History of Gephi

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last modified: 2023-04-03



Gephi workshops

I organize online workshops and personalized trainings for Gephi, for beginners and experts. To schedule one or to get more information: analysis@exploreyourdata.com.

1. The birth of Gephi

The origin of Gephi lays in Web Atlas, a project started in 2006 involving Mathieu Jacomy, who was interested in the exploration of web-based graphs.

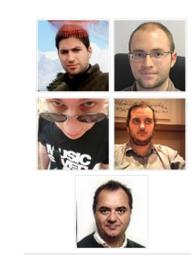
This was about the same time Eytan Adar was developing his GUESS software



Figure 1. Mathieu Jacomy

In 2007/2008, this project morphed into Gephi, developed by a team of students at Université Technologique de Compiègne (UTC).

Mathieu Bastian became the software architect.



The initial Gephi Team

- Mathieu Bastian / www
- Sebastien Heymann / www
- Julian Bilcke / www
- Mathieu Jacomy
- Franck Ghitalla / www

Figure 2. The initial Gephi team

2. The evolution of Gephi

Gephi has evolved in several major milestones:

a. version 0.6 (2009)

• the initial public release. Contains already the filter system.

b. version 0.7 (2010)

- Major overhaul of the graphics interface.
- Started using OpenGL framework for graphics acceleration.
- A system of plugin is created.

c. version 0.8 (2011)

- Introduced dynamic graphs.
- Many plugins were created for Gephi, and the software started becoming much popular.
- Mac computer users had issues installing Gephi on their computers because of a Java compatibility issue.

d. version 0.9 (December 2015):

- A graph engine optimized for memory is introduced: Gephi can handle much larger graphs.
- The codebase for the project is "mavenized", making the code more modular and easier to maintain.
- Compatibility issues with Mac OS are solved.

In 2016, Gephi is translated in French, Spanish, Japanese, Russian, Polish, Brazilian Portuguese, Chinese, Czech and German.

Eduardo Ramos Ibáñez is the maintainer of the code.

3. A series of metrics on Gephi's popularity over time

a. Cumulative downloads

b. General interest for Gephi and related software in the past 5 years

c. Academic citations for Gephi (counting only citations to Bastian et al., 2009)

Authors Mathieu Bastian, Sebastien Heymann, Mathieu Jacomy

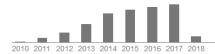
Publication date 2009/5/17

Journal Icwsm
Volume 8
Pages 361-362

Description

Abstract Gephi is an open source software for graph and network analysis. It uses a 3D render engine to display large networks in real-time and to speed up the exploration. A flexible and multi-task architecture brings new possibilities to work with complex data sets and produce valuable visual results. We present several key features of Gephi in the context of interactive exploration and interpretation of networks. It provides easy and broad access to network data and allows for spatializing, filtering, navigating, manipulating and clustering. Finally, by presenting dynamic features of Gephi, we highlight key aspects of dynamic network visualization.

Total citations Cited by 3220



Scholar articles

Gephi: an open source software for exploring and manipulating networks M Bastian, S Heymann, M Jacomy - Icwsm, 2009 Cited by 3220 Related articles All 17 versions

Figure 3.

the end

Visit the Gephi group on Facebook to get help,

or visit the website for more tutorials