Step 1: initial layout
Options: random, greedy, ...
Effect: convergence, quality

Step 2a: select vertices for force calculation (vertex a)
Options: vertex selection order, single or **batch processing**
Effect: convergence, quality, runtime

Step 2b: force calculation (red: attractive, blue: repulsive)
Options: energy model, force approximation
Effect: convergence, quality, runtime

NOT DONE

NO

Step 2d: Check stopping condition
Options: number of iterations, convergence
Effect: quality, runtime

All vertices processed?

YES

DONE

Step 3: visualize & evaluate quality
Options: aesthetic measures
Effect: convergence, quality

Step 2c: update layout
Options: step/learning rate
Effect: convergence, quality, runtime