

Internet Visualization

with

The logo for Walrus features a stylized blue wave above the word "Walrus" in a bold, blue, sans-serif font. The wave is composed of several overlapping, curved segments that create a sense of movement and depth.

Walrus

Graph Visualization Tool

Young Hyun
CAIDA

2009 Spring Simulation Interoperability Workshop (SIW)

Outline

- * Internet Measurement
- * Hyperbolic Geometry
- * Walrus Demo
- * Future Work

Internet Measurement

- * CAIDA conducts large-scale, ongoing topology measurements
 - * *monitors* distributed around the world perform traceroutes continuously

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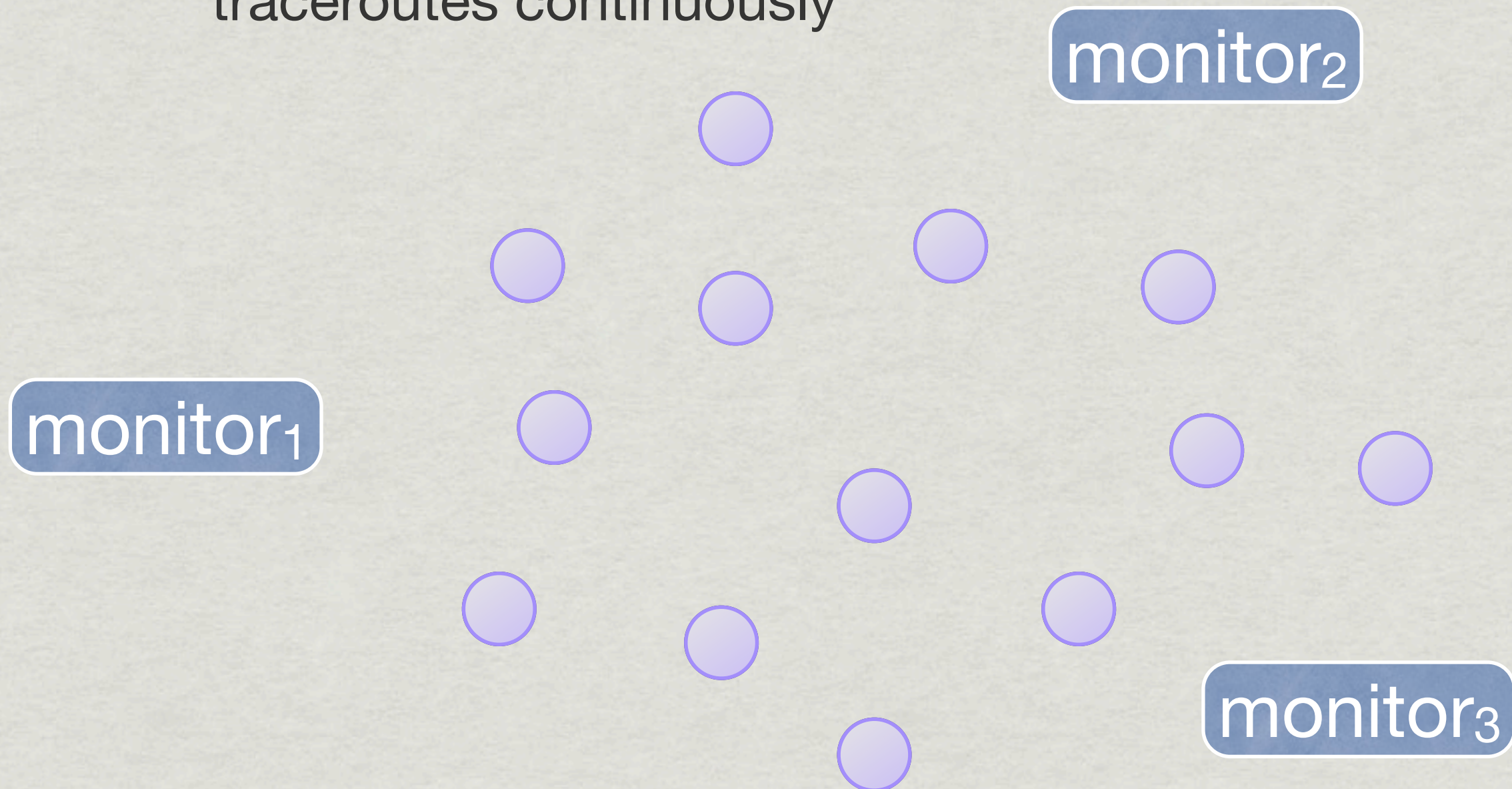
monitor₂

monitor₁

monitor₃

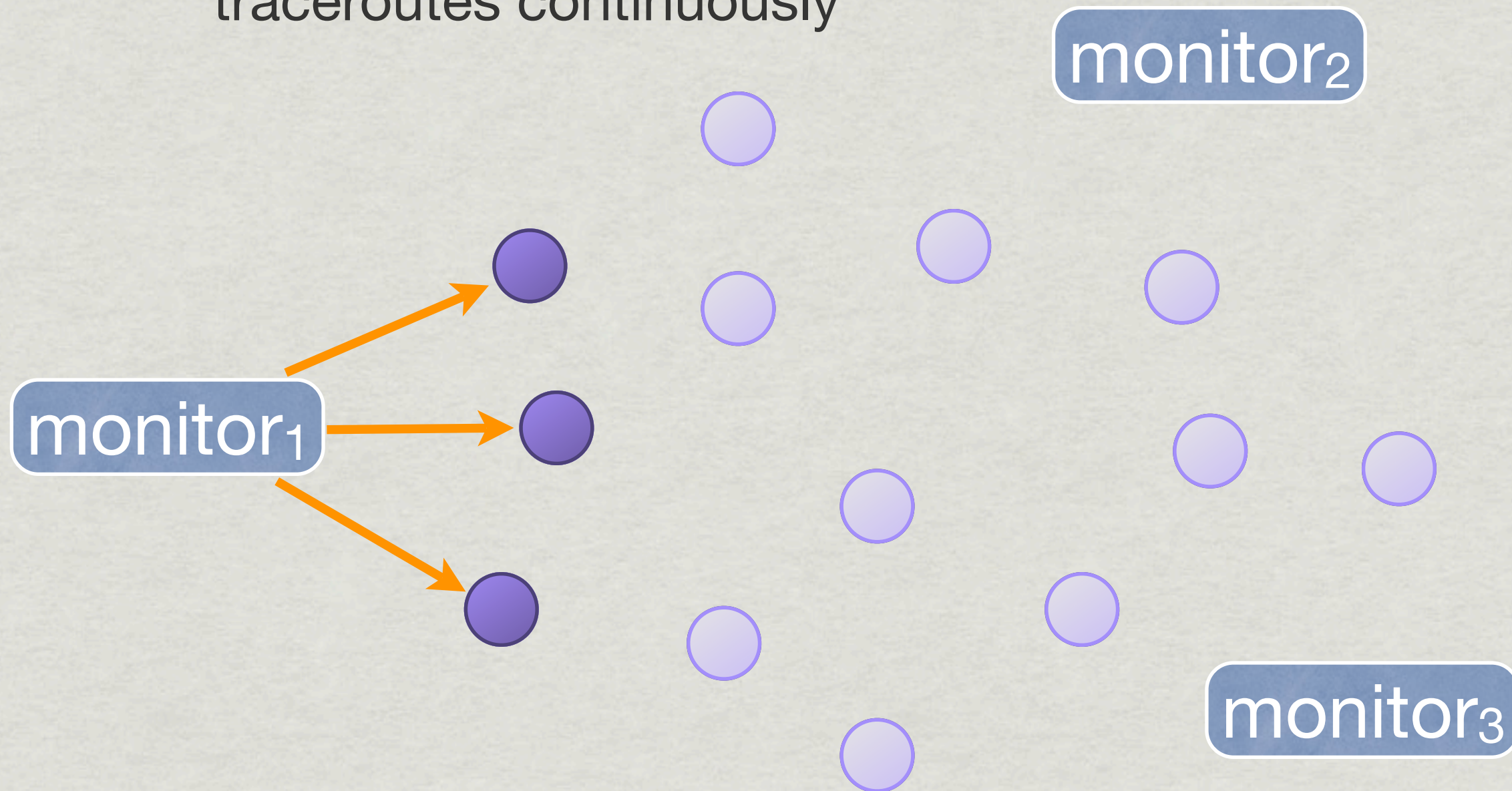
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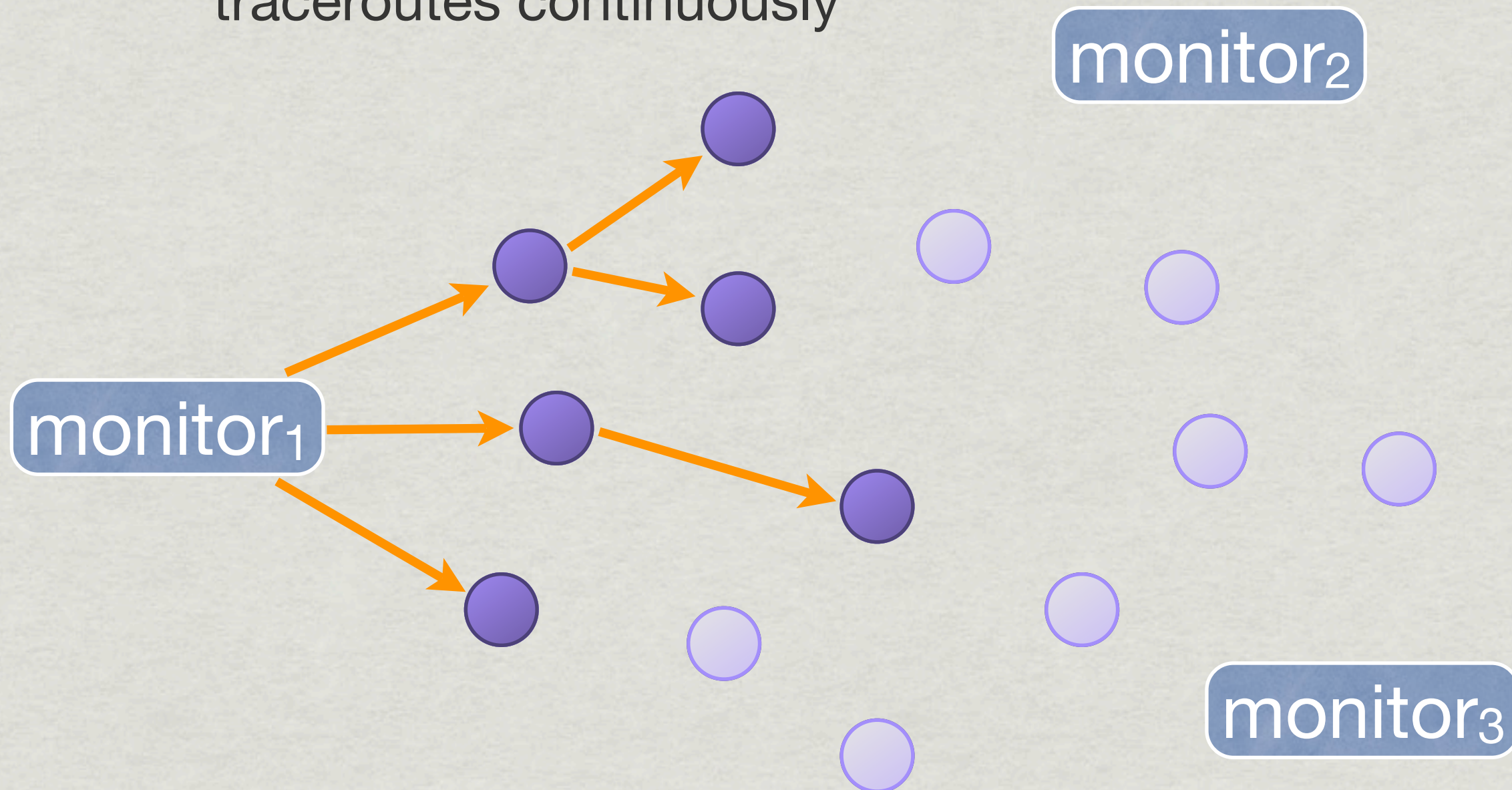
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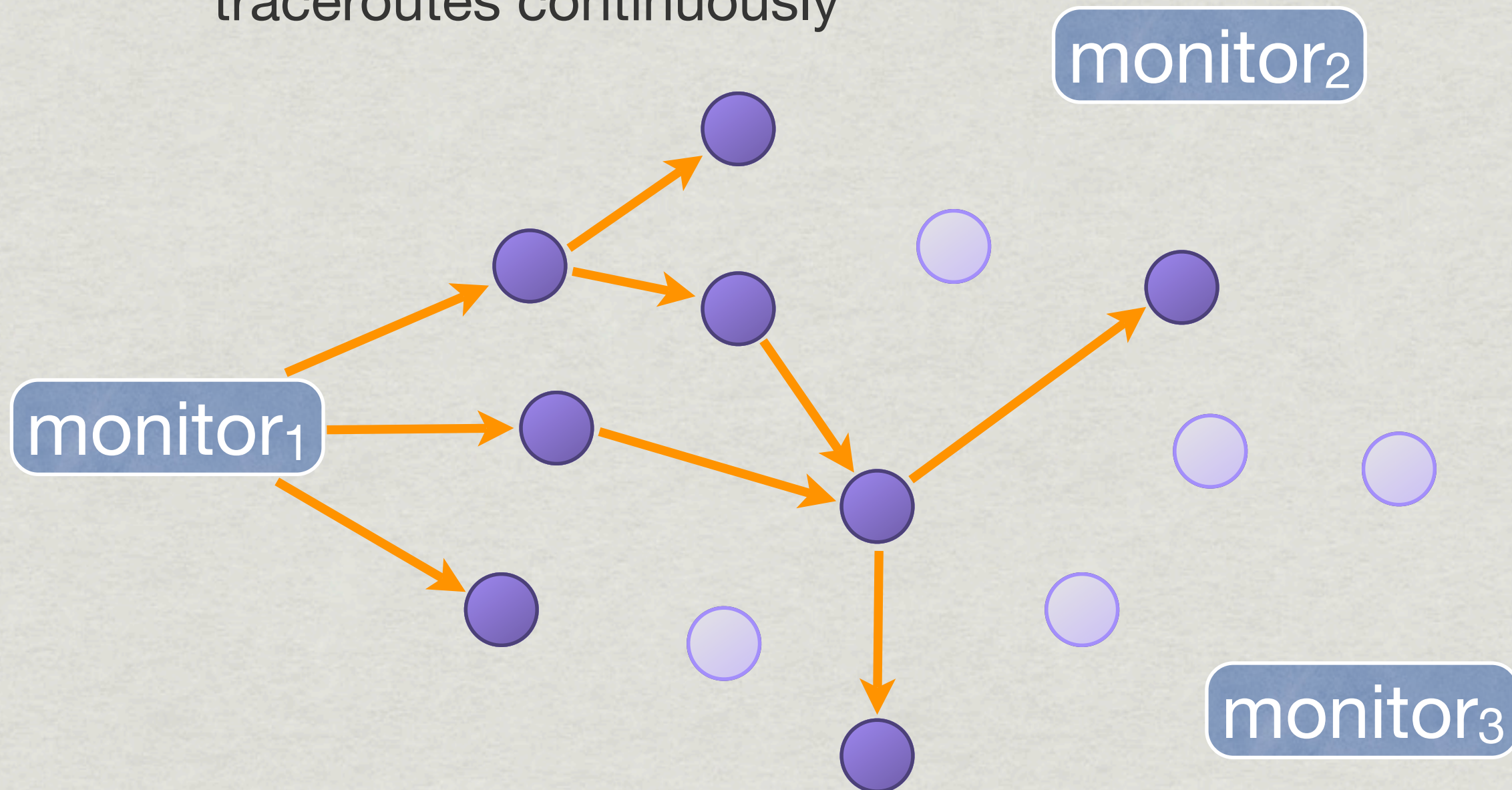
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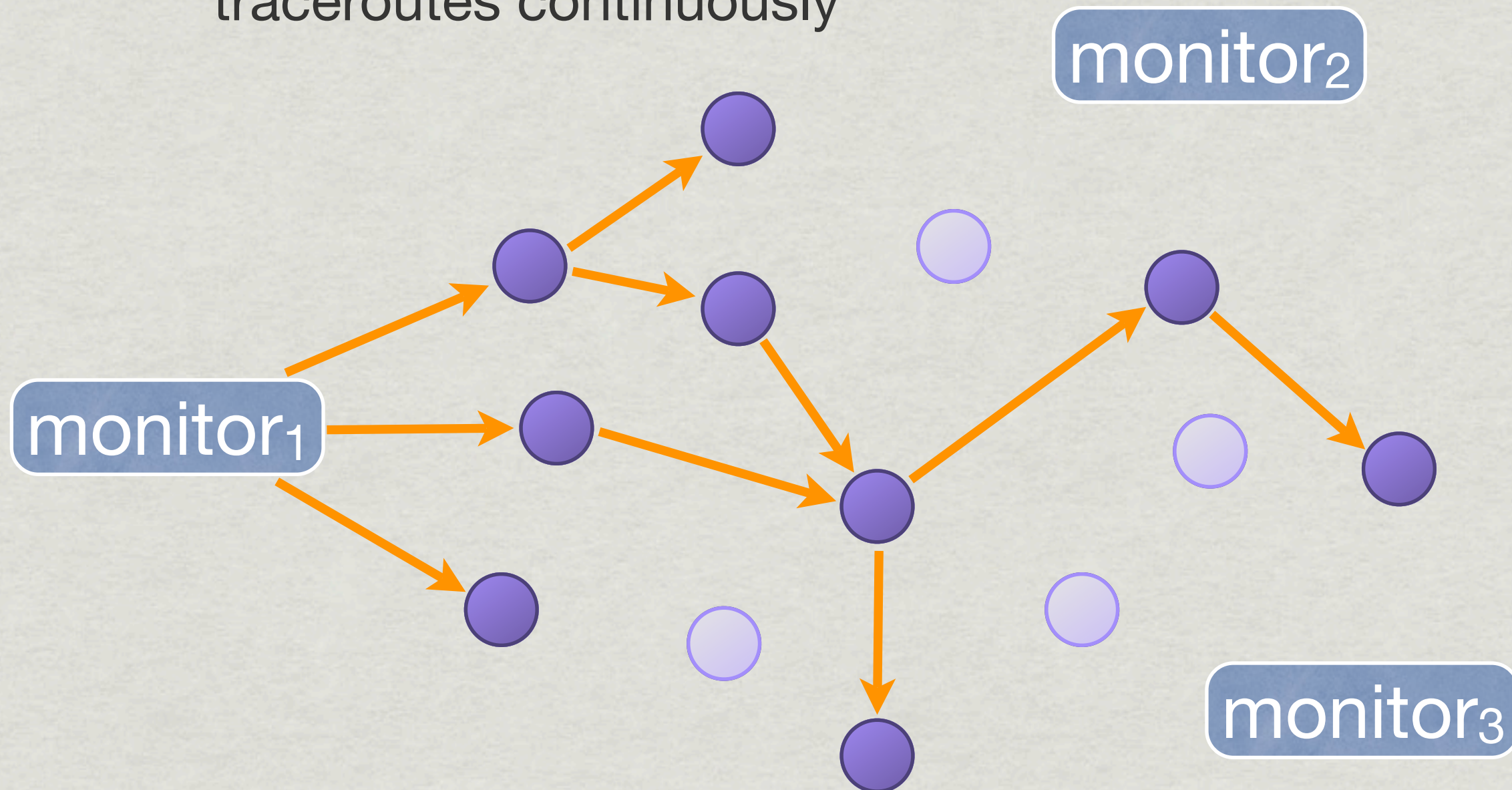
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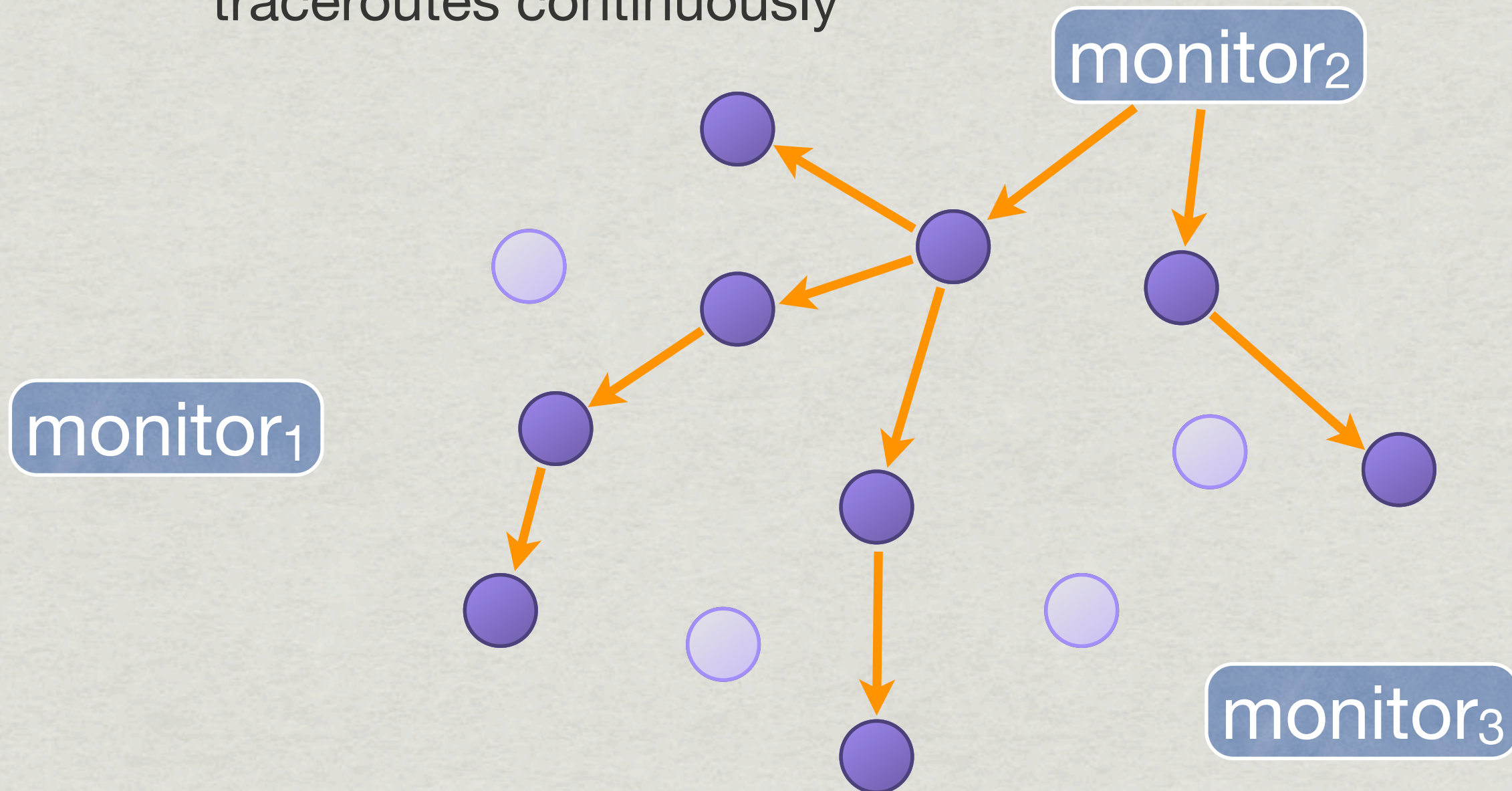
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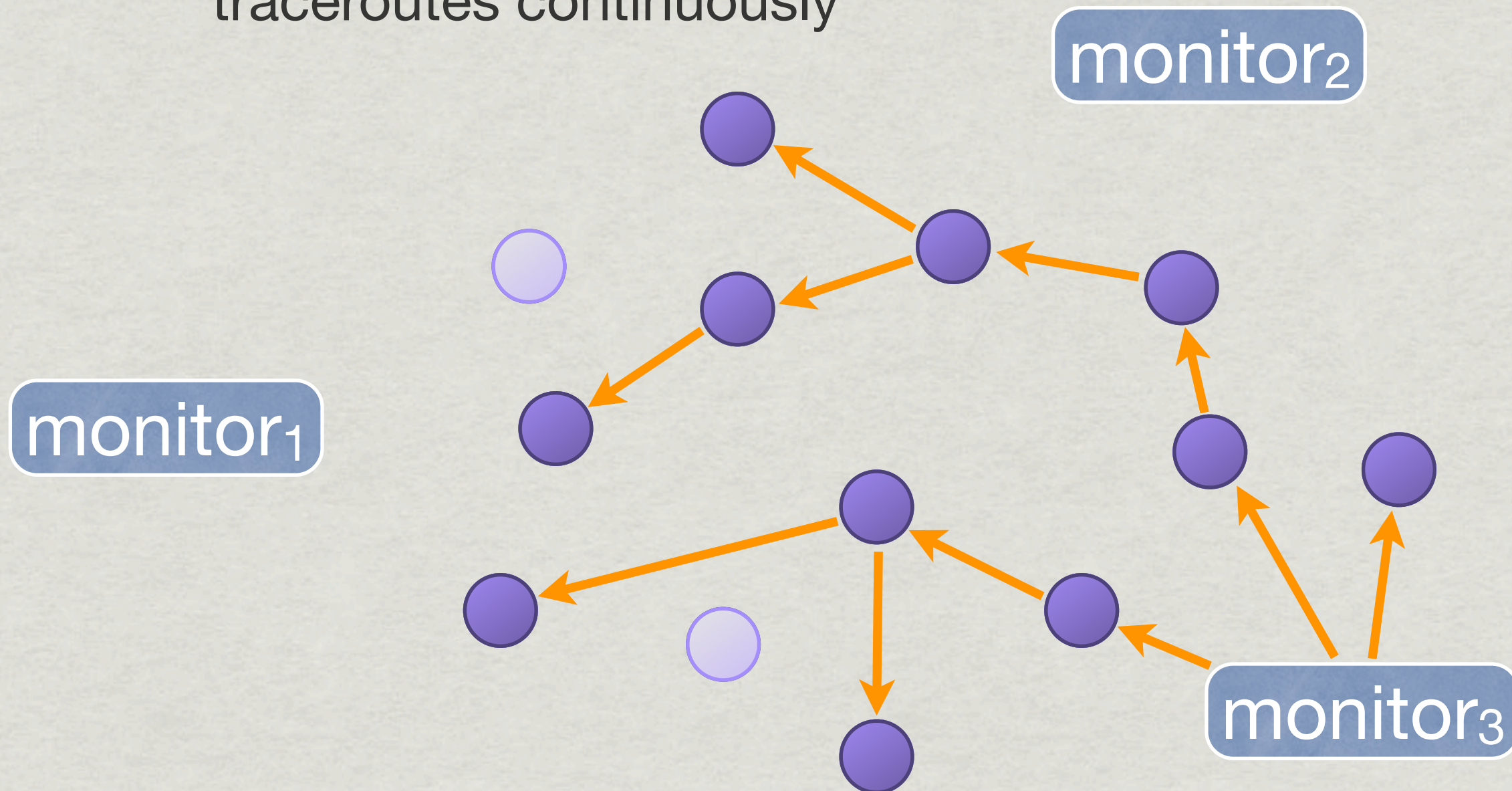
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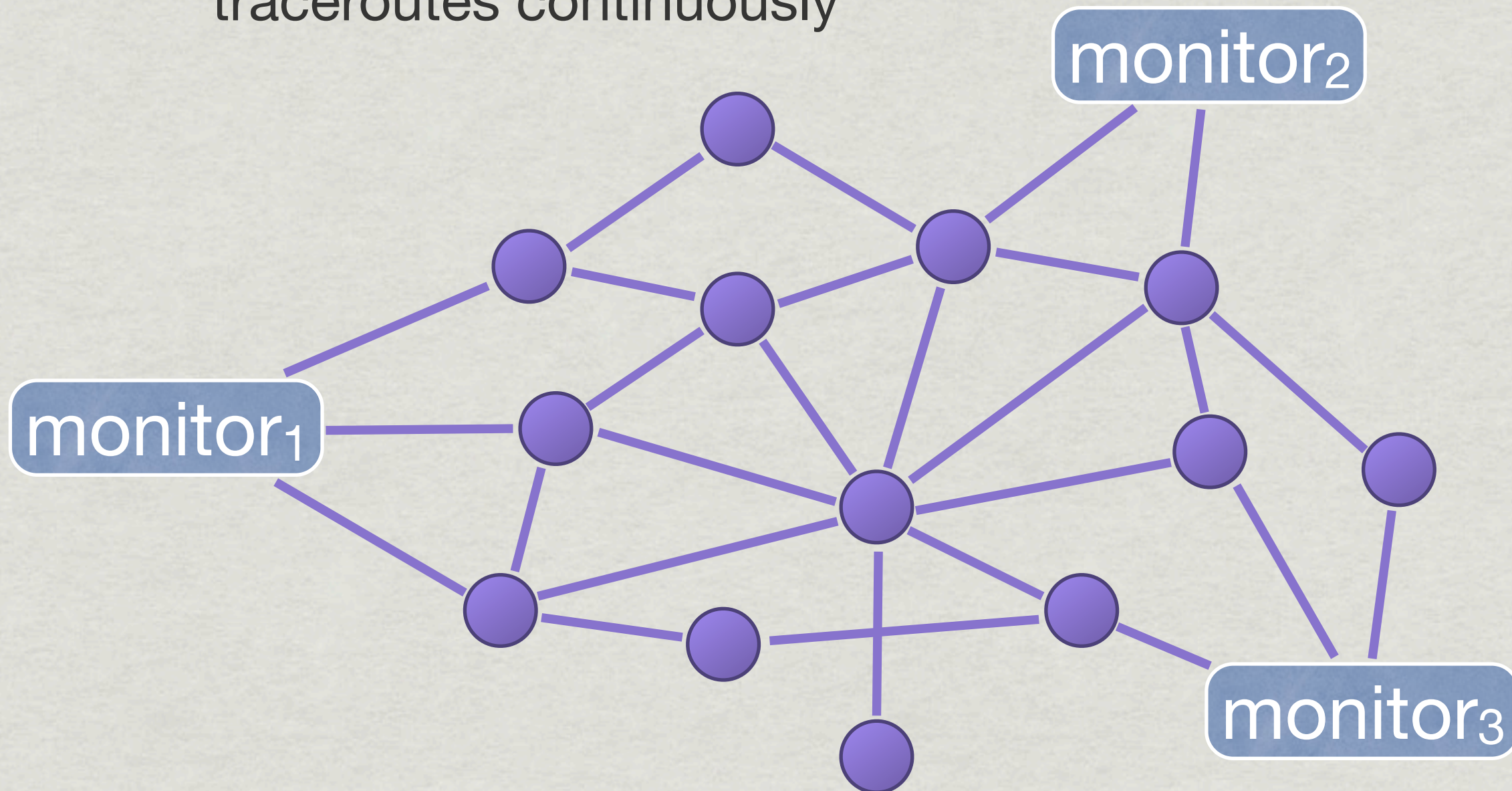
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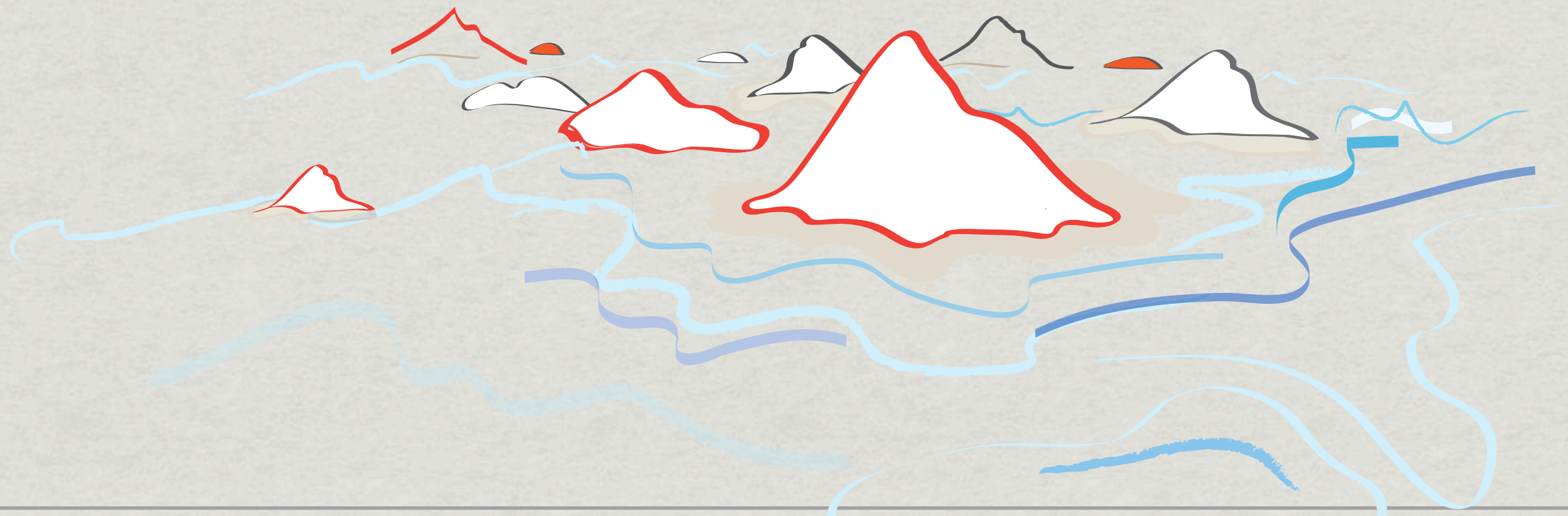


Internet Measurement

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Internet Measurement

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- * Archipelago (Ark) next-generation infrastructure
 - * in production since Sep 12, 2007
 - * 2.90 billion traceroutes; 1.1TB of data



Ark Monitor Deployment



* 33 monitors in 22 countries

<i>Continent</i>	<i>Organization</i>
12 North America	19 academic
2 South America	9 research network
11 Europe	2 network infrastructure
1 Africa	1 commercial network
5 Asia	1 community network
2 Oceania	1 military research

Ark Datasets

- * IPv4 Routed /24 Topology
 - * traceroutes to every routed /24 prefix (~7.4 million)
- * IPv4 Routed /24 AS Links
 - * autonomous system (AS) is approximately an ISP
- * IPv6 Topology
 - * traceroutes to every routed IPv6 prefix
- * DNS Names
 - * names of routers and hosts seen in traceroutes
- * DNS Query/Response Traffic

Walrus

- * interactive tool for visualizing large hierarchical graphs in 3D
 - * goal: handle 1 million nodes
- * employs fisheye-like spatial distortion techniques
 - * permits simultaneous viewing of local detail and global context (that is, Focus+Context)
 - * uses 3D hyperbolic geometry to achieve distortion

Walrus

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 - * goal: handle 1 million nodes
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 - * uses 3D hyperbolic geometry to achieve distortion
- * based on Ph.D research by Tamara Munzner
- * written entirely in Java using Java3D
- * source code available under GPLv2+

Why Hyperbolic Geometry?

- * Euclidean space is *infinite* but ***too small***
 - * a complete binary tree of height h has 2^h leaf nodes
 - * but the circumference of a circle only grows linearly on the radius:

$$C = 2\pi r$$

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* Euclidean space is *infinite* but ***too small***

* a complete binary tree of height h has 2^h leaf nodes

* but the circumference of a circle only grows linearly on the radius:

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* hyperbolic space is bigger

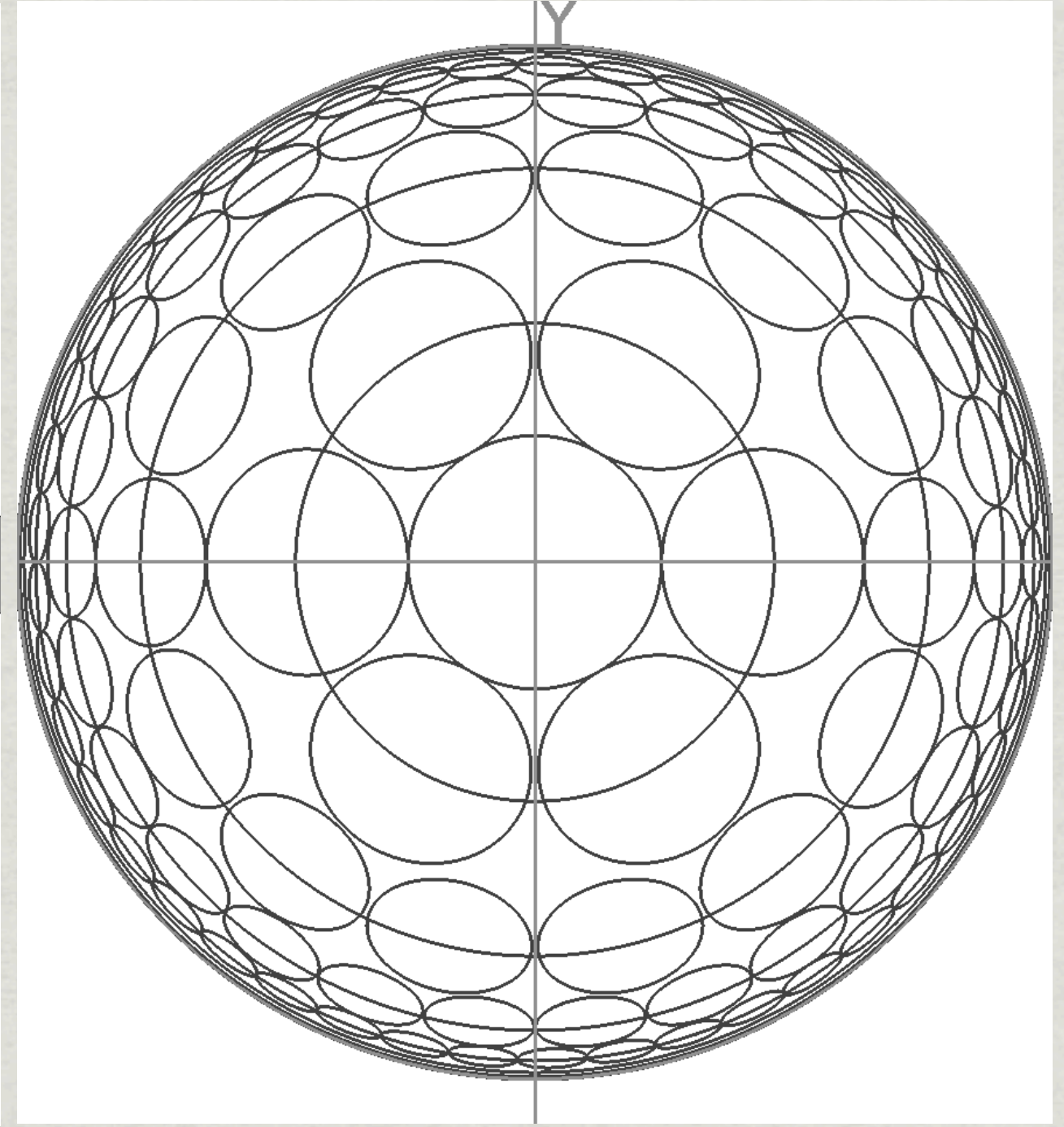
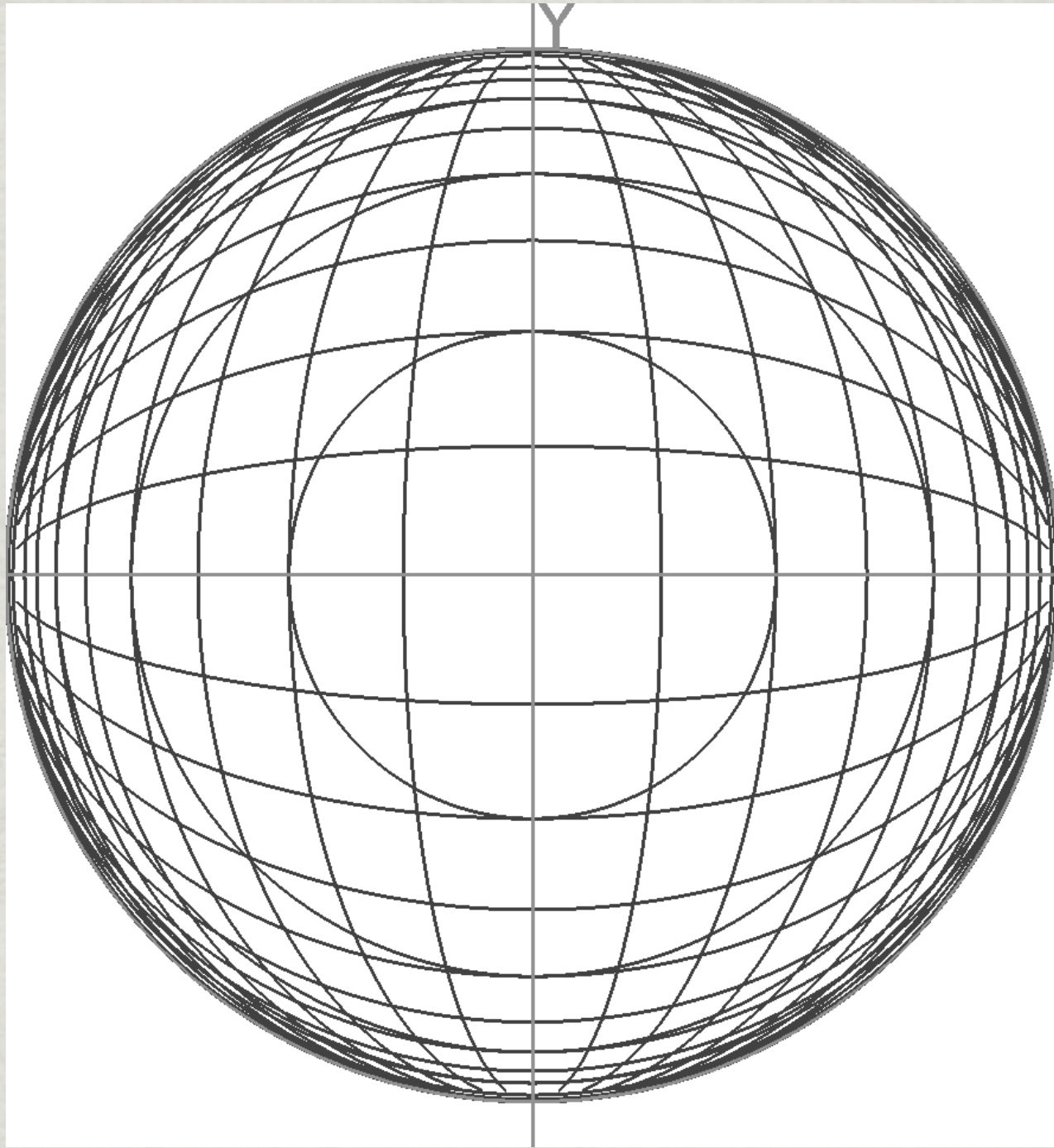
* the circumference of a circle grows exponentially on the radius:

$$C = 2\pi \sinh r = 2\pi \left(\frac{e^r - e^{-r}}{2} \right) \sim e^r$$

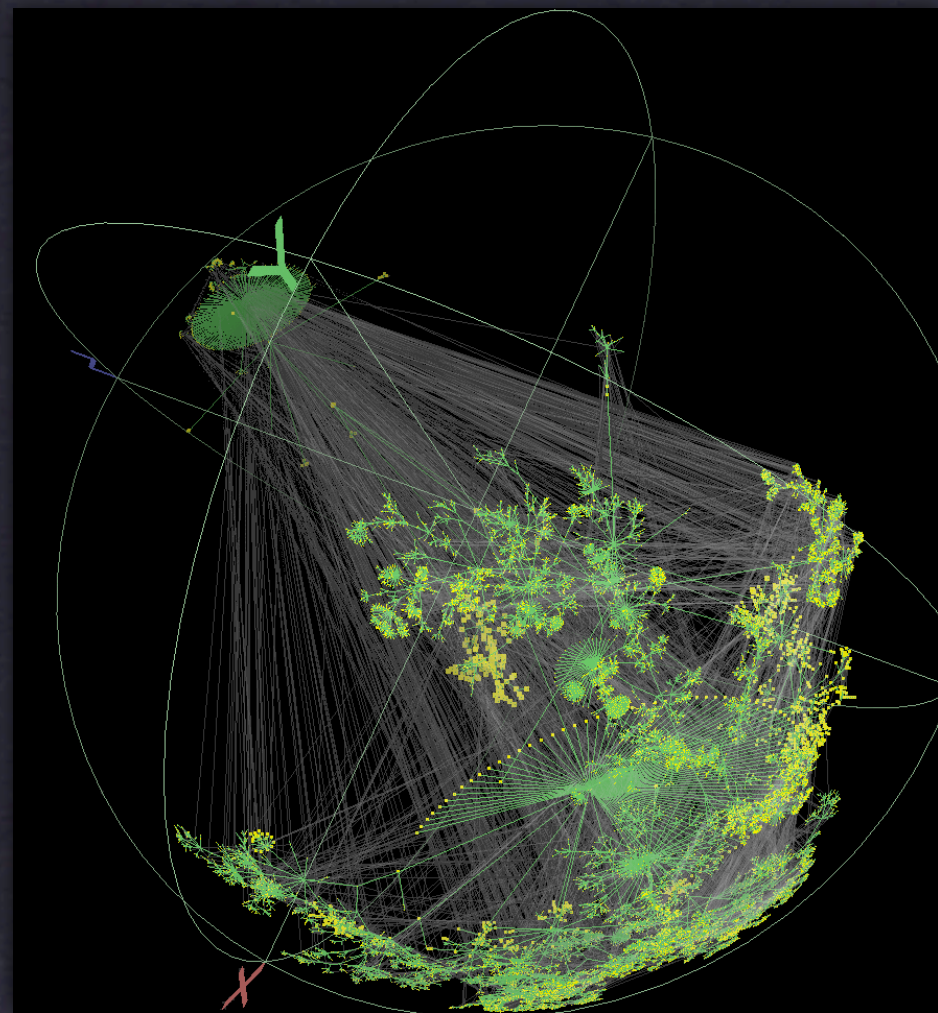
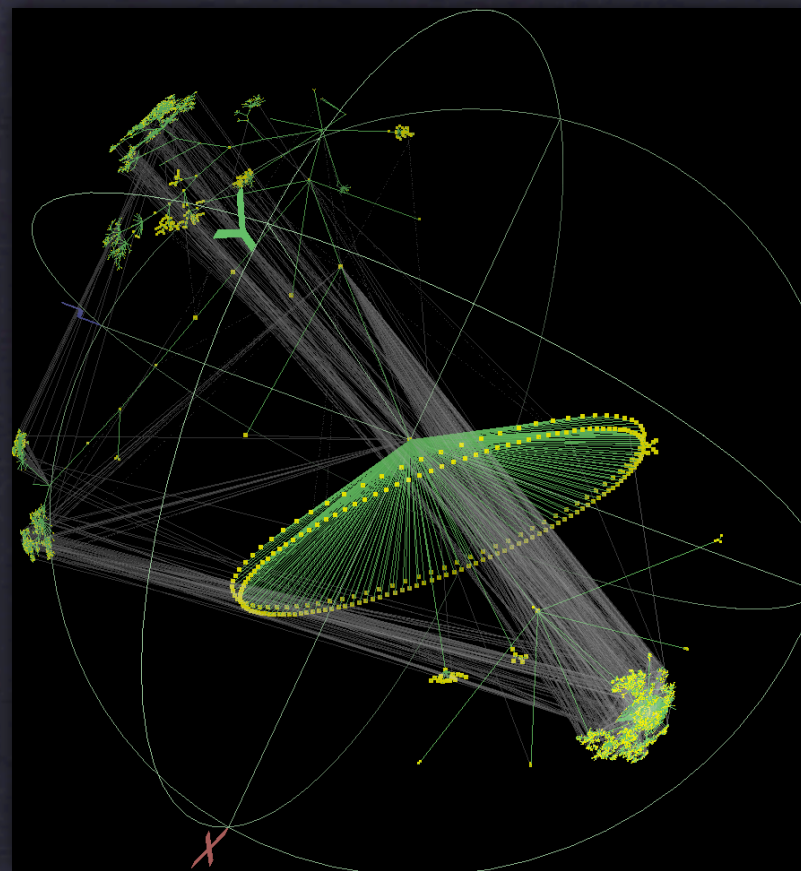
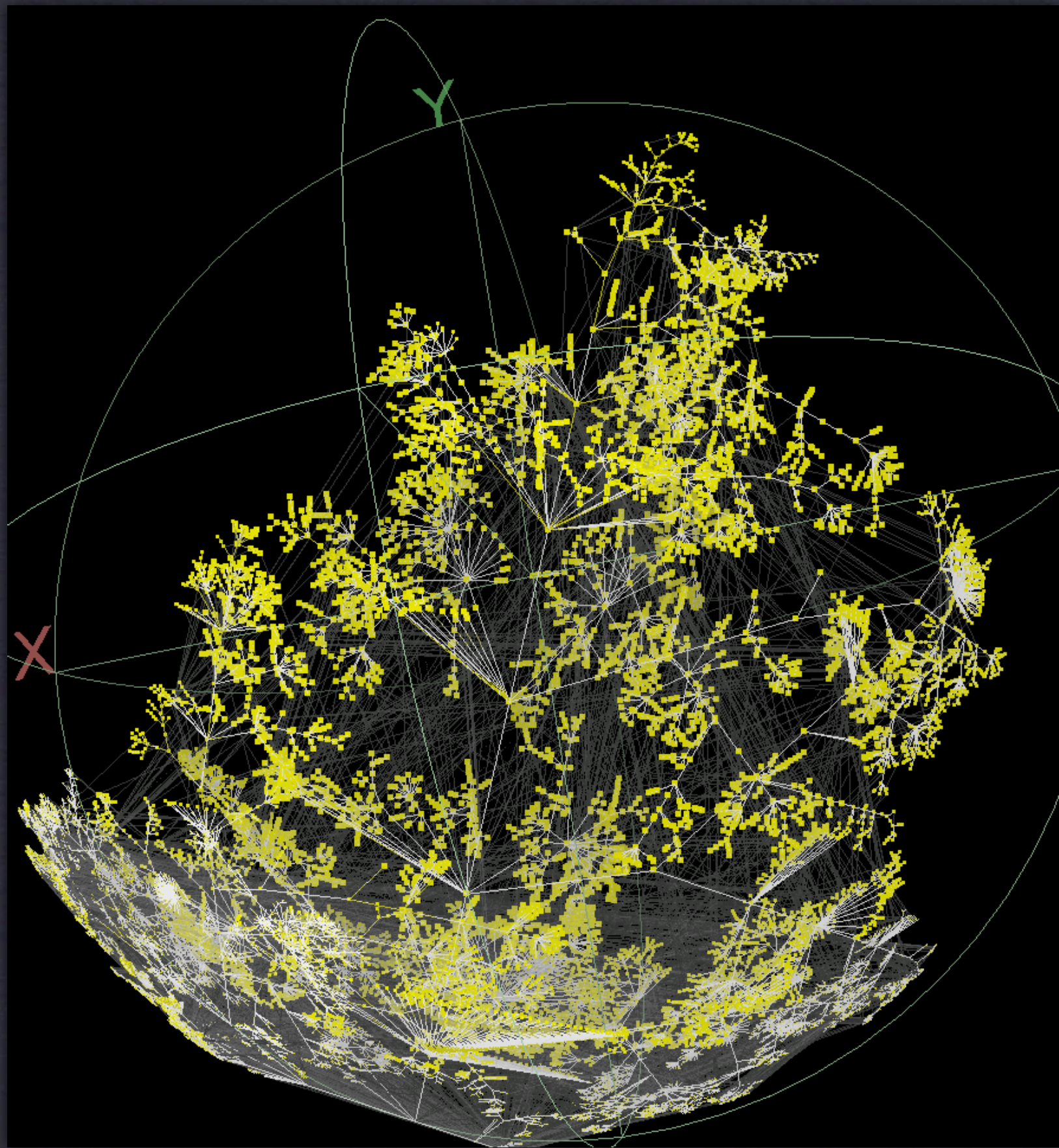
Hyperbolic Visualization

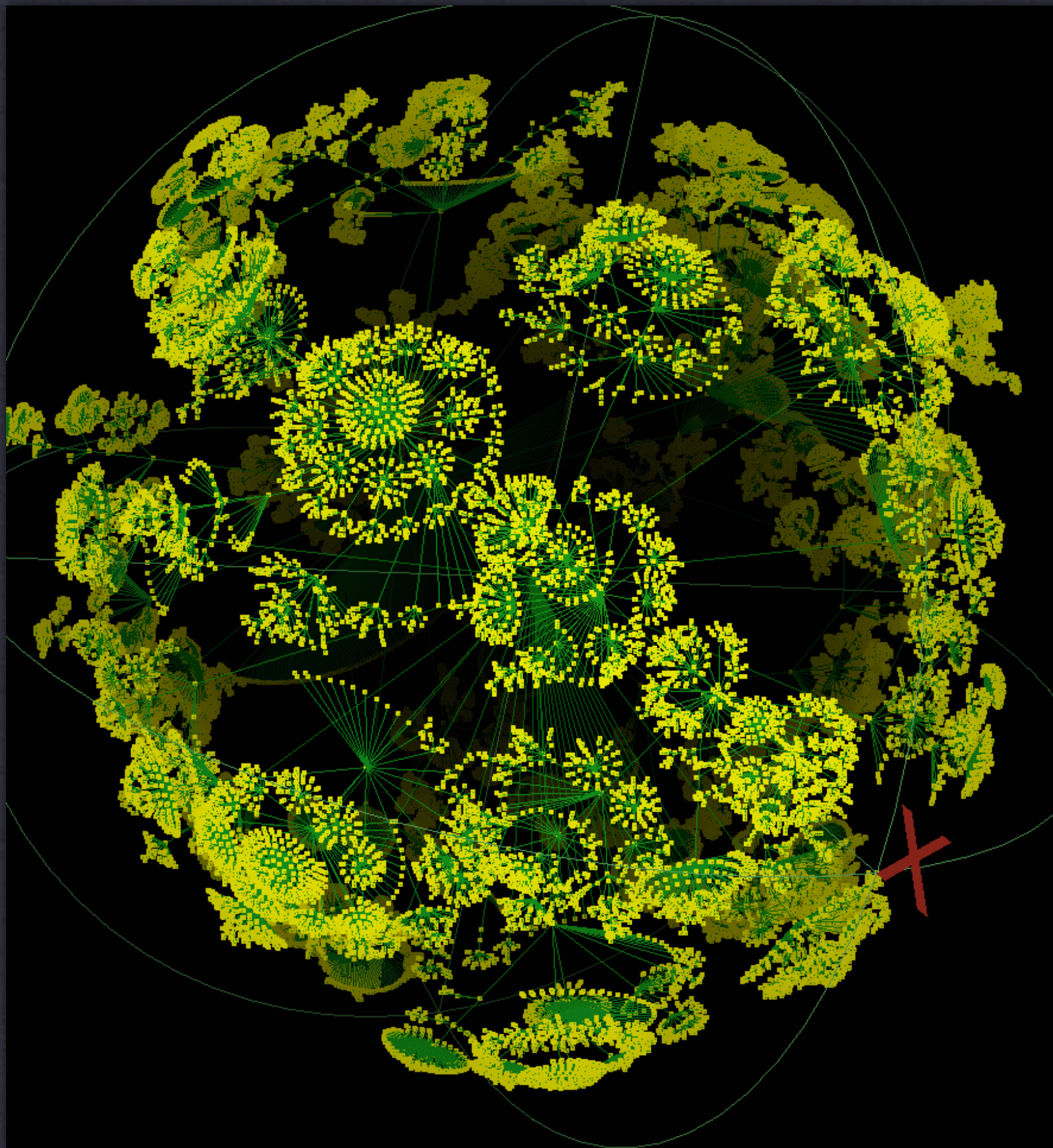
- * lay out graph in 3D hyperbolic space
- * project 3D hyperbolic space into 3D Euclidean space for visualization
 - * Klein model: hyperbolic lines remain straight lines

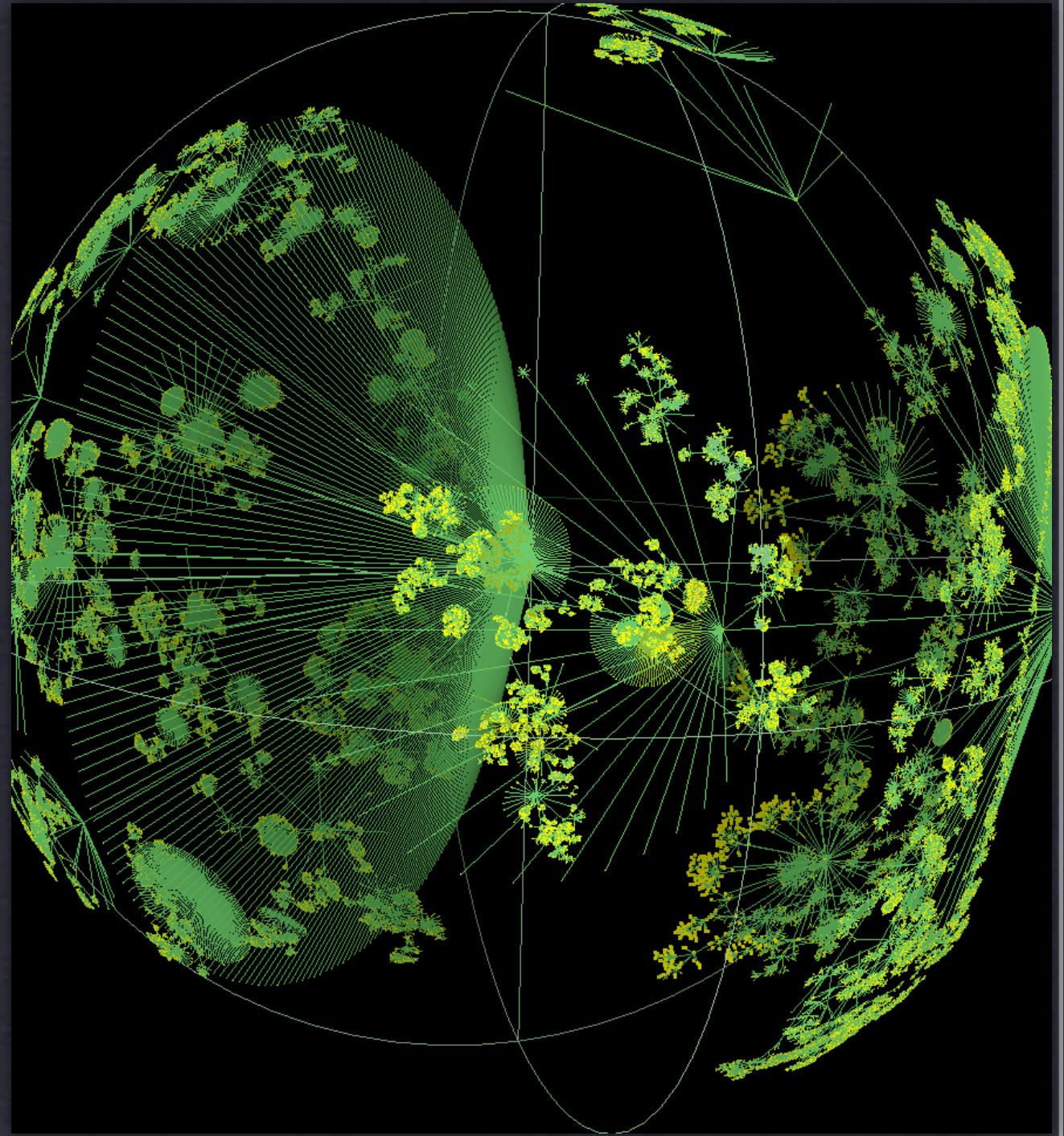
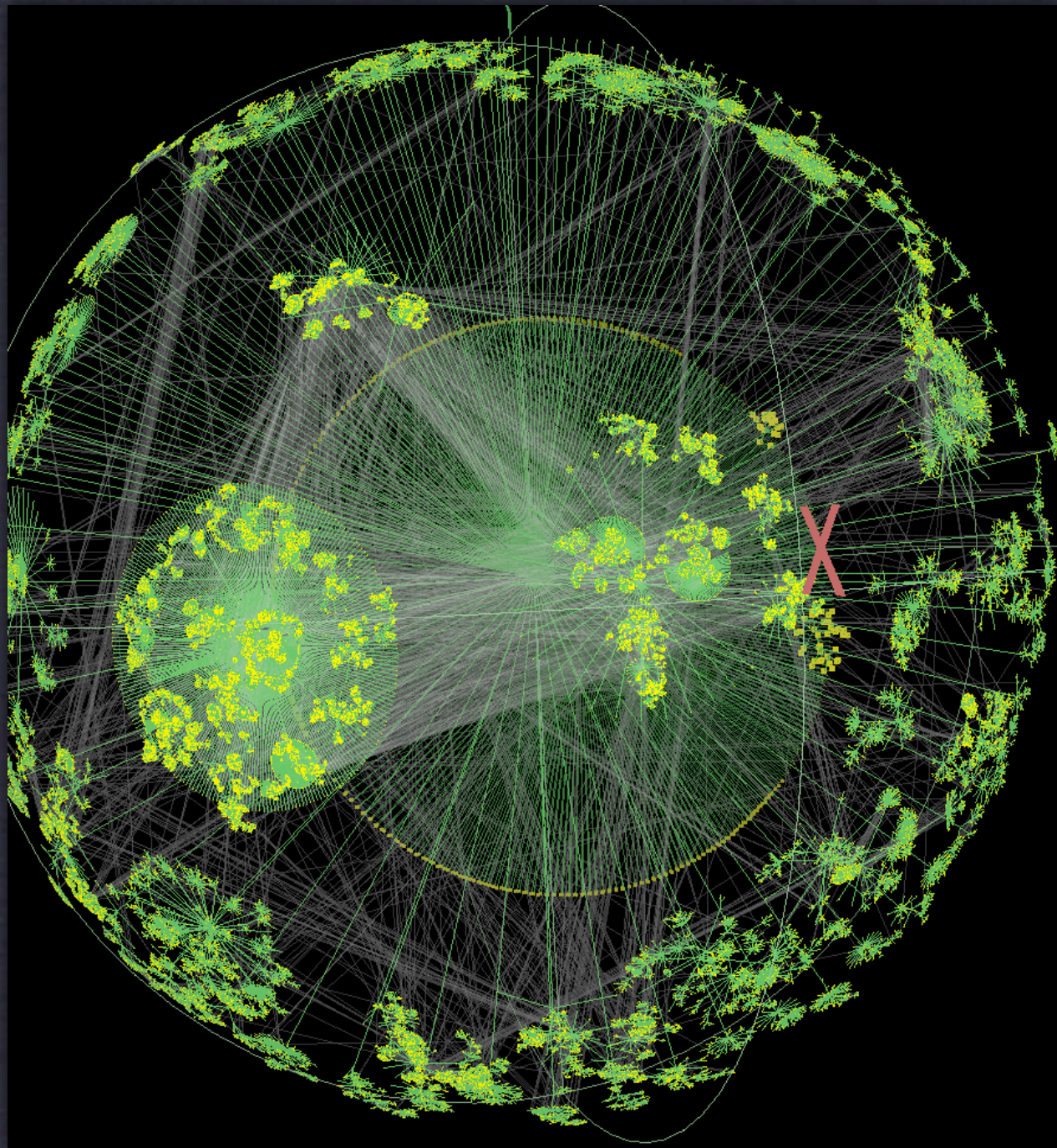
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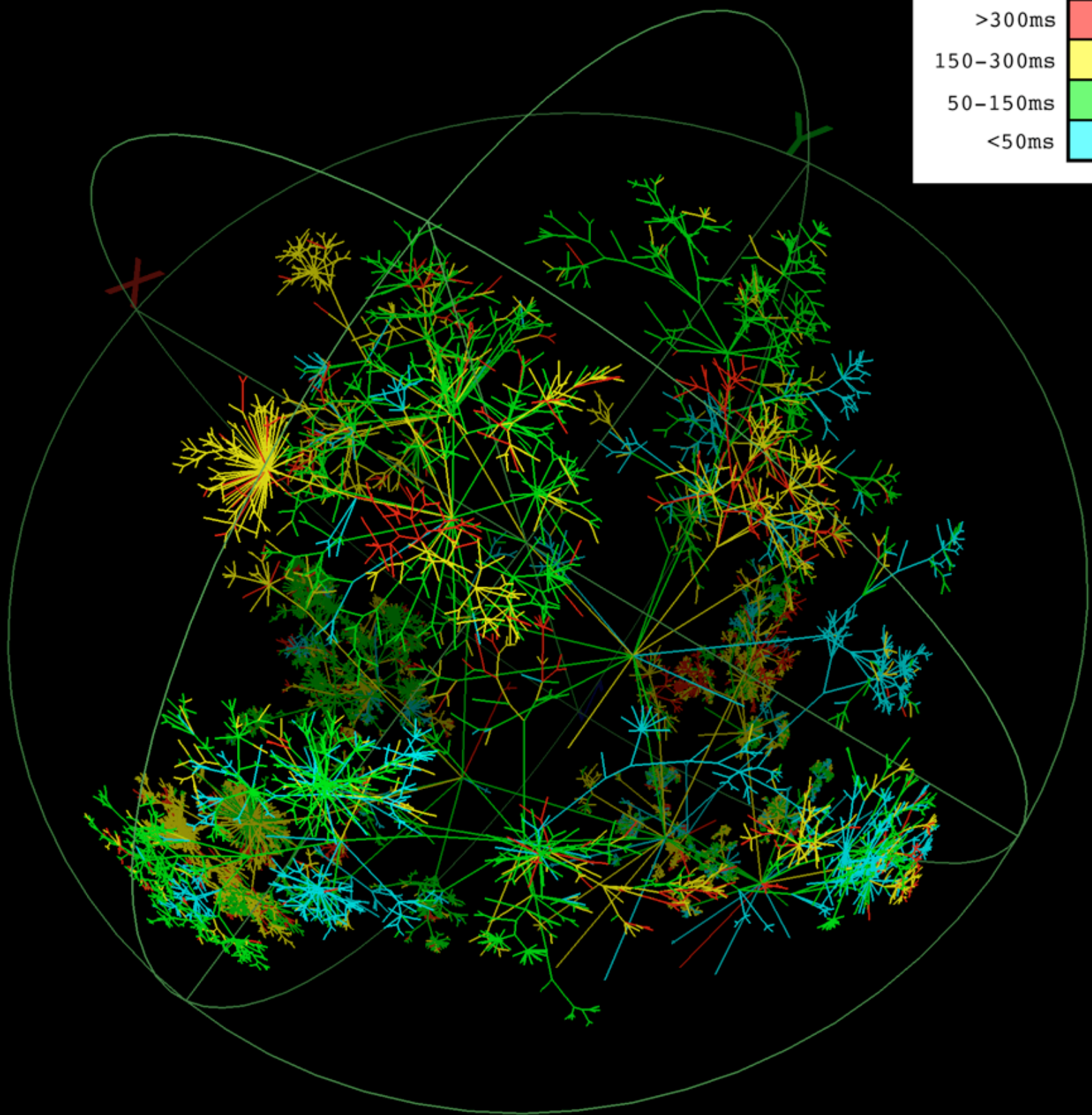
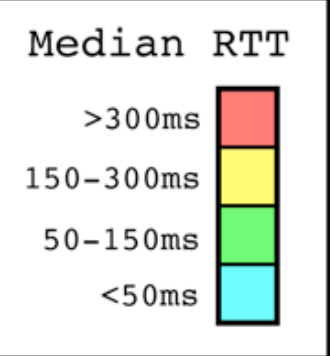


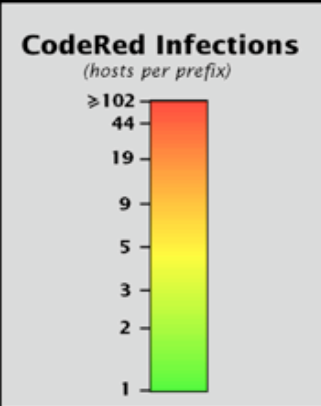
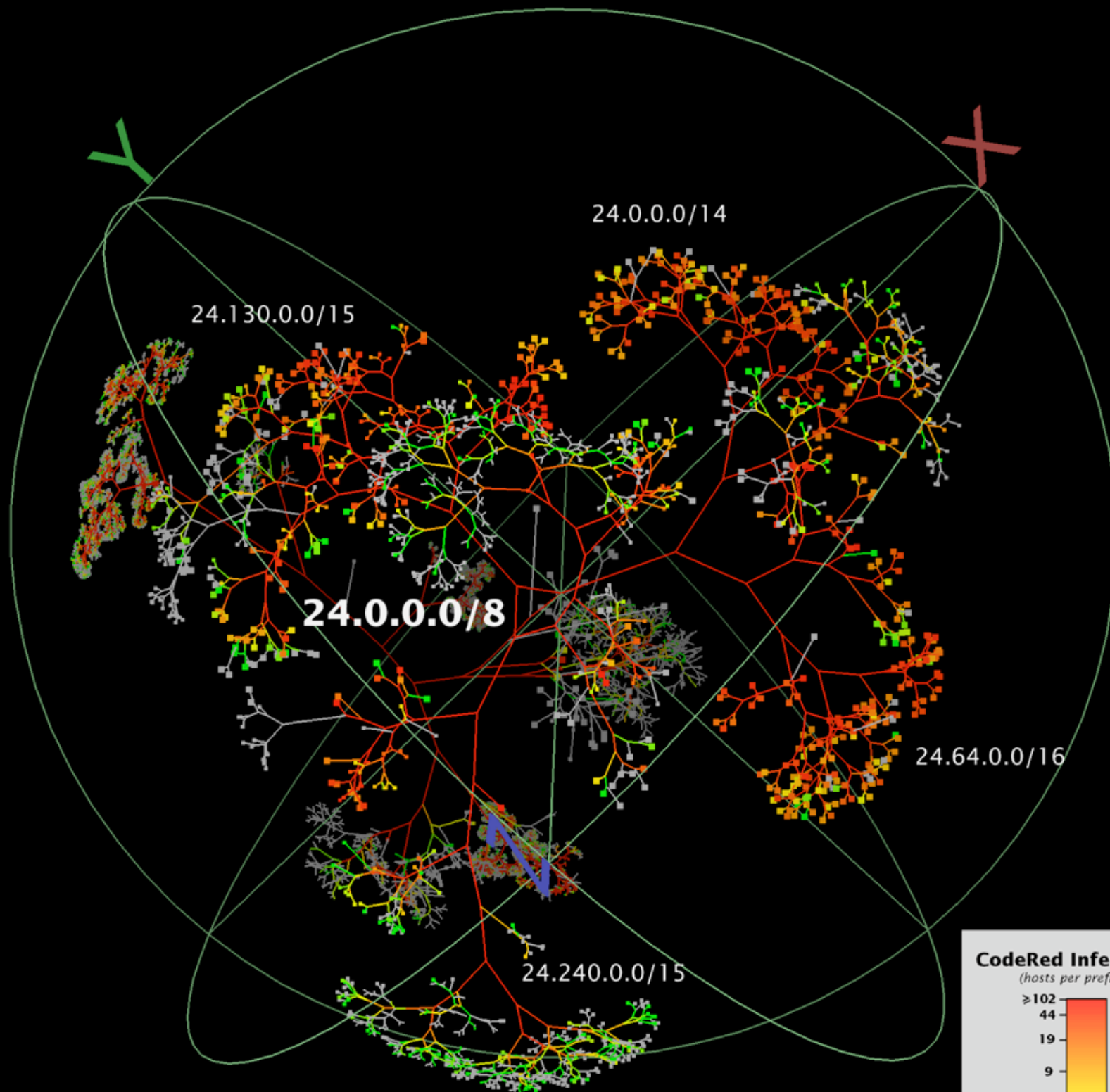
Walrus Gallery



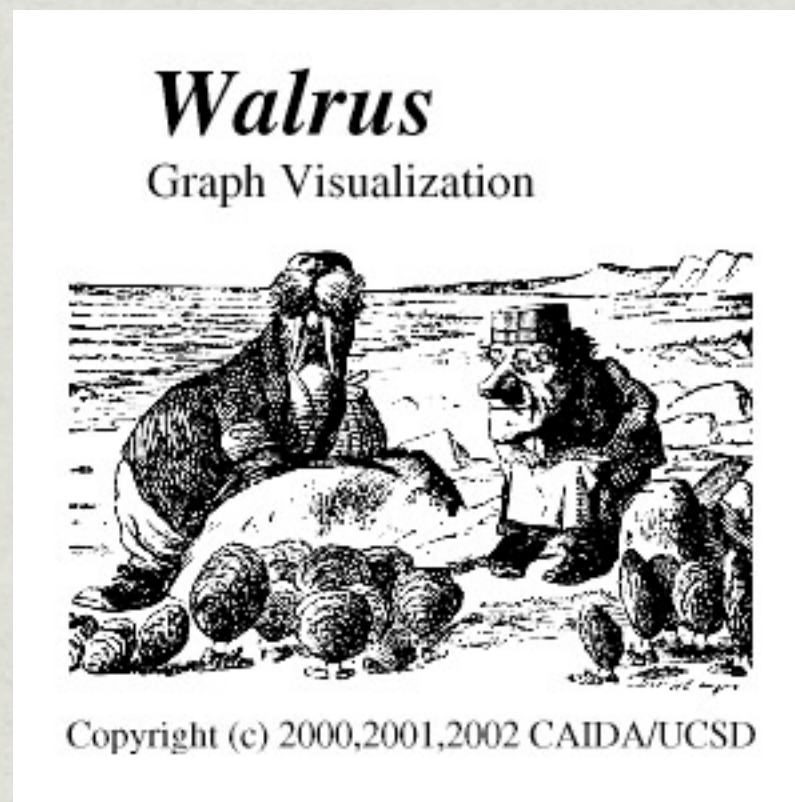








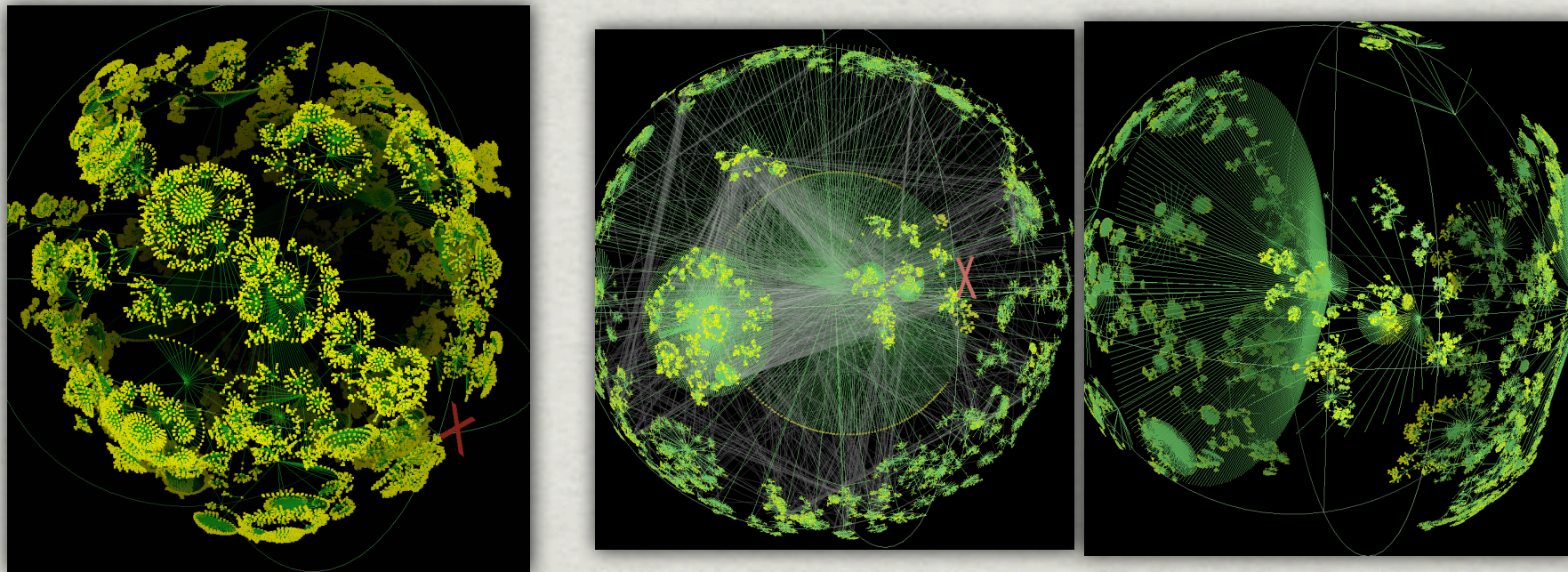
Walrus Demo



Future Work

- * get adaptive rendering working again with Java3D
- * port Walrus to OpenGL

Thanks!



www.caida.org/tools/visualization/walrus



www.caida.org/projects/ark