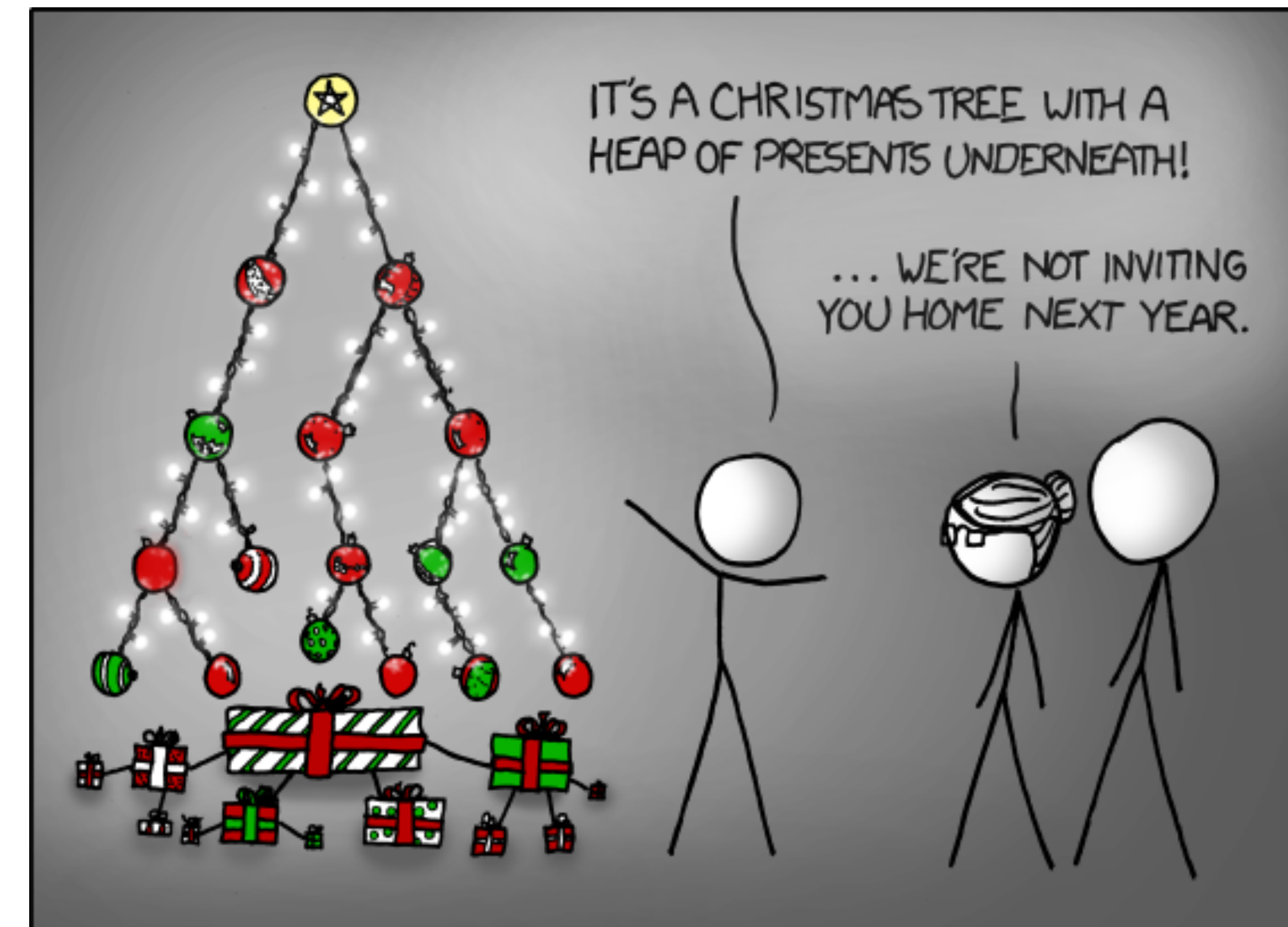


CS-5630 / CS-6630 Visualization for Data Science

Graphs

Alexander Lex
alex@sci.utah.edu



Graph Exercise

Nodes and Node Attributes

Author (# papers)

Carolina (6),

Miriah (42)

Alex (36),

Sean (8),

Marc (40)

Nils (51),

Silvia (110)

Links and Link Attributes

Co-author, co-author - # joint papers

Carolina, Alex - 2

Sean, Miriah - 7

Miriah, Alex - 2

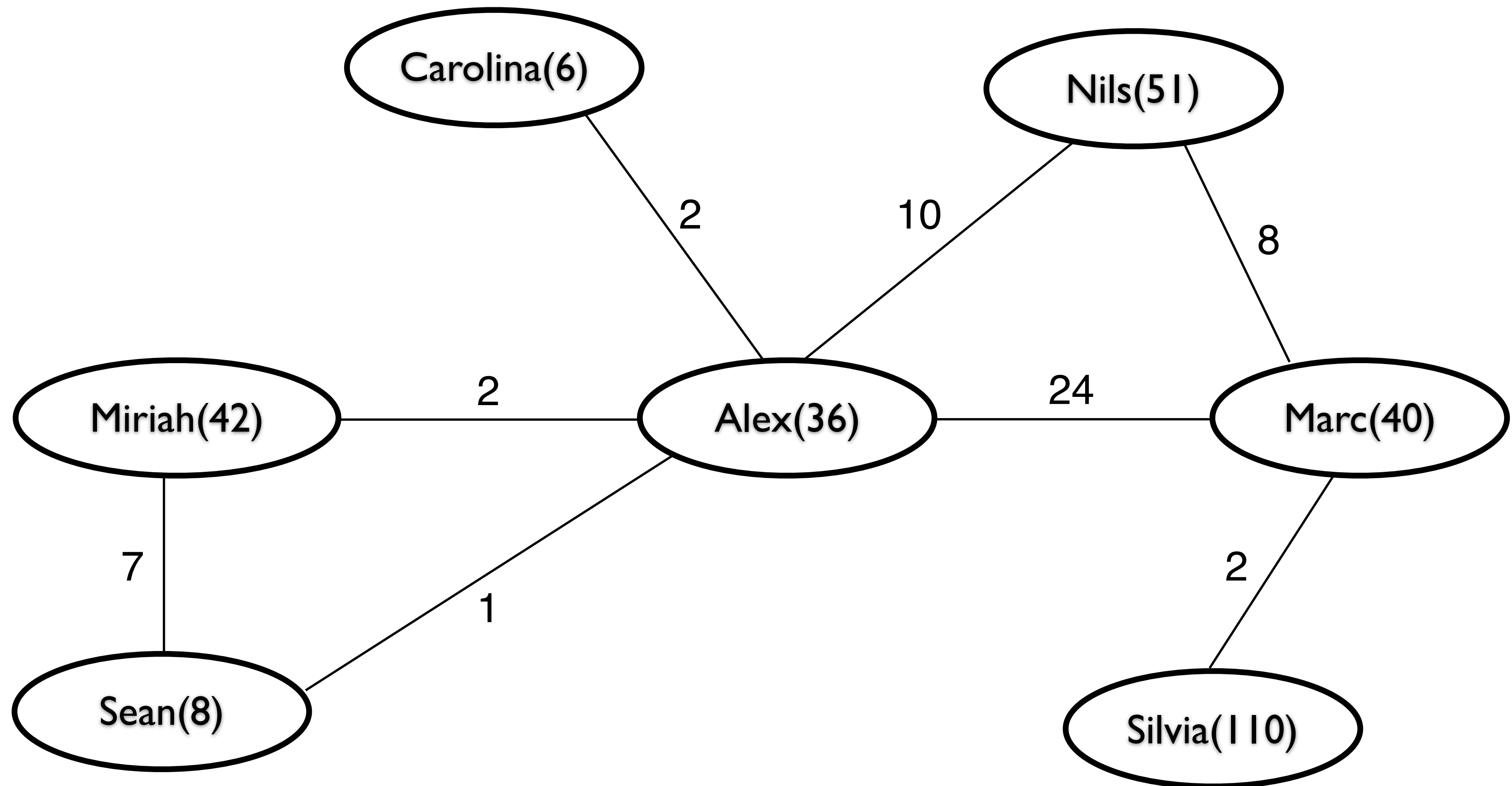
Alex, Sean - 1

Alex, Nils - 10

Alex, Marc - 24

Marc, Silvia - 1

Marc, Nils - 8

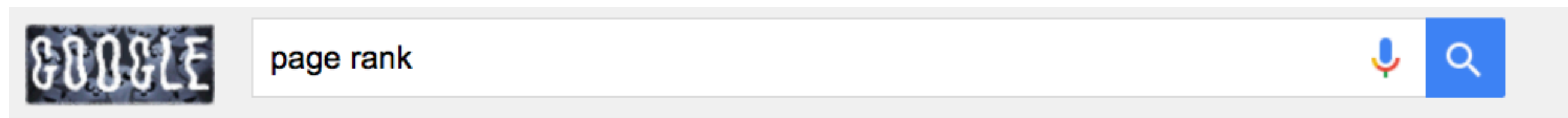


	Carolina (6)	Miriah (42)	Alex (36)	Sean (8)	Marc (40)	Nils (51)	Silvia (110)
Carolina (6)			2				
Miriah (42)			2	7			
Alex (36)	2	2		1	14	10	
Sean (8)		7	1				
Marc (40)			14			8	1
Nils (51)			10		8		
Silvia (110)					1		

Graphs

Applications of Graphs

Without graphs, there would be none of these:



All News Images Videos Books More Search tools

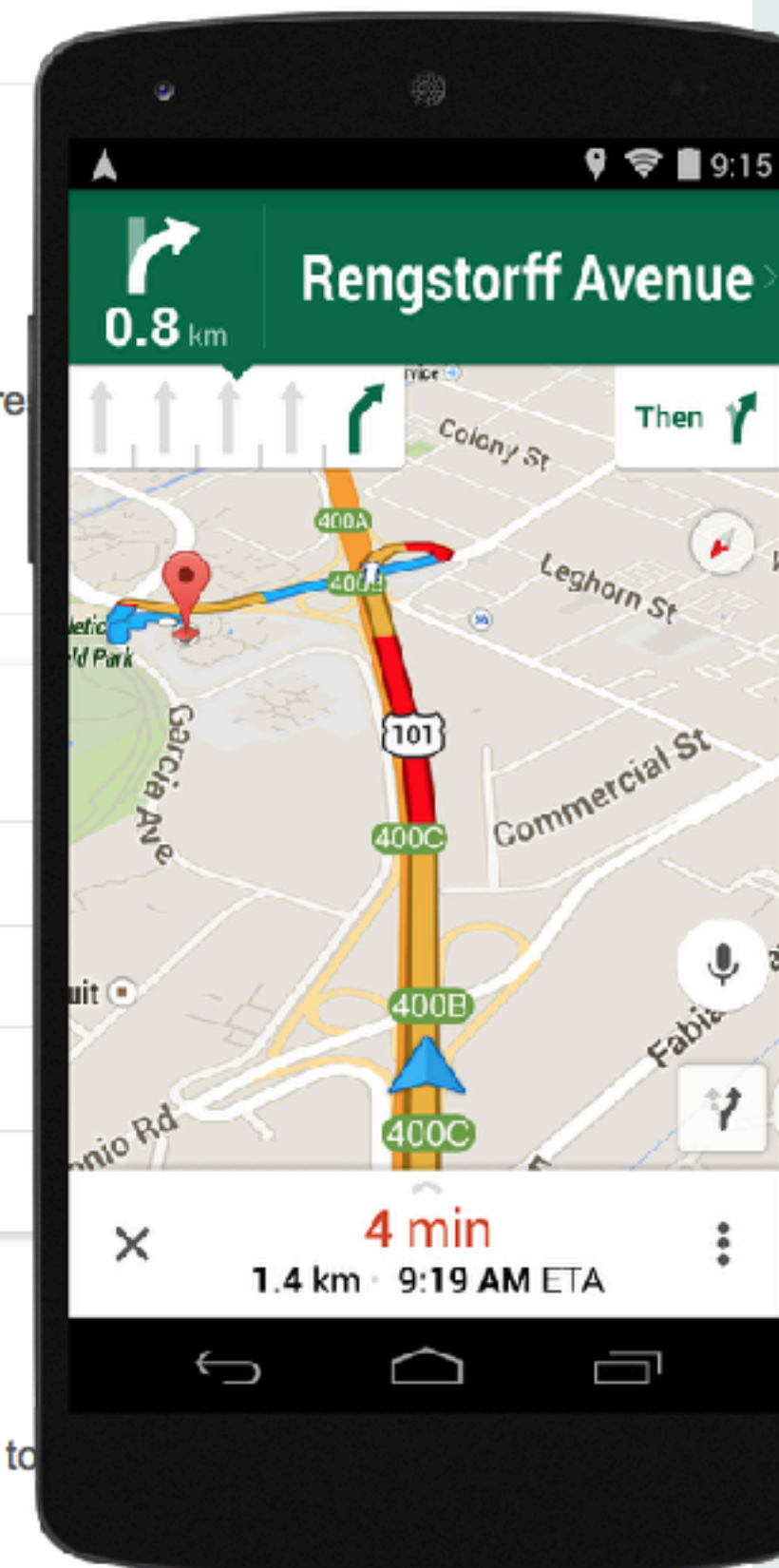
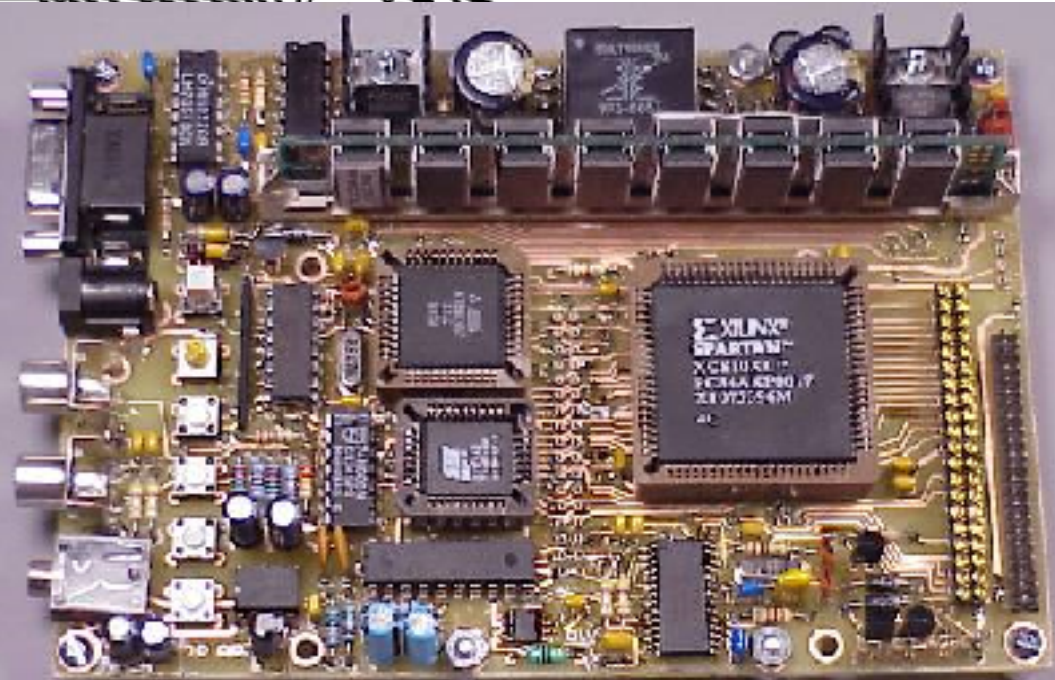
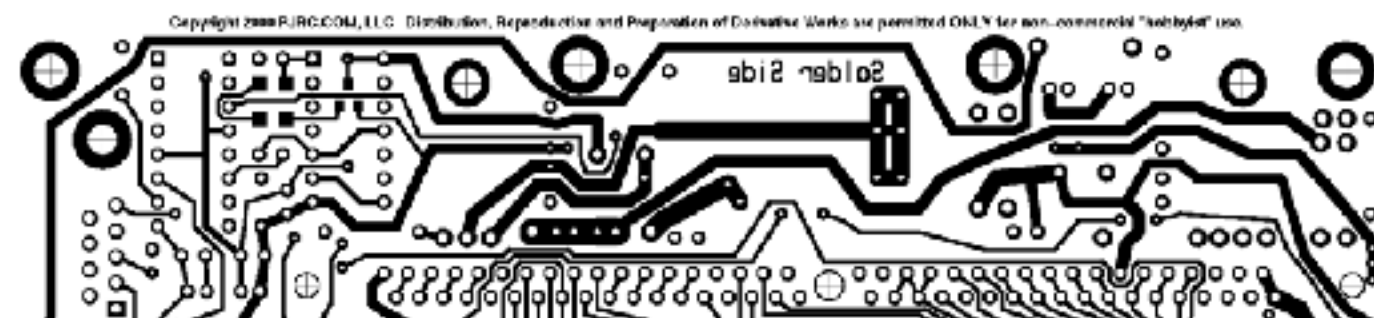
About 431,000,000 results (0.86 seconds)

PageRank - Wikipedia

<https://en.wikipedia.org/wiki/PageRank> - Wikipedia

PageRank is an algorithm used by Google Search to rank websites in their search engine results. PageRank was named after Larry Page, one of the founders of ...

Description · History · Algorithm · Variations





facebook

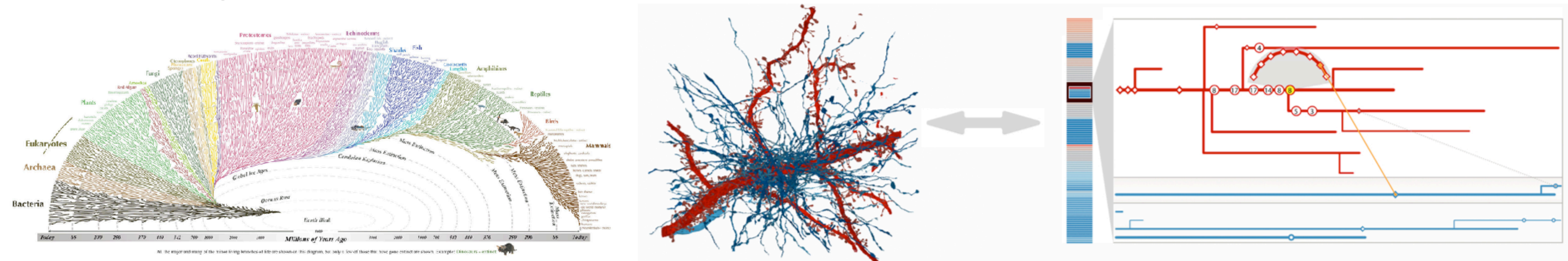
Biological Networks

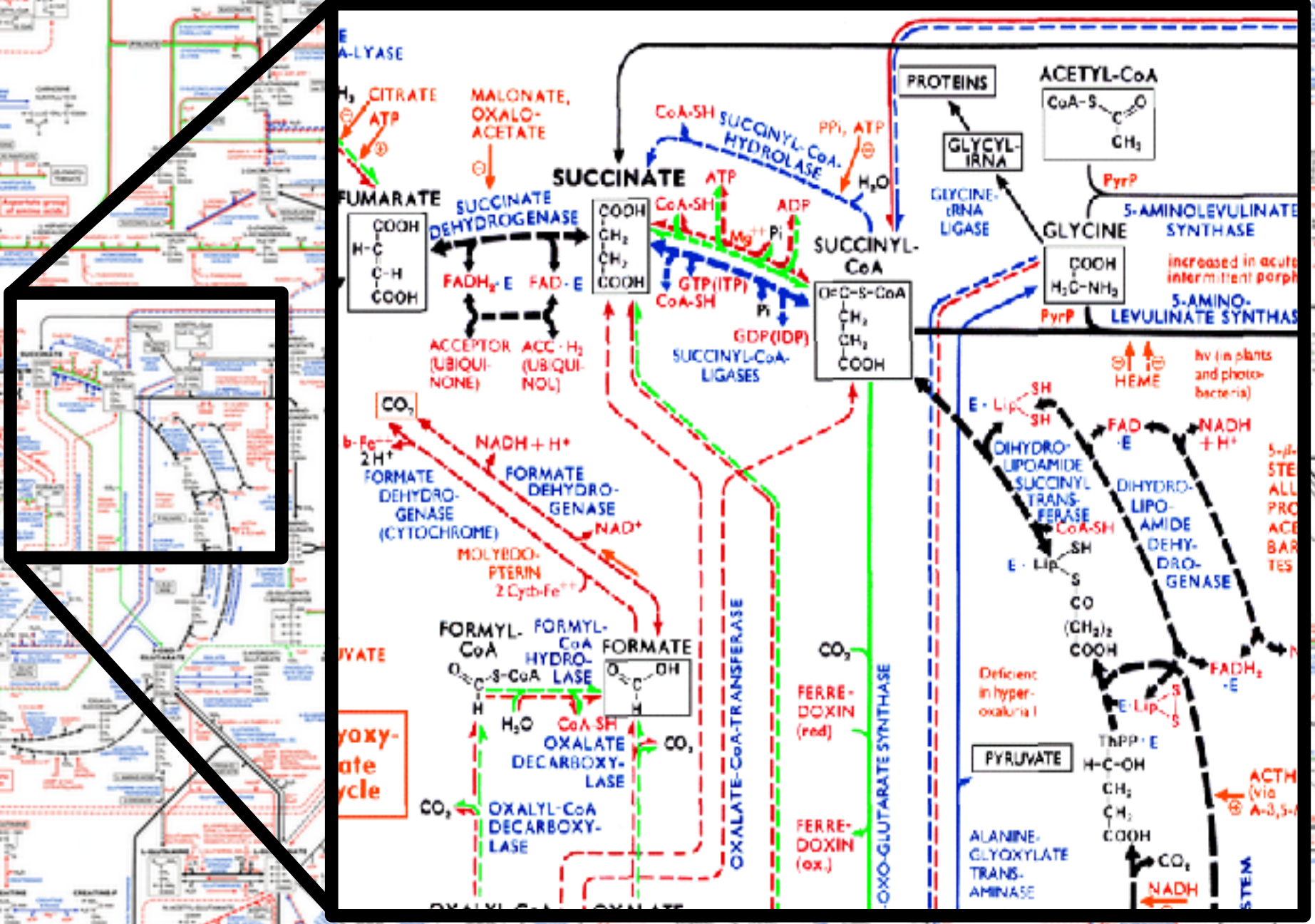
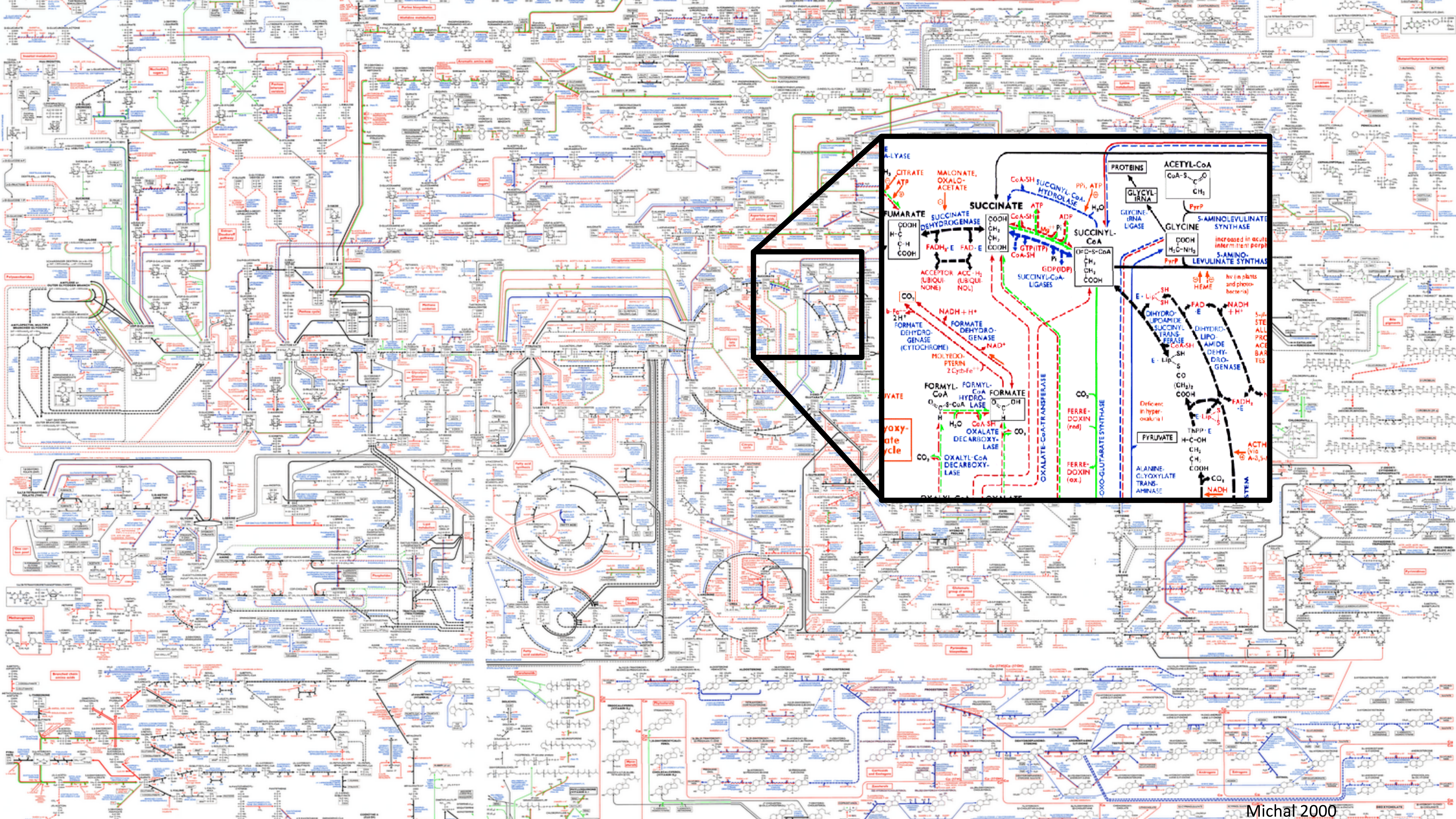
Interaction between genes, proteins and chemical products

The brain: connections between neurons

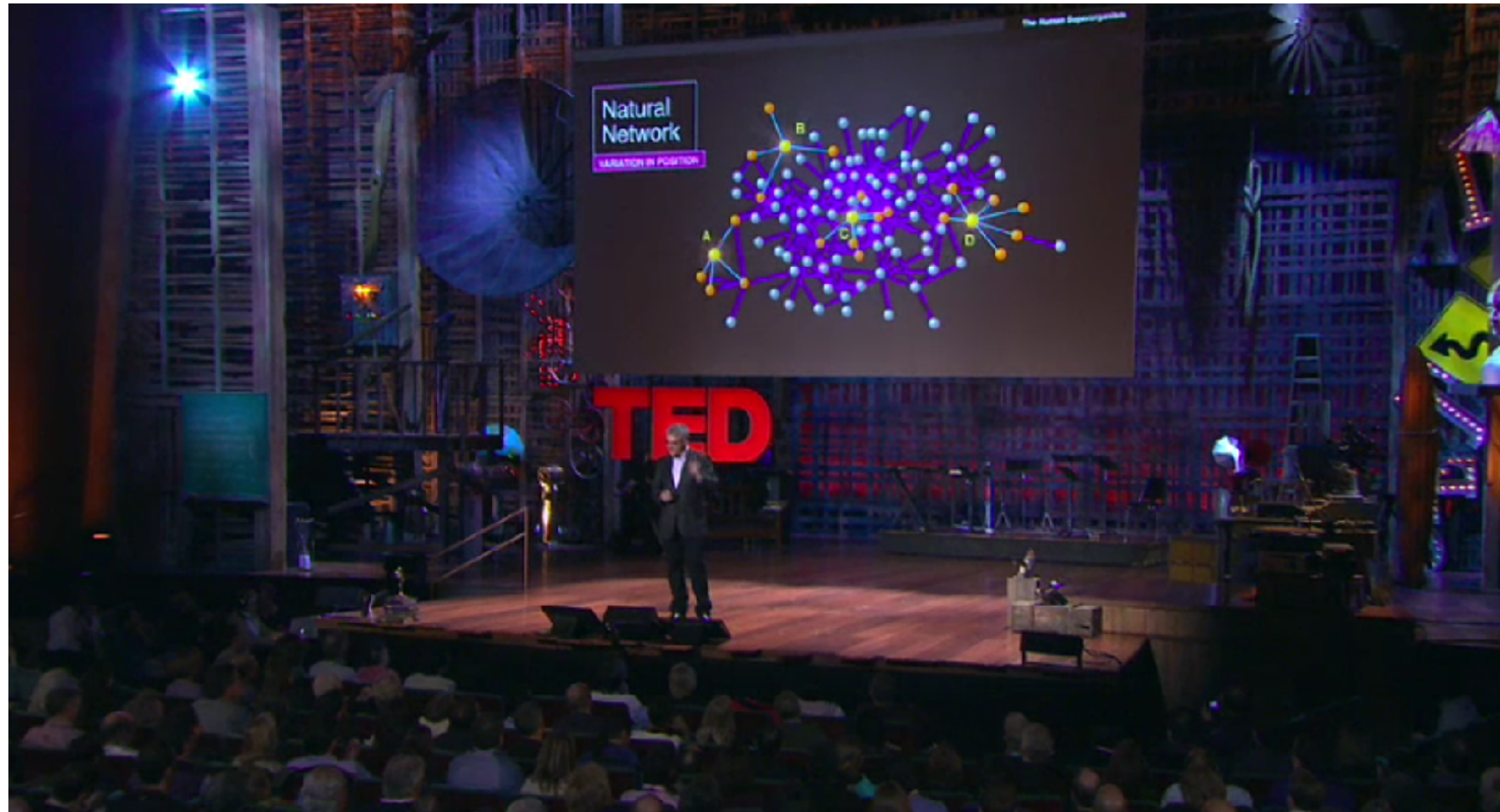
Your ancestry: the relations between you and your family

Phylogeny: the evolutionary relationships of life





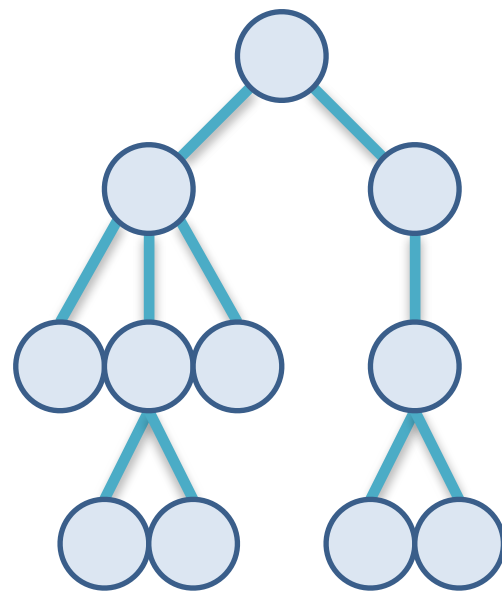
Graph Analysis Case Study



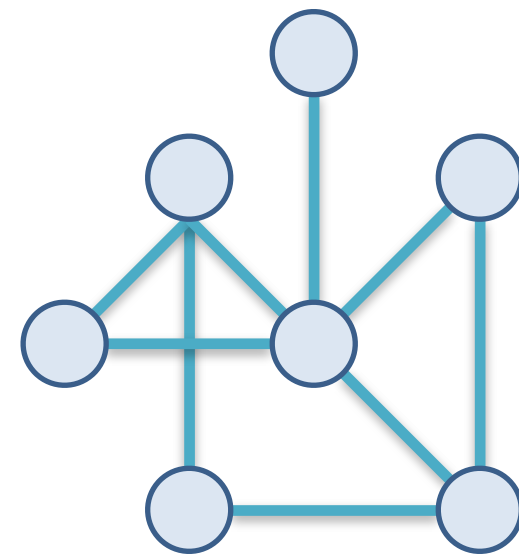
Graph Theory Fundamentals

See also “Network Science”, Barabasi
<http://barabasi.com/networksciencebook/chapter/2>

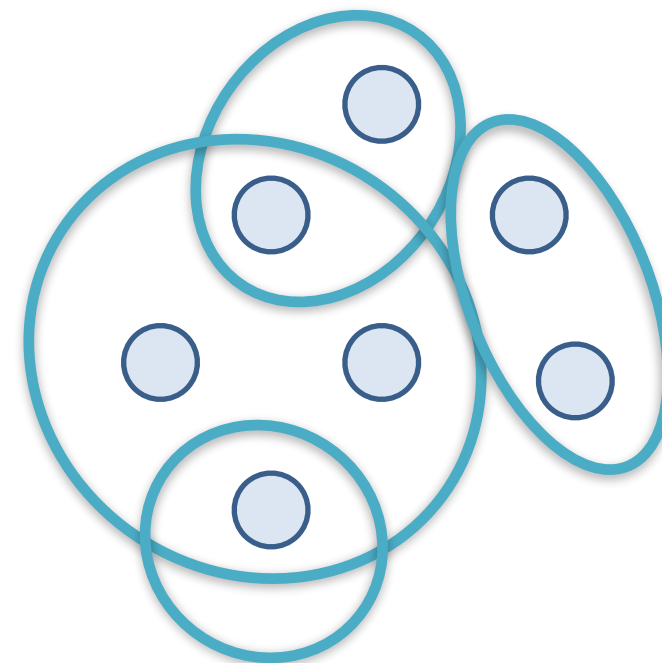
Tree



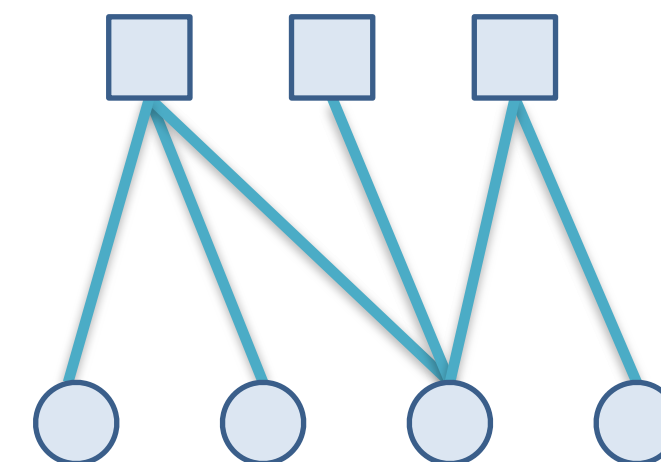
Network



Hypergraph

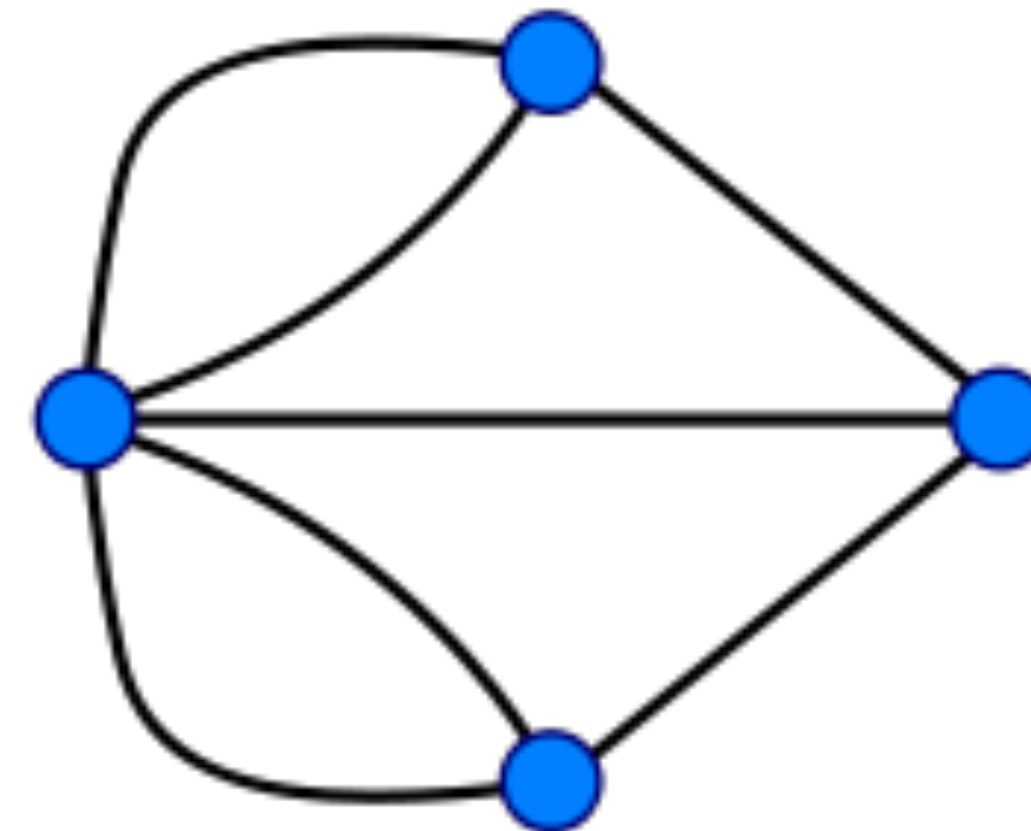
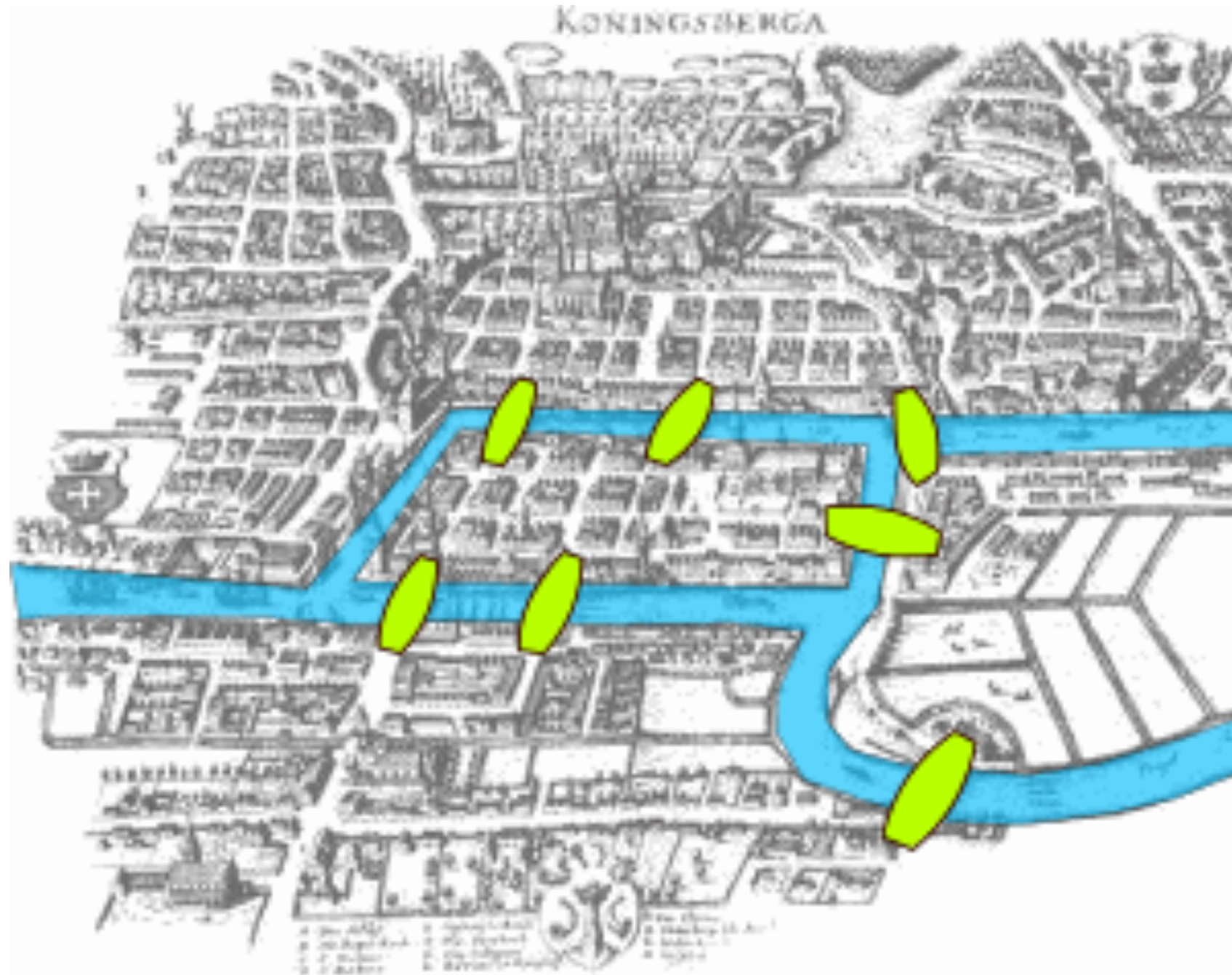


Bipartite Graph



Königsberg Bridge Problem (1736)

Can you take a walk and visit every land mass without crossing a bridge twice?



Leonhard Euler:

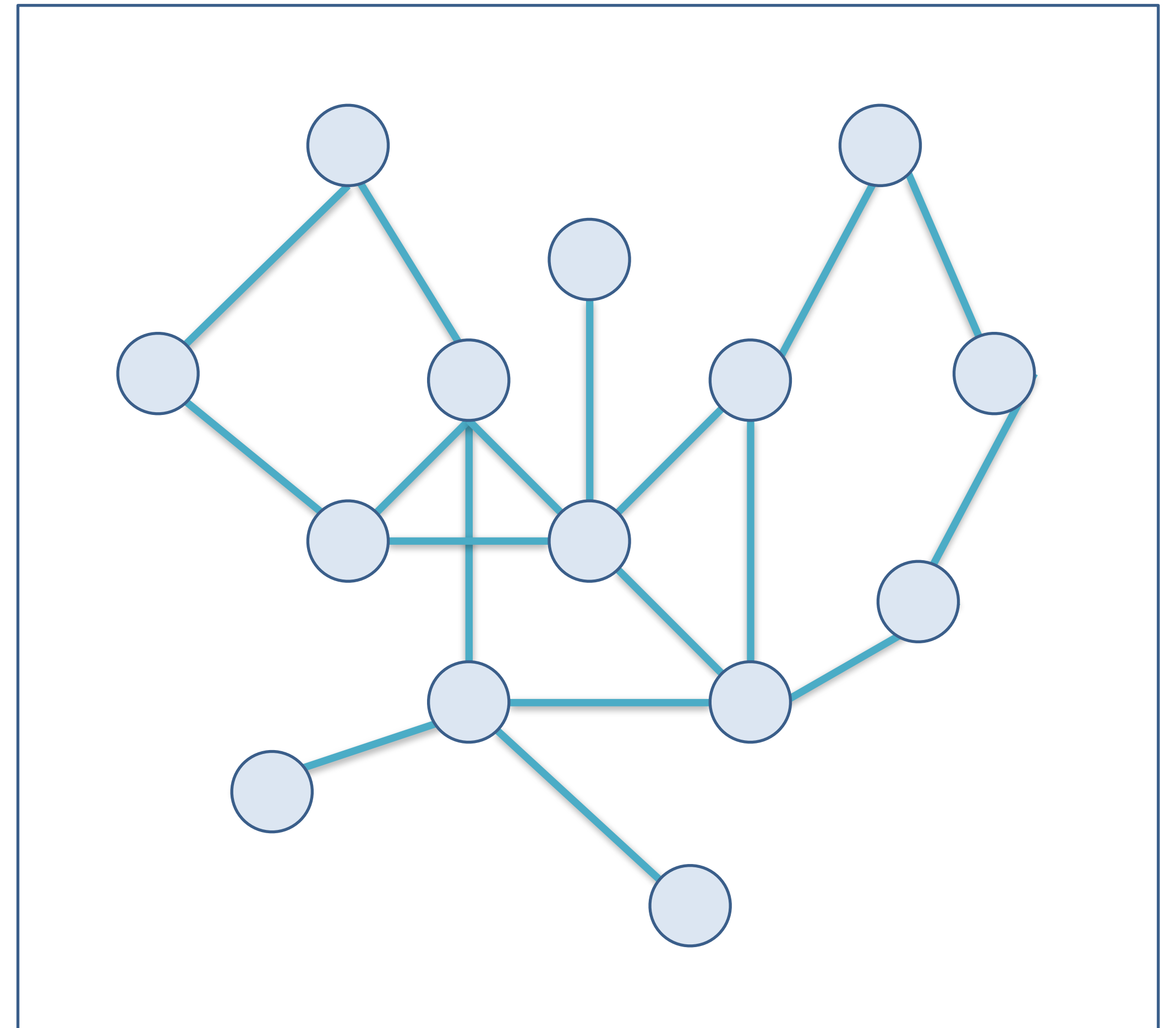
Only possible with a graph with at most two nodes with an odd number of links.
This graph has four nodes with odd number of links.

Graph Terms

A graph $G(V,E)$ consists of a set of **vertices** V (also called nodes) and a

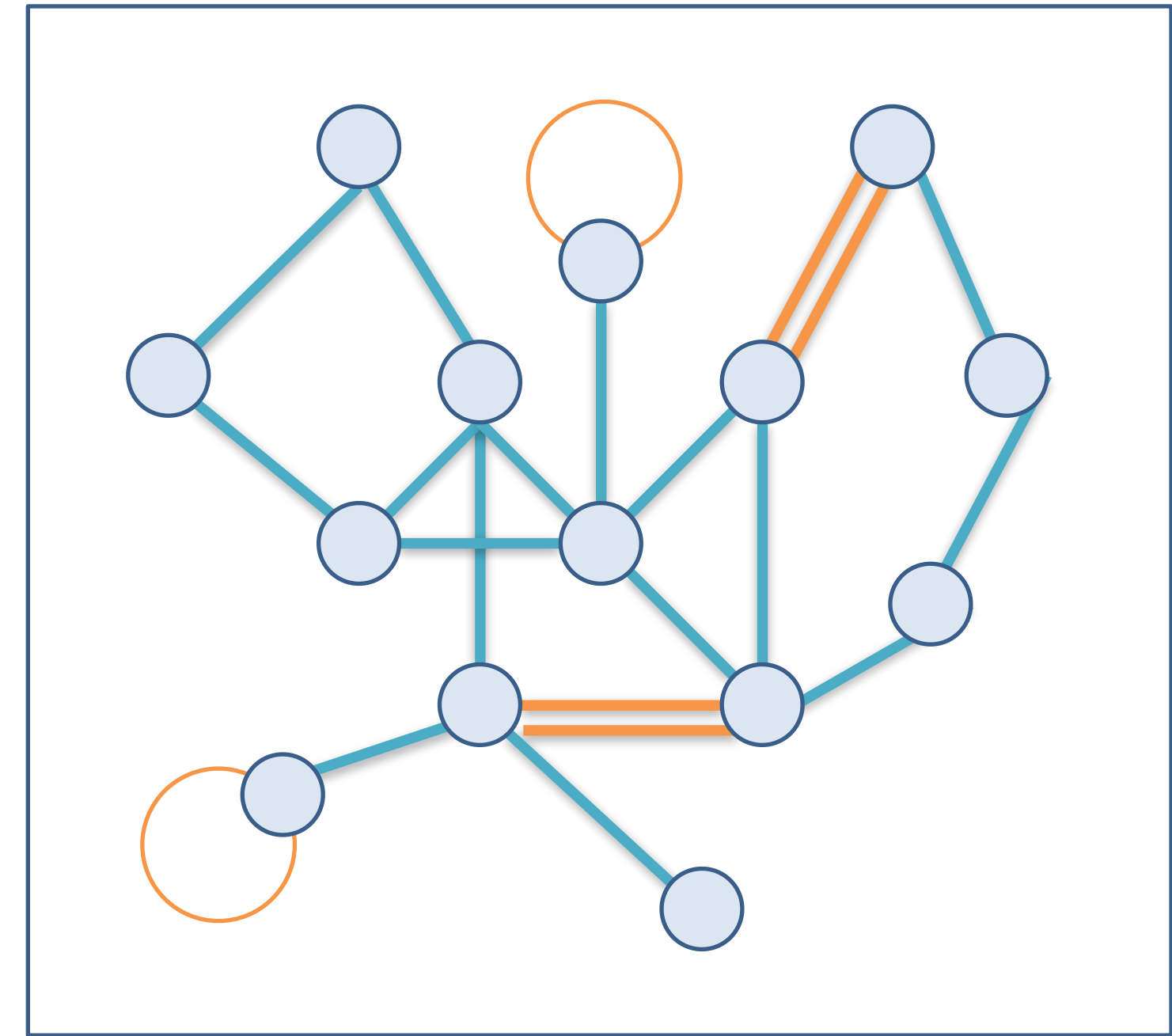
set of **edges** E (also called links) connecting these vertices.

Graph and **Network** are often used interchangeably



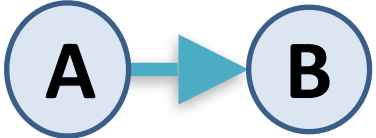
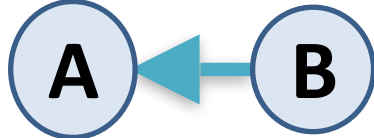
Graph Term: Simple Graph

A simple graph $G(V,E)$ is a graph which contains **no multi-edges** and **no loops**



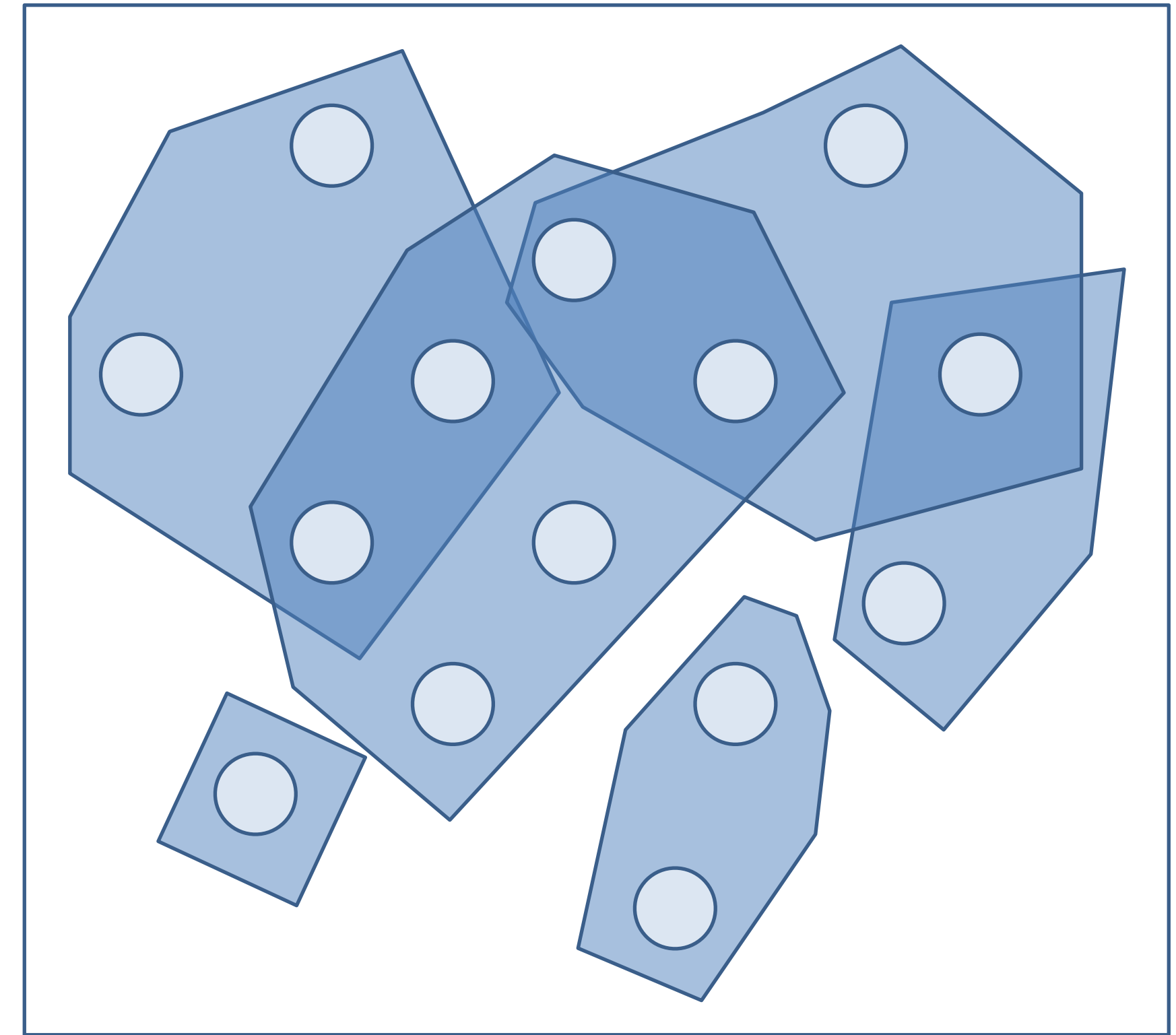
Not a simple graph!
→ A *general graph*

Graph Term: Directed Graph

A directed graph (digraph) is a graph that discerns between the edges  and .

Graph Terms: Hypergraph

A hypergraph is a graph with edges connecting any number of vertices.

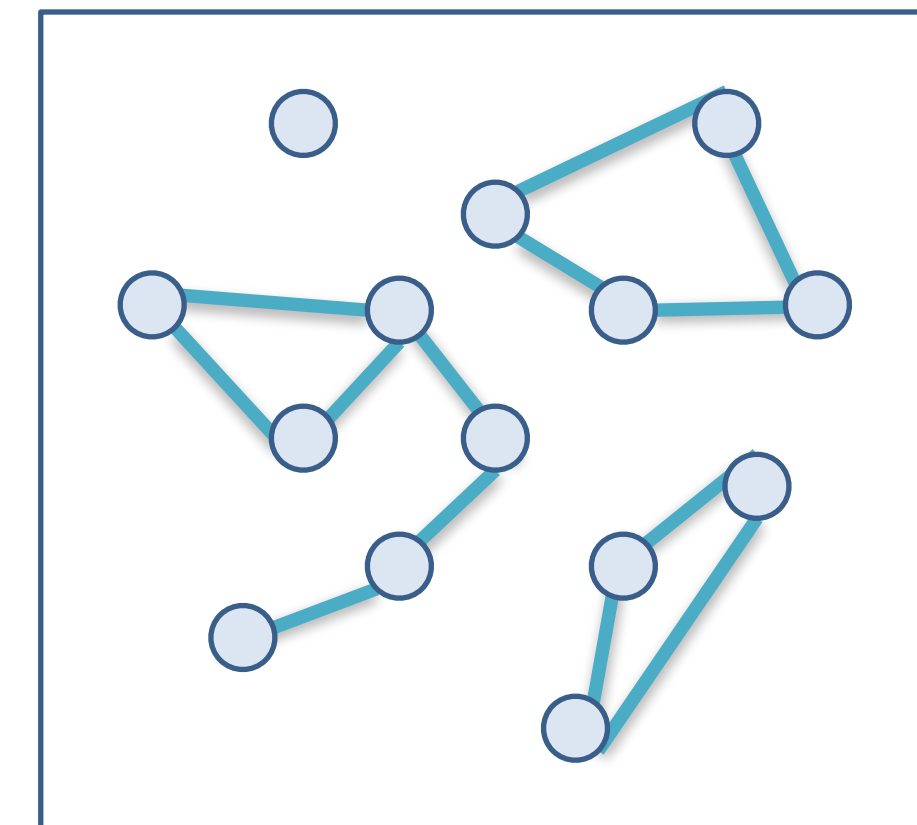


Hypergraph Example

Unconnected Graphs, Articulation Points

Unconnected graph

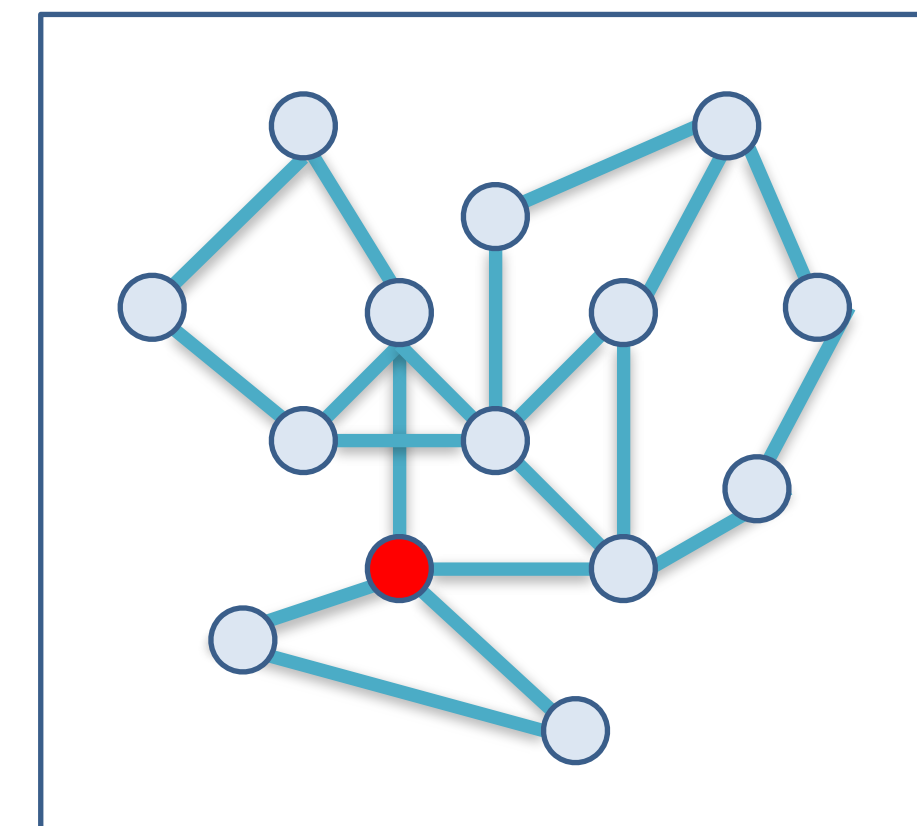
An edge traversal starting from a given vertex cannot reach any other vertex.



Unconnected Graph

Articulation point

Vertices, which if deleted from the graph, would break up the graph in multiple sub-graphs.

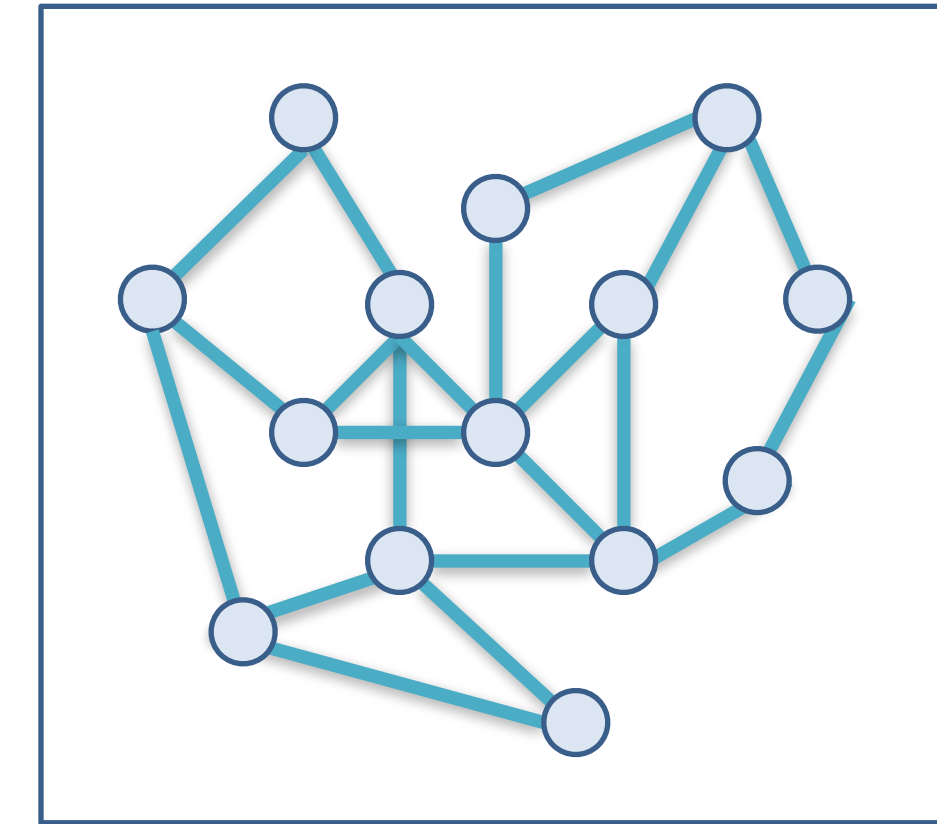


Articulation Point (red)

Biconnected, Bipartite Graphs

Biconnected graph

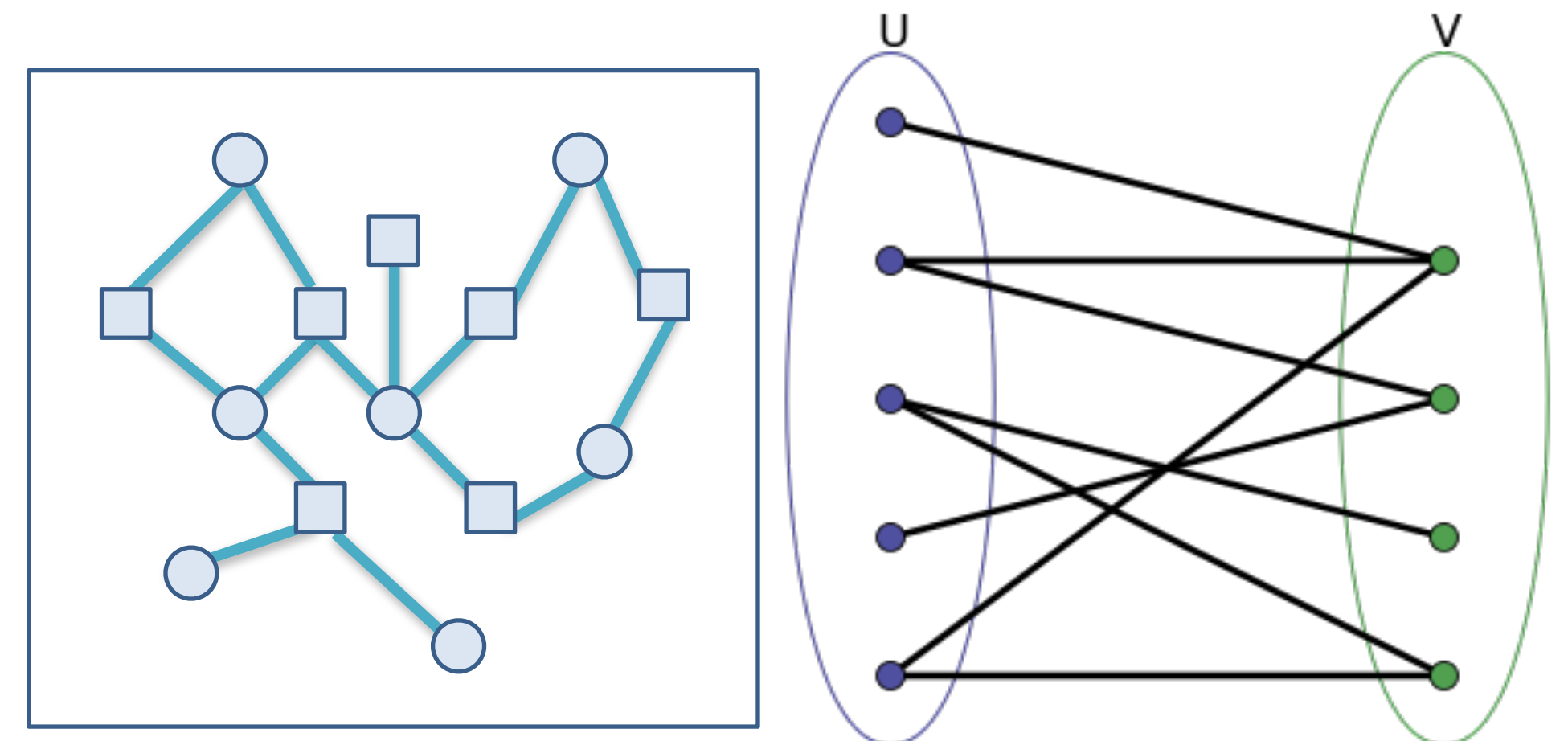
A graph without articulation points.



Biconnected Graph

Bipartite graph

The vertices can be partitioned in two independent sets.



Bipartite Graph

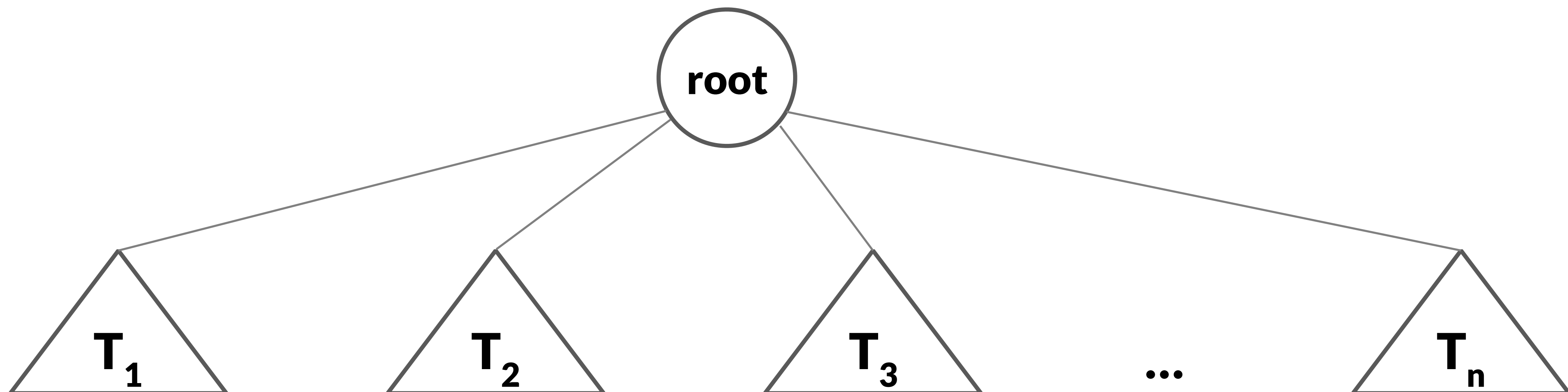
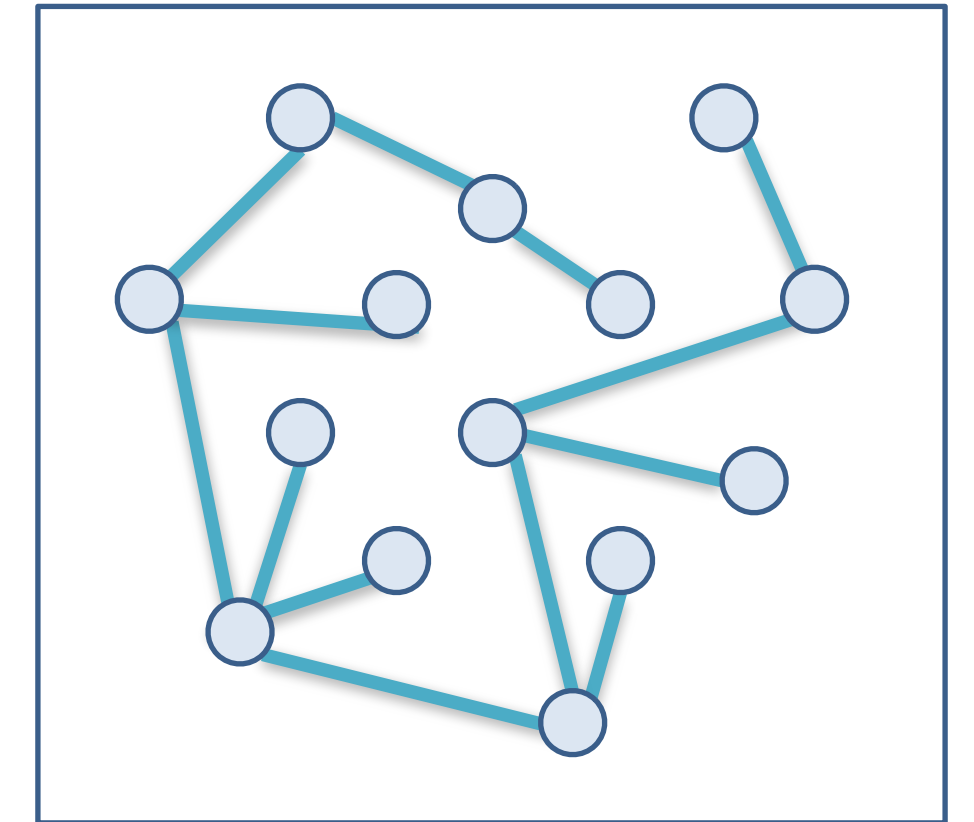
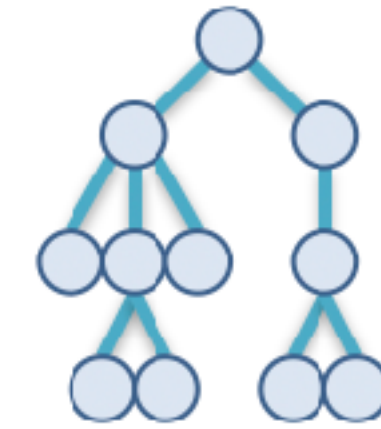
Tree

A graph with no cycles - or:

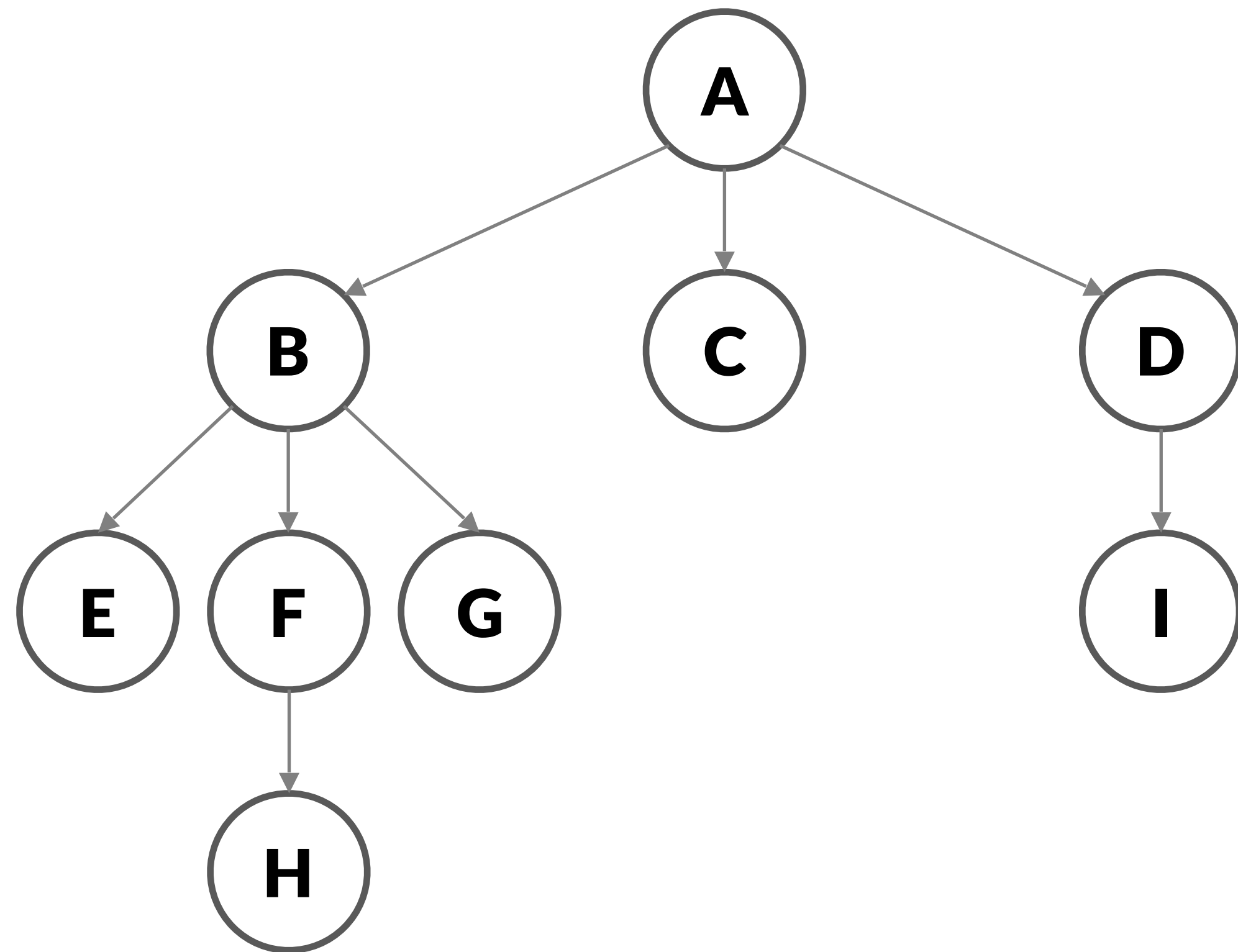
A collection of nodes

contains a root node and 0-n subtrees

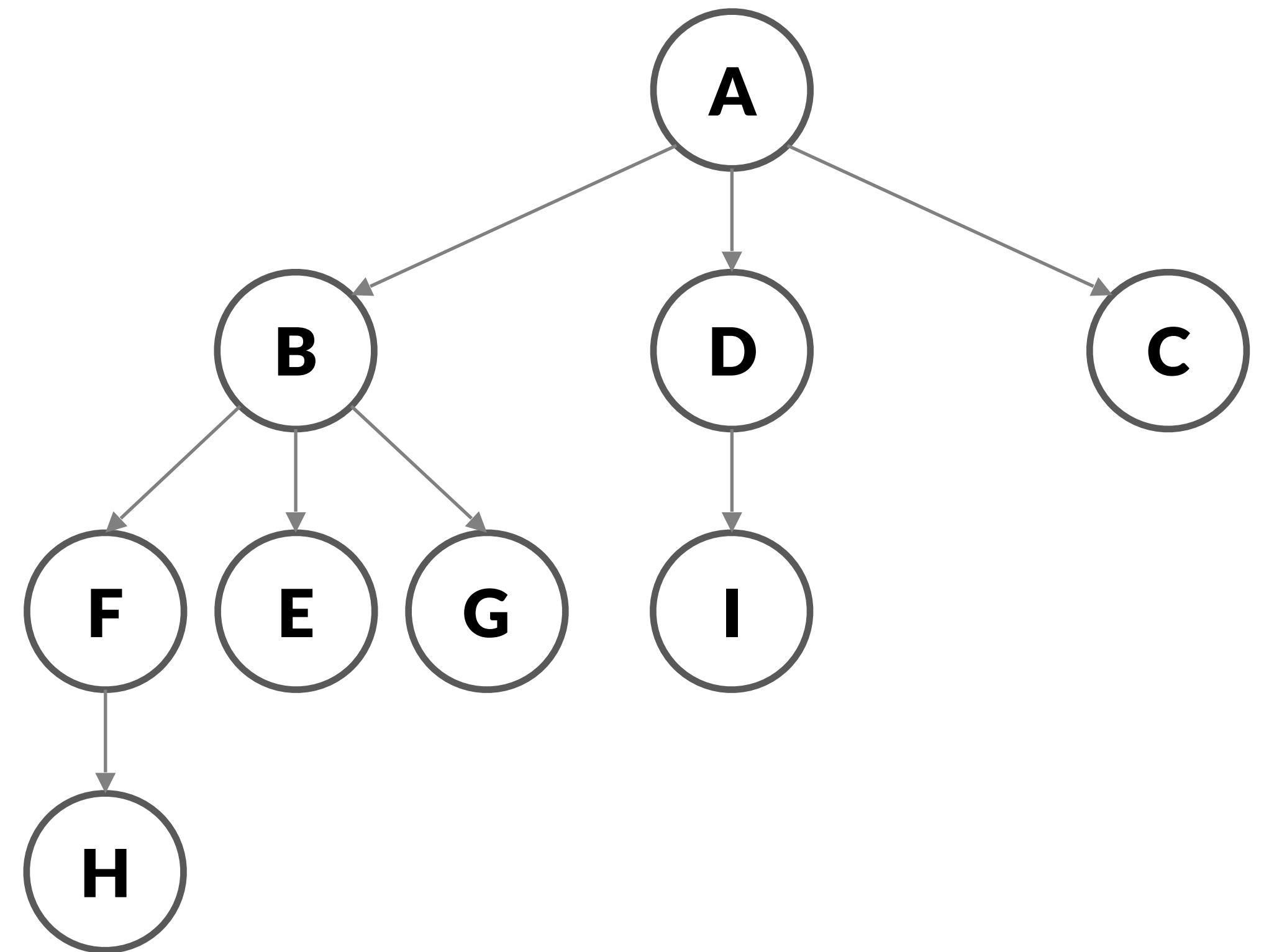
subtrees are connected to root by an edge



Ordered Tree



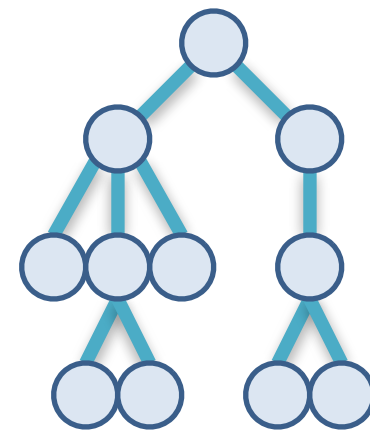
≠



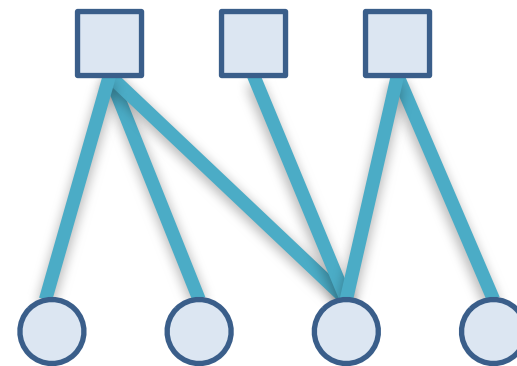
Different Kinds of Graphs

Over 1000 different graph classes

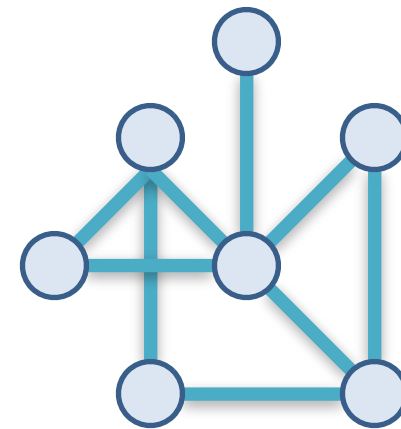
Tree



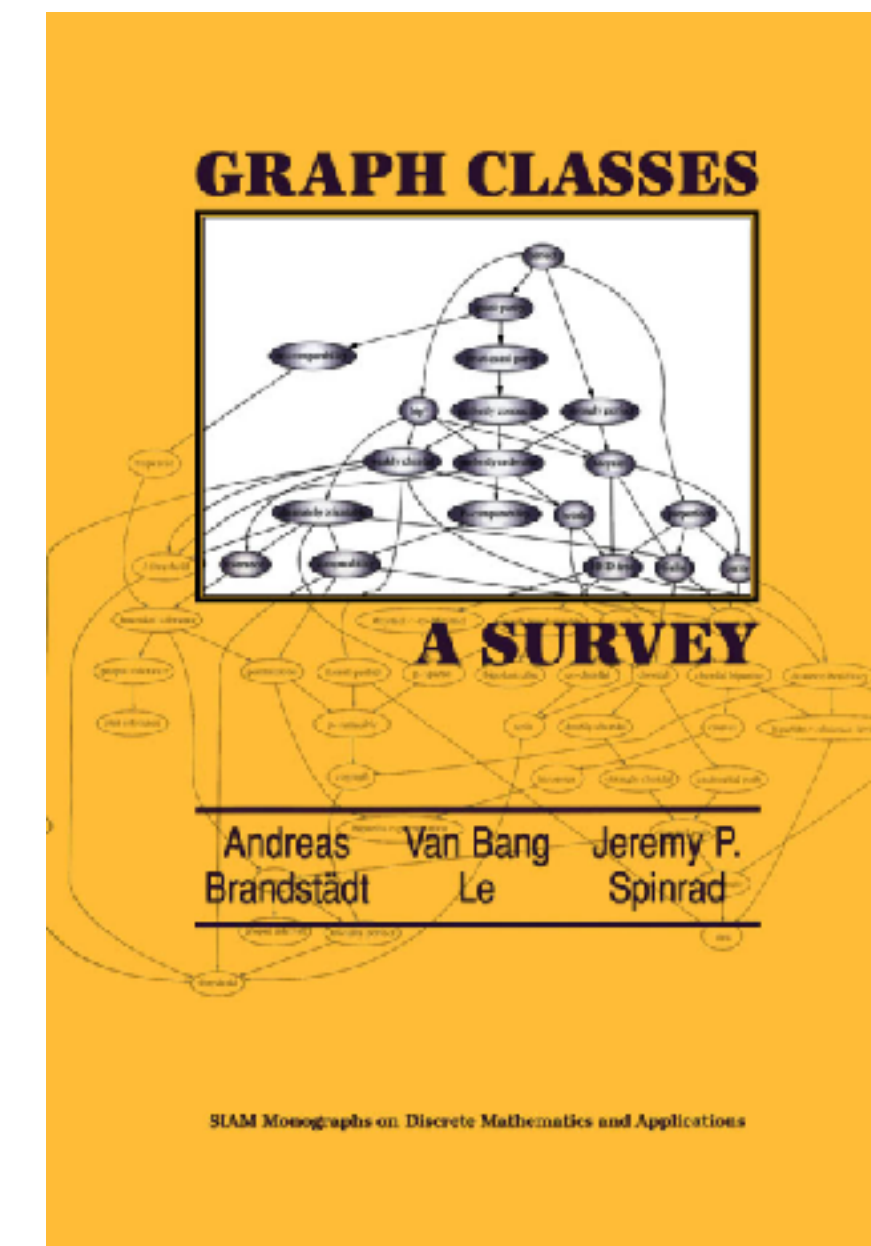
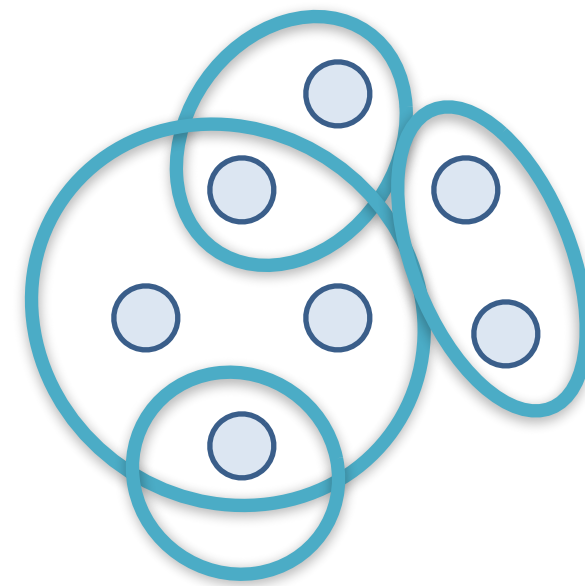
Bipartite Graph



Network



Hypergraph



A. Brandstädt et al. 1999

Degree

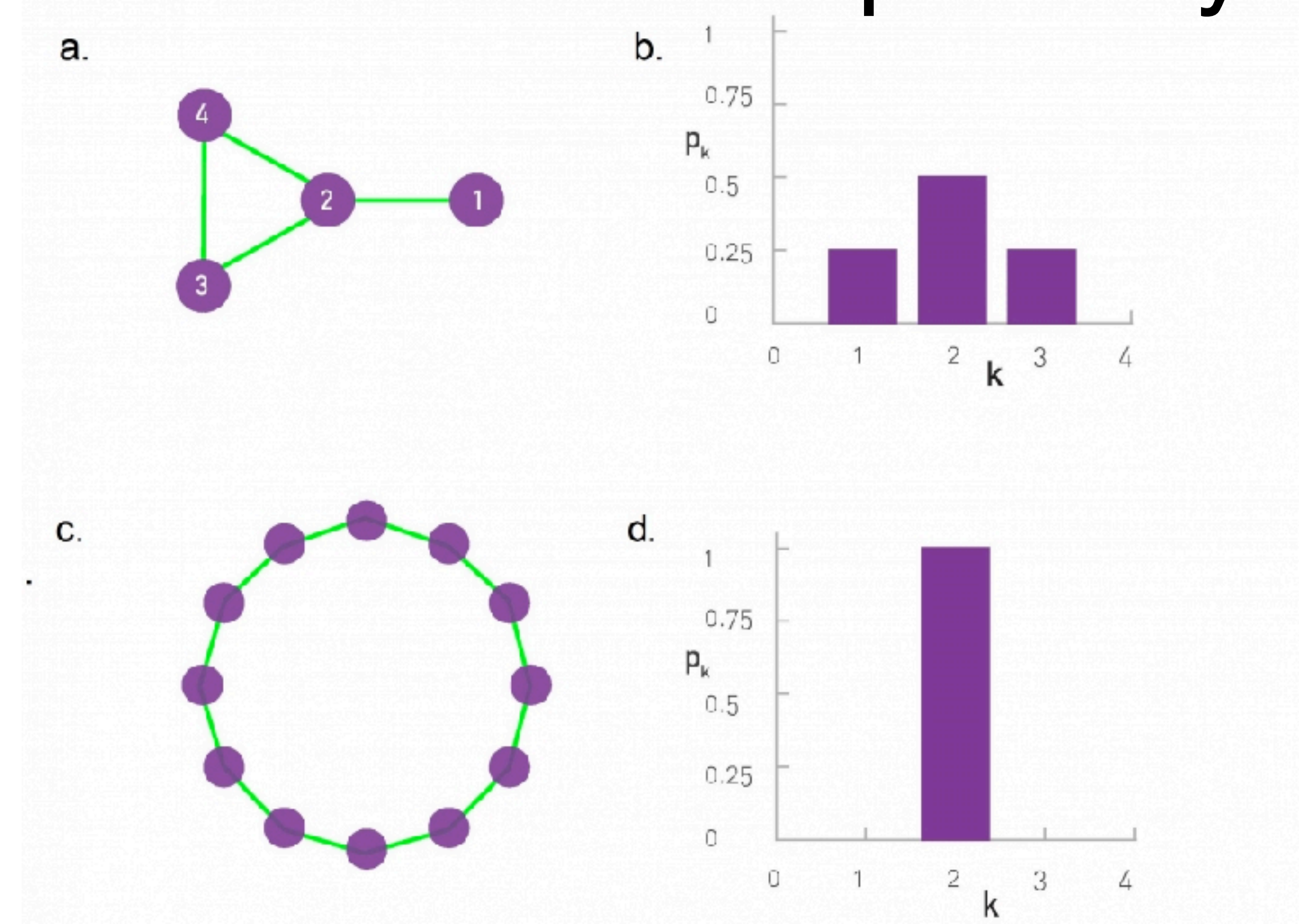
Node degree $\deg(x)$

The number of edges being incident to this node. For directed graphs indeg/outdeg are considered separately.

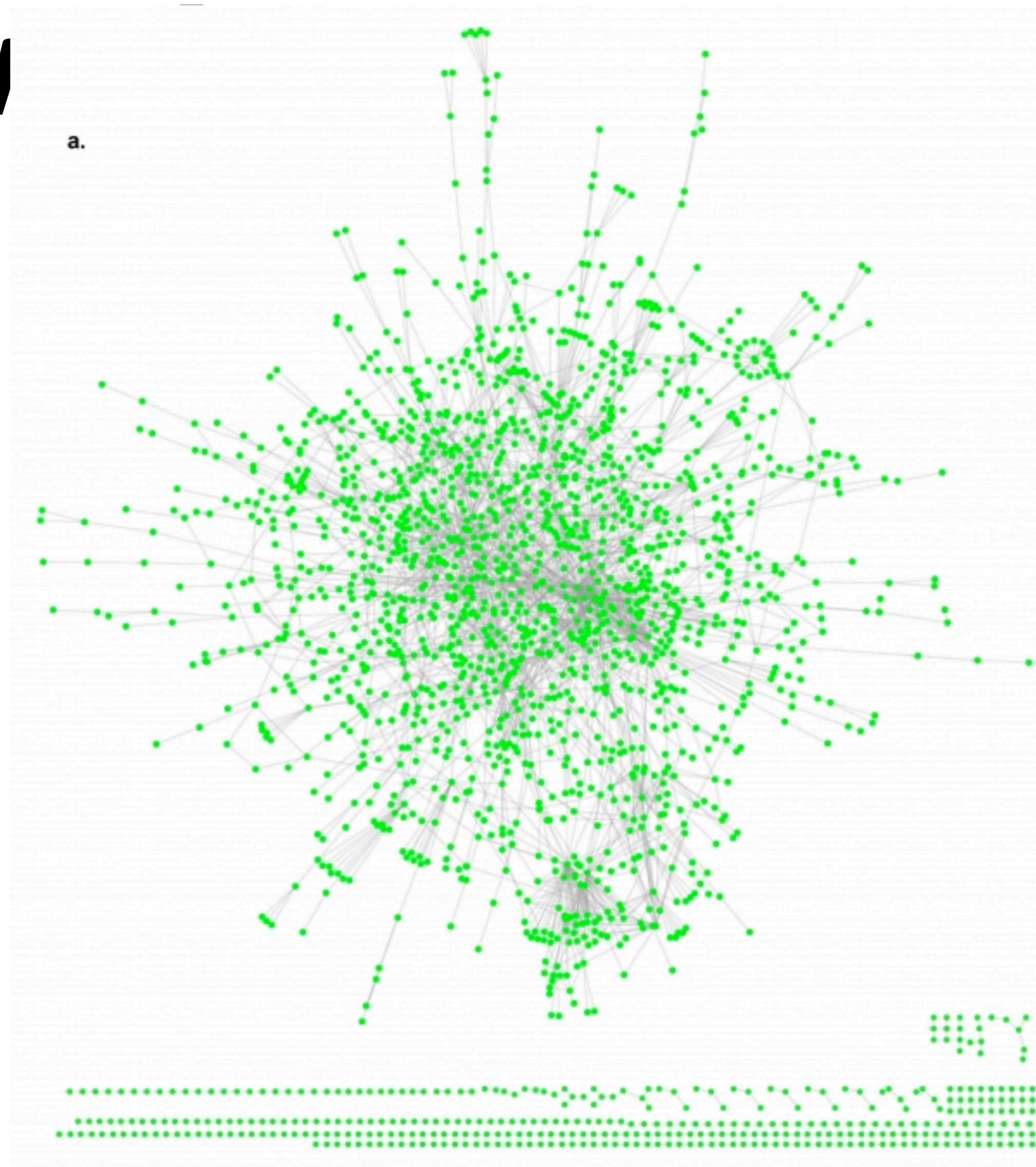
Average degree

$$\langle k \rangle = \frac{1}{N} \sum_{i=1}^N k_i = \frac{2L}{N}$$

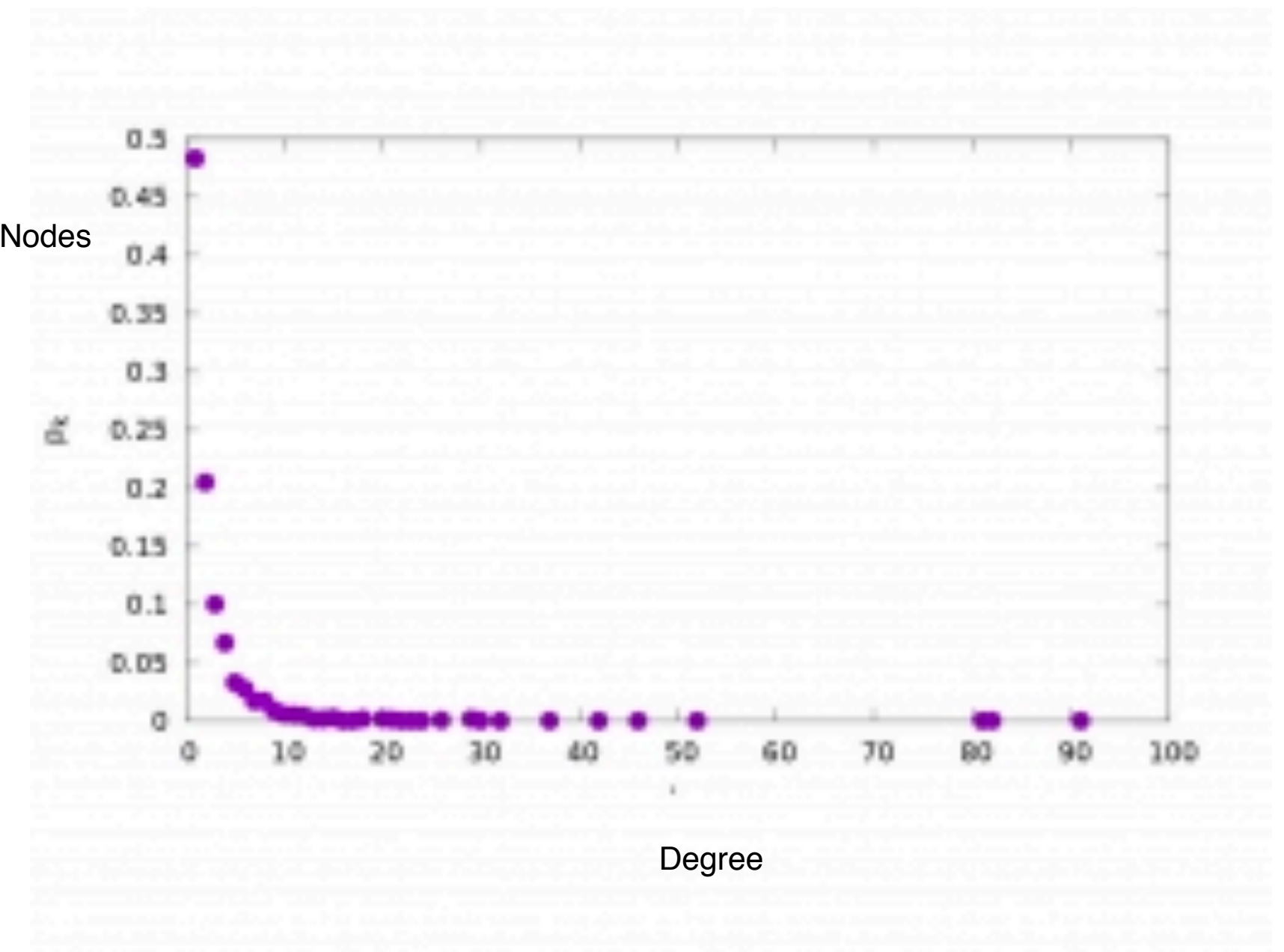
Degree distribution



Degree Distribution of a real Netw



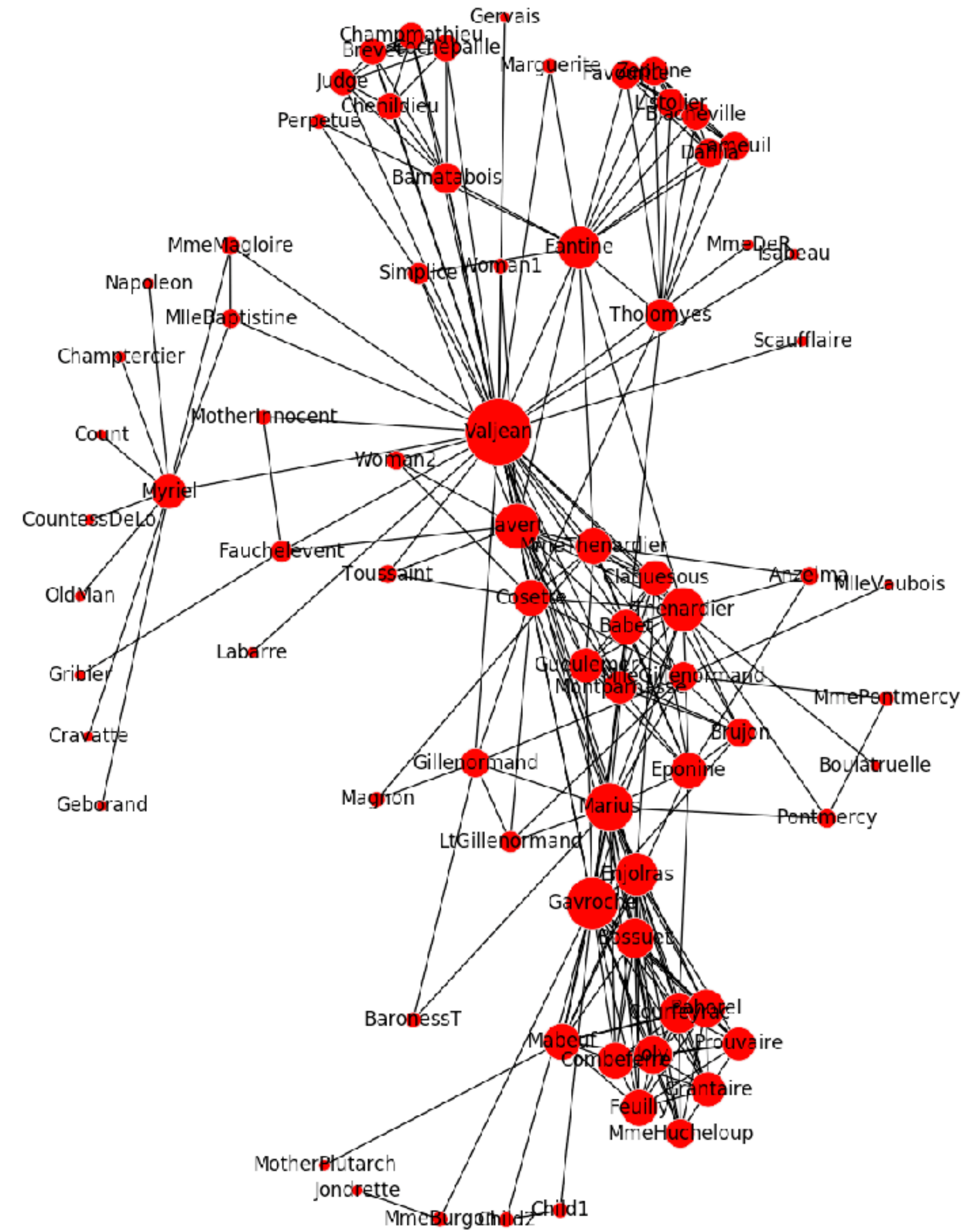
Percent of Nodes



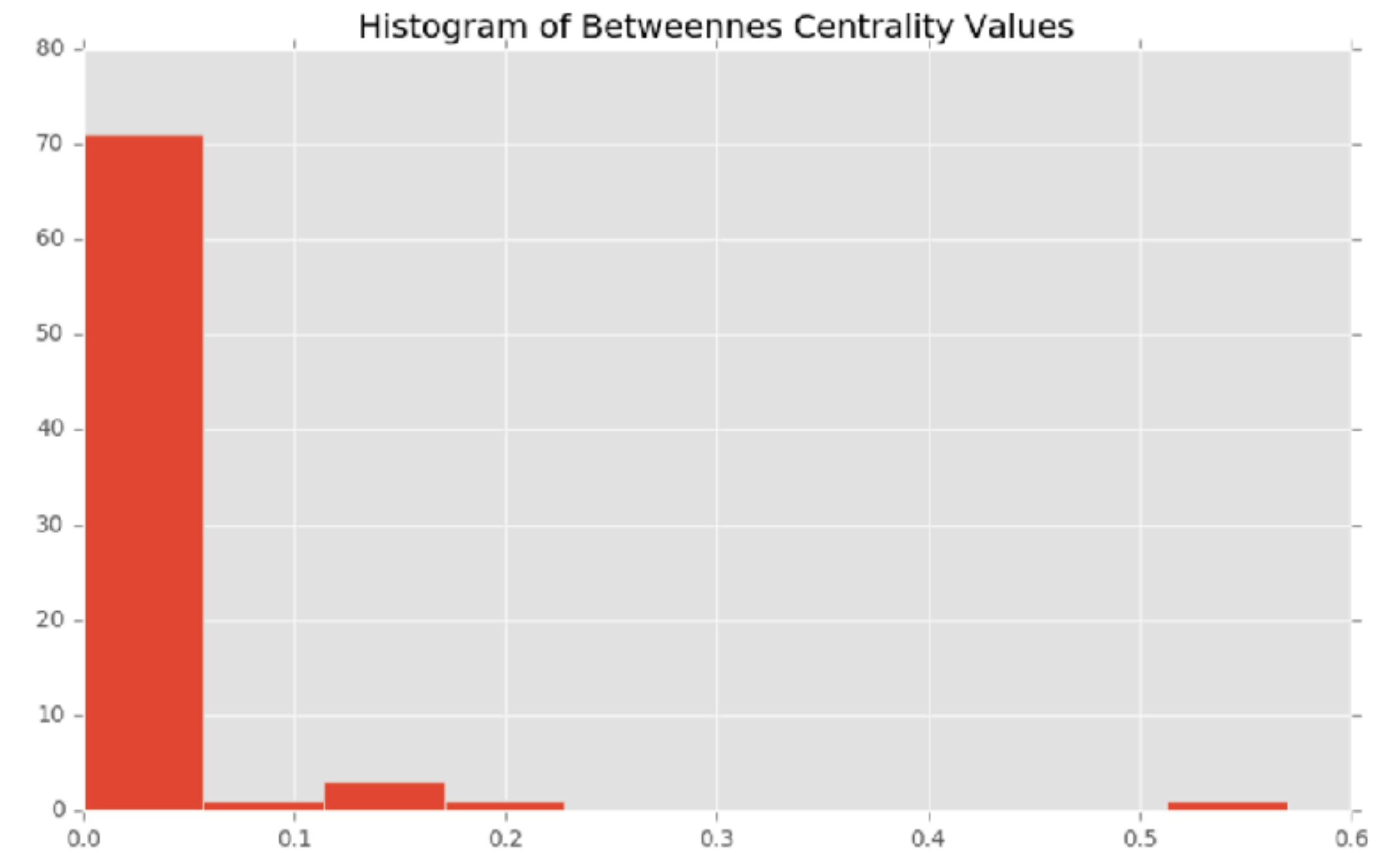
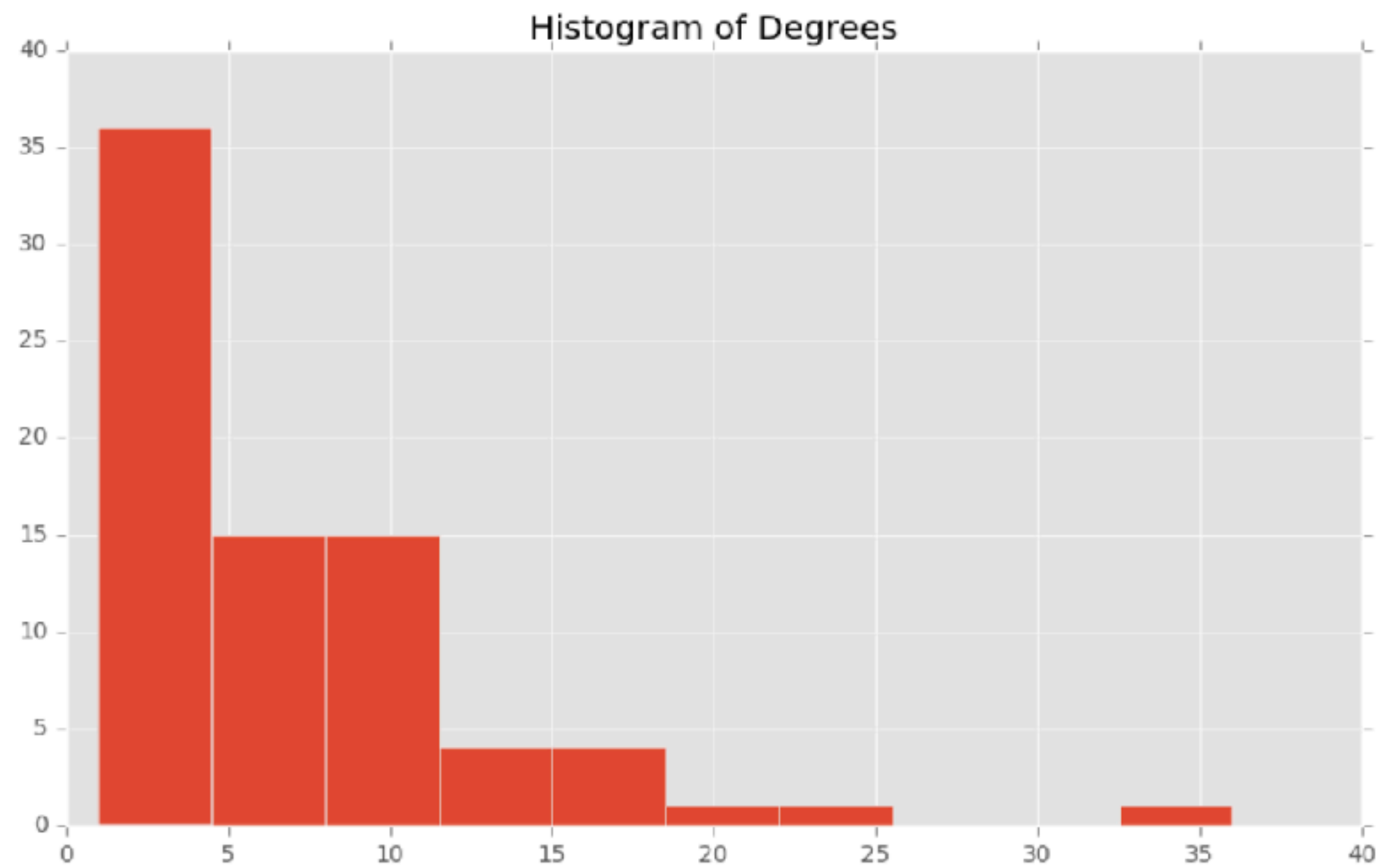
Protein Interaction Network

Degrees

Degree is a measure of local importance



Degree vs BC



Paths & Distances

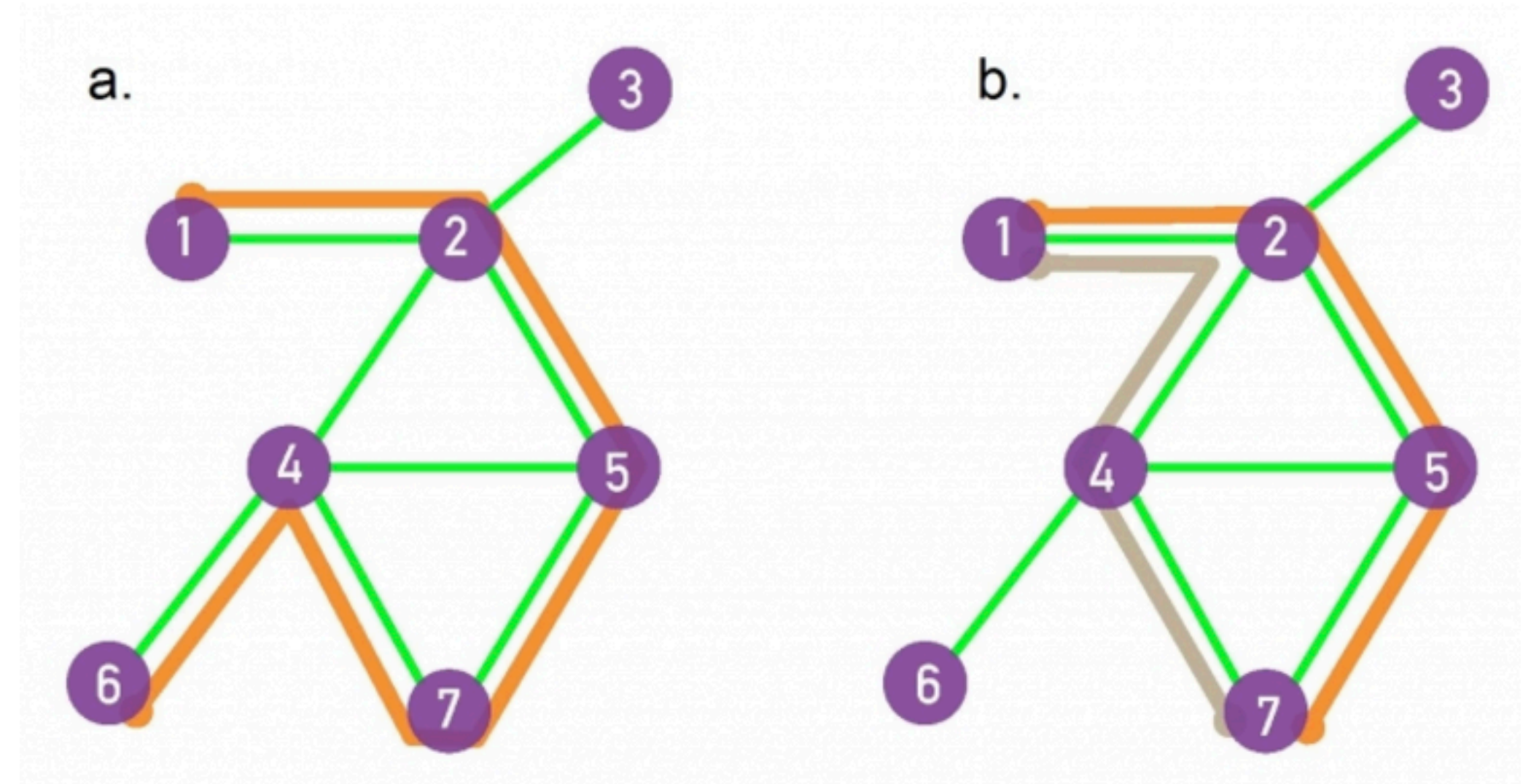
Path is **route along links**

Path length is the **number of links** contained

Shortest paths connects nodes i and j with the smallest number of links

Diameter of graph G

The longest shortest path within G .

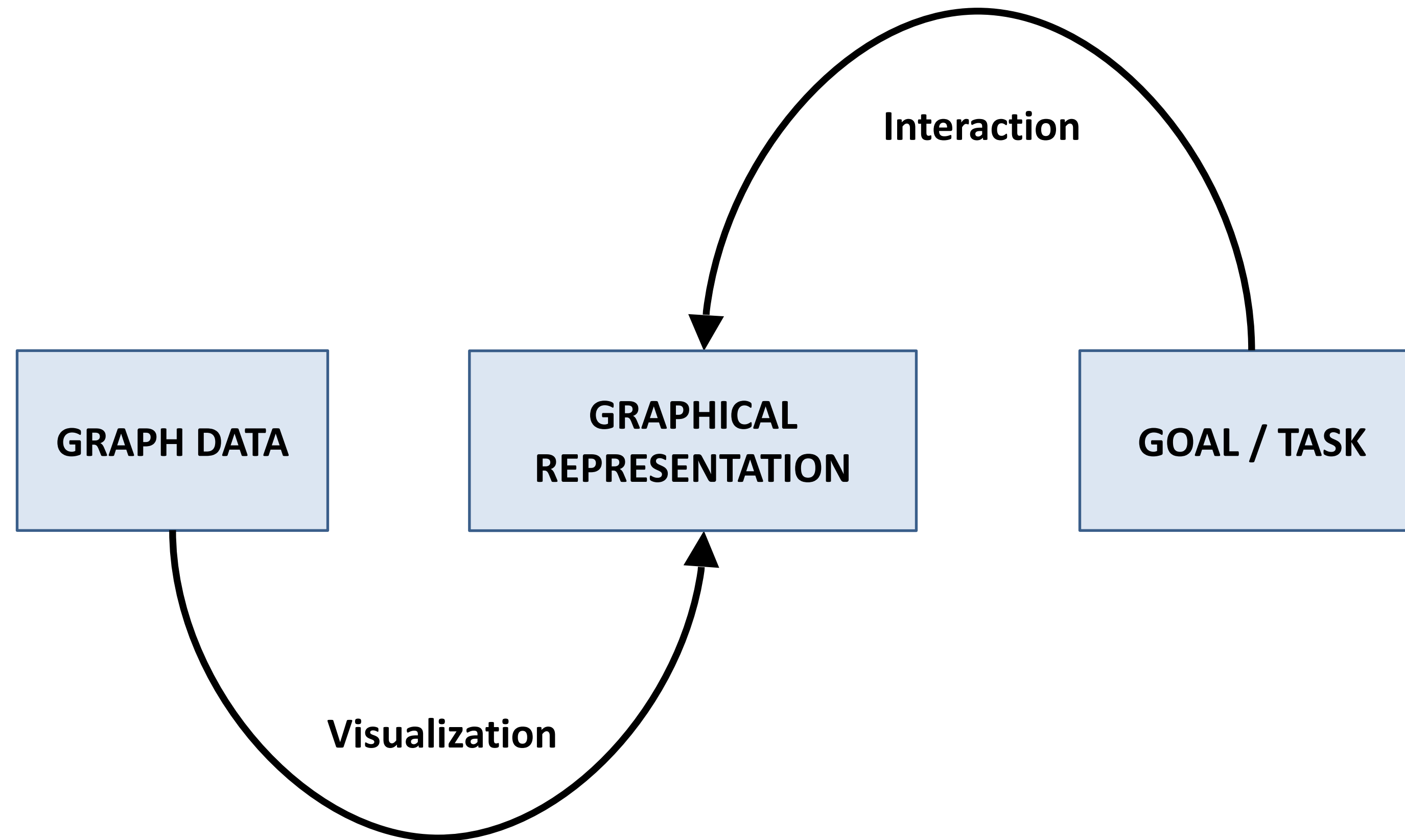


A path from 1 to 6

Shortest paths (two) from 1 to 7.

Graph and Tree Visualization

Setting the Stage



How to decide which **representation** to use for which **type of graph** in order to achieve which kind of **goal**?

Different Kinds of Tasks/Goals

Two principal types of tasks: **attribute-based (ABT)** and **topology-based (TBT)**

Localize – find a single or multiple nodes/edges that fulfill a given property

- ABT: Find the edge(s) with the maximum edge weight.
- TBT: Find all adjacent nodes of a given node.

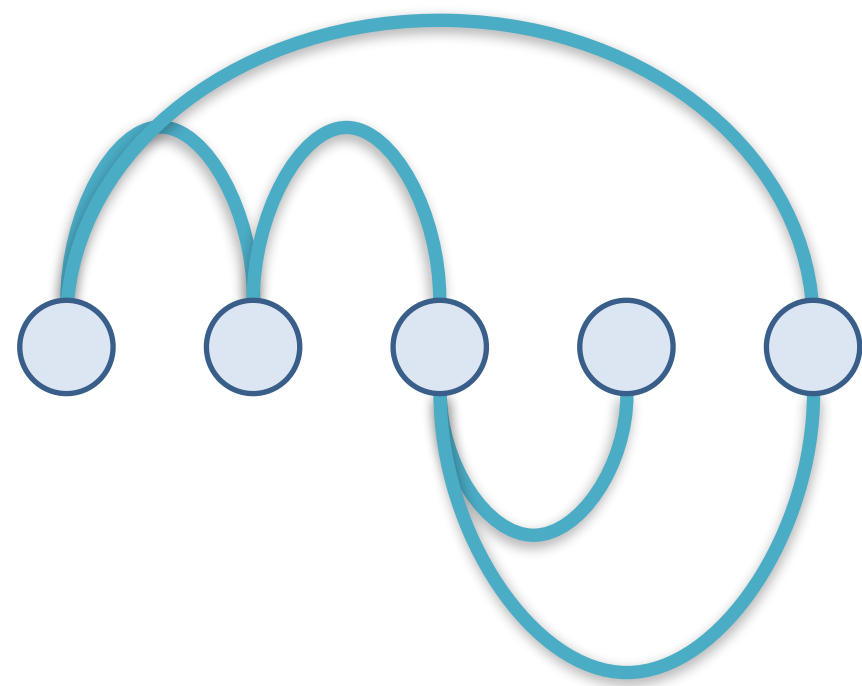
Quantify – count or estimate a numerical property of the graph

- ABT: Give the number of all nodes.
- TBT: Give the degree of a node.

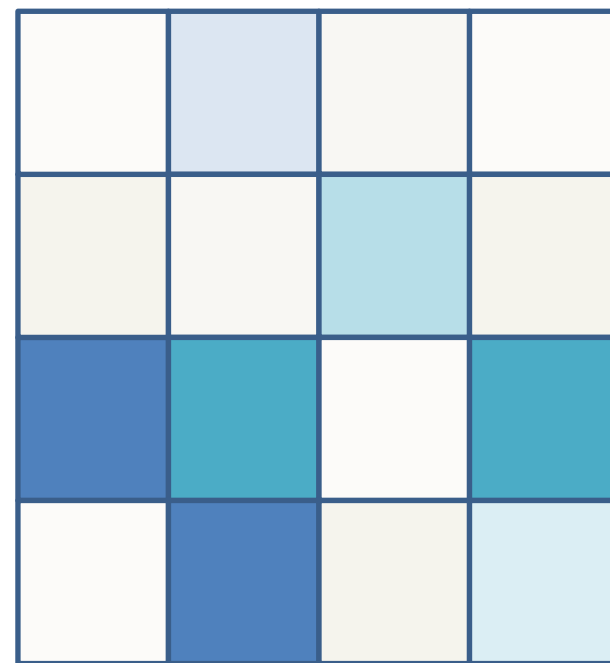
Sort/Order – enumerate the nodes/edges according to a given criterion

- ABT: Sort all edges according to their weight.
- TBT: Traverse the graph starting from a given node.

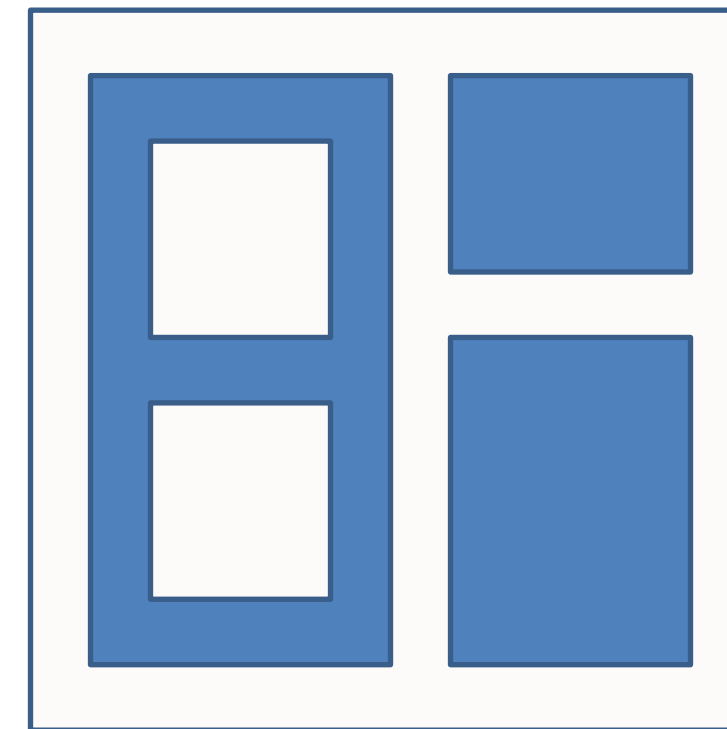
Three Types of Graph Representations



Explicit
(Node-Link)



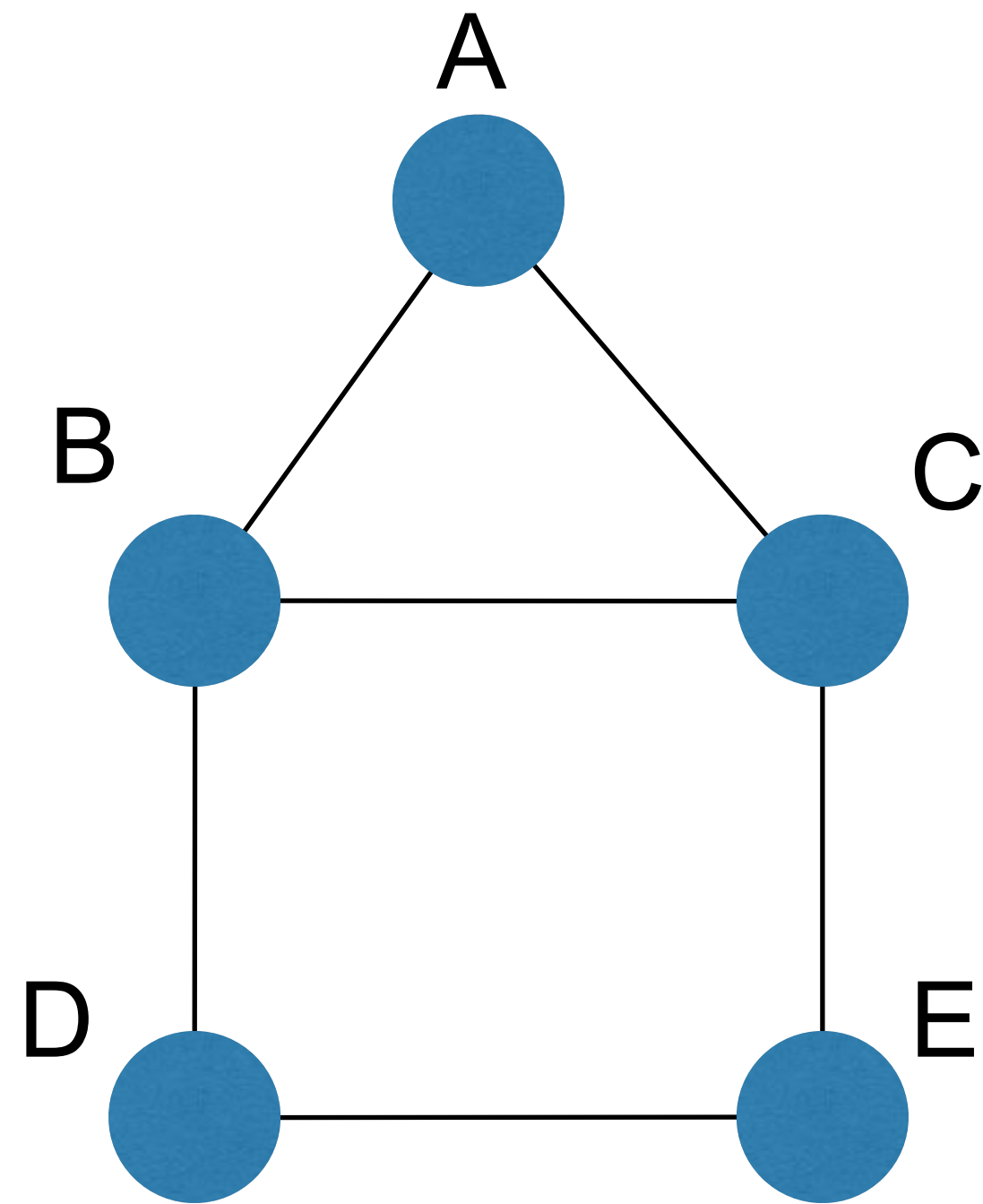
Matrix



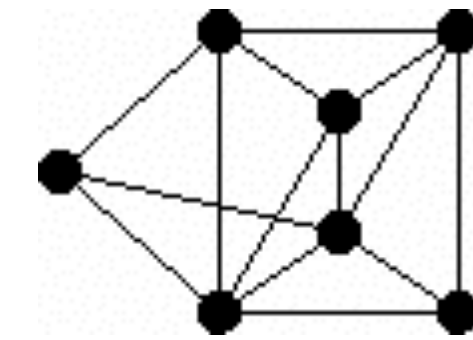
Implicit

Explicit Graph Representations

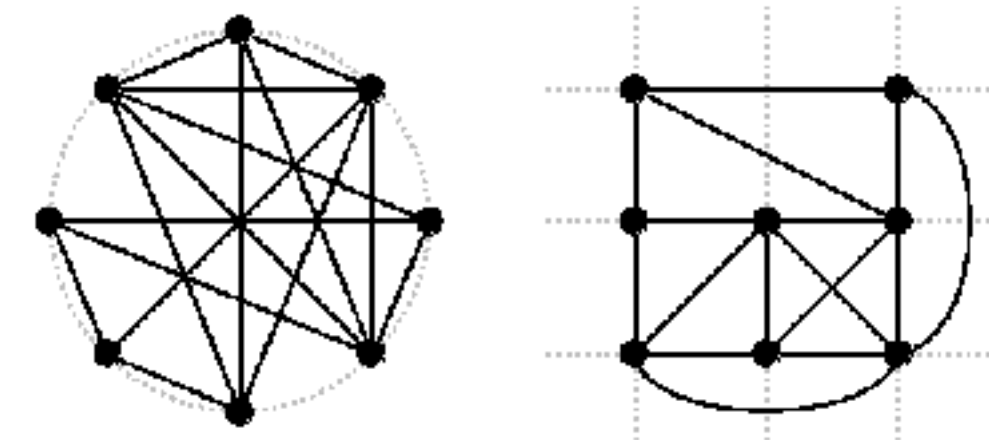
Node-link diagrams: vertex = point, edge = line/arc



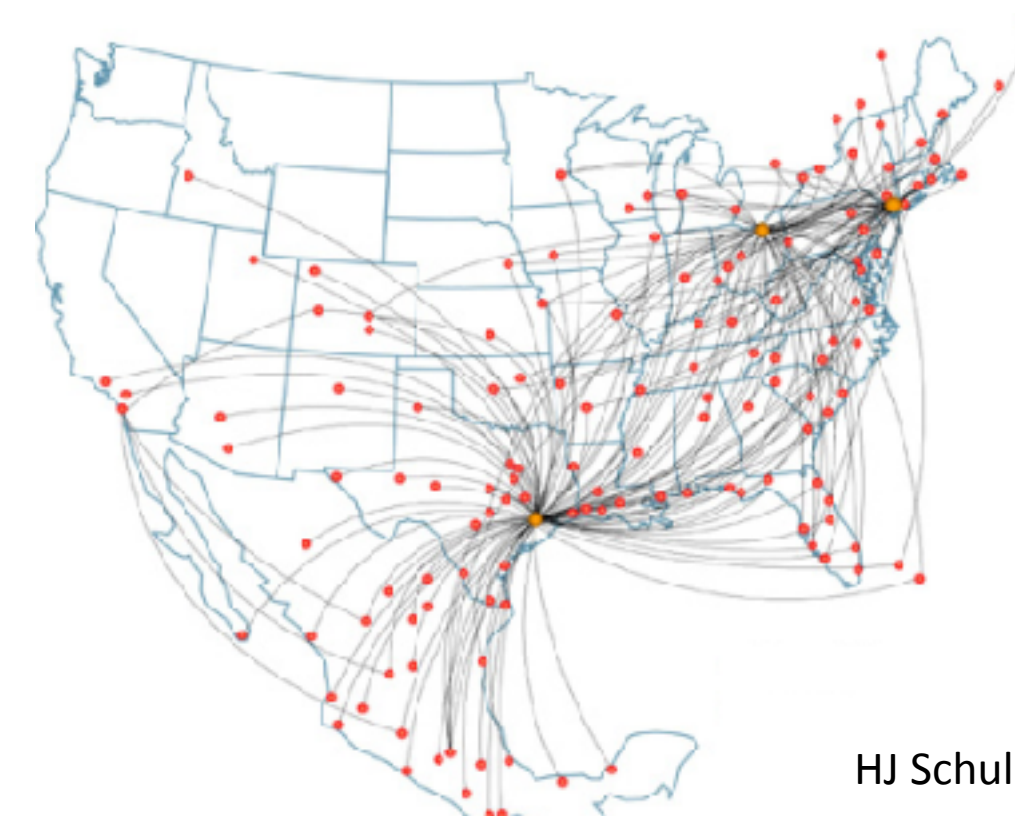
Free



Styled



Fixed



Criteria for Good Node-Link Layout

Minimized **edge crossings**

Minimized **distance** of neighboring nodes

Minimized **drawing area**

Uniform edge **length**

Minimized edge **bends**

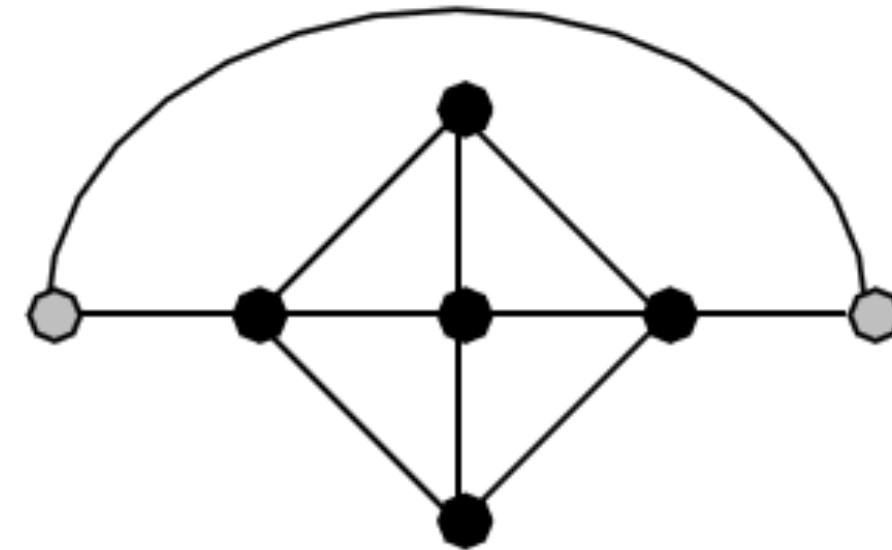
Maximized **angular distance** between different edges

Aspect ratio about 1 (not too long and not too wide)

Symmetry: similar graph structures should look similar

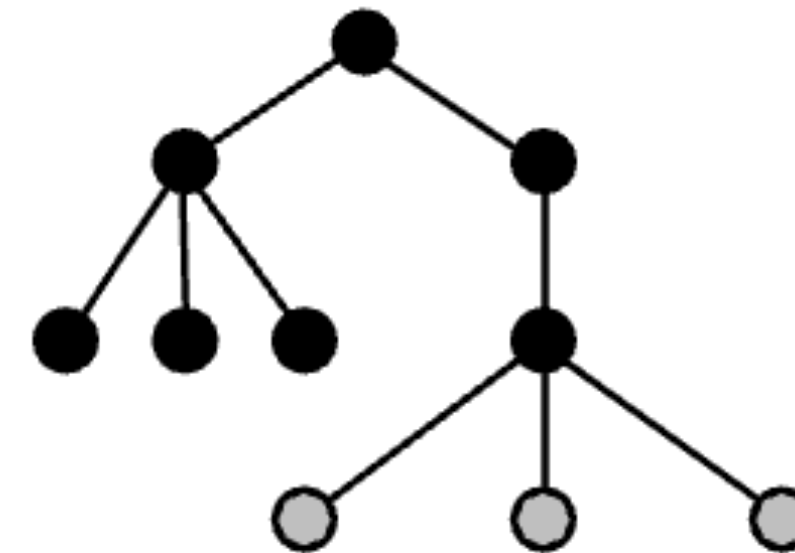
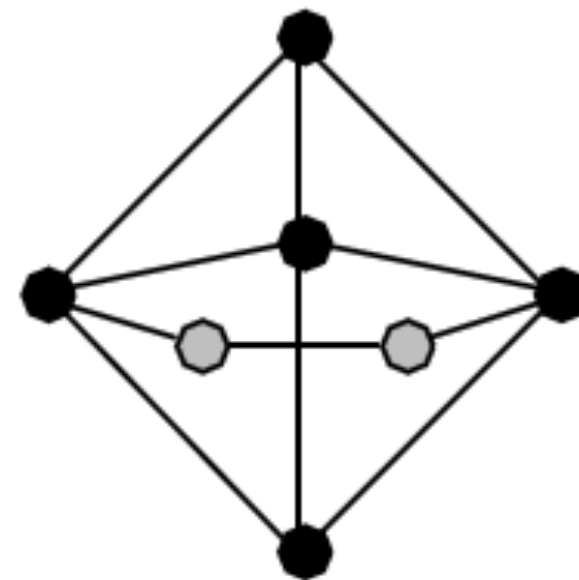
Conflicting Criteria

Minimum number
of edge crossings



vs.

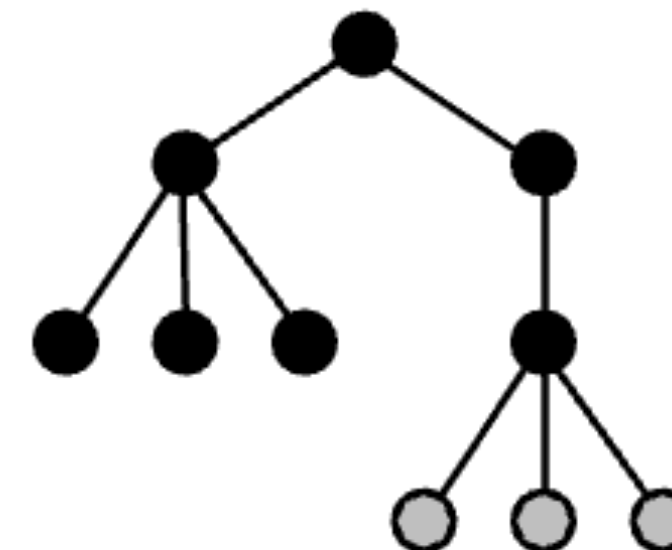
Uniform edge
length



Space utilization

vs.

Symmetry

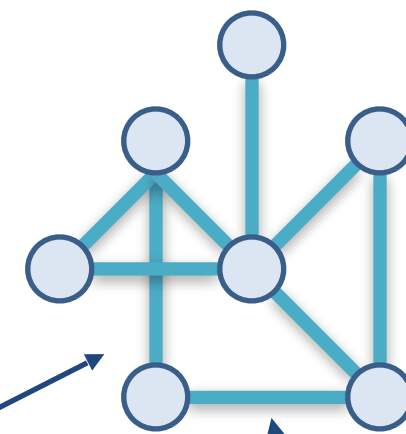
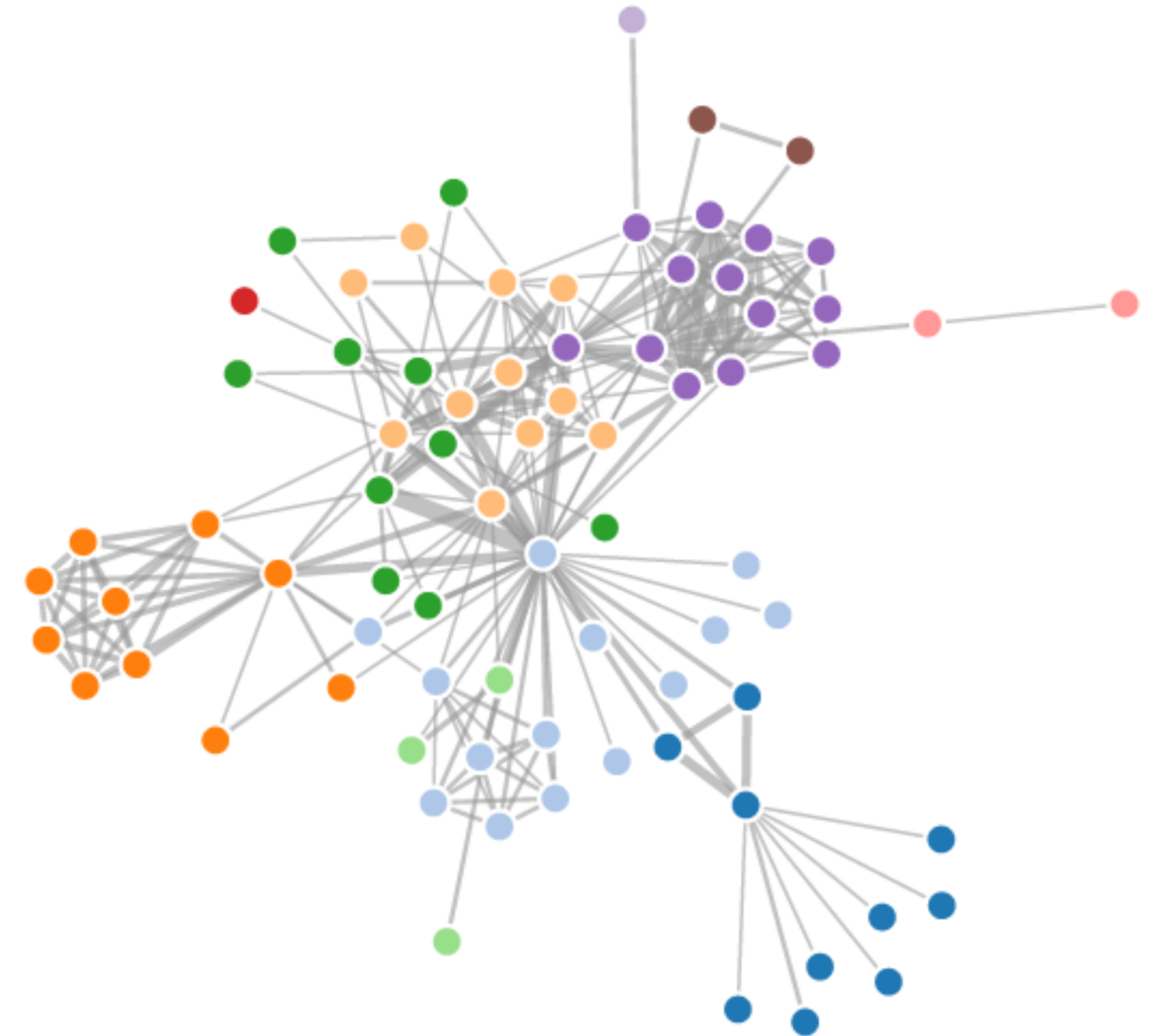


Force Directed Layouts

Physics model:
edges = springs,
vertices = repulsive magnets

Expander
(pushing nodes apart)

Spring Coil
(pulling nodes together)



Algorithm

Place Vertices in random locations

While not equilibrium

- calculate force on vertex

- sum of

- pairwise repulsion of all nodes

- attraction between connected nodes

- move vertex by $c * \text{force on vertex}$

Properties

Generally good layout

Uniform edge length

Clusters commonly visible

Not deterministic

Computationally expensive: $O(n^3)$

n^2 in every step, it takes about n cycles to reach equilibrium

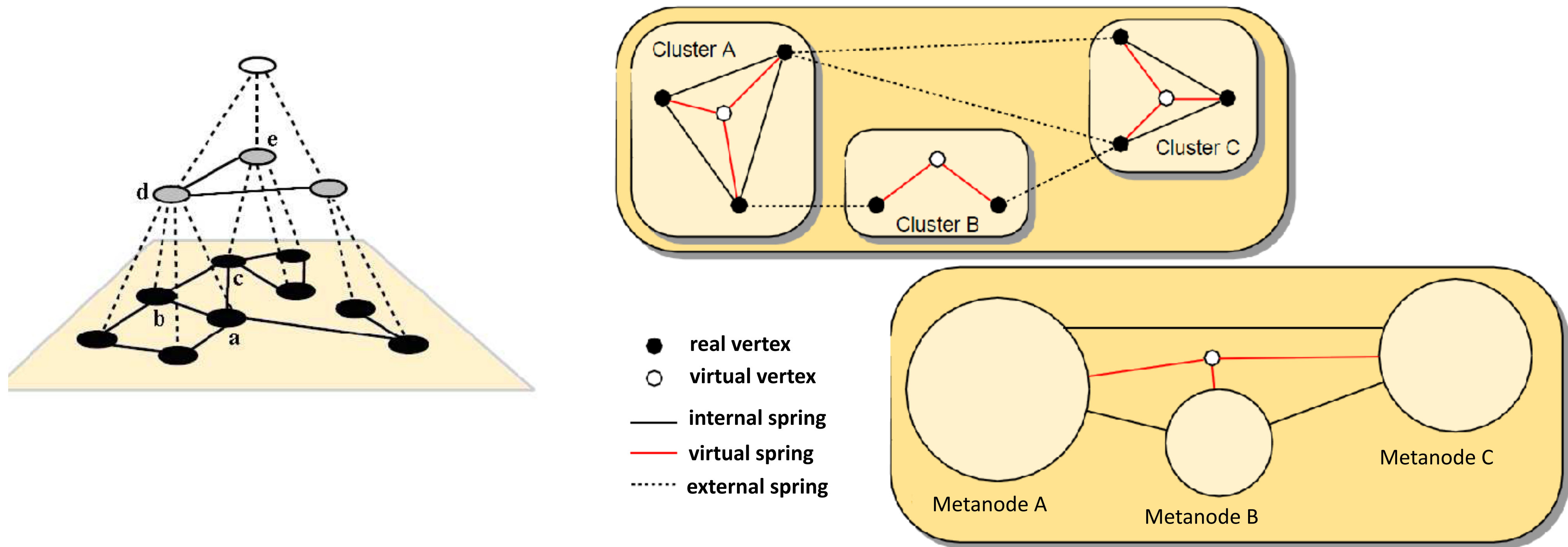
Limit (interactive): ~ 1000 nodes

in practice: damping, center of gravity

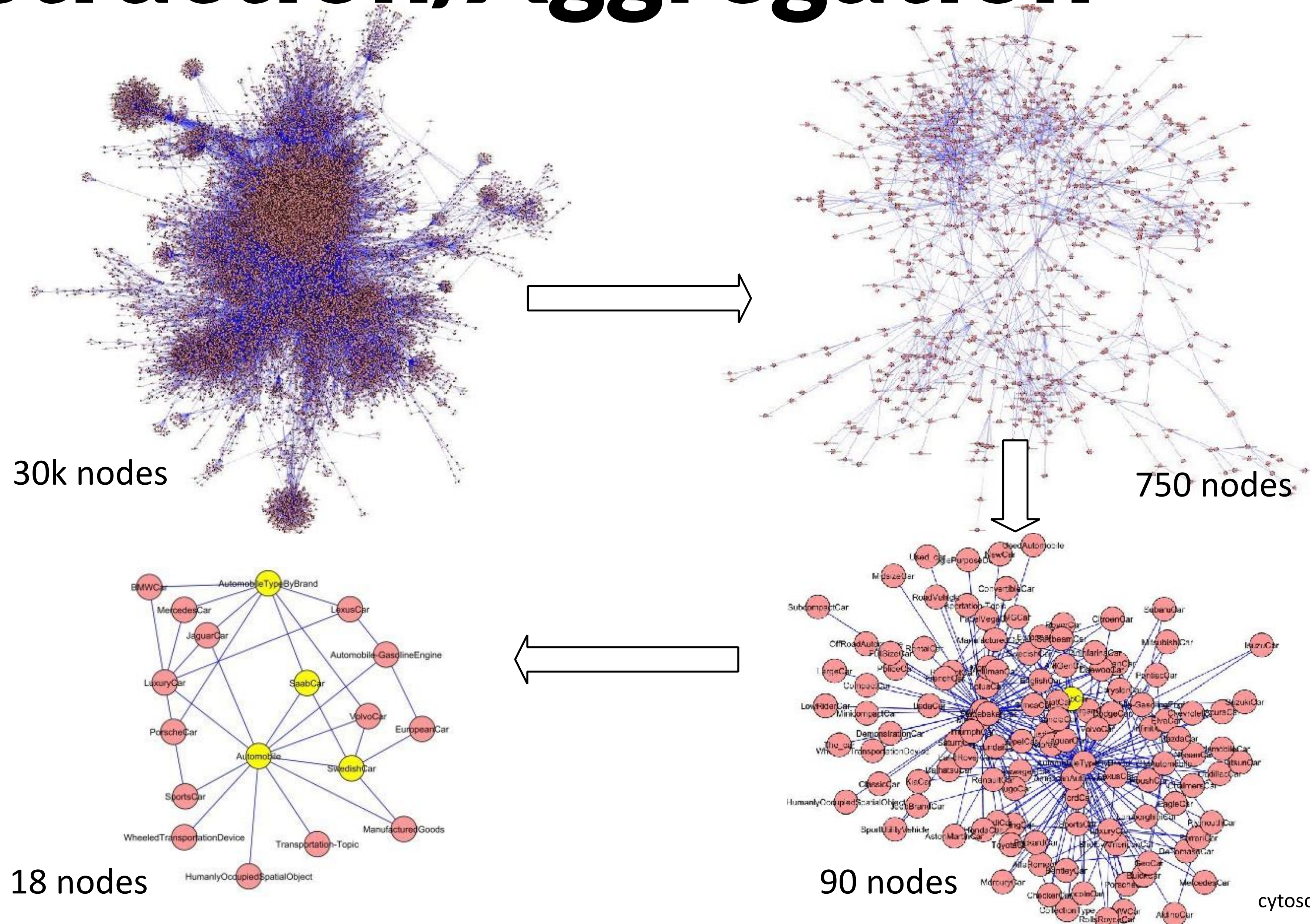


Giant Hairball

Address Computational Scalability: Multilevel Approaches



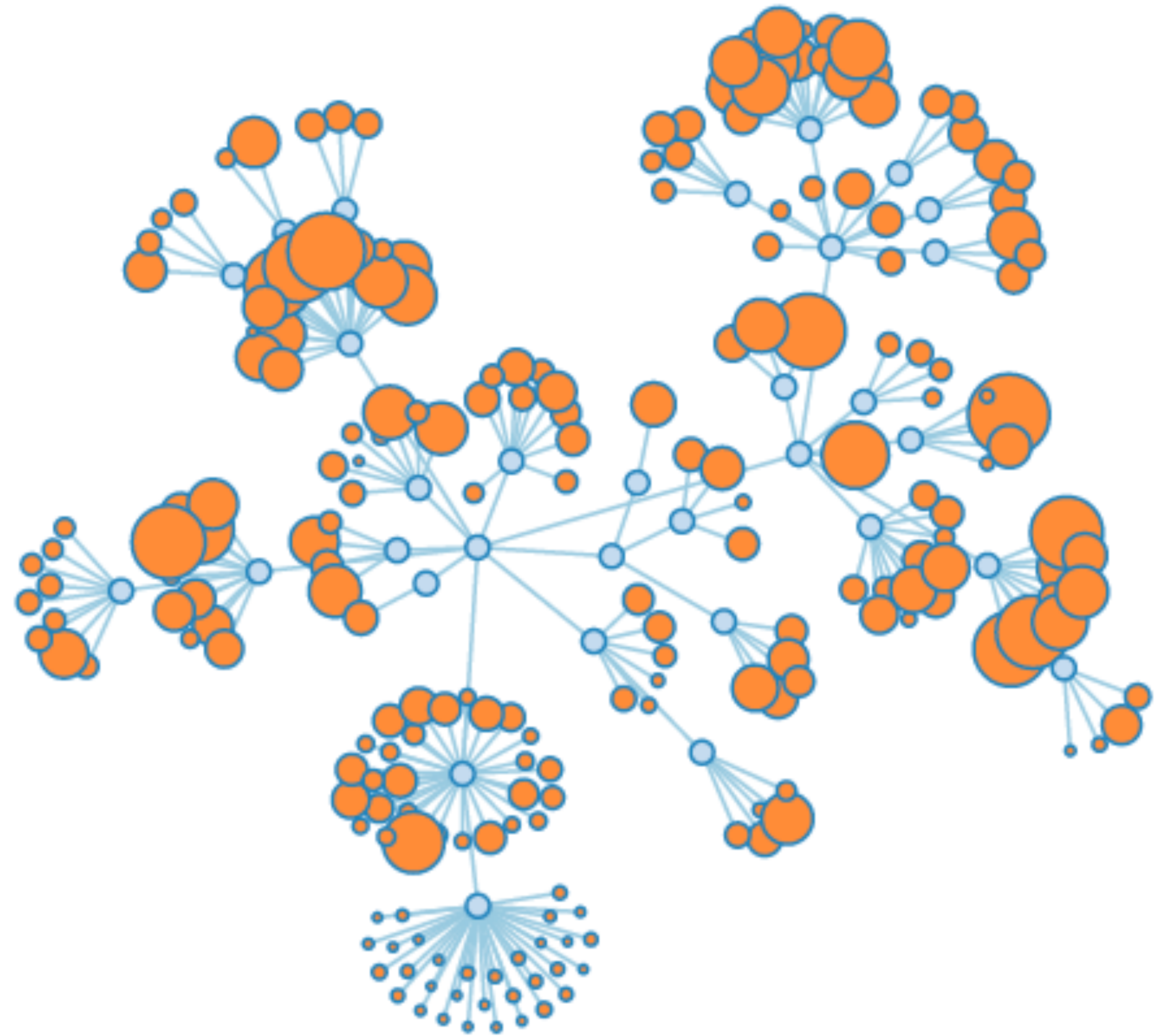
Abstraction/Aggregation



Collapsible Force Layout

Supernodes: aggregate of
nodes

manual or algorithmic
clustering

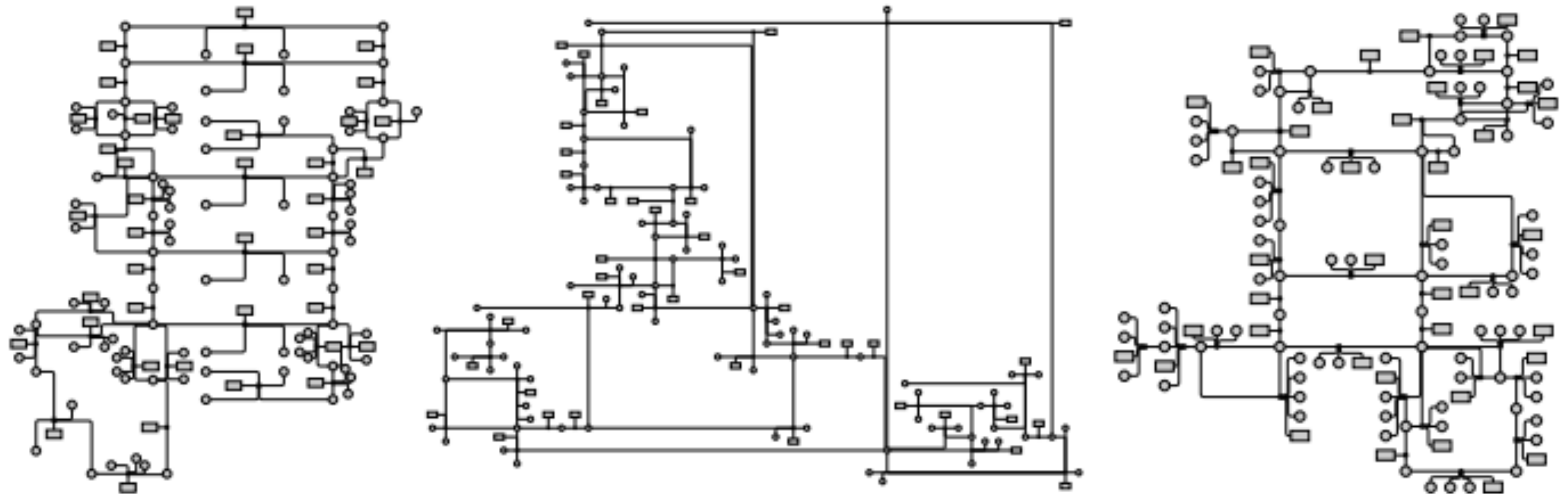


HOLA: Human-like Orthogonal Layout

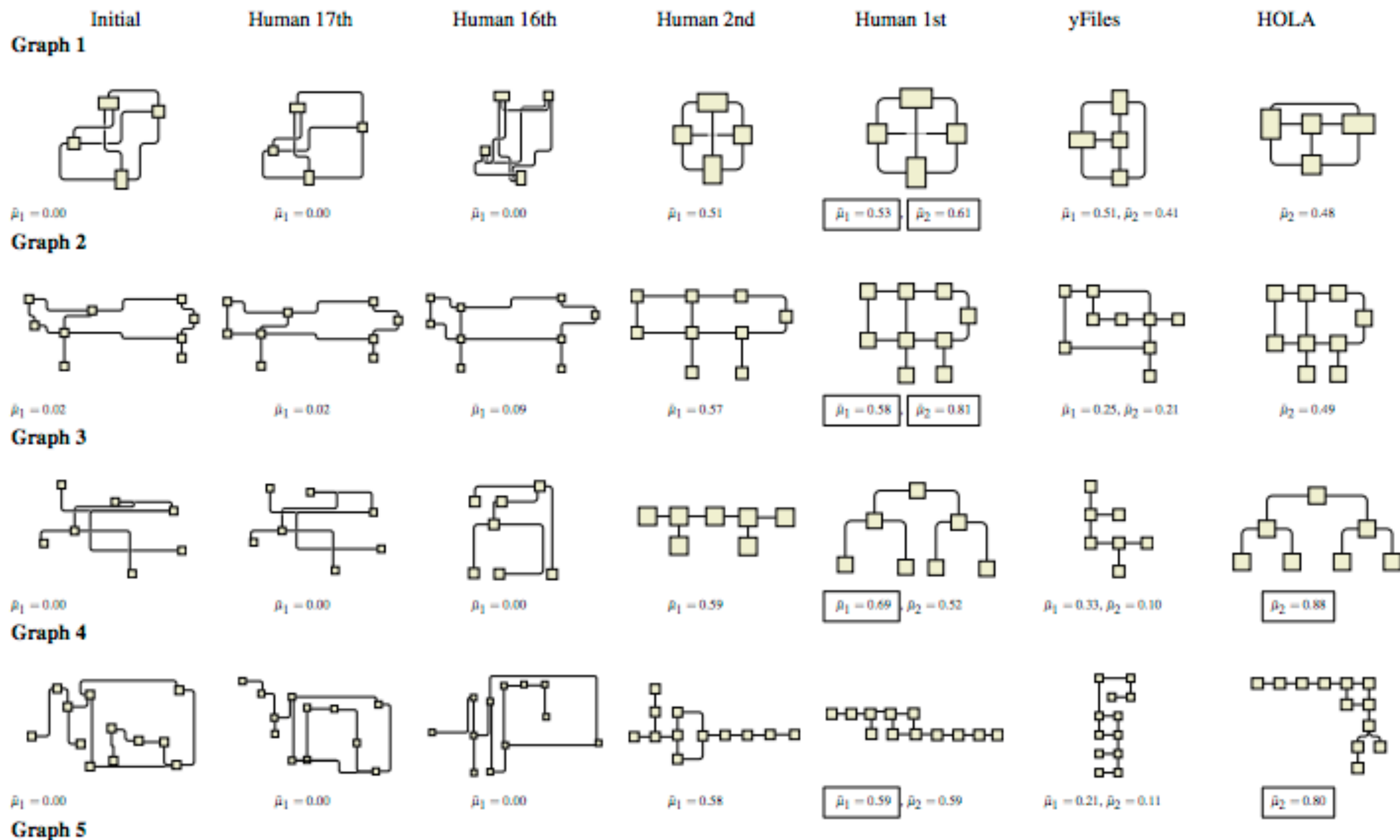
Study how humans lay-out a graph

Try to emulate layout

Left: human, middle: conventional algo, right new algo



[Kieffer et al, InfoVis 2015]



Graphs in 3D

Why, why not visualize
graphs in 3D?

Why, why not use AR/VR?



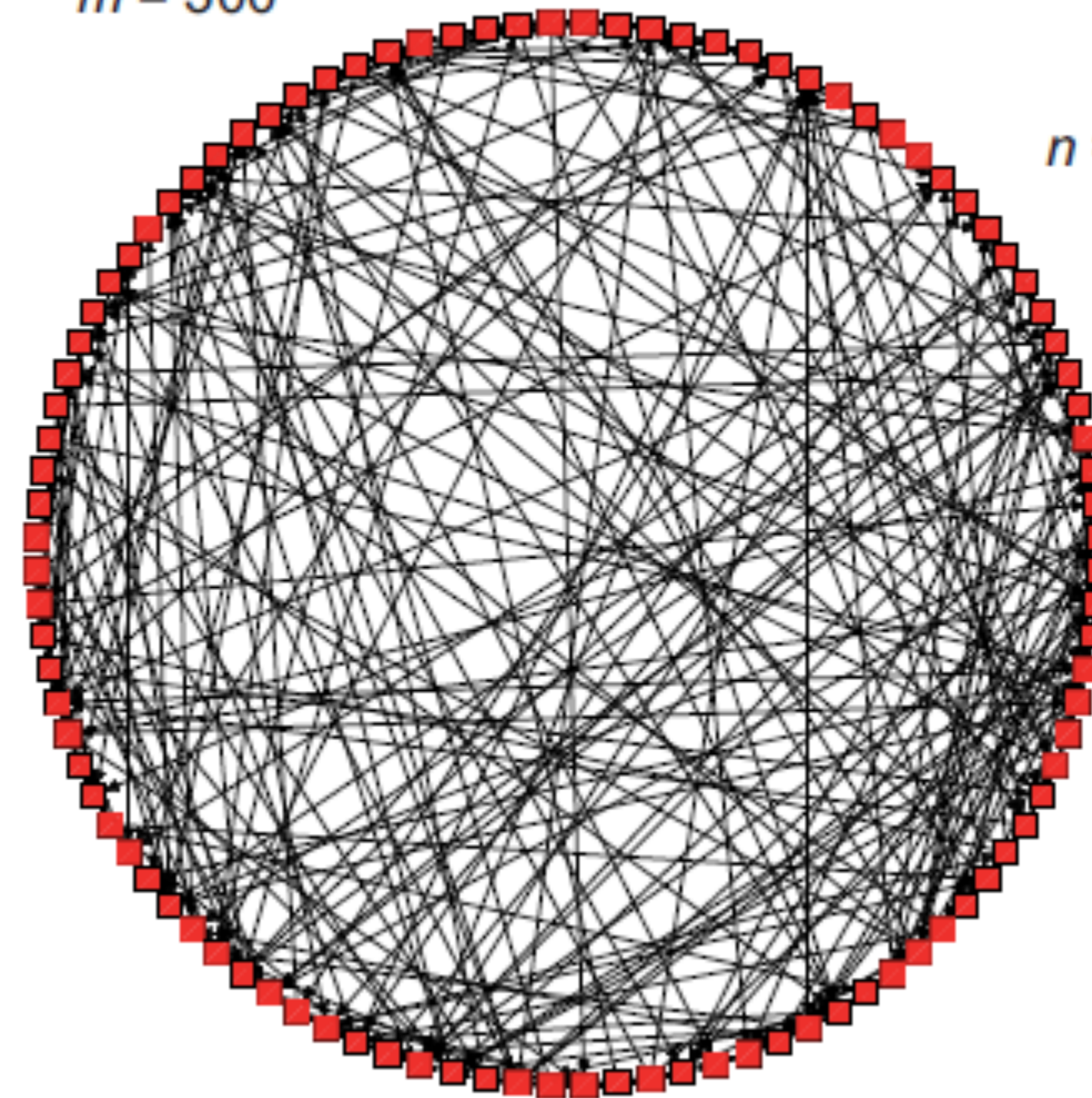
Styled / Restricted Layouts

Circular Layout

Node ordering

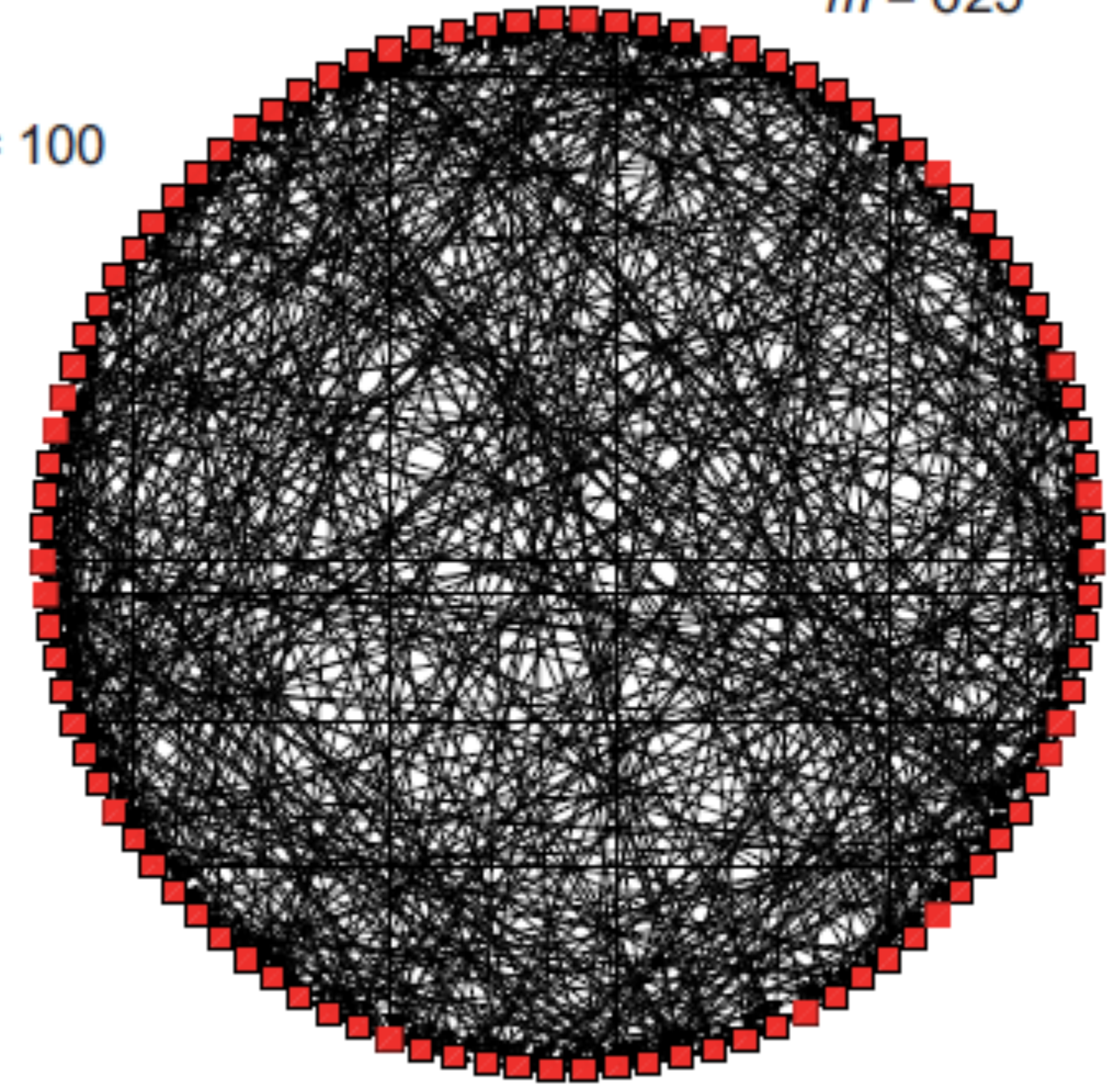
Edge Clutter

$m = 300$



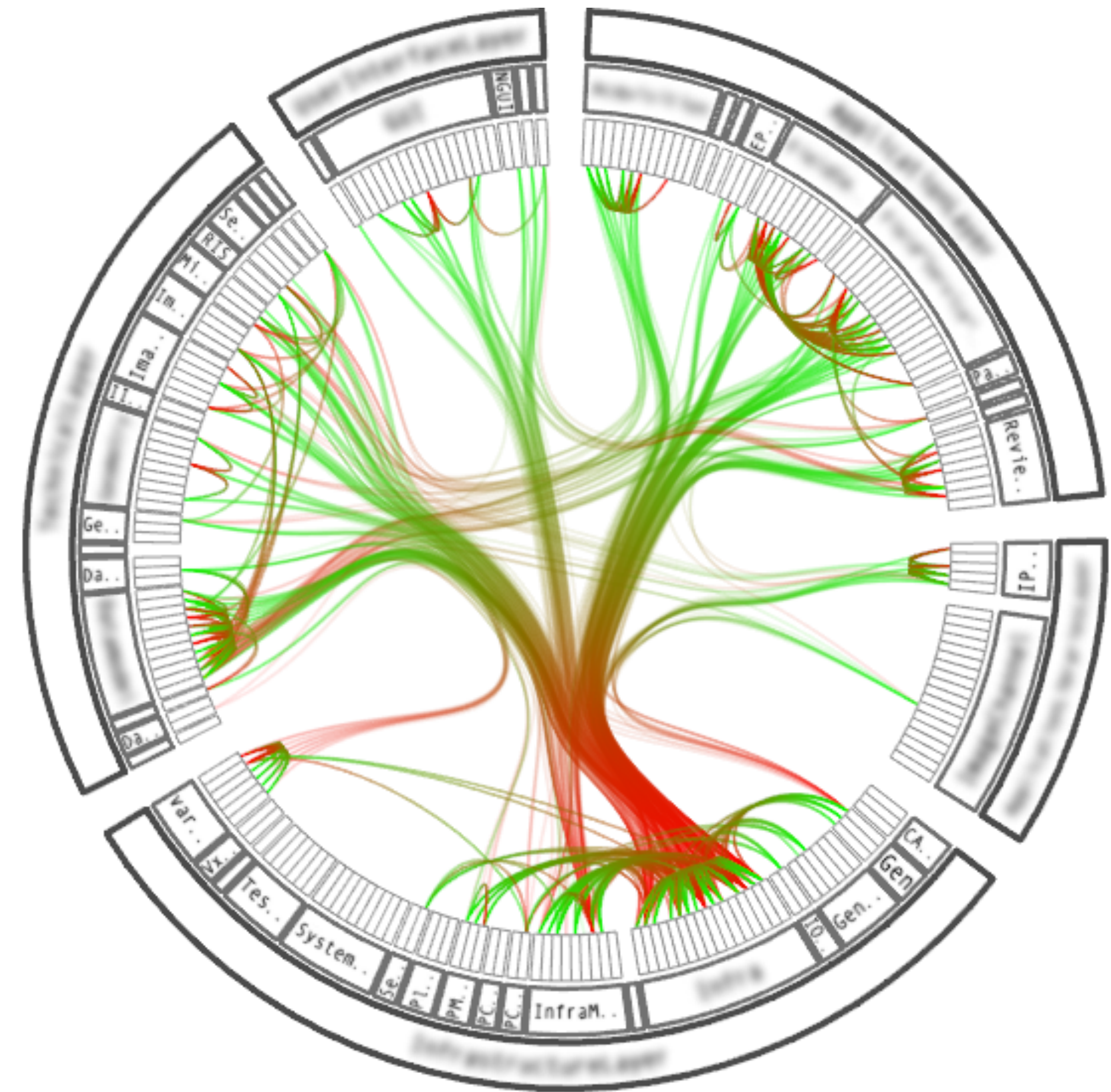
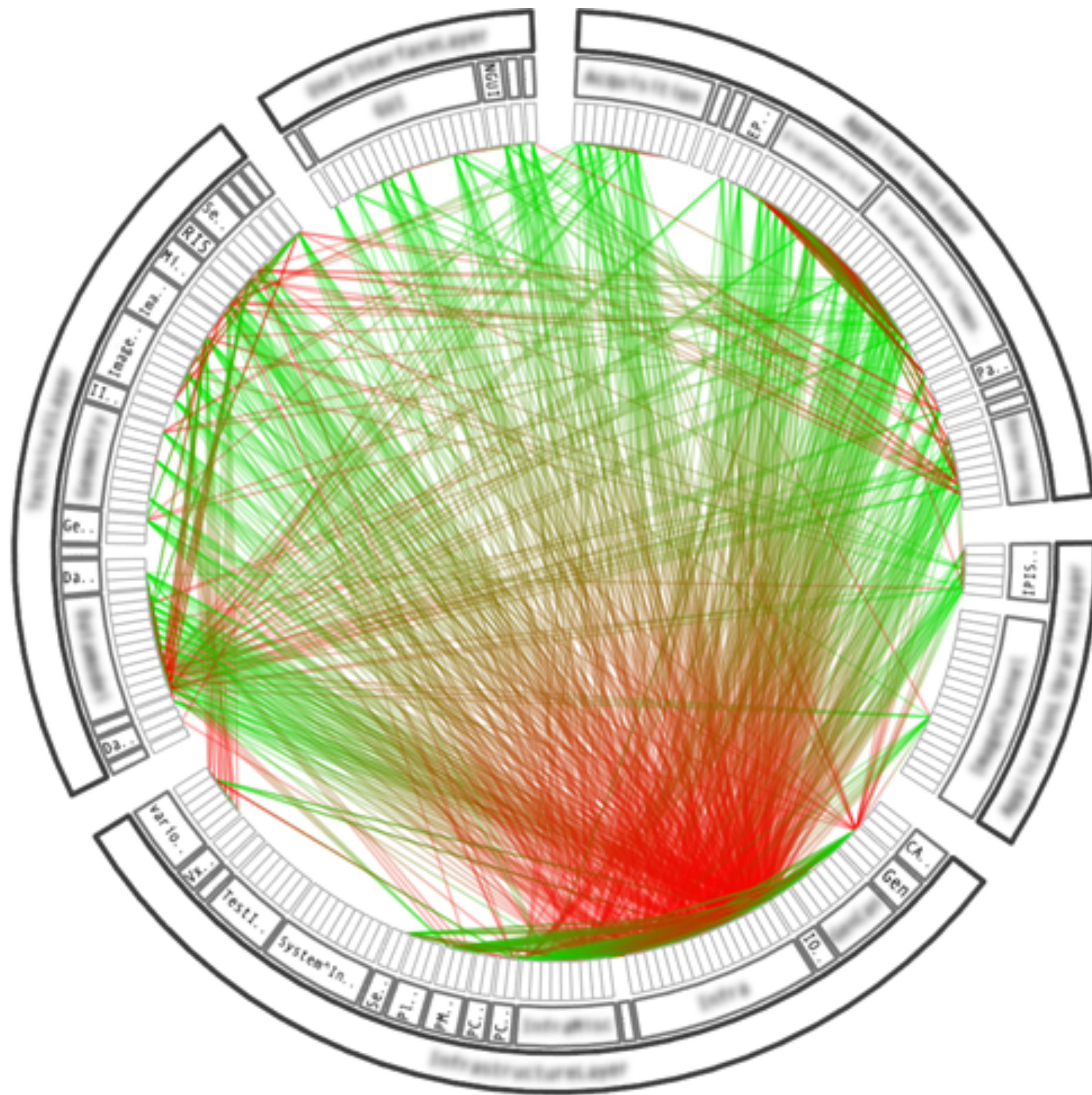
ca. 3% of all possible edges

$m = 625$

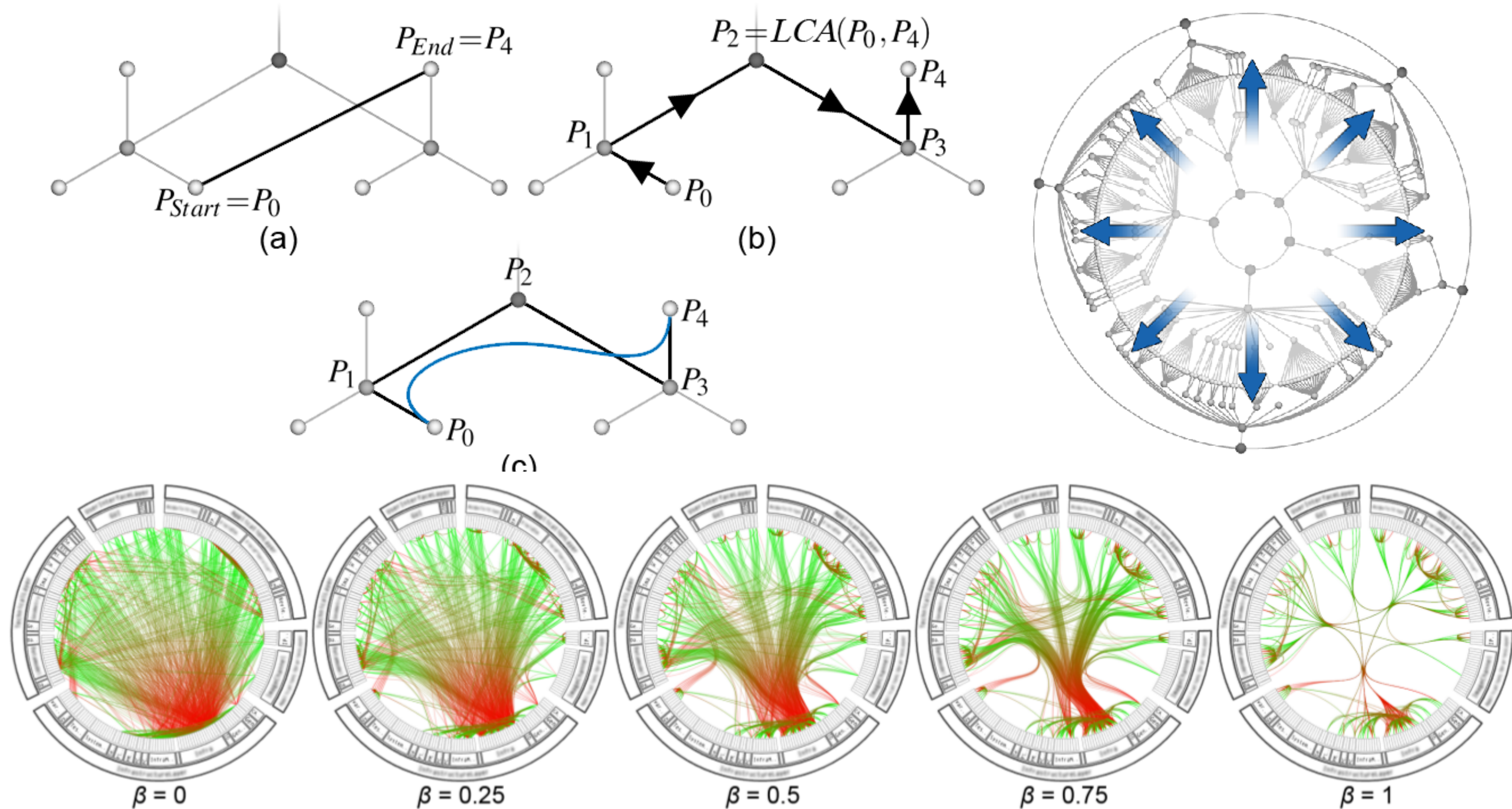


ca. 6,3% of all possible edges

Reduce Clutter: Edge Bundling

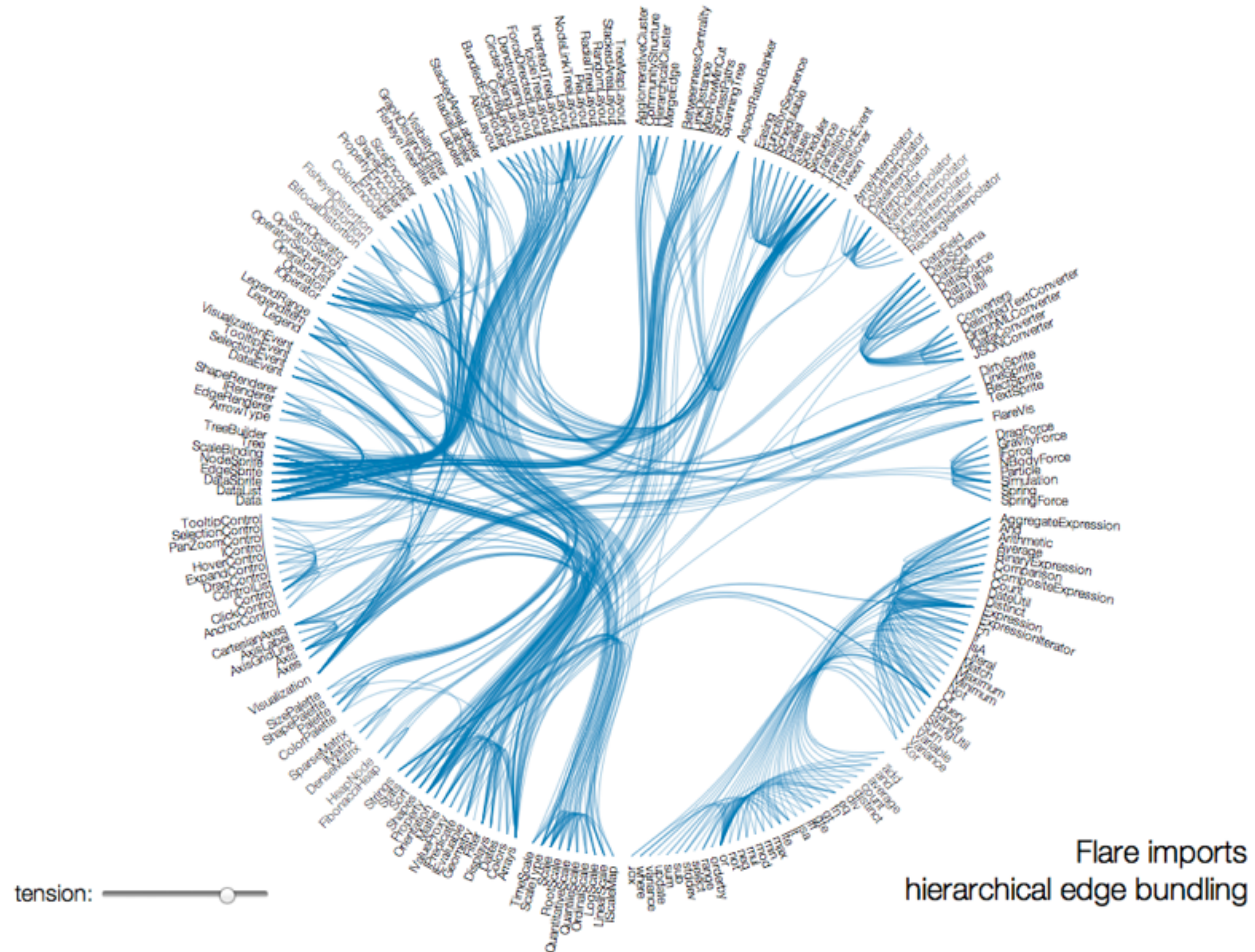


Hierarchical Edge Bundling



Bundling Strength

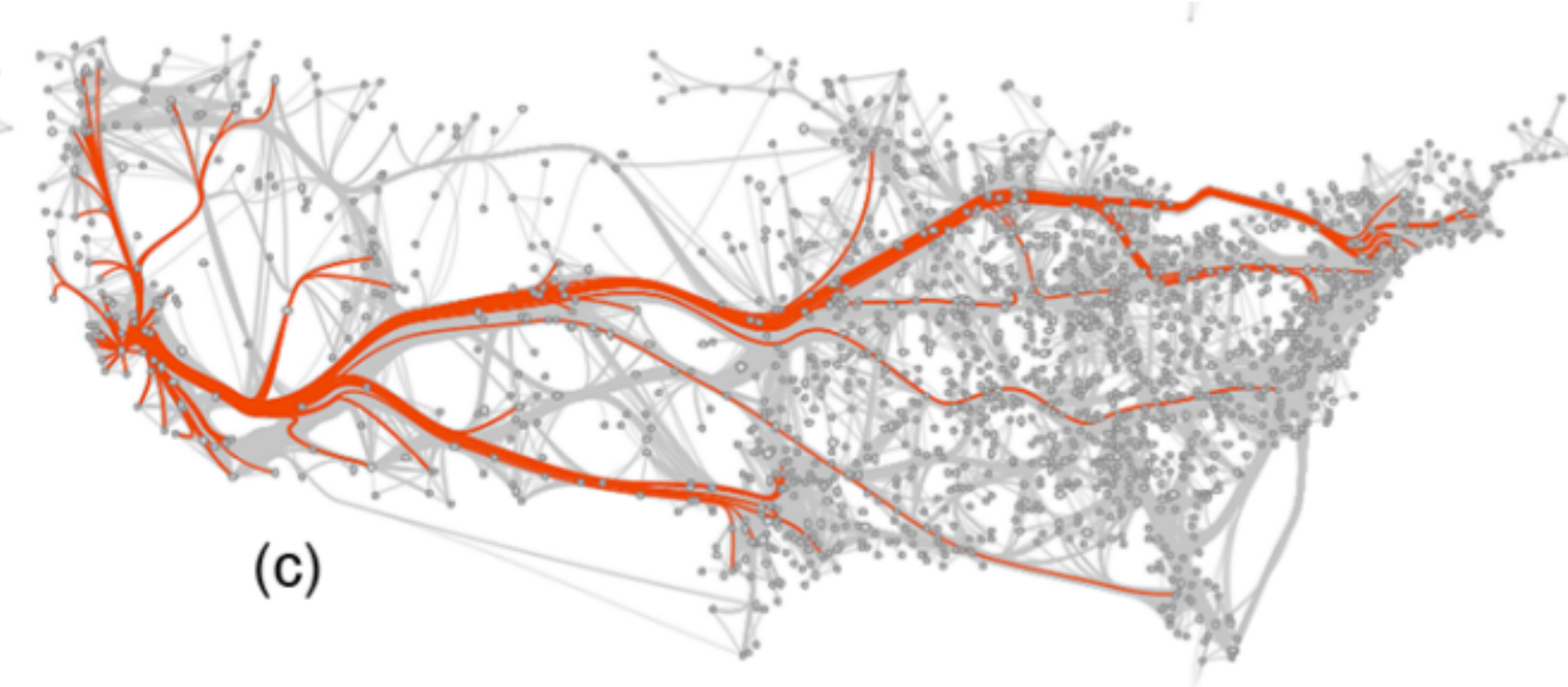
Bundling Strength



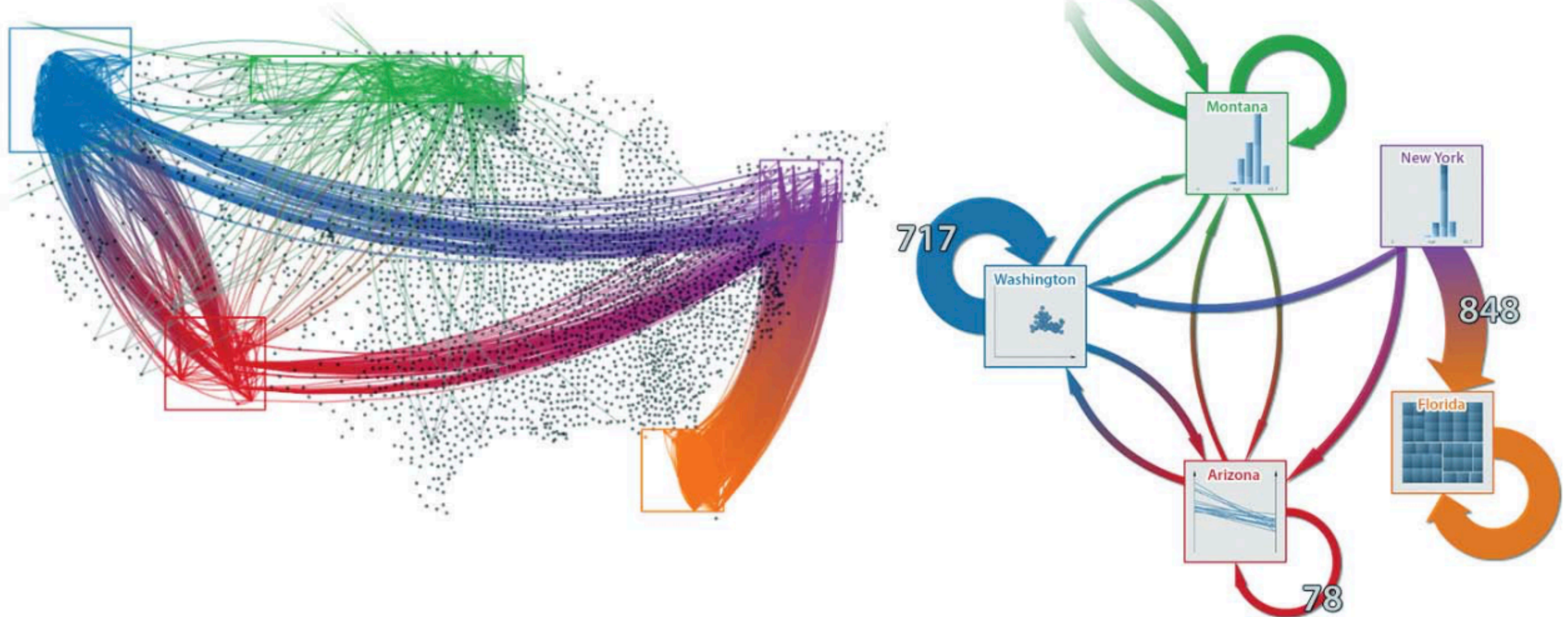
Fixed Layouts

Can't vary position of nodes

Edge routing important



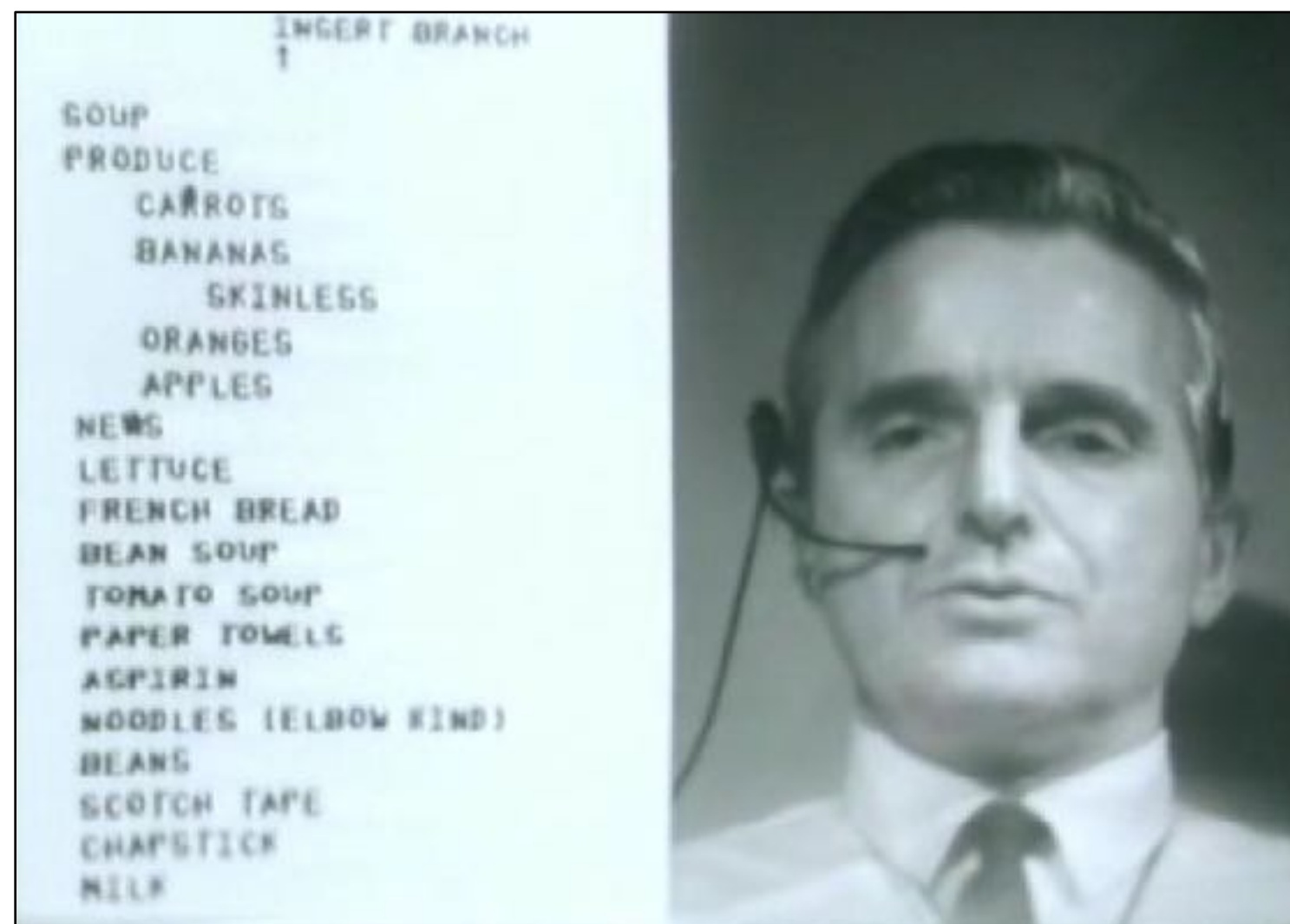
Aggregation



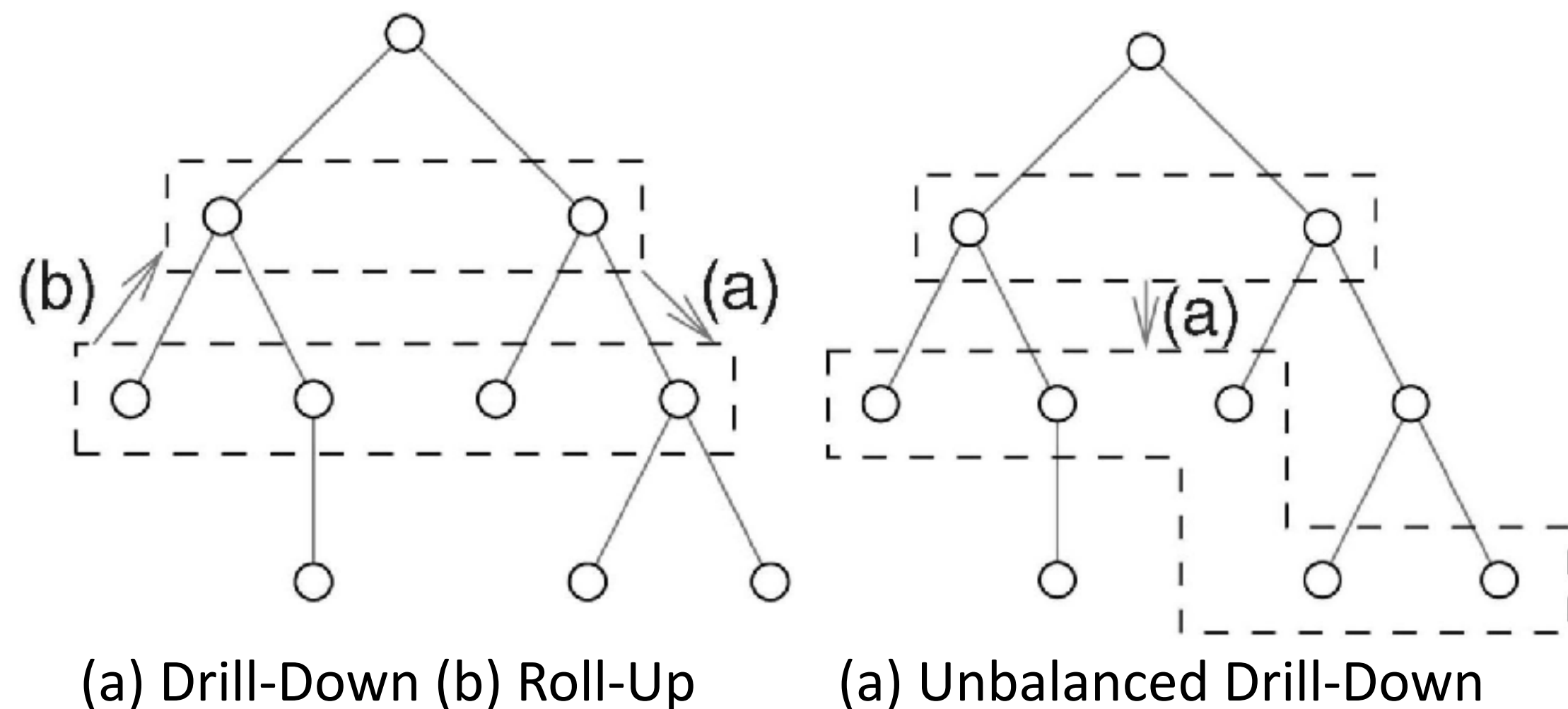
[illegible]

Manipulating Aggregation Levels

First interactive tree manipulation



Douglas Engelbart 1968 - <http://www.1968demo.org>



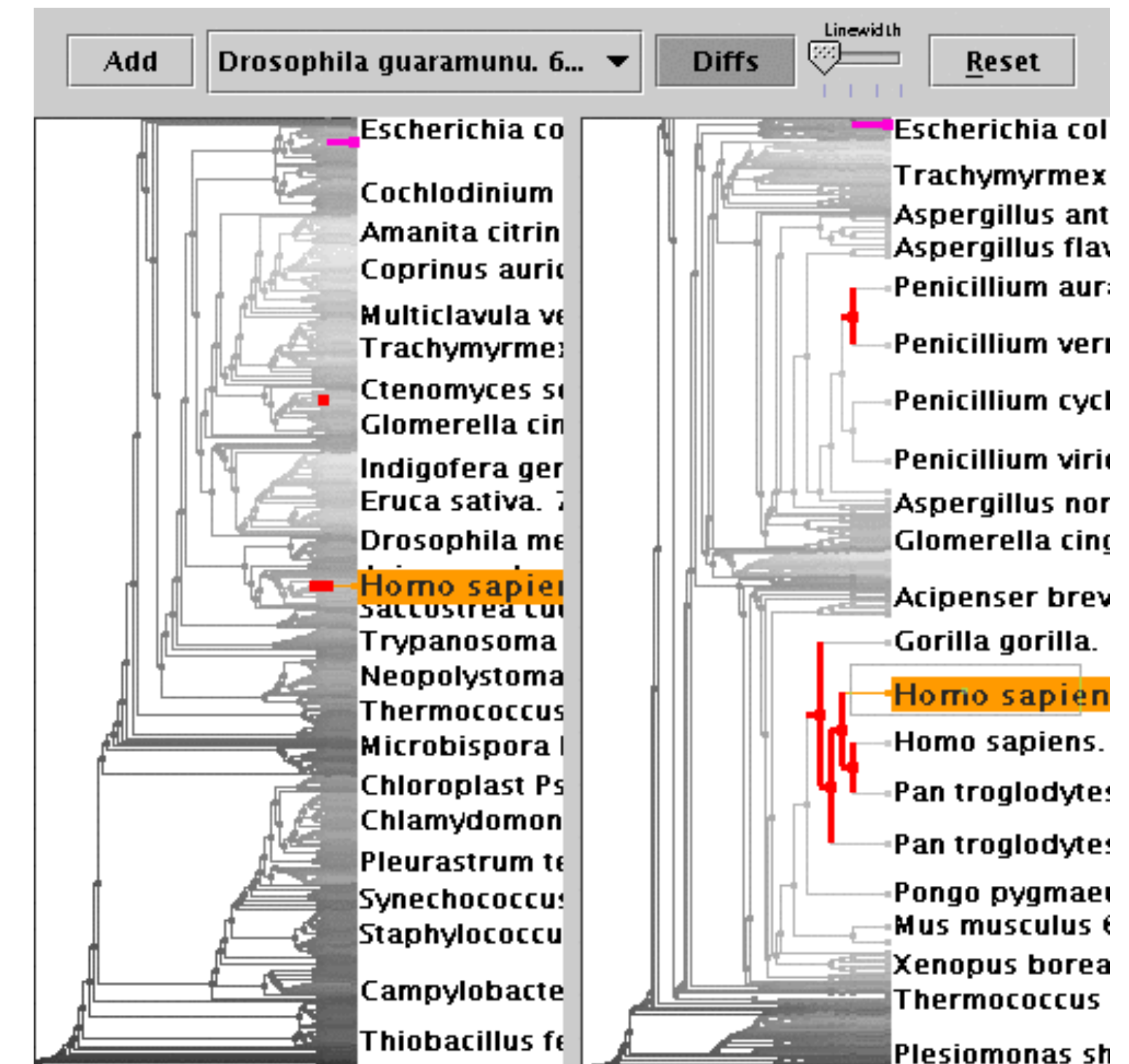
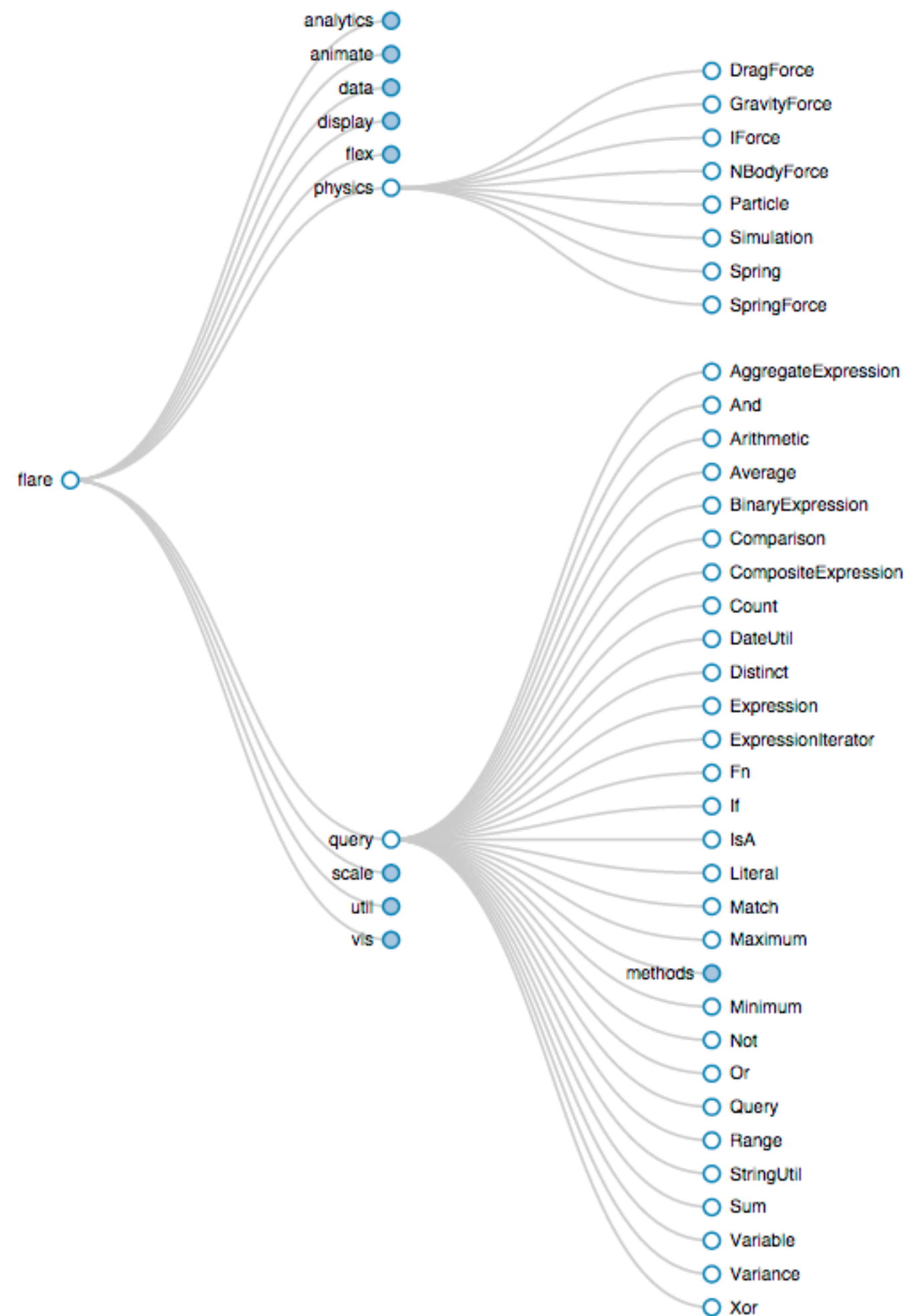
(a) Drill-Down (b) Roll-Up

(a) Unbalanced Drill-Down

“The mother of all demos”

<https://www.youtube.com/watch?v=yJDv-zdhzMY>

Tree Interaction, Tree Comparison



Explicit Representations

Pros:

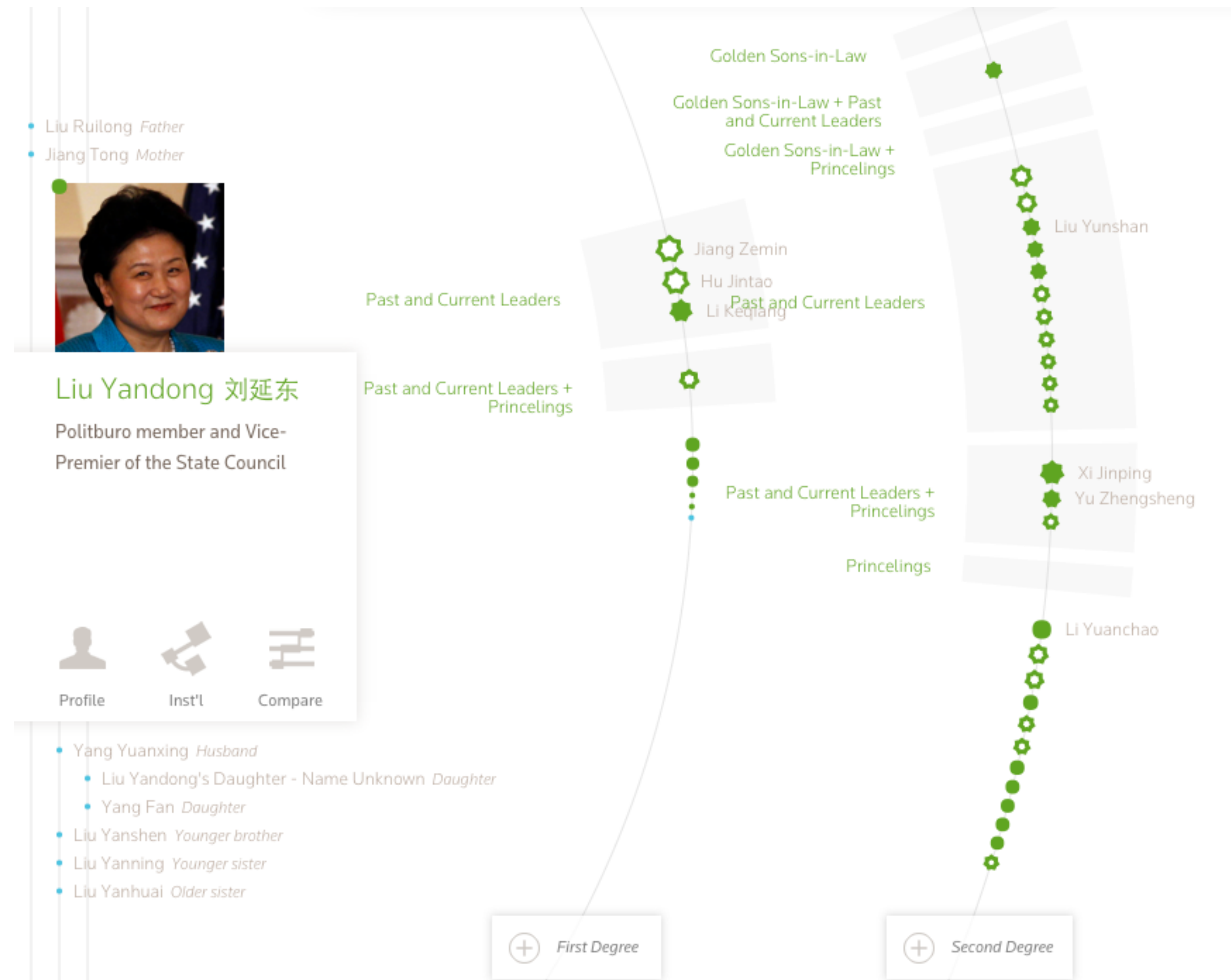
- is able to depict all graph classes
- can be customized by weighing the layout constraints
- very well suited for TBTs, if also a suitable layout is chosen

Cons:

- computation of an optimal graph layout is in NP
(even just achieving minimal edge crossings is already in NP)
- even heuristics are still slow/complex (e.g., naïve spring embedder is in $O(n^3)$)
- has a tendency to clutter (edge clutter, “hairball”)

Design Critique

Connected China



<https://goo.gl/YXkWYX>

<http://china.fathom.info/>

Multivariate Graphs

Networks and Attributes

Attributes can influence topology

Path can be slow / blocked

best route when driving depends on traffic

biological network depends on many factors

Challenge: Data Scale & Heterogeneity

Large **number of values**

Large datasets have more than 500 experiments

Multiple **groups/conditions**

Different **types** of data

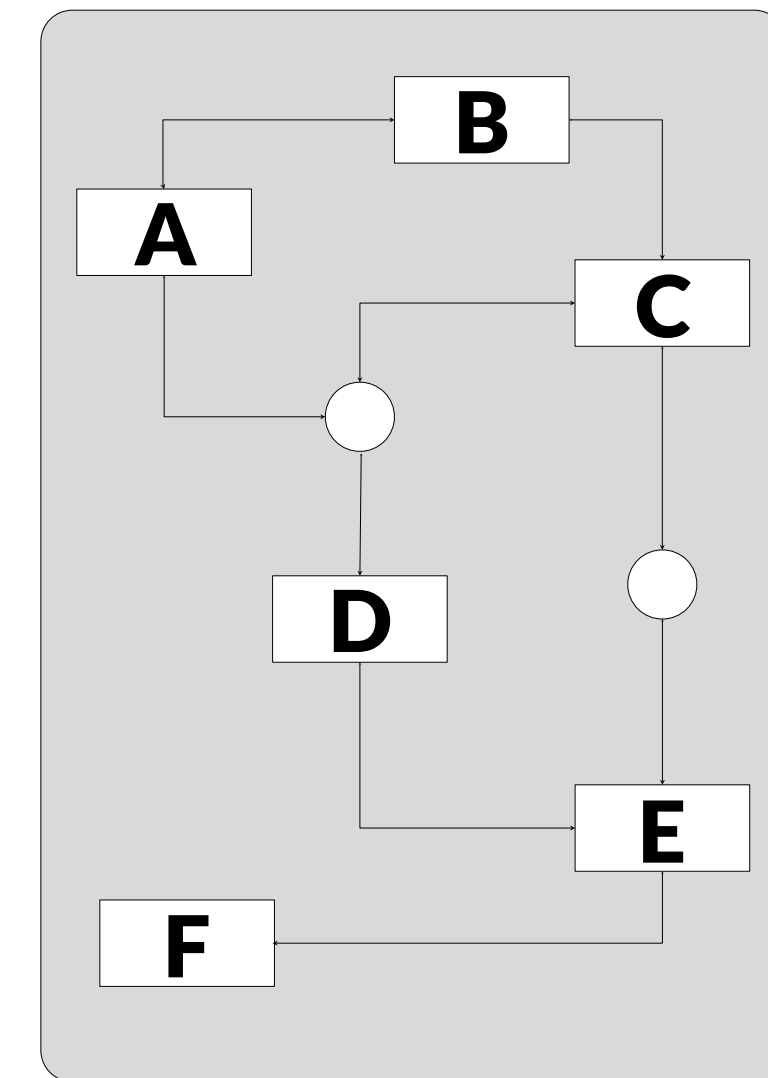
Challenge: Supporting Multiple Tasks

Two central tasks:

Explore **topology** of network

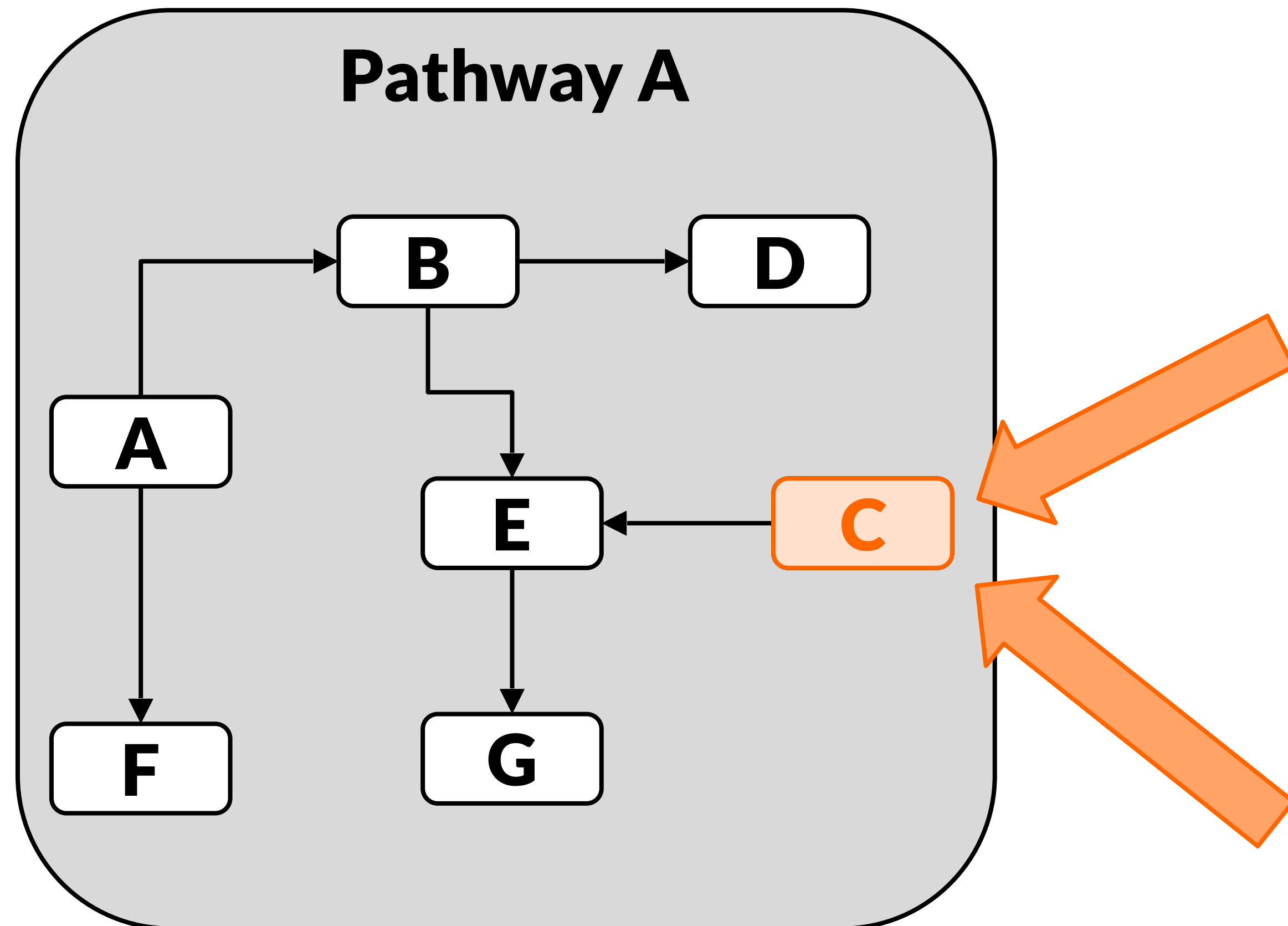
Explore the **attributes** of the nodes
(experimental data)

Need to support both!



	Sample 1	Sample 2	Sample 3
Gene 1	1	1.1	0.4
Gene 2	2	0.5	1.2
Gene 3	1.4	0.2	0.5
Gene 4	0.3	0.5	0.7

Many Node Attributes

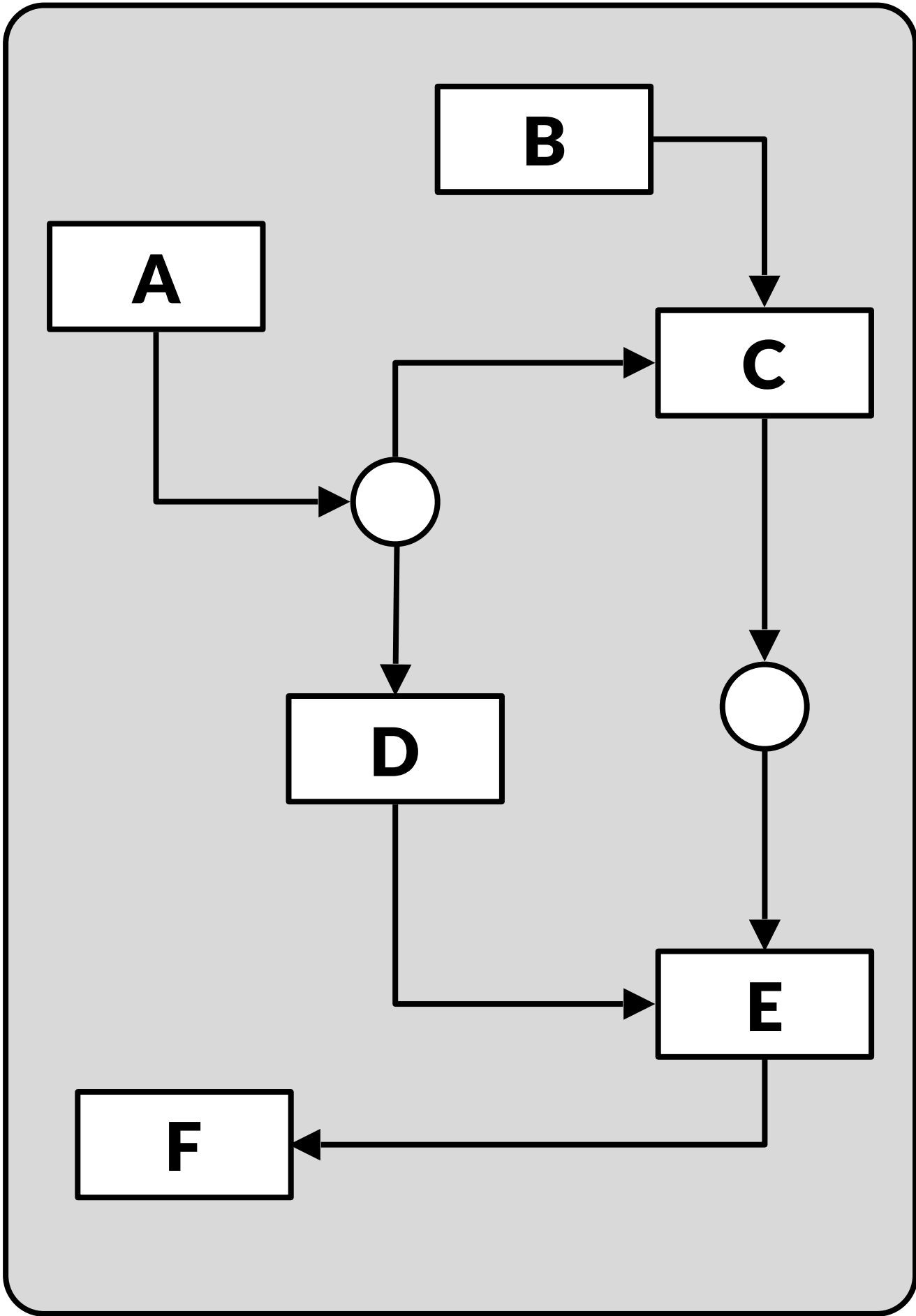


Node	Sample 1	Sample 2	Sample 3	...
A	0.55	0.95	0.83	...
B	0.12	0.42	0.16	...
C	0.33	0.65	0.38	...
...

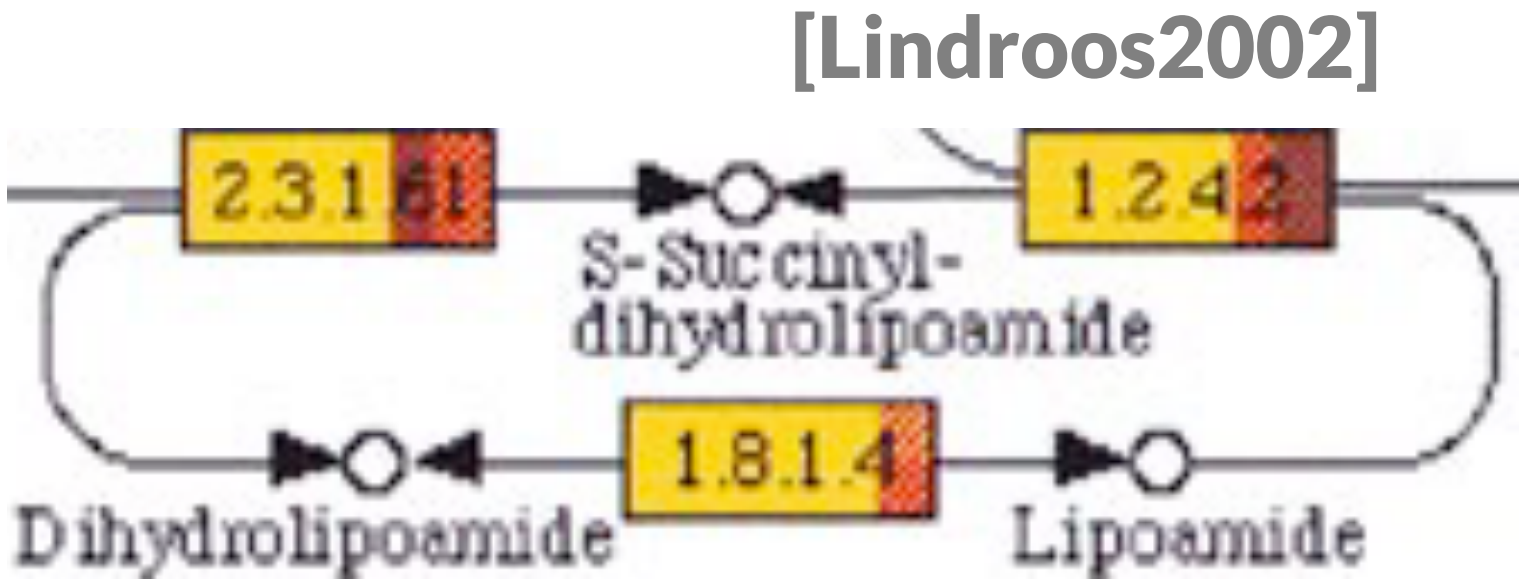
Node	Sample 1	Sample 2	Sample 3	...
A	low	low	very high	...
B	normal	low	high	...
C	high	very low	normal	...
...

How to visualize attribute data on networks?

Good Old Color Coding



A	-3.4	4.2	5.1	4.2
B	2.8	1.8	1.3	1.1
C	3.1	-2.2	2.4	2.2
D	-3	-2.8	1.6	1.0
E	0.5	0.3	-1.1	1.3
F	0.3	0.3	1.8	-0.3

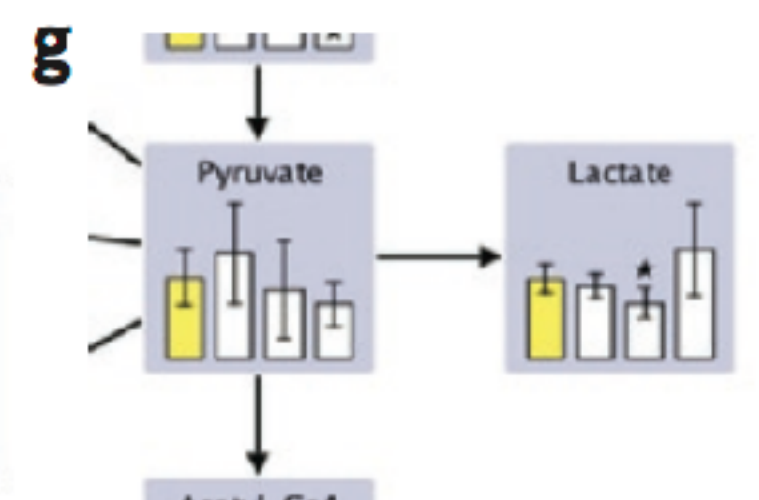
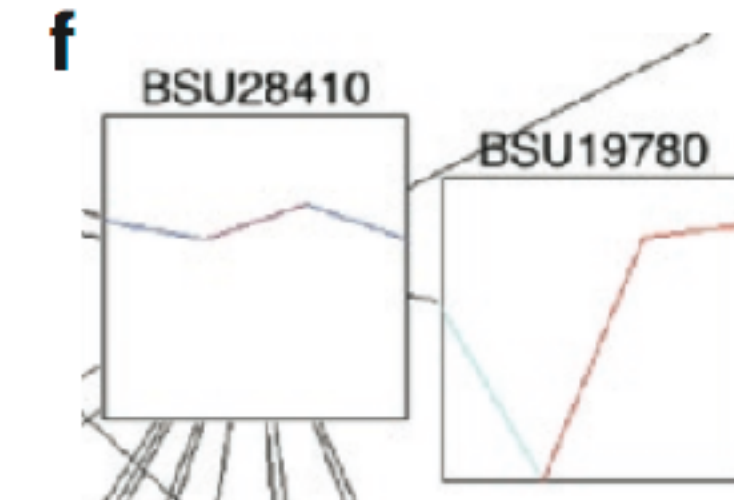
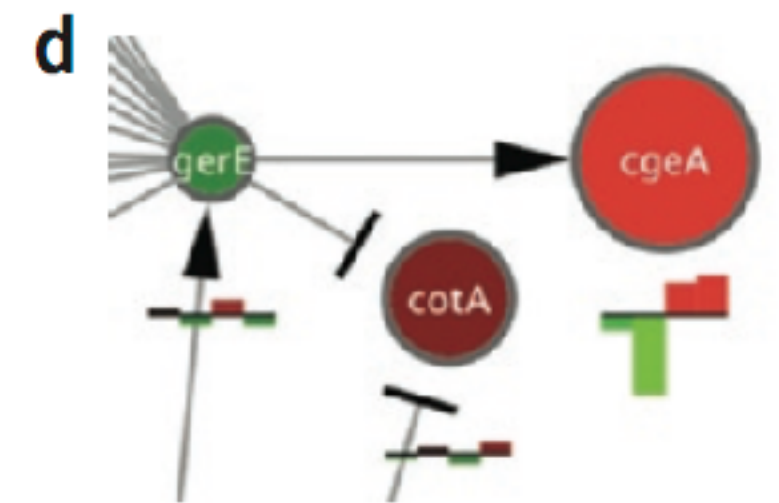
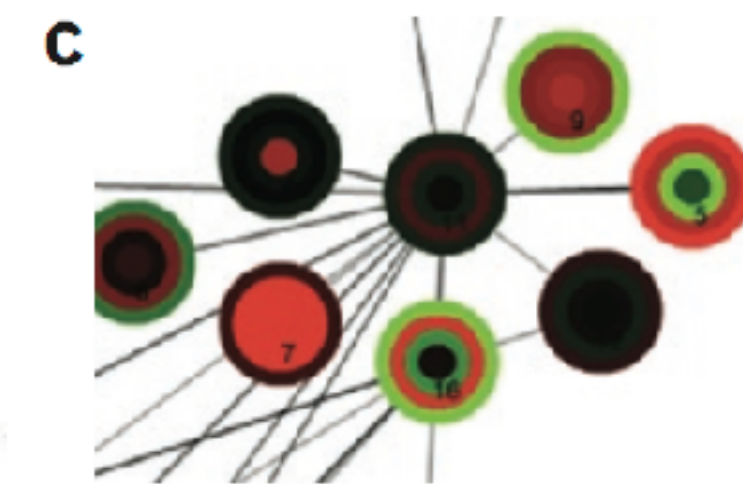
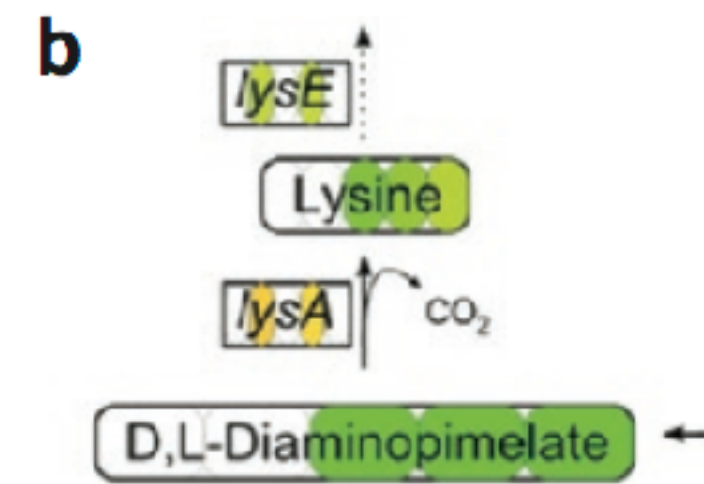
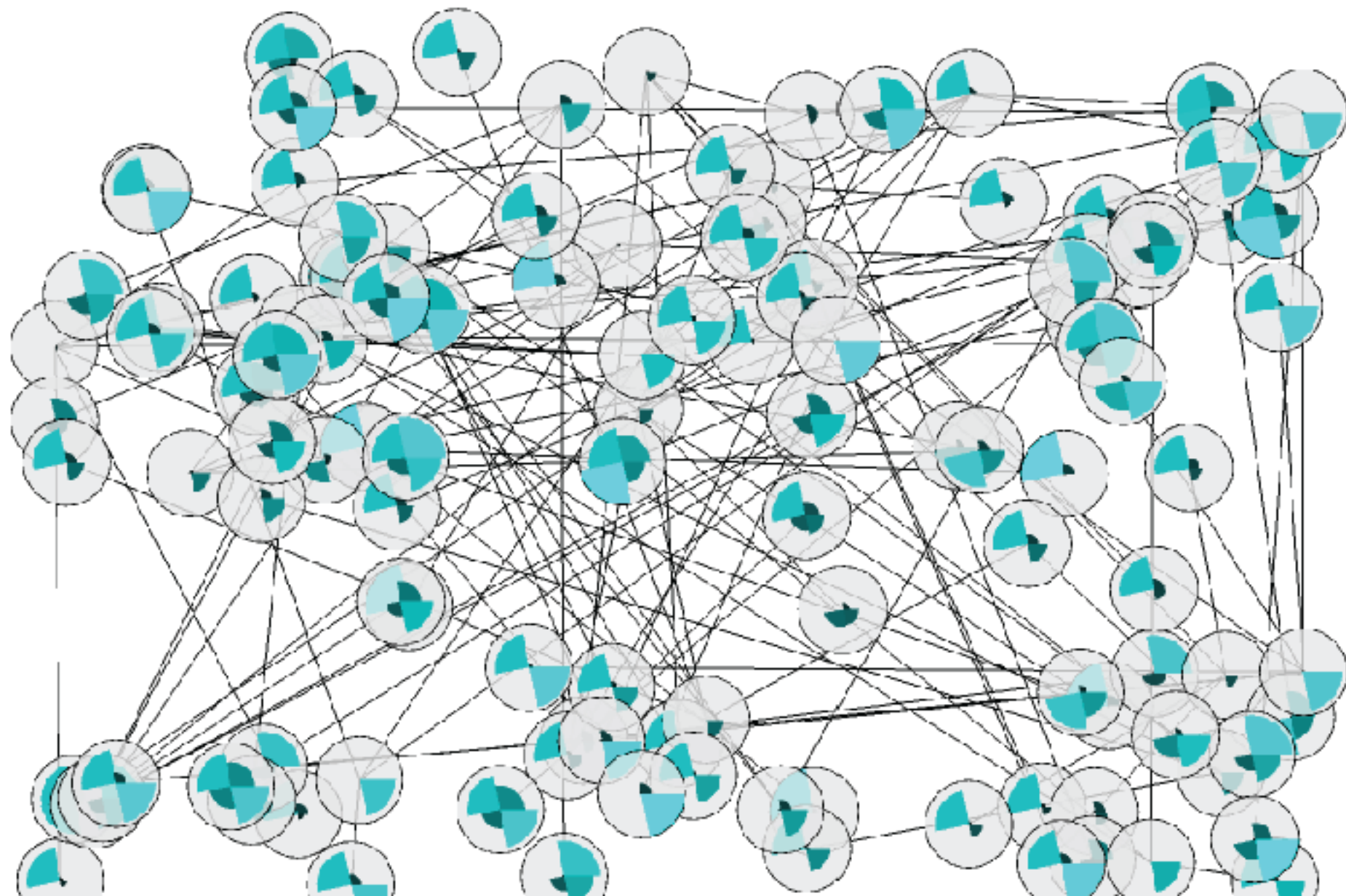


Node Attributes

Coloring

Glyphs

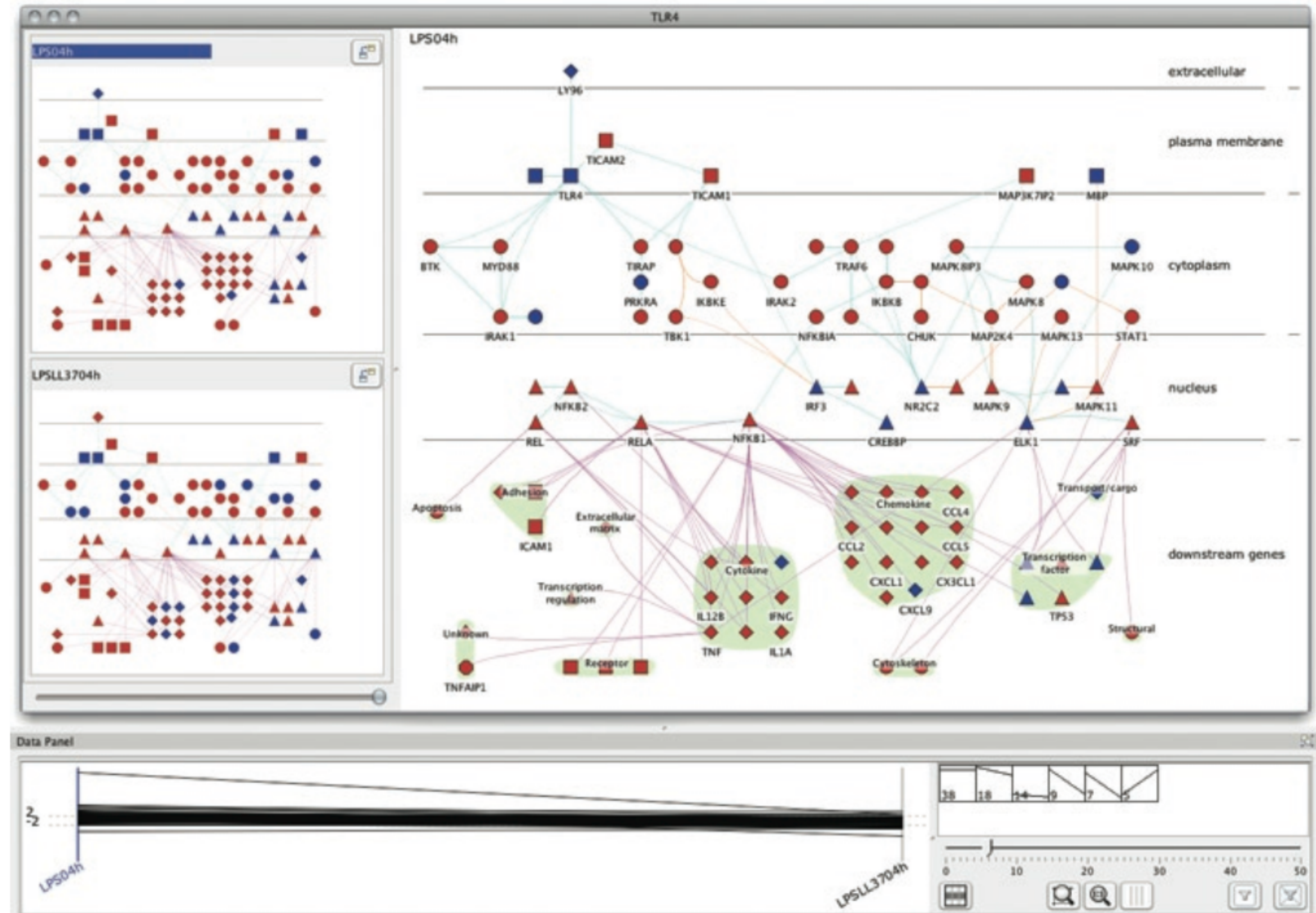
-> Limited in scalability



Small Multiples

Cerebral [Barsky, 2008]

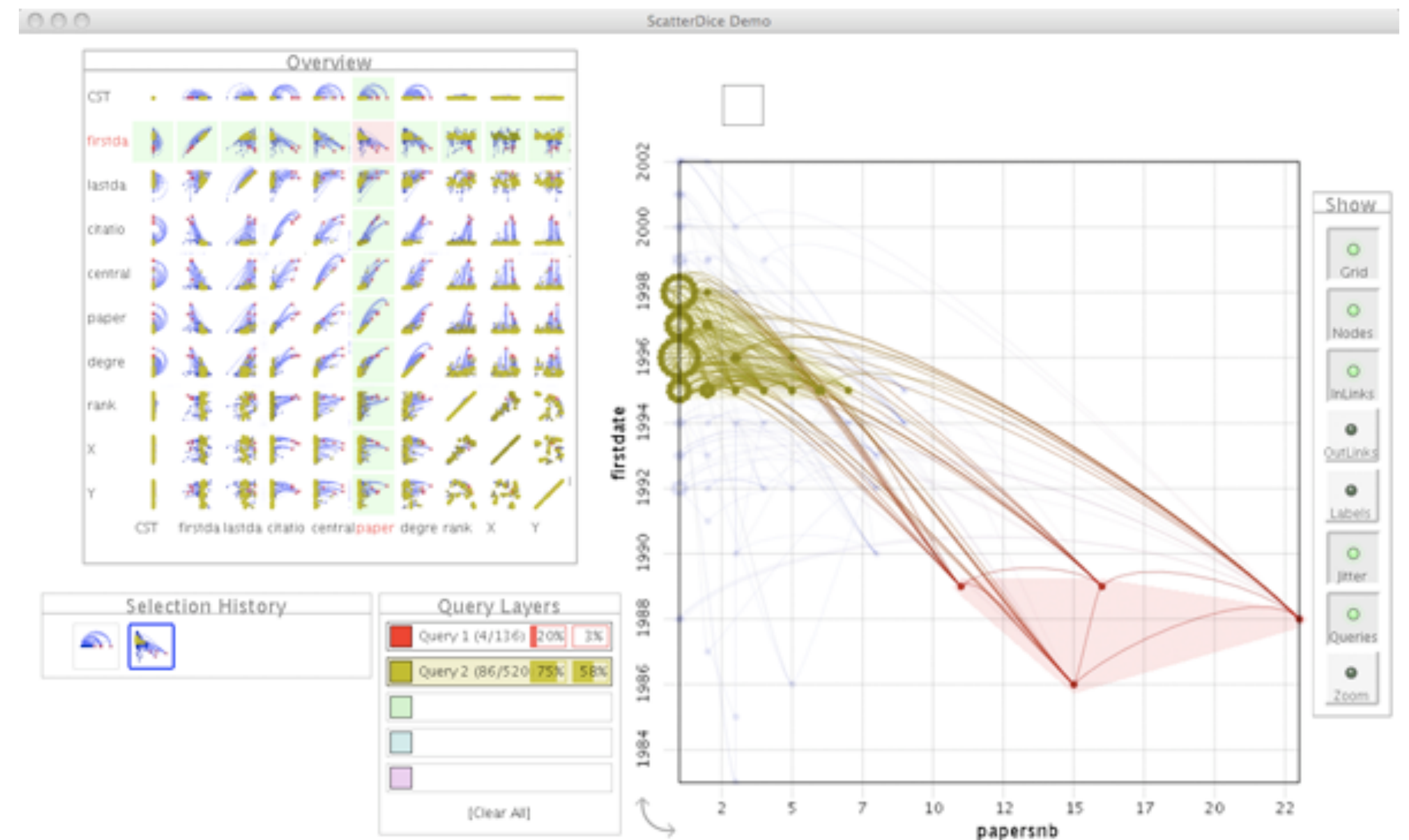
Each dimension in its own window



Data-driven node positioning

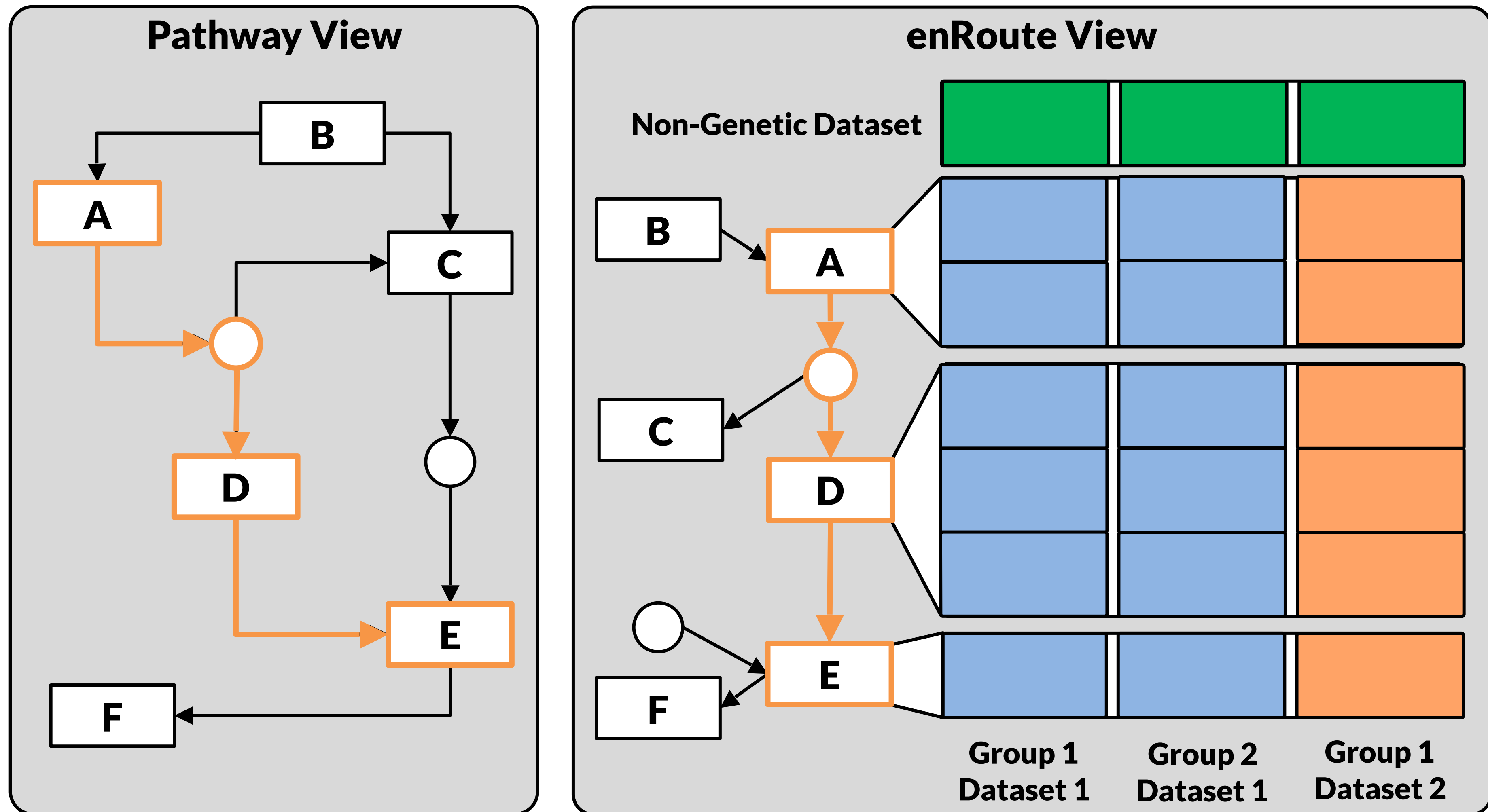
GraphDice

Nodes are laid out according to attribute values

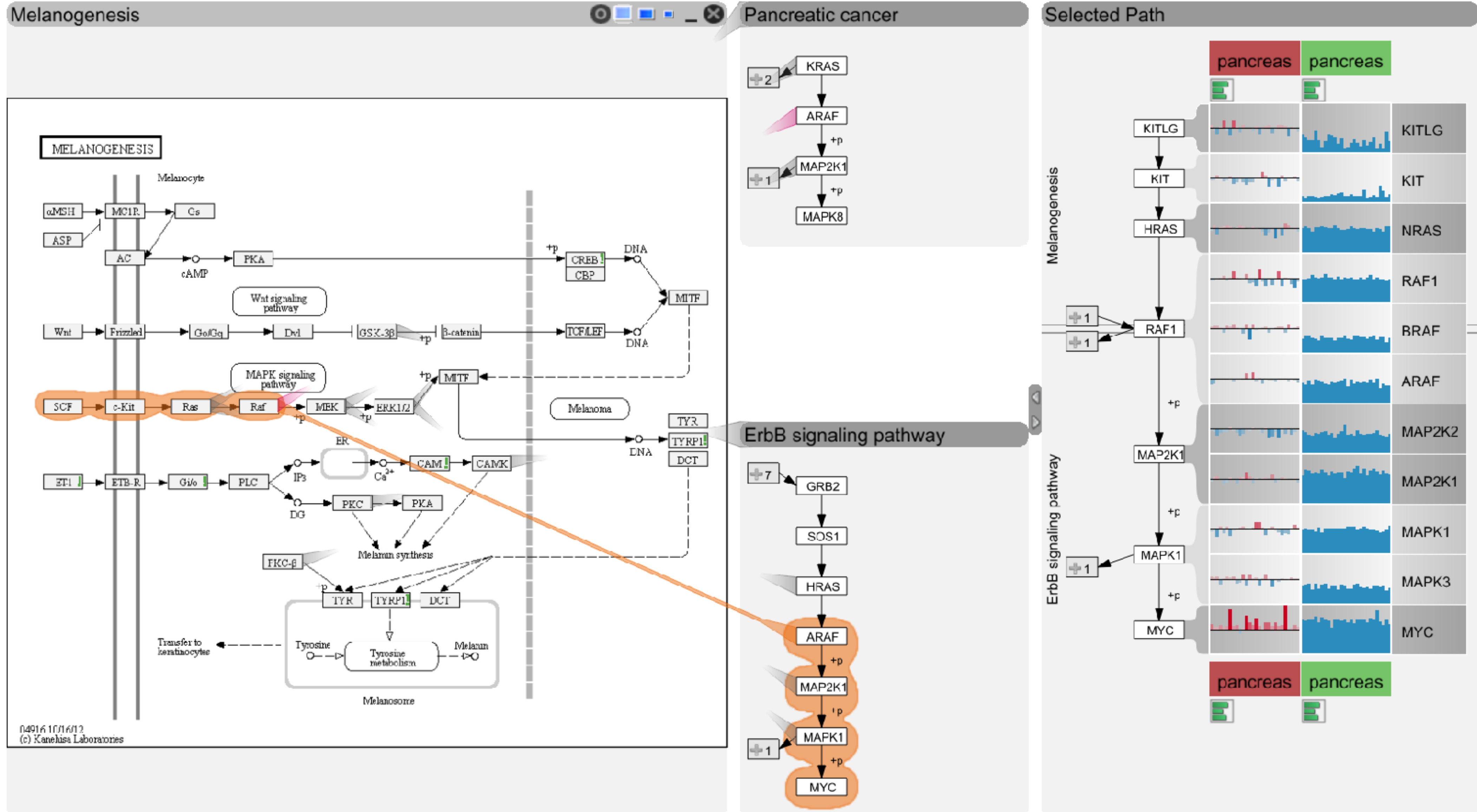


[Bezerianos et al, 2010]

Path Extraction: enRoute



enRoute



Pathways

Pathway

Filter:

<None>

1 C donor

2-Oxocarboxylic acid

ABC transporters

ABC-family proteins

ACE Inhibitor Pathwa

Acetylcholine Synthes

Acute myeloid leukem

Adherens junction

Adipocyte TarBase

Adipocytokine signali

Adipogenesis

Advanced glycosylatio

Aflatoxin B1 metaboli

African trypanosomias

AGE/RAGE pathway

AhR pathway

Alanine and aspartate

Alanine, aspartate an

Alcoholism

Aldosterone-regulated

Allograft rejection

Allograft rejection

Alpha 6 Beta 4 signal

alpha-Linolenic acid

Alzheimer's disease

Alzheimers Disease

amino acid conjugatio

amino acid conjugatio

Amino sugar and nucl

Aminoacyl-tRNA bios

Amoebiasis

Amphetamine addicti

AMPK signaling

Amyotrophic lateral sc

Androgen receptor si

Angiogenesis

Angiogenesis

angiogenesis overvie

Antigen processing an

APC/C-mediated degra

Apoptosis

Apoptosis

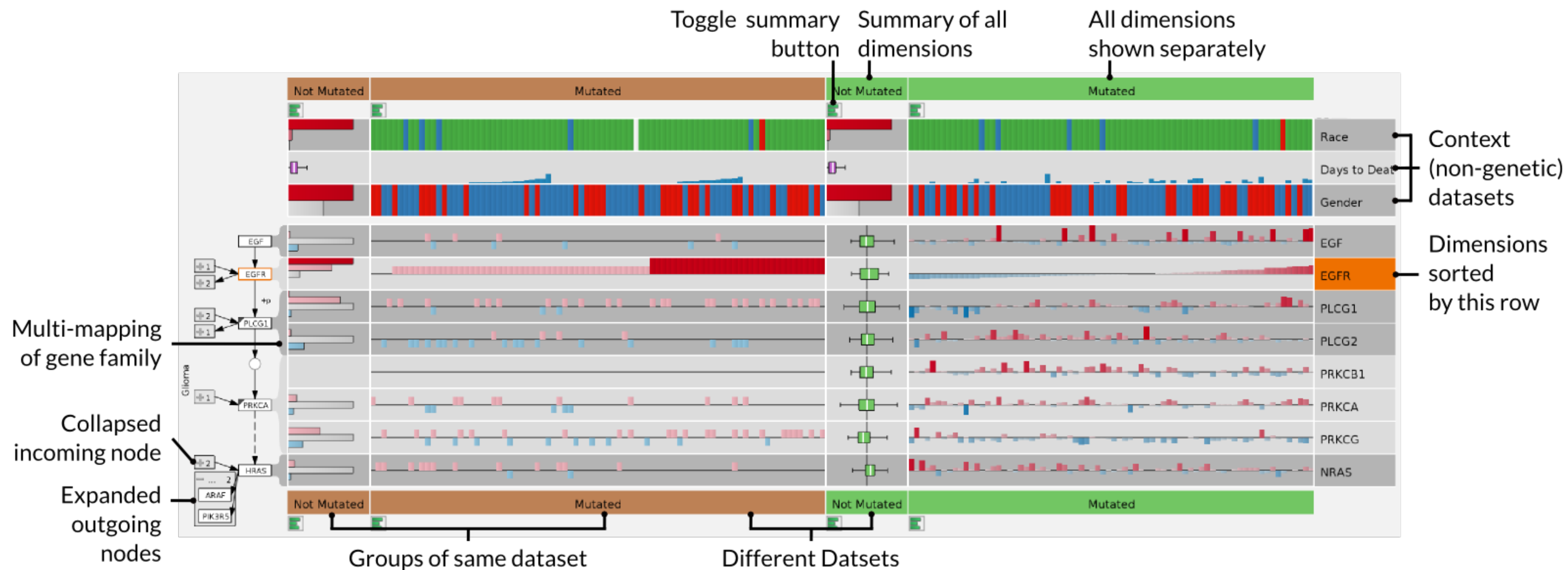
Apoptosis Meta Path

Apoptosis Modulation

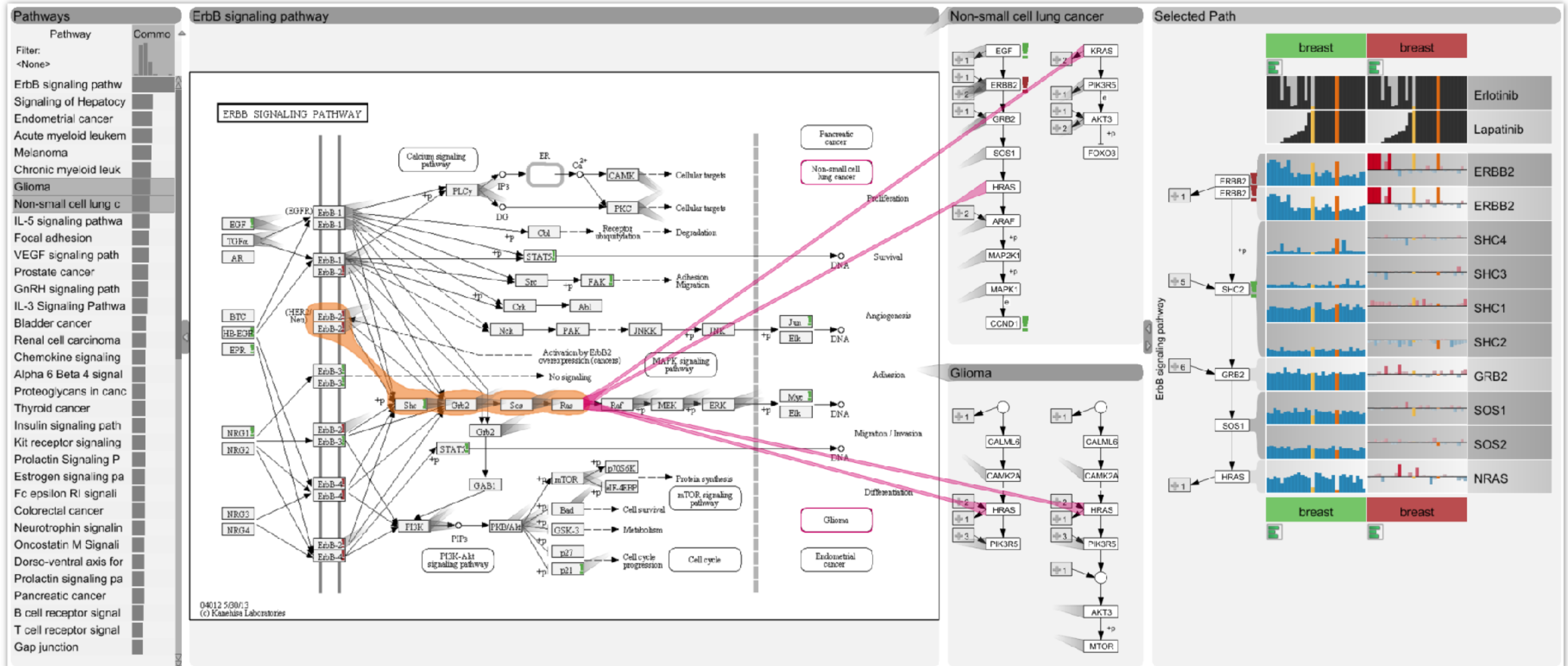
Apoptosis Modulation

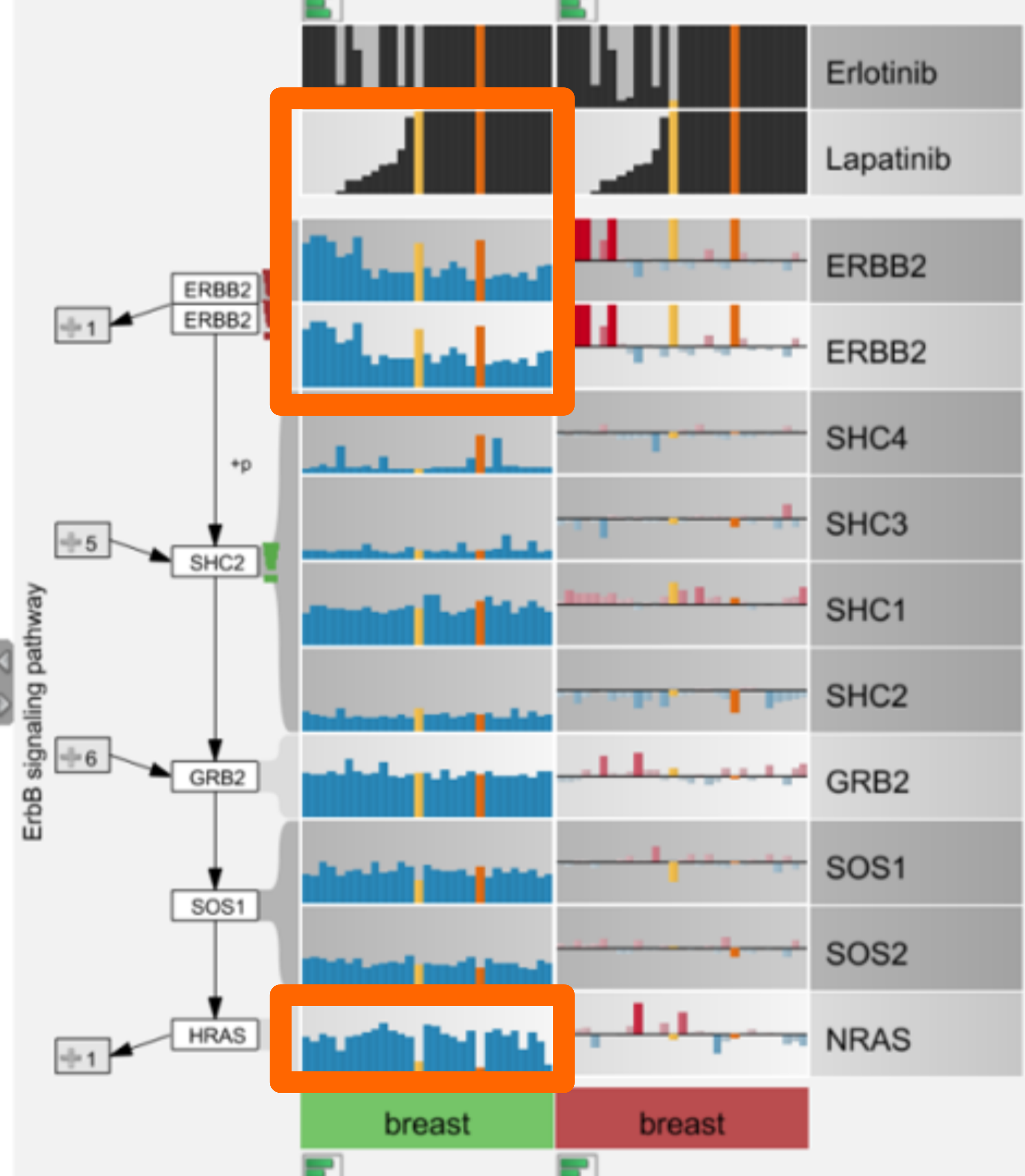
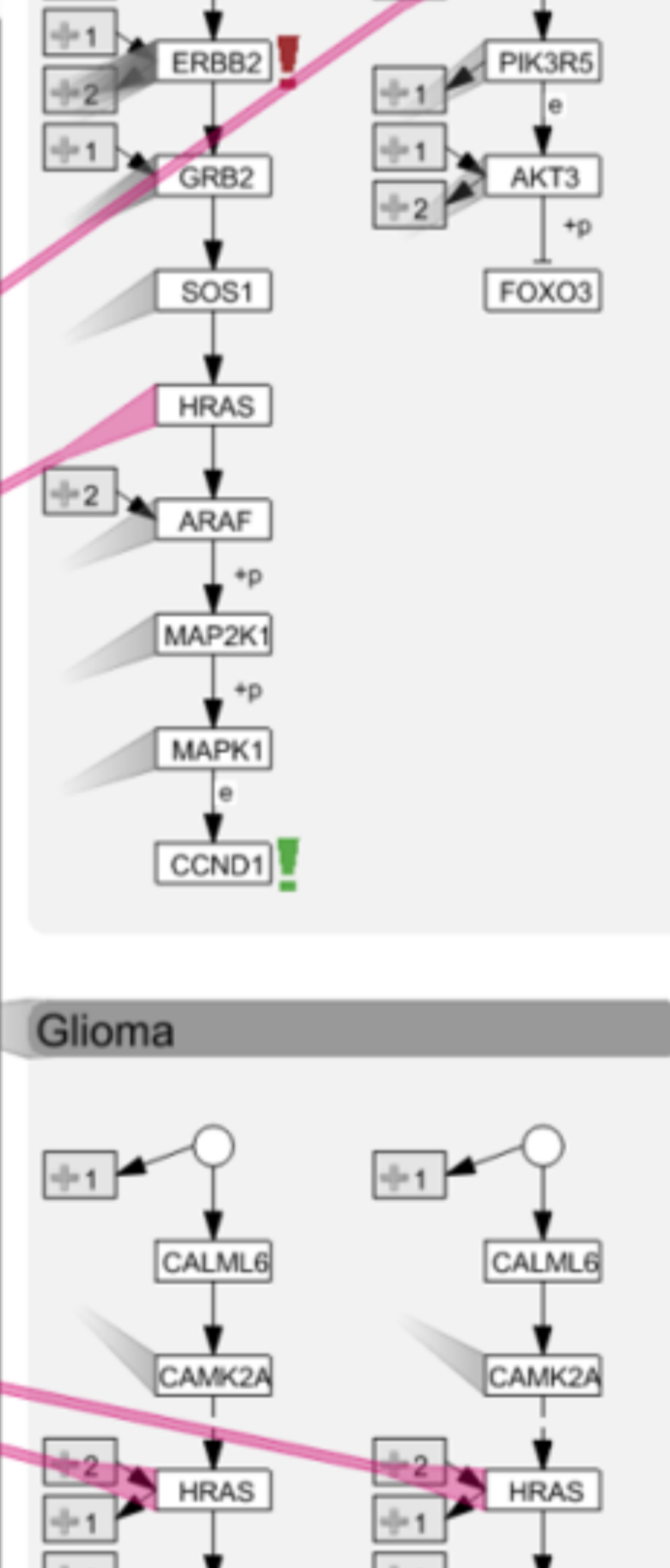
Apoptosis, anoikis an

Selected Path

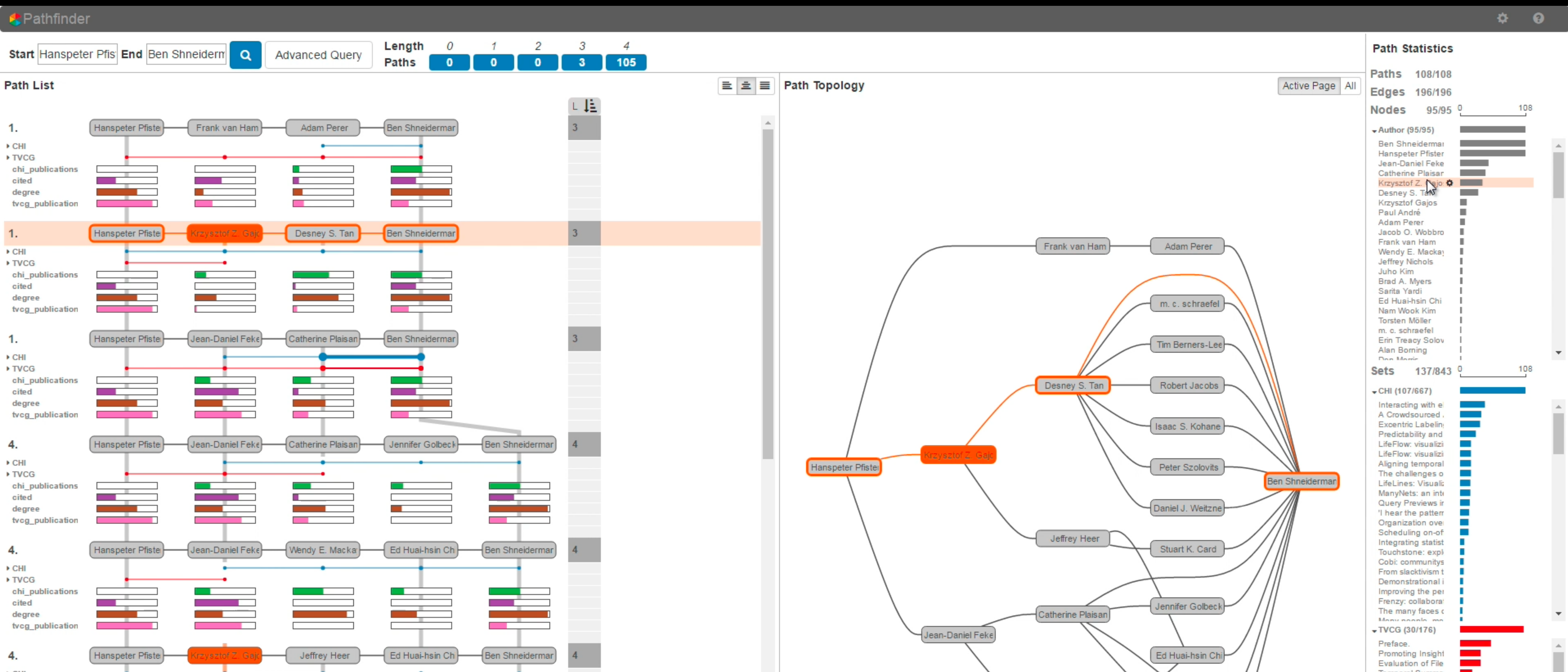


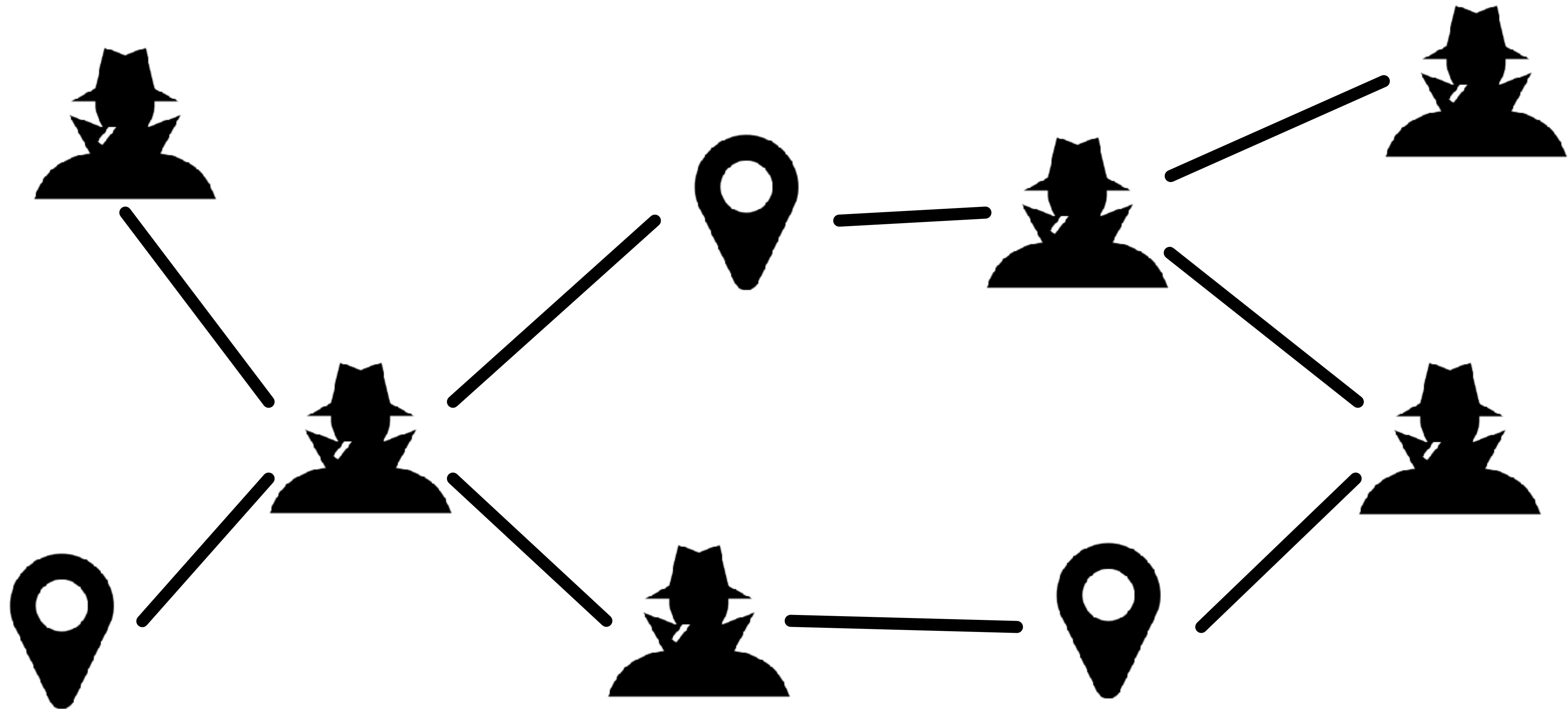
Case Study: CCLE Data



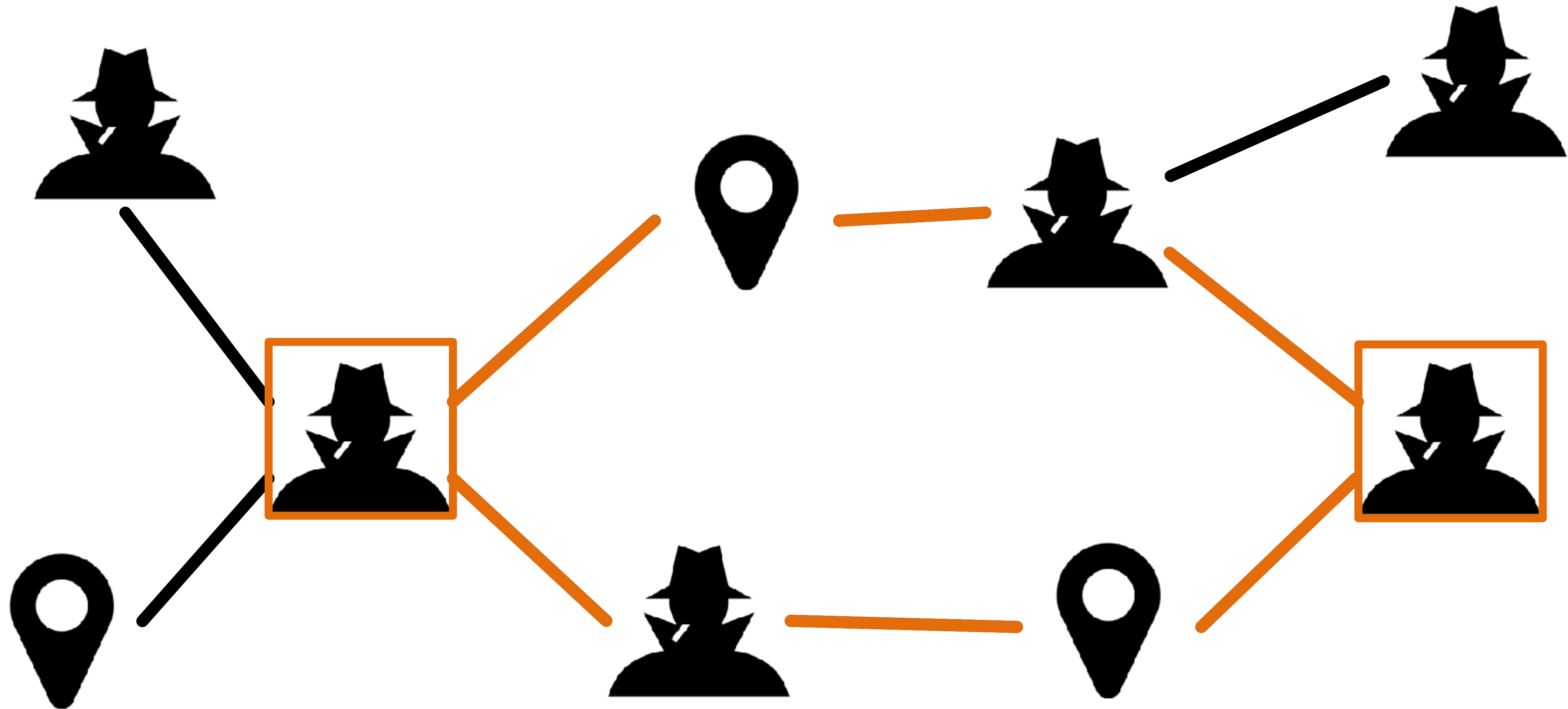


Pathfinder: Visual Analysis of Paths in Graphs

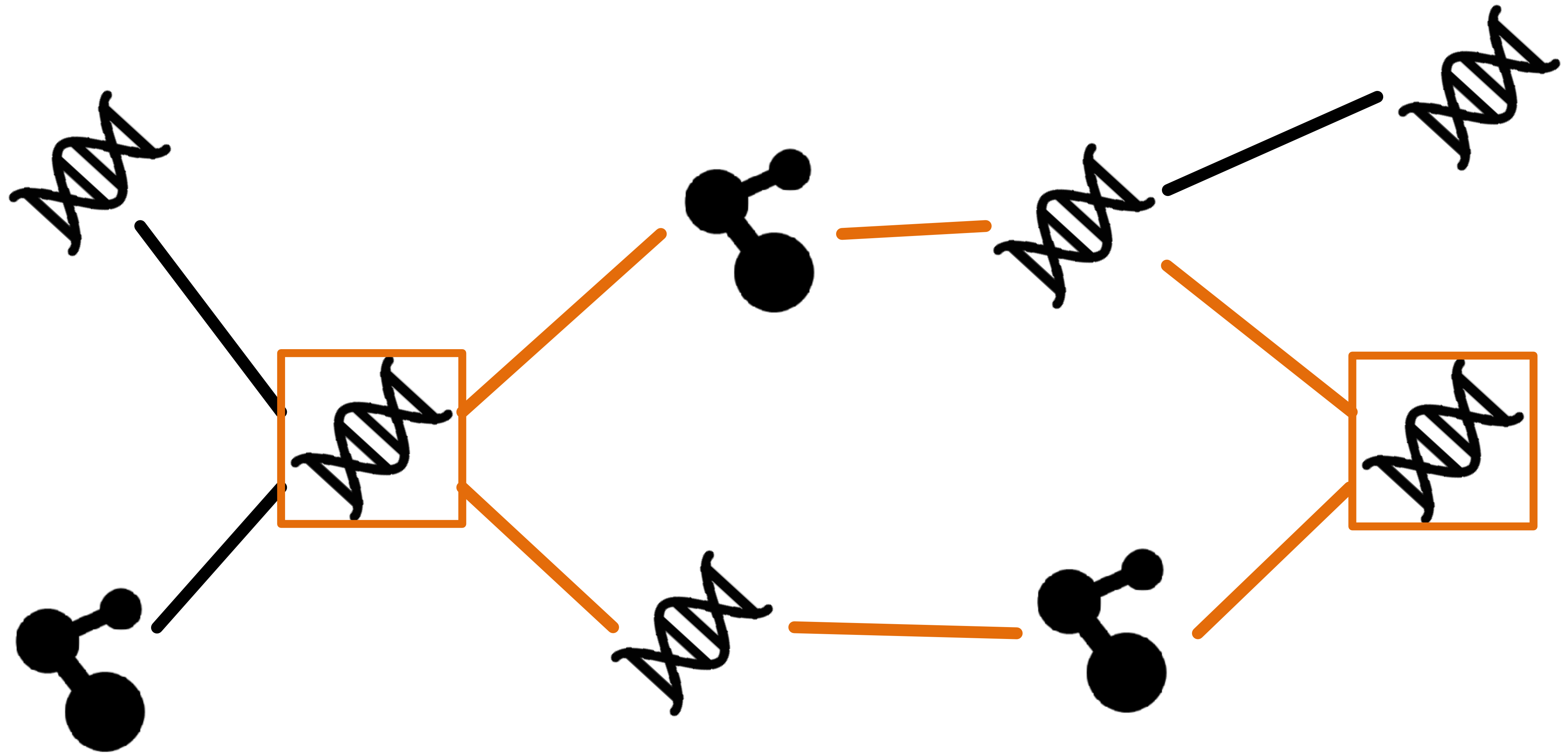




Intelligence Data: How are two suspects connected?



Intelligence Data: How are two suspects connected?



Biological Network: How do two genes interact?

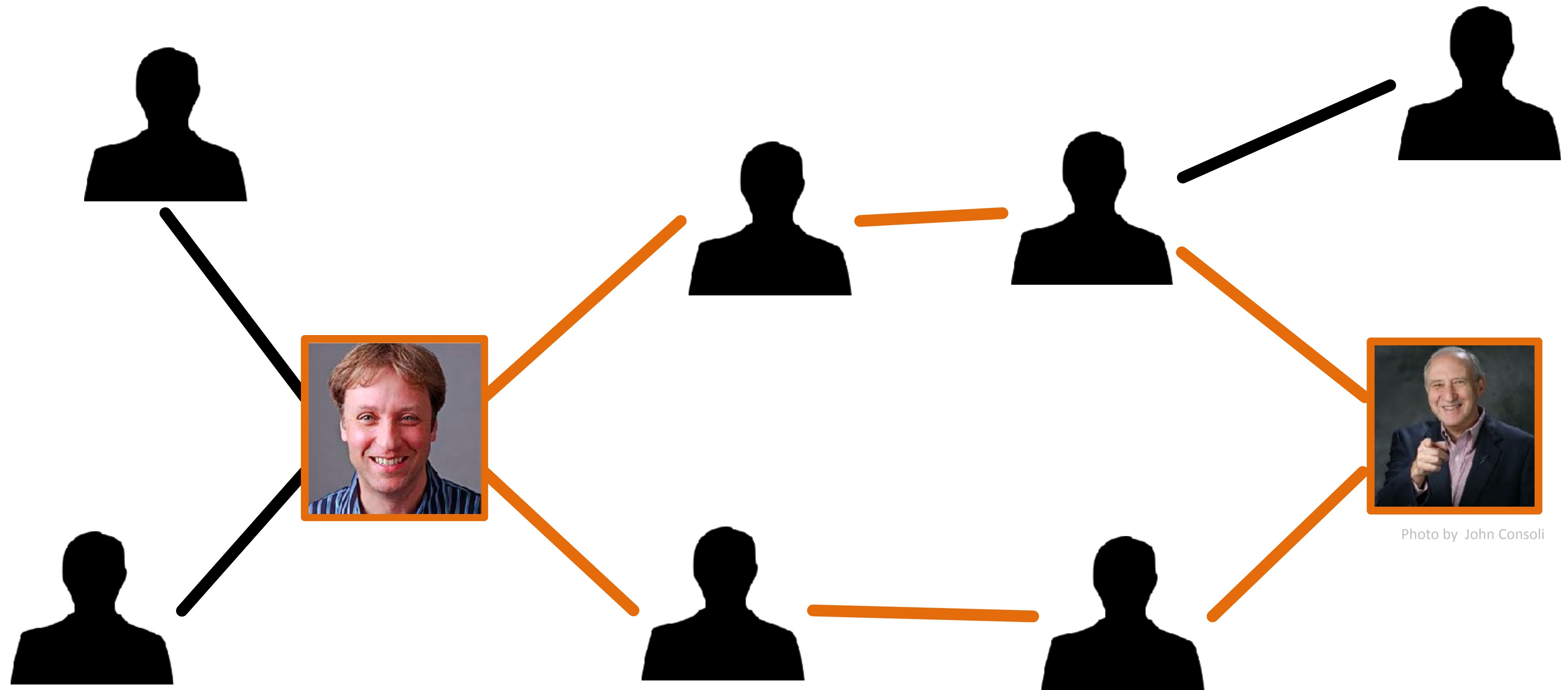
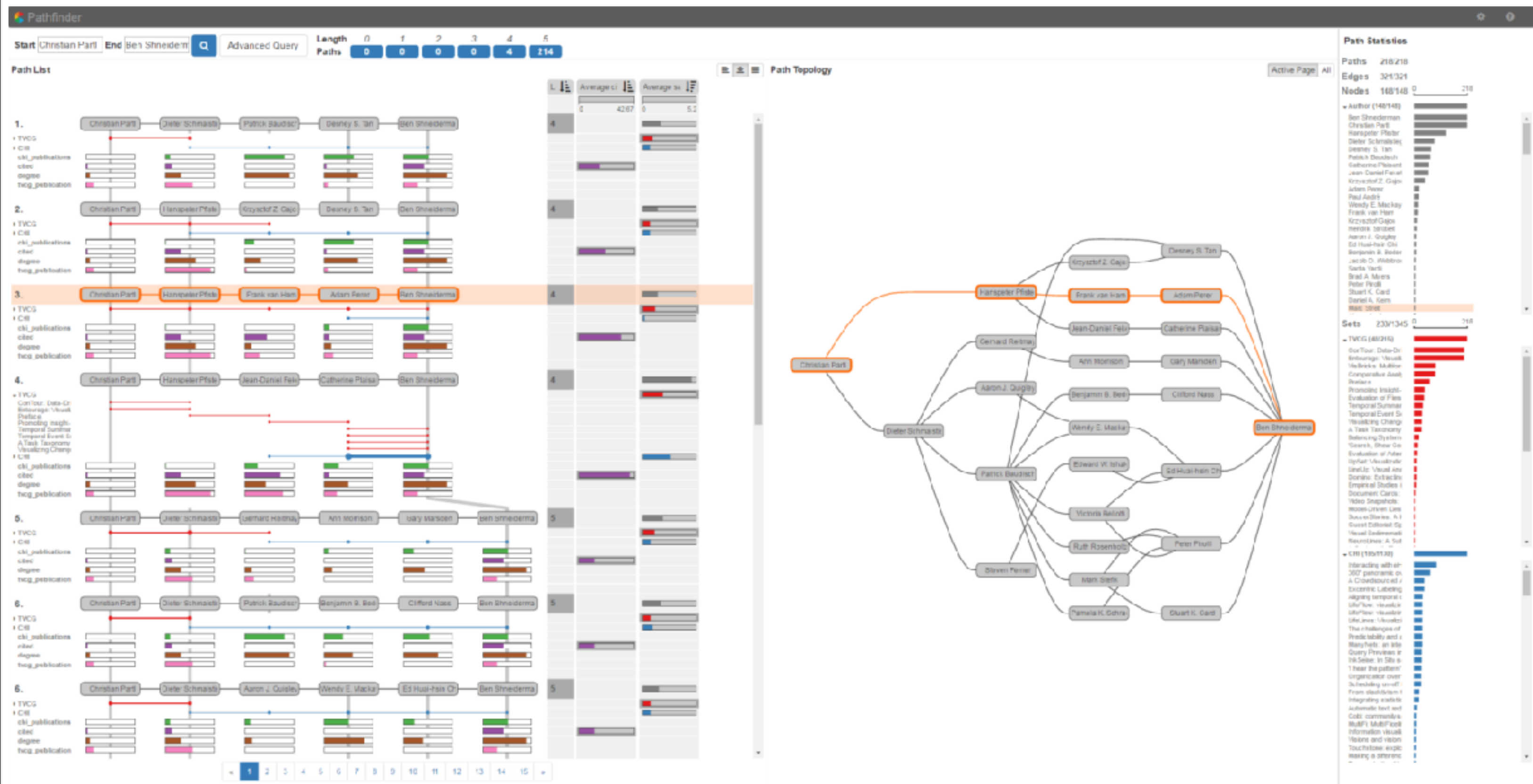


Photo by John Consoli

Coauthor Network: How is HP Pfister connected to Ben Shneiderman?

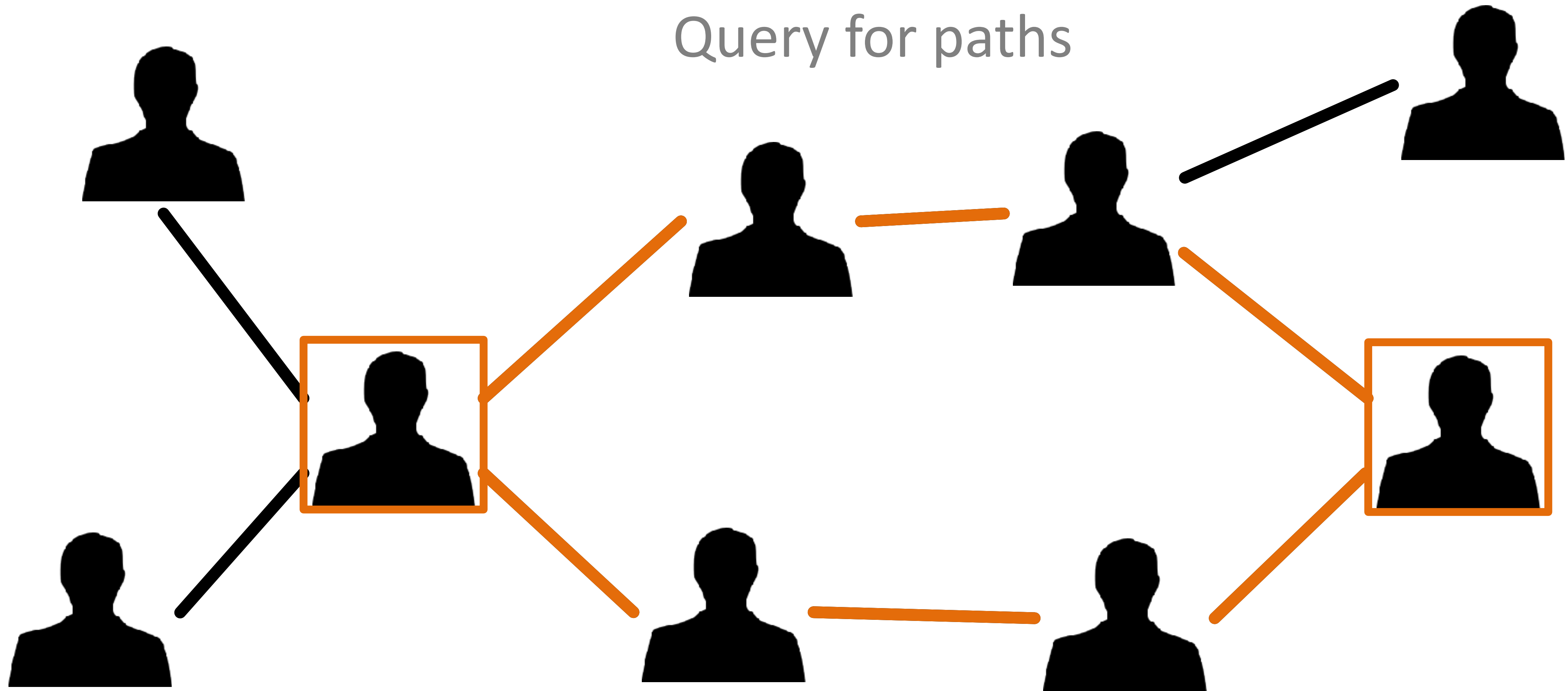
Pathfinder



Visual Analysis of Paths
in Large Multivariate Graphs

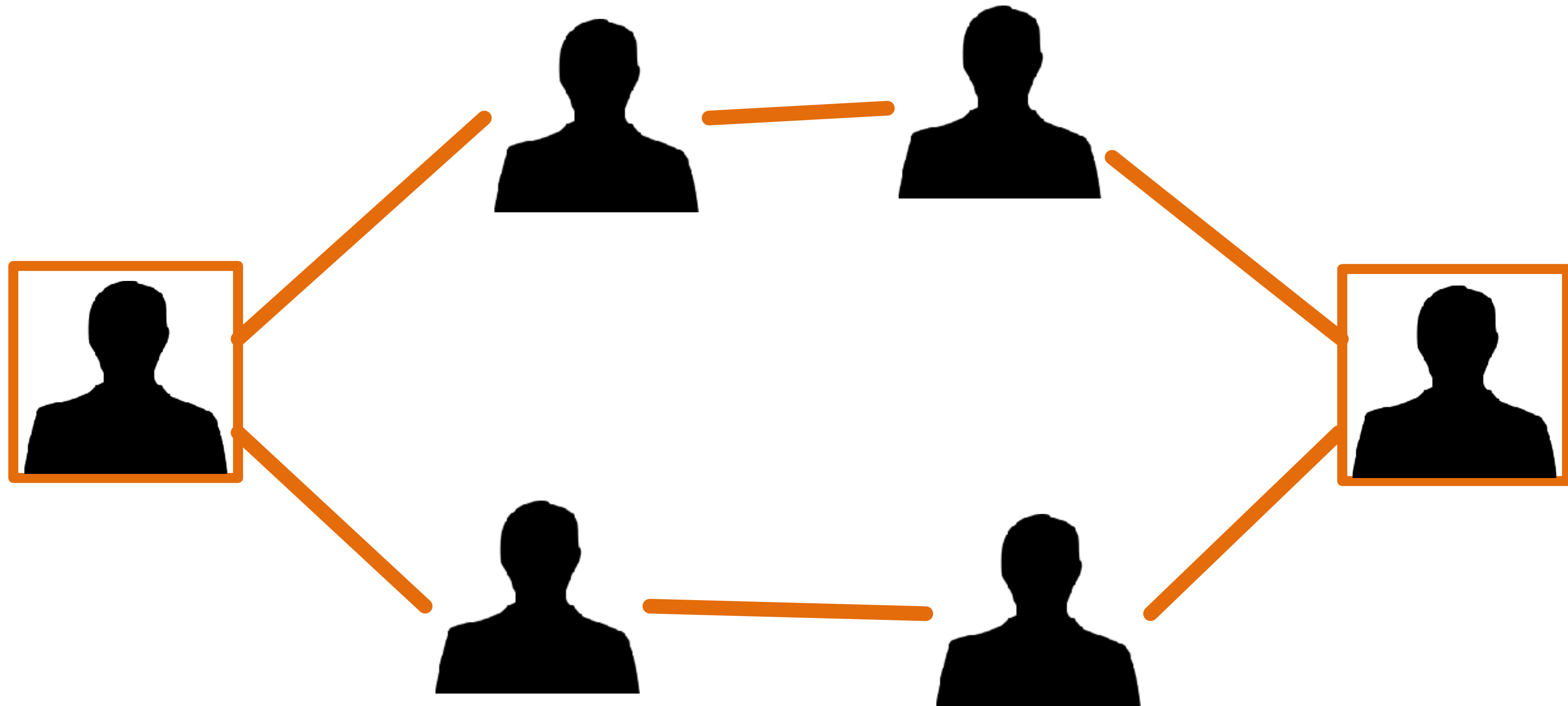
Pathfinder Approach

Query for paths



Pathfinder Approach

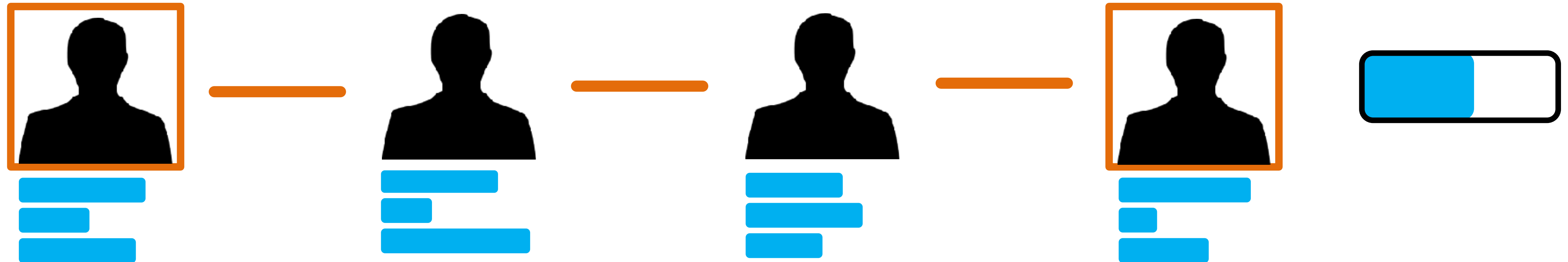
Shows query lines diagram..



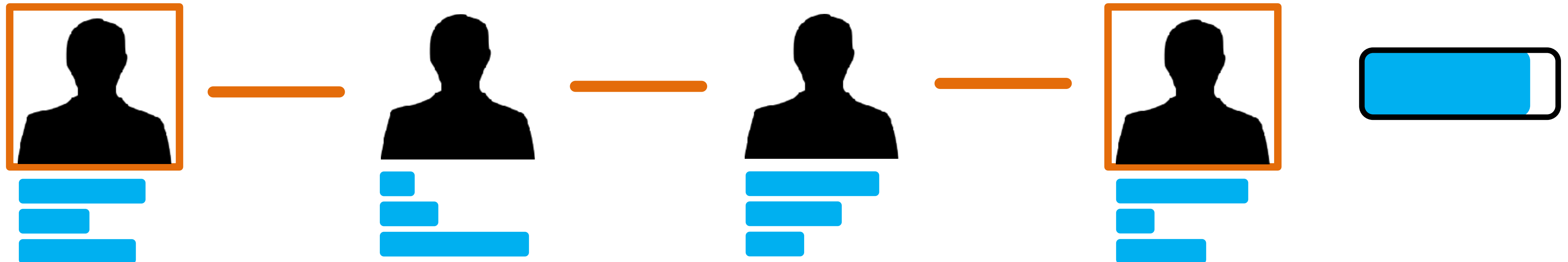
Pathfinder Approach

Update ranking to identify important paths **Path Score**

1.



2.

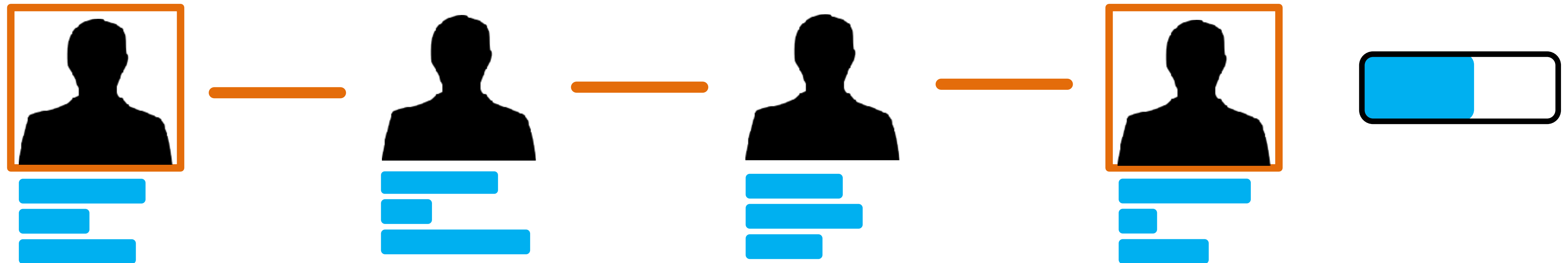


Pathfinder Approach

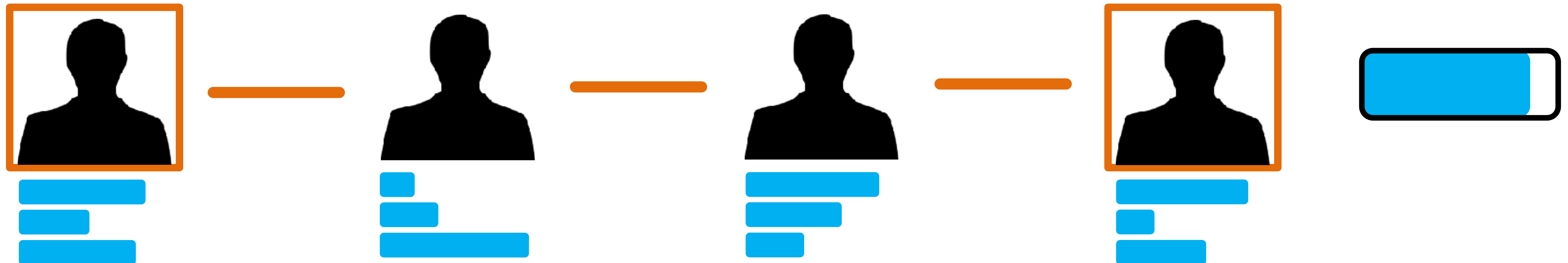
Update ranking to identify important paths

Path Score

1.




2.



Start

End



Advanced Query


Length
Paths


Path List


Query Interface











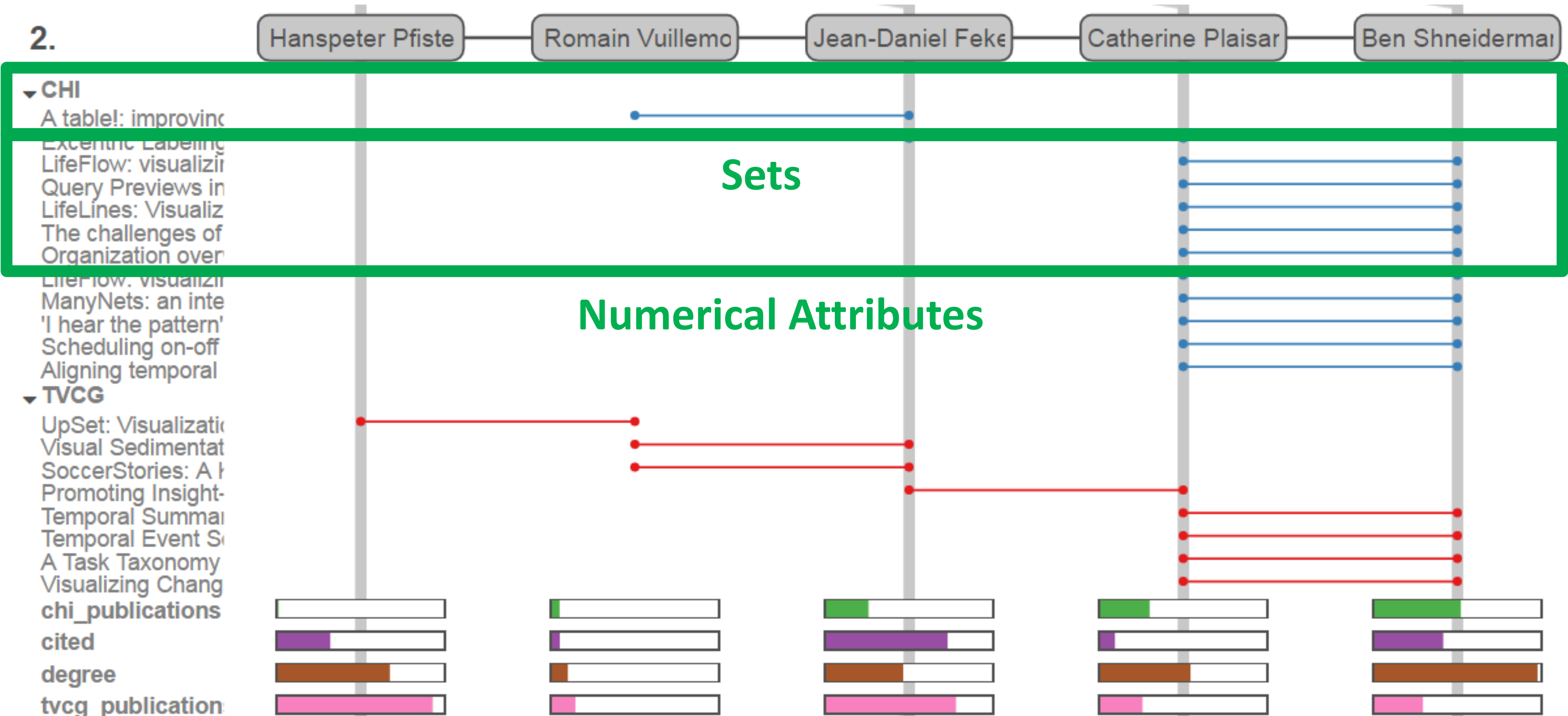
Path Topology

Active Page

All

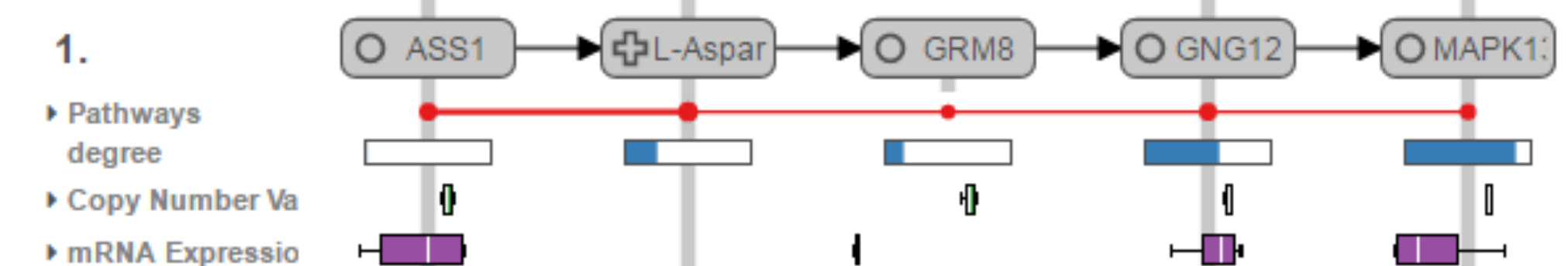
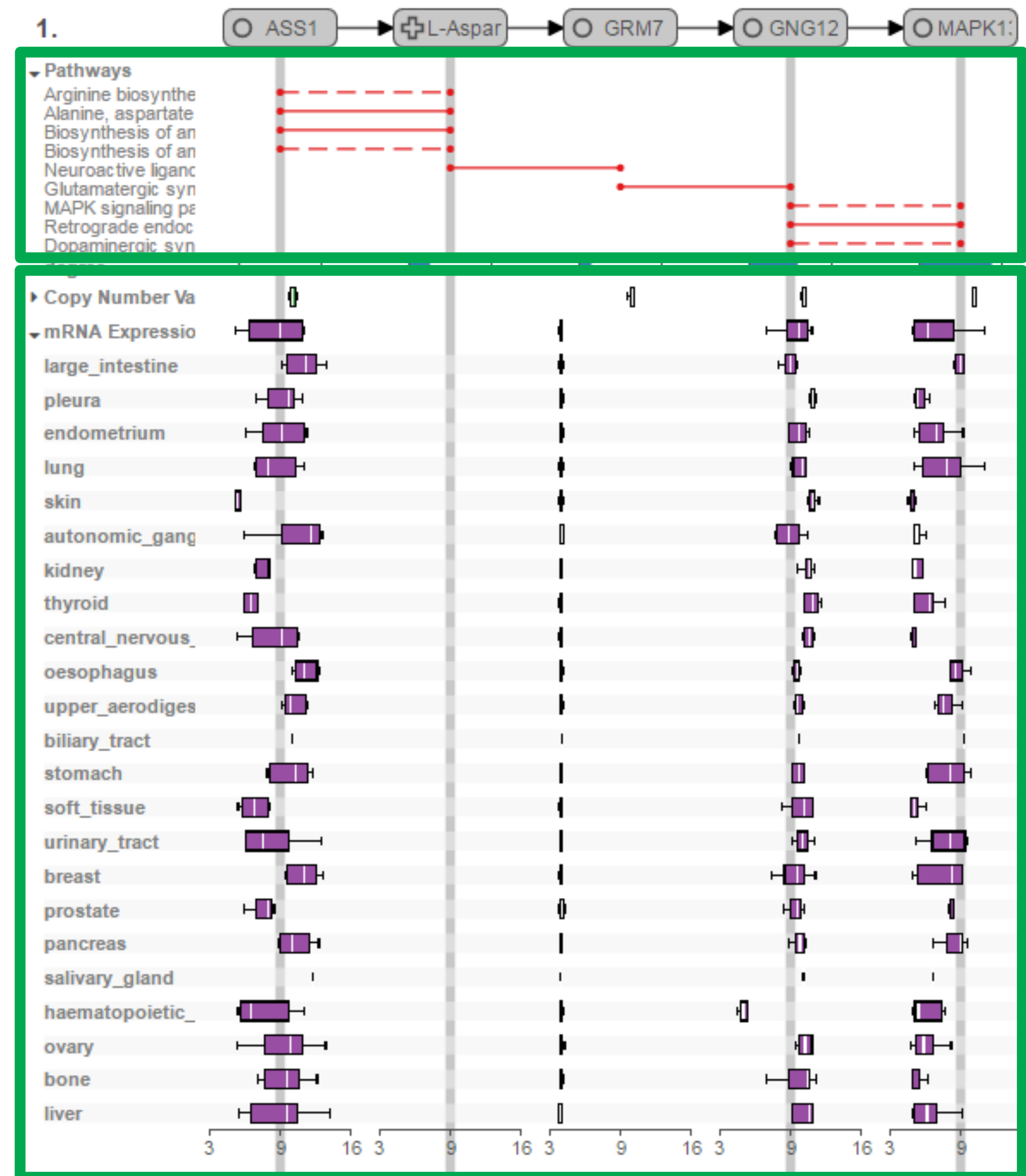
Path Statistics

Path Representation



Pathways

Grouped Copy Number and Gene Expression Data



Visualizing Edge Attributes

Most common ways to encode edge attributes

Quantitative: Width



Ordinal: Saturation



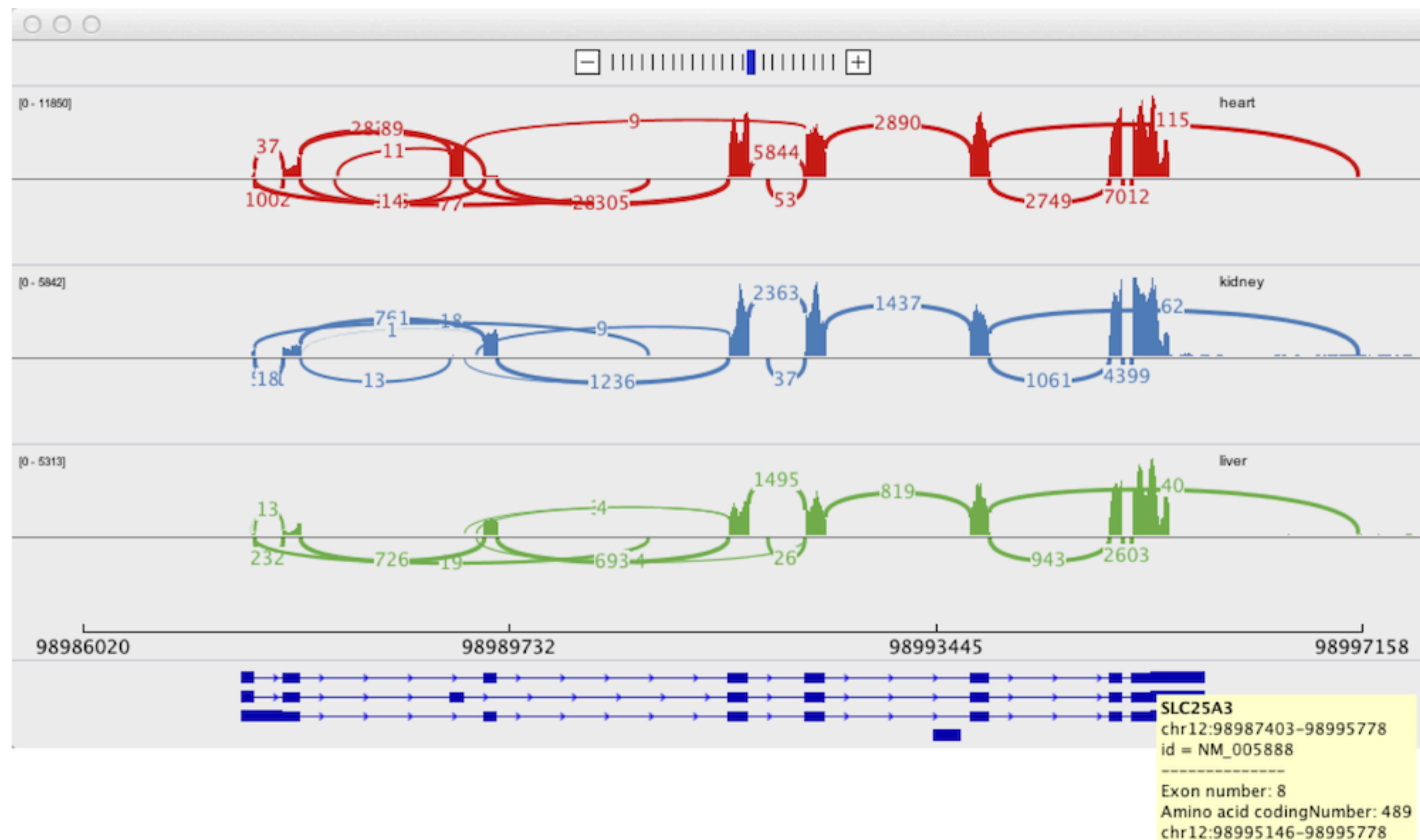
Nominal: Style



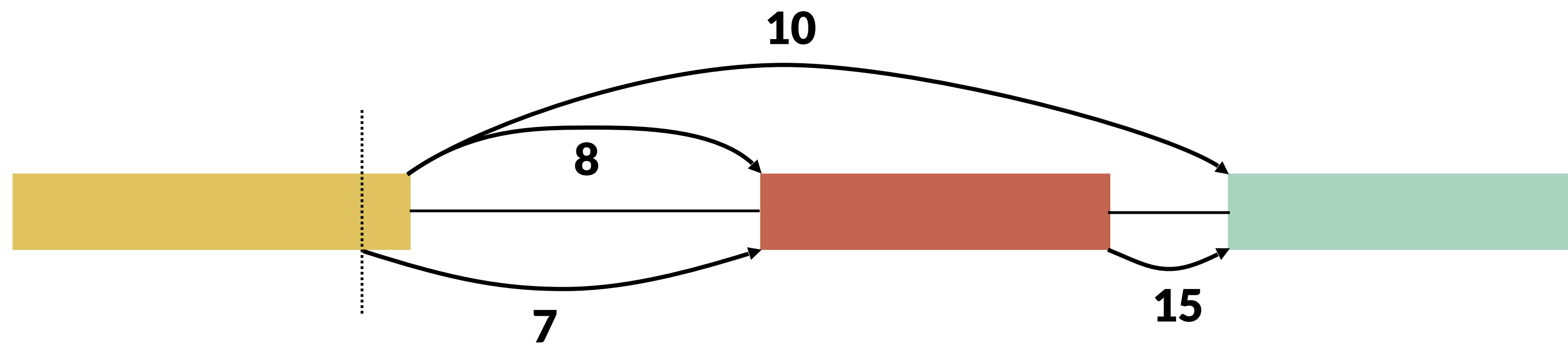
Visualizing Edge Attributes

In practice very limited

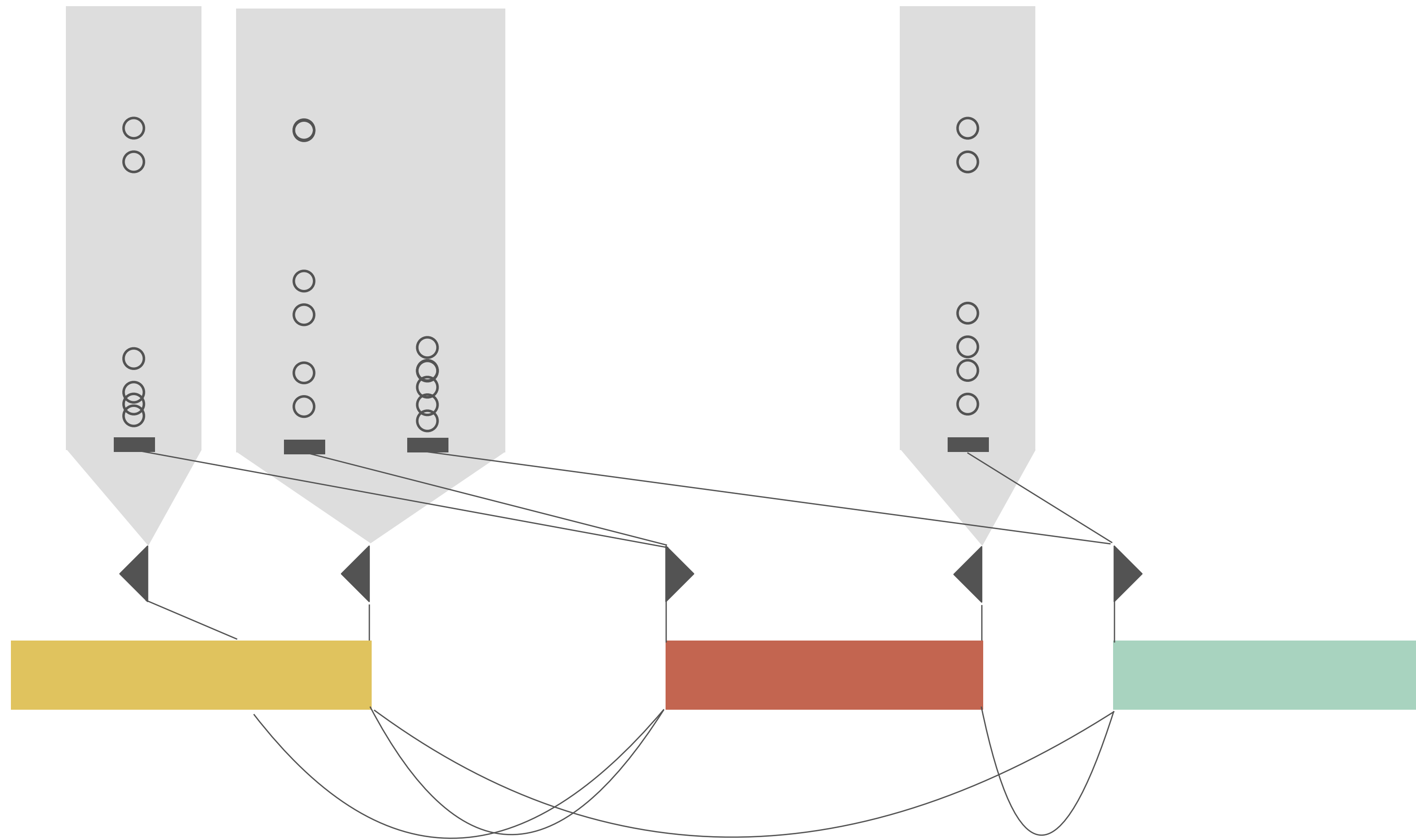
Example: Sashimi Plots



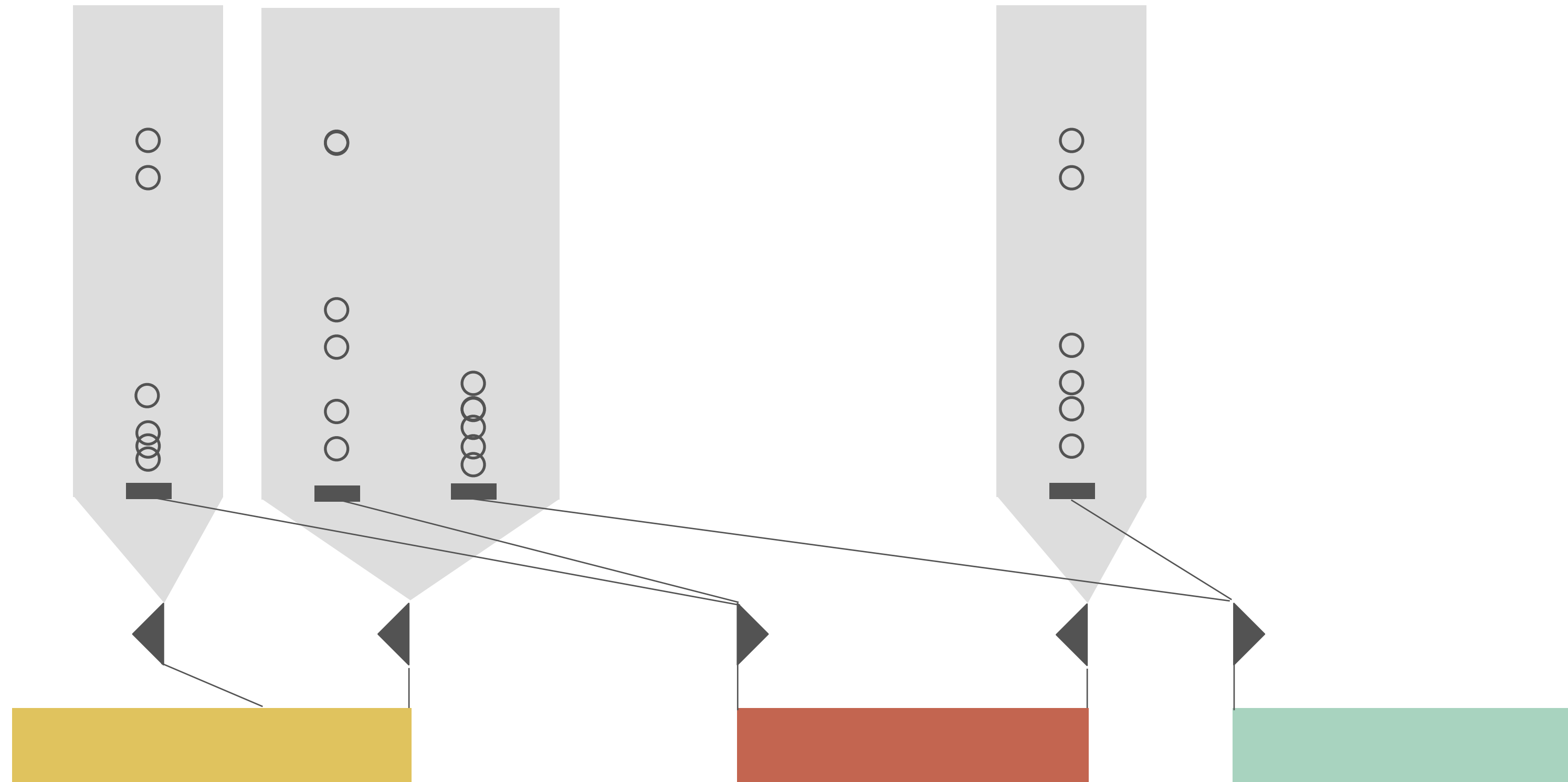
What's the Problem?



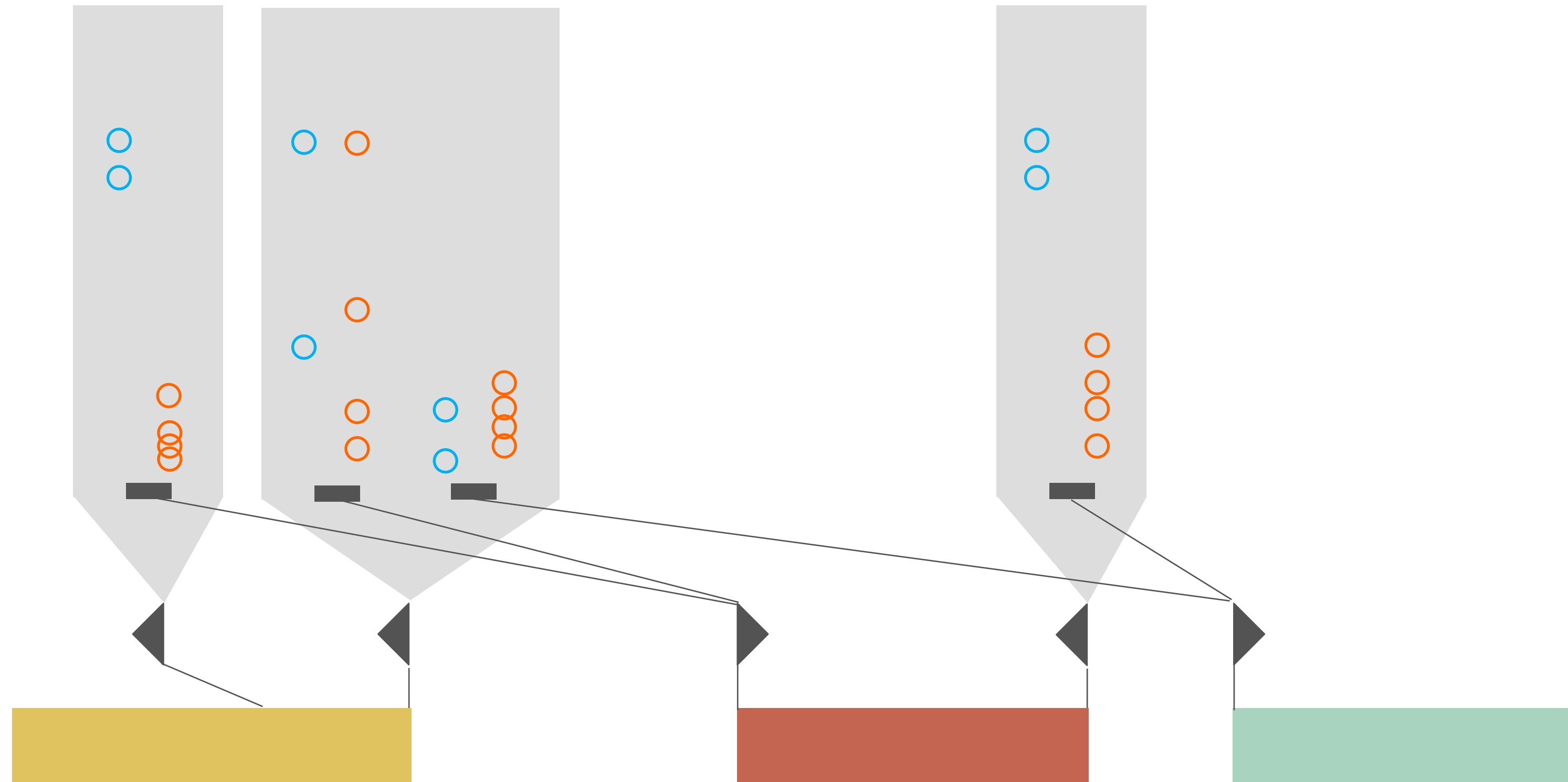
Junction View



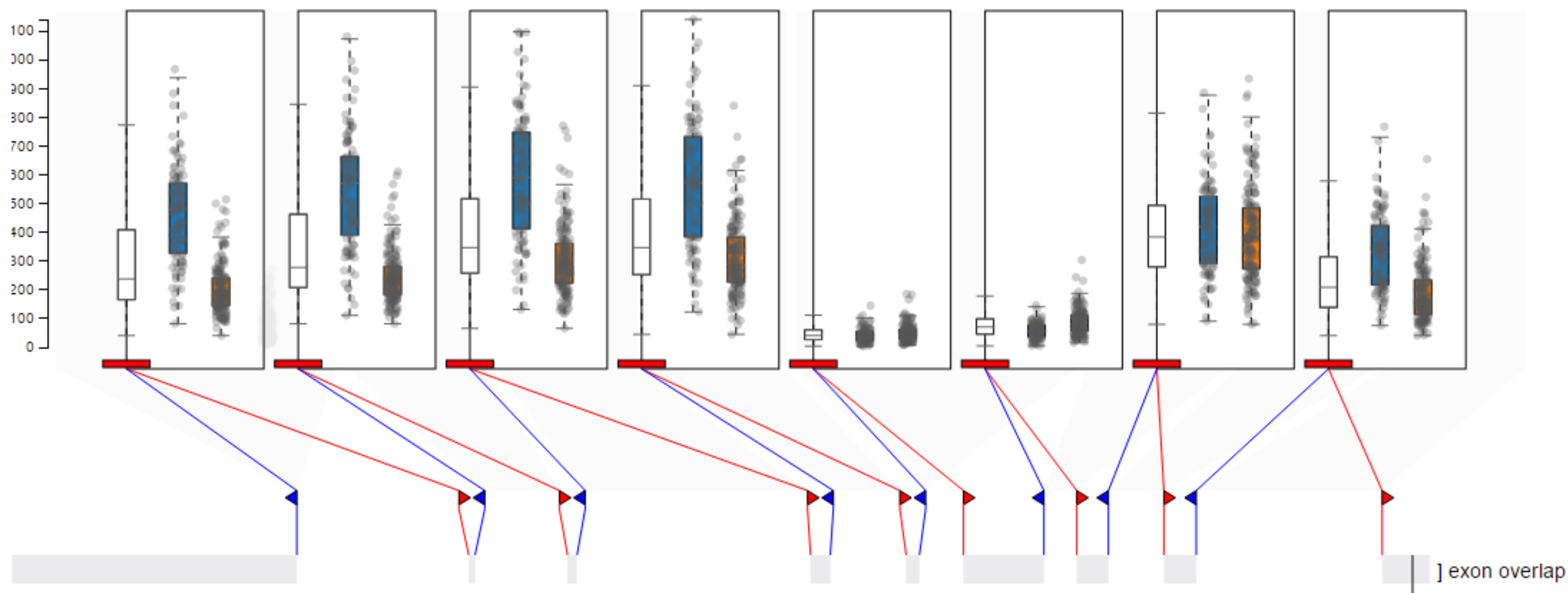
Junction View - Group Comparison



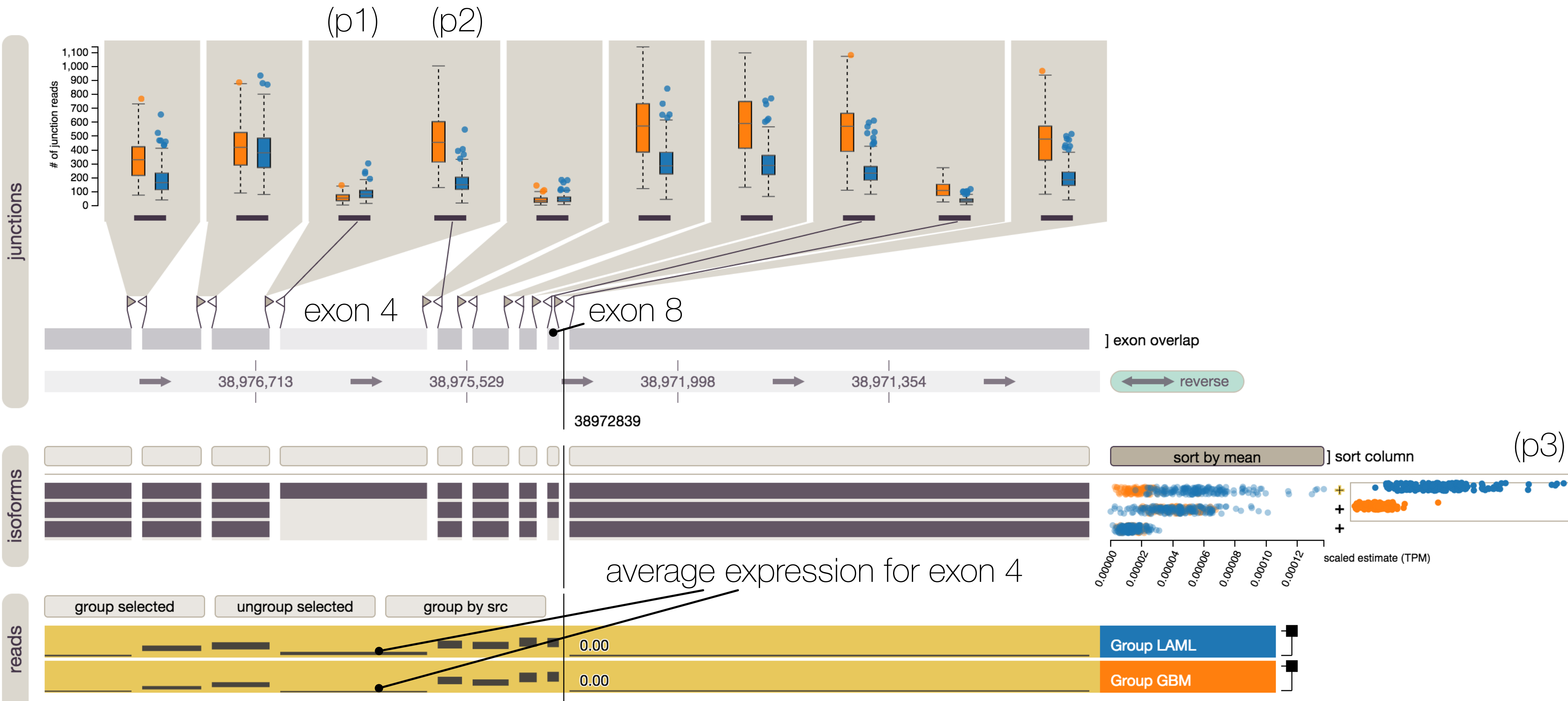
Junction View - Group Comparison



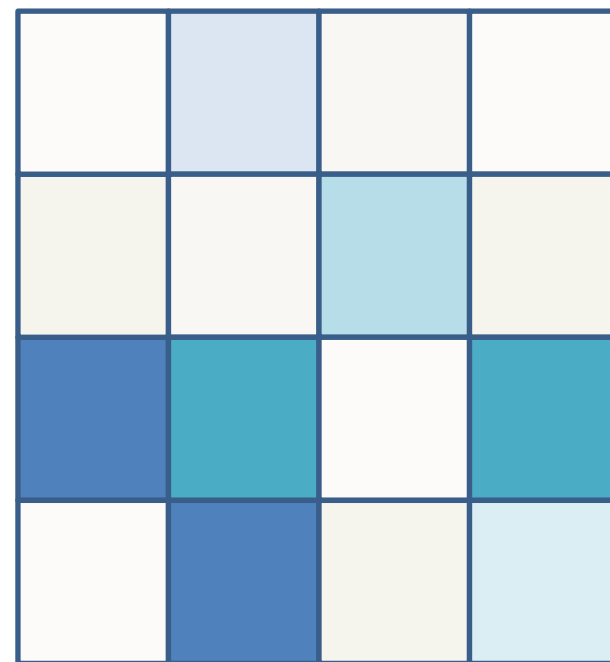
Junction View - Group Comparison



Case Study: Leukemia vs Glioblastoma

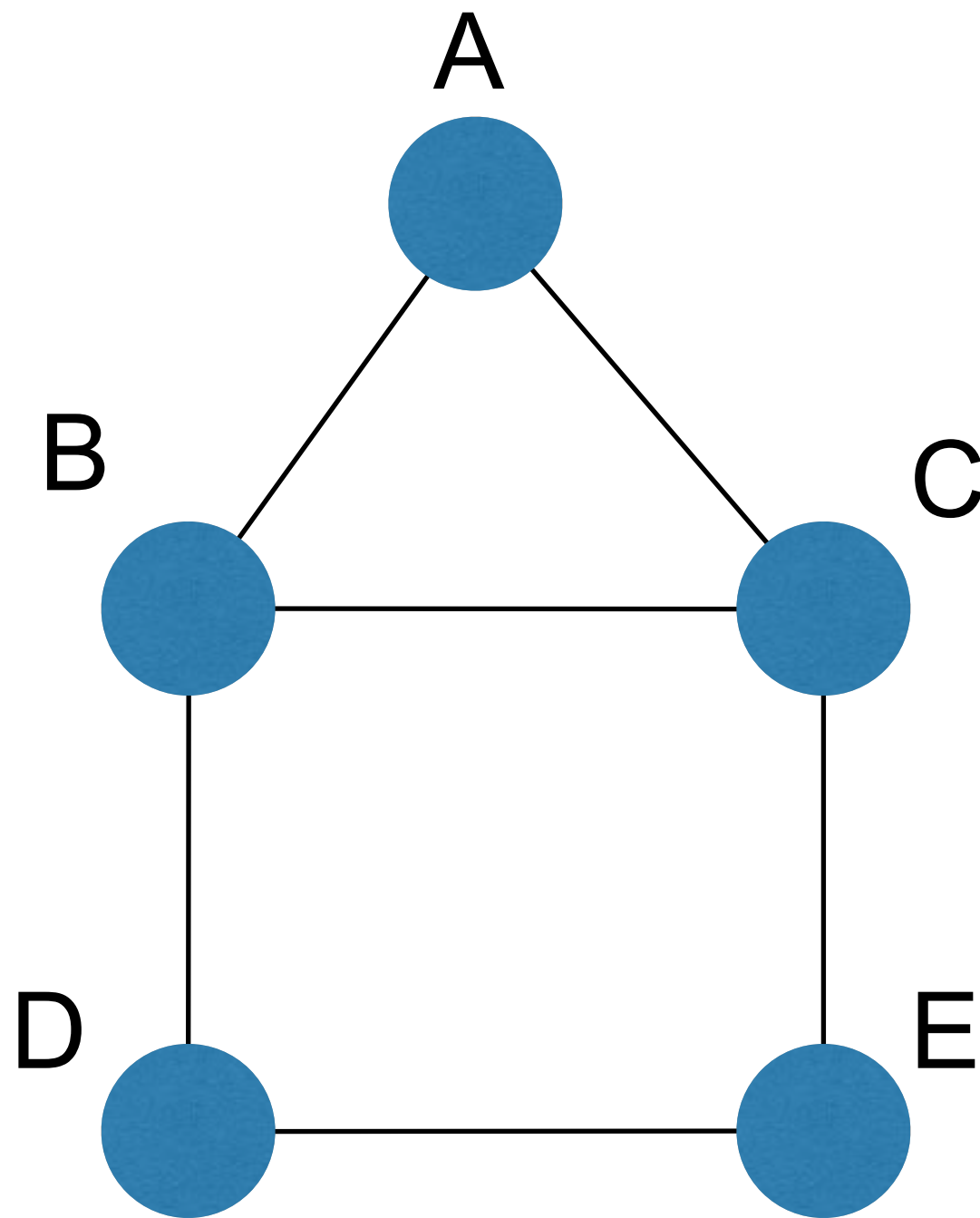


Matrix Representations



Matrix Representations

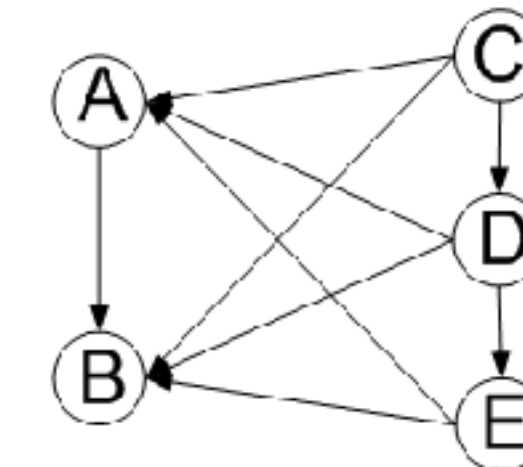
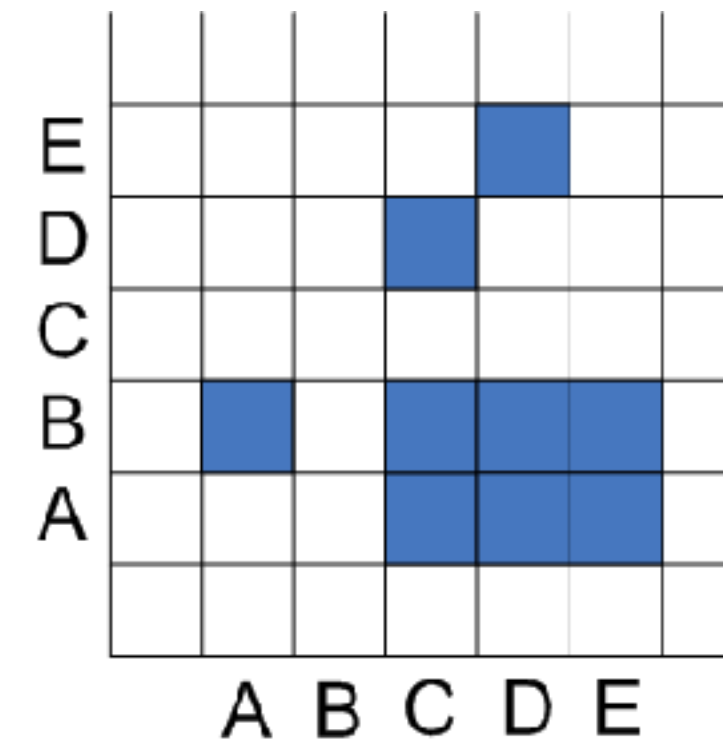
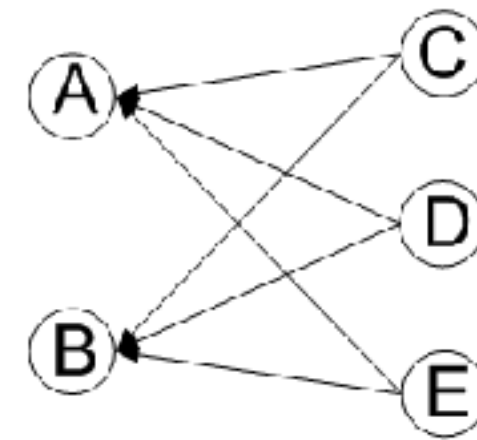
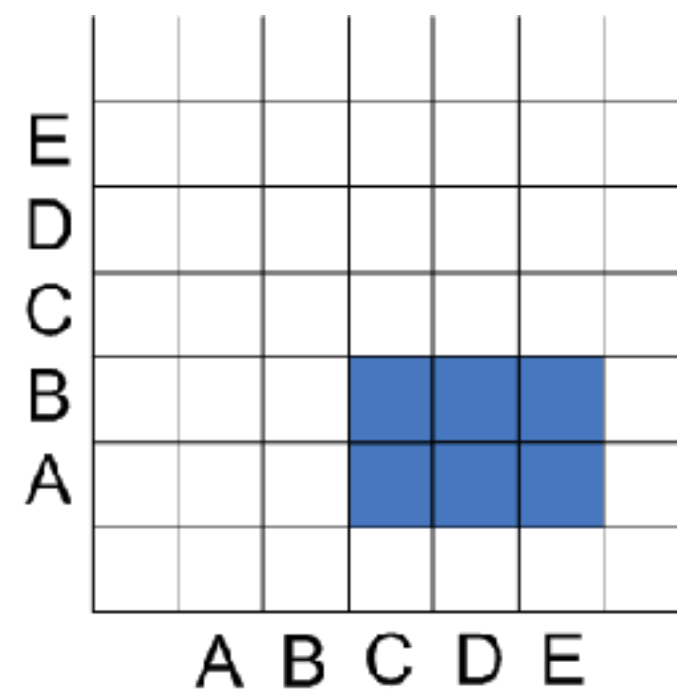
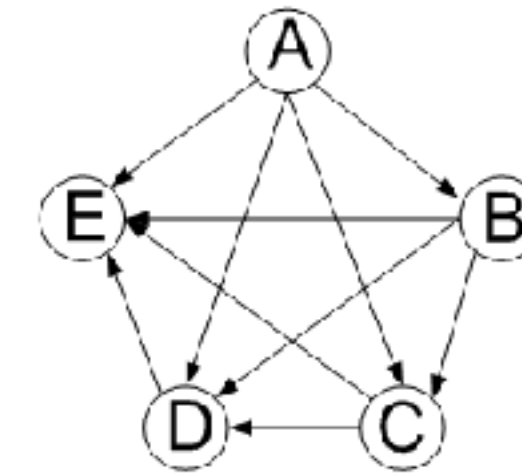
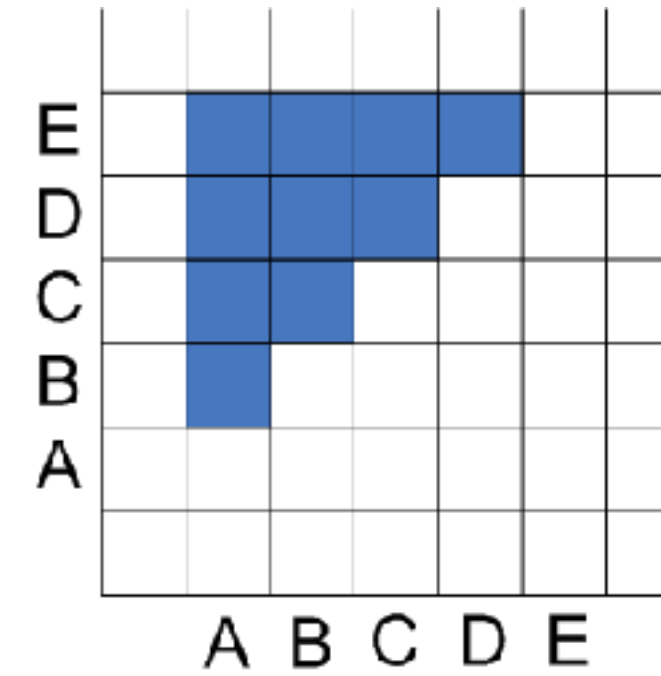
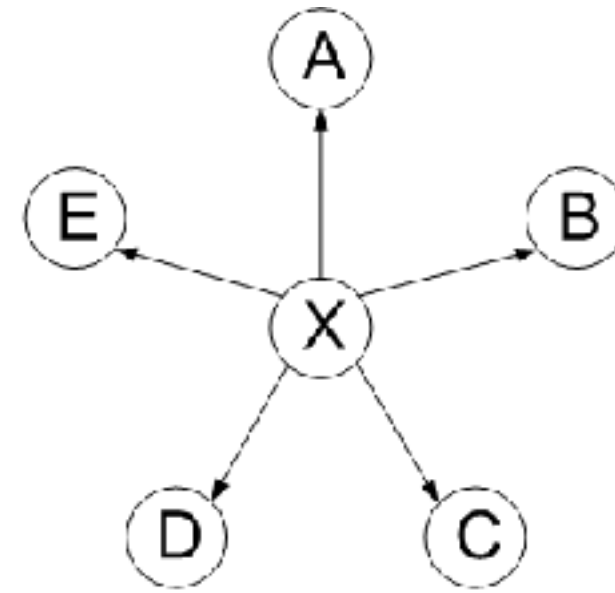
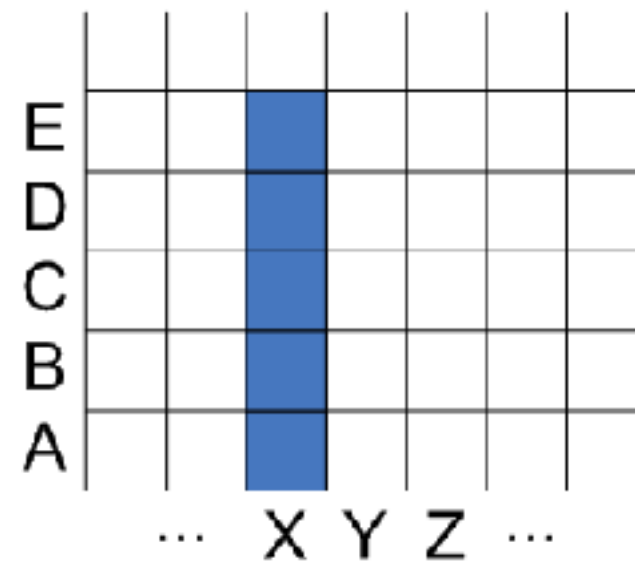
Instead of node link diagram, use adjacency matrix



	A	B	C	D	E
A					
B					
C					
D					
E					

Matrix Representations

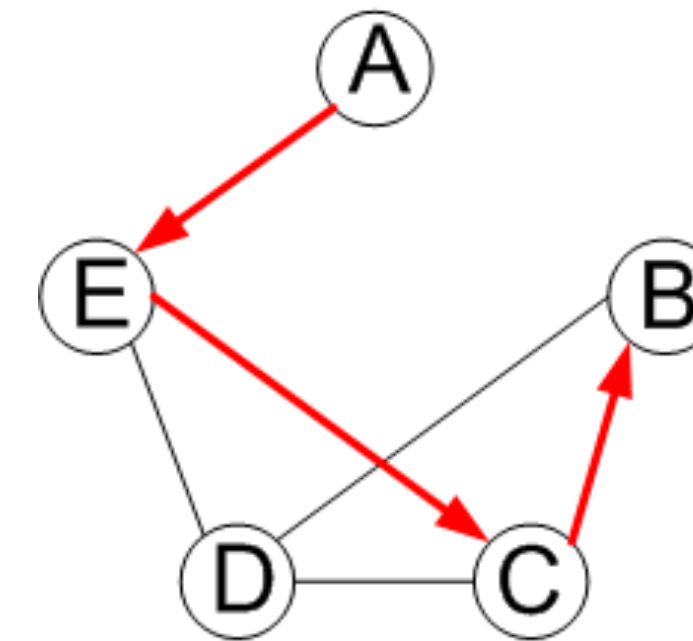
Examples:



Matrix Representations

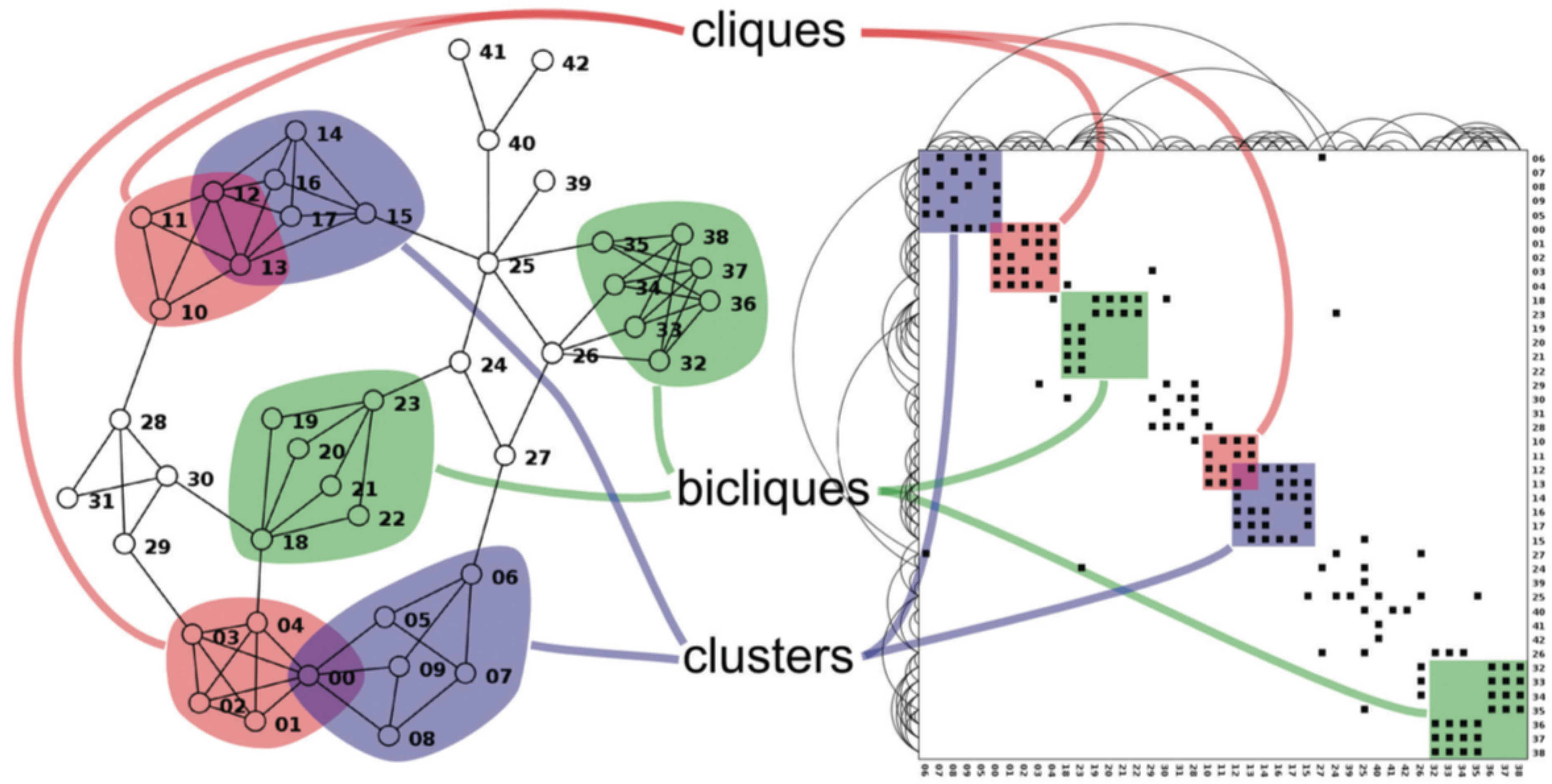
		TO							
		A	B	C	D	E	F	G	H
FROM	A								
	B								
	C								
	D								
	E								
	F								
	G								
	H								

Well suited for
neighborhood-related TBTs

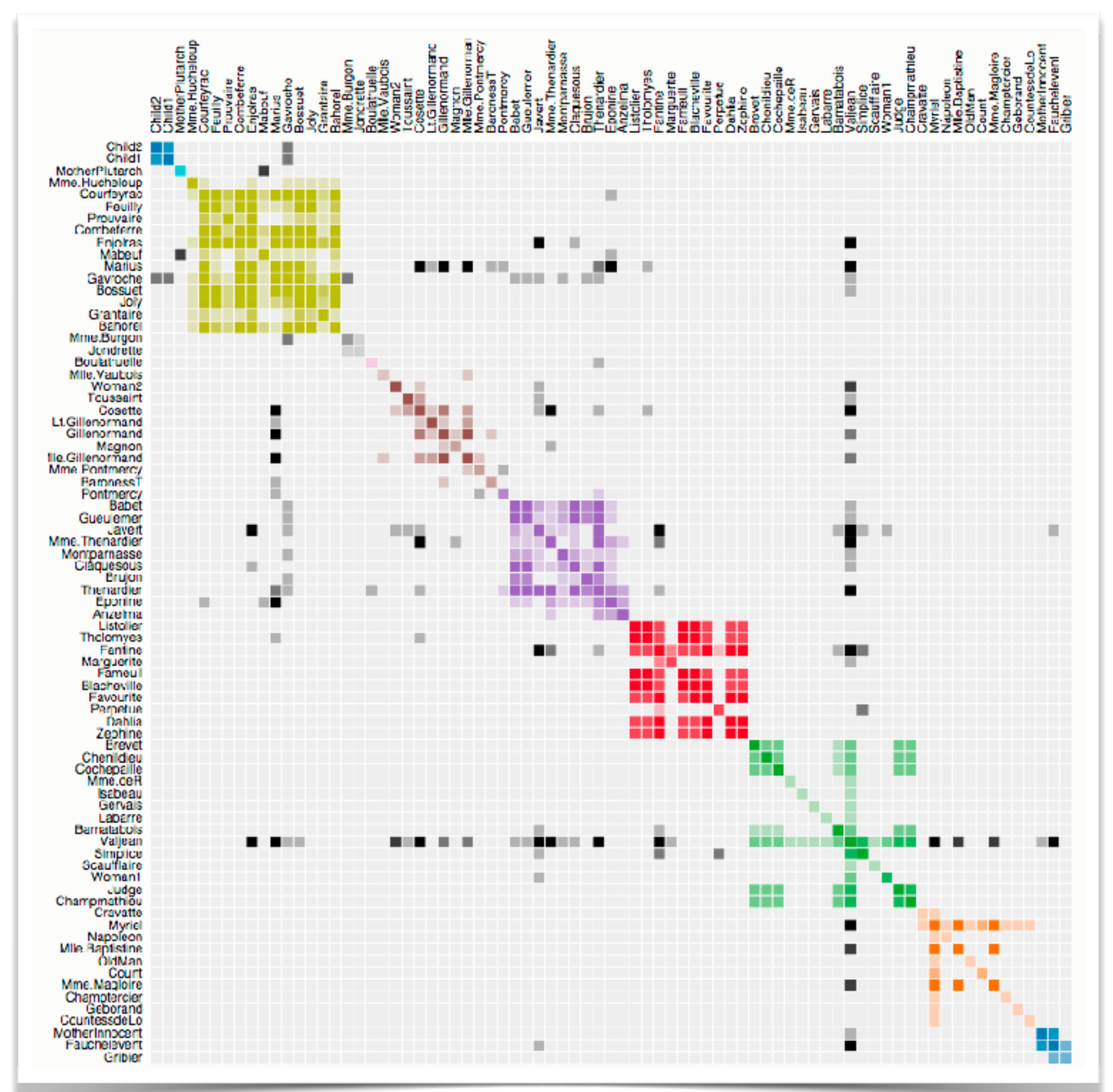
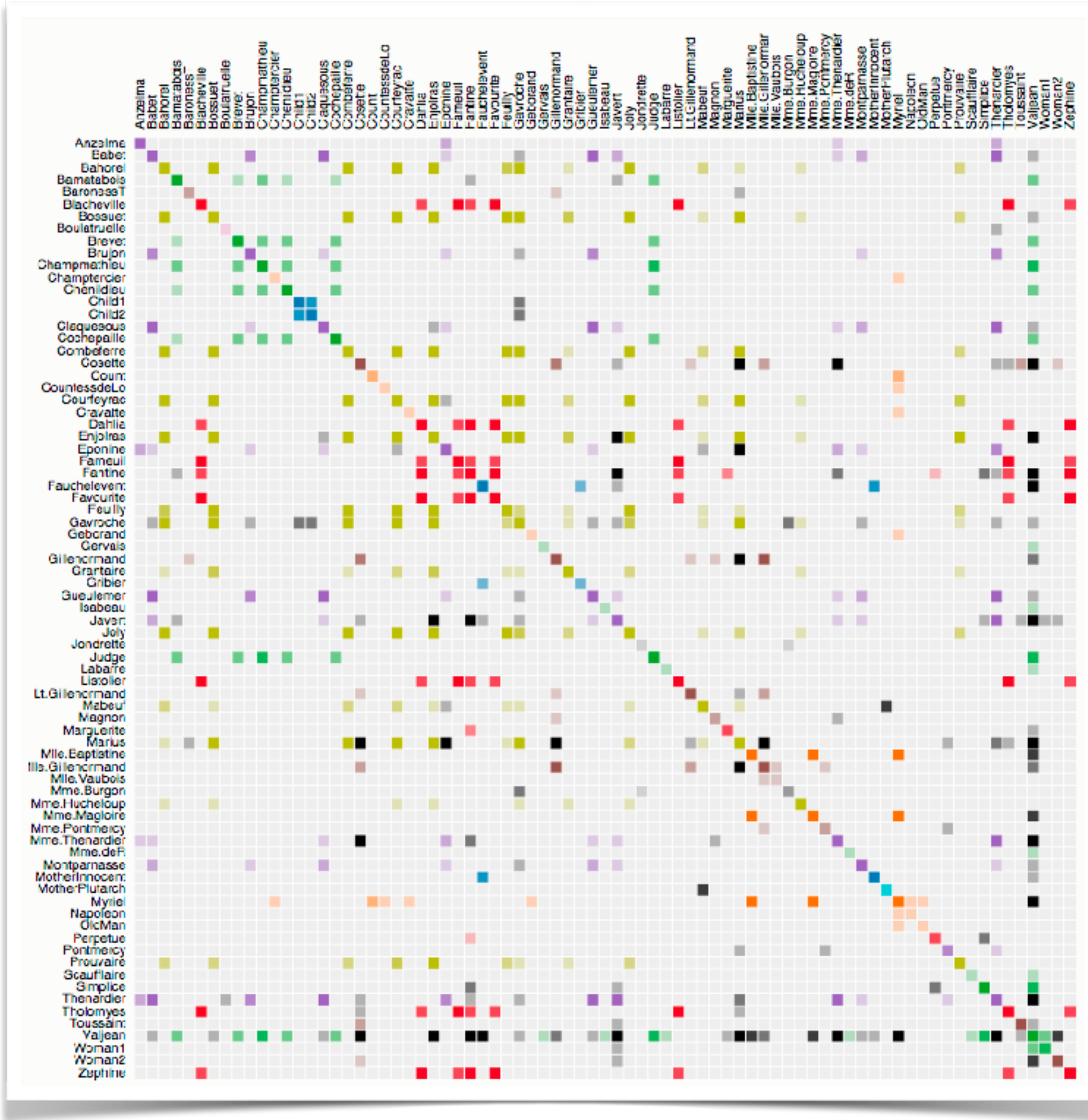


FROM	TO				
	A	B	C	D	E
FROM	TO				
	A	B	C	D	E

Not suited for
path-related TBTs



Order Critical!



Matrix Representations

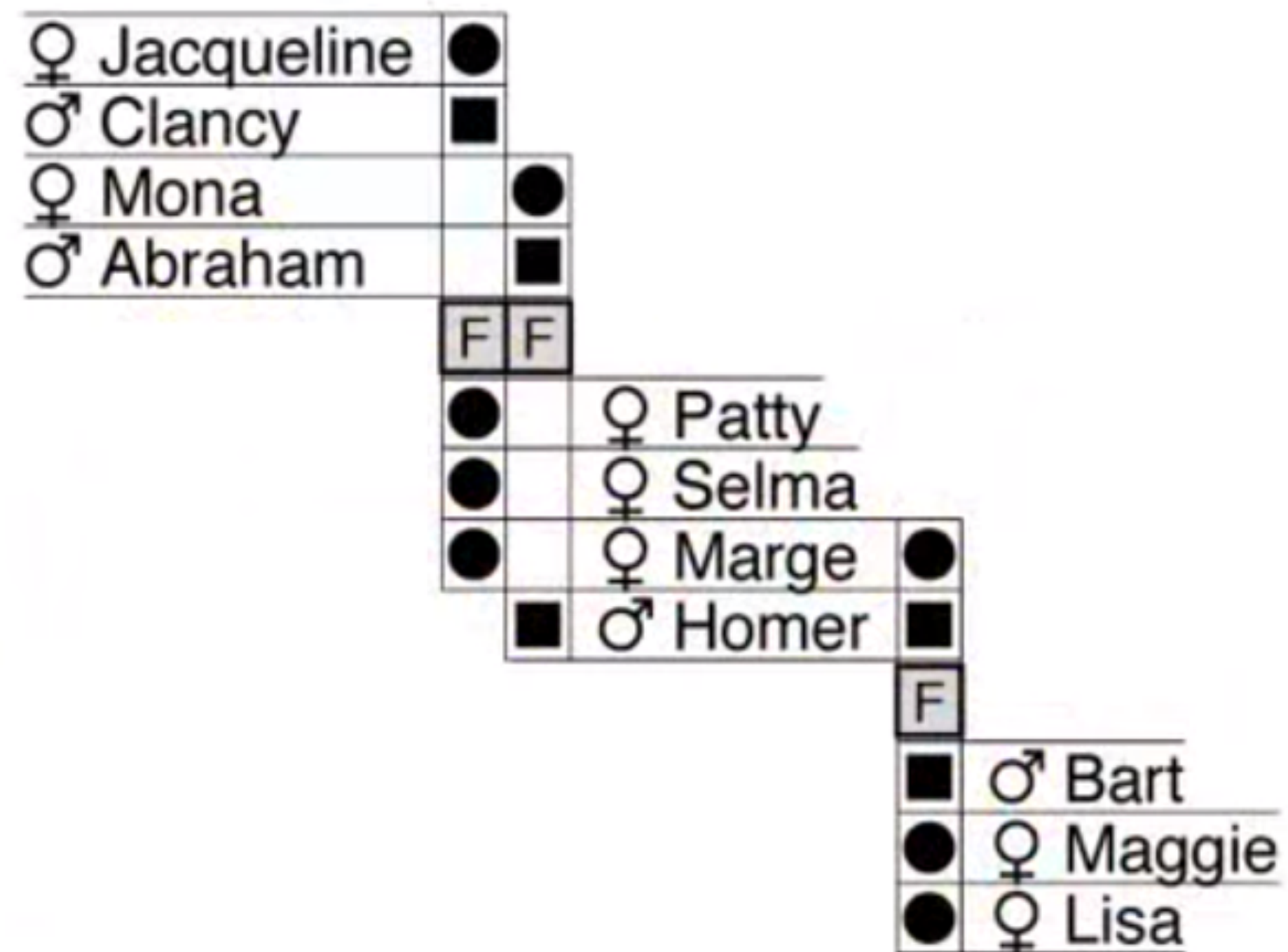
Pros:

- can represent **all graph classes** except for hypergraphs
- puts **focus on the edge set**, not so much on the node set
- simple grid -> **no elaborate layout** or rendering needed
- well suited for **ABT on edges** via coloring of the matrix cells
- well suited for **neighborhood-related TBTs** via traversing rows/columns

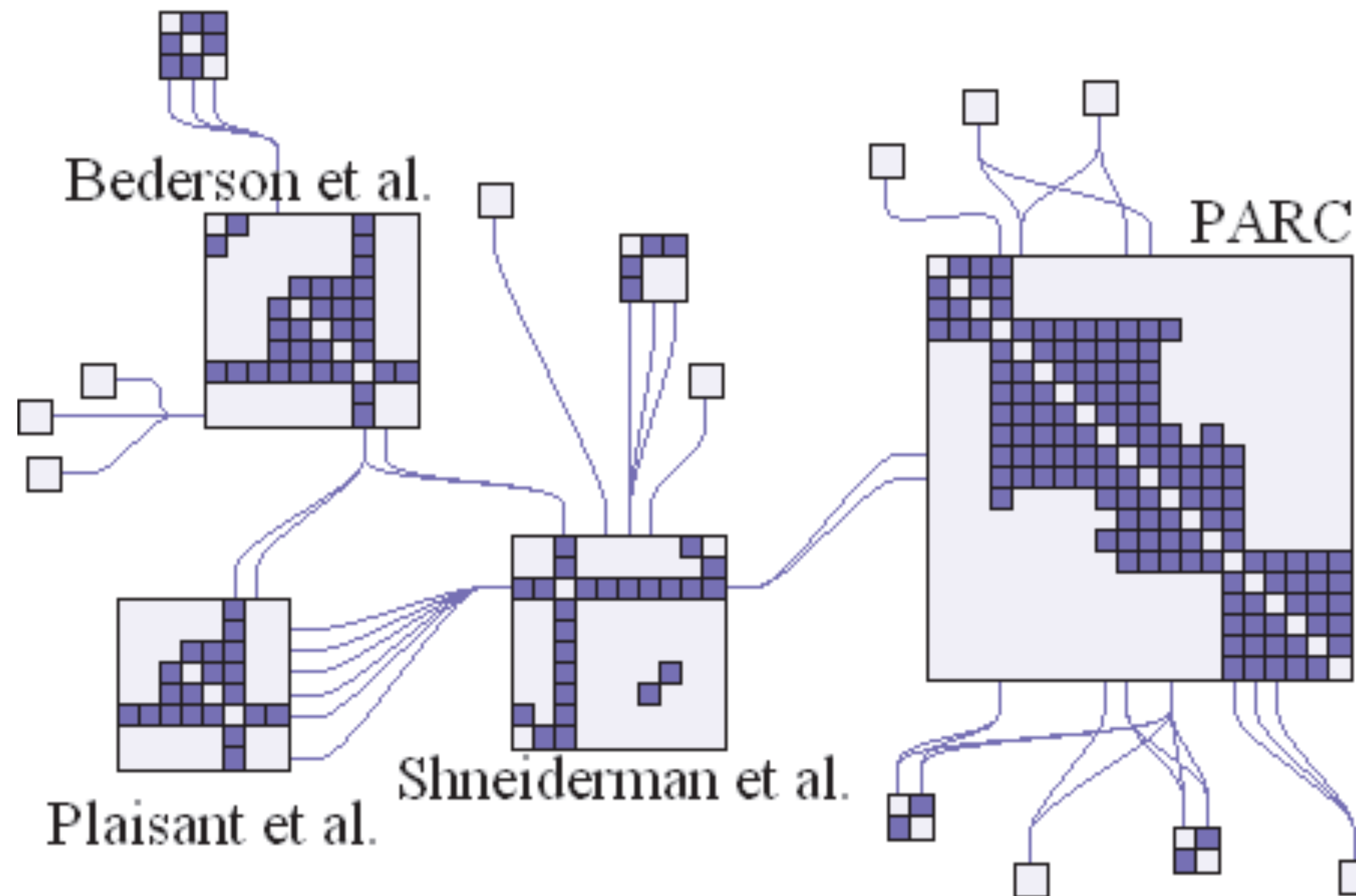
Cons:

- quadratic screen space requirement (any possible edge takes up space)
- not suited for path-related TBTs

Special Case: Genealogy



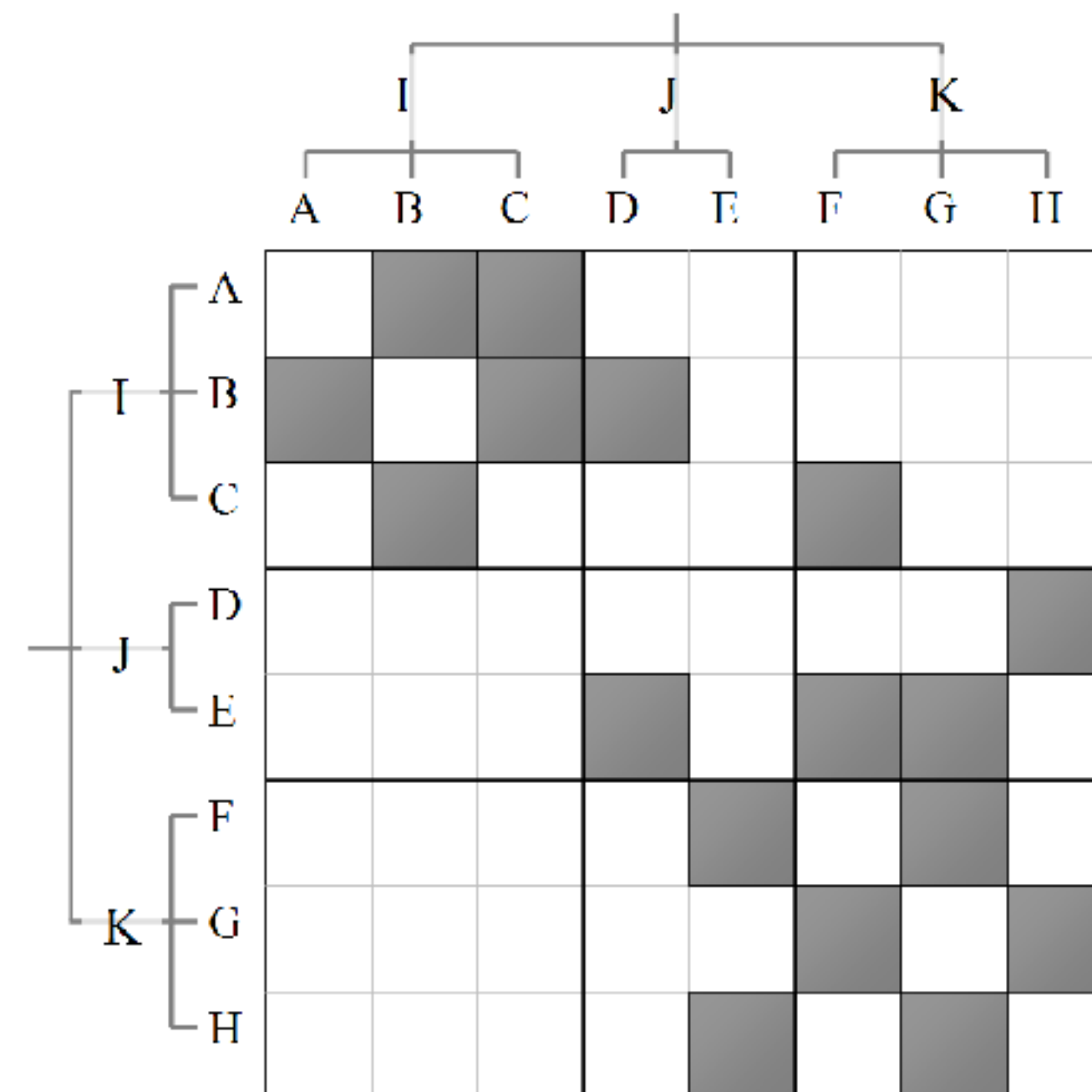
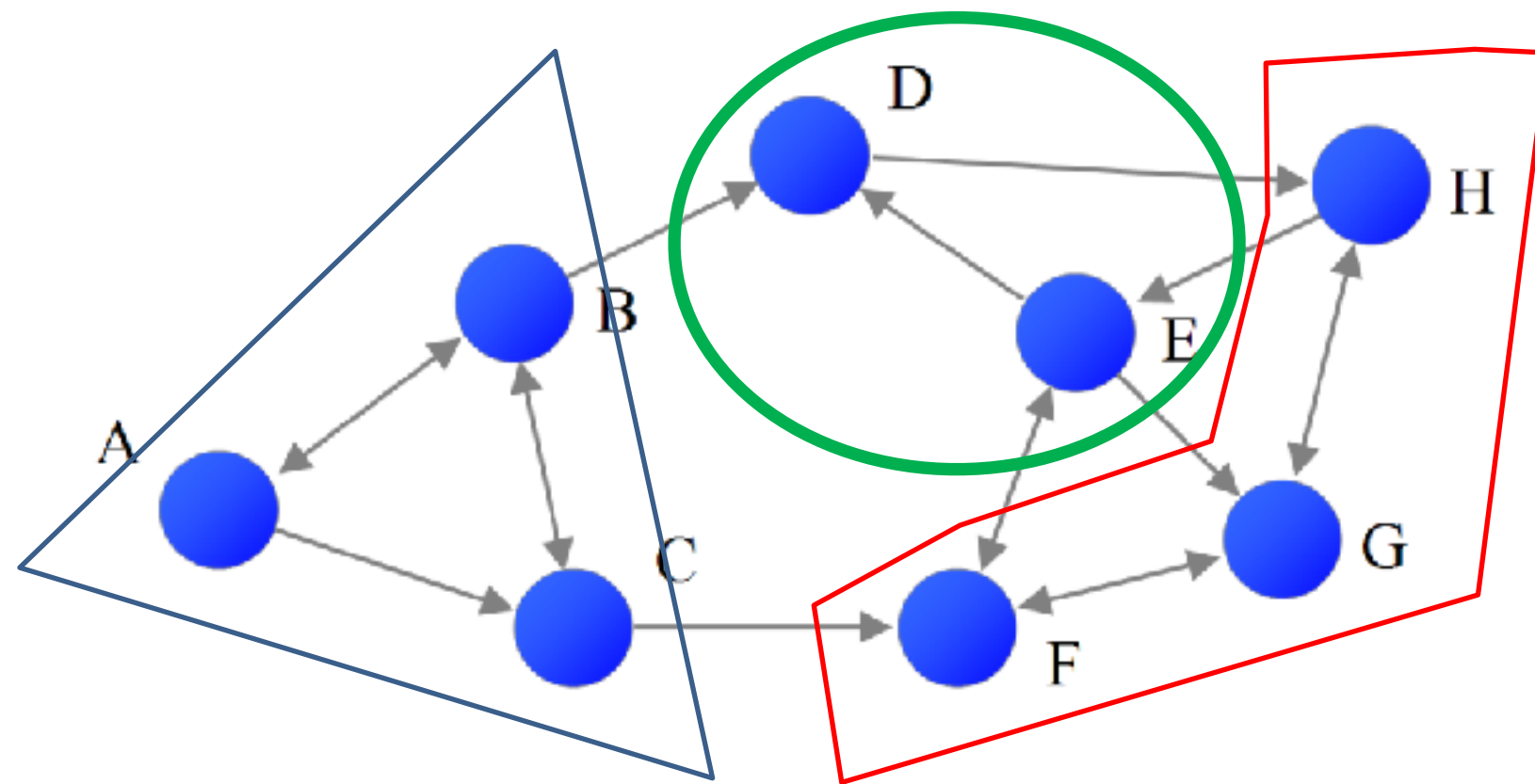
Hybrid Explicit/Matrix



Matrix Representations

Problem #1: used screen real estate is quadratic in the number of nodes

Solution approach: hierarchization of the representation



[van Ham et al. 2009]

Trees

Tree-Exercise

Tree Exercise

Here is part of a directory structure used for the material for this class and the relative file size.

datavis-17/

lectures/

Intro.key (110 MB)

perception/

Perception.key (113 MB)

Blindness.mov (15MB)

Data.key (12 MB)

Graphs.key (180 MB)

exams/

Exam1-solution.doc (5MB)

Exam1.doc (1MB)

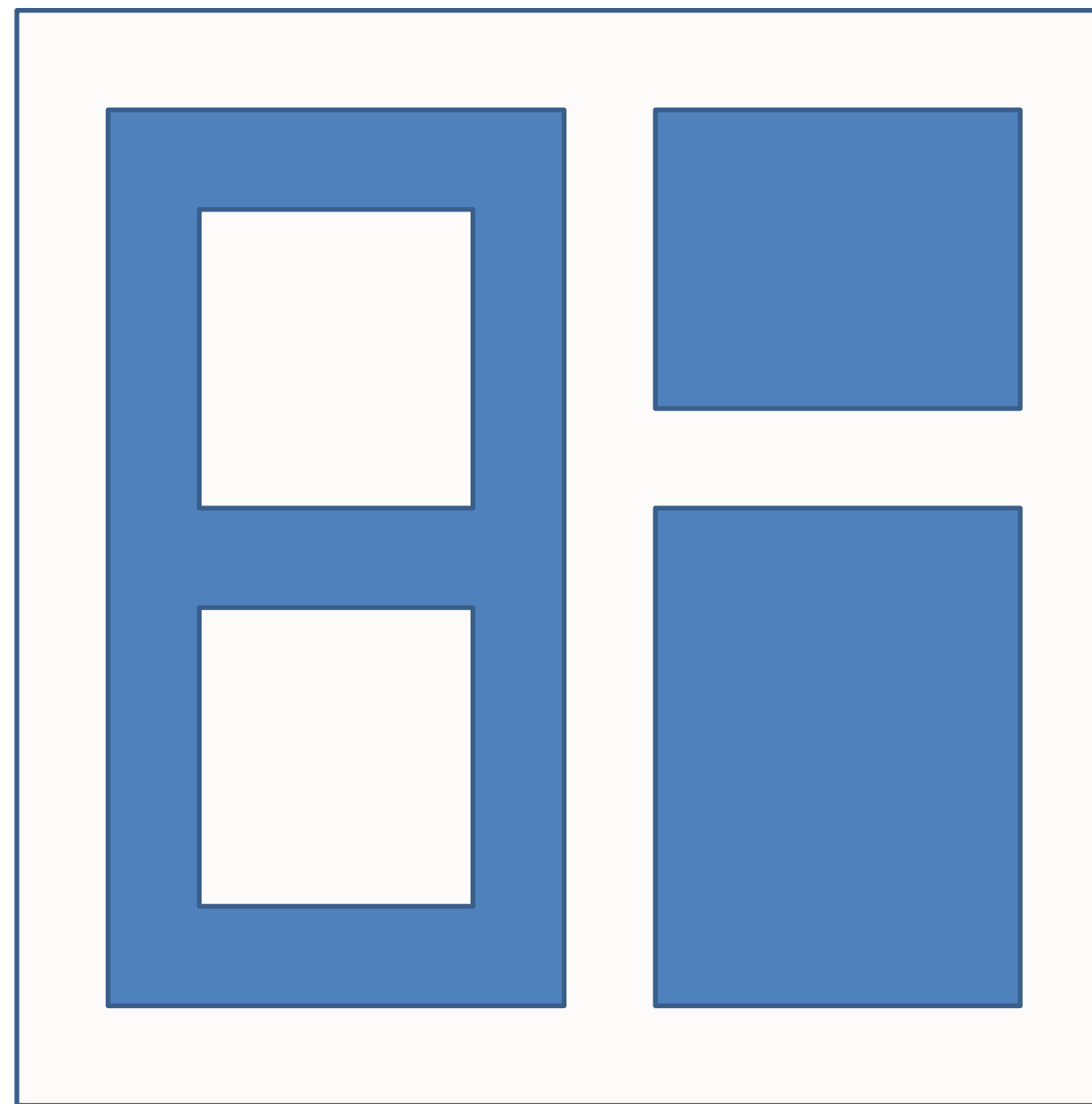
exercise/

Graph.doc (3MB)

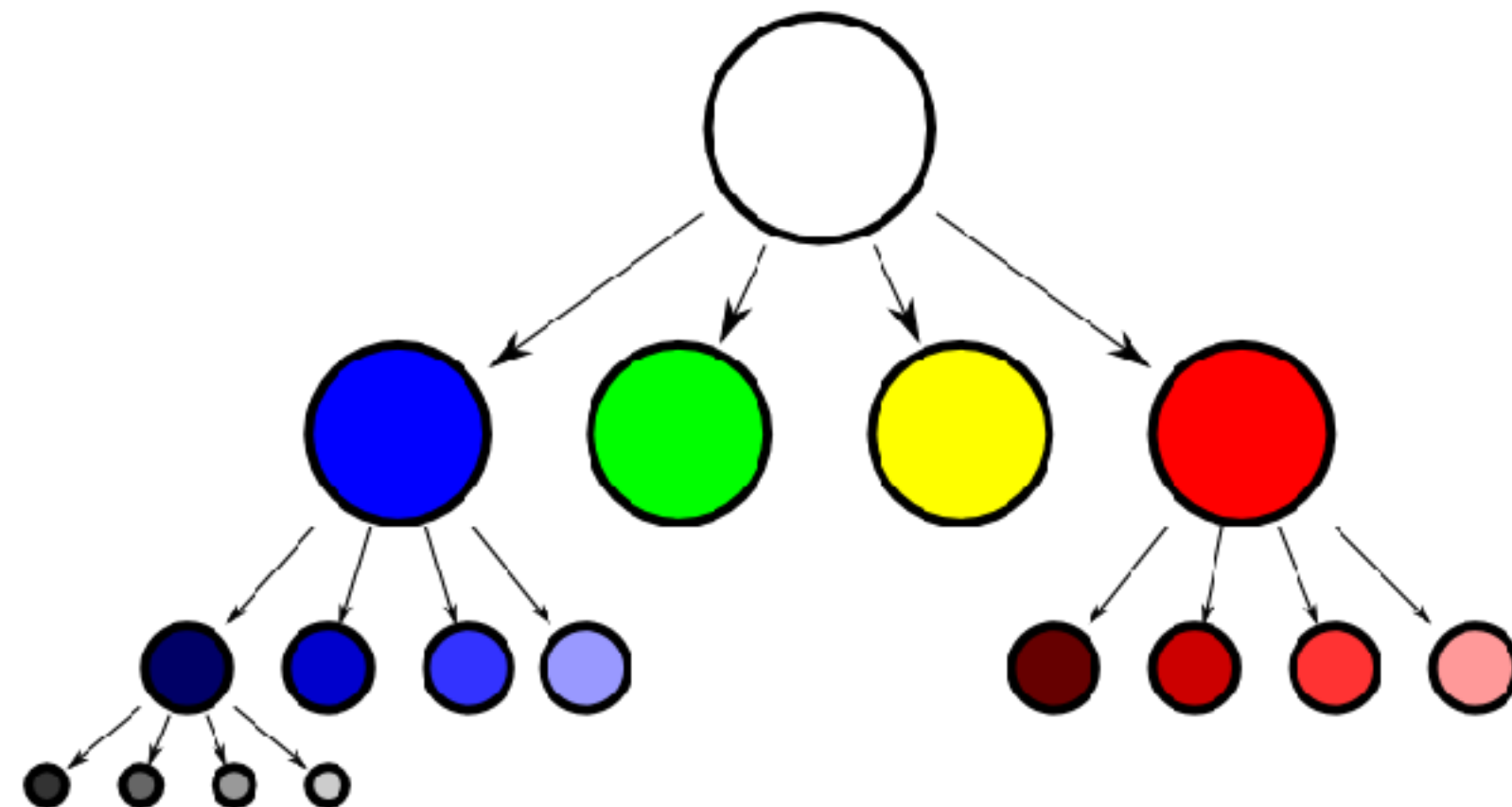
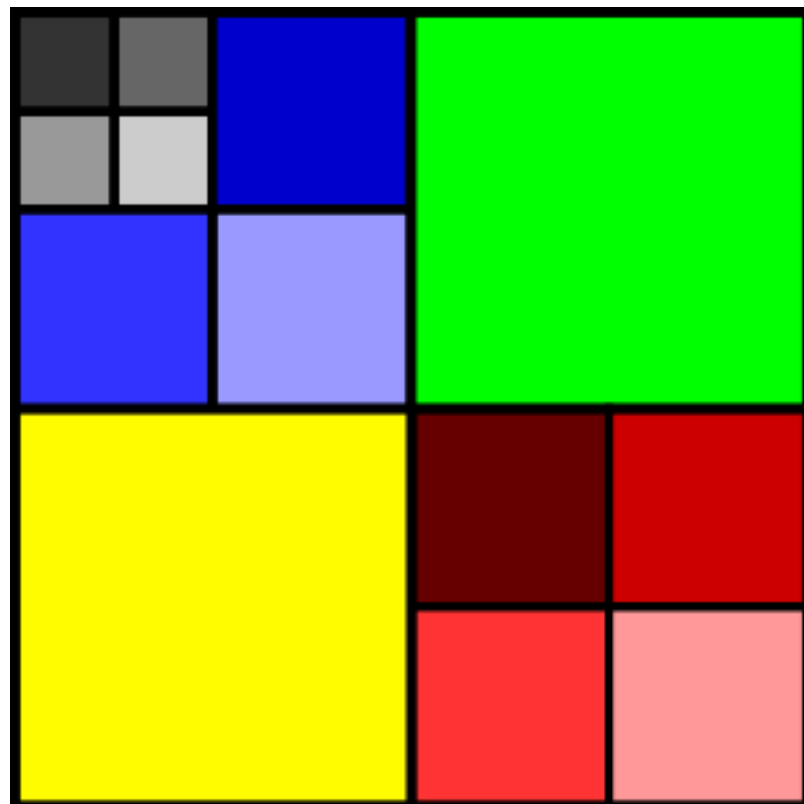
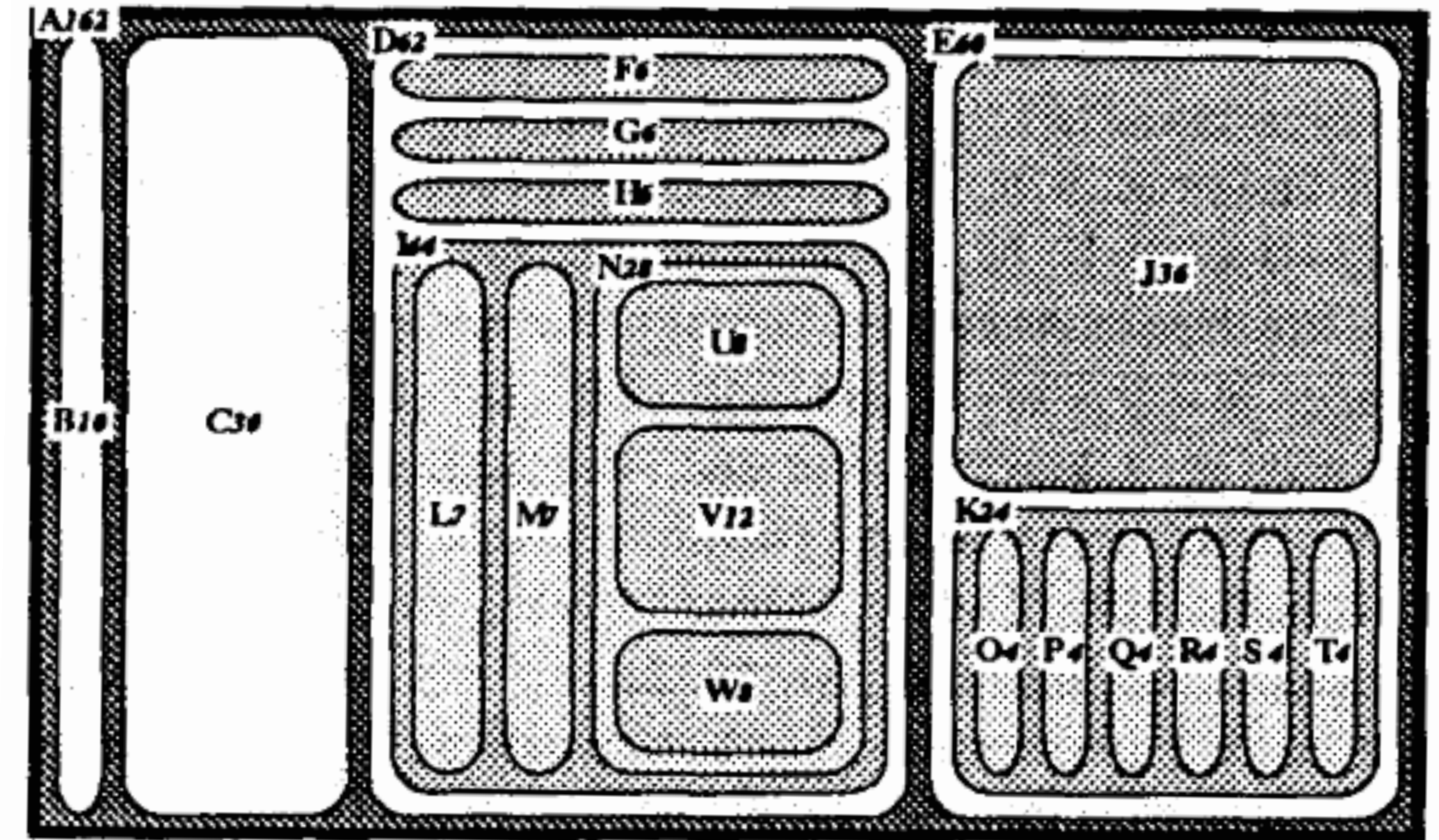
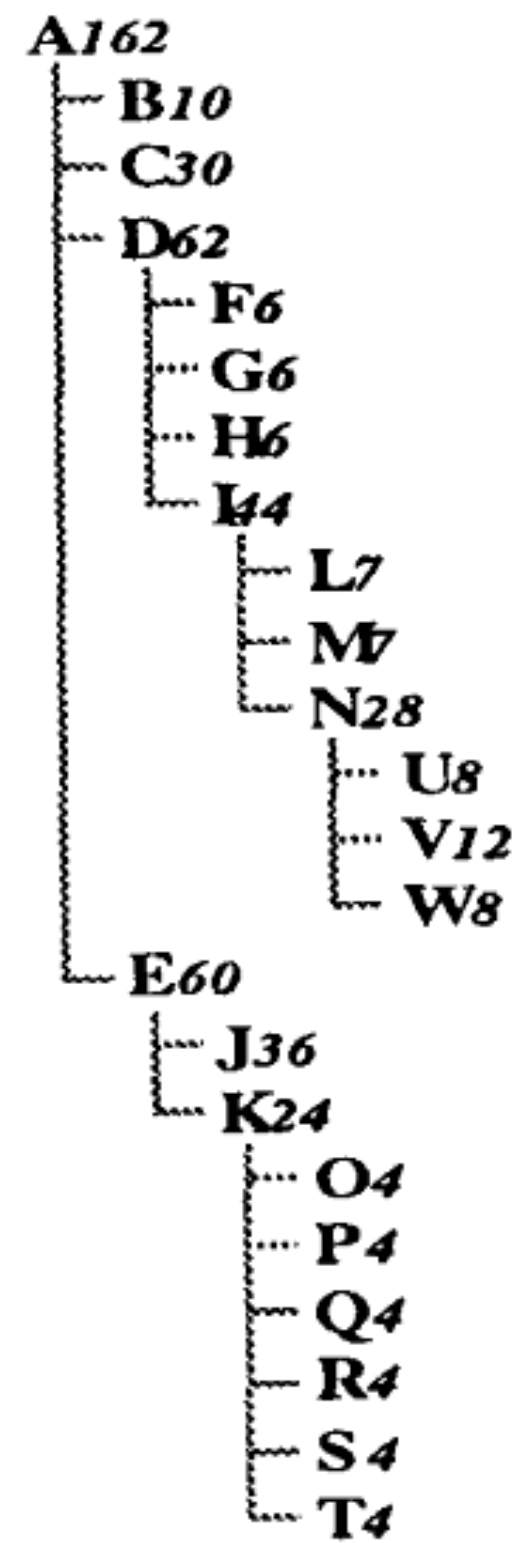
Graph-video.doc (210MB)

Sketch two different visualizations that show both, the directory structure and the size of the directories and the contained files.

Implicit Layouts for Trees



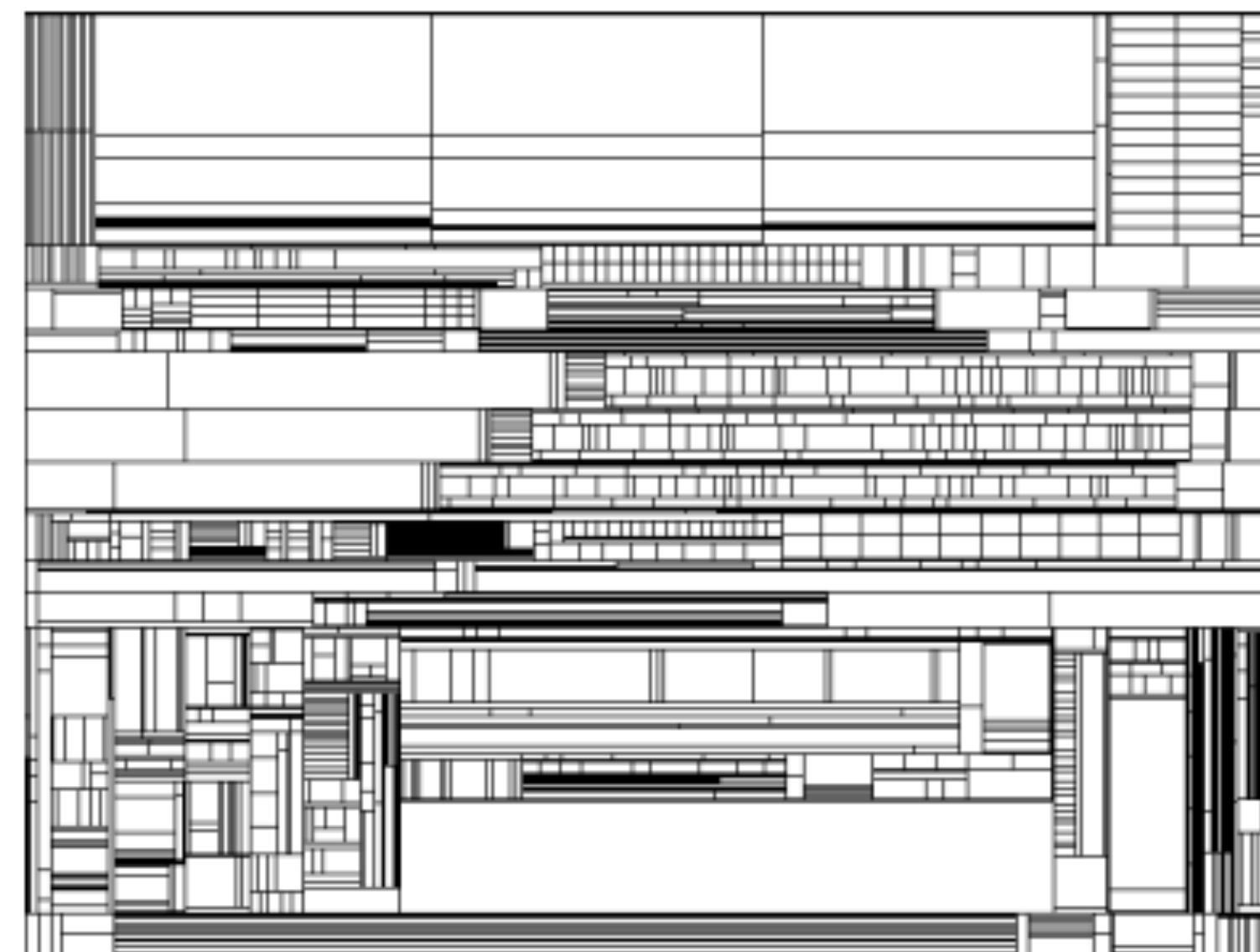
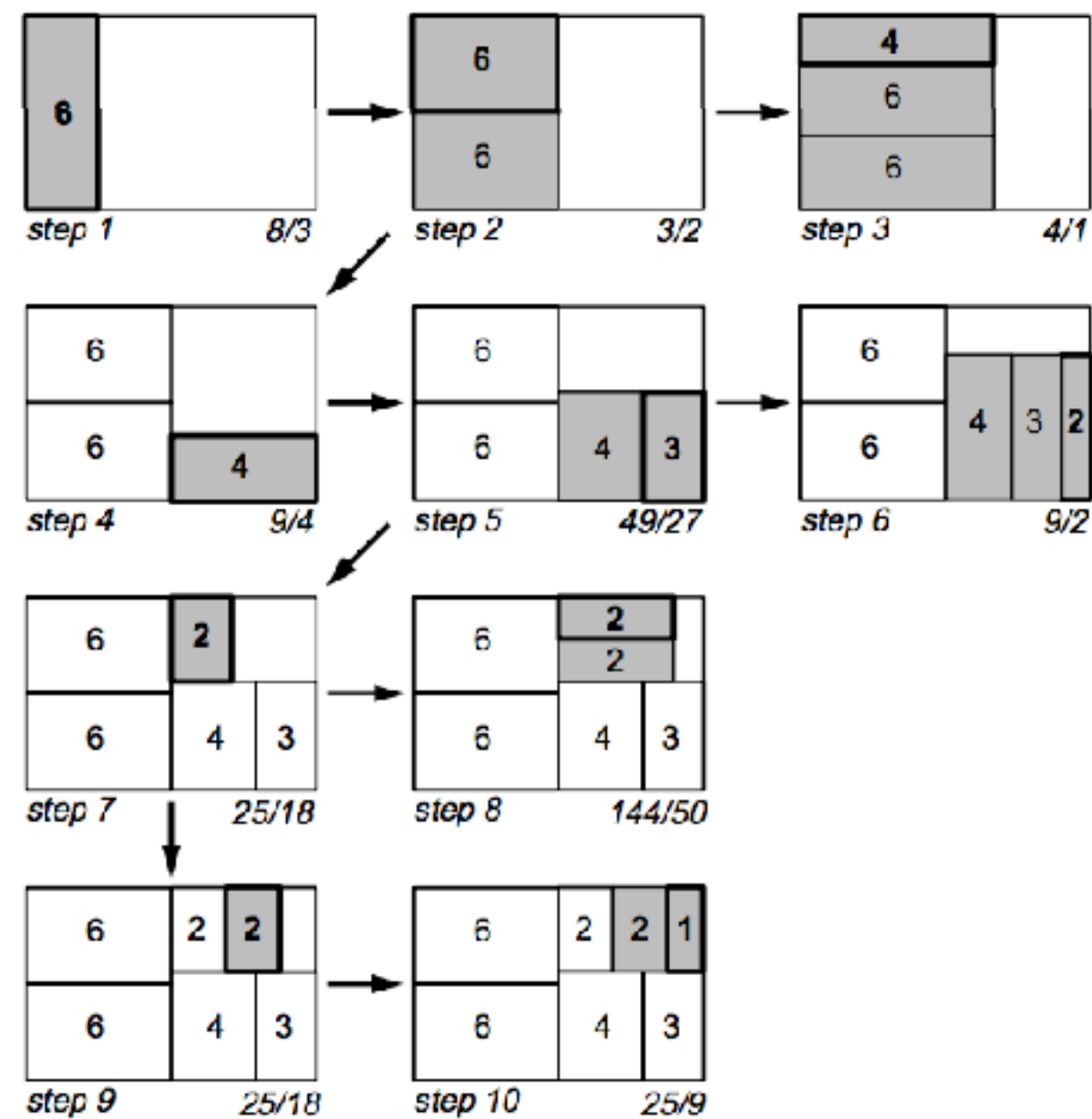
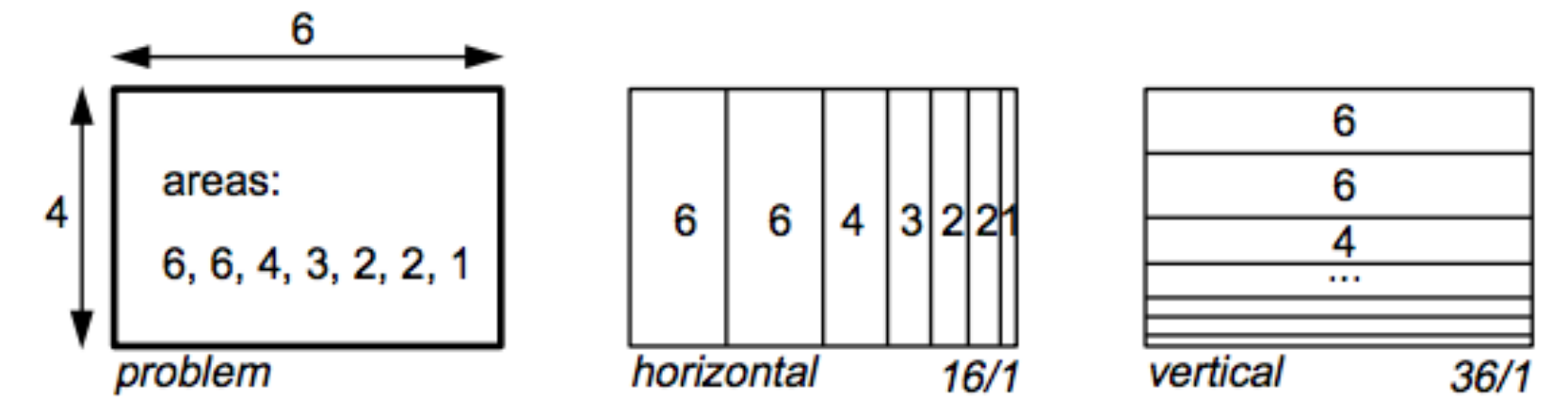
Tree Maps



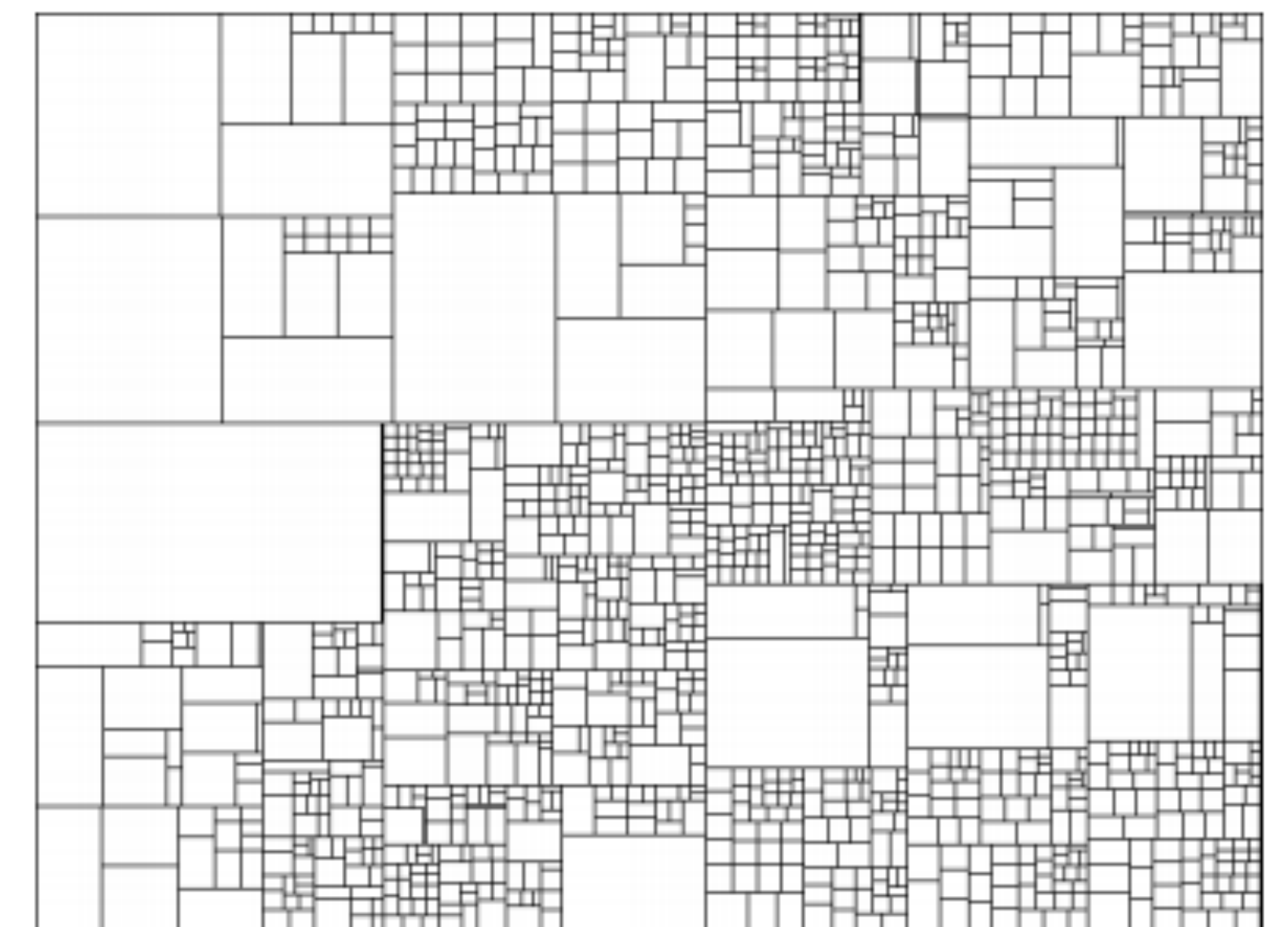
Squarified Treemaps

Original Algorithm lead to thin slices

Squarified treemaps [Bruls, Huizing, Van Wijk 2000]

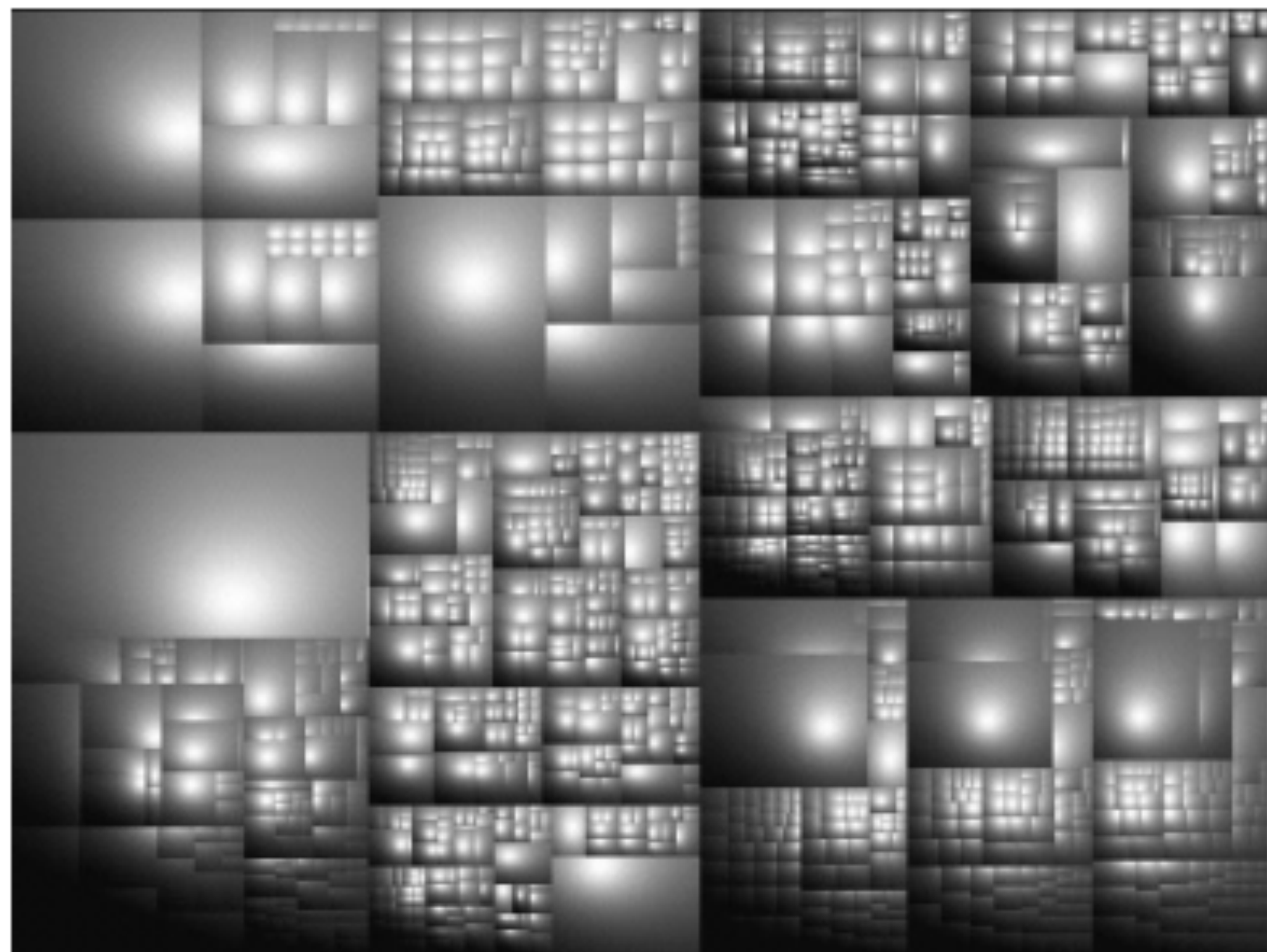


Before

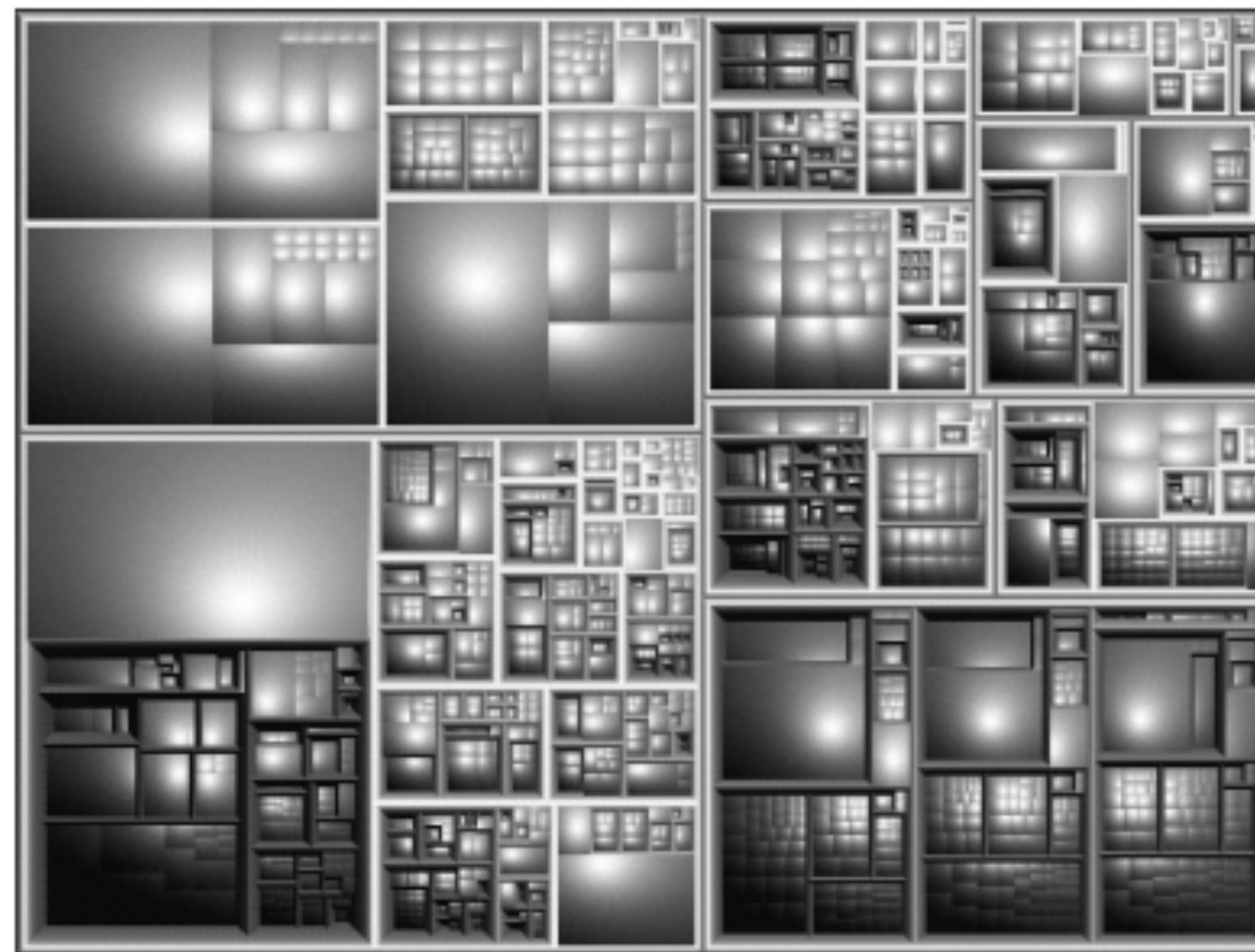


After

Seeing Tree Structure

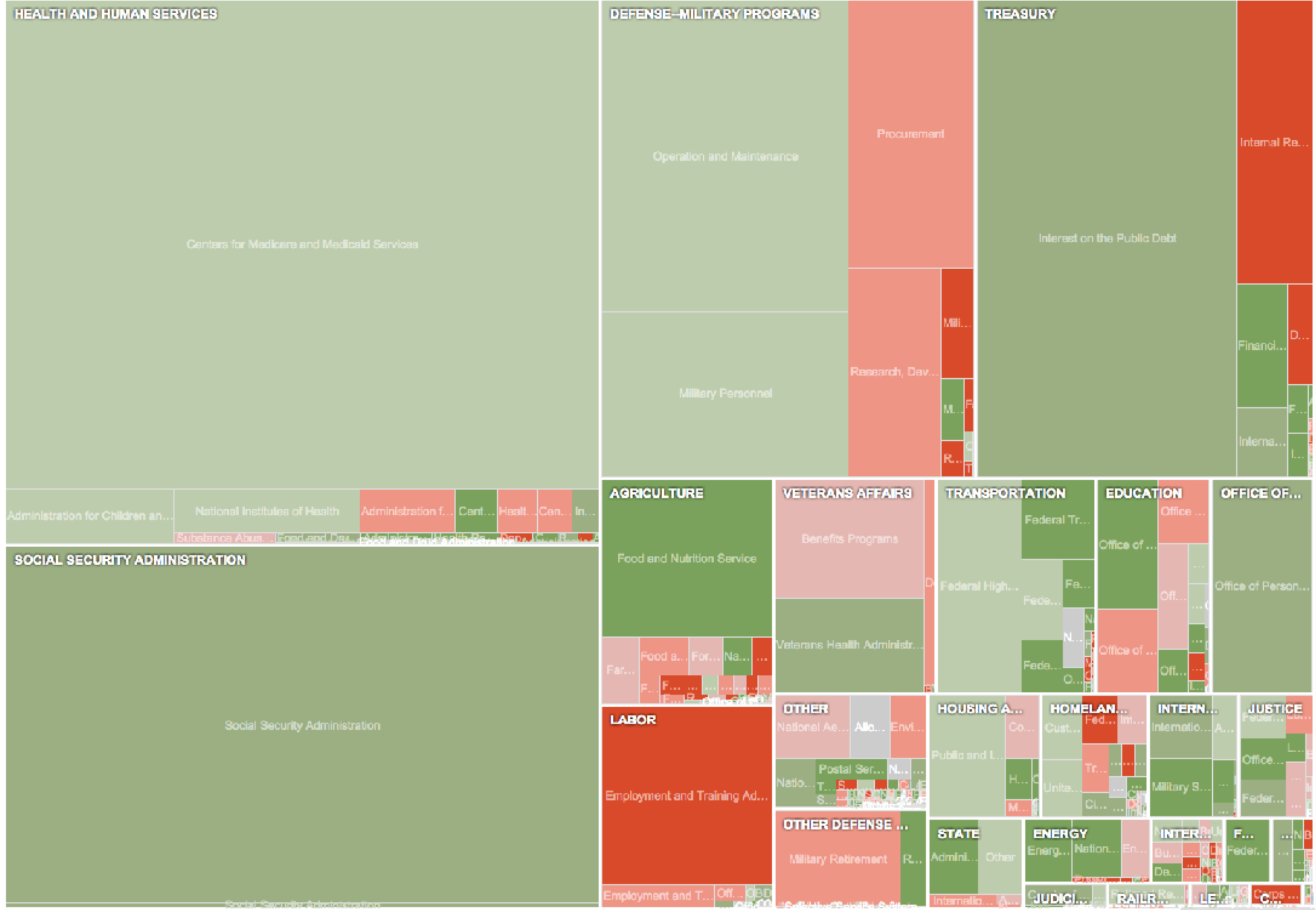


Unframed



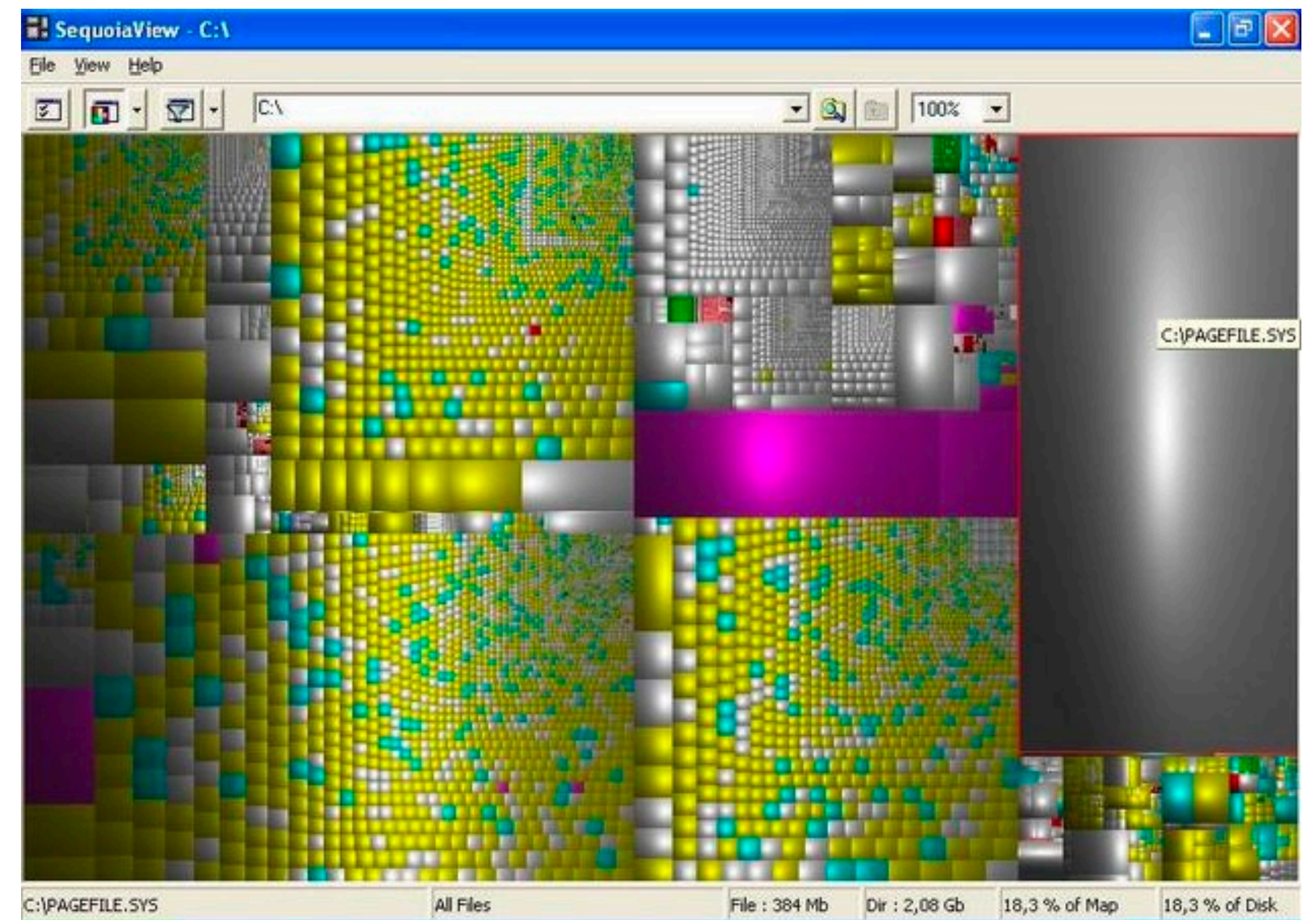
Framed

Zoomable Treemap

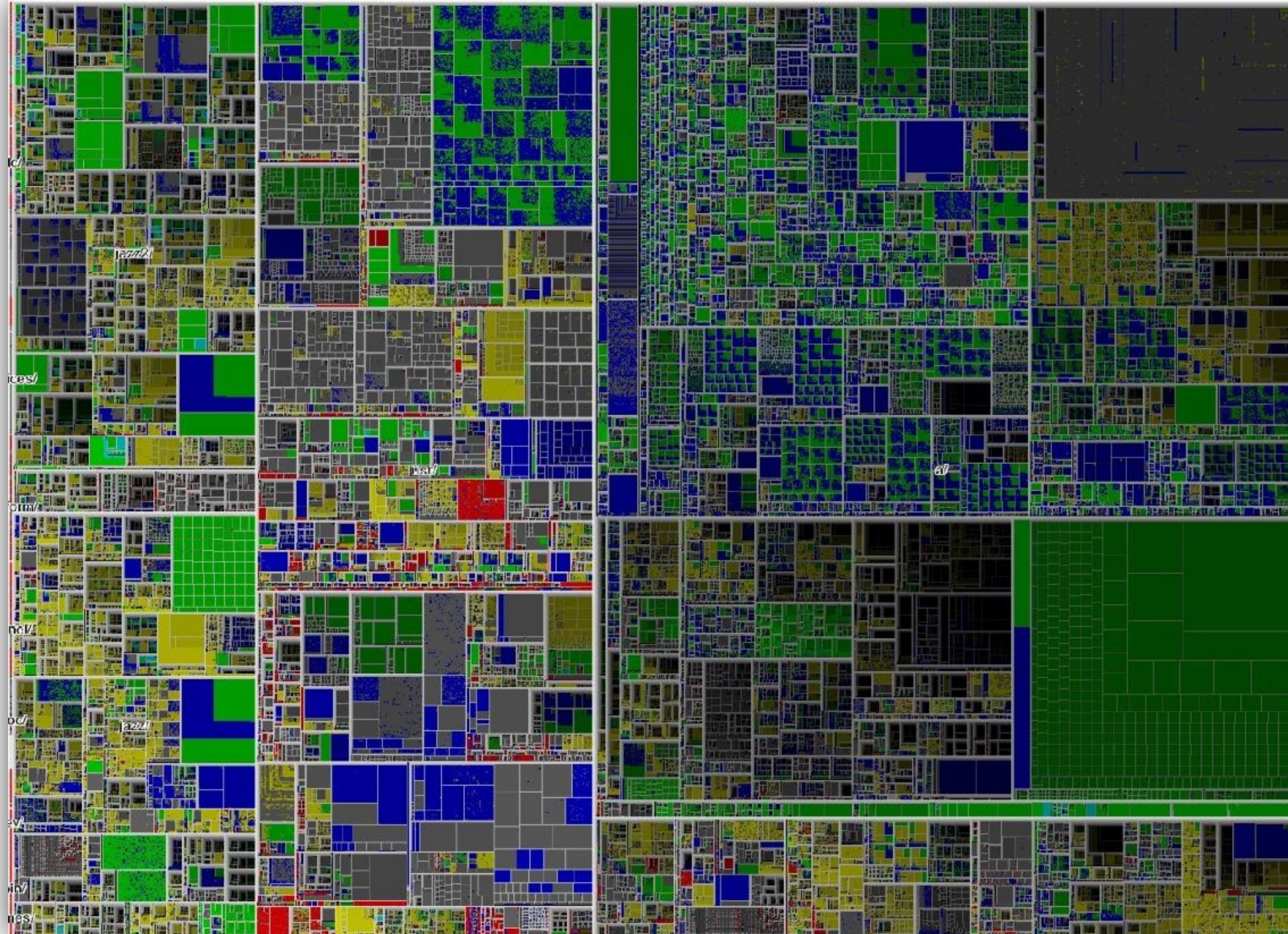


Software

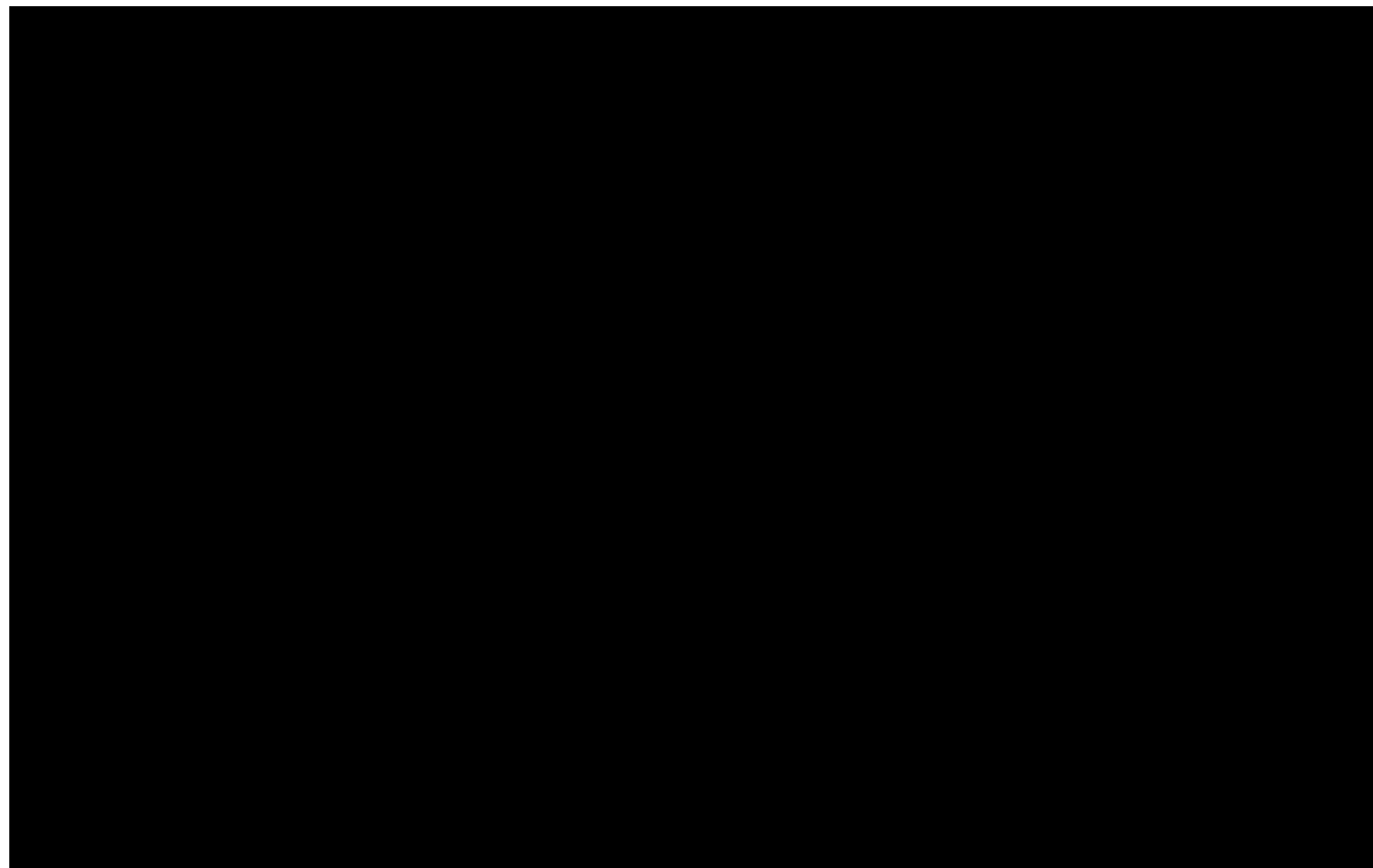
Mac: GrandPerspective Windows: Sequoia View



Example: Interactive TreeMap of a Million Items

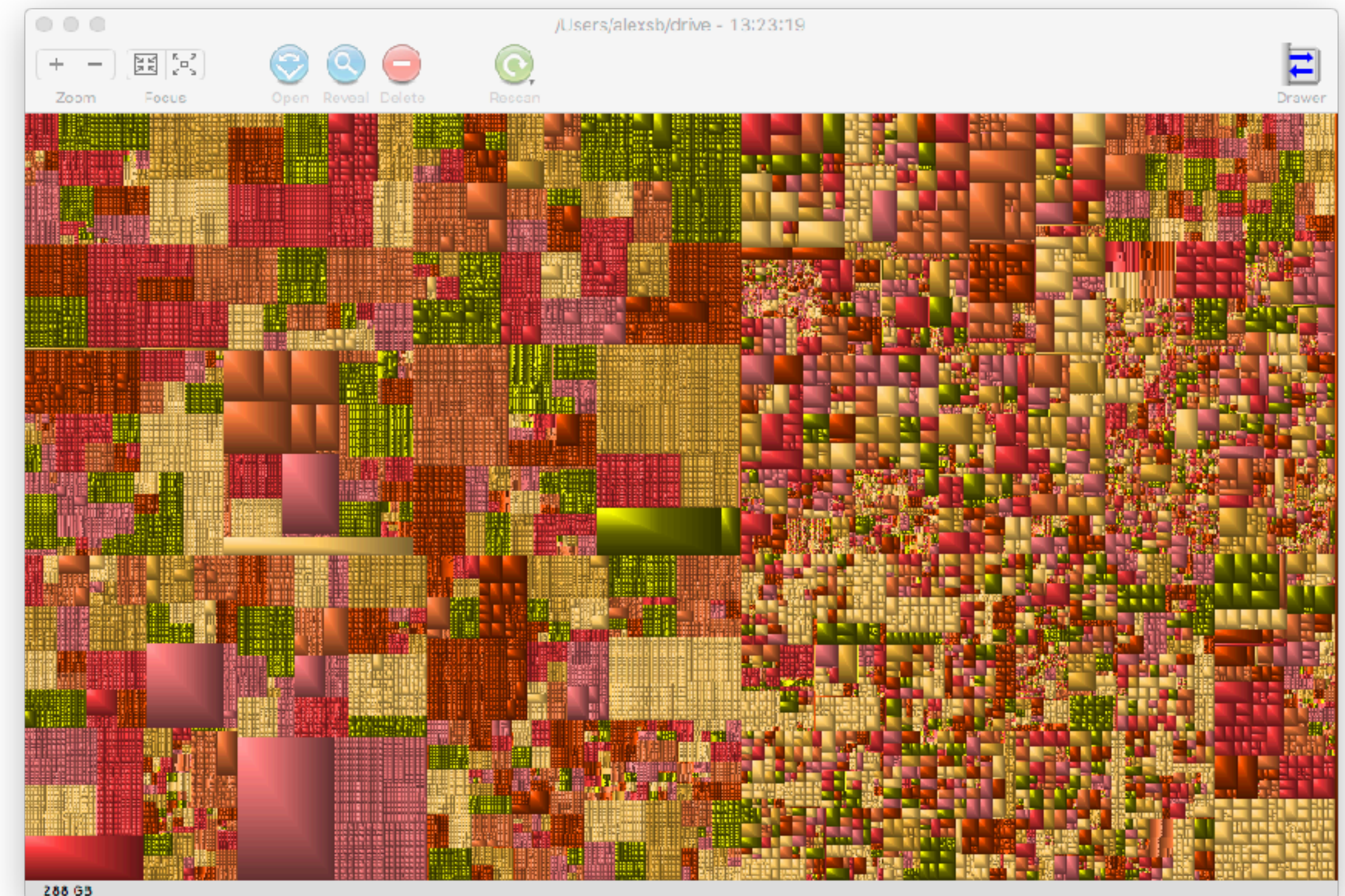
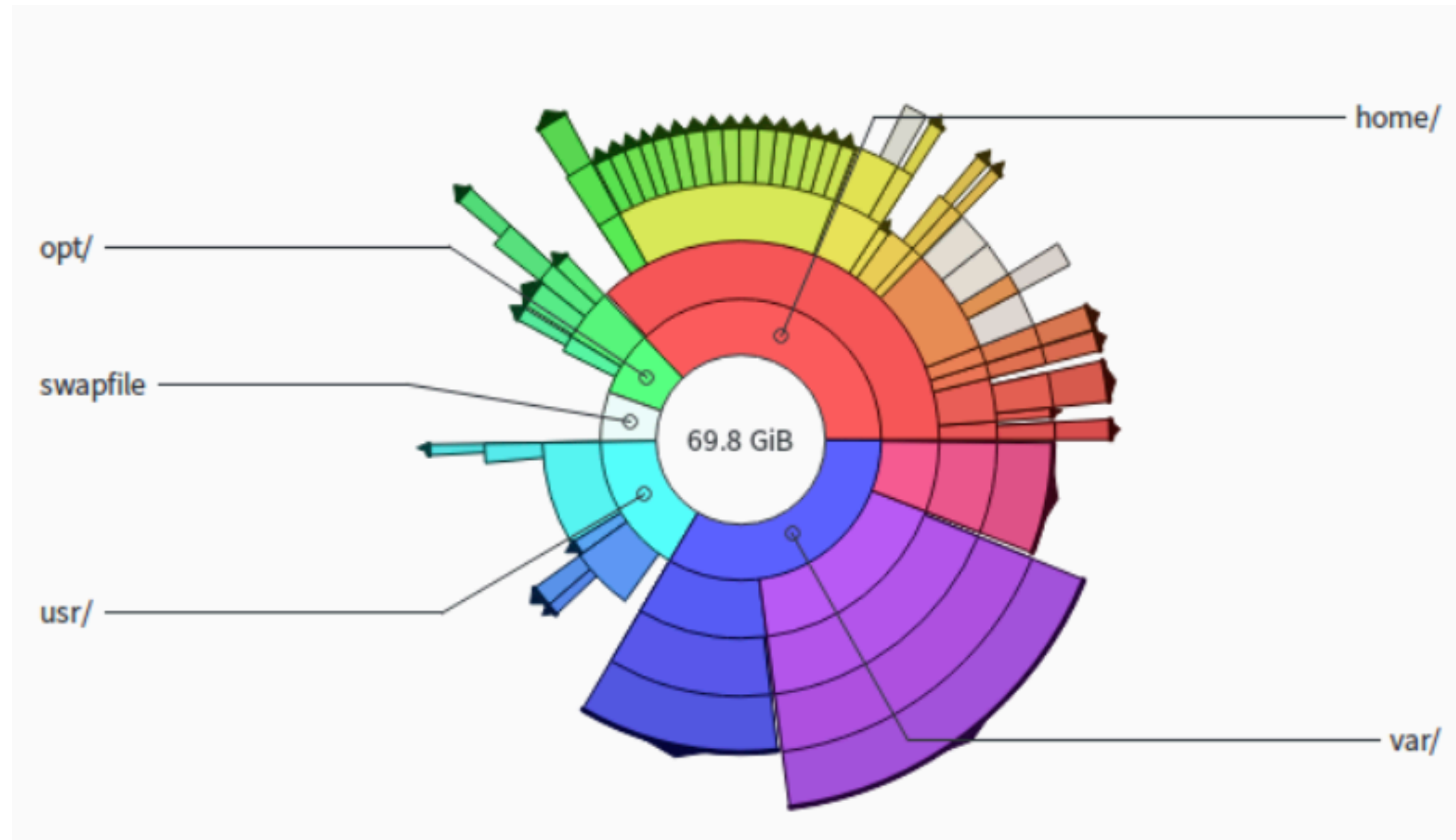


Sunburst: Radial Layout



[Sunburst by John Stasko, Implementation in Caleydo by Christian Partl]

Differences? Pros, Cons?



Implicit Representations

Pros:

- space-efficient because of the lack of explicitly drawn edges: scale well up to very large graphs
- in most cases well suited for ABTs on the node set
- depending on the spatial encoding also useful for TBTs

Cons:




- can only represent trees
- since the node positions are used to represent edges, they can no longer be freely arranged (e.g., to reflect geographical positions)
- useless to pursue any task on the edges
- spatial relations such as overlap or inclusion lead to occlusion




Tree Visualization Reference




How to cite this site? [Check out other surveys!](#)

treevis.net - A Visual Bibliography of Tree Visualization 2.0 by Hans-Jörg Schulz

v.21-OCT-2014

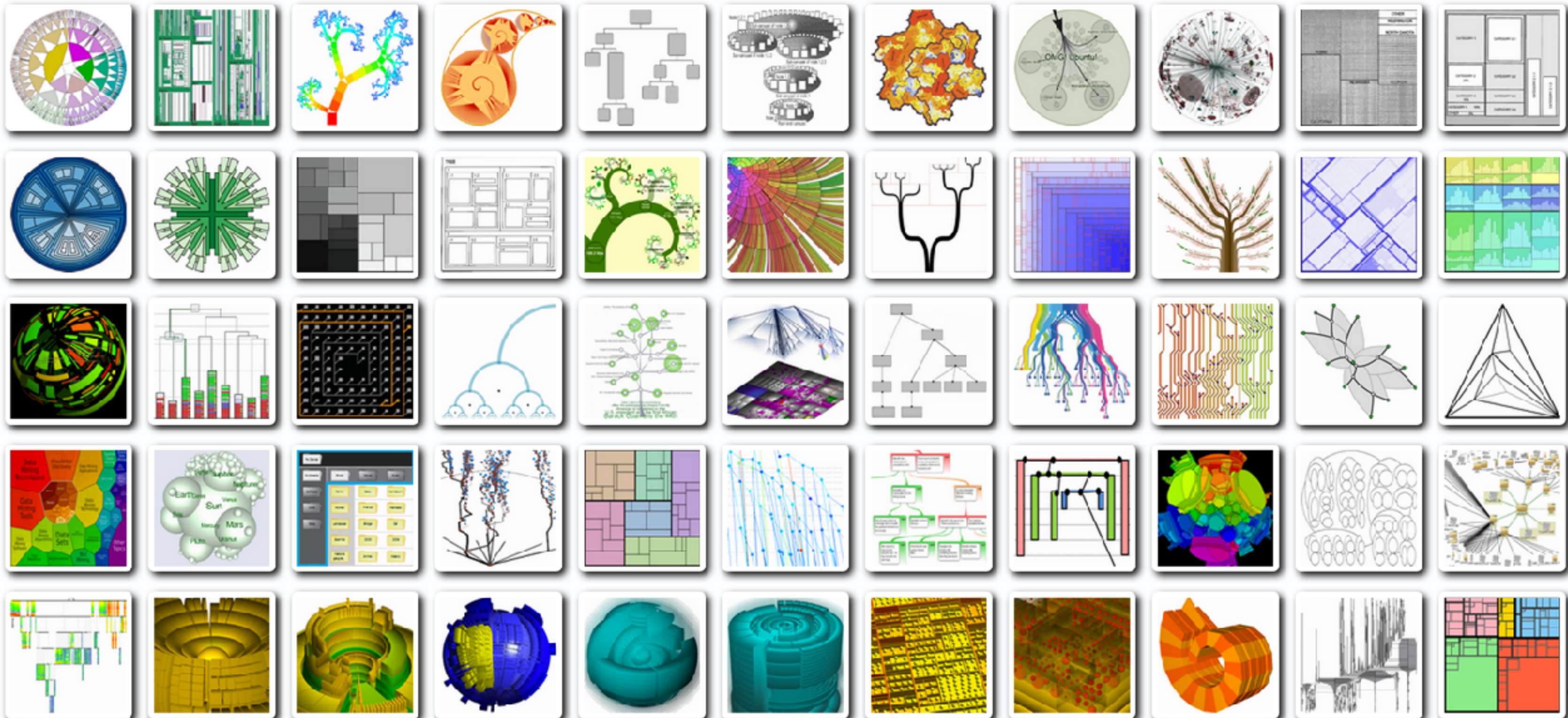
Dimensionality: All   

Representation: All   

Alignment: All   

Fulltext Search: x

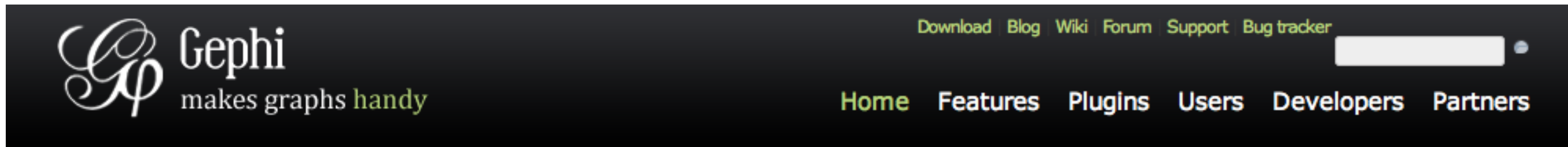
Techniques Shown: 277



Graph Tools & Applications

Gephi

<http://gephi.org>



The Open Graph Viz Platform

Gephi is a visualization and exploration platform for all kinds of networks and complex systems, dynamic and hierarchical graphs.

Runs on Windows, Linux and Mac OS X. Gephi is open-source and free.

[Learn More on Gephi Platform »](#)



[Release Notes](#) | [System Requirements](#)

► **Features**
► **Quick start**

► **Screenshots**
► **Videos**



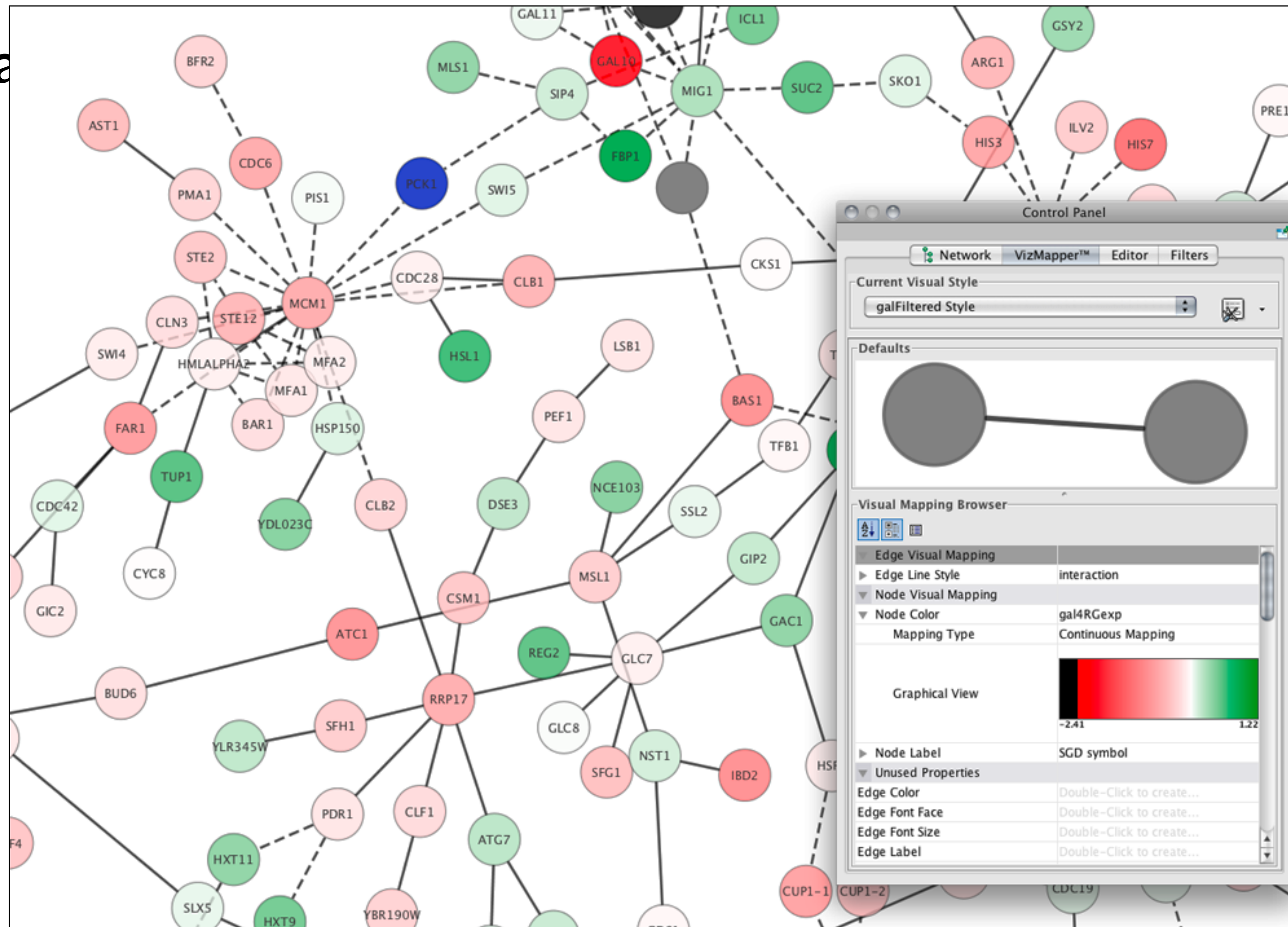
Gephi has been accepted again for Google Summer of Code! The program is the best way for students around the world to start contributing to an open-source project. Students, apply now for Gephi proposals. Come to the GSOC forum section and say Hi! to [this topic](#).

[Learn More »](#)

Cytoscape

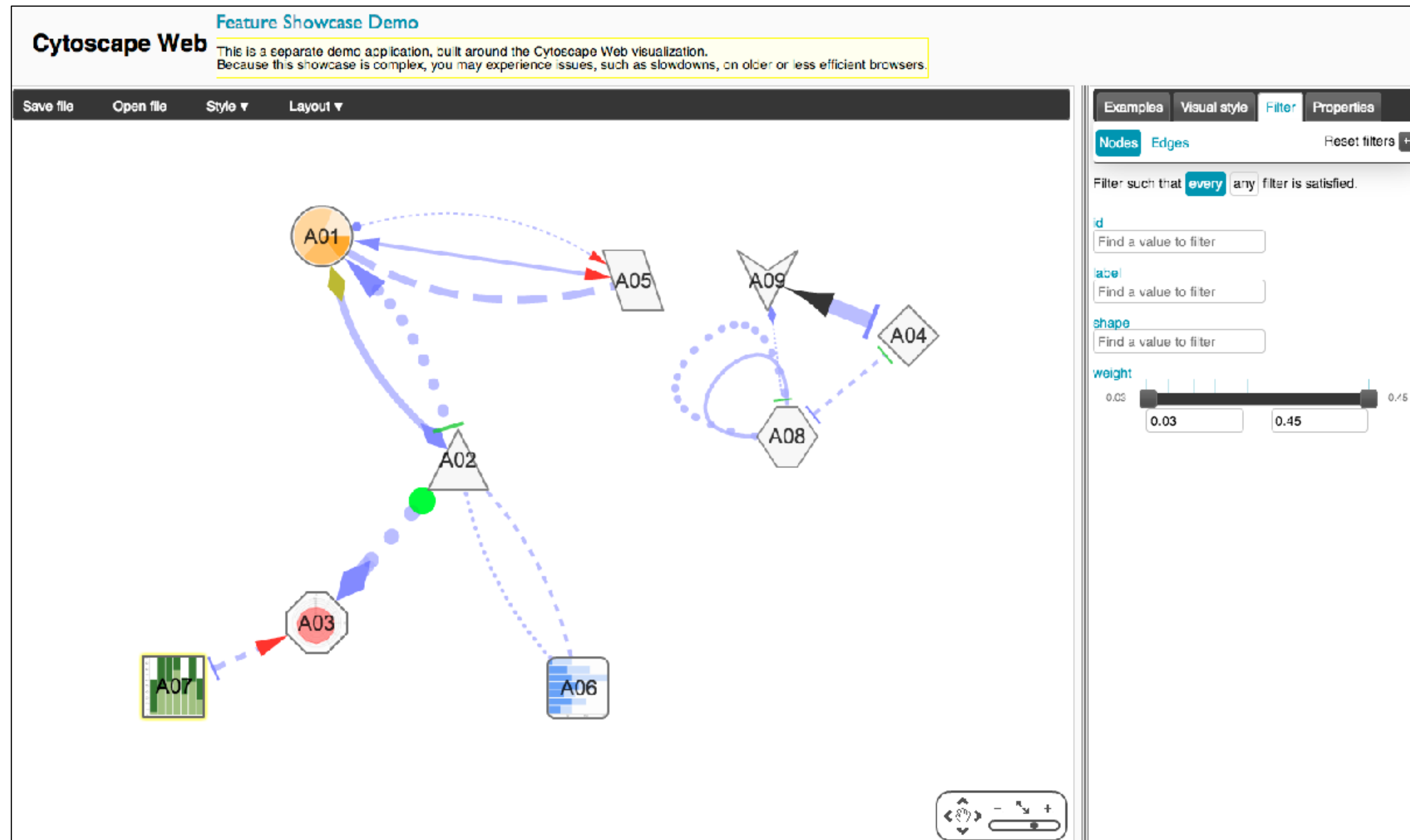
<http://www.cytoscape.org/>

Open source platform



Cytoscape Web

<http://cytoscapeweb.cytoscape.org/>



NetworkX

<https://networkx.github.io/>

NetworkX

[NetworkX Home](#) | [Documentation](#) | [Download](#) | [Developer \(Github\)](#)

High-productivity software for complex networks

NetworkX is a Python language software package for the creation, manipulation, and study of the structure, dynamics, and functions of complex networks.



[Documentation](#)

all documentation

[Examples](#)

using the library

[Reference](#)

all functions and methods

Features

- Python language data structures for graphs, digraphs, and multigraphs.
- Nodes can be "anything" (e.g. text, images, XML records)
- Edges can hold arbitrary data (e.g. weights, time-series)
- Generators for classic graphs, random graphs, and synthetic networks
- Standard graph algorithms
- Network structure and analysis measures
- Open source [BSD license](#)
- Well tested: more than 1800 unit tests, >90% code coverage
- Additional benefits from Python: fast prototyping, easy to teach, multi-platform

Versions

Latest Release

1.8.1 – 4 August 2013

[downloads](#) | [docs](#) | [pdf](#)

Development

1.9dev

[github](#) | [docs](#) | [pdf](#)

build passing

coverage 83%

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