

Lecture 12: Graphs/Trees

Information Visualization

CPSC 533C, Fall 2009

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Proposal Slitw Expectations

- project title (not just "533 Proposal")
 - names of all people on team
 - description of the domain, task, and dataset
 - personal expertise/background in area
 - proposed infovis solution
 - scenario of use
 - mockup/illustration of proposed interface
 - implementation ideas
 - milestones and timeline
 - previous work
- <http://www.cs.ubc.ca/~tmn/courses/533/projectsdec.html>

Readings Covered

Graph Visualization in Information Visualization: 9 Savels, Ivan Herman, Guy Melancon, M. Scott Marshall. IEEE Transactions on Visualization and Computer Graphics, 4(1), pp. 24-44, 2000. <http://citeseer.ajac.org/ivanherman/graph.html>

Configuring Hierarchical Layouts to Address Research Questions. Ashish Singhal, Jason Dwyer, and Jo Wood. IEEE TVCG 15(6), Nov-Dec 2009 (Proc. InfoVis 2009).

Multiscale Visualization of Small World Networks. David Aiken, Yuen Chikoto, Fabien Jourdan, Guy Melancon. Proc. InfoVis 2003. <http://dl.acm.org/citation.cfm?id=946826>

Topological Filters Views for Visualizing Large Graphs. Emilio Gansner, Yehuda Koren and Stephen North. IEEE TVCG 14(4), p. 407-408, 2008. http://www.research.att.com/~yehuda/papers_topo_filters.pdf

ISep-Cat: An Incremental Procedure for Separation Constraint Layout of Graphs. Tin Degen, Kim Marriott, and Yehuda Koren. Proc. InfoVis 2006, published as IEEE TVCG 12(5), Sep 2006, p. 821-828. http://www.research.att.com/~yehuda/pubs_isepcat.pdf

Further Readings

Online Dynamic Graph Drawing. Yaniv Frishman and Ayellet Tal. Proc EuroVis 2007, p. 75-82. <http://www.ee.technion.ac.il/ayellet/Pa/OnlineGD.pdf>

Animated Exploration of Graphs with Radial Layout. Ka-Ping Yee, Danyal Fisher, Rachna Dhamija, and Marti Hearst. Proc InfoVis 2005. <http://balabala.sims.berkeley.edu/papers/infovis05.html>

Interactive Information Visualization of a Million Items. Jean-Daniel Falcete and Catherine Plaisant. Proc InfoVis 2002. <http://www.cs.umd.edu/local-cp-bin/html/m.pl/number=2002-01>

Cushion Treemaps. Jack J. van Wijk and Huub van de Wetering. Proc InfoVis 1999, pp. 73-78. <http://www.win.tue.nl/~vameijk/ctm.pdf>

Hermann survey

- true survey, won't try to summarize here
- nice abstraction work by authors
 - Strahler skeletonization
 - ghosting, hiding, grouping

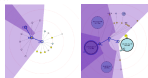


Dynamic Graph Layout

- static radial layouts: known algorithm
- dynamic: recent progress
 - minimize visual changes
 - stay true to current dataset structure
- video
 - Online Dynamic Graph Drawing: Frishman and Tal, EuroVis 2007

Animated Radial Layouts

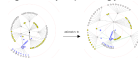
- video



[Animated Exploration of Graphs with Radial Layout. Ka-Ping Yee, Danyal Fisher, Rachna Dhamija, and Marti Hearst. Proc InfoVis 2005. <http://balabala.sims.berkeley.edu/papers/infovis05.html>]

Animation

- polar interpolation
- maintain neighbor order (note preface bug!)



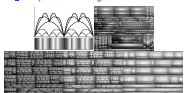
[Animated Exploration of Graphs with Radial Layout. Ka-Ping Yee, Danyal Fisher, Rachna Dhamija, and Marti Hearst. Proc InfoVis 2005.]

Treemaps

- containment not connection
 - emphasize node attributes, not topological structure
-
- Node and link diagrams
-
- Treemap

Cushion Treemaps

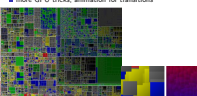
- show structure with shading
 - scale parameter controls global vs. local



[Cushion Treemaps. van Wijk and van de Wetering. Proc InfoVis 1999, pp 73-78. <http://www.win.tue.nl/~vameijk/ctm.pdf>]

Scaling Up Treemaps: MillionVis

- shading not outline to visually distinguish with less pixels
- more GPU tricks, animation for transitions



[Interactive Information Visualization of a Million Items. Jean-Daniel Falcete and Catherine Plaisant. Proc InfoVis 2002.]

HIVE

- treemaps as spacefilling rectangular layouts
 - each rectangle is conditioned subset of data
 - nested graphical summaries
 - size, shape, color used to show subset properties
 - ordered by conditioning variable
- dimensional stacking
 - discretization and recursive embedding of dimensions
- video



[Configuring Hierarchical Layouts to Address Research Questions. Ashish Singhal, Jason Dwyer, and Jo Wood. IEEE TVCG 15(6), Nov-Dec 2009 (Proc. InfoVis 2009).]

HIVE Guidelines

- reconfigure conditioning hierarchies to explore data space
- use appropriate layouts to reveal structure in data
- preserve salient 1D or 2D ordering
- fix rectangle size at hier levels for consistent small-multiple layouts
- scale color to data-ranges to different parts of hierarchy to explore global and local patterns
- condition datasets by attribs of diff granularities at adjacent hier levels
- condition by diff aggregations of time and space
 - effect of modifiable units on visual patterns
- reaggregate spatial data to equally-sized grid cells and fix rectangle size
- use dynamic techniques to relate these states

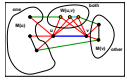



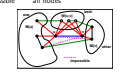
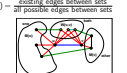
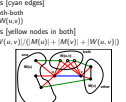
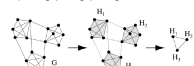
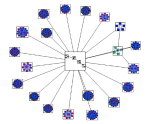
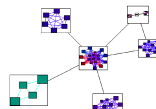
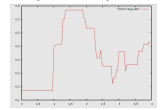

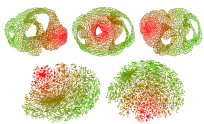


Critique

Critique

- very thoughtful analysis!
- prescriptive guidelines
- references backing up arguments

Small-World Networks

- high clustering, small path length
 - vs. random uniform distribution
- examples
 - social networks
 - movie actors
 - Web
 - software reverse engineering
- multiscale small-world networks
 - exploit these properties for better layout

<h3>Strength</h3> <ul style="list-style-type: none"> strength: contribution to neighborhood cohesion calculate for each edge based on <ul style="list-style-type: none"> edge's POV partition of graph: one, other, both 	<h3>Strength via Cycles</h3> <ul style="list-style-type: none"> 3-cycles through (u,v) + 4-cycles through (u,v) 	<h3>Cycles: Cohesion Measure</h3> <ul style="list-style-type: none"> 3-cycles through u/v blue + 2 red edges — yellow nodes in both 	<h3>Cycles: Cohesion Measure</h3> <ul style="list-style-type: none"> 3-cycles through u/v <ul style="list-style-type: none"> blue + 2 red edges — yellow nodes in both all other 3-cycles don't contain blue u/v edge <ul style="list-style-type: none"> magenta edges impossible black, red/green, red/black, etc 
<h3>Cycles: Cohesion Measure</h3> <ul style="list-style-type: none"> 3-cycles through u/v <ul style="list-style-type: none"> blue + 2 red edges — yellow nodes in both existing yellow nodes if possible — all nodes 	<h3>Cycles: Cohesion Measure</h3> <ul style="list-style-type: none"> 4-cycles through u/v <ul style="list-style-type: none"> blue + 2 red + 1 green blue + 2 red + 1 cyan existing edges between sets $s(A, B)$ — all possible edges between sets 	<h3>Strength</h3> <ul style="list-style-type: none"> 4-cycles [green edges] <ul style="list-style-type: none"> one-both, other-both, one-other $s(M(u), W(u,v)) + s(M(v), W(u,v)) + s(M(u), M(v))$ 4-cycles [cyan edges] <ul style="list-style-type: none"> both-both one-both $s(W(u,v))$ 3-cycles [yellow nodes in both] <ul style="list-style-type: none"> $W(u,v) / (M(u) + M(v) + W(u,v))$ 	<h3>Hierarchical Decomposition</h3> <ul style="list-style-type: none"> remove low-strength edges maximal disconnected subgraphs quotient graph: subgraph — higher-level node  <p>[Multiscale Visualization of Small World Networks. Auber, Chircioacă, Jourdan, and Melancon. Proc. InfoVis 2003]</p>
<h3>Nested Quotient Graphs</h3>  <p>[Multiscale Visualization of Small World Networks. Auber, Chircioacă, Jourdan, and Melancon. Proc. InfoVis 2003]</p>	<h3>Nested Quotient Graphs</h3>  <p>[Multiscale Visualization of Small World Networks. Auber, Chircioacă, Jourdan, and Melancon. Proc. InfoVis 2003]</p>	<h3>Clustering Quality Metric</h3> <ul style="list-style-type: none"> automatically determine how many clusters  <p>[Multiscale Visualization of Small World Networks. Auber, Chircioacă, Jourdan, and Melancon. Proc. InfoVis 2003]</p>	<h3>Critique</h3> <ul style="list-style-type: none"> pros <ul style="list-style-type: none"> exploit structure of data hierarchical structure shown visually automatically determine number of clusters nifty math cons <ul style="list-style-type: none"> information density could be better what if mental model doesn't match clustering metric?
<h3>Topological Fisheye Views</h3> <ul style="list-style-type: none"> input is laid-out graph preprocess: construct multilevel hierarchy by coarsening graphs user interactively controls focus point show hybrids made from several levels  <p>[Topological Fisheye Views for Visualizing Large Graphs. Gansner, Koren and North, IEEE TVCG 11(4), p 457-468, 2005.]</p>	<h3>Topological Fisheye Views</h3>  <p>focus on a top-left portion</p> <p>focus on a bottom portion</p> <p>[Topological Fisheye Views for Visualizing Large Graphs. Gansner, Koren and North, IEEE TVCG 11(4), p 457-468, 2005.]</p>	<h3>Coarsening Strategy</h3> <ul style="list-style-type: none"> must preserve graph-theoretic properties <ul style="list-style-type: none"> topological distance (hops away), cycles cannot just use geometric proximity alone cannot just contract nodes/edges exploit geometric information with proximity graph  <p>[Topological Fisheye Views for Visualizing Large Graphs. Gansner, Koren and North, IEEE TVCG 11(4), p 457-468, 2005.]</p>	<h3>Coarsening Requirements</h3> <ul style="list-style-type: none"> uniform cluster/metanode size match coarse and fine layout geometries scalable scalable  <p>[Topological Fisheye Views for Visualizing Large Graphs. Gansner, Koren and North, IEEE TVCG 11(4), p 457-468, 2005.]</p>

Hybrid Graph

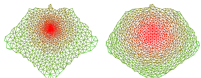
- find active nodes



[Topological Fibre Views for Visualising Large Graphs. Cameron, Kuen and North, IEEE TVCG 11(4), p 457-468, 2005.]

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Distort For Uniform Density



(a) default layout of hybrid graph (b) distorted layout of hybrid graph
[Topological Fibre Views for Visualising Large Graphs. Cameron, Kuen and North, IEEE TVCG 11(4), p 457-468, 2005.]

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Critique

- topologically sophisticated, not just geometric distortion
- rigorous approach

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IPSep-Cola

- using Dwyer's own talk slides for the useful animations

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