

# Graphs and Networks

CS 4460 - Information Visualization  
Spring, 2019  
Alex Endert

## today

- Graphs and Networks
  - Specific type of data / data structure that requires specific type of visualization approach
  - we'll talk about characteristics of graphs
  - basic terminology
- Show some examples of graph visualizations

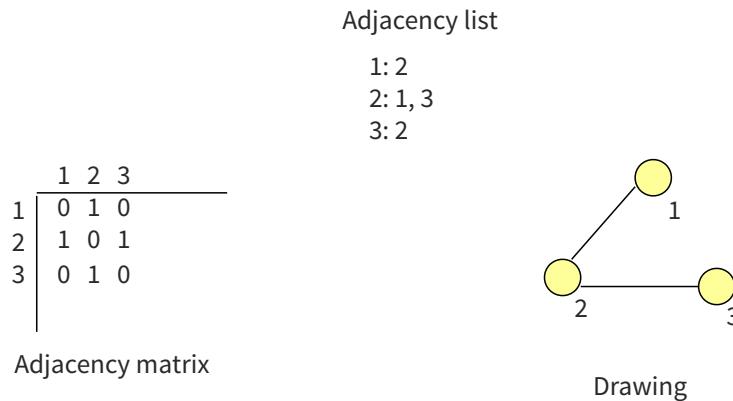
# Graph Visualization **Overview**

## **It's about connections**

- Connections throughout our lives and the world
  - Circle of friends
  - Delta's flight plans
  - ...
- We can model many different connected sets of data items as a Graph
- lots of phenomena in the real world have graphs
  - therefore, lots of the datasets that we have are graphs

# What is a Graph?

- **Vertices** (nodes) connected by
- **Edges** (links)

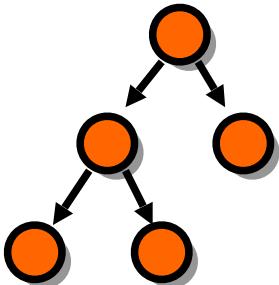


# Graph Terminology

- Graphs can have **cycles**
- Graph **edges** can be **directed** or **undirected**
- The **degree of a vertex** is the number of edges connected to it
  - **In-degree** and **out-degree** for directed graphs
- Graph edges can have values (**weights**) on them (nominal, ordinal or quantitative)

# Trees are Different

- Subcase of general graph
- No cycles
- Typically directed edges
- Special designated root vertex
- Also different are hierarchies
- We will talk about these next time



# Graph Uses

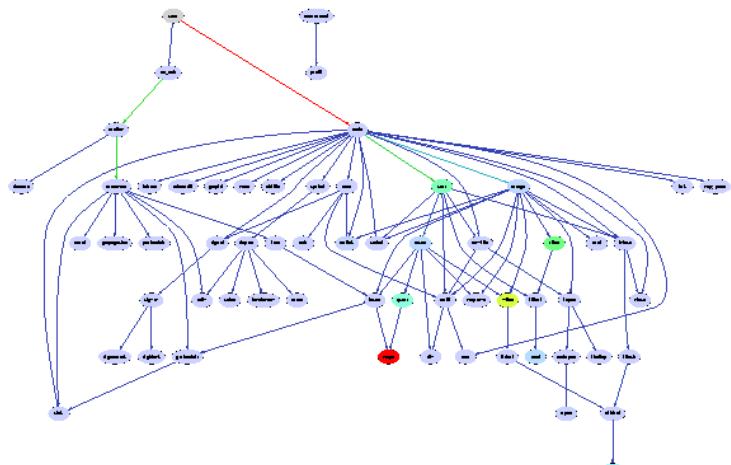
- In information visualization, any number of data sets can be modeled as a graph
  - US telephone system
  - World Wide Web
  - Distribution network for on-line retailer
  - Call graph of a large software system
  - Semantic map in an AI algorithm
  - Set of connected friends
- Graph/network visualization is one of the oldest and most studied areas of InfoVis

# Graph Visualization Challenges

- Graph layout and positioning
  - Make a concrete rendering of abstract graph
- Navigation/Interaction
  - How to support user changing focus and moving around the graph
- Scale
  - Above two issues not too bad for small graphs, but large ones are much tougher

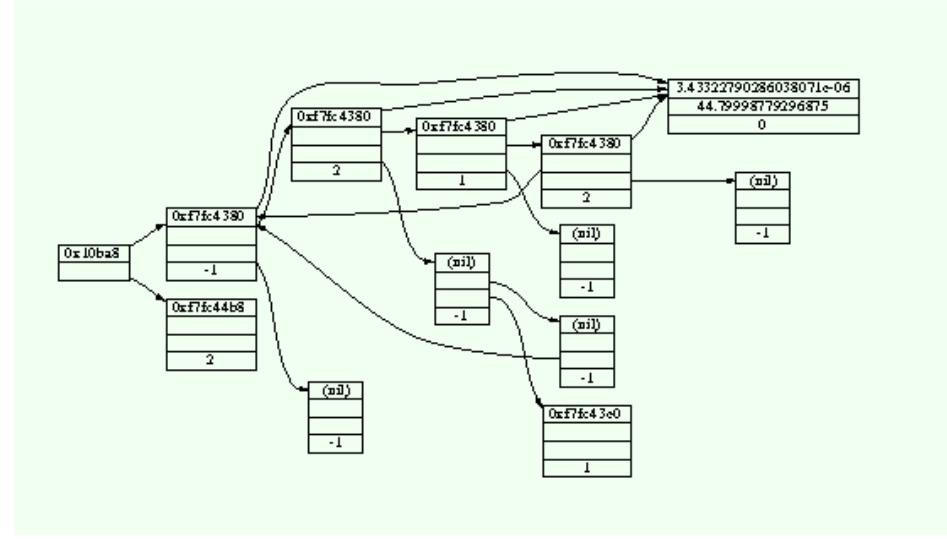
## Showing Vertex - Issues

- We can use encodings, such as:
  - Shape
  - Color
  - Size
  - Location
  - Label



# Showing Edges - Issues

- edges don't have to be straight



# Aesthetic Considerations; Edges

- Crossings** -- minimize (edge crossings)
  - Total **Edge Length** -- minimize towards proper scale
  - Area** -- minimize towards efficiency
  - Maximum Edge Length** -- minimize longest edge
  - Uniform Edge Lengths** -- minimize variances
  - Total Bends** -- minimize orthogonal towards straight-line
- 
- While aesthetic, these considerations also impact the fundamental usability and effectiveness of graphs!

## **Shneiderman's NetViz Nirvana**

- 1) Every node is visible
- 2) For every node you can count its degree
- 3) For every link you can follow it from source to destination
- 4) Clusters and outliers are identifiable

## **User Tasks for Graph Vis**

# User Tasks for Graphs

- So what do people want to do with or learn from network visualizations?
  - User tasks is a recurring theme of this class
  - Too often this is neglected.

# Graph Vis Task Taxonomy

- Start with Amar et al '05 low-level tasks (they still apply)
- Then add four types of graph-specific tasks (next few slides)

# Graph Vis Task Taxonomy

- **1. Topology-based tasks**

- **Adjacency**

- Find the set of nodes adjacent to a node

- **Accessibility**

- Find the set of nodes accessible to a node

- **Common connection**

- Given nodes, find the set of nodes connected to all

- **Connectivity**

- Find shortest path

- Identify clusters

- Identify connected components

# Graph Vis Task Taxonomy

- **2. Attribute-based tasks**

- **On the nodes**

- Find the nodes having a specific attribute value

- **On the edges**

- Given a node, find the nodes connected only by certain kinds of edges

# Graph Vis Task Taxonomy

- 3. **Browsing** tasks
  - **Follow path**  
Follow a given path
  - **Revisit**  
Return to a previously visited node
- 4. **Overview** task
  - Compound exploratory task  
Estimate size of a network  
Find patterns

## Graph Layout Approaches

# Layout Heuristics

- Layout algorithms can be
  - polyline edges
  - planar
  - orthogonal
  - grid-based
  - curved lines
  - hierarchies
  - circular
  - ...

# Scale Challenge

- May run out of space for vertices and edges (turns into “ball of string”/ hairball)
- Can really slow down algorithms
- Sometimes use clustering to help
  - Extract highly connected sets of vertices
  - Collapse some vertices together

## **Navigation/Interaction Challenge**

- How do we allow a user to query, visit, or move around a graph?
- Changing focus may entail a different rendering
- Think back to the basic tasks for general visualization. These become challenging for graphs.

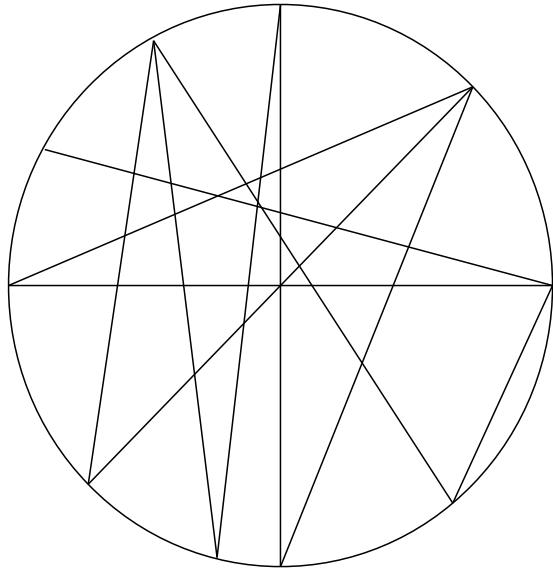
## **Graph Layout Techniques**

# Circular Layout

Ultra-simple  
May not look so great

Space vertices out around circle  
Draw lines (edges) to connect  
vertices

place nodes with equal distance along the  
verge of the circle, draw edges between them.

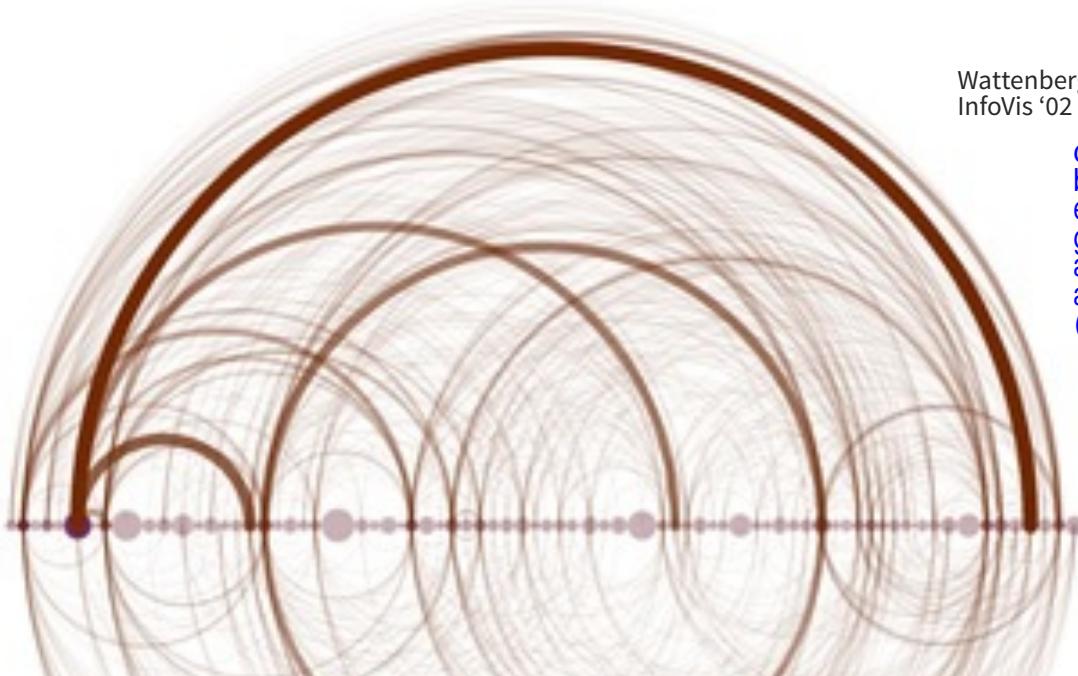


# Arc Diagram Layout

<http://www.visualcomplexity.com/vc/index.cfm?method=Arc%20Diagrams>

Wattenberg  
InfoVis '02

draw edges across the top or  
bottom. Show direction: all  
edges across the top are  
going from left to right, and  
all edges across the bottom  
are from right to left  
(clockwise overall).

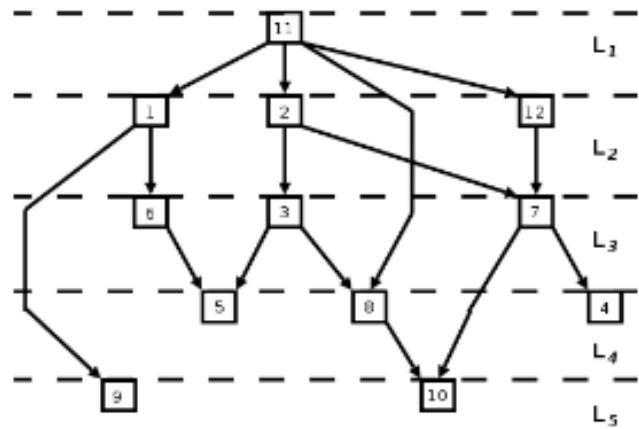


# Tree Layout

- Run a breadth-first search from a vertex
  - This imposes a spanning tree on the graph
- Draw the spanning tree
- Simple and fast, but obviously doesn't represent the whole graph

# Hierarchical Layout

Try to impose hierarchy on graph  
Reverse edges if needed to remove cycles  
Introduce *dummy* nodes  
Put nodes into layers or levels  
Order l->r to minimize crossings



**Figure:** A graph showing a layered layout, created with the Sugiyama heuristic, with the layers shown. The bends in the edges correspond to dummy nodes.

<http://www.csse.monash.edu.au/hons/se-projects/2006/Kieran.Simpson/output/html/node7.html#sugiyamaexample>

# Force-directed Layout

- Example of constraint-based layout technique
- Impose constraints (objectives) on layout
  - Shorten edges
  - Minimize crossings
  - ...
- Define through equations
- Create optimization algorithm that attempts to best satisfy those equations

# Force-directed Layout

- Spring model (common)
  - Edges – Springs (gravity attraction)
  - Vertices – Charged particles (repulsion)
- Equations for forces
- Iteratively recalculate to update positions of vertices
- Seeking local minimum of energy
  - Sum of forces on each node is zero

# Force-directed Example

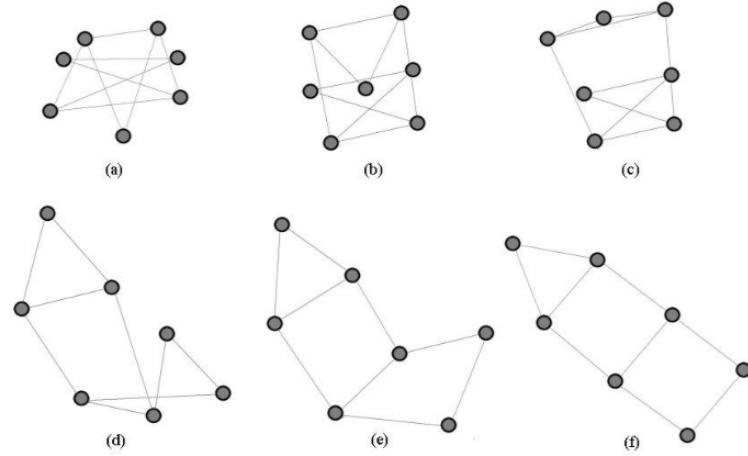


Figure 2: A graph drawing through a number of iterations of a force directed algorithm.

<http://www.cs.usyd.edu.au/~aquigley/3dfade/>

<http://vis.stanford.edu/protovis/ex/force.html>

## In Action

The screenshot shows the Protovis website with the title "Force-Directed Layouts". Below the title is a large rectangular area containing a network graph with many nodes and edges. The nodes are colored in various shades of blue, green, and yellow, indicating community membership. A legend at the bottom right of this area shows three colored circles corresponding to these colors. Below the graph, there is a paragraph of text explaining the concept of force-directed layouts and a note about the network data source.

**Protovis** A GRAPHICAL TOOLKIT FOR VISUALIZATION

Overview Examples Documentation Download

Index « Previous / Next »

**Force-Directed Layouts**

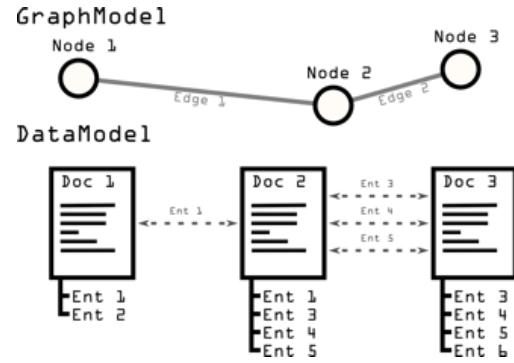
View full screen.

An intuitive approach to network layout is to model the graph as a physical system: nodes are charged particles that repel each other, and links are dampened springs that pull related nodes together. A physical simulation of these forces then determines node positions; approximation techniques that avoid computing all pairwise forces enable the layout of large numbers of nodes. In addition, interactivity allows the user to direct the layout and jiggle nodes to disambiguate links. Such a *force-directed layout* is a good starting point for understanding the structure of a general undirected graph.

This network represents character co-occurrence in the chapters of Victor Hugo's classic novel, *Les Misérables*. Node colors depict cluster memberships computed by a community-detection algorithm. Source: Knuth, D. E. 1993. *The Stanford GraphBase: A Platform for Combinatorial Computing*.

## Later in semester, we'll look at

- ForceSPIRE: Text Analysis via Force Directed Layout



## Graph Layouts

- Lots of variants exist
  - and for each, lots of parameters can be adjusted to fine-tune the layout
- Important to understand high-level tradeoff

# Graph Drawing Support

- Libraries
  - JUNG (Java Universal Network/Graph Framework)
  - Graphviz (formerly dot?)
- Systems
  - Gephi
  - TouchGraph
- Also, NodeXL

## But Is It InfoVis? my take on this...

- I generally don't consider a pure graph layout (drawing) algorithm to be InfoVis
  - Nothing wrong with that, just an issue of focus
- For InfoVis, I like to see some kind of interaction or a system or an application...
  - Still, understanding the layout algorithms is very important for infovis

# Graph Visualization Examples

## Human Diseases

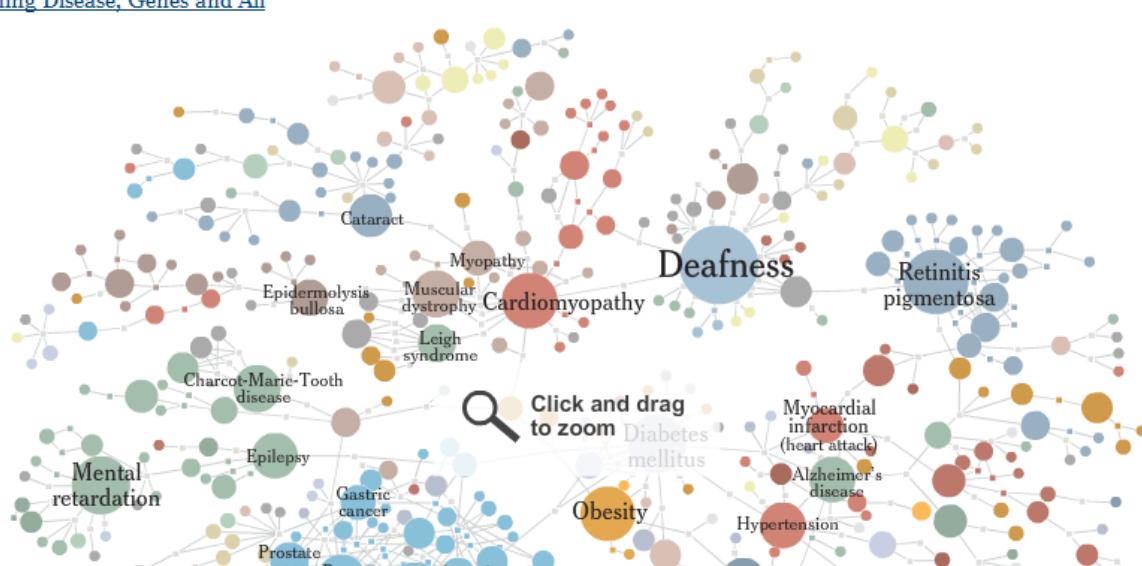
May 5, 2008

[http://www.nytimes.com/interactive/2008/05/05/science/20080506\\_DISEASE.html](http://www.nytimes.com/interactive/2008/05/05/science/20080506_DISEASE.html)

[SIGN IN TO E-MAIL](#) | [FEEDBACK](#)

### Mapping the Human 'Diseasome'

Researchers created a map linking different diseases, represented by circles, to the genes they have in common, represented by squares. Related Article: [Redefining Disease, Genes and All](#)



# US Budget

<http://mibi.deviantart.com/art/Death-and-Taxes-2007-39894058>

# DEATH AND TAXES

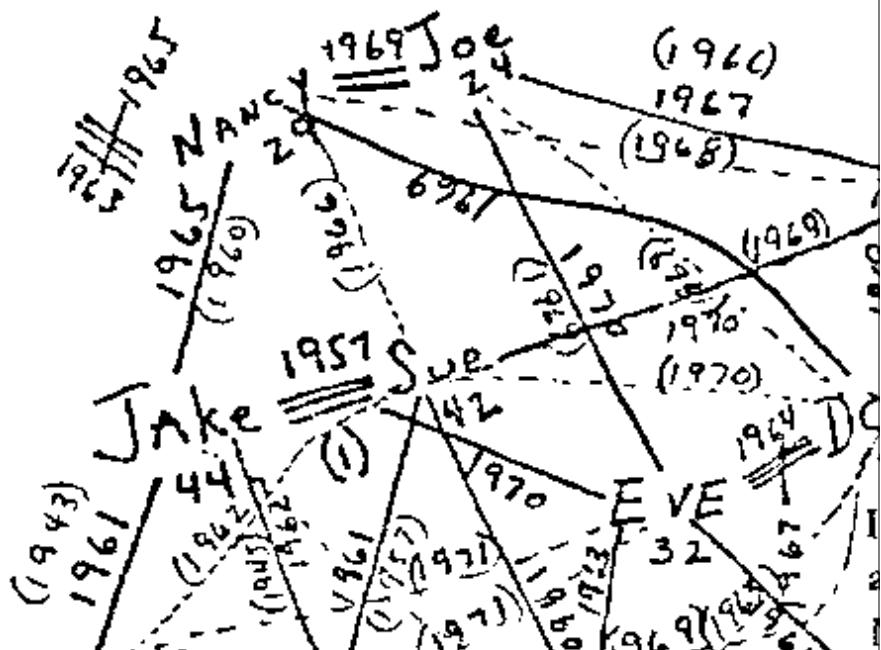
## A VISUAL GUIDE TO WHERE FEDERAL TAX DOLLARS



# Social Network Visualization

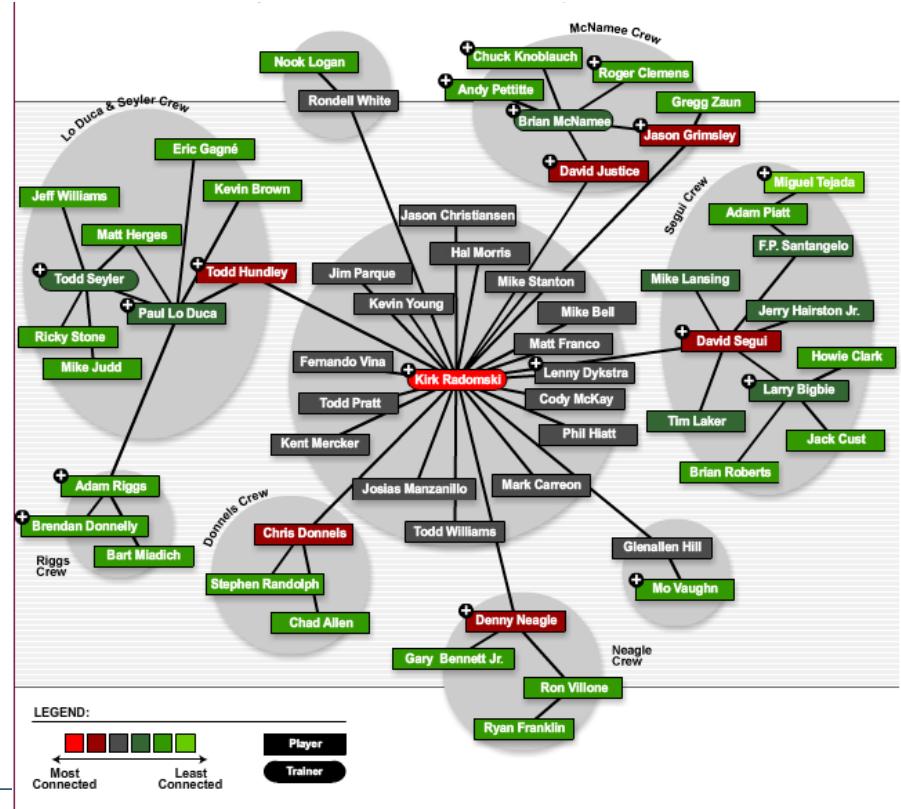
- Social Network Analysis
    - <http://www.insna.org>

Hot topic again  
Why?  
Facebook, ...



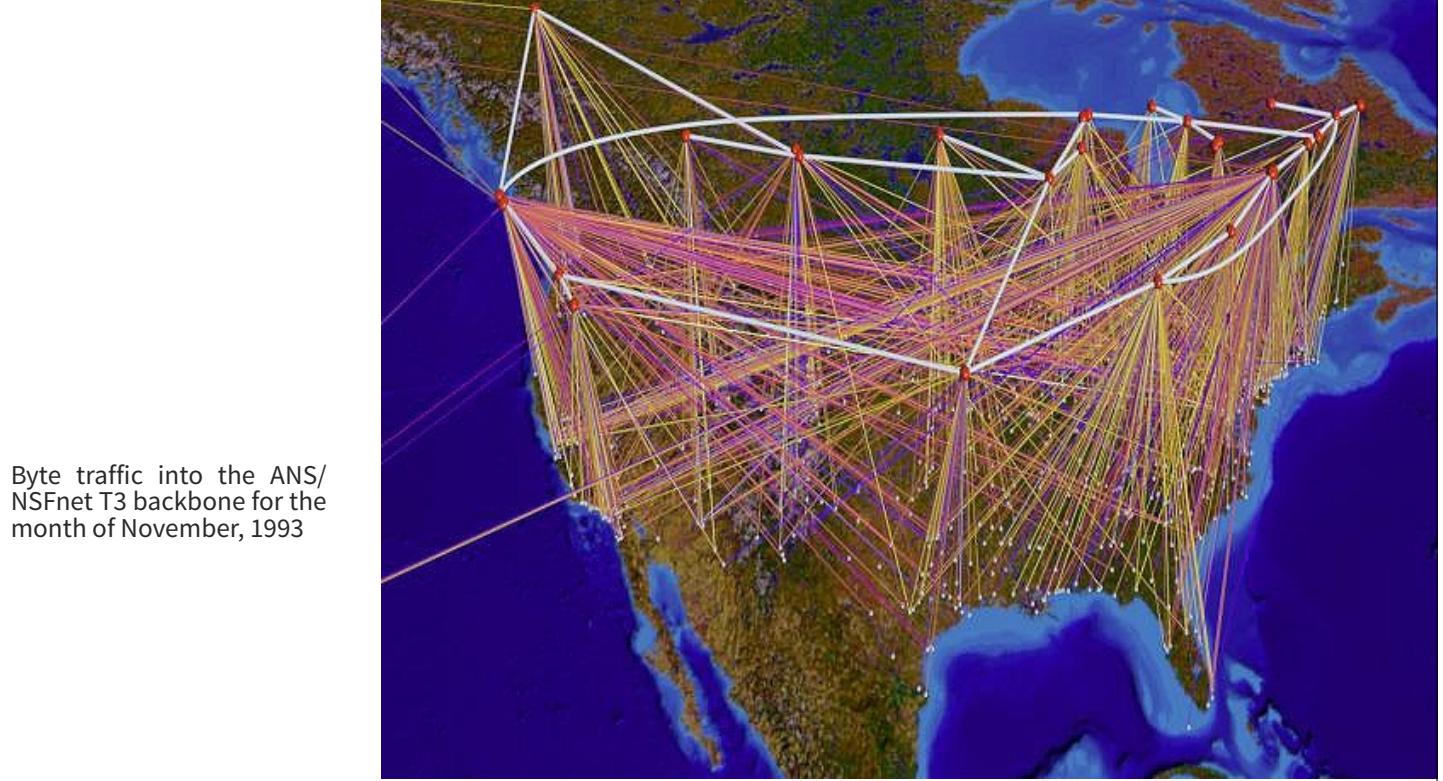
# Steroids in MLB

<http://www.slate.com/id/2180392>



# Geo Applications

- Many problems and data sets have some geographic correspondence

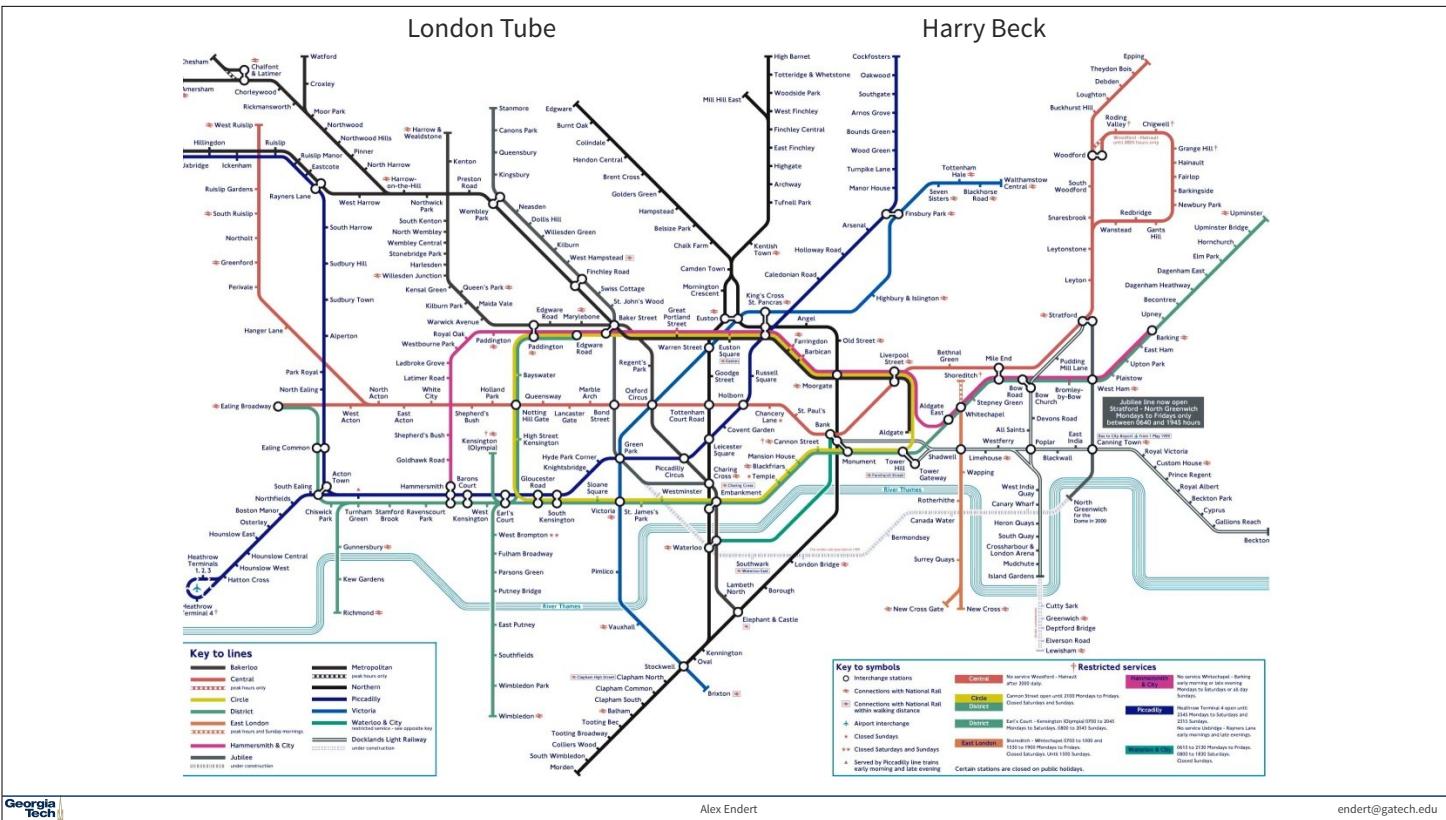


## Follow the Money

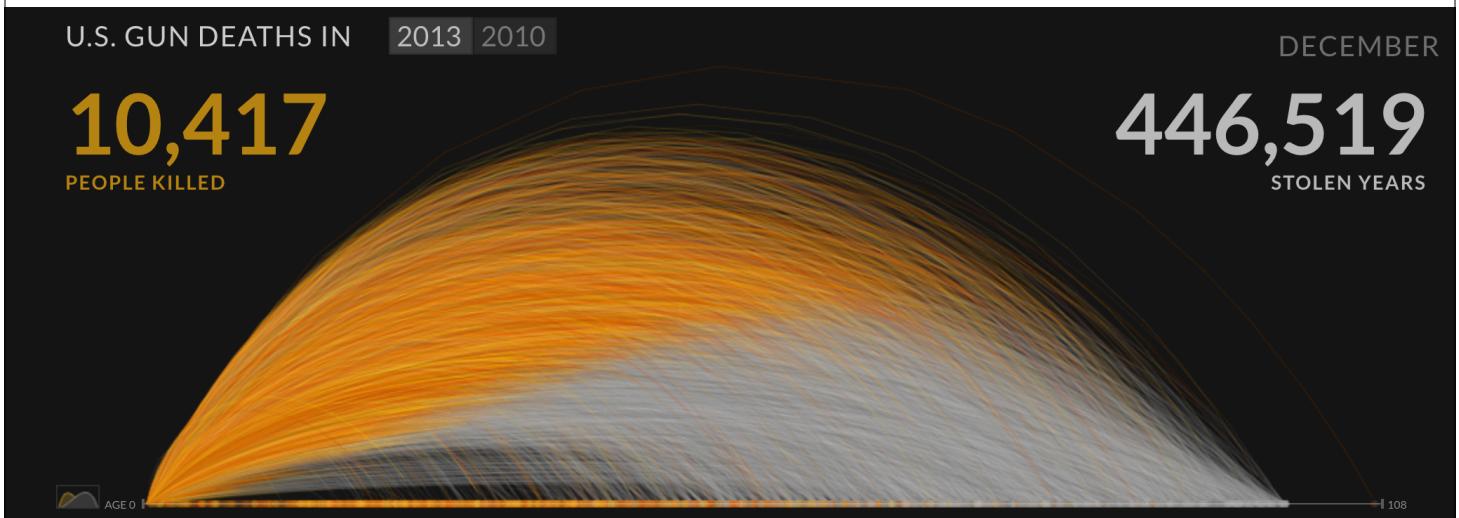
Where does a  
dollar bill go?

[http://www.nsf.gov/news/special\\_reports/scivis/follow\\_money.jsp](http://www.nsf.gov/news/special_reports/scivis/follow_money.jsp)





<https://guns.periscopic.com/?year=2013>



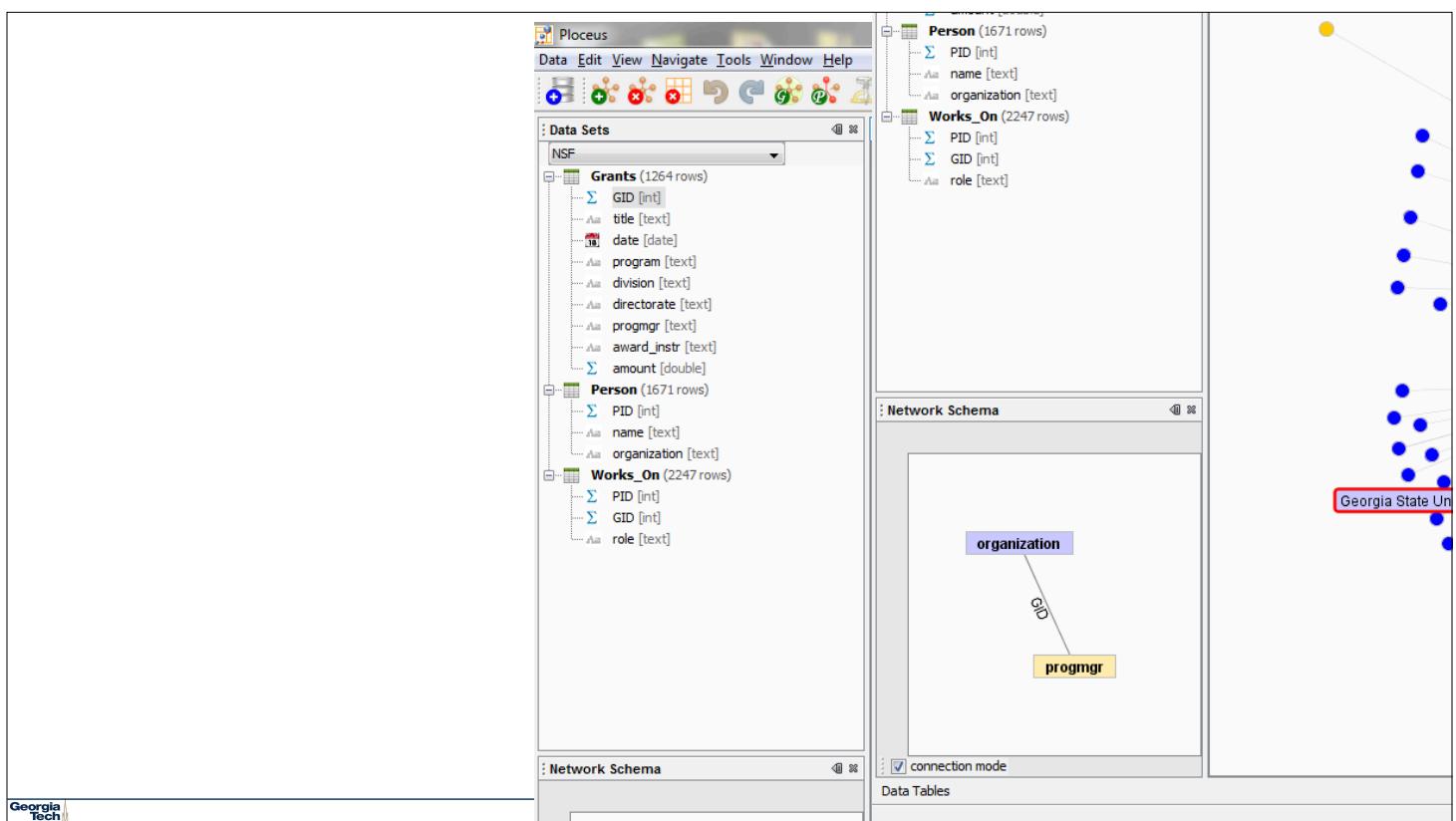
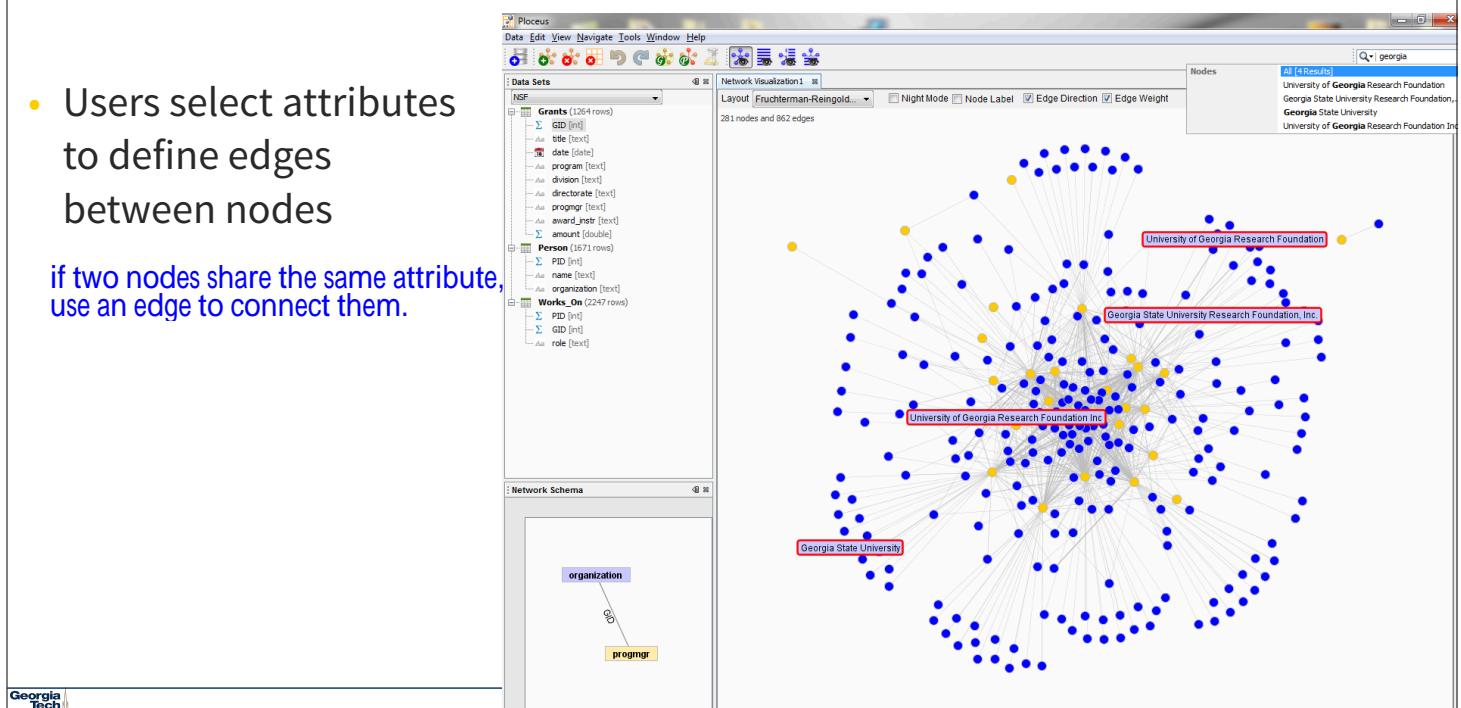
## one particular challenge with graphs

- Data often does not come in “graph model”
  - nodes and edges may not be pre-defined
  - users have to “define” what they want to be nodes, then what defines the relation between them (edges)
- A couple of tools that help you do this

# Ploceus

- Users select attributes to define edges between nodes

if two nodes share the same attribute, use an edge to connect them.



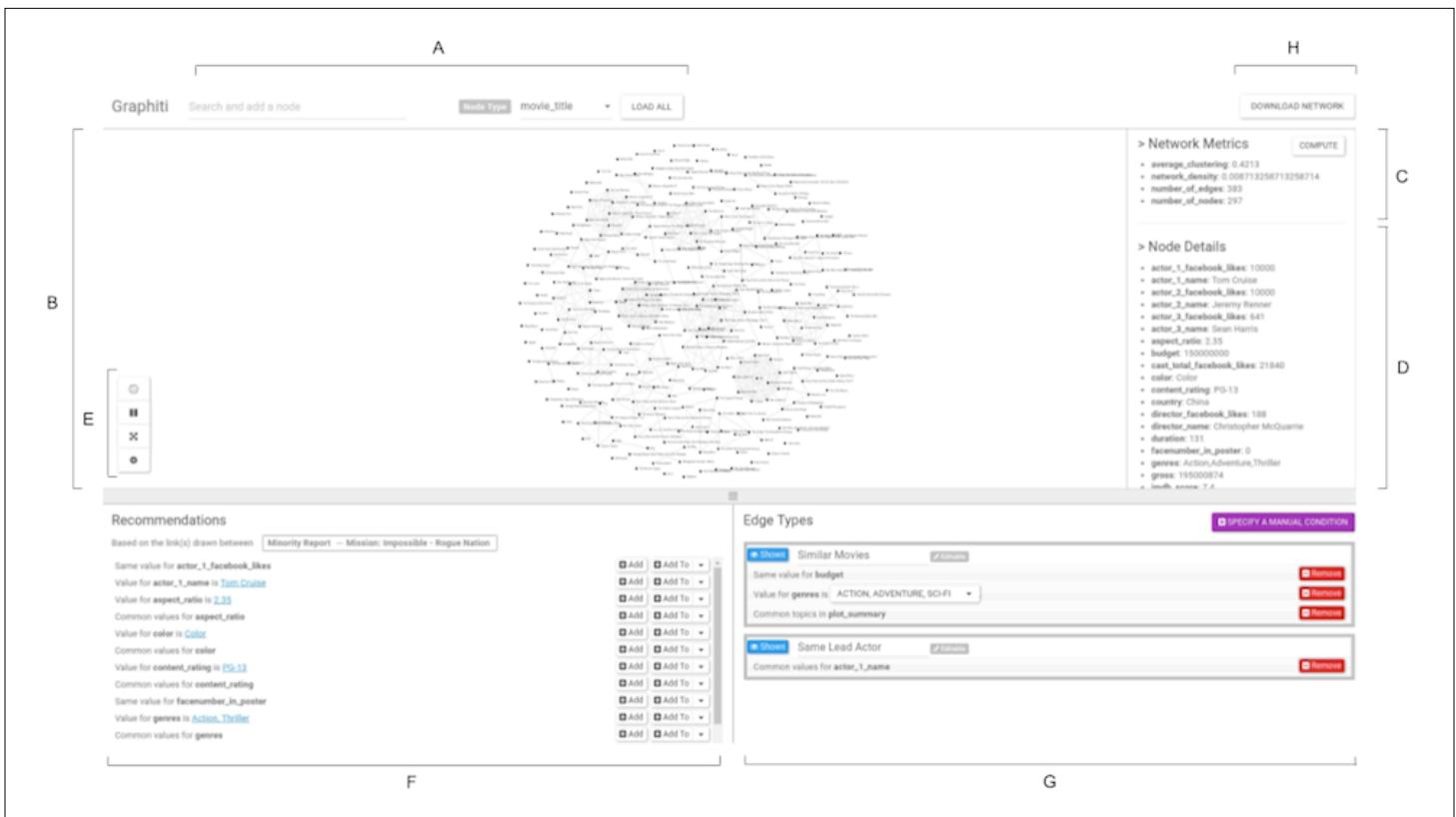
## another take on this

- What if you don't know the attributes that correspond to the relationship you want to define?
  - "If these two nodes are connected, what (in the data) defines that connection?"

Srinivasan, Arjun, et al. "**Graphiti**: Interactive Specification of Attribute-based Edges for Network Modeling and Visualization." *IEEE Transactions on Visualization and Computer Graphics*(2017).

## Graphiti

- helps users create graph models.
  - E.g., I want a graph that has these two nodes connected. The system searches and creates edge rules that help form this graph
  -

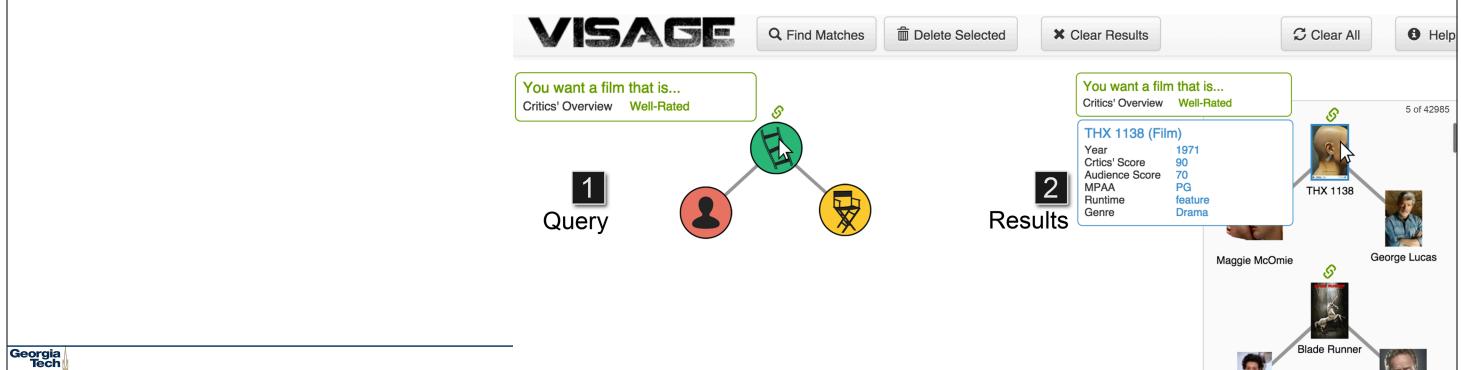


## Another online graph vis example

- <http://visualscm.herokuapp.com/>

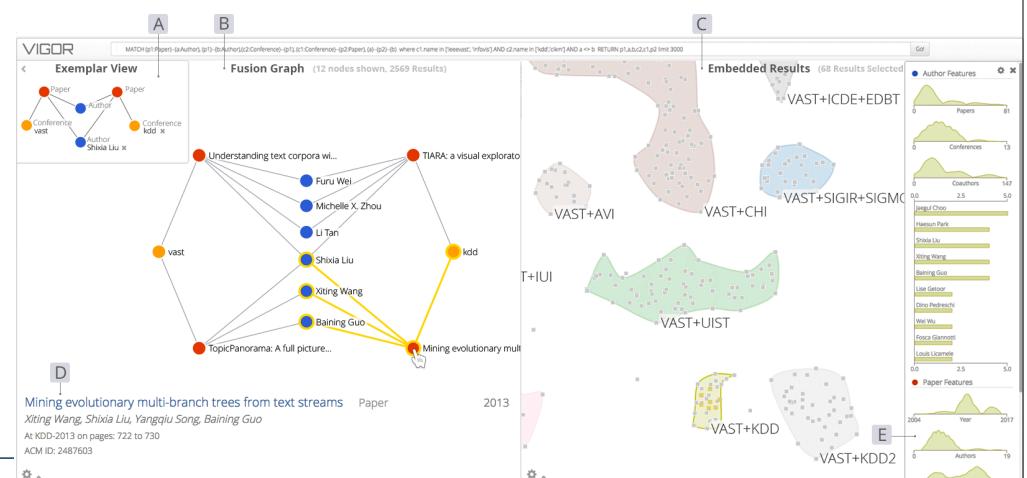
# Graph Querying

- Specifying what you're looking for in graphs is complex
  - must specify structure of graph and content
- VISAGE [http://spicy.bike/pr\\_visage/](http://spicy.bike/pr_visage/)



## How to show query results

- A long list ... not great
- Instead, show results visually: [http://spicy.bike/pr\\_vigor/](http://spicy.bike/pr_vigor/)



# **today, we covered**

- Graph Characteristics and Terms
- Examples of Graphs
- Example of tools that help you build graph network models