

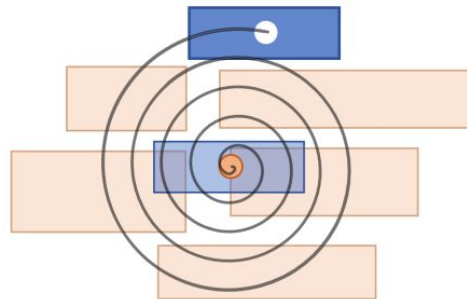
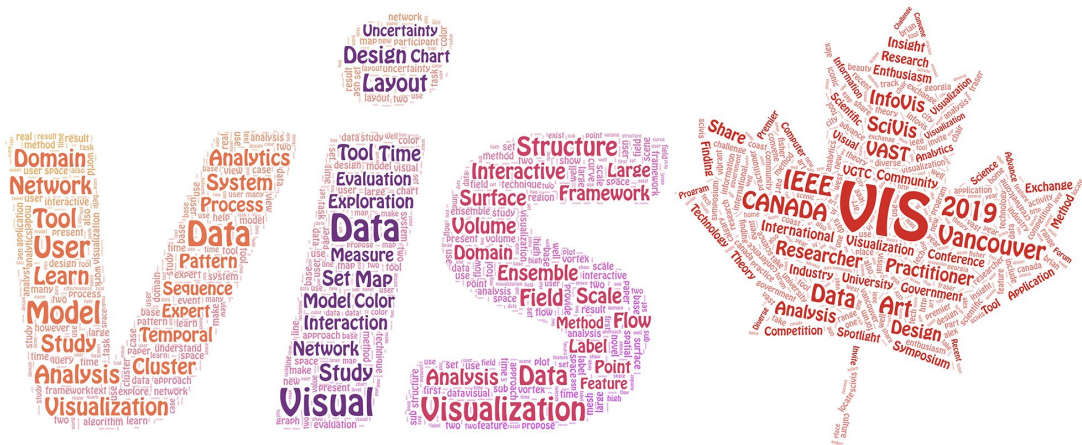
ShapeWordle: Tailoring Wordles using Shape-aware Archimedean Spirals

[Yunhai Wang](#)¹ Xiaowei Chu¹ Kaiyi Zhang¹ Chen Bao¹ Xiaotong Li¹ Jian Zhang²
Chi-Wing Fu³ [Christophe Hurter](#)⁴ [Oliver Deussen](#)⁵ [Bongshin Lee](#)⁶

IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis 2019), 2019

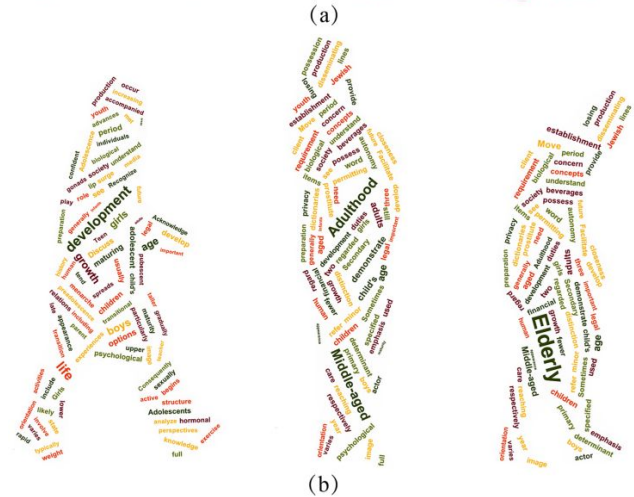
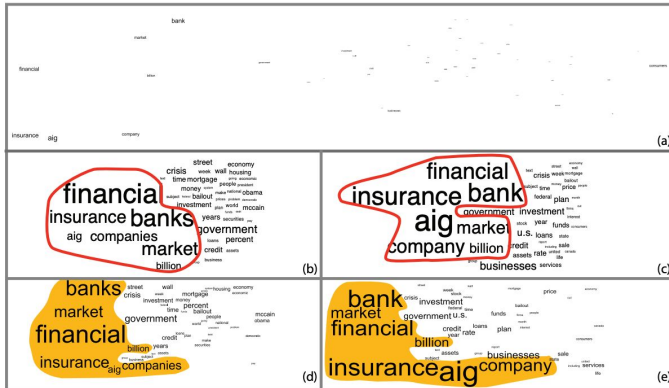
INTRODUCTION

- We present a new technique to enable the creation of shape-bounded Wordles, we call *ShapeWordle*
- We fit words to form a given shape
- We extend the traditional Archimedean spirals to be shape-aware
- We formulate a shape-aware Archimedean spiral to guide and align Wordle layouts with arbitrarily-given shapes and to facilitate us to create multi-centric Wordles, where different words are placed in different parts of the given shape;
- We introduce a set of shape-aware Wordle editing interactions based on the coherent combination of rigid body operations and pixel-based placements;

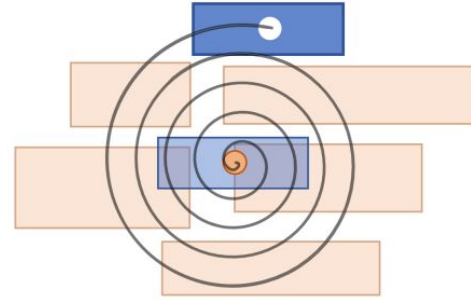


RELATED WORK

- Word Cloud Visualization
 - Semantic-Preserving Word Clouds by Seam Carving
 - Morphable Word Clouds for Time-Varying Text Data Visualization

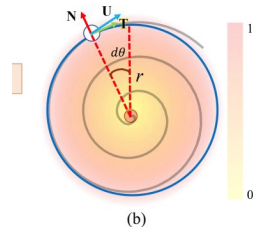


BACKGROUND



1. Initialize: pick a random position around the center of the canvas
2. Search-and-update: create a spiral started from the picked random position, and search along the spiral for a location to place the next word, such that the next word does not overlap with any already-placed word;

SHAPE-AWARE WORDLE



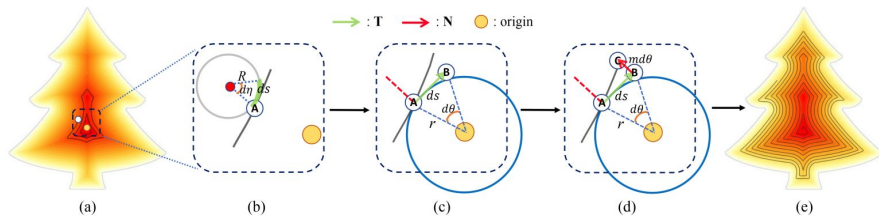
N and T are the unit normal vector and unit tangent vector

$$\begin{pmatrix} x \\ y \end{pmatrix} = r(\theta) \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}.$$

$$\mathbf{U} = m \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} + r(\theta) \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix} = m\mathbf{N} + r(\theta)\mathbf{T}, \quad (3)$$

$$\begin{pmatrix} dx \\ dy \end{pmatrix} = md\theta\mathbf{N} + rd\theta\mathbf{T},$$

For a wordle of 60 words, our method finishes in less than 5s.



SHAPE-AWARE WORDLE

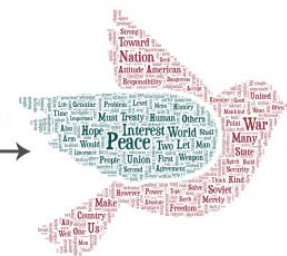
I have ...
chosen this
time and this
place to discuss
a topic on...



(a)



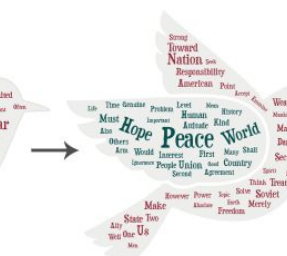
(b)



(c)



(d)



(e)



(f)



(a)



(b)



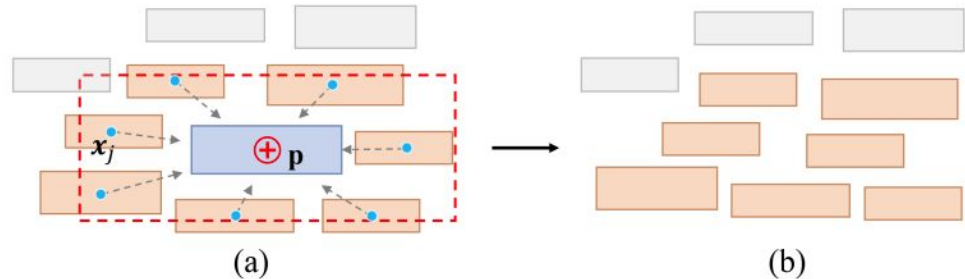
(c)



(d)

INTERACTIVE SHAPEWORDLE CREATION SYSTEM

- Two-step Wordle Layout
 - First, the large number of tiny marginal words are mainly used for filling the small empty regions remaining in the shape; they need not align with the shape.
 - Second, computing the shape-aware Archimedean spirals for a large number of tiny marginal words is time-consuming, and unnecessary.
- Shaped Wordle Editing(move, rotate, resize, delete)
 - Boundary constraint
 - Uniform constraint

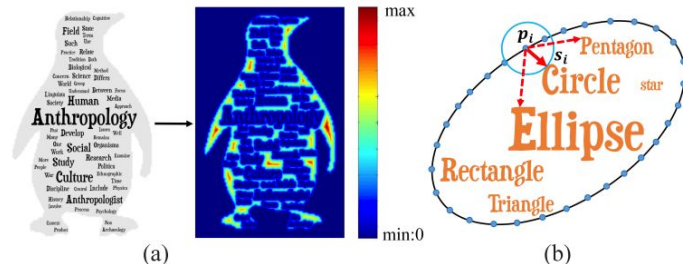


EVALUATION

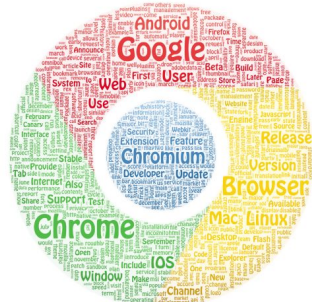
- Layout coverage (LC): measuring the overall proportion of empty space in the generated layout.
- Layout uniformity (LU): from another aspect, measures the distribution uniformity of the gaps among the words in the layout
- Shape similarity (SS): The third metric SS aims to measure how good the generated wordle aligns with the given shape

$$LU = \frac{1}{n_{\text{nontext}}} \sum_i \varphi(\mathbf{p}_i)^2, \quad (9)$$

$$SS = \frac{1}{n_{\text{contour}}} \sum_{\mathbf{p}_i \in \Omega_B} \rho(\mathbf{p}_i)^2. \quad (10)$$



Results



(a)



(b)



(c)



(d)



(e)



<http://www.yunhaiwang.net/infoVis2019/shapewordle/index.html>