d3.hierarchy(): It is a data structure that represents a hierarchy. It helps us to determine the root node and the corresponding child and parent relationship. It has a number of functions defined on it for retrieving things like ancestor, descendant and leaf nodes and for computing the path between nodes.

d3.partition() subdivides a rectangular space into a layer for each layer of the hierarchy. Each layer is subdivided for each node in the layer.

The partition layout adds x0, x1, y0 and y1 properties to each node.

d3.arc() produces path data from angle and radius values. It can then be passed an object containing startAngle, endAngle, innerRadius and outerRadius properties to produce the path data.

Detailed example/comments in hierarchy\_2.html and final.html