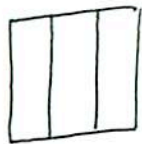
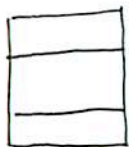


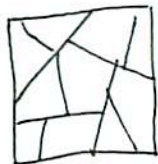
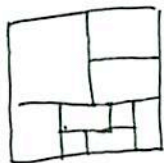
vertical



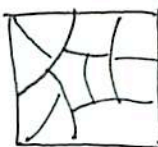
horizontal



treemap



circular partitions

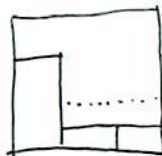


Voronoi

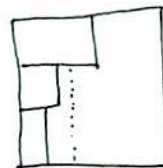


other non-rectangular

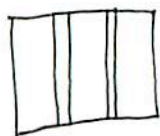
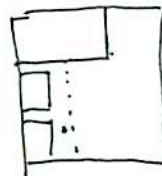
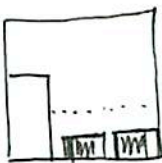
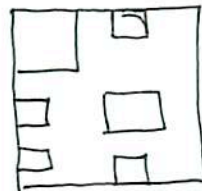
vertical



horizontal



fluct



10% for gaps!

or fixed amount?

split
h
v

✓
1
n

h
n
1

$\frac{1}{n}$
 $\frac{1}{n}$
 $\frac{1}{n}$

h
 $\frac{1}{2}$
n

\sqrt{n}
 \sqrt{n}

RESTRICTIONS

- non-overlapping rectangular regions
- area \propto value (small n)
- should be in bounds of original rect (cascading)

difficult to remove
and still easy to
perceive area.

DISPLAY OF ADDITIONAL INFO

- color (map, if market etc)
- sieve plots
- time series (lab escape)
- photographs
- number (to give labels)

DISPLAY OF HIERARCHY

- nesting / borders
- cascading
- shading
- 3d effects (cushion)
- labelling