


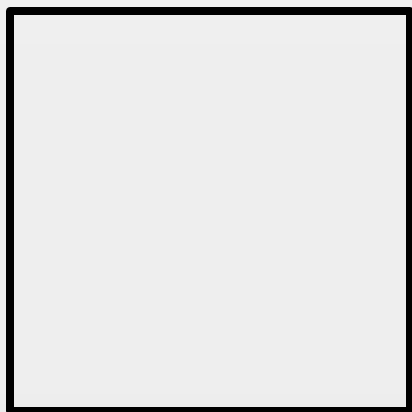
A decorative pattern of blue and white hexagons, some of which are 3D cubes, arranged in a grid-like structure on the left side of the slide.

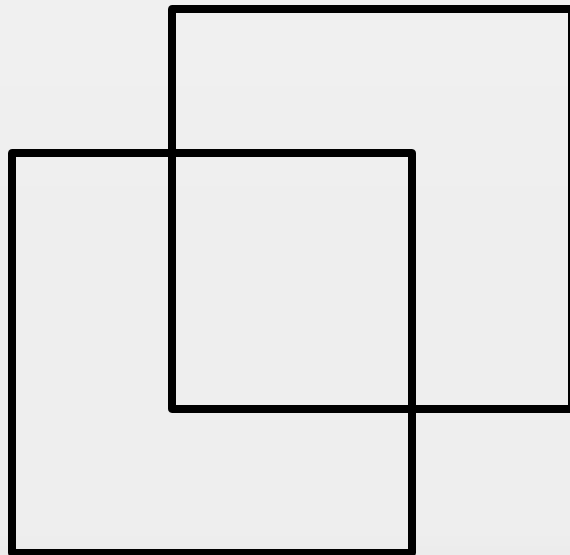
Parallel Coordinates

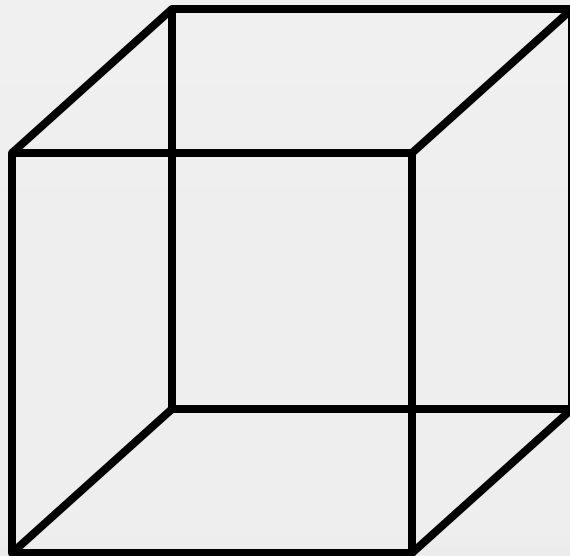
John C. Hart

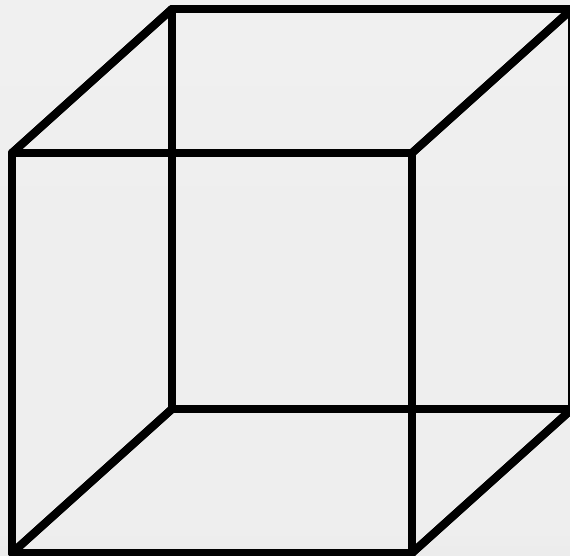
Department of Computer Science
University of Illinois at Urbana-Champaign

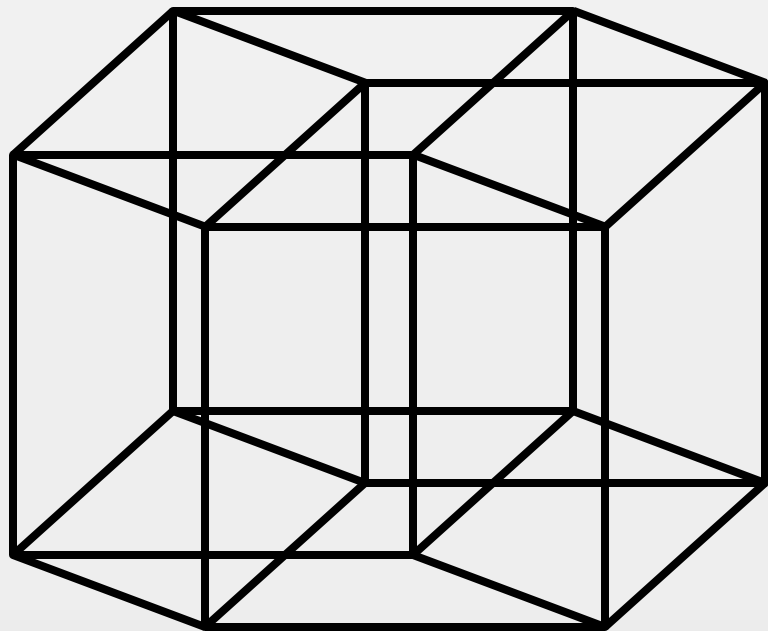
A decorative pattern of blue and white hexagons, some of which are 3D cubes, arranged in a grid-like structure on the right side of the slide.

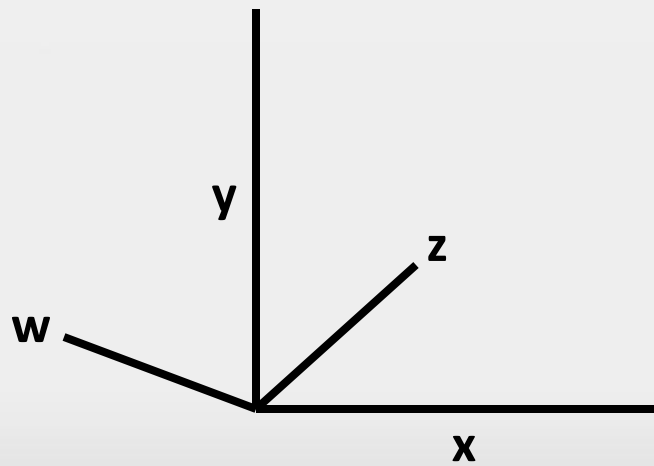




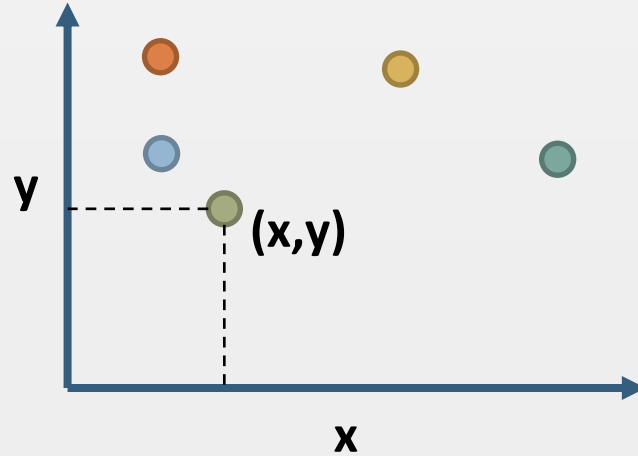




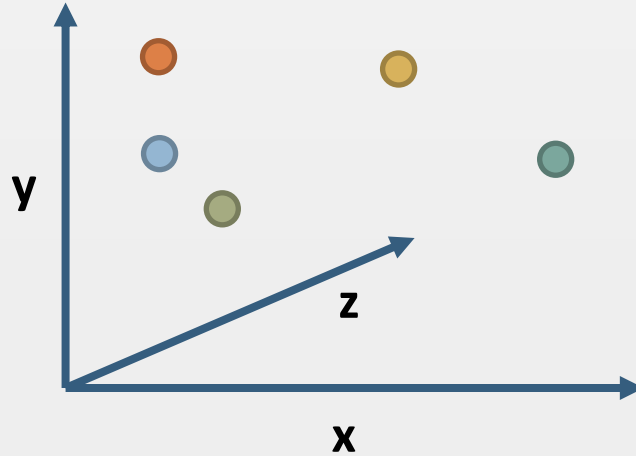




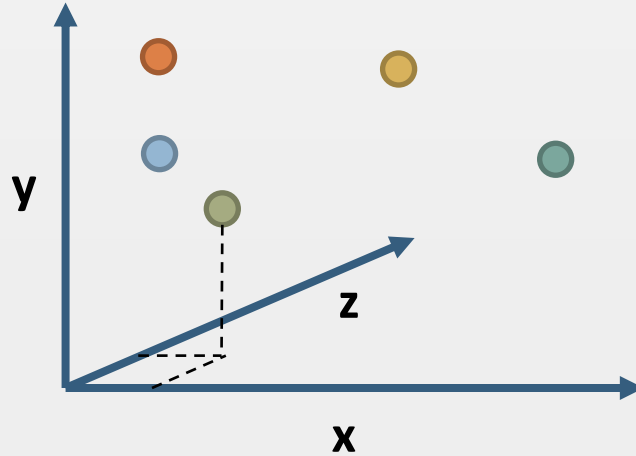
Scatter Plot



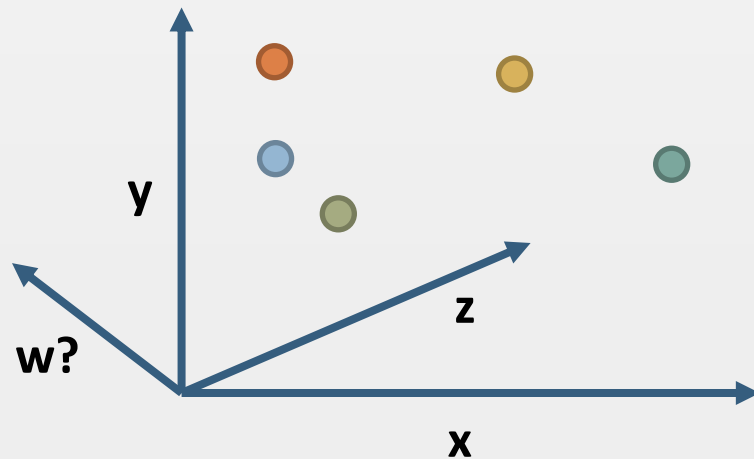
Scatter Plot



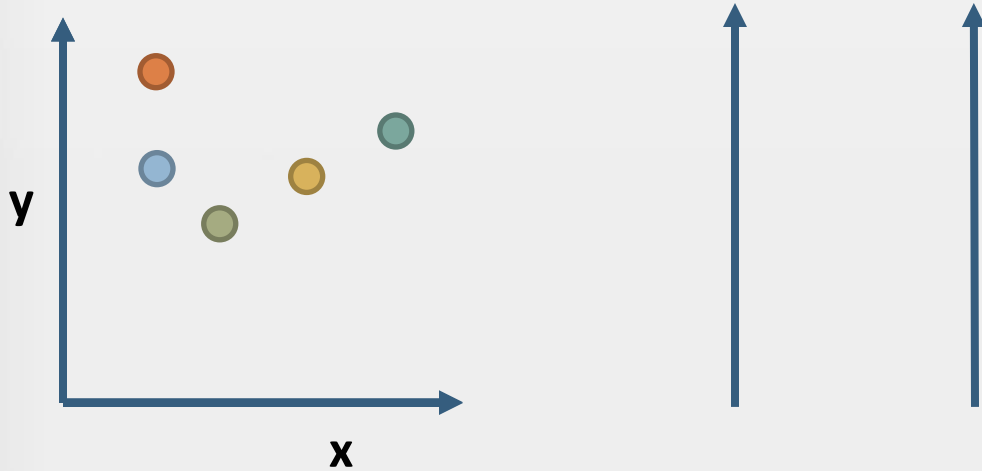
Scatter Plot



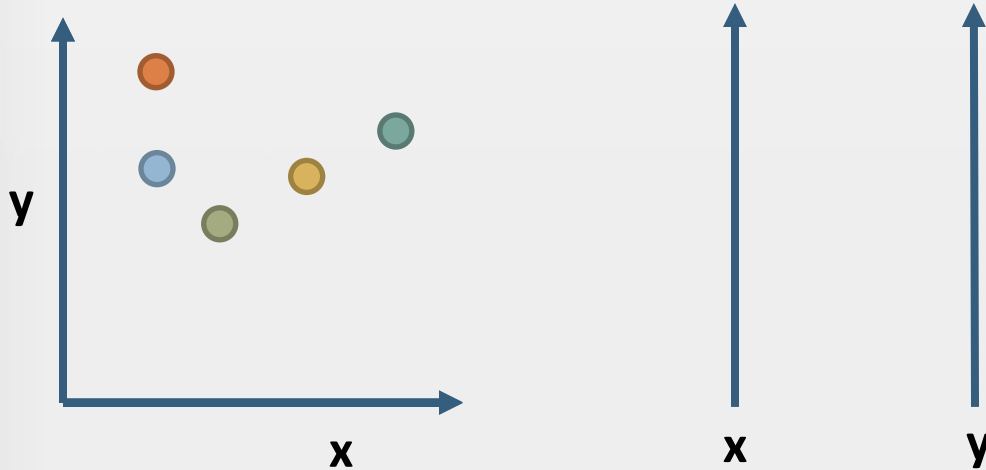
Scatter Plot



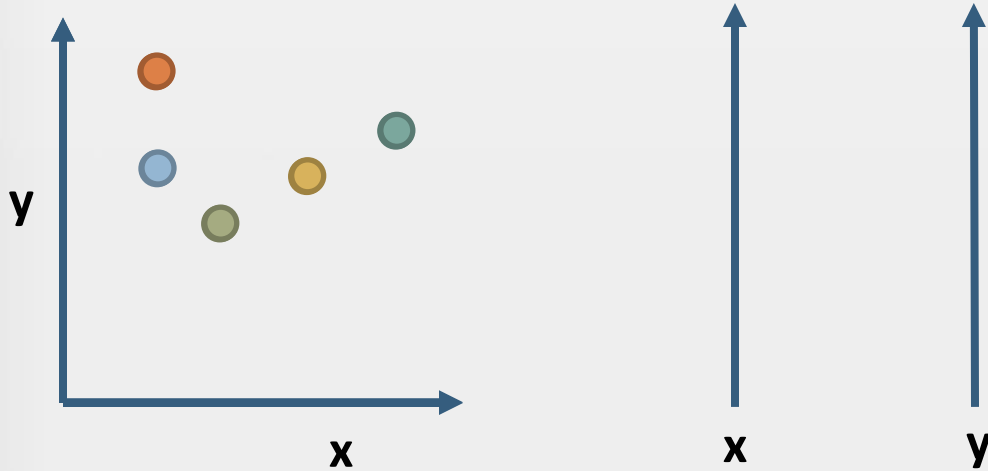
Parallel Coordinates



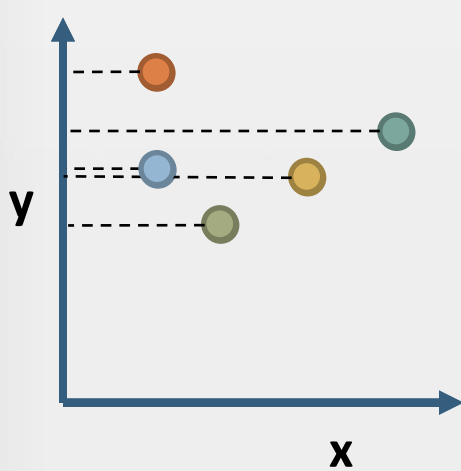
Parallel Coordinates



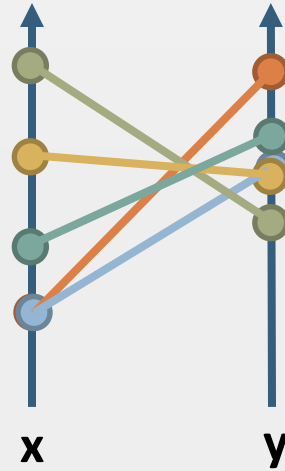
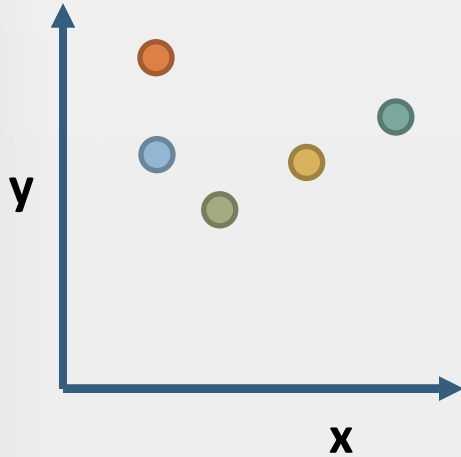
Parallel Coordinates



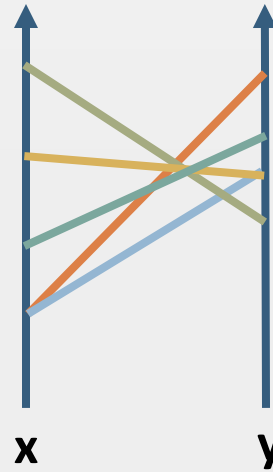
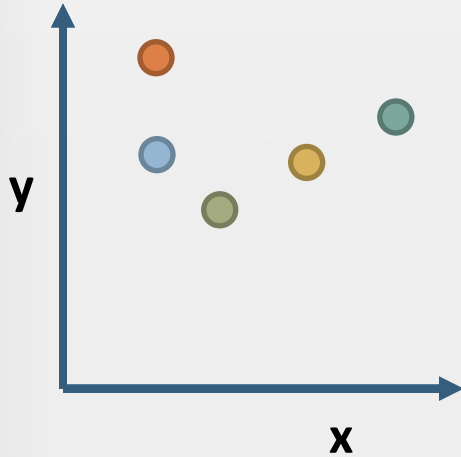
Parallel Coordinates



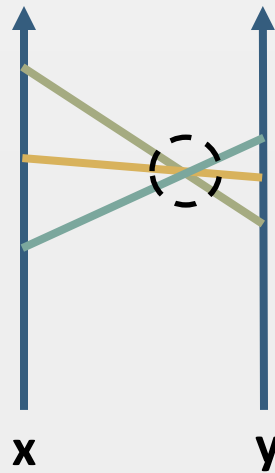
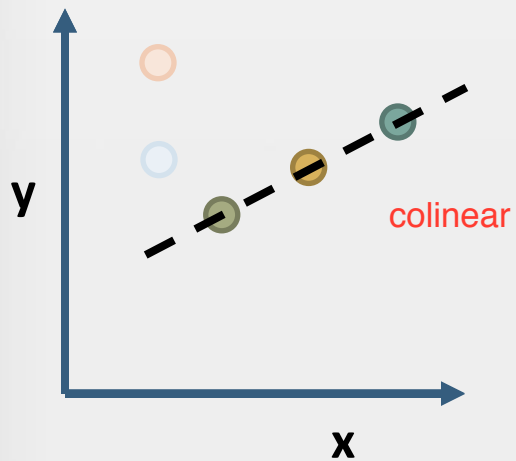
Parallel Coordinates



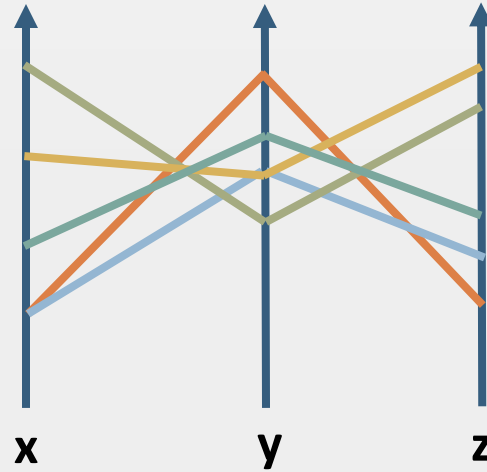
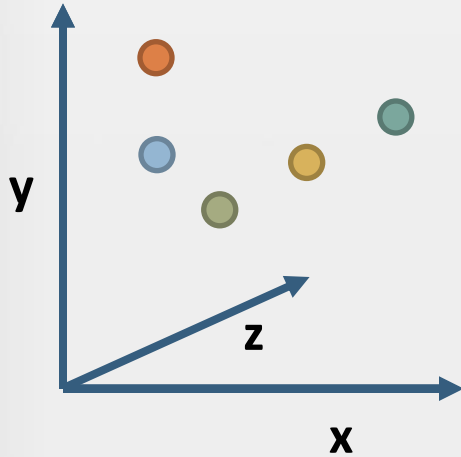
Parallel Coordinates



Parallel Coordinates

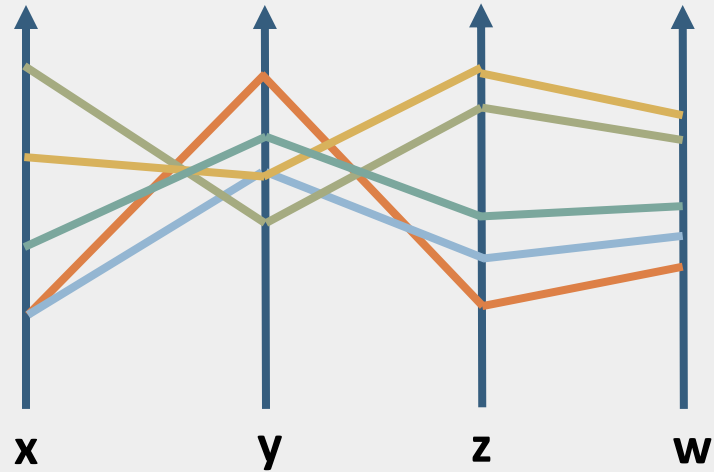
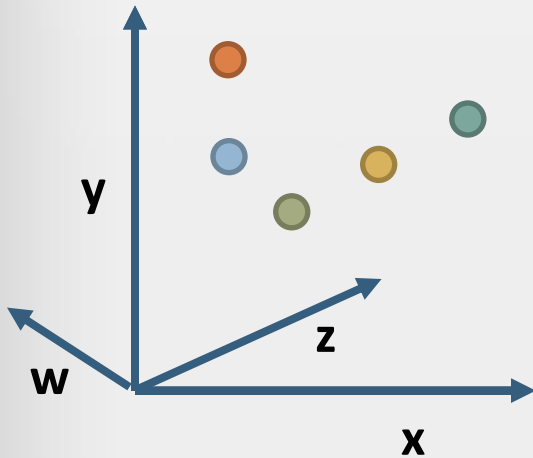


Parallel Coordinates



Parallel Coordinates

Useful when doing high dimensional systems



Make decision about what two axes are near each other, e.g. y-z, x-w

Parallel Coordinates

