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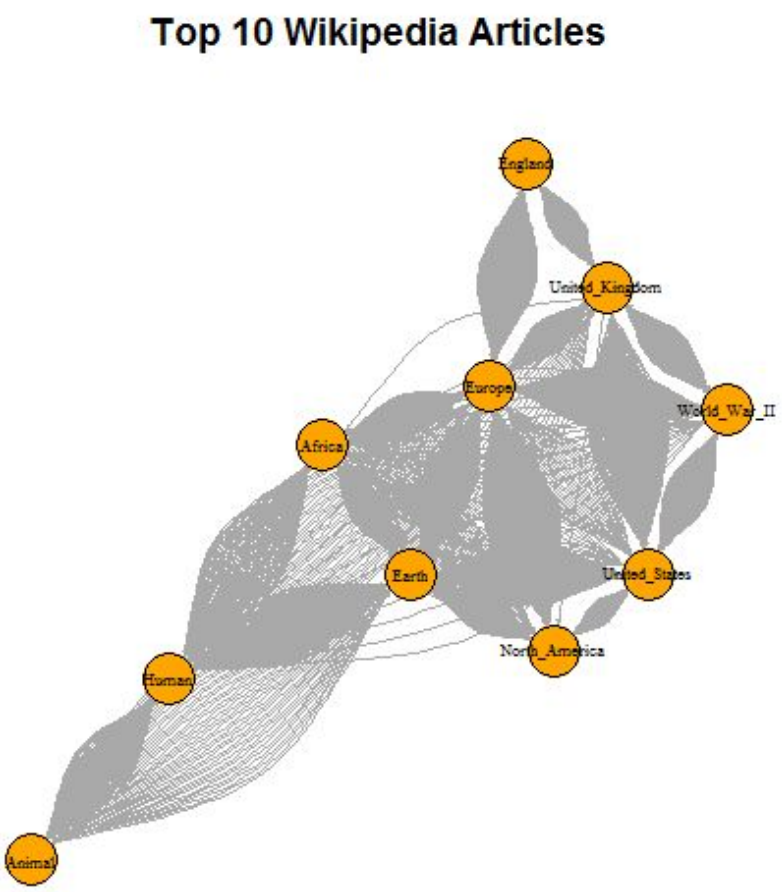
MSDS 455 - SEC 55
Individual Assignment 4: Visualizing Networks

In this exercise we will be looking at the dataset from the Stanford Large Network Dataset Collection. The dataset attempts to derive a measure of distance between concepts, generated using a game called “Wikiseedia.” In this game players try to get from one article to another while only being able to click on links from each article they encounter. Our visualization only looks at the top 10 interconnected topics.

- Each line would represent a time that a user clicked on a link between the two nodes.
- We can see a lot of different clustering between locations in this list, the more generic the location, the more central to the graph.
- Towards the bottom we have “Animal” which hints at a slight topic change from the geographic cluster in the top of the graph.



Works cited:

West, Robert and Leskovec, Jure. 2012. ”Human Wayfinding in Information Networks.” 21st International World Wide Web Conference (WWW).

West, Robert, Pineau, Joelle, and Precup, Doina, 2009. “Wikispeedia: An Online Game for Inferring Semantic Distances between Concepts.” 21st International Joint Conference on Artificial Intelligence (IJCAI).