Building parallel coordinates

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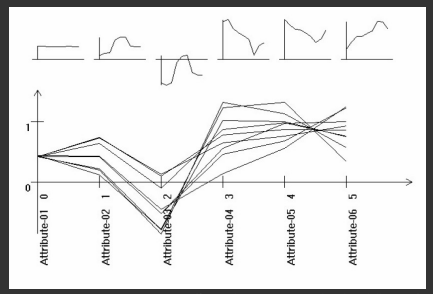
Correlation
Partial similarity of paths
More than 3 dimensions

Sequence
Separability of paths
More than a dozen dimensions

Order of axes

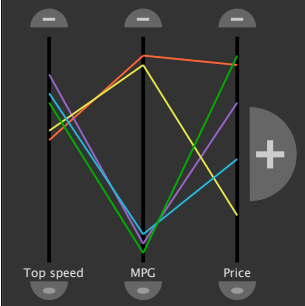


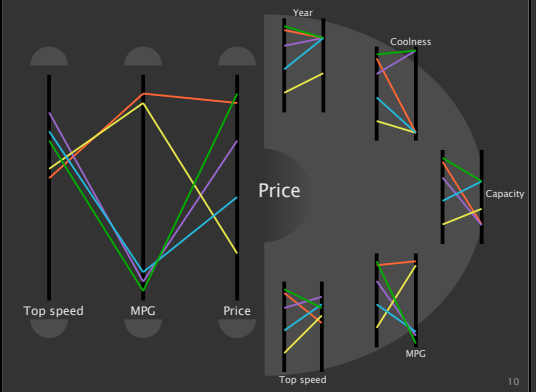
[from K. Zhao, B. Liu, T. M. Tirpak, and A. Schaller (2004)]

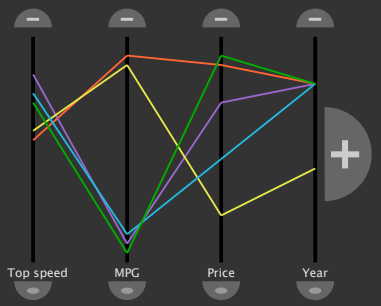
Dimensional reduction
Computer-controlled ordering
Manual axis shuffling

Simple
Inexpensive
User control

Build
Look ahead
Simplify
Refine







Efficiency
Space
Comparison
Directionality

Simple tasks
Shuffling vs. Fan-menus
Time, satisfaction

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