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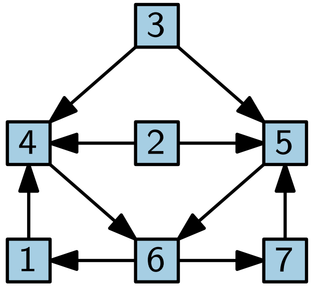
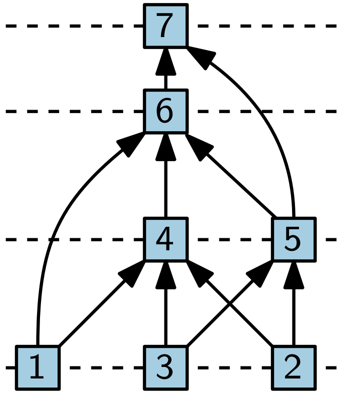
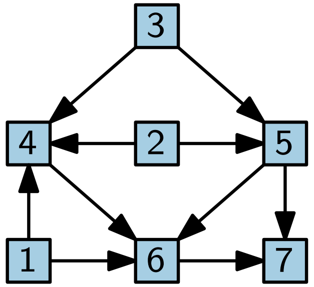
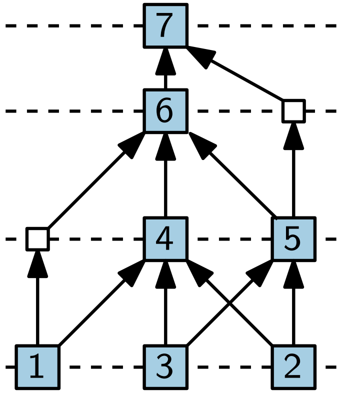


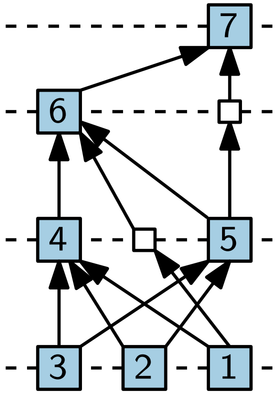


Visualization of Graphs

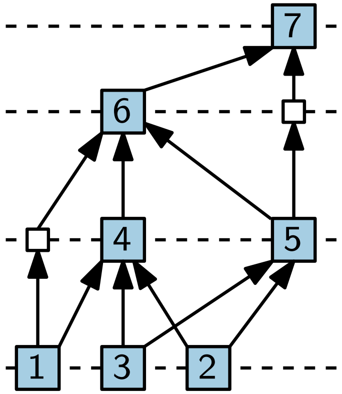




Lecture 8:
Hierarchical Layouts:
Sugiyama Framework

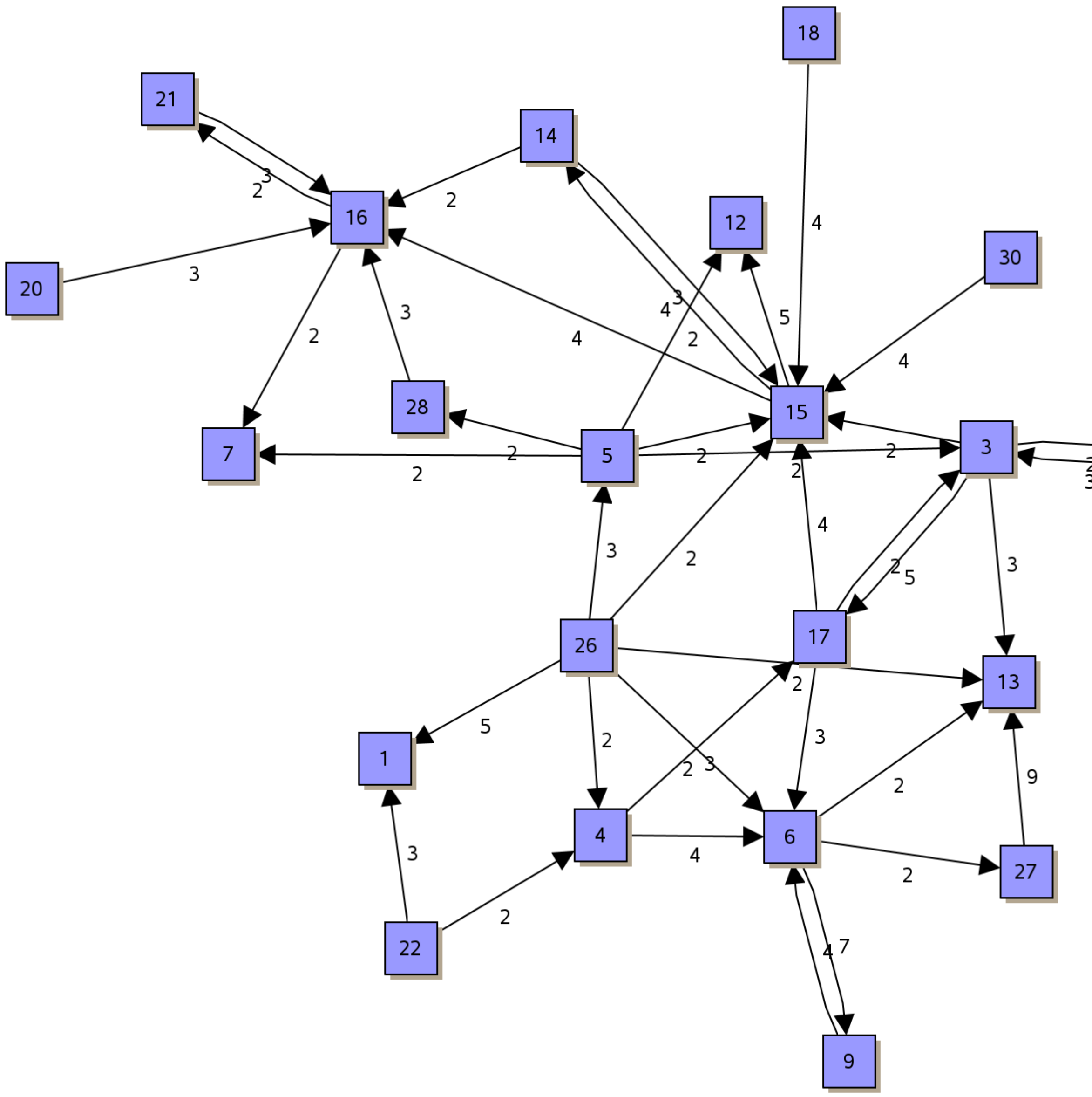


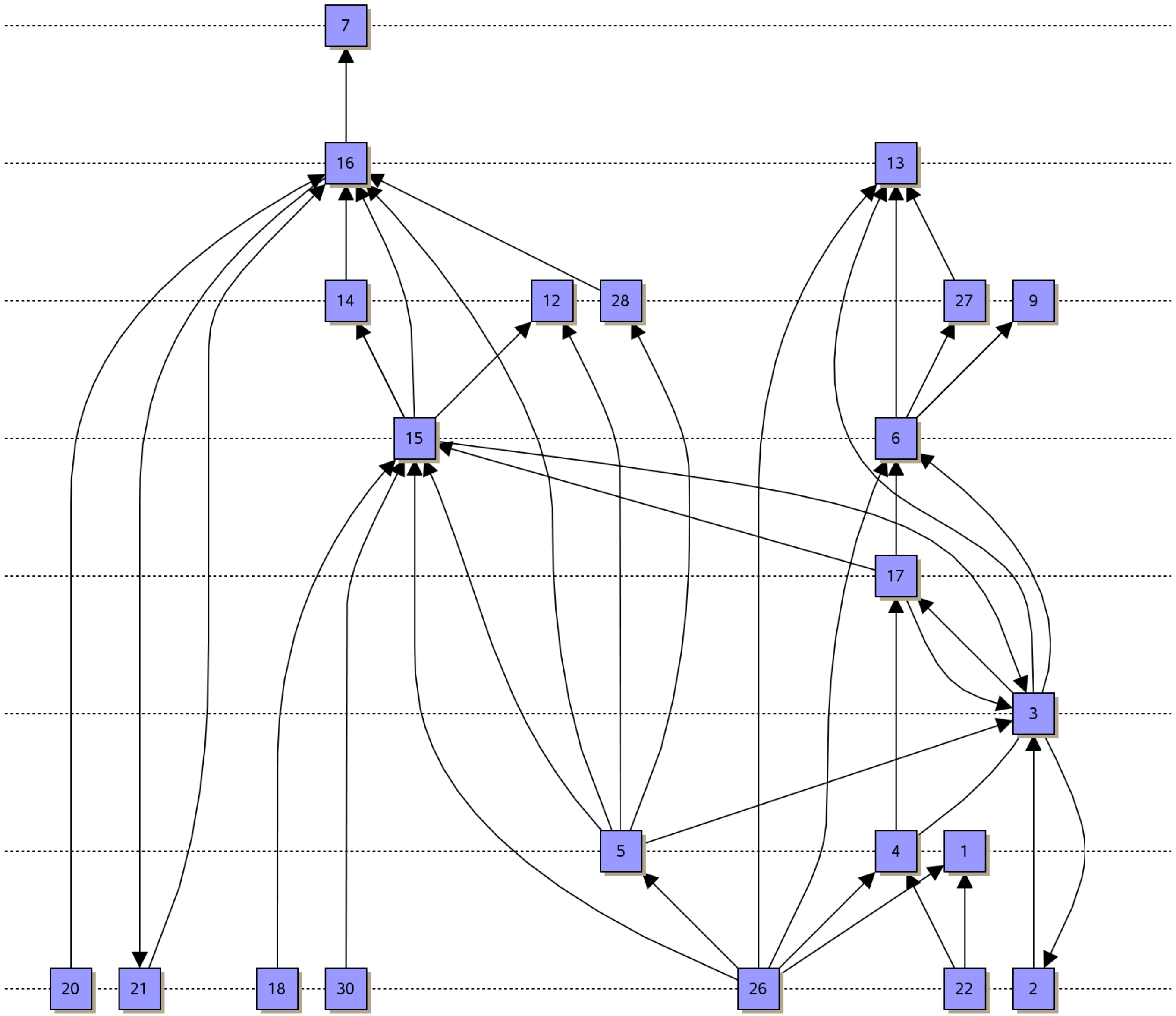
Part I:
The Framework



Tim Hegemann

Hierarchical Drawings – Motivation





Hierarchical Drawing

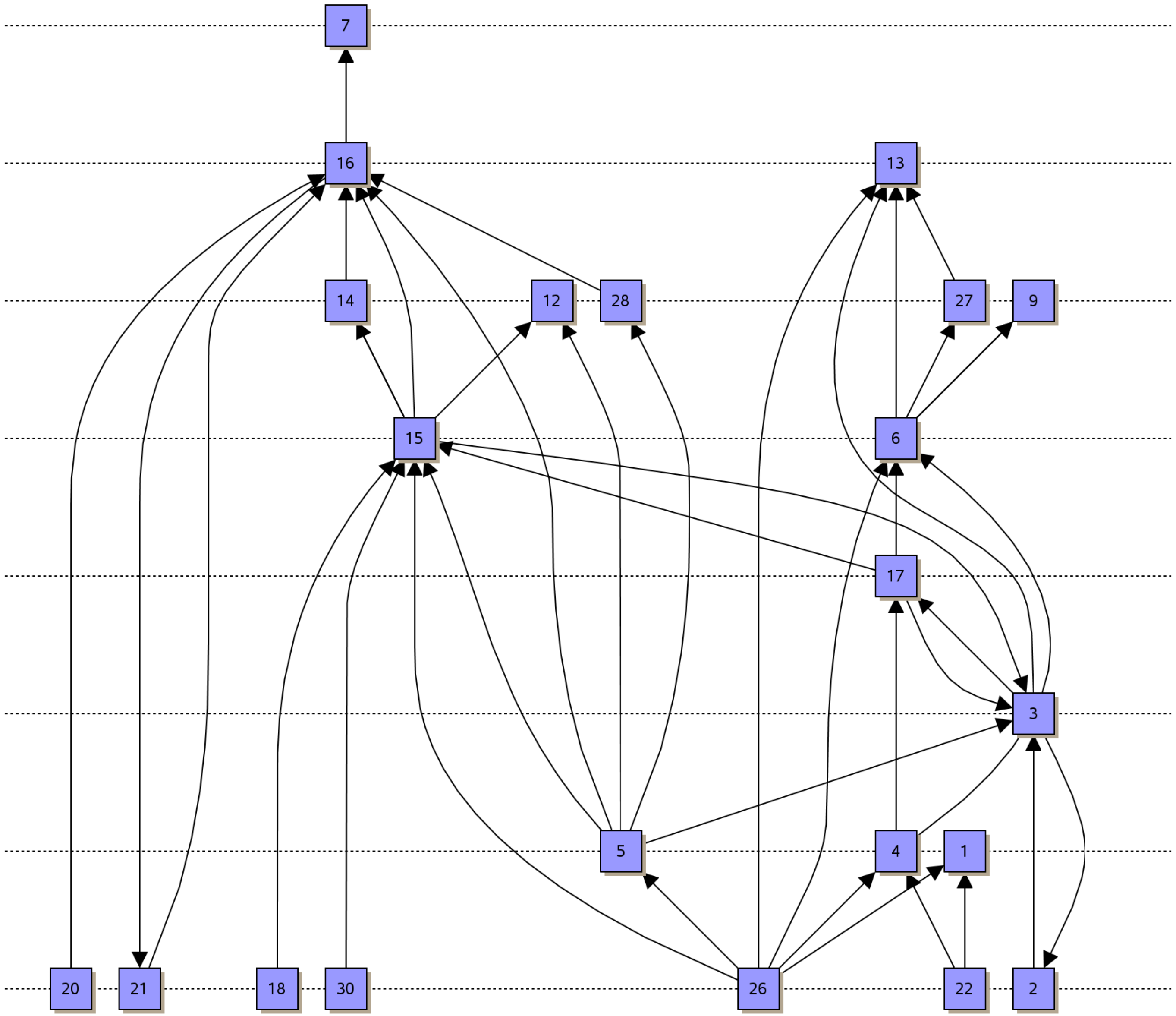
Problem Statement.

- Input: digraph $G = (V, E)$
- Output: drawing of G that "closely" reproduces the hierarchical properties of G

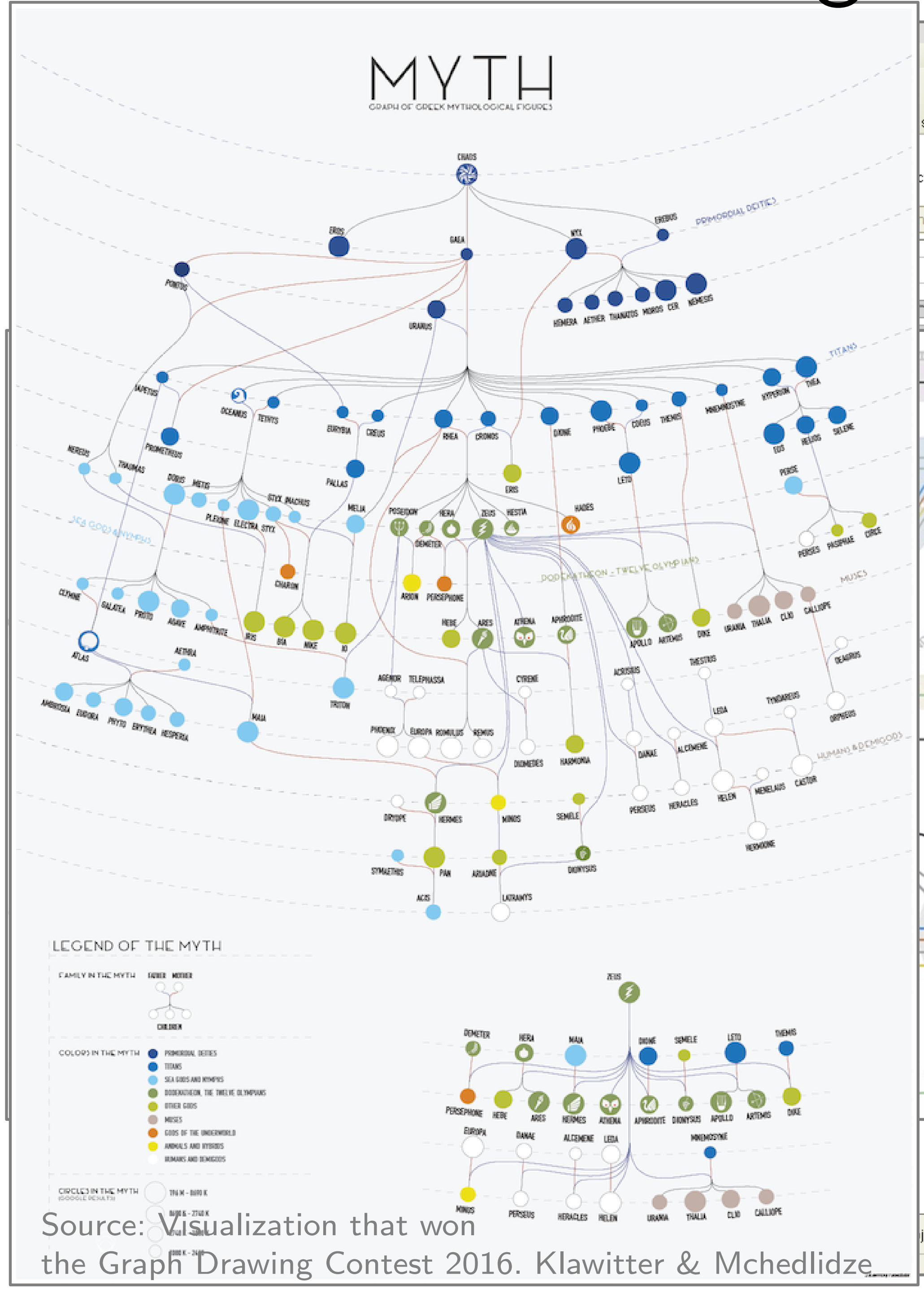
Desirable Properties.

- vertices occur on (few) horizontal lines
- edges directed upwards
- edge crossings minimized
- edges as short as possible
- vertices evenly spaced

Criteria can be contradictory!

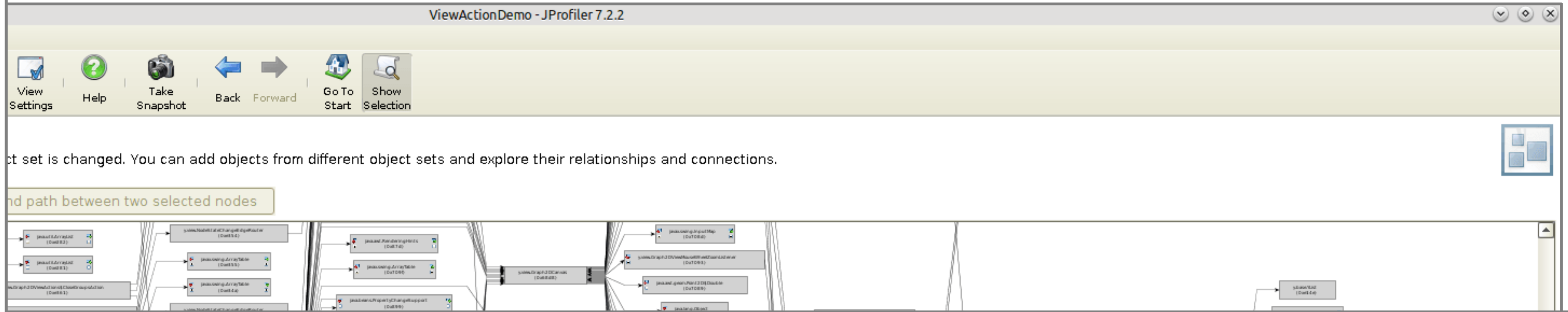


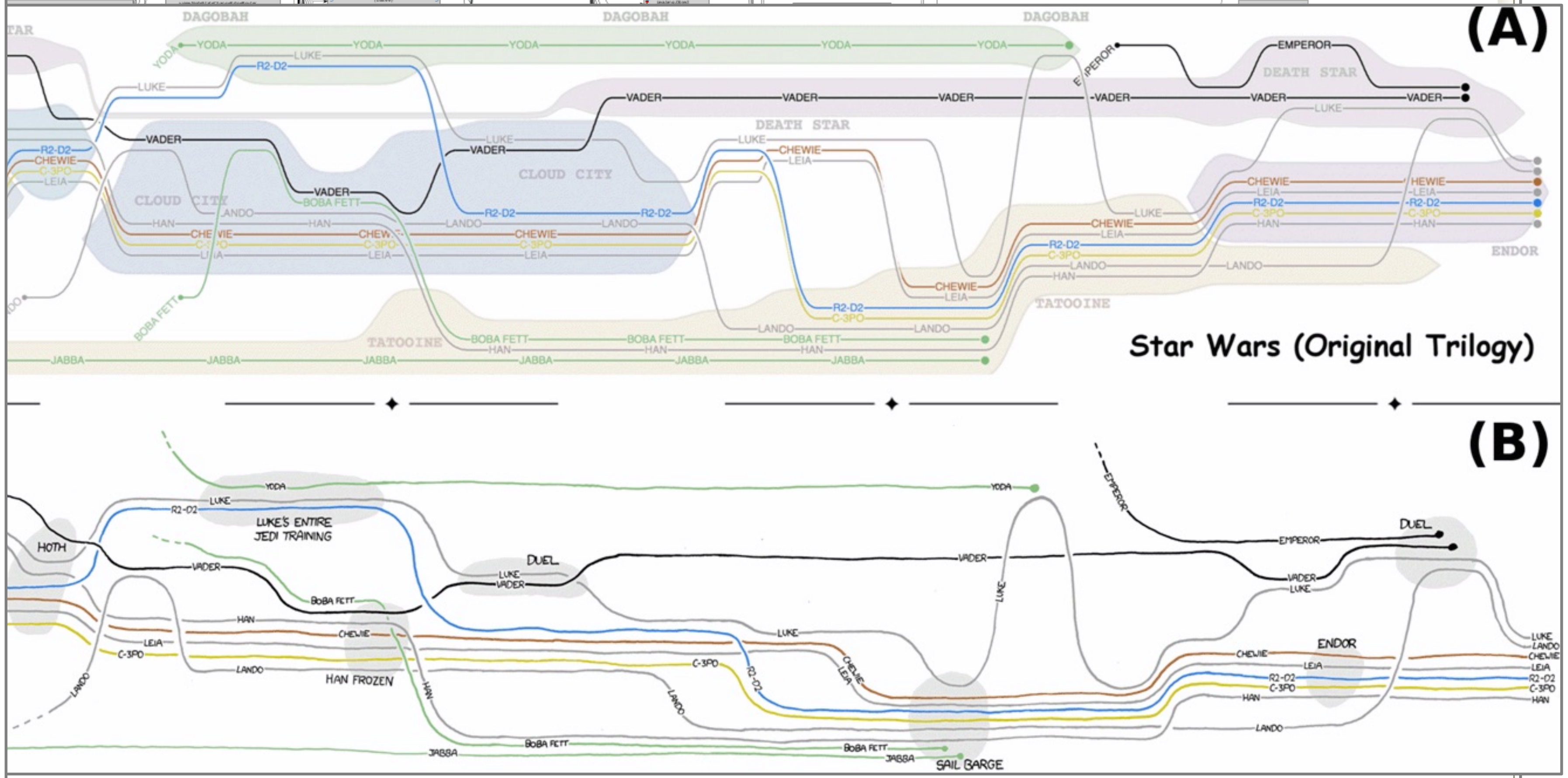
Hierarchical Drawing – Applications



Source: Visualization that won the Graph Drawing Contest 2016. Klawitter & Mchedlidze

yEd Gallery: Java profiler JProfiler using yFiles

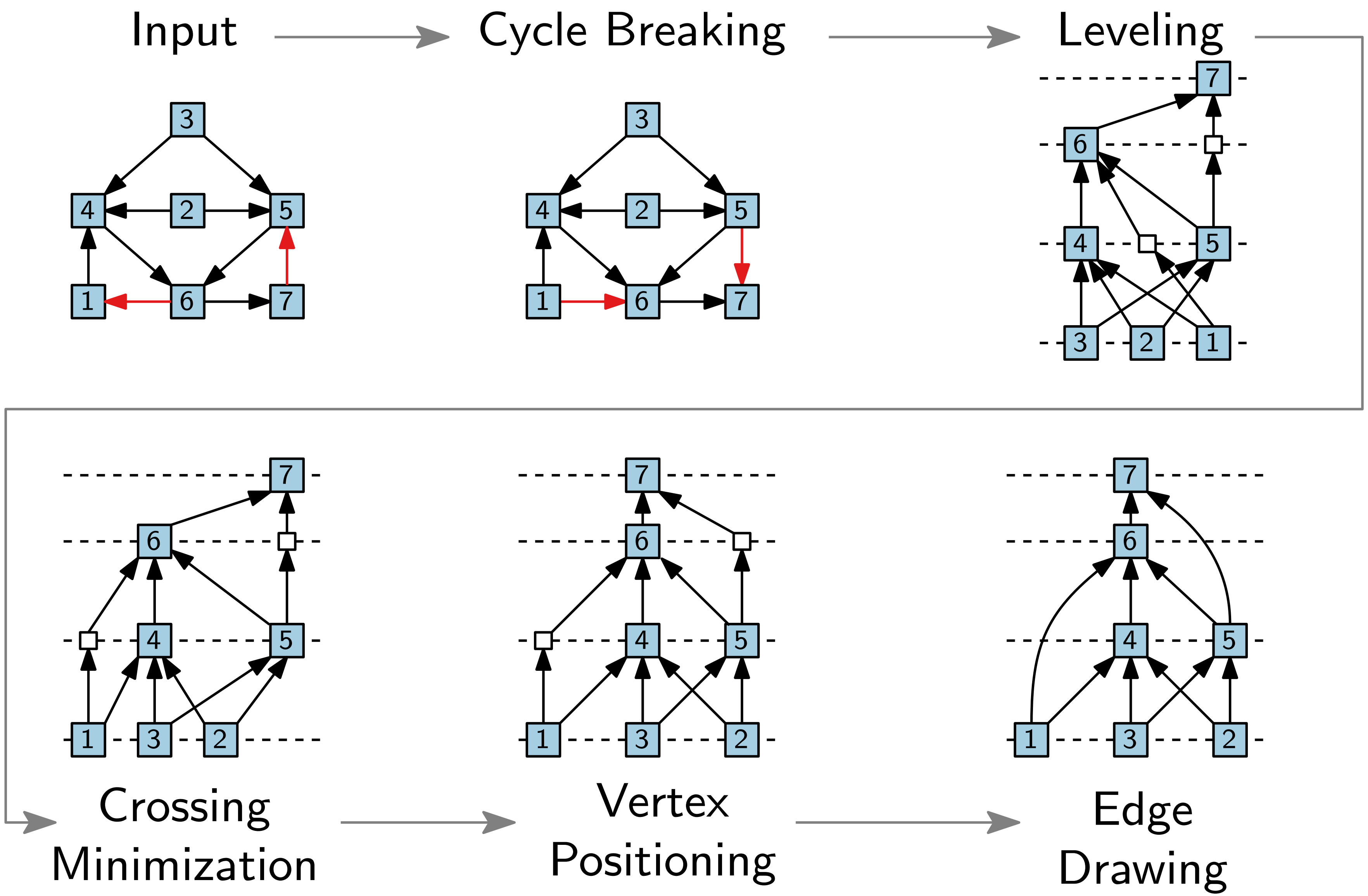




Source: "Design Considerations for Optimizing Storyline Visualizations" Tanahashi et al.

Classical Approach – Sugiyama Framework

[Sugiyama, Tagawa, Toda '81]



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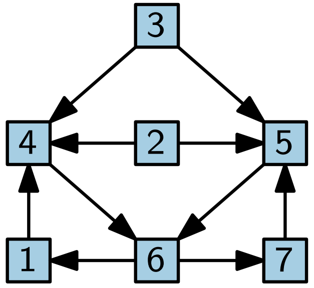
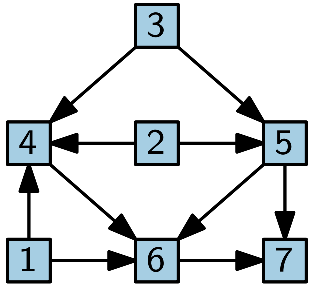
Visualization of Graphs

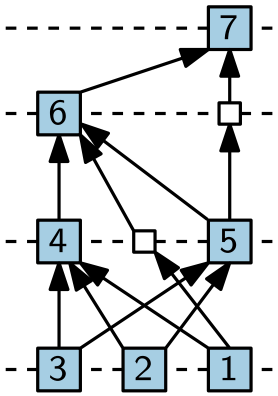
Lecture 7:
Hierarchical Layouts:
Sugiyama Framework

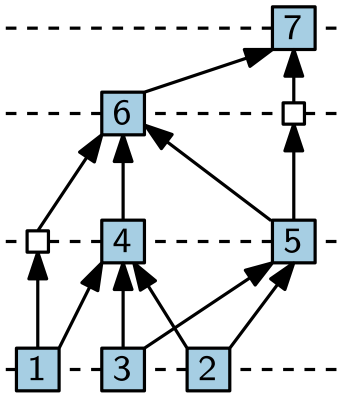
Part II:
Cycle Breaking

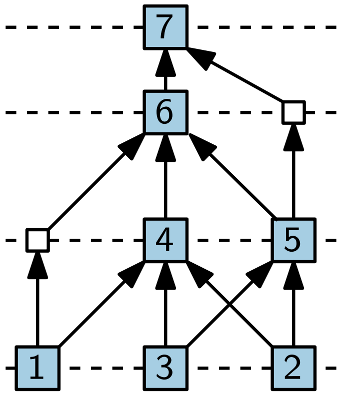
Jonathan Klawitter

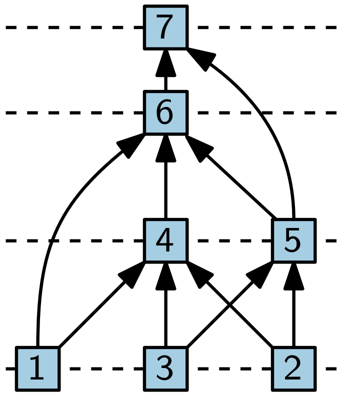




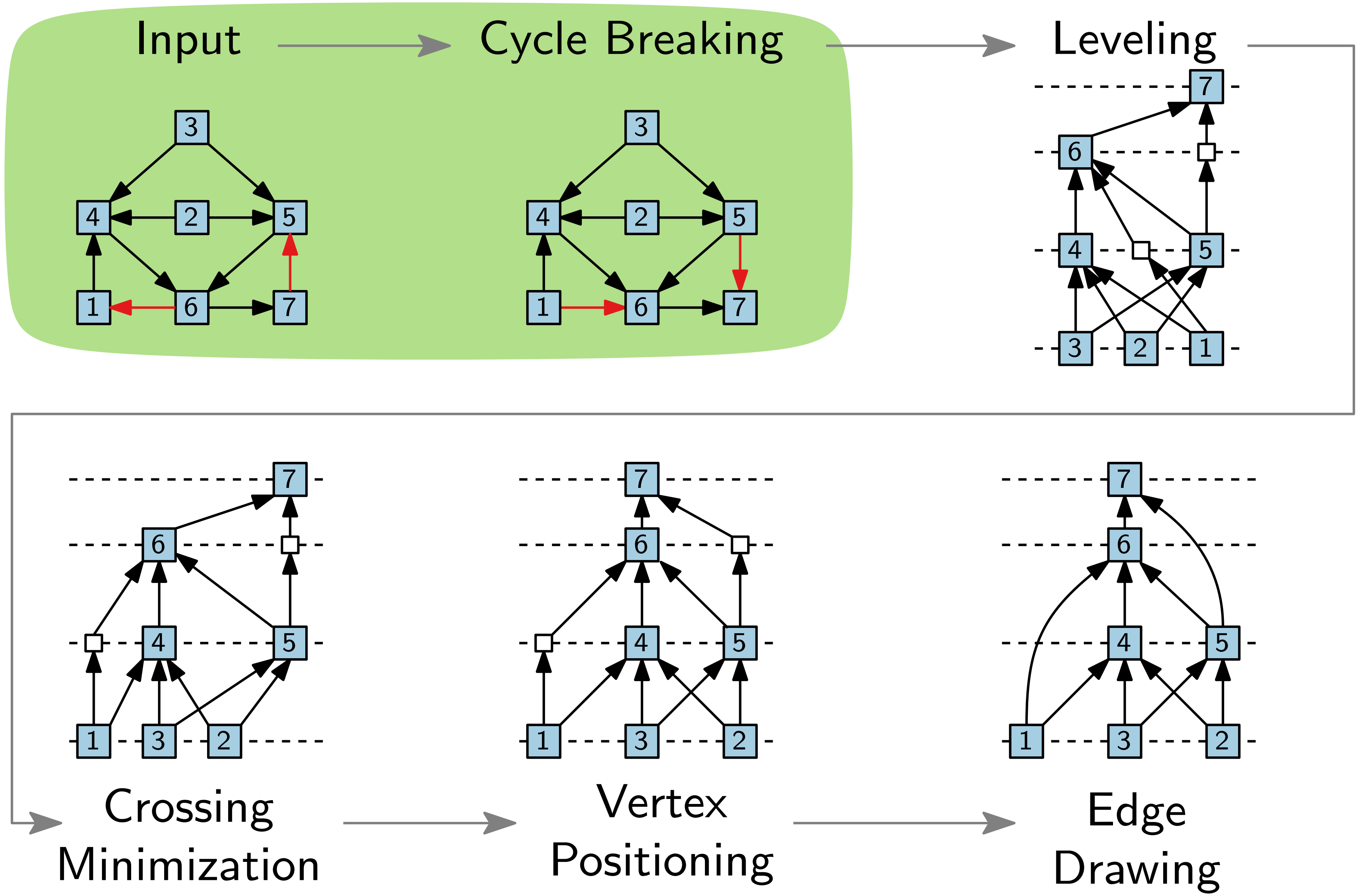




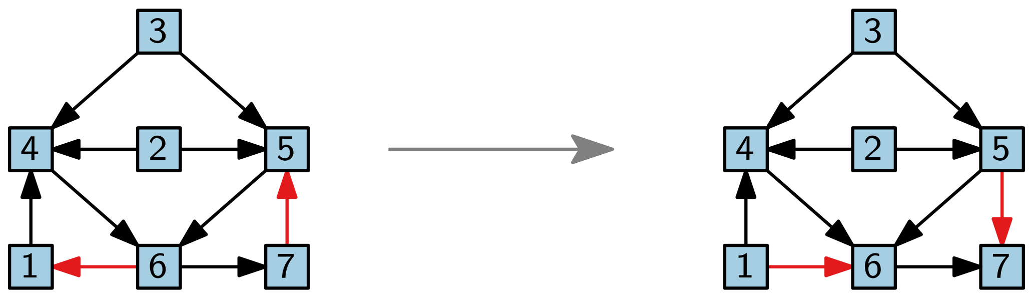




Step 1: Cycle breaking



Step 1: Cycle breaking



Approach.

- Find minimum set $E^\star$ of edges which are not upwards.
- Remove $E^\star$ and insert reversed edges.

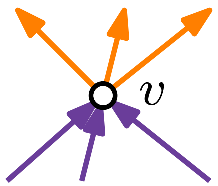
Problem MINIMUM FEEDBACK ~~ARC~~ SET **(F~~A~~S).**

- Input: directed graph $G = (V, E)$
- Output: min. set $E^\star \subseteq E$, so that $\cancel{G - E^\star}$ acyclic
  $G - E^\star + E^\star_r$

. . . NP-hard ☹

Heuristic 1

[Berger, Shor '90]



GreedyMakeAcyclic(Digraph $G = (V, E)$)

$E' \leftarrow \emptyset$

foreach $v \in V$ **do**

  if $|N^{\rightarrow}(v)| \geq |N^{\leftarrow}(v)|$ **then**

    $E' \leftarrow E' \cup N^{\rightarrow}(v)$

  else

    $E' \leftarrow E' \cup N^{\leftarrow}(v)$

  remove v and $N(v)$ from G.

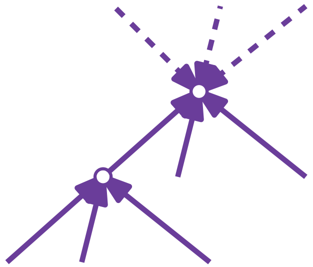
return (V, E')

$$N^{\rightarrow}(v) := \{(v,u) | (v,u) \in E\}$$

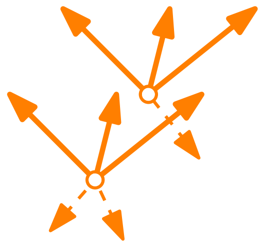
$$N^{\leftarrow}(v) := \{(u,v) | (u,v) \in E\}$$

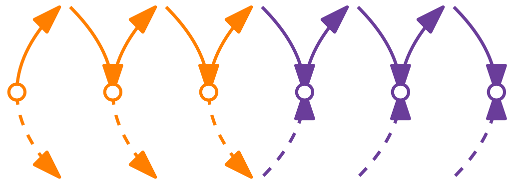
$$N(v) := N^{\rightarrow}(v) \cup N^{\leftarrow}(v)$$

- Time: $\mathcal{O}(n + m)$
- Quality guarantee: $|E'| \geq |E|/2$



- $G' = (V, E')$ is a DAG
- $E \setminus E'$ is a feedback set





Heuristic 2

[Eades, Lin, Smyth '93]

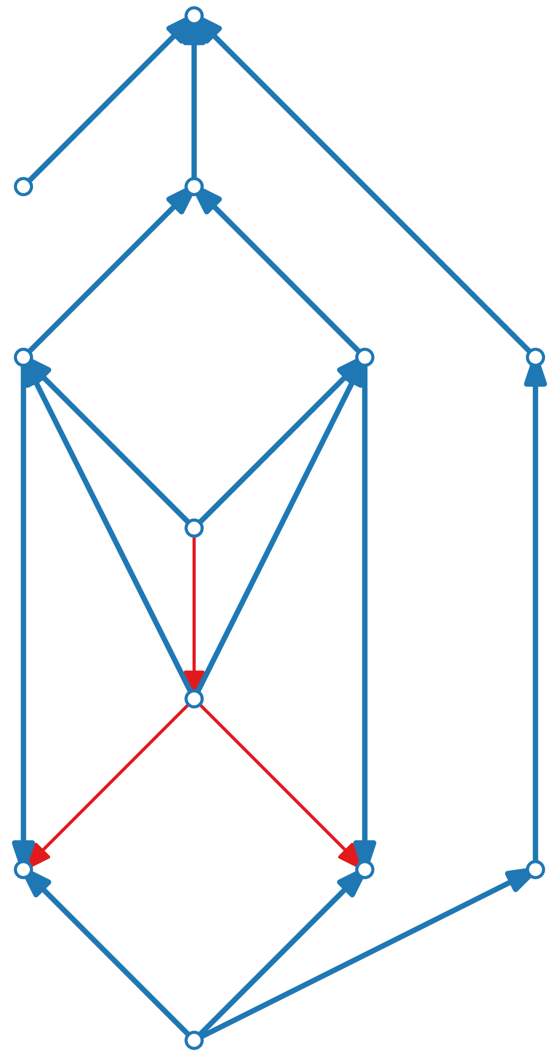
$E' \leftarrow \emptyset$
while $V \neq \emptyset$ **do**
  while in V exists a sink v **do**
    $E' \leftarrow E' \cup N^{\leftarrow}(v)$
    remove v and $N^{\leftarrow}(v)$

  Remove all isolated vertices from V

  while in V exists a source v **do**
    $E' \leftarrow E' \cup N^{\rightarrow}(v)$
    remove v and $N^{\rightarrow}(v)$

  if $V \neq \emptyset$ **then**
    let $v \in V$ such that $|N^{\rightarrow}(v)| - |N^{\leftarrow}(v)|$ maximal
    $E' \leftarrow E' \cup N^{\rightarrow}(v)$
    remove v and $N(v)$

- Time: $\mathcal{O}(n+m)$
- Quality guarantee: $|E'| \geq |E|/2 + |V|/6$



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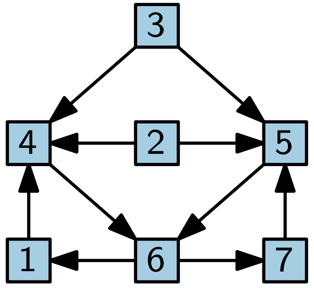
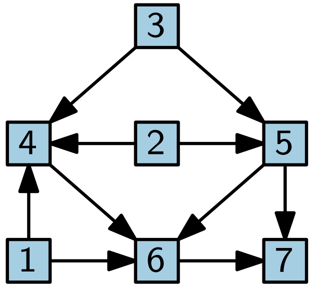
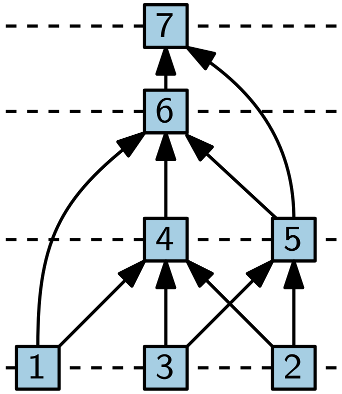
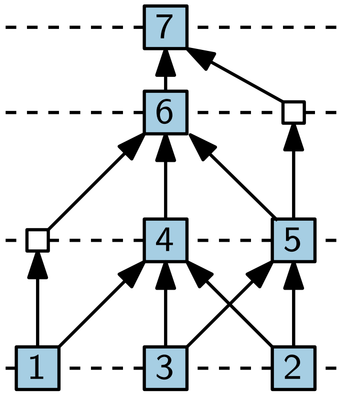


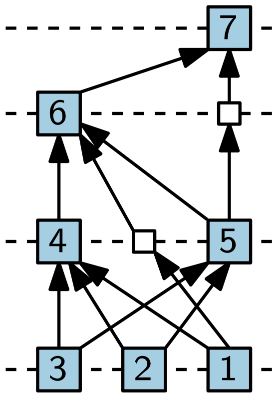


Visualization of Graphs

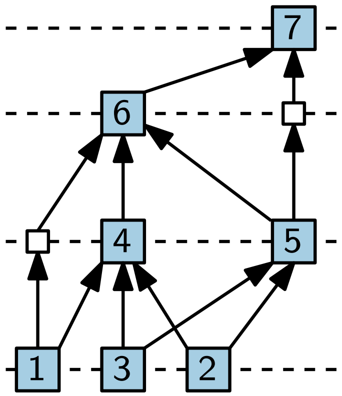


Lecture 7:
Hierarchical Layouts:
Sugiyama Framework



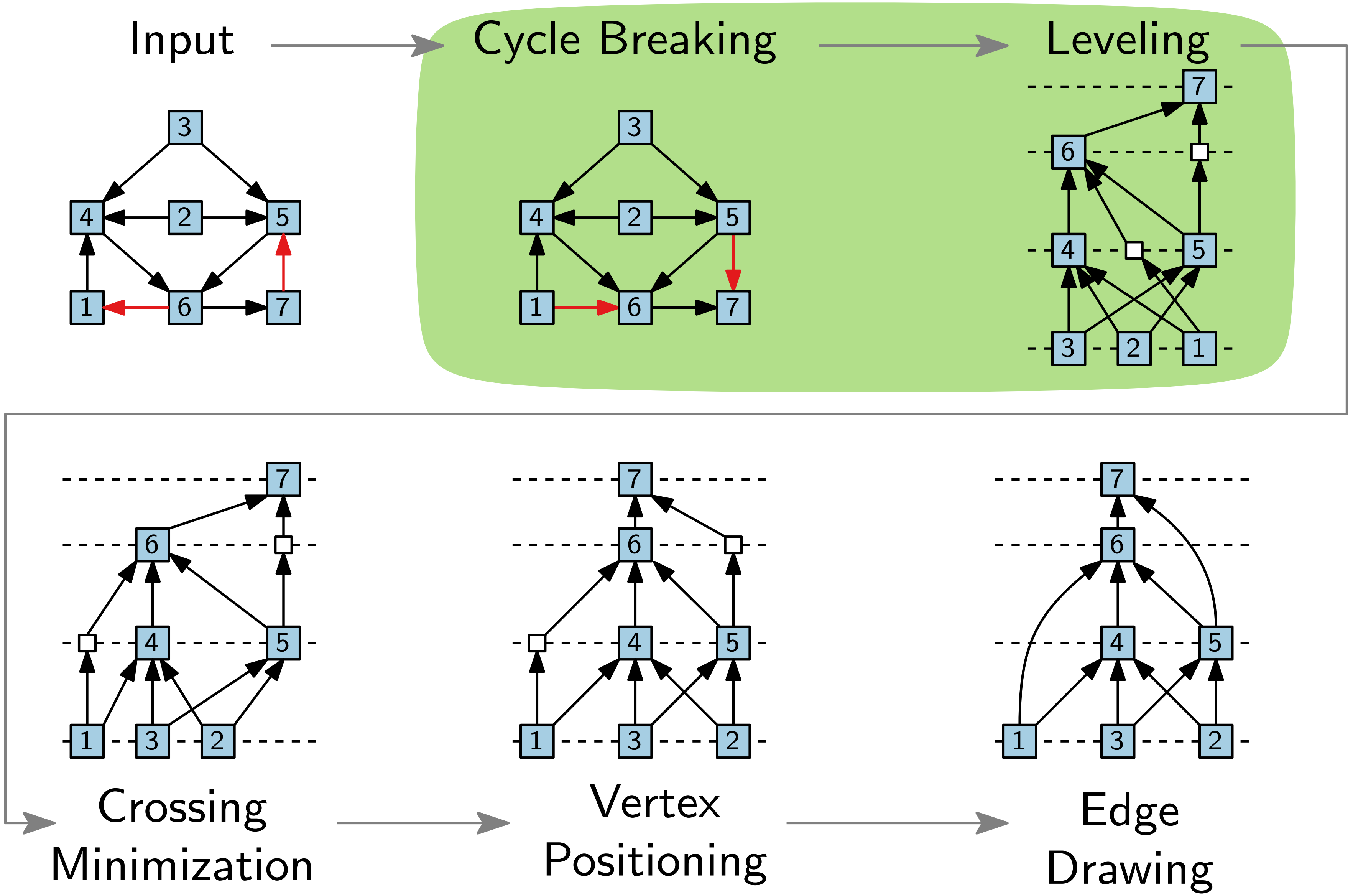


Part III:
Leveling

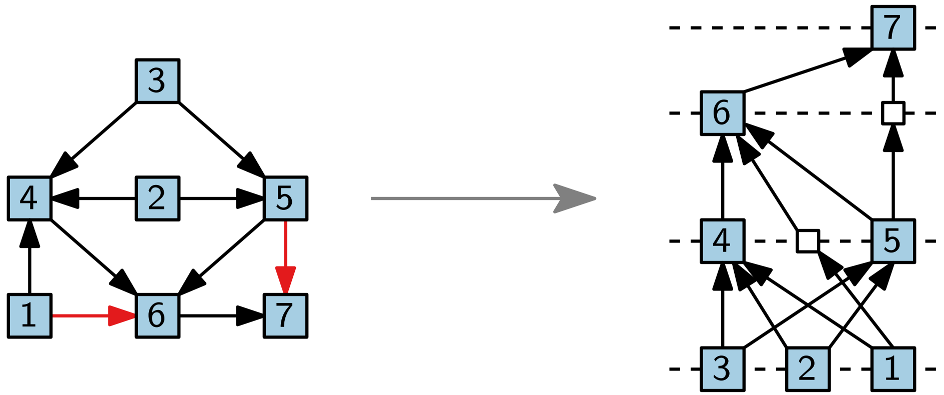


Jonathan Klawitter

Step 2: Leveling



Step 2: Leveling



Problem.

- Input: acyclic digraph $G = (V, E)$
- Output: Mapping $y\colon V \to \{1, \ldots n\}$,
  so that for every $uv \in E$, $y(u) < y(v)$.

Objective is to *minimize . . .*

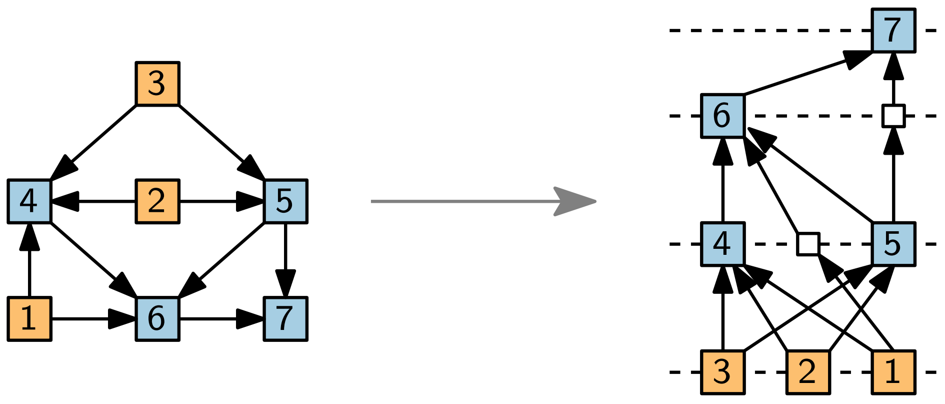
- number of layers, i.e. $|y(V)|$
- length of the longest edge, i.e. $\max_{uv \in E} y(v) - y(u)$
- width, i.e. $\max\{|L_i| \mid 1 \leq i \leq h\}$
- total edge length, i.e. number of dummy vertices

Min Number of Layers

Algorithm.

- for each source q
  set $y(q) := 1$

- for each non-source v
  set $y(v) := \max\{y(u) \mid uv \in E\} + 1$



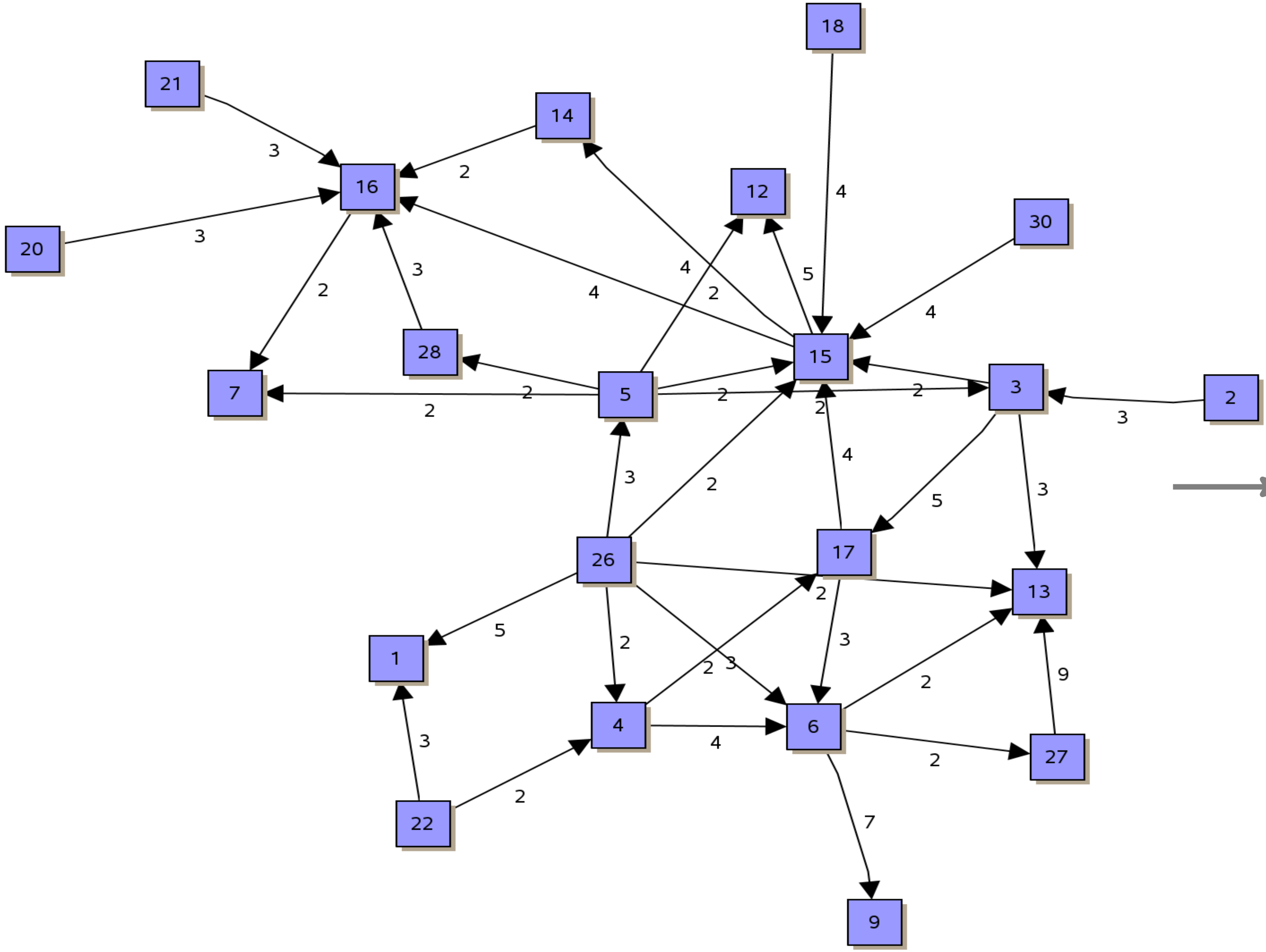
Observation.

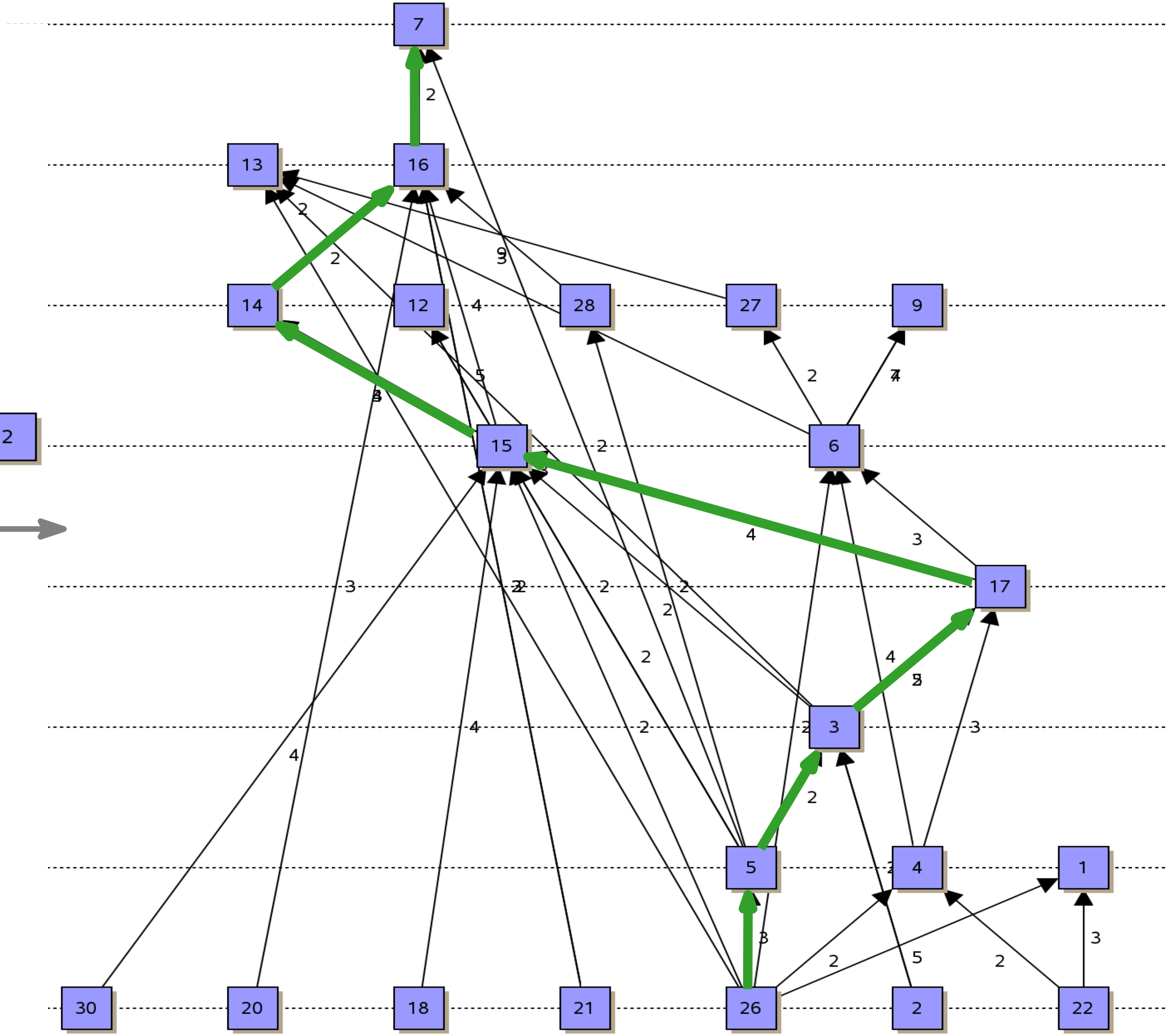
- $y(v)$ is length of the longest path from a source to v plus 1.

  . . . which is optimal!

- Can be implemented in linear time with recursive algorithm.

Example





Total Edge Length – ILP

Can be formulated as an integer linear program:

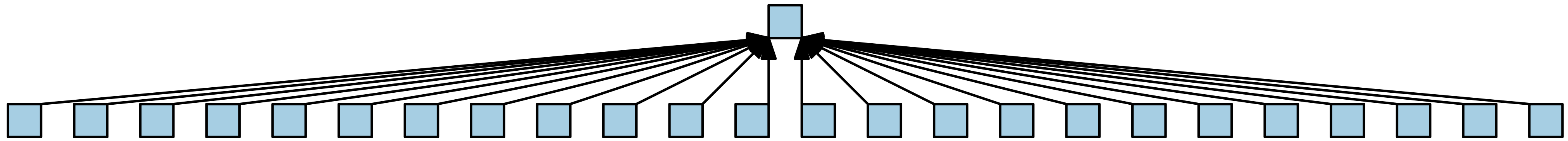
$$\begin{array}{rll} \text{min} & \sum_{(u,v)\in E}(y(v) - y(u)) & \\ \text{subject to} & y(v) - y(u) \geq 1 & \forall (u,v) \in E \\ & y(v) \geq 1 & \forall v \in V \\ & y(v) \in \mathbb{Z} & \forall v \in V \end{array}$$

One can show that:

- Constraint-matrix is **totally unimodular**

  $\Rightarrow$ Solution of the relaxed linear program is integer
- The total edge length can be minimized in polynomial time

Width



Drawings can be very wide.

Narrower Layer Assignment

Problem: Leveling With a Given Width.

- Input: acyclic, digraph $G = (V, E)$, width $W > 0$
- Output: Partition the vertex set into a minimum number of layers such that each layer contains at most W elements.

Problem: Precedence-Constrained Multi-Processor Scheduling

- Input: n jobs with unit (1) processing time, W identical machines, and a partial ordering $<$ on the jobs.
- Output: Schedule respecting $<$ and having minimum processing time.

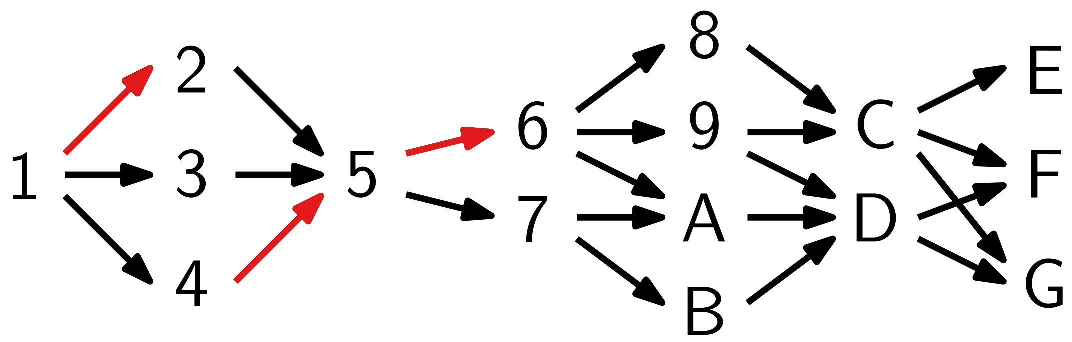
- NP-hard, $(2 - \frac{1}{W})$-Approx., no $(\frac{4}{3} - \varepsilon)$-Approx. $(W \geq 3)$.

Approximating PCMPS

- jobs stored in a list L
  (in any order, e.g., topologically sorted)
- for each time $t = 1, 2, \ldots$ schedule $\leq W$ available jobs
- a job in L is *available* when all its predecessors have been scheduled
- as long as there are free machines and available jobs, take the first available job and assign it to a free machine

Approximating PCMPS

Input: Precedence graph (divided into layers of arbitrary width)



Number of Machines is $W = 2$.

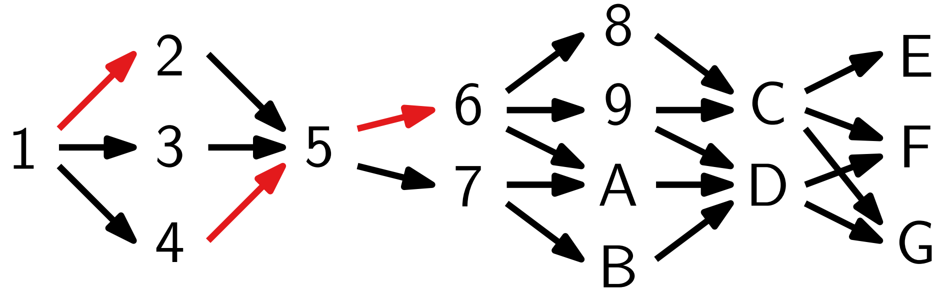
Output: Schedule

M_1	1	2	4	5	6	8	A	C	E	G
M_2	–	3	–	–	7	9	B	D	F	–
t	1	2	3	4	5	6	7	8	9	10

Question: Good approximation factor?

Approximating PCMPS - Analysis for $W = 2$

Precedence graph $G_<$



Schedule

M_1	1	2	4	5	6	8	A	C	E	G
M_2	–	3	–	–	7	9	B	D	F	–
t	1	2	3	4	5	6	7	8	9	10

„The art of the lower bound“

OPT $\geq \lceil n/2 \rceil$ and OPT $\geq \ell :=$ Number of layers of $G_<$

Goal: measure the quality of our algorithm using the lower bounds

$\leq (2 - 1/W) \cdot$ OPT in general case

Bound. ALG $\leq \left\lceil \frac{n+\ell}{2} \right\rceil \approx \lceil n/2 \rceil + \ell/2 \leq 3/2 \cdot$ OPT

insertion of pauses (–) in the schedule
(except the last) maps to layers of $G_<$

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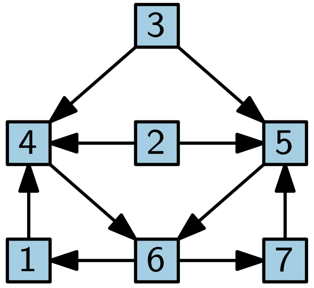
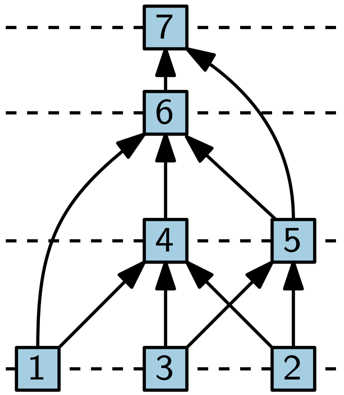
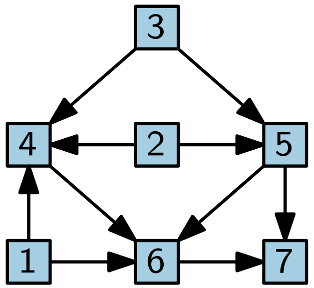
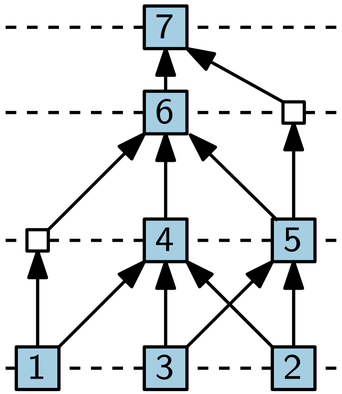


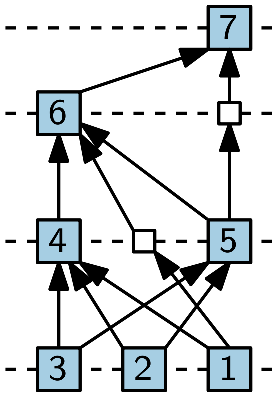
Visualization of Graphs



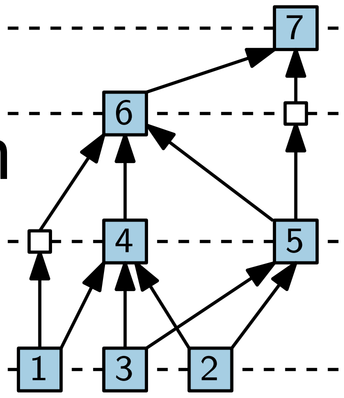
Lecture 7:
Hierarchical Layouts:
Sugiyama Framework





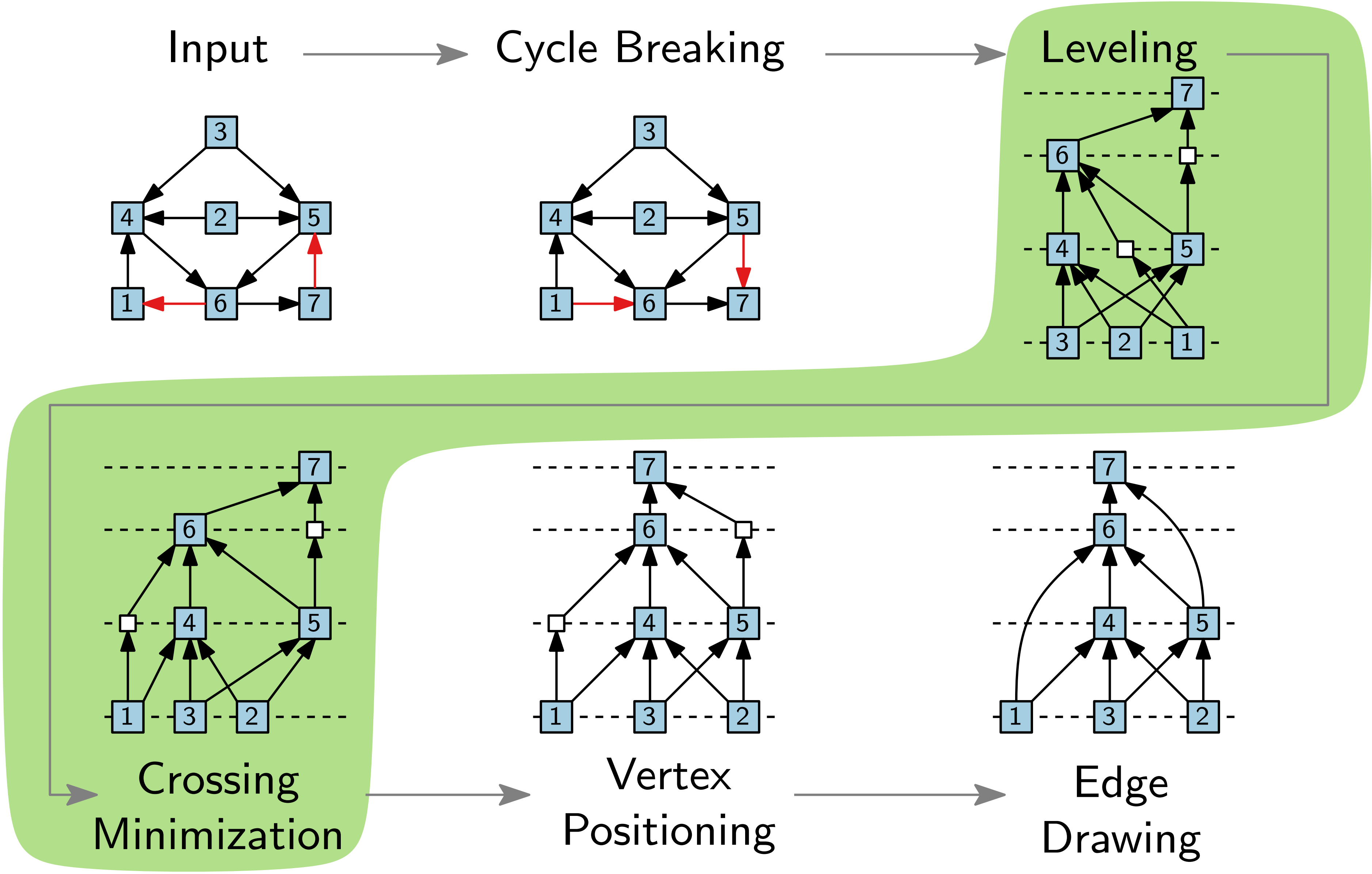


Part IV:
Crossing Minimisation

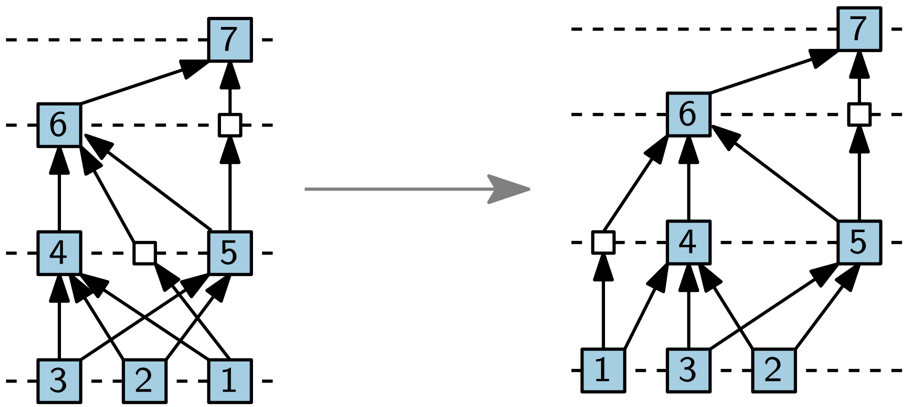


Jonathan Klawitter

Step 3: Crossing Minimization



Step 3: Crossing Minimization



Problem.

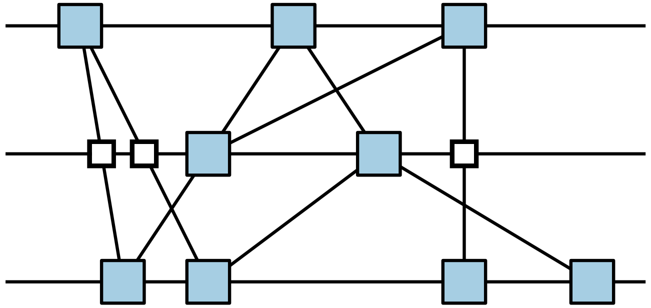
- Input: Graph G, layering $y\colon V \to \{1, \ldots, n\}$
- Output: (Re-)ordering of vertices in each layer so that the number of crossings in minimized.

- NP-hard, even for 2 layers [Garey & Johnson '83]
- hardly any approaches optimize over multiple layers :(

Iterative Crossing Reduction – Idea

Observation.

The number of crossings only depends on permutations of adjacent layers.



- Add dummy-vertices for edges connecting "far" layers.
- Consider adjacent layers $(L_1, L_2), (L_2, L_3), \ldots$ bottom-to-top.
- Minimize crossings by permuting L_{i+1} while keeping L_i fixed.

Iterative Crossing Reduction – Algorithm

one-sided crossing minimization

(1) choose a random permutation of L_1

(2) iteratively consider adjacent layers L_i and L_{i+1}

(3) minimize crossings by permuting L_{i+1} and keeping L_i fixed

(4) repeat steps (2)–(3) in the reverse order (starting from L_h)

(5) repeat steps (2)–(4) until no further improvement is achieved

(6) repeat steps (1)–(5) with different starting permutations

One-Sided Crossing Minimization

Problem.

- Input: bipartite graph $G = (L_1 \cup L_2, E)$, permutation π_1 on L_1
- Output: permutation π_2 of L_2 minimizing the number of edge crossings.

One-sided crossing minimization is NP-hard.
[Eades & Whitesides '94]

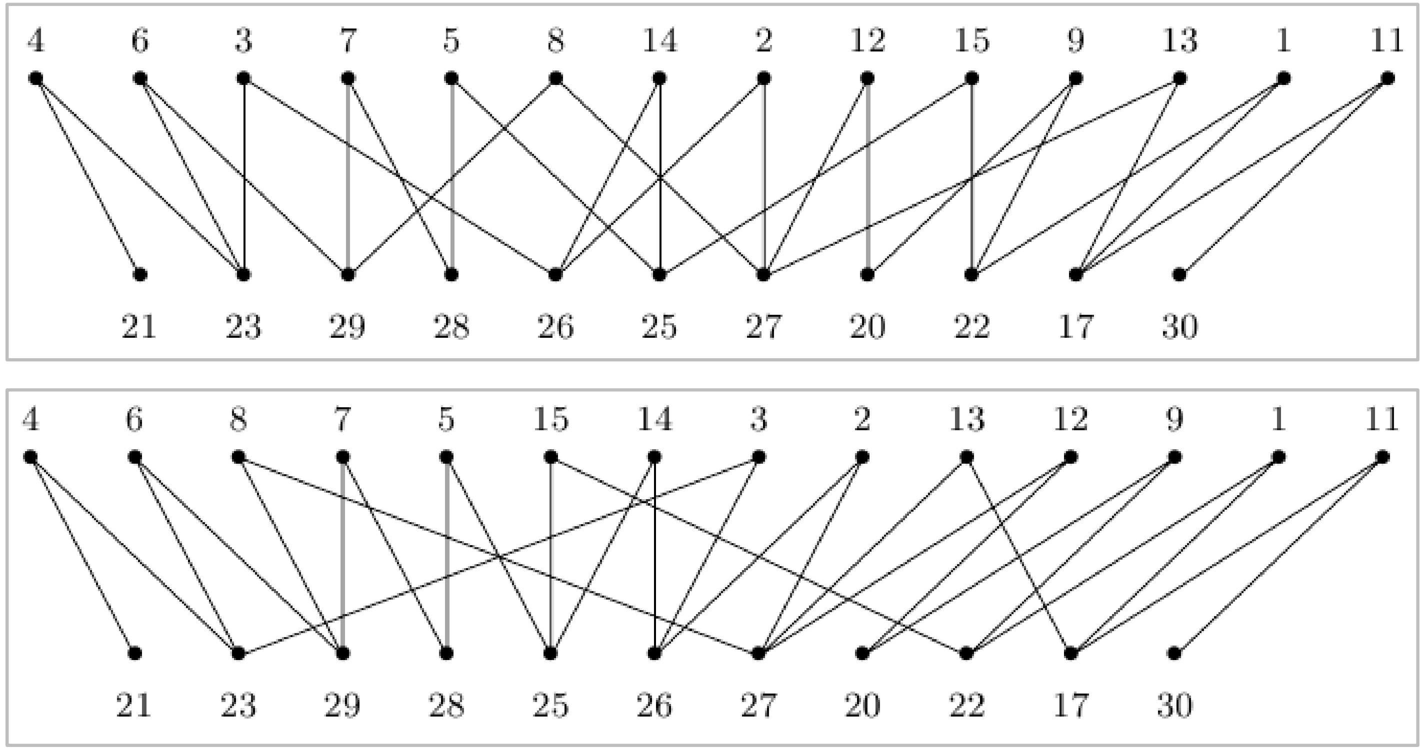


Abb. aus [Kaufmann und Wagner: Drawing Graphs]
(c) Springer-Verlag

Algorithms.

- barycenter heuristic
- median heuristic
- Greedy-Switch
- ILP
- ...

Barycenter Heuristic

[Sugiyama et al. '81]

- Intuition: few intersections occur when vertices are close to their neighbors

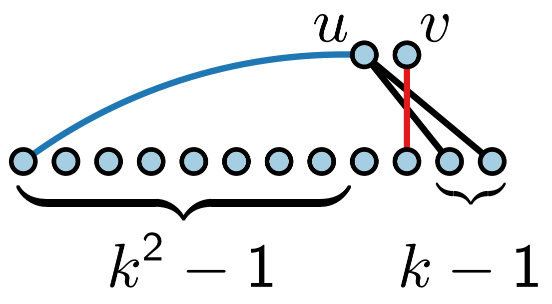
- The barycentre of u is the mean x-coordinate of the neighbours of u in layer L_1 $[x_1 \equiv \pi_1]$

$$x_2(u) := \text{bary}(u) := \frac{1}{\deg(u)} \sum_{v \in N(u)} x_1(v)$$

- Vertices with the same barycentre are offset by a small δ.

- linear runtime
- relatively good results
- optimal if no crossings are required ← Exercise!
- $O(\sqrt{n})$-approximation factor

Worst case?

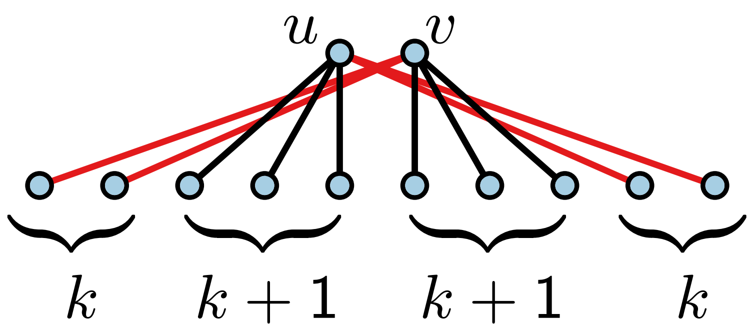


Median Heuristic

[Eades & Wormald '94]

- $\{v_1, \ldots, v_k\} := N(u)$ with $\pi_1(v_1) < \pi_1(v_2) < \cdots < \pi_1(v_k)$
- $$x_2(u) := \text{med}(u) := \begin{cases} 0 & \text{when } N(u) = \emptyset \\ \pi_1(v_{\lceil k/2 \rceil}) & \text{otherwise} \end{cases}$$
- Move vertices u und v by small δ, when $x_2(u) = x_2(v)$

Worst case?



$2k(k+1) + k^2$ vs. $(k+1)^2$

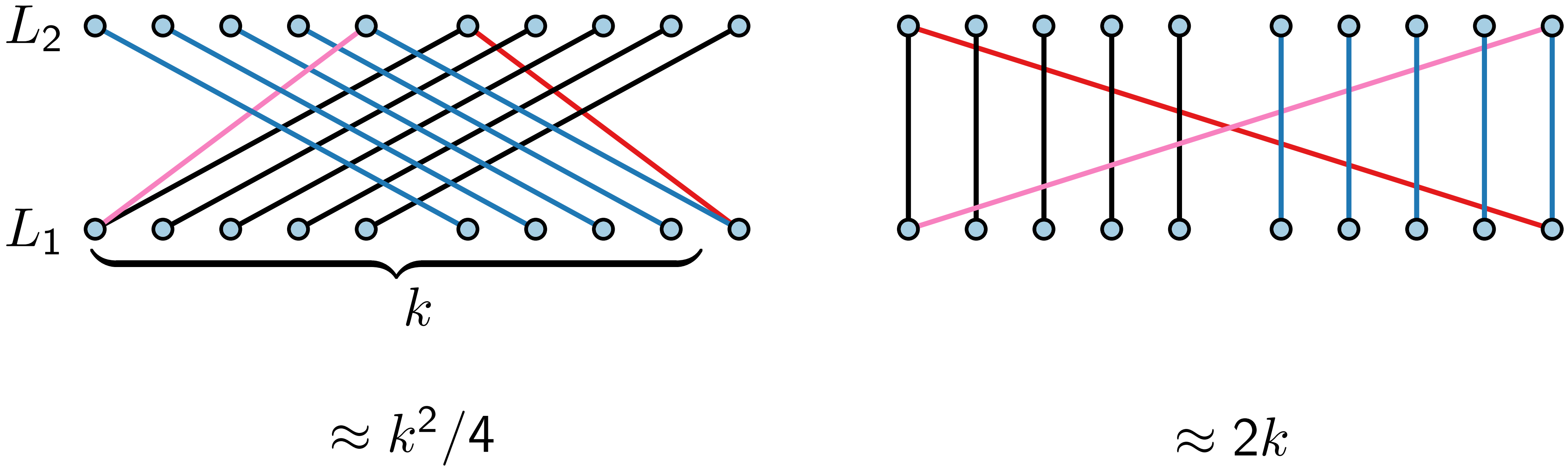
- Linear runtime
- Relatively good results
- Optimal if no crossings are required
- 3-Approximation factor

Proof in [GD Ch 11]

Greedy-Switch Heuristic

- Iteratively swap adjacent nodes as long as crossings decrease
- Runtime $O(L_2)$ per iteration; at most $|L_2|$ iterations
- Suitable as post-processing for other heuristics

Worst case?

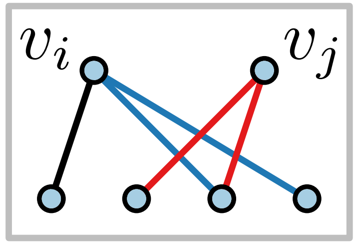


Integer Linear Program

[Jünger & Mutzel, '97]

- Constant $c_{ij} := \#$ crossings between edges incident to v_i or v_j when $\pi_2(v_i) < \pi_2(v_j)$

- Variable x_{ij} for each $1 \leq i < j \leq n_2 := |L_2|$



$$x_{ij} = \begin{cases} 1 & \text{when } \pi_2(v_i) < \pi_2(v_j) \\ 0 & \text{otherwise} \end{cases}$$

- The number of crossings of a permutations π_2

$$\text{cross}(\pi_2) = \sum_{i=1}^{n_2-1} \sum_{j=i+1}^{n_2} (c_{ij} - c_{ji}) x_{ij} + \underbrace{\sum_{i=1}^{n_2-1} \sum_{j=i+1}^{n_2} c_{ji}}_{\text{constant}}$$

Integer Linear Program

- Minimize the number of crossings:

$$\text{minimize} \sum_{i=1}^{n_2-1} \sum_{j=i+1}^{n_2} (c_{ij} - c_{ji}) x_{ij}$$

- Transitivity constraints:

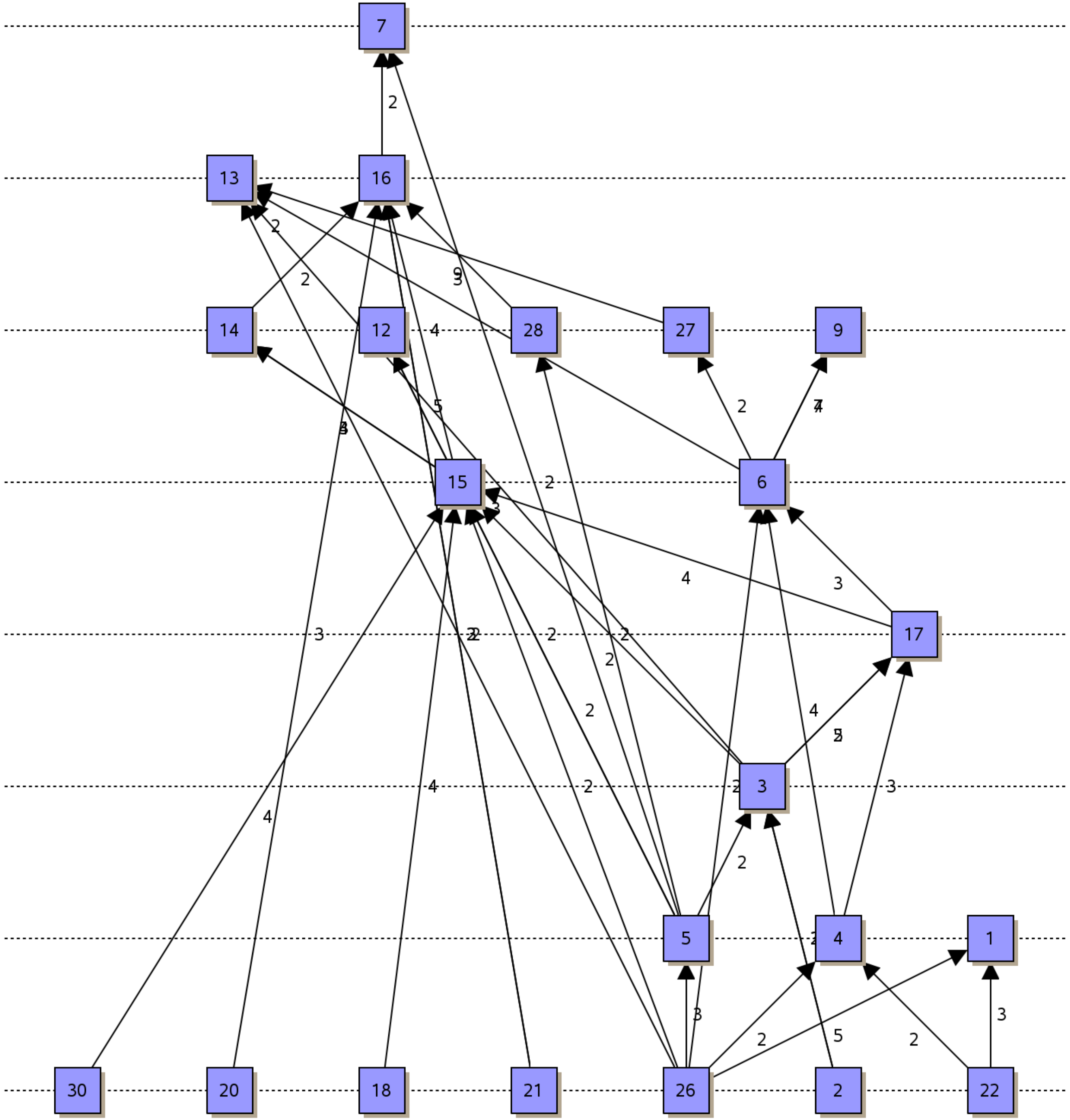
$$0 \leq x_{ij} + x_{jk} - x_{ik} \leq 1 \qquad \text{for } 1 \leq i < j < k \leq n_2$$

i.e., if $x_{ij} = \genfrac{}{}{0pt}{}{1}{0}$ and $x_{jk} = \genfrac{}{}{0pt}{}{1}{0}$, then $x_{ik} = \genfrac{}{}{0pt}{}{1}{0}$

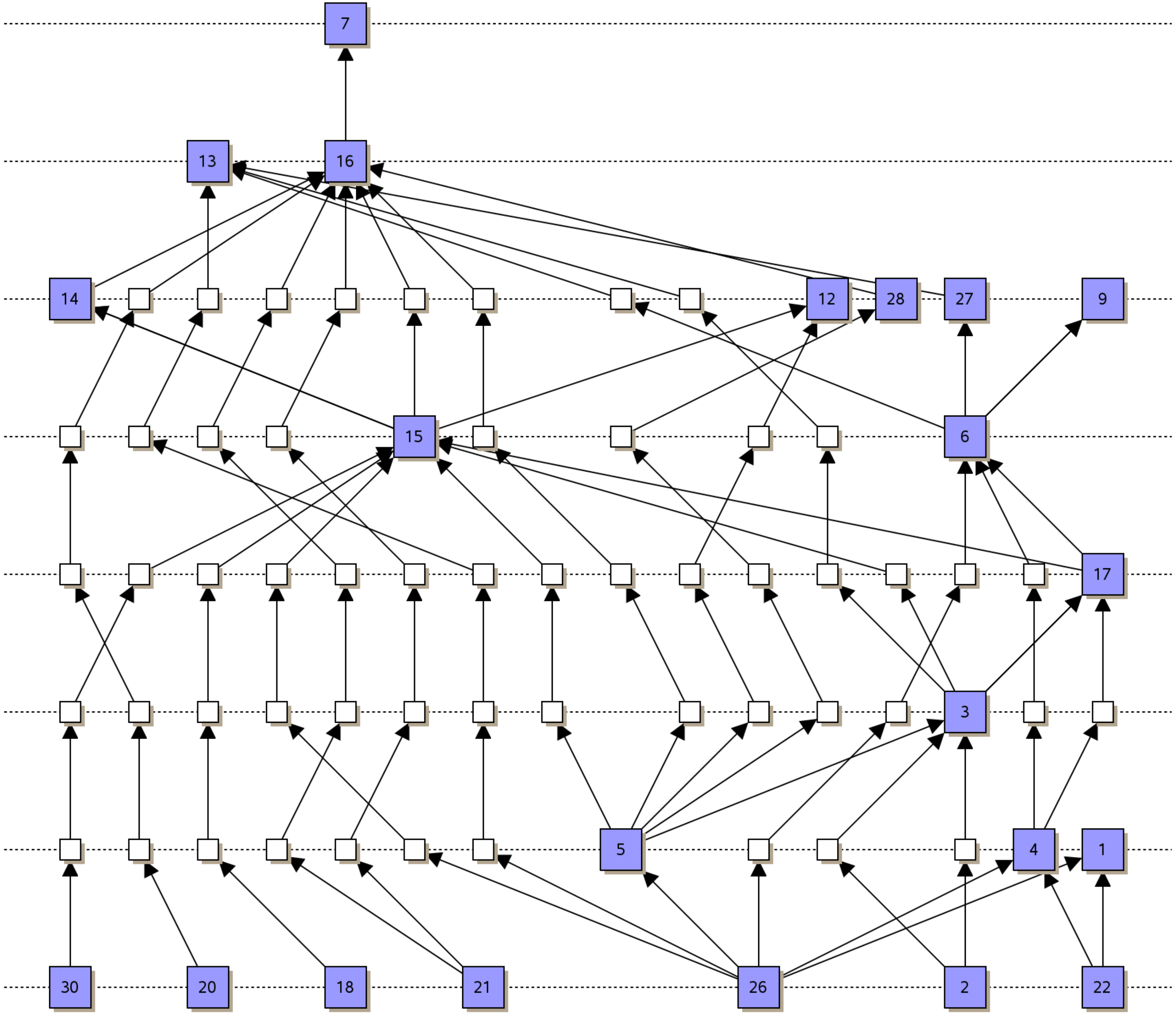
Properties.

- Branch-and-cut technique for DAGs of limited size
- Useful for graphs of small to medium size
- Finds optimal solution
- Solution in polynomial time is not guaranteed

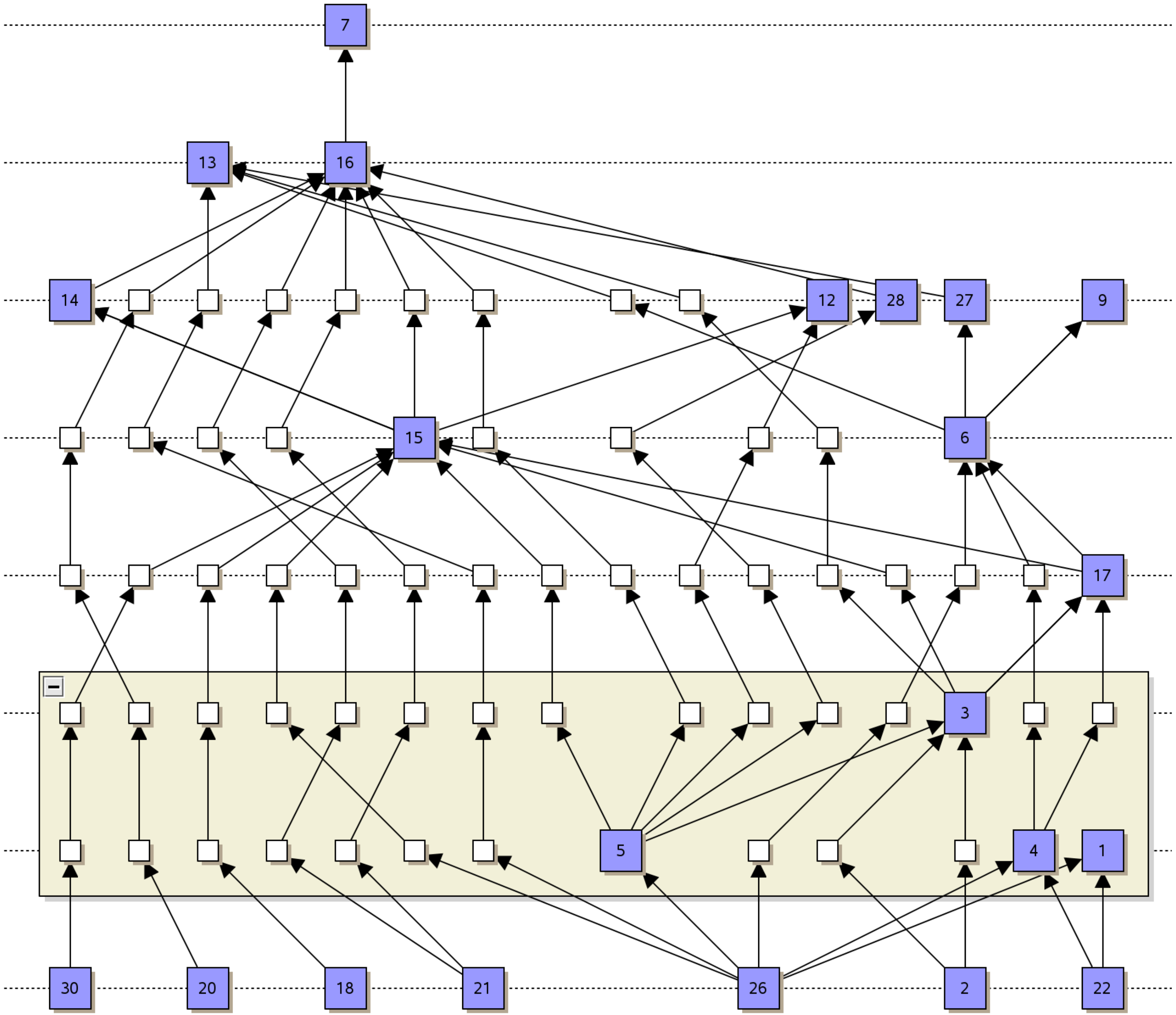
Iterations on Example



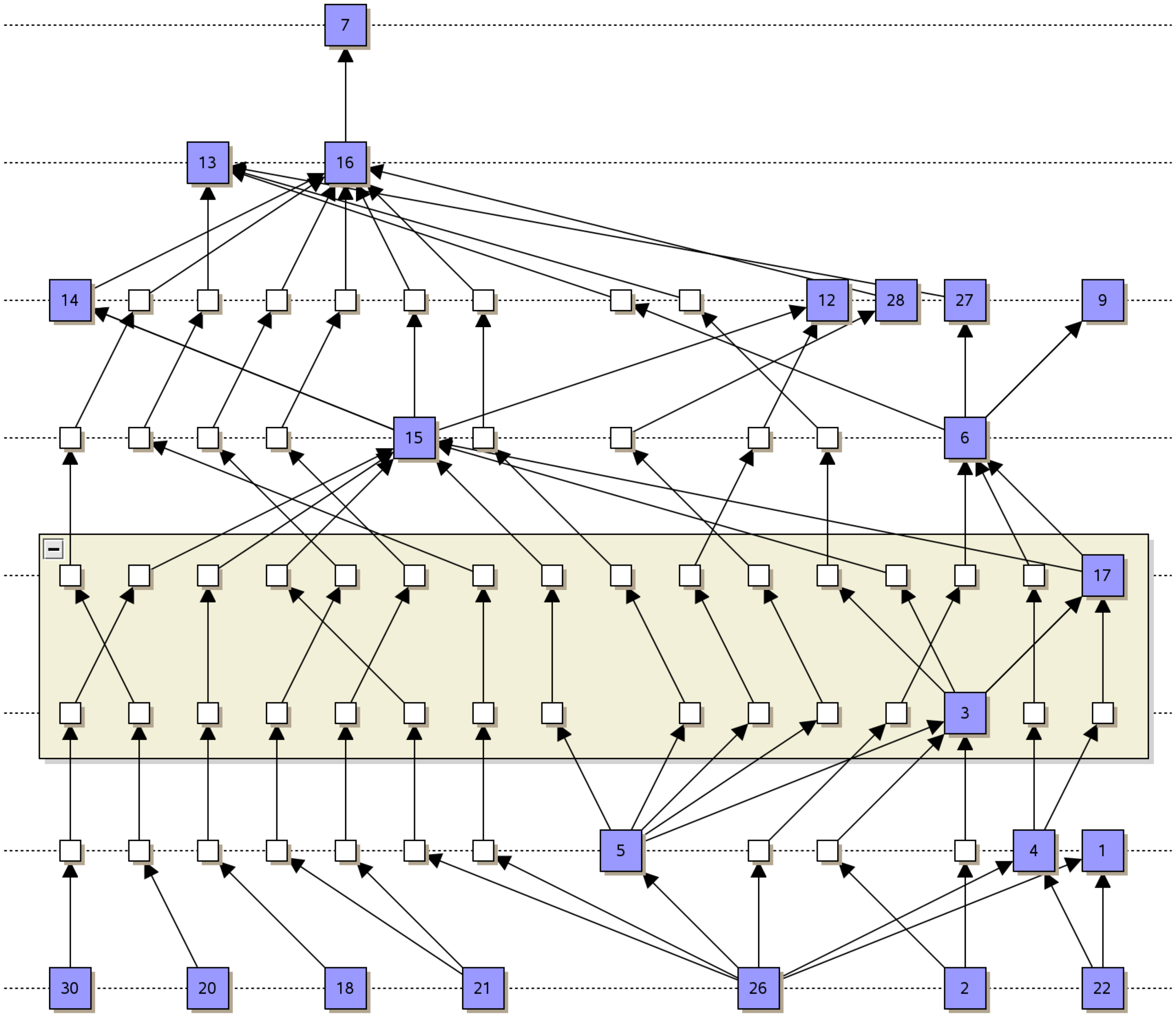
Iterations on Example



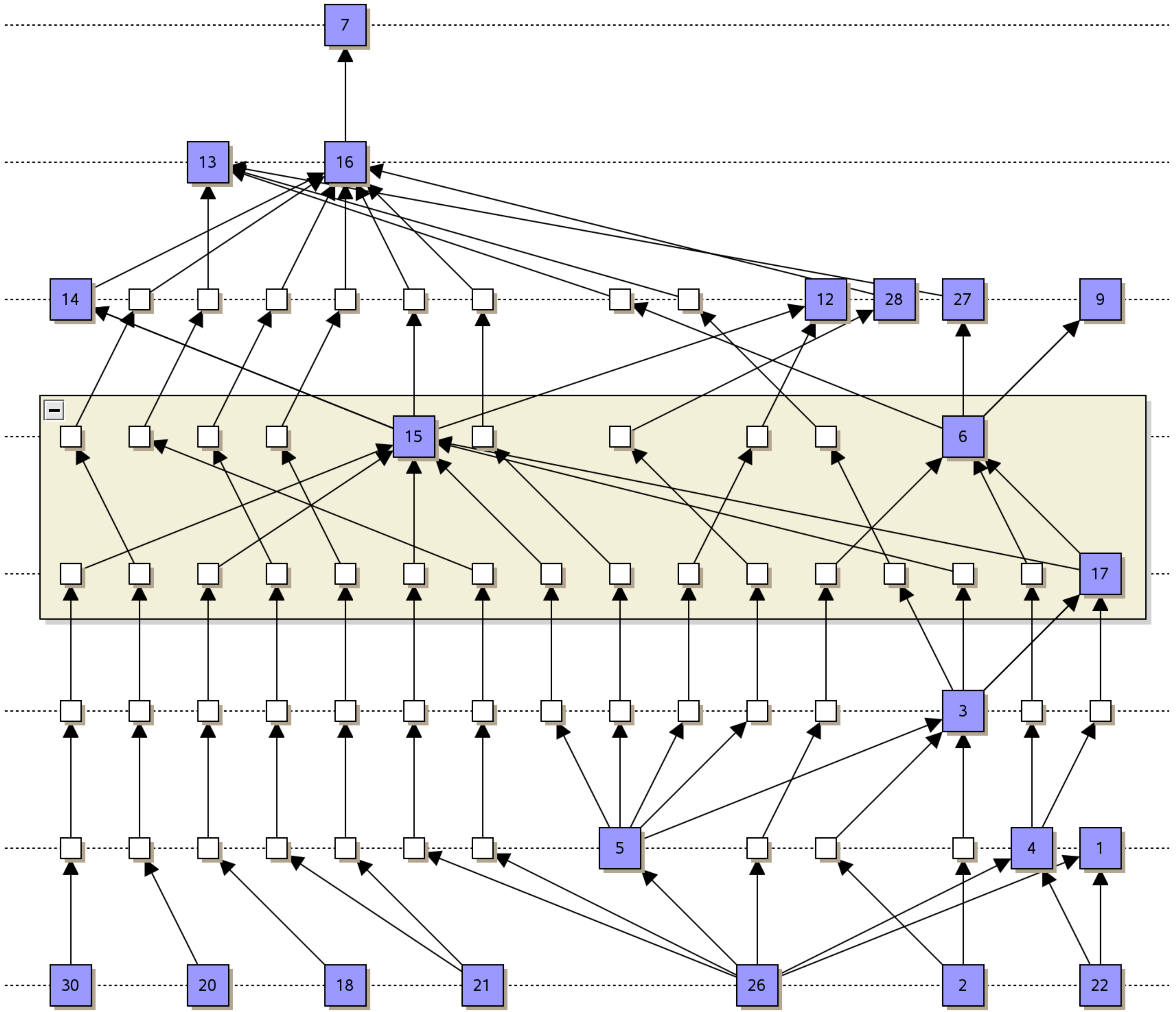
Iterations on Example



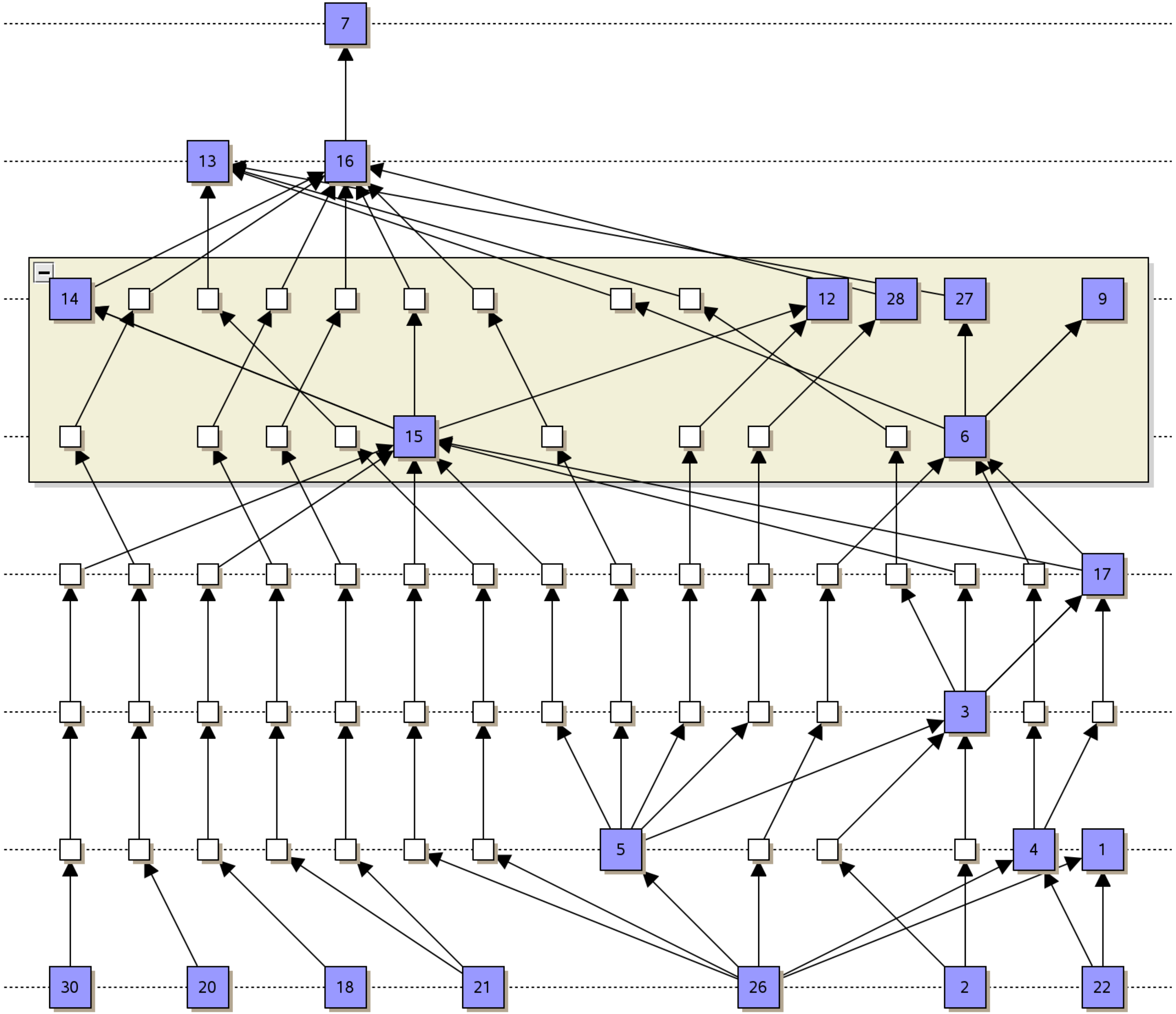
Iterations on Example



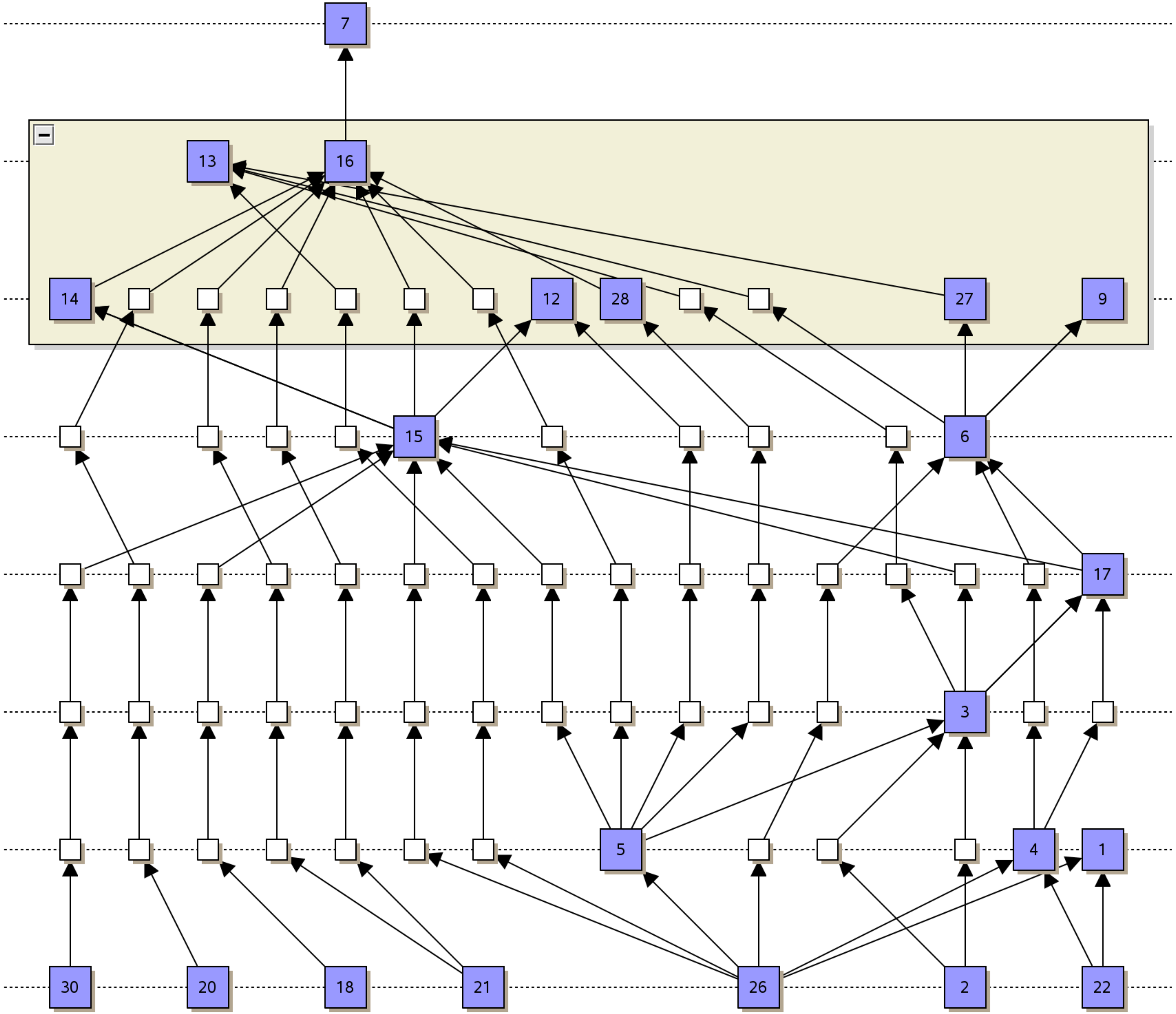
Iterations on Example



Iterations on Example



Iterations on Example



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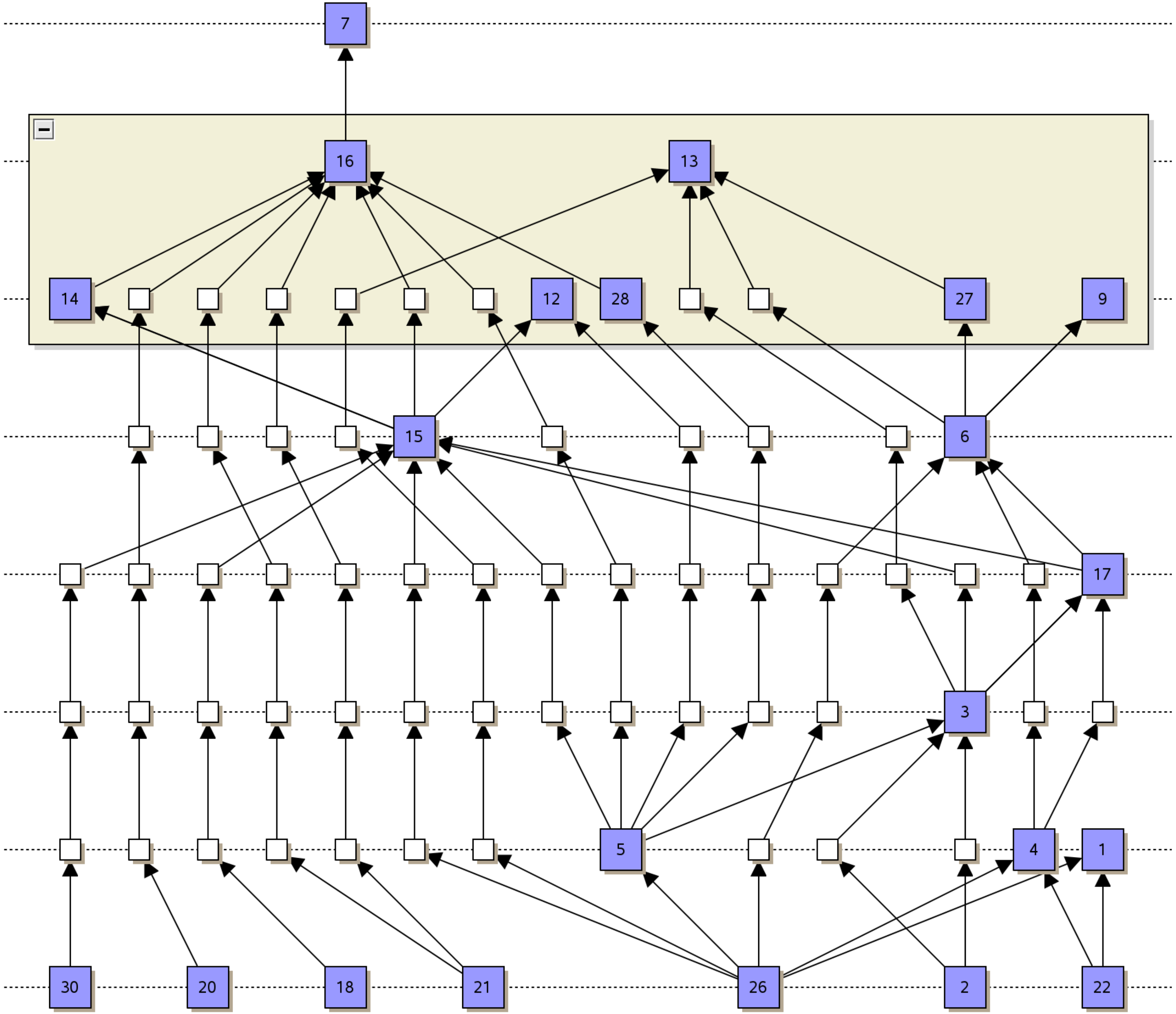
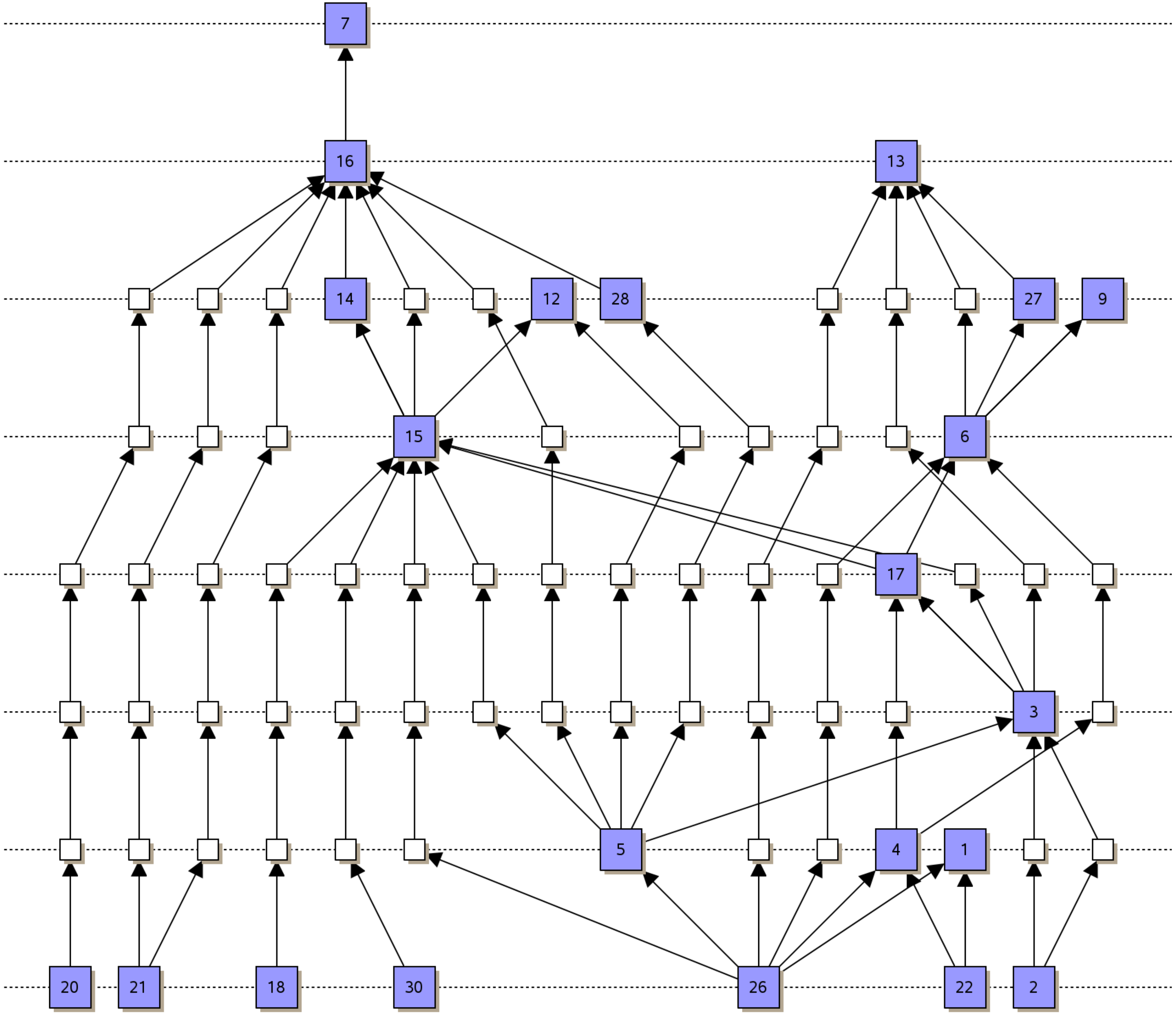


Iterations on Example



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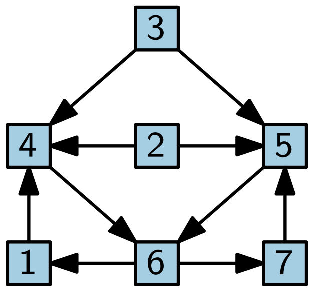
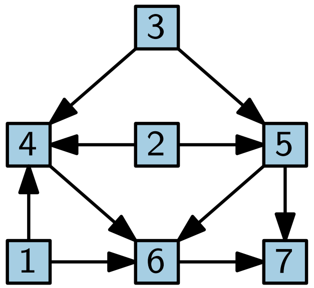
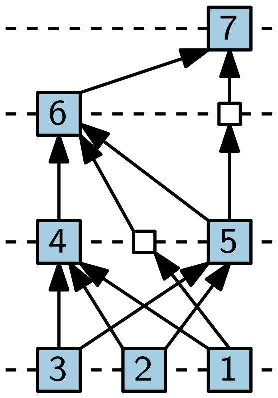




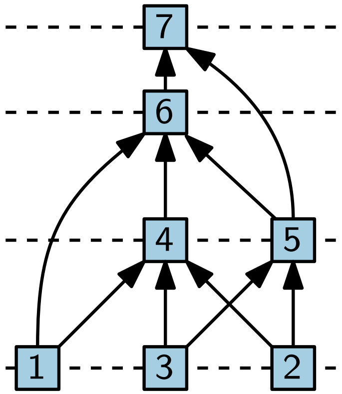


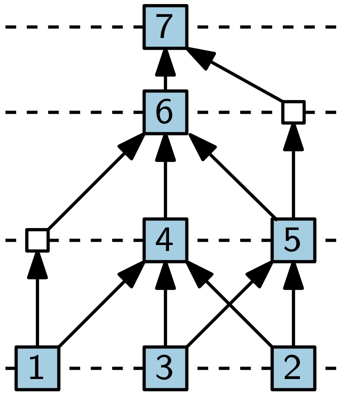
Visualization of Graphs

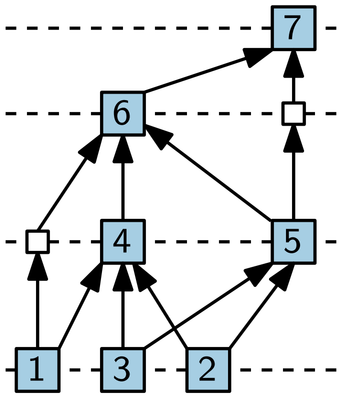
Lecture 7:
Hierarchical Layouts:
Sugiyama Framework

Part V:
Vertex Positioning & Drawing Edges

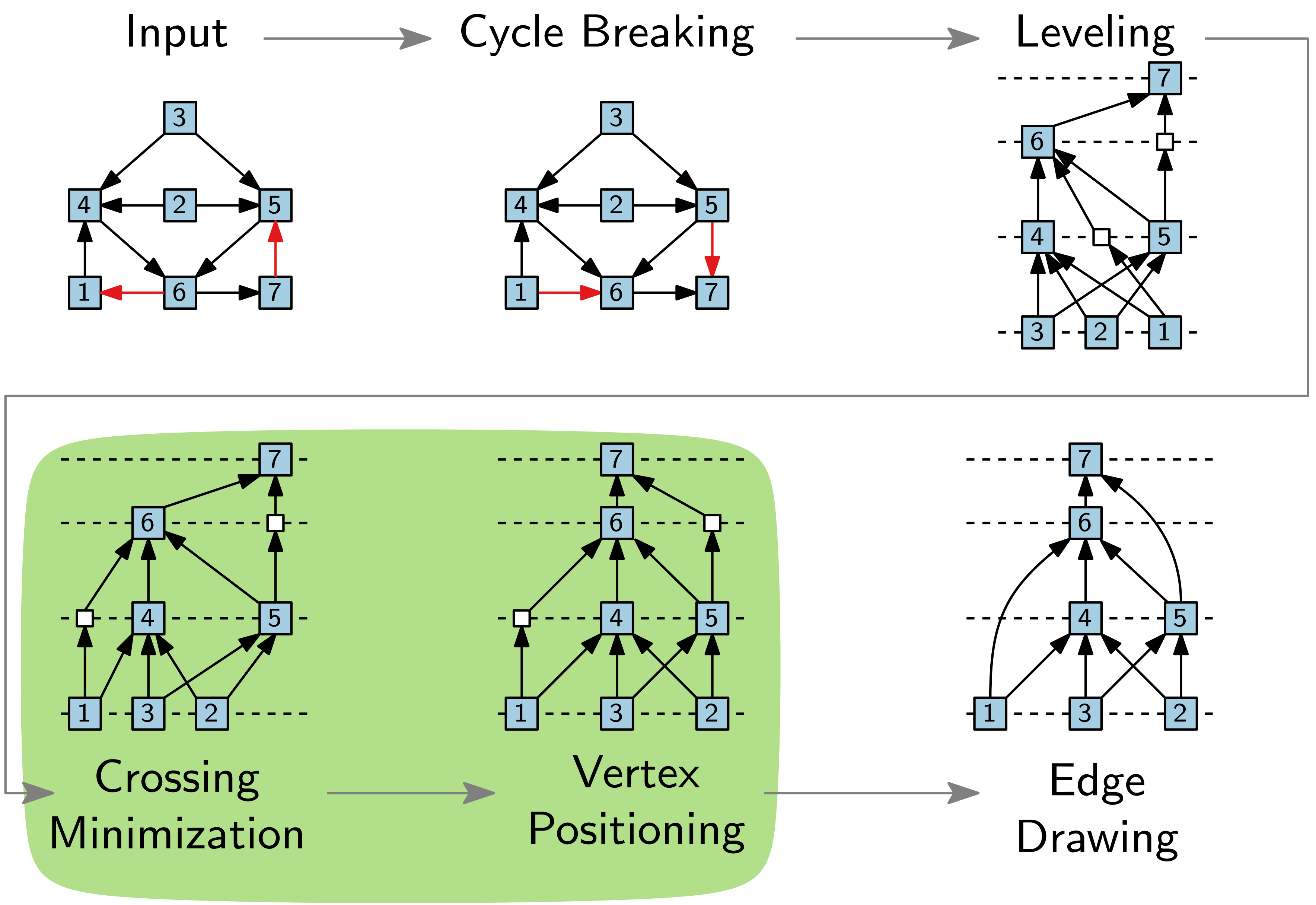
Jonathan Klawitter



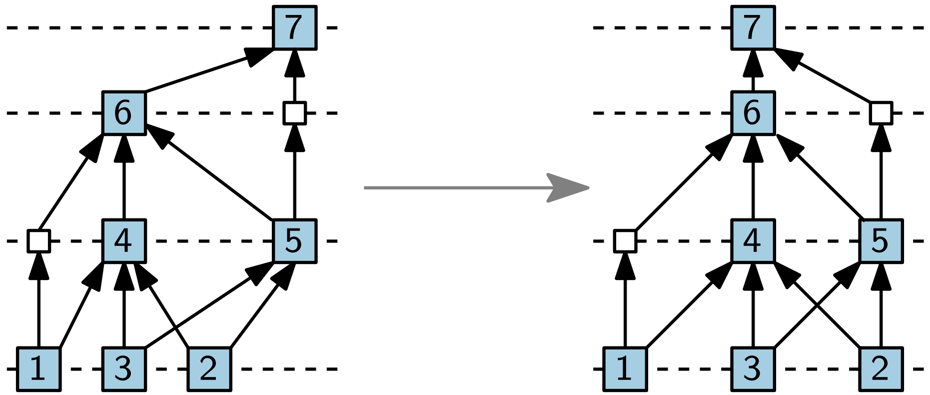




Step 4: Vertex Positioning



Step 4: Vertex Positioning



Goal.

Paths should be close to straight, vertices evenly spaced

- **Exact:** Quadratic Program (QP)
- **Heuristic:** Iterative approach

Quadratic Program

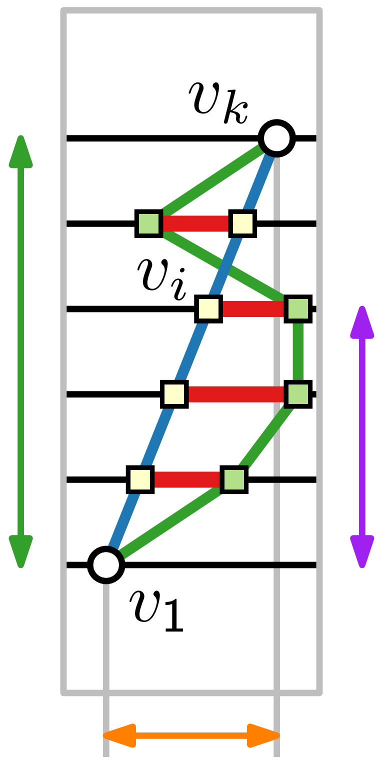
- Consider the path $p_e = (v_1, \ldots, v_k)$ of an edge $e = v_1 v_k$ with dummy vertices: $v_2, \ldots, v_{k-1}$
- x-coordinate of v_i according to the line $\overline{v_1 v_k}$ (with equal spacing):

$$\overline{x(v_i)} = x(v_1) + \frac{i-1}{k-1}\left(x(v_k) - x(v_1)\right)$$

- Define the deviation from the line

$$\mathrm{dev}(p_e) := \sum_{i=2}^{k-1}\left(x(v_i) - \overline{x(v_i)}\right)^2$$

- Objective function: $\min \sum_{e \in E} \mathrm{dev}(p_e)$
- Constraints for all vertices v, w in the same layer with w right of v: $x(w) - x(v) \geq \rho(w, v)$ ← min. horizontal distance



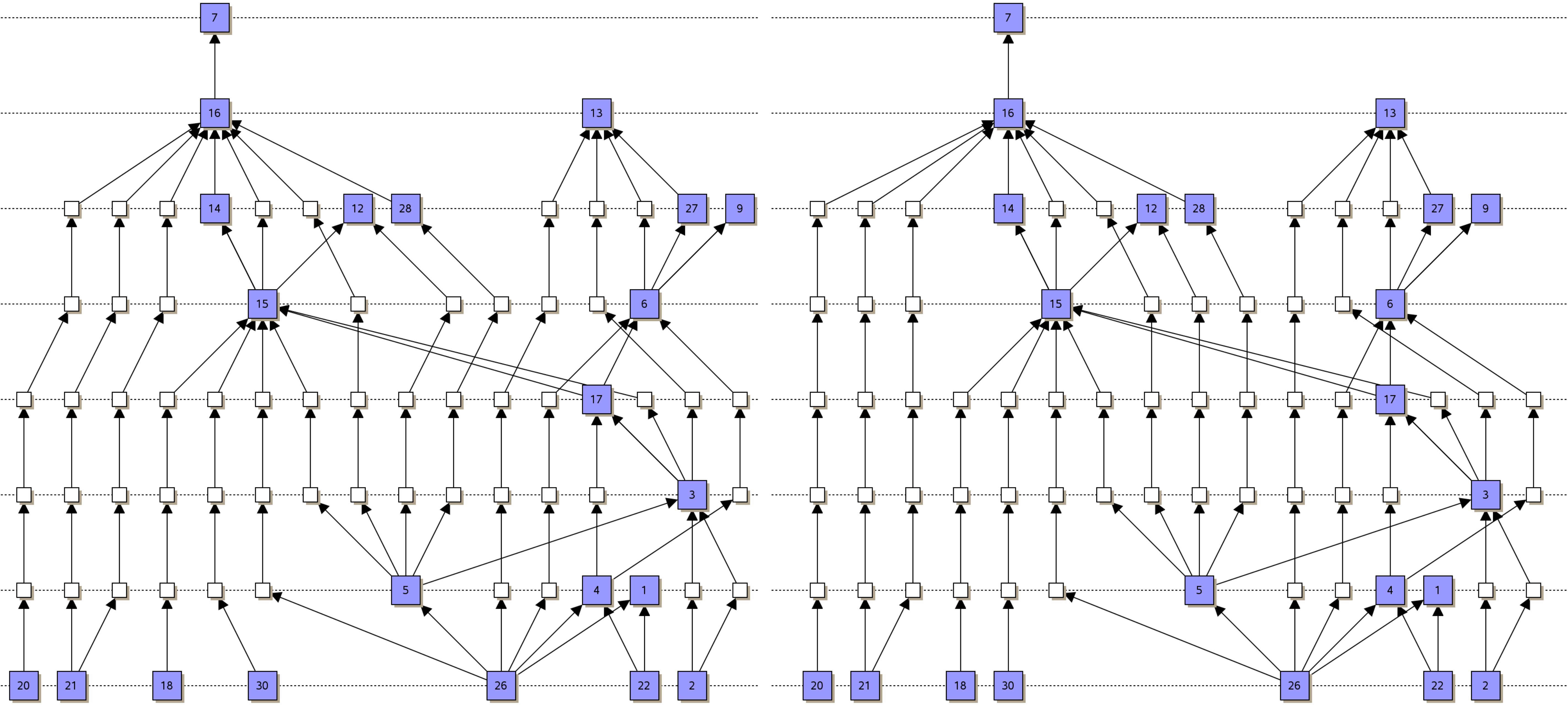
- QP is time-expensive
- width can be exponential

Iterative Heuristic

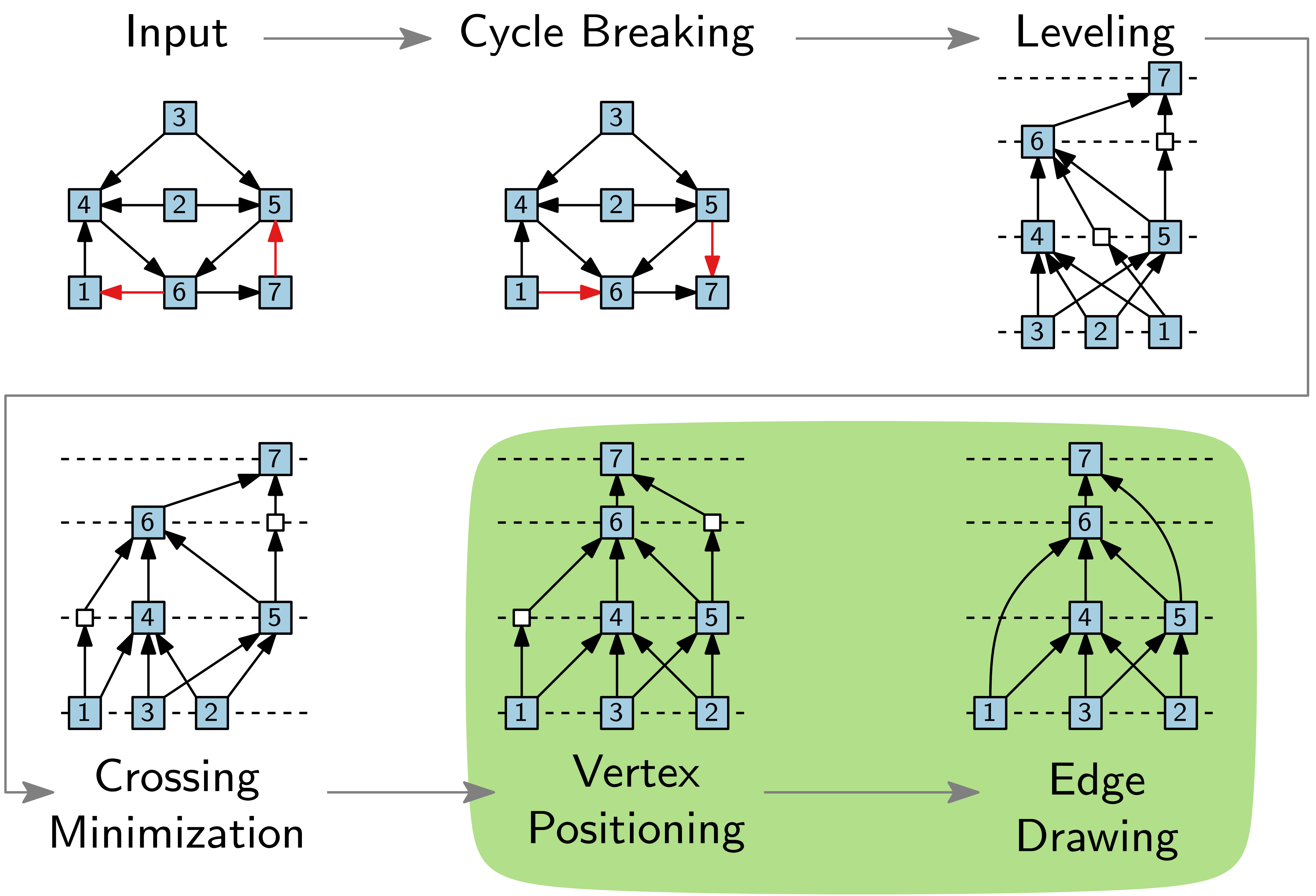
- Compute an initial layout
- Apply the following steps as long as improvements can be made:

   1. Vertex positioning,
   2. edge straightening,
   3. Compactifying the layout width.

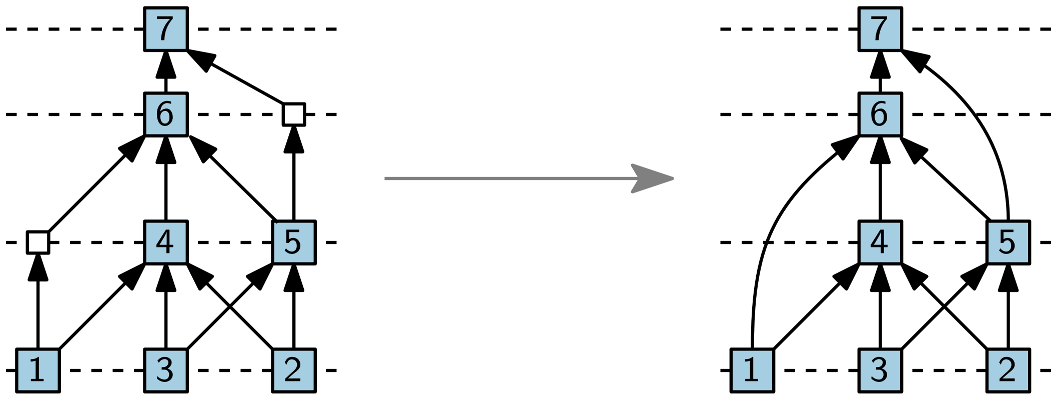
Example



Step 5: Drawing Edges



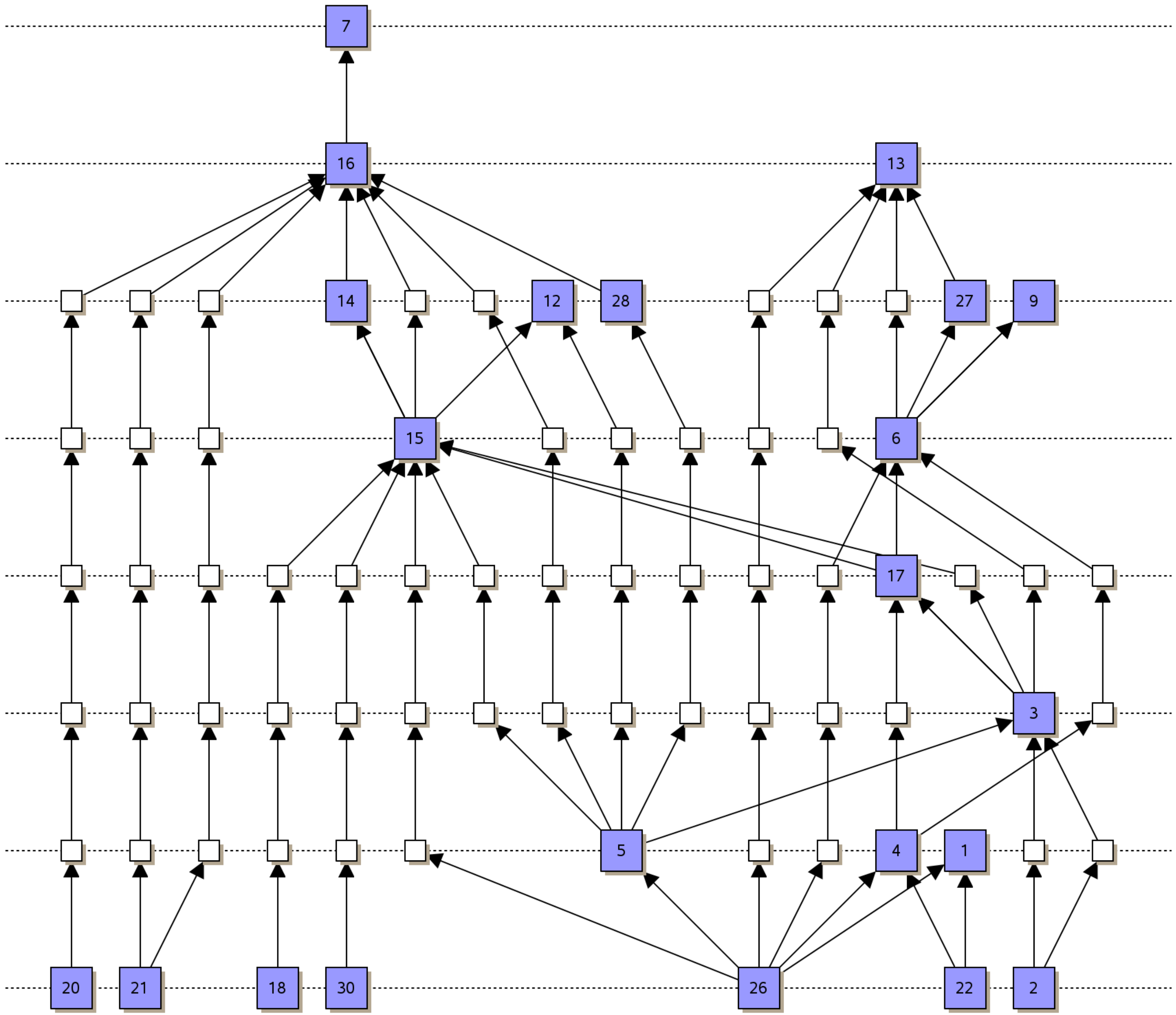
Step 5: Drawing Edges



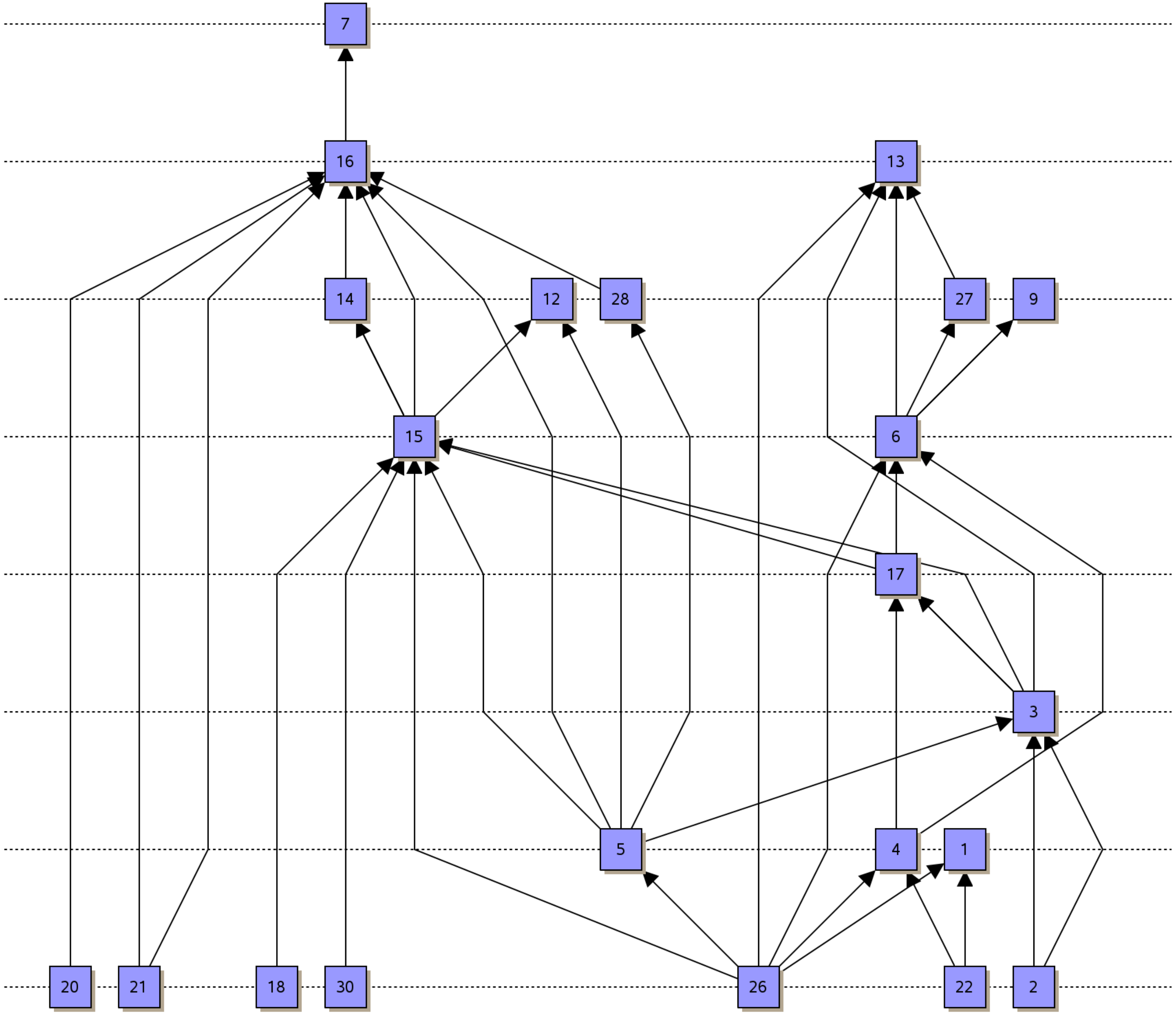
Possibility.

Substitute polylines by Bézier curves

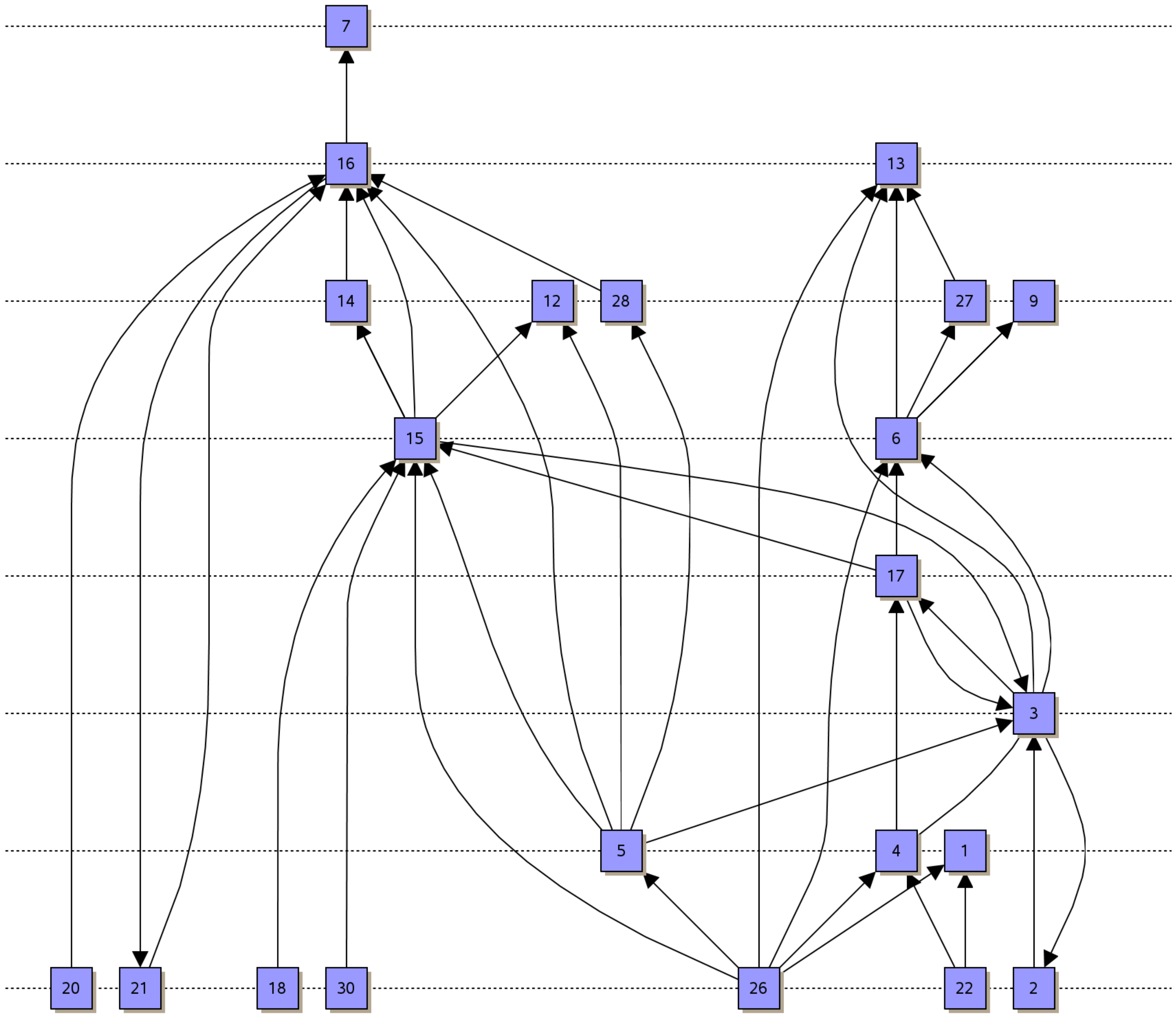
Example



Example

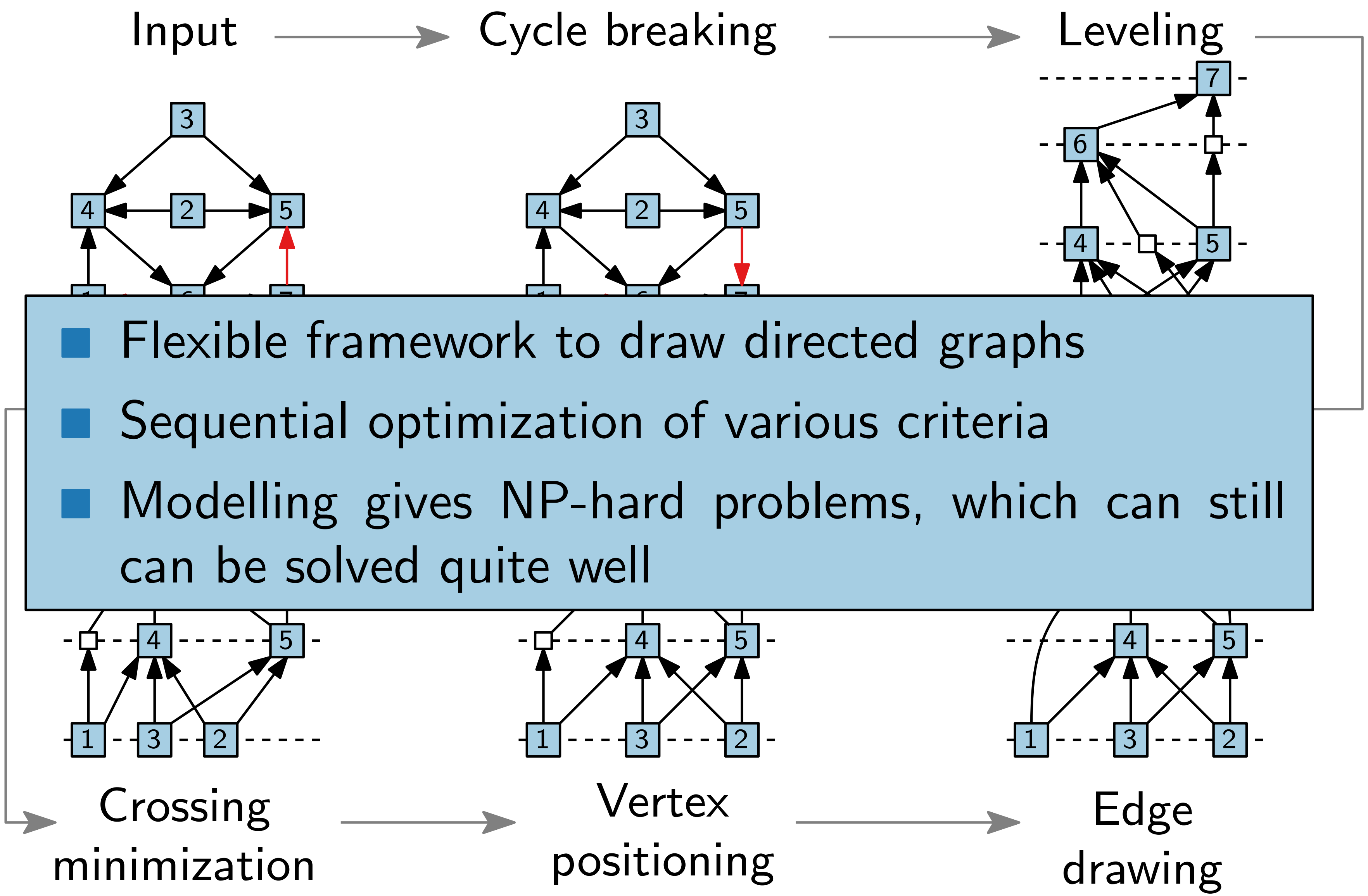


Example



Classical Approach – Sugiyama Framework

[Sugiyama, Tagawa, Toda ’81]



- Flexible framework to draw directed graphs
- Sequential optimization of various criteria
- Modelling gives NP-hard problems, which can still can be solved quite well

Literature

Detailed explanations of steps and proofs in

- [GD Ch. 11] and [DG Ch. 5]

based on

- [Sugiyama, Tagawa, Toda '81] Methods for visual understanding of hierarchical system structures

and refined with results from

- [Berger, Shor '90] Approximation alogorithms for the maximum acyclic subgraph problem
- [Eades, Lin, Smith '93] A fast and effective heuristic for the feedback arc set problem
- [Garey, Johnson '83] Crossing number is NP-complete
- [Eades, Whiteside '94] Drawing graphs in two layers
- [Eades, Wormland '94] Edge crossings in drawings of bipartite graphs
- [Jünger, Mutzel '97] 2-Layer Straightline Crossing Minimization: Performance of Exact and Heuristic Algorithms