

The tour and high-D games

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Homework

- Due today
- Printed please

Install GGobi (again)

- <http://www.ggobi.org/downloads/>
- Same as last time, but make sure to install GGobi to your network drive (eg. w:\ggobi)
- Then drag and drop the contents of c:\program files\common files\gtk\2\
to w:\ggobi

Outline

- Scatterplot matrix
- Types of tour
- Face-off
- Tournament

Scatterplot matrix

- Shows every combination of two variables
- Every “face” of the cube of data
- Spiral
- Crabs data
- What’s this?

Tour

- Instead of just looking at the faces, why don't we rotate the cube around and look at it from multiple angles?
- That's the tour
- How we select the angle to look at?

Type of tour

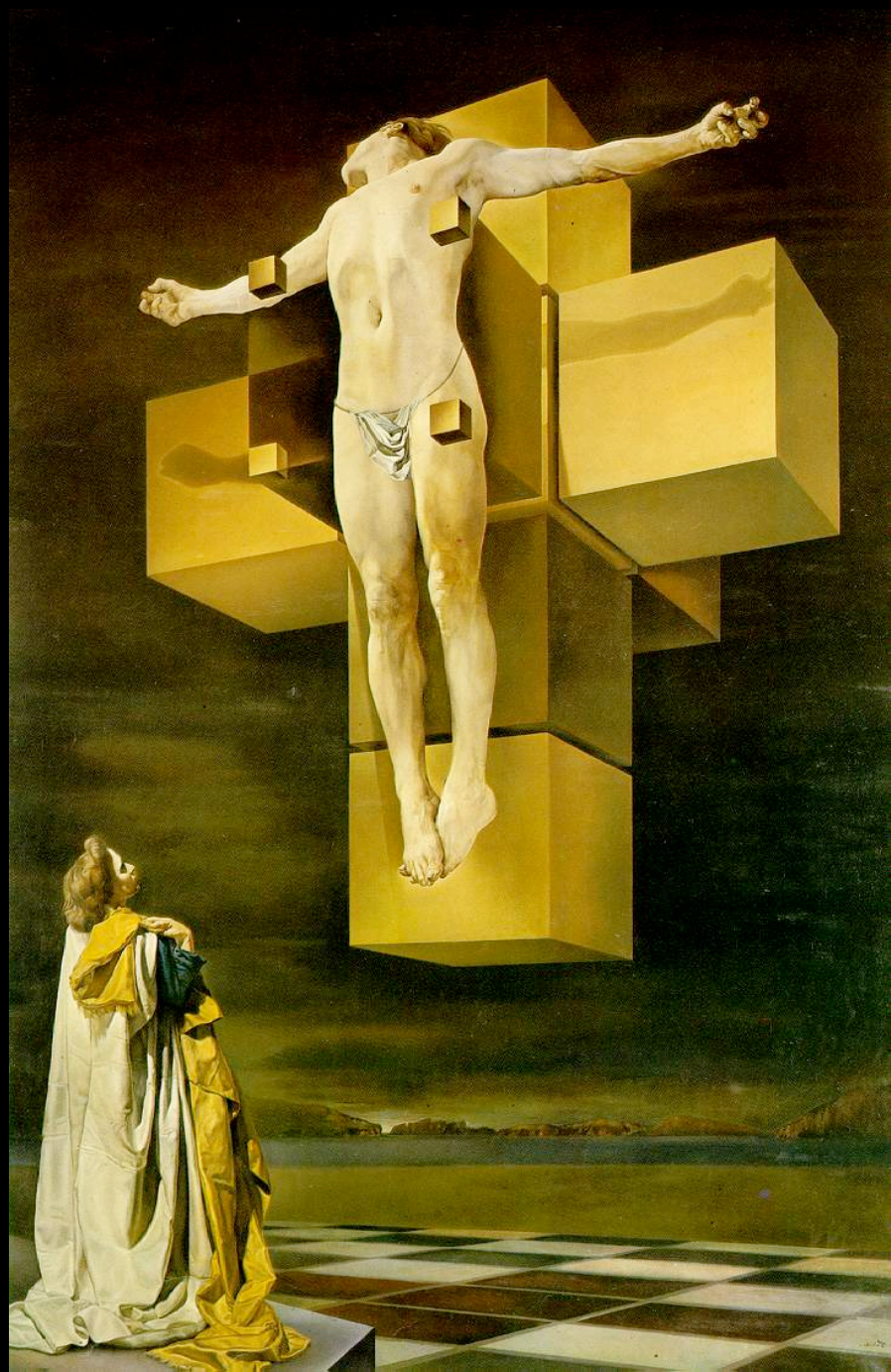
- Grand tour - crazy tour guide
- Guided tour - sensible tour guide
- Manual control - you're in charge

Grand tour

- Pick new angle randomly
- Rotate smoothly to that new angle

Examples

- What's this? (take 2)
- Crabs data



4d cube

- aka tesseract
- Point \rightarrow Line \rightarrow Square \rightarrow Hypercube
- Has cubes for its faces
- 4 perpendicular right-angles at a corner
- Could unfold to make a cross of cubes

Faceoff

- 4d tic tac toe
- First one to fill a face wins