

Social Networks

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Visualizing Social Groups Linton C. Freeman,
American Statistical Association, 1999 Proceedings of the Section
on Statistical Graphics, 2000, 47-54.

Social Network Fragments Chap 7, danah boyd
MS Thesis "Faceted Id/entity: Managing representation in a digital
world"

**Vizster: Visualizing Online Social
Networks.** Jeffrey Heer and danah boyd. InfoVis 2005.

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D | colour & motion

using images to visualize social patterning

Visualizing Social Groups | SNF | Vizster

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on or off relationship

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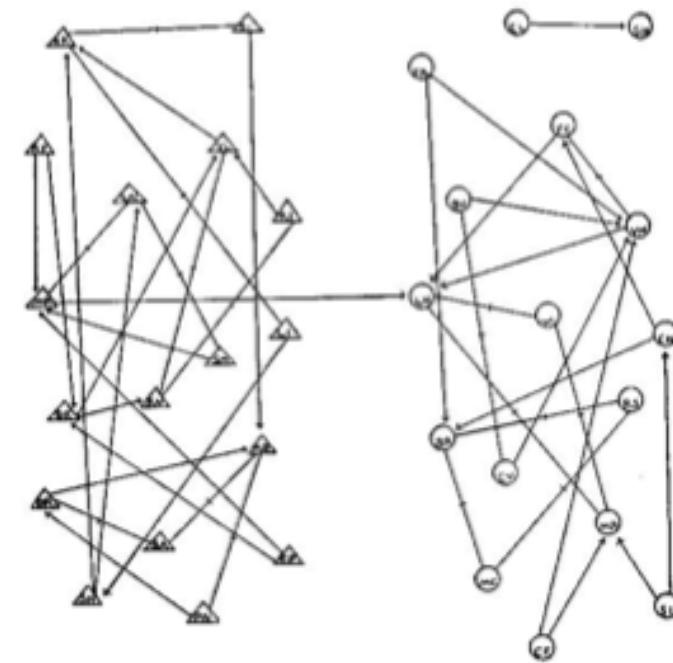
	I	W	W	W	W	W	W	W	W	S	S
	1	1	2	3	4	5	6	7	8	9	1
	I1	0	1	1	1	1	0	0	0	0	0
	W1	1	0	1	1	1	1	0	0	0	1
	W2	1	1	0	1	1	0	0	0	0	1
	W3	1	1	1	0	1	1	0	0	0	1
	W4	1	1	1	1	0	1	0	0	0	1
	W5	0	1	0	1	1	0	0	1	0	0
	W6	0	0	0	0	0	0	1	1	1	0
	W7	0	0	0	0	0	1	1	0	1	1
	W8	0	0	0	0	0	0	1	1	0	1
	W9	0	0	0	0	0	0	1	1	1	0
	S1	0	1	1	1	1	1	0	0	0	0
	S4	0	0	0	0	0	0	0	1	1	1

Table 1. Game Playing at Western Electric

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D | colour & motion

ad-hoc node placement



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multi-dimensional scaling

Visualizing Social Groups | SNF | Vizster

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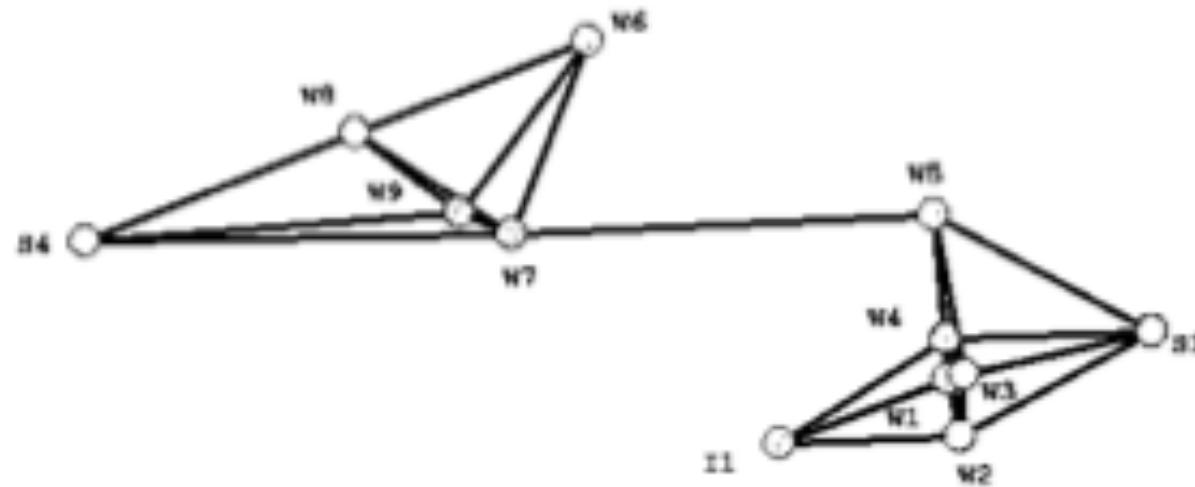


Figure 2. MDS of Game Playing at Western Electric (Raw Data).

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | **SVD** | cliques | quantitative | 3D | colour & motion

singular value decomposition

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | **SVD** | cliques | quantitative | 3D | colour & motion

all variance in first few variables

Visualizing Social Groups | SNF | Vizster

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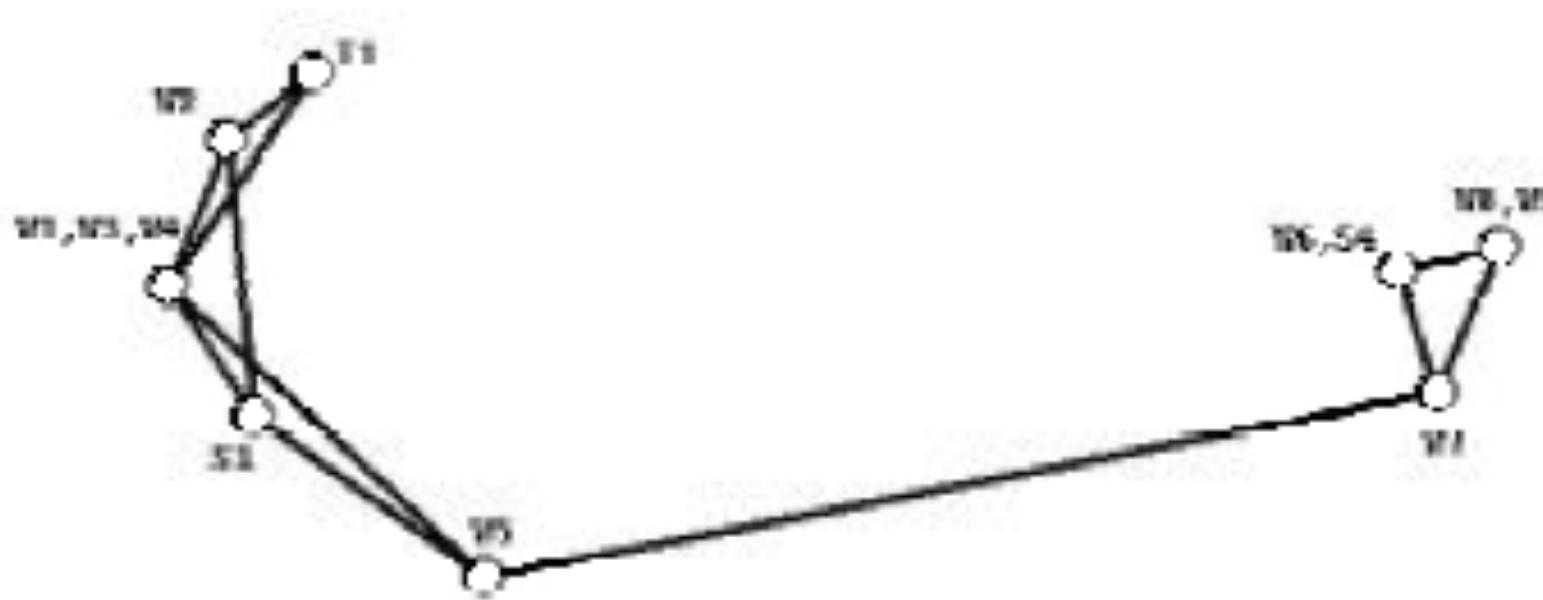


Figure 3. SVD of Game Playing at Western Electric.

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D | colour & motion

maximal complete graph

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D | colour & motion

Galois Lattices

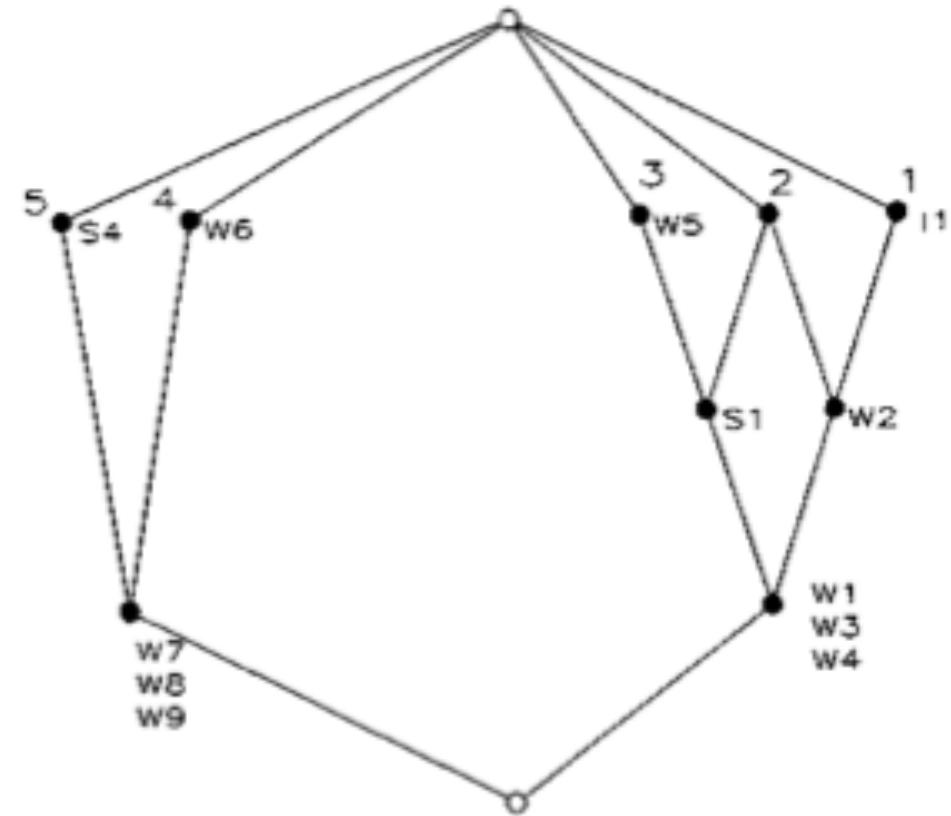


Figure 4. Galois Lattice of the Western Electric Cliques.

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | **quantitative** | 3D | colour & motion

use quantity to identify groups

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D | colour & motion

dolphins
swimming
together

	a	b	c	d	e	f	g	h	i	j	k	l	m
a	12	12	8	7	7	4	7	4	0	0	0	0	0
b	12	12	8	7	7	4	7	4	0	0	0	0	0
c	8	8	24	23	18	3	5	3	0	0	0	0	0
d	7	7	23	26	19	2	4	2	0	0	0	0	0
e	7	7	18	19	20	3	5	3	0	0	0	0	0
f	4	4	3	2	3	21	20	21	0	0	0	0	0
g	7	7	5	4	5	20	23	20	0	0	0	0	0
h	4	4	3	2	3	21	20	21	0	0	0	0	0
i	0	0	0	0	0	0	0	0	31	26	0	0	0
j	0	0	0	0	0	0	0	0	26	28	0	0	0
k	0	0	0	0	0	0	0	0	0	0	35	31	24
l	0	0	0	0	0	0	0	0	0	0	31	31	22
m	0	0	0	0	0	0	0	0	0	0	24	22	25

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can still apply MDS and SVD

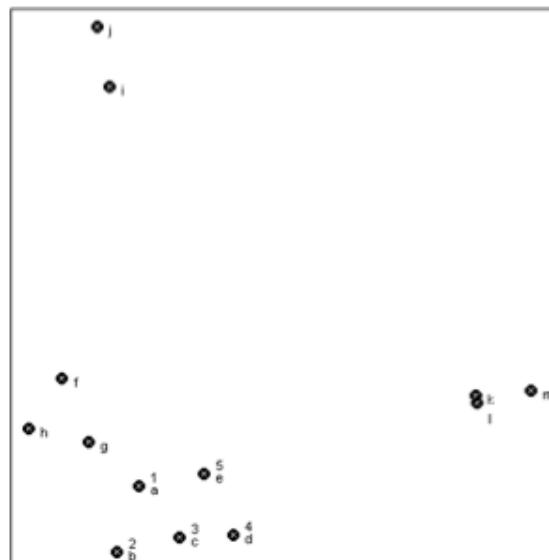


Figure 5. Two Dimensional MDS

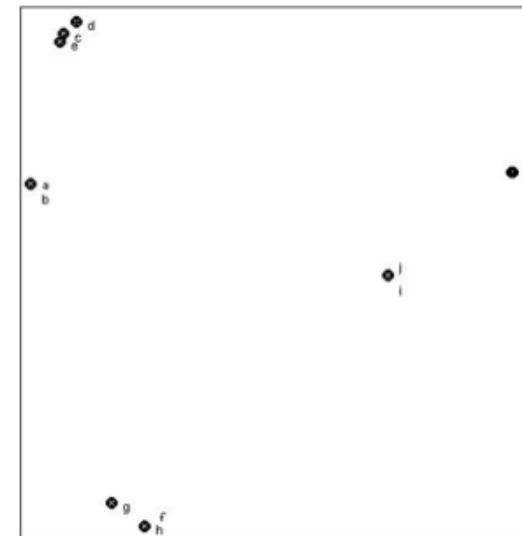


Figure 6. Two Dimensional SVD

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | **quantitative** | 3D | colour & motion

groups

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | **quantitative** | 3D | colour & motion

genetic algorithm

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D, colour & motion

add complexity for display, navigation

improve link representation

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D, colour & motion

Pros:

good walkthrough

simple datasets

Cons:

poor transitions between topics

Visualizing Social Groups | SNF | Vizster

scope | binary | MDS | SVD | cliques | quantitative | 3D, colour & motion

questions?

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

visualize email social networks

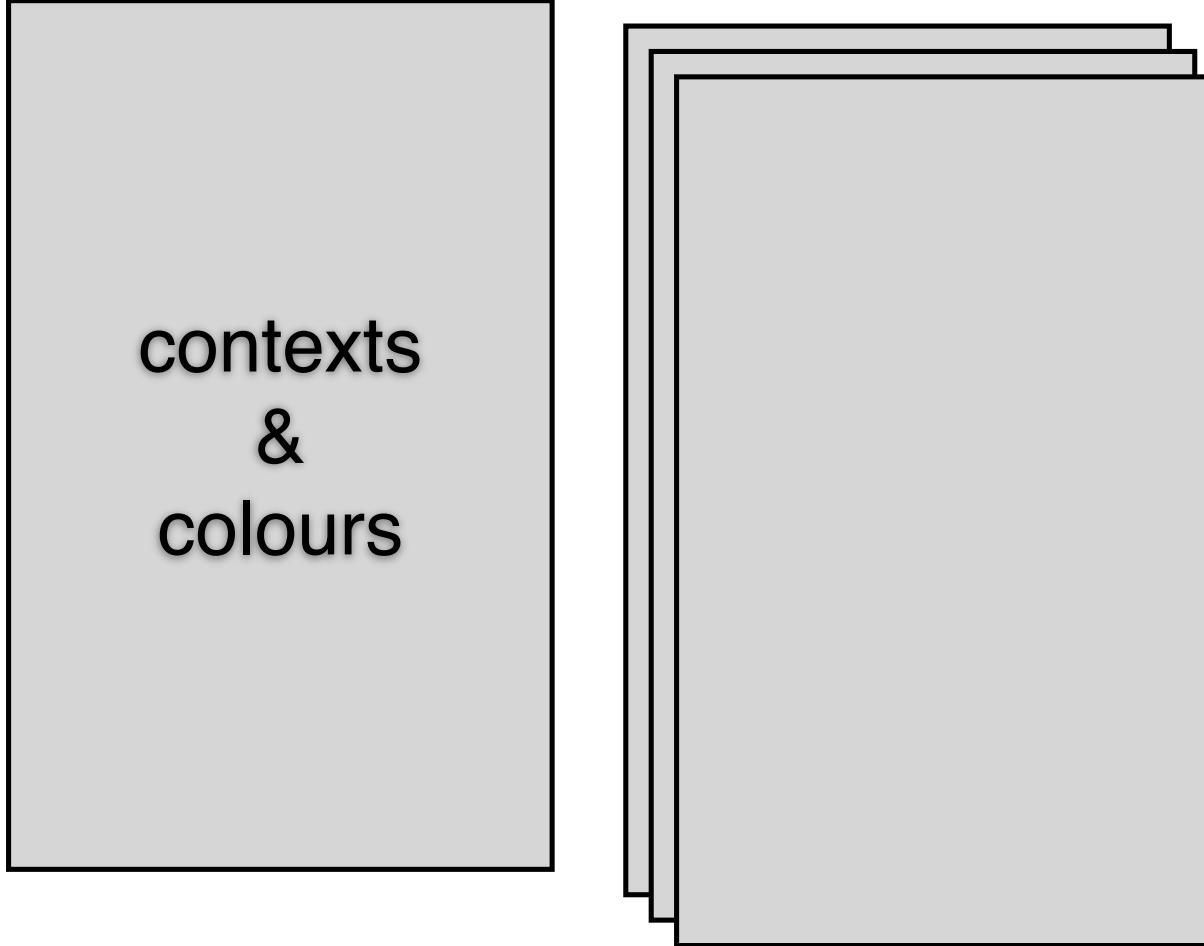
VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

users supply their mail spool and 4 files

VSG | Social Network Fragments | Vizster

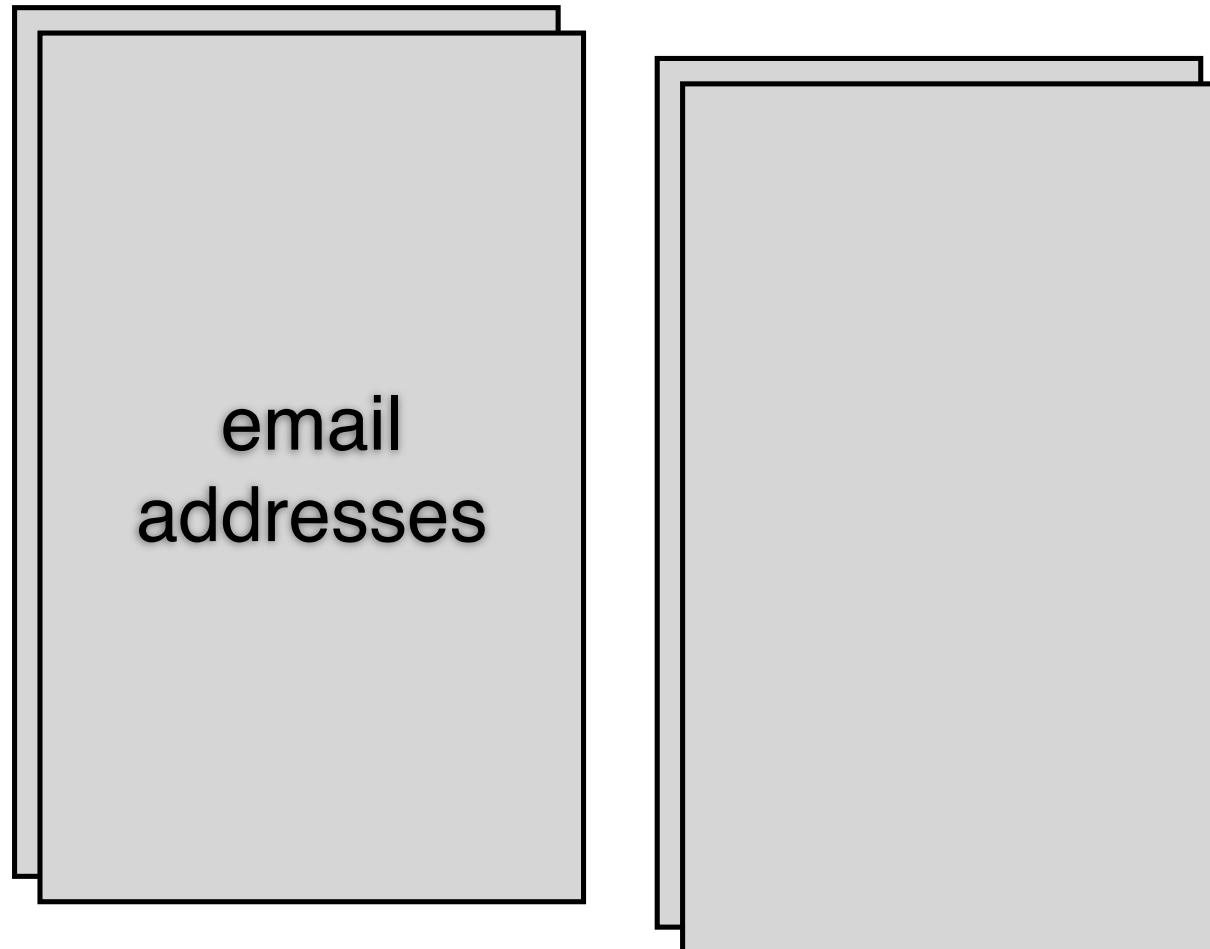
scope | input | ties | algorithm | UI | study | self-critique



contexts
&
colours

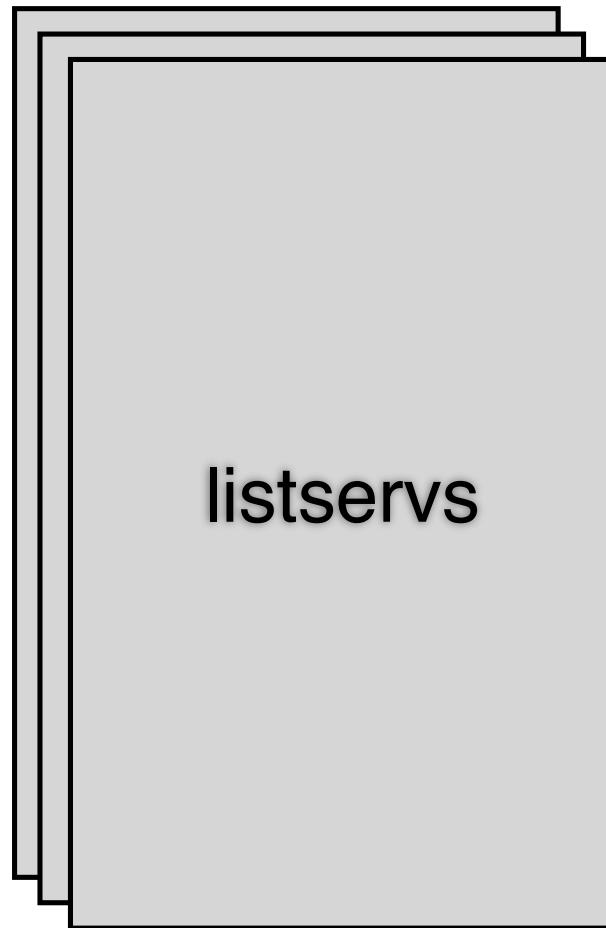
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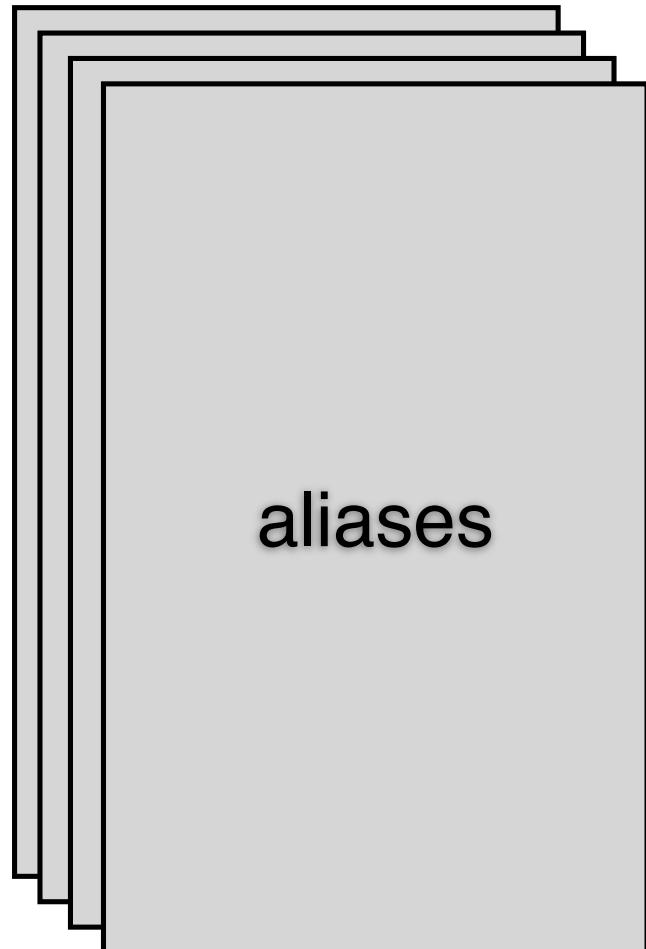
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VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

not binary

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

knowledge: A → B

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

awareness: $B \leftrightarrow A$

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

weak awareness: B || C

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

list awareness: {B, C,...}

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trusted: $A \rightarrow B_{BCC}$

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

matrix of tie strengths

VSG | Social Network Fragments | Vizster

scope | input | ties | **algorithm** | UI | study | self-critique

spring system

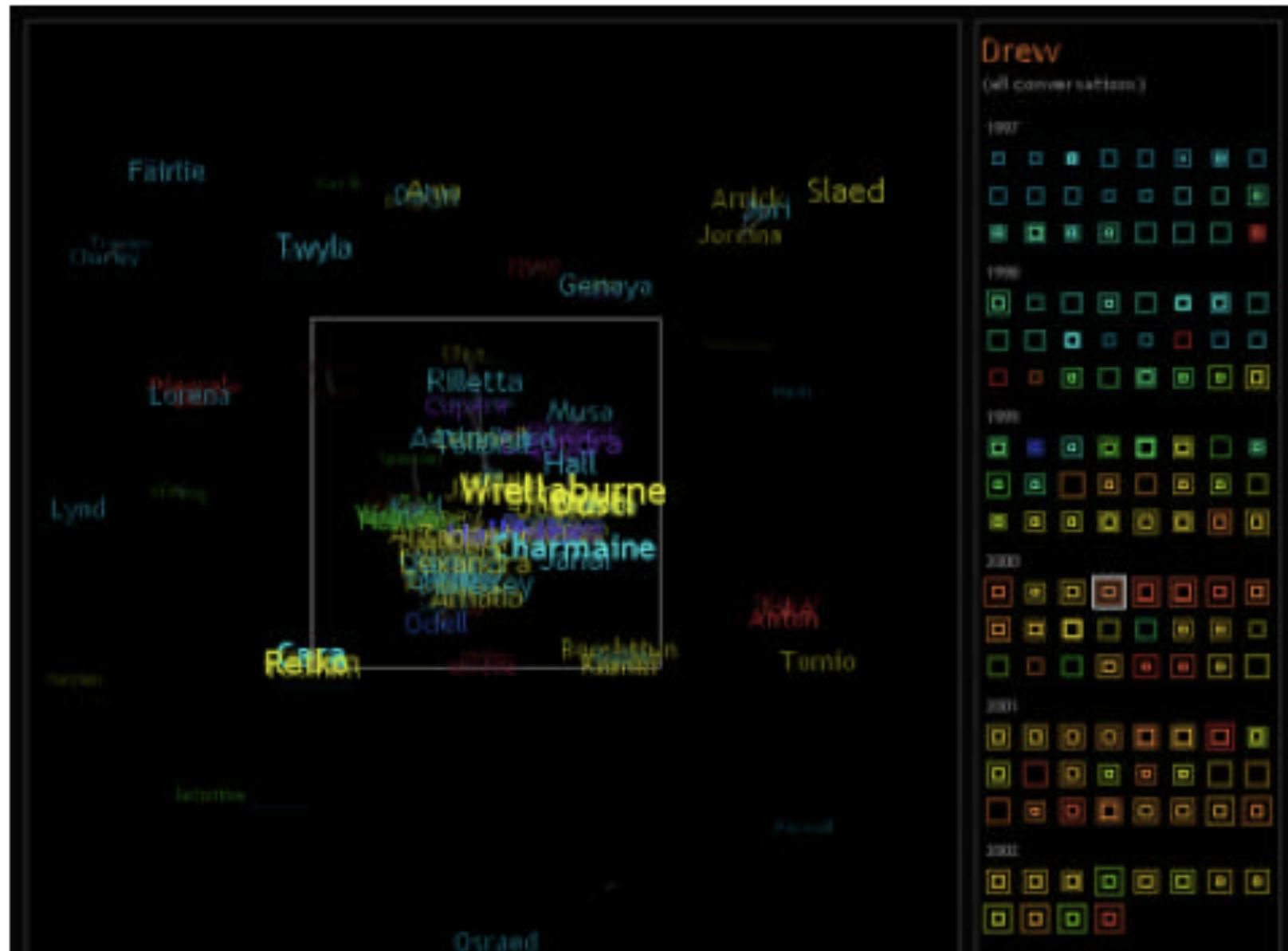
VSG | Social Network Fragments | Vizster

scope | input | ties | **algorithm** | UI | study | self-critique

spring system

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique



VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | **study** | self-critique

informal study

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

lots!

tie strength by volume misleading
layout artifacts ('fake' proximity)

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

Pros:

easy to follow

self-critique

Cons:

layout issue **really** bad

VSG | Social Network Fragments | Vizster

scope | input | ties | algorithm | UI | study | self-critique

questions?

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

visualize Friendster

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

lots of data, no way to see it

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

imagery is central

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

“start with what you know, then grow”

VSG | SNF | **Vizster**

scope | problem | presentation | **algorithm** | UI | study

spring-based layout

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | **UI** | study



VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

informal

techies

Pros:

tool uses real data

Cons:

not a lot more info on algorithm

no controlled study

VSG | SNF | **Vizster**

scope | problem | presentation | algorithm | UI | study

questions?

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