VISUALIZING TREES AND GRAPHS

Petra Isenberg



RECAP

you have learned about

- simple plots
- multi-attribute data visualization

DATA AND ITS STRUCTURE

STRUCTURED DATA



| 0.103 | 0.176 | 0.387 | 0.300 | 0.379 |
|-------|-------|-------|-------|-------|
| 0.333 | 0.384 | 0.564 | 0.587 | 0.857 |
| 0.421 | 0.309 | 0.654 | 0.729 | 0.228 |
| 0.266 | 0.750 | 1.056 | 0.936 | 0.911 |
| 0.225 | 0.326 | 0.643 | 0.337 | 0.721 |
| 0.187 | 0.586 | 0.529 | 0.340 | 0.829 |
| 0.153 | 0.485 | 0.560 | 0.428 | 0.628 |

UNSTRUCTURED DATA





STRUCTURED DATA

- there are relationships between the data items
- you can use a graph representation



The 7 bridges of Königsberg



How can you cross all 7 bridges without crossing the same one twice?

Euler's conceptualization of the same problem

e

d

b

а

В

g

D



107th Congress, 2002 session



http://www.curehunter.com

visual dictionary of drugs, diseases and therapies

https://dhs.stanford.edu/spatialhumanities/visualizing-databases/



Top Contributors to the Catalogue of Life and their associated species, references and databases



http://truth-and-beauty.net/projects/muesliingredient-network

GRAPHS

Graphs

- Describe relations among data items
- Using nodes and edges



undirected graph: edges have no orientation





Directed Graph

directed graph (digraph): edges have orientation



a tree is a connected graph with no cycles



a directed tree is a digraph (directed graph) whose underlying graph is a tree

- a directed tree consists of a number of nodes and parentchild relationships
- every node has just one parent and any number of children
- directed trees are the most common form in computer science



- the number of children of a node is called its degree
- leaf nodes are nodes without children





- a rooted tree is a directed tree with a distinguished vertex r, called the root, such that for every other vertex v there is directed path from r to v
- the root node is the only node with no parent
- any node may act as a root in undirected trees

the connection between parent and child nodes is called an **edge**



EXAMPLES OF TREES

HIERARCHIES



| Name | | |
|-----------------------|----|---|
| DLLs | | |
| Doc | | |
| include | | |
| Lib | | |
| libs | | |
| Scripts | | |
| tcl | | |
| Tools | | |
| 🔁 ez_setup.py | | |
| 📔 LICENSE.txt | | |
| 📔 NEWS.txt | | |
| 👶 python.exe | | |
| 👶 pythonw.exe | | |
| 📔 README.txt | | |
| 📕 setuptools-20.3.1.z | ip | þ |

| Date modified | Туре | Size |
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| 23-Mar-16 13:39 | File folder | |
| 23-Mar-16 15:20 | File folder | |
| 23-Mar-16 13:39 | File folder | |
| 23-Mar-16 13:39 | File folder | |
| 23-Mar-16 13:42 | Python File | 12 KB |
| 09-Mar-14 10:37 | TXT File | 31 KB |
| 09-Mar-14 10:27 | TXT File | 258 KB |
| 09-Mar-14 10:35 | Application | 40 KB |
| 09-Mar-14 10:35 | Application | 40 KB |
| 09-Mar-14 10:27 | TXT File | 7 KB |
| 23-Mar-16 13:43 | Compressed (zipp | 706 KB |
| | | |

HIERARCHIES

OrgOrgChart

Autodesk Research

https://www.youtube.com/watch?v=mkJ-Uy5dt5g



org charts aren't always trees, though

http://www.bonkersworld.n et/organizational-charts/

DECISION PROCESS



http://gamesetmap.com/nadalgametree/

BRANCHING PROCESSES

Think about it: is a family tree really a tree?

GeneaQuilts

A System for Exploring Large Genealogies

A.Bezerianos P.Dragicevic J.-D.Fekete J.Bae B.Watson

https://www.youtube.com/watch?v=gncBzqI7R-Q

TREE REPRESENTATION

TECHNIQUES

How to cite this site? Check out other surveys! ~

treevis.net - A Visual Bibliography of Tree Visualization 2.0 by Hans-Jörg Schulz



http://treevis.net/

CATEGORIZATIONS OF LAYOUTS

- many possible
- here we follow the categorization on treevis.net:
 - Dimensionality of the layout
 - Representation type
 - Alignment of nodes in space

2D, AXIS-PARALLEL, EXPLICIT EDGES



NODE-LINK



All the major and many of the minor living branches of life are shown on this diagram, but only a few of those that have gone extinct are shown. Example: Dinosaurs - extinct

evogeneao.com



THE LAYOUT WE WANT - HOW DO WE GET THERE?

SIMPLE APPROACH

- 1) COUNT THE LEAVES
- 2) PLACE THE ROOT



SIMPLE APPROACH

- 1) COUNT THE LEAVES
- 2) PLACE THE ROOT
- 3) RECURSIVELY DIVIDE





SIMPLE APPROACH

- 1) COUNT THE LEAVES
- 2) PLACE THE ROOT
- 3) RECURSIVELY DIVIDE





PROS/CONS

- nodes at the same distance from the root are horizontally aligned
- positive: simple to understand, clear symmetries
- negative: needs large area, often bad aspect ratio (much wider than tall)

what can we vary in this representation?

- marks that depict nodes
- visual variables used on marks to depict metadata
- type of links
- visual variables used on marks that depict the links
- placement of nodes





Images created with yEd: http://www.yworks.com

SPECIFIC ALGORITHMS

- usually described recursively
- well known: Reingold-Tilford algorithm
- lots of research in this direction:
 - Wetherell and Shannon 1978, Tidy Drawings of Trees
 - Reingold and Tilford 1981, Tidier Drawing of Trees
 - Walker 1990, A Node-positioning Algorithm for General Trees
 - Buchheim et al 2002, Improving Walker's Algorithm to Run in Linear Time

AESTHETICS

aesthetics of node-link tree algorithms describe properties that improve the perception of the data that is being layed out

- **area**: match area of your layout to the size of the display and data
- **aspect ratio**: usually optimal if close to 1
- **subtree separation**: try not to overlap subtrees
- **root-leaf distance**: minimize distance from root to leaves
- **edge lengths**: minimize total, average, maximum, edge lengths & try to make edge lengths uniform
- **angular resolution**: increase angles formed by edges
- **symmetry**: symmetric layouts usually considered pleasing
LAYOUT DIMENSIONALITY: 2D – THREAD ARCS

email visualization



http://threadvis.github.io/

 $\phi \phi \phi$

THREADVIS

- time-scaling
- coloring people

From Tobias Isenberg

Subject Re: Slides, first draft

To Jian Chen🈭

. Cc. Torsten Möllerin, Michael Sedlmairin, Me < petra.isenberg@inria.fr>

| 눈 🏠 🔺 Re: Slides, first draft | Tobias Isenberg | 14/10/2013 7:28 AN |
|--|--------------------------------------|---|
| Re: Slides, first draft | Jian Chen | 14/10/2013 1:55 PM |
| 🖙 🥔 🛛 Re: Slides, first draft | Tobias Isenberg | 14/10/2013 10:32 P |
| 😭 🚽 Re: Slides, first draft | Torsten Möller | 14/10/2013 11:27 P |
| 🗇 Next steps: QII | Michael SedImair | 22/10/2013 11:49 A |
| Re: Next steps: QII | Torsten Möller | 23/10/2013 1:58 AN |
| Re: Next steps: QII | Tobias Isenberg | 24/10/2013 4:14 PN |
| ☆ 🛹 Re: Next steps: QII | Michael SedImair | 24/10/2013 11:01 P |
| From Tobias Isenberg | r 21 | ▲ Reply ▲ Reply All ▼ → Forward ▲ Archive |
| Subject Re: Slides, first draft To Jian Chen | •• | |
| Cc Torsten Möller∕r Michael Sedlmair∕r, Me <petra.isenberg@inria.fr>∕r</petra.isenberg@inria.fr> | | |

Please note that I said we would meet at 0900. 🙂

Cheers,

Tobias

TREEJUXTAPOSER

Rectilinear layout and interaction for comparison of very large trees

TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility

http://www.cs.ubc.ca/~tmm/papers/tj/#video

2D, RADIAL, EXPLICIT EDGES



RADIAL NODE-LINK DRAWING

variation of layered drawing from beginning of lecture



RADIAL NODE-LINK DRAWING

- nodes drawn on concentric circles
- nodes drawn within wedges of the circular layout



RADIAL NODE-LINK DRAWING

- radius of C_i given by function p(i)
- subtree of v drawn within W_v
- to guarantee planarity (no edge crossings), wedge has to be convex
- several algorithms exist for figuring out the correct angles, e.g.

$$\beta_u = \left(\frac{l(u)\beta_v}{l(v)}, \tau\right)$$

For each child u of v:

- is the angle of
- is the angle formed by region
- I(v): number of leaves in subtree rooted at v
- place u at center of



Resource: Battista et al. Graph Drawing



HYPERBOLIC BROWSER

- uses hyperbolic geometry (not euclidean geometry)
- a hyperbolic plane can be displayed using the Poincaré disk model
 - a tree structure of any size fits within a finite area (circle)
 - node is displayed in center
 - all oder nodes move away from center and become exponentially smaller



(a) Uniform hyperbolic tree.



(b) StarTree by Inxight Software.



(c) H3 Browser.

CHI 1996 VIDEO OF HYPERBOLIC BROWSER

Special thanks to my colleagues and teachers of the Visible Language Workshop and the MIT Media Lab, to my advisor Bill Mitchell, and to Andrew Eskind of the George Eastman House.

copyright 1995 MIT Media Laboratory

2D, AXIS-PARALLEL, IMPLICIT EDGES



A CLASSIC CONTAINMENT LAYOUT

- example tree to rebuild with treemap algorithm
- size of each node as numbers in leaves



- Take a rectangular display area P1(x1,y1), Q1(x2,y1)
- This area represents the root of the tree



 O_1

recursive algorithm

 the number of children of the current node define the number of partitions of the current node



the weight of each node determines the size of each partition



at each change of level, rotate orientation of split by 90 degrees





at each change of level, rotate orientation of split by 90 degrees



at each change of level, rotate orientation of split by 90 degrees



TREEMAP

- a 2-D space-filling layout
- for further references and to try out a treemap in various applications: <u>http://www.cs.umd.edu/hcil/treemap-history/</u>

TREEMAP VARIATIONS

- problem with original treemap: lots of long stripes
- for long stripes the areas are difficult to compare



SQUARIFIED TREEMAP

- calculates more squared regions
- problem: order not as easily read, not very stable with dynamically changing data





SQUARIFIED TREEMAP

ORDERED TREEMAP

several algorithms in comparison

| 1 2 3 4 5 6 7 8 9 10111213141516 | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 1 | 2 | 5 | 10 |
|----------------------------------|----|----|----|----|---|----|----|----|----|----|----|----|
| | 5 | 6 | 7 | 8 | 5 | 8 | 9 | 10 | 3 | 4 | 7 | 12 |
| | 9 | 10 | 11 | 12 | 6 | 11 | 13 | 14 | 6 | 8 | 9 | 14 |
| | 13 | 14 | 15 | 16 | 7 | 12 | 15 | 16 | 11 | 13 | 15 | 16 |

slice and dice

B. Shneiderman. Tree visualization with tree-maps: 2-d space-filling approach. ACM Transactions on Graphics, 11:92–99, 1992.

strip

B. B. Bederson, B. Shneiderman, and M. Wattenberg. Ordered and quantum treemaps: Making effective use of 2d space to display hierarchies. ACM Transactions on Graphics, 21:833–854, 2002.

squarified

M. Bruls, K. Huizing, and J. van Wijk. Squarified treemaps. EuroVis, pages $33{-}42,\,2000.$

ordered squarified

B. Shneiderman and M. Wattenberg. Ordered treemap layouts. In Infovis01, pages 73–78, 2001.

OTHER VARIATIONS OF TREEMAPS



original squarified: emphasizes leafs and their attributes



steptree: emphasizes structure with extrusion



cascaded layout: emphasizes structure with overlap



circular treemap: emphasizes structure with non-space-filling primitive



nested layout: emphasizes structure with whitespace

HTTP://NEWSMAP.JP/

| REGISTER LOON CUSTOMIZE + SELECT ALL REGENTING AUSTRALIA | a austria | BRASIL CANADA FF | RANCE 📕 G | Germany India | ITALIA MEXICO | NETHERLANDS NEW | J ZEALAND 📕 SI | PAIN | U.K. | <mark>₩</mark> U.S. | search a | ıll | २ - □ |
|--|--|---|------------------|---|---|--|---|---|--|---|---|--|---|
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| destruction 'terrifying' | Libyan Mo | | Apprel Modi | s Muslim Mi hensive Abo | Billboard Music Awards | | | | Middyal MUGUID/11 Office—Herr's Wity Loss is Holder Can Pursue looks to spice up NBC with a variefy show Holder Can Pursue More for the Best Monster Holder Can Pursue Herry Wity Loss is Holder Can Pursue Herry Wity Loss is Herry Wity Loss is | | | | |
| Gandhis Keep Congress Control After Historic India Loss to Modi | Ukraine | e crisis: No sign sia withdrawal, | | harges Maliki's St | Top Moments from the 2014 Billboard Music Award Image: A strain of the strain of th | | | | Trds Trds Topotball Team Nave Visiting Soma Credit Suisse to UPDATE2. Supersonal Su | | | | |
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3D LAYOUTS



HISTORIC EXAMPLE: CONETREE / CAMTREE



ConeTree

CamTree

[Robertson et al., 1991] George Robertson, Jock D. Mackinlay, Stuart Card. Cone Trees: Animated 3D Visualizations of Hierarchical Information. In *Proceedings of the ACM CHI 91*

CONE/CAMTREE

- children of a node are laid out in a cylinder "below" the parent
- siblings located on the same 2D circle
- use of animation
- shadows to enhance structure





BOTANICAL VISUALIZATION OF HUGE HIERARCHIES



3D LAYOUTS

- advantages
 - fit more data into same aspect ratio
 - aesthetically pleasing
- disadvantages
 - occlusion
 - requires interaction or animation
 - no overviews



Figure 1: Aspect Ratio of 2D and 3D Trees.

TREE VISUALIZATION SUMMARY

- there are lots of tree visualizations
 - there is also lots of free software, try it out, (see links earlier in the lecture plus e.g.):
 - http://www.informatik.uni-rostock.de/~hs162/optreedemo/TestBed.htm#
 - <u>http://w3.win.tue.nl/nl/onderzoek/onderzoek_informatica/visualization/sequoia</u> <u>view/</u>
 - there are a few overview articles, e.g.:
 - A Generative Layout Approach for Rooted Tree Drawings by Hans-Jörg Schulz, Zabed Akbar, and Frank Maurer at IEEE PacificVis 2013
 - The Design Space of Implicit Hierarchy Visualization: A Survey by Hans-Jörg Schulz, Steffen Hadlak, and Heidrun Schumann in IEEE TVCG 17(4)

TREE VISUALIZATIONS

- can be categorized by
 - edge representations (implicit, explicit)
 - dimensionality of layout
 - radial vs. axis-parallel
- can be modified by
 - layout parameters
 - which marks are used
 - visual variables on marks (which meta-data is represented?)

GRAPHS / NETWORKS

DEFINITION GRAPH

- A set of vertices V = {v_i}
- A set of edges $E = \{e_{ij}\}$ with $e_{ij} = \{v_i, v_j\}$
- When the order of vertices of an edge is meaningful, the graph is **directed**

GRAPH MEASURES

- SIZE = #nodes
- DENSITY = edges/vertices (roughly)
- PATH = sequence of edges connecting (different) vertices
- VERTEX DEGREE = #edge connections
- DISTANCE = #hops between vertices

TWO CLASSICAL VISUAL REPRESENTATIONS

Node-Link Diagram

Adjacency Matrix




Find # of neighbors of a vertex



See paths (overviews, shortest, cycles)



http://mathworld.wolfram.com/GraphGeodesic.html

Identify Sub-graphs



http://mathworld.wolfram.com/Vertex-InducedSubgraph.html

HIGHER-LEVEL

involves many elements involves more human judgment

- which nodes are important?
- where are clusters?
- what are attribute and connection correlations?
- how does the network change over time?

- Many many more specific tasks
- Each application domain will add more

Task Taxonomy for Graph Visualization

Bongshin Lee, Catherine Plaisant, Cynthia Sims Parr Human-Computer Interaction Lab University of Maryland, College Park, MD 20742, USA +1-301-405-7445

{bongshin, plaisant, csparr}@cs.umd.edu

ABSTRACT

Our goal is to define a list of tasks for graph visualization that has enough detail and specificity to be useful to: 1) designers who want to improve their system and 2) to evaluators who want to compare graph visualization systems. In this paper, we suggest a list of tasks we believe are commonly encountered while analyzing graph data. We define graph specific objects and demonstrate how all complex tasks could be seen as a series of low-level tasks performed on those objects. We believe that our Jean-Daniel Fekete, Nathalie Henry INRIA Futurs/LRI Bat. 490 Université Paris-Sud, 91405 ORSAY, France +33-1-69153460

Jean-Daniel.Fekete@inria.fr, nhenry@lri.fr

user studies of graph visualization techniques and extracted the tasks used in those studies.

After making those two lists, we considered the set of low-level Visual Analytics tasks proposed by Amar *et al.* [2]. These tasks were extracted from a corpus of questions about tabular data. We realized that our tasks all seem to be compound tasks made up of Amar *et al*'s primitive tasks applied to the graph objects. When some tasks could not be represented with those tasks and objects, we added either an object or a low-level task. In this paper, we



Links between wiki pages

GRAPH VISUALIZATION CHALLENGES



https://datascientistinsights.com/2014/02/18/art-of-resistance-the-social-networkanatomy-of-a-kinetic-activist-group/

• determine if <u>Greenpeace</u> was or could become a significant disruptive geopolitical force

• first: identify who/what to concentrate resources on

https://datascientistinsights.com/2014/02/18/art-of-resistance-the-social-networkanatomy-of-a-kinetic-activist-group/

| Data Scientist Insights EXPLORING THE DARKEST PLACES ON EARTH | | | | | | | | ٩ |
|--|--------------|------------|-------|---------------|----------|---|------------|---|
| û | DATA SCIENCE | FIELD NOTE | TOOLS | VISUALIZATION | BIG DATA | R | CASE STUDY | |

HOME > DATA SCIENCE > ART OF RESISTANCE – THE SOCIAL NETWORK ANATOMY OF A KINETIC ACTIVIST GROUP

Art of Resistance – The Social Network Anatomy of a Kinetic Activist Group

BY DR. J on FEBRUARY 18, 2014 $\cdot \mathcal{O}(0)$



As a data scientist that works in the intelligence community, we are often asked to help identify where intelligence gathering and analysis resources should be allocated. Governmental and non-governmental



1) get Facebook data using Netvizz

Studying Facebook via Data Extraction: The Netvizz Application

Bernhard Rieder

University of Amsterdam Turfdraagsterpad 9 1012TX Amsterdam rieder@uva.nl

ABSTRACT

This paper describes Netvizz, a data collection and extraction application that allows researchers to export data in standard file formats from different sections of the Facebook social networking service. Friendship networks, groups, and pages can thus be analyzed quantitatively and qualitatively with regards to demographical, postdemographical and relational characteristics. The paper numerous publications employing conceptual and/or critical approaches. While traditional empirical methods such as interviews, experiments, and observations are widely used, a growing number of studies rely on what the authors call "data crawling", i.e. "gleaning information about users from their profiles without their active participation" [19]. This paper presents a software tool, Netvizz, designed to facilitate this latter approach.

2) load the data into Gephi

https://gephi.org/



585 nodes, interconnected by 1788 edges. "Somewhere in that spaghetti is a potential bad guy, but where?"

3) choose a layout algorithm that makes sense for social networks Force Atlas 2



provides some transparency into the network but still lacks any real clarity around behavioral importance

4) map an attribute to size of the nodes

betweenness centrality (number of shortest paths from all vertices to all others that pass through that node)



Bigger nodes are more central to behavioral dynamics.

Several nodes become central figures in the overall network.

5) highlight communities

color nodes by modularity / clusters



We now begin to see a clearer picture of who is doing what with whom.

What becomes really interesting at this stage is understanding some of the more nuanced relationships.

6) filter, explore, label



Five outlying nodes in the network (blue, maroon, yellow, dark green, and light green).

Center: an equally important red node

Emergence of a previously un-recognized activism player: <u>Art of Resistance</u>.



7) communicate & explain



LAYOUTS

Important to the success of your analysis

LAYOUT FREE

- Physical forces
- Proximity based
- Spring Model
- Kamanda&Kawai
- Frucherman&Reingold
- Davidson&Harel
- LinLog

Force Directed







LAYOUT FREE

Aesthetic Criteria

- Reduce number of edge crossing
- Foster Symmetry
- Uniform edge length
- Aspect Ratio
- Equal Angles

GRAPH DRAWING

LAYOUT FREE

and the second s



HAND MADE







ptual organization in user-generated graph layouts am, F.J.J.; Rogowitz, B.









LAYOUT CIRCULAR





- Edges on the inside
- Vertices & attributes on the outside
- Ordering possible



Edge Bundling Holten 2006



Getting 3D right is difficult

https://fwaris.wordpress.com/2012/07/08/a-simple-technique-for-creating-3dgraphs-from-2d-ones/

LAYOUT 3D

Sometimes necessary (!?)



http://gephi.forumatic.com/viewtopic.php?f=26&t=2616



http://mbostock.github.io/protovis/ex/arc-full.html

http://www.bewitched.com/song.html

LAYOUT LINEAR

Gen Exod Lev Num Deut Josh 1Sam 1Kgs 1Chr Ezra Ps Prov Isa Jer Ezek Hos Matt Luke JohnActs Rom Gal Hb Re



https://www.openbible.info/labs/ cross-references/

LAYOUT ADJACENCY MATRIX





ADJACENCY MATRIX



PROS/CONS

Matrix

- No vertex/edge overlap or crossings
- Readable for dense graph
- Fast navigation

Node-Link

- Familiar
- Compact
- Path following easier
- Effective for small and sparse graphs

- Less familiar
- Space intensive
- Weak for path following tasks

- Useless without layout
- Not readable for dense graphs
- Manipulation requires layout computation

HYBRID

Henry et al., NodeTrix



Infovis Coauthorship (133 actors)

Dense = matrices, sparse = node-link

MULTIVARIATE NETWORKS

Network Visualization by Semantic Substrates

Ben Shneiderman and Aleks Aris University of Maryland, HCIL

Copyright 2006

https://www.youtube.com/watch?v=f3hmn7gvocQ

MULTIVARIATE NETWORKS

Type A

I Aaron Linus 1 Adam Blackwell I Alameda I Aquatics I Arthur Swordane I Assan I Brandow Tropical Fish I Catherine Carnes I Cesar Gil I Collie Carnes I Cr Wharton I Don Rabinowitz I Donna Ghostley I Ed Parker I Edward Abbey I Eva Berrima I Faron Gardner I Gardner Green I Griffin Vulture Jeri Ryan I Jessica Alba I John Burton Wade I John Wharton I Kim I Kim Basinger I Leslie I Lily I Luella Vedric I Madhi Kim I Marcus James I Melissa Ethridge I Michael Jackson I Oogjes I Paul McCartney I r'Bear I Richmond I Richmond Shire I Singer I songwriter Jimmy Buffett I Spix Terry Mulley I Tony Jones

Type B

AL **Animal Justice League** Animals Australia Glenys Oogies **Banfield Hospital** Broadway Hotel I CDC I Centers for Disease Control and Preve. I Chiron I CITES I Department of Health I DOA Earth Liberation Front | Eighth Annual Society ELF FBI I Fish and Wildlife Service I Florida Department FWS I FWS Special Agent I Global Ways Justice League I La Trobe University Louisiana State University I Mary Washington College I Miami Beach Convention Center PETA I Richmond Shire Council I Sanchez Shravaana SPEAC SPOMA Tamarack News Service U.S. Fish and Wildlife Service I University of California Medical Center I US Department of Agriculture

Type C



Jigsaw, Stasko et al., 2008

MULTIVARIATE NETWORKS

GraphDice: A System for Exploring Multivariate Social Networks

A. Bezerianos F. Chevalier P. Dragicevic N. Elmqvist J-D. Fekete

INRIA École Centrale Paris Purdue University

https://youtu.be/NLiHw5B0Mco

ADDITIONAL CHALLENGES

- TIME
- INTERACTION
- EDGE DIRECTION

NETWORK TOOLS

- · Gephi
- · Cytoscape
- · Pajek
- Java Jung toolkit
- **D3** + Cola.js

ACKNOWLEDGEMENTS

Slides in were inspired and adapted from slides by

- Sheelagh Carpendale (University of Calgary)
- Pat Hanrahan (Stanford University)
- Benjamin Bach (University of Edinburgh)
- Jean-Daniel Fekete (Inria)