### Trees and Hierarchy

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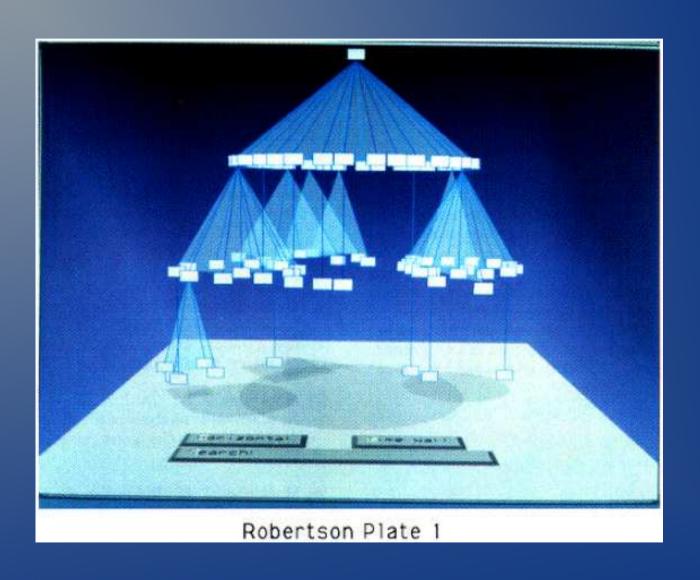
### Trees and Hierarchy

- Challenge: Visualizing large hierarchical structures
- Paper I: Cone Trees Animated 3D Visualization of hierarchical Information
- Paper II: Botanical Visualizations of Huge Hierarchies
- Critique & Comparison

Animated 3D Visualization of hierarchical Information

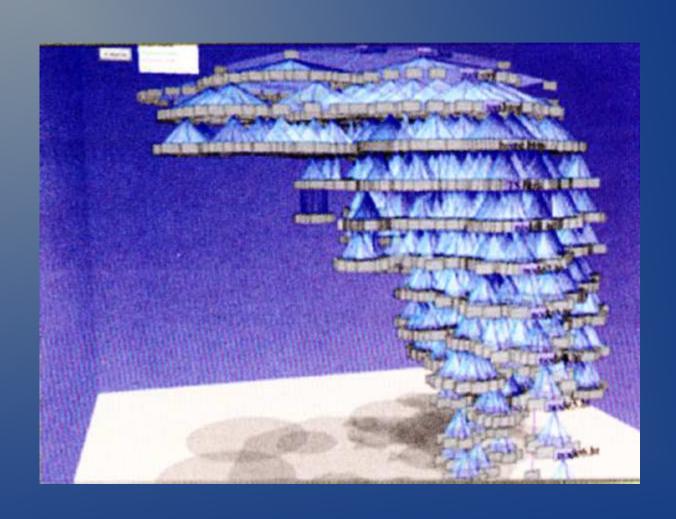
- Authors:
  - George G. Robertson
  - Jock D. Mackinlay
  - Stuart K. Card
- Xerox research department
- Published 1991

- Approach:
  - 3D tree structure
  - Children arranged in cones
  - Interactive, animated
- Semi-opaque cones
- Dynamic cone size



- Selected node (and parents) moved to front
- Horizontal / vertical alignment
- Animation to reduce cognitive load
- Fisheye view (selected path) available
- Text search

- A "Gardening" operations
  - Hiding descendants
  - Hide siblings
  - Move substructures
- Better with unbalanced trees
- <sup>▲</sup> Scalable to 10<sup>3</sup> nodes

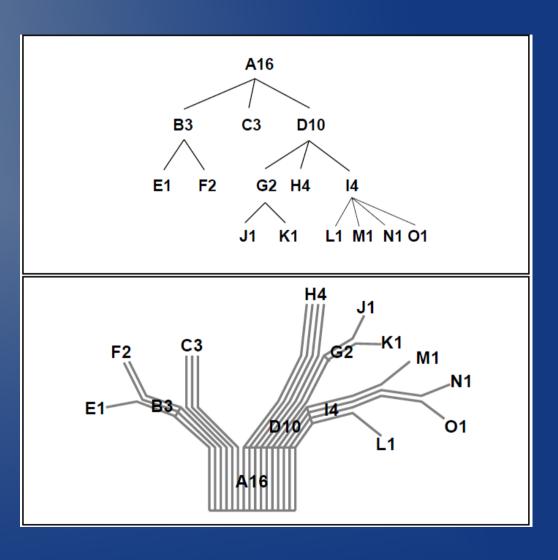


- Authors:
  - Ernst Kleiberg
  - Huub van de Wetering
  - Jarke J. van Wijk
- Eindhoven University of Technology
- <sup>▲</sup> Published 2001

- Approach:
  - Analogy of abstract to real trees
  - Using input data to create geometric 3D tree model

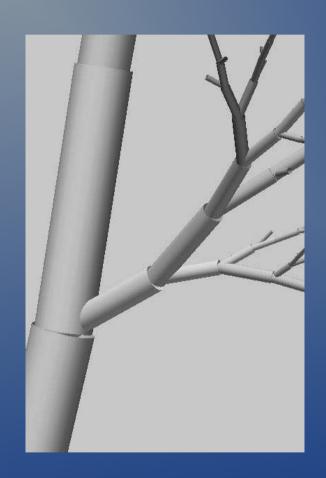
- No manipulation by user
- △ 3D for more effective use of space
- Geometric plant/tree models: Plenty of algorithms

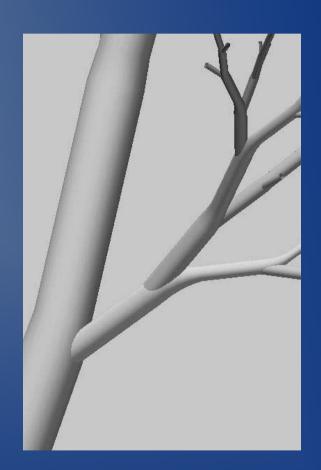
- Adaptions needed to create model out of input
- Based on Holton's strand model
- Takes file size into account



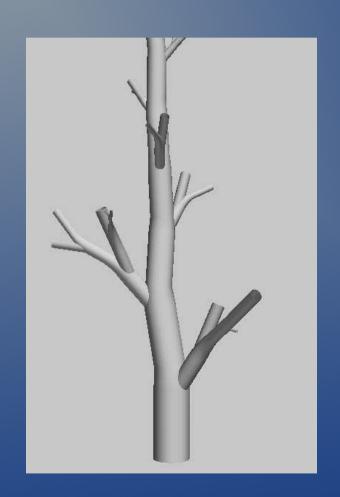


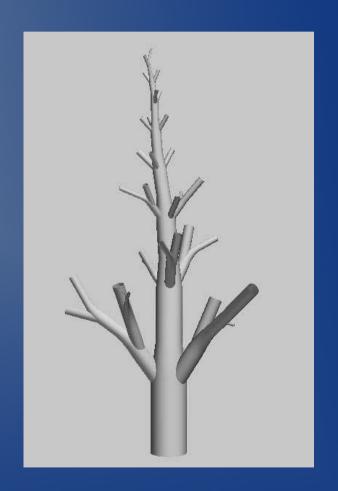
- \* Refinements
  - Continuing branches
  - Different branch colors for diff. hierarchy levels
  - Contraction of long branches
  - N-tree instead of binary tree
  - Fruits instead of leaves (phi-balls)
  - Ball color represents file type



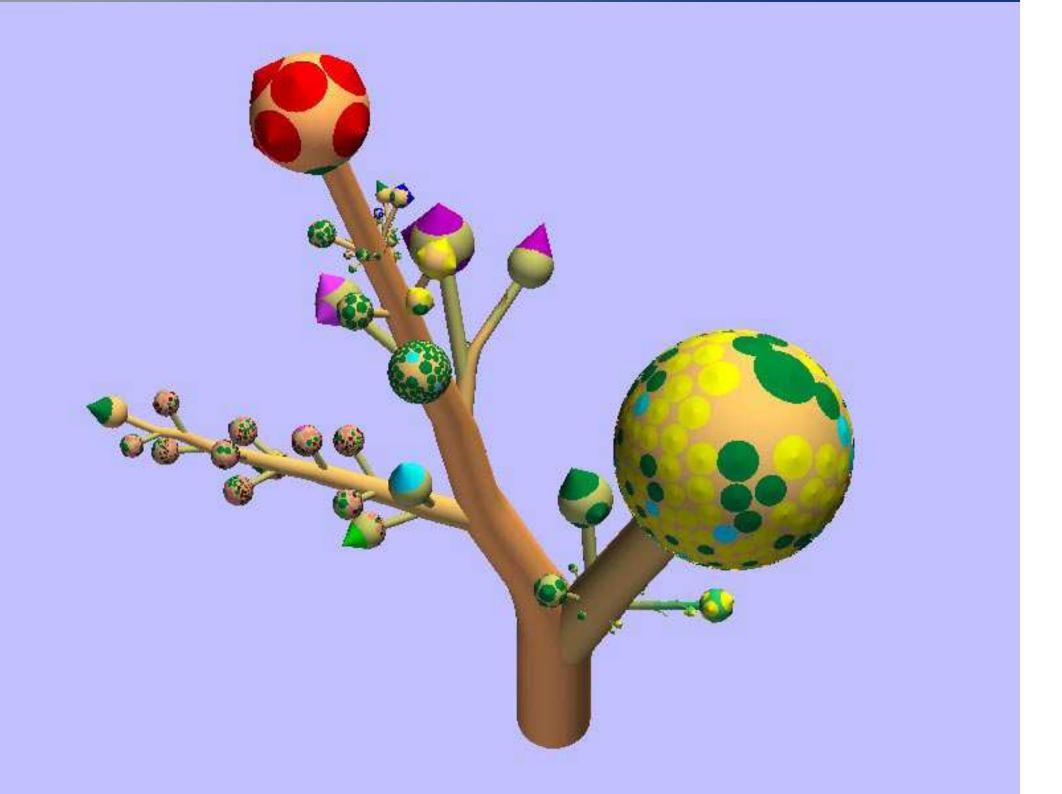


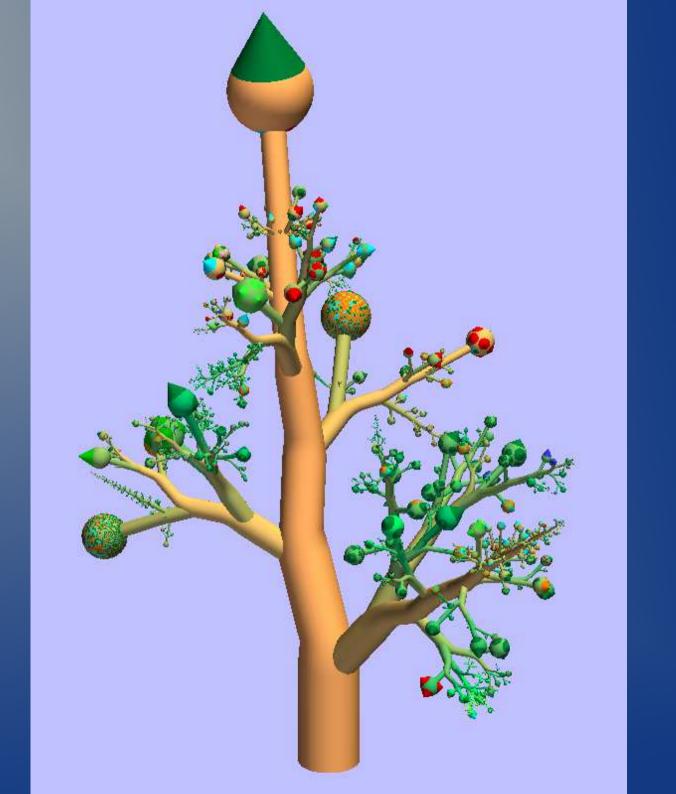
Continuing branches

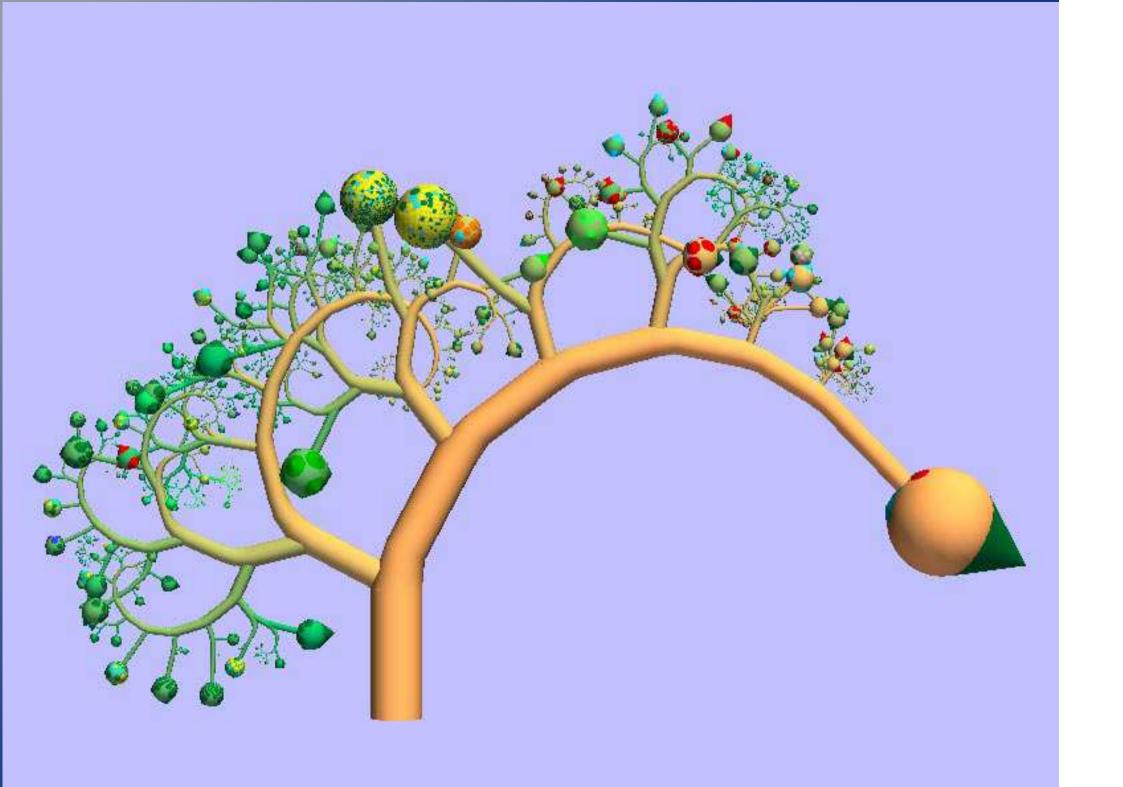




Contraction of long branches







### Critique & Comparison

#### Cones

- Few technical details
- No user evaluation
- No example pictures for gardening operations or fisheye

#### Botanical visualization

- Taking the analogy too far?
- Only sparse details about performance and user satisfaction ("intrigued" and "stimulated")
- Algorithms provided