

Interactive Visual Summary of Major Communities in a Large Network

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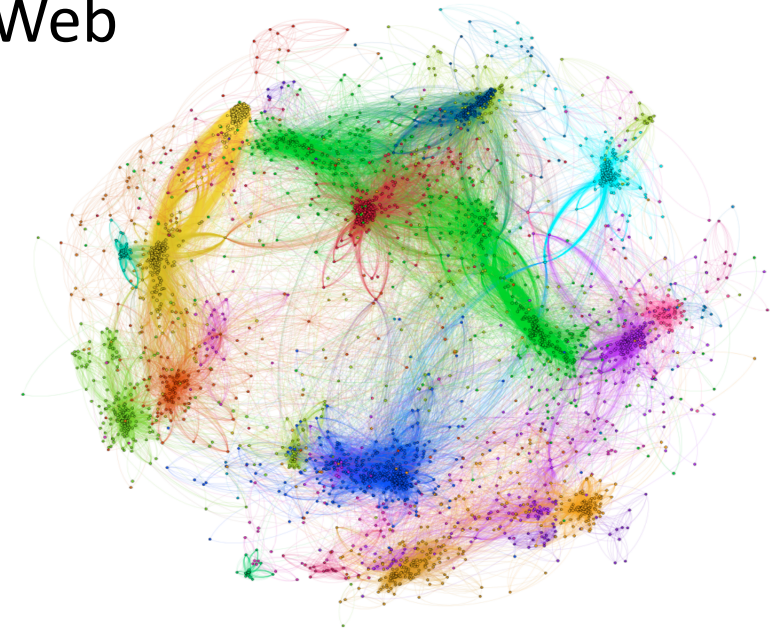
Outline

- Introduction
- Visual System
- Visual Design
- Evaluation
- Conclusion

Introduction

Background

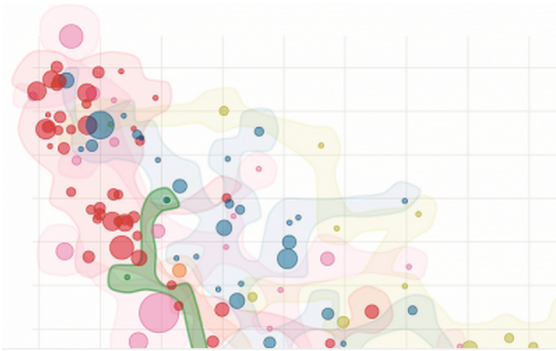
- **Community structures** widely exist in real world graphs
 - Friendship Circles in social networks
 - Interacting proteins in biological networks
 - Topically related pages in the World Wide Web



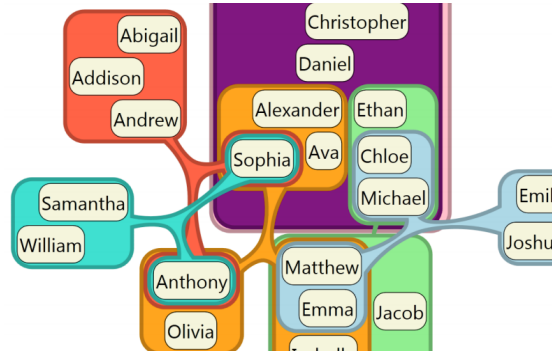
Motivation

- The **community quality** varies when adapting different clustering algorithms
- For overlapping communities, some **boundary nodes** are hard to be put into any groups
- **Relation patterns** among communities differ in a variety of ways

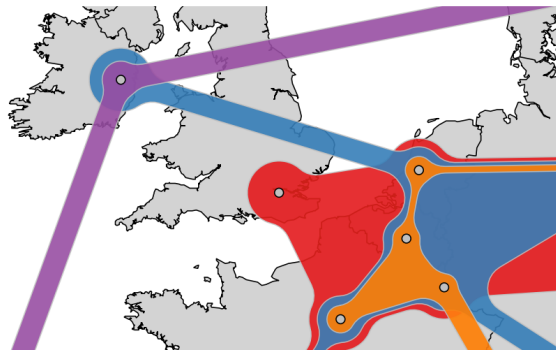
Previous Works



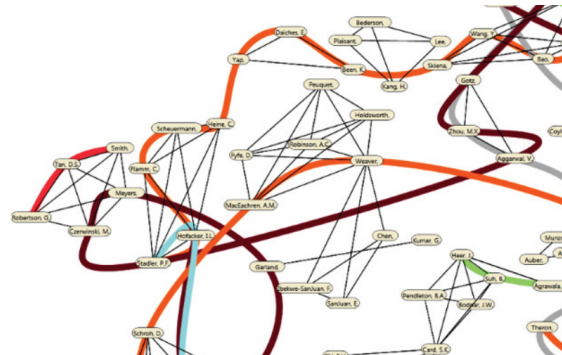
Bubble Set
[Collins et al., 09]



Untangling Euler diagrams
[Riche and Dwyer, 10]



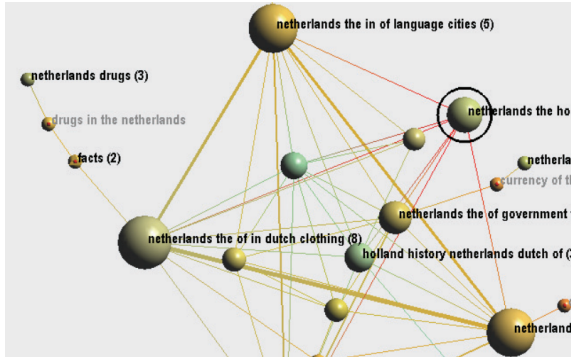
KelpFusion
[Meulemans et al., 13]



Line Set
[Alper et al., 11]

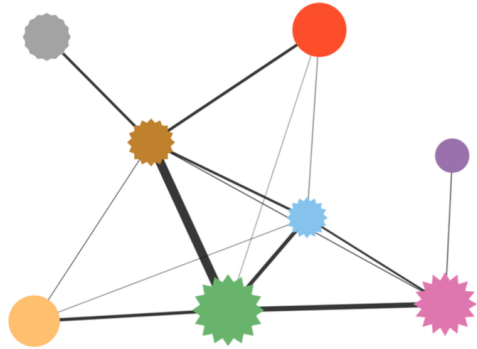


Previous Works



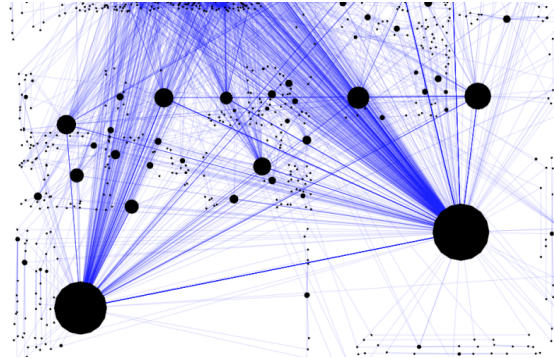
Ask-GraphView

[Abello, et al. , 06]



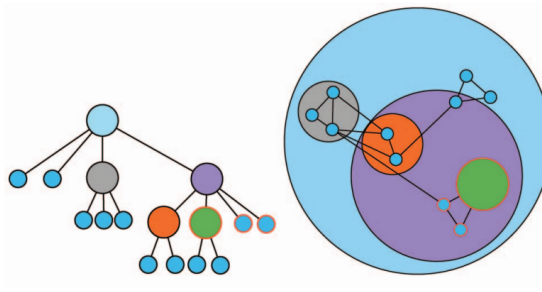
Visualizing Fuzzy Overlapping Communities

[Vehlow , et al. , 13]



A treemap based method for rapid layout of large graphs

[Muelder and Ma , 08]

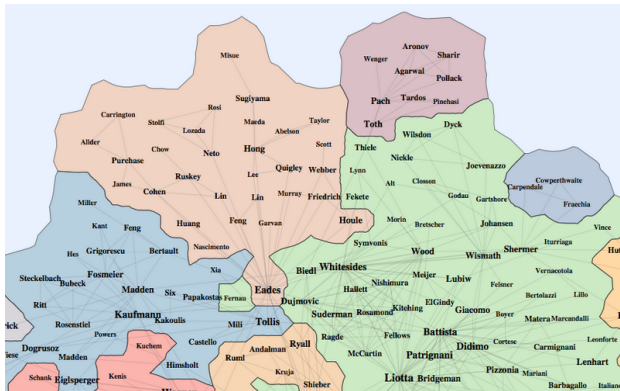


GrouseFlocks

[Archambault, et al. , 08]



Previous Works



GMap
[Gansner, et al. , 10]



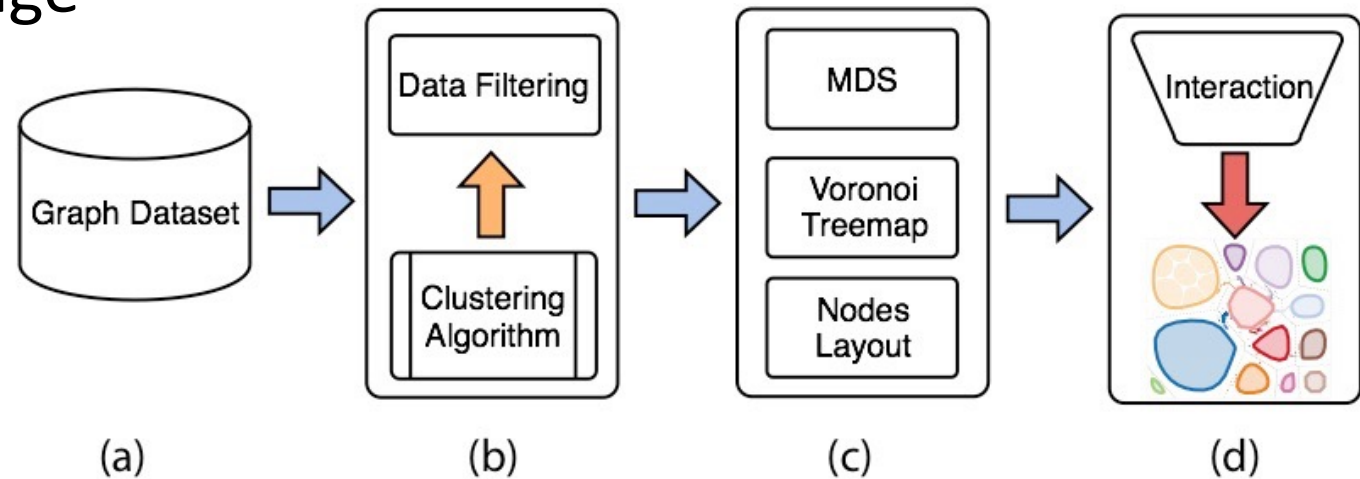
PIWI
[Yang, et al. , 13]



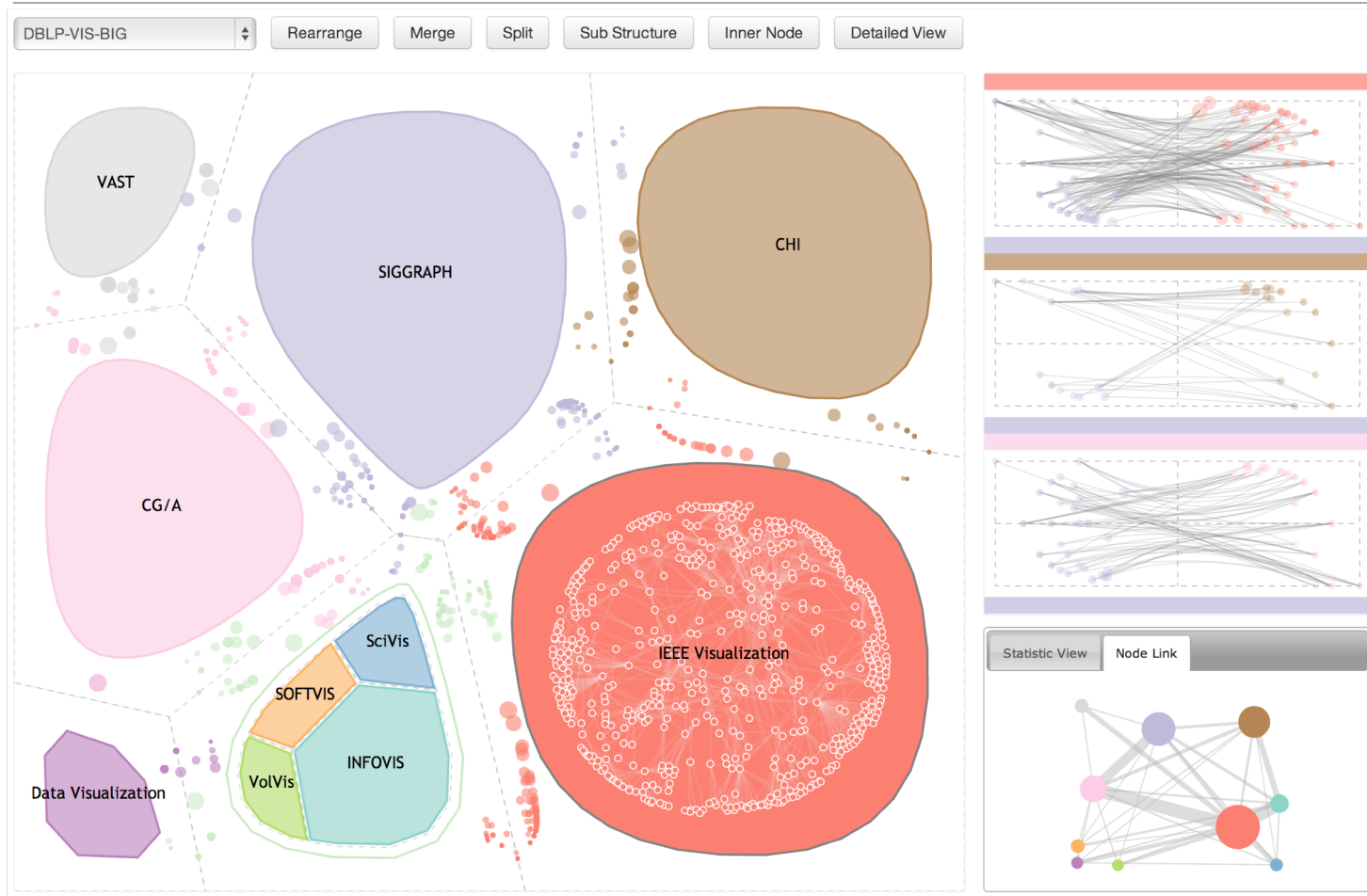
Visual System

System Overview

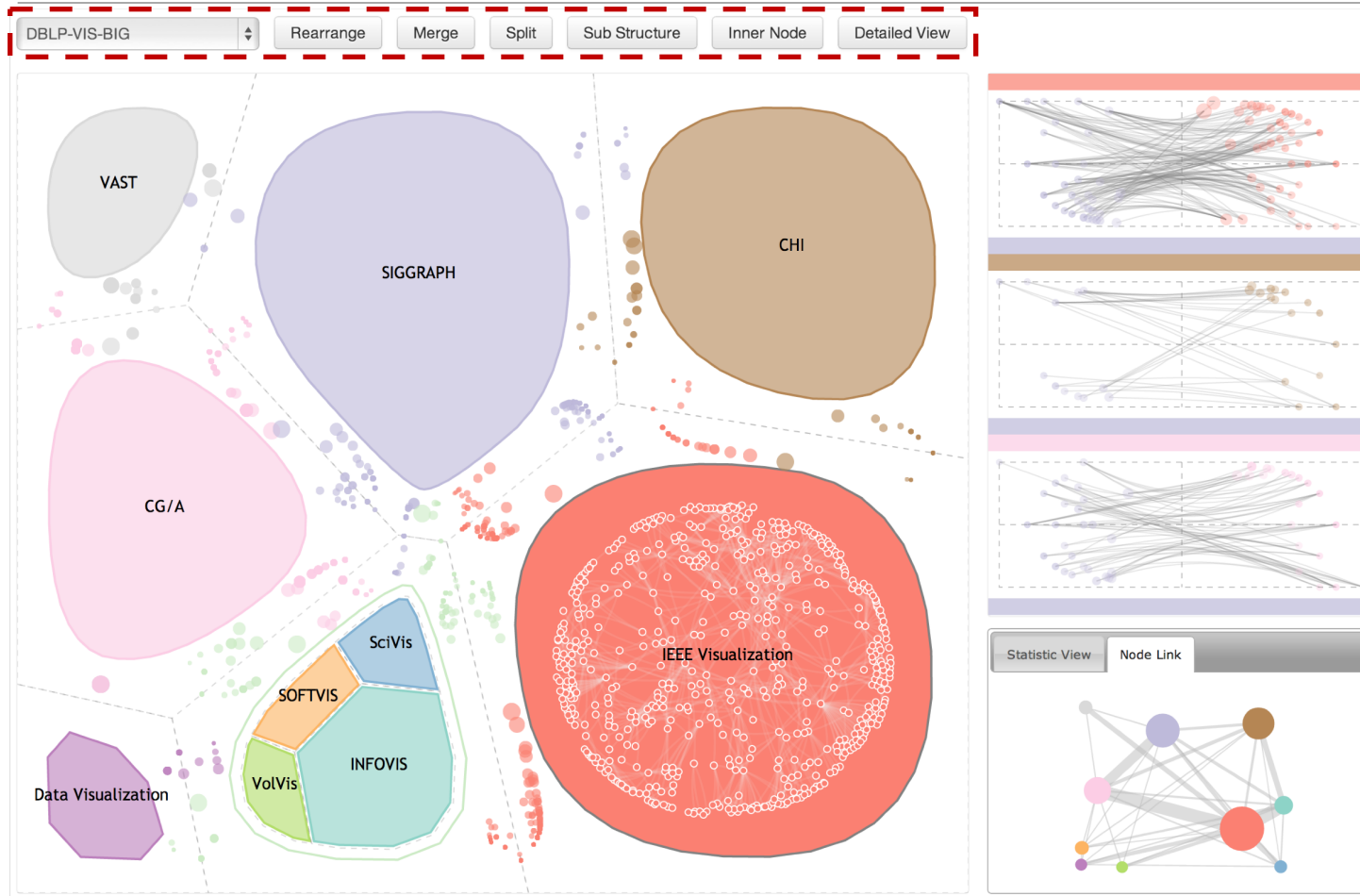
- a) Data extraction stage
- b) Data processing stage
- c) Layout optimization stage
- d) User interaction stage



System Interface

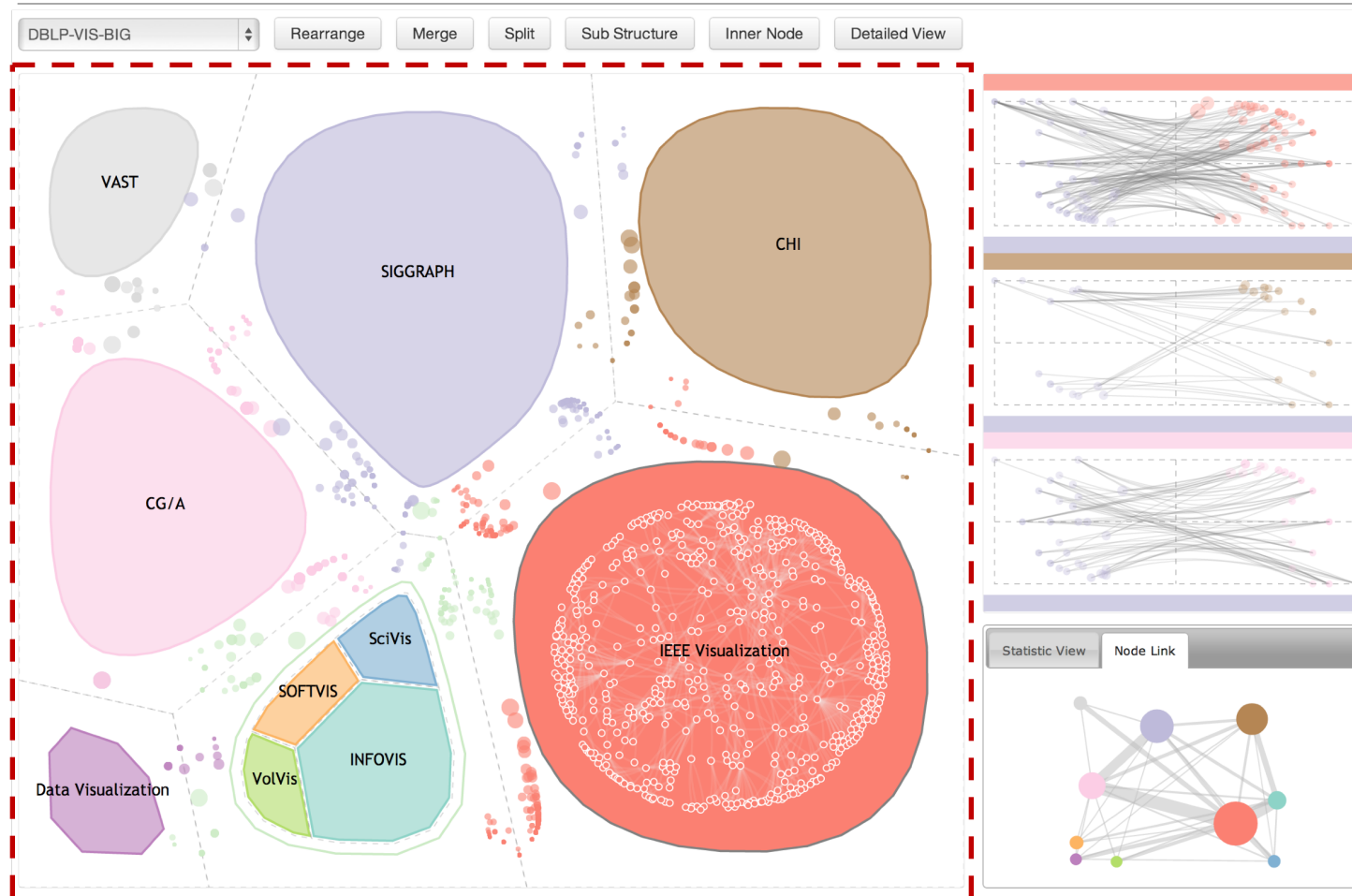


System Interface



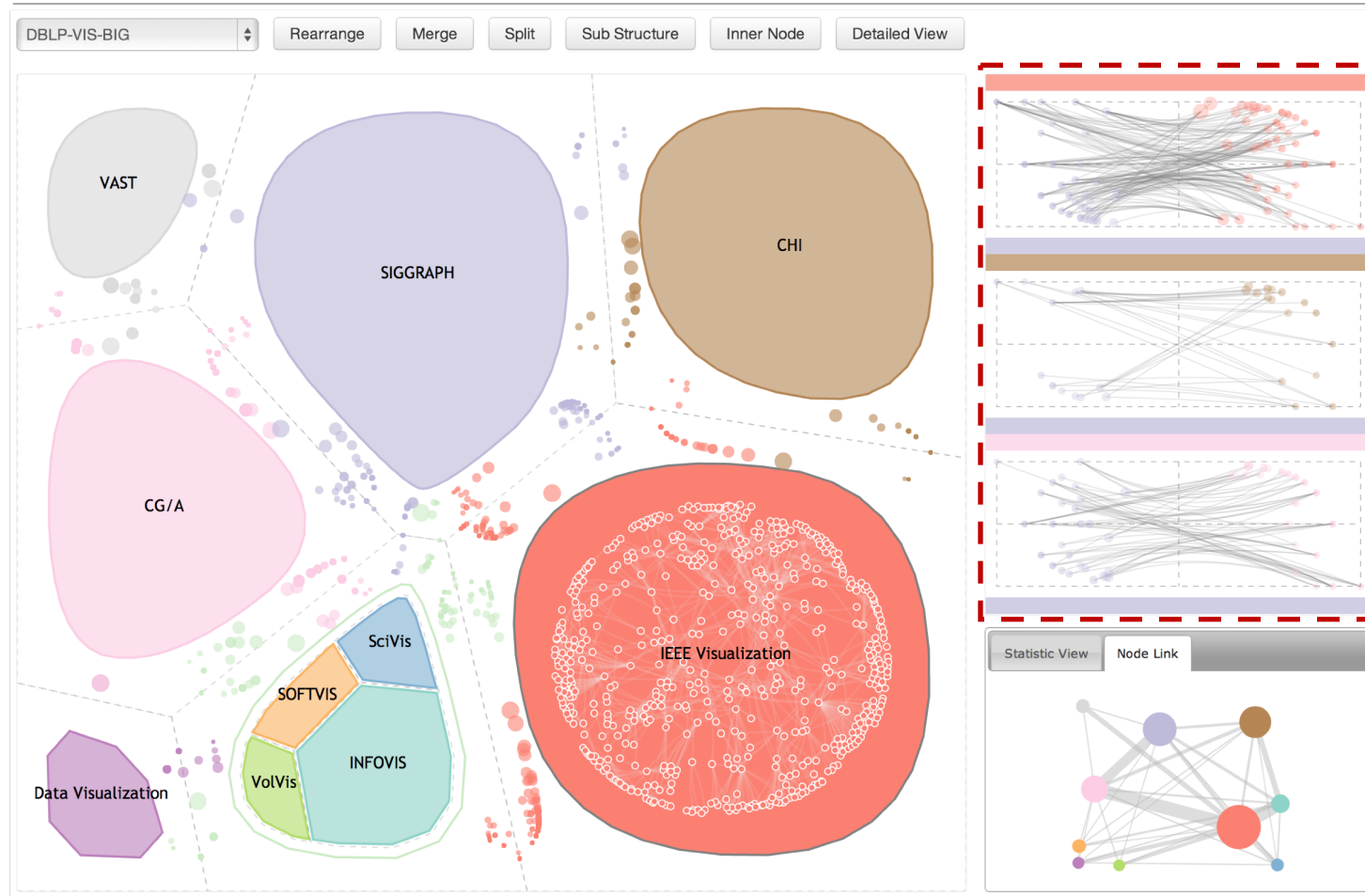
Dataset selection drop-down menu and the interaction toolbar

System Interface



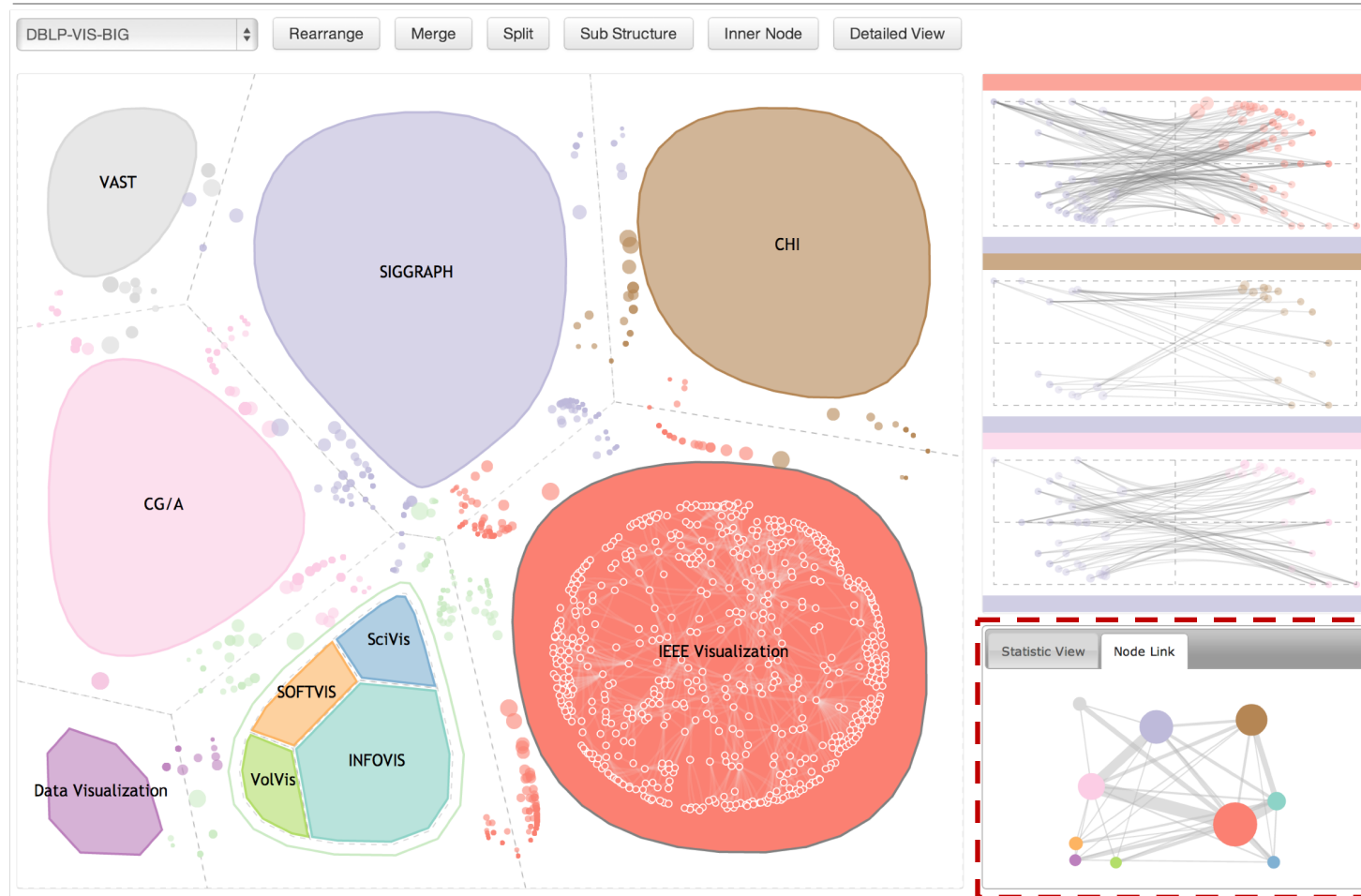
The **community overview** summarizes community structures in a large network

System Interface



The **boundary node view** helps users explore and compare boundary nodes between adjacent communities in detail

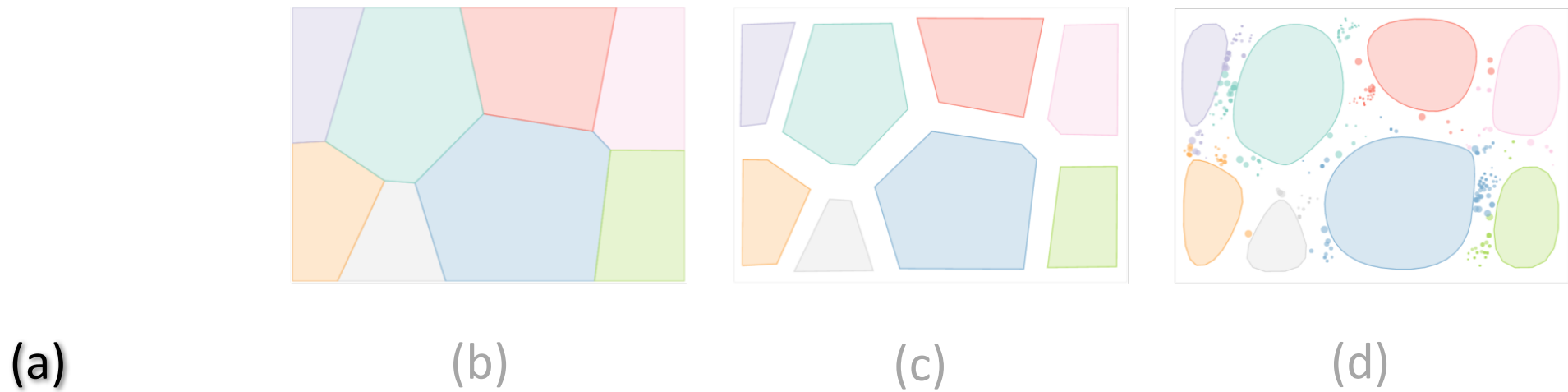
System Interface



Miscellaneous views illustrate other attribute information of the graph

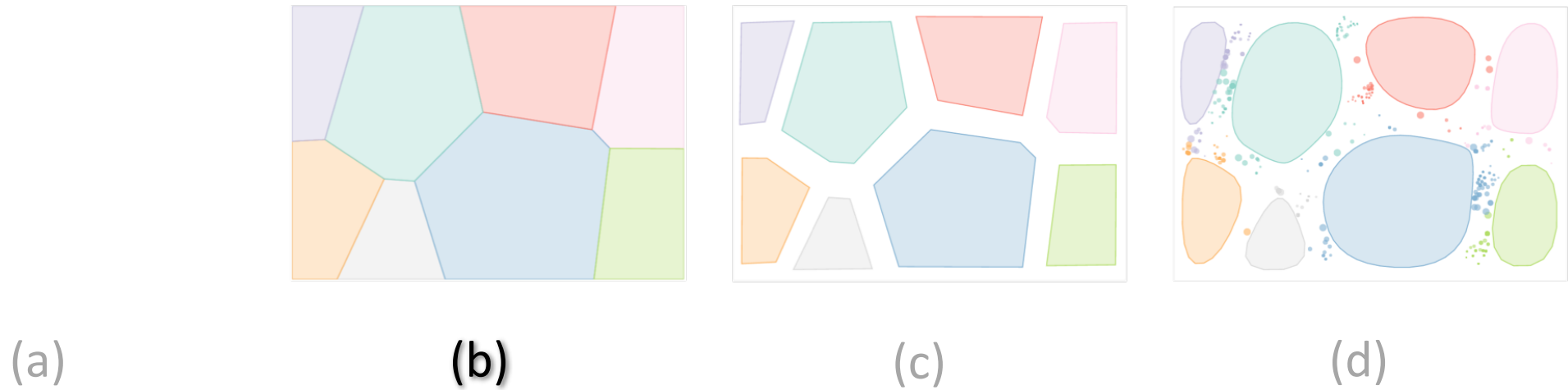
Visual Design

Visual Encoding



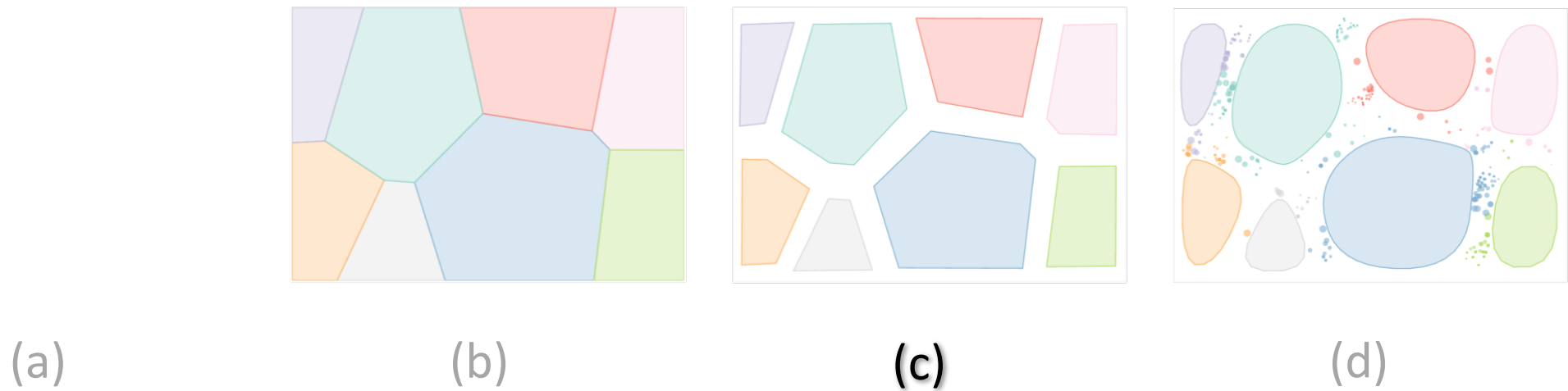
a) Adapt **MDS** to position strongly connected clusters geometrically together

Visual Encoding



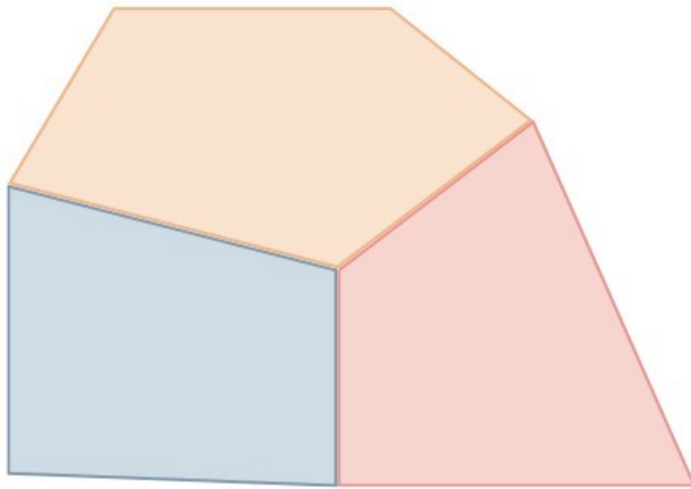
b) Use **Voronoi Treemaps** to represent different clusters

Visual Encoding

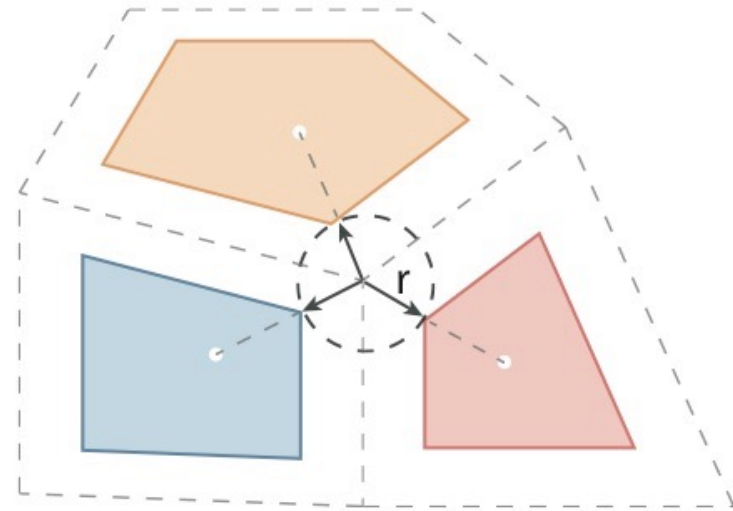


c) Shrink each Voronoi cell to form cluster polygons and cluster gaps

Shrinking Algorithm

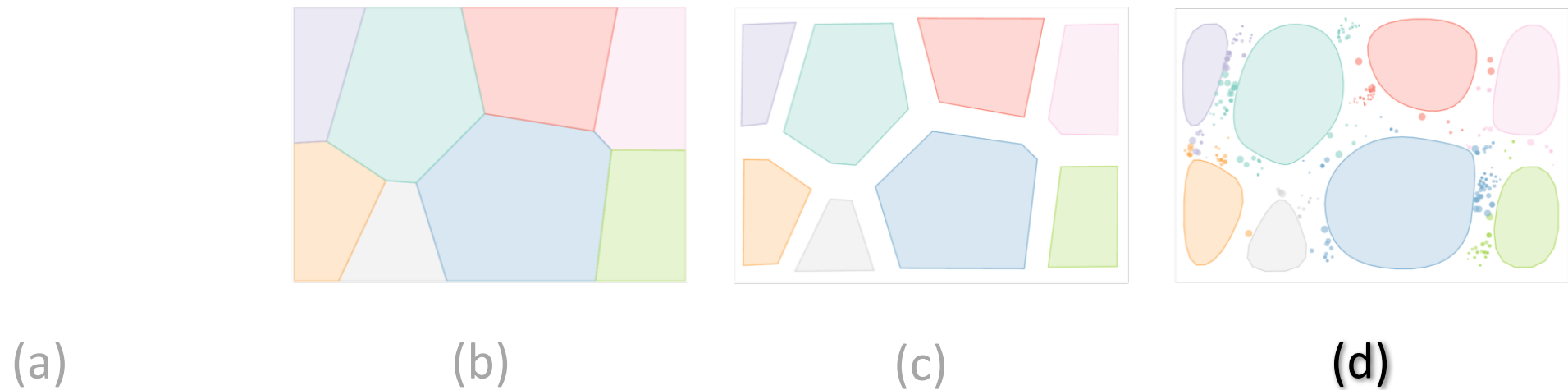


Before



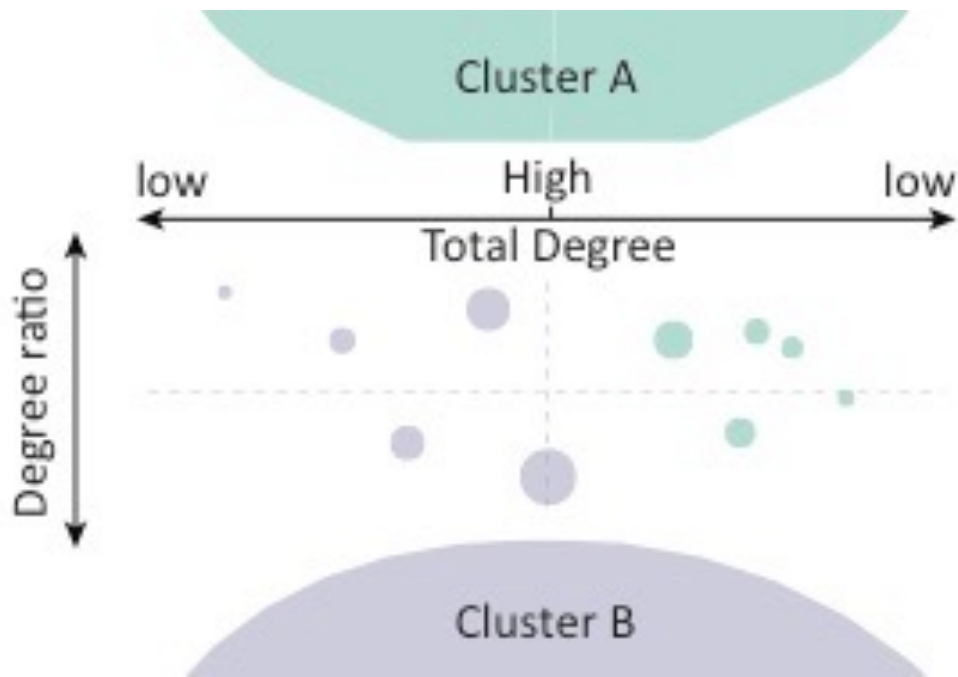
After

Visual Encoding



d) Arrange **boundary nodes** along **cluster gaps** and adapt **corner-cutting algorithm** for each **cluster polygon**

Visual Encoding of Boundary Nodes



Boundary nodes: Nodes connecting to at least one node from another community

Internal Degree: Number of edges linking to the nodes that belong to its own community

External Degree: Number of edges linking to the nodes that belong to other communities

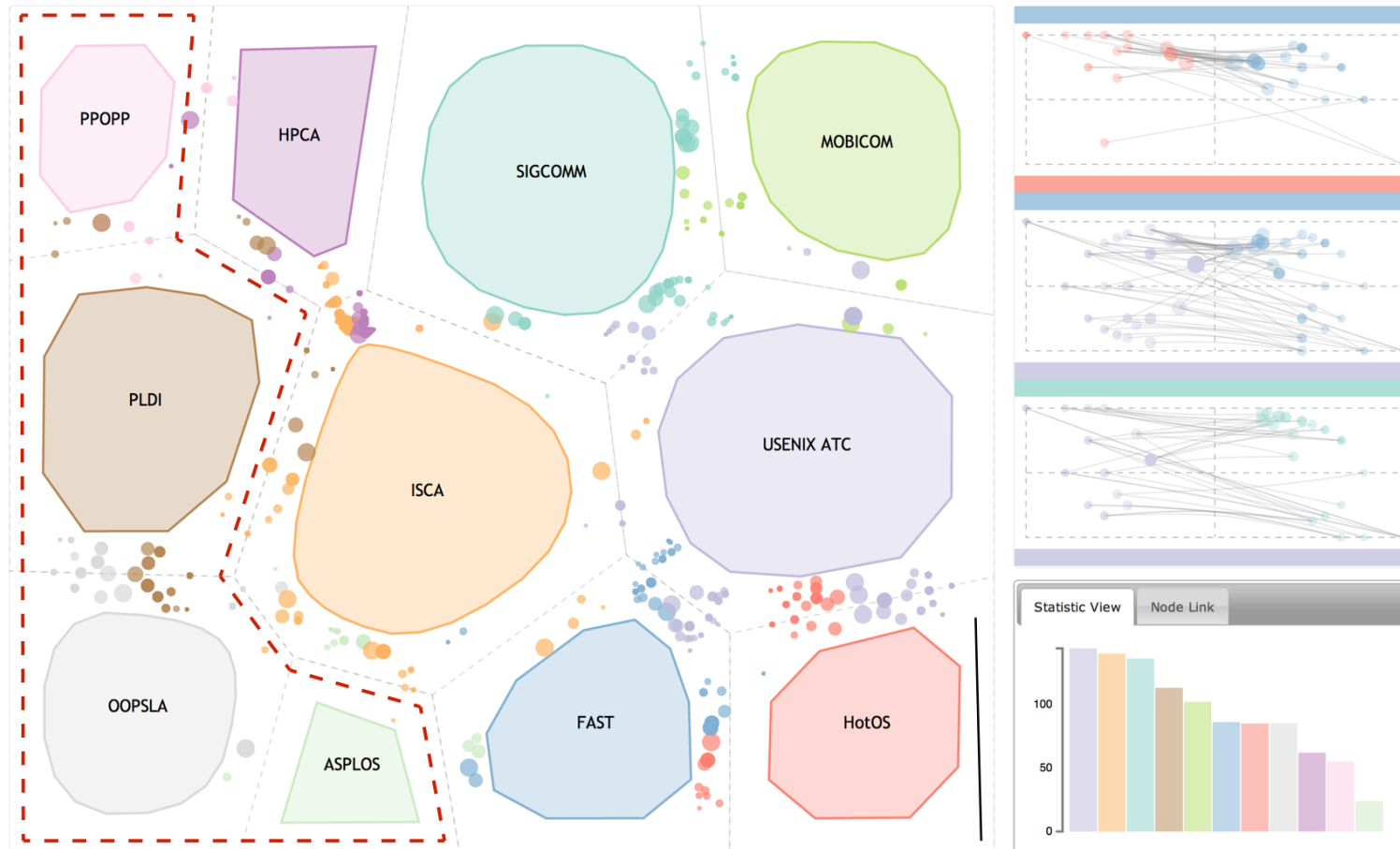
Degree ratio: $\frac{\text{Internal Degree}}{\text{External Degree}}$

Evaluation

Case Study I: DBLP

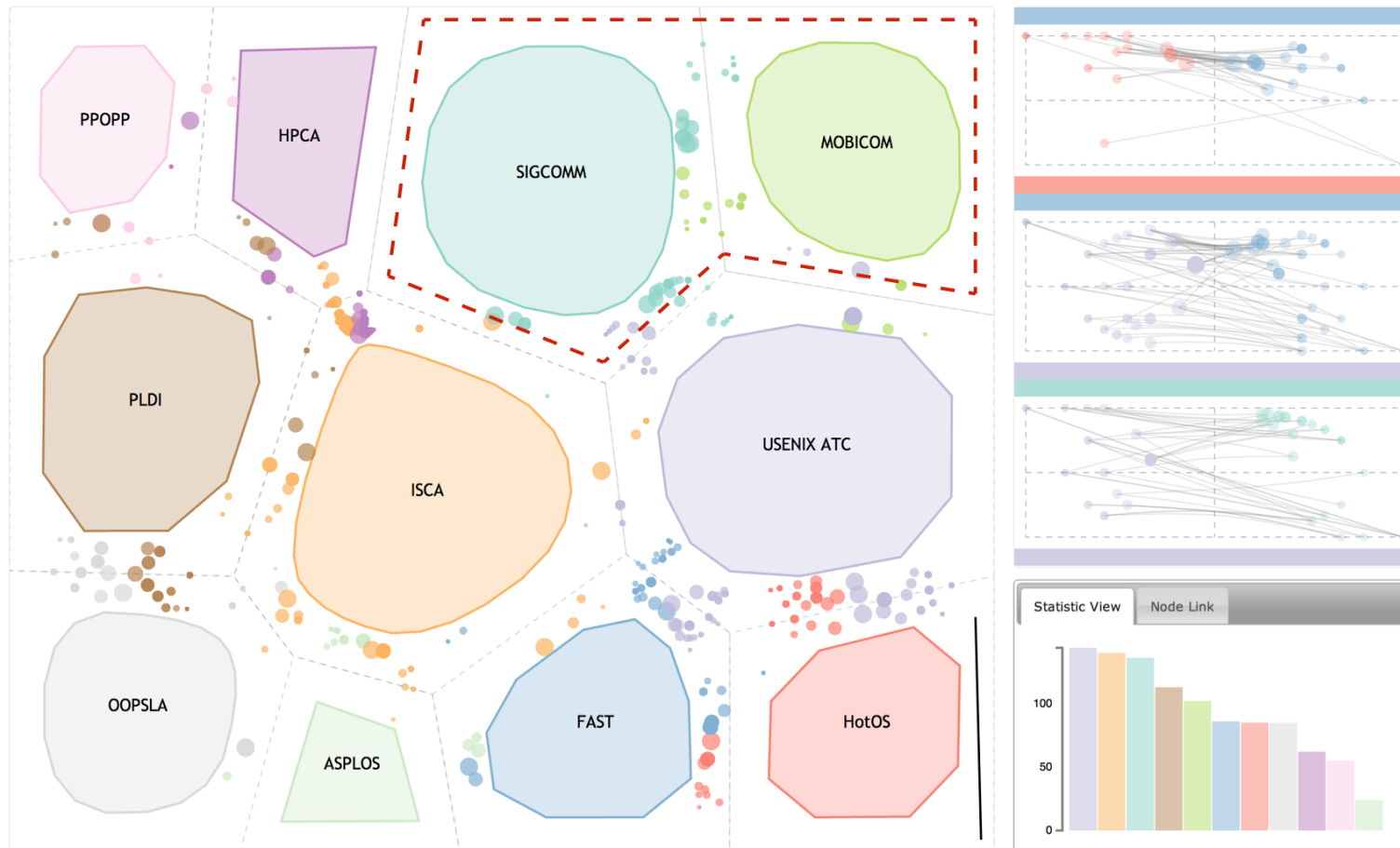
- 1032 papers published at 11 conferences from 2003 to 2005
- Each **node** represents one **paper** while each **edge** connecting two nodes means the two papers have at least one **common author**.

Case Study I: DBLP



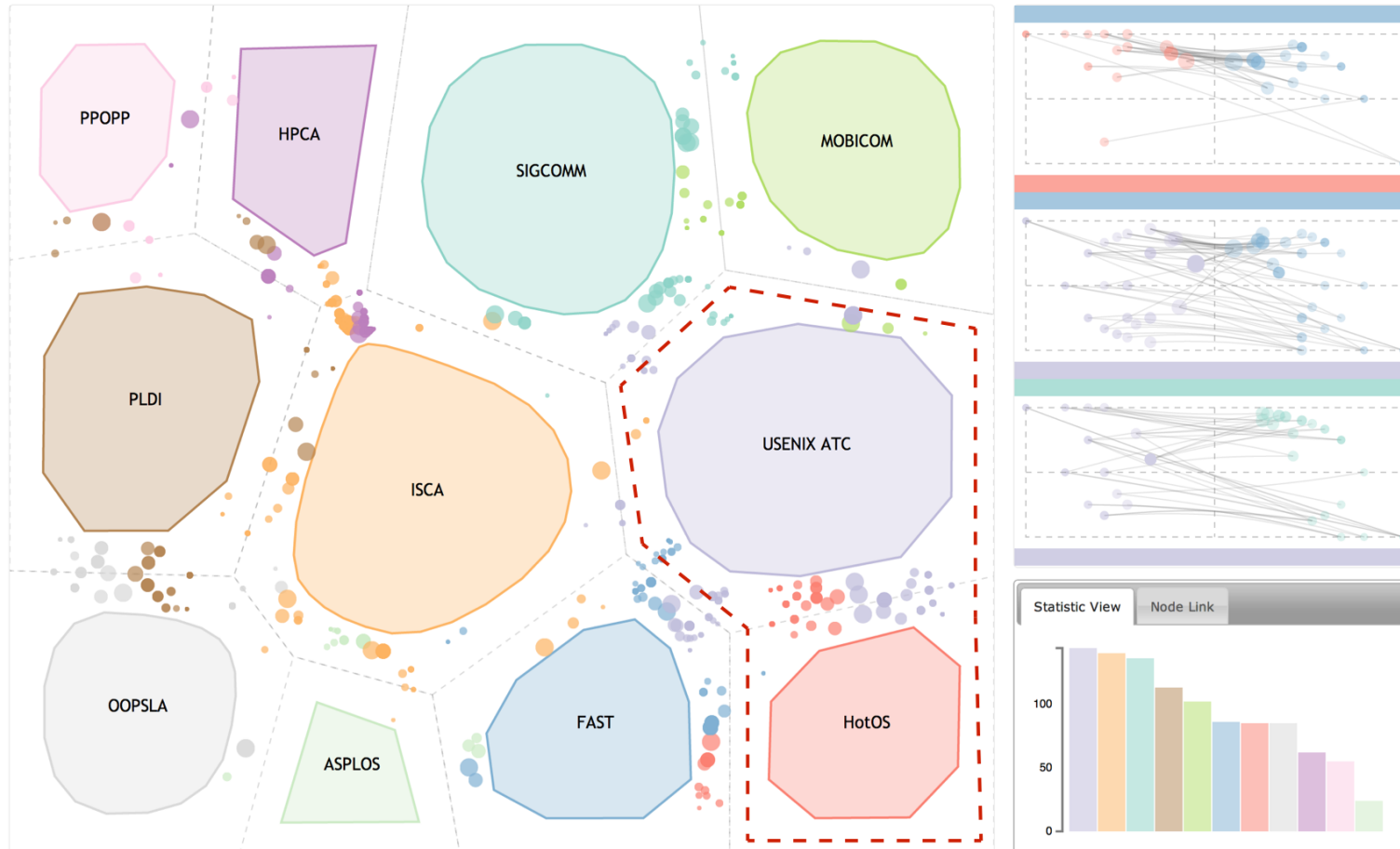
Four conferences in the field of **Programming Language** are grouped on the left side

Case Study I: DBLP



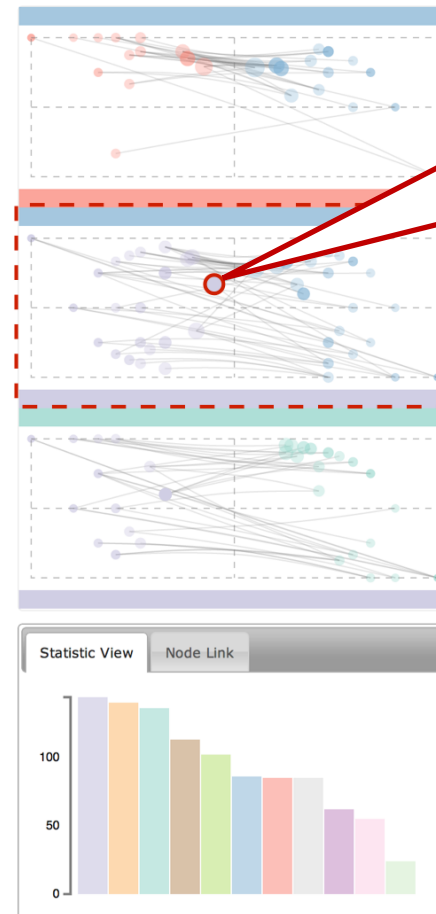
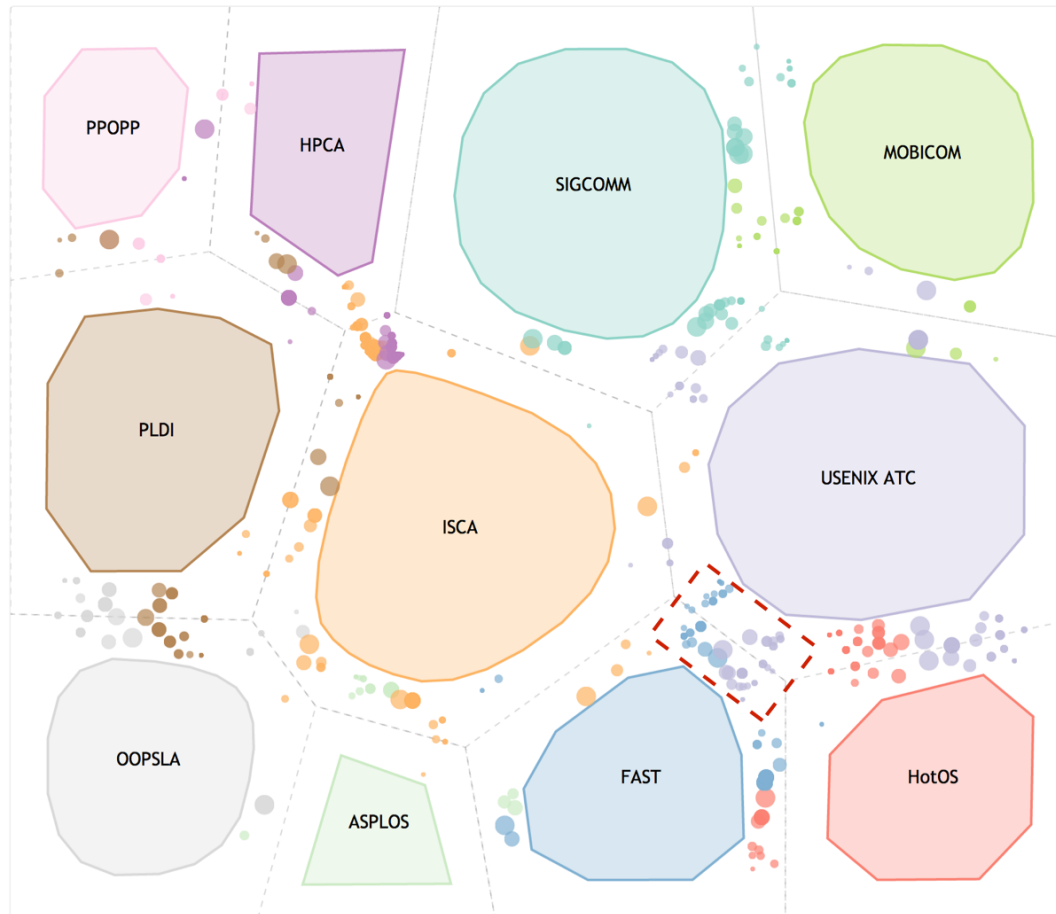
Two conferences in the field of **Computer Networks** are grouped at the top right

Case Study I: DBLP



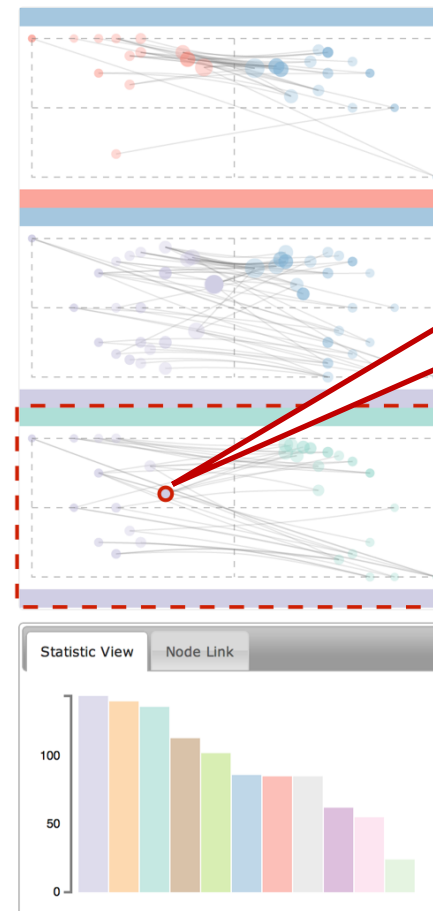
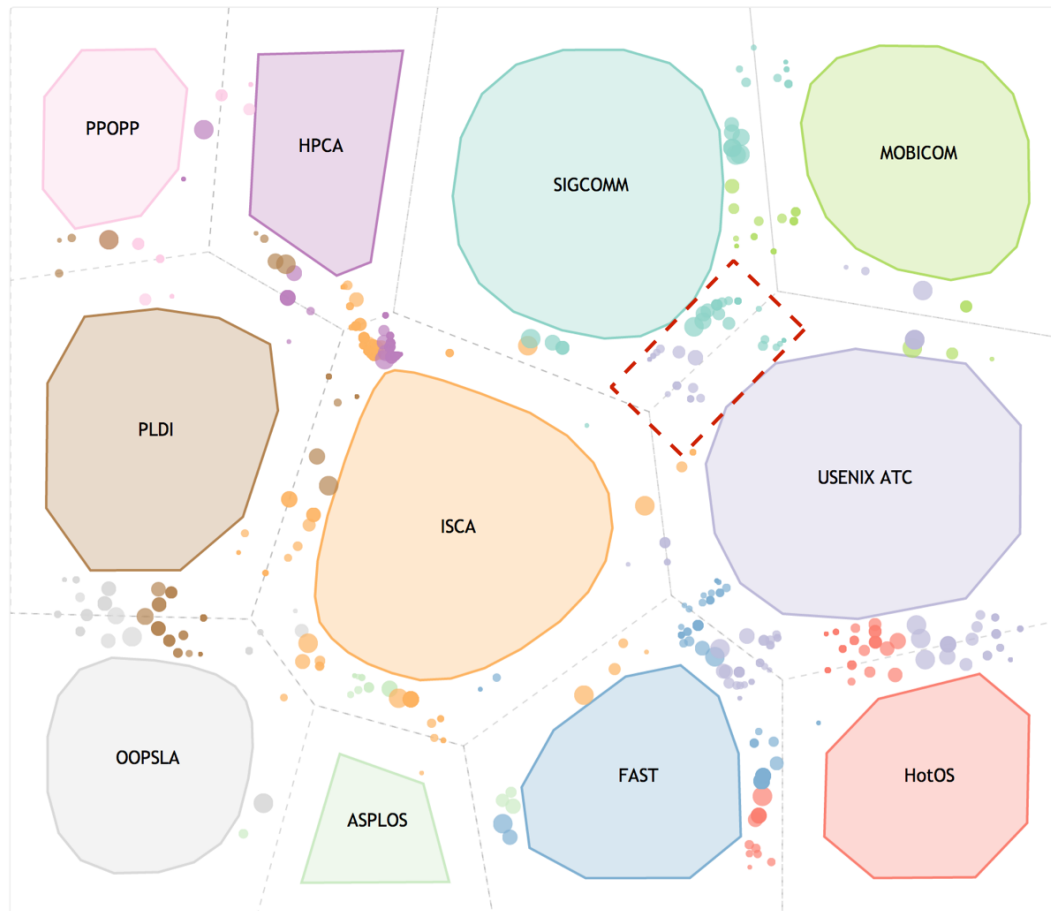
Two other **Operating System** related conferences stand on the right side

Case Study I: DBLP



“Journaling Versus Soft Updates: Asynchronous Meta-data Protection in File Systems”

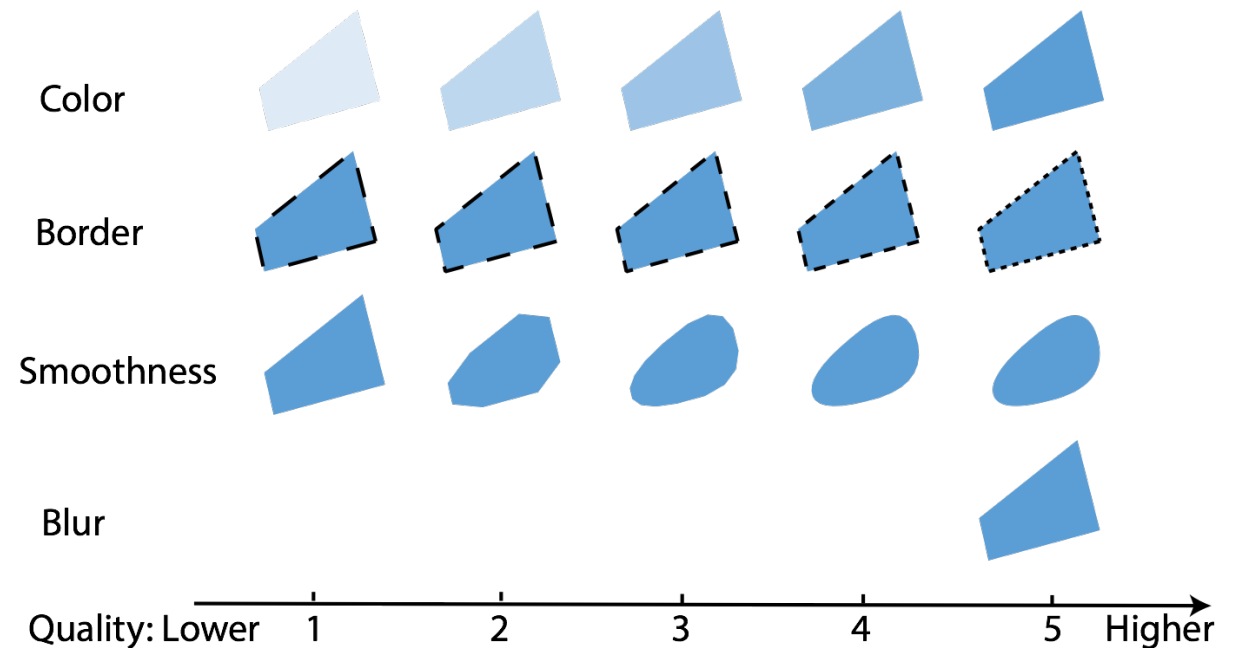
Case Study I: DBLP



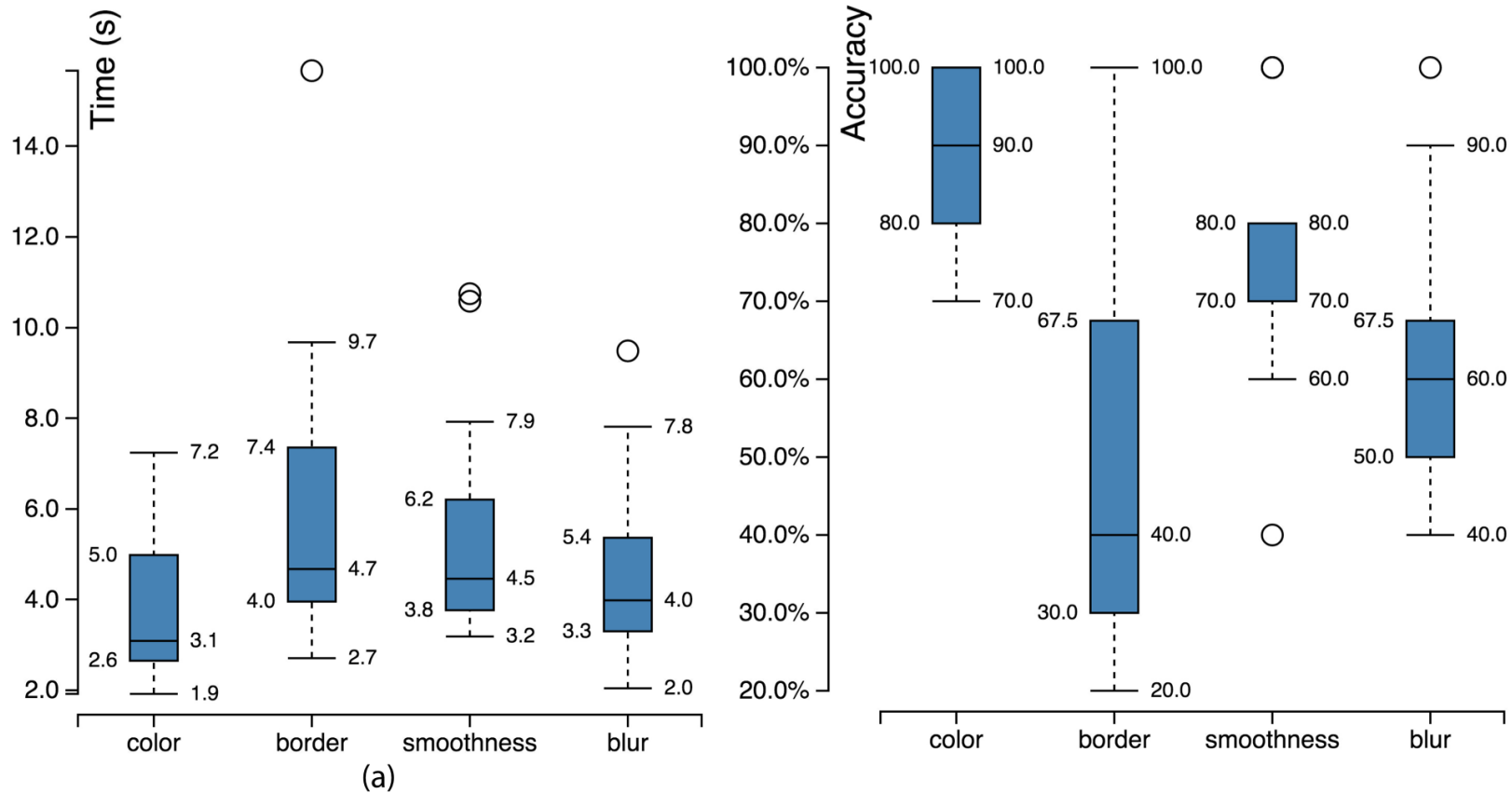
“A Precise and Efficient Evaluation of the Proximity between **Web Clients** and Their Local **DNS Servers**”

User Study

- Evaluate the design options of **community quality** encoding
 - Find the quality of each polygon based on 4 visual encoding methods
 - 22 (users) * 4 (methods) * 10 (times)



User Study Results



Conclusion

Limitations & Future Works

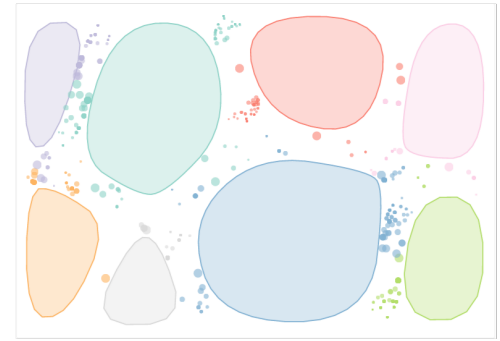
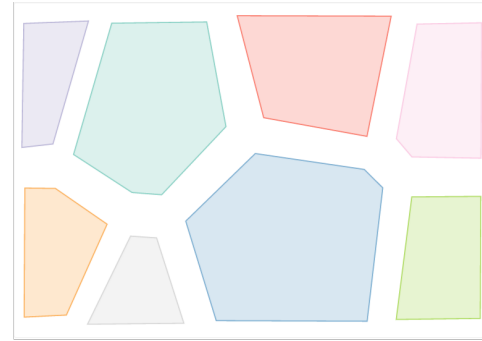
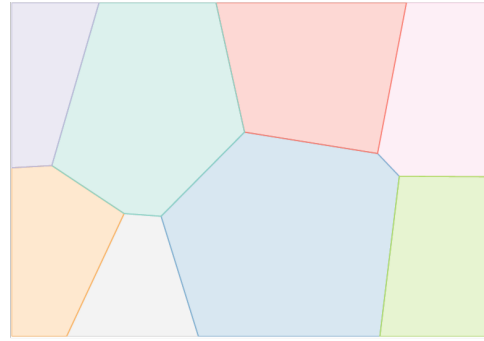
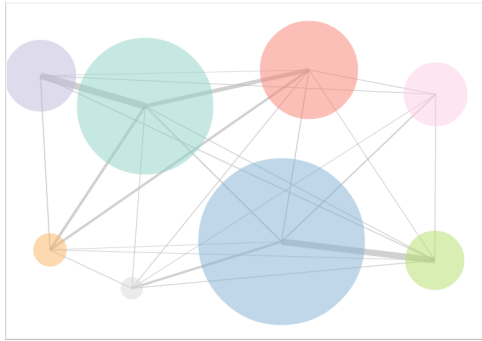
- **Inaccuracy** of estimating **the community size**
 - It is difficult to accurately estimate the size of polygons
- **Drawbacks** of adapting **MDS** in a **2D plane**
 - There is no guarantee that all the community relations are preserved
- Include filtering techniques to remove boundary node overlapping
- Illustrate more internal node attributes for each community

Limitations & Future Works

- Inaccuracy of estimating the community size
 - It is difficult to accurately estimate the size of polygons
- Drawbacks of adapting MDS in a 2D layout
 - There is no guarantee that all the community relations are preserved
- Include **filtering techniques** to remove boundary node overlapping
- Illustrate more **internal node attributes** for each community

Conclusion

- We present an **interactive visualization system** based on Voronoi Treemaps to reveal **community structures** and their **relations** in a large network
- We embed a **new layout scheme** to show the **boundary nodes** between communities.
- We conduct **case studies** and **user study** to evaluate our system



Thank you for attention!

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