

University of Konstanz  
Department of Computer and Information Science

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## Master Thesis

# A Visual Analytics Approach for Comparing Tree-Structures.

*in fulfillment of the requirements to achieve the degree of*  
**Master of Science (M.Sc.)**

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dedicated to...

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**Abstract.** Todays storage capabilities facilitate the accessibility and long term archival of increasingly large data sets usually referred to as "Big Data". Tree-structured hierarchical data is very common, for instance phylogenetic trees, filesystem data, syntax trees and often times organizational structures. Analysts often face the problem of gathering information through comparison of multiple trees. Visual analytic tools aid analysts by combining visual clues and analytical reasoning. Visual representations are ideal as they tend to stress human strength which are great at interpreting visualizations.

We therefore propose a prototype for comparing tree-structures which either evolve through time or usually share large node-sets. Our backend Treetank is a tree-storage system designed to persist several revisions of a tree-structure efficiently. Different types of similarity measures are implemented adhering to the well known tree-to-tree edit problem.

The aggregated tree-structure is input to several interactive visualizations. A novel Sunburst-layout facilitates the comparison between two revisions. It provides several interaction options such as zooming as well as drilling down into the tree by selecting a new root node. Using hierarchical edge bundles to visualize moves reduces clutter from edge crossings.

Several filtering-techniques are available to compare even very large tree-structures up to many hundred thousand or even millions of nodes. Small multiple displays of the Sunburst-layout aid the comparison between multiple trees.

A short evaluation and a study of three application scenarios as well as performance evaluations proves the applicability of our approach. It surpasses most other approaches in terms of generability and scalability due to our database driven approach which allows for a fast ID-based difference algorithm optionally using hashes for filtering changed subtrees.

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## 1 Introduction

### 1.1 Motivation

Ever growing amounts of data require effective and efficient storage solutions as well as highly scalable, interactive methods to gain new insights through exploratory analysis or to prove assumptions. Almost all data is subject to change. Nowadays storage is cheap and adheres to Moore's law[2] of doubling about every 18 months supporting the storage of several snapshots of time varying data. Furthermore existing storage techniques minimize the impact of storing such potentially very large data-sets.

Hierachical information in the form of tree-structures is inherent to many datasets. It is almost always mapped through primary-/foreign-key relations in relational databases. Whereas this might be sufficient in many situations it introduces an additional artificial mapping. Using either a graph-DBMS for directed acyclic graphs (DAG)s or a native XML-DBMS for tree-structures facilitates a straight forward approach of storing data as well as efficient traversal methods and other domain specific advantages (for instance Dijkstra's algorithm for shortest path search in graph databases and most often extensive XQuery support in XML-DBMS).

**Comparison of tree-structures** In order to be human readable every tree-structure has to be serialized in some form. Character based line by line comparison difference-tools as for instance used within Subversion (SVN) or the GNU diff tool to compare serialized textual tree-structure representations most often does not add up. Even though most of them colorize the differences based on character differences or provide other limited graphical representations of the computed differences they are not able to recognize the tree-structure and certain domain specific characteristics. For instance XML (Extensible Markup Language), which is a human readable meta markup language, exemplary for tree-structures in general and used in our prototype, has some inherent features which can not be recognized by such tools. Among those are the *lack of semantic differences* in case two XML documents only differ by an arbitrary amount of whitespace between attributes, namespaces<sup>1</sup> and elements or the permutation of attributes. Changes from empty elements to start tag, end tag sequences (`<root/>` to `<root></root>`) or inversely must not be considered as well. Furthermore moves of nodes or subtrees and differences in the order of child nodes can not be determined. The major disadvantage however attributes to the tree-structure itself. Node-boundaries can not be recognized as these tools incorporate no knowledge about the structure itself. A comparison between two very simple XML documents (or two versions thereof) done with GVim, which utilizes a line by line character based comparison algorithm is illustrated in Fig. 1. Several of the aforementioned deficiencies are depicted in this simple example.

---

<sup>1</sup> special kind of attributes

```

<?xml version="1.0" encoding="UTF-8">
<people>
  <person>
    <firstname>Johannes</firstname>
    <lastname>Lichtenberger</lastname>
  </person>
  <person>
    <firstname>Sebastian</firstname>
    <lastname>Graf</lastname>
  </person>
</people>
```

rev1.xml                  1,1                  Top    rev2.xml                  1,1

```

<?xml version="1.0" encoding="UTF-8">
<people>
  <person>
    <firstname>Johannes</firstname>
    <lastname>Lichtenberger</lastname>
  </person>
  <person>
    <firstname>Sebastian</firstname>
    <surname>Graf</surname>
  </person>
</people>
```

**Fig. 1.** GVim diff of two XML-document revisions illustrating the deficiencies of line by line character based diff-tools.

## 1.2 Problem Statement

Analysts often face the problem of having to compare large tree-structures. While coping with rapidly increasing amounts of data is effectively solved by means of Treetank, comparison requires sophisticated methods on top of it.

Generally two cases of tree-structures have to be distinguished which our system must be capable of.

- Tree-structures evolving naturally through applying changes.
- Similar tree-structures.

The research task addressed in this thesis is defined as:

**Definition 1** *Provide methods to help analysts in quickly gaining knowledge by comparing tree-structures.*

## 1.3 Approach

A promising solution to the task at hand is to use methods from "Visual Analytics", a term coined by James J. Thomas in [3]. Thomas states that Visual Analytics is "the science of analytical reasoning facilitated by visual interactive interfaces.". Thus we provide analytical methods which are inevitable for comparing tree-structures in the first place facilitated by an interactive visual interface. Furthermore interesting patterns can be revealed by custom XPath queries.

Whereas hierachical visualizations have been studied for some time and sophisticated representations have been found, Visual Analytics of comparing tree-structures just recently gained momentum.

**Value of visualizations** Francis J. Anscombe reveals the value of graphs (which is generalizable to every (useful) kind of data-visualization) by illustrating in a simple example with four data sets, why graphs are essential to good (statistical) analysis. Using statistical calculations from a typical regression program shows that each computation yields the same result even though

fundamental differences are visible on first glance once plotted. Furthermore human brains are trained to interpret visual instead of textual content which is another facet illustrated by this example. It is almost impossible to gain further insights running through the printed out form of these data sets [4].

**Generalization and refinement of our research task** While several data mining tools are available which specify on specific tasks, tree-structures are flexible and come in many flavors. XML is a meta markup language which is capable of describing all kinds of rooted, labeled trees. Thus it is used by our prototype. In fact it is a semi structured, flexible, meta markup language. XML-documents in stark contrast to relational data do not have to adhere to a schema, which has to be planned and implemented beforehand. Due to that it is mandatory that the visual interface offers great flexibility and thus is not restricted to a special use case.

The high level goal defined in section (1.2) can be divided into:

- Preprocessing and import of differences.
- Structural comparison based on `insert-/delete`-operations.
- Comparison of non-structural data (for instance `TextNode` values).
- Extend with `replace`, `update` and `move`-operations (optional).
- Provide visualizations to quickly gain insights into which subtrees/nodes have been changed.

#### 1.4 Contributions

The main aim of this thesis is the research and development of an interactive visual interface supporting analysts in determining changes in tree-structures along with analytical methods to compute the differences.

In a nutshell this thesis provides the following computer science contributions:

- Preprocessing of realworld XML data, for instance the revisioned import of (a small fraction of) *Wikipedia* and monitoring changes in a specific Filesystem directory.
- Several storage-enhancements of a database-system tailored to the storage of temporal tree-structures including compacting, a `LevelOrderAxis` and new edit-operations to support the implementation of an ID-based differencing algorithm and expressive visualizations. Furthermore a new bulk-insertion operation based on an existing component speeds up hashing of subtrees considerably from  $O(n^2)$  to  $O(n)$  due to a simple postprocessing postorder traversal whereas  $n$  is the size of the nodes in the inserted subtree.
- Analytical methods (algorithms) to compute structural and non structural differences between similar or evolving tree-structures.
- Several views:
  - A `TextView` which serializes an aggregated tree-structure to a syntax highlighted XML output. Furthermore only the visible area plus additionally space to add a slider is filled.

- A **SunburstView** facilitating the comparison of tree-structures by a novel layout algorithm and several pruning techniques. Further interaction mechanisms like zooming/panning, a fisheye view, support of XPath-queries and several other techniques are provided as well.
- A **SmallmultipleView** supporting different modes (incremental, differential, a hybrid mode).

### 1.5 Conventions

Pseudocode which is used to illustrate algorithms in this thesis is based on a Java-like syntax as our prototype is based on Java. The following conventions in particular apply:

- The logical operator `||` from Java and other programming languages is denoted by *OR*.
- Similar the logical operator `&&` is denoted by *AND*.
- Variable or reference assignments = are denoted by  `$\leftarrow$` .

### 1.6 Outline

The thesis is structured as follows:

**Chapter 2** describes essential preliminaries and provides an overview of algorithms to compute differences in tree-structures. Next, research efforts in visualizing differences of tree-structures are examined. The chapter concludes with a summary of the visualizations which are examined in respect to various attributes.

**Chapter 3** starts off with a short description of numerous enhancements to our storage-backend which support an ID-less diffing algorithm as most tree-structures do not use unique node-IDs. The algorithm (FMSE) matches nodes based on similarity-functions for leaf- and inner-nodes in the first place and modifies a tree with as few edit-operations as possible to transform the first tree into the second tree or the first revision/snapshot of a tree into the second in subsequent steps. Next, the implementation of FMSE is described. The algorithm is utilized to import differences stored as snapshots in our storage backend. Once the data is imported a diff-algorithm based on unique node identifiers can be utilized, which is described thereafter. The chapter concludes with performance measures of our node-identifier based algorithm and a short summary.

**Chapter 4** is introduced with a short description of a tree-aggregation. Detailed descriptions of our visualizations follow. Furthermore several interaction mechanisms are examined.

**Chapter 5** demonstrates the feasibility of our approaches based on real world data.

**Chapter 6** discusses our approach in relation to the State-of-the-Art.

**Chapter 7** summarizes the results and provides suggestions for future work.

## 2 Preliminaries and State-of-the-Art

### 2.1 Introduction

Today's storage capabilities facilitate the growing amount of data which is most often collected and stored without filtering or preprocessing. One of the consequences is the information overload problem defined as:

- Irrelevant to the current task at hand.
- Processed or presented in an inappropriate way.

To turn these issues into advantages the science called "Visual Analytics" recently became popular.

James J. Thomas and Kristin A. Cook coined the term "Visual Analytics"<sup>[3]</sup> and defined it as: "Visual analytics is the science of analytical reasoning facilitated by interactive visual interfaces." It combines (semi-)automatic analytical analysis with interactive visualization techniques, thus emphasizes both cognitive human and electronical data processing strengths.

Whereas the information seeking mantra is described as "overview first, zoom/filter, details on demand" Keim et al defined the Visual Analytics mantra as:

"Analyse First - Show the Important - Zoom, Filter and Analyse Further - Details on Demand"<sup>[1]</sup>

This implies and confirms the important role of humans in the analysis process. As mentioned in the introduction humans are trained to interpret visual impressions but often fail in the same way to construe inappropriate representations.

Our Visual Analytics pipeline is largely influenced by the proposal of Keim et al. which is depicted in Fig. 2.

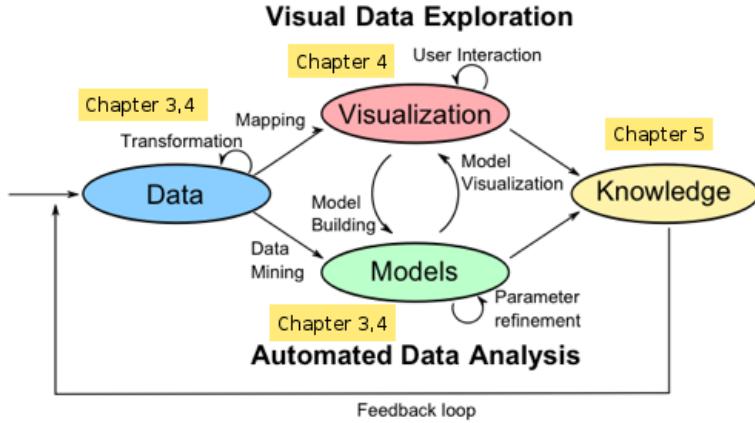
Comparing tree-structures by a Visual Analytics approach requires analytical reasoning through the computation of differences in the first place. In order to support large tree-structures we decided to use a treebased storage system.

### 2.2 Storage backend

Treetank<sup>[5]</sup> is an effective and efficient secure storage system tailored to re-visioned tree-structures. Currently it supports the import of XML documents which is commonly referred to as *shredding*. To process stored data the W3C recommendations XPath 2.0, XQuery 1.0 and XSLT 2.0<sup>2</sup>, as well as a cursor like Java-API using transactions is supported. Treetank offers a pointer-based encoding and a transaction-based API to navigate between in the tree-structure or modify nodes similar to DOM.

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<sup>2</sup> parts of the XPath 2.0 recommendation have been implemented, alternatively the Saxon XPath 2.0 binding can be used which also offers the XQuery 1.0 and XSLT 2.0 support



**Fig. 2.** Visual Analytics Process proposed by Keim et al. Presented in [1].

The architecture is based on three exchangeable vertical aligned layers, a transaction-layer, a node-layer and an I/O-layer. It supports *Snapshot-Isolation* through Multiversion Concurrency Control (MVCC). Furthermore the well known ACID properties are supported (Appendix A.2). Several consistency checks as of now guarantee well formed XML during export as well as in a *TextView* XML serialization which is going to be described in Chapter 4. While importing large XMark-instances [6] which are commonly used for benchmarking we encountered a space-overhead due to our pointer based encoding. Appendix A.1 details a number of persistent storage enhancements.

Treetank does not provide deltas. The revisioning algorithms merge *Node-Pages*, with the same unique ID together and override existing nodes with the latest version. NodePages organize a specified number of nodes in memory. Deleted nodes are introduced to guarantee the correctness after the merge-phase. The combination of NodePages relies on the specific revisioning algorithm. Thus, the merge-phase of NodePages usually refers to the latest full dump of all NodePages or the previous revision. As a direct consequence we are not able to simply use the page-layer or a delta between consecutive revisions. However the introduction of hook-mechanisms in a future version of Treetank will facilitate the generation of deltas. As a result the differences between consecutive revisions in the future will always reflect the update-operations. Yet, such a delta can not be used comparing other revisions.

One of the most interesting properties of Treetank for our purpose is *versioning*, that is storing and managing snapshots of tree-structures. Furthermore we utilize hashes of all nodes during database/resource generation, unique node-IDs as well as query-capabilities.

The next section describes a few preliminaries for comparing tree-structures and existing ID-less algorithms focused on XML-comparison without requiring unique node-IDs.

### 2.3 Analysis of differences

Line by line textual diffs are based on algorithms which solve the Longest Common Subsequence (LCS) problem. Whereas they are sufficient to track changes in flat text-files, tree-structures need more sophisticated methods as pointed out in the introduction.

The *Extendable Markup Language* (XML) is a textual data format for encoding and structuring documents in machine- and human-readable form. Its inherent data structure is a rooted, ordered, labeled tree.

**Definition 2** A rooted *tree-structure* is an acyclic connected graph, which starts with a root node whereas every node has zero or more children with the exception of the root-node having exactly one parent-node. We define a tree  $T$  as  $T = (N, E, \text{root}(T))$  whereas  $N$  denotes all nodes,  $E$  denotes edges, the relation between child- and parent-nodes whereas each child except the root-node has exactly one parent node,  $\text{root}(T)$  defines a root-node which is the only node having no parent.

**Definition 3** A rooted, ordered, labeled tree is a tree-structure which extends the rooted tree-definition by defining a specific order for child nodes (that is extending the parent/child edge relation  $E$ ) and a label for each node. Furthermore each node has a label. Thus  $T$  is an ordered, labeled, tree if  $T = (N, E, \text{root}(T), \Lambda(n) \in \Sigma)$ .  $\Sigma$  is a finite alphabet and  $n$  is a node in the tree.

Thus a tree is more restricted than a hierarchy based on a directed acyclic graph (DAG) in which every node except the root<sup>3</sup> has one or more parent nodes.

Many algorithms have been developed to determine differences in tree-structures for instance to provide deltas, which represent a compact version of the changes to the original document.

Next, some essential terms are defined to set the stage for the upcoming sections.

The tree-to-tree correction problem is to determine a (minimal) sequence or set of edit-operations to transform a source tree into a destination tree.

**Definition 4** An edit-operation is an atomar operation which changes a tree.

A delta/edit-script is defined as:

**Definition 5** A delta/edit-script is a sequence or set of (elementary) edit-operations which when applied to one version  $v1$ , yields another version  $v2$ .

**Definition 6** A symmetric delta is a directed delta which is invertible.

In the following we use the term *delta* and *edit-script* interchangeably in the generic form meaning directed delta. Each edit operation is usually defined with a fixed cost (usually unit cost).

---

<sup>3</sup> which has no parent

**Definition 7** *A minimal edit script is a minimum cost edit script.*

Besides providing a minimal or close to minimal edit script further metrics of a diff-algorithm are the CPU runtime and the compactness of the delta in terms of storage-space (e.g. it is in most cases sufficient to define edit operations on subtrees, such as a delete- or move-operation which usually removes the whole subtree).

Some of the most popular approaches to detect differences in XML-documents and to generate a delta are described next.

**DocTreeDiff[7]** is designed for difference detection in document-centric XML documents. The algorithm computes the Longest Common Subsequence (LCS) on leaf nodes which are on the same level using hash values. Subsequently ancestor nodes which differ are updated. Then inserted and deleted nodes are determined based on unmatched leaf nodes in the respective tree. As only leaf nodes in the first step are matching candidates which are on the same level, that is the number of nodes on the path up to the root node, the algorithm does not detect same subtrees if a inner node is added (or a leaf node is inserted and a subtree is moved beyond the new node which is sufficient for a tree model which only allows insertions on leaf nodes). Furthermore moves are detected in a postprocessing step instead of applied on the fly. The runtime complexity is  $O(\text{leaves}(T)D + n)$  whereas  $T$  is the sum of nodes in both trees and  $D$  is the number of edit operations. The space complexity is  $O(T + D)$ .

**DeltaXML[8]** Elements are matched according to element types, the level in the tree and the Longest Common Sequence (LCS). Furthermore matching PC-DATA nodes may optionally be preferred. Similar, attribute-IDs in the deltaxml-namespace may be used to mark nodes with unique IDs. Marking all nodes with an ID generates a minimum edit script. However, a complete description of the algorithm is not published.

**XyDiff[9]** Cobena et al. present in [9] a fast heuristic algorithm in the context of Xyleme, an XML database warehouse. Signatures which are hash-values computed based on the value of the current node and all child signatures are used. Inserts and deletes are restricted to leaf nodes in spirit of Selkow's tree-model [10]. Based on heuristics large subtrees are matched and based on weights possibly propagated to parent nodes. In [7] several deltas are examined and the greedy subtree-algorithm yields large deltas. However, tuning parameters as the weights and how far to go up to match parent nodes is not considered which for sure affects the generated delta.

The CPU runtime of the algorithm is  $O(n \log n)$  and the space complexity is  $O(n)$  whereas  $n$  is the size of both documents.

**LaDiff / Fast Match Simple Editscript (FMSE)**[11] operates on different versions of LaTeX documents. It is developed in the context of LATEXto demonstrate and measure the feasibility of an approach to detect changes in hierarchically structured information. We describe the algorithm in slightly more detail because we are

Chawathe et al. divides this task into two main problems:

**the Good Matching problem** is the problem of finding matches between the two trees, which are either equal for some predefined function or approximately equal.

**finding a Minimum Conforming Edit Script (MCES)** is the second obstacle. An *edit script* is a sequence of edit operations wh the source file which transform it into the target document once applied. Costs are therefore applied to every edit operation.

The algorithms used to solve these two problems operate on rooted, ordered, labeled trees. Four edit operations (`insert`, `delete`, `update` and `move` are defined with unit costs.

The algorithm proves to yield minimum edit scripts in case the assumption holds true that no more than one leaf node is considered equal to a predefined function which compares the values of leaf nodes and the labels match. XML does provide labels in the form of QNames for element- and attribute-nodes and a slightly restricted alphabet for text-nodes. Thus either text-node values have to be compared or QNames.

Thus the first criterium for leaf nodes is

$$\text{compare}(v(x), v(y)) \leq f \text{ such that } 0 \leq f \leq 1 \quad (1)$$

Inner nodes are match candidates according to the forumla

$$\frac{|\text{common}(x, y)|}{\max(|x|, |y|)} > t \text{ and } \text{label}(x) = \text{label}(y) \quad (2)$$

$\text{common}(x, y) = \{(w, z) \in M \mid x \text{ contains } w \text{ and } y \text{ contains } z\}$  whereas a node x contains a node y if y is a leaf node descendant of x and  $|x|$  denotes the number of leaf nodes x contains.

The threshold t is defined as  $0.5 \leq t \leq 1.0$ .

In a first step the good matching problem is solved by means of concatenating nodes/labels starting from bottom up and finding a LCS at each level of the tree. Furthermore if nodes are left which are equal according to the predefined function they are subsequently matched on each level. If the assumption does not hold which might be the case for several XML-documents, especially in data centric XML files the algorithm yields large output-deltas according to Lindholm et al.[12] and Rnnau et al.[7]. This is a direct result of the ambiguity of the LCS as well as of the subsequent matching of nodes on every level. However this is a problem common to almost all differencing algorithms and can be minimized by proper definitions of the similarity functions for leaf- and inner-nodes.

After that in a breadth first traversal nodes are inserted, updated, moved and deleted. The children of each node are aligned based on the LCS once again. Nodes which are matched but not in the LCS are moved. The order in which operations are applied to the source tree and the edit script is crucial to the correctness of the algorithm.

It is apparent that a large number of moves are appended to edit scripts in case the assumption that every leaf node in the old revision is similar to at most one leaf node in the old revision. If this assumption does not hold true the algorithm yields suboptimal deltas due to mismatches. An optional postprocessing step reduces other mismatches and thus move-operations such that children of matched nodes, which have not the same parent are tried to match with children of the same parent in the other tree, thus correcting some misaligned nodes. Note that this step can not reduce errors, which are propagated from mismatched leaf nodes up in the tree.

The runtime complexity is  $O(n * e + e^2)$  and the space complexity is  $O(n)$  whereas  $n$  is the number of unchanged nodes and  $e$  is the number of different/changed nodes.

**X-Diff**[13] operates on unordered, labeled trees. Thus the order of child nodes does not matter. Despite using an unordered tree-model which is not suitable in many cases as for instance document centric XML, updates on element nodes to the best of our knowledge are not defined as the signature for `TextNode`s does not use their values. However updating an internal node is crucial due to otherwise potentially large subtree delete- and insert-operations whereas only a single node is updated.

The runtime is defined for the three steps defined in [13] separately:

1. **Parsing and Hashing:**  $O(|T_1| + |T_2|)$
2. **Mapping:**  $O(|T_1| \times |T_2|) \times \max\{\deg(T_1), \deg(T_2)\} \times \log_2(\max\{\deg(T_1), \deg(T_2)\})$
3. **Generating Minimum-Cost Edit Script:**  $O(|T_1| + |T_2|)$

**Faxma**[12] uses fast sequence aligning transforming the parsed documents into sequences of tokens. Subsequently the diff is computed using rolling-hashes with different window-sizes. Moves are handled through the combination of `delete/insert` pairs which is similar to the approach used by *DocTreeDiff*. The delta is a script which includes identifiers to matched nodes with inserted sequences between. It is thus not defined in terms of an edit script and therefore not directly useful for our purpose.

**Summary** The problem in common to all approaches is to efficiently compute a minimum or near minimum edit script to transform the first into the second tree. Unfortunately a guaranteed minimum edit script for the the tree-to-tree correction problem is known to be bound in runtime by  $O(nm \min(\text{depth}(T_1), \text{leaves}(T_1)) \min(\text{depth}(T_2), \text{leaves}(T_2)))$ , with  $n, m$  denoting the number of nodes of the trees  $T_1, T_2$ . Using heuristics speeds

	runtime comp.	space comp.	tree model	move support
<b>DeltaXML</b>	not published	not published	not published	not published
<b>XyDiff</b>	$O(n \log n)$	$O(n)$	ordered tree	yes
<b>FMSE</b>	$O(ne + e^2)$	$O(n)$	ordered tree	yes
<b>X-Diff</b>	$O(n^2)$	not published	unordered tree	no
<b>DocTreeDiff</b>	$O(\text{leaves}(T)D + n)$	$O(T + D)$	ordered tree	yes
<b>Faxma</b>	$O(n)$ (average) $O(n^2)$ (worst)	not published	ordered tree	no

**Table 1.** Comparison of tree-to-tree difference algorithms.

up the process but it does in most cases produce non optimal (minimal) edit scripts which might be counterintuitive to humans, because of mismatched nodes which have not been changed. Every diff-algorithm has its strength and pitfalls. Depending on the input and expected modification patterns some algorithms provide better results than others. Even though algorithms are compared in [] we are critical as the size of the delta and the amount of edit-operations might not be the best. All algorithms work best if leaf nodes can be discriminated very well. Comparing document oriented XML thus usually produces better results in comparison to data centric XML in terms of minimum or near minimum edit-scripts/deltas.

Memory consumption is very important considering larger XML instances ranging from 1Gb and far above. Reducing the cost of computing the LCS which has a large memory footprint might be mandatory but also results in heuristics. A survey of the wide range of algorithms is summarized in [14]. Several algorithms are described and compared according to the attributes memory consumption, time complexity supported operations and ordered/unordered. Ordered/unordered denotes if ancestor/child relationships and the child order is considered (ordered) or not (unordered).

In summary a trade-off between the minimality of edit scripts/operations and the memory consumption as well as the time complexity of the algorithm exists. Furthermore no algorithm exists which outperforms and in respect to the edit-script cost produces always better results than the others while comparing trees of different domains and characteristics. It heavily depends on the change pattern of the input document.

## 2.4 Visualization of differences

Several visualization techniques have been proposed for hierarchical data ranging from simple node link diagrams, force directed layouts to space filling approaches. Recently database systems which are capable of storing hierarchical temporal data efficiently and therefore store snapshots of time varying data put forth the need to determine and visualize changes between several revisions such that analysts are able to answer time dependent questions like the ones raised in the motivating application examples.

While in the past it has been possible to map temporal hierarchical data to relational databases it required the storage of a full snapshot through foreign/primary key relations instead of just storing incremental or differential updates as well as the hierarchical mapping overhead.

**Treévolution**[15] visualizes the evolution of hierarchical data in a radial node-link diagram whereas each node can have arbitrary many parent nodes. Each Ring represents one snapshot. Inserted nodes are placed on the appropriate ring depending on the time of insertion. However edge crossings due to nodes having possibly more than one parent node result in visual clutter which complicate the analysis of the hierarchical relationship between inserted nodes and their parents. Label overplotting is a result from drawing the labels in one direction, however a simple interaction method improves on this by providing rotation.

**Interactive Visual Comparison of Multiple Trees**[16] The authors propose a prototype to compare multiple phylogenetic trees. Several views are available to analyse the trees on different levels of detail. A matrix view for instance displays pairwise tree-similarities based on a similarity score which takes overlapping subtrees into account. The similarity score depends on all nodes in a subtree including inner nodes instead of just determining overlapping leaf nodes. A histogram shows the score distribution among all nodes in all trees. The consensus tree is "a compact form of representing an 1:n comparison" in one tree. The score is "the average of the scores comparing a reference tree node against its best matching unit in all other trees". The last view is a Tree Comparison View which highlights all nodes in the subtree a user marks through a linking and brushing technique in all other trees. It is the only system which is capable of comparing multiple trees on different levels at the same time. However we assume that the quadratic runtime of comparing all nodes with all other nodes will be restricted to (many) small trees. Furthermore it is not mentioned how nodes are compared, but we assume unique labels or node identifiers are required as the prototype is proposed for phylogenetic trees.

**Spiral-Treemap/Contrast-Treemap**[17] A Treemap is a space filling approach which maximizes available screen space for the visualization. Most treemap layouts suffer from abrupt significant layout changes even if the underlying data changes were rather small. Tu et al. propose a new layout algorithm called *Spiral Treemap* to improve the layout stability arranging child nodes in spirals changing the orientation by 90° in the edges. Child-nodes are aligned along a spiral in each level beginning at the upper left corner. Therefore edit-operations as for instance inserts and deletes only affect local regions. However, we argue that it is not trivial to analyse structural differences as they are not explicitly visualized in the Contrast Treemap and the texture distortion depends on the layout algorithm, whereas small changes are hardly visible. Furthermore the Spiral Treemap . Thus, labels the readability of labels is very good if the rectangles

are not too thin which occurs frequently in large trees ranging from about 50000 nodes to a few hundred or even millions of nodes. Improving the aspect ratio of the rectangles results in Squarified Treemaps[18], which lack the property of ordered siblings. However child-nodes in trees are often ordered which is why Squarified Treemaps in general are only feasible in certain specific cases which do lack a semantic difference in node ordering.

**TreeJuxtaposer**[19] TreeJuxtaposer is a system designed to support biologists to compare the structures of phylogenetic trees. A new comparsion algorithm to determine matching nodes in near-linear average time has been developed. Perfect matching nodes have the same labels for each of their leaf nodes. Based on a simple similarity measure ( $S(A, B)$ ) between two sets whereas  $A, B$  is defined as  $\frac{A \cup B}{A \cap B}$  they propose a method to colorize edges of non perfectly matching nodes and a rectangular magnifier to emphasize changed nodes. The visualization itself contains several revisions side by side plotted in a node link diagram. Selections and rectangular magnifications are synchronized. TreeJuxtaposer uses a node link algorithm, therefore it shares the drawbacks of other node link visualizations such as *Treévolution* and the *Ripple presentation*. In comparison to space filling approaches further attributes as for instance value comparisons, subtreesizes and labels (besides some leaf labels) are not visualized. Furthermore the fast differencing algorithm to the best of our knowledge relies on unique node labels to support the region query on a two-dimensional label

**Code Flows: Visualizing Structural Evolution of Source Code**[20] Code Flows is proposed for determining and tracking changes in source code between several revisions. It is a space filling approach which uses horizontally mirrored icicles and therefore certain attributes of nodes can be visualized besides highlighting actual tree changes. Labels are readable in smaller trees or when zoomed in because of the rectangular layout which underlies an icicle plot. Due to the spline tubes matching nodes can be tracked very well through different revisions. Even code splits and merges are easily trackable. On the downside small code changes resulting in the addition or deletion of a few nodes might not be visible at first glance. Furthermore the spline connections between matched nodes leads to visual clutter due to overplotting when nodes are moved.

**Ripple presentation for tree structures with historical information**[21] The Ripple presentation has been developed to visualize both evolving hierarchies and categories. Concentric circles are used to indicate the evolving hierarchy through time. Each circle represents one point in time. Nodes are plotted in a special node link layout. The root node of each subtree is in the focus of the view. Leaf nodes are arranged in ascending order meaning older nodes are drawn on circles further away from the current root of the subtree. The angles of edges are application dependent and facilitate the clustering of categories through time. In the news articles example categories can be extracted from the content. For

	<b>hierarchy</b>	<b>space filling</b>	<b>readability</b>	<b>changes</b>
<b>Spiral-/Contrast-Treemap</b>	+	++ <sup>4</sup>	++	++
<b>Treevolution</b>	+	-	+	+
<b>Code Flows</b>	+++	++	++	++
<b>Juxtaposer</b>	++	-	++	+++
<b>Ripple Presentation</b>	+	-	+	+
<b>IVCoMT</b>	+++	-	++	++

**Table 2.** Comparison of tree-to-tree comparison visualizations. “-” indicates the absence of an attribute, “+” to “+++” implies how well or bad the attribute is supported.

each child being in the same category the angle of the edge has to be in between the parent angle. Since the application examples require no diff-calculation and updates as well as deletions of nodes are not considered it is not useful to compare every aspect of changing tree structures. It suffers from a lot of clutter consequent to label overplotting as well. In common with Treevolution deletions and updates have not been considered since the example use cases to the best of our knowledge just add nodes and categories. Due to the fact that it is also a node link representation and not a space filling approach attributes of nodes can not be visualized. Thus it is best comparable to Treevolution, but because of the more complex layout algorithm it can group nodes according to categories.

**Summary** Recently, few interactive visualizations of the evolution of tree-structures or different similar trees have been proposed. Table 2 summarizes the visualizations according to several attributes. The first column denotes how well the hierarchy is represented. The second column indicates if a space filling approach is used and to which extend the whole display space is utilized. The third column characterizes how well labels as well as the whole visualization is readable. The last column is the most significant. It determines how well and to which extent changes are visualized. Even deletions are not considered in some cases which might be due to the use cases of the respective visualization. Note that the ratings range from “-”, not present to “+++”.

Most of the visualizations are tailored to specific tasks and are only partly useful for other applications. In fact besides adapting the diff-algorithm in ?? none of the proposed systems to the best of our knowledge is able to compare every kind of tree structure due to diff-algorithms which rely on domain specifics as unique node identifiers/node labels or on change detections which hook into a system. Furthermore we suppose that except TreeJuxtaposer and CodeFlows no other system is able to compare large trees. However, in CodeFlows the filtering of nodes depends on the level of detail (per class-level, function-level...). Thus a global view which filters relevant nodes is not available.

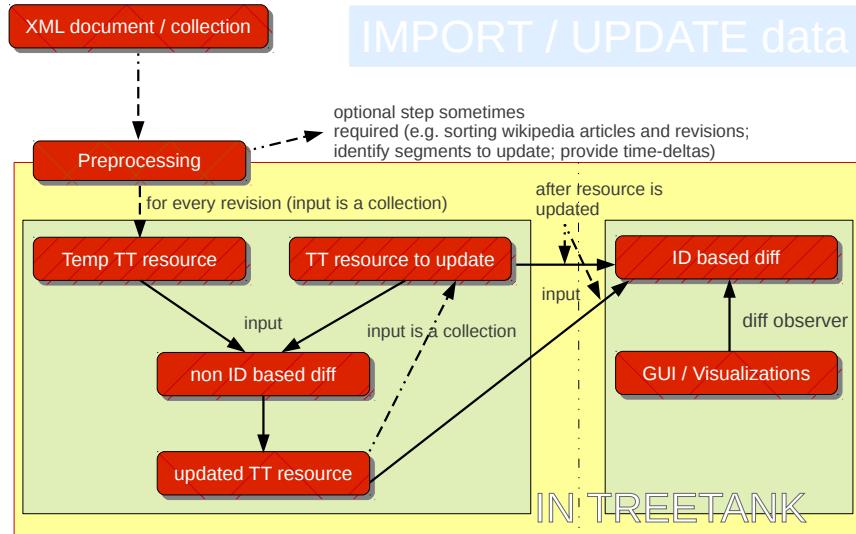
### 3 Analysis of structural differences

#### 3.1 Introduction

This chapter describes the implementation of an ID-less algorithm (FMSE, described in the last chapter (2.3)) as well as a new ID-based algorithm which utilizes a preorder traversal on both trees to compare tuples of two nodes each time. The FMSE algorithm facilitates the import of differences between two tree-structures which do not incorporate unique node-IDs in the first place either to compare different, similar tree-structures or the evolution of a tree. Thus, our similarity measures are based on the tree-to-tree correction problem. The visualizations proposed in the next chapter rely on diff-algorithms which detect edit-operations/diff-types to transform a source tree into a target tree. A reference tree is initially imported in a database system. Subsequently the changes between this tree and either other trees or the evolution of the reference-tree in terms of edit-operations are stored as subsequent revisions. As described in the last chapter, the Fast Matching Simple Edit-Script algorithm depends on similarity-measures and does not require nor use unique node-IDs in our case. Thus, a minimum edit-sequence usually is not guaranteed. While importing the differences through FMSE, the database system, Treetank assignes unique stable node-IDs which are subsequently utilized by visualizations to support a fast linear-runtime difference-computation. Fig. 3 describes the import using FMSE and a subsequent invocation of a fast ID-based diff-algorithm. When collections are going to be imported, that is multiple revisions of one tree the differences are encountered through comparing the latest stored revision in the database backend with the next revision to import. In case of multiple similar trees, the algorithm compares the first revision stored with the next revision to import. Once imported unique node-IDs and optionally hashes facilitate a new fast diff-algorithm. The computed diff-tuples which include the diff-type, the compared nodes and their depth in the tree by comparing two nodes of both revisions each time in turn facilitate an aggregated tree-structure made up of both changed-and unchanged-nodes through collecting the diff-tuples in the model of a visualization as described in the next chapter (Chapter 4).

Both algorithms, the FMSE algorithm, which does not require unique node-IDs, used for importing differences and a fast ID-based diff-algorithm are implemented using Treetanks' transaction-based Java-API, the native secure tree-storage system, which is used as an integral part to demonstrate our approach. After a short description of Treetank the implementation of several new edit-operations is described to support the FMSE-algorithm and a compact, meaningful aggregated tree-structure. Note that a rich set of edit-operations also facilitates an expressive visualization. It is much more intuitive and meaningful to provide atomar `replace`- and `move`-operations to reflect changes between tree-structures than to simply use combinations of `delete`- and `insert`-operations without any association.

The next section describes the implementation of the ID-less diff algorithm called FMSE, described in general in the last Chapter (2).



**Fig. 3.** Importing differences encountered through the FMSE ID-based diffing-algorithm.

### 3.2 ID-less diff-algorithm (FMSE) / Preprocessing

Preprocessing of raw data is a major task in every data processing pipeline. Besides data specific preprocessing, databases/resources which do not evolve through the Java-API of Treetank have to be imported. Note that it is very common to simply dump full revisions of temporal data, thus most often no direct deltas are provided which just have to be applied to a base revision. Furthermore similar distinct trees have to be compared. Both types often times do not include unique node-IDs and therefore must be compared using tree-to-tree comparison heuristics which try to determine and match the most similar nodes/subtrees.

As described in the introduction the FMSE algorithm described in the Chapter 2 is implemented. The reasons for choosing FMSE are based on three properties: (1) it has been proven to be successfully implemented a few times (specifically for XML-documents) [22], [23], (2) it utilizes a move-operation and (3) supports applying edit-operations/changes on the fly. The move-operation is one of the new edit-operation Treetank supports and very lightweight. It is defined for subtrees. Only local nodes are affected as well as the ancestor nodes of the node which moves (before and after the move).

The Nodes are matched based on a bottom-up traversal searching for the Longest Common Subsequence (LCS) of matching nodes on each level. Predefined functions determine the similarity of nodes/subtrees as described in Chapter 2, used by the LCS-algorithm to determine matches. Unmatched nodes after

determining the LCS on each level are examined for crossmatches (moves). The algorithm not only facilitates the analysis of temporal evolving tree-structures but also the comparison of similar distinct trees. To support the FMSE implementation and expressive visualizations Treetank is enhanced in several ways. The following new operators/methods and components are available:

- `LevelOrderAxis` which incorporates attribute- and namespace-nodes if desired.
- `copy-operation` to copy nodes/subtrees of other *database/resource*-tuples.
- `move-operation` to move nodes/subtrees in the currently opened *resource*.
- `replace-operation` to replace a node and its subtree with another node/-subtree.
- Visitor pattern support for nodes/transactions.
- Merging or avoidance of adjacent text nodes.

The `LevelOrderAxis` and the other operations are described in detail in Appendix A.3 and A.4. Having described the preliminaries the next section describes the FMSE implementation itself.

**FMSE** The FMSE implementation first saves node-types and the according node-IDs in two maps during a postorder traversal. Next, the algorithm determines a longest common subsequence of matching nodes. Leaf nodes are compared first, then inner nodes. Thus the inorder-traversal described in [11] must be replaced by a postorder-traversal. Otherwise some leaf nodes are not processed beforehand which are required to determine the similarity of inner nodes. The matching of nodes involves two different similarity-metrics as described in the last chapter. However our implementation requires some explanation, as the matching is crucial and the changes applied by FMSE are propagated to a subsequent ID-based diff-algorithm:

- `TextNode`s are matched based on their String-value. The Levenshtein algorithm is used to compute a similarity measure of the values, which counts update costs of individual characters normalized between 0 and 1. `QNames` of Namespace- and `attribute`-nodes are matched first based on equality. In case of attributes afterwards their value is compared yet again using the Levenshtein algorithm in addition to their ancestor-elements.
- `ElementNodes` are compared based on the number of matched nodes in their subtree. Recapitulate that all node-types are chained for the fastMatching-algorithm bottom up during a postorder traversal. Empty elements however are compared based on their `QName` similarity, whereas all ancestor nodes are also compared once more using Levenshtein. This ensures the possibility of matching empty-elements after a deletion or insertion of a subtree. Treating empty nodes as leaf nodes otherwise will prohibit matching empty `element`-nodes with other `element`-nodes which include a subtree because leaf nodes and internal nodes are compared in different successive steps and thus not cross-compared. Matching nodes are stored in a `BiMap` containing forward and backward matchings of `nodeKeys`.

After storing matching node-IDs, FMSE step one is implemented straight forward. However whenever an `attribute-` or `namespace-`node is determined to be moved it is deleted from the old parent and inserted at the new parent node as moves of these node-types are not permitted by Treetank. Another noteworthy subject regarding moves is, that deleted text nodes in case adjacent nodes are collapsed and must be removed from the mapping as well. Due to adding the consistency constraint that *never*, before and after a commit, duplicate attributes with the same QName are permitted, a new attribute value is set in the `WriteTransaction.insertAttribute(QName, String)` method instead of adding a new one if the QName of the node to insert is identical to another attribute-node with the same parent. This also saves from time overhead due to node-creation. This case occurs whenever the attributes with the same QName and parent node are not matched because of very different attribute-values or parent QNames. All updated or inserted nodes are added to the matches as described by Chawathe et al. in [11] to prevent them from deletion in the next step.

The second FMSE step, which deletes non matching nodes with their whole subtrees, involves a preorder traversal of the tree. Thus a new `VisitorDescendantAxis` which optionally expects a visitor instance is implemented<sup>5</sup> and detailed in Appendix A.5.

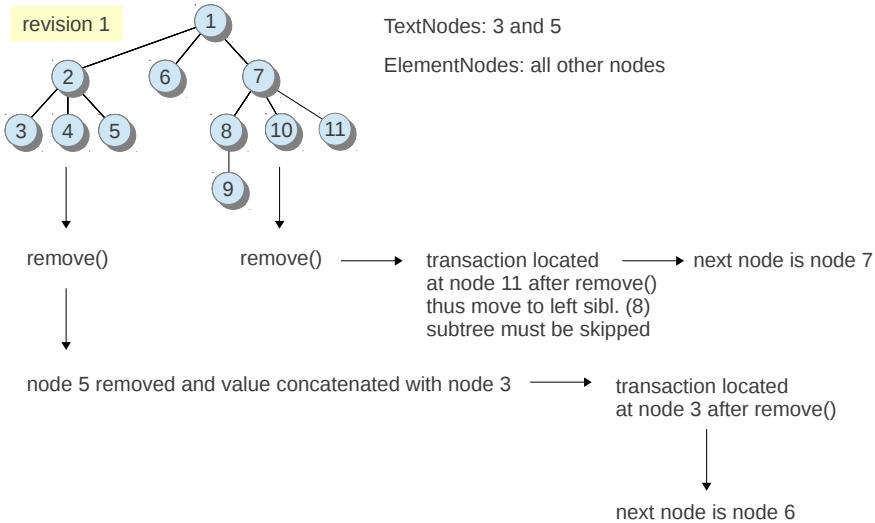
The following cases have to be distinguished. The node to move

1. has no right- and no left-sibling
2. has no right- and no left-sibling but the parent has a right-sibling (the parent must be removed from a stack which is used to save right-siblings for nodes which have a first child.)
3. has a right- and a left-sibling
4. has no right- but a left-sibling
5. has a right- but no left-sibling

Two variants of the third case are depicted in Fig. 4. In case the node to delete has two neighbour nodes which are `TextNodes` (node 4) the right sibling node is also removed from the storage and its value is appended to the left `TextNode`. After removing the node, the transaction is located at the updated left sibling text node. Thus the preorder traversal in the `VisitorDescendantAxis` continues without skipping any nodes. Otherwise if no adjacency text nodes are merged during the `remove()`-operation (node 9) the transaction is moved to the right-sibling before the operation is finished. Thus, the transaction first has to be moved to the left sibling before the `VisitorDescendantAxis` moves the cursor to the right-sibling. In this case the subtree of node 8 must be skipped as it is processed before.

---

<sup>5</sup> Visitors are always preferable to other methods if algorithms depend on the specific node-types, due to runtime errors during downcasts or possibly long chains of `instanceof` checks



**Fig. 4.** Deletion visitor; two variants are depicted if the node to removed has a left- and a right-sibling. Either both sibling nodes are **TextNodes** as is the case for node 4 or not (node 10)

### 3.3 ID-based diffing

Once revisioned data is stored in Treetank the main task is to reveal and present structural differences of the tree-structures. Treetank supports collections in form of databases which include one or more resources. Due to stable unique node IDs in each resource every kind of tree-structure is imported updating the resource with the computed changes using FMSE. Even similar distinct tree-structures are imported updating the same resource. Otherwise, using separate resources it is not possible to utilize the unique node-IDs. Different resources do not share unique node-IDs.

A fast diff-algorithm utilizes these unique node-IDs and optionally hash-values which represent the content of the entire subtree rooted at a specific node. Note that the algorithm is designed to be able to compare any two revisions and thus not just consecutive revisions. It compares two nodes each time and determines the type of diff.

**Hashes** One of our goals is the efficiency of our approach as it has to be usable within interactive visualizations. Meantioned briefly in the storage section hashes of the nodes are optionally used to skip subtree-traversals if the hashes of both nodes in each revision are identical. They are build incrementally based on the nodes in the subtree bottom up either during a postorder traversal during bulk inserts or on the fly depending on the concrete hash-algorithm used. The

postorder-traversal to build hashes is a new bulk-insertion method to minimize affected nodes and reduce the asymptotic bound from  $O(n^2)$  to  $O(n)$ . Two kinds of hashes are available, rolling[24]- and postorder[25]- hashes. *Rolling* hashes only affect the inserted or updated nodes on the ancestor axis whereas *postorder* hashes also affect nodes in a postorder traversal starting at the current node. Whenever identical hashes are determined the nodes are matched and the two transactions which compute the diff are moved to the next node in document order, which is not a descendant of the current node. Thus the transactions move to the first node in the XPath `following::`-axis. Hence, whole subtrees are skipped from traversal. The hashes include the unique node-IDs as well as node specific content. The hash-method is designed to be fast and to reduce collisions to a minimum. Even if hash-collisions which are extremely unlikely appear it is not possible to match subtrees with same hash-values as the node-IDs are also compared which are stable and unique during all revisions. Rolling-hashes are enabled by default during the database/resource creation and optionally used by our diff-algorithm. It is for instance used by an optional pruning of the tree in a Sunburst-layout to speed up the computation as well as the construction of the visualization. An in depth explanation of this application is provided in the Chapter 4. The next subsection briefly described two modes of the algorithm.

**Kind of differences** Interested observers are notified of the diff between two nodes through registration and the implementation of a special interface method. Currently two kinds of diffs are available.

- *Structural Diff* calculates changes without comparing attribute and namespace nodes. This implies that whenever the overall structure is crucial this algorithm should be chosen.
- *Full Diff* takes structural nodes as well as attribute and namespace nodes into account. However currently we do not emit non-structural changes. Changes in `namespace-` or `attribute-`nodes results in an `UPDATED` parent-element. This restriction applies as the *SunburstView* which is described in Chapter 4 currently does not include special `namespace-` or `attribute-`items. Instead these are part of the element item and shown on mouseover.

They are implemented by a simple template method  
`checkNode(IReadTransaction, IReadTransaction)` which is called by the basic diff-algorithm.

The following diff-types are supported by the algorithm:

- `INSERTED` denotes that a node is inserted.
- `DELETED` denotes that a node is removed.
- `UPDATED` denotes that a node is updated, that is either the QName of an `element-`node is updated or the value of a `text-`node.
- `SAME` denotes that a node is not changed.
- `REPLACEDOLD` denotes that a node or subtree is replaced (the old node/subtree).

- **REPLACEDNEW** denotes that a node or subtree is replaced (the new node/subtree).
- **SAMEHASH** denotes that a node is not changed and the hashes of the subtrees are identical.

Note that the differentiation between **REPLACEDOLD/REPLACEDNEW** is to support an expressive aggregated tree-structure as an underlying model of the visualizations. Two other diff-types are supported by an optional post-processing step.

- **MOVEDFROM** denotes that a node or whole subtree has been moved from this location to another one.
- **MOVEDTO** denotes that a node or whole subtree has been moved to this location.

The types are splitted, too to indicate the movement of the node, the old place as well as the new place in the aggregated tree-structure.

### 3.4 Traversal of both revisions

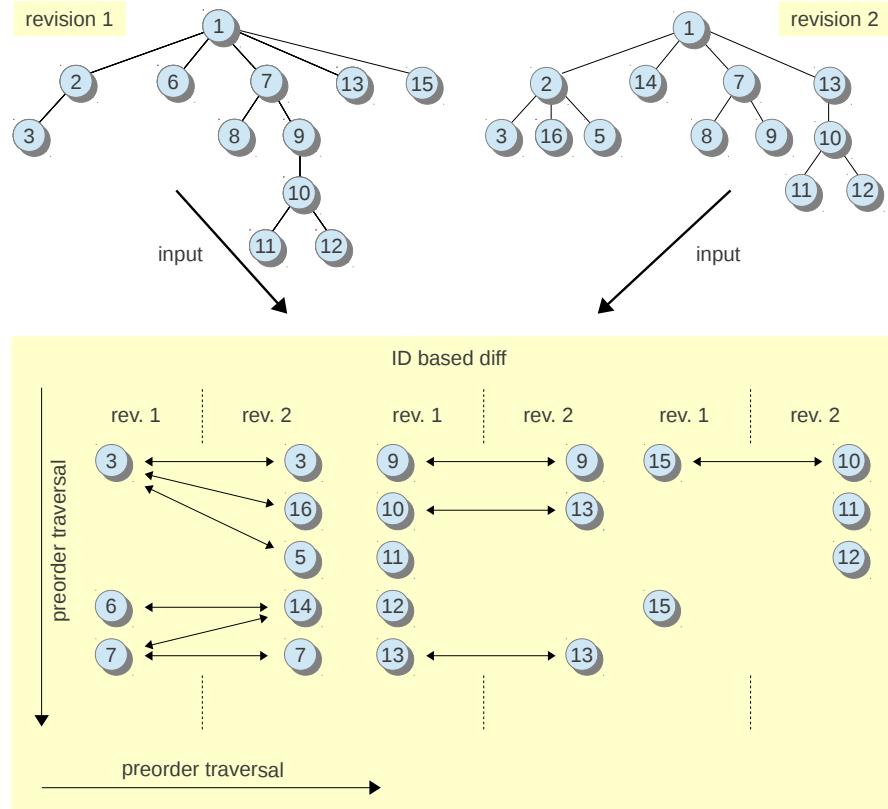
The algorithm to traverse the trees and to compute the differences between two nodes in each revision is depicted in algorithm 1. First, the method `treeDeletedOrInserted(IReadTransaction, IReadTransaction)` checks if both transactions opened on each revision can be moved to the start node. If not, either the node is inserted or deleted depending on the transaction which can not be moved.

Let's examine both cases:

- The transaction opened on the older revision can not be moved to the start node. This implies that the tree in the new revision has been inserted.
- The transaction opened on the newer revision can not be moved to the start node. This implies that all nodes in the old transaction have been deleted.

The distinction is used to support the selection of modified nodes in the visualizations which are described in Chapter 4 and only affects subtrees. Otherwise simply put all nodes in the old revision must be deleted, whereas all nodes in the new revision are inserted.

If the root-nodes of both revisions are selected by the transactions they move forward in *document order* (depicted in Fig. 5) depending on the last encountered kind of diff between two nodes. Document order is identical to a preorder traversal of a tree. In case of an insert, the transaction opened on the new revision is moved forward, in case of a delete the transaction opened on the old revision is moved (the `moveCursor(IReadTransaction, ERevision)-method`). If a node is updated or has not been changed at all both transactions move to the next node in document order. Once the traversal in one of the two revisions is done, the transaction is located at the document root. The diff-calculation ends if either the transaction



**Fig. 5.** ID-based diffing.

on the older revision is located at the document root and the last encountered diff kind was **DELETED** or both transactions are located at the document-root of both revisions. Note that if the transaction on the newer revision is located at the document root, but the transaction on the old revision is not the following nodes are **DELETED** at the end of the tree and have to be emitted as such (lines 22-28).

### 3.5 Diff-Computation

Besides moving both transactions forward in document-order depending on the type of diff the computation which determines the diff-type itself is crucial. The computation is the main task of the `diff(INodeReadTransaction, INodeReadTransaction, Depth)`-method outlined in algorithm 2. It is invoked whenever the node-IDs or the QNames/Text-values of the nodes to compare differ.

---

**Algorithm 1:** ID-based diff: traversal

---

```

input : HashKind mHashKind, long pOldRevKey, long pNewRevKey, long
        mOldStartKey, long mNewStartKey, DiffType pDiffType,
        DiffTypeOptimized mDiffKind, ISession mSession
output: for each node comparsion: DiffType diffType, IStructNode oldNode,
          IStructNode newNode, Depth depth

1 INodeReadTransaction rtxOld ←
  mSession.beginNodeReadTransaction(pOldRevKey);
2 INodeReadTransaction rtxNew ←
  mSession.beginNodeReadTransaction(pNewRevKey);
3 // moveTo(long) returns true in case the transaction could be moved
  to the node or false otherwise.
4 newRtxMoved ← rtxNew.moveTo(mNewStartKey);
5 oldRtxMoved ← rtxOld.moveTo(mOldStartKey);
6 treeDeletedOrInserted(newRtxMoved, oldRtxMoved);
7 DiffType ← null;
8 // Check first node.
9 if mHashKind == HashKind.None OR mDiffKind == DiffTypeOptimized.NO
  then
10   diff ← diff(rtxNew, rtxOld, depth);
11 else
12   diff ← optimizedDiff(rtxNew, rtxOld, depth);
13 // Iterate over new revision (order of operators significant --
  regarding the OR).
14 if diff != DiffType.SAMEHASH then
15   while (rtxOld.getNode().getKind() != ENode.ROOT_KIND AND diff ==
  DiffType.DELETED) OR moveCursor(rtxNew, ERevision.NEW) do
16     if diff != DiffType.INSERTED then
17       moveCursor(rtxOld, ERevision.OLD);
18     if rtxNew.getNode().getKind() != ENode.ROOT_KIND or
  rtxOld.getNode().getKind() != ENode.ROOT_KIND then
19       if mHashKind == HashKind.None OR mDiffKind ==
  DiffTypeOptimized.NO then
20         diff ← diff(rtxNew, rtxOld, depth);
21       else
22         diff ← optimizedDiff(rtxNew, rtxOld, depth);
23 // Nodes deleted in old rev at the end of the tree.
24 if rtxOld.getNode().getKind() != ENode.ROOT_KIND then
25   emitOldNodes(rtxNew, rtxOld, depth);
26 done();

```

---

---

**Algorithm 2:** ID-based diff: diff-computation

---

```

input : Depth pDepth, INodeReadTrx pOldRtx, INodeReadTrx pNewRtx
output: kind of diff (DiffType enum value)

1 DiffType diff ← DiffType.SAME;
2 // Check if node has been deleted.
3 if pDepth.getOldDepth() > pDepth.getNewDepth() then
4   diff ← DiffType.DELETED;
5   cumulatDiffTypes(diff);
6   if checkReplace(pNewRtx, pOldRtx) then
7     diff ← DiffType.REPLACED;

8 // Check if node has been updated.
9 else if checkUpdate(pNewRtx, pOldRtx) then
10  diff ← DiffType.UPDATED;

11 // Check if node has been replaced.
12 else if checkReplace(pNewRtx, pOldRtx) then
13  diff ← DiffType.REPLACED;

14 else
15  long oldKey ← pOldRtx.getNode().getNodeKey();
16  boolean movedOld ← pOldRtx.moveTo(pNewRtx.getNode().getNodeKey());
17  pOldRtx.moveTo(oldKey);
18  long newKey ← pNewRtx.getNode().getNodeKey();
19  boolean movedNew ←
20    pNewRtx.moveTo(pOldRtx.getNode().getNodeKey());
21    pNewRtx.moveTo(newKey);
22    if !movedOld then
23      diff ← DiffType.INSERTED;
24    else if !movedNew then
25      diff ← DiffType.DELETED;
26    else
27      // Determine if one of the right sibling matches.
28      EFoundEqualNode found ← EFoundEqualNode.FALSE;
29      long key ← pOldRtx.getNode().getNodeKey();
30      while pOldRtx.getStructuralNode().hasRightSibling() AND
31        pOldRtx.moveToRightSibling() AND found ==
32          EFoundEqualNode.FALSE do
33          if checkNodes(pNewRtx, pOldRtx) then
34            found ← EFoundEqualNode.TRUE;
35            break;
36          pOldRtx.moveTo(key);
37          diff ← found.kindOfDiff();
38      cumulatDiffTypes(diff);

39 return diff;

```

---

First, the depths of the nodes have to be compared. The depth is the sum of nodes in the path up to the root-node. When the depth of the node in the old revision is greater than the depth of the node in the new revision it must have been deleted. Note that the depths are not persisted, thus counters have to keep track of the current depths. All diff-tuples which are of type `DiffType.DELETED` or `DiffType.INSERTED` are saved in a Java `List`. A second datastructure is used to gather the diff types itself, that is a whole subtree which is either inserted or deleted is cumulated by the according diff-type. This datastructure is used to find `INSERTED`, `DELETED` combinations which are instead emitted as of type `DiffType.REPLACEDOLD` (the deleted tuples) and `DiffType.REPLACENEW` (the inserted tuples).

When the depth of the node in the old- and the node in the new-revision instead either is identical or the depth of the node in the more recent revision is greater at first the node is checked for an update through comparison of the `nodeKeys` and the depths of the nodes. Unless the check yields true the nodes are examined for replacement. Therefore the datastructure which keeps track of deleted- and inserted-subtrees is reviewed. Consecutive insert/delete- or insert/insert/delete/delete-tuples are emitted as replaced subtrees. Note that this replace-detection is just a simple heuristic and currently does only detect the aforementioned pairs of inserted and deleted nodes.

Assuming a node or subtree is not replaced, it must be decided if either the current node in the new revision is inserted or the current node in the old revision is deleted. First, it is determined if the transaction opened on the old revision is moveable to the current node in the new revision. If not it is immediately obvious that the node is inserted. Otherwise, if the transaction opened on the new revision can *not* be moved to the current node in the old revision it must be a deleted node. For the simple reason that move-operations are supported both checks might succeed. In this case the right siblings of the node in the old revision have to be examined in order to determine the type of diff, until one of them matches the node in the new revision, that is the node-IDs are identical or no more right siblings are available. In the first case the new node is inserted. Otherwise it is deleted.

### 3.6 Detecting moves

An optional postprocessing step is required to detect moves. The two basic diff-types `MOVEDFROM` and `MOVEDTO` are detected after all operations are emitted. The detection requires three datastructures to store all diff-types, the inserted nodes and the deleted nodes.

**Impossible to detect moves on the fly** Note that it is not possible to include the detection of moves in the preorder-traversal of both revisions itself, as it is not known which of the two nodes is the one which has been moved and which one is the node which is unchanged. However this is required to determine which of the two transactions must be moved to the next node in document order.

All we can argue is, that it would be possible to detect a move itself if the transaction on the new revision can be moved to the current node from the transaction in the old revision and vice versa. That is all **DELETED** or **INSERTED** nodes have already been emitted, meaning that one of the two nodes which are currently compared must have been moved and the other must have been unchanged constant. It is not possible to decide which one of the two nodes stayed the same and which one has been moved. The position in the tree is no implication wheter a node has been moved from or moved to another place, but this is crucial to decide which of the two nodes has not changed and which one actually has been moved. As thus the types have to be matched. Whenever the unique `nodeKey` of a **DELETED**-node matches the key of an **INSERTED**-node, the corresponding diff-types can be changed into **MOVEDFROM** and **MOVEDTO**. The next subsection details a postprocessing algorithm which is based on this idea.

**Detection of moves in a postprocessing step** All encountered diff-types are saved in an associative array, a map (index of their encounter  $\Leftrightarrow$  diff-tuple)<sup>6</sup> in preorder which is the order in which they have been observed. Additionally **DELETED** and **INSERTED** nodes are recorded mapping their unique `nodeKey` to the index in the original map with all entries. The algorithm described in 3 expects the three maps. It tries to match **INSERTED**  $\Leftrightarrow$  **DELETED** pairs and vice versa and checks whether the `diffType` in the map needs to be adjusted to **MOVEDTO** or **MOVEDFROM** (or not at all). A map which does not contain a value for the specified key returns the special value `null`. First, the old `nodeKey` (might have been deleted) is searched for in the Map containing all inserted tuples. If the key is found (value  $\neq \text{null}$ ) the type is checked. If the current diff-tuple is of type **DELETED** or **MOVEDFROM** the diff type is set to **MOVEDTO**. Note that the check for the **MOVEDFROM** type is necessary as the corresponding **INSERT** tuple might have been encountered before and thus the type has been changed to **MOVEDFROM** already. The following is the inverse case to set the **MOVEDFROM** type if necessary. Furthermore a link in the form of the index of the matching node with the same `nodeKey` and the corresponding **MOVEDTO** diff-type is additionally saved. Note that the algorithm does not detect **text**-nodes which are moved to a right sibling of another **text**-node. In this case our implementation of the `moveSubtreeToRightSibling(long)` prepends the value of the current **text**-node to the moved **text**-node and subsequently deletes the current node. This ensures, that no two **text**-nodes are ever adjacent which otherwise contradicts the XQuery/XPath data model (XDM). In this particular edge case the algorithm determines a **REPLACED** node (a direct consequent from the deletion of the node the transaction resides at and the insertion of the moved node with the prepended text-value) and a **DELETED** node (the node which has been moved).

---

<sup>6</sup> which is used just like a List, to switch between a map implementation based on a persistent BerkeleyDB database depending on a specified threshold value or a simple LinkedHashMap instance

---

**Algorithm 3:** ID-based diff: postprocessing to detect moves

---

```

input : Map allDiffs, Map inserted, Map deleted
output: none (void)

1 // For every diff tuple in the map which saves all encountered diffs
   in document-order
2 for Diff diffTuple : allDiffs.values() do
3   Integer newIndex ← inserted.get(diffTuple.getOldNodeKey());
4   if newIndex != null AND (diffTuple.getDiff() == DiffType.DELETED OR
      diffTuple.getDiff() == DiffType.MOVEDFROM) then
5     allDiffs.get(newIndex).setDiff(DiffType.MOVETO);
6   Integer oldIndex ← deleted.get(diffCont.getNodeKey());
7   if oldIndex != null AND (diffTuple.getDiff() == DiffType.INSERTED OR
      diffTuple.getDiff() == DiffType.MOVEDPASTE) then
8     allDiffs.get(oldIndex).setDiff(DiffType.MOVEDFROM).setIndex(
      inserted.get(diffTuple.getNewNodeKey()));

```

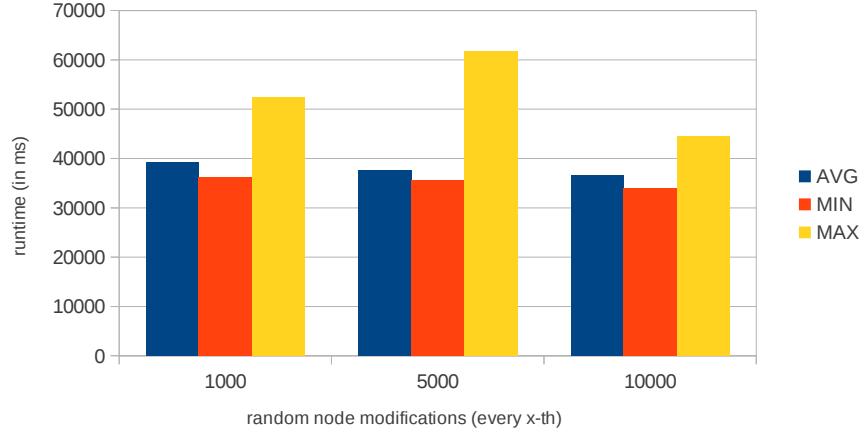
---

### 3.7 Runtime/Space analysis and scalability of the ID-based diffing algorithm

The runtime of the ID-based diff algorithm is  $O(n + m)$  whereas  $n$  is the number of nodes in the first tree and  $m$  the number of nodes in the second tree. It is thus a fast linear diff-computation in comparison to the FMSE-algorithm ( $O()$ ) which is used in the first place to determine the differences which are imported. The space-consumption is  $O(1)$  and in case the replace-operation is enabled at worst  $O(k)$  whereas  $k$  is the sum of the subtrees which are cached (at most 4 subtrees currently). However the space consumption of an aggregated tree-structure which is going to be described in the next chapter (4) is  $O(u*k + v*k)$ .  $u$  is the number of unchanged nodes,  $v$  is the number of changed nodes and  $k$  is tuple relevant stuff (type of diff, the nodes and the depths in both trees). Thus the asymptotic space consumption is linear depending only on the number of unchanged and changed nodes.

Our performance evaluation involves measuring the scaling during random modification-patterns (Fig. 6) and different document sizes with scaled modification-patterns (Fig. 8). The modification-patterns are increased in the same scale as the document size such that the documents are modified with approximately the same number of modifications. The hardware used is a common notebook with 4Gb RAM and a Core 2 Duo 2,66 Ghz CPU. All performance-measures are executed 20 times. Fig. 6 shows that the number of modifications minimally affects the runtime. The runtime decreases linear as less modifications between two revisions are encountered. However the linear decrease is minimal due to a few more value and node-ID comparisons.

Fig. 8 (Table 4) depicts the scaling during different document sizes and modification schemes. The scale is logarithmic, thus we are able to identify the linear



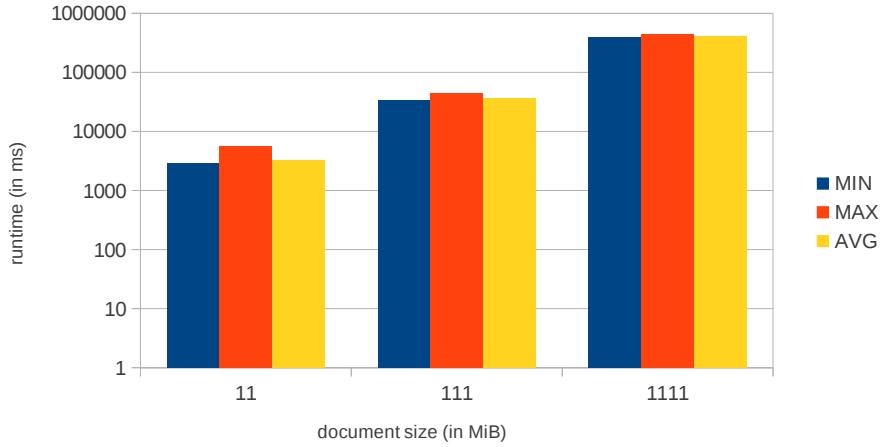
**Fig. 6.** Scaling during different modification-patterns (update/insert/delete/replace/move every 1000st, 5000st and 10000st node) in a 111 MiB XMark instance.

runtime due to increased document sizes. It therefore emphasizes the asymptotic bound.

Table 5 shows the comparison based on the same documents as in Table 4 however this time utilizing the hashes to skip the traversal of unchanged subtrees (nodes with identical hash-values and node-IDs). The runtime approximately halves in this example. It is obvious that the gain in speed depends on the subtree-sizes to skip. The worst case are modifications at leaf nodes in large, deep subtrees. In this case the hash-based optimization does not gain any speedup (in the 11 MiB XMark document with all leaf nodes updated approximately 4062.52ms in the average case compared to 4064.96ms for the hash-based

	1000mods	5000mods	10000mods
min	36265.14	35717.34	33948.96
max	52459.38	61860.29	44451.06
average	39167.75	37650.67	36579.37

**Table 3.** Comparison of different modification-patterns of a 111 MiB XMark instance (update/insert/delete/replace/move every 1000st, 5000st and 10000st node). Runtime in ms.



**Fig. 7.** Different document sizes with modification-count scaled accordingly (11 MiB  $\Leftrightarrow$  modify every 1000th node, 111 MiB  $\Leftrightarrow$  modify every 11000 th node, 1111 MiB  $\Leftrightarrow$  modify every 122221th node / Y-axis logarithmic scaled)

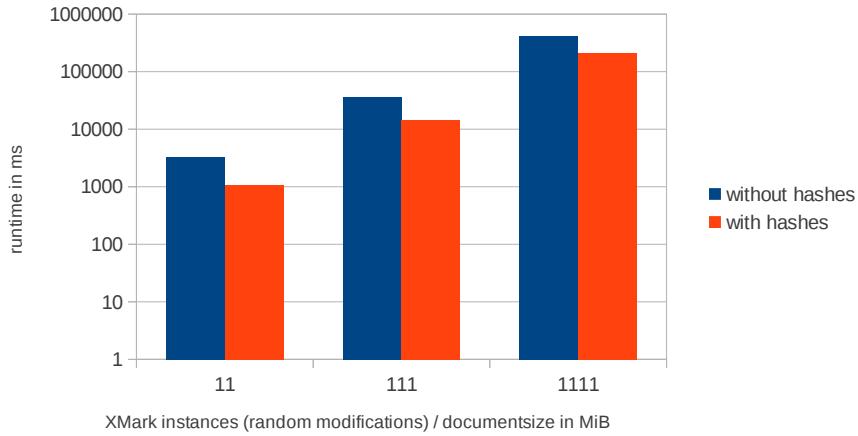
	11 MiB	111 MiB	1111 MiB
min	2957.79	33948.96	401878.64
max	5694.65	44451.06	439337.71
average	3323.96	36579.37	413158.13

**Table 4.** Comparison of different XMark instances (11 MiB, 111 MiB, 1111 MiB modifying every 1000st, 11000st and 122221st node). Runtime in ms.

optimization after 20 runs). The best case is to have modifications near the root node of large, deep subtrees (in the 11 MiB XMark document with depth 2 updated the runtime drops from 31979.92ms to 12280.01ms in the average case). However, the XMark synthetic documents are not very deep, such that usually only a few nodes are skipped for every identical hash-value.

### 3.8 Conclusion and Summary

We motivated the import of differences between full dumps of temporal tree-structures to subsequently take full advantage of Streetanks' (1) revisioning strategies, (2) unique node-IDs which identify a node through all revisions and (3) hashes of each node, which almost guarantee a unique hash guarding the whole subtree through cryptographic rolling hashes. The FMSE-algorithm is implemented to support the initial import of differences in these full dumps, that is revisioned data (currently) in the form of XML-documents whereas each



**Fig. 8.** Different document sizes with modification-count scaled accordingly (11 MiB  $\Leftrightarrow$  modify every 1000th node, 111 MiB  $\Leftrightarrow$  modify every 11000 th node, 1111 MiB  $\Leftrightarrow$  modify every 122221th node / Y-axis logarithmic scaled)

	11 MiB	111 MiB	1111 MiB
<b>min</b>	1239.01	14208.30	197223.12
<b>max</b>	3698.94	19135.01	271794.82
<b>average</b>	1408.74	14596.86	210296.70

**Table 5.** Comparsion of different XMark instances skipping subtrees of nodes with identical hash-values (11 MiB, 111 MiB, 1111 MiB modifying every 1000st, 11000st and 111000st node). Runtime in ms.

document represents one revision, a snapshot at a specific time. Considering no such data is available other even more sophisticated preprocessing steps have to be implemented and executed before a diff-algorithm on the revised data in Treetank is useable. Two of the use cases which are going to be discussed in Chapter 5 require further preprocessing. Note that the FMSE-algorithm is used to import data which does not assume unique node-IDs and matches nodes based on a longest common subsequence (LCSS)-calculation (which is ambiguous) for leaf nodes and inner nodes in a bottom up traversal. Thus it might mismatch similar nodes eventuating in too many edit-operations. The algorithm is particularly useful to compare similar different tree-structures which do not temporally evolve and usually naturally do not include node-IDs.

Furthermore we have implemented many edit-operations which were not available in Treetank to support the implementation of the FMSE-algorithm and a very expressive agglomerated tree-structure. We have shown that a subsequent diff-calculation based on IDs and hashes which guard the whole subtree is

faster than the same algorithm without utilizing hashes. However it depends on the properties of the tree-structures. If large subtrees can be skipped due to same hashes meaning they are unchanged the running time is reduced drastically.

Besides using hashes optionally to skip whole unchanged subtrees our ID-based diff-algorithm combines **INSERT/DELETE** and **DELETE/INSERT** sequences to a single replace-operation. To support an agglomerated tree-structure which incorporates nodes of both compared revisions described in the next chapter either emits diff-tuples of type **REPLACEDOLD** or **REPLACEDNEW** depending on which of the two subtrees are larger, thus increasing the expressiveness. Note that this detection potentially involves a lot of state if large subtrees are inserted/deleted or vice versa successively. Therefore we additionally provide a different replace-detection which uses heuristics checking right-sibling nodeKeys for equivalence or the parent node keys if in both revisions no right sibling exists).

Moves are optionally detected in a postprocessing-step by searching for **INSERT/DELETE** and **DELETE/INSERT** combinations with the same node-IDs. Move detection is especially useful to support analysts with an expressive visualization. Otherwise in document-centric XML, for instance DocBook[26] documents, it might be impossible to draw conclusions from simple inserts/deletes, whereas an author simply moved a sentence along with other inserts/deletions of text and/or markup.



## 4 Visualizations

### 4.1 Introduction

The last chapter introduced the first part of the pipeline, the diff-algorithms in detail. Usually however sophisticated preprocessing-methods are needed, which are explained for a few applications in Chapter 5.

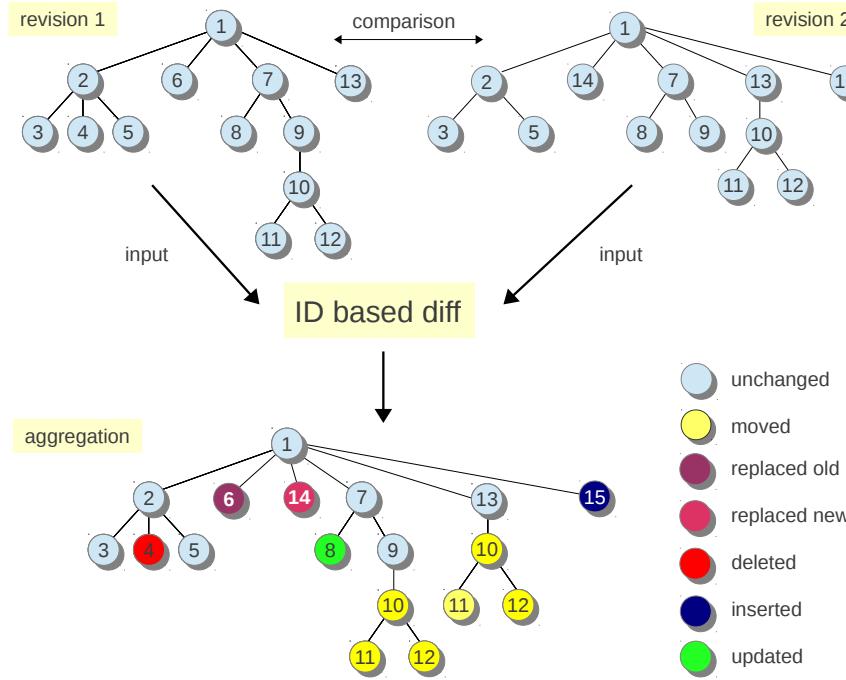
This chapter describes several visualizations which help analysts to gain fast knowledge. First, an aggregation of the two tree-structures to compare is described. Then the visualizations are detailed. Our visualizations rely on the diff-algorithms described in Chapter 3 and therefore depict the tree-edit distance, that is structural (insert/delete/move/replace) and non-structural (update) operations which transform one tree-structure into the other one. Different similarity measures are used to indicate the similarity of leaf-nodes and internal nodes either based on comparing String-values or in the latter case based on overlapping subtree-structures. However the usage of similarity measures is highly modular and thus in the future other measures are pluggable which either can be switched by user interaction or through heuristics. After briefly describing the *TreeView*, the *TextView* and the *SunburstView* as well as basics of our specialized Sunburst layout, an explanation of filtering technique follows which together with the ID-based diff-algorithm<sup>7</sup> facilitates the analysis of even large tree-structures ranging from about 100MB to even GBs of data. The key assumption underlying this efficient diff-algorithm/visualization is that similar trees are compared and therefore only a small fraction of a tree-structure has to be transformed to derive the other tree-structure. Querying capabilities, similarity measures and the visualization of moves are described subsequently. Next, small multiple display variants are detailed which facilitate the comparison of several tree-structures. The chapter concludes with a summary.

### 4.2 Aggregation

An aggregation of two tree-structures is illustrated in Fig. 9. The top half depicts the two tree-structures (revision 1 and revision 2) to compare whereas the bottom displays the aggregation or fusion of the trees based on diff-tuples encountered by the internal ID-based diff-algorithm. The two trees are input to the ID-based diff-algorithm which in turn fires diff-tuples. These tuples form the basis of the agglomerated tree-structure. A straight forward approach which we followed is to store the tuples in a simple List datastructure<sup>8</sup>. The colors of the nodes in the agglomeration denote if and what change is made. Deletions for instance are marked in red, whereas insertions are colored blue. All update-operations of the ID-based diff-algorithm in Chapter 3 are supported. Updates are not only supported for leaf nodes, as in the ContrastTreemap approach described in Chapter 2 but also for internal nodes. Furthermore the replace-operation as well as moves

<sup>7</sup> usually the hash-based version comparing the hash-values of the nodes first

<sup>8</sup> in our case a Map which is used like a List to exchange a Java core collection map implementation with a persistent BerkeleyDB map implementation

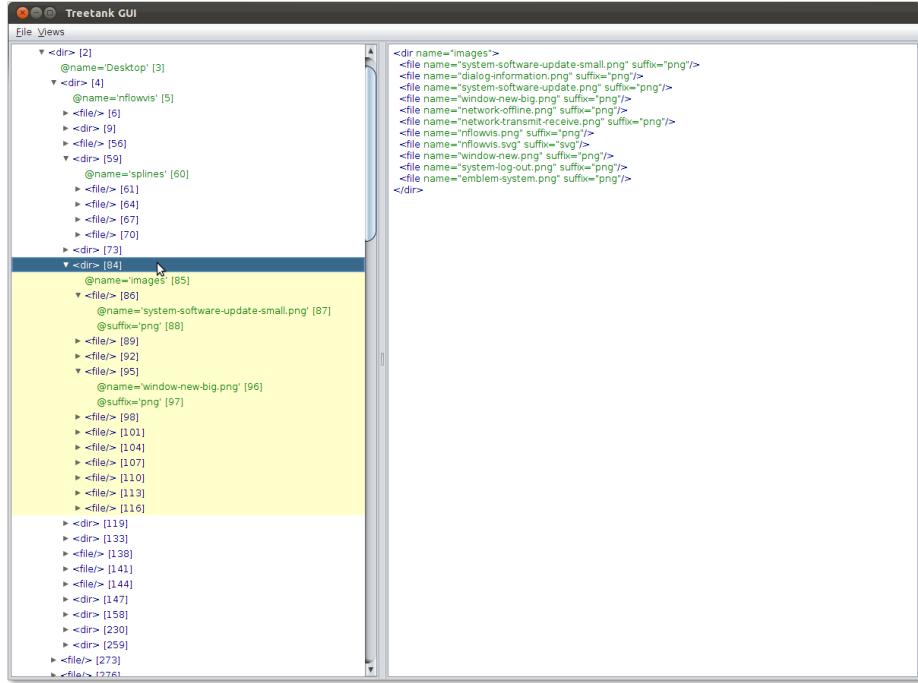


**Fig. 9.** Two tree-structures aggregated. The numbers denote unique node-IDs. Both revisions are input to the ID-based diff-algorithm. The output represents diff-tuples including the node-IDs from both nodes which are compared in each step, the type of diff and the depths of both nodes. Storing the observed diff-tuples in an ordered data-structure forms a tree-aggregation.

are supported. Move operations are plotted via curves using hierarchical edge bundles which are drawn on top of the Sunburst layout, whereas an item indicating the position in the old tree-structure (`DiffType.MOVEDFROM`) and another item denoting the position in the other tree-structure (`DiffType.MOVETO`) is depicted. Items which represent updated nodes include both the value from the first tree and the value from the second tree.

### 4.3 Visualizations

Despite efficient algorithmic comparisons of tree-structures, visualizations are another major contribution in this thesis. As described in the motivation humans are best in interpreting visual content. Therefore visualizations are developed which facilitate humans in gaining new insights and quickly detecting differences in tree-structured data. Next, all available views are described in detail.

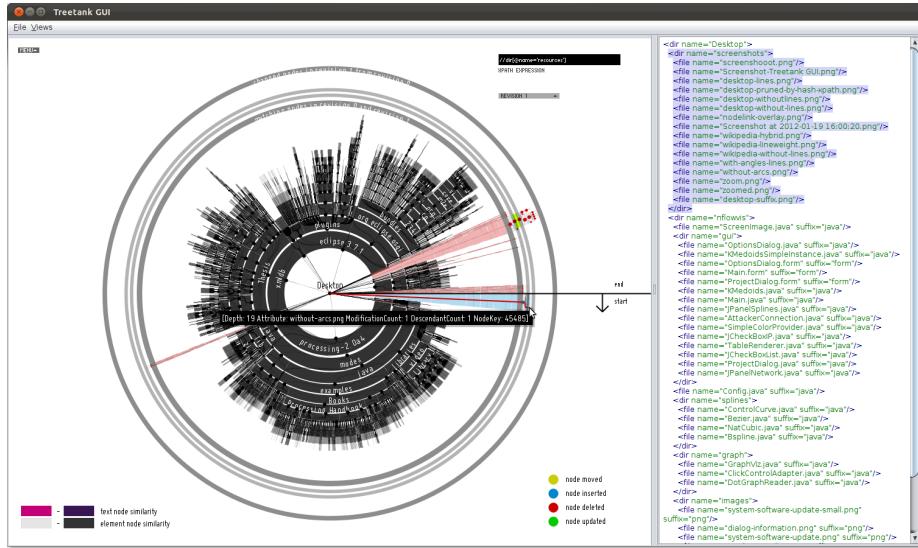


**Fig. 10.** TreeView and TextView side-by-side

- First, a *TreeView* displays nodes in a tree structure just like visual frontends for filesystems as illustrated on the left side in Fig. 10. Nodes can be expanded to show all child nodes which are inside the current viewport or collapsed to hide children. The subtree of a selected node is marked with a background color. Currently the view is not able to incorporate the aggregation and thus is not further described.
- The *TextView* displays serialized XML-documents or fragments and supports syntax highlighting. Moreover it just serializes the part of data which is currently viewable and an additional small overhead of pixels to enable scrolling. Other data is serialized and appended while scrolling down. A reusable pull-based parser supports the syntax highlighting, serialization of end-tags as well as the append-approach.

Fig. 10 displays the *TreeView* and the *TextView* side by side. Note that the two views are kept in synchronization.

In order to support an analyst with the task of analysing differences in tree-structures the view supports another mode which incorporates the aggregation of the two tree-structures to compare described in section 4.2. Based on this aggregation a second pull-based parser is developed. The depths of the diff-tuples in the aggregated structure are used to determine when to emit end-tags. A dedicated background-color is used to mark the type of



**Fig. 11.** SunburstView and TextView side-by-side.

diff. In case an updated node is encountered the old value and the new value is emitted.

A legend which describes the color ↔ change mapping is currently only available from within the *SunburstView* which is described next. However this is only an implementation detail and a help-dialog will be added in future releases. Exemplary a side-by-side view with the *SunburstView* is depicted in Fig. 11 whereas the first inserted subtree is also visible in the *TextView* area, marked by a blue background-color.

While the *SunburstView* provides a great overview about the whole tree-structure and subtrees, the *TextView* provides a better detailed view on selected subtrees. Other deficiencies mentioned in the introduction regarding the boundary of nodes and XML-specific details do not apply as we compare the tree-structure, instead of a character based comparsion, with the ID-based diff-algorithm in the first place. Besides the lack of an appropriate overview, which is one of the advantages of the *SunburstView*, the *TextView* is an ideal partner to the *SunburstView* as the XML text-serialization is better readable than radial Sunburst labels.

The diff-algorithm is only ever called once for every visible view<sup>9</sup>. The diff-tuples are then broadcasted to all other views which are capable of displaying the aggregated tree-structure.

- The *SunburstView* displays a tree structure in a radial layout (Fig. 12). We first describe the basics to display one tree-structure and then extends the

<sup>9</sup> the only exception are small multiple displays which represents changes among several tree-structures

approach to include the aggregated tree-structure to display the differences between two tree-structures. The Sunburst-layout is a space filling approach and thus tries to maximize the usage of available screen space for the hierarchical visualization. Furthermore it is adjacency based, drawing child nodes next to their parent node. In contrast, Treemaps enclose child-nodes within parent nodes. Thus a Treemap utilizes available screen space to the full extend as the root node uses all available space recursively embedding descendants as rectangles. In contrast, in the Sunburst method corners are left empty due to the radial representation. While this alone on first glance might be a great drawback in addition to circular segments which are more difficult to read regarding node labels and comparisons of item-sizes, the layout is stable even with a lot of changes and the hierarchical structure is much better readable. The Spiral Treemap layout which has been described in Chapter 2 is relatively stable but it is still very difficult to track changes which might be scattered through 90 degree changes in direction as well as the complicity to follow nested rectangles which are arranged in spirals in comparison to the simplicity of a Sunburst layout.

The root node of a tree-structure in a Sunburst-layout is plotted in the middle of the screen depicted as a circle. Child-nodes of the root node are drawn in circular segments next to their parent. The radius depends on the depth. It shrinks with increasing depth such that the area of circular-segments between two levels does not change. Otherwise items toward the edge occupy more space. However this behaviour can be changed to further visually emphasize changes which will be visualized along the edge (section 4.4). The arc of an item, which depicts one node, in the Sunburst layout depends on one or more node-attributes. A relative measure in regard to the other children is used.

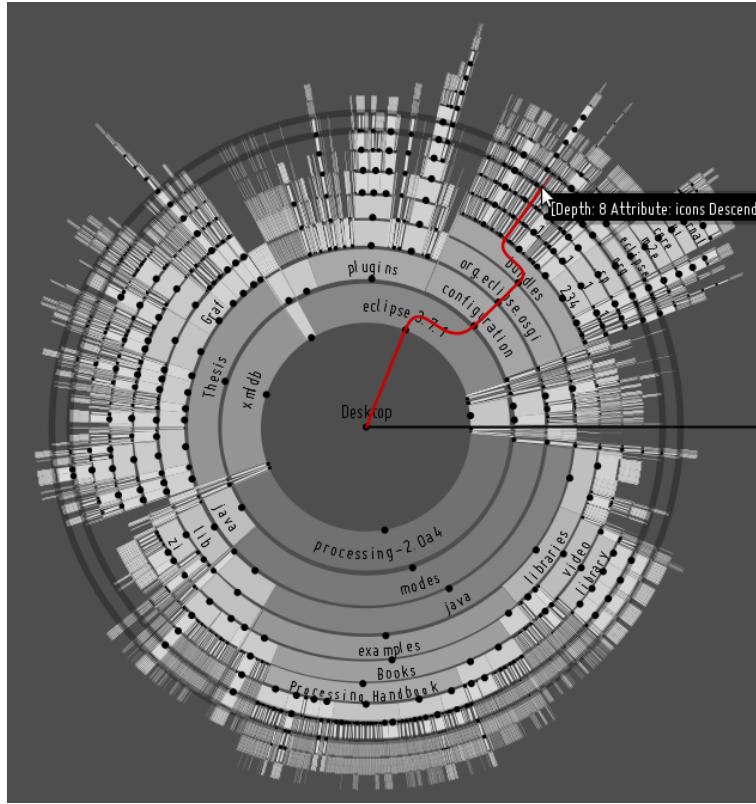
In our case the subtree-sizes are mapped onto the extend of each item such that nodes having more descendants get a greater arc and thus occupy more space. The formular is straight forward:

$$ext = \begin{cases} 2 \cdot \pi & \text{if } node \text{ is root node} \\ parExt \cdot descs / (parDescs - 1) & \text{otherwise} \end{cases} \quad (3)$$

Note that we recently added the number of descendants of each structural node in Treetank to maximally speed up the creation of the visualization. Before, while creating the items we issued a preorder traversal on each node in parallel.

The color of each item in case of internal nodes (element nodes) is mapped to the subtree-size of a node. **TextNode**s are colored according to their text-length.

A node-link diagram is drawn on top of the *SunburstView* to further emphasize the hierarchical structure. Dots representing the node in addition to the *SunburstItem*-segment are depicted in the center of the item whereas either bezier curves or straight lines denote a child/parent-relationship between the nodes.



**Fig. 12.** SunburstView depicting the structure of ”/home/johannes/Desktop”.

In order to support large tree-structures the generated Sunburst-items are drawn into an offscreen buffer, whereas the items are only used to implement a mouseover effect and to support XPath-queries with subsequent highlighting of the resulting nodes/items.

**Interaction** The view is highly customizable. Checkboxes enable or disable plotting the node-link overlay and/or the Sunburst-arcs to either emphasize the parent/child relationship or subtree-sizes<sup>10</sup>. Furthermore the line/curve-thickness denoting parent/child relationships and the dot-sizes are adjustable.

To support different mappings from node-attributes to the color of Sunburst-items, a term which is used interchangeably in the following sections, a linear-, squareroot- and logarithmic-normalization is available.

Crucial to the interaction and the value of the visualization itself is the possibility to drill down into the tree. Clicking an item results in drawing

<sup>10</sup> subtree-similarities in the comparison mode

the selected node with its subtree in a new Sunburst-diagram whereas the selected node is simply used as the new root-node. Furthermore a simple, fast undo-operation is supported as we keep track of offscreen-buffers and the items .

A well known technique to enlarge small regions is to use transformations of the screen-space, as for instance a fisheye lense to select very tiny items. The enlargement of small items via a fisheye lense is depicted in Fig. 13(a). Zooming and panning is also incorporated allowing affine transformations of the screen (Fig. 13(b)) to analyse important regions. Note that the mouseover-effect displaying additional information about the node itself as well as the legends are not affected by the transformation. As the background-buffer cannot be used in this case zooming is restricted to smaller trees with an upper bound of about 10\_000 to 15\_000 nodes.

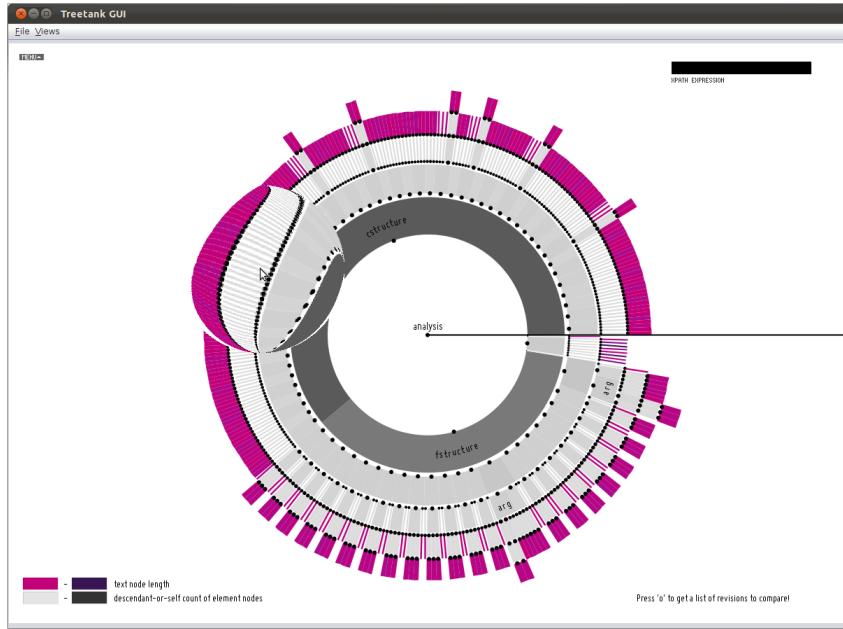
In order to manipulate Treetank resources it is even possible to insert XML fragments as right-siblings or first-childs as well as to delete nodes.

**Querying** XPath is usable to query the tree-structure for specific nodes. Result sequences are highlighted in a light green. Fig. 14 displays the result of a simple `//*[text()='var:0']` query to highlight all nodes which have a text-node child with the value “var:0”.

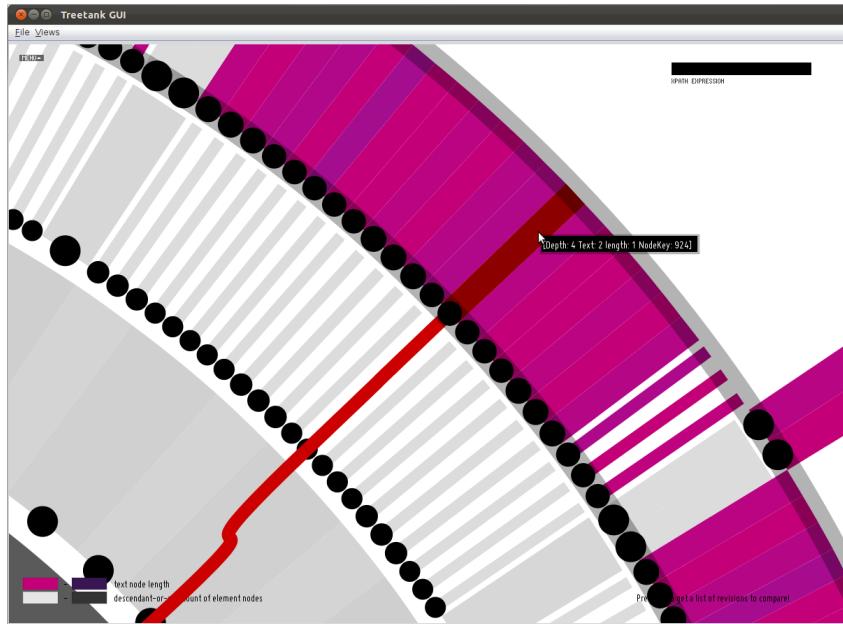
**Labels** If the Sunburst items are huge enough and an adaptable scale to draw the arcs for each depth is greater than a predefined value labels are drawn. Labels in the top half of the visualization, that is if the center of the item is greater than  $\pi$ , are drawn beginning at the startAngle in clockwise direction, otherwise they are drawn starting from the endAngle in counter clockwise direction. Furthermore the font-size ranges between two values, whereas the size is decreased with an increased depth.

**Filtering/Pruning** The standard *SunburstView* incorporates a method to filter the tree by level. While this filtering is not perfect in circumstances where the fanout is very large, it works very well to keep the number of generated Sunburst items small. Furthermore the view currently is used as an entry point to the comparsion view which is also based on the Sunburst-layout whereas it is planned to backport the filtering by itemsize. In the following we use the terms *filtering* and *pruning* interchangeably.

Whereas it will be sufficient to use an XPath-query as for instance `//*[count(ancestor::*)<3]` to get a sequence including all nodes between level 0 and 3 we opted for a tree-traversal implementation, as the XPath query has to touch all ancestor nodes in the current Treetank implementation which does not incorporate hierarchical node-IDs as for instance the ORDPATH/Dewey-IDs where it is usually trivial to compute such queries on the ID itself in an in-memory B\*-tree or another datastructure.

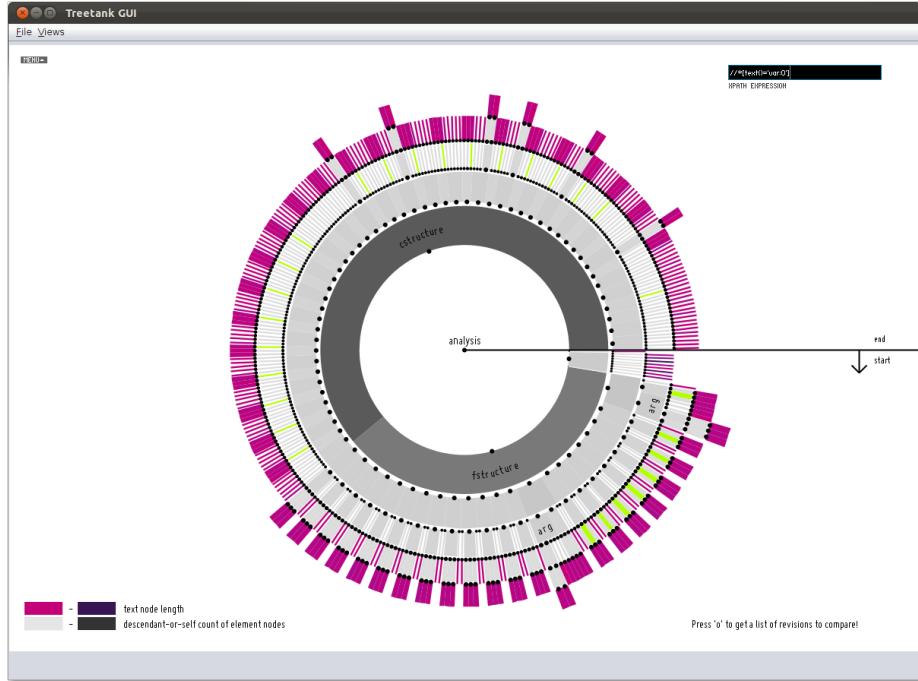


(a) Fishey transformation



(b) Zooming into the visualization

**Fig. 13.** Enlarging regions of interest.



**Fig. 14.** XPath query results displayed in light green

#### 4.4 Comparsion using a new Sunburst-layout algorithm

The standard *SunburstView* includes a comparison-mode. Once a base revision is opened and the *SunburstView* is enabled an analyst is able to choose another revision from a dropdown menu for comparison. Note that all interaction capabilities described earlier are also available in the comparison mode. Differences and additional capabilities are described in the following sections. In order to compare tree-structures in a radial arrangement similar to the described *SunburstView* to explore a single revision a new layout-algorithm is developed. Next, we first describe the new layout.

**Sunburst Comparsion-Layout** The Sunburst comparison layout is illustrated in Fig. 15. Nodes are colored as depicted in the color legend in the bottom right corner. All nodes which have not changed as part of comparing the base revision to another revision<sup>11</sup> are plotted inside the inner circle which is labeled “matching nodes in revision 0 and revision 1”. The circle itself is drawn between the maximum level of the unchanged nodes plus one and maxLevel plus two. Changed nodes are zoomed out from their original place and drawn between the two dark circles labeled “changed nodes in revision 0 and revision

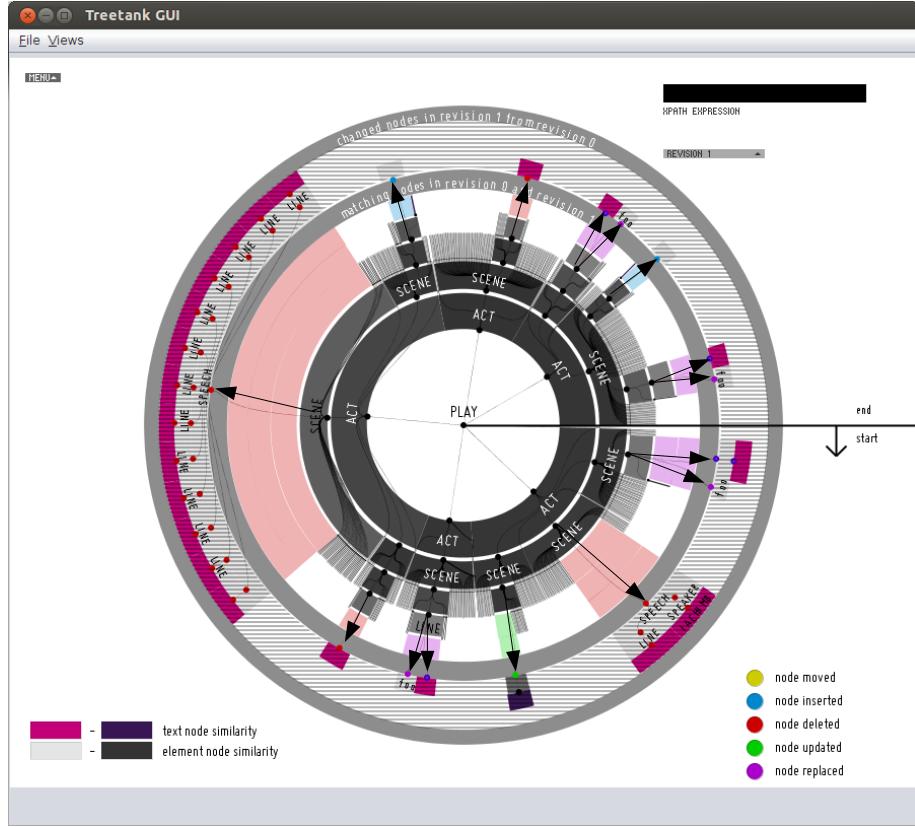
<sup>11</sup> in this case revision 1

1” and “matching nodes between revision 0 and 1”. To demonstrate the area denoting the changes it is hatched in Fig. 15. Similarly the arrows emphasize the direction in which changed subtrees are zoomed/dislocated. This semantic zoom serves a double purpose. First, the visualization adheres to a Tree-Ring metaphor depicting the evolution of a tree. Like the age of a tree in the nature is deducable by analysing rings in a cross-cut of the stem whereas the rings denote the age and each ring represents one year starting from the center to the outside, our representation aims at representing the changes between two rings. In our representation the unchanged nodes form the center of the *SunburstView* whereby changed nodes are zoomed to the border between the inner and outer ring which is representing the growth of a tree in case of analysing temporal tree-structures. Additionally this transformation displaces changed subtrees to a prominent place. Thus, small changed subtrees or even single node-changes are much better noticeable as they are not surrounded by unchanged subtrees which might even be deeper. To depict changes between multiple trees or several revisions of a tree first considerations involved the addition of changes from a sequence of sorted revisions in further rings. The center thus represents unchanged nodes between *all* compared revisions whereas changes between selected or consecutive revisions are drawn between new appended rings. According to the Tree-Ring metaphor each comparison between a pair of trees appends a new ring denoting the changes. Therefore two rings denote the boundaries between the changes of comparing two revisions. However, this affects the whole layout each time. The idea proved to be not viable because of complexity issues. To name a few

- The center must keep space between unchanged nodes/subtrees for all upcoming changes (between all compared trees/revisions).
- Consecutive calling the diff-algorithm and merging diffs into a single aggregated tree-structure.
- Keeping track of all opened transactions on each revision and resetting the transaction appropriately depending on the revision in which a change has occurred to derive node-labels.
- Similarly the depth for items in the tree will change very often which involves further state and it is almost not possible to denote the current depth during a preorder traversal of the aggregated tree-structure (depending on the tree-structure itself).
- The `subtree-size-` and `modification-count` of each nodes’ subtree will be cumbersome to calculate.

These and similar complexity considerations formed the idea of introducing small multiple displays of the current view which are described in section 4.7.

**Short animation** In order to clearly demonstrate the semantic zoom which dislocates items a short animation is implemented as test persons usually do not grasp the meaning without further explanation. Thus the transformation of changed subtrees is shown which dislocates the items to their dedicated positions

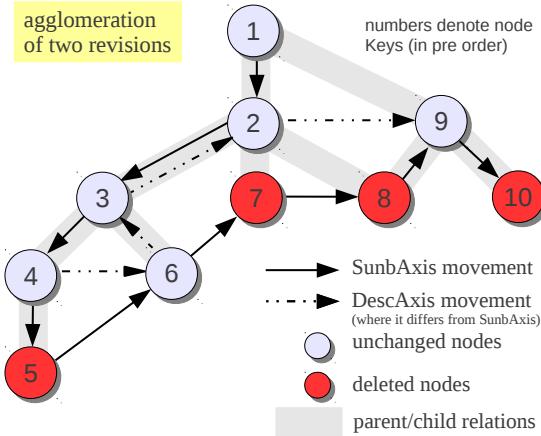


**Fig. 15.** SunburstView - comparison mode.

along the arrows in Fig. 15<sup>12</sup>. However the animation depends on the number of Sunburst items which are created and thus is skipped depending on a threshold to avoid a drop of the framerate. Similarly zooming/panning is not allowed if too many items are .

**Layout algorithm** After invoking the ID-based diff-algorithm depending on the chosen filtering-method (described in the next section) the new Sunburst-layout is drawn. First of all, based on the aggregation of the compared trees, Sunburst items are created. The diff-tuple which denotes a node in the aggregation is of the following form: key in first revision / key in second revision / depth in first revision / depth in second revision / kind of diff. The Sunburst items are created during a traversal of the diff-tuples. Initially we developed an axis based on the key idea to traverse the tree-structure of the newer revision.

<sup>12</sup> remember, the arrows are not drawn in the visualization, they are just added to the screenshot to emphasize the transformation



**Fig. 16.** SunburstCompare-Axis based on the Sunburst-Axis

The advantage is that node-pointers are usable as a guidance to traverse the aggregation in preorder. Note, that the aggregation in contrast is based on the diff-tuples and thus does not include direct pointers to follow. Thus we first opted for the pointer-based to follow node-pointers with a read-transaction. The current-transaction is temporally replaced by a transaction opened on the old or new revision depending on the current type of diff. However the pointer-based preorder-traversal bares a lot of complexity as the node-ID of the next node to traverse has to be set in advance and the movement of the transaction in a lot of cases cannot be immediately reflected by adjusting datastructures which are required to determine the start-angle, end-angle, subtree-size and other attributes of a Sunburst item. Fig. 16 demonstrates a lot of this complexity on a simple tree-aggregation. Note that the terms “aggregation” and “agglomeration” are used interchangeably in this thesis.

If the transaction is located at the node with the node-ID/nodeKey 4 the next node returned following pointers is the node denoted by node-ID 6 because node 5 is deleted and thus not referenced and not available in the newer revision. As such it is not sufficient to follow only child-node pointers. Thus additionally the depth of the next diff-tuple must be compared to the current depth. Furthermore the kind of movement must be tracked to adjust datastructures used to determine all Sunburst item attributes required (start-angle, end-angle, number of subtree modifications...).

Another example of the complexity is the movement from node 6 to node 9. Usually the next node will be node 9, however in our case the next node must be the deleted node 7. Thus internal datastructures in many cases must be adapted differently than during a preorder traversal of a single revision.

---

**Algorithm 4:** Diff-Axis hasNext()-skeleton

---

```

input : (instance variables) INodeReadTrx mOldRtx, INodeReadTrx
        mNewRtx, boolean mHasNext, int mDepth, int mNextDepth
output: true, if more diffs are in the diff list, false if index == size

1 // Fail if there is no node anymore.
2 if !mHasNext then
3   return false;
4 // Setup everything.
5 setupDiffs();
6 if mHasMoreDiffKinds == true then
7   if mDiff == DiffKind.UPDATED then
8     mOldRtx.moveTo(mDiffCont.getOldNodeKey());
9     // Always follow first child if there is one.
10    if mNextDepth > mDepth then
11      return processFirstChild();
12    // Then follow right sibling if there is one.
13    if mDepth == mNextDepth then
14      return processRightSibling();
15    // Then follow next following node.
16    if mNextDepth < mDepth then
17      return processNextFollowing();
18 // Then end.
19 processLastItem();
20 mHasNext ← false;
21 return true;

```

---

The last pitfall in Fig. 16 occurs after traversing the node denoted by node-ID 9. Usually the traversal is finished but in this case the deleted node “10” follows.

We observe that following node-pointers to traverse the aggregation is very complex in terms of a lot of special cases have to be handled which results in many comparsions and instructions and thus is a performance issue as well.

The complete algorithm therefore is not described as we developed a new, in comparsion lightweight algorithm. Instead of using a pointer based traversal it became apparent that it is easier to directly use the diff-tuple and move either the transaction opened on the old revision or the transaction on the new revision depending on the diff-type.

The outline of *hasNext()*, a method which returns **true** if the iterator has another diff-type or **false** otherwise, is described in algorithm 4.

The method **setupDiffs** takes care of setting the current depth which depends on the diff-kind/type, the upcoming next depth, if the list has more diff-elements as well as setting the transaction to use. Either the one opened on the old revision or the one on the new revision is used depending on the current diff-

type. The following three **if**-clauses ensure the preorder traversal of the axis. Instead of following pointers the depth of the next element in the aggregation must be compared with the current depth. This is a direct consequence of not generating an intermediate more sophisticated tree-structure of the agglomeration. The type of movement (firstChild, rightSibling or following) is used to determine how to adjust datastructures which are required to create a Sunburst item such as the start-angle, end-angle and parent-index.

**Semantic zoom implementation** The implementation of the *semantic zoom* with changes highlighted in a dedicated place requires adapting the depths to dislocate changed-nodes to their dedicated position between the two rings. Three cases have to be distinguished in which the depth must be adapted (Fig 17).

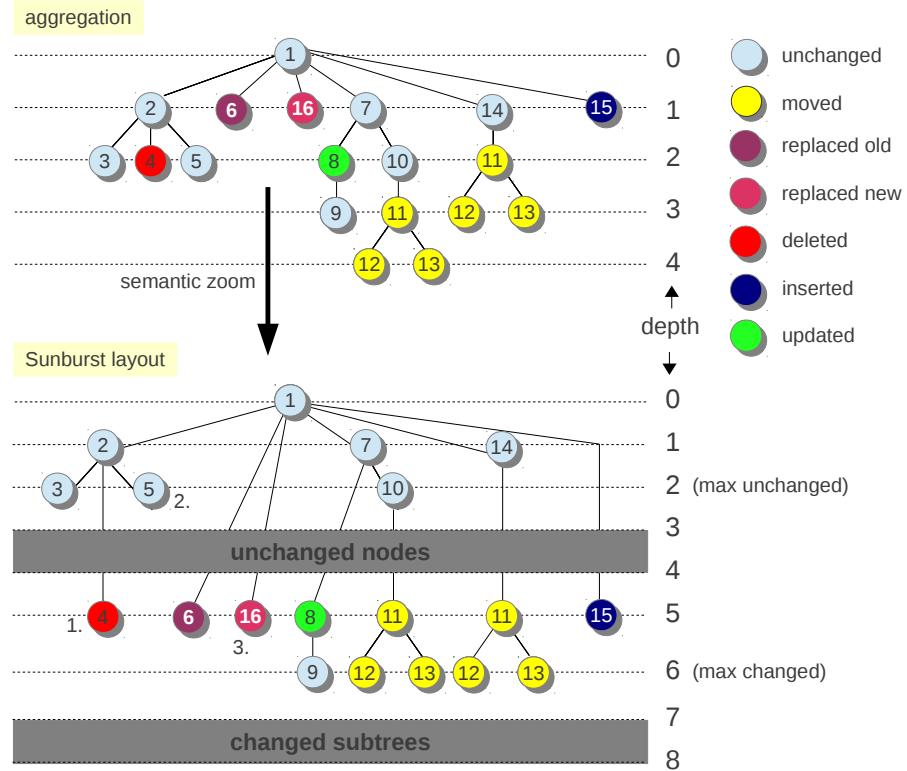
1. Transition from an unchanged node to the first changed node in a subtree (1. in Fig. 17).
2. Transition from a changed node back to an unchanged node in case the unchanged node is not in the changed nodes' subtree. An unchanged node might only be in a changed nodes' subtree if the changed node has been updated (2. in Fig. 17).
3. Transition to another changed node once a (changed) subtree has been traversed and a node on the XPath **following**::-axis follows whereas its original depth would be less than the depth of the inner ring ( $pMaxDepth + 2$ ) which only ever includes unchanged nodes (3. in Fig. 17).

Algorithm 5 determines if and how the depth must be adjusted. The first and second case is handled by the first **if**-clause, whereas the transition back to the original depth is handled by the **elseif**-clause. An instance variable *mTempKey* is used to determine when to switch back. It is the node-ID of the first node in the XPath **following**::-axis which is not changed. An **UPDATED** node most probably incorporates unchanged nodes if it is an internal **ElementNode**. In these cases the depth of the parent node plus one is used instead of the original depth.

Besides adjusting the depth the semantic zoom requires some form of highlighting. In our case we opted for a global “distortion” which enlarges modified subtrees and shrinks subtrees of unchanged, potentially uninteresting nodes. Thus, the arc of a Sunburst item depends on two variables, the **subtree-size** and the number of **modifications** in a nodes’ subtree.

$$ext = \begin{cases} 2 \cdot \pi & \text{if } node \text{ is root node} \\ parExt \cdot ((1 - \alpha) \cdot desc / (parDescs - 1)) \\ + \alpha \cdot mods / (parMods - 1) & \text{otherwise} \end{cases} \quad (4)$$

The number of modifications in the formula is derived from the **subtree-size** added to the number of **modifications** plus a constant. The addition of the **subtree-size** is needed to handle unchanged nodes, which do not contain any modifications in its subtree. In order to further emphasize and enlarge subtrees



**Fig. 17.** Sunburst-layout depicting changes in the depth. All nodes above the grey rectangle labeled “unchanged nodes” are unchanged whereas the area between the rectangle named “changed subtrees” and “unchanged nodes” includes all changed subtrees. However it also includes changed nodes below an updated node as for instance node 9.

with a small number of modifications a constant is added which has proven useful in empirical studies (Chapter 5). Furthermore note that if the parent node is modified the constant must be subtracted from the parent **modification-count** in advance.

The two variables are computed in parallel to the preorder traversal in the **Diff-Axis**. The results are appended to a thread safe queue designed for producer/consumer relationships. Modifications for the root node are gathered while observing diff-tuples, thus the number of modifications does not need to be computed afterwards as for the other nodes in the agglomerated tree-structure. A simple heuristic determines depending on a depth-threshold if tasks are executed in the calling thread instead of another thread, as context switches for very small subtrees are too costly. Observe that the new descendant-count of each node in

---

**Algorithm 5:** Calculate depth

---

```

input : int pDepth, int pMaxDepth, DiffType pDiff, long mTempKey, long
        mInitDepth, int mPrunedNodes
output: new depth

1 int depth ← pDepth;
2 if pDiff != DiffType.SAME AND pDiff != DiffType.SAMEHASH AND pDepth
   ≤ pMaxDepth + 2 then
3   // Case 1 and 3.
4   depth ← pMaxDepth + 2;
5   int index ← mIndex + mPrunedNodes + mDescendantCount;
6   if index < mDiffs.size() then
7     DiffTuple nextDiffTuple ← mDiffs.get(index);
8     DiffType nextDiff ← nextDiffTuple.getDiff();
9     boolean nextIsOldTransaction ← isOldTransaction(nextDiff);
10    mTempKey ← 0;
11    if nextIsOldTransaction == true then
12      mTempKey ← nextDiffTuple.getOldNodeKey();
13    else
14      mTempKey ← nextDiffTuple.getNewNodeKey();
15 else if (pDiff == DiffType.SAME OR pDiff == DiffType.SAMEHASH) AND
   pDiffCont.getNewNodeKey() == mTempKey then
16   // Case 2.
17   depth ← pDiffCont.getDepth().getNewDepth() - mInitDepth;

```

---

Treetank can not be used, because the aggregated tree-structure is traversed which incorporates deleted and moved nodes. Algorithm 6 depicts how the two variables are derived from traversing the diff-datastructure at a specified index until the depth of a diff in the agglomerated tree-structure either is less than or equal to the start depth or no more diff-tuples are following (subtree-traversal finished). Note that the depth depends on the diff-type. In case of a **DELETED**, **MOVEDFROM** or **REPLACEDOLD** diff-type the depth of the node in the older revision is used, otherwise the depth of the node in the new revision. Furthermore recapitulate that the depths are computed by the ID-based diff-algorithm instead of stored directly in the node by Treetank.

**Filtering/Pruning** Providing an initial Sunburst overview of huge tree-structures in reasonable time, ranging from a few seconds to a few minutes, requires pruning techniques to filter nodes of no or least interest. Therefore three types of filtering are provided. Changes in a nodes' subtree are always guaranteed to be visible. The following screenshots in this section are related to Fig. 18 which depicts the same tree comparison in the SunburstView without filtering nodes.

- *by itemsize* Sunburst items which have no changes in its subtree and are too thin to perceive individually or too thin to select even with the fisheye trans-

**Algorithm 6:** Derives subtree-size as well as the number of modifications

```

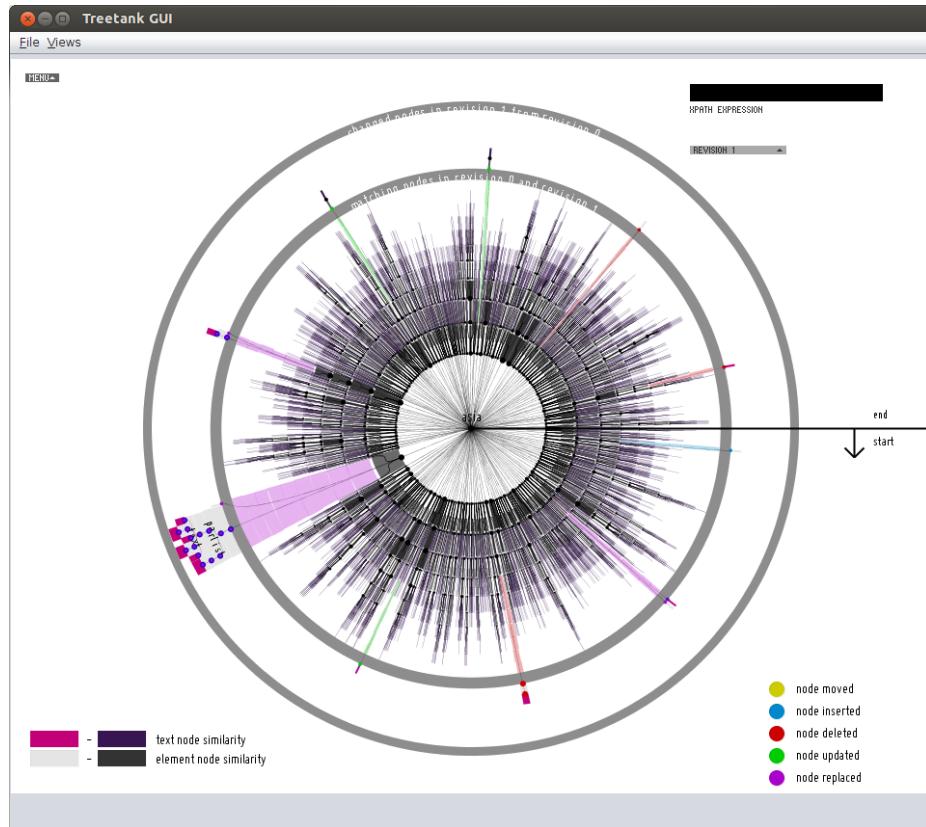
input : int pIndex, List pDiffss
output: CONSTANT_FACTOR * diffs, descendants, subtract

1 int index ← pIndex;
2 DiffTuple diffTuple ← pDiffss.get(index);
3 DiffType diff ← diffCont.getDiff();
4 int rootDepth ← getDept(diff);
5 int diffss ← 0;
6 if diff != DiffType.SAME AND diff != DiffType.SAMEHASH then
7   diffss ← 1;
8 int descendants ← 1;
9 boolean subtract ← false;
10 index ← index + 1;
11 if diffCounts == 1 AND index < pDiffss.size() AND hasFirstChild(pDiffss) then
12   // Current node is modified and has at least one child.
13   subtract ← true;
14 boolean done ← false;
15 while !done AND index < pDiffss.size() do
16   diffTuple ← pDiffss.get(index);
17   diff ← diffTuple.getDiff();
18   int depth ← getDept(diff);
19   if depth ≤ rootDepth then
20     done ← true;
21 else
22   descendants ← descendants + 1;
23   if currDiff != DiffKind.SAME AND currDiff != DiffKind.SAMEHASH
24     diffss ← diffss + 1;
25   index ← index + 1;

```

formantion are pruned based on a predefined threshold-value. An example is depicted in Fig. 19. This type of filtering is useful wherever nodes which do not differ are of value but depicting the whole tree will not add any significant value. It considerably speeds up the generation of the Sunburst items in large tree-structures, however it does not affect the diff-calculation. Furthermore if a new node is selected to drill down into the tree the items have to be rebuilt, using the **Diff**-axis. Thus the optimization to create new items based on the initial set with adjusted angles is not usable. The subtree-size of each node as well as the number of **modifications** must be recalculated as well.

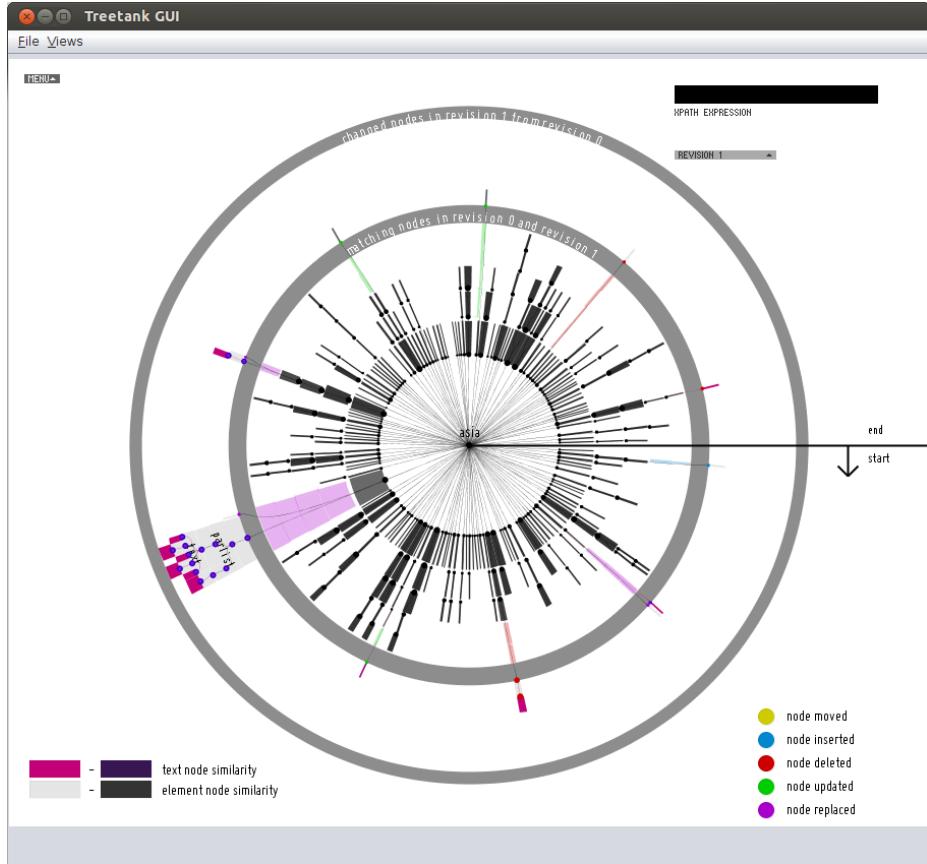
- *by hash-based diff-algorithm* The diff-algorithm is invoked with the option to utilize persisted hashes which are created for every resource based on a database-configuration parameter. Per default a fast rolling hash-approach is



**Fig. 18.** Comparison without pruning.

used. All edit-operations thus only trigger a recomputation of the hashes of the ancestor-nodes based on the hash-value of the edited node. As described in Chapter 3 everytime the hash values of the two nodes to compare are identical the traversal of both subtrees is skipped. Thus, items are only created for nodes, which include changed nodes in their subtree as well as for nodes which have identical hash-values (Fig. 20). This type of pruning is especially useful for large tree-structures, whereas in contrast to the pruning by itemsize it speeds up the diff-computation as well as the item creation, as in both cases subtrees of nodes with identical hash-values are skipped. However, in comparison with the itemsize-based approach sometimes more items have to be created as nodes having identical hash-values are always included.

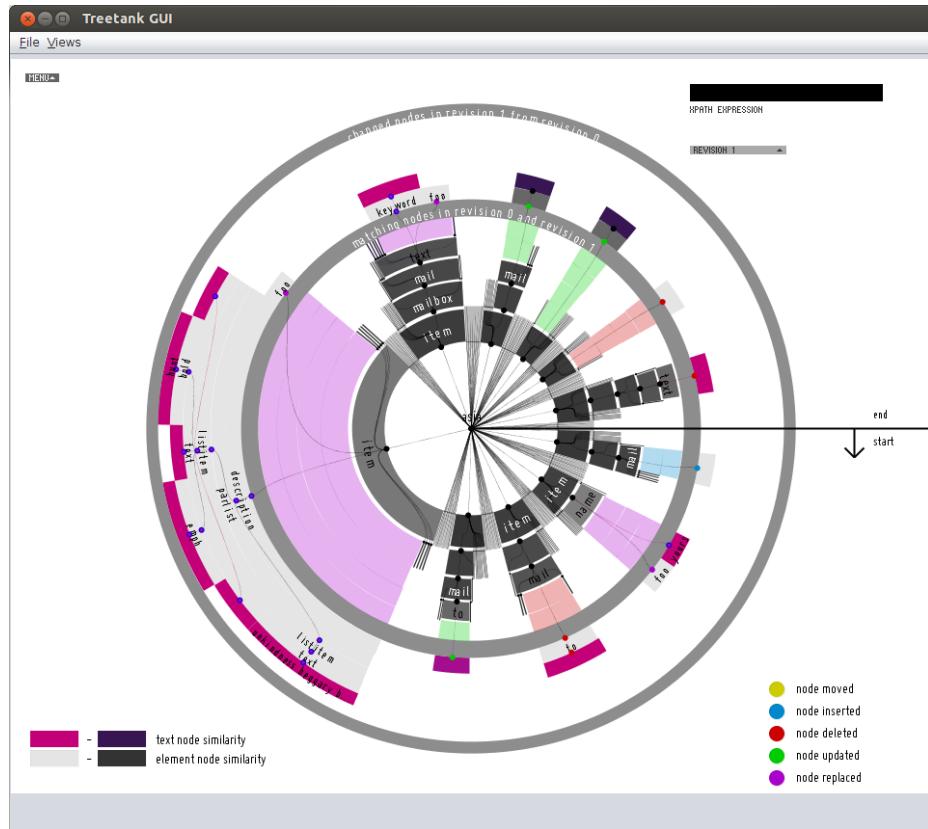
- *by hash-based diff-algorithm without nodes which have the same hash* This type of pruning is related to the method described above. In addition to pruning nodes in the subtree of nodes which have identical hash-values, items for nodes with identical hash-values are not created, too. As a direct consequence



**Fig. 19.** Pruned by itemsize.

the visualization is much better readability in case of many consecutive nodes with the same hash-value (Fig. 21).

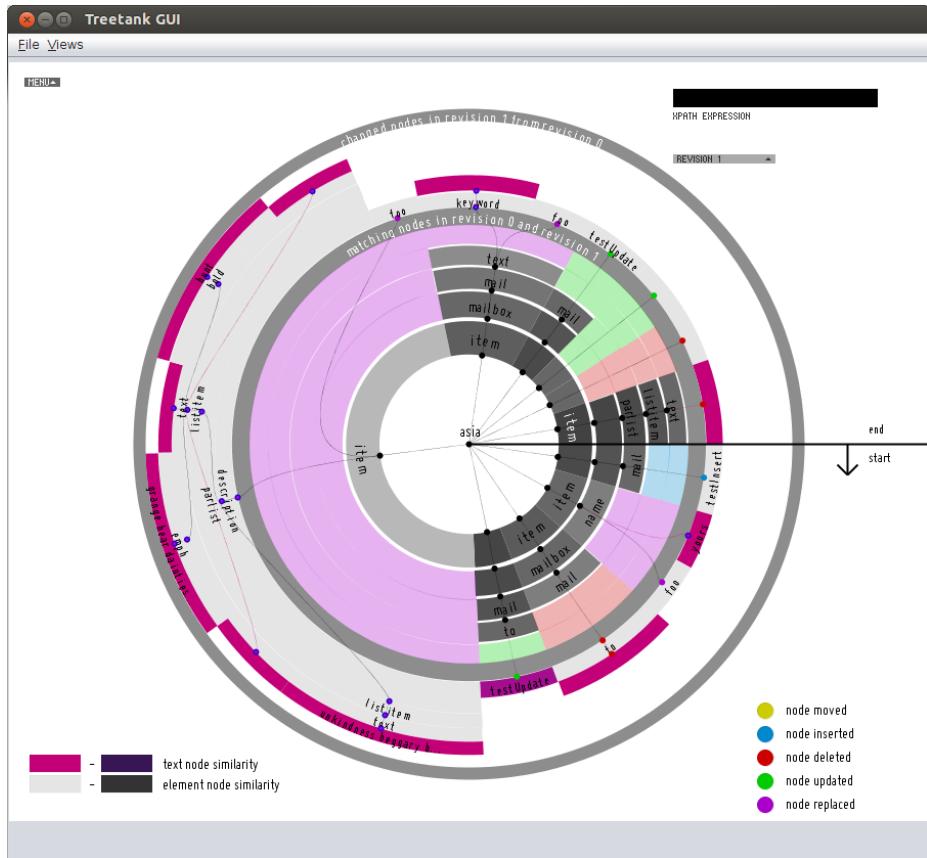
Usually the maximum depth of unchanged nodes in the aggregated tree-structure is computed in a pipeline using a concurrent queue if more than two cores are available. Thus the computation is effectively parallelized with the diff-calculation. However, all above filtering types require postprocessing as maximum depth nodes might either be within the subtree of an unchanged node or in case of the itemsize-based filtering might be too thin regarding a threshold value und thus are pruned. Therefore, the maximum depth must be recomputed and the depth of unchanged nodes must be adapted and possibly reduced accordingly. Note, that otherwise too much screen-space will be wasted as the subtree-root of changed nodes is plotted at *maxDepth of unchanged nodes* plus two.



**Fig. 20.** Pruned by same hashes.

Having described several pruning-techniques and briefly mentioned a general zooming/panning technique based on affine transformations which is inherited from the *SunburstView* layout depicting one revision the next section gives some insight on how the selection of a new root-node to dig deeper into the tree-structure is handled.. Note, that it is of the utmost importance to enlarge specific subtrees in the layout itself.

**Zooming / Details on demand** Supporting analysts with the ability to dig deeper into the tree-structure for most but the tiniest tree-structures is crucial. Thus we support the selection of a new root node through a mouse-click on the desired item. In our first prototype this triggered the recalculation of the diffs for the nodes' subtree as well as the maximum depth of unchanged nodes, the number of modifications and the subtree-size for each node in the subtree to build new enlarged items. Thus a simple subtree-selection triggered the whole visualization-pipeline.



**Fig. 21.** Pruned by hash-value without building items for nodes with same hash-values.

However due to unnecessary recalculations despite in case of the item-based pruning our optimized approach just recalculates the maximum depth of the unchanged nodes in parallel utilizing all available cores and subsequently builds new items based on angle-upscaling.

Having described the new Sunburst-layout tailored to comparison of tree-structures with all available pruning methods and the ability to select a new root-node in detail the next section describes how the similarity score between different types of nodes is measured, which is used to map colors to the items.

**Similarity measures** Similarities for Element- and Text-nodes are measured differently. The only inner nodes of an XML-document are element nodes (which can also be leaf nodes).

**Element**-node similarity is measured based on overlapping subtrees. Consider the comparison of tree-structures T1 and T2. The similarity score for an element in the aggregated tree-structure  $T_{agg}$  is defined as

$$Sim(node_{T_{agg}}) = \frac{descs(node_{T_{agg}}) - mods(node_{T_{agg}})}{descs(node_{T_{agg}})} \quad (5)$$

The similarity score is normalized between [0, 1]. The nodes of type INSERTED/DELETED/REPLACED always are scored 0 as they do not have any equivalent in the other tree. In case of SAME-nodes the similarity depends on overlapping subtree-structures. If no modifications are in the subtree the score is 1. UPDATED nodes are counted as a modifications and therefore add to the dissimilarity.

**Text**-nodes are leaf nodes which therefore have no child. The similarity score is defined as

$$Sim(node_{T_{agg}}) = \begin{cases} Levenshtein(node_{T_1}, node_{T_2}) & \text{if } node \text{ is UPDATED} \\ 0 & \text{if } node_{T_{agg}} \text{ is INSERTED/DELETED/REPLACED} \\ 1 & \text{otherwise} \end{cases} \quad (6)$$

Note that the similarity score is computed based on the diff-tuple which incorporates both nodeKeys. In case of an UPDATED text-node the Levenshtein algorithm is used, which defines a similarity score based on per-character edit-operations to change one string-value into the other one and is normalized between 0 (no similarity) and 1 (same string-value).

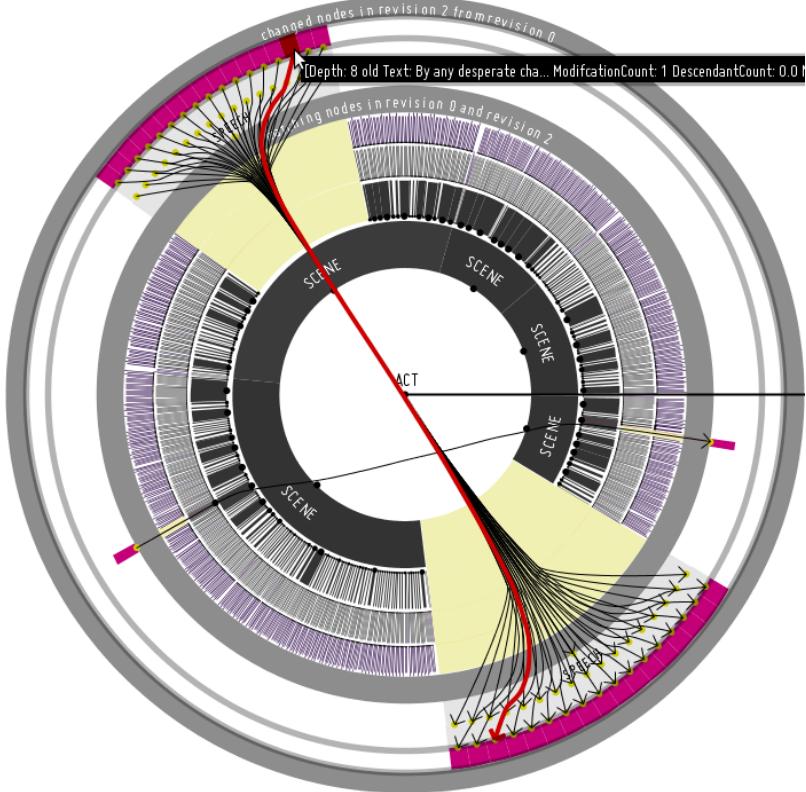
#### 4.5 Querying

XPath 2.0 queries are currently partly supported by our XPath 2.0 engine. We also examined our Saxon binding, which was surprisingly rather slow. However we did not measure time differences which is out of scope of this thesis. Future work might include a Brackit[28] binding which is a “flexible XQuery-based query engine” developed at the TU Kaiserslautern. In contrast to Saxon it is specifically designed to work on top of databases and adding specific indexes for instance will be easy. However this feature is currently reevaluated.

We provide query capabilities on top of the agglomerated tree-structure and therefore query both compared revisions in parallel. The items are sorted by node-ID in parallel. Once all query results have been collected they are also sorted (the result is a sequence of node-IDs). A subsequent traversal of the items highlights items which are included in the query results.

#### 4.6 Visualization of moves

Hierarchical Edge Bundles[29] are used to avoid visual clutter of subtree moves. The technique creates a path up to but usually not including the Lowest Common



**Fig. 22.** Moves visualized using hierarchical edge bundles.

Ancestor (LCA) of a source-node down to the destination-node. The path is used to define control points for plotting a curve.

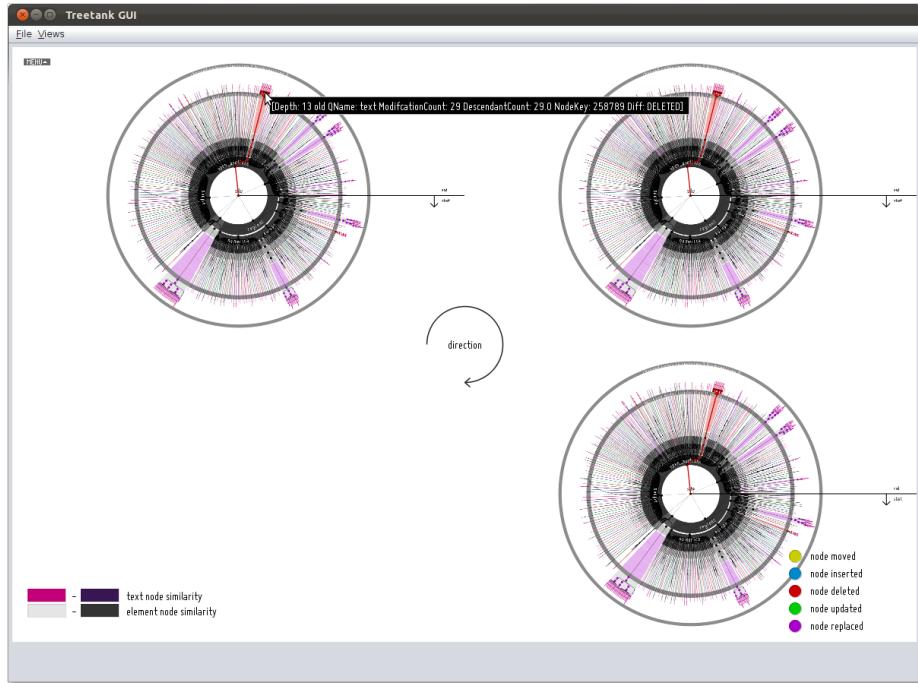
The LCA is defined as:

$$lca(a,b) = \min\{c | a \prec c, b \prec c\} \quad (7)$$

A simple algorithm computes the LCA through adding elements on top of two stacks following the first node (moved from) and the second node (moved to) up to the root-node. In a next step the two stacks are processed in a loop removing the top element as long as identical node-IDs are found. The LCA is the first node-pair for which the node-IDs do not match.

Fig. 22 illustrates two move-operations on a subtree in a shakespeare XML-document.

Despite comparing two tree-structures we furthermore aim to support a broad overview about the changes (and similarities) of multiple trees.

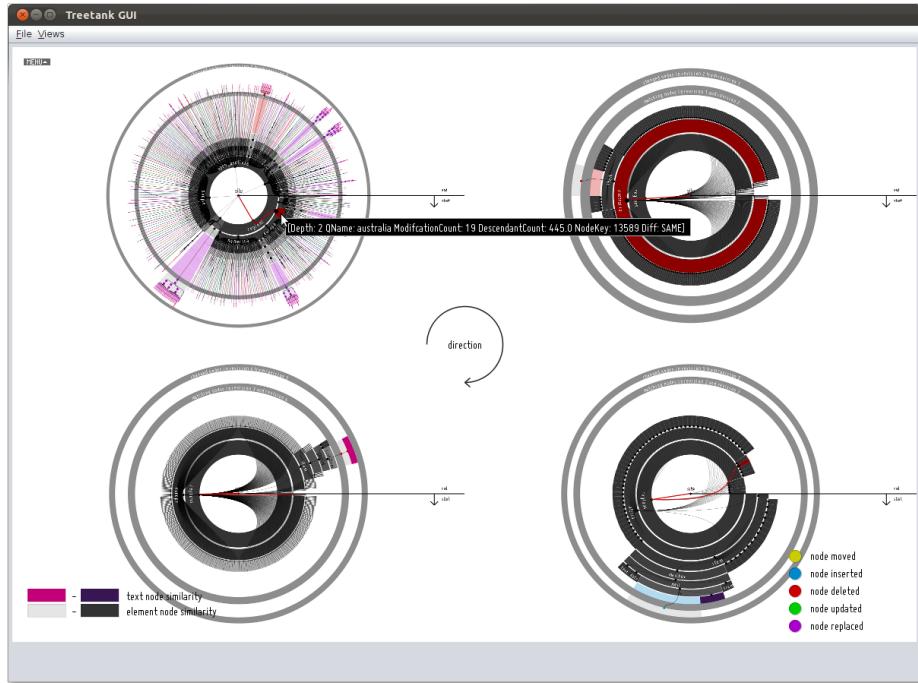


**Fig. 23.** Small multiple - differential variant.

#### 4.7 Small multiple displays

Small multiple displays of the *SunburstView* are used to provide an overview about the changes between several tree-structures. Two variants based on same-titled well known revisioning strategies as well as a hybrid variant are described next.

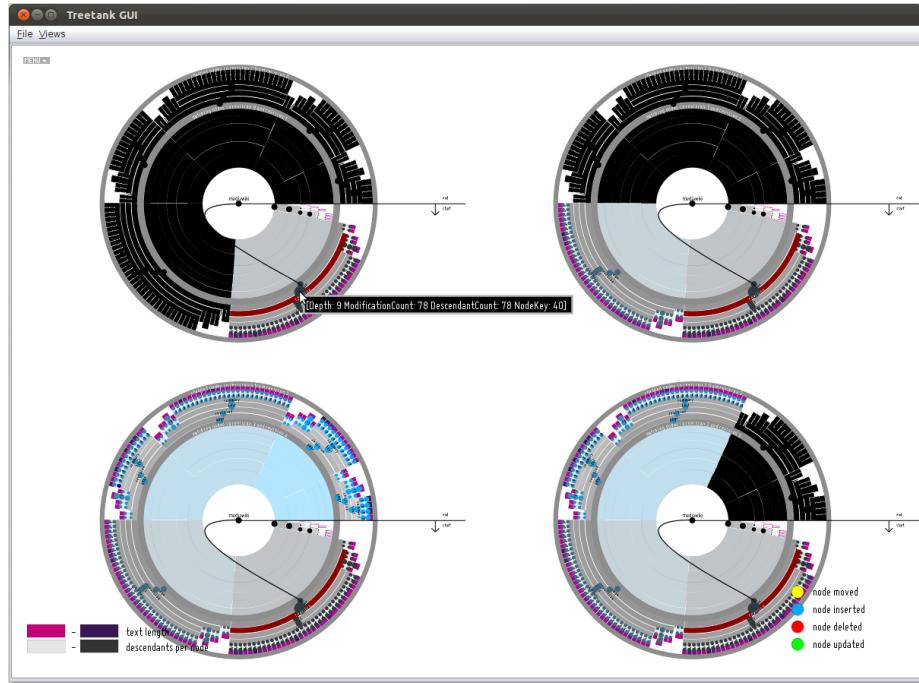
- *differential* The differential variant displays changes related to a base revision. This is especially useful if several tree-structures have to be compared to a common base revision. The direction is clockwise. That is the upper left corner displays a SunburstView comparison between revision 0 and 1 (if zero is the base revision which is loaded), the right upper corner displays changes between revision 0 and revision 2 et cetera (Fig. 23).
- *incremental* The incremental variant displays changes related to the last revision in increasing order. Suppose we have loaded revision 2, then in the upper left corner revision 2 and 3 is compared, the upper right corner contains the comparison between revision 3 and 4 et cetera (Fig. 24).
- *hybrid* The hybrid variant displays changes just like in the incremental variant. However, a diff between the first revision and the last one to display is issued in the first place to get approximately the whole aggregated tree-structure. Upcoming changes in subsequent incremental comparisons are



**Fig. 24.** Small multiple - incremental variant.

blackened. Furthermore, the colors denoting the changes lighten up in subsequent comparisons such that it is clear in which comparison the nodes are changed. During testing this view proved to be not as useful as we hoped. Nodes which are in one revision added and in another removed or vice versa do not appear. In addition the colors denoting the type of change and during which comparison the change occurred are too hard to distinguish in most cases.

The implementation parallelizes the computation of the small multiple displays and stores each Sunburst-visualization in an offscreen image, which is appended to a list in the view. This list must be sorted after all visualizations have been computed according to a revision which is saved along with the buffered offscreen image to support the clockwise order. The items of each visualization are saved in a simple datastructure in the model to support highlighting of items on mouse over through brushing and linking. The technique is illustrated in Fig. 23 and 24. Items are highlighted in red just like in the SunburstView but the same item based on a node-ID equivalence relation is linked and highlighted in all small visualizations. Note that we aim to highlight whole subtrees on hovered nodes in a future version such that moves in the subtree during upcoming comparisons in the incremental variant will be easily visible resulting in forests.



**Fig. 25.** Small multiple - hybrid variant.

The two variants support all filtering methods described earlier. Next we provide a short asymptotic runtime- and space-analysis backed by performance measures.

#### 4.8 Runtime/Space analysis and scalability of the ID-based diff

The runtime of the algorithm currently is bound by determining the subtree-size and modifications in the agglomerated tree-structure for each node. The runtime complexity thus is  $O(n^2)$  whereas  $n$  is the sum of changed and unchanged nodes between two trees  $T_1$  and  $T_2$ . However by storing the diff-tuples which only include the depth of the two compared nodes to form a very simple tree-structure we are limited to a preorder traversal. Building a more sophisticated tree-structure based on pointers or sequences denoting child nodes for instance in an in-memory Treetank structure will support a subsequent postorder traversal to determine the subtree-size and modifications for each node reducing the runtime to  $O(n)$ . Due to using Java7 which is not available for OS X we were not able to measure the performance on computers with four or more cores. However, counting the subtree-size and modifications is started in parallel to building Sunburst items which consumes these through a Java `BlockingQueue`. The **descendant-count/subtree-size** of the root-item (plus one) is the size of

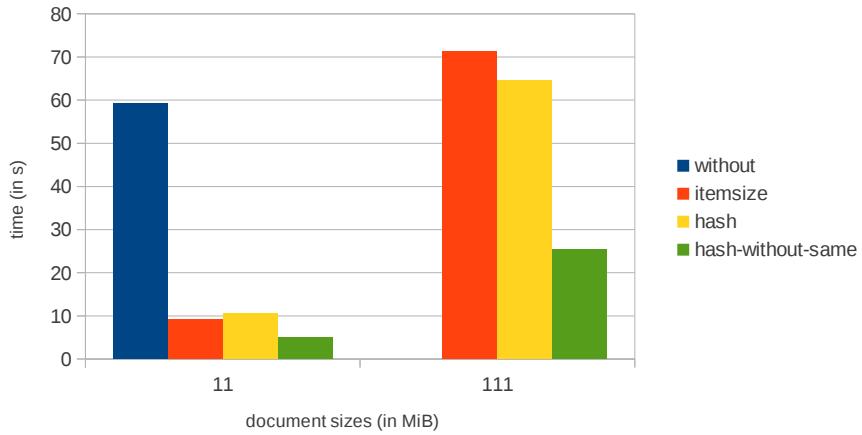
	<b>1000mods</b>	<b>5000mods</b>	<b>10000mods</b>
<b>min</b>	36265.14	35717.34	33948.96
<b>max</b>	52459.38	61860.29	44451.06
<b>average</b>	39167.75	37650.67	36579.37

**Table 6.** Comparsion of different modification-schemas of a 111 MiB XMark instance (change every 1000st, 5000st and 10000st node).

the accumulated List or Map of diff-tuples observed from the ID-based diffing algorithm and thus does not need to be computed. The `modification-count` of the root-item is also determined on the fly while observing diff-tuples. Thus we assume adding more cores will speed up the creation of the items considerably as tree-structures often times are rather flat and have a large fan-out instead of being deep with high average levels/depths of the nodes, especially considering document-centric XML [7]. Fig. 26 shows performance measures, the average of ten runs of the Sunburst-visualization on an 11MiB-document and an 111MiB-document of the XMark-benchmark. The documents are identical to the documents used in Chapter 3 for benchmarking. Thus we randomly modified the instances after every 1000st node in the 11Mib-document and after every 10000st node in the 111MiB-document. The hardware used is also identical (Core 2 Duo 2666Mhz, 4Gb RAM). It is obvious that the exponential growth in case no pruning is enabled is unacceptable. Showing the 111MiB-document without pruning lasted too long ( $\approx 15\text{min}$  for each run) such that we aborted the execution. By reducing the number of Sunburst-items which have to be created considerably each one of the pruning-mechanisms reduces the runtime tremendously. Usually the number of Sunburst-items to create is reduced so much that the exponential time to compute the modifications in each nodes' subtree plus the subtree-size itself is not measurable and the runtime reduces to a linear scale. Furthermore as we were not able to measure the impact of parallelizing this task with four and more cores it might also considerably speed up the computation in the general case without pruning. We assume that the context switches with only one or two cores in fact slow down the computation.

Fig 27 shows benchmarking results comparing the runtime of the fastest pruning, pruning-by-hashes without creating items for identical hashes with move-detection enabled and disabled. We are able to determine that the move-detection usually is fast. Asymptotically it is bound by the size of the agglomerated tree-structure  $n$ ,  $O(n)$ .

In summary we are able to conclude that the hash-based-pruning without creating Sunburst items is by far the fastest and that the move-detection usually does not inhibit the runtime of our algorithms considerably. Furthermore it is required to use pruning whenever the exponential time required to compute subtree-sizes and modifications therein significantly increases due to a large aggregated tree. Adding more CPUs however should decrease the runtime as the computation of subtreesizes and modifications therein are computed in parallel.

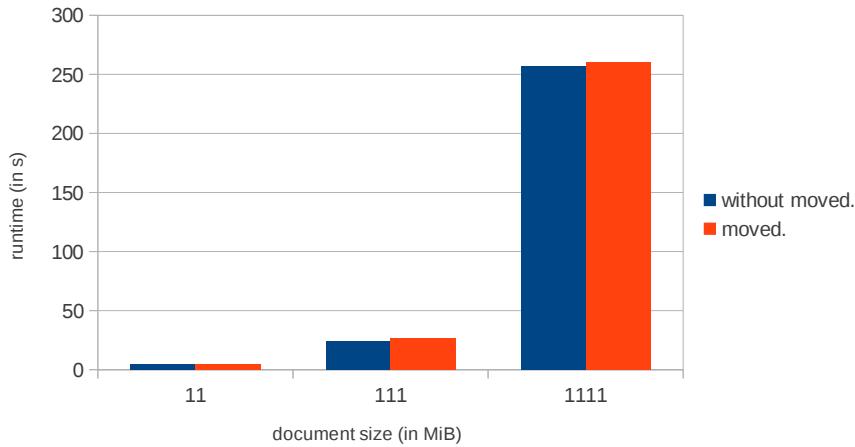


**Fig. 26.** GUI-performance.

#### 4.9 Conclusion and Summary

We have introduced a multitude of visualizations ranging from a simple *TextView* displaying syntax highlighted serialized XML in the viewport appending new text during scrolling to a *SunburstView* and several *Smallmultiple* display variants based on the *SunburstView*. The *TextView* supports the visualization of structural differences based on the aggregated tree structure and through a color-coded background depending on the diff-type. However non-structural changes, for instance the similarity between updated String values can not be visualized. Our main contribution is a new Sunburst layout based on the idea of a semantic zoom, which places all changed nodes prominently between two rings and facilitates a global distortion to enlarge changed-subtrees and thus to shrink unchanged subtrees accordingly which are potentially uninteresting. Structural changes are visualized through color coding of the node in the overlaying node-link diagram. The type of diff is indicated through a color-encoding. Furthermore the similarity of *TextNode* values and *ElementNodes* are depicted based on pre-defined functions. Large matched subtrees result in a higher similarity score for element nodes, few character replacements/inserts/deletes increases the similarity score for text nodes.

Moreover three filtering techniques facilitate the analysis of large tree-structures. Pruning by itemsize is useful if changed *and* unchanged nodes are of importance speeding up the creation of items considerably. However it does not affect the diff-computation. Thus, we also provide hash-based filtering techniques, which utilize the diff-algorithm with the optimization to skip the traversal of subtrees of nodes with identical hash-values. These filtering types usually reduce the number of items even more and accelerate the diff-computation. Note that the



**Fig. 27.** GUI-performance using hash-based pruning without adding identical hash-values and move-detection enabled/disabled.

hashes include the unique node identifiers and other node-specific content, thus by using an exchangeable cryptographic hash-function  $th$ .

Move-detection is enabled on demand. Furthermore inserted/deleted subtrees in a row are summarized as replace-operations.

In addition to the *TextView* and *SunburstView* small multiple variants support the comparison of multiple trees ( $> 2$ ). The number of comparisons is only limited by our implementation (which is only an implementation-detail) and the available screen space. Note, that the small multiple displays currently use too much unused screen space due to storing the whole visualization except the legends and menus in an offscreen image which are downscaled afterwards. As the extends of the main GUI-window usually are not squarified the space usually used for drawing menu-components and legends in the *SunburstView* is multiplied and wasted. However this is merely an implementation detail which will be fixed in a future version. The filtering techniques are also available in the small multiple variants.



## 5 Applications

### 5.1 Introduction

The last chapters described in detail the different components involved in the Visual Analytics approach of detecting and visualizing differences in tree-structures. This chapter exemplary studies three usage scenarios and describes additional preprocessing steps if necessary. To demonstrate the feasibility of our approach with real world data several the following three applications are studied:

- Import of Lexical Functional Grammar (LFG) XML exported files.
- Import of sorted Wikipedia articles by revision-timestamps.
- A Directory recursively watched for changes within a filesystem. The XML representation thereof is based on FSML[30].

### 5.2 LFG

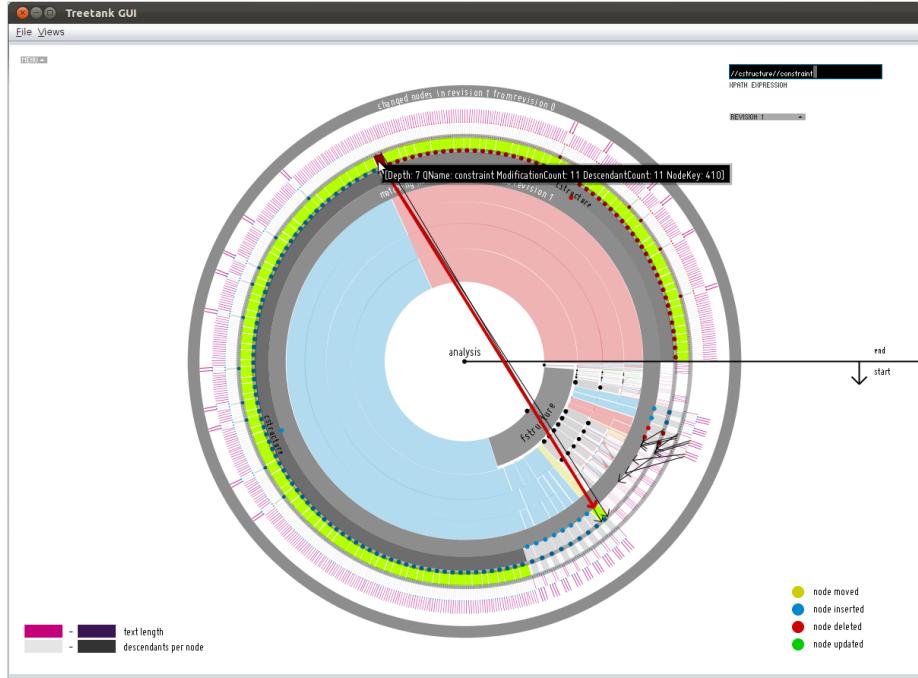
Linguists often face the problem of tree-structure comparisons as for instance Abstract Syntax Trees (ASTs). The LFG (Lexical functional grammar) in particular differentiates between two structures:

1. Constituent structures (c-structures) which "have the form of context-free phrase structure trees".
2. Functional structures (f-structures) "are sets of pairs of attributes and values; attributes may be features, such as tense and gender, or functions, such as subject and object." [31]

We obtained an XML-export of a collection of different versions of a c-structure/f-structure combination. To import differences between these XML documents in Treetank the FMSE-algorithm described in Chapter 2 and 3 is used as the XML-export does not include unique node identifiers. Thus we can not rely on node-IDs and have to Fig. out differences using our similarity metrics defined for leaf- and inner-nodes. Fig. 28 illustrates the visualization of a diff between two revisions.

It is immediately obvious by investigating the original XML-documents, that the FMSE-algorithm mismatched nodes in the first place which in effect causes a lot of edit-operations. Nodes are touched which have not changed whereas changed nodes might or might not be concerned by edit-operations. Thus the FMSE-algorithm executes too many edit-operations especially in case of the deletion and reinsertion of the old- respectively the new-**cstructure** subtree. In doing so, a subsequent visualization is impractical, for the simple reason that it almost mirrors the update-operations for consecutive versions. As stated in Chapter 2 ID-less algorithms work best if leaf nodes and therefore especially text-nodes are very well distinguishable. That is the initial matching of leaf nodes in most if not all cases really matches unchanged nodes, which is the desired behavior.

Having a closer look at the input documents reveals changed text-values which due to their short length and to sometimes numerical values have changed completely.



**Fig. 28.** LFG comparsion

#### **Listing 1.** CStructure/FStructure comparsion

```

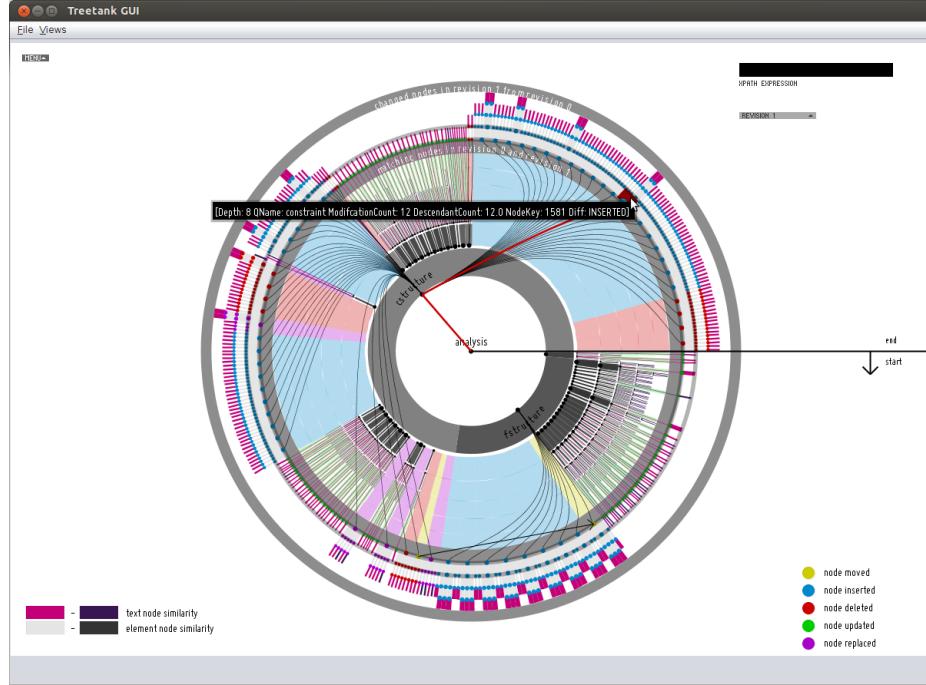
1 <cstructure>
2   <constraint>
3     <label>subtree</label>
4     <arg no="1">102</arg>
5     <arg no="2">ROOT</arg>
6     <arg no="3"></arg>
7     <arg no="4">83</arg>
8   </constraint>
9   <constraint>
10    <label>phi</label>
11    <arg no="1">102</arg>
12    <arg no="2">var:0</arg>
13  </constraint>
14 ...
15 </cstructure>
```

```

<cstructure>
  <constraint>
    <label>subtree</label>
    <arg no="1">163</arg>
    <arg no="2">ROOT</arg>
    <arg no="3"></arg>
    <arg no="4">145</arg>
  </constraint>
  <constraint>
    <label>phi</label>
    <arg no="1">163</arg>
    <arg no="2">var:0</arg>
  </constraint>
  ...
</cstructure>
```

Thus we changed the leaf-node comparison slightly. Instead of just relying on the Levenshtein-distance for text-node values we also try to match all ancestor QNames<sup>13</sup> if the returned normalized value is  $\leq$  the threshold value defined for

<sup>13</sup> ancestors are always element nodes, the document-root node is not visited



**Fig. 29.** LFG comparsion revised

the similarity of leaf nodes. Note that only leaf nodes are considered to match if the threshold is > than the predefined threshold.

The result is depicted in Fig. 29.

We observe that still many nodes are changed, but by looking at the original XML-documents we observe that indeed a lot of nodes have been updated/deleted/inserted or replaced. For instance by scrolling both XML-documents at the end of the fstructure-subtree a lot of subtrees must have been inserted.

However as a direct consequence of this short evaluation it is inevitable to rely on unique node identifiers if we want to visualize minimal edit-scripts in case of updated leaf node values which are very distinct to the other trees' leaf node values or worse the leaf nodes are very similar. Comparisons based on similarity-metrics are always based on heuristics. Assuming the export of the XML-documents includes unique identifiers of the nodes, importing requires utilization of the internal diff-algorithm to simply store incremental changes, the changes from the old- to the new-revision. The following steps have to be implemented:

1. Import of the initial XML-document.
2. Import the first updated XML-document to a temporary resource.
3. Utilize the internal Treetank diff-algorithm to determine changes based on unique node-IDs. Whenever an edit-operation is encountered the appropriate

transaction-method has to be executed. In case of `element-` and `text-nodes` it requires how to insert nodes<sup>14</sup> and where, which is very simple due to the `transaction.moveTo(long)`-method which can move the transaction/cursor directly to the left-sibling-node of the node to insert if it is available or to the parent. In the first case the node has to be inserted as a right sibling, in the latter case as a first child of the parent node.

Furthermore this approach applies to every XML-document which incorporates unique node identifiers.

Next we study the import of several articles from Wikipedia ordered by timestamp of their revisions.

### 5.3 Wikipedia

Wikipedia is studied as an application to demonstrate the feasibility of our approach on a large text corpora. However several issues have to be solved during preprocessing.

- Wikipedia is dumped as a very large XML-file. ”The XML itself contains complete, raw text of every revision” [32] and thus is a full dump instead of an incremental- or differential-dump describing the changes an author performed. Listing 5.3 depicts a small example of the structure of an Wikipedia XML-dump. Moreover WikiText, which is a proprietary markup format is stored as plain text and not replaced by XML-markup. Thus, the content of an article in each revision is a huge `TextNode` which includes the full text instead of just denoting the changes and its context in some form. Differences between the actual content of several revisions of an article on a node-granular level can not be found with a state of the art native XML database system, which supports revisioning of the data, as a direct consequence. The database systems’ best bet is to generate a character based delta between the two large text-nodes.

**Listing 2.** Wikipedia Dump - XML representation

```

1 <mediawiki xml:lang="en">
2   <page>
3     <title>Page title</title>
4     <id>67365</id>
5     <restrictions>edit=sysop:move=sysop</restrictions>
6     <revision>
7       <timestep>2001-01-15T13:15:00Z</timestep>
8       <contributor><username>Foobar</username></contributor>
9       <comment>I have just one thing to say!</comment>
10      <text>A bunch of [[ text ]] here.</text>
11      <minor />
12    </revision>
```

<sup>14</sup> remember that Treetank currently is able to insert a node as a right sibling or first child

```

13      <revision>
14          <timestamp>2001-01-15T13:10:27Z</timestamp>
15          <contributor><ip>10.0.0.2</ip></contributor>
16          <comment>new!</comment>
17          <text>An earlier [[ revision ]].</text>
18      </revision>
19  </page>
20
21  <page>
22      <title>Talk:Page title</title>
23      <id>127455</id>
24      <revision>
25          <timestamp>2001-01-15T14:03:00Z</timestamp>
26          <contributor><ip>10.0.0.2</ip></contributor>
27          <comment>hey</comment>
28          <text>
29              WHYD YOU LOCK PAGE??!!! i was editing that jerk
30          </text>
31      </revision>
32  </page>
33 </mediawiki>
```

- Furthermore due to the fact that XPath 2.0 should be usable without requiring an XPath Full Text 1.0 implementation and our overall goal is to analyse the temporal evolution of the stored data, WikiText markup has to be converted into semistructured XML fragments. To accomplish this the Wiki2XML parser from the MODIS team [33] is used.
- Another issue arises because the Wikipedia dump is not sorted and we want to analyse and visualize the temporal evolution during several snapshots. Neither articles are sorted by date/time nor revisions of the articles are. Thus for the subsequent revisioned import the revisions have to be sorted with their associated article metadata (page id, author...). For the simple reason that we have to deal with large amounts of data an external sorting algorithm has to be used. Instead of implementing an own approach, Hadoop is a natural choice. Its *MapReduce* framework is a "programming model and software framework for writing applications that rapidly process vast amounts of data in parallel on large clusters of compute nodes". The overall process of the programming model is divided into two functions.
  1. **Map** is a function that has to split the problem into subproblems which can be distributed among worker nodes in a cluster. Logically it is a function of the form  $Map(k1, v1) \rightarrow list(k2, v2)$  where  $k1$  and  $v1$  is an input *key* and *value* and the output from the function is a list of *key/value* pairs ( $list(k2, v2)$ ). After that the MapReduce framework groups the values according to the keys.
  2. **Reduce** is a function of the form:  $Reduce(k2, list(v2)) \rightarrow list(v3)$ . It receives a *key* and a list of grouped *values* and returns performs any computation which might be feasable and returns another list of *values*.

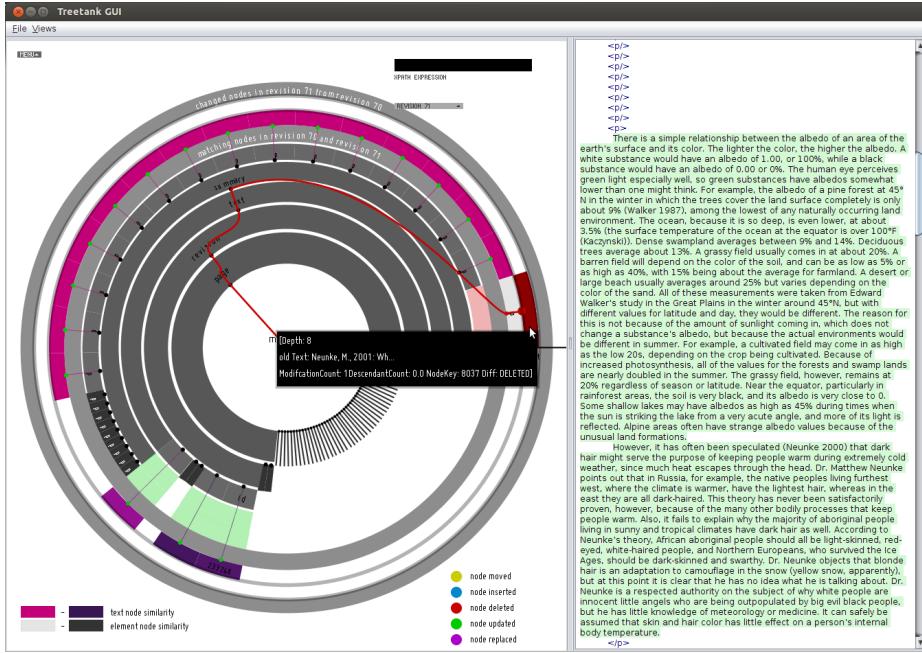
Using the `map`-function means input data has to be split into records. Most MapReduce frameworks rely on a programmable mechanism to do this. In Hadoop the `InputStream` in conjunction with a `RecordReader` takes this responsibility. The following steps describe the implementation of sorting Wikipedia by Hadoop.

1. `XMLInputStream` in conjunction with an `XMLRecordReader` splits records on *revision-elements* with all the *page*-metadata. The **timestamp** of each revision denotes the key, the whole subtree of each *revision*-element is saved as the value for the `map` input. The algorithm is straight forward. A `SAX-Parser` is used to determine starting and ending of each record.  
The implementation utilizes a configurable record identifier such that it is adjustable to schema changes in the Wikipedia dump. Furthermore it can simple be adapted to split other XML files based on other record identifier nodes as well.
2. `XMLMap` just forwards the received key/value pairs.
3. `XMLReduce` finally merges consecutive revisions with the same *page-id* and **timestamp** by means of Saxon, an XSLT/XQuery-processor. The XSLT stylesheet used is pretty small yet maybe not straight forward (Appendix B).

Once the dump is sorted with MapReduce it has to be imported into Treertank. First of all, as we have splitted the data on `revision`-elements and prepended the `page`-metadata we have to construct a new root node, which is simply done by prepending a `mediawiki` start-tag, then writing the result of the Hadoop-run and appending a corresponding end-tag to a new file. Otherwise it is no valid XML-document and can not be parsed.

Next, to import the revised file which is now in ascending timestamp order of all revisions from all pages/articles a special Wikipedia-Importer is responsible. It utilizes the FSME-implementation described in detail in Chapter 2 and 3 to just import incremental changes between the latest stored revision in Treertank and a shredded List of `XMLEvents` in a temporary database/resource. Therefore as data is read-in from the XML document with a StAX-Parser the `page`-metadata as well as the whole revision-subtree is saved in a simple main-memory collection, a `List`, assuming the XML-content of an article can be put in main memory. The assumption holds true as every revision can be parsed and rendered in a web-browser. Everytime a `page` end-tag is encountered the `page-id` is searched in the already shredded revision. If it is found the FMSE algorithm is called for the found `page`-element, such that the encountered differences are shredded subsequently. In case the XPath expression returns no results, that is the `page-ID` is not found a new page is going to be appended as a right sibling to the last `page`-element.

The Importer for Wikipedia allows the usage of a timespan (hourly, daily, monthly, yearly) which is used for the revisioning. If a new timestamp is encountered, which differs from the current timestamp regarding the timespan the transaction is committed.



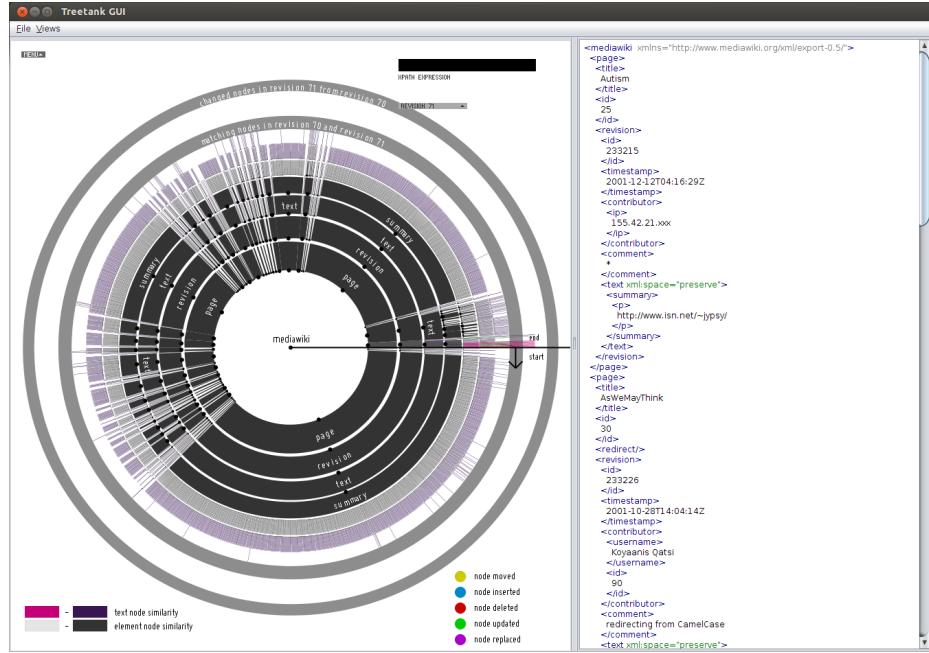
**Fig. 30.** Wikipedia comparsion.

Fig. 30 demonstrates the result of importing 50 articles of Wikipedia sorted by article-revisions and an hourly commit<sup>15</sup>. Revisions 70 and 71 are compared. The *edit-distance* used by our FSME-implementation to determine and update the stored Treetank-data with the encountered differences in the first place works reasonably well, as most text-nodes can be distinguished very well. We directly used the hash-based pruning to enlarge regions of interest. The *TextView* on the right side is particular useful to quickly reveal several changes whereas in the *SunburstView* only the new updated text content in case of *TextNode* updates is used for the label (and usually the content is too big to be displayed within the arc, especially if the content contains whole paragraphs as is usually the case for Wikipedia). We quickly detect that a lot of paragraphs have changed by looking at the *SunburstView*. Details are depicted by either clicking on an item or scrolling down in the *TextView*.

Another visualization (Fig. 31) depicts what happens if we do not prune and do not include the number of modifications of a node in its subtree to scale the SunburstItems, the segments for each node.

The changes in the last page/article are almost non visible. Most items denote unchanged nodes with no modifications in their subtree and thus do not carry any useful information, if we just want to quickly determine changes. This and the fact that we do not include the modification weight, that is just the subtree

<sup>15</sup> only hours in which changes occurred are reflected

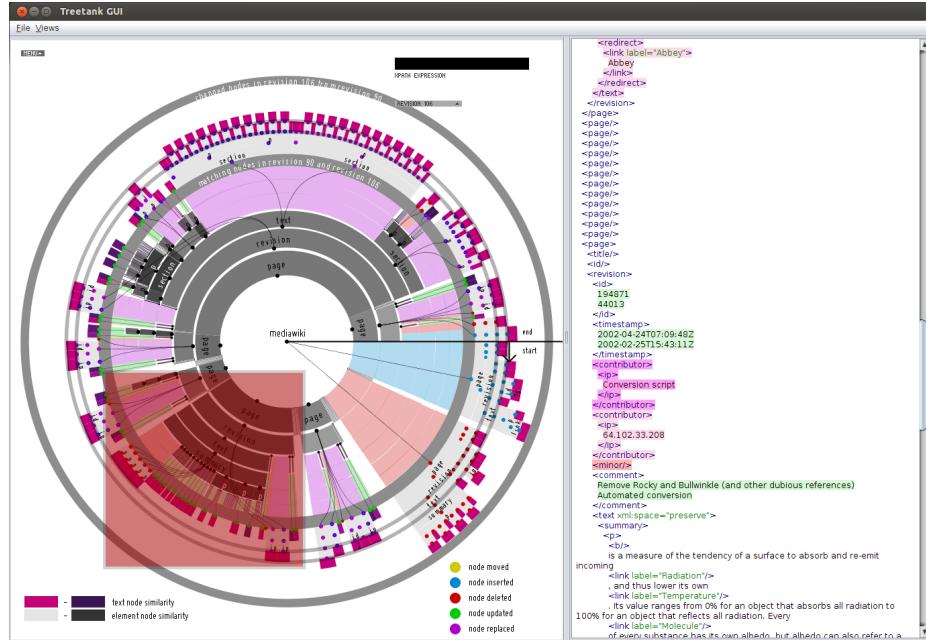


**Fig. 31.** Wikipedia comparsion without pruning and including the modification weight to determine the size of a SunburstItem

size of each node matters, results in considerably reduced itemsizes of changed items.

Despite viewing changes between subsequent revisions which in case of importing only 50 articles most often results in appending or updating one article it is possible to view changes between arbitrary revisions. Fig. 32 reveals changes between revision 90 and 106. Thus seven articles have changed and it is very easy to determine regions of interest and to further drill down into the tree through selection of a new root node in the *SunburstView*. The page/article with the name "ArgumentForms" has been changed enormously. The page-nodes do not have enough matching subtree-nodes in common between the two revisions, such that the page-nodes are not matched, too. The FMSE-algorithm thus deletes the whole article and inserts the article as a new first child of the "wikimedia" root-element. The changes in the other articles mainly either include single paragraphs which are updated or larger subtrees which are replaced. Detailed changes are depicted on demand, that is if we drill down into the tree and/or scroll down in the *TreeView*. The transparent red square in the *SunburstView* in Fig. 32 illustrates the article/page to which we have scrolled in the *Text View*.

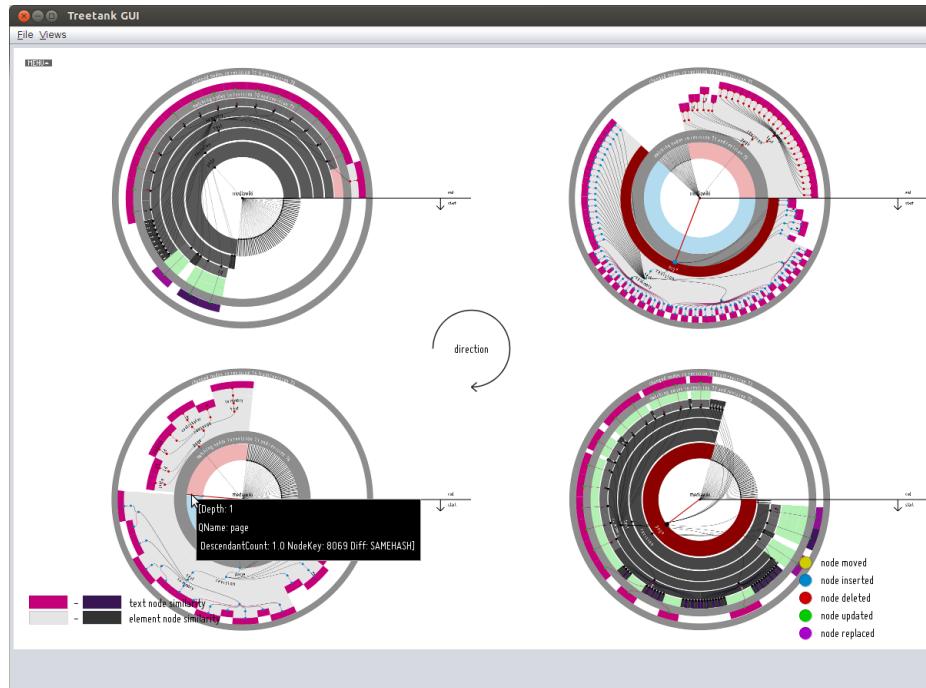
Besides comparing only two revisions the smallmultiple variants facilitate the comparison between several revisions (currently at most five revisions). Fig. 33 illustrates changes between revisions 70,71 (upper left), 71,72 (upper right),



**Fig. 32.** Wikipedia comparsion pruned by itemsize

72,73 (bottom right) and 73,74 (bottom left). We are quickly able to determine that except in the SunburstView comparing revisions 73 and 74 all other small multiples change or delete/insert the same article. The comparison between revision 70,71 and 72,73 reveal a lot of updated paragraphs. Between revisions 71 and 72 the same article has been deleted and inserted. We are quickly able to determine that a lot of paragraphs have been added as the inserted article includes more descendants than the article in the old revision. Thus the import FMSE-algorithm can not match the page-nodes due to very different subtrees. Recapitulate that in order to match inner nodes, at least half of the nodes in both subtrees have to be matched. To gain a better understanding about the differences between revision 73 and 74 we switched to the *SunburstView* in conjunction with the *TextView*. We are able to quickly determine that the deleted and inserted page denotes the same article (autism) once more (Fig. 34). The article changed from a single paragraph which just included a URL to a slightly more profound description of autism.

Fig. 35 finally reveals that between revision 10 and 13 articles are added which is expected. Articles are most probably going to be altered in later revisions once most or all 50 articles have been prepended. However revision 14 updates an article added in one of the first 10 revisions.



**Fig. 33.** Wikipedia comparsion - depicting differences through the incremental smallmultiple variant

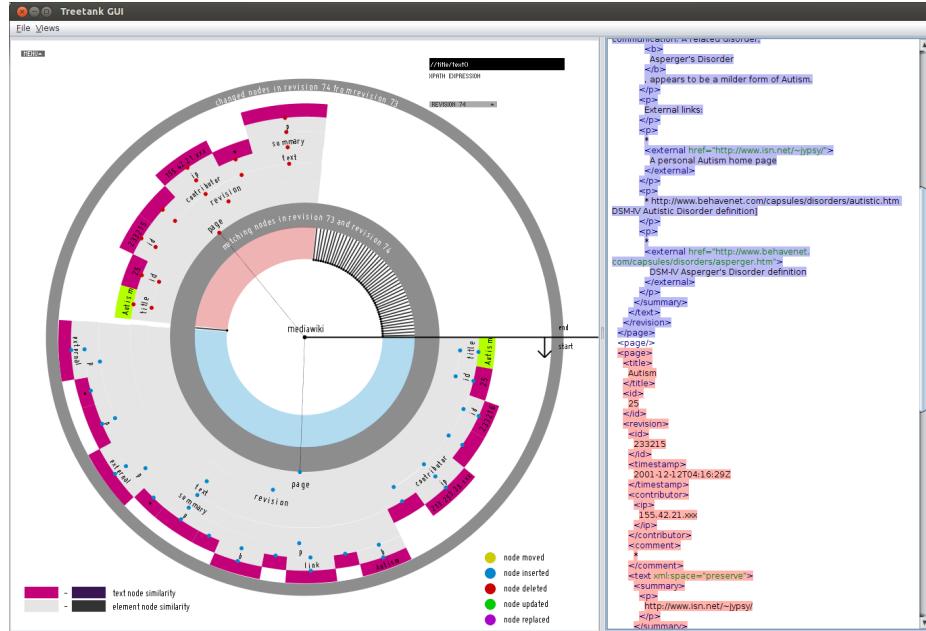
#### 5.4 Import of Filesystem-based tree-structure

Filesystems usually organize data in a tree-structured hierarchy whereas a unique *Path* denotes how a file can be located. As a direct consequence it is an optimal use case to demonstrate the feasability of our proposed approach as the tree-structure ca not be neglected if we want to quickly detect differences in the folder/file-structure based on snapshots.

Use cases are manyfold, ranging from monitoring software-evolution based on the package/class hierarchy to monitoring if employees stick to organizational policies.

In order to take snapshots of a directory with all subdirectories we study two approaches:

1. FSML representation based on a python script [30], which has been executed several times to obtain snapshots based on an XML-representation which are afterwards imported in Treetank. The differences between the snapshots are calculated based on the FMSE-algorithm described in chapter 2 and 3.
2. FSML representation based on an initial import of a directory with all its subdirectories. Changes in that directory and all subdirectories are afterwards monitored.



**Fig. 34.** Wikipedia comparsion - depicting differences between revision 73 and 74

The File System Markup Language[30] is an XML-dialect developed by Alexander Holupirek to represent the tree-structure of filesystems by folders and files as well as metadata of certain file-types.

The first approach is considerably simpler than the import of Wikipedia due to the snapshot-creation which results in different files. Therefore we do not have to reorder whole subtrees according to timestamps in the first place to obtain a subsequent import ordered by time. Instead applying the FMSE-algorithm on the latest imported revision and the new XML document is sufficient.

Fig. 36 reveals the differences between revision 0 and 4 using the hash-based pruning on manually taken snapshots of the src-folder of our GUI project (slightly outdated) with a Python-script, developed by Alexander Holupirek, too. We are able to detect possible hotspots of development on the package/class-level. It is immediately obvious that a ForkJoinQuicksort implementation has been deleted. Another interesting observation is the recent work on BSplines which have been added to facilitate the Hierarchical Edge Bundling technique described in Chapter 4. Furthermore we are able to spot recent work on a new *TreeMap*-view. The XPath-query `//element()[@st_mode="0100664"]` highlights nodes with the appropriate mode.

The alert reader might think that some of the nodes for instance the subtree of the "sunburst"-subtree which are plotted should not have been processed by the ID-based diff algorithm but by close inspection it is revealed that these nodes

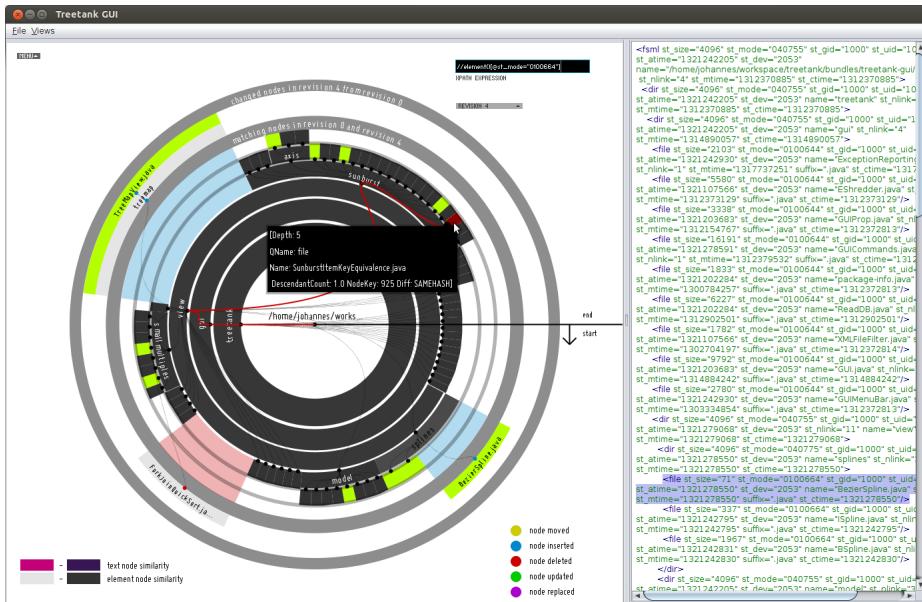


**Fig. 35.** Wikipedia comparsion - incremental smallmultiple variant depicting changes between revisions 10,11,12,13 and 14 from the upper left to the bottom left in clockwise order.

have different hash values (on mouseover the details are revealed, that is type `DiffType.SAME` instead of `DiffType.SAMEHASH`). Moreover up until now we have always used the ID-based diff mode which does not include namespace/attribute comparisons. However once including checks for namespace/attribute equivalence we are able to detect updates of certain nodes (Fig. 37) due to last access time of a file/directory which is denoted through the `st_atime`-attribute. Each time either a namespace- or an attribute-node differs the parent `ElementNode` is emitted as being updated.

We conclude, that the result represents the real changes in the GUI src-folder. That is the preprocessing step of matching nodes in the FMSE-algorithm works reasonably well on FSML-data as no similar `TextNode`s are included. However we aim to support the extraction of metadata for several kinds of files which might introduce the possibility of mismatches in the future.

In order to avoid any mismatches and therefore too many update-operations on nodes which have not changed at all as well as to avoid the costly execution of the FMSE-algorithm in the first place the capabilities of current filesystems to register for modification-events are additionally used. The steps are as follows:



**Fig. 36.** FSML comparsion on the GUI src-folder

1. To obtain the hierarchical structure of filesystems the Java7 Filesystem-Walker API is used instead of the Python-Script. A new database is created in Treetank with a standard resource named "fsml" whereas the hierarchical structure is mapped to the resource while traversing a directory.
  2. The new **WatchService** is used to detect subsequent changes in a watched directory. In order to support watching all subdirectories as well a suitable datastructure as for instance an associative array has to be used in the first place. Java does not permit recursive watching of all subdirectories, as it is not supported by some filesystems.

The WatchService detects the following events:

- **ENTRY\_CREATE**: New file or directory has been created.
  - **ENTRY\_DELETE**: File or directory has been deleted.
  - **ENTRY\_MODIFY**: File has been modified.

Therefore moves and renames are not supported out of the box. The path to the directories and files is translated to an XPath query, which locates the appropriate node in the database/resource. In case a new file or directory has been created a new `ElementNode` is prepended as a first child of the parent node as filesystem-trees are unordered. In this case the XPath-query translates the parent-path into the appropriate XPath-query, that is it is of the form `/dir[@name='pathComp1Name']/dir|file[@name='pathComp2Name']`. The path component usually denotes a directory whereas the last component might



**Fig. 37.** FSML comparsion on the GUI src-folder using a full diff including namespaces and attributes

be a directory or file in case of an `ENTRY_DELETE` event. Deleted directories have to be removed from a WatchService/Path-mapping in an associative array. Furthermore all paths have to be saved in another datastructure to denote if the deleted path pointed to either a file or directory. Thus another associative array is used to save a Path  $\Leftrightarrow$  EPath mapping for inserted nodes. EPath is a Java enum to determine the type.

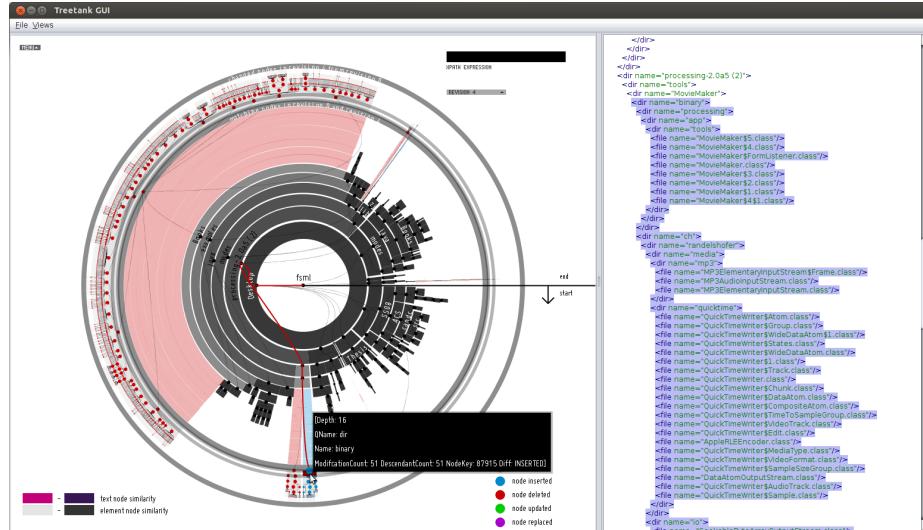
The FSML-subdialect currently used is very simple. Listing 5.4 provides an example of the simple structure. Directories are mapped to `dir`-elements, whereas files are mapped to `file`-elements. Note that the names can't be used to denote the elements, as for instance whitespaces are not permitted in QNames. Thus the labels in the visualizations are optionally based on `name=""`-attributes.

### Listing 3. FSML structure

```

1  <fsml>
2      <dir name="Desktop">
3          <dir name="Lichtenberger">
4              <dir name="Bachelor">
5                  ...
6                  </dir>
7                  <dir name="Master">
8                      <dir name="Thesis">
9                          <dir name="Fig.s">
10                             <file name="fsml-incremental.png" suffix=".png"/>
11                             ...

```



**Fig. 38.** FSML comparsion of "/home/johannes/Desktop"

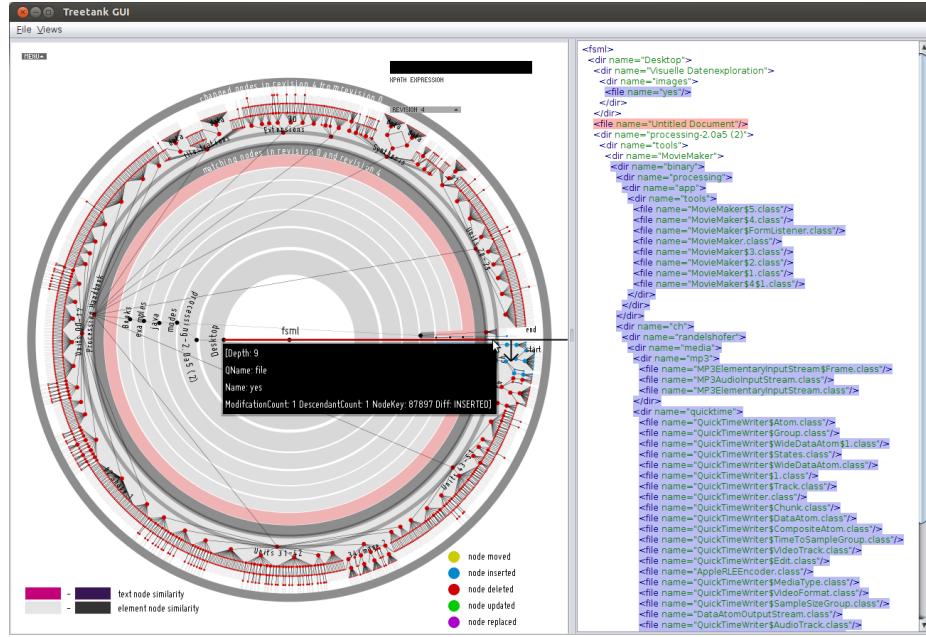
```

12         </dir>
13     <dir name=" results">
14         <file name=" 1gb-400" suffix="" />
15         ...
16     </dir>
17     <file name=" thesis.tex" suffix=".text" />
18     <file name=" motivation.tex" suffix=".text" />
19     ...
20   </dir>
21   ...
22   </dir>
23 </dir>
24 ...
25 </dir>
26 </fsml>
```

While this representation currently does not incorporate most of the strengths FSML usually provides it is easy to add metadata about files and to incorporate text-files. Optionally instances of custom classes are pluggable to provide any type of extensibility. Thus it is possible to provide extractors for certain types of files and to incorporate text-files into the FSML-representation itself, possibly by adding a link to another resource in the fsml-database.

Fig. 38 is an example of mapping a Desktop-folder to a database in Treetank (move- and replace-detection is disabled). Subsequent revisions are committed every five minutes.

Most files and directories are unchanged. Usually changed items (besides the processing-subfolder which has been deleted) are rather small, as the subtrees



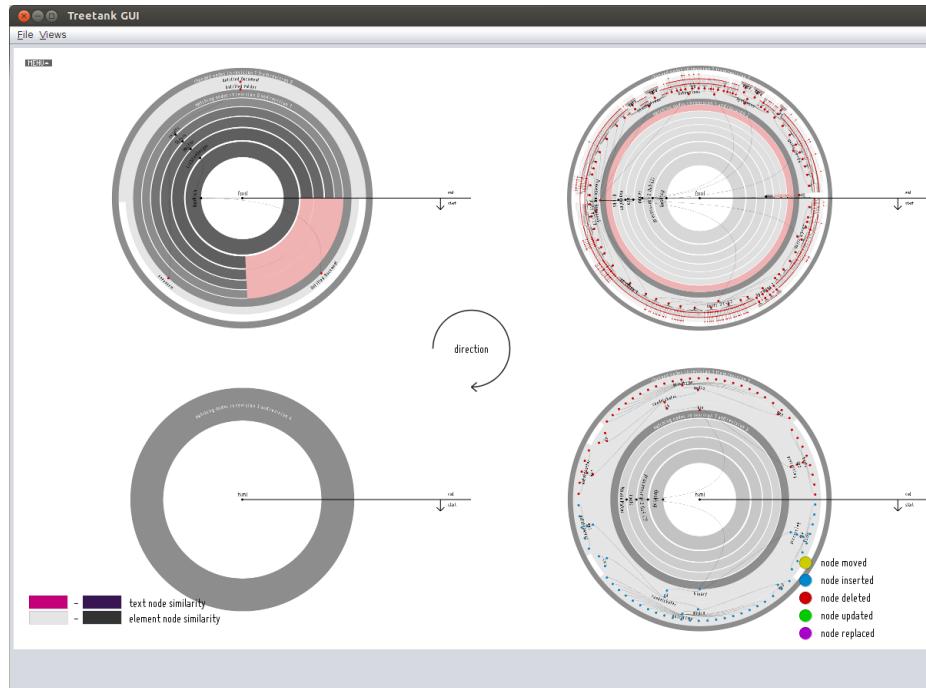
**Fig. 39.** FSML comparsion of ”/home/johannes/Desktop” pruned by same hashes

are rather small compared to most unchanged nodes. Pruning by same hashes instead of the itemsize is displayed in Fig. 39. The changed subtrees are much better visible.

A sequence of comparisons between several revisions is viewable with the incremental SmallMultiple variant (Fig. 40). We used the hash-based pruning without generating items for nodes with identical hash-values, to keep the number of items to a minimum. By hovering the items and compare the values and subtree sizes we are able to determine that between revision 2 and 3 in the bottom right view a subtree has been renamed. A `rename`-operation however is not supported by the Java `WatchService` such that usually, depending on the filesystem a delete- and an insert-event in either order is received.

Questions such as

- Auditing: Which files are updated/inserted/deleted or not during a sequence of snapshots?
- Does an employee adhere to company instructions regarding installed software? (by file-extensions or analysing the binaries and storing an additional attribute with ”true” or ”false” values)
- 
-



**Fig. 40.** FSML comparsion of ”/home/johannes/Desktop” (SmallMultiples incremental view)

### 5.5 Summary

This chapter introduced a few use cases for comparisons of tree-structures. Depending on the activated views different characteristics are revealed.

The smallmultiple differential-variant should be used to compare similar, different tree structures. Choosing the incremental variant reveals changes in temporal evolving trees. In case the tree is rather small (for instance less than 5000 nodes) it is arguable that the views can be used without pruning interesting nodes. However, once more items have to be created it is necessary to choose one of the filtering methods to keep the number of items small. Hovering through linking and brushing allows to keep track of changed nodes. When enabling pruning inserted nodes might not be visible in upcoming comparisons. However this indicates that the items have not been changed within later revisions.

The standard *SunburstView* reveals all kinds of differences and furthermore allows two zooming operations, the normal zoom which transforms the viewing-coordinates and can be used if the number of items is small and therefore animations are possible whereas a left-mouseclick on an item transforms the item into a new root-node. As already explained in Chapter 4 this involves either a real transformation based on node-copies and adjusting of angles or in some circumstances the algorithm to create the items in the first place must be used.

We have merely scratched the surface of the possibilities of our current approach. Future work might include The SmallMultiple-Views will greatly benefit from a temporal XPath-extension. Some proposed axis as `next::`, `previous::`, `future::`, `past::`, `revision::` already have been implemented but have to be incorporated in either the Saxon-Parser or our XPath 2.0-parser. Furthermore adding the possibility to execute temporal XPath-queries and the highlighting of resulting nodes in the SmallMultiple-Views will allow to track specific kinds of nodes over several revisions. The simple query

`//dir[@name='wiki-sorted']/future::node()` will reveal nodes with the attribute `name='wiki-sorted'` in all future revisions. The context will be based on the currently opened base-revision.

## 6 Discussion

### 6.1 Introduction

This Chapter concludes with a discussion of the work presented in relation to the state-of-the-art.

The presented approach facilitates the comparison of tree-structures through various linked visualizations depicting the tree-structures at various levels of detail. Small multiple displays provide a high level view of the differences between multiple tree-structures. Linking and brushing is used to highlight nodes. The *SunburstView* incorporates both a mode to visualize one tree-structure and a mode to visualize comparisons between two tree-structures. A new layout-algorithm facilitates comparing tree-structures through highlighting changes in a prominent place with a global distortion. Furthermore different filtering methods allow the comparison of large trees. Details are shown on demand through a mouseover effect and a linked *TextView*. A selection of a new root-node together with a simple undo-operation allows to drill down into the tree as known from other Sunburst-visualizations. However costly recalculation of diff-tuples, modifications and subtree-sizes of each node is omitted in all cases but the itemsize-based pruning. Instead we recalculate the maximum depth of unchanged nodes and scale a new list of items to fit the new boundaries. The *TextView* provides a serialization of (sub)trees linked with the *SunburstView* also tailored to large tree-structures.

Unlike state-of-the-art visualizations of tree comparisons described in Chapter 2 our approach is entirely database driven. The DBMS is tailored to temporal tree-structures which are stored as snapshots. Each node in the database/resource is unique and remains stable throughout all revisions. As most trees do not inhibit unique node-IDs we implemented an ID-less diff-algorithm called FMSE based on inner-node/leaf-node similarity measures to import differences, which eventuates in a new revision. Afterwards we are able to use a fast diff-algorithm ( $O(n + m)$ ) based on the generated node-IDs and furthermore are able to utilize hashes to further speed up the algorithm. Due to FMSE our similarity-measure between trees is based on a matching algorithm which computes the longest common subsequence (LCS) bottom up and furthermore tries to find cross-matches of unmatched nodes.

The next section evaluates our approach similar to Chapter 2 according to several attributes.

### 6.2 Evaluation Criteria

- *SpaceFilling* Space filling techniques try to maximize the usage of available screen space and thus facilitate a higher information density. Sunburst layouts are generally space filling, but in contrast to Treemaps lack space filling properties in the corners. However in our case the corners are used to display GUI components and legends. The small multiple variants currently

have too much unused space which is due to the often times non squarified screen viewport depending on the extends of the main window. As we just scale each visualization of the comparison of each two revisions the small multiple variants currently include too much unused space due to often times non squarified screen viewport which depends (1) on the size of the main window and (2) how many visualizations are currently enabled. Thus, in a future version we will use a squarified clip of the view depending on the maximum depth to generate minimized offscreen buffers for the four regions. Other space filling approaches include Icicle plots (Code Flows) which are comparable in space consumption as always the two complete tree-structures to compare are plotted. In our case unchanged nodes are not plotted twice. Furthermore a special stable Spiral-Treemap layout has been proposed which utilizes all available screen space and remains relatively stable after changes. Usual Treemap layouts suffer from abrupt layout changes during modifications of the underlying data.

- *Hierarchy* The Hierarchy in Sunburst layouts is very well depicted due to the adjacency based layout whereas it is not as obvious in Treemaps which encapsulate child items. Cushion Treemaps have been developed for better readability of hierarchical relationships using shading. However they are still not as good readable as in adjacency based layouts. Code flows utilizes Icicle plots which are rectangular views of the radial Sunburst layout, thus adjacency based and very well readable. Our approach optionally plots a node-link diagram on top of the Sunburst layout to further illustrate the relationships such that the hierarchy is at least as well depicted as in other node-link diagrams (for instance in TreeJuxtaposer and Treevolution).
- *Readability* To both use node-link diagrams and a Sunburst layout facilitates a higher information density as individual nodes can be color-coded as well as their child/parent relationship, the links between the nodes. Thus we are able to map certain attributes to the arc/extension of the Sunburst items, the color of the arcs and the color of the dots/nodes in the node-link diagram. To maximize the information density we could also use histograms in the Sunburst items instead of just using one color for the whole item. However we assume that usually the items will be too small, such that a whole histogram would certainly not be readable. To support better readability of item-labels our visualization is able to be rotated. However, node labels of Treemaps and Icicle plots usually are better readable due to their rectangular display in comparison to circular plotted labels. Thus we decided to extend our *TextView* to take the agglomerated tree-structure into account. It is an ideal partner of the *SunburstView* as it provides better readability of small subtrees but lacks the overview about the entire tree-structure and all differences provided by the *SunburstView*.
- *Similarity of ID-less tree-structures* Some proposed tree-to-tree comparison visualizations depend on node-IDs (Spiral-/Contrast-Treemap[17]) or the comparison technique has not been mentioned. Others depend on domain characteristics (Treejuxtaposer[19], Code Flows[20]). Juxtaposer seems to rely on unique leaf node labels. Otherwise it is not obvious how to map node

labels to their postorder rank on a region plane. In contrast to Treejuxtaposer and other proposed systems our prototype is able to compare every kind of tree-structure.

- *Structural changes* Our visualizations, in particular the *SunburstView* and the small multiple display variants support the highlighting of all kind of structural-changes (inserts, deletes, updates, replace and move-operations) through color-coded nodes. In case of moves- links, currently depicted as arrows, denote the movement from their original- to their target-place using hierarchical edge bundling to avoid or at least reduce visual clutter due to overlapping lines or curves. Furthermore the extend of the sunburst items is based on the nodes' subtree size *and* the number of modifications in the subtree. Most other visualizations do provide a global distortion to further emphasize changes except Treejuxtaposer to the best of our knowledge.
- *Non structural changes* are attribute-value changes of nodes. Changes in *TextNodes* are color coded to denote that the value is **UPDATED** through coloring the node in the overlapping node-link diagram accordingly. Furthermore the color of the Sunburst item reflects their similarity using the Levenshtein distance.
- *Filtering* is one of our primary concerns. The focus of this thesis evolved around comparing Treetank-resources. As Treetank is a secure storage system it naturally often stores very large tree-structures. Thus our first consideration was to prune items which cannot be perceived, that is too small items are not created. However this only effects the creation of SunburstItems and does not concern the ID-based diff-algorithm. To speed up both, the ID-based diff algorithm as well as the construction of SunburstItems we developed the diff-algorithm which skips subtrees with same hashes and moves both transactions to the next node on the XPath-following axis. Thus, in case large subtrees can be skipped the diff-algorithm using hash-comparisons is much faster. Besides even less items have to be created and in case of a subtree-selection only the itemsizes have to be recalculated instead of reinvoking the diff-algorithm, recalculate the descendant- and modification-count, and the whole preorder traversal of the agglomerated tree-structure with all stack-adjustments. Pushing the idea of filtering by hashvalues to its limits involves to avoid the creation of SunburstItems for the nodes, which have the same hashvalues. These filtering techniques furthermore enlarge changed subtrees naturally as the arc of the items is based on the *subtree-size* of each node and the number of *modifications* therein. TreeJuxtaposer once more along with Code Flows to the best of our knowledge seem to be the only systems which are able to handle large tree-structures but the diff-algorithm of TreeJuxtaposer relies on unique node labels. Code Flows does not provide a global filtering method such that their filtering is comparable with our method to drill down into the tree. However, due to filtering by queries the filtering is mightier. Implementing such a behavior in our prototype will be straight forward allowing the user to specify an XPath-query and invoke the diff-algorithm for each result on both revisions. Our current approach is able to filter differences and related context nodes on a global ba-

	space filling	hierarchy	readability	structural changes	non structural changes	filtering
<b>Sunburst</b>	++	++++	++	+++	++	+++
<b>Spiral-/Contrast-Treemap</b>	+++	+	+	+	+++	-
<b>Treevolution</b>	-	++	+	+	-	-
<b>Code Flows</b>	+++	+++	++	++	-	+
<b>Juxtaposer</b>	-	+++	+	++	-	++
<b>Ripple Presentation</b>	-	++	+	+	-	-
<b>IVCoMT</b>	+ <sup>16</sup>	+++	+++	++	-	-

**Table 7.** Comparison of tree-to-tree comparison visualizations. “-” indicates the absence of an attribute, “+” to “+++” implies how well or bad the attribute is supported.

sis and on subtrees once a user drilled down into the Sunburst visualization with a guaranteed visibility of modifications much like in TreeJuxtaposer.

### 6.3 Summary

Table ?? summarizes the visualizations according to the evaluation criterias specified.

Most proposed visualizations rely on stable unique IDs (the Contrast Treemap[17], Code Flows[20], TreeJuxtaposer[19] (unique node labels)) and do not include the detection of **replace-** and **move-**operations. However Code Flows visualizes moves due to spline connections between matching nodes with the same ID in two adjacent icicle plots. Due to the reliability on unique node IDs these visualizations do not cover trees which do not include unique node-IDs or labels. In contrast our prototype is able to determine and visualize these tree-structures utilizing the FMSE-algorithm to import differences through similarity metrics for leaf- and inner-nodes and a bottom-up LCS computation.

Interactive Visual Comparison of Multiple Trees(IVCoMT[16]) provides the ability to compare multiple trees through various linked views allowing the comparison on different levels. However we assume that the similarity metrics are defined for phylogenetic trees which have unique labels and that the visualizations are tailored to many small trees in comparison to a few very large tree-structures or a temporal evolving tree as in our case.

## 7 Summary, Conclusion and Future Research

### 7.1 Summary

A full pipeline has been implemented backed by the secure tree-storage system Treetank ranging from (extensive) preprocessing to ID-less and ID-based diff-algorithms to new layout algorithms developed for

Almost all data is subject to preprocessing. In the case of Wikipedia we aimed at comparing the temporal evolution of several articles. The Wikimedia Foundation provides only full Wikipedia dumps which aren't sorted by revision-timestamps. Therefore it had to be sorted at first using Hadoop. Importing structural changes which should be revealed by the visualizations afterwards requires a diff-algorithm which doesn't operate on unique node IDs. Thus the FMSE-algorithm described in Chapter 2 and 3 has been implemented as well as several missing edit-operations in Treetank (`copy`, `move`, `replace`), whereas others have been extended to adhere to the XPath/XQuery Data Model (XDM) to simplify the internal ID-based diff-algorithm and to add to the visualizations' expressiveness (no two adjacent text-nodes are ever created). The FMSE-algorithm is furthermore useful to compare generic trees. In this case structural changes between a base tree and several other trees are imported consecutively which are visualized by the SmallMultiples differential view in a subsequent step. Other studied applications include the comparison of snapshots of a directory in a filesystem and two revisions of XML-exported LFG-grammars.

An ID-based diff-algorithm has been developed to compare imported data based on snapshots/revisions, whereas the comparison is *not* restricted to both subsequent revisions and whole documents. A fast version utilizes hash-values of each node generated during the import. These are derived from the nodes' descendants and used to reduce the run-time of the algorithm. The algorithm can skip the comparison of the whole subtree of every node with a matching hash-value.

The visualizations trigger the ID-based diff-algorithm if needed. A *SunburstView* based on aggregated tree-structures is one of the major contributions. Drawing a new Sunburst-layout for a selected-node to drill down into the tree doesn't require the invocation of the diff-algorithm. A notable exception is the itemsize-based pruning because the diffs are usually not saved to avoid their constant in-memory space consumption. Instead they are usually subject to garbage collection. The type of diff however is saved as part of the created Sunburst item and used by the visualization.

A new Sunburst layout algorithm has been designed to specifically support the analysis of structural changes, which are featured prominently between two rings whereas the first inner ring denotes the maximum depth of unchanged nodes and the second denotes the maximum depth of changed nodes. The first changed node in a subtree is semantically zoomed from its original place (the depth is increased) to reside between the two rings supporting a tree-ring metaphor based on the analogy of an aging tree in the nature which adds growth rings every year.

The variant of the *SunburstView* which has been designed to compare tree-structures furthermore incorporates three filtering methods. First, an itemsize based approach to filter nodes based on their extend is provided. It is used to speed up the creation of the Sunburst items, but does not effect the run-time of the diff-algorithm used in the first place. Second, a method utilizing the hash-based diff-variant skips whole subtrees of unchanged nodes and thus builds solely interesting items to the task at hand (which is analysing structural changes). A third variant even skips the creation of building items for nodes with unchanged content altogether. This variant is especially interesting for very large tree-structures to keep the memory consumption to a minimum and to provide maximum space for subtrees which contain changed nodes.

Besides filtering uninteresting nodes automatically reducing the run-time of the diff-algorithm and/or the creation of Sunburst items and reducing in-memory space consumption sometimes it is interesting to view the whole aggregated tree in an overview. To still emphasize structural changes the extend of an item is based on the **descendant-or-self** count of a node as well as of its modification count, whereas the amount which one affects the extend at most can be chosen by a slider. Note that the modification-count is based on the number of modification in the nodes' subtree as well as on a constant factor the which is multiplied as modifications are usually small compared to the whole tree plus the addition of the **descendant-or-self** count as a fallback which needed in case of zero modifications in the subtree. The addition is needed in case of the slider to adjust how much the modifications contribute to the extension is set to zero, such that the extend is solely based on the **descendant-or-self** count.

In addition to the enhanced *SunburstView* supporting comparisons several *SmallMultipleView* variants, based on the *SunburstView* have been developed to support an overview about the changes ranging up to the comparison of currently at most five revisions. An incremental version displays changes related to a sliding window of two subsequent revisions. The left upper view shows a comparison between the loaded baseRevision and *baseRevision* + 1, the right upper view displays the comparison between *baseRevision* + 1 and *baseRevision* + 2 whereas the comparison between two subsequent revisions is done clockwise until either no more revisions are available or five revisions have been compared (all four squarified regions are filled with Sunburst views). A differential version compares subsequent revisions to the loaded baseRevision. This version is ideal to compare different tree-structures to a reference tree. A hybrid view first compares the baseRevision with the last revision which can be drawn in the bottom left square of the visualization. Subsequently it computes differences just like in the incremental version but blackens changes which occur in subsequent incremental comparisons.

## 7.2 Conclusion

In retrospective the goals described in the introduction have been achieved. The GUI-frontend embedding the visualizations aids analysts in comparing tree-structures ranging from temporal to generic similar trees. Its main strength is

the comparison of structural changes, whereas a similarity-measure for `element`-nodes depends on the amount of overlapping nodes in its subtree. In contrast `text`-nodes are compared based on the Levenshtein-algorithm as `text`-nodes are always leaf-nodes in a tree. Other algorithms might be easily included for instance to compare numerical values.

Our approach based on a tight storage integration integrates several edit-operations utilizing an expressive aggregated tree-structure build through observing diffs from the ID-based diff algorithm. The ID-based algorithm supports two modes. Either only structural nodes (`DocumentNode`, `ElementNode` and `TextNode`s) are compared or structural and non structural nodes (adding `NamespaceNodes` and `AttributeNodes`). The encountered diffs are saved in an associative array and further processed to construct a novel Sunburst layout tailored to tree-comparisons. In contrast to other visual tree-comparison tools our prototype incorporates several edit-operations including moved and replaced nodes which are rarely seen in other visualizations. Filtering-mechanisms facilitate the comparison of very large tree-structures. Note that no other approach described in Chapter 2 to the best of our knowledge incorporates such filters and therefore most likely is not useful to inspect large datasets. Two filtering mechanisms depend on hashes which are used to compare the whole subtree of a node including itself. Subtrees are skipped from comparison if the hashes are identical. Thus they are neither traversed nor items are build subsequently. Besides building an aggregated tree-structure from observing changes by the ID-based diff-algorithm no state is involved. Unlike the straight forward approach of building two in memory datastructures with nodes of both revisions which are going to be compared our algorithm uses less space and is much faster. Furthermore a new Guava based cache preloads node pages in a dedicated thread and thus facilitates faster traversal of large tree-structures.

In addition to a novel Sunburst layout we implemented three different *Small-Multiples View* variants. Two of them, the incremental- and the differential-view compute the diffs and the subsequent visualizations in each of the four screen regions (top-left, top-right, bottom-right, bottom-left assuming five subsequent revisions of the tree-structure to compare exist) in parallel. On mouse-over items are highlighted in each region in which they are present. Compared to an icicle-view which connects unchanged items in each revision by splines our approach features changes much more prominently through the semantic zoom/the tree-ring metaphor as well as a modifiable modification-rate. A hybrid variant currently suffers from the lack of visual

### 7.3 Future Research

Many topics are subject to further research.

- First of all we want to incorporate the already developed temporal XPath axis in an XQuery processor, most probably Brackit[28], which is especially important to further analyse temporal evolving tree-structures. Therefore it furthermore will be inevitable to provide indexes for fast response-times of the visualizations.

- Extend the Hierarchical Edge Bundles to use a gradient color to indicate the direction of moves instead of arrows.
- Building an index structure for visualizations of consecutive revisions (the SmallMultiple incremental-variant and the SunburstView comparing consecutive revisions).
- Evaluation and integration/implementation of various other tree-similarity measures.
- Support queries to select interesting regions before invoking the ID-based diff-algorithm.

## A Treetank

### A.1 Persistent storage enhancements

While not exclusively developed for our tree-to-tree comparison for completeness we want to mention several techniques which have recently been developed to support the persistent storage of large tree-structures efficiently (with a minimum space overhead).

- Values of `TextNode`s are compressed by using the Deflate-algorithm which combines the LZ77 algorithm and Huffman coding. Decompressed values are cached in memory once they are requested. Furthermore only values which are greater than a certain length-threshold are compressed.
- Pointers to neighbour nodes, the first child and the parent node are persisted as ranges.
- As ranges are persisted node-IDs are efficiently compressed.
- Whole `NodePages` are compressed using the very fast Snappy-algorithms due to a lot of compression/ decompression in case of many modifications of the same `NodePage` in the BerkeleyDB log.
- In case of the `DocumentNode` only the `firstChild`-pointer and `descendantCount` has to be persisted. Similar the serialization of `TextNode`s doesn't include the `childCount` and `descendantCount` as well as the `firstChild`-pointer.
- The `NamePage` which is used to store String-names which are commonly repeated in XML-documents now contains index-mappings whereas we opted for different indexes based on an element-QName index, an attribute-QName index and a namespace/URI-index. This allows an XPath- or XQuery- Optimizer to use the index for queries as `count(//@attribute='foo')` or `count(//element()='bar')`. We furthermore aim to provide backreferences to the nodes as we encountered far too long response-times on larger tree-structures. A path-like index therefore might be inevitable in the long term.
- Deletion of `attribute`- and `namespace`-nodes in subtrees.

### A.2 ACID properties

Consistency rules have been enhanced while developing our prototype. The following provides a brief overview about the ACID-properties of Treetank.

1. *Atomicity* is ensured through the transaction layer and the interchangeable backend (currently BerkeleyDB). As such atomicity is even guaranteed in case of power failures, errors and crashes.
2. *Consistency* as of now involves the checking of QNames for validity. At all times no adjacent text nodes are created which is consistent with the XPath/X-Query Data Model (XDM). We also introduced XML entity encoding for the XML characters serialization (in the `XMLSerializer` as well as the new `StAXSerializer` and `SAXSerializer`). Furthermore we check attribute QNames for duplicates and throw an appropriate runtime exception if a new

attribute insertion would yield duplicates. Similarly insertion of duplicate namespace prefixes for namespaces of the same parent element-node are prohibited.

3. *Isolation* is guaranteed through *Snapshot-Isolation* which is based on the transaction-, page- and I/O-layer through versioning. Furthermore currently only one write transaction is allowed per resource. To maximize the properties of tree-structures the implementation of concurrent write-transactions on different subtrees with appropriate locking is in development.
4. *Durability* is guaranteed through the backend. The transaction log created by Treetank's BerkeleyDB-binding implemented as a cache to store all changed pages and nodes is written and flushed on transaction commit.

### A.3 Axis

The axis in Treetank have been changed to adhere to the `hasNext()` and `next()` specifications of the `Iterable` interface. The check if `getNext()` is true is added to all axis such that `hasNext()` is idempotent. It simply checks a flag which is set in `resetToLastKey()` to make sure the transaction points to the node after the last call to `hasNext()` without changing the node-ID to which to move in the next call to `next()`. Furthermore the transaction now is not moved forward in `hasNext()` anymore which is done only when calling `next()`. Instead a variable denoting the next node-ID is set which is used by the `next()` implementation to move to the next node. Furthermore `next()` now also is idempotent, simply checking if it has been called before. When true and `hasNext()` has not been called immediately before it is first called by `next()`.

**Levelorder-Axis** The `LevelOrderAxis` is described in algorithm 7. Just like other axis to traverse certain regions or the whole tree-structure in Treetank it is based on the `Iterator/Iterable` Java interfaces to support the `foreach`-loop and iterator-based iteration. All other axis are changed as described in Appendix A. `mFirstChilds` is a double ended queue to remember all first childs of each node for a subsequent new depth ( $depth + 1$ ). `processElement()` is invoked to add non structural nodes, that is `attributes` and `namespaces` to the queue. After initialization the queue is empty and `mNextKey` is initialized to either the current key (if self is included), the right sibling node key if there is one or the first child node key. The `NODE_KEY` is a special node key to denote that the traversal is done.

### A.4 Edit operations

The `copy`-operation adds the capability to add whole subtrees of another resource or revision to the currently opened *resource/revision*. Actually three `copy`-operations exist. Either the subtree is inserted as a `firstChild`, `rightSibling` or `leftSibling` of the currently selected node. The node to copy must be a

---

**Algorithm 7:** LevelOrderAxis (hasNext())

---

```

input : boolean mFirst, Deque mFirstChilds, long mKey
output: node key of next node

1 if getNext() then
2   return true;
3 resetToLastKey();
4 // Setup.
5 INodeReadTrx rtx  $\leftarrow$  getTransaction();
6 IStructNode node  $\leftarrow$  rtx.getStructuralNode();
7 // Determines if it is the first call to hasNext().
8 if mFirst == true then
9   mFirst  $\leftarrow$  false;
10  return processFirstCall();

11 // Follow right sibling if there is one.
12 if node.hasRightSibling() then
13   processElement();
14   // Add first child to queue.
15   if node.hasFirstChild() then
16     mFirstChilds.add(node.getFirstChildKey());
17   mKey  $\leftarrow$  node.getRightSiblingKey();
18   return true;

19 // Iterate over non structural nodes (attributes/namespaces).
20 if mInclude == EInclude.NONSTRUCTURAL then
21   processElement();

22 // Add first child to queue.
23 if node.hasFirstChild() then
24   mFirstChilds.add(node.getFirstChildKey());

25 // Then follow first child on stack.
26 if !mFirstChilds.isEmpty() then
27   mKey  $\leftarrow$  mFirstChilds.removeFirst();
28   return true;

29 // Then follow first child if there is one.
30 if node.hasFirstChild() then
31   mKey  $\leftarrow$  node.getFirstChildKey();
32   return true;

33 // Then end.
34 resetToStartKey();
35 return false;

```

---

structural node, that is either an `ElementNode` or a `TextNode`. In case the transaction is located at a `DocumentRootNode` which is a special document node, which can not be deleted and exists in every revision the read transaction has to move to the first child in the first place.

Algorithm 8 describes the handling of `TextNodes`. However, more interesting are `ElementNodes` (algorithm 11). The algorithm recursively calls itself (`mRtx.getNode().acceptVisitor(this)`) to copy the whole subtree. To ensure that only subtrees are copied and no other nodes in document order, the depth starting at zero must be at all times  $> 0$  except for the root of the subtree to insert.

---

**Algorithm 8:** visitNode(`TextNode pNode`)

---

```

input : INodeReadTrx mRtx, EInsert mInsert, TextNode pNode
output: void (none)

1 mRtx.moveTo(pNode.getNodeKey());
2 mInsert.insertNode(mWtx, mRtx);
3 if !mFirst and mRtx.getStructuralNode().hasRightSibling() then
4   mRtx.moveToRightSibling();
5   mInsert ← EInsert.ASRIGHTSIBLING;
6   mRtx.getNode().acceptVisitor(this);
7 else if !mFirst then
8   insertNextNode();
```

---

The `move-` operation just like the `copy-` operation is implemented in three different versions, `moveSubtreeToFirstChild(long)`, `moveSubtreeToRightSibling(long)` and `moveSubtreeToLeftSibling(long)`. Details are omitted, however the new constraint that at no time no adjacency text nodes are allowed as well as keeping the child-count of parent nodes and the descendant-count of ancestor nodes before and after a move consistent adds a lot of complexity.

The implementation of the replace-operation is straigth forward using a delete- followed by an insert-operation chaining the two to provide an atomic operation.

Besides, the `remove`-operation has been modified to merge adjacent `TextNodes` if the deleted node has two neighbour text nodes to adhere to the XPath/XQuery Data Model (XDM) and to provide meaningful visualizations. `insert`-operations as of now check if the new `TextNode` would yield two consecutive `TextNodes` and, if so, update the value of the existing node with a concatenation of the old- and new-values instead. Therefore the storage consistently avoids consecutive `TextNodes`.

Furthermore a new bulk-insertion method supports the fast insertion of subtrees based on a component which already existed. Hashes are computed in a

---

**Algorithm 9:** visitNode(ElementNode pNode)

---

**input** : INodeReadTrx mRtx, EInsert mInsert, int mDepth, ElementNode pNode  
**output:** void (none)

```

1 mRtx.moveTo(pNode.getNodeKey());
2 mInsert.insertNode(mWtx, mRtx);
3 mInsert ← EInsert.ASNONSTRUCTURAL;
4 for int i ← 0, nspCount ← pNode.getNamespaceCount(); i < nspCount; i++ do
5   mRtx.moveToNamespace(i);
6   mInsert.insertNode(mWtx, mRtx);
7   mRtx.moveToParent();
8 for int i ← 0, attrCount ← pNode.getAttributeCount(); i < attrCount; i++ do
9   mRtx.moveToAttribute(i);
10  mInsert.insertNode(mWtx, mRtx);
11  mRtx.moveToParent();
12 if pNode.hasFirstChild() then
13   mFirst ← false;
14   mInsert ← EInsertASFIRSTCHILD;
15   mRtx.moveToFirstChild();
16   mDepth+=1;
17   mRtx.getNode().acceptVisitor(this);
18 else if !mFirst and pNode.hasRightSibling() then
19   mInsert ← EInsert.ASRIGHTSIBLING;
20   mRtx.moveToRightSibling();
21   mRtx.getNode().acceptVisitor(this);
22 else if !mFirst then
23   insertNextNode();

```

---



---

**Algorithm 10:** insertNextNode()

---

**input** : INodeReadTrx mRtx, INodeWriteTrx mWtx, EInsert mInsert  
**output:** void (none)

```

1 while !mRtx.getStructuralNode().hasRightSibling() and mDepth > 0 do
2   mRtx.moveToParent();
3   mWtx.moveToParent();
4   mDepth-=1;
5 if Depth > 0 then
6   mInsert ← EInsert.ASRIGHTSIBLING;
7   if mRtx.getStructuralNode().hasRightSibling() then
8     mRtx.moveToRightSibling();
9     // Recursion.
10    mRtx.getNode().acceptVisitor(this);

```

---

subsequent postorder traversal of the inserted subtree thus reducing the runtime from  $O(n^2)$  to  $O(n)$ .

### A.5 Visitor implementation

A special `VisitorDescendantAxis` executes a visitor specific implementation for each visited node before moving to the next node in preorder. The return value of the methods a visitor has to implement (a visitor specific implementation for each node-type) guides the traversal in the axis. The following result types are currently available:

- `EVisitResult.TERMINATE`, terminates the traversal of the (sub)tree immediately and returns false for upcoming `hasNext()` calls.
- `EVisitResult.CONTINUE`, continues preorder traversal.
- `EVisitResult.SKIPSUBTREE`, signales that the axis skips traversing the subtree of the current node.
- `EVisitResult.SKIPSIBLINGS`, signales that the axis should move to the next following node in document order which is not a right-sibling of the current node.
- `EVisitResult.POPOSKIPSIBLINGS`, is a special type which signals that the element on top of the internal right sibling stack must be popped, which is needed to implement for instance the deletion-visitor for the second FMSE-step.

An implementation must implement a method

`EVisitResult visiNode(NodeType pNode)` for each node type. The deletion-visitor implementation of the method `EVisitResult visitNode(ElementNode pNode)` is described in algorithm 11. Note that all `attribute-` and `namespace-`nodes, which are going to be deleted, must be temporally saved in a sequence. Afterwards they have to be deleted through a sequence traversal. If the nodes instead are deleted in place the `attribute-` and/or `namespace-`counter of the parent `element-node` is decreased immediately and possibly unmatched nodes with the highest index(es) are not going to be deleted. The `delete(INode)` method described in 12 deletes the element node along with all its `attribute-` and `namespace-`nodes as well as its subtree. During the removal of a structural node (`element-` or `text-` node) and its subtree the transaction is either moved to the right sibling of the deleted node, to the left sibling or to the parent, if it exists in the order described. Note that the parent must exist. Treetank moves the transaction either to the right-sibling of the current node to delete if it exists, to the left-sibling if it exists or to the parent node in the given order. For the simple reason that the transaction is moved to the next node in preorder after invoking the visitor which actually deletes a node, the transaction must be moved to the last node in the `previous::` axis. Otherwise it will be moved by the remove-operation in the first place *and* the axis subsequently. The `VisitorDescendantAxis` moves the transaction to the next node in preorder afterwards. The movement is determined and executed after the deletion of the `element-node` in the method `delete(pWtx, pNode)` outlined in algorithm 12.

---

**Algorithm 11:** FMSEDeleteVisitor: EVisitResult visit(ElementNode pNode)

---

```

input : WriteTransaction mWtx, Matching mMatching, long mStartKey,
        ElementNode pNode
output: EVisitResult type

1 Long partner ← mMatching.partner(pNode.getNodeKey());
2 if partner == null then
3   | EVisitResult retVal ← delete(mWtx, pNode);
4   | if pNode.getNodeKey() == mStartKey then
5   |   | retVal = EVisitResult.TERMINATE;
6   | return retVal;
7 else
8   | long nodeKey ← pNode.getNodeKey();
9   | List<Long> keysToDelete ← new ArrayList<>(pNode.getAttributeCount()
+ pNode.getNamespaceCount());
10  | for int i = 0; i < pNode.getAttributeCount(); i++ do
11    |   mWtx.moveToAttribute(i);
12    |   long attNodeKey ← mWtx.getNode().getNodeKey();
13    |   if mMatching.partner(attNodeKey) == null then
14    |     | keysToDelete.add(attNodeKey);
15    |   mWtx.moveTo(nodeKey);
16  | for int i = 0; i < pNode.getNamespaceCount(); i++ do
17    |   mWtx.moveToNamespace(i);
18    |   long namespNodeKey ← mWtx.getNode().getNodeKey();
19    |   if mMatching.partner(namespNodeKey) == null then
20    |     | keysToDelete.add(namespNodeKey);
21    |   mWtx.moveTo(nodeKey);
22  | foreach long keyToDelete : keysToDelete do
23    |   mWtx.moveTo(keyToDelete);
24    |   mWtx.remove();
25  | mWtx.moveTo(nodeKey);
26  | return EVisitResult.CONTINUE;

```

---

---

**Algorithm 12:** FMSEDeleteVisitor: delete(pWtx, pNode)

---

```

input : NodeWriteTrx pWtx, ElementNode pNode
output: EVisitResult type

1 long nodeKey ← pWtx.getNode().getNodeKey();
2 // Case: Has no right and no left sibl. but the parent has a right
   sibl.
3 pWtx.moveToParent();
4 IStructNode node = pWtx.getStructuralNode();
5 if node.getChildCount() == 1 AND node.hasRightSibling() then
6   pWtx.moveTo(nodeKey);
7   pWtx.remove();
8   return EVisitResult.SKIPSUBTREEPOPSTACK;
9 pWtx.moveTo(nodeKey);
10 // Case: Has left sibl. but no right sibl.
11 if !pWtx.getStructuralNode().hasRightSibling() AND
    pWtx.getStructuralNode().hasLeftSibling() then
12   pWtx.remove();
13   return EVisitResult.CONTINUE;
14 // Case: Has right sibl. and left sibl.
15 if pWtx.getStructuralNode().hasRightSibling() AND
    pWtx.getStructuralNode().hasLeftSibling() then
16   boolean removeTextNode ← checkIfTextNodeRemove();
17   if removeTextNode then
18     pWtx.remove();
19     return EVisitResult.CONTINUE;
20   else
21     pWtx.remove();
22     pWtx.moveToLeftSibling();
23     return EVisitResult.SKIPSUBTREE;
24 // Case: Has right sibl. but no left sibl.
25 if pWtx.getStructuralNode().hasRightSibling() AND
    !pWtx.getStructuralNode().hasLeftSibling() then
26   // similar to above case (omitted)
27 // Case: Has no right and no left sibl.
28 mWtx.remove();
29 return EVisitResult.CONTINUE;

```

---

## B XSLT stylesheet to combine consecutive pages/revisions

**Listing 4.** XSLT stylesheet to combine consecutive pages/revisions

```

1 <xsl:stylesheet version="2.0"
2   xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
3   xmlns:xs="http://www.w3.org/2001/XMLSchema"
4   exclude-result-prefixes="xs">
5
6   <xsl:output method="xml" indent="no"
7     omit-xml-declaration="yes" />
8   <xsl:strip-space elements="*"/>
9
10  <xsl:template match="/">
11    <xsl:copy>
12      <xsl:for-each-group
13        select="descendant-or-self::page"
14        group-by="concat(id,revision/timestamp)">
15        <page>
16          <xsl:copy-of select="*	except_revision" />
17          <xsl:for-each-group
18            select="current-group()/revision"
19            group-by="xs:dateTime(timestamp)">
20            <xsl:apply-templates
21              select="current-group()" />
22          </xsl:for-each-group>
23        </page>
24      </xsl:for-each-group>
25    </xsl:copy>
26  </xsl:template>
27
28  <xsl:template match="revision">
29    <xsl:copy-of select="." />
30  </xsl:template>
31 </xsl:stylesheet>
```



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FERTIG  
MACHEN

## References

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