

Hierarchy and Tree Visualization



CS 4460 – Intro. to Information Visualization
October 23, 2014
John Stasko

Hierarchies



- Definition
 - Data repository in which cases are related to subcases
 - Can be thought of as imposing an ordering in which cases are parents or ancestors of other cases

Hierarchies in the World



- Pervasive
 - Family histories, ancestries
 - File/directory systems on computers
 - Organization charts
 - Animal kingdom: Phylum,..., genus,...
 - Object-oriented software classes
 - ...

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Trees



- Hierarchies often represented as trees
 - Directed, acyclic graph
- Two main representation schemes
 - Node-link
 - Space-filling

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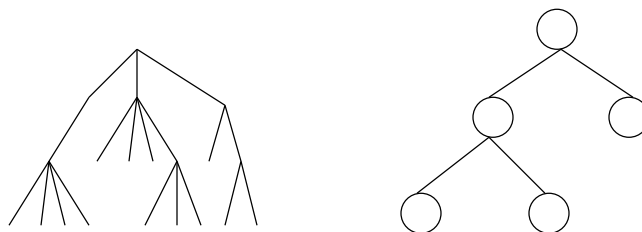
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Node-Link Diagrams



- Root at top, leaves at bottom is very common

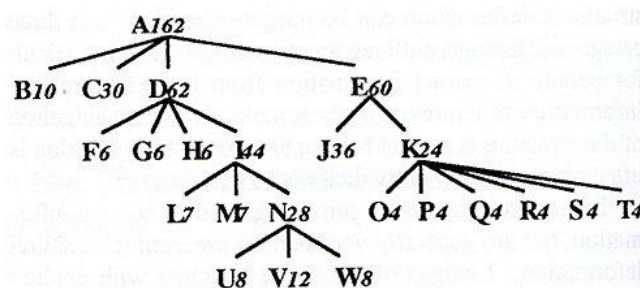


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Sample Representation



From: Johnson & Shneiderman, '91

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Election '12



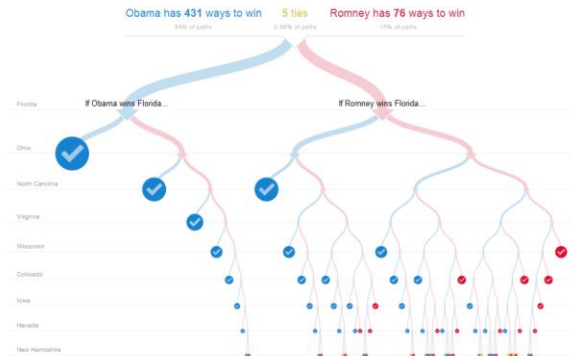
Paths to the White House

Facebook Twitter

Map | Big Board | Scenarios | Exit Polls

President Obama won a clear victory, but his popular vote margin in several battleground states was very thin. Select a winner in the most competitive states below to explore alternate electoral outcomes.

Fla.	Ohio	N.C.	Va.	Wis.	Colo.	Iowa	Nev.	N.H.
Obama: 30% / Romney: 40%	Obama: 50% / Romney: 40%	Obama: 40% / Romney: 51%	Obama: 51% / Romney: 40%	Obama: 33% / Romney: 40%	Obama: 51% / Romney: 47%	Obama: 52% / Romney: 45%	Obama: 52% / Romney: 40%	Obama: 52% / Romney: 40%



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Examples

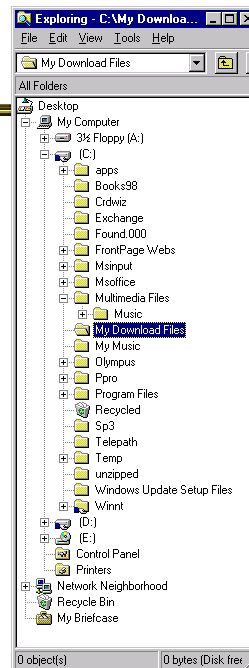


Good for?

Search

Bad for?

Understanding structure

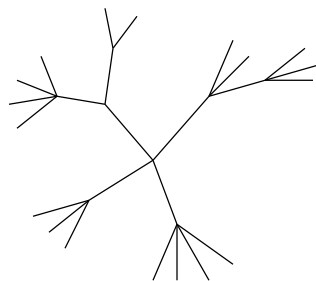


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Why Put Root at Top?



Root can be at center with levels growing outward too

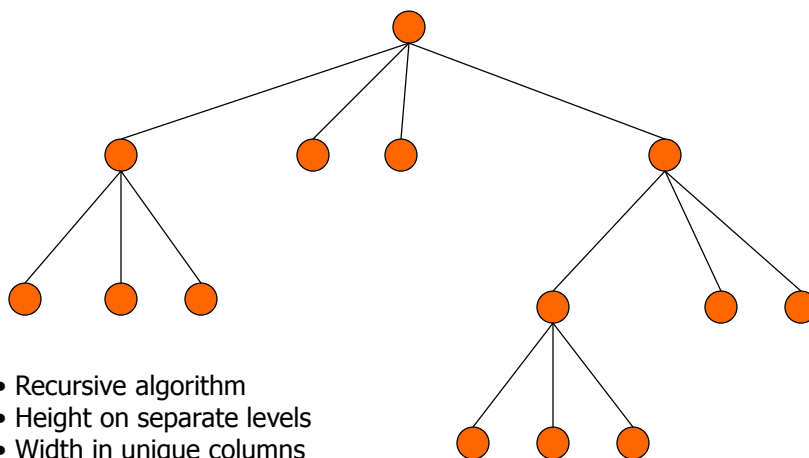
Can any node be the root?

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Basic Algorithm



- Recursive algorithm
- Height on separate levels
- Width in unique columns
- Make room for subtrees upwards

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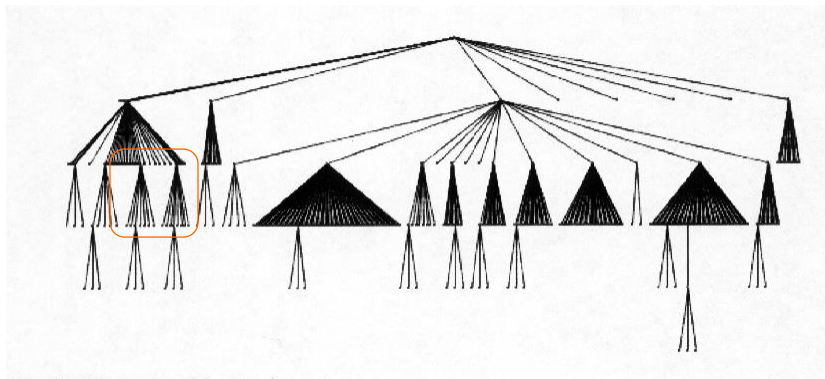
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Potential Problems



- For top-down, width of fan-out uses up horizontal real estate very quickly
 - At level n , there are 2^n nodes
- Tree might grow a lot along one particular branch
 - Hard to draw it well in view without knowing how it will branch

More Sophisticated



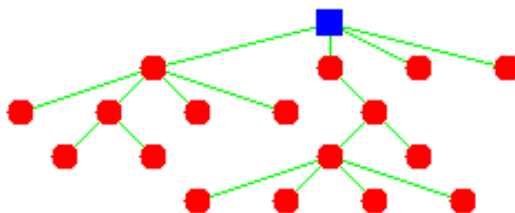
In what way?

- Regions compressed horizontally

Reingold-Tilford Algorithm



Compact layout
Uses symmetry
Depth on levels



Generalized from binary trees by Walker
Running time improved (linear) by Buchheim et al

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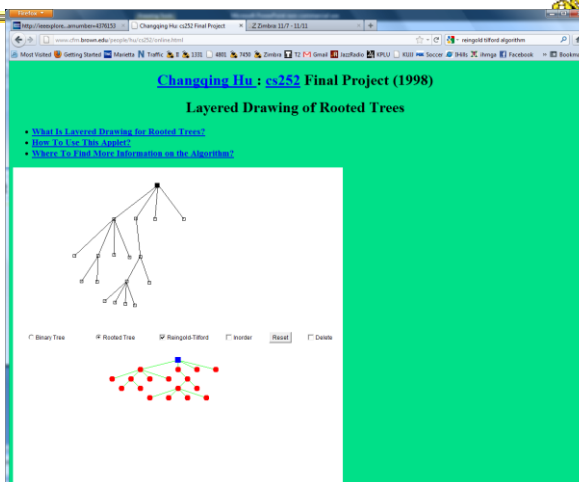
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Neat Applet



You do drawing
It cleans it up



<http://www.cfm.brown.edu/people/hu/cs252/online.html>

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InfoVis Solutions



- Techniques developed in Information Visualization largely try to assist the problems identified in the last slide
- Alternatively, Information Visualization techniques attempt to show more attributes of data cases in hierarchy or focus on particular applications of trees

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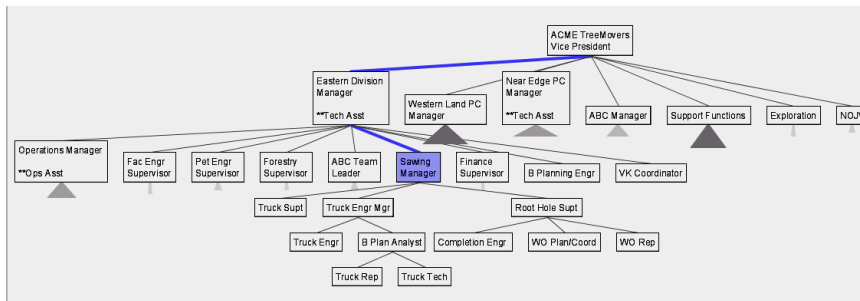
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SpaceTree



- Uses conventional 2D layout techniques with some clever additions



Video & Demo

Grosjean, Plaisant, Bederson
InfoVis '02

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Characteristics



- Vertical or horizontal
- Subtrees are triangles
 - Size indicates depth
 - Shading indicates number of nodes inside
- Navigate by clicking on nodes
 - Strongly restrict zooming

Design Features



- Make labels readable
- Maximize number of levels opened
- Decompose tree animation
- Use landmarks
- Use overview and dynamic filtering

3D Approaches



- Add a third dimension into which layout can go
- Compromise of top-down and centered techniques mentioned earlier
- Children of a node are laid out in a cylinder “below” the parent
 - Siblings live in one of the 2D planes

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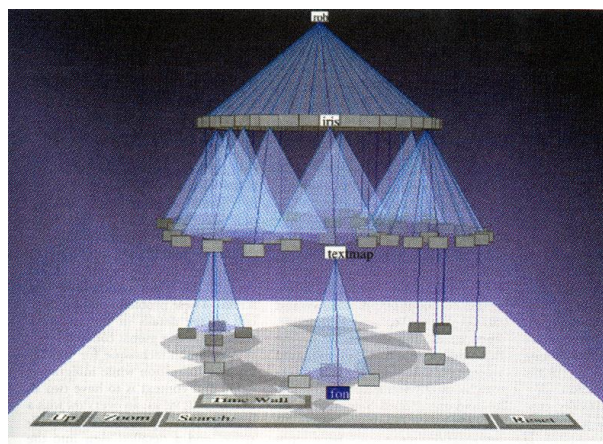
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Cone Trees



Developed at
Xerox PARC

3D views of
hierarchies
such as file
systems



Robertson, Mackinlay, Card
CHI '91

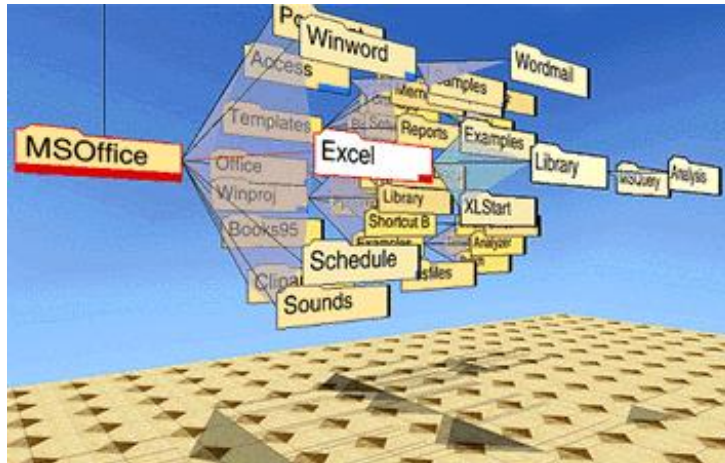
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Video

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Alternate Views



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Cone Trees



- Pros & Cons?
 - Discuss

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Cone Trees



- Pros
 - More effective area to lay out tree
 - Use of smooth animation to help person track updates
 - Aesthetically pleasing
- Cons
 - As in all 3D, occlusion obscures some nodes
 - Non-trivial to implement and requires some graphics horsepower

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Alternative Solutions

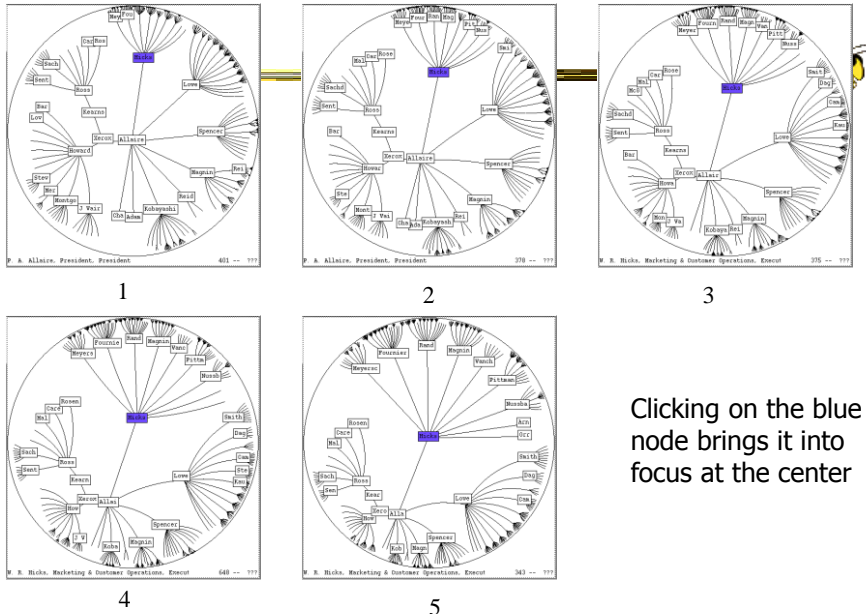


- Change the geometry
- Apply a hyperbolic transformation to the space
- Root is at center, subordinates around
- Apply idea recursively, distance decreases between parent and child as you move farther from center, children go in wedge rather than circle

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Clicking on the blue node brings it into focus at the center

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Watch it Work

- Video
- Demo from prefuse system

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Key Attributes



- Natural magnification (fisheye) in center
- Layout depends only on 2-3 generations from current node
- Smooth animation for change in focus
- Don't draw objects when far enough from root (simplify rendering)

Problems



- What might be problems with this approach?

Problems



- Orientation
 - Watching the view can be disorienting
 - When a node is moved, its children don't keep their relative orientation to it as in Euclidean plane, they rotate
 - Not as symmetric and regular as Euclidean techniques, two important attributes in aesthetics

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How about 3D?



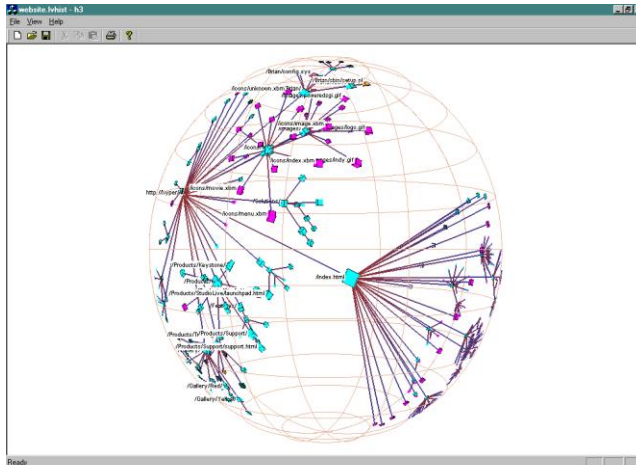
- Can same hyperbolic transformation be applied, but now use 3D space?
- Sure can
- Have fun with the math!

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H3Viewer



Munzner,
IEEE CG&A '98

Video

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Old School



- After all the interest in 3D and hyperbolic techniques in the '90's, more recently there has been renewed interest in the old 2D methods (just done better)
 - SpaceTree presented earlier
 - Next 3 papers...

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Degree-of-Interest Trees



- Problem: Trees quickly degrade into line



- Approach: Use fisheye-like focus & context ideas to control how a tree is drawn

Card & Nation
AVI '02

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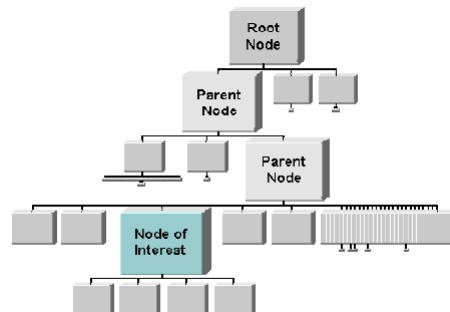
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Approach



- Combine multiple ideas:
 - Expanded DOI computation
 - Logical filtering to elide nodes
 - Geometric scaling
 - Semantic scaling
 - Clustered representation of large unexpanded branches
 - Animated transition

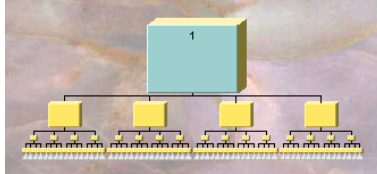


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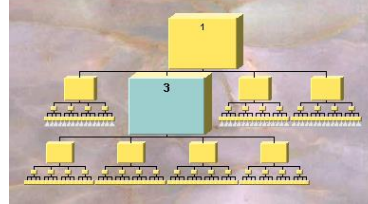
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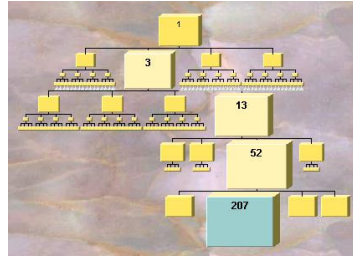
Example Operations



1. Display of a uniform tree of 4 levels



2. Same table with focus on Node 3



3. Same tree expanded down to a leaf node

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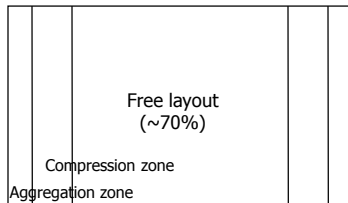
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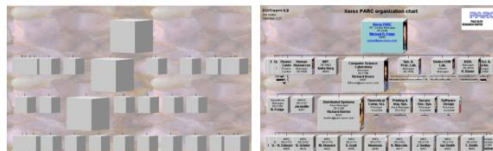
Compression



- For nodes: compress to fit (compress in X or in Y)



- Within-node compression
 - Data deletion
 - Word abbreviation
 - Node rotation

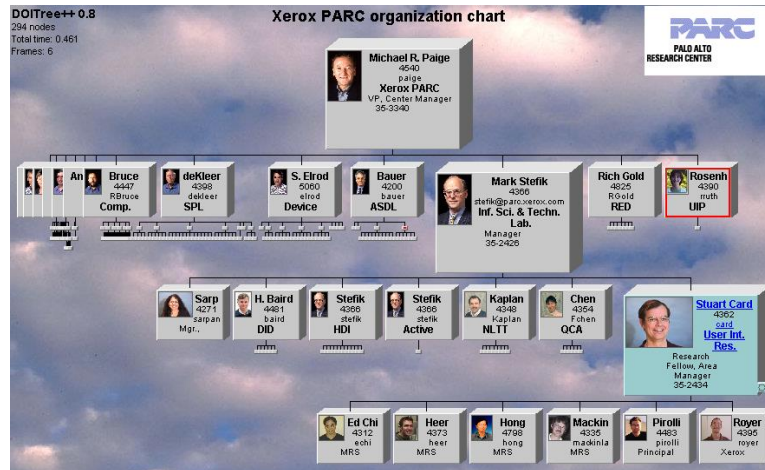


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Better View of Org Chart



Organization chart with over 400 nodes accessible over WWW through Web browser

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Food for Thought



- Which of these techniques are useful for what purpose?
- How well do they scale?
- What if we want to portray more variables of each case?

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Node-link Shortcoming



- Difficult to encode more variables of data cases (nodes)
 - Shape
 - Color
 - Size
 - ...but all quickly clash with basic node-link structure

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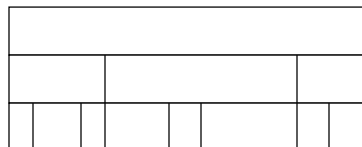
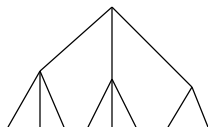
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Space-Filling Representation



Each item occupies an area

Children are "contained" under parent



One example: "Icicle plot"

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Treemap



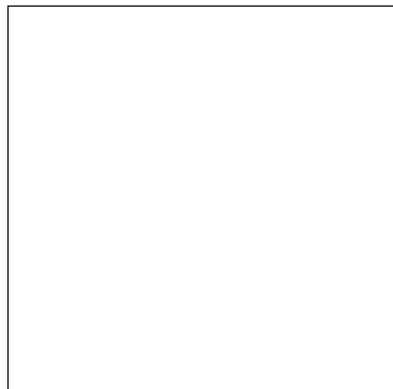
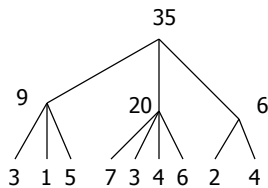
- Space-filling representation developed by Shneiderman and Johnson, Vis '91
- Children are drawn inside their parent
- Alternate horizontal and vertical slicing at each successive level
- Use area to encode other variable of data items

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Example

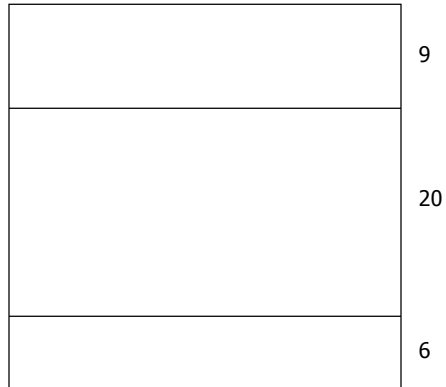
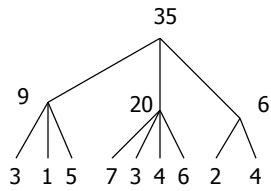


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Example

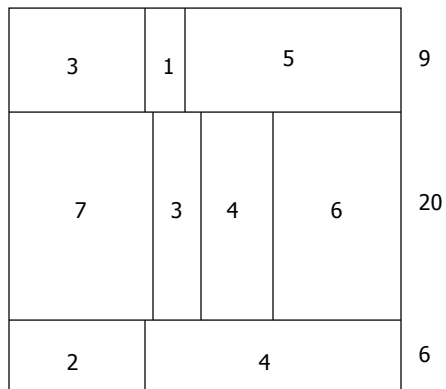
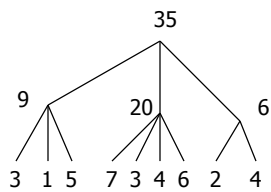


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Example



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Treemap



- Example

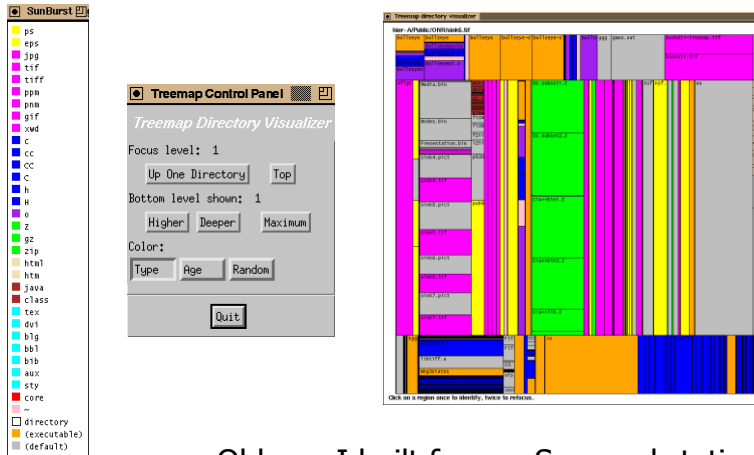


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Treemap Example



Old one I built for our Sun workstations

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Treemap Algorithm



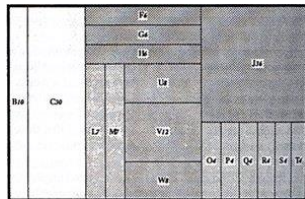
```
Draw()
{
  Change orientation from parent (horiz/vert)
  Read all files and directories at this level
  Make rectangle for each, scaled to size
  Draw rectangles using appropriate size and color
  For each directory
    Make recursive call using its rectangle as focus
}
```

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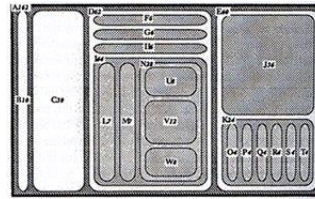
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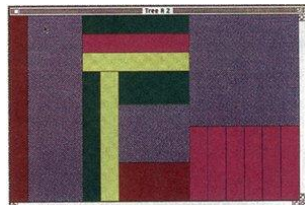
Nested vs. Non-nested



Non-nested Tree-Map



Nested Tree-Map



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Applications



- Can use Treemap idea for a variety of domains
 - File/directory structures
 - Basketball statistics
 - Software diagrams
 - Tennis matches

Software Visualization App

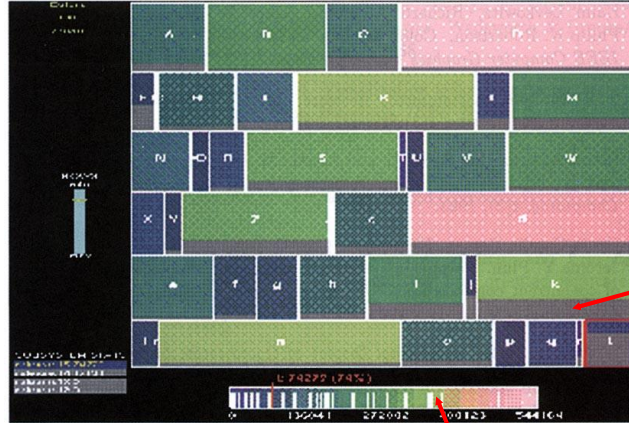


- SeeSys: Software Metrics Visualizing System
- Uses treemap-like visualization to present different software metrics
- Displays:
 - Size
 - Recent development
 - High fix-on-fix rates
 - History and growth

Sample View 1



Subsystems in a software system. Each rectangle represents the non-comment source code in a subsystem. Area means size



New code in this release

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Size

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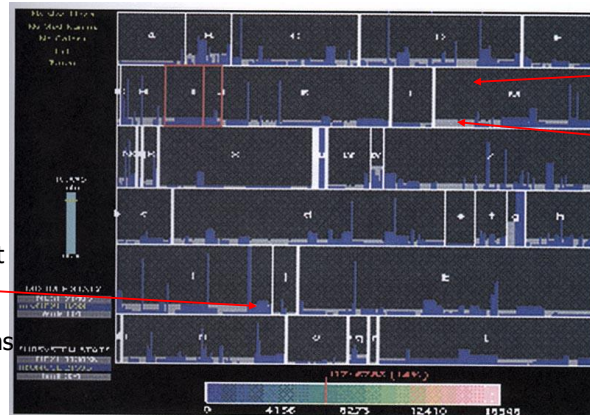
Sample View 2



Bug rates by subsystem and directory

Represents new code in this release

Bars represent individual directories in the subsystems



Added functionality

Bug fixes

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Tennis Viewing Application



- Analyze, review and browse a tennis match
- Space-filling/treemap-like hierarchy representation for a competition tree
- Shows match, sets, games, points
- Uses lenses to show shot patterns
- Red/green to encode two players
- Composite colors on top of each other

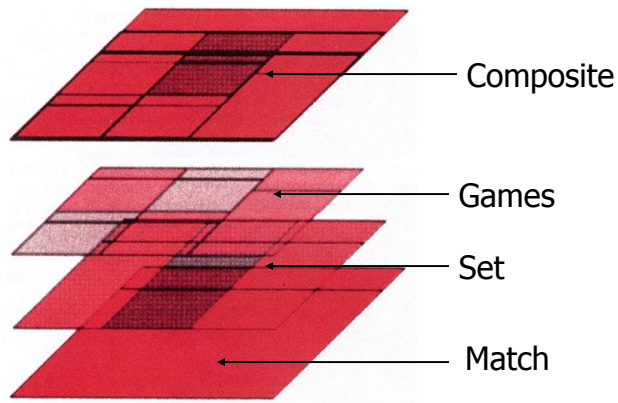
Jin and Banks
IEEE CG&A '97

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Visualization Make-up



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Simulated Match Results



Match view

Bond won

Set results

Lens showing ball movement on individual points

Game results



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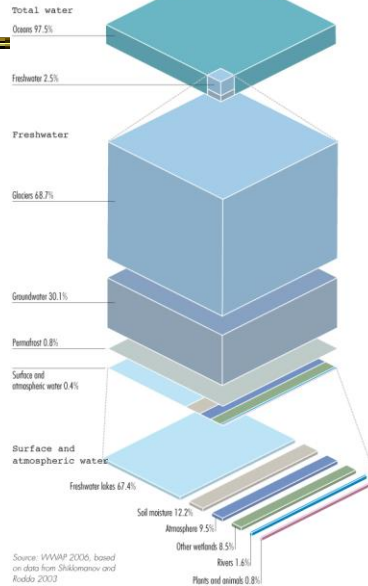
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Treemap?

Very nice infographic

Figure 4.1 Global distribution of the world's water

Note: see Chapter 3 on water that is easily available to plants.



<http://blog.wired.com/wiredscience/2008/06/awesome-infogra.html>

Source: WWAP 2003, based on data from Shikimono and Rodda 2003

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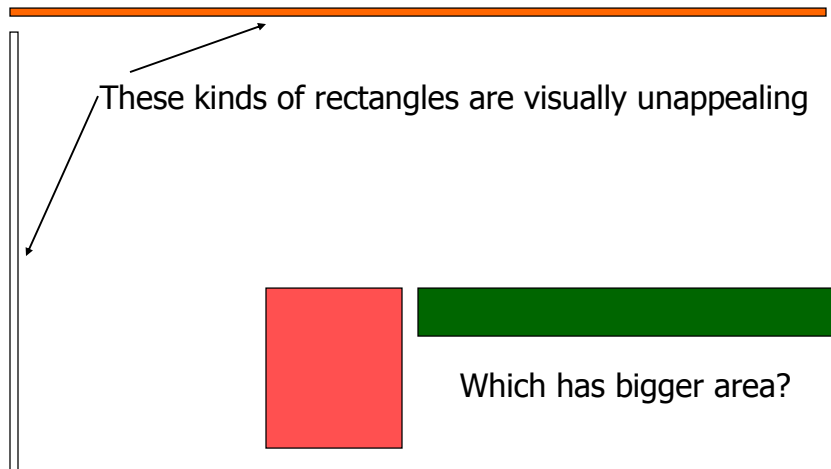
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Treemap Affordances



- Good:
 - Representation of two attributes beyond node-link: color and area
- Not so good:
 - Representing structure
 - What happens if it's a perfectly balanced tree of items all the same size?
 - Also can get long-thin aspect ratios
 - Borders help on smaller trees, but take up too much area on large, deep ones

Aspect ratios



Variation



- Can rectangles be made more square?
.....think about it.....
- In general, a very hard problem!

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Variation: “Cluster” Treemap



- SmartMoney.com Map of the Market
 - Illustrates stock movements
 - “Compromises” treemap algorithm to avoid bad aspect ratios
 - Basic algorithm (divide and conquer) with some hand tweaking
 - Takes advantage of shallow hierarchy
 - www.smartmoney.com/marketmap

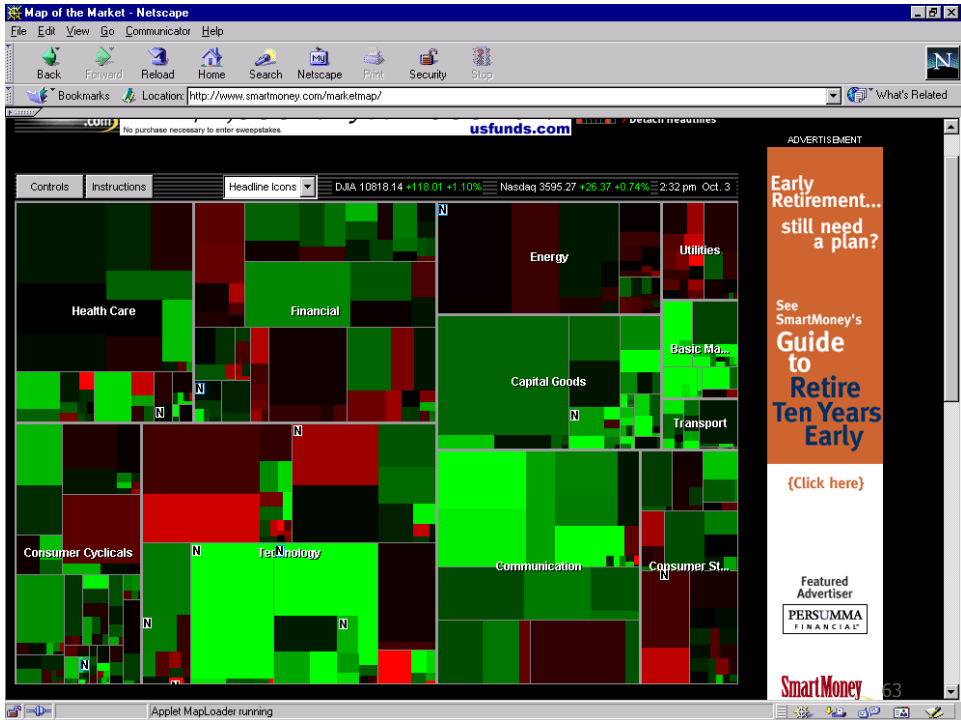
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Image on next slide

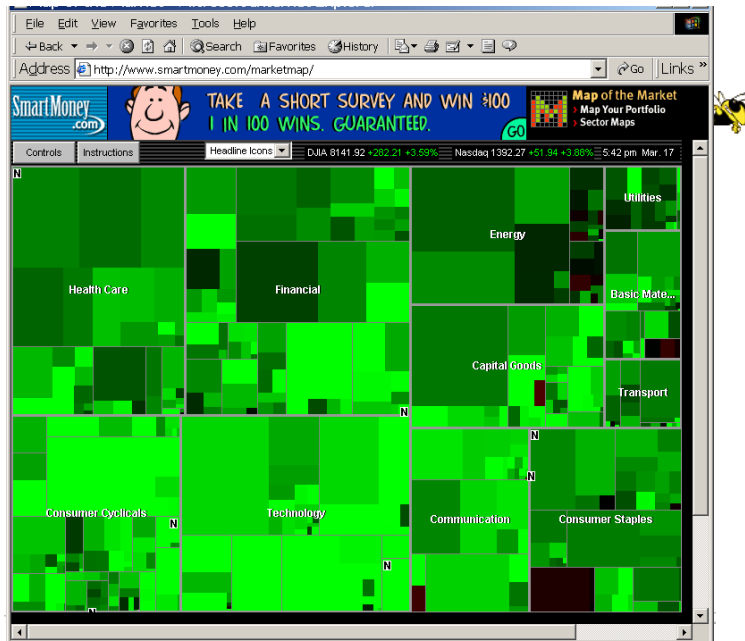
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Wattenberg
CHI '99

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A good day :^)



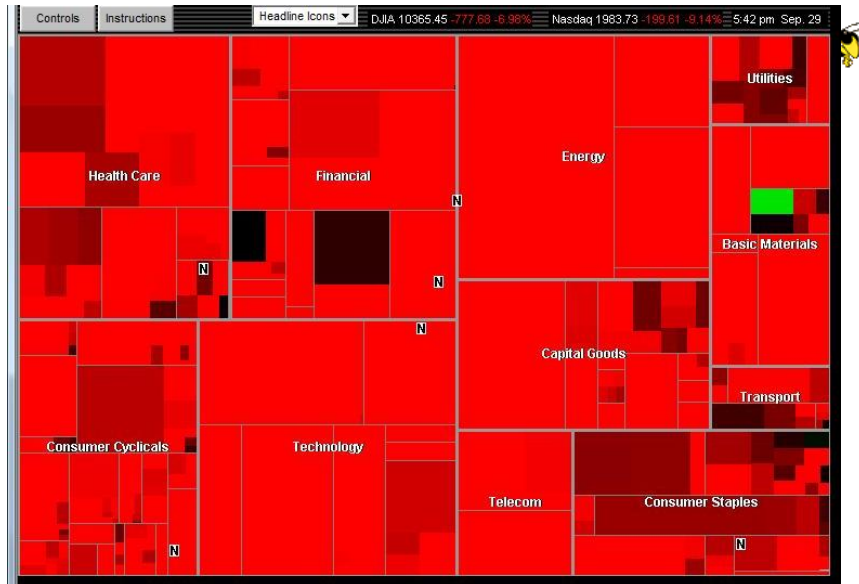
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More recent times

Sept. 29, 2008

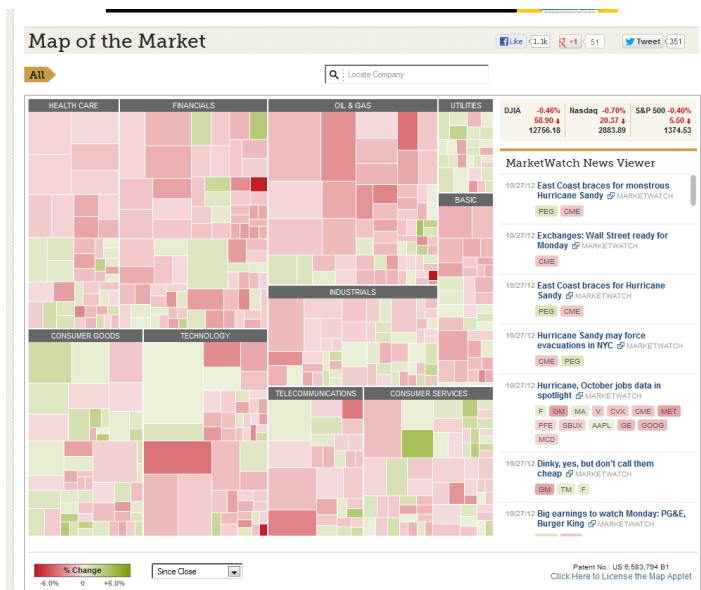


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New One



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I don't like it as much
(Where's the nice control panel?)

SmartMoney Review



- Tufte-esque micro/macro view
- Dynamic user interface operations add to impact
- One of best applications of an InfoVis techniques that I've seen

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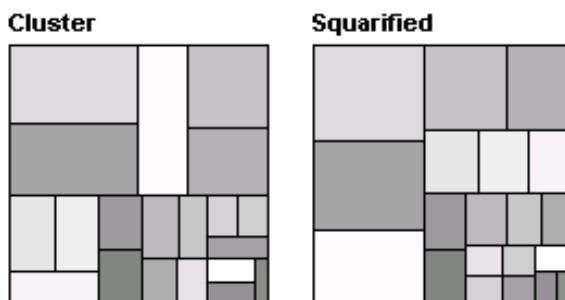
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Other Treemap Variations



- Squarified treemap
 - Bruls, Huizing, van Wijk, EuroGraphics '00
 - Alternate approach, similar results



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Square Algorithm Problems



- Small changes in data values can cause dramatic changes in layout
- Order of items in a group may be important

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New Square Algorithms



- Pivot-by-size and pivot-by-middle

Partition area into 4 regions

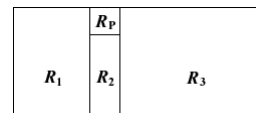
Pick pivot element R_p

Size: Largest element

Middle: Middle element

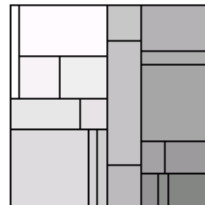
R_1 - elements earlier in list than pivot

R_2 - elements in list before R_3 and also that makes R_p have aspect ratio closest to 1

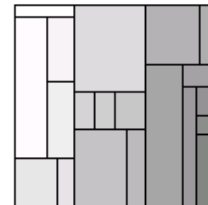


Shneiderman & Wattenberg
InfoVis '01

Pivot-by-middle



Pivot-by-size



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New Variation



- Strip treemap

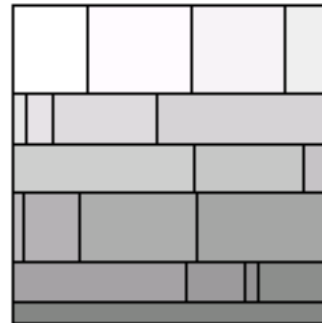
Use strips to place items

Put new rectangle into strip

If it makes average aspect ratio of all rectangles in strip go down, keep it there

If it makes aspect ratio go up, put it back and move to next strip

StripTreemap



Bederson, Shneiderman & Wattenberg
ACM Trans on Graphics '02

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Showing Structure



- Regular borderless treemap makes it challenging to discern structure of hierarchy, particularly large ones
 - Supplement Treemap view
 - Change rectangles to other forms

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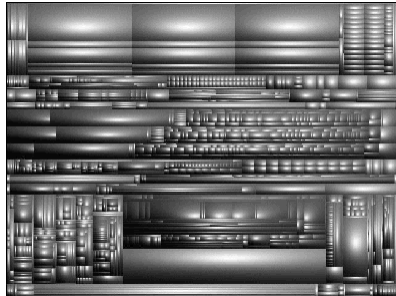
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Variation: Cushion Treemap



Add shading and texture to help convey structure of hierarchy

Van Wijk & van de Wetering
InfoVis '99



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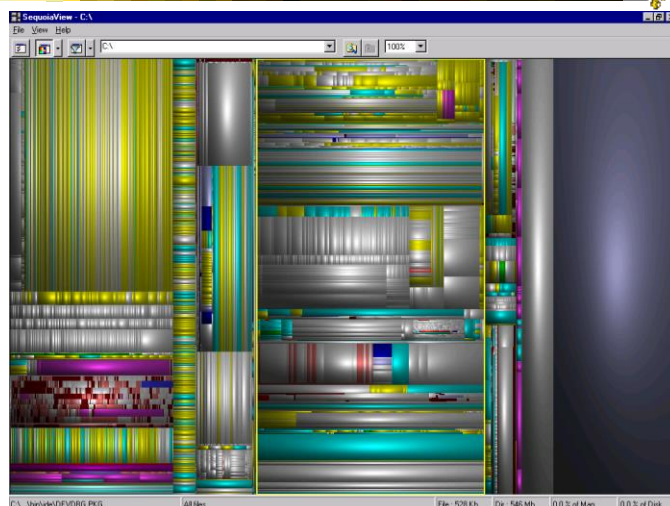
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SequoiaView

www.win.tue.nl/sequoiaview/



File visualizer
built using
cushion treemap
notion



Demo

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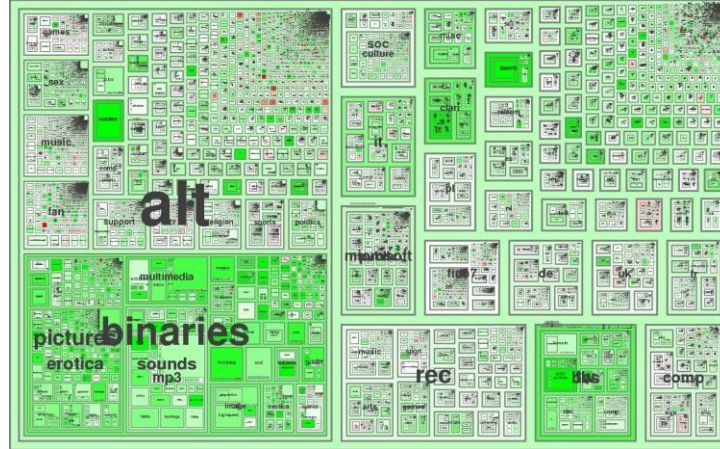
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Internet News Groups



NetScan

Fiore & Smith
Microsoft



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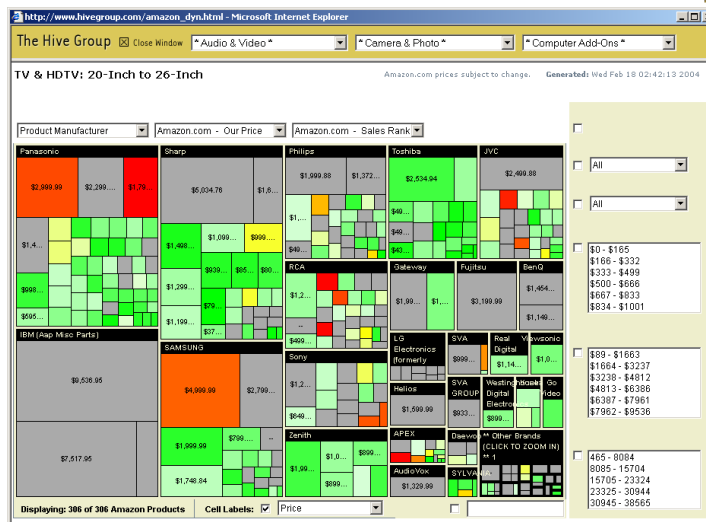
75

Product Sales

www.hivegroup.com/amazon.html



The Hive
Group

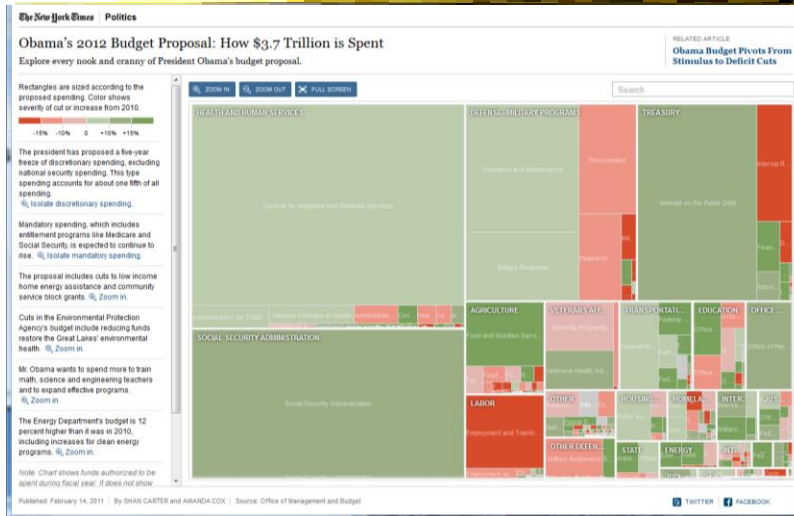


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Federal Budget

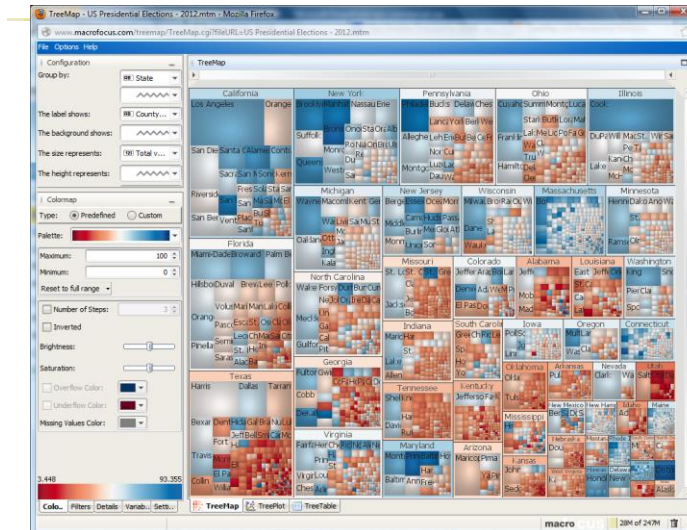


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2012 Presidential Election



http://www.treemap.com/datasets/uselections/?goback=.gde_80552_member_184123140

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Scaling Up



Fig. 5. *Hierarchical Network Map* displaying all 19,731 autonomous systems (one can still zoom in twice for details) on a large display wall (5.20m × 2.15m, 8.9 Megapixels, powered by eight projectors). The query interface on the top left shows the traffic distribution over time and specifies the selected data, in this case the traffic entering the gateway of the University of Konstanz on *well-known ports (0-1023)* on 29 November 2005 using "transferred bytes" as measure with logarithmic color mapping. One recognizes a heavy traffic load from AS 3320 (red) of "Deutsche Telekom" as well as to neighboring autonomous systems in Germany. A port histogram reveals high activity on the Web ports 80 and 443. For security and privacy reasons, the data was aggregated and sanitized.

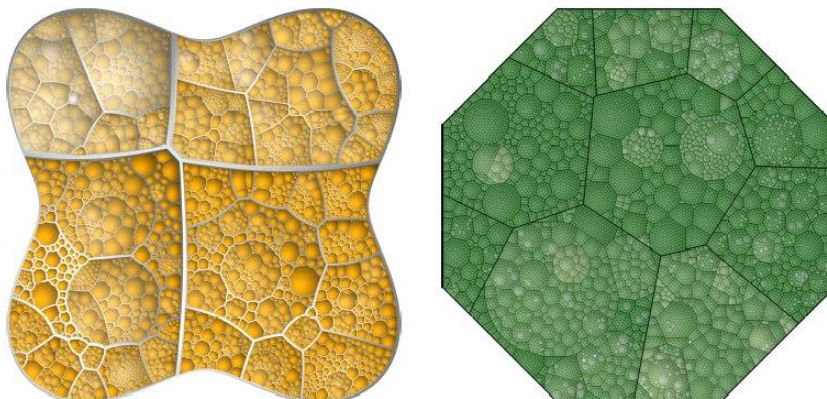
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Mansmann & Vinnik
TVCG '06

81

Voronoi Treemaps



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Balzer & Deussen
InfoVis '05

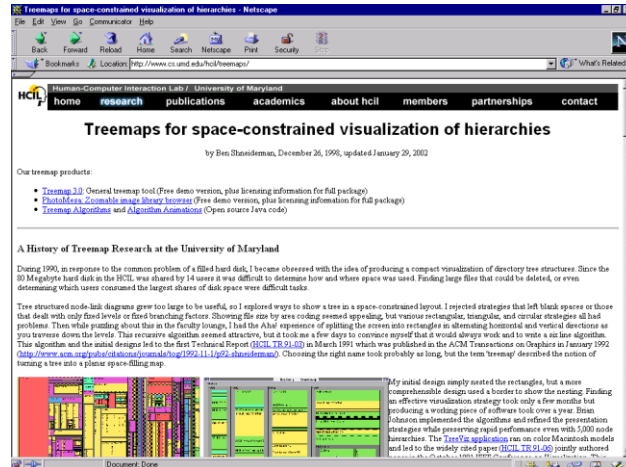
82

The World of Treemaps



Maryland HCIL website devoted to Treemaps

Workshop in 2001 there on topic



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Another Technique

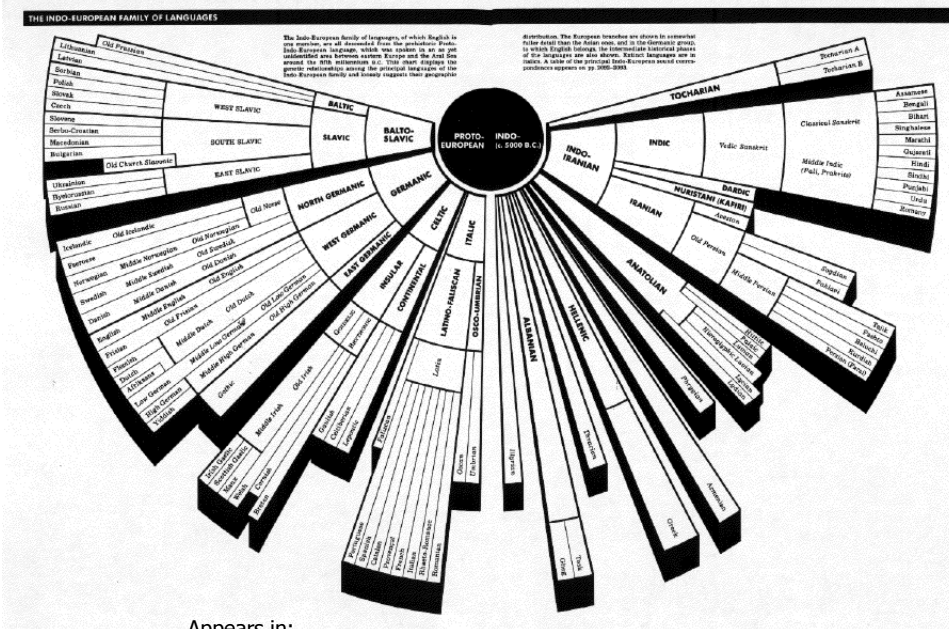


- What if we used a radial rather than a rectangular space-filling technique?
 - We saw node-link trees with root in center and growing outward already...
- Make pie-tree with root in center and children growing outward
 - Radial angle now corresponds to a variables rather than area

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Appears in:
American Heritage Dictionary, 3rd Ed. Houghton Mifflin, 1992

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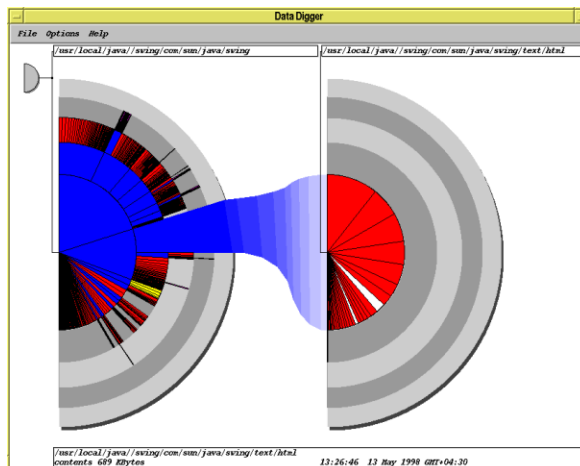
85

Radial Space-Filling



Chuah
 InfoVis '98

Andrews &
 Heidegger
 InfoVis '98



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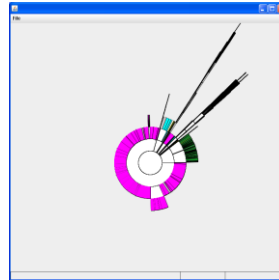
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SunBurst



- Demonstration of system



Java version built by Neel Parekh

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Stasko, Catrambone, Guzdial & McDonald
IJHCS '00

Empirical Study



- Compared SunBurst to Treemap (borderless) on a variety of file browsing tasks
 - SunBurst performed as well (or better) in task accuracy and time
 - Learning effect - Performance improved with Treemap on second session
 - Strong subjective preference (51-9) for SunBurst
 - Participants cited more explicit depiction of structure as an important reason

More to come on evaluation...

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3 Solutions



- Three visualization+navigation techniques developed to help remedy the shortcoming
 - Angular detail
 - Detail outside
 - Detail inside

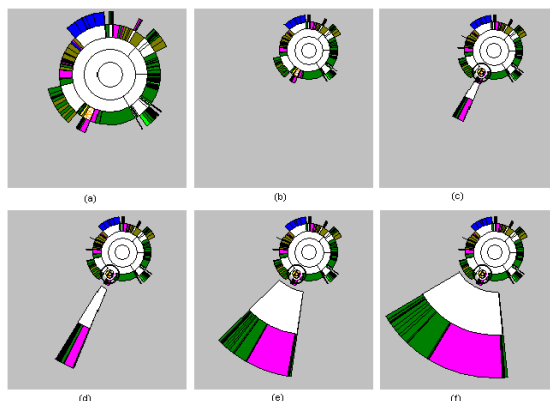
Stasko & Zhang
InfoVis '00

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Angular Detail



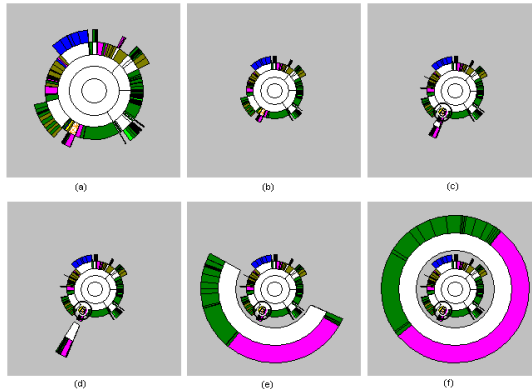
- Most “natural”
- Least space-efficient
- Most configurable by user

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Detail Outside



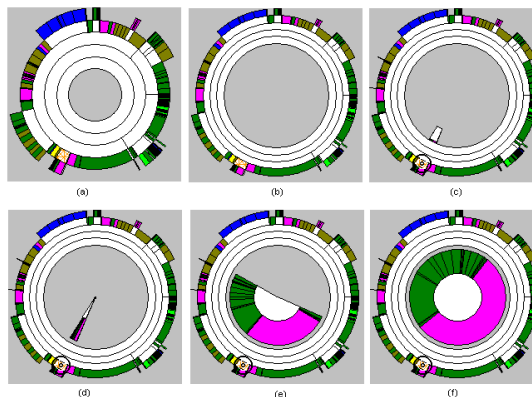
- Exhibits non-distorted miniature of overview
- Somewhat visually disconcerting
- Focus is quite enlarged (large circumference and 360°)
- Relatively space efficient

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Detail Inside



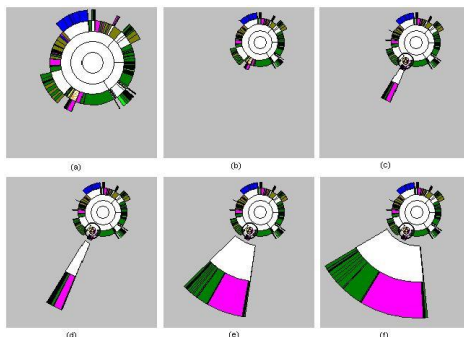
- Perhaps least intuitive and most distorting
- Items in overview are more distinct (larger circumference)
- Interior 360° for focus is often sufficient

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See in Action



Video

Stasko & Zhang
InfoVis '00

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Key Components



- Two ways to increase area for focus region: larger sweep angle and longer circumference
- Smooth transitions between overview and focus allow viewer to track changes
- Always display overview
- Allow focus selections from anywhere: normal display, focus or overview regions

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Potential Follow-on Work



- Multiple foci
- Varying radii for different levels in hierarchy
- Use quick-keys to walk through neighboring files
- Smarter update when choosing new focus region from existing focus
- Fourth method: expand angle of focus in place by compressing all others

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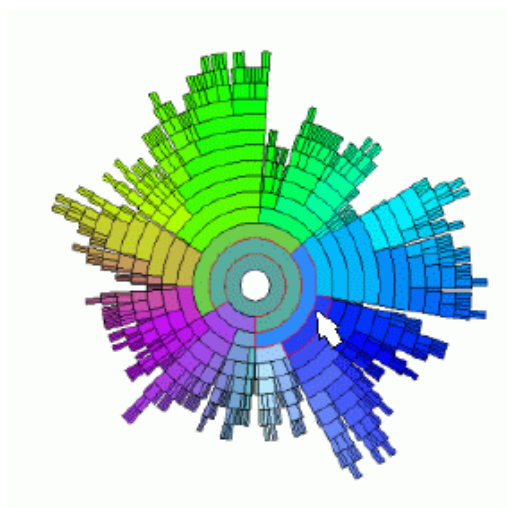
99

InterRing



Provides many of those follow-on capabilities and new operations

Yang, Ward & Rudensteiner
InfoVis '02



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Even Sand Crabs Do It



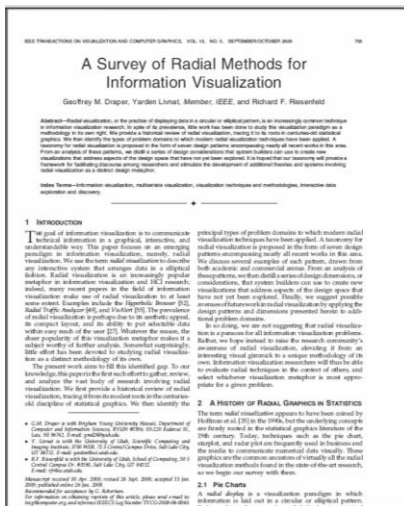
<http://www.flickr.com/photos/jkr1812/2234846316/in/gallery-49563472@N07-72157624817856060/lightbox/>

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Survey of Radial Techniques



Draper et al
TVCG '09

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More Alternatives



- Combine space-filling hierarchy presentations (really nesting) with zooming
- Children drawn inside of parent, but not totally encompassing

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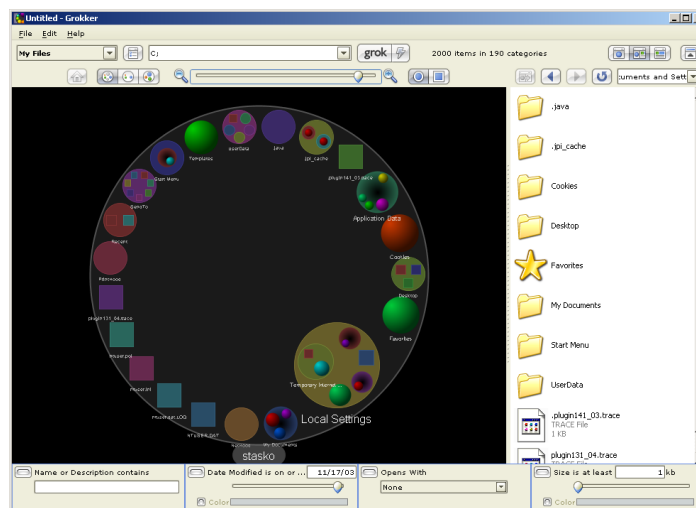
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Grokker

www.groxis.com



Demo



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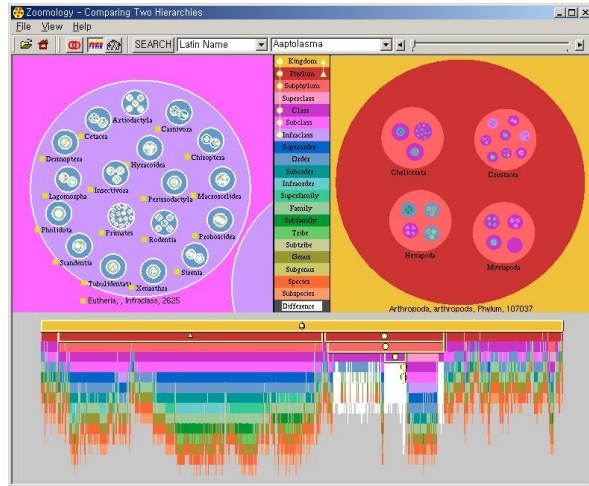
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Zoomology



CS 7450
Spring '03
project

InfoVis '03
Contest Winner
Best Student
entry



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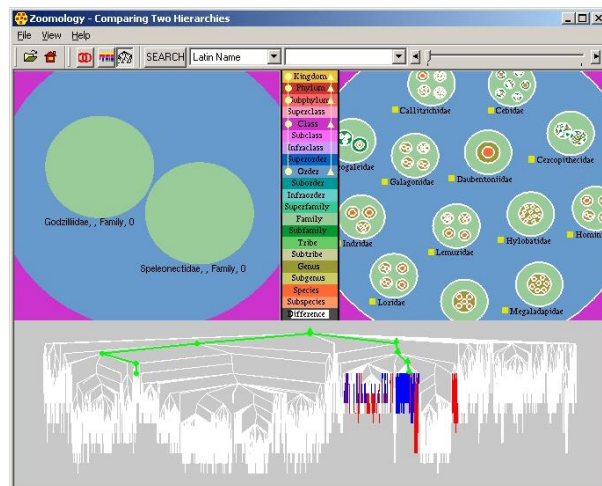
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Alternate View



Video



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Circle Packing

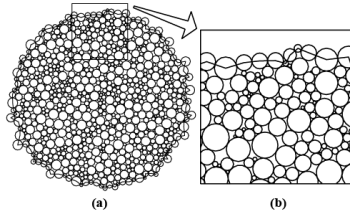


Figure 4. Packing 1000 circles with random radii

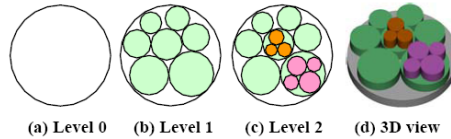
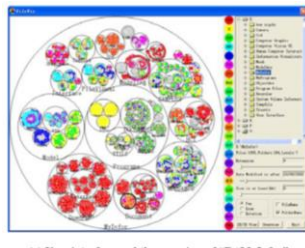
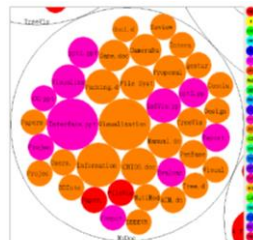


Figure 5. Pack circles into a circle recursively



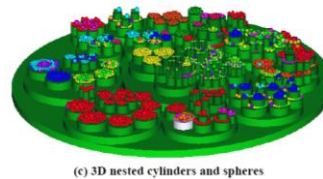
(a) User interface and the overview of "D:MyInfor"

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(b) The details of the focus "MyInfor Document MyDoc"

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(c) 3D nested cylinders and spheres

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Summary



- Node-link diagrams or space-filling techniques?
- It depends on the properties of the data
 - Node-link typically better at exposing structure of information structure
 - Space-filling good for focusing on one or two additional variables of cases

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Great Visual Summary

Downloadable poster



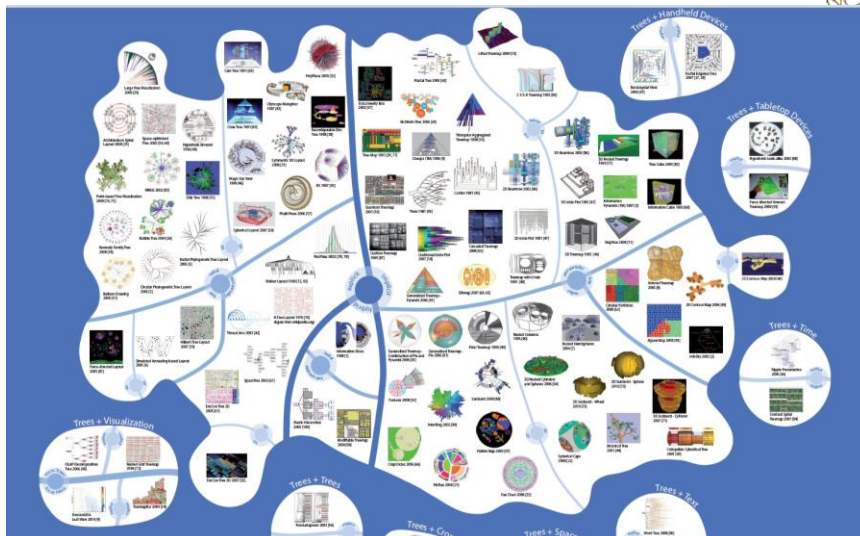
<http://www.informatik.uni-rostock.de/~hs162/treeposter/oldposter/poster.html>

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Zoomed In



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Version 2

<http://treevis.net>



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HW 6

- Given a set of reviews of a particular TV from Amazon
- Design a visualization to that allows someone to explore the data from those reviews
 - Just do drawings on paper
- Due next Thursday, 30th

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Upcoming



- Text and Documents 1
 - Reading

- Text and Documents 2
 - Reading

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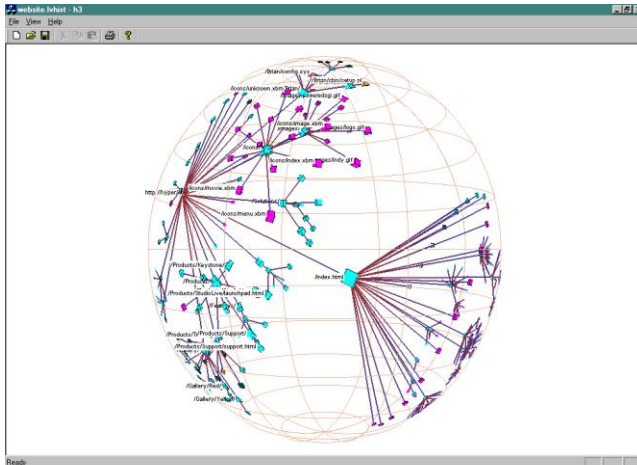
Additional Material

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H3Viewer



Munzner,
IEEE CG&A '98

[Video](#)

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Layout



- Find a spanning tree from an input graph
 - Use domain-specific knowledge
- Layout algorithm
 - Nodes are laid out on the surface of a hemisphere
 - A bottom-up pass to estimate the radius needed for each hemisphere
 - A top-down pass to place each child node on its parental hemisphere's surface

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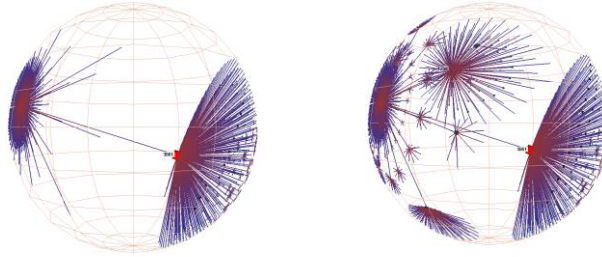
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Drawing



- Maintain a target frame by showing less of the context surrounding the node of interest during interactive browsing
- Fill in more of the surrounding scene when the user is idle

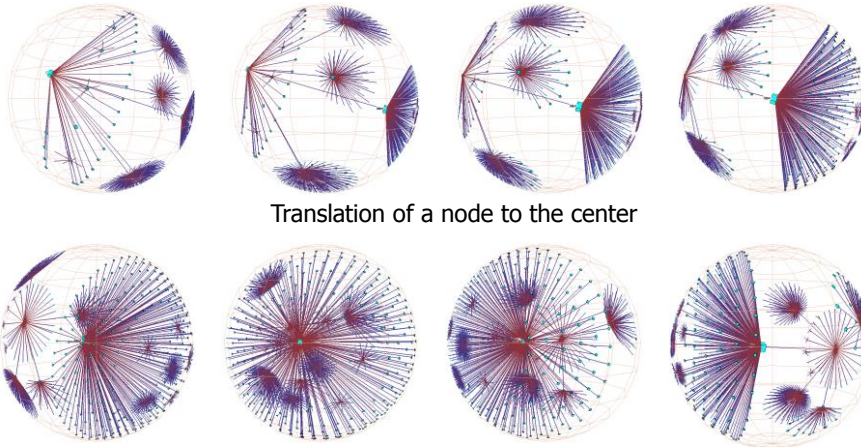


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Navigation



Translation of a node to the center

Rotation around the same node

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Performance



- Handle much larger graphs, i.e. >100,000 edges
- Support dynamic exploration & interactive browsing
- Maintain a guaranteed frame rate

<http://graphics.stanford.edu/~munzner/>

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FlexTree



- Horizontally-drawn tree with compression along vertical dimension
- One focus is on showing decision trees well
- Contextual multi-foci view
- Basic idea: Push all nodes down as far as you can

Song, Curran & Sterritt
Information Visualization '04

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Example

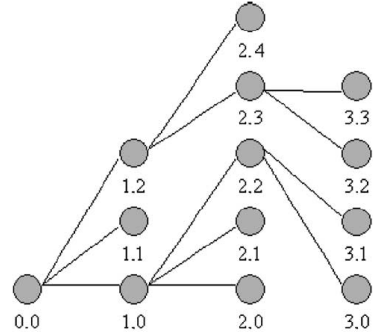
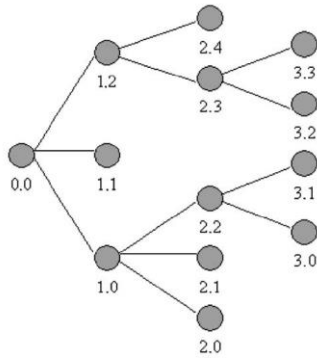


Figure 3 Concept diagram of FlexTree – space between nodes is compressed to achieve a compact view.

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Bar Chart and Partial Views

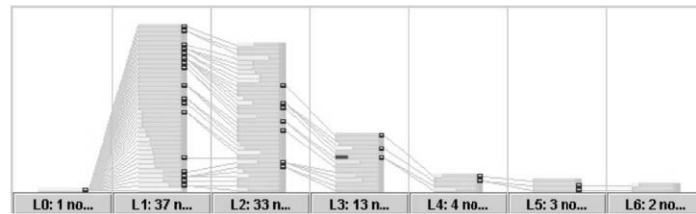


Figure 4 Bar chart view of FlexTree – nodes within the same level stack closely to each other in a space-filling manner.

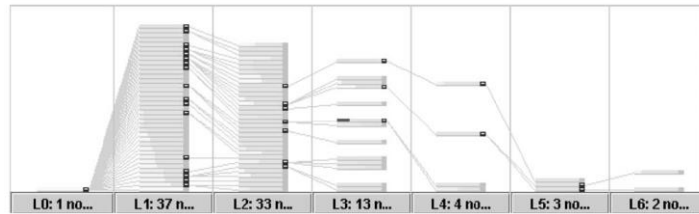


Figure 5 Partial tree view of FlexTree – the structure of the tree is partially revealed.

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Full Tree View

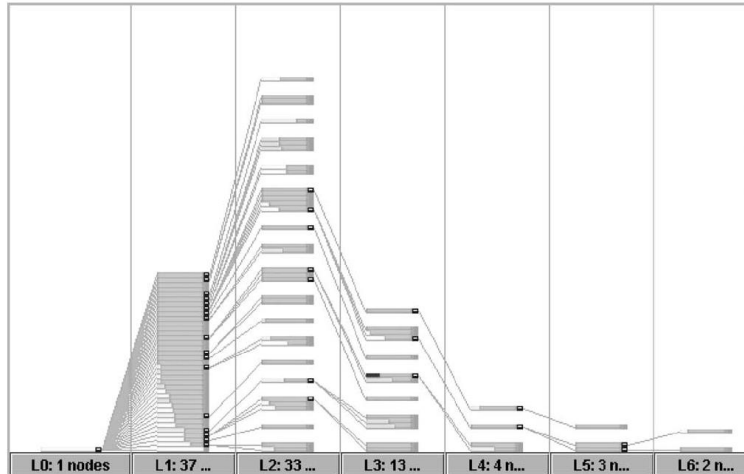


Figure 6 Full tree view of FlexTree – the structure of the tree is fully revealed.

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Node Details

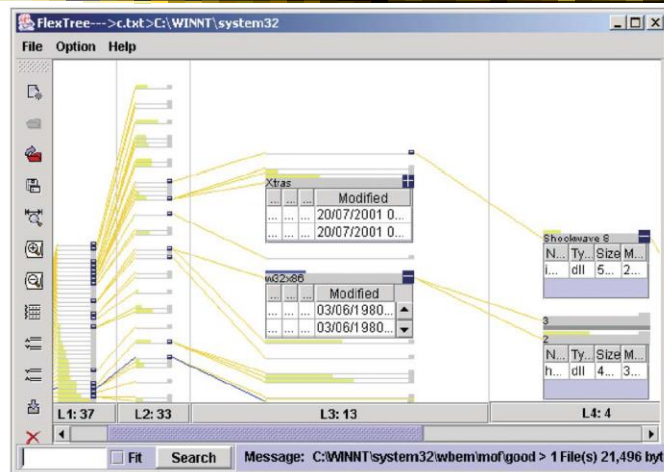


Figure 9 Zooming into multiple foci of interest within the context of the hierarchy. This demonstrates how the user can zoom into a tree and generate details on demand. The $w32 \times 86$ node itself is shown in blue, rather than yellow as the other nodes, because all files in this folder were modified in 1980, which is much earlier than files in the other folders.

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Space-Optimized Tree



- Put root node at center, then draw children out radially
- Key: Smart positioning to optimize placement of braches (Voronoi diagram-like approach)

Nguyen & Huang
Information Visualization '03

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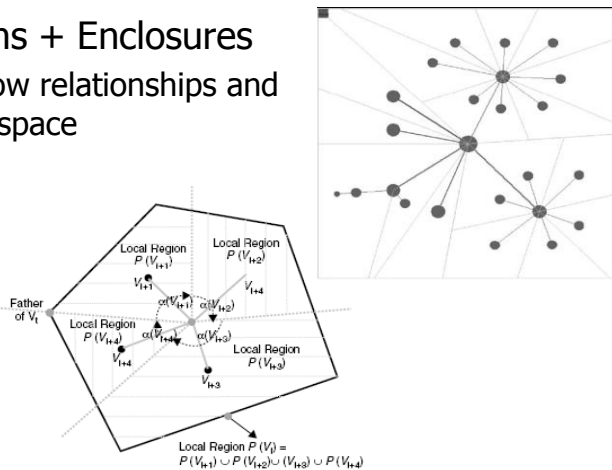
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Space-optimized tree



- Connections + Enclosures
 - Goal: Show relationships and optimize space
- Layout
 - Vertex
 - Subtree
 - Wedge
 - Polygon



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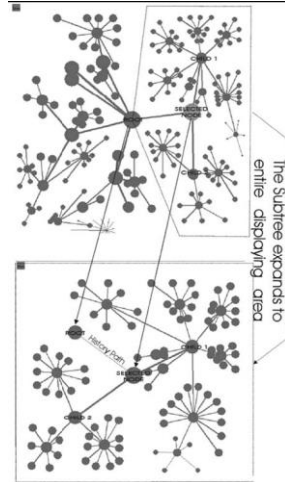
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Viewing and Navigation



- Modified Semantic Zooming
 - Reduce density of tree
 - Selected Node to Root
 - History Path



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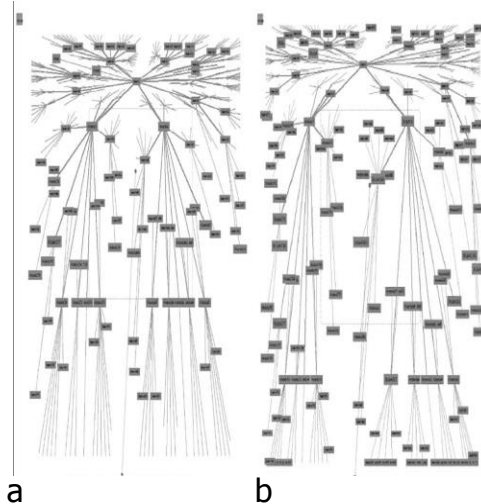
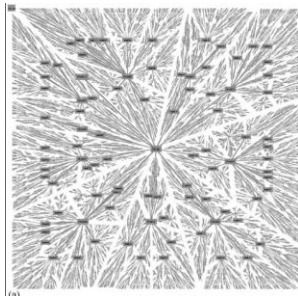
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Viewing and Navigation



- Focus + Context
 - Browsing (a)
 - Distortion (b)



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Transitioning a little to next time

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CHEOPS



- CHEOPS: A Compact Explorer For Complex Hierarchies
- CRIM's Hierarchical Engine for Open Search



Beaudoin, Parent, Vroomen
Visualization '96

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What CHEOPS Is



- Compressed visualization of hierarchical data, using triangle tessellation
- Most or all of the hierarchy can be displayed at once
- Since no Degree-of-Interest (DOI) function required, no major recalculation required when focus changes

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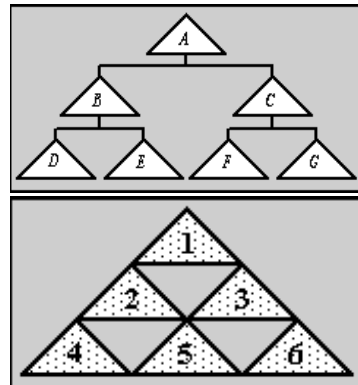
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Triangle Tessellation



- Overlap/tile the triangles
- The visual object 5 is "overloaded" with the logical nodes E and F
- Insert overlapping triangles between logical nodes



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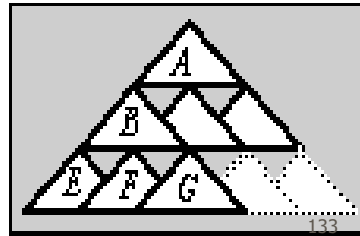
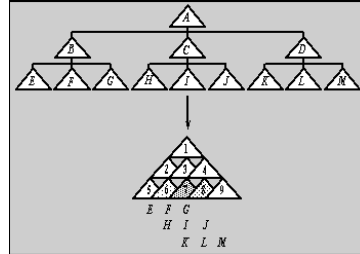
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What Tessellation Does (2)



- To get a branch, select a node.
- The branch for the selected node will be “deployed”
- All parent nodes implicitly selected, as well.



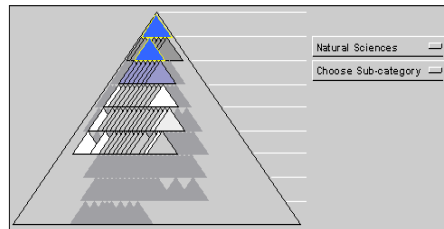
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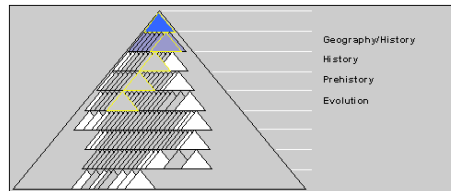
Getting A Branch With Reused Objects



- Selection
 - By selecting a node, the user sets a “reference state” in the hierarchy
- Pre-selection
 - As the cursor enters a triangle, the branch is highlighted, but not selected
 - Mouse-click to cycle through branches



Deployment of *Natural Sciences*



Pre-selection of Evolution

Demo

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Compare results

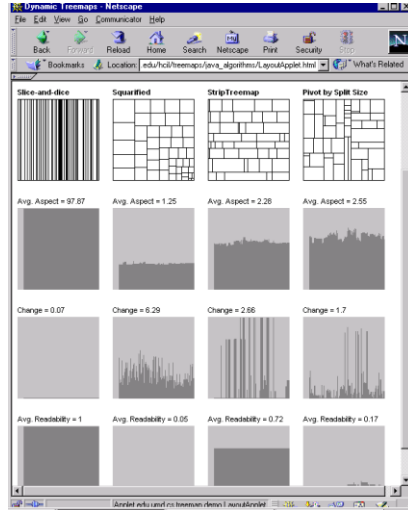


Compare

- slice and dice
- squarified
- strip
- pivot

techniques by

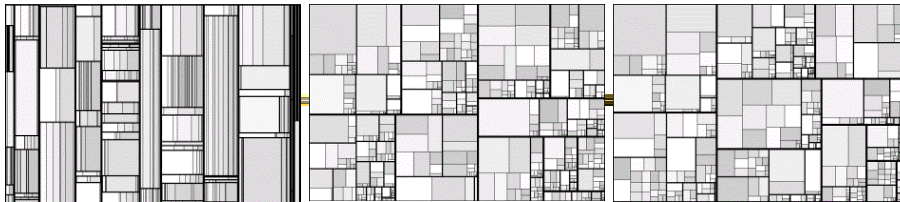
- aspect ratio
width to height
- structural change
metric designed to measure movements of items
- readability
metric based on changes in direction of eye gaze as items scanned



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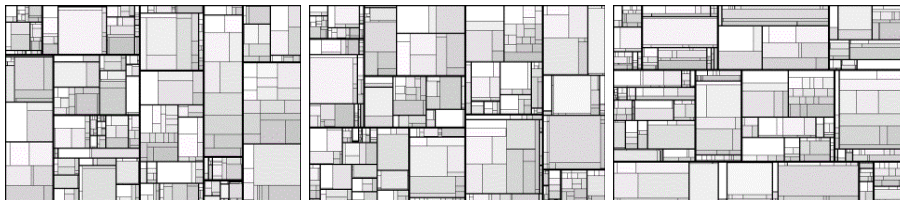
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Slice-and-dice

Cluster

Squarified



Pivot-by-middle

Pivot-by-size

Strip

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Another Problem



- What if nodes with zero value (mapped to area) are very important?
 - Example: Stock or mutual fund portfolios: Funds you don't currently hold have zero value in your portfolio, but you want to see them to potentially buy them

FundExplorer



- Show mutual fund portfolios, including funds not currently held
 - Area maps to your relative investment in fund
- Want to help the user with portfolio diversification as well
 - If I add fund X, how does that overlap with my current fund holdings?

Hybrid Approaches



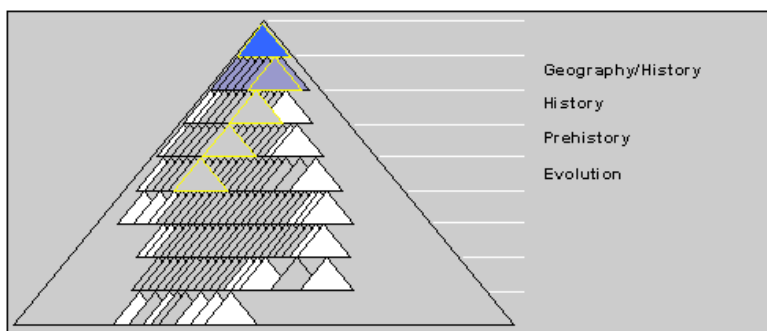
- Mix node-link and space-filling

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CHEOPS



(Saw last time)

Beaudoin, Parent, Vroomen,
Vis '96

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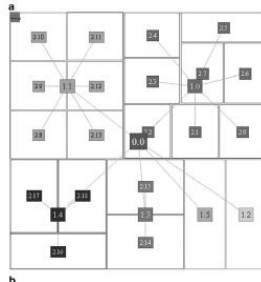
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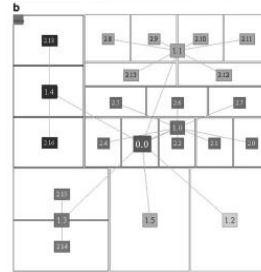
EnCon



- Explicit combination of node-link and treemap-like techniques
- Partition space into hierarchical regions, then draw node link into that



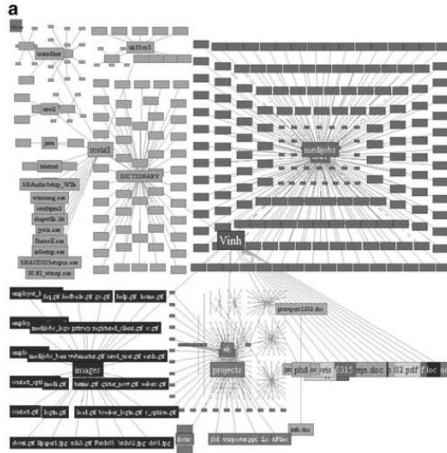
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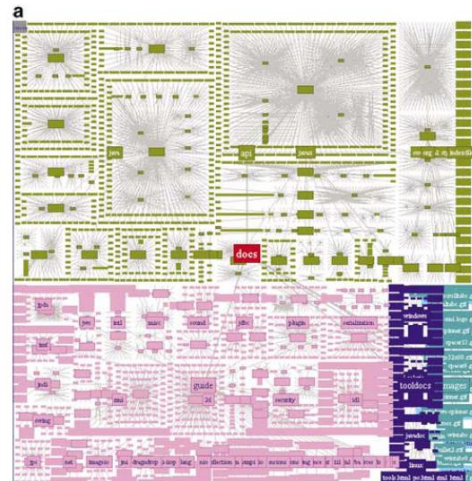
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EnCon Sample Views



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