generalized to any convex polygon and provides the option of cutting a corner of the polygon to form a 'rounder' area than a long, thin rectangle.
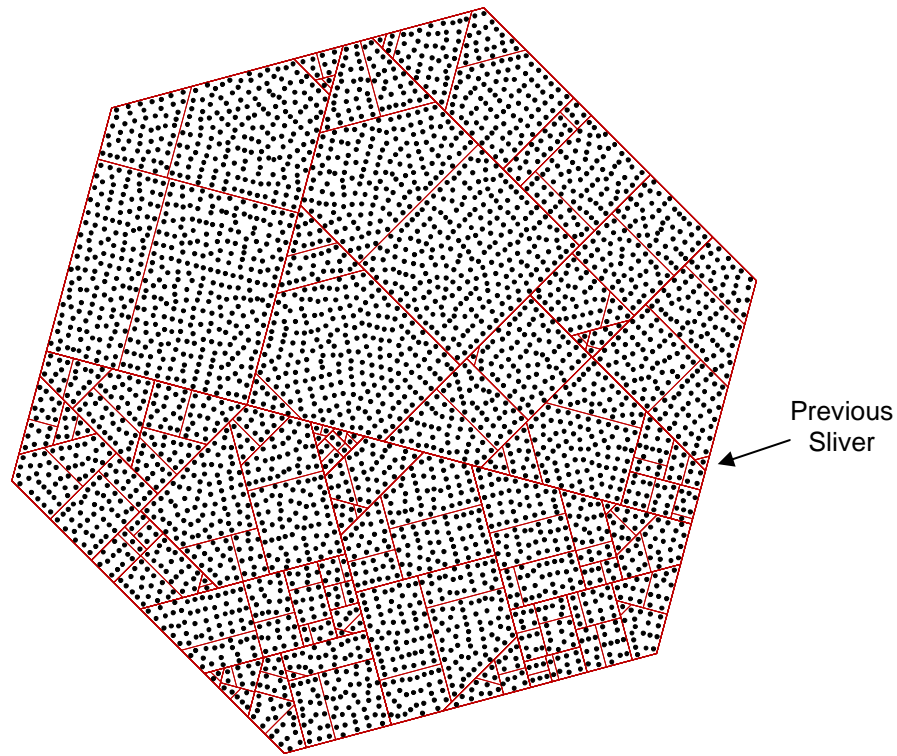

Figure 7. The Recursive Partitioning of a Hexagon

Figure 7 shows the results of applying the CAP algorithm to the same ACE dataset starting with a hexagon. The red lines indicate the levels of clustering. The sliver that appeared in the previous rectangular layout is assigned a triangle corner in this new layout, which is a 'rounder' area to accommodate a glyph or a link. The result somewhat looks like a city map and I find this a more aesthetically pleasing layout than rectangles.