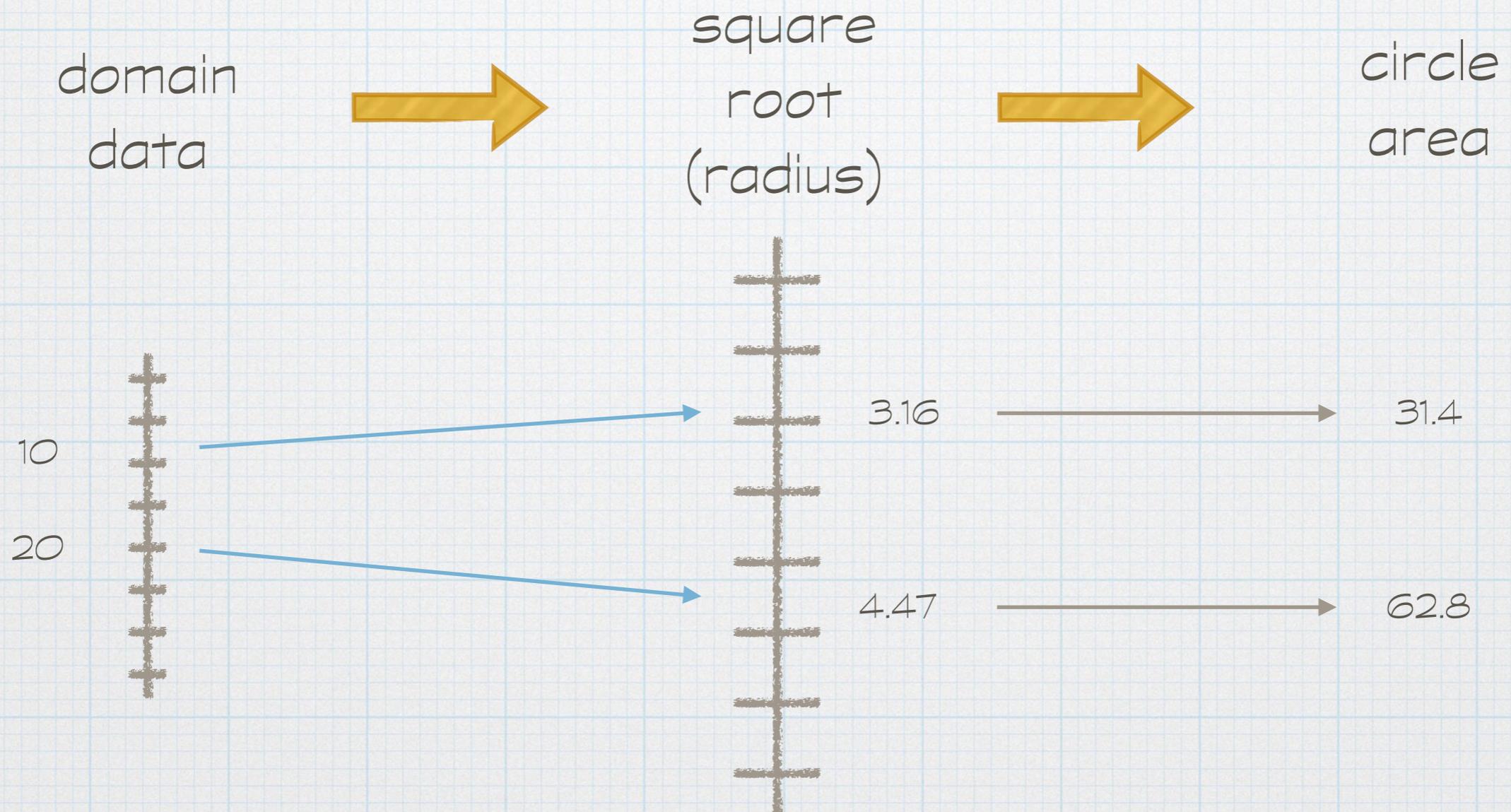
SQUARE ROOT SCALE

The solution is to use a scale that takes the square root of our data. That way, a domain point that's twice as big will create a circle that's also twice as big.



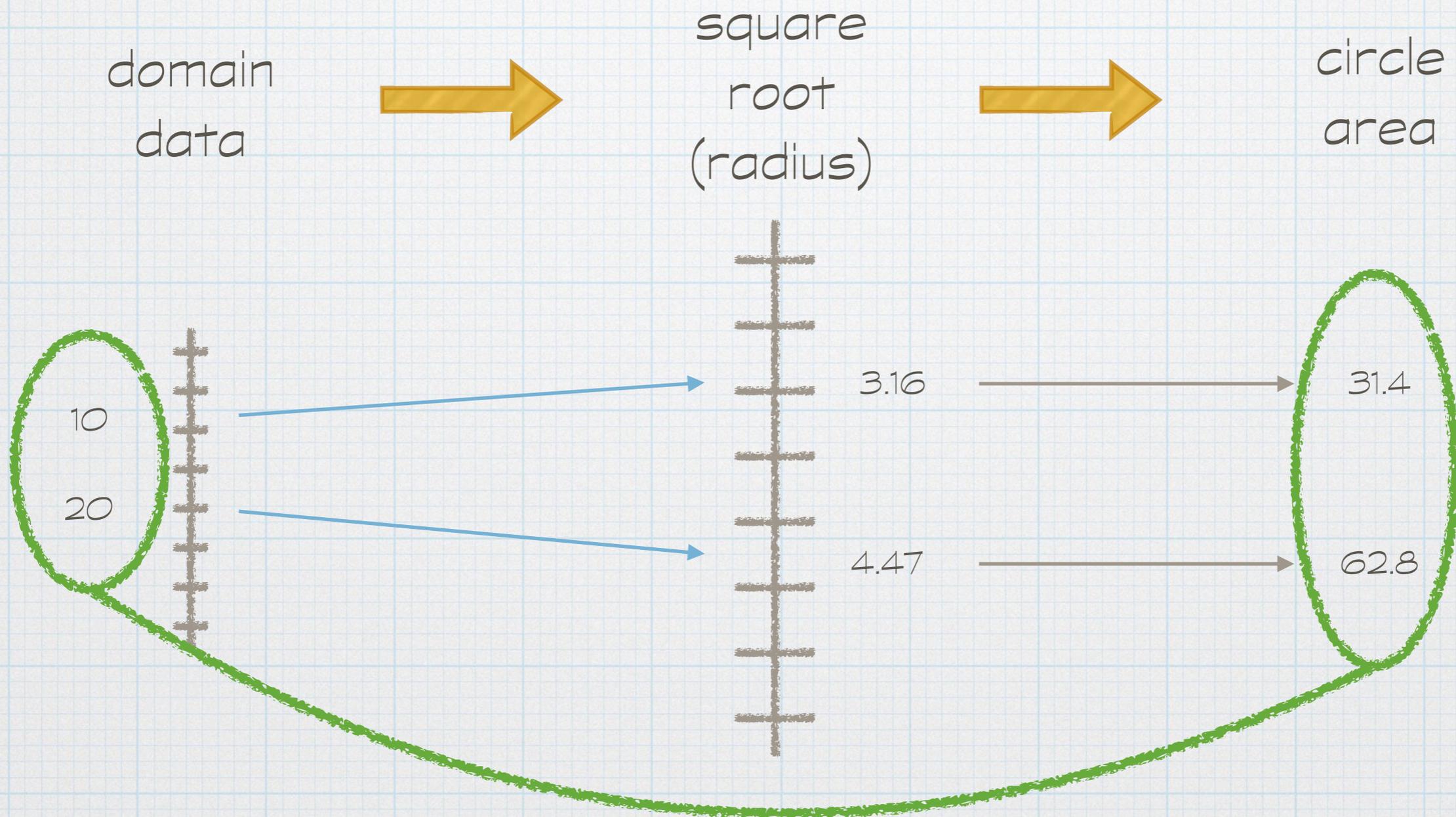
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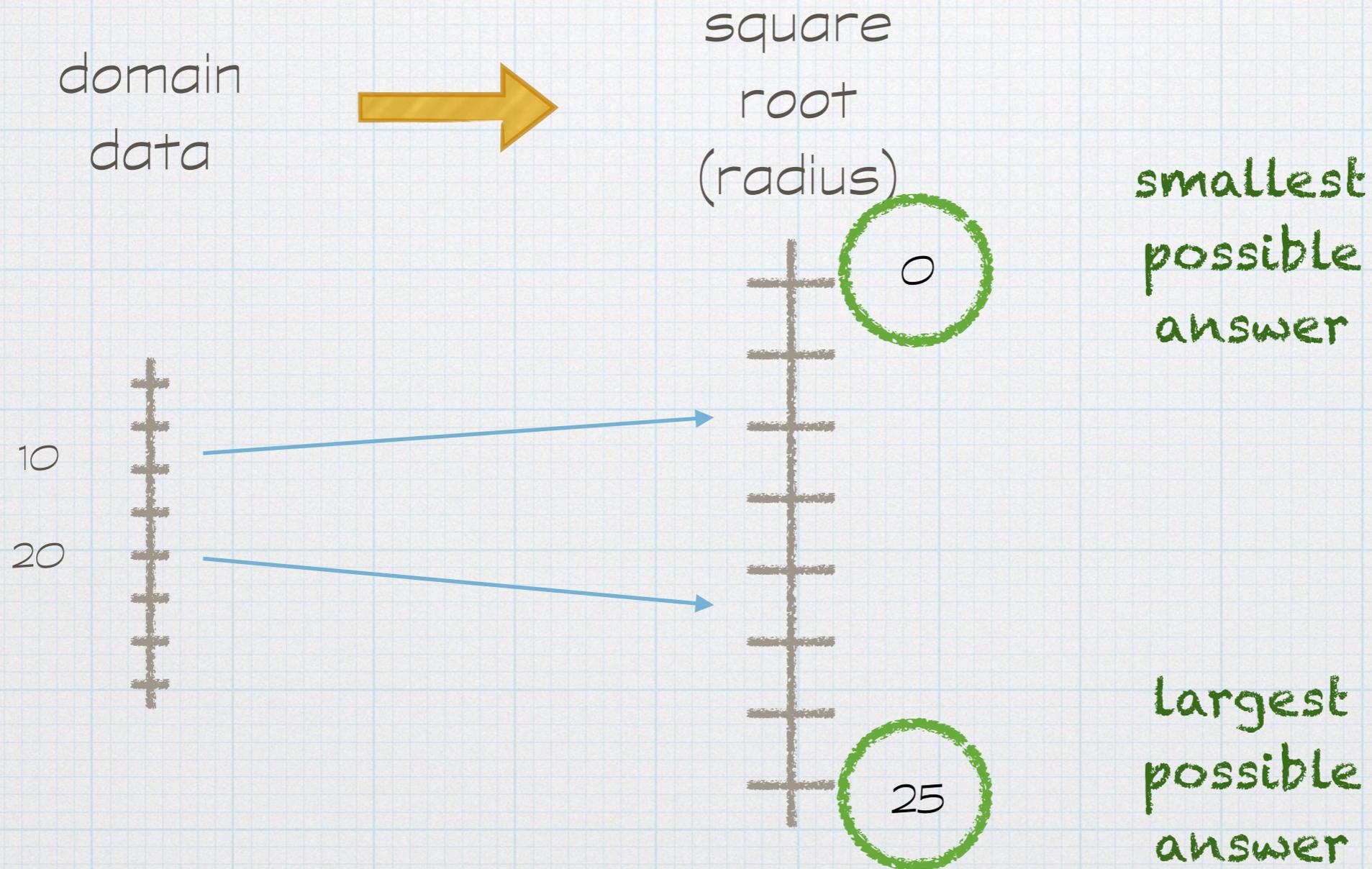
SQUARE ROOT SCALE

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SQUARE ROOT SCALE

And I can have D3 “constrain” the range as well. So not only will it take the square root, but it will keep all the conversions within a reasonable range, so I can guarantee that all my circles will still fit inside my SVG container.



SQUARE ROOT SCALE

Code time!

D3 Scales

dataviz rant

linear scales

square root scales