

# Visualisation of Overlapping Sets and Clusters with Euler Diagrams

Paolo Simonetto

LaBRI, Université Bordeaux 1  
INRIA Bordeaux Sud-Ouest

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# The Concepts in the Title

## Visualisation of

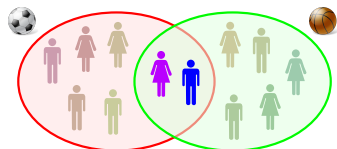
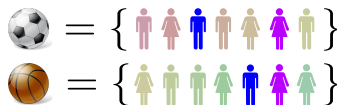
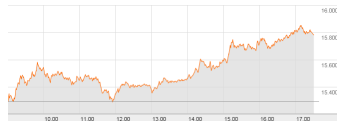
The science that studies the visual representation and analysis of data.

## Overlapping Sets and Clusters

Groups of elements that might share some of their elements.

## with Euler diagrams

The most natural graphical representation for sets.



# The Problem Addressed

We aim to

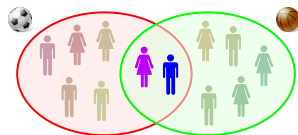
design an automatic method that:

- visually represents data,
- depicts overlapping sets,
- uses Euler diagrams.

## Main task

Generation of the representation:

- identify the overlaps,
- displace the elements,
- identify the set boundaries.



# Outline of the Presentation

## Introduction

- basic Euler diagram theory,
- related work.

## Euler Representations

- basic graph drawing theory,
- diagram construction.

## ImPrEd

- introduce PrEd,
- explain improvements,
- present results.

## Software and Examples

- present implementation,
- discuss diagrams produces.



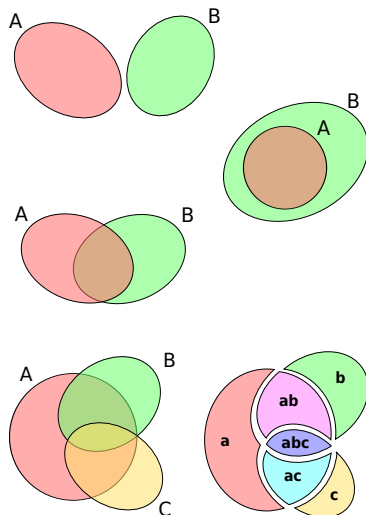
# Basic Euler Diagram Concepts

## Interpretation

- every set is associated to a region,
- disjoint regions = disjoint sets,
- included regions = subsets,
- partial overlaps = intersections.

## Definitions

- *clusters* = sets to be represented,
- *zones* = intersections formed.



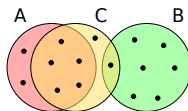
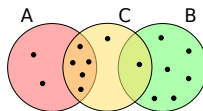
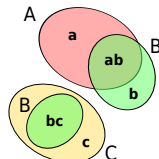
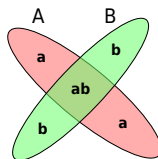
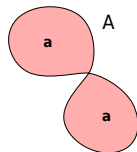
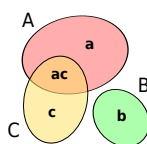
# Properties of Euler Diagrams

## Constraints

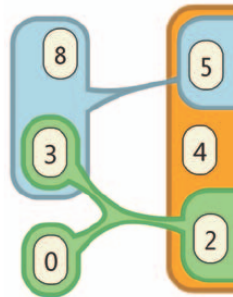
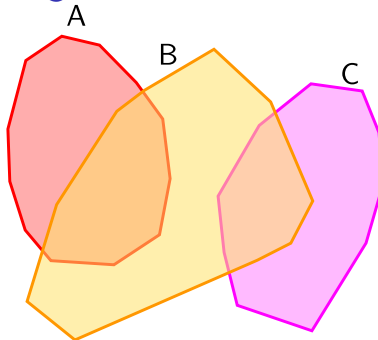
- show the expressed zones,
- use simple cluster curves,
- no disconnected zones,
- no disconnected clusters.

## Features

- depiction of elements,
- colours and shading,
- area-proportionality.



# Euler Diagrams in Visualisation



ED Generation



Untangled ED



Bubble sets

Euler diagrams generation

[Flower, Howse, Stapleton, Rodgers, Fish, 2002–2011]

[Verroust, Viaud, 2004] [Chow, 2007] **Untangled Euler diagrams**

[Riche, Dwyer, 'Untangling Euler Diagrams',  
*TVCG (InfoVis10)*, 2010]

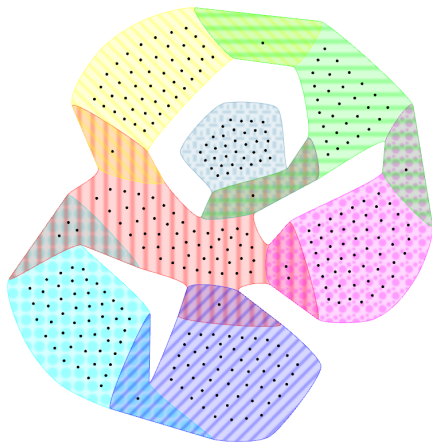
# Euler Representations

## Constraints

- show the expressed zones,
- use simple cluster curves,
- no disconnected zones,
- ~~no disconnected clusters.~~

## Characteristics

- depict elements,
- transparency and textures,
- area-proportionality,
- high curves concurrency.



## Part 2

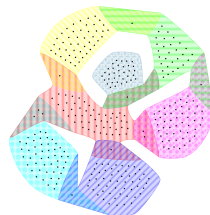
Generation of  
Euler Representations

$$A = \{\dots\}$$

$$B = \{\dots\}$$

$$C = \{\dots\}$$

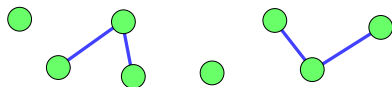
$$D = \{\dots\}$$



# Basics Concepts of Graph Drawing

## Graphs

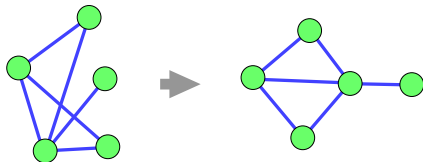
- nodes,
- edges.



## Graph drawing

Displace elements so that

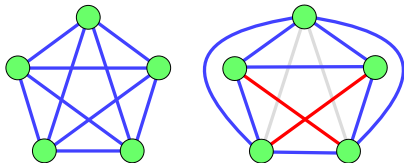
- regular spacing,
- avoid crossings...



## Planarity

Drawing without crossings

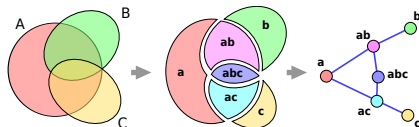
- might be impossible,
- hard to draw nicely.



# Graph Drawing and Euler Diagrams

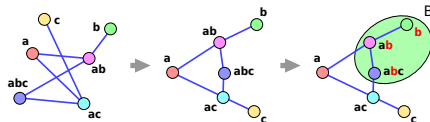
## Diagrams to graphs

- a node for each zone,
- an edge for proximity.



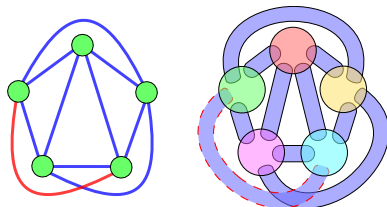
## Graphs to diagrams

- identify nodes and edges,
- draw the graph,
- trace boundaries.



## Planarity

- the graph must be planar,
- not always possible with connected clusters.



# Generation of Euler Representations

## Steps



zGraph  
generation



zGraph  
drawing



gGraph  
generation



gGraph  
drawing



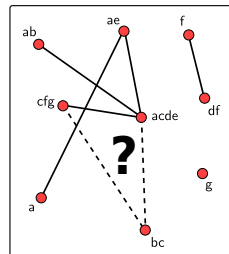
Final  
diagram

$$A = \{\dots\}$$

$$B = \{\dots\}$$

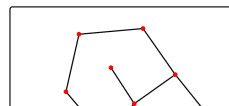
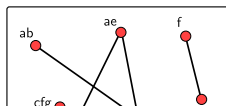
$$C = \{\dots\}$$

$$D = \{\dots\}$$



## Zone graph generation

- one node per expressed zone,
- edges to enforce proximity,
- keep planarity.





## Step 1 — Zone graph generation

### Nodes

- find expressed zones,
- add a node per zone.

$$\begin{array}{lll}
 & 1 \in A & \\
 A = \{1, 2, 3\} & 2 \in A, B, C & a = \{1, 3\} \\
 B = \{2, 4, 5\} \rightarrow & 3 \in A & \rightarrow b = \{4, 5\} \\
 C = \{2\} & 4 \in B & abc = \{2\} \\
 & 5 \in B &
 \end{array}$$

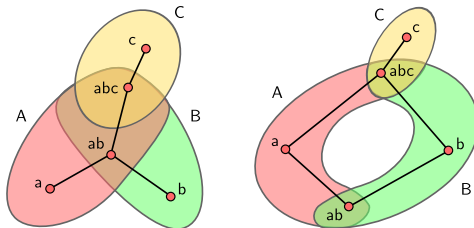
### Edges

Have a metric that evaluates

- cluster connections,
- configuration aesthetic.

### Edge insertion

- consider best edge,
- insert if still planar,
- update metrics.



[Simonetto, Auber, 'An Heuristic for the Construction of Intersection Graphs', IV09, 2009.]

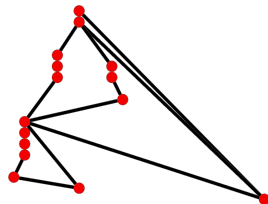
## Step 2 — Zone graph drawing

### First drawing

We draw zGraph with FPP

[De Fraysseix, Pach, Pollack, 1990]

- planar,
- low aesthetics,
- fast.

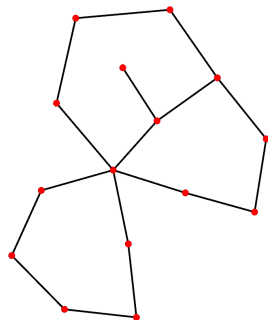


### Improvement

We improve zGraph with ImPrEd

[Simonetto, Archambault, Auber, Bourqui, 2011]

- preserves planarity,
- improve aesthetics,
- considerably slower.

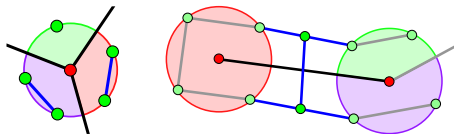


## Step 3 — Grid graph generation

### Enclose zNodes

We place nodes and edges

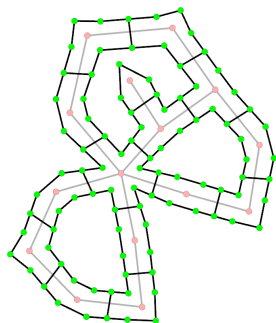
- in a circle,
- to divide zEdges,
- to limit central angles.



### Eclos zEdges

We place nodes and edges

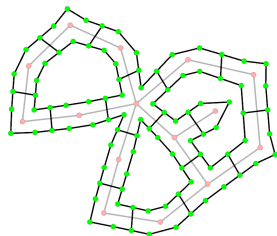
- to split the zEdge,
- to surround it.



## Step 4 — Grid graph drawing

### Modifications

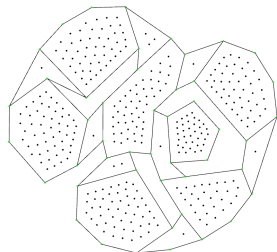
- insert elements,
- remove zGraph.



### Drawing

We apply ImPrEd

- preserve positions,
- improve aesthetics,
- high computational cost.



## Step 5 — Final drawing

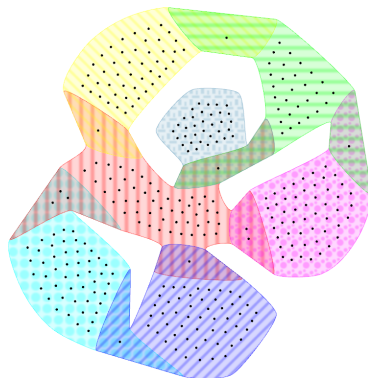
### Cluster curves

We apply Bézier curves

- transforming gEdges,
- enforcing smooth junctions.

### Colours and textures

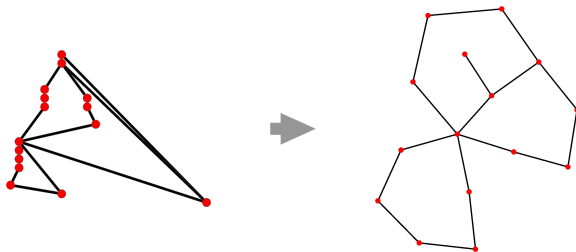
- low number,
- different colours/textures for overlapping clusters,
- coprime.



[Simonetto, Auber, Archambault, 'Fully Automatic Visualisation of Overlapping Sets', *Computer Graphics Forum (EuroVis09)*, 2009.]

## Part 3

# ImPrEd



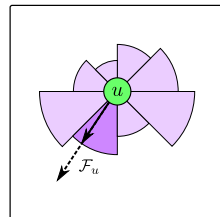
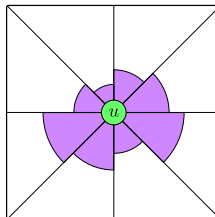
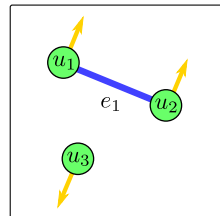
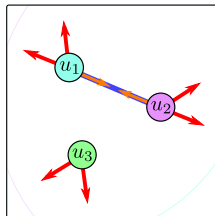
# PrEd, the original algorithm

## Force directed

- node-node repulsion,
- edge attraction,
- node-edge repulsion.

## Movement limitation

- 8 movement sectors,
- bounded by edges,
- movement bounded by sector amplitude.

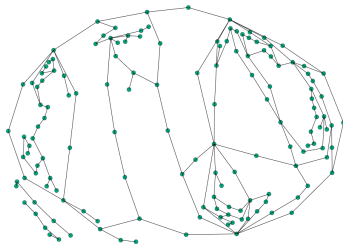


[Bertault, 'A Force-Directed Algorithm that Preserves Edge Crossing Properties', *Information Processing Letters*, 2000.]

# Advantages and Disadvantages of PrEd

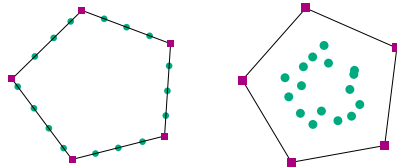
## Advantages

- peculiar property,
- good on small graphs,
- intuitive and simple.



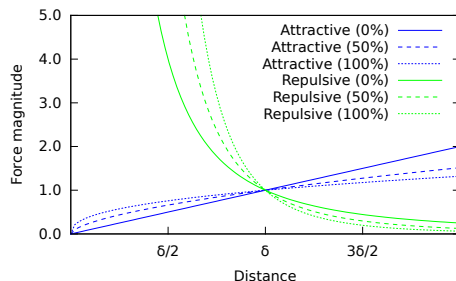
## Disadvantages

- high computational cost,
- over-restrictive movement,
- low aesthetics for large and sparse graphs,
- low control on output.



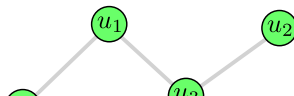


## Improved PrEd

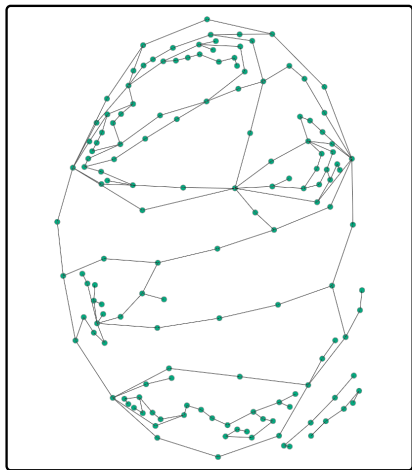


## Movement and Force Cooling

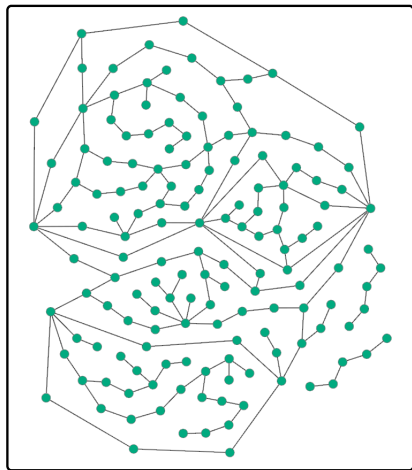
- gradually increase local effect,
- gradually decrease energy,
- promote stability and reliability.



## ImPrEd's Drawing Quality

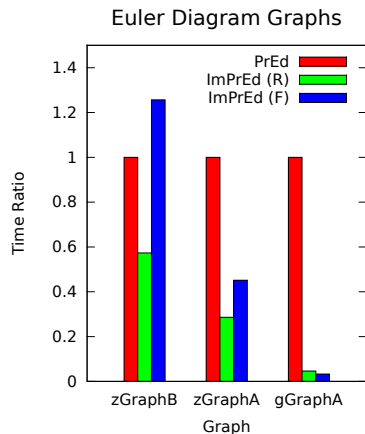
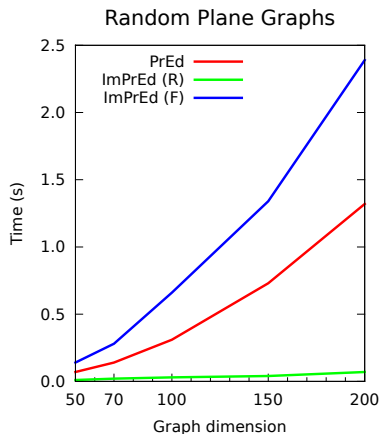


PrEd



ImPrEd

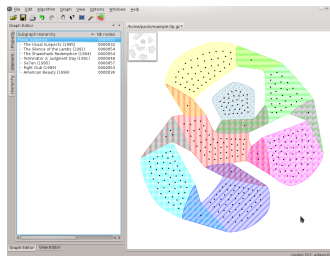
# ImPrEd's Performances



[Simonetto, Archambault, Auber and Bourqui, 'ImPrEd: An Improved Force-Directed Algorithm that Prevents Nodes from Crossing Edges', *Computer Graphics Forum* (EuroVis11), 2011.]

## Part 4

## Software and Examples



# EulerView: a Tulip Plug-in

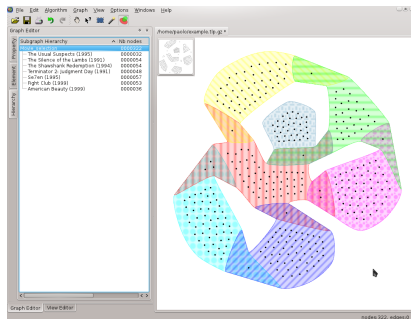
## EulerView

- Tulip view plug-in,
- provide alternative view for clustered graphs.

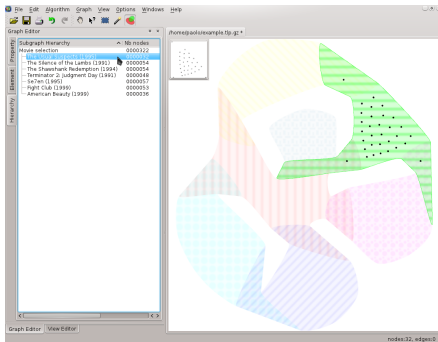
[Tulip Data Visualisation Software,  
<http://tulip.labri.fr>]

## Interaction

- inherited functions,
- selection,
- contextual information.



# Selection Features

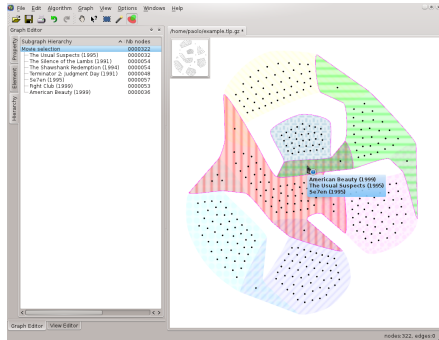


## List Selection

- click on cluster list in left panel,
- identify set positions.



# Contextual Information



## Selection Tooltip

- cluster names,
- small to avoid obstructing.



## Example: IMDb7

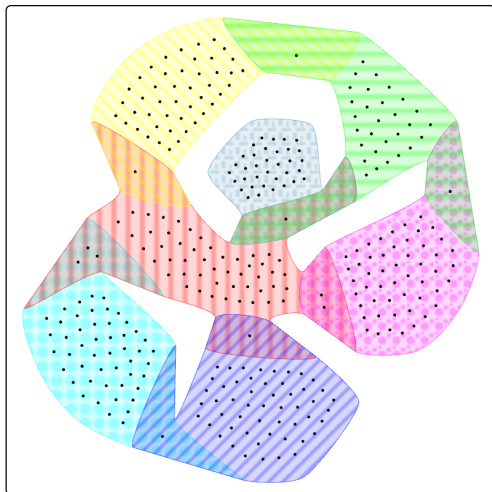
### Features

- 7 selected films,
- full credited cast,
- 322 actors.

[Internet Movie Database,  
<http://www.imdb.org>]

### Remarks

- example diagram,
- relatively small,
- very simple intersections.





## Example: IMDb60

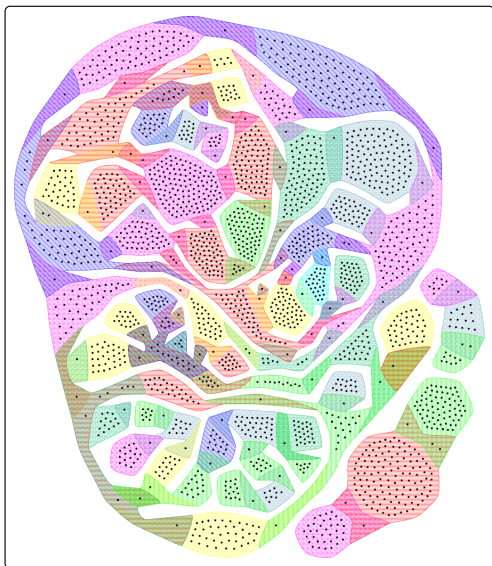
### Features

- 60 top rated films,
- full credited cast,
- 2263 actors.

[Internet Movie Database,  
<http://www.imdb.org>]

### Remarks

- high aesthetics,
- very large,
- simple intersections.



# Euler Representations on Graph Clustering

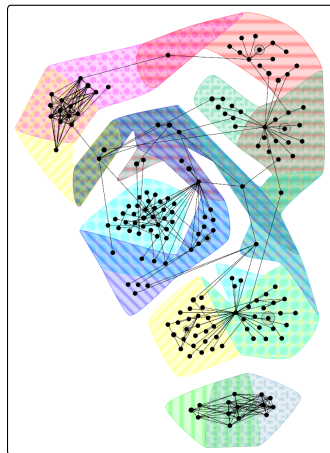
## Graph Clustering

Collection of graph nodes

- originally: partitions,
- recently: overlapping,
- differ from sets for edges.

## Combine metaphors

- ED: containment,
- graph: connection,
- optimise both is challenging.



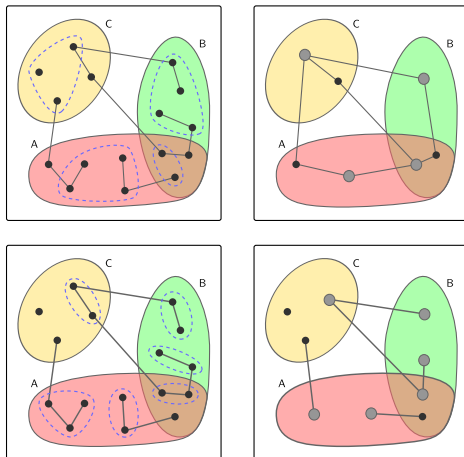
# Path-Preserving Meta-nodes

## Metanodes

- condense elements,
- reduce clutter,
- might mislead on connectivity.

## Path-Preservation

- group connected elements,
- avoid to mislead.



[Archambault, Munzner, Auber, 'GrouseFlocks: Steerable Exploration of Graph Hierarchy Space', TVCG, 2008.]

## Example: Gene Interaction

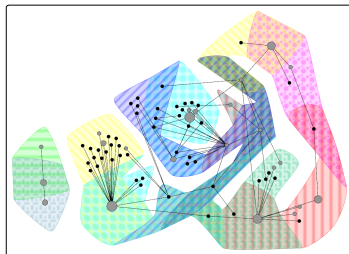
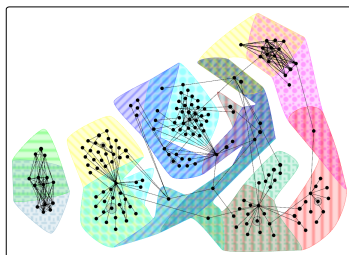
### Features

- 10 clusters,
- 176 genes,
- 296 interactions.

[Itoh, Muelder, Ma, Sese, 'A Hybrid Space-Filling and Force-Directed Layout Method for Visualizing Multiple-Category Graphs', *PacificVis09*, 2009.]

### Remarks

- edges contribute,
- meta-node reduce cluttering.



## Example: Carsonella

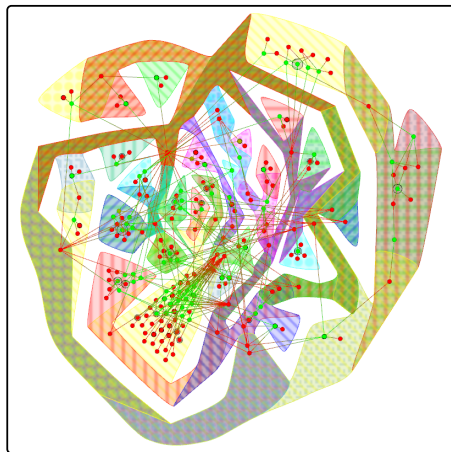
### Features

- 35 pathways,
- metabolites (red),
- enzymes (green),
- 224 nodes and 335 edges.

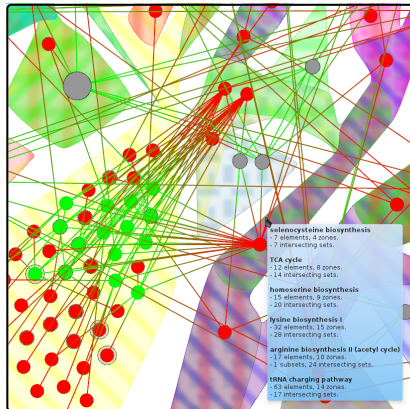
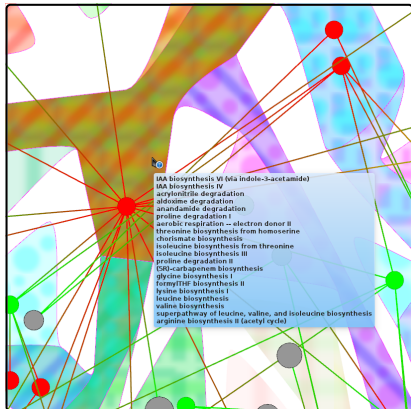
[Metabolic Data of Endosymbiotic, Parasitic and Free Bacteria, Université Lyon 1]

### Remarks

- complex intersections,
- high graph cluttering.



# Interaction Mitigates the Drawing Complexity



# Conclusions

## Euler Representations

Visualisation for overlapping data

- based on Euler diagrams,
- working on every input,
- sufficiently fast for non interactive use.

## ImPrEd

Graph improvement algorithm

- achieve high aesthetics,
- faster than PrEd,
- very useful in ED generation.

## Software

Software implementation

- features some interaction,
- mitigates the limitation of the representation.

## Examples

We showed output examples

- sets and clusters,
- small and large instances,
- simple and complex.

## Future Work

### Drawing Readability

- more regular curves,
- reduce concurrency,
- speed/quality trade-off.

### Running Time (ImPrEd)

- reduce complexity,
- reduce input instance,
- change algorithm.

[Dwyer *et al.*, Constrained FDL]

### Validate

Run usability studies

- on Euler Representation,
- on combining metaphors.

### Extensions

- more interaction,
- on-line redrawing,
- first overview,  
then diagram,
- . . .



Thank you for your attention.

Any questions?

Detailed information in the thesis and in:

Simonetto, Auber, 'Visualise Undrawable Euler Diagrams',  
*IV08*, 2008.

Simonetto, Auber, 'An Heuristic for the Construction of Intersection Graphs',  
*IV09*, 2009.

Simonetto, Auber, Archambault, 'Fully Automatic Visualisation of Overlapping Sets',  
*Computer Graphics Forum* (EuroVis09), 2009.

Simonetto, Auber, Archambault, Bourqui, 'ImPrEd: An Improved Force-Directed  
Algorithm that Prevents Nodes from Crossing Edges',  
*Computer Graphics Forum* (EuroVis11), 2011.