

**Sebastian Meier**

# **Web Development**

**vs.**

# **Academic Development**

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# **Web Development**

**vs.**

# **Academic Development**

# Overview

- **Enabling Knowledge Exchange**
- **Fostering Knowledge Exchange**
- **Discussion**

Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

11 commits 1 branch 1 release 1 contributor

Branch: master NMap / +

Update README.md		
felipelageduarte	authored on 27 Nov 2014	latest commit d29d6399c7
Dataset	Fixing csv files	10 months ago
Src Code	Updating NMap	10 months ago
.gitignore	Updating NMap src Codes	10 months ago
LICENSE	Initial commit	a year ago
NMap.bit	Fixing bits	a year ago
README.md	Update README.md	10 months ago

Code

- Issues 0
- Pull requests 0
- Wiki

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- Graphs

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# Enabling Knowledge Exchange

## Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

### ABSTRACT

Space-filling techniques seek to use as much as possible the visual space to represent a dataset,

# Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

Felipe S. L. G. Duarte, Fabio Sikansi, Francisco M. Fatore, Samuel G. Fadel, Fernando V. Paulovich

IEEE VIS 2014



Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

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README.md

# Nmap: A Novel Neighborhood Preservation Space-filling Algorithm

## ABSTRACT

Space-filling techniques seek to use as much as possible the visual space to represent a dataset, splitting it into regions that represent the data elements. Amongst those techniques, Treemaps have received wide attention due to its simplicity, reduced visual complexity, and compact use of the available space. Several different Treemap algorithms have been proposed, however the core idea is the same, to divide the visual space into rectangles with areas proportional to some data attribute or weight. Although pleasant layouts can be effectively produced by the existing techniques, most of them do not take into account relationships that might exist between different data elements when partitioning the visual space. This violates the distance-similarity metaphor, that is, close rectangles do not necessarily represent similar data elements. In this paper, we propose a novel approach, called Neighborhood Treemap (Nmap), that seeks to solve this limitation by employing a slice and scale strategy where the visual space is successively bisected on the horizontal or vertical directions and the bisections are scaled until one rectangle is defined per data element. Compared to the

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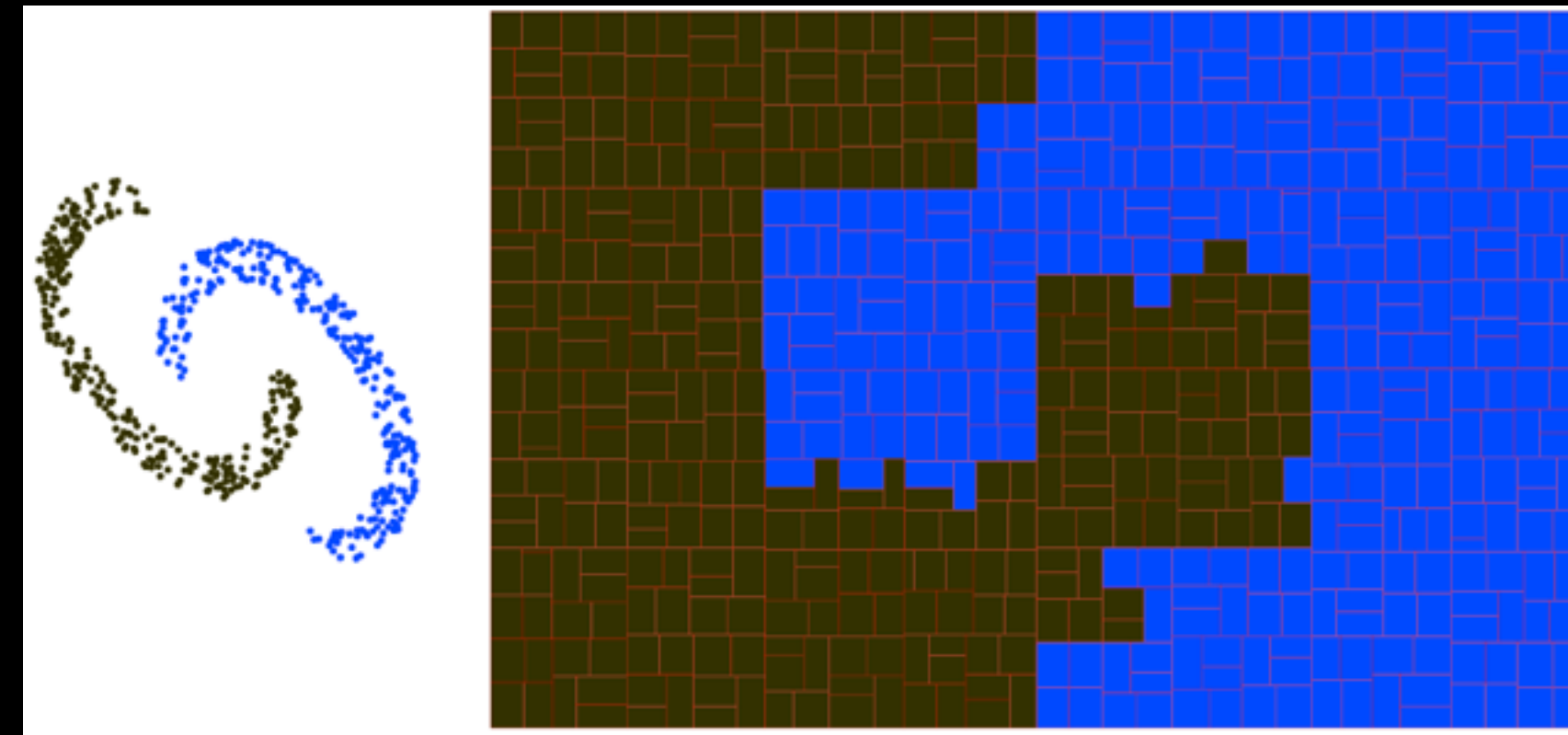
# TreeMappa

Jo Wood



# nmap.js

Sebastian Meier





Branch: master NMap / Dataset / configuration01.csv

felipelageduarte on 26 Nov 2014 Fixing csv files

1 contributor

602 lines (601 sloc) 25.3 KB

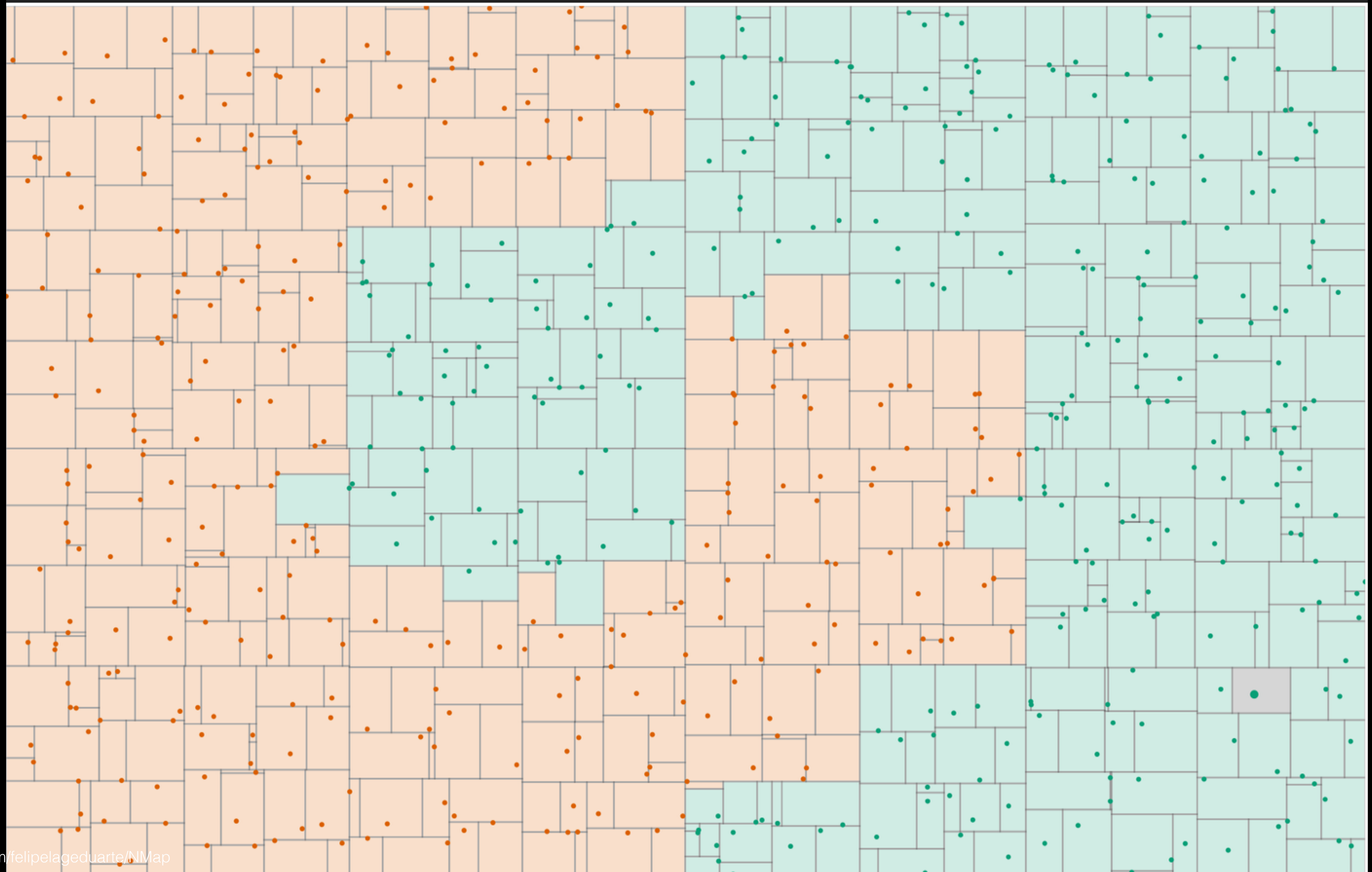
Raw Blame History

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3	1	323.09363	472.42114	517.49146	0.5591224
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20	18	494.53622	280.208	498.277	0.60113674
21	19	555.7607	183.29385	323.6392	0.65656716
22	20	269.6129	69.65048	490.1366	0.14956877
23	21	366.9986	518.6978	419.4006	0.64783686
24	22	248.29308	252.22305	381.02255	0.25234392







# **Publishing Guidelines**

- **Documented Code**
- **Training- / Example-Data-Sets**
- **Example Implementations**

# Frameworks & Libraries

vs.

# Plugins, Widgets, Data- Wranglers, APIs, ...

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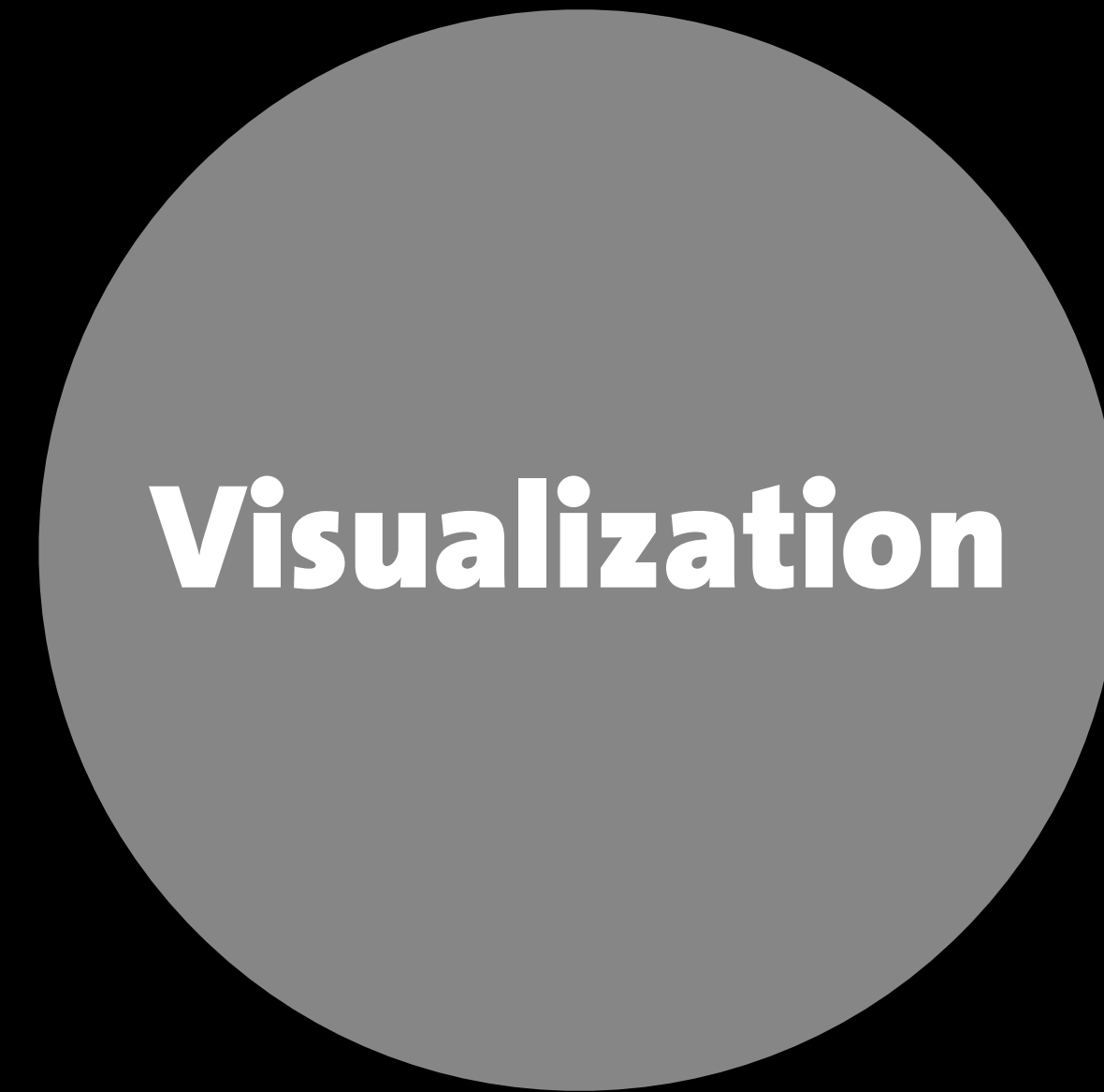
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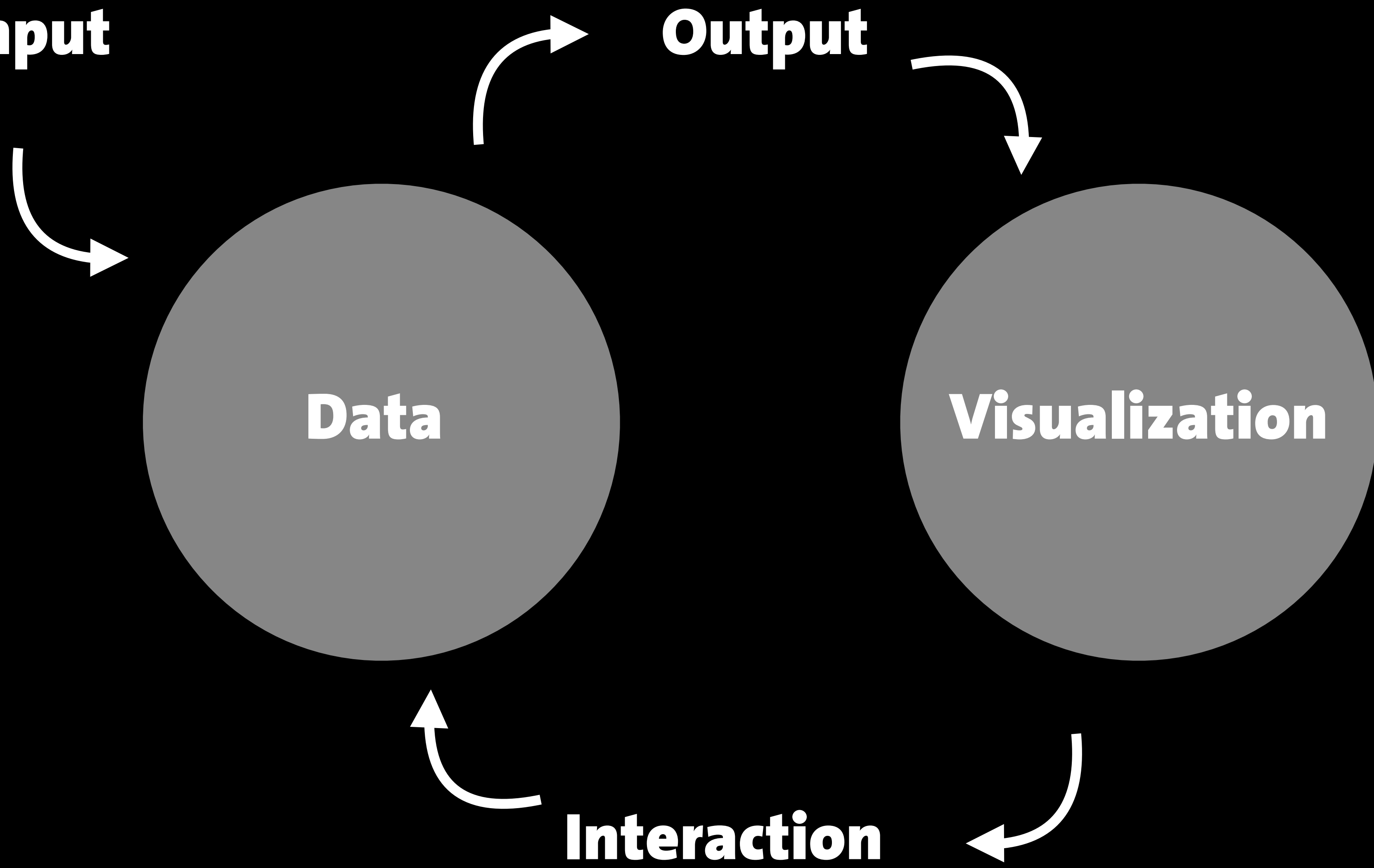
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**Input**

**Output**



**Interaction**



d3 layout for od-maps — Edit

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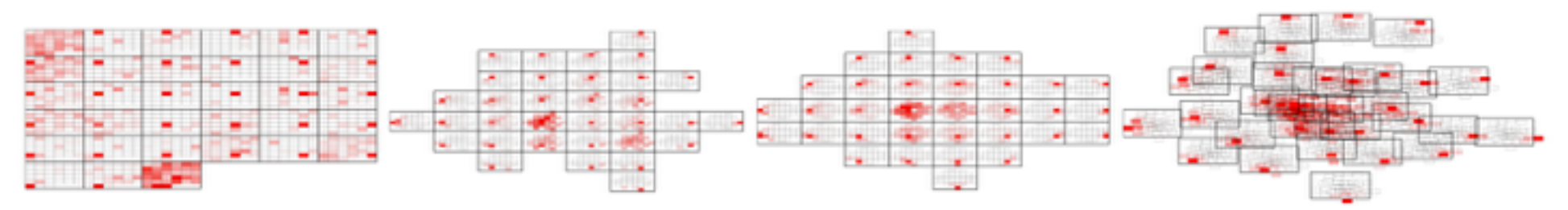
Branch: master d3.layout.odmap / +

moving images		
sebastian-meier authored 8 days ago latest commit 244bb505d0		
docs	Initial commit	8 days ago
example	Initial commit	8 days ago
img	Initial commit	8 days ago
lib	Initial commit	8 days ago
LICENSE	Initial commit	2 months ago
README.html	moving images	8 days ago
README.md	moving images	8 days ago
config.codekit	Initial commit	8 days ago
d3.layout.odmap.js	Initial commit	8 days ago
d3.layout.odmap.min.js	Initial commit	8 days ago

README.md

# d3.layout.odmap

d3 layout helper for origin-destination visualizations (od-maps). Using the helper one can switch between various visualizations without and data handling. Explore the examples here:  
<http://prjcts.sebastianmeier.eu/odmap/example/index.html>



## Data

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example	Initial commit	8 days ago
img	Initial commit	8 days ago
lib	Initial commit	8 days ago
LICENSE	Initial commit	months ago
README.html	Initial commit	8 days ago
README.md	moving images	8 days ago
config.codekit	Initial commit	days ago

Code

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# Fostering Knowledge Exchange

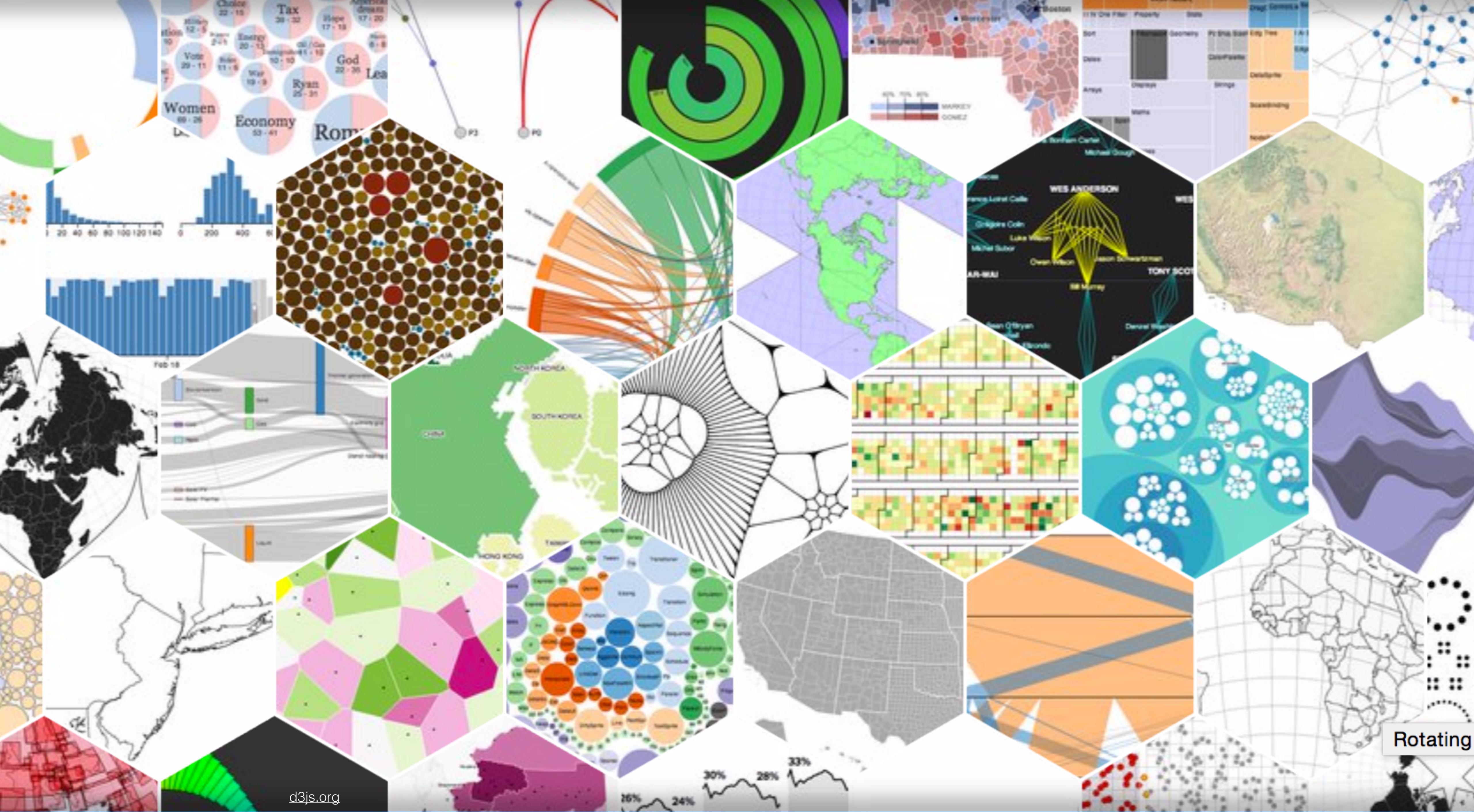
**README.md**

## d3.layout.odmap

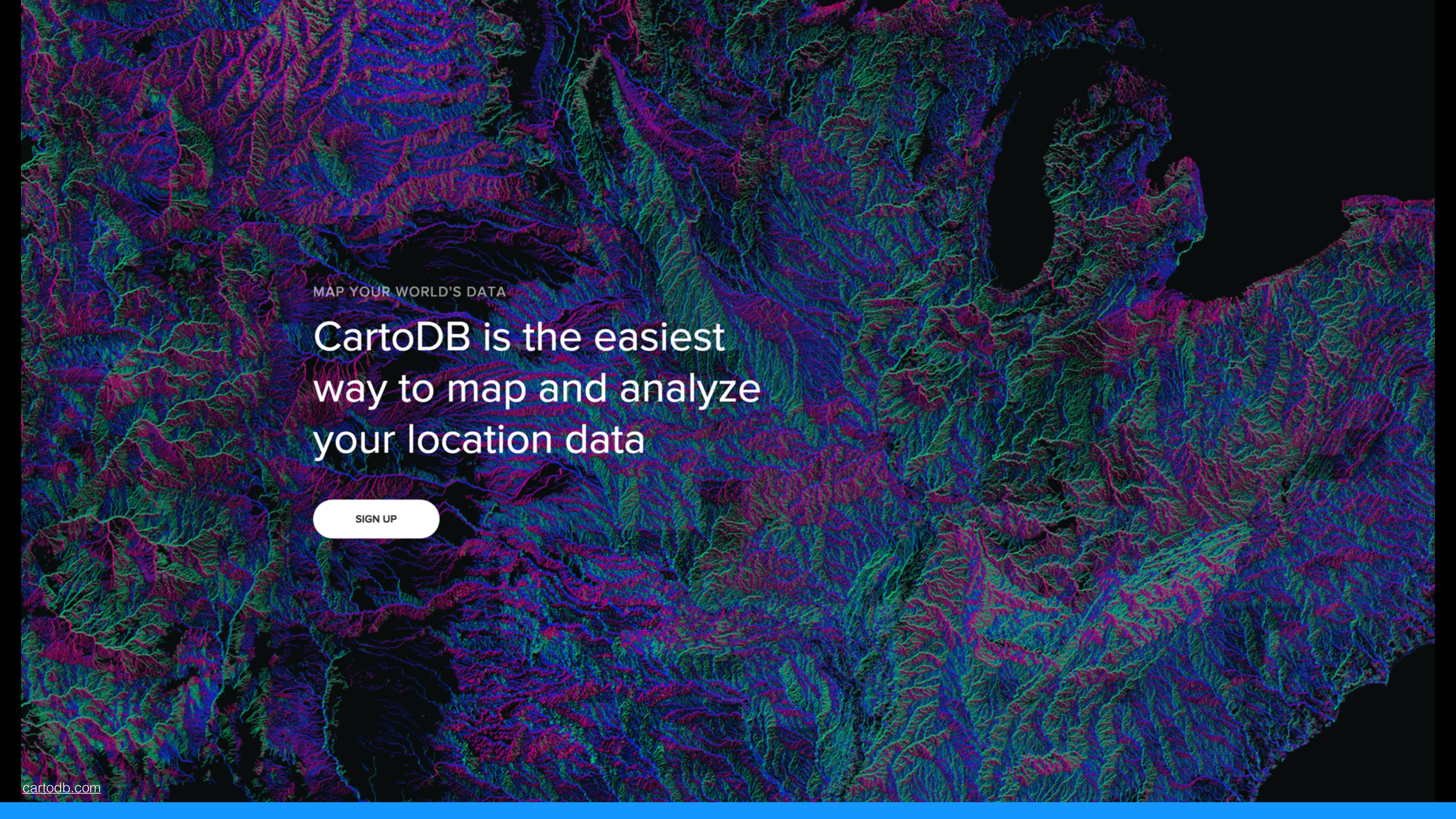
d3 layout helper for origin-destination visualizations (od-maps). Using the helper one can switch between various visualizations without and data handling. Explore the examples here: <http://prjcts.sebastianmeier.eu/odmap/example/index.html>



**Data**





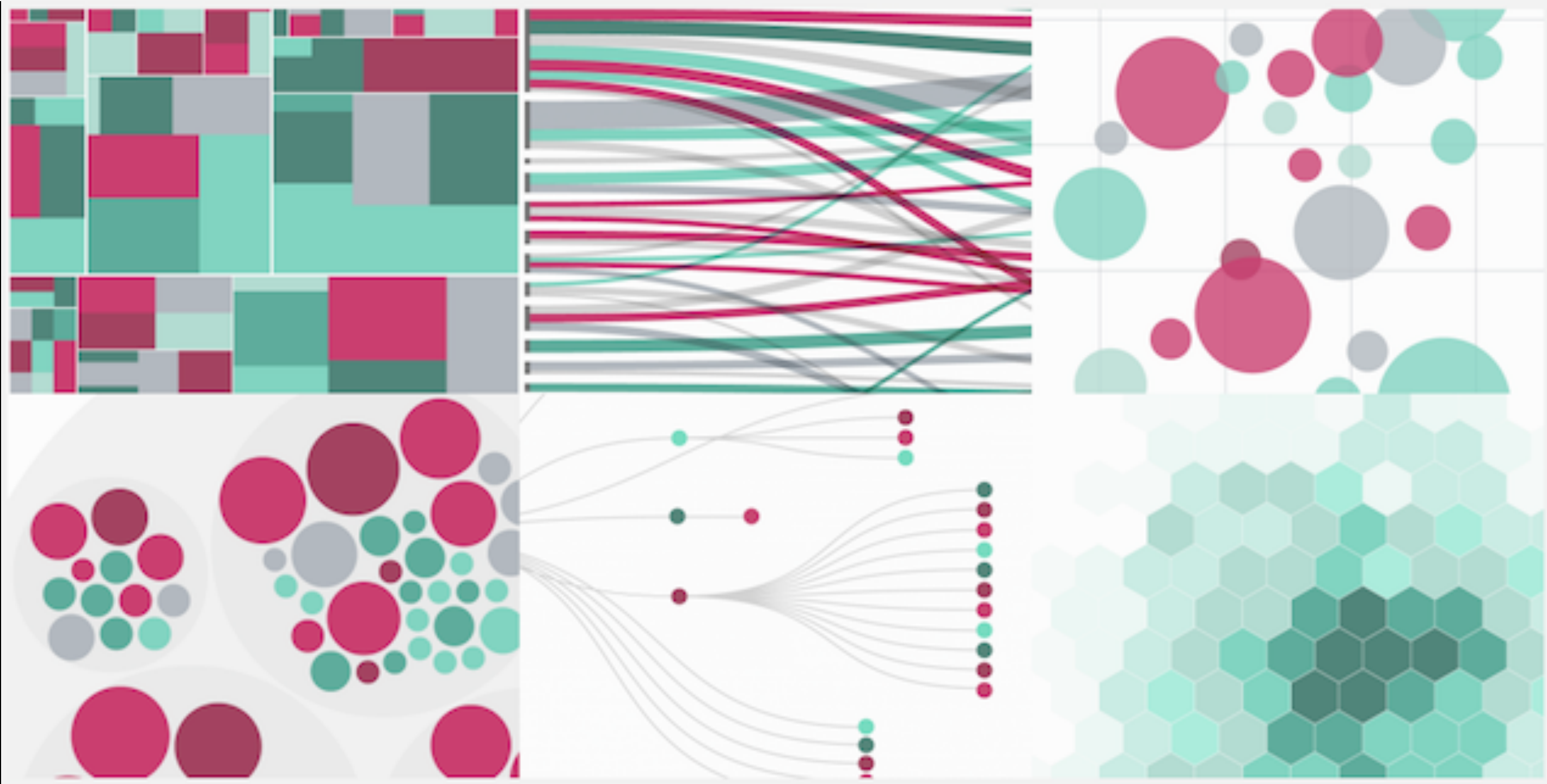


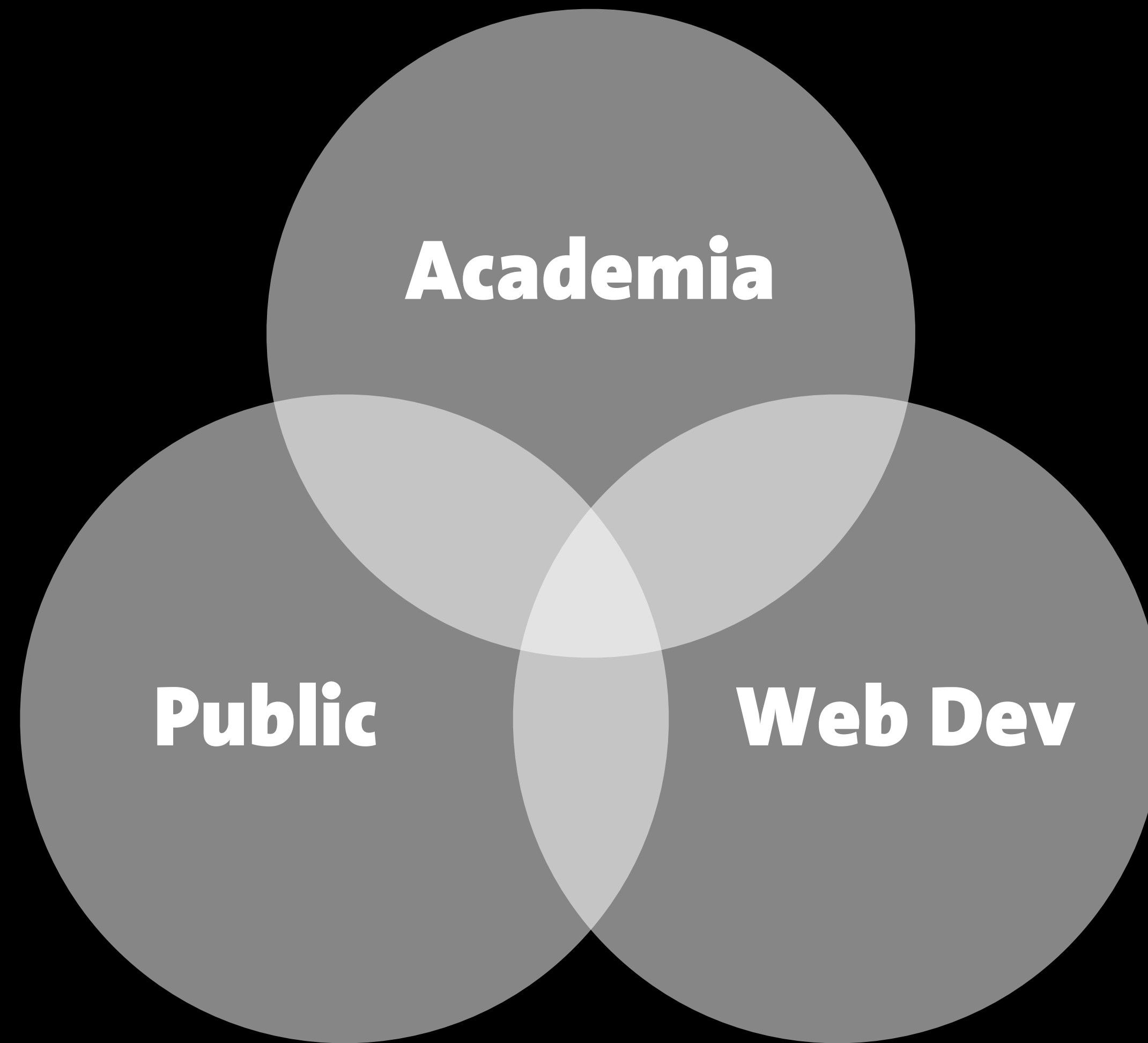
MAP YOUR WORLD'S DATA

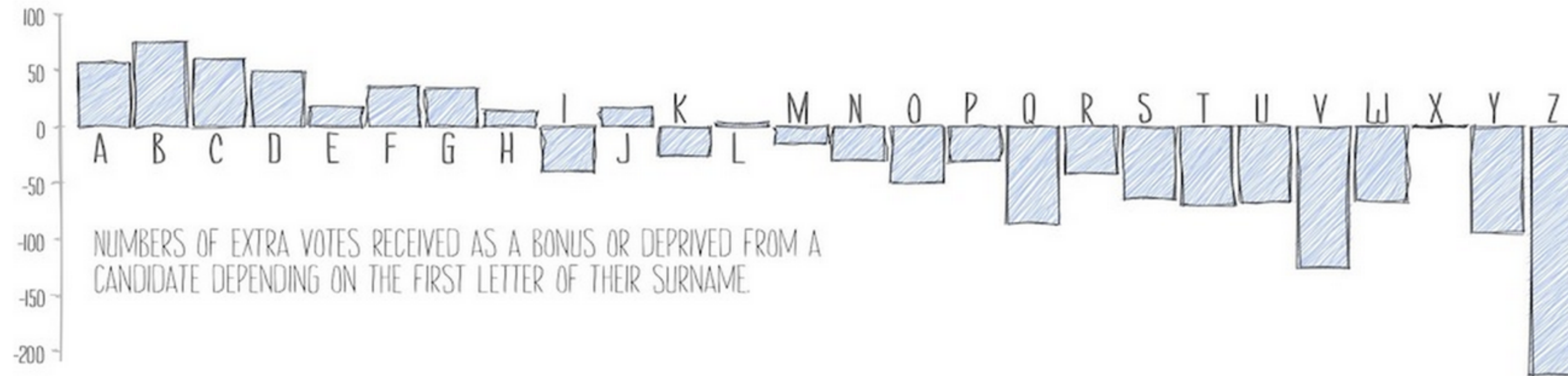
CartoDB is the easiest  
way to map and analyze  
your location data

SIGN UP

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S I T Y  
G N +







## Handy

Hand-drawn sketchy rendering in [Processing](#).

The Handy library allows you to produce graphics with a hand-drawn appearance in Processing sketches. This can be customised to produce a variety of styles including pencil, watercolour and ink and marker pen appearance.

## Download

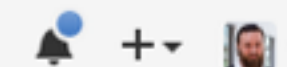
**Current release** - [handy.zip](#) V. 1.0 (30th January, 2012).

**Source code** - available from [google code](#) along with latest pre-release updates.



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sebastian-meier / d3.sketchy

Unwatch 3

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A tool to create sketchy backgrounds, shapes and lines — Edit

5 commits

1 branch

1 release

1 contributor



Branch: master

d3.sketchy / +

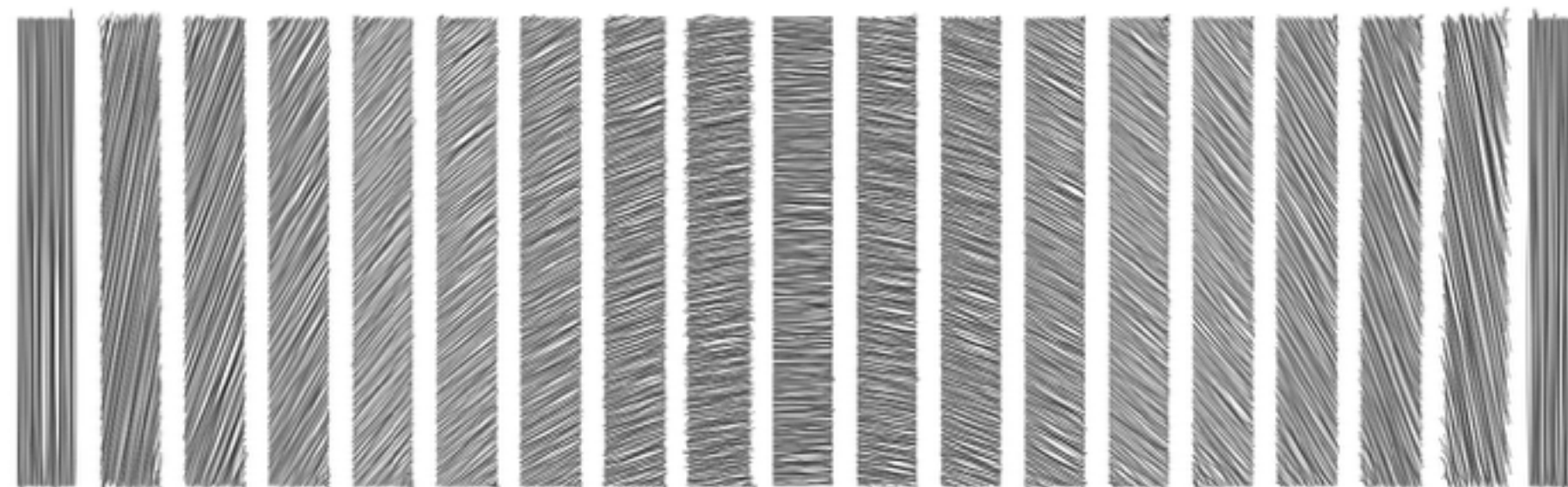


Min-Value for density		
sebastian-meier	authored on 30 Jul	latest commit 1ed1ca054a
docs	Initial Commit	2 months ago
examples	Min-Value for density	2 months ago
img	Initial Commit	2 months ago
lib	Initial Commit	2 months ago
LICENSE	Initial commit	2 months ago
README.md	Formatting	2 months ago
d3.sketchy.js	Initial Commit	2 months ago
d3.sketchy.min.js	Initial Commit	2 months ago

README.md

# d3.sketchy

A tool to create sketchy backgrounds, shapes and lines



The library was inspired by [Handy](#) by [Jo Wood](#) et al. The circle strokes use code from

Code

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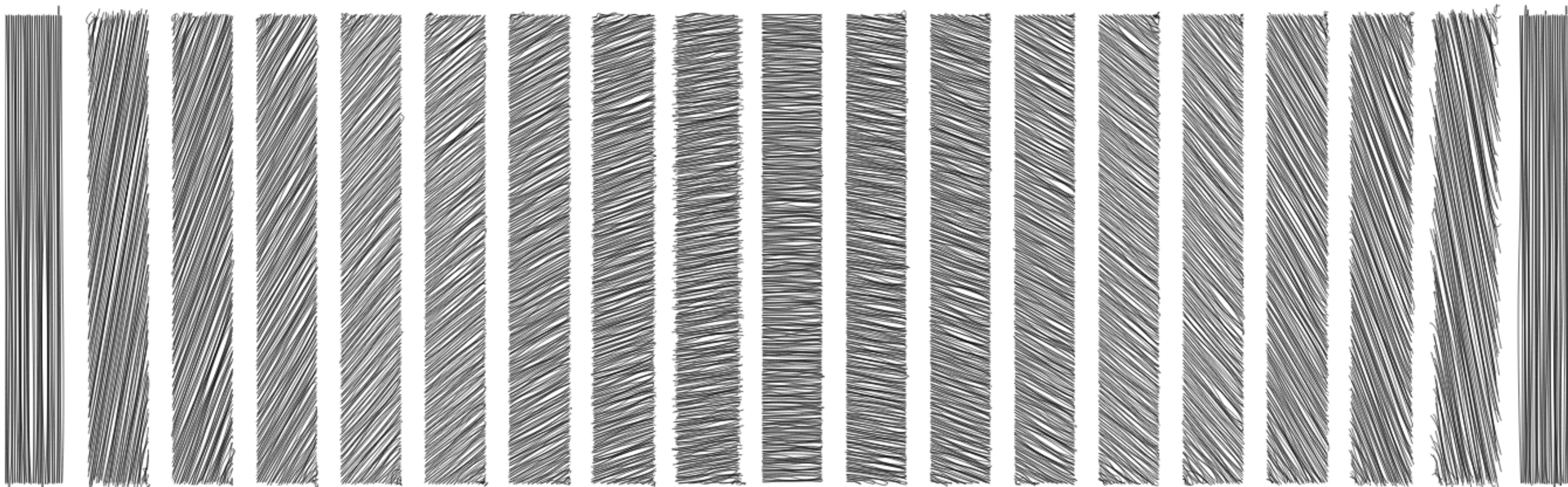
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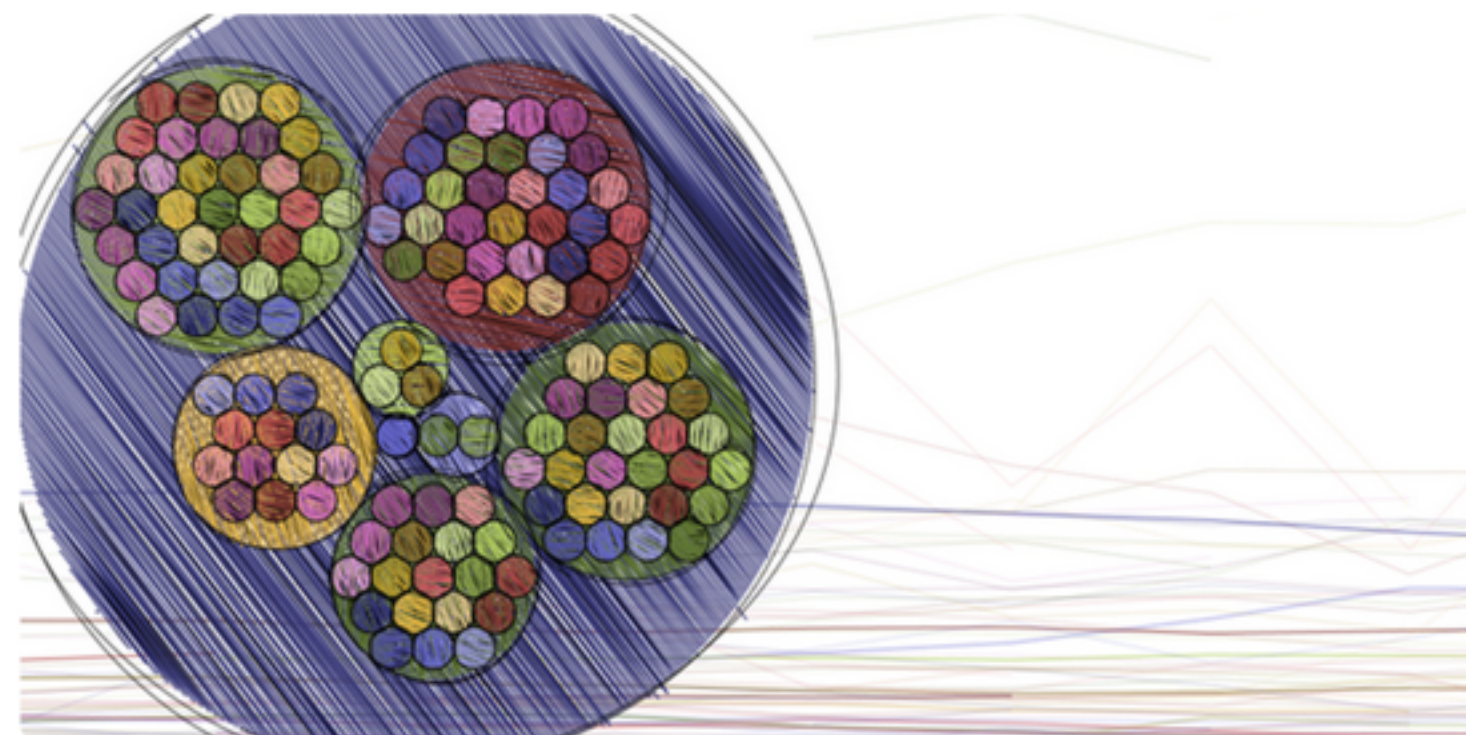
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**Elijah Meeks** @Elijah\_Meeks · 8. Aug.  
I want to have @seb\_meier's d3.sketchy babies. #d3js

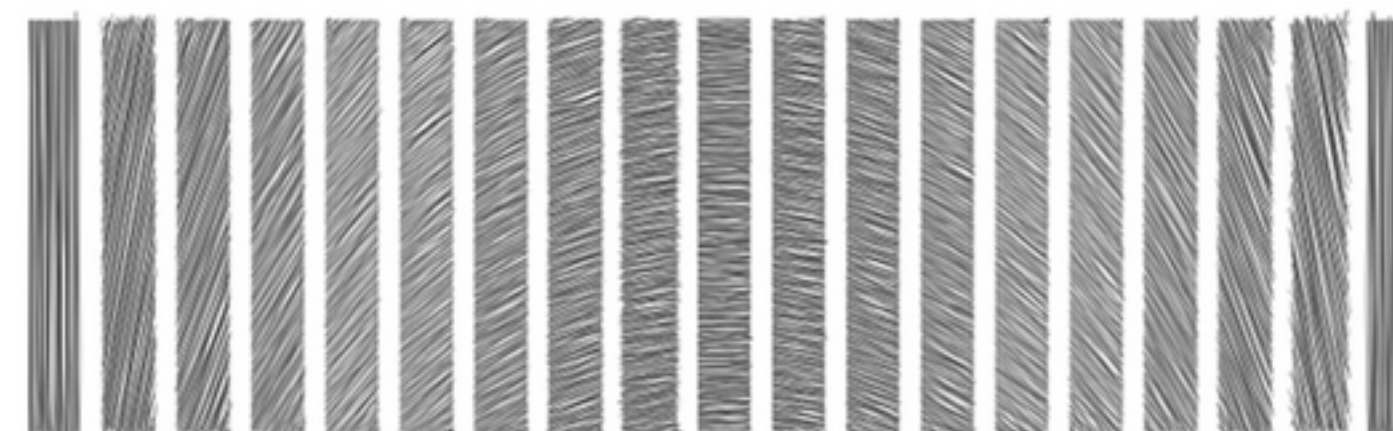


↩️ ↻ 1 🛡️ ★ 10 ⋮

**Alex Feinman** @afeinman · 29. Juli  
@seb\_meier Love it! And your "interactive customizer" might want to forbid Distance=<very small #> as it's making that tab hang...

↩️ ↻ ★ ⋮ [Gespräch zeigen](#)

**Sebastian Barfort** @SBarfort · 30. Juli  
This d3 sketchy library by @seb\_meier is beautiful.  
[github.com/sebastian-meie...](https://github.com/sebastian-meier/)



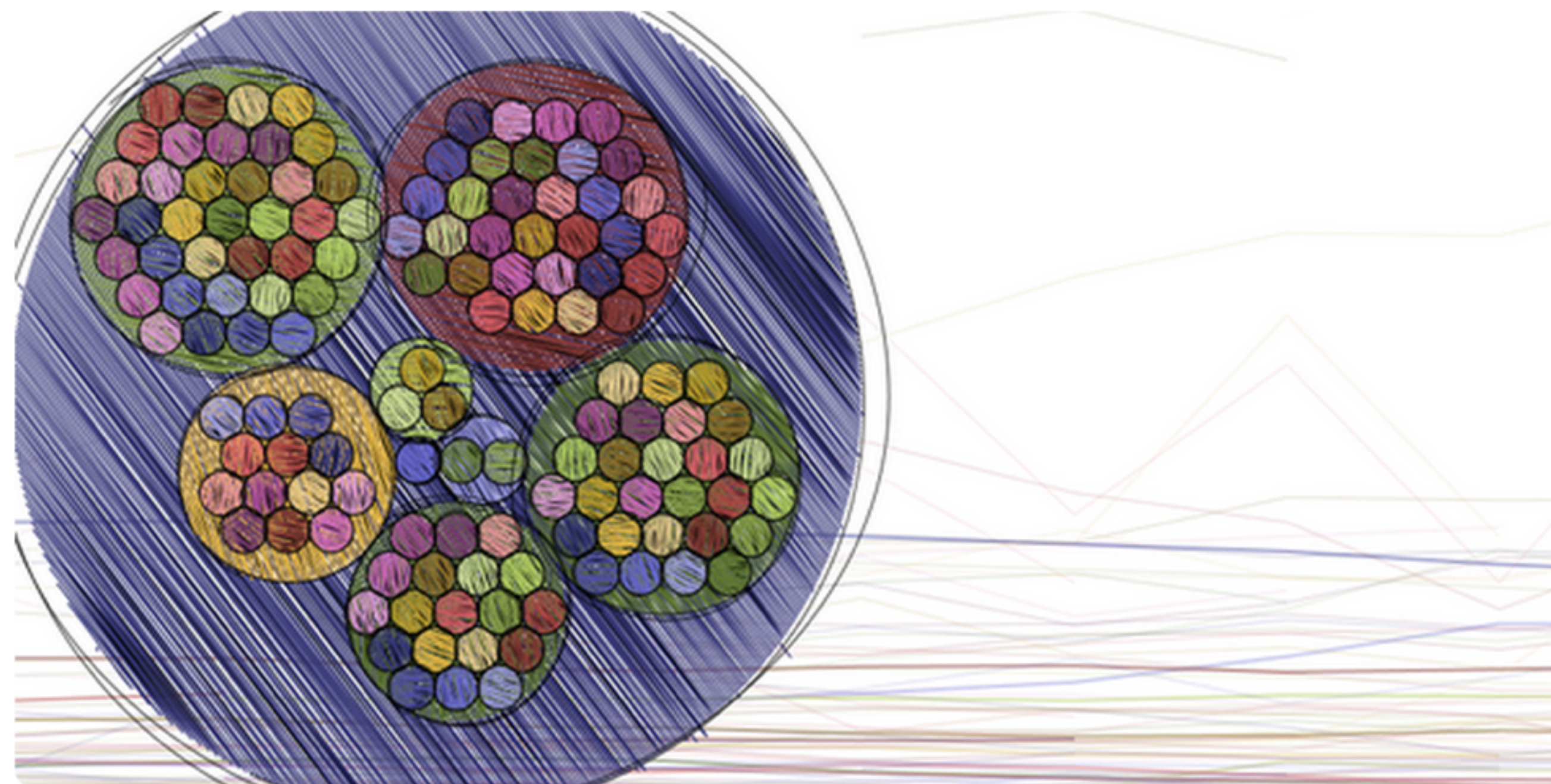
**Mo** @moklick · 29. Juli  
@seb\_meier great stuff! I just added it to the awesome-d3 list  
[github.com/wbkd/awesome-d3](https://github.com/wbkd/awesome-d3)

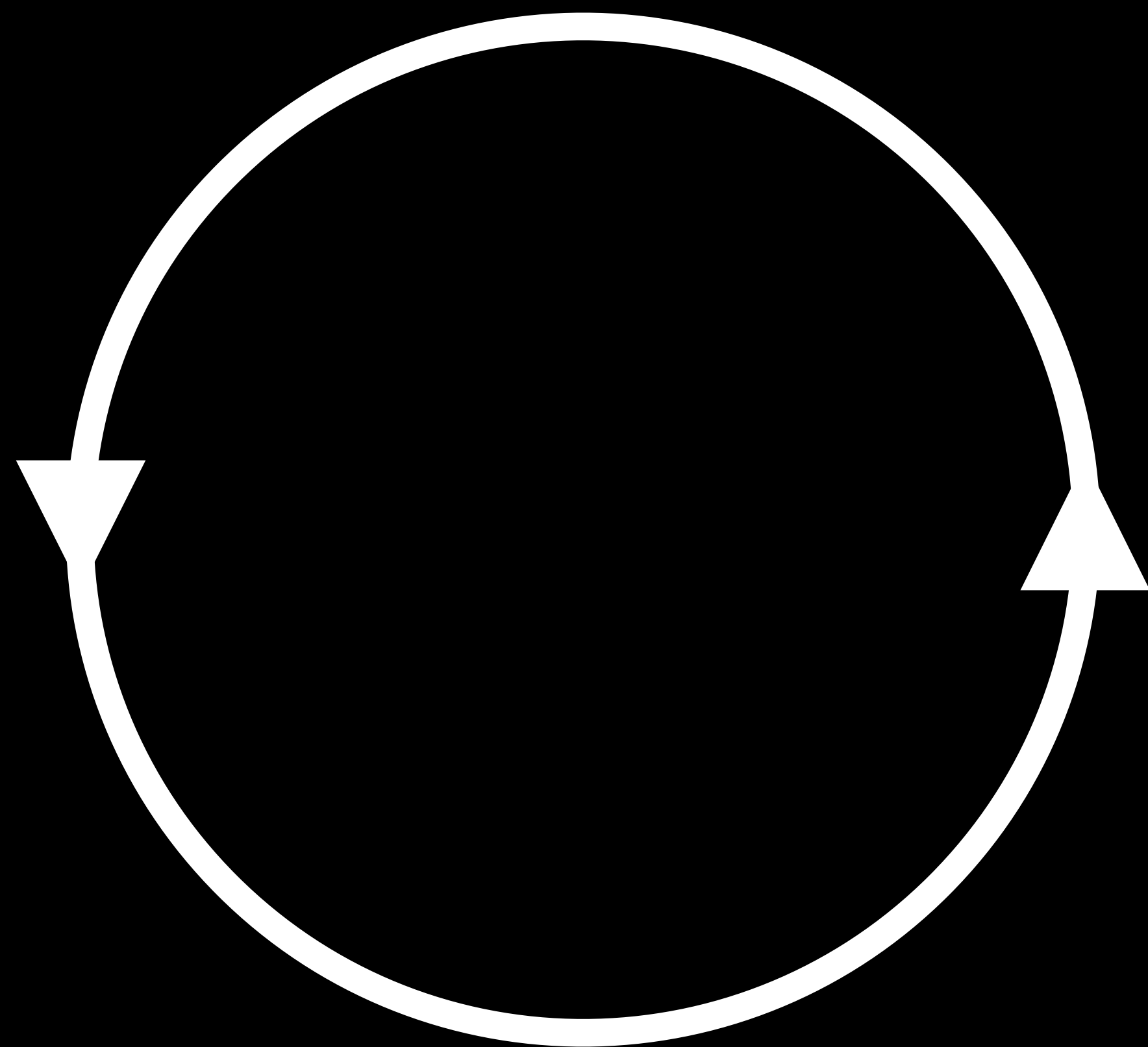
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I want to have @seb\_meier's d3.sketchy babies. #d3js









<https://github.com/sebastian-meier/>

<http://www.sebastianmeier.eu>

@seb\_meier

contact@sebastianmeier.eu

# Questions / Discussion

- **New Metrics for Impact?**
- **Should we try / need to be more open?**
- **frameworks & libraries vs. plugins, widgets, ...**
- **Programming Patterns**
- **Your experiences?**