# Measuring and Improving the Readability of Network Visualizations

Cody Dunne

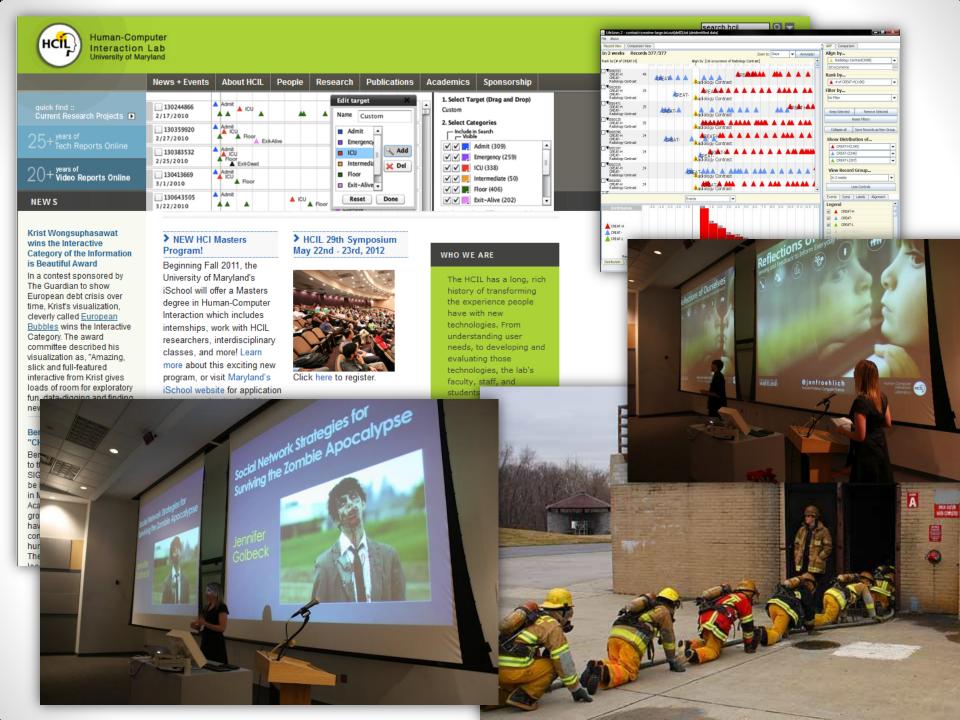
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NIST ACMD Seminar – August 28, 2012

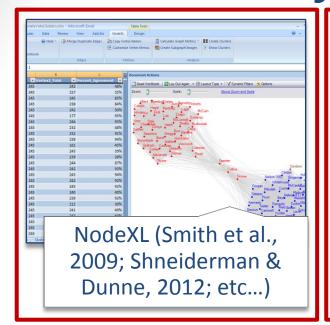


Network visualization is highly useful, but hard!

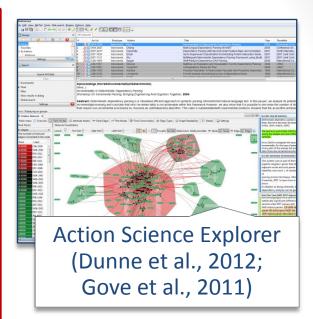
There are many ways to make it easier

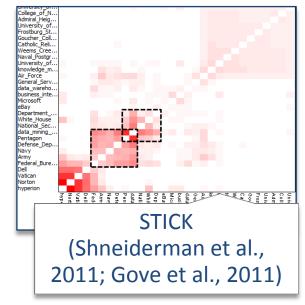


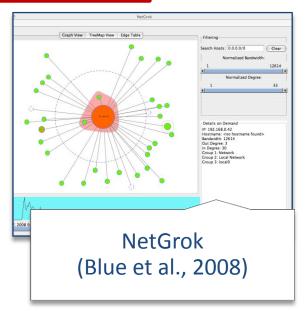
## Some of my work...











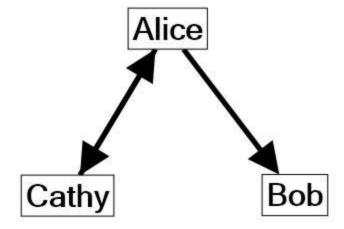
# Networks

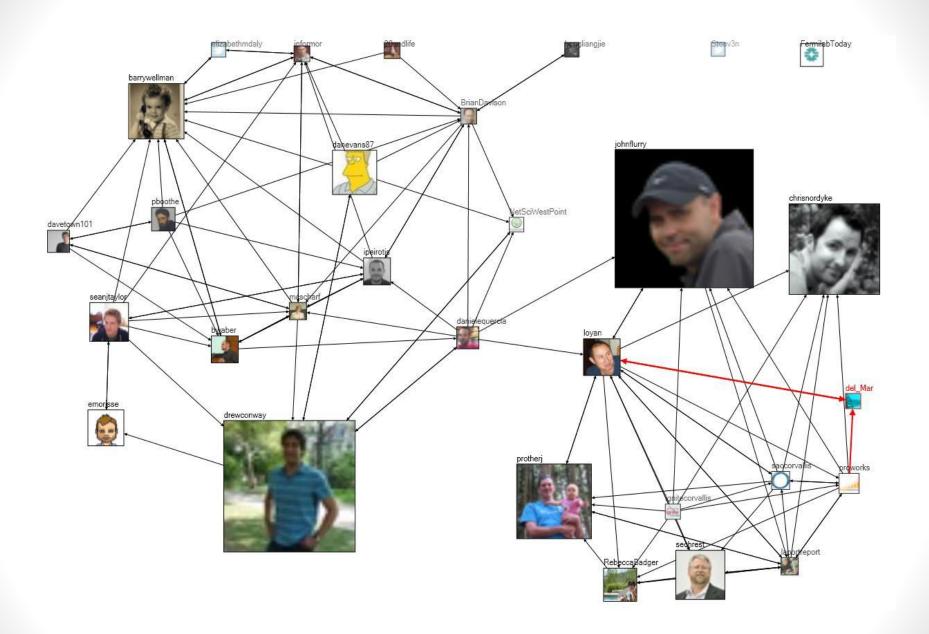
#### **Edge List**

Vertex1	Vertex2
Alice	Bob
Alice	Cathy
Cathy	Alice

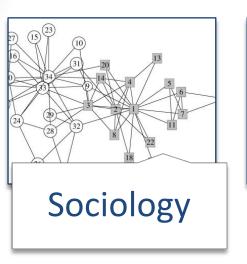
#### **Adjacency Matrix**

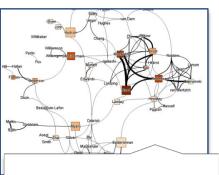
	Alice	Bob	Cathy
Alice	0	1	1
Bob	0	0	0
Cathy	1	0	0



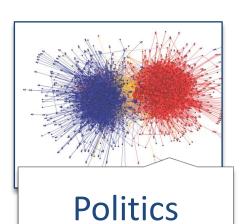


## Who Uses Network Analysis

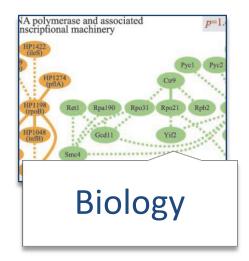


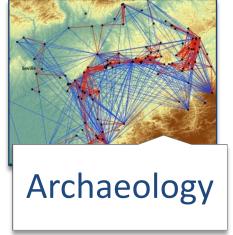


Scientometrics

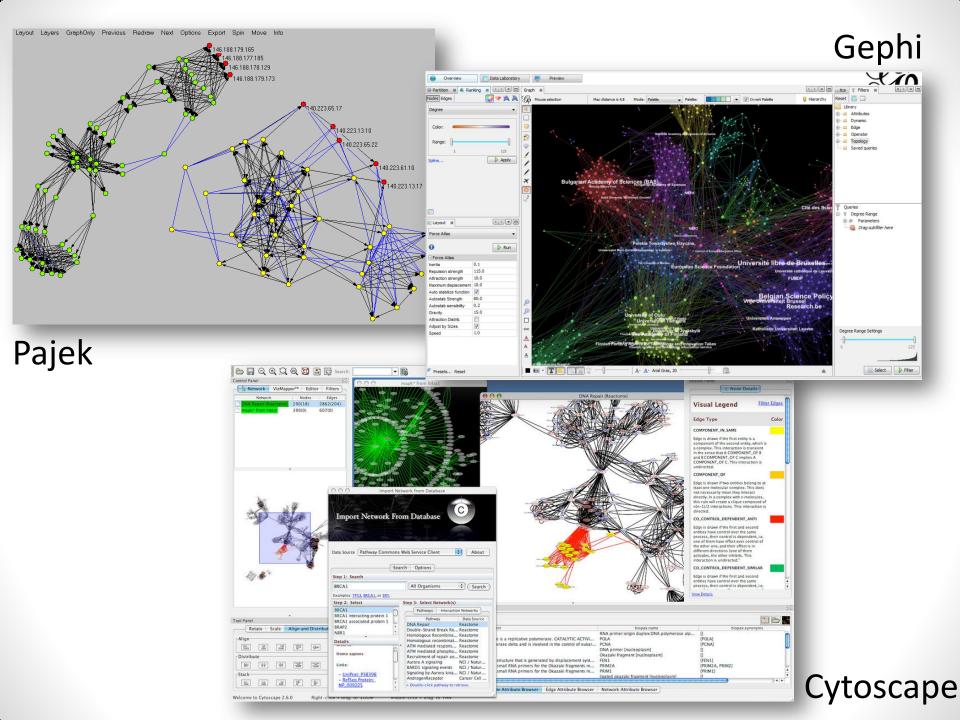








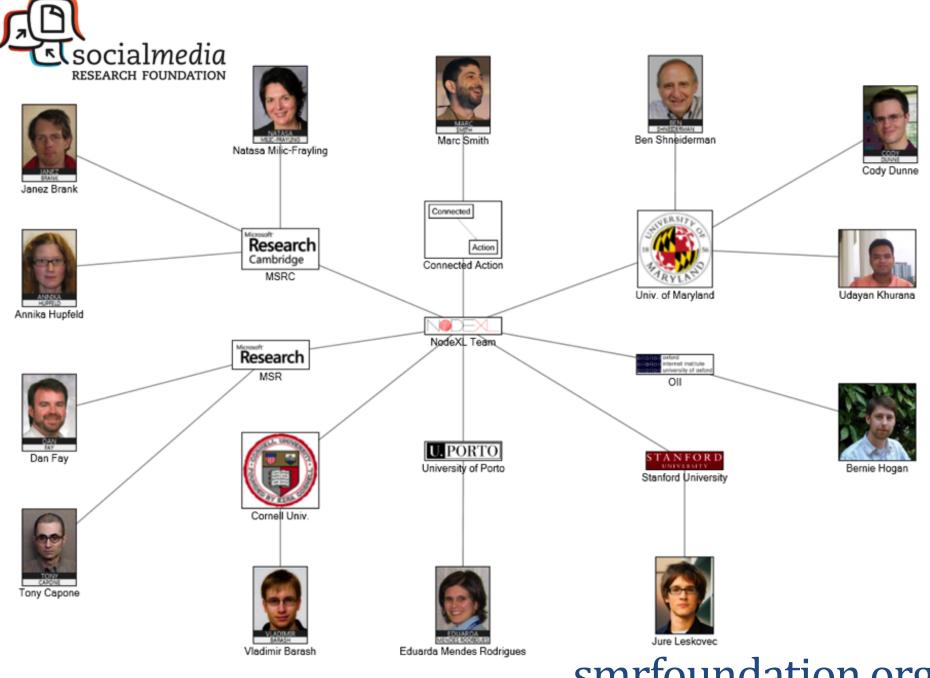






OPEN TOOLS OPEN DATA OPEN SCHOLARSHIP

http://www.smrfoundation.org



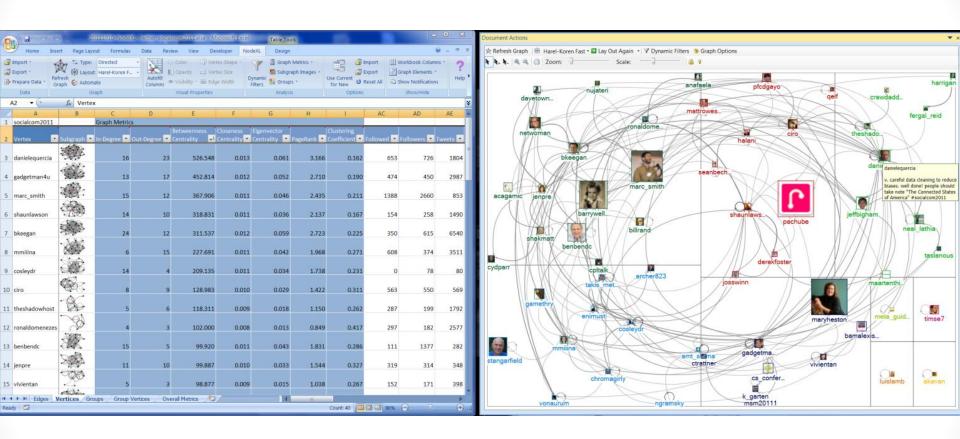
smrfoundation.org

## What we have done: Open Tools

- YASNAT: NodeXL
- Data providers ("spigots")
- FOSS



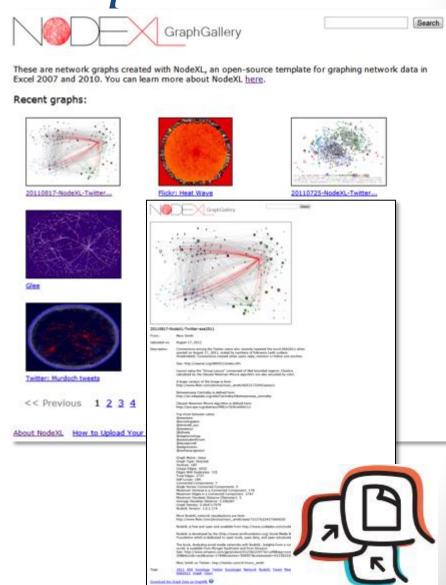
## NodeXL



Collect data, Excel analysis, statistics, visualization, layout algorithms, filtering, clustering, attribute mapping...

## What we have done: Open Data

NodeXLGraphGallery.org











## What we have done: Open Scholarship

- Webshop 2011: NSF, Google, Intel
- Webshop 2012: NSF, GRAND, Yahoo!, Google
- Other Workshops: ICWSM12, NetSci, HyperText12, Cape Town, Yeungnam, Italy, dg.o















## What we have done: Open Scholarship

#### Group-In-a-Box Layout for Multi-faceted Analysis of Communities

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<sup>1</sup> Connected Action Consulting Group, Belmont, California, USA. nar effections et odaet Lon., not.
<sup>1</sup> Dept. of Computer Science & Human Computer Interaction Lab University of Maystand, College Park, Maryland, USA

\*Cottege of Information Studies & Center for the Advanced Study of Communities and Information University of Maryland, Cotlege Park, Maryland, USA

Abdracis—Commonities in social networks sowerge from interactions among individuals and can be analyzed through a combination of dendering and graph layout algorithms. These approaches result in 2D or 2D visualizations of clustering and graphs, with groups of vertices representing individuals that form a commonity. However, in many instances the vertices meet attributes and dried individuals that forms a commonity. However, in many instances the vertices such as grader, profession, grographic location, and similar. It is often important to investigate what categories of individuals comprise each community and vice-versa, how the community sectors are successful, the real hallow from the same category. Currently, there are no effective methods for analyzing both the commonity structures and the category-location (III), a notice of the commonity structure and the category-location (III), a notice proof for districted graphs. We propose Group de-action (III), a notice proof for districted graphs that category-location (III), a notice proof for districted graphs (III).

One particularly important impect of social network analysis is the detection of immunistics, i.e., adaptorage of individuals or entities that exhibit tight interconnectivity among the wider population, For example, Twiter uses imagistary revolved each other's messages may form colonise groups within the "Wister social network. In a network visualization line would appear an chesters or sub-graphs, often coloned destectly or represented by a different vertex shape in other to convey their group identity.

In addition to the clusters that emerge from the network structure, individuals in a social network are often divided into categories that reflect specific attributes. For example, members of the Twitter community may be categorised based on the masoler of followers they have, the location from which they have or the date this income? Twitter Social

viewpoints

DOI:10.1145/1995376.1995389

Ben Shneiderman, Jennifer Preece, and Peter Pirolli

#### **Viewpoint**

#### Realizing the Value of Social Media Requires Innovative Computing Research

How social media are expanding traditional research and development topics for computer and information scientists.

ocial Meiba TICHROLOGIES and as Facebook, Twitter, blogs, wikis, Flickr, and You'lube have garnered more than a billion users. These platforms enable more than friendly chatter and individual expression; they facilitate remarkably diverse and broad participation while accelerating the formation of effective collaborations.

Promising social media projects

There are deep challenges in understanding the benefits of social media and ameliorating their dangers.

Social media present dangers too. These include the potential for more polarized discussions as users selec-

viewpaints

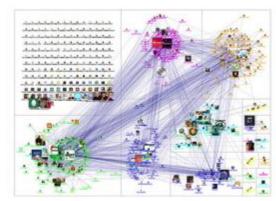


Figure 1. (a) Harel-Koren (HK) fast multi-scale layout of a clustered network of Twitter users, using color to differentiate among the vertices in different clusters. The layout produces a visualization with overlapping cluster positions. (b) Group-in-a-Box (GIB) layout of the same Twitter network: clusters are distributed in a treemap structure that partitions the drawing canvas based on the size of the clusters and the properties of the rendered layout. Inside each box, clusters are rendered with the HK layout.

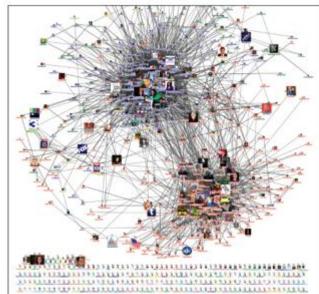


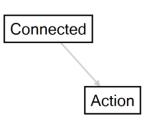
Figure 3. Commoditions among Technic starrs who recently mentioned DOP when quarried on July 25, 2011, with vertices stated by the commodition of the commodities of



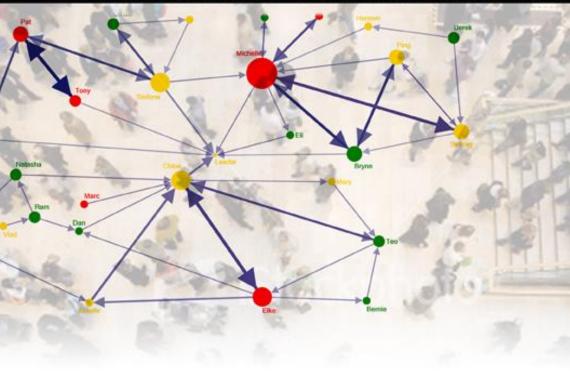








http://nodexl.codeplex.com



### **Analyzing Social Media Networks with NodeXL**

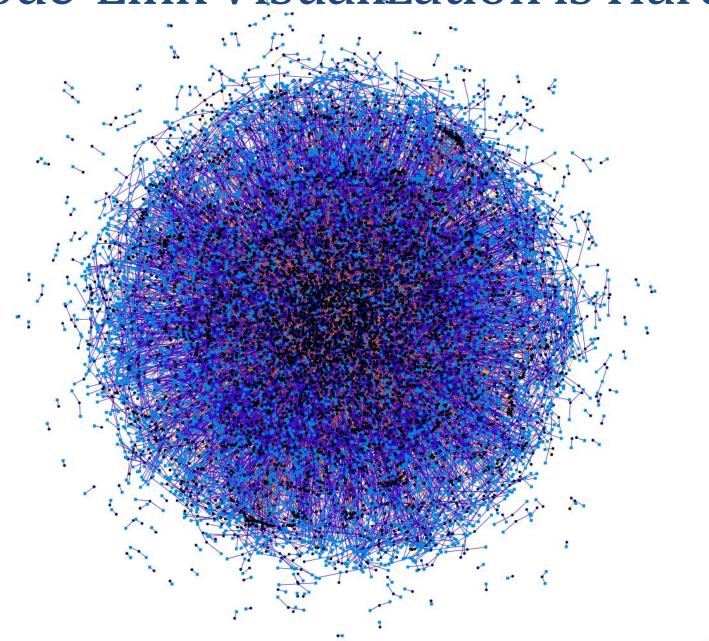
Insights from a Connected World



Forthcoming, Sept 2010

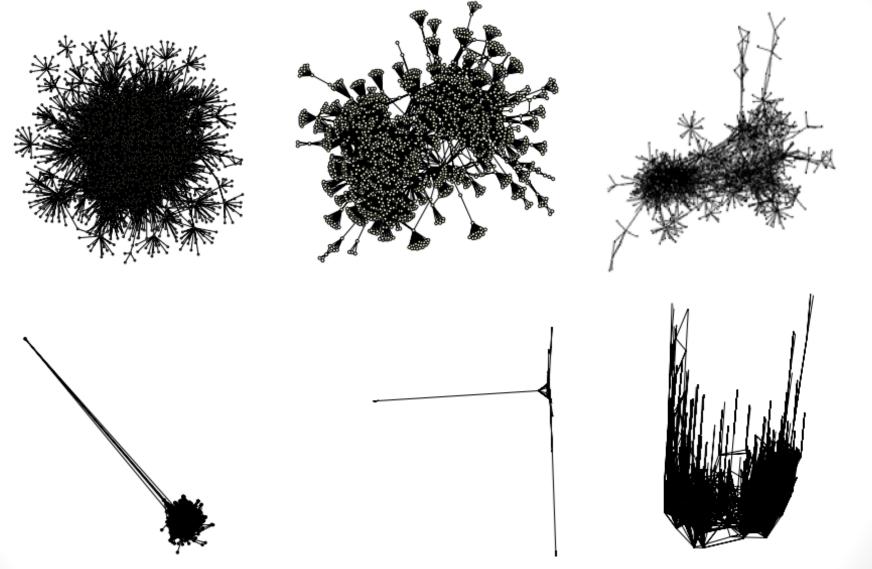
# We still have a problem...

## Node-Link Visualization is Hard



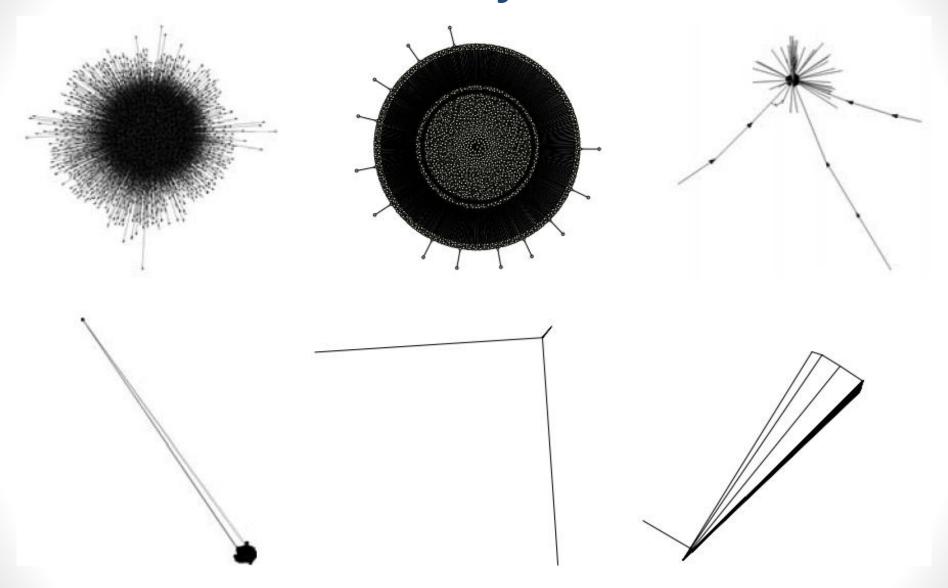
So what can we do?

## Better Layouts...



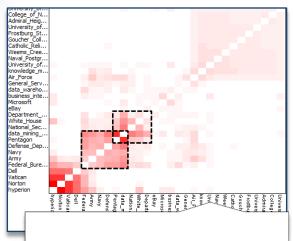
Hachul & Jünger, 2006

# Better Layouts...



Hachul & Jünger, 2006

## Alternate visualizations...



Gove et al., 2011



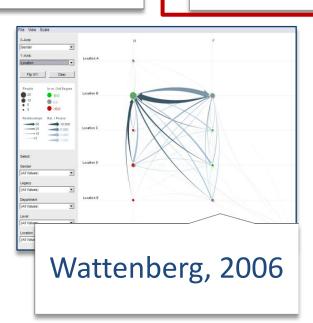
Henry & Fekete, 2006



Dunne et al., 2012

326 7 Duplicate Component Component edge ▼ Start count 18, 

Freire et al., 2010



### Plan of attack

#### Readability metrics

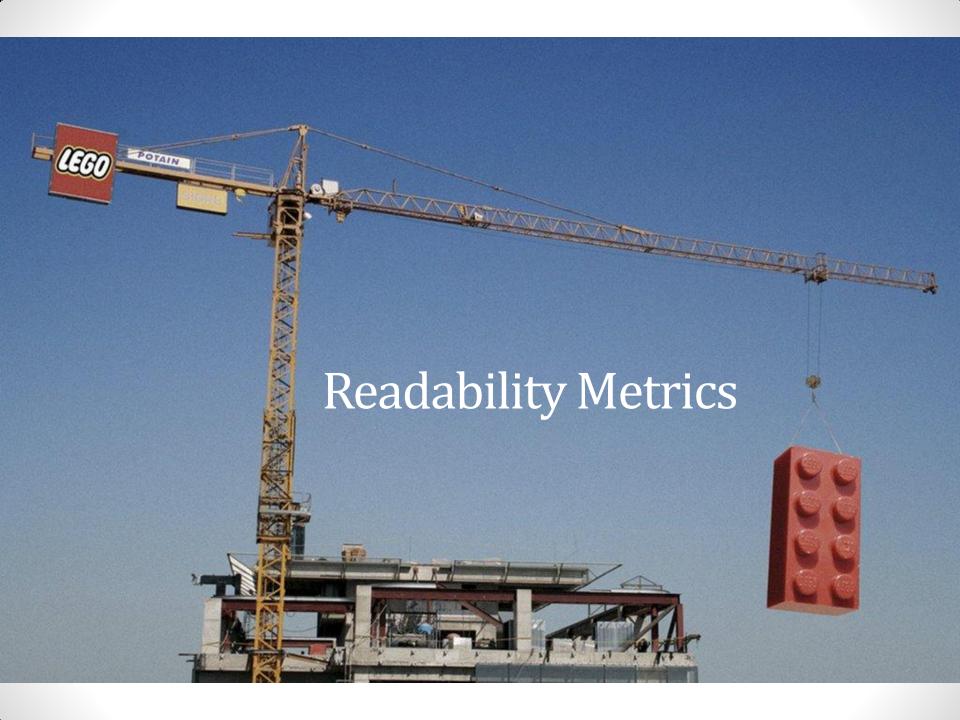
- Global/local
- Taxonomy/layout aids

Motif simplifications

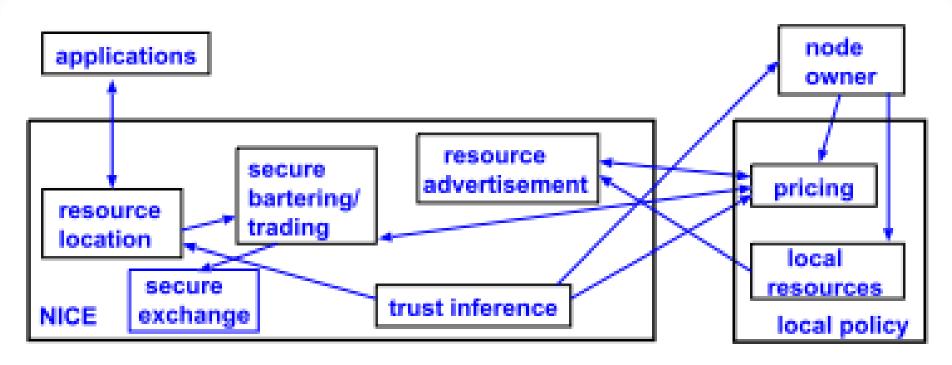
Meta-layouts

#### **Evaluations**

- Readability metrics
- User studies



# Why measure readability?



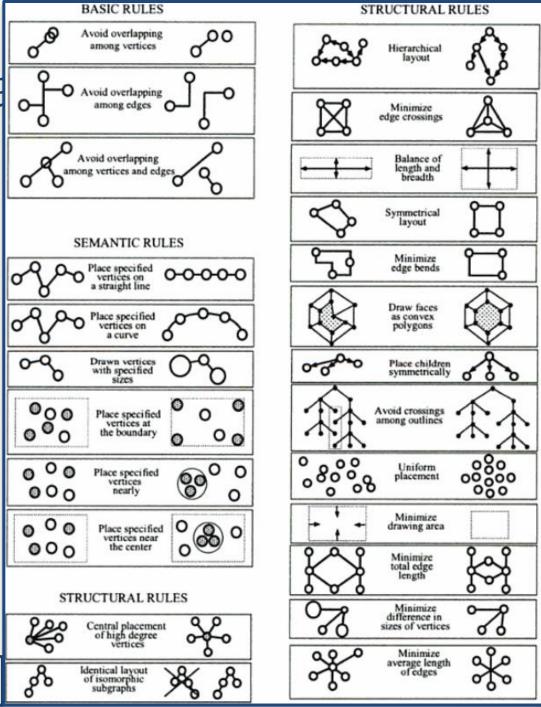
Lee et al., 2003

# Measuring Rea

Simple rules or heuristics
Davidson & Harel, 1996

User performance Huang et al., 2007

Global readability metrics Purchase, 2002



Source: Sugiyama, 2002, p. 14

## Global Readability Metrics

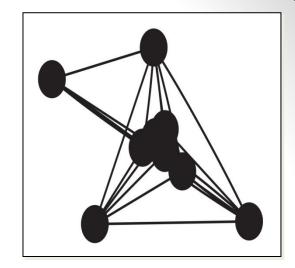
- How understandable is the network drawing?
- Example: Journal may suggest
  - 0% node occlusion
  - <2% edge tunneling</p>
  - <5% edge crossing</p>

### More Metrics!

- Global
  - Node overlap, drawing space used...
- Local for Nodes, Edges, & Groups
- Task-by-metric taxonomy

Dunne & Shneiderman, 2009, HCIL TR

# E.g., Node Overlap



#### Global readability metric

[0,1] where:

0 = Complete overlap

1 = No overlap

$$a = area\left(\bigcup_{j=1}^{n} bounds(n_j)\right)$$

$$a_{\max} = \sum_{j=1}^{n} area(bounds(n_j))$$

$$\aleph_n = \frac{a}{a_{\text{max}}} - \text{max node area}$$

#### Node readability metric

Ratio of node area that overlaps other nodes

$$a_{j} = area\left(\bigcup_{k=1}^{n} bounds(n_{j}) \cap^{*} bounds(n_{k})\right)$$

$$\aleph_n^{n_j} = 1 - \frac{a_j}{area(bounds(n_j))}$$

## Our metrics

#### New

Node overlap
Edge tunnel
Drawing space used
Group overlap

#### Local

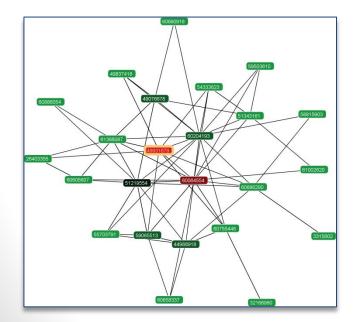
Edge crossing
Angular resolution
Edge crossing angle

# Existing metrics

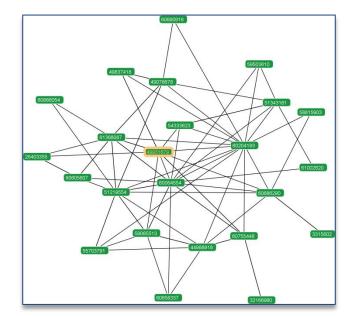
## **Assisted Manipulation**

- Real-time ranking & coloring by metrics
- Snap-to-maxima

#### 14 edge tunnels



#### 0 edge tunnels



Rank	Label	
86.00000	4	
78.00000	2	
68.00000	6	
60.00000	12	
37.00000	14	
35.00000	9	=
33.00000	30	
33.00000	38	
26.00000	15	
22.00000	18	
20.00000	36	
19.00000	16	
18.00000	40	
17.00000	31	
17.00000	54	Ŧ
F		1

Images: Cody Dunne

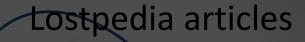
## Multi-Criteria Optimization

- User-defined energy function
  - Interactive view of task-by-metric taxonomy
- Simulated annealing
  - Metropolis et al., 1953; Kirkpatrick et al., 1983
- Searches layout space
  - Hill climbing
- Expensive...

## Takeaway

- Raise awareness
- Localized identification of where improvement is needed
- Optimization recommendations for tasks
- Interactive, semi-automatic, and fully-automatic optimization





## Observations

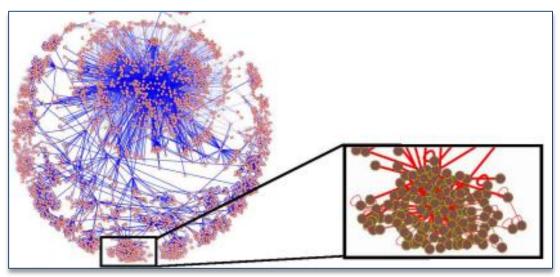
Theory Discussion

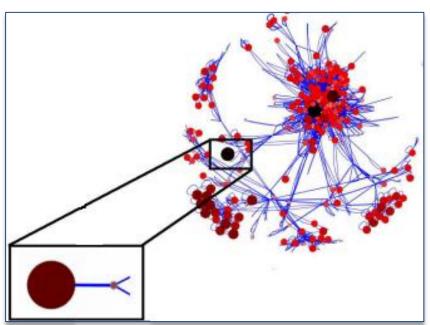
1: There are repeating patterns in networks (motifs)

2: Motifs often dominate the visualization

3: Motifs members can be functionally equivalent

# Graph Summarization...





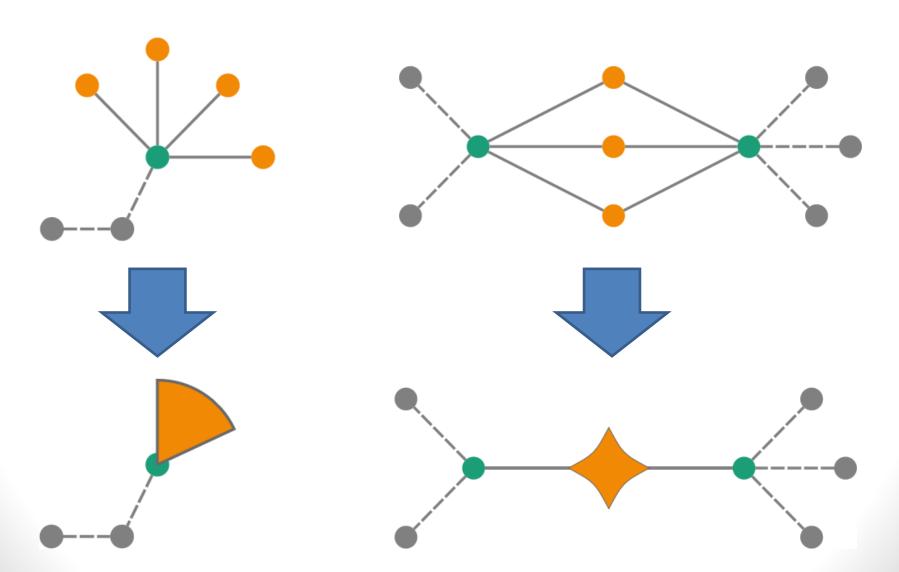
Navlakha et al., 2008

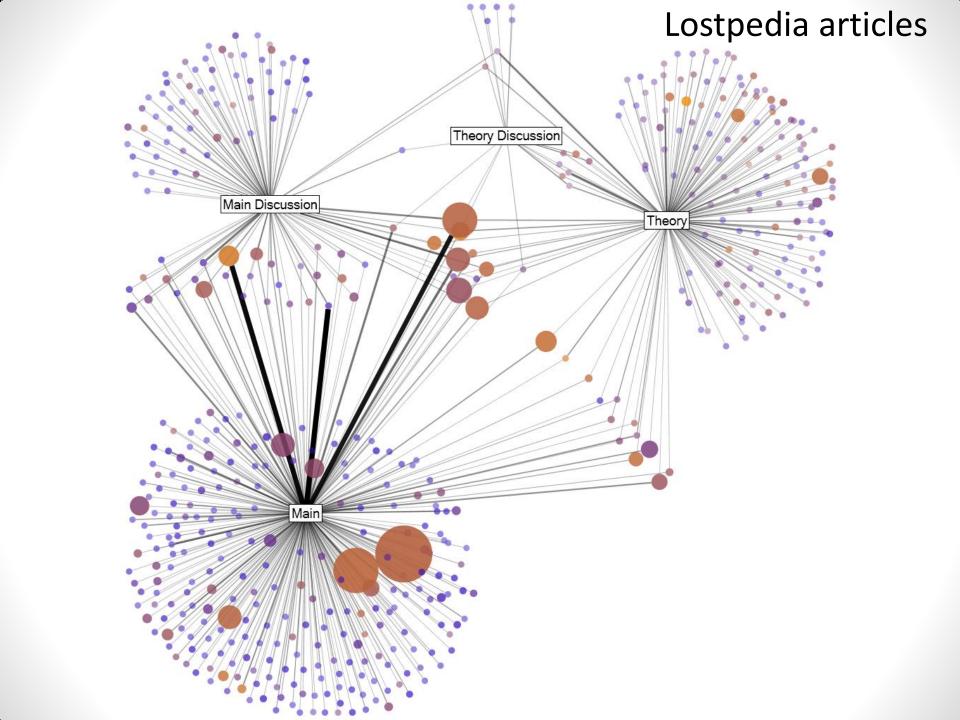
# Our approach: Motif Simplification to reduce visualization complexity

# **Motif Simplification**

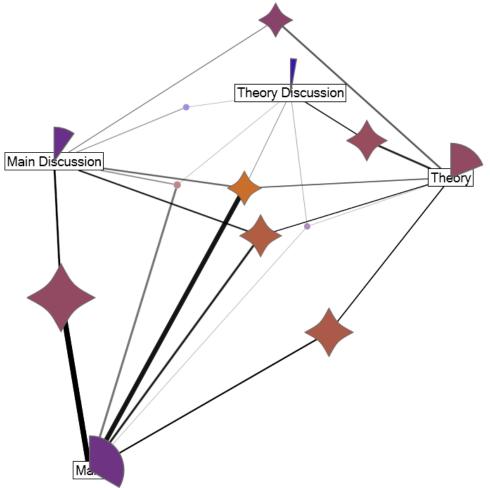
Fan Motif

2-Parallel Motif



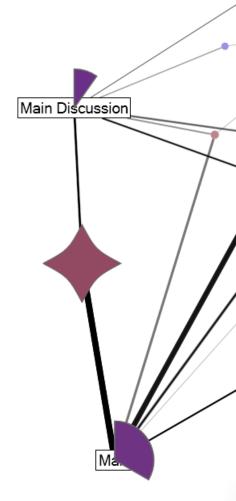


#### Lostpedia articles

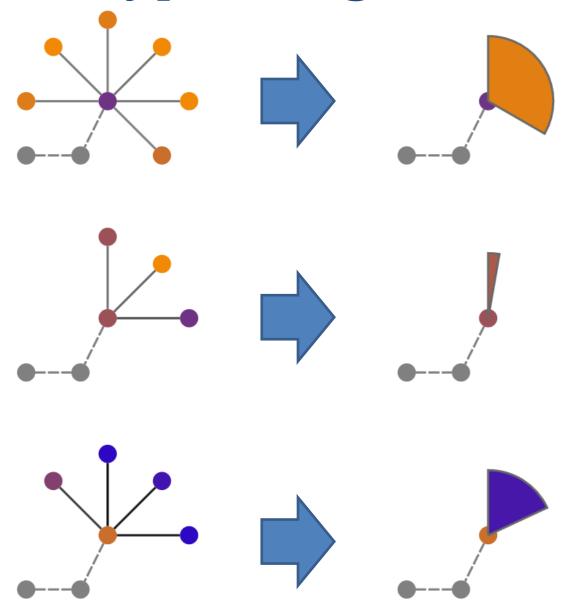


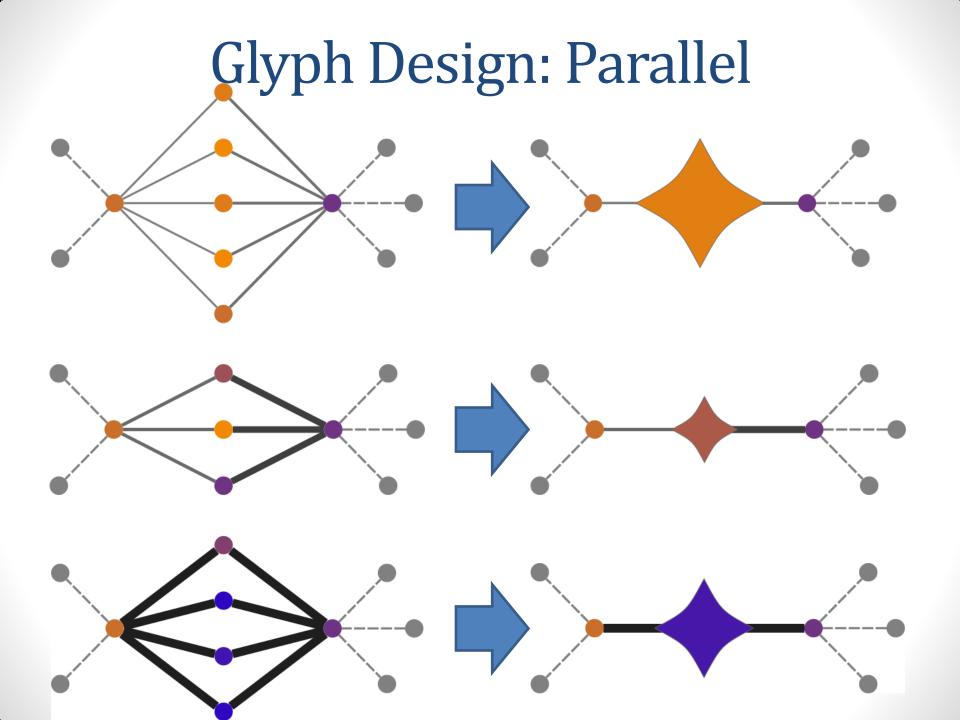
# Glyph Design Guidelines

- Representative: topology, count & attributes
- Easily distinguishable
- Easily comparable
- Allow overlaps

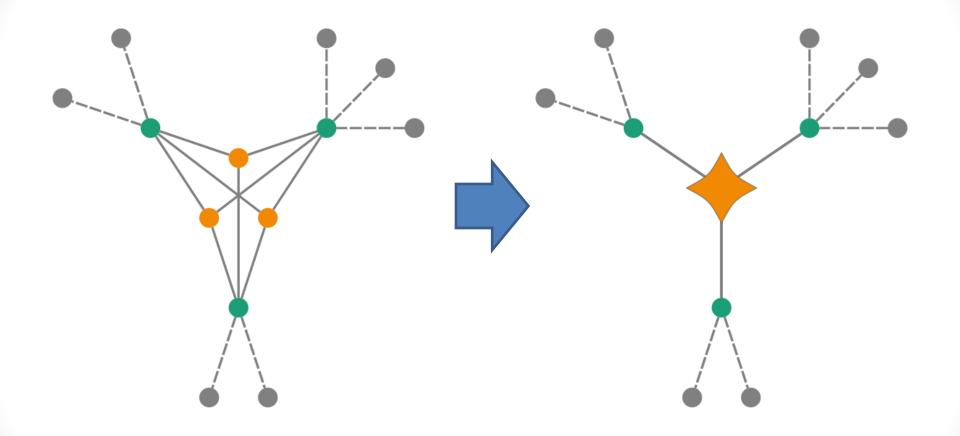


# Glyph Design: Fan

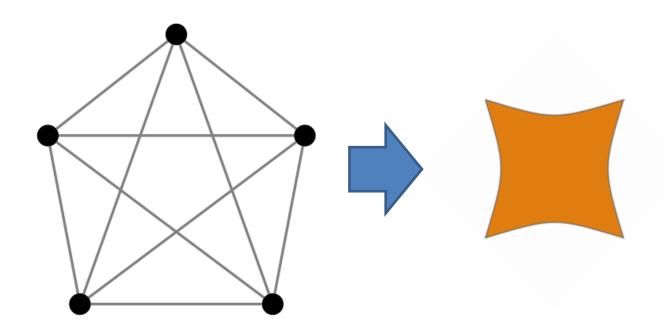




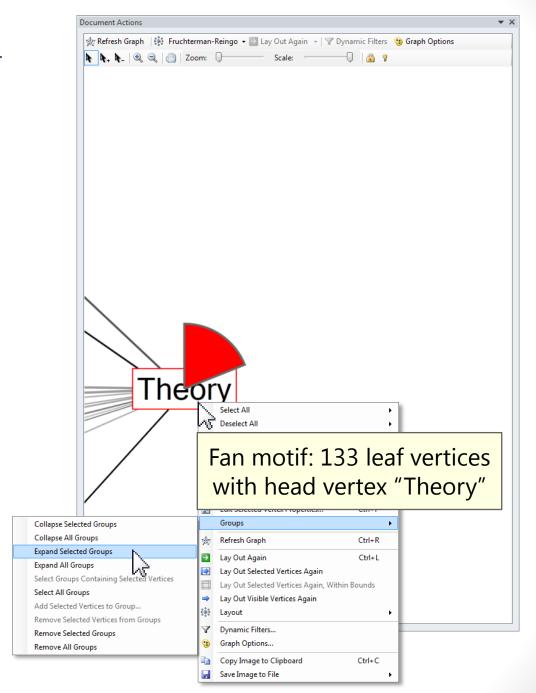
# Glyph Design: General D-Parallel

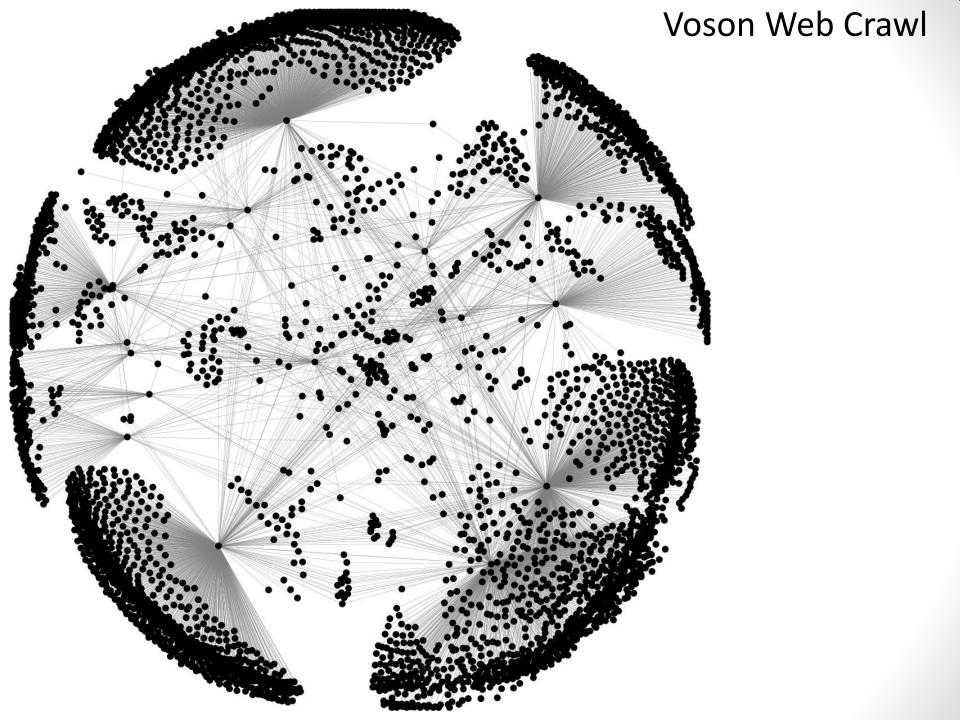


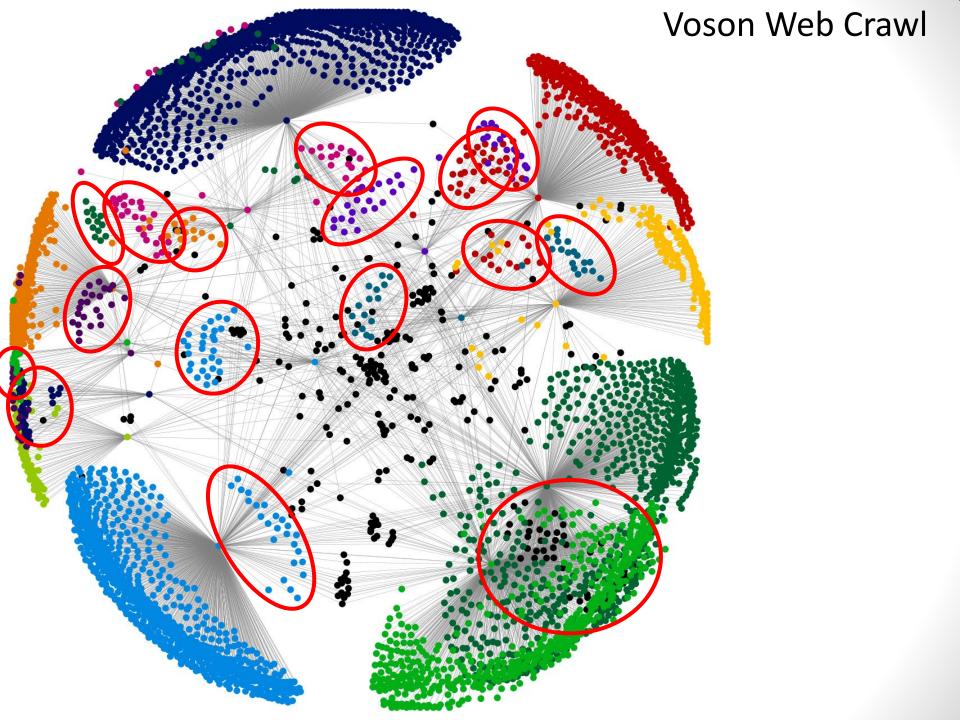
# Cliques too!

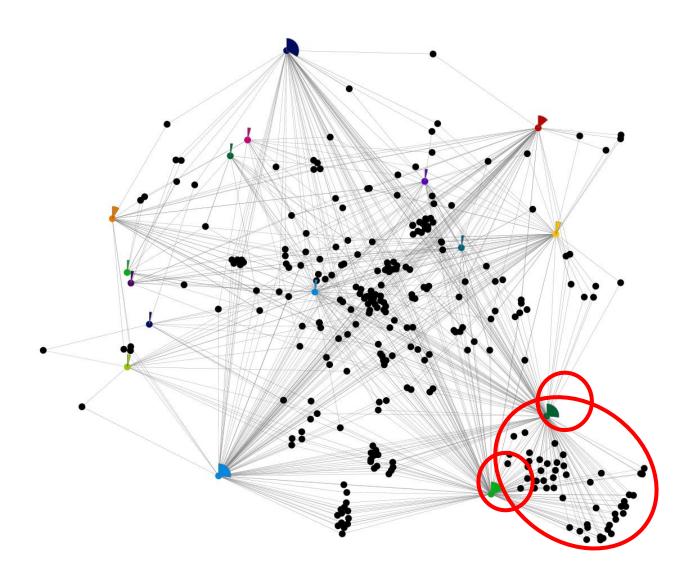


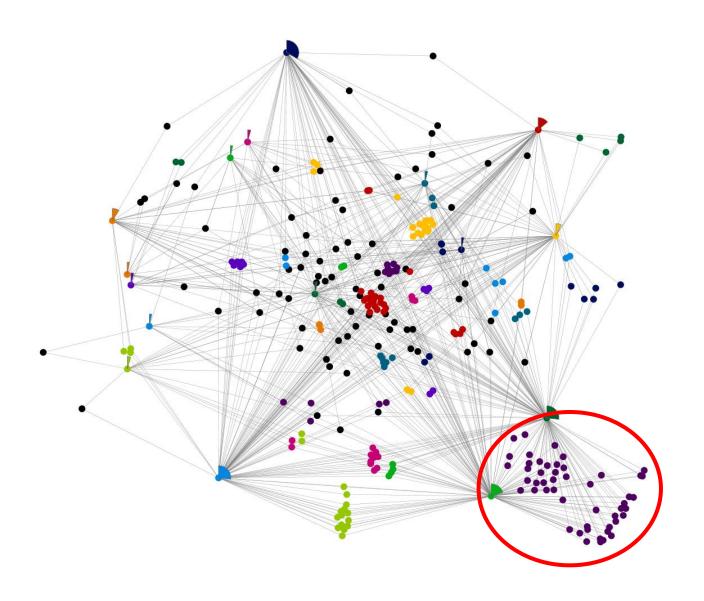
# Interactivity

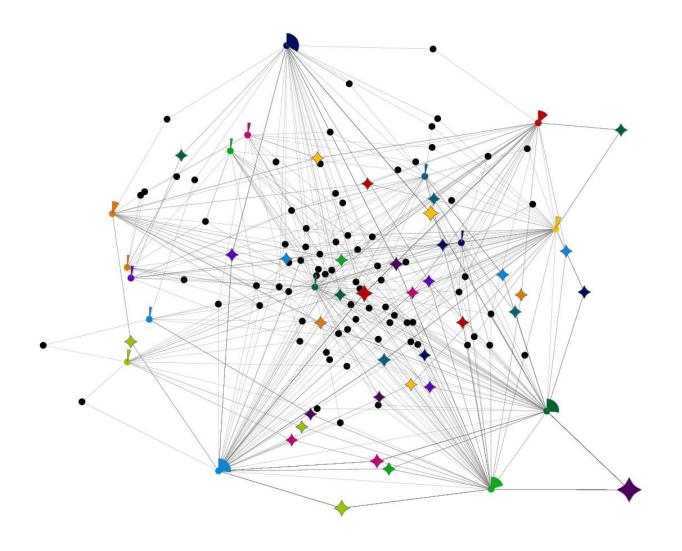


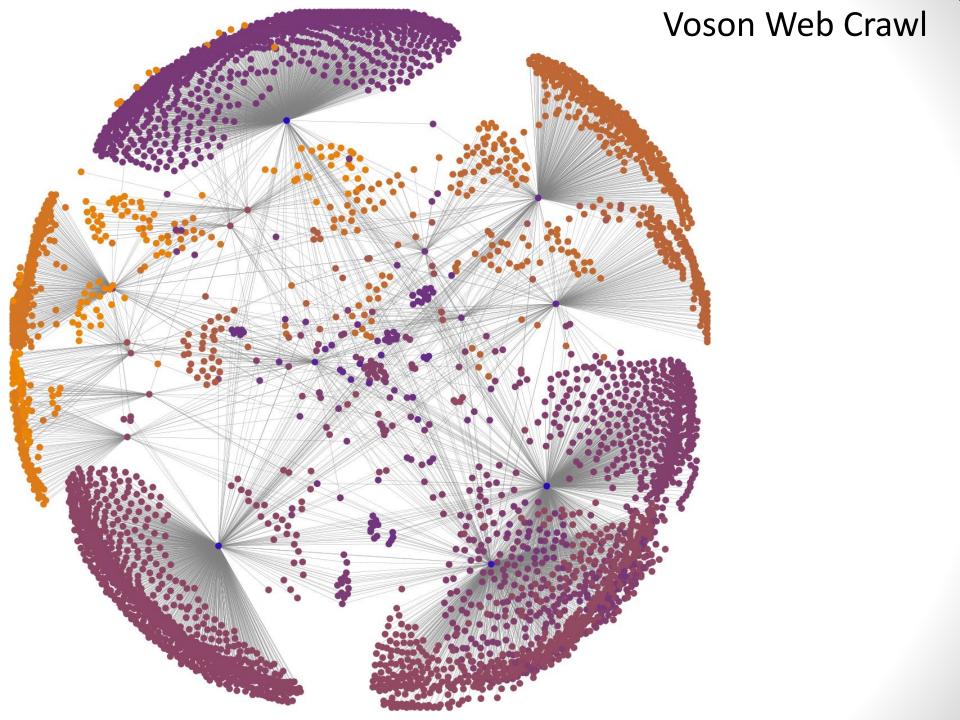


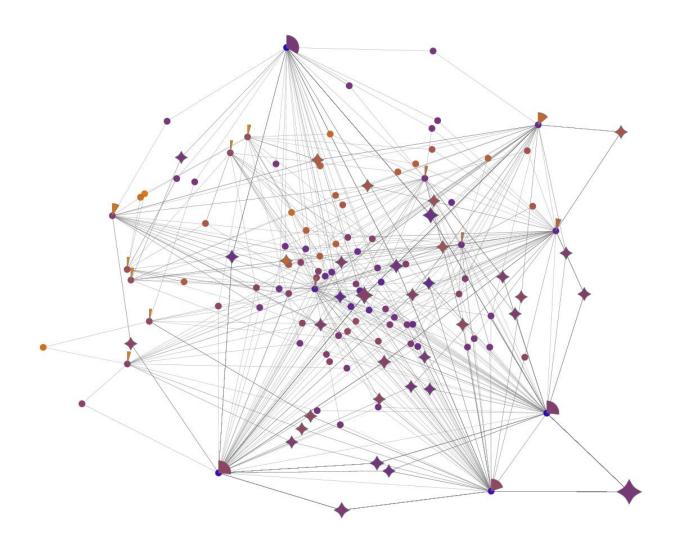












# **Quantifying Effectiveness**

Metric (before $\Rightarrow$ after)	Lostpedia	VOSON
Number of nodes	$513 \Rightarrow 25$	$3958 \Rightarrow 559$
Number of edges	$586 \Rightarrow 40$	$4380 \Rightarrow 765$
Graph density	0.00446	0.00056
Fan motifs	4	16
2-parallel motifs	4	24
Fan sizes	7–247	17–852
2-parallel sizes	7–28	2–50
Node-node overlap	$0.981 \Rightarrow 0.983$	$0.709 \Rightarrow 0.971$

# User Impressions

"I'm overwhelmed, ... this is like one of those vision tests at the eye doctor"

"Now I can see the central pages...[and] pairwise connections"

#### Discussion

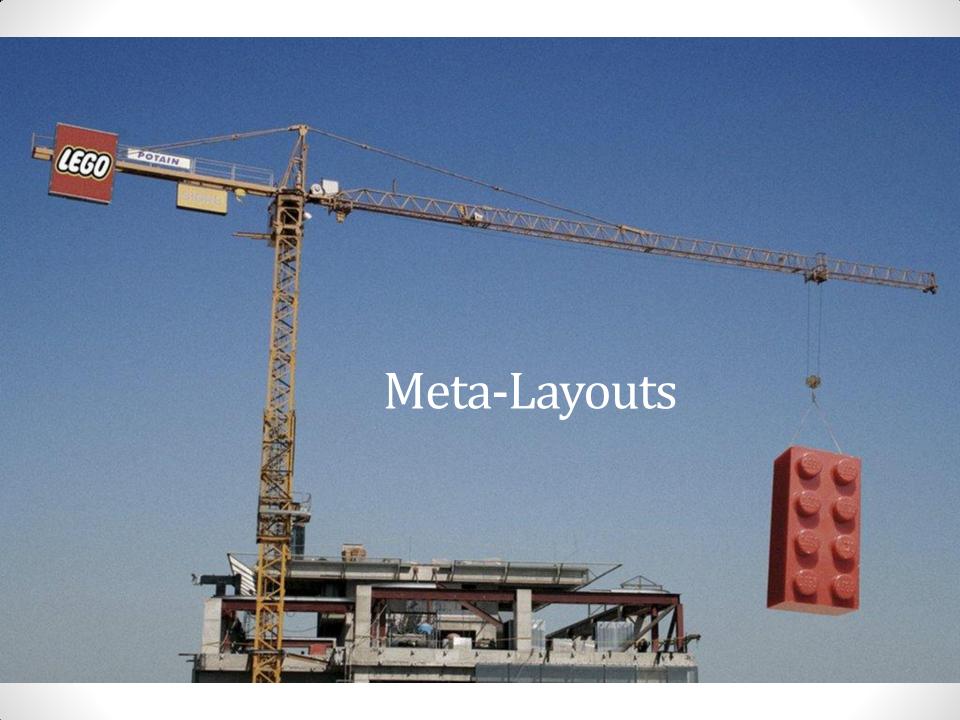
Motif simplification effective for

- Reducing complexity
- Understanding larger or hidden relationships

#### However

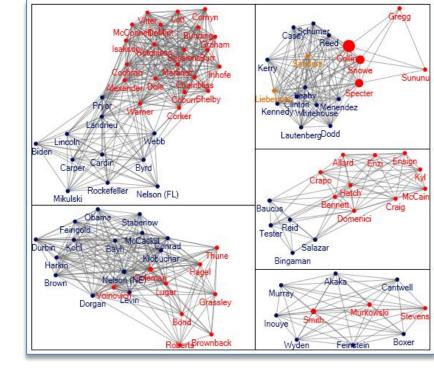
- Frequent motifs may not be covered
- Glyph design has tradeoffs

Details & algs. in Dunne & Shneiderman, HCIL TR 2012

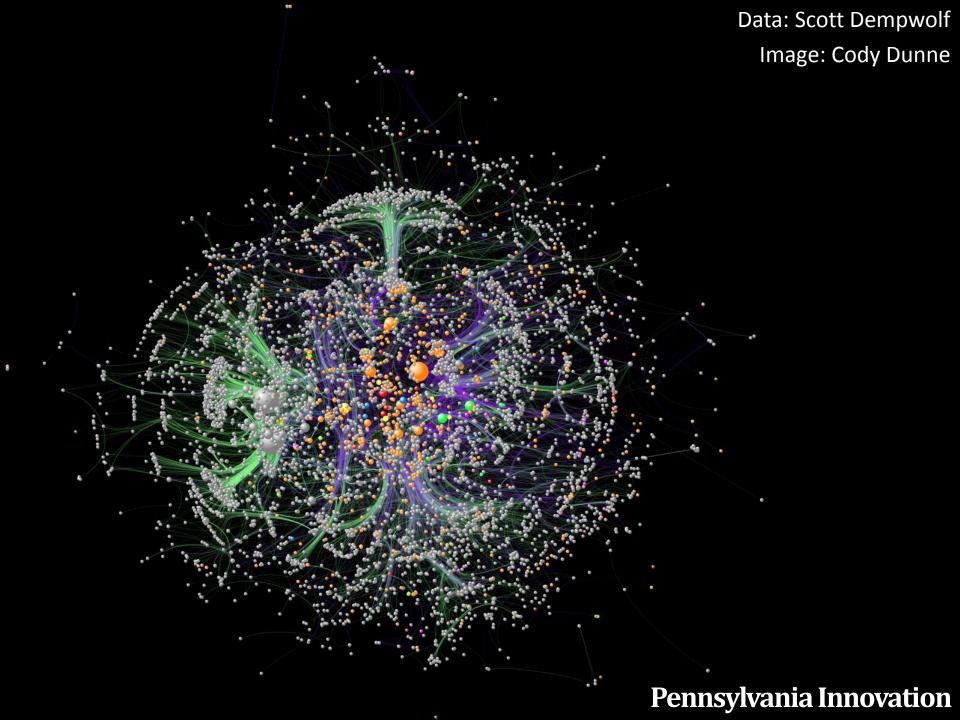


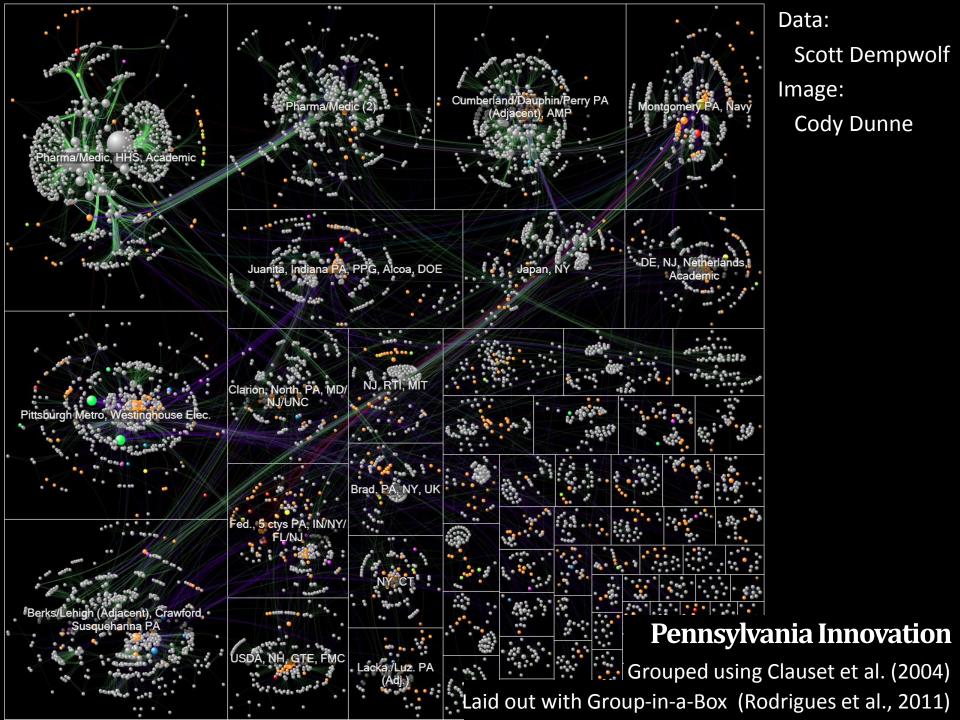
# Meta-Layouts

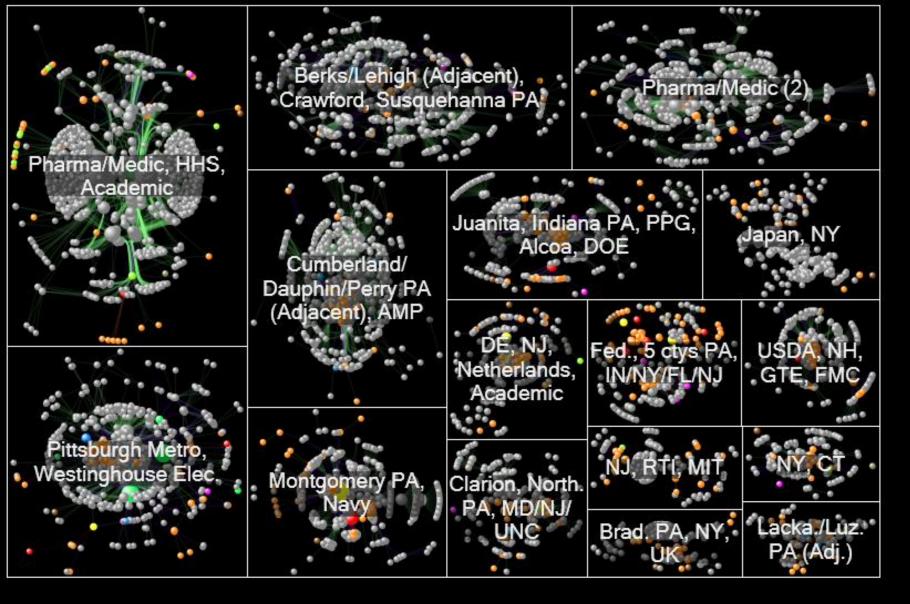
- Layout using groupings
  - Attributes
  - Topology
  - Manual



Rodrigues et al., 2011





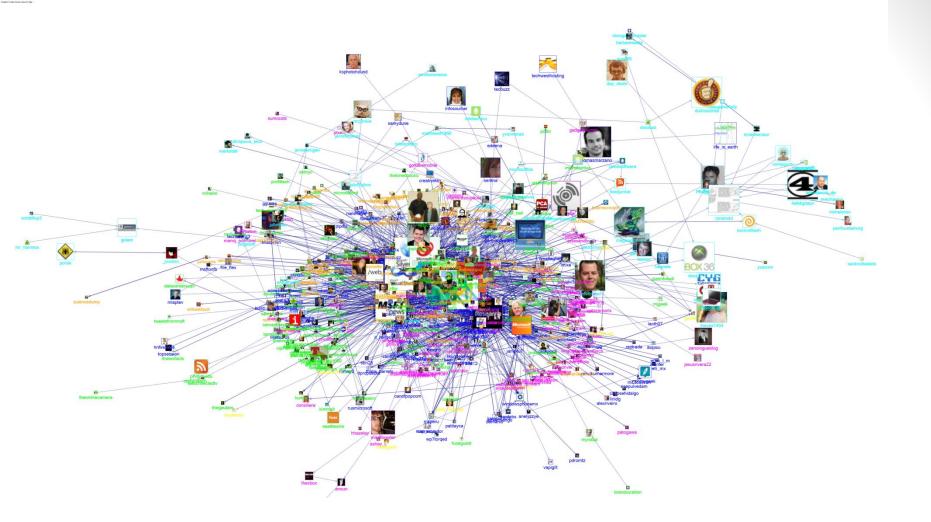


#### Pennsylvania Innovation

Largest groups and no inter-group edges

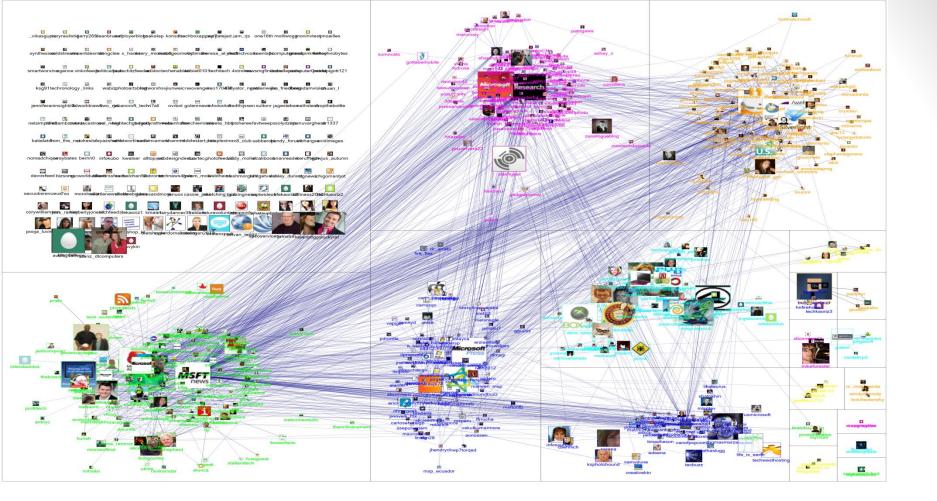
Data: Scott Dempwolf

Image: Cody Dunne



#### **Clustered Twitter Network**

Source: Rodrigues et al., 2011



#### **Group-in-a-Box Layout**

Source: Rodrigues et al., 2011

## **Current Meta-Layouts**

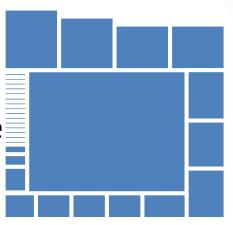
- Poorly show ties (Rodrigues et al., 2011)
  - Long ties
  - Group arrangement
  - Aggregate relationships

#### OR

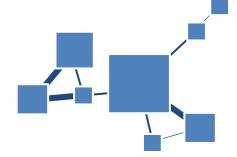
- Poorly show nodes & groups (Noack, 2003)
  - Require much more space
  - Harder to see groups

# **Upcoming Meta-Layouts**

- Donut layout
  - See topology better, slight space increase
  - Extension of Tu & Shen, 2007



- Group-aware force-directed layout
  - See topology well, at the cost of space

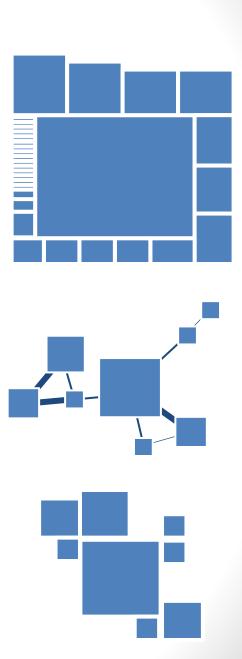


- Space-filling force-directed layout
  - Balances space and topology
  - Extension of Wood & Dykes, 2008



# Meta-layouts Good For...

- Large or high density networks
- Highlighting hidden relationships
- Recursive nesting



#### Better Node-Link Visualizations

#### Readability metrics

- Global/local
- Taxonomy/layout aids

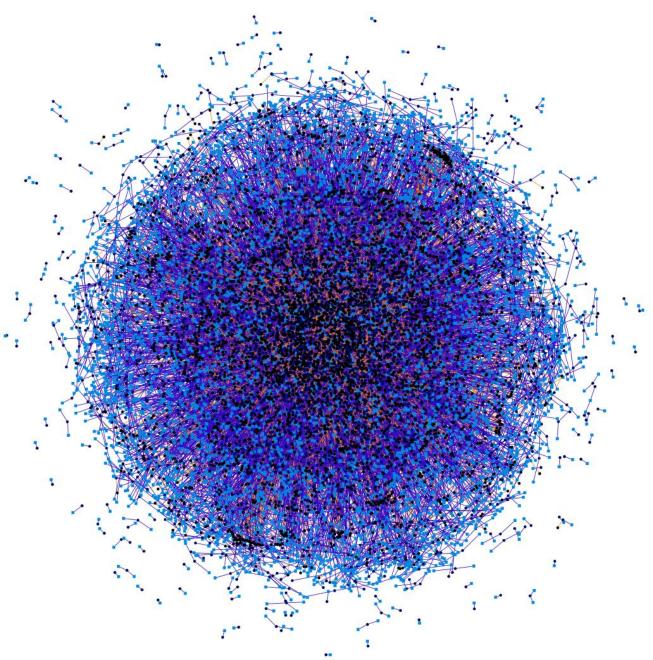
Motif simplifications

Meta-layouts

#### **Evaluations**

- Readability metrics
- User studies

### We still have some concerns...



Networks can be

- Large & complex
- Multivariate
- Heterogeneous

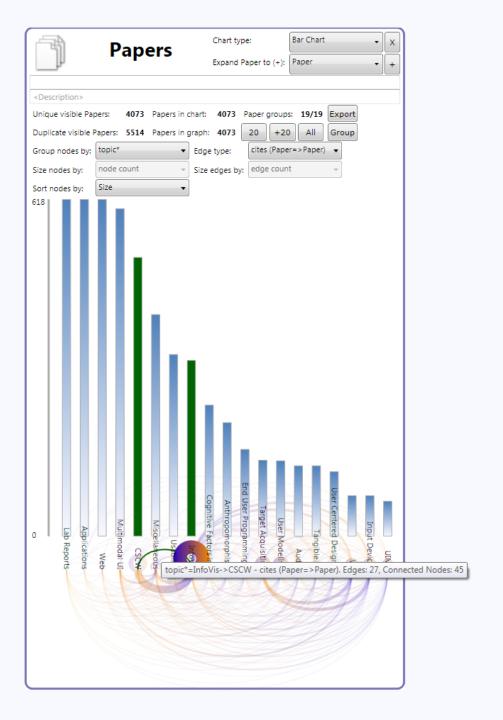
Analysis can take

- Many sessions
- Many users

# Beyond Node-Link Visualizations

# GraphTrail

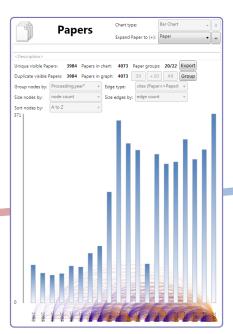
- Aggregation
- Drag-and-drop interactions
- Integrated exploration history

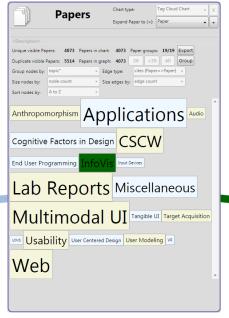


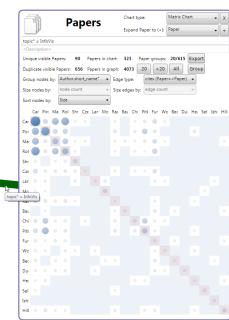
## GraphTrail Demo

#### Design-Aggregating Charts

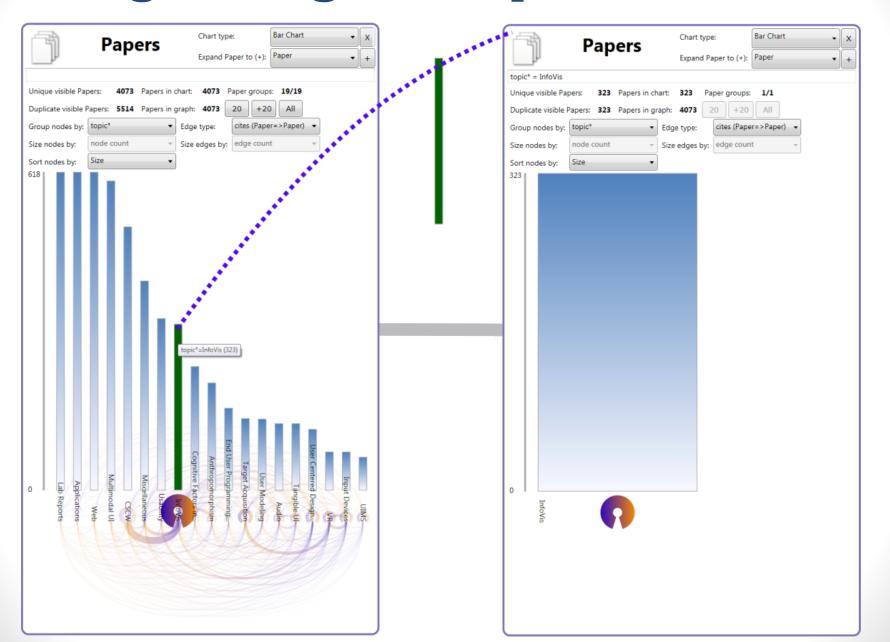


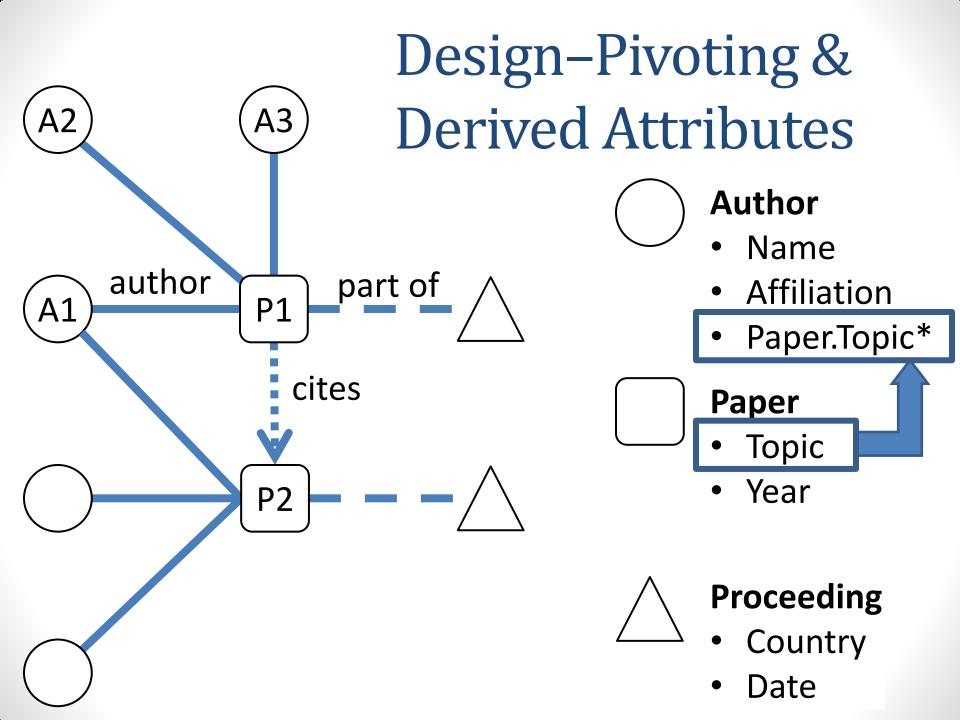


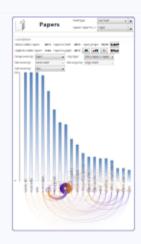




#### Design-Drag & Drop Interaction







# Design-Visual Exploration History

#### Lab Study

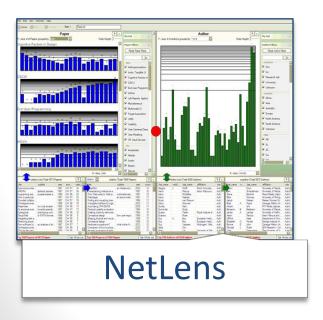
- Can GraphTrail make the same findings as other tools?
- Can new users make findings?
- Can new users understand the exploration history?

#### Lab Study

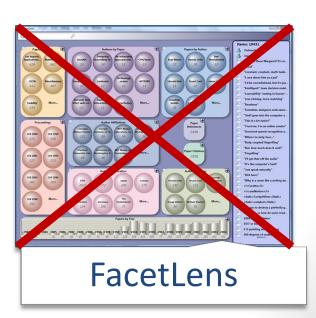
Can GraphTrail make the same findings as other tools?

Yes, and more!

"Find all papers written by all Japanese authors"







#### Lab Study-Exploration

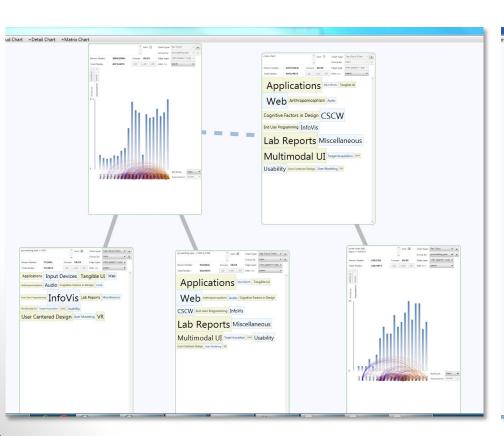
Can new users make findings?

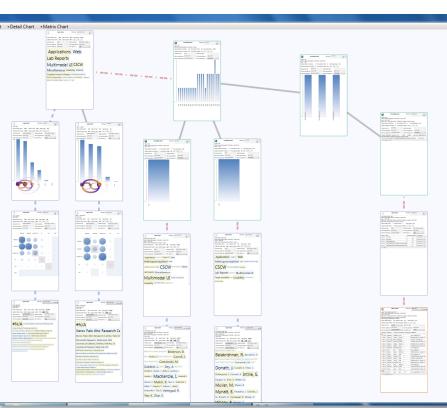
"What can you tell me about HCI research in Georgia?"

#### Lab Study-History

Can new users understand the exploration history?

Yes, and often motivation too!





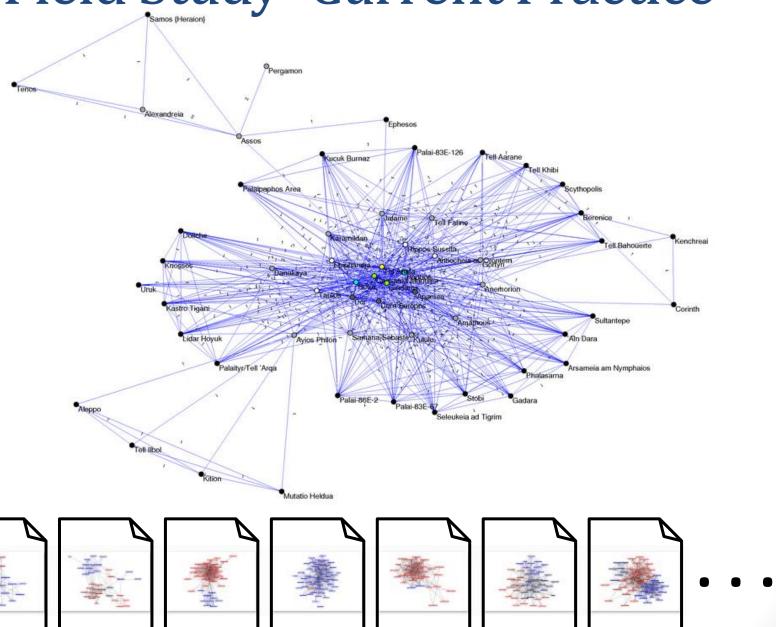
### Field Study With Archaeologists

"How were Iron-Age communities integrated into the political and economic structure of the Roman Empire?"

"How were urban social hierarchies within the Roman provinces structured and articulated?"

0 3,5 7 14 21 28 Kilometers

Field Study-Current Practice



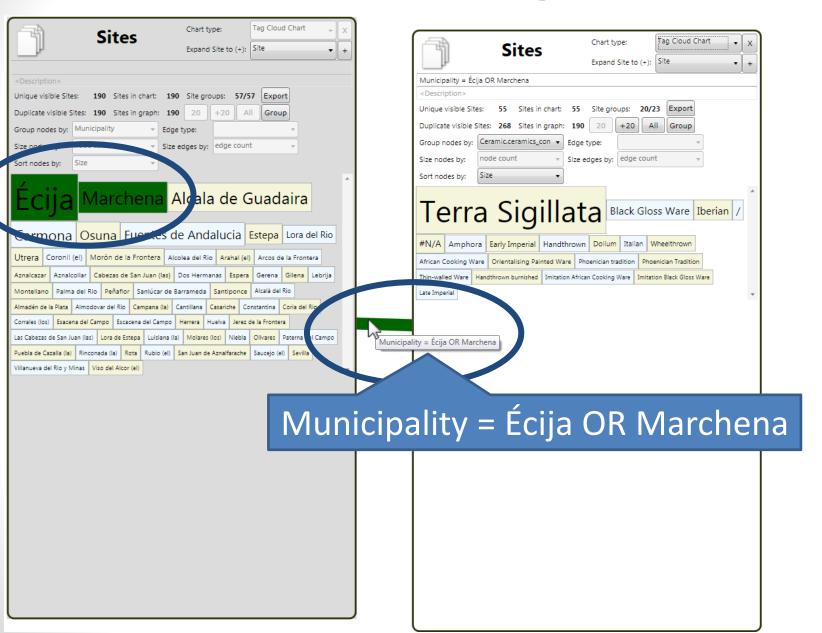
#### Field Study-GraphTrail Analyses



#### Field Study-Sharing

"the way I structured it makes sense to me."

#### Field Study-Sharing



Field Study-Sharing

Dig Sites

Tag Cloud





#### Discussion

- Exposing exploration history without extra effort
- Scalability
  - 1. Number of nodes, edges, types

	Nodes	Types	Edges	Types
СНІ	10K	3	20K	3+
Archaeology	13K	24	20K	35

2. Number of charts

20 - 30 per session

#### GraphTrail Overview

- A system for exploring large multivariate,
   heterogeneous networks using aggregation by node and edge attributes,
- A method for capturing a user's exploration history and integrating it directly into the workspace, and
- A longitudinal field study and a qualitative lab study that prove the utility of these approaches.

#### Take Away Messages

Create effective node-link visualizations in NodeXL:

- Readability metrics to guide improvements
- Motif simplification to reduce complexity
- Meta-layouts to more clearly show ties and groups

Explore heterogeneous networks with **GraphTrail**:

- Drag-and-drop exploration of attribute aggregates
- Remember & share exploration history

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