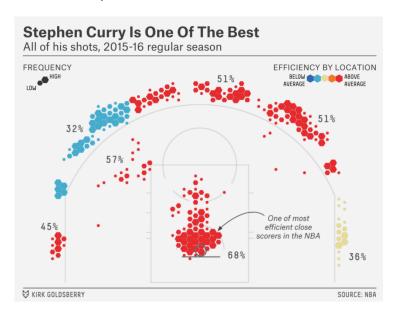
## ggplot2

#### Zhenke Wu

Visualization for Individualized Health
Johns Hopkins Bloomberg School of Public Health, Johns
Hopkins University

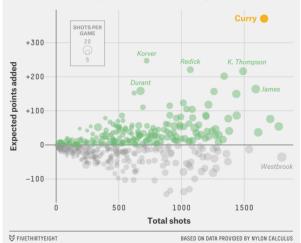
http://zhenkewu.com

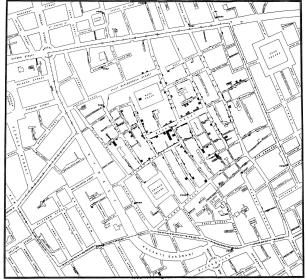
2016-02-23



#### **Curry Is The Most Valuable Shooter (By A Lot)**

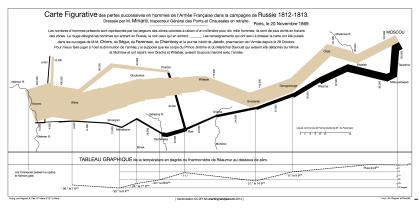
Shooting value added (based on distance, shot clock and defender distance) vs. shots, by player; last season through Nov. 28, 2015





- John Snow's

Cholera map in dot style; dots represent deaths from cholera in London in 1854 to detect the source of the disease



Charles Joseph Minard (1869), Napoleon's March to Moscow - The War of 1812

## Important questions for statistical graphics

- What is a graphic?
- How can we succinctly describe a graphic?
- How can we create the graphic that we have described?

### One approach: develop a grammar!

- Grammar: the fundamental principles or rules of an art or science (Oxford English Dictionary; Item 6)
  - Allows us to gain insights into the composition of complicated graphics
  - Reveals unexpected connections for understanding a diverse range of graphics
  - Guides us to produce sensical and well-formed graphics
- Analogy to the English language: good grammar is just the first step in creating a good sentence.

## Existing R graphics tools

- base graphics (Ross Ihaka)
  - pen on paper model; cannot modify or delete existing content
  - no representation of the graphics, apart from their appearance on the screen
  - fast but with limited scope
- grid (Paul Murrell, 2000)
  - a much richer system of graphical primitives (only primitives; no tools for producing statistical graphics)
  - graph objects represented independently of the plot and can be modified later
  - a system of viewports to lay out complex graphics
- lattice package (Deepayan Sarkar, 2008)
  - uses grid to implement the trellis graphics system of Cleveland
  - can easily produce conditioned plots and some details (e.g., legends) are automatically taken care of
  - ► lacks a formal model: hard to extend

# ggplot2: a framework for producing statistical graphics

- takes the good things from base and lattice graphics
- uses a strong underlying model with several principles (details to follow)

### What we get:

- ▶ a compact syntax to describe a wide range of graphics
- independent components that are easily extensible

## ggplot2 Scatterplot Example: data

```
# create a simple data set with 4 variables in the columns dat0 <- as.data.frame(list(A = c(2,1,4,9),

B = c(3,2,5,10),

C = c(4,1,15,80),

D = c("a","a","b","b")))
dat0
```

```
## A B C D
## 1 2 3 4 a
## 2 1 2 1 a
## 3 4 5 15 b
## 4 9 10 80 b
```

# ggplot2 Scatterplot Example: *geom* aesthetics and **mapping**

- Scatterplot:
  - a point for each observation
  - position the point horizontally according to the value of A, vertically according to C
  - Here, we will also map categorical variable D to the shape of the points
- Aesthetics:

```
x-poistion: Ay-position: C
```

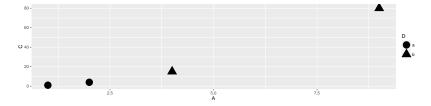
▶ shape: D

```
## x y Shape
## 1 2 3 a
## 2 1 2 a
## 3 4 5 b
## 4 9 10 b
```

# Example: mapping from data space to aesthetic space (controlled by **scale**)

```
## x y Shape
## 1 25 11 circle
## 2 0 20 circle
## 3 75 53 square
## 4 200 300 square
```

# Example: Plot the Geometric objects (geom)



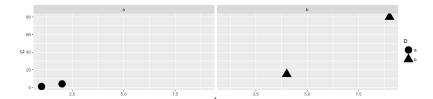
```
# run `?geom_point` geom_point understands the
# following aesthetics (required aesthetics are in bold).
```

## Details about geometric objects, or geom

- ► Controls the type of the plot you create (a point **geom** creates a scatterplot; a line **geom** creates a line plot, etc.)
  - ▶ 0d: point, text,
  - ▶ 1d: path, line (ordered path),
  - ▶ 2d: polygon, interval.
- Are abstract and can be rendered in different ways (e.g., intervals).
- Require outputs from a statistic (e.g., x,y-positions in scatterplot; edges in boxplots)
- Every geom has a default statistic, and every statistic a default geom.
  - For example, the bin statistic defaults to using the bar geom to produce a histogram.
- Each geom can only display certain aesthetics.
  - ► Try ?geom\_point
  - Different parameterizations may be useful (e.g., polar coordinate system).



## Example: Faceting (facet)



# What are the components in the previous example? layered grammer of graphics (Wickham, 2009)

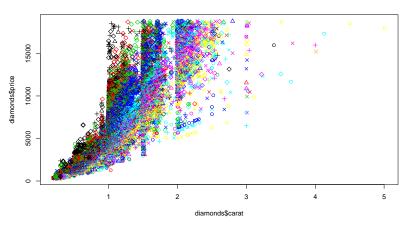
- data and mappings (describe how variables in the data are mapped to aesthetic attributes that you can perceive)
- geometric objects (geom); what you actually see on the plot, e.g., points, lines, polygons, etc.
- statistical transformations, stat; summarize data in useful ways, e.g., binning and counting to create a histogram
- scale: maps values in the data space to values in an aesthetic space; scale draws a legend or axes to make it possible to read the original data values from the graph (inverse mapping: what does this mean?)
- ► A coordinate system: coord
- A faceting specification: describes how to break up data into subsets and how to display them as small multiples; also known as conditioning or latticing/trelissing.

## Diamond data

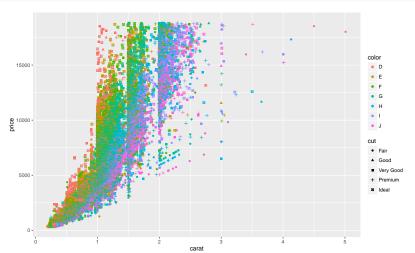
```
# just getting some data
library(ggplot2)
head(diamonds)
```

##		carat	cut	color	clarity	depth	table	price	x	
##	1	0.23	Ideal	E	SI2	61.5	55	326	3.95	;
##	2	0.21	Premium	E	SI1	59.8	61	326	3.89	
##	3	0.23	Good	E	VS1	56.9	65	327	4.05	4
##	4	0.29	Premium	I	VS2	62.4	58	334	4.20	4
##	5	0.31	Good	J	SI2	63.3	58	335	4.34	4
##	6	0.24	Very Good	J	VVS2	62.8	57	336	3.94	;

## Diamond data plotted by base graphics

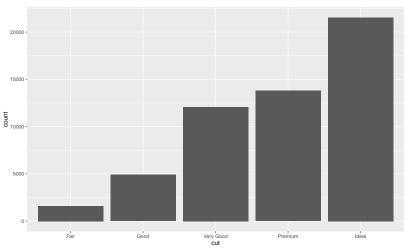


# Diamond data plotted by ggplot2

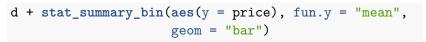


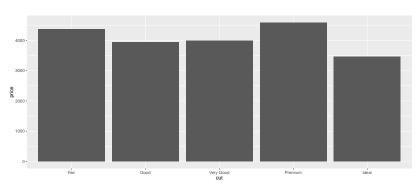
# Diamond Example: count within each cut category

```
d <- ggplot(diamonds, aes(cut))
d + geom_bar()</pre>
```



# Diamond Example: average prices within each cut category





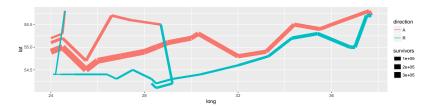
```
library(HistData)
head(Minard.troops)
```

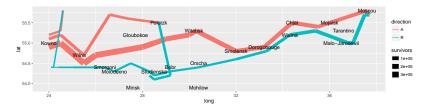
```
## long lat survivors direction group
## 1 24.0 54.9 340000 A 1
## 2 24.5 55.0 340000 A 1
## 3 25.5 54.5 340000 A 1
## 4 26.0 54.7 320000 A 1
## 5 27.0 54.8 300000 A 1
## 6 28.0 54.9 280000 A 1
```

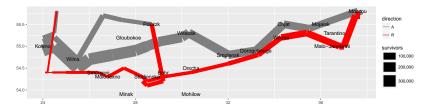
#### head(Minard.cities)

```
## long lat city
## 1 24.0 55.0 Kowno
## 2 25.3 54.7 Wilna
## 3 26.4 54.4 Smorgoni
## 4 26.8 54.3 Moiodexno
```









## What grammar of graphics doesn't do

- ▶ It doesn't suggest what graphics you should use to answer the questions you are interested in.
  - ggplot2 focuses on how to produce the plots you want, not knowing what plots to produce.
- Grammar doesn't specify what a graphic should look like and how to make a plot attractive.
  - Finer details, e.g., font size, background color are not specified by the grammar.
  - ggplot2 uses its theming system
- No real-time interaction; other dynamic and interactive graphics packages exist:
  - rCharts: http://rcharts.io/
  - clickme: https://github.com/nachocab/clickme
  - ▶ D3: Data-Driven Documents: https://d3js.org/

### "Ins and Outs"

- ▶ Data manipulation (get your data into the form required by ggplot2). You will shortly encounter at least these two R packages written by the same author of ggplot2:
  - reshape2
  - plyr
- Make figures publishable
  - comprehensive theming system in ggplot2

## Readings

Wickham H(2009). A Layered Grammar of Graphics. Journal of Computational and Graphical Statistics

## Optional:

- Examples of statistical graphics used in sport analytics:
  - Stephen Curry's Bombs Are Too Good To Be True I mean, they have to be, right? (FiveThirtyEight.com, 2015)
  - ▶ Lionel Messi Is Impossible (FiveThirtyEight.com, 2014)
- Notes by Wickham himself:
  - ggplot2 short courses by Wickham: http://courses.had.co.nz/11-rice/
  - ggplot2 cheatsheet
- A book-length introduction:
  - ▶ Wickham (2010) ggplot2: *Elegant Graphics for Data Analysis* (Use R!)