

History of Gephi

Clément Levallois

Version 1.0, 2017-01-11

Table of Contents

2006 and Web Atlas	1
--------------------------	---

want to contribute to these tutorials? Visit the "[readme](#)" file of this project!

The source of this document (written in `asciidoc`) is available on [on Github](#). The pdf, html and slide versions of this document are also on [Github](#).

2006 and Web Atlas

The origin of Gephi lays in [Web Atlas](#), a project started in 2006 involving Mathieu Jacomy, who was interested in the exploration of web-based graphs. This was about the same time [Eytan Adar](#) was developing his [GUESS software](#)

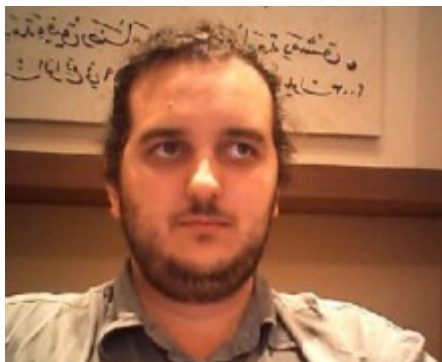


Figure 1. Mathieu Jacomy

In 2007/2008, this project morphed into Gephi, developed by a team of students at Université Technologique de Compiègne (UTC).



Figure 2. The initial Gephi team

Gephi has evolved in several major milestones:

- version 0.6 (2009): the initial public release. Contains already the filter system.
- version 0.7 (2010): Major overhaul of the graphics interface. Started using OpenGL framework for graphics acceleration. A system of plugin is created.
- version 0.8 (2011): Introduced dynamic graphics. This version is the one where Gephi started becoming very popular.

- version 0.9 (2016): An optimized graph engine is introduced. The codebase for the project is mavenized. The compatibility issues with Mac OS are solved.