

History of Gephi

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Gephi

1. The birth of Gephi

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](#)

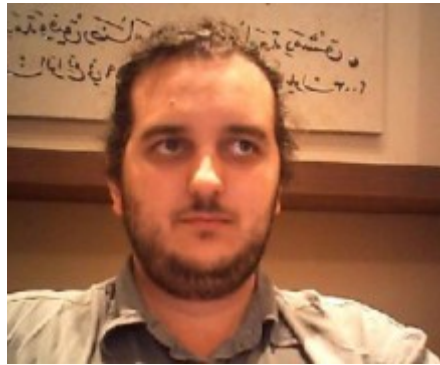


Figure 1. Mathieu Jacomy

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

[Mathieu Bastian](#) became the software architect.

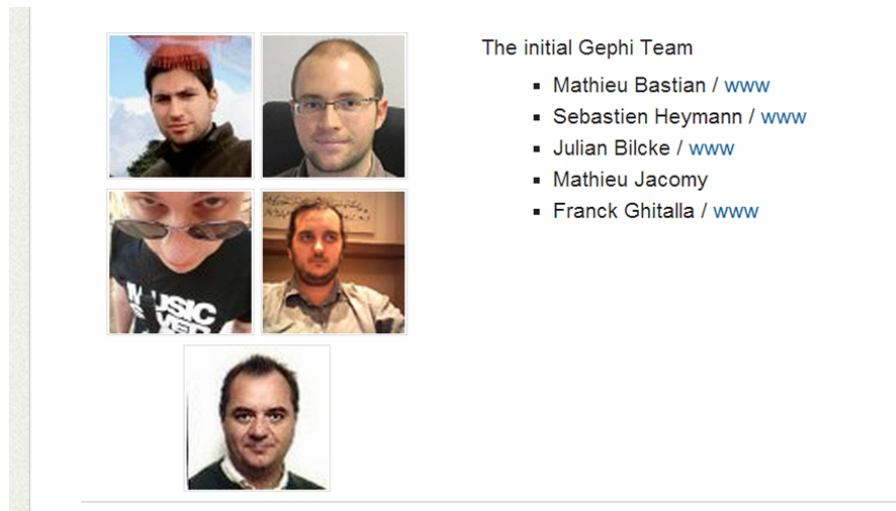


Figure 2. The initial Gephi team

2. The evolution of Gephi

Gephi has evolved in several major milestones:

a. version 0.6 (2009)

- the initial public release. Contains already the filter system.

b. version 0.7 (2010)

- Major overhaul of the graphics interface.
- Started using OpenGL framework for graphics acceleration.
- A system of plugin is created.

c. version 0.8 (2011)

- Introduced dynamic graphs.
- Many plugins were created for Gephi, and the software started becoming much popular.
- Mac computer users had issues installing Gephi on their computers because of a Java compatibility issue.

d. version 0.9 (December 2015):

- A graph engine optimized for memory is introduced: Gephi can handle much larger graphs.
- The codebase for the project is "mavenized", making the code more modular and easier to maintain.
- Compatibility issues with Mac OS are solved.

In 2016, Gephi is translated in French, Spanish, Japanese, Russian, Polish, Brazilian Portuguese,

Chinese, Czech and German.

[Eduardo Ramos Ibáñez](#) is the maintainer of the code.

3. A series of metrics on Gephi's popularity over time

a. Cumulative downloads

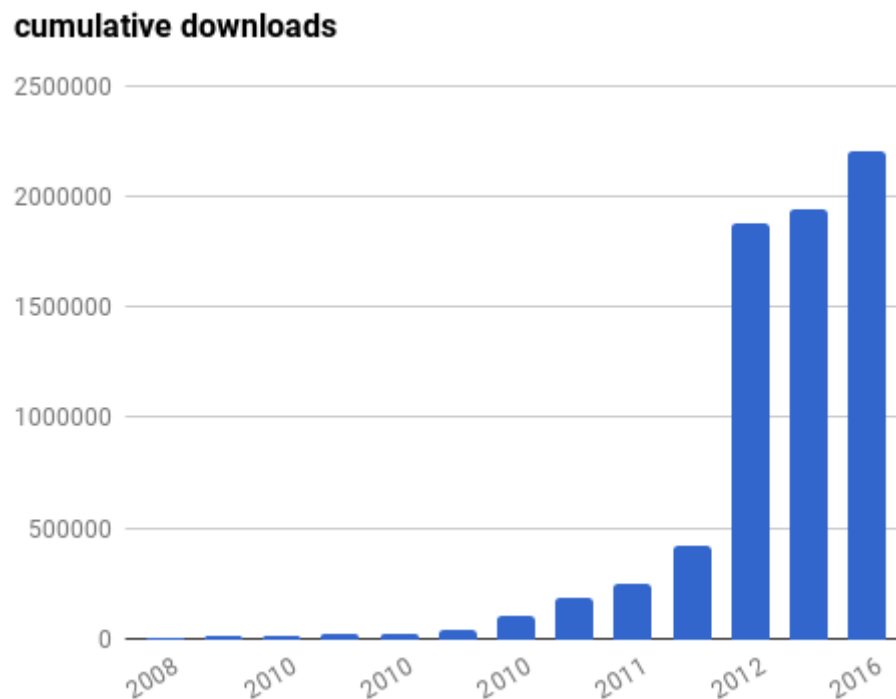


Figure 3. Gephi, cumulative downloads

b. General interest for Gephi and related software in the past 5 years

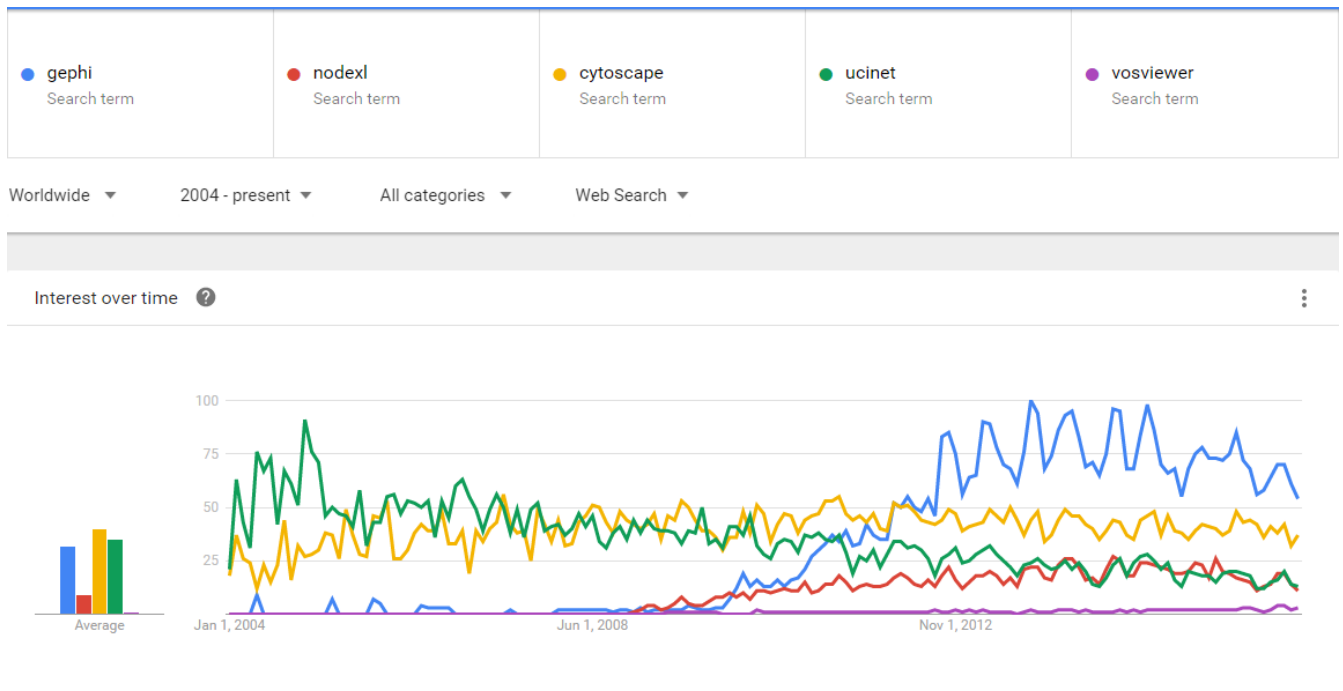


Figure 4.

c. Academic citations for Gephi (counting only citations to [Bastian et al., 2009](#))

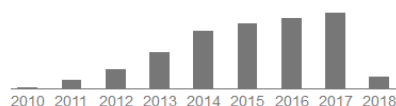
Gephi: an open source software for exploring and manipulating networks.

[\[PDF\] from aaai.org](#)

Authors Mathieu Bastian, Sebastien Heymann, Mathieu Jacomy
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 Pages 361-362

Description Abstract Gephi is an open source software for graph and network analysis. It uses a 3D render engine to display large networks in real-time and to speed up the exploration. A flexible and multi-task architecture brings new possibilities to work with complex data sets and produce valuable visual results. We present several key features of Gephi in the context of interactive exploration and interpretation of networks. It provides easy and broad access to network data and allows for spatializing, filtering, navigating, manipulating and clustering. Finally, by presenting dynamic features of Gephi, we highlight key aspects of dynamic network visualization.

Total citations Cited by 3220



Scholar articles [Gephi: an open source software for exploring and manipulating networks.](#)
 M Bastian, S Heymann, M Jacomy - Icwsm, 2009
 Cited by 3220 [Related articles](#) [All 17 versions](#)

Figure 5.

the end

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or visit [the website for more tutorials](#)