

# Visualizing Linked Data as Habitable Cities

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**Abstract.** The comprehension of linked data, consisting of classes, individuals, attributes, relationships, and other elements, is challenging yet important for effective use of linked data. An approach to improve software program comprehension is through the code city metaphor, in which object-oriented source code is visualized as a habitable city in 3D. We propose the linked-data city metaphor to support comprehension of linked data. Through improved linked data comprehension we in turn aim to support users in browsing linked data and in analyzing the structure of linked data. We discuss how different mappings and visualization of properties in the city metaphor may support users in browsing and structural analysis of linked data. A prototype implementation of linked data city in LD-R, a linked data-aware faceted browser, is presented.

## 1 Introduction

The comprehension of linked data, consisting of ontology classes, individuals, attributes, relationships, and other elements, is challenging yet important for effective use of these repositories. The size and complexity of linked data repositories makes it difficult for users to get an overview, and feel a sense of locality of the objects in a link data repository. In this paper we propose an approach to improve linked data comprehension of users via 3D visualization of linked data objects in a habitable, i.e., livable real-world, environment.

The code city metaphor [14] visualizes object-oriented source code as a habitable city in 3D to improve program comprehension. This in turn supports developers in browsing through code repositories and also supports software designers to discover flaws and improvements in the structure of software systems. Multiple source code elements are visualized; the districts of a city represent packages, the buildings represent classes, the building height (Y-axis) represents the number of methods in a class, and the building width (X-axis) and depth (Z-Axis) represent the number of class attributes.

The goal of the code city approach is to create a visual 'habitable' environment, where one feels at home, in order to improve program comprehension through familiarity [13]. With 'habitable' we mean; "*a home-like environment that is familiar to users*". A city metaphor is intuitive to users because cities are found in the real world [10].

Wettel *et al.* argue in [13] that users of many existing code visualization approaches lack the notion of habitability. In 2D approaches the users lack a sense of physical space and in 3D approaches users lack a sense of locality, leading to disorientation and lowering program comprehension [13]. This disorientation is also a problem in 3D visualization of linked data [7].

Visualizing a habitable environment, to which users can relate and orientate themselves in, addresses these challenges. The code city metaphor also improves comprehension compared to non-visual tools; empirical evidence from an experiment with 41 industry and academic participants shows that increased program comprehension via the code city metaphor results in a significant increase in task correctness and completion time compared to non-visual exploration tools [17].

We believe that this solution is transferable to linked data visualization, as the structure of linked data and object-oriented source code is similar in many aspects. Code city visualizes object-oriented source code, which contains classes, properties, relationships, and instances. Similarly, linked data contains ontology classes, properties, relationships, and instances, and this similarity allows us to apply the code city metaphor to linked data. We can visualize these dimensions of Linked Data using the three dimensions (X, Y, Z) of buildings in a linked data city. Using various mappings, e.g., instances mapped to building height, and properties mapped to building width, the various elements of linked data can be visualized according to the users' needs when browsing and evaluating the structure of linked data. Use of information landscapes, such as a code city, is also proposed by Katifori *et al.* in [7] as a promising research direction in visualization of linked data.

We propose a Linked Data City (LD-city) approach, based on the code city metaphor, which aims to support users in browsing linked data repositories and in analyzing the structure of linked data. We discuss how different mappings and visualization of linked data properties in the city metaphor support users in browsing and structural analysis of linked data. A prototype implementation of LD-city in LD-R [8], a Linked Data-aware faceted browser, is presented, and we discuss how possible anti-patterns and design flaws in Linked Data can be detected, inspired by the detection of design flaws in visualized software code.

## 2 The Proposed Architecture for LD-City

As depicted in Figure 1, there are three main requirements to create an LD-City environment:

### 1. *Identifying a set of content and structural attributes of interest.*

Structural attributes allow to represent a dataset in a general form (e.g. the number of distinct classes or properties, or the number of instances per class) while content attributes focus on features which are specific to a dataset and are not necessarily generalizable to other datasets (e.g. age or gender property). It is the task of an ontology engineer or data scientist to define those attributes of interest. SPARQL queries can be then used to collect the values for the designated attributes.

### 2. *Map the selected attributes to a set of predefined 3D objects which represent a city.*

This is the core-task for building an LD-City environment which deals with defining the right metaphors to represent the extracted attributes using real-world city objects which are familiar to users. As an example mapping, one can configure the environment so that the height of a building represents the number of class instances, and the width+depth of the building represents the number of class attributes. Or for example, instead of building height representing the number of instances, it could also represent the number of object properties to show that a class has many semantic relationships to

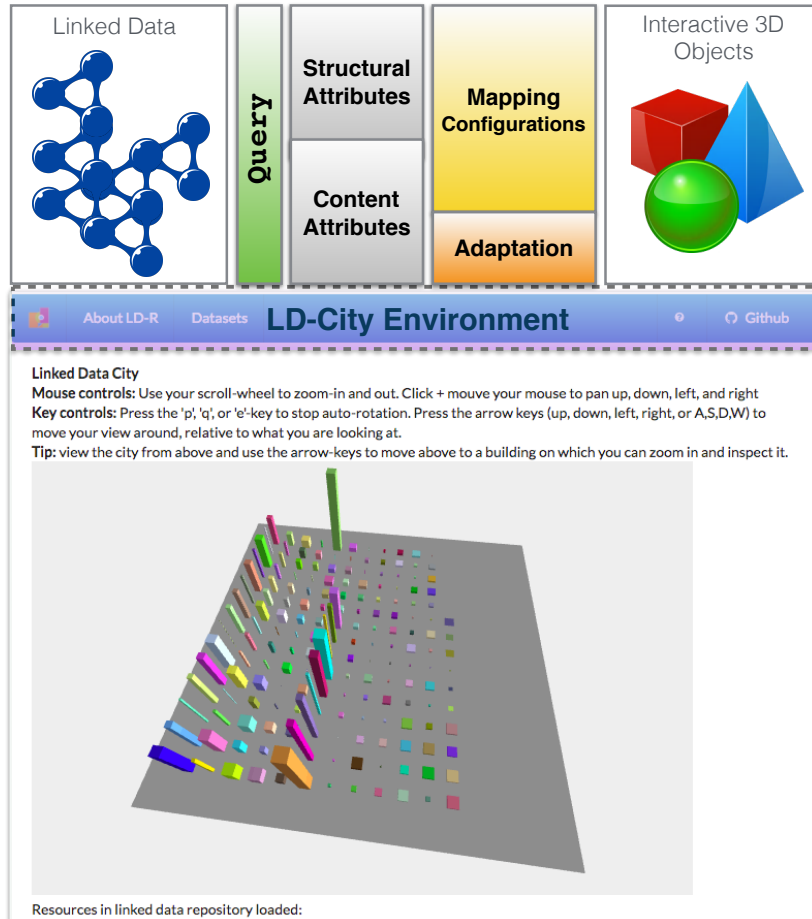


Fig. 1: Our proposed architecture for LD-City together with a screenshot of an LD-city generated based on DBpedia class data retrieved using a SPARQL query.

other classes. Another variation is that the height of a building represents the average number of object properties (semantic relationships) that instances of a class have. In small linked data sets we could map class instances as buildings.

*3. Provide some mechanisms for user adaptation while browsing the data.*

*Adaptation* is an important feature in such a 3D environment where users can have a variety of interactions e.g. zooming in and out, rotating, click, mouseover, etc. The mappings configuration should be dynamic based on user interaction; if a user clicks on a building, representing a class, the city metaphor might be applied to visualize its instances as buildings. Clicking on semantic relationships represented as rivers or streets could trigger a more fine-grained city metaphor, which visualizes how the semantic relationships are used in the linked data set.

Automatic adaptation is possibly by automatically providing data-aware mappings for users based on the content of a linked data repository, i.e., content-based mappings. For example, when several classes have attribute 'age', we can use the height of a building to represent the average age of class instances. Another example is to map buildings in a linked data city based on the geo-coordinates of class-instances, possibly combined with the Google maps or earth API.

Visualizing and browsing data based on multiple mappings, and support for user interaction and data-aware mappings, enables *serendipitous* data discovery - the discovery of interesting and valuable facts not initially sought for. This is valuable for the field of data science. A user can switch between different mappings and visualizations to see different patterns in a linked data city, focused on, e.g., the number of instance, data and object properties of classes and instances, class restrictions, class axioms, et cetera.

Providing *Polymorphic Shapes* is another mechanism for adaptation. For example, as described before, the building height can represent the number of instances a class contains, compared to the class with the most instances. For example, a class with 50 instances will have height 50% if the largest class in the dataset has 100 instances. This is a linear mapping of height. In [13] Wettel *et al.* propose a boxplot-based and a threshold-based mapping to produce different building types; houses, mansions, apartment blocks, office buildings, and skyscrapers. The motivation behind the mappings in [13] is to improve habitability - the building types are recognizable and representative of buildings in a real city - and thereby improve program comprehension. This mapping to a predefined set of building shapes in [13] is supported by the *gestalt* principle [4] - which is that human recognition is optimal with a maximum of 4 to 6 different shapes. In future work we also want to implement mappings to different building types to further improve comprehension of linked data.

The mappings of classes to buildings could also be extended to include mappings to other objects in the city, such as parks, hotels, rivers, roads, and nested buildings (buildings on top of other buildings), e.g., to visualize super-subclass relationships. This may further improve habitability of linked data cities, by making linked data cities look more like a photograph or map of a real-life city. Moreover, it provides more options for mappings, allowing a linked data city to convey more information about different elements and dimensions of a linked data repository. In [10] Panas *et al.* propose to visualize the flow of data between components as moving cars in a code city to, and similarly we could use (moving) cars to represent the (usage of) semantic relationships between classes.

Using a specific color mapping may again convey more information about a linked data set, e.g., classes that are internally defined in a linked data repository are shown as green buildings, whilst classes defined in other repositories are shown as blue buildings. Using more realistic colors will improve habitability, and thereby comprehension of linked data repositories, e.g., colors that occur most often in cities; gray representing concrete buildings, glass-blue for windowed buildings, and brown or red for bricks and mortar buildings. Panas *et al.* even use realistic textures on buildings in their code city in [10].

### 3 A Proof-of-Concept Implementation for LD-City

We implemented a proof-of-concept version of linked data city using Node.js<sup>1</sup> (client-side and server-side JavaScript), Three.js<sup>2</sup> (an abstraction of WebGL in the OpenGL stack), and React<sup>3</sup> (Facebook's library for building user interfaces). Our code is available at <https://github.com/alilk/ld-r/tree/Linked-Data-City> and is open source. The main logic of linked data city is implemented in a single dataset component<sup>4</sup>.

The current implementation expects a JavaScript Object Notation (JSON) file with information about classes and instances in a linked data repository. A city with buildings is generated based on this file. This file contains the results of SPARQL queries to extract content and structural attributes of a given dataset. In our example in Figure 1 we show

In our initial implementation the height of buildings visualizes the number of class instances, and the width and depth of the buildings (its base) visualizes the number of class attributes, as depicted in Figure 1. We think this representation is fairly intuitive; a class that has many instances and many attributes results in a tall wide building that takes up much space because its instances with a lot of attributes represent a lot of data in a linked data set. Conversely, a class that has few attributes and many instances results in a tall slender building, as its instances and attributes take up relative little data.

The code city metaphor has previously been adopted to e.g. visualize JavaScript code repositories in JScity<sup>5</sup> in 3D in a browser using JavaScript and Three.js. The underlying technology is similar to ours, which also visualizes the city metaphor in modern web-browsers using JavaScript and three.js.

Our linked data city implementation is part of the Linked Data Reactor (LD-R)<sup>6</sup> [8]. LD-R is currently used in the SMS<sup>7</sup> platform as a technical core element within the RISIS.eu project to view, browse, and edit linked data related for Science, Technology and Innovation (STI) studies.

In future work we plan to further integrate linked data city with LD-R, to allow users to select different mappings. Moreover, we want to allow users to show details of classes, instances, relationships, by clicking on the classes, and support navigation to information pages on different classes and instances. We also plan to make a stand-alone version of linked data city which makes use of connections to SPARQL query endpoints. We envision that this version makes use of predefined or user-defined queries to retrieve and visualize the linked data repositories behind the SPARQL query endpoint as a linked data city.

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<sup>1</sup> <https://nodejs.org/>

<sup>2</sup> <https://threejs.org/>

<sup>3</sup> <https://facebook.github.io/react/>

<sup>4</sup> <https://github.com/alilk/ld-r/blob/Linked-Data-City/components/dataset/Dataset3D.js>

<sup>5</sup> <https://github.com/aserg-ufmg/JScity>

<sup>6</sup> <http://ld-r.org>

<sup>7</sup> <http://sms.risis.eu>

## 4 Potential Applications of the LD-City Metaphor

Wettel *et al.* used the code city metaphor in [16] to visualize design flaws and 'bad smells' [5] (signs of decline in code quality) in a code repository using metric-based detection strategies. For example, *god classes* (a class with many methods) can be easily detected and visualized as buildings that are very tall, and *data classes* (a class with many attributes and few methods) can be detected and visualized as buildings that are very broad. Such classes may indicate a monolithic code structure, which negates the benefits of detailed fine-grained object-oriented design. Similarly, possible god classes are already visualized in our prototype implementation of linked data city as tall buildings, which have many instances, and data classes are visualized as broad buildings, containing many attributes. An ontology engineer might consider splitting identified god and data classes up into multiple classes, to have a detailed and fine-granularity definition of classes and instantiated linked data.

The detection strategies in [16] use logical conditions and code metrics to highlight buildings (i.e., code structures) that might be flawed. Similarly, LD-City can be utilized to highlight buildings (ontology classes) and other elements in a linked data city based on conditions and metrics. To determine what these conditions and metrics should be, one needs to investigate existing ontology and knowledge engineering design principles, e.g., work on ontology design principles in [6] and ontology anti-patterns in [11].

Next to data and god classes, other design flaws identified in software engineering might be applicable to linked data. For example, *feature envy*, where instances of a class use a lot of attributes of other classes (in software: many *methods* from another class are used). Another example is detection of *lazy or freeloader classes* - classes that seem to do little and might not be necessary - and we can already detect these in linked data city as very small buildings, with little to no instances. Using appropriate conditions and metrics, such as the number of object properties (semantic relationships) referring to candidate lazy classes, we could effectively highlight these for the user who performs structural analysis.

Visualizing linked data evolution in the city metaphor using a time dimension is also a promising direction. In [15] the visualization of software evolution over time in the city metaphor, via age maps (where different colors indicates timestamps), time travel, and a timeline, allows for retracing software design decisions and possible design anti-patterns. Similarly, visualizing the time evolution of a linked data repository shows valuable insights for ontology engineers [7], e.g., ontology design decisions in time, ontology refactoring events, and design anti-patterns over time. Moreover, time visualization may provide valuable insights for domain experts [7] and data scientist, e.g., events that mark large-scale adoption of a linked data repository, class usage over time, and events that show linking of data sets and classes from linked data repositories in different domains.

LD-City can also be exploited to compare multiple linked data repositories and data sets. This may, for example, be used for analogical reasoning by comparing linked data sets that are used for a similar or different domain but which differ in structure, in order to discover best practices. Moreover, comparing different ontologies seems valuable for ontology alignment as the linked data city visualizes the usage and significance of different classes in terms of instances and attributes,

## 5 Related Work

Wettel *et al.* proposed a habitable code city for program comprehension in [14], and Panas *et al.* more recently proposed a code city for software product visualization in [10] with a more habitable environment (compared to [14]), including clouds, roads, trees, lamp-posts, bodies of water, and realistically building textures. Other uses of the code city metaphor are *software world*, proposed by Knight *et al.* in [9], and *Component City* by Charter *et al.* in [2].

Existing 3D visualization approaches for ontology visualization, which includes visualization of linked data, make use of cones, cubes, (disk) tree(map)s, spheres, pyramids, and nodes [7]. Two data visualization approaches use a landscape (but not a city) metaphor, namely, Strasnick *et al.* in [12] to visualize a UNIX file system structure, and Eyi to visualize hypertext documents in [3]. Katifori *et al.* argue in [7] that hypertext document visualization as a landscape in [3] is useful for ontology visualization. In this paper we propose a similar approach in detail, though using a city instead of the landscape metaphor.

Very related work was recently done by Baumeister *et al.* who proposed a linked data city for Visualization of Linked Enterprise Data in [1]. Thus we are not the first to propose a linked data city metaphor. Their work is also based on Wettel *et al.* in [14], and technically more mature than ours, but applied to the specific domain of Enterprise data and a case study in which annotations of a technical documentation corpus are visualized. Our focus on a more generic linked data city and our discussion of habitability, mappings, and detecting design flaws are major differentiation.

## 6 Conclusions and Future Work

Visualizing source code as a habitable city in 3D provides users with a sense of locality and orientation and thereby improves program comprehension. Similarly, we propose to visualize linked data as a habitable city in 3D, to improve comprehension of data when browsing and analyzing linked data. We present a proof-of-concept implementation of linked data city, and discuss possible mappings and visualizations of linked data objects and properties in the city metaphor.

Future work to our prototype implementation includes, among other things, user interactions to support navigation, further integration with LD-R, generation of different building types and realistic colors to increase habitability, support for connecting with SPARQL endpoints, and creation of a stand-alone version that can be easily adopted and integrated into other systems. We also want to define and support different mappings of linked data objects, properties, and metrics to a city, e.g., data-driven mappings that visualize age or geo-location of class instances in a city, and mappings to objects other than buildings, e.g., to districts, parks, roads, train-tracks, and other real-life elements in a city. Next to a city metaphor, the use of a landscape metaphor, and a visualization of a time-dimension to show linked data evolution seems promising future work.

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