Information Visualization CMSC 838B – Spring 2003

Trees

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This presentation adapted from John Stasko

Hierarchies (Trees)

- Definition
 - Data repository in which cases are related to subcases
- Pervasive
 - □ Family histories, ancestries
 - □ File/directory systems on computers
 - Organization charts
 - □ Animal kingdom: Phylum,..., genus,...
 - Object-oriented software classes
 - o ...

Trees

- Two main representation schemes
 - Node-link
 - Space-filling
- Approaches to scale:
 - Complex representation
 - Navigation
 - □ Elide (don't show) some nodes
 - □ Show nodes at different sizes

Tasks

- Help understand node characteristics or tree structure?
- Some kinds of tasks:
 - □ Find a node
 - Revisit node
 - List node ancestors
 - Understand local topology
 - Understand global topology

Node-Link Diagrams

Root at top, leaves at bottom is very common



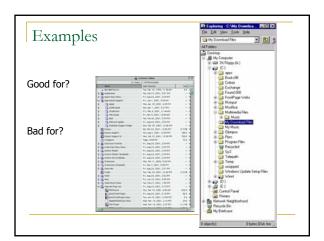


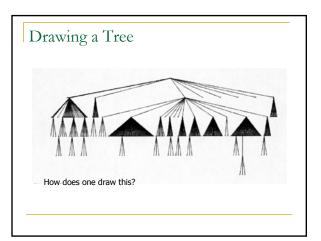
Why Put Root at Top?

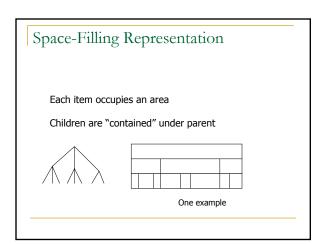


Root can be at center with levels growing outward too

Can any node be the root?

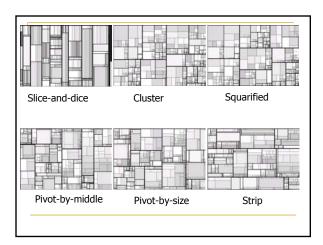












Variation: Cushion Treemap

Add shading and texture to help convey structure of hierarchy

Van Wijk '99





Questions

- What tasks are best supported by each vis?
- Can multidimensional data per node be portrayed?
- How does the visualization scale?
- Can users quickly understand the representation?

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