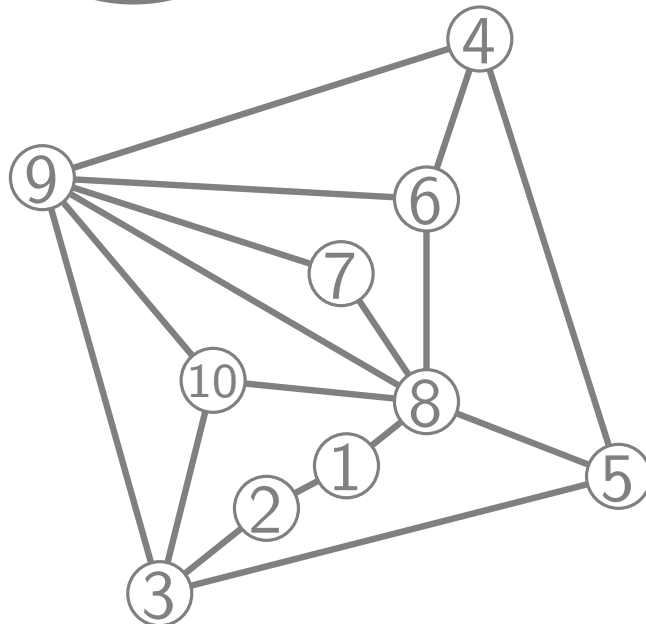
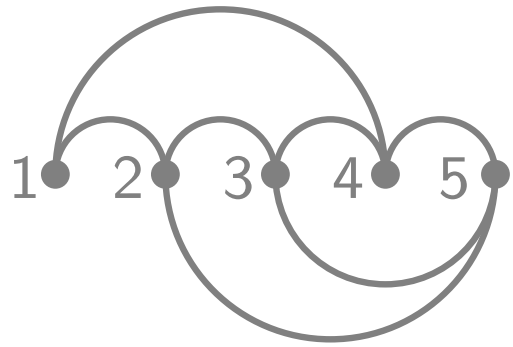


Visualization of Graphs

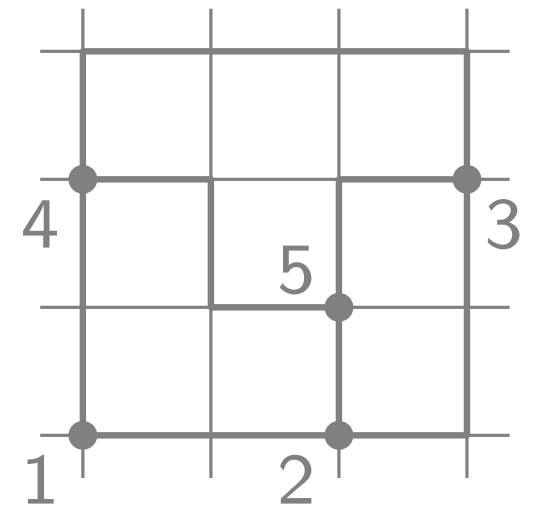
Lecture 1a:

The Graph Visualization Problem



Part I: Organizational & Overview

Jonathan Klawitter



Organizational

Lectures: ■ Pre-recorded videos (as you see here)

Organizational

- Lectures:**
- Pre-recorded videos (as you see here)
 - Release date: Weekend before

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- 20 Points per sheet
- Scoring 50% overall \Rightarrow bonus

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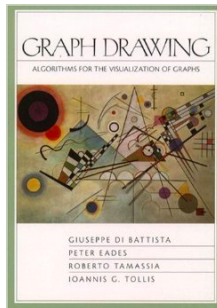
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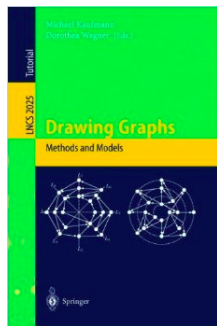
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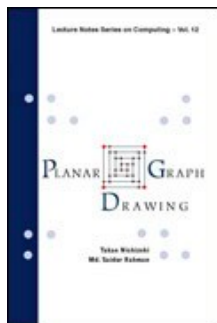
Books



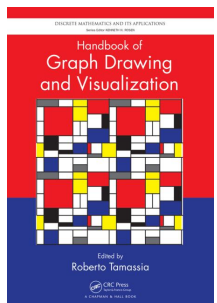
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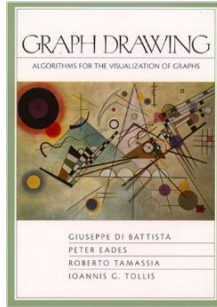


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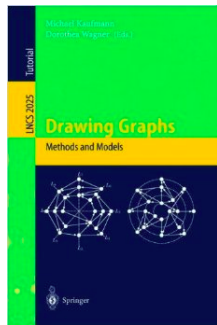
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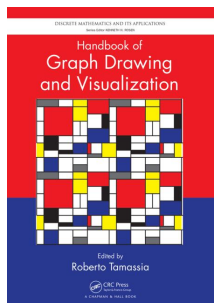
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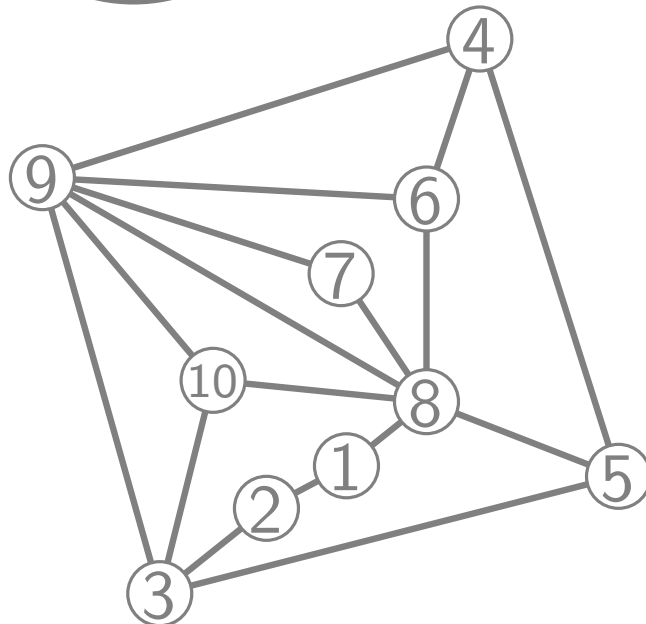
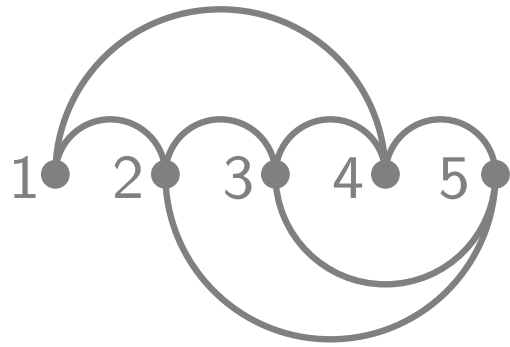
Topics

- Drawing Trees and Series-Parallel Graphs
- Tutte Embedding and Force-Based Drawing Algorithms
- Straight-Line Drawings of Planar Graphs
- Orthogonal Grid Drawings
- Octilinear Drawings for Metro Maps
- Upwards Planar Drawings
- Hierarchical Layouts of Directed Graphs
- Contact Representations
- Visibility Representations
- The Crossing Lemma
- Beyond Planarity

Visualization of Graphs

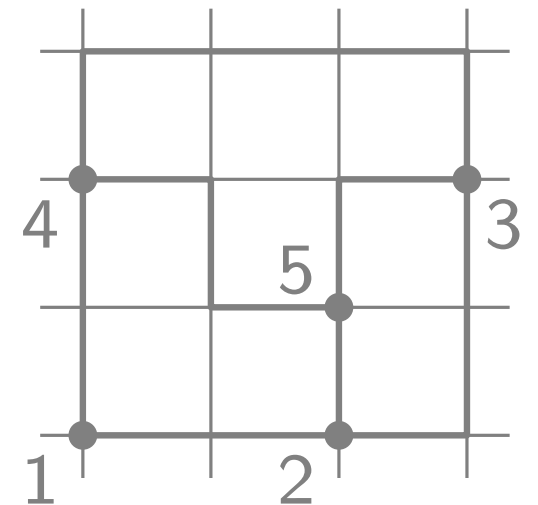
Lecture 1a:

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Part II: The Layout Problem

Jonathan Klawitter



Graphs and their representations

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- vertices $V = \{v_1, v_2, \dots, v_n\}$
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- Set notation

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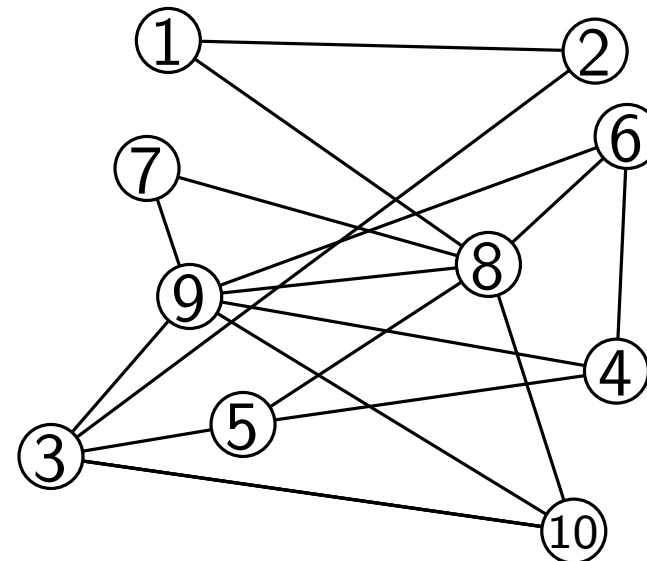
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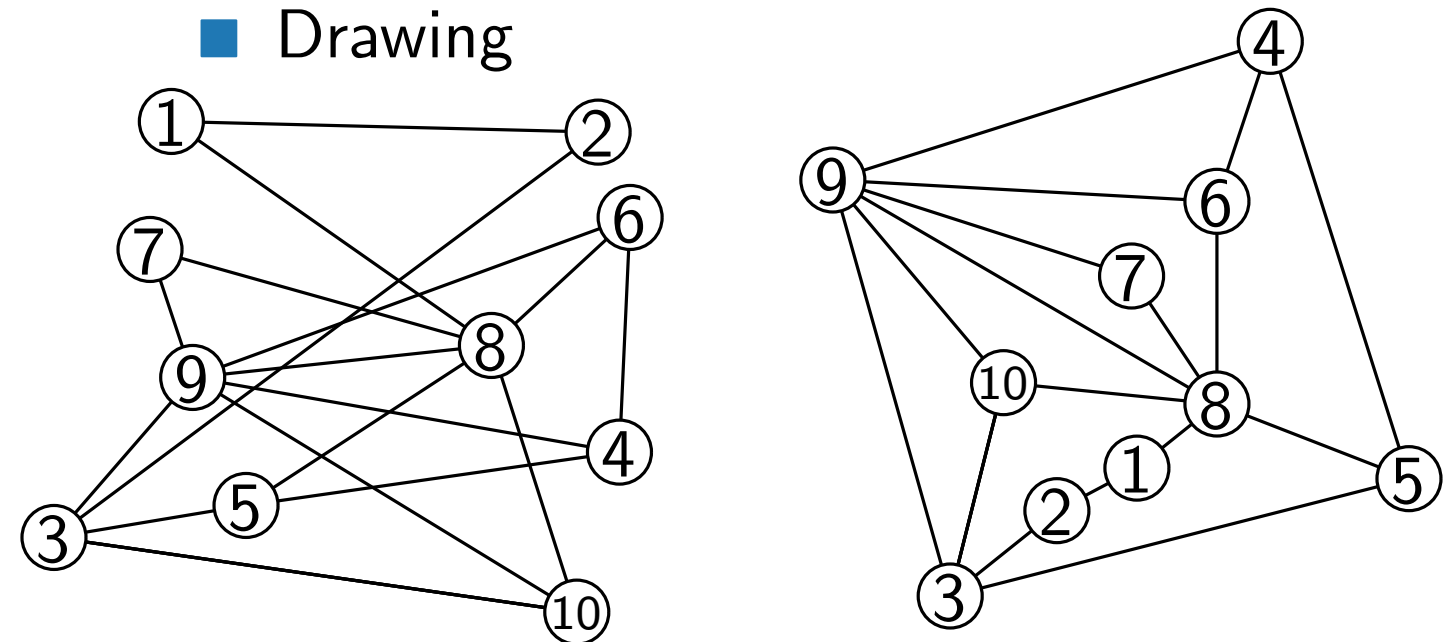
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■ Drawing



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Abstract networks

- Social networks
- Communication networks
- Phylogenetic networks
- Metabolic networks
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Physical networks

- Metro systems
- Road networks
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We need algorithms that draw graphs automatically to make networks more accessible to humans.

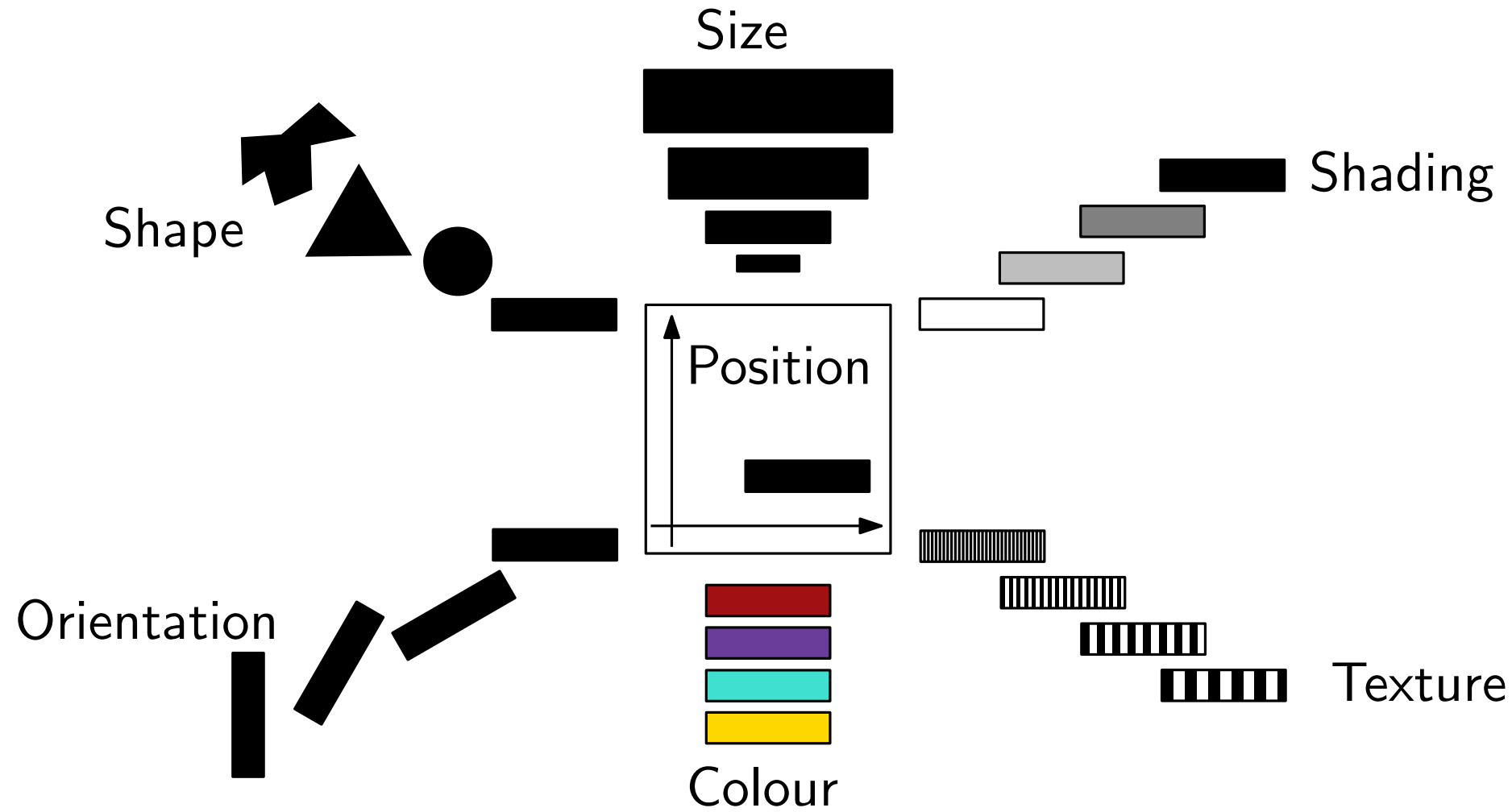
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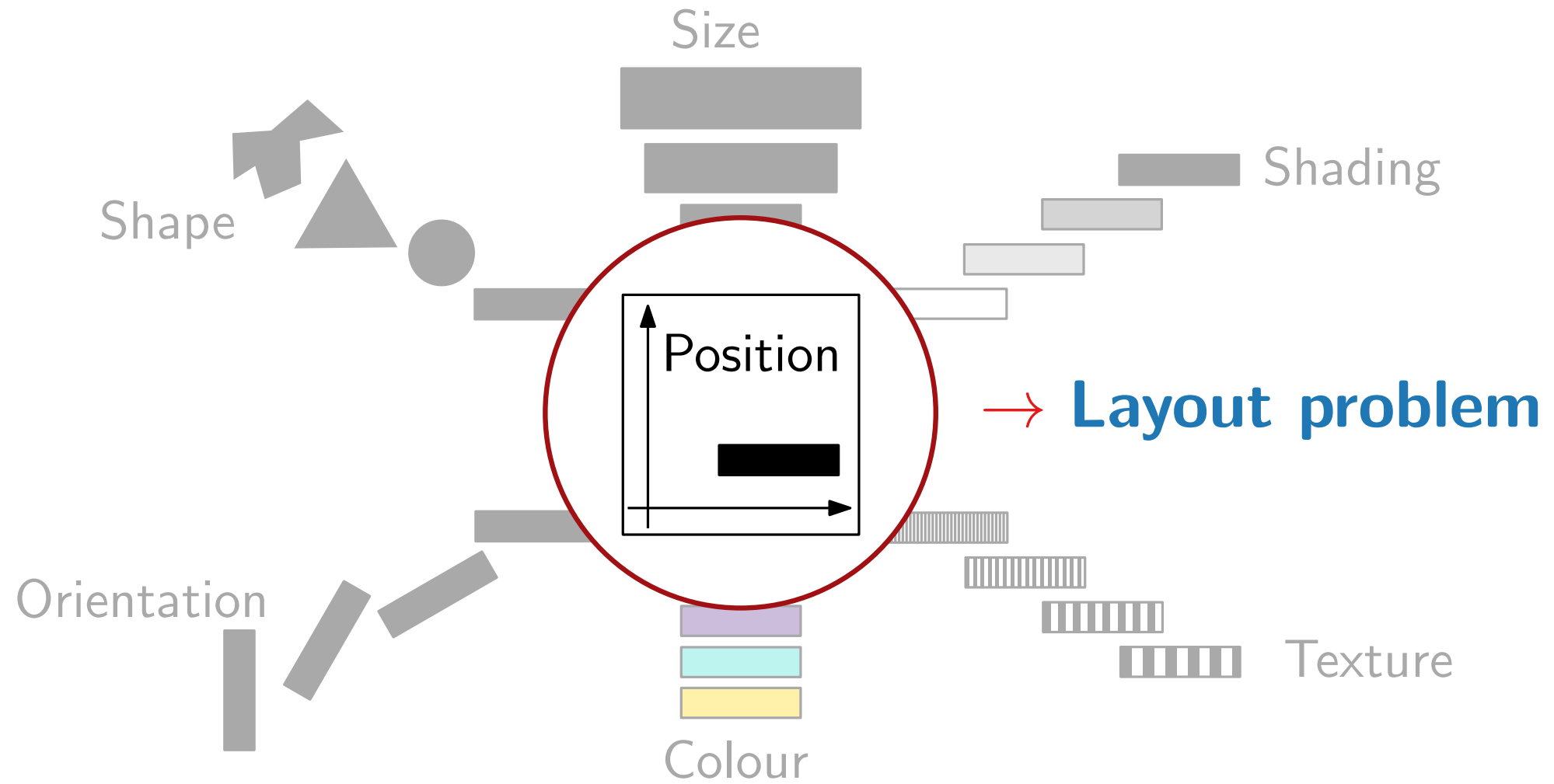
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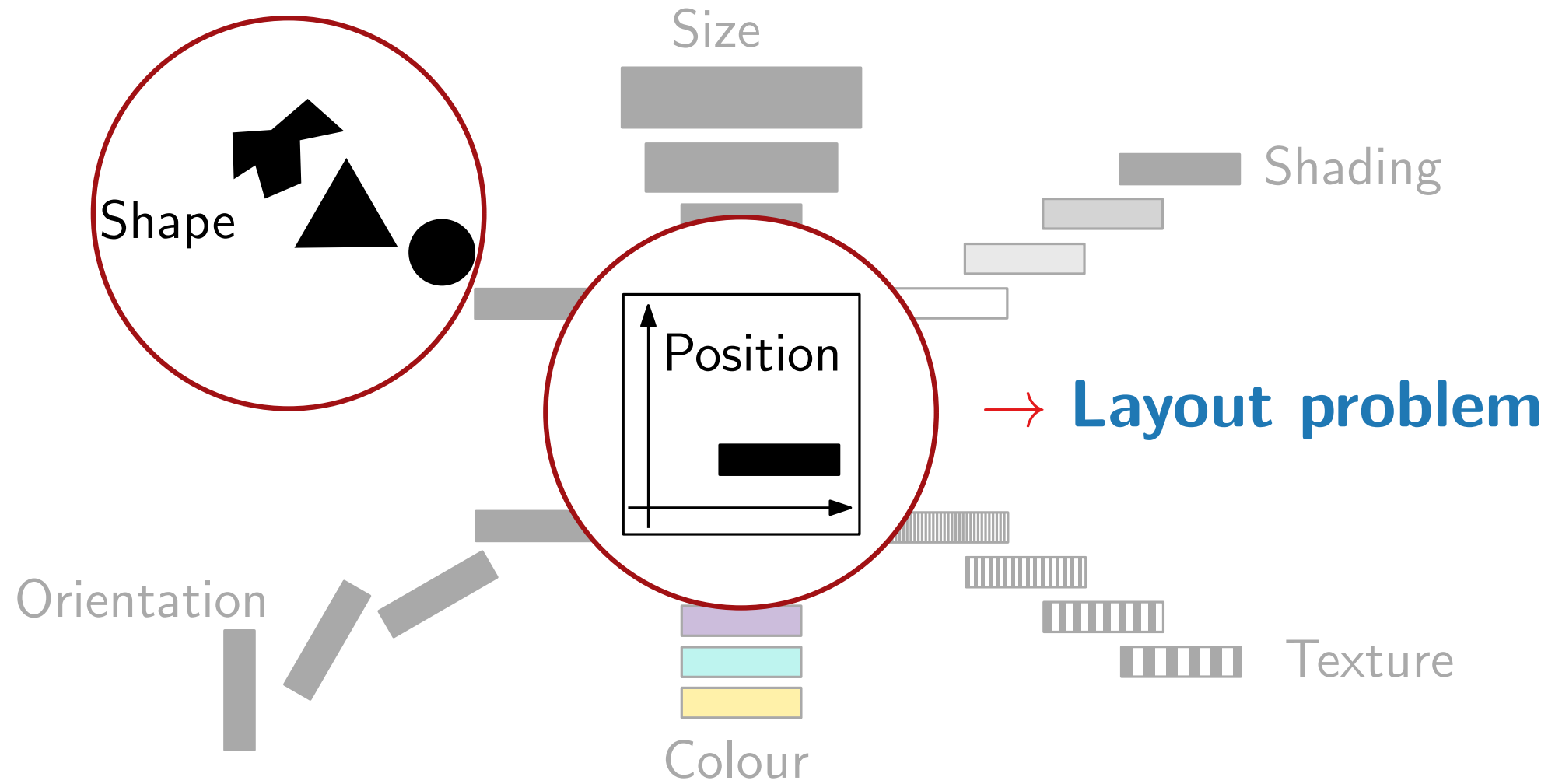
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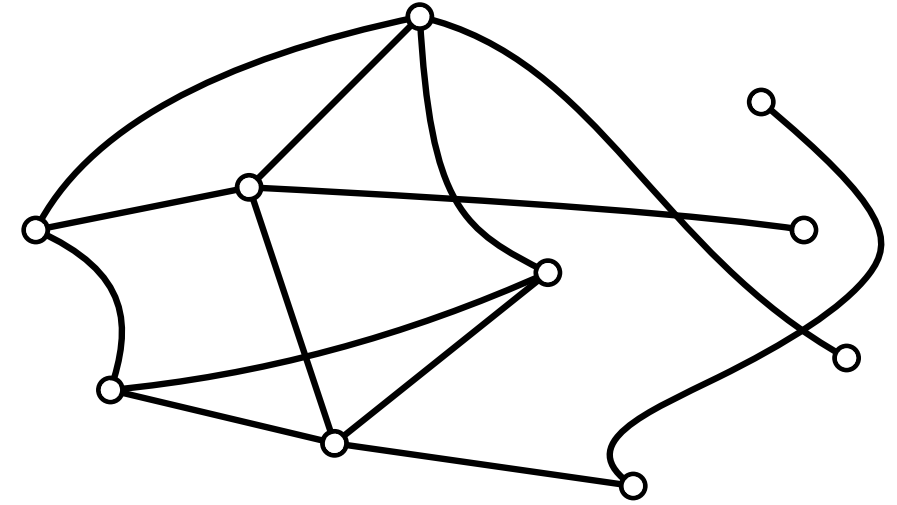
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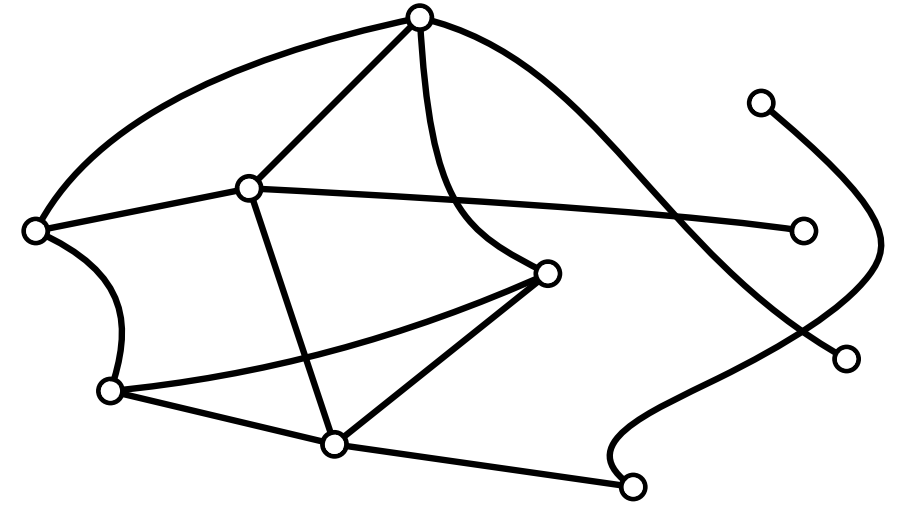
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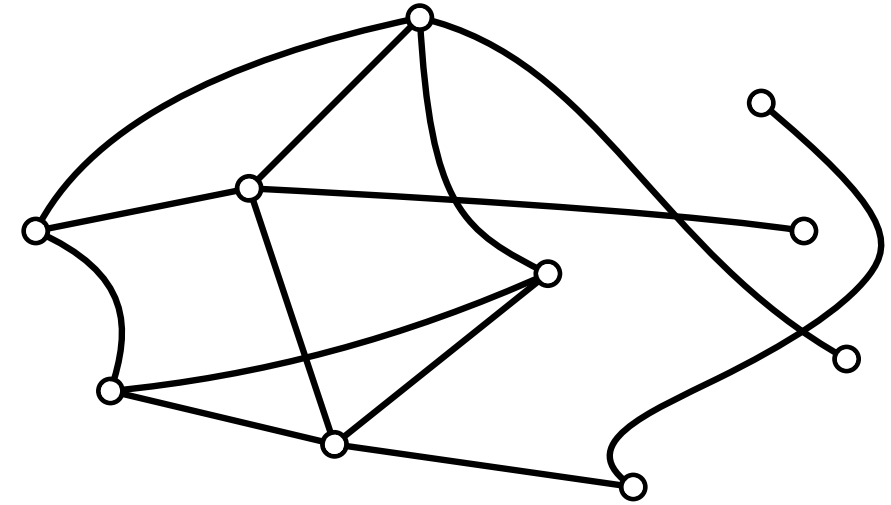
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in: Graph $G = (V, E)$

out:

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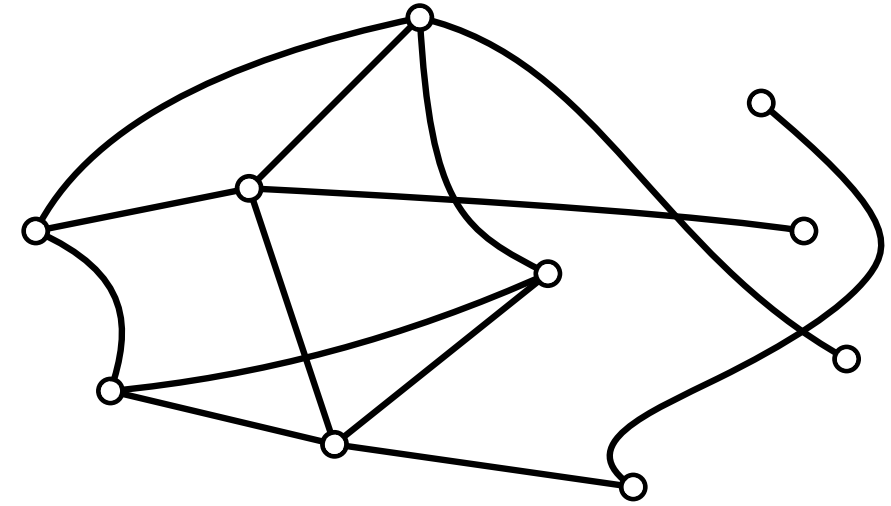
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out: **nice** drawing Γ of G

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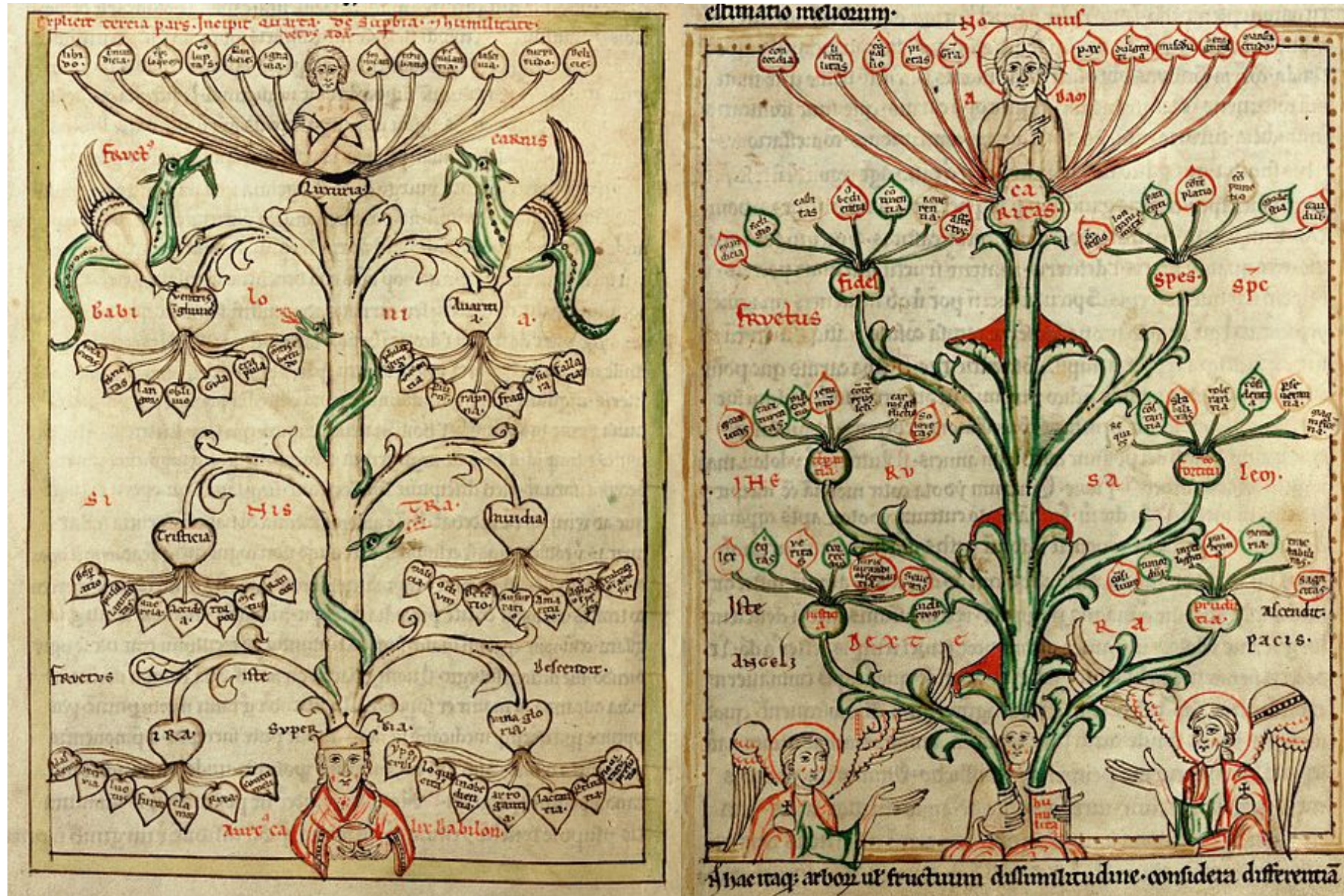
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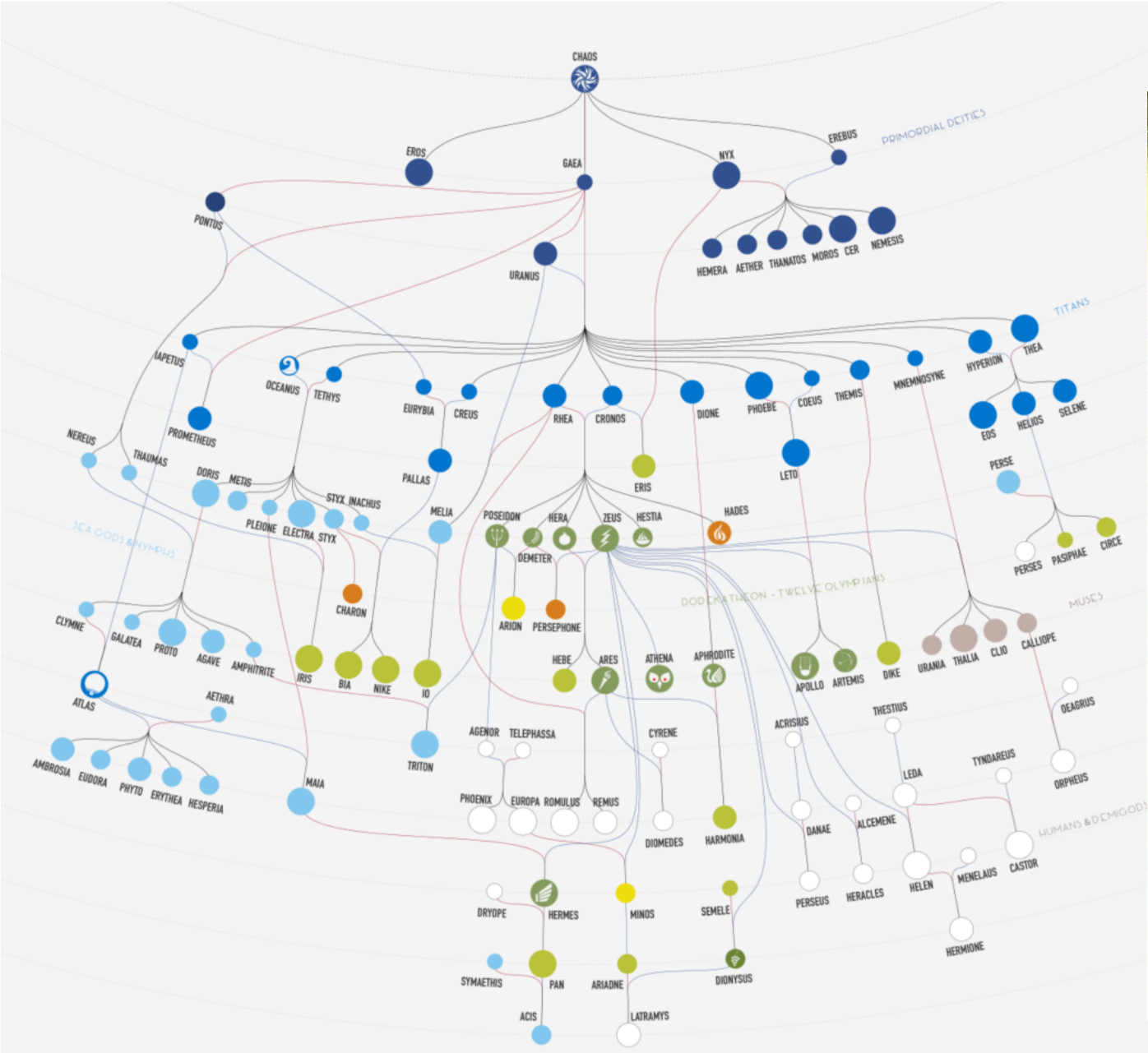
But what is a **nice** drawing?

Tree of virtues and tree of vices

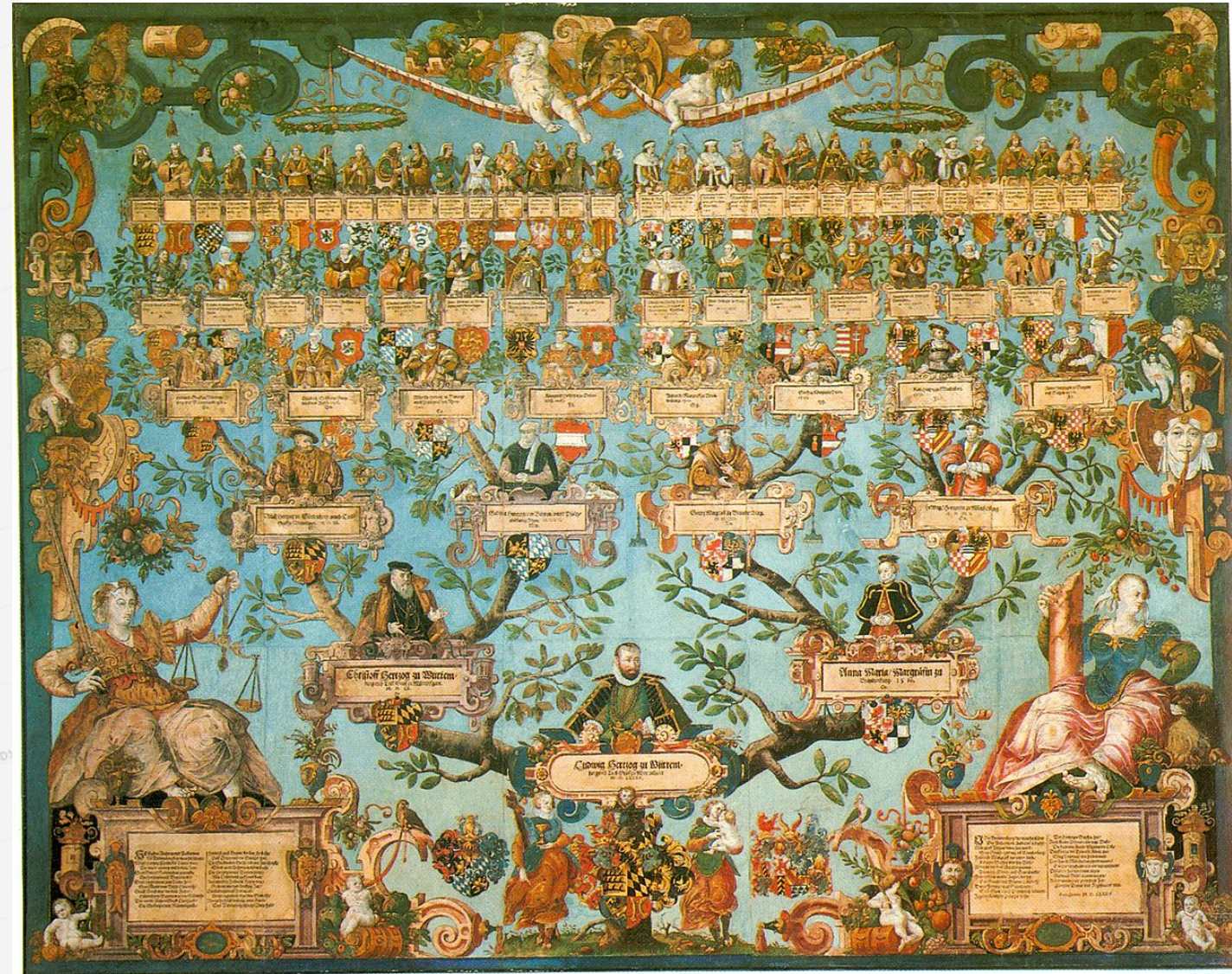
ca. 1200



Social networks - family trees

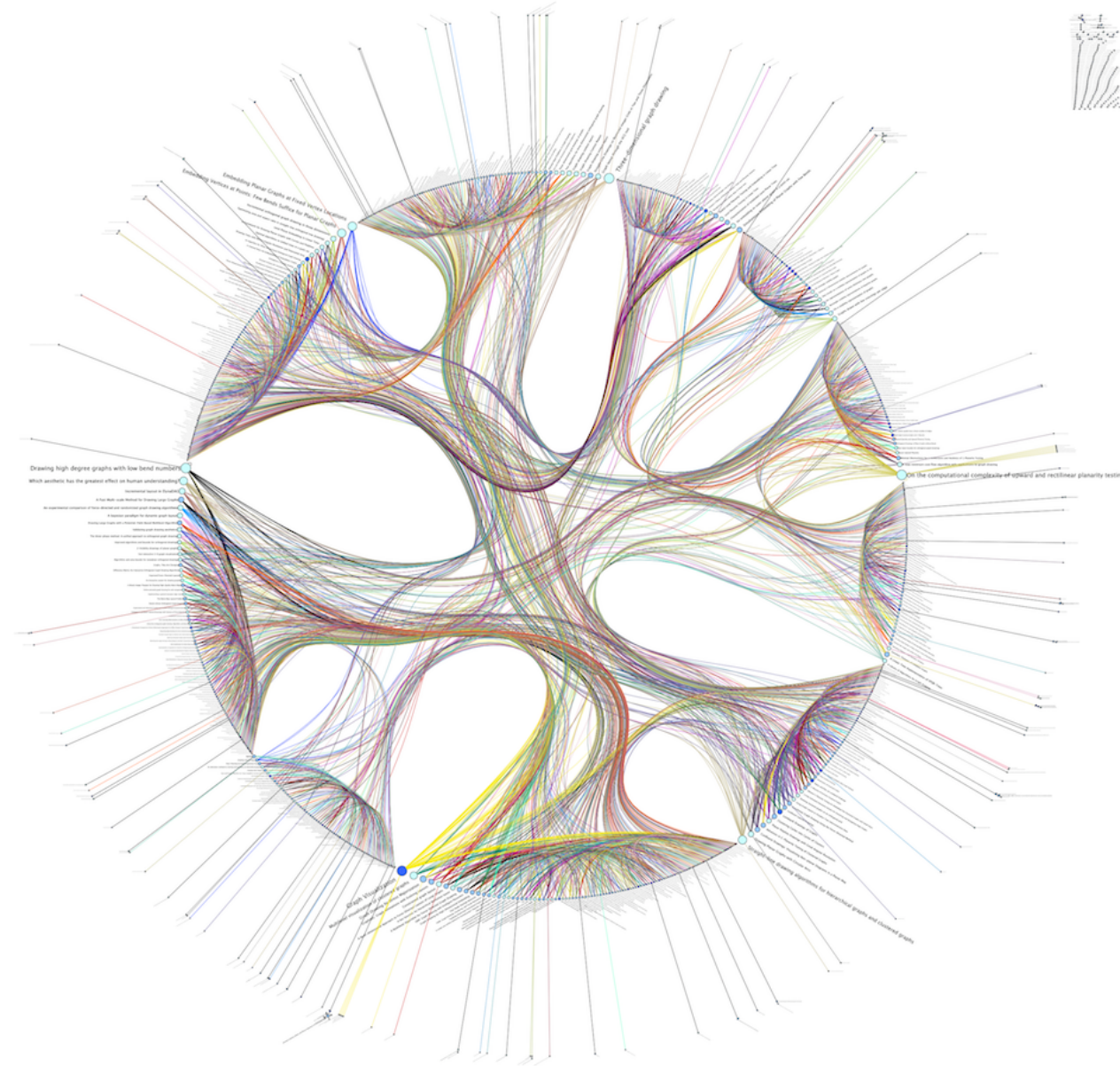


J. Klawitter, T. Mchedlidze, [Link: go.uni-wue.de/myth-poster](http://go.uni-wue.de/myth-poster)

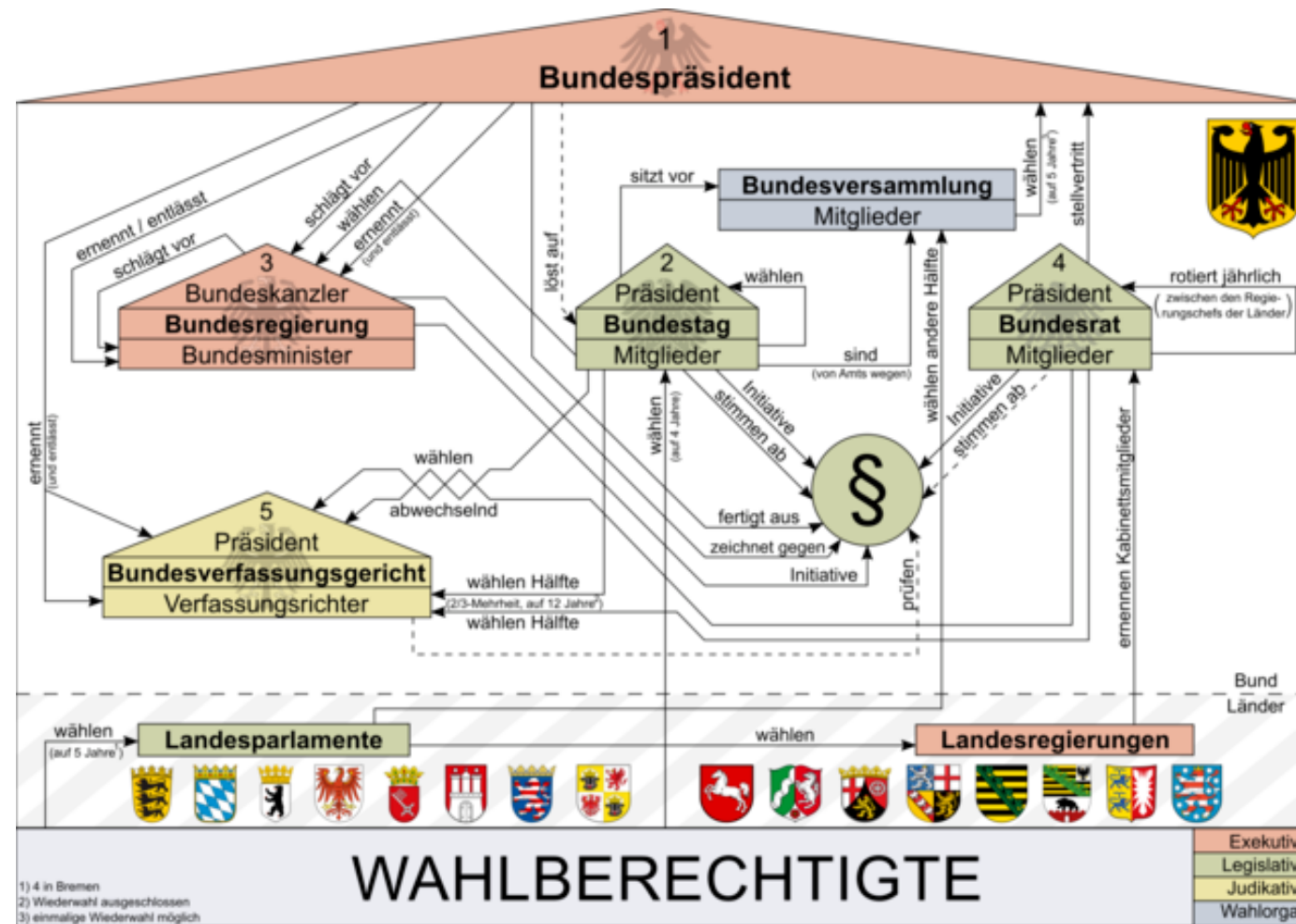


Ahnentafel Herzog Ludwig von Württemberg, 1585

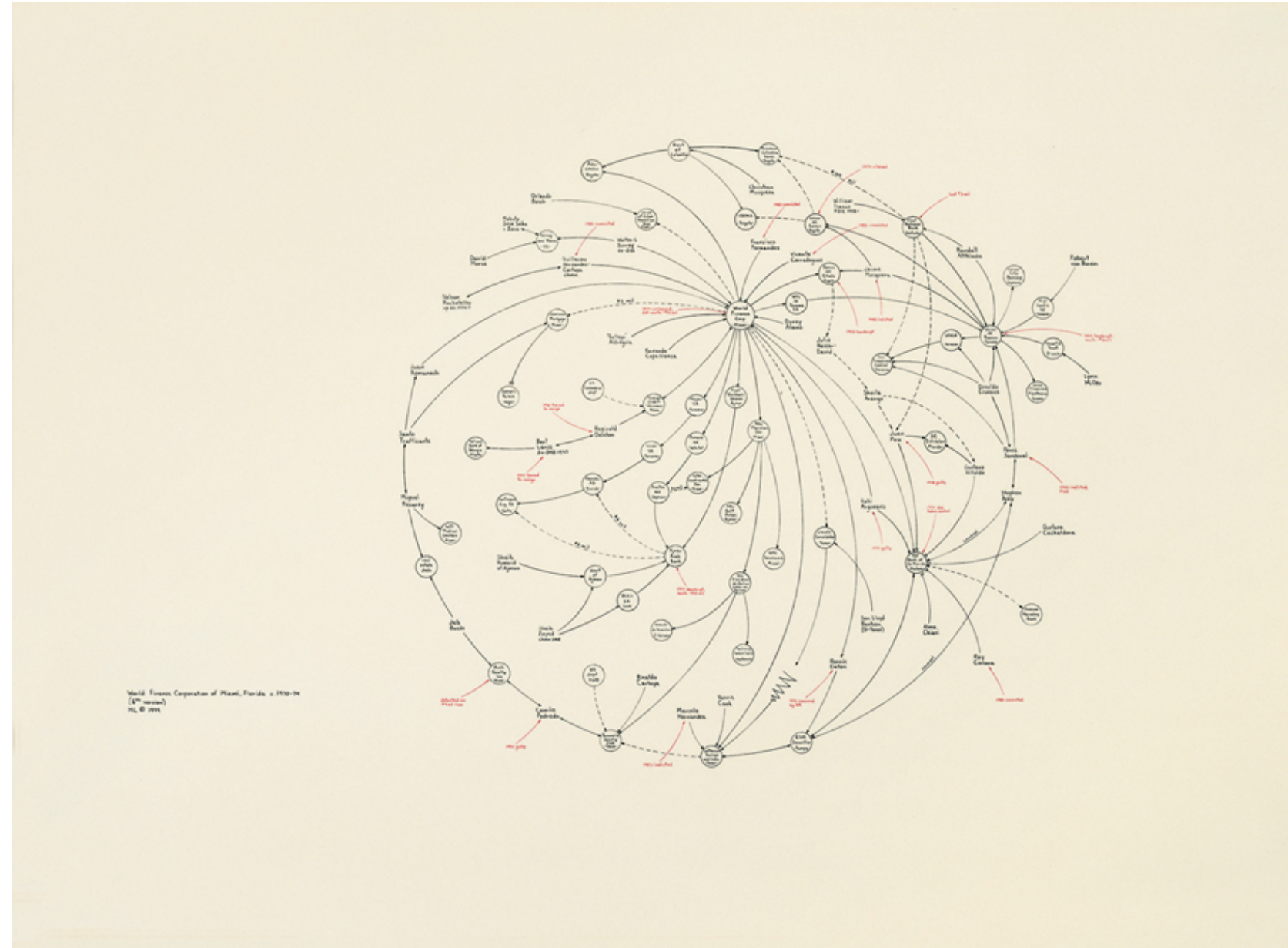
Social network – citation graph



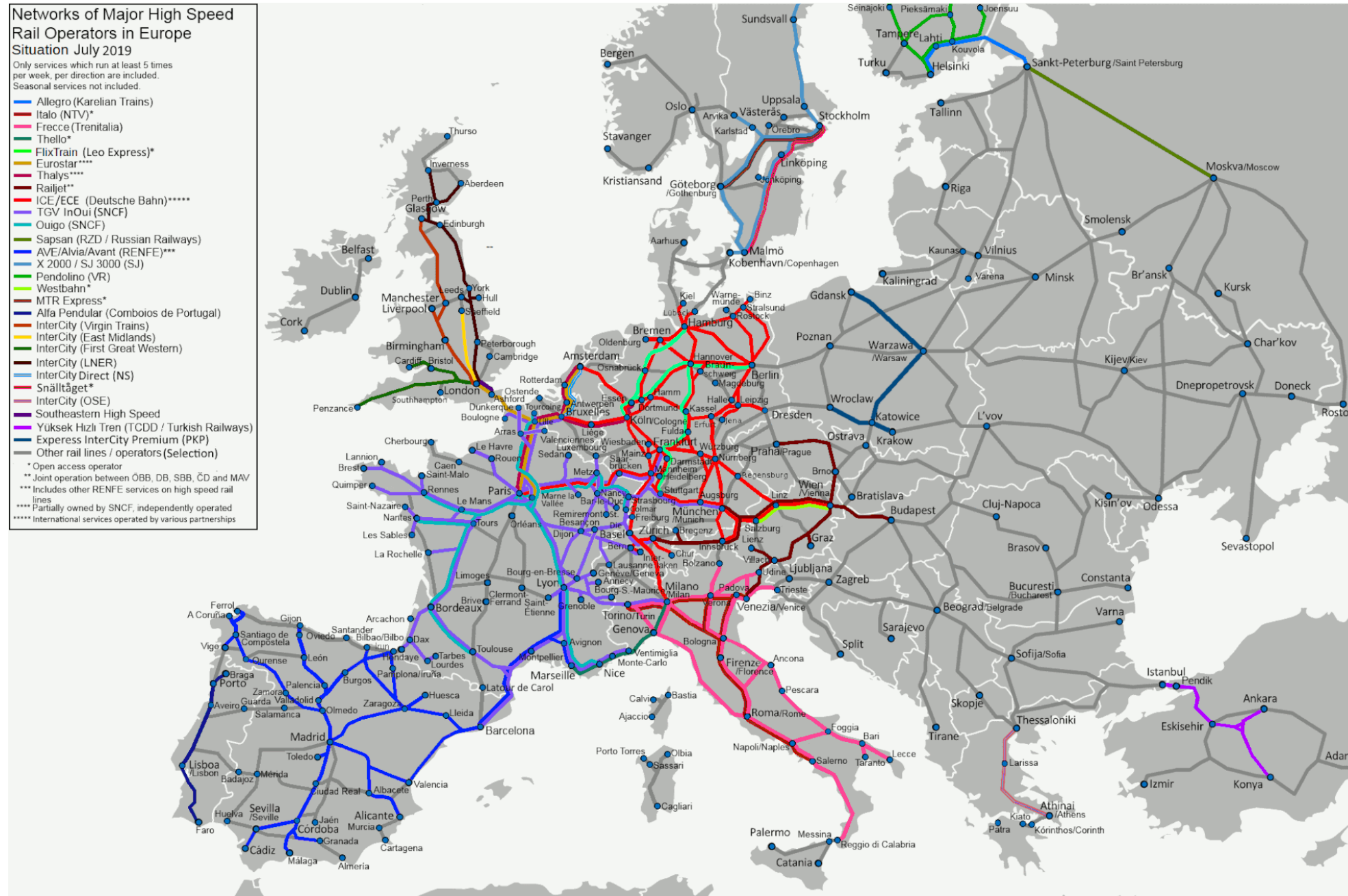
Social network - organisational chart



Social network - world finance corporation



Transportation network – European high speed railroads



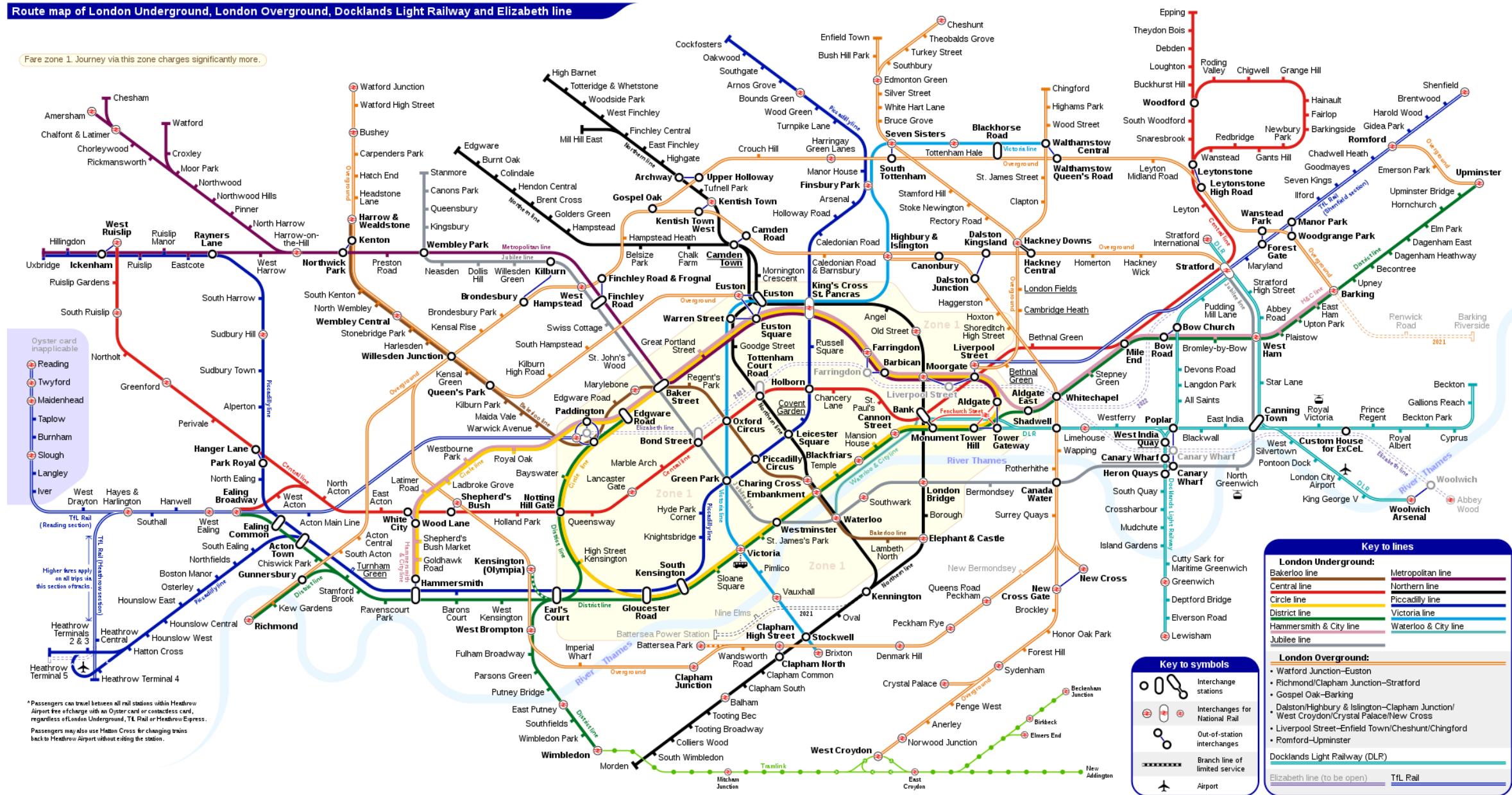
Source: Wiki Commons: Networks of Major High Speed Rail Operators in Europe - CC BY-SA 3.0

Transportation network – London Underground

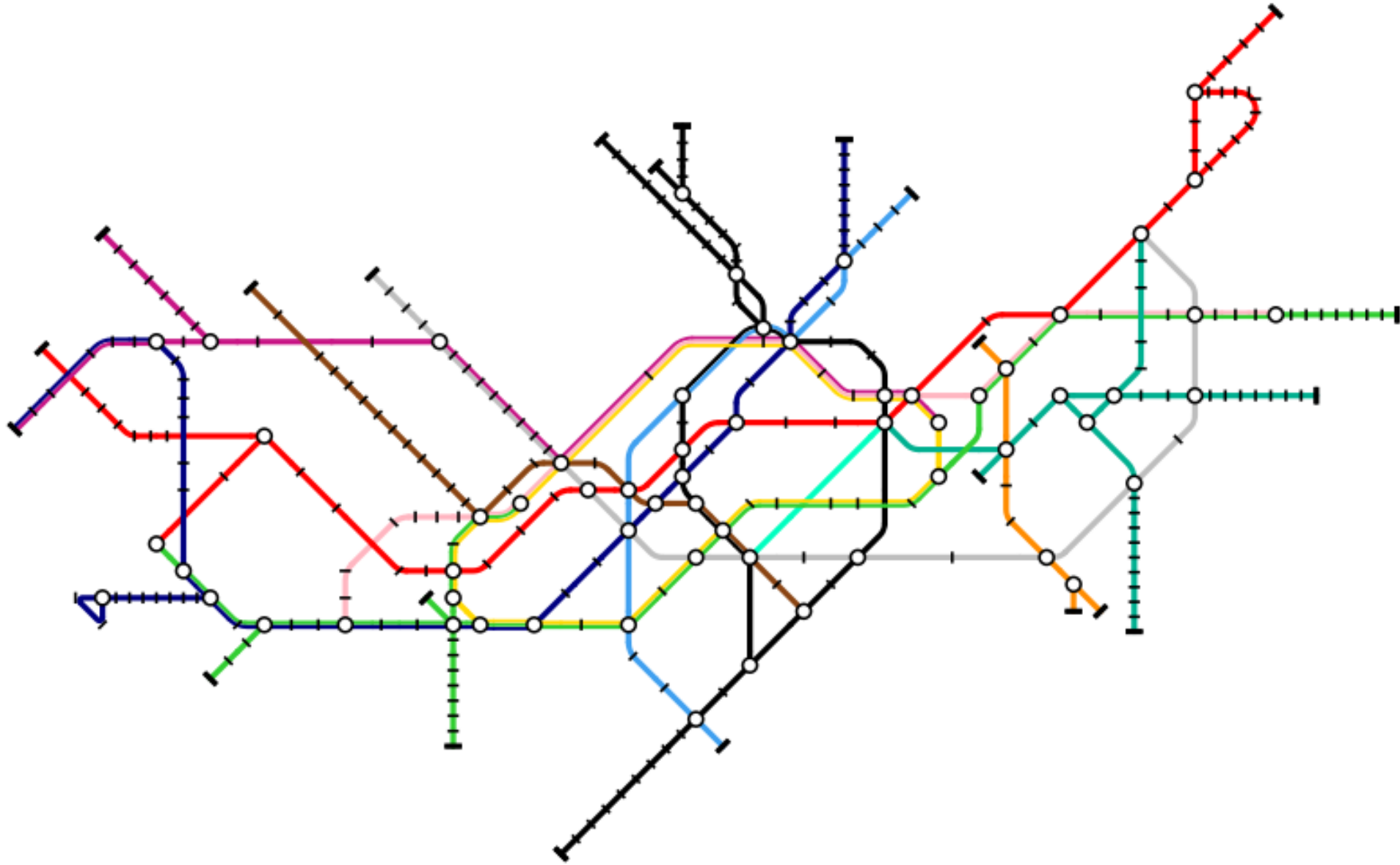


Source: Wiki Commons: London Underground full map - CC BY-SA 3.0

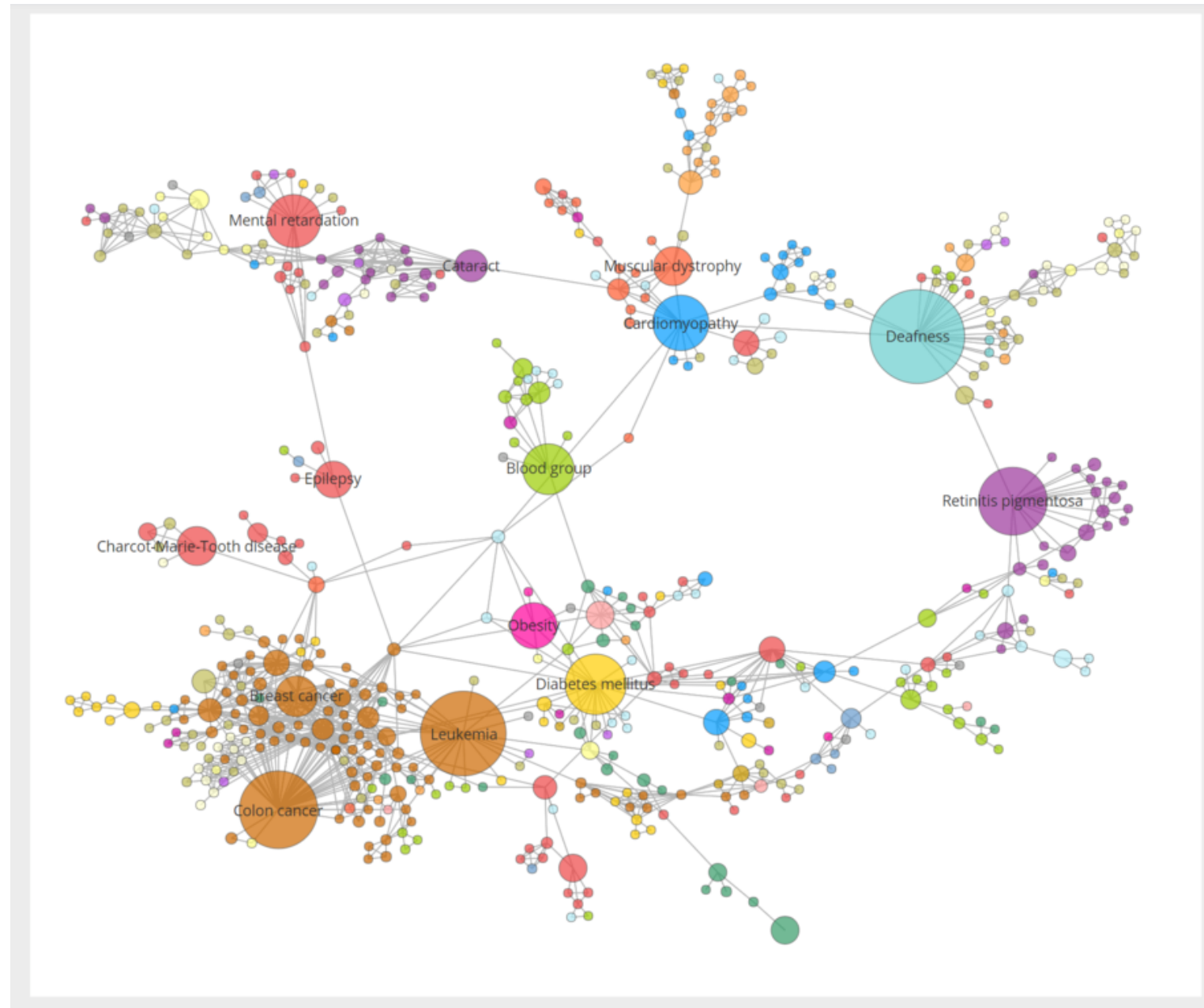
Transportation network – London Underground



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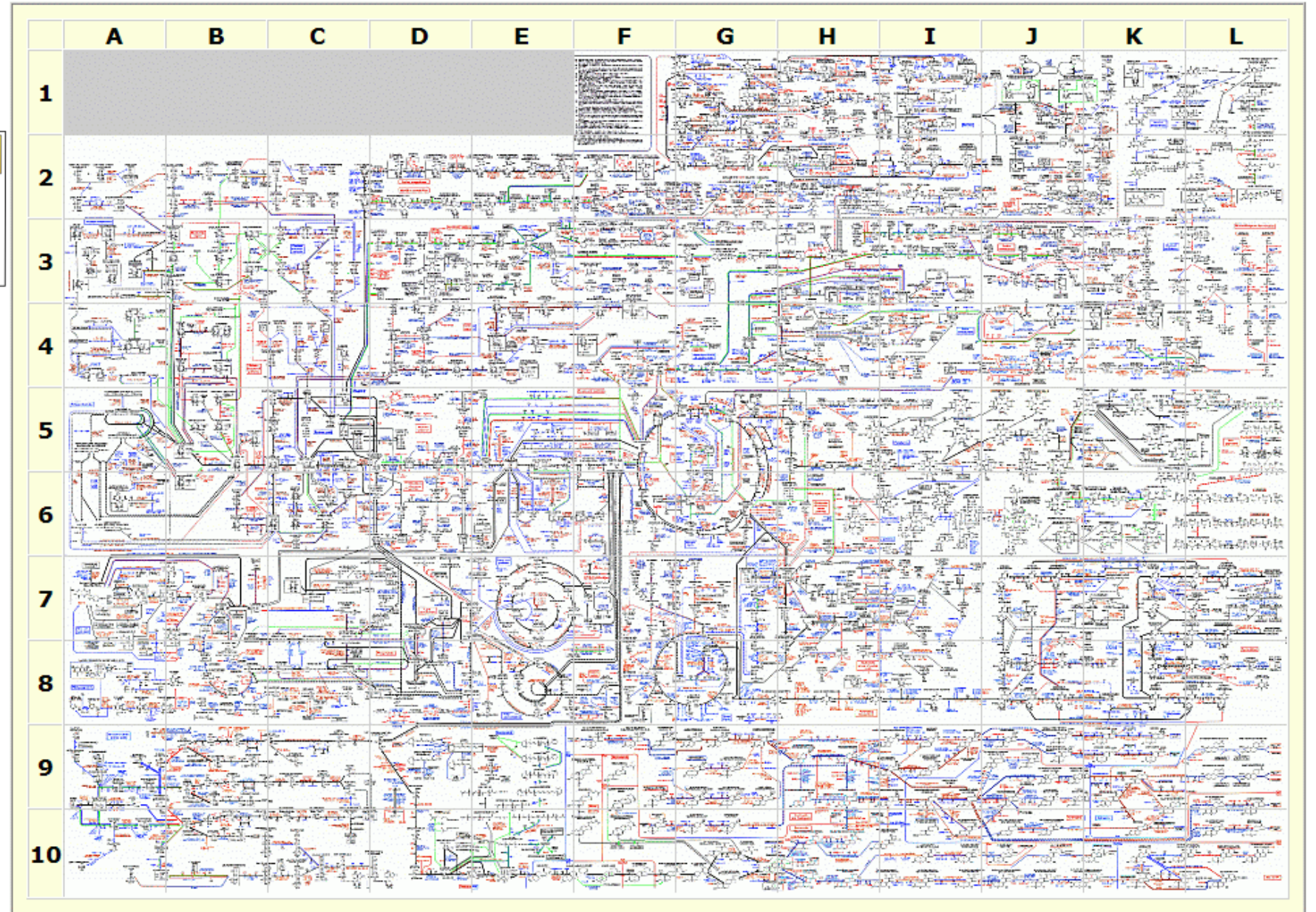
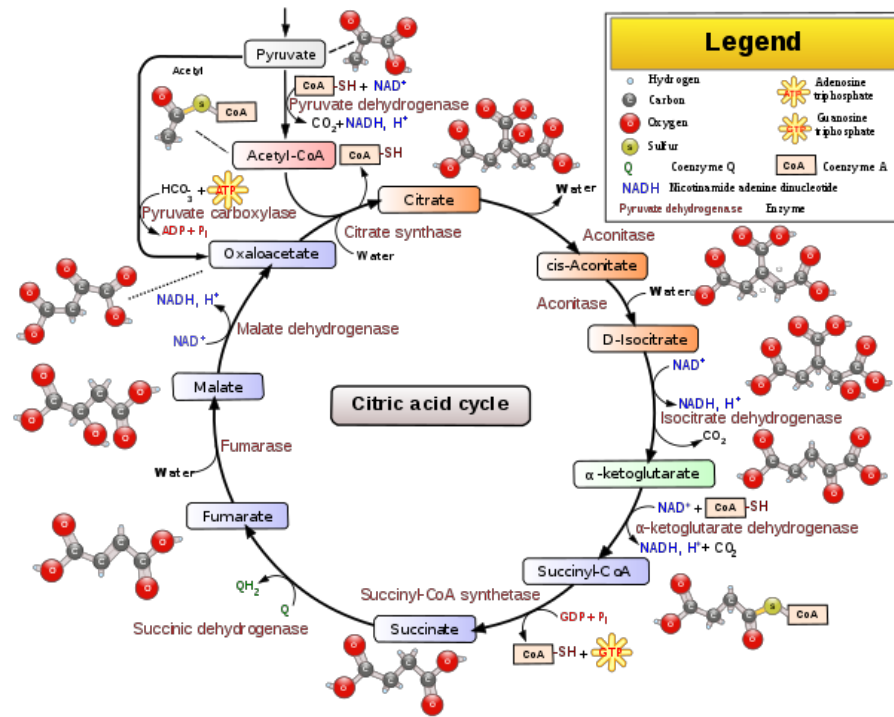


Bioinformatics – disease interaction

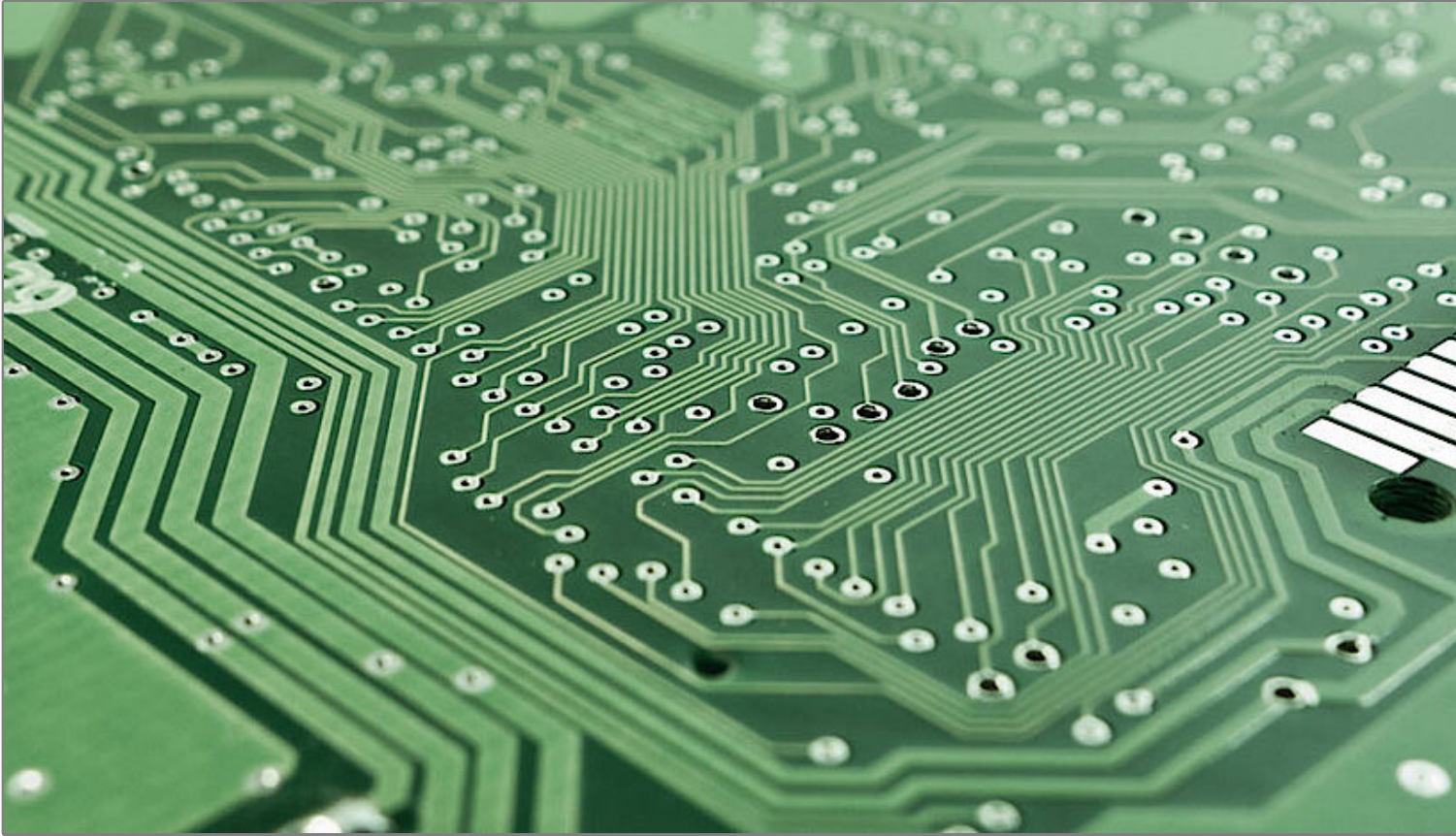


Source: Wiki Commons: Human disease network - CC BY-SA 4.0

Bioinformatics – molecular metabolic network

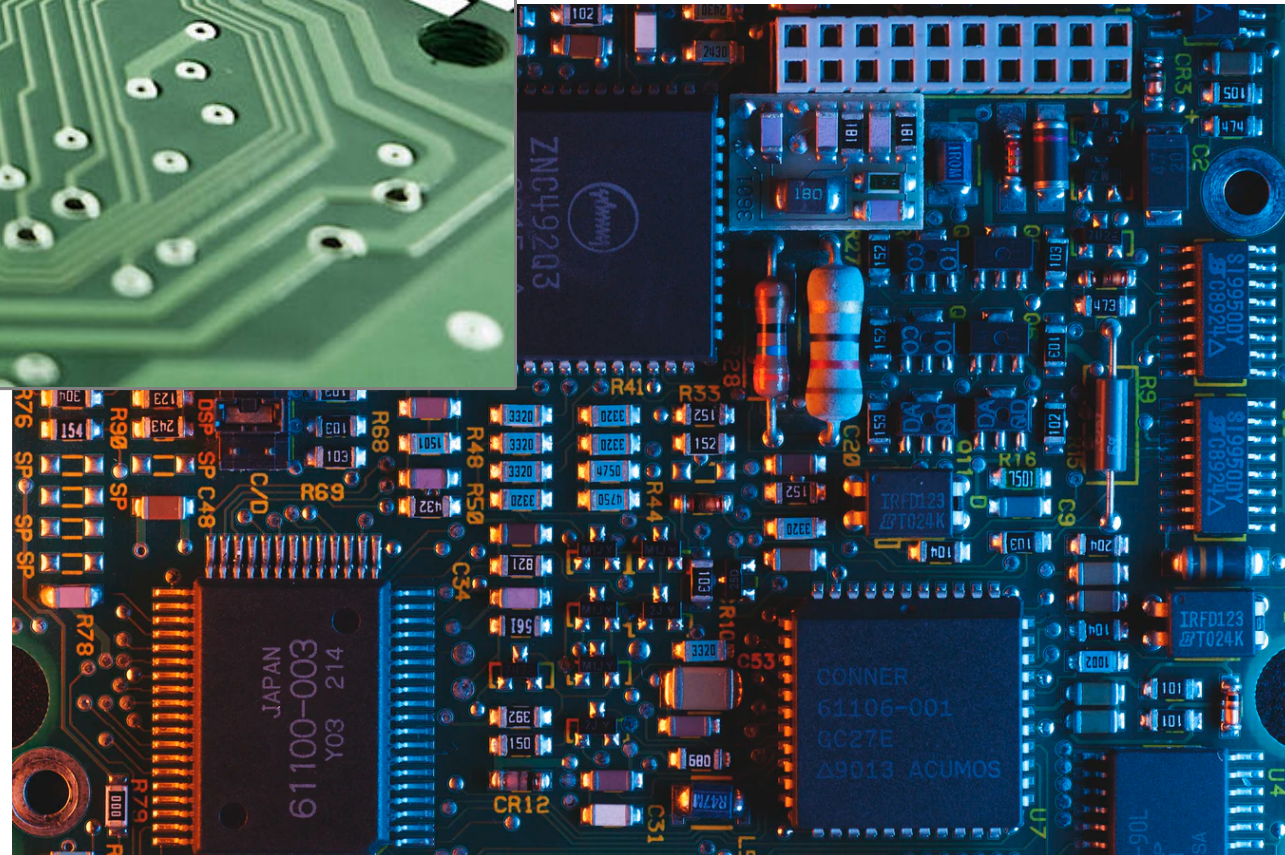


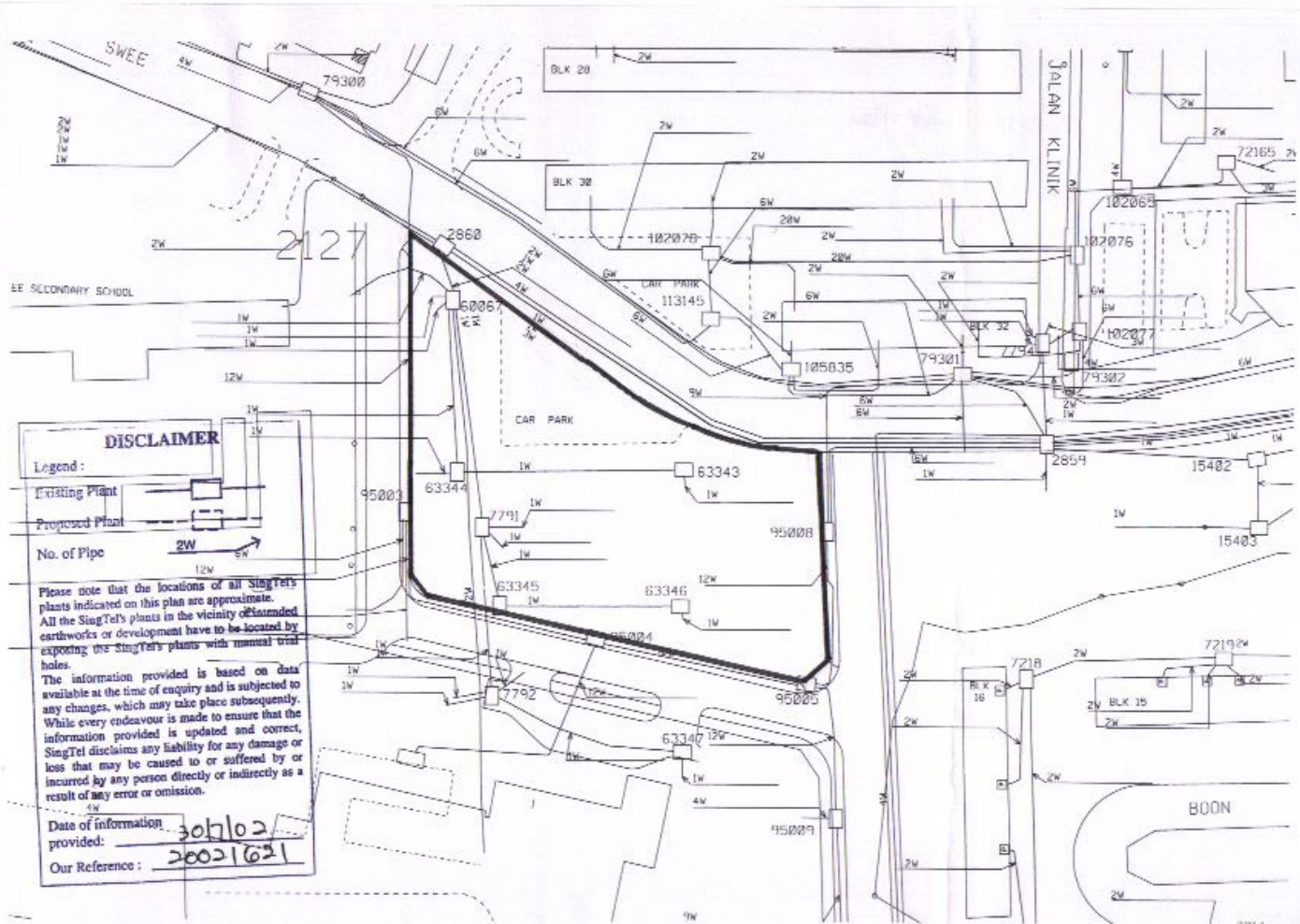
Technical network – very large-scale integration (VLSI)



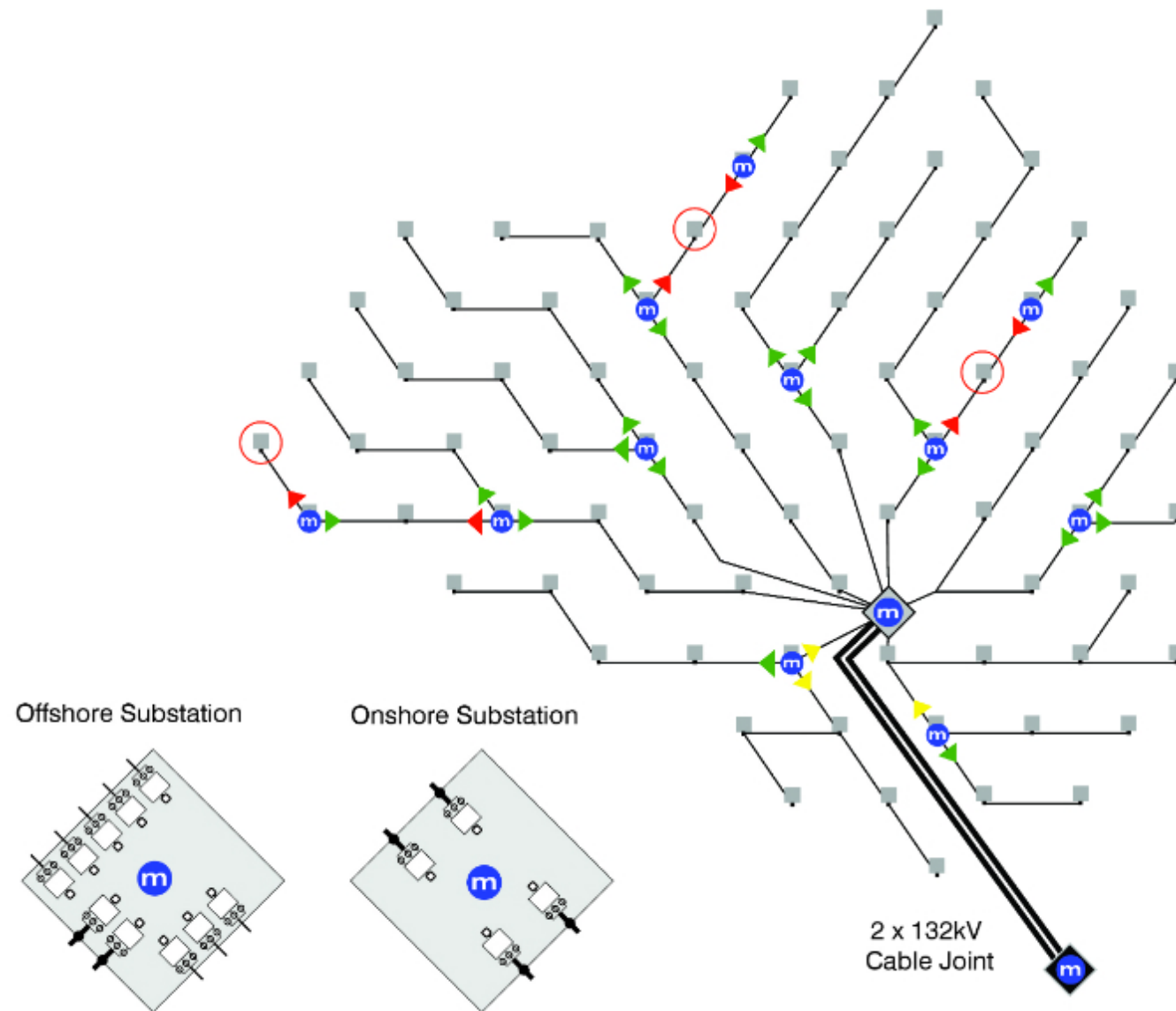
Source: Pixabay

Source: Wiki Commons: Diopsis - CC BY-SA 3.0



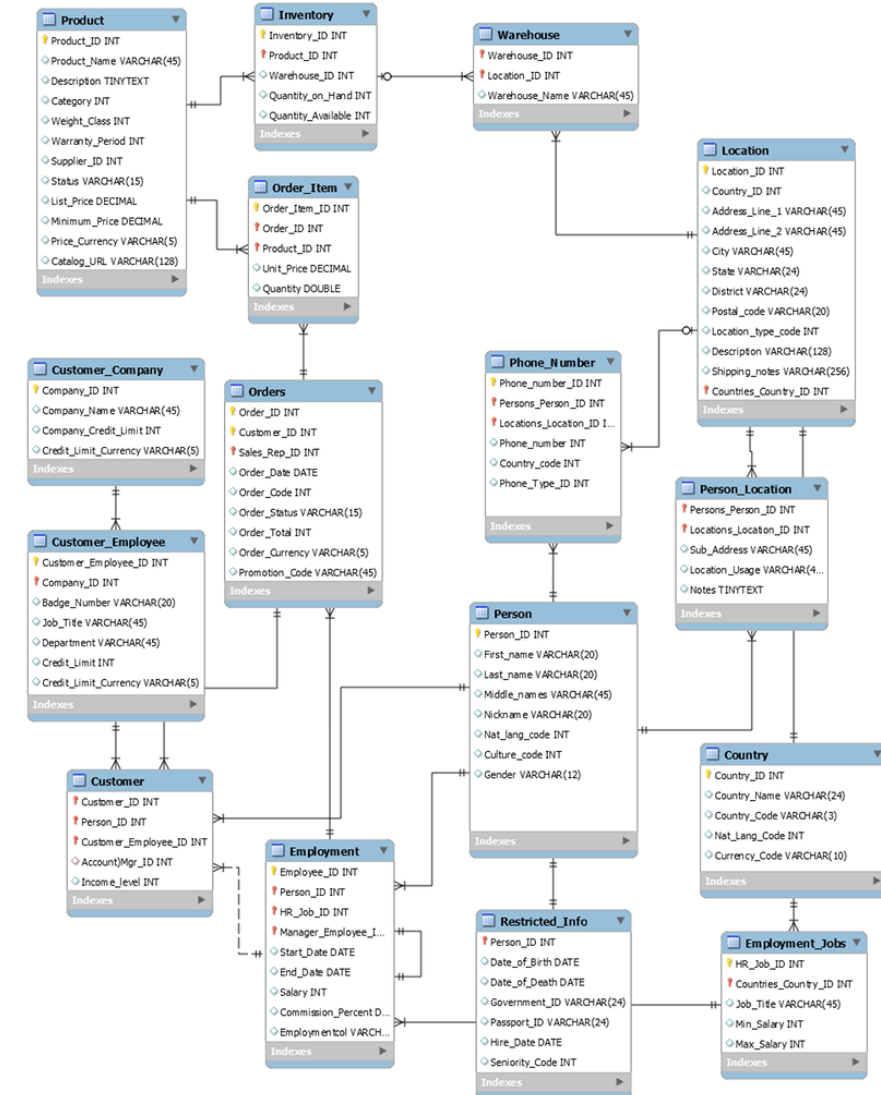
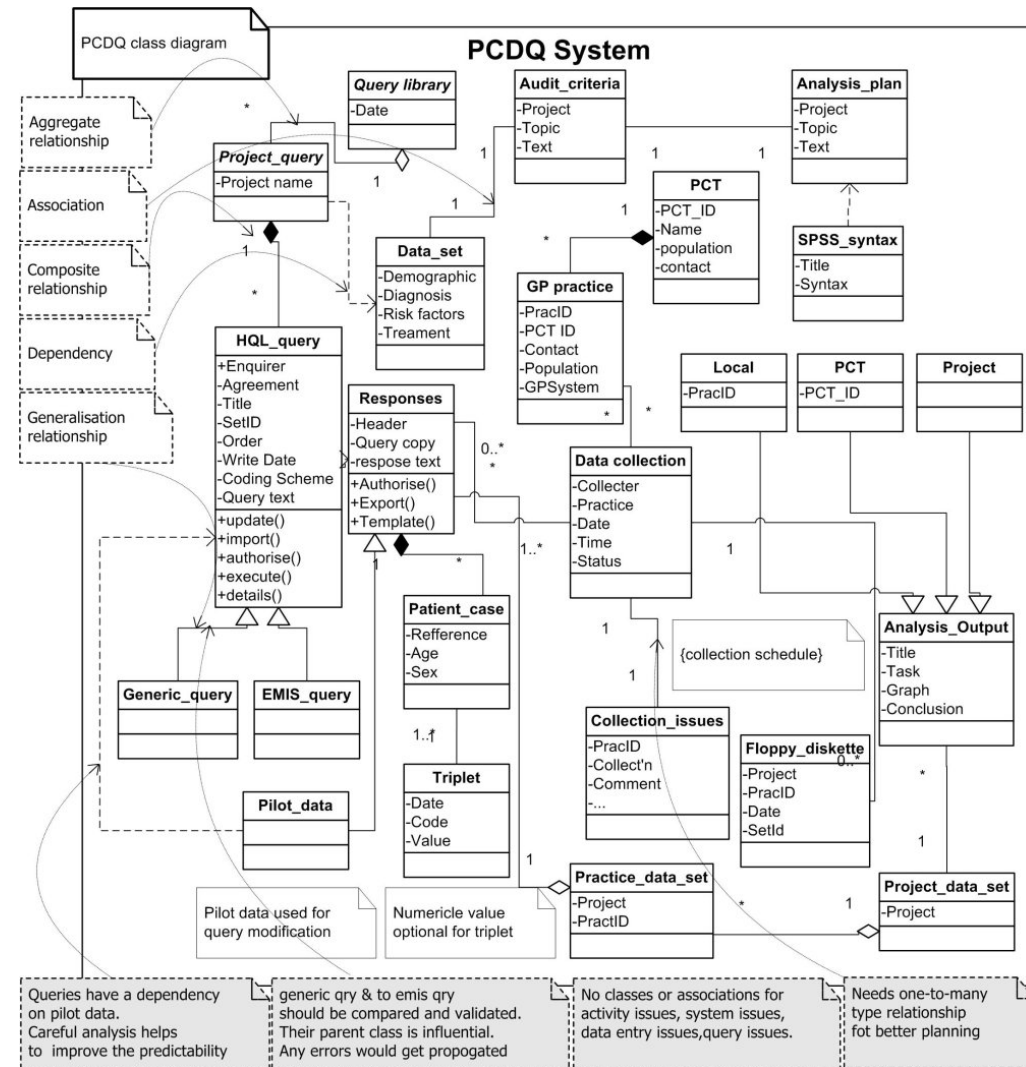


Technical networks – offshore wind farms



Source: Wiki Commons: Alpha Ventus Windmills - CC BY-SA 3.0

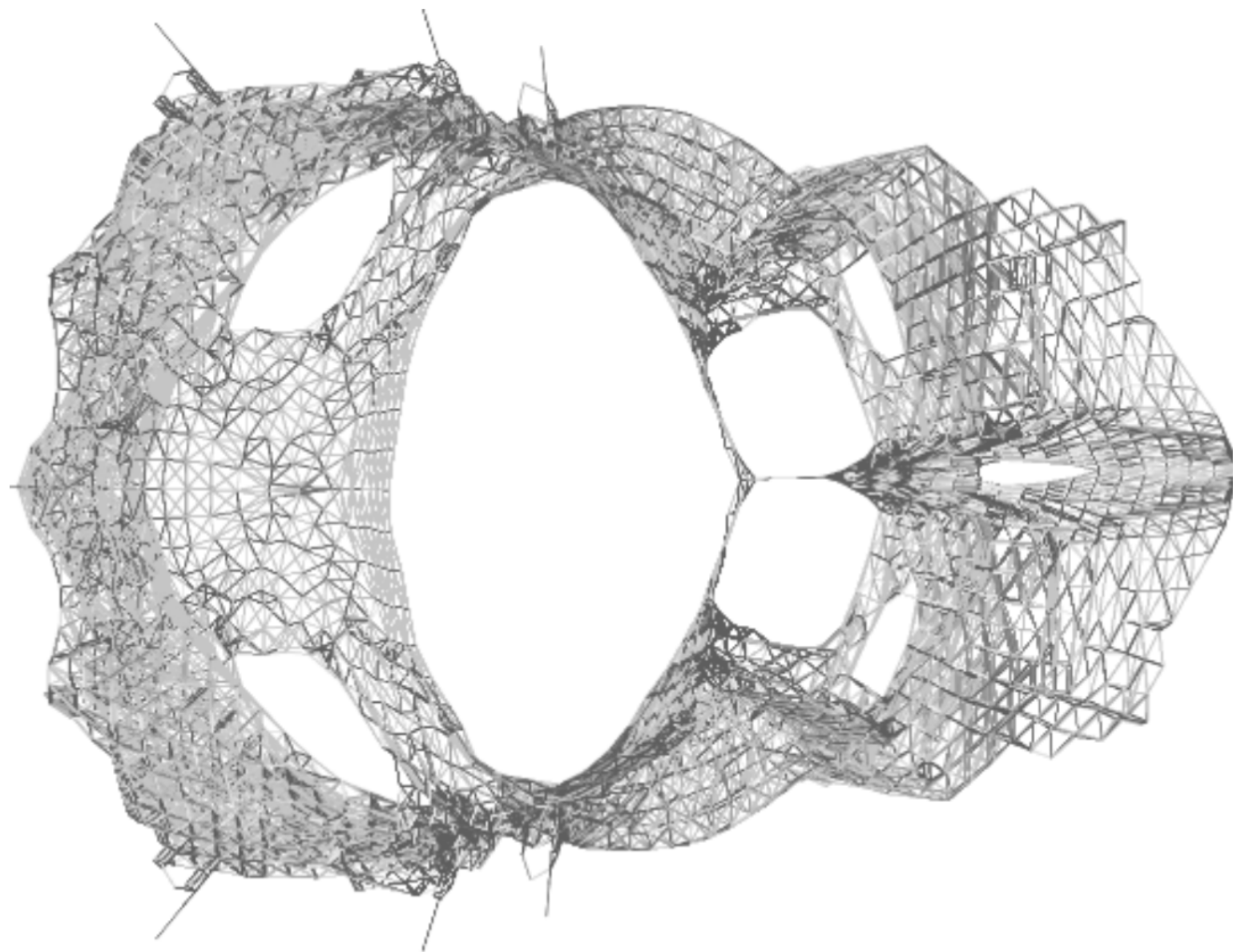
Technical network – UML diagram



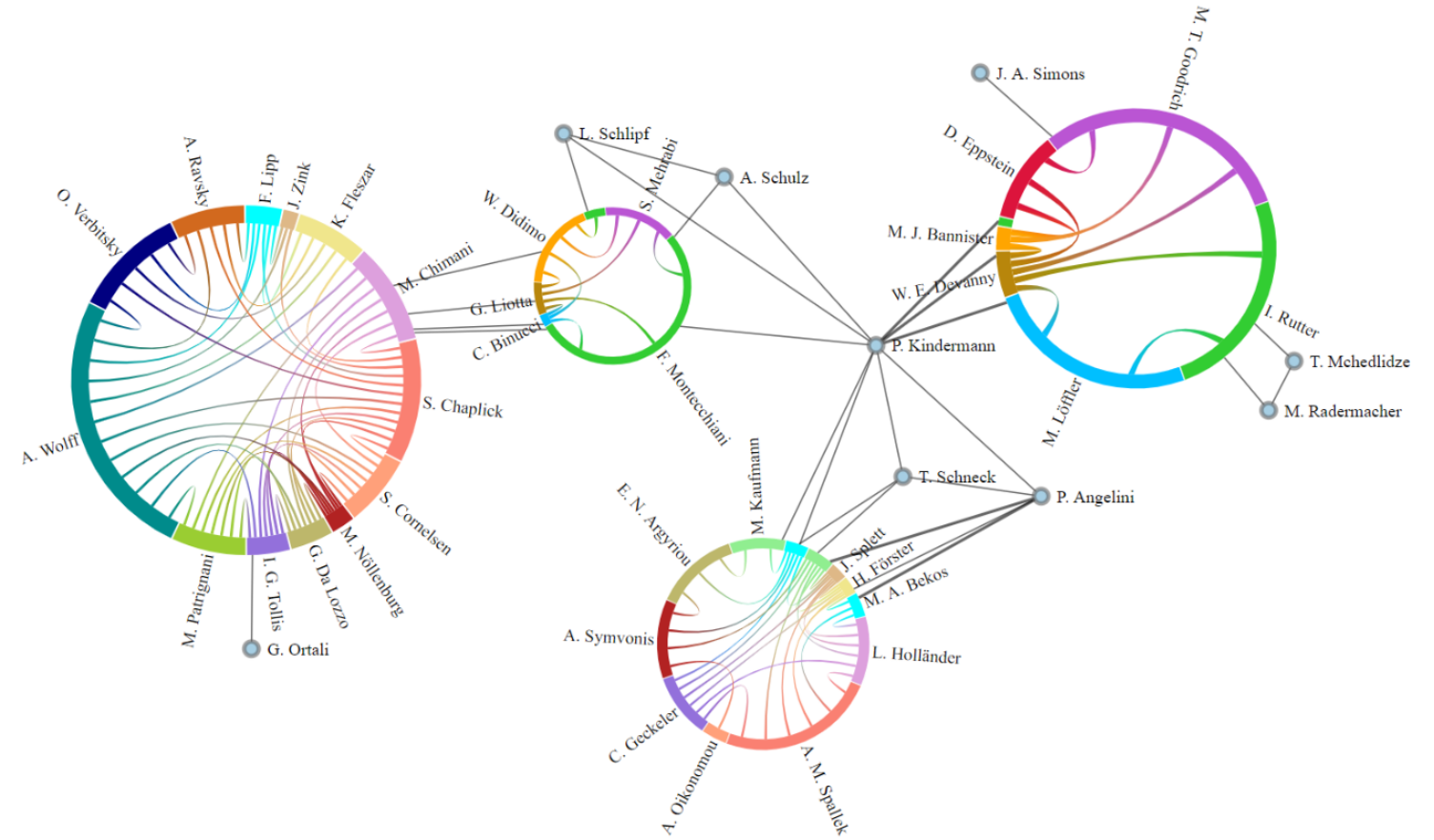
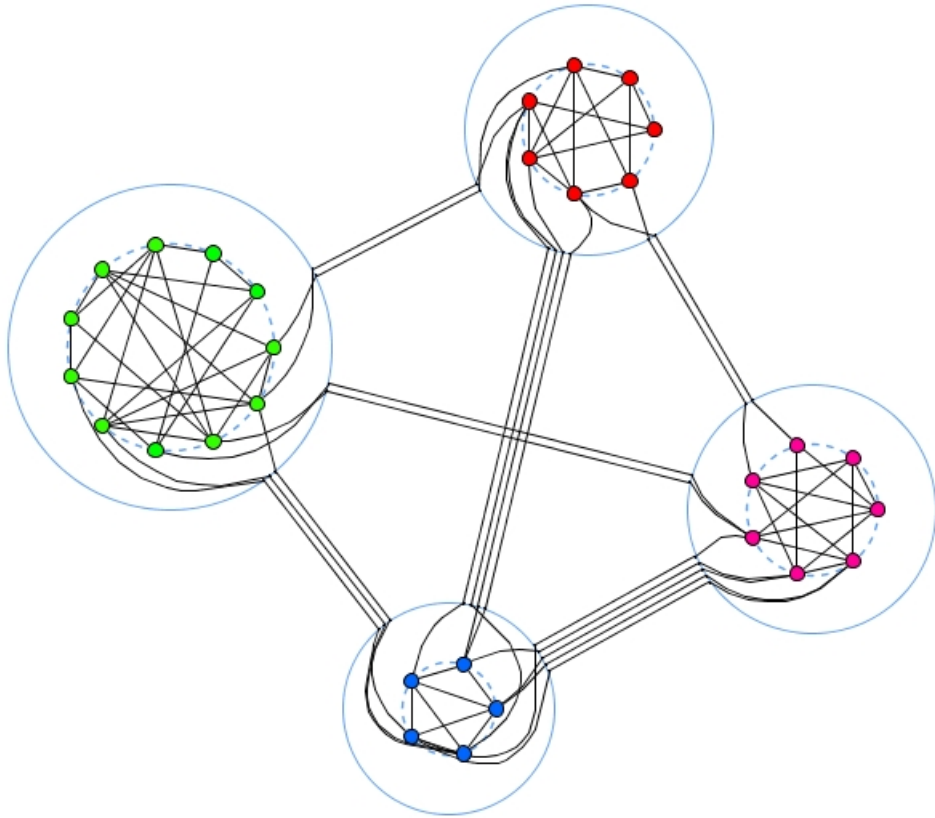
LORD OF THE RINGS



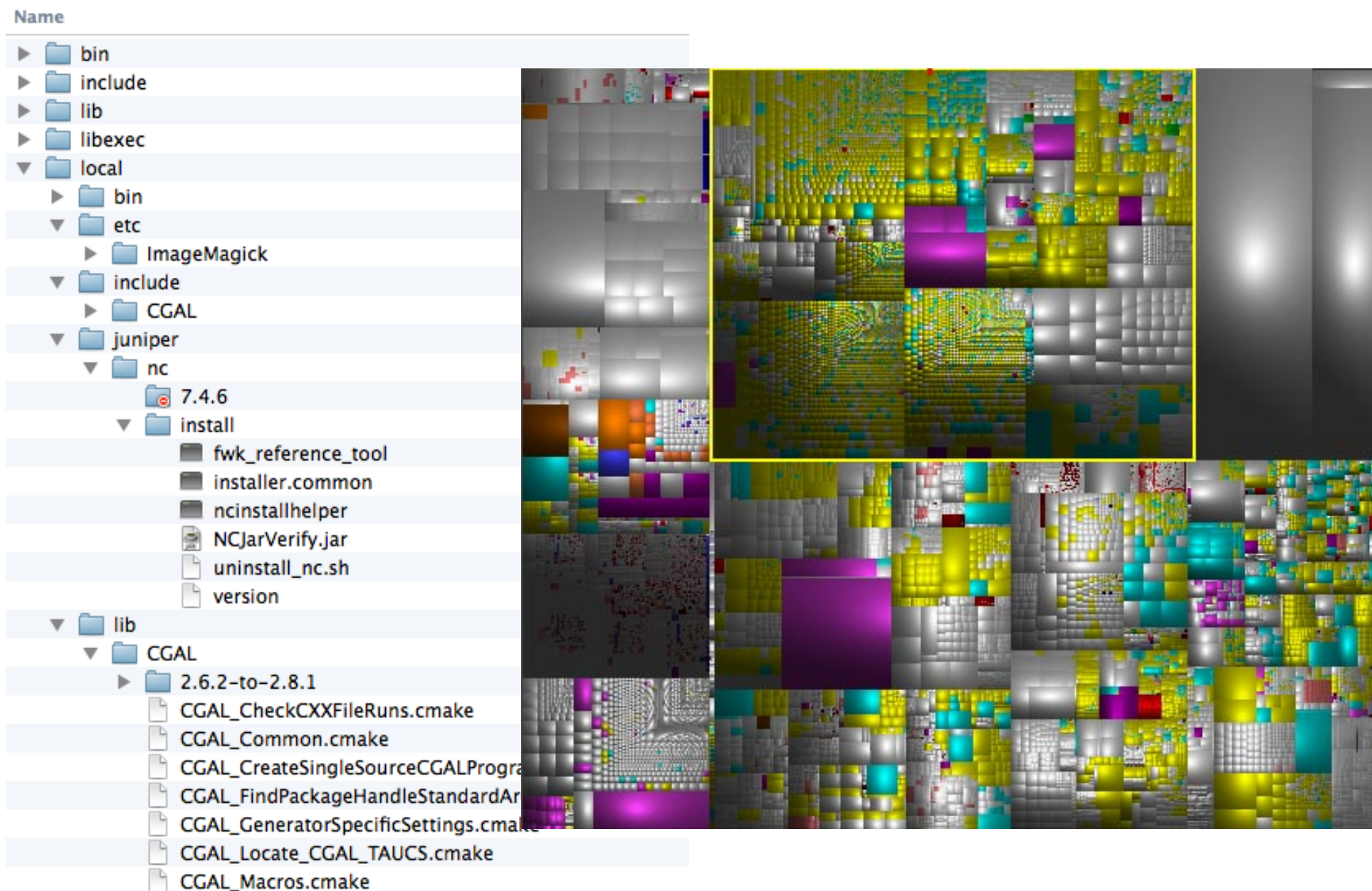
Large graphs – object mesh



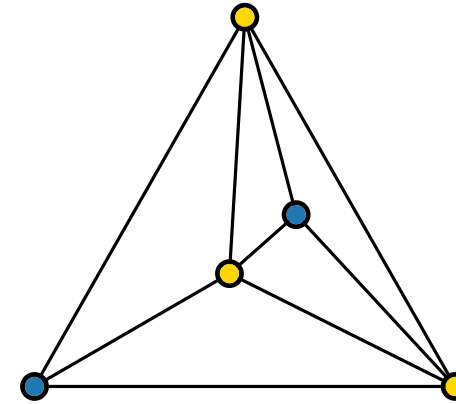
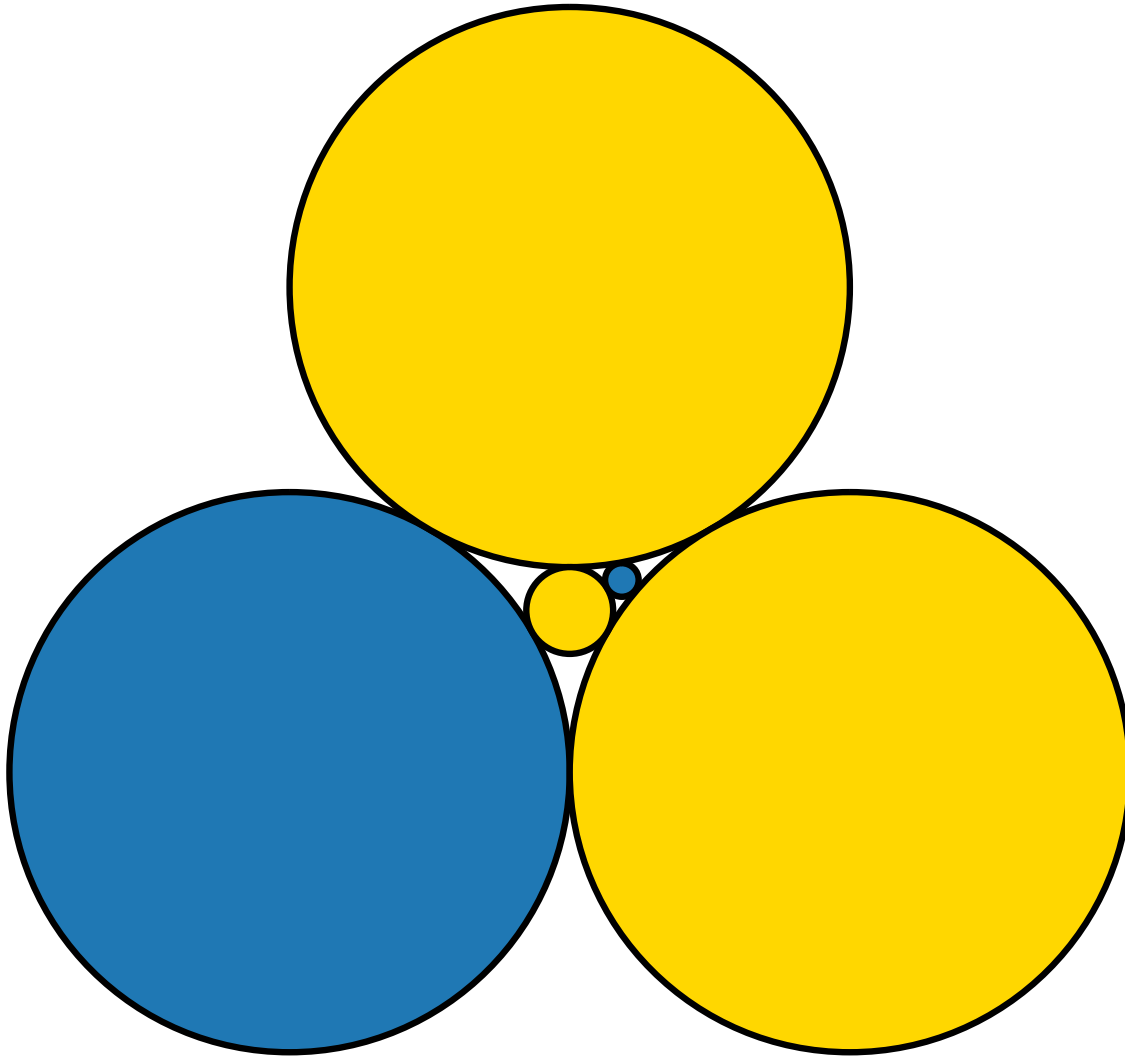
General graphs – micro-macro layout



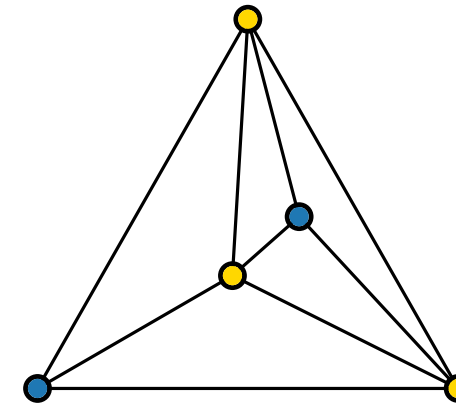
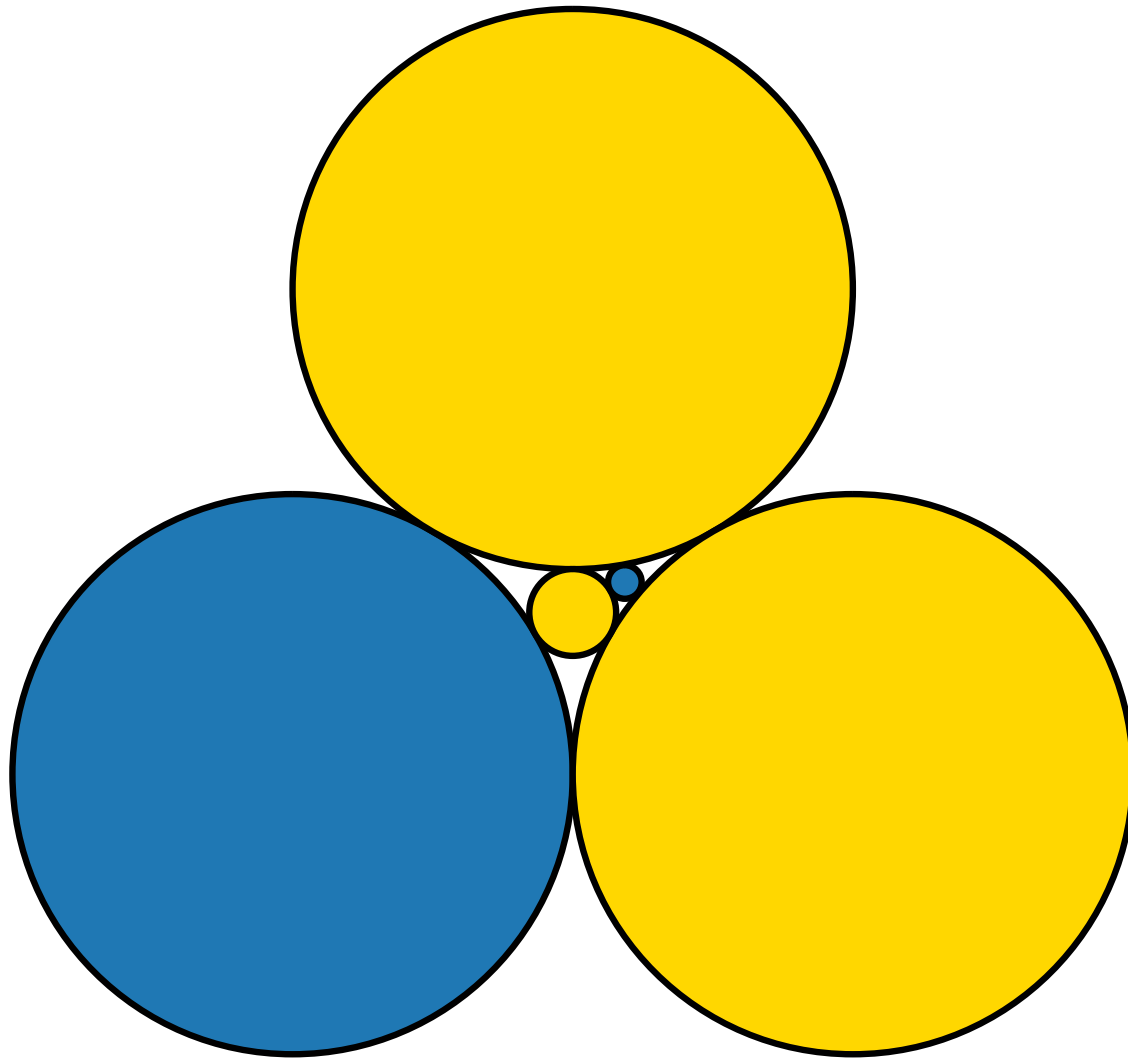
Alternative representations – treemap



Alternative representations – contact graphs



Alternative representations – contact graphs



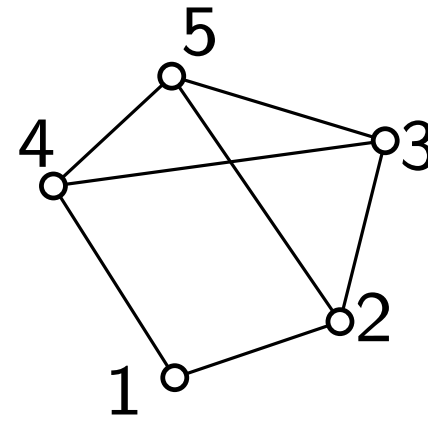
■ For more examples see visualcomplexity.com

Requirements of a graph layout

1. Drawing conventions and requirements, e.g.,

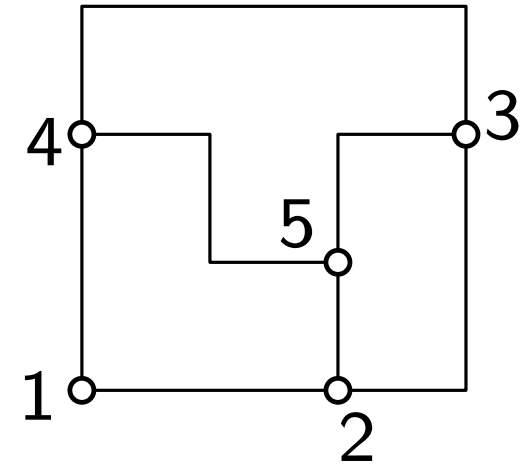
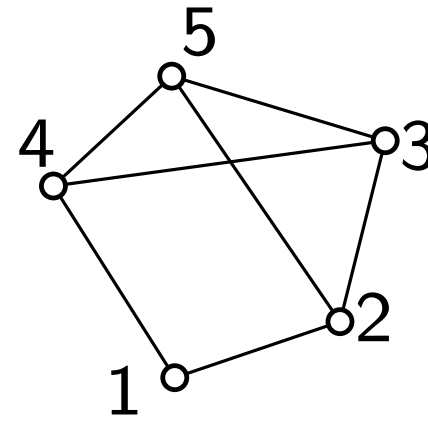
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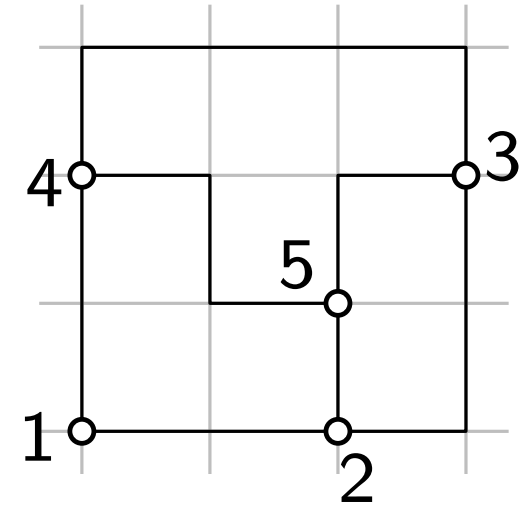
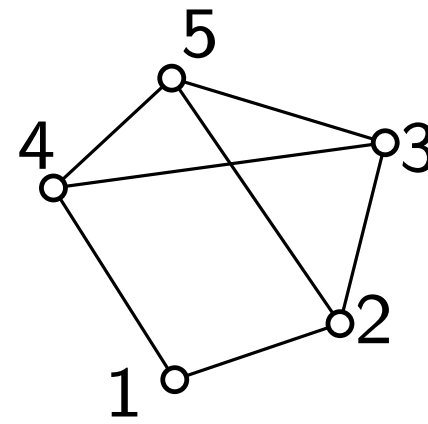
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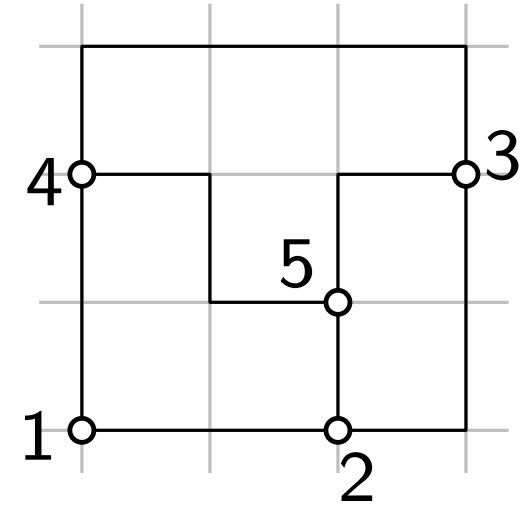
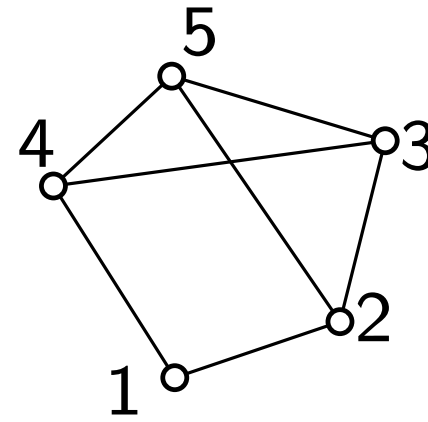
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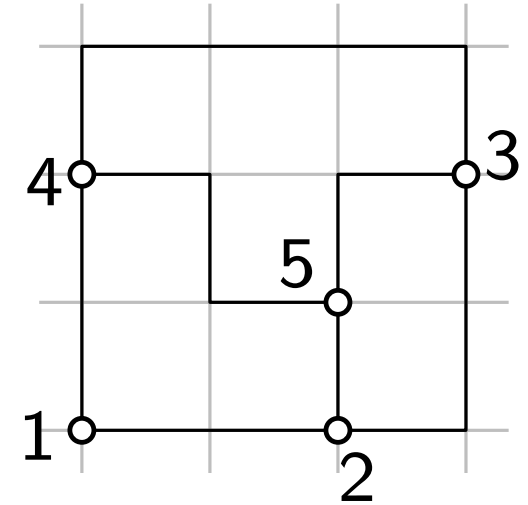
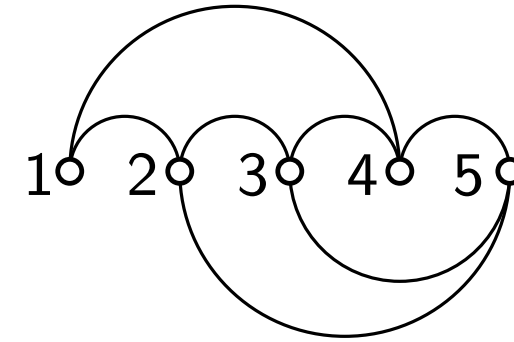
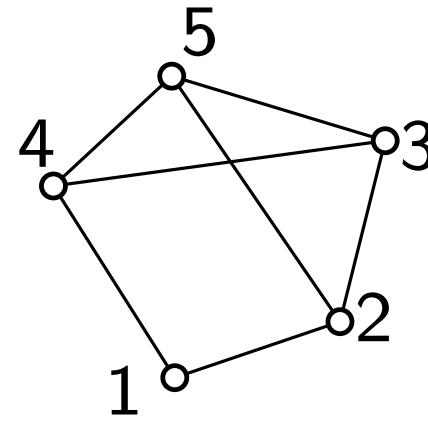
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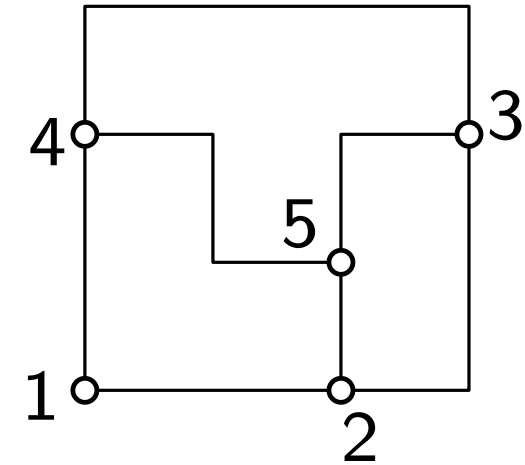
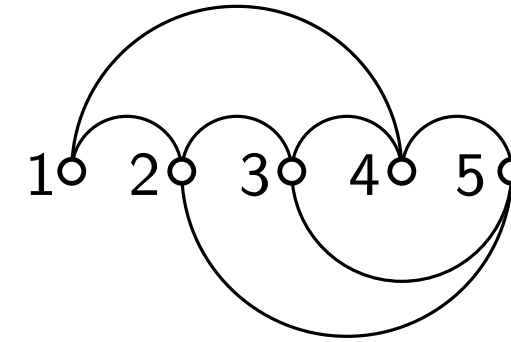
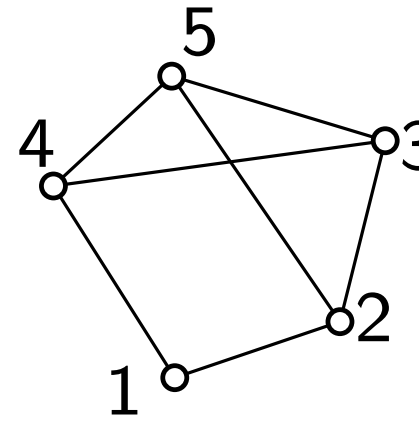
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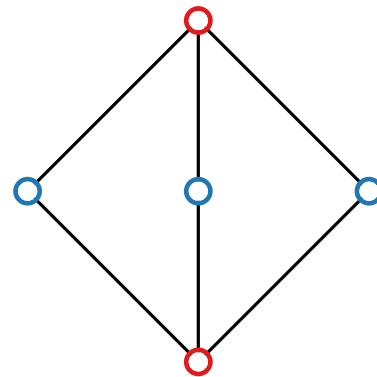
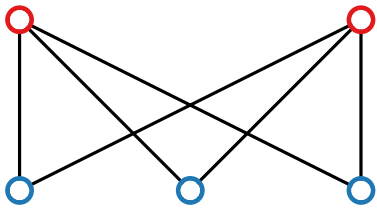
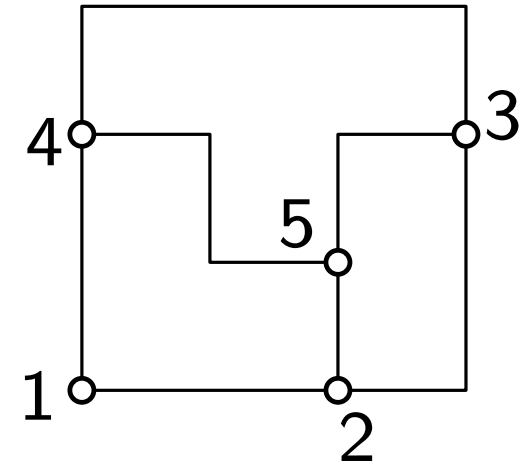
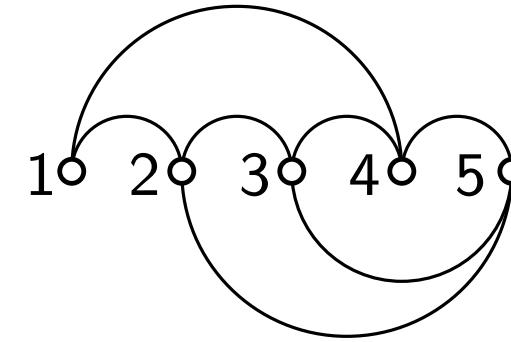
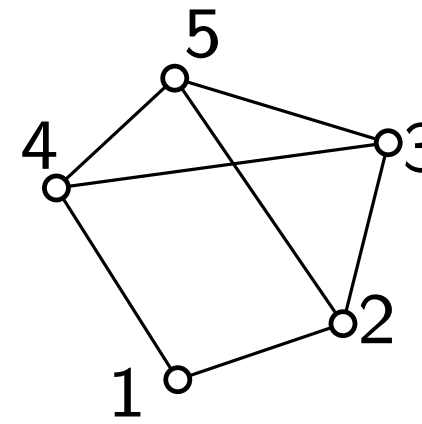
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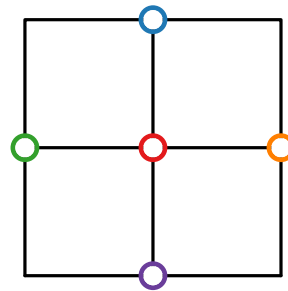
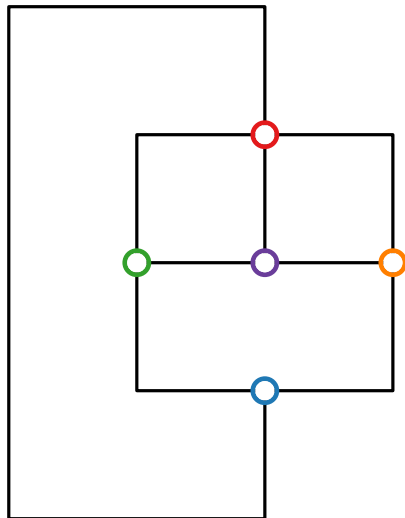
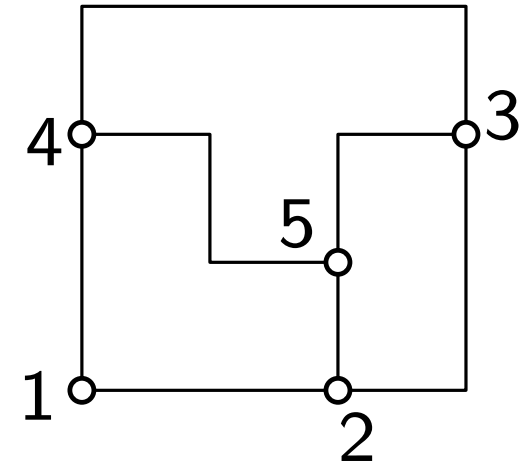
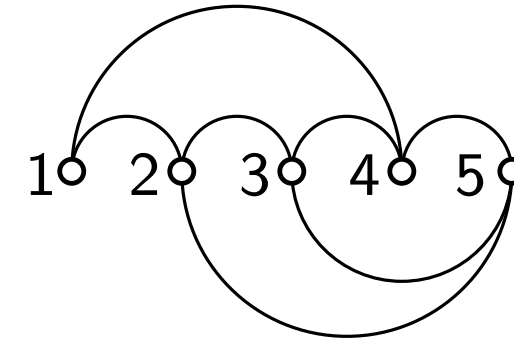
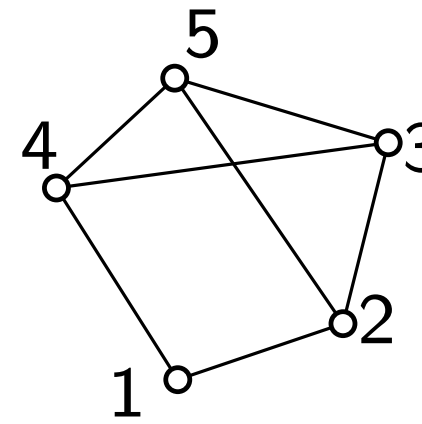
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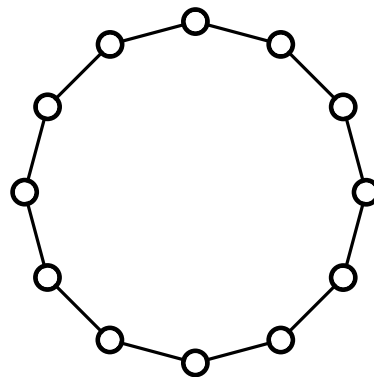
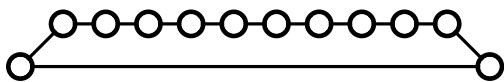
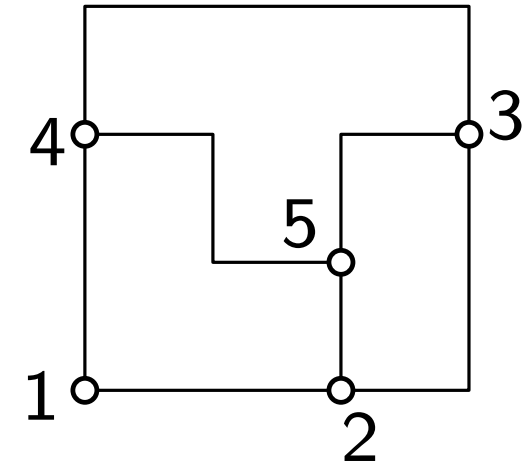
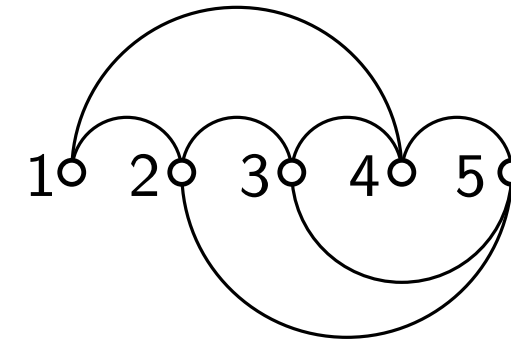
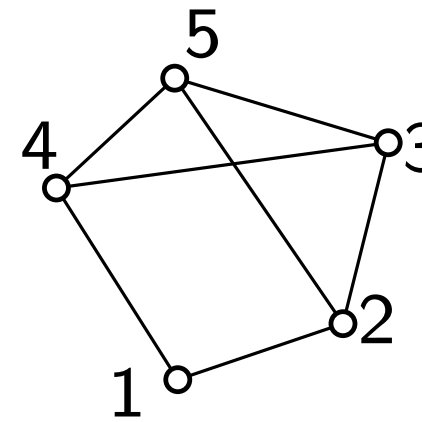
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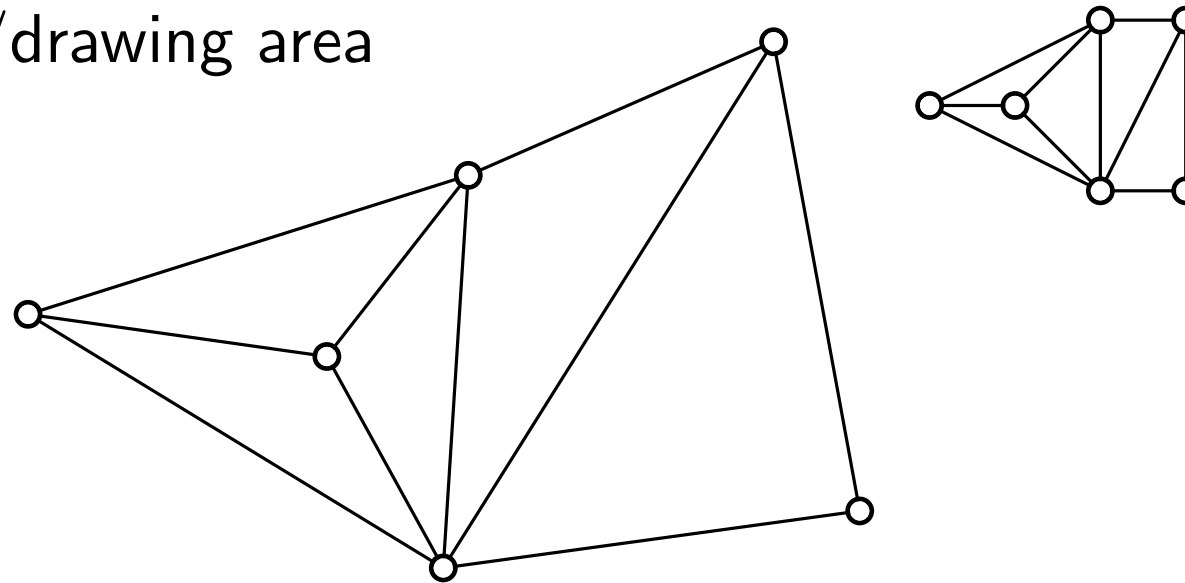
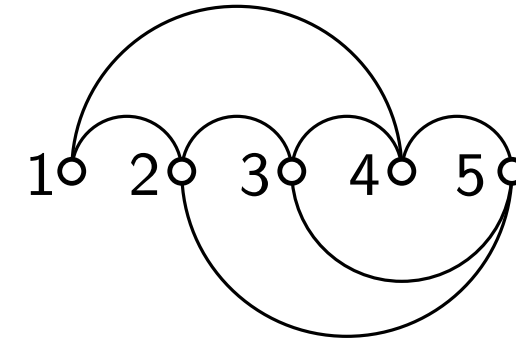
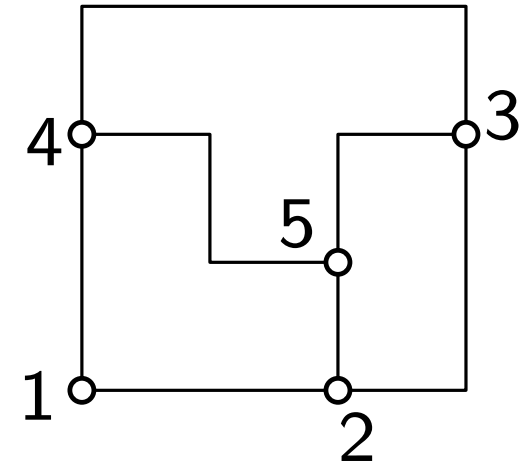
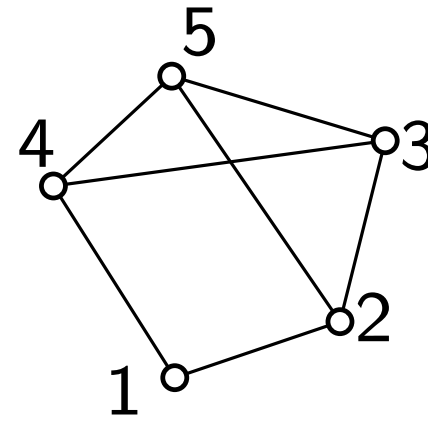
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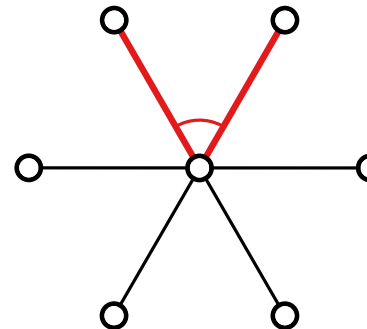
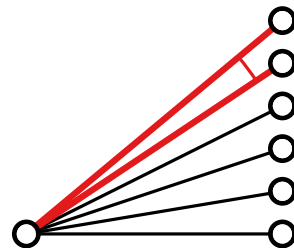
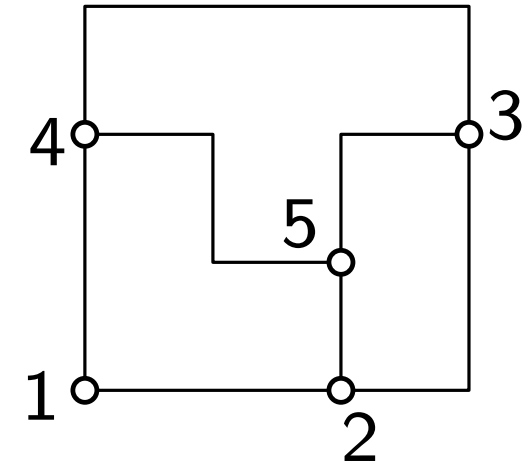
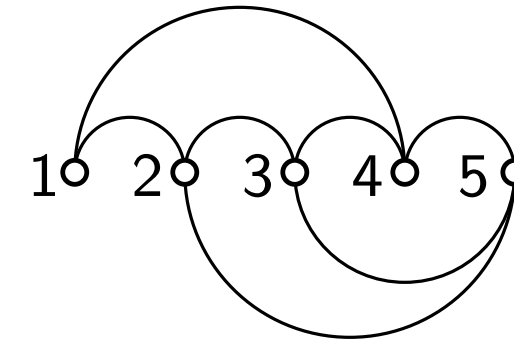
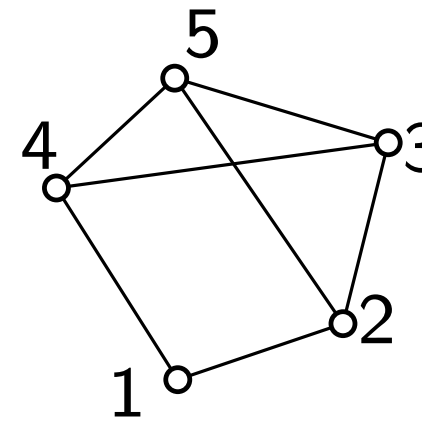
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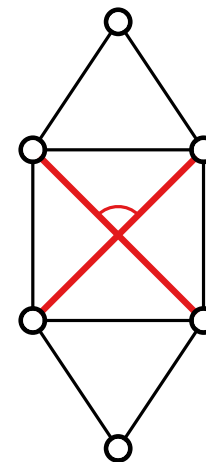
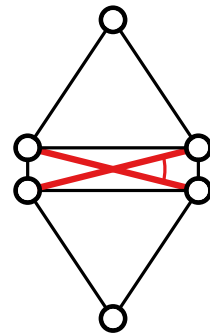
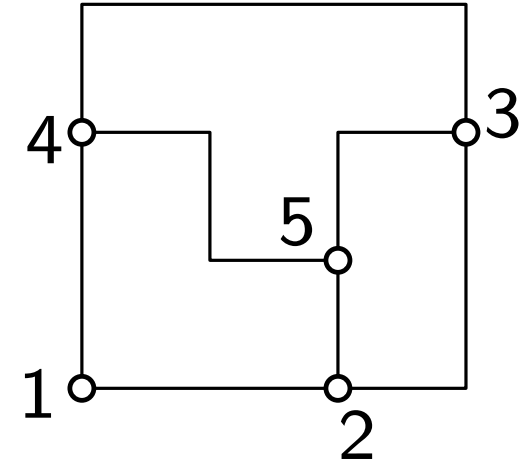
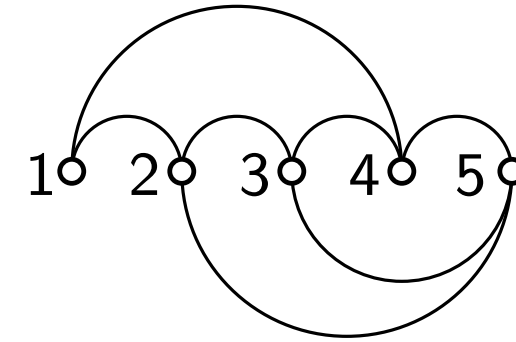
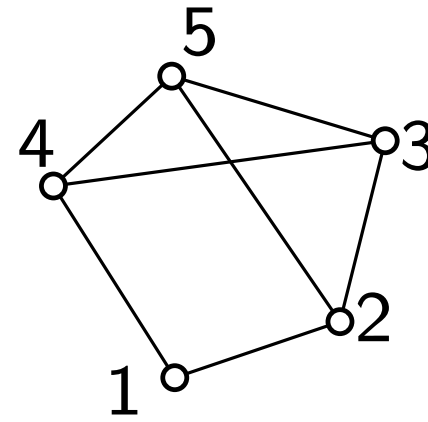
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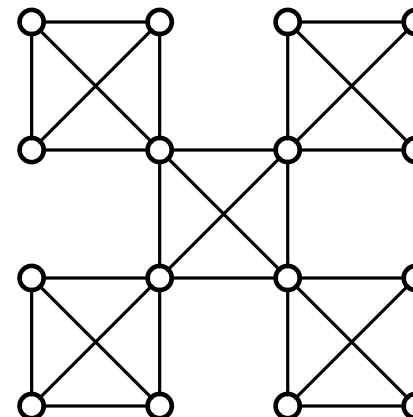
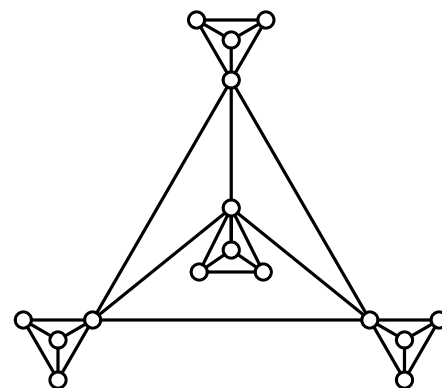
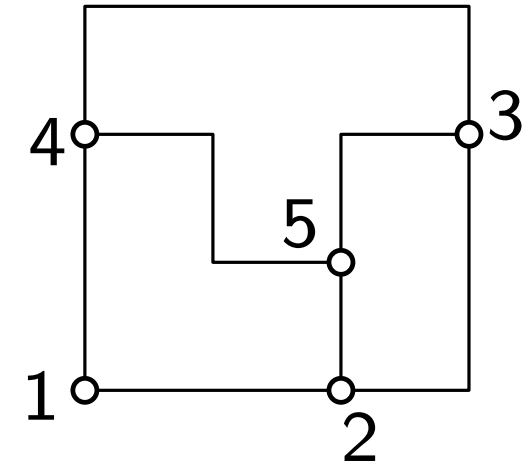
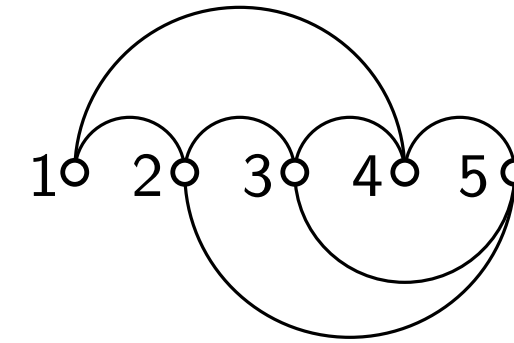
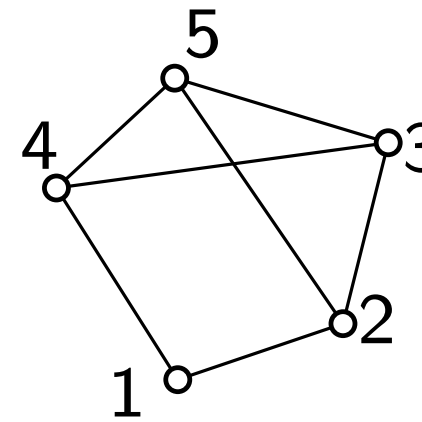
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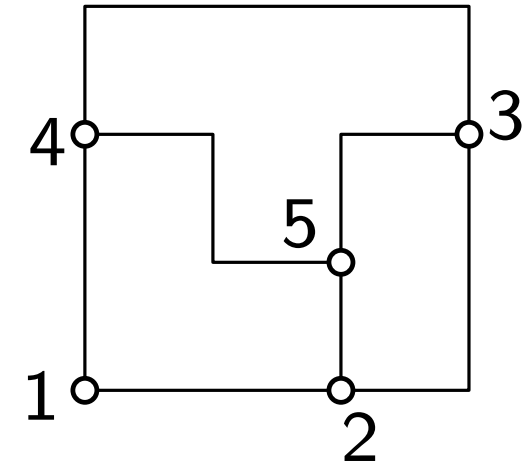
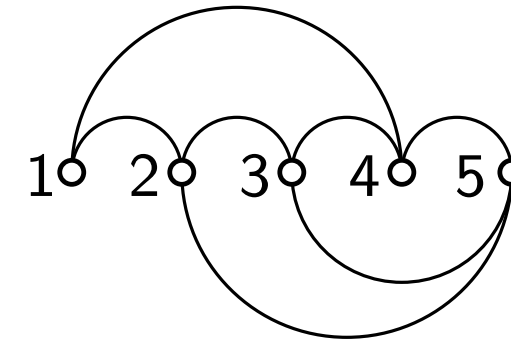
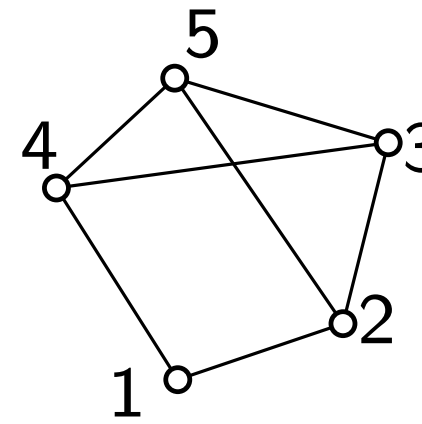
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Requirements of a graph layout

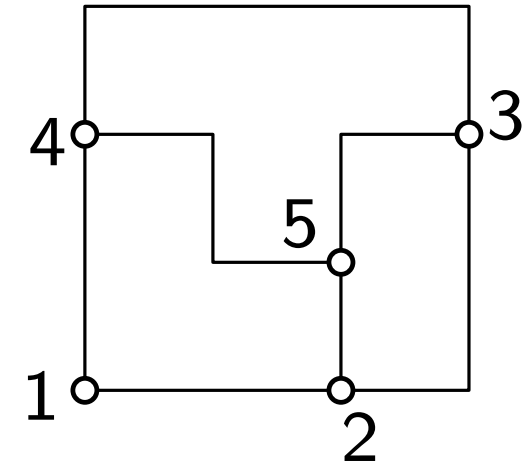
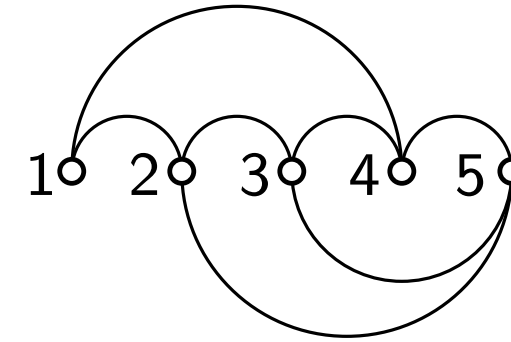
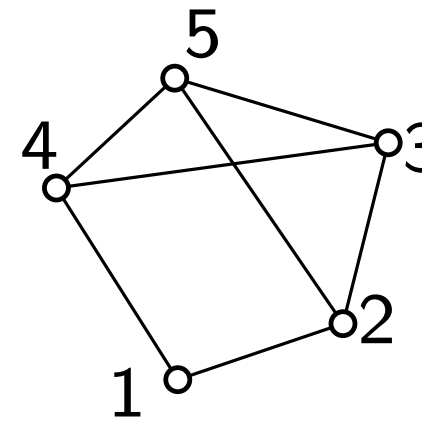
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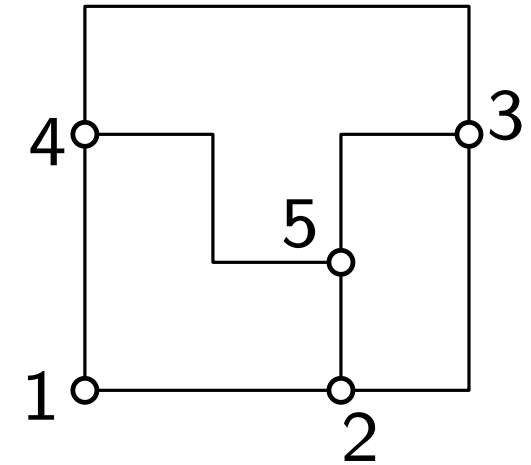
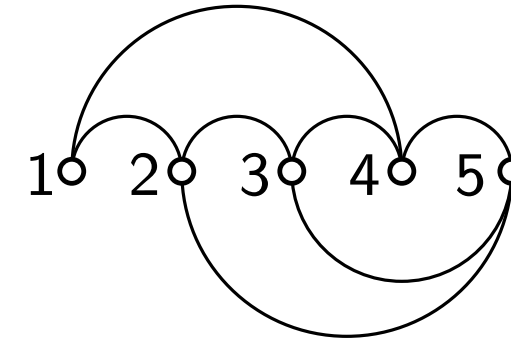
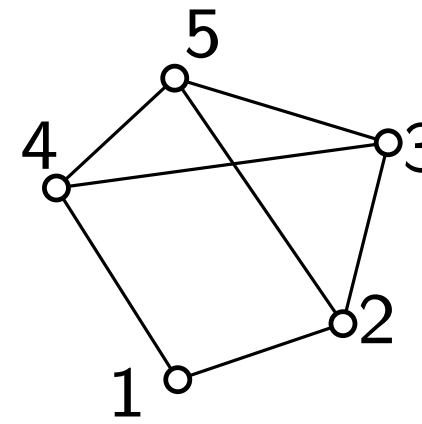


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3. Local Constraints, e.g.



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1. Drawing conventions and requirements, e.g.,

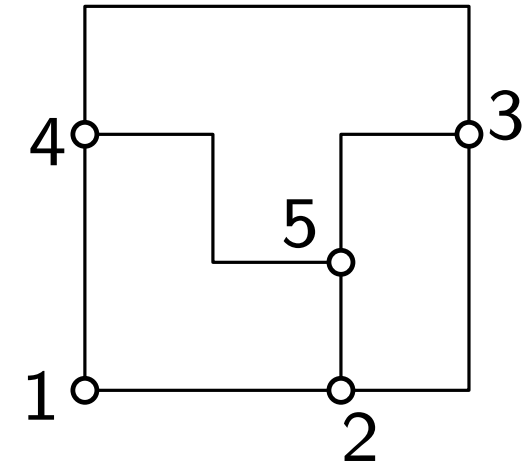
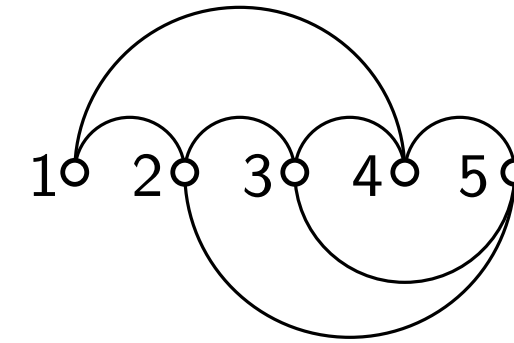
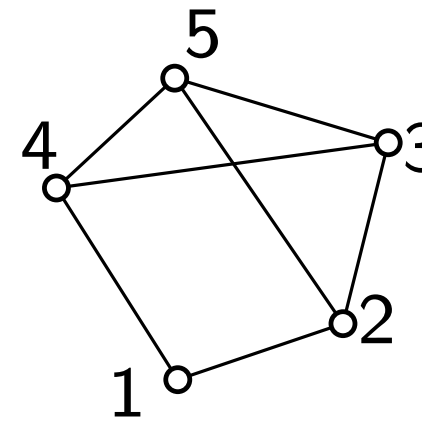
- straight edges with $\Gamma(uv) = \overline{\Gamma(u)\Gamma(v)}$
- orthogonal edges (i.e. with bends)
- grid drawings
- without crossing

2. Aesthetics to be optimized, e.g.

- crossing/bend minimization
- edge length uniformity
- minimizing total edge length/drawing area
- angular resolution
- symmetry/structure

3. Local Constraints, e.g.

- restrictions on neighboring vertices (e.g., “upward”).
- restrictions on groups of vertices/edges (e.g., “clustered”).



→ such criteria are often inversely related

→ lead to NP-hard optimization problems

The layout problem

Graph visualisation problem

in: Graph $G = (V, E)$

out: Drawing Γ of G such that

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- **drawing conventions** are met,

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- **drawing conventions** are met,
- **aesthetic criteria** are optimised, and

The layout problem

Graph visualisation problem

in: Graph $G = (V, E)$

out: Drawing Γ of G such that

- **drawing conventions** are met,
- **aesthetic criteria** are optimised, and
- some **additional constraints** are satisfied.