
Praktikum Algorithmen-Entwurf

Due Date: Mondue, 13th January 2013, 14:00

Aufgabe 1 (Spring layout springembedder)

Implement the spring embedder algorithm for drawing undirected graphs.

First, the programm should check whether the graph is connected and choose an appropriate strategy for unconnected graphs. To check for connectivity you could modify depth-first-search, for example.

After that, the layout algorithm is called and the process as well as the result of the algorithm is visualized. Implement the clipping heuristic for better performance.

Choose appropriate values for the constants c_0, c_1, l, δ and d as well as an appropriate termination condition. As inputs you can use the graphs `graph1.gw` to `graph5.gw`.