QUAD-TREE GENERATION WITH RNN FOR EFFICIENT GRAPH VISUALIZATION

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AGENDA

- Graph generation
- Community Detection
- ForceAtlas
- Barnes-Hut Tree with RNN
- Future work

GRAPH GENERATION

GRAPH GENERATION

- This is a process required for every single graph by any user
- First, database returned data needs to be transformed
- Have to generate:
 - Collaborations
 - Nodes
 - Edges

GRAPH GENERATION

	Silicon	Database	3D	СТ
Collaborations	33,45	13,85	18,64	12,65
Nodes	0,69	0,65	2,48	0,38
Edges	1,48	1,87	0,71	0,69

Computation time for specific parts of the graph generation in seconds

		Database	Silicon		3D
CT					
	Nodes	17832	24923	35763	53039
	Edges	113622	185594		192336
325490)				

COMMUNITY DETECTION

COMMUNITY DETECTION

- Used to reveal groups in real world data
- Louvain method
- Parallel heuristics

LOUVAIN METHOD

- Multi-phase, iterative, greedy algorithm
- Monotonically increasing modularity
- Inherently sequential

RESULTS

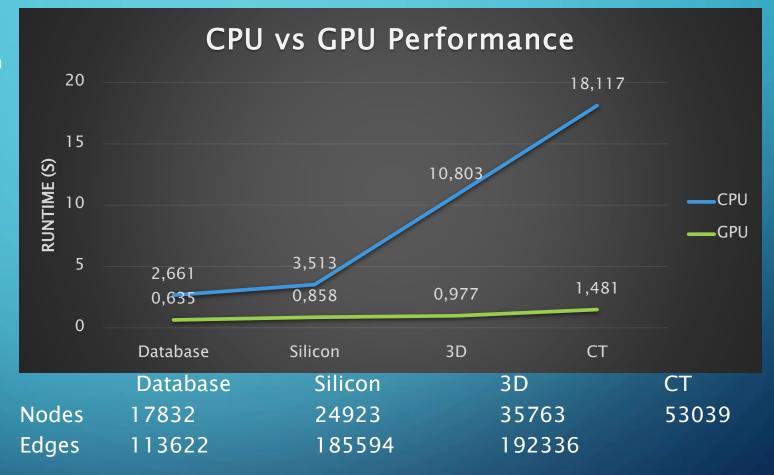
(COMMUNITY DETECTION)

• Database: 4x

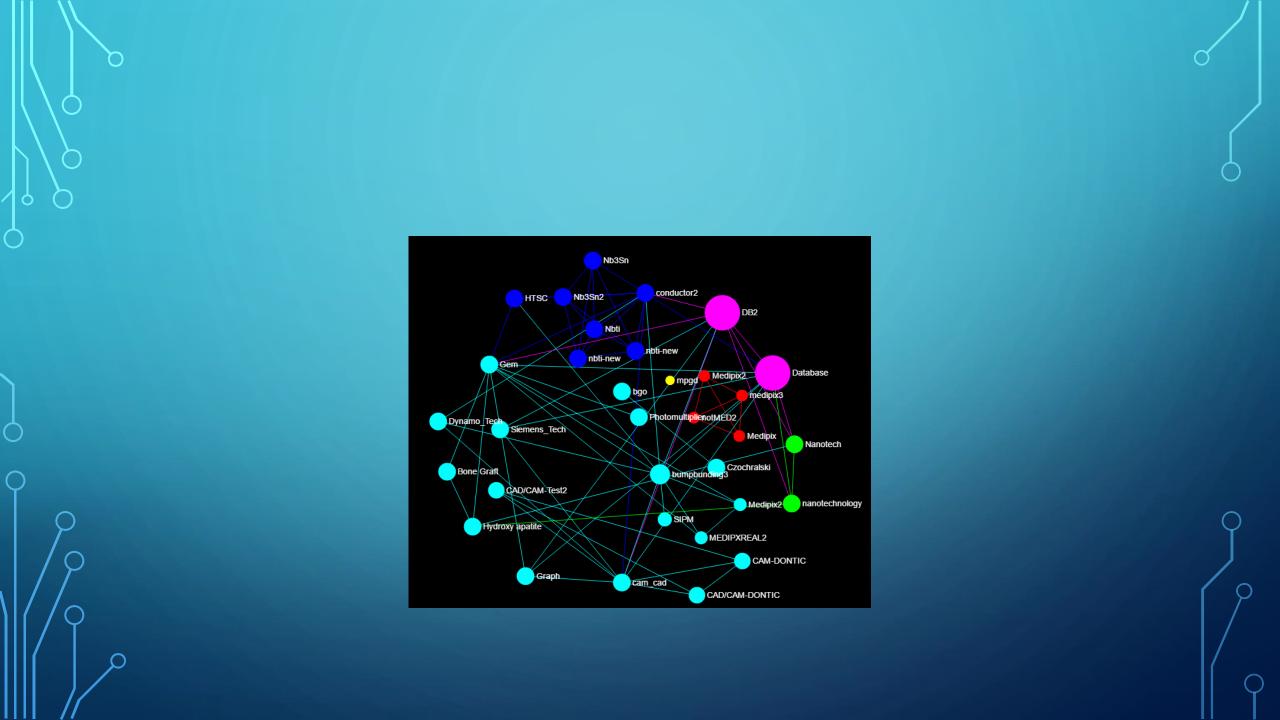
• Silicon: 4x

• 3D: 11x

• CT: 12x



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FORCEATLAS

FORCEATLAS

- Force-directed layout based on n-body simulation
- Repulsion-attraction
- Makes visual interpretation easier
- Result depends on starting state

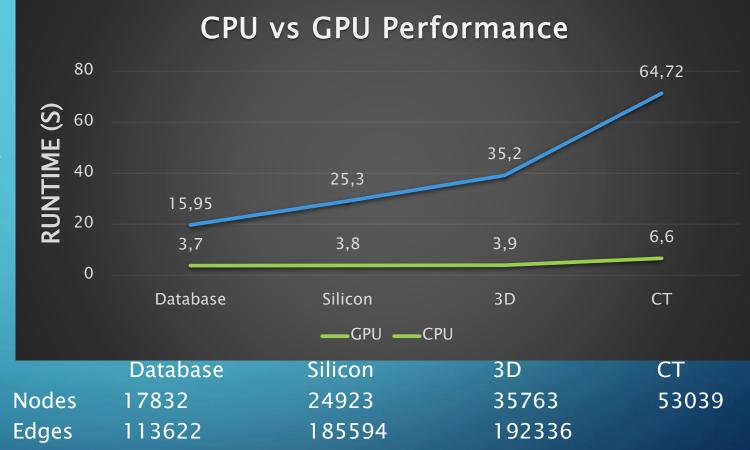
RESULTS (FORCEATLAS)

• Database: 4,31x

• Silicon: 6,65x

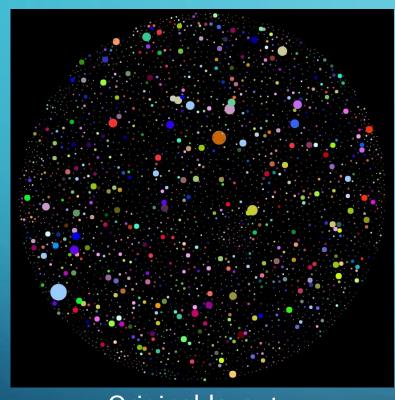
• 3D: 9x

• CT: 9,8x

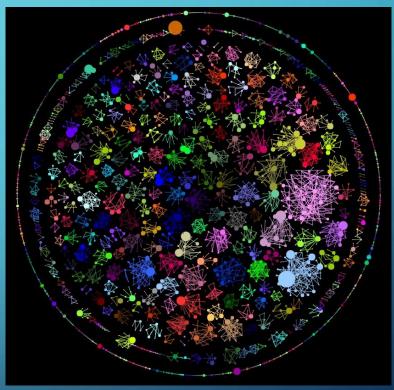


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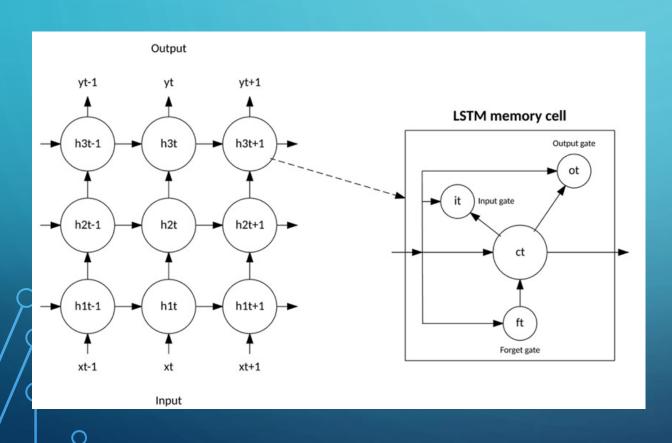
FORCEATLAS LAYOUT TYPES



Original layout

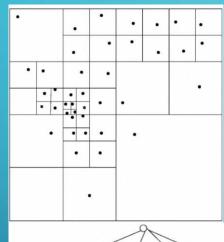


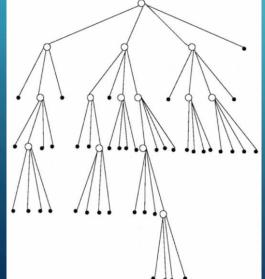
Community based layout



$$h_t = \phi(Wx_t + Uh_{t-1})$$

- h_t: hidden state in timestep t
- x_t: input in timestep t
- h_{t-1}: hidden state in timestep t-1
- U: transformation matrix
- Ф: activation function(logistic sigmoid, tanh)



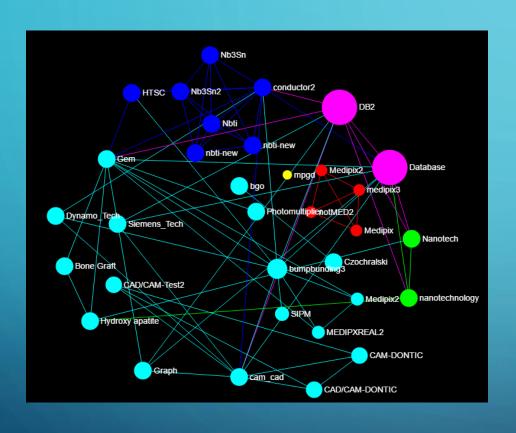


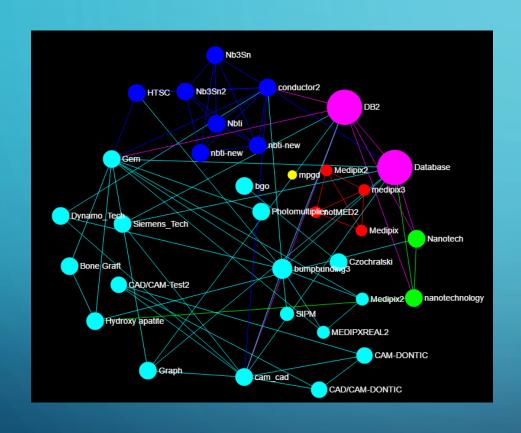
- Generation provides a quadratic tree
- Plane is halved until only 1 node remains in a region.
- For RNN system is provided as a time series

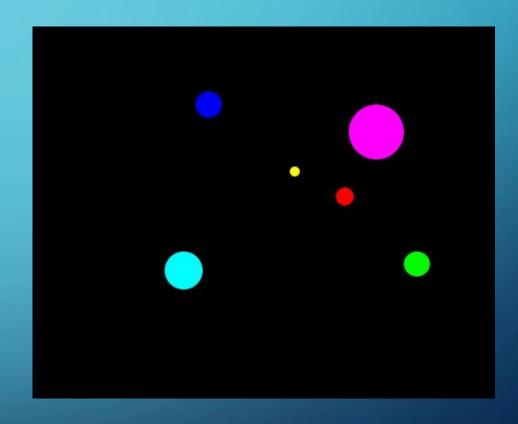
t, x, y, old_n_1, old_n_2, old_n_3, ..., old_n_N, new_n_1, new_n_2, ..., new_n_N

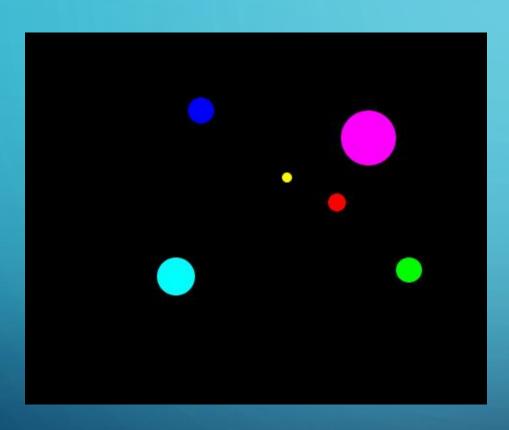
- t: timestep
- x, y: coordinates of node in timestep t
- old_n_N: state generated in timestep t-1 (initially -1)
- new_n_N: state generated in timestep t (no -1 at the end)
- N: number of nodes
- Model trained for graphs with 1000 nodes: 94% accuracy.

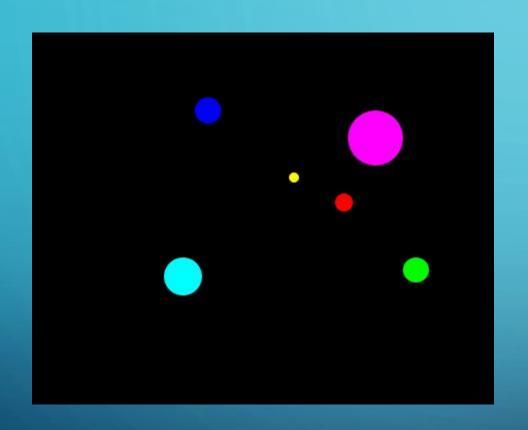
How to use this approach to increase the visual experience?

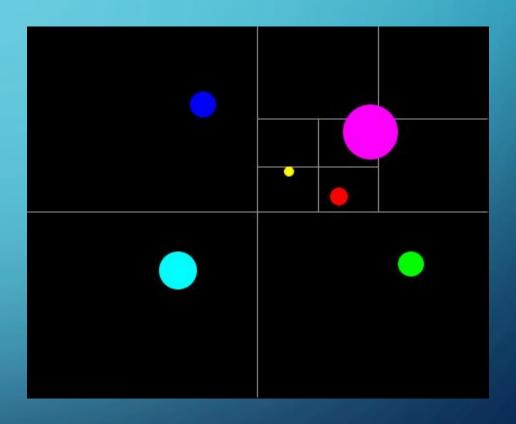




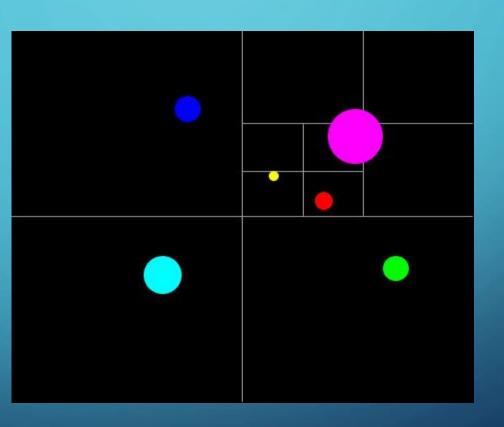




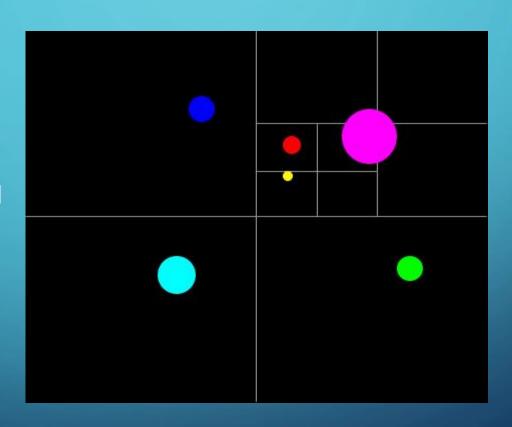




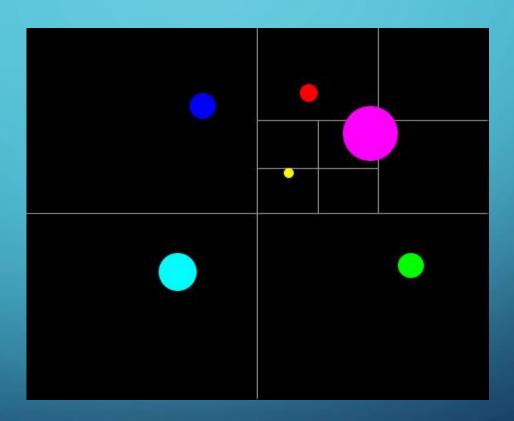
- We would like to analyse Medipix (red node)
- This time the top right corner is the hot zone



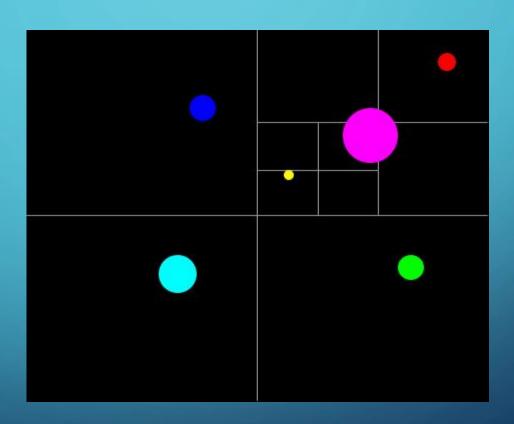
We move the red node, recompute the tree and store the state for future training



Red node advancing

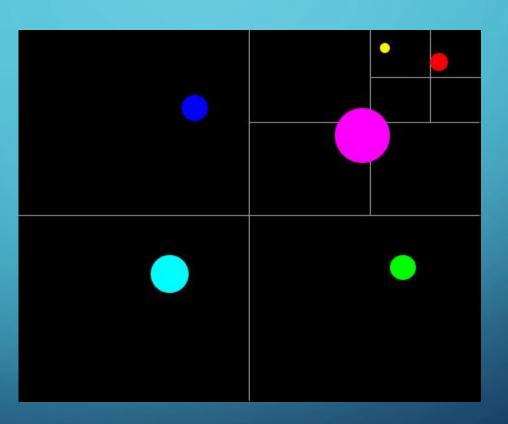


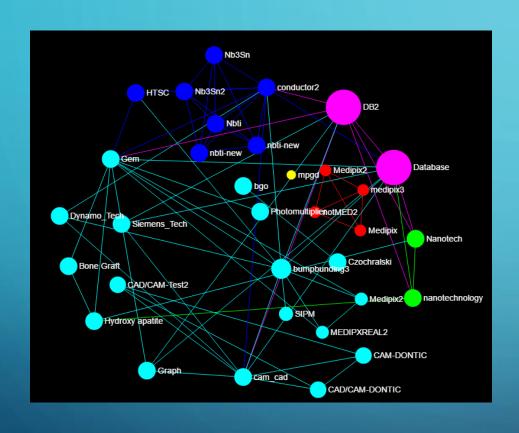
Red node advancing to final position

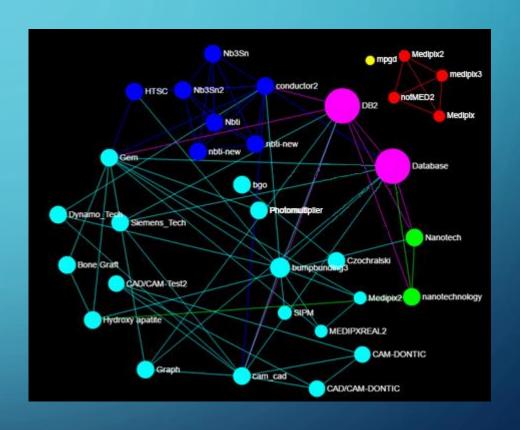


- States stored for one node (Medipix)
- Train a model for Medipix
- The model will move the node through the regions

Graph preprocessed based on Medipix (red) and mpgd (yellow)







FUTURE WORK

- Collecting more user interaction data
- Testing on more complex graphs
- Integrating the model into the system



THANK YOU