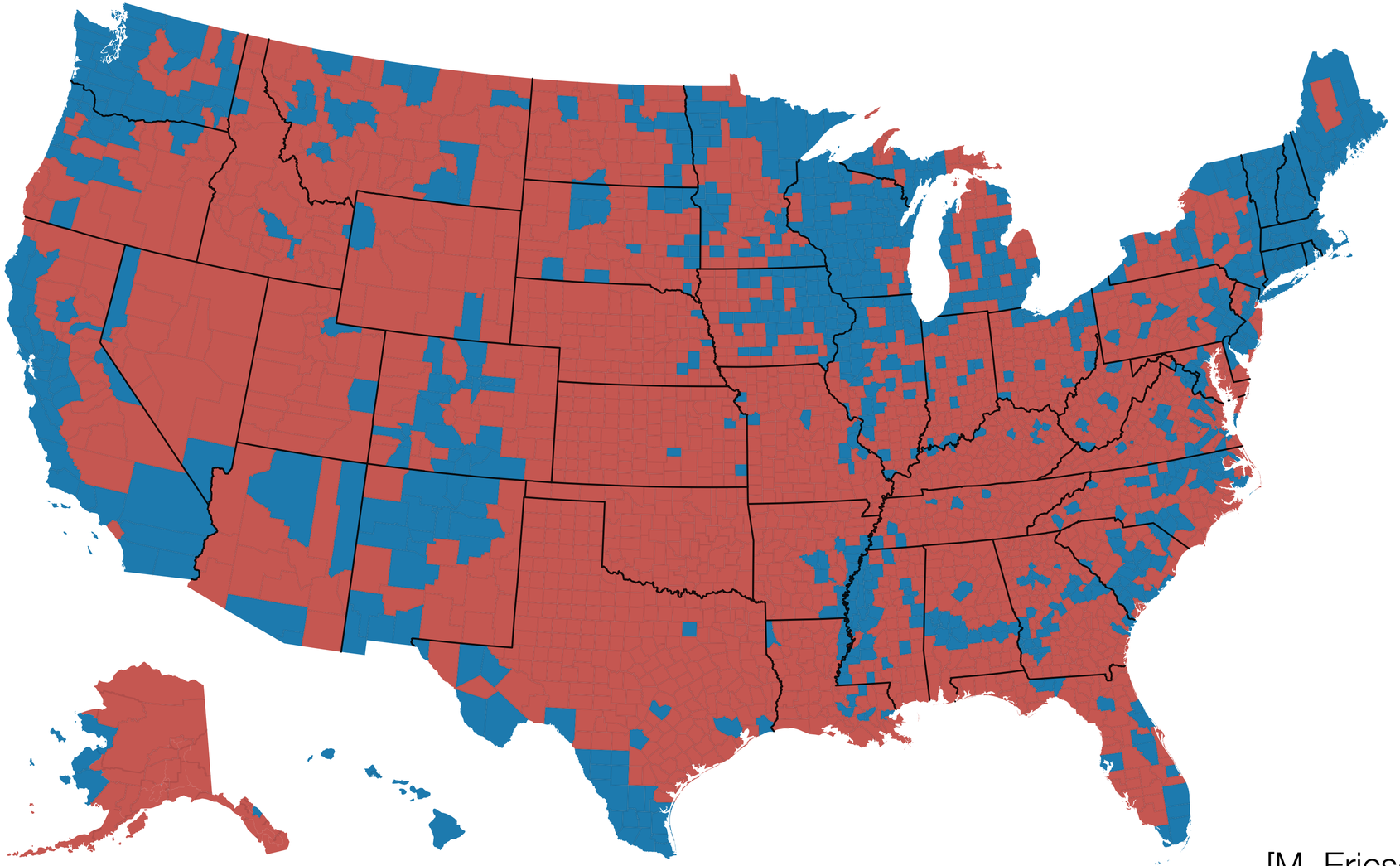
Data Visualization (CSCI 627/490)

Trees

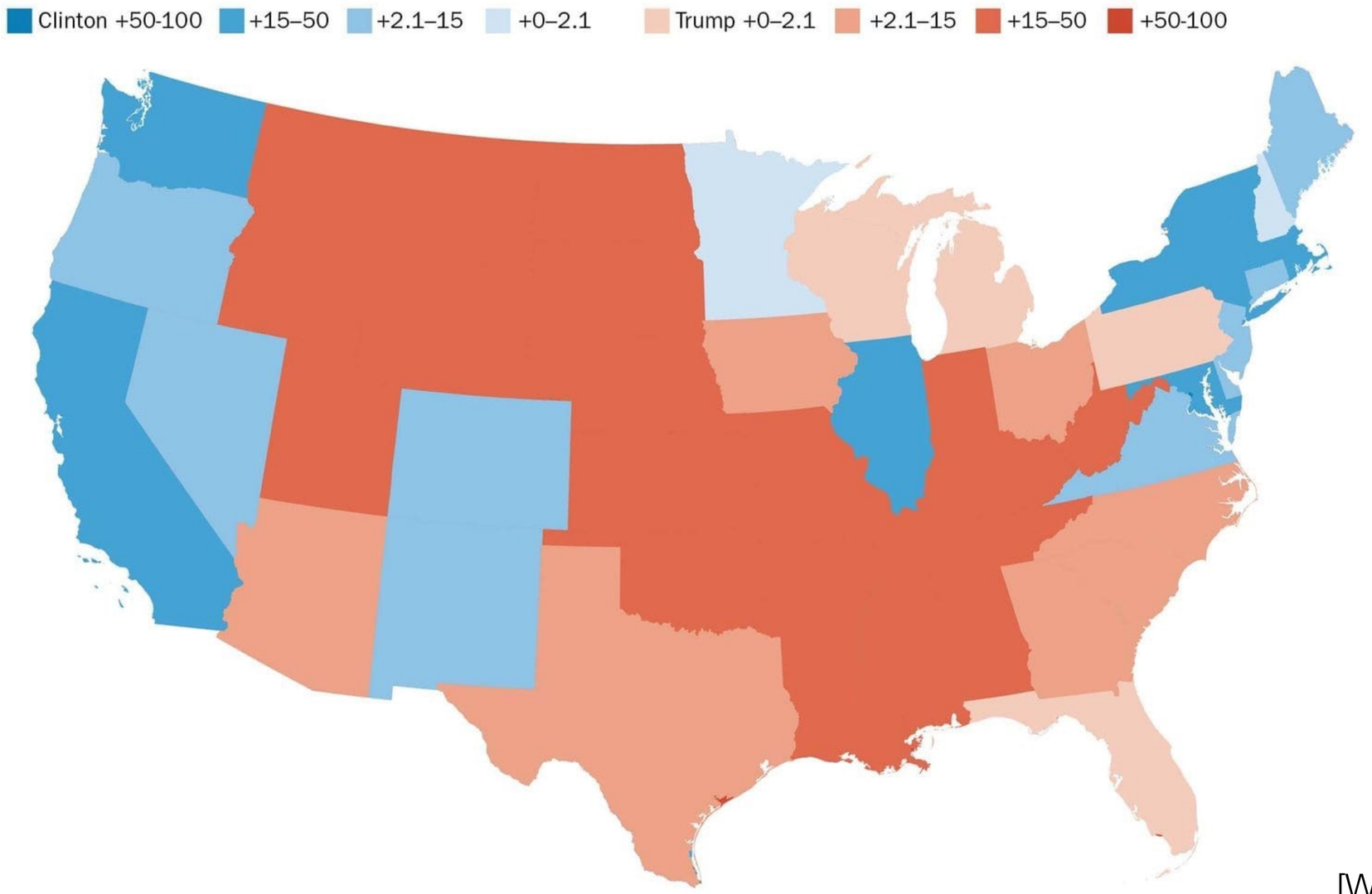
Dr. David Koop

Choropleth (Two Hues)



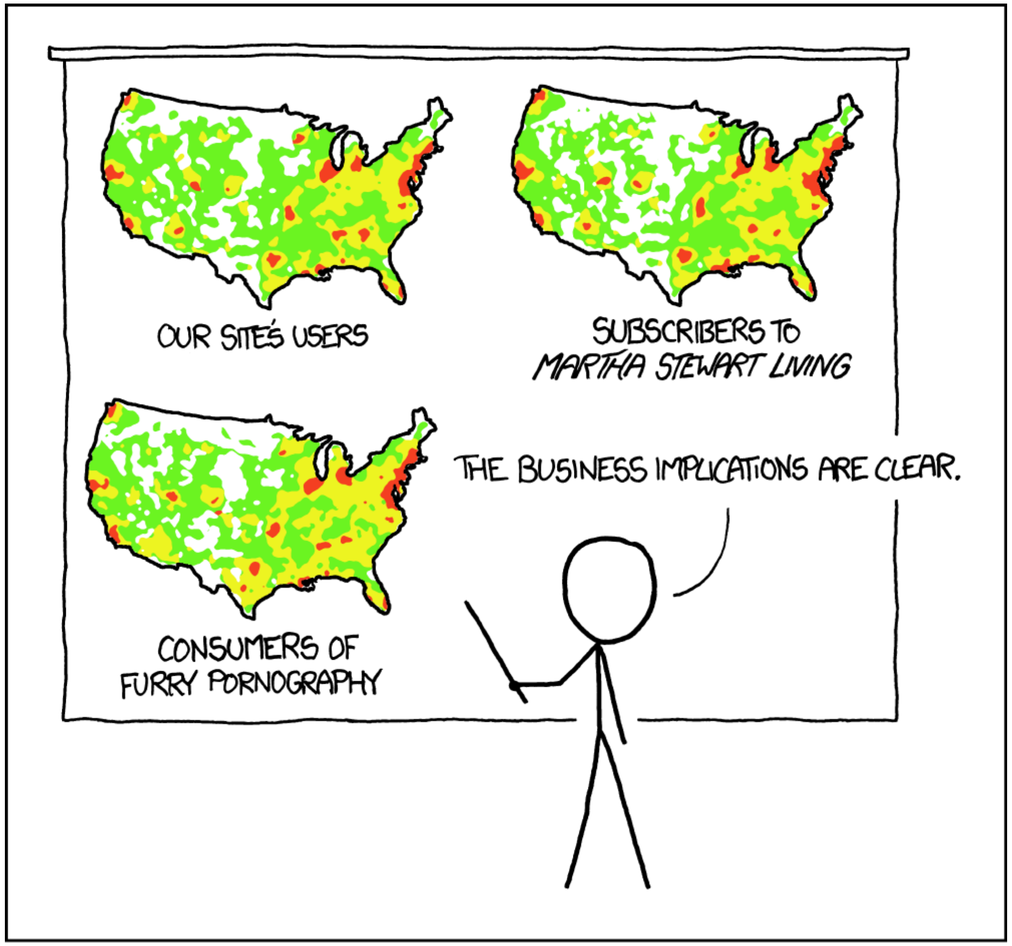
[M. Ericson, New York Times]

Choropleth (Diverging Attribute)



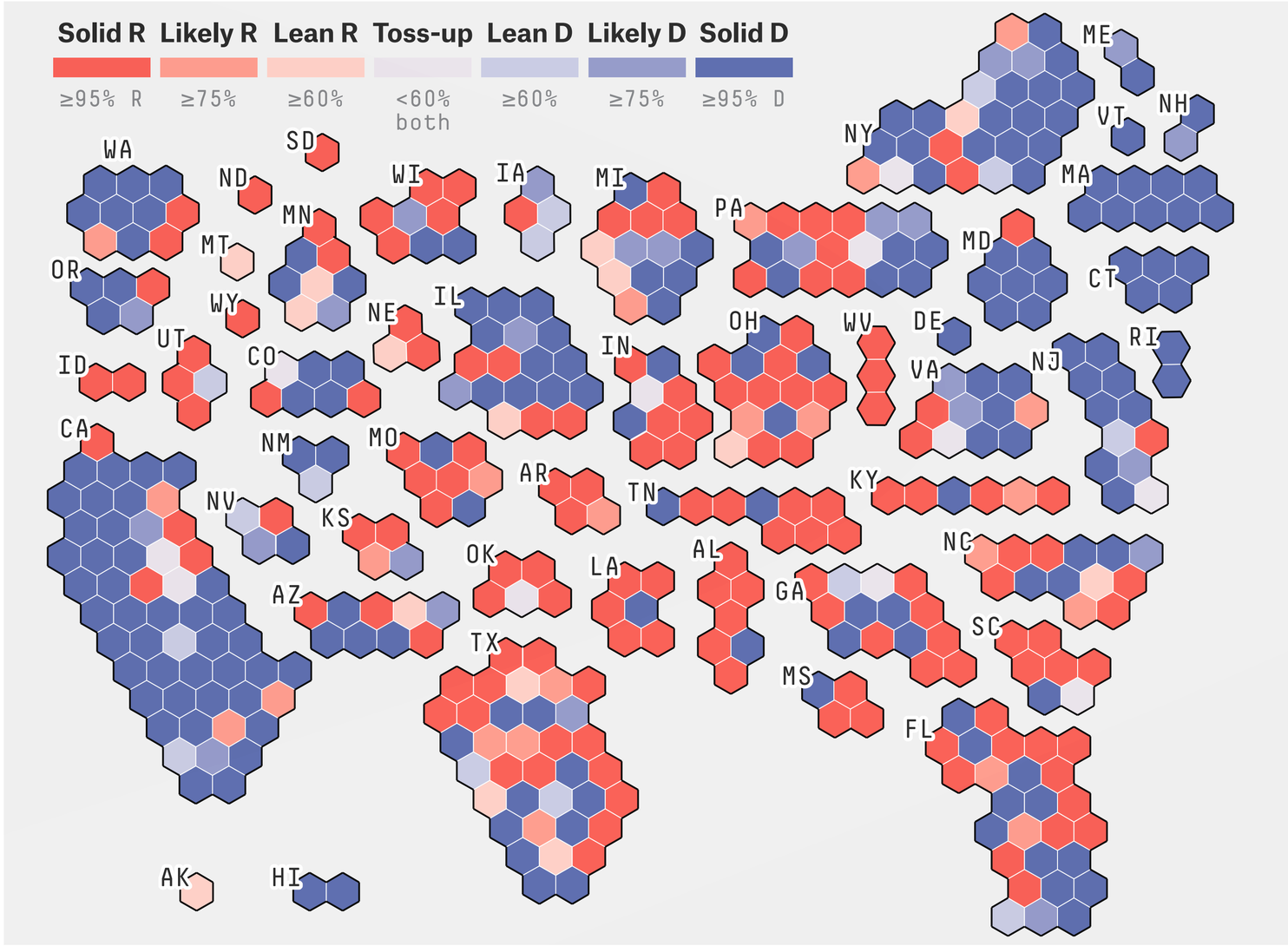
[Washington Post, 2018]

Don't Just Create Population Maps!



[xkcd]

House Races: Non-Contiguous "Cartogram"



[FiveThirtyEight, 2020]

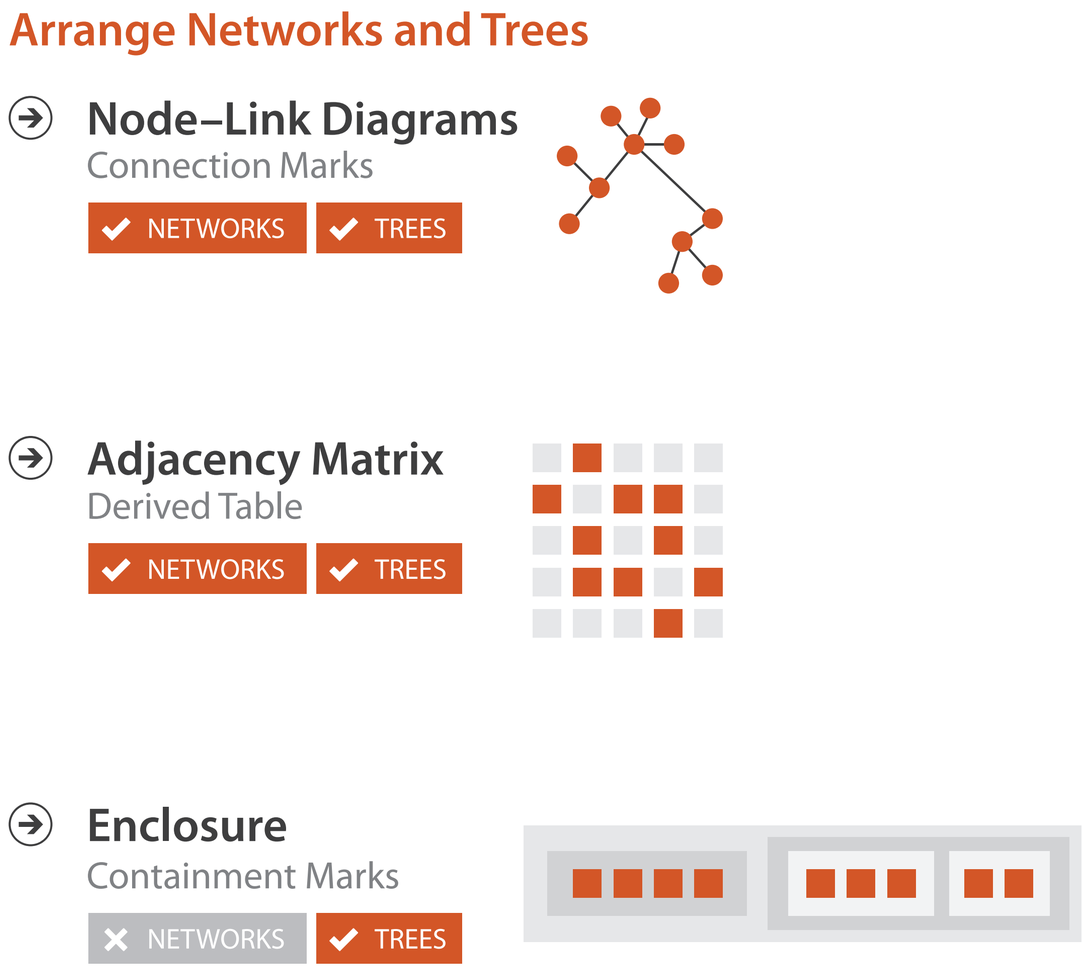
Maps Aren't Always Best: Close House Races

12 Lean Democratic		31 Tossups		25 Lean Republican	
AZ-02	Open (McSally)	CA-10	Denham	AR-02	Hill
CA-49	Open (Issa)	CA-25	Knight	CA-50	Hunter
CO-06	Coffman	CA-39	Open (Royce)	FL-15	Open (Ross)
IA-01	Blum	CA-45	Walters	FL-16	Buchanan
KS-03	Yoder	CA-48	Rohrabacher	GA-06	Handel
MI-11	Open (Trott)	FL-26	Curbelo	GA-07	Woodall
MN-02	Lewis	FL-27	Open (Ros-Lehtinen)	IL-13	Davis
MN-03	Paulsen	IL-06	Roskam	IL-14	Hultgren
NV-03	Open (Rosen)	IL-12	Bost	MO-02	Wagner
NJ-11	Open (Frelinghuysen)	IA-03	Young	MT-AL	Gianforte
PA-07	Vacant (formerly Dent)	KS-02	Open (Jenkins)	NE-02	Bacon
VA-10	Comstock	KY-06	Barr	NY-24	Katko

[New York Times, 2018]

Networks

- Network: nodes and edges connecting the nodes
- Formally, G = (V,E) is a set of nodes V and a set of edges E where each edge connects two nodes.
- Nodes == items, edges connect items
- **Both** nodes and edges may have **attributes**



[Munzner (ill. Maguire), 2014]

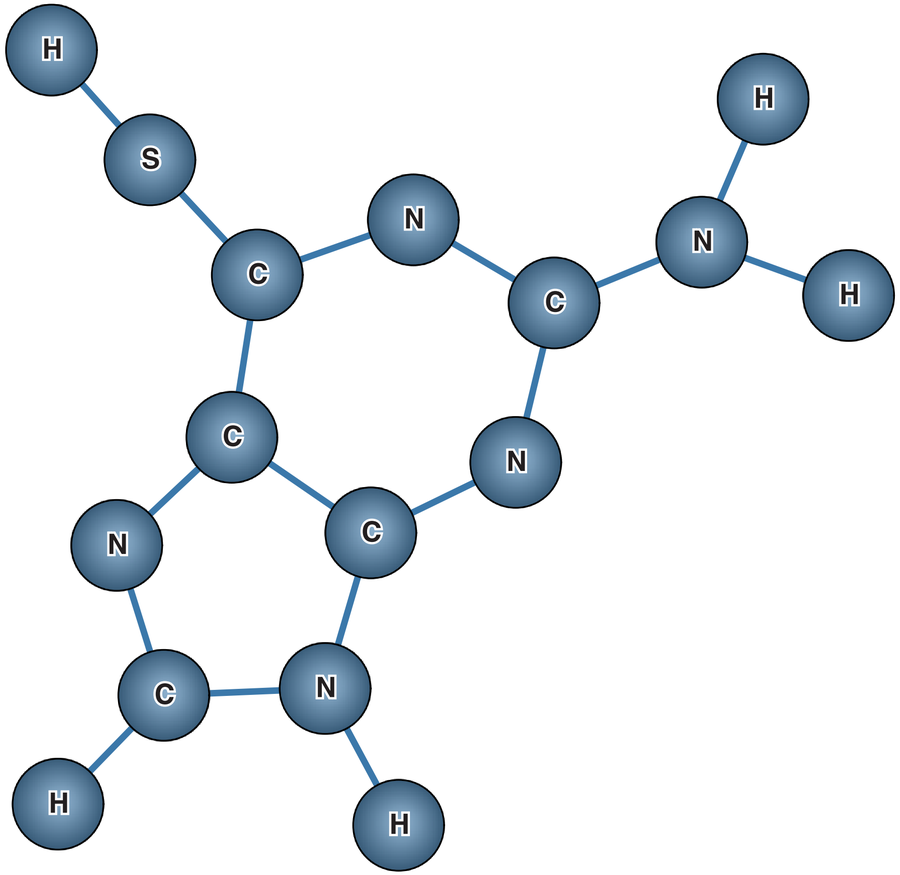
Network Data Represented in Tables

Nodes

ID	Atom	Electrons	Protons
0	N	7	7
1	C	6	6
2	S	16	16
3	C	6	6
4	N	7	7

Edges

ID1	ID2	Bonds
0	1	1
1	2	1
1	3	2
3	4	1



Project Proposal

- Two Possibilities:
  - Create an interactive visualization
  - Work on a research project
- Dataset Choices
  - US Food Safety Data
  - Illinois Hospital Report Card
  - NFL Data
  - US Register of Introduced and Invasive Species
  - Others?
- Proposal Due Wednesday

Assignment 4

- To be announced soon

Wednesday

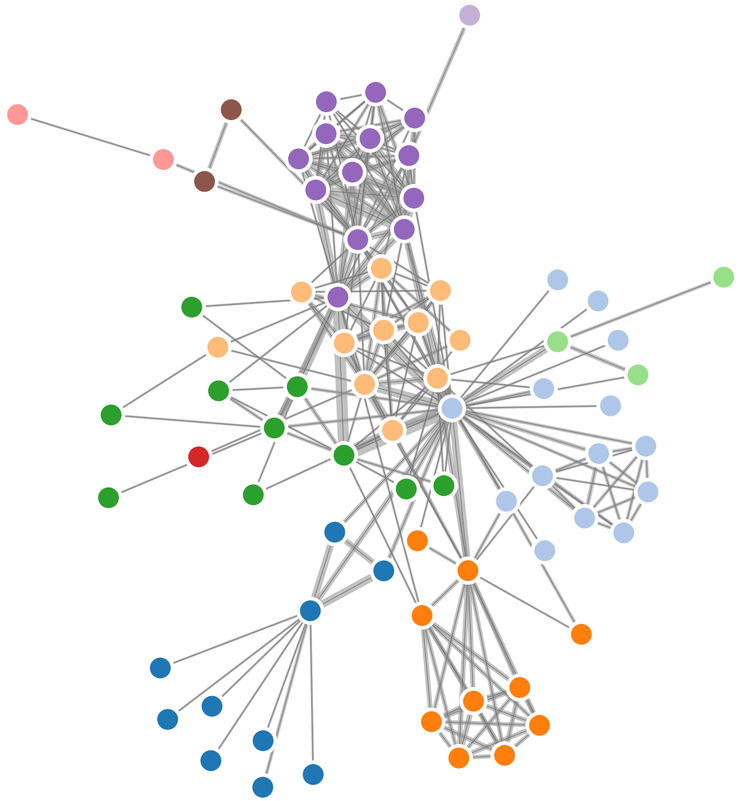
- Online Video Lecture
- Have external meeting
- Was told I was going to have a break during this class time but timing was shifted in current agenda
- Office Hours shifted to the afternoon 2-3:15pm

Networks Need Layouts!

- Need to use spatial position when designing network visualizations
- Otherwise, nodes can **occlude** each other, links hard to distinguish
- How?
  - With bar charts, we could order using an attribute…
  - With networks, we want to be able to see connectivity and topology (not in the data usually)
- Possible metrics:
  - Edge crossings
  - Node overlaps
  - Total area

Force-Directed Layout

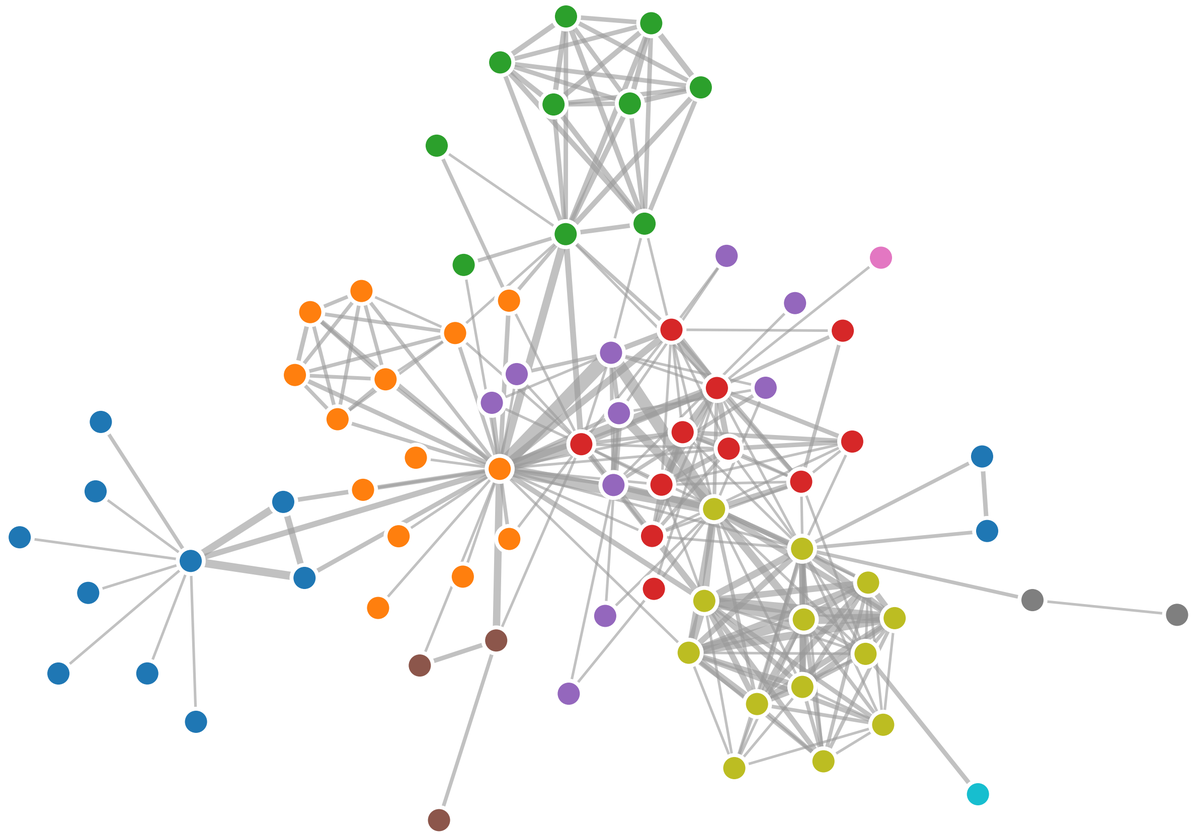
- Nodes push away from each other but edges are springs that pull them together
- Weakness: nondeterminism, algorithm may produce difference results each time it runs



[M. Bostock, 2017]

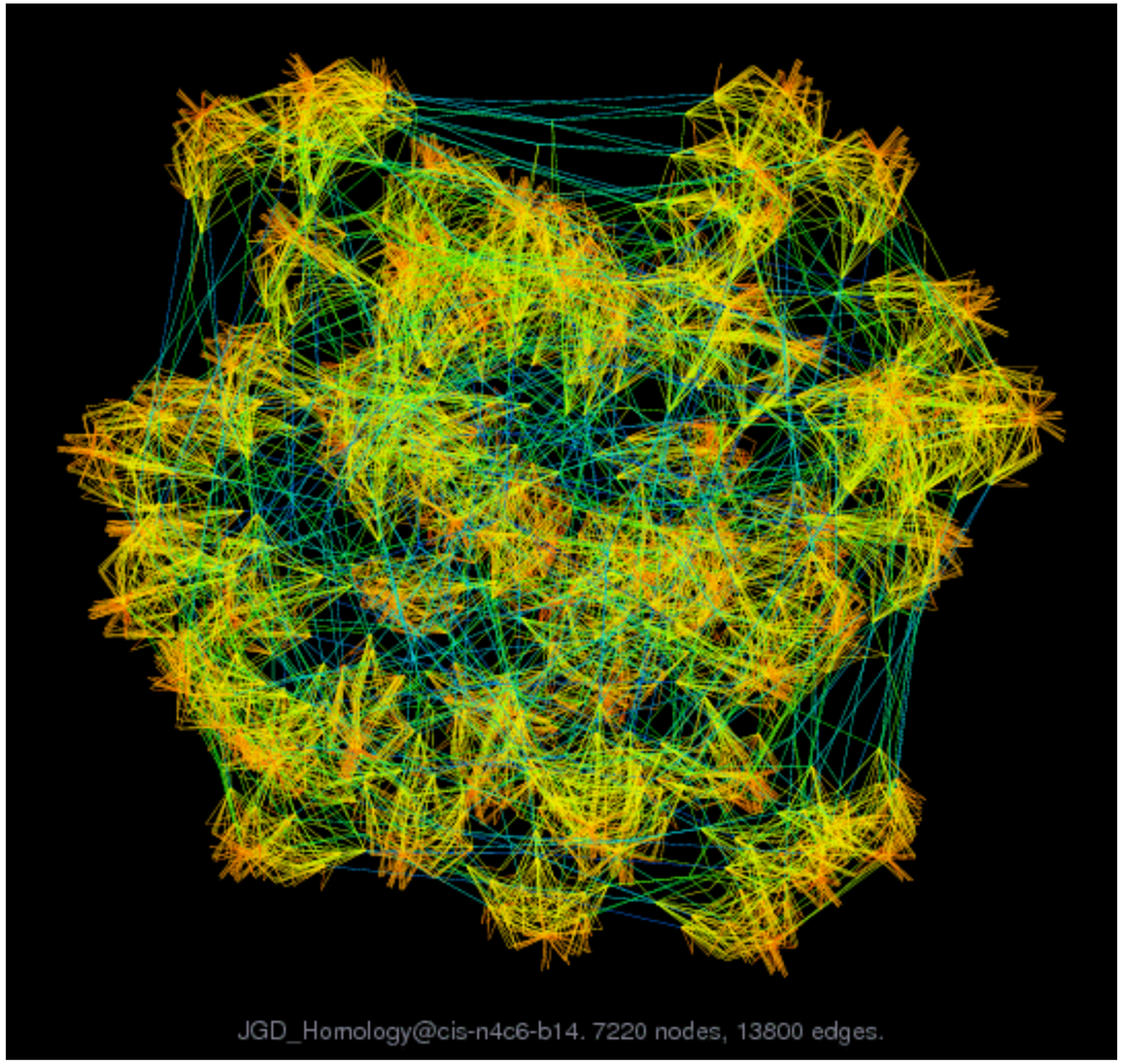
Constraint-Based Optimization (CoLa)

- Higher quality layout
- More **stable** in interactive applications (no "jitter")
- Allows user specified constraints such as alignments and grouping
- Can avoid overlapping nodes
- Provides flow layout for directed graphs
- May be **less scalable** to very large graphs
- Can route edges around nodes



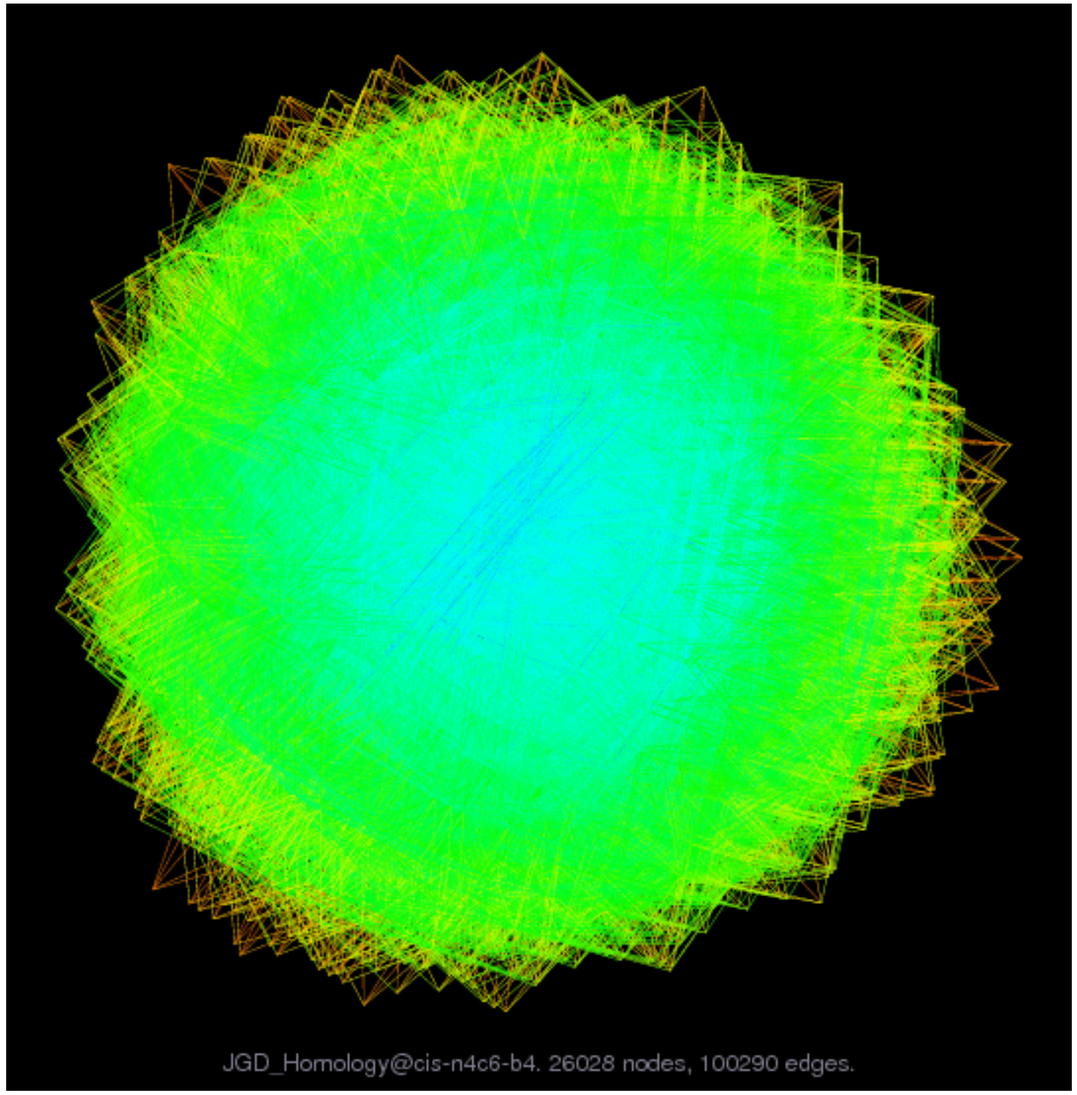
[T. Dwyer et al. (WebCoLa); M. Bostock (Example), 2018]

sfdp



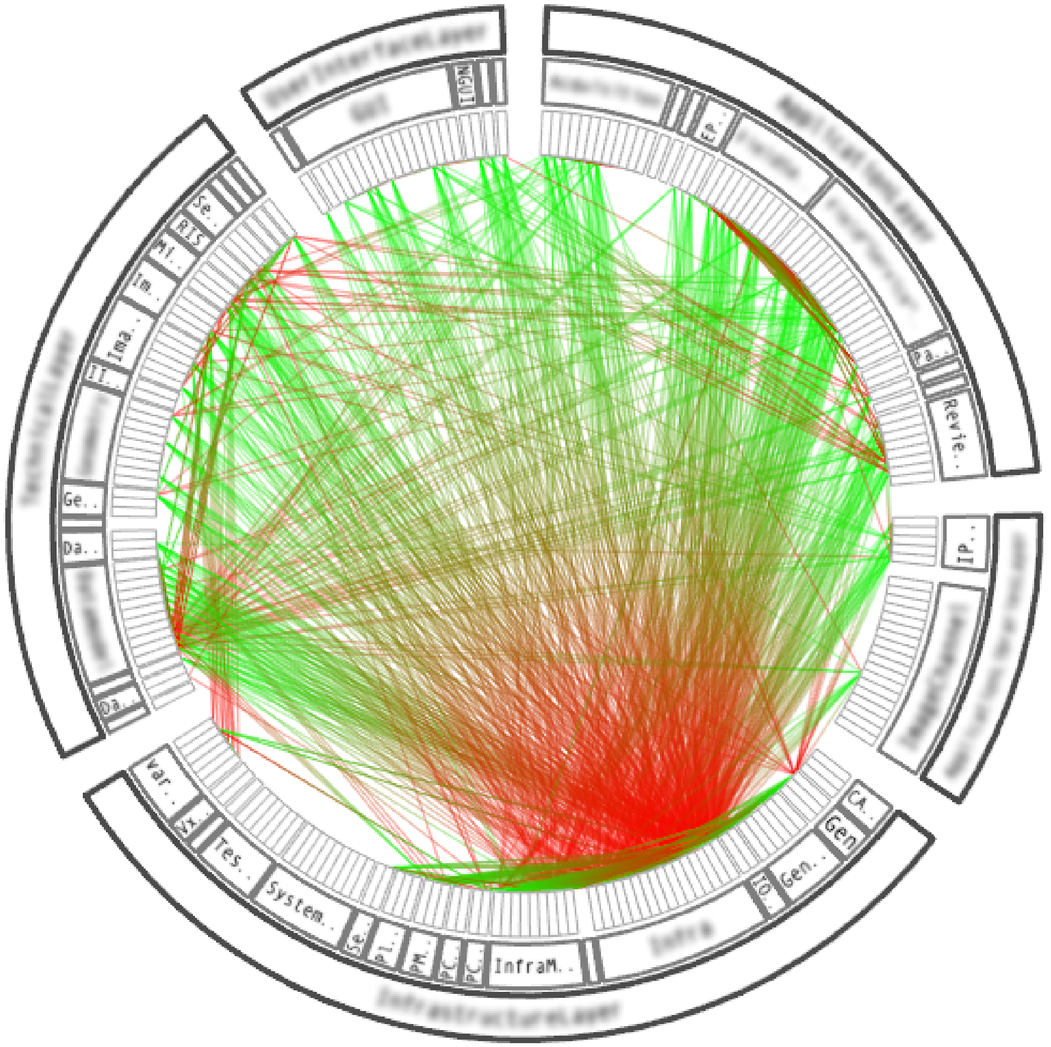
[Hu, 2005]

“Hairball”



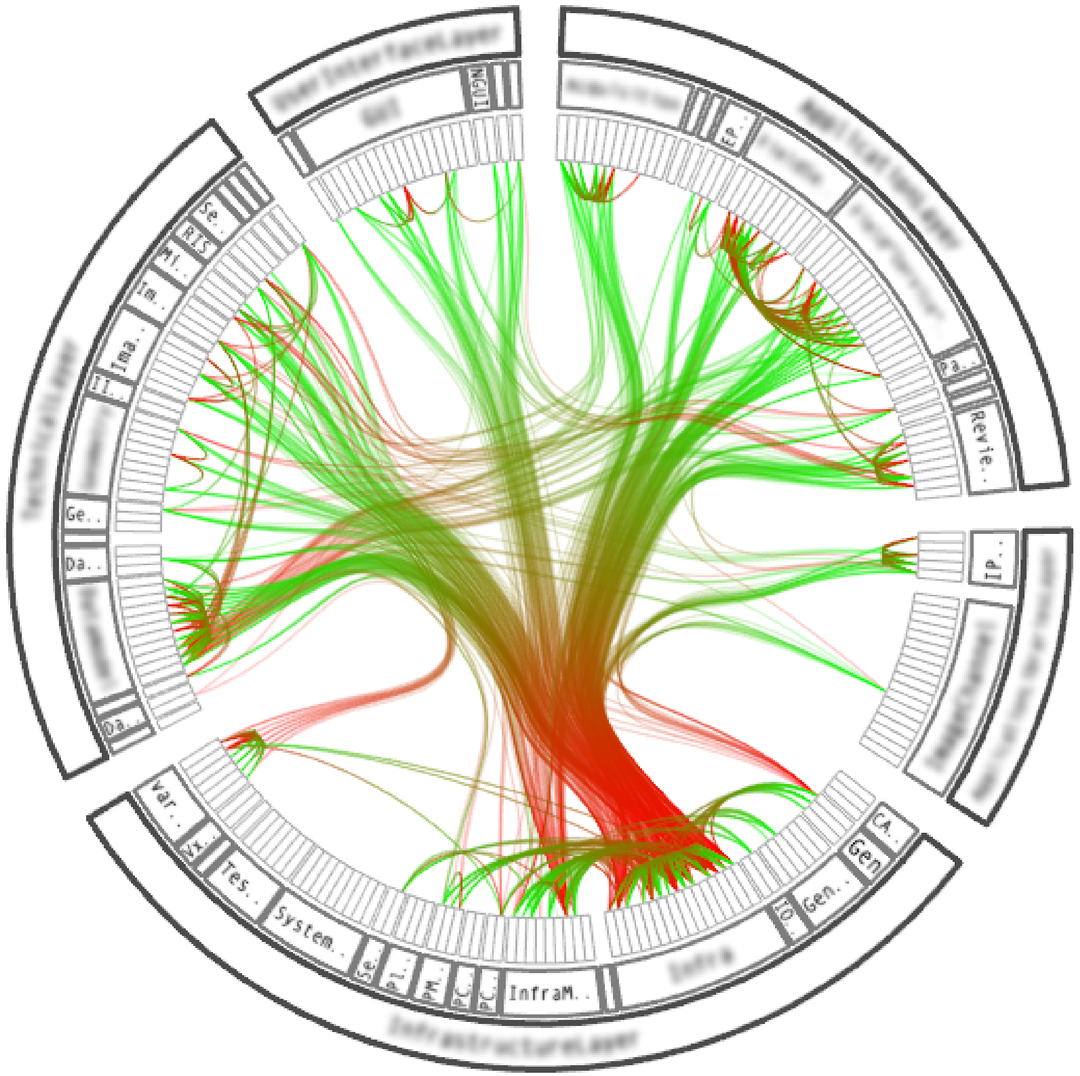
[Hu, 2014]

Hierarchical Edge Bundling



[Holten, 2006]

Hierarchical Edge Bundling



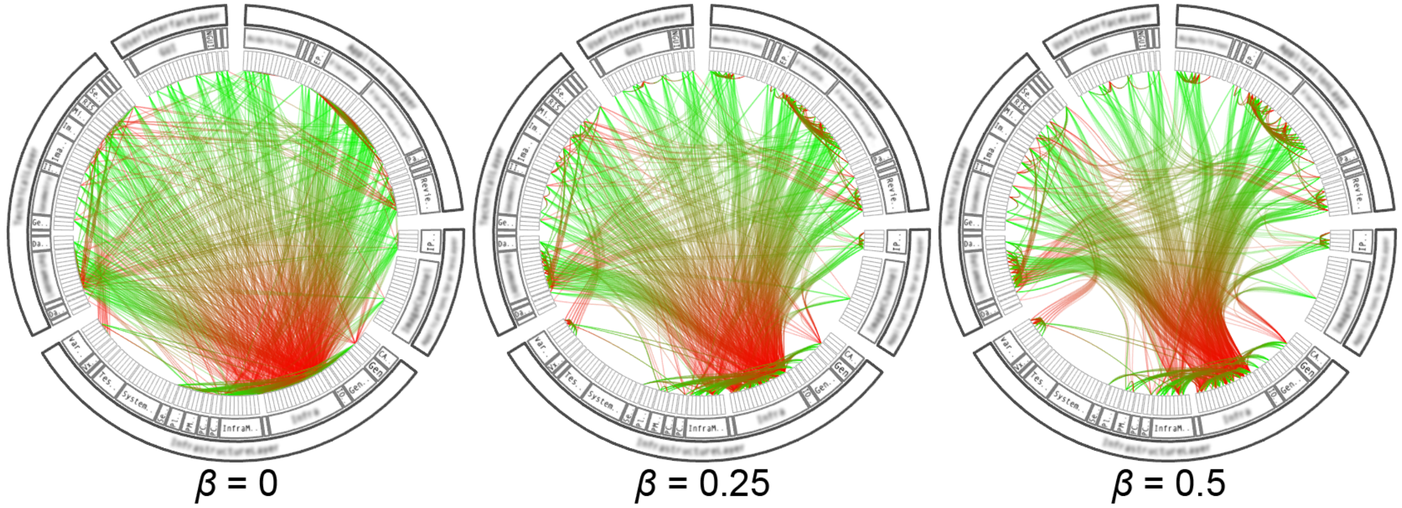
[Holten, 2006]

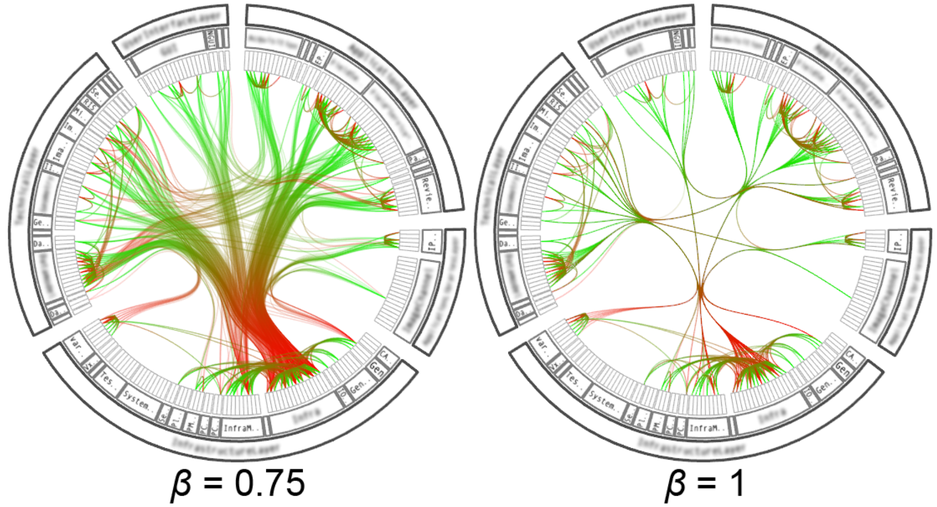
Hierarchical Edge Bundling

- Flexible and generic method
- Reduces visual clutter when dealing with large numbers of adjacency edges
- Provides an intuitive and continuous way to control the strength of bundling.
  - Low bundling strength mainly provides low-level, node-to-node connectivity information
  - High bundling strength provides high-level information as well by implicit visualization of adjacency edges between parent nodes that are the result of explicit adjacency edges between their respective child nodes

[Holten, 2006]

Bundling Strength



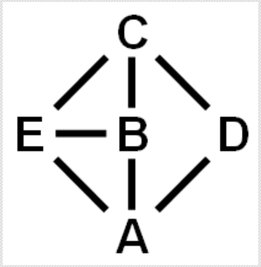


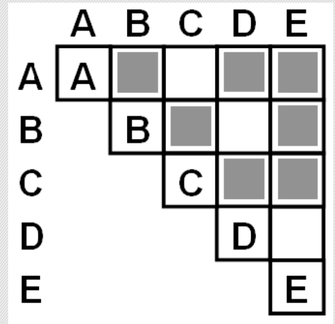
[Holten, 2006]

Adjacency Matrix

- Change network to tabular data and use a matrix representation
- Derived data: nodes are keys, edges are boolean values
- Task: lookup connections, find well-connected clusters
- Scalability: millions of edges

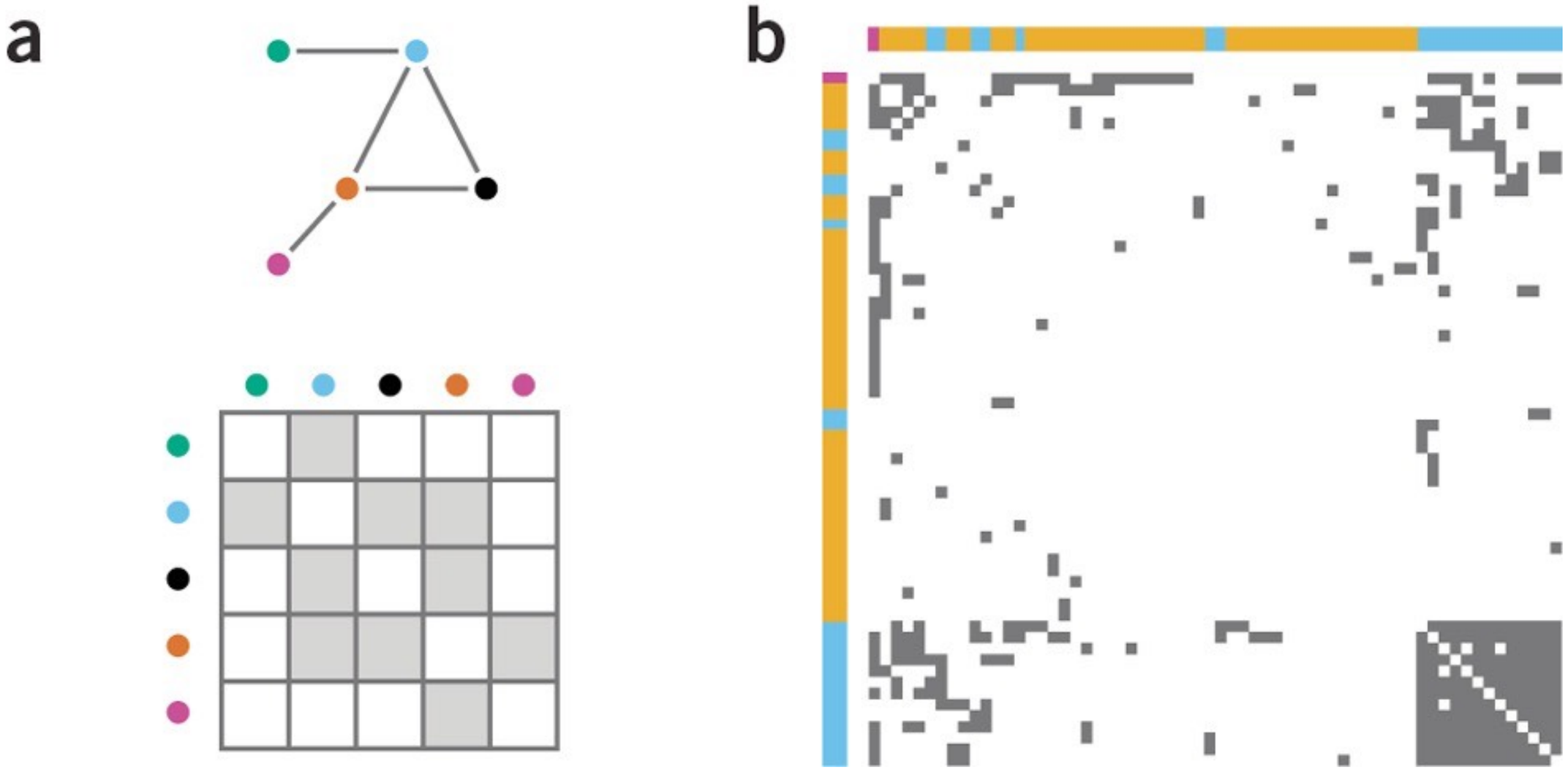
- Can encode **edge weight**, too





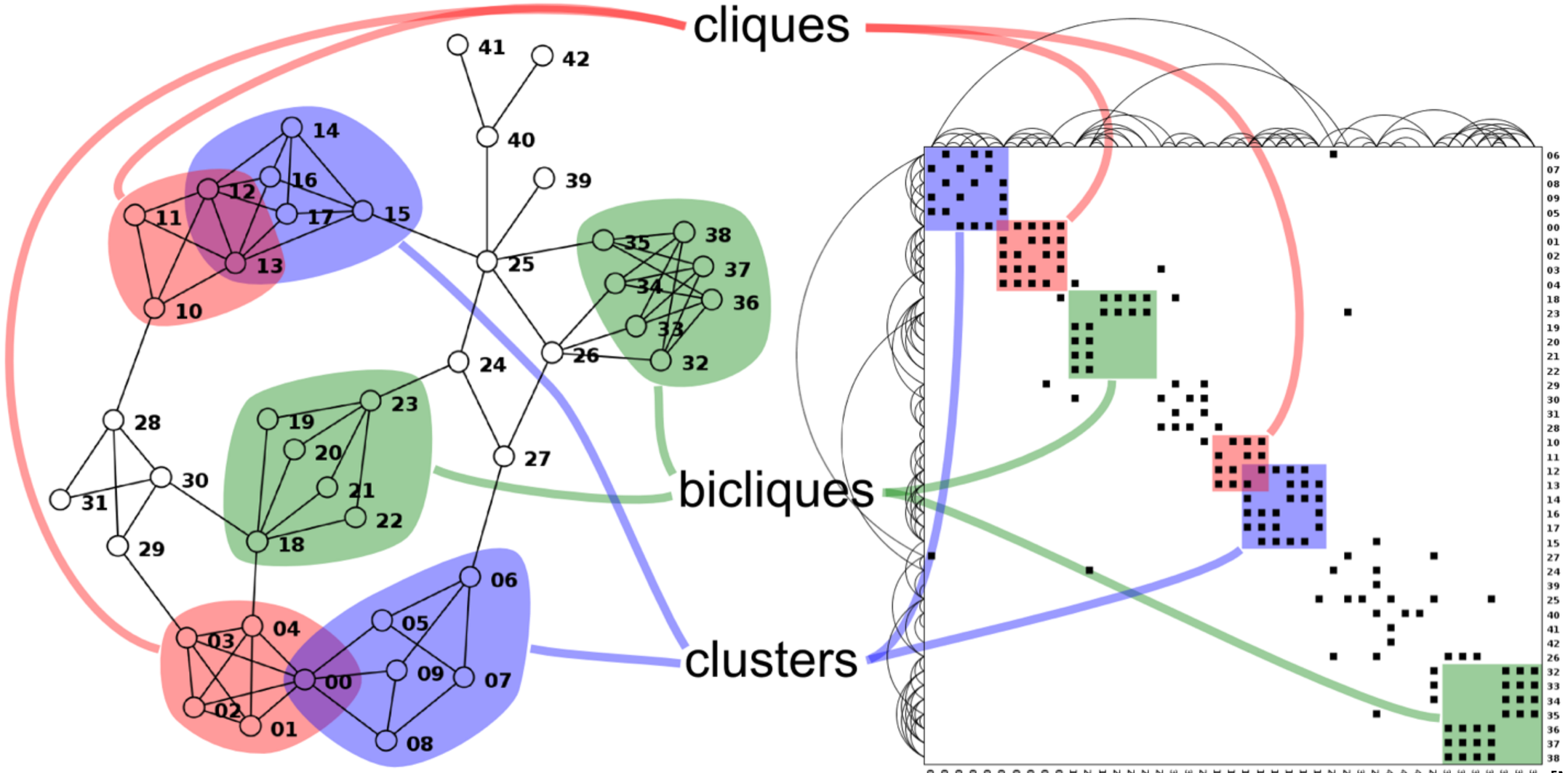
[Henry et al., 2007]

Cliques in Adjacency Matrices



[Gehlenborg and Wong]

Structures from Adjacency Matrices



[McGuffin]

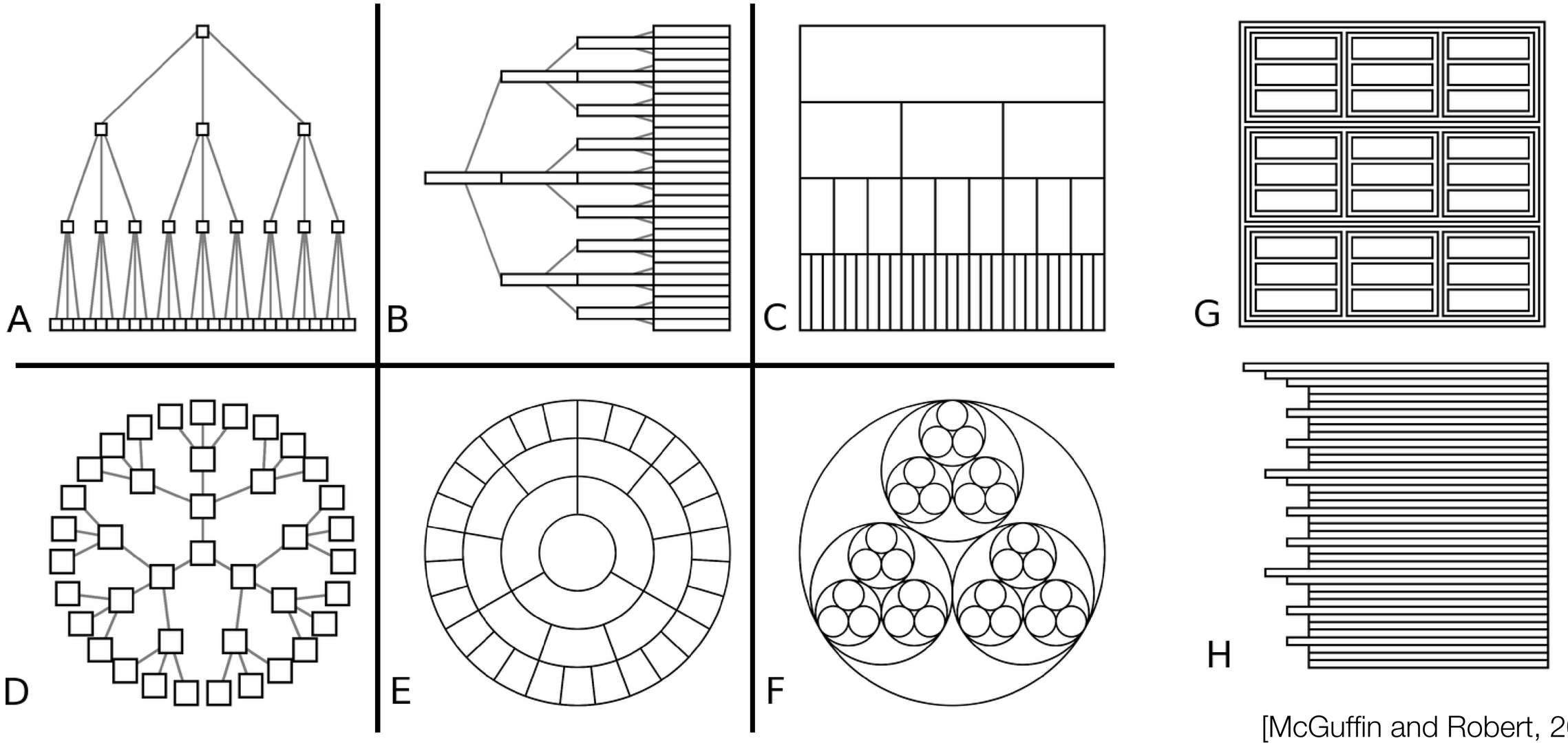
Node-Link or Adjacency Matrix?

- Empirical study: For most tasks, node-link is better for small graphs and adjacency better for large graphs
- Multi-link paths are hard with adjacency matrices
- Immediate connectivity or neighbors are ok, estimating size (nodes & edges also ok)
- People tend to be more familiar with node-link diagrams
- Link density is a problem with node-link but not with adjacency matrices

Trees

- Trees are directed acyclic **networks**
  - each edge has a direction: the origin is the parent, the destination is the child
  - cannot get back to a node after leaving it
- …plus each node has **at most one** parent node
- A tree has a **root** (every other node hangs off it)
- Can consider enclosure in trees using parent-child relationships

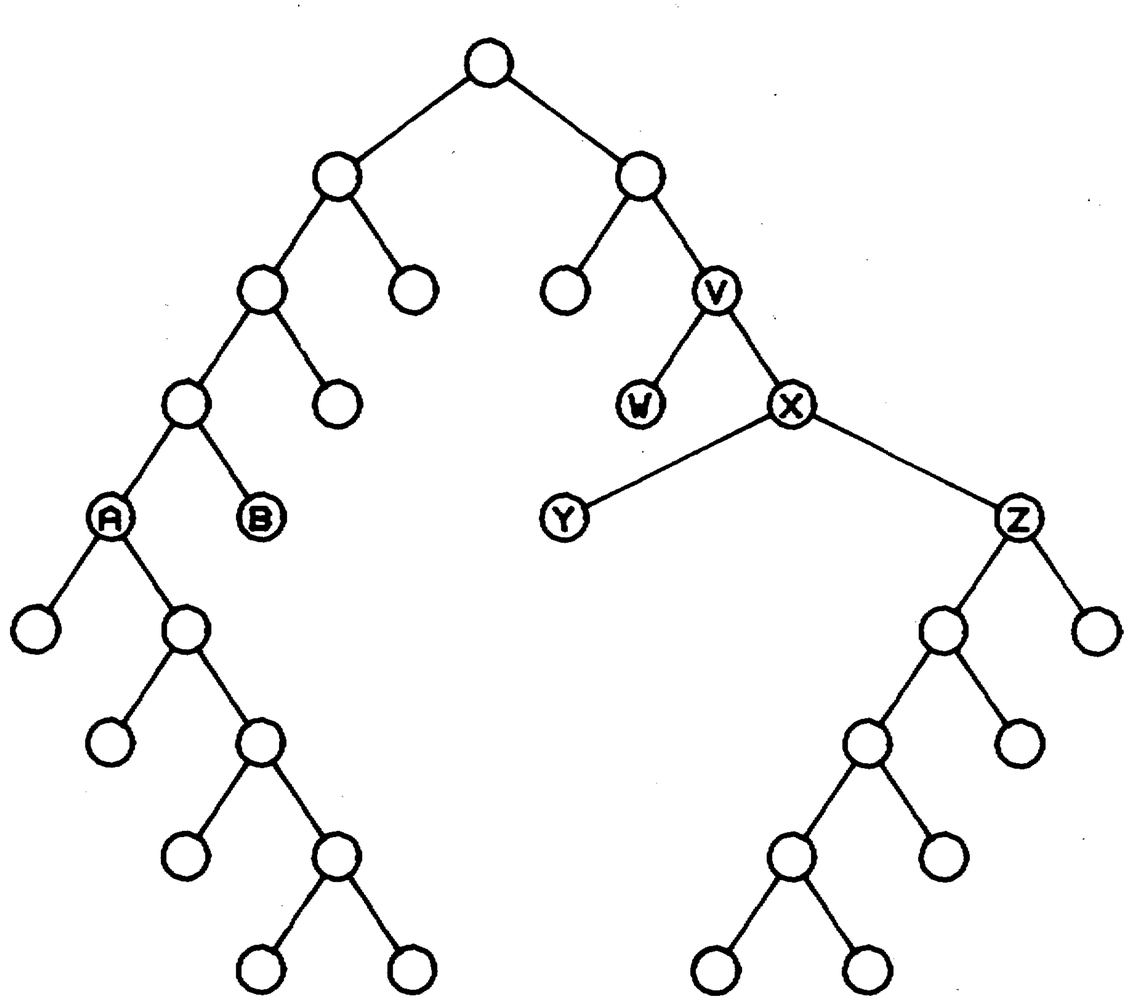
Tree Visualizations



[McGuffin and Robert, 2010]

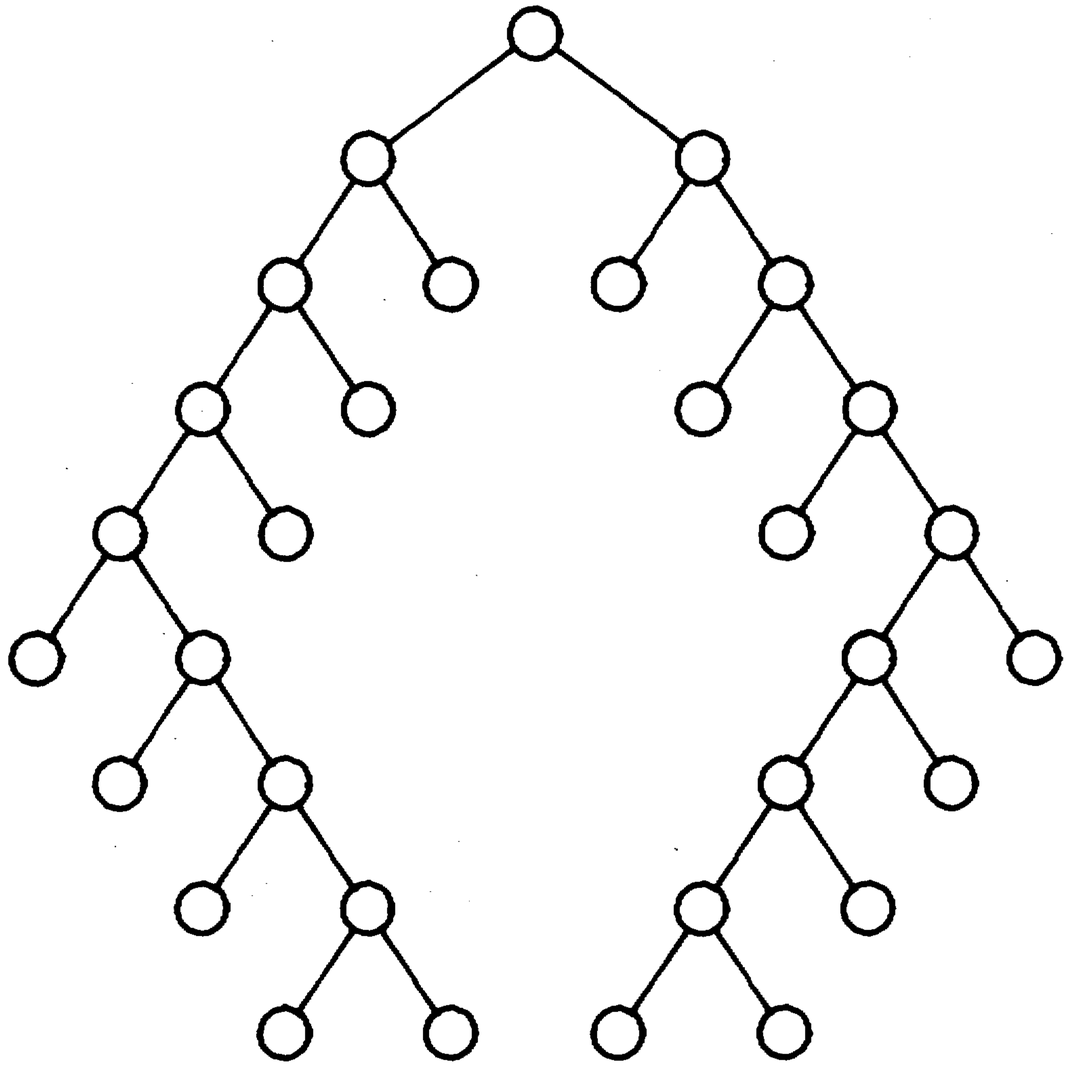
Node-Link Diagram

- Trees are graphs
- …but we have more structure
- Horizontal or vertical
- Idea 1: partition space for each node via recursion
- Idea 2: “Tidy” Drawing
  - Wetherell & Shannon: Don’t waste space (overlapping parent nodes is ok)
  - Reingold and Tilford: Keep symmetry, subtrees look similar



[WS Alg., Reingold and Tilford, 1981]

Reingold-Tilford Algorithm

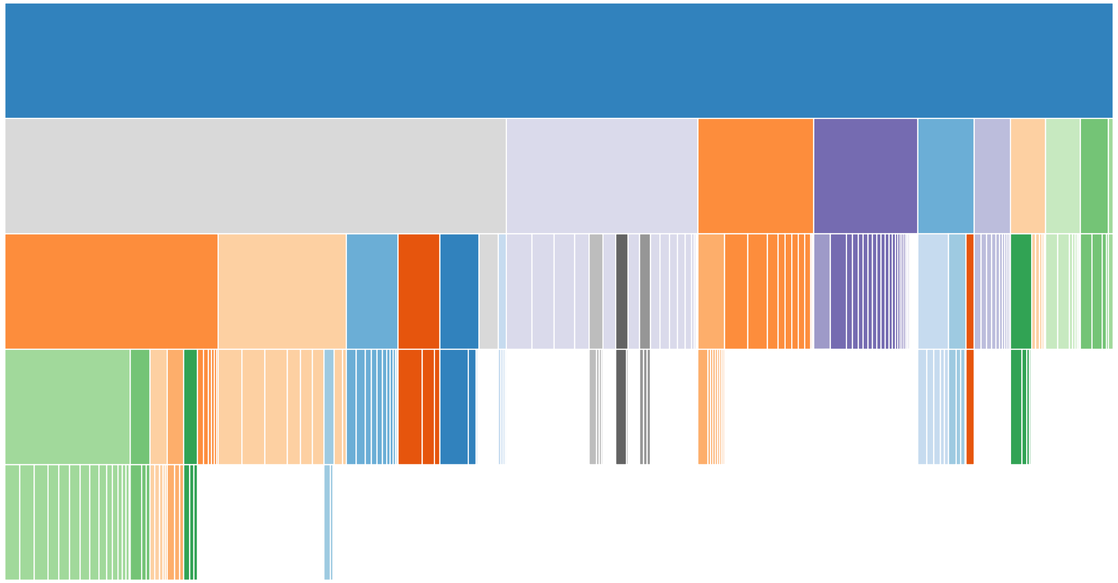


- Recurse on left and right subtrees
- Shift subtree over as long as it doesn't overlap
- Place parent centered above the subtrees
- Originally, only binary trees, extended by Walker

[Reingold and Tilford, 1981]

Icicle Plot

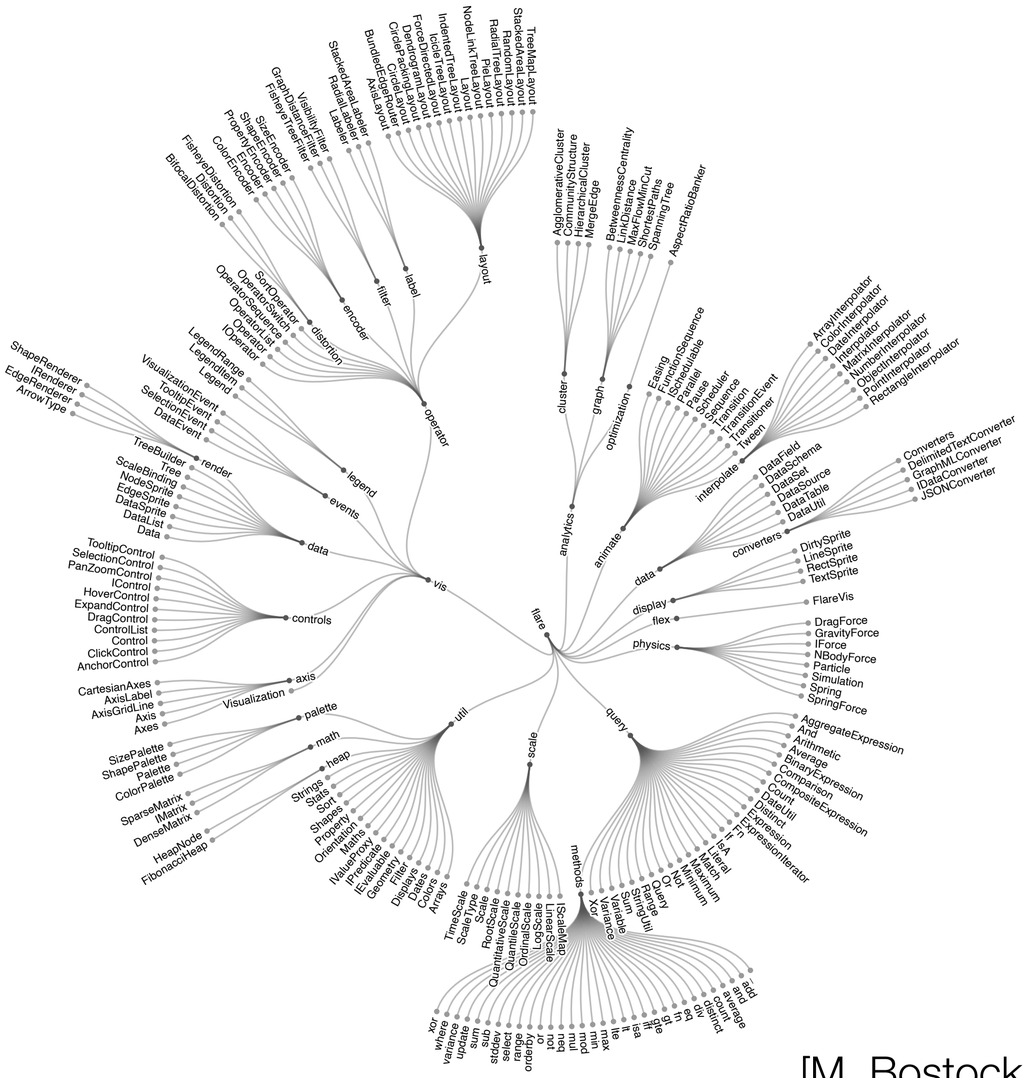
- Line marks
- Vertical position shows depth
- Horizontal position shows links and sibling order
- Scalability: 1 pixel leaves, but harder to label



[Bostock, 2011]

Radial Node-Link

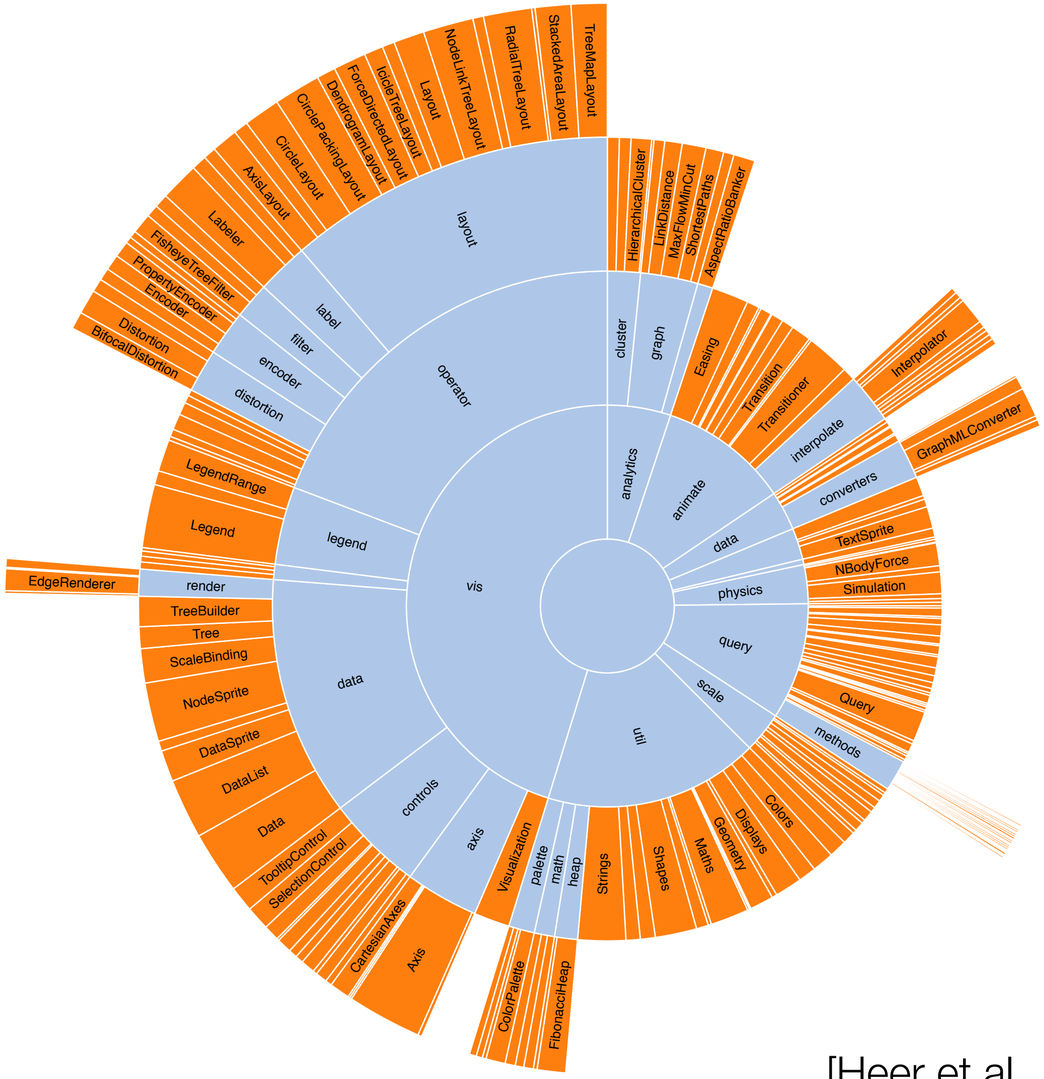
- Use polar coordinates instead of rectilinear
- Same layout algorithms work (e.g. Reingold-Tilford)
- Benefit: space usage, labels



[M. Bostock, 2017]

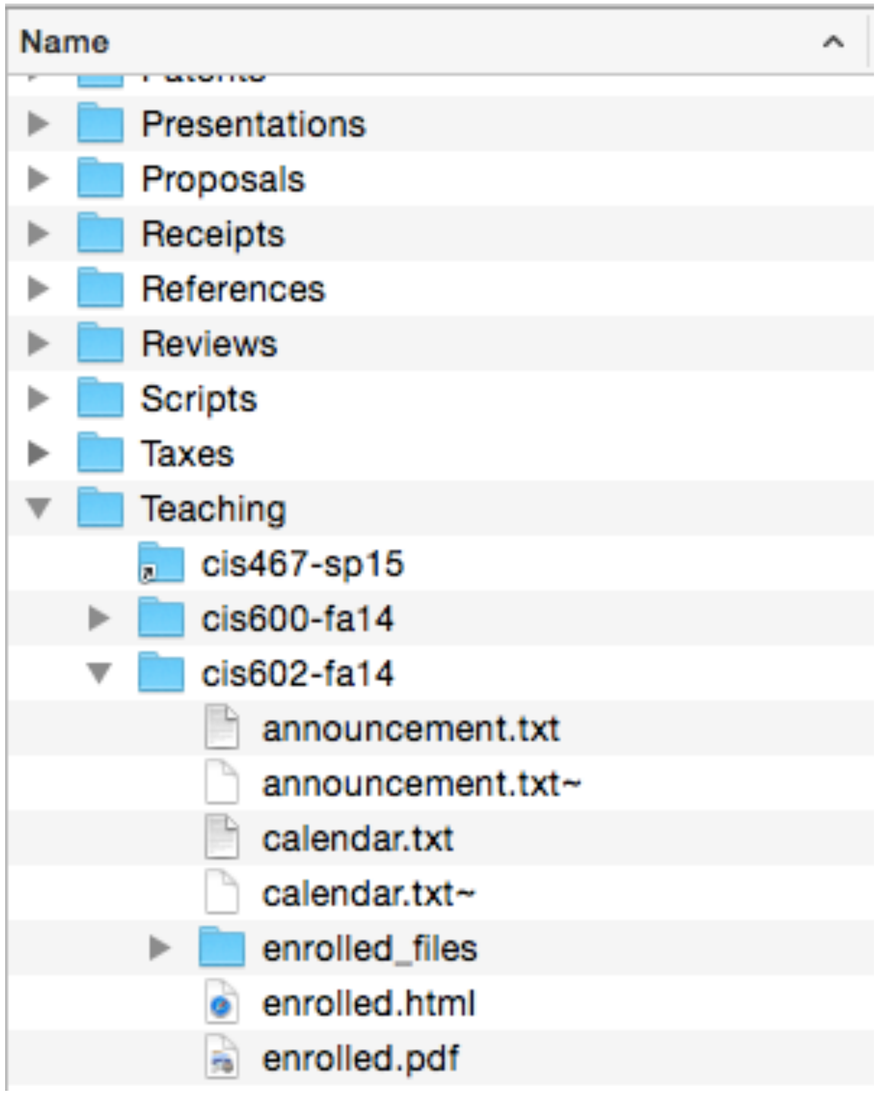
Sunburst

- Icicle plot in a radial layout
- Reading labels?
- Intuitive navigation



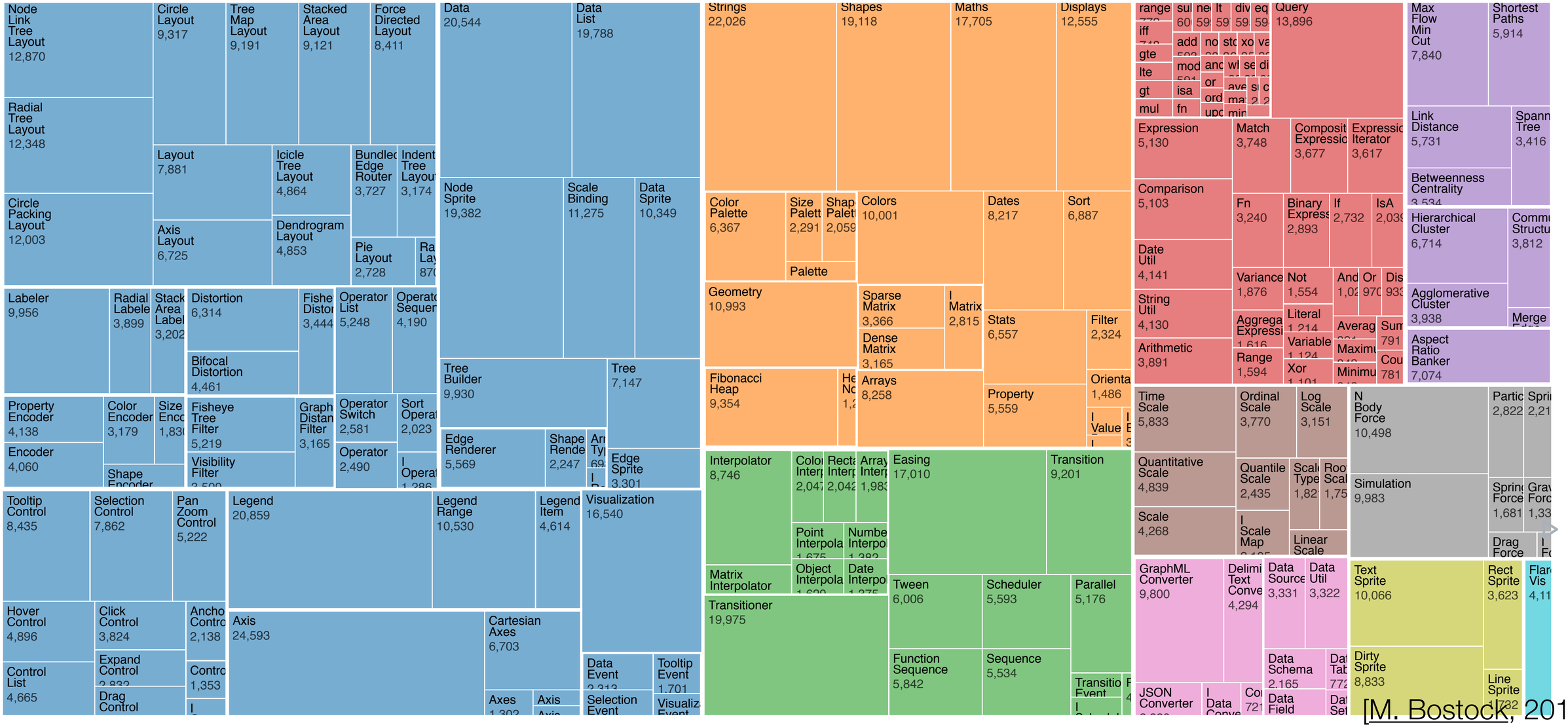
[Heer et al., 2012]

Indented Outline



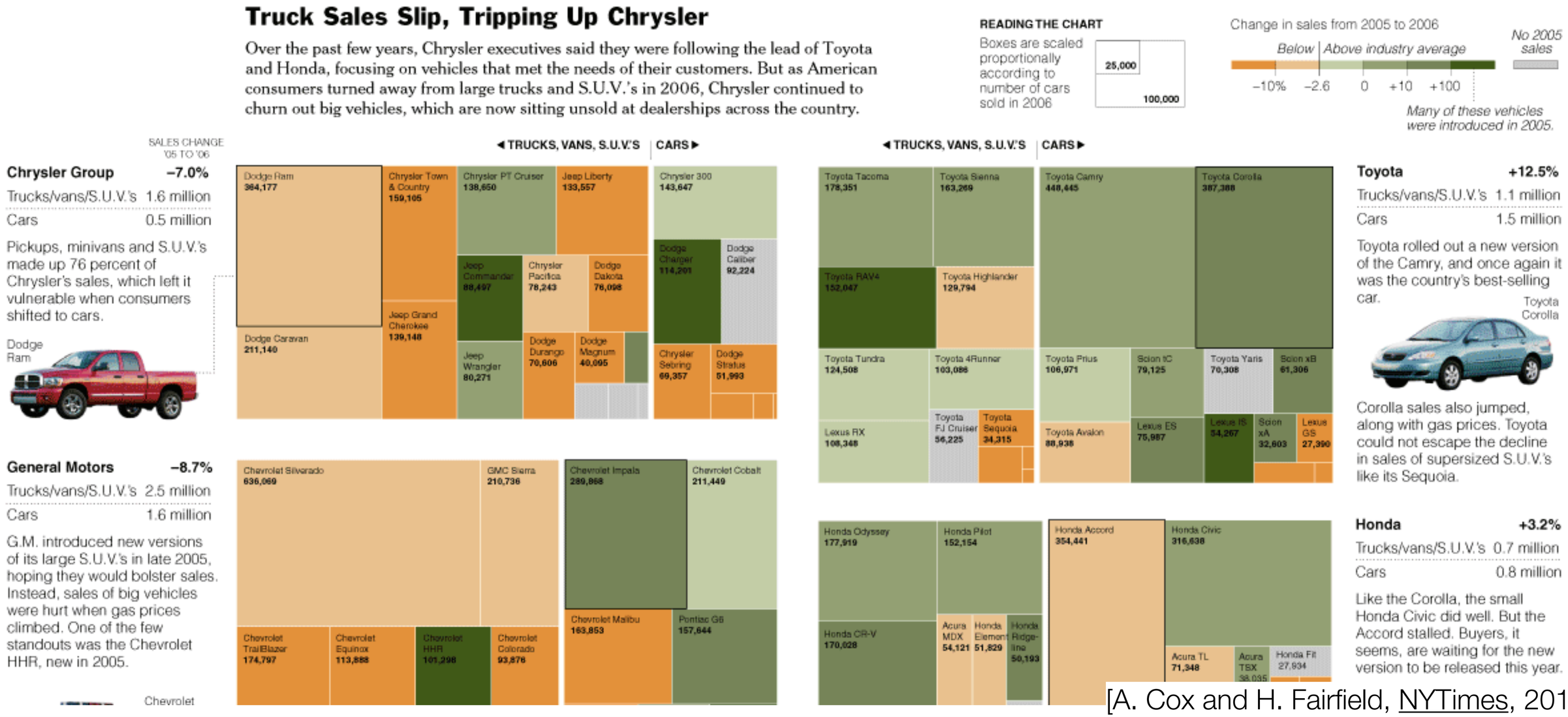
- Like a filesystem tree
- Use horizontal position to show depth, vertical positions show sibling/order

Treemap



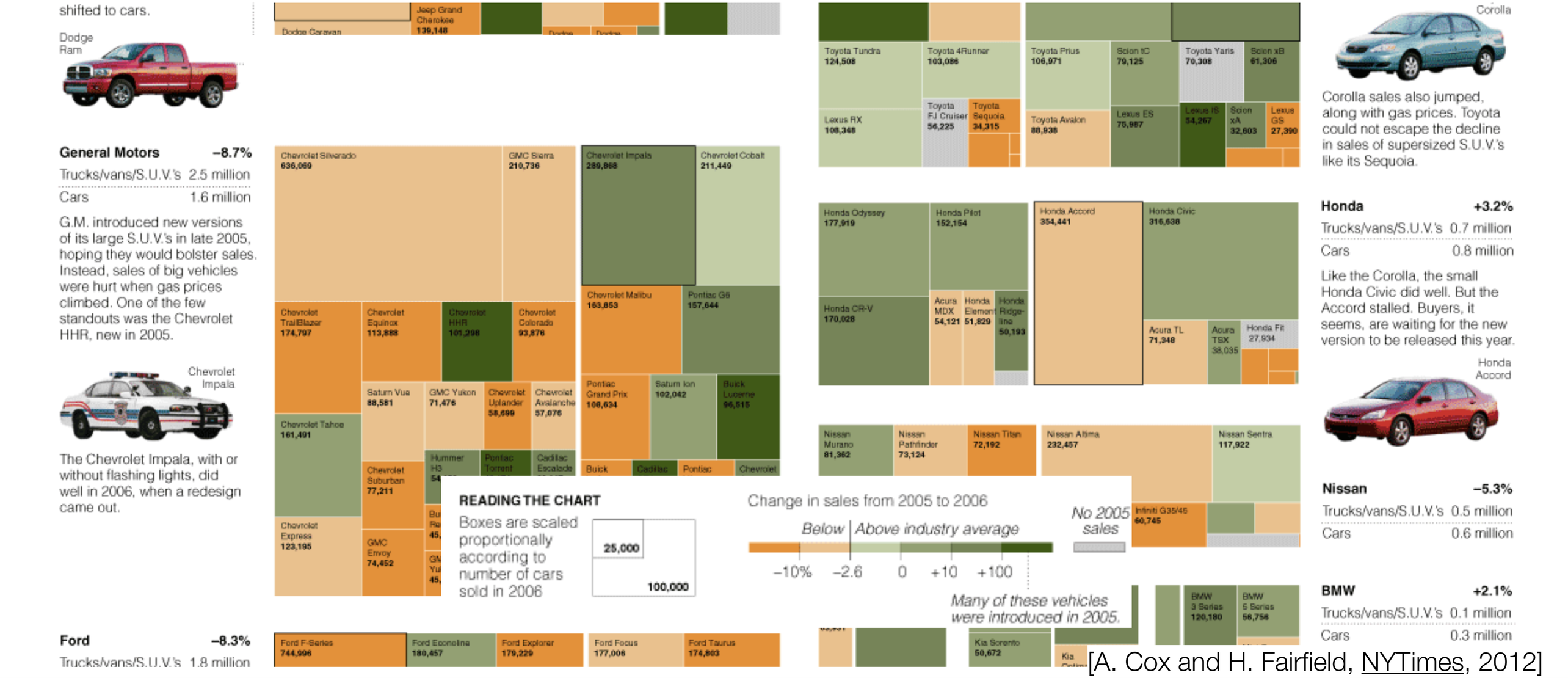
[M. Bostock, 2017]

Car/Truck Treemap



[A. Cox and H. Fairfield, NYTimes, 2012]

Car/Truck Treemap



[A. Cox and H. Fairfield, NYTimes, 2012]

Treemap

- Containment marks instead of connection marks
- Encodes some attribute of the items as the **size** of the rectangles
- Not as easy to see the intermediate rectangles
- Scalability: millions of leaf nodes and links possible

- Need a layout algorithm!

Layout Algorithms

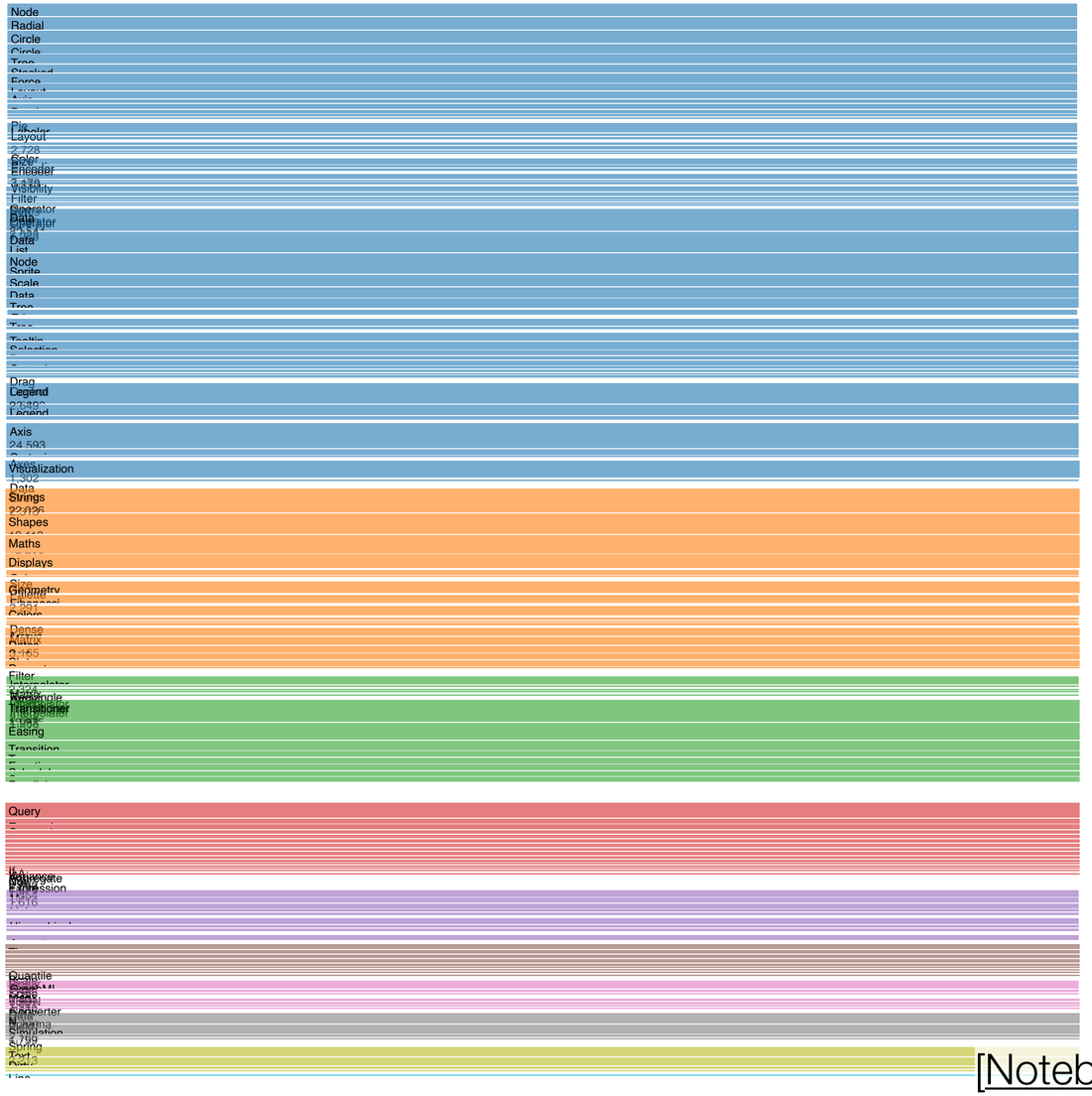
- How do we generate the area marks?
- What considerations should we try to keep in mind?

Layout Algorithms

- How do we generate the area marks?
- What considerations should we try to keep in mind?
  - area true to quantitative value
  - show hierarchy
  - aspect ratio
- Also…
  - ordering
  - stability

Treemap Layouts: Slice

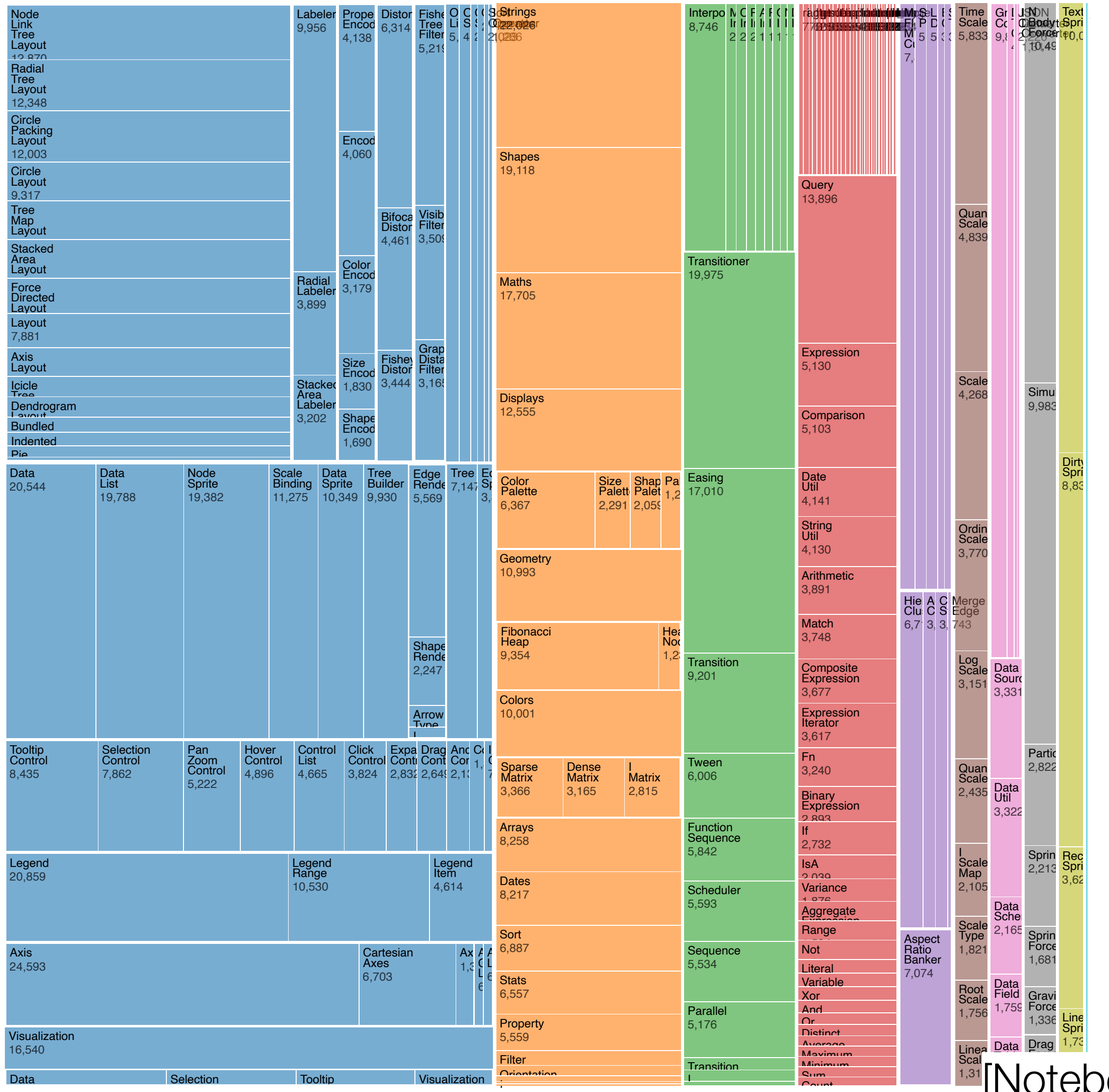
- Just divide horizontally
- Dice is similar, just vertical
- Problem: Bad aspect ratio!
  - Very skinny rectangles
  - Makes it harder to compare sizes, see labels, select rectangles
  - Want rectangles that are closer to squares
  - Aspect ratio = width/height



[Notebook]

Treemap Layouts: Slice & Dice

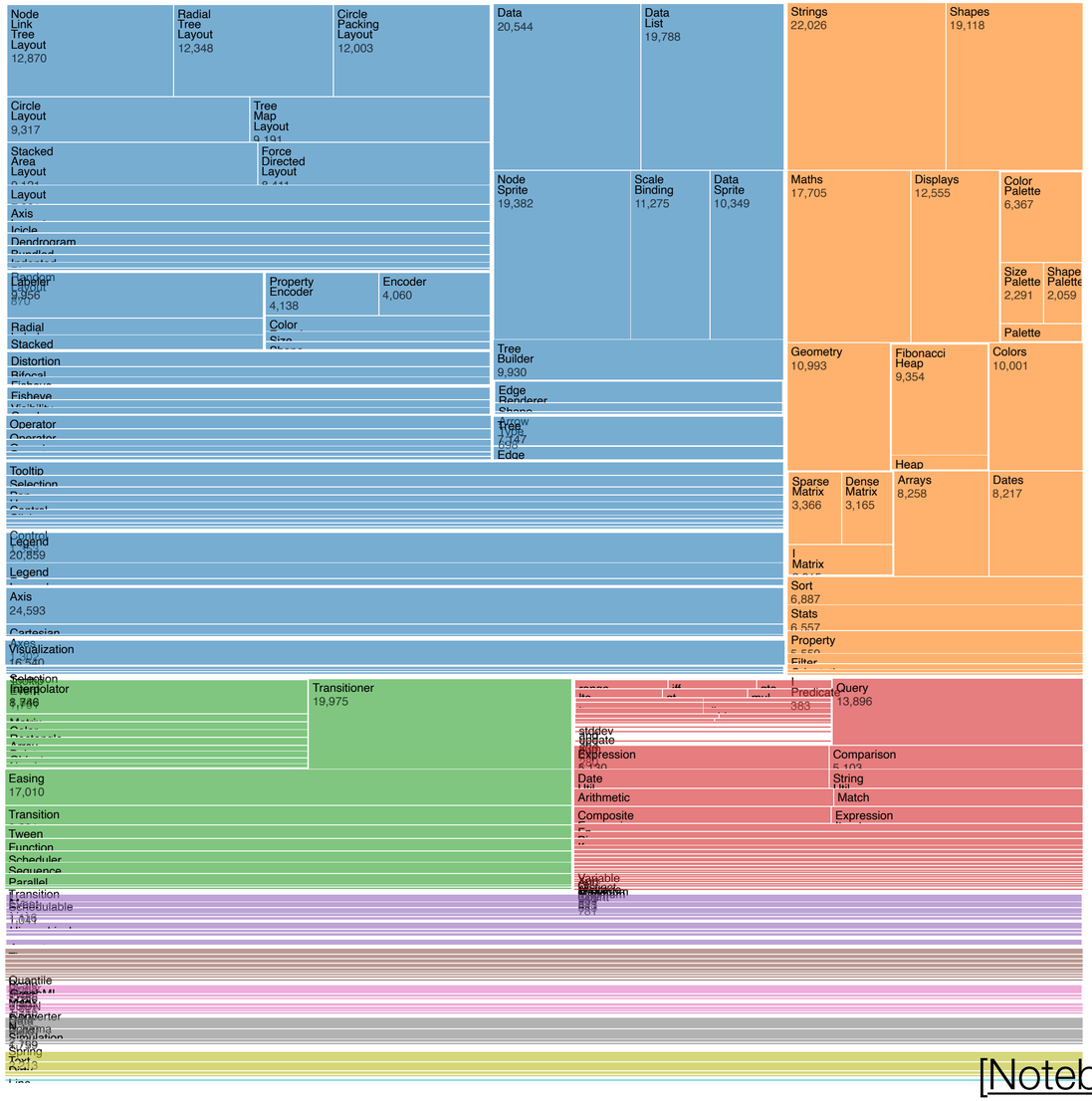
- Split at each level into strips
- At each step, orientation of division (horizontal/vertical) changes
- Better, but some rectangles still have bad aspect ratio



[Notebook]

Treemap Layouts: Strip

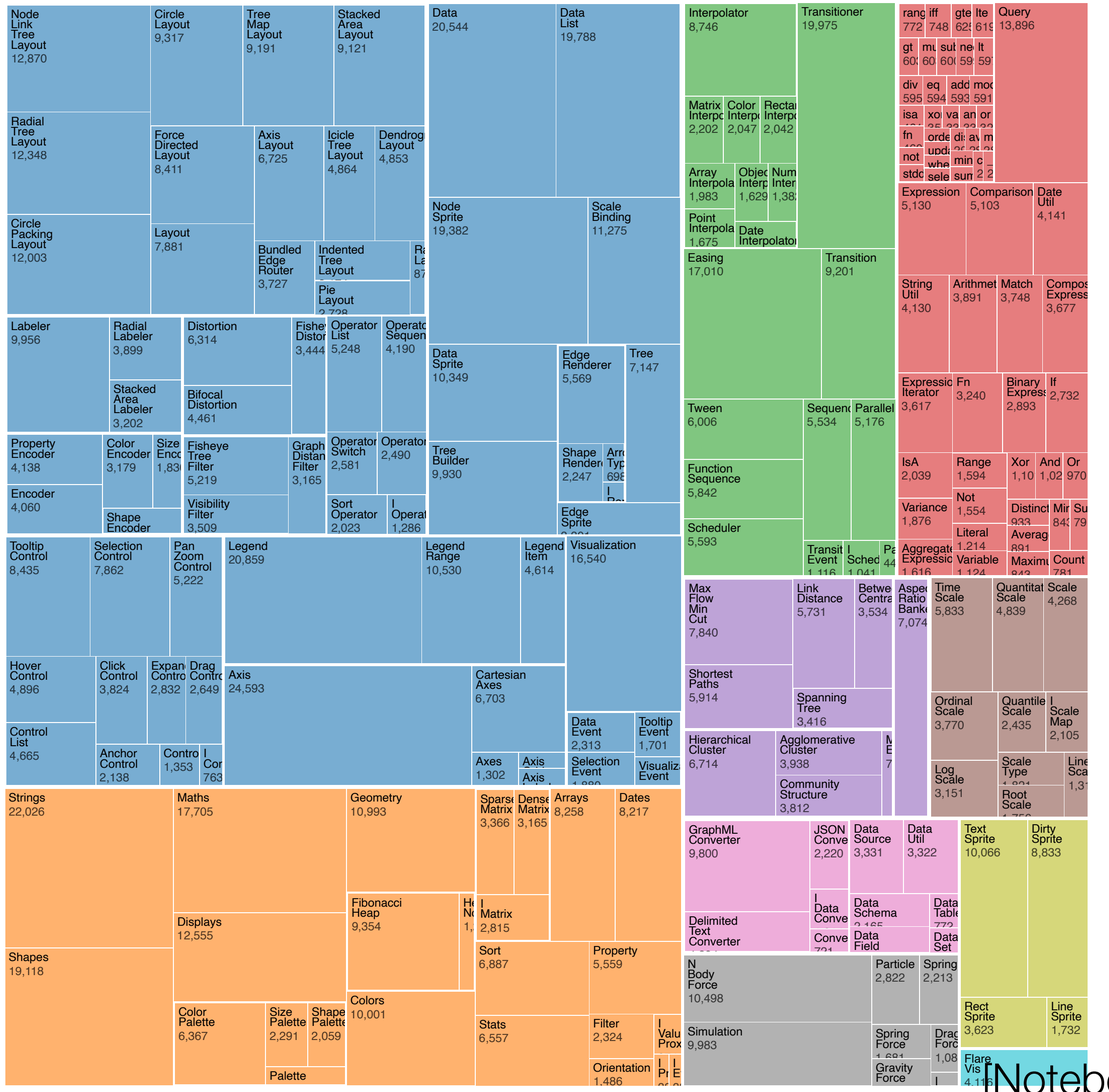
- Consider aspect ratio when adding rectangles
- Do one row at a time by processing rectangles in sorted order by size
  - Check if adding the next rectangle to the row improves aspect ratio
  - When it doesn't, go to next row
- Problem: Last rectangles have bad aspect ratios
- Solution: Look ahead to decide if would be better to add to previous row



[Notebook]

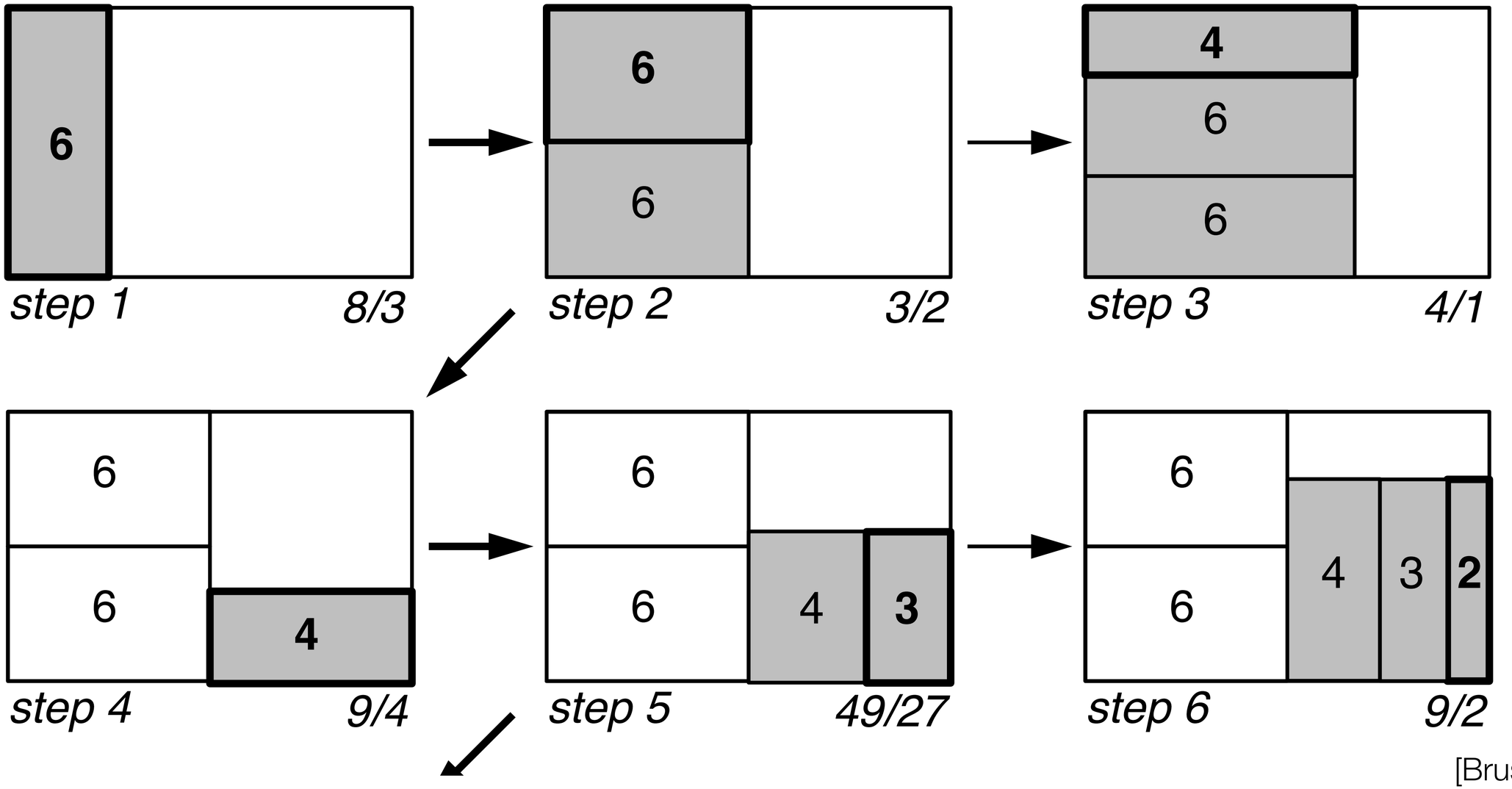
Treemap Layouts: Squarify

- Slice & Dice and Strip can lead to bad **aspect ratios**
- Solution: Strip only uses rows, allow columns to be used, too
- Choose divisions (x/y) based on the width/height of region in order to maintain good aspect ratios
  - Use left and right side
  - Process large rectangles first
- Ordering not preserved which may cause issues if the data is updated



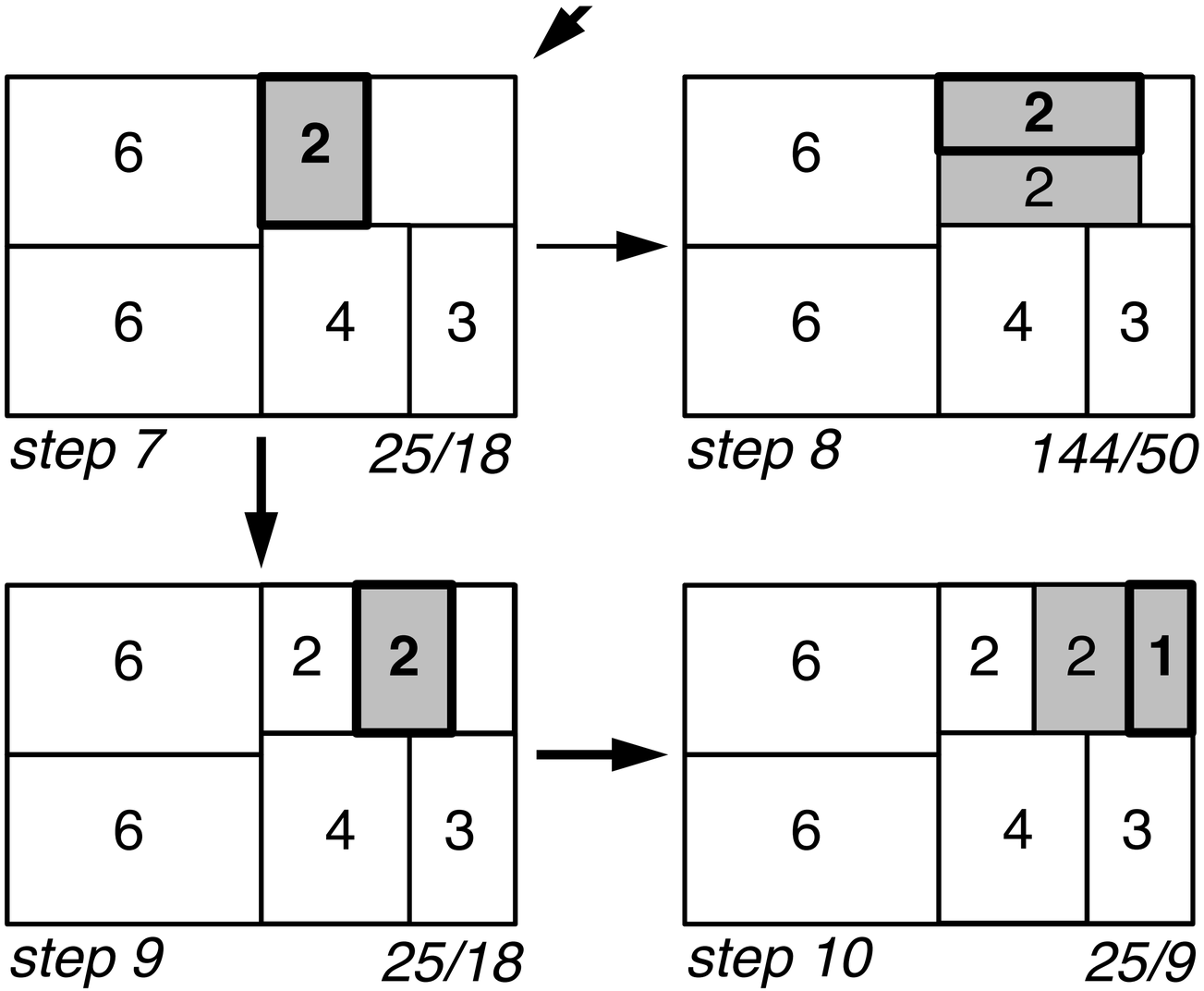
[Notebook]

Squarification Algorithm



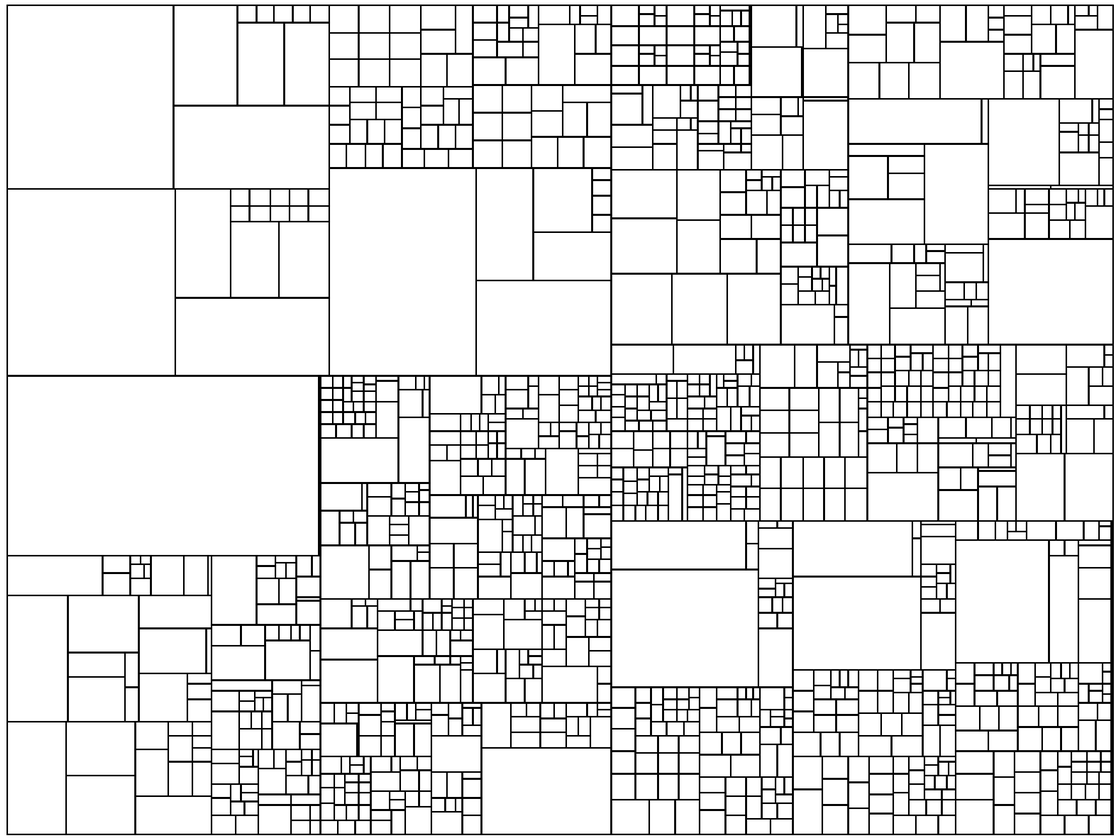
[Brus et al., 1999]

Squarification Algorithm

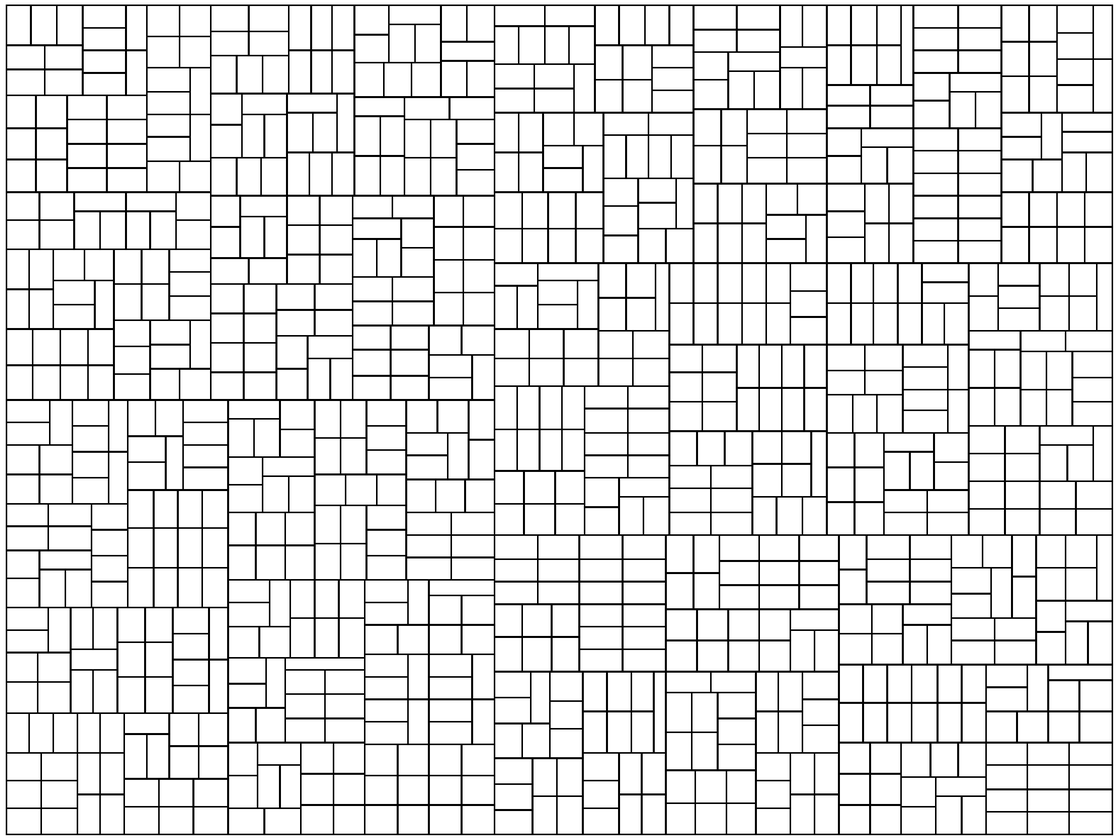


[Brus et al., 1999]

Squarified Treemaps



(a) File system



(b) Organization

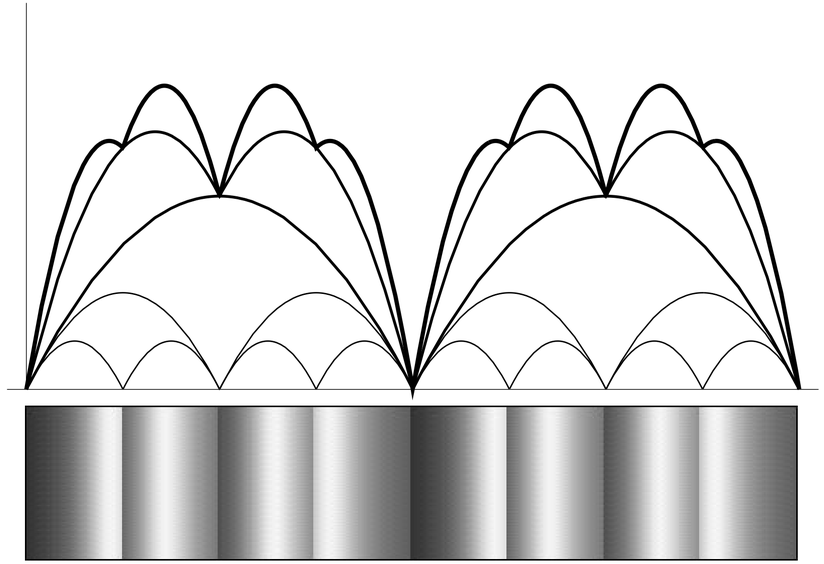
[Brus et al., 1999]

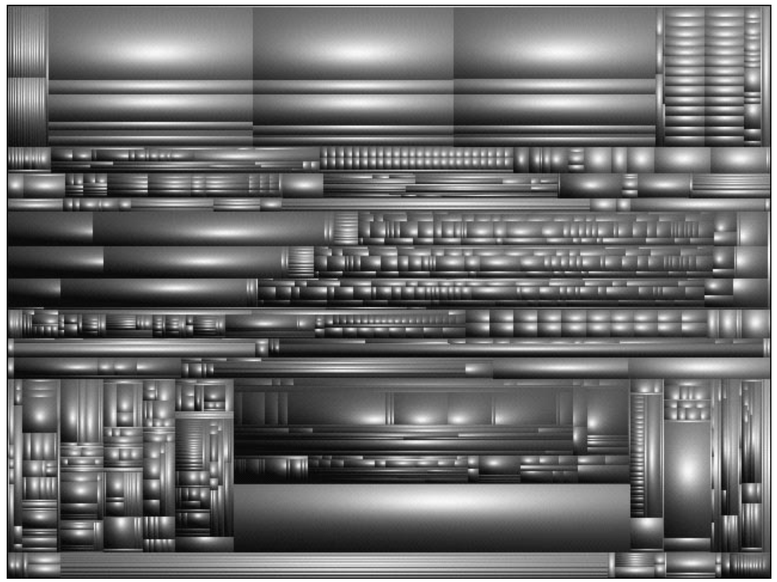
Squarified Layout

- Sort values
- Switch orientation whenever necessary to obtain best aspect ratios

Improving Treemaps (Cushion)

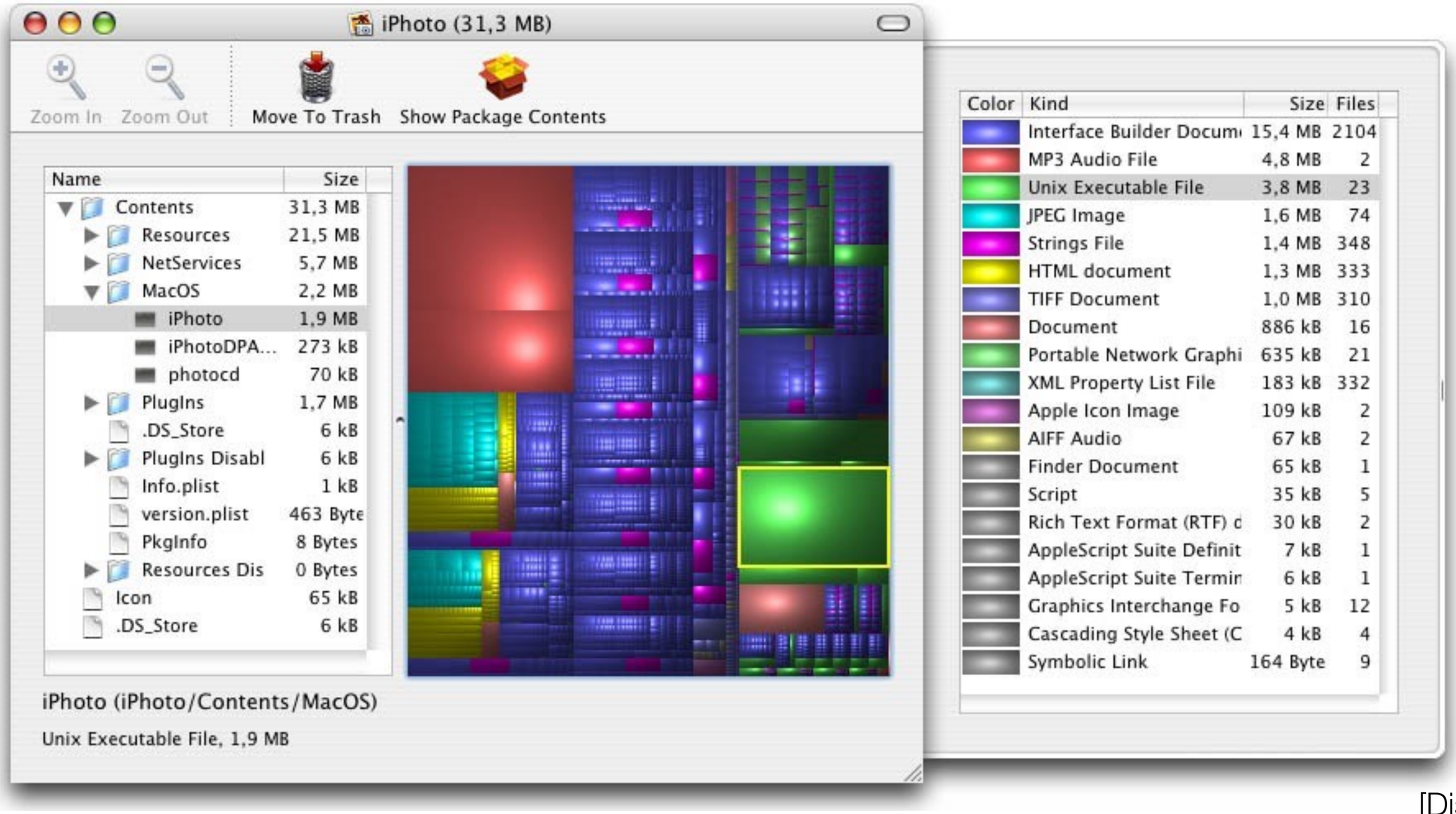
- Leaves are ok, but it can be difficult to find the hierarchy
- Encode this as shading information
- More effective to understand hierarchy





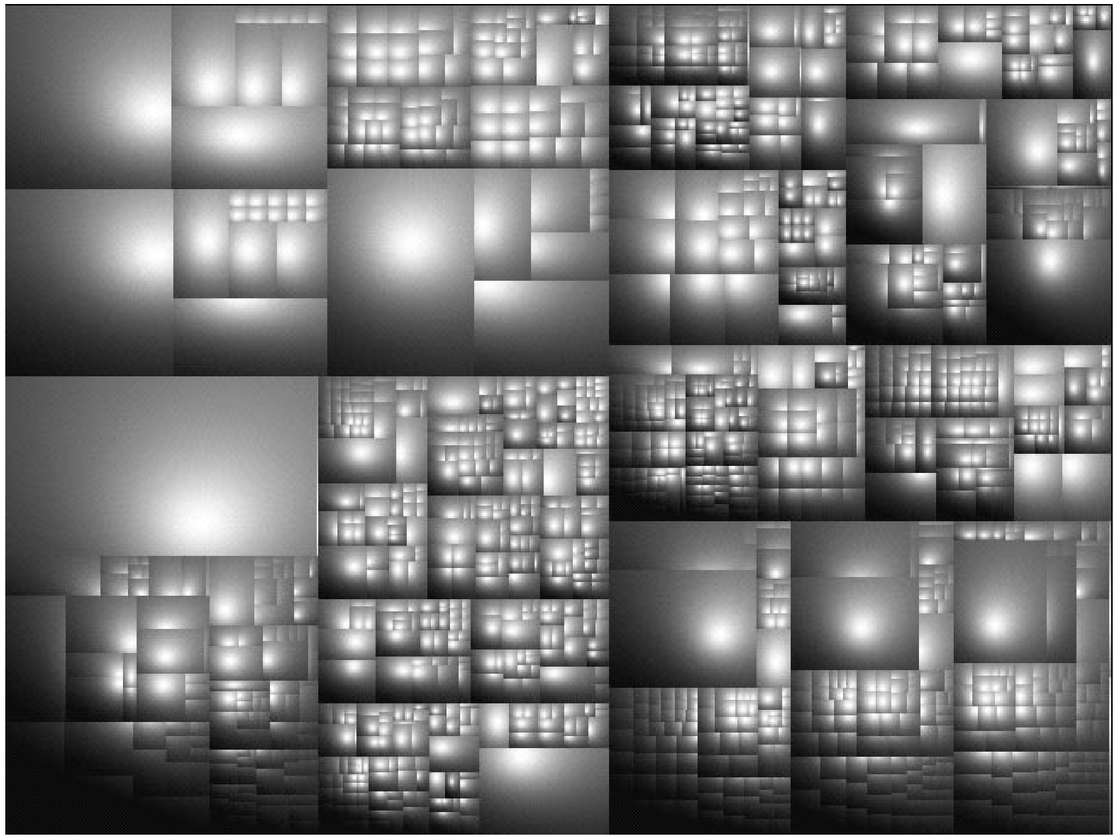
[van Wijk and van de Wetering, 1999]

Disk Inventory



[Disk Inventory X]

Squarified + Cushioned Treemaps



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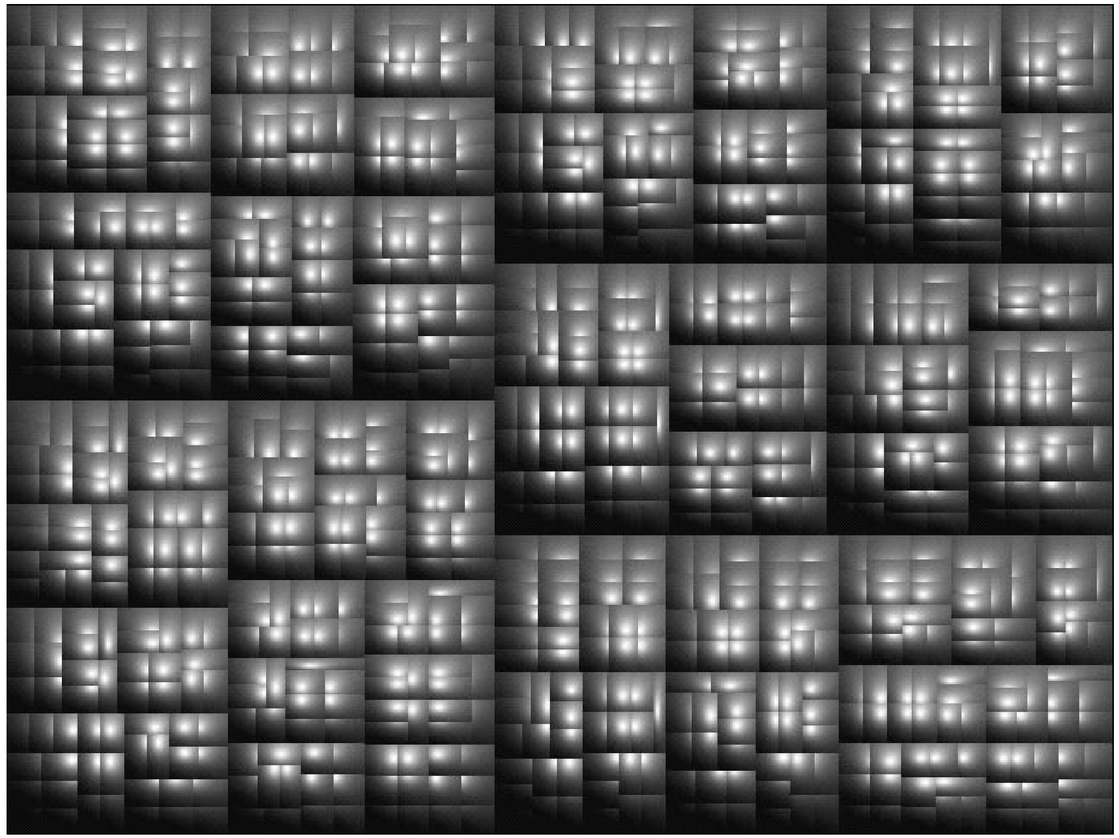

(b) Organization

[Brus et al., 1999]