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Principles of graph drawing

Graph drawing is an active area of research involving the visual display of combinatorial information as directed and undirected graphs, usually but not always depicted as systems of disks and arcs in the plane. Graph drawing researchers combine criteria of aesthetics, legibility, and algorithmic efficiency to develop systems for the automatic layout of these drawings. In this talk, I'll describe some of my own recent research in graph drawing, and discuss some general principles gleaned from that research.