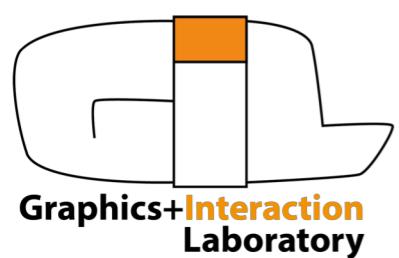


# Information Visualization (InfoVis)

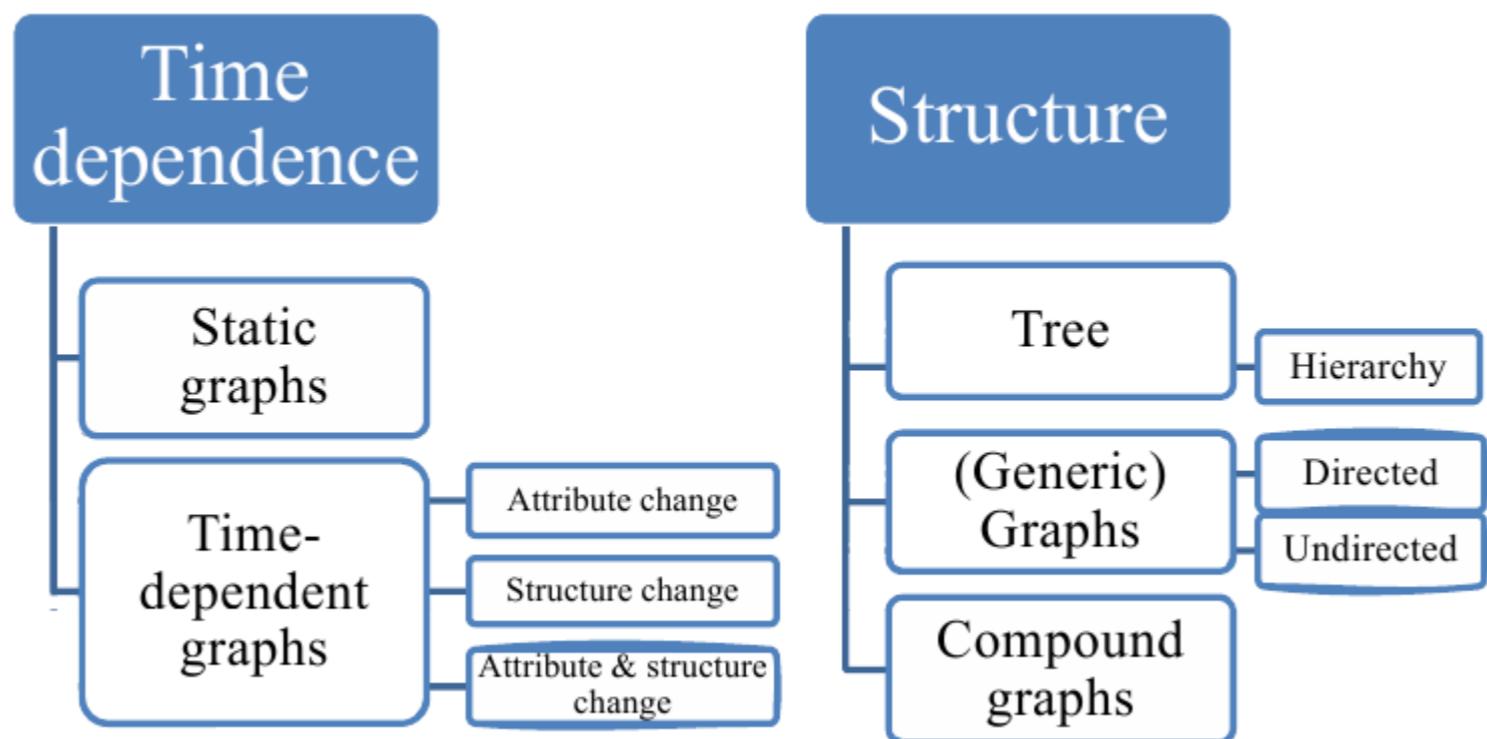
Networks and Graphs



# NETWORK (GRAPH)



# Classification of Graphs

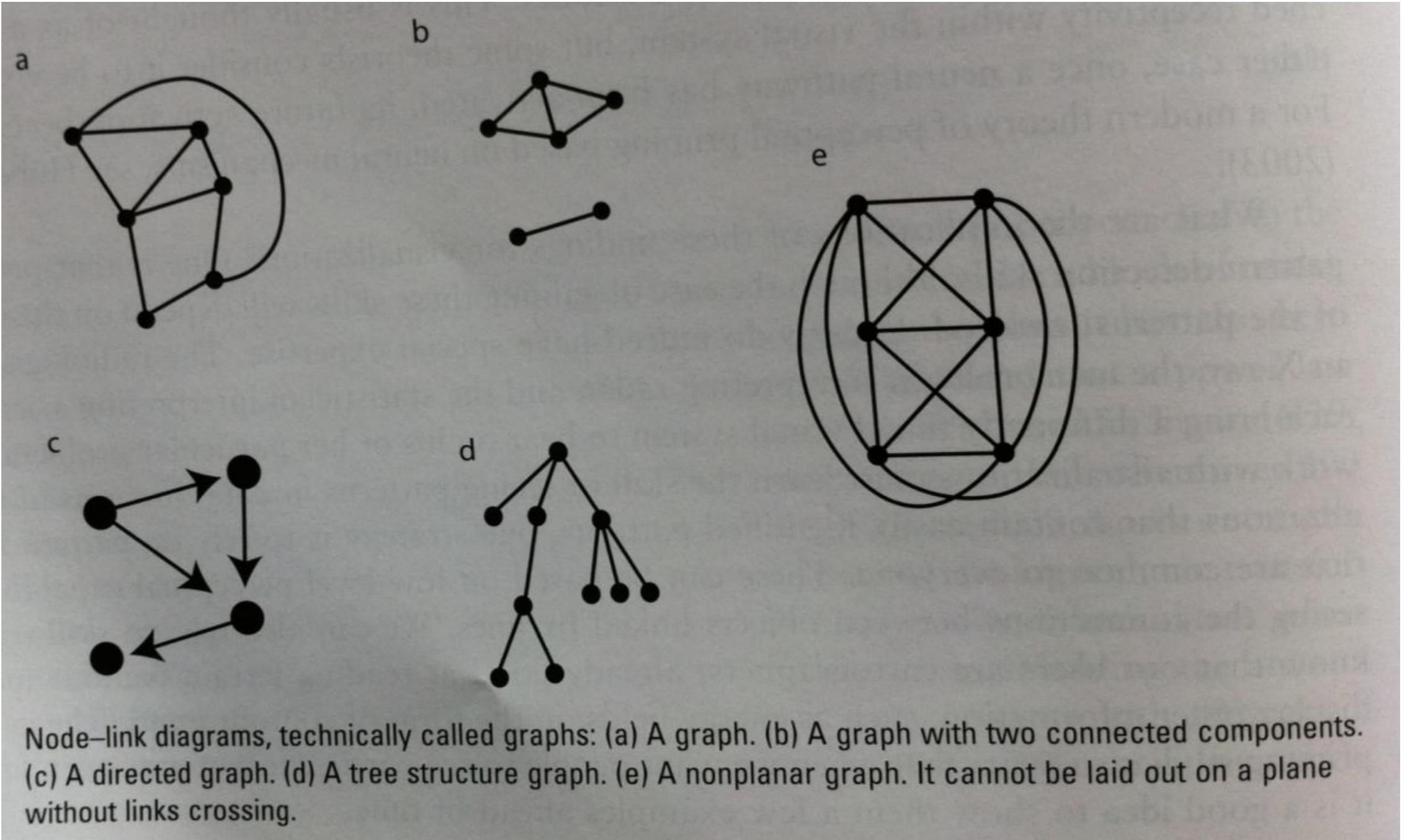


# What is a relation?

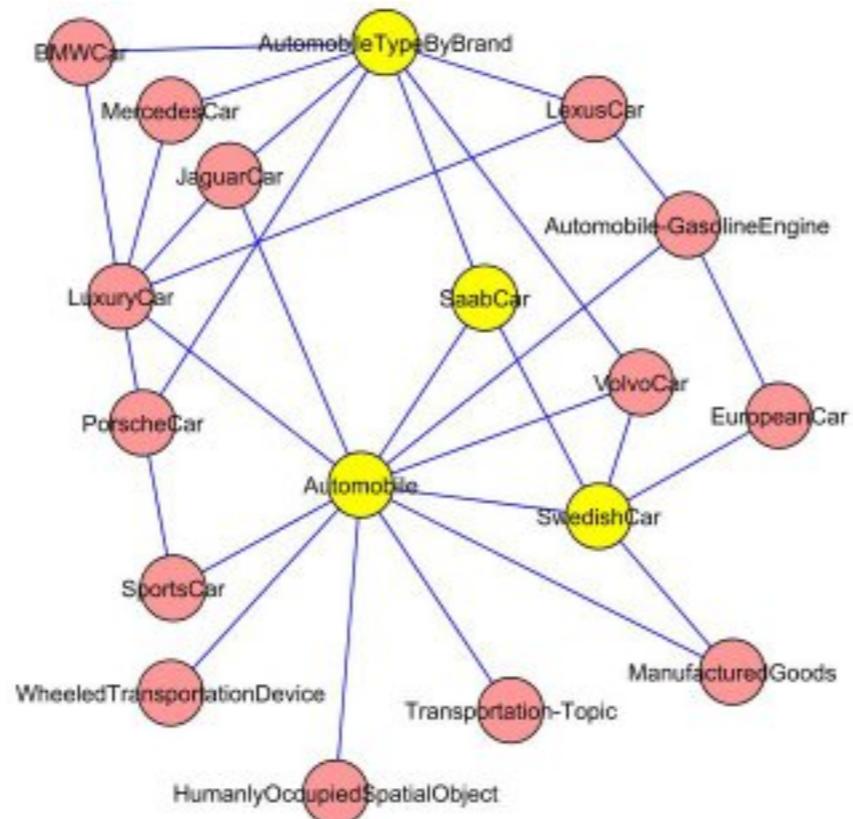
- ▶ Dictionary definition
  - ▶ Relation: a logical or natural association between two or more things of one another; connection
- ▶ Undirected vs. directed
  - ▶ Undirected: Bob and Mary are married
  - ▶ Directed: William gives Kate a kiss



# Node-Link Diagrams

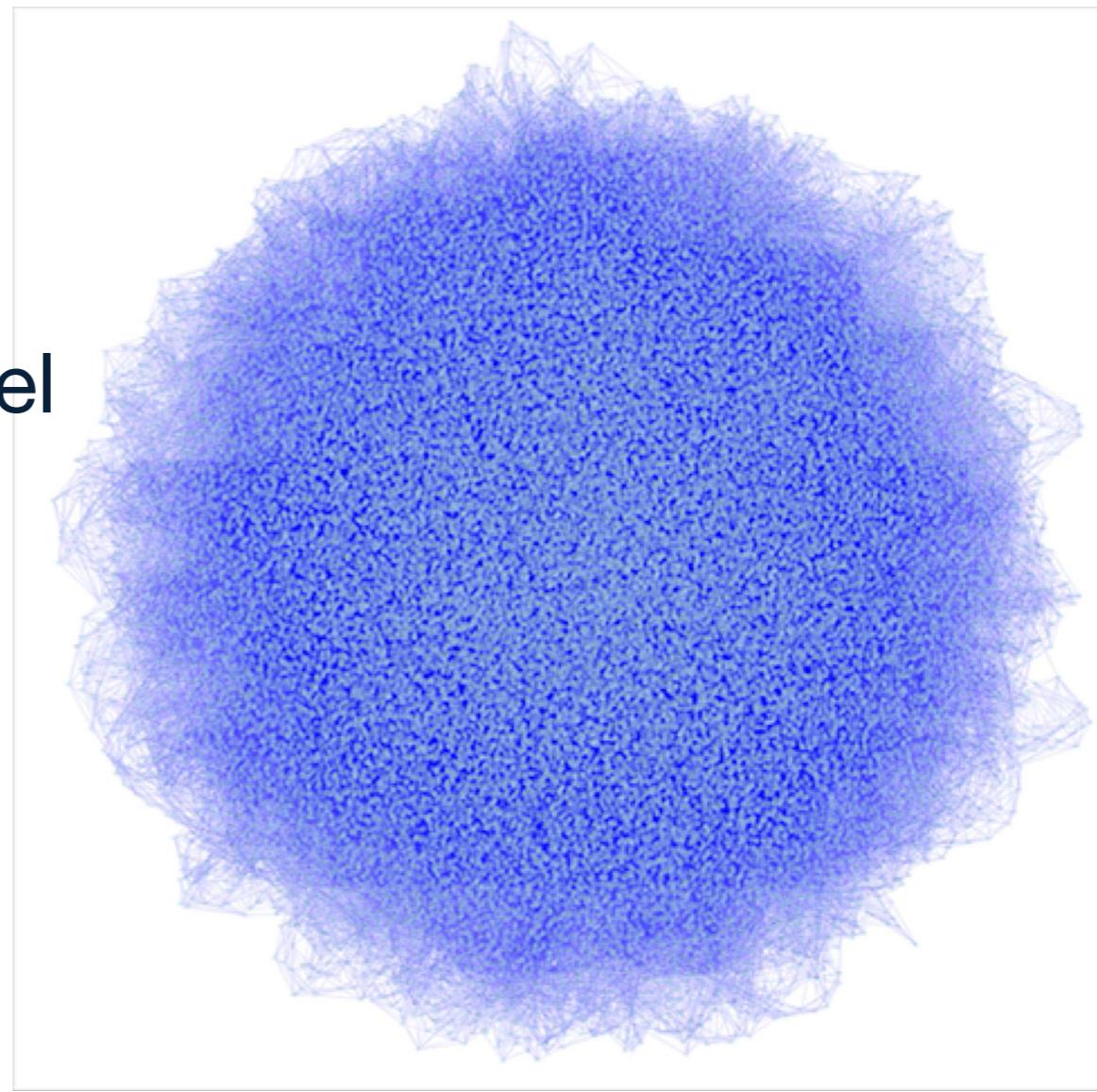


# Node-Link Diagram Example

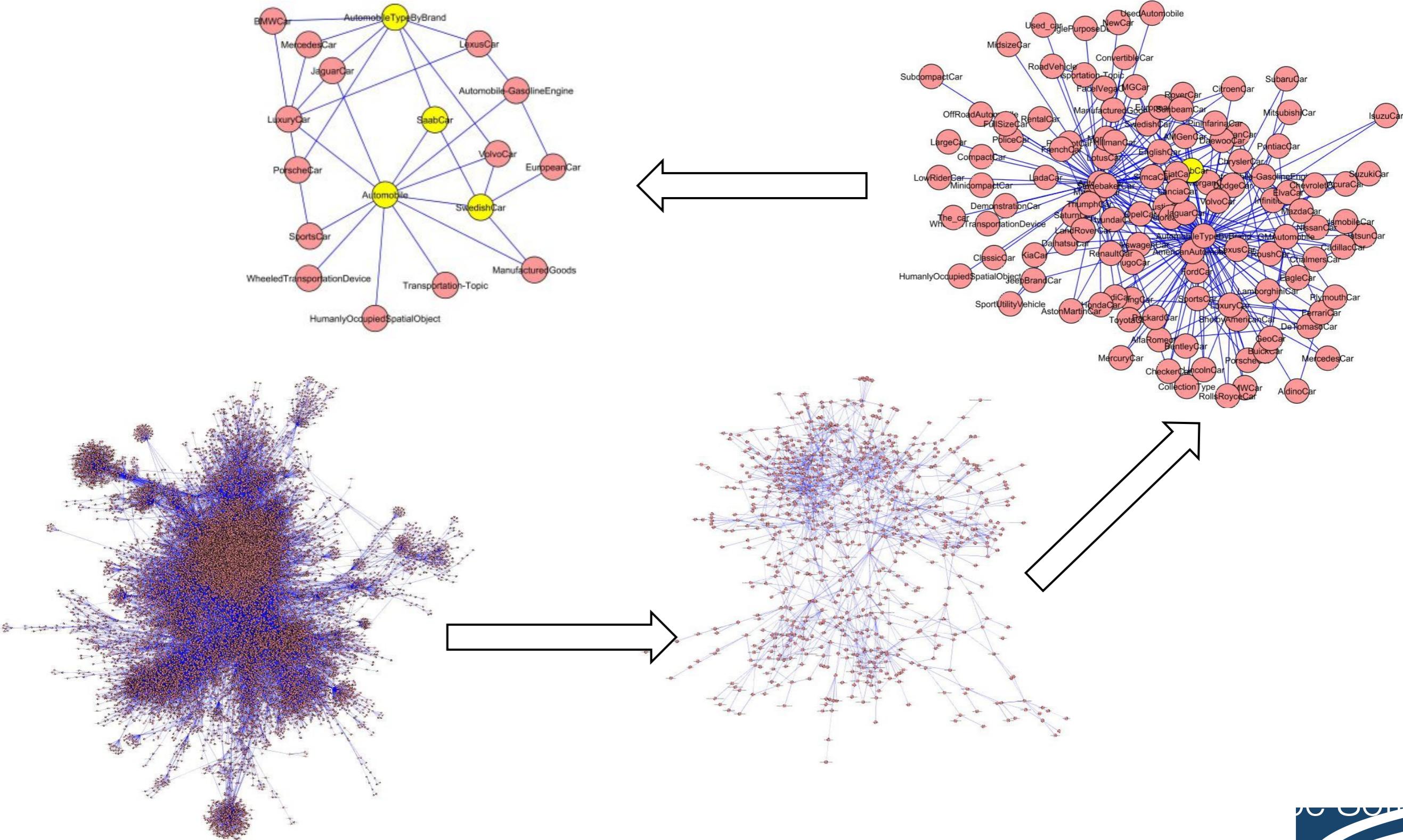


# Problem: Giant Hairball

- ▶ Example
  - ▶ Network generated by igraph's Watts-Strogatz small-world model (**50k nodes and 250k edges**) visualized by Cytoscape
- ▶ Graph problem
- ▶ Routing / layout algorithms
  - ▶ Minimize crossings
  - ▶ Often impossible to find optimal layout



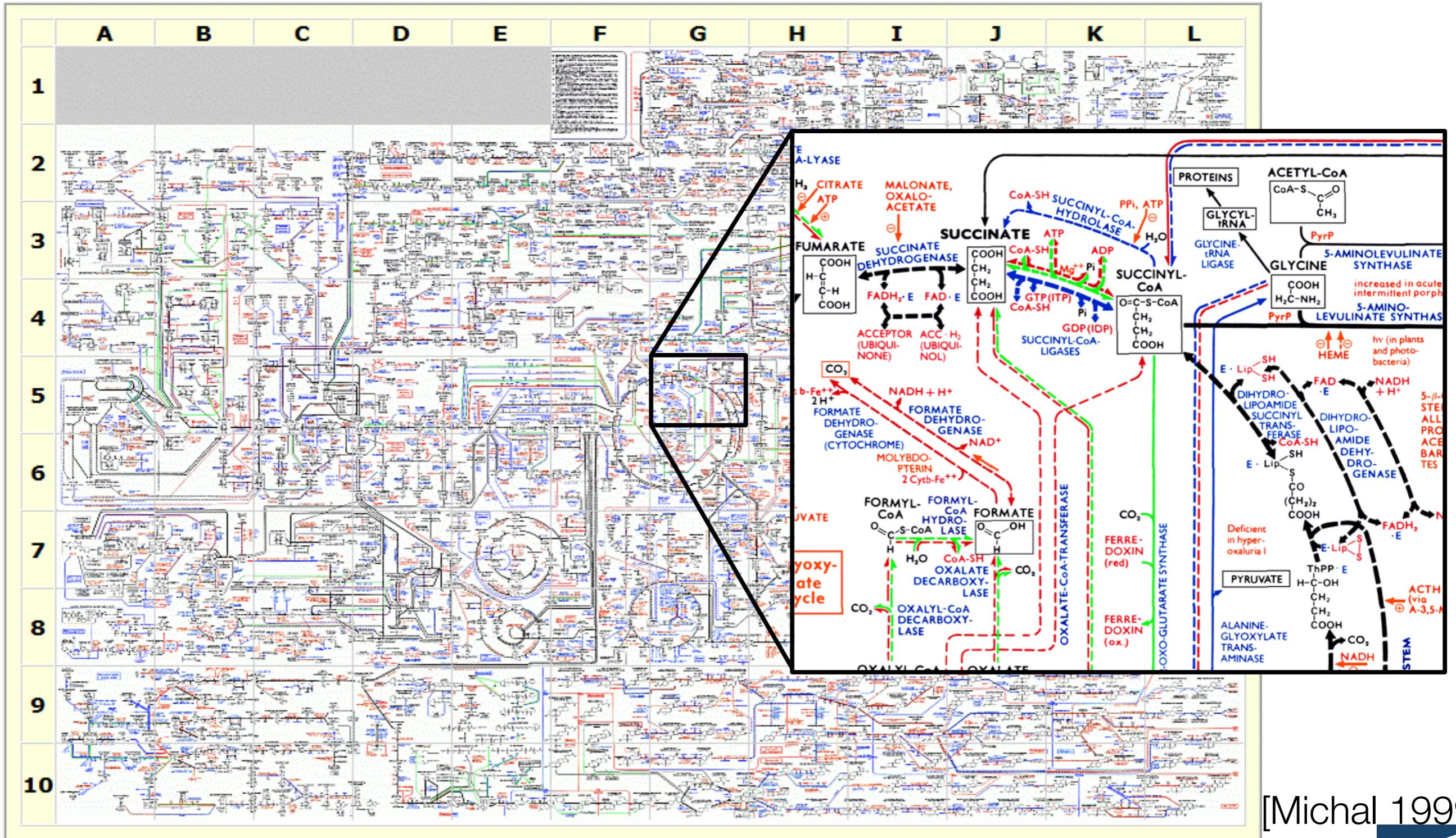
# Abstraction



# 3D Network Visualization

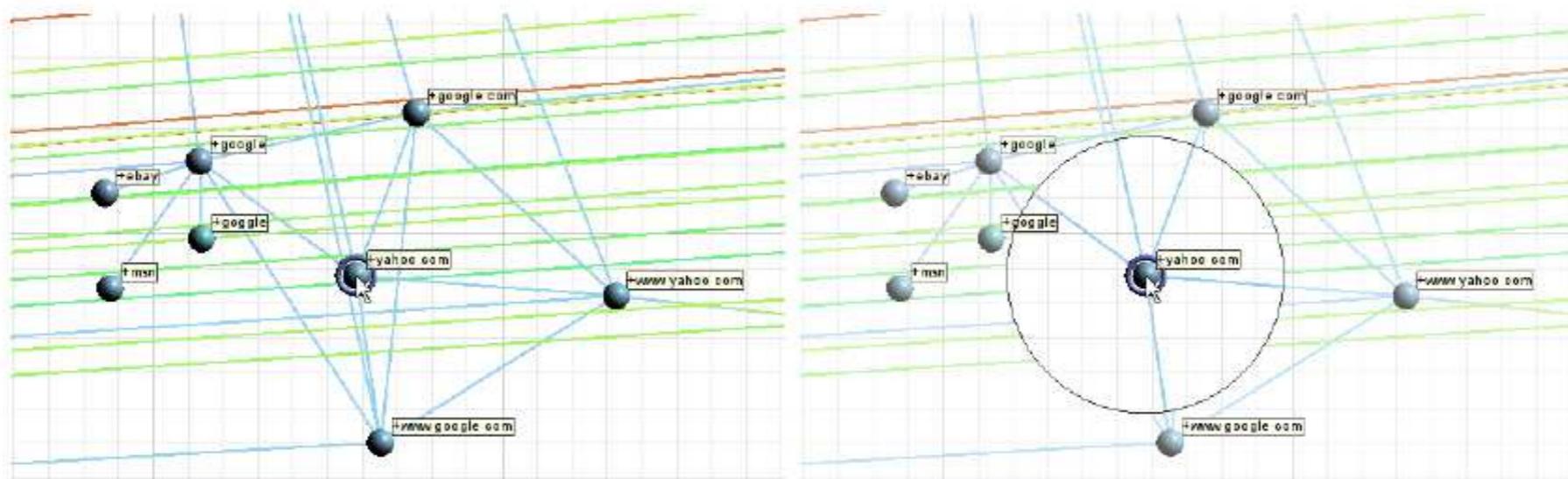


# Example from Biology: Pathways

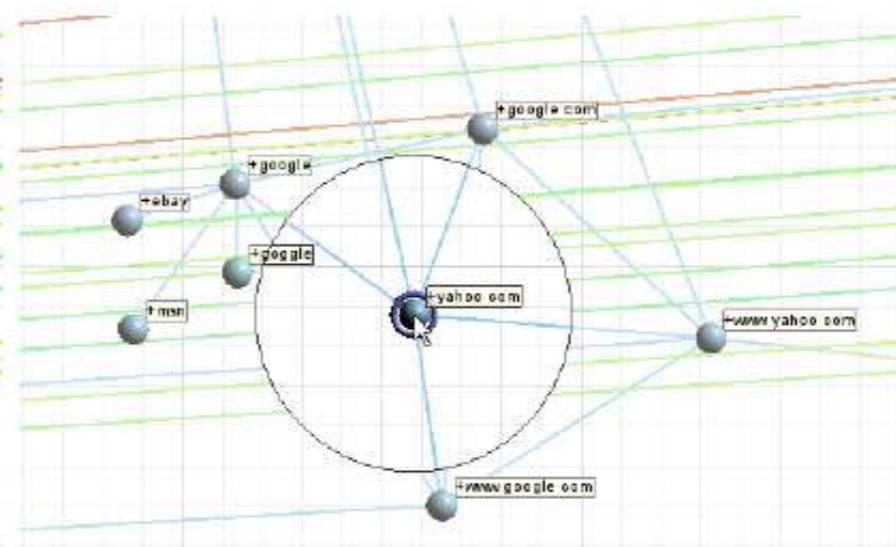


[Michal 1999]

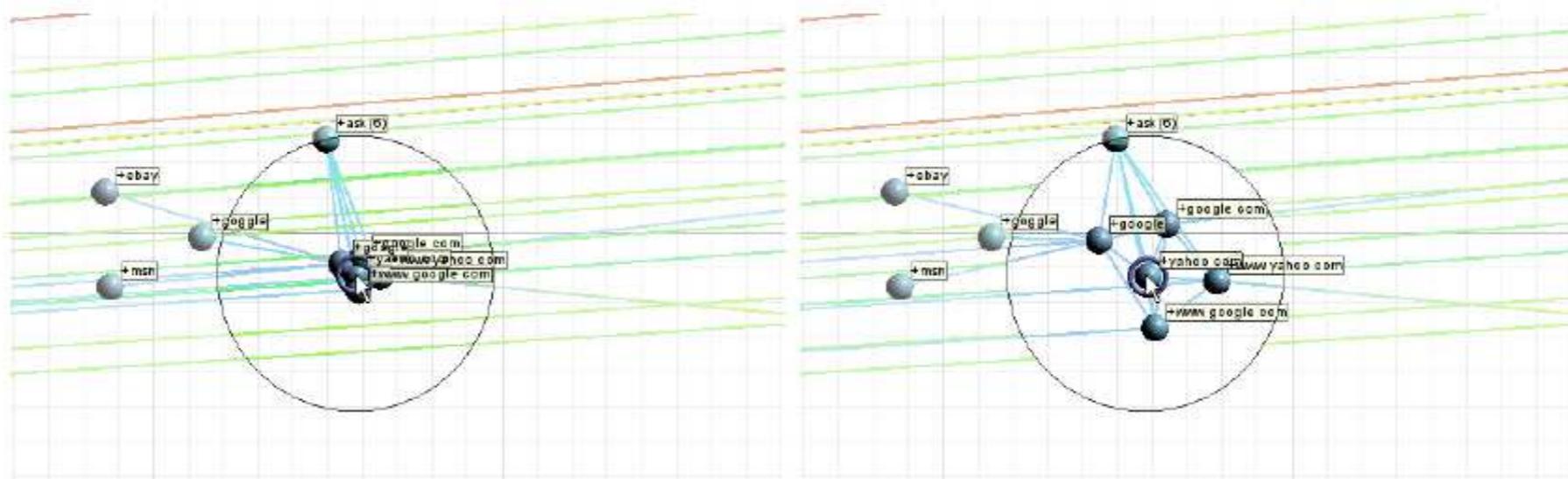
# Graph Interaction using Lenses



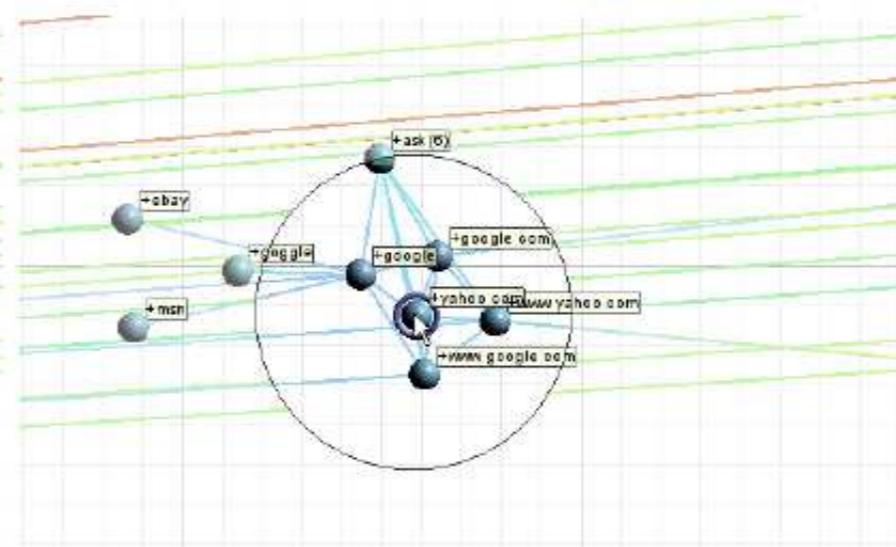
(a) Original view



(b) Local edge lens



(c) Bring neighbors lens



(d) Composite lens



# Trees and Hierarchies



# Explicit vs. Implicit Hierarchy Vis

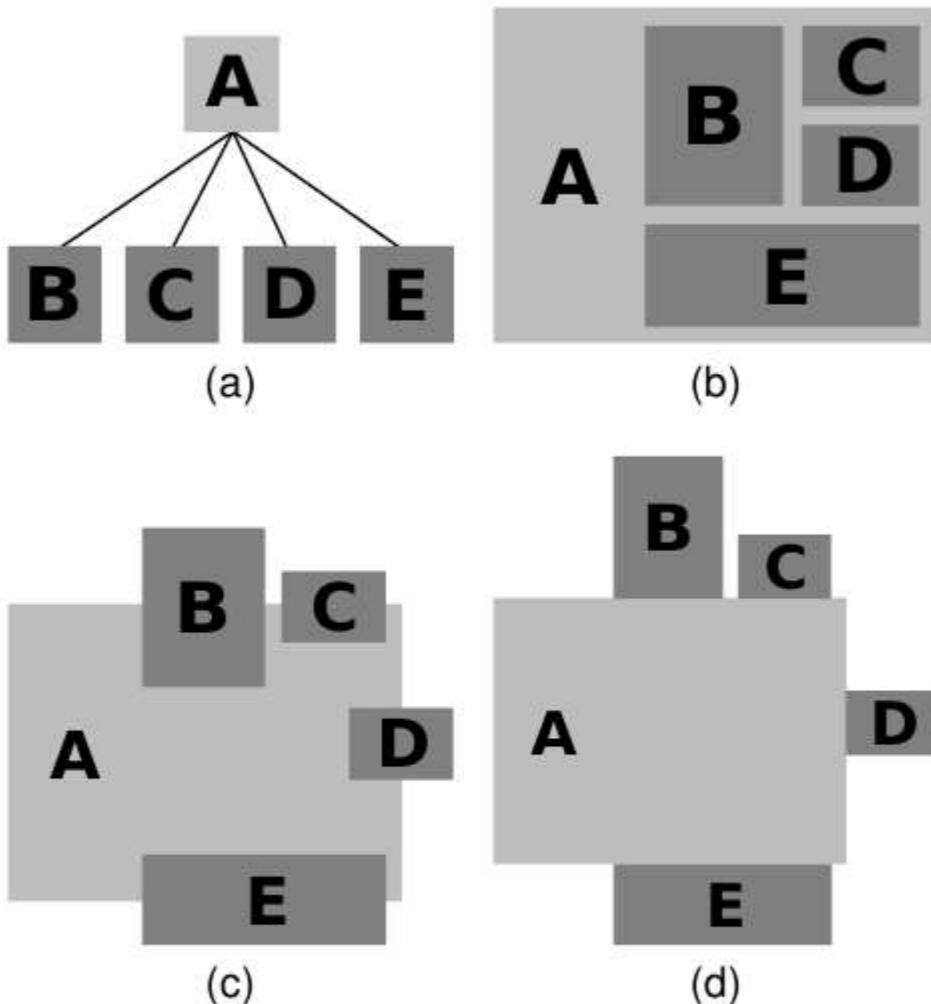
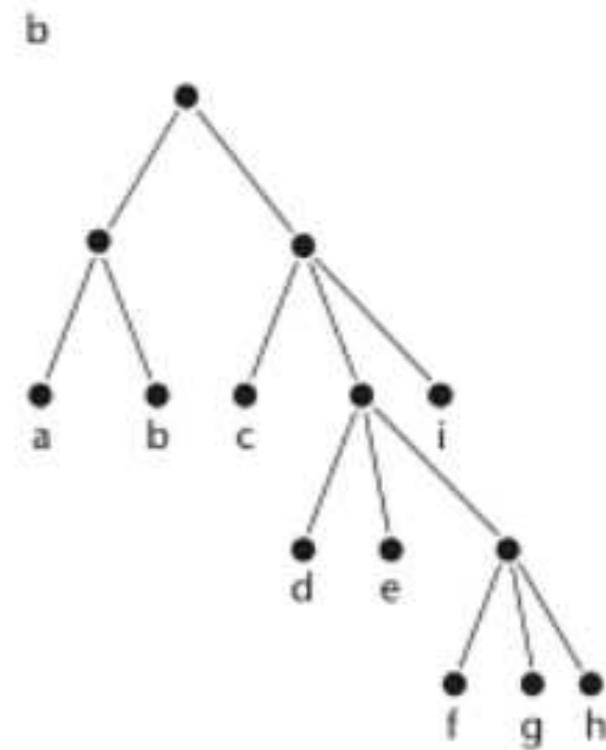
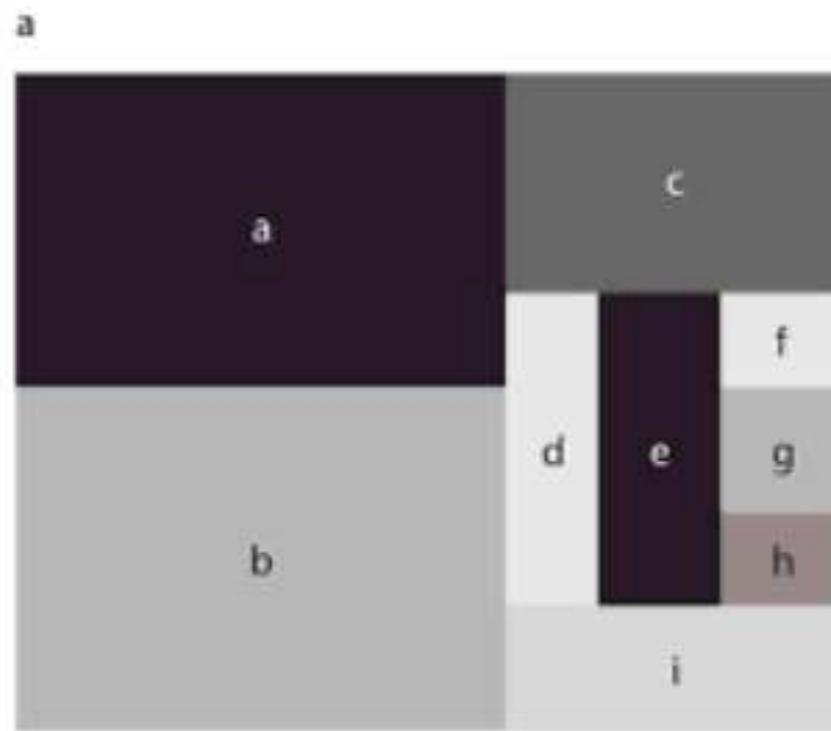


Fig. 2. (a) Explicit, node-link layout, (b) Implicit layout by inclusion, (c) Implicit Layout by overlap, (d) Implicit layout by adjacency.

# TreeMap

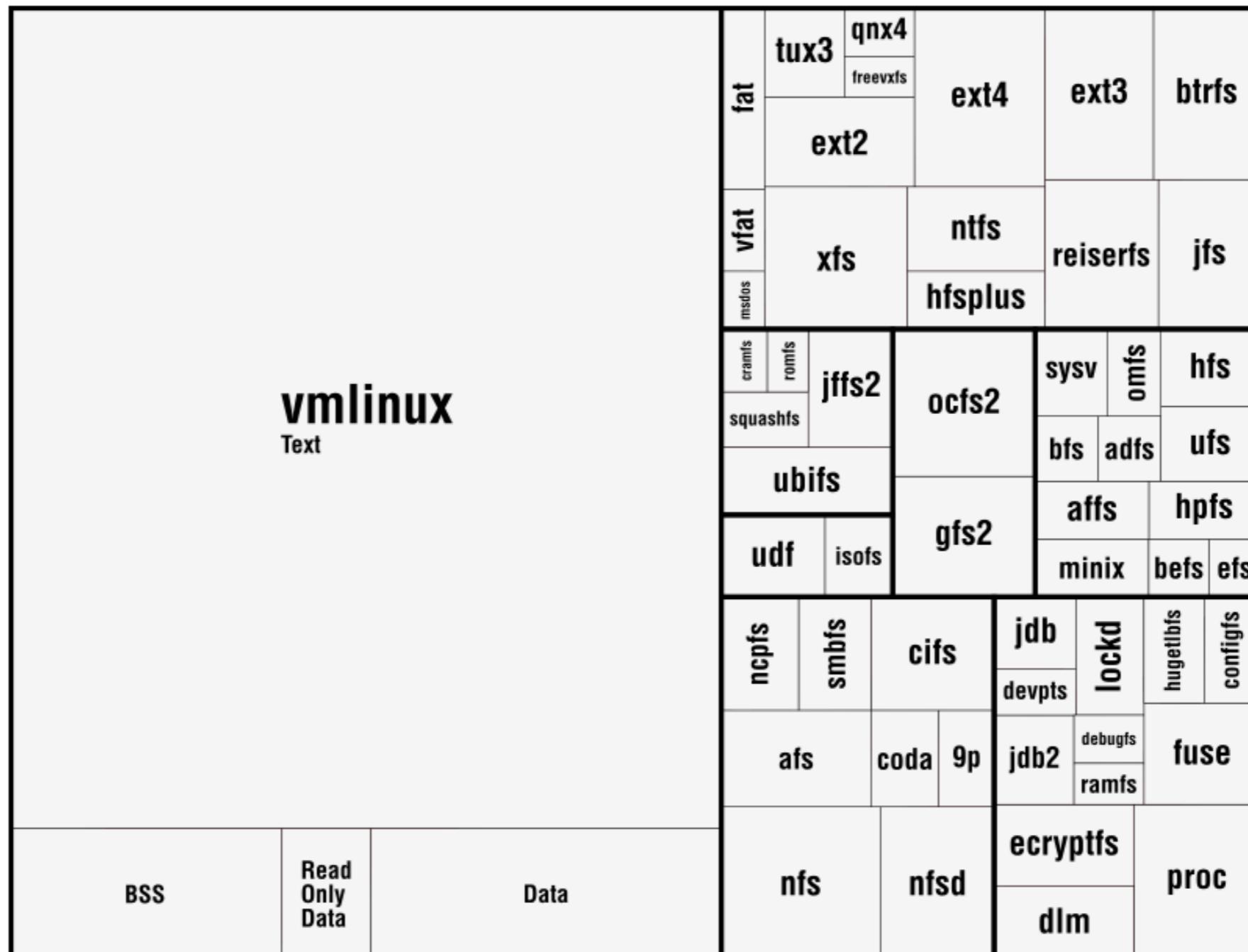
- Tree nodes are embedded in the area of their father nodes
- Attributes are mapped to space
- Space filling



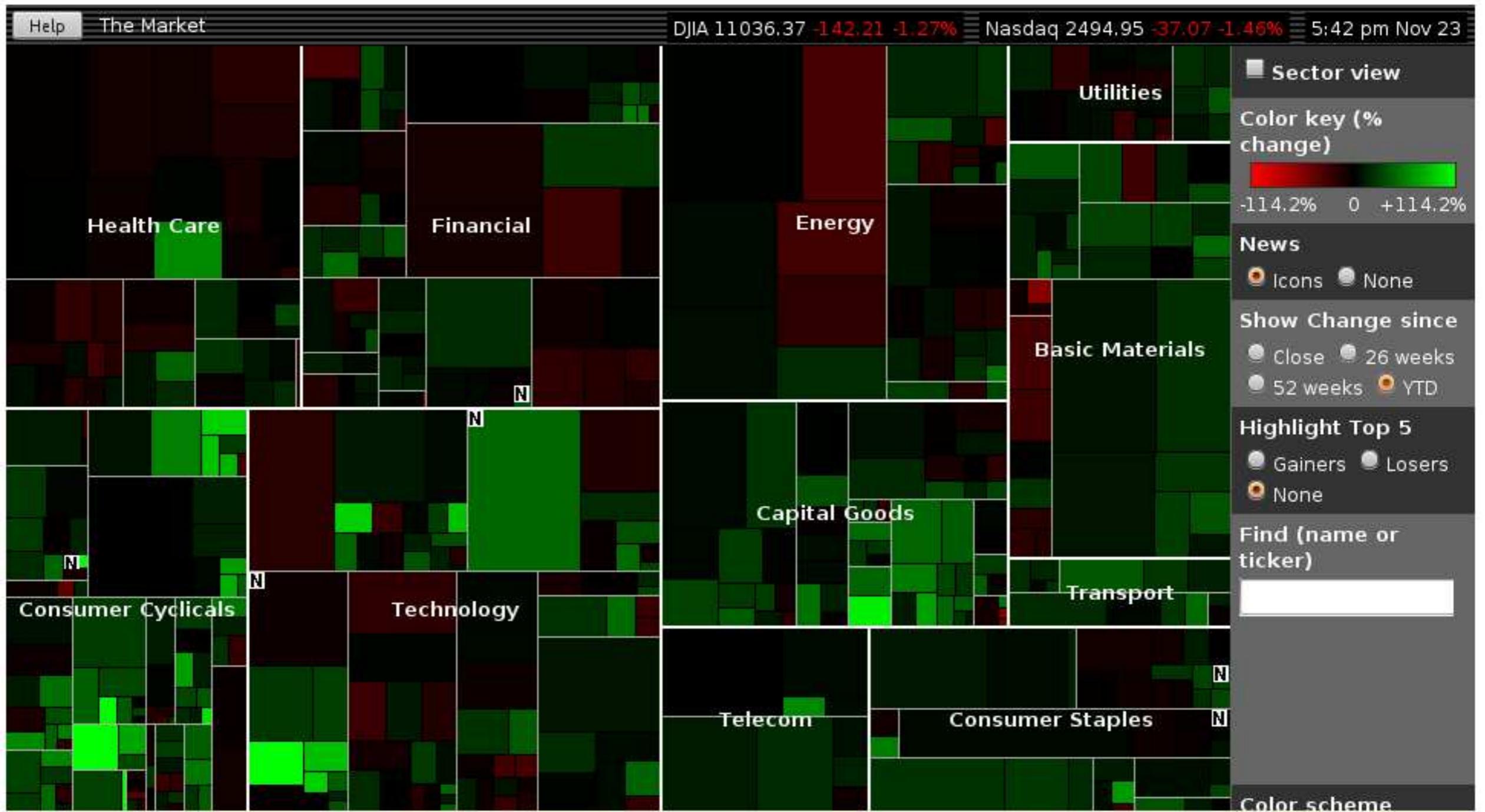
[Ware 2004]



# Example: File System Structure

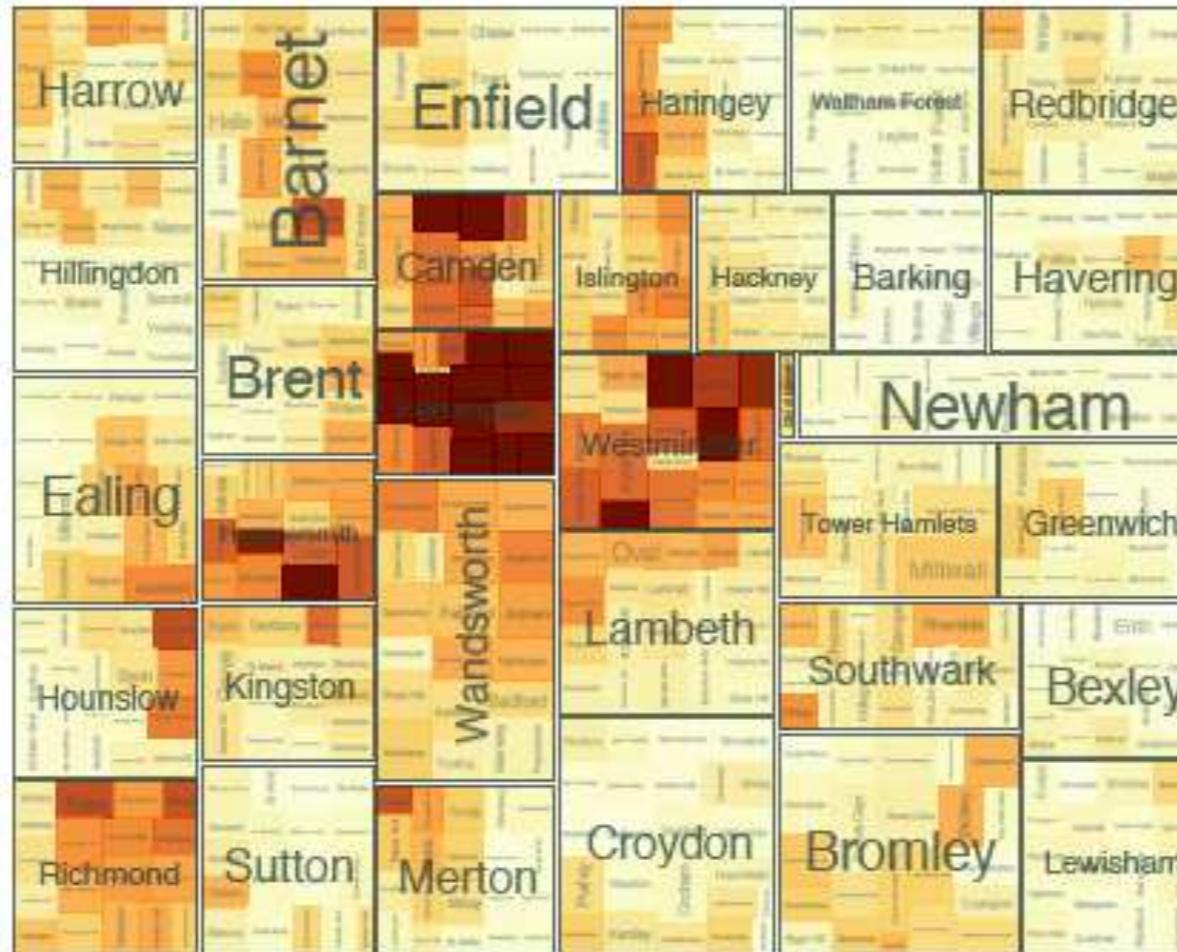


# Example: Stock Market TreeMap



# Configuring Hierarchical Layouts to Address Research Questions

- ▶ Aidan Slingsby, Jason Dykes, Jo Wood
- ▶ City University London



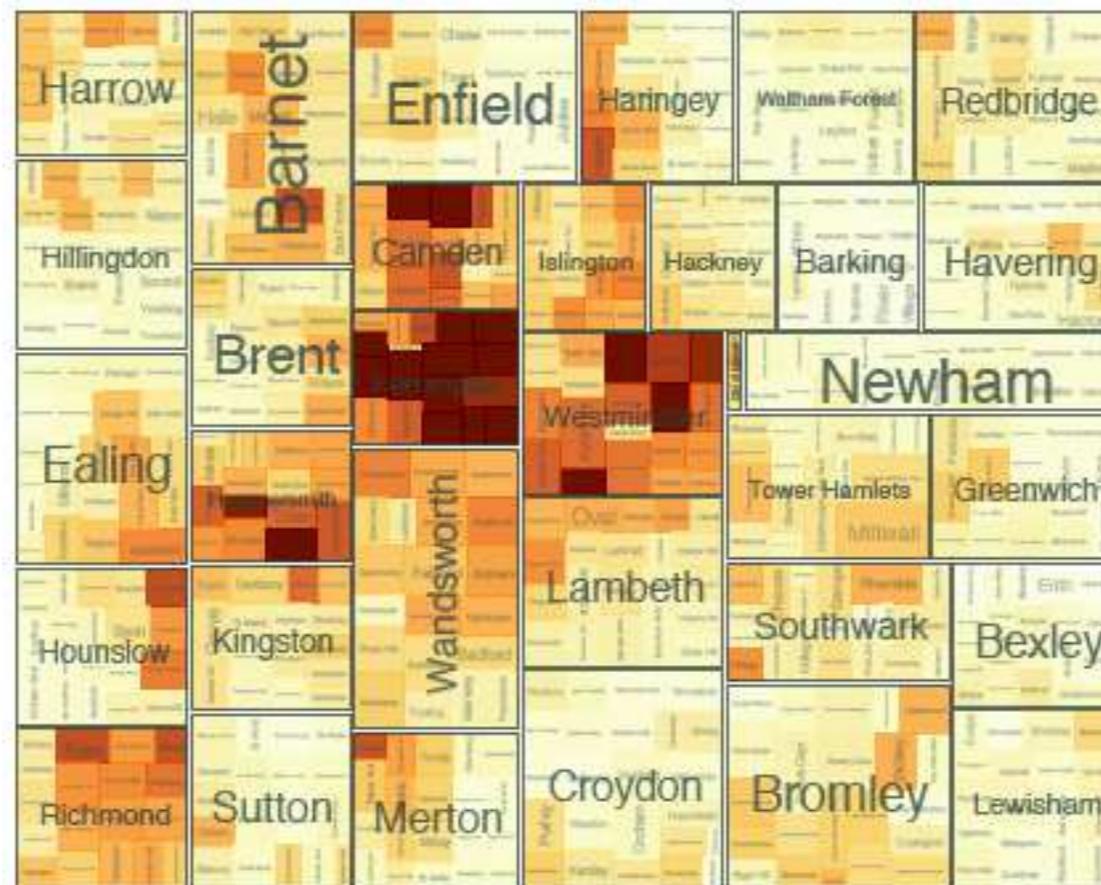
# Hierarchical Layouts

- ▶ Show multiple aspects of large multi-variate datasets
- ▶ Nested graphical summaries of resulting subsets - showing subset properties by
  - ▶ size
  - ▶ shape
  - ▶ color



# Space-Filling Rectangular Displays

- ▶ Ability to tessellate and nest
- ▶ Attribute hierarchy (order in which variables are dimensionally stacked) has strong effect on perception of patterns and trends

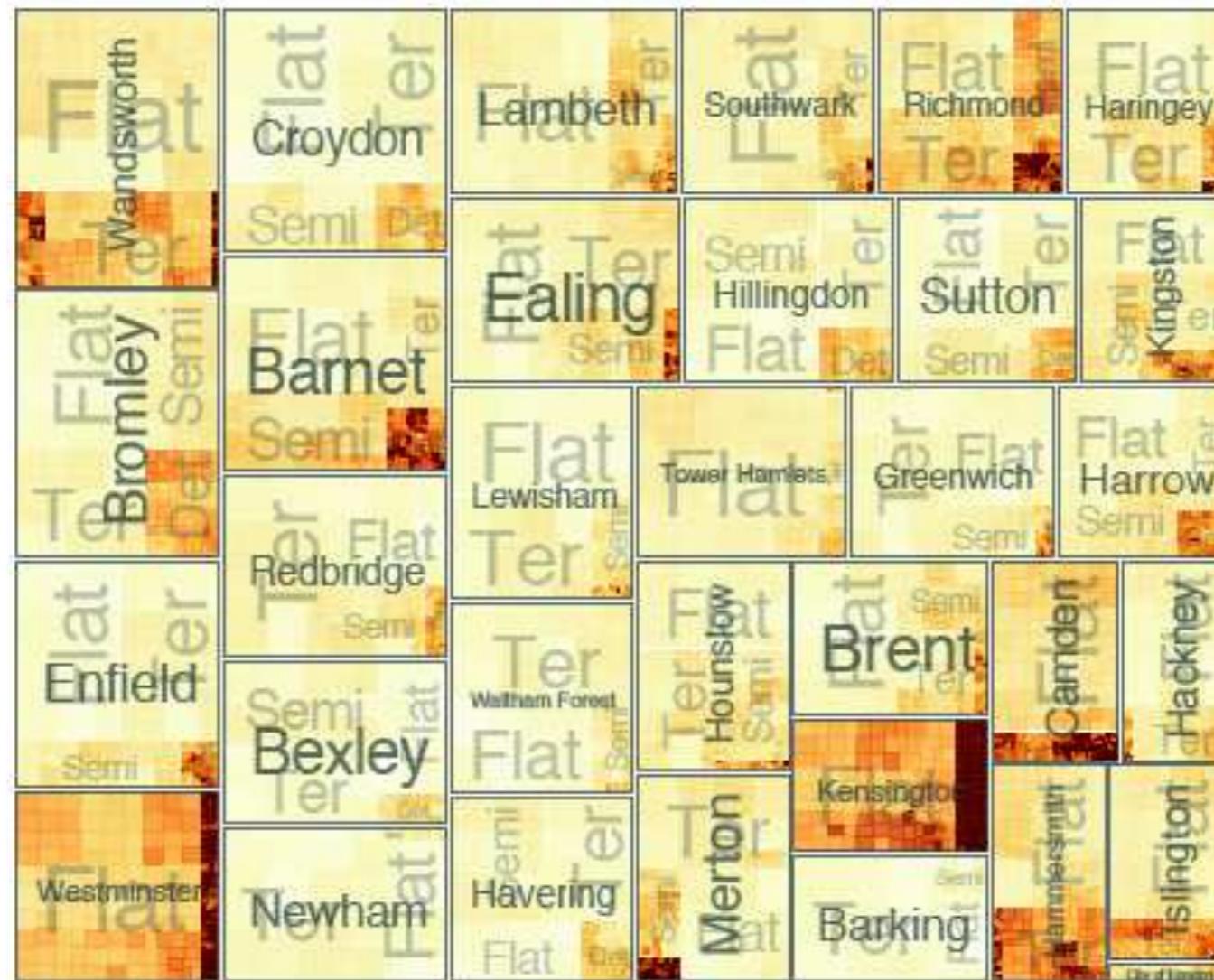


# HiVE

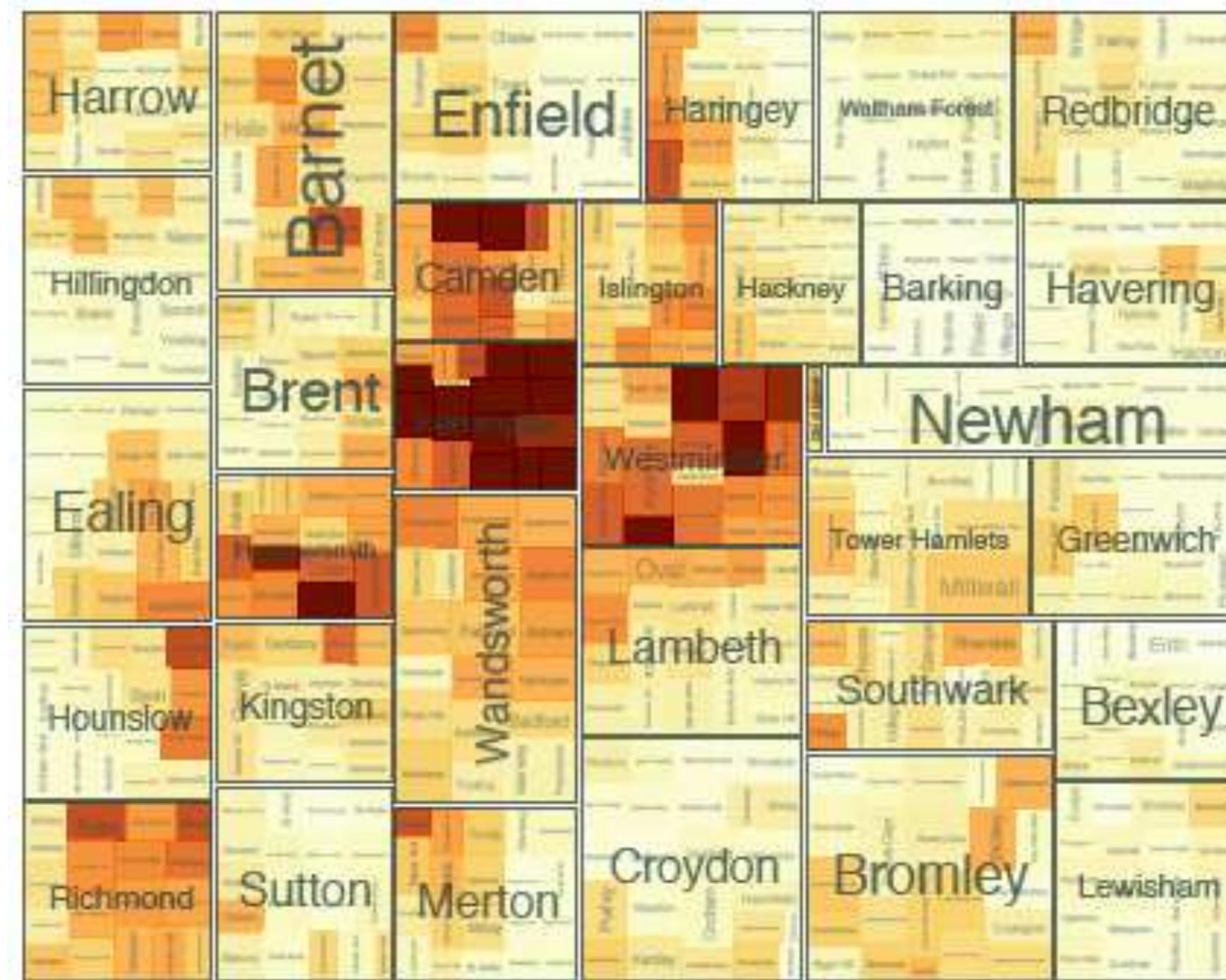
- ▶ Notation for describing hierarchical visualization
  - ▶ states
  - ▶ operators for reconfiguring states
- ▶ Control of
  - ▶ structure (attribute hierarchy)
  - ▶ appearance
    - ▶ layout (e.g. “squarified”, “spatially-ordered” ...)
    - ▶ size
    - ▶ color



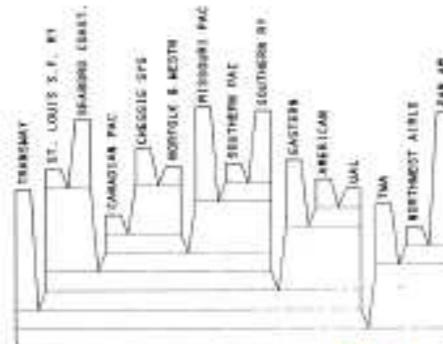
# Example



# Video!



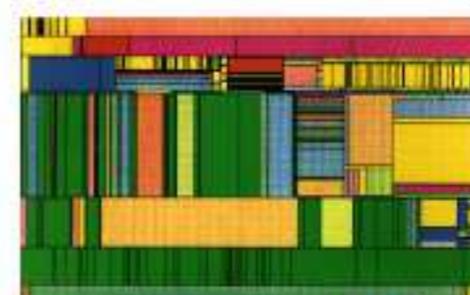
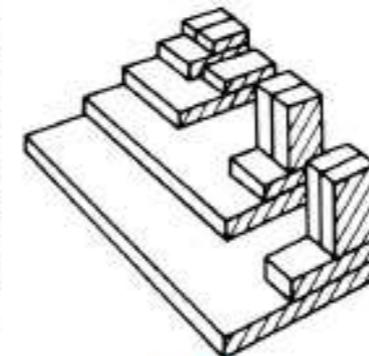
# Implicit Hierarchy Visualization Techniques Overview 1981-1997



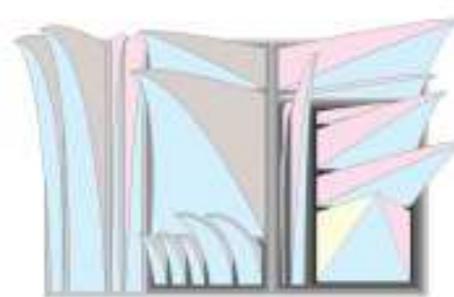
(a) Castles 1981 [17]



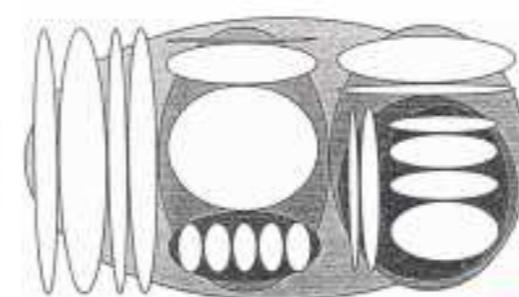
(b) 2D+3D Icicle Plots 1983 [12]



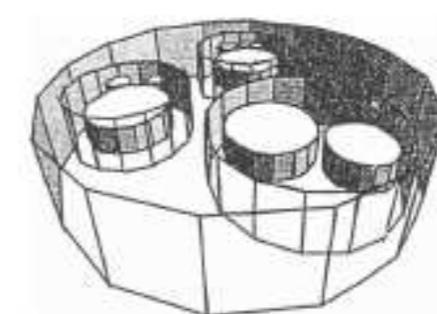
(c) Treemap 1991 [10], [11]



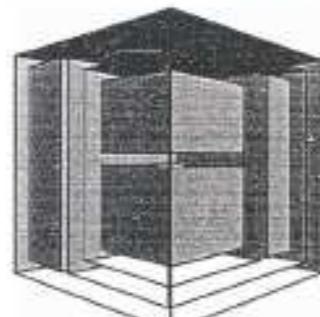
(e) Polar Treemap 1993 [15]



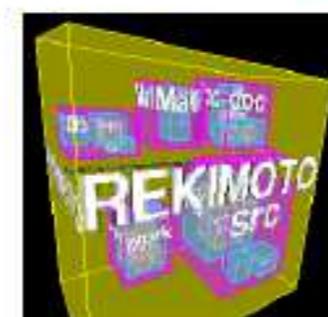
(f) Treemap with Ovals 1993 [15]



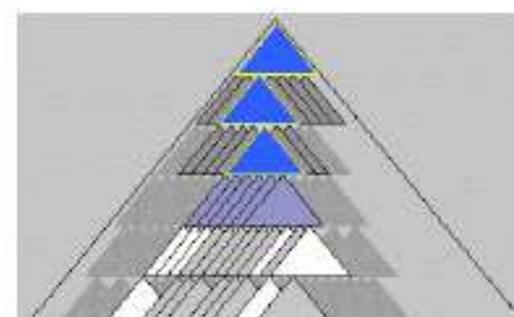
(g) Nested Columns 1993 [15]



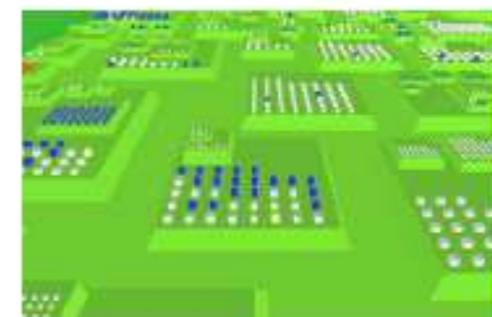
(h) 3D Treemap 1993 [15]



(i) Information Cube 1993 [29]



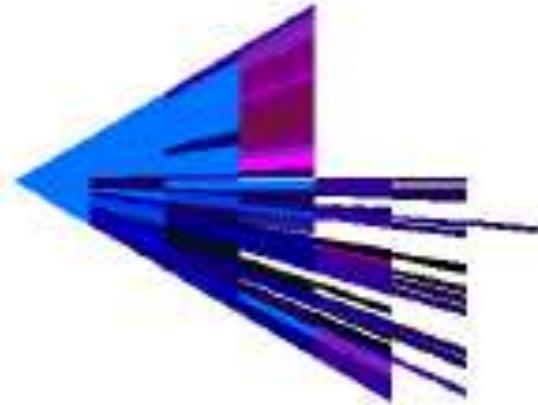
(j) Cheops™ 1996 [50]



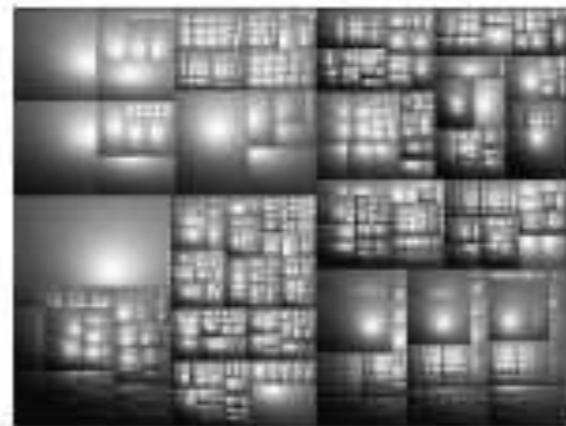
(k) Information Pyramids™ 1997 [28]

# Implicit Hierarchy Visualization Techniques

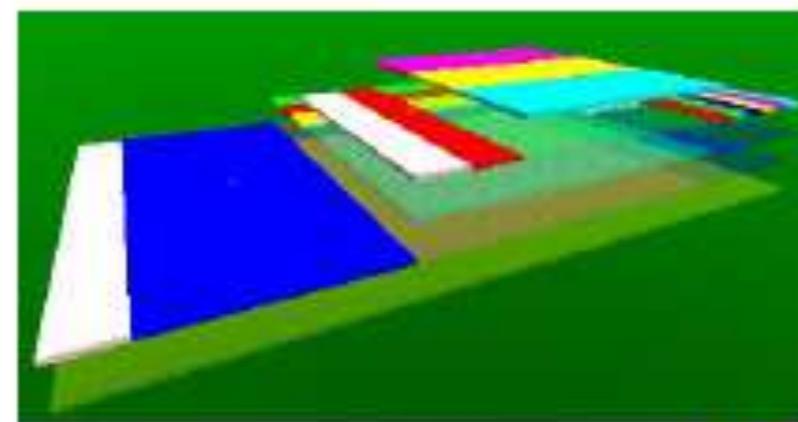
## Overview 1998-2002



(l) Triangular Aggregated  
Treemap 1998 [49]



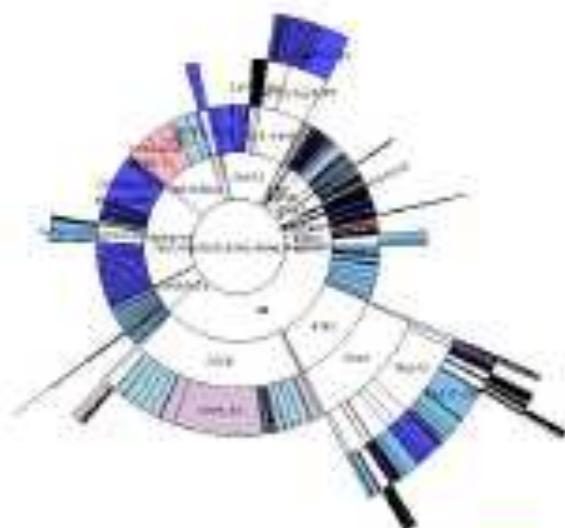
(m) Cushion Treemap  
1999 [51]



(n) 3D Nested Treemap 1999 [26]



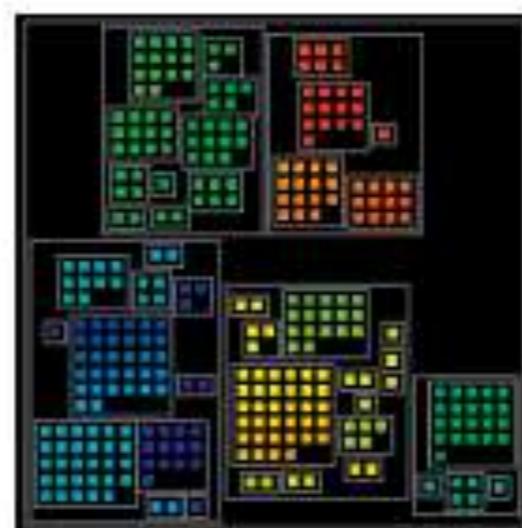
(o) PieTree 2000 [38]



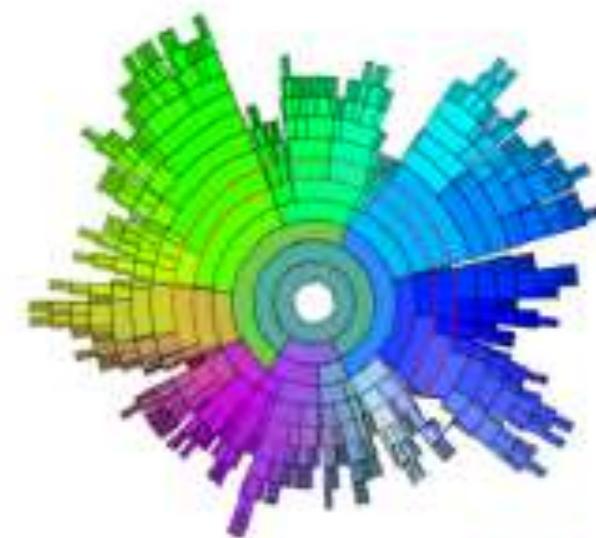
(p) Sunburst 2000 [40]



(q) Quantum Treemap  
2001 [66]



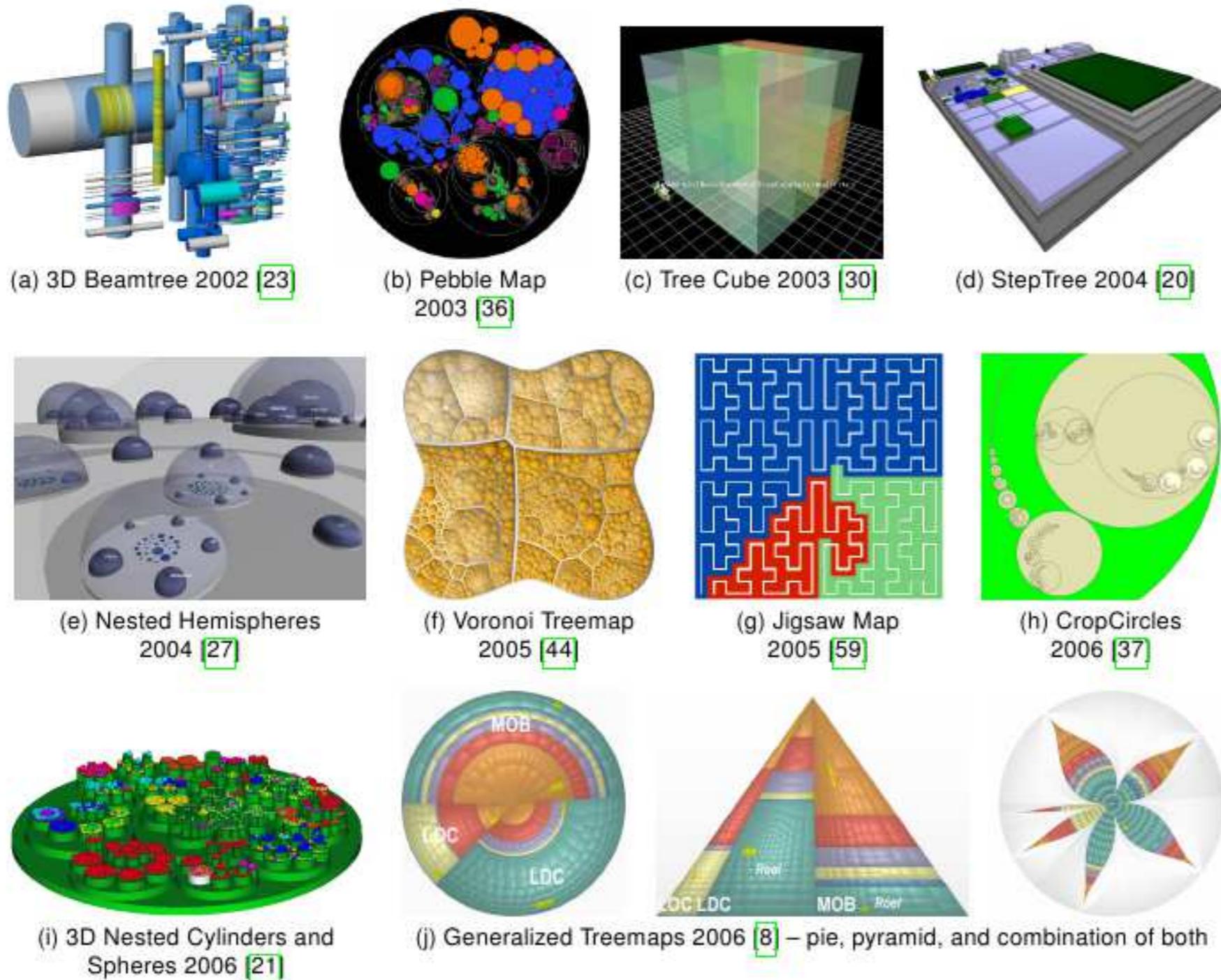
(r) Data Jewelry Box  
2002 [58]



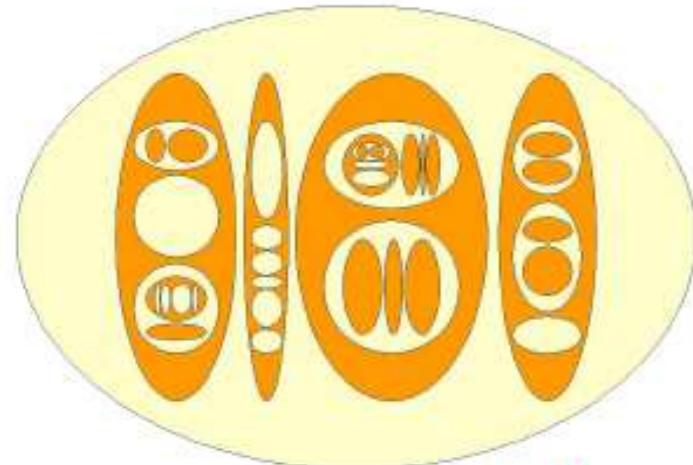
(s) InterRing 2002 [42]

# Implicit Hierarchy Visualization Techniques

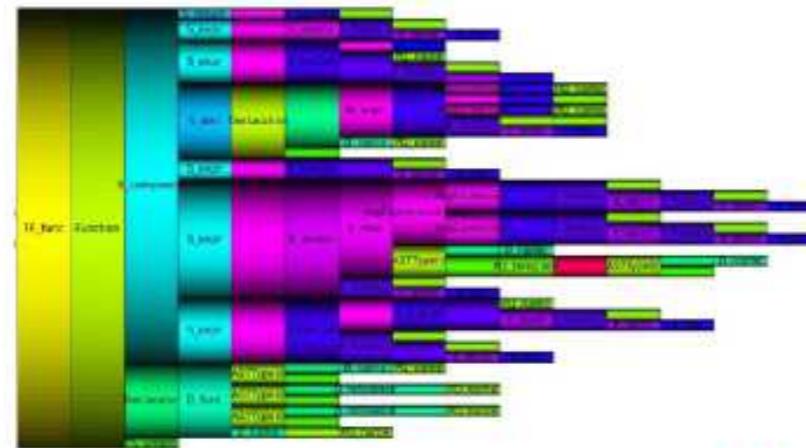
## Overview 2002-2006



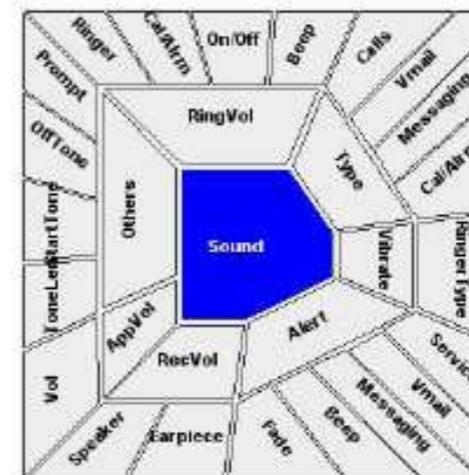
# Implicit Hierarchy Visualization Techniques Overview 2006-2009



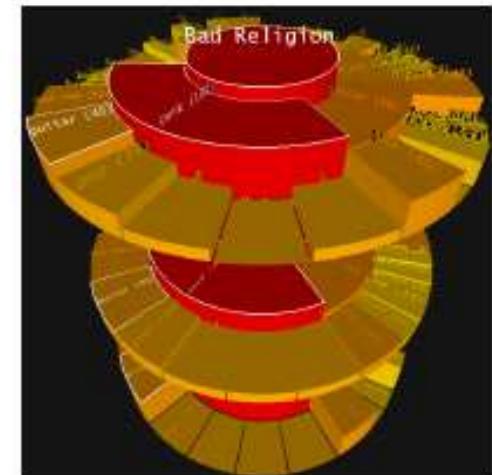
(k) Ellimap 2007 [48]



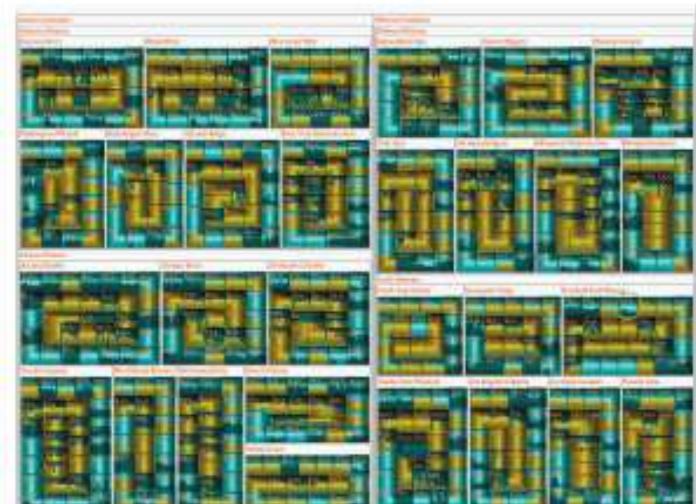
(l) Cushioned Icicle Plot 2007 [52]



(m) Radial Edgeless Tree 2007 [46], [47]



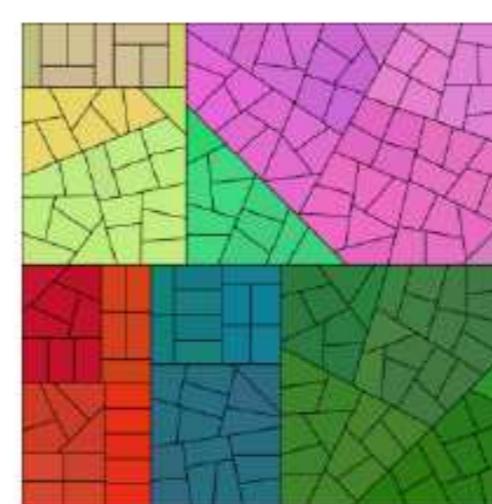
(n) 3D Sunburst 2007 [70]



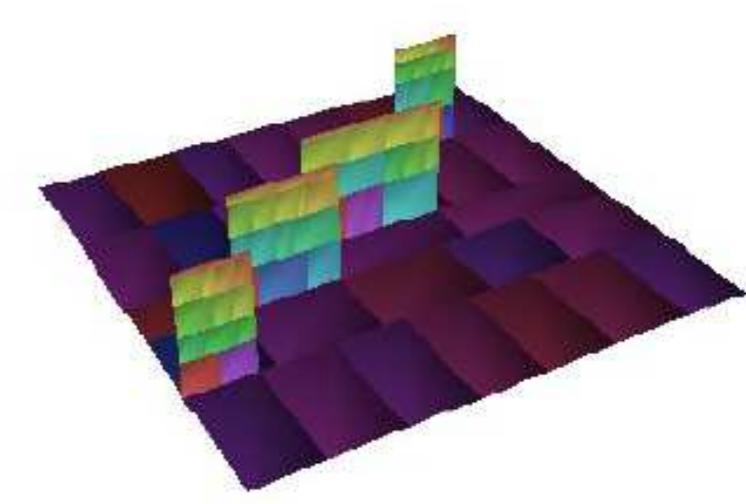
(o) Contrast Spiral Treemap 2007 [53]



(p) Cascaded Treemap 2008 [19]



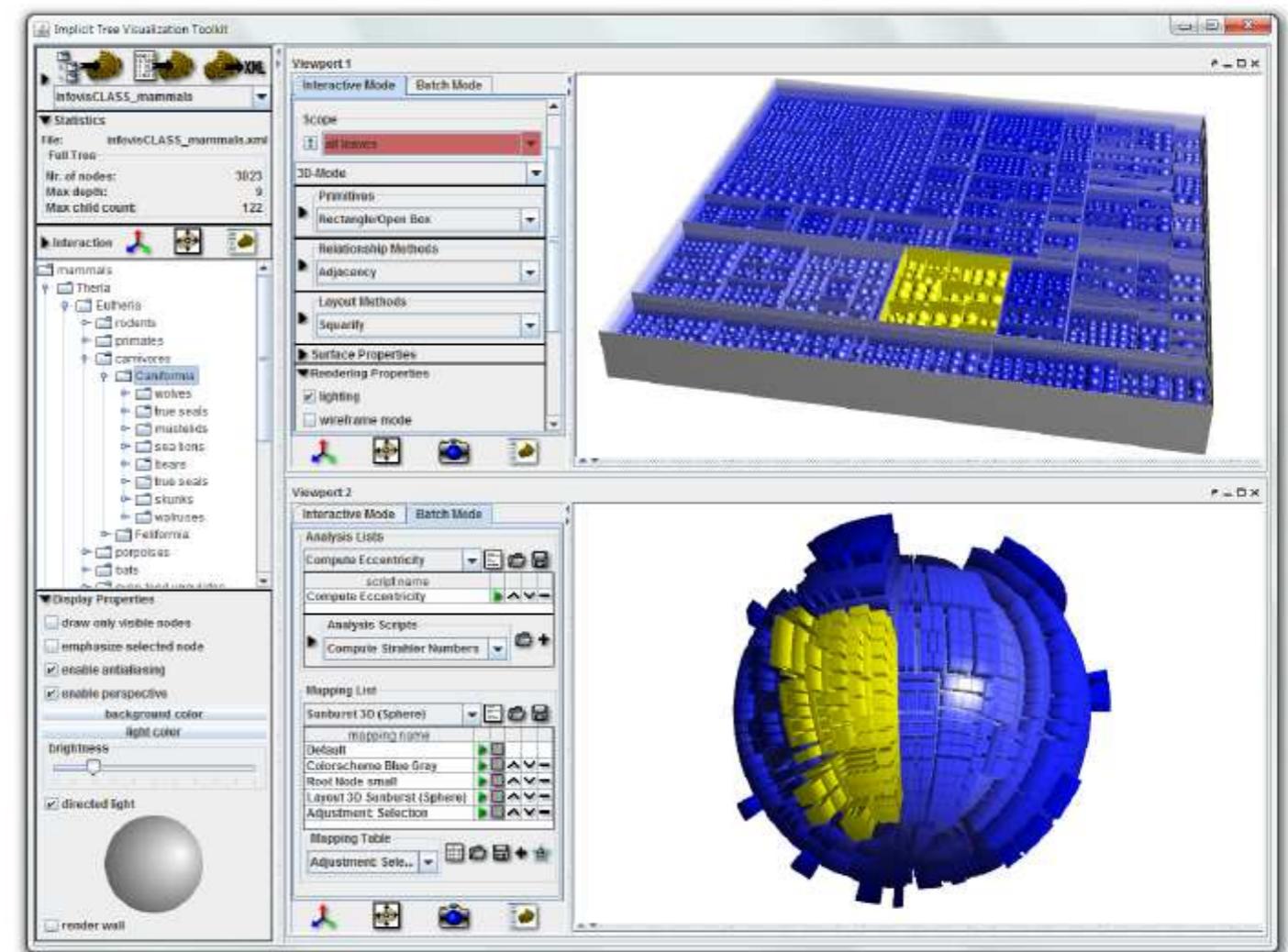
(q) Circular Partitions 2008 [45]



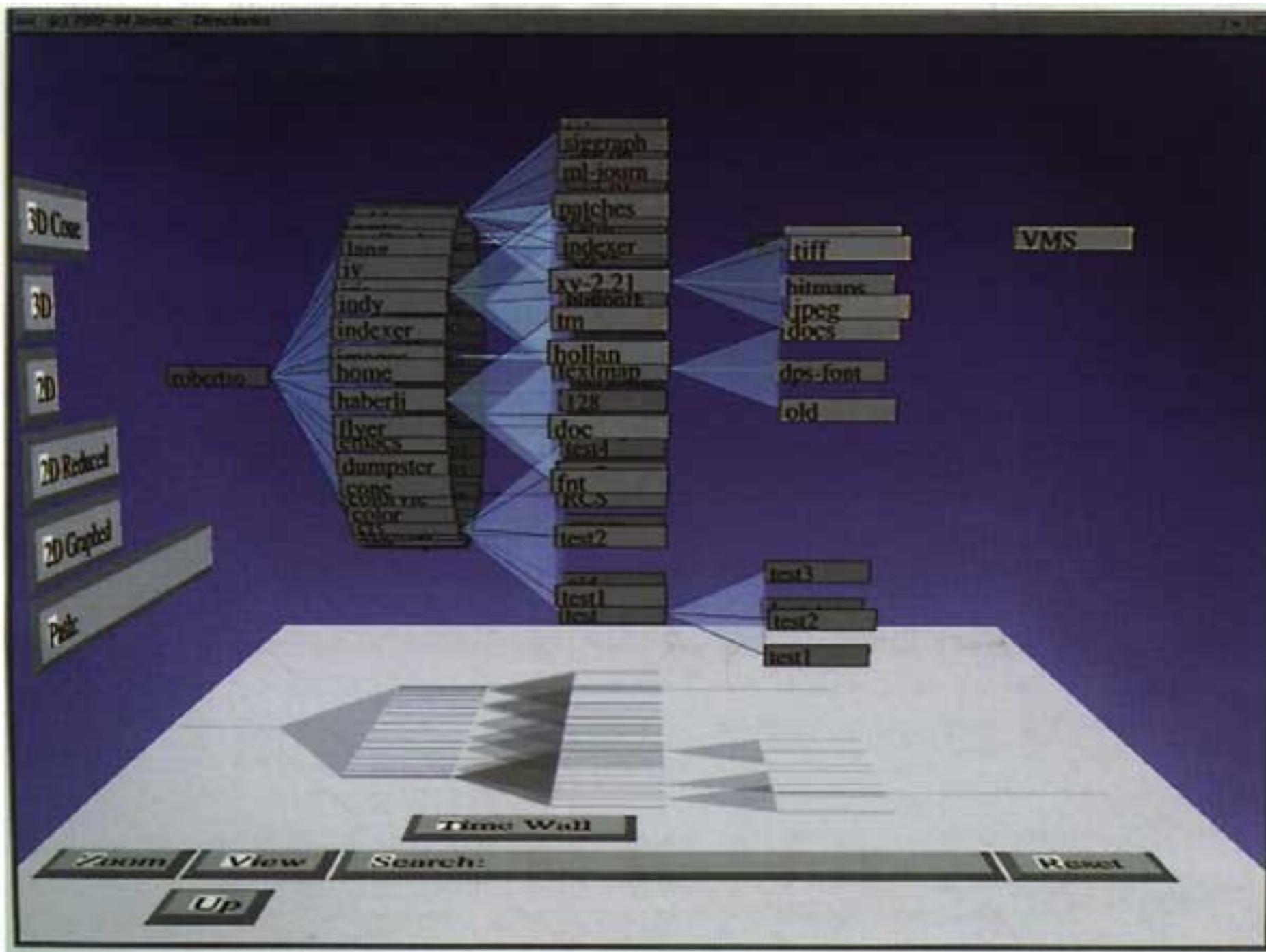
(r) Lifted Treemap 2009 [68]

# Implicit Tree Visualization Toolkit

- ▶ Rapid Visualization Development
- ▶ Create published and even unpublished techniques
- ▶ Design Space
  - ▶ Dimensionality
  - ▶ Node Representation
  - ▶ Edge Representation
  - ▶ Layout

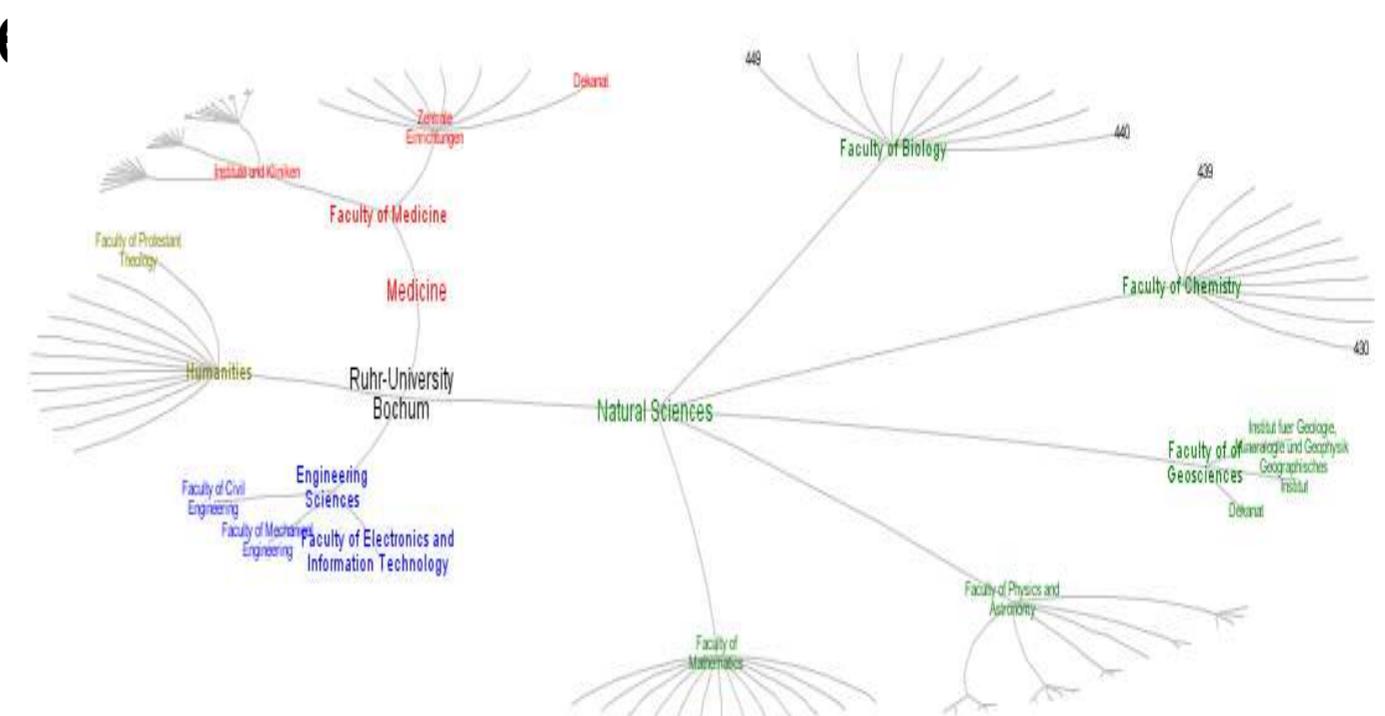
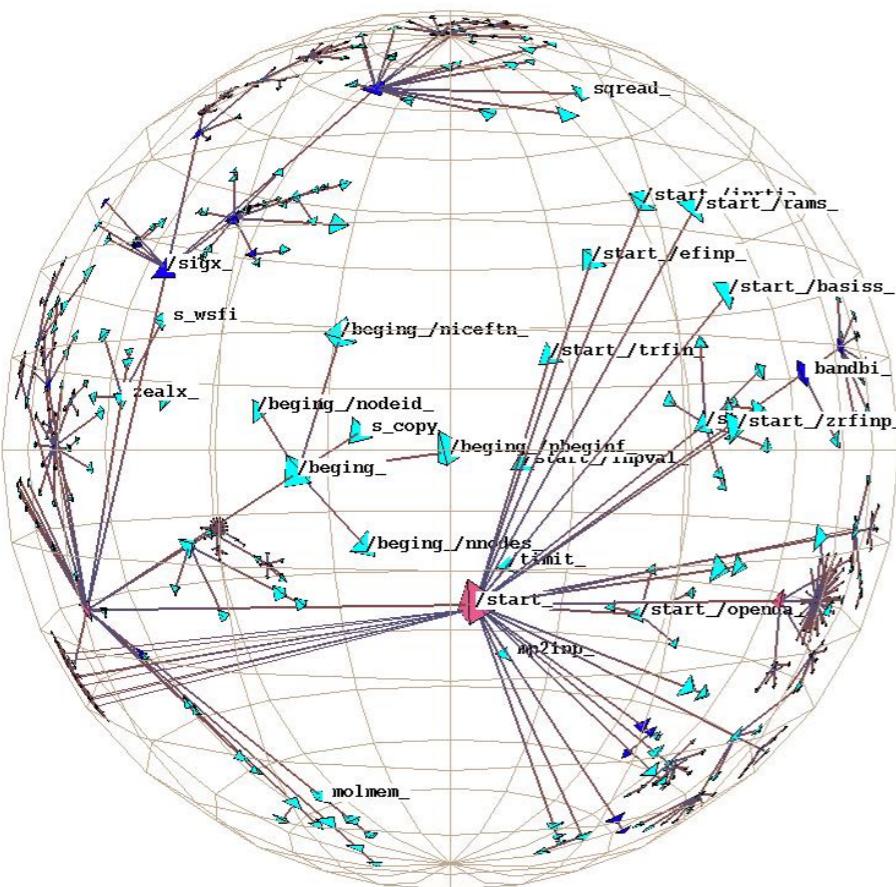


# Cone Tree



# Hyperbolic Tree

- Circular display region
- Projection on a sphere
- Root initially in the center



# Hybrid Visualization Techniques

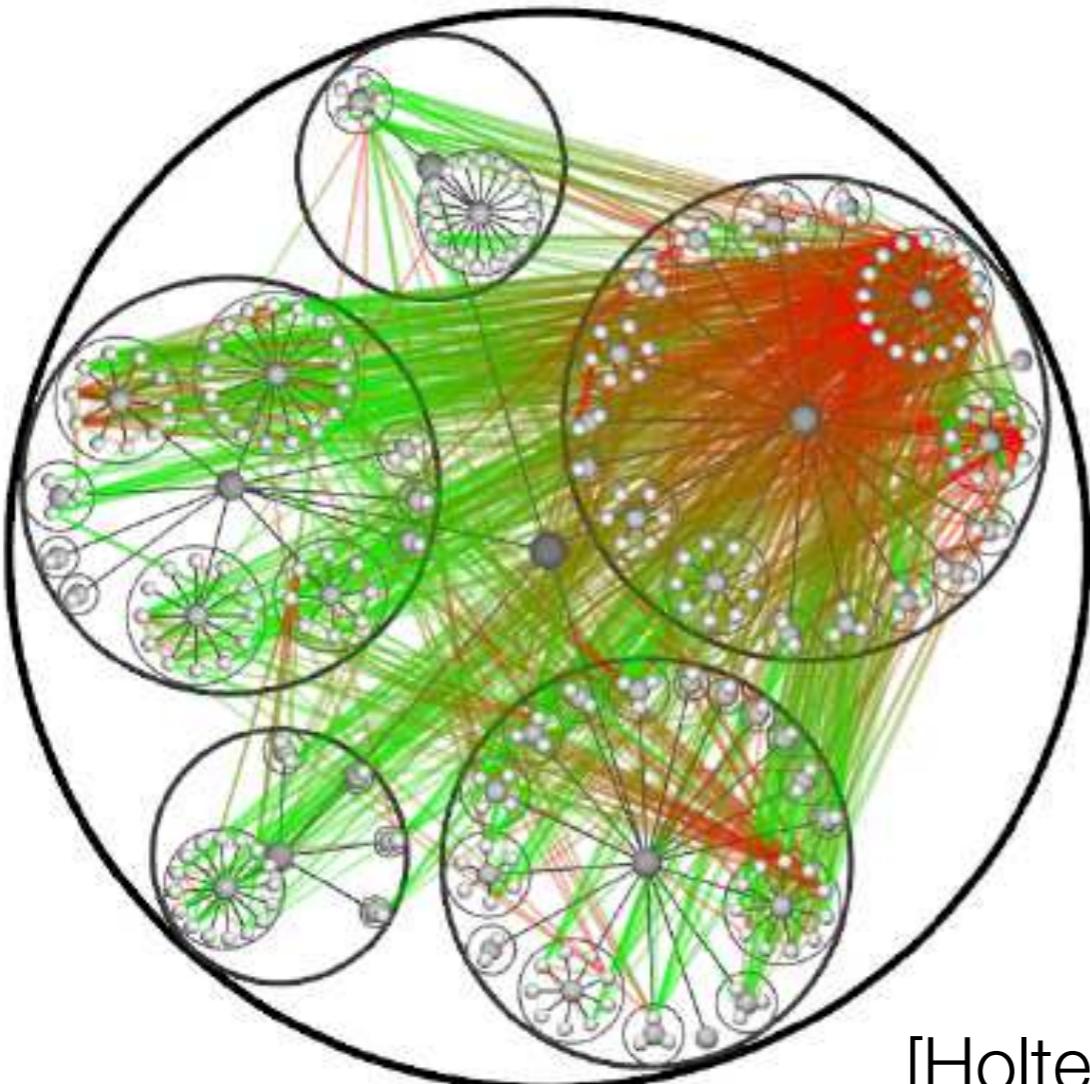


# Hybrid

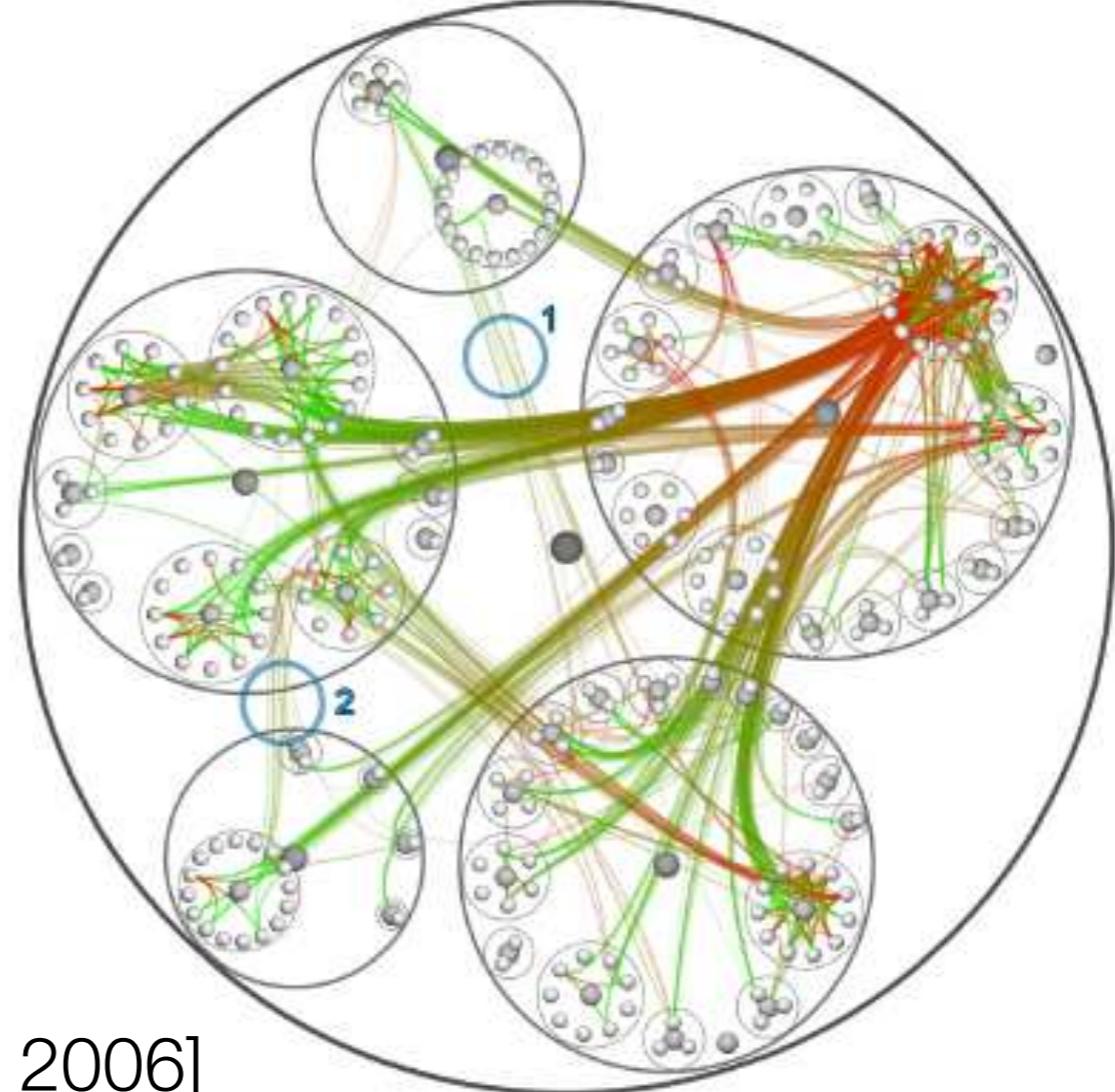
- ▶ Data sets with mixed characteristics
- ▶ Example
  - ▶ Primary: multi-dimensional data
  - ▶ Secondary: tree structure calculated with clustering algorithm



# Hierarchical Edge Bundling



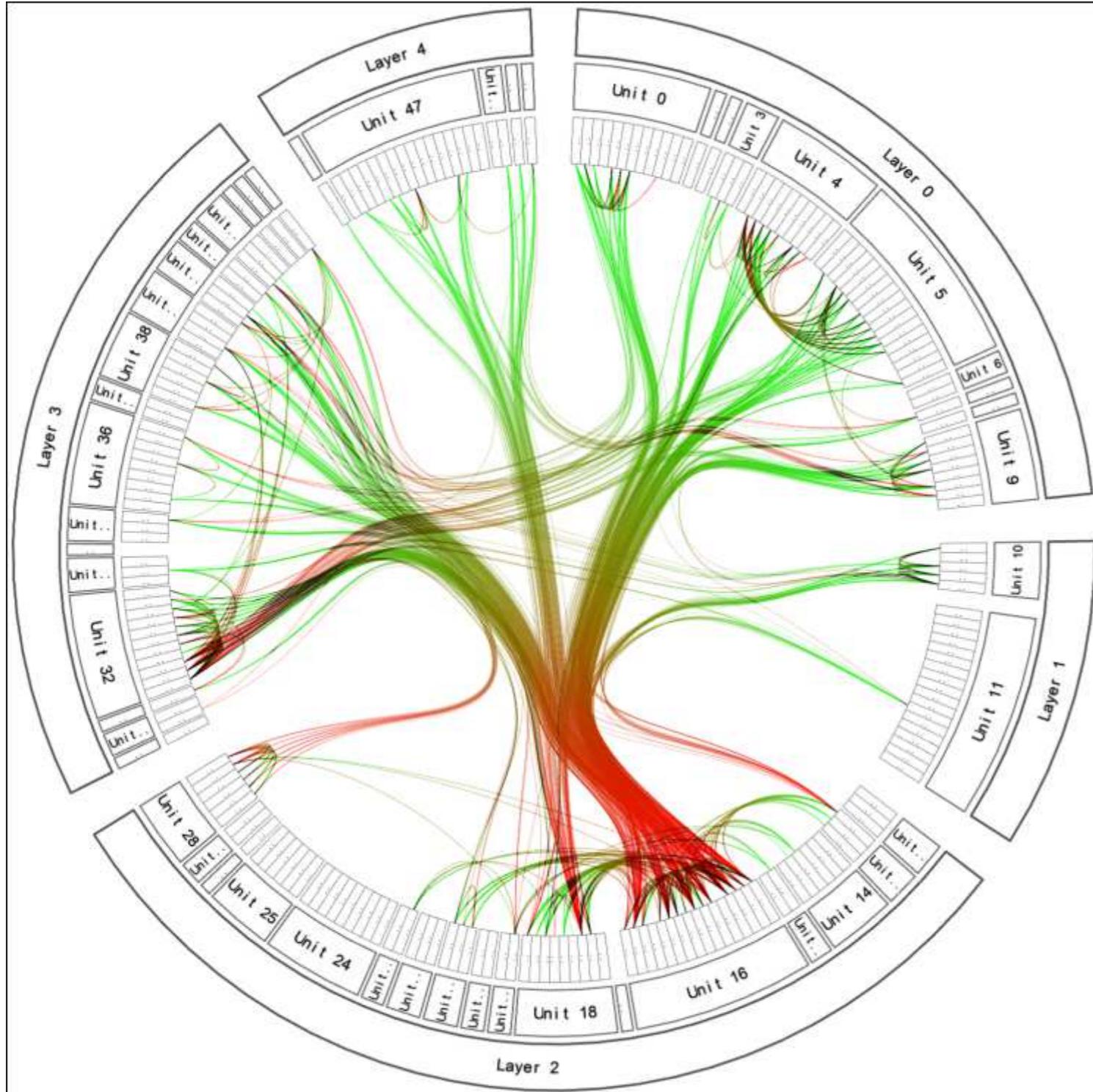
(a) Original graph



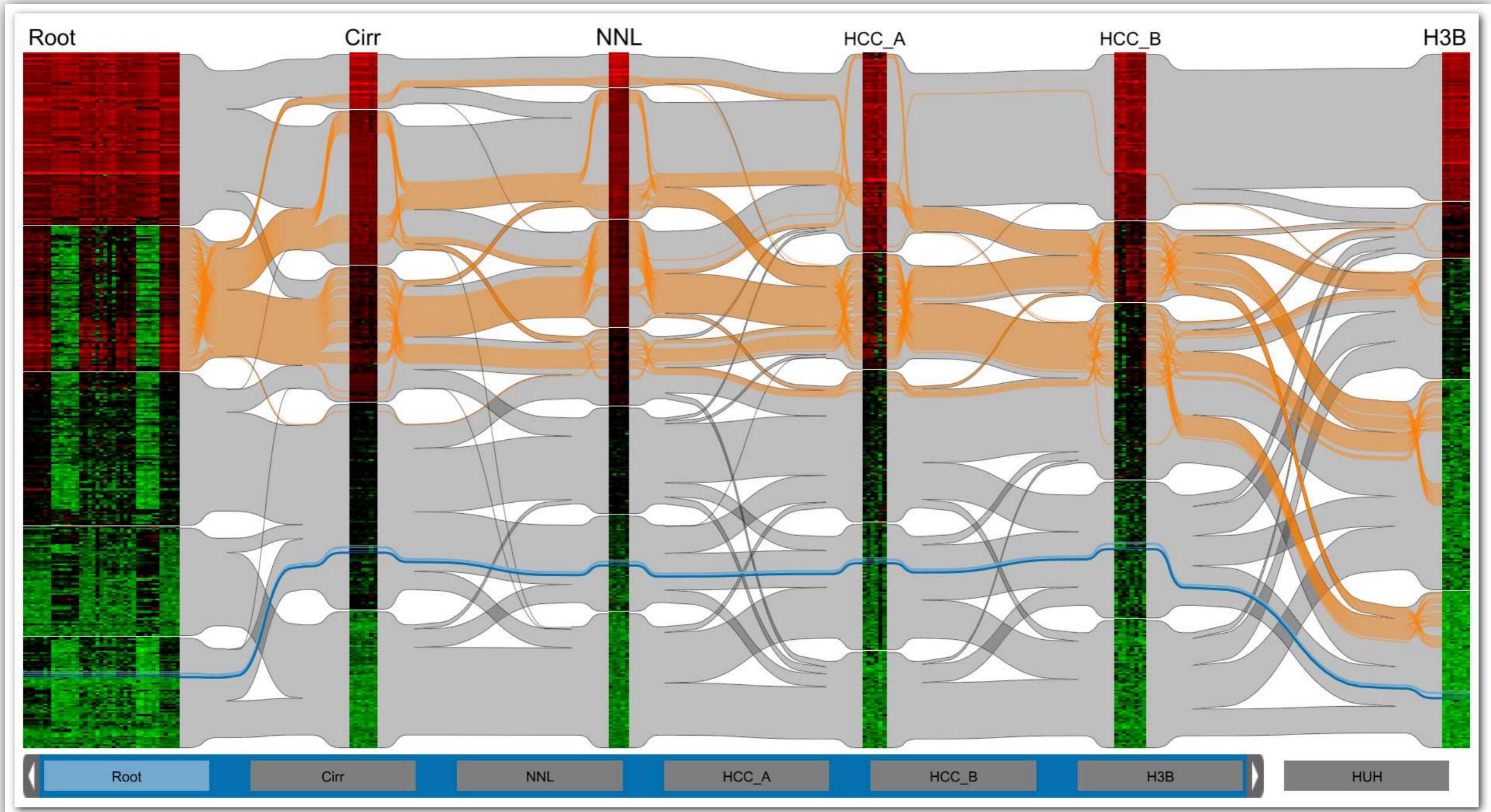
(b) Edge bundling



# Hierarchical Edge Bundling (2)

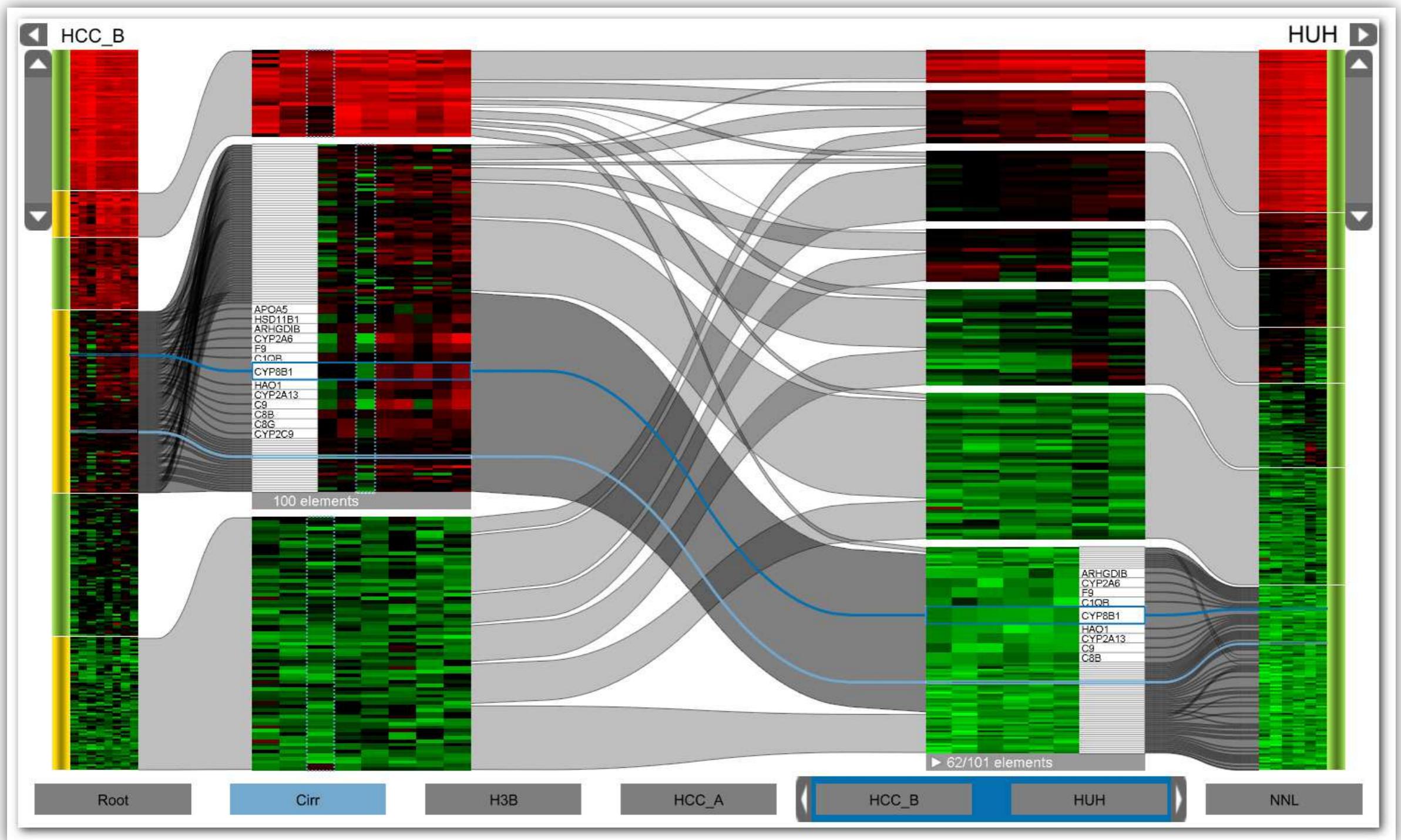


# Caleydo Matchmaker



# Caleydo Matchmaker: Detail Mode

<http://www.youtube.com/watch?v=vi-G3LqHFZA>

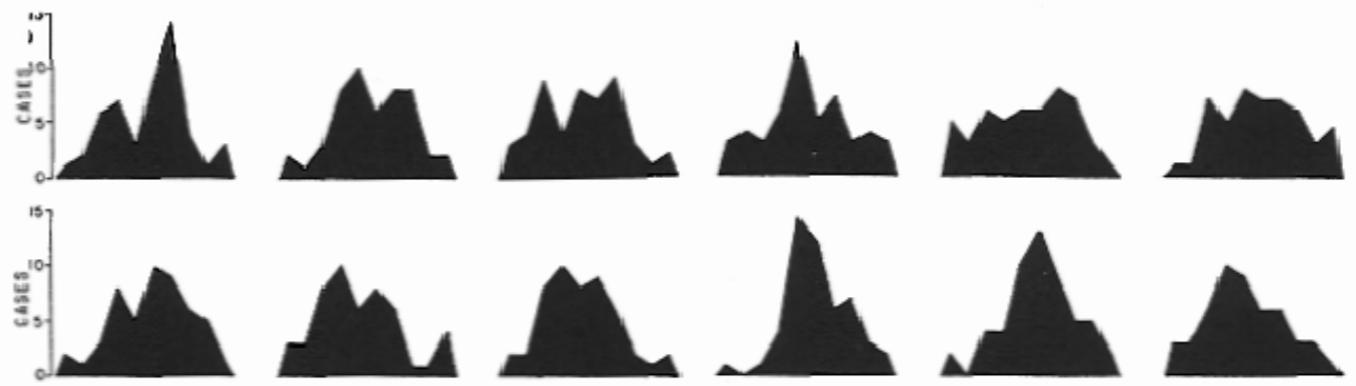


# Multiple-coordinated Views, Brushing



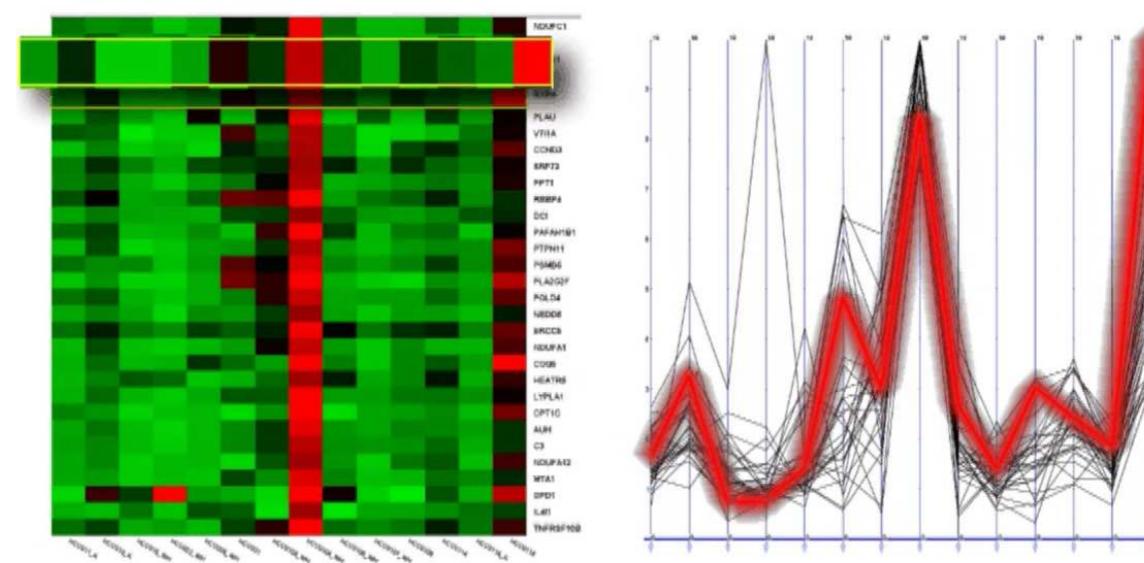
# Multiple Views

- Multiple data sets using the same visual representation



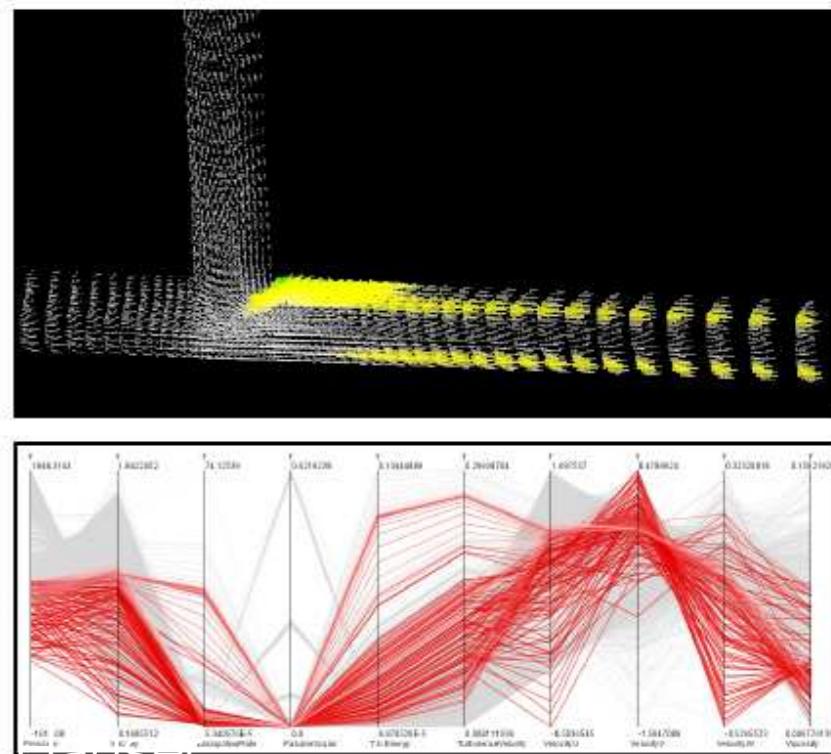
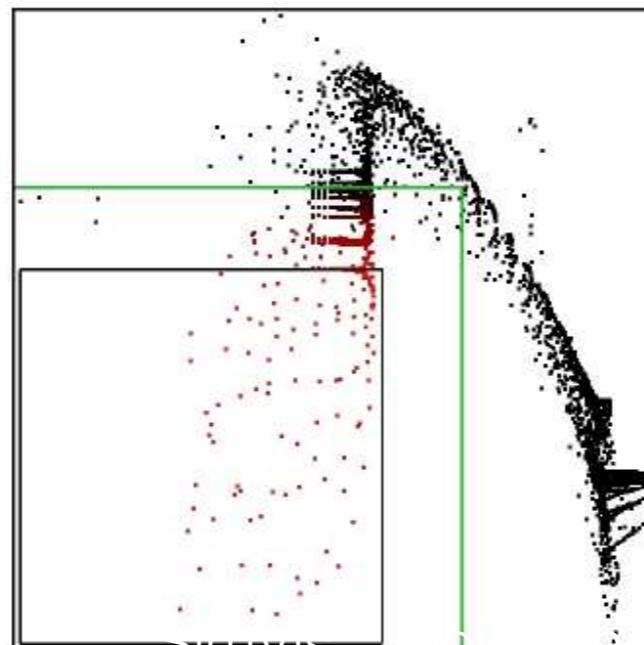
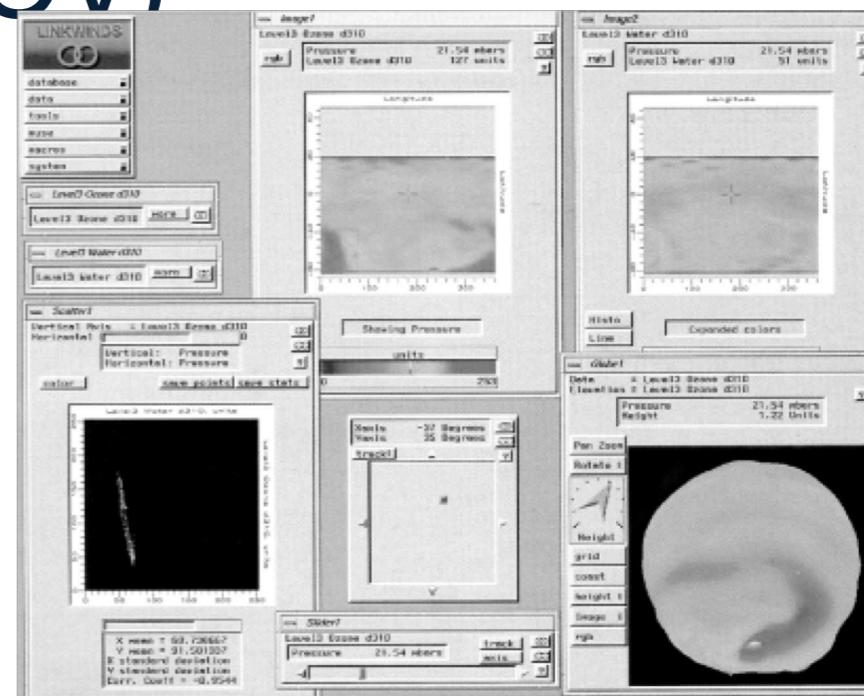
[Edward Tufte. The Visual Display of Quantitative Information, p 172]

- A single data set in multiple representations



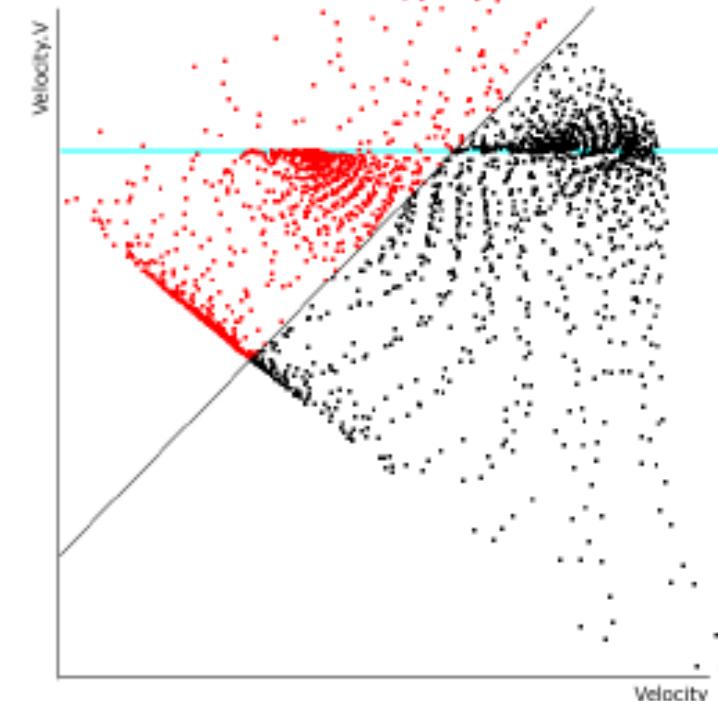
# Multiple Coordinated Views (MCV)

- Linking of views
- Kinds
  - ▶ Highlighting (brushing)
  - ▶ Navigation (overview+detail)
  - ▶ Change of parameters

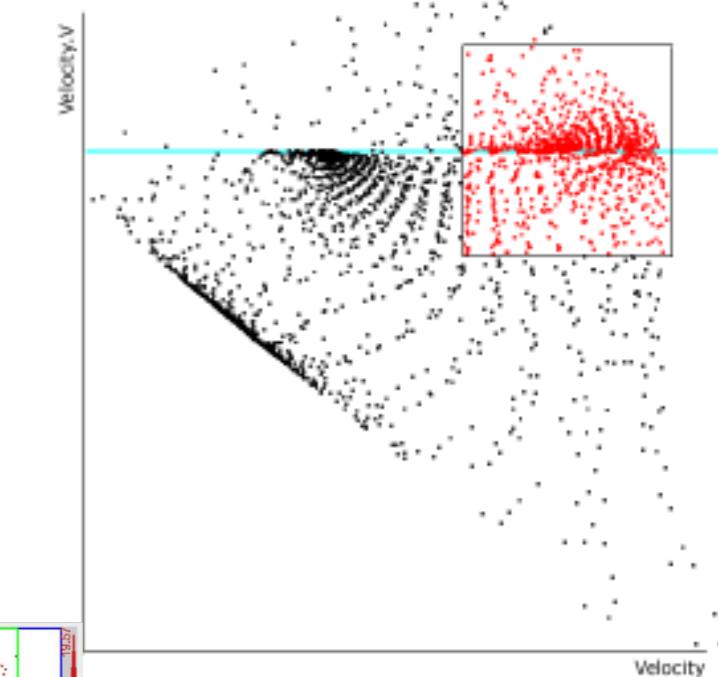


# Brushing

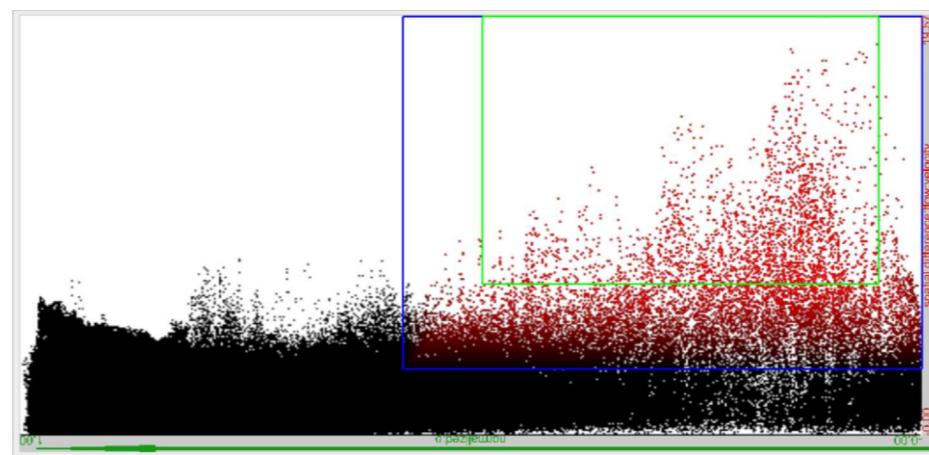
- ▶ Highlight or select groups of data points
  - ▶ geometric functions such as:
    - ▶ rectangles, angles, free-form, lassos, etc.
    - ▶ query results
- ▶ Can be composite (AND, OR)
- ▶ Can be continuous (smooth brush)



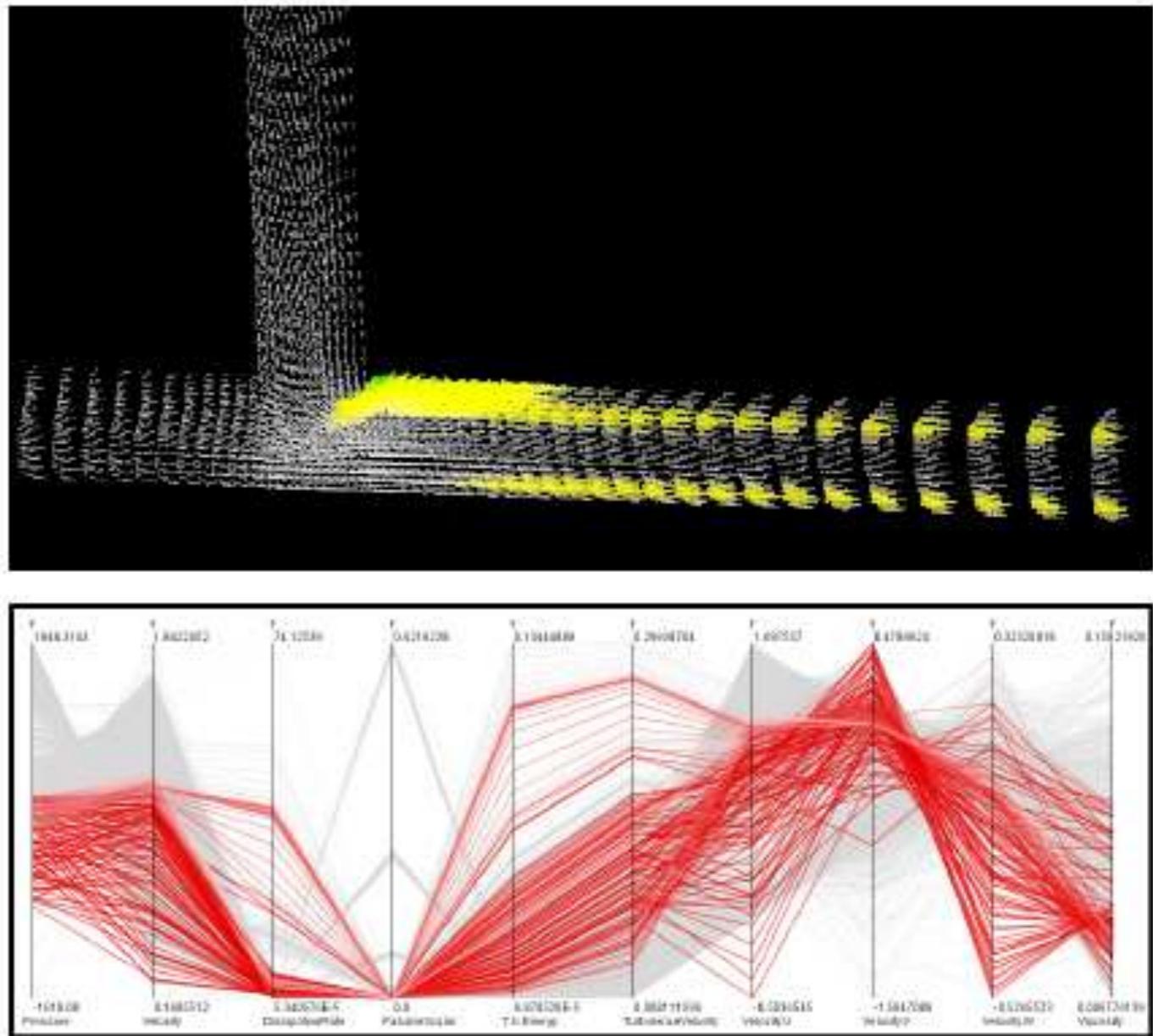
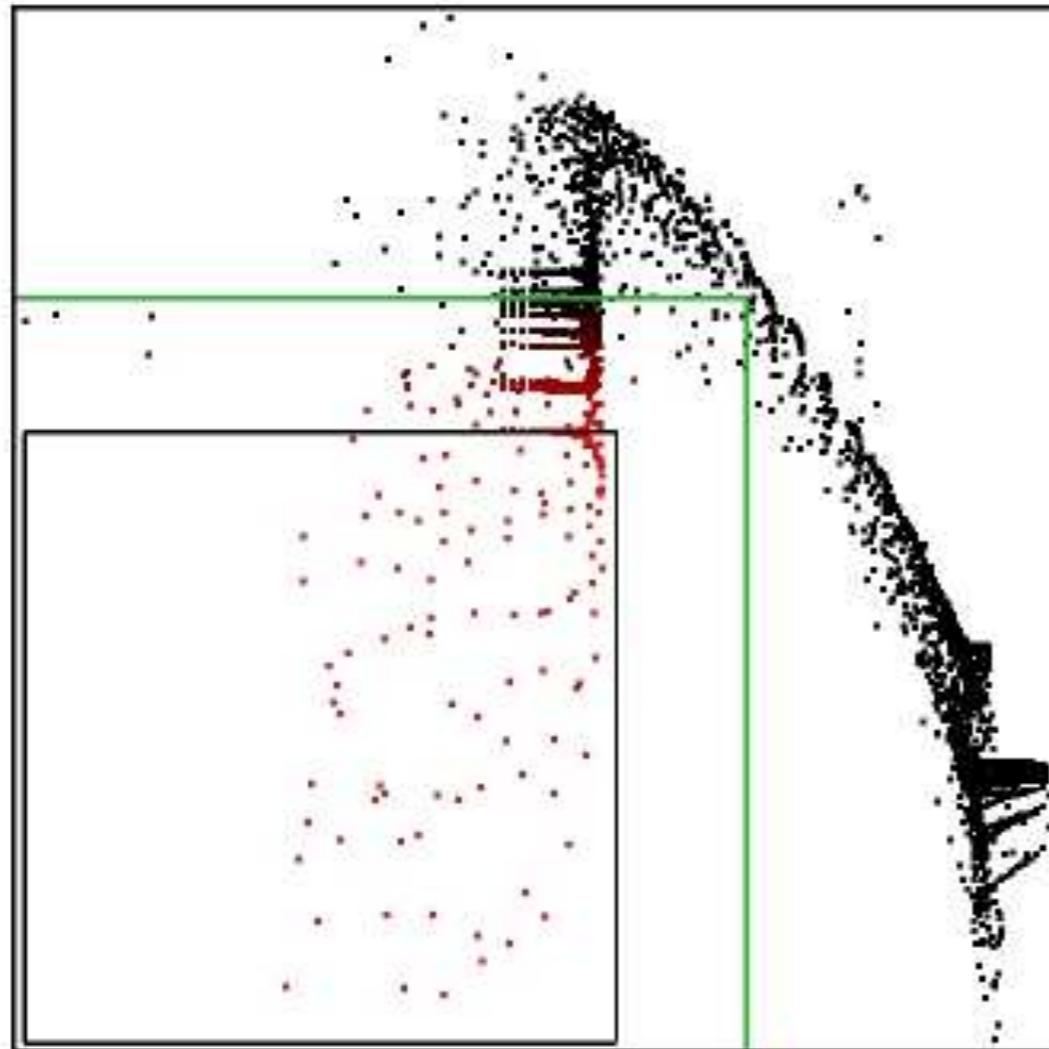
[Doleisch et al. 2004]



[Hauser et al. 2002]

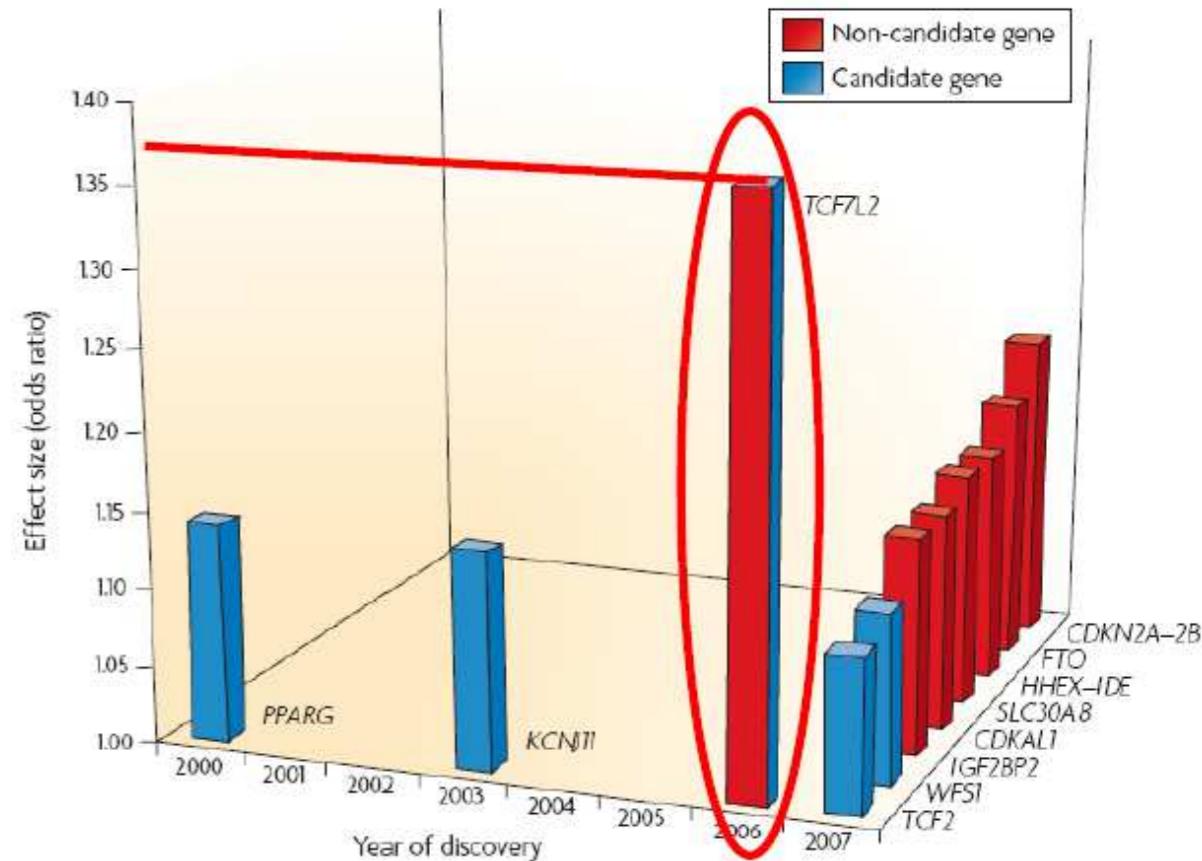


# Linking: Brushing in MCV



# 2D vs. 3D

- 2D
  - ▶ No projection and visibility calculation needed
  - ▶ PRO
    - ▶ Easy to understand
    - ▶ Concrete data values can be read
    - ▶ No extra requirements to soft-/hardware
- ▶ 3D
  - ▶ More data presentable
  - ▶ PRO
    - ▶ Natural interpretation
    - ▶ Additional possibilities
  - ▶ CON
    - ▶ Perspective distortion / occlusion
    - ▶ 2D output devices (exception: Virtual Reality)

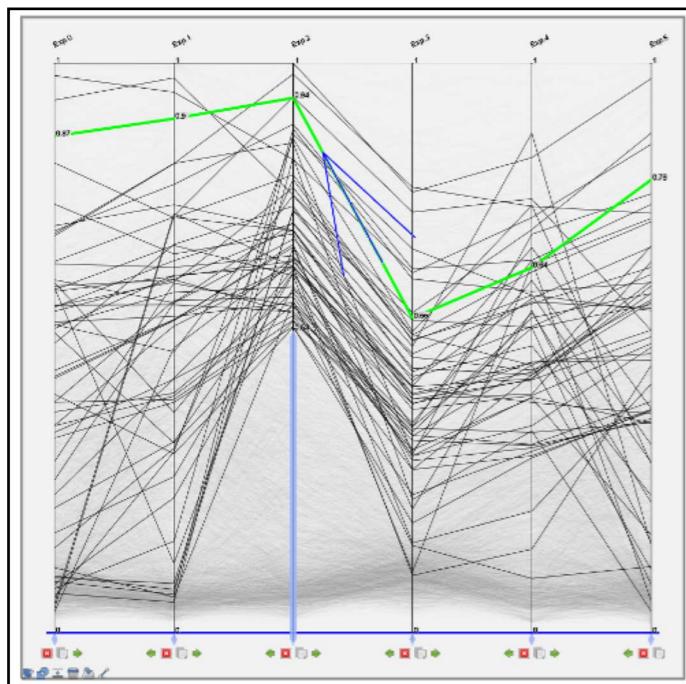


[Lecture Notes Human Genetics 2010, TU Graz]

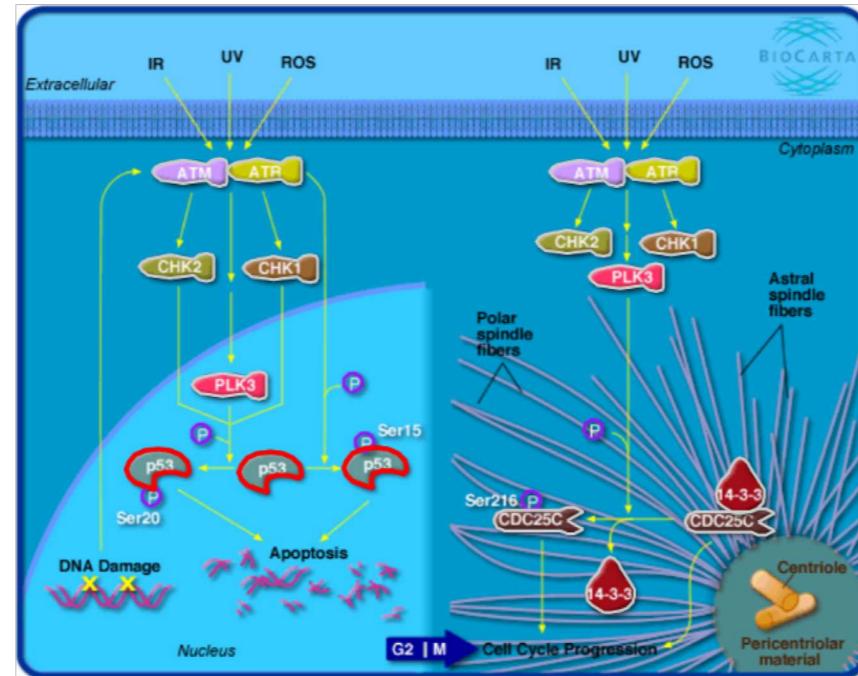


# Problem Statement

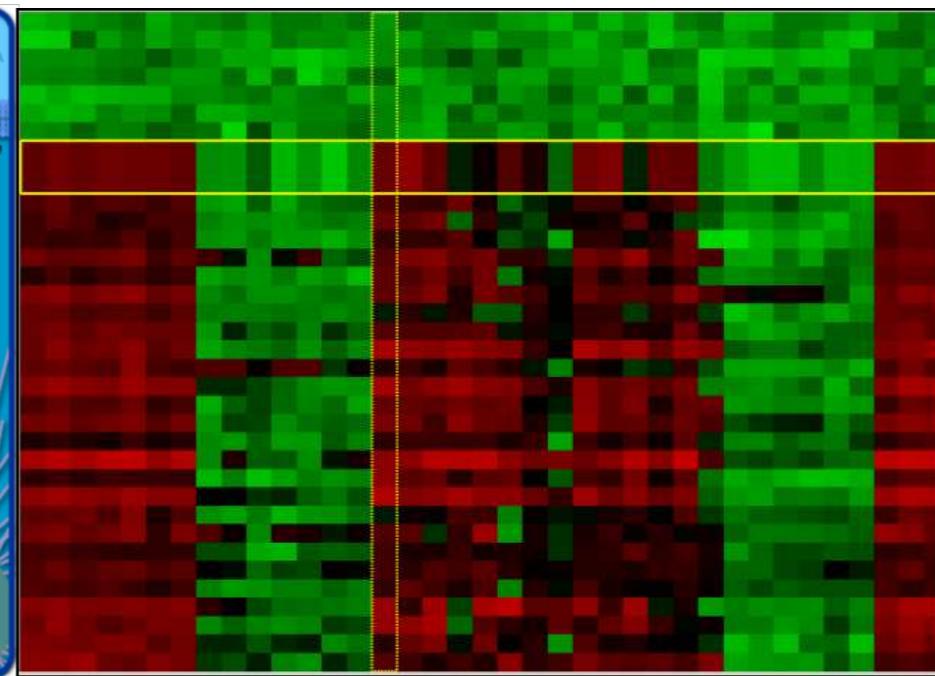
- ▶ Multiple 2D views
- ▶ Views are linked
- ▶ Relations between entities in views



Parallel  
Coordinates



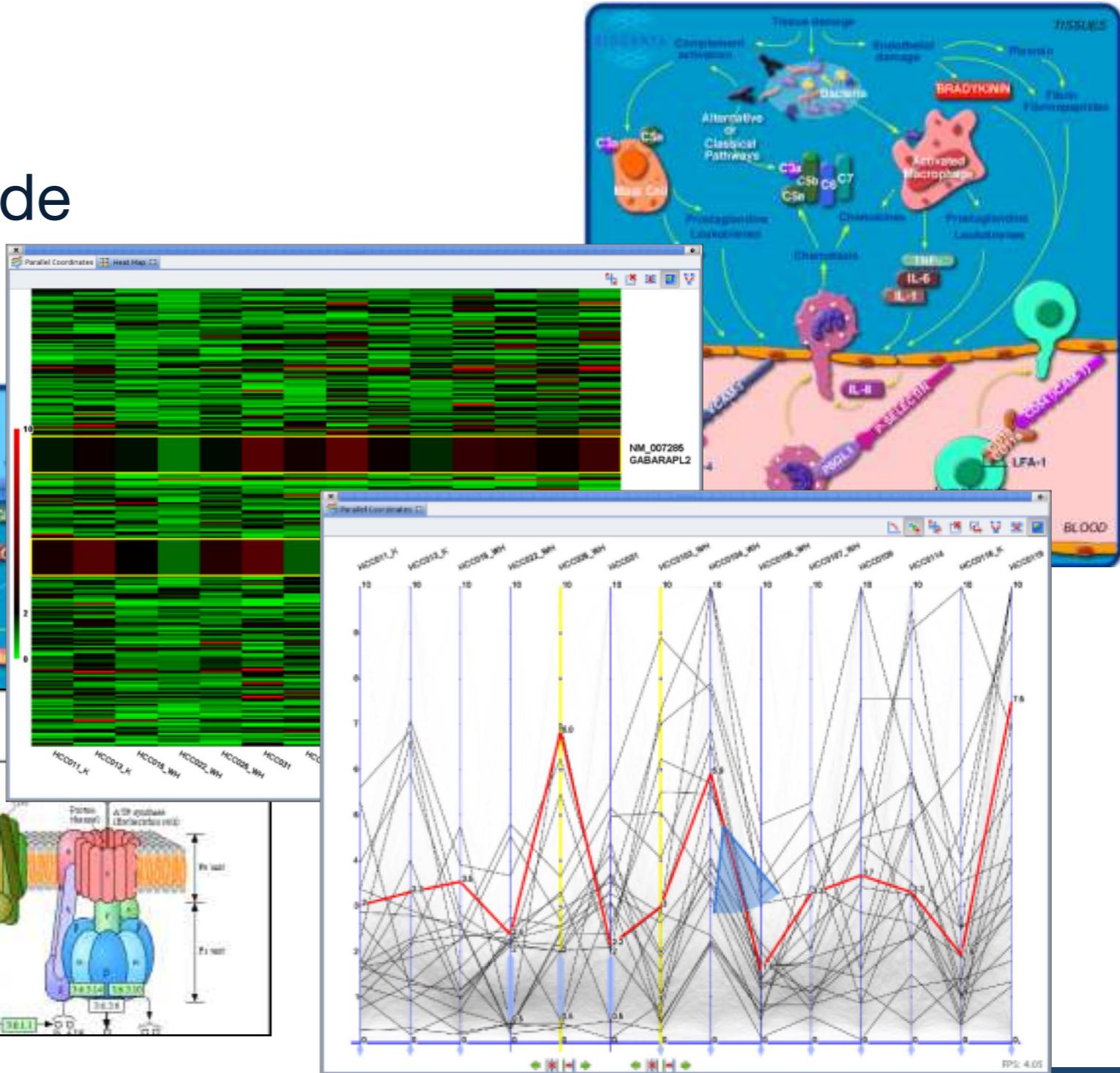
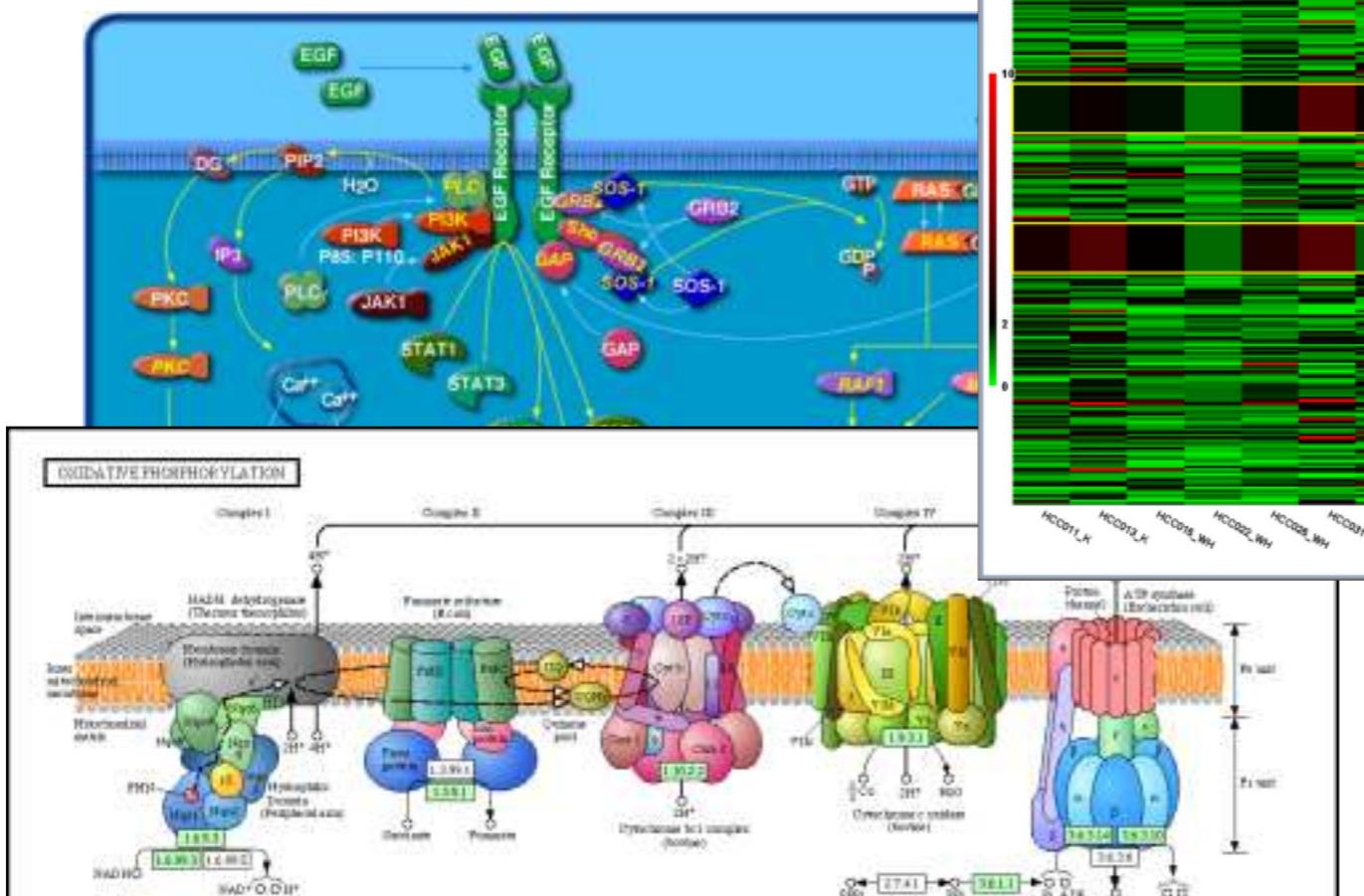
Pathways  
(>800)



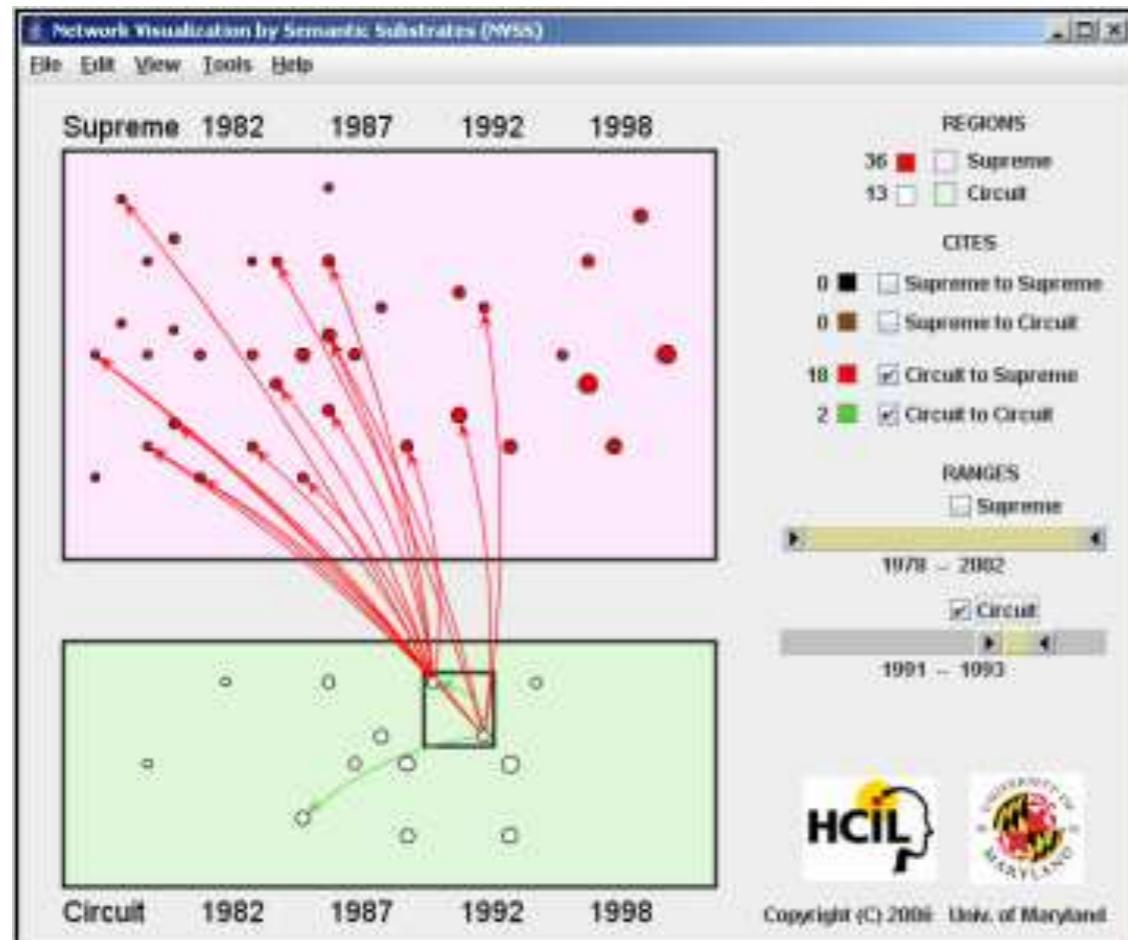
Heat Maps

# How to handle these views?

- Classic approach
  - ▶ Windows side-by-side
  - ▶ Tabs

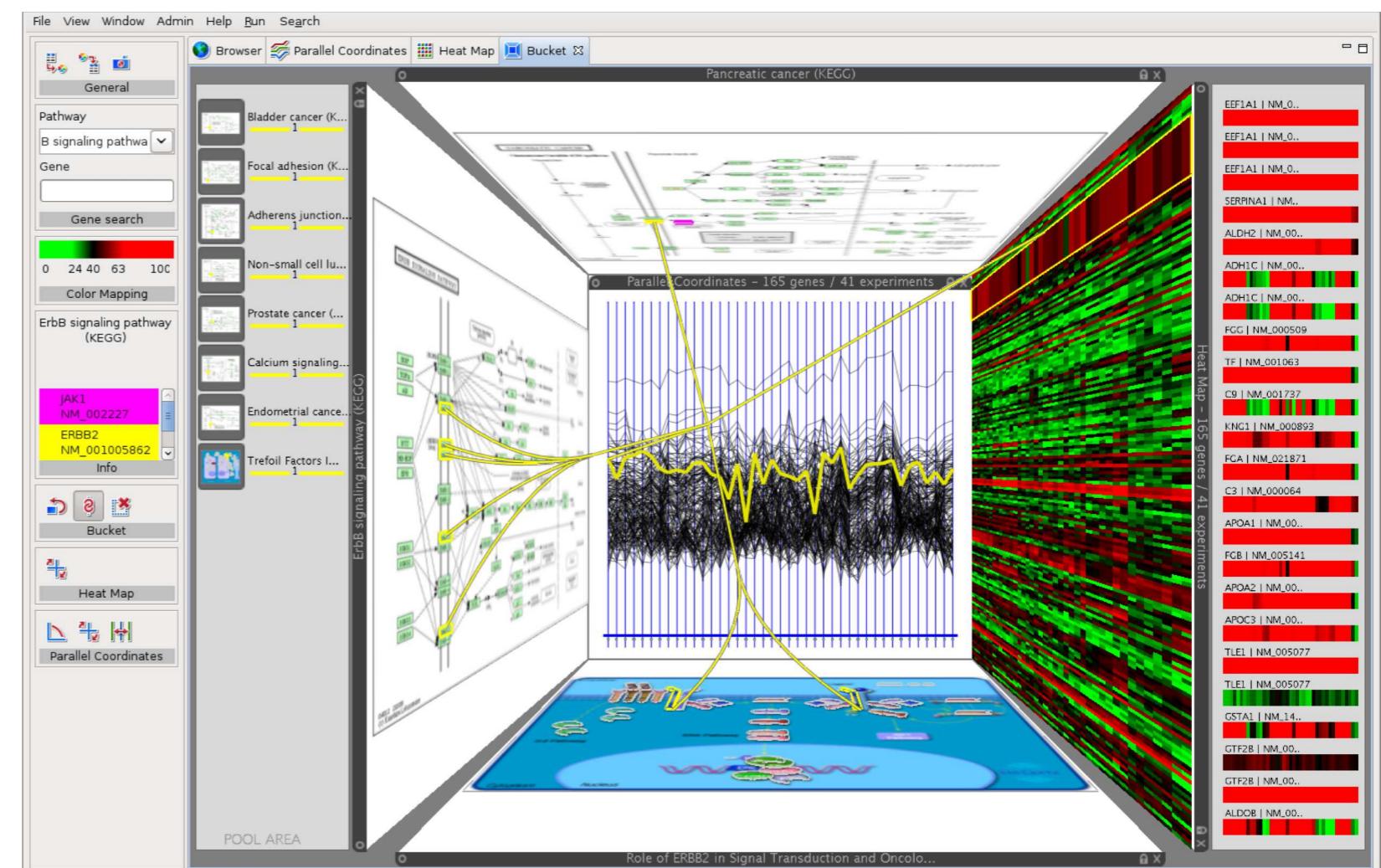
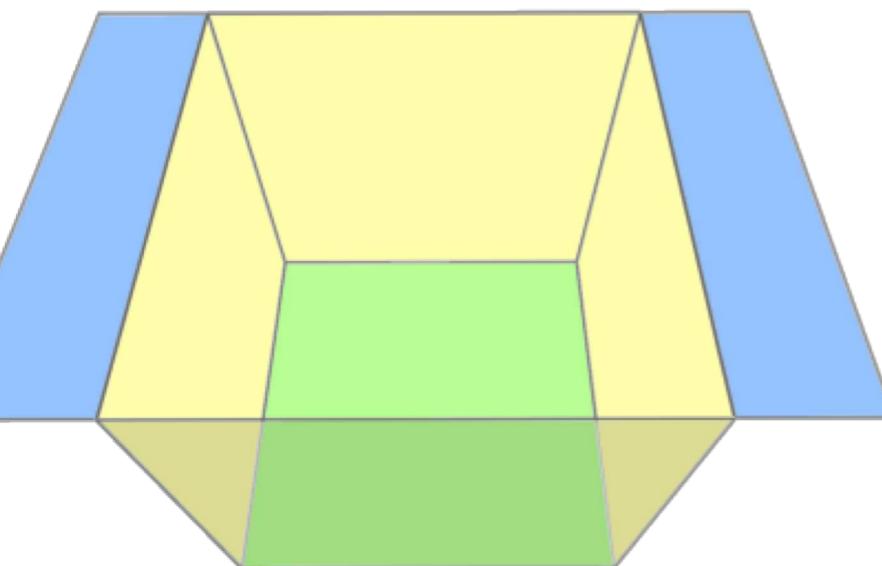
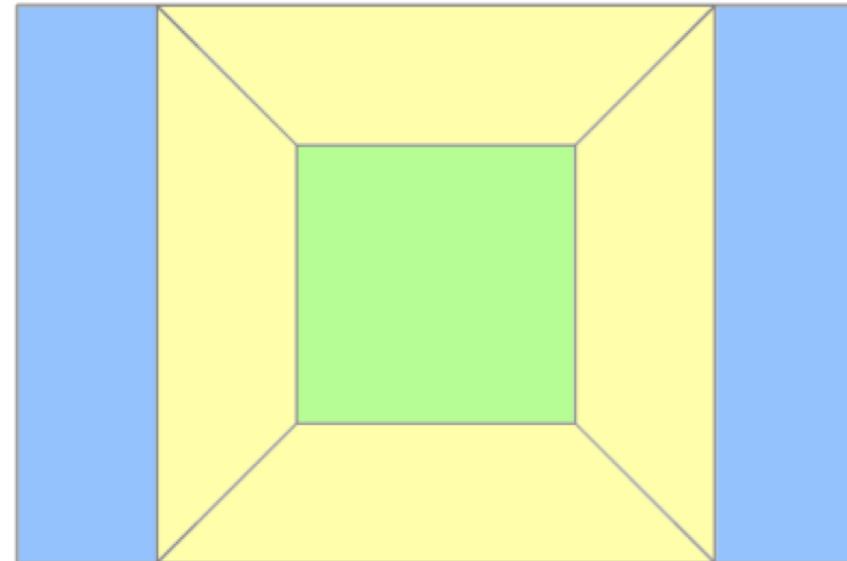


# Visual Links



# Bucket

[http://www.youtube.com/watch?v=8SV3Id\\_lvNY](http://www.youtube.com/watch?v=8SV3Id_lvNY)



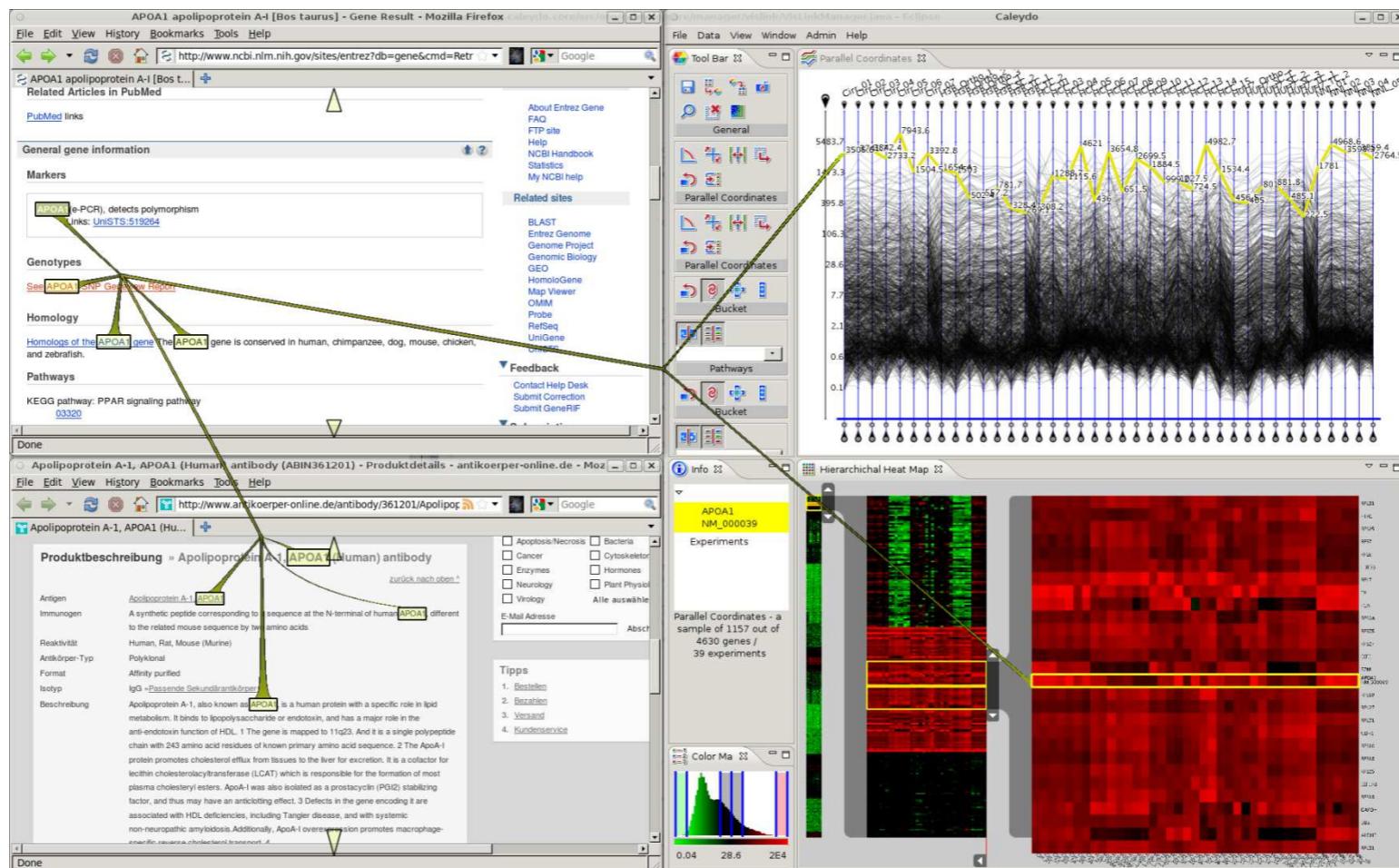
# “Super Application”?

- ▶ Expects a „Super Application“ that can visualize everything
- ▶ Often unfeasible!
- ▶ Solution: use existing applications
- ▶ Downsides:
  - ▶ not integrated
  - ▶ no highlighting, linking, etc.



# Visual Links across Applications

<http://www.youtube.com/watch?v=4uXvxAeb5xA>



# References

- ▶ C. Ware, Information Visualization, Second Edition: Perception for Design, 2nd ed. Morgan Kaufmann, 2004, ISBN-13: 978-1558608191.
- ▶ Robert Spence: Information Visualization - Design for Interaction, Pearson Verlag, 2001, ISBN13: 9780132065504

