

Exploring worlds of more than three dimensions

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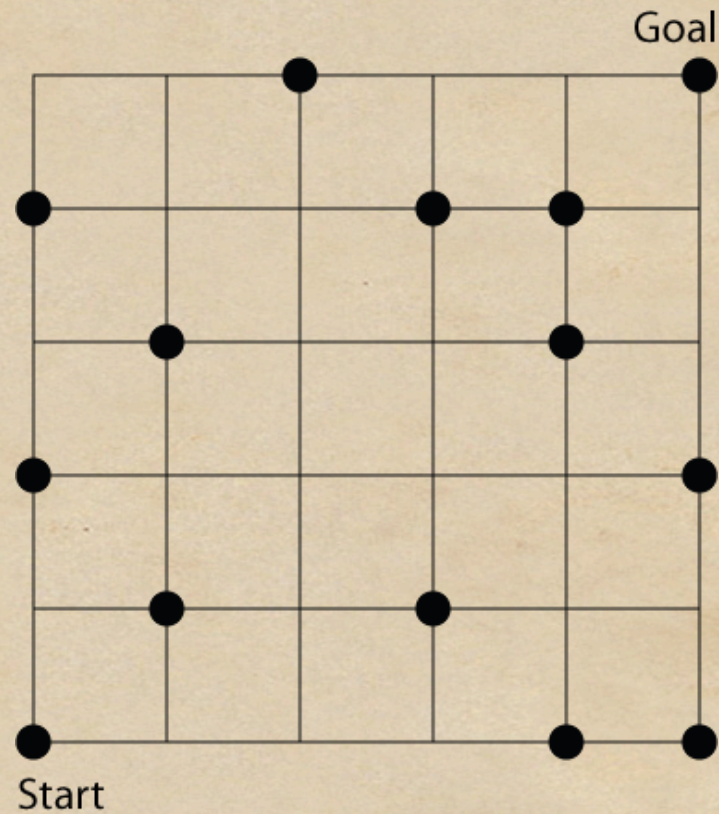
Computer Science, NDSU

What are dimensions?

- ◆ For the purpose of this workshop
 - ◆ Number of independent attributes (coordinates)
- ◆ What does that have to do with 2-dim planes and 3-dim spaces?
 - ◆ In the plane, we need two coordinates to specify a location
 - ◆ In a 3-dim space we need three coordinates

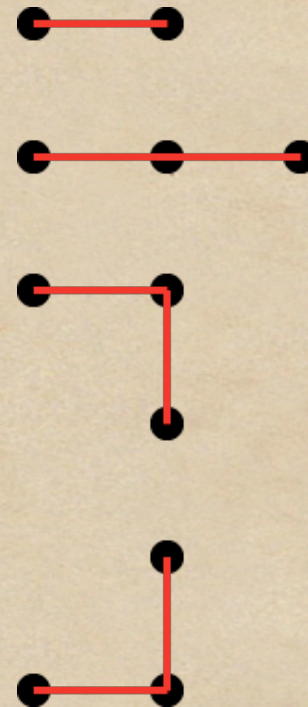
Example: 2-dim Maze Game

- ◆ Objective
 - ◆ Get from bottom left to top right
- ◆ Maximum number of steps: 2



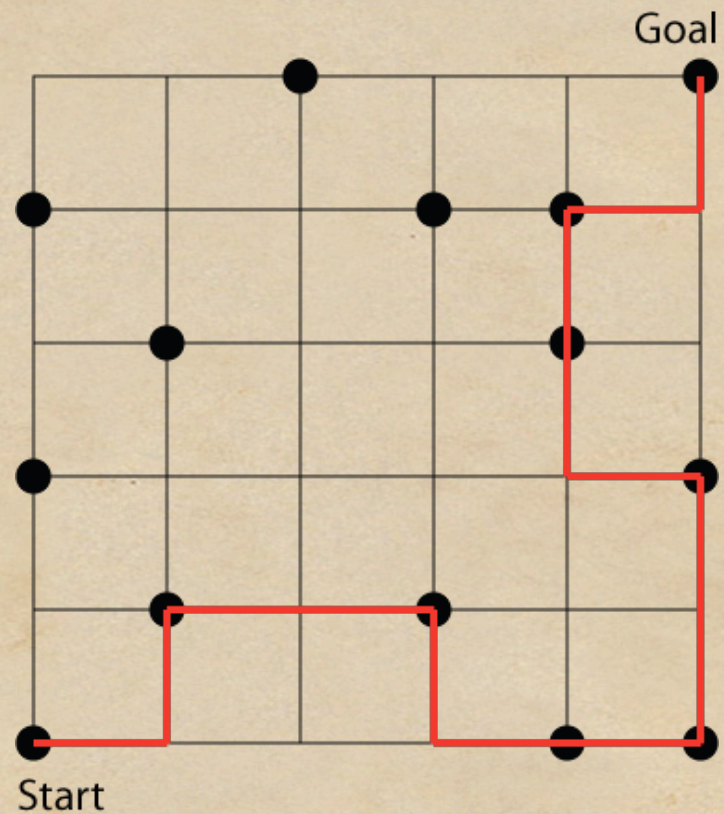
Acceptable Moves

- ◆ Move one or two steps
- ◆ You may go around corners
- ◆ No diagonals
- ◆ Fancy name:
 - ◆ Manhattan distance

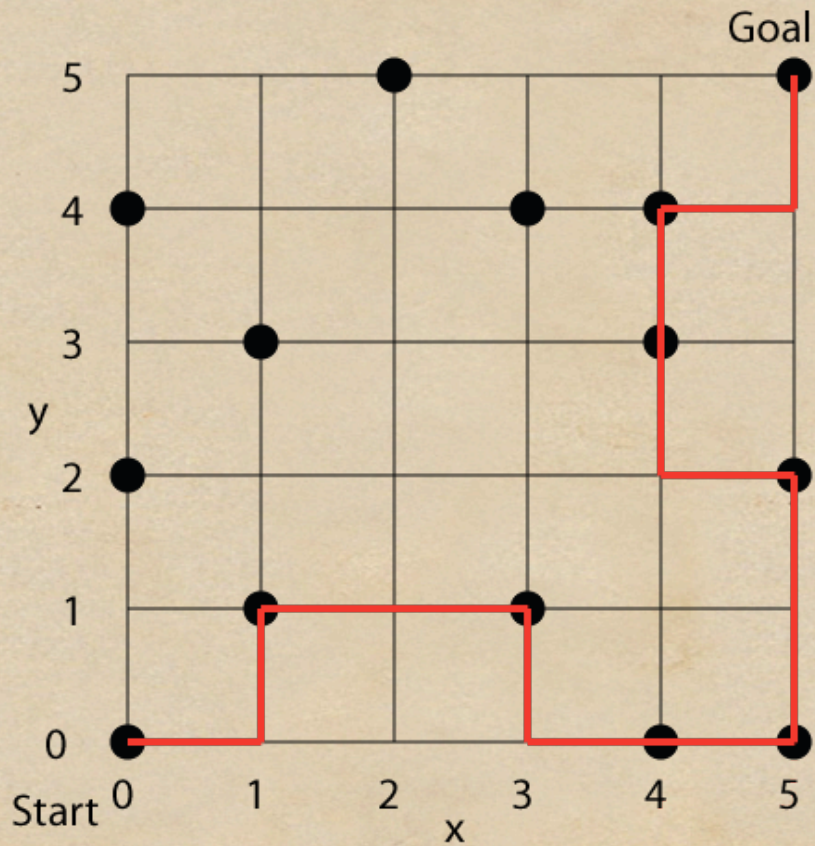


Solution to 2-dim Maze

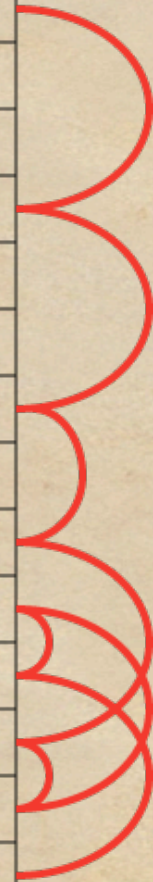
- ◆ Possible path
- ◆ Others are possible



Maze in numbers



x	y
0	0
0	2
0	4
1	1
1	3
2	5
3	1
3	4
4	0
4	3
4	4
5	0
5	2
5	5

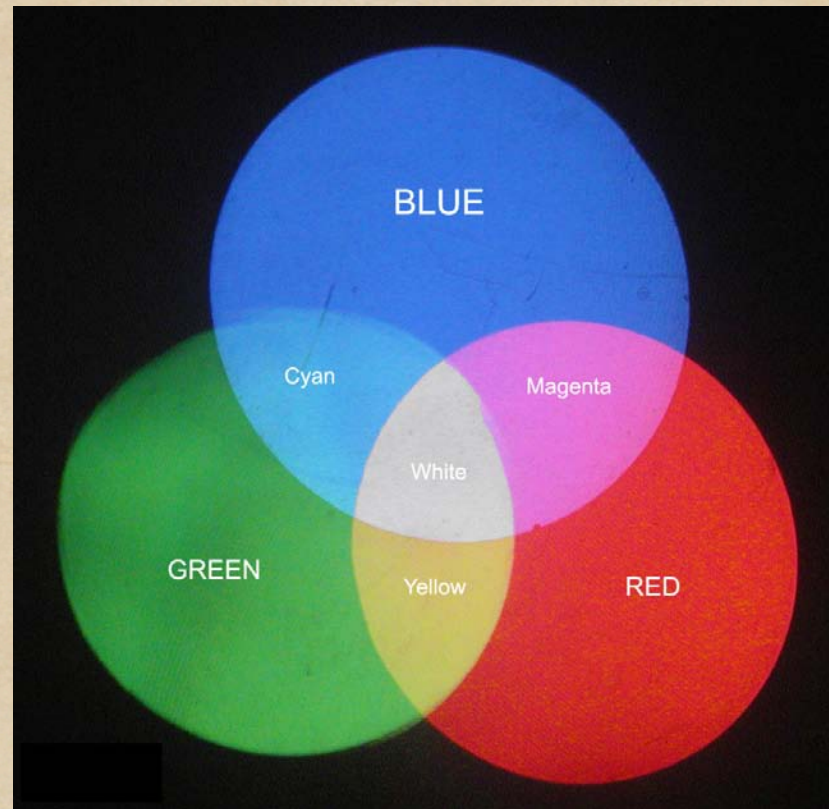


Interpretation

- ◆ What could those numbers be?
 - ◆ Geographic location
 - ◆ Age and height of a person
 - ◆ Components of color (next)
- ◆ Do not have to be what most people think when you say “dimension”

Colors

- ◆ All colors can be created by mixing 3 components
- ◆ Here colored lights are added

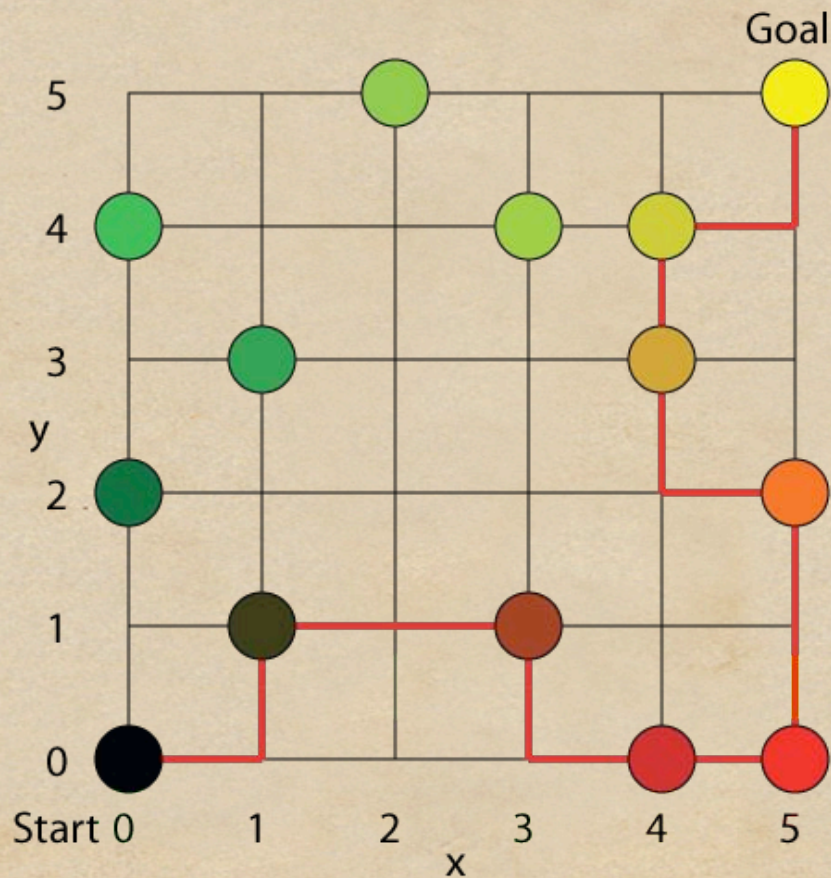


<http://www.fas.harvard.edu/~scidemos/LightOptics/ColorMixing/ColorMixing06.jpg>

Color Interpretation

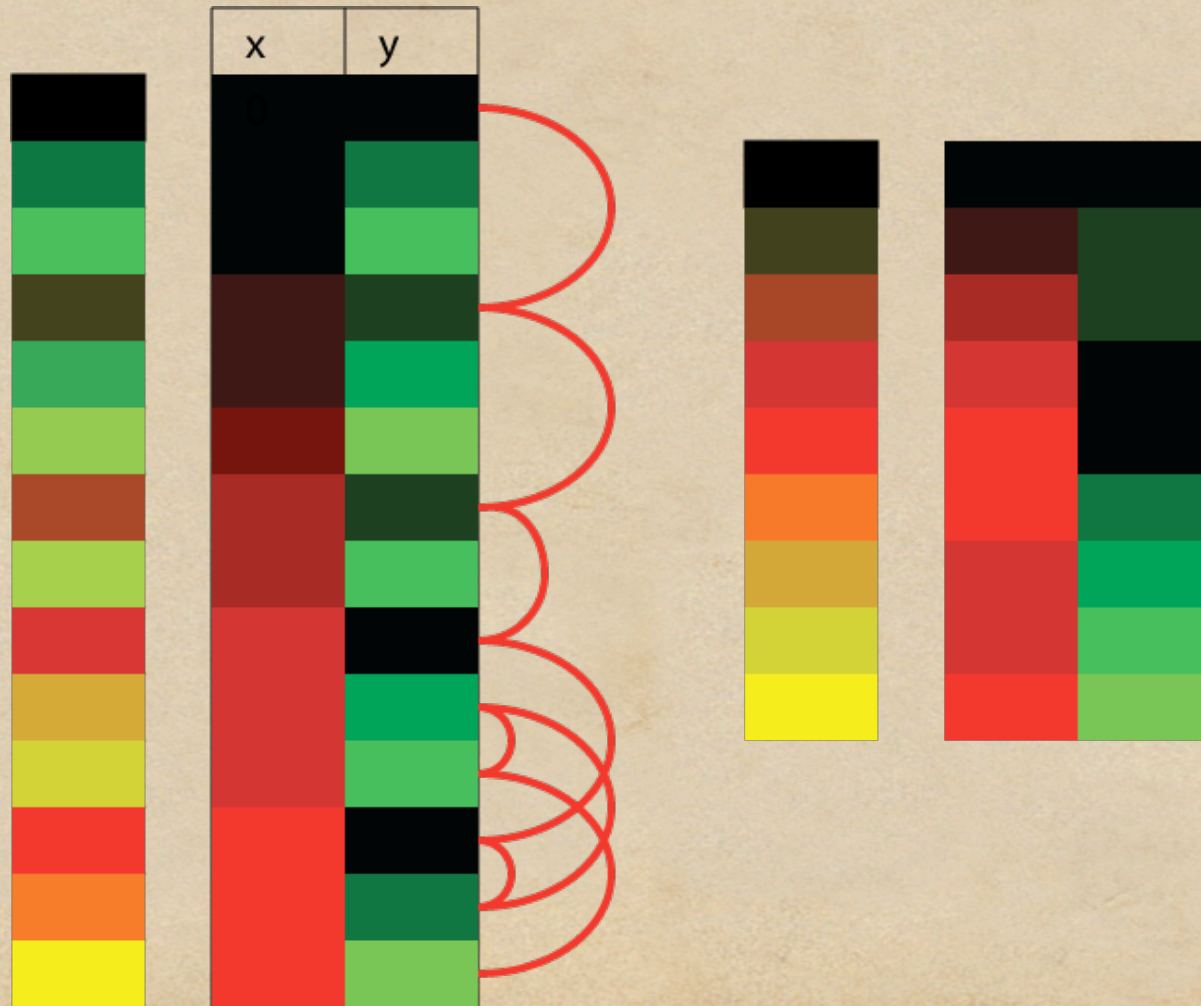
- ◆ Two basic colors
 - ◆ x -coordinate is red
 - ◆ y -coordinate is green
- ◆ Maze challenge
 - ◆ How do you find a sequence of colors with adjacent colors being “not too different”?
 - ◆ Mathematically both problems equivalent

Maze using Colors



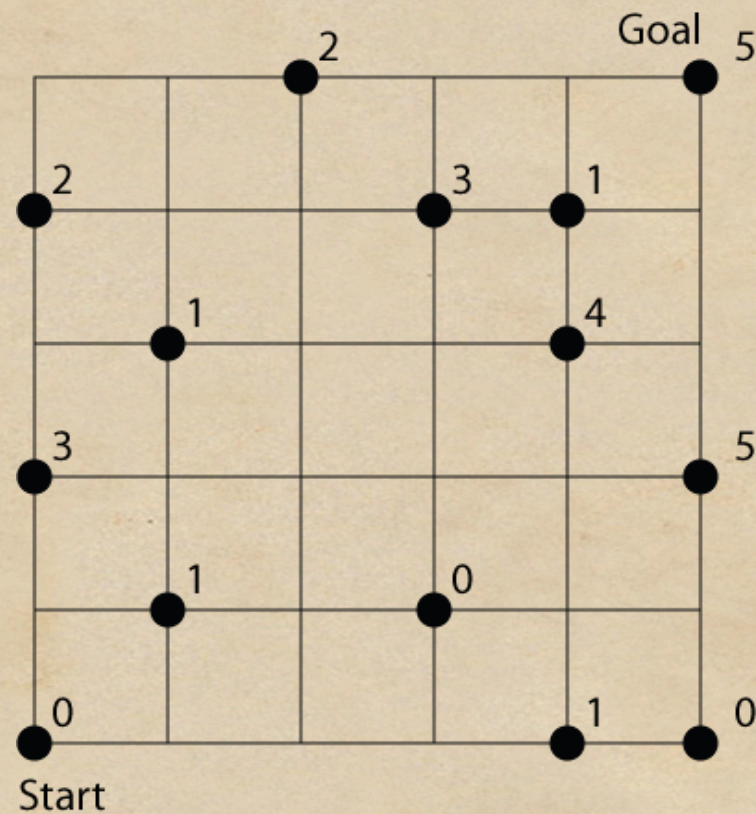
x	y
0	0
0	2
0	4
1	1
1	3
2	5
3	1
3	4
4	0
4	3
4	4
5	0
5	2
5	5

Shortest Path for 2-dim Colors



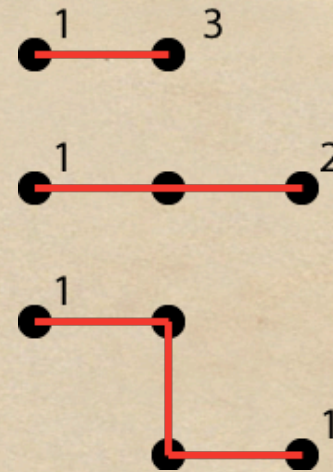
3-dim Example

- ◆ Numbers represent additional dimension
- ◆ Now 3 steps are allowed



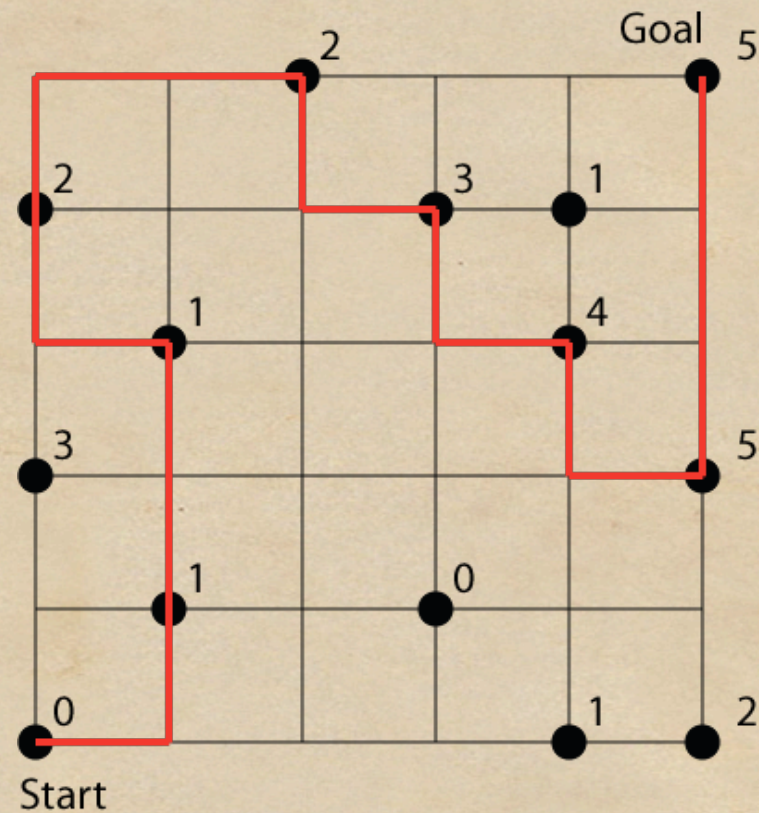
Acceptable Moves in 3-dim

- ◆ As before
 - ◆ Distance has to be smaller or equal than maximum (3)
- ◆ New
 - ◆ Difference in 3rd dimension counts as one step

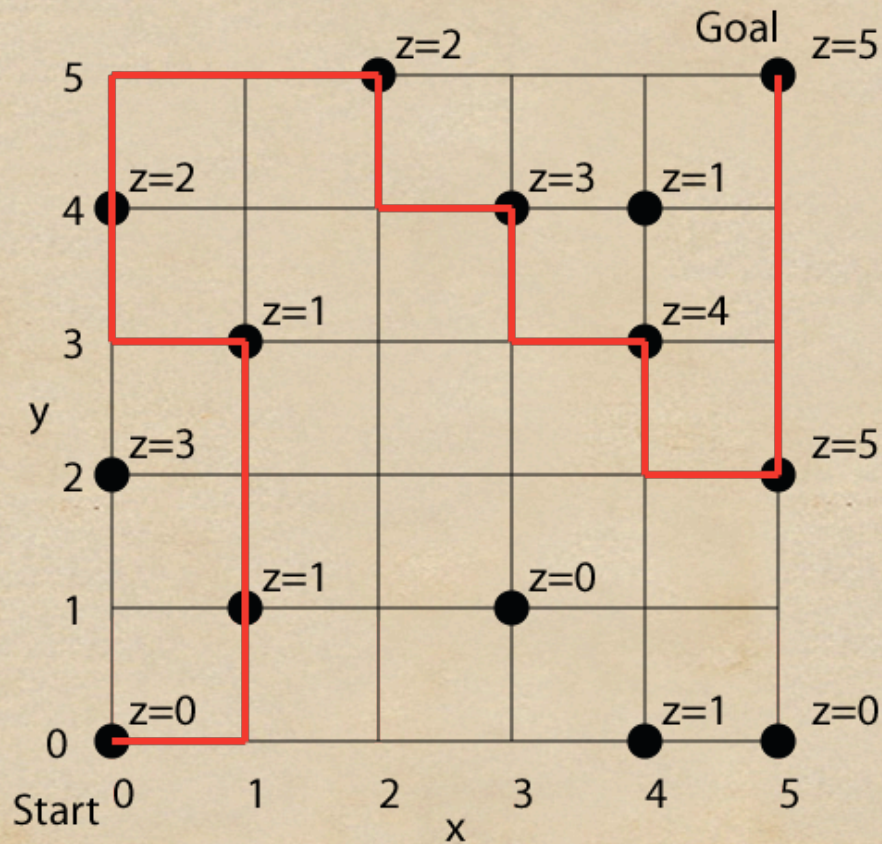


Solution to 3-dim Maze

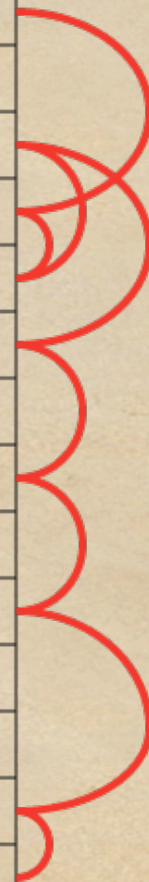
- ◆ Note how solution differs although x and y coordinates are same



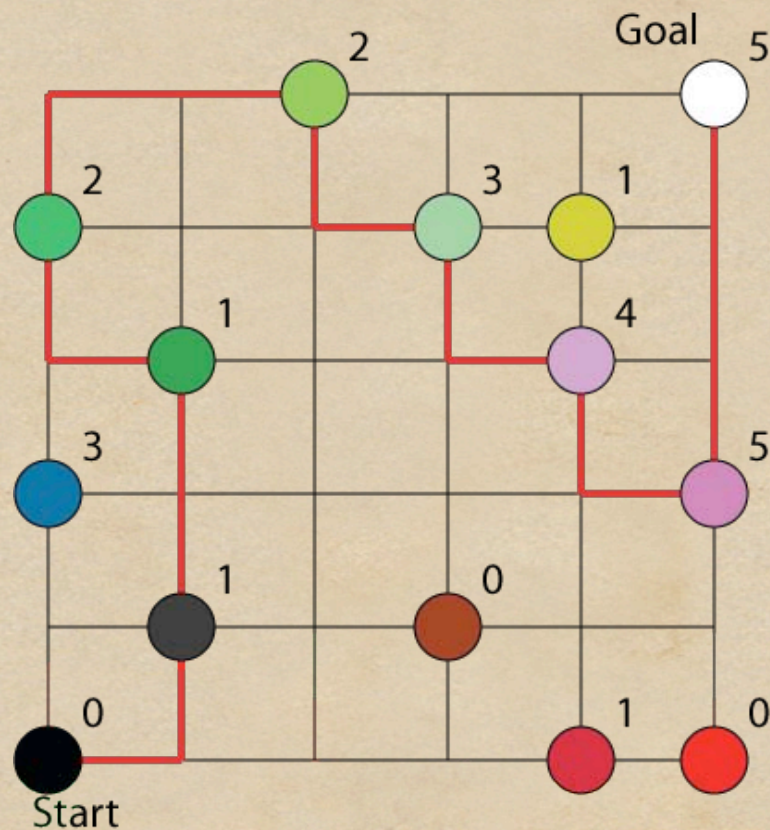
3-dim Maze in Numbers



x	y	z
0	0	0
0	2	3
0	4	2
1	1	1
1	3	1
2	5	2
3	1	0
3	4	3
4	0	1
4	3	4
4	4	1
5	0	0
5	2	5
5	5	5



3-d Maze using Color

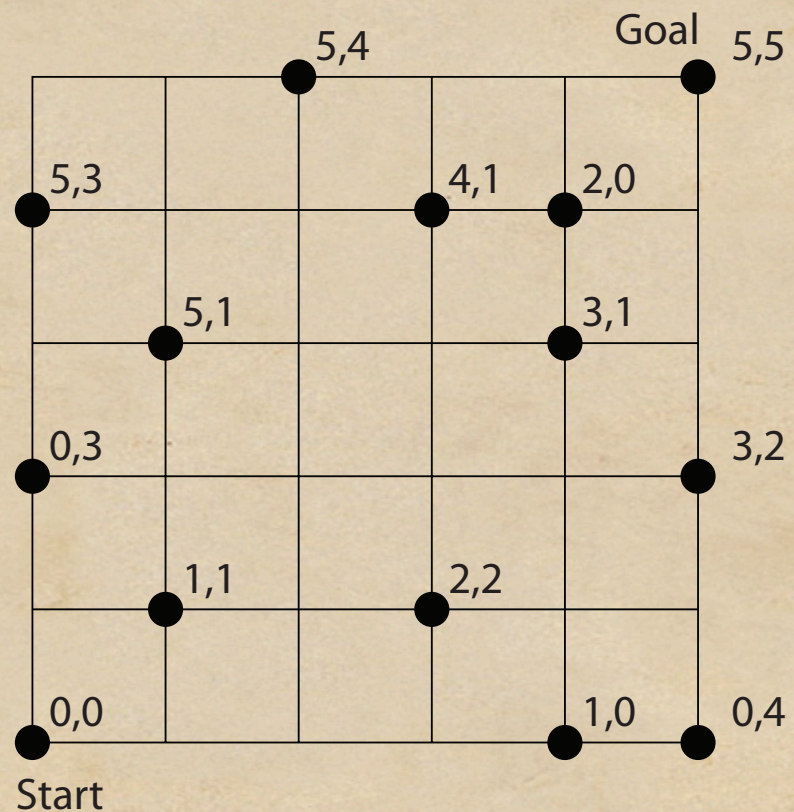


x	y	z
0	0	0
0	2	3
0	4	2
1	1	1
1	3	1
2	5	2
3	1	0
3	4	3
4	0	1
4	3	4
4	4	1
5	0	0
5	2	5
5	5	5



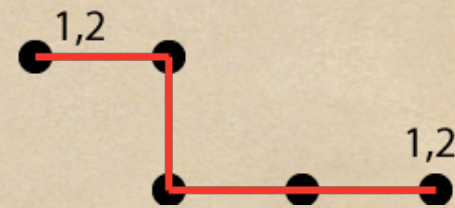
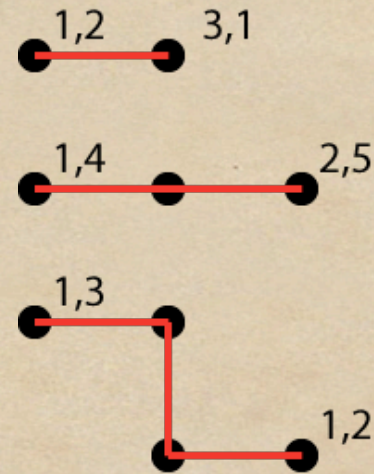
How about 4 Dimensions?

- ◆ The two numbers are independent
- ◆ Now we allow 4 steps



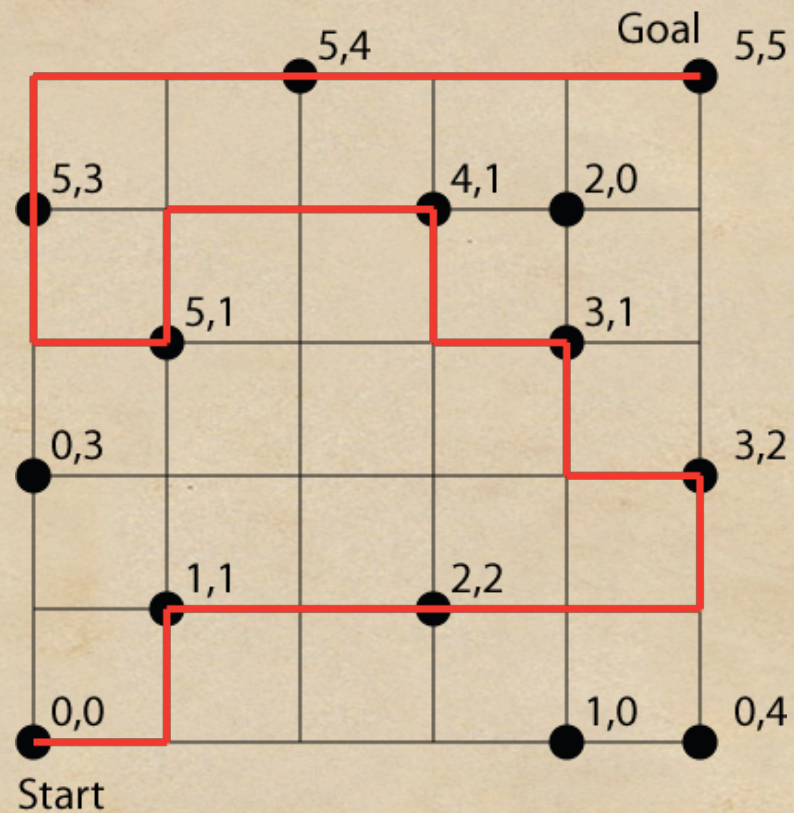
Acceptable Moves in 4-dim

- ◆ Now both additional dimensions are added to the distance
- ◆ Maximum distance is now 4 steps

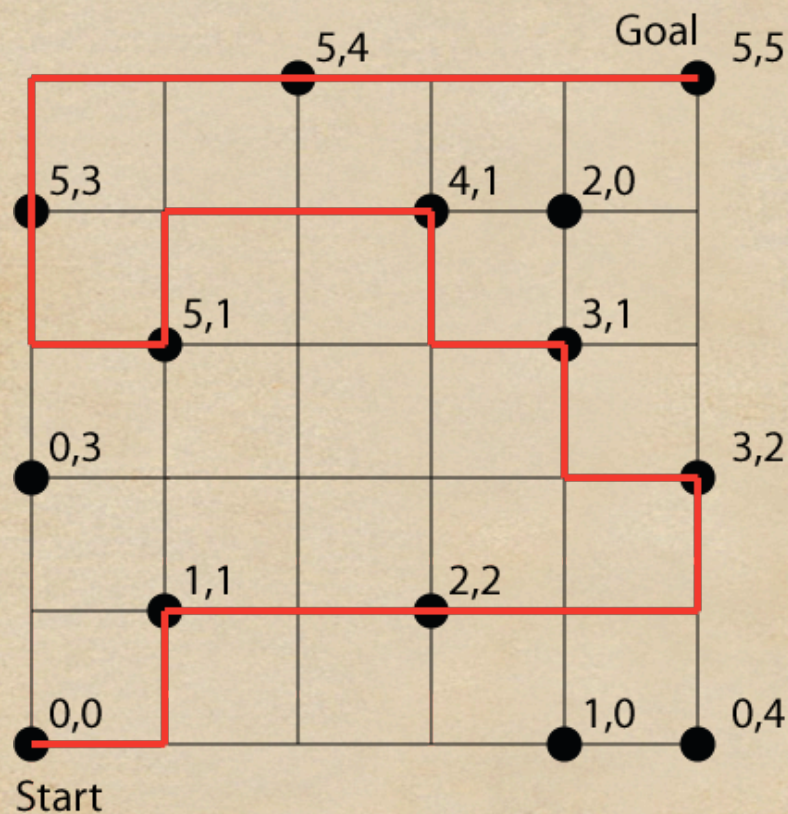


Solution to 4-dim Maze

- ◆ Note how x and y become increasingly unimportant for the overall path



4-dim Maze in Numbers



x	y	z	w
0	0	0	0
0	2	0	3
0	4	5	3
1	1	1	1
1	3	5	1
2	5	5	4
3	1	2	2
3	4	4	1
4	0	1	0
4	3	3	1
4	4	2	0
5	0	0	4
5	2	3	2
5	5	5	5



Can we do 4-dim Colors?

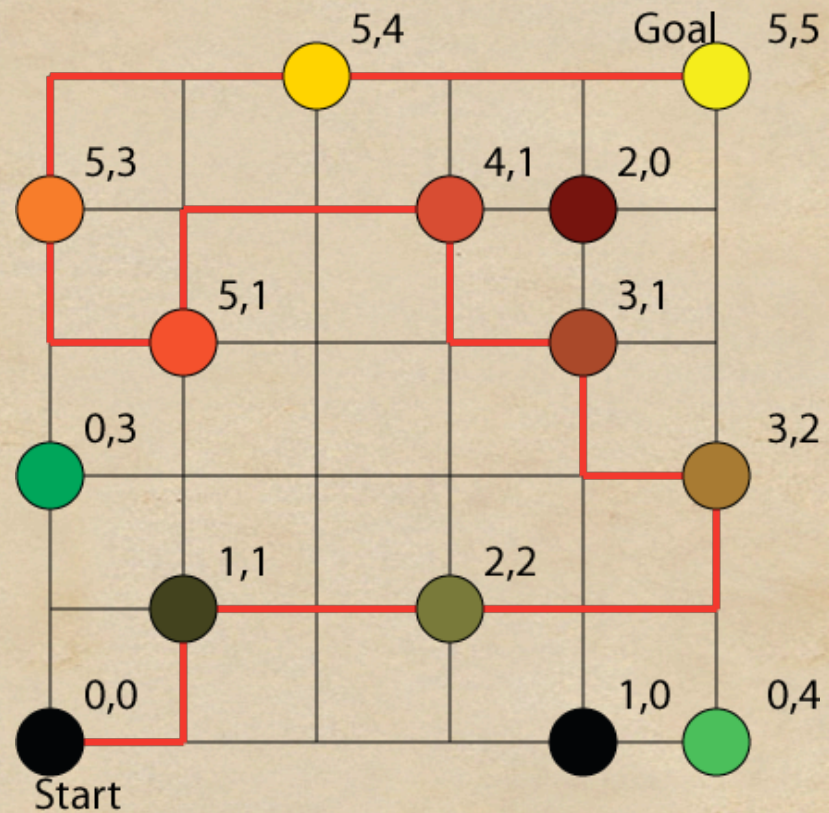
- ◆ Unfortunately human eyes only have three different receptors
 - ◆ Red, Green, and Blue
- ◆ So we can only represent 3 independent pieces of information
- ◆ Any idea how we could visualize 4 dimensions?

Combining Color and Position

- ◆ How many colors do we need to represent 4 dimensions?

Combining Color and Position

- ◆ Note how the color helps you find the path



Color and Position

- ◆ We have seen that x , y , red, and green can be used to visualize a 4-dim problem
- ◆ How many dimensions would you get by combining x and y with complete color information?
- ◆ How about complete spacial and color information?

How Common are Problems in Four and More Dimensions?

- ◆ I commonly work with 10-10,000 dimensions
- ◆ Any information that is known about a person or a thing could be another dimension
 - ◆ Some of them are *yes/no* types of information
 - ◆ Similar ideas and techniques
- ◆ How many things are known about *you*?

Suggestions Please

- ◆ What do *you* think is easy in high dimensions?
- ◆ What is difficult?

Some Easy Things

- ◆ Doing distance calculations
 - ◆ Not just Manhattan distance
 - ◆ Standard Euclidean distance can also easily be generalized to higher dimensions
- ◆ Calculating averages, etc.
- ◆ Many mathematical algorithms don't depend much on dimensionality

So is everything easy?

- ◆ Visualization is difficult
 - ◆ We saw that anything with more than 2 or 3 dimensions becomes difficult to visualize
- ◆ Some problems that one may not think of
 - ◆ In high dimensions there are few points very close and few points very far
 - ◆ Most are somewhere in-between

Example Application

- ◆ Understanding data
 - ◆ Grouping objects
 - ◆ Predicting something about objects
 - ◆ Finding patterns in data
- ◆ Also called: Data mining

Other Applications?

- ◆ Physical sciences / Engineering
 - ◆ Velocity components may be considered as dimensions
 - ◆ Or every position and velocity of every particle in a system may be a dimension!
- ◆ Does not end there
 - ◆ Physicists sometimes even consider infinitely many dimensions!

Summary

- ◆ Working with many dimensions is not so different from working with two or three
- ◆ There are some exciting additional challenges
- ◆ You showed that you can do it!