

Tree visualization

- Space-filling methods (sunburst chart, treemaps, circle packing)
- Non-space filling methods (trees)
- Aesthetics: node color/ size, link color/size

Treemaps, Circle packing and Sunburst diagrams

- Recursively divides the space into areas according to the hierarchy (e.g. catalogue structure)
- Aesthetics: size and color
- Assuming: $\text{size}(\text{parent}) = \sum \text{size}(\text{kids})$

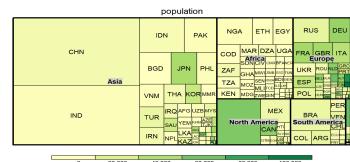
Graph visualization

- Visualizes relational information
 - Weighted/unweighted, directional/bidirectional
- Applications
 - Social networks
 - Biological networks (genetic)
 - Computer networks
 - Railway/bus networks
 - ...

Treemaps

- Analysis: Comparing size/color of hierarchies between/within different levels

Example: World population





<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

5/34



<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

6/34



<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

7/34



<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

8/34

Graph Visualization

- Layout has great impact (influences understanding a lot)
- Different layouts proposed
 - Force-directed layout
 - Repulsive and Spring forces
 - Optimization used to find equilibrium
 - Fixed layouts: circular, line,...
 - Minimizing other objectives (e.g. symmetry, edge crossing)

9/34

Graph visualization

Analysis:

- Which nodes are hubs?
- Which links are strongest?
- Which nodes are n steps away from some node?
- Components with strong connections?
 - Relationships to groups?
- How are different groups connected?
- Shortest path between nodes
- Community detection (densely connected nodes)
- Other interesting substructures

11/34

Graph visualization

Example: Network of hyperlinks and mentions among news sources

See Network example 1

- Now adding node_size="audience size", link_size=amount of references

See Network example 2

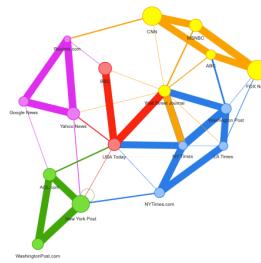


10/34

Graph visualization

Example: Community detection based on edge betweenness

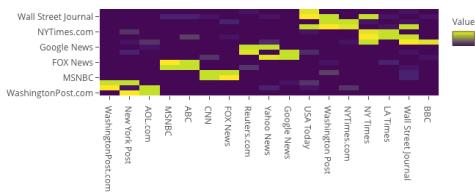
See Network example 3



12/34

Graph visualization

- Graph can be represented as adjacency matrix
- Seriation methods can be used
- Communities can be detected by heatmaps



<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

第 13 页 (共 34 页)

Graph Visualization in R

- A plenty of packages available
 - `igraph`: rich functionality, poor graphics
 - `visNetwork`: interactive graph visualization, can use `igraph` objects
 - `ggraph`: static graphs, based on the grammar of graphics, can use `igraph`
 - `ggnet2` in `GGally`: static graphs
 - ...
- Describing graph objects - very package dependent
 - `igraph`/`visNetwork`/`ggraph`:
 - `Nodes`: data frame with "id" column (and other attrs)

14/34

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

第 14 页 (共 34 页)

Animation

- Eye is drawn to similar motions and outlying motions
- Advantages
 - Effective at attracting attention
 - Time=one extra aesthetics
 - Easily perceived in peripheral vision ->many features can be captured at one time point
- Disadvantages
 - Unappropriate transformation (transition) -> false conclusions
 - Speed of the graphics may hide important details/make boring

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

15/34

Animation- recommendations

- Maintain valid data during transitions
 - Example: using splines
- Be careful when using interpolations: use appropriate models
- Group similar transitions
- Minimize occlusion
- Use simple transitions
- If trajectory is stable, use ease-in, ease-out
- Make transition as long as needed but no longer.

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

第 16 页 (共 34 页)



See <http://www.gapminder.org>

- Gapminder
 - A database that stores important world statistics (by country)
 - Each dataset can be analysed online with Motion Chart
 - Popularized by Hans Rosling
- Check "Life expectancy" (years) in Gapminder

17/34

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

18/34

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>



How to create an animation?

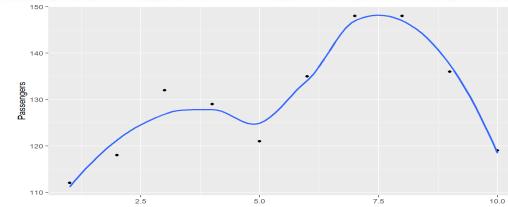
- Limited amount of timepoints
- Smooth transition is desired
- For each aesthetics x , consider interpolation $x'(t)$
 - How to create?
 - Linear interpolation, splines, kernel smoothers...
 - Compute path length $s(t)$
 - Insert intermediate frames t_1, \dots, t_n with $x'(t_1), \dots, x'(t_n)$

19/34

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>



How to create an animation?



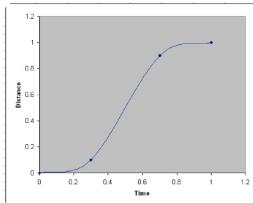
20/34

<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>



Inserting intermediate values:

- Smooth interpolation
- Ease in, ease out (focuses user on main frames)
- ... (<https://easings.net/>)



21/34



Example: power function

```
library(plotly)

m<-matrix(nrow=0,ncol=3)
for (a in seq(0,3,by=0.03)) {
  x<-seq(0,2,0.01)
  y<-x^a
  m<-rbind(m,cbind(x,y,a))
}

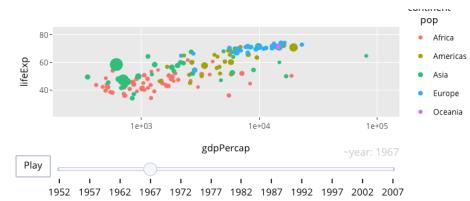
df<-as.data.frame(m)

plot_ly(df, x=-x, y=-y, frame =-a)%>%add_lines()%>%animation_opts(
  100, easing = "cubic", redraw = F
)
```

23/34



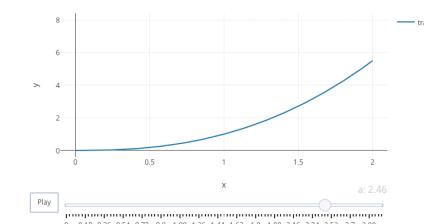
- Motion charts : googleVis package
- Plotly: various animation, set time variable to `frame` aesthetics
 - Motion charts are simpler than googleVis



22/34



Example: power function



24/34



<https://www.ida.liu.se/~732A98/info6/Lecture6.html#1>

Is one projection enough to understand data?

25/34

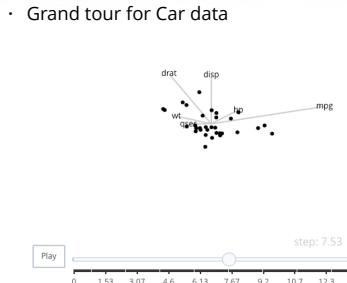
第 25 页 (共 34 页)

2D-tours

- Idea
 - Investigate various projections
 - Connect them into animation
- What to analyze?
 - Same as in scatterplots plus
 - Which variables contribute to projections
 - Patterns in lower dimensional manifold?
- Types of 2d-tours: [grand tour](#) and [guided tour](#)

26/34

第 26 页 (共 34 页)



27/34

第 27 页 (共 34 页)

Projection math

- Data matrix $X = [n \times p]$
- Projection matrix $A = [p \times d]$, $d = 2$
 - Rows in A : contribution of i th coordinate to projection
 - Columns in A : coordinate of projecting vectors in R^p
- Projected data $Z = X \cdot A$
- Example: $X = \begin{pmatrix} 2 & 4 & 3 \\ 6 & 2 & 1 \\ 2 & 9 & 9 \end{pmatrix}$, $A = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{pmatrix}$

28/34

第 28 页 (共 34 页)



- Idea: explore projections randomly

 1. Select some projection A_1
 2. Select next projection randomly A_2
 3. Create shortest path projections A_1^1, \dots, A_1^k from A_1 to A_2
 4. Select next projection randomly A_3
 5. ...

29/34



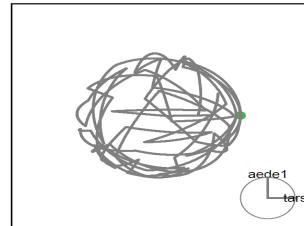
- Idea: focus on "interesting" projections
 - Interest measure: projection pursuit index $I(XA)$
 - Go through local max $I(XA)$
- Various PP indices: Holes, central mass,...

31/34



Grand tour

Source: 'Grand Tours: Projection guided tours' by Cook et al



30/34



Guided tour

Algorithm:

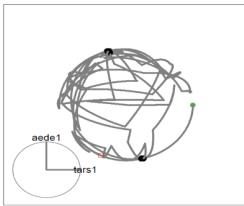
- Select some projection A_a , calculate I_a
- For $i=1,2,\dots$
 - $A_i = A_a + c^i B$, B - random direction, c^i - "cooling parameter"
 - Move to A_i with probability depending on ΔI (and create shortest path intermediate projections)
 - Set $A_a = A_i$ if moved.

32/34



- Note: path goes often through same points...

Sources: "Grand tours, Projection Pursuit Guided Tours" by Cook et al



33/34



- Chapter 9, 12.7
- Cook, D., Buja, A., Lee, E. K., & Wickham, H. (2008). Grand tours, projection pursuit guided tours, and manual controls. In *Handbook of data visualization* (pp. 295-314). Springer, Berlin, Heidelberg.
- Plotly book Ch 5.1
- <http://kateto.net/networks-r-igraph>
- <https://datastorm-open.github.io/visNetwork/>
- <https://www.data-imaginist.com/2017/ggraph-introduction-layouts>

34/34