

Trees and Graphs

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Tree Drawing

Why Trees?

Hierarchies

- File systems and web sites
- Organization charts
- Categorical classifications
- Similiarity and clustering

Branching processes

- Genealogy and lineages
- Phylogenetic trees

Decision processes

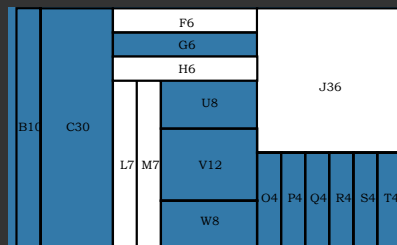
- Indices or search trees
- Decision trees
- Tournaments

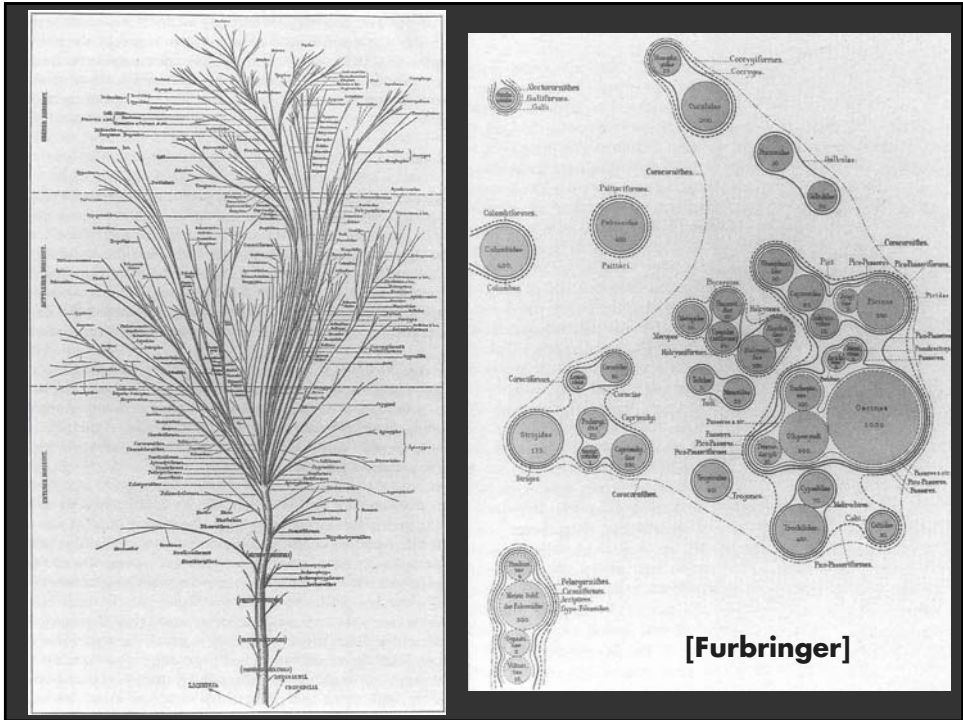
Two Major Visual Representations

Connection: Node / Link Diagrams

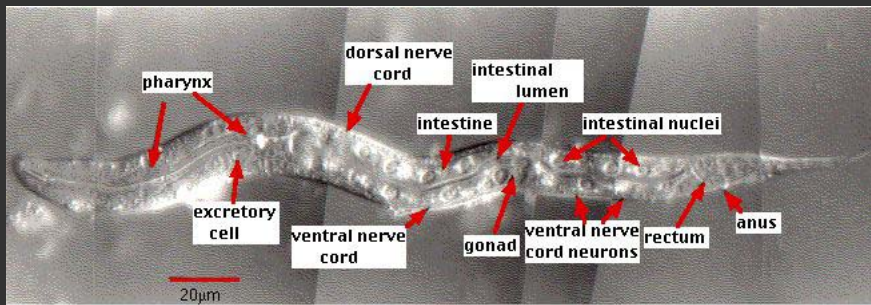


Containment / Enclosure

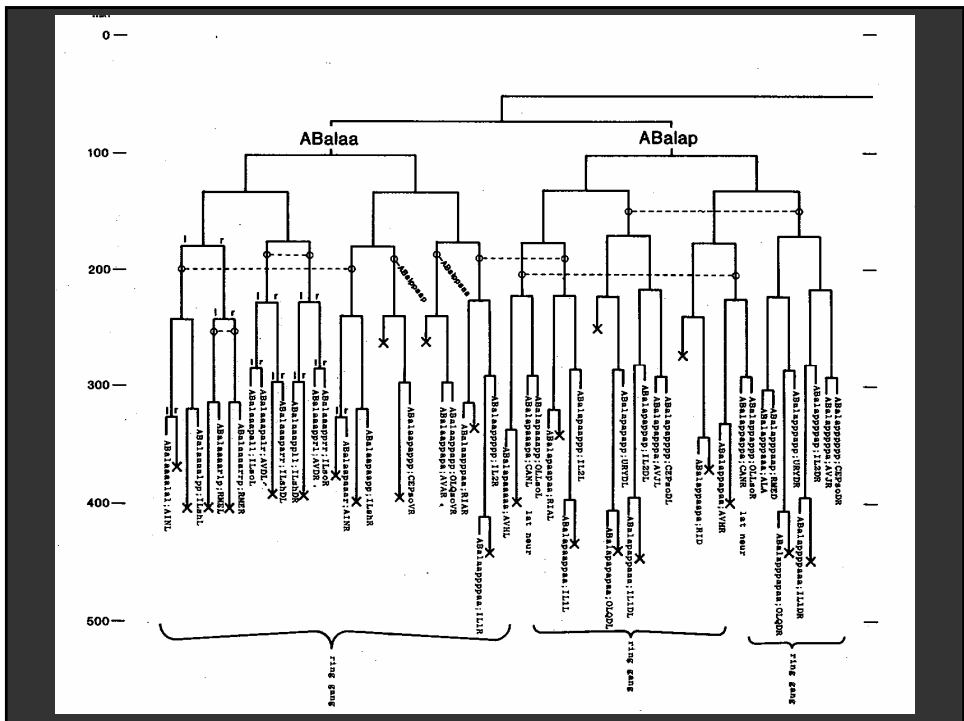
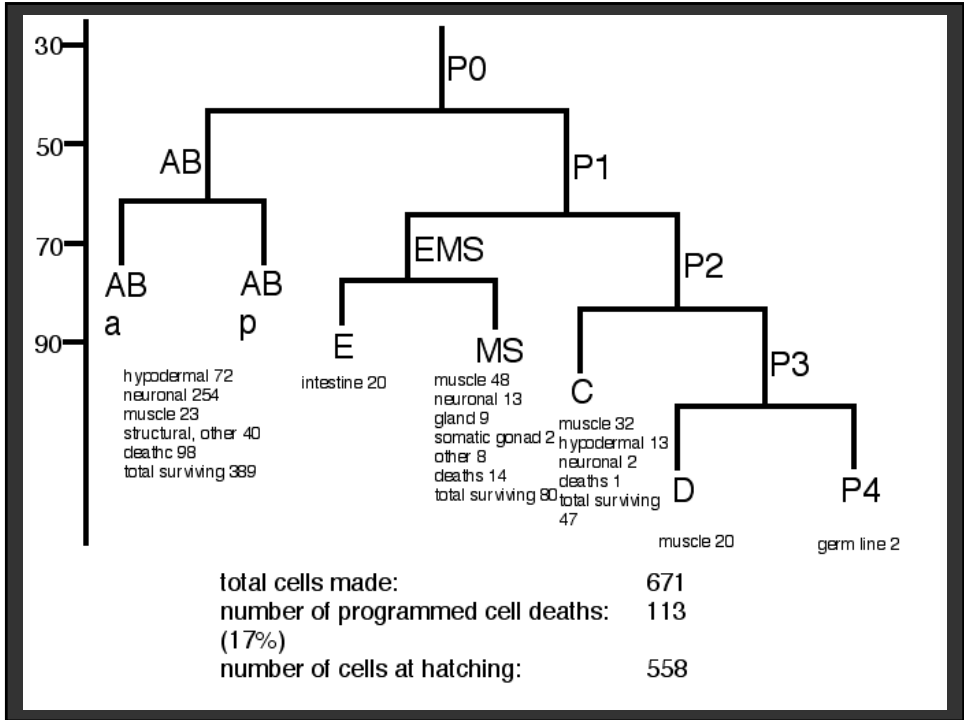


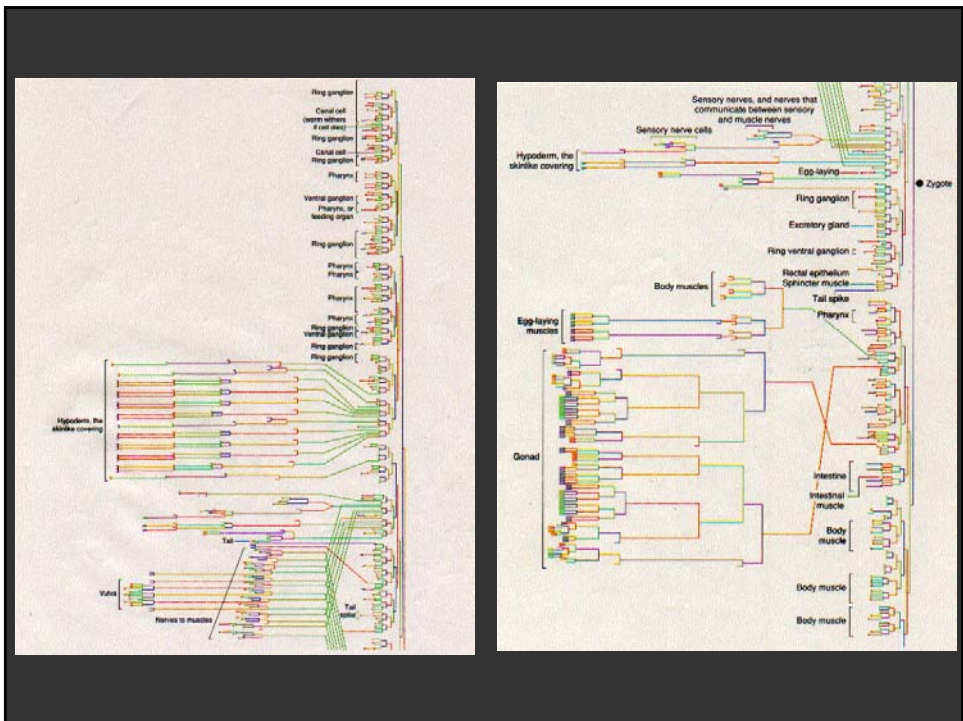
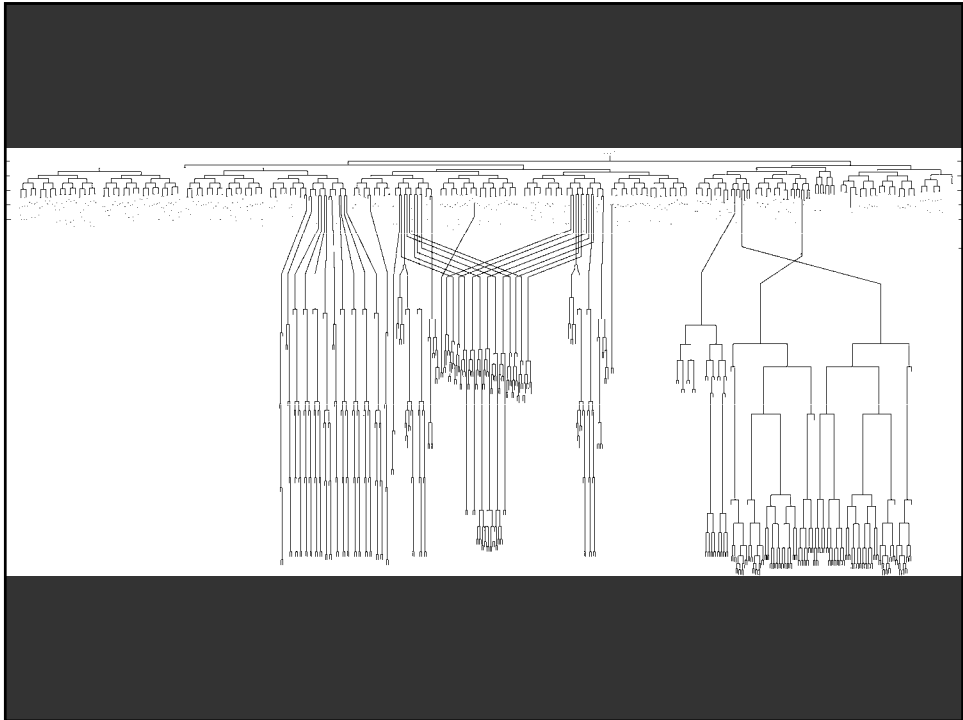


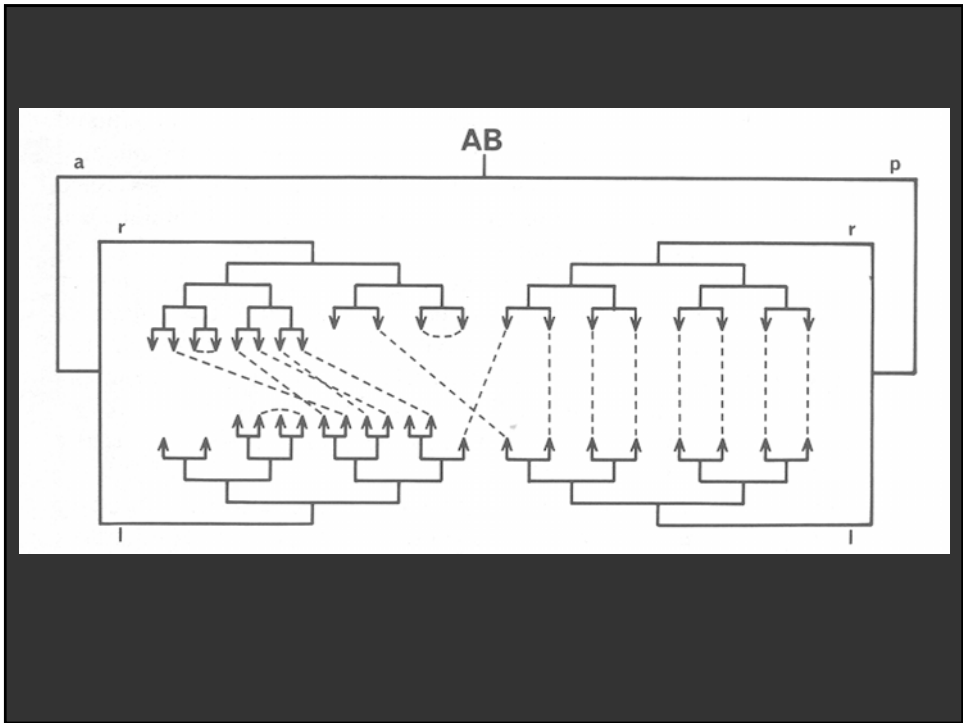
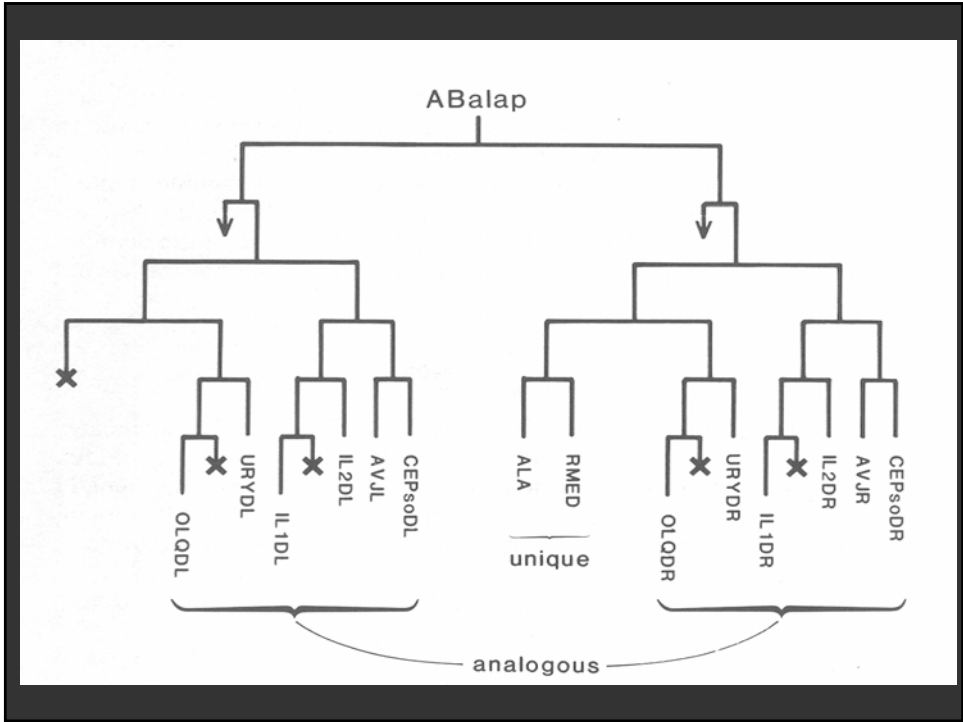
C. Elegans Cell Lineage



[Sulston]

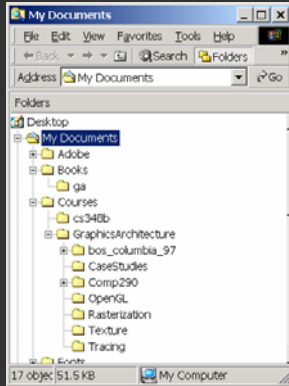






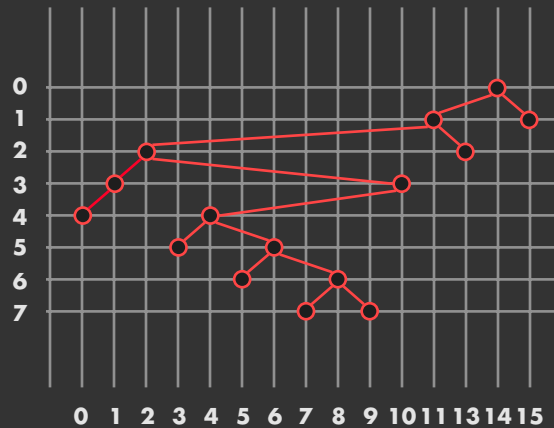
Classic Tree Drawing

Preorder or inorder traversal



East				West			
Coffee	Espresso	Herbal Te	Tea	Coffee	Espresso	Herbal Te	Tea

Depth-InOrder Traversal



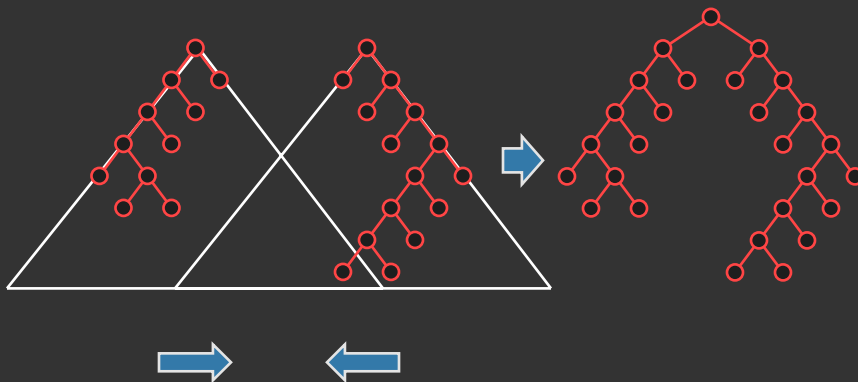
Similarly for pre-order, postorder

Note: width = n-1

Aesthetic Criteria

1. Nodes at the same levels should be aligned
2. Maintain the relative ordering of left and right subtrees
3. Parent should be centered over the children
4. A tree and its mirror image should be drawn as reflections of each other
5. A subtree should be drawn the same way regardless of where it occurs in the tree

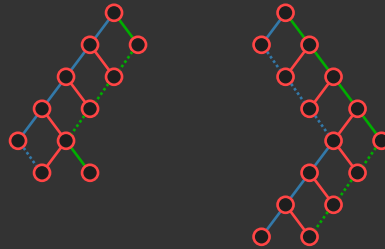
Rheingold-Tilford Algorithm



E. Rheingold, J. Tilford, Tidier drawing of trees, IEEE Trans. Software Engineering, SE-7(2), pp. 223-228. 1981

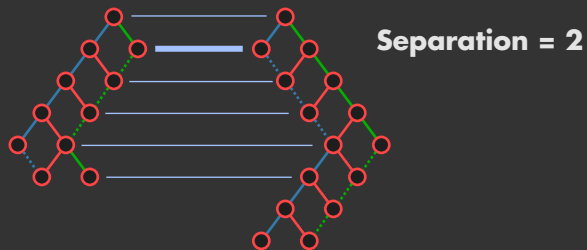
Rheingold-Tilford Algorithm

- Left contour
- ⋯ Left threads
- Right contour
- ⋯ Right threads



E. Rheingold, J. Tilford, Tidier drawing of trees, IEEE Trans. Software Engineering, SE-7(2), pp. 223-228. 1981

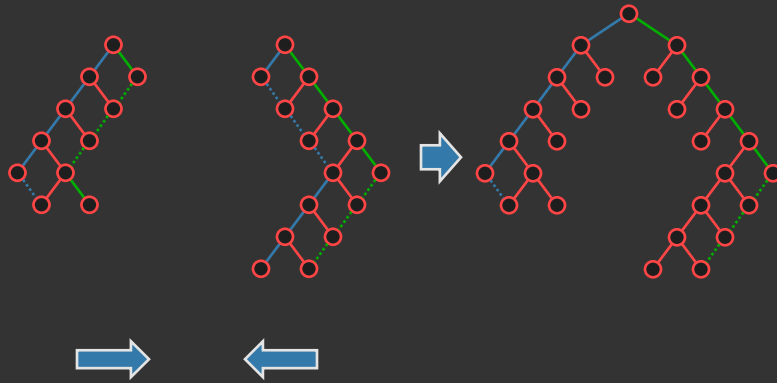
Rheingold-Tilford Algorithm



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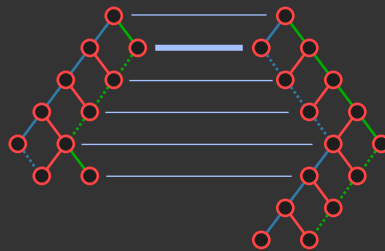
Rheingold-Tilford Algorithm

Translate by $(sep+1)/2$



E. Rheingold, J. Tilford, Tidier drawing of trees, IEEE Trans. Software Engineering, SE-7(2), pp. 223-228. 1981

Rheingold-Tilford Algorithm

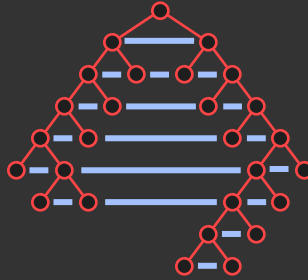


$$T = \min(h(T_L), h(T_R))$$

E. Rheingold, J. Tilford, Tidier drawing of trees, IEEE Trans. Software Engineering, SE-7(2), pp. 223-228. 1981

Rheingold-Tilford Algorithm

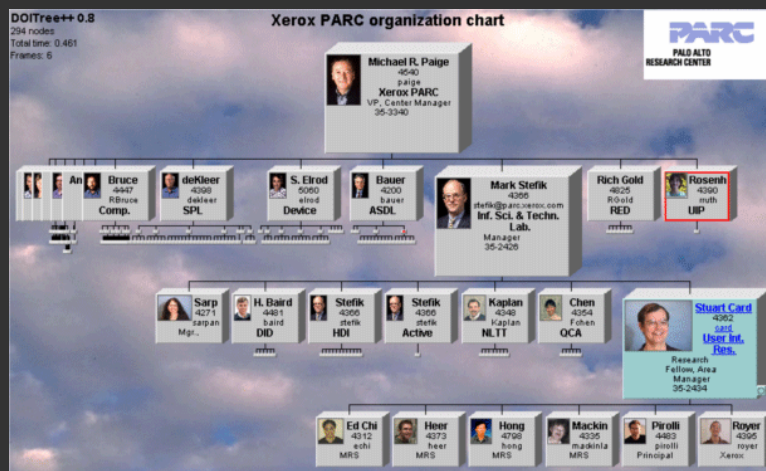
Total running time: Count —



$$O(n - h(T))$$

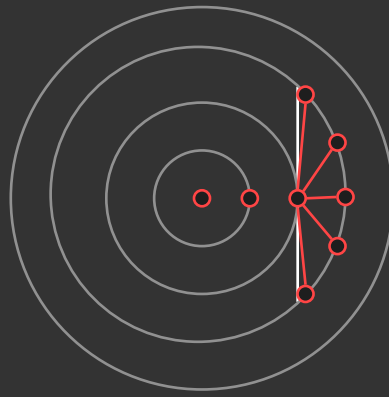
E. Rheingold, J. Tilford, Tidier drawing of trees, IEEE Trans. Software Engineering, SE-7(2), pp. 223-228. 1981

Focus+Context: DOI Tree



<http://davenation.com/doitree/doitree-avi-2002.htm>

Radial Layouts

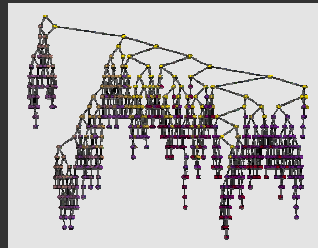


Bounded wedge

Aspect Ratio

Hierarchies are typically wide and shallow

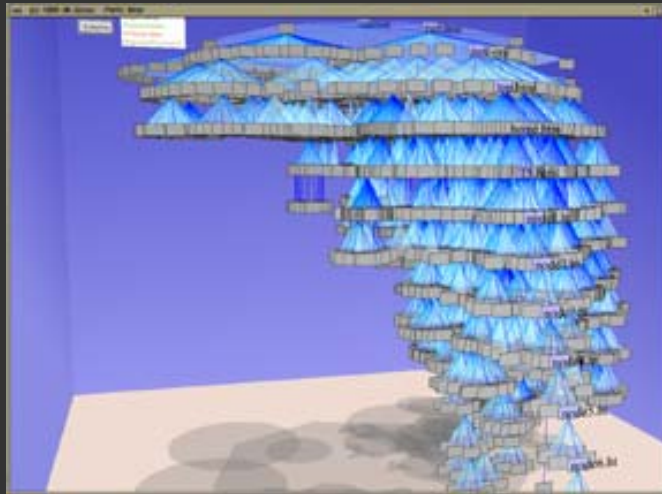
<http://cgm.cs.mcgill.ca/~luc/trees.html>



Strategies:

- Scrolling
- Filtering, collapsing, expanding
- Grouping and aggregating
- More space: Cone Tree, Hyperbolic Browser
- Focus + context

Cone Trees



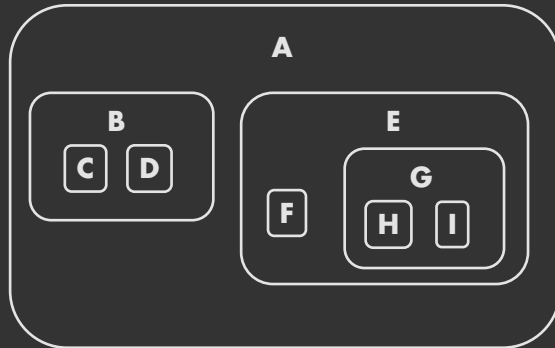
Cone Tree, Robertson, Card, Mackinlay, 1991

Hyperbolic Trees



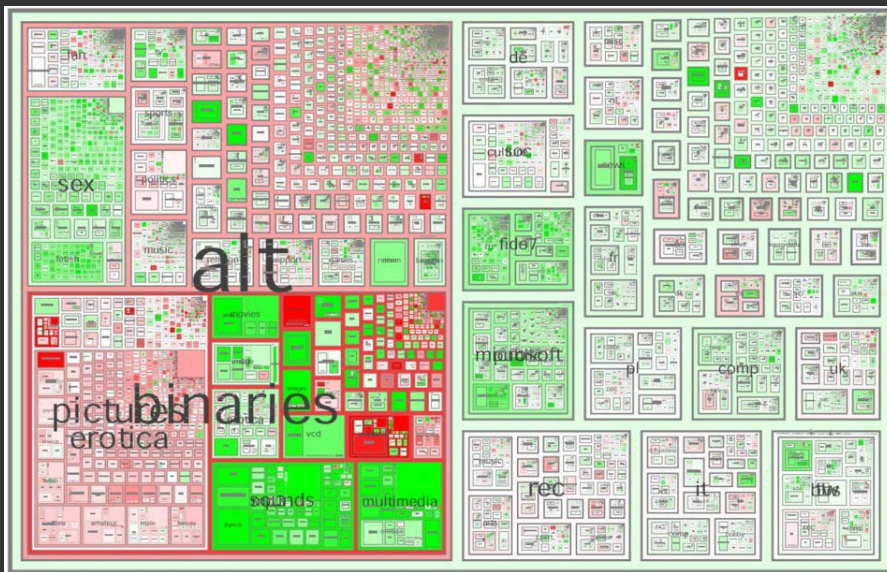
Demo on InXight

Nested/Inclusion Trees



(A (B (C D) (E (G (H I))))))

Tree Maps [Schneiderman]



<http://netscan.research.microsoft.com/treemap/>

Graph Drawing

Why Graphs?

- Relational databases with keys
- Complex data structures
- Social networks
- Citation networks
- Link analysis
- Computer networks
- World wide web
- Document collections
- Metabolic pathways
- ...

Aesthetic Criteria

Minimize edge crossings

Minimize area

Total edge length

Maximum edge length

Uniform edge length

Total bends

Maximum bends

Angular bends

Aspect ratio

Symmetry

**G. Di Battista, P. Eades, R. Tamassia, I. G. Tollis,
Graph Drawing, 1999**

Algorithms

Planar drawings

Layered

Force-directed

Layered Drawing of Directed Graphs

Sugiyama et al. 1981

Dot, Gamsden et al. 1993

1. Layer assignment
2. Reduce edge crossings between layers
3. Position vertices horizontally

Additionally,

4. Cycle removal
5. Route edges (fit splines)

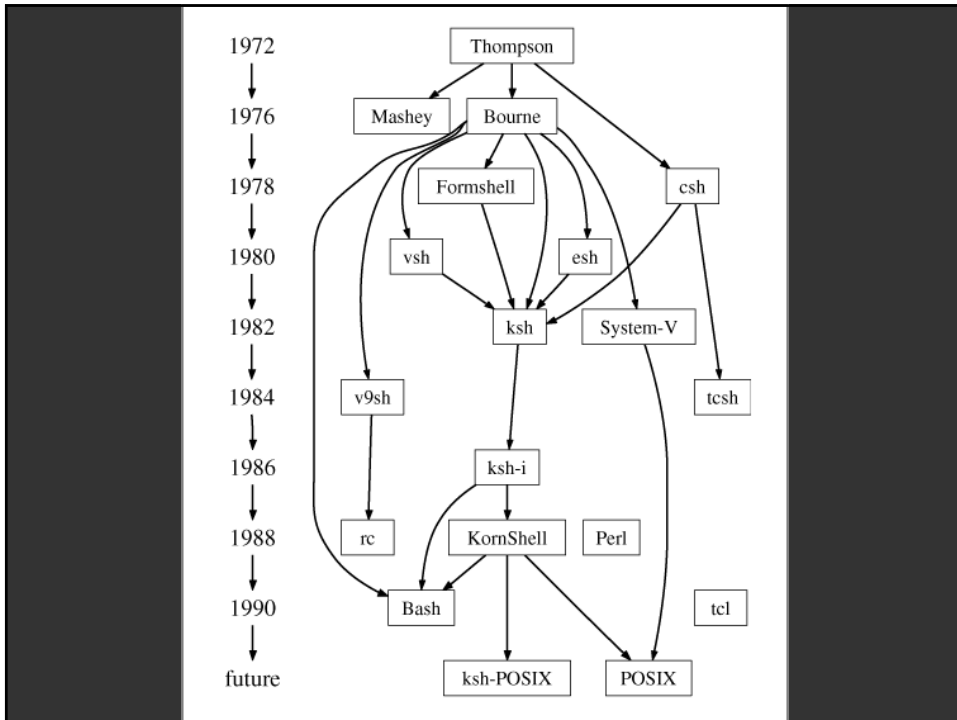
shells.dot

```
digraph shells {
  size="7,8";
  node [fontsize=24,shape=plaintext];
  1972 -> 1976;
  1976 -> 1978;
  1978 -> 1980;
  1980 -> 1982;
  1982 -> 1984;
  1984 -> 1986;
  1986 -> 1988;
  1988 -> 1990;
  1990 -> future;

  node [fontsize=20, shape = box];
  { rank=same; 1976 Mashey Bourne;}
  { rank=same; 1978 Formshell csh;}
  { rank=same; 1980 esh vsh; }
  { rank=same; 1982 ksh "System-V";}
  { rank=same; 1984 v9sh tcsh; }
  { rank=same; 1986 "ksh-i" ; }
  { rank=same;
    1988 KornShell Perl rc;}
  { rank=same; 1990 tcl Bash; }
  { rank=same;
    "future" POSIX "ksh-POSIX"; }

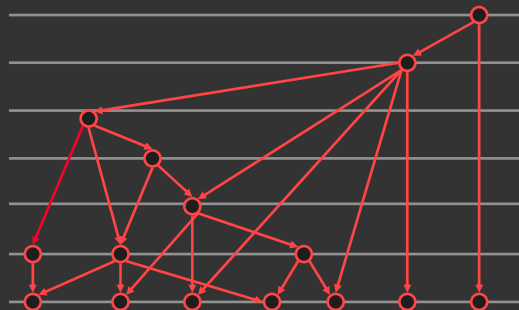
  Thompson -> Mashey;
  Thompson -> Bourne;
  Thompson -> csh;
  csh -> tcsh;
  Bourne -> ksh;
  Bourne -> esh;
  Bourne -> vsh;
  Bourne -> "System-V";
  Bourne -> v9sh;
  v9sh -> rc;
  Bourne -> Bash;
  "ksh-i" -> Bash;
  KornShell -> Bash;
  esh -> ksh;
  vsh -> ksh;
  Formshell -> ksh;
  csh -> ksh;
  KornShell -> POSIX;
  "System-V" -> POSIX;
  ksh -> "ksh-i";
  "ksh-i" -> KornShell;
  KornShell -> "ksh-POSIX";
  Bourne -> Formshell;

  edge [style=invis];
  1984 -> v9sh -> tcsh ;
  1988 -> rc -> KornShell;
  Formshell -> csh;
  KornShell -> Perl;
}
```



Layered Assignment

Longest path layering (minimizes height)



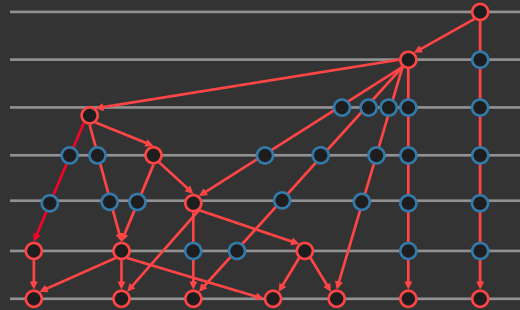
Improvements

- Minimize width and height (NP)
- Approximate minimal width (scheduling problem)
- Minimize dummy vertices (polynomial GKNV1993]

Layered Assignment

Longest path layering (minimizes height)

○ Dummy vertices



Improvements

- Minimize width and height (NP)
- Approximate minimal width (scheduling problem)
- Minimize dummy vertices (polynomial [GKNV1993])

Crossing Reduction

Barycentric



Median



Improvements

- Sweep left to right flipping order to minimize crossings
- Multiple sweeps, etc.

Force-Directed Layout

1. Energy model

$$F_i = \sum_{j \in V} F_{i,j} + \sum_{j \in E(i,j)} F_{i,j}$$

2. Minimization algorithm

Tutte [1963]

Eades [1984]

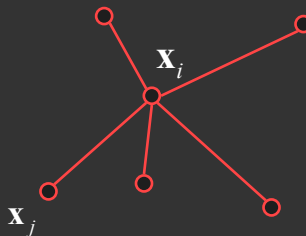
Kamada-Kawai [1989]

Fruchterman-Rheingold [1991]

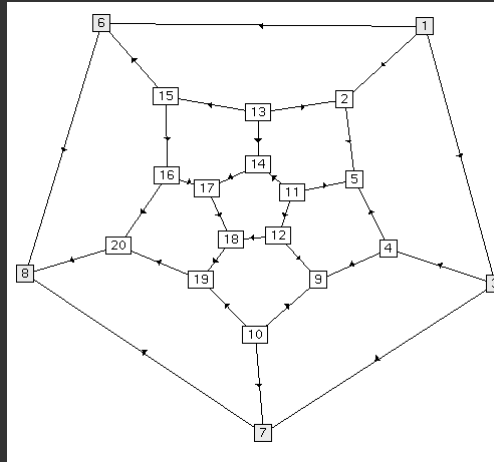
Davidson-Harel [1996]

Barycentric Relaxation

$$\mathbf{x}_i = \frac{1}{\deg(V_i)} \sum_{j \in E(i,j)} \mathbf{x}_j$$



Tutte Algorithm



Tutte proved that planar graphs will be drawn without edge crossings

Barycentric Relaxation

Fruchterman and Rheingold [1991]

$$F_i = - \sum_{j \in V} \frac{k^2}{d(i, j)} + \sum_{j \in E(i, j)} \frac{d^2(i, j)}{k} \quad k = 0.75 \sqrt{\frac{A}{n}}$$

← Edge length

Repulsion **Attraction (Spring)**

Kamada-Kawai [1989]

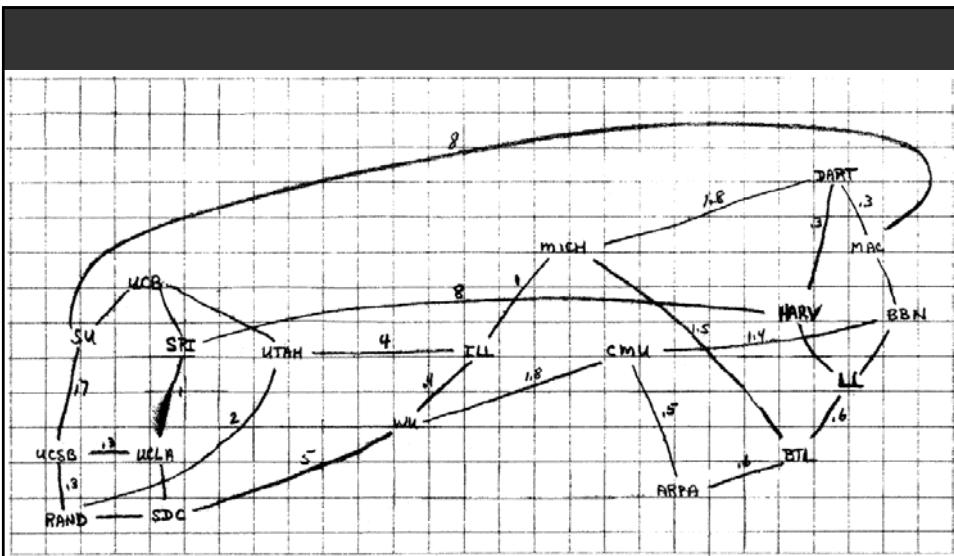
$$F_i = - \sum_{j \in E(i, j)} \frac{(d(i, j) - p(i, j))^2}{p^2(i, j)} \quad \leftarrow \text{Shortest path}$$

Force-Directed Graph Drawing Demonstrations

<http://java.sun.com/applets/jdk/1.4/demo/applets/>

www.touchgraph.com

http://www.netminer.com/NetMiner/home_01.jsp



Larry Robert's Sketch of the ARPANET

