### Large Scale Radial Graph Drawing

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**Data:**
- Network-focused
- InfoVis 2003 Contest: Trees

**Human Limit:**
- Radial Animation
- Slow-in Slow-out
- Maintain neighbor ordering
- Possible:
  - Intermediate focus for large transitions
  - Aggregate nodes
  - Hide nodes
  - Fade-out Fade-in transitions
  - Focus + Context

**Performance Limit:**
- Use shading, not outlining
- Tilt quads to exploit fog
- Texture lookups for coloring
- Utilize texture filtering
- Possible:
  - Point sprites / Imposters
  - GPGPU graph layout

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**Tools:**
- OpenGL
- FLTK (Fast Light Toolkit)
- IrrXML
- Shaders?
- GLSL
- GPGPU?
- BrookGPU, libSH

**Progress:**
- Week 1: Initial OpenGL setup
- Week 2+3: Animated Radial Layout
- Week 4: Scale, determine path
- Week 5+6: Complete program
- Week 7: Presentation / Write-up

**Program:**
- UI Skeleton
- Picking, node info display
- Radial graph layout

**Fallback:**
- Label Placement

**Solution:**
- Greedy with priority
- 2D Bounding box collision detection
- Layout at multiple scales and filter

**Possible:**
- Alter layout to avoid filtering?