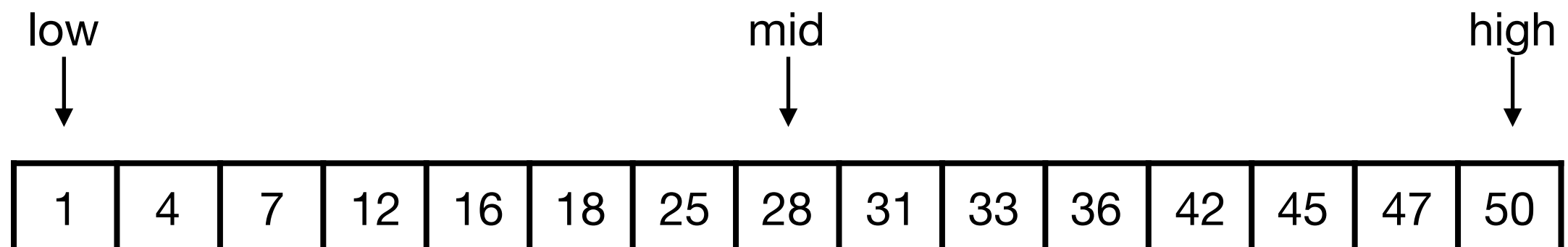


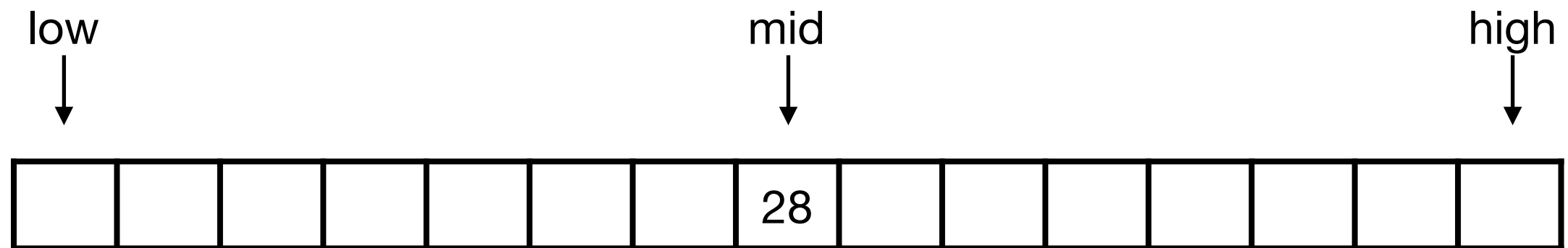
Immersive Algorithms: Better Visualization with Less Information

Philip Bille
Inge Li Gørtz

Binary Search

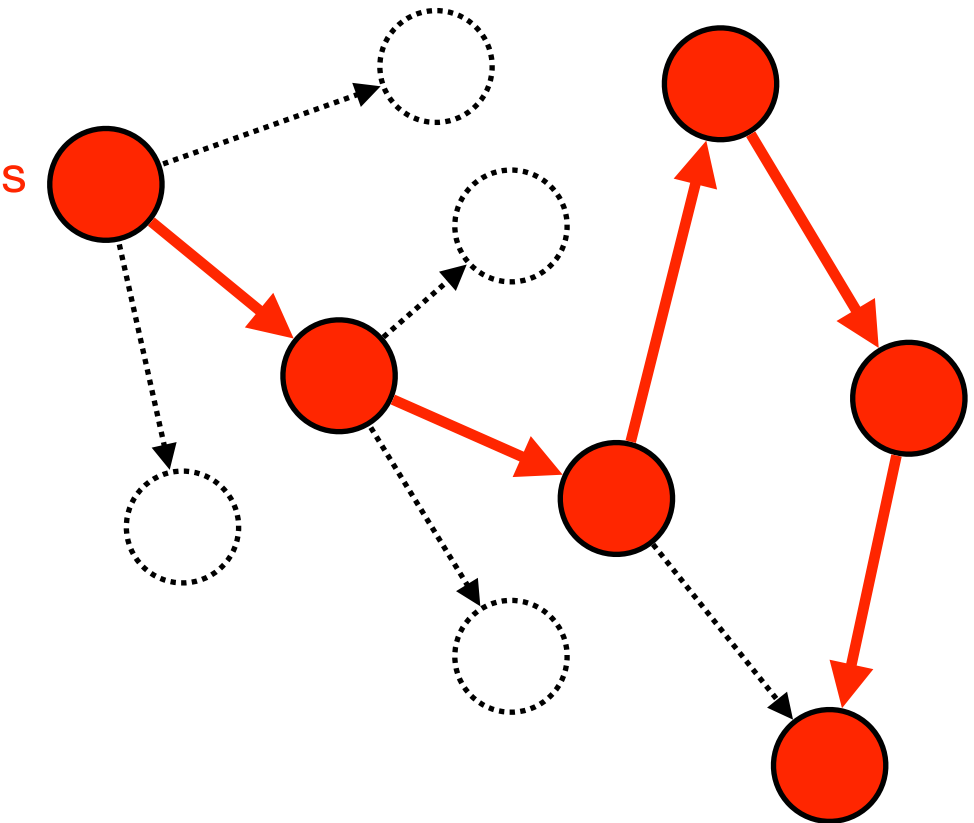


Binary Search

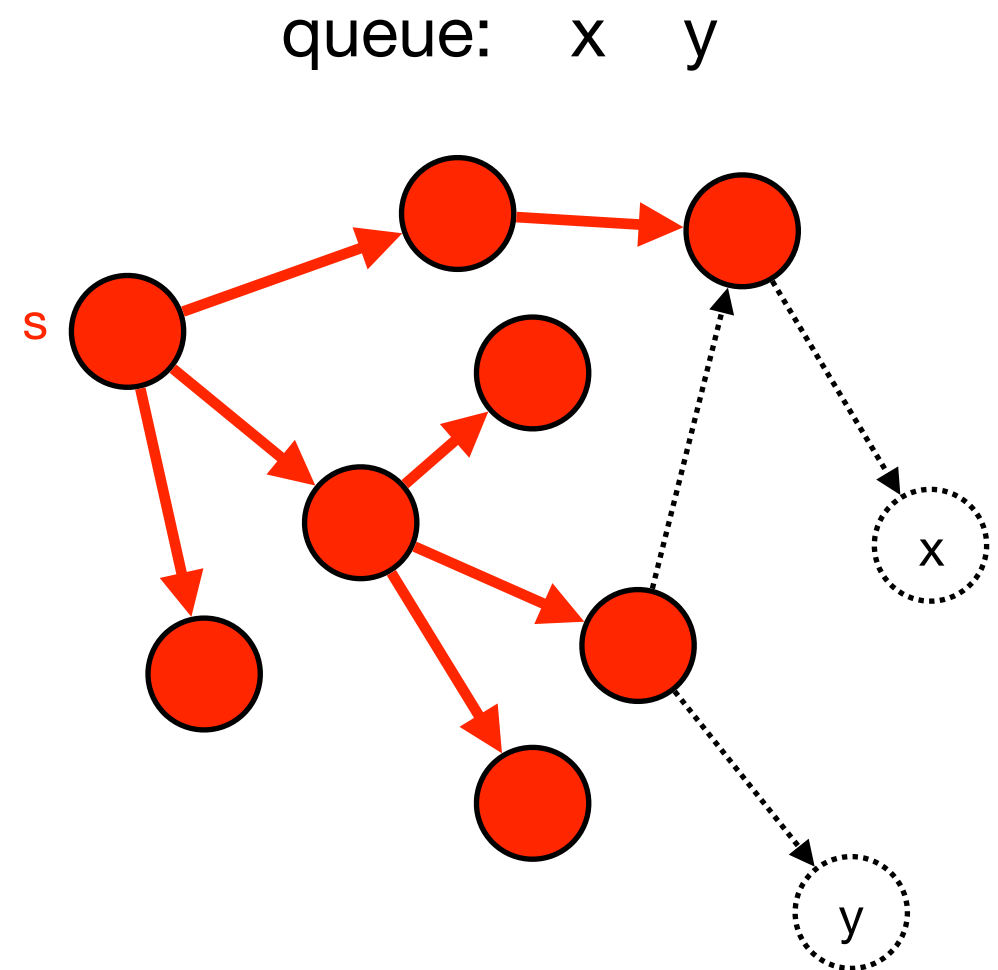
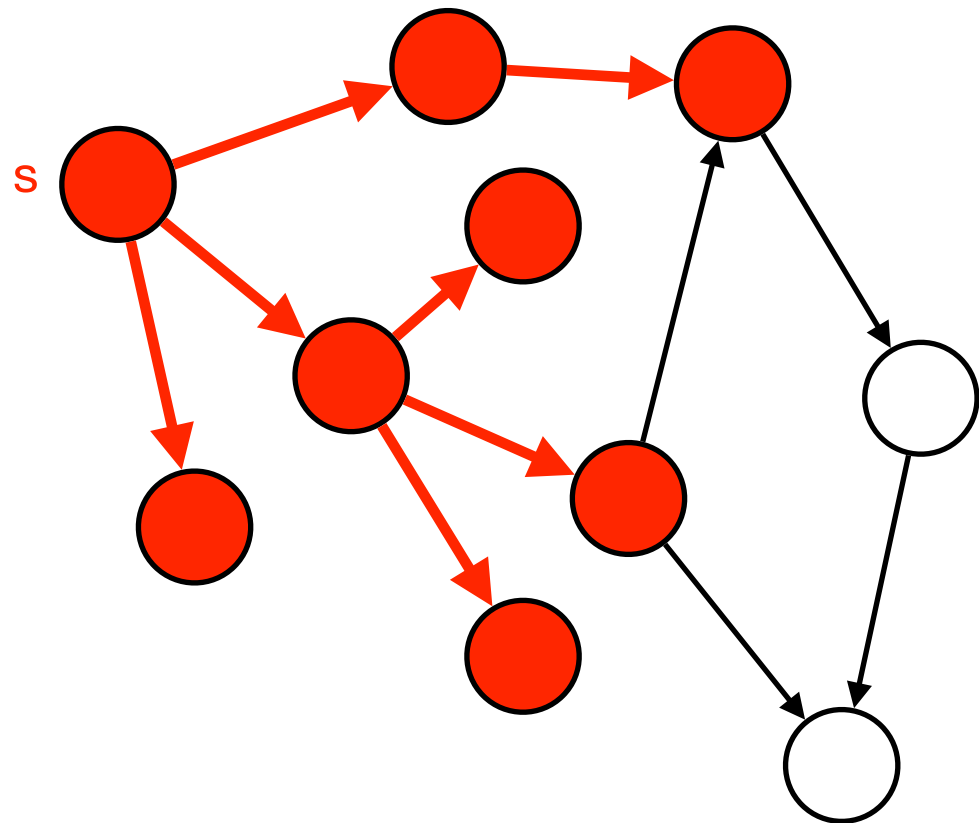


Immersive Visualization

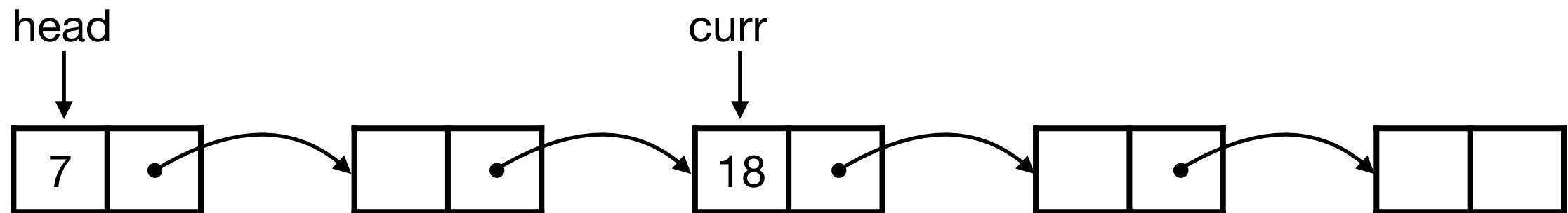
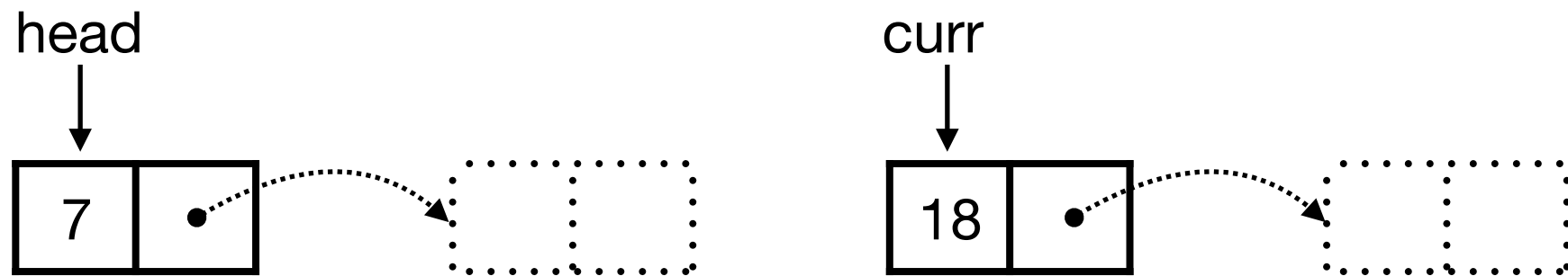
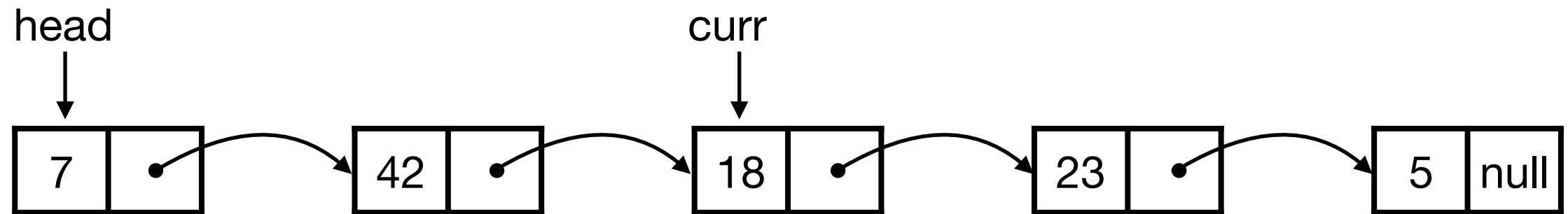
“At any point in time, the displayed information should closely match the information accessed by the algorithm.”



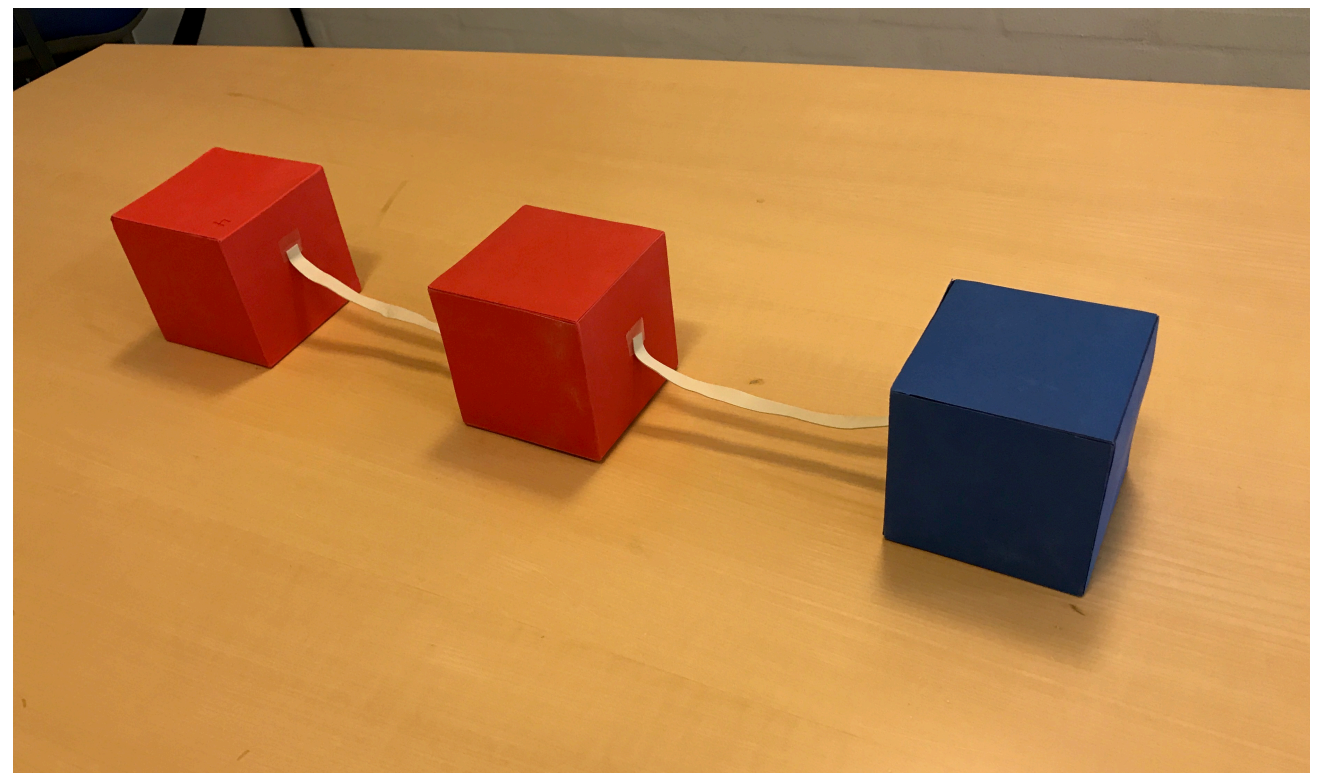
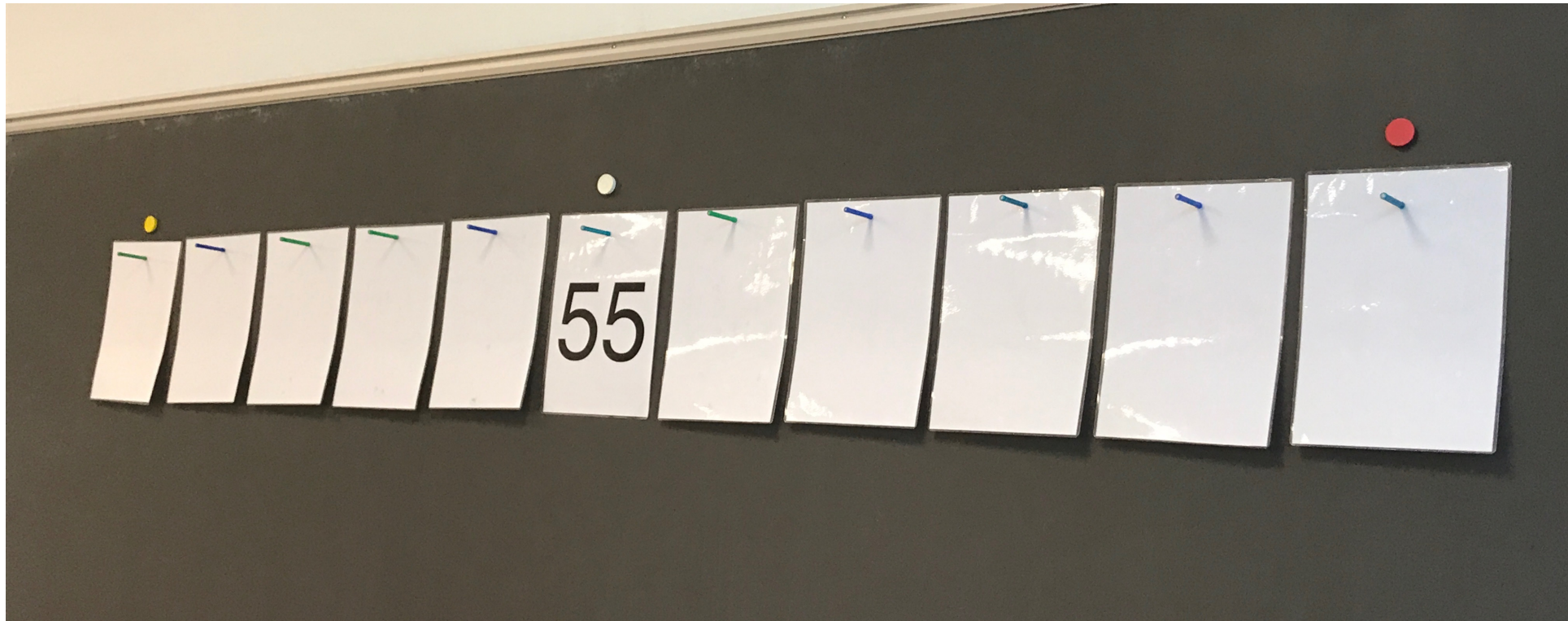
Breadth-First Search



Linked Lists



Practical Implementation



Open Problems

- Complex algorithms.
- Software tools.