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## **Notes from Session 3**

### **Security and Defence I**

There were the following comments in the plenary discussion of the first session on Security & Defence:

- Computer networks should be visualized as a hundred nodes instead of as thousands to avoid overloading the user.
- The voting algorithm is the only one that will produce a consistent picture of a computer network time after time as the others are based on random initial placements. So 5 different people running the same algorithm will potentially see 5 different views of the network, unless they are using the voting algorithm.
- Is there evidence that edge crossings in network displays detract from the usefulness of the visualization? If you hand draw a diagram, you will tend to avoid edge crossings.
- The voting algorithm is partially parallelizable.
- It is important for the commander to know how much of the information is known (e.g. – you have 50% of the information).
- When viewed in 3D, communications data shows trends in cooperation, and other trends.
- With only 2 communications detection sites you can get fairly good location finding.
- There is interesting information to be gained in studying when an emitter is NOT emitting.

