

# Step Define Coordinate system

# Coordinates	4
Names	Q1
	Q2
	Q3
	Q4

Rows & Row Names



Entering Coord.  
entering vertex  
Data

(Needs  
a name  
leads to  
old  
method  
in  
popup

# Coordinates

Add

Delete

Clear

Save

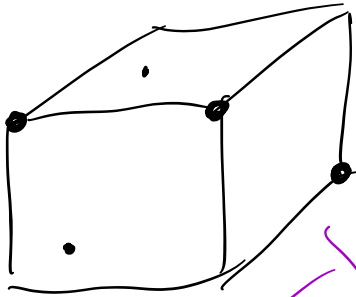
Load from file

^ #Coordinates  
 # Alternatives

Number of Altern.  
 Change Set  
 None All

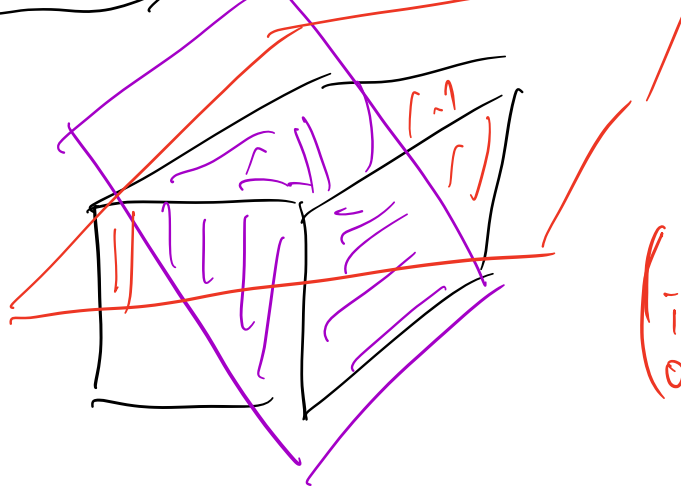
## Step 2

Vertex  
Approach

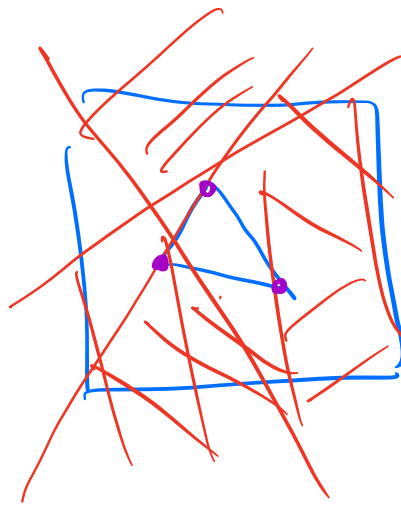
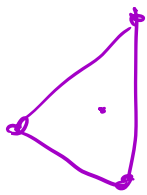


Vertex  
→ Facets

Order-Constraint  
Approach



$$\begin{pmatrix} 0 & 0 & -1 \\ -1 & 0 & 1 \\ 1 & -1 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} A, B \\ C, D \\ E, F \end{pmatrix} \leq \begin{pmatrix} 0 \\ 0 \\ 0 \\ -1 \end{pmatrix}$$



1 2 3 ... 12

Delaunay - Constr.

Vertex

Non Ed.

Facet.

$$P_1 \leq P_2, P_3 \leq P_4 \quad P_7 - P_8 \leq P_9$$

check Frequentist test

need minimal descr



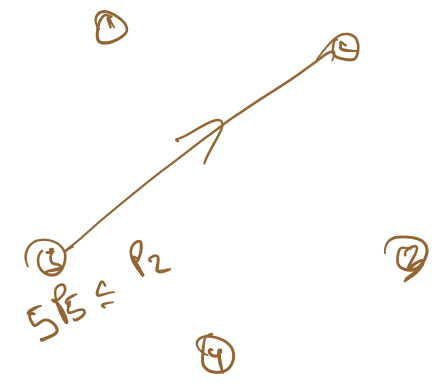
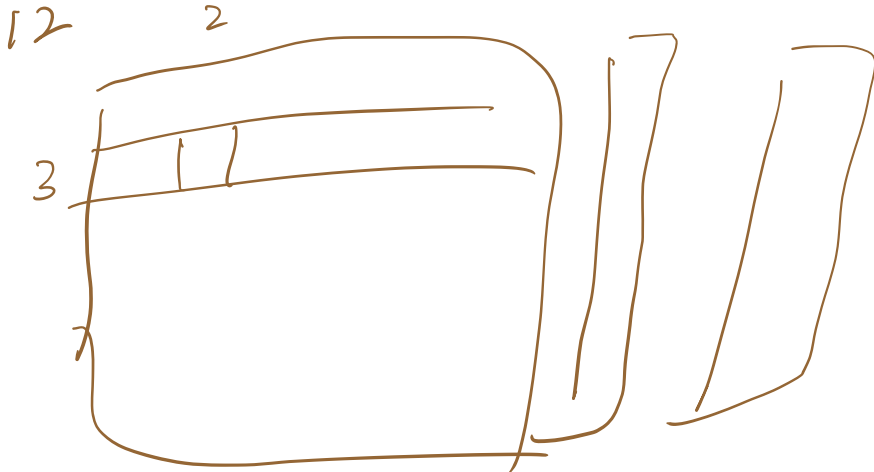
BF1 Draw & Test

redundant ineq.  
are ok  
just waste of comp.

$$\frac{P_2}{\text{add}} \leq \frac{P_3}{\text{add}} = \dots$$

BF2 Gibbs

need minimal ??  
descr ... Dan



Coordinate 1

Intensity 1  $\in \mathbb{R}$  -20

2

2

500

3

3

2

4

4

16

5

16

Generate,  $P_1 \leq P_3 \leq P_4 \leq P_2$  1 -10

1 20

Fechnerian Models

1

20

-50

2

10

6

3

5

3

$0 \leq P_3 \leq P_2 \leq P_1 \leq 1$

$0 \leq P_4 \leq P_3 \leq P_2 \leq 1$

