An efficient graph visualisation framework for RefactorErl

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Graph visualisation is a well-known and researched field of graphical informatics. Several good algorithms were developed and reviewed by our days. However, most of the graph drawing tools mainly focus on static drawing generation. In this paper we present an approach that is efficient enough to visualise the user-requested parts (views) of a relatively large Semantic Program Graphs of Erlang projects in soft real-time. With the presented approach the visualised graphs can be traversed interactively, by changing between different levels of detailed information, which may support code comprehension in the RefactorErl framework.

References


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