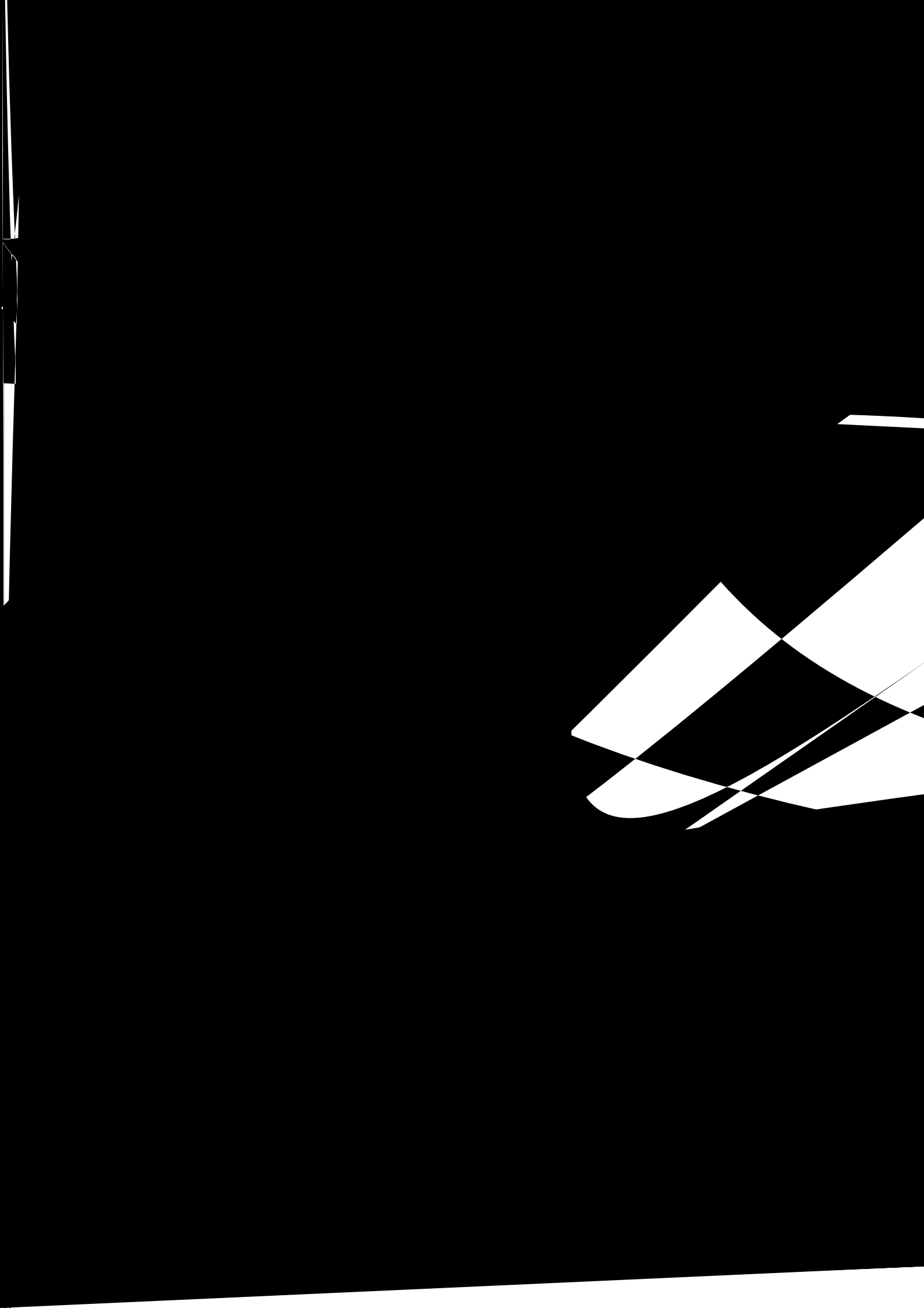
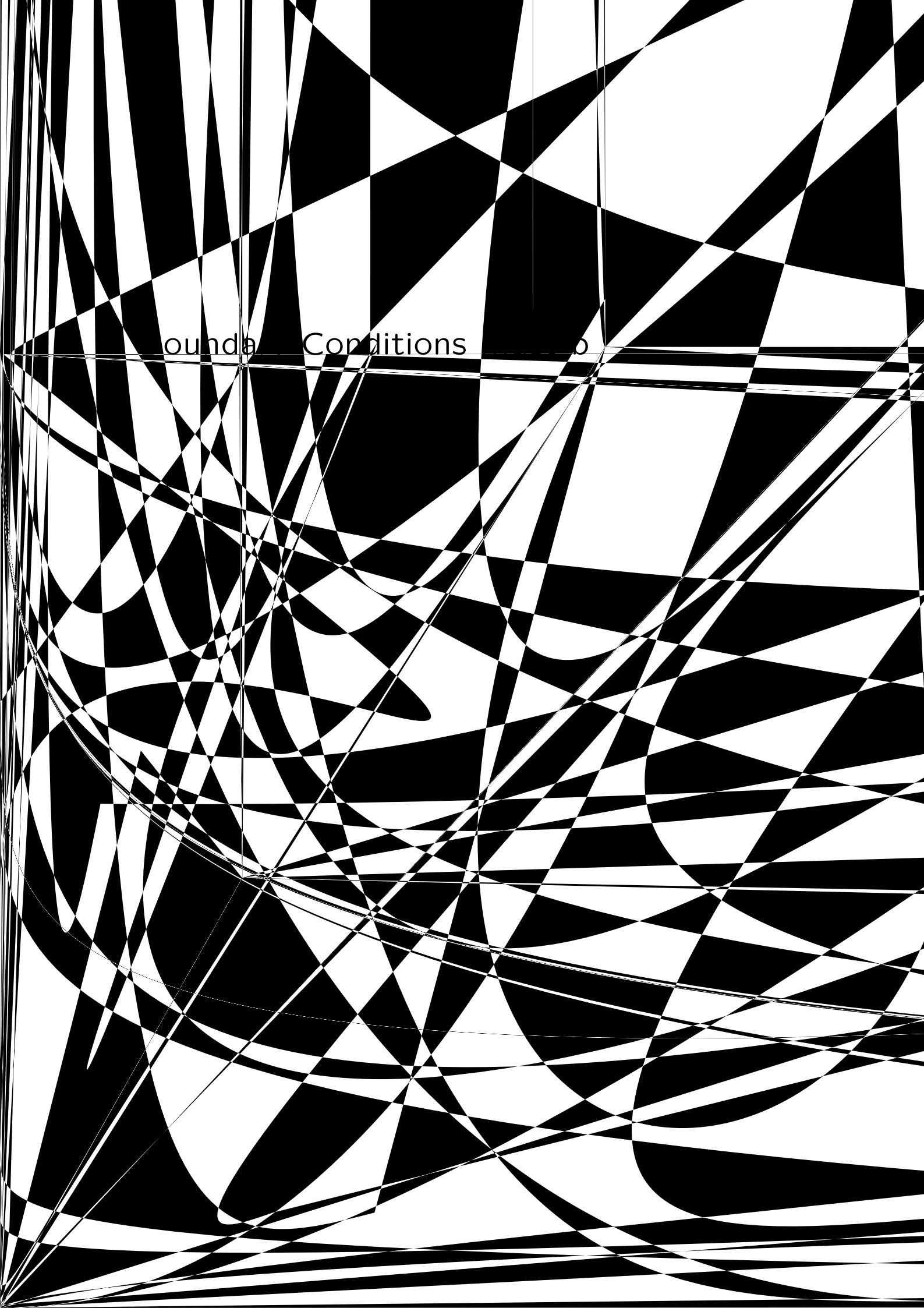
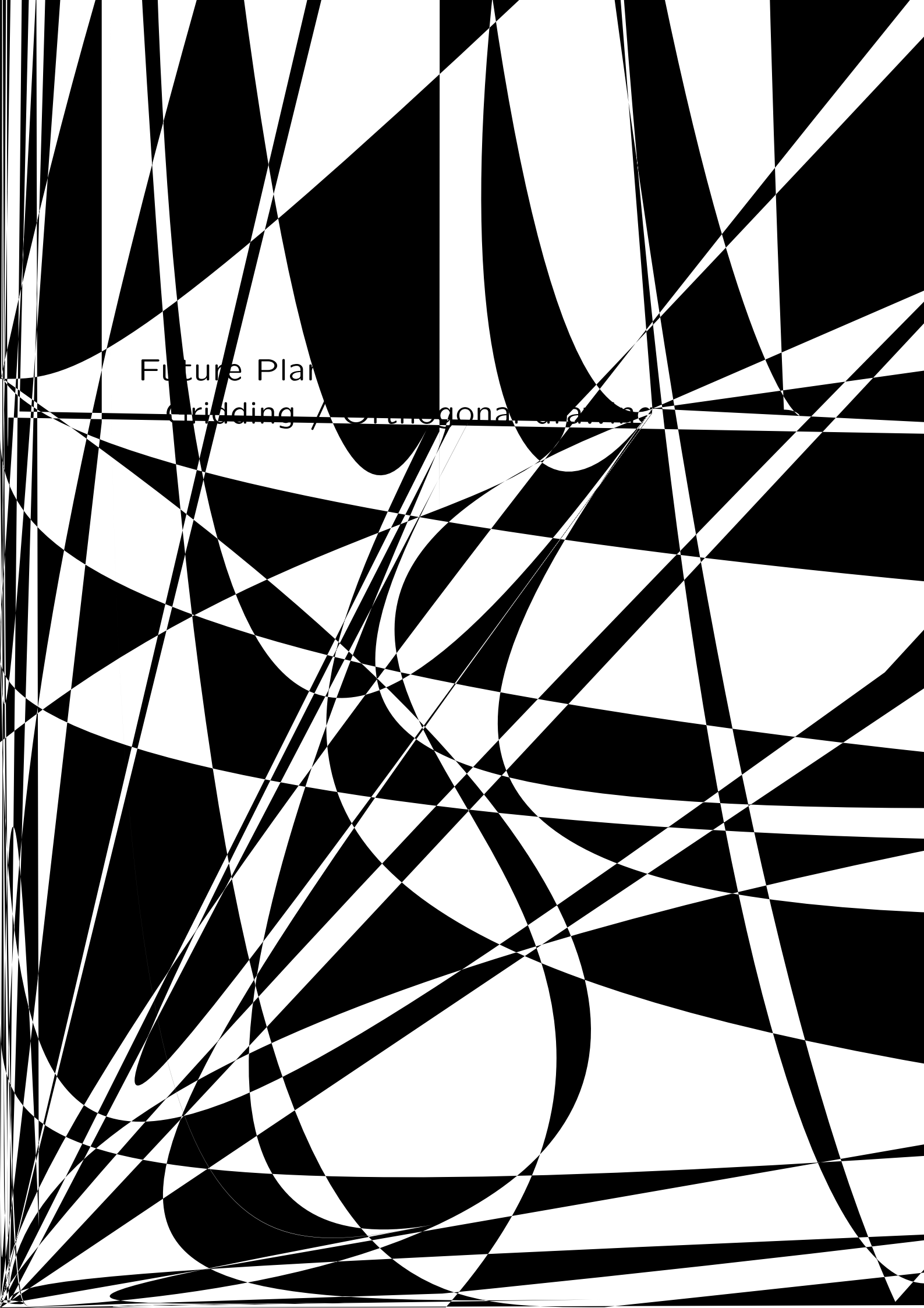
Graph Geometry Solver based upon so-called Spring Embedder
Some Pro's and Con's of the approach, according to "the Tutorial":
Pro's:
- relatively simple to implement
- heuristic improvements easily added
- often able to detect and display symmetries
- works well in practice for small graphs
Con's:
- limited constraint satisfaction capability
- few theoretical results on quality of drawings
HdB: the latter maybe Not true !




ounda Conditions

Further improvement of graph layout by *permutation* of the boundary points.
Optimization
with Minimization of a Cost Function:
- Number of Coincident Vertices
- Number of Vertices "on" Edges
- Number of edges Crossing
- Number of unjoinable flows
- Amount of flow Directed Leftward
- Smallest Angle in the Graph
Given by comments in Console Panel of Demo:
- After each calculation of a new geometry
- After manipulation of layout by the user


Future Plan
Gridding / Orthogonal drawing