

# 15 Views of a Node-Link Graph: An InfoVis Portfolio

Tamara Munzner

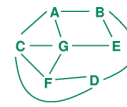
University of British Columbia  
Department of Computer Science

Information Esthetics Lecture Series One  
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# 15 Views of a Node-Link Graph: An InfoVis Portfolio

node-link graph

- common abstraction: nodes connected by edges
- trees are special case: hierarchy with no cycles



infovis: information visualization

- visual representation of abstract data
- computer-based: interactivity possible
- help human perform some task more effectively

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## Information Esthetics

manifesto

- information content can enhance esthetic experience and esthetic consideration can enhance information content

successful infovis as example

- design guidelines for visual encoding as interplay of perception, cognition, esthetics, and data/task characterization

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## Visual Channels

visual attribute of geometric mark

- position, color, size, shape, orientation, ...

separable vs. integral



color position    color motion    color shape    size orientation    x-size y-size    red-green yellow-blue

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[Ware. Information Visualization: Perception for Design. Morgan Kaufmann 1999.]

## Outline

Introduction

15 Views

- Traditional Graphs
- Nontraditional Representations
- Focus+Context Trees

Wrapup

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## 1: Edge List

data: semantic network from Hofstadter book  
Godel, Escher, Bach

- nodes: topics
- links: discussion of ideas together in book

Turing – Halting problem	Halting problem – Unpredictably long searches
Halting problem – Infinity	searches
Infinity – Paradoxes	BlooP and FlooP – Unpredictably long searches
Paradoxes – Lewis Carroll	searches
Infinity – Lewis Carroll	BlooP and FlooP – Recursion
Infinity – Unpredictably long searches	Tarski – Truth vs. provability
Infinity – Recursion	Tarski – Epimenides
Infinity – Zeno	Tarski – Undecidability
Infinity – Paradoxes	Paradoxes – Self-ref
Lewis Carroll – Zeno	Epimenides – Tarski
Lewis Carroll – Wordplay	Epimenides – Paradoxes
Halting problem – Decision procedures	Epimenides – Self-ref
BlooP and FlooP – AI	[...]

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## Critique

### strengths

- easy to create

### weaknesses

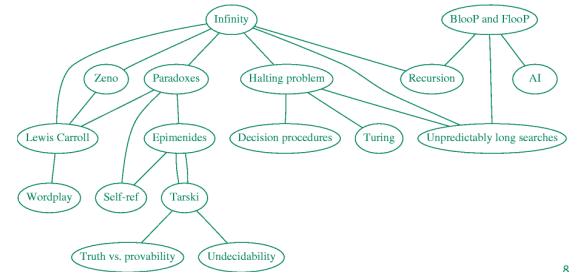
- requires too much memory and cognition
- does not exploit human perceptual system

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## Visual External Representation

read off answers from node-link graph drawing

- connections drawn between nodes
- offload cognition to visual system



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## 2: Hand-Drawn

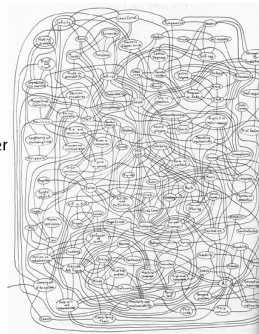
data: GEB semantic network

### strengths

- high **information density**  
ratio of marks to whitespace  
foreground vs. background layer
- subtleties of spatial layout

### weaknesses

- hours or days to create



[Hofstadter. Gödel, Escher, Bach: an Eternal Golden Braid. Basic Books 1979] 9

## 3: Dot

data: semantic network

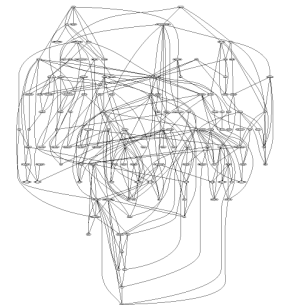
automatically compute positions for nodes, edges

### strengths

- fast: one second to create
- careful routing of curved edges

### weaknesses

- low information density  
can't read labels



[Gansner, Koutsofios, North and Vo. A Technique for Drawing Directed Graphs. IEEE Trans. Software Engineering, 19(3):211-229]

## Graph Layout Criteria

### minimize

- **crossings**, area, bends/curves



## Graph Layout Criteria

### minimize

- crossings, area, bends/curves



### maximize

- **angular resolution**, symmetry



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## Graph Layout Criteria

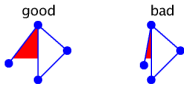
minimize

- crossings, area, bends/curves



maximize

- angular resolution, symmetry



most criteria individually NP-hard

- cannot just compute optimal answer
- heuristics: try to find something reasonable

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## Graph Layout Criteria

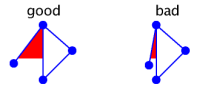
minimize

- crossings, area, bends/curves



maximize

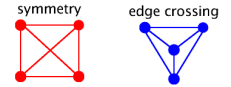
- angular resolution, symmetry



most criteria individually NP-hard

- cannot just compute optimal answer
- heuristics: try to find something reasonable

criteria mutually incompatible



[Ware, Purchase, Colpys, and McGill. Cognitive Measures of Graph Aesthetics. Information Visualization 1(2):103-110, Palgrave 2002]

[Brandenburg. Nice Drawings of Graphs are Computationally Hard. Visualization in Human-Computer Interaction, Springer Verlag 1988]

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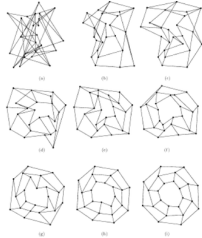
## 4: Force-Directed Placement

nodes: repel like magnets

edges: attract like springs

- start from random positions, run to convergence

encoding: geometric for graph proximity



[www.csse.monash.edu.au/~berndm/CSE460/Lectures/cse460-7.pdf]

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## Critique

strengths

- intuitive model
- many mathematical approaches

weaknesses

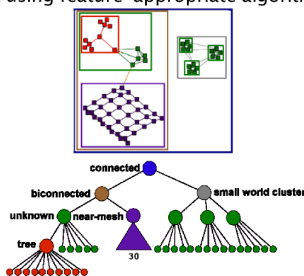
- does not scale to large datasets

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## 5: TopoLayout

multilevel decomposition and layout

- automatic detection of topological features
- chop into hierarchy of manageable pieces
- lay out using feature-appropriate algorithms



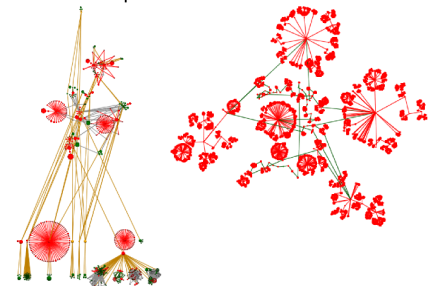
[work in progress: Daniel Archambault, Tamara Munzner, and David Auber]

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## Multilevel Hierarchies

data: web sites, network backbones

- strengths: handles large class of graphs
- weaknesses: poor if no detectable features



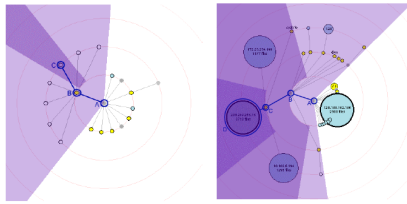
[work in progress: Daniel Archambault, Tamara Munzner, and David Auber]

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## 6: Animated Radial Layouts

dynamic graphs that change over time

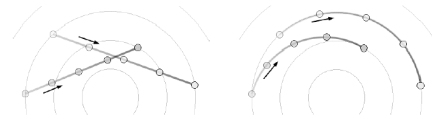
- minimize visual changes
  - stay true to current dataset structure
- [video: [www.sims.berkeley.edu/~ping/gv/](http://www.sims.berkeley.edu/~ping/gv/)]



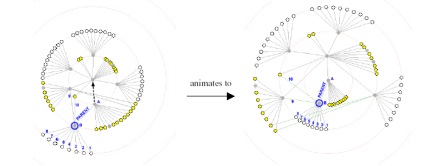
[Yee, Fisher, Dhamija, and Hearst. Animated Exploration of Graphs with Radial Layouts. Proc. InfoVis 2001. [bailando.sims.berkeley.edu/papers/infvis01.htm](http://bailando.sims.berkeley.edu/papers/infvis01.htm)]

## Animation

polar interpolation



maintain neighbor order



[Yee, Fisher, Dhamija, and Hearst. Animated Exploration of Graphs with Radial Layouts. Proc. InfoVis 2001. [bailando.sims.berkeley.edu/papers/infvis01.htm](http://bailando.sims.berkeley.edu/papers/infvis01.htm)]

## Critique

strengths

- smoother transitions

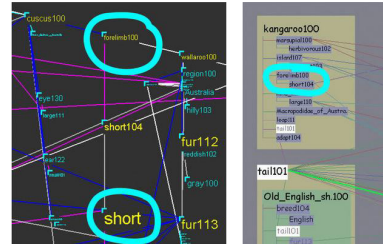
weaknesses

- not scalable to large datasets

## 7: Constellation

data: semantic network from dictionary entry

- nodes: English words, links: used together in entry
- design tradeoff with visual salience



[Munzner, Guimbretiere and Robertson. Constellation: A Visualization Tool For Linguistic Queries from MindNet. Proc. InfoVis 1999. [graphics.stanford.edu/papers/const/](http://graphics.stanford.edu/papers/const/)]

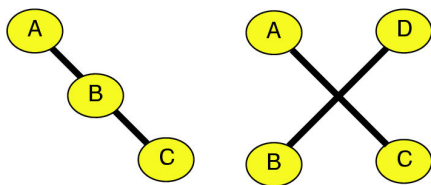
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## Traditional Layout

avoid crossings

- considered "aesthetic criterion"

reason: avoid false attachments



ambiguity

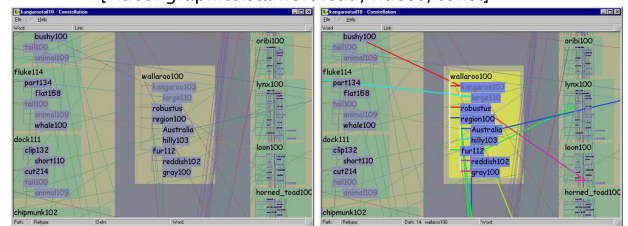
artifact salience

[[graphics.stanford.edu/papers/munzner\\_thesis/html/node10.html#tradlayoutfig](http://graphics.stanford.edu/papers/munzner_thesis/html/node10.html#tradlayoutfig)]<sup>23</sup>

## Selective Emphasis

highlight sets of boxes and edges

- additional perceptual channels based on interaction
  - avoid **perception** of false attachments
  - avoid hidden state
- [video: [graphics.stanford.edu/videos/const/](http://graphics.stanford.edu/videos/const/)]



[[graphics.stanford.edu/papers/munzner\\_thesis/html/node10.html#selempfig](http://graphics.stanford.edu/papers/munzner_thesis/html/node10.html#selempfig)]<sup>24</sup>

## Critique

### strengths

- highly specialized
- good information density in final version
- perceptual layering successful

### weaknesses

- highly specialized
- custom system design is expensive

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## Outline

Introduction

15 Views

- Traditional Graphs
- **Nontraditional Representations**
- Focus+Context Trees

Wrapup

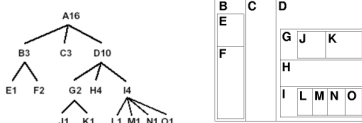
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## 8: Treemaps

data: filesystems, stock performance

show structure with containment not connection

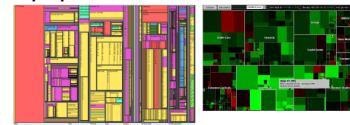
- size according to node attribute



[Johnson and Shneiderman. Treemaps: A Space-Filling Approach to the Visualization of Hierarchical Information Structures. Proc. IEEE Visualization 1991.] 27

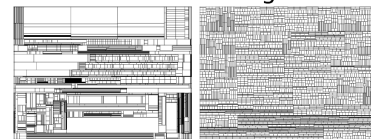
## Critique

strength: popout for extreme attributes



[Johnson and Shneiderman. Treemaps: A Space-Filling Approach to the Visualization of Hierarchical Information Structures. Proc. IEEE Visualization 1991.]

weaknesses: difficulties seeing structure



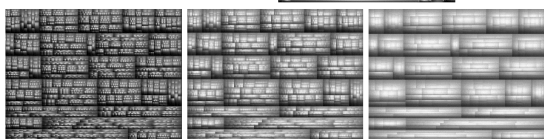
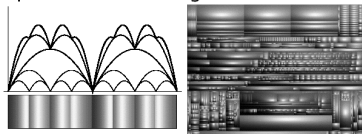
[van Wijk and van de Wetering. Cushion Treemaps. Proc. InfoVis 1999] 28

## 9: Cushion Treemaps

data: filesystems

show structure with shading

- scale parameter controls global vs. local



[van Wijk and van de Wetering. Cushion Treemaps. Proc. InfoVis 1999] 29

## Critique

strengths

- shows more topological structure than plain treemaps
- keeps power to show attribute outliers
- allows color to be used to encode other info

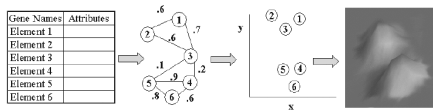
weaknesses

- still considerably worse than node-link representation for showing topological structure

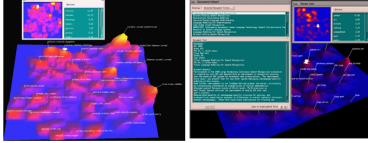
30

## 10: Themescapes

data: news stories, gene expression  
 · from graph to terrain



Davidson et al. Cluster Stability and the Use of Noise in Interpretation of Clustering. InfoVis 01



[Wise et al. Visualizing the non-visual: spatial analysis and interaction with information from text documents. Proc. InfoVis 1995. www.pnl.gov/infviz/graphics.html]

## Critique

strengths

- terrain model intuitive for people
- good for overview

weaknesses

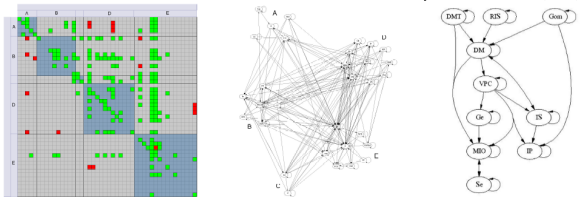
- possibly misleading implication of continuous data typically made from discrete samples

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## 11: Multilevel Call Matrices

data: large software project

link matrix vs. node-link network

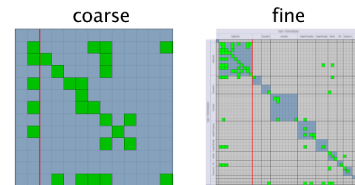


- position: box shows link between nodes in row/column
- color: calls not in specification in red

[van Ham. Using Multilevel Call Matrices in Large Software Projects. Proc. InfoVis 2003]

## Abstraction Levels

matrices: uniform, recursive, stable



[van Ham. Using Multilevel Call Matrices in Large Software Projects. Proc. InfoVis 2003]

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## Critique

strengths: tasks successfully supported

- spotting unwanted calls in implementation but not specification
- previous summary shown to be incomplete

weaknesses

- matrix views poor for some tasks

[Ghoniem, Fekete, and Castagliola. A Comparison of the Readability of Graphs Using Node-Link and Matrix-Based Representations. Proc. InfoVis 2004]

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## Outline

Visual Encoding

15 Views

- Traditional Graphs
- Nontraditional Representations
- Focus+Context Trees

Wrapup

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## Focus+Context

combine overview, details into integrated view

- vs. single detail view
- vs. multiple linked windows

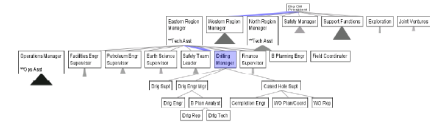
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## 12: SpaceTree

data: org charts, species relationships

interaction: expand/contract

- [demo: [www.cs.umd.edu/hcil/spacetreel](http://www.cs.umd.edu/hcil/spacetreel)]



strengths

- animated transitions easy to follow

weakness

- cannot have multiple areas of focus

[Paisant, Grosjean, and Bederson. SpaceTree: Supporting Exploration in Large Node Link Tree, Design Evolution and Empirical Evaluation. Proc. InfoVis 2002]

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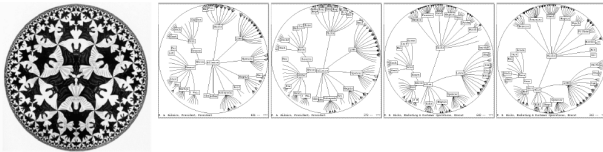
## 13: 2D Hyperbolic Trees

data: org charts, web sites

- node: document
- link: hyperlink between pages

carefully chosen distortion

- fisheye effect: single focus from hyperbolic geometry
- [demo: [ucjeps.berkeley.edu/map2.html](http://ucjeps.berkeley.edu/map2.html)]



[The Hyperbolic Browser: A Focus + Context Technique for Visualizing Large Hierarchies. Lamping and Rao, Proc SIGCHI '95. <http://citeseer.nj.nec.com/lamping95focuscontext.h391l>]

## Critique

strengths

- scales to over 10,000 nodes

weaknesses

- distortion poor for distance judgement tasks
- still possible to get lost in large graphs

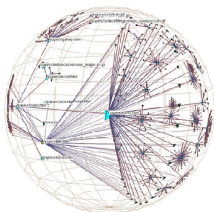
40

## 14: H3

data: web sites, species relationships

3D fisheye from hyperbolic geometry

- [demo: [graphics.stanford.edu/~munzner/h3/](http://graphics.stanford.edu/~munzner/h3/)]



[Munzner. H3: Laying Out Large Directed Graphs in 3D Hyperbolic Space. Proc. InfoVis 1997. [graphics.stanford.edu/papers/h3/](http://graphics.stanford.edu/papers/h3/)]

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## Critique

strengths

- scales to over 100,000 nodes

weaknesses

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42

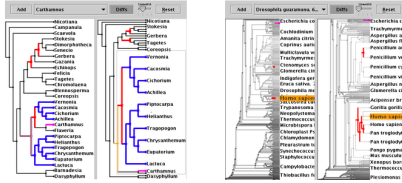
## 15: TreeJuxtaposer

data: species evolutionary relationships

task: side by side comparison

accordion drawing

- guaranteed visibility of landmarks
- stretch and squish navigation
- [demo: [olduvai.sf.net/tj](http://olduvai.sf.net/tj)]



[Munzner et al. TreeJuxtaposer: Scalable Tree Comparison using Focus+Context with Guaranteed Visibility. SIGGRAPH 2003. [www.cs.ubc.ca/~tmm/papers/tj](http://www.cs.ubc.ca/~tmm/papers/tj)] 43

## Guaranteed Visibility

drawing colored marks

- easy with small datasets
- hard with big datasets

reasons a mark could be invisible

- outside the window
- underneath other marks
- smaller than a pixel

benefits of GV

- minimizes amount of navigation required
- guides necessary navigation choices
- provides visible landmarks

## Critique

strengths

- scalability to millions of nodes
- guaranteed frame rate
- guaranteed visibility
- supports multiple focus areas

weaknesses

- stretch and squish navigation inappropriate for tasks requiring distance estimation
- computationally intensive

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Wrapup

[Slack, Hildebrand, and Munzner. PRISAD: A Partitioned Rendering Infrastructure for Scalable Accordion Drawing. Proc. InfoVis 2005, to appear]

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## Hard Problems

designing within huge space of possibilities

scalability

- size of dataset
- number of pixels
- kinds of data

dynamic data

characterizing Focus+Context

- how and when does it help

## Grand Challenge

"visual Google for nontextual data"

not search for images

web search made available text data useable

- for general and surprising uses beyond original intent

infovis browsing

- could make available nontext data useful/visible

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## More Information

this talk

- [www.cs.ubc.ca/~tmm/talks.html#ie05](http://www.cs.ubc.ca/~tmm/talks.html#ie05)

my grad course

- [www.cs.ubc.ca/~tmm/courses/infovis](http://www.cs.ubc.ca/~tmm/courses/infovis)

conferences

- InfoVis symposia: [www.infovis.org/symposia.php](http://www.infovis.org/symposia.php)  
IEEE Symposium on Information Visualization
- Graph Drawing conferences: [www.gd2005.org](http://www.gd2005.org)