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内容概要

Graph drawing comprises all aspects of visualizing structural relations between objects. The range of topics dealt with extends from graph theory, graph algorithms, geometry, and topology to visual languages, visual perception, and information visualization, and to computer-human interaction and graphics design. This monograph gives a systematic overview of graph drawing and introduces the reader gently to the state of the art in the area. The presentation concentrates on algorithmic aspects, with an emphasis on interesting visualization problems with elegant solutions. Much attention is paid to a uniform style of writing and presentation, consistent terminology, and complementary coverage of the relevant issues throughout the 10 chapters. This tutorial is ideally suited as an introduction for newcomers to graph drawing. Ambitioned practitioners and researchers active in the area will find it a valuable source of reference and information.

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