



# VTK Charts

2011 Summer Project Week Breakout Session

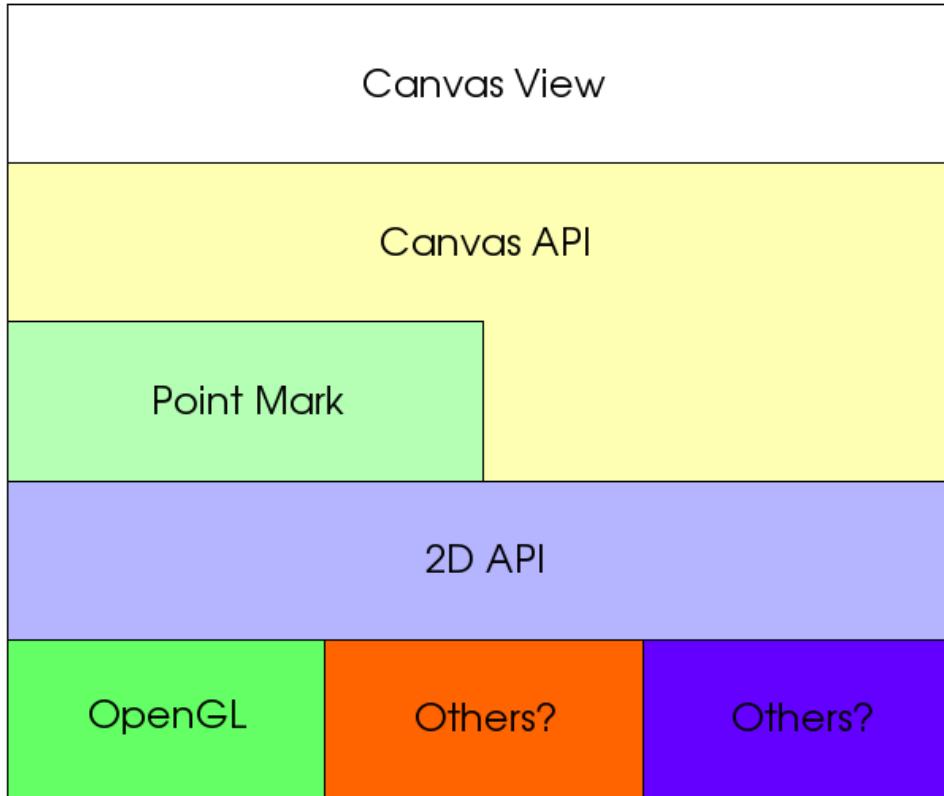
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# Basic Chart Features and Types

- Full 2D scene with interaction
  - Multiple charts in one scene
  - Designed with interactivity in mind
- Multiple chart types
  - Line plots
  - Bar graphs
  - Scatter plots
  - Area charts
  - Pie charts
  - Flood plots

# 2D Rendering in VTK



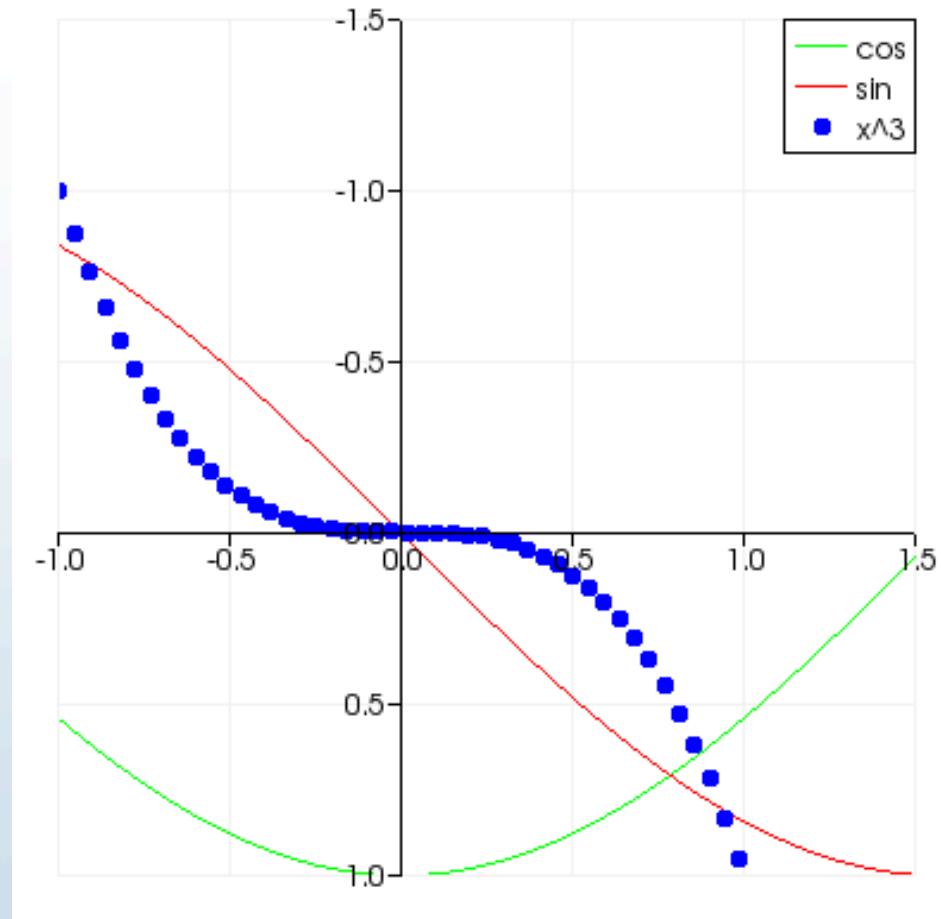
# The Chart Scene

- Charts use the 2D scene API
- Hierarchy of objects on a scene
- vtkChart derives from vtkContextItem
  - vtkAxis objects
  - vtkChartLegend
  - vtkContextClip
    - vtkContextTransform
      - vtkPlot derived objects in Cartesian space
- Multiple chart objects can be on a scene
- Propagation of events handled by the scene

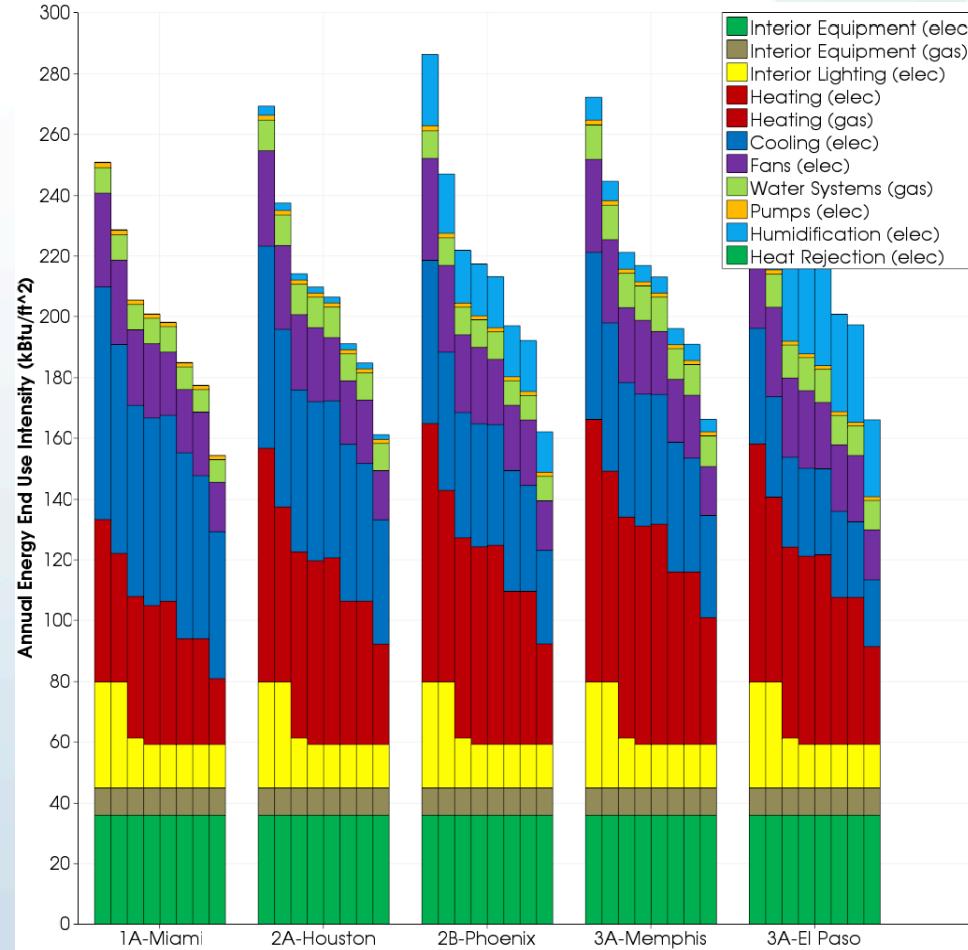
# Common Features in the Charts

- Points have tooltips
  - Display exact location
  - Add custom names for each point in a plot
- Legends with interactivity
- Normal pan, zoom and selection with mouse
- Already some Qt wrapping
  - STL style API for NREL (Qt + STL)
  - Used in ParaView for all 2D charting
- Rendered using OpenGL, no Qt dependency

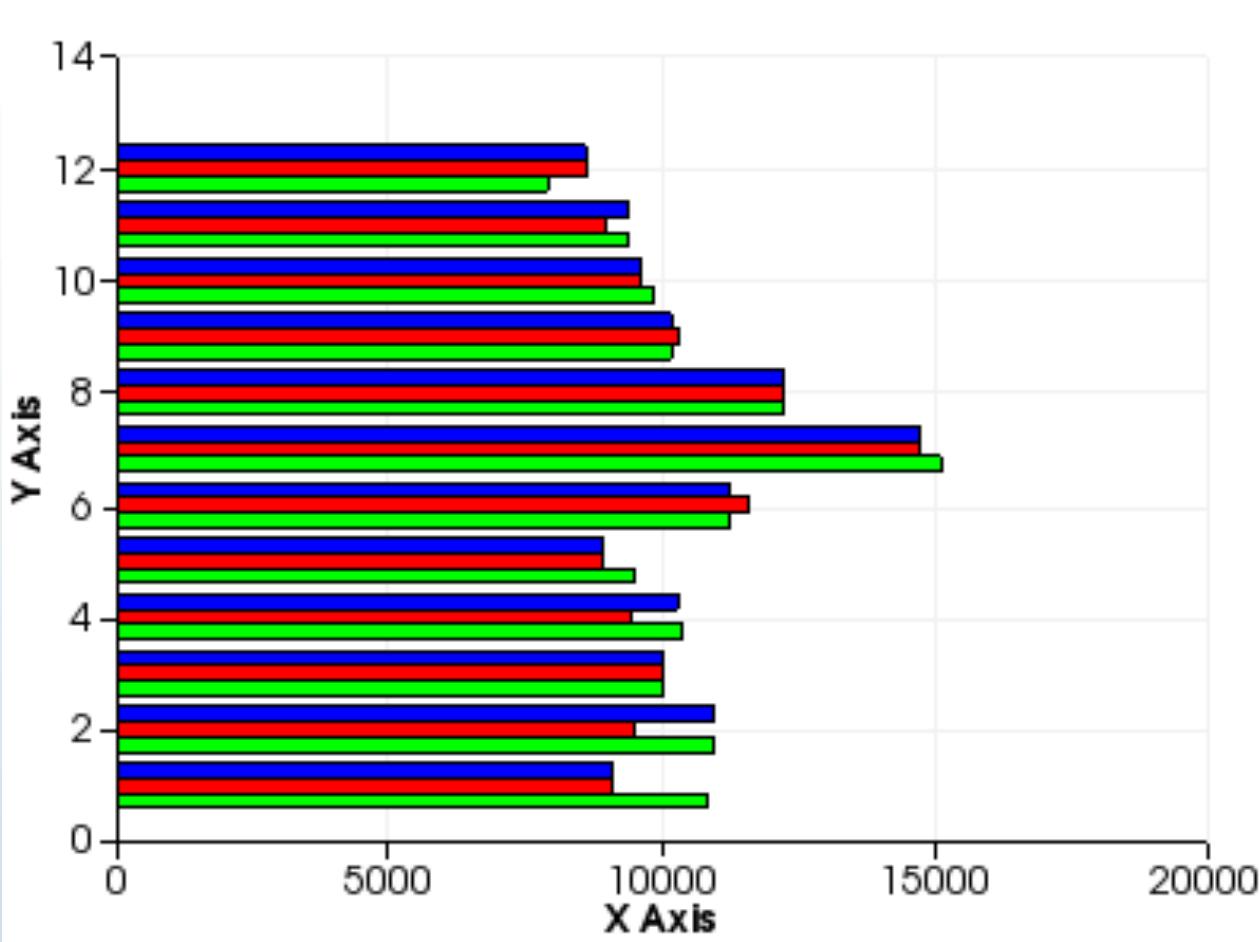
# Scatter Plot: Scientific Layout



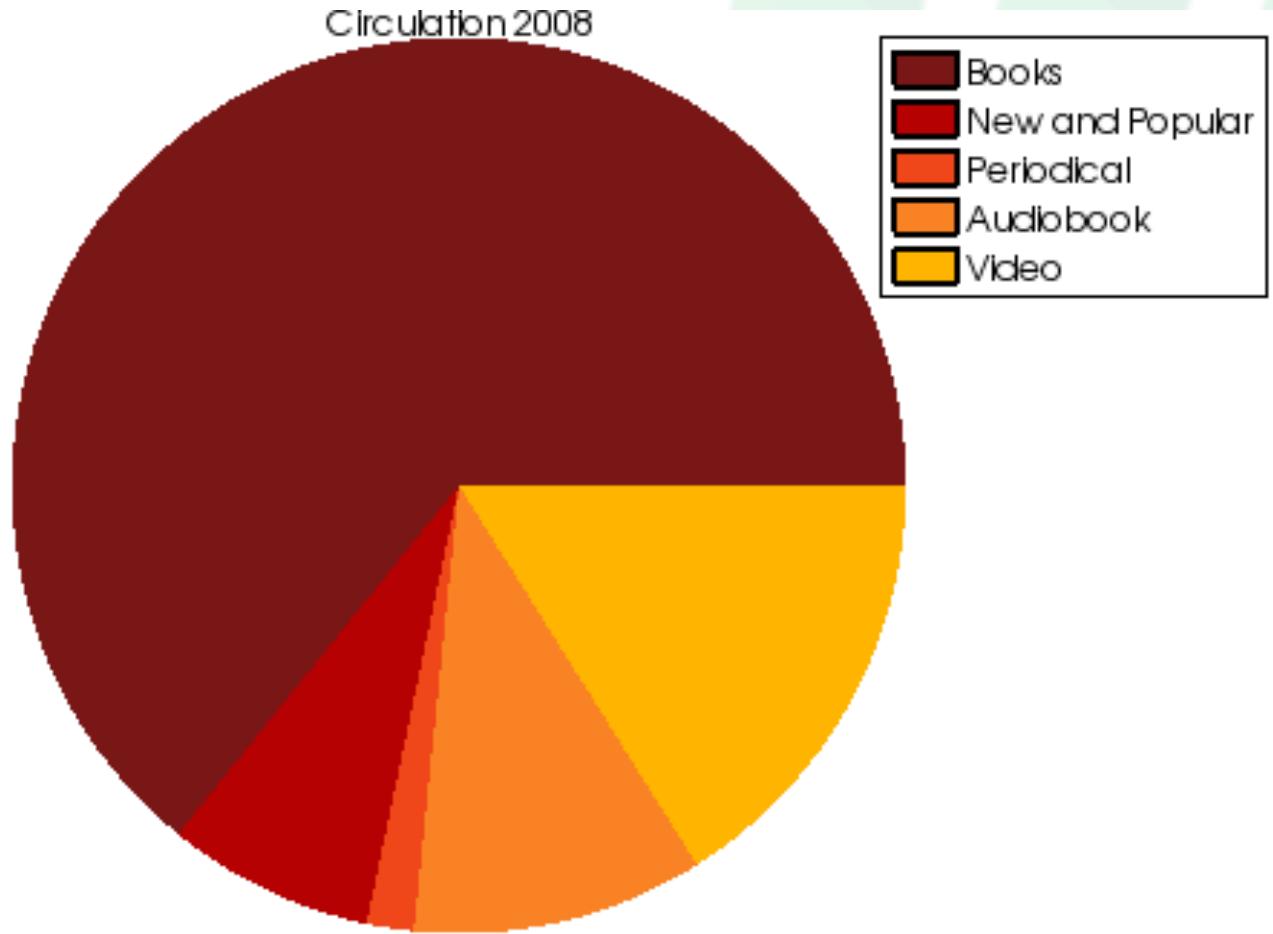
# Stacked Bar Graphs



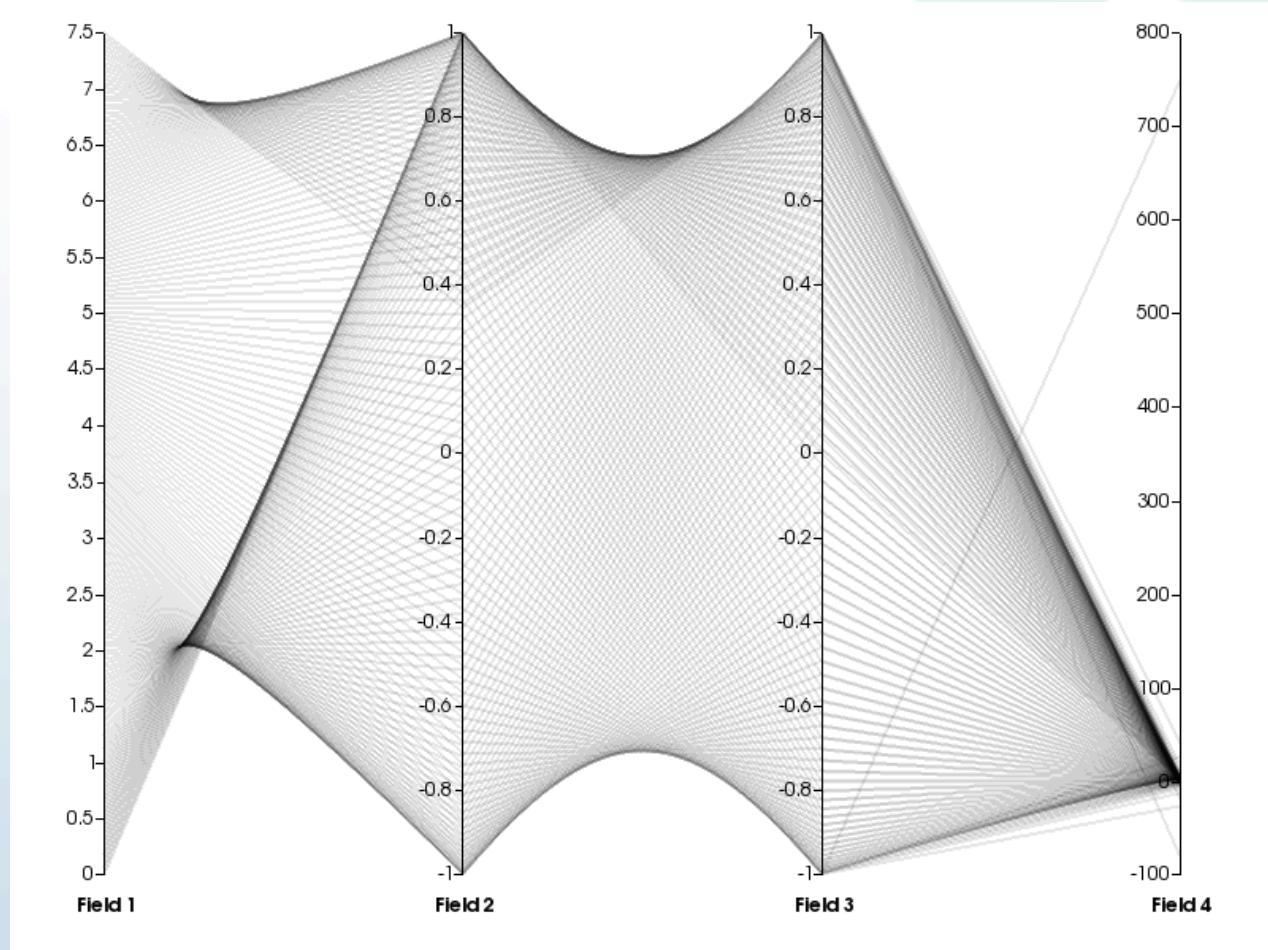
# Horizontal Bar Graphs: Grouping



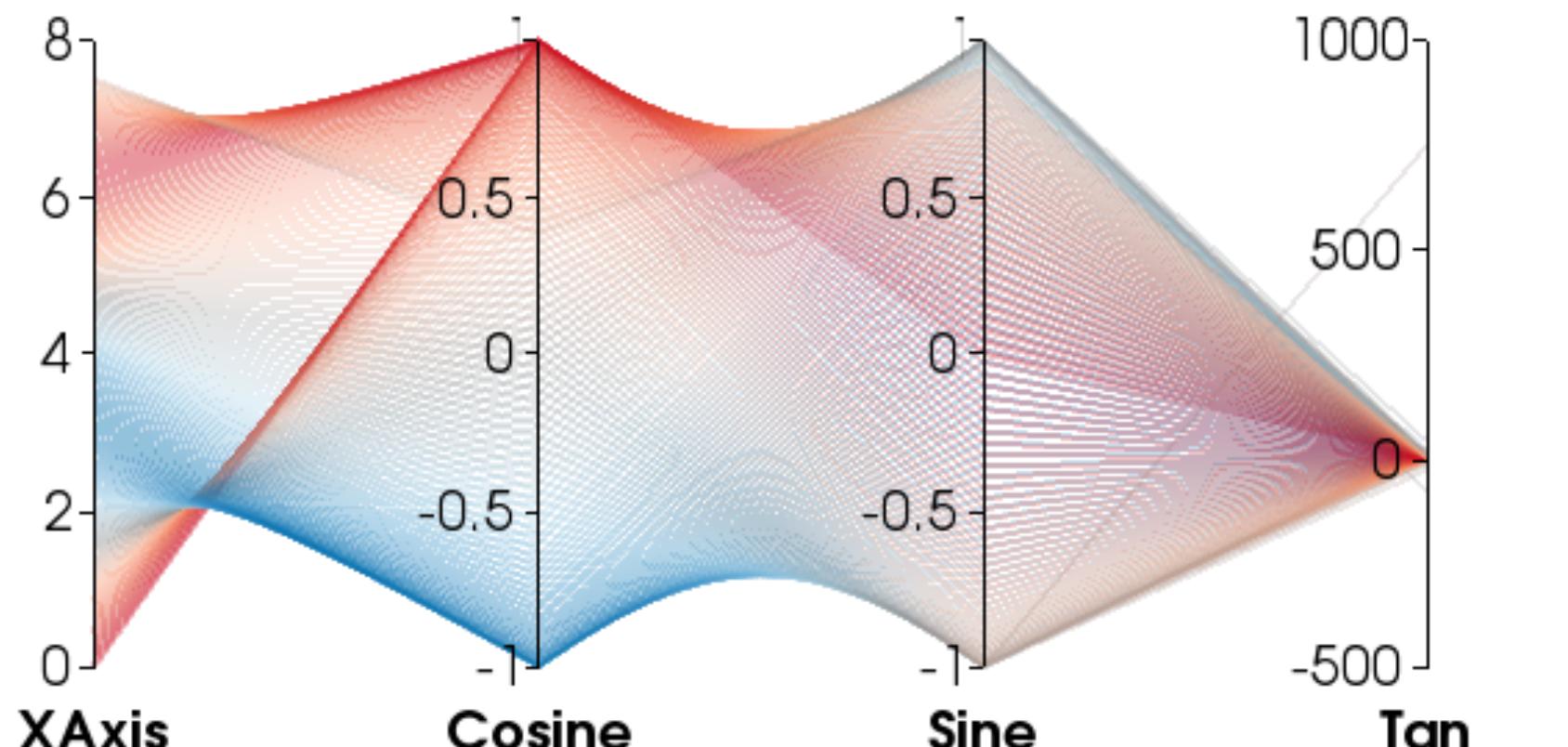
# Pie Chart



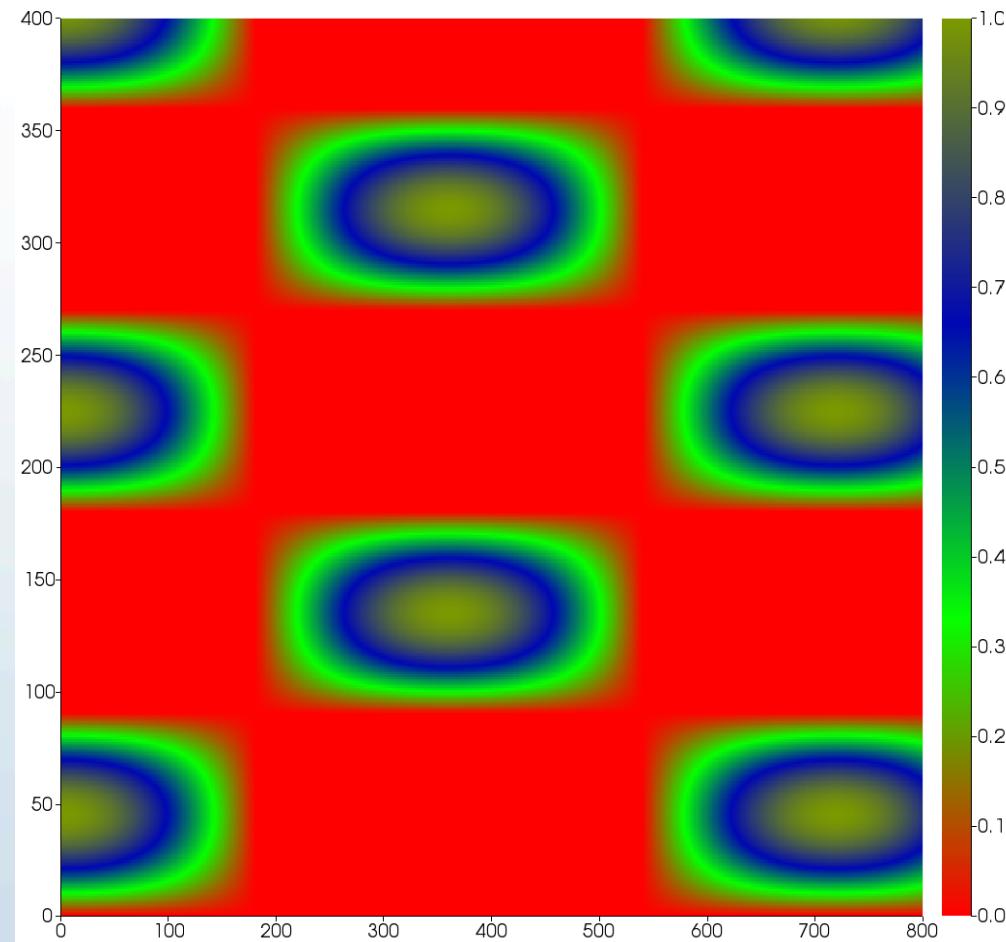
# Parallel Coordinates



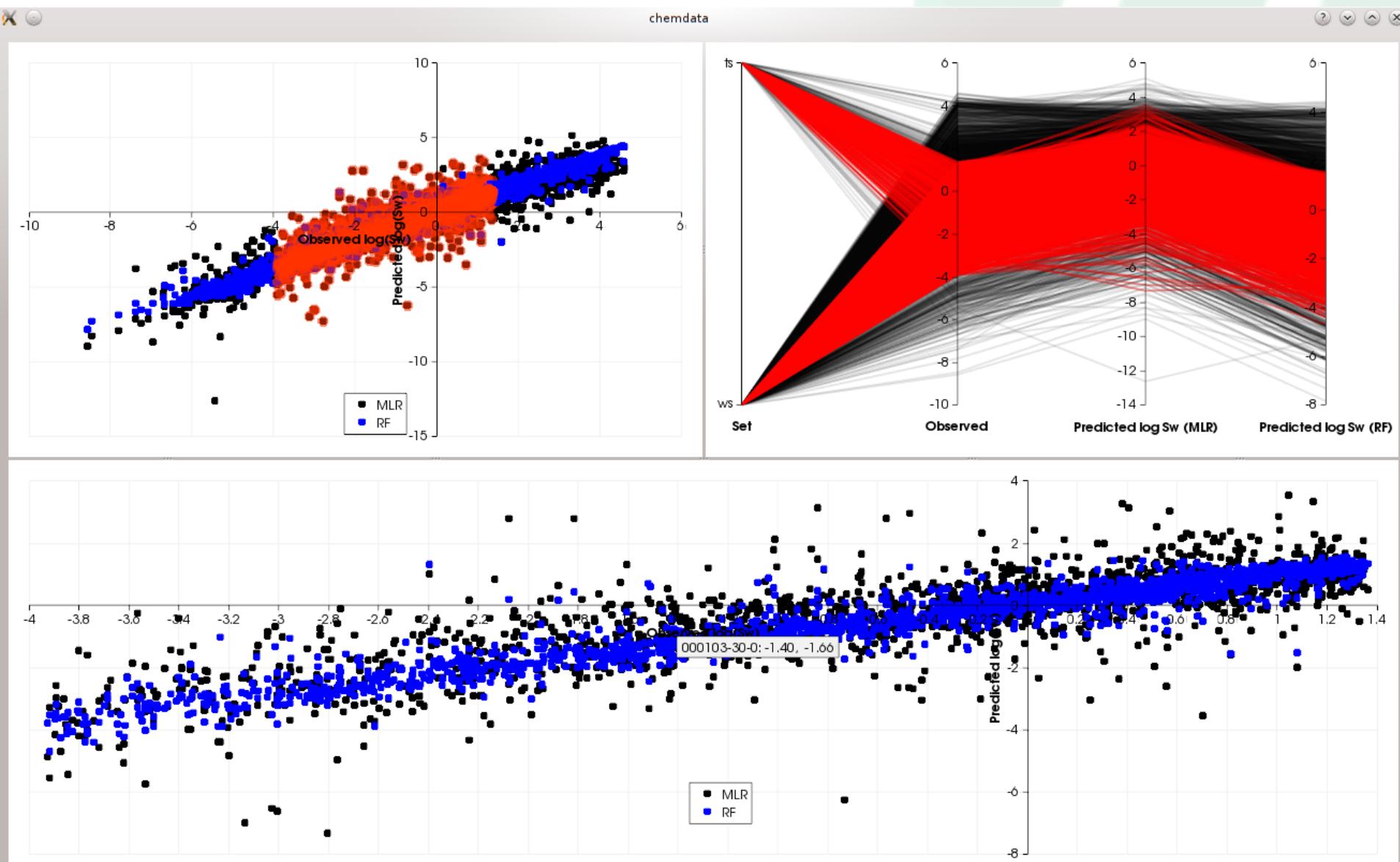
# Parallel Coordinates: Color



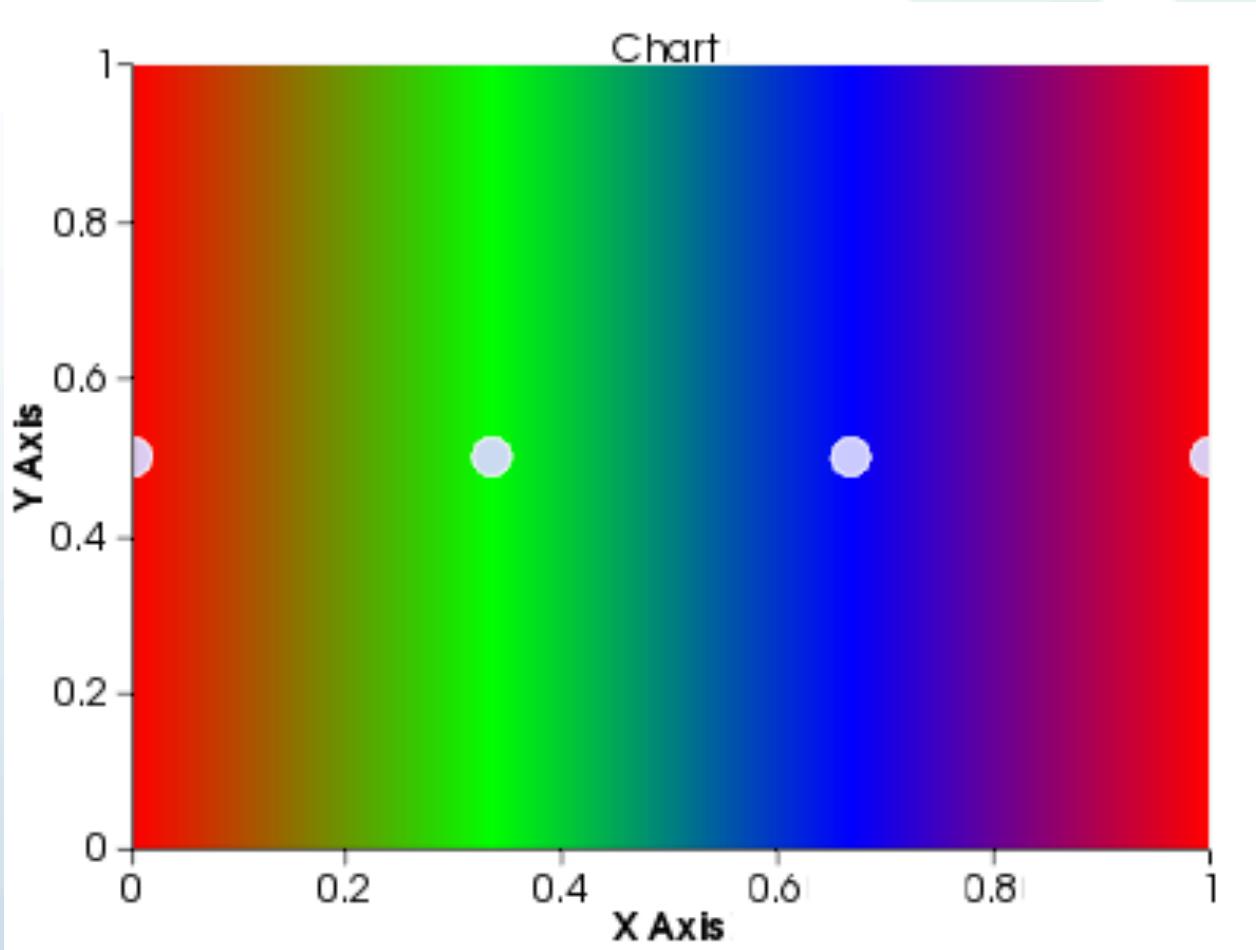
# 2D Histogram/Flood Plot



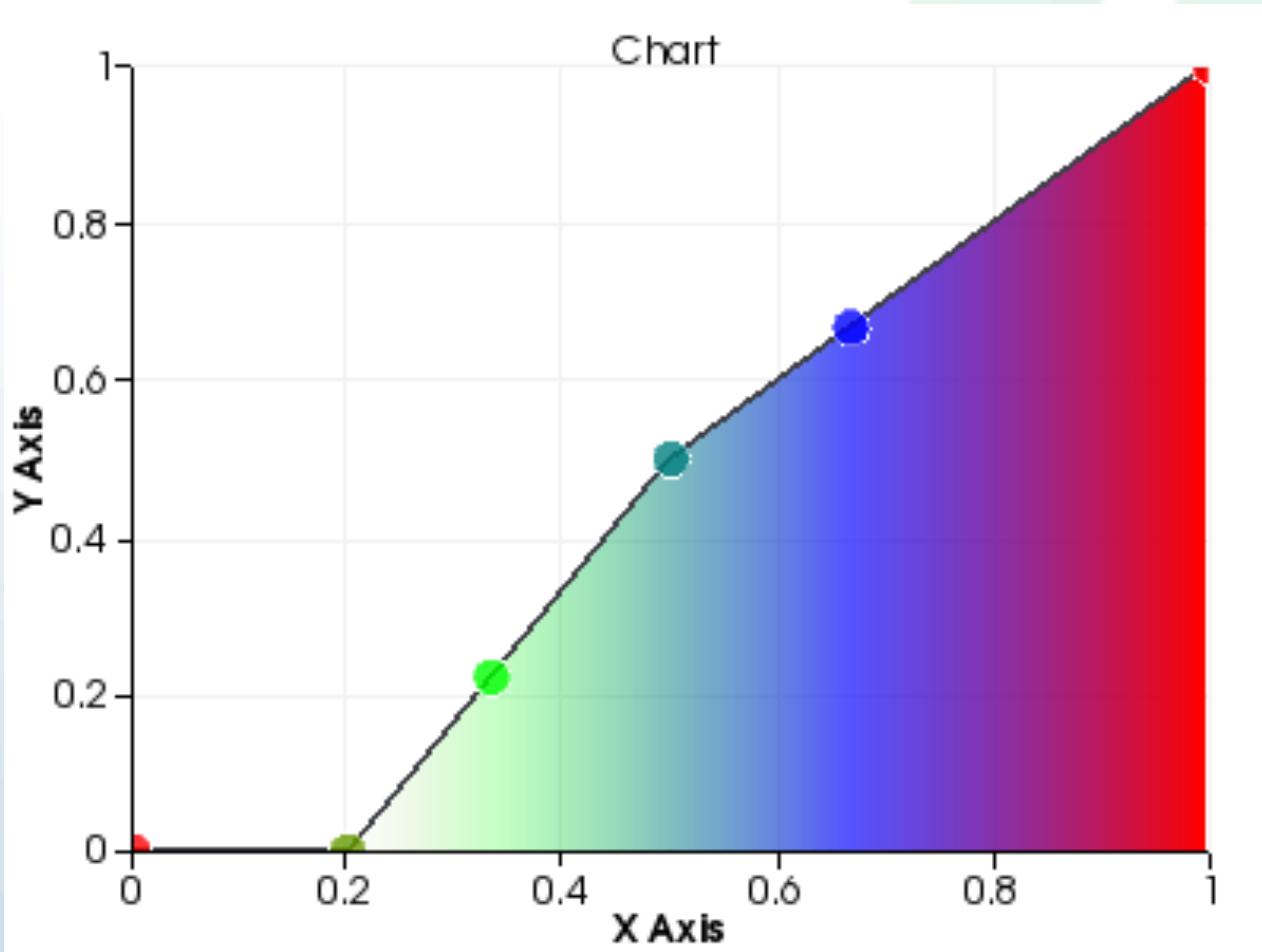
# Multiple Charts, Linked Selections



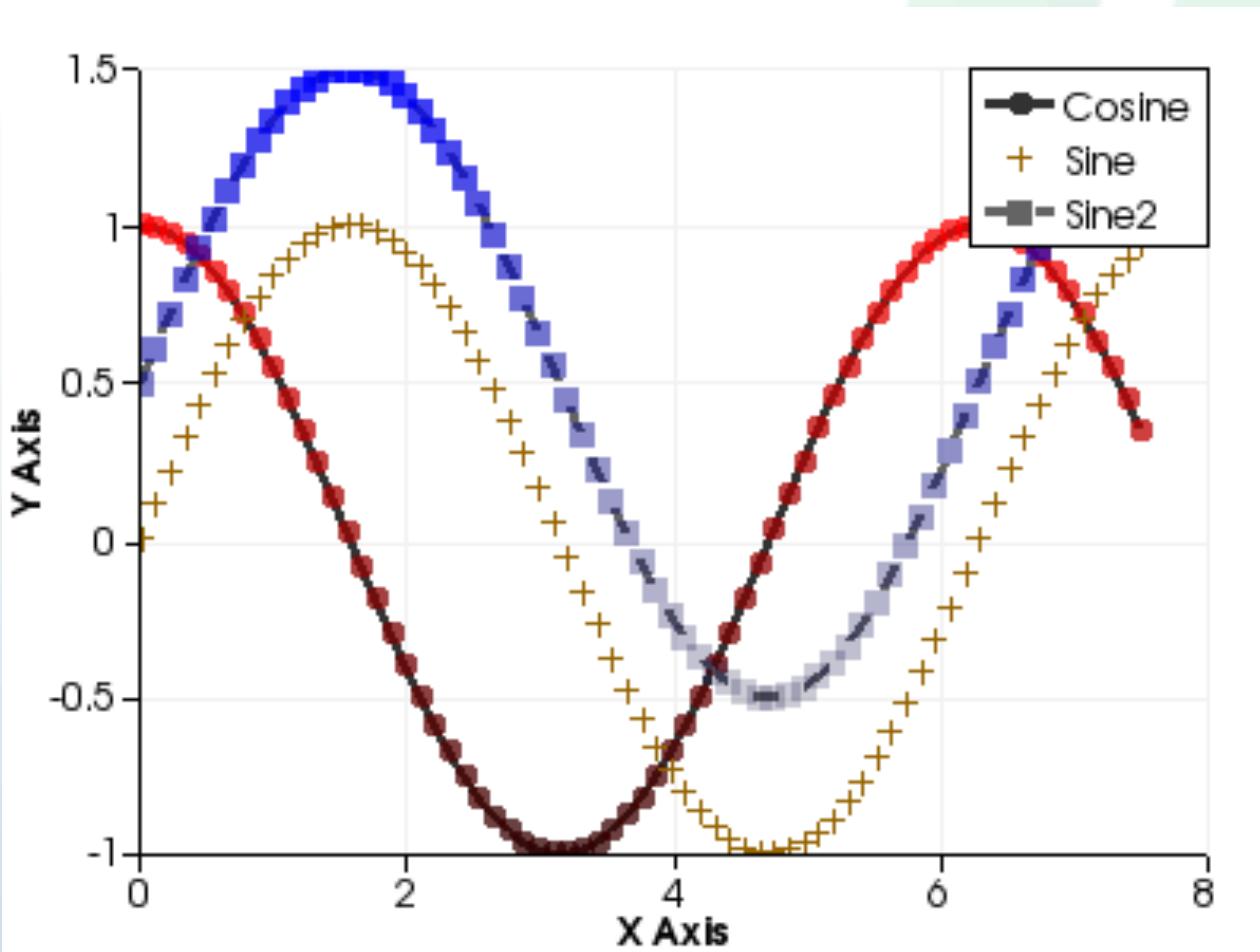
# Color Transfer Function



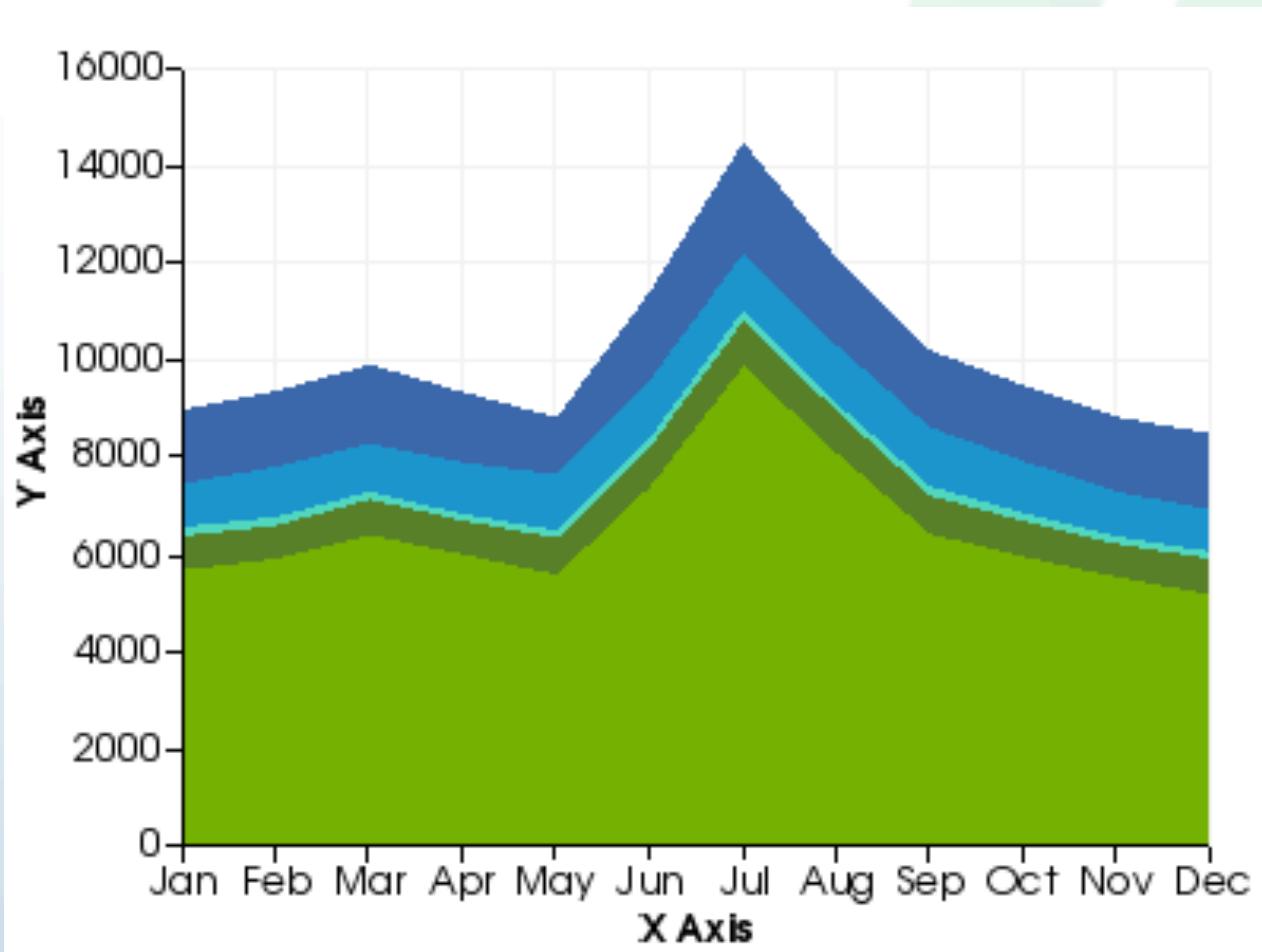
# Scalars to Colors: Interactive



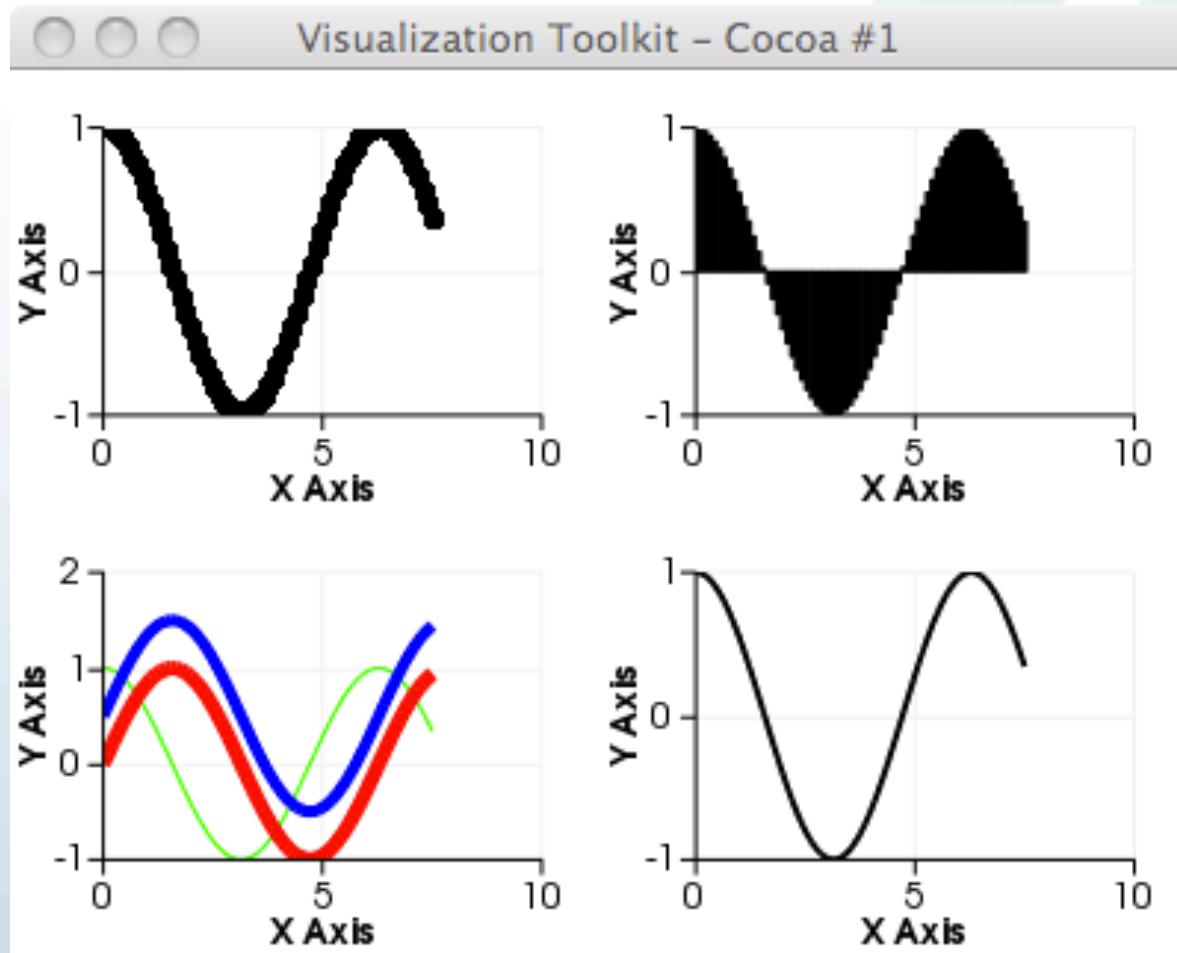
# Points with Color on 3<sup>rd</sup> Column



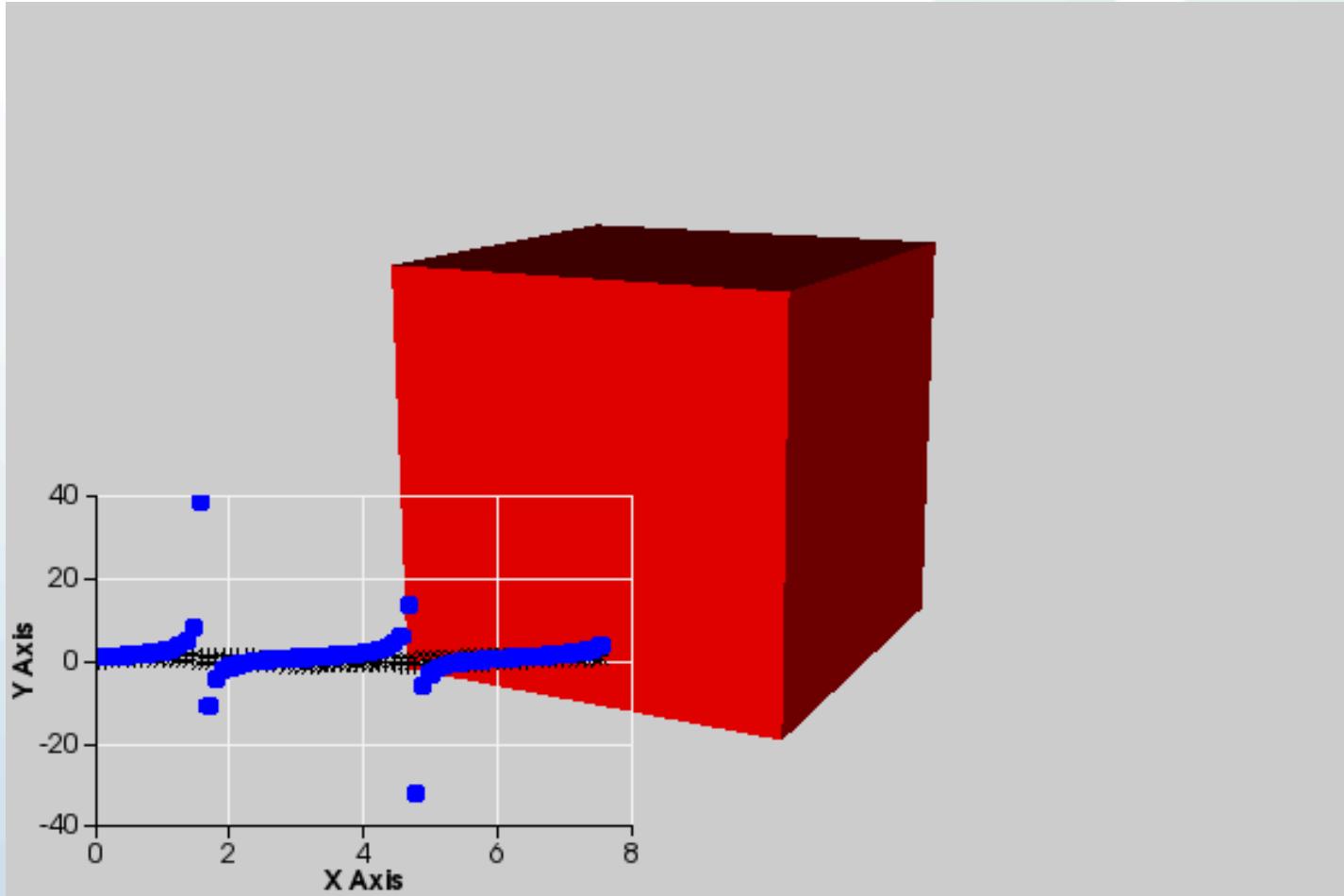
# Area Chart



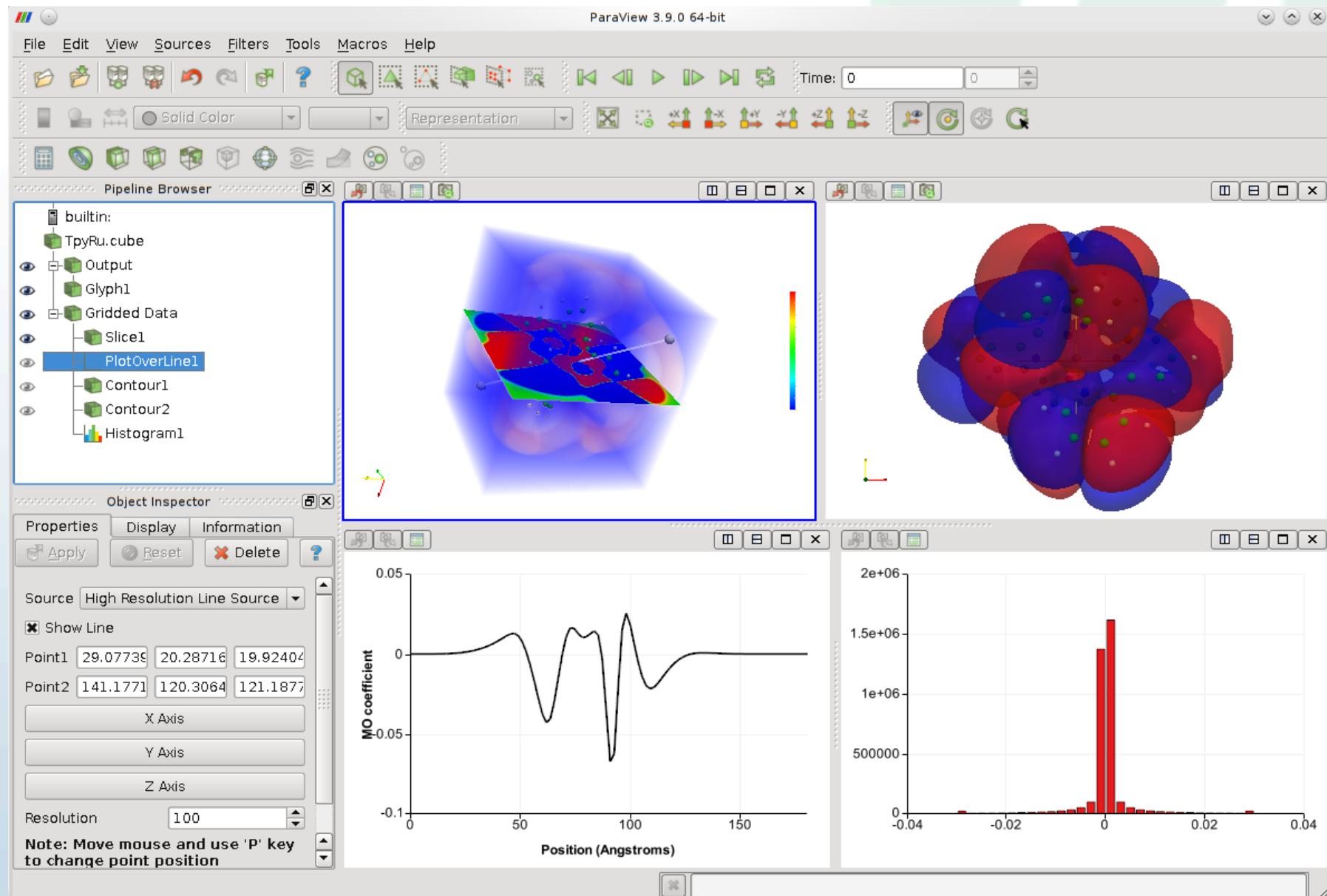
# Matrix of Plots in One Scene



# Overlay on 3D Scene



# Charts in ParaView



# Initializing the 2D Scene

- Need a render window, empty scene

```
vtkNew<vtkContextView> view;
```

- You should then add something to the scene

```
vtkNew<vtkChartXY> chart;  
chart->SetRenderEmpty(true);  
view->GetScene()->AddItem(chart.GetPointer());
```

- The scene will now have something to render
- Start interaction and show the window

```
view->GetInteractor()->Initialize();  
view->GetInteractor()->Start();
```

# Using the 2D API With Qt

- Use the QVTKWidget to get a QWidget
- Need to get interactor/window right
- Can then use as any other widget in application

```
QVTKWidget *widget = new QVTKWidget;  
vtkContextView *view = vtkContextView::New();  
  
// Now set up interactor and render window  
view->SetInteractor(widget->GetInteractor());  
widget->SetRenderWindow(view->GetRenderWindow());
```

# Chart Input – vtkTable

- The charts use vtkTable as input
  - A collection of vtk\*Array
  - Named columns, used as default labels

```
// Create a table with two named arrays
vtkNew<vtkTable> table;
vtkNew<vtkFloatArray> arrX;
arrX->SetName("X Axis");
table->AddColumn(arrX.GetPointer());
vtkNew<vtkFloatArray> arrC;
arrC->SetName("Cosine");
table->AddColumn(arrC.GetPointer());
```

# vtkTable – Adding Data

- All columns should be the same length
- Populated from readers, or programmatically

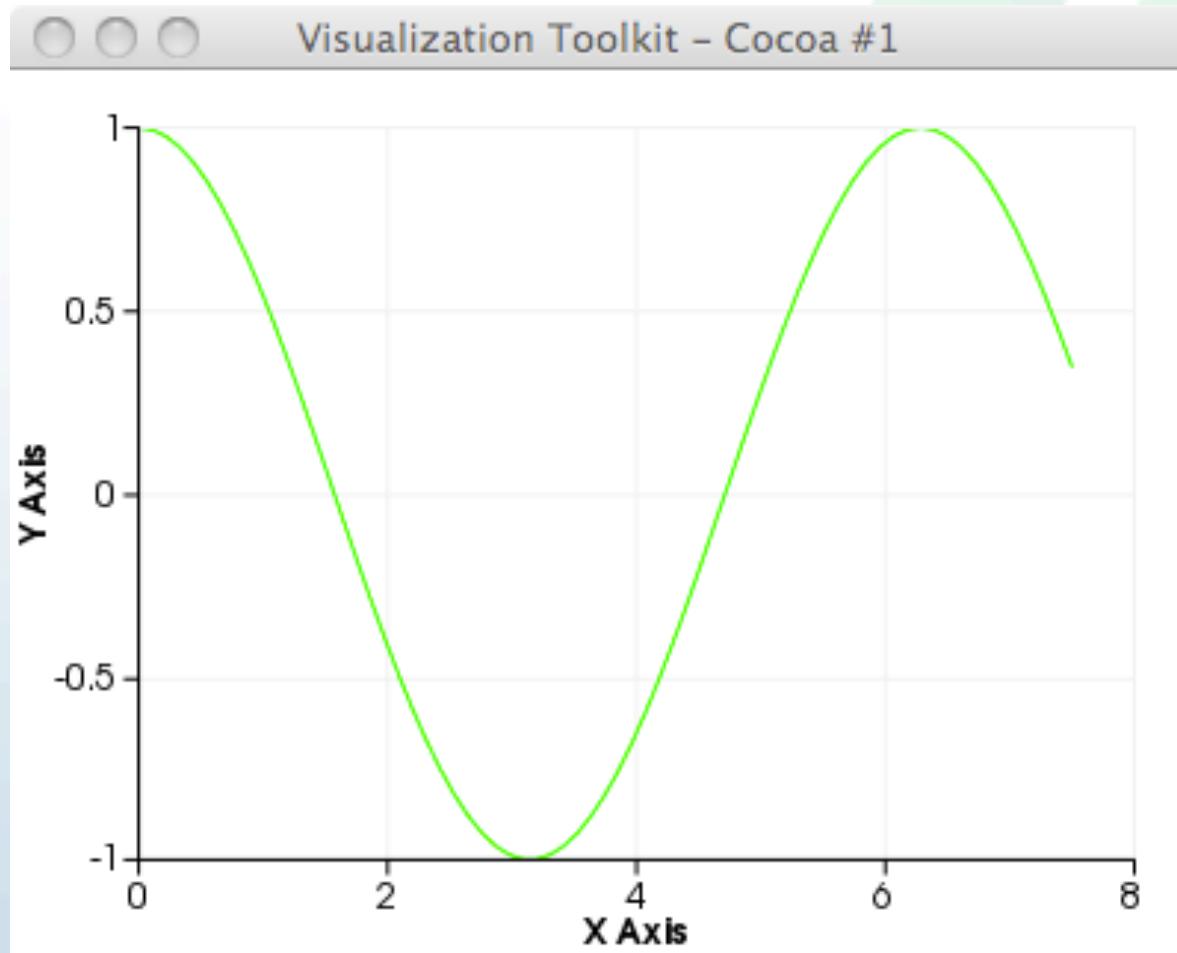
```
// Create a table with two named arrays  
int numPoints = 69;  
float inc = 7.5 / (numPoints-1);  
table->SetNumberOfRows(numPoints);  
for (int i = 0; i < numPoints; ++i)  
{  
    table->SetValue(i, 0, i * inc);  
    table->SetValue(i, 1, cos(i * inc));  
}
```

# vtkChartXY – Adding Plots

- Simple API to add plots to a chart
- Several types of plot
  - Plots have many properties that can be set
  - Each plot can have a different vtkTable as input

```
// Add a line plot to the chart
vtkPlot *line = chart->AddPlot(vtkChart::LINE);
// Use columns 0 and 1 for x and y
line->SetInput(table.GetPointer(), 0, 1);
// Make the plot green, with a width of 1.0 pixels
line->SetColor(0, 255, 0, 255);
line->SetWidth(1.0);
```

# Plot of Cosine

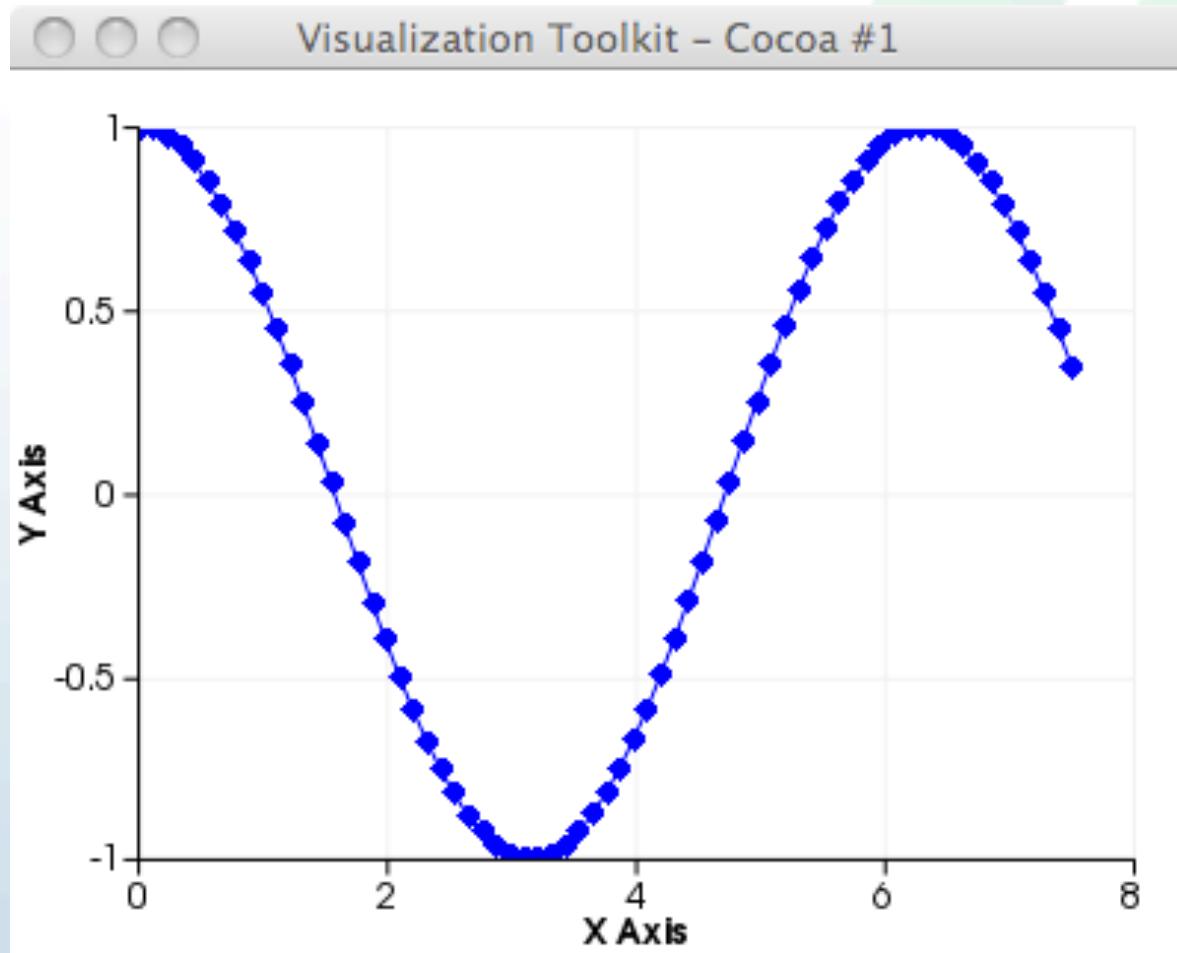


# Setting Plot Properties

- Using a plot object, can modify symbol, color...

```
// Use a diamond symbol for the points in the plot
vtkPlotPoints::SafeDownCast(line)
    ->SetMarkerStyle(vtkPlotPoints::DIAMOND);
line->SetColor(0, 0, 255, 255);
```

# Line Plot with Symbols

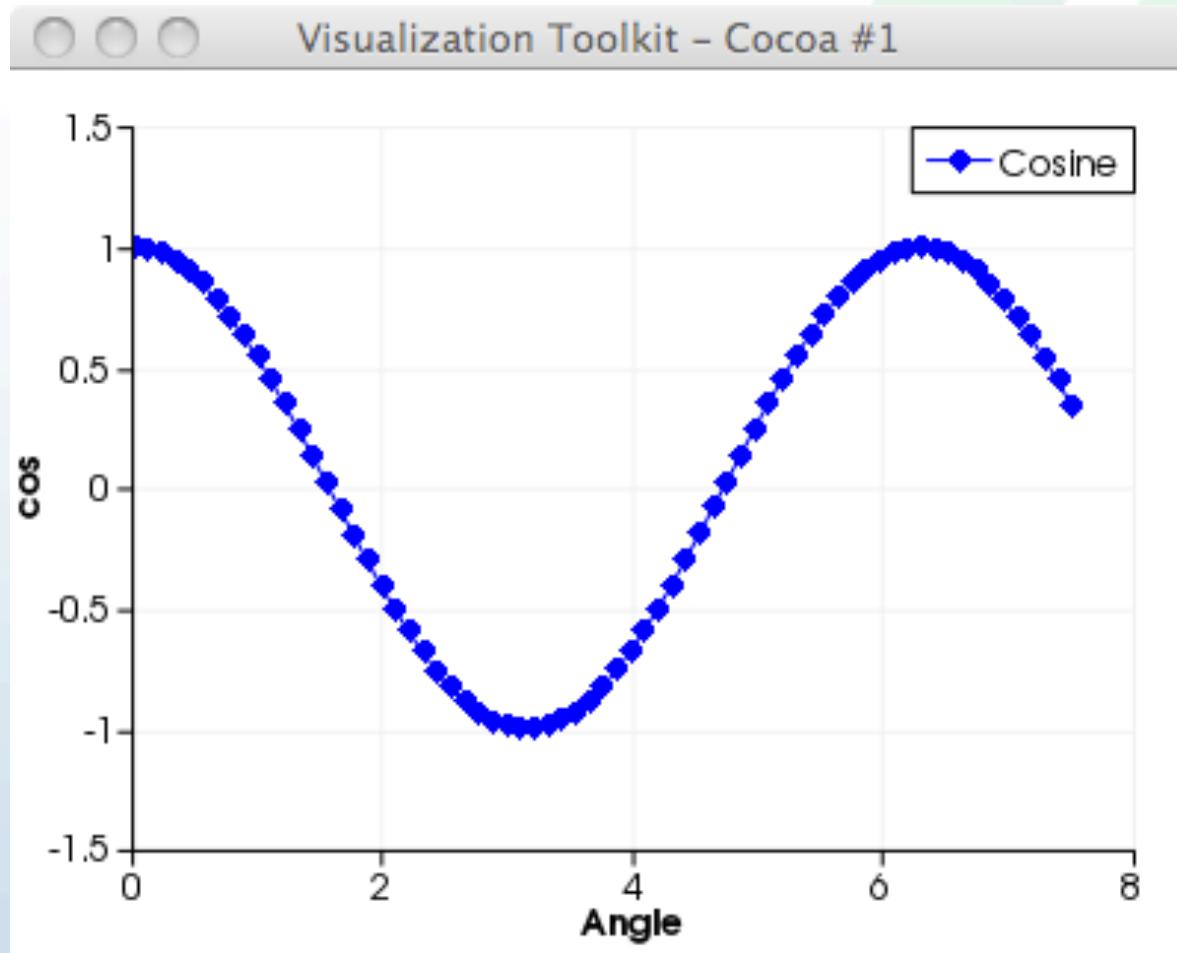


# Setting Chart Properties

- The charts have axes, legends, plots
- Usually get the object, then modify it

```
chart->GetAxis(vtkAxis::LEFT)->SetTitle("cos");
chart->GetAxis(vtkAxis::LEFT)->SetRange(-1.5, 1.5);
// Prevent rescaling the axis
chart->GetAxis(vtkAxis::LEFT)
    ->SetBehavior(vtkAxis::FIXED);
chart->GetAxis(vtkAxis::BOTTOM)->SetTitle("Angle");
chart->SetShowLegend(true);
```

# Chart Showing Legend + Axis Labels

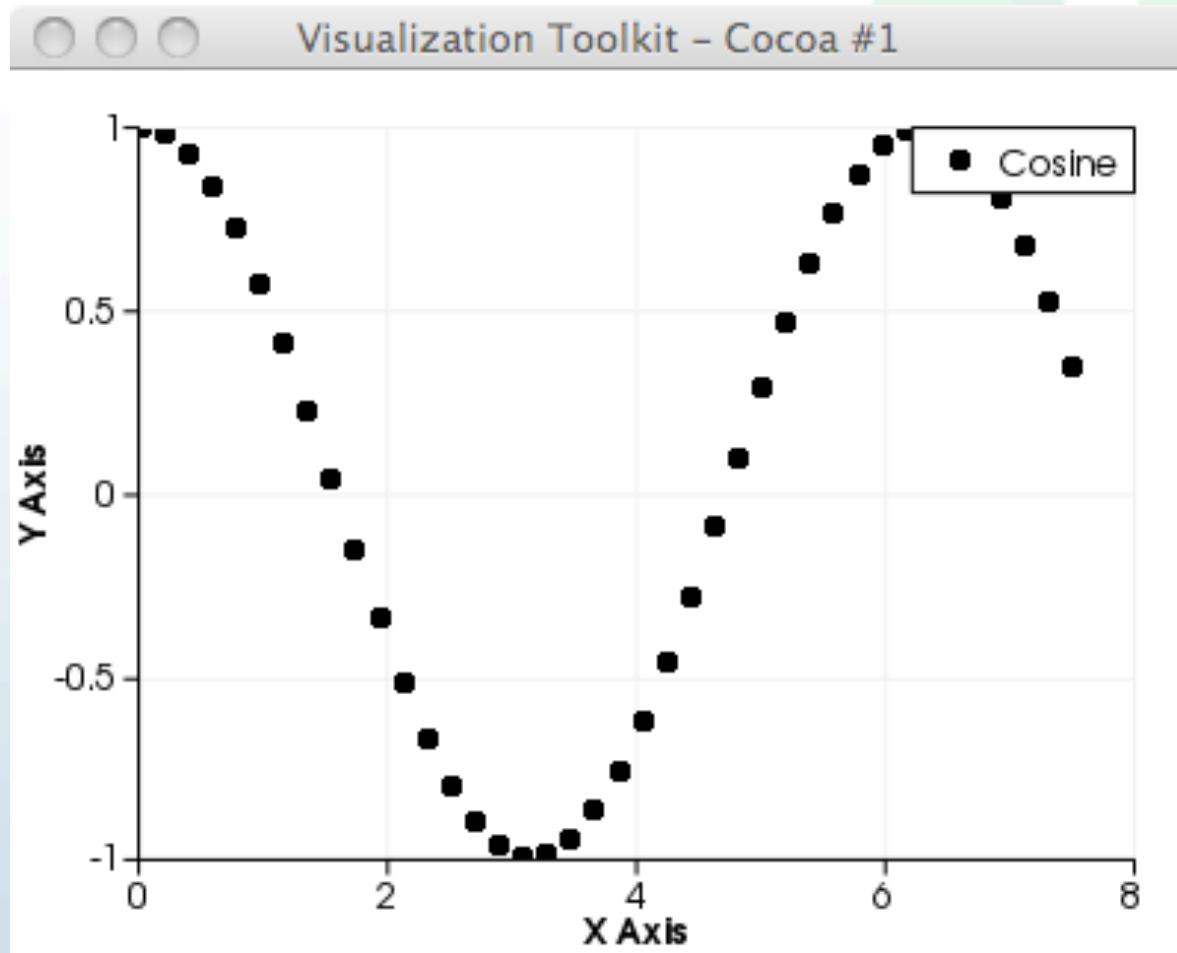


# Scatter Plots

- Scatter plots are very similar...
- Defaults are different
- Line plot derived from scatter plot

```
vtkPlot *points = chart->AddPlot(vtkChart::POINTS);  
points->SetInput(table.GetPointer(), 0, 1);
```

# Simple Scatter Plot

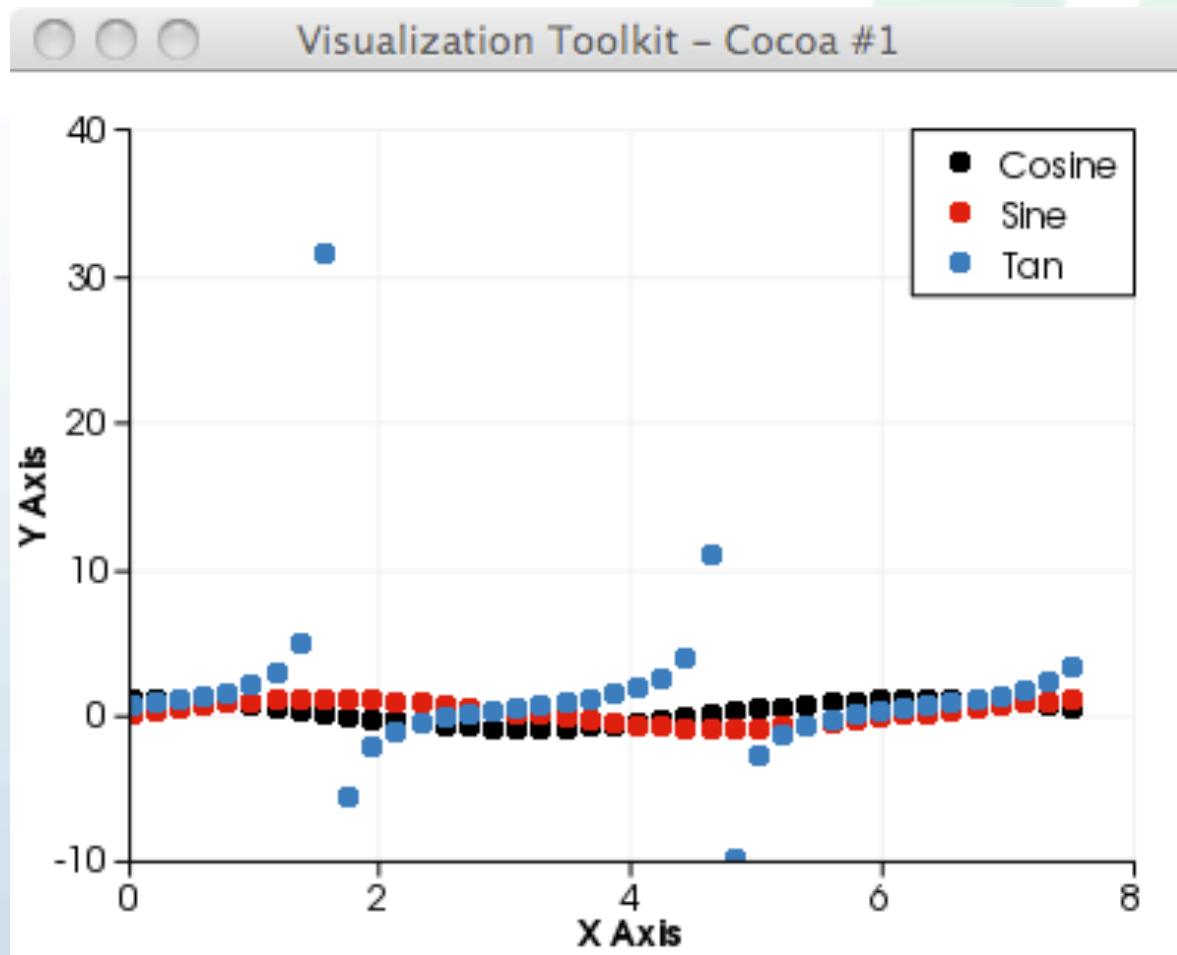


# Scatter Plots – Multiple Series

- Just add more plots of type `vtkChart::POINTS`

```
points = chart->AddPlot(vtkChart::POINTS);  
points->SetInput(table.GetPointer(), 0, 2);  
points = chart->AddPlot(vtkChart::POINTS);  
points->SetInput(table.GetPointer(), 0, 3);
```

# Scatter Plot with Multiple Series

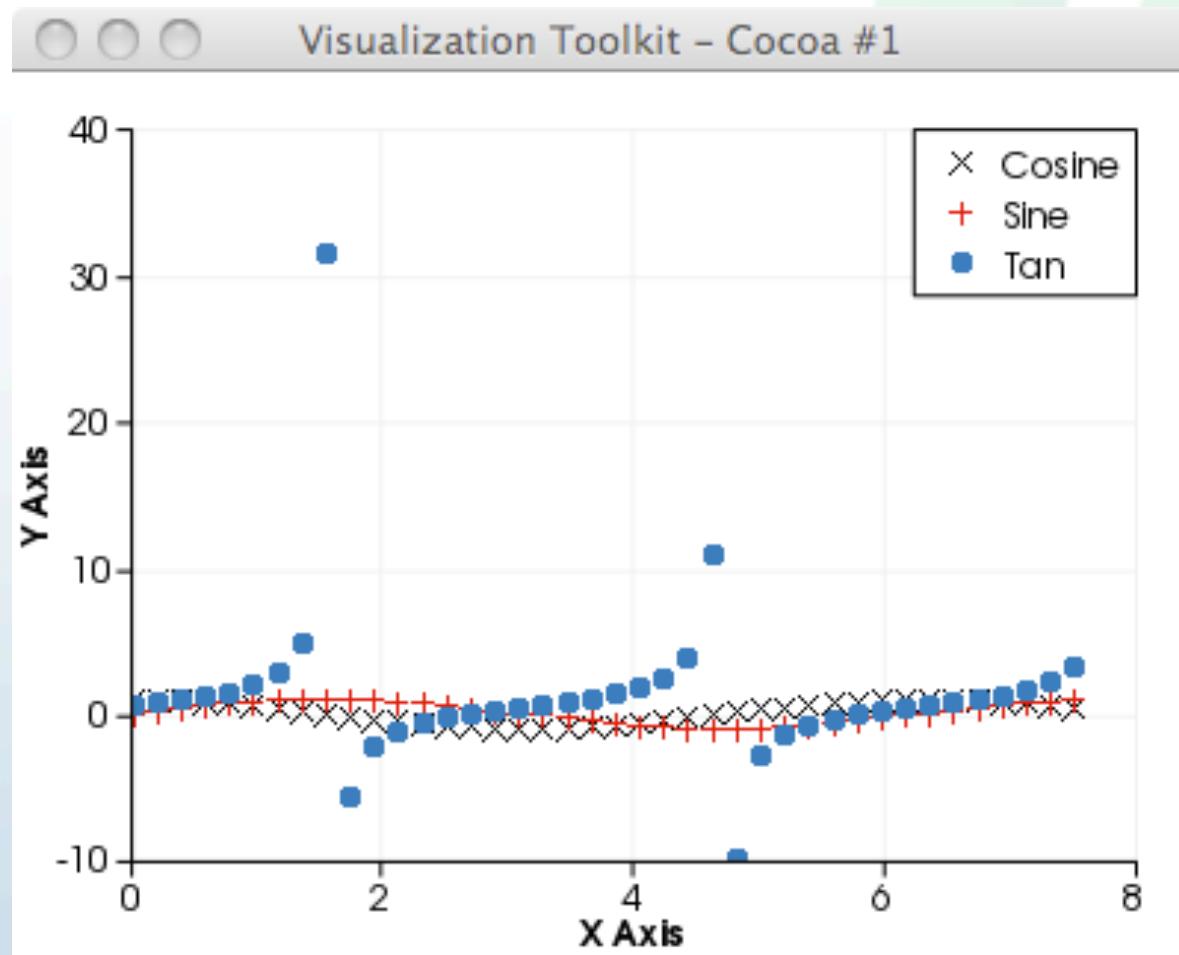


# Scatter Plots – Marker Styles

- Instead of the previous code – different styles

```
vtkPlot *points = chart->AddPlot(vtkChart::POINTS);
points->SetInput(table.GetPointer(), 0, 1);
vtkPlotPoints::SafeDownCast(points)
    ->SetMarkerStyle(vtkPlotPoints::CROSS);
points = chart->AddPlot(vtkChart::POINTS);
points->SetInput(table.GetPointer(), 0, 2);
vtkPlotPoints::SafeDownCast(points)
    ->SetMarkerStyle(vtkPlotPoints::PLUS);
points = chart->AddPlot(vtkChart::POINTS);
points->SetInput(table.GetPointer(), 0, 3);
```

# Scatter Plot Symbols

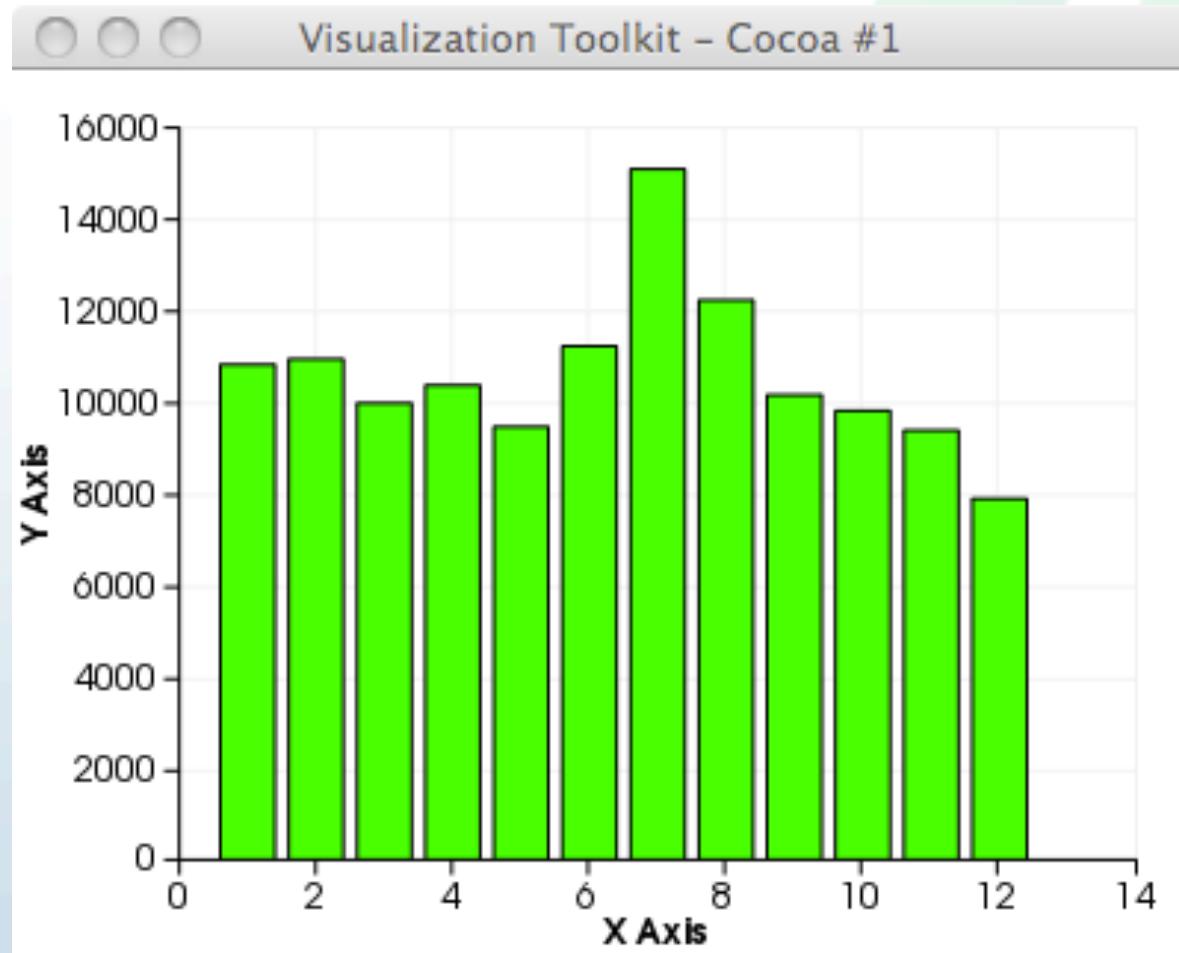


# Bar Graphs

- Bar graphs are very similar again...
- If no x source is supplied assume 0, 1, 2

```
vtkPlot *bar = chart->AddPlot(vtkChart::BAR) ;  
plot->SetInput(table.GetPointer() , 0, 1) ;  
plot->SetColor(0, 255, 0, 255) ;
```

# Simple Bar Graph

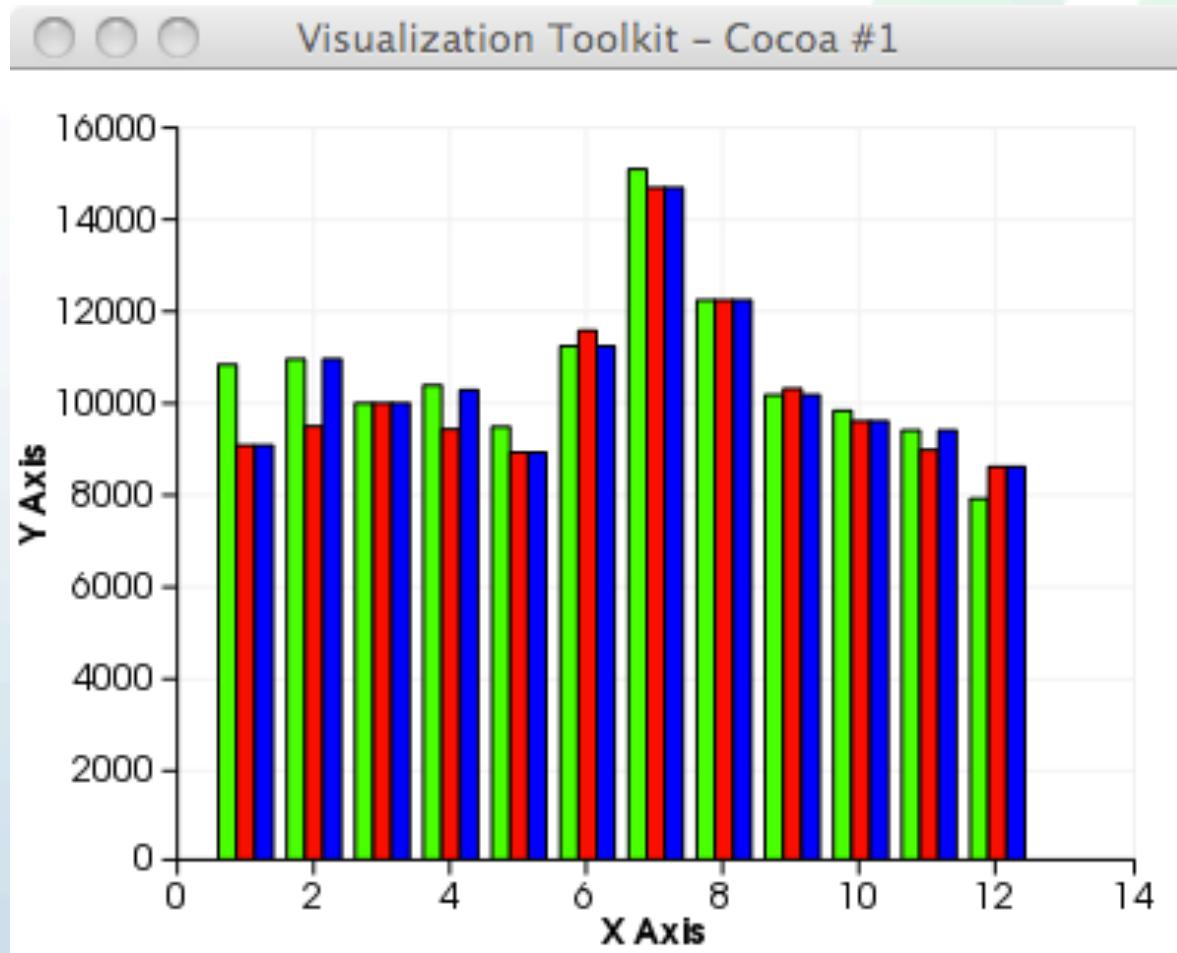


# Grouped Bar Graphs

- Add multiple bar graphs to a chart to group

```
bar = chart->AddPlot(vtkChart::BAR);
bar->SetInput(table.GetPointer(), 0, 2);
bar->SetColor(255, 0, 0, 255);
bar = chart->AddPlot(vtkChart::BAR);
bar->SetInput(table.GetPointer(), 0, 3);
bar->SetColor(0, 0, 255, 255);
```

# Grouped Bar Graphs

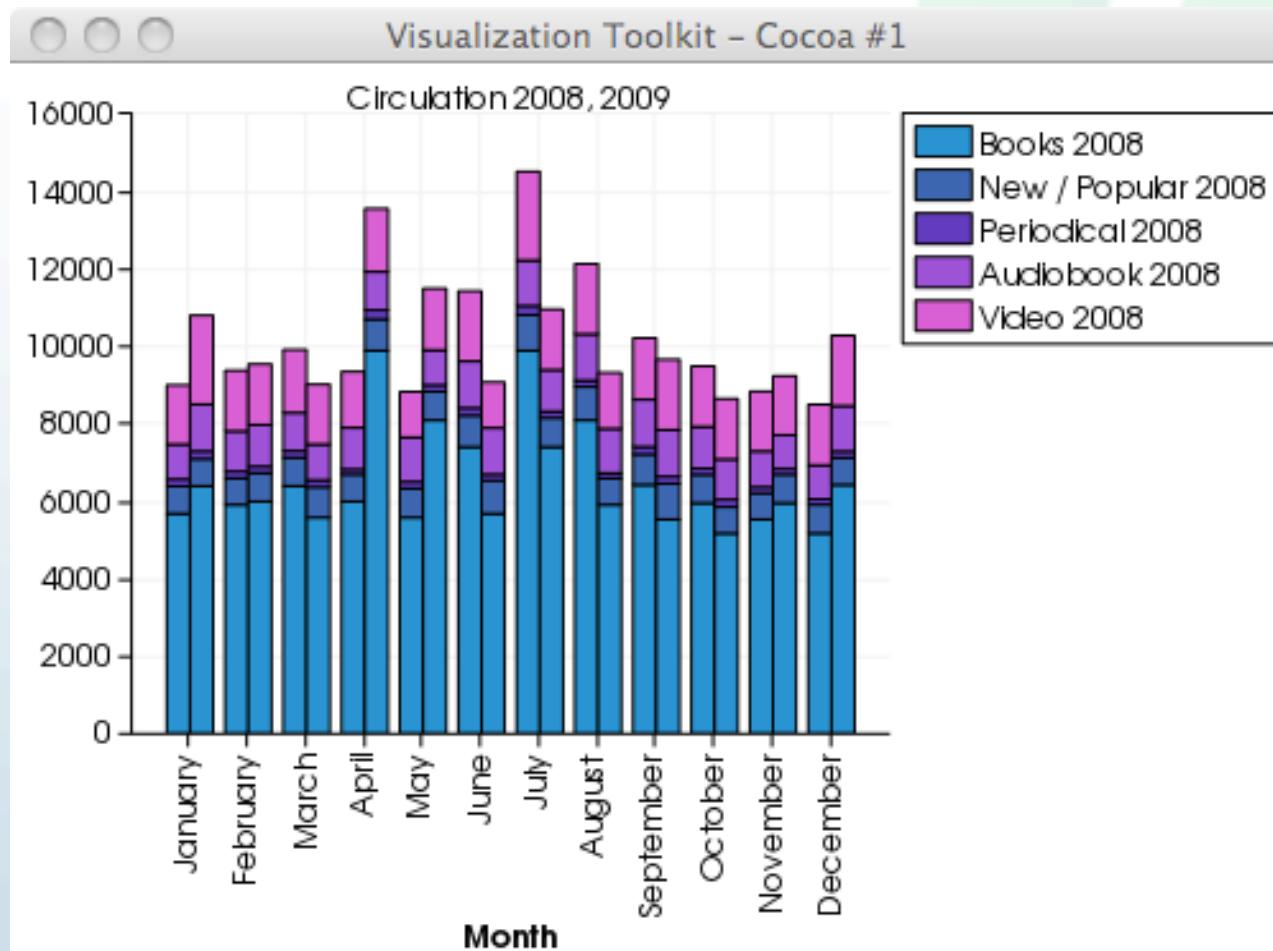


# Stacked Bar Charts

- Alternatively, you can stack bar charts

```
vtkPlotBar *bar;  
bar = vtkPlotBar::SafeDownCast(  
    chart->AddPlot(vtkChart::BAR) );  
bar->SetColorSeries(colorSeries1);  
bar->SetInput(table, "Month", "Books 2008");  
bar->SetInputArray(2,"New / Popular 2008");  
bar->SetInputArray(3,"Periodical 2008");  
bar->SetInputArray(4,"Audiobook 2008");  
bar->SetInputArray(5,"Video 2008");
```

# Stacked, Grouped Bars



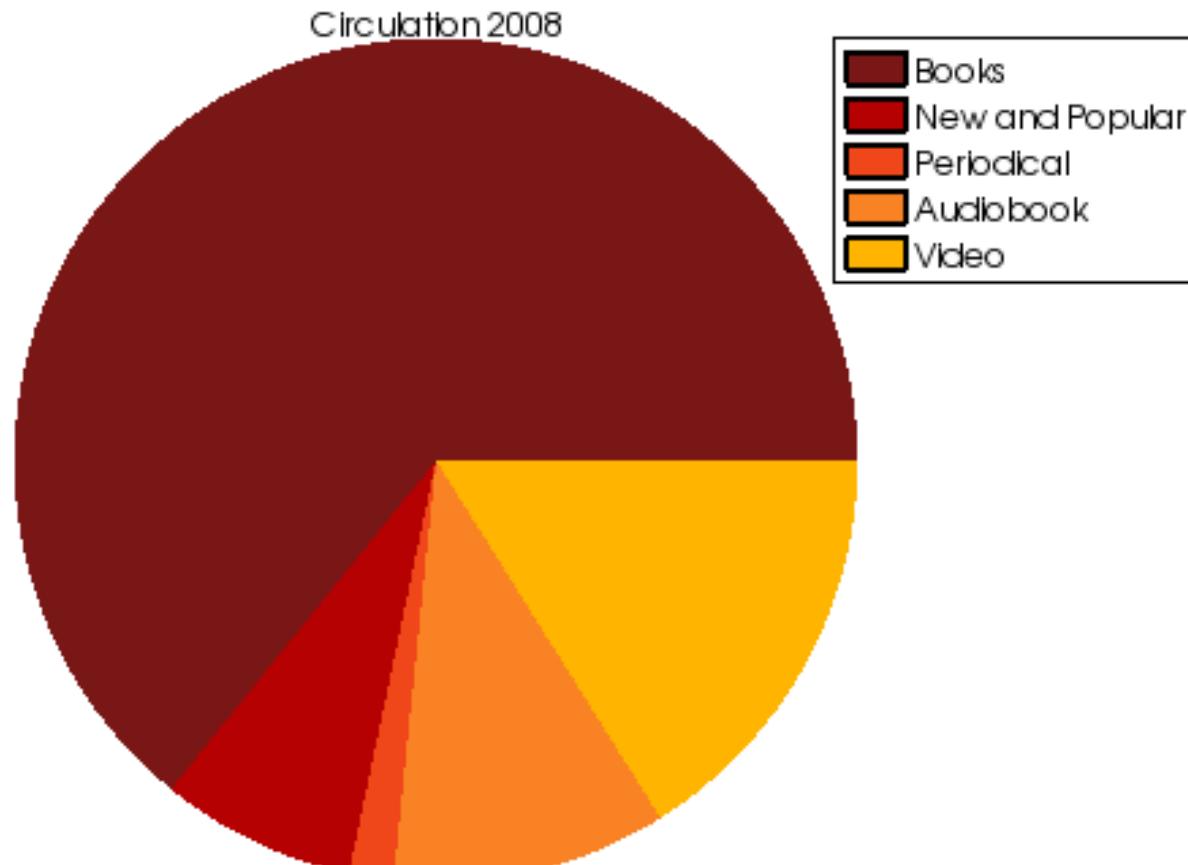
# Pie Charts – Data

```
vtkNew<vtkTable> table;
vtkNew<vtkIntArray> arrData;
vtkNew<vtkStringArray> labelArray;
arrData->SetName("2008 Circulation");
for (int i = 0; i < numberOfItems; i++)
{
    arrData->InsertNextValue(data[i]);
    labelArray->InsertNextValue(labels[i]);
}
table->AddColumn(arrData.GetPointer());
// Create a color series to use with our stacks.
vtkNew<vtkColorSeries> colorSeries;
colorSeries->SetColorScheme(vtkColorSeries::WARM);
```

# Pie Charts – Data

```
// Create a pie chart object
vtkNew<vtkChartPie> chart;
view->GetScene()->AddItem(chart.GetPointer());
// Add the pie chart
vtkPlotPie *pie =
    vtkPlotPie::SafeDownCast(chart->AddPlot(0));
pie->SetColorSeries(colorSeries.GetPointer());
pie->SetInput(table.GetPointer());
pie->SetInputArray(0, "2008 Circulation");
pie->SetLabels(labelArray.GetPointer());
chart->SetShowLegend(true);
chart->SetTitle("Circulation 2008");
```

# Pie Chart

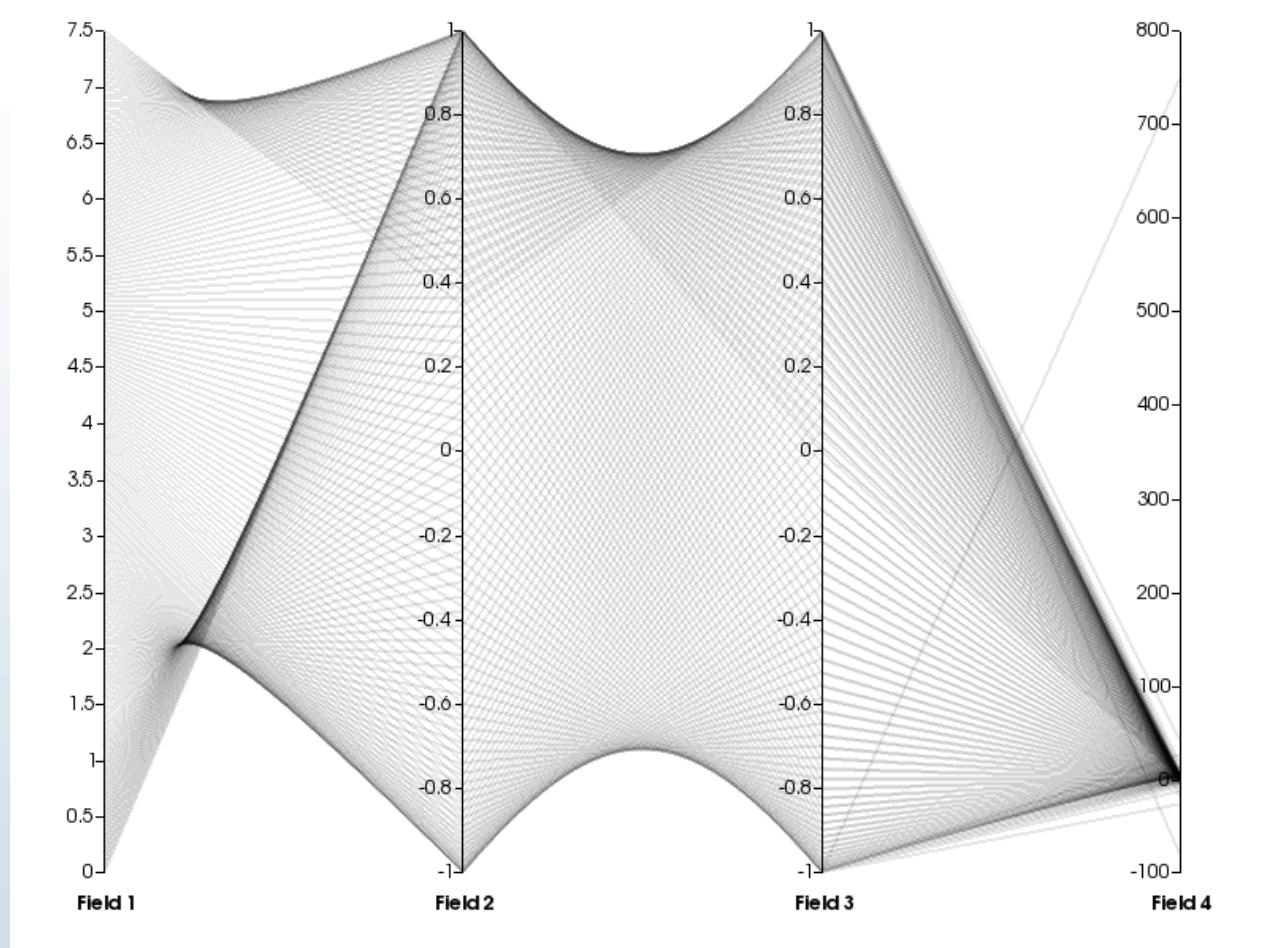


# Parallel Coordinates

- Very good for multidimensional data
- Set visibility of columns – become axes
- Given a table with 4 columns

```
vtkNew<vtkChartParallelCoordinates> chart;  
view->GetScene()->AddItem(chart.GetPointer());  
// Set the input - only one plot per chart for PC.  
// Column names used as axis titles.  
chart->GetPlot(0)->SetInput(table.GetPointer());
```

# Parallel Coordinates

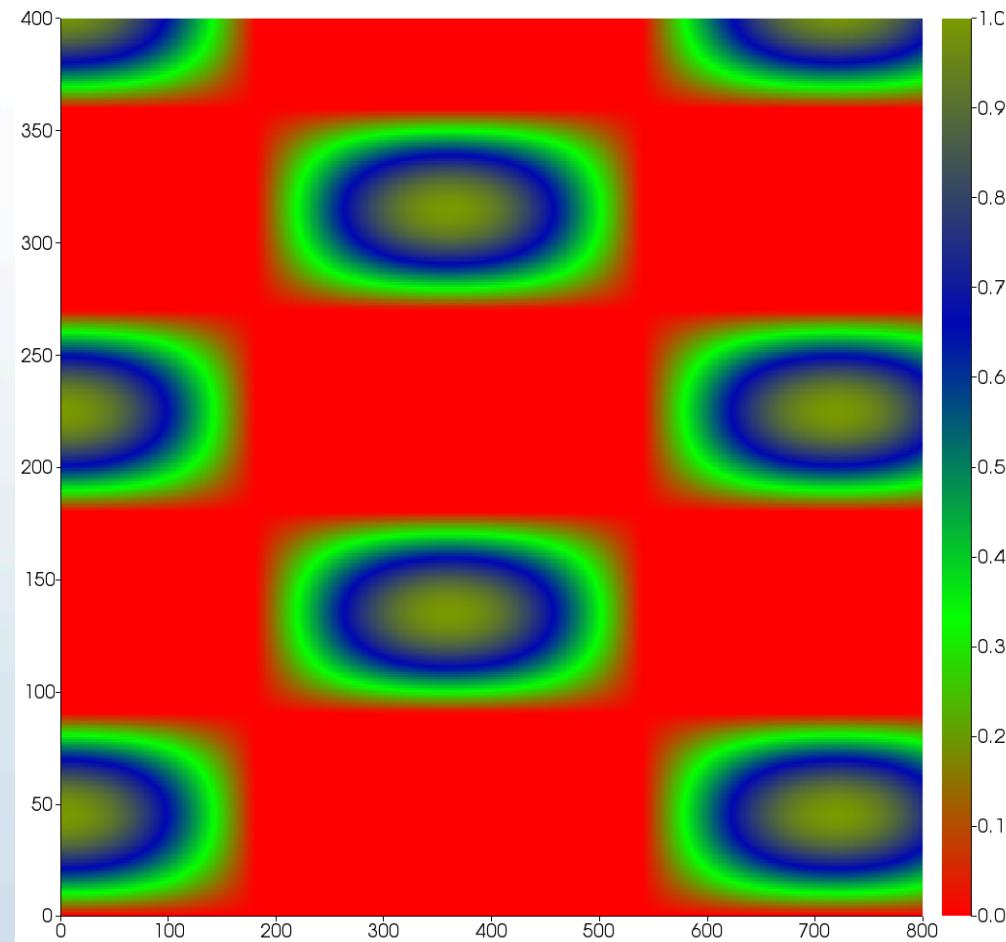


# 2D Histogram

- Uses a `vtkImageData` as input
- Maps scalars to colors using transfer function

```
vtkNew<vtkChartHistogram2D> chart;
view->GetScene()->AddItem(chart.GetPointer());
vtkNew<vtkImageData> data;
// Set as input to the chart
chart->SetInput(data.GetPointer());
vtkNew<vtkColorTransferFunction> tf;
chart->SetTransferFunction(tf.GetPointer());
```

# 2D Histogram/Flood Plot



# Mixing Bars and Scatter Plots

- A vtkChartXY can have many plot types on it

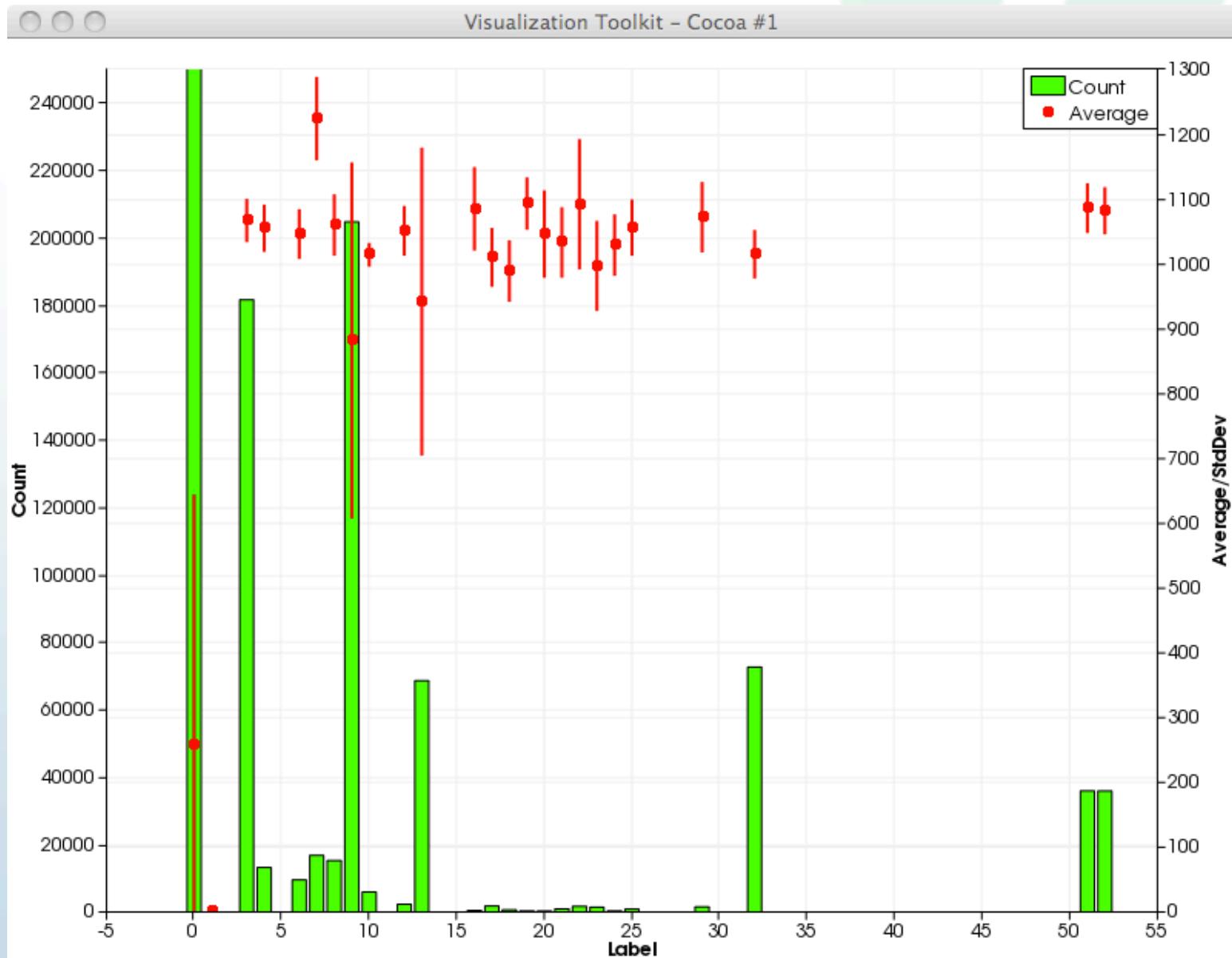
```
vtkPlot *plot = 0;  
plot = chart->AddPlot(vtkChart::BAR);  
plot->SetInput(table.GetPointer(), 0, 1);  
plot->SetColor(0, 255, 0, 255);  
plot = chart->AddPlot(vtkChart::POINTS);  
plot->SetInput(table.GetPointer(), 0, 2);  
plot->SetColor(255, 0, 0, 255);  
chart->SetPlotCorner(plot, 1); // Use bottom-right  
vtkPlotPoints::SafeDownCast(plot)  
->SetErrorArray(deviation.GetPointer());
```

# Mixing Bars and Scatter Plots

- Some specialization of the chart axes

```
chart->GetAxis(vtkAxis::LEFT)->SetTitle("Count");  
chart->GetAxis(vtkAxis::LEFT)->SetRange(0, 250000);  
chart->GetAxis(vtkAxis::LEFT)  
    ->SetBehavior(vtkAxis::FIXED);  
chart->GetAxis(vtkAxis::BOTTOM)->SetTitle("Label");  
chart->GetAxis(vtkAxis::RIGHT)  
    ->SetTitle("Average/StdDev");  
// Show the legend too  
chart->SetShowLegend(true);
```

# Mixing Bars, Scatter and Errors



# Controlling Interaction

- API available to change behaviors

```
// Use the right mouse button for panning  
chart->SetActionToButton(vtkChart::PAN,  
    vtkContextMenuEvent::RIGHT_BUTTON);
```

```
// Notify on left clicks on points in a scatter plot  
// This will generate an event, supplying index of  
// the clicked point  
chart->SetClickActionToButton(vtkChart::NOTIFY,  
    vtkContextMenuEvent::LEFT_BUTTON);
```

# Linked Selections

- Use the vtkAnnotationLink class
- Multiple charts can share a selection
  - Selections are row based
  - Events sent when selection changes

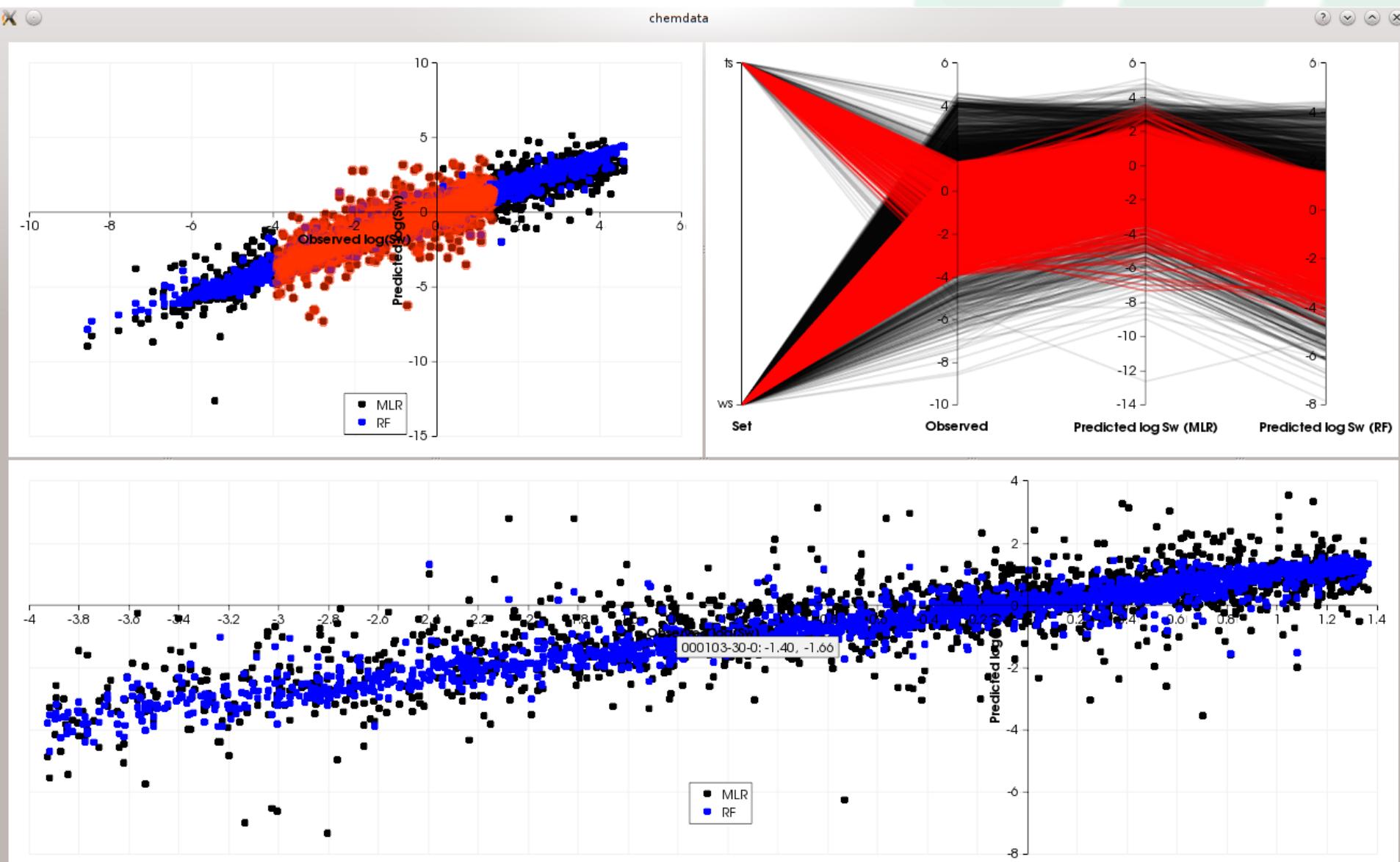
```
vtkNew<vtkAnnotationLink> link;  
chart->SetAnnotationLink(link.GetPointer());  
parallel->SetAnnotationLink(link.GetPointer());
```

# Plotting Selected Subsets of Data

- Sometimes one chart affects another
  - Select relevant data in one chart
  - Plot selected points in another

```
m_extract->SetInputConnection(0,
    table->GetProducerPort());
m_extract->SetInputConnection(1,
    vtkSelection::SafeDownCast(
        link->GetOutputDataObject(2))->GetProducerPort());
m_extract->Update();
vtkTable *selection = m_extract->GetOutput();
scatter = chart2->AddPlot(vtkChart::POINTS);
scatter->SetInput(selection, 2, 3);
```

# Multiple Charts, Linked Selections



# Custom Point Labels

- Can set a column with indexed labels
- Custom tooltip string with substitution

```
// Set a vtkStringArray with labels
points->SetIndexedLabels(labels.GetPointer());
// Standard substitutions in API documentation
// '%i' The IndexedLabels entry for the plot element
// '%l' The value of the plot's GetLabel()
points
    ->SetTooltipLabelFormat("%i from %l (%x, %y)");
```

# Charts from VTK Python

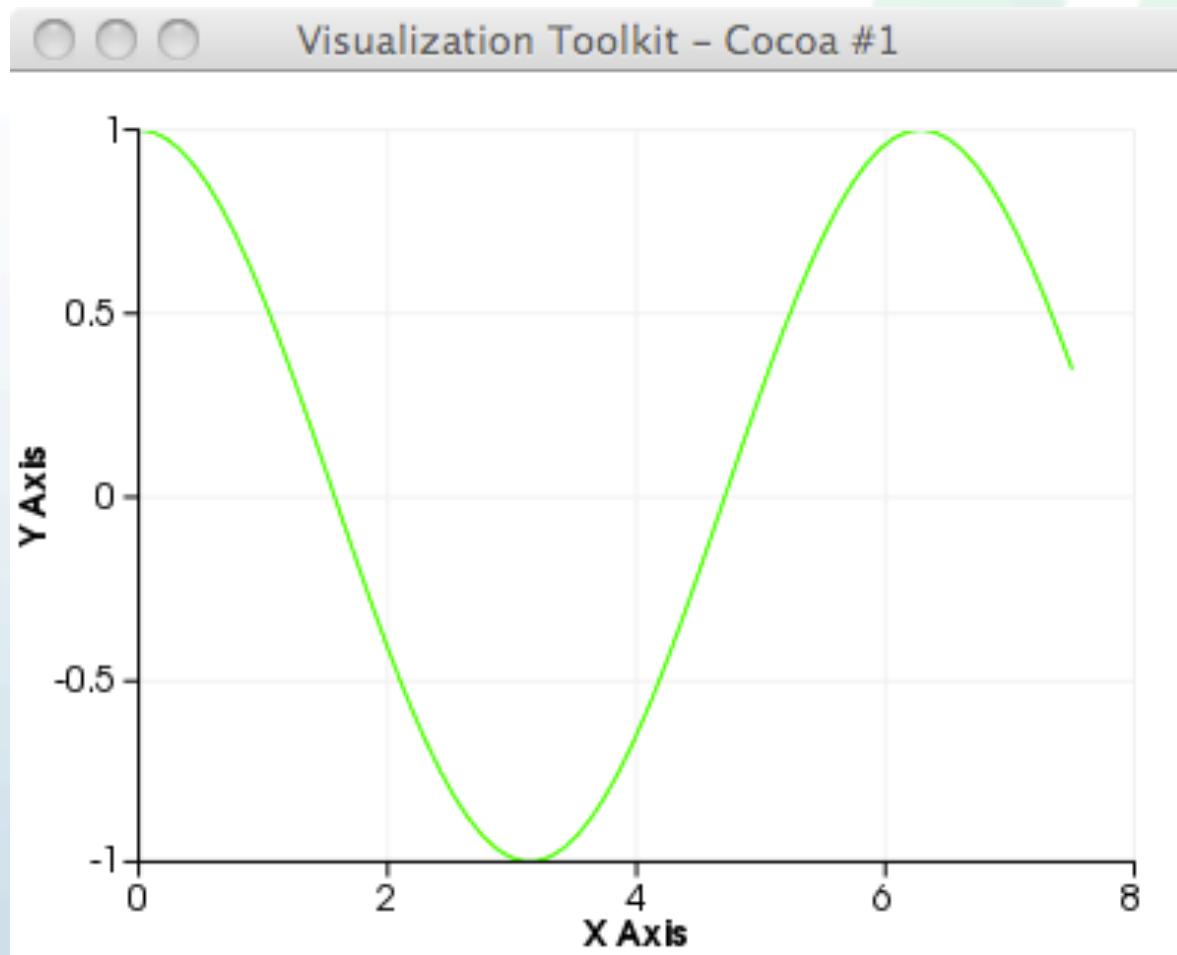
- Python, TCL and Java wrapped
- Heavily used by several VTK Python users

```
view = vtk.vtkContextView()
view.GetRenderWindow().SetSize(400,300)
chart = vtk.vtkChartXY()
view.GetScene().AddItem(chart)
# Create a table with some points in it
table = vtk.vtkTable()
arrX = vtk.vtkFloatArray()
arrX.SetName("X Axis")
arrC = vtk.vtkFloatArray()
arrC.SetName("Cosine")
```

# Line Plot from Python

```
numPoints = 69
inc = 7.5 / (numPoints - 1)
for i in range(0, numPoints):
    arrX.InsertNextValue(i*inc)
    arrC.InsertNextValue(math.cos(i * inc) + 0.0)
table.AddColumn(arrX)
table.AddColumn(arrC)
# Now add the line plots
line = chart.AddPlot(0)
line.SetInput(table,0,1)
lineSetColor(0,255,0,255)
line.SetWidth(1.0)
```

# Plot of Cosine using Python



# NREL VTK Charts Library

- Developed for NREL
- C++ STL style API on top of charts
- Integration with Qt, proxies emit signals
- Supports non-Qt build – no X server required
- Wrapped in Ruby using SWIG
- Thin wrapper around VTK charts

# NREL VTK Chart API Example

```
std::vector<float> x_floats(numPoints);
std::vector<float> sine(numPoints);
vtkCharts::Chart chart();
vtkCharts::Plot sinePlot =
    chart.addPlot(x_floats, sine, "Sine");
sinePlot.setLineStyle(vtkCharts::Plot::DOTTED);
sinePlot.setMarkerStyle(vtkCharts::Plot::CROSS);
sinePlot.setMarkerSize(20);
```

# NREL VTK Chart API Example

```
std::vector<vtkCharts::Color3ub> colors;
colors.push_back(vtkCharts::Color3ub(255, 0, 0));
colors.push_back(vtkCharts::Color3ub(0, 255, 0));
colors.push_back(vtkCharts::Color3ub(0, 0, 255));
chart.setColors(colors);

sinePlot
    .setColor(vtkCharts::Color4ub(200, 10, 255));
chart.axis(vtkCharts::Axis::LEFT)
    .setTitle("My axis title!");
chart.axis(vtkCharts::Axis::BOTTOM)
    .setTitle("My other axis title...");
```

chart.setShowLegend(true);

# Future Work in VTK Charts

- Overlaid charts on 3D not interactive...yet
- Further acceleration using more OpenGL 2 (optionally – test at runtime)
- Rendering abstracted from the start
  - High quality SVG backend for publication export
- New chart types
- Enhanced interaction framework
- Select on both columns and rows
- VTK modularization – depend on a smaller VTK!
- Mobile platforms – OpenGL ES 2: iOS, Android