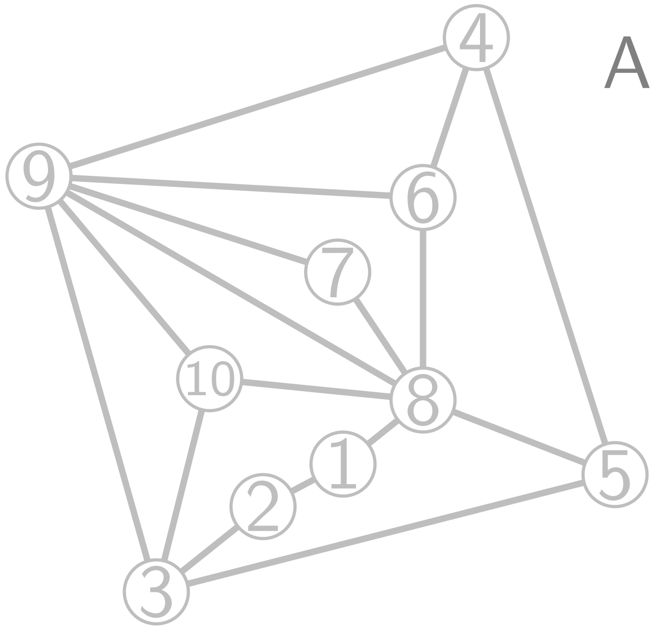
Visualisation of graphs

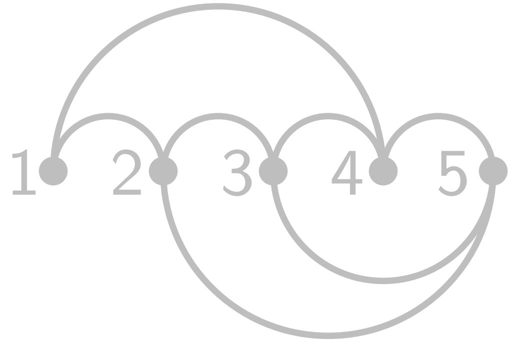
Introduction

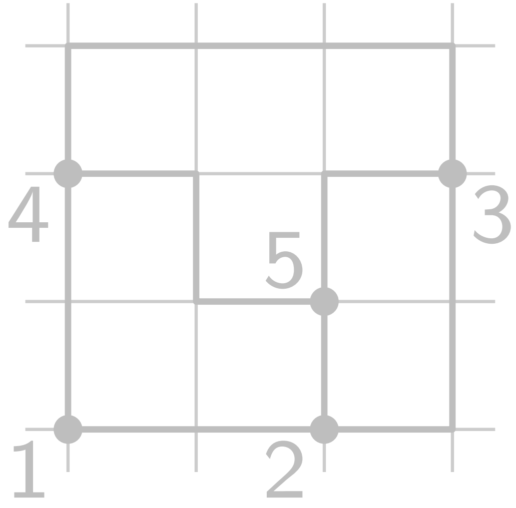
The graph visualisation problem

Antonios Symvonis · Chrysanthi Raftopoulou

Fall semester 2020







The slides of this presentation were created by researchers at Karlsruhe Institute of Technology (KIT), TU Wien, U Wuerzburg, U Konstanz, ...

Graphs and their representations

What is a graph?

- graph $G = (V, E)$
- vertices $V = \{v_1, v_2, \ldots, v_n\}$
- edge $E = \{e_1, e_2, \ldots, e_m\}$

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Representation?

- Set notation

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V &= \{v_1, v_2, v_3, v_4, v_5, v_6, v_7, v_8, v_9, v_{10}\} \\
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- Adjacency list

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- Adjacency matrix

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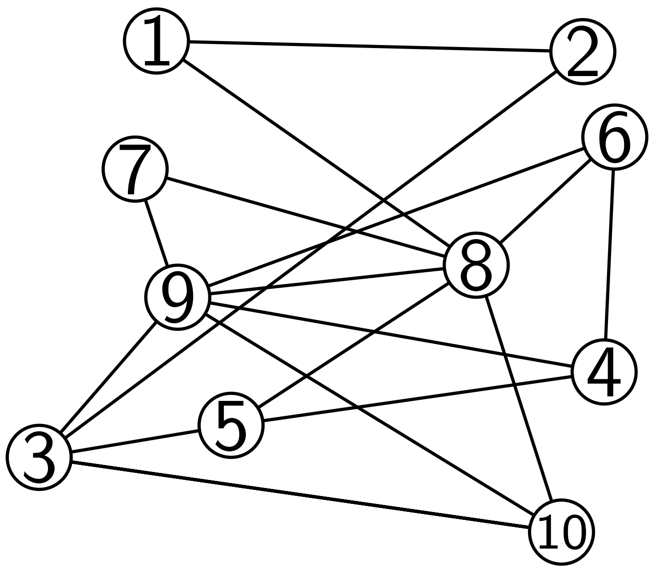
- Drawing



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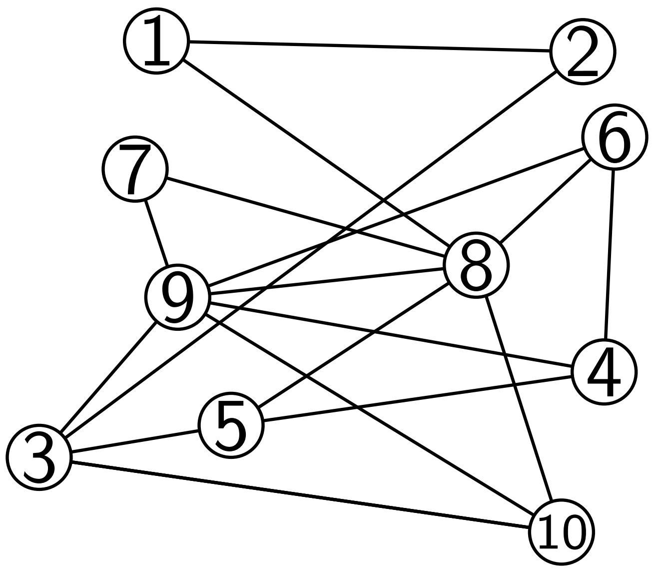

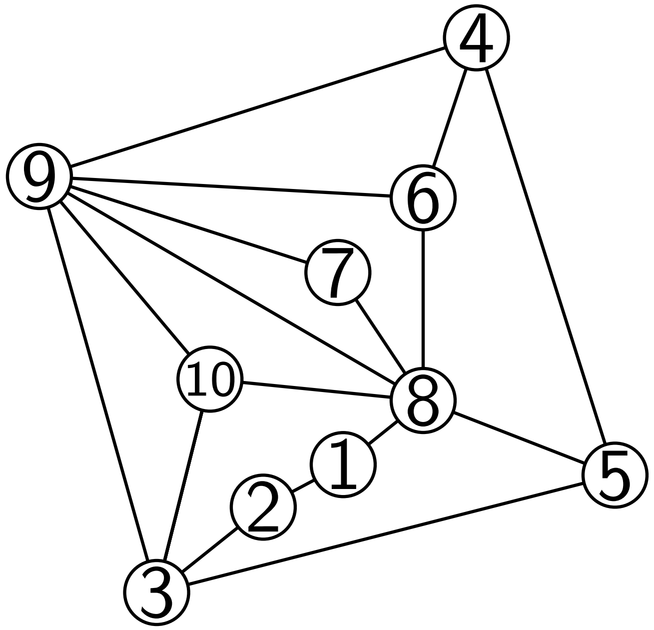

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Abstract networks

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

- Metro systems
- Road networks
- Power grids
- Telecommunication networks
- Integrated circuits
- ...

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We need algorithms that draw graphs automatically to make networks more accessible to humans.

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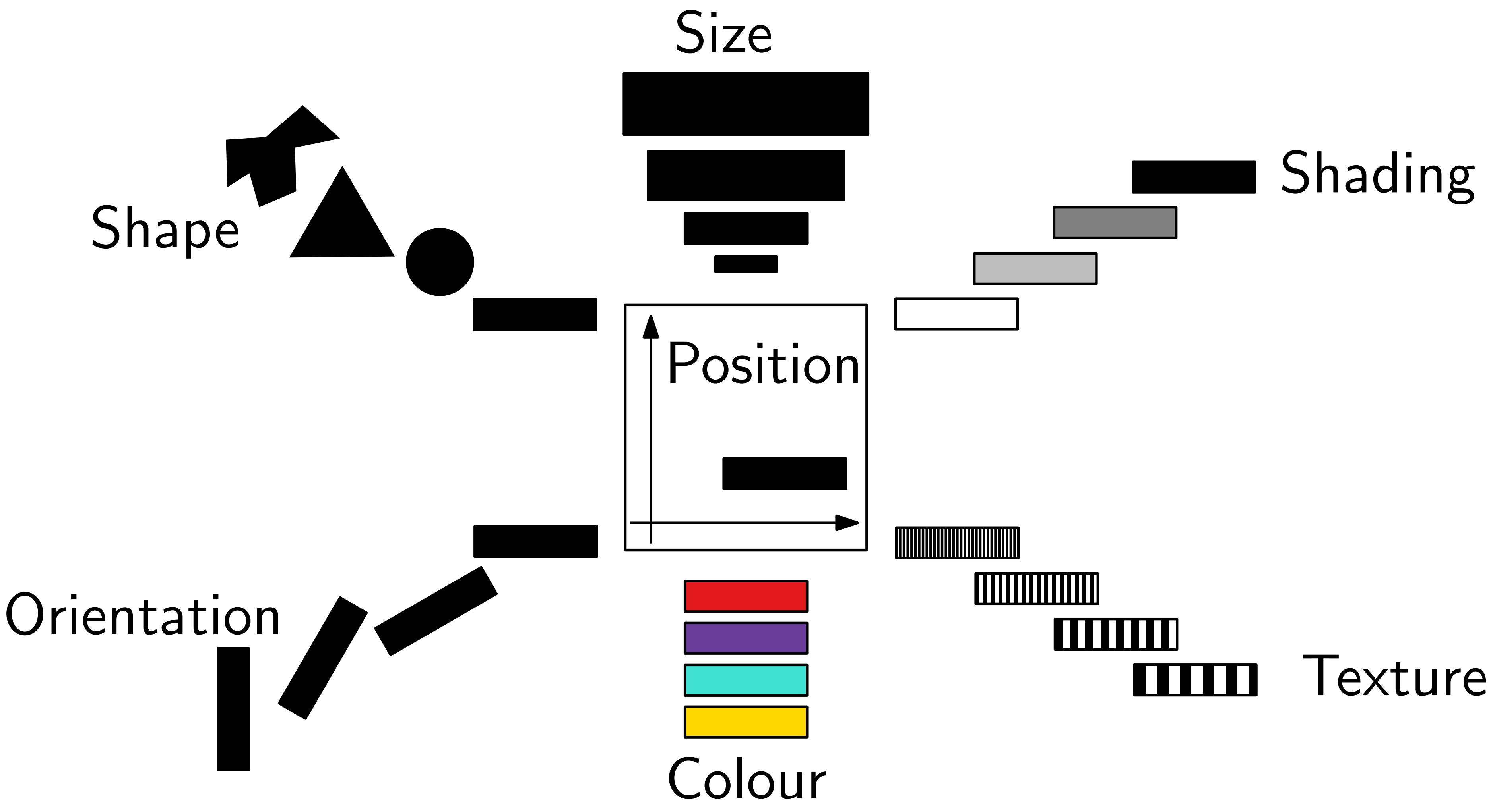

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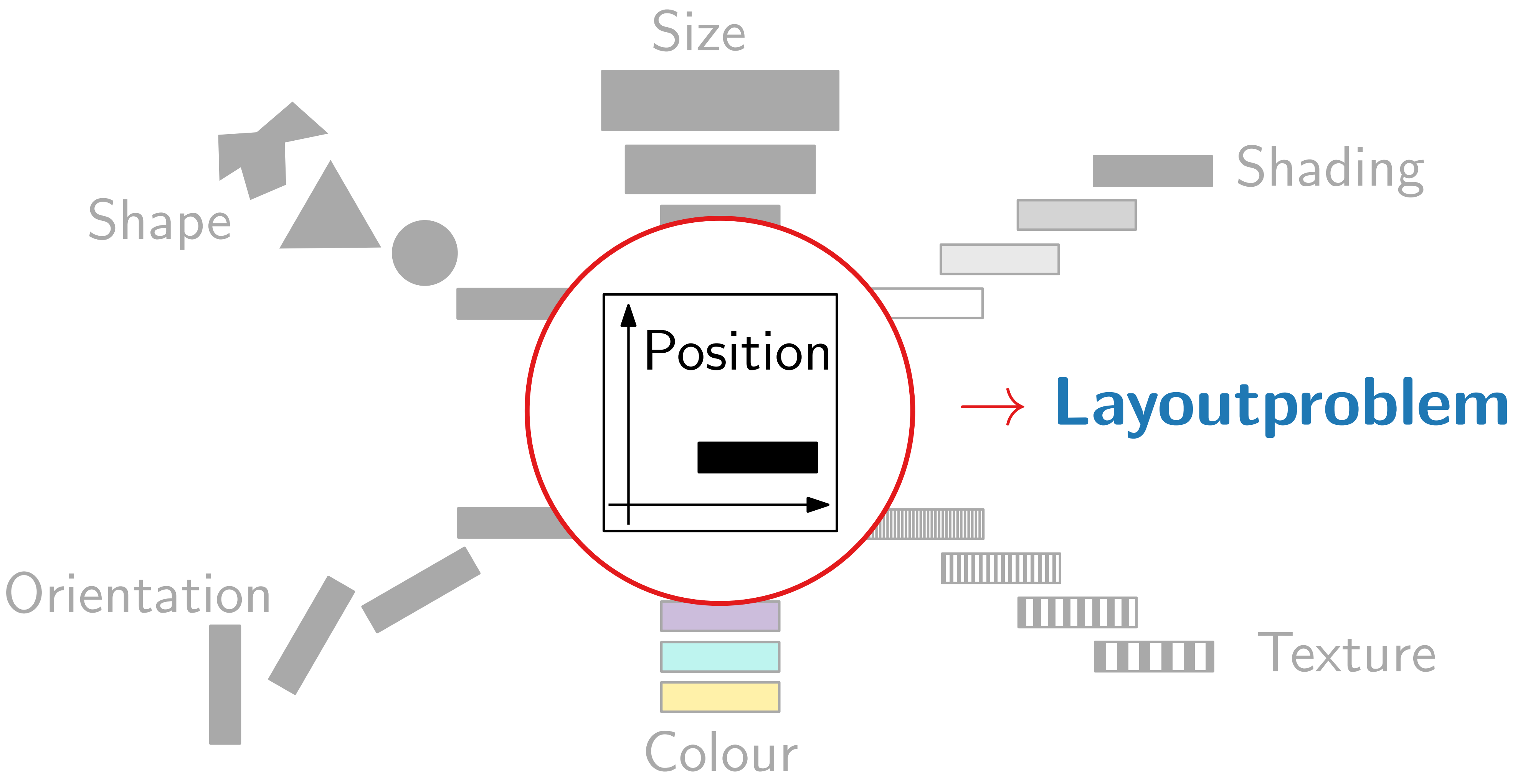

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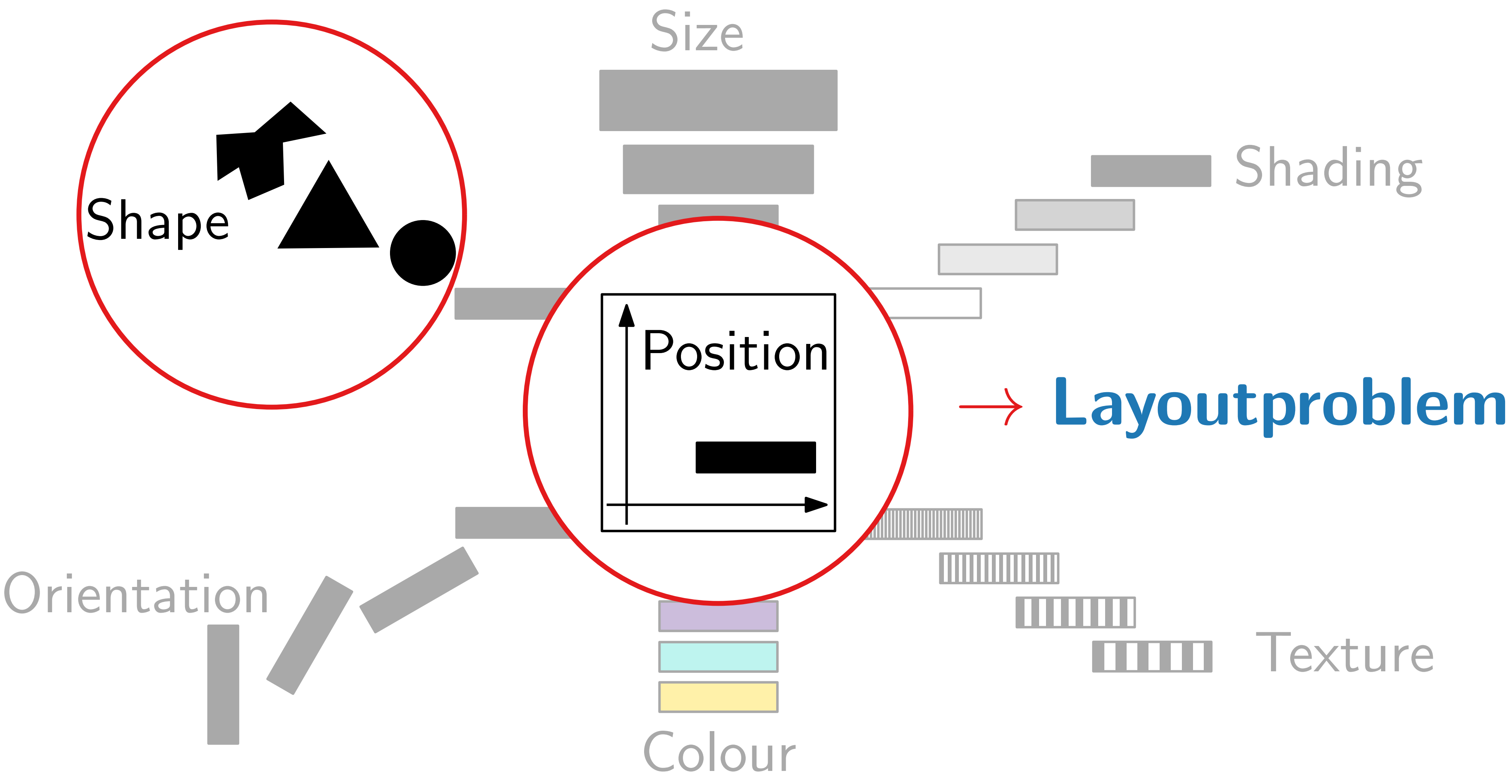
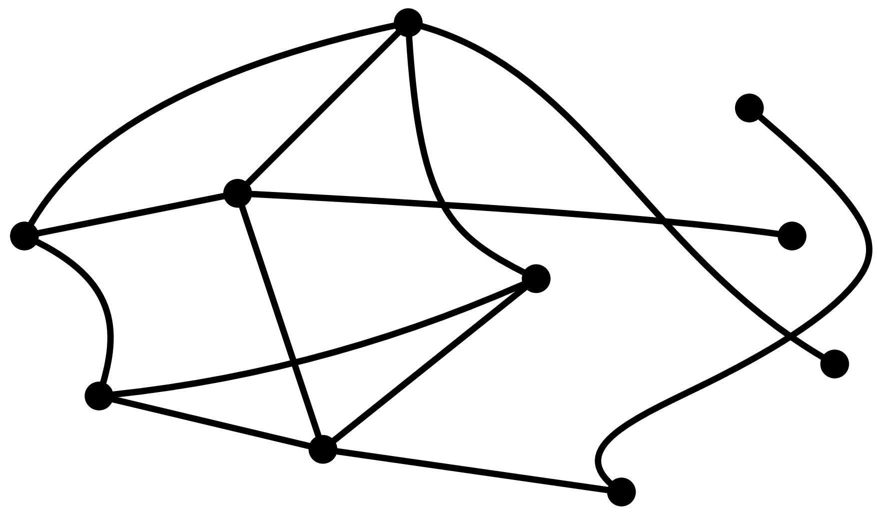


The layout problem

- *Here* restricted to the **standard representation**, so-called node-link diagrams.



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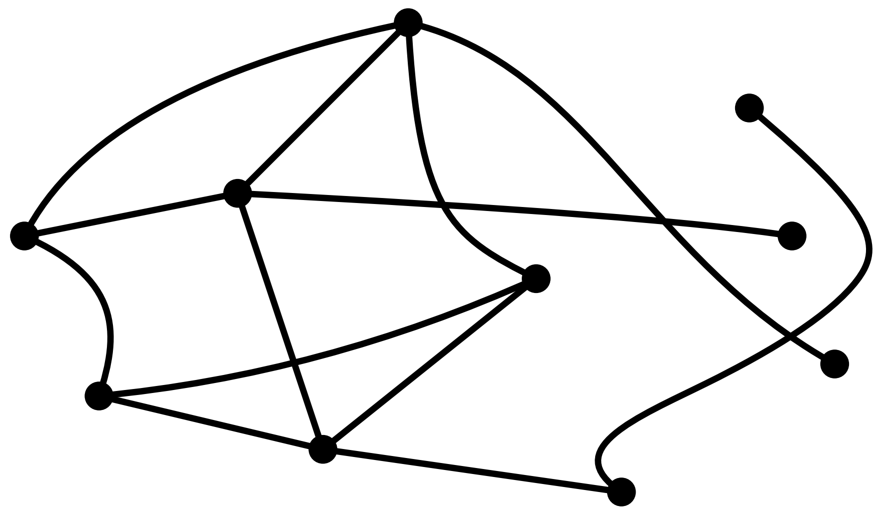

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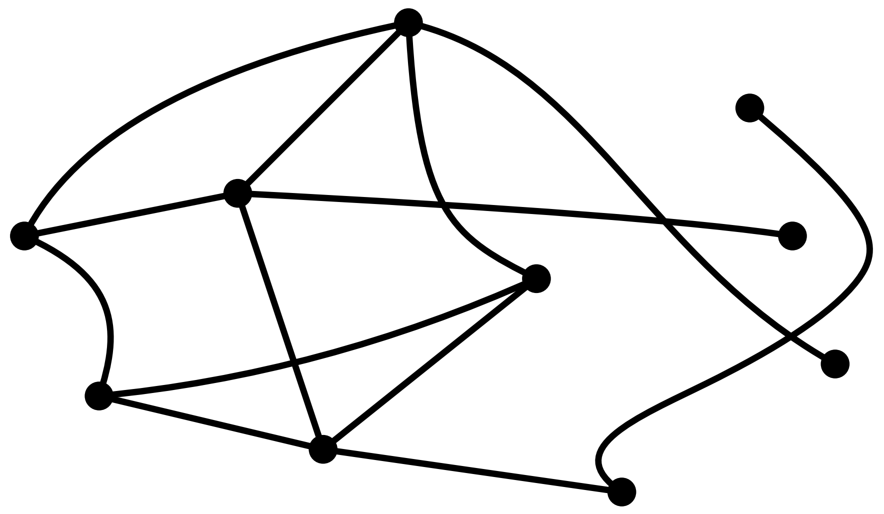

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out: **nice** drawing Γ of G

- $\Gamma \colon V \to \mathbb{R}^2$, vertex $v \mapsto$ point $\Gamma(v)$
- $\Gamma \colon E \to$ curves in $\mathbb{R}^2$, edge $\{u, v\} \mapsto$ simple, open curve $\Gamma(\{u, v\})$ with endpoints $\Gamma(u)$ und $\Gamma(v)$

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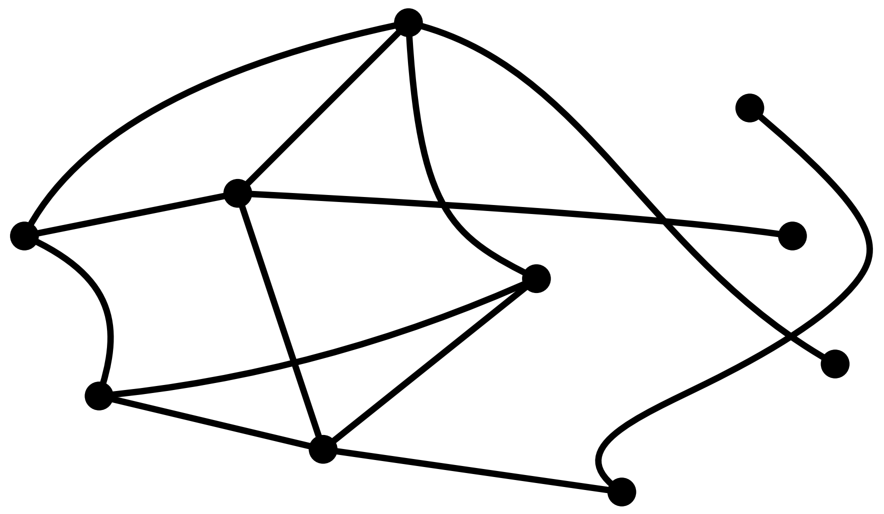

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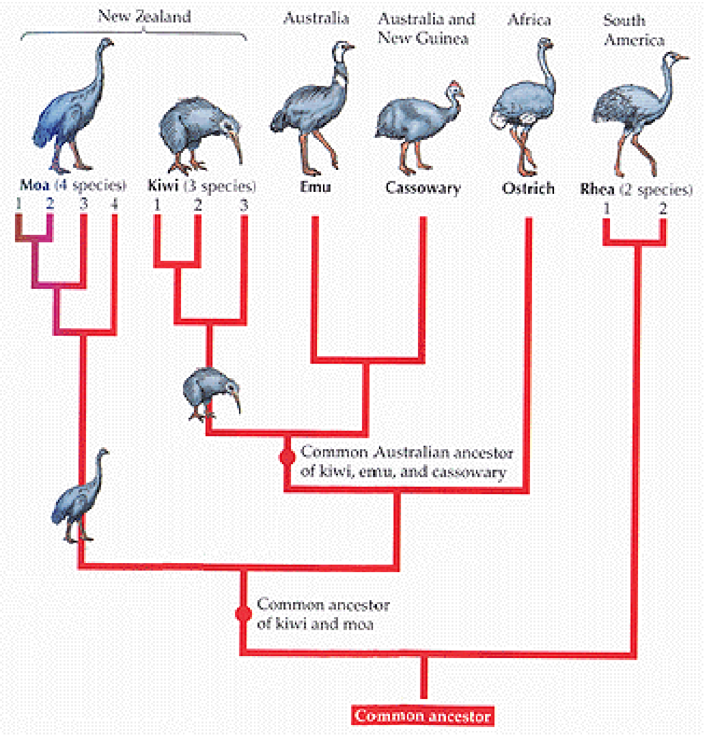
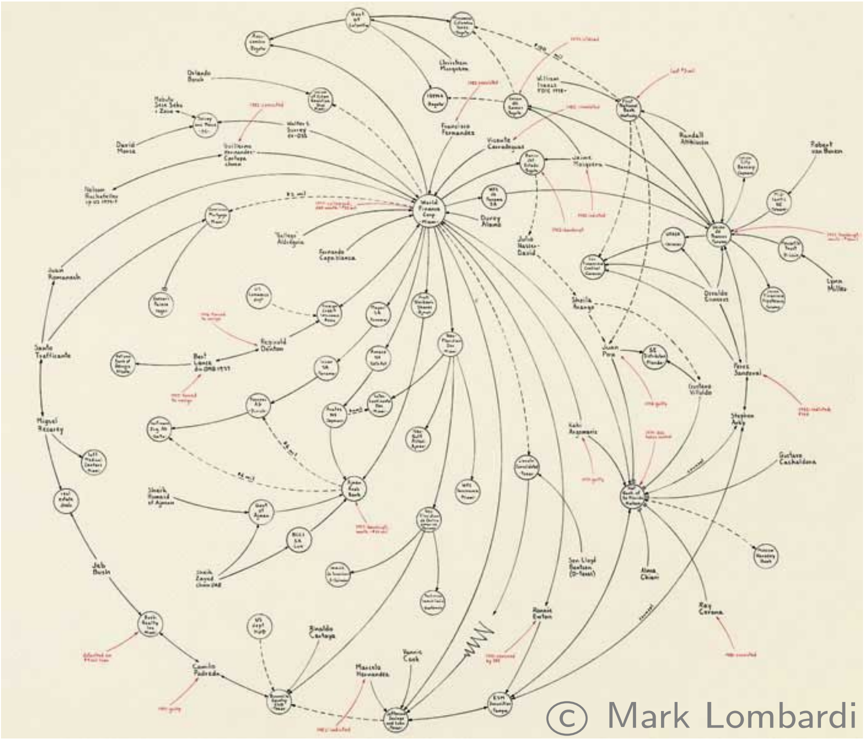
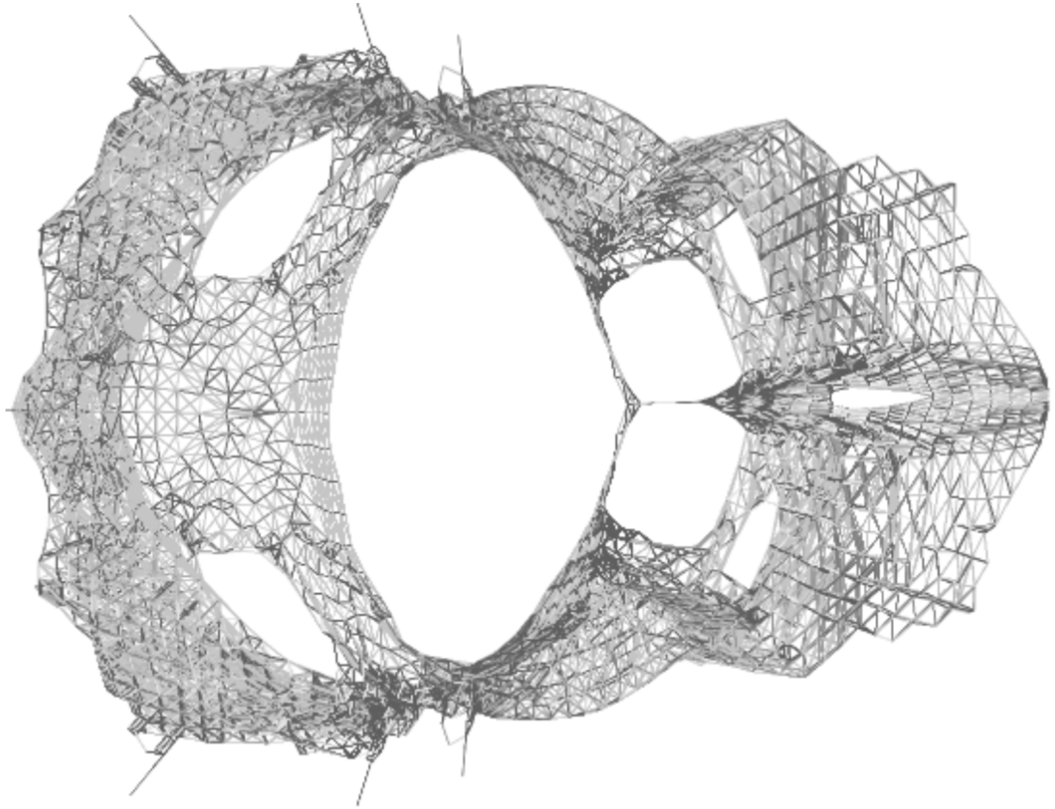
But what is a **nice** drawing?

Examples







- See slides (and video) with more examples.

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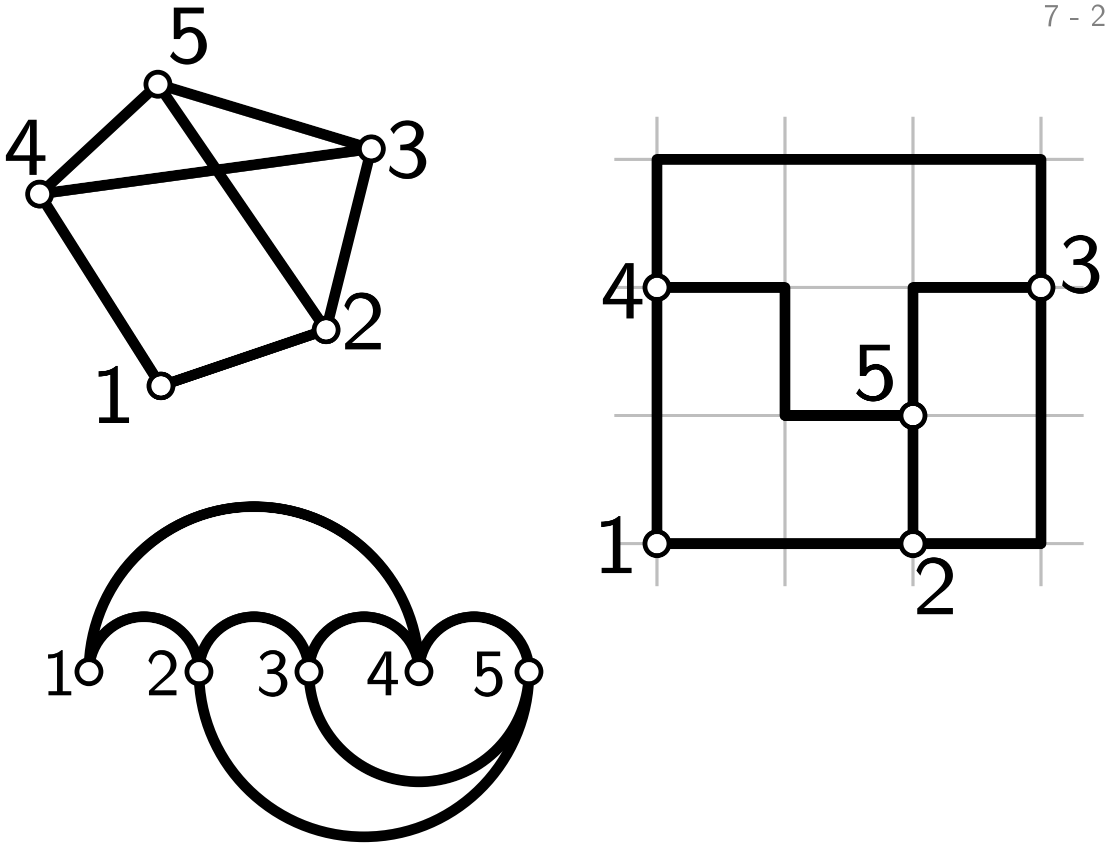
- without crossing



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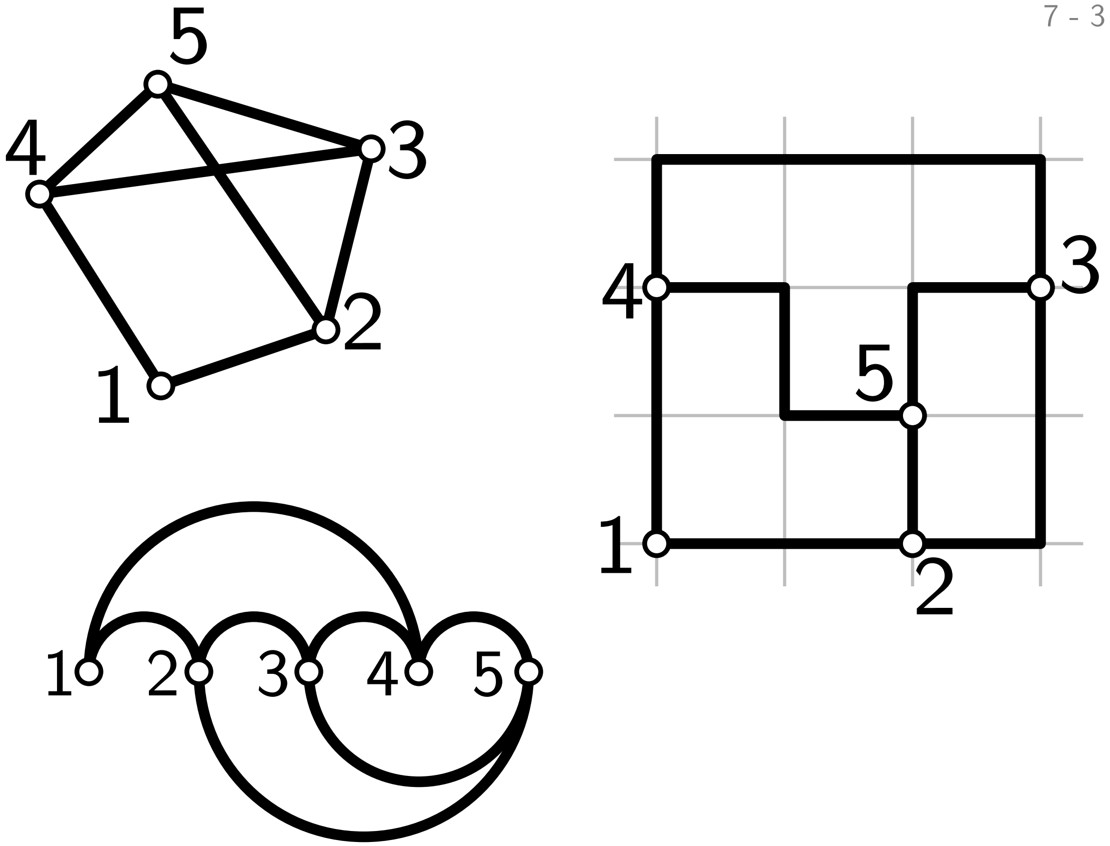

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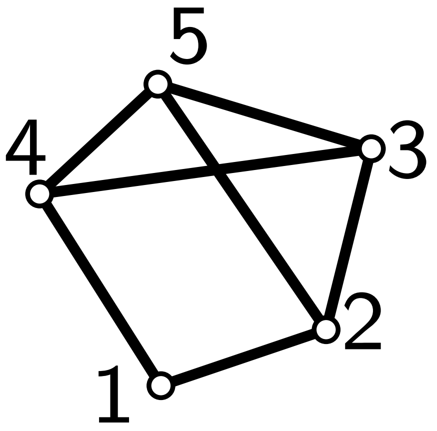

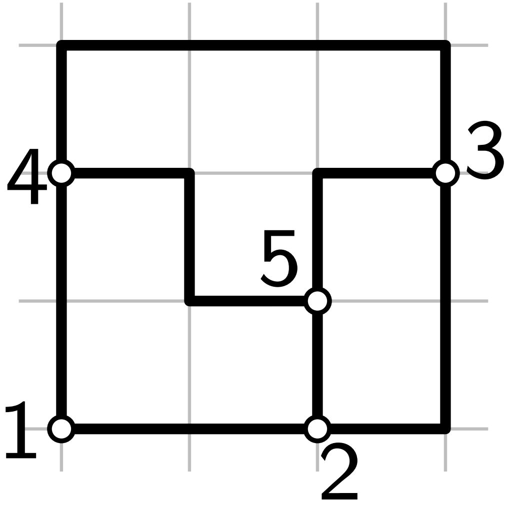

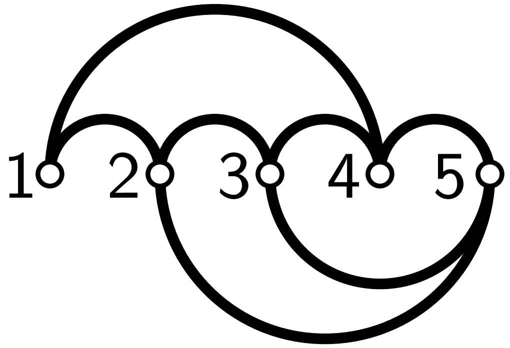

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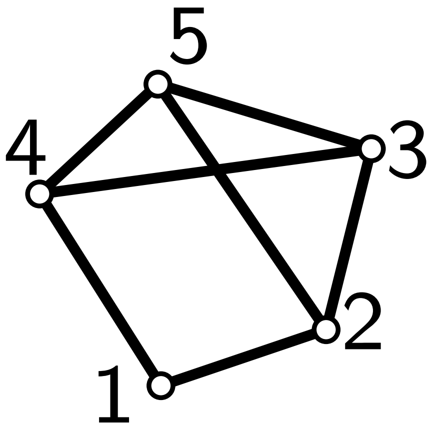

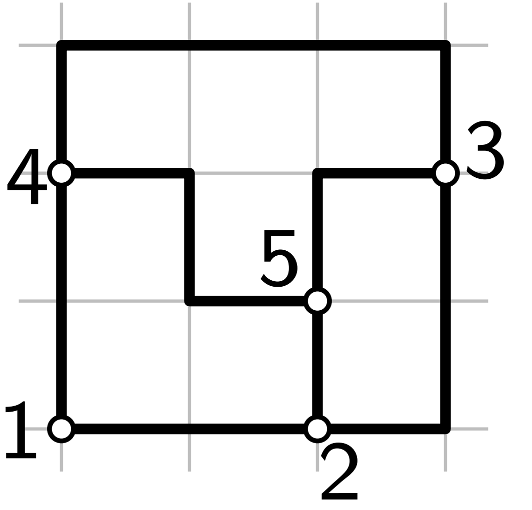

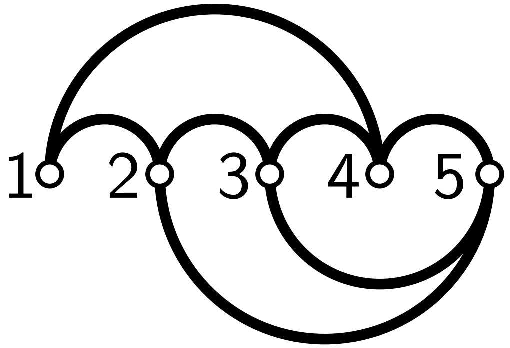

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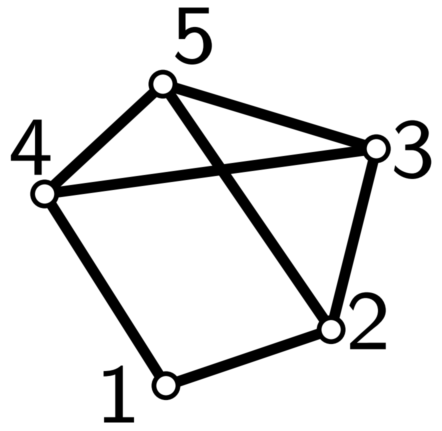

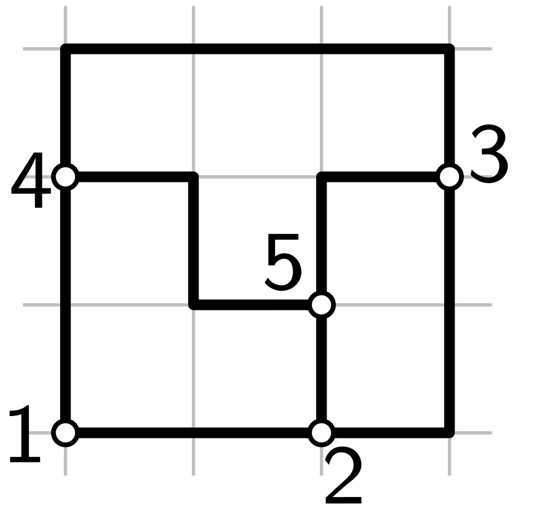

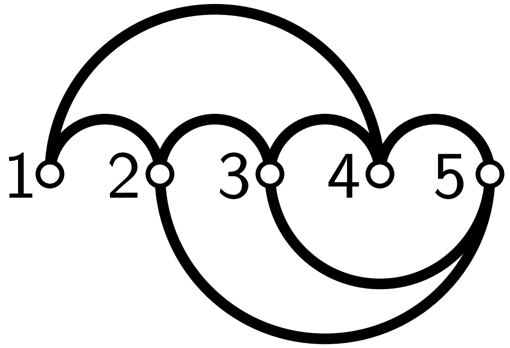

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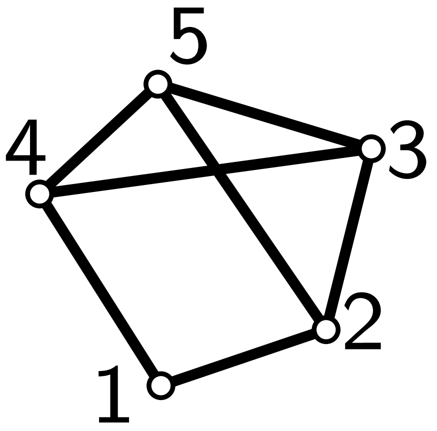

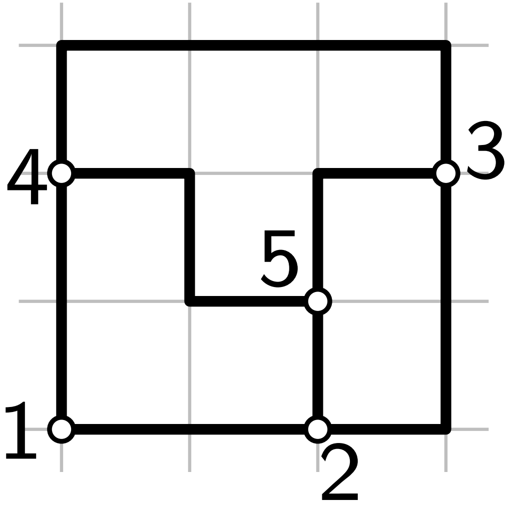

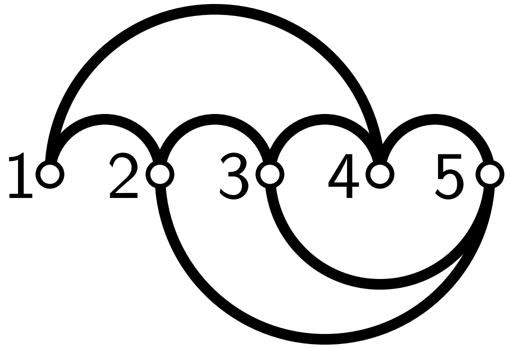

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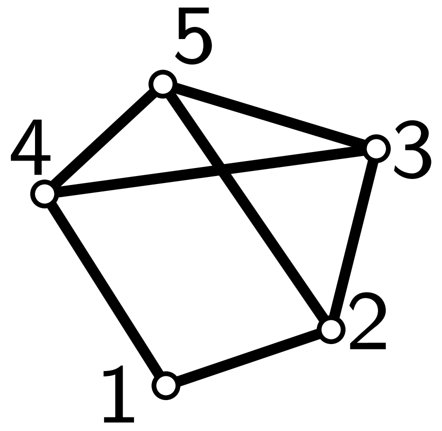
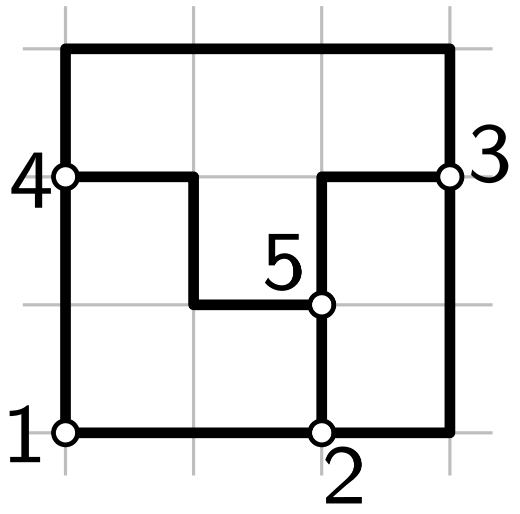
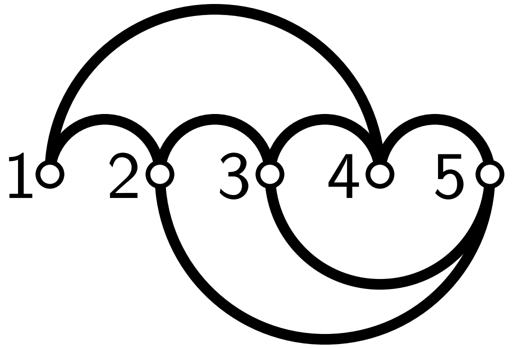
Requirements of a graph layout







1. Drawing conventions and requirements, e.g.,
   - straight edges with $\Gamma(uv) = \overline{\Gamma(u)\Gamma(v)}$
   - orthogonal edges (i.e. with bends)
   - grid drawings
   - without crossing
2. Aesthetics to be optimised, e.g.
   - crossing/bend minimisation
   - edge length uniformity
   - minimising total edge length/drawing area
   - angular resolution
   - symmetry/structure
3. Local Constraints, e.g.
   - restrictions on neighbouring vertices (e.g., “upward”).
   - restrictions on groups of vertices/edges (e.g., “clustered”).

$\rightarrow$ lead to NP-hard optimization problems

$\rightarrow$ such criteria are often inversely related

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out: Drawing Γ of G such that

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- Many algorithmically interesting questions arise.
- Rendering problem downstream is ignored.