Trees and Treemaps
Trees vs. Networks

- No cycles
- Directed edges
- Root
Node-Link vs. Enclosure

- Immediate perception of relations
- Waste of screen real estate

- Space-filling
- Focus on leaf nodes
- Structure gets lost

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Slice and Dice

• Algorithm:
  • Use parallel lines to divide a rectangle representing an item into smaller rectangles representing the item’s children
  • Each child is allocated a size proportional to some property (additional encoding by color)
  • At each level of the hierarchy switch the orientation of the lines (vertical vs. horizontal)
Slice and Dice

• Filesystem:
Slice and Dice

- Solution:
Nested Treemap

- Revealing the tree structure (to a certain degree)
Subtree Selection

- Navigate the structure
- Easy access to subtrees
- Still no insights into the overall topology