

Manual for Package PGFPLOTS

2D/3D Plots in L^AT_EX, Version 1.7

<http://sourceforge.net/projects/pgfplots>

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Abstract

PGFPLOTS draws high-quality function plots in normal or logarithmic scaling with a user-friendly interface directly in T_EX. The user supplies axis labels, legend entries and the plot coordinates for one or more plots and PGFPLOTS applies axis scaling, computes any logarithms and axis ticks and draws the plots. It supports line plots, scatter plots, piecewise constant plots, bar plots, area plots, mesh- and surface plots, patch plots, contour plots, quiver plots, histogram plots, polar axes, ternary diagrams, smith charts and some more. It is based on Till Tantau's package PGF/TikZ.

Contents

1	Introduction	5
2	About PGFPlots: Preliminaries	6
2.1	Components	6
2.2	Upgrade remarks	6
2.2.1	New Optional Features	6
2.2.2	Old Features Which May Need Attention	7
2.3	The Team	8
2.4	Acknowledgements	8
2.5	Installation and Prerequisites	9
2.5.1	Licensing	9
2.5.2	Prerequisites	9
2.5.3	Installation in Windows	9
2.5.4	Installation of Linux Packages	9
2.5.5	Installation in Any Directory - the TEXINPUTS Variable	9
2.5.6	Installation Into a Local TDS Compliant texmf-Directory	10
2.5.7	Installation If Everything Else Fails...	10
2.6	Troubleshooting – Error Messages	10
2.6.1	Problems with available Dimen-registers	10
2.6.2	Dimension Too Large Errors	10
2.6.3	Restrictions for DVI-Viewers and dvipdfm	11
2.6.4	Problems with T _E X's Memory Capacities	11
2.6.5	Problems with Language Settings and Active Characters	11
2.6.6	Other Problems	12
3	User's Guide: Drawing Axes and Plots	13
3.1	TEX-dialects: L ^A T _E X, ConT _E Xt, plain T _E X	13
3.2	A First Plot	15
3.3	Two Plots in the Same Axis	15
3.4	Logarithmic Plots	16
3.5	Cycling Line Styles	18
3.6	Scaling Plots	19

4	The Reference	21
4.1	The Axis-Environments	21
4.2	The <code>\addplot</code> Command: Coordinate Input	22
4.2.1	Coordinate Lists	26
4.2.2	Reading Coordinates From Tables	28
4.2.3	Computing Coordinates with Mathematical Expressions	32
4.2.4	Mathematical Expressions And File Data	36
4.2.5	Computing Coordinates with Mathematical Expressions (<code>gnuplot</code>)	37
4.2.6	Computing Coordinates with External Programs (shell)	39
4.2.7	Using External Graphics as Plot Sources	40
4.2.8	Reading Coordinates From Files	51
4.3	About Options: Preliminaries	52
4.3.1	PGFPLOTS and TikZ Options	55
4.4	Two Dimensional Plot Types	55
4.4.1	Linear Plots	55
4.4.2	Smooth Plots	56
4.4.3	Constant Plots	56
4.4.4	Bar Plots	58
4.4.5	Histograms	66
4.4.6	Comb Plots	71
4.4.7	Quiver Plots (Arrows)	72
4.4.8	Stacked Plots	76
4.4.9	Area Plots	78
4.4.10	Scatter Plots	82
4.4.11	1D Colored Mesh Plots	91
4.4.12	Interrupted Plots	92
4.4.13	Patch Plots	94
4.5	Three Dimensional Plot Types	94
4.5.1	Before You Start With 3D	94
4.5.2	The <code>\addplot3</code> Command: Three Dimensional Coordinate Input	94
4.5.3	Line Plots	99
4.5.4	Scatter Plots	100
4.5.5	Mesh Plots	102
4.5.6	Surface Plots	105
4.5.7	Contour Plots	112
4.5.8	Parameterized Plots	120
4.5.9	3D Quiver Plots (Arrows)	121
4.5.10	About 3D Const Plots and 3D Bar Plots	121
4.5.11	Patch Plots	121
4.6	Markers, Linestyles, (Background-) Colors and Colormaps	128
4.6.1	Markers	128
4.6.2	Line Styles	133
4.6.3	Edges and Their Parameters	134
4.6.4	Font Size and Line Width	134
4.6.5	Colors	135
4.6.6	Color Maps	137
4.6.7	Cycle Lists – Options Controlling Line Styles	141
4.6.8	Axis Background	150
4.7	Providing Color Data - Point Meta	150
4.8	Axis Descriptions	155
4.8.1	Placement of Axis Descriptions	155
4.8.2	Alignment of Axis Descriptions	160
4.8.3	Labels	163
4.8.4	Legends	165
4.8.5	Legend Appearance	168
4.8.6	Legends with <code>\label</code> and <code>\ref</code>	176
4.8.7	Legends Outside Of an Axis	178
4.8.8	Legends with Customized Texts or Multiple Lines	180

4.8.9	Axis Lines	181
4.8.10	Two Ordinates	186
4.8.11	Axis Discontinuities	187
4.8.12	Color Bars	188
4.8.13	Color Bars Outside Of an Axis	198
4.9	Scaling Options	199
4.9.1	Common Scaling Options	199
4.9.2	Scaling Descriptions: Predefined Styles	211
4.9.3	Scaling Strategies	214
4.10	3D Axis Configuration	216
4.10.1	View Configuration	216
4.10.2	Styles Used Only For 3D Axes	218
4.10.3	Appearance Of The 3D Box	219
4.10.4	Axis Line Variants	222
4.11	Error Bars	222
4.11.1	Input Formats of Error Coordinates	225
4.12	Number Formatting Options	225
4.12.1	Frequently Used Number Printing Settings	226
4.12.2	PGFPLOTS-specific Number Formatting	227
4.13	Specifying the Plotted Range	230
4.14	Tick Options	236
4.14.1	Tick Coordinates and Label Texts	236
4.14.2	Tick Alignment: Positions and Shifts	247
4.14.3	Tick Scaling - Common Factors In Ticks	248
4.14.4	Tick Fine-Tuning	252
4.15	Grid Options	253
4.16	Custom Annotations	254
4.16.1	Accessing Axis Coordinates in Graphical Elements	255
4.16.2	Placing Nodes on Coordinates of a Plot	259
4.16.3	Placing Decorations on Top of a Plot	263
4.17	Style Options	264
4.17.1	All Supported Styles	264
4.17.2	(Re)Defining Own Styles	271
4.18	Alignment Options and Bounding Box Control	271
4.18.1	Basic Alignment	271
4.18.2	Vertical Alignment with <code>baseline</code>	274
4.18.3	Horizontal Alignment	275
4.18.4	Alignment In Array Form (Subplots)	276
4.18.5	Miscellaneous for Alignment	280
4.18.6	Bounding box restrictions	280
4.19	Closing Plots (Filling the Area Under Plots)	283
4.20	Symbolic Coordinates and User Transformations	284
4.20.1	String Symbols as Input Coordinates	285
4.20.2	Dates as Input Coordinates	286
4.21	Skipping Or Changing Coordinates – Filters	288
4.22	Transforming Coordinate Systems	292
4.23	Fitting Lines – Regression	293
4.24	Miscellaneous Options	296
4.25	TikZ Interoperability	302
4.26	Layers	305
4.26.1	Summary	305
4.26.2	Using Predefined Layers	305
4.26.3	Changing the Layer of Graphical Elements	308
4.27	Technical Internals	308

5	Related Libraries	311
5.1	Clickable Plots	311
5.1.1	Overview	311
5.1.2	Requirements for the Library	314
5.1.3	Customization	315
5.1.4	Using the Clickable Library in Other Contexts	316
5.2	Colormaps	317
5.3	Dates as Input Coordinates	322
5.4	Image Externalization	322
5.5	Grouping plots	322
5.5.1	Grouping options	325
5.6	Patchplots Library	328
5.6.1	One-Dimensional Patch Types	329
5.6.2	Providing Patches by means of Mathematical Expressions	330
5.6.3	Global One-Dimensional Curves with Smooth Splines	332
5.6.4	Two-Dimensional Patch Types	332
5.6.5	Automatic Patch Refinement and Triangulation	339
5.6.6	Peculiarities of Flat Shading and High Order Patches	341
5.6.7	Drawing Grids	342
5.7	Polar Axes	344
5.7.1	Polar Axes	344
5.7.2	Using Radians instead of Degrees	346
5.7.3	Mixing With Cartesian Coordinates	347
5.7.4	Special Polar Plot Types	347
5.7.5	Partial Polar Axes	348
5.8	Smith Charts	350
5.8.1	Smith Chart Axes	350
5.8.2	Size Control	352
5.8.3	Working with Prepared Data	357
5.8.4	Appearance Control and Styles	358
5.8.5	Controlling Arcs and Their Stop Points	360
5.9	Ternary Diagrams	362
5.9.1	Ternary Axis	363
5.9.2	Tieline Plots	372
5.10	Units in Labels	374
5.10.1	Preset SI prefixes	376
6	Memory and Speed considerations	378
6.1	Memory Limits of \TeX	378
6.2	Memory Limitations	379
6.2.1	LuaLa \TeX	379
6.2.2	Mik \TeX	379
6.2.3	$\text{\TeX}Live$ or similar installations	379
6.3	Reducing Typesetting Time	380
7	Import/Export From Other Formats	381
7.1	Export to pdf/eps	381
7.1.1	Using the Automatic Externalization Framework of TikZ	381
7.1.2	Using the Externalization Framework of PGF By Hand	387
7.2	Importing From Matlab	388
7.2.1	Importing Mesh Data From Matlab To PGFPLOTS	388
7.2.2	matlab2pgfplots.m	389
7.2.3	matlab2pgfplots.sh	389
7.2.4	Importing Colormaps From Matlab	389
7.3	SVG Output	389
7.4	Generate PGFPLOTS Graphics Within Python	390

8 Utilities and Basic Level Commands	391
8.1 Utility Commands	391
8.2 Commands Inside Of PGFPlots Axes	393
8.3 Path Operations	394
8.4 Specifying Basic Coordinates	395
8.5 Accessing Axis Limits	398
8.6 Layer Access	398
Index	400

1 Introduction

This package provides tools to generate plots and labeled axes easily. It draws normal plots, logplots and semi-logplots, in two and three dimensions. Axis ticks, labels, legends (in case of multiple plots) can be added with key-value options. It can cycle through a set of predefined line/marker/color specifications. In summary, its purpose is to simplify the generation of high-quality function and/or data plots, and solving the problems of

- consistency of document and font type and font size,
- direct use of \TeX math mode in axis descriptions,
- consistency of data and figures (no third party tool necessary),
- inter-document consistency using preamble configurations and styles.

Although not necessary, separate `.pdf` or `.eps` graphics can be generated using the `external` library developed as part of `TikZ`.

You are invited to use PGFPLOTS for visualization of medium sized data sets in two and three dimensions.

2 About PGFPLOTS: Preliminaries

This section contains information about upgrades, the team, the installation (in case you need to do it manually) and troubleshooting. You may skip it completely except for the upgrade remarks.

PGFPLOTS is built completely on TikZ/PGF. Knowledge of TikZ will simplify the work with PGFPLOTS, although it is not required.

However, note that this library requires at least PGF version 2.10. At the time of this writing, many TeX-distributions still contain the older PGF version 1.18, so it may be necessary to install a recent PGF prior to using PGFPLOTS.

2.1 Components

PGFPLOTS comes with two components:

1. the plotting component (which you are currently reading) and
2. the [PGFPLOTS TABLE](#) component which simplifies number formatting and postprocessing of numerical tables. It comes as a separate package and has its own manual [pgfplotstable.pdf](#).

2.2 Upgrade remarks

This release provides a lot of improvements which can be found in all detail in [ChangeLog](#) for interested readers. However, some attention is useful with respect to the following changes.

2.2.1 New Optional Features

PGFPLOTS has been written with backwards compatibility in mind: old TeX files should compile without modifications and without changes in the appearance. However, new features occasionally lead to a different behavior. In such a case, PGFPLOTS will deactivate the new feature¹.

Any new features or bugfixes which cause backwards compatibility problems need to be activated *manually* and *explicitly*. In order to do so, you should use

```
\usepackage{pgfplots}
\pgfplotsset{compat=1.6}
```

in your preamble. This will configure the compatibility layer.

You should have at least `compat=1.3`. The suggested value is printed to the `.log` file after running TeX.

Here is a list of changes introduced in recent versions of PGFPLOTS:

1. PGFPLOTS 1.6 added new options for more accurate scaling and more scaling options for `\addplot3 graphics`. These are enabled with `compat=1.6` or higher.
2. PGFPLOTS 1.5.1 interprets circle- and ellipse radii as PGFPLOTS coordinates (older versions used PGF unit vectors which have no direct relation to PGFPLOTS). In other words: starting with version 1.5.1, it is possible to write `\draw circle[radius=5]` inside of an axis. This requires `\pgfplotsset{compat=1.5.1}` or higher.
- Without this compatibility setting, circles and ellipses use low-level canvas units of PGF as in earlier versions.
3. PGFPLOTS 1.5 uses `log origin=0` as default (which influences logarithmic bar plots or stacked logarithmic plots). Older versions keep `log origin=infty`. This requires `\pgfplotsset{compat=1.5}` or higher.
4. PGFPLOTS 1.4 has fixed several smaller bugs which might produce differences of about 1–2pt compared to earlier releases. This requires `\pgfplotsset{compat=1.4}` or higher.
5. PGFPLOTS 1.3 comes with user interface improvements. The technical distinction between “behavior options” and “style options” of older versions is no longer necessary (although still fully supported). This is always activated.

¹In case of broken backwards compatibility, we apologize – and ask you to submit a bug report. We will take care of it.

6. PGFPLOTS 1.3 has a new feature which allows to *move axis labels tight to tick labels* automatically. This is strongly recommended. It requires `\pgfplotsset{compat=1.3}` or higher. Since this affects the spacing, it is not enabled by default.
7. PGFPLOTS 1.3 supports reversed axes. It is no longer necessary to use workarounds with negative units.
Take a look at the `x dir=reverse` key.
Existing workarounds will still function properly. Use `\pgfplotsset{compat=1.3}` or higher together with `x dir=reverse` to switch to the new version.

2.2.2 Old Features Which May Need Attention

1. The `scatter/classes` feature produces proper legends as of version 1.3. This may change the appearance of existing legends of plots with `scatter/classes`.
2. Starting with PGFPLOTS 1.1, `\tikzstyle` should *no longer be used* to set PGFPLOTS options.
Although `\tikzstyle` is still supported for some older PGFPLOTS options, you should replace any occurrence of `\tikzstyle` with `\pgfplotsset{\{style name\}/.style={\{key-value-list\}}}` or the associated .append style variant. See Section 4.17 for more detail.

I apologize for any inconvenience caused by these changes.

`/pgfplots/compat=1.6|1.5.1|1.5|1.4|1.3|pre 1.3|default` (initially `default`)

The preamble configuration

```
\usepackage{pgfplots}
\pgfplotsset{compat=1.6}
```

allows to choose between backwards compatibility and most recent features.

Occasionally, you might want to use different versions in the same document. Then, provide

```
\begin{figure}
  \pgfplotsset{compat=1.4}
  ...
  \caption{...}
\end{figure}
```

in order to restrict the compatibility setting to the actual context (in this case, the `figure` environment).

The output of your `.log` file to see the suggested value for `compat`.

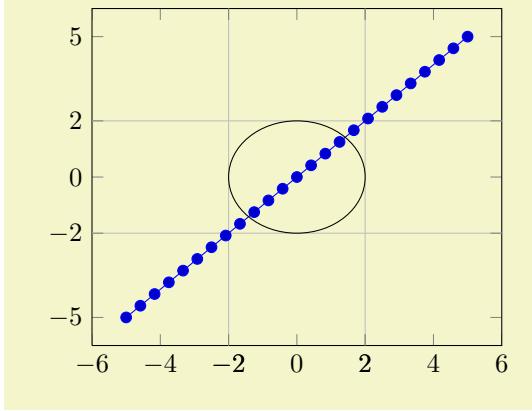
Use `\pgfplotsset{compat=default}` to restore the factory settings.

Although typically unnecessary, it is also possible to activate only selected changes and keep compatibility to older versions in general:

```
/pgfplots/compat/path replacement=<version>
/pgfplots/compat/labels=<version>
/pgfplots/compat/scaling=<version>
/pgfplots/compat/scale mode=<version>
/pgfplots/compat/empty line=<version>
/pgfplots/compat/plot3graphics=<version>
/pgfplots/compat/general=<version>
```

Let us assume that we have a document with `\pgfplotsset{compat=1.3}` and you want to keep it this way.

In addition, you realized that version 1.5.1 supports circles and ellipses. Then, use



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% preamble:
\pgfplotsset{compat=1.3,compat/path replacement=1.5.1}
\begin{tikzpicture}
\begin{axis}[
    extra x ticks={-2,2},
    extra y ticks={-2,2},
    extra tick style=[grid=major]
    \addplot {x};
    \draw (axis cs:0,0) circle[radius=2];
\end{axis}
\end{tikzpicture}
```

All of these keys accept the possible values of the `compat` key.

The `compat/path replacement` key controls how radii of circles and ellipses are interpreted.

The `compat/labels` key controls how axis labels are aligned: either uses adjacent to ticks or with an absolute offset.

The `compat/scaling` key controls some bugfixes introduced in version 1.4 and 1.6: they might introduce slight scaling differences in order to improve the accuracy.

The `compat/plot3graphics` controls new features for `\addplot3` graphics.

The `compat/scale mode` allows to enable/disable the warning “The content of your 3d axis has CHANGED compared to previous versions” because the `axis equal` and `unit vector ratio` features were broken for all versions before 1.6 and have been fixed in 1.6.

The `compat/empty line` allows to write empty lines into input files in order to generate a jump. This requires `compat=1.4` or newer. See `empty line` for details.

The `compat/general` key currently only activates `log origin`.

The detailed effects can be seen on the beginning of this section.

The value $\langle version \rangle$ can be `default`, `pre 1.3`, `1.3`, `1.4`, `1.5`, `1.5.1`, `1.6`, and `newest`. The value `default` is the same as `pre 1.3` (up to insignificant changes). The use of `newest` is strongly *discouraged*: it might cause changes in your document, depending on the current version of PGFPLOTS. Please inspect your `.log` file to see suggestions for the best possible version.

2.3 The Team

PGFPLOTS has been written mainly by Christian Feuersänger with many improvements of Pascal Wolkotte and Nick Papior Andersen as a spare time project. We hope it is useful and provides valuable plots.

If you are interested in writing something but don't know how, consider reading the auxiliary manual [TeX-programming-notes.pdf](#) which comes with PGFPLOTS. It is far from complete, but maybe it is a good starting point (at least for more literature).

2.4 Acknowledgements

I thank God for all hours of enjoyed programming. I thank Pascal Wolkotte and Nick Papior Andersen for their programming efforts and contributions as part of the development team. I thank Jürgen Dugge for his contribution of `hist/density`, matlab scripts for `\addplot3` graphics, excellent user forum help and helpful bug reports. I thank Stefan Tibus, who contributed the `plot shell` feature. I thank Tom Cashman for the contribution of the `reverse legend` feature. Special thanks go to Stefan Pinnow whose tests of PGFPLOTS lead to numerous quality improvements. Furthermore, I thank Dr. Schweitzer for many fruitful discussions and Dr. Meine for his ideas and suggestions. Special thanks go to Markus Böhning for proofreading all the manuals of PGF, PGFPLOTS, and [PGFPLOTS TABLE](#). Thanks as well to the many international contributors who provided feature requests or identified bugs or simply improvements of the manual!

Last but not least, I thank Till Tantau and Mark Wibrow for their excellent graphics (and more) package PGF and TikZ, which is the base of PGFPLOTS.

2.5 Installation and Prerequisites

2.5.1 Licensing

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

A copy of the GNU General Public License can be found in the package file

`doc/latex/pgfplots/gpl-3.0.txt`

You may also visit <http://www.gnu.org/licenses>.

2.5.2 Prerequisites

PGFPLOTS requires PGF with **at least version** 2.0. It is used with

`\usepackage{pgfplots}`

in your preamble (see Section 3.1 for information about how to use it with ConTeXt and plain TeX).

There are several ways how to teach TeX where to find the files. Choose the option which fits your needs best.

2.5.3 Installation in Windows

Windows users often use MikTeX which downloads the latest stable package versions automatically. You do not need to install anything manually here.

However, MikTeX provides a feature to install packages locally in its own TeX-Directory-Structure (TDS). This is the preferred way if you like to install newer version than those of MikTeX. The basic idea is to unzip PGFPLOTS in a directory of your choice and configure the MikTeX Package Manager to use this specific directory with higher priority than its default paths. If you want to do this, start the MikTeX Settings using “Start >> Programs >> MikTeX >> Settings”. There, use the “Roots” menu section. It contains the MikTeX Package directory as initial configuration. Use “Add” to select the directory in which the unzipped PGFPLOTS tree resides. Then, move the newly added path to the list’s top using the “Up” button. Then press “Ok”. For MikTeX 2.8, you may need to uncheck the “Show MikTeX-maintained root directories” button to see the newly installed path.

MikTeX complains if the provided directory is not TDS conform (see Section 2.5.6 for details), so you can’t provide a wrong directory here. This method does also work for other packages, but some packages may need some directory restructuring before MikTeX accepts them.

2.5.4 Installation of Linux Packages

At the time of this writing, I am unaware of PGFPLOTS packages for recent stable Linux distributions. For Ubuntu, there are unofficial Ubuntu Package Repositories which can be added to the Ubuntu Package Tools. The idea is: add a simple URL to the Ubuntu Package Tool, run update and the installation takes place automatically. These URLs are maintained as PPA on Ubuntu Servers.

The PGFPLOTS download area on sourceforge contains recent links about Ubuntu Package Repositories, go to <http://sourceforge.net/projects/pgfplots/files> and download the readme files with recent links.

2.5.5 Installation in Any Directory - the TEXINPUTS Variable

You can simply install PGFPLOTS anywhere on your harddrive, for example into

`/foo/bar/pgfplots`.

Then, you set the `TEXINPUTS` variable to

`TEXINPUTS=/foo/bar/pgfplots//:`

The trailing ‘:’ tells \TeX to check the default search paths after `/foo/bar/pgfplots`. The double slash ‘//’ tells \TeX to search all subdirectories.

If the `TEXINPUTS` variable already contains something, you can append the line above to the existing `TEXINPUTS` content.

Furthermore, you should set `TEXDOCS` as well,

```
TEXDOCS=/foo/bar/pgfplots//:
```

so that the \TeX -documentation system finds the files `pgfplots.pdf` and `pgfplotstable.pdf` (on some systems, it is then enough to use `texdoc pgfplots`).

Please refer to your operating systems manual for how to set environment variables.

2.5.6 Installation Into a Local TDS Compliant `texmf`-Directory

PGFPLOTS comes in a “ \TeX Directory Structure” (TDS) conforming directory structure, so you can simply unpack the files into a directory which is searched by \TeX automatically. Such directories are `~/texmf` on Linux systems, for example.

Copy PGFPLOTS to a local `texmf` directory like `~/texmf`. You need at least the PGFPLOTS directories `tex/generic/pgfplots` and `tex/latex/pgfplots`. Then, run `texhash` (or some equivalent path-updating command specific to your \TeX distribution).

The TDS consists of several sub directories which are searched separately, depending on what has been requested: the sub directories `doc/latex/<package>` are used for (L^AT_EX) documentation, the sub-directories `doc/generic/<package>` for documentation which apply to L^AT_EX and other \TeX dialects (like plain \TeX and Con \TeX t which have their own, respective sub-directories) as well.

Similarly, the `tex/latex/<package>` sub-directories are searched whenever L^AT_EX packages are requested. The `tex/generic/<package>` sub-directories are searched for packages which work for L^AT_EX and other \TeX dialects.

Do not forget to run `texhash`.

2.5.7 Installation If Everything Else Fails...

If \TeX still doesn’t find your files, you can copy all `.sty` and all `.code.tex`-files (perhaps all `.def` files as well) into your current project’s working directory. In fact, you need everything which is in the `tex/latex/pgfplots` and `tex/generic/pgfplots` sub directories.

Please refer to <http://www.ctan.org/installationadvice/> for more information about package installation.

2.6 Troubleshooting – Error Messages

This section discusses some problems which may occur when using PGFPLOTS. Some of the error messages are shown in the index, take a look at the end of this manual (under “Errors”).

2.6.1 Problems with available Dimen-registers

To avoid problems with the many required \TeX -registers for PGF and PGFPLOTS, you may want to include
`\usepackage{etex}`

as first package. This avoids problems with “no room for a new dimen” in most cases. It should work with any modern installation of \TeX (it activates the e- \TeX extensions).

2.6.2 Dimension Too Large Errors

The core mathematical engine of PGF relies on \TeX registers to perform fast arithmetics. To compute $50 + 299$, it actually computes $50\text{pt}+299\text{pt}$ and strips the `pt` suffix of the result. Since \TeX registers can only contain numbers up to ± 16384 , overflow error messages like “Dimension too large” occur if the result leaves the allowed range. Normally, this should never happen – PGFPLOTS uses a floating point unit with data range $\pm 10^{324}$ and performs all mappings automatically. However, there are some cases where this fails. Some of these cases are:

1. The axis range (for example, for x) becomes *relatively* small. It's no matter if you have absolutely small ranges like $[10^{-17}, 10^{-16}]$. But if you have an axis range like $[1.99999999, 2]$, where a lot of significant digits are necessary, this may be problematic.

I guess I can't help here: you may need to prepare the data somehow before PGFPLOTS processes it.

2. This may happen as well if you only view a very small portion of the data range.

This happens, for example, if your input data ranges from $x \in [0, 10^6]$, and you say `xmax=10`.

Consider using the `restrict x to domain*=(min):(max)` key in such a case, where the $\langle min \rangle$ and $\langle max \rangle$ should be (say) four times of your axis limits (see page 291 for details).

3. The `axis equal` key will be confused if x and y have a very different scale.
4. You may have found a bug – please contact the developers.

2.6.3 Restrictions for DVI-Viewers and dvipdfm

PGF is compatible with

- `latex/dvips`,
- `latex/dvipdfm`,
- `pdflatex`,
- `:`

However, there are some restrictions: I don't know any DVI viewer which is capable of viewing the output of PGF (and therefore PGFPLOTS as well). After all, DVI has never been designed to draw something different than text and horizontal/vertical lines. You will need to view the postscript file or the pdf-file.

Then, the DVI/pdf combination doesn't support all types of shadings (for example, the `shader=interp` is only available for `dvips` and `pdftex` drivers).

Furthermore, PGF needs to know a *driver* so that the DVI file can be converted to the desired output. Depending on your system, you need the following options:

- `latex/dvips` does not need anything special because `dvips` is the default driver if you invoke `latex`.
- `pdflatex` will also work directly because `pdflatex` will be detected automatically.
- `latex/dvipdfm` requires to use

```
\def\pgfsysdriver{pgfsys-dvipdfm.def}
%\def\pgfsysdriver{pgfsys-pdftex.def}
%\def\pgfsysdriver{pgfsys-dvips.def}
\usepackage{pgfplots}.
```

The uncommented commands could be used to set other drivers explicitly.

Please read the corresponding sections in [5, Section 7.2.1 and 7.2.2] if you have further questions. These sections also contain limitations of particular drivers.

The choice which won't produce any problems at all is `pdflatex`.

2.6.4 Problems with TeX's Memory Capacities

PGFPLOTS can handle small up to medium sized plots. However, TeX has never been designed for data plots – you will eventually face the problem of small memory capacities. See Section 6.1 for how to enlarge them.

2.6.5 Problems with Language Settings and Active Characters

Both PGF and PGFPLOTS use a lot of active characters – which may lead to incompatibilities with other packages which define active characters. Compatibility is better than in earlier versions, but may still be an issue. The manual compiles with the `babel` package for english and french, the `german` package does also work. If you experience any trouble, let me know. Sometimes it may work to disable active characters temporarily (`babel` provides such a command).

2.6.6 Other Problems

Please read the mailing list at

<http://sourceforge.net/projects/pgfplots/support>.

Perhaps someone has also encountered your problem before, and maybe he came up with a solution.

Please write a note on the mailing list if you have a different problem. In case it is necessary to contact the authors directly, consider the addresses shown on the title page of this document.

3 User's Guide: Drawing Axes and Plots

The user interface of PGFPLOTS consists of three components: a `tikzpicture` environment, an `axis` and the `\addplot` command.

Each axis is generated as part of a picture environment (which can be used to annotate plots afterwards, for example). The axis environment encapsulates one or more `\addplot` commands and controls axis-wide settings (like limits, legends, and descriptions). The `\addplot` command supports several coordinate input methods (like table input or mathematical expressions) and allows various sorts of visualization options with straight lines as initial configuration.

The rest of PGFPLOTS is a huge set of key-value options to modify the initial configuration or to select plot types. The reference manual has been optimized for electronical display: a lot of examples illustrate the features, and reference documentation can be found by clicking into the sourcecode text fields. Note that most pdf viewers also support to jump back from a hyperlink: for Acrobat Reader, open the menu View»Toolbars»More Tools and activate the “Previous View” and “Next View” buttons (which are under “Page Navigation Toolbar”). Thus, knowledge of all keys is unnecessary; you can learn them when it is necessary.

To learn PGFPLOTS, you should learn about the `\addplot` command and its coordinate input methods. The most important input methods are `\addplot table` and `\addplot expression`.

The following sections explain the basics of PGFPLOTS, namely how to work with the `\addplot` commands and `axis` environments and how line styles are assigned automatically.

3.1 T_EX-dialects: L^AT_EX, ConT_EXt, plain T_EX

The starting point for PGFPLOTS is an `axis` enviroment like `axis` or the logarithmic variants `semilogxaxis`, `semilogyaxis` or `loglogaxis`.

Each environment is available for L^AT_EX, ConT_EXt and plain T_EX:

L^AT_EX: `\usepackage{pgfplots}` and

```
\begin{tikzpicture}
\begin{axis}
...
\end{axis}
\end{tikzpicture}
```

```
\begin{tikzpicture}
\begin{semilogxaxis}
...
\end{semilogxaxis}
\end{tikzpicture}
```

```
\documentclass[a4paper]{article}

% for dvipdfm:
% \def\pgfsysdriver{pgfsys-dvipdfm.def}
\usepackage{pgfplots}
\pgfplotsset{compat=1.6} % <-- moves axis labels near ticklabels (respects tick label widths)

\begin{document}
\begin{figure}
  \centering
  \begin{tikzpicture}
    \begin{loglogaxis}[ xlabel=Cost, ylabel=Error]
      \addplot coordinates {
        (5,     8.31160034e-02)
        (17,    2.54685628e-02)
        (49,    7.40715288e-03)
        (129,   2.10192154e-03)
        (321,   5.87352989e-04)
        (769,   1.62269942e-04)
        (1793,  4.44248889e-05)
        (4097,  1.20714122e-05)
        (9217,  3.26101452e-06)
      };
      \addplot coordinates {
        (7,     8.47178381e-02)
        (31,    3.04409349e-02)
        (111,   1.02214539e-02)
        (351,   3.30346265e-03)
        (1023,  1.03886535e-03)
        (2815,  3.19646457e-04)
        (7423,  9.65789766e-05)
        (18943, 2.87339125e-05)
        (47103, 8.43749881e-06)
      };
      \legend{Case 1,Case 2}
    \end{loglogaxis}
  \end{tikzpicture}
  \caption{A larger example}
\end{figure}
\end{document}
```

ConTeXt: `\usemodule[pgfplots]` and

<pre>\starttikzpicture \startaxis ... \stopaxis \stoptikzpicture</pre>	<pre>\starttikzpicture \startsemilogxaxis ... \stopsemilogxaxis \stoptikzpicture</pre>
--	--

A complete ConTeXt-example file can be found in

```
doc/context/pgfplots/pgfplotsexample.tex.
```

plain TeX: `\input pgfplots.tex` and

<pre>\tikzpicture \axis ... \endaxis \endtikzpicture</pre>	<pre>\tikzpicture \semilogxaxis ... \endsemilogxaxis \endtikzpicture</pre>
--	--

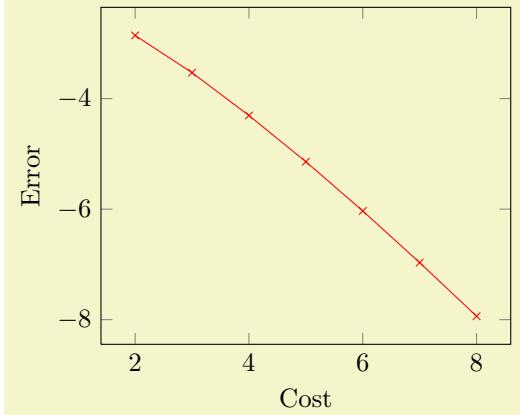
A complete plain-TeX-example file can be found in

```
doc/plain/pgfplots/pgfplotsexample.tex.
```

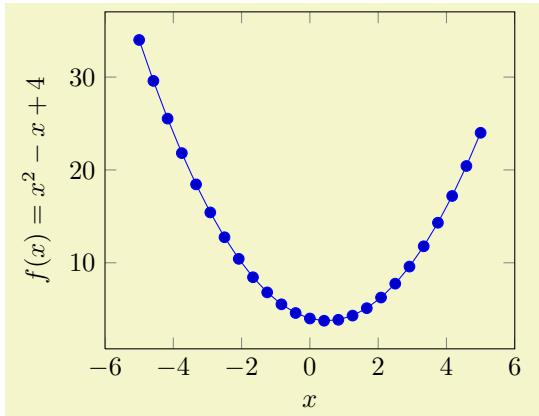
If you use `latex` / `dvips` or `pdflatex`, no further modifications are necessary. For `dvipdfm`, you should use the `\def\pgfsysdriver` line as indicated above in the examples (see also Section 2.6.3).

3.2 A First Plot

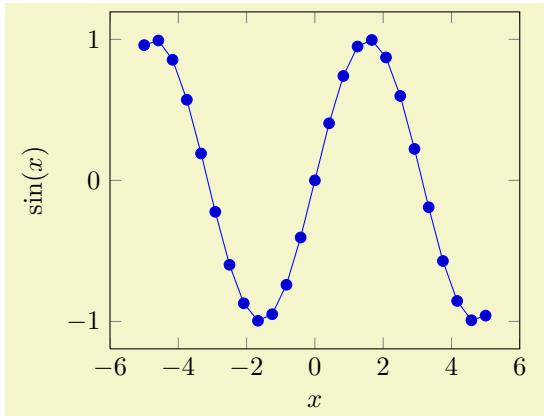
Plotting is done using `\begin{axis} ... \addplot ...;` `\end{axis}`, where `\addplot` is the main interface to perform plotting operations.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=Cost,
    ylabel=Error]
\addplot [color=red,mark=x] coordinates {
(2,-2.8559703)
(3,-3.5301677)
(4,-4.3050655)
(5,-5.1413136)
(6,-6.0322865)
(7,-6.9675052)
(8,-7.9377747)
};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=$x$,
    ylabel={$f(x) = x^2 - x + 4$}]
\addplot {x^2 - x + 4};
\end{axis}
\end{tikzpicture}
```



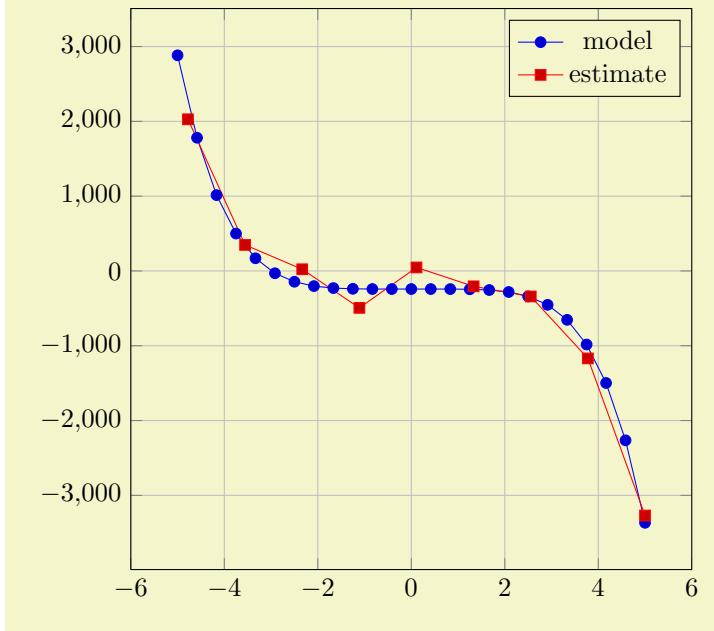
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=$x$,
    ylabel=$\sin(x)$]
\addplot gnuplot[id=sin]{sin(x)};
\end{axis}
\end{tikzpicture}
```

The `plot coordinates`, `plot expression` and `plot gnuplot` commands are three of the several supported ways to create plots, see Section 4.2 for more details² and the remaining ones (`plot file`, `plot shell`, `plot table` and `plot graphics`). The options ‘`xlabel`’ and ‘`ylabel`’ define axis descriptions.

3.3 Two Plots in the Same Axis

Multiple `\addplot`-commands can be placed into the same axis, and a `cycle list` is used to automatically select different line styles:

²Please note that you need `gnuplot` installed to use `plot gnuplot`.



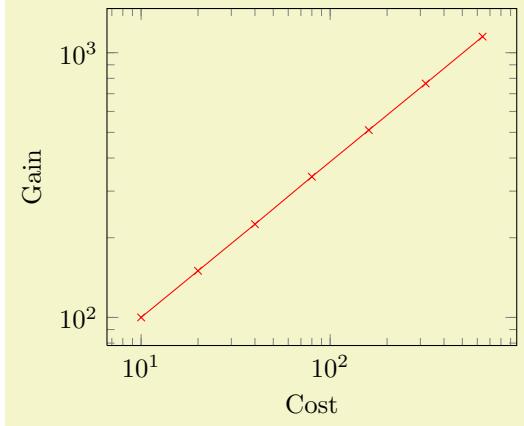
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    height=9cm,
    width=9cm,
    grid=major,
]
\addplot {-x^5 - 242};
\addlegendentry{model}

\addplot coordinates {
    (-4.77778,2027.60977)
    (-3.55556,347.84069)
    (-2.33333,22.58953)
    (-1.11111,-493.50066)
    (0.11111,46.66082)
    (1.33333,-205.56286)
    (2.55556,-341.40638)
    (3.77778,-1169.24780)
    (5.00000,-3269.56775)
};
\addlegendentry{estimate}
\end{axis}
\end{tikzpicture}
```

A legend entry is generated if there are `\addlegendentry` commands (or one `\legend` command).

3.4 Logarithmic Plots

Logarithmic plots show $\log x$ versus $\log y$ (or just one logarithmic axis). PGFPLOTS normally uses the natural logarithm, i.e. basis $e \approx 2.718$ (see the key `log basis x`). Now, the axis description also contains minor ticks and the labels are placed at 10^i .

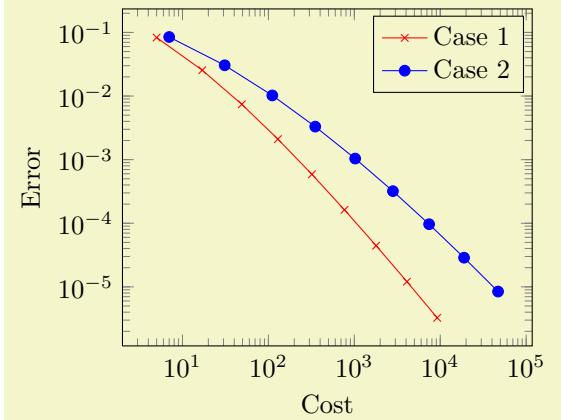


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[ xlabel=Cost, ylabel=Gain]
\addplot [color=red,mark=x] coordinates {
    (10,100)
    (20,150)
    (40,225)
    (80,340)
    (160,510)
    (320,765)
    (640,1150)
};
\end{loglogaxis}
\end{tikzpicture}
```

A common application is to visualise scientific data. This is often provided in the format $1.42 \cdot 10^4$, usually written as 1.42e+04. Suppose we have a numeric table named `pgfplots.testtable`, containing

Level	Cost	Error
1	7	8.471e-02
2	31	3.044e-02
3	111	1.022e-02
4	351	3.303e-03
5	1023	1.038e-03
6	2815	3.196e-04
7	7423	9.657e-05
8	18943	2.873e-05
9	47103	8.437e-06

then we can plot `Cost` versus `Error` using



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel=Cost,
    ylabel=Error]
\addplot [color=red,mark=x] coordinates {
    (5,     8.31160034e-02)
    (17,   2.54685628e-02)
    (49,   7.40715288e-03)
    (129,  2.10192154e-03)
    (321,  5.87352989e-04)
    (769,  1.62269942e-04)
    (1793, 4.44248889e-05)
    (4097, 1.20714122e-05)
    (9217, 3.26101452e-06)
};

\addplot [color=blue,mark=*]
    table [x=Cost,y=Error] {pgfplots.testtable};

\legend{Case 1,Case 2}
\end{loglogaxis}
\end{tikzpicture}
```

The first plot employs inline coordinates; the second one reads numerical data from file and plots column ‘Cost’ versus ‘Error’.

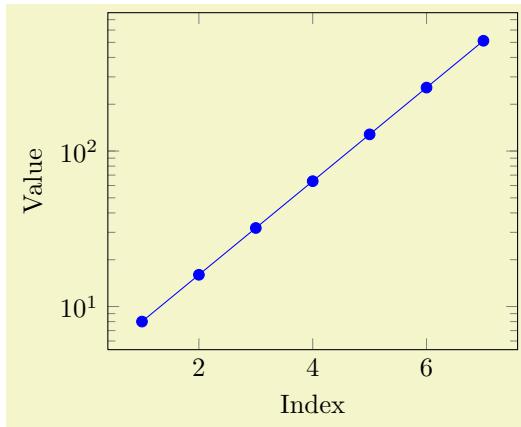
Besides the environment “`loglogaxis`” you can use

- `\begin{axis}... \end{axis}` for normal plots,
- `\begin{semilogxaxis}... \end{semilogxaxis}` for plots which have a normal y axis and a logarithmic x axis,
- `\begin{semilogyaxis}... \end{semilogyaxis}` the same with x and y switched,
- `\begin{loglogaxis}... \end{loglogaxis}` for double-logarithmic plots.

You can also use

```
\begin{axis}[xmode=normal,ymode=log]
...
\end{axis}
```

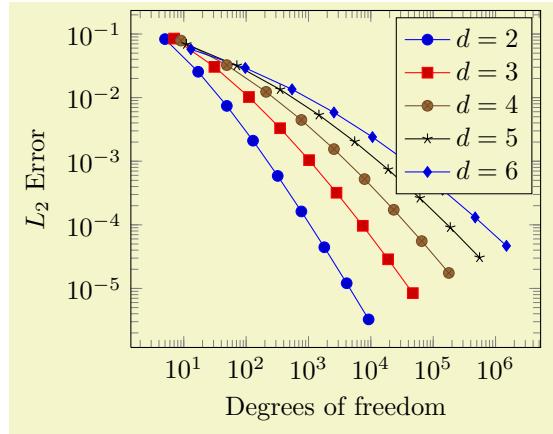
which is the same as `\begin{semilogyaxis}... \end{semilogyaxis}`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}[
    xlabel=Index,ylabel=Value]
\addplot [color=blue,mark=*] coordinates {
    (1,8)
    (2,16)
    (3,32)
    (4,64)
    (5,128)
    (6,256)
    (7,512)
};
\end{semilogyaxis}
\end{tikzpicture}%
```

3.5 Cycling Line Styles

You can skip the style arguments for `\addplot[...]` to determine plot specifications from a predefined list:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel={Degrees of freedom},
    ylabel={$L_2$ Error}
]
\addplot coordinates {
(5,8.312e-02) (17,2.547e-02) (49,7.407e-03)
(129,2.102e-03) (321,5.874e-04) (769,1.623e-04)
(1793,4.442e-05) (4097,1.207e-05) (9217,3.261e-06)
};

\addplot coordinates{
(7,8.472e-02) (31,3.044e-02) (111,1.022e-02)
(351,3.303e-03) (1023,1.039e-03) (2815,3.196e-04)
(7423,9.658e-05) (18943,2.873e-05) (47103,8.437e-06)
};

\addplot coordinates{
(9,7.881e-02) (49,3.243e-02) (209,1.232e-02)
(769,4.454e-03) (2561,1.551e-03) (7937,5.236e-04)
(23297,1.723e-04) (65537,5.545e-05) (178177,1.751e-05)
};

\addplot coordinates{
(11,6.887e-02) (71,3.177e-02) (351,1.341e-02)
(1471,5.334e-03) (5503,2.027e-03) (18943,7.415e-04)
(61183,2.628e-04) (187903,9.063e-05) (553983,3.053e-05)
};

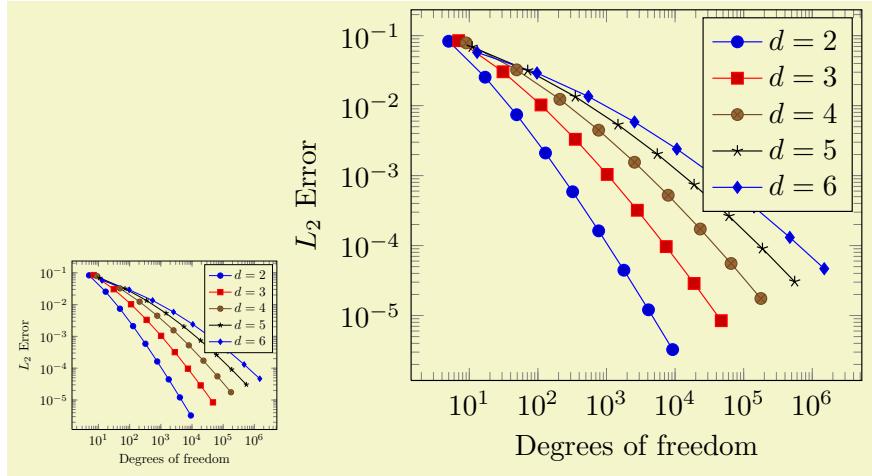
\addplot coordinates{
(13,5.755e-02) (97,2.925e-02) (545,1.351e-02)
(2561,5.842e-03) (10625,2.397e-03) (40193,9.414e-04)
(141569,3.564e-04) (471041,1.308e-04) (1496065,4.670e-05)
};

\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}
```

The `cycle list` can be modified, see the reference below.

3.6 Scaling Plots

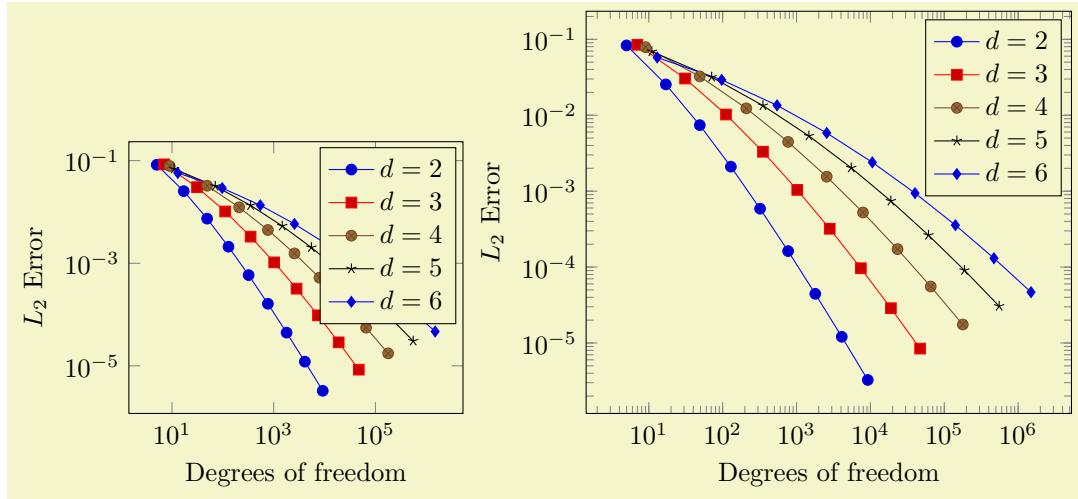
You can use any of the TikZ options to modify the appearance. For example, the “`scale`” transformation takes the picture as such and scales it (just like `\includegraphics`):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}[scale=0.5]
\begin{loglogaxis}[
    xlabel={Degrees of freedom},
    ylabel={$L_2$ Error}
]
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}

\begin{tikzpicture}[scale=1.1]
\begin{loglogaxis}[
    xlabel={Degrees of freedom},
    ylabel={$L_2$ Error}
]
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}
```

However, you can also scale plots by assigning a `width=5cm` and/or `height=3cm` argument. This only affects the distance of point coordinates, no font sizes or axis descriptions:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    width=6cm,
    xlabel={Degrees of freedom},
    ylabel={$L_2$ Error}
]
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}

\begin{tikzpicture}
\begin{loglogaxis}[
    width=8cm,
    xlabel={Degrees of freedom},
    ylabel={$L_2$ Error}
]
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}
```

Use the predefined styles `normalsize`, `small`, `footnotesize` to adopt font sizes and ticks automatically.
Use the `/pgfplots/scale` key to rescale the axis without affecting fonts.

4 The Reference

4.1 The Axis-Environments

There is an axis environment for linear scaling, two for semi-logarithmic scaling and one for double-logarithmic scaling.

```
\begin{tikzpicture}[\langle options of tikz\rangle  
  <environment contents>  
\end{tikzpicture}
```

This is the graphics environment of TikZ. It produces a single picture and encloses also every axis.

Instead of using the environment version, there is also a shortcut command

```
\tikz{\langle picture content\rangle}
```

which can be used alternatively.

```
\begin{axis}[\langle options\rangle  
  <environment contents>  
\end{axis}
```

The axis environment for normal plots with linear axis scaling.

The ‘`every linear axis`’ style key can be modified with

```
\pgfplotsset{every linear axis/.append style={...}}
```

to install styles specifically for linear axes. These styles can contain both TikZ- and PGFPLOTS options.

```
\begin{semilogxaxis}[\langle options\rangle  
  <environment contents>  
\end{semilogxaxis}
```

The axis environment for logarithmic scaling of x and normal scaling of y . Use

```
\pgfplotsset{every semilogx axis/.append style={...}}
```

to install styles specifically for the case with `xmode=log`, `ymode=normal`.

The logarithmic scaling means to apply the natural logarithm (base e) to each x coordinate. Furthermore, ticks will be typeset as $10^{\langle exponent\rangle}$, see Section 4.12 for more details.

```
\begin{semilogyaxis}[\langle options\rangle  
  <environment contents>  
\end{semilogyaxis}
```

The axis environment for normal scaling of x and logarithmic scaling of y ,

The style ‘`every semilogy axis`’ will be installed for each such plot.

The same remarks as for `semilogxaxis` apply here as well.

```
\begin{loglogaxis}[\langle options\rangle  
  <environment contents>  
\end{loglogaxis}
```

The axis environment for logarithmic scaling of both, x and y axes. As for the other axis possibilities, there is a style ‘`every loglog axis`’ which is installed at the environment’s beginning.

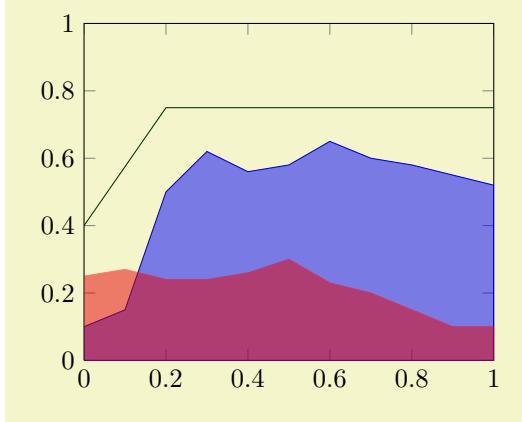
The same remarks as for `semilogxaxis` apply here as well.

They are all equivalent to

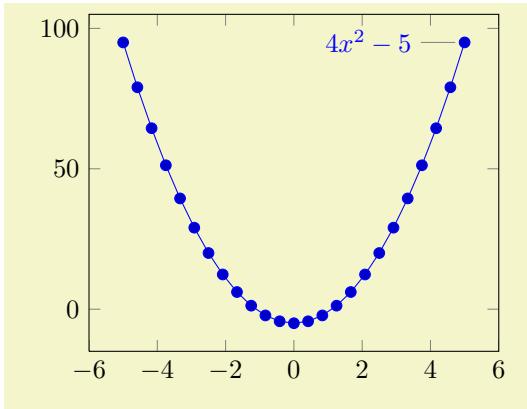
```
\begin{axis}[  
  xmode=log|normal,  
  ymode=log|normal]  
...  
\end{axis}
```

with properly set variables ‘`xmode`’ and ‘`ymode`’ (see below).

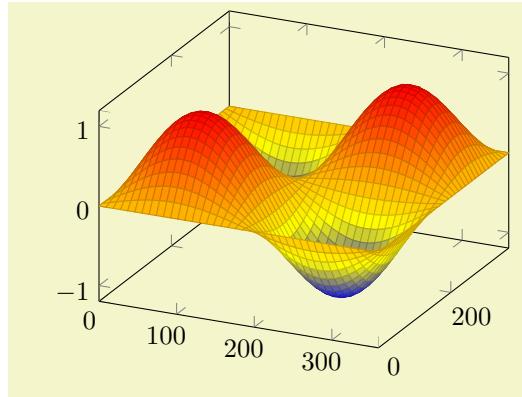
4.2 The `\addplot` Command: Coordinate Input



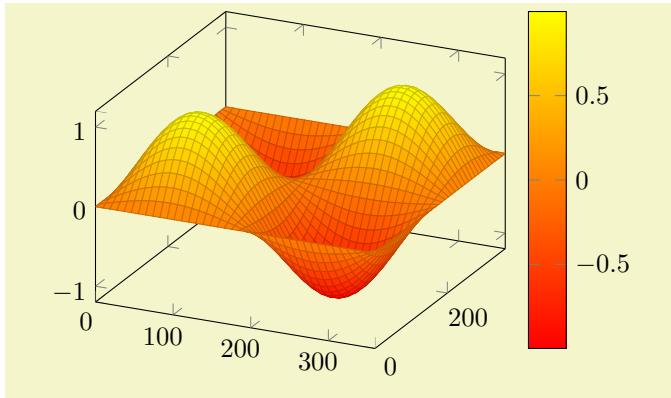
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[ymin=0,ymax=1,enlargelimits=false]
\addplot [blue!80!black,fill=blue,fill opacity=0.5]
coordinates {(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\addplot [red,fill=red!90!black,opacity=0.5]
coordinates {(0,0.25) (0.1,0.27) (0.2,0.24) (0.3,0.24)
(0.4,0.26) (0.5,0.3) (0.6,0.23) (0.7,0.2)
(0.8,0.15) (0.9,0.1) (1,0.1)};
\addplot[green!20!black] coordinates {(0,0.4) (0.2,0.75) (1,0.75)};
\end{axis}
\end{tikzpicture}
```



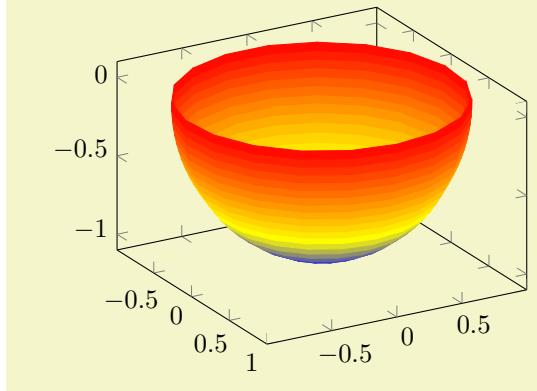
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[id=parable,domain=-5:5]
    gnuplot{4*x**2 - 5}
    node[pin=180:{\$4x^2-5\$}]{};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,domain=0:360,samples=40]
    {sin(x)*sin(y)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colormap/redyellow,colorbar]
\addplot3[surf,
    domain=0:360,samples=40]
    {sin(x)*sin(y)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3[surf,shader=flat,
    samples=20,
    domain=-1:0,y domain=0:2*pi,
    z buffer=sort]
    ({sqrt(1-x^2)} * cos(deg(y))),
    ({sqrt( 1-x^2 )} * sin(deg(y))),
    x);
\end{axis}
\end{tikzpicture}
```

Inside of an axis environment, the `\addplot` command is the main user interface. It comes in two variants: `\addplot` for two-dimensional visualization and `\addplot3` for three-dimensional visualization.

`\addplot[options] <input data> <trailing path commands>;`

This is the main plotting command, available within each axis environment. It can be used one or more times within an axis to add plots to the current axis. There is also an `\addplot3` command which is described in Section 4.5.

It reads point coordinates from one of the available input sources specified by `<input data>`, updates limits, remembers `<options>` for use in a legend (if any) and applies any necessary coordinate transformations (or logarithms).

The `<options>` can be omitted in which case the next entry from the `cycle list` will be inserted as `<options>`. These keys characterize the plot's type like linear interpolation with `sharp plot`, `smooth` plot, constant interpolation with `const plot`, `bar` plot, `mesh` plots, `surface` plots or whatever and define `colors`, `markers` and line specifications³. Plot variants like error bars, the number of `samples` or a sample `domain` can also be configured in `<options>`.

The `<input data>` is one of several coordinate input tools which are described in more detail below. Finally, if `\addplot` successfully processed all coordinates from `<input data>`, it generates TikZ paths to realize the drawing operations. Any `<trailing path commands>` are appended to the final drawing command, allowing to continue the TikZ path (from the last plot coordinate).

Some more details:

³In version 1.2.2 and earlier, there was an explicit distinction between “behaviour” options like error bars, domain, number of samples etc. and “style options” like color, line width, markers etc. This distinction is obsolete now, simply collect everything into `<options>`.

- The style `/pgfplots/every axis plot` will be installed at the beginning of $\langle options \rangle$. That means you can use

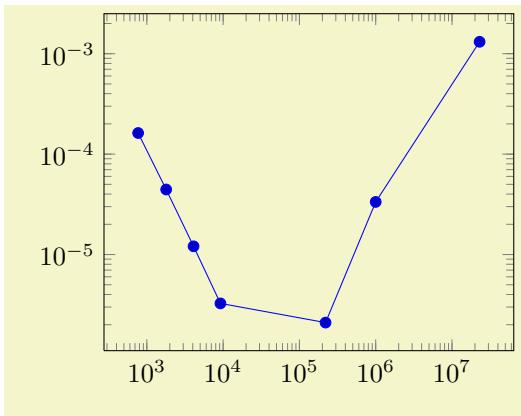
```
\pgfplotsset{every axis plot/.append style={...}}
```

to add options to all your plots - maybe to set line widths to `thick`. Furthermore, if you have more than one plot inside of an axis, you can also use

```
\pgfplotsset{every axis plot no 3/.append style={...}}
```

to modify options for the plot with number 3 only. The first plot in an axis has number 0.

- The $\langle options \rangle$ are remembered for the legend. They are available as '`current plot style`' as long as the path is not yet finished or in associated error bars.
- See Subsection 4.6 for a list of available markers and line styles.
- For log plots, PGFPLOTS will compute the natural logarithm $\log(\cdot)$ numerically using a floating point unit developed for this purpose⁴. For example, the following numbers are valid input to `\addplot`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}
\addplot coordinates {
    (769, 1.6227e-04)
    (1793, 4.4425e-05)
    (4097, 1.2071e-05)
    (9217, 3.2610e-06)
    (2.2e5, 2.1E-06)
    (1e6, 0.00003341)
    (2.3e7, 0.00131415)
};
\end{loglogaxis}
\end{tikzpicture}
```

You can represent arbitrarily small or very large numbers as long as its logarithm can be represented as a TeX-length (up to about 16384). Of course, any coordinate $x \leq 0$ is not possible since the logarithm of a non-positive number is not defined. Such coordinates will be skipped automatically (using the initial configuration `unbounded coords=discard`).

- For normal (non-logarithmic) axes, PGFPLOTS applies floating point arithmetics to support large or small numbers like 0.00000001234 or $1.234 \cdot 10^{24}$. Its number range is much larger than TeX's native support for numbers. The relative precision is between 4 and 7 significant decimal digits for the mantissa.

As soon as the axes limits are completely known, PGFPLOTS applies a transformation which maps these floating point numbers into TeX-precision using transformations

$$T_x(x) = 10^{s_x} \cdot x - a_x \text{ and } T_y(y) = 10^{s_y} \cdot y - a_y \text{ and (for 3D plots) } T_z(z) = 10^{s_z} \cdot z - a_z$$

with properly chosen integers $s_x, s_y, s_z \in \mathbb{Z}$ and shifts $a_x, a_y, a_z \in \mathbb{R}$. Section 4.24 contains a description of `disabledatascaling` and provides more details about the transformation.

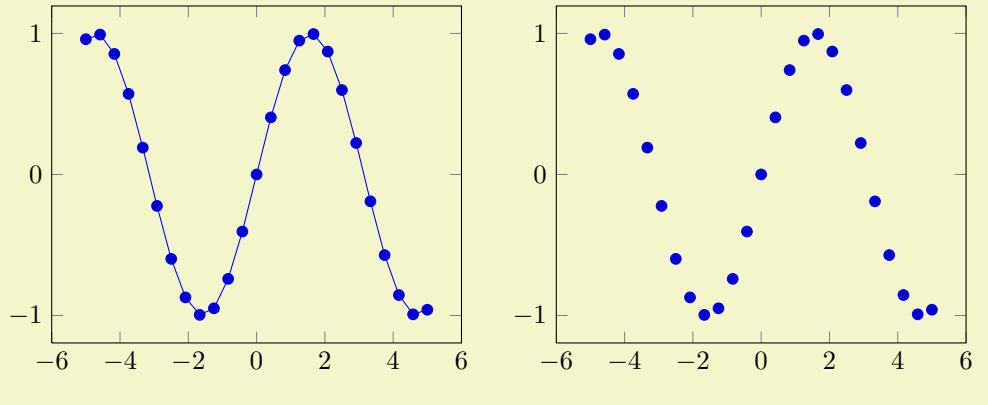
- Some of the coordinate input routines use the powerful `\pgfmathparse` feature of PGF to read their coordinates, among them `plot coordinates`, `plot expression` and `plot table`. This allows to use mathematical expressions as coordinates which will be evaluated using the floating point routines (this applies to logarithmic and linear scales).
- PGFPLOTS automatically computes missing axis limits. The automatic computation of axis limits works as follows:
 - Every coordinate will be checked. Care has been taken to avoid TeX's limited numerical capabilities.
 - Since more than one `\addplot` command may be used inside of `\begin{axis} ... \end{axis}`, all drawing commands will be postponed until `\end{axis}`.

⁴This floating point unit is available as TikZ library as part of TikZ.

```
\addplot+[\langle options\rangle] ...;
```

Does the same like `\addplot[\langle options\rangle] ...;` except that $\langle \text{options} \rangle$ are *appended* to the arguments which would have been taken for `\addplot ...` (the element of the default list).

Thus, you can combine `cycle list` and $\langle \text{options} \rangle$.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot {sin(deg(x))};
\end{axis}
\end{tikzpicture}

\begin{tikzpicture}
\begin{axis}
\addplot+[only marks] {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

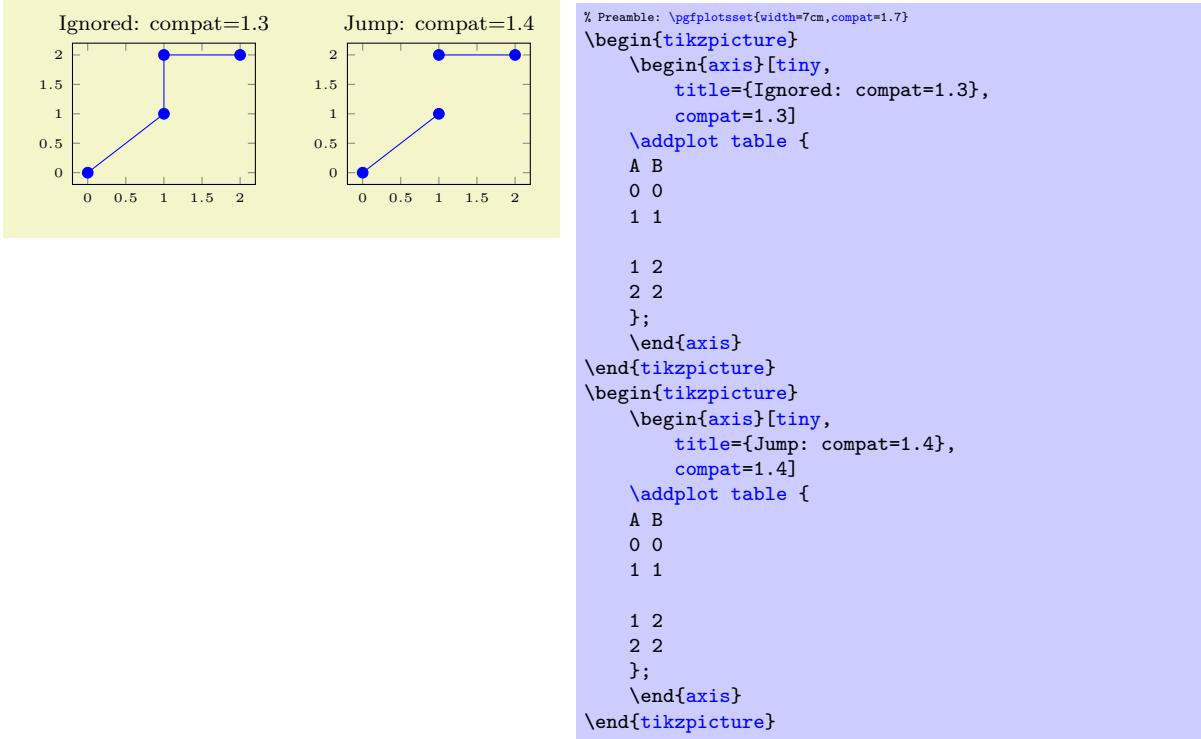
The distinction is as follows: `\addplot ...` (without options) lets PGFPLOTS select colors, markers and linestyles automatically (using `cycle list`). The variant `\addplot+[\langle option\rangle] ...` will use the same automatically determined styles, but in addition it uses $\langle \text{options} \rangle$. Finally, `\addplot[\langle options\rangle]` (without the +) uses only the manually provided $\langle \text{options} \rangle$.

/pgfplots/empty line=auto|none|scanline|jump (initially auto)

Controls how empty lines in the input coordinate stream are to be interpreted. You should ensure that you have `\pgfplotsset{compat=1.4}` or newer in your preamble and leave this key at its default `empty line=auto`.

Empty lines can occur between the coordinates of `\addplot coordinates` or successive rows of the data file input routines `\addplot table` (and `\addplot file`).

The choice `auto` checks if the current plot type is `mesh` or `surf`. If so, it uses `scanline`. If the current plot type is some other plot type (like a standard line plot), it uses `jump`. Note that the value `auto` for non-mesh plots results in `none` if `compat=1.3` or older is used. In other words: you have to write `\pgfplotsset{compat=1.4}` or newer to let PGFPLOTS interpret empty lines as `jump` in standard line plots:



The choice `scanline` is only useful for `mesh` and `surf`: it is used to decode a matrix from a coordinate stream. If an empty line occurs once every N data points, the “`scanline`” length is N . This information, together with `mesh/ordering` and the total number of points, allows to deduce the matrix size. However, the distance between empty lines has to be consistent: if the first two empty lines have a distance of 2 and the next comes after 5, PGFPLOTS will ignore the information and will expect explicit matrix sizes using `mesh/rows` and/or `mesh/cols`. The choice `scanline` is ignored if `mesh input=patches`. It has no effect for other plot types.

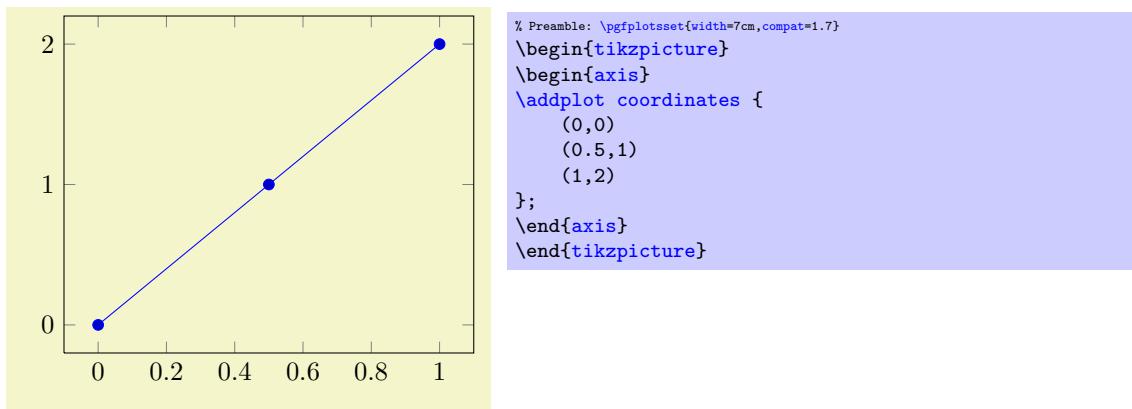
The choice `none` will silently discard any empty line in the input stream.

The choice `jump` tells PGFPLOTS to generate a jump.

4.2.1 Coordinate Lists

```
\addplot coordinates {<coordinate list>};
\addplot[<options>] coordinates {<coordinate list>} <trailing path commands>;
\addplot3 ...
```

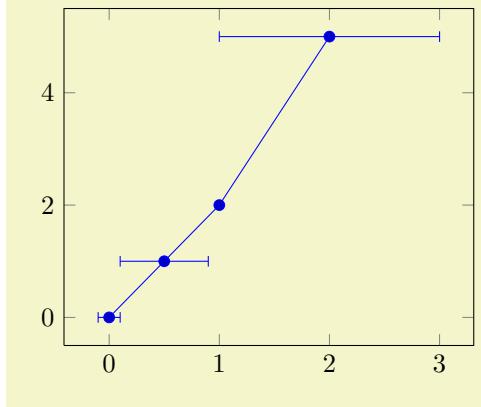
The ‘`\addplot coordinates`’ command is like that provided by TikZ and reads its input data from a sequence of point coordinates, encapsulated in round braces.



You should only use this input format if you have short diagrams and you want to provide mathematical expressions for each of the involved coordinates. Any data plots are typically easier to handle using a table format and `\addplot table`.

The coordinates can be numbers, but they can also contain mathematical expressions like `sin(0.5)` or `\h*8` (assuming you defined `\h` somewhere). However, expressions which involve round braces need to be encapsulated in a further set of curly braces, for example `({sin(0.5)}, {cos(0.1)})`.

You can also supply error coordinates (reliability bounds) if you are interested in error bars. Simply append the error coordinates with ‘`+-` (`(ex,ey)`)’ (or `+-` (`(ex,ey,ez)`)) to the associated coordinate:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[error bars/.cd,x dir=both,x explicit]
coordinates {
    (0,0)   +- (0.1,0)
    (0.5,1) +- (0.4,0.2)
    (1,2)
    (2,5)   +- (1,0.1)
};
\end{axis}
\end{tikzpicture}
```

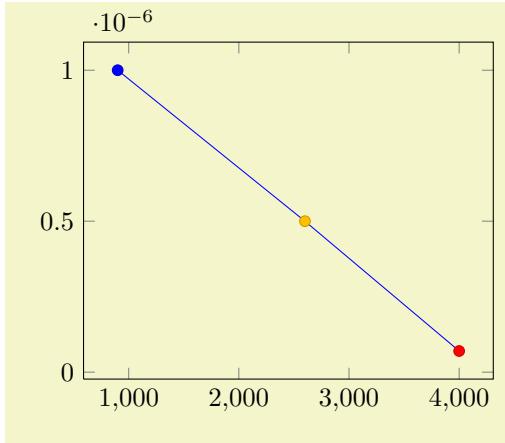
or

```
\addplot coordinates {
    (900,1e-6) +- (0.1,0.2)
    (2600,5e-7) +- (0.2,0.5)
    (4000,7e-8) +- (0.1,0.01)
};
```

These error coordinates are only used in case of error bars, see Section 4.11. You will also need to configure whether these values denote absolute or relative errors.

The coordinates as such can be numbers as `+5`, `-1.2345e3`, `35.0e2`, `0.00000123` or `1e2345e-8`. They are not limited to TeX’s precision.

Furthermore, `coordinates` allows to define “meta data” for each coordinate. The interpretation of meta data depends on the visualization technique: for scatter plots, meta data can be used to define colors or style associations for every point (see page 85 for an example). Meta data (if any) must be provided after the coordinates and after error bar bounds (if any) in square brackets:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[scatter,scatter src=explicit] coordinates {
    (900,1e-6) [1]
    (2600,5e-7) [2]
    (4000,7e-8) [3]
};
\end{axis}
\end{tikzpicture}
```

Please refer to the documentation of `point meta` on page 150 for more information about per point meta data.

The coordinate stream can contain `empty lines` to tell PGFPLOTS that the function has jumps. To use it, simply insert an empty line (and ensure that you have `\pgfplotsset{compat=1.4}` or newer in your preamble). See the documentation of `empty line` for details.

/pgfplots/`plot coordinates/math parser=true|false` (initially `true`)

Allows to turn off support for mathematical expressions in every coordinate inside of `plot coordinates`. This might be necessary if coordinates are not in numerical form (or if you’d like to improve speed).

It is necessary to disable `plot coordinates/math parser` if you use some sort of symbolic transformations (i.e. text coordinates).

4.2.2 Reading Coordinates From Tables

```
\addplot table [<column selection>]{<file or inline table>};
\addplot[<options>] table [<column selection>]{<file or inline table>} <trailing path commands>;
\addplot3 ...
```

This input method is the main input format for any data-based function. It accepts either a file containing data or an inline table provided in curly braces.

Given a data file like

dof	L2	Lmax	maxlevel
5	8.31160034e-02	1.80007647e-01	2
17	2.54685628e-02	3.75580565e-02	3
49	7.40715288e-03	1.49212716e-02	4
129	2.10192154e-03	4.23330523e-03	5
321	5.87352989e-04	1.30668515e-03	6
769	1.62269942e-04	3.88658098e-04	7
1793	4.44248889e-05	1.12651668e-04	8
4097	1.20714122e-05	3.20339285e-05	9
9217	3.26101452e-06	8.97617707e-06	10

one may want to plot ‘dof’ versus ‘L2’ or ‘dof’ versus ‘Lmax’. This can be done by

```
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel=Dof,
    ylabel=$L_2$ error]
\addplot table[x=dof,y=L2] {datafile.dat};
\end{loglogaxis}
\end{tikzpicture}
```

or, for the Lmax column, using

```
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel=Dof,
    ylabel=$L_\infty$ error]
\addplot table[x=dof,y=Lmax] {datafile.dat};
\end{loglogaxis}
\end{tikzpicture}
```

It is also possible to provide the data inline, i.e. directly as argument in curly braces:

```
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel=Dof,
    ylabel=$L_\infty$ error]
\addplot table[x=dof,y=Lmax] {
    \begin{table}
        \begin{thead}
            \tr{dof}{L2}{Lmax}{maxlevel}
        \end{thead}
        \begin{tbody}
            \tr{5}{8.31160034e-02}{1.80007647e-01}{2}
            \tr{17}{2.54685628e-02}{3.75580565e-02}{3}
            \tr{49}{7.40715288e-03}{1.49212716e-02}{4}
            \tr{129}{2.10192154e-03}{4.23330523e-03}{5}
            \tr{321}{5.87352989e-04}{1.30668515e-03}{6}
            \tr{769}{1.62269942e-04}{3.88658098e-04}{7}
            \tr{1793}{4.44248889e-05}{1.12651668e-04}{8}
            \tr{4097}{1.20714122e-05}{3.20339285e-05}{9}
            \tr{9217}{3.26101452e-06}{8.97617707e-06}{10}
        \end{tbody}
    \end{table}
};
\end{loglogaxis}
\end{tikzpicture}
```

Inline table may be convenient together with ‘\’ and `row sep=\`, see below for more information.

Alternatively, you can load the table *once* into an internal structure and use it *multiple* times⁵:

⁵In earlier versions, there was an addition keyword ‘from’ before the argument like `\addplot table from {\loadedtable}`. This keyword is still accepted, but no longer required.

```
\pgfplotstableread{datafile.dat}\loadedtable % use any custom name in place of '\loadedtable'
...
\addplot table[x=dof,y=L2] {\loadedtable};
...
\addplot table[x=dof,y=Lmax] {\loadedtable};
...
```

I am not really sure how much time can be saved, but it works anyway. The `\pgfplotstableread` command is documented in all detail in the manual for [PGFPLOTS TABLE](#). As a rule of thumb, decide as follows:

1. If tables contain few rows and many columns, the $\langle \text{\macro} \rangle$ framework will be more efficient.
2. If tables contain more than 200 data points (rows), you should always use file input (and reload if necessary).

Occasionally, it might be handy to load a table, apply manual preparation steps (for example `\pgfplotstabletranspose`) and plot the result tables afterwards.

If you do prefer to access columns by column indices instead of column names (or your tables do not have column names), you can also use

```
\addplot table[x index=2,y index=3] {datafile.dat};
\addplot table[x=dof,y index=2] {datafile.dat};
```

Summary and remarks:

- Use `\addplot table[x={\langle column name \rangle},y={\langle column name \rangle}]` to access column names. Those names are case sensitive and need to exist.
- Use `\addplot table[x index={\langle column index \rangle},y index={\langle column index \rangle}]` to access column indices. Indexing starts with 0. You may also use an index for x and a column name for y .
- Use `\addplot table[x expr=\coordindex,y={\langle column name \rangle}]` to plot the coordinate index versus some y data.
- Use `\addplot table[header=false] {\langle file name \rangle}` if your input file has no column names. Otherwise, the first non-comment line is checked for column names: if all entries are numbers, they are treated as numerical data; if one of them is not a number, all are treated as column names.
- It is possible to read error coordinates from tables as well. Simply add options ‘`x error`’, ‘`y error`’ or ‘`x error index`’/‘`y error index`’ to $\langle \text{source columns} \rangle$. See Section 4.11 for details about error bars.
- It is possible to read per point meta data (usable in `scatter src`, see page 83) as has been discussed for `plot coordinates` and `plot file` above. The meta data column can be provided using the `meta` key (or the `meta index` key).
- Use `\addplot table[\langle source columns \rangle] {\langle \macro \rangle}` to use a pre-read table. Tables can be read using

```
\pgfplotstableread{datafile.dat}\macroname.
```

If you like, you can insert the optional keyword ‘`from`’ before `\macroname`.

- The accepted input format of tables is as follows:
 - Rows are separated by new line characters.
Alternatively, you can use `row sep=\` which enables ‘`\`’ as row separator. This might become necessary for inline table data, more precisely: if newline characters have been converted to white spaces by TeX’s character processing before PGFPLOTS had a chance to see them. This happens if inline tables are provided inside of macros. Use `row sep=\` and separate the rows by ‘`\`’ if you experience such problems.
 - Columns are usually separated by white spaces (at least one tab or space).
If you need other column separation characters, you can use the
`col sep=space|tab|comma|colon|semicolon|braces|&|ampersand`
option documented in all detail in the manual for [PGFPLOTS TABLE](#) which is part of PGFPLOTS.
 - Any line starting with ‘#’ or ‘%’ is ignored.

- The first line will be checked if it contains numerical data. If there is a column in the first line which is *no* number, the complete line is considered to be a header which contains column names. Otherwise it belongs to the numerical data and you need to access column indices instead of names.
- There is future support for a second header line which must start with ‘`$flags`’. Currently, such a line is ignored. It may be used to provide number formatting hints like precision and number format if those tables shall be typeset using `\pgfplotstabletypeset` (see the manual for `PGFPLOTS`).
- The accepted number format is the same as for ‘`plot coordinates`’, see above.
- If you omit column selectors, the default is to plot the first column against the second. That means `plot table` does exactly the same job as `plot file` for this case.
- If you need unbalanced columns, simply use `nan` as “empty cell” placeholder. These coordinates will be skipped in plots.
- It is also possible to use **mathematical expressions** together with ‘`plot table`’. This is documented in all detail in Section 4.2.4, but the key idea is to use one of `x expr`, `y expr`, `z expr` or `meta expr` as in ‘`plot table[x expr=\thisrow{maxlevel}+3,y=L2]`’.
- The `PGFPLOTS` package coming with PGFPLOTS has a the feature “Postprocessing Data in New Columns” (see its manual).
This allows to compute new columns based on existing data. One of these features is `create col/linear regression` (described in Section 4.23).
You can invoke all the `create col/<key name>` features directly in `\addplot table` using
`\addplot table[x={create col/<key name>}=<arguments>]`.
In this case, a new column will be created using the functionality of `<key name>`. This column generation is described in all detail in `PGFPLOTS`. Finally, the resulting data is available as `x` coordinate (the same holds for `y=` or `z=`).
One application (with several examples how to use this syntax) is line fitting with `create col/linear regression`, see Section 4.23 for details.
- The table can contain `empty lines` to tell PGFPLOTS that the function has jumps. To use it, simply insert an empty line (and ensure that you have `\pgfplotsset{compat=1.4}` or newer in your preamble). See the documentation of `empty line` for details.
- Technical note: every opened file will be protocollled into your log file.

Keys To Configure Table Input

The following list of keys allow different methods to select input data or different input formats. Note that the common prefix ‘`table/`’ can be omitted if these keys are set after `\addplot table[<options>]`. The `/pgfplots/` prefix can always be omitted when used in a PGFPLOTS method.

`/pgfplots/table/header=true|false` (initially `true`)

Allows to disable header identification for `plot table`. See above.

```
/pgfplots/table/x={<column name>}
/pgfplots/table/y={<column name>}
/pgfplots/table/z={<column name>}
/pgfplots/table/x index={<column index>}
/pgfplots/table/y index={<column index>}
/pgfplots/table/z index={<column index>}
```

These keys define the sources for `plot table`. If both column names and column indices are given, column names are preferred. Column indexing starts with 0. The initial setting is to use `x index=0` and `y index=1`.

Please note that column *aliases* will be considered if unknown column names are used. Please refer to the manual of `PGFPLOTS` which comes with this package.

```
/pgfplots/table/x expr={<expression>}
/pgfplots/table/y expr={<expression>}
/pgfplots/table/z expr={<expression>}
```

```
/pgfplots




```

These keys allow to combine the mathematical expression parser with file input. They are listed here to complete the list of table keys, but they are described in all detail in Section 4.2.4.

The key idea is to provide an $\langle expression \rangle$ which depends on table data (possibly on all columns in one row). Only data within the same row can be used where columns are referenced with `\thisrow{<column name>}` or `\thisrowno{<column index>}`.

Please refer to Section 4.2.4 for details.

```
/pgfplots




```

These keys define input sources for error bars with explicit error values.

The `x error` method provides an input column name (or alias), the `x error index` method provides input column indices and `x error expr` works just as `table/x expr`: it allows arbitrary mathematical expressions which may depend on any number of table columns using `\thisrow{<col name>}`.

Please see Section 4.11 for details about the usage of error bars.

```
/pgfplots




```

These keys define input sources for per point meta data. Please see page 83 for details about meta data or the documentation for `plot coordinates` and `plot file` for further information.

```
/pgfplots




```

Configures the character to separate rows.

The choice `newline` uses the end of line as it appears in the table data (i.e. the input file or any inline table data).

The choice `\\"` uses ‘`\\"`’ to indicate the end of a row.

Note that `newline` for inline table data is “fragile”: you can’t provide such data inside of TeX macros (this does not apply to input files). Whenever you experience problems, proceed as follows:

1. First possibility: call `\pgfplotstableread{<data>}\\yourmacro` outside of any macro declaration.
2. Use `row sep=\\"`.

The same applies if you experience problems with inline data and special `col sep` choices (like `col sep=tab`).

The reasons for such problems is that TeX scans the macro bodies and replaces newlines by white spaces. It does other substitutions of this sort as well, and these substitutions can’t be undone (maybe not even found).

```
/pgfplots




```

Allows to choose column separators for `plot table`. Please refer to the manual of PGFPLOTS TABLE which comes with this package for details about `col sep`.

```
/pgfplots




```

Allows to customize `\addplot table{<file name>}` such that it always reads the entire table into memory.

This key has just one purpose, namely to create postprocessing columns on-the-fly and to plot those columns afterwards. This “lazy evaluation” which creates missing columns on-the-fly is documented in the PGFPLOTS TABLE manual (in section “Postprocessing Data in New Columns”).

The initial configuration `auto` checks whether one of the keys `table/x`, `table/y`, `table/z` or `table/meta` contains a `create on use` column. If so, it enables `read completely`, otherwise it prefers to load the file in the normal way.

Attention: Usually, `\addplot table` only picks required entries, requiring linear runtime complexity. As soon as `read completely` is activated, tables are loaded completely into memory. Due to datastructures issues (“macro append runtime”), the runtime complexity for `read completely` is $O(N^2)$ where N is the number of rows. Thus: use this feature only for “small” tables⁶.

/pgfplots/table/ignore chars={⟨comma-separated-list⟩} (initially empty)

Allows to silently remove a set of single characters from input files. The characters are separated by commas. The documentation for this command, including cases like ‘%’, ‘#’, ‘\’ or binary character codes like ‘\^ff’ can be found in the manual for `PGFPLOTS`.

This setting applies to `\addplot file` as well.

/pgfplots/table/white space chars={⟨comma-separated-list⟩} (initially empty)

Allows to define a list of single characters which are actually treated like white spaces (in addition to tabs and spaces). Please refer to the manual of `PGFPLOTS` for details.

This setting applies to `\addplot file` as well.

/pgfplots/table/comment chars={⟨comma-separated-list⟩} (initially empty)

Allows to add one or more *additional* comment characters. Each of these characters has a similar effect as the # character, i.e. all following characters of that particular input line are skipped.

For example, `comment chars=!` uses ‘!’ as additional comment character (which allows to parse Touchstone files).

Please refer to the manual of `PGFPLOTS` for details.

/pgfplots/table/skip first n={⟨integer⟩} (initially 0)

Allows to skip the first ⟨integer⟩ lines of an input file. The lines will not be processed.

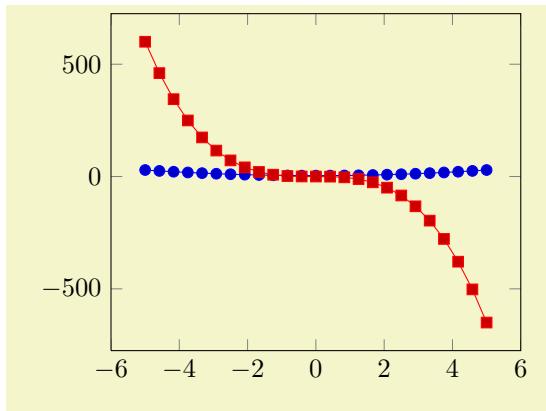
Please refer to the manual of `PGFPLOTS` for details.

4.2.3 Computing Coordinates with Mathematical Expressions

```
\addplot {⟨math expression⟩} ;
\addplot[⟨options⟩] {⟨math expression⟩} ⟨trailing path commands⟩;
\addplot3 ...
```

This input method allows to provide mathematical expressions which will be sampled. But unlike `plot gnuplot`, the expressions are evaluated using the math parser of PGF, no external program is required.

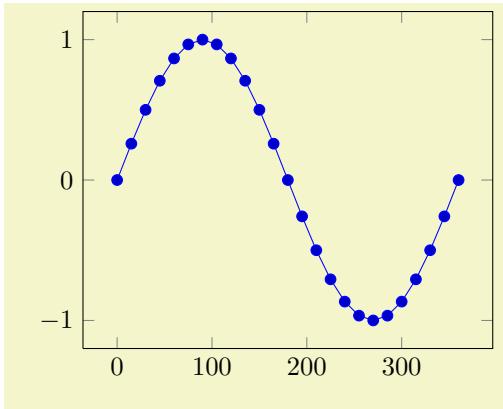
Plot expression samples `x` from the interval $[a, b]$ where a and b are specified with the `domain` key. The number of samples can be configured with `samples=⟨N⟩` as for `plot gnuplot`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot {x^2 + 4};
\addplot {-5*x^3 - x^2};
\end{axis}
\end{tikzpicture}
```

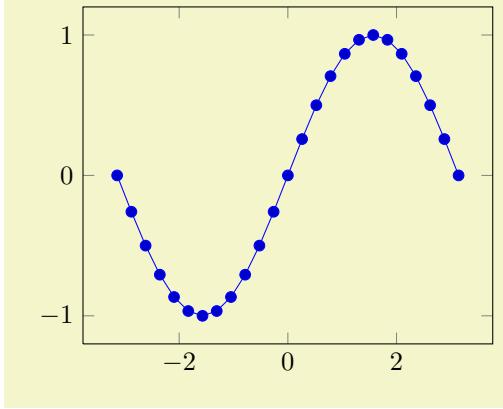
Please note that PGF’s math parser uses degrees for trigonometric functions:

⁶This remark might be deprecated; many of the slow routines have been optimized in the meantime to have at least pseudo-linear runtime.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[domain=0:360]
{sin(x)};
\end{axis}
\end{tikzpicture}
```

If you want to use radians, use



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[domain=-pi:pi]
{sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

to convert the radians to degrees. The plot expression parser also accepts some more options like `samples at={<coordinate list>}` or `domain=<first>:<last>` which are described below.

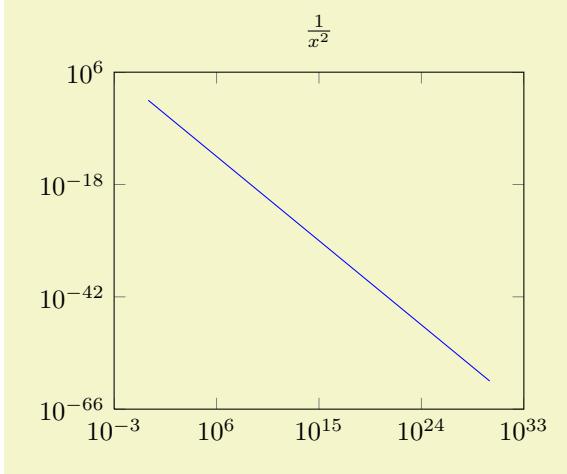
Remarks

- What really goes on is a loop which assigns the current sample coordinate to the macro `\x`. PGFPLOTS defines a math constant `x` which always has the same value as `\x`. In short: it is the same whether you write `\x` or just `x` inside of math expressions. The variable name can be customized using `variable=\t` (the backslash is necessary!). Then, `t` will be the same as `\t`.
- The complete set of math expressions can be found in the PGF manual. The most important mathematical operations are `+`, `-`, `*`, `/`, `abs`, `round`, `floor`, `mod`, `<`, `>`, `max`, `min`, `sin`, `cos`, `tan`, `deg` (conversion from radians to degrees), `rad` (conversion from degrees to radians), `atan`, `asin`, `acos`, `cot`, `sec`, `cosec`, `exp`, `ln`, `sqrt`, the constants `pi` and `e`, `^` (power operation), `factorial`⁷, `rand` (random between -1 and 1), `rnd` (random between 0 and 1), number format conversions `hex`, `Hex`, `oct`, `bin` and some more. The math parser has been written by Mark Wibrow and Till Tantau [5], the FPU routines have been developed as part of PGFPLOTS. The documentation for both parts can be found in [5]. Please note, however, that trigonometric functions are defined in degrees. The character ‘`^`’ is used for exponentiation (not ‘`**`’ as in gnuplot).
- If the `x` axis is logarithmic, samples will be drawn logarithmically.
- Please note that plot expression does not allow separate per point meta data (color data). You can, of course, use `point meta=f(x)` or `point meta=x`.

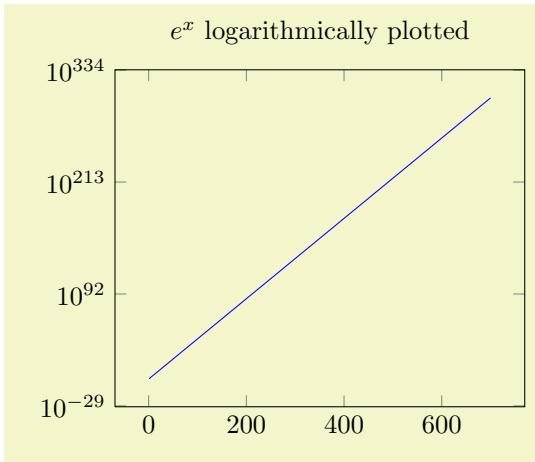
About the precision and number range: Starting with version 1.2, `plot expression` uses a floating point unit. The FPU provides the full data range of scientific computing with a relative precision between 10^{-4} and 10^{-6} . The `/pgf/fpu` key provides some more details.

⁷Starting with PGF versions newer than 2.00, you can use the postfix operator `!` instead of `factorial`.

In case the `fpu` does not provide the desired mathematical function or is too slow⁸, you should consider using the `plot gnuplot` method which invokes the external, freely available program `gnuplot` as desktop calculator.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{loglogaxis}[
    title={$\frac{1}{x^2}$},
    addplot[blue,domain=1:1e30]
    {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{semilogyaxis}[
    title={$e^x$ logarithmically plotted},
    addplot[blue,domain=1:700]
    {exp(x)};
  \end{semilogyaxis}
\end{tikzpicture}
```

```
\addplot expression {\langle math expr\rangle};
\addplot[\langle options\rangle] expression {\langle math expr\rangle} \langle trailing path commands\rangle;
\addplot3 ...
```

The syntax

```
\addplot {\langle math expression\rangle};
```

as short-hand equivalent for

```
\addplot expression {\langle math expression\rangle};
```

```
\addplot (\langle x expression\rangle,\langle y expression\rangle) ;
\addplot[\langle options\rangle] (\langle x expression\rangle,\langle y expression\rangle) \langle trailing path commands\rangle;
\addplot3 ...
```

A variant of `\addplot expression` which allows to provide different coordinate expressions for the x and y coordinates. This can be used to generate parametrized plots.

Please note that `\addplot (x,x^2)` is equivalent to `\addplot expression {x^2}`.

Note further that since the complete point expression is surrounded by round braces, round braces for either $\langle x \text{ expression}\rangle$ or $\langle y \text{ expression}\rangle$ need special attention. You will need to introduce curly braces additionally to allow round braces:

```
\addplot (\{\langle x \text{ expr}\rangle\}, \{\langle y \text{ expr}\rangle\}, \{\langle z \text{ expr}\rangle\});
```

```
/pgfplots/domain=\langle x_1\rangle:\langle x_2\rangle
```

(initially [-5:5])

⁸Or in case you find a bug...

```
/pgfplots/y domain={y1}:{y2}
/pgfplots/domain y={y1}:{y2}
```

Sets the function's domain(s) for `plot expression` and `plot gnuplot`. Two dimensional plot expressions are defined as functions $f: [x_1, x_2] \rightarrow \mathbb{R}$ and $\langle x_1 \rangle$ and $\langle x_2 \rangle$ are set with `domain`. Three dimensional plot expressions use functions $f: [x_1, x_2] \times [y_1, y_2] \rightarrow \mathbb{R}$ and $\langle y_1 \rangle$ and $\langle y_2 \rangle$ are set with `y domain`. If `domain` is empty, $[y_1, y_2] = [x_1, x_2]$ is assumed for three dimensional plots (see page 97 for details about three dimensional plot expressions).

The keys `y domain` and `domain y` are the same.

The `domain` key won't be used if `samples at` is specified; `samples at` has higher precedence.

Please note that `domain` is not necessarily the same as the axis limits (which are configured with the `xmin/xmax` options).

The `domain` keys are *only* relevant for `gnuplot` and `plot expression`. In case you'd like to plot only a subset of other coordinate input routines, consider using the coordinate filter `restrict x to domain`.

Remark for TikZ-users: `/pgfplots/domain` and `/tikz/domain` are independent options. Please prefer the PGFPLOTS variant (i.e. provide `domain` to an axis, `\pgfplotsset` or a plot command). Since older versions also accepted something like `\begin{tikzpicture}[domain=...]`, this syntax is also accepted as long as no PGFPLOTS `domain` key is set.

```
/pgfplots/samples={⟨number⟩}                                         (initially 25)
/pgfplots/samples y={⟨number⟩}
```

Sets the number of sample points for `plot expression` and `plot gnuplot`. The `samples` key defines the number of samples used for line plots while the `samples y` key is used for mesh plots (three dimensional visualisation, see page 97 for details). If `samples y` is not set explicitly, it uses the value of `samples`.

The `samples` key won't be used if `samples at` is specified; `samples at` has higher precedence.

The same special treatment of `/tikz/samples` and `/pgfplots/samples` as for the `domain` key applies here. See above for details.

```
/pgfplots/samples at={⟨coordinate list⟩}
```

Sets the x coordinates for `plot expression` explicitly. This overrides `domain` and `samples`.

The `⟨coordinate list⟩` is a `\foreach` expression, that means it can contain a simple list of coordinates (comma-separated), but also complex \dots expressions like⁹

```
\pgfplotsset{samples at={5e-5,7e-5,10e-5,12e-5}}
\pgfplotsset{samples at={-5,-4.5,...,5}}
\pgfplotsset{samples at={-5,-3,-1,-0.5,0,...,5}}
```

The same special treatment of `/tikz/samples at` and `/pgfplots/samples at` as for the `domain` key applies here. See above for details.

Attention: `samples at` overrides `domain`, even if `domain` has been set *after* `samples at`! Use `samples at={}` to clear `⟨coordinate list⟩` and re-activate `domain`.

```
/pgfplots/variable={⟨variable name⟩}                                     (initially x)
/pgfplots/variable y={⟨variable name⟩}                                    (initially y)
```

Defines the variables names which will be sampled in `domain` (with `variable`) and in `domain y` (with `variable y`).

The same variables are used for parametric and for non-parametric plots. Use `variable=t` to change them if you like (for `gnuplot`, there is such a distinction; see `parametric/var 1d`).

Technical remark: TikZ also uses the `variable` key. However, it expects a *macro* name, i.e. `\x` instead of just `x`. Both possibilities are accepted here.

⁹Unfortunately, the \dots is somewhat restrictive when it comes to extended accuracy. So, if you have particularly small or large numbers (or a small distance), you have to provide a comma-separated list (or use the `domain` key).

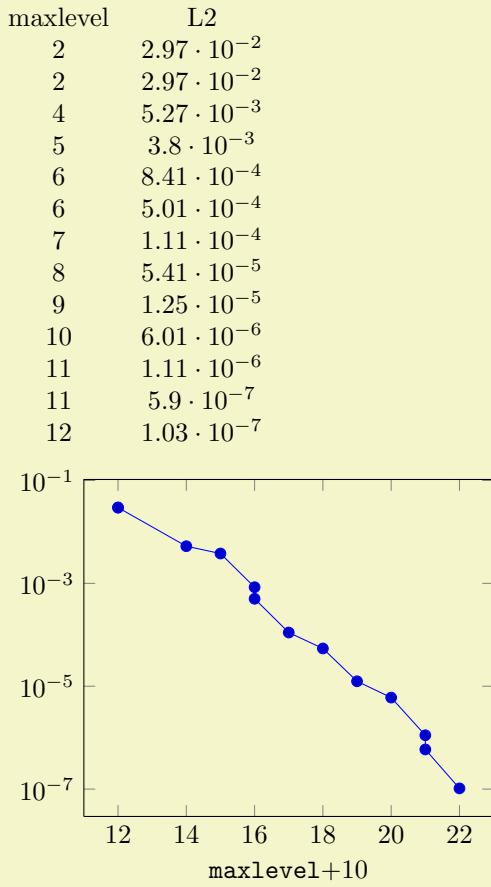
4.2.4 Mathematical Expressions And File Data

PGFPLOTS allows to combine ‘`plot table`’ and ‘`plot expression`’ to get both file input and modifications by means of mathematical expressions.

```
\addplot table [<column selection and expressions>]{<file>};
\addplot[<options>] table [<column selection and expressions>]{<file>} <trailing path commands>;
\addplot3 ...
```

Besides the already discussed possibility to provide a column selection by means of column names (`x=<name>` or `x index=<index>`, see Section 4.2.2), it is also possible to provide mathematical expressions as arguments.

Mathematical expressions are specified with `x expr=<expression>` inside of `<column selection and expressions>`. They can depend on zero, one or more columns of the input file. A column is referenced using the special command ‘`\thisrow{<column name>}`’ within `<expression>` (or `\thisrowno<column index>`).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotstabletypeset[columns={maxlevel,L2}]{plotdata/newexperiment1.dat}

\begin{tikzpicture}
  \begin{semilogyaxis}[
    xlabel=\texttt{maxlevel} + 10
  ]
  \addplot table [
    x expr=\thisrow{maxlevel}+10, y=L2]
    {plotdata/newexperiment1.dat};
  \end{semilogyaxis}
\end{tikzpicture}
```

Besides `x expr`, there are keys `y expr`, `z expr` and `meta expr` where the latter allows to provide point meta data (which is used as `scatter src` or color data for surface plots etc.).

Inside of `<expression>`, the following macros can be used to access numerical data cells inside of the input file:

```
\thisrow{\langle column name\rangle}
```

Yields the value of the column designated by $\langle column name \rangle$. There is no limit on the number of columns which can be part of a mathematical expression, but only values inside of the currently processed *table row* can be used.

It is possible to provide column aliases for $\langle column name \rangle$ as described in the manual of [PGFPLOTS TABLE](#).

The argument $\langle column name \rangle$ has to denote either an existing column or one for which a column alias exists (see the manual of [PGFPLOTS TABLE](#)). If it can't be resolved, the math parser yields an “Unknown function” error message.

```
\thisrowno{\langle column index\rangle}
```

Similar to `\thisrow`, this command yields the value of the column with index $\langle column index \rangle$ (starting with 0).

```
\coordindex
```

Yields the current index of the table row (starting with 0). This does *not* count header or comment lines.

```
\lineno
```

Yields the current line number (starting with 0). This does also count header and comment lines.

If `x index`, `x` and `x expr` (or the corresponding keys for `y`, `z` or `meta`) are combined, this is how they interact:

1. Column access via `x` has higher precedence than index access via `x index`.
2. Even if `x expr` is provided, the values of `x index` and `x` are still checked. Any value found using column name access or column index access is made available as `\columnx` (or `\columny`, `\columnz`, `\columnmeta`, resp.). However, the result of `x expr` is used as plot coordinate.
This allows to access the cell values identified by `x` or `x index` using the “pointer” `\columnx`. I am not sure if this yields any advantage, but it is possible nevertheless. If in doubt, prefer using `\thisrow{\langle column name\rangle}`.

Attention: If your table has less than two rows, you may need to set `x index={} , y index={}` explicitly. This is a consequence of the fact that column name/index access is still applied even if an expression is provided.

4.2.5 Computing Coordinates with Mathematical Expressions (gnuplot)

```
\addplot gnuplot [<further options>] {\langle gnuplot code\rangle};  
\addplot[<options>] gnuplot [<further options>] {\langle gnuplot code\rangle} <trailing path commands>;  
\addplot3 ...
```

In contrast to `plot expression`, the `plot gnuplot` command¹⁰ employs the external program `gnuplot` to compute coordinates. The resulting coordinates are written to a text file which will be plotted with `plot file`. PGF checks whether coordinates need to be re-generated and calls `gnuplot` whenever necessary (this is usually the case if you change the number of samples, the argument to `plot gnuplot` or the plotted domain¹¹).

The differences between `plot expression` and `plot gnuplot` are:

- `plot expression` does not require any external programs and requires no additional command line options.
- `plot expression` does not produce a lot of temporary files.
- `plot gnuplot` uses radians for trigonometric functions while `plot expression` has degrees.
- `plot gnuplot` is faster.

¹⁰Note that `plot gnuplot` is actually a re-implementation of the `plotfunction` method known from PGF. It also invokes PGF basic layer commands.

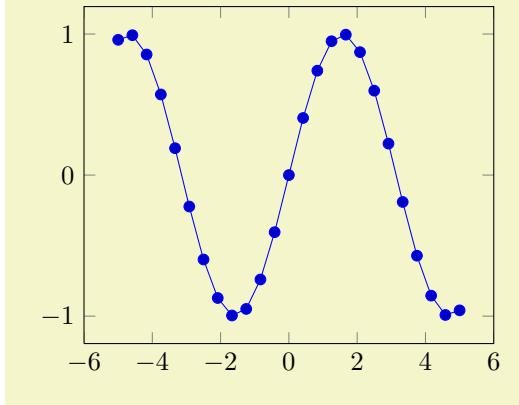
¹¹Please note that PGFPLOTS produces slightly different files than TikZ when used with `plot gnuplot` (it configures high precision output). You should use different `id` for PGFPLOTS and TikZ to avoid conflicts in such a case.

- `plot gnuplot` has a larger mathematical library.
- `plot gnuplot` has a higher accuracy. However, starting with version 1.2, this is no longer a great problem. The new floating point unit for TeX provides reasonable accuracy and the same data range as `gnuplot`.

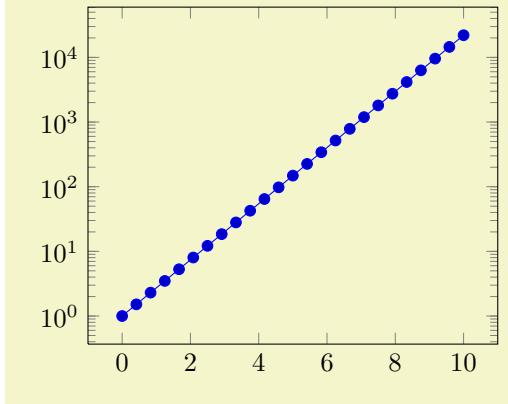
Since system calls are a potential danger, they need to be enabled explicitly using command line options, for example

```
pdflatex -shell-escape filename.tex.
```

Sometimes it is called `shell-escape` or `enable-write18`. Sometimes one needs two hyphens – that all depends on your TeX distribution.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[gnuplot[id=sin]]{sin(x)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}
\addplot[gnuplot,id=exp,domain=0:10]{exp(x)};
\end{semilogyaxis}
\end{tikzpicture}
```

The `(options)` determine the appearance of the plotted function; these parameters also affect the legend. There is also a set of options which are specific to the gnuplot interface. These options are described in all detail in [5, section 18.6]. A short summary is shown below.

Some remarks:

- The independent variable for one-dimensional plots can be changed with the `variable` option, just as for `plot expression`. Similarly, the second variable for two dimensional plots can be changed with `variable y`.
For `parametric` plots, the variable names need to be adjusted with `parametric/var 1d` and `parametric/var 2d` (since gnuplot uses `t` and `u,v` as initial values for `parametric` plots).
- Please note that `plot gnuplot` does not allow separate per point meta data (color data for each coordinate). You can, however, use `point meta=f(x)` or `point meta=x`.
- The generated output file name can be customized with `id`, see below.

Please refer to [5, section 18.6] for more details about `plot function` and the `gnuplot` interaction.

```
\addplot [function] {<gnuplot code>};
\addplot[<options>] [function] {<gnuplot code>} <trailing path commands>;
```

```
\addplot3 ...
Use
\addplot function {\gnuplot code};
as alias for
\addplot gnuplot {\gnuplot code};

/pgfplots/translate gnuplot=true|false                                (initially true)
Enables or disables automatic translation of the exponentiation operator ‘^’ to ‘**’.
This features allows to use ^ in plot gnuplot instead of gnuplot’s **.

/pgfplots/parametric=true|false                                         (initially false)
Set this to true if you’d like to use parametric plots with gnuplot. Parametric plots use a comma separated list of expressions to make up  $x(t)$ ,  $y(t)$  for a line plot or  $x(u, v)$ ,  $y(u, v)$   $z(u, v)$  for a mesh plot (refer to the gnuplot manual for more information about its input methods for parametric plots).

/pgfplots/parametric/var 1d={\variable name}                               (initially t)
/pgfplots/parametric/var 2d={\variable name,\variable name}                (initially u,v)
Allows to change the dummy variables used by parametric gnuplot plots. The initial setting is the one of gnuplot: to use the dummy varialbe ‘t’ for parametric line plots and ‘u,v’ for parametric mesh plots.

These keys are quite the same as variable and variable y, only for parametric plots. If you like to change variables for non-parametric plots, use variable and/or variable y.

In case you don’t want the distinction between parametric and non-parametric plots, use
\pgfplotsset{parametric/var 1d=,parametric/var 2d=}.

/tikz/id={\unique string identifier}
A unique identifier for the current plot. It is used to generate temporary filenames for gnuplot output.

/tikz/prefix={\file name prefix}
A common path prefix for temporary filenames (see [5, section 18.6] for details).

/tikz/raw gnuplot                                                       (no value)
Disables the use of samples and domain.
```

4.2.6 Computing Coordinates with External Programs (shell)

```
\addplot shell [<further options>]{<shell commands>};
\addplot[<options>] shell [<further options>]{<shell commands>} <trailing path commands>;
\addplot3 ...

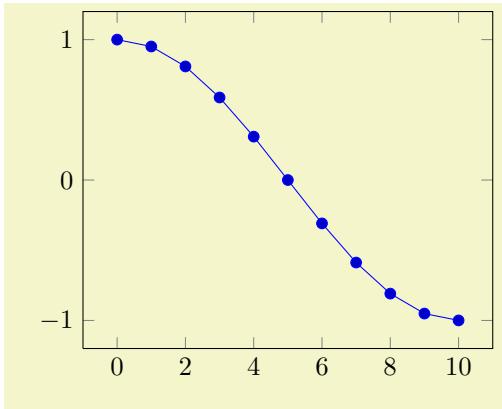
An extension by Stefan Tibus
```

In contrast to `plot gnuplot`, the `plot shell` command allows execution of arbitrary shell commands to compute coordinates. The resulting coordinates are written to a text file which will be plotted with `plot file`. PGF checks whether coordinates need to be re-generated and executes the `<shell commands>` whenever necessary.

Since system calls are a potential danger, they need to be enabled explicitly using command line options, for example

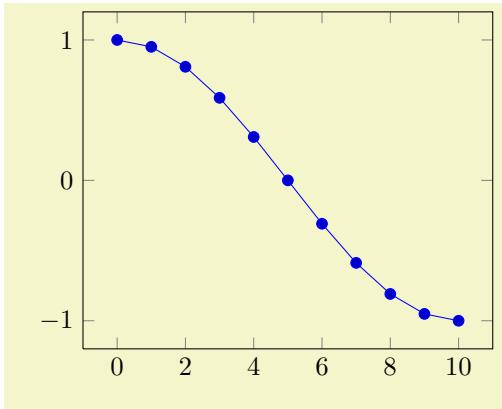
```
pdflatex -shell-escape filename.tex.
```

Sometimes it is called `shell-escape` or `enable-write18`. Sometimes one needs two slashes – that all depends on your TeX distribution.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot
  shell[prefix=pgfshell_,id=cos]{BEGIN{
    pi=3.14159; N=10;
    for(i=0;i<=N;i++) print i,cos(i/N*pi);}};

\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[prefix=pgfshell_,id=replot]
  shell[cat pgfshell_cos.out];
  % just reprint the result from above
\end{axis}
\end{tikzpicture}
```

The *<options>* determine the appearance of the plotted function; these parameters also affect the legend. There is also a set of options which are specific to the gnuplot and the shell interface. These options are described in all detail in [5, section 19.6]. A short summary is shown below.

/tikz/**id**={<unique string identifier>}

A unique identifier for the current plot. It is used to generate temporary filenames for **shell** output.

/tikz/**prefix**={<file name prefix>}

A common path prefix for temporary filenames (see [5, section 19.6] for details).

4.2.7 Using External Graphics as Plot Sources

```
\addplot graphics {<file name>};
\addplot[<options>] graphics {<file name>} <trailing path commands>;
\addplot3 ...
```

This plot type allows to extend the plotting capabilities of PGFPLOTS beyond its own limitations. The idea is to generate the graphics as such (for example, a contour plot, a complicated shaded surface¹² or a large point cluster) with an external program like Matlab (®) or **gnuplot**. The graphics, however, should *not* contain an axis or descriptions. Then, we use **\includegraphics** and a PGFPLOTS axis which fits exactly on top of the imported graphics.

Of course, one could do this manually by providing proper scales and such. The operation **plot graphics** is intended so simplify this process. However the *main difficulty* is to get images with correct bounding box. Typically, you will have to adjust bounding boxes manually.

Let's start with an example: Suppose we use, for example, matlab to generate a surface plot like

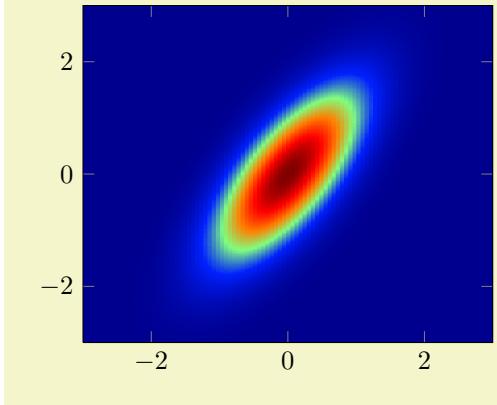
```
[X,Y] = meshgrid( linspace(-3,3,500) );
surf( X,Y, exp(-(X - Y).^2 - X.^2) );
shading flat; view(0,90); axis off;
print -dpng external1
```

¹²See also Section 4.5.6 for an overview of PGFPLOTS methods to draw shaded surfaces.

which is then found in `external1.png`. The `surf` command of Matlab generates the surface, the following commands disable the axis descriptions, initialise the desired view and export it. Viewing the image in any image tool, we see a lot of white space around the surface – Matlab has a particular weakness in producing tight bounding boxes, as far as I know. Well, no problem: use your favorite image editor and crop the image (most image editors can do this automatically). We could use the free ImageMagick command

```
convert -trim external1.png external1.png
```

to get a tight bounding box. Then, we use



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[enlargelimits=false, axis on top]
    \addplot graphics
      [xmin=-3,xmax=3,ymin=-3,ymax=3]
      {external1};
  \end{axis}
\end{tikzpicture}
```

to load the graphics¹³ just as if we would have drawn it with PGFPLTS. The `axis on top` simply tells PGFPLTS to draw the axis on top of any plots (see its description).

Please note that PGFPLTS offers support for smaller surface plots as well which might be an option – unless the number of samples is too large. See Section 4.5.6 for details.

However, external programs have the following advantages here: they are faster, allow more complexity and provide real z buffering which is currently only simulated by PGFPLTS. Thus, it may help to consider `plot graphics` for complicated surface plots.

Our first test was successful – and not difficult at all because graphics programs can automatically compute the bounding box. There are a couple of free tools available which can compute tight bounding boxes for `.eps` or `.pdf` graphics:

1. The free vector graphics program `inkscape` can help here. Its feature “File ➤ Document Properties: Fit page to selection” computes a tight bounding box around every picture element.

However, some images may contain a rectangular path which is as large as the bounding box (Matlab (R) computes such `.eps` images). In this case, use the “Ungroup” method (context menu of `inkscape`) as often as necessary and remove such a path.

Finally, save as `.eps`.

However, `inkscape` appears to have problems with postscript fonts – it substitutes them. This doesn’t pose problems in this application because fonts shouldn’t be part of such images – the descriptions will be drawn by PGFPLTS.

2. The tool `pdfcrop` removes surrounding whitespace in `.pdf` images and produces quite good bounding boxes.

Adjusting bounding boxes manually In case you don’t have tools at hand to provide correct bounding boxes, you can still use `TeX` to set the bounding box manually. Some viewers like `gv` provide access to low-level image coordinates. The idea is to determine the number of units which need to be removed and communicate these units to `\includegraphics`.

I am aware of the following methods to determine bounding boxes manually:

inkscape I am pretty sure that `inkscape` can do it.

gv The ghost script viewer `gv` always shows the postscript units under the mouse cursor.

¹³Please note that I don’t have a Matlab license, so I used `gnuplot` to produce an equivalent replacement graphics.

gimp The graphics program **gimp** usually shows the cursor position in pixels, but it can be configured to display postscript points (**pt**) instead.

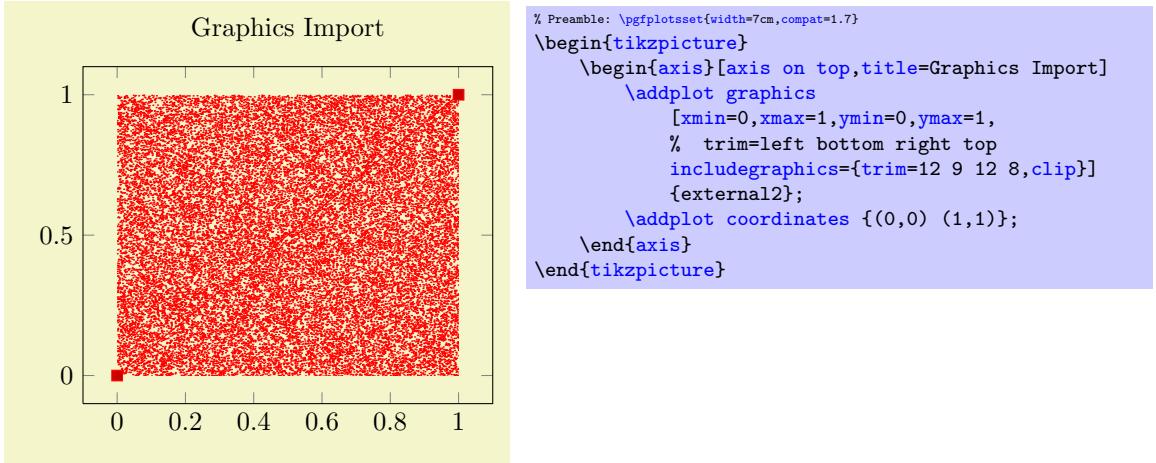
Let's follow this approach in a further example.

We use **gnuplot** to draw a (relatively stupid) example data set. The gnuplot script

```
set samples 30000
set parametric
unset border
unset xtics
unset ytics
set output "external2.eps"
set terminal postscript eps color
plot [t=0:1] rand(0),rand(0) with dots notitle lw 5
```

generates **external2.eps** with a uniform random sample of size 30000. As before, we import this scatter plot into PGFPLOTS using **plot graphics**. Again, the bounding box is too large, so we need to adjust it (**gnuplot** can do this automatically, but we do it anyway to explain the mechanisms):

Using gv, I determined that the bounding box needs to be shifted 12 units to the left and 9 down. Furthermore, the right end is 12 units too far off and the top area has about 8 units space wasted. This can be provided to the **trim** option of **\includegraphics**, and we use **clip** to clip the rest away:



So, **plot graphics** takes a graphics file along with options which can be passed to **\includegraphics**. Furthermore, it provides the information how to embed the graphics into an axis. The axis can contain any other **\addplot** command as well and will be resized properly.

Details about plot graphics: The loaded graphics file is drawn with

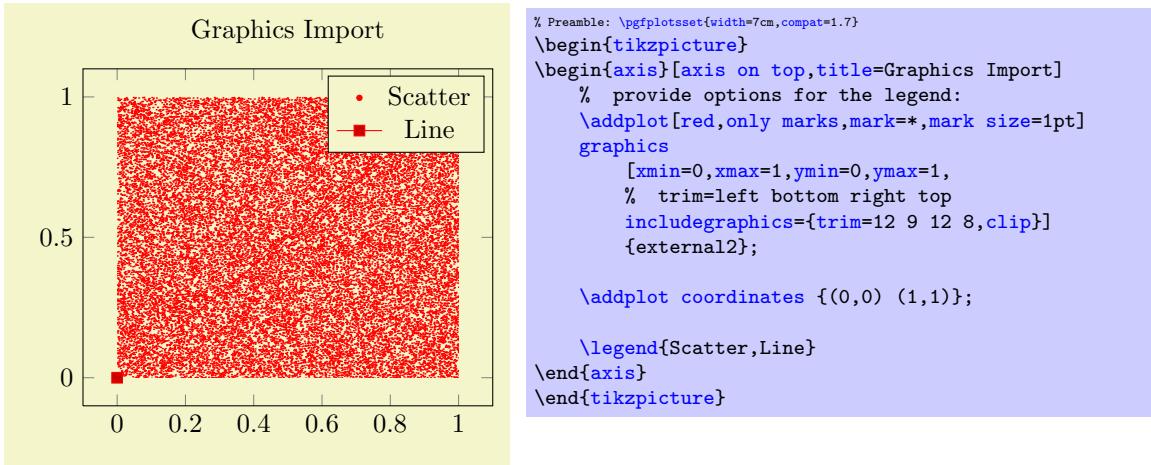
\node[/pgfplots/plot graphics/node] {**\includegraphics**[*<options>*]{*<file name>*}},

where the **node** style is a configurable style. The node is placed at the coordinate designated by **xmin**, **ymin**.

The *<options>* are any arguments provided to the **includegraphics** key (see below) and **width** and **height** determined such that the graphics fits exactly into the rectangle denoted by the **xmin**, **ymin** and **xmax**, **ymax** coordinates.

The scaling will thus ignore the aspect ratio of the external image and prefer the one used by PGFPLOTS. You will need to provide **width** and **height** to the PGFPLOTS axis to change its scaling. Use the **scale only axis** key in such a case.

Legends in plot graphics: A legend for **plot graphics** uses the current plot handler and the current plot **mark**:



Keys To Configure Plot Graphics

The following list of keys configure `\addplot graphics`. Note that the common prefix ‘`plot graphics/`’ can be omitted if these keys are set after `\addplot graphics[<options>]`. The `/pgfplots/` prefix can always be omitted when used in a PGFPLTS method.

```
/pgfplots/plot graphics/xmin=<coordinate>
/pgfplots/plot graphics/ymin=<coordinate>
/pgfplots/plot graphics/zmin=<coordinate>
/pgfplots/plot graphics/xmax=<coordinate>
/pgfplots/plot graphics/ymax=<coordinate>
/pgfplots/plot graphics/zmax=<coordinate>
```

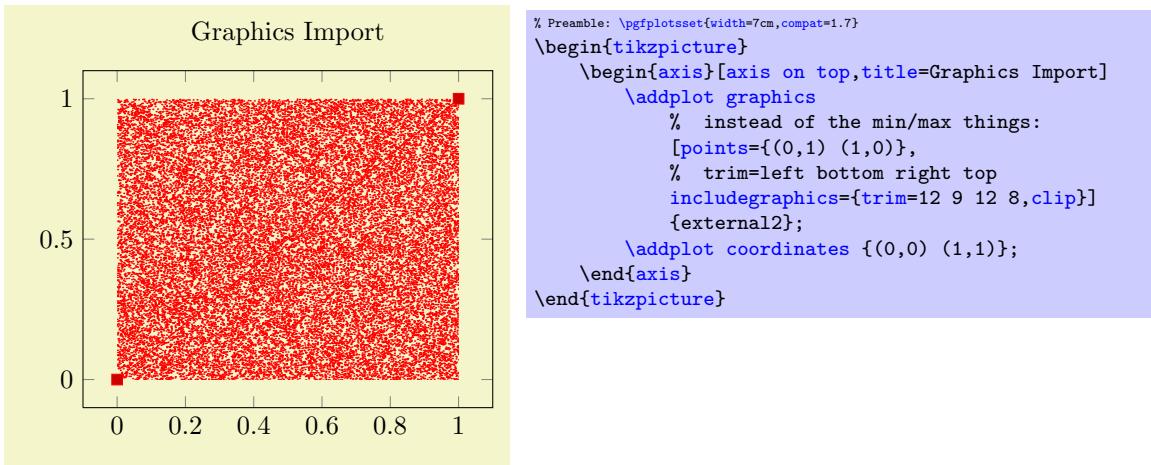
These keys are required for `plot graphics` and provide information about the external data range. The graphics will be squeezed between these coordinates. The arguments are axis coordinates; they are only useful if you provide each of them.

Alternatively, you can also use the `plot graphics/points` feature to provide the external data range, see below.

```
/pgfplots/plot graphics/points=<list of coordinates> (initially empty)
```

This key also allows to provide the external data range. It constitutes an alternative to `plot graphics/xmin` (and its variants): simply provide at least two coordinates in `<list of coordinates>`. Their bounding box is used to determine the external data range, and the graphics is squeezed between these coordinates.

The example from above can be written equivalently as



The `<list of coordinates>` is a sequence of the form (x,y) for two-dimensional plots and (x,y,z) for three-dimensional ones, the ordering is irrelevant. The single elements are separated by white space.

It is possible to mix `plot graphics/xmin` and variants with `plot graphics/points`.

The `plot graphics/points` key has further functionality for inclusion of three-dimensional graphics which is discussed at the end of this section (on page 44). Here is a short reference on the accepted syntax for three-dimensional plot graphics: in addition to the `(x,y,z)` syntax, you can provide arguments of the form `(x,y,z) => (X,Y)`. Here, the first (three-dimensional) coordinate is a logical coordinate and the second (two-dimensional) coordinate denotes the coordinates of the very same point, but inside of the included image (relative to the lower left corner of the image). Applications and examples for this syntax can be found in the section for three-dimensional plot graphics (see page 44).

/pgfplots/`plot graphics/includegraphics`={*options*}

A list of options which will be passed as-is to `\includegraphics`. Interesting options include the `trim={left} {bottom} {right} {top}` key which reduces the bounding box and `clip` which discards everything outside of the bounding box. The scaling options won't have any effect, they will be overwritten by PGFPLOTS.

/pgfplots/`plot graphics/includegraphics cmd`={\i macro} (initially `\includegraphics`)

Allows to use a different graphics routine. A possible choice could be `\pgfimage`. The macro should accept the `width` and `height` arguments (in brackets) and the file name as first argument.

/pgfplots/`plot graphics/node` (style, no value)

A predefined style used for the TikZ node containing the graphics. The predefined value is

```
\pgfplotsset{
    plot graphics/node/.style={
        transform shape,
        inner sep=0pt,
        outer sep=0pt,
        every node/.style={},
        anchor=south west,
        at={(0pt,0pt)},
        rectangle
    }
}
```

/pgfplots/`plot graphics` (no value)

This key belongs to the public low-level plotting interface. You won't need it in most cases.

This key is similar to `sharp plot` or `smooth` or `const plot`: it installs a low-level plot-handler which expects exactly two points: the lower left corner and the upper right one. The graphics will be drawn between them. The graphics file name is expected as value of the `/pgfplots/plot graphics/src` key. The other keys described above need to be set correctly (excluding the limits, these are ignored at this level of abstraction). This key can be used independently of an axis.

/pgfplots/`plot graphics/lowlevel draw`={*width*} {*height*}

A low-level interface for `plot graphics` which actually invokes `\includegraphics`. But there is no magic involved: the command is simply expected to draw a box of dimensions $\langle width \rangle \times \langle height \rangle$. The coordinate system has already been shifted correctly.

The initial configuration is

```
\includegraphics[<value of "plot graphics/includegraphics">],width=#1,height=#2]
{<value of "plot graphics/src">}.
```

Thus, you can tweak `plot graphics` to place any T_EX box of the desired dimensions into an axis between the provided minimum and maximum coordinates. It is not necessary to make use of the graphics file name or the options in the '`includegraphics`' key if you overwrite this lowlevel interface with

```
plot graphics/lowlevel draw/.code 2 args={<code which depends on #1 and #2>}.
```

Support for External Three-Dimensional Graphics

PGFPLOTS offers several visualization techniques for three dimensional graphics. Nevertheless, complex visualizations or specialized applications are beyond the scope of PGFPLOTS and you might want to use other tools to generate such figures.

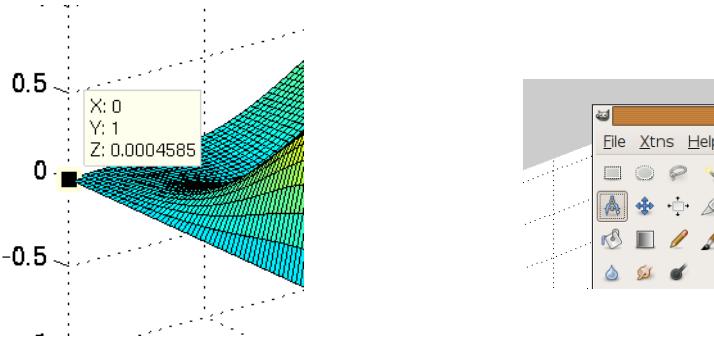


Figure 1: Using Matlab to extract image coordinates (left) and Gimp to measure distances (right).

The `plot_graphics` tool of PGFPLOTS allows to include three-dimensional external graphics: it generates a three-dimensional axis on its own. The idea is to provide a graphics (without descriptions) and use PGFPLOTS to overlay a three-dimensional axis automatically. This allows to maintain document consistency (making it unnecessary to use different programs within the same document).

You are probably wondering how this is possible. Well, it needs more user input than two-dimensional external graphics. The cost to include external three dimensional images into PGFPLOTS is essentially control of a graphics program like `gimp`: you need to identify the 3D coordinates of a couple of points in your image. PGFPLOTS will then squeeze the graphics correctly, and it reconfigures the axis to ensure a correct display of the result.

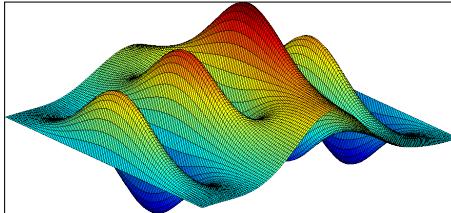
Matlab versus other tools: Although this section is based on Matlab images, the technique to import three-dimensional graphics is independent of Matlab. Thus, if you have a different tool, you need to read all that follows. However, users of Matlab *can use a simplified export mechanism* which has been contributed by Jürnjakob Dugge. Please skip to section 4.2.7 on page 49 if you use Matlab to generate the graphics files (although you may want to take a brief look at the examples on the following pages to learn about flexibility or legends).

Let's start with two examples. Suppose you generate a surface plot with Matlab and want to include it in PGFPLOTS. We have the matlab script

```
[x,y]=meshgrid(linspace(0,1,120));
surf(x,y,sin(8*pi*x).* exp(-20*(y-0.5).^2) + exp(-(x-0.5).^2*30 - (y-0.25).^2 - (x-0.5).*(y-0.25)))
xlabel('x'), ylabel('y')
axis off
print -dpng plotgraphics3dsurf
```

which generates the figure in question.

After automatically computing a tight bounding box for `plotgraphics3dsurf.png` (I used `gimp`'s Image \gg Autocrop feature), and making the background color transparent (`gimp`: select the outer white space with the magic wand, then use¹⁴ Layer \gg Transparency \gg Color to Transparency) we get:

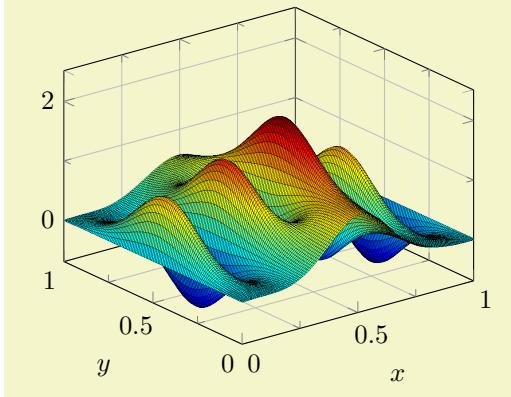


The key idea is now to identify several points in the image, and assign *both* their logical three-dimensional coordinates *and* the corresponding two-dimensional canvas coordinates in image coordinates. How? Well, the three-dimensional coordinates are known to Matlab, it can display them for you if you click somewhere into the image, compare Figure 1 (left).

The two-dimensional canvas coordinates need work; they need to be provided relative to the *lower left corner* of the image. I used `gimp` and activated “Points” as units (lower left corner). The lower left corner now displays the image coordinates in `pt` which is compatible with PGFPLOTS. An alternative to pointing onto coordinates is a measurement tool; compare Figure 1 (right) for the “Measure” tool in `gimp` which allows to compute the length of a line (in our case, the length of the lower left corner to the point of interest).

¹⁴I have a german version, I am not sure if the translation is correct.

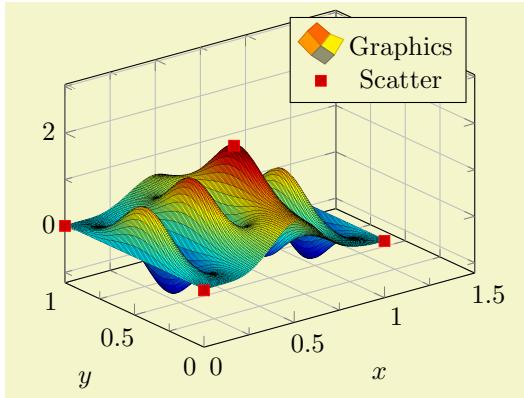
I selected four points in the graphics and noted their 2d image coordinates and their 3d logical coordinates as follows:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    grid=both,minor tick num=1,
    xlabel=$x$,ylabel=$y$,
]
\addplot3 graphics[
    points={%
        important
        (0,1,0) => (0,207-112)
        (1,0,0) => (446,207-133)
        (0.5546,0.5042,1.825) => (236,207)
        (0,0,0) => (194,207-202)
    }]{plotdata/plotgraphics3dsurf.png};
\end{axis}
\end{tikzpicture}
```

Here, the `points` key gets our collected coordinates as argument. It accepts a sequence of maps of the form $\langle 3d \text{ logical coordinate} \rangle \Rightarrow \langle 2d \text{ canvas coordinate} \rangle$. In our case, $(0,1,0)$ has been found in the .png file at $(0,207-112)$. Note that I introduced the difference since gimp counts from the upper left, but PGFPLOTS counts from the lower left.

Once these four point coordinates are gathered, we find Matlab's surface plot in a PGFPLOTS axis. You can modify any appearance options, including different axis limits or further `\addplot` commands:

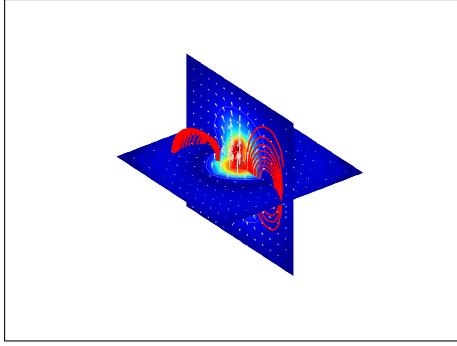


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xmax=1.5,% extra limits
    grid=both,minor tick num=1,
    xlabel=$x$,ylabel=$y$,
]
\addplot3[surf] % 'surf' is only used for the legend.
    graphics[
        points={%
            (0,1,0) => (0,207-112)
            (1,0,0) => (446,207-133)
            (0.5546,0.5042,1.825) => (236,207)
            (0,0,0) => (194,207-202)
        }]
    {plotdata/plotgraphics3dsurf.png};
\addlegendentry{Graphics}

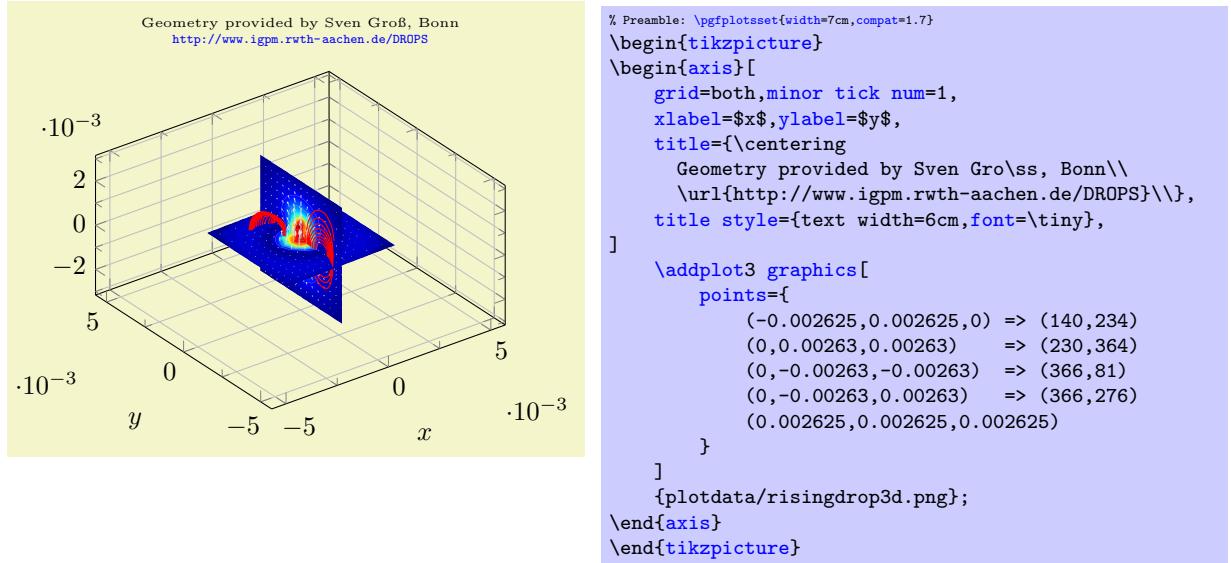
\addplot3+[only marks] coordinates {
    (0,1,0) (1,0,0)
    (0.5546,0.5042,1.825) (0,0,0)
};
\addlegendentry{Scatter}
\end{axis}
\end{tikzpicture}
```

PGFPLOTS uses the four input points to compute appropriate `x`, `y` and `z` unit vectors (and the origin in graphics coordinates). These four vectors (with two components each) can be computed as a result of a linear system of size 8×8 , that is why you need to provide four input points (each has two coordinates). PGFPLOTS computes the unit vectors of the imported graphics, and afterwards it rescales the result such that it fits into the specified `width` and `height`. This rescaling respects the `unit vector ratio` (more precisely, it uses `scale mode=scale uniformly` instead of `scale mode=stretch to fill`). Consequently, the freedom to change the view of a three-dimensional axis which contains a projected graphics is considerably smaller than before. Surprisingly, you can still change axis limits and `width` and `height` – PGFPLOTS will take care of a correct display of your imported graphics. Since version 1.6, you can also change `zmin` and/or `zmax` – PGFPLOTS will respect your changes as good as it can.

Here is a further example. Suppose we are given the three-dimensional visualization

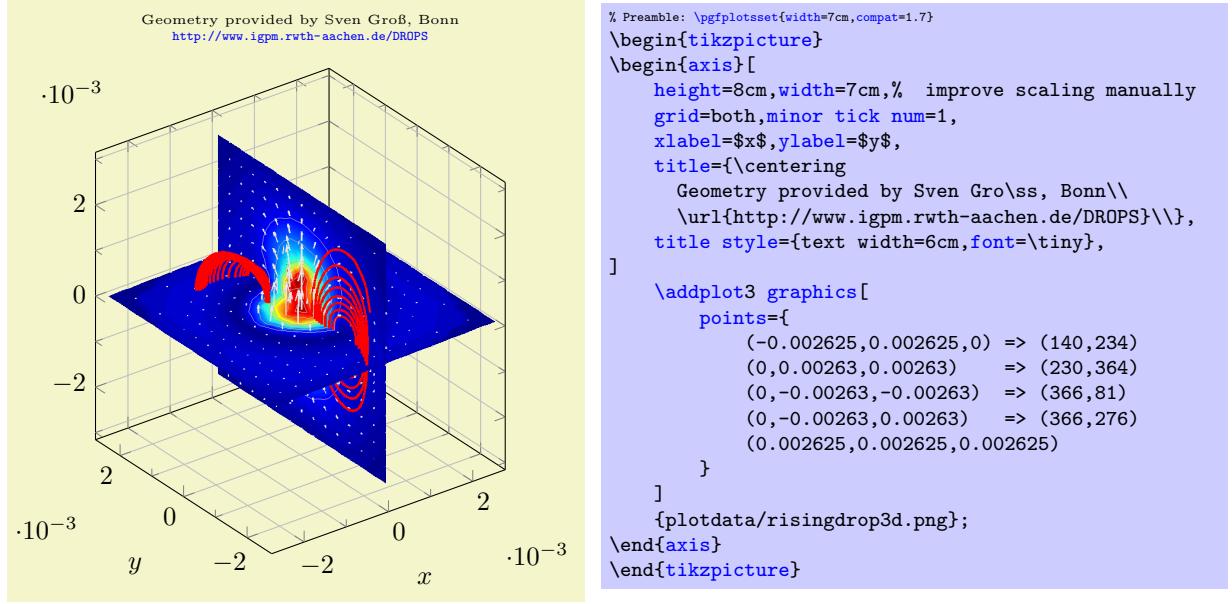


It has been generated by matlab (I only added transparency to the background with gimp). Besides advanced visualization techniques, it uses `axis equal`, i.e. `unit vector ratio=1 1 1`. As before, we need to identify four points, each with its 3d logical coordinates (from matlab) and the associated 2d canvas coordinates relative to the lower left corner of the graphics (note that there is a lot of white space around the graphics). Here is the output of PGFPLOTS when you import the resulting graphics:



Note that I provided *five* three-dimensional coordinates here, but the last entry has no `=>` mapping to two-dimensional canvas coordinates. Thus, it is only used to update the bounding box (see the reference manual for the `points` key for details).

The example above leads to a relatively small image and much “empty space”. This is due to the `scale mode=scale uniformly` implementation of PGFPLOTS: it decided that the best way is to enlarge the involved axis limits. Here, “best way” means to satisfy `width/height` constraints combined with minimally enlarged (never shrunked) axis limits. The remaining degrees of freedom are `width`, `height`, and the axis limits. In our case, changing the ratio between `width` and `height` improves the display:



What happens is that PGFPLOTS selects a *single* scaling factor which is applied to all units as they have been deduced from the `points` key. This ensures that the imported graphics fits correctly into the axis. In addition, PGFPLOTS does its best to satisfy the remaining constraints.

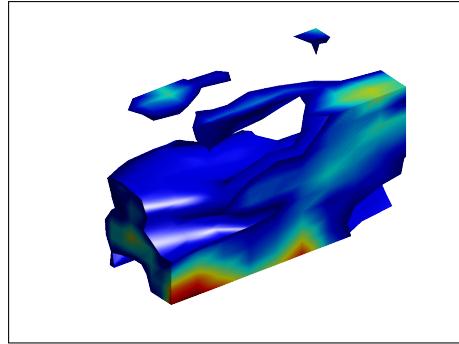
The complete description of how PGFPLOTS scales the axis can be found in the documentation for `scale mode=scale uniformly`. Here is just a brief summary: PGFPLOTS assumes that the prescribed `width` and `height` have to be satisfied. To this end, it rescales the projected unit vectors (i.e. the space which is taken up for each unit in x , y , and z) and it can modify the axis limits. In the default configuration `scale uniformly strategy=auto`, PGFPLOTS will *never* shrink axis limits.

Compatibility remark: Note that the scaling capabilities have been improved for PGFPLOTS version 1.6. In previous versions, only `scale uniformly strategy=change vertical limits` was available which lead to clipped axes. In short: please consider writing `\pgfplotsset{compat=1.6}` or newer into your document to benefit from the improved scaling. If you have `\pgfplotsset{compat=1.5}` or older, the outcome for `\addplot3 graphics` will be different.

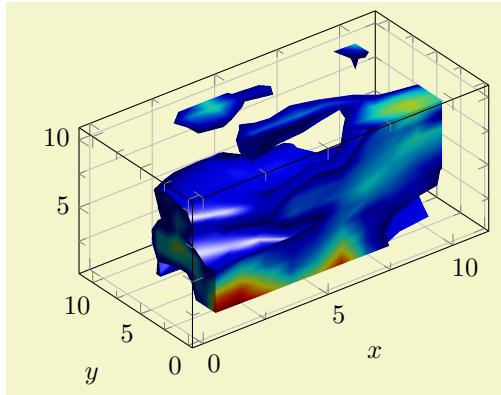
We consider a third example which has been generated by the Matlab code

```
clear all
close all
seed = sum(clock)
rand('seed',seed);
X = rand(10,10,10);
data = smooth3(X,'box',5);
p1 = patch(isosurface(data,.5), ...
    'FaceColor','blue','EdgeColor','none');
p2 = patch(isocaps(data,.5), ...
    'FaceColor','interp','EdgeColor','none');
isonormals(data,p1)
daspect([1 2 2])
view(3); axis vis3d tight
camlight; lighting phong
% print -dpng plotgraphics3withaxis
axis off
print -dpng plotgraphics3
save plotgraphics3.seed seed -ASCII % to reproduce the result
```

I only added background transparency with gimp and got the following graphics:



We proceed as before and collect four points, each with 3d logical coordinates (by clicking into the matlab figure) and their associated 2d canvas (graphics) coordinates using the measure tool of gimp. The result is shown in the code example below.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    grid=both,minor tick num=1,
    xlabel=$x$,ylabel=$y$,
    3d box,
]
\addplot3 graphics[
    points={
        (1,1,1)    => (205,48)
        (10,1,10)  => (503,324)
        (1,1,4.044)=> (206,102)
        (10,10,10) => (390,398)
    }
]
{plotdata/plotgraphics3.png};
\end{axis}
\end{tikzpicture}
```

Note that it has non-standard data aspect ratio which is respected by PGFPLOTS automatically.

External Three-Dimensional Graphics and Matlab

An extension by Jürnjakob Dugge

The procedure to map three-dimensional logical coordinates to two-dimensional canvas coordinates is tedious.

Jürnjakob Dugge contributed a script which does most of the logic and your work is reduced to a copy-paste job. With his permission, I post the contribution here.

The idea is to start a simple script which *records* mappings for any coordinates which have been clicked by the user. It works as follows:

1. Create the Matlab plot, say, using

```
hist3(randn(10000,2)) % some random data
set(get(gca,'child'), 'FaceColor', 'interp', 'CDataMode', 'auto'); % colors
% make sure the "print" paper format is the same as the screen paper format:
set(gcf, 'PaperPositionMode', 'auto')
```

2. Save the following code as `pgfplotscsconversion.m`:

```

function pgfplotsconversion

% Hook into the Data Cursor "click" event
h = datacursormode(gcf);
set(h,'UpdateFcn','@myupdatefcn','SnapToDataVertex','off');
datacursormode on

% select four points in plot using mouse

% The function that gets called on each Data Cursor click
function [txt] = myupdatefcn(obj,event_obj)

% Get the screen resolution, in dots per inch
dpi = get(0,'ScreenPixelsPerInch');

% Get the click position in pixels, relative to the lower left of the
% screen
screen_location=get(0,'PointerLocation');

% Get the position of the plot window, relative to the lower left of
% the screen
figurePos = get(gcf,'Position');

% Get the data coordinates of the cursor
pos = get(event_obj,'Position');

% Format the data and figure coordinates. The factor "72.27/dpi" is
% necessary to convert from pixels to TeX points (72.27 points per inch)
display(['(' ,num2str(pos(1)),',',num2str(pos(2)),',',num2str(pos(3)),')' => (' , ...
    num2str((screen_location(1)-figurePos(1))*72.27/dpi),',', ...
    num2str((screen_location(2)-figurePos(2))*72.27/dpi),')'])

% Format the tooltip display
txt = {[ 'X: ',num2str(pos(1))], [ 'Y: ',num2str(pos(2))], [ 'Z: ',num2str(pos(3))]};

```

Run `pgfplotsconversion`, click on four points in your plot. Preferably select non-colinear points near the edges of the plot. Copy and paste the four lines that were written to the Matlab command window.

Make sure that the first two points have different *X* and *Y* values on screen (i.e. image canvas coordinates).

3. Export the plot as an image

```

axis off
print -dpng matlabout -r400 % PNG called "matlabout.png" with 400 dpi resolution

```

Note that `pdf` output of Matlab is clumsy. It might be best to export to `eps` first, followed by a conversion from `eps` to `pdf`.

If you really want to use `pdf` output of Matlab, you may need to set the paper size to match the figure size by yourself, since the PDF driver does not automatically adjust the size:

```

% It might be better to use print -depsc followed by epstopdf.
% Use this if you (really) want to use print -dpdf:
currentScreenUnits=get(gcf,'Units')      % Get current screen units
currentPaperUnits=get(gcf,'PaperUnits')    % Get current paper units
set(gcf,'Units',currentPaperUnits)        % Set screen units to paper units
plotPosition=get(gcf,'Position')          % Get the figure position and size
set(gcf,'PaperSize',plotPosition(3:4))    % Set the paper size to the figure size
set(gcf,'Units',currentScreenUnits)       % Restore the screen units

print -dpdf matlabout      % PDF called "matlabout.pdf"

```

4. Include the image in your PGFLOTS axis. If you selected points on the plot corners, your `xmin`, `xmax`, `ymin` and `ymax` should be set automatically, otherwise you may want to provide those yourself. Also, adjustments of `width` and `height` might be of interest to get the right vertical placement of the plot. Consider changing `zmin` and/or `zmax` to fit your needs (preferably only one of them; otherwise PGFPLTS may be unable to fix the `height`).

This contribution is from
<http://tex.stackexchange.com/questions/52987/3-dimensional-histogram-in-pgfplots>.

Summary: External Three-Dimensional Graphics

As has been shown in the previous sections, `\addplot3 graphics` allows to include three-dimensional graphics and PGFPLOTS overlays a flexible axis with all its power. The cost to do so is

1. collect both logical three-dimensional coordinates *and* image-internal two-dimensional coordinates for *four points* of your graphics.

In Matlab, this can be simplified by the tool mentioned on page 49.

2. If your axes form a right-handed-coordinate system, that is all. If not, also add `x dir=reverse` for any reversed axes.

Consider the following list of you encounter problems while working with `\addplot3 graphics`:

- It must be possible to deduce the origin and the three (two-dimensional) unit vectors from the four provide `points`; otherwise the algorithm will fail.

The algorithm should detect any deficiencies. However, if you encounter strange “Dimension too large” messages here, you can try other arguments in `points`. Take a look into your log file, it will probably indicate the source of problems (or use the `debug` key).

- PGFPLOTS uses the first two points to squeeze the graphics into the desired coordinates (which implies that they should not have the same canvas *X* or *Y* coordinates). It verifies that the remaining `points` arguments are projected correctly.
- The resulting scaling by means of `scale mode=scale uniformly` will try to satisfy all scaling constraints. You can change these constraints by modifying `width`, `height`, `xmin`, `xmax`, `ymin`, `ymax`, `zmin`, `zmax` and/or any combination of these parameters. See also `unit rescale keep size` which controls the flexibility of limit changes. There is also a key `scale uniformly strategy` which allows to select a different scaling strategy.
- The image should have a “right-handed-coordinate system”: you should be able to take your right hand, point your thumb in direction of the *x* axis, your first finger in direction of *y*, and your second finger in direction of the *z* axis. If that is impossible, once of your axes is reversed and you need to communicate that to PGFPLOTS explicitly by means of the `x dir=reverse` key (and its variants).
- There is a `debug` key to investigate what the algorithm is doing:

`/pgfplots/plot graphics/debug=true|false|visual` (initially `false`)

If you provide `\addplot3 graphics[debug,points={...}]`, PGFPLOTS will provide debug information onto your terminal and into the logfile. It will also generate extra files containing the determined unit vectors and the linear system used to derive them (one such file for every `\addplot3 graphics` statement, the filename will be the graphics file name and `.dat` appended).

Without the `debug` key, only the log file will contain brief information what PGFPLOTS is doing behind the scenes.

The choice `true` activates log messages. The choice `visual` activates log messages *and* places some filled circles at the provided `points`. The choice `false` disables all `debug` features.

4.2.8 Reading Coordinates From Files

```
\addplot file {\<name>};
\addplot[{\<options>}] file {\<name>} {\<trailing path commands>};
\addplot3 ...
```

Deprecation note: If you have data files, you should generally use `\addplot table`. The input type `\addplot file` is almost the same, but considerably less powerful. It is only kept for backwards compatibility.

The `\addplot file` input mechanism is similar to the TikZ-command ‘`plot file`’. It is to be used like

```
\addplot file {datafile.dat};
```

where `<name>` is a text file with at least two columns which will be used as x and y coordinates. Lines starting with ‘%’ or ‘#’ are ignored. Such files are often generated by GNUPLOT:

```
#Curve 0, 20 points
#x y type
0.00000 0.00000 i
0.52632 0.50235 i
1.05263 0.86873 i
1.57895 0.99997 i
...
9.47368 -0.04889 i
10.00000 -0.54402 i
```

This listing has been copied from [5, section 16.4].

Plot file accepts one optional argument,

```
\addplot file[skip first] {datafile.dat};
```

which allows to skip over a non-comment header line. This allows to read the same input files as `plot table` by skipping over column names. Please note that comment lines do not count as lines here.

The input method `plot file` can also read meta data for every coordinate. As already explained for `plot coordinates` (see above), meta data can be used to change colors or other style parameters for every marker separately. Now, if `point meta` is set to `explicit` or to `explicit symbolic` and the input method is `plot file`, one further element will be read from disk – for every line. Meta data is always the last element which is read. See page 83 for information and examples about per point meta data and page 85 for an application example using `scatter/classes`.

Plot file is very similar to `plot table`: you can achieve the same effect with

```
\addplot table[x index=0,y index=1,header=false] {datafile.dat};
```

Due to its simplicity, `plot file` is slightly faster while `plot table` allows higher flexibility.

Technical note: every opened file will be protocollled into your log file.

The file can contain `empty lines` to tell PGFPLOTS that the function has jumps. To use it, simply insert an empty line (and ensure that you have `\pgfplotsset{compat=1.4}` or newer in your preamble). See the documentation of `empty line` for details.

<code>/pgfplots/plot file/skip first=true false</code>	(initially false)
<code>/pgfplots/plot file/ignore first=true false</code>	(initially false)

The two keys can be provided as arguments to `\addplot file[<options>] {<filename>};` to skip the first non-comment entry in the file. They are equivalent. If you provide them in this context, the prefix `/pgfplots/plot file` can be omitted.

4.3 About Options: Preliminaries

PGFPLOTS knows a whole lot of key–value options which can be (re)defined to activate desired features or modified to apply some fine-tuning.

A key usually has a value (like a number, a string, or perhaps some macro code). You can assign values to keys (“set keys”) in many places in a L^AT_EX document. The value will remain effective until it is changed or until the current T_EX scope ends (which happens after a closing curly brace ‘}’, after `\end{<name>}` or, for example, after `\addplot`).

Most keys can be used like

```
\begin{tikzpicture}
\begin{axis}[key=value,key2=value2] % axis-wide keys
...
\end{axis}
\end{tikzpicture}
```

which changes them for the complete axis. A key in this context can be any option defined in this manual, no matter if it has the `/pgfplots/` or the `/tikz/` key prefix. Note that key prefixes can be omitted in almost all cases.

A value can usually be provided without curly braces. For example, if the manual contains something like ‘`xmin={⟨x coordinate⟩}`’, you can safely skip the curly braces. The curly braces are mandatory if values contain something which would otherwise confuse the key setup (for example an equal sign ‘=’ or a comma ‘,’).

Some keys can be changed individually for each plot:

```
\begin{tikzpicture}
\begin{axis}
% keys valid for single plots:
\addplot ...; % uses the "cycle list" to determine keys
\addplot[key=value,key2=value2] ...; % uses the provided keys (not the "cycle list")
\addplot+[key=value,key2=value2] ...; % appends something to the "cycle list"
\end{axis}
\end{tikzpicture}
```

Besides these two possibilities, it is also possible to work with document-wide keys:

```
\section{My Section}
\pgfplotsset{
    key=value,
    key2=value2,
}
This section has a common key configuration:
\begin{tikzpicture}
\begin{axis} % uses the key config from above
...
\end{axis}
\end{tikzpicture}
```

In the example above, the `\pgfplotsset` command changes keys. The changes are permanent and will be used until

- you redefine them or
- the current environment (like `\end{figure}`) is ended or
- TeX encounters a closing brace ‘`}`’.

This includes document-wide preamble configurations like

```
\documentclass{article}

\usepackage{pgfplots}
\pgfplotsset{
    xticklabel={$\mathsf{\textit{pgfmathprintnumber{\texttt{\textbackslash tick}}}}$},
    every axis/.append style={
        font=\sffamily,
    },
}
```

The basic engine to manage key–value pairs is `pgfkeys` which is part of PGF. This engine always has a key name and a key “path”, which is somehow similar to file name and directory of files. The common “directory” (key path) of PGFPLTS is ‘`/pgfplots/`’. Although the key definitions below provide this full path, it is always (well, almost always) safe to skip this prefix – PGFPLTS uses it automatically. The same holds for the prefixes ‘`/tikz/`’ which are common for all TikZ drawing options and ‘`/pgf/`’ which are for the (more or less) low–level commands of PGF. All these prefixes can be omitted.

One important concept is the concept of *styles*. A style is a key which contains one or more other keys. It can be redefined or modified until it is actually used by the internal routines. Each single component of TikZ and PGFPLTS can be configured with styles.

For example,

```
\pgfplotsset{legend style={line width=1pt}}
```

sets the line width for every legend to 1pt by appending ‘`line width=1pt`’ to the existing style for legends.

There are keys like `legend style`, `ticklabel style`, and `label style` which allow to modify the predefined styles (in this case the styles for legends, ticklabels and axis labels, respectively). They are, in general, equivalent to a `<style name>/append style={}` command (the only difference is that the `/append style` thing is a little bit longer). There is also the possibility to define a new style (or to overwrite an already existing one) using `/style={}`.

There are several other styles predefined to modify the appearance, see Section 4.17.

```
\pgfplotsset{\langle key-value-list \rangle}
```

Defines or sets all options in `\langle key-value-list \rangle`. The `\langle key-value-list \rangle` can contain any of the options in this manual which have the prefix `/pgfplots/` (however, you do not need to type that prefix).

Inside of `\langle key-value-list \rangle`, the prefixes ‘`/pgfplots/`’ which are commonly presented in this manual can be omitted (they are checked automatically).

This command can be used to define default options for the complete document or a part of the document. For example,

```
\pgfplotsset{
  cycle list={%
    {red, mark=*, {blue,mark==*},
    {red, mark=x}, {blue,mark=x},
    {red, mark=square*}, {blue,mark=square*},
    {red, mark=triangle*}, {blue,mark=triangle*},
    {red, mark=diamond*}, {blue,mark=diamond*},
    {red, mark=pentagon*}, {blue,mark=pentagon*}
  },
  legend style={
    at={(0.5,-0.2)},
    anchor=north,
    legend columns=2,
    cells={anchor=west},
    font=\footnotesize,
    rounded corners=2pt,
  },
  xlabel=$x$, ylabel=$f(x)$
}
```

can be used to set document-wise styles for line specifications, the legends’ style and axis labels. The settings remain in effect until the end of the current environment (like `\end{figure}`) or until you redefine them or until the next closing curly brace ‘`}`’ (whatever comes first).

You can also define new styles (collections of key–value–pairs) with `/style` and `/append style`.

```
\pgfplotsset{
  My Style 1/.style={xlabel=$x$, legend entries={1,2,3} },
  My Style 2/.style={xlabel=$x$, legend entries={4,5,6} }
}
```

The `/style` and `/append style` key handlers are described in Section 4.17 in more detail.

Key handler `\langle key \rangle/.code={\langle TEx code \rangle}`

Occasionally, the PGFPLTS user interface offers to replace parts of its routines. This is accomplished using so called “code keys”. What it means is to replace the original key and its behavior with new `\langle TEx code \rangle`. Inside of `\langle TEx code \rangle`, any command can be used. Furthermore, the `#1` pattern will be the argument provided to the key.

I’ve been invoked with ‘this here’

```
\pgfplotsset{
  My Code/.code={I've been invoked with '#1'}
}\pgfplotsset{My Code={this here}}
```

The example defines a (new) key named `My Code`. Essentially, it is nothing else but a `\newcommand`, plugged into the key-value interface. The second statement “invokes” the code key.

Key handler `\langle key \rangle/.code 2 args={\langle TEx code \rangle}`

As `/code`, but this handler defines a key which accepts two arguments. When the so defined key is used, the two arguments are available as `#1` and `#2`.

Key handler `<key>/ .cd`

Each key has a fully qualified name with a (long) prefix, like `/pgfplots/xmin`. However, if the “current directory” is `/pgfplots`, it suffices to write just `xmin`. The .cd key handler changes the “current directory” in this way.

The prefixes `/tikz/` and `/pgfplots/` are checked automatically for any argument provided to `\begin{axis}[]` or `\addplot`. So, you won’t need to worry about them, just omit them – and look closer in case the package doesn’t identify the option.

4.3.1 Pgfpplots and TikZ Options

This section is more or less technical and can be skipped unless one really wants to know more about this topic.

TikZ options and PGFPLOTS options can be mixed inside of the axis arguments and in any of the associated styles. For example,

```
\pgfplotsset{every axis legend/.append style={  
    legend columns=3,font=\Large}}
```

assigns the ‘`legend columns`’ option (a PGFPLOTS option) and uses ‘`font`’ for drawing the legend (a TikZ option). The point is: `legend columns` needs to be known *before* the legend is typeset whereas `font` needs to be active when the legend is typeset. PGFPLOTS sorts out any key dependencies automatically:

The axis environments will process any known PGFPLOTS options, and all ‘`every`’-styles will be parsed for PGFPLOTS options. Every unknown option is assumed to be a TikZ option and will be forwarded to the associated TikZ drawing commands. For example, the `font=\Large` above will be used as argument to the legend matrix, and the `font=\Large` argument in

```
\pgfplotsset{every axis label/.append style={  
    ylabel=Error,xlabel=Dof,font=\Large}}
```

will be used in the nodes for axis labels (but not the axis title, for example).

It is an error if you assign incompatible options to axis labels, for example ‘`xmin`’ and ‘`xmax`’ can’t be set inside of ‘`every axis label`’.

4.4 Two Dimensional Plot Types

PGFPLOTS supports several two-dimensional line plots like piecewise linear line plots, piecewise constant plots, smoothed plots, bar plots and comb plots. Most of them use the PGF plot handler library directly, see [5, section 18.8].

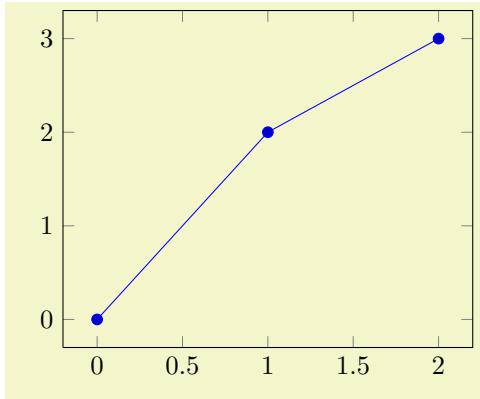
Plot types are part of the plot style, so they are set with options. Most of the basic 2d plot types are part of TikZ, see [5, section 18.8], and are probably known to users of TikZ. They are documented here as well.

4.4.1 Linear Plots

`/tikz/sharp plot` (no value)

`\addplot+[sharp plot]`

Linear (‘sharp’) plots are the default. Point coordinates are simply connected by straight lines.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
\begin{axis}  
    \addplot+[sharp plot] coordinates  
        {(0,0) (1,2) (2,3)};  
\end{axis}  
\end{tikzpicture}
```

The ‘+’ here means to use the normal plot cycle list and append ‘`sharp plot`’ to its option list.

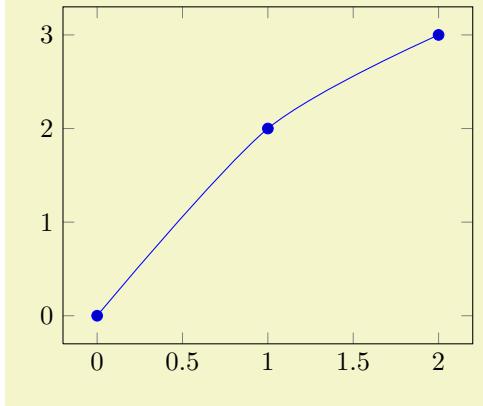
4.4.2 Smooth Plots

`/tikz/smooth`

(no value)

`\addplot+[smooth]`

Smooth plots interpolate smoothly between successive points.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[smooth] coordinates
{(0,0) (1,2) (2,3)};
\end{axis}
\end{tikzpicture}
```

4.4.3 Constant Plots

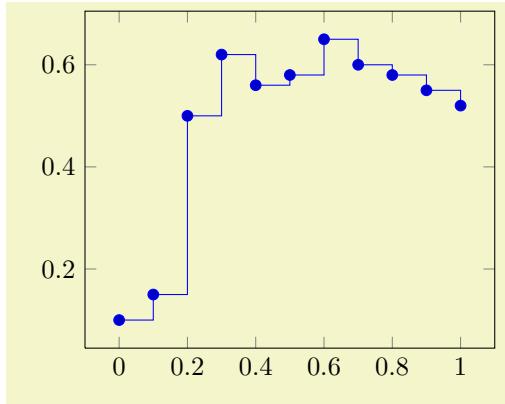
Constant plots draw lines parallel to the x -axis to connect coordinates. The discontinuous edges may be drawn or not, and marks may be placed on left or right ends.

`/tikz/const plot`

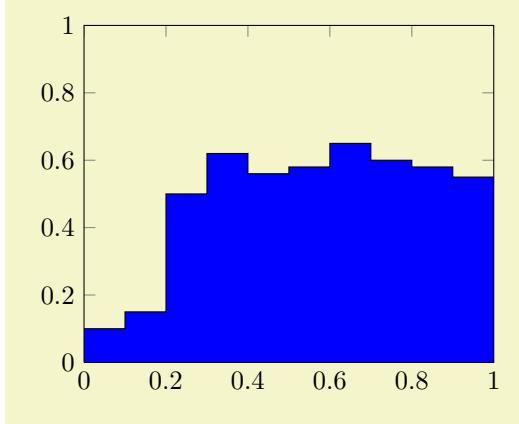
(no value)

`\addplot+[const plot]`

Connects all points with horizontal and vertical lines. Marks are placed left-handed on horizontal line segments, causing the plot to be right-sided continuous at all data points.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[const plot]
coordinates
{(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[ymin=0,ymax=1,enlargelimits=false]
\addplot [const plot,fill=blue,draw=black]
coordinates
{(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\end{axis}
\end{tikzpicture}
```

/tikz/**const plot mark left**

(no value)

\addplot+[**const plot mark left**]

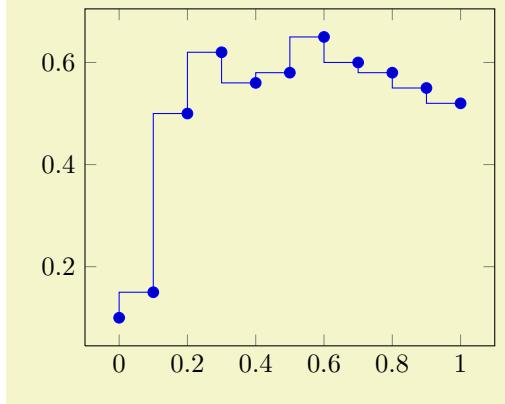
An alias for '**const plot**'.

/tikz/**const plot mark right**

(no value)

\addplot+[**const plot mark right**]

A variant which places marks on the right of each line segment, causing plots to be left-sided continuous at the given coordinates.



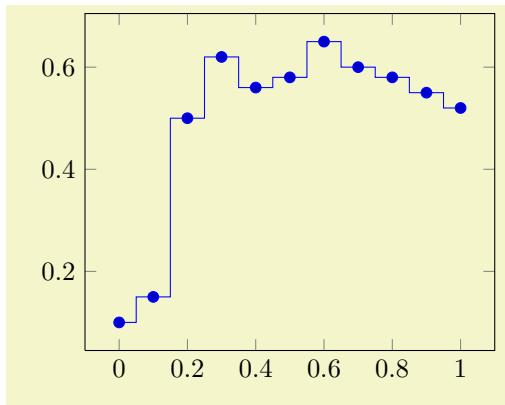
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[const plot mark right]
coordinates
{(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\end{axis}
\end{tikzpicture}
```

/tikz/**const plot mark mid**

(no value)

\addplot+[**const plot mark mid**]

A variant which places marks in the middle of each line segment, causing plots to be symmetric around its data points.



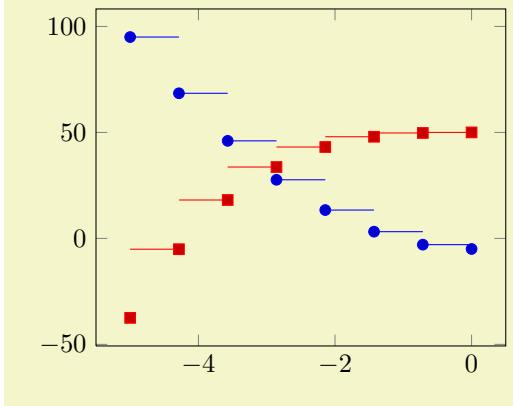
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[const plot mark mid]
coordinates
{(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\end{axis}
\end{tikzpicture}
```

Note that “symmetric” is only true for constant mesh width: if the x -distances between adjacent data points differ, `const plot mark mid` will produce vertical lines in the middle between each pair of consecutive points.

`/tikz/jump mark left` (no value)

`\addplot+[jump mark left]`

A variant of ‘`const plot mark left`’ which does not draw vertical lines.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[samples=8]
\addplot+[jump mark left,domain=-5:0]
{4*x^2 - 5};

\addplot+[jump mark right,domain=-5:0]
{0.7*x^3 + 50};
\end{axis}
\end{tikzpicture}
```

`/tikz/jump mark right` (no value)

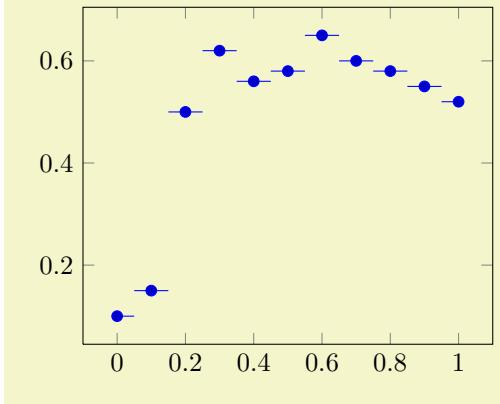
`\addplot+[jump mark right]`

A variant of ‘`const plot mark right`’ which does not draw vertical lines.

`/tikz/jump mark mid` (no value)

`\addplot+[jump mark mid]`

A variant of ‘`const plot mark mid`’ which does not draw vertical lines.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[jump mark mid]
coordinates
{(0,0.1) (0.1,0.15) (0.2,0.5) (0.3,0.62)
(0.4,0.56) (0.5,0.58) (0.6,0.65) (0.7,0.6)
(0.8,0.58) (0.9,0.55) (1,0.52)};
\end{axis}
\end{tikzpicture}
```

4.4.4 Bar Plots

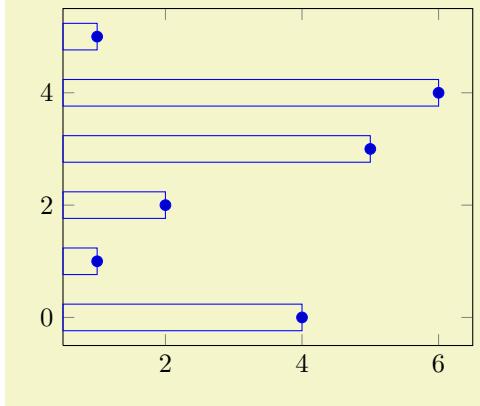
Bar plots place horizontal or vertical bars at coordinates. Multiple bar plots in one axis can be stacked on top of each other or aligned next to each other.

`/tikz/xbar` (no value)

`\addplot+[xbar]`

Places horizontal bars between the ($y = 0$) line and each coordinate.

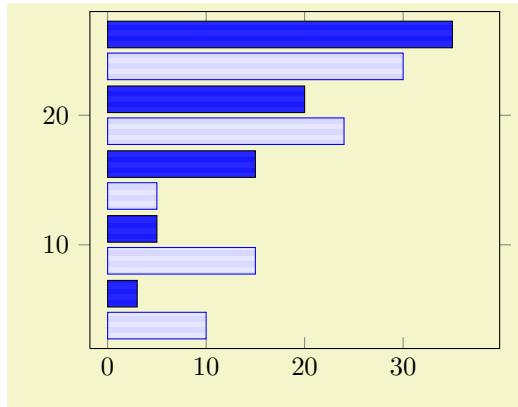
This option is used on a per-plot basis and configures only the visualization of coordinates. The figure-wide style `/pgfplots/xbar` also sets reasonable options for ticks, legends and multiple plots.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[xbar] coordinates
{(4,0) (1,1) (2,2)
(5,3) (6,4) (1,5)};
\end{axis}
\end{tikzpicture}
```

Bars are centered at plot coordinates with width `bar width`. Using bar plots usually means more than just a different way of how to connect coordinates, for example to draw ticks outside of the axis, change the legend's appearance or introduce shifts if multiple `\addplot` commands appear.

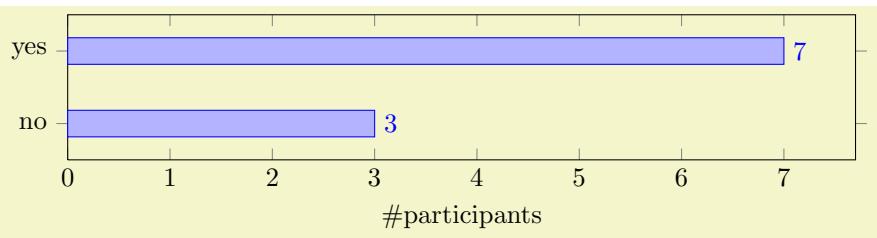
There is a preconfigured style for `xbar` which is installed automatically if you provide `xbar` as argument to the axis environment which provides this functionality.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[xbar,enlargelimits=0.15]
\addplot [draw=blue,pattern=horizontal lines light blue]
coordinates {(10,5) (15,10) (5,15) (24,20) (30,25)};
\addplot [draw=black,pattern=horizontal lines dark blue]
coordinates {(3,5) (5,10) (15,15) (20,20) (35,25)};
\end{axis}
\end{tikzpicture}
```

Here `xbar` yields `/pgfplots/xbar` because it is an argument to the axis, not to a single plot.

For bar plots, it is quite common to provide textual coordinates or even descriptive nodes near the bars. This can be implemented using the keys `symbolic y coords` and `nodes near coords`, respectively:

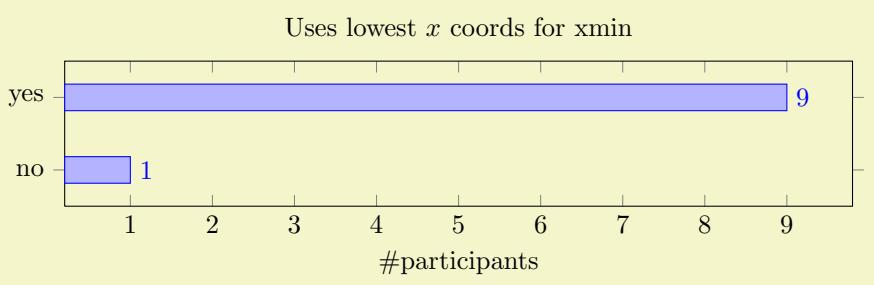


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
xbar, xmin=0,
width=12cm, height=3.5cm, enlarge y limits=0.5,
 xlabel={\#participants},
 symbolic y coords={no,yes},
 ytick=data,
 nodes near coords, nodes near coords align={horizontal},
]
\addplot coordinates {(3,no) (7,yes)};
\end{axis}
\end{tikzpicture}
```

The `symbolic y coords` defines a dictionary of accepted coordinates which are then expected in `y` coordinates and the `nodes near coords` key displays values as extra nodes (see their reference docu-

mentations for details). The example employs `enlarge y limits` in order to get some more free space since the default spacing is not always appropriate for bar plots.

Note that it might be quite important to include `xmin=0` explicitly as in the example above. Without it, the lower bound will be used:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Uses lowest $x$ coords for xmin,
    xbar,
    width=12cm, height=3.5cm, enlarge y limits=0.5,
    xlabel={\#participants},
    symbolic y coords={no,yes},
    ytick=data,
    nodes near coords, nodes near coords align={horizontal},
]
\addplot coordinates {(1,no) (9,yes)};
\end{axis}
\end{tikzpicture}
```

Besides line, fill, and colorstyles, bars can be configured with `bar width` and `bar shift`, see below.

`/pgfplots/xbar={<shift for multiple plots>}` (style, default 2pt)

This style sets `/tikz/xbar` and some commonly used options concerning horizontal bars for the complete axis. This is automatically done if you provide `xbar` as argument to an axis argument, see above.

The `xbar` style defines shifts if multiple plots are placed into one axis. It draws bars adjacent to each other, separated by `<shift for multiple plots>`. Furthermore, it sets the style `bar cycle list` and sets tick and legend appearance options.

The style is defined as follows.

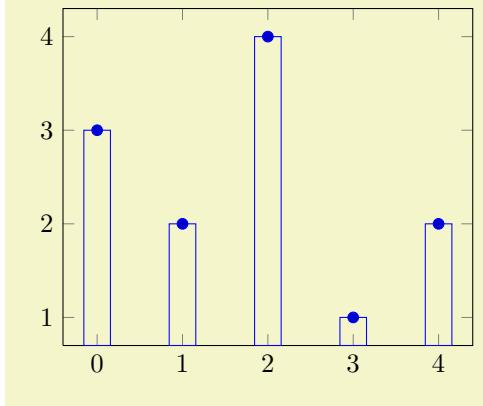
```
\pgfplotsset{
    /pgfplots/xbar/.style={
        /tikz/xbar,
        bar cycle list,
        tick align=outside,
        xbar legend,
        /pgf/bar shift={%
            % total width = n*w + (n-1)*skip
            % i.e. subtract half for centering
            -0.5*(\numplotsofactualtype*\pgfplotbarwidth + (\numplotsofactualtype-1)*#1) +
            % the '0.5*w' is for centering
            (.5+\plotnumofactualtype)*\pgfplotbarwidth + \plotnumofactualtype*#1%
        },
    },
}
```

The formula for `bar shift` assigns shifts dependent on the total number of plots and the current plot's number. It is designed to fill a total width of $n \cdot \text{bar width} + (n - 1) \cdot \langle \text{shift for multiple plots} \rangle$. The 0.5 compensates for centering.

`/tikz/ybar` (no value)

`\addplot+[ybar]`

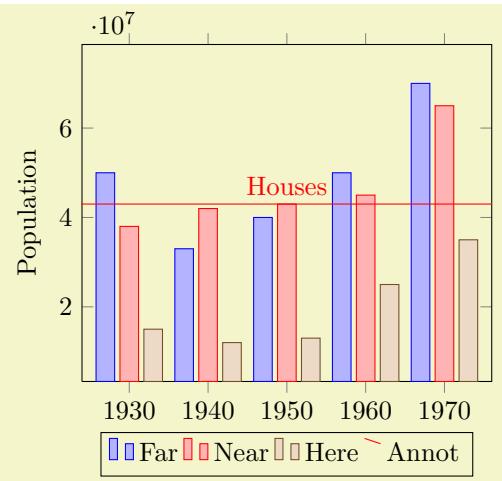
Like `xbar`, this option generates bar plots. It draws vertical bars between the ($x = 0$) line and each input coordinate.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[ybar] plot coordinates
{(0,3) (1,2) (2,4) (3,1) (4,2)};
\end{axis}
\end{tikzpicture}
```

The example above simply changes how input coordinates shall be visualized. As mentioned for `xbar`, one usually needs modified legends and shifts for multiple bars in the same axis.

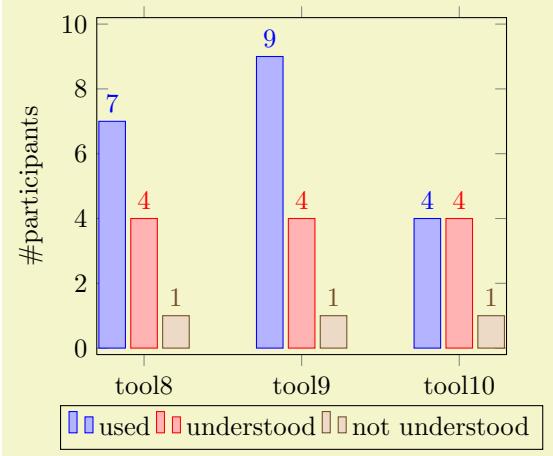
There is a predefined style which installs these customizations when provided to the axis environment:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    x tick label style={
        /pgf/number format/1000 sep=},
    ylabel=Population,
    enlargelimits=0.15,
    legend style={at={(0.5,-0.15)},%
        anchor=north,legend columns=-1},
    ybar,
    bar width=7pt,
]
\addplot
    coordinates {(1930,50e6) (1940,33e6)
(1950,40e6) (1960,50e6) (1970,70e6)};%
\addplot
    coordinates {(1930,38e6) (1940,42e6)
(1950,43e6) (1960,45e6) (1970,65e6)};%
\addplot
    coordinates {(1930,15e6) (1940,12e6)
(1950,13e6) (1960,25e6) (1970,35e6)};%
\addplot [red,sharp plot,update limits=false]
    coordinates {(1910,4.3e7) (1990,4.3e7)}%
    node[above] at (axis cs:1950,4.3e7) {Houses};%
\legend{Far,Near,Here,Annot}
\end{axis}
\end{tikzpicture}
```

Here, `ybar` yields `/pgfplots/ybar` because it is an argument to the axis, not to a single plot. The style affects the first three `\addplot` commands. Note that it shifts them horizontally around the plot coordinates. The fourth `\addplot` command is some kind of annotation which doesn't `update limits`.

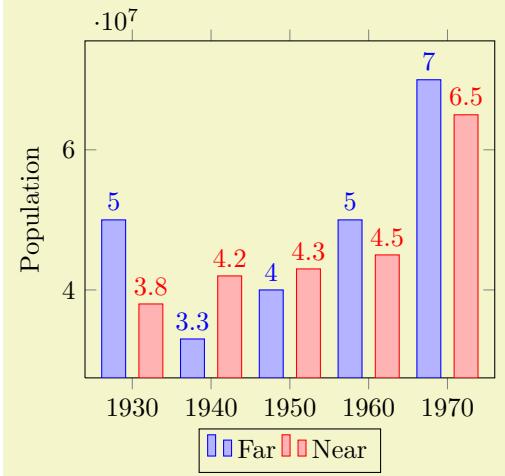
The `ybar` style can be combined with `symbolic x coords` in a similar way as described for `xbar`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ybar,
    enlargelimits=0.15,
    legend style={at={(0.5,-0.15)}, anchor=north,legend columns=-1},
    ylabel=\#participants,
    symbolic x coords={tool8,tool9,tool10},
    xtick=data,
    nodes near coords,
    nodes near coords align=vertical,
]
\addplot coordinates {(tool8,7) (tool9,9) (tool10,4)};
\addplot coordinates {(tool8,4) (tool9,4) (tool10,4)};
\addplot coordinates {(tool8,1) (tool9,1) (tool10,1)};
\legend{used,understood,not understood}
\end{axis}
\end{tikzpicture}
```

As for `xbar`, the bar width and shift can be configured with `bar width` and `bar shift`. However, the bar shift is better provided as argument to `/pgfplots/ybar` since this style will overwrite the bar shift. Thus, prefer `/pgfplots/ybar=4pt` to set the bar shift.

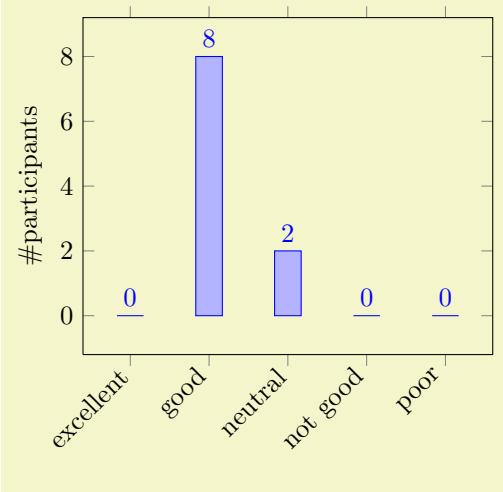
Sometimes it is useful to write the `y` values directly near the bars. This can be realized using the `nodes near coords` method:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    x tick label style={
        /pgf/number format/1000 sep=},
    ylabel=Population,
    enlargelimits=0.15,
    legend style={at={(0.5,-0.15)}, anchor=north,legend columns=-1},
    ybar=5pt,% configures 'bar shift'
    bar width=9pt,
    nodes near coords,
    point meta=y *10^-7 % the displayed number
]
\addplot
    coordinates {(1930,50e6) (1940,33e6)
                  (1950,40e6) (1960,50e6) (1970,70e6)};
\addplot
    coordinates {(1930,38e6) (1940,42e6)
                  (1950,43e6) (1960,45e6) (1970,65e6)};

\legend{Far,Near}
\end{axis}
\end{tikzpicture}
```

Any support style changes are possible, of course. A useful example for bar plots might be to use rotated tick labels:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
ybar,
enlargelimits=0.15,
legend style={at={(0.5,-0.2)}, anchor=north,legend columns=-1},
ylabel={\#participants},
symbolic x coords={excellent,good,neutral,%
not good,poor},
xtick=data,
nodes near coords,
nodes near coords align={vertical},
x tick label style={rotate=45,anchor=east},
]
\addplot coordinates {(excellent,0) (good,8)
(neutral,2) (not good,0) (poor,0)};
\end{axis}
\end{tikzpicture}
```

/pgfplots/ybar={*shift for multiple plots*} (style, default 2pt)

As /pgfplots/xbar, this style sets the /tikz/ybar option to draw vertical bars, but it also provides commonly used options for vertical bars.

If you supply ybar to an axis environment, /pgfplots/ybar will be chosen instead of /tikz/ybar.

It changes the legend, draws ticks outside of the axis lines and draws multiple \addplot arguments adjacent to each other; block-centered at the *x* coordinate and separated by *shift for multiple plots*. It will also install the bar shift for every node near coord. Furthermore, it installs the style bar cycle list. It is defined similarly to /pgfplots/xbar.

/pgfplots/bar cycle list (no value)

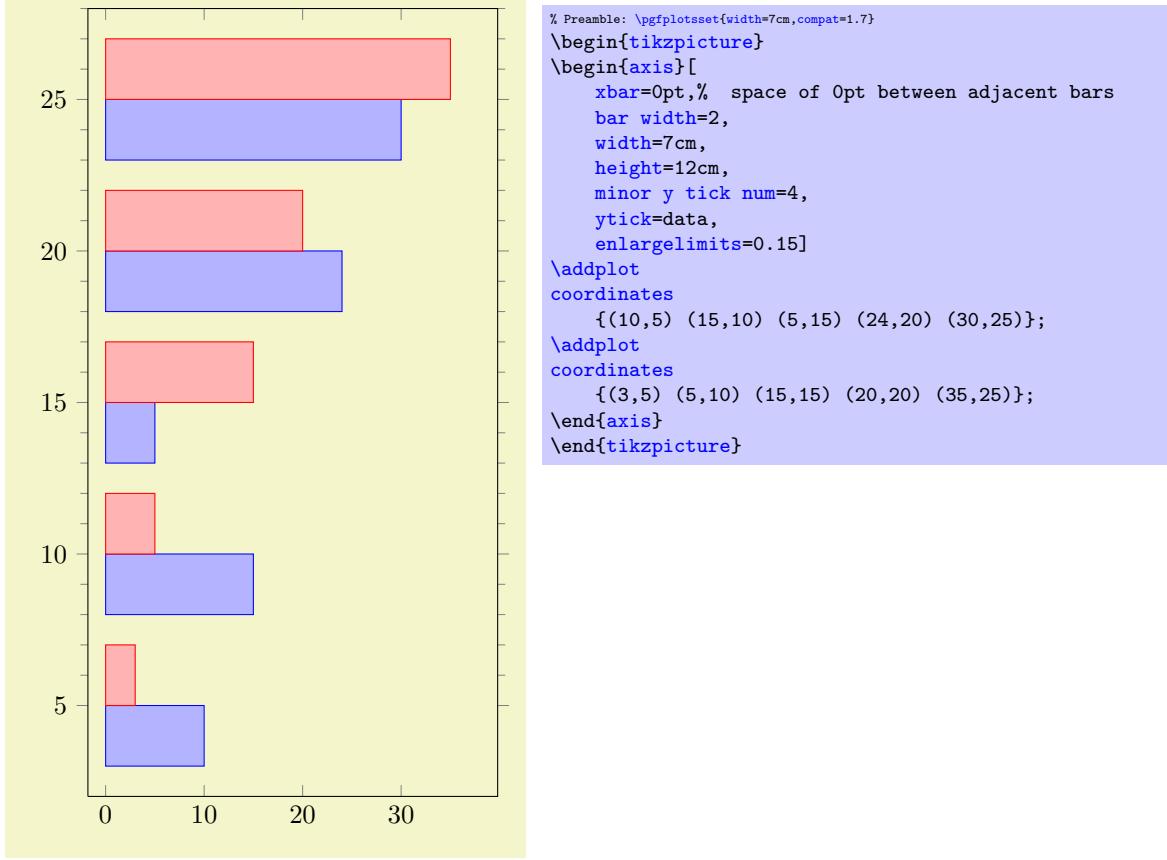
A style which installs cycle lists for multiple bar plots.

```
\pgfplotsset{
/pgfplots/bar cycle list/.style={/pgfplots/cycle list={%
{blue,fill=blue!30!white,mark=none},%
{red,fill=red!30!white,mark=none},%
{brown!60!black,fill=brown!30!white,mark=none},%
{black,fill=gray,mark=none},%
}
},
}
```

/pgf/bar width={*dimension or unit*} (initially 10pt)

Configures the width used by xbar and ybar. It is accepted to provide mathematical expressions.

As of PGFPLOTS 1.7, it is allowed to provide an unit as bar width. In this case, the bar width will be interpreted as axis unit:



In order to interpret arguments as units, you have to write `\pgfplotsset{compat=1.7}` (or newer) into your preamble. Older versions will implicitly append the `pt` suffix if the argument is no dimension.

`\pgfplotbarwidth`

A mathematical expression which results in the fully computed value of `bar width` (i.e. it includes any unit computations).

Note that you may need to `enlargelimits` in order to see the complete bar – PGFLOTS will not automatically update the axis limits to respect `bar width`.

`/pgf/bar shift={<dimension or unit>}` (initially `0pt`)

Configures a shift for `xbar` and `ybar`. Use `bar shift` together with `bar width` to draw multiple bar plots into the same axis. It is accepted to provide mathematical expressions.

As of PGFLOTS 1.7, it is allowed to provide an `unit` as `bar shift`. In this case, the `bar shift` will be interpreted as axis unit.

`\pgfplotbarshift`

A mathematical expression which results in the fully computed value of `bar shift` (i.e. it includes any unit computations).

Note that you may need to `enlargelimits` in order to see the complete bar – PGFLOTS will not automatically update the axis limits to respect `bar shift`.

`/tikz/ybar interval` (no value)

`\addplot+[ybar interval]`

This plot type produces vertical bars with width (and shift) relatively to intervals of coordinates.

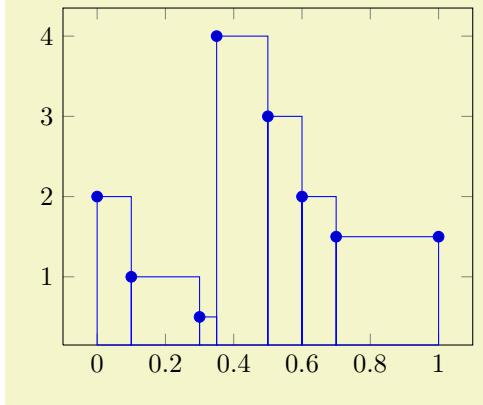
There is one conceptional difference when working with intervals: an interval is defined by *two* coordinates. Since `ybar` has one value for each interval, the *i*th bar is defined by

1. the *y* value of the *i*th coordinates,

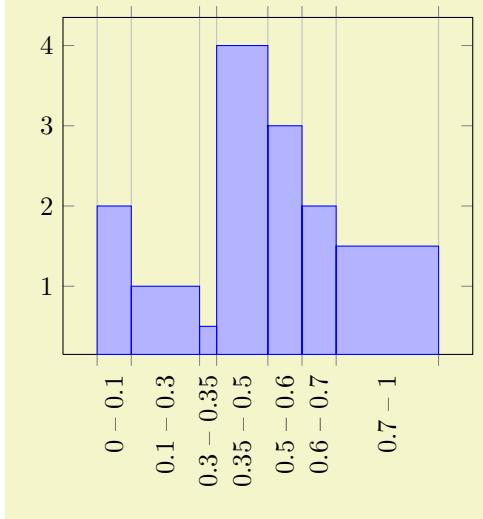
2. the x value of the i th coordinate as left interval boundary,
3. the x value of the $(i + 1)$ th coordinate as right interval boundary.

Consequently, there is *one coordinate too much*: the last coordinate will *only* be used to determine the interval width; its y value doesn't influence the bar appearance.

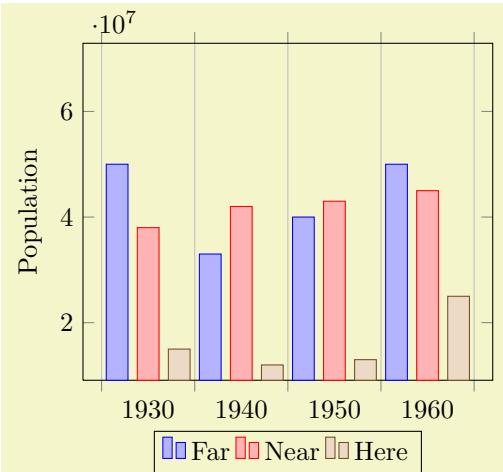
It is installed on a per-plot basis and configures *only* the visualization of coordinates. See the style [`/pgfplots/ybar interval`](#) which configures the appearance of the complete figure.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[ybar interval] plot coordinates
{(0,2) (0.1,1) (0.3,0.5) (0.35,4) (0.5,3)
(0.6,2) (0.7,1.5) (1,1.5)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[ybar interval,
  xtick=data,
  xticklabel interval boundaries,
  x tick label style=
    {rotate=90,anchor=east}
]
\addplot coordinates
{(0,2) (0.1,1) (0.3,0.5) (0.35,4) (0.5,3)
(0.6,2) (0.7,1.5) (1,1.5)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    x tick label style={
        /pgf/number format/1000 sep=},
    ylabel=Population,
    enlargelimits=0.05,
    legend style={at={(0.5,-0.15)},%
        anchor=north,legend columns=-1},
    ybar interval=0.7,
]
\addplot
    coordinates {(1930,50e6) (1940,33e6)
(1950,40e6) (1960,50e6) (1970,70e6)};
\addplot
    coordinates {(1930,38e6) (1940,42e6)
(1950,43e6) (1960,45e6) (1970,65e6)};
\addplot
    coordinates {(1930,15e6) (1940,12e6)
(1950,13e6) (1960,25e6) (1970,35e6)};
\legend{Far,Near,Here}
\end{axis}
\end{tikzpicture}
```

/pgfplots/ybar interval={⟨relative width⟩}

(style, default 1)

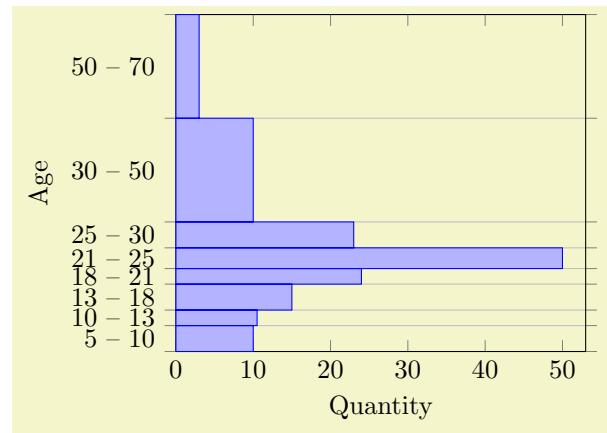
A style which is intended to install options for `ybar interval` for a complete figure. This includes tick and legend appearance, management of multiple bar plots in one figure and a more adequate `cycle list` using the style `bar cycle list`.

/tikz/xbar interval

(no value)

\addplot+[xbar interval]

As `ybar interval`, just for horizontal bars.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xmin=0,xmax=53,
    ylabel=Age,
    xlabel=Quantity,
    enlargelimits=false,
    ytick=data,
    yticklabel interval boundaries,
    xbar interval,
]
\addplot
    coordinates {(10,5) (10.5,10) (15,13)
(24,18) (50,21) (23,25) (10,30)
(3,50) (3,70)};
\end{axis}
\end{tikzpicture}
```

/pgfplots/xbar interval={⟨relative width⟩}

(style, default 1)

A style which is intended to install options for `xbar interval` for a complete figure, see the style `/pgfplots/ybar interval` for details.

/pgfplots/xticklabel interval boundaries
/pgfplots/yticklabel interval boundaries
/pgfplots/zticklabel interval boundaries

(no value)

(no value)

(no value)

These are style keys which set `x tick label as interval` (see page 245 for details) and configure the tick appearance to be $\langle start \rangle - \langle end \rangle$ for each tick interval.

4.4.5 Histograms

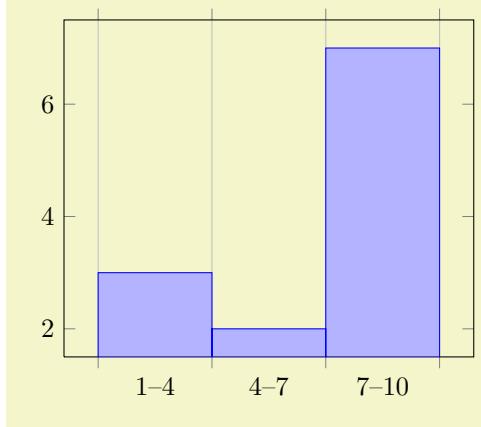
/pgfplots/hist={⟨options with hist/ prefix⟩}

```
\addplot+[hist={\{options with hist/ prefix\}}]
```

A histogram plot takes one-dimensional input data and counts the occurrence of values: it determines the data range $[\underline{m}, \bar{m}]$ and subdivides it into N equally sized bins with $(N + 1)$ end-points. Then, it counts the number of points falling into each bin. More precisely, it computes the $N + 1$ points $\underline{m} := x_0 < x_1 < \dots < x_N := \bar{m}$ using $x_i := \underline{m} + i \cdot (\bar{m} - \underline{m})/N$. Then, it creates the $N + 1$ coordinates (x_i, y_i) , $i = 0, \dots, N - 1$ by means of

$$y_i := \begin{cases} \text{bincount}([x_i, x_{i+1})) & i < N \\ y_{N-1} & i = N, \end{cases}$$

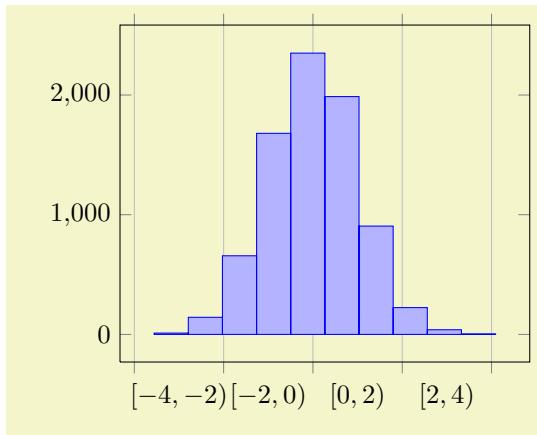
i.e. the value of the last coordinate is replicated. This set of $(N + 1)$ interval boundaries is then visualized by an `ybar interval` plot handler.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ybar interval,
    xticklabel=
    \pgfmathprintnumber\tick--\pgfmathprintnumber\nexttick
]
\addplot+[hist={bins=3}]
    table[row sep=\\",y index=0] {
        data\\
        1\\ 2\\ 1\\ 5\\ 4\\ 10\\
        7\\ 10\\ 9\\ 8\\ 9\\ 9\\
    };
\end{axis}
\end{tikzpicture}
```

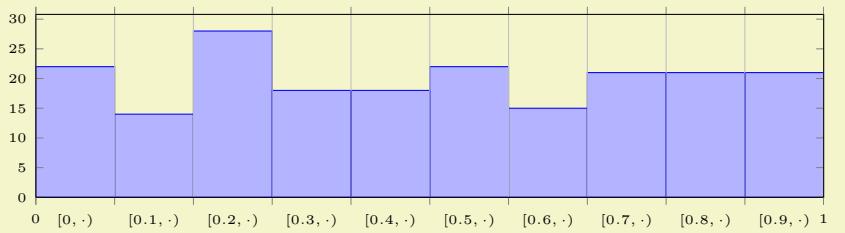
We see that `hist={bins=3}` takes a table with one column as input. The data values fall into the range $[1, 10]$ which is partitioned into 3 intervals (of equal lengths). Finally, the number of points falling into each of the three bins is plotted. The `xticklabel` key shows the range (note that it works only in conjunction with `x tick label as interval` which has been enabled by `ybar interval` before). We see that there are 3 elements in the range $[1, 4)$, 2 elements in the range $[4, 7)$ and finally 7 elements in the range $[7, 10]$.

The bins are half-open intervals, i.e. the end-point does not belong to the bin. Only the last bin contains its right end point.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ybar interval,
    xtick=% reset from ybar interval
    xticklabel=
    {\$[\pgfmathprintnumber\tick,%
     \pgfmathprintnumber\nexttick]\$}
]
% a data file containing 8000 normally distributed
% random numbers of mean 0 and variance 1
\addplot+[hist={data=x}]
    file {plotdata/pgfplots.randn.dat};
\end{axis}
\end{tikzpicture}
```

The `hist` plot type can be combined with `plot expression` as well: provide the usual $\langle expression \rangle$ as you would for a line plot. Then, configure the value for `data=\langle expression \rangle` in dependence of `x`, `y`, or `z`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  tiny,
  height=4cm,width=12cm,
  ybar interval,
  ymin=0,
  xmin=0,xmax=1,
  axis on top,
  extra x ticks={0,1},
  extra x tick style={
    grid=none,
    x tick label as interval=false,
    xticklabel=$\pgfmathprintnumber\tick$},
  xticklabel={$\pgfmathprintnumber[fixed]{\tick,\cdotp}$}
]
\addplot+[samples=200,hist] {rnd};
\end{axis}
\end{tikzpicture}
```

The example uses the `rnd` method of PGF which defines `y` to contain uniform random numbers in the range $[0, 1]$. Then, it configures `hist`. Note that `hist` has the default `data=y` such that it uses the `y` coordinate as input. Note furthermore that the `x` value is effectively ignored here. The options after `\begin{axis}[]` are mainly to scale the graphics and to insert the right limits. The `extra x ticks` method is inserted to demonstrate how to add further tick marks without affecting the overall layout. Note that the `extra x tick style` sets `x tick label as interval=false` to disable the special tick handling which is active for the rest of the plot.

The following keys configure `hist`. If they are provided inside of `<options>`, the common key prefix `hist/` can be omitted.

`/pgfplots/hist/data={<expression>}` (initially `y`)

Tells `hist` how to get its data. The common idea is to provide a mathematical `<expression>` which depends on data supplied by the `\addplot` statement. For example, if you have `\addplot expression`, the `<expression>` may depend upon `x`, `y` or `z`. In case of an `\addplot table` input routine, the `<expression>` can employ `\thisrow{<colname>}` to access the currently active table row in the designated column.

It is also possible to avoid invocations of the math parser. Use `hist/data value={<value>}` instead to do so. Here, `<value>` should be of a numeric constant.

The initial configuration employs what would usually become the final `y` coordinate as input (to be more precise, the initial value is `data value=\pgfkeysvalueof{/data point/y}`).

`/pgfplots/hist/data min={<min value>}` (initially `/pgfplots/xmin`)
`/pgfplots/hist/data max={<max value>}` (initially `/pgfplots/xmax`)

Allows to provide the min/max values (the m and \bar{m}) values manually.

If empty, these values will be deduced from the input data range.

The resulting interval will be splitted into `hist/bins` intervals.

The initial configuration uses any provided data limits, i.e. the (natural) choices `hist/data min=xmin` and `hist/data max=xmax`.

`/pgfplots/hist/bins={<number of intervals>}` (initially 10)

Specifies the number of intervals to use.

/pgfplots/hist/intervals={⟨true,false⟩} (initially true)

If `intervals=true` (the initial configuration), `hist` will generate $N + 1$ coordinates, with

$$\underline{m} = x_0 < x_1 < \dots < x_N = \overline{m}$$

where $[\underline{m}, \overline{m}]$ is the data range. In this case, the data points for x_{N-1} and x_N will get the same value, namely the number of elements in the last bin. This is (only) useful in conjunction with `const plot` or `ybar interval`.

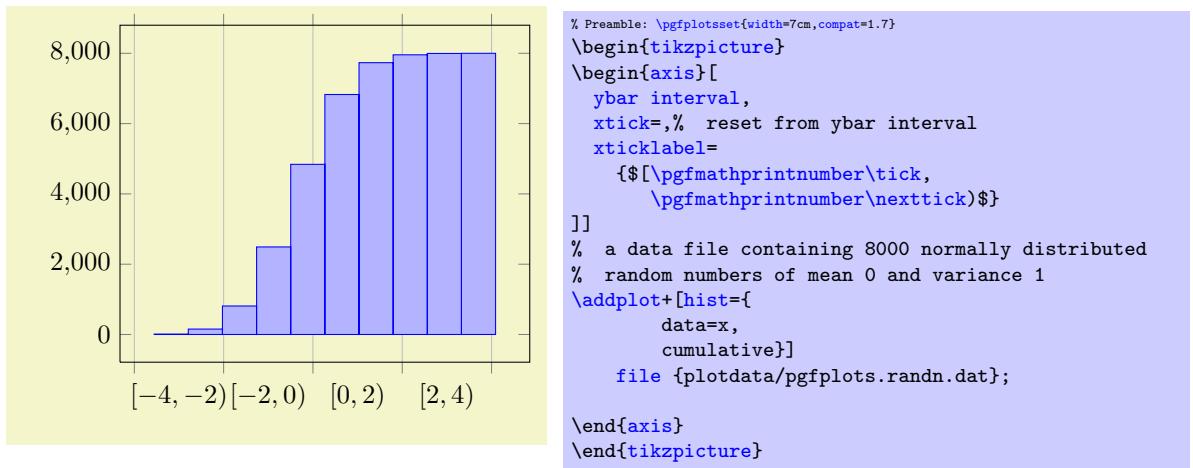
If `intervals=false`, the last data point will be omitted and exactly N coordinates will be generated. In this case, the right end point is not returned explicitly.

/pgfplots/hist/cumulative={⟨true,false⟩} (initially false)

Allows to compute a cumulative histogram.

A cumulative histogram uses the sum of all previous bins and the current one as final value.

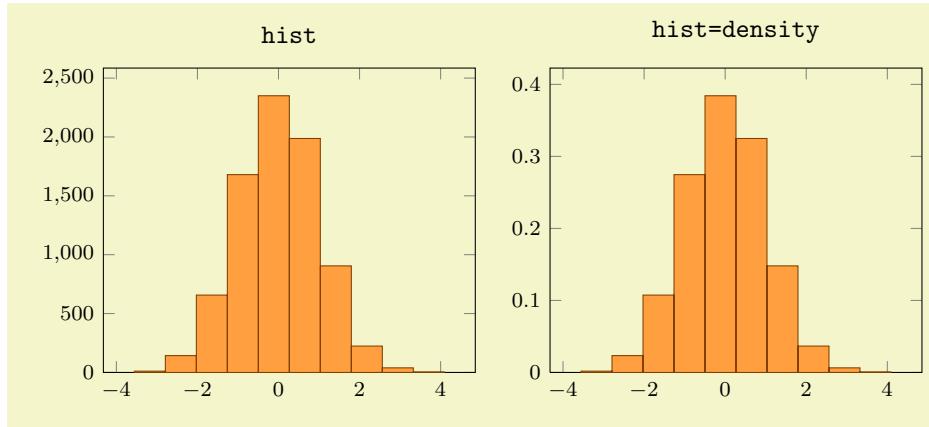
Here is the example from above, this time with `hist/cumulative`:



/pgfplots/hist/density={⟨true,false⟩} (initially false)

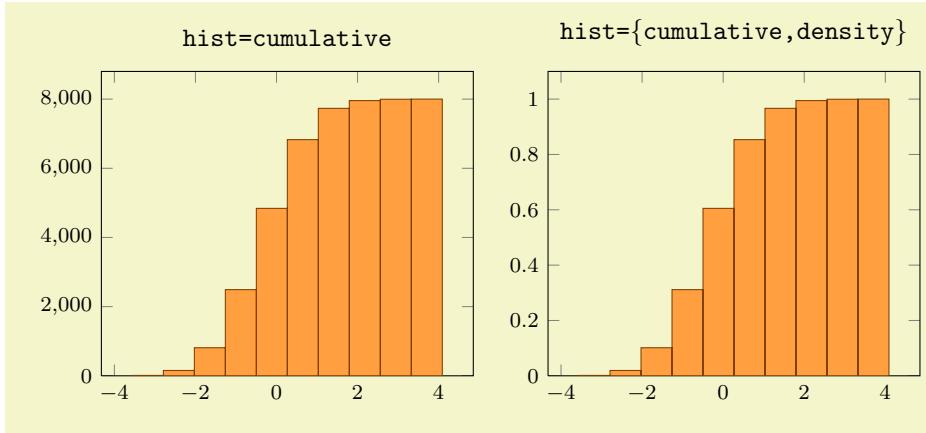
An extension by Jürnjakob Dugge

Enables density estimation mode. If `hist/density` is active, the resulting data points will be renormalized such that the overall “mass” equals 1.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[small,ymin=0,title=\texttt{hist}]
\addplot [
    hist,
    fill=orange!75,
    draw=orange!50!black]
    table [y index=0] {plotdata/pgfplots.randn.dat};
\end{axis}
\end{tikzpicture}
%
\begin{tikzpicture}
\begin{axis}[small,ymin=0, title=\texttt{hist=density}]
\addplot [
    hist=density,
    fill=orange!75,
    draw=orange!50!black]
    table [y index=0] {plotdata/pgfplots.randn.dat};
\end{axis}
\end{tikzpicture}
```

The keys `hist/density` and `hist/cumulative` can be combined as well:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[small,ymin=0, title=\texttt{hist=cumulative}]
\addplot [
    hist=cumulative,
    fill=orange!75,
    draw=orange!50!black]
    table [y index=0] {plotdata/pgfplots.randn.dat};
\end{axis}
\end{tikzpicture}
%
\begin{tikzpicture}
\begin{axis}[small,ymin=0, title=\texttt{hist=\{cumulative,density\}}]
\addplot [
    hist=\{cumulative,density\},
    fill=orange!75,
    draw=orange!50!black]
    table [y index=0] {plotdata/pgfplots.randn.dat};
\end{axis}
\end{tikzpicture}
```

/pgfplots/`hist/handler`

(style, initially `ybar interval`)

Allows to change the way the generated coordinates are visualized. The `hist/handler` key is a style, so use `hist/handler/.style={const plot}` to change it.

/pgfplots/`hist/data filter/.code={⟨...⟩}`

Allows to define coordinate filters, similar to the coordinate filter key `x filter` described in Section 4.21. The argument #1 is the coordinate as it has been found after processing `hist/data`. The code is supposed to assign `\pgfmathresult` to contain the result. If `\pgfmathresult` is empty afterwards, it will be skipped. Otherwise, it is supposed to contain a number.

This filter is applied *before* the histogram is computed. Note that `x filter` and `y filter` are applied *after* the histogram is computed.

Note that predefined styles like `each nth point` can also be applied to `hist/data` if

1. an asterisk '*' is appended to the predefined style's name and
2. the first argument to the style is `hist/data`.

For example, `each nth point*={hist/data}{2}` will skip each second input value of `hist/data` (try it out).

```
/pgfplots/hist/data coord trafo/.code={\{...\}}
/pgfplots/hist/data coord inv trafo/.code={\{...\}}
```

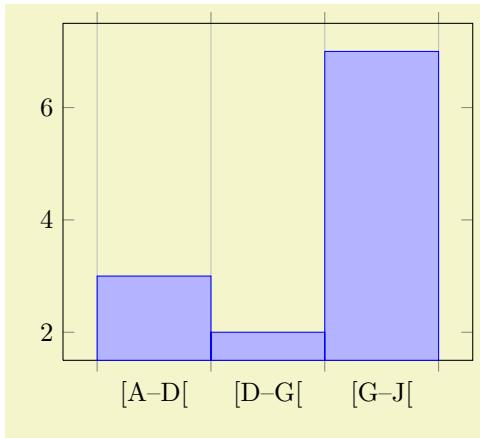
These keys work in the same way as for `x coord trafo` and `x coord inv trafo`. They are applied to the `hist/data` value before the histogram is evaluated and after the result value is assigned, respectively.

Note that `hist` will apply the `hist/data coord inv trafo` before it visualizes its results. Consequently, it may be necessary to assign a similar transformation to `x coord trafo` as well.

See the documentation of `x coord trafo` for more information about custom transformations.

```
/pgfplots/hist/symbolic coords={\{list\}}
```

A style which enables `symbolic x coords` for an axis containing `hist` plots:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ybar interval,
    hist/symbolic coords={A,B,C,D,E,F,G,H,I,J},
    xticklabel={[\tick--\nexttick[]]},
]
\addplot+[hist={bins=3}]
    table[row sep=\\",y index=0] {
        data\\
        A\\ B\\ A\\ D\\ F\\ J\\
        G\\ J\\ I\\ H\\ I\\ I\\
    };
\end{axis}
\end{tikzpicture}
```

The style does two things: first, it defines `hist/data coord trafo` and `hist/data coord inv trafo`, then, it calls `symbolic x coords` with the same argument.

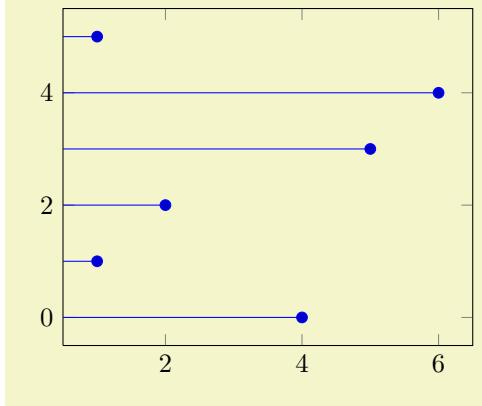
Attention : do not use `hist/data=x` or other symbolic values as input when you have `symbolic coords`. Rather than symbolic values, you need to provide *expandable* values like `\pgfkeysvalueof{/data point/x}` (which has the same effect, but directly expands to the correct value).

Please refer to the documentation of `symbolic x coords` for further details about symbolic coordinates.

4.4.6 Comb Plots

Comb plots are very similar to bar plots except that they employ single horizontal/vertical lines instead of rectangles.

```
/tikz/xcomb                                (no value)
\addplot+[xcomb]
```

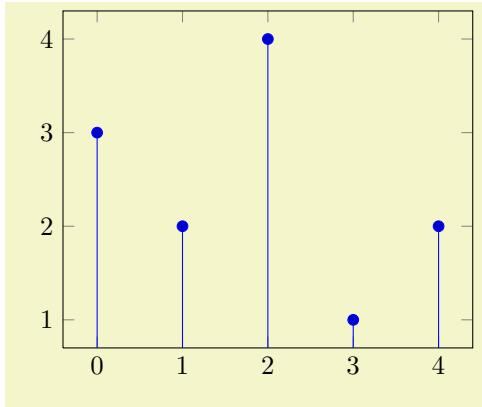


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[xcomb] coordinates
{(4,0) (1,1) (2,2)
(5,3) (6,4) (1,5)};
\end{axis}
\end{tikzpicture}
```

/tikz/ycomb

(no value)

\addplot+[ycomb]



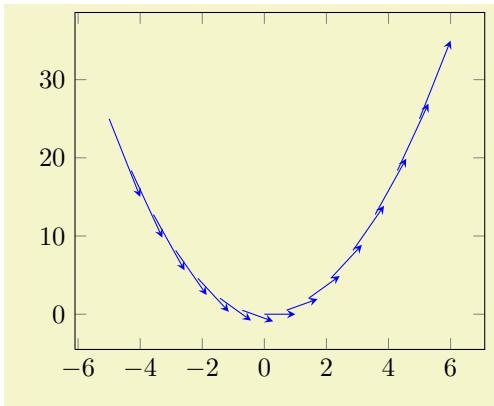
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[ycomb] plot coordinates
{(0,3) (1,2) (2,4) (3,1) (4,2)};
\end{axis}
\end{tikzpicture}
```

4.4.7 Quiver Plots (Arrows)

/pgfplots/quiver={⟨options with ‘quiver’/⟩ prefix} }

\addplot+[quiver={⟨options with ‘quiver’/⟩}]

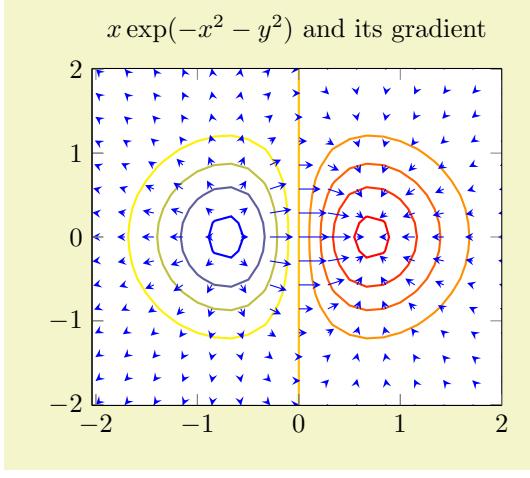
A plot type which draws small arrows, starting at (x, y) , in direction of (u, v) .



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[blue,
quiver={u=1,v=2*x},
-stealth,samples=15] {x^2};
\end{axis}
\end{tikzpicture}
```

The base point (x, y) is provided as before; in the example above, it is generated by `plot expression` and yields (x, x^2) . The vector direction (u, v) needs to be given in addition. Our example with `quiver/u=1` and `quiver/v=2*x` results in $u = 1$ and $v = 2x$. Thus, we have defined and visualized a vector field for the derivative of $f(x) = x^2$.

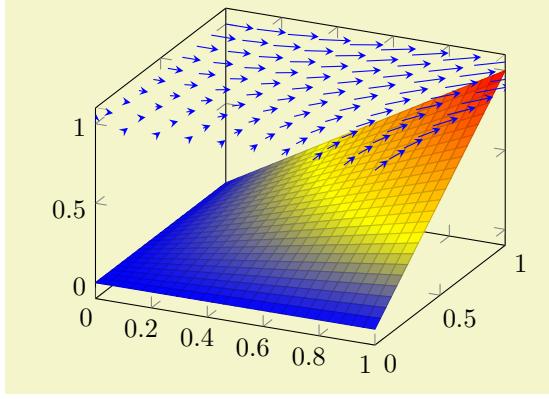
A common example is to visualize the gradient $(\partial_x f, \partial_y f)(x, y)$ of a two-dimensional function $f(x, y)$:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    title={$x \exp(-x^2 - y^2)$ and its gradient},
    domain=-2:2,
    view={0}{90},
    axis background/.style={fill=white},
  ]
    \addplot3[contour gnuplot={number=9, labels=false}, thick]
      {exp(0-x^2-y^2)*x};
    \addplot3[blue,
      quiver={
        u={exp(0-x^2-y^2)*(1-2*x^2)},
        v={exp(0-x^2-y^2)*(-2*x*y)},
        scale arrows=0.3,
      },
      -stealth,samples=15]
      {exp(0-x^2-y^2)*x};
  \end{axis}
\end{tikzpicture}
```

The example visualizes $f(x, y) = x \exp(-x^2 - y^2)$ using `contour gnuplot` as first step. The options `contour/number` and `contour/labels` provide fine-tuning for the contour and are not of interest here (so is the `axis background` which just improves visibility of contour lines). What we are interested in is the `quiver=` style: it defines `u` and `v` to some two-dimensional expressions. Furthermore, we used `quiver/scale arrows` to reduce the arrow size. The `-stealth` is a TikZ style which configures outgoing arrow styles of type ‘stealth’. The `samples=15` key configures how we get our input data. In our case, we have input data $(x_i, y_j, f(x_i, y_j))$ with 15 samples for each, i and j .

It is also possible to place quiver plots on a prescribed z value:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    domain=0:1,
    xmax=1,
    ymax=1,
  ]
    \addplot3[surf] {x*y};
    \addplot3[blue,/pgfplots/quiver,
      quiver/u=y,
      quiver/v=x,
      quiver/w=0,
      quiver/scale arrows=0.1,
      -stealth,samples=10] {1};
  \end{axis}
\end{tikzpicture}
```

Here, the quiver plots is placed on top of a `surf`. It visualizes the gradient (using a common scale factor of 1/10 to reduce the arrow lengths). The `quiver/w=0` means that arrows have no z difference, and the `{1}` argument indicates that all start at $(x_i, y_j, 1)$. Here, the values (x_i, y_j) are sampled in the `domain=0:1` argument (with `samples=10`), i.e. arrows start at $(x_i, y_j, 1)$ and end at $(x_i + y_j/10, y_j + x_i/10, 1)$.

So far, quiver plots do not assume a special sequence of input points. This has two consequences: first, you can plot any vector field by considering just $(x, y) + (u, v)$ (or $(x, y, z) + (u, v, w)$) – the data doesn’t necessarily need to be a two-dimensional function (as opposed to `surf` etc). On the other hand, you need to provide `quiver/scale arrows` manually since `quiver` doesn’t know the mesh width in case you provide matrix data¹⁵.

Note that quiver plots are currently not available together with logarithmic axes.

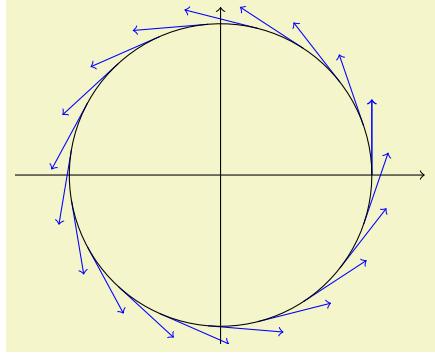
<code>/pgfplots/quiver/u=<expression></code>	(initially 0)
<code>/pgfplots/quiver/v=<expression></code>	(initially 0)
<code>/pgfplots/quiver/w=<expression></code>	(initially 0)

These keys define how the vector directions (u, v) (or, for three dimensional plots, (u, v, w)) shall be set.

¹⁵Actually, I might add something like `quiver/scale arrows=auto` in the future, I don’t know yet. Loops through input data are slow in TeX, automatic mesh widths computation even more...

The $\langle expression \rangle$ can be a constant expression like `quiver/u=1` or `quiver/u=42*5`. It may also depend on the final base point values using the values `x`, `y` or `z` as in the example above. In this context, `x` yields the x coordinate of the point where the vector starts, `y` the y coordinate and so on.

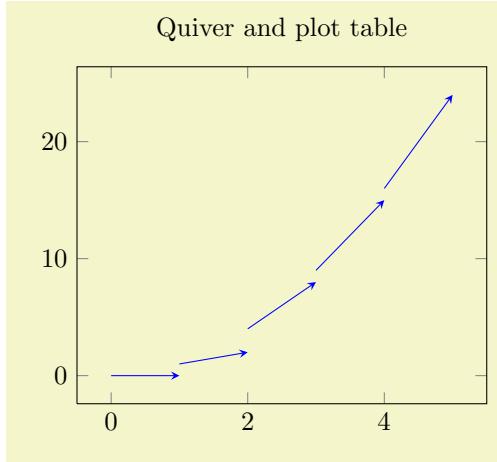
Attention: the fact that `x` refers to *the final x coordinate* means that parametric plots *should use t as variable*¹⁶. Consider the following example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[axis equal,
    axis lines=middle,
    axis line style={->},
    tick style={color=black},
    xtick=\emptyset,
    ytick=\emptyset
]
\addplot[samples=20, domain=0:2*pi,
    % the default choice 'variable=\x' leads to
    % unexpected results here!
    variable=t,
    quiver={
        u={-sin(deg(t))},
        v={cos(deg(t))},
        scale arrows=0.5,
        ->,blue
    }({cos(deg(t))}, {sin(deg(t)))});
\addplot[samples=100, domain=0:2*pi]
    ({cos(deg(x))}, {sin(deg(x)))});
\end{axis}
\end{tikzpicture}
```

Here, a parametric plot is used to draw a circle and tangent vectors. The choice `variable=\t` plays a functional role besides naming conventions: it allows to access the parametric variable within the expressions for both `u` and `v`. On the other hand, we could have used `u=y` and `v=-x` since `x` expands to the x coordinate with value `sin(deg(t))` and `y` expands to the y coordinate `cos(deg(t))`.

Another important application is to use *table column references* like `quiver/u=\thisrow{col}` in conjunction with `\addplot table`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[title=Quiver and plot table]
\addplot[blue,
    quiver={u=\thisrow{u},v=\thisrow{v},
    -stealth}]
table
{
    x y u v
    0 0 1 0
    1 1 1 1
    2 4 1 4
    3 9 1 6
    4 16 1 8
};
\end{axis}
\end{tikzpicture}
```

Here, the $\langle expression \rangle$ employs `\thisrow` which always refers to the actual row of `\addplot table`. Note that $\langle expression \rangle$ should always be of numeric type (no symbolic input extensions are supported currently).

/pgfplots/quiver/u value={\langle value \rangle}
/pgfplots/quiver/v value={\langle value \rangle}

(initially 0)
(initially 0)

¹⁶Sorry for this usability issue.

```
/pgfplots/quiver/w value={⟨value⟩} (initially 0)
```

These keys have the *same function* as `quiver/u` and its variants. However, they don't call the math parser, so only single values are allowed (including something like `\thisrow{columnname}`).

```
/pgfplots/quiver/colored (no value)  
/pgfplots/quiver/colored={⟨color⟩}
```

Allows to define an individual color for each arrow. Omitting the argument ‘⟨color⟩’ is identical to `quiver/colored=mapped color` which uses the `point meta` to get colors for every arrow.

If you just want to set the same color for every arrow, prefer using `\addplot [blue,quiver]` which is more efficient.

```
/pgfplots/quiver/scale arrows={⟨scale⟩} (initially 1)
```

Allows to rescale the arrows by a factor. This may be necessary if the arrow length is longer than the distance between adjacent base points (x_i, y_i) . There may come a feature to rescale them automatically.

```
/pgfplots/quiver/update limits=true|false (initially true)
```

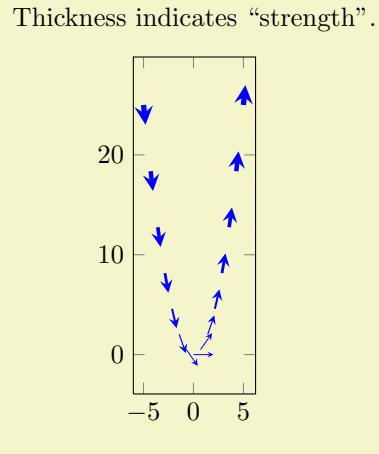
A boolean indicating whether points $(x, y) + (u, v)$ shall contribute to the axis limits.

```
/pgfplots/quiver/every arrow (style, initially empty)
```

Allows to provide individual arrow styles.

The style can contain any TikZ drawing option. It will be evaluated for every individual arrow and may depend upon anything which is available at visualization time.

In particular, this includes `point meta` data, typically using `\pgfplotsset{pointmeta=transformed ∈ [0, 1000]}` where 0 corresponds to `point meta min` and 1000 corresponds to `point meta max`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
% define some constants:  
\def\U{1}  
\def\V{2*x}  
\def\LEN{\sqrt{(\U)^2 + (\V)^2}}  
  
\begin{axis}[axis equal image,  
           title=Thickness indicates “strength”]  
]  
\addplot[blue,  
         point meta={\LEN},  
         quiver={  
           u={(\U)/\LEN}, v={(\V)/\LEN},  
           scale arrows=2,  
           every arrow/.append style={  
             line width=2pt*\pgfplotsset{pointmeta=transformed}/1000  
           },  
           },  
           -stealth,samples=15,  
           ] {x^2};  
\end{axis}  
\end{tikzpicture}
```

In the example, we have some 2d vector field stored in helper constants `\U` and `\V`. The length of each vector is stored in `\LEN` here. The `quiver` plot as such contains unit length vectors – and the `\LEN` enters an `every arrow` style to get varying `line width`.

An `every arrow` style might also depend upon `mapped color` (provided `point meta` has been set).

Again, if you do not need individual arrow styles, prefer using a plot style (`cycle list` or argument to `\addplot`) which is more efficient.

```
/pgfplots/quiver/before arrow/.code={⟨...⟩}  
/pgfplots/quiver/after arrow/.code={⟨...⟩}
```

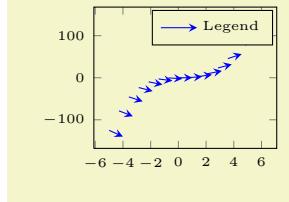
Advanced keys for more fine tuning of the display. They allow to install some TeX code manually before or after the drawing operations for single arrows. Both are initially empty.

/pgfplots/quiver/quiver legend

(style, no value)

A style which redefines `legend image code` in order to produce a suitable legend for `quiver` plots.

It is implicitly activated whenever `quiver` plot handlers are selected.



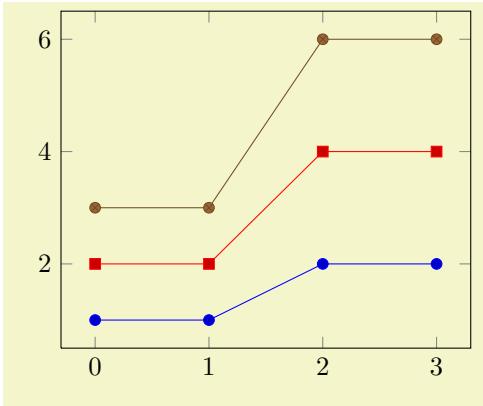
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny]
\addplot[blue,
    quiver={u=1,v=3*x},
    -stealth,
    samples=15
    {x^3};
\addlegendentry{Legend}
\end{axis}
\end{tikzpicture}
```

4.4.8 Stacked Plots

/pgfplots/stack plots=x|y|false

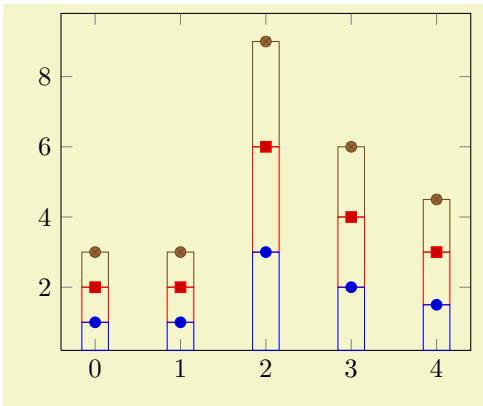
(initially false)

Allows stacking of plots in either x or y direction. Stacking means to add either x - or y coordinates of successive `\addplot` commands on top of each other.

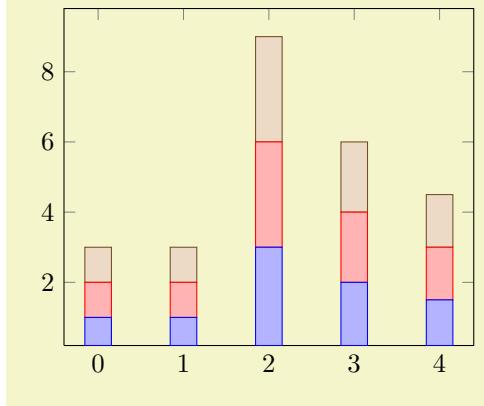


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[stack plots=y]
\addplot coordinates {(0,1) (1,1) (2,2) (3,2)};
\addplot coordinates {(0,1) (1,1) (2,2) (3,2)};
\addplot coordinates {(0,1) (1,1) (2,2) (3,2)};
\end{axis}
\end{tikzpicture}
```

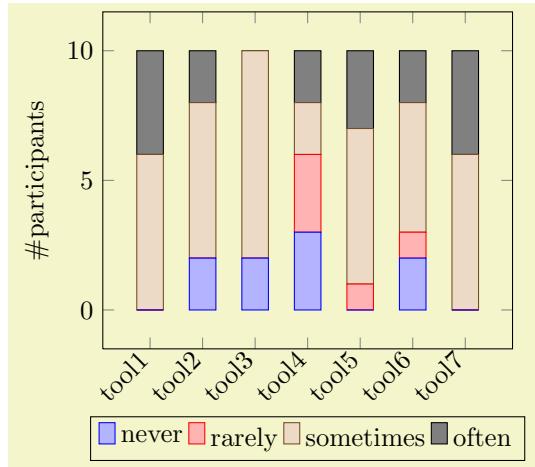
`stack plots` is particularly useful for bar plots. The following examples demonstrate its functionality. Normally, it is advisable to use the styles `ybar stacked` and `xbar stacked` which also set some other options.



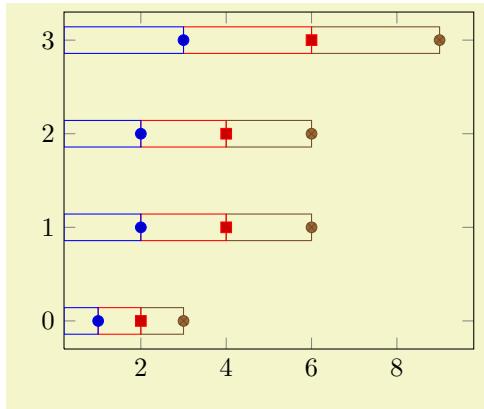
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[stack plots=y,/tikz/ybar]
\addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
\addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
\addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
\end{axis}
\end{tikzpicture}
```



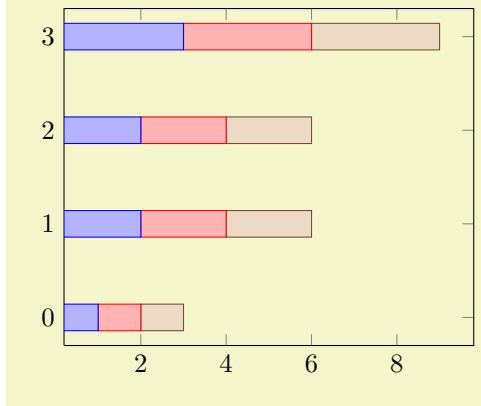
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[ybar stacked]
    \addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
    \addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
    \addplot coordinates {(0,1) (1,1) (2,3) (3,2) (4,1.5)};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  ybar stacked,
  enlargelimits=0.15,
  legend style={at={(0.5,-0.20)}, anchor=north,legend columns=-1},
  ylabel=\#participants,
  symbolic x coords={tool1, tool2, tool3, tool4, tool5, tool6, tool7},
  x tick label style={rotate=45,anchor=east},
]
\addplot+[ybar] plot coordinates {((tool1,0) (tool2,2) (tool3,2) (tool4,3) (tool5,0) (tool6,2) (tool7,0))};
\addplot+[ybar] plot coordinates {((tool1,0) (tool2,0) (tool3,0) (tool4,3) (tool5,1) (tool6,1) (tool7,0))};
\addplot+[ybar] plot coordinates {((tool1,6) (tool2,6) (tool3,8) (tool4,2) (tool5,6) (tool6,5) (tool7,6))};
\addplot+[ybar] plot coordinates {((tool1,4) (tool2,2) (tool3,0) (tool4,2) (tool5,3) (tool6,2) (tool7,4))};
\legend{never, rarely, sometimes, often}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[stack plots=x,/tikz/xbar]
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[xbar stacked]
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\addplot coordinates {(1,0) (2,1) (2,2) (3,3)};
\end{axis}
\end{tikzpicture}
```

The current implementation for `stack plots` does *not* interpolate missing coordinates. That means stacking will fail if the plots have different grids.

`/pgfplots/stack dir=plus|minus` (initially plus)

Configures the direction of `stack plots`. The value `plus` will add coordinates of successive plots while `minus` subtracts them.

`/pgfplots/reverse stacked plots=true|false` (initially true, default true)

Configures the sequence in which stacked plots are drawn. This is more or less a technical detail which should not be changed in any normal case.

The motivation is as follows: suppose multiple `\addplot` commands are stacked on top of each other and they are processed in the order of appearance. Then, the second plot could easily draw its lines (or fill area) on top of the first one - hiding its marker or line completely. Therefor, PGFPLOTS reverses the sequence of drawing commands.

This has the side-effect that any normal TikZ-paths inside of an axis will also be processed in reverse sequence.

`/pgfplots/xbar stacked=plus|minus` (style, default plus)

A figure-wide style which enables stacked horizontal bars (i.e. `xbar` and `stack plots=x`). It also adjusts the legend and tick appearance and assigns a useful `cycle list`.

`/pgfplots/ybar stacked=plus|minus` (style, default plus)

A figure-wide style which enables stacked vertical bars (i.e. `ybar` and `stack plots=y`). It also adjusts the legend and tick appearance and assigns a useful `cycle list`.

`/pgfplots/xbar interval stacked=plus|minus` (style, default plus)

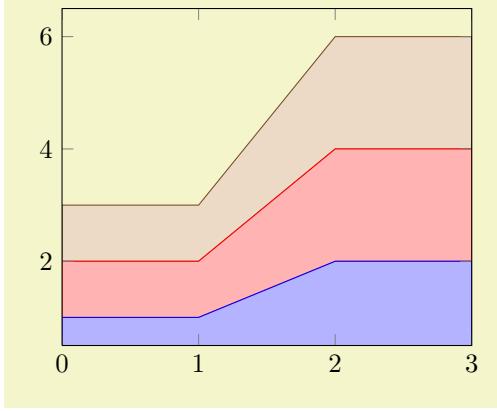
A style similar to `/pgfplots/xbar stacked` for the interval based bar plot variant.

`/pgfplots/ybar interval stacked=plus|minus` (style, default plus)

A style similar to `/pgfplots/ybar stacked` for the interval based bar plot variant.

4.4.9 Area Plots

Area plots are a combination of `\closedcycle` and `stack plots`. They can be combined with any other plot type.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    stack plots=y,
    area style,
    enlarge x limits=false]
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
  \end{axis}
\end{tikzpicture}
```

Area plots may need modified legends, for example using the `area legend` key. Furthermore, one may want to consider the `axis on top` key such that filled areas do not overlap ticks and grid lines.

`/pgfplots/area style`

(style, no value)

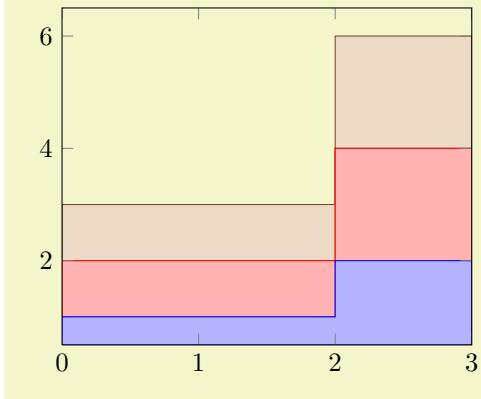
A style which sets

```
\pgfplotsset{
  /pgfplots/area style/.style={%
    area cycle list,
    area legend,
    axis on top,
  }}
```

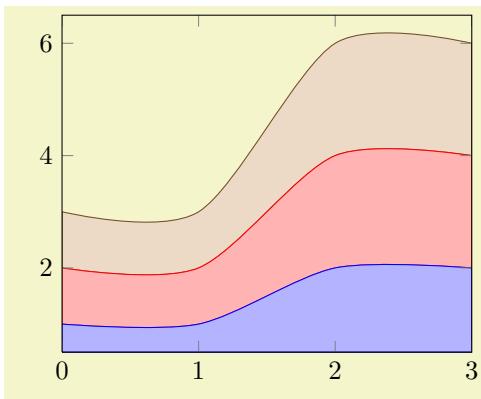
`/pgfplots/area cycle list`

(style, no value)

A style which installs a `cycle list` suitable for area plots. The initial configuration of this style simply invokes the `bar cycle list` which does also provide filled plot styles.



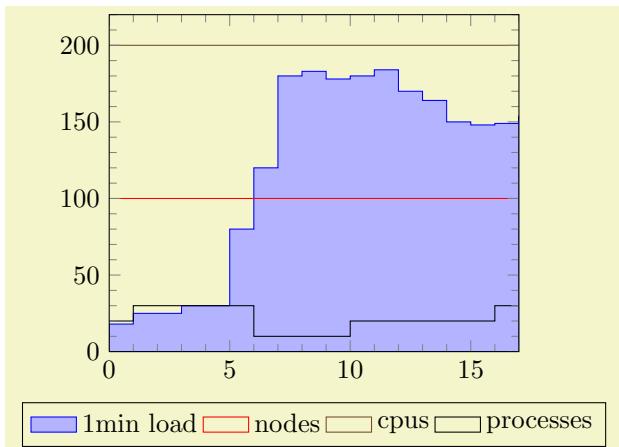
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    const plot,
    stack plots=y,
    area style,
    enlarge x limits=false]
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    smooth,
    stack plots=y,
    area style,
    enlarge x limits=false]
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
    \addplot coordinates {(0,1) (1,1) (2,2) (3,2)}
    \closedcycle;
  \end{axis}
\end{tikzpicture}
```

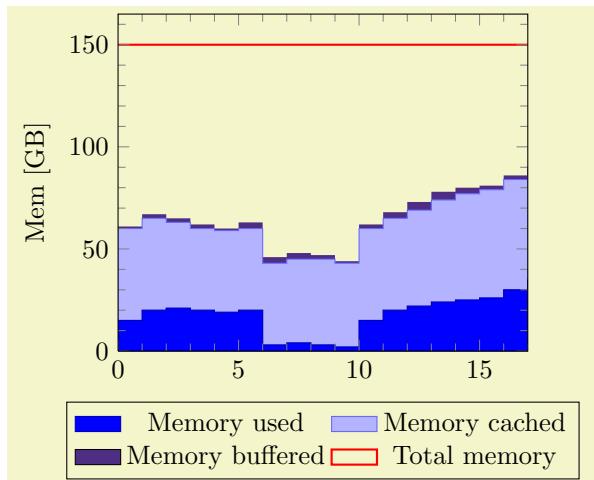
time	1minload	nodes	cpus	processes	memused	memcached	membuf	memtotal
0	18	100	200	20	15	45	1	150
1	25	100	200	30	20	45	2	150
2	25	100	200	30	21	42	2	150
3	30	100	200	30	20	40	2	150
4	30	100	200	30	19	40	1	150
5	80	100	200	30	20	40	3	150
6	120	100	200	10	3	40	3	150
7	180	100	200	10	4	41	3	150
8	183	100	200	10	3	42	2	150
9	178	100	200	10	2	41	1	150
10	180	100	200	20	15	45	2	150
11	184	100	200	20	20	45	3	150
12	170	100	200	20	22	47	4	150
13	164	100	200	20	24	50	4	150
14	150	100	200	20	25	52	3	150
15	148	100	200	20	26	53	2	150
16	149	100	200	30	30	54	2	150
17	154	100	200	30	35	55	1	150

```
\pgfplotstableread{pgfplots.timeseries.dat}\loadedtable
\pgfplotstabletypeset\loadedtable
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotstableread
  {pgfplots.timeseries.dat}
  {\loadedtable}

\begin{tikzpicture}
\begin{axis}[
    ymin=0,
    minor tick num=4,
    enlarge x limits=false,
    axis on top,
    every axis plot post/.append style=
        {mark=none},
    const plot,
    legend style={
        area legend,
        at={(0.5,-0.15)},
        anchor=north,
        legend columns=-1}]
\addplot[draw=blue,fill=blue!30!white]
  table[x=time,y=1minload] from \loadedtable
  \closedcycle;
\addplot table[x=time,y=nodes] from \loadedtable;
\addplot table[x=time,y=cpus] from \loadedtable;
\addplot table[x=time,y=processes]
  from \loadedtable;
\legend{1min load,nodes,cpus,processes}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotstableread{pgfplots.timeseries.dat}\loadedtable

\begin{tikzpicture}
\begin{axis}[
ymin=0,
minor tick num=4,
enlarge x limits=false,
const plot,
axis on top,
stack plots=y,
cycle list={%
{blue!70!black,fill=blue},%
{blue!60!white,fill=blue!30!white},%
{draw=none,fill={rgb:red,138;green,82;blue,232}},%
{red,thick}}
],
ylabel={Mem [GB]},
legend style={
area legend,
at={(0.5,-0.15)},
anchor=north,
legend columns=2}

\addplot table[x=time,y=memused] from \loadedtable \closedcycle;
\addplot table[x=time,y=memcached] from \loadedtable \closedcycle;
\addplot table[x=time,y=membuf] from \loadedtable \closedcycle;
\addplot+[stack plots=false]
table[x=time,y=memtotal] from \loadedtable;
\legend{Memory used,Memory cached,Memory buffered,Total memory}
\end{axis}
\end{tikzpicture}
```

4.4.10 Scatter Plots

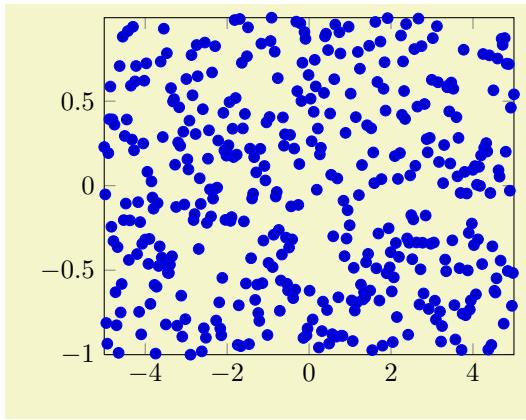
The most simple scatter plots produce the same as the line plots above – but they contain only markers. They are enabled using the `only marks` key of TikZ.

`/tikz/only marks`

(no value)

`\addplot+[only marks]`

Draws a simple scatter plot: all markers have the same appearance.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[enlargelimits=false]
\addplot+[only marks,samples=400]
{rand};
\end{axis}
\end{tikzpicture}
```

The `only marks` visualization style simply draws marks at every coordinate. Marks can be set with `mark=(mark name)` and marker options like size and color can be specified using the `mark options=(style options)` key (or by modifying the `every mark` style). The available markers along with the accepted style options can be found in Section 4.6 on page 128.

More sophisticated scatter plots change the marker appearance for each data point. An example is that marker colors depend on the magnitude of function values $f(x)$ or other provided coordinates. The term “scatter plot” will be used for this type of plot in the following sections.

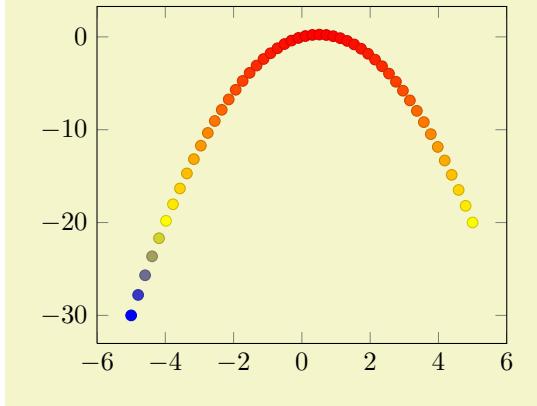
Scatter plots require “source” coordinates. These source coordinates can be the y coordinate, or explicitly provided additional values.

/pgfplots/scatter

(no value)

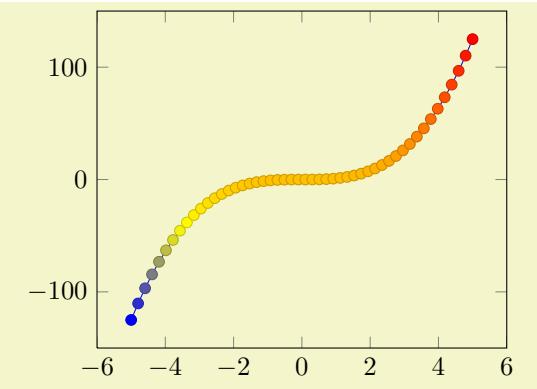
\addplot+[scatter]

Enables marker appearance modifications. The default implementation acquires “source coordinates” for every data point (see `scatter src` below) and maps them linearly into the current color map. The resulting color is used as draw and fill color of the marker.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot+[scatter,only marks,
      samples=50,scatter src=y]
      {x-x^2};
  \end{axis}
\end{tikzpicture}
```

The key `scatter` is simply a boolean variable which enables marker modifications. It applies only to markers and it can be combined with any other plot type.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot+[scatter,
      samples=50,scatter src=y]
      {x^3};
  \end{axis}
\end{tikzpicture}
```

Scatter plots can be configured using a set of options. One of them is mandatory, the rest allows fine grained control over marker appearance options.

/pgfplots/scatter src=none|*<expression>*|x|y|z|f(x)|explicit|explicit symbolic (initially none)

This key is necessary for any scatter plot and it is set to `f(x)` as soon as `scatter` is activated and no different choice has been made. It needs to be provided as *option* for `\addplot` to configure the value used to determine marker appearances. Actually, `scatter src` is nothing but an alias for `point meta`, so the main documentation for this key is on page 151. However, we summarize the choices here together with scatter plot examples.

Usually, `scatter src` provides input data (numeric or string type) which is used to determine colors and other style options for markers. The default configuration expects numerical data which is mapped linearly into the current color map.

The value of `scatter src` determines how to get this data: the choices `x`, `y` and `z` will use either the `x`, `y` or `z` coordinates to determine marker options. Any coordinate filters, logarithms or stacked-plot computations have already been applied to these values (use `rawx`, `rawy` and `rawz` for unprocessed values). The special choice `f(x)` is the same as `y` for two dimensional plots and the same as `z` for three dimensional plots. The choice `explicit` expects the scatter source data as additional coordinate from the coordinate input streams (see Section 4.2.1 for how to provide input meta data or below for some small examples). They will be treated as numerical data. The choice `explicit symbolic` also expects scatter source data as additional meta information for each input coordinate, but it treats them as

strings, not as numerical data. Consequently, no arithmetics is performed. It is the task of the scatter plot style to do something with it. See, for example, the `scatter/classes` style below. Finally, it is possible to provide an arbitrary mathematical expression which involves zero, one or more of the values `x` (the current x coordinate), `y` (the current y coordinate) or `z` (the current z coordinate, if any).

If data is read from tables, mathematical expressions might also involve `\thisrow{<column name>}` or `\thisrowno{<column index>}` to access any of the table cells in the current row.

Here are examples for how to provide data for the choices `explicit` and `explicit symbolic`.

```
\begin{tikzpicture}
\begin{axis}
% provide color data explicitly using [<data>]
% behind coordinates:
\addplot+[scatter,scatter src=explicit]
coordinates {
    (0,0) [1.0e10]
    (1,2) [1.1e10]
    (2,3) [1.2e10]
    (3,4) [1.3e10]
    %
    };
;

% Assumes a datafile.dat like
% xcolname ycolname colordata
% 0          0        0.001
% 1          2        0.3
% 2          2.1      0.4
% 3          3        0.5
%
% ...
% the file may have more columns.
\addplot+[scatter,scatter src=explicit]
table[x=xcolname,y=ycolname,meta=colordata]
{datafile.dat};
% Same data as last example:
\addplot+[scatter,scatter src=\thisrow{colordata}+\thisrow{ycolname}]
table[x=xcolname,y=ycolname]
{datafile.dat};

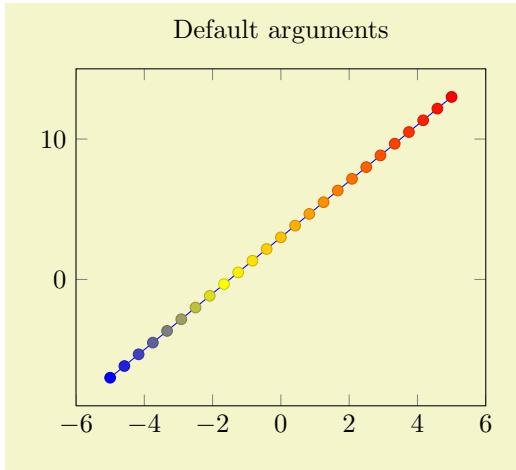
% Assumes a datafile.dat like
% 0          0        0.001
% 1          2        0.3
% 2          2.1      0.4
% 3          3        0.5
%
% ...
% the first three columns will be used here:
\addplot+[scatter,scatter src=explicit]
file {datafile.dat};
\end{axis}
\end{tikzpicture}
```

Please note that `scatter src=none` results in computational work even if `scatter=false`.

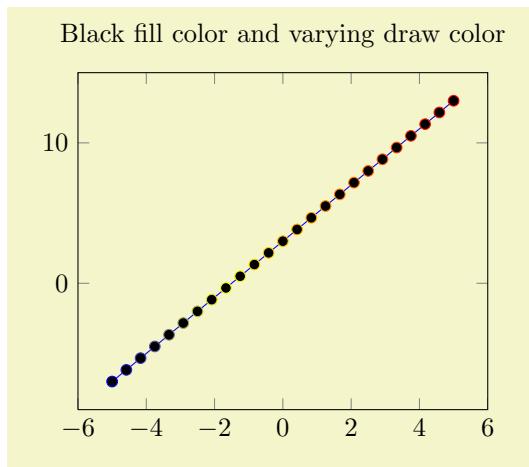
/pgfplots/`scatter/use mapped color={<options for each marker>}` (style, initially `draw=mapped color!80!black,fill=mapped color`)

This style is installed by default. When active, it recomputes the color `mapped color` for every processed point coordinate by transforming the `scatter src` coordinates into the current color map linearly. Then, it evaluates the options provided as `<options for each marker>` which are expected to depend on `mapped color`.

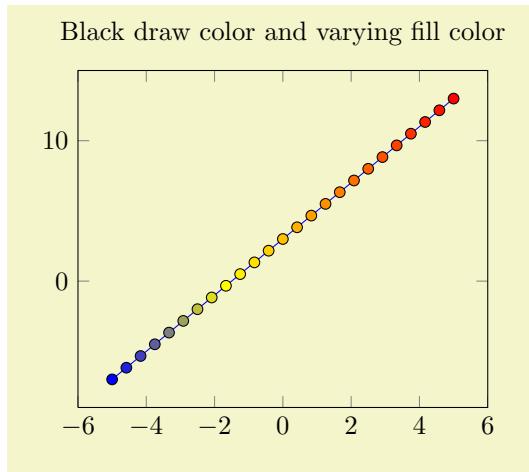
The user interface for color maps is described in Section 4.6.6.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[title=Default arguments]
\addplot+[scatter,scatter src=y]
{2*x+3};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Black fill color and varying draw color,
    scatter/use mapped color=
        {draw=mapped color,fill=black}]
\addplot+[scatter,scatter src=y]
{2*x+3};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Black draw color and varying fill color,
    scatter/use mapped color=
        {draw=black,fill=mapped color}]
\addplot+[scatter,scatter src=y]
{2*x+3};
\end{axis}
\end{tikzpicture}
```

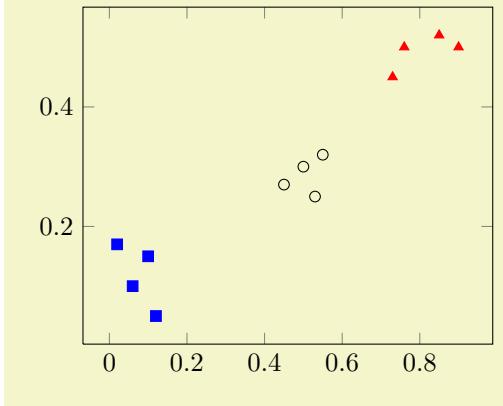
This key is actually a style which redefines `@pre marker code` and `@post marker code` (see below).

Remark: The style `use mapped color` redefines `@pre marker code` and `@post marker code`. There is a starred variant `use mapped color*` which *appends* the functionality while keeping the old marker code.

/pgfplots/scatter/classes={<styles for each class name>}

A scatter plot style which visualizes points using several classes. The style assumes that every point coordinate has a class label attached, that means the choice `scatter src=explicit symbolic` is as-

sumed¹⁷. A class label can be a number, but it can also be a symbolic constant. Given class labels for every point, `<styles for each class name>` contains a comma-separated list which associates appearance options to each class label.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[scatter/classes={
    a={mark=square*,blue},%
    b={mark=triangle*,red},%
    c={mark=o,draw=black}}]

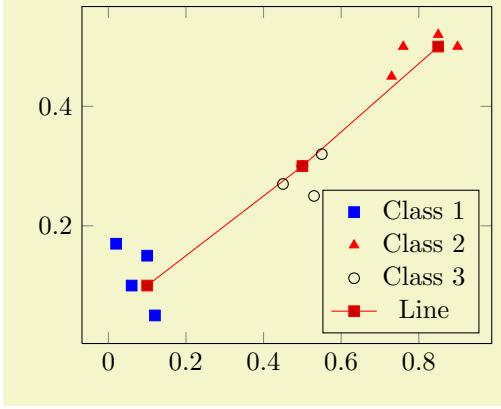
% \addplot[] is better than \addplot+[] here:
% it avoids scalings of the cycle list
\addplot[scatter,only marks,
    scatter src=explicit symbolic]
coordinates {
    (0.1,0.15) [a]
    (0.45,0.27) [c]
    (0.02,0.17) [a]
    (0.06,0.1) [a]
    (0.9,0.5) [b]
    (0.5,0.3) [c]
    (0.85,0.52) [b]
    (0.12,0.05) [a]
    (0.73,0.45) [b]
    (0.53,0.25) [c]
    (0.76,0.5) [b]
    (0.55,0.32) [c]
};
\end{axis}
\end{tikzpicture}
```

In this example, the coordinate $(0.1,0.15)$ has the associated label ‘a’ while $(0.45,0.27)$ has the label ‘c’ (see Section 4.2 for details about specifying point meta data). Now, the argument to `scatter/classes` contains styles for every label – for label ‘a’, square markers will be drawn in color blue.

The generation of a legend works as for a normal plot – but `scatter/classes` requires one legend entry for every provided class. It communicates the class labels to the legend automatically. It works as if there had been different `\addplot` commands, one for every class label.

It is also possible to provide `scatter/classes` as argument to a single plot, allowing different scatter plots in one axis.

¹⁷If `scatter src` is not `explicit symbolic`, we expect a numeric argument which is rounded to the nearest integer. The resulting integer is used a class label. If that fails, the numeric argument is truncated to the nearest integer. If that fails as well, the point has no label.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=south east]
    % The data file contains:
    %   x     y     label
    % 0.1  0.15  a
    % 0.45 0.27  c
    % 0.02 0.17  a
    % 0.06 0.1   a
    % 0.9  0.5   b
    % 0.5  0.3   c
    % 0.85 0.52  b
    % 0.12 0.05  a
    % 0.73 0.45  b
    % 0.53 0.25  c
    % 0.76 0.5   b
    % 0.55 0.32  c
\addplot[
    % clickable coords={\thisrow{label}},
    scatter/classes={
        a={mark=square*,blue},%
        b={mark=triangle*,red},%
        c={mark=o,draw=black,fill=black}%
    },
    scatter,only marks,
    scatter src=explicit symbolic]
table[x=x,y=y,meta=label]
{plotdata/scattercl.dat};

\addplot coordinates
{(0.1,0.1) (0.5,0.3) (0.85,0.5)};
\legend{Class 1,Class 2,Class 3,Line}
\end{axis}
\end{tikzpicture}
```

In general, the format of `<styles for each class name>` is a comma separated list of `<label>=<style options>`.

Attention: The keys `every mark` and `mark options` have *no effect* when used inside of `<styles for each class name>`! So, instead of assigning `mark options`, you can simply provide the options directly. They apply only to markers anyway.

Remark: To use `\label` and `\ref` in conjunction with `scatter/classes`, you can provide the class labels as optional arguments to `\label` in square brackets:

```
\addplot[
    scatter/classes={
        a={mark=square*,blue},%
        b={mark=triangle*,red},%
        c={mark=o,draw=black,fill=black}%
    },
    scatter,only marks,
    scatter src=explicit symbolic]
% [and coordinate input here... ]
;

\label[a]{label:for:first:class}
\label[b]{label:for:second:class}
\label[c]{label:for:third:class}

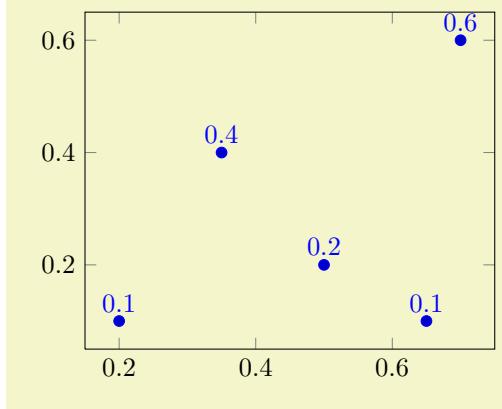
...
First class is \ref{label:for:first:class}, second is \ref{label:for:second:class}.
```

Remark: It is possible to click into the plot to display labels with mouse popups, see the `clickable coords` key of the `clickable` library.

Remark: The style `scatter/classes` redefines `@pre marker code` and `@post marker code`. There is a starred variant `scatter/classes*` which *appends* the functionality while keeping the old marker code.

```
/pgfplots/nodes near coords={\langle content\rangle}           (default \pgfmathprintnumber{\pgfplotspointmeta})
/pgfplots/nodes near coords*={\langle content\rangle}        (default \pgfmathprintnumber{\pgfplotspointmeta})
```

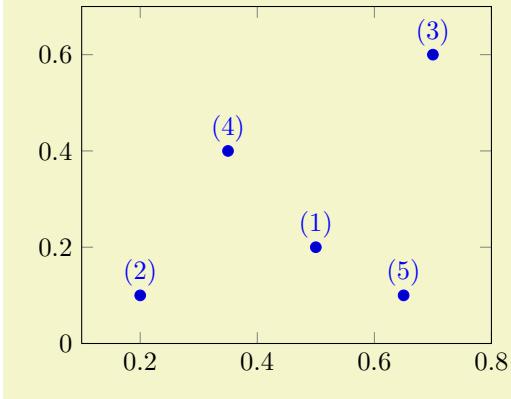
A `scatter` plot style which places text nodes near every coordinate.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords]
\addplot+[only marks] coordinates {
(0.5,0.2) (0.2,0.1) (0.7,0.6)
(0.35,0.4) (0.65,0.1)};
\end{axis}
\end{tikzpicture}
```

The `\langle content\rangle` is, if nothing else has been specified, the content of the “point meta”, displayed using the default `\langle content\rangle=\pgfmathprintnumber{\pgfplotspointmeta}`. The macro `\pgfplotspointmeta` contains whatever has been selected by the `point meta` key, it defaults to the `y` coordinate for two dimensional plots and the `z` coordinate for three dimensional plots.

Since `point meta=explicit symbolic` allows to treat string data, you can provide textual descriptions which will be shown inside of the generated nodes¹⁸:

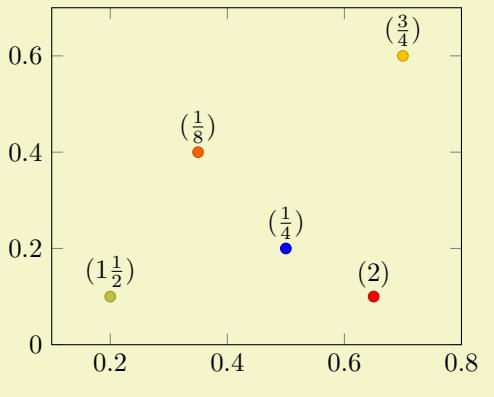


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords,enlargelimits=0.2]
\addplot+[only marks,
point meta=explicit symbolic]
coordinates {
(0.5,0.2) [(1)]
(0.2,0.1) [(2)]
(0.7,0.6) [(3)]
(0.35,0.4) [(4)]
(0.65,0.1) [(5)]};
\end{axis}
\end{tikzpicture}
```

The square brackets are the way to provide explicit `point meta` for `plot coordinates`. Please refer to the documentation of `plot file` and `plot table` for how to get point meta from files.

The `\langle content\rangle` can also depend on something different than `\pgfplotspointmeta`. But since `\langle content\rangle` is evaluated during `\end{axis}`, PGFPLOTS might not be aware of any special information inside of `\langle content\rangle` – you’ll need to communicate it to PGFPLOTS with the `visualization depends on` key as follows:

¹⁸In this case, the `\pgfmathprintnumber` will be skipped automatically.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[enlargelimits=0.2]
\addplot[
    scatter,mark=*,only marks,
    % we use 'point meta' as color data...
    point meta=\thisrow{color},
    % ... therefore, we can't use it as argument for nodes near coords ...
    nodes near coords*={\pgfmathprintnumber[frac]\myvalue},
    % ... which requires to define a visualization dependency:
    visualization depends on={\thisrow{myvalue} \as \myvalue},
]





```

The example uses a `scatter` plot to get different colors, where the `scatter src` (or, equivalently, `point meta`) is already used to define the markers color. In addition to the colored `scatter` plot, we'd like to add `nodes near coords`, where the displayed nodes should contain `\thisrow{myvalue}`. To do so, we define `scatter,point meta=\thisrow{color}` (just as described in the previous sections). Furthermore, we use `nodes near coords*` in order to *combine* different `scatter` styles (see below for details). The value for `nodes near coords*` depends on `\thisrow{myvalue}`, but we can't use `\pgfplotspointmeta` (which is already occupied). Thus, we communicate the additional input data by means of `visualization depends on={\thisrow{myvalue} \as \myvalue}`. The statement defines a new macro, `\myvalue`, and assigns the value `\thisrow{myvalue}`. Furthermore, it configures PGFPLOTS to remember this particular macro and its contents until `\end{axis}` (see the documentation for `visualization depends on` for details).

The style `nodes near coords` might be useful for bar plots, see `ybar` for an example of `nodes near coords`.

Remarks and Details:

- `nodes near coords` uses the same options for line styles and colors as the current plot. This may be changed using the style `every node near coord`, see below.

- `nodes near coords` is actually one of the `scatter` plot styles. It redefines `scatter/@pre marker code` to generate several TikZ `\node` commands.

In order to use `nodes near coords` together with other `scatter` plot styles (like `scatter/use mapped color` or `scatter/classes`), you may append a star to each of these keys. The variant `nodes near coords*` will *append* code to `scatter/@pre marker code` without overwriting the previous value.

- Consider using `enlargelimits` together with `nodes near coords` if text is clipped away.

- Currently `nodes near coords` does not work satisfactorily for `ybar interval` or `xbar interval`, sorry.

`/pgfplots/every node near coord` (style, no value)

A style used for every node generated by `nodes near coords`. It is initially empty.

`/pgfplots/nodes near coords align={⟨alignment method⟩}` (initially `auto`)

Specifies how to align nodes generated by `nodes near coords`.

Possible choices for `⟨alignment method⟩` are

`auto` uses `horizontal` if the x coordinates are shown or `vertical` in all other cases. This checks the current value of `point meta`.

`horizontal` uses `left` if `\pgfplotspointmeta < 0` and `right` otherwise.

`vertical` uses `below` if `\pgfplotspointmeta < 0` and `above` otherwise.

It is also possible to provide any TikZ alignment option such as `anchor=north east, below` or something like that. It is also allowed to provide multiple options.

`/pgfplots/scatter/@pre marker code/.code={⟨…⟩}`

`/pgfplots/scatter/@post marker code/.code={⟨…⟩}`

These two keys constitute the public interface which determines the marker appearance depending on scatter source coordinates.

Redefining them allows fine grained control even over marker types, line styles and colors.

The scatter plot algorithm works as follows:

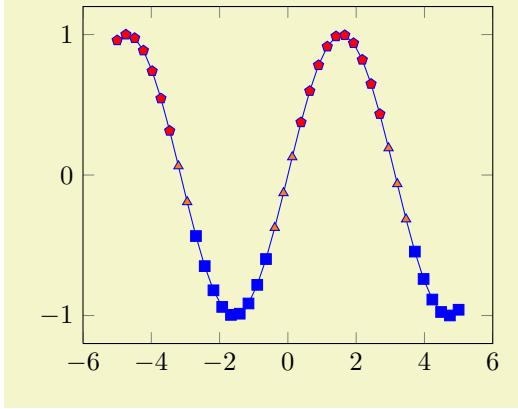
1. The scatter source coordinates form a data stream whose data limits are computed additionally to the axis limits. This step is skipped for `symbolic` meta data.
2. Before any markers are drawn, a linear coordinate transformation from these data limits to the interval [0.0, 1000.0] is initialised.
3. Every scatter source coordinate¹⁹ will be transformed linearly and the result is available as macro `\pgfplotspointmetatransformed` $\in [0.0, 1000.0]$.
The decision is thus based on per thousands of the data range. The transformation is skipped for `symbolic` meta data (and the meta data is simply contained in the mentioned macro).
4. The PGF coordinate system is translated such that (0pt,0pt) is the plot coordinate.
5. The code of `scatter/@pre marker code` is evaluated (without arguments).
6. The standard code which draws markers is evaluated.
7. The code of `scatter/@post marker code` is evaluated (without arguments).

The idea is to generate a set of appearance keys which depends on `\pgfplotspointmetatransformed`. Then, a call to `\scope[⟨generated keys⟩]` as `@pre` code and the associated `\endscope` as `@post` code will draw markers individually using `[⟨generated keys⟩]`.

A technical example is shown below. It demonstrates how to write user defined routines, in this case a three-class system²⁰.

¹⁹During the evaluation, the public macros `\pgfplotspointmeta` and `\pgfplotspointmetarange` indicate the source coordinate and the source coordinate range in the format $a : b$ (for log-axis, they are given in fixed-point representation and for linear axes in floating point).

²⁰Please note that you don't need to copy this particular example: the multiple-class example is also available as predefined style `scatter/classes`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
% Low-Level scatter plot interface Example:
% use three different marker classes
% 0% - 30% : first class
% 30% - 60% : second class
% 60% - 100% : third class
\begin{axis}[
scatter/@pre marker code/.code={%
\ifdim\pgfplotspointmetatransformed pt<300pt
\def\markopts{mark=square*,fill=blue}%
\else
\ifdim\pgfplotspointmetatransformed pt<600pt
\def\markopts{mark=triangle*,fill=orange}%
\else
\def\markopts{mark=pentagon*,fill=red}%
\fi
\fi
\expandafter\scope\expandafter[\markopts]
},%
scatter/@post marker code/.code={%
\endscope
}]
\addplot+[scatter,scatter src=y,
samples=40]
{\sin(deg(x))};

\end{axis}
\end{tikzpicture}
```

Please note that `\ifdim` compares TeX lengths, so the example employs the suffix `pt` for any number used in this context. That doesn't change the semantics. The two (!) `\expandafter` constructions make sure that `\scope` is invoked with the *content* of `\markopts` instead of the macro name `\markopts`.

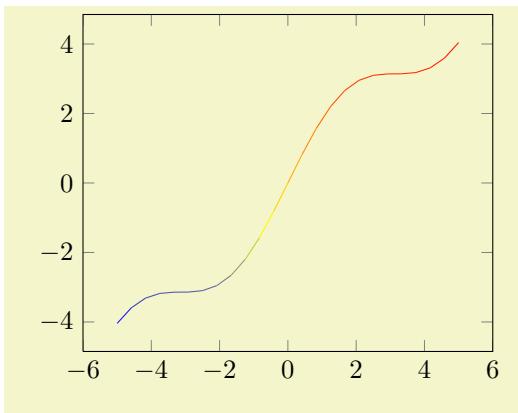
4.4.11 1D Colored Mesh Plots

/pgfplots/mesh

(no value)

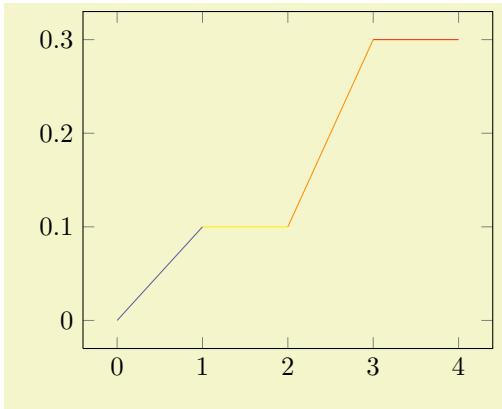
\addplot+[mesh]

Uses the current color map to determine colors for each fixed line segment. Each line segment will get the same color.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[mesh] {x+sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

The color data is per default the y value of the plot. It can be reconfigured using the `point meta` key (which is actually the same as `scatter src`). The following example provides the color data explicitly for `plot coordinates`, using the square bracket notation.



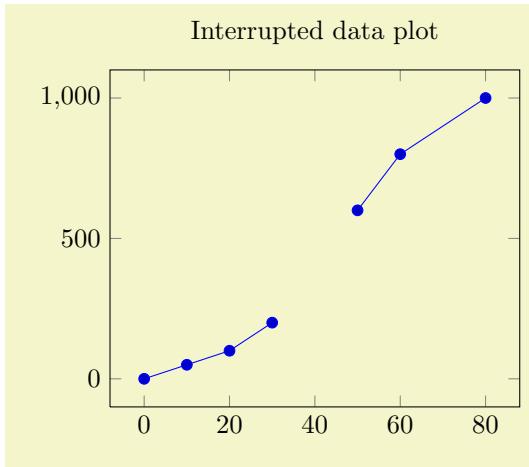
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot [mesh,point meta=explicit]
      coordinates {
        (0,0) [0]
        (1,0.1) [1]
        (2,0.1) [2]
        (3,0.3) [3]
        (4,0.3) [4]
      };
  \end{axis}
\end{tikzpicture}
```

This one-dimensional `mesh` plot is actually a special case of the twodimensional mesh plots, so more detailed configuration, including how to change the color data, can be found in Section 4.5.5.

4.4.12 Interrupted Plots

Sometimes it is desirable to draw parts of a single plot separately, without connection between the parts (discontinuities). PGFPLOTS offers two ways to generate interrupted plots: either using `empty lines` or by providing `unbounded coords`.

The first way is simple; it needs no extra key (only `\pgfplotsset{compat=1.4}` or newer in your preamble):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  title=Interrupted data plot
]

\addplot coordinates {
  (0,0) (10,50) (20,100) (30,200)
  (50,600) (60,800) (80,1000)
};
\end{axis}
\end{tikzpicture}
```

Here, PGFPLOTS runs with the default configuration `empty line=auto` which interprets empty lines as “jump” markers. This works for any data input method, i.e. using `\addplot coordinates`, `\addplot table`, and `\addplot file`.

The second way to generate interrupted plots addresses the case where `empty lines` are unavailable or impossible (due to limitations of the tool generating the data file, for example). In this case, interrupted plots can be achieved using the `unbounded coords` key combined with coordinate values `nan`, `inf` or `-inf`.

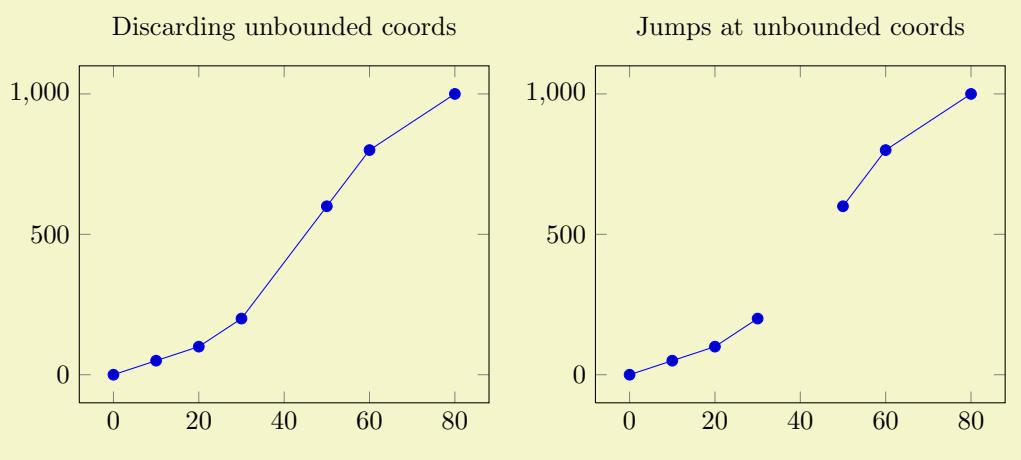
`/pgfplots/unbounded coords=discard|jump` (initially `discard`)

This key configures what to do if one or more coordinates of a single point are unbounded. Here, unbounded means it is either $\pm\infty$ (`+inf` or `-inf`) or it has the special “not-a-number” value `nan`.

The initial setting `discard` discards the complete point and a warning is issued in the log file²¹. This setting has the same effect as if the unbounded point did not occur: PGFPLOTS will interpolate between the bounded adjacent points.

The alternative `jump` allows interrupted plots: it provides extra checking for these coordinates and does not interpolate over them; only those line segments which are adjacent to unbounded coordinates will be skipped.

²¹The warning can be disabled with `filter discard warning=false`.



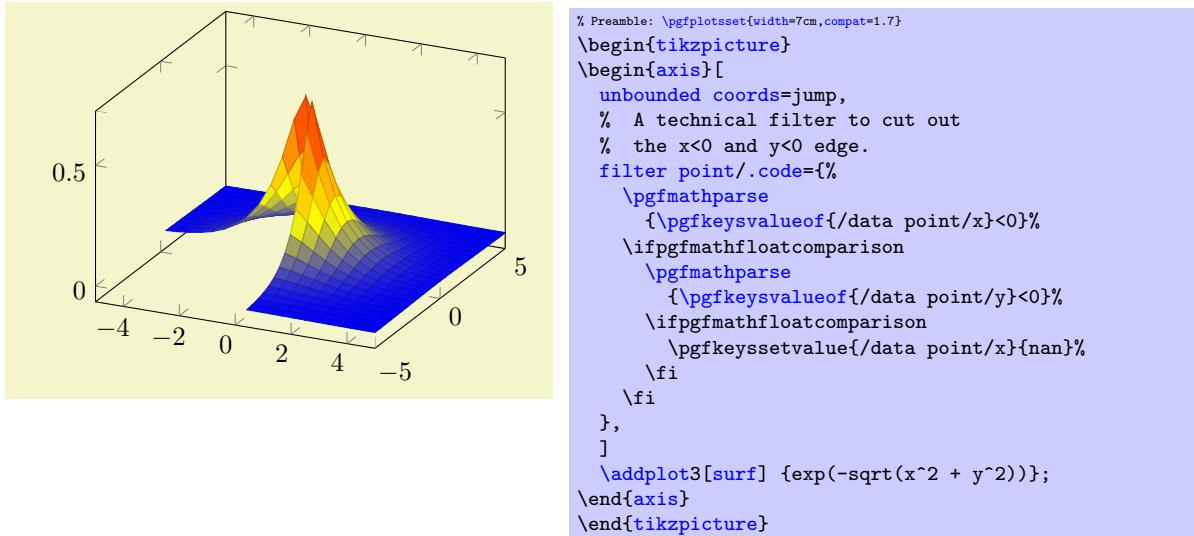
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Discarding unbounded coords,
    unbounded coords=discard]

\addplot coordinates {
    (0,0) (10,10) (20,20) (30,30)
    (40,inf) (50,6000) (60,8000) (80,10000)
};
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[
    title=Jumps at unbounded coords,
    unbounded coords=jump]

\addplot coordinates {
    (0,0) (10,10) (20,20) (30,30)
    (40,inf) (50,6000) (60,8000) (80,10000)
};
\end{axis}
\end{tikzpicture}
```

For plot expression and its friends, it is more likely to get very large floating point numbers instead of `inf`. In this case, consider using the `restrict x to domain` key described on page 291.

The `unbounded coords=jump` method does also work for mesh/surface plots: every face adjacent to an unbounded coordinate will be discarded in this case. The following example sets up a (cryptic) coordinate filter which cuts out a quarter of the domain and replaces its values with `nan`:



More about this coordinate filtering can be found in Section 4.21 “Skipping Or Changing Coordinates – Filters”.

4.4.13 Patch Plots

Patch Plots visualize a sequence of one or more triangles (or other sorts of patches). These triangles can be drawn with a single color (`shader=flat` and `shader=faceted interp`) or with interpolated colors (`shader=interp`).

There are both two- and three-dimensional patch plots, both with the same interface and the same keys. Therefore, the reference documentation for patch plots can be found in Section 4.5.11 together with three-dimensional patch plots.

4.5 Three Dimensional Plot Types

PGFPLOTS provides three dimensional visualizations like scatter, line, mesh or surface plots. This section explains the methods to provide input coordinates and how to use the different plot types.

4.5.1 Before You Start With 3D

Before we delve into the capabilities of PGFPLOTS for three dimensional visualization, let me start with some preliminary remarks. The reason to use PGFPLOTS for three dimensional plots are similar to those of normal, two dimensional plots: the possibility to get consistent fonts and document consistent styles combined with high-quality output.

While this works very nice for (not too complex) two dimensional plots, it requires considerably more effort than non-graphical documents. This is even more so for three dimensional plots. In other words: PGFPLOTS' three dimensional routines are slow. There are reasons for this and some of them may vanish in future versions. But one of these reasons is that \TeX has never been designed for complex visualisation techniques. Consider the image externalization routines mentioned in Section 7.1, in particular the `external` library to reduce typesetting time. Besides the speed limitations, three dimensional plots reach memory limits easily. Therefore, the plot complexity of three dimensional plots is limited to relatively coarse resolutions. Section 7.1 also discusses methods to extend the initial \TeX memory limits.

Another issue which arises in three dimensional visualization is depth. PGFPLOTS supports z buffering techniques up to a certain extend. It works pretty well for single scatter plots (`z buffer=sort`), mesh or surface plots (`z buffer=auto`) or parametric mesh and surface plots (`z buffer=sort`). However, it can't combine different `\addplot` commands, those will be drawn in the order of appearance. You may encounter the limitations sometimes. Maybe it will be improved in future versions.

If you decide that you need high complexity, speed and 100% reliable z buffers (depth information), you should consider using other visualization tools and return to PGFPLOTS in several years. If you can wait for a complex picture and you don't even see the limitations arising from z buffering limitations, you should use PGFPLOTS. Again, consider using the automatic picture externalization with the `external` library discussed in Section 7.1.

Enough for now, let's continue.

4.5.2 The `\addplot3` Command: Three Dimensional Coordinate Input

`\addplot3[<options>] <input data> <trailing path commands>;`

The `\addplot3` command is the main interface for any three dimensional plot. It works in the same way as its two dimensional variant `\addplot` which has been described in all detail in Section 4.2 on page 23.

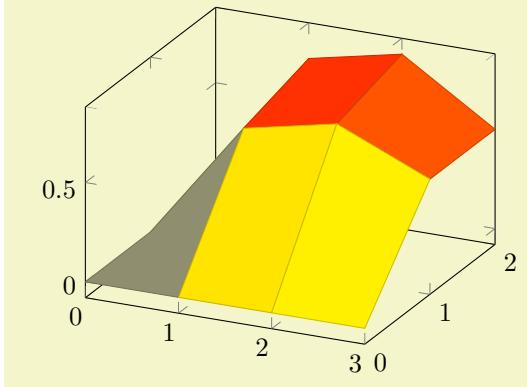
The `\addplot3` command accepts the same input methods as the `\addplot` variant, including expression plotting, coordinates, files and tables. However, a third coordinate is necessary for each of these methods which is usually straight-forward and is explained in all detail in the following.

Furthermore, `\addplot3` has a way to decide whether a *line* visualization or a *mesh* visualization has to be done. The first one is a map from one dimension into \mathbb{R}^3 and the latter one a map from two dimensions to \mathbb{R}^3 . Here, the keys `mesh/rows` and `mesh/cols` are used to define mesh sizes (matrix sizes). Usually, you don't have to care about that because the coordinate input routines already allow either one- or two-dimensional structure.

```
\addplot3 coordinates {<coordinate list>};  
\addplot3[<options>] coordinates {<coordinate list>} <trailing path commands>;
```

The `\addplot3 coordinates` method works like its two-dimensional variant, `\addplot coordinates` which is described in all detail on page 26:

A long list of coordinates $(\langle x \rangle, \langle y \rangle, \langle z \rangle)$ is expected, separated by white spaces. The input list can be either an unordered series of coordinates, for example for scatter or line plots. It can also have matrix structure, in which case an **empty line** (which is equivalent to “`\par`”) marks the end of one matrix row. Matrix structure can also be provided if one of **mesh/rows** or **mesh/cols** is provided explicitly.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
% this yields a 3x4 matrix:
\addplot3[surf] coordinates {
(0,0,0) (1,0,0) (2,0,0) (3,0,0)
(0,1,0) (1,1,0.6) (2,1,0.7) (3,1,0.5)
(0,2,0) (1,2,0.7) (2,2,0.8) (3,2,0.5)
};
\end{axis}
\end{tikzpicture}
```

Here, `\addplot3` reads a matrix with three rows and four columns. The **empty lines** separate one row from the following.

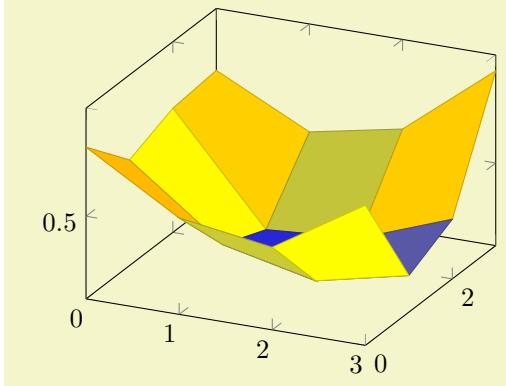
As for the two-dimensional **plot coordinates**, it is possible to provide (constant) mathematical expressions inside of single coordinates. The syntax $(\langle x \rangle, \langle y \rangle, \langle z \rangle) [(\text{meta})]$ can be used just as for two dimensional **plot coordinates** to provide explicit color data; error bars are also supported.

```
\addplot3 file {\<name>};
\addplot3[<options>] file {\<name>} <trailing path commands>;
```

The `\addplot3 file` input method is the same as `\addplot file` – it only expects one more coordinate. Thus, the input file contains x_i in the first column, y_i in the second column and z_i in the third.

A further column is read after z_i if `point meta=explicit` has been requested, see the documentation of `\addplot file` on page 51 for details.

As for `\addplot3 coordinates`, an **empty line** in the file marks the end of one matrix row.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
% We have 'plotdata/first3d.dat' with
% -----
% 0 0 0.8
% 1 0 0.56
% 2 0 0.5
% 3 0 0.75
%
% 0 1 0.6
% 1 1 0.3
% 2 1 0.21
% 3 1 0.3
%
% 0 2 0.68
% 1 2 0.22
% 2 2 0.25
% 3 2 0.4
%
% 0 3 0.7
% 1 3 0.5
% 2 3 0.58
% 3 3 0.9
% -> yields a 4x4 matrix:
\addplot3[surf] file {plotdata/first3d.dat};
\end{axis}
\end{tikzpicture}
```

For matrix data in files, it is important to specify the ordering in which the matrix entries have been written. The default configuration is `mesh/ordering=x varies`, so you need to change it to `mesh/ordering=y varies` in case you have columnwise ordering.

```
\addplot3 table [⟨column selection⟩] {⟨file⟩};  
\addplot3[⟨options⟩] table [⟨column selection⟩] {⟨file⟩} ⟨trailing path commands⟩;
```

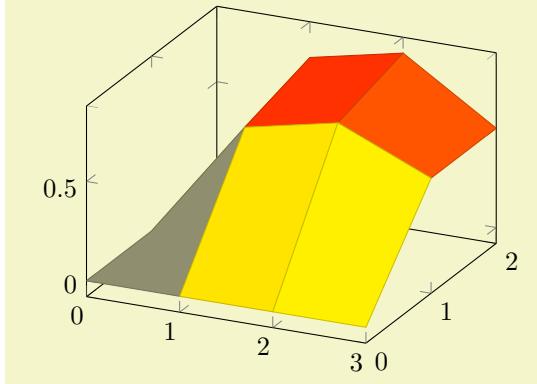
The `\addplot3 table` input works in the same way as its two dimensional counterpart `\addplot table`. It only expects a column for the z coordinates. Furthermore, it interprets empty input lines as end-of-row (more generally, end-of-scanline) markers, just as for `plot file`. The remark above about the `mesh/ordering` applies here as well.

```
/pgfplots/mesh/rows={⟨integer⟩}  
/pgfplots/mesh/cols={⟨integer⟩}
```

For visualization of mesh or surface plots which need some sort of matrix input, the dimensions of the input matrix need to be known in order to visualize the plots correctly. The matrix structure may be known from end-of-row marks (`empty lines` as general end-of-scanline markers in the input stream) as has been described above.

If the matrix structure is not yet known, it is necessary to provide at least one of `mesh/rows` or `mesh/cols` where `mesh/rows` indicates the number of samples for y coordinates whereas `mesh/cols` is the number of samples used for x coordinates (see also `mesh/ordering`).

Thus, the following example is also a valid method to define an input matrix.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
  \begin{axis}  
    % this yields also a 3x4 matrix:  
    \addplot3[surf,mesh/rows=3] coordinates {  
      (0,0,0) (1,0,0) (2,0,0) (3,0,0)  
      (0,1,0) (1,1,0.6) (2,1,0.7) (3,1,0.5)  
      (0,2,0) (1,2,0.7) (2,2,0.8) (3,2,0.5)  
    };  
  \end{axis}  
\end{tikzpicture}
```

It is enough to supply one of `mesh/rows` or `mesh/cols` – the missing value will be determined automatically.

If you provide one of `mesh/rows` or `mesh/cols`, any end-of-row marker seen inside of input files or coordinate streams will be ignored.

```
/pgfplots/mesh/scanline verbose=true|false
```

(initially false)

Provides debug messages in the L^AT_EX output about end-of-scanline markers.

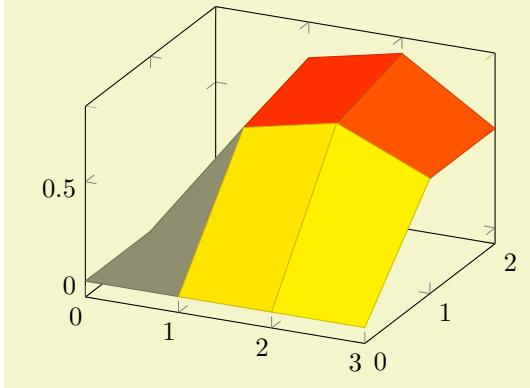
The message will tell whether end-of-scanlines have been found and if they are the same.

```
/pgfplots/mesh/ordering=x varies|y varies|rowwise|colwise
```

(initially x varies)

Allows to configure the sequence in which matrices (meshes) are read from `\addplot3 coordinates`, `\addplot3 file` or `\addplot3 table`.

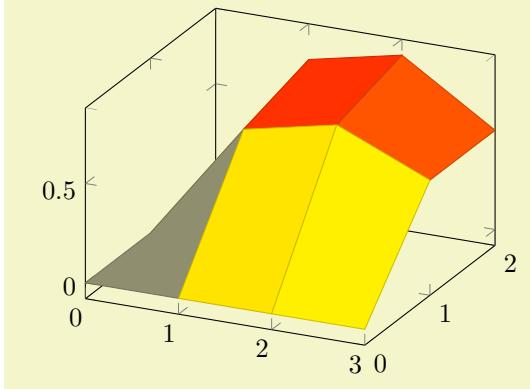
Here, `x varies` means a sequence of points where $n=\text{mesh/cols}$ successive points have the y coordinate fixed. This is intuitive when you write down a function because x is horizontal and y vertical. Note that in matrix terminology, x refers to *column indices* whereas y refers to *row indices*. Thus, `x varies` is equivalent to `rowwise` ordering in this sense. This is the initial configuration.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[mesh/ordering=x varies]
    % this yields a 3x4 matrix in 'x varies'
    % ordering:
    \addplot3[surf] coordinates {
        (0,0,0) (1,0,0) (2,0,0) (3,0,0)
        (0,1,0) (1,1,0.6) (2,1,0.7) (3,1,0.5)
        (0,2,0) (1,2,0.7) (2,2,0.8) (3,2,0.5)
    };
\end{axis}
\end{tikzpicture}
```

Note that `mesh/ordering` is mandatory, even though the size of the matrix can be provided in different ways. The example above uses `empty lines` to mark scanlines. One could also say `mesh/rows=3` and omit the `empty lines`.

Consequently, `mesh/ordering=y varies` provides points such that successive $m=\text{mesh/rows}$ points form a column, i.e. the x coordinate is fixed and the y coordinate changes. In this sense, `y varies` is equivalent to `colwise` ordering, it is actually a matrix transposition.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[mesh/ordering=y varies]
    % this yields a 3x4 matrix in colwise ordering:
    \addplot3[surf] coordinates {
        (0,0,0) (0,1,0) (0,2,0)
        (1,0,0) (1,1,0.6) (1,2,0.7)
        (2,0,0) (2,1,0.7) (2,2,0.8)
        (3,0,0) (3,1,0.5) (3,2,0.5)
    };
\end{axis}
\end{tikzpicture}
```

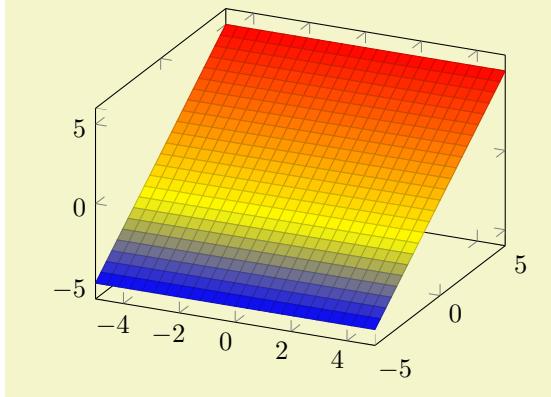
Again, note the subtle difference to the common matrix indexing where a column has the second index fixed. PGFPLOTS refers to the way one would write down a function on a sheet of paper (this is consistent with how Matlab (R) displays discrete functions with matrices).

```
\addplot3 {\mathit{math expression}} ;
\addplot3[\mathit{options}]{\mathit{math expression}} \mathit{trailing path commands};
```

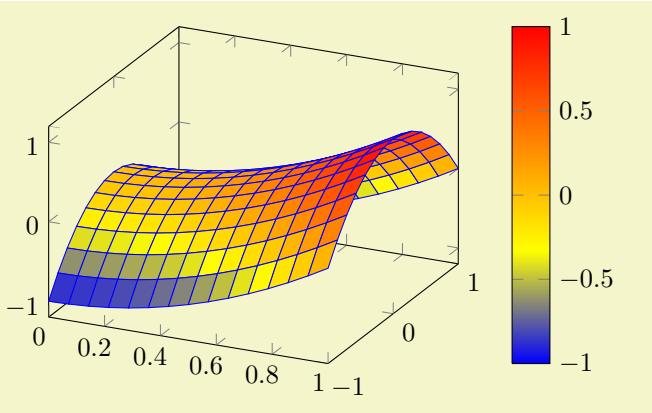
Expression plotting also works in the same way as for two dimensional plots. Now, however, a two dimensional mesh is sampled instead of a single line, which may depend on `x` and `y`.

The method `\addplot3 {\mathit{math expr}}` visualizes the function $f(x, y) = \mathit{math expr}$ where $f: [x_1, x_2] \times [y_1, y_2] \rightarrow \mathbb{R}$. The interval $[x_1, x_2]$ is determined using the `domain` key, for example using `domain=0:1`. The interval $[y_1, y_2]$ is determined using the `y domain` key. If `y domain` is empty, $[y_1, y_2] = [x_1, x_2]$ will be assumed. If `y domain=0:0` (or any other interval of length zero), it is assumed that the plot does not depend on `y` (thus, it is a line plot).

The number of samples in x direction is set using the `samples` key. The number of samples in y direction is set using the `samples y` key. If `samples y` is not set, the same value as for x is used. If `samples y` ≤ 1 , it is assumed that the plot does not depend on `y` (meaning it is a line plot).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot3[surf] {y};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colorbar]
    \addplot3
      [surf,faceted color=blue,
       samples=15,
       domain=0:1,y domain=-1:1]
      {x^2 - y^2};
  \end{axis}
\end{tikzpicture}
```

Expression plotting sets `mesh/rows` and `mesh/cols` automatically; these settings don't have any effect for expression plotting.

```
\addplot3 expression {<math expression>};
\addplot3[<options>] expression {<math expression>} <trailing path commands>;
```

The syntax

```
\addplot3 {<math expression>};
```

as short-hand equivalent for

```
\addplot3 expression {<math expression>};
```

```
\addplot3 (<x expression>,<y expression>,<z expression>);
```

```
\addplot3[<options>] (<x expression>,<y expression>,<z expression>) <trailing path commands>;
```

A variant of `\addplot3 expression` which allows to provide different coordinate expressions for the x , y and z coordinates. This can be used to generate parametrized plots.

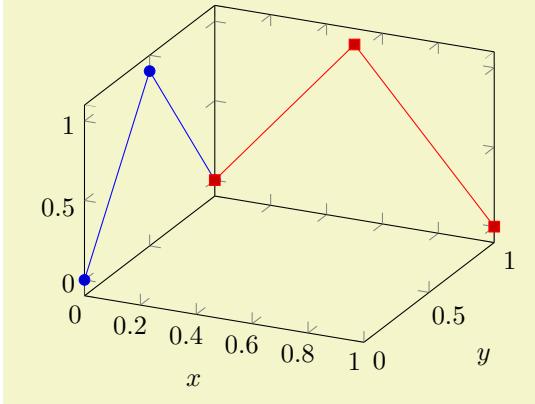
Please note that `\addplot3 (x,y,x^2)` is equivalent to `\addplot3 expression {x^2}`.

Note further that since the complete point expression is surrounded by round braces, round braces inside of $\langle x \text{ expression} \rangle$, $\langle y \text{ expression} \rangle$ or $\langle z \text{ expression} \rangle$ need to be treated specially. Surround the expressions (which contain round braces) with curly braces:

```
\addplot3 ({<x expr>}, {<y expr>}, {<z expr>});
```

4.5.3 Line Plots

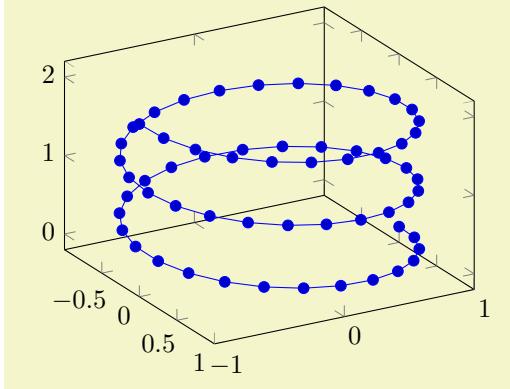
Three dimensional line plots are generated if the input source has no matrix structure. Line plots take the input coordinates and connect them in the order of appearance.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[ xlabel=$x$,ylabel=$y$]
\addplot3 coordinates {(0,0,0) (0,0.5,1) (0,1,0)};
\addplot3 coordinates {(0,1,0) (0.5,1,1) (1,1,0.4)};
\end{axis}
\end{tikzpicture}
```

If there is no value for neither `mesh/rows` nor `mesh/cols` or if one of them is 1, PGFPLOTS will draw a line plot. This is also the case if there is no end-of-scanline marker (`empty line`) in the input stream.

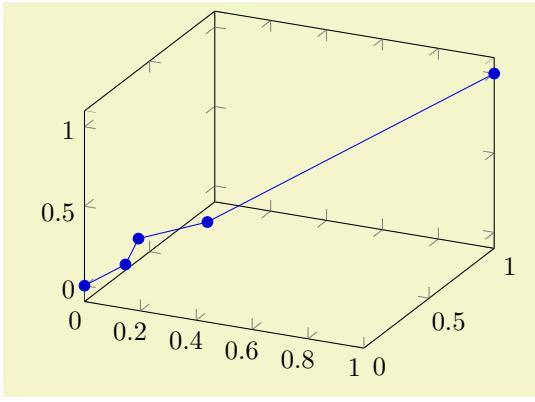
For `\addplot3 expression`, this requires to set `samples y=0` to disable the generation of a mesh.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3+[domain=0:5*pi,samples=60,samples y=0]
({sin(deg(x))},
 {cos(deg(x))},
 {2*x/(5*pi)});
\end{axis}
\end{tikzpicture}
```

The example above is a parametric plot by expression, i.e. it has three distinct expressions for x , y , and z .

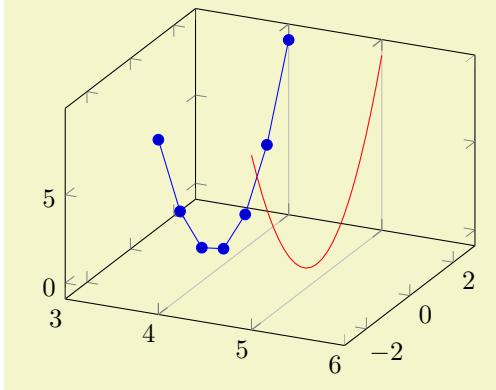
Line plots in three dimensions are also possible for data plots (tables). The most simple case is if you simply provide a series of three-dimensional coordinates which will be connected in the order of appearance:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3 table {
x y z
0 0 0
0.1 0.1 0.1
0.1 0.2 0.2
0.3 0.3 0.3
1 1 1
};
\end{axis}
\end{tikzpicture}
```

Note that this plot implicitly has `mesh/rows=1` because it has no end-of-scanline markers (`empty lines`). If in doubt, you can set `mesh/rows=1` explicitly to tell PGFPLOTS that you have one-dimensional data (and not a matrix).

Line plots from data files are also possible if the data files only contains two coordinates – and the third should be provided somehow. In this case, the `table/x expr` feature comes into play: it allows to combine data plots and math expressions:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xmin=3,xmax=6,
    extra x ticks={4,5},
    extra x tick style={xticklabel=\empty,grid=major}
]
\addplot3 table[x expr=4,y=a,z=b] {
a   b
-3  9
-2  4
-1  1
0   0
1   1
2   4
3   9
};
\addplot3[red,domain=-3:3,samples y=0] (5,x,x^2);
\end{axis}
\end{tikzpicture}
```

Here, we have two plots in one axis: one data plot from a data table with just two coordinates and one parametric plot. Both denote the same two functions. For the data plot, `x expr=4` assigns the x coordinate, and `y=a,z=b` define how the input columns map to coordinates. Again, the plot implicitly uses `mesh/rows=1` since there is no end-of-scanline marker. The second plot does the same with the short-handed notation `(5,x,x^2)`. It only samples one-dimensional data due to `samples y=0`. Finally, `extra x ticks` configures two additional ticks for the x axis; this is used to display grid lines for these specific ticks. The `xticklabel=\empty` argument avoids overprinted x tick labels at positions $x \in \{4, 5\}$.

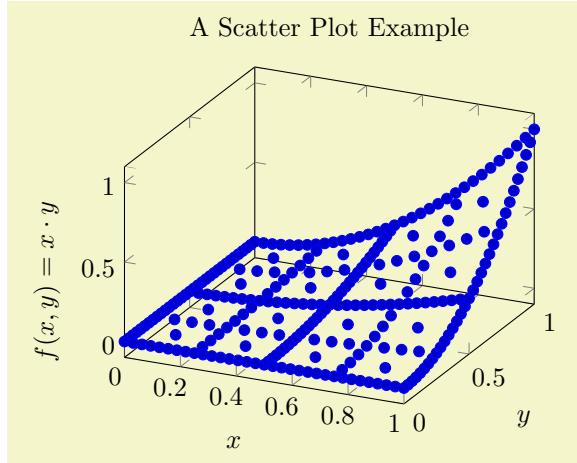
Three dimensional line plots will usually employ lines to connect points (i.e. the initial `sharp plot` handler of TikZ). The `smooth` method of TikZ might also prove be an option. Note that no piecewise constant plot, comb or bar plot handler is supported for three dimensional axes.

4.5.4 Scatter Plots

Three dimensional scatter plots have the same interface as for two dimensional scatter plots, so all examples of Section 4.4.10 can be used for the three dimensional case as well. The key features are to use `only marks` and/or `scatter` as plot styles.

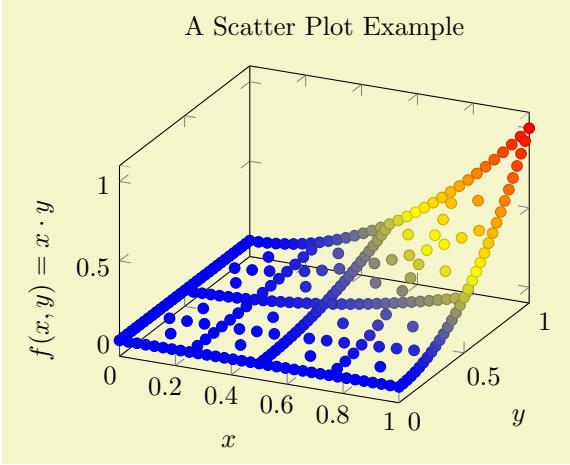
We provide some more examples which are specific for the three dimensional case.

Our first example uses `only marks` to place the current plot `mark` at each input position:



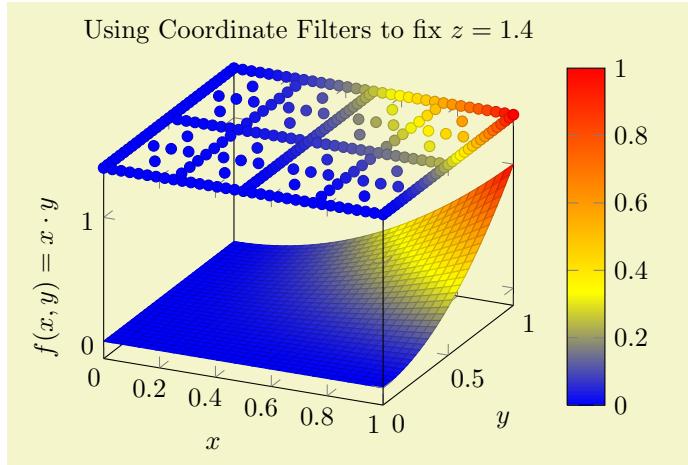
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=$x$,
    ylabel=$y$,
    zlabel={$f(x,y) = x \cdot y$},
    title=A Scatter Plot Example]
% 'pgfplotsexample4_grid.dat' contains a
% large sequence of input points of the form
% x_0   x_1   f(x)
% 0     0     0
% 0     0.03125 0
% 0     0.0625 0
% 0     0.09375 0
% 0     0.125 0
% 0     0.15625 0
\addplot3+[only marks] table
{plotdata/pgfplotsexample4_grid.dat};
\end{axis}
\end{tikzpicture}
```

If we add the key `scatter`, the plot mark will also use the colors of the current `colormap`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    xlabel=$x$,
    ylabel=$y$,
    zlabel={$f(x,y) = x \cdot y$},
    title=A Scatter Plot Example]
    \addplot3[only marks,scatter] table
      {plotdata/pgfplotsexample4_grid.dat};
  \end{axis}
\end{tikzpicture}
```

A more sophisticated example is to draw the approximated function as a `surf` plot (which requires matrix data) and the underlying grid (which is `scattered` data) somewhere into the same axis. We choose to place the (x, y) grid points at $z = 1.4$. Furthermore, we want the grid points to be colored according to the value of column $f(x)$ in the input table:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    3d box,
    zmax=1.4,
    colorbar,
    xlabel=$x$,
    ylabel=$y$,
    zlabel={$f(x,y) = x \cdot y$},
    title={Using Coordinate Filters to fix $z=1.4$}]
    % 'pgfplotsexample4.dat' contains similar data as in
    % 'pgfplotsexample4_grid.dat', but it uses a uniform
    % matrix structure (same number of points in every scanline).
    % See examples above for extracts.
    \addplot3[surf, mesh/ordering=y varies]
      table {plotdata/pgfplotsexample4.dat};
    \addplot3[scatter, scatter src=\thisrow{f(x)},only marks, z filter/.code={\def\pgfmathresult{1.4}}]
      table {plotdata/pgfplotsexample4_grid.dat};
  \end{axis}
\end{tikzpicture}
```

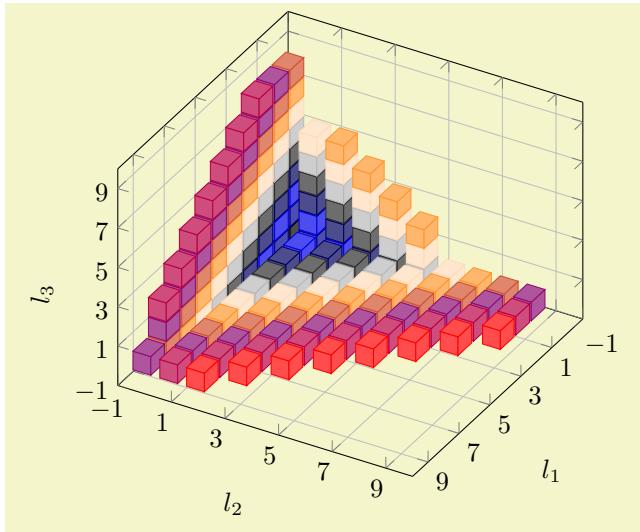
We used `z filter` to fix the z coordinate to 1.4. We could also have used the `table/z expr=1.4` feature

```
\addplot3[scatter, scatter src=\thisrow{f(x)},only marks]
  table[z expr=1.4] {plotdata/pgfplotsexample4_grid.dat};
```

to get exactly the same effect. Choose whatever you like best. The `z filter` works for every coordinate input routine, the `z expr` feature is only available for `plot table`.

The following example uses `mark=cube*` and `z buffer=sort` to place boxes at each input coordinate. The color for each box is determined by `point meta={x+y+3}`. The remaining keys are just for pretty

printing.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    view={120}{40},
    width=220pt,
    height=220pt,
    grid=major,
    z buffer=sort,
    xmin=-1,xmax=9,
    ymin=-1,ymax=9,
    zmin=-1,zmax=9,
    enlargelimits=upper,
    xtick={-1,1,...,19},
    ytick={-1,1,...,19},
    ztick={-1,1,...,19},
    xlabel={$l_1$},
    ylabel={$l_2$},
    zlabel={$l_3$},
    point meta={x+y+z+3},
    colormap={summap}{
        color=(black); color=(blue);
        color=(black); color=(white)
        color=(orange) color=(violet)
        color=(red)
    },
    scatter/use mapped color={
        draw=mapped color,fill=mapped color!70},
]
% 'pgfplots_scatter4.dat' contains a large sequence of
% the form
%   l_0   l_1   l_2
%   1     6     -1
%  -1    -1    -1
%   0    -1    -1
%  -1     0    -1
%  -1    -1     0
%   1    -1    -1
%   0     0    -1
%   0    -1     0
\addplot3[only marks,scatter,mark=cube*,mark size=7]
    table {plotdata/pgfplots_scatterdata4.dat};

\end{axis}
\end{tikzpicture}
```

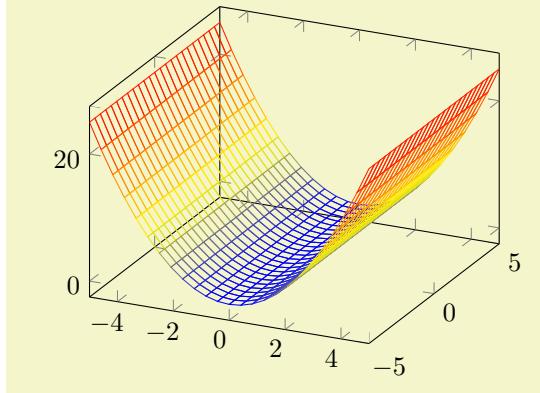
4.5.5 Mesh Plots

/pgfplots/mesh

(no value)

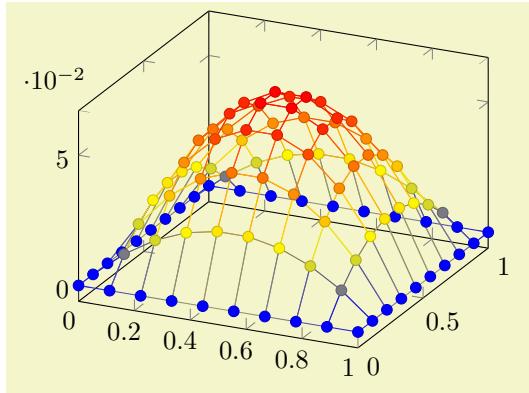
```
\addplot+[mesh]
```

A mesh plot uses different colors for each mesh segment. The color is determined using a “color coordinate” which is also called “meta data” throughout this document. It is the same data which is used for surface and scatter plots as well, see Section 4.7. In the initial configuration, the “color coordinate” is the z axis (or the y axis for two dimensional plots). This color coordinate is mapped linearly into the current color map to determine the color for each mesh segment. Thus, if the smallest occurring color data is, say, -1 and the largest is 42 , points with color data -1 will get the color at the lower end of the color map and points with color data 42 the color of the upper end of the color map.

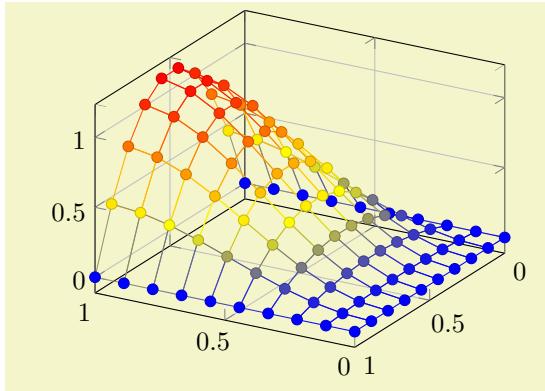


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[mesh] {x^2};
\end{axis}
\end{tikzpicture}
```

A mesh plot can be combined with markers or with the `scatter` key which also draws markers in different colors.

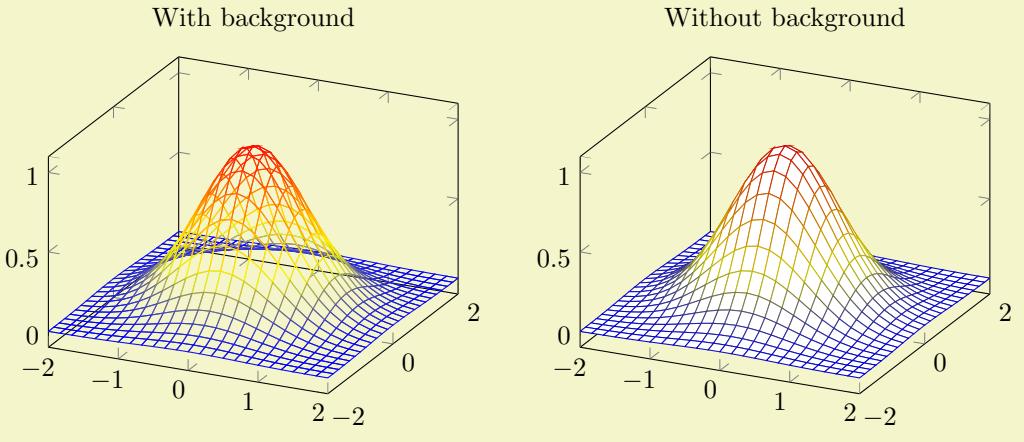


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3+[mesh,scatter,samples=10,domain=0:1]
{x*(1-x)*y*(1-y)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[grid=major,view={210}{30}]
\addplot3+[mesh,scatter,samples=10,domain=0:1]
{5*x*sin(2*deg(x)) * y*(1-y)};
\end{axis}
\end{tikzpicture}
```

Occasionally, one may want to hide the background mesh segments. This can be realized using the `surf` plot handler (see below) and a specific fill color:

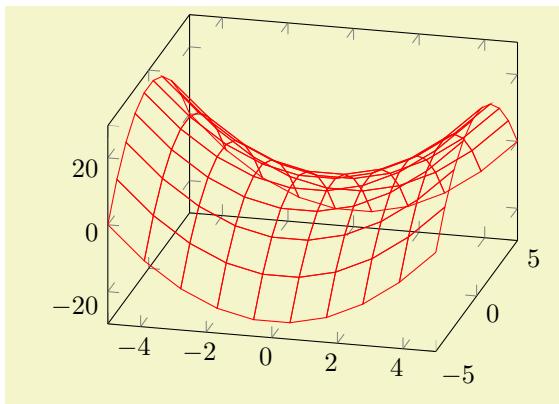


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[title=With background]
    \addplot3[mesh,domain=-2:2] {exp(-x^2-y^2)};
  \end{axis}
\end{tikzpicture}
\begin{tikzpicture}
  \begin{axis}[title=Without background]
    \addplot3[surf,fill=white,domain=-2:2] {exp(-x^2-y^2)};
  \end{axis}
\end{tikzpicture}
```

The fill color needs to be provided explicitly.

Details:

- A mesh plot uses the same implementation as `shader=flat` to get one color for each single segment. Thus, if `shader=flat mean`, the color for a segment is determined using the *mean* of the color data of adjacent vertices. If `shader=flat corner`, the color of a segment is the color of *one* adjacent vertex.
- As soon as `mesh` is activated, `color=mapped color` is installed. This is *necessary* unless one needs a different color – but `mapped color` is the only color which reflects the color data. It is possible to use a different color using the `color=<color name>` as for any other plot.
- It is easily possible to add `mark=<marker name>` to mesh plots, `scatter` is also possible. Scatter plots will use the same color data as for the mesh.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/az=14]
    \addplot3[mesh,draw=red,samples=10] {x^2-y^2};
  \end{axis}
\end{tikzpicture}
```

Mesh plots use the `mesh legend` style to typeset legend images.

`/pgfplots/mesh/check=false|warning|error`

(initially `error`)

Allows to configure whether an error is generated if `mesh/rows × mesh/cols` does not equal the total number of coordinates.

If you know exactly what you are doing, it may be useful to disable the check. If you are unsure, it is best to leave the initial setting.

```
/pgfplots/z buffer=default|none|auto|sort|reverse x seq|reverse y seq|reverse xy seq (initially default)
```

This key allows to choose between different z buffering strategies. A z buffer determines which parts of an image should be drawn in front of other parts. Since both, the graphics packages PGF and the final document format `.pdf` are inherently two dimensional, this work has to be done in `TEX`. Currently, several (fast) heuristics can be used which work reasonably well for simple mesh- and surface plots. Furthermore, there is a (time consuming) sorting method which also works if the fast heuristics fails.

The z buffering algorithms of PGFPLOTS apply only to a single `\addplot` command. Different `\addplot` commands will be drawn on top of each other, in the order of appearance.

The choice `default` checks if we are currently working with a mesh or surface plot and uses `auto` in this case. If not, it sets `z buffer=none`.

The choice `none` disables z buffering. This is also the case for two dimensional axes which don't need z buffering.

The choice `auto` is the initial value for any mesh or surface plot: it uses a very fast heuristics to decide how to realize z buffering for mesh and surface plots. The idea is to reverse either the sequence of all x coordinates, or those of all y coordinates, or both. For regular meshes, this suffices to provide z buffering. In other words: the choice `auto` will use one of the three reverse strategies `reverse * seq` (or none at all). The choice `auto`, applied to `patch` plots, uses `z buffer=sort` since `patch` plots have no matrix structure.

The choice `sort` can be used for scatter, line, mesh, surface and patch plots. It sorts according to the depth of each point (or mesh segment). Sorting in `TEX` uses a slow algorithm and may require a lot of memory (although it has the expected runtime asymptotics $\mathcal{O}(N \log N)$). The depth of a mesh segment is just *one* number, currently determined as *mean* over the vertex depths. Since `z buffer=sort` is actually just a more intelligent way of drawing mesh segments on top of each other, it may still fail. Failure can occur if mesh segments are large and overlap at different parts of the segment (see Wikipedia "Painter's algorithm"). If you experience problems of this sort, consider reducing the mesh width (the mesh element size) such that they can be sorted independently (for example automatically using `patch refines=2`, see the `patchplots` library).

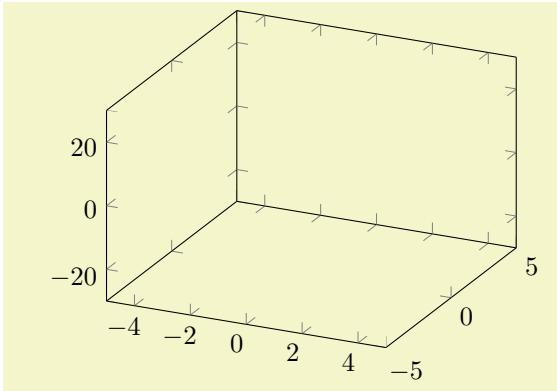
The remaining choices apply only to mesh/surface plots (i.e. for matrix data) and do nothing more than their name indicates: they reverse the coordinate sequences of the input matrix (using quasi linear runtime). They should only be used in conjunction by `z buffer=auto`.

4.5.6 Surface Plots

```
/pgfplots/surf (no value)
```

```
\addplot+[surf]
```

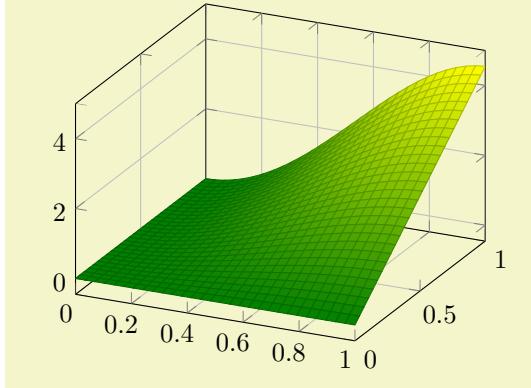
A surface plot visualizes a two dimensional, single patch using different fill colors for each patch segment. Each patch segment is a (pseudo) rectangle, that means input data is given in form of a data matrix as is discussed in the introductory section about three dimensional coordinates, 4.5.2.



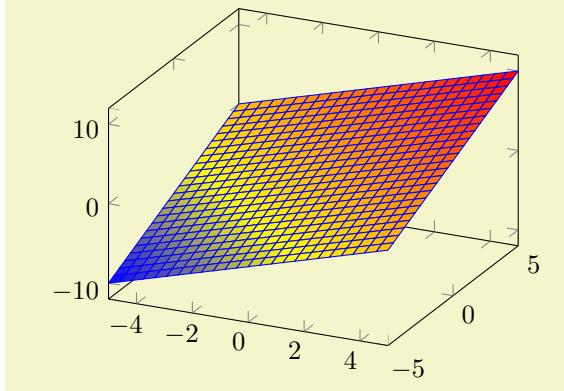
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=interp] {x*y};
\end{axis}
\end{tikzpicture}
```

The simplest way to generate surface plots is to use the plot expression feature, but – as discussed in Section 4.5.2 – other input methods like `\addplot3 table` or `\addplot3 coordinates` are also possible.

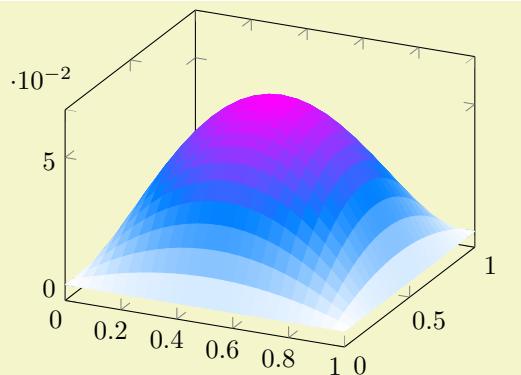
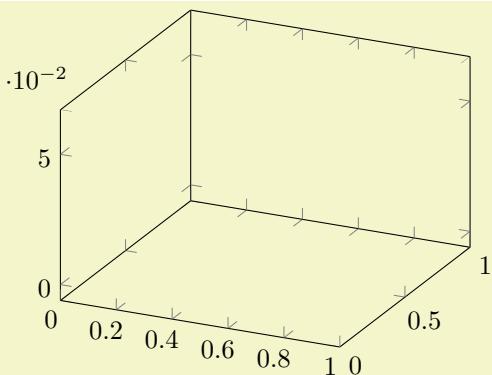
The appearance can be configured using `colormaps`, the value of the `shader`, `faceted color` keys and the current `color` and/or `draw/fill` color. As for `mesh` plots, the special `color=mapped color` is installed for the faces. The stroking color for faceted plots can be set with `faceted color` (see below for details).



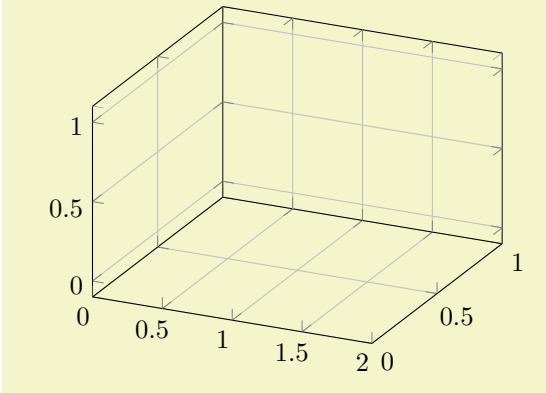
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    grid=major,
    colormap/greenyellow]
    \addplot3[surf,samples=30,domain=0:1]
      {5*x*sin(2*deg(x)) * y};
  \end{axis}
\end{tikzpicture}
```



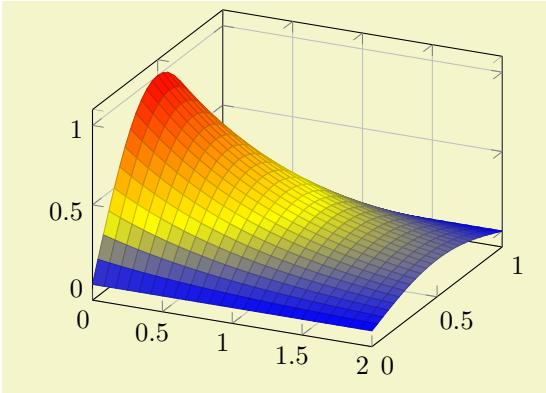
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot3[surf,faceted color=blue] {x+y};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colormap/cool]
    \addplot3[surf,samples=10,domain=0:1,
      shader=interp]
      {x*(1-x)*y*(1-y)};
  \end{axis}
\end{tikzpicture}
\begin{tikzpicture}
  \begin{axis}[colormap/cool]
    \addplot3[surf,samples=25,domain=0:1,
      shader=flat]
      {x*(1-x)*y*(1-y)};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[grid=major]
    \addplot3[surf,shader=interp,
      samples=25,domain=0:2,y domain=0:1]
      {exp(-x) * sin(pi*deg(y))};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[grid=major]
    \addplot3[surf,shader=faceted,
      samples=25,domain=0:2,y domain=0:1]
      {exp(-x) * sin(pi*deg(y))};
  \end{axis}
\end{tikzpicture}
```

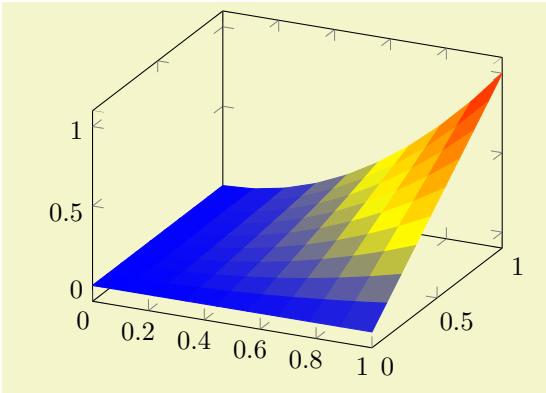
Details about the shading algorithm are provided below in the documentation of `shader`.

Surface plots use the `mesh legend` style to create legend images.

/pgfplots/`shader`=flat|interp|faceted|flat corner|flat mean|faceted interp (initially faceted)

Configures the shader used for surface plots. The shader determines how the color data available at each single vertex is used to fill the surface patch.

The simplest choice is to use one fill color for each segment, the choice `flat`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot3[surf,shader=flat,
      samples=10,domain=0:1]
      {x^2*y};
  \end{axis}
\end{tikzpicture}
```

There are (currently) two possibilities to determine the single color for every segment:

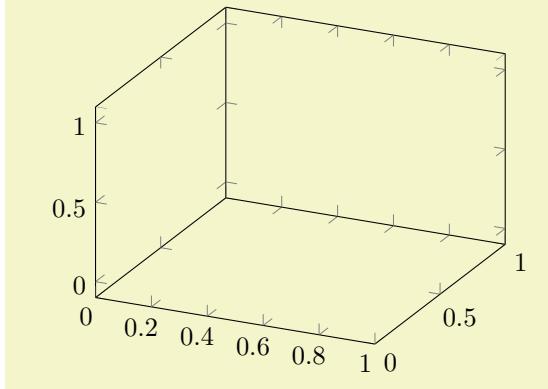
`flat corner` Uses the color data of one vertex to color the segment. It is not defined which vertex is used here²².

`flat mean` Uses the mean of all four color data values as segment color. This is the initial value as it provides symmetric colors for symmetric functions.

The choice `flat` is actually the same as `flat mean`. Please note that `shader=flat mean` and `shader=flat corner` also influence mesh plots – the choices determine the mesh segment color.

²²PGFPLOTS just uses the last vertex encountered in its internal processings – but after any z buffer re-orderings.

Another choice is `shader=interp` which uses Gouraud shading (smooth linear interpolation of two triangles approximating rectangles) to fill the segments.

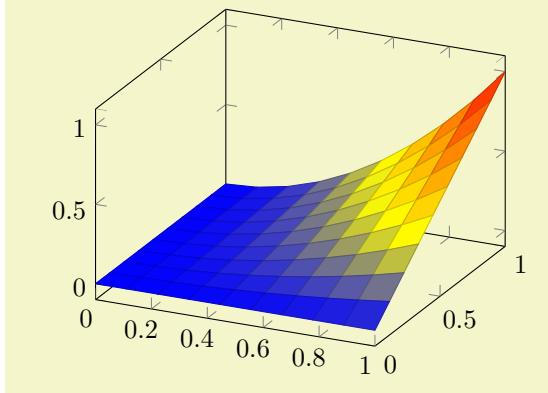


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=interp,
samples=10,domain=0:1]
{x^2*y};
\end{axis}
\end{tikzpicture}
```

The `shader=interp` employs a low-level shading implementation which is currently (only) available for the postscript driver `pgfsys-dvips.def` and the pdflatex driver `pgfsys-pdf.tex.def`. For other drivers, the choice `shader=interp` will result in a warning and is equivalent to `shader=flat` mean. See also below for detail remarks.

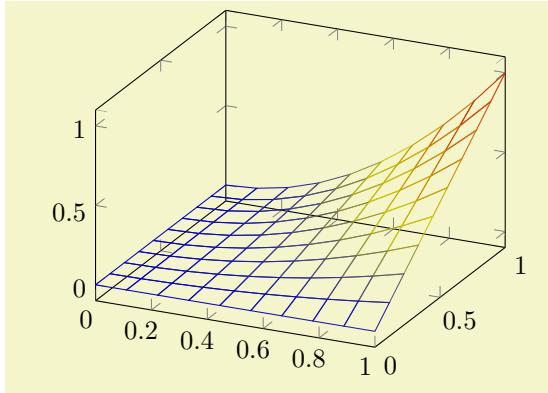
Note that `shader=interp,patch type=bilinear` allows real bilinear interpolation, see the `patchplots` library.

The choice `shader=faceted` uses a constant fill color for every mesh segment (as for `flat`) and the value of the key `/pgfplots/faceted color` to draw the connecting mesh elements:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=faceted,
samples=10,domain=0:1]
{x^2*y};
\end{axis}
\end{tikzpicture}
```

The last choice is `shader=faceted interp`. As the name suggests, it is a mixture of `interp` and `faceted` in the sense that each element is shaded using linear triangle interpolation (see also the `patchplots` library for bilinear interpolation) in the same way as for `interp`, but additionally, the edges are colored in `faceted color`:



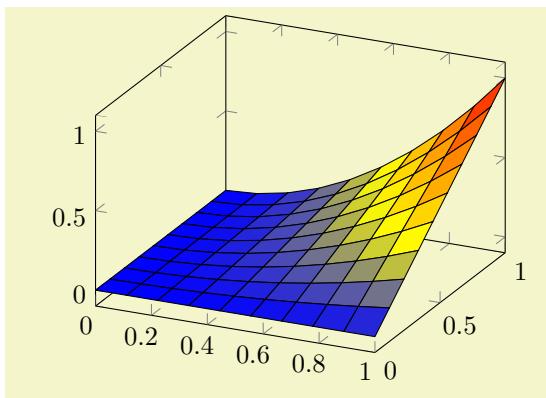
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=faceted interp,
samples=10,domain=0:1]
{x^2*y};
\end{axis}
\end{tikzpicture}
```

In principle, there is nothing wrong with the idea as such, and it looks quite good – but it enlarges the resulting pdf document considerably and might take a long time to render. It works as follows: for

every mesh element (either triangle for `patch` plots or rectangle for lattice plots), it creates a low level shading. It then fills the single mesh element with that shading, and strokes the edges with `faceted color`. The declaration of that many low level shadings is rather inefficient in terms of pdf objects (large output files) and might render slowly²³. For orthogonal plots (like `view={0}{90}`), the effect of `faceted interp` can be gained with less cost if one uses two separate `\addplot` commands: one with `surf` and one with `mesh`. Handle this choice with care.

Details:

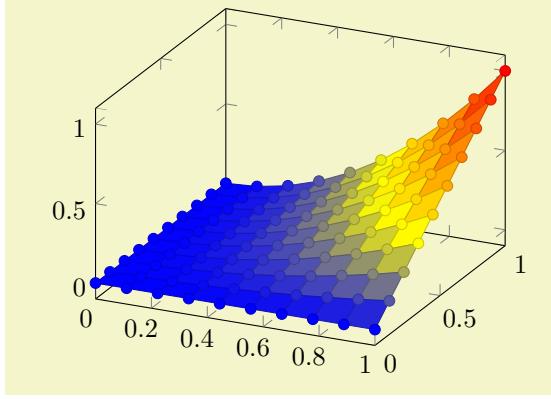
- All shaders support `z buffer=sort` (starting with version 1.4)
- The choice `shader=faceted` is the same as `shader=flat` – except that it uses a special draw color. So, `shader=faceted` has the same effect as
`shader=flat,draw=\pgfkeysvalueof{/pgfplots/faceted color}`.
- The `flat` shader uses the current `draw` and `fill` colors. They are set with `color=mapped color` and can be overruled with `draw=(draw color)` and `fill=(fill color)`. The `mapped color` always contains the color of the color map.
- You easily add `mark=(plot mark)` to mesh and/or surface plots or even colored plot marks with `scatter`. The scatter plot feature will use the same color data as for the surface.
 But: Markers and surfaces do not share the same depth information. They are drawn on top of each other.
- Remarks on `shader=interp`:
 - It uses the current color map in any case, ignoring `draw` and `fill`.
 - For surface plots with lots of points, `shader=interp` produces smaller pdf documents, requires less compilation time in TeX and requires less time to display in Acrobat Reader than `shader=flat`.
 - The postscript driver *truncates* coordinates to 24 bit – which might result in a loss of precision (the truncation is not very intelligent). See the `surf shading/precision` key for details. To improve compatibility, this 24 bit truncation algorithm is enabled by default also for pdf documents.
 - The choice `shader=interp` works well with either Acrobat Reader or recent versions of free viewers²⁴. However, some free viewers show colors incorrectly (like evince). I hope this message will soon become outdated... if not, provide bug reports to the Linux community to communicate the need to improve support for Type 4 (`patch`) and Type 5 pdf (`surf`) and Type 7 (`patch`) and elements of the `patchplots` library shadings.
 - The `interp` shader yields the same outcome as `faceted interp,faceted color=none`, although `faceted interp` requires much more resources.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=flat,
          draw=black,
          samples=10,domain=0:1]
          {x^2*y};
\end{axis}
\end{tikzpicture}
```

²³My experience is as follows: Acrobat reader can efficiently render huge `interp` shadings. But it is very slow for `faceted interp` shadings. Linux viewers like xpdf are reasonably efficient for `interp` (at least with my bugfixes to libpoppler) and are also fast for `faceted interp` shadings.

²⁴The author of this package has submitted bugfixes to xpdf/libpoppler which should be part of the current stable versions of many viewers.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot3[surf,shader=faceted,
      scatter,mark=*,samples=10,domain=0:1]
      {x^2*y};
  \end{axis}
\end{tikzpicture}
```

/pgfplots/faceted color={<color name>}

(initially mapped color!80!black)

Defines the color to be used for meshes of faceted surface plots.

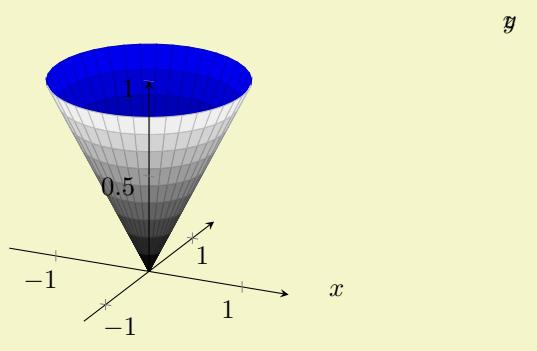
Set `faceted color=none` to disable edge colors.

/pgfplots/mesh/interior colormap={<map name>}{<colormap specification>}

/pgfplots/mesh/interior colormap name={<map name>}

Allows to use a different `colormap` for the “other side” of the surface.

Each mesh has two sides: one which “points” to the view’s origin and one which points away from it. This key allows to define a second `colormap` for the side which points away from the view’s origin. The motivation is to distinguish between the outer side and the interior parts of a surface:

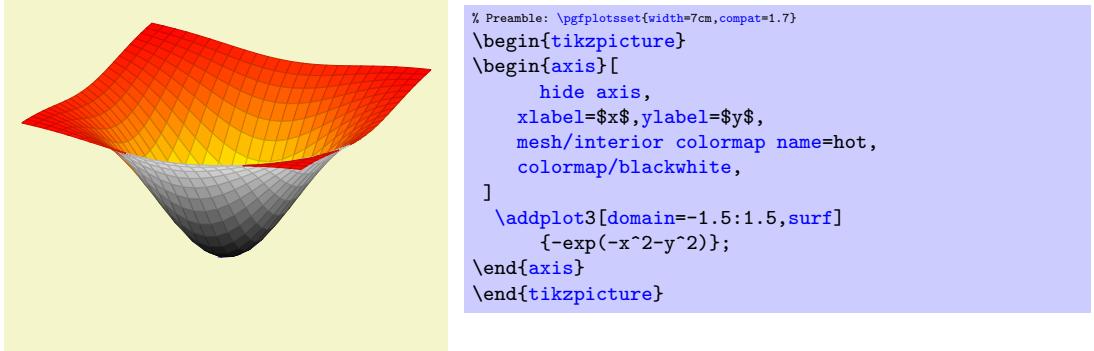


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  axis lines=center,
  axis on top,
  xlabel={$x$}, ylabel={$y$}, zlabel={$z$},
  domain=0:1,
  y domain=0:2*pi,
  xmin=-1.5, xmax=1.5,
  ymin=-1.5, ymax=1.5, zmin=0.0,
  mesh/interior colormap=
    {blueblack}{color=(black) color=(blue)},
  colormap/blackwhite,
  samples=10,
  samples y=40,
  z buffer=sort,
]
\addplot3[surf]
  ({x*cos(deg(y))},{x*sin(deg(y))},{x});
\end{axis}
\end{tikzpicture}
```

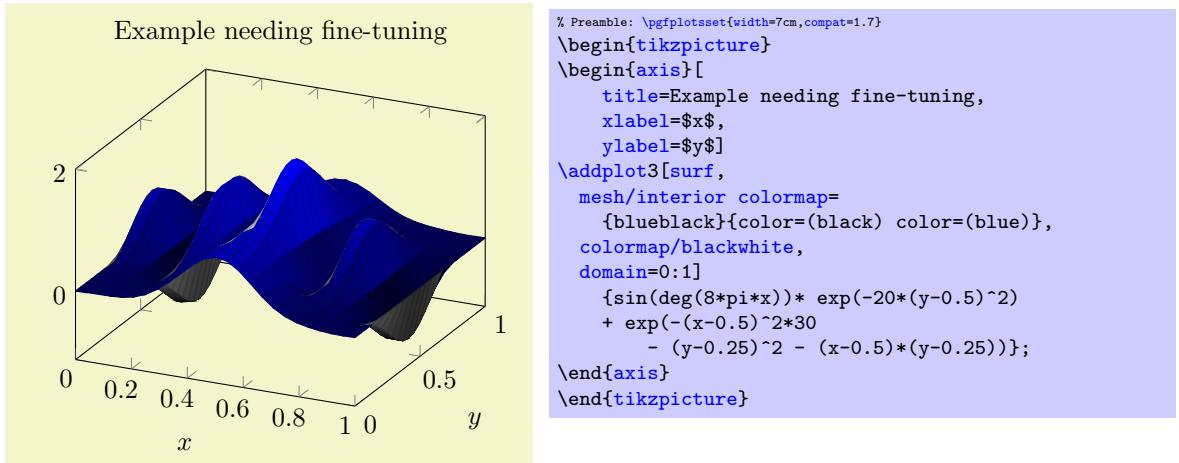
The `interior colormap` is often the one for the “inner side”. However, the orientation of the surface depends on its normal vectors: PGFPLTS computes them using the right-hand-rule. The right-hand-rule applied to a triangle means to take the first encountered point, point the thumb in direction of the second point and the first finger in direction of the third point. Then, the normal for that triangle is the

third finger (i.e. the cross-product of the involved oriented edges). For rectangular patches, PGFPLTS uses the normal of one of its triangles²⁵. Consequently, `mesh/interior colormap` will only work if the involved patch segments are consistently oriented.

A patch whose normal vector points into the same direction as the view direction uses the standard `colormap name`. A patch whose normal vector points into the opposite direction (i.e. in direction of the viewport) uses `mesh/interior colormap`.

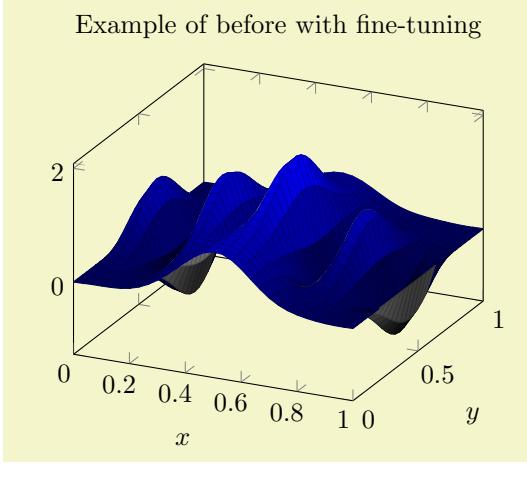


The implementation of `mesh/interior colormap` works well for most examples; in particular, if the number of samples is large enough to resolve the boundary between inner and outer colormap. However, it might still produce spurious artifacts:



The previous example has need for improvement with respect to a couple of aspects: first, it has small overshoots near some of the meshes vertices (especially on top of the hills). These can be fixed using `miter limit=1`. Second, the boundary between blue and black is incorrect. This can be improved by means of an increased sampling density (`samples=31`). In addition, we can configure PGFPLTS to move the boundary between the two colormaps in favor of the blue region using `mesh/interior colormap thresh` as follows:

²⁵This may change in future versions.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Example of before with fine-tuning,
    xlabel=$x$,
    ylabel=$y$]
\addplot3[surf,
    mesh/interior colormap=
        {blueblack}{color=(black) color=(blue)},
    % slightly increase sampling quality (was 25):
    samples=31,
    % avoids overshooting corners:
    miter limit=1,
    % move boundary between inner and outer:
    mesh/interior colormap thresh=0.1,
    colormap/blackwhite,
    domain=0:1]
    {\sin(deg(8*pi*x))* exp(-20*(y-0.5)^2)
     + exp(-(x-0.5)^2*30
           - (y-0.25)^2 - (x-0.5)*(y-0.25))};
\end{axis}
\end{tikzpicture}
```

This improves the display.

Call for volunteers: it would be nice if the fine-tuning of these keys would be unnecessary. If someone has well-founded suggestions (like knowledge and perhaps exhaustive experiments) on how to improve the feature, let me know.

Note that `mesh/interior colormap` cannot be combined with `mesh/refines` currently.

Note that `mesh/interior colormap` will increase compilation times due to the computation of normal vectors.

/pgfplots/`mesh/interior colormap thresh={⟨Number between -1.0 and +1.0⟩}` (initially 0)

A threshold which moves the boundary between the `colormap` and `interior colormap` in favor of `colormap` (if the value is negative) or in favor of `interior colormap` (if the value is positive).

The extreme value -1 essentially deactivates `interior colormap` whereas the other extreme $+1$ deactivates `colormap`.

See above for an example.

/pgfplots/`surf shading/precision=pdf|postscript|ps` (initially postscript)

A key to configure how the low level driver for `shader=interp` writes its data. The choice `pdf` uses 32 bit binary coordinates (which is lossless). The resulting `.pdf` files appear to be correct, but they can't be converted to postscript – the converter software always complains about an error.

The choice `postscript` (or, in short, `ps`) uses 24 bit truncated binary coordinates. This results in both, readable `.ps` and `.pdf` files. However, the truncation is lossy.

If anyone has ideas how to fix this problem: let me know. As far as I know, Postscript should accept 32 bit coordinates, so it might be a mistake in the shading driver.

4.5.7 Contour Plots

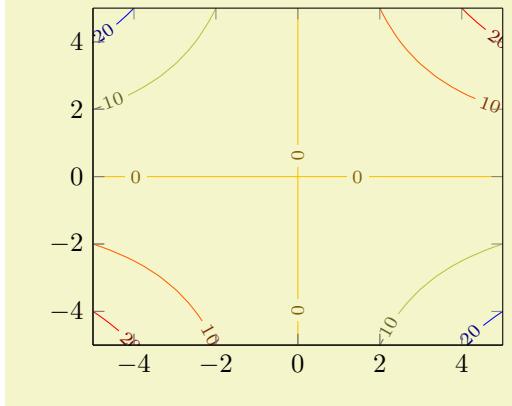
PGFPLOTS supports visualization of contour plots whose coordinates have been computed by *external tools*. The `contour prepared` plot handler coming with PGFPLOTS takes precomputed contour line coordinates and handles their visualization (`contour/draw color`, `contour/labels` etc.). The `contour gnuplot` style takes matrix input in the same format as for `mesh` or `surf` (that includes any of the PGFPLOTS matrix input methods). It then writes the matrix data to a file and invokes `gnuplot` (or other, user customizable external programs) to compute contour coordinates. Finally, the computed contours are visualized with the `contour prepared` algorithm. Thus, external programs need to compute the contour coordinates and PGFPLOTS visualizes the result.

We discuss the high level interface to external programs first and continue with `contour prepared` later-on.

/pgfplots/`contour gnuplot={⟨options with ‘contour/’ or ‘contour external/’ prefix⟩}`

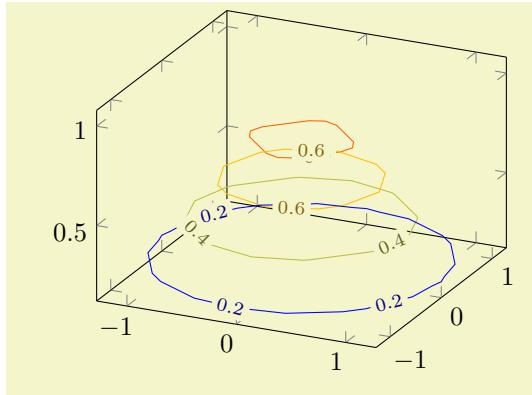
```
\addplot+[contour gnuplot={⟨options with ‘contour/’ or ‘contour external/’ prefix⟩}]
```

This is a high level contour plot interface. It expects matrix data in the same way as two dimensional `surf` or `mesh` plots do. It then computes contours and visualizes them.



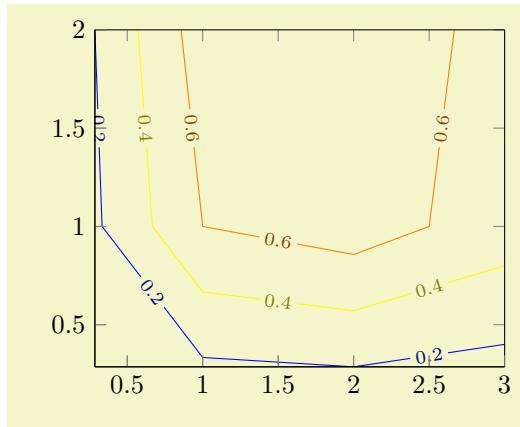
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view={0}{90}]
    \addplot3[contour gnuplot]
      {x*y};
  \end{axis}
\end{tikzpicture}
```

The example uses `\addplot3` together with `expression` plotting, that means the input data is of the form $(x_i, y_i, f(x_i, y_i))$. The `view={0}{90}` flag means “view from top”, otherwise the contour lines would have been drawn as z value:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot3[contour gnuplot]
      {exp(-x^2-y^2)};
  \end{axis}
\end{tikzpicture}
```

As mentioned, you can use any of the PGFPLOTS input methods as long as it yields matrix output. Thus, we can re-use our introductory example of matrix data, this time with inline data:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}%
\begin{tikzpicture}%
  \begin{axis}[view={0}{90}]%
    \addplot3[contour gnuplot]%
      coordinates {%
        (0,0,0) (1,0,0) (2,0,0) (3,0,0)%
        (0,1,0) (1,1,0.6) (2,1,0.7) (3,1,0.5)%
        (0,2,0) (1,2,0.7) (2,2,0.8) (3,2,0.5)%
      };%
  \end{axis}%
\end{tikzpicture}%

```

What happens behind the scenes is that PGFPLOTS takes the input matrix and writes all encountered coordinates to a temporary file, including the end-of-scanline markers. Then, it generates a small `gnuplot` script and invokes `gnuplot` to compute the contour coordinates, writing everything into a temporary output file. Afterwards, it includes `gnuplot`'s output file just as if you'd write `\addplot3[contour prepared] file {⟨temporaryfile⟩};`.

All this invocation of `gnuplot`, including input/output file management is transparent to the user. It

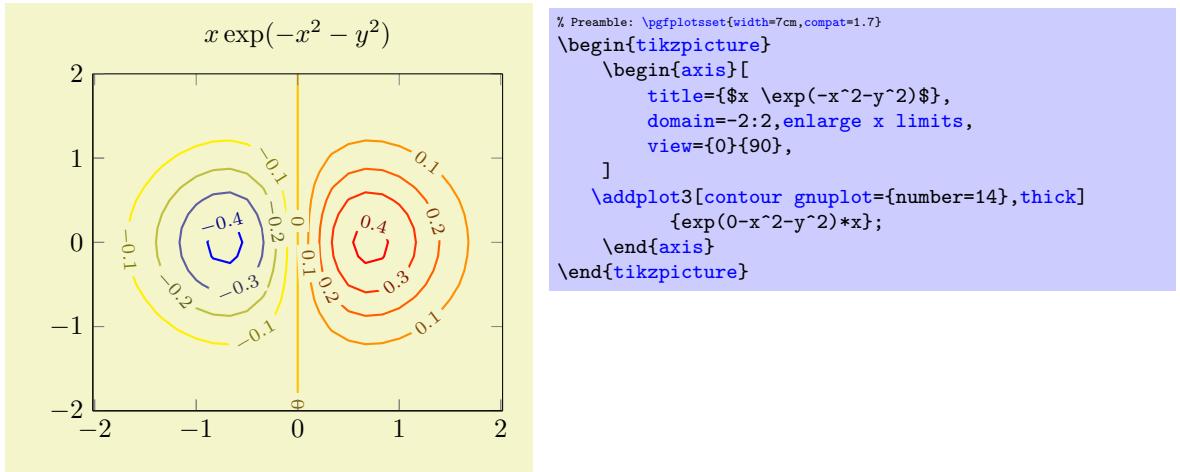
only requires two things: first of all, it requires matrix data as input²⁶. Second, it requires you to enable system calls. Consider the documentation for `plot gnuplot` for how to enable system calls.

Note that the z coordinate of the data which is communicated to `gnuplot` is the current value of `point meta`. This allows to generate contours on two columns only and has more freedom. See also the `contour external/output point meta` key.

There are several fine-tuning parameters of the input/output file management, and it is even possible to invoke different programs than `gnuplot` (even `matlab`). These details are discussed at the end of this section, see below at page 119.

`/pgfplots/contour/number={⟨integer⟩}` (initially 5)

Configures the number of contour lines which should be produced by any external contouring algorithm.

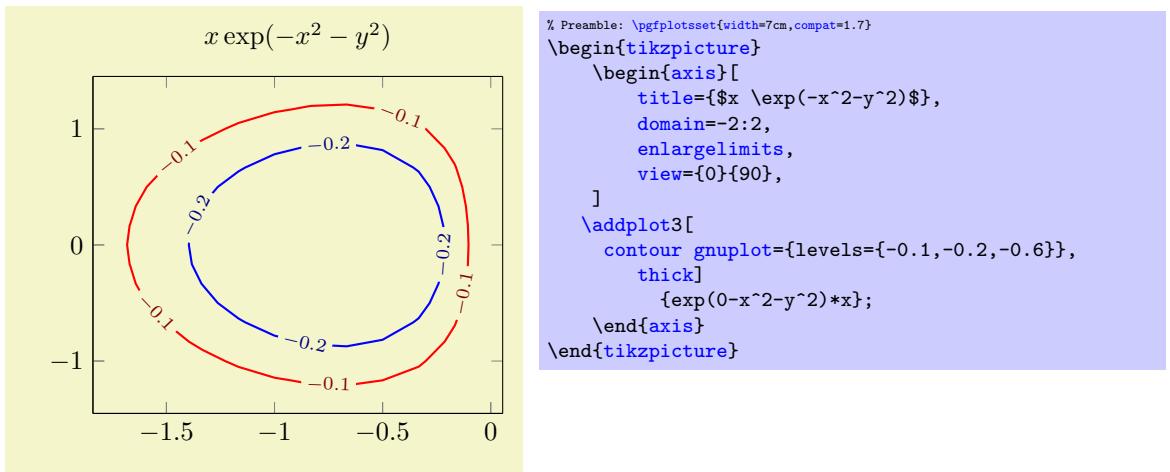


It is also possible to change the `/pgf/number format` settings, see the documentation for the `contour/every contour label` style below.

Note that `contour/number` has no effect on `contour prepared`.

`/pgfplots/contour/levels={⟨list of levels⟩}` (initially empty)

Configures the number of contour lines which should be produced by any external contouring algorithm by means of a list of discrete levels.



It is also possible to change the `/pgf/number format` settings, see the documentation for the `contour/every contour label` style below.

²⁶Note that `contour gnuplot` processes the input stream only once. Consequently, the temporary file will contain only information which was available before the first point has been seen. The example above works because it contains `\emptyline`s as end-of-scanline markers. If you do not provide such markers, you may need to provide two of the three options `mesh/rows`, `mesh/cols`, or `mesh/num points`.

This key has higher precedence than `contour/number`, i.e. if both are given, `contour/levels` will be active.

Note that `contour/levels` has no effect on `contour prepared`.

```
/pgfplots/contour prepared={⟨options with ‘contour’/ prefix⟩}
```

```
\addplot+[contour prepared={⟨options with ‘contour’/ prefix⟩}]
```

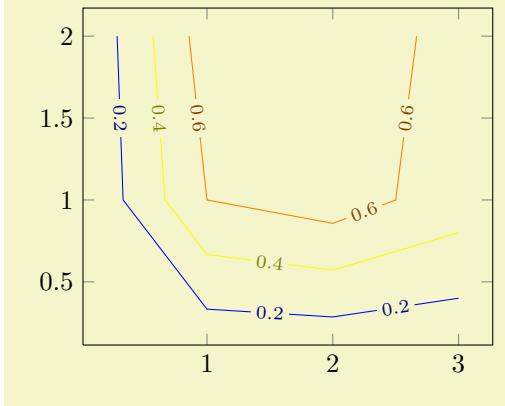
A plot handler which expects already computed contours on input and visualizes them. It cannot compute contours on its own.

```
/pgfplots/contour prepared format=standard|matlab
```

(initially `standard`)

There are two accepted input formats. The first is a long sequence of coordinates of the form (x, y, z) where all successive coordinates with the same z value make up a contour level (this is only part of complete truth, see below). The end-of-scanline markers (`empty lines` in the input) mark an interruption in one contour level.

For example, `contour prepared format=standard` could be²⁷

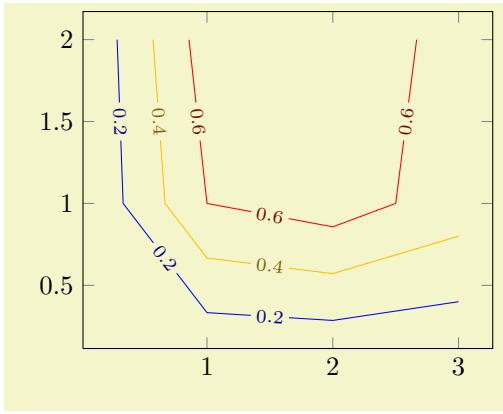


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[contour prepared]
    table {
      2 2 0.8
      0.857143 2 0.6
      1 1 0.6
      2 0.857143 0.6
      2.5 1 0.6
      2.666667 2 0.6
      0.571429 2 0.4
      0.666667 1 0.4
      1 0.666667 0.4
      2 0.571429 0.4
      3 0.8 0.4
      0.285714 2 0.2
      0.333333 1 0.2
      1 0.333333 0.2
      2 0.285714 0.2
      3 0.4 0.2
    };
  \end{axis}
\end{tikzpicture}
```

Note that the `empty lines` are not necessary in this case: `empty lines` make only a difference if they occur within the same contour level (i.e. if the same z value appears above and below of them).

The choice `contour prepared format=matlab` expects two-dimensional input data where the contour level and the number of elements of the contour line are provided as x and y coordinates, respectively, of a leading point. Such a format is used by `matlab`'s contour algorithms, i.e. it resembles the output of the `matlab` commands `data=contour(...)` or `data=contourc(...)`.

²⁷This is actually the output from our `\addplot3[contour gnuplot] coordinates` example from above.

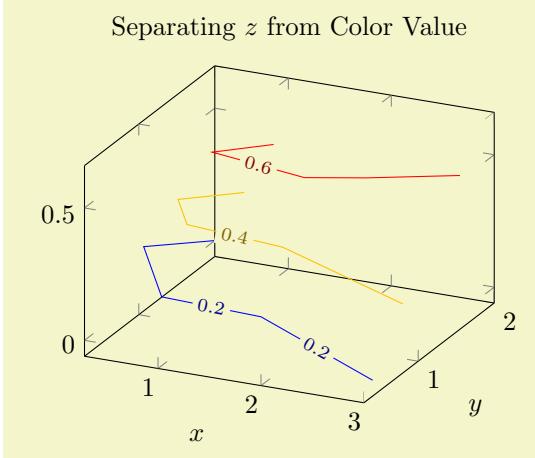


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[contour prepared,
              contour prepared format=matlab]
    table {
% (0.2,5) ==> contour '0.2' (x), 5 points follow (y):
      2.000000e-01 5.000000e+00
      3.000000e+00 4.000000e-01
      2.000000e+00 2.8571429e-01
      1.000000e+00 3.333333e-01
      3.333333e-01 1.000000e+00
      2.8571429e-01 2.000000e+00
% (0.4,5) ==> contour '0.4', consists of 5 points
      4.000000e-01 5.000000e+00
      3.000000e+00 8.000000e-01
      2.000000e+00 5.7142857e-01
      1.000000e+00 6.6666667e-01
      6.6666667e-01 1.000000e+00
      5.7142857e-01 2.000000e+00
% (0.6,6) ==> contour '0.6', has 6 points
      6.000000e-01 6.000000e+00
      2.6666667e+00 2.000000e+00
      2.500000e+00 1.000000e+00
      2.000000e+00 8.5714286e-01
      1.000000e+00 1.000000e+00
      1.000000e+00 1.000000e+00
      8.5714286e-01 2.000000e+00
    };
  \end{axis}
\end{tikzpicture}
```

In case you use matlab, you can generate such data with

```
[x,y]=meshgrid(linspace(0,1,15));
data=contour(x,y,x.*y);
data=data';
save 'exporteddata.dat' data -ASCII
```

As already mentioned in the beginning, the z coordinate is not necessarily the coordinate used to delimit contour levels. In fact, the `point meta` data is acquired here, i.e. you are free to use whatever z coordinate you want as long as you have a correct `point meta` value. The example from above could be modified as follows:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    title=Separating $z$ from Color Value,
    xlabel=$x$,
    ylabel=$y$,
  ]
  \addplot3[contour prepared,
    point meta=\thisrow{level}]
    table {
      x      y      z      level
      0.857143 2     0.4    0.6
      1       1     0.6    0.6
      2     0.857143 0.6    0.6
      2.5    1       0.6    0.6
      2.666667 2     0.4    0.6
      0.571429 2     0.2    0.4
      0.666667 1     0.4    0.4
      1     0.666667 0.4    0.4
      2     0.571429 0.4    0.4
      3     0.8       0.2    0.4
      0.285714 2     0     0.2
      0.333333 1     0.2   0.2
      1     0.333333 0.2   0.2
      2     0.285714 0.2   0.2
      3     0.4       0     0.2
    };
  \end{axis}
\end{tikzpicture}
```

The example above uses different z coordinates for each first and each last point on contour lines. The contour lines as such are defined by the `level` column since we wrote `point meta=\thisrow{level}`. Such a feature also allows `contour prepared` for nonstandard axes, compare the examples for the `ternary` lib on page 368.

`/pgfplots/contour/draw color={<color>}` (initially `mapped color`)

Defines the draw color for every contour. Note that only `mapped color` actually depends on the contour level.

`/pgfplots/contour/labels={<true,false>}` (initially `true`)

Configures whether contour labels shall be drawn or not.

`/pgfplots/contour/label distance={<dimension>}` (initially `70pt`)

Configures the distance between adjacent contour labels within the same contour level.

`/pgfplots/contour/every contour label` (style, no value)

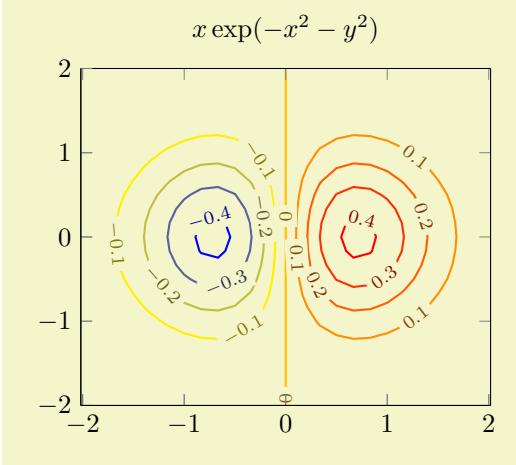
Allows to customize contour labels. The preferred way to change this style is the `contour label style={<options>}` method, see below.

The initial value is

```
\pgfplotsset{
  contour/every contour label/.style={
    sloped,
    transform shape,
    inner sep=2pt,
    every node/.style={mapped color!50!black,fill=white},
    /pgf/number format/relative={\pgfplotspointmetarangeexponent},
  }
}
```

Note that `\pgfplotspointmetarangeexponent = e` where $\pm m \cdot 10^e$ is the largest occurring label value (technically, it is the largest occurring value of `point meta`).

The following example modifies the `/pgf/number format` styles for contour labels:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    title={$x \exp(-x^2 - y^2)$},
    domain=-2:2,enlarge x limits,
    view={0}{90},
  ]
  \addplot3[
    contour gnuplot={
      scanline marks=required,
      number=14,
      contour label style={
        /pgf/number format/fixed,
        /pgf/number format/precision=1,
      },
      ,thick
    }
    {exp(0-x^2-y^2)*x};
  \end{axis}
\end{tikzpicture}
```

/pgfplots/**contour/contour label style**={<key-value-list>}

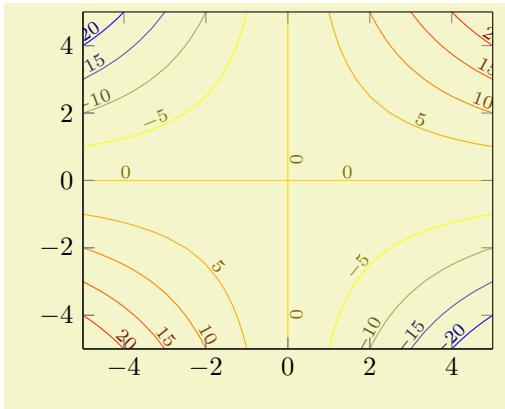
An abbreviation for **contour/every contour label/.append style**={<key-value-list>}.

It appends options to the already existing style **contour/every contour label**.

/pgfplots/**contour/labels over line**

(style, no value)

A style which changes **every contour label** such that labels are right over the lines, without fill color.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view={0}{90}]
  \addplot3[contour gnuplot={
    labels over line,number=9}]
    {x*y};
  \end{axis}
\end{tikzpicture}
```

/pgfplots/**contour/handler**

(style, no value)

Allows to modify the plot handler which connects the points of a single contour level.

The initial value is

```
\pgfplotsset{contour/handler/.style={/tikz/sharp plot}}
```

but a useful alternative might be the **smooth** handler.

/pgfplots/**contour/label node code/.code**={<...>}

A lowlevel interface to modify how contour labels are placed.

The initial value is

```
\pgfplotsset{
  contour/label node code/.code={\node {\pgfmathprintnumber{#1}};}
```

/pgfplots/**contour external**={<options with ‘contour/’ or ‘contour external/’ prefix>}

\addplot+[**contour external**={\{options with ‘contour/’ or ‘contour external/’ prefix\}}]

This handler constitutes a generic interface to external programs to compute contour lines. The **contour gnuplot** method is actually a special case of **contour external**.

/pgfplots/**contour external/file**={\{base file name\}} (initially empty)

The initial configuration is to automatically generate a unique file name.

/pgfplots/**contour external/scanline marks**=false|if in input|required|true (initially if in input)

Controls how **contour external** writes end-of-scanline markers.

The choice **false** writes no such markers at all. In this case, **script** should contain **mesh/rows** and/or **mesh/cols**.

The choice **if in input** generates end-of-scanline markers if they appear in the provided input data (either as **empty lines** or if the user provided at least two of the three options **mesh/rows**, **mesh/cols**, or **mesh/num points** explicitly).

The choice **required** works like **if in input**, but it will fail unless there really was such a marker.

The choice **true** is an alias for **required**.

/pgfplots/**contour external/script**={\{Code for external program\}} (initially empty)

Provides template code to generate a script for the external program. Inside of *(Code for external program)*, the placeholder **\infile** will expand to the temporary input file and **\outfile** to the temporary output file. The temporary **\infile** is a text file containing one point on each line, in the form **x y meta** **meta**, separated by tabstops. Whenever a scanline is complete, an **empty line** is issued (but only if these scanline markers are found in the input stream as well). The complete set of scanlines forms a matrix. There are no additional comments or extra characters in the file. The macro **\ordering** will expand to 0 if the matrix is stored in **mesh/ordering=x varies** and **\ordering** will be 1 for **mesh/ordering=y varies**.

Inside of *(Code for external program)*, you can also use **\pgfkeysvalueof{/pgfplots/mesh/rows}** and **\pgfkeysvalueof{/pgfplots/mesh/cols}**; they expand to the matrix’ size. Similarly, **\pgfkeysvalueof{/pgfplots/mesh/num points}** expands to the total number of points.

Inside of *(Code for external program)*, the macro **\thecontournumber** is defined to be the value **\pgfkeysvalueof{/pgfplots/contour/number}** and **\thecontourlevels** contains the value **\pgfkeysvalueof{/pgfplots/contour/levels}**. These two macros simplify conditional code.

If you need one of the characters [“|;:#’`] and some macro package already uses the character for other purposes, you can prepend them with a backslash, i.e. write **\`** instead of “`”.

/pgfplots/**contour external/script extension**={\{extension\}} (initially **script**)

The file name extension for the temporary script.

/pgfplots/**contour external/cmd**={\{system call\}} (initially empty)

A template to generate system calls for the external program. Inside of *(system call)*, you may use **\script** as placeholder for the filename which contains the result of **contour external/script**.

/pgfplots/**contour external/output point meta**={\{point meta read from result of external tool\}} (initially empty)

Allows to customize the **point meta** configuration which is applied to the result of the external tool.

In **contour external**, the value of **point meta** is used to generate the *input z* coordinate for the external tool.

As soon as the external tool computed contour lines, its output is read and interpreted as contour lines – and the value of **output point meta** determines the value of **point meta** which will be used to visualize the result.

An empty value means to use the *z* coordinate returned by the external tool.

Any other value is interpreted as a valid choice of **point meta**.

/pgfplots/**contour gnuplot** (style, no value)

The initial configuration is

```
\pgfplotsset{
    contour gnuplot/.style={
        contour external={
            script={
                unset surface;
                \ifx\thecontourlevels\empty
                set cntrparam levels \thecontournumber;
                \else
                set cntrparam levels discrete \thecontourlevels;
                \fi
                set contour;
                set table "\outfile";
                splot "\infile";
            },
            cmd={gnuplot "\script"},
            #1,
        },
    }
}
```

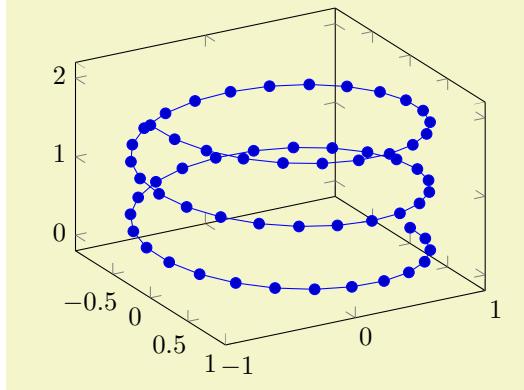
Note that `contour gnuplot` requires explicit scanline markers in the input stream, and it assumes `mesh/ordering=x varies`.

Note that `contour external` lacks the intelligence to detect changes; it will always re-generate the output (unless the `-shell-escape` feature is not active).

4.5.8 Parameterized Plots

Parameterized plots use the same plot types as documented in the preceding sections: both `mesh` and `surface` plots are actually special parametrized plots where x and y are on cartesian grid points.

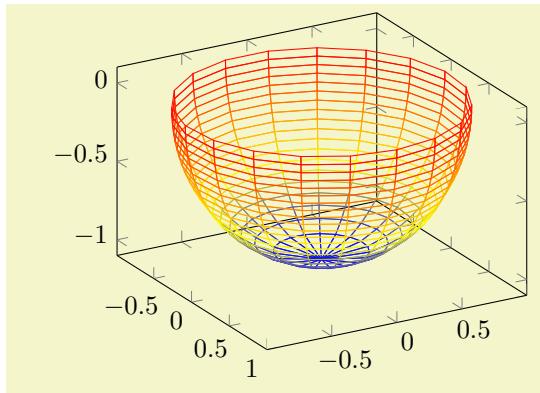
Parameterized plots just need a special way to provide the coordinates:



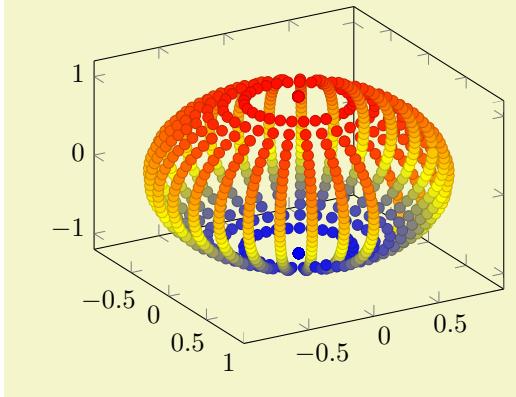
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3+[domain=0:5*pi,samples=60,samples y=0]
{(\sin(deg(x)))},
{(\cos(deg(x)))},
{2*x/(5*pi)};
\end{axis}
\end{tikzpicture}
```

The preceding example uses `samples y=0` to indicate that a line shall be sampled instead of a matrix. The curly braces are necessary because TeX can't nest round braces. The single expressions here are used to parametrize the helix.

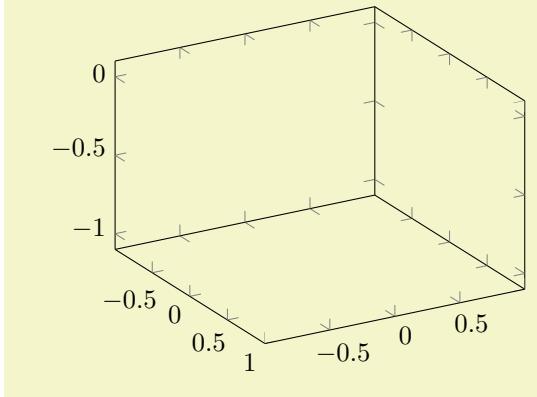
Another example follows. Note that `z buffer=sort` is a necessary method here.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3[mesh,z buffer=sort,
samples=20,domain=-1:0,y domain=0:2*pi]
{(\sqrt(1-x^2) * cos(deg(y)))},
{(\sqrt(1-x^2) * sin(deg(y)))},
x);
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3[mesh,z buffer=sort,
    scatter,only marks,scatter src=z,
    samples=30,domain=-1:1,y domain=0:2*pi]
    ({sqrt(1-x^2) * cos(deg(y))},
     {sqrt( 1-x^2 ) * sin(deg(y))},
     x);
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={60}{30}]
\addplot3[surf,shader=interp,z buffer=sort,
    samples=30,domain=-1:0,y domain=0:2*pi]
    ({sqrt(1-x^2) * cos(deg(y))},
     {sqrt( 1-x^2 ) * sin(deg(y))},
     x);
\end{axis}
\end{tikzpicture}
```

4.5.9 3D Quiver Plots (Arrows)

Three dimensional `quiver` plots are possible with the same interface as their two-dimensional counterparts, simply provide the third coordinate using `quiver/w`. Please refer to Section 4.4.7 for details and examples.

4.5.10 About 3D Const Plots and 3D Bar Plots

There are currently *no* equivalents of `const plot` and its variants or the bar plot types like `ybar` for three dimensional axes, sorry.

4.5.11 Patch Plots

/pgfplots/`patch` (no value)

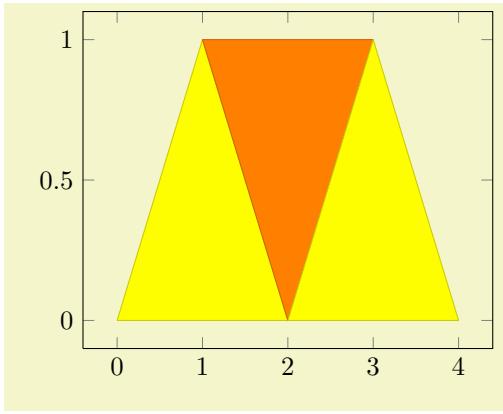
`\addplot+[patch]`

Patch plots are similar to `mesh` and `surf` plots in that they describe a filled area by means of a geometry.

However, `patch` plots are defined by *explicitly* providing the elements of the geometry: they expect a sequence of triangles (or other `patch types`) which make up the mesh.

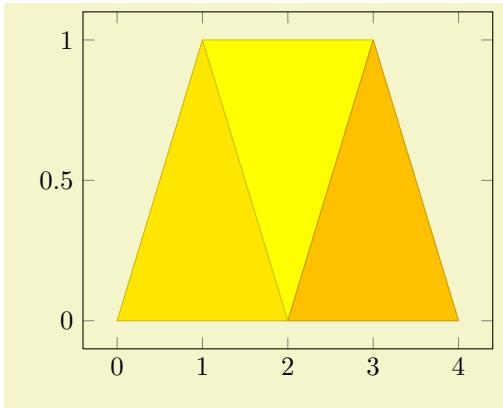
There are two dimensional and three dimensional patch plots, both with the same interfaces which are explained in the following sections.

The standard input format (constituted by `mesh input=patches`) is to provide a sequence of coordinates (either two- or three-dimensional) as usual. Each consecutive set of points makes up a patch element, which is often a triangle:



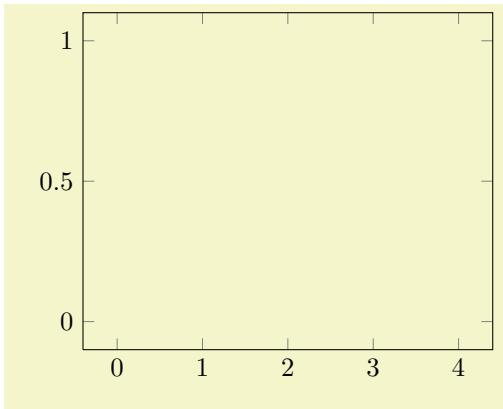
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[patch]
    table {
      x y
      0 0
      1 1
      2 0
      % empty lines do not hurt, they are ignored here:
      1 1
      2 0
      3 1
      2 0
      3 1
      4 0
    };
  \end{axis}
\end{tikzpicture}
```

Patch plots use `point meta` to determine fill colors. In its initial configuration, `point meta` will be set to the y coordinate (or the z coordinate for three dimensional `patch` plots). Set `point meta` somehow to color the patches:



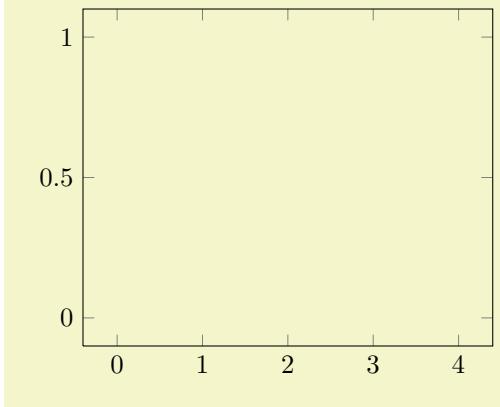
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[patch]
    table[point meta=\thisrow{c}] {
      x y c
      0 0 0.2
      1 1 0
      2 0 1
      1 1 0
      2 0 1
      3 1 0
      2 0 1
      3 1 0
      4 0 0.5
    };
  \end{axis}
\end{tikzpicture}
```

Patch plots make use of the `mesh` configuration, including the `shader`. Thus, the example above uses the initial `shader=faceted` (which uses the *mean* color data to determine a triangle's color and a related stroke color). The `shader=interp` yields the following result:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[patch,shader=interp]
    table[point meta=\thisrow{c}] {
      x y c
      0 0 0.2
      1 1 0
      2 0 1
      1 1 0
      2 0 1
      3 1 0
      2 0 1
      3 1 0
      4 0 0.5
    };
  \end{axis}
\end{tikzpicture}
```

For triangles, `shader=interp` results in linearly interpolated `point meta` values throughout each individual triangle, which are then mapped to the color map (a technique also known as Gouraud shading). The color data does not need to be continuous, it is associated to triangle vertices. Thus, changing some of the color values allows individually shaded regions:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[patch,shader=interp]
table[point meta=\thisrow{c}] {
  x y c
  0 0 0.2
  1 1 0
  2 0 1

  1 1 0
  2 0 -1
  3 1 0

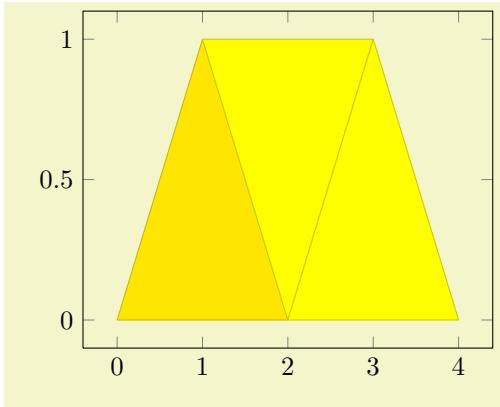
  2 0 0.5
  3 1 1
  4 0 0.5
};
\end{axis}
\end{tikzpicture}
```

Two dimensional `patch` plots simply draw triangles in their order of appearance. In three dimensions, single elements are sorted according to their view depth, with foreground elements drawn on top of background elements (“Painter’s algorithm”, see `z buffer=sort`).

```
/pgfplots/patch table={⟨table file name or inline table⟩} (initially empty)
/pgfplots/patch table with point meta={⟨table file name or inline table⟩} (initially empty)
/pgfplots/patch table with individual point meta={⟨table file name or inline table⟩} (initially empty)
```

Allows to provide patch connectivity data stored in an input table.

A non-empty argument for `patch table` enables patch input mode. Now, the standard input stream is a long list of vertices which are stored in an array using their `\coordindex` as key. Each row of `⟨table file name or inline table⟩` makes up one patch, defined by indices into the vertex array:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[patch,table/row sep=\\",patch table=%
  0 1 2\\
  1 2 3\\
  4 3 5\\
]
table[row sep=\\",point meta=\thisrow{c}] {
  x y c \\
  0 0 0.2\\%
  1 1 0 \\
  2 0 1 \\
  3 1 0 \\
  2 0 0.5\\%
  4 0 0.5\\%
};
\end{axis}
\end{tikzpicture}
```

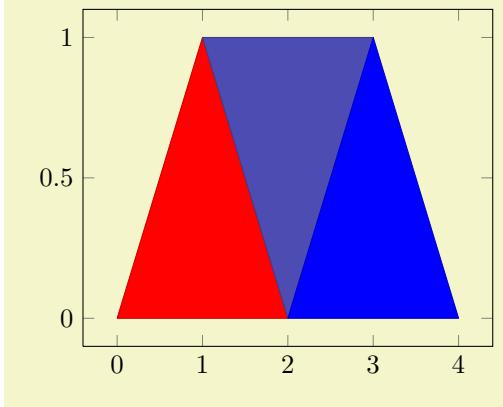
The example consists of *two separate* tables. The `patch table` argument is a table, provided inline where rows are separated by `\\"` (which is the purpose of the `row sep=\\"` key as you guessed²⁸). The `patch table` here declares three triangles: the triangle made up by vertex #0, #1 and #2, the triangle made up by #1, #2 and #3 and finally the one using the vertices #4, #3 and #5. The vertices as such are provided using the standard input methods of PGFPLTS; in our case

²⁸Note that the choice `row sep=\\"` is much more robust here: newlines would be converted to spaces by TeX before PGFPLTS had a chance to see them.

using a table as well. The standard input simply provides coordinates (and `point meta`) which are stored in the vertex array; you could also have used `plot coordinates` to provide them (or `plot expression`).

The argument to `patch table` needs to be a table – either a file name or an inline table as in the example above. The first n columns of this table are assumed to contain indices into the vertex array (which is made up using all vertices of the standard input as explained in the previous paragraph). The entries in this table can be provided in floating point, just make sure they are not rounded. The variable n is the number of vertices required to make up a single patch. For triangular patches, it is $n = 3$, for `patch type=bilinear` it is $n = 4$ and similar for other choices of `patch type`.

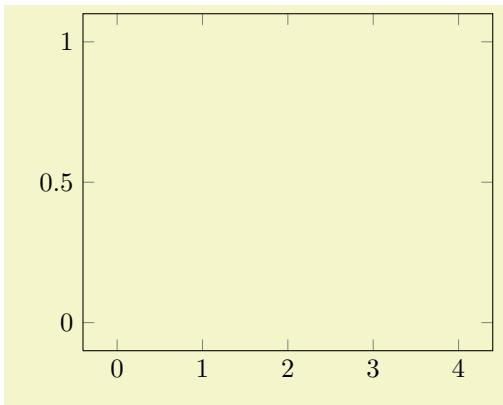
The alternative `patch table with point meta` is almost the same as `patch table` – but it allows to provide (a single) `point meta` (color data) per patch instead of per vertex. Here, a further column of the argument table is interpreted as color data:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
% this uses per-patch color data:
\addplot[patch,table/row sep=\\
patch table with point meta=%
0 1 2 100\
1 2 3 10\
4 3 5 0\
];
table[row sep=\\
x y \
0 0 \% 0
1 1 \% 1
2 0 \% 2
3 1 \% 3
2 0 \% 4
4 0 \% 5
];
\end{axis}
\end{tikzpicture}
```

The `patch table with point meta` always prefers `point meta` data from the provided table argument. However, it is still supported to write `point meta=\thisrow{<colname>}` or similar constructs – but now, `<colname>` refers to the provided table argument. More precisely, `point meta` is evaluated in a context where the patch connectivity has been resolved and the `patch table with point meta` is loaded.

The other alternative `patch table with individual point meta` is very similar, but instead of a flat color per patch, it allows to write one color value for every patch:



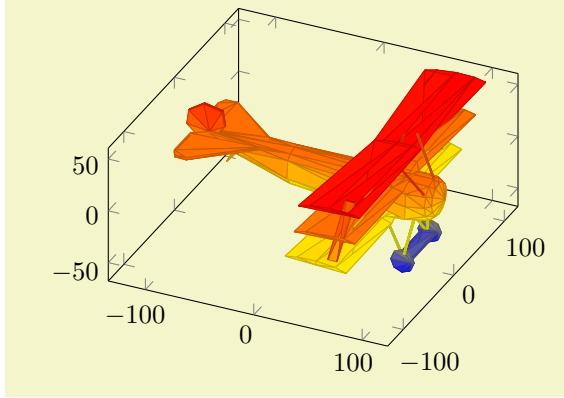
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
% this uses n per-patch color values:
\addplot[patch,shader=interp,
table/row sep=\\
patch table with individual point meta=%
0 1 2 100 100 100 \% V_0 V_1 V_2 C_0 C_1 C_2
1 2 3 10 0 50\
4 3 5 0 0 100\
];
table[row sep=\\
x y \
0 0 \% 0
1 1 \% 1
2 0 \% 2
3 1 \% 3
2 0 \% 4
4 0 \% 5
];
\end{axis}
\end{tikzpicture}
```

To find the `point meta` data for vertex # i , $i = 0, 1, 2$, PGFPLTS searches in column $i + n$ where n is the number of vertices for `patch type` (in our case, $n = 3$).

Technical remark: The key `patch table with individual point meta` automatically installs `point meta=explicit` as well. It might be confusing to override the value of `point meta` here (although it is allowed).

The `patch table` input type allows to reduce the size of geometries since vertices are stored just once. PGFPLOTS unpacks them into memory into the redundant format in order to work with single patch elements²⁹. In case you experience TeX memory problems with this connectivity input, consider using the redundant format. It uses other types of memory limits.

A more involved example is shown below; it uses `\addplot3[patch]` to visualize a three dimensional `patch` plot, provided by means of a long sequence of patches:



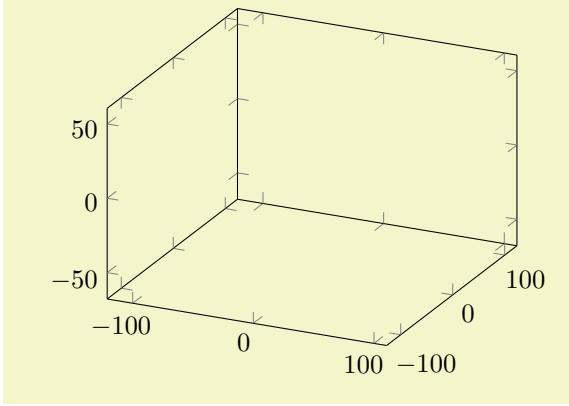
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[axis equal]
% FokkerDrI_layer_0.patches.dat contains:
% # each row is one vertex; three consecutive
% # vertices make one triangle (patch)
% 105.577    -19.7332    2.85249
% 88.9233    -21.1254    13.0359
% 89.2104    -22.1547    1.46467
% # end of facet 0
% 105.577    -19.7332    2.85249
% 105.577    -17.2161    12.146
% 88.9233    -21.1254    13.0359
% # end of facet 1
\addplot3[patch]
  file
  {plotdata/FokkerDrI_layer_0.patches.dat};
\end{axis}
\end{tikzpicture}
```

The ordering in which triangles are specified is irrelevant, three-dimensional patch plots use `z buffer=sort` to sort patches according to their depth (defined as mean depth over each vertex), where foreground patches are drawn on top of background patches. This so-called “Painter’s algorithm” works well for most meshes. If it fails, consider using `patch refines=1` or `patch refines=2` to split larger elements into small ones automatically.

The drawing color associated to single vertices can be changed using the `point meta` key (which is the common method to configure color data in PGFPLOTS). The initial configuration is `point meta=z` for three dimensional `patch` plots, i.e. to use the `z` coordinate also as color data. Use `point meta=\thisrow{\<colname>}` in conjunction with `\addplot3[patch]` table to load a selected table column.

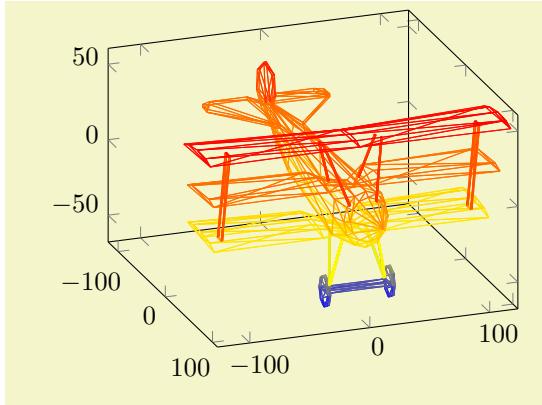
Patch plots are (almost) the same as `mesh` or `surf` plots, they only have more freedom in their input format (and a more complicated geometry). Actually, “`patch`” is just a style for `surf`, `mesh` `input=patches`. In other words, `patch` is the same as `surf`, it even shares the same internal implementation. Thus, most of the keys to configure `mesh` or `surf` plots apply to `patch` as well, especially `shader` and `z buffer`. As already mentioned, `\addplot3[patch]` automatically activates `z buffer=sort` to ensure a good drawing sequence. The `shader` can be used to modify the appearance:

²⁹The reason for such an approach is that TeX doesn’t really know what an array is – and according to my experience, arrays implemented by macros tend to blow up TeX’s memory limits even faster than the alternative.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
% FokkerDrI_layer_0.facetIdx.dat contains:
% # each row makes up one facet; it
% # consists of 0-based indices into
% # the vertex array
% 0   1   2 % triangle of vertices #0,#1 and #2
% 0   3   1 % triangle of vertices #0,#3 and #1
% 3   4   1
% 5   6   7
% 6   8   7
% 8   9   7
% 8   10  9
% ...
% while FokkerDrI_layer_0.vertices.dat contains
% 105.577    -19.7332    2.85249    % vertex #0
% 88.9233    -21.1254    13.0359    % vertex #1
% 89.2104    -22.1547    1.46467    % vertex #2
% 105.577    -17.2161    12.146
% 105.577    -10.6054    18.7567
% 105.577    7.98161     18.7567
% 105.577    14.5923     12.146
% ...
\addplot3[patch,shader=interp,
          patch table=
            {plotdata/FokkerDrI_layer_0.facetIdx.dat}]
          file
            {plotdata/FokkerDrI_layer_0.vertices.dat};
\end{axis}
\end{tikzpicture}
```

See the description of `shader=interp` for details and remarks. The example above makes use of the alternative syntax to provide a geometry: the `patch table` input. It allows to provide vertices separate from patch connectivity, where each patch is defined using three indices into the vertex array as discussed above.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view/h=70]
% FokkerDrI_layer_0.patches.dat contains:
% # each row is one vertex; three consecutive
% # vertices make one triangle (patch)
% 105.577    -19.7332    2.85249
% 88.9233    -21.1254    13.0359
% 89.2104    -22.1547    1.46467
% # end of facet 0
% 105.577    -19.7332    2.85249
% 105.577    -17.2161    12.146
% 88.9233    -21.1254    13.0359
% # end of facet 1
\addplot3[patch,mesh]
          file
            {plotdata/FokkerDrI_layer_0.patches.dat};
\end{axis}
\end{tikzpicture}
```

/pgfplots/mesh input=lattice|patches

This key controls how input coordinates are decoded to get patches. It is used only if `patch table` is empty (`patch table` has its own way to decode input coordinates). Usually, you won't need to bother with this key as it is set implicitly.

The choice `mesh input=lattice` is the initial configuration for `mesh` and `surf` plots: it expects input in a compact matrix form as described at the beginning of this section starting with page 94 and requires a `mesh/ordering` and perhaps end-of-scanline markers. It yields patches with exactly four corners and is compatible with `patch type=rectangle` and `patch type=bilinear` (the latter requiring to load the `patchplots` library).

The choice `mesh input=patches` is implicitly set when you use the `patch` style (remember that `surf` is actually some sort of patch plot on its own). It expects the input format as described for

`patch` plots, i.e. n consecutive coordinates make up the vertices of a single patch where n is the expected number of vertices for the configured `patch type`.

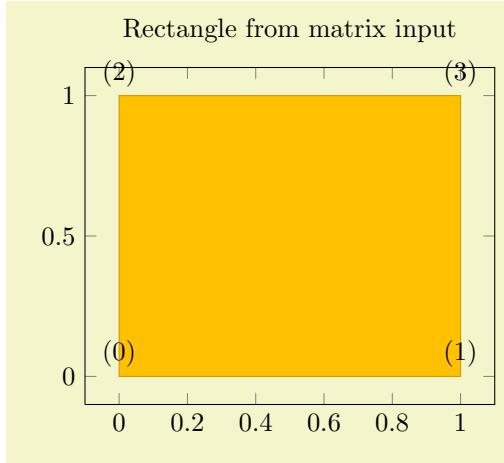
Note that a non-empty `patch table` implies `mesh input=patches`.

/pgfplots/`patch type=default|rectangle|triangle|line` (initially `default`)

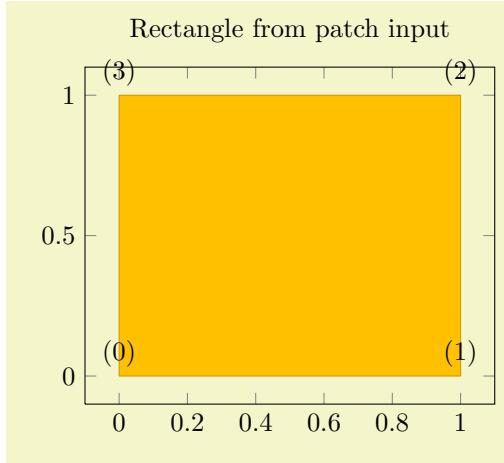
Defines the type of patch.

The initial configuration `patch type=default` checks the configuration of `mesh input`: for `mesh input=patches`, it uses `triangle`. For `mesh input=lattice`, it checks if there is just one row or just one col and uses `patch type=line` in such a case, otherwise it uses `patch type=rectangle`.

The choice `patch type=rectangle` expects $n = 4$ vertices. The vertices can be either encoded as a matrix or, using `mesh input=patches`, in the sequence in which you would connect the vertices:



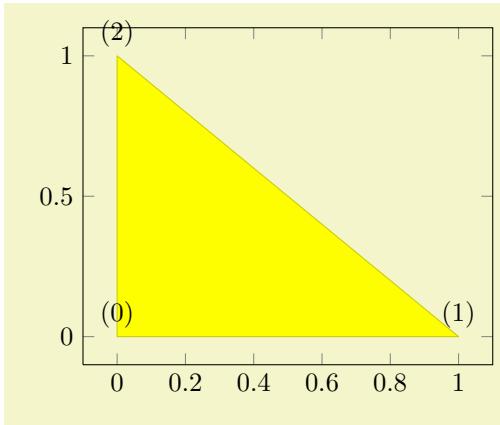
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[nodes near coords={(\coordindex)}, title=Rectangle from matrix input]
    % note that surf implies 'patch type=rectangle'
    \addplot[surf,mesh/rows=2,patch type=rectangle]
    coordinates {
      (0,0) (1,0)
      (0,1) (1,1)
    };
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[nodes near coords={(\coordindex)}, title=Rectangle from patch input]
    \addplot[patch,patch type=rectangle]
    coordinates {
      (0,0) (1,0) (1,1) (0,1)
    };
  \end{axis}
\end{tikzpicture}
```

As for all other `patch type` values, the vertices can be arbitrary two- or three-dimensional points, there may be even two on top of each other (resulting in a triangle). When used together with `shader=interp`, `patch type=rectangle` is visualized using two Gouraud shaded triangles (see below for `triangle`). It is the *most efficient* representation for interpolated shadings together with `mesh input=lattice` since the input lattice is written directly into the pdf. Use `patch type=rectangle` if you want rectangular elements and perhaps “some sort” of smooth shading. Use `patch type=bilinear` of the `patchplots` library in case you need real bilinear shading.

The choice `patch type=triangle` expects $n = 3$ vertices which make up a triangle. The ordering of the vertices is irrelevant:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[nodes near coords={(\coordindex)}]
    \addplot[patch,patch type=triangle]
    coordinates {
      (0,0) (1,0) (0,1)
    };
  \end{axis}
\end{tikzpicture}
```

The use of `shader=interp` is realized by means of linear interpolation of the three color values (specified with the `point meta` key) between the corners; the resulting interpolated `point meta` values are then mapped into the actual `colormap`. This type of interpolation is called Gouraud shading.

The choice `patch type=line` expects $n = 2$ vertices which make up a line. It is used for one-dimensional `mesh` plots (see Section 4.4.11 for examples).

There are more values for `patch type` like `bilinear`, `triangle`, `quadr`, `biquadratic`, `coons`, `polygon` and `tensor bezier`. Please refer to the separate `patchplots` library in Section 5.6.

`/pgfplots/every patch` (style, no value)

This style will be installed as soon as the `patch` plot handler is activated.

The initial configuration is

```
\pgfplotsset{
  every patch/.style={miter limit=1}
}
```

which improves display of sharp triangle corners significantly (see the TikZ manual for details about `miter limit` and line join parameters).

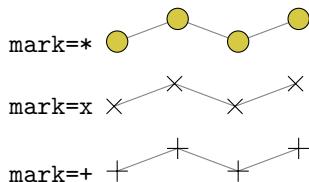
There is much more to say about patch plots, like `patch type` which allows triangles, bilinear elements, quadratic triangles, biquadratic quadrilaterals, coons patches; the `patch refines` key which allows automatic refinement, `patch to triangles` which triangulates higher order elements; how matrix data can be used for rectangular shapes and more. These details are subject of the `patchplots` library in Section 5.6.

4.6 Markers, Linestyles, (Background-) Colors and Colormaps

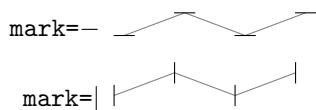
The following options of TikZ are available to plots.

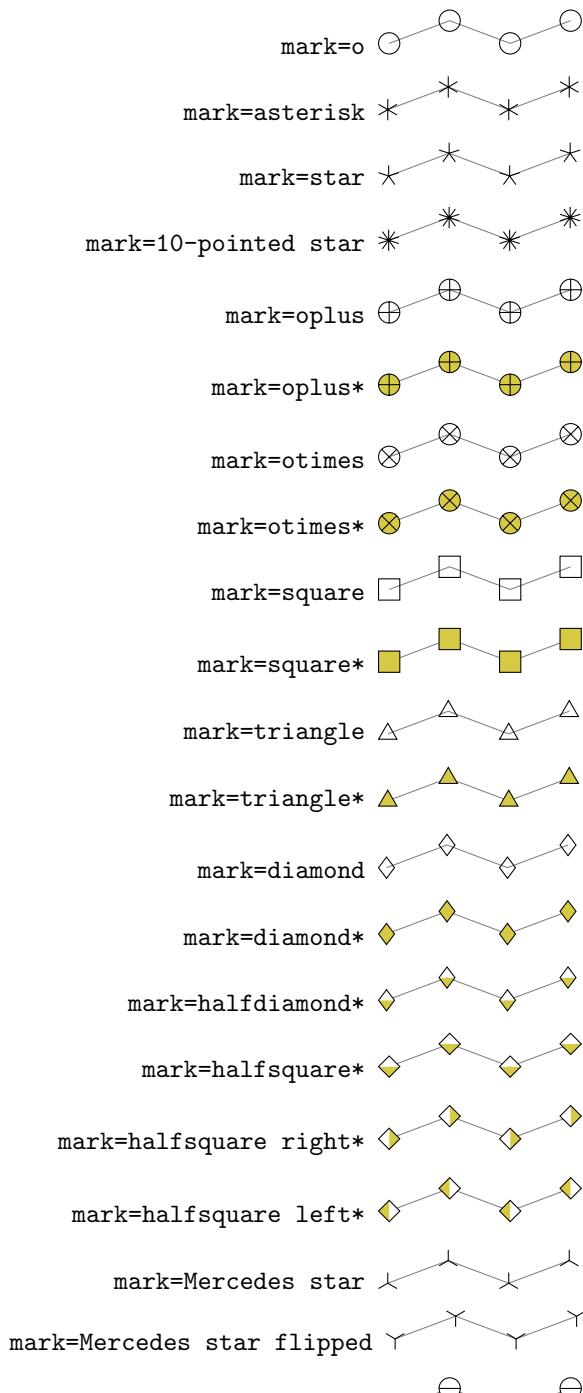
4.6.1 Markers

This list is copied from [5, section 29]:



And with `\usetikzlibrary{plotmarks}`:

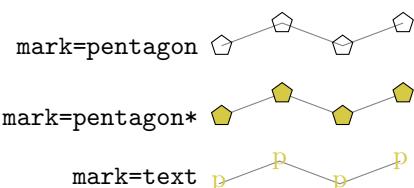




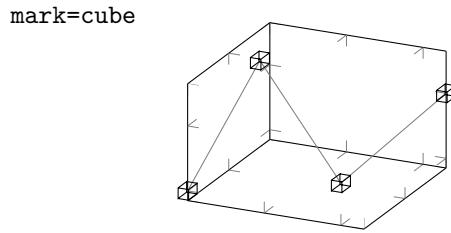
One half is filled with white (more precisely, with `mark color`).



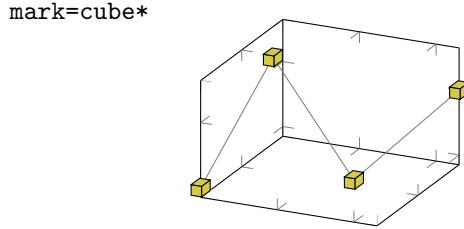
One half is filled with white (more precisely, with `mark color`) and the other half is filled with the actual `fill` color.



This marker is special as it can be configured freely. The character (or even text) used is configured by a set of variables, see below.



This marker is only available inside of a PGFPLTS axis, it draws a cube with axis parallel faces. Its dimensions can be configured separately, see below.



User defined It is possible to define new markers with `\pgfdeclareplotmark`, see below.

All these options have been drawn with the additional options

```
\draw[
  gray,
  thin,
  mark options={%
    scale=2,fill=yellow!80!black,draw=black
  }
]
```

Please see Section 4.6.5 for how to change `draw` and `fill` colors. Note that each of the provided marks can be rotated freely by means of `mark options={rotate=90}` or `every mark/.append style={rotate=90}`.

`/tikz/mark size={<dimension>}`

This TikZ option allows to set marker sizes to `<dimension>`. For circular markers, `<dimension>` is the radius, for other plot marks it is about half the width and height.

`/pgfplots/cube/size x={<dimension>}`
`/pgfplots/cube/size y={<dimension>}`
`/pgfplots/cube/size z={<dimension>}`

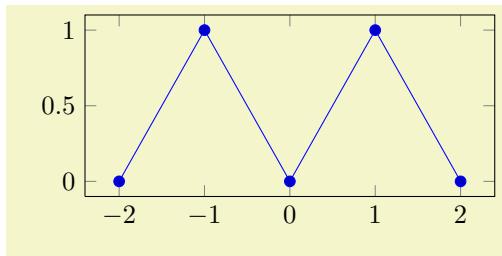
(initially `\pgfplotmarksize`)
 (initially `\pgfplotmarksize`)
 (initially `\pgfplotmarksize`)

Sets the size for `mark=cube` separately for every axis.

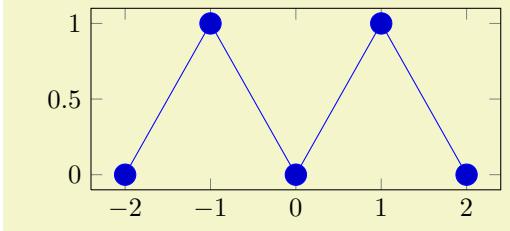
`/tikz/every mark`

(no value)

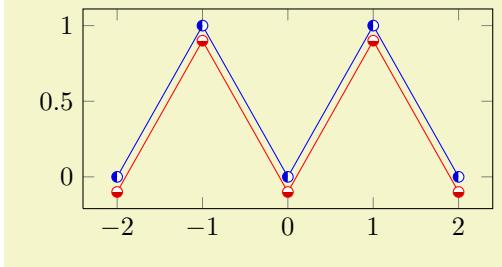
This TikZ style can be reconfigured to set marker appearance options like colors or transformations like scaling or rotation. PGFPLTS appends its `cycle list` options to this style.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[y=2cm]
\addplot coordinates
{(-2,0) (-1,1) (0,0) (1,1) (2,0)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[y=2cm]
\addplot coordinates
{(-2,0) (-1,1) (0,0) (1,1) (2,0)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[y=2cm]
\addplot+[ mark=halfcircle*, every mark/.append style={rotate=90}] coordinates
{(-2,0) (-1,1) (0,0) (1,1) (2,0)};
\addplot+[ mark=halfcircle*, every mark/.append style={rotate=180}] coordinates
{(-2,-0.1) (-1,0.9) (0,-0.1) (1,0.9) (2,-0.1)};
\end{axis}
\end{tikzpicture}
```

/pgfplots/no markers

(style, no value)

Disables plot marks.

If this style is provided as argument to a complete axis, it is appended to `every axis plot post` such that it disables markers even for `cycle lists` which contain markers.

/tikz/mark repeat={<integer>}

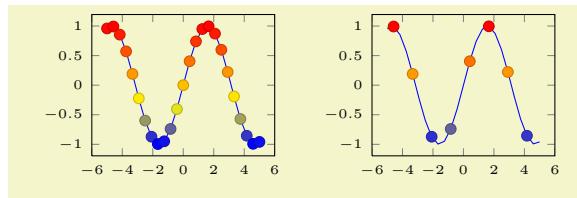
(initially empty)

Allows to draw only each n th `mark` where n is provided as `<integer>`.

/tikz/mark phase={<integer p>}

(initially 1)

This option allows to control which markers are drawn. It is primarily used together with the TikZ option `mark repeat=r`: it tells TikZ that the first mark to be draw should be the p th, followed by the $(p+r)$ th, then the $(p+2r)$ th, and so on.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny]
\addplot+[scatter] {sin(deg(x))};
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[tiny]
\addplot+[scatter, mark repeat=3,mark phase=2]
{sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

Here, $p = 1$ is the first point (the one with `\coordindex = 0`).

/tikz/mark indices={<index list>}

(initially empty)

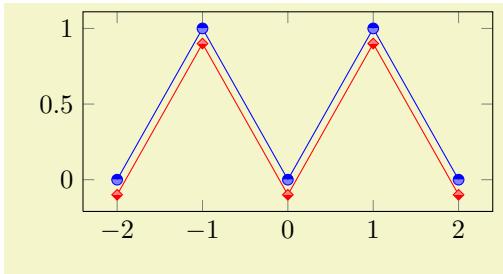
Allows to draw only the marker whose index numbers are in the argument list.

/pgf/mark color={<color>}

(initially empty)

Defines the *additional* fill color for the `halfcircle`, `halfcircle*`, `halfdiamond*` and `halfsquare*` markers. An empty value uses `white` (which is the initial configuration). The value `none` disables filling for this part.

These markers have two distinct fill colors, one is determined by `fill` as for any other marker and the other one is `mark color`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[y=2cm]
\addplot[
  blue,mark color=blue!50!white,
  mark=halfcircle*]
coordinates
  {(-2,0) (-1,1) (0,0) (1,1) (2,0)}; 

\addplot[
  red,mark color=red!50!white,
  mark=halfsquare*]
coordinates
  {(-2,-0.1) (-1,0.9) (0,-0.1) (1,0.9) (2,-0.1)}; 
\end{axis}
\end{tikzpicture}
```

Note that this key requires PGF 2.10 or later.

`/tikz/mark options={⟨options⟩}`

Resets `every mark` to {⟨options⟩}.

`/pgf/text mark={⟨text⟩}`

(initially p)

Changes the text shown by `mark=text`.

With `/pgf/text mark=m:` m m m

With `/pgf/text mark=A:` A A A

There is no limitation about the number of characters or whatever. In fact, any T_EX material can be inserted as ⟨text⟩, including images.

`/pgf/text mark style={⟨options for mark=text⟩}`

Defines a set of options which control the appearance of `mark=text`.

If `/pgf/text mark as node=false` (the default), ⟨options⟩ is provided as argument to `\pgftext` – which provides only some basic keys like `left`, `right`, `top`, `bottom`, `base` and `rotate`.

If `/pgf/text mark as node=true`, ⟨options⟩ is provided as argument to `\node`. This means you can provide a very powerful set of options including `anchor`, `scale`, `fill`, `draw`, `rounded corners` etc.

`/pgf/text mark as node=true|false`

(initially false)

Configures how `mark=text` will be drawn: either as `\node` or as `\pgftext`.

The first choice is highly flexible and possibly slow, the second is very fast and usually enough.

`\pgfdeclareplotmark{⟨plot mark name⟩}{⟨code⟩}`

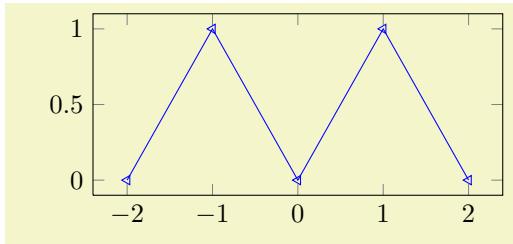
Defines a new marker named ⟨plot mark name⟩. Whenever it is used, ⟨code⟩ will be invoked. It is supposed to contain (preferable PGF basic level) drawing commands. During ⟨code⟩, the coordinate system's origin denotes the coordinate where the marker shall be placed.

Please refer to [5] section “Mark Plot Handler” for more detailed information.

`/pgfplots/every axis plot post`

(style, initially)

The `every axis plot post` style can be used to overwrite parts (or all) of the drawing styles which are assigned for plots.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% Overwrite any cycle list:
\pgfplotsset{
  every axis plot post/.append style={
    mark=triangle,
    every mark/.append style={rotate=90}}}

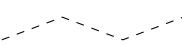
\begin{tikzpicture}
\begin{axis}[y=2cm]
\addplot coordinates
  {(-2,0) (-1,1) (0,0) (1,1) (2,0)}; 
\end{axis}
\end{tikzpicture}
```

Markers paths are not subjected to clipping as other parts of the figure. Markers are either drawn completely or not at all.

TikZ offers more options for marker fine tuning, please refer to [5] for details.

4.6.2 Line Styles

The following line styles are predefined in TikZ.

/tikz/ solid	(style, no value)
	
/tikz/ dotted	(style, no value)
	
/tikz/ densely dotted	(style, no value)
	
/tikz/ loosely dotted	(style, no value)
	
/tikz/ dashed	(style, no value)
	
/tikz/ densely dashed	(style, no value)
	
/tikz/ loosely dashed	(style, no value)
	
/tikz/ dashdotted	(style, no value)
	
/tikz/ densely dashdotted	(style, no value)
	
/tikz/ loosely dashdotted	(style, no value)
	
/tikz/ dashdotdotted	(style, no value)
	
/tikz/ densely dashdotdotted	(style, no value)
	
/tikz/ loosely dashdotdotted	(style, no value)
	

since these styles apply to markers as well, you may want to consider using

```
\pgfplotsset{  
    every mark/.append style={solid}  
}
```

in marker styles.

Besides linestyles, PGF also offers (a lot of) arrow heads. Please refer to [5] for details.

4.6.3 Edges and Their Parameters

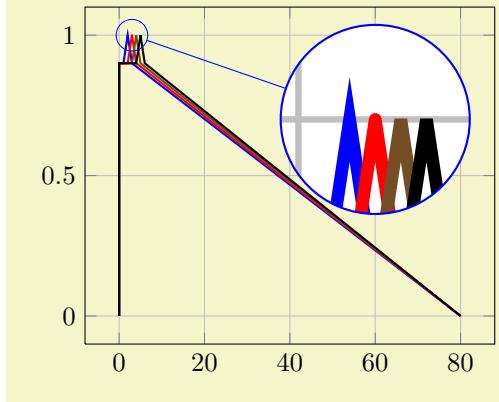
When PGFPLOTS connects points, it relies on PGF drawing parameters to create proper edges (and it only changes them in the `every patch` style).

It might occasionally be necessary to change these parameters:

```
/tikz/line cap=round|rect|butt          (initially butt)
/tikz/line join=round|bevel|miter       (initially miter)
/tikz/miter limit=<factor>            (initially 10)
```

These keys control how lines are joined at edges. Their description is beyond the scope of this manual, so interested readers should consult [5].

Here is just an example illustrating why it might be of interest to study these parameters:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usetikzlibrary{spy}
\begin{tikzpicture}[spy using outlines=
    {circle, magnification=6, connect spies}]
\begin{axis}[no markers,grid=major,
    every axis plot post/.append style={thick}]
\addplot coordinates {(0, 0.0) (0, 0.9) (1, 0.9) (2, 1) (3, 0.9) (80, 0)};
\addplot +[line join=round] coordinates {(0, 0.0) (0, 0.9) (2, 0.9) (3, 1) (4, 0.9) (80, 0)};
\addplot +[line join=bevel] coordinates {(0, 0.0) (0, 0.9) (3, 0.9) (4, 1) (5, 0.9) (80, 0)};
\addplot +[miter limit=5] coordinates {(0, 0.0) (0, 0.9) (4, 0.9) (5, 1) (6, 0.9) (80, 0)};

\coordinate (spypoint) at (axis cs:3,1);
\coordinate (magnifyglass) at (axis cs:60,0.7);
\end{axis}

\spy [blue, size=2.5cm] on (spypoint)
    in node[fill=white] at (magnifyglass);
\end{tikzpicture}
```

4.6.4 Font Size and Line Width

Often, one wants to change line width and font sizes for plots. This can be done using the following options of TikZ.

```
/tikz/font={<font name>}                      (initially \normalfont)
```

Sets the font which is to be used for text in nodes (like tick labels, legends or descriptions).

A font can be any L^AT_EX argument like `\footnotesize` or `\small\bfseries`³⁰.

It may be useful to change fonts only for specific axis descriptions, for example using

```
\pgfplotsset{
    tick label style={font=\small},
    label style={font=\small},
    legend style={font=\footnotesize}
}
```

See also the predefined styles `normalsize`, `small` and `footnotesize` in Section 4.9.2.

```
/tikz/line width={<dimension>}                  (initially 0.4pt)
```

Sets the line width. Please note that line widths for tick lines and grid lines are predefined, so it may be necessary to override the styles `every tick` and `every axis grid`.

The `line width` key is changed quite often in TikZ. You should use

```
\pgfplotsset{every axis/.append style={line width=1pt}}
```

or

³⁰ConTeXt and plain TeX users need to provide other statements, of course.

```
\pgfplotsset{every axis/.append style={thick}}
```

to change the overall line width. To also adjust ticks and grid lines, one can use

```
\pgfplotsset{every axis/.append style={
    line width=1pt,
    tick style={line width=0.6pt}}}
```

or styles like

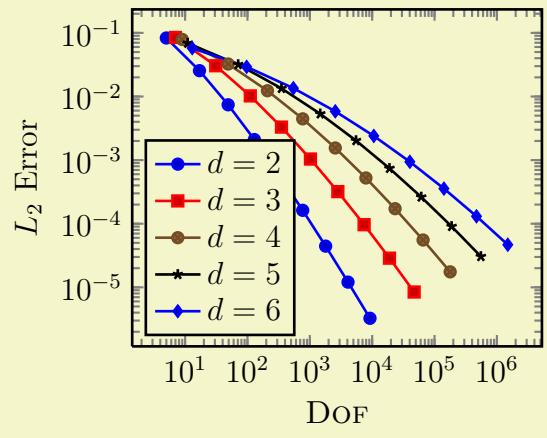
```
\pgfplotsset{every axis/.append style={
    thick,
    tick style={semithick}}}
```

The ‘`every axis plot`’ style can be used to change line widths for plots only.

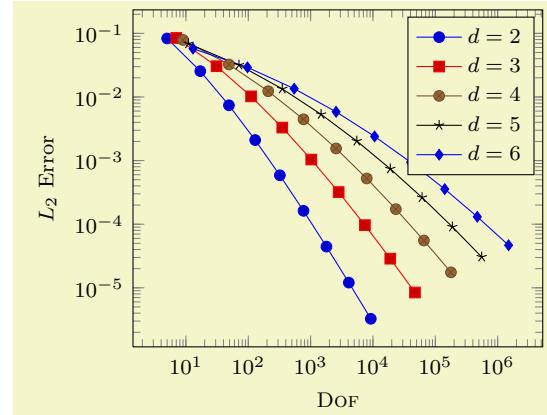
<code>/tikz/thin</code>	(no value)
<code>/tikz/ultra thin</code>	(no value)
<code>/tikz/very thin</code>	(no value)
<code>/tikz/semithick</code>	(no value)
<code>/tikz/thick</code>	(no value)
<code>/tikz/very thick</code>	(no value)
<code>/tikz/ultra thick</code>	(no value)

These TiKZ styles provide different predefined line widths.

This example shows the same plots as on page 18 (using `\plotcoords` as place holder for the commands on page 18), with different line widths and font sizes.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={
    font=\large,
    line width=1pt,
    tick style={line width=0.8pt}}}
\begin{tikzpicture}
\begin{loglogaxis}[
    legend style={at={(0.03,0.03)}, anchor=south west, xlabel=\textsc{Dof}, ylabel=$L_2$ Error}
]
% see above for this macro:
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}
```



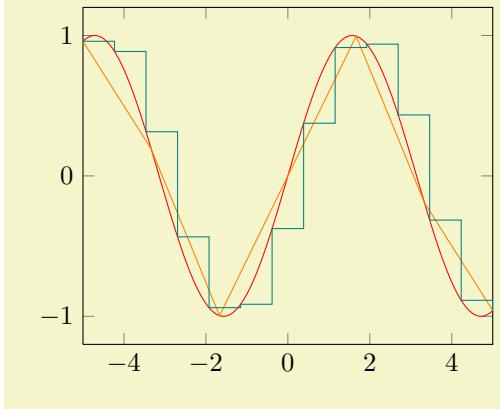
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={
    font=\footnotesize,
    thin,
    tick style={ultra thin}}}
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel=\textsc{Dof}, ylabel=$L_2$ Error
]
% see above for this macro:
\plotcoords
\legend{$d=2$,$d=3$,$d=4$,$d=5$,$d=6$}
\end{loglogaxis}
\end{tikzpicture}
```

4.6.5 Colors

PGF uses the color support of `xcolor`. Therefore, the main reference for how to specify colors is the `xcolor` manual [3]. The PGF manual [5] is the reference for how to select colors for specific purposes like drawing,

filling, shading, patterns etc. This section contains a short overview over the specification of colors in [3] (which is not limited to PGFPLOTS).

The package `xcolor` defines a set of predefined colors, namely `red`, `green`, `blue`, `cyan`, `magenta`, `yellow`, `black`, `gray`, `white`, `darkgray`, `lightgray`, `brown`, `lime`, `olive`, `orange`, `pink`, `purple`, `teal`, `violet`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[enlarge x limits=false]
\addplot[red,samples=500] {sin(deg(x))};

\addplot[orange,samples=7] {sin(deg(x))};

\addplot[teal,const plot,
samples=14] {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

Besides predefined colors, it is possible to *mix* two (or more) colors. For example, `red!30!white` contains 30% of `red` and 70% of `white`. Consequently, one can build `red!70!white` to get 70% red and 30% white or `red!10!white` for 10% red and 90% white. This mixing can be done with any color, for example `red!50!green`, `blue!50!yellow` or `green!60!black`.

A different type of color mixing is supported, which allows to take 100% of *each* component. For example, `rgb,2:red,1;green,1` will add 1/2 part `red` and 1/2 part `green` and we reproduced the example from above. Using the denominator 1 instead of 2 leads to `rgb,1:red,1;green,1` which uses 1 part `red` and 1 part `green`. Many programs allow to select pieces between 0, ..., 255, so a denominator of 255 is useful. Consequently, `rgb,255:red,231;green,84;blue,121` uses 231/255 red, 84/255 green and 121/255. This corresponds to the standard RGB color (231, 84, 121). Other examples are `rgb,255:red,32;green,127;blue,43`, `rgb,255:red,178;green,127;blue,43`, `rgb,255:red,169;green,178;blue,43`.

It is also possible to use RGB values, the HSV color model, the CMY (or CMYK) models, or the HTML color syntax directly. However, this requires some more programming. I suppose this is the fastest (and probably the most uncomfortable) method to use colors. For example,

	<pre>\definecolor{color1}{rgb}{1,1,0} \tikz \fill [color1] (0,0) rectangle (1em,0.6em);</pre>
--	---

creates the color with 100% `red`, 100% `green` and 0% `blue`;

	<pre>\definecolor{color1}{cmyk}{0.6,0.9,0.5,0.1} \tikz \fill [color1] (0,0) rectangle (1em,0.6em);</pre>
--	--

creates the color with 60% `cyan`, 90% `magenta`, 50% `yellow` and 10% `black`;

	<pre>\definecolor{color1}{HTML}{D0B22B} \tikz \fill [color1] (0,0) rectangle (1em,0.6em);</pre>
--	---

creates the color with 208/255 pieces red, 178/255 pieces green and 43 pieces blue, specified in standard HTML notation. Please refer to the `xcolor` manual [3] for more details and color models.

The `xcolor` package provides even more methods to combine colors, among them the prefix ‘-’ (minus) which changes the color into its complementary color (`-black`, `-white`, `-red`) or color wheel calculations. Please refer to the `xcolor` manual [3].

```
/tikz/color={<a color>}
/tikz/draw={<stroke color>}
/tikz/fill={<fill color>}
```

These keys are (generally) used to set colors. Use `color` to set the color for both drawing and filling. Instead of `color={<color name>}` you can simply write `<color name>`. The `draw` and `fill` keys only set colors for stroking and filling, respectively.

Use `draw=none` to disable drawing and `fill=none` to disable filling³¹.

Since these keys belong to TikZ, the complete documentation can be found in the TikZ manual [5, Section “Specifying a Color”].

4.6.6 Color Maps

`/pgfplots/colormap name={<color map name>}` (initially `hot`)

Changes the current color map to the already defined map named `<color map name>`. The predefined color map is



The definition can be found in the documentation for `colormap/hot`. This, and further color maps, are described below.

Colormaps can be used, for example, in scatter plots (see Section 4.4.10).

You can use `colormap` to create new color maps (see below).

`/pgfplots/colormap={<name>} {<color specification>}`

Defines a new colormap named `<name>` according to `<color specification>` and activates it using `colormap name={<name>}`.

The `<color specification>` is a sequence of positions and associated colors where linear interpolation is applied in-between. The syntax is very similar as the one used for PGF shadings described in [5, VIII – Shadings]: it is a semicolon-separated series of

`<color type>(<offset>)=(<color value>); :`

```
% possibility 1: like PGF shadings:  
rgb(0cm)=(1,0,0); rgb(1cm)=(0,1,0); rgb255(2cm)=(0,0,255); gray(3cm)=(0.3); color(4cm)=(green)
```



If the distance between successive colors is the same, the `<offset>` can be omitted. The ‘;’ separators are not necessary either:

```
% (simplified) possibility 2: skip ';' and length arguments:  
rgb=(1,0,0) rgb=(0,1,0) rgb255=(0,0,255) gray=(0.3) color=(green)
```



It is also possible to provide non-uniform distances between the different colors – if all single positions can be projected onto a uniform grid. PGFPLOTS will perform this interpolation automatically:

```
% non uniform spacing example: the mesh width is provided as first  
% part of the specification.  
\pgfplotsset{colormap={violetnew}  
 {[1cm] rgb255(0cm)=(25,25,122) color(1cm)=(white) rgb255(5cm)=(238,140,238)}}
```



In this last example, the mesh width has been provided explicitly and PGFPLOTS interpolates the missing grid points on its own. It is an error if the provided positions are no multiple of the mesh width. The `\pgfplotsset` employs the public user interface to create a new color map named ‘`violetnew`’.

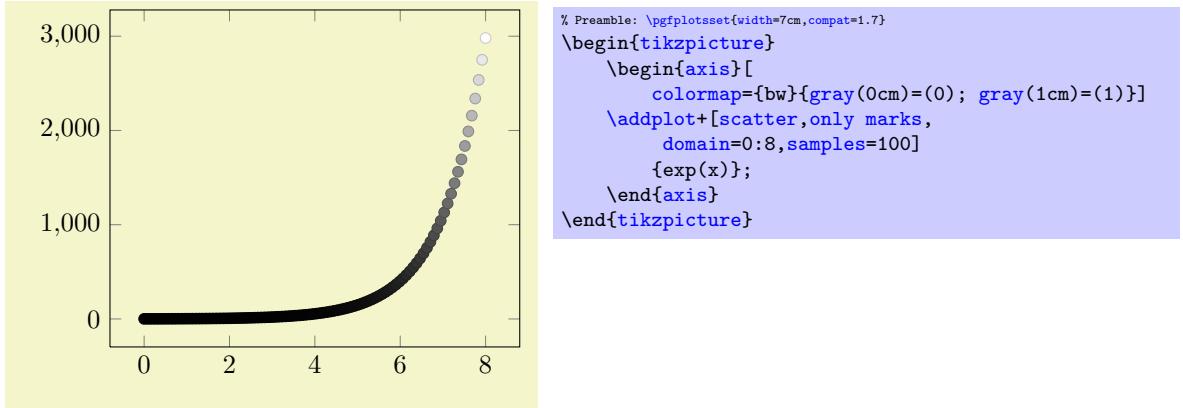
The single colors can be separated by semicolons ‘;’. The (optional) length describes how much of the bar is occupied by the interval, it is interpreted relative to the complete length. If the length argument is missing, it is taken to be the last specified length plus the last length difference (the first color defaults to `1cm` in this case).

³¹Up to now, plot marks always have a stroke color (some also have a fill color). This restriction may be lifted in upcoming versions.

Summary of the expected input format: Each entry in $\langle\text{color specification}\rangle$ has the form $\langle\text{color model}\rangle(\langle\text{length}\rangle)=(\langle\text{arguments}\rangle)$. Here, the $\langle\text{length}\rangle$ argument is optional as discussed above. The entries can be separated by semicolons ‘;’ or by white spaces. The leftmost entry *must* have $\langle\text{length}\rangle=0pt$. As discussed, all entries will be placed on a uniform grid, i.e. the distance between adjacent $\langle\text{length}\rangle$ arguments has to be the same (see the previous paragraph for automatic generation of intermediate points). The complete length of a color map is irrelevant: it will be mapped linearly to an internal range anyway (for efficient interpolation). The only requirement is that the left end must be at 0.

Available choices for $\langle\text{color model}\rangle$ are

- rgb** which expects $\langle\text{arguments}\rangle$ of the form $(\langle\text{red}\rangle,\langle\text{green}\rangle,\langle\text{blue}\rangle)$ where each component is in the interval $[0, 1]$,
- rgb255** which is similar to **rgb** except that each component is expected in the interval $[0, 255]$,
- gray** in which case $\langle\text{arguments}\rangle$ is a single number in the interval $[0, 1]$,
- color** in which case $\langle\text{arguments}\rangle$ contains a predefined (named) color like ‘**red**’ or a color expression like ‘**red!50**’,
- cmyk** which expects $\langle\text{arguments}\rangle$ of the form $(\langle\text{cyan}\rangle,\langle\text{magenta}\rangle,\langle\text{yellow}\rangle,\langle\text{black}\rangle)$ where each component is in the interval $[0, 1]$, and
- cmyk255** which is the same as **cmyk** but expects components in the interval $[0, 255]$.



The color space of a colormap. There are two supported color spaces for a **colormap**: the RGB color space and the CMYK color space. Each access into a **colormap** requires linear interpolation which is performed in its color space. Color spaces make a difference: colors in different color spaces may be represented differently, depending on the output device. Many printers use CMYK for color printing, so providing CMYK colors might improve the printing quality on a color printer. The RGB color space is often used for display devices. The predefined **colormaps** in PGFPLOTS all use RGB.

Whenever a new **colormap** is created, PGFPLOTS determines an associated color space. Then, each color in this specific **colormap** will be represented in its associated color space (converting colors automatically if necessary). Furthermore, every access into the **colormap** will be performed in its associated color space and every returned **mapped color** will be represented with respect to this color space. Furthermore, every shading generated by **shader=interp** will be represented with respect to the **colormap**’s associated color space.

The color space is chosen as follows: in case **colormap default colorspace=auto** (the initial configuration), the color space depends on the *first* encountered color in $\langle\text{color specification}\rangle$. For **rgb** or **gray** or **color**, the associated color space will be RGB (as it was in all earlier versions of PGFPLOTS). For **cmyk**, the associated color space will be CMYK. If **colormap default colorspace** is either **rgb** or **cmyk**, this specific color space is used and every color is converted automatically.

/pgfplots/**colormap default colorspace=auto|rgb|cmyk** (initially **auto**)

Allows to set the color space of every *newly created colormap*. The choices are explained in the previous paragraph.

It is (not yet) possible to change the color space of an existing **colormap**; re-create it if conversion is required.

The macro `\pgfplotscolormapgetcolorspace{<name>}` defines `\pgfplotsretval` to contain the color space of an existing `colormap name`, if you are in doubt.

Available color maps are shown below.

`/pgfplots/colormap/hot` (style, no value)

A style which installs the colormap

```
\pgfplotsset{
    colormap={hot}{color(0cm)=(blue); color(1cm)=(yellow); color(2cm)=(orange); color(3cm)=(red)}
}
```



This is the preconfigured color map.

`/pgfplots/colormap/hot2` (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={hot2}{[1cm]rgb255(0cm)=(0,0,0) rgb255(3cm)=(255,0,0)
                           rgb255(6cm)=(255,255,0) rgb255(8cm)=(255,255,255)}
}
```



Note that this particular choice ships directly with PGFPLTS, you do not need to load the `colormaps` library for this value.

This colormap is similar to one shipped with Matlab (®) under a similar name.

`/pgfplots/colormap/jet` (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={jet}{rgb255(0cm)=(0,0,128) rgb255(1cm)=(0,0,255)
                           rgb255(3cm)=(0,255,255) rgb255(5cm)=(255,255,0) rgb255(7cm)=(255,0,0) rgb255(8cm)=(128,0,0)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

`/pgfplots/colormap/blackwhite` (style, no value)

A style which is equivalent to

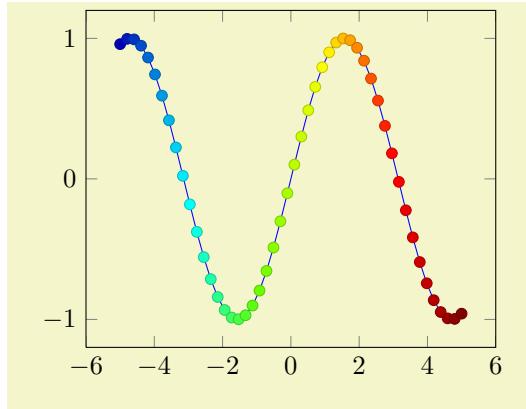
```
\pgfplotsset{
    colormap={blackwhite}{gray(0cm)=(0); gray(1cm)=(1)}
}
```



`/pgfplots/colormap/bluered` (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    colormap={bluered}{%
        rgb255(0cm)=(0,0,180); rgb255(1cm)=(0,255,255); rgb255(2cm)=(100,255,0);
        rgb255(3cm)=(255,255,0); rgb255(4cm)=(255,0,0); rgb255(5cm)=(128,0,0)
    }
}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colormap/bluered]
    \addplot+[scatter,
      scatter src=x,samples=50]
      {sin(deg(x))};
  \end{axis}
\end{tikzpicture}
```

Remark: The style `bluered` (re-)defines the color map and activates it. TeX will be slightly faster if you call `\pgfplotsset{colormap/bluered}` in the preamble (to create the color map once) and use `colormap name=bluered` whenever you need it. This remark holds for every color map style which follows. But you can simply ignore this remark.

/pgfplots/`colormap/cool`

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
  colormap={cool}{rgb255(0cm)=(255,255,255); rgb255(1cm)=(0,128,255); rgb255(2cm)=(255,0,255)}
}
```



/pgfplots/`colormap/greenyellow`

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
  colormap={greenyellow}{rgb255(0cm)=(0,128,0); rgb255(1cm)=(255,255,0)}
}
```



/pgfplots/`colormap/redyellow`

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
  colormap={redyellow}{rgb255(0cm)=(255,0,0); rgb255(1cm)=(255,255,0)}
}
```



/pgfplots/`colormap/violet`

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
  colormap={violet}{rgb255=(25,25,122) color=(white) rgb255=(238,140,238)}
}
```



```
\pgfplotscolormaptoshading{<colormap name>}{<right end size>}{<\macro>}
```

A command which converts a colormap into a PGF shading's color specification. It can be used in commands like `\pgfdeclare*shading` (see the PGF manual [5] for details).

The first argument is the name of a (defined) colormap, the second the rightmost dimension of the specification. The result will be stored in `<\macro>`.



```
% convert 'hot' -> \result
\pgfplotscolormaptoshading{hot}{8cm}\result
% define and use a shading in pgf:
\def\tempb{\pgfdeclarehorizontalshading{tempshading}{1cm}}%
% where '\result' is inserted as last argument:
\expandafter\tempb\expandafter{\result}%
\pgfuseshading{tempshading}%
```

The usage of the result `<\macro>` is a little bit low-level.

Attention: PGF shadings are always represented with respect to the RGB color space. Consequently, even CMYK `<colormap name>`s will result in an RGB shading specification when using this method³².

Note that there *more available choices* in the `colormaps` library which needs to be loaded by means of `\usepgfplotslibrary{colormaps}`.

4.6.7 Cycle Lists – Options Controlling Line Styles

```
/pgfplots/cycle list={<list>}
/pgfplots/cycle list name={<\macro>}
```

Allows to specify a list of plot specifications which will be used for each `\addplot` command without explicit plot specification. Thus, the currently active `cycle list` will be used if you write either `\addplot+ [<keys>] ...;` or if you *don't* use square brackets as in `\addplot [<explicit plot specification>] ...;`

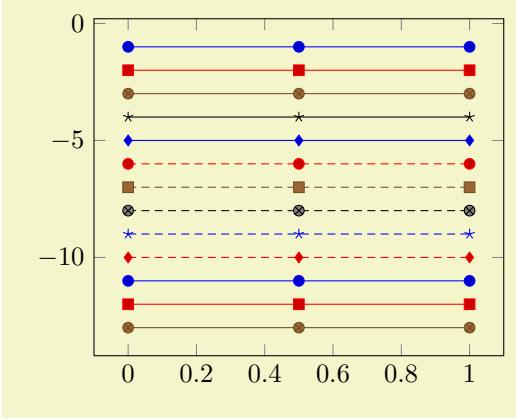
The list element with index i will be chosen where i is the index of the current `\addplot` command (see also the `cycle list shift` key which allows to use $i + n$ instead). This indexing does also include plot commands which don't use the `cycle list`.

There are several possibilities to change the currently active `cycle list`:

1. Use one of the predefined lists³³,
 - `color` (from top to bottom)

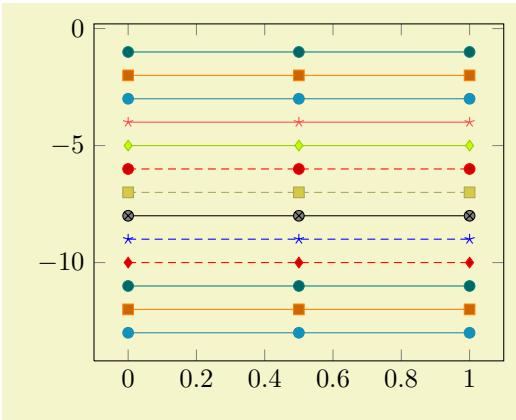
³²In case PGF should someday support CMYK shadings and you still see this remark, you can add the macro definition `\def\pgfplotscolormaptoshadingspectorgb{0}` to your preamble.

³³In an early version, these lists were called `\coloredplotspeclist` and `\blackwhiteplotspeclist` which appeared to be unnecessarily long, so they have been renamed. The old names are still accepted, however.



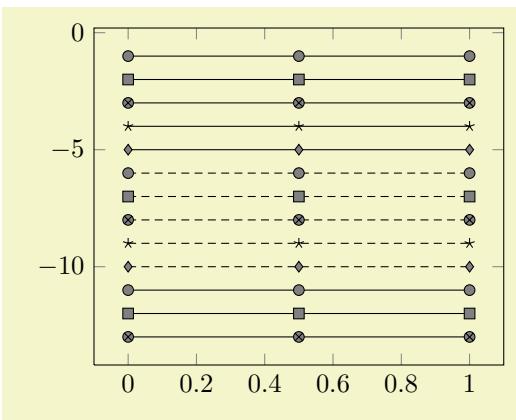
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=color]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

- **exotic** (from top to bottom)



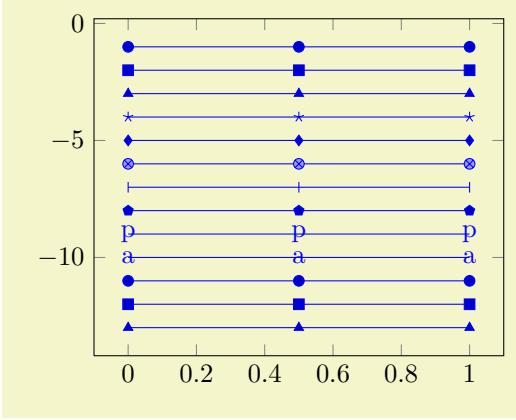
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=exotic]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

- **black white** (from top to bottom)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=black white]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

- **mark list** (from top to bottom)

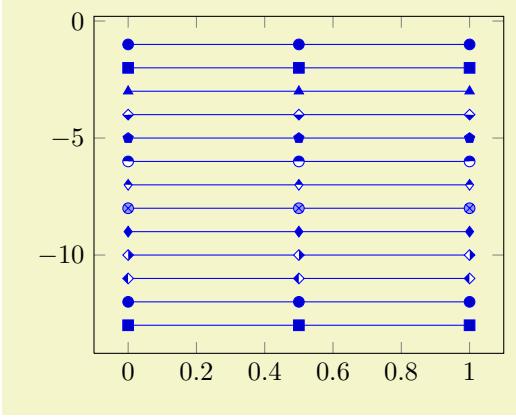


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=mark list]
\addplot+[blue] coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

The `mark list` always employs the current color, but it doesn't define one (the `\addplot+` statement explicitly sets the current color to `blue`).

The `mark list` is especially useful in conjunction with `cycle multi list` which allows to combine it with other lists (for example `linestyles` or a list of colors).

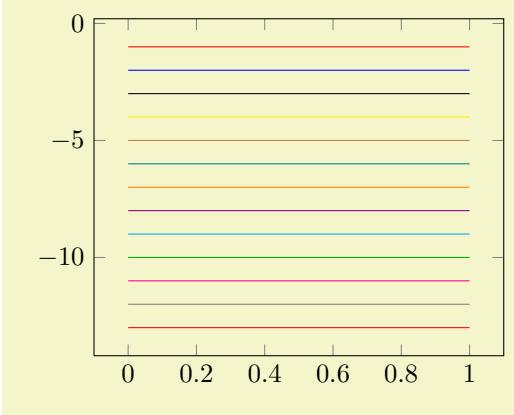
- **mark list*** A list containing only markers. In contrast to `mark list`, all these markers are filled. They are defined as (from top to bottom)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=mark list*]
\addplot+[blue] coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

Similar to `mark list`, the `mark list*` always employs the current color, but it doesn't define one (see above for the `\addplot+`).

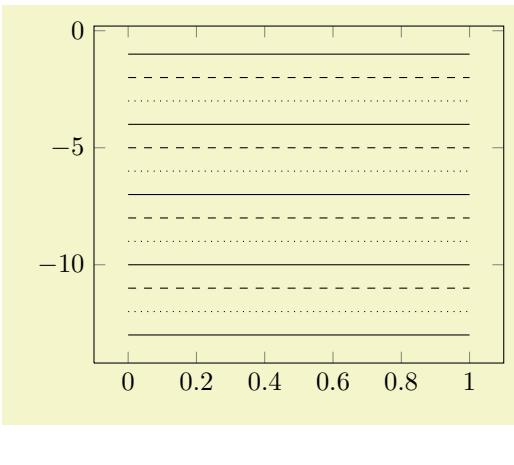
- **color list** (from top to bottom)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=color list]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

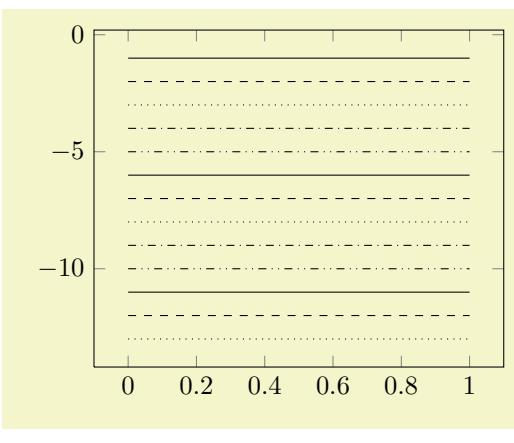
The `cycle list name=color` choice also employs markers whereas `color list` uses *only* colors.

- `linestyles` (from top to bottom)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=linestyles]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

- `linestyles*` contains more dotted line styles than `linestyles` (from top to bottom)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    stack plots=y,stack dir=minus,
    cycle list name=linestyles*]
\addplot coordinates {(0,1) (0.5,1) (1,1)};
\end{axis}
\end{tikzpicture}
```

- `auto` The `cycle list name=auto` always denotes the most recently used cycle list activated by `cycle list` or `cycle list name`.

The definitions of all predefined cycle lists follow (see the end of this paragraph for a syntax description).

```
\pgfplotscreateplotcyclelist{color}{%
    blue,every mark/.append style={fill=blue!80!black},mark=*\\%
    red,every mark/.append style={fill=red!80!black},mark=square*\\%
    brown!60!black,every mark/.append style={fill=brown!80!black},mark=otimes*\\%
    black,mark=star\\%
    blue,every mark/.append style={fill=blue!80!black},mark=diamond*\\%
    red,densely dashed,every mark/.append style={solid,fill=red!80!black},mark=*\\%
    brown!60!black,densely dashed,every mark/.append style={%
        solid,fill=brown!80!black},mark=square*\\%
    black,densely dashed,every mark/.append style={solid,fill=gray},mark=otimes*\\%
    blue,densely dashed,mark=star,every mark/.append style=solid\\%
    red,densely dashed,every mark/.append style={solid,fill=red!80!black},mark=diamond*\\%
}
```

```
\pgfplotscreateplotcyclelist{black white}{%
    every mark/.append style={fill=gray},mark=*\\%
    every mark/.append style={fill=gray},mark=square*\\%
    every mark/.append style={fill=gray},mark=otimes*\\%
    mark=star\\%
    every mark/.append style={fill=gray},mark=diamond*\\%
    densely dashed,every mark/.append style={solid,fill=gray},mark=*\\%
    densely dashed,every mark/.append style={solid,fill=gray},mark=square*\\%
    densely dashed,every mark/.append style={solid,fill=gray},mark=otimes*\\%
    densely dashed,every mark/.append style={solid},mark=star\\%
    densely dashed,every mark/.append style={solid,fill=gray},mark=diamond*\\%
}
```

```
\pgfplotscreateplotcyclelist{exotic}{%
    teal,every mark/.append style={fill=teal!80!black},mark=*\\%
    orange,every mark/.append style={fill=orange!80!black},mark=square*\\%
    cyan!60!black,every mark/.append style={fill=cyan!80!black},mark=otimes*\\%
    red!70!white,mark=star\\%
    lime!80!black,every mark/.append style={fill=lime},mark=diamond*\\%
    red,densely dashed,every mark/.append style={solid,fill=red!80!black},mark=*\\%
    yellow!60!black,densely dashed,
        every mark/.append style={solid,fill=yellow!80!black},mark=square*\\%
    black,every mark/.append style={solid,fill=gray},mark=otimes*\\%
    blue,densely dashed,mark=star,every mark/.append style=solid\\%
    red,densely dashed,every mark/.append style={solid,fill=red!80!black},mark=diamond*\\%
}
```

```
% note that "." is the currently defined Tikz color.
\pgfplotscreateplotcyclelist{mark list}{%
    every mark/.append style={solid,fill=.!80!black},mark=*\\%
    every mark/.append style={solid,fill=.!80!black},mark=square*\\%
    every mark/.append style={solid,fill=.!80!black},mark=triangle*\\%
    every mark/.append style={solid},mark=star\\%
    every mark/.append style={solid,fill=.!80!black},mark=diamond*\\%
    every mark/.append style={solid,fill=.!80!black!40},mark=otimes*\\%
    every mark/.append style={solid},mark=|\\%
    every mark/.append style={solid,fill=.!80!black},mark=pentagon*\\%
    every mark/.append style={solid},mark=text, text mark=p\\%
    every mark/.append style={solid},mark=text, text mark=a\\%
}
```

This is not the complete truth: the actual implementation of `mark list` allows to customize the `fill` value:

`/pgfplots/mark list fill={<color>}` (initially `.!80!black`)

Allows to customize the fill color for the `mark list` and `mark list*`.

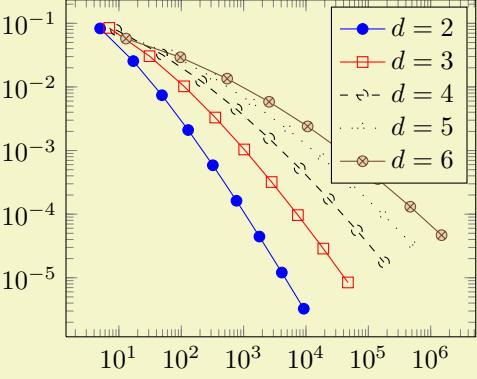
For example, if you have `black` as color, the alternative choice `mark list fill=.!50!white` will produce much better results.

```
% note that "." is the currently defined Tikz color.
\pgfplotscreateplotcyclelist{mark list}{%
    every mark/.append style={solid,fill=!.!80!black},mark=*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=square*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=triangle*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=halfsquare*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=pentagon*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=halfcircle*\\%
    every mark/.append style={solid,fill=!.!80!black,rotate=180},mark=halfdiamond*\\%
    every mark/.append style={solid,fill=!.!80!black!40},mark=otimes*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=diamond*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=halfsquare right*\\%
    every mark/.append style={solid,fill=!.!80!black},mark=halfsquare left*\\%
}
```

```
\pgfplotscreateplotcyclelist{color list}{%
    red,blue,black,yellow,brown,teal,orange,violet,cyan,green!70!black,magenta,gray}
```

```
\pgfplotscreateplotcyclelist{linestyles}{solid,dashed,dotted}
\pgfplotscreateplotcyclelist{linestyles*}{solid,dashed,dotted,dashdotted,dashdotdotted}
```

2. The second choice for cycle lists is to provide each entry directly as argument to `cycle list`,



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[cycle list={%
    {blue,mark=*},
    {red,mark=square},
    {dashed,mark=o},
    {loosely dotted,mark=+},
    {brown!60!black,
        mark options={fill=brown!40},
        mark=otimes*}}]
\end{loglogaxis}
\end{tikzpicture}
```

(This example list requires `\usetikzlibrary{plotmarks}`).

The input format is described below in more detail.

3. The last method is to combine 1. and 2.: Define named cycle lists in the preamble and use them with '`cycle list name`':

```
\pgfplotscreateplotcyclelist{<name>}{<list>}
```

```
\pgfplotscreateplotcyclelist{mylist}{%
    {blue,mark=*},
    {red,mark=square},
    {dashed,mark=o},
    {loosely dotted,mark=+},
    {brown!60!black,mark options={fill=brown!40},mark=otimes*}%
...
\begin{axis}[cycle list name=mylist]
...
\end{axis}
```

The format of `<list>`: The argument `<list>` is usually a comma separated list of lists of style keys like colors, line styles, marker types and marker styles. This “comma list of comma lists” structure requires to encapsulate the inner list using curly braces:

```
\pgfplotscreateplotcyclelist{mylist}{%
    {blue,mark=*},
    {red,mark=square},
    {dashed,mark=o},
    {loosely dotted,mark=+},
    {brown!60!black,mark options={fill=brown!40},mark=otimes*}}
```

Alternatively, one can terminate the inner lists (i.e. those for one single plot) with ‘`\%`’:

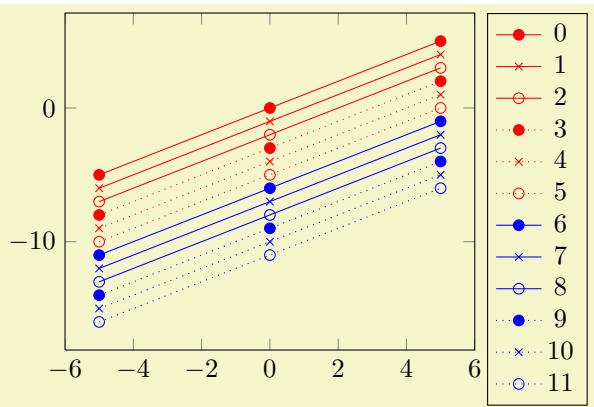
```
\begin{tikzpicture}[cycle list={%
    blue,mark=*\%
    red,mark=square\%
    dashed,mark=o\%
    loosely dotted,mark=+\%
    brown!60!black,mark options={fill=brown!40},mark=otimes*\%
}%
]%
...
\end{axis}
```

In this case, the *last* entry also needs a terminating ‘`\%`’, but one can omit braces around the single entries.

Remark: It is possible to call `\pgfplotsset{cycle list={⟨a list⟩}}` or `cycle list name` between plots. Such a setting remains effective until the end of the current TeX group (that means curly braces). Every `\addplot` command queries the `cycle list` using the plot index; it doesn’t hurt if `cycle lists` have changed in the meantime.

/pgfplots/`cycle multi list=⟨list 1⟩\nextlist⟨list 2⟩\nextlist…`

Allows to supply more than one `cycle list` in a way such that each one contributes to the plot style. This is probably best explained using an example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    cycle multi list={
        red,blue\nextlist
        solid,{dotted,mark options={solid}}\nextlist
        mark=*,mark=x,mark=o
    },
    samples=3,
    legend entries={0,...,20},
    legend pos=outer north east
]
\addplot {x};
\addplot {x-1};
\addplot {x-2};
\addplot {x-3};
\addplot {x-4};
\addplot {x-5};
\addplot {x-6};
\addplot {x-7};
\addplot {x-8};
\addplot {x-9};
\addplot {x-10};
\addplot {x-11};
\end{axis}
\end{tikzpicture}
```

The provided `cycle multi list` consists of three lists. The style for a single plot is made up using elements of each of the three lists: the first plot has style `red,solid,mark=*`, the second has

`red,solid,mark=x`, the third has `red,solid,mark=o`. The fourth plot restarts the third list and uses the next one of list 2: it has `red,dotted,mark options={solid}\,\,\,\nextlist` and so on.

The last list will always be advanced for a new plot. The list before the last (in our case the second list) will be advanced after the last one has been reset. In other words: `cycle multi list` allows a composition of different `cycle list` in a lexicographical way³⁴.

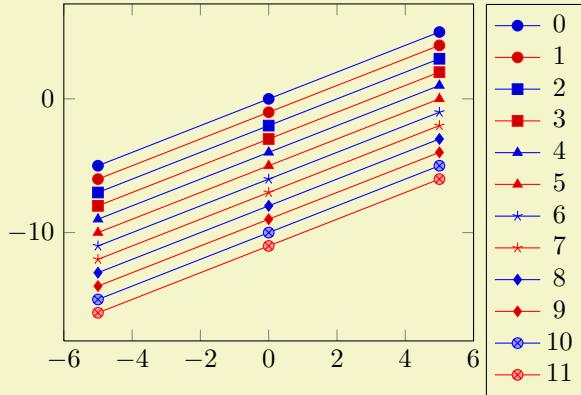
The argument for `cycle multi list` is a sequence of arguments as they would have been provided for `cycle list`, separated by `\nextlist`. In addition to providing a new cycle list, the $\langle list\ i\rangle$ elements can also denote `cycle list name` values (including the special `auto` cycle list which is the most recently assigned `cycle list` or `cycle list name`). The final `\nextlist` is optional.

The list in our example above could have been written as

```
\begin{axis}[
    cycle multi list={
        red\blue\,\,\,\nextlist
        solid\,\,\,dotted,mark options={solid}\,\,\,\nextlist
        mark=*\\mark=x\\mark=o\\
    }
]
```

as well (note the terminating `\,\,\,` commands!).

Cycle color between successive plots, then marks

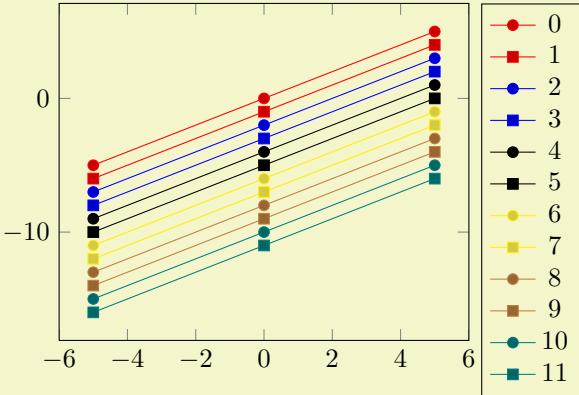


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Cycle color between successive plots, then marks},
    cycle multi list={
        mark list\nextlist
        blue,red%
    },
    samples=3,
    legend entries={0,...,20},
    legend pos=outer north east
]
\addplot {x};
\addplot {x-1};
\addplot {x-2};
\addplot {x-3};
\addplot {x-4};
\addplot {x-5};
\addplot {x-6};
\addplot {x-7};
\addplot {x-8};
\addplot {x-9};
\addplot {x-10};
\addplot {x-11};
\end{axis}
\end{tikzpicture}
```

³⁴For those who prefer formulas: The plot with index $0 \leq i < N$ will use cycle list offsets i_0, i_1, \dots, i_k , $0 \leq i_m < N_m$ where k is the number of arguments provided to `cycle multi list` and N_m is the number of elements in the m th cycle list. The offsets i_m are computed in a loop `{ int tmp=i; for(int m=k-1; m>0; m=m-1) { i_m = tmp%N_m; tmp = tmp/N_m; } }`.

Using Sub–Lists The $\langle list \ i \rangle$ entry can also contain just the first n elements of an already known cycle list name using the syntax [$\langle number \rangle$ of] $\langle cycle \ list \ name \rangle$. For example [2 of]mark list will use the first 2 elements of mark list:

Cycle 2 marks between successive plots, then colors



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Cycle 2 marks between successive plots, then colors},
    cycle multi list={%
        color list\nextlist
        [2 of]mark list
    },
    samples=3,
    legend entries={0,...,20},
    legend pos=outer north east
]
\addplot {x};
\addplot {x-1};
\addplot {x-2};
\addplot {x-3};
\addplot {x-4};
\addplot {x-5};
\addplot {x-6};
\addplot {x-7};
\addplot {x-8};
\addplot {x-9};
\addplot {x-10};
\addplot {x-11};
\end{axis}
\end{tikzpicture}
```

/pgfplots/cycle list shift={⟨integer⟩}

(initially empty)

Allows to *shift* the index into the `cycle list`. If $\langle integer \rangle$ is n , the list element $i + n$ will be taken instead of the i th one. Remember that i is the index of the current `\addplot` command (starting with 0).

Since a `cycle list` is queried *immediately* when `\addplot` (or `\addplot+`) is called, you can adjust the `cycle list shift` for selected plots:

```
\pgfplotsset{cycle list shift=3}
\addplot ....

\pgfplotsset{cycle list shift=-1}
\addplot ....
```

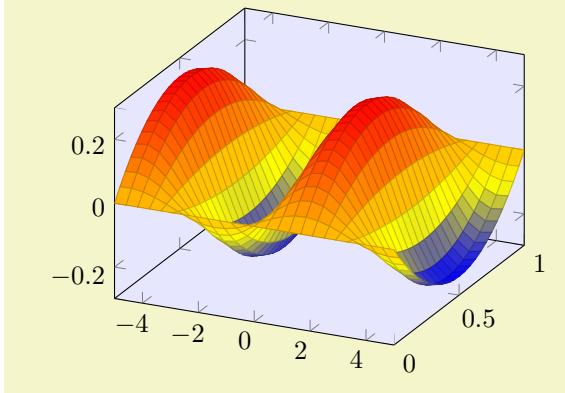
Special case: If the result is negative, $i + n < 0$, the list index $-(i + n)$ will be taken. For example, `cycle list shift=-10` and $i < 10$ will result in list index $10 - i$. Note that you can use `reverse legend` to reverse legends, so this feature is probably never needed.

4.6.8 Axis Background

/pgfplots/**axis background**

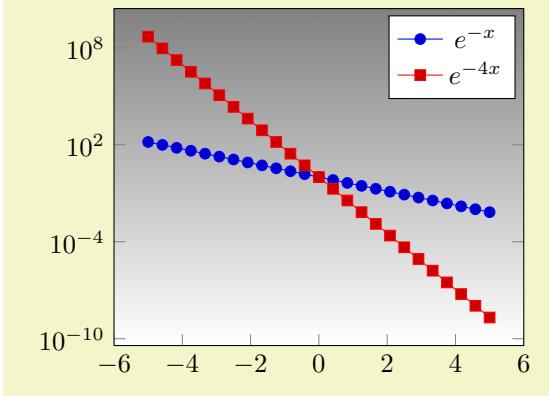
(initially empty)

This is a style to configure the appearance of the axis as such. It can be defined and/or changed using the **axis background/.style={<options>}** method. A background path will be generated with **<options>**, which may contain fill colors or shadings.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    axis background/.style={fill=blue!10}]
    \addplot3[surf,y domain=0:1]
      {\sin(deg(x)) * y*(1-y)};
  \end{axis}
\end{tikzpicture}
```

Please note that legends are filled with white in the default configuration.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{semilogyaxis}[
    axis background/.style={
      shade,top color=gray,bottom color=white},
    legend style={fill=white}]
    \addplot {\exp(-x)};
    \addplot {\exp(-4*x)};
    \legend{$e^{-x}$,$e^{-4x}$}
  \end{semilogyaxis}
\end{tikzpicture}
```

Details about **fill** and **shade** can be found in the TikZ manual, [5].

4.7 Providing Color Data - Point Meta

PGFPLOTS provides features which modify plots depending on a special coordinate, the “point meta data”. For example, scatter plots may vary marker colors, size or appearance depending on this special data. Surface and mesh plots are another example: here, the color of a surface patch (or mesh part) depends on “point meta”. The “meta data” of a node is not the position (which is given as (x, y) or (x, y, z)). It is “some information” about that node; you could say: it is a specific property of the node. This is commonly called “meta data”.

In PGFPLOTS, every node has its coordinate *and* its meta data. Thus, two-dimensional plots have three values: x , y , and the **point meta** data. Three-dimensional plots have four values for each coordinate: x , y , z , and the **point meta**.

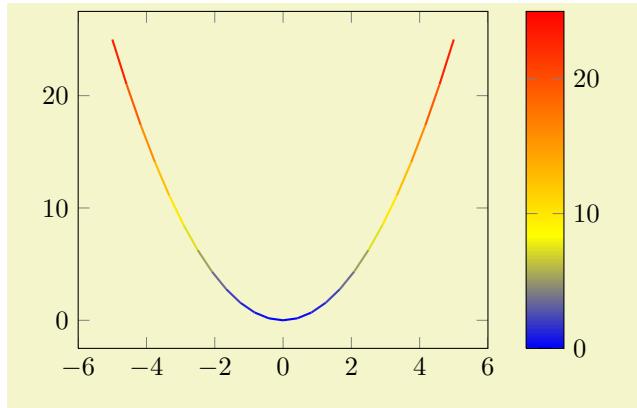
In many cases, **point meta** is interpreted to be color data. To be more precise: it is interpreted to be *scalar* color data which is mapped into the **colormap** (more about this approach in the next paragraphs). However, **point meta** can be anything. Often, it is a single number as in the case of color data. That number is mapped linearly to the interval $[0, 1000]$ such that 0 corresponds to the smallest encountered value and 1000 corresponds to the largest encountered scalar value. The mapped value is available as **\pgfplotspointmetatransformed**. This special value allows to define some property of the plot: it can be the color (together with **colormap**). It can also be the **line width** in a **mesh** plot (more precisely: the **line width** could be defined to depend on the transformed meta data). The value can also be used to define **mark size**. However, **point meta** data does not necessarily need to be a number. It can be a text label (any text that you like). This is used by **nodes near coords**, for example. It could also contain a tuple like

RGB color information (which is not commonly used, however). Thus, `point meta` is really some abstract information about individual coordinates.

Note that there is only *one* `point meta` per point. See the key `visualization depends on` if you need more than one meta data value per coordinate.

The common idea is to tell PGFLOTS how to get the meta data. It is not necessary to provide data explicitly – in many cases, the data which is used to color surface patches or marker colors is the plot's y or z coordinate. The method used to tell PGFLOTS where to find “point meta data” is the `point meta` key.

The most common use-case of `point meta` is color information: if the point meta data is in the interval $[m_{\min}, m_{\max}]$, the point meta coordinate $m = m_{\min}$ will get the lowest color provided by the color map while $m = m_{\max}$ will get the highest color provided by the color map. As already mentioned, this is accomplished using `\pgfplotsset{pointmeta=transformed} ∈ [0, 1000]` (per convention). Any coordinate between the smallest and largest values will be mapped linearly: for example, the mean $m = 1/2(m_{\max} + m_{\min})$ will get the middle color of the color map (it will have `\pgfplotsset{pointmeta=transformed} = 500`). This is why “point meta” is sometimes called “color data” in this manual.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar]
\addplot[mesh,point meta=y,thick] {x^2};
\end{axis}
\end{tikzpicture}
```

/pgfplots/`point meta=none|<expression>|x|y|z|f(x)|explicit|explicit symbolic` (initially none)

The `point meta` key tells PGFLOTS where to get the special point meta data. Please note that `point meta` and `scatter src` is actually the same – `scatter src` is an alias for `point meta`. Thus, the summary provided for `scatter src` on page 83 covers the same topics. However, the main reference for `point meta` is here.

none The initial choice `none` disables point meta data, resulting in no computational work. Any other choice will activate the computation of upper and lower ranges for point meta data, i.e. the computation of $[m_{\min}, m_{\max}]$.

x The choice `x` uses the already available x coordinates as point meta data. This does always refer to the *final* x coordinates after any user transformations, logarithms, stacked plot computations etc. have been applied. Consider using `rawx` if you need the unprocessed coordinate value here.

y

z The choices `y` and `z` are similar: they use the y or z coordinates respectively as point meta data. Consequently, these three choices do *not* need any extra data. As for `x`, there are math constants `rawy` and `rawz` which yield the unprocessed y and z value, respectively.

f(x) This will use the last available coordinate, in other words: it is the same as `y` for two dimensional plots and `z` for three dimensional ones.

explicit This choice tells PGFLOTS to expect *numerical* point meta data which is provided explicitly in the coordinate input streams. This data will be transformed linearly into the current color map as it has been motivated above.

How point meta data is provided for `plot coordinates`, `plot table` and the other input methods is described in all detail in Section 4.2.1 – but we provide small examples here to summarize the possibilities:

```
% for 'coordinates':
% provide color data explicitly using [<data>]
% behind coordinates:
\addplot+[point meta=explicit]
  coordinates {
    (0,0) [1.0e10]
    (1,2) [1.1e10]
    (2,3) [1.2e10]
    (3,4) [1.3e10]
    % ...
  };

```

```
% for 'table':
% Assumes a datafile.dat like
% xcolname  ycolname  colordata
% 0          0          0.001
% 1          2          0.3
% 2          2.1        0.4
% 3          3          0.5
% ...
% the file may have more columns.
\addplot+[point meta=explicit]
  table[x=xcolname,y=ycolname,meta=colordata]
  {datafile.dat};
% or, equivalently (perhaps a little bit slower):
\addplot+[point meta=\thisrow{colordata}]
  table[x=xcolname,y=ycolname]
  {datafile.dat};
```

```
% for 'file':
% Assumes a datafile.dat like
% 0          0          0.001
% 1          2          0.3
% 2          2.1        0.4
% 3          3          0.5
% ...
% the first three columns will be used here as x,y and meta,
% resp.
\addplot+[point meta=explicit]
  file {datafile.dat};
```

```
% 'table' using expressions which may depend on all
% columns:
% Assumes a datafile.dat like
% xcolname  ycolname  anything   othercol
% 0          0          4          15
% 1          2          5          20
% 2          2.1        8          30
% 3          3          42         40
% ...
% the file may have more columns.
\addplot+[point meta={0.5*(\thisrow{anything} + sqrt(\thisrow{othercol}))}]
  table[x=xcolname,y=ycolname]
  {datafile.dat};
```

Thus, there are several methods to provide point meta (color data). The key for the choice `explicit` is that some data is provided explicitly – although `point meta` doesn't know how. The data is expected to be of numerical type and is mapped linearly into the range [0, 1000] (maybe for use in the current color map).

explicit symbolic The choice `explicit symbolic` is very similar to `explicit` in that it expects extra data by the coordinate input routines. However, `explicit symbolic` does not necessarily expect numerical data: you can provide any sort of symbols. One might provide a set of styles, one for each class in a scatter plot. This is realised using `scatter/classes`, see page 85. Input data is provided in the same fashion as mentioned above for the choice `explicit`.

Currently, this choice can only be used for scatter plots.

(*expression*) This choice allows to compute point meta data using a mathematical expression. The *expression* may depend on `x`, `y`, `z` which yield the current *x*, *y* or *z* coordinate, respectively. The

coordinates are completely processed (transformations, logs) as mentioned above for the choice `x`. Furthermore, the $\langle expression \rangle$ may depend on commands which are valid during `\addplot` like `\plotnum` or `\coordindex` (see Section 4.24 for details). Computations are performed using the floating point unit of PGF, and all supported arithmetical operations can be used.

In essence, the $\langle expression \rangle$ may depend on everything which is known to all `\addplot` commands: the x , y and (if any) z coordinates. In addition, it may depend upon `rawx`, `rawy` or `rawz`. These three expressions yield the unprocessed x , y or z value as it has been found in the input stream (no logs, no user transformations)³⁵. If used together with `plot table`, you may also access other table columns (for example with `\thisrow{\{colname\}}`).

TeX code=`<code>` A rather low level choice which allows to provide TeX $\langle code \rangle$ to compute a numerical value. The $\langle code \rangle$ should define the macro `\pgfplotspointmeta`. It is evaluated in a locally scoped environment (it's local variables are freed afterwards). It may depend on the same values as described for $\langle expression \rangle$ above, especially on `\thisrow{\{colname\}}` for table input.

Note that the math parser will be configured to use the `fpu` at this time, so `\pgfmathparse` yields floats.

TeX code symbolic=`<code>` Just as TeX `code`, you can provide $\langle code \rangle$ which defines the macro `\pgfplotspointmeta`, but the result is not interpreted as a number. It is like the `explicit symbolic` choice.

As already mentioned, a main application of point meta data is to determine (marker/face/edge) colors using a linear map into the range $[0, 1000]$ (maybe for use in the current color map). This map works as follows: it is a function

$$\phi: [m_{\min}, m_{\max}] \rightarrow [0, 1000]$$

with

$$\phi(m) = \frac{m - m_{\min}}{1000}$$

such that $\phi(m_{\min}) = 0$ and $\phi(m_{\max}) = 1000$. The value 1000 is – per convention – the upper limit of all color maps. Now, if a coordinate (or edge/face) has the point meta data m , its color will be determined using $\phi(m)$: it is the color at $\phi(m)\%$ of the current color map.

This transformation depends on the interval $[m_{\min}, m_{\max}]$ which, in turn, can be modified using the keys `point meta rel`, `point meta min` and `point meta max` described below.

The untransformed point meta data is available in the macro `\pgfplotspointmeta` (only in the correct context, for example the scatter plot styles or the `scatter/@pre marker code` interface). This macro contains a low level floating point number (unless it is non-parsed string data). The transformed data will be available in the macro `\pgfplotspointmetatransformed` and is in fixed point representation. It is expected to be in the range $[0, 1000]$.

/pgfplots/**set point meta if empty**=`{<point meta source>}`

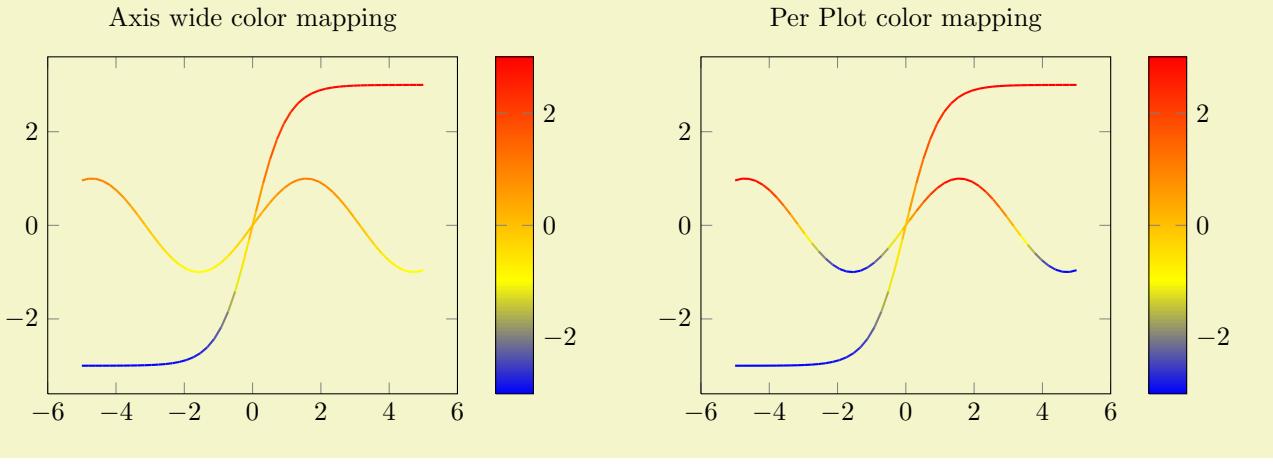
Sets `point meta=``<point meta source>`, but only if `point meta=none` currently. This is used for `scatter`, `mesh` and `surf` with `set point meta if empty=f(x)`.

/pgfplots/**point meta rel**=axis wide|per plot (initially axis wide)

As already explained in the documentation for `point meta`, one application for point meta data is to determine colors using the current color map and a linear map from point meta data into the current color map. The question is how this linear map is computed.

The key `point meta rel` configures whether the interval of all point meta coordinates, $[m_{\min}, m_{\max}]$ is computed as maximum over all plots in the complete axis (the choice `axis wide`) or only for one particular plot (the choice `per plot`).

³⁵In rare circumstances, it might be interesting to apply a math expression to another source of point meta (one of the other choices. To this end, the $\langle expression \rangle$ is checked after the other possible choices have already been evaluated. In other words, the statement `point meta=explicit`, `point meta=meta*meta+3` will evaluate the expression with `meta` set to whatever data has been provided explicitly.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Axis wide color mapping,
    colorbar,
    samples=50,point meta rel=axis wide,
    point meta=y]

    \addplot [mesh,thick] {sin(deg(x))};
    \addplot [mesh,thick] {3*tanh(x)};
\end{axis}
\end{tikzpicture}

\begin{tikzpicture}
\begin{axis}[
    title=Per Plot color mapping,
    colorbar,
    samples=50,
    point meta rel=per plot,
    point meta=y]

    \addplot [mesh,thick] {sin(deg(x))};
    \addplot [mesh,thick] {3*tanh(x)};
\end{axis}
\end{tikzpicture}
```

Note that a `colorbar` will still use the `axis wide` point meta limits. Consider the `colorbar source` key if you want the color data limits of a *particular* plot for your color bar. The `point meta rel` key configures how point meta maps to colors in the `colormap`.

```
/pgfplots/point meta min={<number>}
/pgfplots/point meta max={<number>}
```

These keys allow to define the range required for the linear map of point meta data into the range [0, 1000] (for example, for current maps) explicitly. This is necessary if the same mapping shall be used for more than one axis.

Remarks about special cases:

- It is possible to provide limits partially; in this case, only the missing limit will be computed.
- If point meta data falls outside of these limits, the linear transformation is still well defined which is acceptable (unless the interval is of zero length). However, color data can't be outside of these limits, so color bars perform a truncation.
- This key can be provided for single plots as well as for the complete axis (or for both).
- If meta limits are provided for a single plot, these limits may also contribute to the axis wide meta interval.

```
/pgfplots/colormap access=map|direct
```

(initially `map`)

This key configures how point meta data is used to determine colors from a color map. The initial configuration `map` performs the linear mapping operation explained above. The choice `direct` does not perform any transformation; it takes the point meta as integer indices into the current color map.

Consequently, there is no interpolation between colors in the color map, there will only be as many colors as the color map contains explicitly.

Some more details:

- If there are m colors in the color map and the color data falls outside of $[0, m - 1]$, it will be pruned to either the first or the last color.
- If color data is a real number, it will be truncated to the next smaller integer.
- This key does not work for `shader=interp` (note that this shader will always interpolate in the color map).

Attention: This feature is experimental, I did not have time to test it.

4.8 Axis Descriptions

Axis descriptions are labels for x and y axis, titles, legends and the like. Axis descriptions are drawn after the plot is finished and they are not subjected to clipping.

4.8.1 Placement of Axis Descriptions

This section describes how to *modify* the placement of titles, labels, legends and other axis descriptions. It may be skipped at first reading.

There are different methods to place axis descriptions. One of them is to provide coordinates relative to the axis' rectangle such that $(0,0)$ is the lower left corner and $(1,1)$ is the upper right corner – this is very useful for figure titles or legends. Coordinates of this type, i.e. without unit like $(0,0)$ or $(1.03,1)$, are called `axis description cs` (the `cs` stands for “coordinate system”). One other method is of primary interest for axis labels – they should be placed near the tick labels, but it a way that they don't overlap or obscure tick labels. Furthermore, axis labels shall be placed such that they are automatically moved if the axis is rotated (or tick labels are moved to the right side of the figure). There is a special coordinate system to realize these two demands, the `ticklabel cs`.

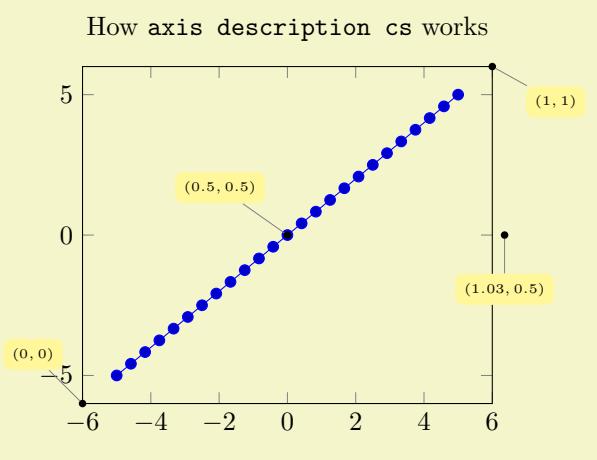
In the following, the two coordinate systems `axis description cs` and `ticklabel cs` are described in more detail. It should be noted that `axis description cs` is used automatically, so it might never be necessary to use it explicitly.

Coordinate system `axis description cs`

A coordinate system which is used to place axis descriptions. Whenever the option ‘`at={\langle x \rangle,\langle y \rangle}`’ occurs in `label style`, `legend style` or any other axis description, $\langle x \rangle, \langle y \rangle$ is interpreted to be a coordinate in `axis description cs`.

The point $(0,0)$ is always the lower left corner of the tightest bounding box around the axes (without any descriptions or ticks) while the point $(1,1)$ is the upper right corner of this bounding box.

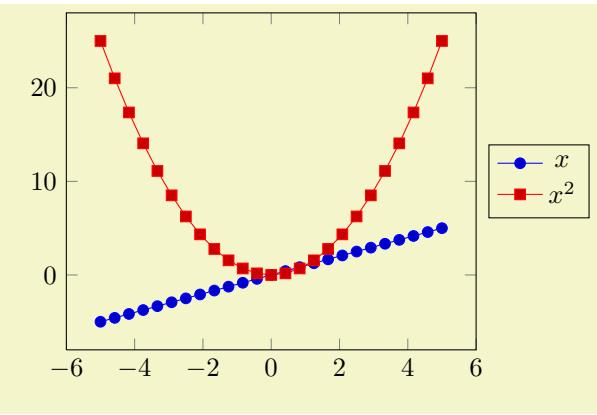
In most cases, it is *not* necessary to explicitly write `axis description cs` as it is the default coordinate system for any axis description. An example for how coordinates are placed is shown below.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% [See the TikZ manual if you'd like to learn about nodes and pins]
\begin{tikzpicture}
  \tikzset{
    every pin/.style={fill=yellow!50!white,rectangle,rounded corners=3pt,font=\tiny},
    small dot/.style={fill=black,circle,scale=0.3}
  }
  \begin{axis}[
    clip=false,
    title=How \texttt{axis description cs} works
  ]
    \addplot {x};

    \node[small dot,pin=120:{(0,0)}]      at (axis description cs:0,0) {};
    \node[small dot,pin=-30:{(1,1)}]       at (axis description cs:1,1) {};
    \node[small dot,pin=-90:{(1.03,0.5)}] at (axis description cs:1.03,0.5) {};
    \node[small dot,pin=125:{(0.5,0.5)}]   at (axis description cs:0.5,0.5) {};
  \end{axis}
\end{tikzpicture}
```

Axis descriptions are TikZ nodes, that means all placement and detail options of [5] apply. The point on the node's boundary which is actually shifted to the `at` coordinate needs to be provided with an anchor (cf [5, Nodes and Edges]):

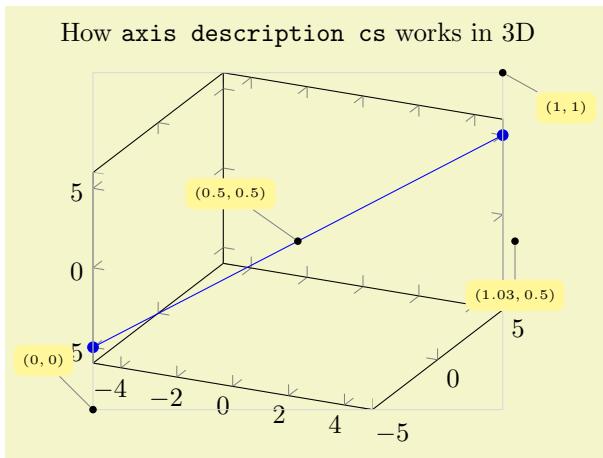


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    legend entries={$x$,$x^2$},
    legend style={
      at={(1.03,0.5)},
      anchor=west
    }
  ]
    \addplot {x};
    \addplot {x^2};
  \end{axis}
\end{tikzpicture}
```

Standard anchors of nodes are `north`, `east`, `south`, `west` and mixed components like `north east`. Please refer to [5] for a complete documentation of anchors.

Remarks:

- Each of the anchors described in Section 4.18 can be described by `axis description cs` as well.
- The `axis description cs` is independent of axis reversals or skewed axes. Only for the default configuration of boxed axes is it the same as `rel axis cs`, i.e. $(0,0)$ is the same as the smallest axis coordinate and $(1,1)$ is the largest one in case of standard boxed axes³⁶.
- Even for three dimensional axes, the `axis description cs` is still two-dimensional: it always refers to coordinates relative to the tightest bounding box around the axis (without any descriptions or ticks).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% the same as above for 3D ...
% [See the TikZ manual if you'd like to learn about nodes and pins]
\begin{tikzpicture}
  \tikzset{
    every pin/.style={fill=yellow!50!white,rectangle,rounded corners=3pt,font=\tiny},
    small dot/.style={fill=black,circle,scale=0.3}
  }
  \begin{axis}[
    clip=false,
    title=How \texttt{axis description cs} works in 3D
  ]
  \addplot3 coordinates {(-5,-5,-5) (5,5,5)};

  \draw[black!15] (axis description cs:0,0) rectangle (axis description cs:1,1);

  \node[small dot,pin=120:{(0,0)}]      at (axis description cs:0,0) {};
  \node[small dot,pin=-30:{(1,1)}]      at (axis description cs:1,1) {};
  \node[small dot,pin=-90:{(1.03,0.5)}] at (axis description cs:1.03,0.5) {};
  \node[small dot,pin=125:{(0.5,0.5)}]  at (axis description cs:0.5,0.5) {};
  \end{axis}
\end{tikzpicture}
```

- Since the view does not influence these positions, `axis description cs` might not be a good choice for axis labels in 3D. The `ticklabel cs` is used in this case.

Coordinate system `xticklabel cs`

Coordinate system `yticklabel cs`

Coordinate system `zticklabel cs`

Coordinate system `ticklabel cs`

A set of special coordinate systems intended to place axis descriptions (or any other drawing operation) besides tick labels, in a way such that neither tick labels nor the axis as such are obscured.

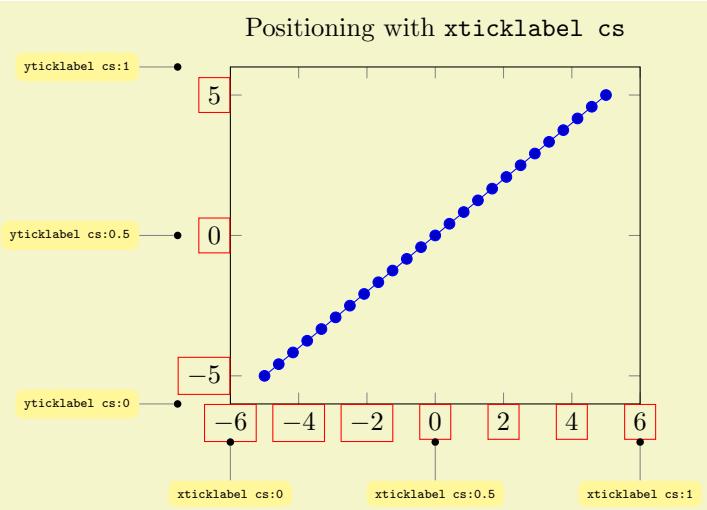
See also `xlabel near ticks` as one main application of `ticklabel cs`.

³⁶This was different in versions before 1.3: earlier versions did not have the distinction between `axis description cs` and `rel axis cs`.

The `xticklabel cs` (and its variants) always refer to one, uniquely identified axis: the one which is (or would be) annotated with tick labels.

The `ticklabel cs` (without explicit `x`, `y` or `z`) can only be used in contexts where the axis character is known from context (for example, inside of `xlabel style` – there, the `ticklabel cs` is equivalent to `xticklabel cs`).

Each of these coordinate systems allows to specify points on a straight line which is placed parallel to an axis containing tick labels, moved away just far enough to avoid overlaps with the tick labels:



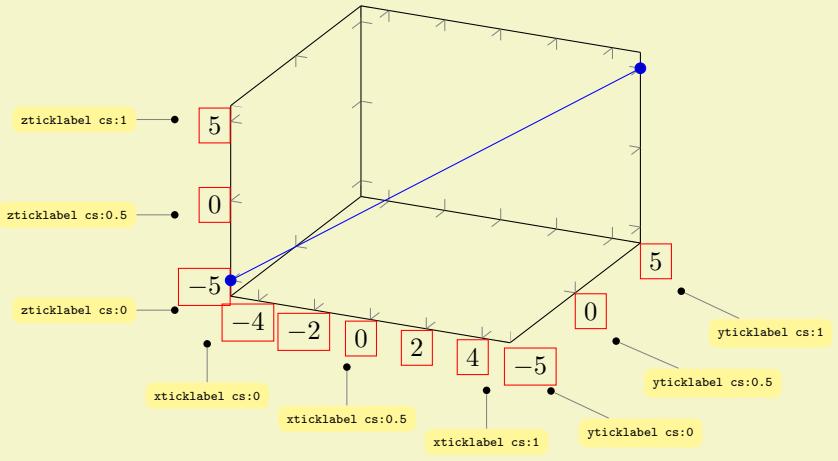
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\tikzset{
    every pin/.style={fill=yellow!50!white,rectangle,rounded corners=3pt,font=\tiny},
    small dot/.style={fill=black,circle,scale=0.3}
}
\begin{tikzpicture}
\begin{axis}[
    clip=false,
    ticklabel style={draw=red},
    title=Positioning with \texttt{xticklabel cs}]
\addplot {x};
\node[small dot,pin=-90:{\texttt{xticklabel cs:0}}]      at (xticklabel cs:0) {};
\node[small dot,pin=-90:{\texttt{xticklabel cs:0.5}}]     at (xticklabel cs:0.5) {};
\node[small dot,pin=-90:{\texttt{xticklabel cs:1}}]     at (xticklabel cs:1) {};

\node[small dot,pin=180:{\texttt{yticklabel cs:0}}]      at (yticklabel cs:0) {};
\node[small dot,pin=180:{\texttt{yticklabel cs:0.5}}]     at (yticklabel cs:0.5) {};
\node[small dot,pin=180:{\texttt{yticklabel cs:1}}]     at (yticklabel cs:1) {};
\end{axis}
\end{tikzpicture}
```

The basic idea is to place coordinates on a straight line which is parallel to the axis containing tick labels – but shifted such that the line does not cut through tick labels.

Of course, it is relatively simple to get the same coordinates as in the two dimensional example above with `axis description cs`, except that `ticklabel cs` always respects the tick label sizes appropriately. However, `ticklabel cs` becomes far superior when it comes to three dimensional positioning:

Positioning with `ticklabel cs` in 3D

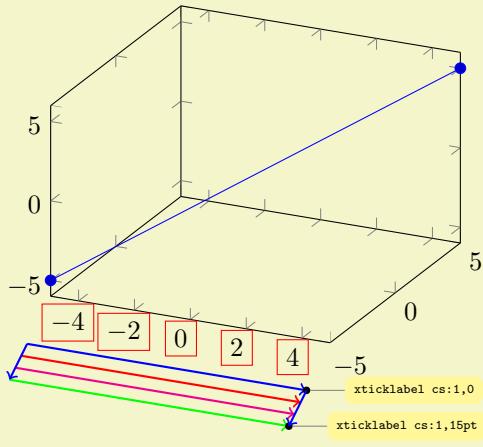


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% the same as above for 3D ...
\begin{tikzpicture}
  \tikzset{
    every pin/.style={fill=yellow!50!white,rectangle,rounded corners=3pt,font=\tiny},
    small dot/.style={fill=black,circle,scale=0.3}
  }
  \begin{axis}[
    ticklabel style={draw=red},
    clip=false,
    title=Positioning with \texttt{ticklabel cs} in 3D
  ]
  \addplot3 coordinates {(-5,-5,-5) (5,5,5)};
  \node[small dot,pin=-90:{\texttt{xticklabel cs:0}}] at (xticklabel cs:0) {};
  \node[small dot,pin=-90:{\texttt{xticklabel cs:0.5}}] at (xticklabel cs:0.5) {};
  \node[small dot,pin=-90:{\texttt{xticklabel cs:1}}] at (xticklabel cs:1) {};
  \node[small dot,pin=-45:{\texttt{yticklabel cs:0}}] at (yticklabel cs:0) {};
  \node[small dot,pin=-45:{\texttt{yticklabel cs:0.5}}] at (yticklabel cs:0.5) {};
  \node[small dot,pin=-45:{\texttt{yticklabel cs:1}}] at (yticklabel cs:1) {};
  \node[small dot,pin=180:{\texttt{zticklabel cs:0}}] at (zticklabel cs:0) {};
  \node[small dot,pin=180:{\texttt{zticklabel cs:0.5}}] at (zticklabel cs:0.5) {};
  \node[small dot,pin=180:{\texttt{zticklabel cs:1}}] at (zticklabel cs:1) {};
  \end{axis}
\end{tikzpicture}
```

The coordinate `ticklabel cs:0` is associated with the lower axis limit while `ticklabel cs:1` is near the upper axis limit. The value 0.5 is in the middle of the axis, any other values (including negative values or values beyond 1) are linearly interpolated inbetween.

The `ticklabel cs` also accepts a second (optional) argument: a shift “away” from the tick labels. The shift points to a vector which is orthogonal to the associated axis, away from the tick labels. A shift of 0pt is directly at the edge of the tick labels in direction of the normal vector, positive values move the position away and negative closer to the tick labels.

ticklabel cs and its optional shift



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\tikzset{
    every pin/.style={fill=yellow!50!white,rectangle,rounded corners=3pt,font=\tiny},
    small dot/.style={fill=black,circle,scale=0.3}
}
\begin{tikzpicture}
\begin{axis}[
    ticklabel style={draw=red},
    clip=false,
    title=\texttt{ticklabel cs} and its optional shift
]
\addplot3 coordinates {(-5,-5,-5) (5,5,5)};

\draw[blue,thick,->] (xticklabel cs:0,0) -- (xticklabel cs:1,0);
\draw[red,thick,->] (xticklabel cs:0,5pt) -- (xticklabel cs:1,5pt);
\draw[magenta,thick,->] (xticklabel cs:0,10pt) -- (xticklabel cs:1,10pt);
\draw[green,thick,->] (xticklabel cs:0,15pt) -- (xticklabel cs:1,15pt);
\node[small dot,pin=0:{\texttt{xticklabel cs:1,0}}] at (xticklabel cs:1,0) {};
\node[small dot,pin=0:{\texttt{xticklabel cs:1,15pt}}] at (xticklabel cs:1,15pt) {};

\draw[blue,thick,->] (xticklabel cs:0,0) -- (xticklabel cs:0,15pt);
\draw[blue,thick,->] (xticklabel cs:1,0) -- (xticklabel cs:1,15pt);
\end{axis}
\end{tikzpicture}
```

Whenever the `ticklabel cs` is used, the anchor should be set to `anchor=near ticklabel` (see below).

There is one specialty: if you reverse an axis (with `x dir=reverse`), points provided by `ticklabel cs` will be *unaffected* by the axis reversal. This is intended to provide consistent placement even for reversed axes. Use `allow reversal of rel axis cs=false` to disable this feature.

Besides the mentioned positioning methods, there is also the predefined node `current axis`. The anchors of `current axis` can also be used to place descriptions: At the time when axis descriptions are drawn, all anchors which refer to the axis origin (that means the “real” point (0,0)) or any of the axis corners can be referenced using `current axis.<anchor name>`. Please see Section 4.18, Alignment, for further details.

4.8.2 Alignment of Axis Descriptions

This section describes how to modify the default alignment of axis descriptions. It can be skipped at first reading.

The two topics positioning and alignment always work together: *positioning* means to select an appropriate coordinate and *alignment* means to select an anchor inside of the description which will actually be moved to the desired position.

TikZ uses many anchors to provide alignment; most of them are named like `north`, `north east` etc. These names hold for any axis description as well (as axis descriptions are TikZ nodes). Readers can learn details about this topic in the TikZ manual [5] or some more advice in Section 4.18.

When it comes to axis descriptions, PGFPLOTS offers some specialized anchors and alignment methods which are described below.

```

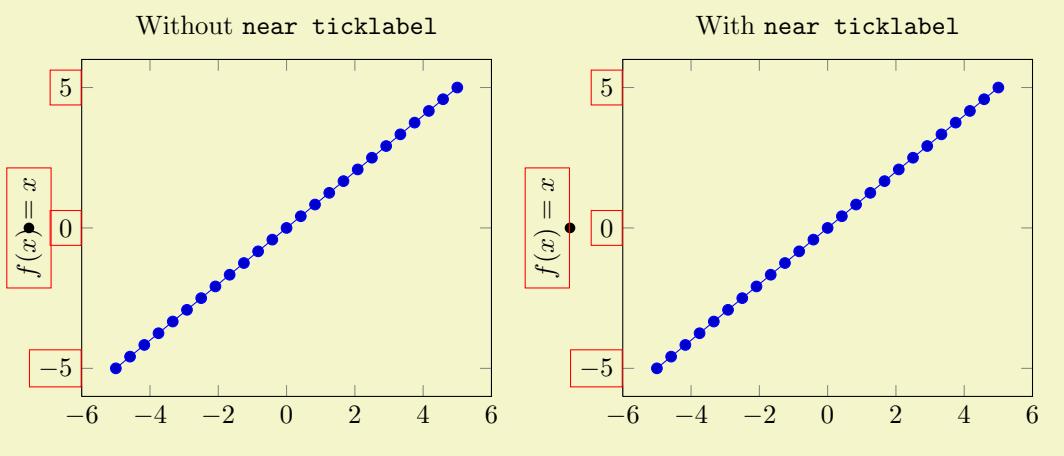
Anchor near xticklabel
Anchor near yticklabel
Anchor near zticklabel
Anchor near ticklabel

```

These anchors can be used to align at the part of a node (for example, an axis description) which is *nearest* to the tick labels of a particular axis (or nearest to the position where tick labels would have been drawn if there were any).

These anchors are used for axis labels, especially for three dimensional axes. Furthermore, they are used for every tick label.

Maybe it is best to demonstrate it by example:



```

% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Without \texttt{near ticklabel},
    ylabel={$f(x)=x$},
    every axis y label/.style=
        {at={(ticklabel cs:0.5)},rotate=90,anchor=center},
    clip=false,% to display the \path below
    ylabel style={draw=red},
    yticklabel style={draw=red}
]
\addplot {x};
% visualize the position:
\fill (y whole label cs:0.5) circle(2pt);
\end{axis}
\end{tikzpicture}%
~
\begin{tikzpicture}
\begin{axis}[
    title=With \texttt{near ticklabel},
    ylabel={$f(x)=x$},
    every axis y label/.style=
        {at={(ticklabel cs:0.5)},rotate=90,anchor=near ticklabel},
    clip=false,
    ylabel style={draw=red},
    yticklabel style={draw=red}
]
\addplot {x};
\fill (y whole label cs:0.5) circle(2pt);
\end{axis}
\end{tikzpicture}

```

The motivation is to place nodes such that they are anchored next to the tick label, regardless of the node's rotation or the position of ticks. The special anchor `near ticklabel` is only available for axis labels (as they have a uniquely identified axis, either x , y or z).

In more detail, the anchor is placed such that first, the node's center is on a line starting in the node's

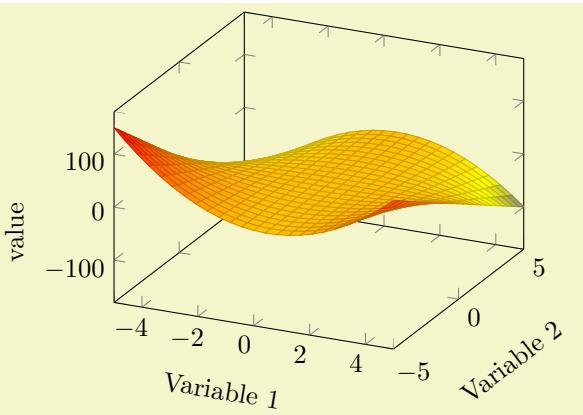
`at` position going in direction of the inwards normal vector of the axis line which contains the tick labels and second, the node does not intrude the axis. This normal vector is the same which is used for the shift argument in `ticklabel cs`: it is orthogonal to the tick label axis. Furthermore, `near ticklabel` inverts the transformation matrix before it computes this intersection point.

The `near ticklabel` anchor and its friends will be added temporarily to any shape used inside of an axis. This includes axis descriptions, but it is not limited to them: it applies to every TikZ `\node[anchor=near xticklabel] ...` setting.

Note that it is not necessary at all to *have* tick labels in an axis. The anchor will be placed such that it is near the axis on which tick labels *would* be drawn. In fact, every tick label uses `anchor=near ticklabel` as initial configuration.

<code>/tikz/sloped like x axis</code>	(no value)
<code>/tikz/sloped like y axis</code>	(no value)
<code>/tikz/sloped like z axis</code>	(no value)
<code>/tikz/sloped like x axis={\langle options \rangle}</code>	
<code>/tikz/sloped like y axis={\langle options \rangle}</code>	
<code>/tikz/sloped like z axis={\langle options \rangle}</code>	

A key which replaces the rotational / scaling parts of the transformation matrix such that the node is sloped like the provided axis. For two dimensional plots, `sloped like y axis` is effectively the same as `rotate=90`. For a three dimensional axis, this will lead to a larger difference:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=Variable 1,
    ylabel=Variable 2,
    zlabel=value,
    xlabel style={sloped like x axis},
    ylabel style={sloped}
]
\addplot3[surf] {y*x*(1-x)};
\end{axis}
\end{tikzpicture}
```

Inside of axis labels, `sloped` is an alias for `sloped like <char> axis` with the correct `<char>` chosen automatically.

Please note that rotated text might not look very good (neither on screen nor printed).

It is possible to customize `sloped like x axis` by means of the following keys, which need to be provided as `<options>` (simply ignore the lengthy gray key prefixes):

`/pgfplots/sloped/allow upside down=true|false` (initially `false`)

Use `sloped like x axis=allow upside down` to enable upside down labels.

`/pgfplots/sloped/execute for upside down=code` (initially empty)

Use `sloped like x axis={execute for upside down=\tikzset{anchor=north}}` or something like that to handle upside down text nodes in a customized way (this is used by the `smithchart` library).

```
/pgfplots/sloped/reset nontranslations=true|false (initially true)
```

Use `sloped like x axis={reset nontranslations=false}` to *append* the transformations to the actual transformation matrix (instead of replacing it).

4.8.3 Labels

```
/pgfplots/xlabel={\text{<text>}}
/pgfplots/ylabel={\text{<text>}}
/pgfplots/zlabel={\text{<text>}}
```

These options set axis labels to `<text>` which is any TeX text.

To include special characters, you can use curly braces: “`xlabel={, = characters}`”. This is necessary if characters like ‘=’ or ‘,’ need to be included literally.

Use `xlabel/.add={<prefix>}{<suffix>}` to modify an already assigned label.

Labels are TikZ-nodes which are placed with

```
% for x:
\node [style=every axis label,
       style=every axis x label]

% for y:
\node [style=every axis label,
       style=every axis y label]
```

so their position and appearance can be customized.

For example, a multiline `xlabel` can be configured using

```
\begin{axis}[xlabel style={align=right, text width=3cm}, xlabel=A quite long label with a line break]
...
\end{axis}
```

See [5] to learn more about `align` and `text width`.

Upgrade notice: Since version 1.3, label placement *can* respect the size of adjacent tick labels. Use `\pgfplotsset{compat=1.3}` (or newer) in the preamble to activate this feature. See `xlabel near ticks` for details.

```
/pgfplots/xlabel shift={\text{<dimension>}} (initially 0pt)
/pgfplots/ylabel shift={\text{<dimension>}} (initially 0pt)
/pgfplots/zlabel shift={\text{<dimension>}} (initially 0pt)
/pgfplots/label shift={\text{<dimension>}}
```

Shifts labels in direction of the outer normal vector of the axis by an amount of `<dimension>`. The `label shift` sets all three label shifts to the same value.

Attention: This does only work if `\pgfplotsset{compat=1.3}` (or newer) has been called (more precisely: if `xlabel near ticks` is active for the respective axis).

```
/pgfplots/xlabel near ticks (no value)
/pgfplots/ylabel near ticks (no value)
/pgfplots/zlabel near ticks (no value)
/pgfplots/compat=1.3
```

These keys place axis labels (like `xlabel`) near the tick labels. If tick labels are small, labels will move closer to the axis. If tick labels are large, axis labels will move away from the axis. This is the default for every three dimensional plot, but it *won't* be used initially for two-dimensional plots for backwards compatibility. Take a look at the definition of `near ticklabel` on page 161 for an example.

The definition of these styles is

```
\pgfplotsset{
    /pgfplots/xlabel near ticks/.style={
        /pgfplots/every axis x label/.style={
            at={(ticklabel cs:0.5)}, anchor=near ticklabel
        }
    },
    /pgfplots/ylabel near ticks/.style={
        /pgfplots/every axis y label/.style={
            at={(ticklabel cs:0.5)}, rotate=90, anchor=near ticklabel
        }
    }
}
```

It is encouraged to write

```
\pgfplotsset{compat=1.3} % or newer
```

in your preamble to install the styles document-wide – it leads to the best output (it avoids unnecessary space). It is not activated initially for backwards compatibility with older versions which used fixed distances from the tick labels.

/pgfplots/xlabel absolute	(no value)
/pgfplots/ylabel absolute	(no value)
/pgfplots/zlabel absolute	(no value)
/pgfplots/compat=pre 1.3	

Installs placement styles for axis labels such that `xlabel` yields a description of absolute, fixed distance to the axis. This is the initial configuration (for backwards compatibility with versions before 1.3). Use `compat=1.3` to get the most recent, more flexible configuration. Take a look at the definition of `near ticklabel` on page 161 for an example.

These styles are defined by

```
\pgfplotsset{
    /pgfplots/xlabel absolute/.style={%
        /pgfplots/every axis x label/.style={at={(0.5,0)},below,yshift=-15pt},%
        /pgfplots/every x tick scale label/.style={%
            at={(1,0)},yshift=-2em,left,inner sep=0pt
        }
    },
    /pgfplots/ylabel absolute/.style={%
        /pgfplots/every axis y label/.style={at={(0,0.5)},xshift=-35pt,rotate=90},%
        /pgfplots/every y tick scale label/.style={%
            at={(0,1)},above right,inner sep=0pt,yshift=0.3em
        }
    }
}
```

There is no predefined absolute placement style for three dimensional axes.

Whenever possible, consider using `/.append style` instead of overwriting the default styles to ensure compatibility with future versions.

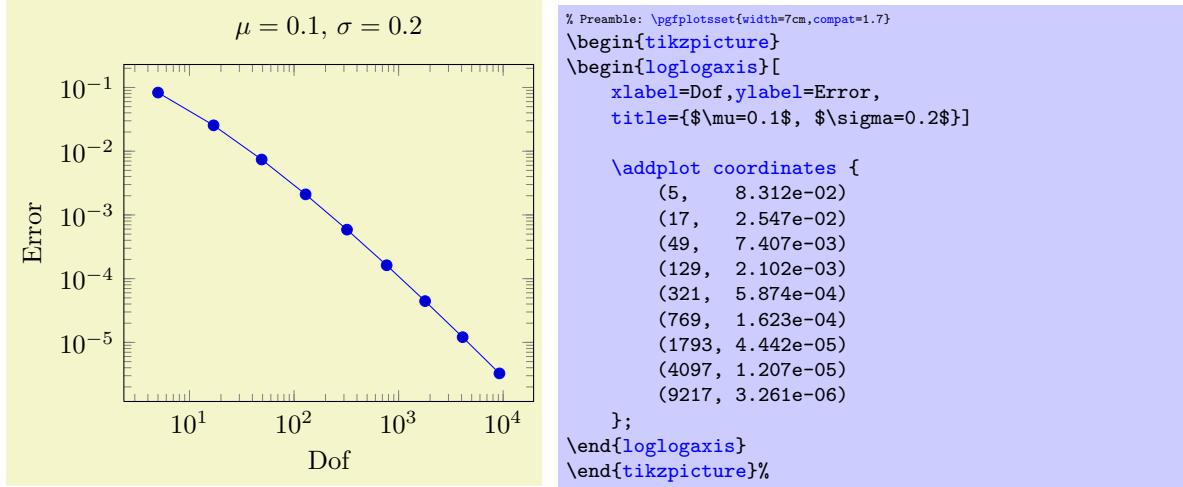
```
\pgfplotsset{every axis label/.append style={...}}
\pgfplotsset{every axis x label/.append style={...}}
\pgfplotsset{every axis y label/.append style={...}}
```

`/pgfplots/title={<text>}`

Adds a caption to the plot. This will place a TikZ-node with

```
\node[every axis title] {text};
```

to the current axis.



The title's appearance and/or placement can be reconfigured with

```
\pgfplotsset{title style={at={(0.75,1)}}}
% or, equivalently,
\pgfplotsset{every axis title/.append style={at={(0.75,1)}}}
```

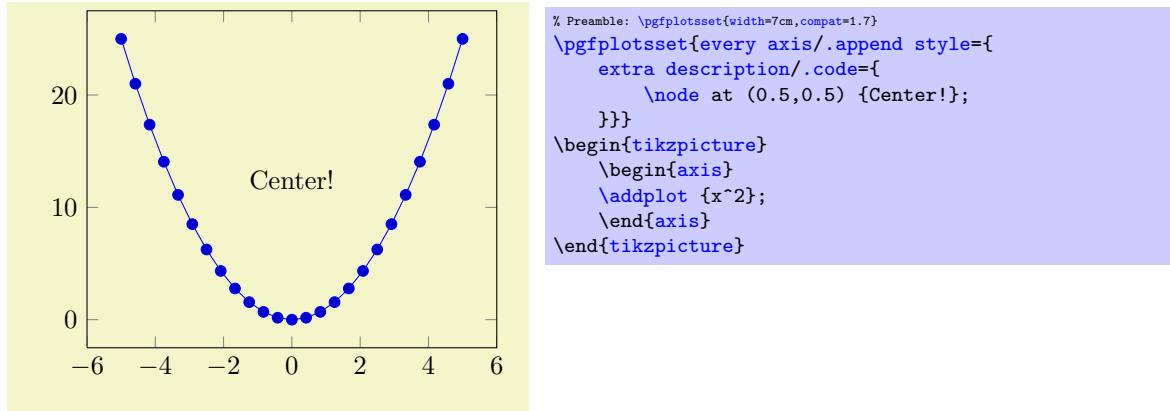
This will place the title at 75% of the x -axis. The coordinate $(0,0)$ is the lower left corner and $(1,1)$ the upper right one (see `axis description cs` for details).

Use `title/.add={⟨prefix⟩}{⟨suffix⟩}` to modify an already assigned title.

`/pgfplots/extra description/.code={⟨...⟩}`

Allows to insert `⟨commands⟩` after axis labels, titles and legends have been typeset.

As all other axis descriptions, the code can use $(0,0)$ to access the lower left corner and $(1,1)$ to access the upper right one. It won't be clipped.

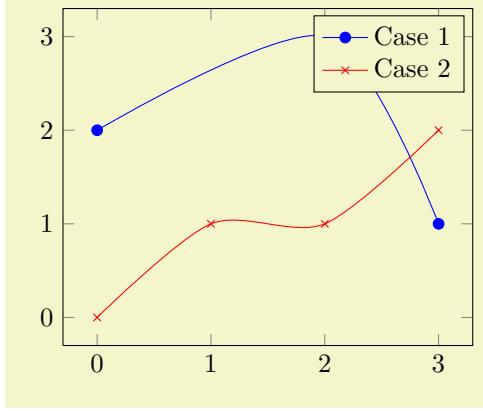


4.8.4 Legends

Legends can be generated in two ways: the first is to use `\addlegendentry` or `\legend` inside of an axis. The other method is to use the key `legend entries`.

`\addlegendentry[⟨options⟩]{⟨name⟩}`

Adds a single legend entry to the legend list. This will also enable legend drawing.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot [smooth,mark=*,blue] coordinates {
    (0,2)
    (2,3)
    (3,1)
};
\addlegendentry{Case 1}

\addplot [smooth,color=red,mark=x]
    coordinates {
        (0,0)
        (1,1)
        (2,1)
        (3,2)
    };
\addlegendentry{Case 2}
\end{axis}
\end{tikzpicture}
```

It does not matter where `\addlegendentry` commands are placed, only the sequence matters. You will need one `\addlegendentry` for every `\addplot` command (unless you prefer an empty legend).

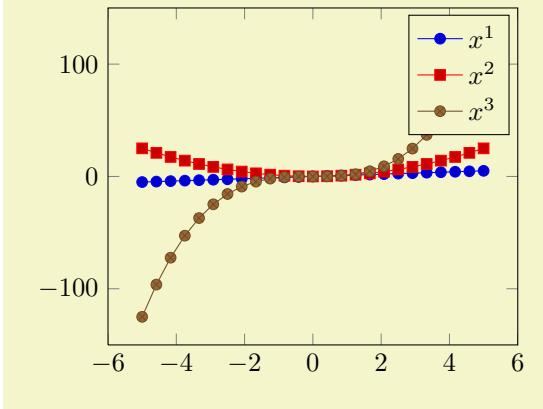
The optional $\langle options \rangle$ affect how the text is drawn; they apply only for this particular description text. For example, `\addlegendentry[red]{Text}` would yield a red legend text. Behind the scenes, the text is placed with `\node[\langle options \rangle]{\langle name \rangle};`, so $\langle options \rangle$ can be any TikZ option which affects nodes.

Using `\addlegendentry` disables the key `legend entries`.

`\addlegendentryexpanded[\langle options \rangle]{\langle T_E_X\text{ }text \rangle}`

A variant of `\addlegendentry` which provides a method to deal with macros inside of $\langle T_E_X\text{ }text \rangle$.

Suppose $\langle T_E_X\text{ }text \rangle$ contains some sort of parameter which varies *for every plot*. Moreover, you like to use a loop to generate the plots. Then, it is simpler to use `\addlegendentryexpanded`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\foreach \p in {1,2,3} {
    \addplot {x^\p};
    \addlegendentryexpanded{$x^{\p$}}
}
\end{axis}
\end{tikzpicture}
```

Note that this example wouldn't have worked with `\addlegendentry{x^{\p}}` because the macro \p is no longer defined when PGFPLOTS attempts to draw the legend.

The invocation `\addlegendentryexpanded{x^{\p}}` is equivalent to calling `\addlegendentry{$x^{2\$}$}` if \p expands to 2.

The argument $\langle T_E_X\text{ }text \rangle$ is expanded until nothing but un-expandable material remains (i.e. it uses the TeX primitive `\edef`). Occasionally, $\langle T_E_X\text{ }text \rangle$ contains parts which should be expanded (like `\p`) and other parts which should be left unexpanded (for example `\pgfmathprintnumber{\p}`). Then, use `\noexpand\pgfmathprintnumber{\p}`

or, equivalently

`\protect\pgfmathprintnumber{\p}`

to avoid expansion of the macro which follows the `\protect` immediately.

`\legend{\langle list \rangle}`

You can use `\legend{\langle list \rangle}` to assign a complete legend.

```
\legend{$d=2$, $d=3$, $d=4$, $d=5$, $d=6$}
```

The argument of `\legend` is a list of entries, one for each plot.

Two different delimiters are supported:

1. There are comma-separated lists like

```
\legend{$d=2$, $d=3$, $d=4$, $d=5$, $d=6$}
```

These lists are processed using the PGF `\foreach` command and are quite powerful.

The `\foreach` command supports a dots-notation to denote ranges like `\legend{1,2,...,5}` or even `\legend{x^1, x^2, ..., x^d}`.

Attention with periods: to avoid confusion with the dots `...` notation, you may need to encapsulate a legend entry containing periods by curly braces: `\legend{{ML spcm.},{CW spcm.},{ML AC}}` (or use the `\\" delimiter, see below).`

2. It is also possible to delimit the list by ‘`\\"`’. In this case, the *last element must be terminated by `\\"`* as well:

```
\legend{$a=1, b=2$\\", $a=2, b=3$\\"$a=3, b=5$\\"}
```

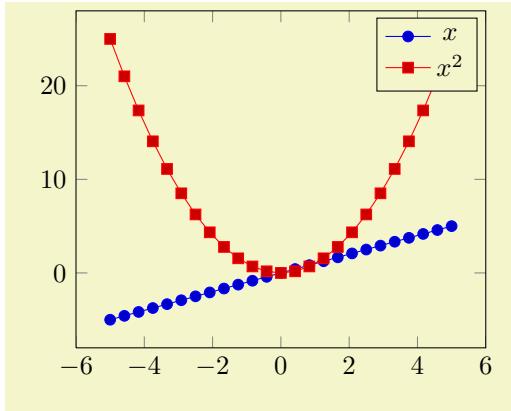
This syntax simplifies the use of ‘,’ inside of legend entries, but it does not support the dots-notation.

The short marker/line combination shown in legends is acquired from the `<style options>` argument of `\addplot`.

Using `\legend` overwrites any other existing legend entries.

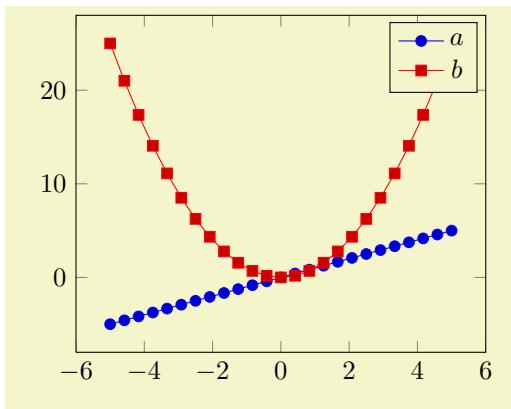
/pgfplots/`legend entries`=`{<comma separated list>}`

This key can be used to assign legend entries just like the commands `\addlegendentry` and `\legend`. Again, the positioning is relative to the axis rectangle (unless units like `cm` or `pt` are specified explicitly).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend entries={$x$, $x^2$}]
\addplot {x};
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

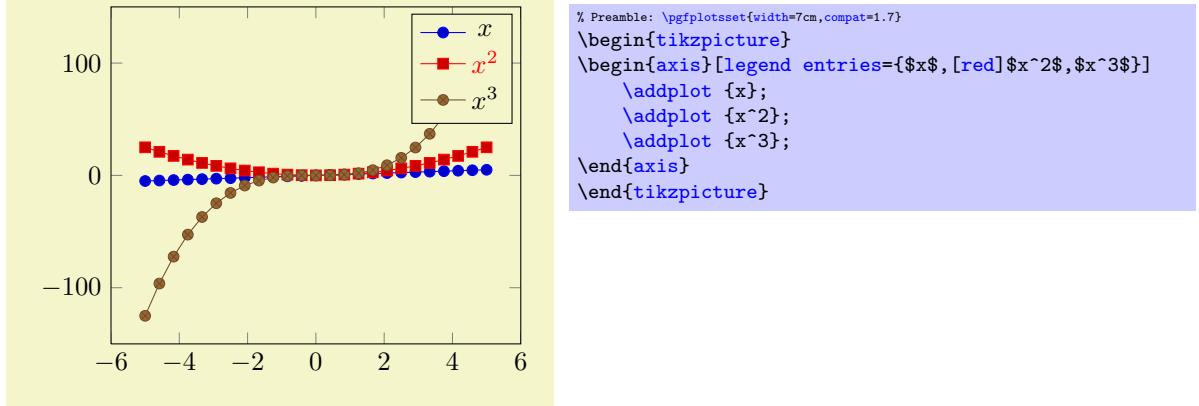
The commands for legend creation take precedence: the key `legend entries` is only considered if there is no legend command in the current axis.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend entries={$x$, $x^2$}]
\addplot {x};
\addplot {x^2};
\legend{$a$, $b$} % overrides the option
\end{axis}
\end{tikzpicture}
```

Please be careful with whitespaces in \langle comma separated list \rangle : they will contribute to legend entries. Consider using '%' at the end of each line in multiline arguments (the end of line character is also a whitespace in TeX).

Just as for `\addlegendentry`, it is possible to provide $\lceil\langle options\rangle\rceil$ to single descriptions. To do so, place the options in square brackets right before the text:



If the square brackets contain a comma, you can enclose the complete entry in curly braces like `{[red,font=\Huge]Text}` (or you can use the ‘\’ delimiters).

4.8.5 Legend Appearance

`/pgfplots/every axis legend` (style, no value)

The style “`every axis legend`” determines the legend’s position and outer appearance:

```
\pgfplotsset{every axis legend/.append style={
    at={(0,0)},
    anchor=south west}}
```

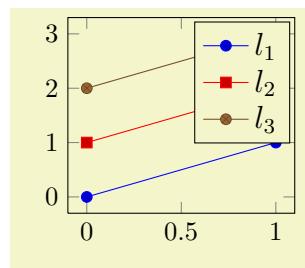
will draw it at the lower left corner of the axis while

```
\pgfplotsset{every axis legend/.append style={
    at={(1,1)},
    anchor=north east}}
```

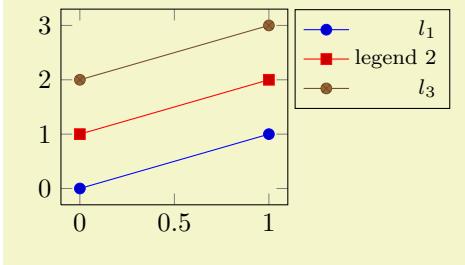
means the upper right corner. The ‘`anchor`’ option determines which point *of the legend* will be placed at $(0,0)$ or $(1,1)$.

The legend is a TikZ-matrix, so one can use any TikZ option which affects nodes and matrices (see [5, section 13 and 14]). The matrix is created by something like

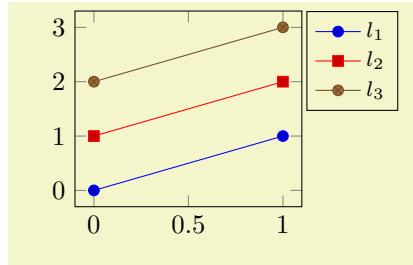
```
\matrix[style=every axis legend] {
    draw plot specification 1 & \node{legend 1}\\
    draw plot specification 2 & \node{legend 2}\\
    ...
};
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    % this modifies 'every axis legend':
    legend style={font=\large}
]
    \addplot coordinates {(0,0) (1,1)};
    \addplot coordinates {(0,1) (1,2)};
    \addplot coordinates {(0,2) (1,3)};
    \legend{l_1,l_2,l_3}
\end{axis}
\end{tikzpicture}
```

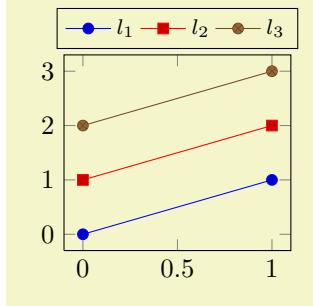


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    % align right:
    legend style={
        cells={anchor=east},
        legend pos=outer north east,
    }
]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$, legend $2$, $l_3$}
\end{axis}
\end{tikzpicture}
```



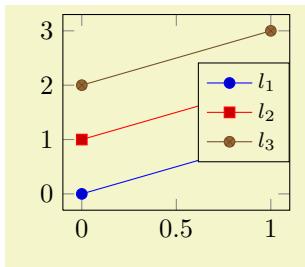
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% similar placement as previous example:
\pgfplotsset{every axis legend/.append style={
    at={(1.02,1)},
    anchor=north west}}
\begin{tikzpicture}
\begin{axis}
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```

Use `legend columns={<number>}` to configure the number of horizontal legend entries.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\pgfplotsset{every axis legend/.append style={
    at={(0.5,1.03)},
    anchor=south}}
\begin{axis}[legend columns=4]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```

Instead of the `/ .append style`, it is possible to use `legend style` as in the following example. It has the same effect.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    legend style={
        at={(1,0.5)},
        anchor=east}]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```

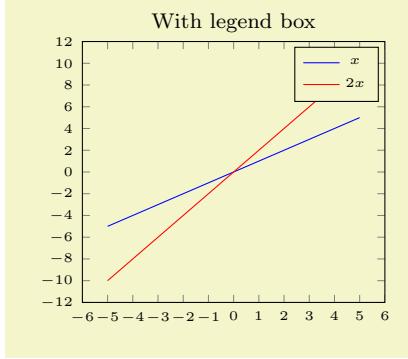
The default `every axis legend` style is

```
\pgfplotsset{every axis legend/.style={%
    cells={anchor=center},% Centered entries
    inner xsep=3pt,inner ysep=2pt,nodes={inner sep=2pt,text depth=0.15em},
    anchor=north east,
    shape=rectangle,
    fill=white,
    draw=black,
    at={(0.98,0.98)}%
}}
}
```

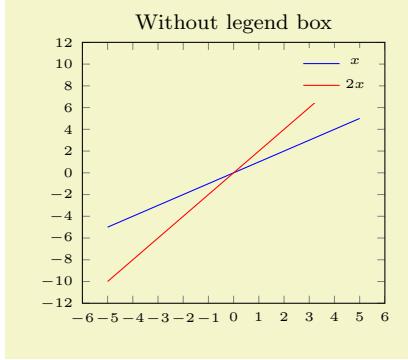
Whenever possible, consider using `/.append style` to keep the default styles active. This ensures compatibility with future versions.

```
\pgfplotsset{every axis legend/.append style={...}}
```

Note that in order to disable drawing of the legend box, you can use `draw=none` as style argument:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny,title=With legend box]
\addplot [blue]{x};
\addplot [red]{2*x};
\legend{$x$,$2x$}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny,title=Without legend box,
            legend style={draw=none}]
\addplot [blue]{x};
\addplot [red]{2*x};
\legend{$x$,$2x$}
\end{axis}
\end{tikzpicture}
```

`/pgfplots/legend style={<key-value-list>}`

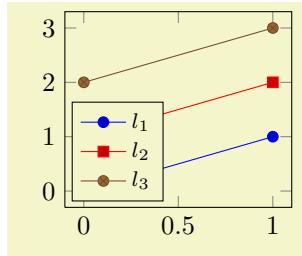
An abbreviation for `every axis legend/.append style={<key-value-list>}`.

It appends options to the already existing style `every axis legend`.

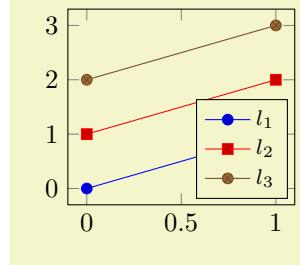
`/pgfplots/legend pos=south west|south east|north west|north east|outer north east`

A style which provides shorthand access to some commonly used legend positions.

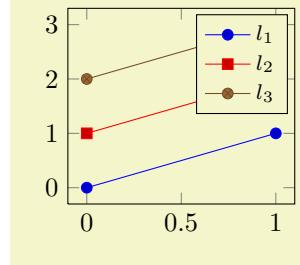
Each of these styles appends `at={(<x>,<y>)}`, `anchor=<name>` values to `every axis legend`.



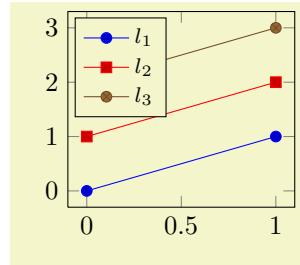
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=south west]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```



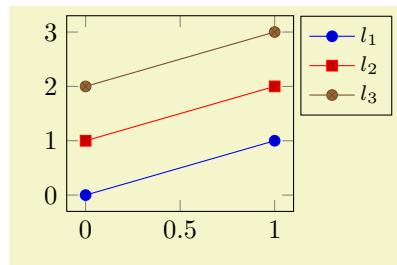
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=south east]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=north east]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=north west]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```

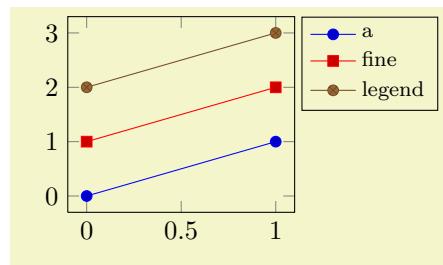


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=outer north east]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{$l_1$,$l_2$,$l_3$}
\end{axis}
\end{tikzpicture}
```

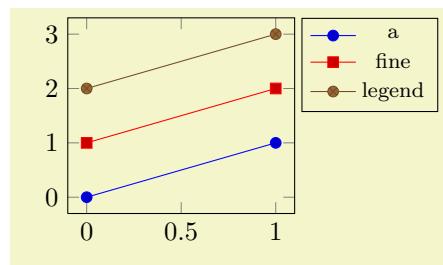
/pgfplots/legend cell align=left|right|center

(initially center)

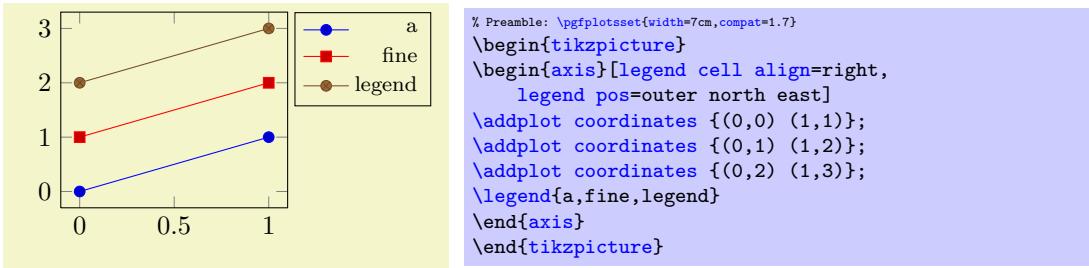
These keys provide horizontal alignment of legend cells.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend cell align=left,
            legend pos=outer north east]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{a,fine,legend}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend cell align=center,
            legend pos=outer north east]
\addplot coordinates {(0,0) (1,1)};
\addplot coordinates {(0,1) (1,2)};
\addplot coordinates {(0,2) (1,3)};
\legend{a,fine,legend}
\end{axis}
\end{tikzpicture}
```



They are actually just styles for commonly used alignment choices: the choice `left` is equivalent to `legend style={cells={anchor=west}}`; the second choice `right` is equivalent to `legend style={cells={anchor=east}}`, and center to `legend style={cells={anchor=center}}`. Using different values allows more control over cell alignment.

`/pgfplots/legend columns={<number>}` (default 1)

Allows to configure the maximum number of adjacent legend entries. The default value 1 places legend entries vertically below each other.

Use `legend columns=-1` to draw all entries horizontally.

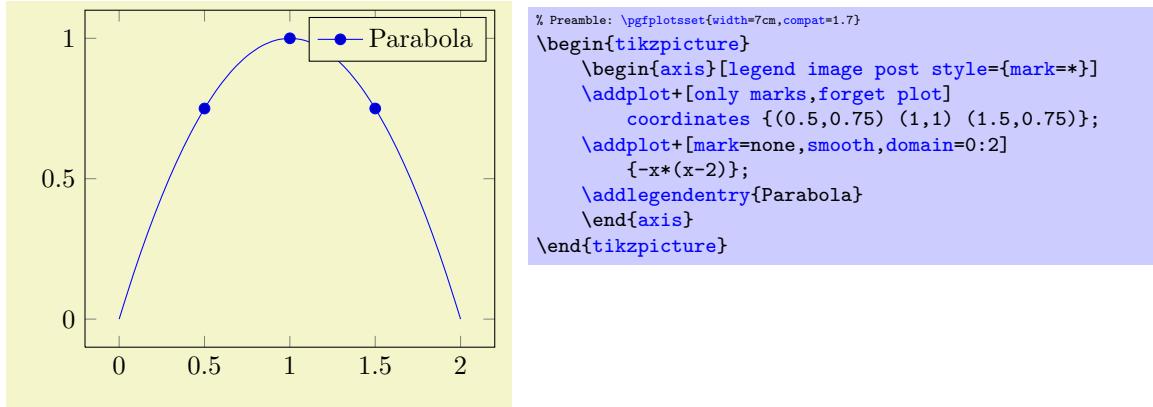
`/pgfplots/legend plot pos=left|right|none` (initially left)

Configures where the small line specifications will be drawn: left of the description, right of the description or not at all.

`/pgfplots/every legend image post` (style, no value)

A style which can be used to provide drawing options to every small legend image. These options apply after `current plot style` has been set, allowing users different line styles for legends than for plots.

For example, suppose you have a line plot and you plot selected markers on top of it (in the same color). Then, you may want to draw just a *single* legend entry (which should contain both the line *and* the markers). The following example shows a solution:



The example has two `\addplot` commands, one for the line and one for markers. Due to the `forget plot` option, the marker plot (the first one) doesn't advance the `cycle list`. The axis has only one legend entry, and since `legend image post style={mark=*`} has been used, the legend has a plot mark as well. Due to the `forget plot` option, the marker plot will not get a separate legend label.

`/pgfplots/legend image post style={<key-value-list>}`

An abbreviation for `every legend image post/.append style={<key-value-list>}`.

It appends options to the already existing style `every legend image post`.

`/pgfplots/legend image code/.code={<...>}`

Allows to replace the default images which are drawn inside of legends. When this key is evaluated, the current plot specification has already been activated (using `\begin{scope}[current plot style]`)³⁷, so any drawing operations use the same styles as the `\addplot` command.

The default is the style `line legend`.

³⁷This was different in versions before 1.3. The new scope features allow plot styles to change `legend image code`.

Technical note: At the time when legend images are drawn, the style `every axis legend` is in effect – which have unwanted side-effects due to changed parameters (especially those concerning node placement, alignment, and shifting). It might be necessary to reset these parameters manually (PGFPLOTS also attempts to reset the fill color).

/pgfplots/**line legend**

(style, no value)

A style which sets `legend image code` (back) to its initial value.

Its initial value is

```
\pgfplotsset{
    /pgfplots/line legend/.style={
        legend image code/.code={%
            \draw[mark repeat=2,mark phase=2,##1]
            plot coordinates {
                (0cm,0cm)
                (0.3cm,0cm)
                (0.6cm,0cm)
            }%
        }
    }
}
```

The style `line legend` can also be used to apply a different legend style to one particular plot (see the documentation on `area legend` for an example).

/pgfplots/**empty legend**

(style, no value)

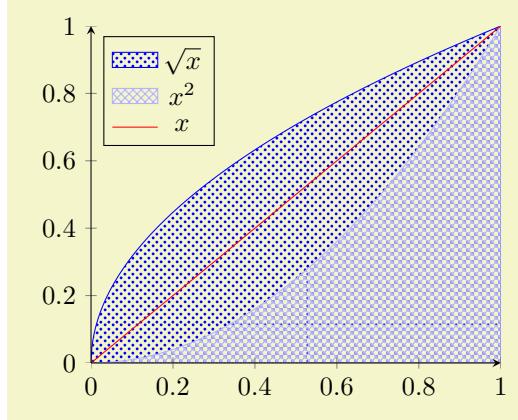
A style which clears `legend image code`, thereby omitting the legend image.

/pgfplots/**area legend**

(style, no value)

A style which sets `legend image code` to

```
\pgfplotsset{
    legend image code/.code={%
        \draw[#1] (0cm,-0.1cm) rectangle (0.6cm,0.1cm);
    }
}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% \usetikzlibrary{patterns}
\begin{tikzpicture}
\begin{axis}[area legend,
    axis x line=bottom,
    axis y line=left,
    domain=0:1,
    legend style={at={(0.03,0.97)}, anchor=north west, axis on top,xmin=0}]
\addplot[pattern=crosshatch dots, pattern color=blue,draw=blue, samples=500] {sqrt(x)} \closedcycle;
\addplot[pattern=crosshatch, pattern color=blue!30!white, draw=blue!30!white] {x^2} \closedcycle;
\addplot[red, line legend] coordinates {(0,0) (1,1)};
\legend{$\sqrt{x}$,$x^2$,$x$}
\end{axis}
\end{tikzpicture}
```

/pgfplots/**xbar legend**

(no value)

/pgfplots/**ybar legend**

(no value)

/pgfplots/**zbar legend**

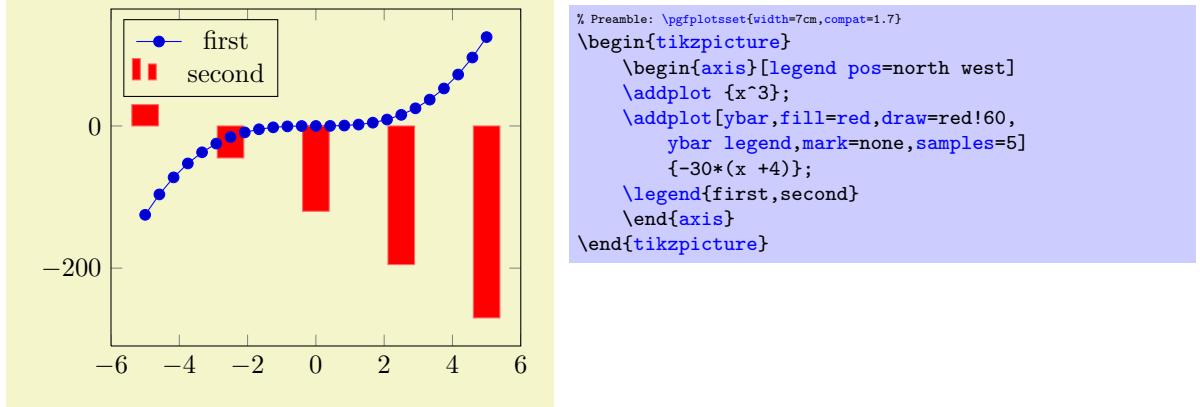
(no value)

/pgfplots/**xbar interval legend**

(no value)

```
/pgfplots/ybar interval legend (no value)
/pgfplots/zbar interval legend (no value)
```

These style keys redefine `legend image code` such that legends use `xbar`, `ybar` or the `xbar interval` and `ybar interval` handlers.

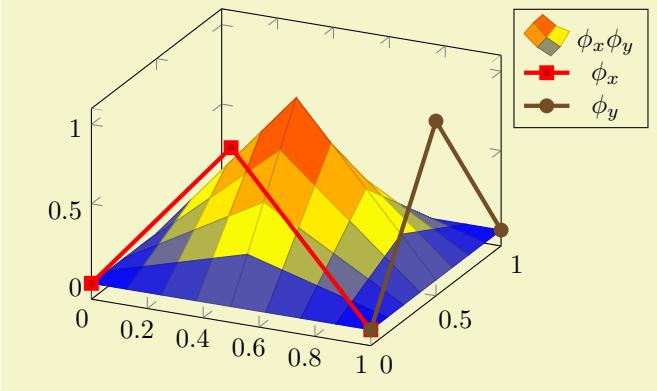


The initial values for these styles might be interesting if someone wants to modify them. Here they are:

```
\pgfplotsset{
  /pgfplots/xbar legend/.style={%
    /pgfplots/legend image code/.code={%
      \draw[##1,/tikz/.cd,bar width=3pt,yshift=-0.2em,bar shift=0pt]
      plot coordinates {(0cm,0.8em) (2*\pgfplotbarwidth,0.6em)};},
  },
  /pgfplots/ybar legend/.style={%
    /pgfplots/legend image code/.code={%
      \draw[##1,/tikz/.cd,bar width=3pt,yshift=-0.2em,bar shift=0pt]
      plot coordinates {(0cm,0.8em) (2*\pgfplotbarwidth,0.6em)};},
  },
  /pgfplots/xbar interval legend/.style={%
    /pgfplots/legend image code/.code={%
      \draw[##1,/tikz/.cd,yshift=-0.2em,bar interval width=0.7,bar interval shift=0.5]
      plot coordinates {(0cm,0.8em) (5pt,0.6em) (10pt,0.6em)};},
  },
  /pgfplots/ybar interval legend/.style={%
    /pgfplots/legend image code/.code={%
      \draw[##1,/tikz/.cd,yshift=-0.2em,bar interval width=0.7,bar interval shift=0.5]
      plot coordinates {(0cm,0.8em) (5pt,0.6em) (10pt,0.6em)};},
  },
}
```

```
/pgfplots/mesh legend (no value)
```

Redefines `legend image code` such that it is compatible with `mesh` and `surf` plot handlers (for three dimensional visualization mainly).



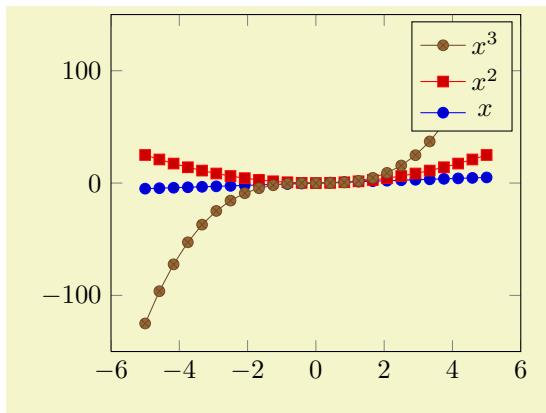
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=outer north east]
\addplot3[surf,samples=9,domain=0:1]
{((1-abs(2*(x-0.5))) * (1-abs(2*(y-0.5))))};
\addlegendentry{$\phi_x \ \phi_y$}

\addplot3+[ultra thick] coordinates {(0,0,0) (0.5,0,1) (1,0,0)};
\addlegendentry{$\phi_x$}

\addplot3+[ultra thick] coordinates {(1,0,0) (1,0.5,1) (1,1,0)};
\addlegendentry{$\phi_y$}
\end{axis}
\end{tikzpicture}
```

/pgfplots/reverse legend=true|false (initially false)
/pgfplots/legend reversed=true|false (initially false)

Allows to reverse the order in which the pairs (legend entry, plot style) are drawn.

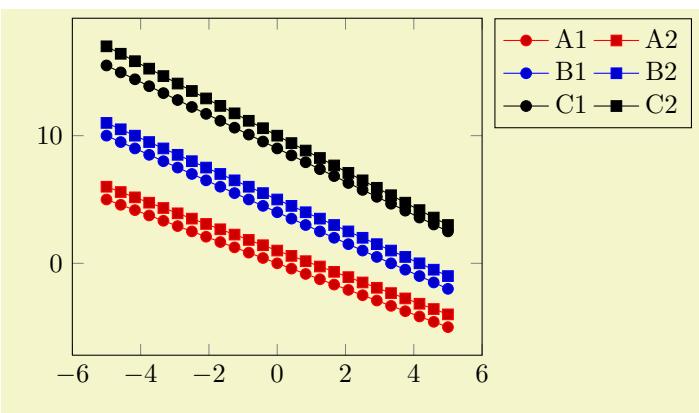


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[reverse legend]
\addplot {x};
\addlegendentry{$x$}
\addplot {x^2};
\addlegendentry{$x^2$}
\addplot {x^3};
\addlegendentry{$x^3$}
\end{axis}
\end{tikzpicture}
```

/pgfplots/transpose legend=true|false (initially false)
/pgfplots/legend transposed=true|false (initially false)

Allows to transpose the order in which the pairs (legend entry, plot style) are drawn.

Consider a set of 3 experiments, each consisting of 2 parameters. We might want to draw them together as in the following example:

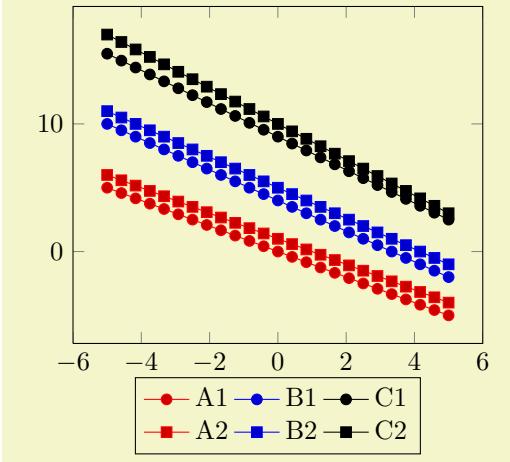


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    legend columns=2,
    legend pos=outer north east,
    cycle multi list={%
        color list\nextlist
        [2 of]mark list
    }]
\addplot {-x}; \addlegendentry{A1}
\addplot {-x+1}; \addlegendentry{A2}

\addplot {-1.2*x + 4}; \addlegendentry{B1}
\addplot {-1.2*x + 5}; \addlegendentry{B2}

\addplot {-1.3*x + 9}; \addlegendentry{C1}
\addplot {-1.4*x + 10}; \addlegendentry{C2}
\end{axis}
\end{tikzpicture}
```

An alternative might be to draw them horizontally – then, we'd like to use `transpose legend` to get a flat legend:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    transpose legend,
    legend columns=2,
    legend style={at={(0.5,-0.1)}, anchor=north},
    cycle multi list={%
        color list\nextlist
        [2 of]mark list
    }]
\addplot {-x}; \addlegendentry{A1}
\addplot {-x+1}; \addlegendentry{A2}

\addplot {-1.2*x + 4}; \addlegendentry{B1}
\addplot {-1.2*x + 5}; \addlegendentry{B2}

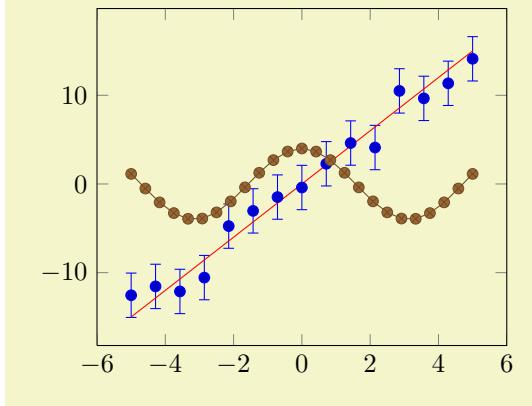
\addplot {-1.3*x + 9}; \addlegendentry{C1}
\addplot {-1.4*x + 10}; \addlegendentry{C2}
\end{axis}
\end{tikzpicture}
```

Thus, `legend columns` defines the *input* columns, before the transposition (in other words, `legend columns` indicates the *rows* of the resulting legend).

Transposing legends has only an effect if `legend columns`> 1. Note that `reverse legend` has higher precedence: it is applied first.

4.8.6 Legends with `\label` and `\ref`

PGFPLOTS offers a `\label` and `\ref` feature for L^AT_EX to assemble a legend manually, for example as part of the figure caption. These references work as usual L^AT_EX references: a `\label` remembers where and what needs to be referenced and a `\ref` expands to proper text. In context of plots, a `\label` remembers the plot specification of one plot and a `\ref` expands to the small image which would also be used inside of legends.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}[baseline]
\begin{axis}
    \addplot+[only marks,
        samples=15,
        error bars/y dir=both,
        error bars/y fixed=2.5]
    {3*x+2.5*rand};
    \label{pgfplots:label1}

    \addplot+[mark=none] {3*x};
    \label{pgfplots:label2}

    \addplot {4*cos(deg(x))};
    \label{pgfplots:label3}
\end{axis}
\end{tikzpicture}
```

The picture shows the estimations `\ref{pgfplots:label1}` which are subjected to noise.
It appears the model `\ref{pgfplots:label2}` fits the data appropriately.
Finally, `\ref{pgfplots:label3}` is only here to get three examples.

The picture shows the estimations \bullet which are subjected to noise. It appears the model $\textcolor{red}{—}$ fits the data appropriately. Finally, $\textcolor{brown}{—}\bullet$ is only here to get three examples.

`\label{<label name>}`
`\label[<reference>]{<label name>}`

When used after `\addplot`, this command creates a L^AT_EX label named `<label name>`³⁸. If this label is cross-referenced with `\ref{<label name>}` somewhere, the associated plot specification will be inserted.

Label3 = $\textcolor{brown}{—}\bullet$;	Label2 = $\textcolor{red}{—}$
--	-------------------------------

Label3 = <code>\ref{pgfplots:label3}</code> ;

Label2 = <code>\ref{pgfplots:label2}</code>

The label is assembled using `legend image code` and the plot style of the last plot. Any PGFPLOTS option is expanded until only TikZ (or PGF) options remain; these options are used to get an independent label.

More precisely, the small image generated by `\ref{<label name>}` is

```
\tikz[/pgfplots/every crossref picture] {...}
```

where the contents is determined by `legend image code` and the plot style.

The second syntax, `\label[<reference>]{<label name>}` allows to label particular pieces of an `\addplot` command. It is (currently) only interesting for `scatter/classes`: there, it allows to reference particular classes of the scatter plot. See page 85 for more details.

Note that `\label` information, even the small TikZ pictures here, can be combined with the `external` library for image externalization, see Section 7.1 for details (in particular, the `external/mode` key). In other words, references remain valid even if the defining axis has been externalized.

`\ref{<label name>}`

Can be used to reference a labeled, single plot. See the example above.

This will also work together with `hyperref` links and `\pageref`³⁹.

```
/pgfplots/refstyle={<label name>}
```

Can be used to set the *styles* of a labeled, single plot. This allows to write

```
\addplot[/pgfplots/refstyle={pgfplots:label2}]
```

somewhere. Please note that it may be easier to define a style with `.style`.

³⁸This feature is *only* available in L^AT_EX, sorry.

³⁹Older versions of PGFPLOTS required the use of `\protect\ref` when used inside of captions or section headings. This is no longer necessary.

/pgfplots/every crossref picture (style, no value)

A style which will be used by the cross-referencing feature for plots. The default is

```
\pgfplotsset{every crossref picture/.style={baseline,yshift=0.3em}}
```

/pgfplots/invoke before crossref tikzpicture={⟨TEX code⟩}
/pgfplots/invoke after crossref tikzpicture={⟨TEX code⟩}

Code which is invoked just before or just after every cross reference picture. This applies to legend images generated with `\ref`, `legend to name` and `colorbar to name` images.

The initial configuration checks if the `external` library is in effect. If so, it modifies the generated figure names by means of `\tikzappendtofigurename{_crossref}`.

4.8.7 Legends Outside Of an Axis

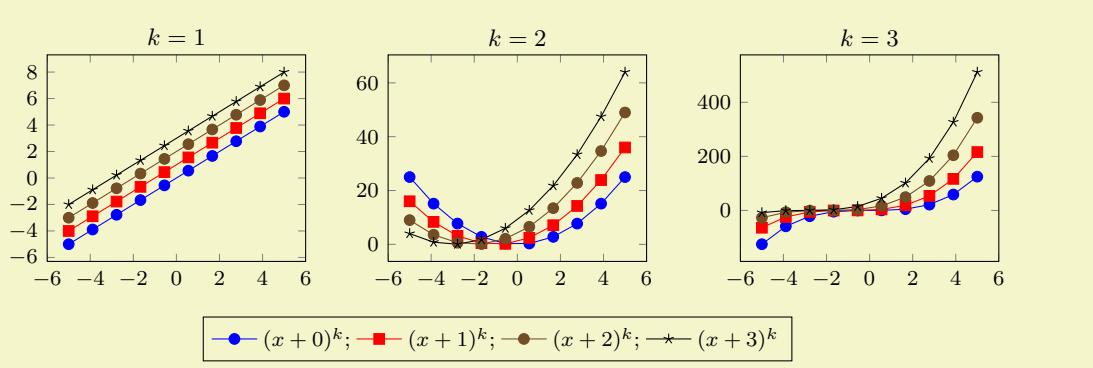
Occasionally, one has multiple adjacent plots, each with the same legend – and just *one* legend suffices. But where shall it be placed? And how? One solution is to use the `overlay` key to exclude the legend from bounding box computations, and place it absolutely such that it fits. Another is the `legend to name` feature:

/pgfplots/legend to name={⟨name⟩} (initially empty)

Enables a legend export mode: instead of drawing the legend, a self-contained, independent set of drawing commands will be stored using the label ⟨name⟩. The definition is done using `\label{⟨name⟩}`, just like any other L^AT_EX label. The name can be referenced using

`\ref{⟨name⟩}`.

Thus, typing `\ref{⟨name⟩}` somewhere outside of the axis, maybe even outside of any picture, will cause the legend to be drawn.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{footnotesize,samples=10}
\begin{center}%
  note that \centering uses less vspace...
\begin{tikzpicture}
  \begin{axis}[
    legend columns=-1,
    legend entries={$ (x+0)^k $;,$ (x+1)^k $;,$ (x+2)^k $;,$ (x+3)^k $},
    legend to name=named,
    title={$ k=1 $}]
    \addplot {x};
    \addplot {x+1};
    \addplot {x+2};
    \addplot {x+3};
  \end{axis}
\end{tikzpicture}%
%
\begin{tikzpicture}
  \begin{axis}[title={$ k=2 $}]
    \addplot {x^2};
    \addplot { (x+1)^2 };
    \addplot { (x+2)^2 };
    \addplot { (x+3)^2 };
  \end{axis}
\end{tikzpicture}%
%
\begin{tikzpicture}
  \begin{axis}[title={$ k=3 $}]
    \addplot {x^3};
    \addplot { (x+1)^3 };
    \addplot { (x+2)^3 };
    \addplot { (x+3)^3 };
  \end{axis}
\end{tikzpicture}%
\\
\ref{named}
\end{center}
```

Note that only the *first* plot has `legend entries`. Thus, its legend will be created as usual, and stored under the name ‘`named`’, but it won’t be drawn. The stored legend can then be drawn with `\ref{named}` below the three plots. Since there is no picture in this context, a `\tikz` picture is created and a `\matrix[/pgfplots/every axis legend]` path is drawn inside of it, resulting in the legend as if it had been placed inside of the axis.

The stored legend will contain the currently active values of legend- and plot style related options. This includes `legend image code`, `every axis legend`, and any plot style options (and some more). The algorithm works in the same way as for `\label` and `\ref`, i.e. it keeps any options with `/tikz/` prefix and expands those with `/pgfplots/` prefix.

Note that the legend is drawn with `every axis legend`, even though the placement options might be chosen to fit into an axis. You may want to adjust the style in the same axis in which the stored legend has been defined (the value will be copied and restored as well).

About `\ref{<name>}` The `\ref{<name>}` command retrieves a stored legend (one defined by `legend to name`) and draws it.

<code>\ref{named}:</code>	$(x+0)^k$; $(x+1)^k$; $(x+2)^k$; $(x+3)^k$
---------------------------	---

If you want the legend to be exported *and* drawn inside of the current axis, consider using `extra description/.append code={\ref{<name>}}`.

Note that `\ref` can be combined with the `external` library for image externalization. In other words, the legend will work even if the defining axis has been externalized, see Section 7.1 for details (in particular the `external/mode` key).

Note furthermore that this .aux file related stuff is (currently) only supported, if PGFPLTS is run by means of L^AT_EX, sorry.

`\pgfplotslegendfromname{<name>}`

This command poses an equivalent alternative for `\ref{<name>}`: it has essentially the same effect,

but it does not create links when used with the `\hyperref` package⁴⁰.

`/pgfplots/every legend to name picture` (style, no value)

A style which is installed when `\ref` is used outside of a picture: a new picture will be created with `\tikz[/pgfplots/every legend to name picture]`.

Thus, you can redefine this style to set alignment options (such as `baseline`). For example, the initialization

```
\pgfplotsset{
    legend style={matrix anchor=west,at={(0pt,0pt)}},
    every legend to name picture/.style={baseline},
}
...
```

will cause the legend to be positioned such that its `west` anchor is at `y=0pt`. The `baseline` option will align this point of the legend with the text baseline (please refer to the documentation for `baseline` in Section 4.18 for details).

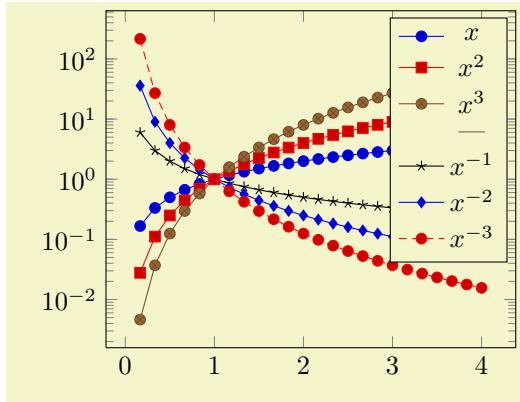
4.8.8 Legends with Customized Texts or Multiple Lines

`\addlegendimage{<options>}`

Adds a further legend image for legend creation.

Each `\addplot` command appends its plot style options to a list, and `\addlegendimage` adds `<options>` to the very same list.

Thus, the effect is as if you had provided `\addplot[<options>]`, but `\addlegendimage` bypasses all the logic usually associated with a plot. In other words: except for the legend, the state of the axis remains as if the command would not have been issued. Not even the current plot's index is advanced.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}[
    domain=0:4,
]
\addplot {x}; \addlegendentry{$x$}
\addplot {x^2}; \addlegendentry{$x^2$}
\addplot {x^3}; \addlegendentry{$x^3$}
\addlegendimage{empty legend}
\addlegendentry{---}
\addplot {x^{-1}}; \addlegendentry{$x^{-1}$}
\addplot {x^{-2}}; \addlegendentry{$x^{-2}$}
\addplot {x^{-3}}; \addlegendentry{$x^{-3}$}
\end{semilogyaxis}
\end{tikzpicture}
```

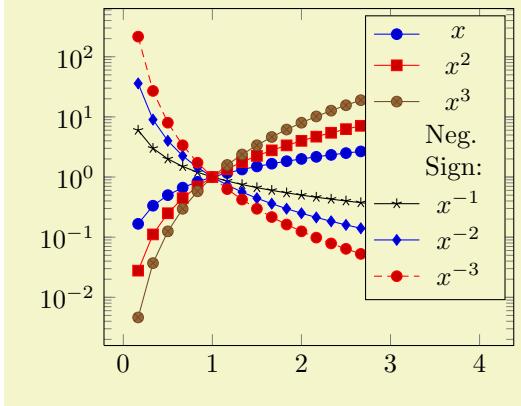
The example above has six plots, each with its legend entry. Furthermore, it has an `\addlegendimage` command and its separate legend entry. We see that `\addlegendimage` needs its own legend entry, but it is detached from the processing of plots as such. In our case, we chose `empty legend` as style for the separator.

Use `\addlegendimage` to provide custom styles into legends, for example to document custom `\draw` commands inside of an axis.

You can call `\label` after `\addlegendimage` just as for a normal style.

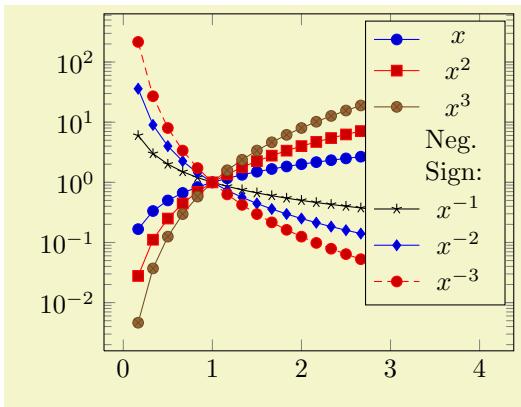
Occasionally, one may want multiple lines for legend entries. That is possible as well using a fixed `text width`:

⁴⁰Since this manual uses colored links, the text in `\ref` would usually be blue. Using `\pgfplotslegendfromname` avoids link text colors in the legend (this has been applied to the manual styles here).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}[
    domain=0:4,
]
    \addplot {x}; \addlegendentry{$x$}
    \addplot {x^2}; \addlegendentry{$x^2$}
    \addplot {x^3}; \addlegendentry{$x^3$}
    \addlegendimage{empty legend}
    \addlegendentry[Neg. Sign:]{text width=25pt, text depth=0.15em}
    \addplot {x^{-1}}; \addlegendentry{$x^{-1}$}
    \addplot {x^{-2}}; \addlegendentry{$x^{-2}$}
    \addplot {x^{-3}}; \addlegendentry{$x^{-3}$}
\end{semilogyaxis}
\end{tikzpicture}
```

The example provides options for the single multiline element. Note that the initial configuration of `legend style` employs `text depth=0.15em`, which needs to be reset manually to `text depth={}`⁴¹. There are two approaches with the same effect which are subject of the following example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}[
    domain=0:4,
    legend entries=%
        $x$, $x^2$, $x^3$, %
        {[text width=25pt, text depth=0.15em] Neg. Sign:}, %
        $x^{-1}$, $x^{-2}$, $x^{-3}$,
    ]
    \addplot {x};
    \addplot {x^2};
    \addplot {x^3};
    \addlegendimage{empty legend}
    \addplot {x^{-1}};
    \addplot {x^{-2}};
    \addplot {x^{-3}};
\end{semilogyaxis}
\end{tikzpicture}
```

Here, the `legend entries` are provided using the single key syntax. Note that the special options are provided as part of the legend entry, using square brackets right before the text as such. The comments indicate that you could also add the `text width` stuff to `legend style`, in which case it would hold for every node.

Note that legend texts are realized using `\node[<options>] <{text}>;`, so anything which produces a valid TikZ node is permitted (this includes `minipage` or `tabular` environments inside of `<text>`).

4.8.9 Axis Lines

An extension by Pascal Wolkotte

By default the axis lines are drawn as a `box`, but it is possible to change the appearance of the x and y axis lines.

/pgfplots/ <code>axis x line</code> =box top middle center bottom none	(initially box)
/pgfplots/ <code>axis x line*</code> =box top middle center bottom none	(initially box)
/pgfplots/ <code>axis y line</code> =box left middle center right none	(initially box)
/pgfplots/ <code>axis y line*</code> =box left middle center right none	(initially box)
/pgfplots/ <code>axis lines</code> =box left middle center right none	
/pgfplots/ <code>axis lines*</code> =box left middle center right none	

These keys allow to choose the locations of the axis lines. The last one, `axis lines` sets the same value for every axis.

⁴¹Perhaps I can reset `text depth` automatically in the future.

Ticks and tick labels are placed according to the chosen value as well. The choice `bottom` will draw the x line at $y = y_{\min}$, `middle` will draw the x line at $y = 0$, and `top` will draw it at $y = y_{\max}$. Finally, `box` is a combination of options `top` and `bottom`. The choice `axis x line=none` is an alias for `hide x axis`. The y - and z variants work in a similar way.

The case `center` is a synonym for `middle`, both draw the line through the respective coordinate 0. If this coordinate is not part of the axis limit, the lower axis limit is chosen instead.

The starred versions `...line*` only affect the axis lines, without correcting the positions of axis labels, tick lines or other keys which are (possibly) affected by a changed axis line. The non-starred versions are actually styles which set the starred key *and* some other keys which also affect the figure layout:

- In case `axis x line=box`, the style `every boxed x axis` will be installed immediately.
- In case `axis x line≠box`, the style `every non boxed x axis` will be installed immediately. Furthermore, some of these choices will modify axis label positions.

The handling of `axis y line` and `axis z line` is similar. The default styles are defined as

```
\pgfplotsset{
    every non boxed x axis/.style={
        xtick align=center,
        enlarge x limits=false,
        x axis line style={-stealth}
    },
    every boxed x axis/.style={}
}
```

In addition, conditional modifications of axis label styles will be taken. For example, `axis x line=middle` will set

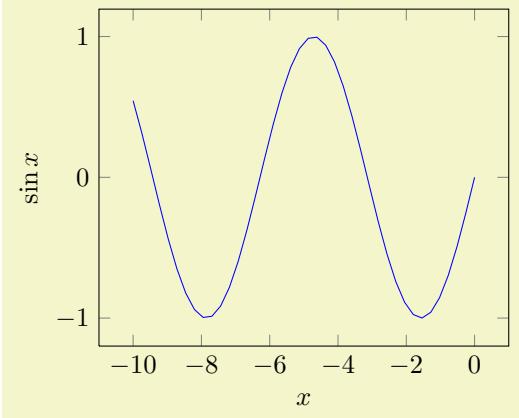
```
\pgfplotsset{every axis x label/.style={at={(current axis.left of origin)}, anchor=south west}}
```

if the matching y style has value `axis y line=right` and

```
\pgfplotsset{every axis x label/.style={at={(current axis.right of origin)}, anchor=south east}}
```

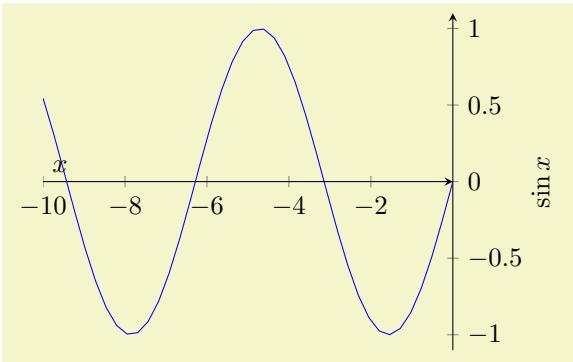
if `axis y line≠right`.

Feel free to overwrite these styles if the default doesn't fit your needs or taste. Again, these styles will not be used for `axis line*`.

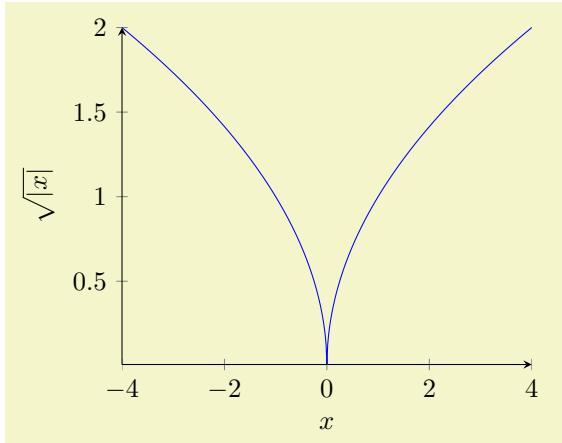


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=$x$,ylabel=$\sin x$]

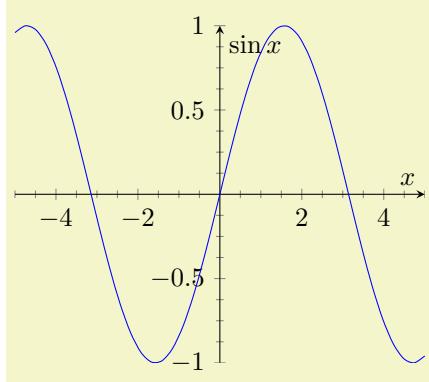
\addplot[blue,mark=none,
    domain=-10:0,samples=40]
    {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```



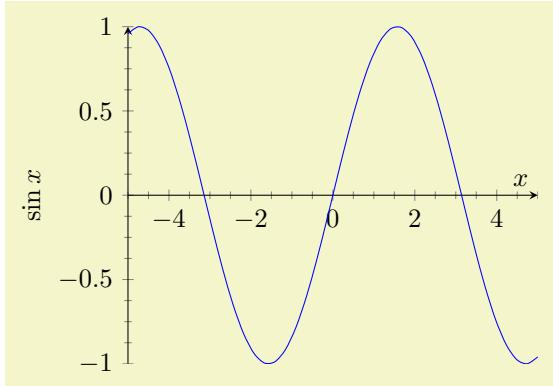
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis x line=middle,
    axis y line=right,
    ymax=1.1, ymin=-1.1,
    xlabel=$x$,ylabel=$\sin x$]
\addplot[blue,mark=none,
    domain=-10:0,samples=40]
    {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis x line=bottom,
    axis y line=left,
    xlabel=$x$,ylabel=$\sqrt{|x|}$]
\addplot[blue,mark=none,
    domain=-4:4,samples=501]
    {sqrt(abs(x))};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    minor tick num=3,
    axis y line=center,
    axis x line=middle,
    xlabel=$x$,ylabel=$\sin x$]
\addplot[smooth,blue,mark=none,
    domain=-5:5,samples=40]
    {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    minor tick num=3,
    axis y line=left,
    axis x line=middle,
    xlabel=$x$,ylabel=$\sin x$]
\addplot[smooth,blue,mark=none,
    domain=-5:5,samples=40]
    {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

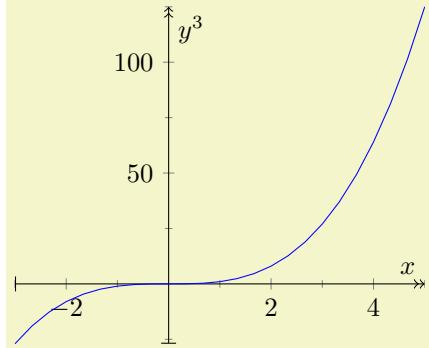
In case `middle`, the style `every inner axis x line` allows to adjust the appearance.

Note that three dimensional axes only support to use the same value for every axis, i.e. three dimensional axes support only the `axis lines` key (or, preferably for 3D axes, the `axis lines*` key – check what looks best). See Section 4.10.4 for examples of three dimensional axis line variations.

```
/pgfplots/every inner x axis line          (no value)
/pgfplots/every inner y axis line          (no value)
/pgfplots/every inner z axis line          (no value)
```

A style key which can be redefined to customize the appearance of *inner* axis lines. Inner axis lines are those drawn by the `middle` (or `center`) choice of `axis x line`, see above.

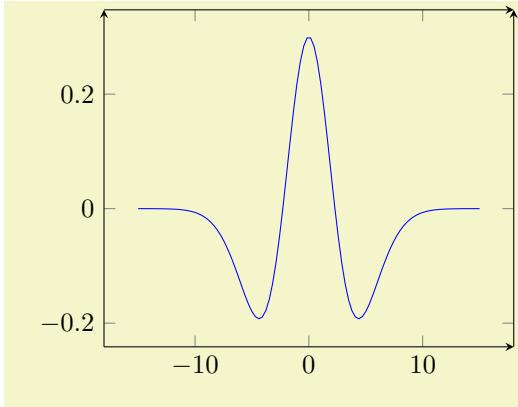
This style affects *only* the line as such.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    minor tick num=1,
    axis x line=middle,
    axis y line=middle,
    every inner x axis line/.append style={|->},
    every inner y axis line/.append style={|->},
    xlabel=$x$,ylabel=$y^3$]
\addplot[blue,domain=-3:5] {x^3};
\end{axis}
\end{tikzpicture}
```

```
/pgfplots/every outer x axis line          (no value)
/pgfplots/every outer y axis line          (no value)
/pgfplots/every outer z axis line          (no value)
```

Similar to `every inner x axis line`, this style configures the appearance of all axis lines which are part of the outer box.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    separate axis lines, % important !
    every outer x axis line/.append style={-stealth},
    every outer y axis line/.append style={-stealth},
]
\addplot[blue,id=DoG,
    samples=100,
    domain=-15:15]
    gnuplot{1.3*exp(-x**2/10) - exp(-x**2/20)};
\end{axis}
\end{tikzpicture}
```

```
/pgfplots/axis line style={⟨key-value-list⟩}
```

A command which appends `⟨key-value-list⟩` to *all* axis line appearance styles.

```
/pgfplots/inner axis line style={⟨key-value-list⟩}
```

A command which appends `⟨key-value-list⟩` to both, `every inner x axis line` and the `y` variant.

```
/pgfplots/outer axis line style={⟨key-value-list⟩}
```

A command which appends `⟨key-value-list⟩` to both, `every outer x axis line` and the `y` variant.

```
/pgfplots/x axis line style={⟨key-value-list⟩}
/pgfplots/y axis line style={⟨key-value-list⟩}
/pgfplots/z axis line style={⟨key-value-list⟩}
```

A command which appends `⟨key-value-list⟩` to all axis lines styles for either `x` or `y` axis.

```
/pgfplots/every boxed x axis          (no value)
/pgfplots/every boxed y axis          (no value)
```

/pgfplots/every boxed z axis (no value)

A style which will be installed as soon as `axis x line=box (y)` is set.

The default is simply empty.

/pgfplots/every non boxed x axis (no value)

/pgfplots/every non boxed y axis (no value)

/pgfplots/every non boxed z axis (no value)

A style which will be installed as soon as `axis x line (y)` will be set to something different than `box`.

The default is

```
\pgfplotsset{
    every non boxed x axis/.style={
        xtick align=center,
        enlarge x limits=false,
        x axis line style={-stealth}}}
```

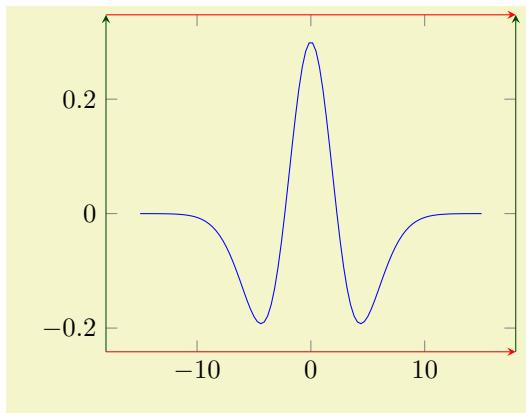
with similar values for the `y`-variant. Feel free to redefine this style to your needs and taste.

/pgfplots/separate axis lines={⟨true, false⟩} (default `true`)

Enables or disables separate path commands for every axis line. This option affects *only* the case if axis lines are drawn as a *box*.

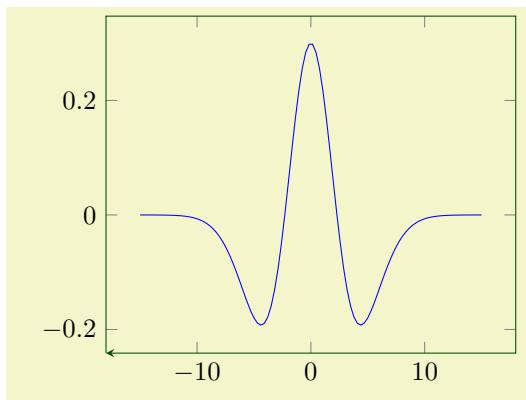
Both cases have their advantages and disadvantages, I fear there is no reasonable default (suggestions are welcome).

The case `separate axis lines=true` allows to draw arrow heads on each single axis line, but it can't close edges very well – in case of thick lines, unsatisfactory edges occur.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    separate axis lines,
    every outer x axis line/.append style={-stealth,red},
    every outer y axis line/.append style={-stealth,green!30!black},
]
\addplot[blue,
    samples=100,
    domain=-15:15]
    {1.3*exp(-x^2/10) - exp(-x^2/20)};
% Unfortunately, there is a bug in PGF 2.00
% something like exp(-10^2)
% must be written as exp(0-10^2) :-( 
\end{axis}
\end{tikzpicture}
```

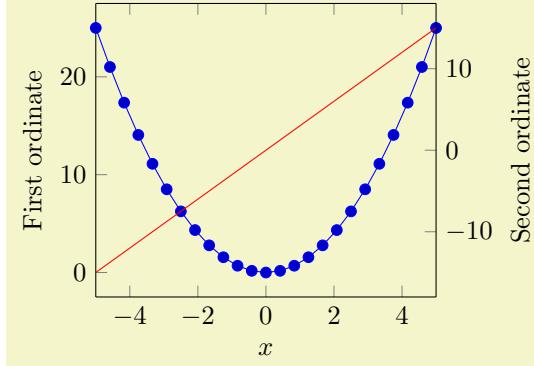
The case `separate axis lines=false` issues just *one* path for all axis lines. It draws a kind of rectangle, where some parts of the rectangle may be skipped over if they are not wanted. The advantage is that edges are closed properly. The disadvantage is that at most one arrow head is added to the path (and yes, only one drawing color is possible).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    separate axis lines=false,
    every outer x axis line/.append style={-stealth,red},
    every outer y axis line/.append style={-stealth,green!30!black},
]
\addplot[blue,id=DoG,
    samples=100,
    domain=-15:15]
    {1.3*exp(-x**2/10) - exp(-x**2/20)};
\end{axis}
\end{tikzpicture}
```

4.8.10 Two Ordinates (y axis) or Multiple Axes

In some applications, more than one y axis is used if the x range is the same. This section demonstrates how to create them. The idea in PGFPLOTS is to draw two axes on top of each other, one with descriptions only on the left and the second with descriptions only on the right:



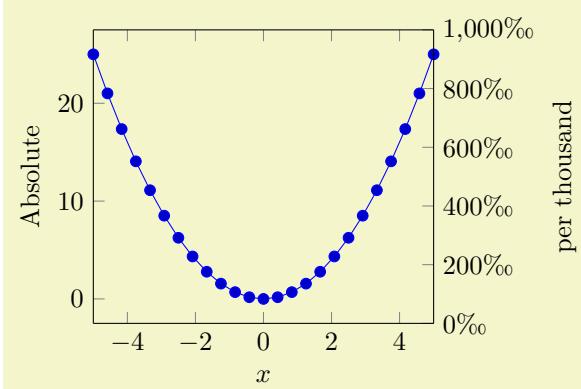
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
% let both axes use the same layers
\pgfplotsset{set layers}
\begin{axis}[
    scale only axis,
    xmin=-5,xmax=5,
    axis y line*=left,% the '*' avoids arrow heads
    xlabel=$x$,
    ylabel=First ordinate]
\addplot {x^2};
\end{axis}

\begin{axis}[
    scale only axis,
    xmin=-5,xmax=5,
    axis y line*=right,
    axis x line=none,
    ylabel=Second ordinate]
\addplot [red] {3*x};
\end{axis}
\end{tikzpicture}
```

Thus, the two axes are drawn “on top” of each other – one, which contains the x axis and the left y axis, and one which has *only* the right y axis. Since PGFPLOTS does not really know what it’s doing here, user attention in the following possibly non-obvious aspects is required:

1. Scaling. You should set `scale only axis` because this forces equal dimensions for both axis, without respecting any labels.
2. Same x limits. You should set those limits explicitly.
3. You need to tell PGFPLOTS that it should share the same graphics layers for both axes. In this case, PGFPLOTS will draw plots of the first axis and of the second axis onto the same layer. It will also draw background(s) into the background layer and descriptions into the foreground layer. Use the key `\pgfplotsset{set layers}` in front of the first axis to prepare the complete picture for layered graphics.

You may want to consider different legend styles. It is also possible to use only the axis, without any plots:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% \usepackage{textcomp}
\begin{tikzpicture}
% let both axes use the same layers
\pgfplotsset{set layers}
\begin{axis}[
    scale only axis,
    xmin=-5,xmax=5,
    axis y line*=left,% '*' avoids arrow heads
    xlabel=$x$,
    ylabel=Absolute]
\addplot {x^2};
\end{axis}

\begin{axis}[
    scale only axis,
    xmin=-5,xmax=5,
    ymin=0,ymax=1000,
    yticklabel={\$\\pgfmathprintnumber{\\tick}\\$\\text{per thousand}},
    axis y line*=right,
    axis x line=none,
    ylabel=per thousand]
\end{axis}
\end{tikzpicture}
```

4.8.11 Axis Discontinuities

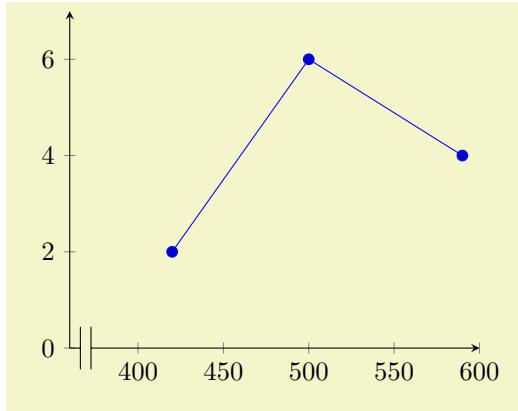
An extension by Pascal Wolkotte

In case the range of either of the axis do not include the zero value, it is possible to visualize this with a discontinuity decoration on the corresponding axis line.

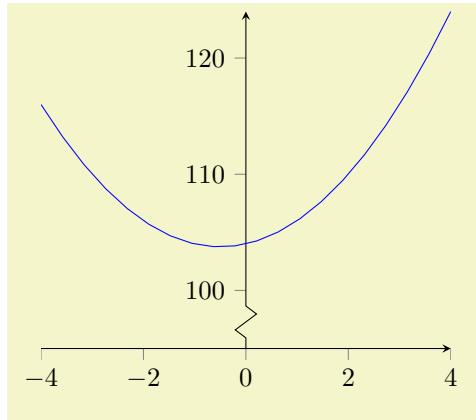
```
/pgfplots/axis x discontinuity=crunch|parallel|none          (initially none)
/pgfplots/axis y discontinuity=crunch|parallel|none          (initially none)
/pgfplots/axis z discontinuity=crunch|parallel|none          (initially none)
```

Insert a discontinuity decoration on the x (or y , respectively) axis. This is to visualize that the y axis does cross the x axis at its 0 value, because the minimum x axis value is positive or the maximum value is negative.

The description applies to `axis y discontinuity` and `axis z discontinuity` as well, simply substitute x by y or z , respectively.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis x line=bottom,
    axis x discontinuity=parallel,
    axis y line=left,
    xmin=360, xmax=600,
    ymin=0, ymax=7,
    enlargelimits=false
]
\addplot coordinates {
    (420,2)
    (500,6)
    (590,4)
};
\end{axis}
\end{tikzpicture}
```

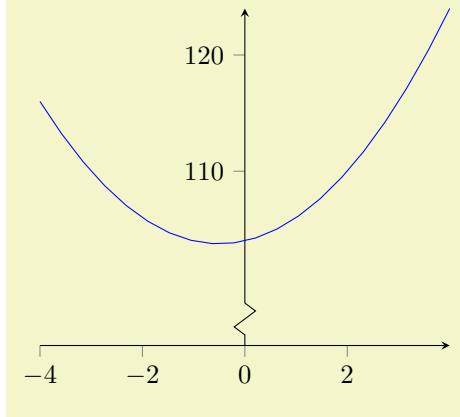


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis x line=bottom,
    axis y line=center,
    tick align=outside,
    axis y discontinuity=crunch,
    ymin=95, enlargelimits=false
]
\addplot[blue,mark=none,
    domain=-4:4,samples=20]
{x*x+x+104};
\end{axis}
\end{tikzpicture}
```

A problem might occur with the placement of the ticks on the axis. This can be solved by specifying the minimum or maximum axis value for which a tick will be placed.

```
/pgfplots/x tick min={⟨coord⟩}                                (default axis limits)
/pgfplots/y tick min={⟨coord⟩}                                (default axis limits)
/pgfplots/z tick min={⟨coord⟩}                                (default axis limits)
/pgfplots/x tick max={⟨coord⟩}                                (default axis limits)
/pgfplots/y tick max={⟨coord⟩}                                (default axis limits)
/pgfplots/z tick max={⟨coord⟩}                                (default axis limits)
```

The options `x tick min`, `x tick max` and `y tick min`, `y tick max` allow to define the axis tick limits, i.e. the axis values before respectively after no ticks will be placed. Everything outside of the axis tick limits will be not drawn. Their default values are equal to the axis limits.



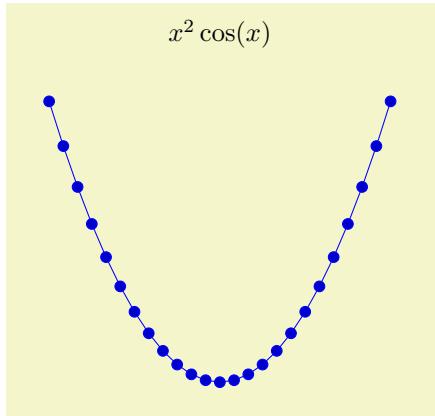
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis x line=bottom,
    axis y line=center,
    tick align=outside,
    axis y discontinuity=crunch,
    xtickmax=3,
    ytickmin=110,
    ymin=95, enlargelimits=false
]
\addplot[blue,mark=none,
    domain=-4:4,samples=20]
{x*x+x+104};
\end{axis}
\end{tikzpicture}
```

```
/pgfplots/hide x axis=true|false
/pgfplots/hide y axis=true|false
/pgfplots/hide z axis=true|false
/pgfplots/hide axis=true|false
```

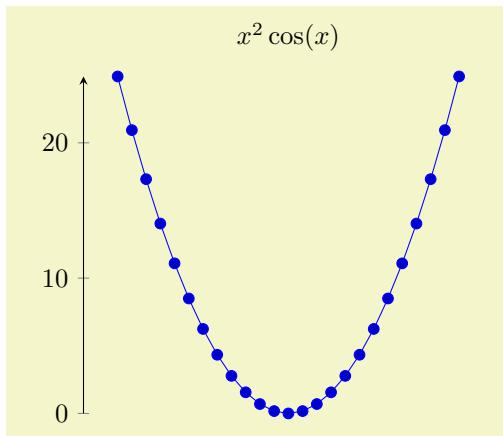
(initially false)
 (initially false)
 (initially false)
 (initially false)

Allows to hide either a selected axis or all of them. No outer rectangle, no tick marks and no labels will be drawn. Only titles and legends will be processed as usual.

Axis scaling and clipping will be done as if you did not use `hide axis`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    hide x axis,
    hide y axis,
    title={$x^2 \cos(x)$}
]
\addplot {\cos(x)*x^2};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    hide x axis,
    axis y line=left,
    title={$x^2 \cos(x)$}
]
\addplot {\cos(x)*x^2};
\end{axis}
\end{tikzpicture}
```

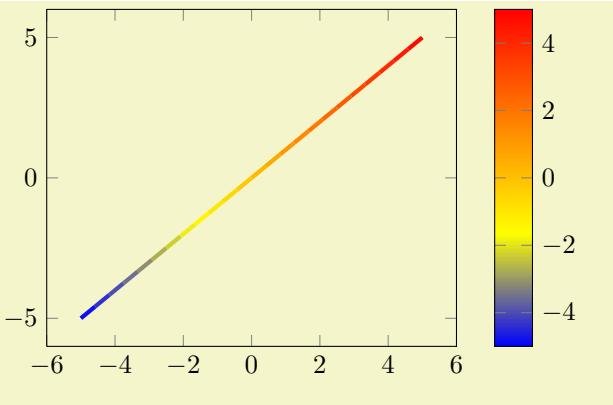
4.8.12 Color Bars

PGFPLOTS supports mesh, surface and scatter plots which can use color maps. While color maps can be chosen as described in Section 4.6.6, they can be visualized using color bars.

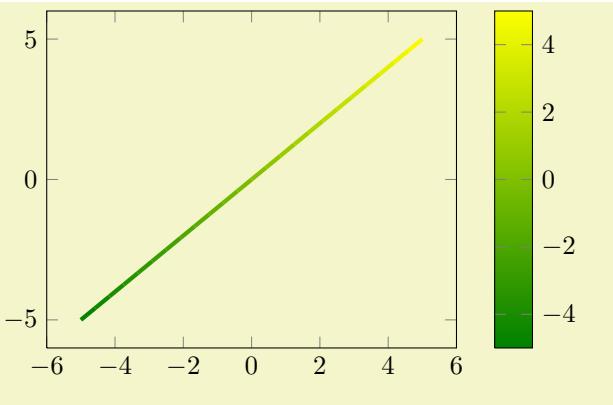
```
/pgfplots/colorbar=true|false
```

(initially false)

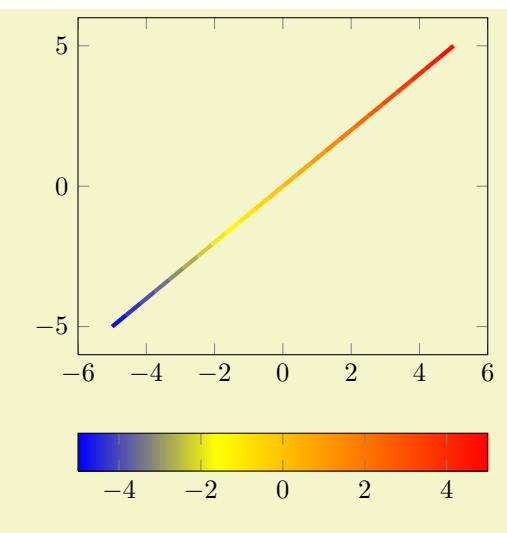
Activates or deactivates color bars.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar]
\addplot[mesh,ultra thick] {x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar,colormap/greenyellow]
\addplot[mesh,ultra thick] {x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar horizontal]
\addplot[mesh,ultra thick] {x};
\end{axis}
\end{tikzpicture}
```

A color bar is only useful for plots with non-zero color data range, more precisely, for which minimum and maximum `point meta` data is available. Usually, this is the case for `scatter`, `mesh` or `surf` (or

similar) plots, but you can also set `point meta min` and `point meta max` manually in order to draw a `colorbar`.

Color bars are just normal axes which are placed right besides their parent axes. The only difference is that they inherit several styles such as line width and fonts and they contain a bar shaded with the color map of the current axis.

Color bars are drawn internally with

```
\axis[every colorbar,colorbar shift,colorbar=false]
  \addplot graphics {};
\endaxis
```

where the placement, alignment, appearance and other options are done by the two styles `every colorbar` and `colorbar shift`. These styles and the possible placement and alignment options are described below.

Remarks for special cases:

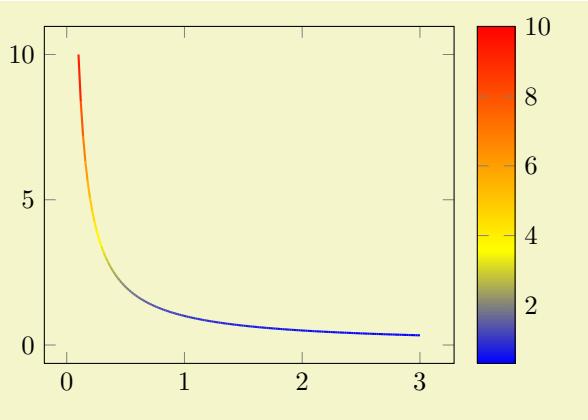
- Since there is always only one color bar per plot, this color bar uses the axis wide configurations of color map and color data. Consider using `colorbar source` to select color data limits of a particular `\addplot` command instead.
- If someone needs more than one color bar, the draw command above needs to be updated. See the key `colorbar/draw/.code` for this special case.

`/pgfplots/colorbar right`

(style, no value)

A style which redefines `every colorbar` and `colorbar shift` such that color bars are placed right of their parent axis.

This is the initial configuration.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colorbar right]
    \addplot[mesh,thick,samples=150,domain=0.1:3]
      {1/x};
  \end{axis}
\end{tikzpicture}
```

The style `colorbar right` is defined as

```

\pgfplotsset{
    colorbar right/.style={
        /pgfplots/colorbar=true,
        /pgfplots/colorbar shift/.style={xshift=0.3cm},
        /pgfplots/every colorbar/.style={
            title=,
            xlabel=,
            ylabel=,
            zlabel=,
            legend entries=,
            axis on top,
            at={(parent axis.right of north east)},
            anchor=north west,
            xmin=0,
            xmax=1,
            ymin=\pgfkeysvalueof{/pgfplots/point meta min},
            ymax=\pgfkeysvalueof{/pgfplots/point meta max},
            plot graphics/xmin=0,
            plot graphics/xmax=1,
            plot graphics/ymin=\pgfkeysvalueof{/pgfplots/point meta min},
            plot graphics/ymax=\pgfkeysvalueof{/pgfplots/point meta max},
            enlargelimits=false,
            scale only axis,
            height=\pgfkeysvalueof{/pgfplots/parent axis height},
            x=\pgfkeysvalueof{/pgfplots/colorbar/width},
            yticklabel pos=right,
            xtick=\emptyset,
            colorbar vertical/lowlevel,
        }
    },
    /pgfplots/colorbar vertical/lowlevel/.style={
        plot graphics/lowlevel draw/.code 2 args={%
            \pgfuseshading{...} % some advanced basic level shading operations
        }
    },
}

```

Attention: `colorbar right` redefines `every colorbar`. That means any user customization must take place *after* `colorbar right`:

```

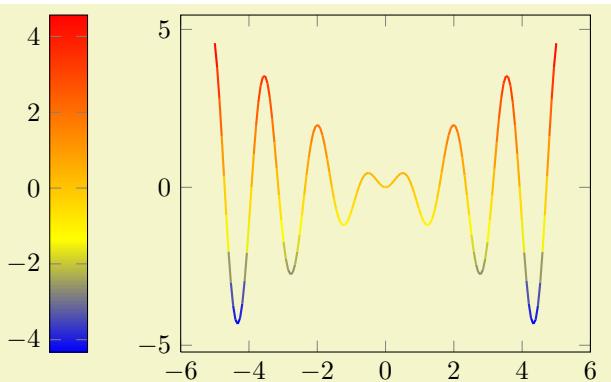
% correct:
\begin{axis}[colorbar right, colorbar style={<some customization>}]
% wrong, colorbar right resets the customization:
\begin{axis}[colorbar style={<some customization>}, colorbar right]

```

/pgfplots/colorbar left

(style, no value)

A style which re-defines `every colorbar` and `colorbar shift` such that color bars are placed left of their parent axis.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colorbar left]
    \addplot [mesh, thick, samples=150]
      {x*sin(deg(4*x))};
  \end{axis}
\end{tikzpicture}
```

The style `colorbar left` is defined as

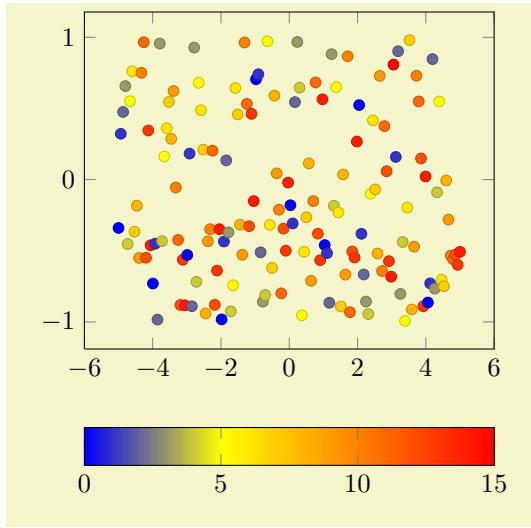
```
\pgfplotsset{
  colorbar left/.style={
    /pgfplots/colorbar right,
    /pgfplots/colorbar shift/.style={xshift=-0.3cm},
    /pgfplots/every colorbar/.append style={
      at={(parent axis.left of north west)},
      anchor=north east,
      yticklabel pos=left,
    }
  }
}
```

Attention: `colorbar left` redefines `every colorbar`. That means any user customization must take place *after* `colorbar left` (see also the documentation for `colorbar right`).

/pgfplots/`colorbar horizontal`

(style, no value)

A style which re-defines `every colorbar` and `colorbar shift` such that color bars are placed below their parent axis, with a horizontal bar.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[colorbar horizontal]
    \addplot [only marks, scatter,
      scatter src={mod(\coordindex,15)},samples=150]
      {rand};
  \end{axis}
\end{tikzpicture}
```

This style is defined as

```
\pgfplotsset{
    colorbar horizontal/.style={
        /pgfplots/colorbar=true,
        /pgfplots/colorbar shift/.style={yshift=-0.3cm},
        /pgfplots/every colorbar/.style={
            title=,
            xlabel=,
            ylabel=,
            zlabel=,
            legend entries=,
            axis on top,
            at={(parent axis.below south west)},
            anchor=north west,
            ymin=0,
            ymax=1,
            xmin=\pgfkeysvalueof{/pgfplots/point meta min},
            xmax=\pgfkeysvalueof{/pgfplots/point meta max},
            plot graphics/ymin=0,
            plot graphics/ymax=1,
            plot graphics/xmin=\pgfkeysvalueof{/pgfplots/point meta min},
            plot graphics/xmax=\pgfkeysvalueof{/pgfplots/point meta max},
            enlargelimits=false,
            scale only axis,
            width=\pgfkeysvalueof{/pgfplots/parent axis width},
            y=\pgfkeysvalueof{/pgfplots/colorbar/width},
            xticklabel pos=left,
            ytick=\emptyset,
            colorbar horizontal/lowlevel,
        }%
    },%
    /pgfplots/colorbar horizontal/lowlevel/.style=%
        plot graphics/lowlevel draw/.code 2 args=%
            \pgfuseshading{...} % some advanced basic level shading operations
    },%
}
}
```

Attention: `colorbar horizontal` re-defines `every colorbar`. That means any user customization must take place *after* `colorbar horizontal`:

```
% correct:
\begin{axis}[colorbar horizontal, colorbar style=<some customization>]
% wrong, colorbar horizontal resets the customization:
\begin{axis}[colorbar style=<some customization>, colorbar horizontal]
```

`/pgfplots/every colorbar` (style, no value)

This style governs the placement, alignment and appearance of color bars. Any desired detail changes for color bars can be put into this style. Additionally, there is a style `colorbar shift` which is set after `every colorbar`. The latter style is intended to contain only shift transformations like `xshift` or `yshift` (making it easier to overwrite or deactivate them).

While a color bar is drawn, the predefined node `parent axis` can be used to align at the parent axis.

Predefined node `parent axis`

A node for the parent axis of a color bar. It is only valid for color bars.

Thus,

```
\pgfplotsset{
    colorbar style={
        at={(parent axis.right of north east)},
        anchor=north west,
    },
    colorbar shift/.style={xshift=0.3cm}
}
```

places the colorbar in a way that its top left (north west) corner is aligned right of the top right corner (`right of north east`) of its parent axis. Combining this with the `colorbar shift` is actually the same as the initial setting.

Since color bars depend on some of its parent's properties, these properties are available as values of the following keys:

<code>/pgfplots/point meta min</code>	(no value)
<code>/pgfplots/point meta max</code>	(no value)

The values of these keys contain the lower and upper bound of the color map, i.e. the lower and upper limit for the color bar.

The value is `\pgfkeysvalueof{/pgfplots/point meta min}` inside of `every colorbar`.

The value is usually determined using the axis wide point meta limits, i.e. they are computed as minimum and maximum value over all plots (unless the user provided limits manually). Consider the `colorbar source` key if you'd like to select point meta limits of one specific `\addplot` command.

<code>/pgfplots/colorbar source={⟨true/false⟩}</code>	(initially <code>false</code>)
---	---------------------------------

Allows to select a specific `\addplot` command whose point meta limits are taken as upper and lower limit of a `colorbar`'s data range. This affects the tick descriptions of the `colorbar`. It needs to be provided as argument to `\addplot`, i.e. using

```
\addplot[...,colorbar source] ...
% or
\addplot+[colorbar source] ...
```

or as key inside of a `cycle list`.

Using `colorbar source` automatically implies `point meta rel=per plot` for that specific plot.

If there are more than one `\addplot` commands with `colorbar source`, the last one is selected.

<code>/pgfplots/parent axis width</code>	(no value)
<code>/pgfplots/parent axis height</code>	(no value)

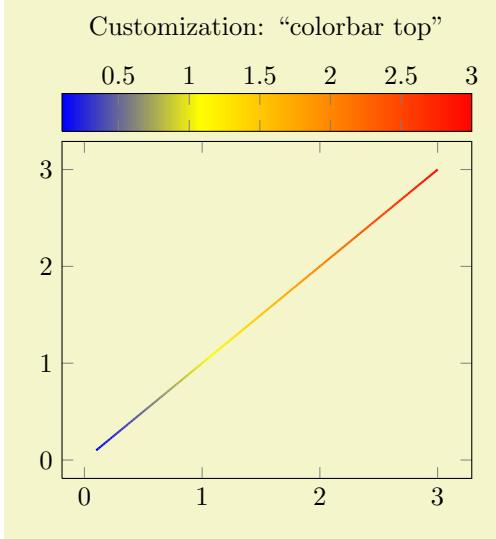
The values of these keys contain the size of the parent axis. They can be used as `width` and/or `height` arguments for `every colorbar` with `\pgfkeysvalueof{/pgfplots/parent axis width}`.

These values are only valid inside of color bars.

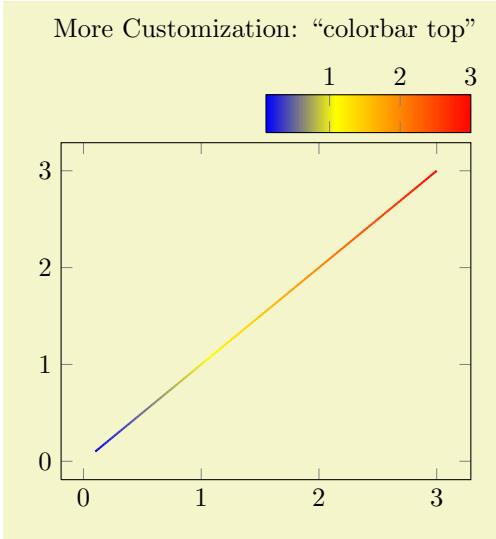
Besides these values, each color bar inherits a list of styles of its parent axis, namely

- `every tick`,
- `every minor tick`,
- `every major tick`,
- `every axis grid`,
- `every minor grid`,
- `every major grid`,
- `every tick label`.

This can be used to inherit line width and/or fonts.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    colorbar horizontal,
    colorbar style={
        at={(0.5,1.03)}, anchor=south,
        xticklabel pos=upper
    },
    title style={yshift=1cm},
    title=Customization: ‘‘colorbar top’’
]
\addplot [mesh,thick,samples=150,domain=0.1:3]
    {x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    colorbar horizontal,
    colorbar style={
        at={(1,1.03)}, anchor=south east,
        width=0.5*\pgfkeysvalueof{/pgfplots/parent axis width},
        xticklabel pos=upper,
    },
    title style={yshift=1cm},
    title=More Customization: ‘‘colorbar top’’
]
\addplot [mesh,thick,samples=150,domain=0.1:3]
    {x};
\end{axis}
\end{tikzpicture}
```

Please take a look at the predefined styles `colorbar right`, `colorbar left` and `colorbar horizontal` for more details about configuration possibilities for `every colorbar`.

Remark: A color bar is just a normal axis. That means `every colorbar` can contain specifications where to place tick labels, extra ticks, scalings and most other features of a normal axis as well (except nested color bars).

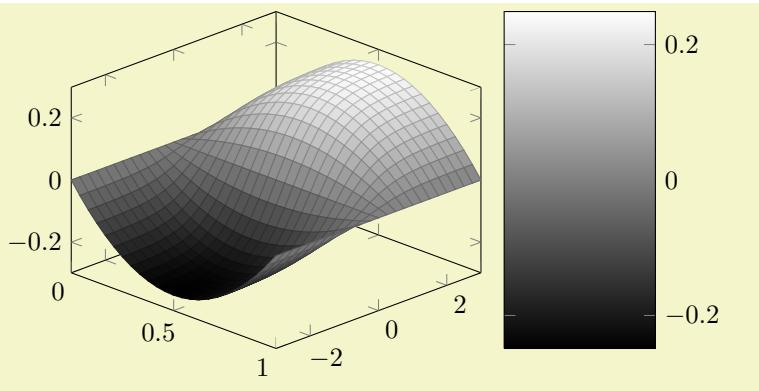
/pgfplots/colorbar style={⟨key-value list⟩}

A shortcut for `every colorbar/.append style={⟨key-value list⟩}`. It appends options to the colorbar style.

/pgfplots/colorbar/width={⟨dimension⟩}

(initially 0.5cm)

Sets the width of a color bar.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    view/az=45,
    colorbar,
    colorbar/width=2cm,
    colormap/blackwhite]
\addplot3[surf,domain=0:1,y domain=-3:3] {x*(1-x)*tanh(y)};
\end{axis}
\end{tikzpicture}
```

For horizontal color bars, this sets the height.

/pgfplots/colorbar shift (style, no value)

This style is installed after `every colorbar`. It is intended to contain only shift transformations like `xshift` and/or `yshift`. The reason to provide two separate styles is to allow easier deactivation of shift transformations.

```
\pgfplotsset{
    colorbar shift/.style={xshift=1cm}
}
```

Predefined node `current colorbar axis`

A predefined node for the color bar of an axis. After `\end{axis}`, this node can be used to align further graphical elements at the color bar. Note that `current axis` refers to the axis as such while `current colorbar axis` refers to the color bar (which is an axis itself).

/pgfplots/colorbar/draw/.code={⟨...⟩}

This code key belongs to the low level interface of color bars. It is invoked whenever a color bar needs to be drawn. Usually, it won't be necessary to use or modify this key explicitly.

When this key is invoked, the styles inherited from the parent axis are already set and the required variables (see the documentation of `every colorbar`) are initialized.

This code key can be replaced if one needs more than one color bar (or other wrinkles).

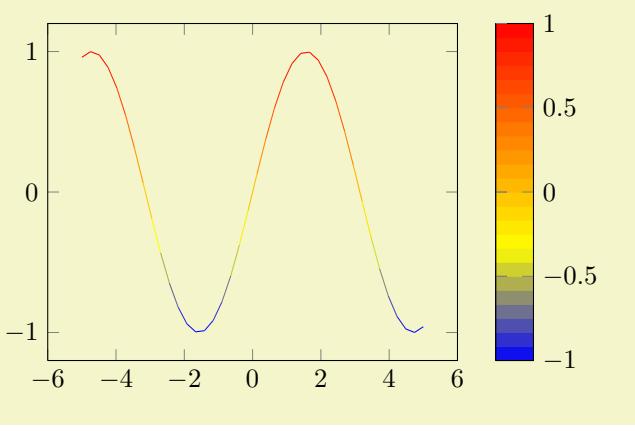
The initial configuration is

```
\pgfplotsset{colorbar/draw/.code={%
    \axis[every colorbar,colorbar shift,colorbar=false]
    \addplot graphics {};
    \endaxis
}}
```

Please note that a color bar axis is nothing special as such – it is just a normal axis with one `plot graphics` command and it is invoked with a special set of options. The only special thing is that a set of styles and some variables are inherited from its parent axis.

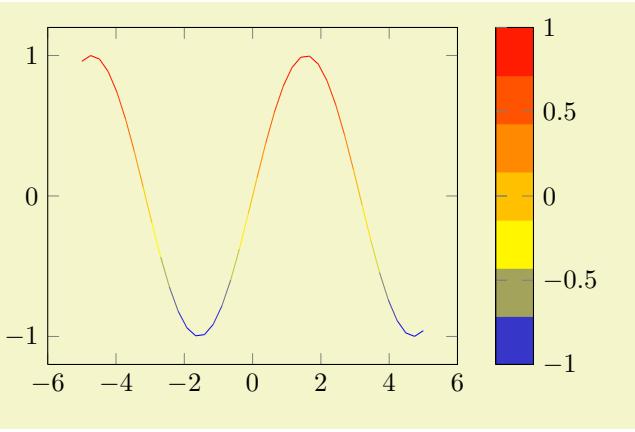
/pgfplots/colorbar sampled={⟨optional options⟩} (style, default `surf,mark=none,shader=flat`)

A style which installs a discretely sampled color bar.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar sampled]
\addplot [mesh,samples=40] {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

The style uses `\addplot3[options]` to draw the `colorbar`, with `domain` set to the color range and the current value of the `samples` key to determine the number of samples. In other words: it uses `plot expression` and a surface plot to visualize the `colorbar`. Use `colorbar style={samples=10}` to change the number of samples.

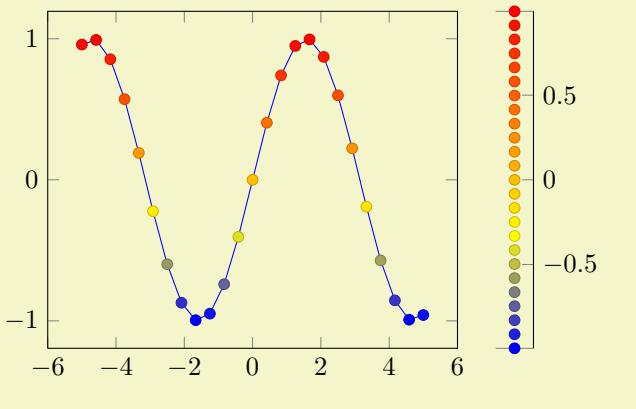


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar sampled,colorbar style={samples=8}]
\addplot [mesh,samples=40] {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

The `<options>` can be used to change the `\addplot3` options used for the colorbar visualization. For example, `colorbar sampled={surf,shader=interp}` will use Gouraud shading which has visually the same effect as the standard color bar.

`/pgfplots/colorbar sampled line={<optional options>}` (style, default `scatter,only marks`)

A style which draws a discrete colorbar. In contrast to `colorbar sampled`, it visualizes the `colorbar` using a line plot, not a `surf` plot.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[colorbar sampled line]
\addplot+[scatter] {\sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

The initial configuration uses a `scatter` plot to visualize the `colorbar`, it can be changed by specifying $\langle options \rangle$.

Furthermore, the axis appearance is changed using `axis y line*=left|right`, depending on the position of the color bar (or `axis x line*=bottom` for `colorbar horizontal`).

Consider the `tick align=outside` feature if you prefer tick lines outside of the colorbar instead of inside.

`/pgfplots/every colorbar sampled line` (style, no value)

A style which is used by `colorbar sampled line` to change the color of the line without ticks.

It is initially set to `help lines`.

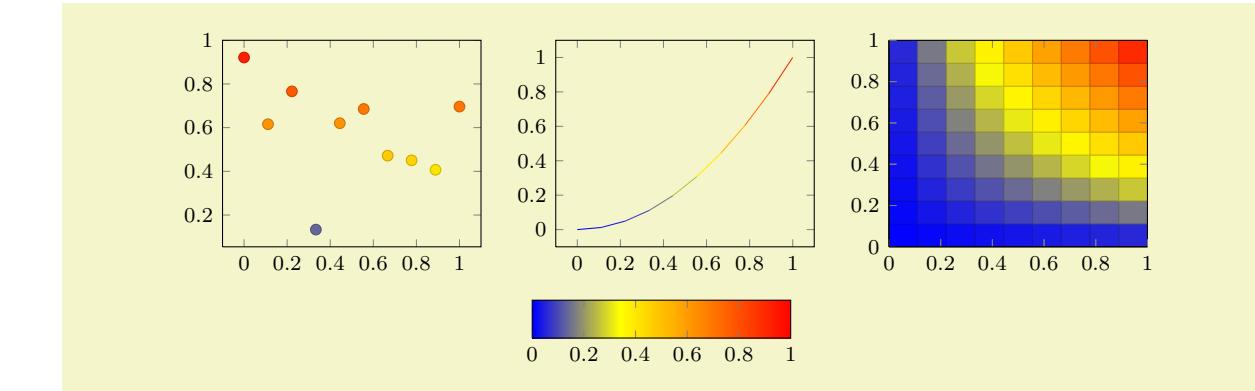
4.8.13 Color Bars Outside Of an Axis

Occasionally, one has multiple adjacent plots, each with the same `colormap` and the same `point meta min` and `point meta max` values and we'd like to show a *single* `colorbar`. PGFPLTS supports the `colorbar to name` feature which is similar to the related method for legends, `legend to name`:

`/pgfplots/colorbar to name={\langle name \rangle}` (initially empty)

Enables to detach a `colorbar` from its parent axis: instead of drawing the `colorbar`, a self-contained, independent set of drawing commands will be stored using the label $\langle name \rangle$. The label is defined using `\label{\langle name \rangle}`, just as for any other L^TE_X label. The name can be referenced using `\ref{\langle name \rangle}`.

Thus, typing `\ref{\langle name \rangle}` somewhere outside of the axis, maybe even outside of any picture, will cause the `colorbar` to be drawn.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{footnotesize,samples=10, domain=0:1,point meta min=0, point meta max=1}
\begin{center}%
  note that \centering uses less vspace...
\begin{tikzpicture}
  \begin{axis}[colorbar,colorbar horizontal,colorbar to name={storedcolorbar}]
    \addplot[scatter,only marks,mark=*] {rnd};
  \end{axis}
\end{tikzpicture}
%
\begin{tikzpicture}
  \begin{axis}
    \addplot+[domain=0:1,mark=none,mesh] {x^2};
  \end{axis}
\end{tikzpicture}
%
\begin{tikzpicture}
  \begin{axis}[view={0}{90}]
    \addplot3[surf] {x*y};
  \end{axis}
\end{tikzpicture}
\\

\ref{storedcolorbar}
\end{center}
```

The feature works in the same way as described for `legend to name`, please refer to its description on page 178 for the details. We only summarize the differences here.

\pgfplotscolorbarfromname{\<name>}

This command poses an equivalent alternative for `\ref{\<name>}`: it has essentially the same effect, but it does not create links when used with the `hyperref` package.

`/pgfplots/every colorbar to name picture` (style, no value)

A style which is installed when `\ref` is used outside of a picture: a new picture will be created with `\tikz[/pgfplots/every colorbar to name picture]`.

See also the `every legend to name picture` style.

4.9 Scaling Options

There are a various options which control or change the scaling of an axis. Here, “scaling” typically means two aspects: first, the unit vector size in each direction and second, the displayed limits in each direction. Both together control the size of the axis box. In addition, axis descriptions change the size. However, PGFPLOTS scales only units and determines limits. It does not scale axis descriptions by default in order to keep consistent font sizes between the text and the figure.

Often, one wishes to provide the target size only and let PGFPLOTS do the rest. This is the default; it scales the axis to `width` and `height`. If you provide one of these options, the axis will be rescaled while keeping the aspect ratio.

Occasionally, one wants to provide unit vectors explicitly to ensure that one unit takes a prescribed amount of space. This is possible by means of the `x`, `y`, and `z` keys. In such a case, the `width` and `height` options will be ignored (or only applied for the unspecified unit vectors).

Another common approach is to enforce specific `unit vector ratios`: for example by specifying that each unit should take the same amount of space using `axis equal`. Here, PGFPLOTS scales the lengths of all vectors uniformly, i.e. it applies the same scale to each vector. This is done by means of the `scale mode` configuration which is basically one of `scale mode=stretch to fill` or `scale mode=scale uniformly`: PGFPLOTS tries to satisfy the prescribed `width` and `height` arguments by finding a *common* scaling factor. In addition, it attempts to enlarge the limits individually to fit into the prescribed dimensions.

In addition, you can use the option `/pgfplots/scale` to simply scale all final units up by some prescribed factor. This does not change text labels.

If needed, you can also supply `/tikz/scale` to an axis. This will scale the complete resulting image, including all text labels.

4.9.1 Common Scaling Options

All common options mentioned in the previous paragraphs are described here.

/pgfplots/width={⟨dimen⟩} (initially empty)

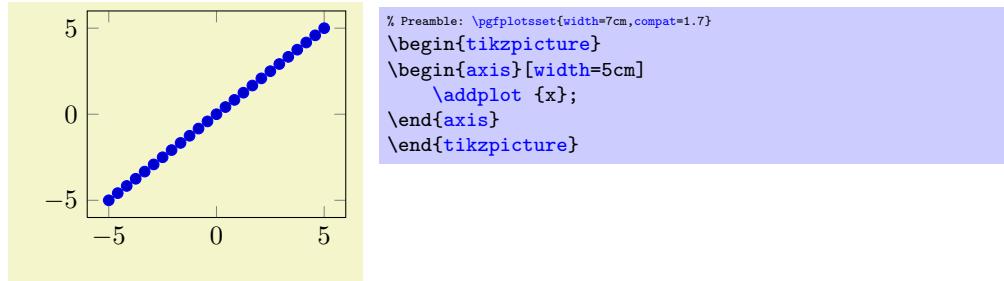
Sets the width of the final picture to {⟨dimen⟩}.

Any non-empty dimension like `width=5cm` sets the desired target width. Any T_EX unit is accepted (like `200pt` or `5in`).

An empty value `width={}` means “use default width or rescale proportionally to `height`”. In this case, PGFPLOTS uses the value of `\axisdefaultwidth` as target quantity. However, if the `height` key has been set, PGFPLOTS will rescale the `\axisdefaultwidth` in a way which keeps the ratio between `\axisdefaultwidth` and `\axisdefaultheight`. This allows to specify just one of `width` and `height` and keep aspect ratios.

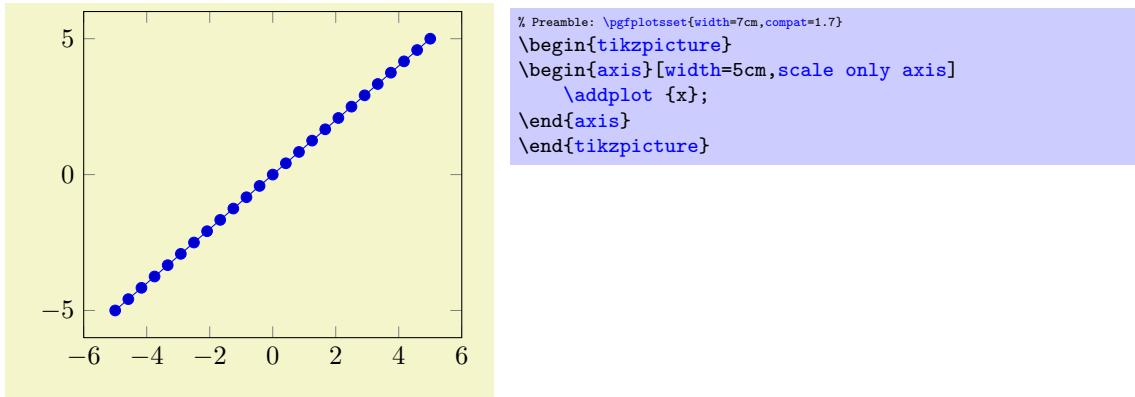
Consequently, if you specify just `width=5cm` but leave the default `height={}`, the scaling will respect the initial aspect ratio.

The scaling affects the unit vectors for x , y , and z . It does not change the size of text labels or axis descriptions.



Please note that PGFPLOTS only estimates the size needed for axis- and tick labels. The estimate assumes a fixed amount of space for anything which is outside of the axis box. This has the effect that the final images may be slightly larger or slightly smaller than the prescribed dimensions. However, the fixed amount is always the same; it is set to `45pt`. That means that multiple pictures with the same target dimensions will have the same size for their axis boxes – even if the size for descriptions varies.

It is also possible to scale the *axis box* to the prescribed width/height. In that case, the total width will be larger due to the axis descriptions. However, the axis box fills the desired dimensions exactly.



Note: changing `width` and/or `height` changes *only* the unit vector sizes. In particular, it does not change the font size for any axis description, nor does it change the default spacing between adjacent tick labels. It is best-practice to use `width/height` for “small” changes, i.e. changes for which the font size should remain the same. Consider using one of the styles `normalsize`, `small`, `footnotesize`, or `tiny` which are described in Section 4.9.2 on page 211, and *then* change to your desired dimensions if you need a different “quality” of scaling.

\axisdefaultwidth

This macro defines the default width. It is preset to `240pt`.

This default width defines the aspect ratio which will be used whenever just one of `width` or `height` is specified: the aspect ratio is the ratio between `\axisdefaultwidth` and `\axisdefaultheight`.

You can change it using

```
\def\axisdefaultwidth{10cm}
```

/pgfplots/**height**={\dimen} (initially empty)

Works in the same way as **width** except that an empty value **height**={} defaults to “use either **axisdefaultheight** or scale proportionally if just **width** has been changed”.

axisdefaultheight

This macro defines the default height. It is preset to 207pt.

See **\axisdefaultwidth**.

/pgfplots/**scale only axis**=true|false (initially false)

If **scale only axis** is enabled, **width** and **height** apply only to the axis rectangle. Consequently, the resulting figure is larger than **width** and **height** (because of any axis descriptions). However, the axis box has exactly the prescribed target dimensions.

If **scale only axis=false** (the default), PGFPLOTS will try to produce the desired width *including* labels, titles and ticks.

/pgfplots/ x ={\dimen}	(initially empty)
/pgfplots/ y ={\dimen}	(initially empty)
/pgfplots/ z ={\dimen}	(initially empty)
/pgfplots/ x ={\langle x,y\rangle}	
/pgfplots/ y ={\langle x,y\rangle}	
/pgfplots/ z ={\langle x,y\rangle}	

Allows to provide zero, one, two, or three of the target unit vectors.

In this context, a “unit vector” is a two-dimensional vector which defines the projection onto the canvas: every logical plot coordinate (x, y) is drawn at the canvas position

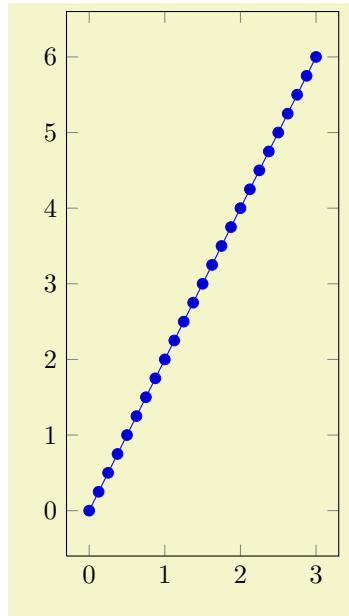
$$x \cdot \begin{bmatrix} e_{xx} \\ e_{xy} \end{bmatrix} + y \cdot \begin{bmatrix} e_{yx} \\ e_{yy} \end{bmatrix}.$$

The unit vectors e_x and e_y determine the paper position in the current (always two dimensional) image. For a standard three-dimensional axis, a plot coordinate (x, y, z) is drawn at

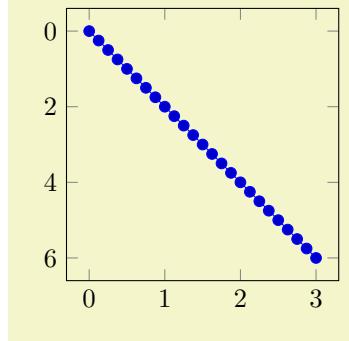
$$x \cdot \begin{bmatrix} e_{xx} \\ e_{xy} \end{bmatrix} + y \cdot \begin{bmatrix} e_{yx} \\ e_{yy} \end{bmatrix} + z \cdot \begin{bmatrix} e_{zx} \\ e_{zy} \end{bmatrix}.$$

The initial setting assigns empty values to each of these keys, i.e. **x={}**, **y={}**, **z={}**. In this case, PGFPLOTS is free to choose these vectors as best. To this end, it uses **width**, **height**, **scale mode**, **plot box ratio**, **unit vector ratio**, **view**, and the axis limits.

The key **x={\dimen}** simply sets $e_x = (\dimen, 0)^T$ while **y={\dimen}** sets $e_y = (0, \dimen)^T$. Using **z={\dimen}** results in $e_z = (\dimen, \dimen)^T$. In this context, \dimen is any TeX size like **1mm**, **2cm** or **5pt**. Note that you should not use negative values for \dimen (consider using **x dir** and its variants to reverse axis directions).



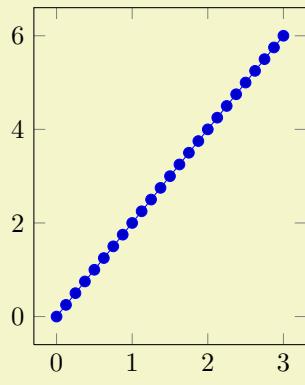
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x=1cm,y=1cm]
\addplot expression [domain=0:3] {2*x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x=1cm,y=0.5cm,y dir=reverse]
\addplot expression [domain=0:3] {2*x};
\end{axis}
\end{tikzpicture}
```

Note that if you change the unit vector for just one direction, the other vector(s) will be chosen by PGFLOTS – and scaled in order to fill the prescribed `width` and `height` as best as PGFLOTS can (but see remarks for three-dimensional plots at the end of this key).

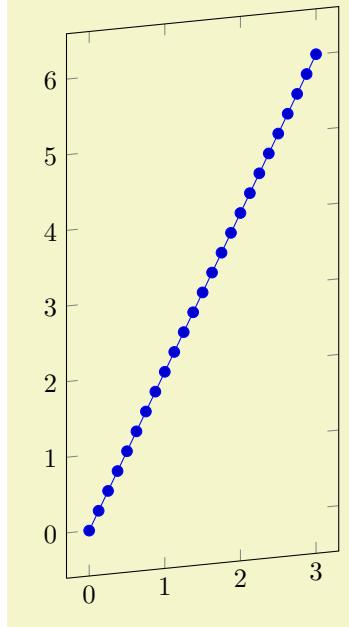
Height is deduced from height option



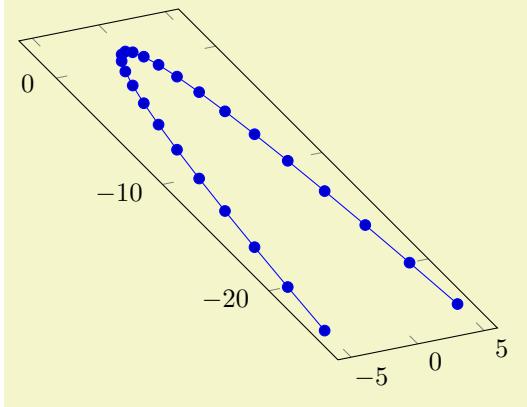
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x=1cm,
            title=Height is deduced from height option]
\addplot expression [domain=0:3] {2*x};
\end{axis}
\end{tikzpicture}
```

The second syntax, `x={(<x>,<y>)}` sets $e_x = (\langle x \rangle, \langle y \rangle)^T$ explicitly⁴². The corresponding keys for `y` and `z` work in a similar way. This allows to define skewed or rotated axes.

⁴²Please note that you need extra curly braces around the vector. Otherwise, the comma will be interpreted as separator for the next key-value pair.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x={(1cm,0.1cm)},y=1cm]
\addplot expression [domain=0:3] {2*x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    x={(5pt,1pt)},
    y={(-4pt,4pt)}]
\addplot [1-x^2];
\end{axis}
\end{tikzpicture}
```

Setting `x` and/or `y` for logarithmic axis will set the dimension used for $1 \cdot e \approx 2.71828$ (or whatever has been set as `log basis x`).

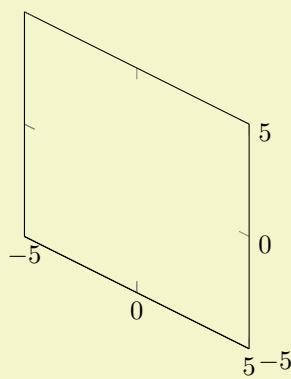
Please note that it is *not* possible to specify `x` as argument to `tikzpicture`. The option

```
\begin{tikzpicture}[x=1.5cm]
\begin{axis}
...
\end{axis}
\end{tikzpicture}
```

does not have any effect because an axis rescales its coordinates (see the `width` option).

Note that providing unit vectors explicitly usually causes PGFPLOTS to ignore any other scaling options. In other words: if you say `y=0.1cm`, PGFPLOTS will use `(0cm,0.1cm)` as `y` projection vector. However, if you add `scale mode=scale uniformly`, you allow PGFPLOTS to change the *lengths* of your vectors. Of course, it will keep their relative directions and relative sizes. In this case, PGFPLOTS will try to determine a good common scaling factor *and* it will try to change the axis limits in order to fill the prescribed `width` and `height` (see the documentation for `scale mode` for details).

Allow to rescale *lengths*



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=Allow to rescale \emph{lengths},
    x={(0.1cm,-0.05cm)},
    y=0.1cm,
    z=0cm,
    axis on top,
    scale mode=scale uniformly,
]
\addplot3[surf,shader=interp] {x*y};
\end{axis}
\end{tikzpicture}
```

In the example above, PGFPLOTS decided that it should only rescale units – at the expense of the `width` constraint.

Changes to font sizes: see also Section 4.9.2 if you want to change font sizes or the density of tick labels in a simple way.

Explicit units for 3D axes: As of version 1.5, it is also possible to supply unit vectors to three-dimensional axes. In this case, the following extra assumptions need to be satisfied:

1. If you want to control three-dimensional units, you need to provide *all* of `x`, `y`, and `z` keys. For two-dimensional axes, it is also supported to supply just one of `x` or `y`.
2. Any provided three-dimensional unit vectors are assumed to form a *right-handed coordinate system*. In other words: take your right hand, let the thumb point into the `x` direction, the index finger in `y` direction and the middle finger in `z` direction. If that is impossible, the PGFPLOTS output will be wrong. The reason for this assumption is that PGFPLOTS needs to compute the view direction out of the provided units (see below). Consider using `x dir=reverse` or its variants in case you want to reverse directions.
3. For three-dimensional axes, PGFPLOTS computes a view direction out of the provided unit vectors. The view direction is required to allow the `z buffer` feature (i.e. to decide about depths)⁴³.

This feature is used to for the `\addplot3` graphics feature, compare the examples in Section 4.2.7 on page 44.

Limitations: Unfortunately, skewed axes are **not available for bar plots**.

<code>/pgfplots/xmode=normal linear log</code>	(initially <code>normal</code>)
<code>/pgfplots/ymode=normal linear log</code>	(initially <code>normal</code>)
<code>/pgfplots/zmode=normal linear log</code>	(initially <code>normal</code>)

Allows to choose between linear (=normal) or logarithmic axis scaling or logplots for each x, y, z -combination.

Logarithmic plots use the current setting of `log basis x` and its variants to determine the basis (default is e).

<code>/pgfplots/x dir=normal reverse</code>	(initially <code>normal</code>)
<code>/pgfplots/y dir=normal reverse</code>	(initially <code>normal</code>)
<code>/pgfplots/z dir=normal reverse</code>	(initially <code>normal</code>)

Allows to reverse axis directions such that values are given in decreasing order.

This key is documented in all detail on page 232.

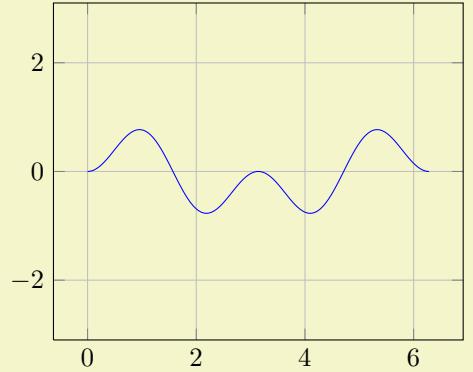
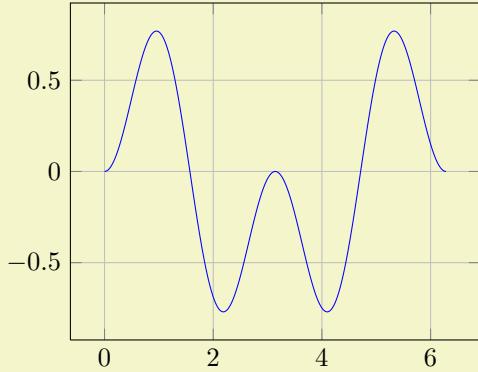
⁴³PGFPLOTS provides a debug option called `view dir={(x)}{(y)}{(z)}` to override the view direction, should that ever be interesting.

```
/pgfplots/axis equal={⟨true, false⟩}
```

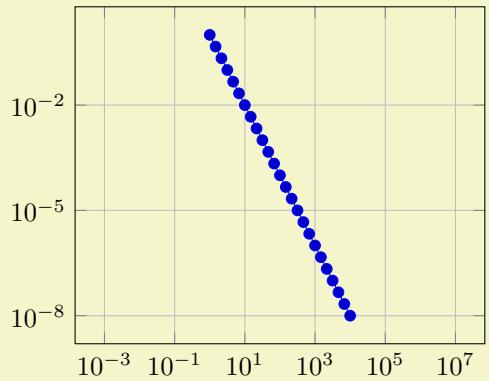
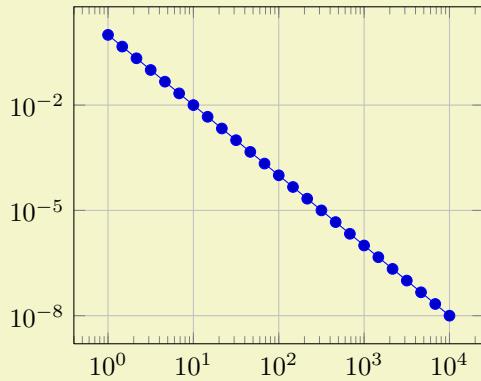
(initially `false`)

Each unit vector is set to the same length while the axis dimensions stay constant. Afterwards, the size ratios for each unit in x and y will be the same.

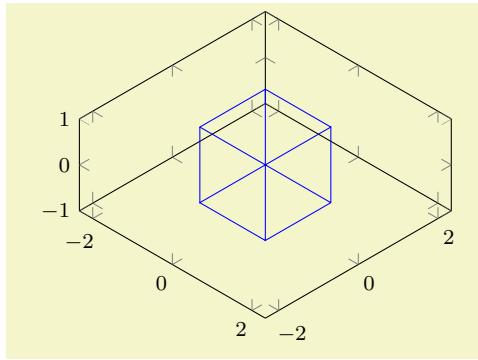
Axis limits will be enlarged to compensate for the scaling effect.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[axis equal=false,grid=major]
    \addplot[blue] expression [domain=0:2*pi,samples=300] {sin(deg(x))*sin(2*deg(x))};
  \end{axis}
\end{tikzpicture}
\hspace{1cm}
\begin{tikzpicture}
  \begin{axis}[axis equal=true,grid=major]
    \addplot[blue] expression [domain=0:2*pi,samples=300] {sin(deg(x))*sin(2*deg(x))};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{loglogaxis}[axis equal=false,grid=major]
    \addplot expression [domain=1:10000] {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
\hspace{1cm}
\begin{tikzpicture}
  \begin{loglogaxis}[axis equal=true,grid=major]
    \addplot expression [domain=1:10000] {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
```



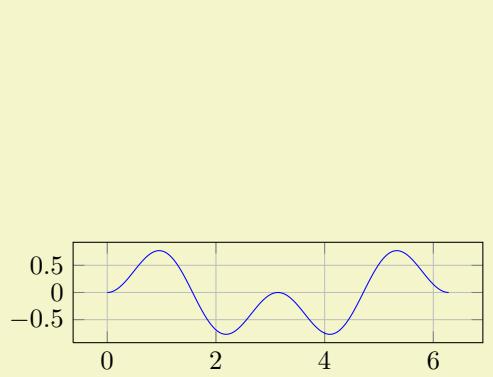
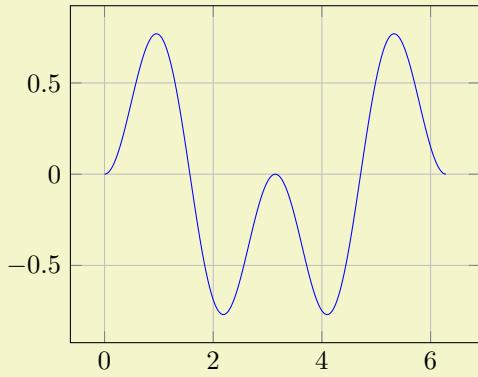
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[axis equal,small,view={45}{35.26}]
\addplot3[mark=cube, blue, mark size=1cm]
coordinates {(0,0,0)};
\end{axis}
\end{tikzpicture}
```

The configuration `axis equal` is actually just a style which sets `unit vector ratio=1 1 1,unit rescale keep size=true`.

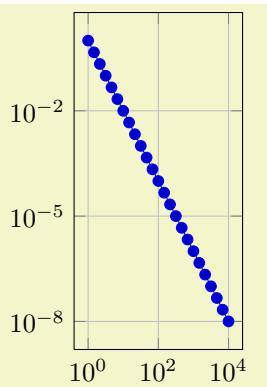
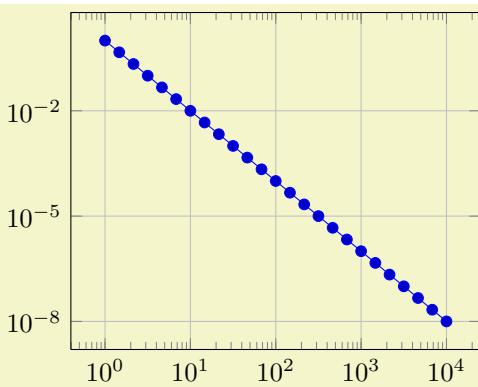
`/pgfplots/axis equal image={⟨true,false⟩}`

(initially `false`)

Similar to `axis equal`, but the axis limits will stay constant as well (leading to smaller images).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[axis equal image=false,grid=major]
\addplot[blue] expression [domain=0:2*pi,samples=300] {sin(deg(x))*sin(2*deg(x))};
\end{axis}
\end{tikzpicture}
\hspace{1cm}
\begin{tikzpicture}
\begin{axis}[axis equal image=true,grid=major]
\addplot[blue] expression [domain=0:2*pi,samples=300] {sin(deg(x))*sin(2*deg(x))};
\end{axis}
\end{tikzpicture}
```



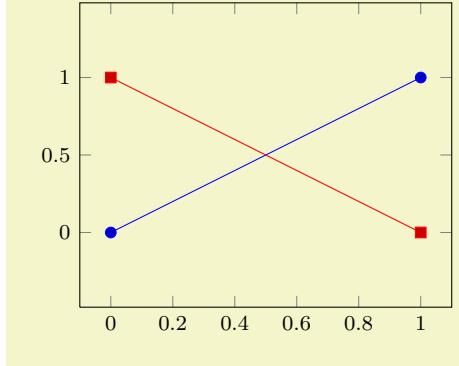
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{loglogaxis}[axis equal image=false,grid=major]
    \addplot expression[domain=1:10000] {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
\hspace{1cm}
\begin{tikzpicture}
  \begin{loglogaxis}[axis equal image=true,grid=major]
    \addplot expression[domain=1:10000] {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
```

The configuration `axis equal image=true` is actually just a style which sets `unit vector ratio=1 1,unit rescale keep size=false`.

/pgfplots/`unit vector ratio`= $\langle rx \; ry \; rz \rangle$ (initially empty)

Allows to provide custom unit vector ratios.

The key allows to tell PGFPLOTS that, for example, one unit in x direction should be twice as long as one unit in y direction:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[unit vector ratio=2 1,small]
    \addplot coordinates {(0,0) (1,1)};
    \addplot table[row sep=\\",col sep=&] {
      x & y \\
      0 & 1 \\
      1 & 0 \\
    };
  \end{axis}
\end{tikzpicture}
```

Providing `unit vector ratio=2 1` means that $\frac{e_x}{e_y} = 2$ where each coordinate (x, y) is placed at $xe_x + ye_y \in \mathbb{R}^2$ (see the documentation for `x` and `y` options). Note that `axis equal` is nothing but `unit vector ratio=1 1 1`.

The arguments $\langle rx \rangle$, $\langle ry \rangle$, and $\langle rz \rangle$ are ratios for x , y and z vectors, respectively. For two-dimensional axes, only $\langle rx \rangle$ and $\langle ry \rangle$ are considered; they are provided relative to the y axis. In other words: the x unit vector will be $\langle rx \rangle / \langle ry \rangle$ times longer than the y unit vector. For three-dimensional axes, all three arguments can be provided; they are interpreted relative to the z unit vector. Thus, a three dimensional axis with `unit vector ratio=1 2 4` will have an x unit which is $1/4$ the length of the z unit, and a y unit which is $2/4$ the length of the z unit.

Trailing values of 1 can be omitted, i.e. `unit vector ratio=2 1` is the same as `unit vector ratio=2`; and `unit vector ratio=3 2 1` is the same as `unit vector ratio=3 2`. An empty value `unit vector ratio={}` disables unit vector rescaling.

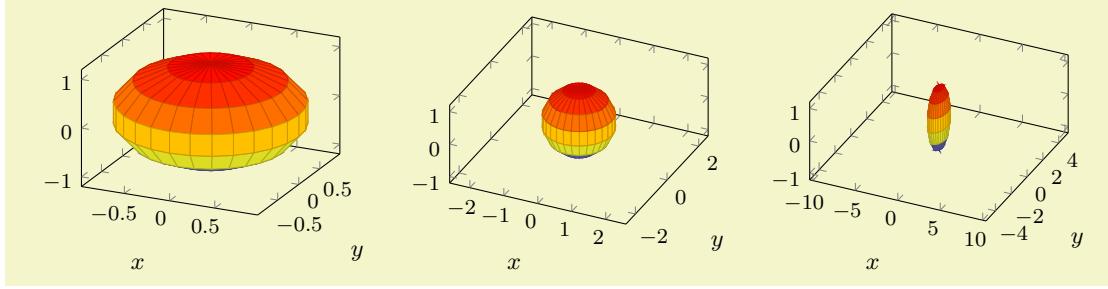
Note that an active `unit vector ratio` will implicitly set `scale mode=scale uniformly`⁴⁴.

/pgfplots/`unit vector ratio*`= $\langle rx \; ry \; rz \rangle$
 /pgfplots/`unit rescale keep size=true|false|unless limits declared` (initially unless
 limits declared)

In the default configuration, PGFPLOTS maintains the original axis dimensions even though `unit vector ratio` involves different scalings.

It does so by enlarging the limits.

⁴⁴This has been introduced in version 1.6. For older versions, the `axis equal` feature produced wrong results for three-dimensional axes.

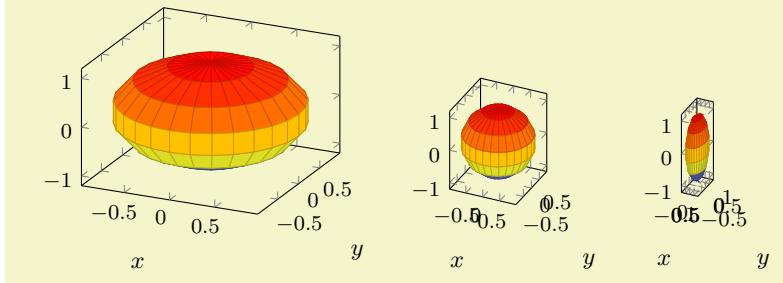


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,unit vector ratio=]
\addplot3[surf,z buffer=sort,samples=15,
    variable=u, variable y=v,
    domain=0:180, y domain=0:360
    ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)} );
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,unit vector ratio=1 1 1]
\addplot3[surf,z buffer=sort,samples=15,
    variable=u, variable y=v,
    domain=0:180, y domain=0:360
    ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)} );
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,unit vector ratio=0.25 0.5]
\addplot3[surf,z buffer=sort,samples=15,
    variable=u, variable y=v,
    domain=0:180, y domain=0:360
    ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)} );
\end{axis}
\end{tikzpicture}
```

The example above has the same plot, with three different unit ratios. The first has no limitations (it is the default configuration). The second uses the same length for each unit vector and enlarges the limits in order to maintain the same dimensions. The third example has an x unit which is $1/4$ the length of a z unit, and an y unit which is $1/2$ the length of a z unit.

PGFPLOTS does its best to respect the involved scaling options (the prescribed `width` and `height`, the `unit vector ratio`, and any specified axis limits). In the case above, it enlarged the horizontal limits and kept the z limit as-is. See `scale mode` and its documentation for details about the involved algorithm and its parameters.

The `unit rescale keep size=false` key, or, equivalently, `unit vector ratio*=...`, does not enlarge limits:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
    \begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,unit vector ratio=]
        \addplot3[surf,z buffer=sort,samples=15,
            variable=u, variable y=v,
            domain=0:180, y domain=0:360]
            ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)});
    \end{axis}
\end{tikzpicture}
\begin{tikzpicture}
    \begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,
        unit rescale keep size=false,
        unit vector ratio=1 1 1]
        \addplot3[surf,z buffer=sort,samples=15,
            variable=u, variable y=v,
            domain=0:180, y domain=0:360]
            ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)});
    \end{axis}
\end{tikzpicture}
\begin{tikzpicture}
    \begin{axis}[footnotesize,xlabel=$x$,ylabel=$y$,
        unit vector ratio*=0.25 0.5, % the '*' implies 'unit rescale keep size=false'
    ]
        \addplot3[surf,z buffer=sort,samples=15,
            variable=u, variable y=v,
            domain=0:180, y domain=0:360]
            ({cos(u)*sin(v)}, {sin(u)*sin(v)}, {cos(v)});
    \end{axis}
\end{tikzpicture}
```

The key `unit rescale keep size` also affects `scale mode=scale uniformly` (which is closely related to `axis equal`).

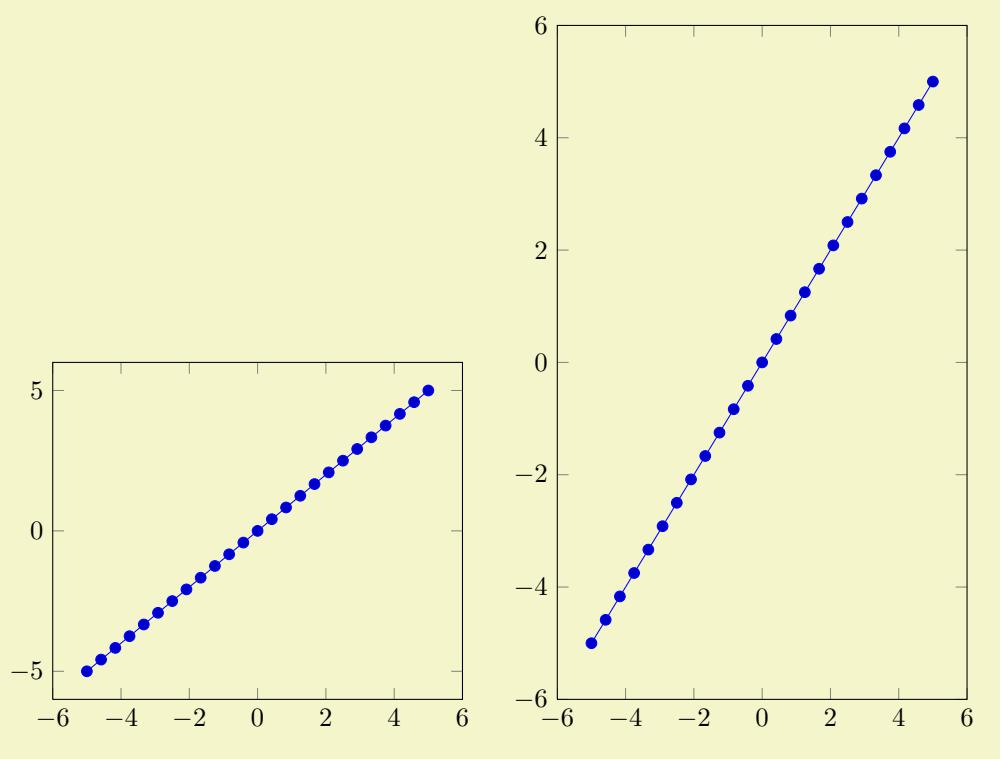
Here is the reference of the value of `unit rescale keep size`: the value `true` means that PGFPLOTS will enlarge limits in order to keep the size. It will try to respect user provided limits, but if the user provided *all* limits, it will *override* the user-provided limits and will rescale them. Thus, `true` gives higher priority to the axis size than to user-provided limits. The choice `false` will never rescale axis limits. The choice `unless limits declared` is a mixture: it will enlarge limits unless the user provided them. If the user provides all limits explicitly, this choice is the same as `false`.

<code>/pgfplots/x post scale={<scale>}</code>	(initially empty)
<code>/pgfplots/y post scale={<scale>}</code>	(initially empty)
<code>/pgfplots/z post scale={<scale>}</code>	(initially empty)
<code>/pgfplots/scale={<scale>}</code>	(initially empty)

Lets PGFPLOTS compute the axis scaling based on `width`, `height`, `view`, `plot box ratio`, `axis equal` or explicit unit vectors with `x`, `y`, `z` and `rescales` the resulting vector(s) according to `<scale>`.

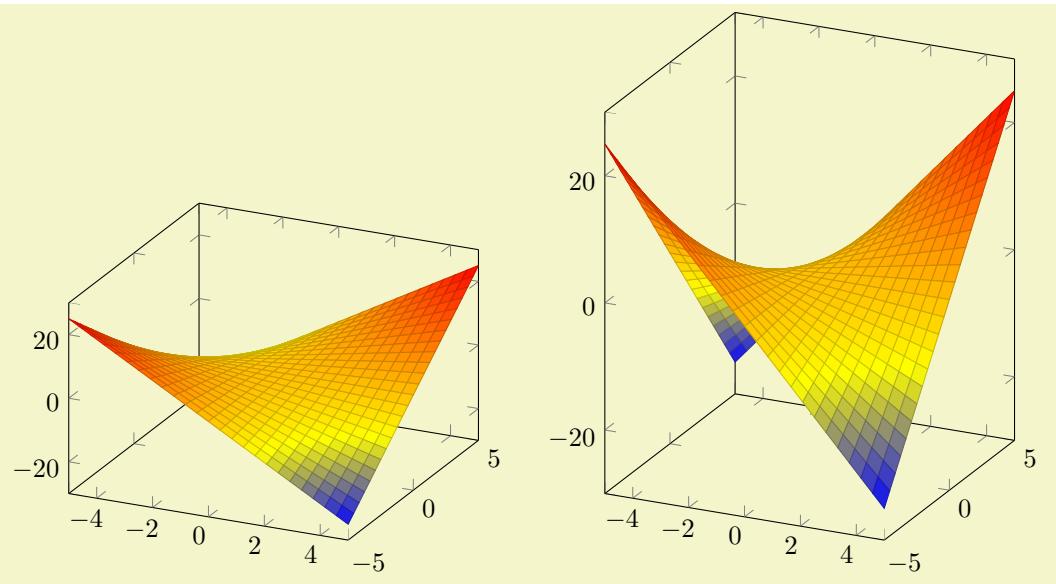
The `scale` key sets all three keys to the same *(uniform scale)* value. This is effectively the same as if you rescale the complete axis (without changing sizes of descriptions).

The other keys allow individually rescaled axes.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[y post scale=1]
\addplot {x};
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[y post scale=2]
\addplot {x};
\end{axis}
\end{tikzpicture}
```

Thus, the axis becomes *larger*. This overrules any previous scaling.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[z post scale=1]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
\begin{tikzpicture}
\begin{axis}[z post scale=2]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
```

4.9.2 Scaling Descriptions: Predefined Styles

It is reasonable to change font sizes, marker sizes etc. together with the overall plot size: Large plots should also have larger fonts and small plots should have small fonts and a smaller distance between ticks.

```
/tikz/font=\normalfont|\small|\tiny...
/pgfplots/max space between ticks={<integer>}
/pgfplots/try min ticks={<integer>}
/tikz/mark size={<integer>}
```

These keys should be adjusted to the figure's dimensions. Use

```
\pgfplotsset{tick label style={font=\footnotesize},
label style={font=\small},
legend style={font=\small}}
}
```

to provide different fonts for different descriptions.

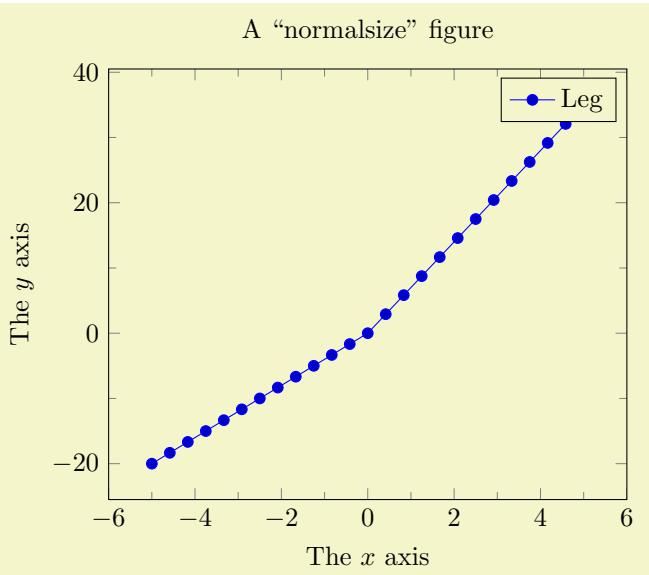
The keys `max space between ticks` and `try min ticks` are described on page 252 and configure the approximate distance and number of successive tick labels (in pt). Please omit the `pt` suffix here.

There are a couple of predefined scaling styles which set some of these options:

```
/pgfplots/normalsize
```

(style, no value)

Re-initialises the standard scaling options of PGFPLOTS.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[normalsize,
    title=A ‘‘normalsize’’ figure,
    xlabel=The $x$ axis,
    ylabel=The $y$ axis,
    minor tick num=1,
    legend entries={Leg}]
\addplot {max(4*x,7*x)};
\end{axis}
\end{tikzpicture}
```

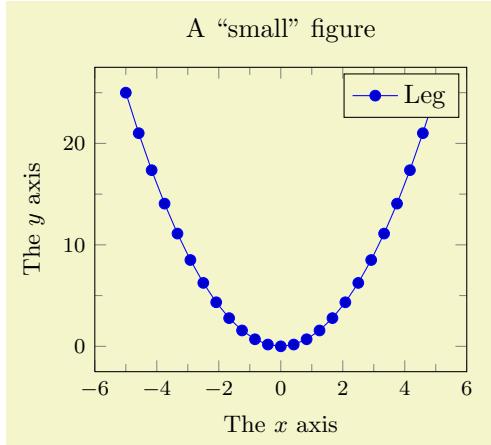
The initial setting is

```
\pgfplotsset{
    normalsize/.style={
        /pgfplots/width=240pt,
        /pgfplots/height=207pt,
        /pgfplots/max space between ticks=35
    }
}
```

/pgfplots/**small**

(style, no value)

Redefines several keys such that the axis is “smaller”.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[small,
    title=A ‘‘small’’ figure,
    xlabel=The $x$ axis,
    ylabel=The $y$ axis,
    minor tick num=1,
    legend entries={Leg}]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

The initial setting is

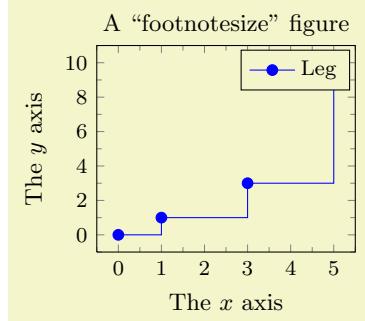
```
\pgfplotsset{
    small/.style={
        width=6.5cm,
        height=,
        tick label style={font=\footnotesize},
        label style={font=\small},
        max space between ticks=25,
    }
}
```

Feel free to redefine the scaling – the option may still be useful to get more ticks without typing too much. You could, for example, set **small**, **width=6cm**.

/pgfplots/**footnotesize**

(style, no value)

Redefines several keys such that the axis is even smaller. The tick labels will have **\footnotesize**.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[footnotesize,
    title=A ``footnotesize'' figure,
    xlabel=The $x$ axis,
    ylabel=The $y$ axis,
    minor tick num=1,
    legend entries={Leg}]
    \addplot+[const plot]
      coordinates {
        (0,0) (1,1) (3,3) (5,10)
      };
  \end{axis}
\end{tikzpicture}
```

The initial setting is

```
\pgfplotsset{
  footnotesize/.style={
    width=5cm,
    height=,
    legend style={font=\footnotesize},
    tick label style={font=\footnotesize},
    label style={font=\small},
    title style={font=\small},
    every axis title shift=0pt,
    max space between ticks=15,
    every mark/.append style={mark size=8},
    major tick length=0.1cm,
    minor tick length=0.066cm,
  },
}
```

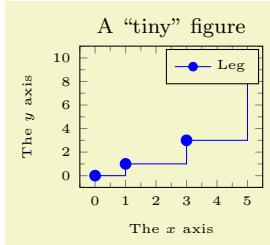
As for `small`, it can be convenient to set `footnotesize` and set `width` afterwards.

You will need `compat=1.3` or newer for this to work.

/pgfplots/tiny

(style, no value)

Redefines several keys such that the axis is very small. Most descriptions will have `\tiny` as fontsize.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[tiny,
    title=A ``tiny'' figure,
    xlabel=The $x$ axis,
    ylabel=The $y$ axis,
    minor tick num=1,
    legend entries={Leg}]
    \addplot+[const plot]
      coordinates {
        (0,0) (1,1) (3,3) (5,10)
      };
  \end{axis}
\end{tikzpicture}
```

The initial setting is

```
\pgfplotsset{
  tiny/.style={
    width=4cm,
    height=,
    legend style={font=\tiny},
    tick label style={font=\tiny},
    label style={font=\tiny},
    title style={font=\footnotesize},
    every axis title shift=0pt,
    max space between ticks=12,
    every mark/.append style={mark size=6},
    major tick length=0.1cm,
    minor tick length=0.066cm,
    every legend image post/.append style={scale=0.8},
  },
}
```

As for `small`, it can be convenient to use `tiny, width=4.5cm` to adjust the width.

You will need `compat=1.3` or newer for this to work.

4.9.3 Scaling Strategies

The content of this section is quite involved – and its knowledge is typically unnecessary because by default, PGFPLOTS controls the involved stuff automatically. You may want to skip this section.

/pgfplots/**scale mode**=auto|none|stretch to fill|scale uniformly (initially auto)

Specifies how to choose the (individual) unit vector scaling factors, their length ratios, and perhaps the axis limits in order to fill the prescribed `width` and `height`.

The `scale mode` implementation expects some “initial” set of unit vectors. This initial set of unit vectors is determined as follows: for standard two-dimensional axes, it is simply the unit cube $e_x = (1pt, 0pt)^T$, $e_y = (0pt, 1pt)^T$, $e_z = 0$. For three-dimensional axes, it is the outcome of the two keys `view` and `plot box ratio`. If you provided units explicitly by means of one of `x`, `y`, or `z`, this value is the initial unit vector.

In addition, it expects “initial” axis limits (i.e. values of `xmin`, `xmax`, etc.). The initial axis limits are those limits which have been deduced from your data or which have been provided explicitly. Furthermore, the initial axis limits already include changes of the `enlargelimits` key.

Given the initial set of unit vectors and the initial axis limits, the `scale mode` implementation is a kind of “post-processor” which creates modified unit vectors and modified axis limits in order to satisfy all specified constraints. These constraints are `width`, `height`, and `unit vector ratio`.

The initial choice `auto` tells PGFPLOTS to take full control over this key. It chooses one of the other possible choices depending on the actual context. The choice `auto` evaluates to `scale uniformly` if `unit vector ratio` is set. Otherwise it evaluates to `stretch to fill`.

The choice `none` does not apply any rescaling at all. Use this if prescribed lengths of `x`, `y` (and perhaps `z`) should be used. In other words: it ignores `width` and `height`. In this case, you may want to set `x post scale` and its variants to rescale units manually. See also `disabledatascaling`.

The choice `stretch to fill` takes the initial unit vectors and rescales the unit vectors with two *separate* scales: one which results in the proper `width` and one which results in the proper `height`. As a consequence, the unit vectors are modified and distorted such that the final image fits into the prescribed dimensions. This is usually what one expects unless one provides unit directions explicitly. This mode does not change axis limits. Note that if one of the unit vectors has been provided explicitly, PGFPLOTS will not change it. It will only change the remaining axis limits. This mode contradicts `axis equal` or `unit vector ratio`.

The choice `scale uniformly` takes the initial unit vectors and applies only *one* scaling factor to all units. In this case, there is just *one* common scaling factor for both `width` and `height`. Naturally, this will result in unsatisfactory results because either the final width or the final height will not be met. Therefore, this choice will adjust axis limits to get the desired dimensions. Thus, the unit vectors have exactly the same size *relations and angles* as they had before the scaling; only their magnitude is changed uniformly. In addition, axis limits may be changed (with individual scaling factors for each axis limit). Note that if unit vectors have been provided explicitly, PGFPLOTS can still rescale it with this choice – it will keep the relative directions and size ratios. The choice `scale uniformly` tries its best to modify the degrees of freedom in a “useful” way. The precise meaning of “useful” is the `scale uniformly strategy` key.

/pgfplots/**scale uniformly strategy**=auto|units only|change vertical limits|
change horizontal limits (initially auto)

The `scale uniformly` method requires to determine one *common* scaling factor which rescales every axis *unit*. In addition, it allows one scaling factor *for each axis limit*, i.e. up to three.

The constraints for this search are that we want to satisfy the `width/height` constraint, have as few rescaling as possible and that we do not want to reduce limits (as this could possibly hide data points).

The choice `auto` chooses one of the other possibilities automatically. Depending on whether we have two dimensions or three dimensions, it compares the available methods and chooses the one which does not reduce limits and which involves the fewest rescaling (i.e. it may compare the outcome of

the other strategies). This is the default. If you keep the choice `auto`, you do not have to worry about the remaining choices. Note that manually provided axis limits will not be modified.

The choice `units only` will not enlarge axis limits. It will only rescale the units. To this end, it chooses the scaling factor such that the *smaller* target dimension is filled as desired. In other words: if `width < height`, it will scale to satisfy the `width` constraint. The `height` constraint will be ignored. The case `>` will be done the other way round. The choice `units only` typically results in a square axis as it takes the initial set of unit vectors (which are typically the unit box) and scales them with a common scaling factor. Consequently, you can choose `units only` if you want a boxed axis. You can still change axis limits manually, however.

The choice `change vertical limits` chooses a common scaling factor for the unit vectors on order to satisfy the `width (!)` constraint. This common scaling factor is similar to `units only` – but `units only` can also decide to satisfy the `height` constraint whereas `change vertical limits` will scale unit vectors to satisfy `width`. In order to satisfy the `height` constraint, `change vertical limits` modifies just the vertical limits. For two-dimensional axes, this is `ymin` and `ymax`. For three-dimensional axes, this is `zmin` and `zmax`. Clearly, there is a chance that it will *decrease* the displayed range – in this case, parts of the image will be clipped away. This method *assumes* that the vertical axis has not been rotated (i.e. that $e_{yx} = 0$ or $e_{zx} = 0$, respectively). It refuses to work and falls back to `units only` for rotated axes. Choose `change vertical limits` if you want the image (i.e. the actual content) as wide as possible. You can modify `width` and `height` to improve its outcome. Note that manually specified axis limits will not be changed, see below for details.

The choice `change horizontal limits` attempts a similar approach, but for the horizontal limits: it determines one suitable scaling factor which is applied to all unit vectors and modifies horizontal axis limits to satisfy the remaining constraints. For two-dimensional axes, this is quite simple because we typically have $e_{xy} = 0$ (i.e. the x unit vector has vanishing y component) and $e_{yx} = 0$ such that PGFPLOTS can change axis limits easily. If a two-dimensional axis has an x unit with $e_{xy} \neq 0$, the method is not applicable and falls back to `units only`. For three-dimensional axes, it assumes that the z vector is not rotated, i.e. $e_{zy} = 0$ and tries to change limits for both x and y . This choice is much more involved because here, x and y components are coupled. Consequently, the common unit scaling factor and the two involved axis limit compensation factors for x and y are tightly coupled as well. PGFPLOTS solves a system of non-linear equations iteratively to arrive at a suitable solution for all three scalings. Use this method if `change vertical limits` would clip away parts of the image (because it reduced the displayed range) and you do not want to change `width` and `height`. The choice `change horizontal limits` will typically result in more empty space in the resulting figure. But it will not clip away content. Manually specified axis limits will not be changed, see below for details.

Manually provided axis limits: Any manually provided arguments for `xmin` and its variants are considered to be immutable; PGFPLOTS will not change them. If you assign `xmin`, PGFPLOTS will only change `xmax` and vice-versa. If you assign both `xmin` and `xmax`, PGFPLOTS will not change x limits at all. Note that if you assign both `xmin` and `xmax`, PGFPLOTS will simply skip the scaling and will give up on the constraints. It will not try to compensate the lack of scaling opportunities by changing y limits, for example. This has the positive effect that assigning limits does not change the complete appearance of your axis. The allowed set of changes to axis limits can be configured with the following key.

Interaction with `enlargelimits`: Note that `enlargelimits` and `scale mode` are independent of another: the outcome of `enlargelimits` is used as “initial axis limits” and these limits may be changed by `scale mode` (even if you said `enlargelimits=false`). See the documentation of `enlargelimits` for details on this interaction.

/pgfplots/`unit rescale` `keep size=true|false|unless limits declared` (initially `unless limits declared`)

In the default configuration `unless limits declared`, unit rescaling may cause changes to the axis limits in order to keep the figure’s size intact. However, only those limits which have not been declared manually are subject to rescaling: if you say `xmin=1`, only `xmax` and the limits for y and z are free to change.

Setting `unit rescale` `keep size=false` will *disable* the modification of axis limits altogether, i.e. axis limits will not be rescaled to compensate scalings on unit vectors.

Setting `unit rescale keep size=true` will always rescale limits, even if they have been declared manually.

This key mainly affects `scale mode=scale uniformly`. This, in turn, is used for `axis equal` and `\addplot3 graphics`.

See also the addition documentation for this key and related examples on page 207.

The `scale uniformly` choice is implicitly used for `axis equal` and for the `\addplot3 graphics` feature, see the documentation in Section 4.2.7 on page 44 for its examples. Note that the common case is that the initial unit vectors form the unit cube (i.e. those before scaling, see above). In this case, `scale uniformly` is the same as `axis equal`.

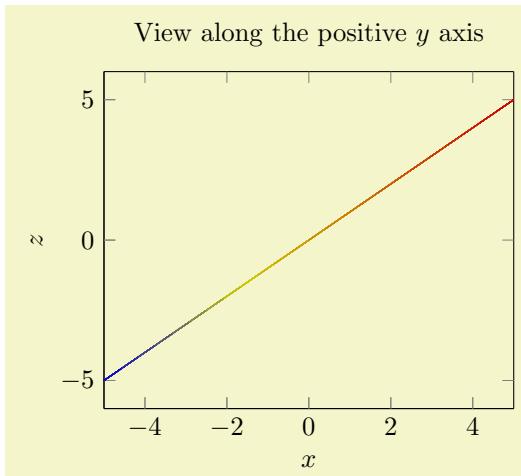
4.10 3D Axis Configuration

This section described keys which are used to configure the appearance of three dimensional figures. Some of them apply for two-dimensional plots as special case as well, and they will also be discussed in the respective sections of this manual.

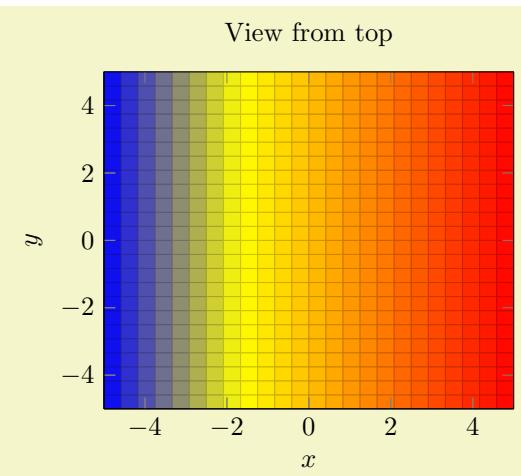
4.10.1 View Configuration

`/pgfplots/view={⟨azimuth⟩}{⟨elevation⟩}` (initially {25}{30})

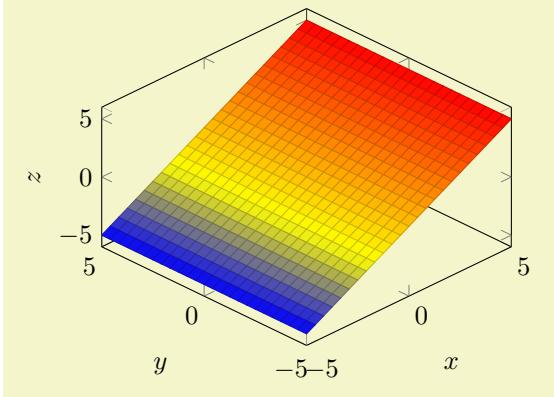
Changes both view angles of a 3D axis. The azimuth (first argument) is the horizontal angle which is rotated around the z axis. For a 3D plot, the z axis always points to the top. The elevation (second argument) is the vertical rotation around the (rotated) x axis. Positive elevation values indicate a view from above, negative a view from below. All values are measured in degree.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={0}{0},
    xlabel=$x$,
    ylabel=$z$,
    title=View along the positive $y$ axis]
\addplot3[surf] {x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[view={0}{90},
    xlabel=$x$,
    ylabel=$y$,
    title=View from top]
\addplot3[surf] {x};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view={-45}{45},
    xlabel=$x$,ylabel=$y$,zlabel=$z$]
    \addplot3[surf] {x};
  \end{axis}
\end{tikzpicture}
```

The `view` is computed as follows. The view is defined by two rotations: the first rotation uses the `azimuth` angle to rotate around the z axis. Afterwards, the view is rotated `elevation` degrees around the *rotated* x axis (more precisely, it is rotated $-\text{elevation}$ degrees). The resulting transformed x - z -plane is the viewport, i.e. the view direction is always the transformed positive y axis.

The `view` argument is compatible with the argument of the Matlab (R) `view` command, i.e. you can use

```
[h,v] = view
```

in matlab and pack the resulting arguments into PGFPlots⁴⁵.

If you work with `gnuplot`, you can convert the view arguments as follows: the `gnuplot` command `set view v,h`

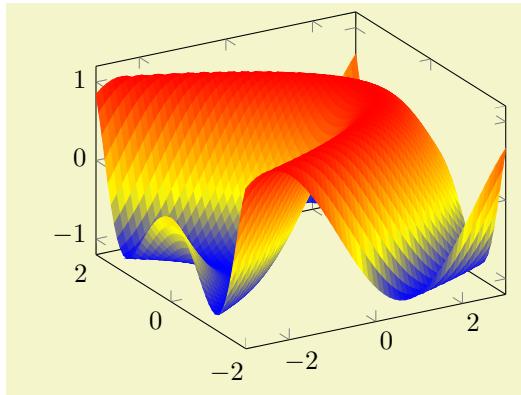
is equivalent to `view=[h]{90-v}`. For example, the default `gnuplot` configuration `set view 60,60` is equivalent to `view={60}{30}` in PGFPlots.

The `view` is (currently) always an orthogonal projection, no perspective is possible, yet.

```
/pgfplots/view/az={<azimuth>}
/pgfplots/view/h={<azimuth>}
```

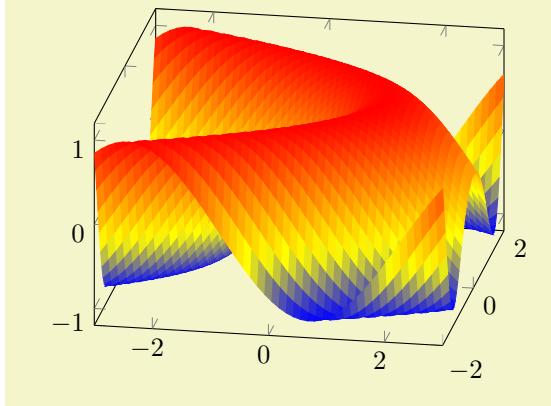
(initially 25)

Changes only the azimuth view angle, i.e. the horizontal (first) view angle which is rotated around the z axis.

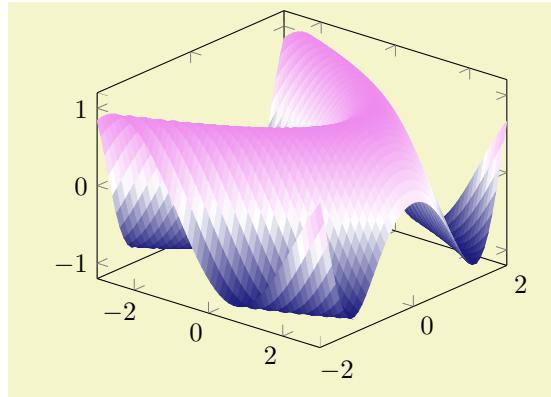


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/h=-30]
    \addplot3[
      surf,
      % shader=interp,
      shader=flat,
      samples=50,
      domain=-3:3,y domain=-2:2
      {\sin(deg(x+y^2))};
    ]
  \end{axis}
\end{tikzpicture}
```

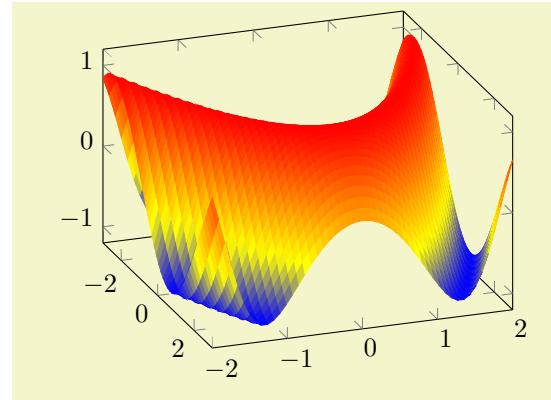
⁴⁵In case it does not work, try `h` and `-v` in PGFPlots.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/h=10]
    \addplot3[
      surf,
      % shader=interp,
      shader=flat,
      samples=50,
      domain=-3:3,y domain=-2:2]
      {sin(deg(x+y^2))};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/h=40,colormap/violet]
    \addplot3[
      surf,
      % shader=interp,
      shader=flat,
      samples=50,
      domain=-3:3,y domain=-2:2]
      {sin(deg(x+y^2))};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/h=70]
    \addplot3[
      surf,
      % shader=interp,
      shader=flat,
      samples=50,
      domain=-3:3,y domain=-2:2]
      {sin(deg(x+y^2))};
  \end{axis}
\end{tikzpicture}
```

/pgfplots/view/el={⟨elevation⟩}
 /pgfplots/view/v={⟨elevation⟩}

(initially 30)

Changes only the vertical elevation, i.e. the second argument to `view`. Positive values view from above, negative values from below.

4.10.2 Styles Used Only For 3D Axes

/pgfplots/every 3d description

(style, no value)

This style allows to change the appearance of *descriptions* for three dimensional axes. Naturally, a three dimensional axis will display axis labels for *x* and *y* differently than a two dimensional axis (for example, the *y* axis label won't be rotated by 90 degrees). The `every 3d description` style installs the necessary display options for three dimensional axis descriptions.

The initial value is:

```
\pgfkeys{
  /pgfplots/every 3d description/.style={
    % Only these description styles can be changed here:
    every axis x label/.style={at={(ticklabel cs:0.5)},
      anchor=near ticklabel},
    every axis y label/.style={at={(ticklabel cs:0.5)},
      anchor=near ticklabel},
    every x tick scale label/.style={
      at={(xticklabel cs:0.95,5pt)},
      anchor=near xticklabel,inner sep=0pt},
    every y tick scale label/.style={
      at={(yticklabel cs:0.95,5pt)},
      anchor=near yticklabel,inner sep=0pt},
    try min ticks=3,
  }%
}
```

As the name suggests, `every 3d description` can only be used to set styles for axis labels, tick labels and titles. It has *not* been designed to reset other styles, you will need to change these options either for each axis separately or by means of user defined styles. The reason for this limitation is: other options can (and, in many cases, needs to) be set before the axis is processed. However, the decision whether we have a two dimensional or a three dimensional axis has to be postponed until the processing is more or less complete – so only some remaining keys can be set.

`/pgfplots/every 3d view {<h>}{<v>}` (style, no value)

A style which can be used for fine-tuning of the output for specific views.

This style will be installed right after `every 3d description`, but before other axis description related keys are set (in other words: it has higher precedence than `every 3d description`, but lower precedence than keys provided to the axis directly).

One example is preconfigured for `view={0}{90}` (from top):

```
\pgfplotsset{
  /pgfplots/every 3d view {0}{90}/.style={
    xlabel near ticks,
    ylabel near ticks,
    axis on top=true
  }%
}
```

4.10.3 Appearance Of The 3D Box

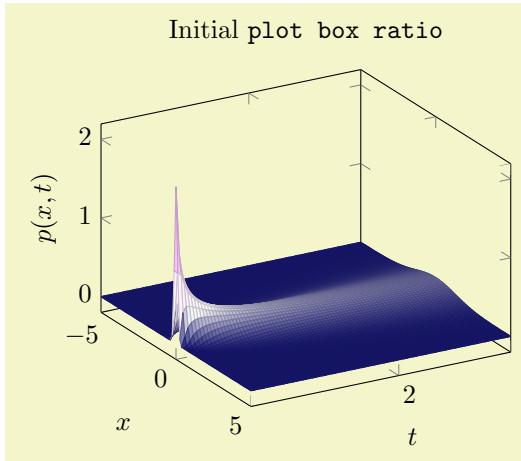
`/pgfplots/plot box ratio={<x stretch> <y stretch> <z stretch>}` (initially 1 1 1)

Allows to customize the aspect ratio between the three different axes in a three dimensional plot.

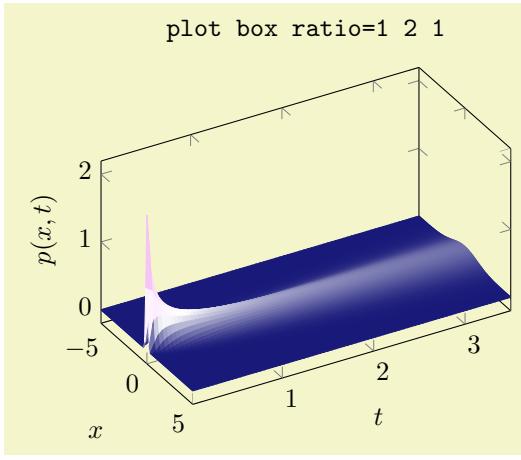
Note that this key is different from the related `unit vector ratio`: the plot box is only useful for three dimensional axes, and it will usually distort the unit vector ratios. If you want equal unit ratios, consider using `unit vector ratio`.

The `plot box ratio` is applied before any rotations and stretch-to-fill routines have been invoked. Thus, the initial setting⁴⁶ 1 1 1 makes all axes equally long before the stretch-to-fill routine is applied.

⁴⁶Note that you can also use the syntax {1}{1}{1} instead of space-separation.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    view/h=60,
    plot box ratio=1 1 1,
    colormap={violet}{[1cm] rgb255(0cm)=(25,25,122)
        color(1cm)=(white) rgb255(5cm)=(238,140,238)},
    xlabel=$x$,
    ylabel=$t$,
    zlabel={$p(x,t)$},
    shader=faceted,
    title=Initial \texttt{plot box ratio},
]
\addplot3[surf,y domain=0.02:3.5,samples=81]
    {1/(2*sqrt(pi*y)) * exp(-x^2/y)};
% the '0' is a work-around for a bug in PGF 2.00
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    view/h=60,
    plot box ratio=1 2 1,
    colormap={violet}{[1cm] rgb255(0cm)=(25,25,122)
        color(1cm)=(white) rgb255(5cm)=(238,140,238)},
    xlabel=$x$,
    ylabel=$t$,
    zlabel={$p(x,t)$},
    shader=flat,
    title=\texttt{plot box ratio=1 2 1},
]
\addplot3[surf,y domain=0.02:3.5,samples=81]
    {1/(2*sqrt(pi*y)) * exp(-x^2/y)};
% the '0' is a work-around for a bug in PGF 2.00
\end{axis}
\end{tikzpicture}
```

This key applies only to three dimensional axes. After the scaling, the axes will be stretched to fill the `width` and `height` for this plot. Thus, the effects of `plot box ratio` might be undone by this stretching for particular views.

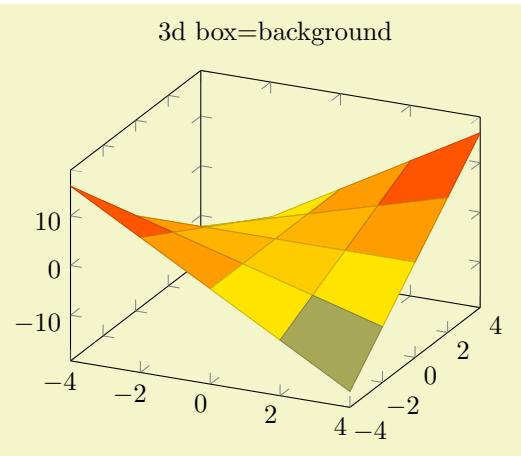
/pgfplots/3d box=background|complete|complete*

(initially `background`)

Allows to configure the appearance of boxed three dimensional axes.

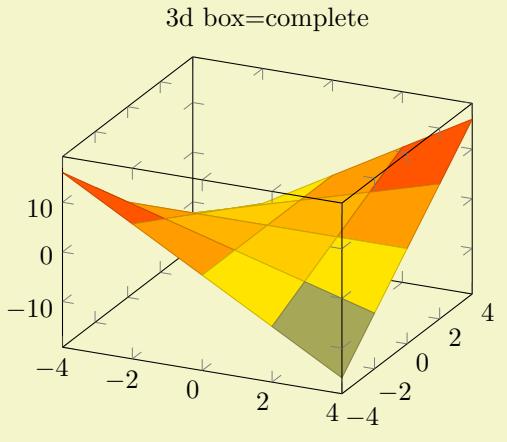
Type only `3d box` (without value) as alias for `3d box=complete`.

The choice `background` is the initial setting, it does not draw axis lines (and grid lines) which are in the foreground.



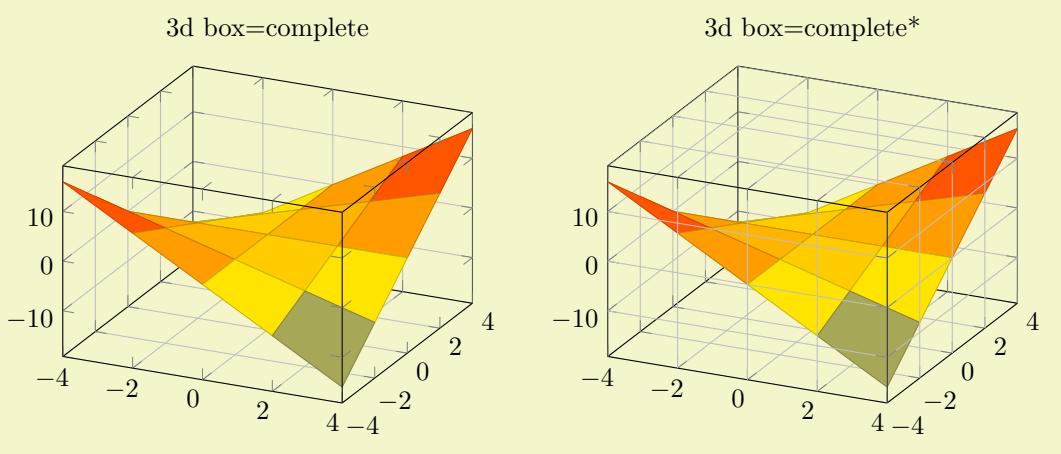
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    3d box=background,
    % pretty printing, but irrelevant:
    title={3d box=background},
    samples=5,
    domain=-4:4,
    xtick=data,
    ytick=data,
]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
```

The choice `complete` also draws axis lines and tick lines in the foreground, but it doesn't draw grid lines in the foreground. The result yields a complete box:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    3d box,% same as 3d box=complete
    % pretty printing, but irrelevant:
    title={3d box=complete},
    samples=5,
    domain=-4:4,
    xtick=data,
    ytick=data,
  ]
    \addplot3[surf] {x*y};
  \end{axis}
\end{tikzpicture}
```

Finally, the choice **complete*** is the same as **complete**, but it also draws grid lines in the foreground.



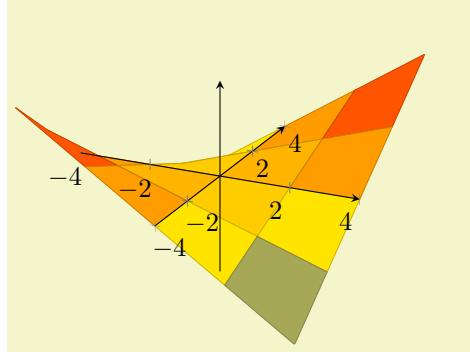
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    3d box=complete,
    grid=major,
    title={3d box=complete},
    samples=5, domain=-4:4,
    xtick=data, ytick=data,
  ]
    \addplot3[surf] {x*y};
  \end{axis}
\end{tikzpicture}%
~
\begin{tikzpicture}
  \begin{axis}[
    3d box=complete*,
    grid=major,
    title={3d box=complete*},
    samples=5, domain=-4:4,
    xtick=data, ytick=data,
  ]
    \addplot3[surf] {x*y};
  \end{axis}
\end{tikzpicture}
```

Before any foreground parts are actually processed, the style **every 3d box foreground** will be installed. This allows to change the appearance of foreground axis components like **tick style** or **axis line style** separately from the background components.

Note that **3d box=complete** is *only* available for boxed axes, i.e. together with **axis lines=box**. It is an error to use a different combination.

4.10.4 Axis Line Variants

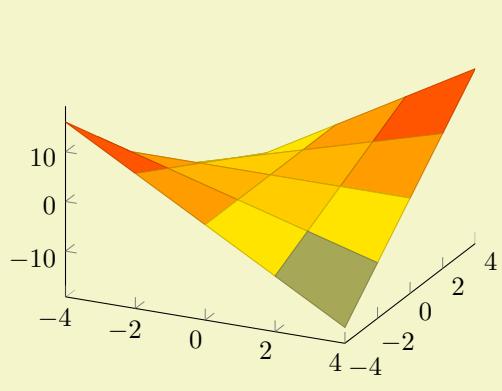
Three dimensional axes also benefit from the `axis lines=box` or `axis lines=center` styles discussed in Section 4.8.9. The choice `axis lines=box` is standard, it draws a box (probably affected by the `3d box=complete` key). The choice `axis lines=center` draws all three axes such that they pass through the origin. It might be necessary to combine this key with `axis on top` as there is no depth information.



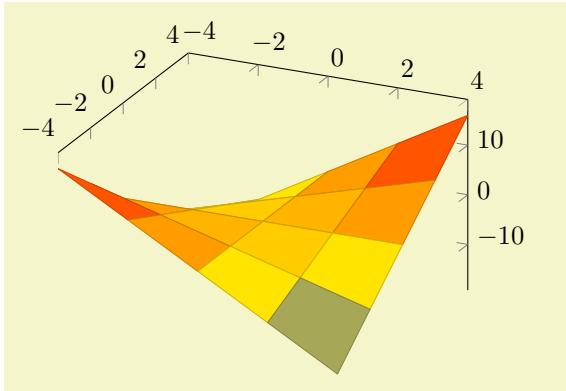
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis lines=center,
    axis on top,
    samples=5, domain=-4:4,
    xtick=data, ytick=data,
    ztick=\emptyset, % no z ticks here
]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
```

The remaining choices `axis lines*=left` and `axis lines*=right` select different sets of axes in a way such that tick labels and axis label won't disturb the plot's content. The '*' suppresses the use of special styles which are mainly adequate for two-dimensional axes, see the documentation of `axis lines`. Such a set of axes is always on the boundary of the two-dimensional projection.

The choice `axis lines*=left` chooses a set of axes which are on the left (or bottom, respectively) whereas the choice `axis lines*=right` chooses a set of axes which are on the right (or top, respectively):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis lines*=left,
    samples=5, domain=-4:4,
    xtick=data, ytick=data,
]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis lines*=right,
    samples=5, domain=-4:4,
    xtick=data, ytick=data,
]
\addplot3[surf] {x*y};
\end{axis}
\end{tikzpicture}
```

It is not possible to mix different styles like `axis x line=center, axis z line=top`.

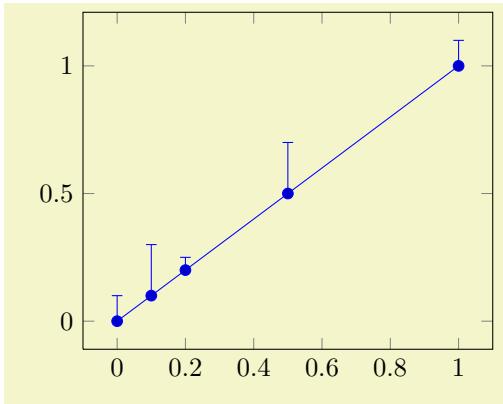
4.11 Error Bars

PGFPLOTS supports error bars for normal and logarithmic plots.

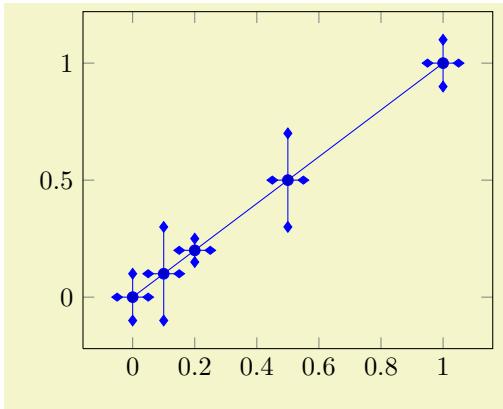
Error bars are enabled for each plot separately, using $\langle options \rangle$ after `\addplot`:

```
\addplot+[error bars/.cd,x dir=both,y dir=both] ...
```

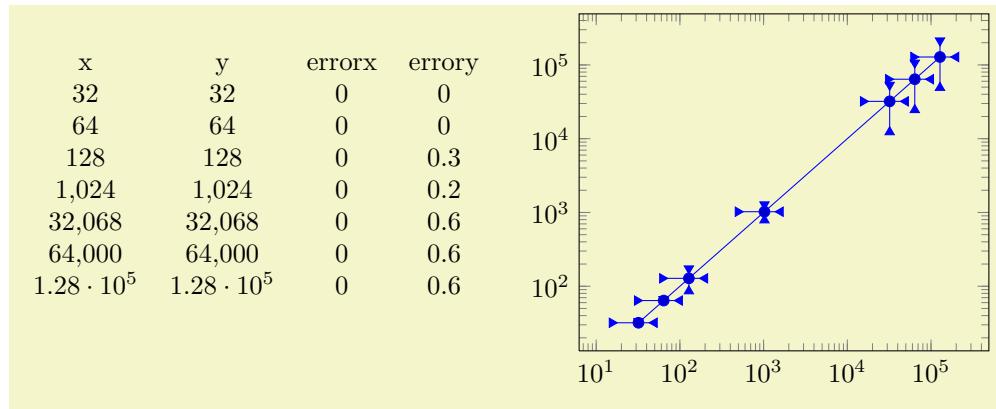
Error bars inherit all drawing options of the associated plot, but they use their own marker and style arguments additionally.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[error bars/.cd,
y dir=plus,y explicit]
coordinates {
(0,0) +- (0.5,0.1)
(0.1,0.1) +- (0.05,0.2)
(0.2,0.2) +- (0,0.05)
(0.5,0.5) +- (0.1,0.2)
(1,1) +- (0.3,0.1)};
\end{axis}
\end{tikzpicture}
```

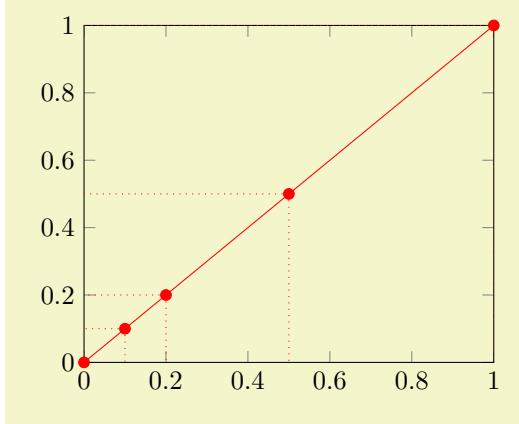


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[error bars/.cd,
y dir=both,y explicit,
x dir=both,x fixed=0.05,
error mark=diamond*]
coordinates {
(0,0) +- (0.5,0.1)
(0.1,0.1) +- (0.05,0.2)
(0.2,0.2) +- (0,0.05)
(0.5,0.5) +- (0.1,0.2)
(1,1) +- (0.3,0.1)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotstabletypeset{pgfplots.testtable2.dat}

\begin{tikzpicture}
\begin{loglogaxis}
\addplot+[error bars/.cd,
x dir=both,x fixed relative=0.5,
y dir=both,y explicit relative,
error mark=triangle*]
table[x=x,y=y,error=errory]
{pgfplots.testtable2.dat};
\end{loglogaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis} [enlargelimits=false]
\addplot [red,mark=*]
    plot [error bars/.cd,
        y dir=minus,y fixed relative=1,
        x dir=minus,x fixed relative=1,
        error mark=none,
        error bar style={dotted}]
coordinates
    {(0,0) (0.1,0.1) (0.2,0.2)
     (0.5,0.5) (1,1)};
\end{axis}
\end{tikzpicture}
```

/pgfplots/error bars/x dir=none|plus|minus|both
 /pgfplots/error bars/y dir=none|plus|minus|both
 /pgfplots/error bars/z dir=none|plus|minus|both

(initially none)
 (initially none)
 (initially none)

Draws either no error bars at all, only marks at $x + \epsilon_x$, only marks at $x - \epsilon_x$ or marks at both, $x + \epsilon_x$ and $x - \epsilon_x$. The x -error ϵ_x is acquired using one of the following options.

The same holds for the `y dir` option.

/pgfplots/error bars/x fixed={<value>}
 /pgfplots/error bars/y fixed={<value>}
 /pgfplots/error bars/z fixed={<value>}

(initially 0)
 (initially 0)
 (initially 0)

Provides a common, absolute error $\epsilon_x = <value>$ for all input coordinates.

For linear x axes, the error mark is drawn at $x \pm \epsilon_x$ while for logarithmic x axes, it is drawn at $\log(x \pm \epsilon_x)$. Computations are performed in PGF's floating point arithmetics.

/pgfplots/error bars/x fixed relative={<percent>}
 /pgfplots/error bars/y fixed relative={<percent>}
 /pgfplots/error bars/z fixed relative={<percent>}

(initially 0)
 (initially 0)
 (initially 0)

Provides a common, relative error $\epsilon_x = <percent> \cdot x$ for all input coordinates. The argument `<percent>` is thus given relatively to input x coordinates such that `<percent>` = 1 means 100%.

Error marks are thus placed at $x \cdot (1 \pm \epsilon_x)$ for linear axes and at $\log(x \cdot (1 \pm \epsilon_x))$ for logarithmic axes. Computations are performed in floating point for linear axis and using the identity $\log(x \cdot (1 \pm \epsilon_x)) = \log(x) + \log(1 \pm \epsilon_x)$ for logarithmic scales.

/pgfplots/error bars/x explicit
 /pgfplots/error bars/y explicit
 /pgfplots/error bars/z explicit

(no value)
 (no value)
 (no value)

Configures the error bar algorithm to draw x -error bars at any input coordinate for which user-specified errors are available. Each error is interpreted as absolute error, see `x fixed` for details.

The different input formats of errors are described in Section 4.11.1.

/pgfplots/error bars/x explicit relative
 /pgfplots/error bars/y explicit relative
 /pgfplots/error bars/z explicit relative

(no value)
 (no value)
 (no value)

Configures the error bar algorithm to draw x -error bars at any input coordinate for which user-specified errors are available. Each error is interpreted as relative error, that means error marks are placed at $x(1 \pm <value>)(x)$ (works as for `error bars/x fixed relative`).

/pgfplots/error bars/error mark=<marker>
 Sets an error marker for any error bar. `{<marker>}` is expected to be a valid plot mark, see Section 4.6.
 /pgfplots/error bars/error mark options={<key-value-list>}

Sets a key-value list of options for any error mark. This option works similarly to the TikZ '`mark options`' key.

```
/pgfplots/error bars/error bar style={⟨key-value-list⟩}
```

Appends the argument to ‘`/pgfplots/every error bar`’ which is installed at the beginning of every error bar.

```
/pgfplots/error bars/draw error bar/.code 2 args={⟨...⟩}
```

Allows to change the default drawing commands for error bars. The two arguments are

- the source point, (x, y) and
- the target point, (\tilde{x}, \tilde{y}) .

Both are determined by PGFPLOTS according to the options described above. The default code is

```
\pgfplotsset{
  /pgfplots/error bars/draw error bar/.code 2 args=%
    \pgfkeysgetvalue{/pgfplots/error bars/error mark}%
      {\pgfploterrorbarsmark}%
    \pgfkeysgetvalue{/pgfplots/error bars/error mark options}%
      {\pgfploterrorbarsmarkopts}%
  \draw #1 -- #2 node[pos=1,sloped,allow upside down] {%
    \expandafter\tikz\expandafter[\pgfploterrorbarsmarkopts]{%
      \expandafter\pgfuseplotmark\expandafter[\pgfploterrorbarsmark]%
        \pgfusepath{stroke}}% };
}
```

4.11.1 Input Formats of Error Coordinates

Error bars with explicit error estimations for single data points require some sort of input format. This applies to ‘`error bars/⟨⟨xy⟩⟩ explicit`’ and ‘`error bars/⟨⟨xy⟩⟩ explicit relative`’.

Error bar coordinates can be read from ‘`plot coordinates`’ or from ‘`plot table`’. The inline plot coordinates format is

```
\addplot coordinates {
  (1,2) +- (0.4,0.2)
  (2,4) +- (1,0)
  (3,5)
  (4,6) +- (0.3,0.001)
}
```

where $(1, 2) \pm (0.4, 0.2)$ is the first coordinate, $(2, 4) \pm (1, 0)$ the second and so forth. The point $(3, 5)$ has no error coordinate.

The ‘`plot table`’ format is

```
\addplot table[x error=COLNAME,y error=COLNAME]
```

or

```
\addplot table[x error index=COLINDEX,y error index=COLINDEX]
```

These options are used like the ‘`x`’ and ‘`x index`’ options.

You can supply error coordinates even if they are not used at all; they will be ignored silently in this case.

4.12 Number Formatting Options

PGFPLOTS typesets tick labels rounded to given precision and in configurable number formats. The command to do so is `\pgfmathprintnumber`; it uses the current set of number formatting options. In addition, PGFPLOTS might prepare tick numbers before they are handed over to `\pgfmathprintnumber`.

The options related to number printing as such are described in all detail in the manual for **PGFPLOTSTABLE**, which comes with PGFPLOTS. This section contains the reference for everything which is specific to an axis, and only a brief survey over the number formatting options as such.

4.12.1 Frequently Used Number Printing Settings

This section provides a brief survey about the most frequently used aspects of number formatting in PGFPLOTS.

1. PGFPLOTS computes common tick scaling factors like $\cdot 10^2$ and produces only integers as tick labels.
In order to get numbers like 0.001 as tick labels instead of 1 with a separate label $\cdot 10^{-3}$, you can use `scaled ticks=false` in your axis. See the description of `scaled ticks` for details.
2. In order to customize the way numbers are rounded and/or displayed, use something like `x ticklabel style={/pgf/number format/.cd,fixed,precision=5}.`

Here is a short list of possibilities:

123.46	<code>\pgfmathprintnumber{123.456789}</code>
12,345.68	<code>\pgfmathprintnumber{12345.6789}</code>
12,345.6789	<code>\pgfmathprintnumber[fixed,precision=5]{12345.6789}</code>
12,345.67890	<code>\pgfmathprintnumber[fixed,fixed zerofill,precision=5]{12345.6789}</code>
12.345,67890	<code>\pgfmathprintnumber[fixed,fixed zerofill,precision=5,use comma]{12345.6789}</code>
$1.23 \cdot 10^4$	<code>\pgfmathprintnumber[sci]{12345.6789}</code>
$1.23457 \cdot 10^4$	<code>\pgfmathprintnumber[sci,sci zerofill,precision=5]{12345.6789}</code>
1.23×10^1	<code>\pgfmathprintnumber[sci,sci generic={mantissa sep=\times,exponent={10^{#1}}}] {12.345}</code>
$\frac{1}{3}; \frac{1}{2}$	<code>\pgfmathprintnumber[frac]{0.33333333333333};\pgfmathprintnumber[frac]{0.5}</code>
+2	<code>\pgfmathprintnumber[print sign]{2}</code>
1 000 000.123456	<code>\pgfmathprintnumber[1000 sep={,},fixed,precision=6]{1000000.123456}</code>
1 000 000.123 456	<code>\pgfmathprintnumber[1000 sep={,},fixed,precision=6,1000 sep in fractions]{1000000.123456}</code>

Each of these keys requires the prefix ‘/pgf/number format/’ when used inside of a PGFPLOTS style (try `/pgf/number format/.cd,{number formatting keys}`) to use the same prefix for many `{number formatting keys}`.

The number formatting uses `\pgfmathprintnumber`, a PGF command to typeset numbers. A full reference of all supported options is shipped with PGFPLOTS: it is documented in the reference manual for [PGFPLOTS TABLE](#), Section ‘Number Formatting Options’. The same reference can be found in the documentation for PGF.

Note that the number printer knows *nothing* about PGFPLOTS. In particular, it is not responsible for logs and their representation.

3. For a logarithmic axis, one may want to modify the number formatting style for the *exponent only*. In this case, redefine the style `log plot exponent style` (its documentation contains a couple of examples).
4. In order to get `fixed` point tick labels on a logarithmic axis, you can use `log ticks with fixed point` (see below).

4.12.2 PGFPlots-specific Number Formatting

This section contains fine-tuning options to change number formatting aspects – but only things which are specific to PGFPLOTS like peculiarities of tick labels on logarithmic axes. Consider browsing Section 4.12.1 first to see if you need this section.

`\pgfmathprintnumber{<x>}`

Generates pretty-printed output for the (real) number $<x>$. The input number $<x>$ is parsed using `\pgfmathfloatparsenumber` which allows arbitrary precision.

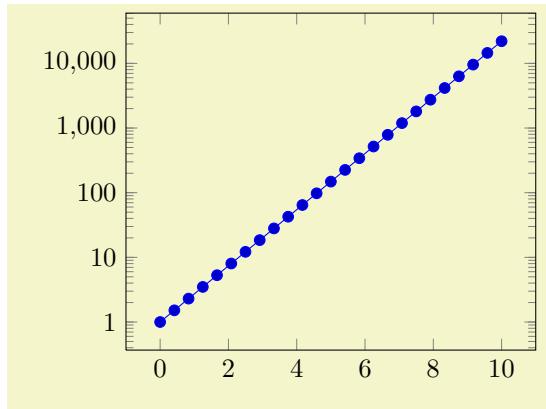
Numbers are typeset in math mode using the current set of number printing options, see below. Optional arguments can also be provided using `\pgfmathprintnumber[<options>]{<x>}`.

Please refer to the manual of `PGFPLOTS` (shipped with this package) for details about options related to number-printing.

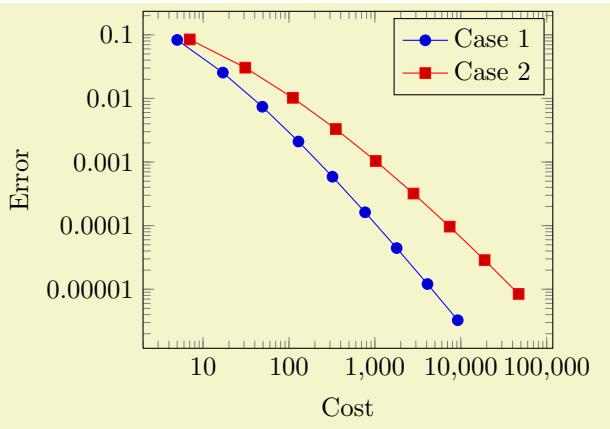
/pgfplots/`log ticks with fixed point`

(style, no value)

Reconfigures PGFPLOTS to display tick labels of logarithmic axes using *fixed point* numbers instead of the exponential style.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis} [log ticks with fixed point]
\addplot+[domain=0:10] {exp(x)};
\end{semilogyaxis}
\end{tikzpicture}
```

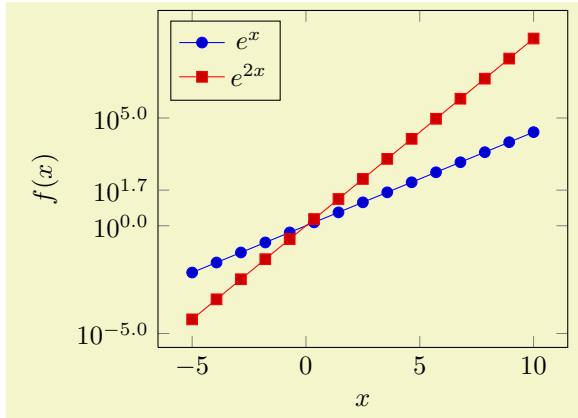


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    log ticks with fixed point,
    xlabel=Cost, ylabel=Error]
\addplot coordinates {
    (5,     8.31160034e-02)
    (17,    2.54685628e-02)
    (49,    7.40715288e-03)
    (129,   2.10192154e-03)
    (321,   5.87352989e-04)
    (769,   1.62269942e-04)
    (1793,  4.44248889e-05)
    (4097,  1.20714122e-05)
    (9217,  3.26101452e-06)
};
\addplot coordinates {
    (7,     8.47178381e-02)
    (31,    3.04409349e-02)
    (111,   1.02214539e-02)
    (351,   3.30346265e-03)
    (1023,  1.03886535e-03)
    (2815,  3.19646457e-04)
    (7423,  9.65789766e-05)
    (18943, 2.87339125e-05)
    (47103, 8.43749881e-06)
};
\legend{Case 1,Case 2}
\end{loglogaxis}
\end{tikzpicture}
```

The style replaces `log number format basis`.

/pgfplots/**log plot exponent style**={<key-value-list>}

Allows to configure the number format of log plot exponents. This style is installed just before ‘`log number format basis`’ will be invoked. Please note that this style will be installed within the default code for ‘`log number format code`’.

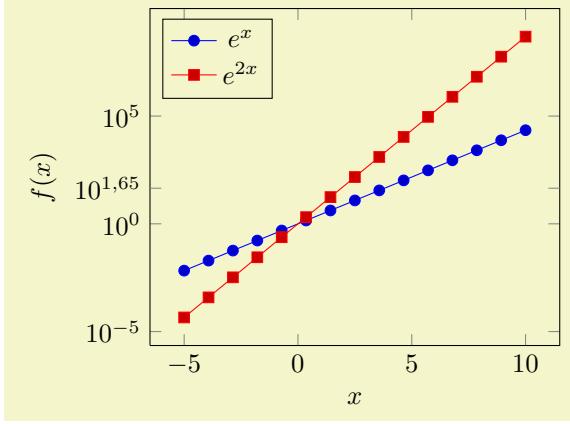


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{
    samples=15,
    width=7cm,
    xlabel=$x$,
    ylabel=$f(x)$,
    extra y ticks={45},
    legend style={at={(0.03,0.97)}, anchor=north west}

\begin{tikzpicture}
\begin{semilogyaxis}[
    log plot exponent style/.style={
        /pgf/number format/fixed zerofill,
        /pgf/number format/precision=1,
        domain=-5:10}

\addplot {exp(x)};
\addplot {exp(2*x)};

\legend{$e^x$,$e^{2x}$}
\end{semilogyaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{
    samples=15,
    width=7cm,
    xlabel=$x$,
    ylabel=$f(x)$,
    extra y ticks={45},
    legend style={at={(0.03,0.97)}, anchor=north west}

\begin{tikzpicture}
\begin{semilogyaxis}[
    log plot exponent style/.style={
        /pgf/number format/fixed,
        /pgf/number format/use comma,
        /pgf/number format/precision=2},
    domain=-5:10]

\addplot {exp(x)};
\addplot {exp(2*x)};

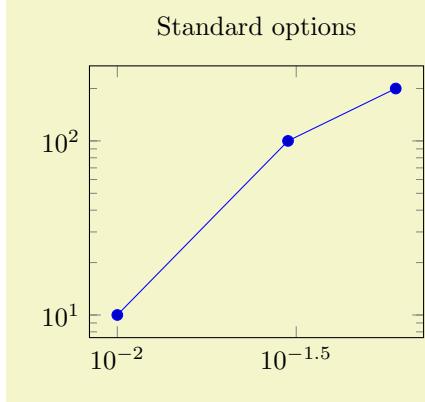
\legend{$e^x$, $e^{2x}$}
\end{semilogyaxis}
\end{tikzpicture}
```

/pgfplots/**log identify minor tick positions**=true|false (initially false)

Set this to true if you want to identify log–plot tick labels at positions

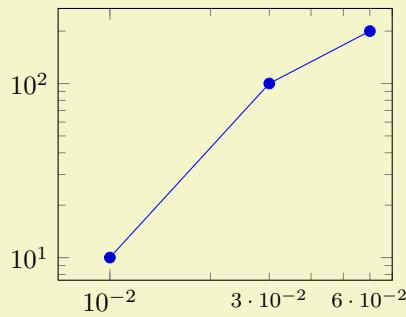
$$i \cdot 10^j$$

with $i \in \{2, 3, 4, 5, 6, 7, 8, 9\}$, $j \in \mathbb{Z}$. This may be valuable in conjunction with the ‘**extra x ticks**’ and ‘**extra y ticks**’ options.

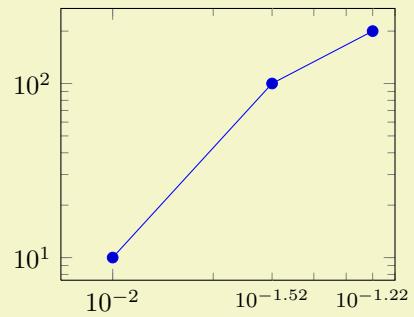


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}%
\begin{loglogaxis}[
    [title=Standard options,
    width=6cm]
\addplot coordinates {
    (1e-2,10)
    (3e-2,100)
    (6e-2,200)
};
\end{loglogaxis}
\end{tikzpicture}%
```

with minor tick identification



without minor tick identification



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={%
    width=6cm,
    xmin=7e-3,xmax=7e-2,
    extra x ticks={3e-2,6e-2},
    extra x tick style={major tick length=0pt,font=\footnotesize}
}}%
\begin{tikzpicture}%
\begin{loglogaxis}[
    xtick={1e-2},
    title=with minor tick identification,
    extra x tick style={
        log identify minor tick positions=true}]
\addplot coordinates {
    (1e-2,10)
    (3e-2,100)
    (6e-2,200)
};
\end{loglogaxis}
\end{tikzpicture}%
\begin{tikzpicture}%
\begin{loglogaxis}[
    xtick={1e-2},
    title=without minor tick identification,
    extra x tick style={
        log identify minor tick positions=false}]
\addplot coordinates {
    (1e-2,10)
    (3e-2,100)
    (6e-2,200)
};
\end{loglogaxis}
\end{tikzpicture}%

```

This key is set by the default styles for extra ticks.

/pgfplots/**log number format code**/**.code**={<...>}

Provides T_EX-code to generate log plot tick labels. Argument ‘#1’ is the (natural) logarithm of the tick position. The default implementation invokes **log base 10 number format code** after it changed the log basis to 10. It also checks the other log plot options.

This key will have a different meaning when the log basis has been chosen explicitly, see the **log basis x** key.

/pgfplots/**log base 10 number format code**/**.code**={<...>}

Allows to change the overall appearance of base 10 log plot tick labels. The default implementation invokes **log number format basis**={10}{#1}.

Use **log plot exponent style** if you only want to change number formatting options for the exponent.

/pgfplots/**log number format basis**/**.code**={<...>}

Typesets a logarithmic tick. The first supplied argument is the log basis, the second the exponent. The initial configuration is

```
\pgfplotsset{
    /pgfplots/log number format basis/.code 2 args={##1^{\pgfmathprintnumber{##2}}$}
}
```

Use **log plot exponent style** if you only want to change number formatting options for the exponent.

4.13 Specifying the Plotted Range

```
/pgfplots/xmin={<coord>}
/pgfplots/ymin={<coord>}
/pgfplots/zmin={<coord>}
/pgfplots/xmax={<coord>}
```

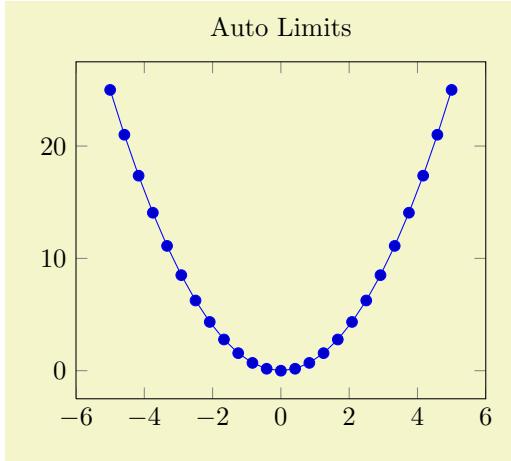
```
/pgfplots/ymax={⟨coord⟩}
/pgfplots/zmax={⟨coord⟩}
/pgfplots/min={⟨coord⟩}
/pgfplots/max={⟨coord⟩}
```

These options allow to define the axis limits, i.e. the lower left and the upper right corner. Everything outside of the axis limits will be clipped away.

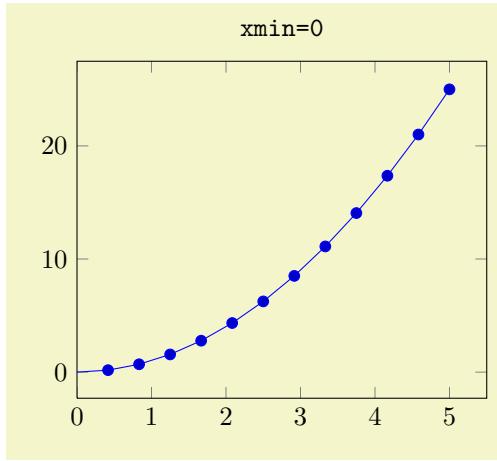
Each of these keys is optional, and missing limits will be determined automatically from input data. Here, the `min` and `max` keys set limits for x , y and z to the same `⟨coord⟩`.

If x -limits have been specified explicitly and y -limits are computed automatically, the automatic computation of y -limits will only consider points which fall into the specified x -range (and vice-versa). The same holds true if, for example, only `xmin` has been provided explicitly: in that case, `xmax` will be updated only for points for which $x \geq \text{xmin}$ holds. This feature can be disabled using `clip limits=false`.

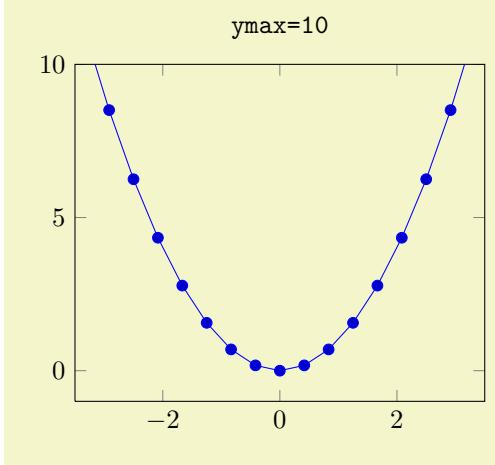
Axis limits can be increased automatically using the `enlargelimits` option.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[title=Auto Limits]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[title={\texttt{xmin=0}},xmin=0]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

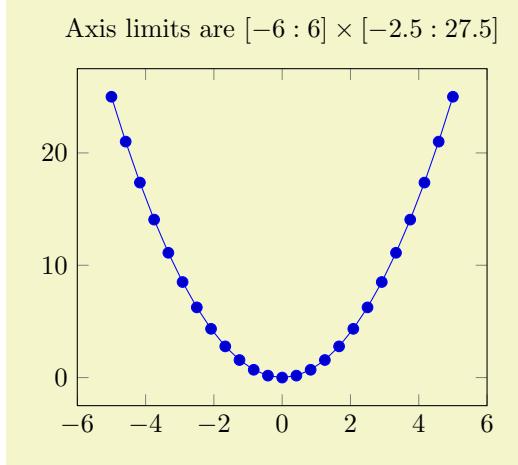


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[title={\texttt{ymax=10}},ymax=10]
    \addplot {x^2};
  \end{axis}
\end{tikzpicture}
```

Note that even if you provide `ymax=10`, data points with $y > 10$ will still be visualized – producing a line which leaves the plotted range.

See also the `restrict x to domain` and `restrict x to domain*` keys – they allow to discard or clip input coordinates which are outside of some domain, respectively.

During the visualization phase, i.e. during `\end{axis}`, these keys will be set to the final axis limits. You can access the values by means of `\pgfkeysvalueof{/pgfplots/xmin}`, for example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
% Show (automatically) computed limits:
title={
  Axis limits are
  \$ 
  [\pgfmathprintnumber{\pgfkeysvalueof{/pgfplots/xmin}} :
  \pgfmathprintnumber{\pgfkeysvalueof{/pgfplots/xmax}}]
  \times
  [\pgfmathprintnumber{\pgfkeysvalueof{/pgfplots/ymin}} :
  \pgfmathprintnumber{\pgfkeysvalueof{/pgfplots/ymax}}]
],
]
  \addplot {x^2};
\end{axis}
\end{tikzpicture}
```

This access is possible inside of any axis description (like `xlabel`, `title`, `legend entries` etc.) or any annotation (i.e. inside of `\node`, `\draw` or `\path` and coordinates in `(axis cs:⟨x⟩,⟨y⟩)`), but not inside of `\addplot` (limits may not be complete at this stage).

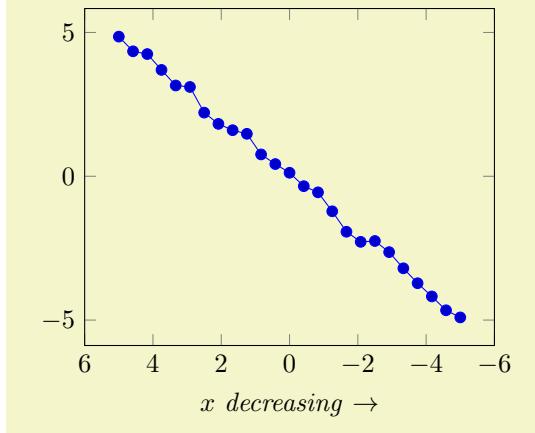
`/pgfplots/xmode=normal|linear|log` (initially `normal`)
`/pgfplots/ymode=normal|linear|log` (initially `normal`)
`/pgfplots/zmode=normal|linear|log` (initially `normal`)

Allows to choose between linear (=normal) or logarithmic axis scaling or logplots for each x, y, z -combination.

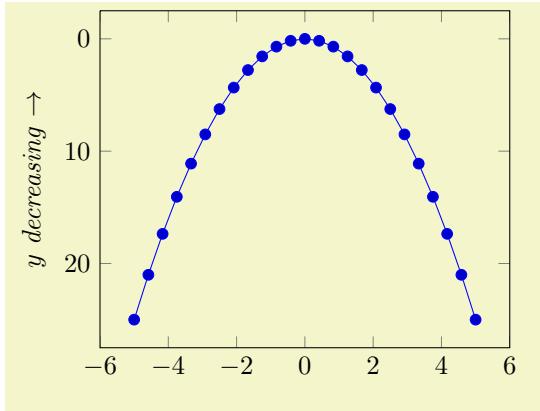
Logarithmic plots use the current setting of `log basis x` and its variants to determine the basis (default is e).

`/pgfplots/x dir=normal|reverse` (initially `normal`)
`/pgfplots/y dir=normal|reverse` (initially `normal`)
`/pgfplots/z dir=normal|reverse` (initially `normal`)

Allows to reverse axis directions such that values are given in decreasing order.

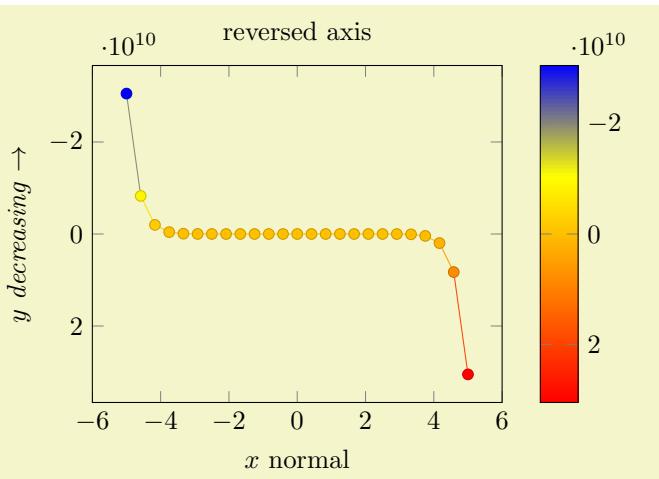


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xlabel=$x$ \text{\textless\textgreater{}decreasing} $ \rightarrow $,
    x dir=reverse,
    \addplot {x+rand*0.3};
]
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ylabel=$y$ \text{\textless\textgreater{}decreasing} $ \rightarrow $,
    y dir=reverse,
    \addplot {x^2};
]
\end{axis}
\end{tikzpicture}
```

Note that axis descriptions and relative positioning macros will stay at the same place as they would for non-reversed axes.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ylabel=$y$ \text{\textless\textgreater{}decreasing} $ \rightarrow $,
    xlabel=$x$ \text{\textless\textgreater{}normal},
    title=reversed axis,
    y dir=reverse,
    colorbar,
    colorbar style={y dir=reverse},
    \addplot+[mesh,scatter] {x^15};
]
\end{axis}
\end{tikzpicture}
```

Note that `colorbars` won't be reversed automatically, you will have to reverse the sequence of color bars manually in case this is required as in the preceding example.

```
/pgfplots/clip limits=true|false
```

(initially true)

Configures what to do if some, but not all axis limits have been specified explicitly. In case `clip limits=true`, the automatic limit computation will *only* consider points which do not contradict the explicitly set limits.

This option has nothing to do with path clipping, it only affects how the axis limits are computed.

```
/pgfplots/enlarge x limits=auto|true|false|upper|lower|<val>|value=<val>|abs value=<val>|
    abs=<val>|rel=<val>
```

(initially auto)

```
/pgfplots/enlarge y limits=auto|true|false|upper|lower|<val>|value=<val>|abs value=<val>|
    abs=<val>|rel=<val>
```

(initially auto)

```
/pgfplots/enlarge z limits=auto|true|false|upper|lower|<val>|value=<val>|abs value=<val>|
    abs=<val>|rel=<val>
```

(initially auto)

```
/pgfplots/enlargelimits=<common value>
```

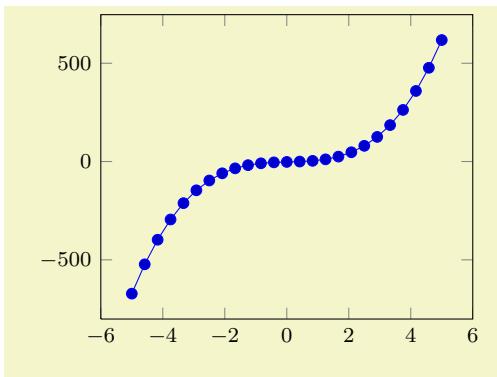
Enlarges the axis size for one axis (or all of them for `enlargelimits`) somewhat if enabled.

You can set `xmin`, `xmax` and `ymin`, `ymax` to the minimum/maximum values of your data and `enlarge x limits` will enlarge the canvas such that the axis doesn't touch the plots.

The value `true` enlarges the lower and upper limit.

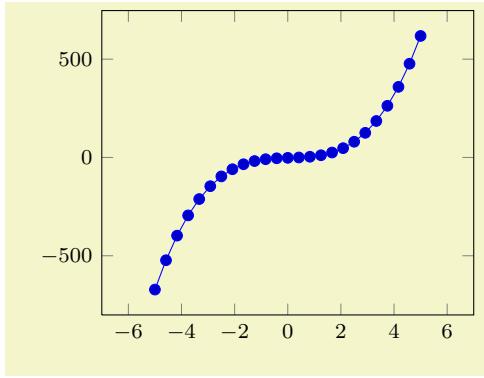
The value `false` uses tight axis limits as specified by the user (or read from input coordinates).

The value `auto` will enlarge limits only for axis for which axis limits have been determined automatically. For three-dimensional figures, the `auto` mechanism applies only for the `z` axis. The `x` and `y` axis won't be enlarged.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[small]
    \addplot {5 * x^3 - x^2 + 4*x - 2};
  \end{axis}
\end{tikzpicture}
```

Specifying a number `value` like '`enlarge x limits=0.2`' will enlarge lower and upper axis limit relatively. The following example adds 20% of the axis limits on both sides:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[small,enlarge x limits=0.2]
    \addplot {5 * x^3 - x^2 + 4*x - 2};
  \end{axis}
\end{tikzpicture}
```

The choice `rel={<value>}` is the same as `true,value={<value>}`, i.e. it activates relative enlargement for both upper and lower limit.

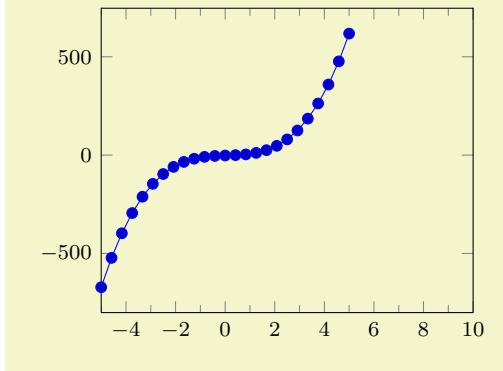
The value `upper` enlarges only the upper axis limit while `lower` enlarges only the lower axis limit. In this case, the amount added to the respective limit can be specified using the `value={<val>}` key. It can be combined with any of the other possible values. For example,

```
\pgfplotsset{enlarge x limits={value=0.2,upper}}
```

will enlarge (only) the upper axis limit by 20% of the axis range. Another example is

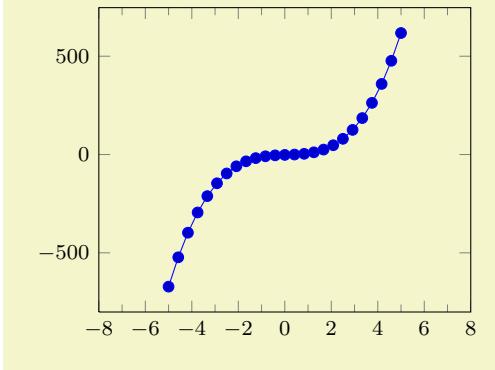
```
\pgfplotsset{enlarge x limits={value=0.2,auto}}
```

which changes the default threshold of the `auto` value to 20%.



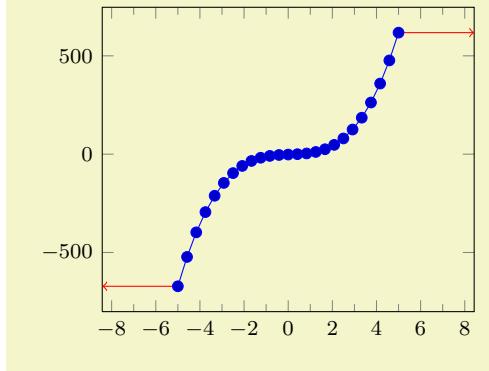
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[small,minor x tick num=1,
    enlarge x limits={rel=0.5,upper}
  ]
    \addplot {5 * x^3 - x^2 + 4*x - 2};
  \end{axis}
\end{tikzpicture}
```

While `value` uses relative thresholds, `abs value` accepts absolute values: it adds an absolute value to the selected axis. The choice `abs={<value>}` is the same as `true,abs value={<value>}`, i.e. it adds an absolute value to both `upper` and `lower` limit:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[small,minor x tick num=1,
    enlarge x limits={abs=3}
  ]
    \addplot {5 * x^3 - x^2 + 4*x - 2};
  \end{axis}
\end{tikzpicture}
```

Here, we enlarged by 3 units of the x axis. Note that you can also specify *dimensions* like `1cm`:

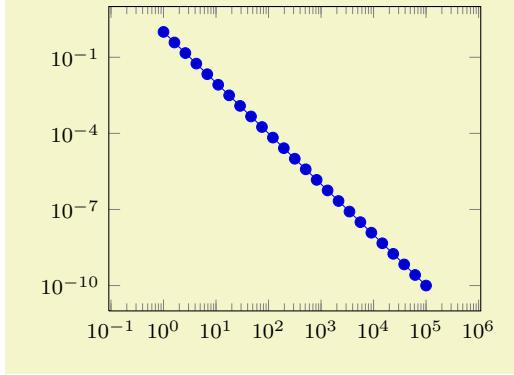


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[small,minor x tick num=1,
    enlarge x limits={abs=1cm}
  ]
    \addplot {5 * x^3 - x^2 + 4*x - 2}
      coordinate[pos=0] (first)
      coordinate[pos=1] (last);

    \draw[red,->] (first) -- ++(-1cm,0pt);
    \draw[red,->] (last) -- +(1cm,0pt);
  \end{axis}
\end{tikzpicture}
```

Technically, the use of absolute dimensions is a little bit different. For example, it allows to enlarge by more than `width` which is impossible for all other choices. PGFPLTS will try to fulfill both the provided `width/height` and the absolute axis enlargements. If it fails to do so, it will give up on `width/height` constraints and print a warning message to your log file. See also the key `enlargelimits respects figure size`.

Attention: `abs value` is applied *multiplicatively* for logarithmic axes! That means `abs value=10` for a logarithmic axis adds $\log 10$ to upper and/or lower axis limits.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{loglogaxis}[small,enlarge x limits={abs=11}]
    \addplot+[domain=1:100000] {x^-2};
  \end{loglogaxis}
\end{tikzpicture}
```

Note that `enlargelimits` is applied before any changes to axis limits are considered as part of `scale mode`: `enlargelimits` will always be applied. Afterwards, the choice `scale mode=scale uniformly` will enlarge limits once more in order to satisfy all scaling constraints. The two limit enlargements are independent of each other, i.e. even if you say `enlargelimits=false`, `scale mode` will still increase axis limits if this seems to be necessary. An exception for this rule is enlarge-by-dimension, i.e. something like `abs=1cm` (see `enlargelimits respects figure size` for this case). See `scale mode` (especially `scale mode=units only`) and `unit rescale keep size` for detail on how to disable limit enlargement caused by `scale mode`.

`/pgfplots/enlargelimits respects figure size=true|false` (initially `true`)

A key which is *only* used for something like `enlarge x limits={abs=1cm}`, i.e. for enlarge-by-dimension. It controls if PGFPLOTS will try to respect `width/height`. You should probably always leave it as its default unless you run into problems.

If PGFPLTS fails to respect the figure size, it will print a warning message of sorts “`enlargelimits respects figure size=true: could not respect the prescribed width/height`” to your log file.

`/pgfplots/log origin x=0|infty` (initially `infty`)
`/pgfplots/log origin y=0|infty` (initially `infty`)
`/pgfplots/log origin z=0|infty` (initially `infty`)
`/pgfplots/log origin=0|infty` (initially `infty`)

Allows to choose which coordinate is the logical “origin” of a logarithmic plot (either for a particular axis or for all of them).

The choice `log origin=infty` is probably useful for stacked plots: it defines the “origin” in log-coordinates to be $-\infty$. To be compatibly with older versions, this is the default.

The choice `log origin=0` defines the logarithmic origin to be the natural choice $\log(1) = 0$. This is particularly useful for `ycomb` plots.

`/pgfplots/update limits=true|false` (initially `true`)

Can be used to interrupt updates of the data limits (for example, for single `\addplot` commands).

This has the same effect as `\pgfplotsinterruptdatabb ... \endpgfplotsinterruptdatabb`.

```
\begin{pgfplotsinterruptdatabb}
  <environment contents>
\end{pgfplotsinterruptdatabb}
```

Everything in `<environment contents>` will not contribute to the data bounding box.

The same effect can be achieved with `update limits=false` inside curly braces.

4.14 Tick Options

4.14.1 Tick Coordinates and Label Texts

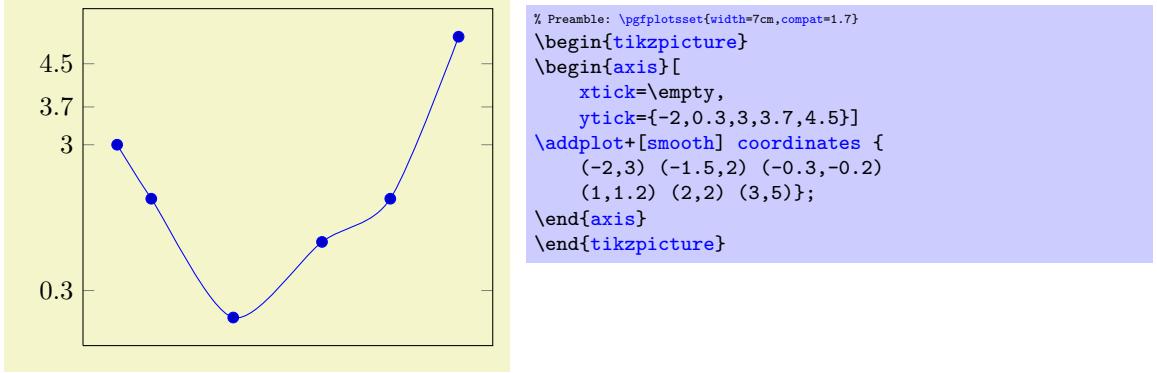
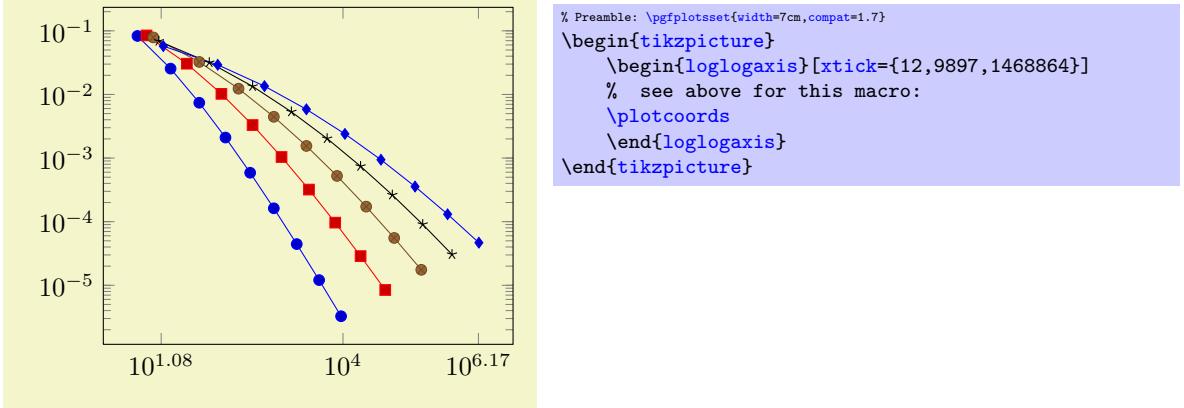
`/pgfplots/x tick=\empty|data|{\langle coordinate list\rangle}` (initially `\{\}`)
`/pgfplots/y tick=\empty|data|{\langle coordinate list\rangle}` (initially `\{\}`)
`/pgfplots/z tick=\empty|data|{\langle coordinate list\rangle}` (initially `\{\}`)

These options assign a list of *positions* where ticks shall be placed. The argument is either the empty string (which is the initial value), the command `\empty`, the special string ‘`data`’ or a list of coordinates. The initial configuration of an empty string means to generate these positions automatically. The choice `\empty` will result in no tick at all. The special value ‘`data`’ will produce tick marks at every coordinate of the first plot. Otherwise, tick marks will be placed at every coordinate in $\langle\text{coordinate list}\rangle$.

The $\langle\text{coordinate list}\rangle$ will be used inside of a `\foreach \x in {\langle\text{coordinate list}\rangle}` statement. The format is as follows:

- `{0,1,2,5,8,1e1,1.5e1}` (a series of coordinates),
- `{0,...,5}` (the same as `{0,1,2,3,4,5}`),
- `{0,2,...,10}` (the same as `{0,2,4,6,8,10}`),
- `{9,...,3.5}` (the same as `{9, 8, 7, 6, 5, 4}`),
- See [5, Section 34] for a more detailed definition of the options.
- Please be careful with white spaces inside of $\langle\text{coordinate list}\rangle$ (at least around the dots).

For logplots, PGFPLOTS will apply $\log(\cdot)$ to each element in ‘ $\langle\text{coordinate list}\rangle$ ’ (similarly, any custom transformations are applied to the argument list).



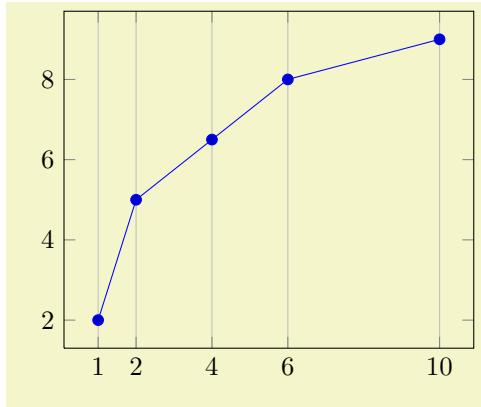
Attention: You can't use the ‘`...`’ syntax if the elements are too large for TeX! For example, ‘`xtick=1.5e5,2e7,3e8`’ will work (because the elements are interpreted as strings, not as numbers), but ‘`xtick=1.5,3e5,...,1e10`’ will fail because it involves real number arithmetics beyond TeX's capacities.

The default choice for tick *positions* in normal plots is to place a tick at each coordinate $i \cdot h$. The step size h depends on the axis scaling and the axis limits. It is chosen from a list of “feasible” step sizes such that neither too much nor too few ticks will be generated. The default for logplots is to place ticks at positions 10^i in the axis' range. The positions depend on the axis scaling and the dimensions of the picture. If log plots contain just one (or two) positions 10^i in their limits, ticks will be placed at positions 10^{i-h} with “feasible” step sizes h as in the case of linear axis.

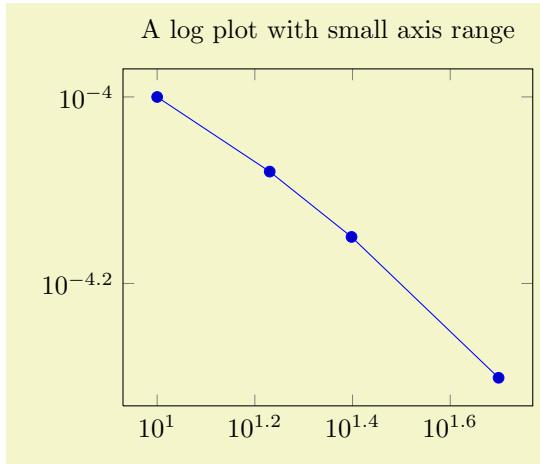
The tick *appearance* can be (re)configured with

```
\pgfplotsset{tick style={very thin,gray}}% modifies the style 'every tick'  
\pgfplotsset{minor tick style={black}}% modifies the style 'every minor tick'
```

These style commands can be used at any time. The tick line width can be configured with ‘`major tick length`’ and ‘`minor tick length`’.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
\begin{axis}[xtick=data,xmajorgrids]  
    \addplot coordinates {  
        (1,2)  
        (2,5)  
        (4,6.5)  
        (6,8)  
        (10,9)  
    };  
\end{axis}  
\end{tikzpicture}
```

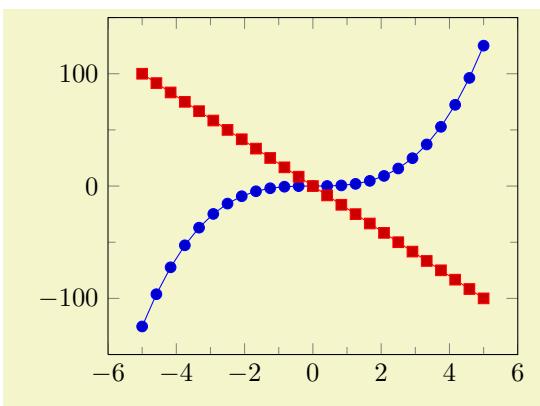


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
\begin{loglogaxis}[  
    title=A log plot with small axis range]  
    \addplot coordinates {  
        (10,1e-4)  
        (17,8.3176e-05)  
        (25,7.0794e-05)  
        (50,5e-05)  
    };  
\end{loglogaxis}  
\end{tikzpicture}
```

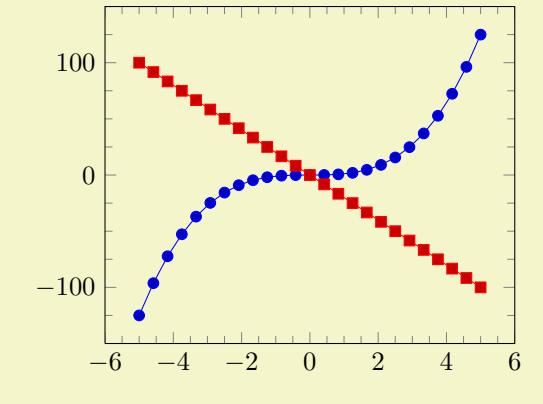
```
/pgfplots/minor x tick num={⟨number⟩}  
/pgfplots/minor y tick num={⟨number⟩}  
/pgfplots/minor z tick num={⟨number⟩}  
/pgfplots/minor tick num={⟨number⟩} (initially 0)  
 (initially 0)  
 (initially 0)
```

Sets the number of minor tick lines used either for single axes or for all of them.

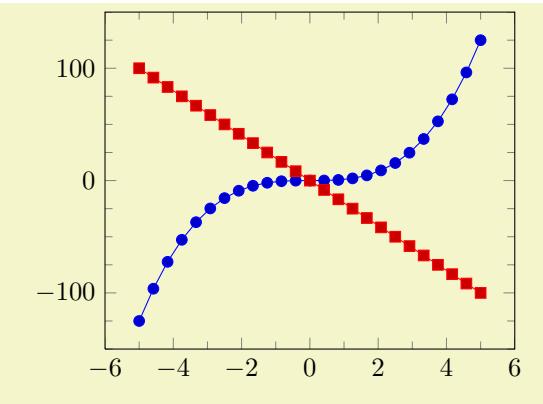
Minor ticks will be disabled if the major ticks don’t have the same distance and they are currently only available for linear axes (not for logarithmic ones).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
    \begin{axis}[minor tick num=1]  
        \addplot {x^3};  
        \addplot {-20*x};  
    \end{axis}  
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[minor tick num=3]
    \addplot {x^3};
    \addplot {-20*x};
  \end{axis}
\end{tikzpicture}
```



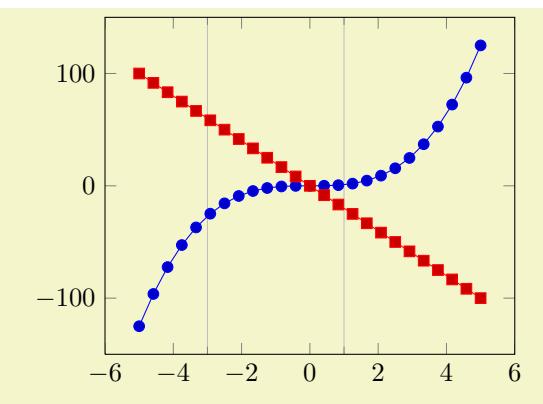
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[minor x tick num=1,
             minor y tick num=3]
    \addplot {x^3};
    \addplot {-20*x};
  \end{axis}
\end{tikzpicture}
```

/pgfplots/minor xtick=data|{\langle coordinate list\rangle}
/pgfplots/minor ytick=data|{\langle coordinate list\rangle}
/pgfplots/minor ztick=data|{\langle coordinate list\rangle}
/pgfplots/minor tick=data|{\langle coordinate list\rangle}

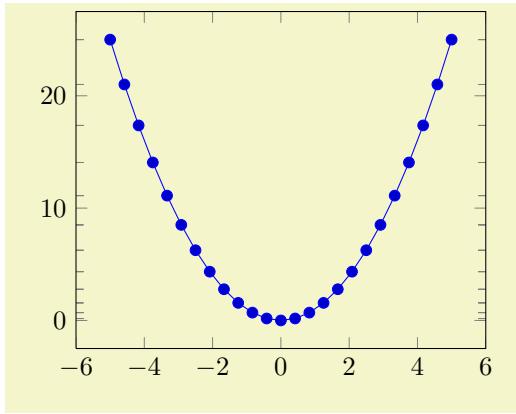
(initially empty)
(initially empty)
(initially empty)

Allows to provide a list of minor tick positions manually. The syntax is almost the same as for `xtick` or `ytick`: simply provide either a comma-separated list of tick positions or the special value `data`. An empty argument argument disables the `minor tick` feature (in contrast to `xtick` where the special value `\emptyset` clears the list and an empty argument causes PGFPLOTS to compute a default tick list).

In contrast to `minor x tick num`, this key allows to provide *non-uniform* minor tick positions.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[minor x tick={-3,1},grid=minor]
    \addplot {x^3};
    \addplot {-20*x};
  \end{axis}
\end{tikzpicture}
```

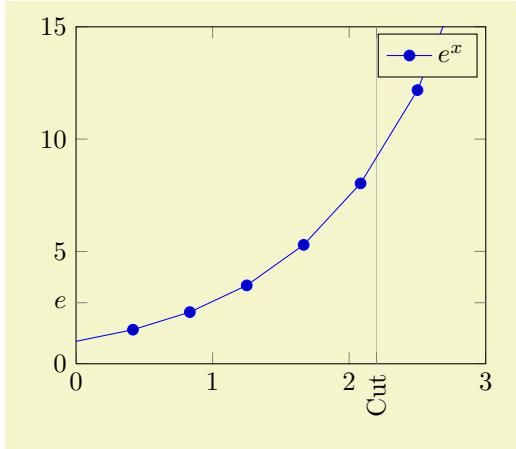


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[minor y tick=data]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

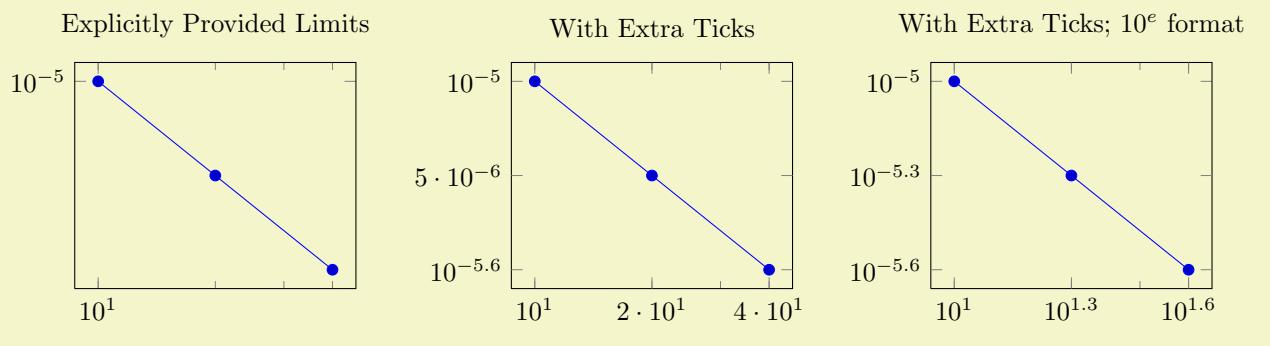
This key has precedence over `minor x tick num` and its variants; if both of them are given, `minor x tick` is preferred and `minor x tick num` is ignored.

```
/pgfplots/extra x ticks={⟨coordinate list⟩}
/pgfplots/extra y ticks={⟨coordinate list⟩}
/pgfplots/extra z ticks={⟨coordinate list⟩}
```

Adds *additional* tick positions and tick labels to the x or y axis. ‘Additional’ tick positions do not affect the normal tick placement algorithms, they are drawn after the normal ticks. This has two benefits: first, you can add single, important tick positions without disabling the default tick label generation and second, you can draw tick labels ‘on top’ of others, possibly using different style flags.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
xmin=0,xmax=3,ymin=0,ymax=15,
extra y ticks={2.71828},
extra y tick labels={$e$},
extra x ticks={2.2},
extra x tick style={grid=major,
tick label style={
rotate=90,anchor=east}},
extra x tick labels={Cut},
]
\addplot {exp(x)};
\addlegendentry{$e^x$}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={width=5.3cm}}
\begin{tikzpicture}
\begin{loglogaxis}[
    title=Explicitly Provided Limits,
    xtickten={1,2},
    ytickten={-5,-6}]
\addplot coordinates
    {(10,1e-5) (20,5e-6) (40,2.5e-6)};
\end{loglogaxis}
\end{tikzpicture}

\begin{tikzpicture}
\begin{loglogaxis}[
    title=With Extra Ticks,
    xtickten={1,2},
    ytickten={-5,-6},
    extra x ticks={20,40},
    extra y ticks={5e-6,2.5e-6}]
\addplot coordinates
    {(10,1e-5) (20,5e-6) (40,2.5e-6)};
\end{loglogaxis}
\end{tikzpicture}

\begin{tikzpicture}
\begin{loglogaxis}[
    title=With Extra Ticks; $10^e$ format,
    extra tick style={log identify minor tick positions=false},
    xtickten={1,2},
    ytickten={-5,-6},
    extra x ticks={20,40},
    extra y ticks={5e-6,2.5e-6}]
\addplot coordinates
    {(10,1e-5) (20,5e-6) (40,2.5e-6)};
\end{loglogaxis}
\end{tikzpicture}
```

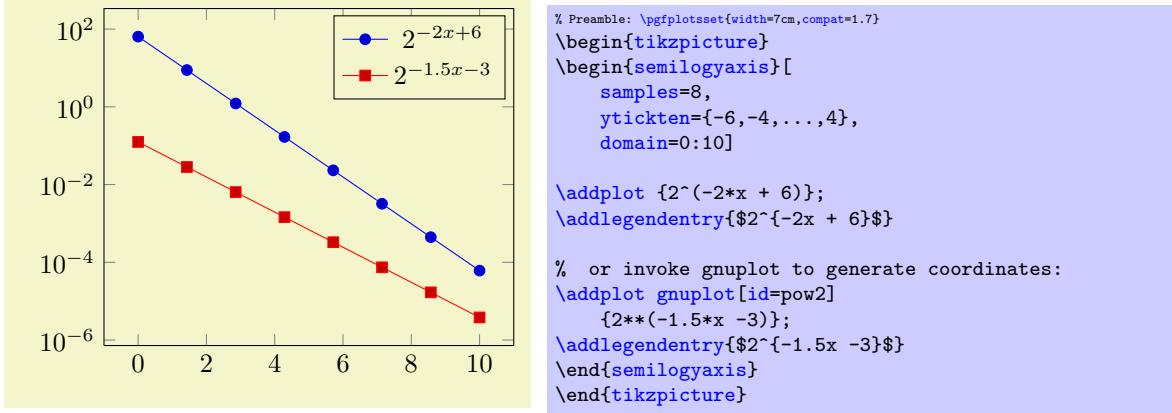
Remarks:

- Use `extra x ticks` to highlight special tick positions. The use of `extra x ticks` does not affect minor tick/grid line generation, so you can place extra ticks at positions $j \cdot 10^i$ in log-plots.
- Extra ticks are always typeset as major ticks.
They are affected by `major tick length` or options like `grid=major`.
- Use the style `every extra x tick` (`every extra y tick`) to configure the appearance.
- You can also use ‘`extra x tick style={...}`’ which has the same effect.

```
/pgfplots/xtickten={⟨exponent base 10 list⟩}
/pgfplots/ytickten={⟨exponent base 10 list⟩}
/pgfplots/ztickten={⟨exponent base 10 list⟩}
```

These options allow to place ticks at selected positions $10^k, k \in \{\langle exponent base 10 list \rangle\}$. They are only used for logplots. The syntax for $\{\langle exponent base 10 list \rangle\}$ is the same as above for `x tick={⟨list⟩}` or `y tick={⟨list⟩}`.

Using ‘`xtickten={1,2,3,4}`’ is equivalent to ‘`x tick={1e1,1e2,1e3,1e4}`’, but it requires fewer computational time and it allows to use the short syntax ‘`xtickten={1,...,4}`’.



In case `log basis x` $\neq 10$, the meaning of `xtickten` changes. In such a case, `xtickten` will still assign the exponent, but for the chosen `log basis x` instead of base 10.

```
/pgfplots/xticklabels={\langle label list\rangle}
/pgfplots/yticklabels={\langle label list\rangle}
/pgfplots/zticklabels={\langle label list\rangle}
```

Assigns a *list* of tick *labels* to each tick position. Tick *positions* are assigned using the `xtick` and `ytick`-options.

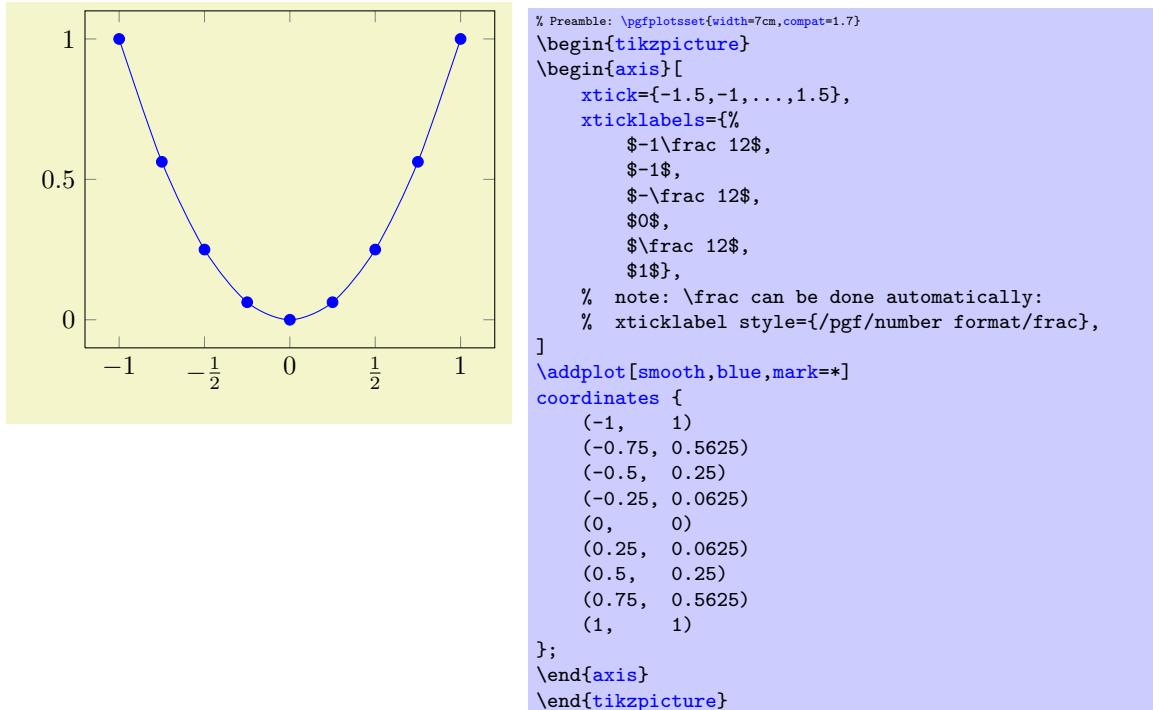
This is one of two options to assign tick labels directly. The other option is `xticklabel=\{\langle command\rangle\}` (or `yticklabel=\{\langle command\rangle\}`). The option ‘`xticklabel`’ offers higher flexibility while ‘`xticklabels`’ is easier to use. See also the variant `xticklabels from table`.

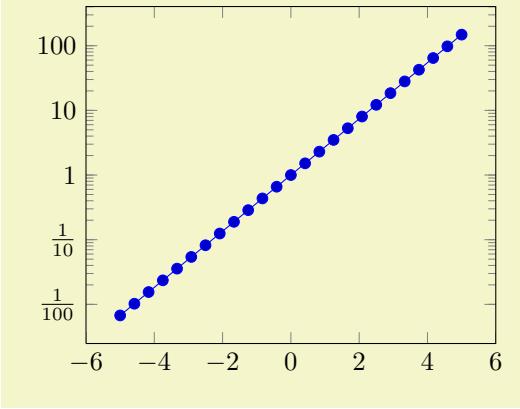
The argument `\langle label list\rangle` has the same format as for ticks, that means

```
xticklabels={\$\\frac{1}{2},e\$}
```

denotes the two-element-list $\{\frac{1}{2}, e\}$. The list indices match the indices of the tick positions. If you need commas inside of list elements, use

```
xticklabels={{0,5}, $e$}.
```





```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{semilogyaxis}[
    ytickten={-2,-1,0,1,2},
    yticklabels={\$\\frac{1}{100}\$,%
    \$\\frac{1}{10}\$,%
    1,%
    10,%
    100,%
    },
]
\addplot {exp(x)};
\end{semilogyaxis}
\end{tikzpicture}
```

Note that it is also possible to terminate list entries with two backslashes, `\\"\\`. In that case, the last entry needs to be terminated by `\\"\\` as well (it is the same alternative syntax which is also accepted for `\legend` and `cycle list`).

Please keep in mind that the arguments *always* refer to a list of tick positions, although it does not alter or define the list of positions. Consequently, you should also provide the list of positions. Note that a list of positions might be longer than what is actually displayed (in case the axis limits clip some of the value away), but the index mapping into `\label list` still includes the clipped values.

```
/pgfplots/xlabel={\langle command\rangle}
/pgfplots/ylabel={\langle command\rangle}
/pgfplots/zlabel={\langle command\rangle}
```

These keys change the TeX-command which creates the tick *labels* assigned to each tick position (see options `x tick` and `y tick`).

This is one of the two options to assign tick labels directly. The other option is `'xticklabels=\{\langle label list\rangle\}'` (or `'yticklabels=\{\langle label list\rangle\}'`). The option `'xticklabel'` offers higher flexibility while `'xticklabels'` is easier to use.

The argument `\langle command\rangle` can be any TeX-text. The following commands are valid inside of `\langle command\rangle`:

`\tick` The current element of option `x tick` (or `y tick`).

`\ticknum` The current tick number, starting with 0 (it is a macro containing a number).

`\nexttick` This command is only valid if the `x tick label as interval` option is set (or the corresponding variable for `y`). It will contain the position of the next tick position, that means the right boundary of the tick interval.

The default argument is

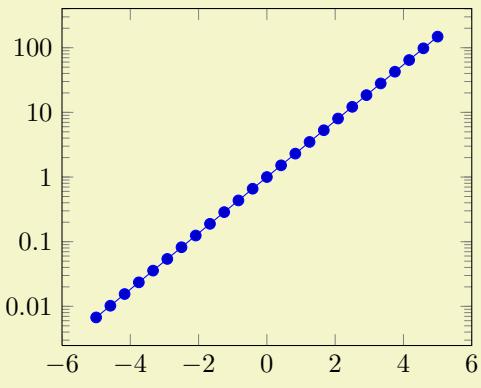
- `\axisdefaultticklabel` for normal plots:

```
\def\axisdefaultticklabel{$\backslash pgfmathprintnumber{\tick}$}
```

- `\axisdefaultticklabellog` for logplots:

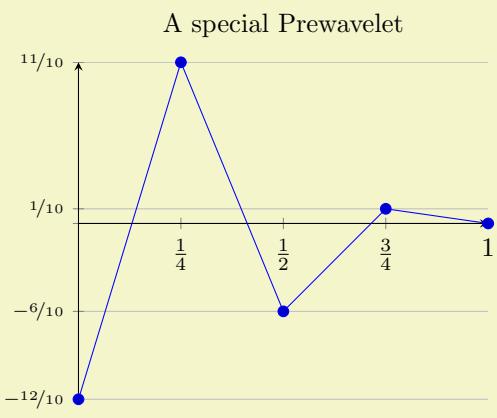
```
\def\axisdefaultticklabellog{%
\pgfkeysgetvalue{/pgfplots/log number format code/.@cmd}\pgfplots@log@label@style
\expandafter\pgfplots@log@label@style\tick\pgfeov
}
```

That means you can configure the appearance of linear axis with the number formatting options described in Section 4.12 and logarithmic axis with `log number format code`, see below.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{semilogyaxis}[
    ticklabel style={/pgf/number format/fixed},
    % changes tick labels to a number instead
    % of exponential notation:
    yticklabel={%
      \pgfmathfloatparsenumber{\tick}%
      \pgfmathfloatexp{\pgfmathresult}%
      \pgfmathprintnumber{\pgfmathresult}%
    },
  ]
    \addplot {exp(x)};
  \end{semilogyaxis}
\end{tikzpicture}
```

The following example uses explicitly formatted x tick labels and a small T_EX script to format y tick labels as fractions in the form $\langle sign \rangle \langle number \rangle / 10$ (note that the `/pgf/number format/frac` style can do similar things automatically, see [PGFPLOTS TABLE](#) and the documentation therein).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% \usepackage{nicefrac}% required
\begin{tikzpicture}
\begin{axis}[
  % x ticks explicitly formatted:
  xtick={0,0.1,0.25,0.75},
  xticklabels={\$0\$, \$1\$, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, $1$},
  % y ticks automatically by some code fragment:
  ytick=data,
  yticklabel={%
    \scriptsize
    \ifdim\tick pt<0pt % a TeX \if -- see TeX Book
      \pgfmathparse{-10*\tick}%
      $-\frac{\pgfmathprintnumber{\pgfmathresult}}{10}$%
    \else
      \ifdim\tick pt=0pt
      \else
        \pgfmathparse{10*\tick}%
        $\frac{\pgfmathprintnumber{\pgfmathresult}}{10}$%
      \fi
    \fi
  },
  % NOTE: this here does the same:
  % yticklabel style={/pgf/number format/.cd,frac,
  %   frac TeX=\nicefrac,frac whole=false,frac denom=10},
  ymajorgrids,
  title=A special Prewavelet,
  axis x line=center,
  axis y line=left,
]
\addplot coordinates {(0,-1.2) (0.25,1.1)
(0.5,-0.6) (0.75,0.1) (1,0)};
\end{axis}
\end{tikzpicture}
```

The TeX script takes the `\tick` macro as input and applies some logic. The `\ifdim\text{pt}<0pt` means “if dimension `\text{pt} < 0pt`”. The `\ifdim` is TeX’s only way to compare real fixed point numbers and the author did not want to invoke `\pgfmath` for this simple task. Since `\ifdim` expects a dimension, we have to use the `pt` suffix which is compatible with `\pgfmath`. The result is that negative numbers, zero and positive numbers are typeset differently.

You can change the appearance of tick labels with

```
\pgfplotsset{tick label style={
    font=\tiny,
    /pgf/number format/sci}}% this modifies the ‘every tick label’ style
```

and/or

```
\pgfplotsset{x tick label style={
    above,
    /pgf/number format/fixed zerofill}}% this modifies the ‘every x tick label’ style
```

and

```
\pgfplotsset{y tick label style={font=\bfseries}}% modifies ‘every y tick label’
```

```
/pgfplots/xticklabels from table={\langle table or filename\rangle}{\langle colname\rangle}
/pgfplots/yticklabels from table={\langle table or filename\rangle}{\langle colname\rangle}
/pgfplots/zticklabels from table={\langle table or filename\rangle}{\langle colname\rangle}
```

A variant of `xticklabels={⟨list⟩}` which uses each entry in the column named `⟨colname⟩` from a table as tick labels.

The first argument `\langle table or filename\rangle` can be either a loaded table macro (i.e. the result of `\pgfplotstableread{⟨file name⟩}{⟨table⟩}`) or just a file name.

The second argument can be a column name, a column alias or a `create on use` specification (see `PGFPLOTS TABLE` for the latter two). Furthermore, it can be `[index]⟨integer⟩` in which case `⟨integer⟩` is a column index.

The behavior of `xticklabels from table` is the same as if the column `⟨colname⟩` would have been provided as comma separated list to `xticklabels`. This means the column can contain text, TeX macros or even math mode.

If you have white spaces in your cells, enclose the complete cell in curly braces, `{example cell}`. The detailed input format for tables is discussed in `\addplot table` and in the documentation for `PGFPLOTS TABLE`.

```
/pgfplots/extra x tick label={⟨TeX code⟩}
/pgfplots/extra y tick label={⟨TeX code⟩}
/pgfplots/extra z tick label={⟨TeX code⟩}
```

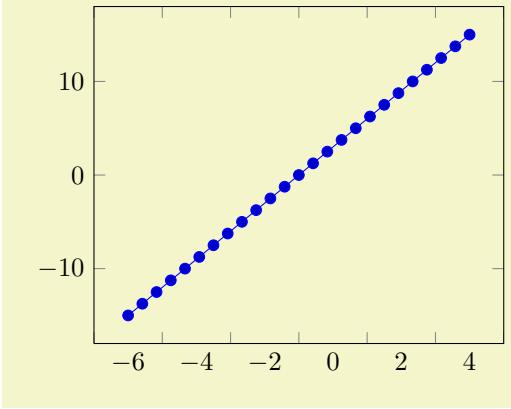
As `xticklabel` provides code to generate tick labels for each `xtick`, the key `extra x tick label` provides code to generate tick labels for every element in `extra x ticks`.

```
/pgfplots/extra x tick labels={⟨label list⟩}
/pgfplots/extra y tick labels={⟨label list⟩}
/pgfplots/extra z tick labels={⟨label list⟩}
```

As `xticklabels` provides explicit tick labels for each `xtick`, the key `extra x tick labels` provides explicit tick labels for every element in `extra x ticks`.

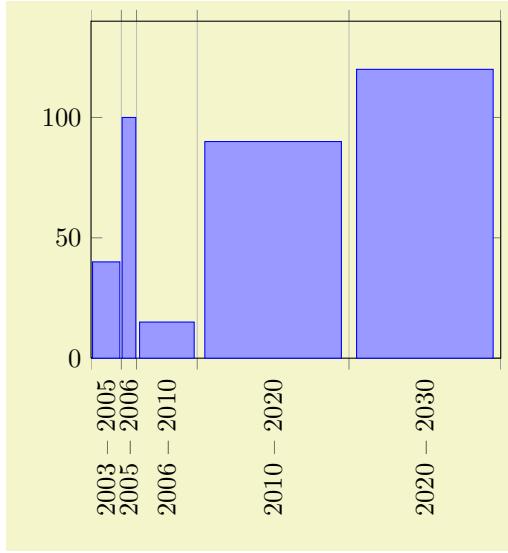
<code>/pgfplots/x tick label as interval=true false</code>	(initially false)
<code>/pgfplots/y tick label as interval=true false</code>	(initially false)
<code>/pgfplots/z tick label as interval=true false</code>	(initially false)

Allows to treat tick labels as intervals; that means the tick positions denote the interval boundaries. If there are n positions, $(n - 1)$ tick labels will be generated, one for each interval.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x tick label as interval]
\addplot {3*x};
\end{axis}
\end{tikzpicture}
```

This mode enables the use of `\nexttick` inside of `xticklabel` (or `yticklabel`). A common application might be a bar plot.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    ybar interval=0.9,
    x tick label as interval,
    xmin=2003,xmax=2030,
    ymin=0,ymax=140,
    xticklabel={
        $\pgfmathprintnumber{\tick}\$\\$-\pgfmathprintnumber{\nexttick}\$,
        xtick=data,
        x tick label style={
            rotate=90,anchor=east,
            /pgf/number format/1000 sep=}
    }
]

\addplot [draw=blue,fill=blue!40!white]
coordinates
{(2003,40) (2005,100) (2006,15)
(2010,90) (2020,120) (2030,3)};
\end{axis}
\end{tikzpicture}
```

```
/pgfplots/xminorticks=true|false
/pgfplots/yminorticks=true|false
/pgfplots/zminorticks=true|false
/pgfplots/xmajorticks=true|false
/pgfplots/ymajorticks=true|false
/pgfplots/zmajorticks=true|false
/pgfplots/ticks=minor|major|both|none
```

(initially true)
 (initially both)

Enables/disables the small tick lines either for single axis or for all of them. Major ticks are those placed at the tick positions and minor ticks are between tick positions. Please note that minor ticks are automatically disabled if `xtick` is not a uniform range⁴⁷.

The key `minor tick length={<dimen>}` configures the tick length for minor ticks while the `major` variant applies to major ticks. You can configure the appearance using the following styles:

```
\pgfplotsset{every tick/.append style={color=black}} % applies to major and minor ticks,
\pgfplotsset{every minor tick/.append style={thin}} % applies only to minor ticks,
\pgfplotsset{every major tick/.append style={thick}} % applies only to major ticks.
```

There is also the style “`every tick`” which applies to both, major and minor ticks.

```
/pgfplots/xtickmin={<coord>}
/pgfplots/ytickmin={<coord>}
/pgfplots/ztickmin={<coord>}
```

⁴⁷A uniform list means the difference between all elements is the same for linear axis or, for logarithmic axes, $\log(10)$.

```
/pgfplots/x tick max={⟨coord⟩}
/pgfplots/y tick max={⟨coord⟩}
/pgfplots/z tick max={⟨coord⟩}
```

These keys can be used to modify minimum/maximum values before ticks are drawn. Because this applies to axis discontinuities, it is described on page 187 in Section 4.8.11, “Axis Discontinuities”.

4.14.2 Tick Alignment: Positions and Shifts

/pgfplots/x tick pos=left right both	(initially both)
/pgfplots/y tick pos=left right both	(initially both)
/pgfplots/z tick pos=left right both	(initially both)
/pgfplots/tick pos=left right both	

Allows to choose where to place the small tick lines. In the default configuration, this does also affect tick *labels*, see below. The `tick pos` style sets all of them to the same value (aliased by `tickpos`). This option is only useful for boxed axes.

For *x*, the additional choices `bottom` and `top` can be used which are equivalent to `left` and `right`, respectively. Both are accepted for *y*.

Changing `tick pos` will also affect the placement of tick labels.

Note that it can also affect the `axis lines` key, although not all combinations make sense. Make sure the settings are consistent.

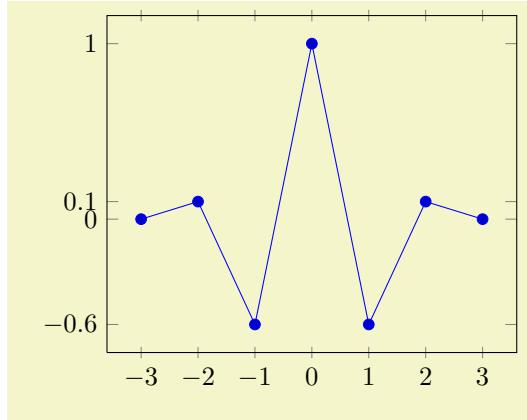
/pgfplots/x ticklabel pos=left right default	(initially default)
/pgfplots/y ticklabel pos=left right default	(initially default)
/pgfplots/z ticklabel pos=left right default	(initially default)
/pgfplots/ticklabel pos=left right default	(initially default)

Allows to choose where to place tick *labels*. The choices `left` and `right` place tick labels either at the left or at the right side of the complete axis. The choice `default` uses the same setting as `x tick pos` (or `y tick pos`). This option is only useful for boxed axes – keep it to `default` for non-boxed figures. The `ticklabel pos` style sets all three of them to the same value.

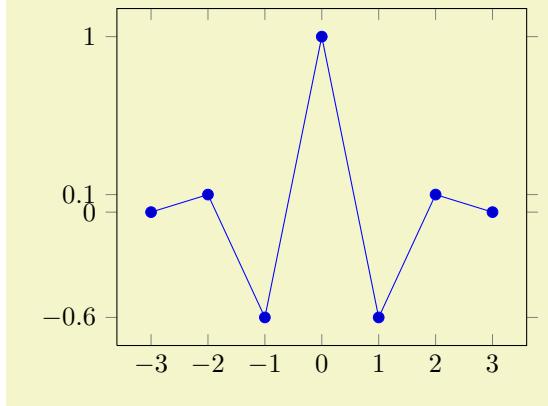
For *x*, the additional choices `bottom` and `top` can be used which are equivalent to `left` and `right`, respectively. Both are accepted for *x*.

/pgfplots/x tick align=inside center outside	(initially inside)
/pgfplots/y tick align=inside center outside	(initially inside)
/pgfplots/z tick align=inside center outside	(initially inside)
/pgfplots/tick align=inside center outside	(initially inside)

Allows to change the location of the ticks relative to the axis lines. The `tick align` sets all of them to the same value. Default is “`inside`”.

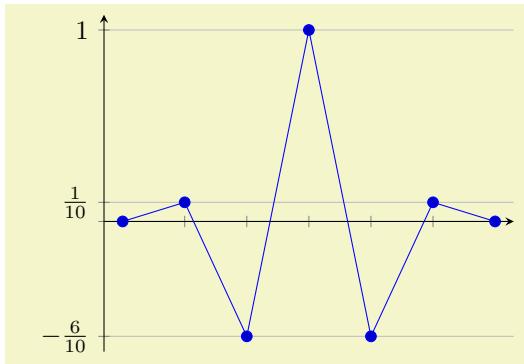


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  x tick=data,y tick=data,
  x tick align=center]
\addplot coordinates
  {(-3,0) (-2,0.1) (-1,-0.6)
   (0,1)
   (1,-0.6) (2,0.1) (3,0)};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xtick=data,ytick=data,
    ytick align=outside]
\addplot coordinates
{(-3,0) (-2,0.1) (-1,-0.6)
 (0,1) (1,-0.6) (2,0.1) (3,0)};
\end{axis}
\end{tikzpicture}
```

These tick alignment options are set automatically by the `axis x line` and `axis y line` methods (unless one appends an asterisk ‘*’):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xtick=data,
    axis x line=center,
    xticklabels={,,},
    ytick={-0.6,0,0.1,1},
    yticklabels={
        $-\frac{6}{10}$,
        $\frac{1}{10}$,
        $1$},
    ymajorgrids,
    axis y line=left,
    enlargelimits=0.05]
\addplot coordinates
{(-3,0) (-2,0.1) (-1,-0.6)
 (0,1) (1,-0.6) (2,0.1) (3,0)};
\end{axis}
\end{tikzpicture}
```

`/pgfplots/xticklabel shift={⟨dimension⟩}`
`/pgfplots/yticklabel shift={⟨dimension⟩}`
`/pgfplots/zticklabel shift={⟨dimension⟩}`
`/pgfplots/ticklabel shift={⟨dimension⟩}`

(initially empty)
 (initially empty)
 (initially empty)
 (initially empty)

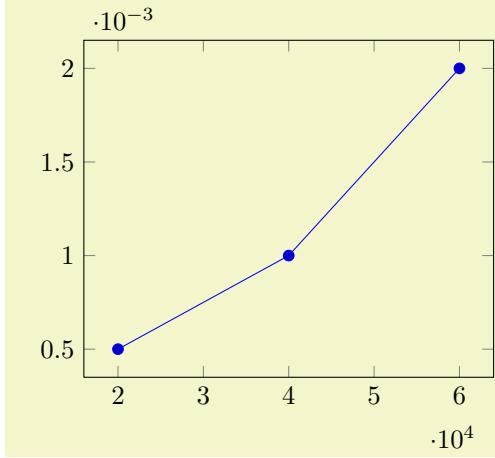
Shifts tick labels in direction of the outer unit normal of the axis by an amount of `⟨dimension⟩`. The `ticklabel shift` sets the same value for all axes.

This is usually unnecessary as the `anchor` of a tick label already yields enough spacing in most cases.

4.14.3 Tick Scaling - Common Factors In Ticks

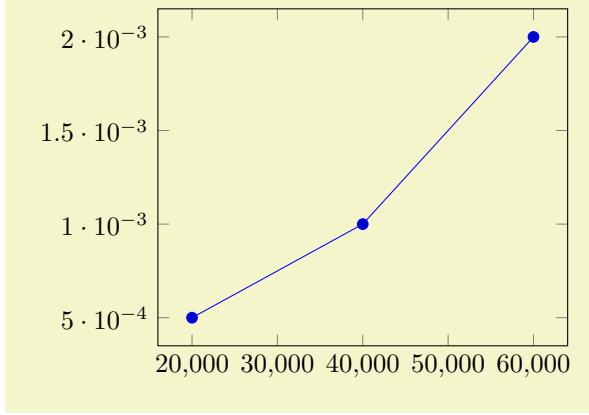
`/pgfplots/scaled ticks=true|false|base 10:⟨e⟩|real:⟨num⟩|manual:{⟨label⟩}+{⟨code⟩}` (initially true)
`/pgfplots/scaled x ticks=⟨one of the values⟩` (initially true)
`/pgfplots/scaled y ticks=⟨one of the values⟩` (initially true)
`/pgfplots/scaled z ticks=⟨one of the values⟩` (initially true)

Allows to factor out common exponents in tick labels for *linear axes*. For example, if you have tick labels 20000, 40000 and 60000, you may want to save some space and write 2, 4, 6 with a separate factor ‘ $\cdot 10^4$ ’. Use ‘`scaled ticks=true`’ to enable this feature. In case of `true`, tick scaling will be triggered if the data range is either too large or too small (see below).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[scaled ticks=true]
\addplot coordinates {
(20000,0.0005)
(40000,0.0010)
(60000,0.0020)
};
\end{axis}
\end{tikzpicture}%

```

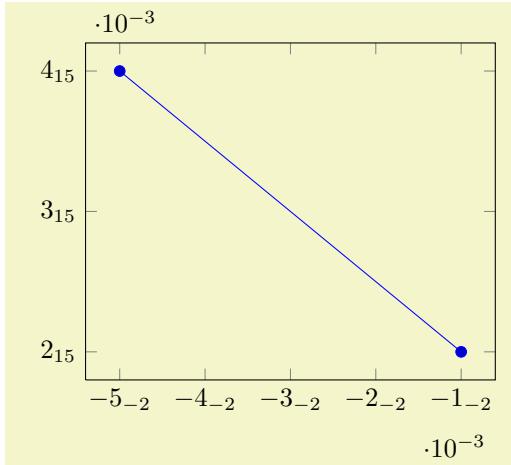


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[scaled ticks=false]
\addplot coordinates {
(20000,0.0005)
(40000,0.0010)
(60000,0.0020)
};
\end{axis}
\end{tikzpicture}%

```

The `scaled ticks` key is a style which simply sets scaled ticks for both, x and y .

The value `base 10:<e>` allows to adjust the algorithm manually. For example, `base 10:3` will divide every tick label by 10^3 :

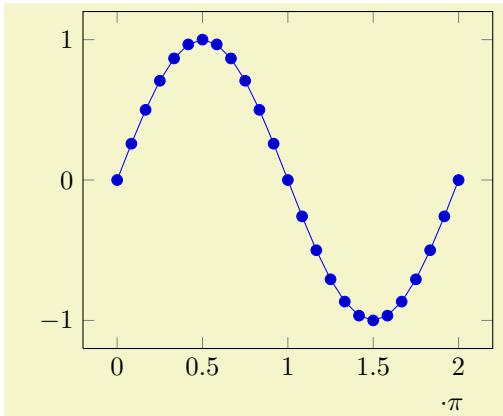


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[scaled ticks=base 10:3,
/pgf/number format/sci subscript]
\addplot coordinates
{(-0.00001,2e12) (-0.00005,4e12)};
\end{axis}
\end{tikzpicture}%

```

Here, the `sci subscript` option simply saves space. In general, `base 10:<e>` will divide every tick by 10^e . The effect is not limited by the “too large or too small” decisions mentioned above.

The value `real:<num>` allows to divide every tick by a fixed $\langle num \rangle$. For example, the following plot is physically ranged from 0 to 2π , but the tick scaling algorithm is configured to divide every tick label by π .



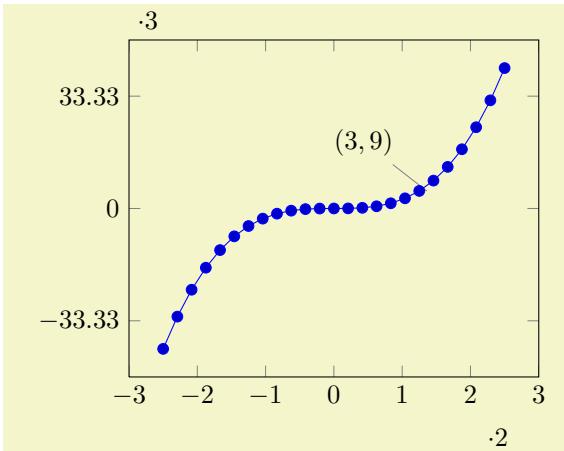
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    xtick={0,1.5708,...,10},
    domain=0:2*pi,
    scaled x ticks=real:3.1415,
    xtick scale label code/.code={$\cdot\pi$}]
    \addplot {\sin(deg(x))};
  \end{axis}
\end{tikzpicture}
```

Setting `scaled ticks=real:<num>` also changes the `tick scale label code` to

```
\pgfkeys{/pgfplots/xtick scale label code/.code=
{$\cdot\pgfkeysvalueof{/pgfplots/tick scale binop}\,\pgfmathprintnumber{#1}$}}.
```

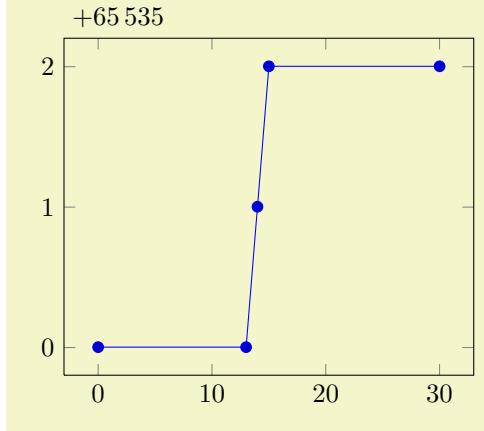
The key `tick scale binop` is described below, it is set initially to `\cdot`.

A further – not very useful – example is shown below. Every x tick label has been divided by 2, every y tick label by 3.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    scaled x ticks=real:2,
    scaled y ticks=real:3]
    \addplot {x^3};
    \node[pin=135:{(3,9)}] at (axis cs:3,9) {};
  \end{axis}
\end{tikzpicture}
```

The last option, `scaled ticks=manual:{<label>}{<code>}` allows even more customization. It allows *full control* over the displayed scaling label *and* the scaling code: `<label>` is used as-is inside of the tick scaling label while `<code>` is supposed to be a one-argument-macro which scales each tick. Example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
  % warning: the '%' signs are necessary (?)
  scaled y ticks=manual:{+$65\,535$}{%
    \pgfmathparse{#1-65535}%
  },
  yticklabel style={
    /pgf/number format/fixed,
    /pgf/number format/precision=1,
  }
]
\addplot coordinates {
  (0, 65535)
  (13, 65535)
  (14, 65536)
  (15, 65537)
  (30, 65537)
};
\end{axis}
\end{tikzpicture}
```

The example uses `+$65\,535$` as tick scale label content. Furthermore, it defines the customized tick

label formula $y - (+6.5535 \cdot 10^4) = y - 65535$ to generate y tick labels.

The $\langle label \rangle$ can be arbitrary. It is completely in user control. The second argument, $\langle code \rangle$ is supposed to be a one-argument-macro in which $\#1$ is the current tick position in floating point representation. The macro is expected to assign `\pgfmathresult` (as a number). The PGF manual [5] contains detailed documentation about its math engine.

This feature may also be used do transform coordinates in case they can't be processed with PGFPLOTS: transform them and supply a proper tick scaling method such that tick labels represent the original range.

If $\langle label \rangle$ is empty, the tick scale label won't be drawn (and no space will be occupied).

Tick scaling does *not* work for logarithmic axes.

```
/pgfplots/xtick scale label code/.code={\dots}
/pgfplots/ytick scale label code/.code={\dots}
/pgfplots/ztick scale label code/.code={\dots}
```

Allows to change the default code for scaled tick labels. The default is

```
\pgfplotsset{
    xtick scale label code/.code={$\cdot 10^{\#1}$}
}
```

More precisely, it is

```
\pgfplotsset{
    xtick scale label code/.code={$\pgfkeysvalueof{/pgfplots/tick scale binop} 10^{\#1}$}
}
```

and the initial value of `tick scale binop` is `\cdot`, but it can be changed to `\times` if desired.

If the code is empty, no tick scale label will be drawn (and no space is consumed).

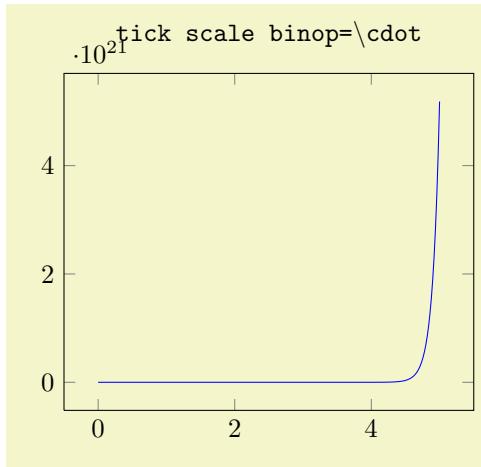
```
/pgfplots/tick scale label code/.code={\dots}
```

A style which sets `xtick scale label code` and those for y and z .

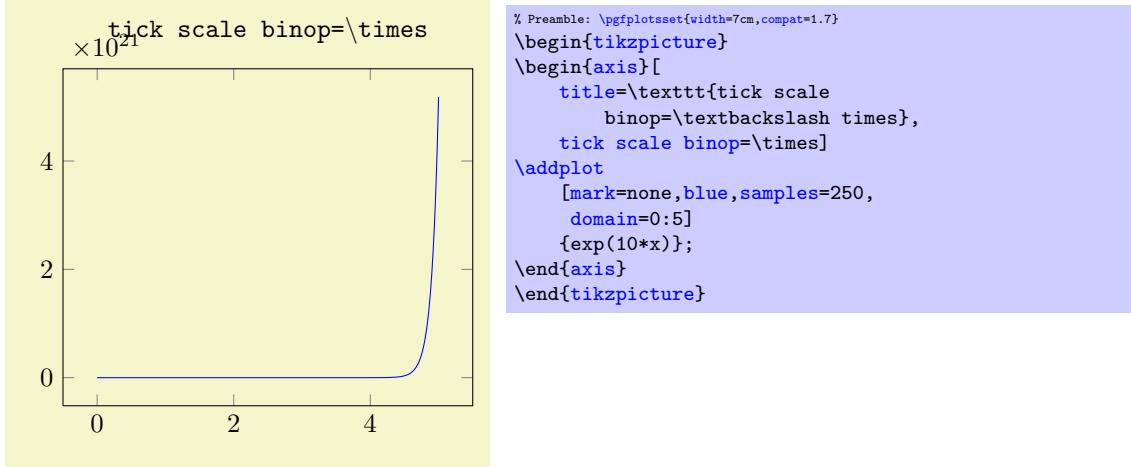
```
/pgfplots/tick scale binop={\texttt{TEX math operator}}
```

(initially `\cdot`)

Sets the binary operator used to display tick scale labels.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title=\texttt{tick scale binop}=\textbackslash cdot
]
\addplot
    [mark=none,blue,samples=250,
     domain=0:5]
    {exp(10*x)};
\end{axis}
\end{tikzpicture}
```



`/pgfplots/scale ticks below exponent={⟨exponent⟩}` (initially -1)

Allows fine tuning of the ‘`scaled ticks`’ algorithm: if the axis limits are of magnitude 10^e and $e < \langle \text{exponent} \rangle$, the common prefactor 10^e will be factored out. The default is

`/pgfplots/scale ticks above exponent={⟨exponent⟩}` (initially 3)

Allows fine tuning of the ‘`scaled ticks`’ algorithm: if the axis limits are of magnitude 10^e and $e > \langle \text{exponent} \rangle$, the common prefactor 10^e will be factored out.

4.14.4 Tick Fine-Tuning

The tick placement algorithm depends on a number of parameters which can be tuned to get better results.

`/pgfplots/max space between ticks={⟨number⟩}` (initially 35)

Configures the maximum space between adjacent ticks in full points. The suffix “pt” has to be omitted and fractional numbers are not supported.

`/pgfplots/try min ticks={⟨number⟩}` (initially 4)

Configures a loose lower bound on the number of ticks. It should be considered as a suggestion, not a tight limit. This number will increase the number of ticks if ‘`max space between ticks`’ produces too few of them.

The total number of ticks may still vary because not all fractional numbers in the axis’ range are valid tick positions.

`/pgfplots/try min ticks log={⟨number⟩}` (initially 3)

The same as `try min ticks`, but for logarithmic axis.

`/pgfplots/tickwidth={⟨dimension⟩}` (initially 0.15cm)

`/pgfplots/major tick length={⟨dimension⟩}` (initially 0.15cm)

Sets the length of major tick lines.

It can be accessed using `\pgfkeysvalueof{/pgfplots/major tick length}`.

`/pgfplots/subtickwidth={⟨dimension⟩}` (initially 0.1cm)

`/pgfplots/minor tick length={⟨dimension⟩}` (initially 0.1cm)

Sets the length of minor tick lines.

It can be accessed using `\pgfkeysvalueof{/pgfplots/minor tick length}`.

`/pgfplots/xtick placement tolerance` (initially 0.05pt)

`/pgfplots/ytick placement tolerance` (initially 0.05pt)

`/pgfplots/ztick placement tolerance` (initially 0.05pt)

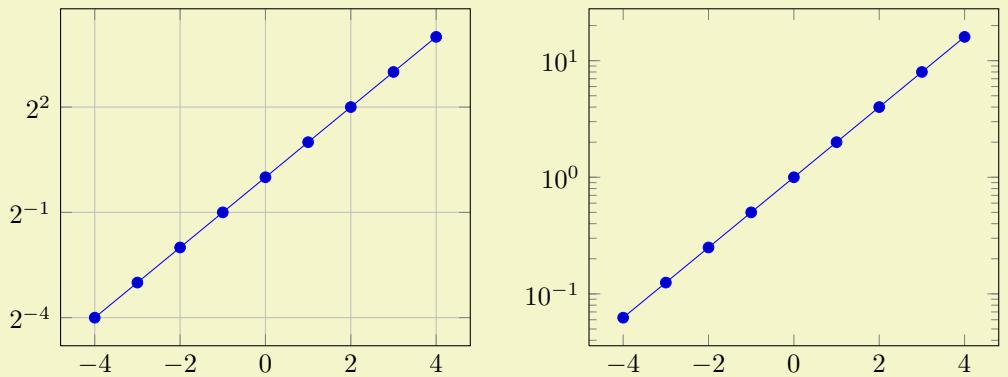
Tick lines and labels will be placed if they are no more than this tolerance beyond the axis limits. This threshold should be chosen such that it does not produce visible differences while still providing fault tolerance.

The threshold is given in paper units of the final figure.

```
/pgfplots/log basis x={⟨number⟩} (initially empty)
/pgfplots/log basis y={⟨number⟩} (initially empty)
/pgfplots/log basis z={⟨number⟩} (initially empty)
```

Allows to change the logarithms used for logarithmic axes.

Changing to a different log basis is nothing but a scale. However, it also changes the way tick labels are displayed: they will also be shown in the new basis.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{semilogyaxis}[log basis y=2,grid=major,samples at={-4,...,4}]
    \addplot {2^x};
  \end{semilogyaxis}
\end{tikzpicture}

\begin{tikzpicture}
  \begin{semilogyaxis}[log basis y=10,samples at={-4,...,4}]
    \addplot {2^x};
  \end{semilogyaxis}
\end{tikzpicture}
```

The initial setting is ‘`log basis x=`’ which defaults to: the natural logarithm for any coordinates (basis `exp(1)`), and the logarithm base 10 for the display of tick labels.

If the log basis is changed to something different than the empty string, the chosen logarithm will be applied to any input coordinate (if the axis scale is log as well) and tick labels will be displayed in this basis.

In other words: usually, you see log axes base 10 and that’s it. It is only interesting for coordinate filters: the initial setting (with empty `⟨number⟩`) uses coordinate lists basis e although the display will use basis 10 (i.e. it is rescaled). Any non-empty value `⟨number⟩` causes both, coordinate lists *and* display to use `⟨number⟩` as basis for the logarithm. The javascript code of the `clickable` library will always use the *display* basis (which is usually 10) when it computes slopes.

Technical remarks. When `log basis x` is used, the style `log basis ticks={⟨axis char⟩}` will be installed (in this case `log basis ticks=x`). This style in turn will change `log number format code`.

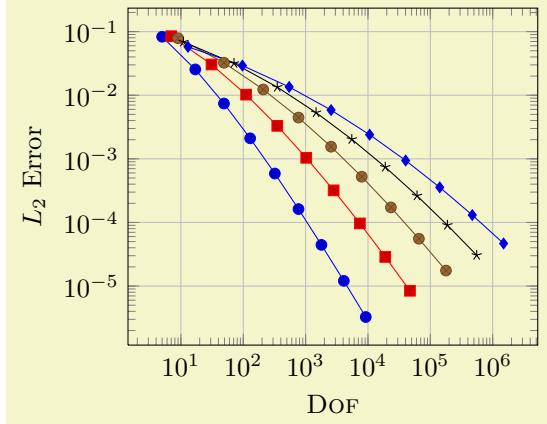
Please note that `xtickten` will be used differently now: it will provide the desired ticks in the new basis! Despite the misleading name “ten”, `xtickten={1,2,3,4}` will yield ticks at $2^1, 2^2, 2^3, 2^4$ if `log basis x=2` has been set.

4.15 Grid Options

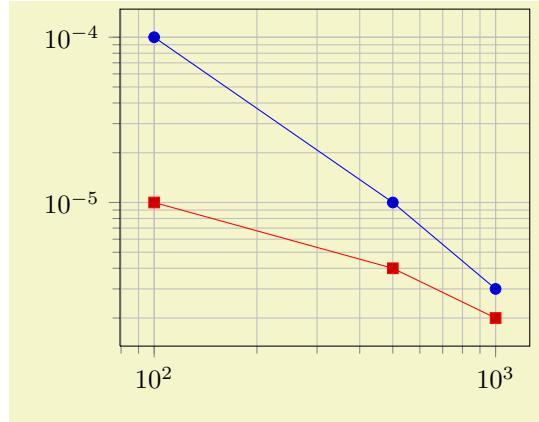
```
/pgfplots/xminorgrids=true|false (initially false)
/pgfplots/yminorgrids=true|false (initially false)
/pgfplots/zminorgrids=true|false (initially false)
/pgfplots/xmajorgrids=true|false (initially false)
/pgfplots/ymajorgrids=true|false (initially false)
/pgfplots/zmajorgrids=true|false (initially false)
/pgfplots/grid=minor|major|both|none (initially false)
```

Enables/disables different grid lines. Major grid lines are placed at the normal tick positions (see `xmajorticks`) while minor grid lines are placed at minor ticks (see `xminorticks`).

This example employs the coordinates defined on page 18.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    xlabel={\textsc{Dof}},
    ylabel={$L_2$ Error},
    grid=major
]
% see above for this macro:
\plotcoords
\end{loglogaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    grid=both,
    tick align=outside,
    tickpos=left
]
\addplot coordinates
    {(100,1e-4) (500,1e-5) (1000,3e-6)};
\addplot coordinates
    {(100,1e-5) (500,4e-6) (1000,2e-6)};
\end{loglogaxis}
\end{tikzpicture}
```

Grid lines will be drawn before tick lines are processed, so ticks will be drawn on top of grid lines. You can configure the appearance of grid lines with the styles

```
\pgfplotsset{grid style={help lines}} % modifies the style 'every axis grid'
\pgfplotsset{minor grid style={color=blue}} % modifies the style 'every minor grid'
\pgfplotsset{major grid style={thick}} % modifies the style 'every major grid'
```

4.16 Custom Annotations

Often, one may want to add custom drawing elements or descriptive texts to an axis. These graphical elements should be associated to some logical coordinate, grid point, or perhaps they should just be placed somewhere into the axis.

PGFPLOTS assists with the following ways when it comes to annotations:

1. You can explicitly provide any TikZ instruction like `\draw ... ;` into the axis. Here, the `axis cs` allows to provide coordinates of PGFPLOTS.
Furthermore, `rel axis cs` allows to position TikZ elements relatively (like “50% of the axis’ width).
2. PGFPLOTS can automatically generate nodes at every coordinate using its `nodes near coords` feature.
3. PGFPLOTS allows you to place nodes on a plot, using the `\addplot ... node[pos=<fraction>] {};` feature.

This section explains all of the approaches, except for the `nodes near coords` feature which is documented in its own section.

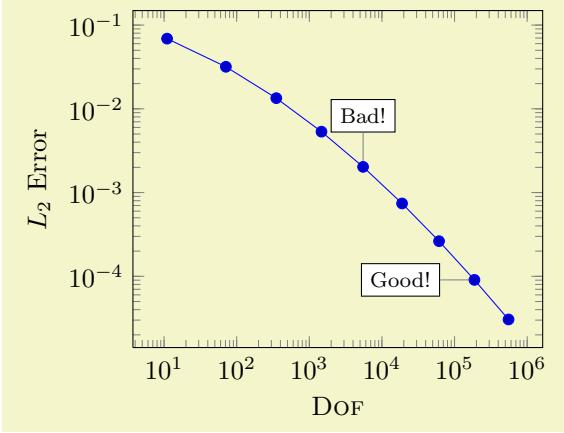
4.16.1 Accessing Axis Coordinates in Graphical Elements

Coordinate system `axis cs`

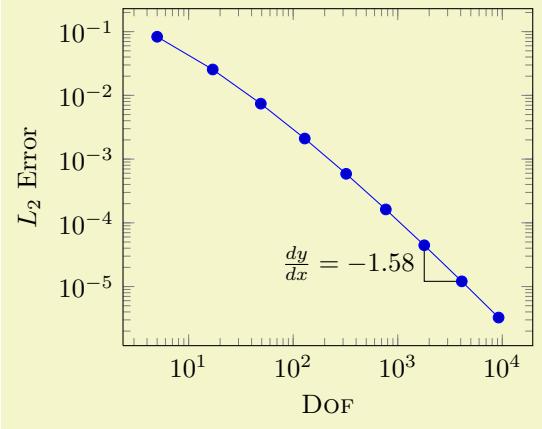
PGFPLOTS provides a new coordinate system for use inside of an axis, the “axis coordinate system”, `axis cs`.

It can be used to draw any TikZ-graphics at axis coordinates. It is used like

```
\draw
  (axis cs:18943,2.873391e-05)
  |- (axis cs:47103,8.437499e-06);
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\tikzstyle{every pin}=[fill=white,
  draw=black,
  font=\footnotesize]
\begin{tikzpicture}
\begin{loglogaxis}[
  xlabel={\textsc{Dof}},
  ylabel={$L_2$ Error}]
\addplot coordinates {
  (11, 6.887e-02)
  (71, 3.177e-02)
  (351, 1.341e-02)
  (1471, 5.334e-03)
  (5503, 2.027e-03)
  (18943, 7.415e-04)
  (61183, 2.628e-04)
  (187903, 9.063e-05)
  (553983, 3.053e-05)
};
\node[coordinate,pin=above:{Bad!}]
  at (axis cs:5503,2.027e-03) {};
\node[coordinate,pin=left:{Good!}]
  at (axis cs:187903,9.063e-05) {};
\end{loglogaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
  xlabel=\textsc{Dof},
  ylabel=$L_2$ Error
]
\draw
  (axis cs:1793,4.442e-05)
  |- (axis cs:4097,1.207e-05)
  node[near start,left]
  {$\frac{dy}{dx} = -1.58$};

\addplot coordinates {
  (5, 8.312e-02)
  (17, 2.547e-02)
  (49, 7.407e-03)
  (129, 2.102e-03)
  (321, 5.874e-04)
  (769, 1.623e-04)
  (1793, 4.442e-05)
  (4097, 1.207e-05)
  (9217, 3.261e-06)
};
\end{loglogaxis}
\end{tikzpicture}
```

Whenever you draw additional graphics, consider using `axis cs!`! It applies any custom transformations (including `symbolic x coords`), logarithms, data scaling transformations or whatever PGFPLOTS usually does and provides a low level PGF coordinate as result.

In case you need only one component (say, the y component) of such a vector, you can use the `\pgfplotstransformcoordinatex` command, see Section 8.4 for details about basic level access.

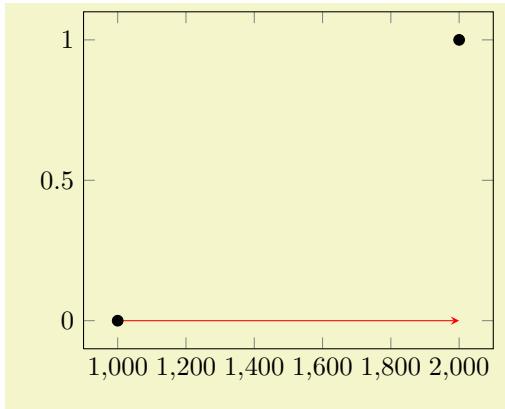
The result of `axis cs` is always an absolute position inside of an axis. This means, in particular, that adding two points has unexpected effects: the expression `(axis cs:0,0) ++ (axis cs:1,0)` is not necessarily the same as `(axis cs:1,0)`. The background for such unexpected effects is that PGFplots applies a *shifted* linear transformation which moves the origin in order to support its high accuracy and high data range (compare the documentation of `disabledatascaling`).

In order to express *relative* positions (or lengths), you need to use `axis direction cs`.

Coordinate system `axis direction cs`

While `axis cs` allows to supply *absolute positions*, `axis direction cs` supplies *directions*. It allows to express *relative* positions, including lengths and dimensions, by means of axis coordinates.

As noted in the documentation for `axis cs`, adding two coordinates by means of the TikZ `++` operator may have unexpected effects. The correct way for `++` operations is `axis direction cs`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
    \draw[red,-stealth]
        (axis cs:1000,0)
        -- % = line-to
        ++ % = calculate a vector sum
        (axis direction cs:1000,0);

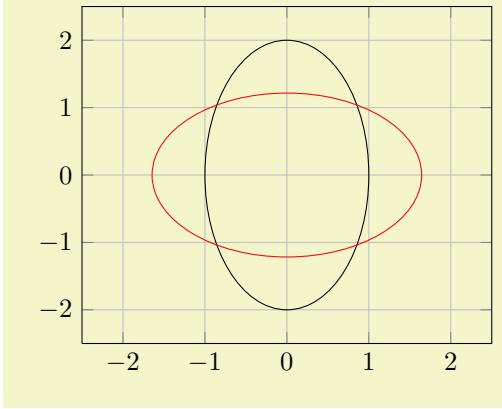
    \addplot [only marks,mark=*]
        coordinates { (1000,0) (2000,1) };
\end{axis}
\end{tikzpicture}
```

Here, the target of the red arrow is the position `(axis cs:2000,0)` as expected.

Using relative positions is mainly useful for linear axes. Applying this command to log-axes might still work, but it requires more care.

One use-case is to supply lengths – for example in order to support `circle` or `ellipse` paths. The correct way to draw an ellipse in PGFplots would be to specify the two involved radii by means of two `(axis direction cs:<x,y>)` expressions. In general, this is possible if you use the basic level macros `\pgfpathellipse` and `\pgfplotspointaxisdirectionxy`. Please refer to the documentation of `\pgfplotspointaxisdirectionxy` for two examples of drawing arbitrary ellipses by means of this method.

Since drawing circles and ellipses inside of an axis is a common use-case, PGFplots automatically communicates its coordinate system transformations to TikZ: whenever you write `\draw ellipse[x radius=<x>,y radius=<y>]`, the arguments `<x>` and `<y>` are considered to be PGFplots direction vectors and are handed over to `axis direction cs`. Consequently, ellipses with axis parallel radii are straightforward and use the normal TikZ syntax:

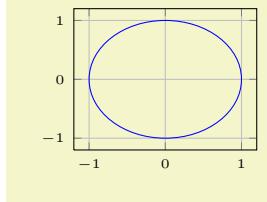


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \pgfplotsset{compat=1.5.1} !
\begin{tikzpicture}
\begin{axis}[
    xmin=-2.5, xmax=2.5,
    ymin=-2.5, ymax=2.5,
    xtick={-2,-1,0,1,2},
    ytick={-2,-1,0,1,2},
    grid=major,
]
    % standard tikz syntax:
    \draw[black] (axis cs:0,0)
        ellipse [x radius=1, y radius=2];
    \draw[red] (axis cs:0,0)
        ellipse [rotate=90,
            x radius=1, y radius=2];
    % see \pgfplotspointaxisdirectionxy
    % for arbitrary ellipses
\end{axis}
\end{tikzpicture}
```

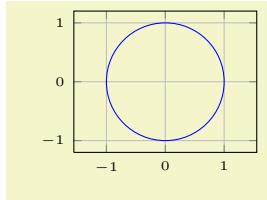
Here, the two ellipses are specified as usual in TikZ. PGFPLTS ensures that all necessary transformations are applied to the two radii. Note that PGFPLTS usually has different axis scales for x and y . As a consequence, the rotated red ellipse does not fit into the axis lines; we would need to use `axis equal` to allow properly rotated ellipses.

Attention: this modification to circles and ellipses requires `\pgfplotsset{compat=1.5.1}`.

The same applies to circles: in the standard view, a circle with `radius=r` will appear as an ellipse due to the different axis scales. Supplying `axis equal` results in true circles:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \pgfplotsset{compat=1.5.1} !
\begin{tikzpicture}
\begin{axis}[tiny,enlargelimits,
    xmin=-1,xmax=1,
    ymin=-1,ymax=1,
    xtick={-1,0,1},
    ytick={-1,0,1},
    grid=major,
]
    \draw[blue] (axis cs:0,0) circle[radius=1];
\end{axis}
\end{tikzpicture}
```

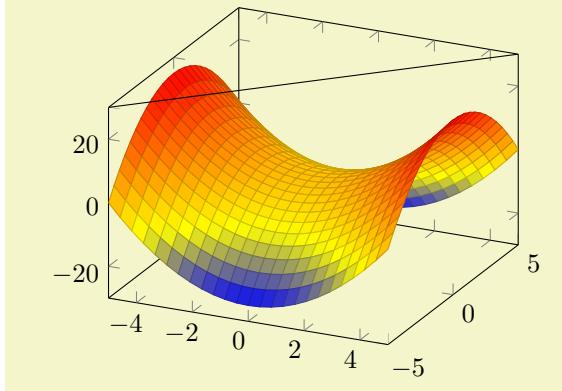


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny,enlargelimits,
    axis equal,
    xmin=-1,xmax=1,
    ymin=-1,ymax=1,
    xtick={-1,0,1},
    ytick={-1,0,1},
    grid=major,
]
    \draw[blue] (axis cs:0,0) circle[radius=1];
\end{axis}
\end{tikzpicture}
```

In case you need access to `axis direction cs` inside of math expressions, you can employ the additional math function `transformdirectionx`. It does the same as `axis direction cs`, but only in x direction. The result of `transformdirectionx` is a dimensionless unit which can be interpreted relative to the current PGF x unit vector e_x (see the documentation of `\pgfplotstransformdirectionx` for details). There are the math commands `transformdirectionx`, `transformdirectiony`, and (if the axis is three-dimensional) `transformdirectionz`. Each of them defines `\pgfmathresult` to contain the result of `\pgfplotstransformdirectionx` (or its variants for y and z , respectively).

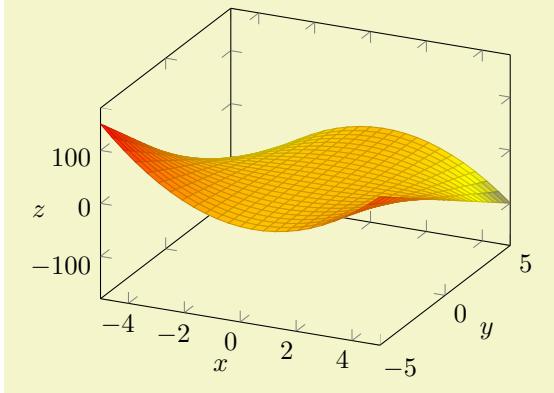
Coordinate system `rel axis cs`

The “relative axis coordinate system”, `rel axis cs`, uses the complete axis vectors as units. That means ‘ $x = 0$ ’ denotes the point on the lower x axis range and ‘ $x = 1$ ’ the point on the upper x axis range (see the remark below for `x dir=reverse`).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}

\addplot3[surf] {x^2 - y^2};
\draw (rel axis cs:0,0,1)
-- (rel axis cs:1,1,1);
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
 xlabel=$x$,
 ylabel=$y$,
 zlabel=$z$,
 every axis x label/.style={
 at={(rel axis cs:0.5,-0.15,-0.15)}},
 every axis y label/.style={
 at={(rel axis cs:1.15,0.5,-0.15)}},
 every axis z label/.style={
 at={(rel axis cs:-0.15,-0.15,0.5)}},
]

\addplot3[surf] {x*(1-x)*y};
\end{axis}
\end{tikzpicture}
```

Points identified by `rel axis cs` use the syntax

`(rel axis cs:<x>,<y>)` or
`(rel axis cs:<x>,<y>,<z>)`

where $\langle x \rangle$, $\langle y \rangle$ and $\langle z \rangle$ are coordinates or constant mathematical expressions. The second syntax is only available in three dimensional axes.

There is one specialty: if you reverse an axis (with `x dir=reverse`), points provided by `rel axis cs` will be *unaffected* by the axis reversal. This is intended to provide consistent placement even for reversed axes. Use `allow reversal of rel axis cs=false` to disable this feature.

There is also a low-level interface to access the transformations and coordinates, see Section 8 on page 391.

Predefined node `current plot begin`

This coordinate will be defined for every plot and can be used in *<trailing path commands>* or after a plot. It is the first coordinate of the current plot.

Predefined node `current plot end`

This coordinate will be defined for every plot. It is the last coordinate of the current plot.

/pgfplots/allow reversal of rel axis cs=true|false (initially true)

A fine-tuning key which specifies how to deal with `x dir=reverse` and `rel axis cs` and `ticklabel cs`.

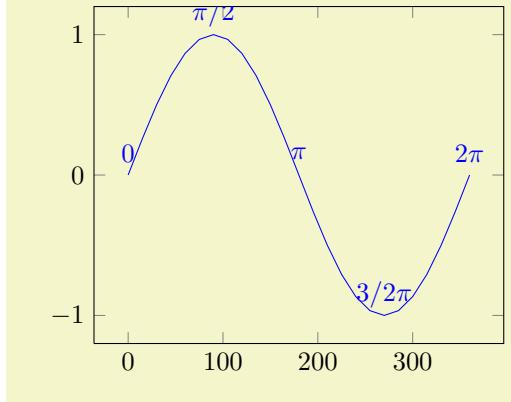
The initial configuration `true` means that points placed with `rel axis cs` and/or `ticklabel cs` will be at the same position inside of the axes even if its ordering has been reversed. The choice `false` will disable the special treatment of `x dir=reverse`.

4.16.2 Placing Nodes on Coordinates of a Plot

The `\addplot` command is not only used for PGFPLOTS, it can also carry additional drawing instructions which are handed over to TikZ after the plot's path is complete. Among others, this can be used to add further nodes on the path.

/tikz/pos={⟨fraction⟩}

The ⟨fraction⟩ identifies a part of the recently completed plot if it is used before the trailing semicolon:



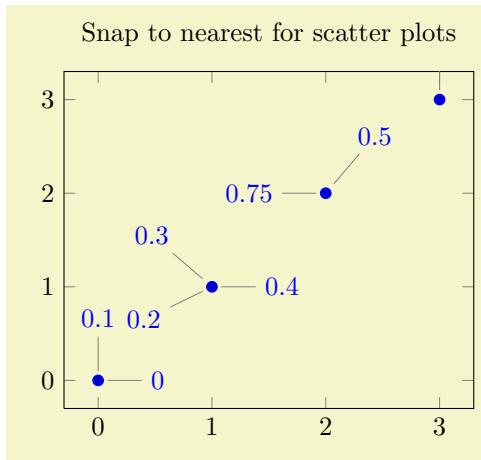
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[blue,domain=0:360] {sin(x)};
[yshift=8pt]
node[pos=0] {$0$}
node[pos=0.25] {$\frac{\pi}{2}$}
node[pos=0.5] {$\pi$}
node[pos=0.75] {$\frac{3}{2}\pi$}
node[pos=1] {$2\pi$};
\end{axis}
\end{tikzpicture}
```

Here, the `[yshift=8pt]` tells TikZ to shift all following nodes upwards. The `node[pos=0] {0}` instruction tells TikZ to add a text node at 0% of the recently completed plot. The relative position 0% (`pos=0`) refers to the first coordinate which has been seen by PGFPLOTS, and 100% (`pos=1`) refers to the last coordinate. Any value between 0 and 1 is interpolated in-between. Note that all these nodes belong to the plot's visualization (which is terminated by the semicolon). Consequently, all these nodes inherit the same graphic settings (like color choices).

The position on the plot is computed by PGFPLOTS using *logical* coordinates. That means: it computes the overall length of the curve before the curve is projected to screen coordinates and identifies the desired position⁴⁸. Afterwards, it projects the final position to screen coordinates. Thus, the position identifies a location on the plot which is always the same, even in case of a rotated three-dimensional axis. PGFPLOTS will linearly interpolate the fraction between successive coordinates.

Valid choices for ⟨fraction⟩ are any numbers in the range [0, 1].

Note that the precise meaning of `pos` depends on the current plot handler: for most plot handlers, it defaults to linear interpolation (as in the examples above). For `only marks`, `scatter`, `ybar`, `xbar`, `ybar interval`, and `xbar interval`, it snaps to the nearest encountered coordinate. In this context, “snap to nearest” means that `pos=p` refers to the coordinate with index $i = \text{round}(p \cdot N)$ where N is the total number of points:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[title=Snap to nearest for scatter plots]
\addplot+[only marks]
coordinates {(0,0) (1,1) (2,2) (3,3)}
node[pos=0, pin=0 :0 ] {}
node[pos=0.1, pin=90 :0.1 ] {}
node[pos=0.2, pin=200:0.2 ] {}
node[pos=0.3, pin=135:0.3 ] {}
node[pos=0.4, pin=0 :0.4 ] {}
node[pos=0.5, pin=60 :0.5 ] {}
node[pos=0.75,pin=180:0.75] {}
node[pos=1, pin=90 :1 ] {};
\end{axis}
\end{tikzpicture}
```

the previous example shows that `pos=p` maps to one of the four available coordinates, namely the one

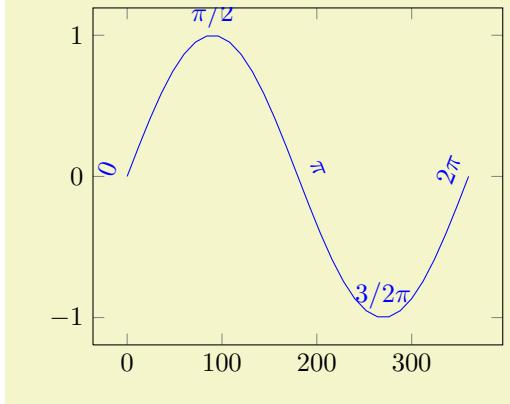
⁴⁸This can be a time-consuming process. Consider using the external library if you have lots of such figures.

whose index is closest to $p \cdot N$. Note that in such a case, the distance between coordinates is irrelevant – only the coordinate index counts.

Note that the fact that PGFPLOTS uses *logical* coordinates to compute the target positions can produce unexpected effects if x and y axis operate on a different scales. Suppose, for example, that x is always of order 10^3 whereas y is of order 10^{-3} . In such a scenario, the y coordinate have no significant contribution to the curve's length – although the rescaled axes clearly show “significant” y dynamics. Consider using `axis equal` together with `pos` to produce comparable effects.

`/tikz/sloped` (initially false)

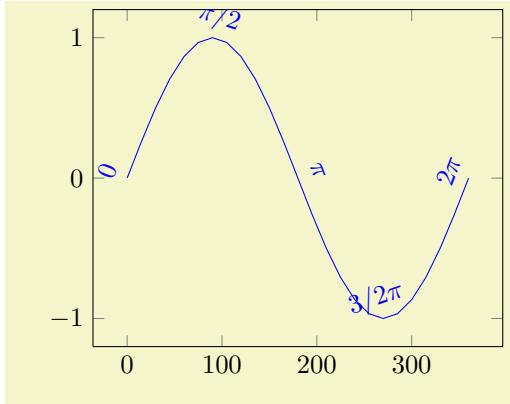
Providing the TikZ key `sloped` to a node identified by `pos` causes it to be rotated such that it adapts to the plot's gradient.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[blue,domain=0:360,samples=31] {sin(x)}
[every node/.style={yshift=8pt},sloped]
node[pos=0] {$0$}
node[pos=0.25] {$\frac{\pi}{2}$}
node[pos=0.5] {$\pi$}
node[pos=0.75] {$\frac{3}{2}\pi$}
node[pos=1] {$2\pi$}
;
\end{axis}
\end{tikzpicture}
```

Note that the sequence in which `sloped` and shift transformations are applied is important: if shifts are applied first (as would be the case without the `every node/.style` construction), the shifts do not respect the rotation. If `sloped` is applied first, any subsequent shifts will be applied in the *rotated* coordinates. Thus, the case `every node/.style={yshift=8pt}` shifts every node by 8pt in direction of its normal vector.

The `sloped` transformation is based on the gradient between two points (the two points adjacent to `pos`). Consequently, it inherits any sampling weaknesses. To see this, consider the example above with a different number of samples:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% same as above with different number of samples
\begin{tikzpicture}
\begin{axis}
\addplot[blue,domain=0:360,samples=25] {sin(x)}
[every node/.style={yshift=8pt},sloped]
node[pos=0] {$0$}
node[pos=0.25] {$\frac{\pi}{2}$}
node[pos=0.5] {$\pi$}
node[pos=0.75] {$\frac{3}{2}\pi$}
node[pos=1] {$2\pi$}
;
\end{axis}
\end{tikzpicture}
```

Here, the two extreme points have small slopes due to the sampling. While this does not seriously affect the quality of the plot, it has a huge impact on the transformation matrices. Keep this in mind when you work with `sloped` (perhaps it even helps to add a further `rotate` argument).

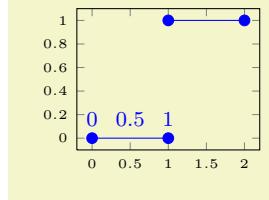
`/tikz/allow upside down=true|false` (initially false)

If `/tikz/sloped` is enabled and one has some difficult line plot, the transformation may cause nodes to be drawn upside down. The default configuration `allow upside down=false` will switch the rotation matrix, whereas `allow upside down` allows this case.

`/tikz/pos segment={<segment index>}` (initially empty)

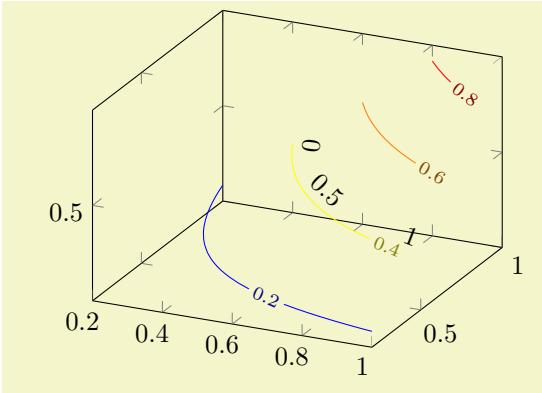
Occasionally, one has a single plot which consists of multiple segments (like those generated by `empty line=jump` or `contour prepared`). The individual segments will typically have different lengths, so it is tedious to identify a position on one of these segments.

If `pos segment=<segment index>` is non-empty, the key `pos=<fraction>` is interpreted relatively to the provided segment rather than the whole plot. The argument `<segment index>` is an integer, where 0 denotes the first segment.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[tiny]
\addplot coordinates {
(0,0) (1,0)
(1,1) (2,1)}
[pos segment=0,yshift=7pt,font=\footnotesize]
node[pos=0] {0}
node[pos=0.5] {0.5}
node[pos=1] {1};
\end{axis}
\end{tikzpicture}
```

Here, the plot has two segments. However, all three annotation nodes are placed with `pos segment=0`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[contour gnuplot,domain=0:1] {x*y}
[sloped,
 allow upside down,
 pos segment=2,
 every node/.style={yshift=7pt}]
node[pos=0] {0}
node[pos=0.5] {0.5}
node[pos=1] {1};
\end{axis}
\end{tikzpicture}
```

This plot has four segments (which are generated automatically by the plot handler). The annotation nodes are placed on the third segment, where `sloped` causes them to be rotated, `allow upside down` improves the rendering of the ‘0’, and `every node/.style` install a shift in direction of the normal vector (see the documentation of `sloped` for details).

Occasionally, one wants to place a node using `pos` and one wants to typeset the coordinates of that point inside of the node. This can be accomplished using `\pgfplotspointplotattime`:

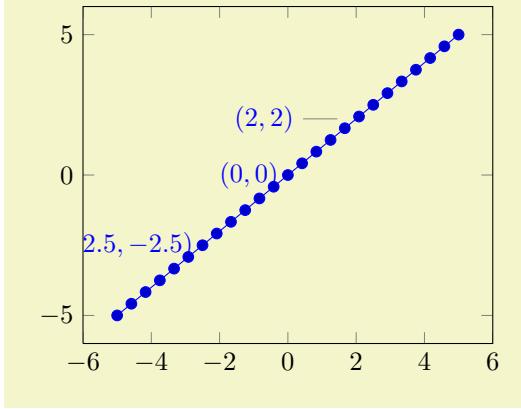
```
\pgfplotspointplotattime
\pgfplotspointplotattime{\langle fraction\rangle}
```

This command is part of the `pos=\langle fraction\rangle` implementation: it defines the current point of PGF to `\langle fraction\rangle` of the current plot. Without an argument in curly braces, `\pgfplotspointplotattime` will take the current argument of the `pos` key.

Thus, the command computes the basic PGF coordinates – but it also returns the *logical* coordinates of the resulting point into the following keys:

<code>/data point/x</code>	(no value)
<code>/data point/y</code>	(no value)
<code>/data point/z</code>	(no value)

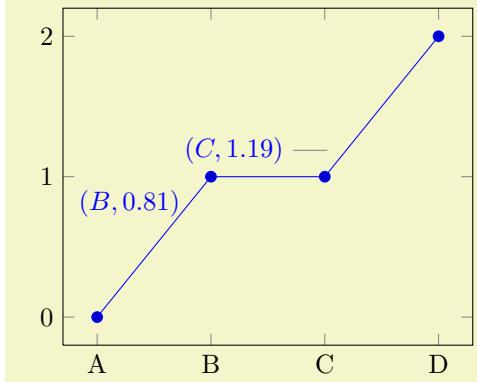
After `\pgfplotspointplotattime` returns, these macros contain the *x*, *y*, and *z* coordinates of the resulting point. They can be used by means of `\pgfkeysvalueof{/data point/x}`, for example.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot [x]
      [left,/pgf/number format/relative=0]
    node[pos=0.5] {%
      \pgfplotspointplotattime
      $ (\pgfmathprintnumber
        {\pgfkeysvalueof{/data point/x}},
        \pgfmathprintnumber
        {\pgfkeysvalueof{/data point/y}}) $}
    }
    node[pos=0.25] {%
      \pgfplotspointplotattime
      $ (\pgfmathprintnumber
        {\pgfkeysvalueof{/data point/x}},
        \pgfmathprintnumber
        {\pgfkeysvalueof{/data point/y}}) $}
    }
    node[pos=0.7,pin=180:{%
      \pgfplotspointplotattime{0.7}
      $ (\pgfmathprintnumber
        {\pgfkeysvalueof{/data point/x}},
        \pgfmathprintnumber
        {\pgfkeysvalueof{/data point/y}}) $}
    ] {}
  ;
  \end{axis}
\end{tikzpicture}
```

In the example above, three nodes have been placed using different `pos=` arguments. Invoking `\pgfplotspointplotattime` inside of the associated node's body checks if `pos` already has a value and uses that value. The third node displays the coordinates inside of a `pin`. Due to internals of TikZ, the `pin` knows nothing about the `pos=0.7` argument of its enclosing `node`, so we need to replicate the '0.7' argument for `\pgfplotspointplotattime{0.7}`. The `/pgf/number format/relative=0` style causes the number printer to round relative to 10^0 (compare against the same example without this style).

In case you have `symbolic x coords` (or any other `x coord inv tafo` which produces non-numeric results), the output stored in `/data point/x` will be the symbolic expression:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[symbolic x coords={A,B,C,D}]
    \addplot coordinates {(A,0) (B,1) (C,1) (D,2)}
      [left]
    node[pos=0.3] {%
      \pgfplotspointplotattime
      $ (\pgfkeysvalueof{/data point/x},
        \pgfmathprintnumber
        {\pgfkeysvalueof{/data point/y}}) $}
    }
    node[pos=0.7,pin=180:{%
      \pgfplotspointplotattime{0.7}
      $ (\pgfkeysvalueof{/data point/x},
        \pgfmathprintnumber
        {\pgfkeysvalueof{/data point/y}}) $}
    ] {}
  ;
  \end{axis}
\end{tikzpicture}
```

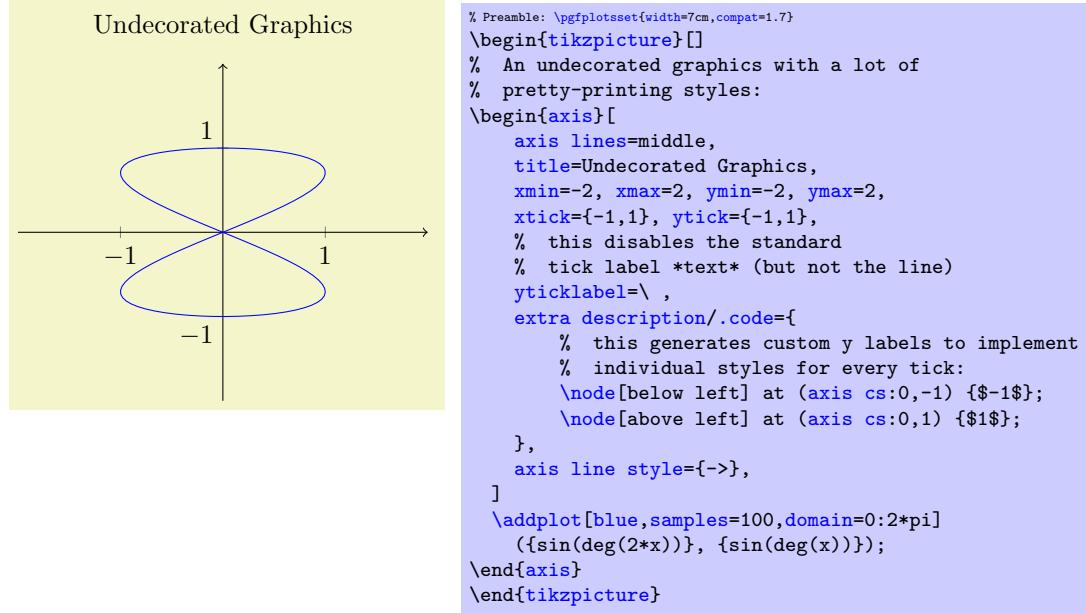
In that specific case, you have to avoid `\pgfmathprintnumber` since the argument is *no* number. Note that `symbolic x coords` cannot return fractions between, say, *A* and *B* as you would expect. However, the point will still be placed at the fractional position (unless you have a `scatter` or `bar` plot).

The computation of coordinates for the `pos` feature is computationally expensive for plots with many points. To reduce time, PGFPLOTS will cache computed values: invoking the command `\pgfplotspointplotattime` multiple times with the same argument will reuse the computed value.

4.16.3 Placing Decorations on Top of a Plot

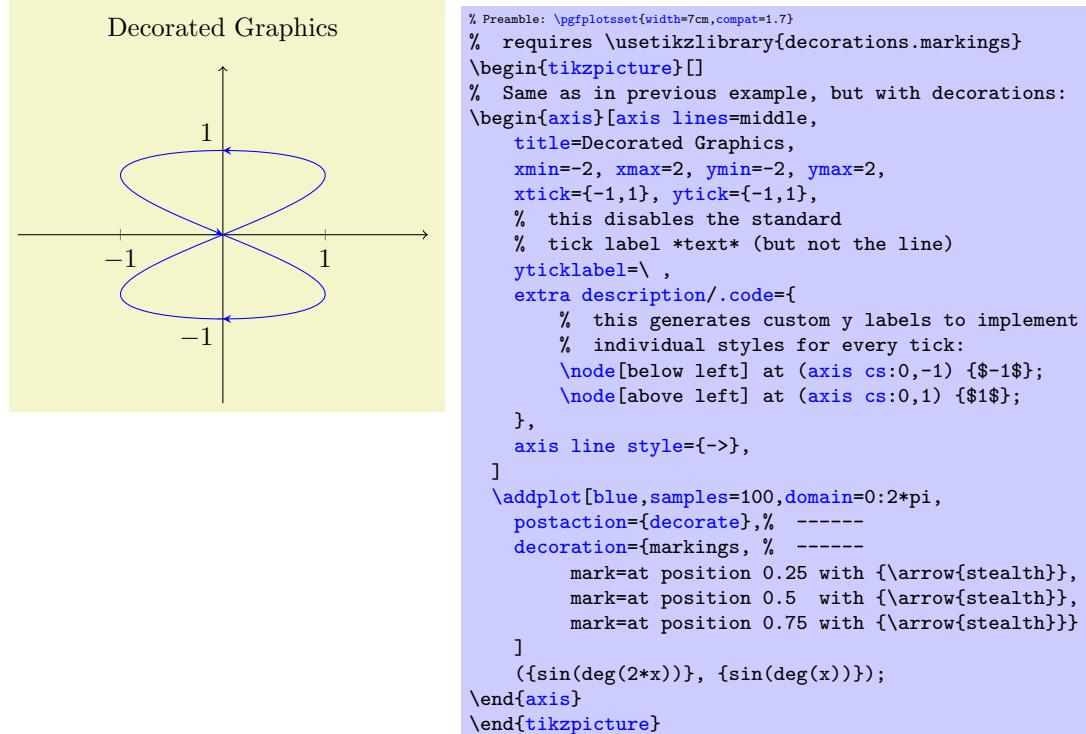
TikZ comes with the powerful `decorations` library (or better: set of libraries). Decorations allow to replace or extend an existing path by means of fancy additional graphics. An introduction into the decorations functionality of TikZ is beyond the scope of this manual and the interested reader should read the associated section in [5].

This section shows how to use decorations to enhance plots in PGFPLOTS. Suppose you have some graphics for which you would like to add “direction pointers”:



Our aim is to add short pointers indicating the direction of the parameterization.

The solution is to use `\usetikzlibrary{decorations.markings}` and a decoration inside of `\addplot`:



The only changes are in the option list for `\addplot`: it contains a `postaction={decorate}` which activates the decoration (without replacing the original path) and some specification `decoration` containing details about how to decorate the path.

A discussion of details of the `decorations` libraries is beyond the scope of this manual (see [5] for details), but the main point is to add the required decorations to `\addplot` and its option list.

4.17 Style Options

4.17.1 All Supported Styles

PGFPLOTS provides many styles to customize its appearance and behavior. They can be defined and changed in any place where keys are allowed. Furthermore, own styles are defined easily.

Key handler `<key>/ .style={<key-value-list>}`

Defines or redefines a style `<key>`. A style is a normal key which will set all options in `<key-value-list>` when it is set.

Use `\pgfplotsset{<key>/ .style={<key-value-list>}}` to (re)define a style `<key>` in the namespace `/pgfplots`.

Key handler `<key>/ .append style={<key-value-list>}`

Appends `<key-value-list>` to an already existing style `<key>`. This is the preferred method to change the predefined styles: if you only append, you maintain compatibility with future versions.

Use `\pgfplotsset{<key>/ .append style={<key-value-list>}}` to append `<key-value-list>` to the style `<key>`. This will assume the prefix `/pgfplots`.

Styles installed for linear/logarithmic axis

`/pgfplots/every axis`

(style, initially empty)

Installed at the beginning of every axis. TikZ options inside of it will be used for anything inside of the axis rectangle and any axis descriptions.

`/pgfplots/every semilogx axis`

(style, initially empty)

Installed at the beginning of every plot with linear x axis and logarithmic y axis, but after '`every axis`'.

`/pgfplots/every semilogy axis`

(style, initially empty)

Likewise, but with interchanged roles for x and y .

`/pgfplots/every loglog axis`

(style, initially empty)

Installed at the beginning of every log–log plot.

`/pgfplots/every linear axis`

(style, initially empty)

Installed at the beginning of every plot with normal axis scaling.

Styles installed for single plots

`/pgfplots/every axis plot`

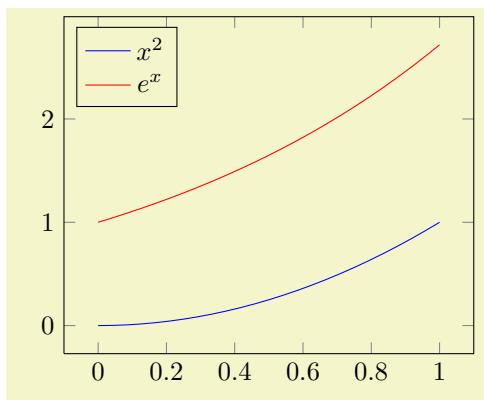
(style, initially empty)

Installed for each plot. This style may contain options like samples, gnuplot parameters, error bars and it may contain options which affect the final drawing commands.

`/pgfplots/every axis plot post`

(style, initially empty)

This style is similar to `every axis plot` in that it applies to any drawing command in `\addplot`. However, it is set *after* any user defined styles or `cycle list` options.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\pgfplotsset{
    every axis plot post/.append style=
        {mark=None}}
\begin{axis}[
    legend style={
        at={(0.03,0.97)}, anchor=north west,
        domain=0:1}
    \addplot {x^2};
    \addplot {exp(x)};
    \legend{$x^2$,$e^x$}
\end{axis}
\end{tikzpicture}
```

/pgfplots/every axis plot no # (style, initially empty)
 Used for every #th plot where # = 0, 1, 2, 3, 4,

/pgfplots/every forget plot (style, initially empty)
 Used for every plot which has `forget plot` activated.

/pgfplots/forget plot style={⟨key-value-list⟩}
 An abbreviation for `every forget plot/.append style={⟨key-value-list⟩}`.
 It appends options to the already existing style `every forget plot`.

Styles for axis descriptions

/pgfplots/every axis label (style, initially empty)
 Used for all axis label (like `xlabel` and `ylabel`).

 /pgfplots/label style={⟨key-value-list⟩}
 An abbreviation for `every axis label/.append style={⟨key-value-list⟩}`.
 It appends options to the already existing style `every axis label`.

 /pgfplots/every axis x label (style, no value)
 /pgfplots/every axis y label (style, no value)
 /pgfplots/every axis z label (style, no value)

Used only for *x*, *y*, or *z* labels, respectively and installed after ‘`every axis label`’.

The initial settings are set by `xlabel absolute` and its variants (if the initial configuration `compat=pre 1.3` is active) or `xlabel near ticks` which provides the better spacing as it incorporates the tick label sizes to compute the position.

Attention: These styles will be overwritten by `axis x line` and/or `axis y line`. Please remember to place your modifications after the axis line variations.

/pgfplots/x label style={⟨key-value-list⟩}
 /pgfplots/y label style={⟨key-value-list⟩}
 /pgfplots/z label style={⟨key-value-list⟩}
 /pgfplots/xlabel style={⟨key-value-list⟩}
 /pgfplots/ylabel style={⟨key-value-list⟩}
 /pgfplots/zlabel style={⟨key-value-list⟩}

Different abbreviations for `every axis x label/.append style={⟨key-value-list⟩}` (or the respective styles for *y*, `every axis y label/.append style={⟨key-value-list⟩}`, and *z*, `every axis z label/.append style={⟨key-value-list⟩}`).

/pgfplots/every axis title (style, no value)
 Used for any axis title. The `at=(⟨x,y⟩)` syntax will place the title using `axis description cs`.
 The initial setting is

```
\pgfplotsset{every axis title/.style={at={(0.5,1)},above,yshift=6pt}}
```

To be more precise, the `yshift` doesn’t use the hardcoded 6pt: it uses the value of

/pgfplots/every axis title shift={⟨default shift⟩} (initially 6pt)
 which can be reset if needed.

/pgfplots/title style={⟨key-value-list⟩}
 An abbreviation for `every axis title/.append style={⟨key-value-list⟩}`.
 It appends options to the already existing style `every axis title`.

/pgfplots/every axis legend (style, no value)

Installed for each legend. As described for `axis description cs`, the legend's position can be placed using coordinates between 0 and 1 (it employs `axis description cs` automatically).

The initial setting is

```
\pgfplotsset{every axis legend/.style={  
    cells={anchor=center},  
    inner xsep=3pt,inner ysep=2pt,nodes={inner sep=2pt,text depth=0.15em},  
    anchor=north east,  
    shape=rectangle,  
    fill=white,draw=black,  
    at={(0.98,0.98)}}}
```

/pgfplots/legend style={⟨key-value-list⟩}

An abbreviation for `every axis legend/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every axis legend`.

/pgfplots/every legend image post (style, no value)

Allows to change the appearance of the small legend images *after* the options of the plot style have been applied. Thus, legend formatting can be changed independently of the plot style using `every legend image post`.

This key is also documented on page 172.

/pgfplots/legend image post style={⟨key-value-list⟩}

An abbreviation for `every legend image post/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every legend image post`.

/pgfplots/every legend to name picture (style, no value)

A style for use with `legend to image`, see the documentation therein.

/pgfplots/every colorbar (style, no value)

A style to change the `colorbar`. See page 193 for the reference documentation of `every colorbar`.

/pgfplots/colorbar style={⟨key-value-list⟩}

An abbreviation for `every colorbar/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every colorbar`.

Styles for axis lines

/pgfplots/every outer x axis line (style, initially empty)

/pgfplots/every outer y axis line (style, initially empty)

/pgfplots/every outer z axis line (style, initially empty)

Installed for every axis line which lies on the outer box.

If you want arrow heads, you may also need to check the `separate axis lines` boolean key.

/pgfplots/every inner x axis line (style, initially empty)

/pgfplots/every inner y axis line (style, initially empty)

/pgfplots/every inner z axis line (style, initially empty)

Installed for every axis line which is drawn using the `center` or `middle` options.

```
/pgfplots/axis line style={⟨key-value-list⟩}  
/pgfplots/inner axis line style={⟨key-value-list⟩}  
/pgfplots/outer axis line style={⟨key-value-list⟩}  
/pgfplots/x axis line style={⟨key-value-list⟩}  
/pgfplots/y axis line style={⟨key-value-list⟩}  
/pgfplots/z axis line style={⟨key-value-list⟩}
```

These options modify parts of the axis line styles. They append options to `every inner x axis line` and `every outer x axis line` and the respective *y/z* variants.

Please refer to Section 4.8.9 on page 184 for details about styles for axis lines.

/pgfplots/every 3d box foreground (style, no value)

Installed for the parts drawn by `3d box=complete`. This affects axis lines, tick lines and grid lines drawn in the *foreground*. The background drawing operations have already been done when this style is evaluated.

/pgfplots/3d box foreground style={⟨key-value-list⟩}

An abbreviation for `every 3d box foreground/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every 3d box foreground`.

/pgfplots/every colorbar sampled line (style, no value)

To be used in conjunction with `colorbar sampled line`, see the documentation therein.

/pgfplots/colorbar sampled line style={⟨key-value-list⟩}

An abbreviation for `every colorbar sampled line/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every colorbar sampled line`.

Styles for ticks

/pgfplots/every tick (style, initially `very thin,gray`)

Installed for each of the small tick *lines*.

/pgfplots/tick style={⟨key-value-list⟩}

An abbreviation for `every tick/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every tick`.

/pgfplots/every minor tick (style, initially `empty`)

Used for each minor tick line, installed after ‘`every tick`’.

/pgfplots/minor tick style={⟨key-value-list⟩}

An abbreviation for `every minor tick/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every minor tick`.

/pgfplots/every major tick (style, initially `empty`)

Used for each major tick line, installed after ‘`every tick`’.

/pgfplots/major tick style={⟨key-value-list⟩}

An abbreviation for `every major tick/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every major tick`.

/pgfplots/every tick label (style, initially `empty`)

Used for each *x* and *y* tick labels.

/pgfplots/tick label style={⟨key-value-list⟩}

/pgfplots/ticklabel style={⟨key-value-list⟩}

Different abbreviations for `every tick label/.append style={⟨key-value-list⟩}` (or the respective styles for *y*, `every tick label/.append style={⟨key-value-list⟩}`, and *z*, `every tick label/.append style={⟨key-value-list⟩}`).

/pgfplots/every x tick label (style, initially `empty`)

/pgfplots/every y tick label (style, initially `empty`)

/pgfplots/every z tick label (style, initially `empty`)

Used for each *x* (or *y* or *z*, respectively) tick label, installed after ‘`every tick label`’.

/pgfplots/x tick label style={⟨key-value-list⟩}

/pgfplots/y tick label style={⟨key-value-list⟩}

```
/pgfplots/z tick label style={⟨key-value-list⟩}
/pgfplots/xticklabel style={⟨key-value-list⟩}
/pgfplots/yticklabel style={⟨key-value-list⟩}
/pgfplots/zticklabel style={⟨key-value-list⟩}
```

Different abbreviations for `every x tick label/.append style={⟨key-value-list⟩}` (or the respective styles for `y`, `every y tick label/.append style={⟨key-value-list⟩}`, and `z`, `every z tick label/.append style={⟨key-value-list⟩}`).

/pgfplots/every x tick scale label	(style, no value)
/pgfplots/every y tick scale label	(style, no value)
/pgfplots/every z tick scale label	(style, no value)

Configures placement and display of the nodes containing the order of magnitude of tick labels, see Section 4.14.3 for more information about `scaled ticks`.

The initial settings are

```
\pgfplotsset{
    every x tick scale label/.style={at={(1,0)},yshift=-2em,left,inner sep=0pt},
    every y tick scale label/.style={at={(0,1)},above right,inner sep=0pt,yshift=0.3em},
    every z tick scale label/.style={
        at={(zticklabel cs:1.2,-\pgfplotsvalueoflargesttickdimen z -0.3em)},
        anchor=near zticklabel,inner sep=0pt},
}
```

```
/pgfplots/x tick scale label style={⟨key-value-list⟩}
/pgfplots/y tick scale label style={⟨key-value-list⟩}
/pgfplots/z tick scale label style={⟨key-value-list⟩}
```

An abbreviation for `every x tick scale label/.append style={⟨key-value-list⟩}` (or the respective styles for `y`, `every y tick scale label/.append style={⟨key-value-list⟩}`, and the `z`-axis, `every z tick scale label/.append style={⟨key-value-list⟩}`).

It appends options to the already existing style `every x tick scale label`.

/pgfplots/every x tick	(style, initially empty)
/pgfplots/every y tick	(style, initially empty)
/pgfplots/every z tick	(style, initially empty)

Installed for tick *lines* on either `x` or `y` axis.

```
/pgfplots/xtick style={⟨key-value-list⟩}
/pgfplots/ytick style={⟨key-value-list⟩}
/pgfplots/ztick style={⟨key-value-list⟩}
```

An abbreviation for `every x tick/.append style={⟨key-value-list⟩}` (or the respective styles for `y`, `every y tick/.append style={⟨key-value-list⟩}`, and the `z`-axis, `every z tick/.append style={⟨key-value-list⟩}`).

It appends options to the already existing style `every x tick`.

/pgfplots/every minor x tick	(style, initially empty)
/pgfplots/every minor y tick	(style, initially empty)
/pgfplots/every minor z tick	(style, initially empty)

Installed for minor tick lines on either `x` or `y` axis.

```
/pgfplots/minor x tick style={⟨key-value-list⟩}
/pgfplots/minor y tick style={⟨key-value-list⟩}
/pgfplots/minor z tick style={⟨key-value-list⟩}
```

An abbreviation for `every minor x tick/.append style={⟨key-value-list⟩}` (or the respective styles for `y`, `every minor y tick/.append style={⟨key-value-list⟩}`, and the `z`-axis, `every minor z tick/.append style={⟨key-value-list⟩}`).

It appends options to the already existing style `every minor x tick`.

/pgfplots/every major x tick	(style, initially empty)
------------------------------	--------------------------

```
/pgfplots/every major y tick  
/pgfplots/every major z tick
```

(style, initially empty)
(style, initially empty)

Installed for major tick lines on either x or y axis.

```
/pgfplots/major x tick style={⟨key-value-list⟩}  
/pgfplots/major y tick style={⟨key-value-list⟩}  
/pgfplots/major z tick style={⟨key-value-list⟩}
```

An abbreviation for `every major x tick/.append style={⟨key-value-list⟩}` (or the respective styles for y , `every major y tick/.append style={⟨key-value-list⟩}`, and the z -axis, `every major z tick/.append style={⟨key-value-list⟩}`).

It appends options to the already existing style `every major x tick`.

```
/pgfplots/every extra x tick  
/pgfplots/every extra y tick  
/pgfplots/every extra z tick
```

(style, no value)
(style, no value)
(style, no value)

Allows to configure the appearance of ‘`extra x ticks`’. This style is installed before touching the first extra x tick. It is possible to set any option which affects tick or grid line generation.

The initial setting is

```
\pgfplotsset{  
    every extra x tick/.style={/pgfplots/log identify minor tick positions=true},  
    every extra y tick/.style={/pgfplots/log identify minor tick positions=true}}
```

Useful examples are shown below.

```
\pgfplotsset{every extra x tick/.append style={grid=major}}  
\pgfplotsset{every extra x tick/.append style={major tick length=0pt}}  
\pgfplotsset{every extra x tick/.append style={/pgf/number format=sci subscript}}  
\pgfplotsset{extra x tick style={  
    color=red,  
    tickwidth=3mm,  
    % the initial 'every tick style' defines a 'line width'.  
    % this here redefines it:  
    tick style={  
        line width=2mm,  
    },  
}}
```

```
/pgfplots/extrax tick style={⟨key-value-list⟩}  
/pgfplots/extray tick style={⟨key-value-list⟩}  
/pgfplots/extraz tick style={⟨key-value-list⟩}
```

An abbreviation for `every extra x tick/.append style={⟨key-value-list⟩}` (or the respective styles for y , `every extra y tick/.append style={⟨key-value-list⟩}`, and the z -axis, `every extra z tick/.append style={⟨key-value-list⟩}`).

It appends options to the already existing style `every extra x tick`.

```
/pgfplots/extratick style={⟨key-value-list⟩}
```

An abbreviation which appends `⟨key-value-list⟩` to `every extra x tick`, `every extra y tick` and `every extra z tick`.

Styles for grid lines

```
/pgfplots/every axis grid
```

(style, initially `thin,black!25`)

Used for each grid line.

```
/pgfplots/grid style={⟨key-value-list⟩}
```

An abbreviation for `every axis grid/.append style={⟨key-value-list⟩}`.

It appends options to the already existing style `every axis grid`.

/pgfplots/every minor grid (style, initially empty)

Used for each minor grid line, installed after ‘every axis grid’.

/pgfplots/minor grid style={⟨key-value-list⟩}

An abbreviation for every minor grid/.append style={⟨key-value-list⟩}.

It appends options to the already existing style every minor grid.

/pgfplots/every major grid

(style, initially empty)

Likewise, for major grid lines.

/pgfplots/major grid style={⟨key-value-list⟩}

An abbreviation for every major grid/.append style={⟨key-value-list⟩}.

It appends options to the already existing style every major grid.

/pgfplots/every axis x grid

(style, initially empty)

/pgfplots/every axis y grid

(style, initially empty)

/pgfplots/every axis z grid

(style, initially empty)

Used for each grid line in either x or y direction.

/pgfplots/x grid style={⟨key-value-list⟩}

/pgfplots/y grid style={⟨key-value-list⟩}

/pgfplots/z grid style={⟨key-value-list⟩}

An abbreviation for every axis x grid/.append style={⟨key-value-list⟩} (or the respective styles for y , every axis y grid/.append style={⟨key-value-list⟩}, and the z -axis, every axis z grid/.append style={⟨key-value-list⟩}).

It appends options to the already existing style every axis x grid.

/pgfplots/every minor x grid

(style, initially empty)

/pgfplots/every minor y grid

(style, initially empty)

/pgfplots/every minor z grid

(style, initially empty)

Used for each minor grid line in either x or y direction.

/pgfplots/minor x grid style={⟨key-value-list⟩}

/pgfplots/minor y grid style={⟨key-value-list⟩}

/pgfplots/minor z grid style={⟨key-value-list⟩}

An abbreviation for every minor x grid/.append style={⟨key-value-list⟩} (or the respective styles for y , every minor y grid/.append style={⟨key-value-list⟩}, and the z -axis, every minor z grid/.append style={⟨key-value-list⟩}).

It appends options to the already existing style every minor x grid.

/pgfplots/every major x grid

(style, initially empty)

/pgfplots/every major y grid

(style, initially empty)

/pgfplots/every major z grid

(style, initially empty)

Used for each major grid line in either x or y direction.

/pgfplots/major x grid style={⟨key-value-list⟩}

/pgfplots/major y grid style={⟨key-value-list⟩}

/pgfplots/major z grid style={⟨key-value-list⟩}

An abbreviation for every major x grid/.append style={⟨key-value-list⟩} (or the respective styles for y , every major y grid/.append style={⟨key-value-list⟩}, and the z -axis, every major z grid/.append style={⟨key-value-list⟩}).

It appends options to the already existing style every major x grid.

Styles for error bars

/pgfplots/every error bar

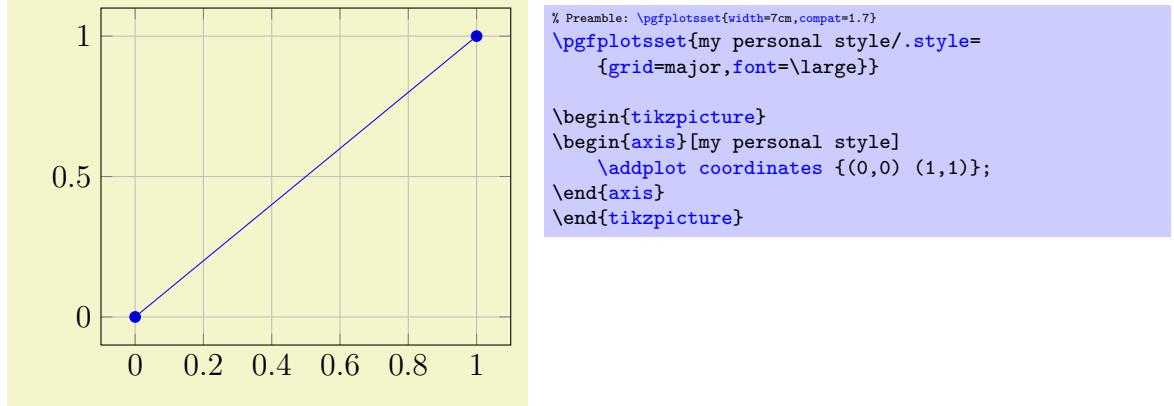
(style, initially thin)

Installed for every error bar.

```
/pgfplots/error bars/error bar style={⟨key-value-list⟩}
An abbreviation for every error bar/.append style={⟨key-value-list⟩}.
It appends options to the already existing style every error bar.
```

4.17.2 (Re)Defining Own Styles

Use `\pgfplotsset{⟨style name⟩/.style={⟨key-value-list⟩}}` to create own styles. If `⟨style name⟩` exists already, it will be replaced. Please note that it is *not* possible to use the TikZ-command `\tikzstyle{⟨style name⟩}=[]` in this context⁴⁹.



4.18 Alignment Options and Bounding Box Control

4.18.1 Basic Alignment

Alignment works with two main methods: a coordinate where the axis shall be drawn and an “anchor” inside of the axis which shall be drawn at this particular coordinate. This methodology is common for each TikZ node – and an axis is nothing but a (special) TikZ node. The coordinate can be specified using the `at` key, while the anchor can be specified with the `anchor` key. In most cases, it is sufficient to provide only an anchor – unless one needs more than one axis in the same picture environment.

```
/pgfplots/at={⟨coordinate expression⟩}
```

Assigns a position for the complete axis image. This option works similarly to the `at`-option of `\node[at={⟨coordinate expression⟩}]`, see [5]. The common syntax is `at={(⟨x,y⟩)}`.

The idea is to provide an `⟨coordinate expression⟩` where the axis will be placed. The axis’ anchor will be placed at `⟨coordinate expression⟩`.

```
/pgfplots/anchor={⟨name⟩} (initially south west)
```

Chooses one of the different possible positions inside of an axis which is placed with `at`. The `at` key defines the position where to place the axis inside of the embedding picture, the `anchor` key defines which point of the axis shall be positioned by ‘`at`’. The initial configuration assumes `at={(0,0)}`. Thus, `anchor=center` will place the axis’ center at the logical picture position $(0,0)$. Similarly, `anchor=south west` will position the lower left corner of the axis at $(0,0)$.

For users who are familiar with TikZ: an axis is actually a very special node, so anchors work as in [5].

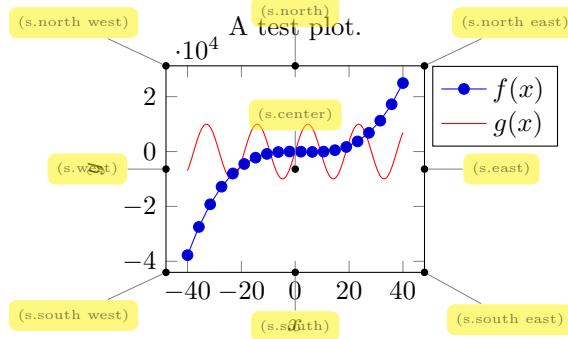
Anchors are useful in conjunction with horizontal or vertical alignment of plots, see the examples below.

There are four sets of anchors available: anchors positioned on the axis bounding box, anchors on the outer bounding box and anchors which have one coordinate on the outer bounding box and the other one at a position of the axis rectangle. Finally, one can place anchors near the origin.

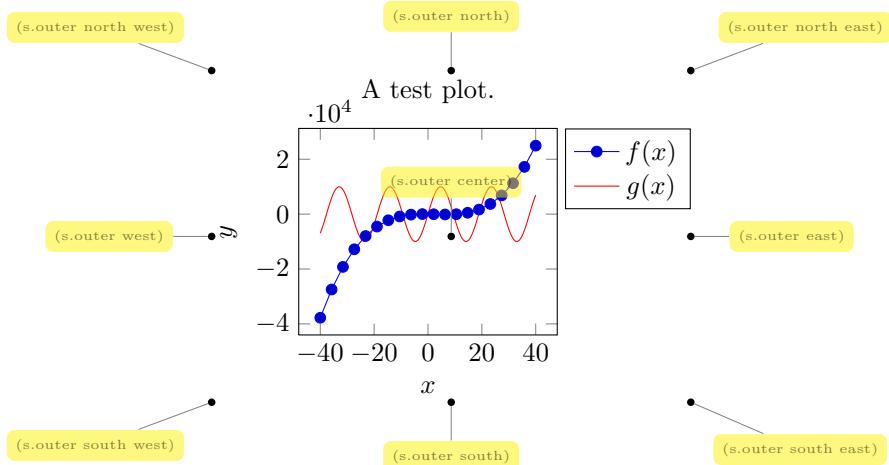
In more detail, we have anchors on the axis rectangle (the bounding box around the axis)⁵⁰,

⁴⁹This was possible in a previous version and is still supported for backwards compatibility. But in some cases, it may not work as expected.

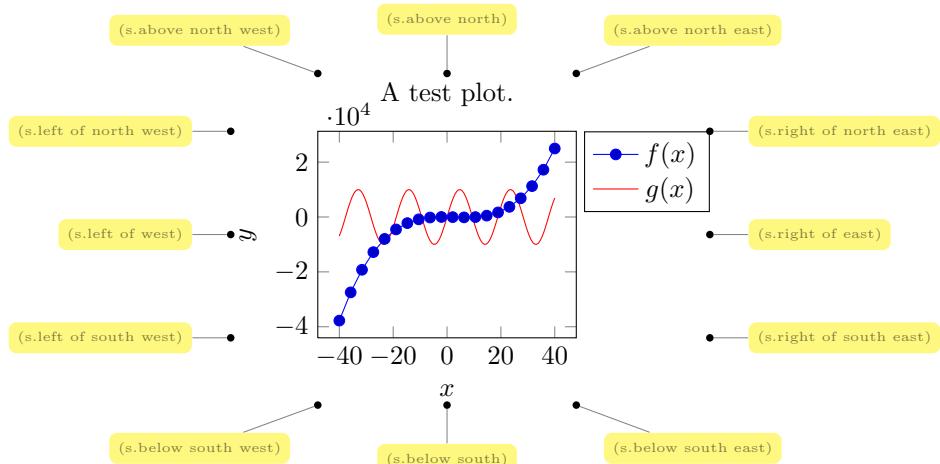
⁵⁰Versions prior to PGFPLOTS v.1.3 did *not* use the bounding box of the axis, they used axis coordinates to orient these anchors. This has been fixed. If you *really* want to undo the bugfix, see `compat/anchors`.



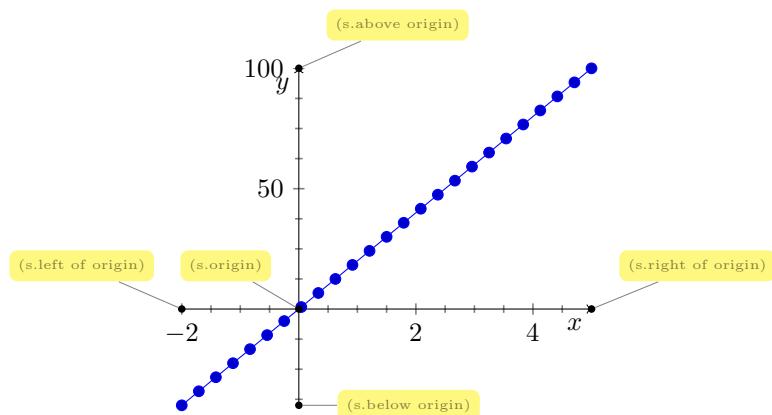
Anchors on the outer bounding box,



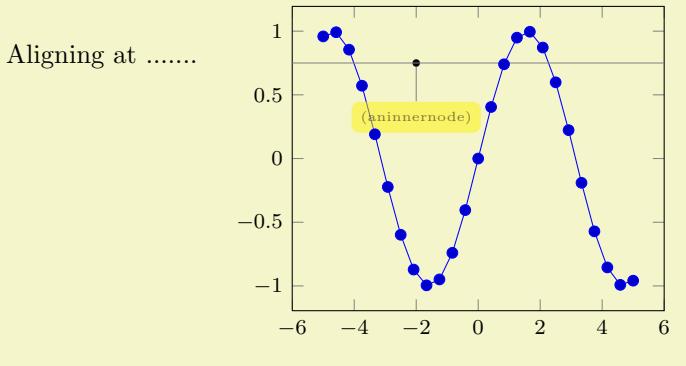
There are anchors which have one coordinate on the outer bounding box, and one on the axis rectangle,



And finally, we have origin anchors which are especially useful when axis lines pass through the origin,

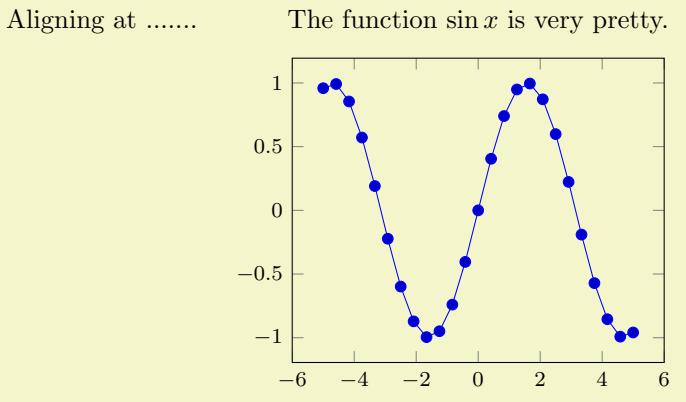


There is a fifth anchor which is not directly related to the axis: you can provide the anchor of a *named inner node*. Thus, you can define your own anchor, by writing `\node (<name>) at (<point coordinate>){};` as follows (using the `baseline` option described below):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
Aligning at .....
\begin{tikzpicture}[baseline]
\begin{axis}[small,anchor=aninnernode.center]
\addplot {sin(deg(x))};
\node
    [pin=-90:(aninnernode),fill=black,circle,scale=0.3]
    (aninnernode) at (axis cs:-2,0.75) {};
\draw[help lines] (axis cs:-6,0.75) -- (axis cs:6,0.75);
\end{axis}
\end{tikzpicture}
```

What happens is that a node is placed at `(axis cs:-2,0.75)`. Note that the options `[pin=...]` are merely to show the `\node` (the pin style has been defined by the PGFPLTS manual). Since a name can also be assigned using `name=<node's name>` and since any PGFPLTS description is also a `\node`, you can align your plot at selected axis descriptions:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
Aligning at .....
\begin{tikzpicture}[baseline]
\begin{axis}[
    small,
    title={The function $\sin x$ is very pretty.},
    title style={name=MyTitleNode},
    anchor=MyTitleNode.base,
]
\addplot {sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

The default value is `anchor=south west`. You can use anchors in conjunction with the TikZ `baseline` option and/or `\begin{pgfinterruptboundingbox}` to perform alignment.

Remarks: Each of the anchors on the axis rectangle has an equivalent to a coordinate in the `axis description cs` described in Section 4.8.1. That means the first set of anchors actually lives on the

tight bounding box around the axis (without any ticks or descriptions). The `south west` anchor will always be the lower left corner of this bounding box, even in case of a rotated or skewed coordinate system⁵¹. Similar statements hold for the other anchors.

4.18.2 Vertical Alignment with `baseline`

`/tikz/baseline`

(no value)

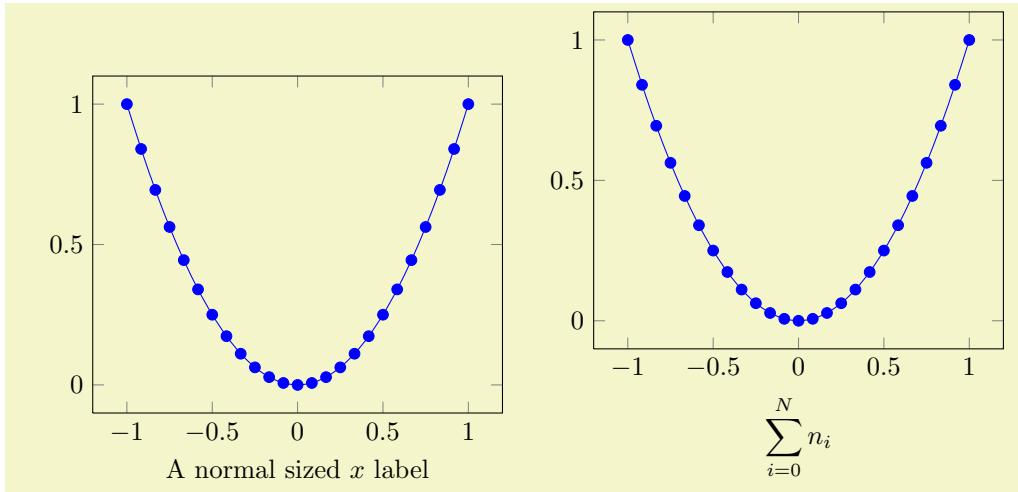
The `baseline` option should be provided as argument to a `tikzpicture`. It configures TikZ to shift the picture position $y = 0$ to the embedding text's baseline:

This is ● a picture, here ● another one.

```
This is \tikz[baseline]\fill[red] (0,0) circle(3pt); a picture,
here \tikz[baseline]\fill[red] (0,10pt) circle(3pt); another one.
```

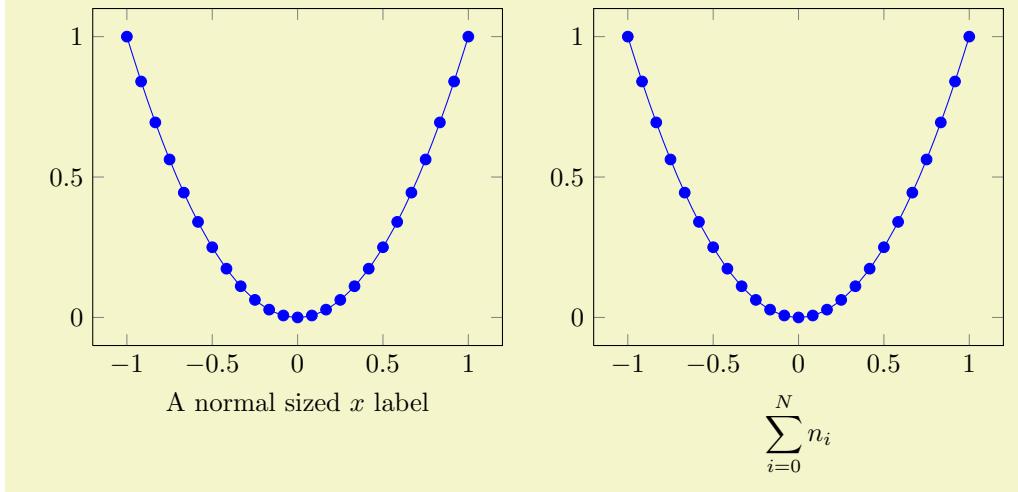
Consequently, the `baseline` option allows to align different `tikzpictures`. An axis is, by default, placed with `at={(0,0)}`, and the `anchor` key specifies which part of the axis is placed at $(0,0)$. Consequently, the `baseline` option, together with `anchor`, allows to align different axes with the embedding text.

The default axis anchor is `south west`, which means that the picture coordinate $(0,0)$ is the lower left corner of the axis. As a consequence, the TikZ option “`baseline`” allows vertical alignment of adjacent plots:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% 1. Unaligned:
\pgfplotsset{domain=-1:1}
\begin{tikzpicture}
\begin{axis}[ xlabel=A normal sized $x$ label]
\addplot[smooth,blue,mark=*] {x^2};
\end{axis}
\end{tikzpicture}%
\hspace{0.15cm}
\begin{tikzpicture}
\begin{axis}[ xlabel={$\sum_{i=0}^N n_i$}]
\addplot[smooth,blue,mark=*] {x^2};
\end{axis}
\end{tikzpicture}
```

⁵¹Note that this is only true for versions since 1.3.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% 2. Aligned:
\pgfplotsset{domain=-1:1}
\begin{tikzpicture}[baseline]
\begin{axis}[ xlabel=A normal sized $x$ label]
\addplot[smooth,blue,mark=*] {x^2};
\end{axis}
\end{tikzpicture}%
\hspace{0.15cm}
\begin{tikzpicture}[baseline]
\begin{axis}[ xlabel={$\sum_{i=0}^N n_i$}]
\addplot[smooth,blue,mark=*] {x^2};
\end{axis}
\end{tikzpicture}
```

Note that it is also possible to write `baseline=5cm` in which case the image offset at $y=5\text{cm}$ will be used as baseline.

The `baseline` key is related to `\begin{minipage}[<alignment>]` or `\begin{tabular}[<alignment>]`: the $\langle alignment \rangle$ tells L^AT_EX which part of the `minipage` or `tabular` shall be positioned on the baseline. Thus, `baseline` does the same for pictures (with more freedom for $\langle alignment \rangle$).

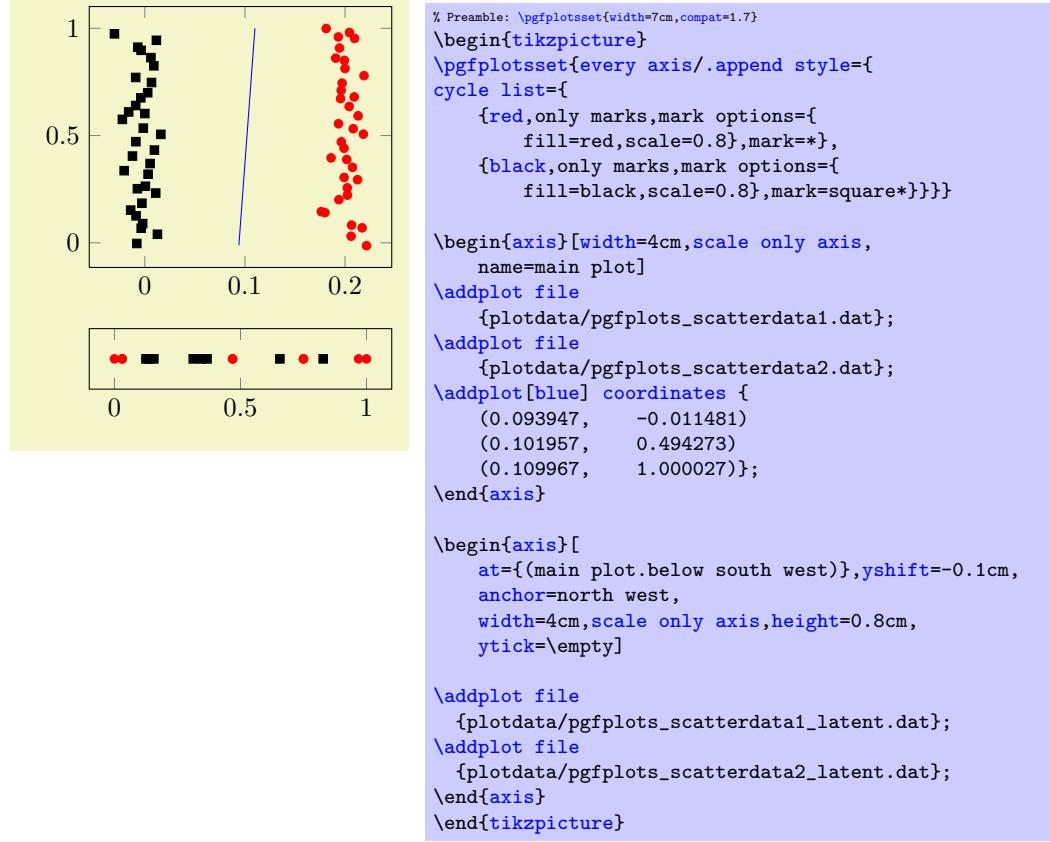
4.18.3 Horizontal Alignment

Horizontal alignment can be done in two ways:

1. Using separate `tikzpicture` environments which have reduced bounding boxes or
2. A single `tikzpicture` environment in which the complete alignment is done.

The first approach requires the use of reduced bounding boxes and is discussed in Section 4.18.6.

The second approach, a single `tikzpicture` environment, employs the `at` and `anchor` keys to align parts of the images. For example, if you place multiple `axes` into a single `tikzpicture` and use the ‘`anchor`’-option, you can control horizontal alignment:



Here, the second axis uses `at={(main plot.below south west)}` to be placed below the first one. Furthermore, it has `yshift=-0.1cm` in order to leave additional space, and it uses `anchor=north west` to place the upper left corner at the specified position. Instead of the `at={}` construction, we could also have used `yshift` with larger negative shift.

4.18.4 Alignment In Array Form (Subplots)

Sometimes multiple alignment axes in array form are desired. PGFPLTS supports this task in several ways which are described in the following. There are basically three related, yet different, approaches:

1. Simply place `\begin{tikzpicture}... \end{tikzpicture}` into a L^AT_EX table. This is straightforward; you would do the very same thing with `\includegraphics`.
In addition to `\includegraphics`, the `baseline` feature allows simple yet effective vertical alignment. In addition, the `trim left` and `trim right` features allow simple yet effective horizontal alignment (see below).
2. Use a *single* picture which contains an array of axes, i.e. a pattern like
`\begin{tikzpicture} \matrix{ <multiple axes>}; \end{tikzpicture}`.
This allows considerably simpler alignment! Alas, it needs special handling for `legend entries` due to a weakness of `\matrix`. If you use the `external` library (which is recommended), it takes more time since the picture gets larger.
3. Use the `groupplots` library shipped with PGFPLTS. It is specialized on axes in array form with particular strength if the axes are closely related (for example if they share axis descriptions like `xlabel` or even tick labels). Note, however, that the other approaches are better when it comes to automatic handling of bounding boxes.

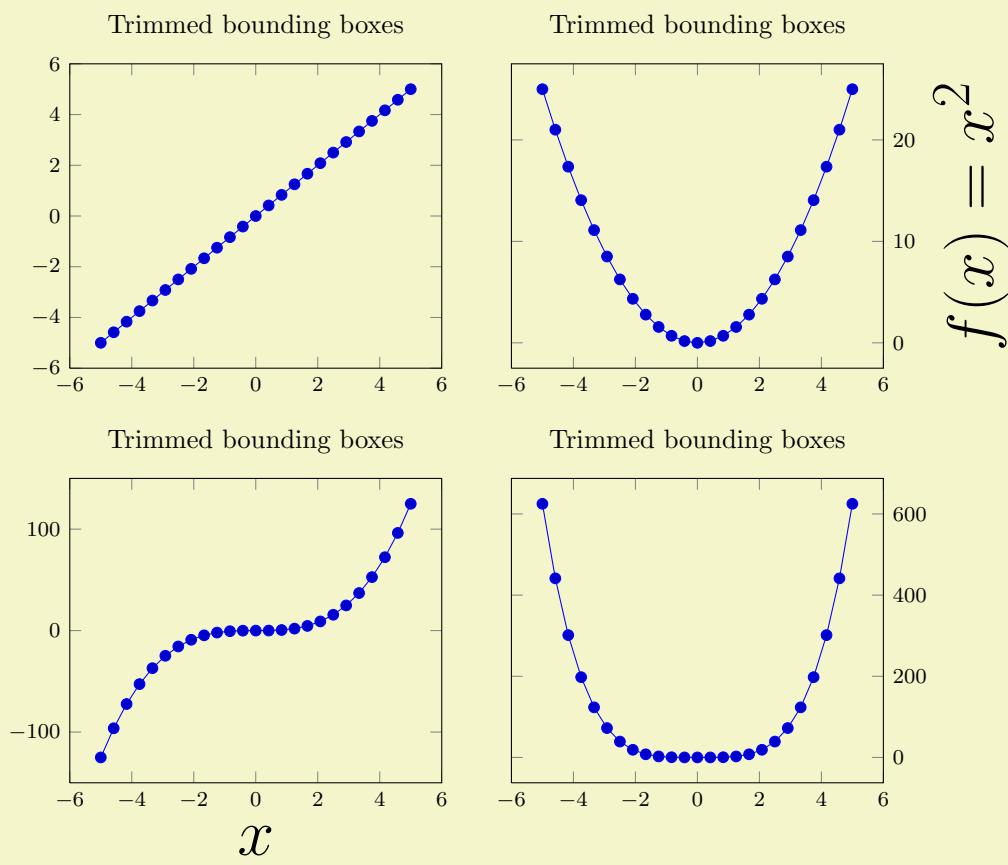
The `groupplots` library is discussed in all detail in Section 5.5. This section discusses the other two approaches.

Array Alignment using L^AT_EX Tables The idea is simple: use a L^AT_EX table and provide one `tikzpicture` for every cell. You are probably familiar with this sort of alignment, perhaps together with `\includegraphics`. It works in the very same way for PGFPLTS. The approach is the simplest

one since it doesn't need special knowledge. Its disadvantage, however, is more difficulty to control positions *inside* of the image (like differently sized axis descriptions).

Is is strongly recommended to employ the `baseline` option for each cell picture, which simplifies vertical alignment considerably. If you want a simple solution to place separate axes in array form, and you prefer to use one `tikzpicture` for every axis, the probably most simple and most effective way to get horizontal alignment are the `trim left` and `trim right` features – or styles based on them:

The `trim axis left` feature can be used to exclude axis descriptions on the left from the bounding box, and the `trim axis right` can exclude axis descriptions on the right from the bounding box. Thus, alignment is done using the vertical axis lines. Since both keys effectively modify the bounding box, they are documented in Section 4.18.6 “Bounding Box Restrictions”. Here is just a small example for array alignment by means of `tabular`, `baseline` and the `trim left/trim right` features:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{
    small,
    title=Trimmed bounding boxes
}
\begin{center}
\begin{tabular}{rl}
\begin{tikzpicture}[baseline,trim axis left]
\begin{axis}
\addplot {x};
\end{axis}
\end{tikzpicture}
&
\begin{tikzpicture}[baseline,trim axis right]
\begin{axis}[
    ylabel={$f(x)=x^2$},
    yticklabel pos=right,
    ylabel style={font=\Huge}]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
\\
%
\begin{tikzpicture}[baseline,trim axis left]
\begin{axis}[
    xlabel=$x$, xlabel style={font=\Huge}]
\addplot {x^3};
\end{axis}
\end{tikzpicture}%
&
\begin{tikzpicture}[baseline,trim axis right]
\begin{axis}[
    yticklabel pos=right]
\addplot {x^4};
\end{axis}
\end{tikzpicture}%
\\
\end{tabular}
\end{center}
```

The example has 2×2 axes. The `baseline` feature controls the vertical alignment: the lower axis lines are always on the same height. The `trim axis left` key is a style which tells TikZ to trim everything which is left of the left axis line. Similarly, the `trim axis right` key does not include picture parts right of the right axis line. Together with `\begin{center}` and the `yticklabel pos=right` key, we get correct horizontal and vertical alignment together with centering at the left- and right axis lines (without descriptions).

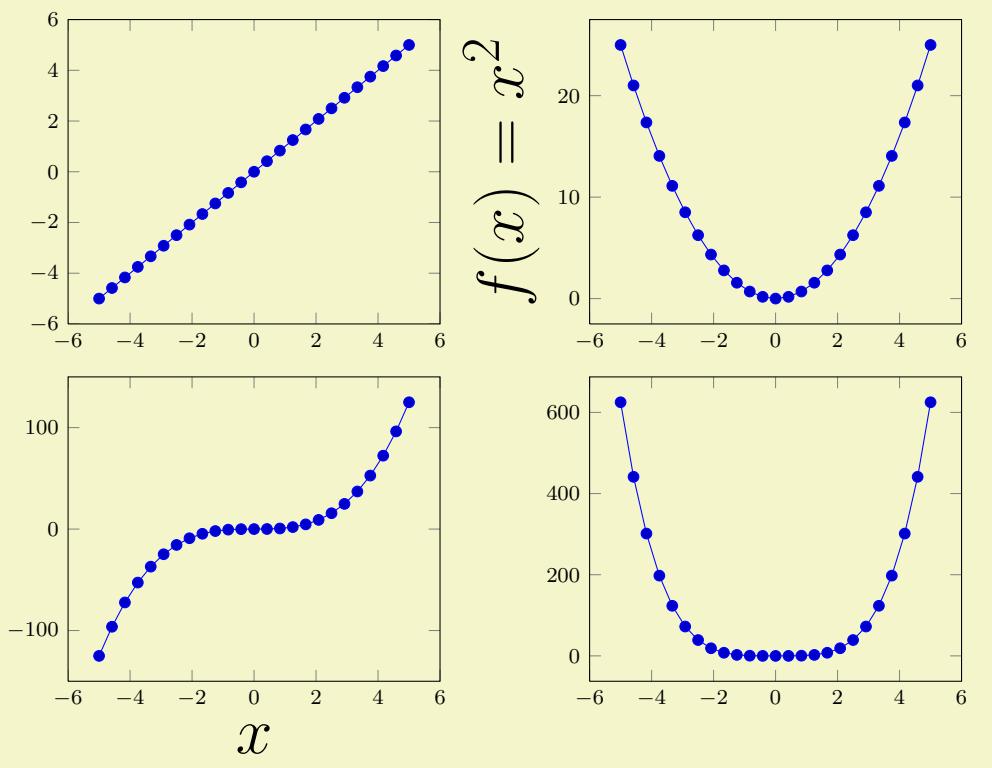
A strong advantage is that this type of alignment requires almost no changes to your pictures. Thus, you can copy–paste existing images (TeX code) relatively simple.

Note that the approach is fully compatible with the image `externalization` library: each picture is exported separately, and the bounding box restrictions (and the `baseline` offset) are stored in separate `.dpth` files. The `trim left/trim right` approach for horizontal alignment is the *only* supported way for reduced bounding boxes and image externalization.

Array Alignment using TikZ Matrices While it is possible to use (for example) `tabular` combined with the vertical and horizontal alignment methods discussed above, it might be better to use a TikZ `matrix` since it automatically handles the size of axis descriptions.

A TikZ matrix is some sort of “graphical” table. It knows everything about picture alignment and it has more flexibility than `tabular` when it comes to graphics. The idea is to pack the complete array into a *single* picture.

The complete documentation of a TikZ matrix is beyond the scope of this manual, please refer to [5] for details. But we provide an example here:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\pgfplotsset{small}
\matrix {
\begin{axis}
\addplot {x};
\end{axis}
&
% differently large labels are aligned automatically:
\begin{axis}[ylabel={$f(x)=x^2$},label style={font=\Huge}]
\addplot {x^2};
\end{axis}
\\
%
\begin{axis}[ xlabel=$x$,label style={font=\Huge}]
\addplot {x^3};
\end{axis}
&
\begin{axis}
\addplot {x^4};
\end{axis}
\\
};
\end{tikzpicture}
```

So, a matrix is a picture element inside of `tikzpicture`. Its cells are separated by ‘&’ as in tabular (or, if ‘&’ causes problems, with `\pgfmatrixnextcell`). Its rows are separated by ‘\’. Each cell is aligned using the cells’ anchor. Since, by default, the anchor of an axis is placed at the lower left corner, the example above is completely aligned, without the need for any bounding box modifications – even the labels are aligned correctly. If another anchor shall be used, simply place

```
\pgfplotsset{anchor=...}
\matrix {
...
};
```

in front of the matrix. This will use the same configuration for every sub-plot.

Attention: Unfortunately, the array alignment with `\matrix` needs special *attention with legends*. A legend is also a `\matrix` and TikZ matrices can't be nested. You will need to use the `legend to name` feature (or to assemble a legend by means of `\label` and `\ref`) to overcome this weakness (see Section 4.8.6 for details).

4.18.5 Miscellaneous for Alignment

Predefined node `current axis`

A node which refers to the current axis or the last typeset axis.

You can use this node in axis descriptions, for example to place axis labels or titles.

Remark: If you use `current axis` inside of axis descriptions, the “current axis” is not yet finished. That means you *can't use any outer anchor* inside of axis descriptions.

It is also possible to use `current axis` in any drawing or plotting commands inside of an axis (but no outer anchor as these are not defined when drawing commands are processed). This usage is similar to the `axis description cs`.

4.18.6 Bounding box restrictions

Bounding box restrictions can be achieved with several methods of PGF:

1. The `overlay` option,
2. The `pgfinterruptboundingbox` environment,
3. The `\pgfresetboundingbox` command,
4. The `\useasboundingbox` path,
5. The `trim left` and `trim right` feature (which is the *only* supported way of restricted bounding boxes and image externalization; at least for PDF output).

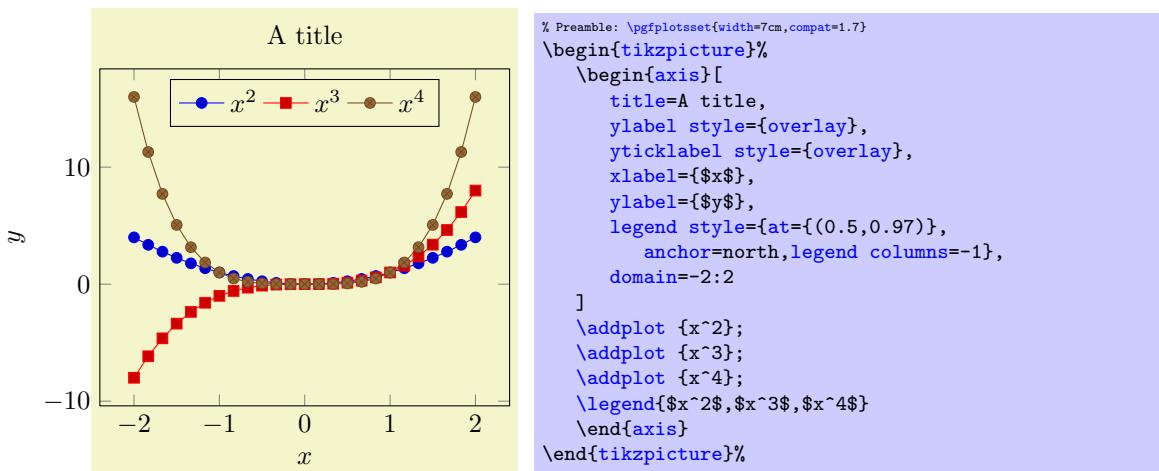
Note that image externalization (the `external` library) is more or less incompatible with methods (1.)–(4.). The problem is that `pdflatex` crops everything outside of the bounding box away. There are only two safe ways to “restrict” bounding boxes of external `.pdf` images: the first is the mentioned `trim left/trim right` feature and the second is to use negative `\hspace` or `\vspace` commands (or options to `\includegraphics`).

`/tikz/overlay` (no value)

A special key of PGF which disables bounding box updates for (parts of) the image. The effect is that those parts are an “overlay” over the document.

For PGFPLOTS, `overlay` can be useful to position legends or other axis descriptions outside of the axis – without affecting its size (and without affecting alignment).

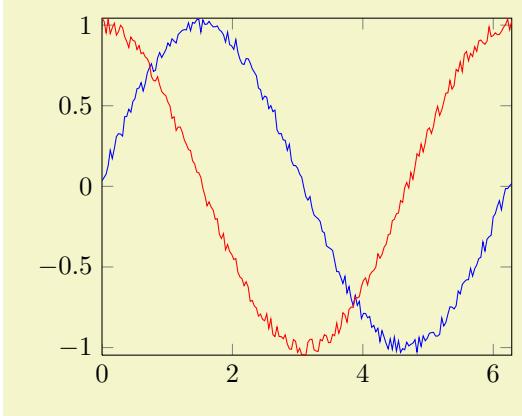
For example, one may want to include only certain parts of the axis into the final bounding box. This would allow horizontal alignment (centering):



Now, the left axis descriptions (y label and y ticks) stick out of the bounding box.

The following example places a legend somewhere without affecting the bounding box.

Signal 1
Signal 2

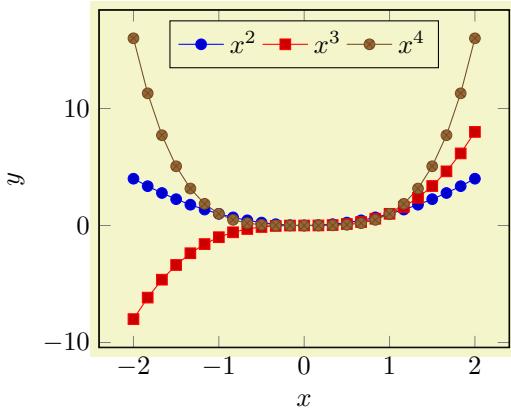


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    domain=0:6.2832,samples=200,
    legend style={
        overlay,
        at={(-0.5,0.5)},
        anchor=center},
    every axis plot post/.append style={mark=none},
    enlargelimits=false]
\addplot {\sin(deg(x)+3)+rand*0.05};
\addplot {\cos(deg(x)+2)+rand*0.05};
\legend{Signal 1,Signal 2}
\end{axis}
\end{tikzpicture}
```

More information about the `overlay` option can be found in the PGF manual [5].

\pgfresetboundingbox

This command of PGF resets the bounding box of the current picture. The computation starts from scratch afterwards, allowing to compute a user-defined bounding box.
A title

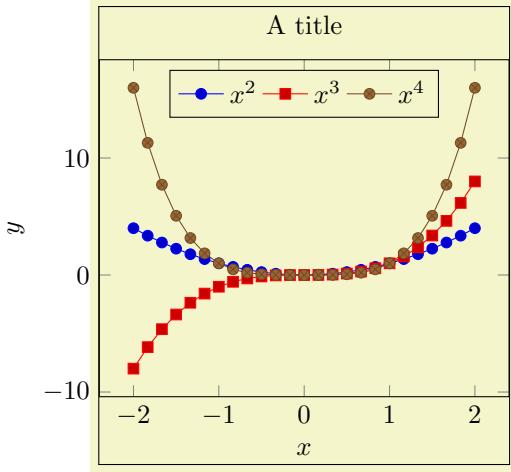


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\setlength{\fboxsep}{0pt}%
\fbox{%
\begin{tikzpicture}%
\begin{axis}[
    title=A title,
    xlabel={$x$},
    ylabel={$y$},
    legend style={at={(0.5,0.97)},anchor=north,legend columns=-1},
    domain=-2:2]
\addplot {x^2};
\addplot {x^3};
\addplot {x^4};
\legend{$x^2$,$x^3$,$x^4$}
\end{axis}
\pgfresetboundingbox
\path
    (current axis.south west)
    rectangle (current axis.north east);
\end{tikzpicture}%
}
```

The example draws a normal picture, containing an axis. Afterwards, it throws the bounding box away and creates a new one based on the `current axis` node and its anchors.

```
\begin{pgfinterruptboundingbox}
<environment contents>
\end{pgfinterruptboundingbox}
```

Yet another approach with the same effect is shown below: the bounding box is interrupted manually, and resumed afterwards.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\setlength{\fboxsep}{0pt}%
\fbox{%
\begin{tikzpicture}%
\begin{pgfinterruptboundingbox}%
\begin{axis}[
    title=A title,
    xlabel={$x$},
    ylabel={$y$},
    legend style={at={(0.5,0.97)}, anchor=north,legend columns=-1},
    domain=-2:2
]
\addplot {x^2};
\addplot {x^3};
\addplot {x^4};
\legend{$x^2$, $x^3$, $x^4$}
\end{axis}
\end{pgfinterruptboundingbox}%
\useasboundingbox
    (current axis.below south west)
    rectangle (current axis.above north east);
\end{tikzpicture}%
}
```

The `\pgfinterruptboundingbox` environment does not include its content into the image's bounding box, and `\useasboundingbox` sets the pictures bounding box to the following argument (see [5]).

<code>/tikz/trim left={<x coordinate or point>}</code>	(default 0pt)
<code>/tikz/trim right={<x coordinate or point>}</code>	

These two keys allow to reduce the size of the bounding box.

The `trim left` key expects either a single x coordinate like `1cm` or a point like `(current axis.west)`. If a point is provided, it uses only the x coordinate of that point. Then, the left end of the bounding box is set to the resulting x coordinate and everything left of it is outside of the bounding box.

The `trim right` key has the same effect, only for the right end of the bounding box.

More detailed documentation can be found in the TikZ manual.

<code>/tikz/trim axis left</code>	(style, no value)
-----------------------------------	-------------------

A style with value `trim left=(current axis.south west)`.

The style needs to be provided as argument to `\begin{tikzpicture}[trim axis left]`. It expects (at least) one PGFPLOTS environment in the picture. The effect is to trim everything which is left of the last axis' anchor `south west` (i.e. everything left of the left axis boundary).

<code>/tikz/trim axis right</code>	(style, no value)
------------------------------------	-------------------

A style with value `trim right=(current axis.south east)`.

It works similarly to `trim axis left`: the effect is that everything right of the right axis line of the last axis environment is truncated from the bounding box.

<code>/tikz/trim axis group left</code>	(style, no value)
---	-------------------

A style which has the same effect as `trim axis left`, but is tailored for the `groupplots` library.

It has the value `trim left=(group c1r1.south west)`.

The style needs to be provided as argument to `\begin{tikzpicture}[trim axis group left]`. It expects (at least) one `groupplot` environment in the picture. The effect is to trim everything which is left of the first group axis' anchor `south west` (i.e. everything left of the left axis boundary).

<code>/tikz/trim axis group right</code>	(style, no value)
--	-------------------

A style which has the same effect as `trim axis right`, but is tailored for the `groupplots` library.

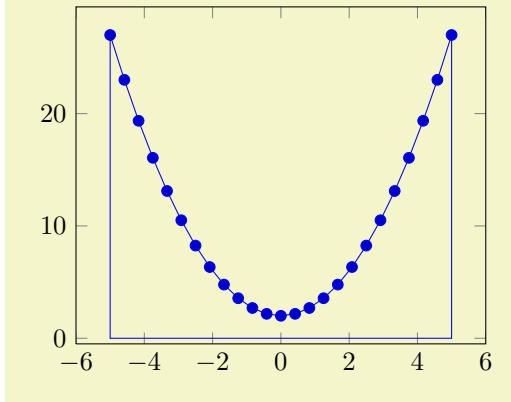
It works similarly to `trim axis group left`: the effect is that everything right of the rightmost axis in a group plot (the last element of the `groupplot` environment) is truncated from the bounding box.

4.19 Closing Plots (Filling the Area Under Plots)

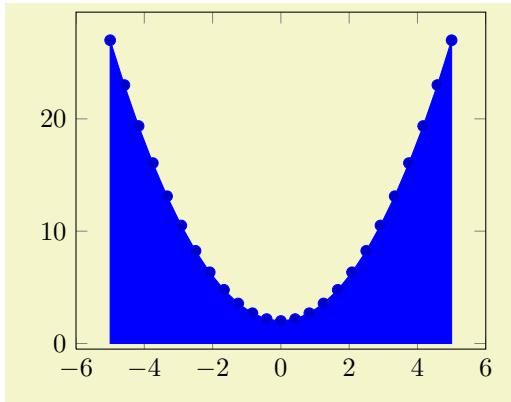
\closedcycle

Provide \closedcycle as *<trailing path commands>* after \addplot to draw a closed line from the last plot coordinate to the first one.

Use \closedcycle whenever you intend to fill the area under a plot.

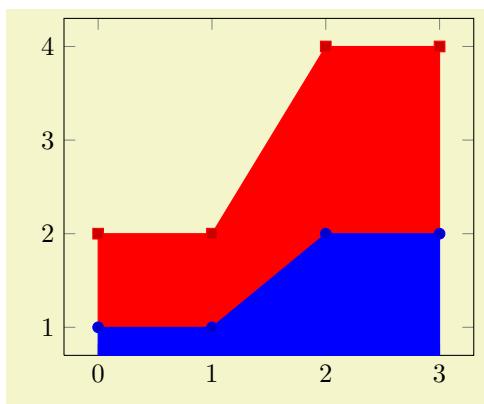


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot {x^2+2} \closedcycle;
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[fill] {x^2+2} \closedcycle;
\end{axis}
\end{tikzpicture}
```

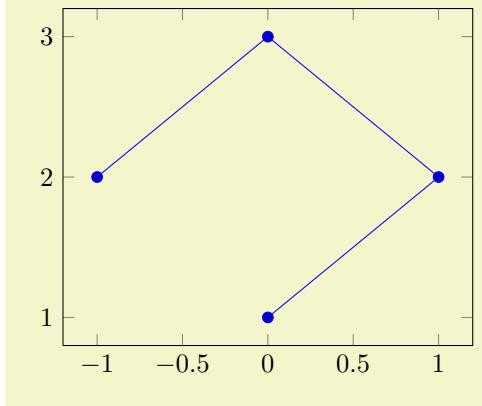
In case of stacked plots, \closedcycle connects the current plot with the previous plot instead of connecting with the x axis⁵².



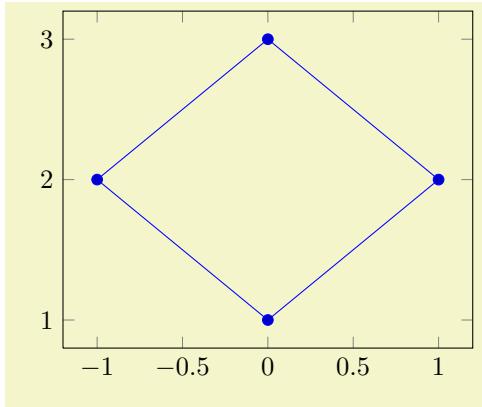
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[stack plots=y]
\addplot+[fill] coordinates
{(0,1) (1,1) (2,2) (3,2)} \closedcycle;
\addplot+[fill] coordinates
{(0,1) (1,1) (2,2) (3,2)} \closedcycle;
\end{axis}
\end{tikzpicture}
```

Note that \closedcycle has been designed for functions (i.e. for a plot where every x has at most one y value). For arbitrary curves, you can safely use the TikZ path --cycle instead which simply connects the last and the first path element:

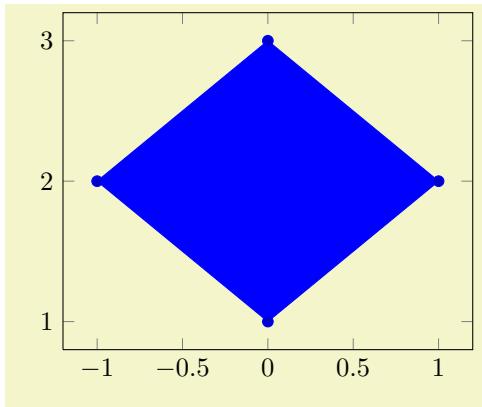
⁵²The implementation for stacked plots requires some additional logic to determine the filled area: \closedcycle will produce a plot coordinates command with reversed coordinates of the previous plot. This is usually irrelevant for end users, but it assumes that the plot's type is symmetric. Since constant plots are inherently asymmetric, \closedcycle will use const plot mark right as reversed sequence for const plot mark left.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot coordinates
      {(0,1) (1,2) (0,3) (-1,2)};
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot[thick,dash pattern={on 0 off 2pt}] coordinates
      {(0,1) (1,2) (0,3) (-1,2)} --cycle;
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot+[fill] coordinates
      {(0,1) (1,2) (0,3) (-1,2)} --cycle;
  \end{axis}
\end{tikzpicture}
```

The `--cycle` is actually a path instruction of [5]; it connects the first and the last coordinate of one path. Note that this is automatically done for `filled` paths.

4.20 Symbolic Coordinates and User Transformations

PGFPLOTS supports user transformations which can be applied to input and output coordinates. Suppose the plot shall display days versus account statements over time. Then, one wants to visualize date versus credit balance. But: dates need to be transformed to numbers before doing so! Furthermore, tick labels shall be displayed as dates as well. This, and more general transformations, can be realized using the `x coord trafo` and `y coord trafo` keys.

Remark: This section applies to users who want to have non-standard input *coordinates*. If you have normal numbers which don't need to be transformed and you like to have special symbols as tick labels, you should consider using the `xticklabels` (`yticklabels`) key described on page 242.

```
/pgfplots/x coord trafo/.code={\langle ... \rangle}
/pgfplots/y coord trafo/.code={\langle ... \rangle}
```

```
/pgfplots/z coord trafo/.code={\...}
/pgfplots/x coord inv trafo/.code={\...}
/pgfplots/y coord inv trafo/.code={\...}
/pgfplots/z coord inv trafo/.code={\...}
```

These code keys allow arbitrary coordinate transformations which are applied to input coordinates and output tick labels.

The `x coord trafo` and `y coord trafo` command keys take one argument which is the input coordinate. They are expected to set `\pgfmathresult` to the final value.

At this level, the input coordinate is provided as it is found in the `\addplot` statement. For example, if x coordinates are actually of the form `<year>-<month>-<day>`, for example 2008-01-05, then a useful coordinate transformation would transform this string into a number (see below for a predefined realization).

In short, *no* numerics has been applied to input coordinates when this transformation is applied⁵³.

The input coordinate transformation is applied to

- any input coordinates (specified with `\addplot` or `axis cs`),
- any user-specified `xtick` or `ytick` options,
- any user-specified `extra x ticks` and `extra y ticks` options,
- any user-specified axis limits like `xmin` and `xmax`.

The output coordinate transformation `x coord inv trafo` is applied to tick positions just before evaluating the `xticklabel` and `yticklabel` keys. The argument to `x coord inv trafo` is a fixed point number (which may have trailing zeros after the period). The tick label code may use additional macros defined by the inverse transformation.

Remark: PGFPLOTS will continue to produce tick positions as usual, no extra magic is applied. It may be necessary to provide tick positions explicitly if the default doesn't respect the coordinate space properly.

The initial value of these keys is

```
\pgfplotsset{
  x coord trafo/.code={},
  x coord inv trafo/.code={}}
```

which simply disables the transformation (the same for y , of course).

Remark: It might be necessary to set

```
\pgfplotsset{
  xticklabel={\tick},
  scaled x ticks=false,
  plot coordinates/math parser=false,
}
```

in order to avoid number formatting routines on `\tick` or numerics for tick scale methods. This is done automatically by the predefined symbolic coordinate styles (see below).

4.20.1 String Symbols as Input Coordinates

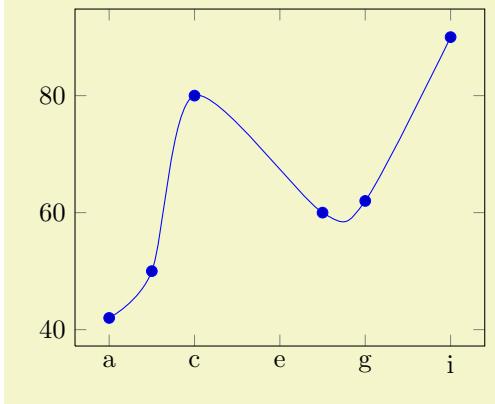
It is possible to provide a string dictionary to PGFPLOTS. An input coordinate can then use any symbol provided in that dictionary.

```
/pgfplots/symbolic x coords={\<dictionary\>}
/pgfplots/symbolic y coords={\<dictionary\>}
/pgfplots/symbolic z coords={\<dictionary\>}
```

A style which sets `x coord trafo` and `x coord inv trafo` (or the respective `y` or `z` variants) such that any element in `\<dictionary\>` is a valid input coordinate. The `\<dictionary\>` can be a comma separated list or a list terminated with ‘\’’. In both cases, white space is considered to be part of the names (use ‘%’ at end of lines).

⁵³Of course, if coordinates have been generated by gnuplot or PGF, this does no longer hold.

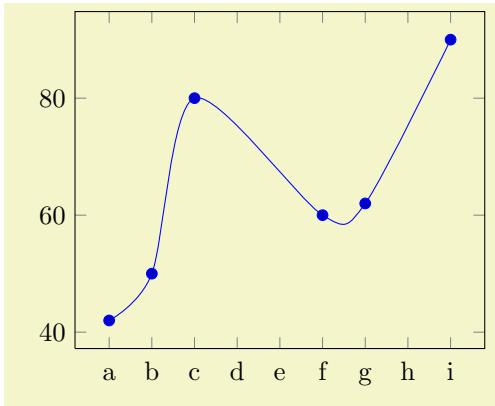
The dictionary will assign integer numbers to every element. These integers are used internally for arithmetics. Finally, the inverse transformation takes a fixed point number and maps it to the nearest integer, and that integer is mapped into the dictionary.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[symbolic x coords={a,b,c,d,e,f,g,h,i}]
    \addplot+[smooth] coordinates {
        (a,42)
        (b,50)
        (c,80)
        (f,60)
        (g,62)
        (i,90)};
\end{axis}
\end{tikzpicture}
```

The effect of the transformation is simply that input coordinates can be elements of the dictionary and tick labels will be chosen out of this dictionary as well.

Note that `symbolic x coords` is more-or-less equivalent to explicitly provided `x tick` positions and `x tick labels`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xtick={0,1,2,...,20},
    xticklabels={a,b,c,d,e,f,g,h,i},
    xticklabel style={
        anchor=base,
        yshift=-\baselineskip
    },
]
\addplot+[smooth] coordinates {
    (0,42)
    (1,50)
    (2,80)
    (5,60)
    (6,62)
    (8,90)};
\end{axis}
\end{tikzpicture}
```

The difference is that the approach with `symbolic x coords` is simpler to read whereas the `x tick` approach is simpler with respect to coordinate arithmetics (for example to increase limits using `enlargelimits`). The `xticklabel style` here is an attempt to align all tick labels at their base line (which would be useful for `symbolic x coords` as well as soon as labels have characters which exceed the baseline).

See also the option to add tick and/or grid lines at every encountered coordinate using `x tick=data` (or `minor x tick=data`).

4.20.2 Dates as Input Coordinates

The already mentioned application of using dates as input coordinates has been predefined, together with support for hours and minutes. It relies on the PGF calendar library which converts dates to numbers in the Julian calendar. Then, one coordinate unit is one day.

```
\usepgfplotslibrary{dateplot} % LATEX and plain TEX
\usepgfplotslibrary[dateplot] % ConTEXt
\usetikzlibrary{pgfplots.dateplot} % LATEX and plain TEX
\usetikzlibrary[dateplot] % ConTEXt
```

Loads the coordinate transformation code.

/pgfplots/**date coordinates in**=*<coordinate>*

Installs **x coord trafo** and **x coord inv trafo** (or the respective variant for *<coordinate>*) such that ISO dates of the form *<year>-<month>-<day>* are accepted. Here, *<coordinate>* is usually one of **x**, **y**, or **z**, but it can also contain stuff like **hist/data**.

After installing this style, input values like 2006-02-28 will be converted to an “appropriate” integer using the Julian calendar. Input coordinates may be of the form

<year>-<month>-<day>

or they may contain times as

<year>-<month>-<day> <hour>:<minute>.

The result of the transformation are numbers where one unit is one day and times are fractional numbers.

The transformation is realized using the PGF-calendar module, see [5, Calendar Library]. This reference also contains more information about extended syntax options for dates.

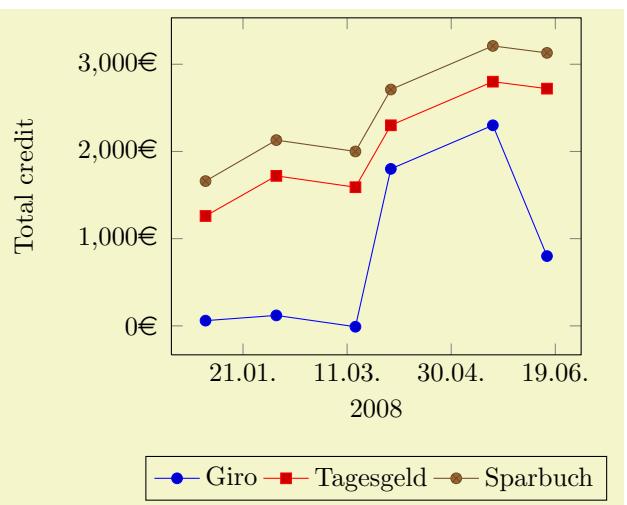
The inverse transformation provides the following macros which are available during tick label evaluation (i.e. when used inside of **xticklabel** or **yticklabel**):

- **\year** expands to the year component,
- **\month** expands to the month component,
- **\day** expands to the day component,
- **\hour** expands to the hour component (using two digits),
- **\Hour** expands to the hour component (but omits leading zeros),
- **\minute** expands to the minute component (two digits),
- **\Minute** expands to the minute component (omits leadings zeros),
- **\lowlevel** expands to the low level number representing the tick,
- **\second** will always be 00.

This allows to use **\day.\month.\year** or **\day.\hour:\minute** inside of **xticklabel**, for example.

A complete example (with fictional data) is shown below.

date	account1	account2	account3
2008-01-03	60	1200	400
2008-02-06	120	1600	410
2008-03-15	-10	1600	410
2008-04-01	1800	500	410
2008-05-20	2300	500	410
2008-06-15	800	1920	410

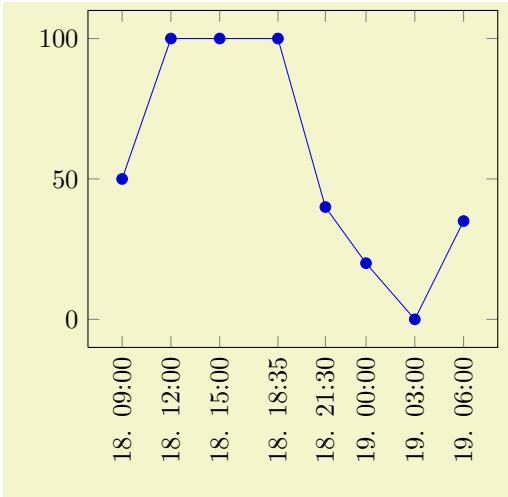


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usepgfplotslibrary{dateplot} !

\pgfplotstabletypeset[string type]{plotdata/accounts.dat}

\begin{tikzpicture}
\begin{axis}[
    date coordinates in=x,
    xticklabel={\day.\month.},
    xlabel={2008},
    stack plots=y,
    yticklabel={\pgfmathprintnumber{\tick}\EUR{}}, % <- requires \usepackage{eurosym}
    ylabel=Total credit,
    ylabel style={yshift=10pt},
    legend style={
        at={(0.5,-0.3)}, anchor=north, legend columns=-1}
]

\addplot table[x=date,y=account1] {plotdata/accounts.dat};
\addplot table[x=date,y=account2] {plotdata/accounts.dat};
\addplot table[x=date,y=account3] {plotdata/accounts.dat};
\legend{Giro,Tagesgeld,Sparbuch}
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usepgfplotslibrary{dateplot} !
\begin{tikzpicture}
\begin{axis}[
    date coordinates in=x,
    xtick=data,
    xticklabel style={
        rotate=90, anchor=near xticklabel},
    xticklabel=\day.\hour:\minute,
    date ZERO=2009-08-18,% <- improves precision!
]
\addplot coordinates {
    (2009-08-18 09:00, 050)
    (2009-08-18 12:00, 100)
    (2009-08-18 15:00, 100)
    (2009-08-18 18:35, 100)
    (2009-08-18 21:30, 040)
    (2009-08-19, 020)
    (2009-08-19 3:00, 000)
    (2009-08-19 6:0, 035)
};
\end{axis}
\end{tikzpicture}
```

Attention: If you intend to use hours and minutes, you should *always* provide the `date ZERO` to maintain adequate precision!

/pgfplots/`date ZERO`=`<year>-<month>-<day>` (initially 2006-01-01)

A technical key which defines the 0 coordinate of `date coordinates in`. Users will never see the resulting numbers, so one probably never needs to change it. However, the resulting numbers may become very large and a mantisse of 6 significant digits may not be enough to get accurate results. In this case, `date ZERO` should be set to a number which falls into the input date range.

4.21 Skipping Or Changing Coordinates – Filters

```
/pgfplots/x filter/.code={\...}
/pgfplots/y filter/.code={\...}
/pgfplots/z filter/.code={\...}
/pgfplots/filter point/.code={\...}
```

The code keys `x filter` and `y filter` allow coordinate filtering which are based on a *single* coordinate. A coordinate filter gets an input coordinate as #1 (on input, the same value is stored in `\pgfmathresult`), applies some operation and writes the result into the macro `\pgfmathresult`. If `\pgfmathresult` is

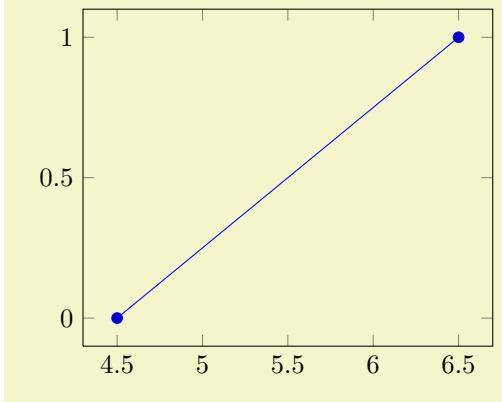
empty afterwards, the coordinate is discarded. You can also set `\pgfmathresult` to `nan` or `inf` in which case the coordinate can be either discarded (if `unbounded coords=discard` is set) or the plot can be interrupted (the case `unbounded coords=jump`).

The `filter point/.code` filter allows filtering depending on all components forming a complete point (x , y and z); it is described below.

It is allowed that filters do not change `\pgfmathresult`. In this case, the unfiltered coordinate will be used.

Coordinate filters are useful in automatic processing system, where PGFPLOTS is used to display automatically generated plots. You may not want to filter your coordinates by hand, so these options provide a tool to do this automatically.

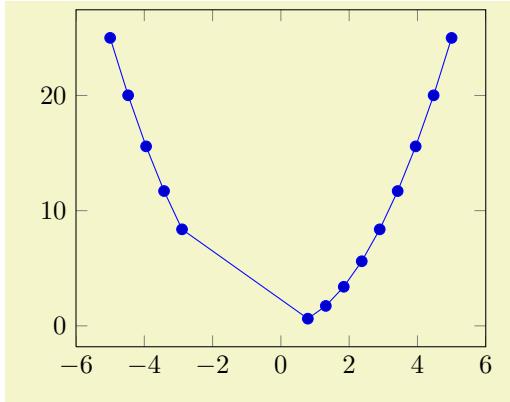
The following filter adds 0.5 to every x coordinate.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[x filter/.code=
{\pgfmathadd{\#1}{0.5}}
\addplot coordinates {
(4,0)
(6,1)
};
```

Please refer to [5, pgfmath manual] for details about the math engine of PGF. Please keep in mind that the math engine works with limited T_EX precision.

During evaluation of the filter, the macro `\coordindex` contains the number of the current coordinate (starting with 0). Thus, the following filter discards all coordinates after the 5th and before the 10th.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
samples=20,
x filter/.code={
\ifnum\coordindex>4
\ifnum\coordindex<11
\def\pgfmathresult{}
\fi
\fi
}]
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

There is also a style key which simplifies selection by index, see below.

PGFPLOTS invokes the filter with argument `#1` set to the input coordinate. For x -filters, this is the x -coordinate as it is specified to `\addplot`, for y -filters it is the y -coordinate.

If the corresponding axis is logarithmic, `#1` is the *logarithm* (see `log basis x` and its variants) of the coordinate as a real number, for example `#1=4.2341`. In case the logarithm was undefined, the argument will be empty.

The arguments to coordinate filters are minimally preprocessed: first, for logarithmic axes, the *log* of the argument is supplied. Second, any high level coordinate maps like `x coord trafo` (which may be used to map dates to numbers or string to numbers or so) are applied. In consequence, the `#1` argument is supposed to be a number. No further transformation has been applied.

Occasionally, it might be handy to get the “raw”, completely unprocessed input coordinate as it has been reported by the coordinate input routine. This unprocessed data is available in the three math

parser constants `rawx`, `rawy` and `rawz` (use `\pgfmathrawx`, `\pgfmathrawy` and `\pgfmathrawz` as a way to assign the value of interest to `\pgfmathresult`). All these values are ready for use in filters (and some other methods influence plots as well).

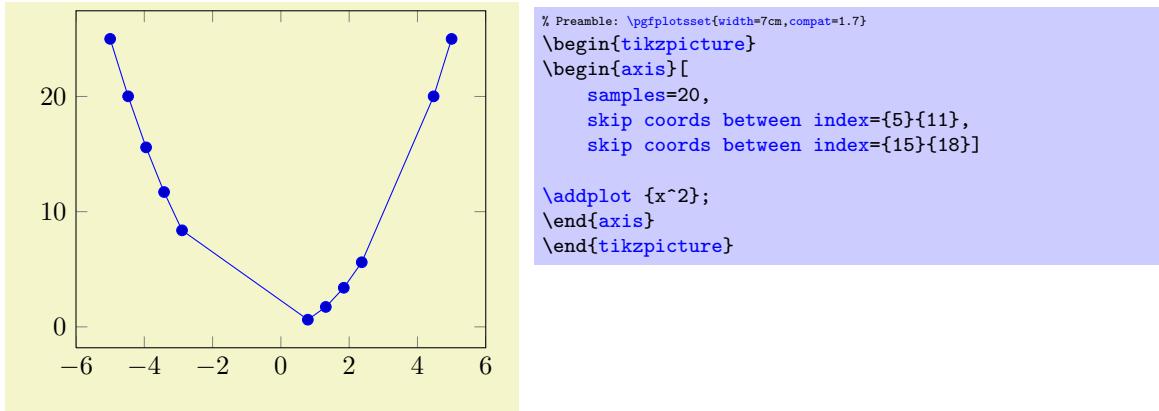
If key filters are invoked for `plot table`, access to the current row's data can be achieved using `\thisrow{<column name>}` (and its variants). This includes all columns of the table.

The `filter point` key is more technical. It doesn't take an argument: its arguments are given in terms of the `pgfkeys` variables `/data point x`, `/data point y` and `/data point z`. It may change its coordinates using `\pgfkeyssetvalue{/data point x}{<new value>}`; access to variables can be accessed with `\pgfkeysvalueof{/data point/x}` or, if the argument shall be written into a macro, with `\pgfkeysgetvalue`. This filter is evaluated after the other ones.

Note that you can provide different `x filter/y filter` arguments to each `\addplot` command. It seems there are only problems with the '#1' argument, and I haven't yet found out why. Please use `\pgfmathresult` in place of #1 if you provide `\addplot[x filter/.code={...}]`.

`/pgfplots/skip coords between index={<begin>}{<end>}`

A style which appends an `x filter` which discards selected coordinates. The selection is done by index where indexing starts with 0, see `\coordindex`. Every coordinate with index $\langle begin \rangle \leq i < \langle end \rangle$ will be skipped.



Technical note : this style usually applies to x coordinates (i.e. it counts x coordinates). In case you want to apply it to something like `hist/data` or `quiver/u`, you can

1. append an asterisk '*' to the style's name and
2. provide the target coordinate's name as first argument.

For example, `skip coords between index*={hist/data}{2}` applies to `hist/data`.

`/pgfplots/each nth point={<integer>}`

A style which appends an `x filter` which discards all but each n th input coordinate.

This downsampling works fairly well. It can be used to reduce a huge amount of coordinates from an input file. In this case, you should also set `filter discard warning=false` to avoid repeated notifications about skipped coordinates and `unbounded coords=discard` such that PGFPLOTS should silently forget any discarded points (rather than generated interrupted plots).

Note that there is also a `mark repeat` style which applies the same operation to plot marks only.

Technical note : this style usually applies to x coordinates (i.e. it counts x coordinates). In case you want to apply it to something like `hist/data` or `quiver/u`, you can

1. append an asterisk '*' to the style's name and
2. provide the target coordinate's name as first argument.

For example, `each nth point*={hist/data}{2}` applies to `hist/data`.

`/pgfplots/restrict x to domain=<min>:<max>`

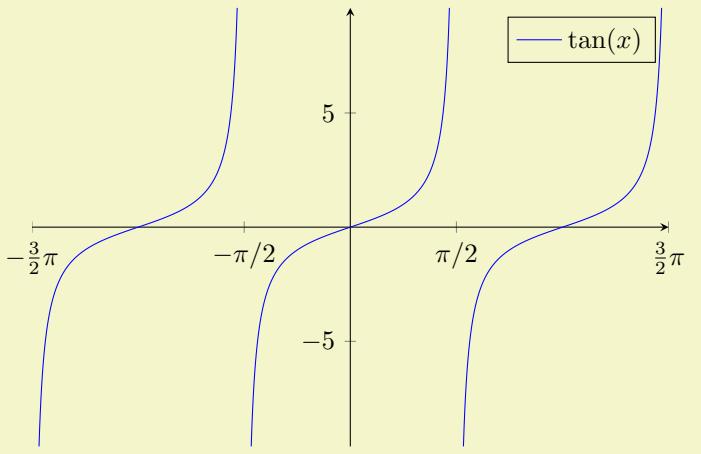
```
/pgfplots/restrict y to domain=<min>:<max>
/pgfplots/restrict z to domain=<min>:<max>
/pgfplots/restrict x to domain*=<min>:<max>
/pgfplots/restrict y to domain*=<min>:<max>
/pgfplots/restrict z to domain*=<min>:<max>
```

These keys append x (or y or z) coordinate filters to restrict the respective coordinate to a domain.

The versions without star (like `restrict x to domain`) will assign the value `-inf` if the coordinate is below $\langle min \rangle$ and `+inf` if the coordinate is above $\langle max \rangle$. The starred versions (like `restrict x to domain*`) will truncate coordinates to $[\langle min \rangle, \langle max \rangle]$, i.e. they assign the value $\langle min \rangle$ if the coordinate falls outside of the lower limit and $\langle max \rangle$ if the value falls outside of the upper limit.

For logarithmic axes, $\langle min \rangle$ and $\langle max \rangle$ are *logs* of the respective values. A variant which uses the non-logarithmic number might be to use `restrict expr to domain={\pgfmathrawx}{\langle min \rangle}{\langle max \rangle}`.

The non-starred versions also set `unbounded coords=jump` which leads to interrupted plots.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    restrict y to domain=-10:10,
    samples=1000,
    % some fine-tuning for the display:
    width=10cm, height=210pt,
    xmin=-4.7124, xmax=4.7124,
    xtick={-4.7124,-1.5708,...,10},
    xticklabels={-$-\frac{3}{2}\pi$,-$\frac{\pi}{2}$,$\frac{\pi}{2}$,$\frac{3}{2}\pi$},
    axis x line=center,
    axis y line=center]
\addplot[blue] gnuplot[id=tangens,domain=-1.5*pi:1.5*pi] {tan(x)};
\legend{$\tan(x)$}
\end{axis}
\end{tikzpicture}
```

```
/pgfplots/restrict expr to domain={<expression>}{(<min>:<max>)}
/pgfplots/restrict expr to domain*={<expression>}{(<min>:<max>)}
```

Appends an x coordinate filter which sets the x coordinate to `-inf` if the $\langle expression \rangle$ evaluates to something less than $\langle min \rangle$ and to `inf` if $\langle expression \rangle$ evaluates to something larger than $\langle max \rangle$.

The starred variant, `restrict to domain*` assigns $\langle min \rangle$ if $\langle expression \rangle$ is less than the lower limit and $\langle max \rangle$ if it is larger than the upper limit.

The non-starred version also sets `unbounded coords=jump` which leads to interrupted plots.

In contrast to `restrict x to domain`, $\langle expression \rangle$ can depend on anything which is valid during `\addplot`, in particular `\coordindex` or table columns (`\thisrow{\langle column name \rangle}` and friends). The expression doesn't need to depend on x at all.

```
/pgfplots/@restrict to domain={<filter name>}{{<expression>}}{(<min>:<max>)}0|1
```

A low-level (technical) key which allows to apply the `restrict * to ...` features also to something like `hist/data`.

For example, `@restrict to domain={hist/data}{}{0:1}{0}` applies the domain-restriction to the histogram-input `hist/data`. The final ‘0’ means that it works in a similar way as the key `restrict x to domain=0:1`, i.e. it skips everything which is outside of $[0, 1]$. In a similar way, `@restrict to domain={hist/data}{}{0:1}{1}` applies the functionality of `restrict x to domain*=0:1` to `hist/data`: it truncates values outside of $[0, 1]$ to the domain’s end-points.

The `<filter name>` is expected to be a coordinate name like `x`, `y`, `z` (or `hist/data`).

The `<expression>` configures an expression which will be used rather than the value of `<filter name>`. It can be empty.

The `<min>:<max>` are as described above.

If the last argument is 1, any coordinate outside of the allowed domain will take the domain boundary as value. If it is 0, such a coordinate will get either `inf` or `-inf`.

`/pgfplots/filter discard warning=true|false` (initially `true`)

Issues a notification in your logfile whenever coordinate filters discard coordinates.

You can find somewhat more on coordinate filtering in Section 4.4.12: “Interrupted Plots”.

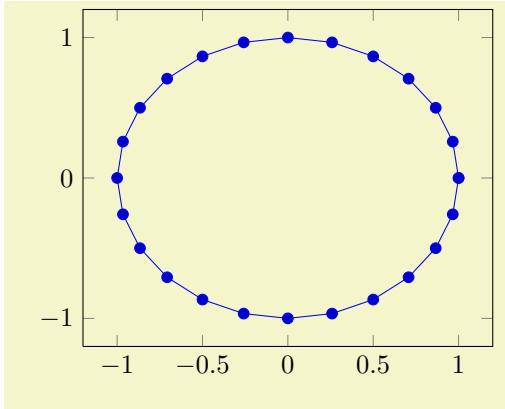
4.22 Transforming Coordinate Systems

Usually, PGFPLOTS works with cartesian coordinates. However, one may want to provide coordinates in a different coordinate system.

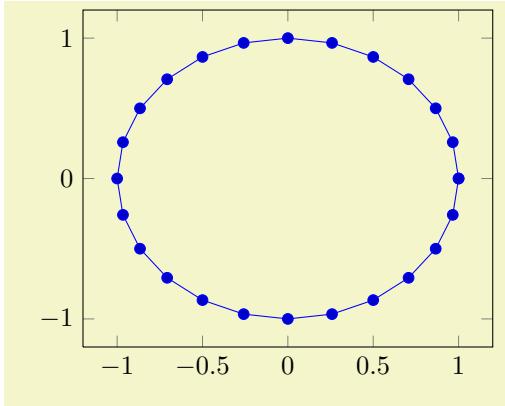
In this case, the `data cs` key can be used to identify the input coordinate system:

`/pgfplots/data cs=cart|polar|polarrad` (initially `cart`)

Defines the coordinate system (‘cs’) of the input coordinates. PGFPLOTS will apply transformations if `<name>` does not match the expected coordinate system.

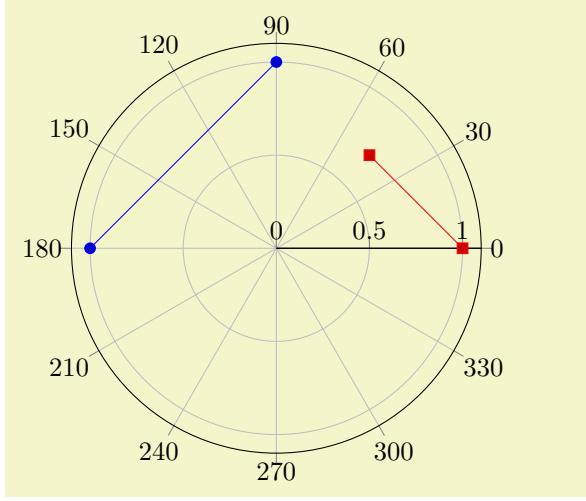


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot+[data cs=polar,domain=0:360] (\x,1);
  \end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}
    \addplot+[data cs=polarrad,domain=0:2*pi] (\x,1);
  \end{axis}
\end{tikzpicture}
```

Every axis type has its own coordinate system. For example, a normal `axis` expects the `cart` coordinate system, whereas a `polaraxis` expects a `polar` coordinate system. If the argument to `data cs` does not match the expected coordinate system, PGFPLOTS will transform it:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usepgfplotslibrary{polar}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot coordinates {(90,1) (180,1)};
    \addplot+[data cs=cart]
      coordinates {(1,0) (0.5,0.5)};
  \end{polaraxis}
\end{tikzpicture}
```

At the time of this writing, PGFPLOTS supports the following values for `name`:

The `data cs=cart` denotes the cartesian coordinate system. It is expected by the usual `axis` (or its logarithmic variants). It can have three components, x , y , and z .

The `data cs=polar` is the (two-dimensional) coordinate system with (angle, radius). The angle is a periodic number in the range $[0, 360]$; the radius is any number. If a `polar` coordinate has a z component, it is taken as-is (the transformations ignore it).

The `data cs=polarrad` is similar to `polar`, but it expects the angle in radians, i.e. in the periodic range $[0, 2\pi]$.

At the point of this writing, the `data cs` method will work for most plot handlers. But for complicated plot handlers, further logic may be needed which is not yet available (for example, the `quiver` plot handler might not be able to convert its direction vectors correctly)⁵⁴.

\pgfplotsaxistransformcs{*fromname*} {*toname*}

Expects the current point in a set of keys, provided in the coordinate system `fromname` and replaces them by the same coordinates represented in `toname`.

On input, the coordinates are stored in `/data point/x`, `/data point/y`, and `/data point/z` (the latter may be empty). The macro will test if there is a declared coordinate transformation from `fromname` to `toname` and invoke it. If there is none, it will attempt to convert to `cart` first and then from `cart` to `toname`. If that does not exist either, the operation fails.

\pgfplotsdefinecstransform{*fromname*} {*toname*} {*code*}

Defines a new coordinate system transformation. The `code` is expected to get input and write output as described for `\pgfplotsaxistransformcs`.

Implementing a new coordinate system immediately raises the question in which math mode the operations shall be applied. PGFPLOTS supports different so-called “coordinate math systems” for generic operations, and for each individual coordinate as well. These coordinate math systems can either use basic PGF math arithmetics, the `fpu`, or perhaps there will come a LuaTeX library.

The documentation of this system is beyond the scope of this manual⁵⁵. Please consider reading the source-code comments and the source of existing transformations if you intend to write own transformations.

4.23 Fitting Lines – Regression

This section documents the attempts of PGFPLOTS to fit lines to input coordinates. PGFPLOTS currently supports `create col/linear regression` applied to columns of input tables. The feature relies on `PGFPLOTS TABLE`, it is actually implemented as a table postprocessing method.

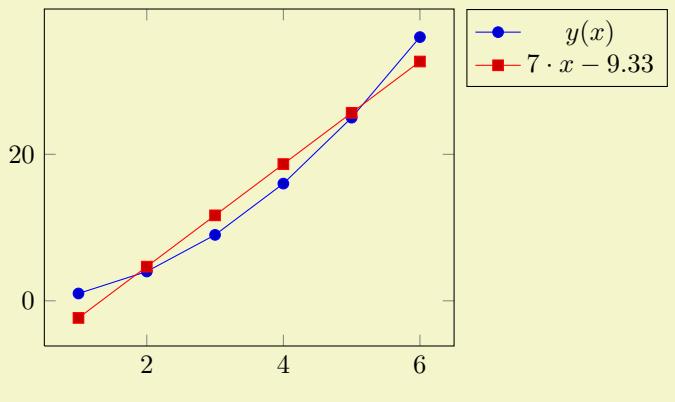
/pgfplots/table/`create col/linear regression`={*key-value-config*}

⁵⁴In case you run into problems, consider writing a bug report or ask others in TeX online discussion forums.

⁵⁵Which is quite comprehensive even without API documentation, as you will certainly agree...

A style for use in `\addplot table` which computes a linear (least squares) regression $y(x) = a \cdot x + b$ using the sample data (x_i, y_i) which has to be specified inside of `\begin{tikzpicture}` (see below).

It creates a new column on-the-fly which contains the values $y(x_i) = a \cdot x_i + b$. The values a and b will be stored (globally) into `\pgfplotstableregressiona` and `\pgfplotstableregressionb`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[legend pos=outer north east]
\addplot table {%
    X Y
    1 1
    2 4
    3 9
    4 16
    5 25
    6 36
};
\addplot table[
    y={create col/linear regression={y=Y}}] % compute a linear regression from the input table
{
    X Y
    1 1
    2 4
    3 9
    4 16
    5 25
    6 36
};
% \xdef\slope{\pgfplotstableregressiona} %<-- might be handy occasionally
\addlegendentry{$y(x)$}
\addlegendentry{%
    $\pgfmathprintnumber{\pgfplotstableregressiona}\cdot x$\\
    $\pgfmathprintnumber[print sign]{\pgfplotstableregressionb}$}
\end{axis}
\end{tikzpicture}
```

The example above has two plots: one showing the data and one containing the `linear regression` line. We use `y={create col/linear regression={}}` here, which means to create a new column⁵⁶ containing the regression values automatically. As arguments, we need to provide the `y` column name explicitly⁵⁷. The `x` value is determined from context: `linear regression` is evaluated inside of `\addplot table`, so it uses the same `x` as `\addplot table` (i.e. if you write `\addplot table[x={<col name>}]`, the regression will also use `<col name>` as its `x` input). Furthermore, it shows the line parameters a and b in the legend.

Note that the uncommented line with `\xdef\slope{\pgfplotstableregressiona}` is useful if you have *more than one* regression line: it copies the value of `\pgfplotstableregressiona` (in this case) into a new global variable called '`slope`'. This allows to use '`slope`' instead of `\pgfplotstableregressiona` – even after `\pgfplotstableregressiona` has been overwritten.

⁵⁶The `y={create col/}` feature is available for any other `PGFPLOTS TABLE` postprocessing style, see the `create on use` documentation in the `PGFPLOTS TABLE` manual.

⁵⁷In fact, PGFPlots sees that there are only two columns and uses the second by default. But you need to provide it if there are at least 3 columns.

The following `key-value-config` keys are accepted as comma-separated list:

`/pgfplots/table/create col/linear regression/table={\macro or file name}` (initially `empty`)

Provides the table from where to load the `x` and `y` columns. It defaults to the currently processed one, i.e. to the value of `\pgfplotstablename`.

`/pgfplots/table/create col/linear regression/x={column}` (initially `empty`)
`/pgfplots/table/create col/linear regression/y={column}` (initially `empty`)

Provides the source of x_i and y_i data, respectively. The argument `column` is usually a column name of the input table, yet it can also contain `[index]integer` to designate column indices (starting with 0), `create on use` specifications or `aliases` (see the **PGFPLOTS** manual for details on `create on use` and `alias`).

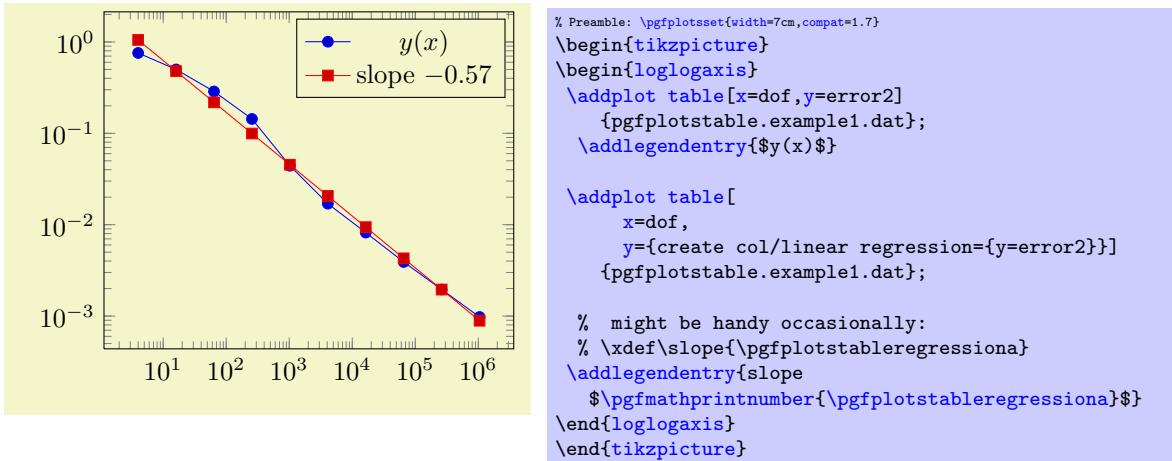
The initial configuration (an empty value) checks the context where the `linear regression` is evaluated. If it is evaluated inside of `\pgfplotstabletypeset`, it uses the first and second table columns. If it is evaluated inside of `\addplot table`, it uses the same `x` input as the `\addplot table` statement. The `y` key needs to be provided explicitly (unless the table has only two columns).

`/pgfplots/table/create col/linear regression/xmode=auto|linear|log` (initially `auto`)
`/pgfplots/table/create col/linear regression/ymode=auto|linear|log` (initially `auto`)

Enables or disables processing of logarithmic coordinates. Logarithmic processing means to apply `ln` before computing the regression line and `exp` afterwards.

The choice `auto` checks if the column is evaluated inside of a PGFPLTS axis. If so, it uses the axis scaling of the embedding axis. Otherwise, it uses `linear`.

In case of logarithmic coordinates, the `log basis x` and `log basis y` keys determine the basis.



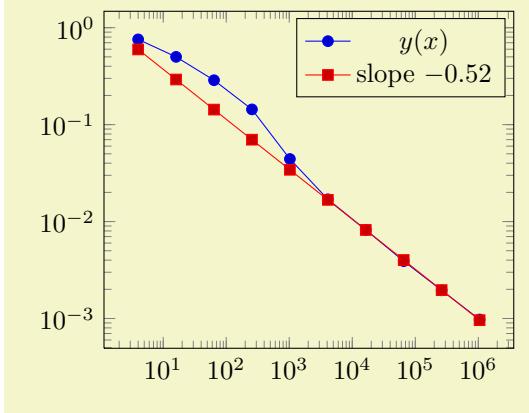
The (commented) line containing `\slope` is explained above; it allows to remember different regression slopes in our example.

`/pgfplots/table/create col/linear regression/variance list={list}` (initially `empty`)
`/pgfplots/table/create col/linear regression/variance={column name}` (initially `empty`)

Both keys allow to provide uncertainties (variances) to single data points. A high (relative) variance indicates an unreliable data point, a value of 1 is standard.

The `variance list` key allows to provide variances directly as comma-separated list, for example `variance list={1000,1000,500,200,1,1}`.

The `variance` key allows to load values from a table `column name`. Such a column name is (initially, see below) loaded from the same table where data points have been found. The `column name` may also be a `create on use` name.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}
\addplot table[x=dof,y=error2]
{pgfplotstable.example1.dat};
\addlegendentry{$y(x)$}

\addplot table[
    x=dof,
    y={create col/linear regression={
        y=error2,
        variance list={1000,800,600,500,400}
    }}
]
{pgfplotstable.example1.dat};

\addlegendentry{slope
\$ \pgfmathprintnumber{\pgfplotstableresult@variance}}
\end{loglogaxis}
\end{tikzpicture}
```

If both, `variance list` and `variance` are given, the first one will be preferred. Note that it is not necessary to provide variances for every data point.

`/pgfplots/table/create col/linear regression/variance src={\(\backslash table or file name\)} (initially empty)`

Allows to load the `variance` from another table. The initial setting is empty. It is acceptable if the `variance` column in the external table has fewer entries than expected, in this case, only the first ones will be used.

Limitations: Currently, PGFPLOTS supports only linear regression, and it only supports regression together with `\addplot table`. Furthermore, long input tables might need quite some time.

4.24 Miscellaneous Options

`/pgfplots/disablelogfilter=true|false` (initially false, default true)

Disables numerical evaluation of $\log(x)$ in TeX. If you specify this option, any plot coordinates and tick positions must be provided as $\log(x)$ instead of x . This may be faster and – possibly – more accurate than the numerical log. The current implementation of $\log(x)$ normalizes x to $m \cdot 10^e$ and computes

$$\log(x) = \log(m) + e \log(10)$$

where $y = \log(m)$ is computed with a Newton method applied to $\exp(y) - m$. The normalization involves string parsing without TeX-registers. You can safely evaluate $\log(1 \cdot 10^{-7})$ although TeX-registers would produce an underflow for such small numbers.

`/pgfplots/disabledatascaling=true|false` (initially false, default true)

Disables internal re-scaling of input data. Normally, every input data like plot coordinates, tick positions or whatever, are parsed without TeX's limited number precision. Then, a transformation like

$$T(x) = 10^{q-m} \cdot x - a$$

is applied to every input coordinate/position where m is “the order of x ” base 10. Example: $x = 1234 = 1.234 \cdot 10^3$ has order $m = 4$ while $x = 0.001234 = 1.234 \cdot 10^{-3}$ has order $m = -2$. The parameter q is the order of the axis' width/height.

The **effect** of the transformation is that your plot coordinates can be of *arbitrary magnitude* like 0.0000001 and 0.0000004. For these two coordinates, PGFPLOTS will use 100pt and 400pt internally. The transformation is quite fast since it relies only on period shifts. This scaling allows precision beyond TeX's capabilities.

The option “`disabledatascaling`” disables this data transformation. This has two consequences: first, coordinate expressions like `(axis cs:x,y)` have the same effect as `(x,y)`, no re-scaling is applied. Second, coordinates are restricted to what TeX can handle⁵⁸.

⁵⁸Please note that the axis' scaling requires to compute $1/(x_{\max} - x_{\min})$. The option `disabledatascaling` may lead to overflow or underflow in this context, so use it with care! Normally, the data scale transformation avoids this problem.

So far, the data scale transformation applies only to normal axes (logarithmic scales do not need it).

/pgfplots/**execute at begin plot**={*commands*}

This axis option allows to invoke *commands* at the beginning of each `\addplot` command. The argument *commands* can be any TeX content.

You may use this in conjunction with `x filter=...` to reset any counters or whatever. An example would be to change every 4th coordinate.

/pgfplots/**execute at end plot**={*commands*}

This axis option allows to invoke *commands* after each `\addplot` command. The argument *commands* can be any TeX content.

/pgfplots/**execute at begin axis**={*commands*}

Allows to invoke *commands* at the end of `\begin{axis}` (or the other “begin axis” statements).

The statement is execute as (almost) last statement before the preparation has been completed.

/pgfplots/**execute at end axis**={*commands*}

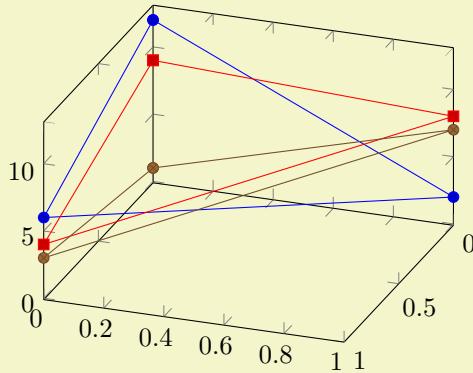
The counterpart for `execute at begin axis`. The hook is actually superfluous, it is executed immediately after `before end axis`. It is executed in the same TeX group as `execute at begin axis`.

/pgfplots/**execute at begin plot visualization**={*commands*}

Allows to add customized code which is executed at the beginning of each plot visualization. In contrast to `execute at begin plot`, this happens not immediately during `\addplot`, but late during the postprocessing of `\end{axis}` when actual drawing commands are generated.

One possible application is shown below: suppose you want to use `\usepackage{ocg}` in order to switch layers dynamically, for example in a beamer package. This can be implemented as follows:

Dynamic PDF Layer Support (see Acrobat Layers)



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usepackage[pdftex]{ocg}
\begin{tikzpicture}
\begin{axis}[
    title=Dynamic PDF Layer Support (see Acrobat Layers),
    view={110}{35}]
\addplot3+[
    execute at begin plot visualization=\begin{ocg}{First Layer}{FirstLayer}{0},
    execute at end plot visualization=\end{ocg},
]
coordinates {(0,0,12) (0,1,2) (1,0,6) (0,0,12)}; 

\addplot3+[
    execute at begin plot visualization=\begin{ocg}{Second Layer}{SecondLayer}{0},
    execute at end plot visualization=\end{ocg},
]
coordinates {(0,0,9) (0,1,8) (1,0,4) (0,0,9)}; 

\addplot3+[
    execute at begin plot visualization=\begin{ocg}{Third Layer}{ThirdLayer}{0},
    execute at end plot visualization=\end{ocg},
]
coordinates {(0,0,1) (0,1,7) (1,0,3) (0,0,1)}; 
\end{axis}
\end{tikzpicture}
```

The `execute *` hooks insert the OCG-statements at the correct positions, and the single plot commands are added to different dynamic layers. Use the Acrobat Reader and its “Layers” Tab to switch each of them on or off. Note that it would not be enough to add the `\begin{ocg}...` statements right into the text since PGFPLOTS postpones drawing commands until `\end{axis}` (splitting of survey and visualization phase).

See <http://www.texample.net/weblog/2008/nov/02/creating-pdf-layers> for more details on OCG and how to obtain it.

Technical note: these hooks are also inserted for `\pgfplotsextra` commands.

/pgfplots/`execute at end plot visualization={⟨commands⟩}`

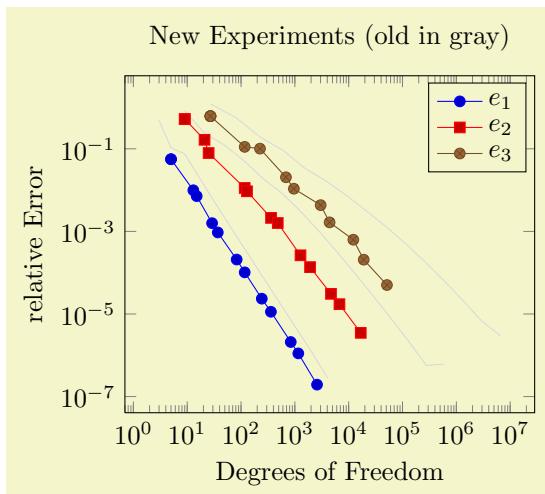
This is the counter-part of `execute at begin plot visualization`.

/pgfplots/`forget plot={⟨true,false⟩}`

(initially `false`)

Allows to include plots which are not remembered for legend entries, which do not increase the number of plots and which are not considered for cycle lists.

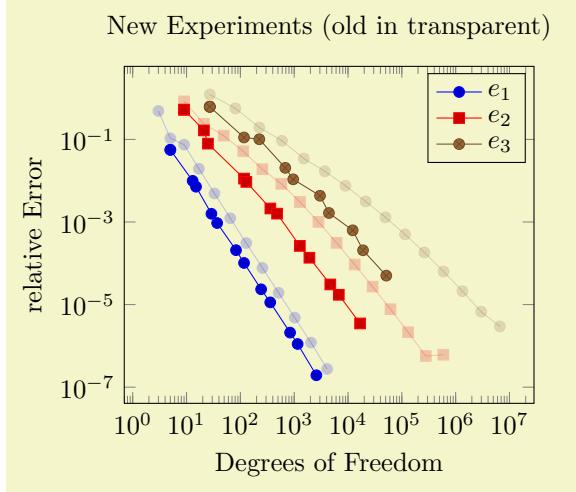
A forgotten plot can be some sort of decoration which has a separate style and does not influence the axis state, although it is processed as any other plot. Provide this option to `\addplot` as in the following example.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    % some descriptions:
    table/x=Basis,
    table/y={L2/r},
    xlabel=Degrees of Freedom,
    ylabel=relative Error,
    title=New Experiments (old in gray),
    legend entries={$e_1$,$e_2$,$e_3$}
]
\addplot[black!15,forget plot]
    table {plotdata/oldexperiment1.dat};
\addplot[black!15,forget plot]
    table {plotdata/oldexperiment2.dat};
\addplot[black!15,forget plot]
    table {plotdata/oldexperiment3.dat};
\addplot table {plotdata/newexperiment1.dat};
\addplot table {plotdata/newexperiment2.dat};
\addplot table {plotdata/newexperiment3.dat};
\end{loglogaxis}
\end{tikzpicture}
```

Since forgotten plots won't increase the plot index, they will use the same `cycle list` entry as following plots.

The style `every forget plot` can be used to configure styles for each such plot:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis}[
    forget plot style={opacity=0.2},
    % same as above:
    table/x=Basis,
    table/y={L2/r},
    xlabel=Degrees of Freedom,
    ylabel=relative Error,
    title=New Experiments (old in transparent),
    legend entries={$e_1$,$e_2$,$e_3$},
]
\foreach \exp in {1,2,3} {
    \addplot+[forget plot]
        table {plotdata/oldexperiment\exp.dat};
    \addplot table {plotdata/newexperiment\exp.dat};
}
\end{loglogaxis}
\end{tikzpicture}
```

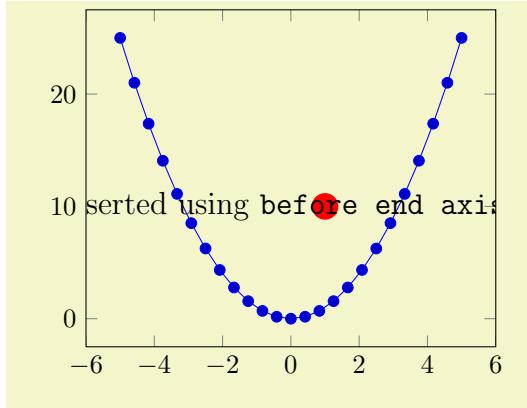
Here, the `\addplot+` command means we are using the same `cycle list` as the following plot and `forget plot style` modifies `every forget style` and yields transparency of the “old experiments”.

Please note that `every plot no <index>` styles are not applicable here.

A forgotten plot will be stacked normally if `stack plots` is enabled!

`/pgfplots/before end axis/.code={...}`

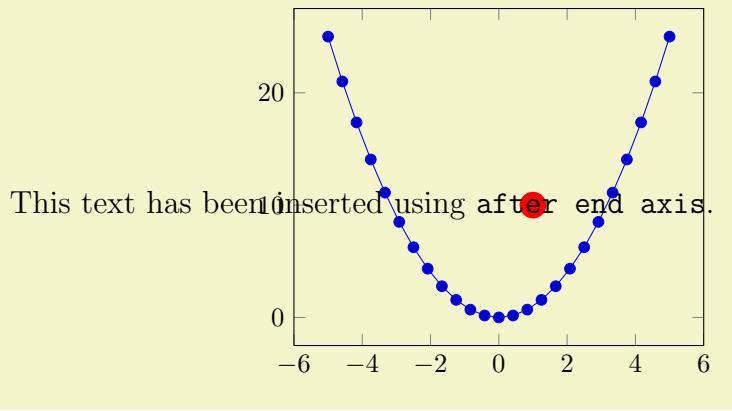
Allows to insert `(commands)` just before the axis is ended (see also `execute at end axis`). This option takes effect inside of the clipped area.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={
    before end axis/.code={
        \fill[red] (axis cs:1,10) circle(5pt);
        \node at (axis cs:-4,10)
            {\large This text has been inserted
            using \texttt{before end axis}.};
    }}}
\begin{tikzpicture}
\begin{axis}
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

`/pgfplots/after end axis/.code={...}`

Allows to insert `(commands)` right after the end of the clipped drawing commands. While `before end axis` has the same effect as if `(commands)` had been placed inside of your axis, `after end axis` allows to access axis coordinates without being clipped.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\pgfplotsset{every axis/.append style={
    after end axis/.code={
        \fill[red] (axis cs:1,10) circle(5pt);
        \node at (axis cs:-4,10)
            {\large This text has been inserted using \texttt{after end axis}.};
    }}}
\begin{tikzpicture}
\begin{axis}
\addplot {x^2};
\end{axis}
\end{tikzpicture}
```

/pgfplots/**clip marker paths**=true|false (initially false)

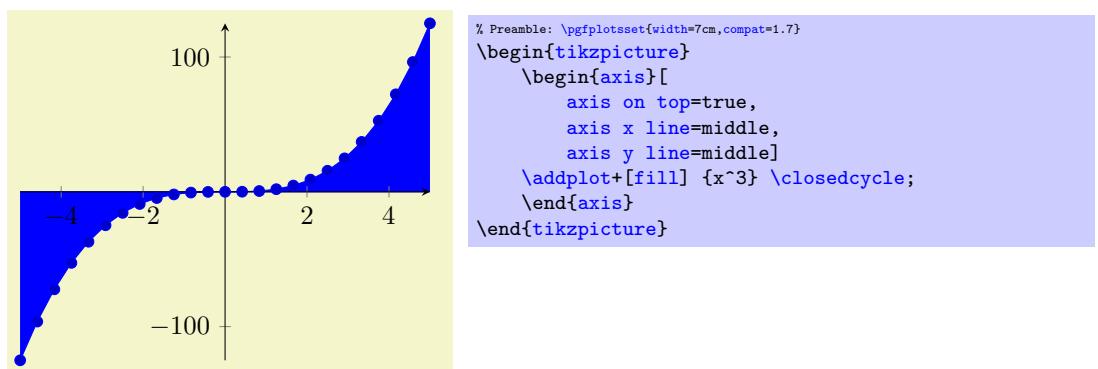
The initial choice **clip marker paths**=false causes markers to be drawn *after* the clipped region. Only their positions will be clipped. As a consequence, markers will be drawn completely, or not at all. The value **clip marker paths**=true is here for backwards compatibility: it does not introduce special marker treatment, so markers may be drawn partially if they are close to the clipping boundary⁵⁹.

/pgfplots/**clip**=true|false (initially true)

Whether any paths inside an axis shall be clipped.

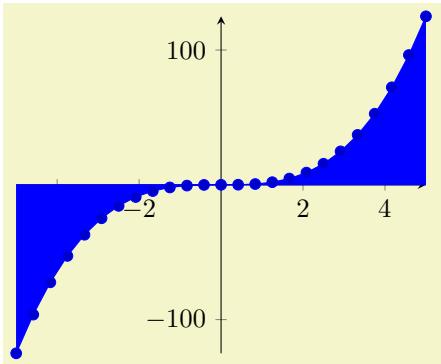
/pgfplots/**axis on top**=true|false (initially false)

If set to **true**, axis lines, ticks, tick labels and grid lines will be drawn on top of plot graphics.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis on top=true,
    axis x line=middle,
    axis y line=middle]
\addplot+[fill] {x^3} \closedcycle;
\end{axis}
\end{tikzpicture}
```

⁵⁹Please note that clipped marker paths may be slightly faster during T_EX compilation.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    axis on top=false,
    axis x line=middle,
    axis y line=middle]
\addplot+[fill] {x^3} \closedcycle;
\end{axis}
\end{tikzpicture}
```

Please note that this feature does not affect plot marks. I think it looks unfamiliar if plot marks are crossed by axis descriptions.

<pre>/pgfplots/visualization depends on=\macro</pre> <pre>/pgfplots/visualization depends on=expression\as\macro</pre> <pre>/pgfplots/visualization depends on=value <content\as\macro</pre>	(initially empty) (initially empty) (initially empty)
---	---

Allows to communicate data to PGFPLOTS which is essential to perform the visualization although PGFPLOTS isn't aware of it.

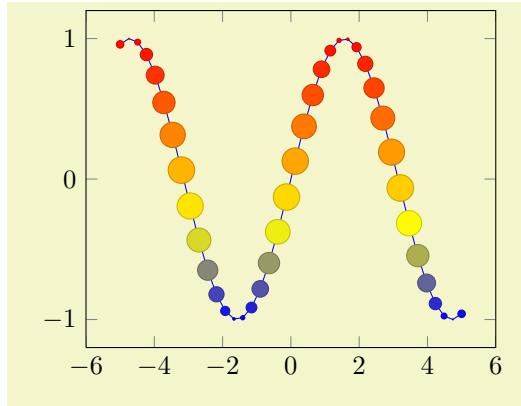
Suppose you want a scatter plot, which depends on the (x, y) coordinates, the `point meta` data to draw individual colors and furthermore data which influences the `mark size`. Thus, you need a total of 4 coordinates for every data point, although PGFPLOTS supports only 3 in its initial configuration.

Before we actually come to the main point of the problem, we'll talk about how to get a scatter plot which has individual colors *and* individual sizes. It is not sufficient to set `mark size` alone, since `mark size` is evaluated only once, before markers are processed (the same holds for `every mark`). Thus, we can use `scatter` combined with

```
scatter/@pre marker code/.append style={/tikz/mark size=\perpointmarksize}.
```

The `@pre marker code` is installed for every marker of a scatter plot individually. Now, we come to the problem as such: where can we get the value for `mark size`, in our case called `\perpointmarksize`?

A solution is `visualization depends on` (using the second input syntax at this point):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot+[
  scatter,
  scatter src=y,
  samples=40,
  visualization depends on=
    {5*cos(deg(x)) \as \perpointmarksize},
  scatter/@pre marker code/.append style=
    {/tikz/mark size=\perpointmarksize}
]
{\sin(deg(x))};
\end{axis}
\end{tikzpicture}
```

Here, we define `\perpointmarksize` as $5 * \cos(\deg(x))$. The expression will be evaluated together with all other coordinates. Thus, everything which is available during the survey phase can be used here. This includes the final coordinates `x`, `y`, `z`; the constant `meta` expands to the current per point meta data. Furthermore, `\thisrow{<colname>}` expands to the value of a table column.

The command `visualization depends on` evaluates and remembers every value in internal data structures. The remembered value is then available as `\macro` during the visualization phase. In our example, the `@pre marker code` is evaluated during the visualization phase and applies `mark size=5*cos(deg(x))`.

The first syntax, `visualization depends on=\macro`, tells PGFPLOTS to use an already defined `\macro`. The second syntax with `<content>\as\macro` provides also the value.

There can be more than one `visualization depends on` phrase.

In case the stored value is not of numerical type⁶⁰, you can use the prefix ‘value’ before the argument, i.e.

```
visualization depends on=value \macro or
visualization depends on=value <content>\as \macro.
```

Such a value will be expanded and stored, but not parsed as number (at least not by PGFPLOTS).

`/pgf/fpu={<true,false>}` (initially `true`)

This key activates or deactivates the floating point unit. If it is disabled (`false`), the core PGF math engine written by Mark Wibrow and Till Tantau will be used for `plot expression`. However, this engine has been written to produce graphics and is not suitable for scientific computing. It is limited to fixed point numbers in the range ± 16384.00000 .

If the `fpu` is enabled (`true`, the initial configuration) the high-precision floating point library of PGF written by Christian Feuersänger will be used. It offers the full range of IEEE double precision computing in TeX. This FPU is also part of `PGFPLOTS`, and it is activated by default for `create col/expr` and all other predefined mathematical methods.

Use

```
\pgfkeys{/pgf/fpu=false}
```

in order to de-activate the extended precision. If you prefer using the `fp` (fixed point) package, possibly combined with Mark Wibrows corresponding PGF library, the `fpu` will be deactivated automatically. Please note, however, that `fp` has a smaller data range (about $\pm 10^{17}$) and may be slower.

4.25 TikZ Interoperability

PGFPLOTS is built on top of TikZ/PGF, and it inherits most of power to visualize plots. However, their coordinate systems do not match up – for good reason: PGFPLOTS operates on logical (data) coordinates whereas TikZ operates on image coordinates.

Occasionally, one may want to synchronize both in order to generate a graphic – and the question arises how to match the coordinates from TikZ to PGFPLOTS and vice-versa. This section explains how to match coordinates and it discusses the necessary restrictions.

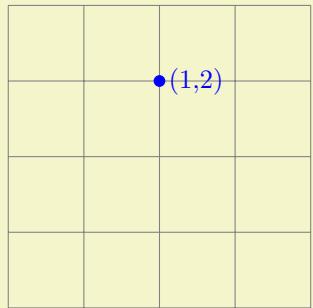
There are a couple of keys in PGFPLOTS which control the mapping of coordinates. The purpose of these keys is to implement visualization techniques, but they do things different than TikZ (and they should). To match coordinates with TikZ, one needs the following aspects:

1. Restrict your visualization type: a logarithmic axis simply may not fit into TikZ (to be more precise: it may fit, but a TikZ unit will correspond to a log-unit in PGFPLOTS).
2. Configure matching unit vectors by means of the `x` and `y` keys. The default configuration of TikZ is to use `x=1cm, y=1cm, z={(0,0)}`. Note that these settings are usually overridden by PGFPLOTS in order to respect `width` and `height` (and `view` for three-dimensional axes).
3. Disable the data scaling by means of `disabledatascaling`: PGFPLOTS will internally apply linear coordinate transformations in order to provide the data range required for floating point arithmetics (using approximately floating point precision). Disabling the data scaling means to restrict yourself to the (small) data range supported by TikZ—but that’s probably what you want in that case.
4. Define `anchor` and position of the `axis`, probably using `anchor=origin, at={(0,0)}`. The `at={(0,0)}` configures PGFPLOTS to place the axis at the TikZ position $(0,0)$ whereas `anchor=origin` means that PGFPLOTS will place its data origin $(0,0,0)$ at the place designated by `at` (see Section 4.18 for details).
5. Make sure that the PGFPLOTS axis contains the data origin $(0,0,0)$ in the displayed data range (i.e. configure `xmin`, `xmax`, `ymin`, and `ymax` appropriately).

Without this, the `anchor=origin` key required in the previous item will be truncated to the next coordinate which is part of the displayed range.

⁶⁰Or if it is just a constant and you’d like to improve speed.

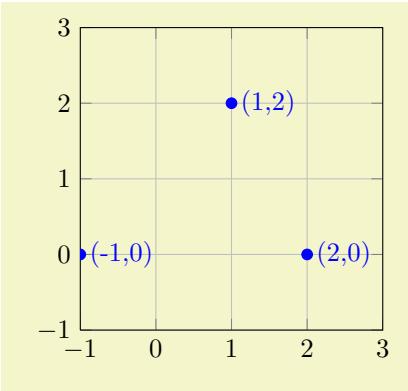
Here is a simple example, first with TikZ:



```
\begin{tikzpicture}
\coordinate (Point) at (1,2);

\draw [gray] (-1,-1) grid (3,3);
\draw [blue,fill] (Point) circle (2pt)
    node [right] {(1,2)};
\end{tikzpicture}
```

it displays a grid with $x, y \in [-1, 3]$ and shows a node inside of it. Now, we apply the keys discussed above to match this setting in PGFPLTS:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\coordinate (Point) at (1,2);

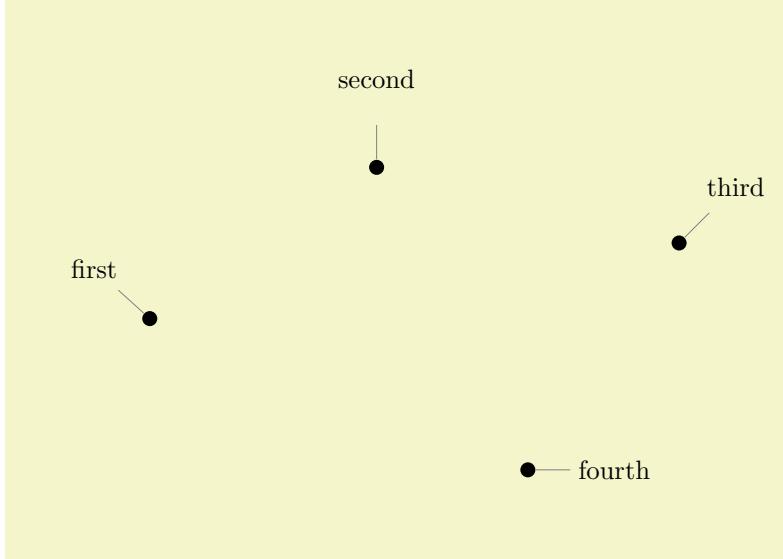
\begin{axis}[
    % tell pgfplots to "grab" the axis at its
    % internal (0,0) coord:
    anchor=origin,
    % tell pgfplots to place its anchor at (0,0):
    % (This is actually the default and can
    % be omitted)
    at={(0pt,0pt)},
    % tell pgfplots to use the "natural" dimensions:
    disabledatascaling,
    % tell pgfplots to use the same unit vectors
    % as tikz:
    x=1cm,y=1cm,
    %
    % this is just as usual in pgfplots. I guess
    % it is only useful if (0,0) is part of the
    % range... try it out.
    xmin=-1,xmax=3, ymin=-1,ymax=3,grid=both]
    % this uses the point defined OUTSIDE of the axis
\draw [blue,fill] (Point) circle (2pt)
    node [right] {(1,2)};

    % this uses a TIKZ coordinate (2,0) in the axis:
\draw [blue,fill] (2,0) circle (2pt)
    node [right] {(2,0)};

    % this here will always work inside of an axis:
\draw [blue,fill] (axis cs:-1,0) circle (2pt)
    node [right] {(-1,0)};
\end{axis}
\end{tikzpicture}
```

The example demonstrates several things: first, it defines a coordinate in the enclosing `tikzpicture` and uses it inside of the `axis` (at the correct position). Second, it uses the standard TikZ coordinate (2,0) inside of the `axis`, and it is placed at the expected position. Third, it uses the approach provided by PGFPLTS by using the `axis cs` to designate a coordinate (this last approach does also work without the coordinate matching).

Here is an example which inserts a PGFPLTS graphics correctly into a `tikzpicture`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% requires \usepgfplotslibrary{patchplots}
\begin{tikzpicture}
\begin{axis}[
    % tell pgfplots to "grab" the axis at its internal (0,0) coord:
    anchor=origin,
    % tell pgfplots to place its anchor at (0,0):
    % (This is actually the default and can be omitted)
    at={(0pt,0pt)},
    % tell pgfplots to use the "natural" dimensions:
    disabledatascaling,
    % tell pgfplots to use the same unit vectors as tikz:
    x=1cm,y=1cm,
    %
    hide axis,
]
\addplot[patch,patch type=coons,
    shader=interp,point meta=explicit]
coordinates {
    (0,0) [0] % first corner
    (1,-1) [0] % bezier control point between (0) and (3)
    (4,0.7) [0] % bezier control point between (0) and (3)
    %
    (3,2) [1] % second corner
    (4,3.5) [1] % bezier control point between (3) and (6)
    (7,2) [1] % bezier control point between (3) and (6)
    %
    (7,1) [2] % third corner
    (6,0.6) [2] % bezier control point between (6) and (9)
    (4.5,-0.5) [2] % bezier control point between (6) and (9)
    %
    (5,-2) [3] % fourth corner
    (4,-2.5) [3] % bezier control point between (9) and (0)
    (-1,-2) [3] % bezier control point between (9) and (0)
};
\end{axis}

% this requires pgf 2.10
\begin{scope}[every node/.style={circle,inner sep=2pt,fill=black}]
\node[pin=140:first] at (0,0) {};
\node[pin=second] at (3,2) {};
\node[pin=45:third] at (7,1) {};
\node[pin=0:fourth] at (5,-2) {};
\end{scope}
\end{tikzpicture}
```

The example employs one of the `patch` plots of the `patchplots` library. Since these graphical elements typically require depth information (`z buffering`) and color data (`point meta`), they are only available inside of PGFPLOTS. However, the configuration above ensures that coordinates match one-to-one between PGFPLOTS and TikZ. The `hide axis` flag disables anything of PGFPLOTS, so only the visualized `patch` plot

remains⁶¹.

4.26 Layers

It is important that several parts of an axis are drawn “on top” of others. Usually, PGFPLOTS ensures this by drawing them in a suitable sequence (usually background followed by grid lines, followed by tick lines and tick labels, followed by plots and finally axis descriptions). While this works reasonable in most cases, there are cases where more control is desired. One common use-case is if multiple axes shall be drawn into the same picture: here, the sequence from above should be applied to all involved axes simultaneously.

4.26.1 Summary

This section is the technical reference for using and customizing layered graphics in PGFPLOTS. As such, it is hard reading.

For most purposes, the following is *completely* sufficient for you: If you want to enable layered graphics, put the following statement into the `tikzpicture` which is supposed to have layered graphics:

```
\begin{tikzpicture}
  \pgfplotsset{set layers}
  \begin{axis}
    ...
  \end{axis}

  % perhaps a second axis which should use the same layers?
  \begin{axis}
    ...
  \end{axis}
\end{tikzpicture}
```

This enables layered graphics for that specific `tikzpicture`.

You may want layered graphics if you have multiple axes in the same picture, or if you have specific needs for your plot.

Consider reading `on layer` if you want to move particular elements of your axis to a different layer.

4.26.2 Using Predefined Layers

The main key to control layered graphics with PGFPLOTS is `set layers`:

/pgfplots/`set layers=none|<layer configuration name>` (initially `none`)

This key enables layered graphics for either the current axis or for all following axes.

Enabling layered graphics has the effect that the order in which graphical elements are given is unrelated to the ordering in which they will be drawn. The main benefit is if you have multiple axes in the same figure: the axes can share the same layers.

The invocation `set layers=none` disables layered graphics.

The invocation `set layers` (without equal sign and without arguments) is the same as if you would write `set layers=default`.

In all other cases, `set layers` expects a `<layer configuration name>`. There are two predefined configurations available (the prefix `/pgfplots/layers/` is optional):

/pgfplots/layers/`standard` (no value)

A layer configuration which defines the layers `axis background`, `axis grid`, `axis ticks`, `axis lines`, `axis tick labels`, `main`, `axis descriptions`, `axis foreground`. They are drawn in the order of appearance.

/pgfplots/layers/`axis on top` (no value)

A layer configuration which uses the same layer names as `layers/standard`, but with a different sequence: `axis background`, `main`, `axis grid`, `axis ticks`, `axis lines`, `axis tick labels`, `axis descriptions`, `axis foreground`.

This layer is automatically used if the key `axis on top` is used together with `set layers=<any layer configuration name>`.

⁶¹Note that the $(0, 0, 0)$ coordinate of PGFPLOTS is part of the data range here.

As soon as the key `set layers=<layer configuration name>` is encountered, PGFPLOTS starts the PGF command `\pgfplotsset{set layers=<layer names>}` with the layer names of the respective configuration. Usually, this replaces the current layer configuration of the embedding `tikzpicture`. Furthermore, `set layers` stores the name of `<layer configuration name>` such that every following `axis` knows how to map graphical elements to layer names.

The fact that layer configurations are properties of a complete `tikzpicture` (whereas an axis is only one of multiple graphical elements of that picture), they need to be given at one of several supported positions:

1. Directly within the picture:

```
\begin{tikzpicture}
  \pgfplotsset{set layers=default}
  \begin{axis}
    ...
  \end{axis}
\end{tikzpicture}
```

This option explicitly tells the reader of your source code that a significant portion of your picture has been changed: the complete picture has and uses a `<layer configuration name>` (in this case `default`).

2. As option for one or more axes which is/are directly within the picture:

```
\begin{tikzpicture}
  \begin{axis}[set layers]
    ...
  \end{axis}
\end{tikzpicture}
```

Here, PGFPLOTS implicitly communicates its layer configuration to the enclosing `tikzpicture`. Thus, the effect of `set layers` is *not local to an axis*; it survives until `\end{tikzpicture}`. Any other option only survives until `\end{axis}`.

In this case, only the *last* activated layer configuration will apply to the picture.

Limitation: no environments or local TeX groups allowed. Standard usages as within the examples of this manual will always work. But since the layer name configuration is essentially part of a PGF picture (at a low level), one cannot arbitrarily set them; PGF will complain if they are changed within some nested TeX groups or L^AT_EX environments. Typically, you will never need to worry about this.

In short, the following examples are *forbidden* because the axis is within locally nested groups.

```
\begin{tikzpicture}
  {%
    FORBIDDEN! Consider using case (1) above!
    \begin{axis}[set layers]
      ...
    \end{axis}
  }
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \begin{scope} % FORBIDDEN! Consider using case (1) above!
    \begin{axis}[set layers]
      ...
    \end{axis}
  \end{scope}
\end{tikzpicture}
```

These examples are forbidden because the layer configuration will be cleared by the ‘`}`’ of the first forbidden example and by the ‘`\end{scope}`’ of the second example. A solution would be one of the different placement options (i.e. choice (1.) or (3.)).

3. outside of any picture:

```
\pgfplotsset{set layers=default}
\begin{tikzpicture}
  \begin{axis}
    ...
  \end{axis}
\end{tikzpicture}
```

This choice configures the layer configuration for *every* following `tikzpicture`.

Limitation: axis alignment restricted to inner anchors. This applies only if you changed the default value of `anchor` (which is `anchor=south west`). Any axis which uses layered graphics should use one of the following values of `anchor`: `north`, `north west`, `west`, `south west`, `south`, `south east`, `east`, `north east`, `north`, `center`, `origin`, `above origin`, `left of origin`, `right of origin`, `below origin`. In case you really need another anchor, PGFLOTS requires the use of `cell picture=true`, causing the layers to be local for that specific axis.

The technical background for this limitation is a hen-and-egg problem: outer anchors (like `outer south west`) are only available *after* the complete axis has been generated – and layers can only be drawn after each drawing instruction has been issued. The technical keys for further reading are `cell picture=false` or `cell picture;if necessary` (one of them is active for layered graphics).

\pgfplotsset{layers}

An alias for `\pgfplotsset{set layers}`. It activates the `layers/default` layer configuration.

\pgfplotsset{layers}{<layer configuration name>}

An alias for `\pgfplotsset{set layers={<layer configuration name>}}`.

Key handler `<key>/ .define layer set={<ordered layer names>}{<style definitions>}`

Allows to define a new layer set configuration named `<key>`. Afterwards, `<key>` is a valid argument for `set layers=<key>`.

The first argument `<ordered layer names>` is a comma-separated list of layer names. The names are arbitrary, and `\pgfdeclarelayer` will be called for every encountered argument⁶². There is just one “magic” name: the layer `main` should be part of every `<ordered layer names>` as it will contain every graphical element which is not associated with a specific layer.

The second argument `<style definitions>` contains options – just as if you would have written `<key>/ .style={<style definitions>}`. The `<style definitions>` are supposed to contain PGFLOTS style redefinitions which make use of each encountered element of `<ordered layer names>`. This is probably best explained by an example: the `layers/standard` layer configuration is defined by

```
\pgfplotsset{
  layers/standard/.define layer set=
  {axis background,axis grid,axis ticks,axis lines,axis tick labels,main,%
   axis descriptions,axis foreground}
  {
    grid style=      {/pgfplots/on layer=axis grid},
    tick style=     {/pgfplots/on layer=axis ticks},
    axis line style= {/pgfplots/on layer=axis lines},
    label style=    {/pgfplots/on layer=axis descriptions},
    legend style=   {/pgfplots/on layer=axis descriptions},
    title style=    {/pgfplots/on layer=axis descriptions},
    colorbar style= {/pgfplots/on layer=axis descriptions},
    ticklabel style= {/pgfplots/on layer=axis tick labels},
    axis background@ style={/pgfplots/on layer=axis background},
    3d box foreground style={/pgfplots/on layer=axis foreground},
  },
}
```

This definition declares a couple of layers, and it adjusts PGFLOTS styles by adding `on layer` commands. The arguments for `on layer` are the elements of `<ordered layer names>`.

Note that if you have an element in `<ordered layer names>` which is never referenced inside of `<style definitions>`, this layer will always be empty. In other words: the *only* reference to the names in `<ordered layer names>` is `<style definitions>`, PGFLOTS has no hard-coded magic layer names (except for `main` as explained above).

⁶²To be more precise: `set layers` calls `\pgfdeclarelayer` when it uses `<ordered layer names>`.

Since the second argument `<style definitions>` defines `<key>` to be a normal style key, one can simply use `<key>` in order to set `<style definitions>`. This allows to inherit them. For example, the `layers/axis on top` layer configuration is defined by means of

```
\pgfplotsset{
  /pgfplots/layers/axis on top/.define layer set=
    {axis background,main, axis grid, axis ticks, axis lines, axis tick labels,%
     axis descriptions, axis foreground}
  /pgfplots/layers/standard
}
```

i.e. it only redefines the *sequence* of the layers and re-uses the style definitions of `layers/standard`. Any number of layer configurations can be defined.

4.26.3 Changing the Layer of Graphical Elements

There are a couple of keys which change the layer of a graphical element.

`/pgfplots/on layer={<layer name>}`

Providing this key somewhere in a PGFLOTS style or inside of a PGFLOTS axis will change the layer for all graphical elements for which the style applies.

For example,

```
...
\begin{axis}[set layers,grid style={/pgfplots/on layer=axis foreground}]
...
```

will change the layer for any grid lines to `axis foreground`.

The argument `<layer name>` is expected to be part of the current layer configuration, i.e. the argument of `set layers` should contain it.

Note that if you have two *plots* with different values of `on layer`, you may also want to enable `clip mode=clip individual` or to deactivate clipping altogether using `clip=false`. Clipping options need to be provided as option to the axis, not to the plot. The technical background is that clip paths needs to be replicated for the layer on which the drawing is supposed to happen – otherwise they will be applied to the wrong layer.

`/pgfplots/mark layer=auto|like plot|<layer name>` (initially `auto`)

An advanced key which defines the layer for plot `marks`. It is typically the best choice to leave it at `auto`.

If you write `\addplot[on layer=<layer name>]`, the layer will be used for the complete plot. Plot marks are treated with special care, so you can define an own layer for plot marks.

The initial choice `auto` will automatically define a “suitable” choice, leaving the responsibility with PGFLOTS. Here, “suitable” means to respect `clip mode` and `clip marker paths` in a way such that plot marks will not be clipped even though the default layer for your plot will be clipped.

The choice `like plot` will pack the marks onto the same layer as the plot they belong to. This might cause clipped markers, i.e. markers which are only displayed partially if they are close to the boundary of the axis.

Finally, one can provide any `<layer name>`, just as for `on layer` – but the layer can be different from the layer used for the plot.

4.27 Technical Internals

This section describes keys which are usually set by internal routines – it is typically unnecessary to use them. However, they may impose limitations or influence performance. Such cases are documented clearly in other sections of this manual. This here is the reference on the involved internals.

`/pgfplots/cell picture=true|false|if necessary` (initially `true`)

This key is set automatically by PGFLOTS if necessary (for example by `set layers`).

Typically, PGFLOTS creates a so-called “cell picture”. A cell picture is a separate picture which is typeset into a node. Finally, the node is shifted to fulfill special `anchor` requirements. The necessity for a cell picture is given if the `anchor` of an axis is only known after the complete axis has been drawn.

The initial choice `true` means that PGFPLOTS will create a cell picture for every axis. This allows all `anchors`, but it is unsuited if multiple graphics layers are desired or if one wants SVG export. In order to create a cell picture, PGFPLOTS interrupts the embedding `tikzpicture`, draws a new `tikzpicture`, and finally typesets the result into a node.

The choice `false` tells PGFPLOTS to draw its paths directly into the embedding `tikzpicture`. Such an approach is necessary if the axis shall use layers of the embedding `tikzpicture`. This is possible if and only if the `anchor` can be determined without actually drawing the complete axis. If so, PGFPLOTS will modify the transformation matrix in advance. Note that axes with `cell picture=false` will contain all the usual anchors – the only difference is that the axis itself can only use one of the following anchors for its alignment: `north`, `north west`, `west`, `south west`, `south`, `south east`, `east`, `north east`, `north`, `center`, `origin`, `above origin`, `left of origin`, `right of origin`, `below origin`.

The choice `if necessary` will check if the chosen anchor is one of the list above. If so, it will use `cell picture=false`. Otherwise, it will use `cell picture=true`.

```
/pgfplots/clip mode=global|individual
```

(initially `global`)

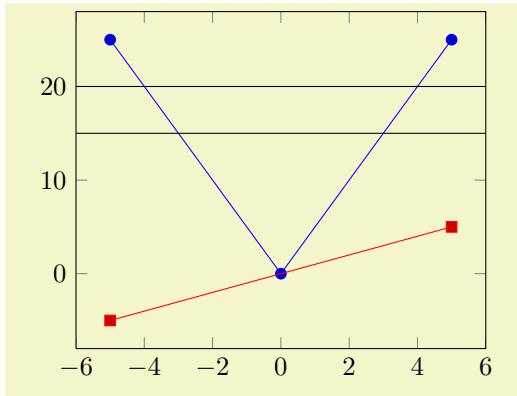
This key controls how PGFPLOTS implements the `clip=true` feature (which is on by default). Its primary motivation is control where markers are placed: are markers on top of everything else (choice `global`) or are they overdrawn by following plots (choice `individual`)?

The choice `global` tells PGFPLOTS to install one single clip path for the complete picture⁶³. In order to avoid clipped marker paths, any markers are processed after the clip path has been closed, i.e. on a separate layer (see `clip marker paths`). An unexpected side-effect is that marks are on top of plots, even if the plots have been added after the markers.

The choice `individual` instructs PGFPLOTS to install a separate clip path for *every* `\addplot` command. Consequently, the plot will be clipped. But most importantly, its markers will be drawn immediately after the clip path has been deactivated.

An unexpected side-effect of `clip mode=individual` is that

1. the resulting pdf will be slightly larger due to the repeated paths,
2. custom drawing instruction like `\node` or `\draw` need to be clipped *manually*: use



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[
    clip mode=individual,
  ]
    \addplot+[samples=3] {x^2};

    \begin{scope}
      \clip \pgfextra{\pgfplotspathaxisoutline};
      \draw (axis cs:-20,15) -- (axis cs:20,15);
      \draw (axis cs:-20,20) -- (axis cs:20,20);
    \end{scope}

    \addplot+[samples=2] {x};
  \end{axis}
\end{tikzpicture}
```

to install a custom clip path around your `\draw` instructions for such a use-case. Here, the path instruction `\pgfplotspathaxisoutline` results in a path of the axis outline, i.e. the path which is used for the background paths or for clipping. Since it is a basic level macro, it needs to be encapsulated by `\pgfextra`.

Note that `clip marker paths` can lead to the same result as `clip mode=individual` if the plot does not reach the boundaries.

```
/pgfplots/compat/show suggested version=true|false
```

(initially `true`)

If enabled, PGFPLOTS will show you which value for `compat=(version)` results in the largest active feature set and highest quality.

⁶³The choice `clip mode=global` was the only supported clipping mechanism up to and including version 1.5.

This key will generate a warning if the current version is so old that the quality degrades seriously.
The notification will be printed to your .log file (during \end{document}).

5 Related Libraries

This section describes some libraries which come with PGFPLOTS, but they are more or less special and need to be activated separately.

5.1 Clickable Plots

```
\usepgfplotslibrary{clickable} % LATEX and plain TEX
\usepgfplotslibrary[clickable] % ConTeXt
\usetikzlibrary{pgfplots.clickable} % LATEX and plain TEX
\usetikzlibrary[pgfplots.clickable] % ConTeXt
```

A library which generates small popups whenever one clicks into a plot. The popup displays the coordinate under the mouse pointer, supporting the optional snap-to-nearest `clickable coords` feature with customizable displayed information. Furthermore, the library allows to display slopes if one holds the mouse pressed and drags it to another point in the plot.

The library has two purposes: to compute slopes in a simple way⁶⁴ and to provide related, optional information to single data points which are not important enough to be listed in the main text (like prototype parameters or other technical things).

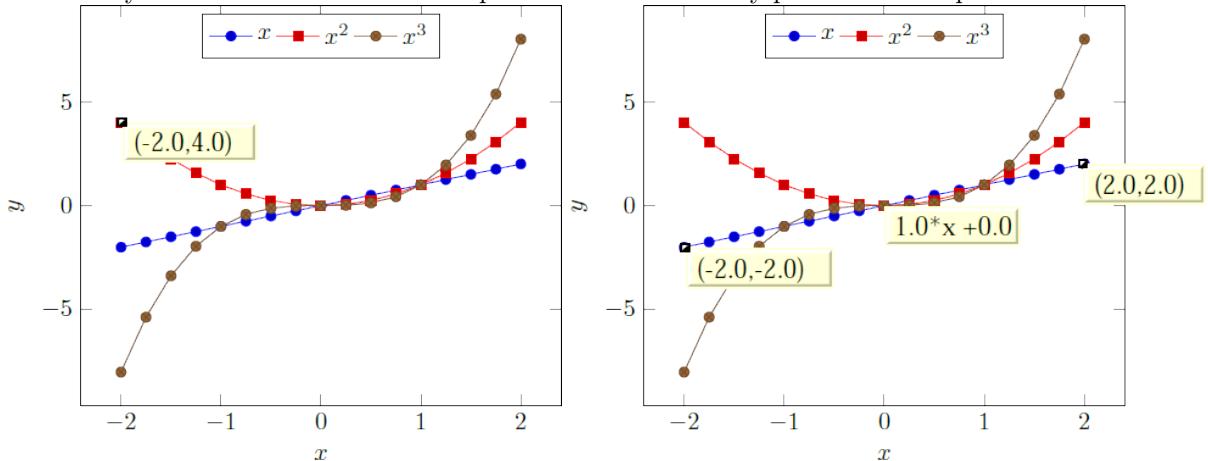
5.1.1 Overview

It is completely sufficient to write

```
\usepgfplotslibrary{clickable}
```

in the document preamble. This will automatically prepare every plot.

The library works with Acrobat Javascript and PDF forms: every plot becomes a push-button.

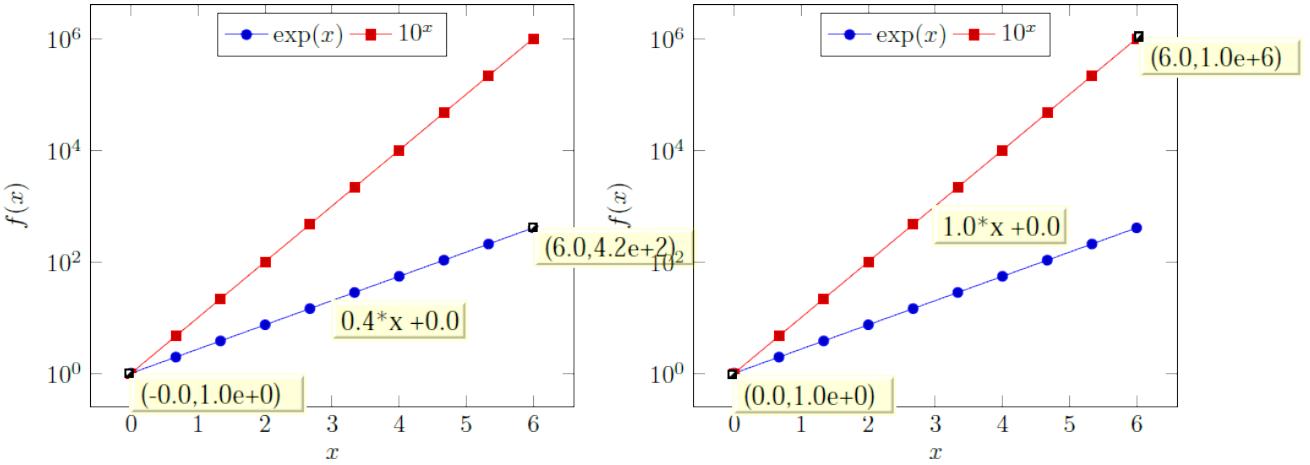


These screenshots show the result of clicking into the axis range (left column) and of dragging from one point to another (right column). The second case shows the result of Drag-and-Drop: it displays start- and end points and the equation for the line segment between the first point of the drag- and drop and the second point where the mouse has been released. The line segment is

$$l(x; x_0, y_0, x_1, y_1) = m \cdot x + n$$

where $m = (y_1 - y_0)/(x_1 - x_0)$ is the slope and n the offset chosen such that $l(x_0; \dots) = y_0$. For logarithmic plots, logarithms will be applied before computing slopes.

⁶⁴The author is applied mathematician...



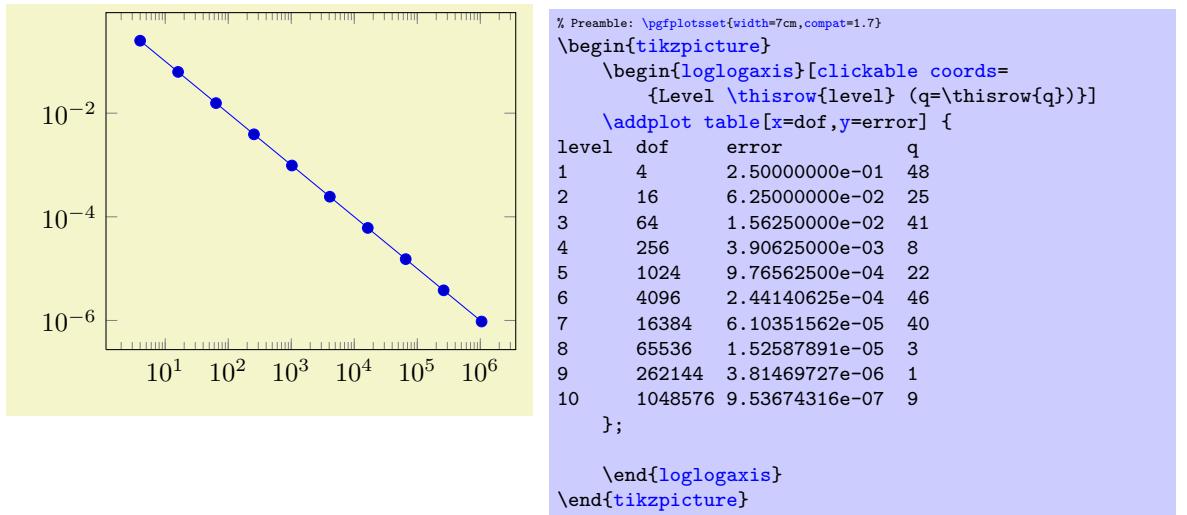
These screen shots show the result of drag- and drop for *logarithmic* axes: the end points show, again, the coordinates (without logs) and the form field in the middle shows the slope and offset of the linear equation in log coordinates.

The log basis for any logarithmic axes is usually 10, but it respects the current setting of `log basis x` and `log basis y`. The applied log will always use the same logarithm which is also used for the axis descriptions (this is not necessarily the same as used by `PGFPLOTS`!).

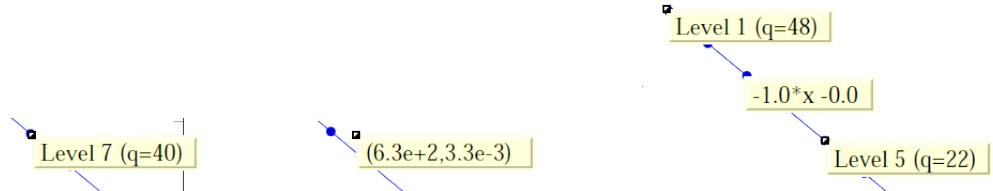
This document has been produced with the `clickable` library, so it is possible to load it into Acrobat Reader and simply click into a plot.

`/pgfplots/clickable coords={⟨displayed text⟩}`

Activates a snap-to-nearest feature when clicking onto plot coordinates. The `⟨displayed text⟩` is the coordinate's *x* and *y* value by default (i.e. you write just `clickable coords` without an equal sign).

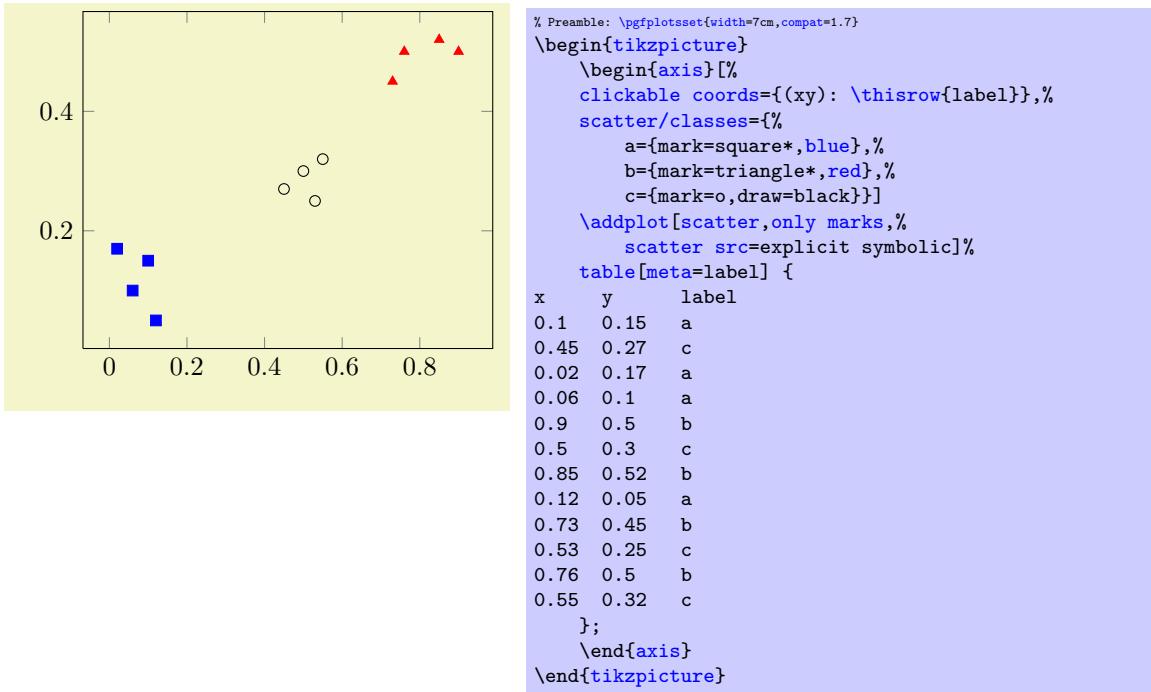


Now, clicking onto a data point yields ‘Level 7 (q=40)’ whereas clicking besides a data point results in the click coordinates as before,

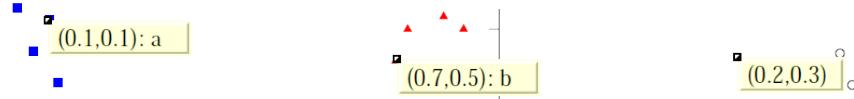


Note that logarithmic slopes work as before.

If you want the (x, y) values to be displayed, use the special placeholder string ‘`(xy)`’ inside of `⟨displayed text⟩`. As an example, we consider again the `scatter/classes` example of page 85:



Here, we find popups like



The *(displayed text)* is a richtext string displayed with *Javascript*. For most purposes, it is used like an unformatted C string: it contains characters, perhaps line breaks with ‘\n’ or tabulators with ‘\t’, but it should not contain *TEX* formatting instructions, especially no math mode (the ‘(xy)’ replacement text is formatted with `sprintf`, see below). Consider `clickable coords code` in case you’d like to preprocess data before displaying it. If you experience problems with special characters, try prepending a backslash to them. If that doesn’t work either, try to prefix the word with ‘\\’ and/or with ‘\string’. Consider using `clickable coords size` if you intend to work with multiline fields and the size allocation needs improvements.

In fact, *(displayed text)* can even contain richtext (=XHTML) formatting instructions like ‘
’ (note the final slash) or ‘text’ (note the backslash before '#') which changes the color for *text*. The `` arguments are CSS fields, consider an HTML reference for a list of CSS attributes.

It is possible to use `clickable coords` together with three dimensional axes. Note that dynamic (clickable) features of a three dimensional axis without `clickable coords` will be disabled (they appear to be useless). Furthermore, three dimensional axes do not support slope calculations; only the snap-to-nearest feature is available.

Consider using `annot/snap dist=6` to increase the snap-to-nearest distance.

The `clickable coords` can be specified for all plots in an axis (as in the examples above), but also once for every single `\addplot` commands for which the snap-to-nearest feature is desired (with different *(displayed text)*).

If multiple `clickable coords` are on the same position, each click chooses the next one (in the order of appearance).

/pgfplots/`clickable coords code={⟨TEX code which defines \pgfplotsretval⟩}`

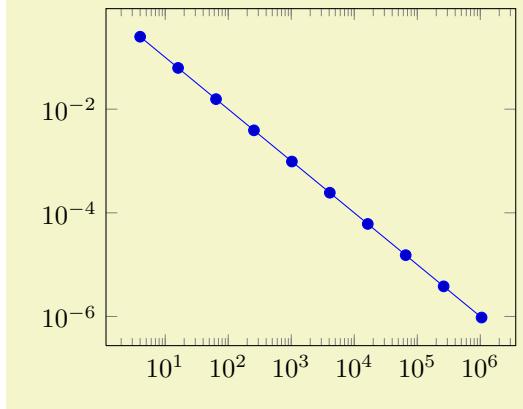
A variant of `clickable coords` which allows to prepare the displayed information before it is handed over to Javascript.

The value should be T_EX code which defines `\pgfplotsretval` somehow. The result is used as simple, unformatted string which is associated to coordinates.

Consider using

```
\pgfmathprintnumberto[verbatim]{<number>}\macroname
\edef\pgfplotsretval{Number=\macroname}
```

to provide number printing. The `\pgfmathprintnumberto[verbatim]` doesn't use math mode to format a number⁶⁵, and it writes its result into `\macroname`. The name '`\macroname`' is arbitrary, use anything like '`\eps`' or '`\info`'. The `\edef` means "expanded definition" and has the effect of expanding all macros to determine the value, in our case "`Number= <the value>`". The following example uses it twice to pretty-print the data:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{loglogaxis} [clickable coords code={%
    \pgfmathprintnumberto[verbatim,precision=1]%
        {\thisrow{error}}%
    \error%
    \pgfmathprintnumberto[verbatim,frac]%
        {\thisrow{frac}}%
    \fraccomp%
    \edef\pgfplotsretval{\error \error, R=\fraccomp}%
}%
\addplot table[x=dof,y=error] {
level dof error frac
1 4 2.5000000e-01 0.5
2 16 6.2500000e-02 0.75
3 64 1.5625000e-02 0.1
4 256 3.9062500e-03 0.2
5 1024 9.76562500e-04 0.5
6 4096 2.44140625e-04 0.8
7 16384 6.10351562e-05 0.125
8 65536 1.52587891e-05 0.725
9 262144 3.81469727e-06 0.625
10 1048576 9.53674316e-07 1
};

\end{loglogaxis}
\end{tikzpicture}
```

resulting in

log error 3.9e-3, R=1/5
log error 2.4e-4, R=4/5

The `\langle T_E X \, code \rangle` is evaluated inside of a local scope, all locally declared variables are freed afterwards (that's why you can use any names you want).

`/pgfplots/Clickable coords size=auto or {\langle max chars \rangle} or {\langle max chars x,max chars y \rangle}` (initially `auto`)

This is actually just another name for `annot/popup size snap`, see its documentation below.

5.1.2 Requirements for the Library

- The library relies on the L^AT_EX packages `insd1js` ("Insert document level Javascript") and `eforms` which are both part of the freely available AcroTeX education bundle [4]⁶⁶. The `insd1js` package creates a temporary file with extension `.djs`.
- At the time of this writing, only Adobe Acrobat Reader interprets Javascript and Forms properly. The library doesn't have any effect if the resulting document is used in other viewers (as far as I know).

Note that although this library has been written for PGFPLOTS, it can be used independently of a PGFPLOTS environment.

Compatibility issues: There are several restrictions when using this library. Most of them will vanish in future versions – but up to now, I can't do magic.

- The library does not yet support rotated axes. Use `clickable=false` for those axes.

⁶⁵See the PGFPLOTS TABLE manual for details about number printing.

⁶⁶These packages rely on L^AT_EX, so the library is only available for L^AT_EX, not for plain T_EX or ConT_EXt.

- The library works only with `pdflatex`; `dvips` or `dvipdfm` are not supported⁶⁷.
- Up to now, it is *not* possible to use this library together with the `external` library and other image externalization methods of Section 7.

To be more precise, you can (with two extra preamble lines, see below) get correctly annotated, exported PDF documents, but the `\includegraphics` command does not import the dynamic features.

In case you decide to use this work-around, you need to insert

```
% \maxdeadcycles=10000 % in case you get the error 'Output loop---<N> consecutive dead cycles.'
\usepackage[pdftex]{eforms}
```

before loading PGF, TikZ or PGFPLOTS. The `\maxdeadcycles` appears to be necessary for large documents, try it out.

As long as you are working on a draft version of your document, you might want to use

```
\pgfkeys{/pgf/images/include external/.code={\href{file:#1}{\pgfimage[#1]}}}
```

in your preamble. This will generate hyperlinks around the graphics files which link to the exported figures. Clicking on the hyperlinks opens the exported figure which, in turn, has been generated with the `clickable` library and allows dynamic features⁶⁸.

- The library automatically calls `\begin{Form}` at `\begin{document}` and `\end{Form}` at the end of the document. This environment of `hyperref` is necessary for dynamic user interaction and should be kept in mind if the document contains other form elements.

Acknowledgements:

- I have used a Javascript `sprintf` implementation of Kevin van Zonneveld [6] (the Javascript API has only a limited set of conversions).

5.1.3 Customization

It is possible to customize the library with several options.

`/pgfplots clickable=true|false` (initially `true`)

Allows to disable the library for single plots.

`/pgfplots/annot/js fillColor={<Javascript color>}` (initially `["RGB",1,1,.855]`)

Sets the background (fill) color of the short popup annotations.

Possible choices are `transparent`, gray, RGB or CMYK color specified as four-element-arrays of the form `["RGB", <red>, <green>, <blue>]`. Each color component is between 0 and 1.

Again: this option is for Javascript. It is *not* possible to use colors as in PGF.

`/pgfplots/annot/point format={<sprintf-format>}` (initially `(%.1f,%.1f)`)

`/pgfplots/annot/point format 3d={<sprintf-format>}` (initially `(%.1f,%.1f,%.1f)`)

Allows to provide an `sprintf` format string which is used to fill the annotations with text. The first argument to `sprintf` is the *x*-coordinate and the second argument is the *y*-coordinate.

The `point format 3d` variant is used for any three-dimensional axis whereas the `point format` is used (only) for two-dimensional ones.

The `every semilogx axis`, `every semilogy axis` and `every loglog axis` styles have been updated to

```
\pgfplotsset{
    every semilogy axis/.append style={/pgfplots/annot/point format={(\%.1f,\%.1e)}},
    every semilogx axis/.append style={/pgfplots/annot/point format={(\%.1e,\%.1f)}},
    every loglog axis/.append style={/pgfplots/annot/point format={(\%.1e,\%.1e)}}
}
```

such that every logarithmic coordinate is displayed in scientific format.

⁶⁷In fact, they should be. I don't really know why they don't ... any hint is welcome.

⁶⁸This special treatment needs the external files in the same base directory as the main document, so this approach is most certainly *not* suitable for a final document.

/pgfplots/annot/slope format={*sprintf-format*} (initially $\%.1fx \%+.1f$)

Allows to provide an `sprintf` format string which is used to fill the slope-annotation with text. The first argument is the slope and the second the line offset.

/pgfplots/annot/printable=true|false (initially false)

Allows to configure whether the small annotations will be printed. Otherwise, they are only available on screen.

/pgfplots/annot/font={*Javascript font name*} (initially font.Times)

Allows to choose a Javascript font for the annotations. Possible choices are limited to what Javascript accepts (which is *not* the same as L^AT_EX). The default fonts and its names are shown below.

Font Name	Name in Javascript
Times-Roman	font.Times
Times-Bold	font.TimesB
Times-Italic	font.TimesI
Times-BoldItalic	font.TimesBI
Helvetica	font.Helv
Helvetica-Bold	font.HelvB
Helvetica-Oblique	font.HelvI
Helvetica-BoldOblique	font.HelvBI
Courier	font.Cour
Courier-Bold	font.CourB
Courier-Oblique	font.CourI
Courier-BoldOblique	font.CourBI
Symbol	font.Symbol
ZapfDingbats	font.ZapfD

/pgfplots/annot/textSize={*Size in Point*} (initially 11)

Sets the text size of annotations in points.

/pgfplots/annot/popup size generic=auto or {*x*} or {*x,y*} (initially auto)

/pgfplots/annot/popup size snap=auto or {*x*} or {*x,y*} (initially auto)

/pgfplots/annot/popup size={*value*}

The first key defines the size of popups if you just click into an axis. The second key defines the size of popups for the snap-to-nearest feature (i.e. those prepared by `clickable coords`). The third key sets both to the same *value*.

The argument can be `auto` in which case PGFPLOTS tries to be smart and counts characters. This may fail for multiline texts. The choice *x* provides the *horizontal* size only, in units of `annot/textSize`. Thus, `annot/popup size generic=6` makes the popup $6 \cdot 11$ points wide. In this case, only one line will be allocated. Finally, *x,y* allows to provide horizontal and vertical size, both in units of `annot/textSize`.

See also `clickable coords size` which is an alias for `annot/popup size snap`.

/pgfplots/annot/snap dist={*Size in Point*} (initially 4)

Defines the size within two mouse clicks are considered to be equivalent, meased in points (Euclidean distance).

/pgfplots/annot/richtext=true|false (initially true)

Enables or disables richtext formatting in `clickable coords` arguments. Richtext is kind of XHTML and allows CSS styles like colors, font changes and other CSS attributes, see the documentation for `clickable coords` for details.

The case `annot/richtext=false` is probably more robust.

5.1.4 Using the Clickable Library in Other Contexts

This library provides essentially one command, `\pgfplotscreateClickableArea` which creates a clickable area of predefined size, combined with Javascript interaction code. It can be used independently of PGFPLOTS.

`\pgfplotsclickablecreate[⟨required key-value-options⟩]`

Creates an area which is clickable. A click produces a popup which contains information about the point under the cursor.

The complete (!) context needs to be provided using key-value-pairs, either set before calling this method or inside of [⟨required key-value-options⟩].

This command actually creates an AcroForm which invokes Javascript whenever it is clicked. A Javascript Object is created which represents the context (axis limits and options). This Javascript object is available at runtime.

This method is public and it is *not* restricted to PGFPLOTS. The PGFPLOTS hook simply initializes the required key-value-pairs.

This method does not draw anything. It initializes only a clickable area and Javascript code.

The required key-value-pairs are documented below.

Attention: Complete key-value validation is *not* performed here. It can happen that invalid options will produce Javascript bugs when opened with Acrobat Reader. Use the Javascript console to find them.

All options described in the following are only interesting for users who intend to use this library without PGFPLOTS.

`/pgfplots/annot/width={⟨dimension⟩}` (initially -)

This required key communicates the area's width to `\pgfplotsclickablecreate`. It must be a \TeX dimension like `5cm`.

`/pgfplots/annot/height={⟨dimension⟩}` (initially -)

This required key communicates the area's height to `\pgfplotsclickablecreate`. It must be a \TeX dimension like `5cm`.

`/pgfplots/annot/jname={⟨string⟩}` (initially -)

This required key communicates a unique identifier to `\pgfplotsclickablecreate`. This identifier is used to identify the object in Javascript, so there can't be more than one of them. If it is empty, a default identifier will be generated.

`/pgfplots/annot/xmin={⟨number⟩}`
`/pgfplots/annot/xmax={⟨number⟩}`
`/pgfplots/annot/ymin={⟨number⟩}`
`/pgfplots/annot/ymax={⟨number⟩}` (initially empty)

These required keys communicate the axis limits to `\pgfplotsclickablecreate`. They should be set to numbers which can be assigned to a Javascript floating point number (standard IEEE double precision).

`/pgfplots/annot/collected plots={⟨nested arrays⟩}` (initially empty)

The low level interface to implement a snap-to-nearest feature. The value is an array of plots, where each plot is again an array of coordinates and each coordinate is an array of three elements, x , y and text. Please consult the code comments for details and examples.

5.2 Colormaps

An extension by Patrick Häcker

```
\usepgfplotslibrary{colormaps} % \TeX and plain \TeX  
\usepgfplotslibrary[colormaps] % Con\TeXt  
\usetikzlibrary{pgfplots.colormaps} % \TeX and plain \TeX  
\usetikzlibrary[pgfplots.colormaps] % Con\TeXt
```

A small library providing a number of additional `colormaps`. Many of these `colormaps` originate from the free Matlab package “SC — powerful image rendering” of Oliver Woodford.

The purpose of this library is to provide further `colormaps` to all users and to provide some of them which are similar to those used by Matlab (R).

/pgfplots/**colormap/autumn**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={autumn}{rgb255=(255,0,0) rgb255=(255,255,0)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/bled**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={bled}{rgb255=(0,0,0) rgb255=(43,43,0) rgb255=(0,85,0)
                           rgb255=(0,128,128) rgb255=(0,0,170) rgb255=(213,0,213) rgb255=(255,0,0)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/bright**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={bright}{rgb255=(0,0,0) rgb255=(78,3,100) rgb255=(2,74,255)
                           rgb255=(255,21,181) rgb255=(255,113,26) rgb255=(147,213,114) rgb255=(230,255,0)
                           rgb255=(255,255,255)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/bone**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={bone}{[1cm]rgb255(0cm)=(0,0,0) rgb255(3cm)=(84,84,116)
                           rgb255(6cm)=(167,199,199) rgb255(8cm)=(255,255,255)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/cold**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={cold}{rgb255=(0,0,0) rgb255=(0,0,255) rgb255=(0,255,255)
                           rgb255=(255,255,255)}
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/copper**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={copper}{[1cm]rgb255(0cm)=(0,0,0) rgb255(4cm)=(255,159,101)
                           rgb255(5cm)=(255,199,127)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/copper2**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={copper2}{rgb255=(0,0,0) rgb255=(68,62,63) rgb255=(170,112,95)
                           rgb255=(207,194,138) rgb255=(255,255,255)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/earth**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={earth}{rgb255=(0,0,0) rgb255=(0,28,15) rgb255=(42,39,6)
                           rgb255=(28,73,33) rgb255=(67,85,24) rgb255=(68,112,46) rgb255=(81,129,83)
                           rgb255=(124,137,87) rgb255=(153,147,122) rgb255=(145,173,164) rgb255=(144,202,180)
                           rgb255=(171,220,177) rgb255=(218,229,168) rgb255=(255,235,199) rgb255=(255,255,255)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/gray**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={gray}{rgb255=(0,0,0) rgb255=(255,255,255)}
```



This **colormap** is an alias for the standard **colormap/blackwhite**.

This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/hot2**

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={hot2}{[1cm]rgb255(0cm)=(0,0,0) rgb255(3cm)=(255,0,0)
                           rgb255(6cm)=(255,255,0) rgb255(8cm)=(255,255,255)}
```



Note that this particular choice ships directly with PGFPLTS, you do not need to load the `colormaps` library for this value.

This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/hsv** (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={hsv}{rgb255=(255,0,0) rgb255=(255,255,0) rgb255=(0,255,0)
                           rgb255=(0,255,255) rgb255=(0,0,255) rgb255=(255,0,255) rgb255=(255,0,0)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/hsv2** (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={hsv2}{rgb255=(0,0,0) rgb255=(128,0,128) rgb255=(0,0,230)
                           rgb255=(0,255,255) rgb255=(0,255,0) rgb255=(255,255,0) rgb255=(255,0,0)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/jet** (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={jet}{rgb255(0cm)=(0,0,128) rgb255(1cm)=(0,0,255)
                           rgb255(3cm)=(0,255,255) rgb255(5cm)=(255,255,0) rgb255(7cm)=(255,0,0)
                           rgb255(8cm)=(128,0,0)}
```



Note that this particular choice ships directly with PGFPLTS, you do not need to load the `colormaps` library for this value.

This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/pastel** (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={pastel}{rgb255=(0,0,0) rgb255=(120,0,5) rgb255=(0,91,172)
                           rgb255=(215,35,217) rgb255=(120,172,78) rgb255=(255,176,24) rgb255=(230,255,0)
                           rgb255=(255,255,255)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/**colormap/pink** (style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={pink}{rgb255=(0,0,0) rgb255=(12,16,46) rgb255=(62,22,43)
    rgb255=(53,53,65) rgb255=(79,72,58) rgb255=(122,80,67) rgb255=(147,91,102)
    rgb255=(147,115,140) rgb255=(144,145,154) rgb255=(173,163,146) rgb255=(216,171,149)
    rgb255=(250,179,179) rgb255=(255,198,227) rgb255=(246,229,255) rgb255=(255,255,255)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/colormap/sephia

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={sephia}{rgb255(0cm)=(0,0,0) rgb255(1cm)=(26,13,0)
    rgb255(18cm)=(255,230,204) rgb255(20cm)=(255,255,255)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/colormap/spring

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={spring}{rgb255=(255,0,255) rgb255=(255,255,0)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/colormap/summer

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={summer}{rgb255=(0,128,102) rgb255=(255,255,102)}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

/pgfplots/colormap/temp

(style, no value)

A style which is equivalent to

```
\pgfplotsset{
    /pgfplots/colormap={temp}{rgb255=(36,0,217) rgb255=(25,29,247) rgb255=(41,87,255)
    rgb255=(61,135,255) rgb255=(87,176,255) rgb255=(117,211,255) rgb255=(153,235,255)
    rgb255=(189,249,255) rgb255=(235,255,255) rgb255=(255,255,235) rgb255=(255,242,189)
    rgb255=(255,214,153) rgb255=(255,172,117) rgb255=(255,120,87) rgb255=(255,61,61)
    rgb255=(247,40,54) rgb255=(217,22,48) rgb255=(166,0,33) }
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

```
/pgfplots/colormap/thermal
```

(style, no value)

A style which is equivalent to

```
\pgfplotsset{  
    /pgfplots/colormap={thermal}{rgb255=(0,0,0) rgb255=(77,0,179) rgb255=(255,51,0)  
        rgb255=(255,255,0) rgb255=(255,255,255)}  
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

```
/pgfplots/colormap/winter
```

(style, no value)

A style which is equivalent to

```
\pgfplotsset{  
    /pgfplots/colormap={winter}{rgb255=(0,0,255) rgb255=(0,255,128)}  
}
```



This colormap is similar to one shipped with Matlab (®) under a similar name.

5.3 Dates as Input Coordinates

```
\usepgfplotslibrary{dateplot} % LATEX and plain TEX  
\usepgfplotslibrary[dateplot] % ConTEXt  
\usetikzlibrary{pgfplots.dateplot} % LATEX and plain TEX  
\usetikzlibrary[pgfplots.dateplot] % ConTEXt
```

A library which allows to use dates like 2008-01-01 or dates with time like 2008-01-01 11:35 as input coordinates in plots. The library converts dates to numbers and tick labels will be pretty-printed dates (or times).

This library is documented in Section 4.20 on page 286.

5.4 Image Externalization

```
\usepgfplotslibrary{external} % LATEX and plain TEX  
\usepgfplotslibrary[external] % ConTEXt  
\usetikzlibrary{pgfplots.external} % LATEX and plain TEX  
\usetikzlibrary[pgfplots.external] % ConTEXt
```

The `external` library offers a convenient method to export every single `tikzpicture` into a separate .pdf (or .eps). Later runs of LATEX will simply include these graphics, thereby reducing typesetting time considerably.

This library is documented in more detail in Section 7.1 “Export to PDF/EPS”.

The `external` library has been written by Christian Feuersänger (author of PGFPLOTS). It has been contributed to TikZ as general purpose library, so the reference documentation along with all tweaks can be found in [5, Section “Externalization Library”]. The command `\usepgfplotslibrary{external}` is actually just a wrapper which loads `\usetikzlibrary{external}` or, if this library does not yet exist because the installed PGF has at most version 2.00, it will load a copy which is shipped with PGFPLOTS.

5.5 Grouping plots

by Nick Papior Andersen

```
\usepgfplotslibrary{groupplots} % LATEX and plain TEX  
\usepgfplotslibrary[groupplots] % ConTEXt  
\usetikzlibrary{pgfplots.groupplots} % LATEX and plain TEX
```

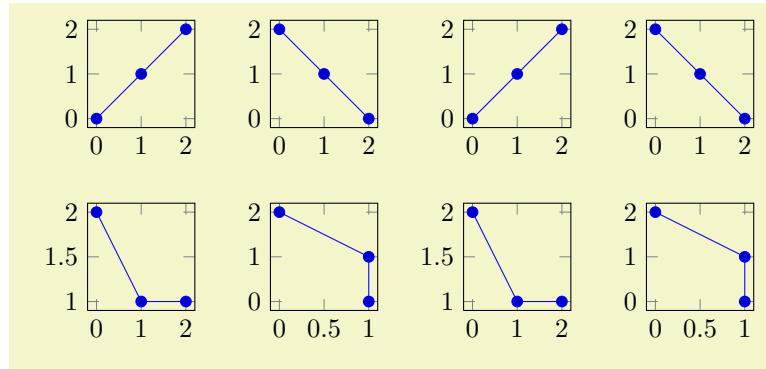
```
\usetikzlibrary[pgfplots.groupplots] % ConTeXt
```

A library which allows the user to typeset several plots in a matrix like structure. Often one has to compare two plots to one another, or you simply need to display two plots in conjunction with each other. Either way the following section describes this library which makes matrix structure easier than alternative methods discussed in Section 4.18.4.

```
\begin{groupplot}[<options>]
  <environment contents>
\end{groupplot}
```

Once you have loaded the `groupplots` library you will gain access to this environment. This environment is limited to the same restrictions as the `axis` environment. It actually utilizes this environment so consider it as an extension of this. What is important to note is that [`<options>`] are applied to all plots in the entire environment. This can be really handy when you need the same `xmin`, `xmax`, `ymin` and `ymax`.

With such an environment one can typeset plots in matrix like styles



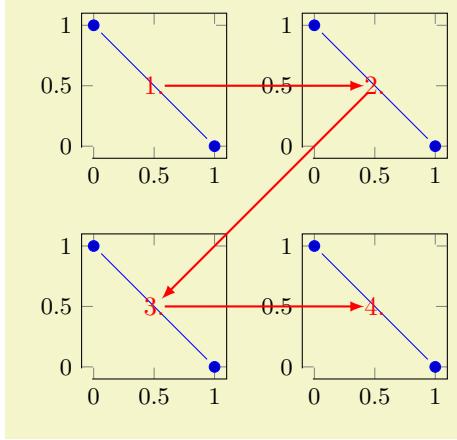
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% Example using groupplots library
\begin{tikzpicture}
  \begin{groupplot}[group style={group size=2 by 2},height=3cm,width=3cm]
    \nextgroupplot
    \addplot coordinates {(0,0) (1,1) (2,2)};
    \nextgroupplot
    \addplot coordinates {(0,2) (1,1) (2,0)};
    \nextgroupplot
    \addplot coordinates {(0,2) (1,1) (2,1)};
    \nextgroupplot
    \addplot coordinates {(0,2) (1,1) (1,0)};
  \end{groupplot}
\end{tikzpicture}
% Same example created as done without the library
\begin{tikzpicture}
  \begin{axis}[name=plot1,height=3cm,width=3cm]
    \addplot coordinates {(0,0) (1,1) (2,2)};
  \end{axis}
  \begin{axis}[name=plot2,at={(($ (plot1.east)+(1cm,0)$)}],anchor=west,height=3cm,width=3cm]
    \addplot coordinates {(0,2) (1,1) (2,0)};
  \end{axis}
  \begin{axis}[name=plot3,at={(($ (plot1.south)-(0,1cm)$)}],anchor=north,height=3cm,width=3cm]
    \addplot coordinates {(0,2) (1,1) (2,1)};
  \end{axis}
  \begin{axis}[name=plot4,at={(($ (plot2.south)-(0,1cm)$)}],anchor=north,height=3cm,width=3cm]
    \addplot coordinates {(0,2) (1,1) (1,0)};
  \end{axis}
\end{tikzpicture}
```

The equivalent code is seen as the second example and it is clear that you have to type a lot less. So how do you use it? First of all you need to utilize the new environment `groupplot`. Within this environment the following command works.

```
\nextgroupplot[<axis options>] <normal plot commands>
```

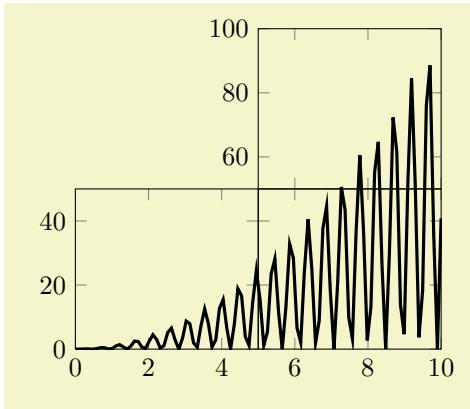
This command shifts the placement of the plot. Therefore one should always start the environment `groupplot` with the command `\nextgroupplot` in order to create the first plot. The [`<axis options>`]

are the options that are supplied to the following axes until the next `\nextgroupplot` command is seen by TeX. The order in which figures are typeset are as seen in the next example.



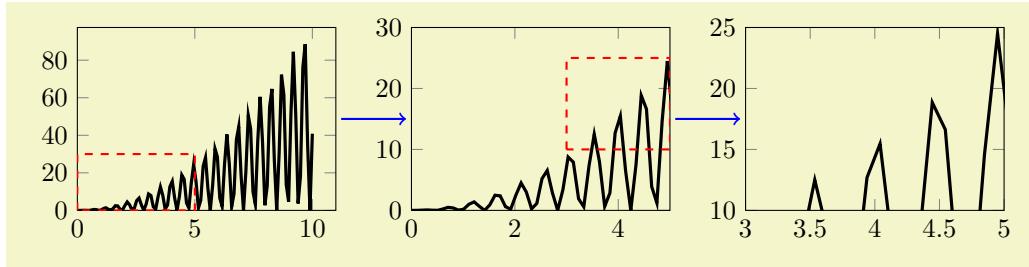
```
\begin{tikzpicture}[shorten >=4pt, shorten <=4pt]
\begin{groupplot}[group style={group size=2 by 2},
height=3.5cm,width=3.5cm,/tikz/font=\small]
\nextgroupplot% 1
\addplot coordinates {(0,1) (1,0)};
\nextgroupplot% 2
\addplot coordinates {(0,1) (1,0)};
\nextgroupplot% 3
\addplot coordinates {(0,1) (1,0)};
\nextgroupplot% 4
\addplot coordinates {(0,1) (1,0)};
\end{groupplot}
\draw[thick,>=latex,->,red]
  (group c1r1.center) node {1.} -- 
  (group c2r1.center) node {2.};
\draw[thick,>=latex,->,red]
  (group c2r1) -- 
  (group c1r2.center) node {3.};
\draw[thick,>=latex,->,red]
  (group c1r2.center) -- 
  (group c2r2.center) node {4.};
\end{tikzpicture}
```

The plot first fills the first row, then the next row and so on. Just like a table, thus the names `group c<column>r<row>`. The power of the `groupplot` is to quickly create an aligned structure of plots. But you can also utilize it to structure data more creatively. Consider the next example.



```
\begin{tikzpicture}
\begin{groupplot}[group style={group size=2 by 2,
horizontal sep=0pt,vertical sep=0pt,
xticklabels at=edge bottom},
xmin=0,ymin=0,
height=3.7cm,width=4cm,no markers]
\nextgroupplot[group/empty plot]
\nextgroupplot[xmin=5,xmax=10,ymin=50,ymax=100]
\addplot[very thick] file {plotdata/group-1.dat};
\nextgroupplot[xmax=5,ymax=50]
\addplot[very thick] file {plotdata/group-1.dat};
\nextgroupplot[xmin=5,xmax=10,ymax=50,
yticklabels={}]
\addplot[very thick] file {plotdata/group-1.dat};
\end{groupplot}
\end{tikzpicture}
```

Or for instance zooming in on data as in the next example.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{groupplot}[group style={group size=3 by 1},xmin=0,ymin=0,height=4cm,width=5cm,no markers]
\nextgroupplot
\addplot[very thick] file {plotdata/group-1.dat};
\draw[red,dashed,thick] (axis cs:0,0) rectangle (axis cs:5,30);
\nextgroupplot[xmax=5,ymax=30]
\addplot[very thick] file {plotdata/group-1.dat};
\draw[red,dashed,thick] (axis cs:3,10) rectangle (axis cs:5,25);
\nextgroupplot[xmin=3,xmax=5,ymin=10,ymax=25]
\addplot[very thick] file {plotdata/group-1.dat};
\end{groupplot}
\draw[thick,blue,->,shorten >=2pt,shorten <=2pt]
  (group c1r1.east) -- (group c2r1.west);
\draw[thick,blue,->,shorten >=2pt,shorten <=2pt]
  (group c2r1.east) -- (group c3r1.west);
\end{tikzpicture}
```

5.5.1 Grouping options

/pgfplots/**group style**={*<options with group/ prefix>*}

This key sets all *<options>* using the /pgfplots/group/ prefix.

Note that the distinction between **group/** and normal options is important as some of them are quite similar.

For example, the following statements are all equivalent:

```
\pgfplotsset{group style={a=2,b=3}}
\pgfplotsset{group/a=2,group/b=3}
\pgfplotsset{group/.cd,a=2,b=3}
```

All the following keys are in the subdirectory **group**.

/pgfplots/ group/group size = <i><columns></i> by <i><rows></i>	(initially 1 by 1)
/pgfplots/ group/columns = <i><columns></i>	(initially 1)
/pgfplots/ group/rows = <i><rows></i>	(initially 1)

These keys determine the total number of plots that can be in one environment **groupplot**. It is thus important not to add more **\nextgroupplot** in the environment than *<columns>*×*<rows>*. This is critical to set if one uses more than 1 more plot. As the key **group size** uses **columns** and **rows** you should stick to either **group size** or both **columns** and **rows**.

/pgfplots/ group/horizontal sep = <i><dimension></i>	(initially 1cm)
/pgfplots/ group/vertical sep = <i><dimension></i>	(initially 1cm)

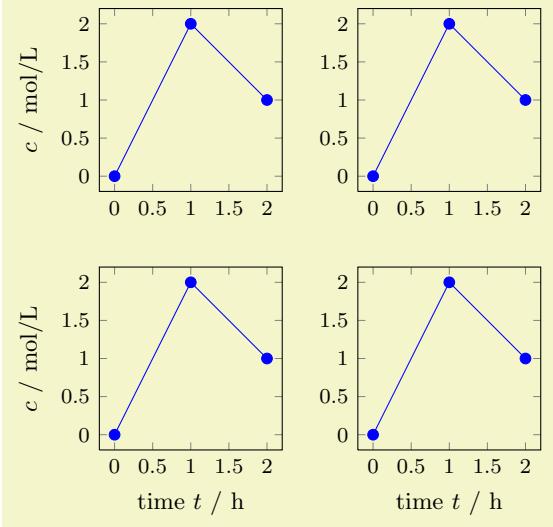
The spacing between the plots in the horizontal and vertical direction, respectively. If you thus want them to be *glued* together you should set them both to a length of 0pt.

/pgfplots/ group/every plot/.style ={ <i><style></i> }	(initially empty)
---	-------------------

This style is used on every plot as the first style. It is thus equivalent as *<options>* in the **groupplot** environment.

/pgfplots/ group/xlabels at =all edge bottom edge top	(initially all)
/pgfplots/ group/ylabels at =all edge left edge right	(initially all)

In order to determine which plots get labels typeset one can use these keys. By default all axes get typeset normally and thus have both *x* and *y* axis labels.



```
\begin{tikzpicture}
\begin{groupplot}[
  group style={
    group name=my plots,
    group size=2 by 2,
    xlabel at=edge bottom,
    ylabel at=edge left,
  },
  footnotesize,
  width=4cm,
  height=4cm,
  %
  xlabel=time $t$ / h,
  ylabel=$c$ / mol/L
]
\nextgroupplot
\addplot coordinates{(0,0) (1,2) (2,1)};
\end{groupplot}
\end{tikzpicture}
```

In the example above, only the bottom row gets the label defined in the beginning `groupplot`-environment on the x axis and only the first column of plots gets labels on the y axis on their left side. These keys are especially handy when using *glued* plots.

`/pgfplots/group/xticklabels at=all|edge top|edge bottom` (initially all)
`/pgfplots/group/yticklabels at=all|edge left|edge right` (initially all)

In order to determine which plots get tick labels typeset one can use these keys. By default all axes gets typeset normally and thus have both x and y axis tick labels. If one sets

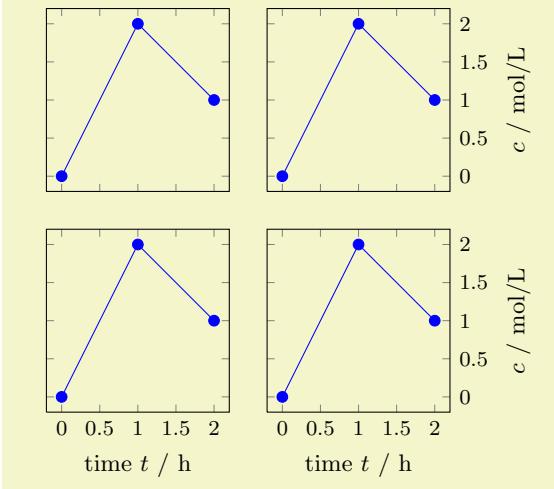
```
\pgfplotsset{group/xticklabels at=edge bottom,group/yticklabels at=edge right}
```

only the bottom row gets tick labels on the x axis and only the last column gets tick labels on the y axis on their right side. These keys are specially handy when using *glued* plots.

Keep in mind that this is implies the same ticks for all plots.

`/pgfplots/group/x descriptions at=all|edge top|edge bottom` (initially all)
`/pgfplots/group/y descriptions at=all|edge left|edge right` (initially all)

These are simply a short hand for using both `xticklabels at` and `xlabels at` simultaneously:



```
\begin{tikzpicture}
\begin{groupplot}[group style={
    group name=my plots,
    group size=2 by 2,
    %
    x descriptions at=edge bottom,
    y descriptions at=edge right,
    horizontal sep=0.5cm,
    vertical sep=0.5cm,
},
footnotesize,
width=4cm,
height=4cm,
%
xlabel=time $t$ / h,
ylabel=$c$ / mol/L,
]
\nextgroupplot
\addplot coordinates{(0,0) (1,2) (2,1)};
\end{groupplot}
\end{tikzpicture}
```

Here, `x descriptions at=edge bottom` yields that *x* descriptions (`xlabel` and `xticklabel`) are only used for the lowest row. Furthermore, `y descriptions at=edge right` places *y* descriptions only for the rightmost column. Consider modifying the `horizontal sep` and `vertical sep` for your needs.

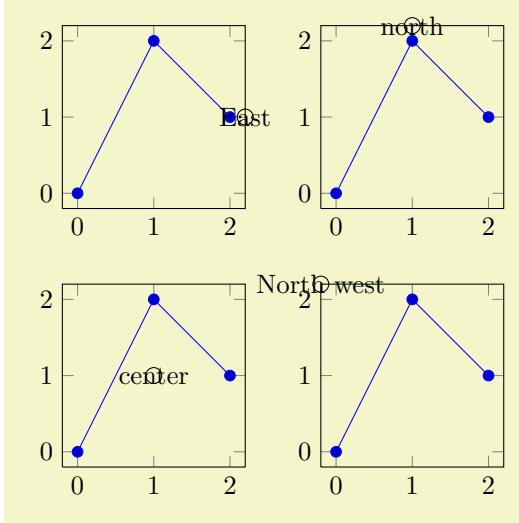
As for `xticklabels at`, usage of this key implies the same ticks for all plots.

This might *require compat=1.3* (or newer).

/pgfplots/group/`group name={<name>}`

(initially `group`)

This sets what you can refer the plots to after typesetting. Thus you can use their anchors later. See the following example

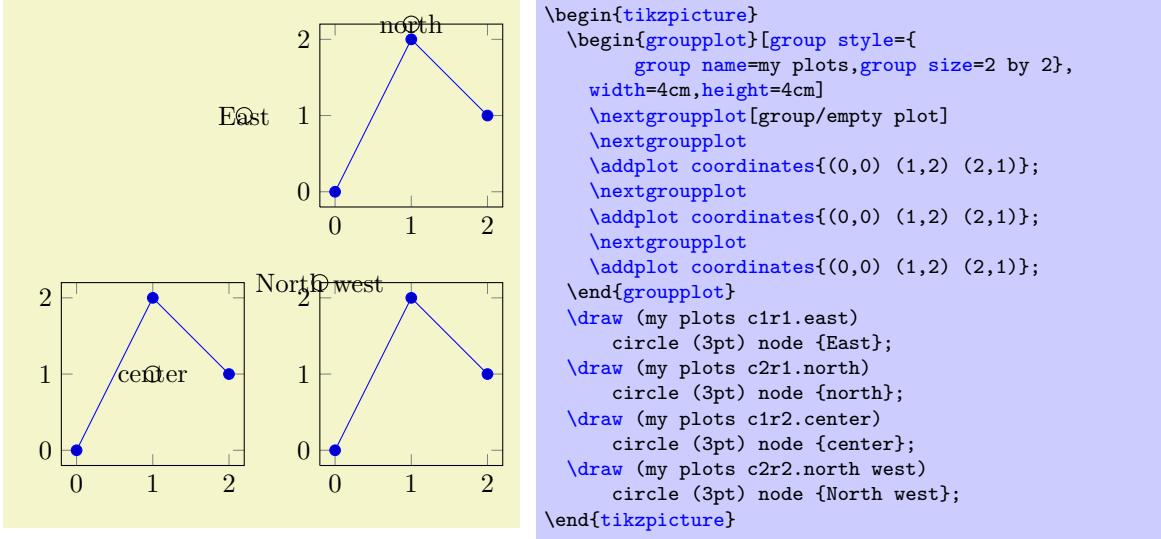


```
\begin{tikzpicture}
\begin{groupplot}[group style={
    group name=my plots,group size=2 by 2,
    width=4cm,height=4cm
}]
\nextgroupplot
\addplot coordinates{(0,0) (1,2) (2,1)};
\end{groupplot}
\draw (my plots c1r1.east)
    circle (3pt) node {East};
\draw (my plots c2r1.north)
    circle (3pt) node {north};
\draw (my plots c1r2.center)
    circle (3pt) node {center};
\draw (my plots c2r2.north west)
    circle (3pt) node {North west};
\end{tikzpicture}
```

/pgfplots/group/`empty plot/.style={<style>}`

(initially /pgfplots/hide axis)

This key can be used as an option to the command `\nextgroupplot`. This makes the next plot invisible (only the axes) but maintains its anchors and name. If you want it to behave in another style then you can redefine it. Consider the same example as before.



Notice that you need to call a `\nextgroupplot` againwards to jump to the next plot.

5.6 Patchplots Library

```

\usepgfplotslibrary{patchplots} % LATEX and plain TEX
\usepgfplotslibrary[patchplots] % ConTeXt
\usetikzlibrary{pgfplots.patchplots} % LATEX and plain TEX
\usetikzlibrary[pgfplots.patchplots] % ConTeXt

```

A library for advanced `patch` plots. Its strength is the creation of patches with smooth boundaries and smoothly shaded colors.

A `patch` plot is a plot in which each individual patch is available. Here, “available” means that the user provided each individual patch manually. This can be achieved by means of a long series of patches which have been concatenated in a suitable way (compare the description of `patch` plots in section 4.5.11) or by means of a mathematical expression which is sampled (compare the key `patch type sampling`). Most `patch types` expect a series of point evaluations in a specific sequence.

Note that even though each individual patch might have a smooth boundary, the `patchplots` library *does not interpolate smoothly between adjacent patches*. Consequently, it is task of the one who creates the patches (which means: evaluated some function at its vertices) to ensure that patches can be glued together in an adequate way. This allows a lot of freedom, including both jumps and smoothly concatenated edges.

The `patchplots` library comes with a couple of inherently two-dimensional `patch types` (including second order triangles/rectangular patches and cubic tensor product patches known for finite elements). Typically, these patches live in a three-dimensional axis. Often, they are used to visualize the surface of function values $f(x, y)$. The `patchplots` library ensures that such patches are drawn in a way which respects the current view. In particular, if a patch folds over itself (which is possible), it is drawn such that foreground areas are in the foreground and background areas are in the background.

The `patchplots` library comes with smoothly shaded patches. More precisely, both the boundary of patches and their color shading are smooth. Note, however, that the patch boundary typically has much more smoothness than the color shading.

The `patchplots` library also allows automatic conversion from a higher-order patch to triangles (triangulation) by means of the key `patch to triangles`. Furthermore, it features automatic `patch refines`.

Use the `patchplots` library if you want to have smooth boundaries for your patches, or if you need advanced shadings, or if you want polygon plots, or if you want more freedom in one-dimensional patches.

```

/pgfplots/patch type=default|rectangle|triangle|line|quadratic spline|cubic spline|
    bilinear|triangle quadr|biquadratic|bicubic|polygon|coons|tensor bezier      (initially
    default)

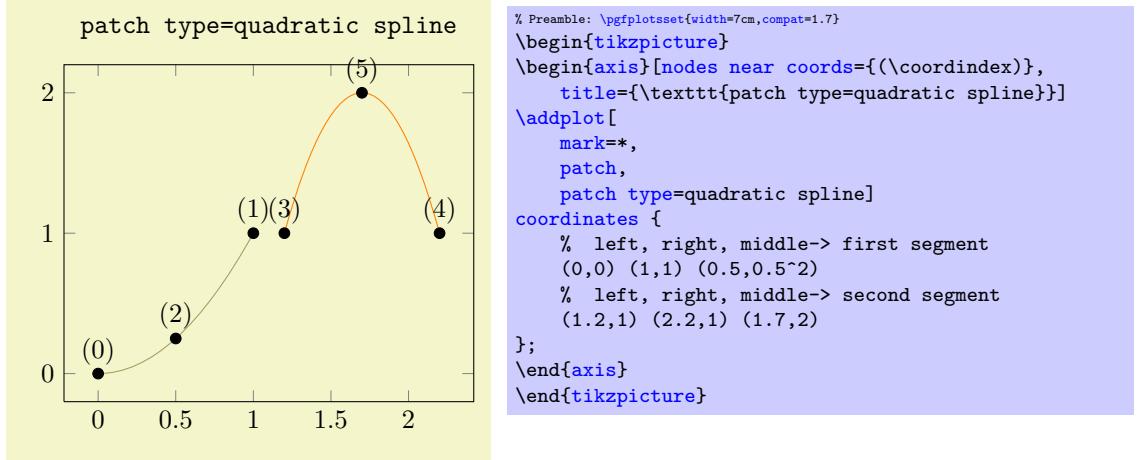
```

The `patchplots` library supports several new `patch types` in addition to the initially available choices (which are `rectangle`, `triangle` and `line`). The documentation of the two-dimensional choices from page 127 is repeated here.

The new `patch types` are discussed in detail on the following pages.

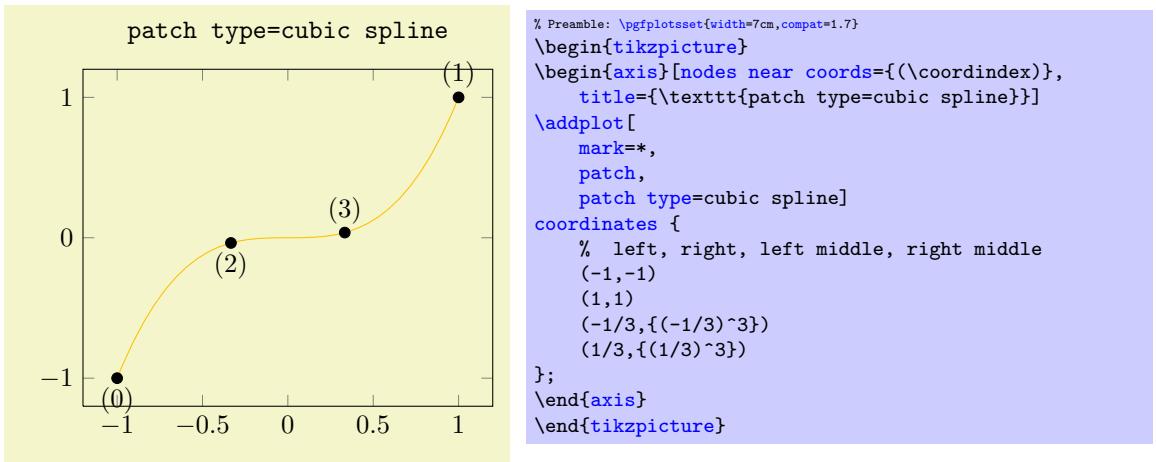
5.6.1 One-Dimensional Patch Types

There are two new one-dimensional patch types, namely `quadratic spline` and `cubic spline`. Here, `patch type=quadratic spline` consists of quadratic patches of $n = 3$ vertices each. The vertices are interpolated exactly:



In our example, the first segment interpolates $f(x) = x^2$ at the points $\{0, 1/2, 1\}$. The `quadratic spline` is actually nothing but piecewise Lagrangian interpolation with quadratic polynomials: it expects three points in the sequence '(left end), (right end), (middle)' and interpolates these three points with a quadratic polynomial. Unlike the default 1d `mesh` visualization (which uses `patch type=line` implicitly), you have to use the special syntax above (or the equivalent approach by means of `patch table`). Note that `patch type=quadratic spline` results in correct shapes, but uses *just constant color* for each segment; high-order color shading is only supported approximately using `patch refines`.

The `patch type=cubic spline` is very similar: it expects patches of $n = 4$ vertices and interpolates them with a cubic polynomial:



Here, we interpolated $f(x) = x^3$ at the four equidistant points $\{-1, -1/3, 1/3, 1\}$ with a cubic polynomial (which is x^3). The `cubic spline` expects a sequence of patches, each with four coordinates, given in the sequence '(left end), (right end), (interpolation point at $1/3$), (interpolation point at $2/3$)'. It has limitations and features like `quadratic spline`, see above.

5.6.2 Providing Patches by means of Mathematical Expressions

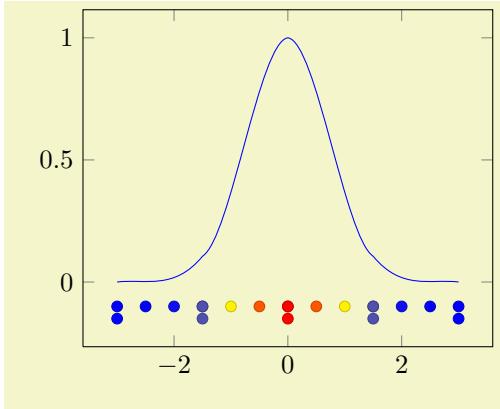
Most `patch types` expect a specific number of vertices in a specific sequence. This is part of what the `patchplots` library is. But it is still tedious to provide this sort of data.

For simple `patch types` like `line`, `rectangle` and `bilinear`, you can provide the input coordinates with any of the input methods which are available for all other plot handlers. In particular, `line` is just a `sharp plot` (with individually colored segments) and `rectangle` is nothing but a `surf` plot. Note that both `rectangle` and `bilinear` also accept the standard matrix input (with scanlines, see `mesh/ordering` and its documentation). In summary: *simple patch types accept a simple input format*.

`/pgfplots/patch type sampling=true|false` (initially `false`)

There are some complicated `patch types`. In particular, all `patch types` of higher order (i.e. `quadratic spline`, `cubic spline`, `triangle quadr`, `biquadratic`, `bicubic`) need more points than just their corners. For such patch types, you need to resort to `mesh input=patches`. That means you need to provide extra vertices and their function evaluation values in a specific sequence.

The `patch type sampling` method allows to simplify the procedure for such complicated `patch types`⁶⁹: it works together with `\addplot expression` and evaluates the mathematical expression at each of the required vertices (in the correct sequence):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot[
    samples=5,domain=-3:3,
    mesh,patch type=cubic spline,
    patch type sampling,
    % avoid individual colors per segment:
    blue,point meta=none,
]
{\exp(-x^2);}

% a second plot which shows the
% generated x positions:
\addplot[
    mark=*,only marks,scatter,
    samples=5,domain=-3:3,
    patch type=cubic spline,
    patch type sampling,
    point meta={\exp(-x^2)},
]
{-0.1};

% a third plot which shows the marks
% without patch type sampling:
\addplot[
    mark=*,only marks,scatter,
    samples=5,domain=-3:3,
    point meta={\exp(-x^2)},
]
{-0.15};
\end{axis}
\end{tikzpicture}
```

The first plot above is almost a normal plot by expression. The `samples` and `domain` key controls the sampling procedure, and `blue,point meta=none` defines the global color to use. Note that the special choice `point meta=none` simply disables individual colors per mesh segment (which is the default for `mesh` plots). However, the `patch type sampling` key here makes a huge difference: it tells PGFPLOTS to check the current value of `patch type` and to sample a coordinate sequence which is suitable as input for that `patch type`. We see that the outcome is a partially smooth function (more about that below).

The method `patch type sampling` samples `x` just as usual. The result is a sequence $[x_0, x_1, \dots, x_k]$. For each interval $[x_i, x_{i+1}]$, a `patch type` is sampled inside of the interval. To this end, the current `patch type` is used to generate a standardized vertex pattern in the unit cube. For

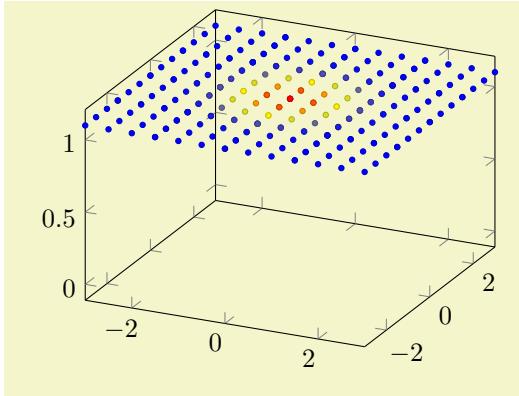
⁶⁹Note that `patch type sampling` is more or less useless for simple patch types.

`patch type=cubic spline`, this generates four points $0, \frac{1}{3}, \frac{2}{3}, 1$. These standardized numbers are mapped into $[x_i, x_{i+1}]$. Then, any mathematical expressions (in our case $\exp(-x^2)$) are evaluated at the resulting positions.

The second plot in our example above shows the `markers` resulting from `patch type sampling`. Note that we see 13 markers even though we have said `samples=5`. These 5 samples are shown in the third plot. This is because `patch type=cubic spline` needs 4 points for each patch (i.e. 4 points in each sampled interval).

Note that even though the result in our example above is *partially* smooth, it is *not* globally smooth. In other words: each resulting mesh segment is a polynomial of third order. But: the five cubic polynomials are determined independently; and they are simple glued together without any intelligence. In particular, they are *unsmooth* at the five initial sampling points! This key cannot apply global smoothing. It is really just a convenient method which simplifies sampling of such patch types.

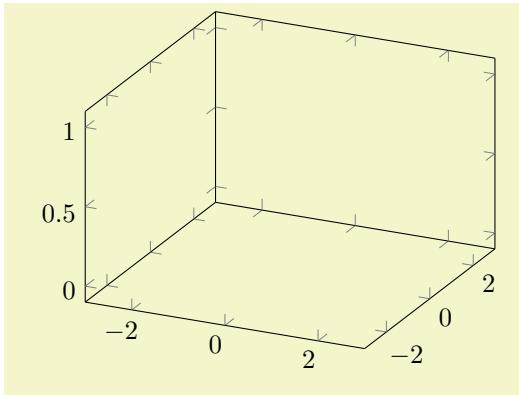
The method `patch type sampling` can also be used for `surf` plots, i.e. for matrix sampling. It works in the same way:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=interp,
          patch type=bicubic,
          patch type sampling,
          samples=5,domain=-3:3]
{\exp(-x^2-y^2)};

% show the generated grid on top:
\addplot3[
mark=*,mark size=1pt,only marks,scatter,
samples=5,domain=-3:3,
patch type=bicubic,
patch type sampling,
point meta={exp(-x^2-y^2)},
]
{1.1};
\end{axis}
\end{tikzpicture}
```

The example is similar to our one-dimensional example above: it uses the same 1d function as product. We see that it has 13^2 samples instead of just 5^2 , and we see that the geometry is partially smooth (see above for “partially”). Note, however, that the color interpolation is only applied once per patch. The following example shows a `bilinear` patch with unsmooth geometry, but higher resolution for the color data, on a 13×13 mesh:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[surf,shader=interp,
          patch type=bilinear,
          samples=13,domain=-3:3]
{\exp(-x^2-y^2)};
\end{axis}
\end{tikzpicture}
```

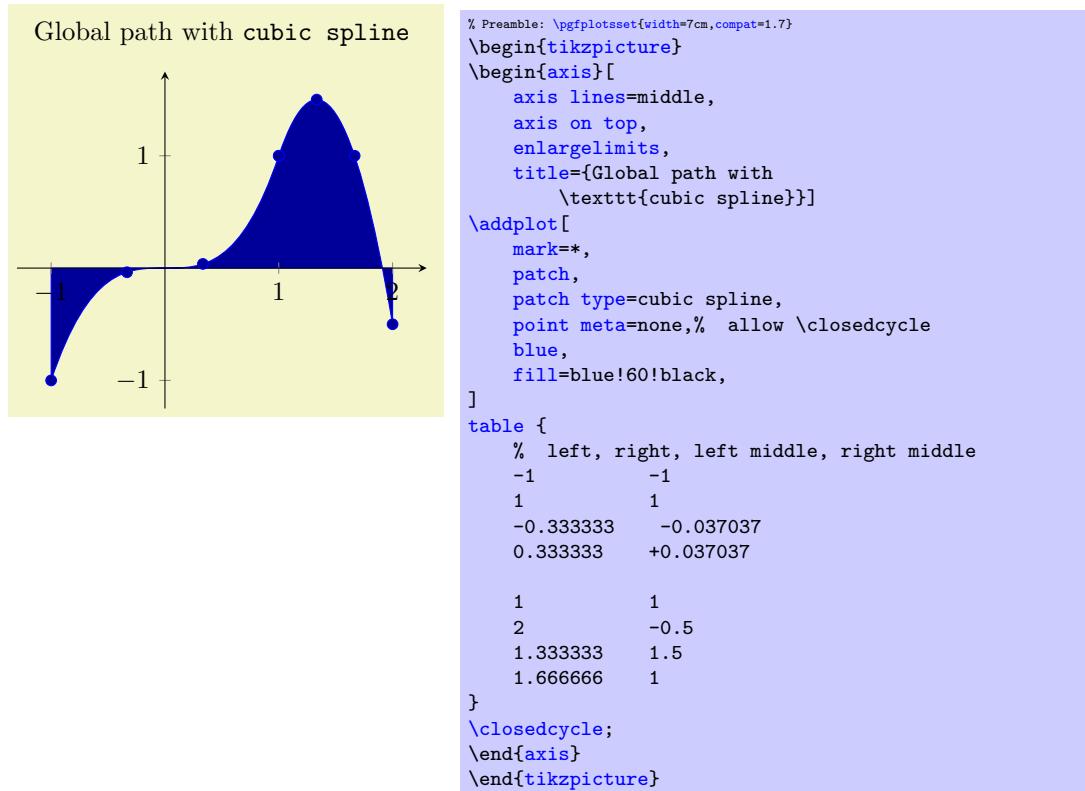
Note that you may want to view the preceding examples in Acrobat Reader. Many free pdf viewers cannot display these shadings properly.

5.6.3 Global One-Dimensional Curves with Smooth Splines

Typically, PGFPLOTS assumes that you want individually colored patch segments whenever you use one of the plot handlers `mesh`, `surf`, or `patch`. The individual colors are determined by the current `colormap` and the value of `point meta` (compare section 4.7).

Technically, individually colored path segments are one unit. If you `fill` them, you fill only one segment. You cannot fill them against the axis. In particular, you cannot use `\closedcycle` for individually colored `mesh` or `patch` plots.

The `patchplots` library comes with one-dimensional `patch` types like `quadratic spline` or `cubic spline`. It would be useful to draw a global path, that is: one which has a single color such that `\closedcycle` works if you write `point meta=none`:



5.6.4 Two-Dimensional Patch Types

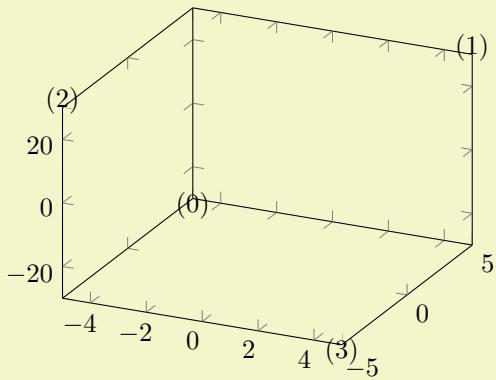
The `patchplots` library is especially strong for `shader=interp`, so this is our main focus in the remaining documentation here.

Attention: At the time of this writing, many free pdf viewers do not fully support the following shadings⁷⁰. The preferred viewer is Adobe Acrobat Reader.

The choice `rectangle` expects one or more rectangular patches with $n = 4$ vertices each. These vertices are either encoded as a matrix or as individual patches (using `mesh input=patches`), in the sequence in which you would connect the vertices:

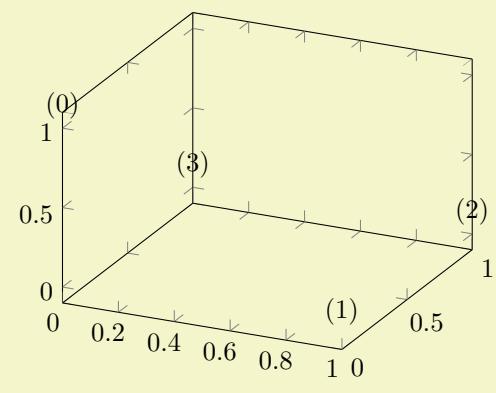
⁷⁰The author of this package has submitted bugfixes to Linux viewers based on xpdf/libpoppler, so the problem will (hopefully) vanish in future versions.

Rectangle from matrix input



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)},
    title=Rectangle from matrix input]
    % note that surf implies 'patch type=rectangle'
    \addplot3[surf,shader=interp,samples=2,
        patch type=rectangle]
        {x*y};
\end{axis}
\end{tikzpicture}
```

Rectangle from patch input

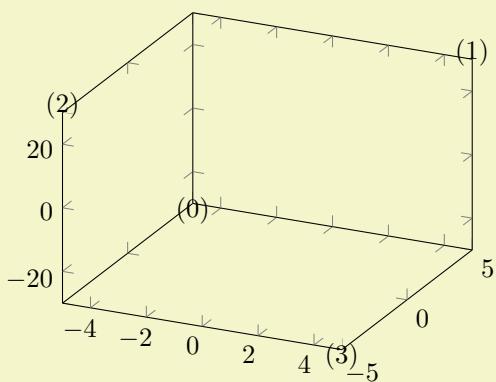


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)},
    title=Rectangle from patch input]
    \addplot3[patch,shader=interp,patch
    type=rectangle] coordinates {
        (0,0,1) (1,0,0) (1,1,0) (0,1,0)
    };
\end{axis}
\end{tikzpicture}
```

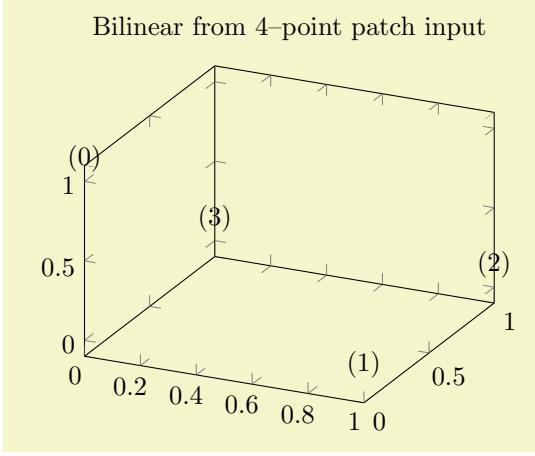
As already documented on page 127, the `shader=interp` implementation for `rectangle` uses two triangles and interpolates them linearly. The differences between the two examples above arise due to z buffering approaches: the matrix input reorders the matrix in linear time, whereas the second example would sort complete rectangles. In our case, this yields to the different corner sequence.

The choice `bilinear` is essentially the same as `rectangular` with respect to its input formats and stroke paths, but it uses correct bilinear shading for `shader=interp`. The two examples from above now become

Bilinear from 2×2 matrix input

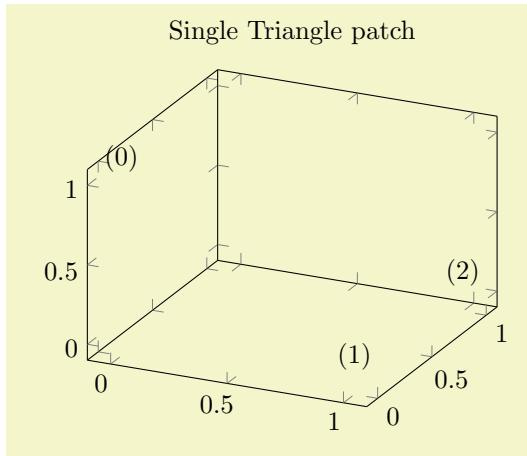


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)},
    title=Bilinear from $2\times 2$ matrix input]
    % note that surf implies 'patch type=rectangle'
    \addplot3[surf,shader=interp,samples=2,
        patch type=bilinear]
        {x*y};
\end{axis}
\end{tikzpicture}
```



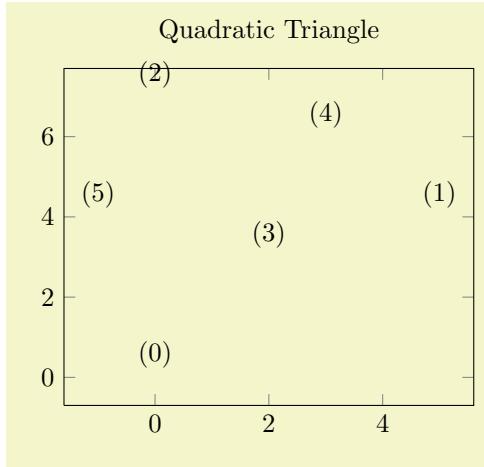
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)}, title=Bilinear from $4$-point patch input]
\addplot3[patch,shader=interp,patch type=bilinear] coordinates {
    (0,0,1) (1,0,0) (1,1,0) (0,1,0)
};
\end{axis}
\end{tikzpicture}
```

The choice **triangle** expects a sequence of linear triangles, each encoded using $n = 3$ vertices:

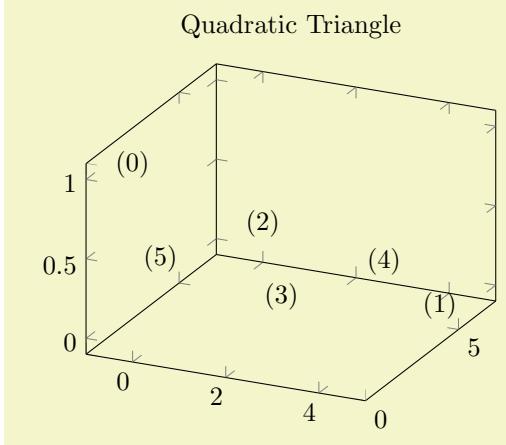


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[enlargelimits,
  nodes near coords={(\coordindex)}, title=Single Triangle patch]
\addplot3[patch,shader=interp] coordinates {
    (0,0,1)
    (1,0,0)
    (1,1,0)
};
\end{axis}
\end{tikzpicture}
```

The choice **triangle quadr** expects a sequence of isoparametric quadratic triangles, each defined by $n = 6$ vertices:



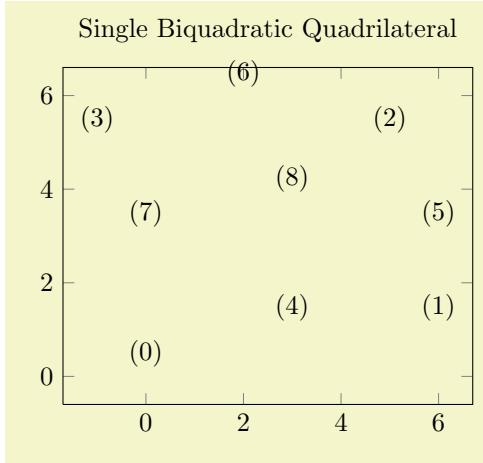
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)}, title=Quadratic Triangle]
\addplot[patch,patch type=triangle quadr,
  shader=interp,point meta=explicit]
coordinates {
    (0,0) [1] (5,4) [2] (0,7) [3]
    (2,3) [1] (3,6) [2] (-1,4) [3]
};
\end{axis}
\end{tikzpicture}
```



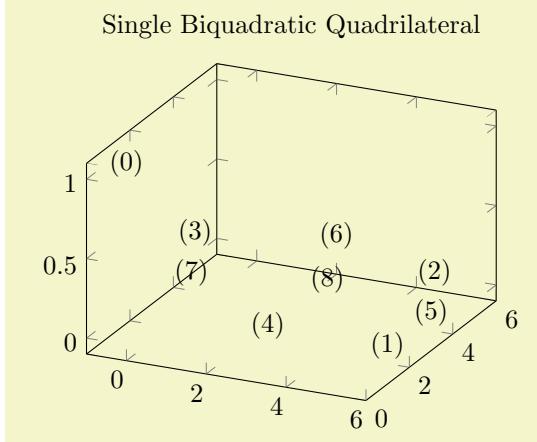
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)}, title=Quadratic Triangle]
\addplot3[patch,patch type=triangle quadr, shader=interp]
coordinates {
    (0,0,1) (5,4,0) (0,7,0)
    (2,3,0) (3,6,0) (-1,4,0)
};
\end{axis}
\end{tikzpicture}
```

Here, the edges have the correct quadratic shape. However, the color interpolation is just *bilinear*; using the color values of the corners and ignoring the rest (consider using `patch refines` to improve the color interpolation). For three dimensions, PGFPLOTS checks the depth of corners to determine foreground/background. For two dimensions, strongly distorted elements may fold over each other in unexpected ways.

The choice `biquadratic` expects a sequence of isoparametric biquadratic quadrilaterals (rectangles), each defined by $n = 9$ vertices:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)}, title=Single Biquadratic Quadrilateral]
\addplot[patch,patch type=biquadratic, shader=interp, point meta=explicit]
coordinates {
    (0,0) [1] (6,1) [2] (5,5) [3] (-1,5) [4]
    (3,1) [1] (6,3) [2] (2,6) [3] (0,3) [4]
    (3,3.75) [4]
};
\end{axis}
\end{tikzpicture}
```

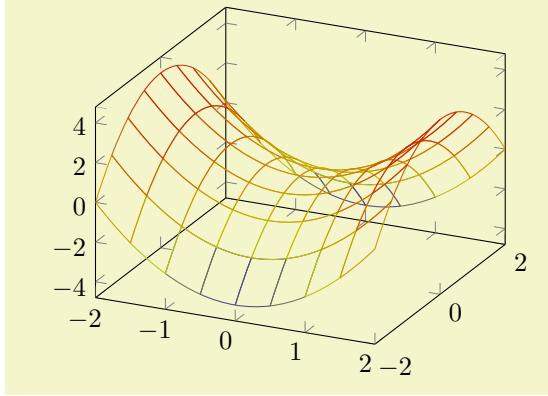


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)}, title=Single Biquadratic Quadrilateral]
\addplot3[patch,patch type=biquadratic,shader=interp]
coordinates {
    (0,0,1) (6,1,0) (5,5,0) (-1,5,0)
    (3,1,0) (6,3,0) (2,6,0) (0,3,0)
    (3,3.75,0)
};
\end{axis}
\end{tikzpicture}
```

Similar to `triangle quadr`, the edges have the correct quadratic shape – but the color interpolation is just *bilinear*; using the color values of the corners and ignoring the rest. Again, consider using `patch refines` to improve the color interpolation.

Note that a function of (x, y) is biquadratic if it is quadratic w.r.t. x if $y = \text{const}$ and also quadratic w.r.t. y if $x = \text{const}$. For example, $f(x, y) = x^2 - y^2$ is biquadratic. Consequently, we can represent a

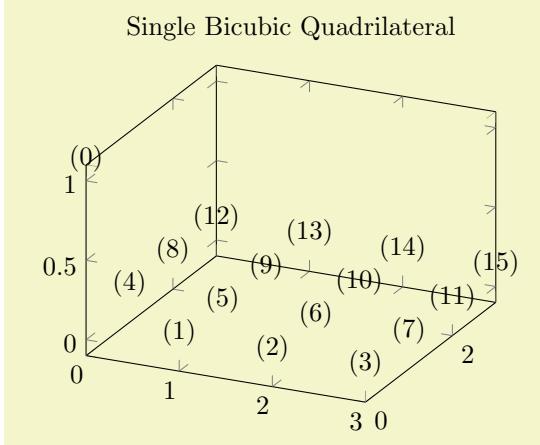
surface plot of f with just one biquadratic patch – only the color interpolation is just bilinear. We do so using `\addplot table[z expr=<expression>]`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}
\addplot3[patch,patch refines=3,
    shader=faceted interp,
    patch type=biquadratic]
table[z expr=x^2-y^2]
{
    x   y
    -2  -2
    2   -2
    2   2
    -2  2
    0   -2
    2   0
    0   2
    -2  0
    0   0
};
\end{axis}
\end{tikzpicture}
```

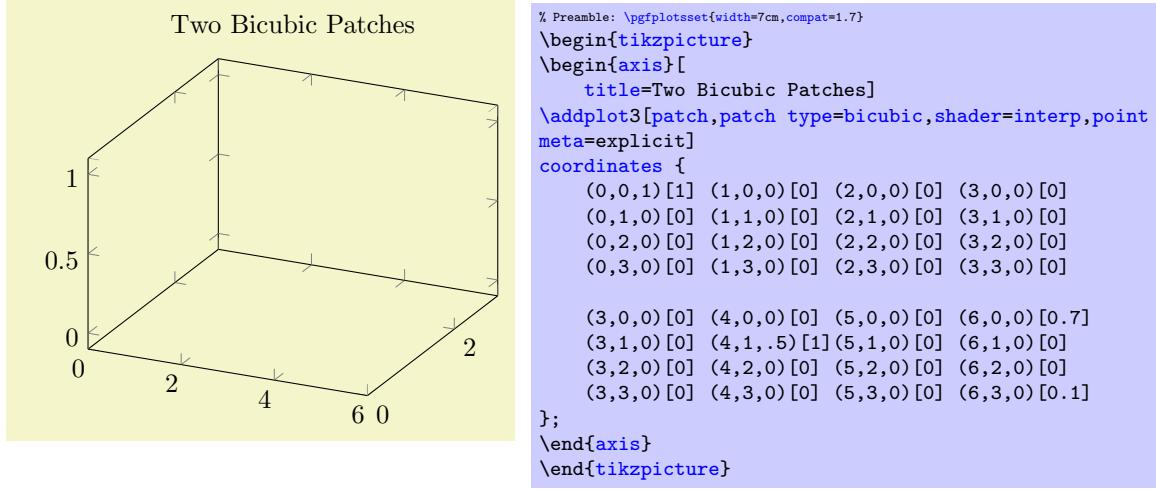
We see that the shape's boundary is reconstructed exactly using the `biquadratic` patch. In addition, `patch refines` improves the (first order) color interpolation. Details for `patch refines` are discussed in Section 5.6.5 and details and limitations regarding superimposed grid lines are discussed in Section 5.6.7.

The choice `bicubic` is similar to `biquadratic`: it allows to defines two-dimensional patches whose boundary is defined by four cubic polynomials. Consequently, it allows very smooth boundaries – especially since the viewer constructs these boundaries at every zoom level. A `bicubic` patch is constructed from 16 points which are arranged in a 4×4 matrix. Each consecutive 16 points make up a single `bicubic` patch. The 17th point starts the next `bicubic` patch (just as for any other `patch type`).



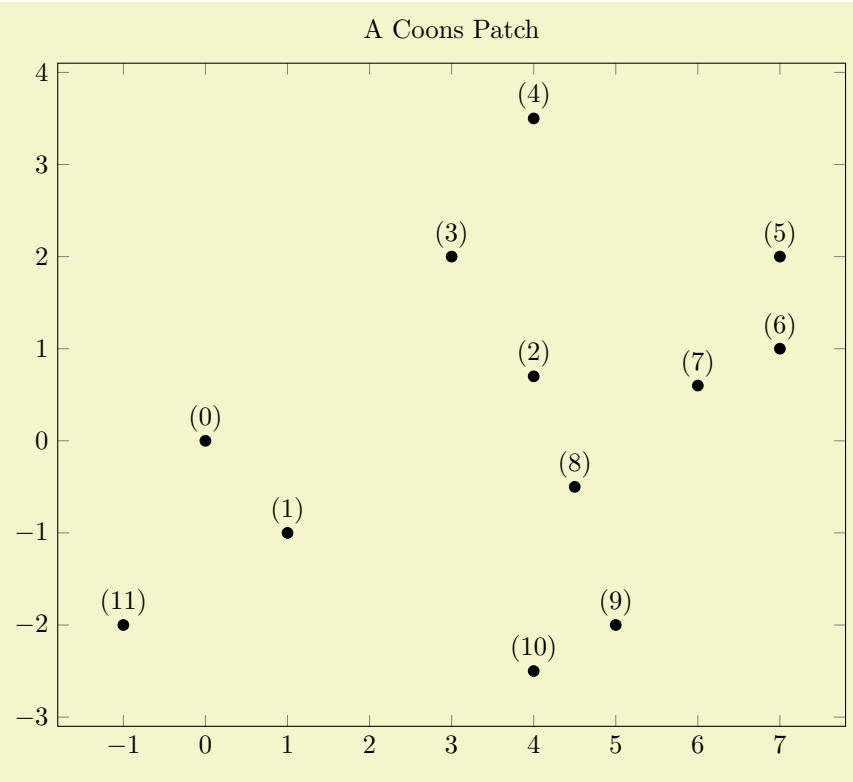
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)},
    title=Single Bicubic Quadrilateral]
\addplot3[patch,patch type=bicubic,shader=interp]
coordinates {
    (0,0,1) (1,0,0) (2,0,0) (3,0,0)
    (0,1,0) (1,1,0) (2,1,0) (3,1,0)
    (0,2,0) (1,2,0) (2,2,0) (3,2,0)
    (0,3,0) (1,3,0) (2,3,0) (3,3,0)
};
\end{axis}
\end{tikzpicture}
```

Just as for `biquadratic`, the color interpolation of `bicubic` is (just) bilinear, even though the geometry is of higher order. The color interpolation uses the `point meta` values determined at the four corners of each patch; all other values of `point meta` are ignored by the shader (although their values are used to compute `point meta min` and `point meta max`).



The previous example uses two patches of type `bicubic`. Note that the color data (`point meta`) has been provided explicitly – and its values are only used at the corners (the [1] value after the point (4,1,.5) is ignored). Color interpolation of `bicubic` patches uses only the color data at the patch's corners. The remaining color data values are ignored. Note that if you leave the default (which is `point meta=f(x)` instead of `point meta=explicit`), the second patch will be blue. This is because the four corner vertices of the second patch define the color shading – and their z value is 0.

The choice `coons` expects a sequence of one or more Coons patches, made up of $n = 12$ points each. A Coons patch is delimited by four cubic Bézier curves, with the end points attached to each other – and the n points provide the required control points for these curves in a specific ordering which is illustrated in the following example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[nodes near coords={(\coordindex)},
    width=12cm,
    title=A Coons Patch]
\addplot[mark=*,patch,patch type=coons,
    shader=interp,point meta=explicit]
coordinates {
    (0,0) [0] % first corner
    (1,-1) [0] % Bezier control point between (0) and (3)
    (4,0.7) [0] % Bezier control point between (0) and (3)
    %
    (3,2) [1] % second corner
    (4,3.5) [1] % Bezier control point between (3) and (6)
    (7,2) [1] % Bezier control point between (3) and (6)
    %
    (7,1) [2] % third corner
    (6,0.6) [2] % Bezier control point between (6) and (9)
    (4.5,-0.5) [2] % Bezier control point between (6) and (9)
    %
    (5,-2) [3] % fourth corner
    (4,-2.5) [3] % Bezier control point between (9) and (0)
    (-1,-2) [3] % Bezier control point between (9) and (0)
};
\end{axis}
\end{tikzpicture}
```

The four cubic Bézier curves are *equivalent* to `curveto` paths of PGF, i.e. `(⟨corner 1⟩) .. controls(⟨control point A⟩) and (⟨control point B⟩) .. (⟨corner 2⟩)` paths. The interpolated shading is bilinear. More precisely, a bilinear shading in the unit cube $[0,1]^2$ is initialised which is then mapped into the Coons patch such that the corners match. The color interpolation uses only the color data of the four corners, color values of intermediate control points are ignored for the shading (although their value will be respected for the upper and lower limit of color data). In contrast to the finite element patches, a Coons patch is inherently two-dimensional. While you can still use three-dimensional coordinates, PGFPLOTS will draw the shading as you provide it, without checking for the depth information (as it does for the other `patch types`). In other words: depending on the current `view` angle, the shading might fold over itself in unexpected ways.

Even for two dimensions, Coons patches may fold over themselves. To determine which part is foreground and which part is background, the following rule applies: the four corner points (0), (3), (6), (9) are associated to the unit cube points $(u, v) = (0, 0), (0, 1), (1, 1)$ and $(1, 0)$, respectively. The edge between corner (3) and (6) (i.e. the one with $v = 1$) is foreground, the edge between (1) and (9) is background. Thus, large values of v are drawn on top of small values of v . If v is constant, large values of u are drawn on top of small values of u . Thus, reordering the patch vertices (choosing a different first vertex and/or reversing the sequence) allows to get different foreground/background configurations⁷¹.

The choice `tensor bezier` is similar to `patch type=coons`: it allows to define a bezier patch. However, it allows more freedom: it has 16 control points instead of the 12 of a `coons` patch. The four additional control points are situated in the center of each patch. This `patch type` generates `.pdf` shadings of type 7 (whereas `coons` patches are shadings of type 6). It has been added for reasons of completeness, although it has not been tested properly. Please refer to the specification of the `.pdf` format for details⁷². The choice `tensor bezier` is actually *the same as* `patch type=bicubic` – except that `bicubic` automatically respects the view depth (foreground/background) and is given in a different by means of function evaluations rather than control points.

The choice `polygon` expects polygons with a fixed number of vertices. This `patch type` requires the number of vertices as argument:

`/pgfplots/vertex count=⟨count⟩`

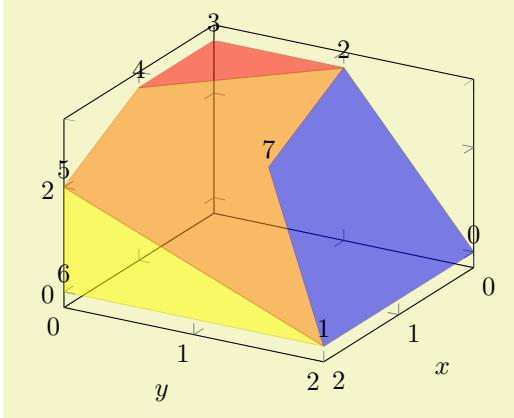
The number of vertices to be used for `patch type=polygon`. The number can be arbitrary. All input patches are expected to have this many vertices – but it is acceptable if a patch uses the same vertex multiple times. This means that `patch type=polygon` accepts polygons with different numbers of vertices, but you need to apply some sort of “manual padding”.

⁷¹Internally, PGFPLOTS employs such mechanisms to map the higher order isoparametric patch types to Coons patches, sorting according their corner's depth information.

⁷²If someone is willing to test it and document it, feel free to email me!

This parameter is (currently) mandatory.

A `patch` plot with `patch type=polygon` simply connects the `n=vertex count` vertices in their order of appearance and closes the resulting path:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{axis}[view/h=120,xlabel=$x$,ylabel=$y$]
    \addplot3[
      opacity=0.5,
      table/row sep=\|,
      patch,
      patch type=polygon,
      vertex count=5,
      patch table with point meta=%
        % pt1 pt2 pt3 pt4 pt5 cdata
        0 1 7 2 2 0\|
        1 6 5 5 1\|
        1 5 4 2 7 2\|
        2 4 3 3 3 3\|
    ];
    table {
      x y z\|
      0 2 0\% 0
      2 2 0\% 1
      0 1 3\% 2
      0 0 3\% 3
      1 0 3\% 4
      2 0 2\% 5
      2 0 0\% 6
      1 1 2\% 7
    };
    % replicate the vertex list to show \coordindex:
    \addplot3[only marks,nodes near coords=\coordindex]
    table[row sep=\|] {
      0 2 0\| 2 2 0\| 0 1 3\| 0 0 3\|
      1 0 3\| 2 0 2\| 2 0 0\| 1 1 2\|
    };
  \end{axis}
\end{tikzpicture}
```

The example above defines the `patch` by means of a connectivity table (`patch table with point meta`) and a vertex list (the normal input coordinates of the plot): there are 8 vertices and 4 polygons. Note that 2 of these polygons are triangles, one has 4 corners and only one of them actually has all 5 allocated corners. This effect can be achieved by replicating one of the corners. The connectivity table in our example defines a unique color for each polygon: 0 for the first patch, 1 for the second, 2 for the third, and 3 for the last. These numbers map into the current `colormap`.

The `patch type=polygon` supports *neither* triangulation *nor* shading *nor* refinement. The order of appearance of the input points is supposed to be the order in which the line-to operations of the resulting path are generated.

5.6.5 Automatic Patch Refinement and Triangulation

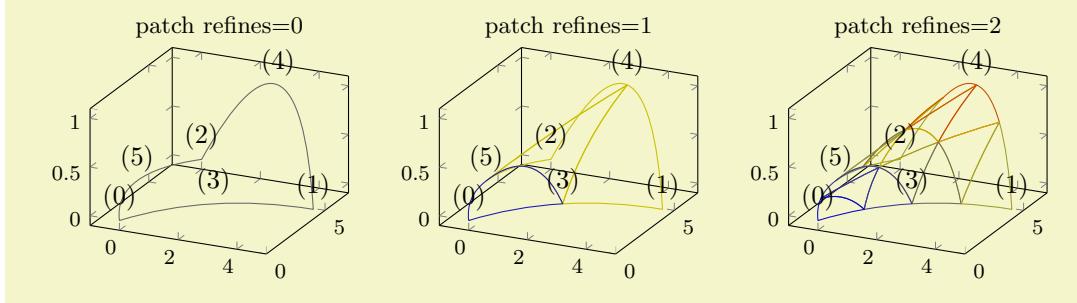
PGFPLOTS supports automatic patch refinement for most of its `patch types`. There are mainly two purposes for patch refinement: to increase the quality of `z buffer=sort` and/or to improve color interpolation for high-order patches.

/pgfplots/`patch refines={<levels>}` (initially 0)

This key controls patch refinement. The initial choice `patch refines=0` disables refinement and visualizes elements as they have been found in input files.

A positive `<levels>` enables (recursive) patch refinement: each patch is refined individually.

The following example illustrates the `patch refines` feature for a `triangle quadr` shape function on an edge. Note that since PGFPLOTS uses only first order shading which is based on the corner points (0), (1) and (2), the specified shape function of `patch refines=0` has constant color. Higher `<levels>` approximate the patch with increasing quality:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\foreach \level in {0,1,2} {%
    \begin{tikzpicture}
        \begin{axis}[
            nodes near coords={(\coordindex)},
            footnotesize,
            title={patch refines=\level}]
            \addplot3[patch,patch type=triangle quadr,
                      shader=faceted interp,patch refines=\level]
            coordinates {
                (0,0,0) (5,4,0) (0,7,0)
                (2,3,0) (3,6,1) (-1,4,0)
            };
        \end{axis}
    \end{tikzpicture}
}
```

In this example, patch refinement makes a huge difference since it is just one element with huge displacements. For practical examples, you probably won't need many refinement levels.

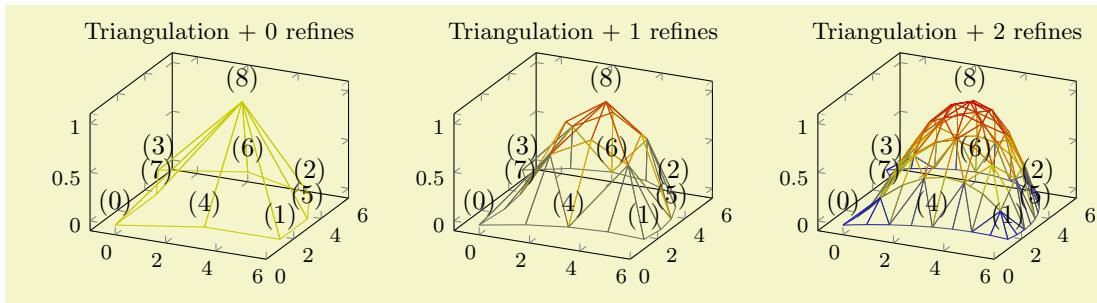
The refined patches reproduce the geometry's shape exactly. In addition, they improve color interpolation. Note that its purpose is just visualization, therefor hanging nodes are allowed (and will be generated by `patch refine` for most `patch types`).

Patch refinement is implemented for all supported patches except for `patch type=coons`, `tensor bezier`, `bicubic` (might follow eventually) and `polygon`.

`/pgfplots/patch to triangles=true|false`

(initially `false`)

Occasionally, one has a complicated `patch type` on input and would like to visualize it as a `triangle` mesh. PGFPLOTS supports automatic triangulation of patches. Triangulation means to replace each individual input patch by one or more triangles. Triangulation can be combined with `patch refines` in which case `patch refines` is applied first and the resulting refined patches are then triangulated.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\foreach \level in {0,1,2} {%
    \begin{tikzpicture}
    \begin{axis}[
        nodes near coords={(\coordindex)},
        footnotesize,
        title={Triangulation + \level\ refines}]
        \addplot3[patch,patch type=biquadratic,shader=faceted interp,
            patch to triangles,patch refines=\level]
        coordinates {
            (0,0,0) (6,1,0) (5,5,0) (-1,5,0)
            (3,1,0) (6,3,0) (2,6,0) (0,3,0)
            (3,3.75,1)
        };
    \end{axis}
    \end{tikzpicture}%
}
```

For one-dimensional `patch types` like `quadratic spline`, `patch to triangles` results in approximation by means of `patch type=line` instead of `triangle`.

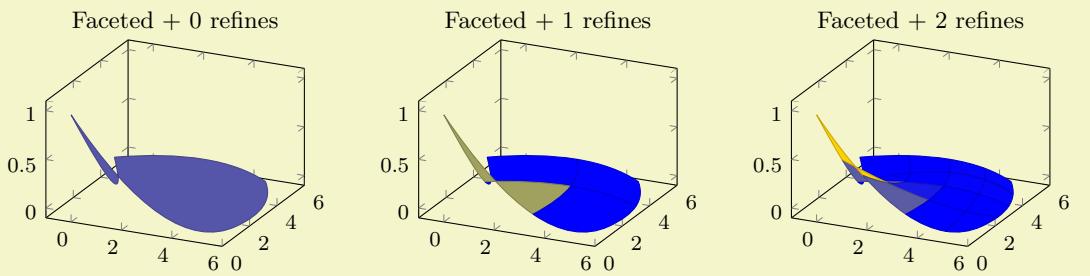
The `patch to triangles` feature is implemented for all supported patches except for `patch type=coons`, `tensor bezier`, and `polygon`.

5.6.6 Peculiarities of Flat Shading and High Order Patches

The `patchplots` library has been optimized for use with interpolated shadings, i.e. for `shader=interp`: it allows the filled area to fold over itself or to be outside of the patch boundaries.

PGFPLOTS also supports `shader=flat` and `shader=faceted` by simply stroking and/or filling the patch boundaries. Naturally, such an approach works only if the enclosed patch boundary and the filled area are essentially the same! Consider using `shader=flat` or `shader=faceted` only if the *mesh width is small enough* such that patches do not fold over themselves.

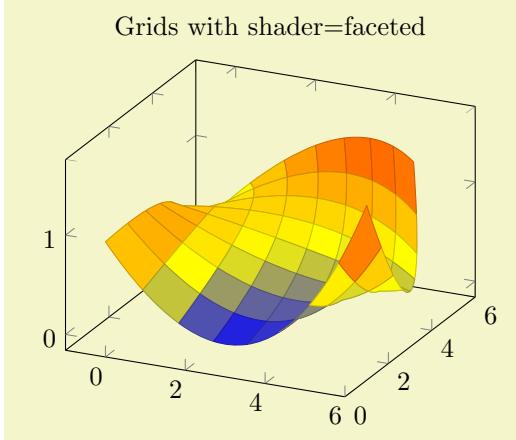
The following example illustrates the effect: the coarse single element on the left folds over itsself, resulting in strange fill patterns. Refining the mesh reduces the effect.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\foreach \level in {0,1,2} {%
    \begin{tikzpicture}
    \begin{axis}[
        footnotesize,
        title={Faceted + \level\ refines}]
        \addplot3[patch,patch type=biquadratic,shader=faceted,
            patch refines=\level]
        coordinates {
            (0,0,1) (6,1,0) (5,5,0) (-1,5,0)
            (3,1,0) (6,3,0) (2,6,0) (0,3,0)
            (3,3.75,0)
        };
    \end{axis}
    \end{tikzpicture}%
}
```

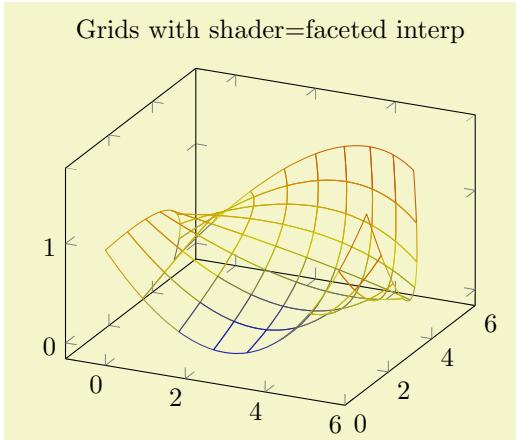
5.6.7 Drawing Grids

The `patchplots` library supports grid (`mesh`) visualization in the same way as for two/three-dimensional `mesh`- and `surf` plots. This includes four different approaches: the first is `shader=faceted`, which uses constant fill color and `faceted color` for stroke paths (as we already saw in Section 5.6.6). The second approach is to use `shader=faceted interp` which uses interpolated shadings for filling and issues stroke paths on top of each interpolated element. The third approach is to issue two `\addplot` commands, one with the filled `patch` plot, and one with a `patch, mesh` style which only draws (colored) grid lines on top of the previous plot. The three approaches are shown below.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Grids with shader=faceted}]
\addplot3[patch,patch type=biquadratic,
    shader=faceted,patch refines=3]
coordinates {
    (0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
    (3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
    (3,3.75,0.5)
};
\end{axis}
\end{tikzpicture}
```

As already discussed in Section 5.6.6, the approach with `shader=faceted` works well if the mesh width is small enough (such that single patches do not overlap and their fill area is within the patch boundaries).

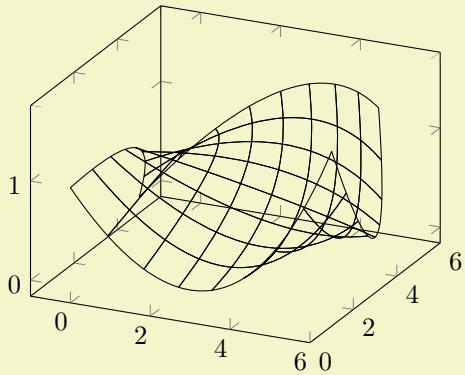


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Grids with shader=faceted interp}]
\addplot3[patch,patch type=biquadratic,
    shader=faceted interp,patch refines=3]
coordinates {
    (0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
    (3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
    (3,3.75,0.5)
};
\end{axis}
\end{tikzpicture}
```

Here, grid lines are defined to be the patch boundary, so it may occasionally happen for coarse patches that grid lines cross the filled area. If you experience problems, consider using the `patch refines` key. The `shader=faceted interp` supports `z buffer` – at the cost of generating one shading for *each* patch element (the stroke path is drawn immediately after the patch element is shaded). This can become quite expensive⁷³ at display time and may lead to huge pdf files. However, `shader=faceted interp` provides smooth shadings and, at the same time, good grid lines which are drawn in the correct order.

⁷³I would really like to hear any well-founded ideas how to improve this issue. In case you have an idea– let me know!

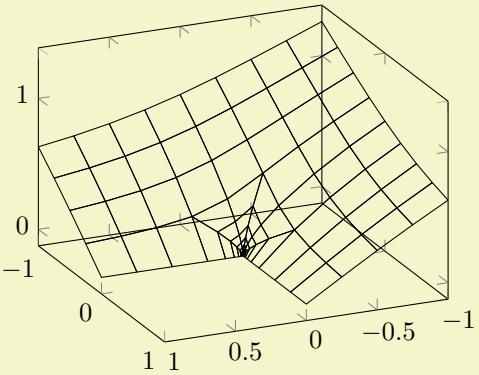
Mesh on top of patches (i): obscured



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Mesh on top of patches (i): obscured}]
\addplot3[patch,patch type=biquadratic,shader=interp,
    patch refines=3]
coordinates {
(0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
(3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
(3,3,0.5)
};
\addplot3[patch,patch type=biquadratic,mesh,black,
    patch refines=3]
coordinates {
(0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
(3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
(3,3,0.5)
};
\end{axis}
\end{tikzpicture}
```

Mesh on top of patches (ii): unobscured

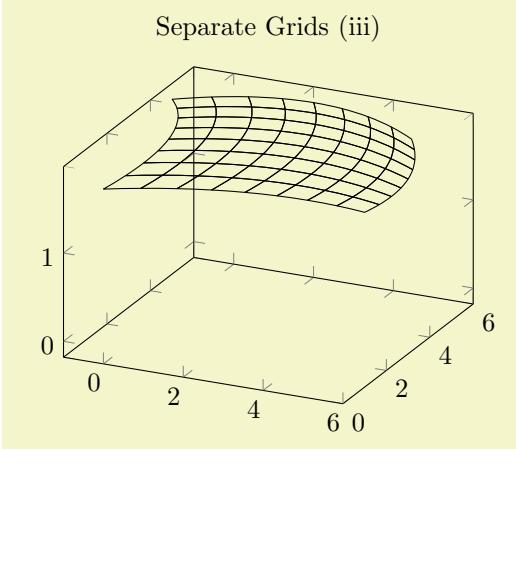
Geometry provided by Prof. Chernov, Bonn



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Mesh on top of patches (ii): unobscured},
    tiny Geometry provided by Prof. Chernov, Bonn,
    title style={align=center},
    view={156}{28}]
\addplot3[patch,patch type=bilinear,
    shader=interp,
    patch table=plotdata/patchexample_conn.dat]
file {plotdata/patchexample_verts.dat};

\addplot3[patch,patch type=bilinear,
    mesh,black,
    patch table=plotdata/patchexample_conn.dat]
file {plotdata/patchexample_verts.dat};
\end{axis}
\end{tikzpicture}
```

The approach to draw grids separately is done by means of two `\addplot` statements; the first using `patch` as before, the second using `patch, mesh`. This configures PGFPLTS to visualize just the mesh. Make sure you provide ‘`mesh`’ after ‘`patch`’ since the latter activates filled `surf` visualization. The approach of meshes on top of patches implies to draw grid lines simply over any previous drawing operations. Thus, depth information is lost (as displayed in the first example above). Overlaying grid lines on top of the surface works in special cases (see bottom picture). An approach which always works is to provide the mesh at a fixed z position as displayed in the following example:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    title={Separate Grids (iii)}]

\addplot3[patch,patch type=biquadratic,shader=interp,
    patch refines=3]
coordinates {
    (0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
    (3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
    (3,3.75,0.5)
};

\addplot3[patch,patch type=biquadratic,
    mesh,black,
    z filter/.code={\def\pgfmathresult{1.8}},
    patch refines=3]
coordinates {
    (0,0,1) (6,1,1.6) (5,5,1.3) (-1,5,0)
    (3,1,0) (6,3,0.4) (2,6,1.1) (0,3,0.9)
    (3,3.75,0.5)
};
\end{axis}
\end{tikzpicture}
```

Here, the first `\addplot3` command is the same as above, just with `shader=interp`. The second reproduces the same geometry, but uses a `z filter` to fix the z coordinate (in this case to $z = 1.8$). This effectively overrules all z coordinates.

Thus, grid lines can be drawn either by means of flat fill color with `shader=faceted` (efficient), by means of interpolated fill colors with `shader=faceted interp` (inefficient, see above) or, for special applications, using a separate `patch, mesh` plot which is drawn on top of the patches (efficient). In any case, the mesh visualization considers the `faceted color` which can depend on `mapped color`.

5.7 Polar Axes

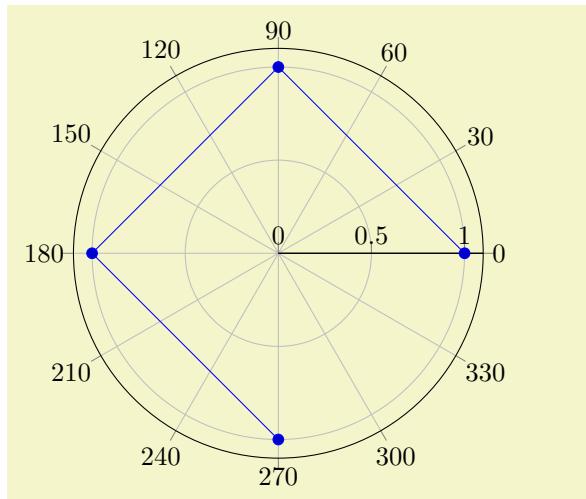
```
\usepgfplotslibrary{polar} % LATEX and plain TEX
\usepgfplotslibrary[polar] % ConTeXt
\usetikzlibrary{pgfplots.polar} % LATEX and plain TEX
\usetikzlibrary[pgfplots.polar] % ConTeXt
```

A library to draw polar axes and plot types relying on polar coordinates, represented by angle (in degrees or, optionally, in radians) and radius.

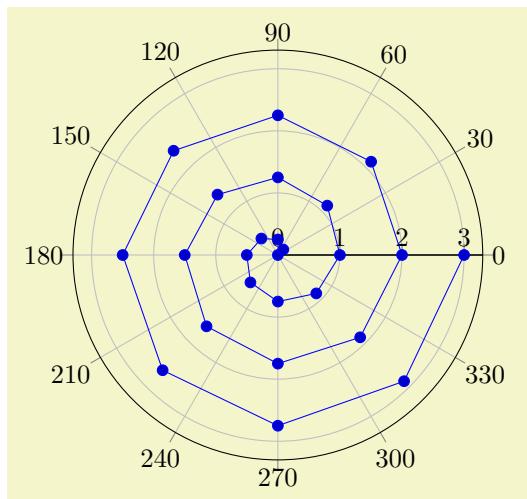
5.7.1 Polar Axes

```
\begin{polaraxis}
    <environment contents>
\end{polaraxis}
```

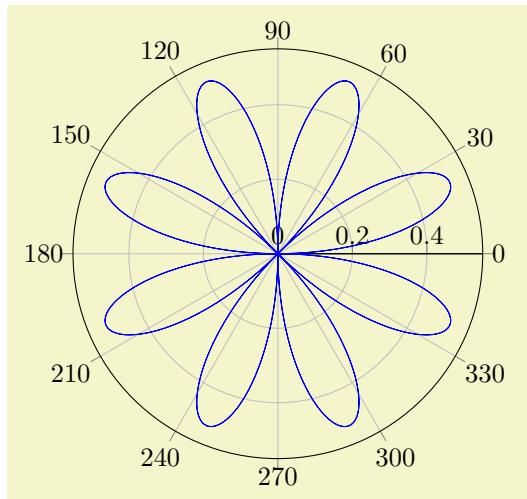
The `polar` library provides the `polaraxis` environment. Inside of such an environment, all coordinates are expected to be given in polar representation of the form $((\text{angle}), (\text{radius}))$, i.e. the x coordinate is always the angle and the y coordinate the radius:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}
```

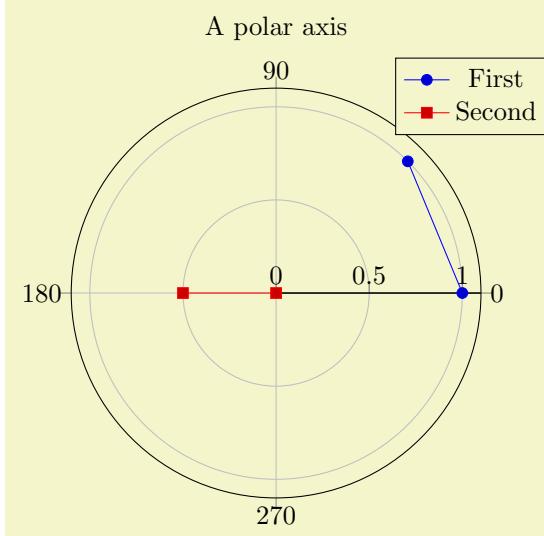


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot+[domain=0:3] (360*x,x); % (angle,radius)
  \end{polaraxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot+[mark=none,domain=0:720,samples=600]
      {\sin(2*x)*cos(2*x)};
    % equivalent to (x,{sin(..)cos(..)}), i.e.
    % the expression is the RADIUS
  \end{polaraxis}
\end{tikzpicture}
```

Polar axes support most of the PGFPLOTS user interface, i.e. `legend entries`, any axis descriptions, `x tick`/`y tick` and so on:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{polaraxis}[
    xtick={0,90,180,270},
    title=A polar axis]

\addplot coordinates {(0,1) (45,1)};
\addlegendentry{First}

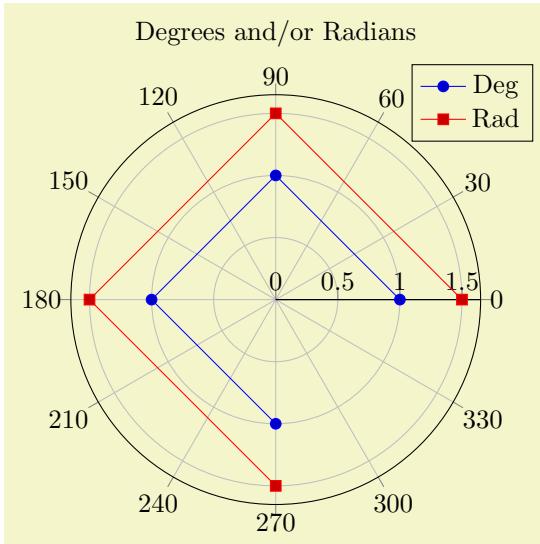
\addplot coordinates {(180,0.5) (0,0)};
\addlegendentry{Second}
\end{polaraxis}
\end{tikzpicture}
```

Furthermore, you can use all of the supported input coordinate methods (like `\addplot coordinates`, `\addplot table`, `\addplot expression`). The only difference is that polar axes interpret the (first two) input coordinates as polar coordinates of the form (*angle in degrees*, *radius*)).

It is also possible to provide `\addplot3`; in this case, the third coordinate will be ignored (although it can be used as color data using `point meta=z`). An example can be found below in Section 5.7.3.

5.7.2 Using Radians instead of Degrees

The initial configuration uses degrees for the angle (*x* component of every input coordinate). PGFplots also supports to provide the angle in radians using the `data cs=polarrad` switch:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{polaraxis}[title={Degrees and/or Radians}]
\addplot
    coordinates {(0,1) (90,1) (180,1) (270,1)};
\addlegendentry{Deg}

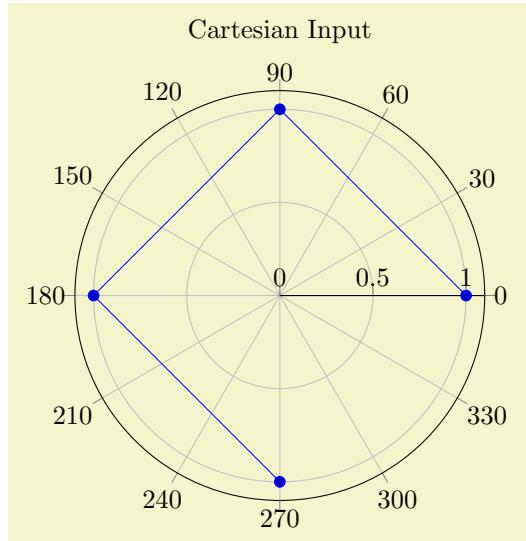
\addplot+[data cs=polarrad]
    coordinates {(0,1.5) (pi/2,1.5)
                  (pi,1.5) (pi*3/2,1.5)};
\addlegendentry{Rad}
\end{polaraxis}
\end{tikzpicture}
```

The `data cs` key is described in all detail on page 292; it tells PGFplots the coordinate system of input data. PGFplots will then take steps to automatically transform each coordinate into the required coordinate

system (in our case, this is `data cs=polar`).

5.7.3 Mixing With Cartesian Coordinates

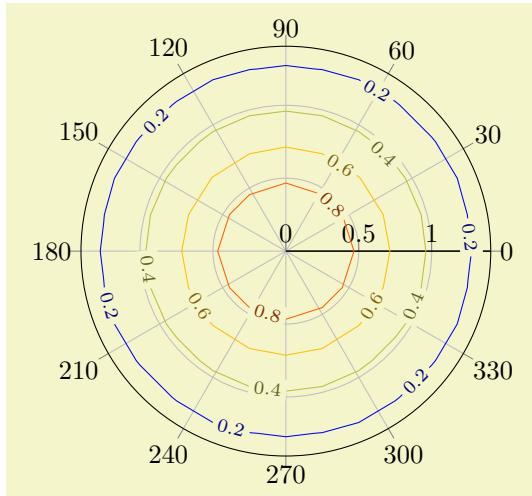
Similarly to the procedure described above, you can also provide Cartesian coordinates inside of a polar axis: simply tell PGFPLOTS that it should automatically transform them to polar representation by means of `data cs=cart`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}[title=Cartesian Input]
    \addplot+[data cs=cart]
      coordinates {(1,0) (0,1) (-1,0) (0,-1)};
  \end{polaraxis}
\end{tikzpicture}
```

More details about the `data cs` key can be found on page 292.

This does also allow more involved visualization techniques which may operate on Cartesian coordinates. The following example uses `\addplot3` to sample a function $f: \mathbb{R}^2 \rightarrow \mathbb{R}$, computes `contour` lines (with the help of `gnuplot`) and displays the result in a `polaraxis`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot3[contour gnuplot,domain=-3:3,
      data cs=cart]
      {exp(-x^2-y^2)};
  \end{polaraxis}
\end{tikzpicture}
```

What happens is that $z = \exp(-x^2 - y^2)$ is sampled for $x, y \in [-3, 3]$, then contour lines are computed on (x, y, z) , then the resulting triples (x, y, z) are transformed to polar coordinates (α, r, z) (leaving z intact). Finally, the z coordinate is used as `point meta` to determine the color.

Note that `\addplot3` allows to process three-dimensional input types, but the result will always be two-dimensional (the z coordinate is ignored for point placement in `polaraxis`). However, the z coordinate can be used to determine point colors (using `point meta=z`).

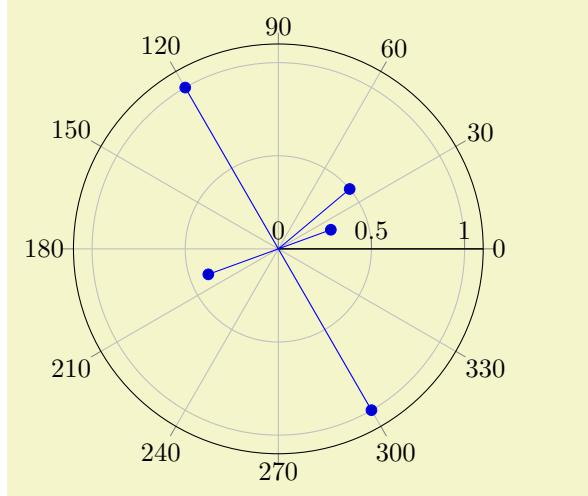
5.7.4 Special Polar Plot Types

`/tikz/polar comb`

(no value)

`\addplot+[polar comb]`

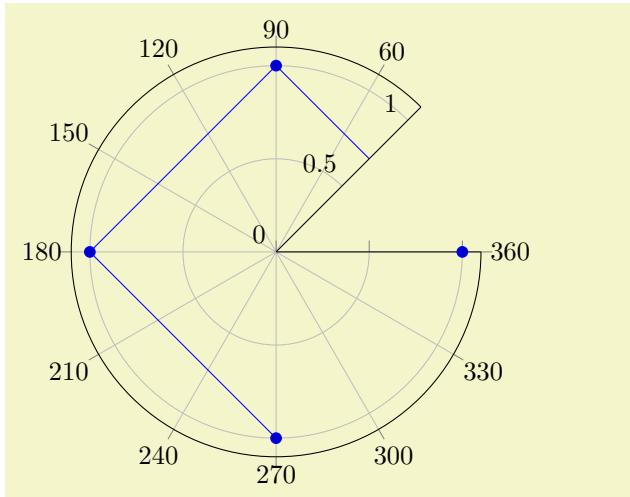
The `polar comb` plot handler is provided by TikZ; it draws paths from the origin to the designated position and places `marks` at the positions (similar to the `comb` plot handler). Since the paths always start at the origin, it is particularly suited for `polaraxis`:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}
    \addplot+[polar comb]
      coordinates {(300,1) (20,0.3) (40,0.5)
                    (120,1) (200,0.4)};
  \end{polaraxis}
\end{tikzpicture}
```

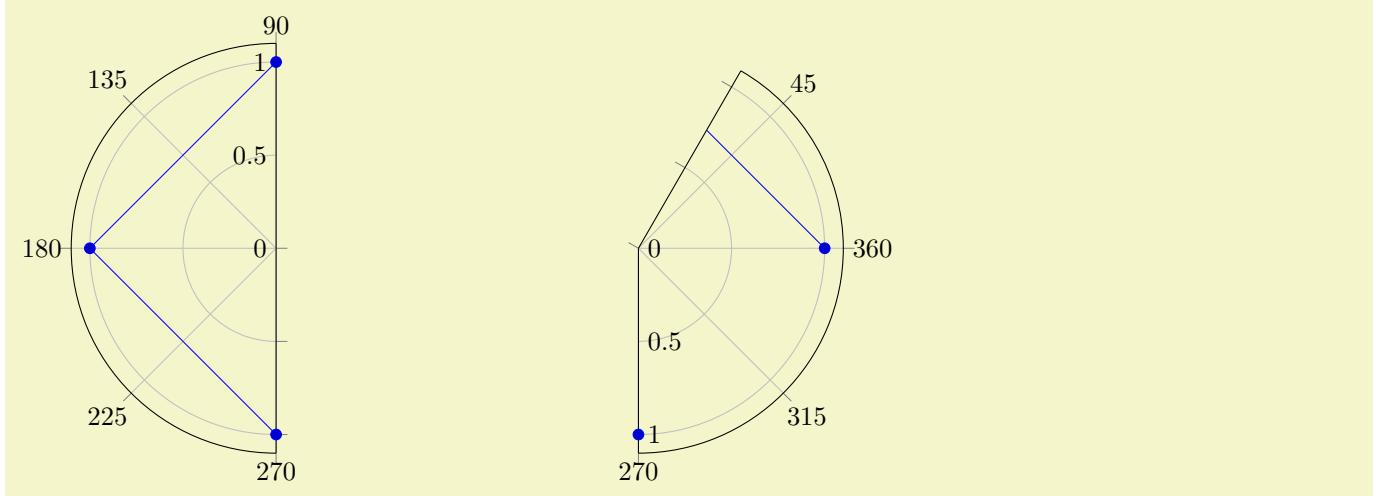
5.7.5 Partial Polar Axes

The `polar` library also supports partial axes. If you provide `xmin/xmax`, you can restrict the angles used for the axis:



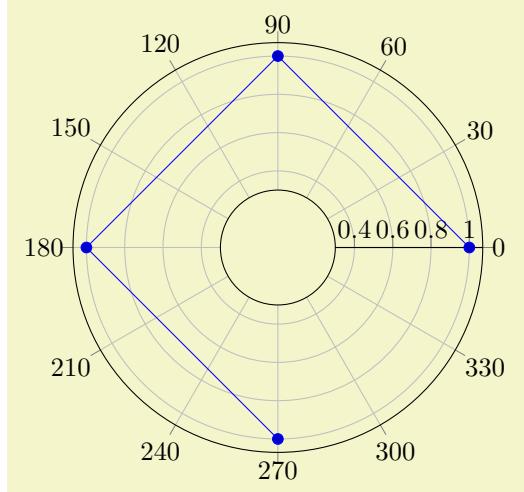
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}[xmin=45,xmax=360]
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}
```

Currently, the first angle must be lower than the second one. But you can employ the periodicity to get pies as follows:



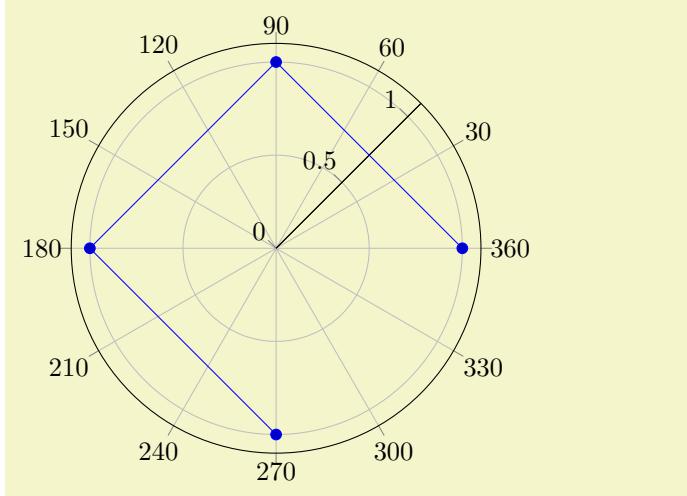
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}[xmin=90,xmax=270]
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}%
\begin{tikzpicture}
  \begin{polaraxis}[xmin=270,xmax=420]
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}
```

Similarly, an explicitly provided value for `ymin` allows to reduce the displayed range away from 0:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}[ymin=0.3]
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}
```

Modifying `xmin` and `xmax` manually can also be used to move the y axis line (the line with `ytick` and `yticklabels`):



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
  \begin{polaraxis}[xmin=45,xmax=405]
    \addplot coordinates {(0,1) (90,1) (180,1) (270,1)};
  \end{polaraxis}
\end{tikzpicture}
```

5.8 Smith Charts

```
\usepgfplotslibrary{smithchart} % LATEX and plain TEX
\usepgfplotslibrary[smithchart] % ConTeXt
\usetikzlibrary{pgfplots.smithchart} % LATEX and plain TEX
\usetikzlibrary[pgfplots.smithchart] % ConTeXt
```

A library to draw Smith Charts.

A Smith Chart maps the complex half plane with positive real parts to the unit circle. The `smithchart` library allows PGFPLOTS to visualize Smith Charts: it visualizes two-dimensional input coordinates $z \in \mathbb{C}$ of the form $z = x + jy \in \mathbb{C}$ (j being the imaginary unit, $j^2 = -1$) with $x \geq 0$ using the map

$$r: [0, \infty] \times [-\infty, \infty] \rightarrow \{a + jb \mid a^2 + b^2 = 1\}, \quad r(z) = \frac{z - 1}{z + 1}$$

using complex number division. The result is always in the unit circle.

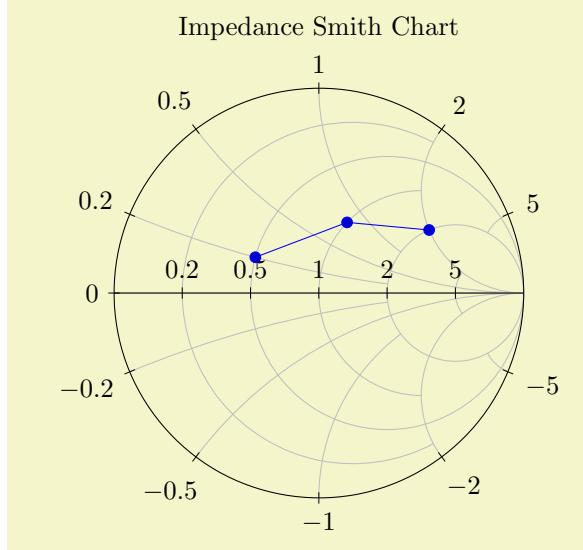
The main application for Smith Charts is in the area of electrical and electronics engineers specializing in radio frequency: to show the reflection coefficient $r(z)$ for normalised impedance z . It is beyond the scope of this manual to delve into the radio frequency techniques; for us, it is important to note that the `smithchart` library supports

- the data map $r(z)$ shown above,
- an axis class which interprets x as the real components and y as the imaginary components,
- a visualization of grid lines as arcs,
- the possibility to stop grid lines to allow uniform spacing in Smith Charts,
- a large set of the PGFPLOTS axis fine tuning parameters,
- input of already mapped coordinates $r(z)$ (i.e. Cartesian coordinates in the unit circle),
- many of the PGFPLOTS plot handlers.

5.8.1 Smith Chart Axes

```
\begin{smithchart}[\langle options \rangle]
  <environment contents>
\end{smithchart}
```

The `\begin{smithchart}` environment draws Smith Charts. It accepts the same $\langle options \rangle$ as `\begin{axis}`. In fact, it is equivalent to `\begin{axis}[\langle options \rangle, axis type=smithchart]`.



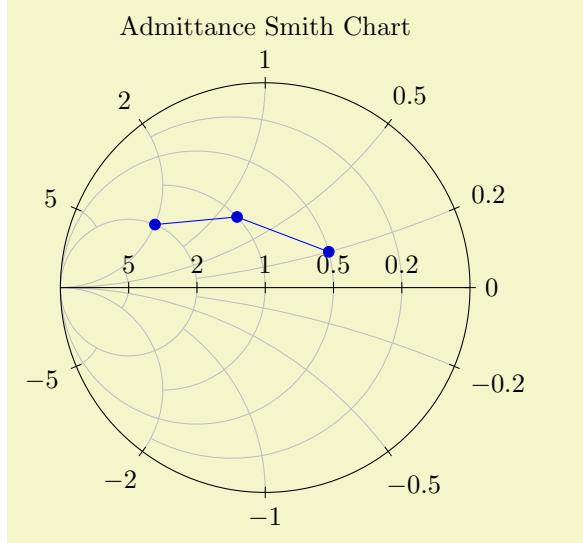
```
\begin{tikzpicture}
\begin{smithchart}[title=Impedance Smith Chart]
\addplot coordinates {(0.5,0.2) (1,0.8) (2,2)};
\end{smithchart}
\end{tikzpicture}
```

The example above visualizes three data points using the initial configuration of Smith Charts; the data points are interpreted as complex numbers $z = x + jy$ and are mapped using $r(z)$.

Here, the x coordinate refers to the cycles described by the horizontal line whereas the y coordinate refers to the cycles described by the tick labels on the outside.

`/pgfplots/smithchart mirrored=true|false` (initially `false`)

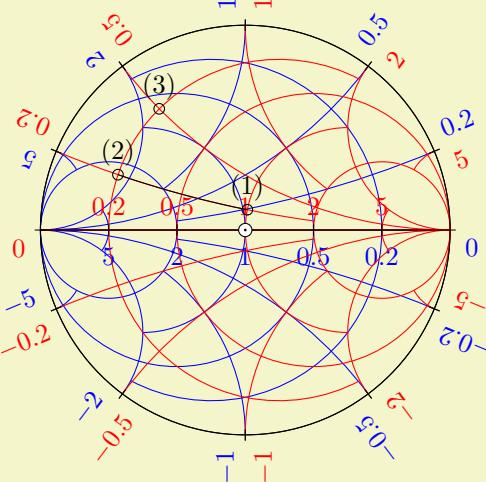
PGFPLOTS also supports Admittance Smith Charts. Here, the origin is on the right side of the circle:



```
\begin{tikzpicture}
\begin{smithchart}[
    smithchart mirrored,
    title=Admittance Smith Chart]
\addplot coordinates {(0.5,0.2) (1,0.8) (2,2)};
\end{smithchart}
\end{tikzpicture}
```

Since PGFPLOTS can draw two axes on top of each other, a combined Impedance/Admittance Smith Chart is also possible.

Impedance and Admittance Smith Chart



```
\begin{tikzpicture}[]
% First, the Admittance chart:
\begin{smithchart}[
    title=Impedance and Admittance Smith Chart,
    smithchart mirrored,
    xticklabel shift=-19pt,
    grid style={blue},
    ticklabel style={blue},
    yticklabel around circle,
]
\end{smithchart}

% Second, overlay the impedance chart:
\begin{smithchart}[
    show origin,
    grid style={red},
    ticklabel style={red},
    yticklabel around circle*,
]
\addplot+[black,mark=o,only marks,point meta=explicit symbolic,nodes near coords]
coordinates {
    (0.2,0.2) [(2)]
    (1,0.2) [(1)]
};

\addplot+[black,no marks,domain=0.2:1] {0.2};

\addplot+[black,mark=o,only marks,point meta=explicit symbolic,nodes near coords]
coordinates{
    (0.2,0.5) [(3)]
};
\end{smithchart}
\end{tikzpicture}
```

Since such a chart easily becomes crowded, it should be tuned manually by means of “suitable” appearance options (if you feel that there is a “suitable default”, let me know).

Details for `show origin`, `yticklabel around circle`, and `yticklabel around circle*` can be found later in this section.

5.8.2 Size Control

A Smith Chart can be resized by providing either `width` or `height` as argument to the axis. If you provide both, the Chart is drawn as an ellipsis.

The tick and grid positions for `smithchart` axes are realized by means of three manually tuned sets of grid lines: one for small-sized plots, one for medium-sized plots and one for huge plots. The actual parameters for `width` or `height` are considered to select one of the following sets:

/pgfplots/**few smithchart ticks**

(style, no value)

This produces the output of the example above – it constitutes the initial configuration for Smith Chart which has a width of less than 14cm.

The `few smithchart ticks` style is defined by:

```
\pgfplotsset{
    few smithchart ticks/.style={
        default smithchart xtick/.style={
            xtick={0.2,0.5,1,2,5},
        },
        default smithchart ytick/.style={
            ytick={%
                0,%
                0.2, 0.5, 1, 2, 5,%
                -0.2,-0.5,-1,-2,-5},
        },
        default smithchart xytick/.style={
            xgrid each nth passes y={2},
            ygrid each nth passes x={2},
        },
    },
}
```

Note that `few smithchart ticks` contains syntactical overhead to distinguish between “default ticks” and final tick positions: it does not assign `xtick` and `ytick` directly. Instead, it provides them as separate `default xtick` style arguments. The purpose of this distinction is to mark them as “default” arguments – the underlying styles `smithchart/every default xtick` is used if and only if there is no `xtick` value given.

In case you want to override this default, you can either

- copy–paste the definition above and adjust it or
- omit all the `default smithchart xtick/.style` stuff and write `xtick={⟨your list⟩}` directly.

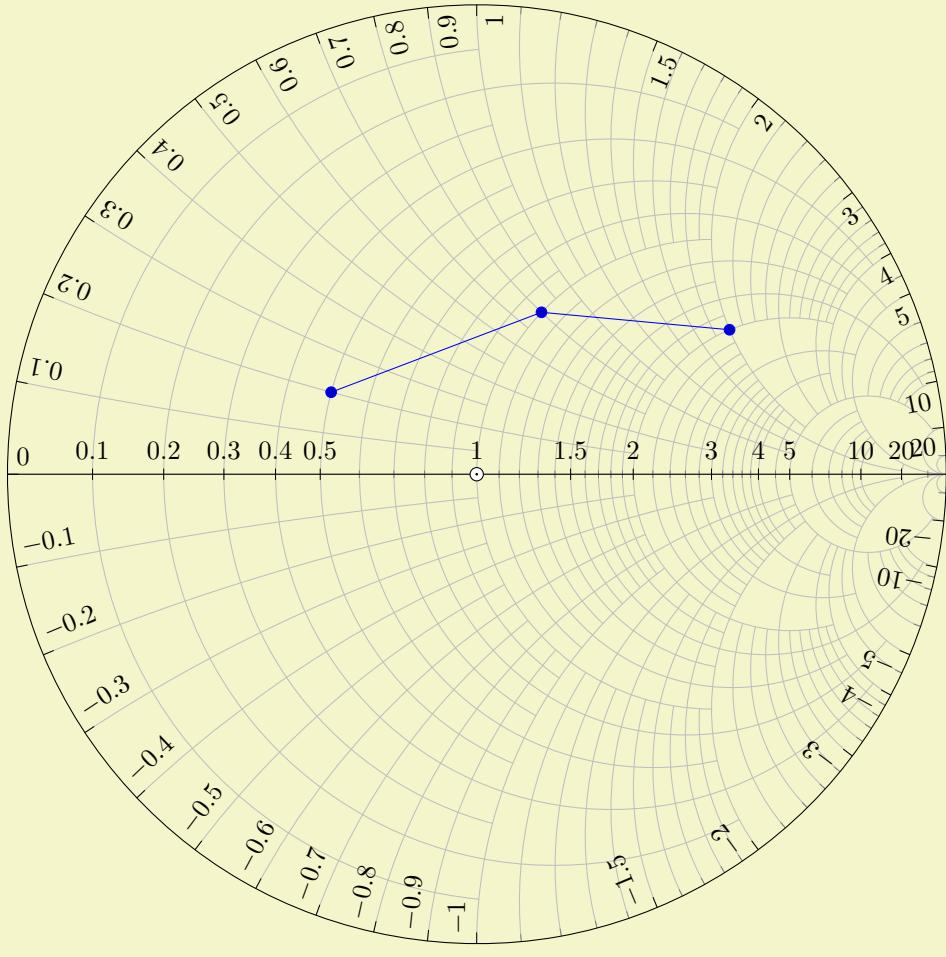
As mentioned, the only purpose of the `default smithchart xtick/.style` overhead is to distinguish between `\begin{smithchart}[xtick={⟨user defined⟩}]` and default arguments (see the documentation of `default smithchart xtick/.style` for more about this technical detail).

For fine tuning of the scaling decisions, see the `smith chart ticks by size` key.

/pgfplots/`many smithchart ticks` (style, no value)

The `many smithchart ticks` style is used for every Smith Chart whose width exceeds 14cm although it is less than 20cm:

Medium-Sized Smith Chart



```
\begin{tikzpicture}
\begin{smithchart}[
    title=Medium--Sized Smith Chart,
    width=14cm]
\addplot coordinates {(0.5,0.2) (1,0.8) (2,2)};
\end{smithchart}
\end{tikzpicture}
```

We see that `many smithchart ticks` has different placement and alignment options than `few smithchart ticks`: it uses sloped tick labels inside of the unit circle for the y descriptions (imaginary axis).

The initial configuration is realized by means of *two* separate styles: one which defines only the tick positions (the `many smithchart ticks*` style) and one which also changes placement and alignment options. The initial configuration can be changed individually (see the end of this section for examples). The initial configuration is:

```

\pgfplotsset{
    many smithchart ticks*/.style={
        default smithchart xtick/.style={
            xtick={%
                0.1,0.2,0.3,0.4,0.5,1,1.5,2,3,4,5,10,20%
            },
            minor xtick={0.6,0.7,0.8,0.9,1.1,1.2,1.3,1.4,1.6,1.7,1.8,1.9,
                2.2,2.4,2.6,2.8,3.2,3.4,3.6,3.8,4.5,6,7,8,9,50},
        },
        default smithchart ytick/.style={
            ytick={%
                0,%
                0.1,0.2,...,1,1.5,2,3,4,5,10,20,%
                -0.1,-0.2,...,-1,-1.5,-2,-3,-4,-5,-10,-20%
            },
            minor ytick={%
                1.1,1.2,1.3,1.4,1.6,1.7,1.8,1.9,2.2,2.4,2.6,2.8,3.2,3.4,3.6,3.8,
                4.5,6,7,8,9,50,%
                -1.1,-1.2,-1.3,-1.4,-1.6,-1.7,-1.8,-1.9,-2.2,-2.4,-2.6,-2.8,
                -3.2,-3.4,-3.6,-3.8,-4.5,-6,-7,-8,-9,-50%
            },
        },
        default smithchart xytick/.style={
            xgrid each nth passes y={1,2,4,5,10,20},
            ygrid each nth passes x={1,2,3,5,10:3,20:3},
        },
    },
    /pgfplots/many smithchart ticks/.style={
        many smithchart ticks*,
        yticklabel in circle,
        show origin=true,
    },
}

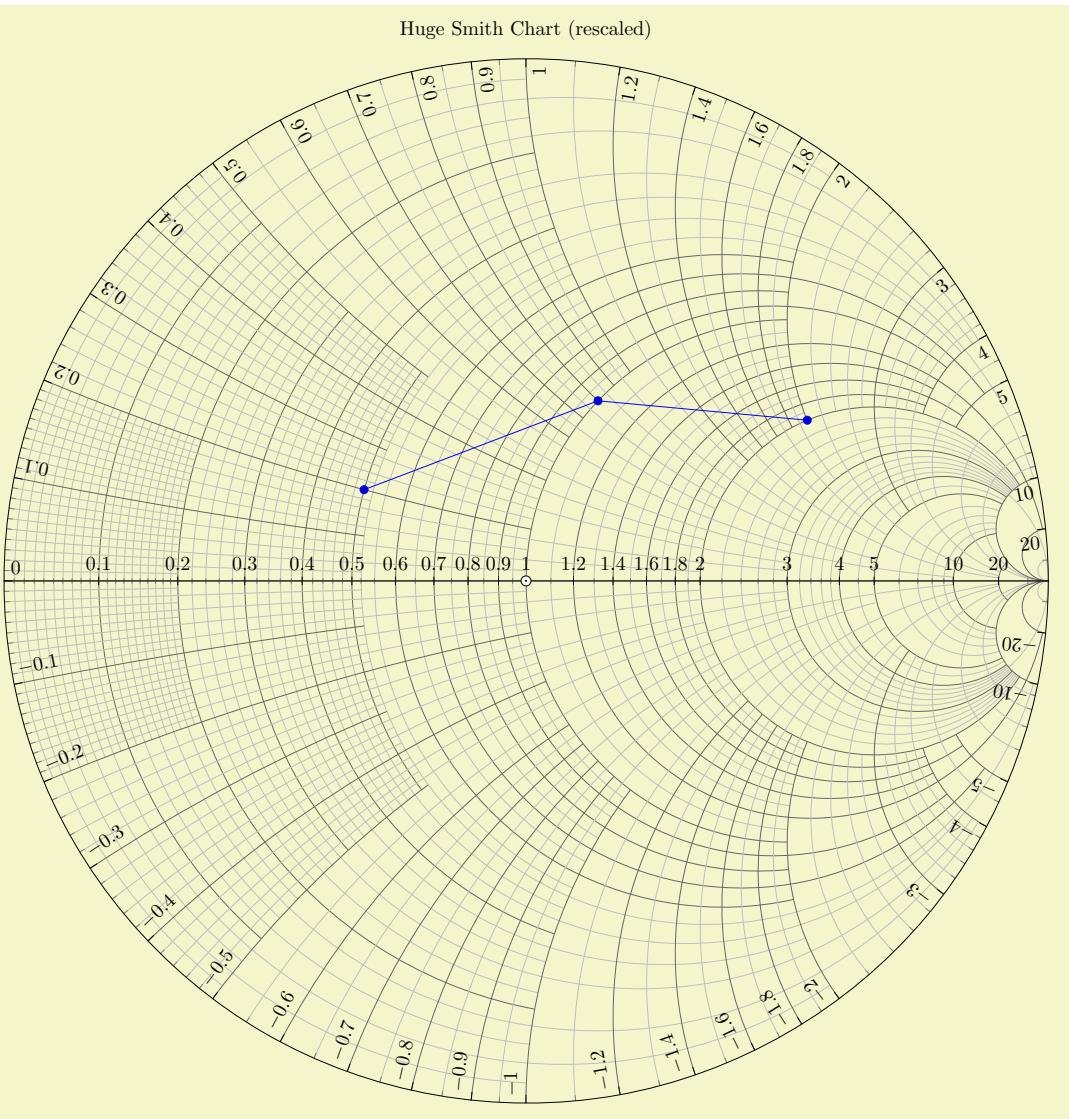
```

See the documentation for `few smithchart ticks` for an explanation of the `default smithchart xtick/.style` overhead.

`/pgfplots/dense smithchart ticks`

(style, no value)

The `dense smithchart ticks` style assigns the set of tick positions for every Smith Chart whose width is at least 20cm:



```
\begin{tikzpicture}[scale=0.75]
\begin{smithchart}[
    title=Huge Smith Chart (rescaled),
    width=20cm]
\addplot coordinates {(0.5,0.2) (1,0.8) (2,2)};
\end{smithchart}
\end{tikzpicture}
```

Attention: This style might change in future versions!

Similarly to [many smithchart ticks](#) (see above), the initial configuration is realized by means of *two* separate styles: one which defines only the tick positions (the [many smithchart ticks*](#) style) and one which also changes placement- and alignment options:

```
\pgfplotsset{
    dense smithchart ticks*/.style={
        default smithchart xtick/.style={
            xtick={%
                0.1,0.2,0.3,0.4,0.5,0.6,0.7,0.8,0.9,1,1.2,1.4,1.6,1.8,2,3,4,5,10,20%
            },
            minor xtick={%
                0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.11,0.12,0.13,0.14,0.15,0.16,0.17,
                0.18,0.19,0.22,0.24,0.26,0.28,0.32,0.34,0.36,0.38,0.42,0.44,0.46,0.48,%  

                0.52,% This is sub-optimal and will (hopefully) be improved in the future.
                0.55,0.65,0.75,0.85,0.95,%  

                % 0.6,0.7,0.8,0.9,%  

                1.1,1.3,1.5,1.7,1.9,%  

                2.2,2.4,2.6,2.8,3.2,3.4,3.6,3.8,4.5,6,7,8,9,50%},
        },
        default smithchart ytick/.style={
            ytick={%
                0,%  

                0.1,0.2,...,1,1.2,1.4,1.6,1.8,2,3,4,5,10,20%  

                -0.1,-0.2,...,-1,-1.2,-1.4,-1.6,-1.8,-2,-3,-4,-5,-10,-20%
            },
            minor ytick={%
                0.01,0.02,0.03,0.04,0.05,0.06,0.07,0.08,0.09,0.11,0.12,0.13,0.14,0.15,0.16,0.17,
                0.18,0.19,0.22,0.24,0.26,0.28,0.32,0.34,0.36,0.38,0.42,0.44,0.46,0.48,%  

                0.55,0.65,0.75,0.85,0.95,%  

                1.1,1.3,1.5,1.7,1.9,2.2,2.4,2.6,2.8,3.2,3.4,3.6,3.8,4.5,6,7,8,9,50%  

                -0.01,-0.02,-0.03,-0.04,-0.05,-0.06,-0.07,-0.08,-0.09,-0.11,-0.12,-0.13,-0.14,
                -0.15,-0.16,-0.17,-0.18,-0.19,-0.22,-0.24,-0.26,-0.28,-0.32,-0.34,-0.36,-0.38,
                -0.42,-0.44,-0.46,-0.48,-0.55,-0.65,-0.75,-0.85,-0.95,%  

                -1.1,-1.3,-1.5,-1.7,-1.9,-2.2,-2.4,-2.6,-2.8,-3.2,-3.4,-3.6,-3.8,-4.5,-6,-7,-8,
                -9,-50%
            },
        },
        default smithchart xytick/.style={
            xgrid each nth passes y={0.2 if < 0.2001,0.5 if < 0.50001,1 if < 1.001,2,4,5,10,20},
            ygrid each nth passes x={0.2 if < 0.2001,0.52 if < 0.52001,1 if < 1.001,2,3,5,10:3,20:3},
        },
        dense smithchart ticks/.style={
            yticklabel in circle,
            dense smithchart ticks*,
            show origin=true,
            every major grid/.style={black!60},
        },
    },
}
```

See the documentation for `few smithchart ticks` for an explanation of the `default smithchart xtick/.style` overhead.

<code>/pgfplots/default smithchart xtick</code>	(no value)
<code>/pgfplots/default smithchart ytick</code>	(no value)
<code>/pgfplots/default smithchart xytick</code>	(no value)

The `default smithchart xtick` style is installed if and only if you do not provide `xtick` manually.

Similarly, the `default smithchart ytick` style is installed if and only if you do not provide `ytick` manually.

Finally, the `default smithchart xytick` style is installed if and only if you provide neither `xtick` nor `ytick`.

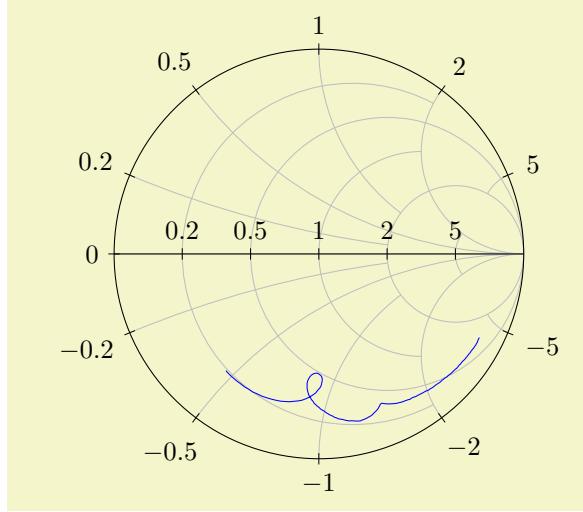
These styles are usually defined in `few smithchart ticks` and its variants, see above.

5.8.3 Working with Prepared Data

<code>/pgfplots/is smithchart cs=true false</code>	(initially <code>false</code>)
--	---------------------------------

Occasionally, you may already have input data transformed into unit-circle Cartesian coordinate $r(z) = (x, y)$.

You can provide them to PGFPLOTS with the `is smithchart cs` key:



```
\begin{tikzpicture}
  \begin{smithchart}
    % smithchart_data.dat contains
    % 0.78395 -0.40845
    % 0.78165 -0.41147
    % 0.77934 -0.41466
    % 0.77774 -0.41869
    % ...
    \addplot[blue,is smithchart cs]
      file {plotdata/smithchart_data.dat};
  \end{smithchart}
\end{tikzpicture}
```

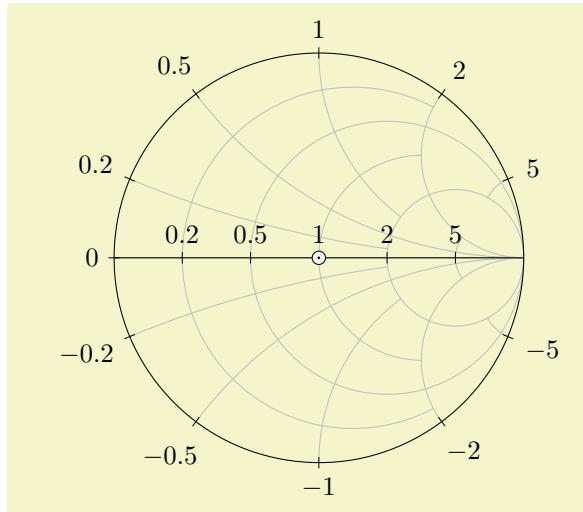
Using `is smithchart cs` tells PGFPLOTS to skip the transformation $r(z)$.

5.8.4 Appearance Control and Styles

`/pgfplots/show origin=true|false`

(initially `false`)

Allows to place an extra description at the point $(0,0)$ to mark the origin.



```
\begin{tikzpicture}
  \begin{smithchart}[show origin]
  \end{smithchart}
\end{tikzpicture}
```

`/pgfplots/show origin code/.code={<...>}`

Allows to redefine the code to draw the origin marker. The initial configuration is

```
\pgfplotsset{
  show origin code/.code=%
    \path[draw=black,fill=white] (0pt,0pt) circle (2.5pt);
    \path[fill=black] (0pt,0pt) circle (0.5pt);
}
```

`/pgfplots/yticklabel in circle`

(style, no value)

This style draws Smith Chart tick labels for imaginary components (the `ytick` arguments) inside of the circle.

It installs transformations to rotate and shift tick labels. See the `many smithchart ticks` style for an example.

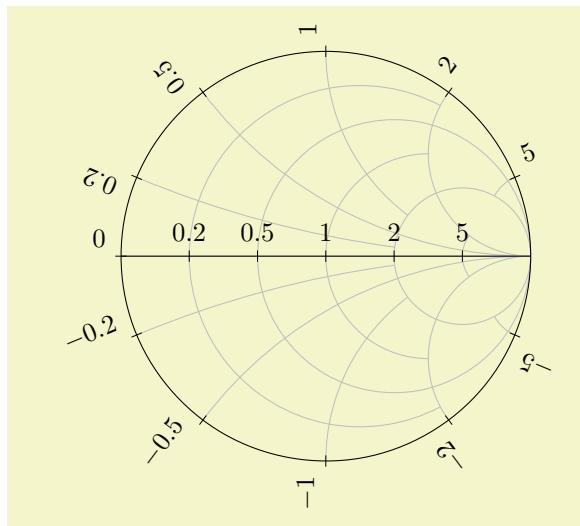
The initial configuration for this style is

```
\pgfplotsset{
    yticklabel in circle/.style={
        ytick align=inside,
        yticklabel style={
            rotate=90,
            sloped like y axis=|,
            execute for upside down={\tikzset{anchor=north east}},
            % allow upside down,
            reset nontranslations=false},
        anchor=south west,
        % font=\tiny,
    }
}
```

/pgfplots/yticklabel around circle

(style, no value)

This style draws Smith Chart tick labels for imaginary components (the `ytick` arguments) outside of the circle, but rotated to fit the slope of the circle.



```
\begin{tikzpicture}
    \begin{smithchart}[yticklabel around circle]
    \end{smithchart}
\end{tikzpicture}
```

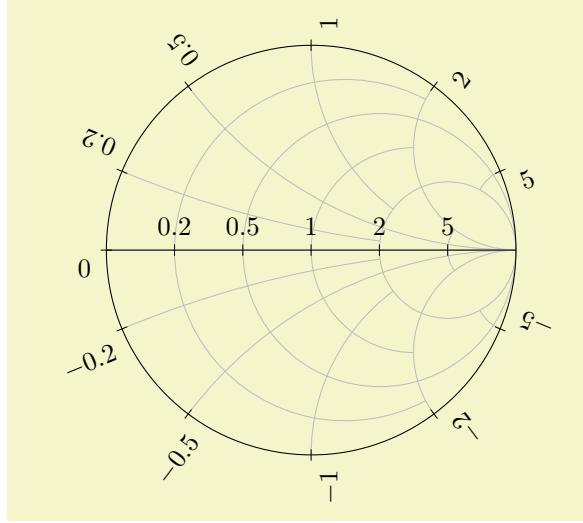
The initial configuration for this style is

```
\pgfplotsset{
    yticklabel around circle/.style={
        ytick align=center,
        yticklabel style={
            rotate=90,
            sloped like y axis=|,
            execute for upside down={\tikzset{anchor=south west}},
            % allow upside down,
            reset nontranslations=false},
        anchor=south east,
    }
},
```

/pgfplots/yticklabel around circle*

(style, no value)

A variant of `yticklabel around circle` which exchanges the anchors:



```
\begin{tikzpicture}
  \begin{smithchart}[yticklabel around circle*]
  \end{smithchart}
\end{tikzpicture}
```

If you have two Smith Charts in the same figure, you can overlay them if the first uses `yticklabel around circle` and the second uses `yticklabel around circle*` (see the beginning of this section for an example).

The initial configuration for this style is

```
\pgfplotsset{
  yticklabel around circle*/.style={
    ytick align=center,
    yticklabel style={
      rotate=90,
      sloped like y axis=|,
      execute for upside down={\tikzset{anchor=north west}},
      % allow upside down,
      % reset nontranslations=false},
      anchor=north east,
    }
  }
}
```

`/pgfplots/every smithchart axis` (style, no value)

This style is installed for every Smith Chart. It is defined as

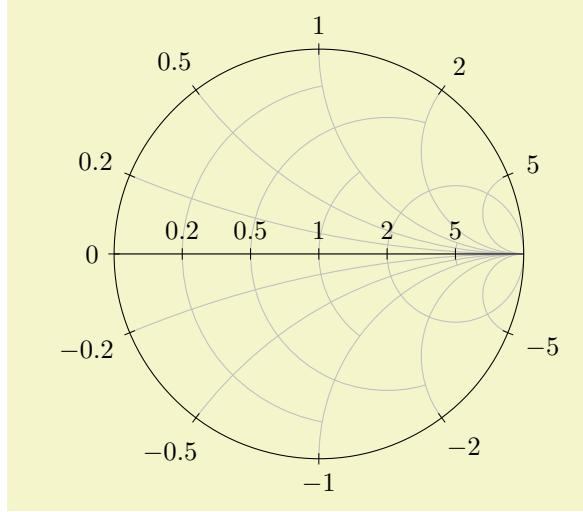
```
\pgfplotsset{
  every smithchart axis/.style={
    grid=both,
    xmin=0,
    scaled ticks=false, % never draw the \cdot 10^4 labels
    major tick style={draw=black},
    xtick align=center,
    ytick align=center,
  },
}
```

5.8.5 Controlling Arcs and Their Stop Points

This section allows advanced control over Smith Chart arcs (grid lines). The two features `xgrid each nth passes y` and `xgrid stop at y` (and their counterparts for `y`) allow to draw only partial arcs in order to get a more uniform appearance.

`/pgfplots/xgrid each nth passes y={<list of stop entries>}` (initially empty)

This key constitutes the main idea to draw only partial arcs: you provide a couple of `y` tick coordinates which constitute “boundaries”. Then, only each (say) second `x` grid line is allowed to pass these boundaries:



```
\begin{tikzpicture}
\begin{smithchart}[
  xtick={0.2,0.5,1,2,5},
  ytick={
    0,
    0.2, 0.5, 1, 2, 5,
    -0.2,-0.5,-1,-2,-5},
  xgrid each nth passes y={1,2},
]
\end{smithchart}
\end{tikzpicture}
```

The example overwrites the `default smithchart ticks` to define a new layout: now, every `ytick` uses the complete arc, but some of the grid lines for `xtick` stop at $y = 1$ and, if they pass, they may stop at $y = 2$.

The argument `(list of stop entries)` is a comma-separated list of entries. Each entry is, in the simplest case, a y coordinate (it should be a coordinate which appears in the `ytick` list). This simplest case means “only each second x grid line may pass the grid line for this y ”. The second syntax allows to provide a natural number, using `(y coord):(number)`. This means to let only each `(number)`’s x grid line pass the designated y grid line. The third syntax also allows to write `if < (x value)`. It means the entry is considered only for x grid lines which are less than `(x value)`. To summarize: there are the three possible forms of entries

1. single y coordinates, for example `xgrid each nth passes y={1,2}` or
2. the same as above, followed by an integer, for example `xgrid each nth passes y={1:3,2:2}` or
3. an additional restriction clause like `xgrid each nth passes y={0.2 if <0.3}`.

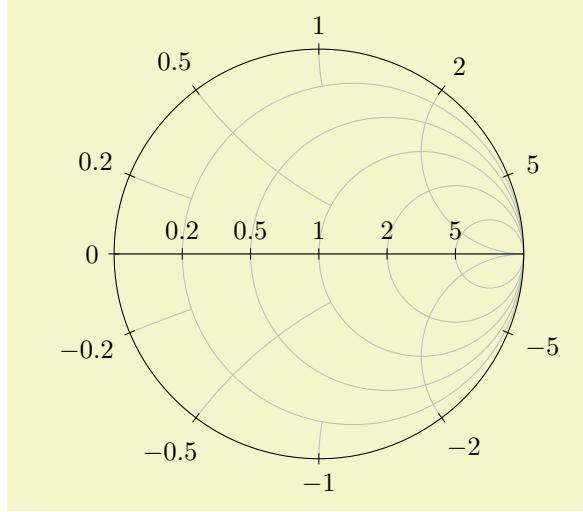
In this case, the all x grid lines which fulfill $x \leq 0.3$ will be checked if they are allowed to pass $y = 0.2$. All x grid lines with $x > 0.3$ are not affected by the constraint. See the `dense smithchart ticks` style for an application example.

Note that `xgrid each nth passes y` always employs symmetry; you do not need to provide y and $-y$ (if you want to, you may use the `xgrid stop at y` key to overrule the “each nth”-strategy).

In order to check if a given `xtick` argument is the “nth” grid line, PGFPLTS collects all `xtick` and `minor xtick` arguments into *one* large array and sorts it. Then, it uses the resulting sequence to assign the indices. Consequently, you can freely intermix minor and major ticks; it will still work. The only way to affect the counting is the `xgrid each nth passes y start` key, see below.

`/pgfplots/ygrid each nth passes x={(list of stop entries)}` (initially empty)

As you may already have guessed, this is the y counterpart of `xgrid each nth passes y`. It restricts the arcs for y grid lines by provided x ticks:



```
\begin{tikzpicture}
\begin{smithchart}[
    xtick={0.2,0.5,1,2,5},
    ytick={
        0,
        0.2, 0.5, 1, 2, 5,
        -0.2,-0.5,-1,-2,-5},
    ygrid each nth passes x={0.2,1:2},
]
\end{smithchart}
\end{tikzpicture}
```

The syntax is exactly the same as explained for `xgrid each nth passes y`. The only difference is that the `if <` syntax uses absolute values `y` (to maintain symmetry).

Now, we know how to use `xgrid each nth passes y` and the corresponding `ygrid each nth passes x` separately. Can we use both keys at the same time? Yes – but it may happen that lines end in white space! PGFPLOTS applies some logic to avoid arcs ending in white space by extending them to the next feasible stopping point. The result of mixing both of these keys is thus corrected automatically.

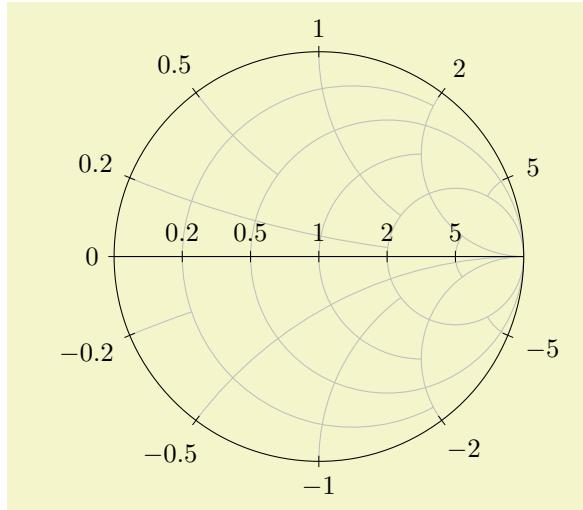
`/pgfplots/xgrid each nth passes y start={⟨integer⟩}` (initially 0)
`/pgfplots/ygrid each nth passes x start={⟨integer⟩}` (initially 0)

Allows to modify where the “each nth” counting starts. The argument can be considered as a shift. I consider this key to be more or less experimental – in the hope it may be useful. Try it out.

`/pgfplots/xgrid stop at y={⟨list⟩}` (initially empty)
`/pgfplots/ygrid stop at x={⟨list⟩}` (initially empty)

These keys allow to provide *individual* stop points for explicitly chosen tick positions. These explicit stop points have higher precedence over the each nth features described above.

The `ygrid stop at x` key accepts a comma-separated list of entries `⟨y coord⟩:⟨x stop point⟩`:



```
\begin{tikzpicture}
\begin{smithchart}[
    ygrid stop at x={0.5:0.5,-0.2:0.2}
]
\end{smithchart}
\end{tikzpicture}
```

In this example, the $y = 0.5$ arc stops at the $x = 0.5$ arc whereas the $y = -0.2$ arc stops at $x = 0.2$.

The `ygrid stop at x` key allows unsymmetric layouts (different stop points for y and $-y$).

5.9 Ternary Diagrams

`\usepgfplotslibrary{ternary}` % L^AT_EX and plain T_EX

```
\usepgfplotslibrary[ternary] % ConTeXt
\usetikzlibrary{pgfplots.ternary} % LATEX and plain TEX
\usetikzlibrary[pgfplots.ternary] % ConTeXt
```

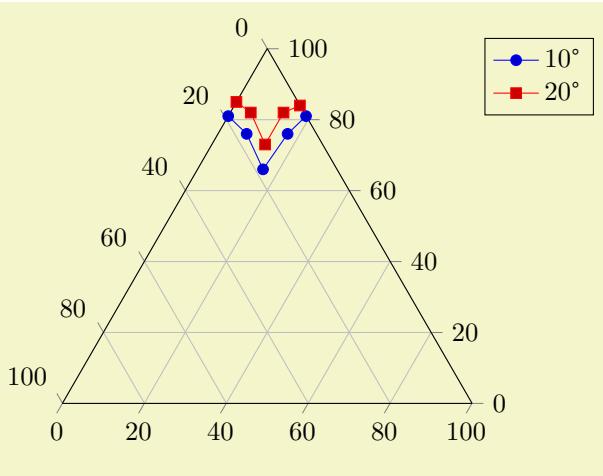
A library to draw ternary diagrams.

A ternary diagram visualizes three-component systems such that the sum of them yields 100%. Ternary diagrams are triangular axes.

5.9.1 Ternary Axis

```
\begin{ternaryaxis}[<options>]
  <environment contents>
\end{ternaryaxis}
```

The axis environment for ternary axes.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}
  \addplot3 coordinates {
    (0.81, 0.19, 0.00)
    (0.76, 0.17, 0.07)
    (0.66, 0.16, 0.16)
    (0.76, 0.07, 0.17)
    (0.81, 0.00, 0.19)
  };

  \addplot3 coordinates {
    (0.85, 0.15, 0.00)
    (0.82, 0.13, 0.05)
    (0.73, 0.14, 0.13)
    (0.82, 0.06, 0.13)
    (0.84, 0.00, 0.16)
  };
  \legend{$10^\circ$, $20^\circ$}
\end{ternaryaxis}
\end{tikzpicture}
```

A `ternaryaxis` works with *relative coordinates*: each data point consists of three components x, y, z . Their sum forms a compound entity which has 100% (of whatever). In the standard configuration, we have $x, y, z \in [0, 1]$. The unit interval is not necessary: you can as well choose *absolute data ranges* $x \in [x_{\min}, x_{\max}], y \in [y_{\min}, y_{\max}]$ and $z \in [z_{\min}, z_{\max}]$. The important thing is that the relative values

$$\tilde{x} := \frac{x - x_{\min}}{x_{\max} - x_{\min}}, \quad \tilde{y} := \frac{y - y_{\min}}{y_{\max} - y_{\min}}, \quad \tilde{z} := \frac{z - z_{\min}}{z_{\max} - z_{\min}}$$

sum up to 100%, i.e. $\tilde{x} + \tilde{y} + \tilde{z} = 1$. Thus, PGFPLOTS computes \tilde{x}, \tilde{y} and \tilde{z} and interprets them as barycentric (triangular) coordinates.

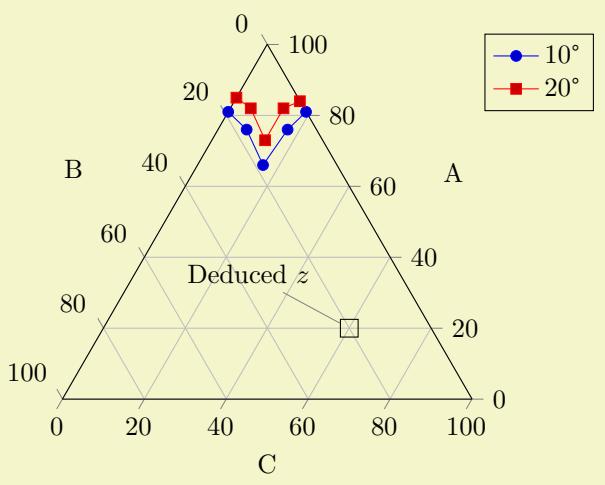
For this to work, it is **crucial to provide** `xmin`, `xmax`, `ymin`, `ymax` and `zmin`, `zmax` precisely! The initial configuration fixes them to the unit interval.

What happens behind the scenes is that a data point (x, y, z) is placed at X, Y determined by

$$\begin{bmatrix} X(x, y, z) \\ Y(x, y, z) \end{bmatrix} = \tilde{x}A + \tilde{y}B + \tilde{z}C = \begin{bmatrix} \frac{1}{2}\tilde{x} + 2\tilde{z} \\ \frac{\sqrt{3}}{2}\tilde{x} \end{bmatrix}$$

where $A = (1/2, \sqrt{3}/2)$ is top corner of the triangle, $B = (0, 0)$ the lower left and $C = (1, 0)$ the lower right one. The \tilde{y} component is not really necessary due to the linear dependency $\tilde{x} + \tilde{y} + \tilde{z} = 1$.

The input coordinate $(100\%, 0\%, 0\%)$ is mapped to A , the input coordinate $(0\%, 100\%, 0\%)$ to B and $(0\%, 0\%, 100\%)$ to C (Acrobat Reader: click into the axis to verify it).



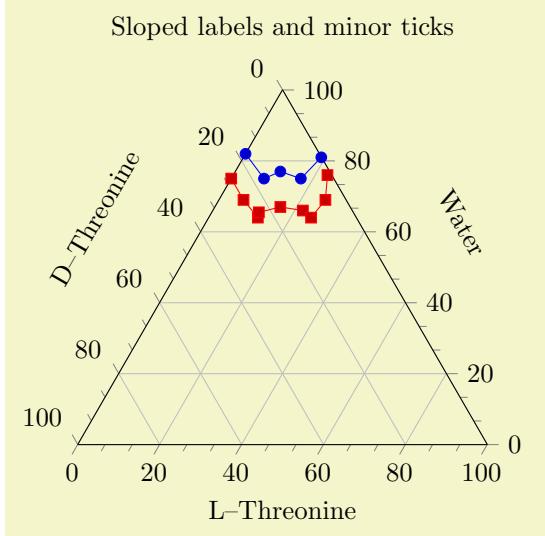
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[ xlabel=A, ylabel=B, zlabel=C]
\addplot3 coordinates {
(0.81, 0.19, 0.00)
(0.76, 0.17, 0.07)
(0.66, 0.16, 0.16)
(0.76, 0.07, 0.17)
(0.81, 0.00, 0.19)
};

\addplot3 coordinates {
(0.85, 0.15, 0.00)
(0.82, 0.13, 0.05)
(0.73, 0.14, 0.13)
(0.82, 0.06, 0.13)
(0.84, 0.00, 0.16)
};

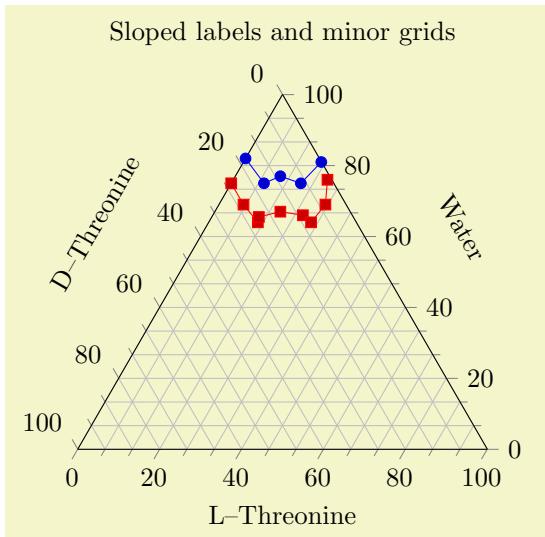
\node[pin=130:Deduced \$z$,draw=black] at (axis cs:0.2,0.2) {};

\legend{$10\$ \text{degree}, $20\$ \text{degree}$}
\end{ternaryaxis}
\end{tikzpicture}
```

A `ternaryaxis` can contain zero, one or more `\addplot3` commands, just as a usual `axis`. In case you provide only two-dimensional coordinates (for example using `\addplot` or `axis cs`), the third component is deduced automatically such that components sum to 100%. The `\addplot3` command can use any of the accepted input formats, for example using `coordinates`, `table`, `expression` or whatever – but the input is always interpreted as barycentric coordinates (three components summing up to 100%).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    title=Sloped labels and minor ticks,
    xlabel=Water,
    ylabel=D--Threonine,
    zlabel=L--Threonine,
    label style={sloped},
    minor tick num=2,
]
\addplot3 coordinates {
    (0.82, 0.18, 0.00)
    (0.75, 0.17, 0.08)
    (0.77, 0.12, 0.11)
    (0.75, 0.08, 0.17)
    (0.81, 0.00, 0.19)
};
\addplot3 coordinates {
    (0.75, 0.25, 0.00)
    (0.69, 0.25, 0.06)
    (0.64, 0.24, 0.12)
    (0.655, 0.23, 0.115)
    (0.67, 0.17, 0.16)
    (0.66, 0.12, 0.22)
    (0.64, 0.11, 0.25)
    (0.69, 0.05, 0.26)
    (0.76, 0.01, 0.23)
};
\end{ternaryaxis}
\end{tikzpicture}
```

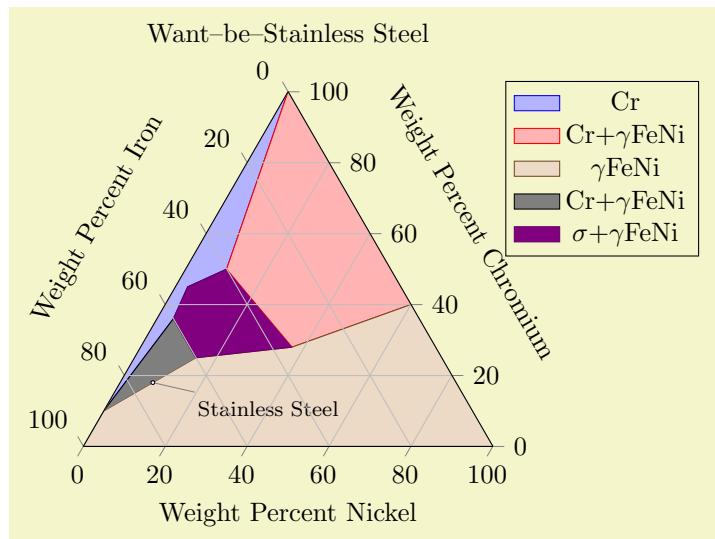


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    title=Sloped labels and minor grids,
    xlabel=Water,
    ylabel=D--Threonine,
    zlabel=L--Threonine,
    label style={sloped},
    minor tick num=2,
    grid=both,
]
\addplot3 coordinates {
    (0.82, 0.18, 0.00)
    (0.75, 0.17, 0.08)
    (0.77, 0.12, 0.11)
    (0.75, 0.08, 0.17)
    (0.81, 0.00, 0.19)
};
\addplot3 coordinates {
    (0.75, 0.25, 0.00)
    (0.69, 0.25, 0.06)
    (0.64, 0.24, 0.12)
    (0.655, 0.23, 0.115)
    (0.67, 0.17, 0.16)
    (0.66, 0.12, 0.22)
    (0.64, 0.11, 0.25)
    (0.69, 0.05, 0.26)
    (0.76, 0.01, 0.23)
};
\end{ternaryaxis}
\end{tikzpicture}
```

A `ternaryaxis` supports (most of) the PGFPLTS axis interface, among them the `grid` option, the `xtick={<positions>}` way to provide ticks, including `extra x ticks` and its variants. Of course, it can also contain any of the `mark`, `color` and `cycle list` options of a normal axis.

The following example is a (crude) copy of an example of

http://www.sv.vt.edu/classes/MSE2094_NoteBook/96ClassProj/experimental/ternary2.html
and uses `area style` to change `cycle list` and the legend appearance.



```

% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    title=Want--be--Stainless Steel,
    xlabel=Weight Percent Chromium,
    ylabel=Weight Percent Iron,
    zlabel=Weight Percent Nickel,
    label style=sloped,
    area style,
]
\addplot3 table {
A B C
1 0 0
0.5 0.4 0.1
0.45 0.52 0.03
0.36 0.6 0.04
0.1 0.9 0
};
\addlegendentry{Cr}

\addplot3 table {
A B C
1 0 0
0.5 0.4 0.1
0.28 0.35 0.37
0.4 0 0.6
};
\addlegendentry{Cr+$\gamma$FeNi}

\addplot3 table {
0.4 0 0.6
0.28 0.35 0.37
0.25 0.6 0.15
0.1 0.9 0
0 1 0
0 0 1
};
\addlegendentry{$\gamma$FeNi}

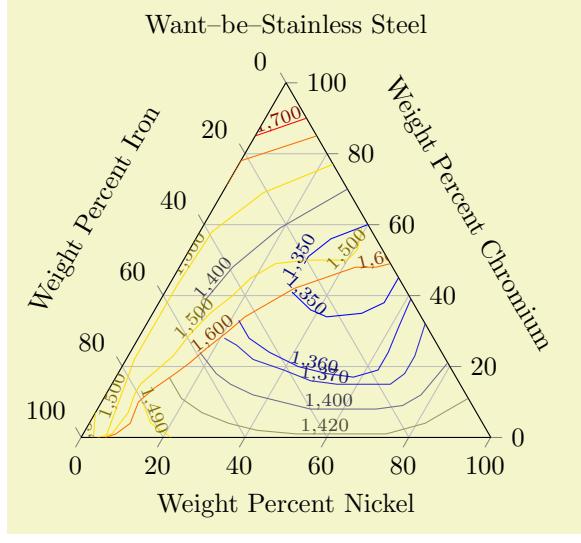
\addplot3 table {
0.1 0.9 0
0.36 0.6 0.04
0.25 0.6 0.15
};
\addlegendentry{Cr+$\sigma$+$\gamma$FeNi}

\node[inner sep=0.5pt,circle,draw,fill=white,pin=-15:\footnotesize Stainless Steel]
at (axis cs:0.18,0.74,0.08) {};
\end{ternaryaxis}
\end{tikzpicture}

```

Ternary plots can also use `contour prepared` to plot contour lines. The following example is a (crude) copy of an example of

http://www.sv.vt.edu/classes/MSE2094_NoteBook/96ClassProj/experimental/ternary2.html:



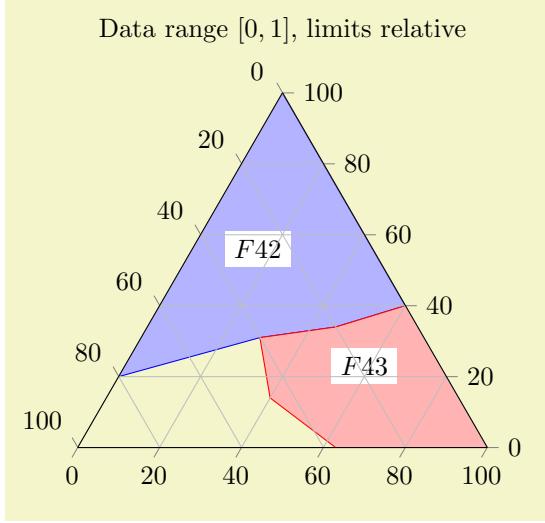
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    title=Want--be--Stainless Steel,
    xlabel=Weight Percent Chromium,
    ylabel=Weight Percent Iron,
    zlabel=Weight Percent Nickel,
    label style=sloped,
]
\end{ternaryaxis}
% plotdata/pgfplotsternary.example1.dat:
%
% Chromium   Iron   Nickel   Temperature
% 0.90       0.0    0.10     1700
% 0.85       0.14   0.00     1700
%
% 0.85       0.00   0.15     1600
% 0.78       0.22   0.00     1600
% 0.71       0.29   0.00     1600
%
% ....
\addplot3[contour prepared={labels over line},
          point meta=\thisrow{Temperature}]
          table[x=Chromium,y=Iron,z=Nickel]
          {plotdata/pgfplotsternary.example1.dat};
\end{ternaryaxis}
\end{tikzpicture}
```

The `contour prepared={labels over line}` installs the display style `contour/labels over line` and expects precomputed contour lines from the input stream. Here, the input stream is a table, consisting of the three relative components for Chromium, Iron and Nickel – and the `point meta` is set to be the Temperature column. The `contour prepared` style uses the (x, y, z) coordinate to plot the data point and the `point meta` to determine contour labels (the initial configuration of `contour prepared` is to use `point meta=z`). The output thus allows to use both barycentric coordinates (ternary components) *and* contour labels.

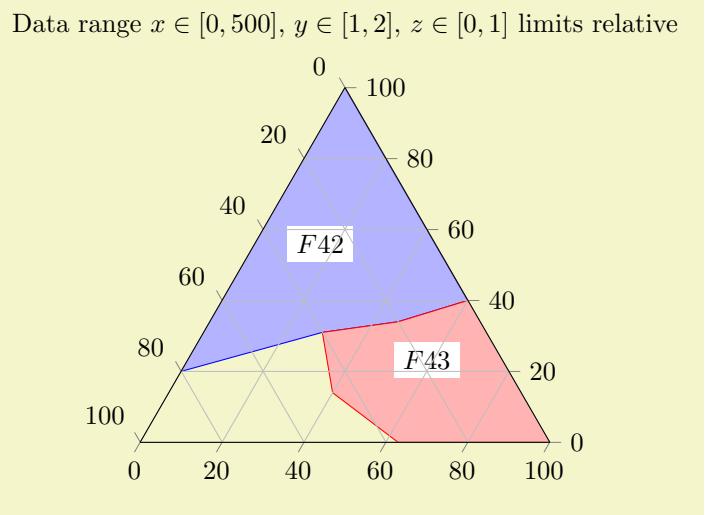
<code>/pgfplots/ternary limits relative=true false</code>	(initially true)
<code>/pgfplots/ternary relative limits=true false</code>	(initially true)

Allows to switch tick labels between relative numbers in the range $[0, 100]$ or absolute numbers.

The choice `ternary limits relative=true` accepts data in any input number range, for example $(x, y, z) \in [0, 1]^3$, or $(x, y, z) \in [0, 100]^3$ or in any absolute scale of the form $x_i \in [x_i, \bar{x}_i]$ for $x_i \in \{x, y, z\}$ (remember that it is crucial to communicate these limits to PGFPLOTS explicitly using `xmin`, `xmax`, `ymin`, `ymax` and `zmin`, `zmax` such that relative coordinates can be computed, see the description above for details). In every case, relative tick labels are drawn, i.e. tick labels in the range $[0, 100]$.



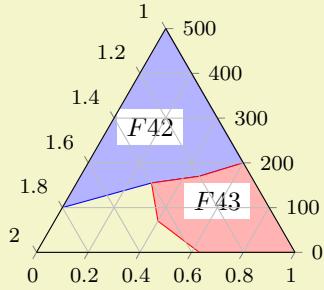
```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    ternary limits relative,
    title={Data range $[0,1]$, limits relative},
    area style]
\addplot3 coordinates {
    (0.2,0.8,0)
    (0.31,0.4,0.29)
    (0.34,0.2,0.46)
    (0.4,0,0.6)
    (1,0,0)
};
\addplot3 coordinates {
    (0.4,0,0.6)
    (0.34,0.2,0.46)
    (0.31,0.4,0.29)
    (0.14,0.46,0.4)
    (0,0.37,0.63)
    (0,0,1)
};
\node[fill=white]
    at (axis cs:0.56,0.28,0.16) {$F\;42$};
\node[fill=white]
    at (0.7,0.2) {$F\;43$};
\end{ternaryaxis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    xmax=500,ymin=1,ymax=2,
    ternary limits relative,
    title=[Data range $x\in[0,500]$,
        $y\in[1,2]$, $z\in[0,1]$ limits relative],
    area style]
\addplot3 coordinates {
(100,1.8,0)
(155,1.4,0.29)
(170,1.2,0.46)
(200,1,0.6)
(500,1,0)
};
\addplot3 coordinates {
(200,1,0.6)
(170,1.2,0.46)
(155,1.4,0.29)
(70,1.46,0.4)
(0,1.37,0.63)
(0,1,1)
};
\node[fill=white]
at (axis cs:280,1.28,0.16) {$F_{42}$};
\node[fill=white]
at (0.7,0.2) {$F_{43}$};
\end{ternaryaxis}
\end{tikzpicture}
```

The choice `ternary limits relative=false` accepts the same data ranges, but it draws tick labels in the very same data ranges.

Data range $x \in [0, 500]$, $y \in [1, 2]$, $z \in [0, 1]$ limits absolute

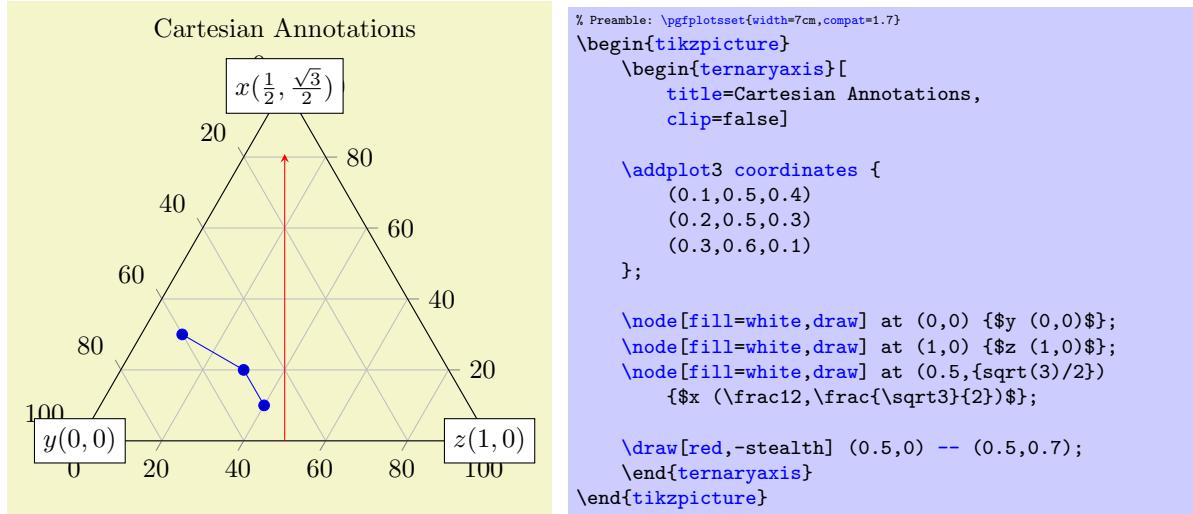


```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    ternary limits relative=false,
    xmax=500,ymin=1,ymax=2,
    title={Data range $x\in[0,500]$, $y\in[1,2]$}, $z\in[0,1]$ limits absolute},
    footnotesize, % just for the sake of demonstration...
    area style]
\addplot3 coordinates {
(100,1.8,0)
(155,1.4,0.29)
(170,1.2,0.46)
(200,1,0.6)
(500,1,0)
};
\addplot3 coordinates {
(200,1,0.6)
(170,1.2,0.46)
(155,1.4,0.29)
(70,1.46,0.4)
(0,1.37,0.63)
(0,1,1)
};
\node[fill=white]
at (axis cs:280,1.28,0.16) {$F_{42}$};
\node[fill=white]
at (0.7,0.2) {$F_{43}$};
\end{ternaryaxis}
\end{tikzpicture}
```

Coordinate system `cartesian cs`

A coordinate system which allows Cartesian coordinates. The lower left point has coordinate $(0, 0)$, the lower right point has $(1, 0)$ and the upper point of the triangle is at $(\frac{1}{2}, \frac{\sqrt{3}}{2})$.

If you use the standard point syntax (x, y) in path commands inside of the axis, you'll get Cartesian coordinates. If you want to use it for axis descriptions (like `xlabel`), you'll have to write `cartesian cs:0,0` explicitly (axis labels have the default coordinate system `axis description cs`).



`/pgfplots/every ternary axis`

(style, no value)

A style which is installed at the beginning of every ternary axis. It is used to adjust some of the PGFPLOTS keys to fit the triangular shape.

The initial configuration is

```
\pgfplotsset{
    every ternary axis/.style={
        tick align=outside,
        grid=major,
        xticklabel style={anchor=west},
        every 3d description/.style={},
        every axis x label/.style={at={(xticklabel cs:0.5)}, anchor=near xticklabel},
        every axis y label/.style={at={(yticklabel cs:0.5)}, anchor=near yticklabel},
        every axis z label/.style={at={(zticklabel cs:0.5)}, anchor=near zticklabel},
        every x tick scale label/.style=
            {at={(xticklabel cs:0.95,5pt)}, anchor=near xticklabel, inner sep=0pt},
        every y tick scale label/.style=
            {at={(yticklabel cs:0.95,5pt)}, anchor=near yticklabel, inner sep=0pt},
        every z tick scale label/.style=
            {at={(zticklabel cs:0.95,5pt)}, anchor=near zticklabel, inner sep=0pt},
        every axis title shift=15pt,
        every axis legend/.style={
            cells={anchor=center},
            inner xsep=3pt,inner ysep=2pt,nodes={inner sep=2pt, text depth=0.15em},
            shape=rectangle,
            fill=white,
            draw=black,
            at={(1.03,1.03)},
            anchor=north west,
        },
        annot/point format 3d/.initial={({\% .2f, \%.2f, \%.2f})},
    },
}
```

5.9.2 Tieline Plots

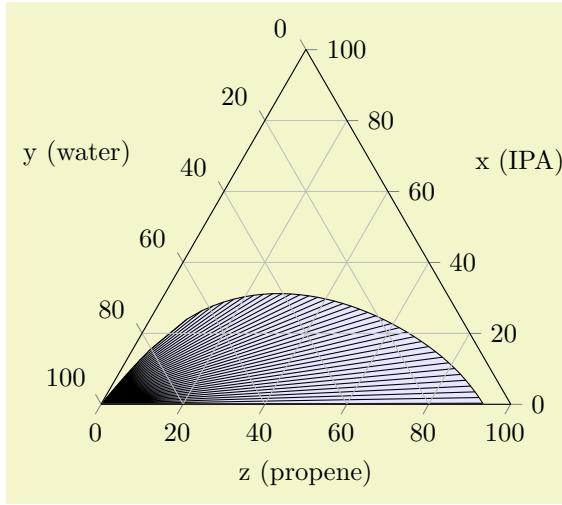
/tikz/tieline={⟨options with tieline/ prefix⟩}

\addplot+[tieline={⟨options with tieline/ prefix⟩}]

A plot handler for use in ternary diagrams which plots tie lines and binodal curves.

On input, it accepts *pairs* of coordinates, $A^{(i)} = (A_x^{(i)}, A_y^{(i)}, A_z^{(i)})$ and $B^{(i)} = (B_x^{(i)}, B_y^{(i)}, B_z^{(i)})$, for $i = 1, \dots, N$ (i.e. it requires a total of six coordinates, perhaps plus additional color data).

On output, it connects the pairs, i.e. for every fixed $i = 1, \dots, N$, it connects $A^{(i)} — B^{(i)}$ (the so-called “tie lines”). In addition, it also draws the binodal curve, which is made up by connecting all $A^{(i)}$ and then, in reverse ordering, all $B^{(i)}$: $A^{(1)} — A^{(2)} — \dots — A^{(N)} — B^{(N)} — B^{(N-1)} — \dots — B^{(1)}$:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    xlabel=x (IPA),
    ylabel=y (water),
    zlabel=z (propene),
    axis on top,
]
% plotdata/ternary_data.txt is a table of the form
% A_propene A_water A_IPA B_propene B_water B_IPA
% 0.0009 0.9990 0 0.9333 0.0667 0
% 0.0009 0.9988 0.0002 0.9303 0.0665 0.0032
% 0.0011 0.9975 0.0013 0.9135 0.0673 0.0191
% 0.0013 0.9962 0.0024 0.8956 0.0693 0.0351
% ...
\addplot3[tieline,fill=blue!10]
table [x=A_IPA,y=A_water,z=A_propene]
{plotdata/ternary_data.txt};
\end{ternaryaxis}
\end{tikzpicture}
```

We see that each input line has six columns, and each six columns are taken into account (this is different from other plot handlers!). The six columns make up the three components of the A and B points, respectively. In the example above, we used explicit column names and provided A_x using `x=A_IPA`, A_y using `y=A_water` and A_z using `z=A_propene`. Note that these keys are the common input method for `\addplot table`; they are nothing special (that means we could also use `x index` instead). The three columns for B can be provided manually (see below), or deduced automatically: in our case, the value

for B_x has been found in the third column after `x=A_IPA` (which is `B_IPA`); the value for B_y has been found in the third column after `y=A_water` and B_z is made up from the third column after `z=A_propene`. In other words, the B value is searched (by default) by adding 3 to the column index of the respective A coordinate.

You do not need to provide *any* column names; in this case, the first three columns make up A (in the order of appearance) and the following three make up B .

The only supported input type for `tieline` plots is table input. It is optimized to use `\addplot3 table` (as described above). To use the two-dimensional variant `\addplot table`, you need to tell PGFPLOTS explicitly which columns make up A_x, A_y, B_x, B_y ; the z coordinates are deduced automatically such that the result sums to 100%.

<code>/pgfplots/table/tie end x={\<colname>}</code>	(initially empty)
<code>/pgfplots/table/tie end y={\<colname>}</code>	(initially empty)
<code>/pgfplots/table/tie end z={\<colname>}</code>	(initially empty)
<code>/pgfplots/table/tie end x index={\<col index>}</code>	(initially empty)
<code>/pgfplots/table/tie end y index={\<col index>}</code>	(initially empty)
<code>/pgfplots/table/tie end z index={\<col index>}</code>	(initially empty)

These keys can be used to provide column names or column indices for B_x, B_y and B_z , respectively. They can be provided like

```
\addplot3[tieline] table[tie end y=B_water] ....
```

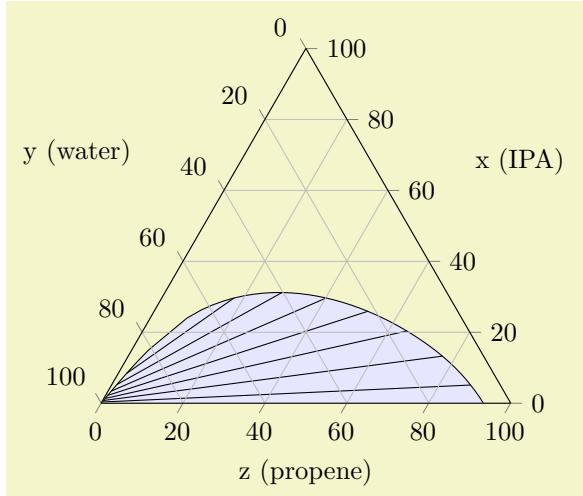
Note that the `tie end x` keys are *only* available if the `tieline` option has been used before.

The values for A are provided with `table/x`, `table/x index` and its variants as for any other plot type.

The `tieline` plot handler accepts several options to customize the appearance. You can provide them as argument after `tieline`, using `tieline={\<options>}`. In this case, the `tieline/` prefix can be omitted. The keys are described in the following:

<code>/pgfplots/tieline/each nth tie={\<number>}</code>	(initially empty)
---	-------------------

Allows to draw only each n th tie line, even though the binodal curve uses all provided coordinates:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{ternaryaxis}[
    xlabel=x (IPA),
    ylabel=y (water),
    zlabel=z (propene),
    axis on top,
]
% plotdata/ternary_data.txt is a table of the form
% A_propene A_water A_IPA B_propene B_water B_IPA
% 0.0009 0.9990 0 0.9333 0.0667 0
% 0.0009 0.9988 0.0002 0.9303 0.0665 0.0032
% 0.0011 0.9975 0.0013 0.9135 0.0673 0.0191
% 0.0013 0.9962 0.0024 0.8956 0.0693 0.0351
% ...
\addplot3[
    tieline={each nth tie=5},
    fill=blue!10,
]
table [x=A_IPA,y=A_water,z=A_propene]
{plotdata/ternary_data.txt};
\end{ternaryaxis}
\end{tikzpicture}
```

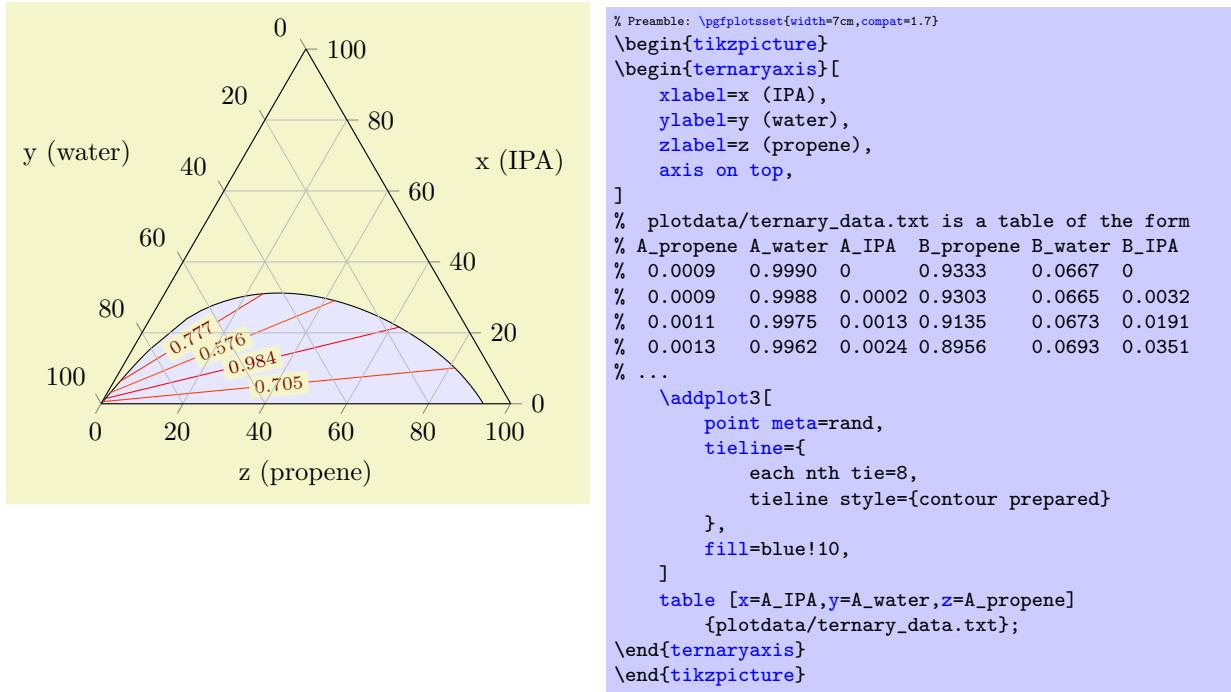
Note that plot `marks` (if any) are drawn on every input position, use the `mark repeat` option to change that.

<code>/pgfplots/tieline/tieline style={\<options>}</code>

Appends `{options}` to the style `tieline/every tieline`.

Useful `{options}` are, for example, other plot handlers to adjust the appearance of tie lines. Suppose that you have additional color data for every tie line (which might have been provided as further

input column). In our case, we provide random color data using `point meta=rand`, and visualize the single tielines as with `contour prepared`:



The effect here is that contour labels and line colors are chosen for every tie line, where the actual color is determined using `point meta` and `colormap`. Other choices for plot handlers in `tieline style` might be the `mesh`.

/pgfplots/tieline/`curve style`={*<options>*}

Appends *<options>* to the style `tieline/every curve`.

The `curve style` allows to customize the plot handler for the curve. A possible choice might be `curve style={smooth}` or a separate fill/draw color.

5.10 Units in Labels

by Nick Papior Andersen

```
\usepgfplotslibrary{units} % LATEX and plain TEX
\usepgfplotslibrary[units] % ConTeXt
\usetikzlibrary{pgfplots.units} % LATEX and plain TEX
\usetikzlibrary[pgfplots.units] % ConTeXt
```

A library which allows to use automatic typesetting of units in labels. The library utilizes different keys to typeset the final output in a consistent way. Calling one of the commands automatically sets the key ‘`use units=true`’ so one does not have to worry about this.

PGFPLOTS has the capability of supporting units. This provides quick customization of the plot as well as the addition of units in labels.

Loading the library automatically enables the typesetting of units in labels. Currently it only supports predefined SI units but a per-user customization is also implemented such that it can be used in any way you like.

First the key which enables you to switch on/off the unit system.

/pgfplots/`use units`={*<boolean>*} (initially true)

This key simply enables PGFPLOTS to use what is described next. This key will be set to true if you load the library. You can use this to temporarily determine whether the unit library should be used in plots.

/pgfplots/`x unit`={*<unit>*} (initially empty)

```
/pgfplots/y unit={⟨unit⟩} (initially empty)
/pgfplots/z unit={⟨unit⟩} (initially empty)
```

These keys set the unit in their respective axis. In SI units you could for instance set the `x unit` in Newton as `x unit=N`.

```
/pgfplots/x unit prefix={⟨prefix⟩} (initially empty)
/pgfplots/y unit prefix={⟨prefix⟩} (initially empty)
/pgfplots/z unit prefix={⟨prefix⟩} (initially empty)
```

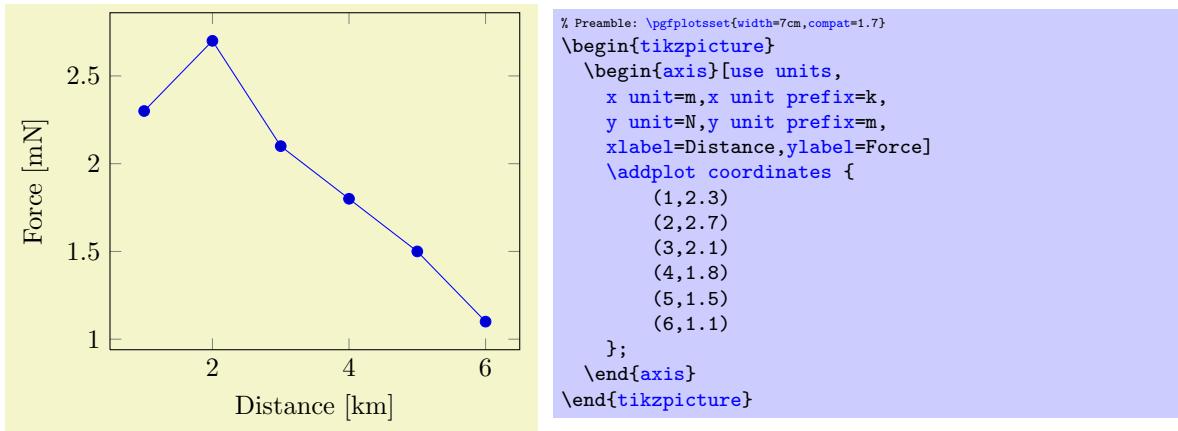
These keys set the prefix of the unit. If a value on the `y axis` is in kilo you would set the `y unit prefix=k`. Prefix will be typeset in front of the unit.

This command will not intervene with the basis of the axis system. I.e. a prefix as just mentioned will not divide every `y axis` number by 1000. In order to do this, see key `⟨axis⟩ SI prefix`, see Section 5.10.1.

Notice that if the `⟨axis⟩ unit` isn't set the entire unit will not be typeset.

Remarks: Remember that all typesetting of labels occur within math mode (i.e. within \$\$ delimiters). Therefore one can use `\frac` and other mathematics commands.

Often one just has to utilize the above mentioned keys. It is the basis of the unit typesetting system provided by PGFPLOTS.



Below is an example of what would be obtained according to the styles

```
% x label becomes "Temperature [T]", y label becomes "Nothing"
\pgfplotsset{use units,x unit=T,xlabel=Temperature,ylabel=Nothing}
% x label becomes "Temperature", y label becomes "Nothing"
\pgfplotsset{use units,x unit prefix=m,xlabel=Temperature,ylabel=Nothing}
```

Notice the second example. Only setting the prefix will not activate the unit typesetting. Therefore one should ensure to use the `x unit` key if the typesetting of the labels should be done.

For typesetting the units one can also change the appearance. For instance one might not like the square brackets which surround the unit. These can luckily be changed using the below keys.

```
/pgfplots/unit marking pre={⟨pre⟩} (initially \left[)
/pgfplots/unit marking post={⟨post⟩} (initially \right])
/pgfplots/unit markings=parenthesis|square brackets|slash space (initially square brackets)
```

These keys set the surroundings of the unit. The initial yields $\left[\right]$ such that you can typeset fractions in units. Be aware that you can only obtain large fractions if you use `\dfrac`. These can easily be set using the option key `unit markings` where the options typesets as the following

```
\pgfplotsset{x unit=T,unit markings=parenthesis} % x unit becomes "\left(T\right)"
\pgfplotsset{x unit=T,unit markings=square brackets} % x unit becomes "\left[T\right]",
\pgfplotsset{x unit=T,unit markings=slash space} % x unit becomes "/ T"
```

Notice that all typesetting of units first inserts a space and then the `unit marking pre` code.

Of course you can just manually set each of them with the `unit marking pre` and `unit marking post` keys. Just remember that they are typeset within a \$\$.

One will typically typeset the unit with a specific font. To do so an option of changing the typesetting command is supplied.

```
/pgfplots/unit code/.code 2 args={⟨...⟩}
```

This can be utilized to great extent. By default, units are typeset as `\mathrm{⟨unit prefix⟩⟨unit⟩}`. But if one for instance wishes to utilize the package `siunitx`, which has great capabilities in typesetting both units, numbers and angles, one can just set the key as

```
\pgfplotsset{unit code/.code 2 args={\si{#1#2}}}
```

which would yield the unit as `\si{⟨unit prefix⟩⟨unit⟩}`.

The first argument is typeset as `⟨unit prefix⟩` and the second argument is `⟨unit⟩`.

The most important thing is that the command needs exactly two arguments. So if you would like a command that typesets the prefix in bold face and the unit in normal roman font you should call

```
\pgfplotsset{unit code/.code 2 args={\mathbf{#1}\mathit{#2}}}
```

5.10.1 Preset SI prefixes

To support the SI system a number of preset keys are defined. This should yield a more intuitive way of supplying the prefix as well as add some more functionality. For instance it provides an easy scaling mechanism.

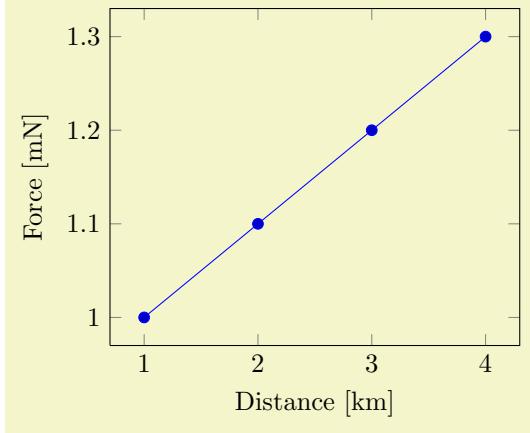
<code>/pgfplots/x SI prefix=yocto ... milli centi deci deca hecto kilo ... yotta</code>	(initially none)
<code>/pgfplots/y SI prefix=yocto ... milli centi deci deca hecto kilo ... yotta</code>	(initially none)
<code>/pgfplots/z SI prefix=yocto ... milli centi deci deca hecto kilo ... yotta</code>	(initially none)
<code>/pgfplots/change x base=true false</code>	(initially false)
<code>/pgfplots/change y base=true false</code>	(initially false)
<code>/pgfplots/change z base=true false</code>	(initially false)

These keys sets the prefix of the unit. The allowed prefixes are:

Prefix	Power	Prefix	Power
yocto	-24	deca	1
zepto	-21	hecto	2
atto	-18	kilo	3
femto	-15	mega	6
pico	-12	giga	9
nano	-9	tera	12
micro	-6	petta	15
milli	-3	exa	18
centi	-2	zetta	21
deci	-1	yotta	24

As well as resetting the base of the axis if the key `change ⟨axis⟩ base=true`. Just remember to set the `change ⟨axis⟩ base` before using the `⟨axis⟩ SI prefix` key.

See the utilization as in the example below.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[change x base,
x SI prefix=kilo,x unit=m,
y SI prefix=milli,y unit=N,
 xlabel=Distance, ylabel=Force]
\addplot coordinates {
(1000,1)
(2000,1.1)
(3000,1.2)
(4000,1.3)
};
\end{axis}
\end{tikzpicture}
```

Notice that the `x axis` has changed base without displaying the $\cdot 10^3$. This is done by using the key `change x base`. Even though you have used the key `y SI prefix=milli` the base isn't changed on the `y axis`. Try adding `change y base` just after `change x base` and see the result!

The above keys are the easy implementation of the base change. Below is a further customization of the base change. It makes it easy to implement a prefix with a custom base change.

`/pgfplots/axis base prefix=axis {<axis>} base {<base>} prefix {<prefix>}` (initially empty)
One can utilize this key to customize further of the base and setting the prefix.

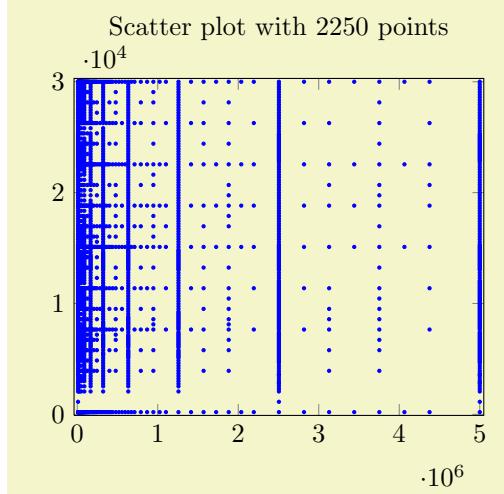
```
\pgfplotsset{change x base,axis base prefix={axis x base -3 prefix k}}
\pgfplotsset{change x base,x SI prefix=kilo}
```

The above two commands are thus equivalent. Remember that the base should operate in opposite of prefix!

6 Memory and Speed considerations

6.1 Memory Limits of T_EX

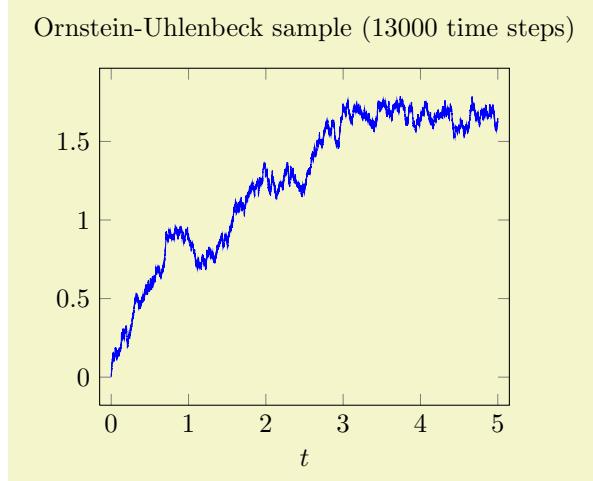
PGFPLOTS can typeset plots with several thousand points if memory limits of T_EX are configured properly. Its runtime is roughly proportional to the number of input points⁷⁴.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    enlargelimits=0.01,
    title style={yshift=5pt},
    title=Scatter plot with 2250$ points]

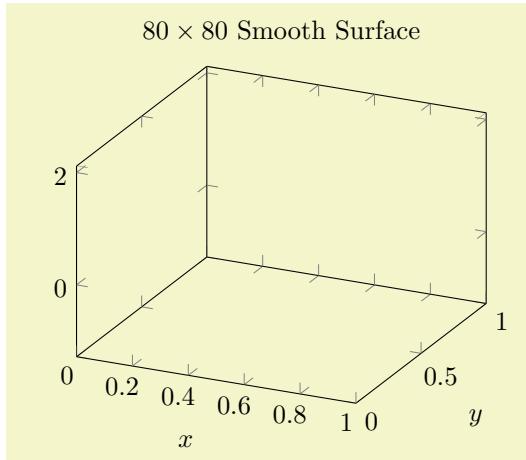
\addplot[blue,
    mark=*,only marks,mark options={scale=0.3}]
    file[skip first]
    {plotdata/pgfplots_scatterdata3.dat};

\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    enlarge x limits=0.03,
    title=Ornstein-Uhlenbeck sample
        ($13000$ time steps),
    xlabel=$t$]

\addplot[blue] file {plotdata/ou.dat};
\end{axis}
\end{tikzpicture}
```



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
% huger graphs are possible; consider lualatex
\begin{tikzpicture}
\begin{axis}[
    title=$80 \times 80$ Smooth Surface,
    xlabel=$x$,
    ylabel=$y$]
\addplot3[surf,samples=80,shader=interp,domain=0:1]
    {\sin(deg(8*pi*x))* exp(-20*(y-0.5)^2)
    + exp(-(x-0.5)^2*30
    - (y-0.25)^2 - (x-0.5)*(y-0.25))};
\end{axis}
\end{tikzpicture}
```

PGFPLOTS relies completely on T_EX to do all typesetting. It uses the front-end-layer and basic layer of PGF to perform all drawing operations. For complicated plots, this may take some time, and you may want

⁷⁴In fact, the runtime is pseudo-linear: starting with about 100,000 points, it will become quadratic. This limitation applies to the path length of PGF paths as well. Furthermore, the linear runtime is not possible yet for stacked plots.

to read Section 7 for how to write single figures to external graphics files. Externalization is the best way to reduce typesetting time.

However, for large scale plots with a lot of points, limitations of TeX's capacities are reached easily.

6.2 Memory Limitations

The default settings of most TeX-distributions are quite restrictive, so it may be necessary to adjust them.

Usually, the log-file or the final error message contains a summary about the used resources, giving a hint which parameter needs to be increased.

6.2.1 LuaTeX

One solution which works quite well is to switch the LaTeX executable: if you have a decent TeX distribution, you will have the `lualatex` executable as well. This, in turn, uses dynamic memory allocation such that it usually has enough memory for any PGFPLOTS axis.

The LuaTeX executable `lualatex` is supposed to be almost compatible with `pdflatex`.

This approach works for any platform.

6.2.2 MikTeX

If you are running MikTeX and you do not want to (or cannot switch) to `lualatex`, you can proceed as follows.

For MikTeX, memory limits can be increased in two ways. The first is to use command line switches:

```
pdflatex  
--stack-size=n --save-size=n  
--main-memory=n --extra-mem-top=n --extra-mem-bot=n  
--pool-size=n --max-strings=n
```

Experiment with these settings if MikTeX runs out of memory. Usually, one doesn't invoke `pdflatex` manually: there is a development aid which does all the invocations, so this one needs to be adjusted.

Sometimes it might be better to adjust the MikTeX configuration file permanently, for example to avoid reconfiguring the TeX development program. This can be implemented using the command

```
initexmf --edit-config-file=pdflatex
```

which can be typed either on a command prompt in Windows or using Start ➤ Execute. As a result, an editor will be opened with the correct config file. A sample config file could be

```
main_memory=90000000  
save_size=80000
```

or any of the config file entries which are listed below can be entered. Thanks to "LeSpocky" for his documentation in

<http://blog.antiblau.de/2009/04/21/speicherlimits-von-miktex-erhoehen>.

6.2.3 TeXLive or similar installations

In addition to the option to switch to `lualatex`, you can proceed as follows to keep existing `dvips` or `pdflatex` workflows.

For Unix installations, one needs to adjust config files. This can be done as follows:

1. Locate `texmf.cnf` on your system. On my Ubuntu installation, it is in
`/usr/share/texmf/web2c/texmf.cnf`.
2. Either change `texmf.cnf` directly, or copy it to some convenient place. If you copy it, here is how to proceed:
 - keep only the changed entries in your local copy to reduce conflicts. TeX will always read *all* config files found in its search path.
 - Adjust the search path to find your local copy. This can be done using the environment variable `TEXMFCNF`. Assuming your local copy is in `~/texmf/mytexcnf/texmf.cnf`, you can write

```
export TEXMFCNF=~/texmf/mytexcnf:
```

to search first in your directory, then in all other system directories.

3. You should change the entries

```
main_memory = n
extra_mem_top = n
extra_mem_bot = n
max_strings = n
param_size = n
save_size = n
stack_size = n
```

The log-file usually contains information about the parameter which needs to be enlarged.

An example of this config file thing is shown below. It changes memory limits.

1. Create the file `~/texmf/mytexcnf/texmf.cnf` (and possibly the paths as well).

```
% newly created file ~/texmf/mytexcnf/texmf.cnf:
% If you want to change some of these sizes only for a certain TeX
% variant, the usual dot notation works, e.g.,
% main_memory.hugetex = 20000000
main_memory = 230000000 % words of inimemory available; also applies to inimf&mp
extra_mem_top = 10000000 % extra high memory for chars, tokens, etc.
extra_mem_bot = 10000000 % extra low memory for boxes, glue, breakpoints, etc.
save_size = 150000 % for saving values outside current group
stack_size = 150000 % simultaneous input sources

% Max number of characters in all strings, including all error messages,
% help texts, font names, control sequences. These values apply to TeX and MP.
% pool_size = 1250000
% Minimum pool space after TeX/MP's own strings; must be at least
% 25000 less than pool_size, but doesn't need to be nearly that large.
% string_vacancies = 90000
% Maximum number of strings.
% max_strings = 100000
% min pool space left after loading .fmt
% pool_free = 47500
```

2. Run `texhash` such that TeX updates its `~/texmf/ls-R` database.
3. Create the environment variable `TEXMFNF` and assign the value '`~/texmf/mytexcnf:`' (including the trailing `:`!`). For my linux system, this can be done using by adding

```
export TEXMFNF=~/texmf/mytexcnf:
```

to `~/.bashrc`.

Unfortunately, TeX does not allow arbitrary memory limits, there is an upper bound hard coded in the executables.

6.3 Reducing Typesetting Time

PGFPLOTS does a lot of computations ranging from abstract coordinate computations to low level `.pdf` drawing commands (implemented by PGF). For complex plots, this may take a considerable time – especially for 3D plots.

One possibility to reduce typesetting time is to tell PGF to generate single, temporary `.pdf` (or `.eps`) documents for a subset (or all) graphics in one run and re-use these temporary images in successive runs. For PGFPLOTS, this is the most effective way to reduce typesetting time. It can be accomplished using the `external` library described in Section 7.1.

7 Import/Export From Other Formats

This section contains information of how to single pictures into separate PDF graphics files (or EPS graphics files). Furthermore, it explains a matlab (®) script which allows to convert from matlab to PGFPLOTS.

7.1 Export to PDF/EPS

It is possible to export images to single PDF-documents using routines of PGF and/or TikZ.

7.1.1 Using the Automatic Externalization Framework of TikZ

```
\usepgfplotslibrary{external} % LATEX and plain TEX  
\usepgfplotslibrary[external] % ConTEX  
\usetikzlibrary{pgfplots.external} % LATEX and plain TEX  
\usetikzlibrary[pgfplots.external] % ConTEX
```

The `external` library offers a convenient method to export every single `tikzpicture` into a separate .pdf (or .eps). Later runs of L^AT_EX will simply include these graphics, thereby reducing typesetting time considerably.

The library can also be used to submit documents to authors who do not even have PGFPLOTS or TikZ installed.

Technical foreword: The `external` library has been written by Christian Feuersänger (author of PGFPLOTS). It has been contributed to TikZ as general purpose library, so the reference documentation along with all tweaks can be found in [5, Section “Externalization Library”]. The command `\usepgfplotslibrary{external}` is actually just a wrapper which loads `\usetikzlibrary{external}` or, if this library does not yet exist because the installed PGF has at most version 2.00, it will load a copy which is shipped with PGFPLOTS.

The `external` library has been designed such that *no changes* to the document as such are necessary. The idea is as follows:

1. Every `\begin{tikzpicture} ... \end{tikzpicture}` gets a file name. The file name can be assigned manually with `\tikzsetnextfilename{\output file name}` or automatically, in which case `\tex file name`-`figure(number)` is used with an increasing `number`.
2. The library writes the resulting images using system calls of the form `pdflatex --jobname <output file name>` automatically, using the `write18` system call of T_EX. It is the same framework which can be used to call `gnuplot`.

The only steps which are necessary is to use

```
\usepgfplotslibrary{external}  
\tikzexternalize
```

somewhere in your document’s preamble (see below for system-dependent configuration options). No further modification to the document is necessary. Suppose we have a file called `test.tex`:

```

\documentclass{article}
\usepackage{pgfplots}

\usepgfplotslibrary{external}
\tikzexternal% activate externalization!

\begin{document}
\begin{figure}
\begin{tikzpicture}
\begin{axis}
\addplot {x^2};
\end{axis}
\end{tikzpicture}
\caption{Our first external graphics example}
\end{figure}

\begin{figure}
\begin{tikzpicture}
\begin{axis}
\addplot {x^3};
\end{axis}
\end{tikzpicture}
\caption{A second graphics}
\end{figure}
\end{document}

```

To enable the system calls, we type

```
pdflatex -shell-escape test
```

and L^AT_EX will now generate the required graphics files `test-figure0.pdf` and `test-figure1.pdf` automatically. Any further call to `pdflatex` will simply use `\includegraphics` and the `tikzpictures` as such are no longer considered (you need a different command line switch for MikT_EX, see the `shell escape` option).

If a figure shall be remade, one can simply delete all or selected graphics files and regenerate them. Alternatively, one can use the command `\tikzset{external/force remake}` somewhere in the document to remake every following picture automatically.

There are three ways to modify the file names of externalized figures:

- Changing the overall file name using a `prefix`,
- Changing the file name for a single figure using `\tikzsetnextfilename`,
- Changing the file name for a restricted set of figures using `figure name`.

`/tikz/external/prefix={<file name prefix>}` (initially empty)

A shortcut for `\tikzsetexternalprefix{<file name prefix>}`, see below.

`\tikzsetexternalprefix{<file name prefix>}`

Assigns a common prefix used by all file names. For example,

```
\tikzsetexternalprefix{figures/}
```

will prepend `figures/` to every external graphics file name.

`\tikzsetnextfilename{<file name>}`

Sets the file name for the *next* TikZ picture or `\tikz` short command. It will *only* be used for the next picture.

Pictures for which no explicit file name has been set will get automatically generated file names.

Please note that `prefix` will still be prepended to `<file name>`.

```
\documentclass{article}
% main document, called main.tex
\usepackage{tikz}

\usepgfplotslibrary{external}
\tikzexternalize[% activate with a name prefix

\begin{document}

\tikzsetnextfilename{firstplot}
\begin{tikzpicture} % will be written to 'figures/firstplot.pdf'
\begin{axis}
\addplot {x};
\end{axis}
\end{tikzpicture}

\begin{tikzpicture} % will be written to 'figures/main-figure0.pdf'
\draw[help lines] (0,0) grid (5,5);
\end{tikzpicture}
\end{document}
```

```
pdflatex -shell-escape main
```

/tikz/**external/figure name**={\langle name\rangle}
 Same as \tikzset**figurename**{\langle name\rangle}.
\tikzsetfigurename**{\langle name\rangle}**

Changes the names of *all* following figures. It is possible to change **figure name** during the document using \tikzset{**external/figure name**={\langle name\rangle}}. A unique counter⁷⁵ will be used for each different ⟨name⟩, and each counter will start at 0.

The value of **prefix** will be applied after **figure name** has been evaluated.

```
\documentclass{article}
% main document, called main.tex
\usepackage{tikz}

\usepgfplotslibrary{external}
\tikzexternal% activate externalization!

\begin{document}

% will be written to 'main-figure0.pdf'
\begin{tikzpicture}
\begin{semilogyaxis}
\addplot {exp(x)};
\end{semilogyaxis}
\end{tikzpicture}

{
\tikzset{external/figure name={\subsetname_}}
A simple image is \tikz \fill (0,0) circle(5pt);. % will be written to 'subset_0.pdf'

\begin{tikzpicture} % will be written to 'subset_1.pdf'
\begin{axis}
\addplot {x^2};
\end{axis}
\end{tikzpicture}
}% here, the old file name will be restored:

\begin{tikzpicture} % will be written to 'main-figure1.pdf'
\begin{axis}
\addplot [domain=1e-3:100] {1/x};
\end{axis}
\end{tikzpicture}
\end{document}
```

The scope of **figure name** ends with the next closing brace (as all values set by \tikzset do).

⁷⁵These counters are stored into different *macros*. In other words: no TeX register will be needed.

Remark: Use `\tikzset{external/figure name/.add={\{prefix\}\{\{suffix\}\}}}` to prepend a `\{prefix\}` and append a `\{suffix\}` to the actual value of `figure name`. Might be useful for something like

```
\tikzset{external/figure name=main}

% uses main_0.pdf, main_1.pdf, ...

\section{The first section}
{\tikzset{external/figure name/.add={}{_firstsection}}
 ...
 % uses main_firstsection_0.pdf, main_firstsection_1.pdf, ...

}

\section{The second section}
{\tikzset{external/figure name/.add={}{secondsection_}}
 ...
 % uses main_secondsection_0.pdf, main_secondsection_1.pdf, ...
 \subsection{Second subsection}
 {\tikzset{external/figure name/.add={}{sub_}}
 ...
 % uses main_secondsection_sub_0.pdf, main_secondsection_sub_1.pdf, ...
 }
 % uses main_secondsection_2.pdf, main_secondsection_3.pdf, ...
}
```

`\tikzappendtofigurename{\{suffix\}}`

Appends `\{suffix\}` to the actual value of `figure name`.

It is a shortcut for `\tikzset{external/figure name/.add={}{\{suffix\}}}` (a shortcut which is also supported if TikZ is not installed, see below).

Configuration option for eps output or MikTeX: Since the `external` lib works by means of system calls, it has to be modified to fit the local system. This is necessary for MikTeX since it uses a different option to enable these system calls. It is also necessary for EPS output since this involves a different set of utilities.

Note that the *most important part* is to enable system calls. This is typically done by typesetting your document with `pdflatex -shell-escape` or `pdflatex -enable-write18` (MikTeX). These options *need to be configured in your TeX editor*. Besides this step, one may want to configure the system call:

`/tikz/external/system call=\{\{template\}\}`

A template string used to generate system calls. Inside of `\{template\}`, the macro `\image` can be used as placeholder for the image which is about to be generated while `\texsource` contains the main file name (in truth, it contains `\input{\{main file name\}}`, but that doesn't matter).

The default is

```
\tikzset{external/system call={pdflatex \tikzexternalcheckshellescape -halt-on-error
-interaction=batchmode -jobname "\image" "\texsource"}}
```

where `\tikzexternalcheckshellescape` inserts the value of the configuration key `shell escape` if and only if the current document has been typeset with `-shell-escape`⁷⁶.

For `eps` output, you can (and need to) use

```
\tikzset{external/system call={latex \tikzexternalcheckshellescape -halt-on-error
-interaction=batchmode -jobname "\image" "\texsource" &&
dvips -o "\image".ps "\image".dvi}}
```

The argument `\{template\}` will be expanded using `\edef`, so any control sequences will be expanded. During this evaluation, ‘\’ will result in a normal backslash, ‘\’. Furthermore, double quotes “”, single quotes ‘’, semicolons and dashes ‘-’ will be made to normal characters if any package uses them as macros. This ensures compatibility with the `german` package, for example.

⁷⁶Note that this is always true for the default configuration. This security consideration applies mainly for `mode=list` and `make` which will also work *without* shell escapes.

```
/tikz/external/shell escape={⟨command-line arg⟩} (initially -shell-escape)
```

Contains the command line option for `latex` which enables the `\write18` feature.

For `TeX-Live`, this is `-shell-escape`. For `MiKTeX`, you should use `\tikzexternalize[shell escape=enable-write18]`.

Support for Labels and References In External Files The `external` library comes with extra support for `\label` and `\ref` (and other commands which usually store information in the `.aux` file) inside of external files.

There are, however, some points which need your attention when you try to use

- a) `\ref` to something in the main document inside of an externalized graphics or
- b) `\label` in the externalized graphics which is referenced in the main document.

For point a), a `\ref` inside of an externalized graphics works *only* if you issue the required system call *manually* or by `make`. The initial configuration `mode=convert with system call` does *not* support `\ref`. But you can copy–paste the system call generated by `mode=convert with system call` and issue it manually. The reason is that `\ref` information is stored in the main `.aux` file – but this auxiliary file is not completely written when `mode=convert with system call` is invoked (there is a race condition). Note that `\pageref` is not supported (sorry). Thus: if you have `\ref` inside of external graphics, consider using `mode=list and make` or copy–paste the system call for the image(s) and issue it manually.

Point b) is realized automatically by the external library. In detail, a `\label` inside of an externalized graphics causes the external library to generate separate auxiliary files for every external image. These files are called `⟨imagename⟩.dpth`. The extension `.dpth` indicates that the file also contains the image’s depth (the `baseline` key of `TikZ`). Furthermore, anything which would have been written to an `.aux` file will be redirected to the `.dpth` file – but only things which occur inside of the externalized `tikzpicture` environment. When the main document loads the image, it will copy the `.dpth` file into the main `.aux` file. Then, successive compilations of the main document contain the external `\label` information. In other words, a `\label` in an external graphics needs the following work flow:

1. The external graphics needs to be generated together with its `.dpth` (usually automatically by `TikZ`).
2. The main document includes the external graphics and copies the `.dpth` content into its main `.aux` file.
3. The main document needs to be translated once again to re-read its `.aux` file⁷⁷.

There is just a special case if a `\label/\ref` drawn as a `tikzpicture`. This is, for example, the case for the legend `\ref` images or for the `\pgfplotslegendfromname` feature. In such cases, you need to proceed as for case a) since `mode=convert with system call` can’t handle that stuff on its own.

In other words: a `\label` in an external document works automatically, just translate the main document often enough. A `\ref` might need manual adjustments as described for case a) above.

Operation Modes

```
/tikz/external/mode=convert with system call|list and make|... (initially convert with system call)
```

This allows to change the default operation mode. There are a handful of choices possible, all of them are described in detail in [5, section “Externalization Library”]. The most useful ones are probably the initial configuration `convert with system call` and the specialized choice `list and make`.

The choice `list and make` configures the library to check if there are already external graphics and uses them. If there are no graphics, the library will *skip* the figure. However, it will also generate a `makefile` to generate the graphics, and a list of all required graphics files.

It is not required to use `make`: the library expects you to generate the images somehow and it doesn’t care about the “how”. Using `make -f ⟨name-of-tex-file⟩.makefile -j 2` allows parallel execution

⁷⁷Note that it is not possible to activate the content of an auxiliary file after `\begin{document}` in `LATEX`.

which might, indeed, be an option. Furthermore, the makefile also supports file dependencies: if one of your data tables has been updated, the external graphics will be remade automatically. PGFPLOTS tells the external library about any file dependencies (input files and tables).

The two modes have the following characteristics:

1. `convert with system call` is automatic and does everything on-the-fly. However, it *can't* work with `\ref` and/or `\label` information in external pictures.
2. `list and make` requires either manual (by issuing the system calls manually) or semi-automatic conversion (using the generated `<main>.makefile`), and multiple runs of `pdflatex`. The generated Makefile can be processed in parallel. Furthermore, `list and make` provides *full support* for `\ref` and `\label`: any `\label` defined inside of an externalized graphics is still available for the main document.

If you have legends with `legend to name` or `\label/\ref`, you need to generate the graphics defining the `\label` (or `legend to name`), then run `pdflatex` twice on the main document. Afterwards, you can externalize the legend graphics.

The complete reference documentation and remaining options are documented in [5, “Externalization Library”]. This reference also contains information about

- how to use `\tikzset{external/force remake}` and `\tikzset{external/remake next}` to remake selected figures,
- how to disable the externalization partially with `\tikzset{external/export=false}` or completely with `\tikzexternaldisable`,
- how to optimize the speed of the conversion process using `\tikzset{external/optimize command away=\myExpensiveMacro}`,
- how to add further remake-dependencies with `\tikzpicturedependsonfile{<name>}` and/or `\tikzexternalfiledependsonfile{<external file>}{<name>}`,
- examples how to enable png export,
- how to typeset such a document without PGF installed or
- how to provide work-arounds with .pdf images and bounding box restrictions.

Using the Library Without PGF or PGFPLOTS Installed There is a small replacement package `tikzexternal.sty` which can be used once every figure has been exported. The idea is to uncomment `\usepackage{tikz}` and `\usepackage{pgfplots}` and write `\usepackage{tikzexternal}` instead:

```
% \usepackage{tikz}
% \usepackage{pgfplots}
\usepackage{tikzexternal}
\tikzexternalize% activate externalization

\begin{document}
\begin{tikzpicture}
...
\end{tikzpicture}
...
\end{document}
```

You do not need PGF, TikZ or PGFPLOTS installed. What you need is `tikzexternal.sty` and all generated figures (consisting of the image files, ‘.pdf’ and the ‘.dpth’ files containing information of the `baseline` option). The file `tikzexternal.sty` is shipped with PGF in the directory

```
latex/pgf/utilities/tikzexternal.sty
```

and a copy is shipped with PGFPLOTS in

```
tex/generic/pgfplots/oldpgfcompatib/pgfplotsoldpgfsupp_tikzexternal.sty
```

Just copy the file into your directory and rename it to `tikzexternal.sty`.

Attention: The small replacement package doesn't support key–value interfaces. Thus, it is necessary to use `\tikzsetexternalprefix` instead of the `prefix` option and `\tikzsetfigurename` instead of the `figure name` option since `\tikzset` is not available in such a context. Also, you may want to define a dummy–macro `\pgfplotsset` if you have used `\pgfplotset`.

7.1.2 Using the Externalization Framework of PGF “By Hand”

Another way to export TeX-pictures to single graphics files is to use the externalization framework of PGF, which requires more work but works more generally than the `external` library. The basic idea is to encapsulate the desired parts with

```
\begin{pgfgraphicnamed}{<output file name>}
  <picture contents>
\end{pgfgraphicnamed}.
```

Furthermore, one needs to tell PGF the name of the main document using

```
\pgfrealjobname{<the real job's name>}
```

in the preamble. This enables two different modes:

1. The first is the normal typesetting mode. L^AT_EX checks whether a file named `<output file name>` with one of the accepted file extensions exists – if that is the case, the graphics file is included with `\pgfimage` and the `<picture contents>` is skipped. If no such file exists, the `<picture contents>` is typeset normally. This mode is applied if `\jobname` equals `<the real job's name>`.
2. The second mode applies if `\jobname` equals `<output file name>`, it initiates the “conversion mode” which is used to write the graphics file `<output file name>`. In this case, *only* `<picture contents>` is written to `\jobname`, the complete rest of the L^AT_EX is processed as normal, but it is silently discarded.

This mode needs to be started manually with `pdflatex --jobname <output file name>` for every externalized graphics file.

A complete example may look as follows.

```
\documentclass{article}

\usepackage{pgfplots}

\pgfrealjobname{test}

\begin{document}
  \begin{figure}
    \begin{pgfgraphicnamed}{testfigure}
      \begin{tikzpicture}
        \begin{axis}
          \addplot {x^2};
        \end{axis}
      \end{tikzpicture}
    \end{pgfgraphicnamed}
    \caption{Our first \texttt{external} \texttt{graphics} example}
  \end{figure}

  \begin{figure}
    \begin{pgfgraphicnamed}{testfigure2}
      \begin{tikzpicture}
        \begin{axis}
          \addplot {x^3};
        \end{axis}
      \end{tikzpicture}
    \end{pgfgraphicnamed}
    \caption{A second \texttt{graphics}}
  \end{figure}
\end{document}
```

The file is named `test.tex`, and it is processed (for example) with

```
pdflatex test
```

Now, we type

```
pdflatex --jobname testfigure test
pdflatex --jobname testfigure2 test
```

to enter conversion mode. These last calls will *only* write the contents of our named graphics environments, one for $\langle testfigure \rangle$ and one for $\langle testfigure2 \rangle$ into the respective output files `testfigure.pdf` and `testfigure2.pdf`.

In summary, one needs `\pgfrealjobname` and calls `pdflatex --jobname <graphics file>` for every externalized graphics environment. Please note that it is absolutely necessary to use the syntax above, *not* `\begin{pgfgraphicnamed}`.

These steps are explained in much more detail in Section “Externalizing Graphics” of [5].

Attention: Do not forget a correct `\pgfrealjobname` statement! If it is missing, externalization simply won’t work. If it is wrong, any call to L^AT_EX will produce empty output files.

It should be noted that this approach of image externalization is not limited to TikZ picture environments. In fact, it collects everything between the begin and end statements into the external file. It is implicitly assumed that the encapsulated stuff is one box, but you can also encapsulate complete paragraphs using something like the L^AT_EX minipage (or a `\vbox` which is not as powerful but does not affect the remaining document that much).

`/pgf/images/aux in dpth=true|false` (initially false)

If this boolean is set to `true`, any `\label` information generated inside of the external image is stored into the already mentioned `.dpth` file. The main document can thus reference label information of externalized parts of the document (although you may need to run `latex` several times).

Label support is provided for `\ref`, and probably `\cite`. The `\pageref` command is only partially supported.

Using the Library Without PGF Installed Simply uncomment the packages `\usepackage{tikz}` and `\usepackage{pgfplots}` and use

```
\long\def\beginpgfgraphicnamed#1#2\endpgfgraphicnamed{%
  \begingroup
  \setbox1=\hbox{\includegraphics{#1}}%
  \openin1=#1.dpth
  \ifeof1 \box1
  \else
    \read1 to\pgfincludeexternalgraphicsdp \closein1
    \dimen0=\pgfincludeexternalgraphicsdp\relax
    \hbox{\lower\dimen0 \box1 }%
  \fi
  \endgroup
}
```

instead. This will include the generated graphics files (and it will respect the `baseline` information stored in `.dpth` files). Consequently, you won’t need PGF or PGFPLOTS installed. See Section “Externalizing Graphics” of [5] for details.

7.2 Importing From Matlab

7.2.1 Importing Mesh Data From Matlab To PGFPlots

While it is easy to write Matlab vectors to files (using `save P.dat data -ASCII`), it is more involved to export mesh data.

The main problem is to communicate the mesh structure to PGFPLOTS.

Here is an example how to realize this task: in Matlab, we have mesh data `X`, `Y` and `Z` which are matrices of the same size. For example, suppose we have

```
[X,Y] = meshgrid( linspace(-1,1,5), linspace(4,5,10) );
Z = X + Y;
surf(X,Y,Z)
```

as data. Then, we can generate an $N \times 3$ table containing all single elements in column-wise ordering with

```
data = [ X(:) Y(:) Z(:) ]
save P.dat data -ASCII
```

where the second command stores the $N \times 3$ table into `P.dat`. Finally, we can use

```
\addplot3[surf, mesh/rows=10, mesh/ordering=colwise, shader=interp] file {P.dat};
```

in PGFPLOTS to read this data. We need to provide either the number of rows (10 here) or the number of columns – and the ordering (which is `colwise` for Matlab matrices).

An alternative which is faster in PGFPLOTS would be to transpose the matrices in Matlab and tell PGFPLOTS they are in `rowwise` ordering. So, the last step becomes

```
XX=X'; YY=Y'; ZZ=Z';
data = [ XX(:) YY(:) ZZ(:) ]
save P.dat data -ASCII
```

with PGFPLOTS command

```
\addplot3[surf, mesh/cols=10, mesh/ordering=rowwise, shader=interp] file {P.dat};.
```

7.2.2 matlab2pgfplots.m

This is a Matlab (R) script which attempts to convert a Matlab figure to PGFPLOTS. It requires Matlab version 7.4 (or higher).

Attention: This script is largely outdated and supports only a very small subset of PGFPLOTS. You may want to look at `matlab2tikz`, a conversion script of Nico Schrömer available at

<http://www.mathworks.com/matlabcentral/fileexchange/22022-matlab2tikz>
which also uses PGFPLOTS for the L^AT_EX conversion.

The idea of `matlab2pgfplots.m` is to

- use a complete matlab figure as input,
- acquire axis labels, axis scaling (log or normal) and legend entries,
- acquire all plot coordinates

and write an equivalent .pgf file which typesets the plot with PGFPLOTS.

The intention is *not* to simulate matlab. It is a first step for a conversion. Type

```
> help matlab2pgfplots
```

on your matlab prompt for more information about its features and its limitations.

This script is experimental.

7.2.3 matlab2pgfplots.sh

A bash-script which simply starts matlab and runs

```
f=hgload( 'somefigure.fig' );
matlab2pgfplots( 'outputfile.pgf' , 'fig' , f );
```

See `matlab2pgfplots.m` above.

7.2.4 Importing Colormaps From Matlab

Occasionally, you may want to reuse your matlab `colormap` in PGFPLOTS. Here is a small Matlab script which converts it to PGFPLOTS:

```
C = colormap; % gets data of the current colormap.
% C = colormap(jet) % gets data of "jet"
eachnth = 1;
I = 1:eachnth:size(C,1); % this is nonsense for eachnth=1 -- but perhaps you don't want each color.
CC = C(I,:);
TeXstring = [ ...
    sprintf('\\pgfplotsset{\n\tcolormap={matlab}{\n') ...
    sprintf('\t\ttrgb=(% f,%f,%f)\n',CC') ...
    sprintf('\t}\n}\n') ]
```

7.3 SVG Output

It is possible to write every single TikZ picture into a scalable vector graphics (.svg) file. This has nothing to do with PGFPLOTS, it is a separate driver of PGF. Please refer to [5, Section “Producing HTML / SVG Output”].

7.4 Generate pgfplots Graphics Within Python

Mario Orne DÍAZ ANADÓN contributed a small python script `pgfplots.py` which provides a simple interface to generate PGFPLOTS figures from within python. It can be found in the PGFPLOTS installation directory, in `pgfplots/scripts/pgfplots/pgfplots.py`; documentation can be found in the file.

8 Utilities and Basic Level Commands

This section documents commands which provide access to more basic elements of PGFPLOTS. Most of them are closely related to the basic level of PGF, especially various point commands which are specific to an axis. Some of them are general purpose utilities like loops.

However, most elements in this section are only interesting for advanced users – and perhaps only for special cases.

8.1 Utility Commands

```
\foreach<variables> in <list> {<commands>}
```

A powerful loop command provided by TikZ, see [5, Section Utilities].

Iterating 1. Iterating 2. Iterating 3. Iterating 4.

```
\foreach \x in {1,2,...,4} {Iterating \x. }%
```

A PGFPLOTS related example could be

```
\foreach \i in {1,2,...,10} {\addplot table {datafile\i}; }%
```

```
\pgfplotsforeachungrouped<variable> in <list> {<command>}
```

A specialised variant of `\foreach` which can do two things: it does not introduce extra groups while executing `<command>` and it allows to invoke the math parser for (simple!) $\langle x_0 \rangle, \langle x_1 \rangle, \dots, \langle x_n \rangle$ expressions.

Iterating 1. Iterating 2. Iterating 3. Iterating 4. All collected = , 1, 2, 3, 4.

```
\def\allcollected{}  
\pgfplotsforeachungrouped \x in {1,2,...,4} {Iterating \x. \edef\allcollected{\allcollected, \x}}%  
All collected = \allcollected.
```

A more useful example might be to work with tables. The following example is taken from **PGFPLOTS TABLE**:

```
\pgfplotsforeachungrouped \i in {1,2,...,10} {  
    \pgfplotstablevertcat{\output}{datafile\i} % appends 'datafile\i' -> '\output'  
} %  
% since it was ungrouped, \output is still defined (would not work  
% with \foreach)
```

Remark: The special syntax $\langle list \rangle = \langle x_0 \rangle, \langle x_1 \rangle, \dots, \langle x_n \rangle$, i.e. with two leading elements, followed by dots and a final element, invokes the math parser for the loop. Thus, it allows larger number ranges than any other syntax if `/pgf/fpu` is active. In all other cases, `\pgfplotsforeachungrouped` invokes `\foreach` and provides the results without TeX groups.

Keep in mind that inside of an axis environment, all loop constructions (including custom loops, `\foreach` and `\pgfplotsforeachungrouped`) need to be handled with care: loop arguments can only be used in places where they are immediately evaluated; but PGFPLOTS postpones the evaluation of many macros. For example, to loop over something and to generate axis descriptions of the form `\node at (axis cs:\i,0.5) ...`, the loop macro `\i` will be evaluated in `\end{axis}` – but at that time, the loop is over and its value is lost. The correct way to handle such an application is to *expand* the loop variable *explicitly*. For example:

```
\pgfplotsforeachungrouped \i/\j in {  
    1 / a,  
    2 / b,  
    3 / c  
} {  
    \edef\temp{\noexpand\node at (axis cs: \i,0.5) \j;}%  
    % \show\temp % lets TeX show you what \temp contains  
    \temp  
}
```

The example generates three loop iterations: $\i=1, \j=a$; then $\i=2, \j=b$; then $\i=3, \j=c$. Inside of the loop body, it expands them and assigns the result to a macro using an “expanded definition”, `\edef`.

The result no longer contains either `\i` or `\j` (since these have been expanded). Then, it invokes the resulting macro. Details about the TeX command `\edef` and expansion control can be found in the document [TeX-programming-notes.pdf](#) which comes with PGFPLOTS.

`\pgfplotsinvokeforeach{<list>} {<command>}`

A variant of `\pgfplotsforeachungrouped` (and such also of `\foreach`) which replaces any occurrence of `#1` inside of `<command>` once for every element in `<list>`. Thus, it actually assumes that `{<command>}` is like a `\newcommand` body.

In other words, `<command>` is invoked for every element of `<list>`. The actual element of `<list>` is available as `#1`.

As `\pgfplotsforeachungrouped`, this command does *not* introduce extra scopes (i.e. it is ungrouped as well).

The difference to `\foreach \x in <list> {<command>}` is subtle: the `\x` would *not* be expanded whereas `#1` is.

Invoke them: [a] [b] [c] [d]

```
\pgfkeys{
  otherstyle a/.code={[a]},
  otherstyle b/.code={[b]},
  otherstyle c/.code={[c]},
  otherstyle d/.code={[d]}}
\pgfplotsinvokeforeach{a,b,c,d}
  {\pgfkeys{key #1/.style={otherstyle #1}}}
Invoke them:
\pgfkeys{key a} \pgfkeys{key b}
\pgfkeys{key c} \pgfkeys{key d}
```

The counter example would use a macro (here `\x`) as loop argument:

Invoke them: [d] [d] [d] [d]

```
\pgfkeys{
  otherstyle a/.code={[a]},
  otherstyle b/.code={[b]},
  otherstyle c/.code={[c]},
  otherstyle d/.code={[d]}}
\pgfplotsforeachungrouped \x in {a,b,c,d}
  {\pgfkeys{key \x/.style={otherstyle \x}}}
Invoke them:
\pgfkeys{key a} \pgfkeys{key b}
\pgfkeys{key c} \pgfkeys{key d}
```

Restrictions: you can't nest this command yet (since it does not introduce protection by scopes).

`\pgfmathparse{<expression>}`

Invokes the PGF math parser for `<expression>` and defines `\pgfmathresult` to be the result.

The result is '42.0'.

```
\pgfmathparse{1+41}
```

The result is '`\pgfmathresult`'.

The math engine in PGF typically uses TeX's internal arithmetics. That means: it is well suited for numbers in the range $[-16384, 16384]$ and has a precision of 5 digits.

The number range is typically too small for plotting applications. PGFPLOTS improves the number range by means of `\pgfkeys{/pgf/fpu}\pgfmathparse{1+41}` to activate the “floating point unit” (fpu) and to apply all following operations in floating point.

In PGFPLOTS, the key `/pgfplots/use fpu` is typically on, which means that any coordinate arithmetics are carried out with the `fpu`. However, all PGF related drawing operations still use the standard math engine.

In case you ever need to process numbers of extended precision, you may want to use

The result is ' $1 \cdot 10^6$ '.

```
\pgfkeys{/pgf/fpu}%
\pgfmathparse{1000*1000}
```

The result is '`\pgfmathprintnumber{\pgfmathresult}`'.

Note that results of the `fpu` are typically not in human-readable format, so `\pgfmathprintnumber` is the preferred way to typeset such numbers.

Please refer to [5] for more details.

`\pgfplotstableread{<file>}`

Please refer to the manual of **PGFPLOTS**, `pgfplotstable.pdf`, which is part of the PGFPLOTS-bundle.

`\pgfplotstabletypeset{<\macro>}`

Please refer to the manual of **PGFPLOTS**, `pgfplotstable.pdf`, which is part of the PGFPLOTS-bundle.

`\pgfplotsiffileexists{<filename>}{<true code>}{<false code>}`

Invokes `<true code>` if `<filename>` exists and `<false code>` if not. Can be used in looping macros, for example to plot every data file until there are no more of them.

`\pgfplotsutilifstringequal{<first>}{<second>}{<true code>}{<false code>}`

A simple “strcmp” tool which invokes `<true code>` if `<first> = <second>` and `<false code>` otherwise. This does not expand macros.

`\pgfkeys` `\pgfeov` `\pgfkeysvalueof{<key name>}` `\pgfkeysgetvalue{<key name>}{<\macro>}`

These commands are part of the TikZ way of specifying options, its sub-package `pgfkeys`. The `\pgfplotsset` command is actually nothing but a wrapper around `\pgfkeys`.

A short introduction into `\pgfkeys` can be found in [7] whereas the complete reference is, of course, the TikZ manual [5].

The key `\pgfkeysvalueof{<key name>}` expands to the value of a key; `\pgfkeysgetvalue{<key name>}{<\macro>}` stores the value of `<key name>` into `<\macro>`. The `\pgfeov` macro is used to delimit arguments for code keys in `\pgfkeys`, please refer to the references mentioned above.

8.2 Commands Inside Of PGFPLOTS Axes

`\autoplotspecial`

This command should no longer be used, although it will be kept as technical implementation detail. Please use the ‘`cycle list`’ option, Section 4.6.7.

`\logten`

Expands to the constant $\log(10)$. Useful for logplots because $\log(10^i) = i \log(10)$. This command is only available inside of a TikZ-picture.

`\pgfmathprintnumber{<number>}`

Generates pretty-printed output⁷⁸ for `<number>`. This method is used for every tick label.

The number is printed using the current number printing options, see the manual of **PGFPLOTS** which comes with this package for the different number styles, rounding precision and rounding methods.

`\numplots`

Inside of any of the axis environments, associated style, option or command, `\numplots` expands to the total number of plots.

`\numplotsofactualtype`

Like `\numplots`, this macro returns the total number of plots which have the same plot handler. Thus, if you have `sharp plot` active, it returns the number of all `sharp plots`. If you have `ybar` active, it returns the number of `ybar` plots and so on.

⁷⁸This method was previously `\prettyprintnumber`. Its functionality has been included into PGF and the old command is now deprecated.

\plotnum

Inside of `\addplot` or any associated style, option or command, `\plotnum` expands to the current plot's number, starting with 0.

\plotnumoffactualltype

Like `\plotnum`, but it returns the number among all plots of the same type. The number of all such plots is available using `\numplotsoffactualltype`.

\coordindex

Inside of an `\addplot` command, this macro expands to the number of the actual coordinate (starting with 0).

It is useful together with `x filter` or `y filter` to (de)select coordinates.

8.3 Path Operations

```
\path  
\draw  
\fill  
\node  
\matrix
```

These commands are TikZ drawing commands all of which are documented in [5]. They are used to draw or fill paths, generate text nodes or aligned text matrices. They are equivalent to `\path[draw]`, `\path[fill]`, `\path[node]`, `\path[matrix]`, respectively.

```
\path ... --<coordinate> ...;
```

A TikZ path operation which connects the current point (the last one before `--`) and `<coordinate>` with a straight line.

```
\path ... |-<coordinate> ...;
```

A TikZ path operation which connects the current point and `<coordinate>` with *two* straight lines: first vertical, then horizontal.

```
\path ... -|-<coordinate> ...;
```

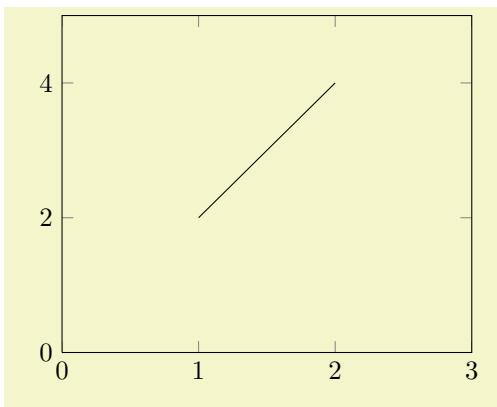
A TikZ path operation which connects the current point and `<coordinate>` with *two* straight lines: first horizontal, then vertical.

```
/tikz/xshift={<dimension>}  
/tikz/yshift={<dimension>}
```

These TikZ keys allow to shift something by `<dimension>` which is any T_EX size (or expression).

```
\pgfplotsextra{\<low-level path commands>}
```

A command to execute `<low-level path commands>` in a PGFPLTS axis. Since any drawing commands inside of an axis need to be postponed until the axis is complete and the scaling has been initialised, it is not possible to simply draw any paths. Instead, it is necessary to draw them as soon as the axis is finished. This is done automatically for every TikZ path – and it is also done manually if you write `\pgfplotsextra{\<commands>}`.



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
    \begin{axis}[xmin=0,xmax=3,ymin=0,ymax=5]  
        \pgfplotsextra{  
            \pgfpathmoveto{\pgfplotspointaxisxy{1}{2}}%  
            \pgfpathlineto{\pgfplotspointaxisxy{2}{4}}%  
            \pgfusepath{stroke}%  
        }  
    \end{axis}  
\end{tikzpicture}
```

The example above initializes an axis and executes the basic level path commands as soon as the axis is ready. The execution of multiple `\path`, `\addplot` and `\pgfplotsextra` commands is in the same sequence as they occur in the environment⁷⁹.

`\pgfplotspointaxisoutline`

Generates a path which resembles the outline of the current axis. This path is used for clip paths and the background paths (if any).

8.4 Specifying Basic Coordinates

```
\pgfplotspointaxisxy{\(x coordinate)\}{\(y coordinate)\}
\pgfplotspointaxisxyz{\(x coordinate)\}{\(y coordinate)\}{(z coordinate)}
```

Point commands like `\pgfpointxy` which take logical, absolute coordinates and return a low-level point. Every transformation from user transformations to logarithms is applied.

Since the transformations are initialized after the axis is complete, this command needs to be postponed (see `\pgfplotsextra`).

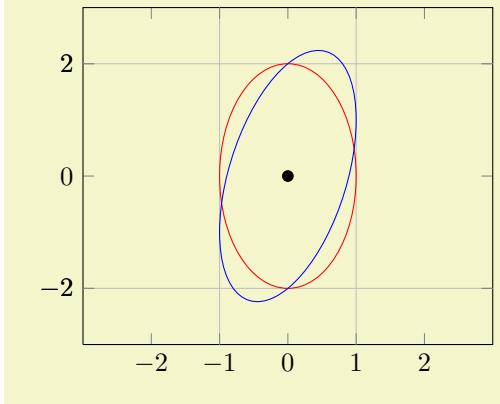
This command is the basic-level variant of `axis cs:{x coordinate},{y coordinate},{z coordinate}`.

```
\pgfplotspointaxisdirectionxy{\(x coordinate)\}{(y coordinate)\}
\pgfplotspointaxisdirectionxyz{\(x coordinate)\}{(y coordinate)\}{(z coordinate)}
```

Point commands like `\pgfpointxy` which take logical, *relative* coordinates and return a low-level point. Every transformation from user transformations to logarithms is applied. The difference to `\pgfplotspointaxisxy` is that the shift of the linear transformation is skipped here (compare `disabledatascaling`).

This command is the basic-level variant of `axis direction cs:{x coordinate},{y coordinate},{z coordinate}`. Please refer to the documentation of `axis direction cs` for more details.

Use this command whenever something of *relative* character like directions or lengths need to be supplied. One use-case is to draw ellipses:



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}
\begin{tikzpicture}
\begin{axis}[
    xmin=-3, xmax=3,
    ymin=-3, ymax=3,
    extra x ticks={-1,1},
    extra y ticks={-2,2},
    extra tick style={grid=major},
]
\draw[red] \pgfextra{
    \pgfpathellipse{\pgfplotspointaxisxy{0}{0}}
    {\pgfplotspointaxisdirectionxy{1}{0}}
    {\pgfplotspointaxisdirectionxy{0}{2}}
    % see also the documentation of
    % 'axis direction cs' which
    % allows a simpler way to draw this ellipse
};
\draw[blue] \pgfextra{
    \pgfpathellipse{\pgfplotspointaxisxy{0}{0}}
    {\pgfplotspointaxisdirectionxy{1}{1}}
    {\pgfplotspointaxisdirectionxy{0}{2}}
};
\addplot [only marks,mark=*] coordinates
    { (0,0) };
\end{axis}
\end{tikzpicture}
```

Since the transformations are initialized after the axis is complete, this command needs to be provided either inside of a TikZ `\path` command (like `\draw` in the example above) or inside of `\pgfplotsextra`.

```
\pgfplotspointrelaxisxy{\(rel x coordinate)\}{(rel y coordinate)}
```

⁷⁹Except for stacked plots where the sequence may be reverse, see the key `reverse stack plots`.

```
\pgfplotspointrelaxisxyz{\langle rel x coordinate\rangle}{\langle rel y coordinate\rangle}{\langle rel z coordinate\rangle}
```

Point commands which take *relative* coordinates such that $x = 0$ is the *lower* x axis limit and $x = 1$ the *upper* x axis limit.

These commands are used for [rel axis cs](#).

Please note that the transformations are only initialised if the axis is complete! This means you need to provide [\pgfplotsextra](#).

```
\pgfplotspointdescriptionxy{\langle x fraction\rangle}{\langle y fraction\rangle}  
\pgfplotsqpointdescriptionxy{\langle x fraction\rangle}{\langle y fraction\rangle}
```

Point commands such that $\{0\}\{0\}$ is the lower left corner of the axis' bounding box and $\{1\}\{1\}$ the upper right one; everything else is in between. The 'q' variant is quicker as it doesn't invoke the math parser on its arguments.

They are used for [axis description cs](#), see Section 4.8.1.

```
\pgfplotspointaxisorigin
```

A point coordinate at the origin, $(0, 0, 0)$. If the origin is not part of the axis limits, the nearest point on the boundary is returned instead.

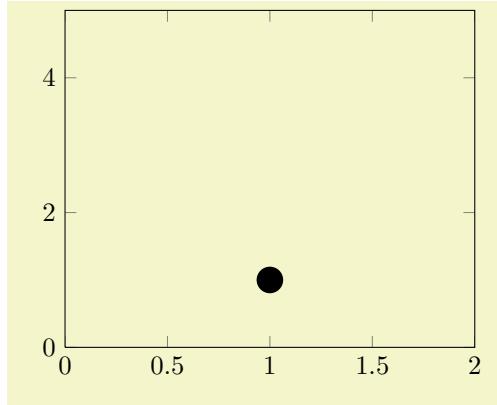
This is the same coordinate as returned by the `origin` anchor.

```
\pgfplotstransformcoordinate{\langle x coordinate of an axis\rangle}  
\pgfplotstransformcoordinate{\langle y coordinate of an axis\rangle}  
\pgfplotstransformcoordinate{\langle z coordinate of an axis\rangle}
```

Defines `\pgfmathresult` to be the low-level PGF coordinate corresponding to the input argument.

The command applies any [xyz] coord trafo keys, data scalings and/or logarithms or whatever PGF-PLOTS does to map input coordinates to internal coordinates.

The result can be used inside of a `\pgfpointxy` statement (i.e. it still needs to be scaled with the respective PGF unit vector).



```
% Preamble: \pgfplotsset{width=7cm,compat=1.7}  
\begin{tikzpicture}  
  \begin{axis}[xmin=0,xmax=2,ymin=0,ymax=5]  
    \pgfplotsextra{  
      \pgfplotstransformcoordinate{1}%  
      \let\xcoord=\pgfmathresult  
      \pgfplotstransformcoordinate{1}%  
      \let\ycoord=\pgfmathresult  
      \pgfpathcircle  
        {\pgfpointxy{\xcoord}{\ycoord}}  
        {5pt}%  
      \pgfusepath{fill}%  
    }%  
  \end{axis}  
\end{tikzpicture}
```

The result of this command is also available as math method `transformcoordinate` (see the documentation for [axis cs](#)).

Please note that the transformations are only initialised if the axis is complete. This means you need to provide [\pgfplotsextra](#) as is shown in the example above.

```
\pgfplotstransformdirectionx{\langle x direction of an axis\rangle}  
\pgfplotstransformdirectiony{\langle y direction of an axis\rangle}  
\pgfplotstransformdirectionz{\langle z direction of an axis\rangle}
```

Defines `\pgfmathresult` to be a low-level PGF *direction vector component*.

A direction vector needs to be *added* to some coordinate in order to get a coordinate, compare the documentation for [\pgfplotspointaxisdirectionxy](#) and [axis direction cs](#).

The argument *x direction of an axis* is processed in (almost) the same way as for the macro which operates on absolute positions, `\pgfplotstransformcoordinate`. The only difference is that *directions* need no shifting transformation.

The result of this command is also available as math method `transformdirectionx` (see the documentation for `axis direction cs`).

See `axis direction cs` for details and examples about this command.

```
\pgfplotsconvertunittocoordinate{\(x, y or z\)}{\(dimension\)}
```

Converts a dimension (with unit!) to a corresponding x , y or z coordinate. The result will be written to `\pgfmathresult` (without units).

It is possible to use the result as arguments for the `\pgfpointxyz` commands.

The effect is to multiply $\langle dimension \rangle$ with the inverse length of the unit vector for the specified axis. These lengths are precomputed in PGFPLTS so the operation is fast.

```
\pgfplotsconvertunittocoordinate{x}{5pt}
% now, the command uses exactly 5pt in x direction:
\pgfpointxyz{\pgfmathresult}{4}{3}
```

```
\pgfplotspointunitx
\pgfplotspointunity
\pgfplotspointunitz
```

Low-level point commands which return the canvas x , y or z unit vectors.

The `\pgfplotspointunitx` is the PGF unit vector in x direction.

These vectors are essentially the same as `\pgfqpointxyz{1}{0}{0}`, `\pgfqpointxyz{0}{1}{0}`, and `\pgfqpointxyz{0}{0}{1}`, respectively.

The unit z vector is only defined for three dimensional axes.

```
\pgfplotsunitxlength
\pgfplotsunitylength
\pgfplotsunitzlength
\pgfplotsunitxinvlength
\pgfplotsunityinvlength
\pgfplotsunitzinvlength
```

Macros which expand to the vector length $\|x_i\|$ of the respective unit vector x_i or the inverse vector length, $1/\|x_i\|$. These macros can be used inside of `\pgfmathparse`, for example.

The x_i are the `\pgfplotspointunitx` variants.

```
\pgfplotsqpointoutsideofaxis{\(three-char-string\)}{\(coordinate\)}{\(normal distance\)}
```

Provides a point coordinate on one of the available four axes in case of a two dimensional figure or on one of the available twelve axes in case of a three dimensional figure.

The desired axis is uniquely identified by a three character string, provided as first argument to the command. The first of the three characters is ‘0’ if the x coordinate of the specified axis passes through the lower axis limit. It is ‘1’, if the x coordinate of the specified axis passes through the upper axis limit. Furthermore, it is ‘2’ if it passes through the origin. The second character is also either 0, 1 or 2 and it characterizes the position on the y axis. The third character is for the third dimension, the z axis. It should be left at ‘0’ for two dimensional plots. However, *one* of the three characters should be ‘v’, meaning the axis `varyes`. For example, v01 denotes $\{(x, y_{\min}, z_{\max}) | x \in \mathbb{R}\}$.

The second argument, $\langle coordinate \rangle$ is the logical coordinate on that axis. Since two coordinates of the axis are fixed, $\langle coordinate \rangle$ refers to the `varying` component of the axis. It must be a number without unit; no math expressions are supported here.

The third argument $\langle normal distance \rangle$ is a dimension like `10pt`. It shifts the coordinate away from the designated axis in direction of the outer normal vector. The outer normal vector always points away from the axis. It is computed using `\pgfplotspointouternormalvectorofaxis`.

There are several variants of this command which are documented in the source code. One of them is particularly useful:

```
\pgfplotsqpointoutsideofaxisrel{\(three-char-string\)}{\(axis fraction\)}{\(normal distance\)}
```

This point coordinate is a variant of `\pgfplotsqpointoutsideofaxis` which allows to provide an $\langle axis fraction \rangle$ instead of an absolute coordinate. The fraction is a number between 0 (lower axis limit) and

1 (upper axis limit), i.e. it is given in percent of the total axis. It is possible to provide negative values or values larger than one.

The `\pgfplotsqpointoutsideofaxisrel` command is similar in spirit to `rel axis cs`.

There is one speciality in conjunction with reversed axes: if the axis has been reversed by `x dir=reverse` and, in addition, `allow reversal of rel axis cs` is true, the value 0 denotes the *upper* limit while 1 denotes the *lower* limit. The effect is that coordinates won't change just because of axis reversal.

`\pgfplotsqpointoutternormalvectorofaxis{<three-char-string>}`

A point command which yields the outer normal vector of the respective axis. The normal vector has length 1 (computed with `\pgfpointnormalised`). It is the same normal vector used inside of `\pgfplotsqpointoutsideofaxis` and its variants.

The output of this command will be cached and re-used during the lifetime of an axis.

`\pgfplotsticklabelaxissspec{<x, y or z>}`

Expands to the three-character-identification for the axis containing tick labels for the chosen axis, either $\langle x \rangle$, $\langle y \rangle$ or $\langle z \rangle$.

`\pgfplotsvalueoflargesttickdimen{<x, y or z>}`

Expands to the largest distance of a tick position to its tick label bounding box in direction of the outer unit normal vector. It does also include the value of the `ticklabel shift` key.

This value is used for `ticklabel cs`.

`\pgfplotsmathfloatviewdepthxyz{<x>}{<y>}{<z>}`

`\pgfplotsmathviewdepthxyz{<x>}{<y>}{<z>}`

Both macros define `\pgfmathresult` to be the “depth” of a three dimensional point $\bar{x} = (x, y, z)$. The depth is defined to be the scalar product of \bar{x} with \vec{d} , the view direction of the current axis.

For `\pgfplotsmathfloatviewdepthxyz`, the arguments are parsed as floating point numbers and the result is encoded in floating point. A fixed point representation can be generated with `\pgfmathfloattofixed{\pgfmathresult}`.

For `\pgfplotsmathviewdepthxyz`, T_EX arithmetics is employed for the inner product and the result is assigned in fixed point. This is slightly faster, but has considerably smaller data range.

Both commands can only be used *inside* of a three dimensional PGFPLTS axis (as soon as the axis is initialised, see `\pgfplotsextra`).

`\ifpgfplotsthreedim<true code>\else<else code>\fi`

A T_EX `\if` which evaluates the `<true code>` if the axis is three dimensional and the `<else code>` if not.

8.5 Accessing Axis Limits

It is also possible to access axis limits during the visualization phase, i.e. during `\end{axis}`. Please refer to the reference documentation for `xmin` on page 232.

8.6 Layer Access

`\pgfplotsonlayer{<layer name>}`

A low-level command which will check if the current axis has layer support activated and, if so, calls `\pgfonlayer{<layer name>}`.

There must be a `\endpgfplotsonlayer` to delimit the environment.

`\endpgfplotsonlayer`

The end of `\pgfplotsonlayer`.

`\pgfonlayer{<layer name>}`

A low-level command of PGF which will collect everything until the matching `\endpgfonlayer` into layer `<layer name>`.

The `<layer name>` must be active, i.e. it must be part of the layer names of `set layers`.

The only special case is if you call `\pgfdeclarelayer{discard}` somewhere: this special layer has a “magical name” which serves as `/dev/null` if it is enabled using `\pgfonlayer{discard}`: it does not need to be active and everything assigned to this layer will be thrown away if it is not part of the layer name configuration.

There must be a `\endpgfonlayer` to delimit the environment.

`\endpgfonlayer`

The end of `\pgfonlayer`.

`\pgfsetlayers{\langle layer list\rangle}`

This is a low-level command of PGF. At the time of this writing, it is the only way to tell PGF which layers it shall use for the current / next picture. It is used implicitly by `set layers`.

Index

— Symbols —

plot ($\langle x \text{ expression} \rangle, \langle y \text{ expression} \rangle$)	34
($\langle x \text{ expression} \rangle, \langle y \text{ expression} \rangle, \langle z \text{ expression} \rangle$)	98
-- path operation	394
.style key	325, 327
plot { $\langle \text{math expression} \rangle$ }	32
{ $\langle \text{math expression} \rangle$ }	97
3d box key	220
3d box foreground style key	267
— — —	
unit rescale keep size key	215
— A —	
Accuracy	
Data Transformation	296
Floating Point in PGFPLOTS	24
High Precision for Plot Expression	33
\addlegendentry	165
\addlegendentryexpanded	166
\addlegendimage	180
\addplot	23
\addplot3	94
after arrow key	75
after end axis key	299
Alignment	
Array	276
Subplots	276
allow reversal of rel axis cs	398
allow reversal of rel axis cs key	258
allow upside down key	162, 260
anchor key	271
Anchors	
near ticklabel	161
near xlabel	161
near ylabel	161
near zlabel	161
annot/	
collected plots	317
font	316
height	317
js fillColor	315
jsname	317
point format	315
point format 3d	315
popup size	316
popup size generic	316
popup size snap	316
printable	316
richtext	316
slope format	316
snap dist	316
textSize	316
width	317
xmax	317
xmin	317
ymax	317
ymin	317
.append style handler	264
area cycle list key	79
area legend key	173

area style key	79
array	
Array Alignment	276
at key	271
\autoplotslist	393
autumn key	318
aux in dpth key	388
axis environment	21
axis background key	150
axis base prefix key	377
axis cs coordinate system	255
axis description cs coordinate system	155
axis direction cs coordinate system	256
axis equal key	205
axis equal image key	206
axis line style key	184, 266
axis lines key	181
axis lines* key	181
axis on top key	300, 305
axis x discontinuity key	187
axis x line key	181
axis x line* key	181
axis y discontinuity key	187
axis y line key	181
axis y line* key	181
axis z discontinuity key	187
\axisdefaultheight	201
\axisdefaultwidth	200
az key	217

— B —

bar cycle list key	63
Bar Plots	
Skewed axes problems	204
bar shift key	64
bar width key	63
baseline key	274
before arrow key	75
before end axis key	299
Behavior Options	23
bins key	68
blackwhite key	139
bled key	318
bluered key	139
bone key	318
Bounding Box Control	281
Disable <i>data</i> bounding box modifications	236
Excluding Image Parts	280
Image Externalization Problems	386
pgfinterruptboundingbox	281
bright key	318

— C —

cartesian cs coordinate system	371
.cd handler	55
cell picture key	308
change x base key	376
change y base key	376
change z base key	376
check key	104
classes key	85

clickable key	315
clickable library	311
clickable coords key	312
clickable coords code key	313
clickable coords size key	314
clip key	300
clip limits key	234
clip marker paths key	300
clip mode key	309
closedcycle	
Mesh or patch plots	332
\closedcycle	283
cmd key	119
.code handler	54
.code 2 args handler	54
col sep key	31
cold key	318
collected plots key	317
color key	136
colorbar/	
draw	196
width	195
colorbar key	188
colorbar horizontal key	192
colorbar left key	191
colorbar right key	190
colorbar sampled key	196
colorbar sampled line key	197
colorbar sampled line style key	267
colorbar shift key	196
colorbar source key	194
colorbar style key	195, 266
colorbar to name key	198
colored key	75
colormap	
autumn	318
blackwhite	139
bled	318
bluered	139
bone	318
bright	318
cold	318
cool	140
copper	319
copper2	319
earth	319
gray	319
greenyellow	140
hot	139
hot2	139, 319
hsv	320
hsv2	320
jet	139, 320
pastel	320
pink	320
redyellow	140
sepia	321
spring	321
summer	321
temp	321
thermal	322
violet	140
winter	322
colormap key	137
colormap access key	154
colormap default colorspace key	138
colormap name key	137
colormaps library	317
cols key	96
columns key	325
comment chars key	32
compat/	
empty line	7
general	7
labels	7
path replacement	7
plot3graphics	7
scale mode	7
scaling	7
show suggested version	309
compat key	7, 163f
const plot key	56
const plot mark left key	57
const plot mark mid key	57
const plot mark right key	57
contour/	
contour label style	118
draw color	117
every contour label	117
handler	118
label distance	117
label node code	118
labels	117
labels over line	118
levels	114
number	114
contour external/	
cmd	119
file	119
output point meta	119
scanline marks	119
script	119
script extension	119
contour external key	118
contour gnuplot key	112, 119
contour label style key	118
contour prepared key	115
contour prepared format key	115
cool key	140
Coordinate systems	
axis cs	255
axis description cs	155
axis direction cs	256
cartesian cs	371
rel axis cs	258
ticklabel cs	157
xticklabel cs	157
yticklabel cs	157
zticklabel cs	157
plot coordinates	26
coordinates	94
\coordindex	37, 394
copper key	319
copper2 key	319
crossref file suffix	178
cube/	

size x	130
size y	130
size z	130
cumulative key	69
current axis node	280
current colorbar axis node	196
current plot begin node	258
current plot end node	258
curve style key	374
cycle list key	141
cycle list name key	141
cycle list shift key	149
cycle multi list key	147
 — D —	
dashdotted key	133
dashdotted key	133
dashed key	133
data key	68
data coord inv trafo key	71
data coord trafo key	71
data cs key	292
data filter key	70
data max key	68
data min key	68
/data point/	
x	261
y	261
z	261
date coordinates in key	287
date ZERO key	288
dateplot library	286, 322
debug key	51
default smithchart xtick key	357
default smithchart xytick key	357
default smithchart ytick key	357
.define layer set handler	307
dense smithchart ticks key	355
densely dashdotted key	133
densely dashed key	133
densely dotted key	133
density key	69
disabledatascaling key	296
disablelogfilter key	296
domain key	34
domain y key	35
dotted key	133
Downsampling	290
\draw	394
draw key	136, 196
draw color key	117
draw error bar key	225
 — E —	
each nth point key	290
each nth tie key	373
earth key	319
el key	218
empty legend key	173
empty line key	7, 25
\endpgfonlayer	399
\endpgfplotsonlayer	398
enlarge x limits key	234
enlarge y limits key	234
enlarge z limits key	234
enlargelimits key	234
enlargelimits respects figure size key	236
Environments	
axis	21
groupplot	323
loglogaxis	21
pgfinterruptboundingbox	281
pgfplotsinterruptdatabb	236
polaraxis	344
semilogxaxis	21
semilogyaxis	21
smithchart	350
ternaryaxis	363
tikzpicture	21
error bar style key	225, 271
error bars/	
draw error bar	225
error bar style	225, 271
error mark	224
error mark options	224
x dir	224
x explicit	224
x explicit relative	224
x fixed	224
x fixed relative	224
y dir	224
y explicit	224
y explicit relative	224
y fixed	224
y fixed relative	224
z dir	224
z explicit	224
z explicit relative	224
z fixed	224
z fixed relative	224
error mark key	224
error mark options key	224
Error Messages	
No room for a new dimen	10
Errors	
dimension too large	33, 296
enlargelimits respects figure size=true: could not respect the prescribed width/height	235f.
Patch Input and Memory Problems	125
Skewed axes and bar plots	204
every 3d box foreground key	267
every 3d description key	218
every 3d view { <i>h</i> }{{ <i>v</i> } key	219
every arrow key	75
every axis key	264
every axis grid key	269
every axis label key	265
every axis legend key	168, 266
every axis plot key	264
every axis plot no # key	265
every axis plot post key	132, 264
every axis title key	265
every axis title shift key	265
every axis x grid key	270
every axis x label key	265
every axis y grid key	270

every axis y label key	265
every axis z grid key	270
every axis z label key	265
every boxed x axis key	184
every boxed y axis key	184
every boxed z axis key	185
every colorbar key.....	193, 266
every colorbar sampled line key.....	198, 267
every colorbar to name picture key	199
every contour label key	117
every crossref picture key	178
every error bar key	270
every extra x tick key	269
every extra y tick key	269
every extra z tick key	269
every forget plot key	265
every inner x axis line key	184, 266
every inner y axis line key	184, 266
every inner z axis line key	184, 266
every legend image post key	172, 266
every legend to name picture key	180, 266
every linear axis key	264
every loglog axis key	264
every major grid key	270
every major tick key	267
every major x grid key	270
every major x tick key	268
every major y grid key	270
every major y tick key	269
every major z grid key	270
every major z tick key	269
every mark key	130
every minor grid key	270
every minor tick key	267
every minor x grid key	270
every minor x tick key	268
every minor y grid key	270
every minor y tick key	268
every minor z grid key	270
every minor z tick key	268
every node near coord key	90
every non boxed x axis key	185
every non boxed y axis key	185
every non boxed z axis key	185
every outer x axis line key	184, 266
every outer y axis line key	184, 266
every outer z axis line key	184, 266
every patch key	128
every semilogx axis key	264
every semilogy axis key	264
every smithchart axis key	360
every ternary axis key	371
every tick key	267
every tick label key	267
every x tick key	268
every x tick label key	267
every x tick scale label key	268
every y tick key	268
every y tick label key	267
every y tick scale label key	268
every z tick key	268
every z tick label key	267
every z tick scale label key	268
execute at begin axis key	297
execute at begin plot key	297
execute at begin plot visualization key	297
execute at end axis key	297
execute at end plot key	297
execute at end plot visualization key	298
execute for upside down key	162
plot expression	34
expression	98
external library	322, 381
External Graphics	
Bounding Box Issues	386
extra description key	165
extra tick style key	269
extra x tick label key	245
extra x tick labels key	245
extra x tick style key	269
extra x ticks key	240
extra y tick label key	245
extra y tick labels key	245
extra y tick style key	269
extra y ticks key	240
extra z tick label key	245
extra z tick labels key	245
extra z tick style key	269
extra z ticks key	240
— F —	
faceted color key	110
few smithchart ticks key	352
figure name key	383
plot file	51
file	95
file key	119
\fill	394
fill key	136
filter discard warning key	292
filter point key	288
Floating Point Unit	33
font key	134, 211, 316
footnotesize key	212
\foreach	391
forget plot key	298
forget plot style key	265
fpu key	302
plot function	39
— G —	
general key	7
plot gnuplot	37
plot graphics	40
gray key	319
greenyellow key	140
grid key	253
grid style key	269
group/	
columns	325
empty plot/	
.style	327
every plot/	
.style	325
group name	327
group size	325
horizontal sep	325

rows	325
vertical sep	325
x descriptions at	326
xlabels at	325
xticklabels at	326
y descriptions at	326
ylabels at	325
yticklabels at	326
Group library	
Subplots	322
group name key	327
group size key	325
group style key	325
groupplot environment	323
groupplots library	322
— H —	
h key	217
handler key	70, 118
header key	30
height key	201, 317
hide axis key	188
hide x axis key	188
hide y axis key	188
hide z axis key	188
hist/	
bins	68
cumulative	69
data	68
data coord inv trafo	71
data coord trafo	71
data filter	70
data max	68
data min	68
density	69
handler	70
intervals	69
symbolic coords	71
hist key	66
horizontal sep key	325
hot key	139
hot2 key	139, 319
hsv key	320
hsv2 key	320
— I —	
id key	39f.
ifpgfplotsthreedim	398
ignore chars key	32
ignore first key	52
includegraphics key	44
includegraphics cmd key	44
inner axis line style key	184, 266
interior colormap key	110
interior colormap name key	110
interior colormap thresh key	112
Interrupted Plots	92
intervals key	69
invoke after crossref tikzpicture key	178
invoke before crossref tikzpicture key	178
is smithchart cs key	357
— J —	
jet key	139, 320
js fillColor key	315
jsname key	317
jump mark left key	58
jump mark mid key	58
jump mark right key	58
— K —	
Key handlers	
.append style	264
.cd	55
.code	54
.code 2 args	54
.define layer set	307
.style	264
— L —	
\label	177
label distance key	117
label node code key	118
label shift key	163
label style key	265
labels key	7, 117
labels over line key	118
layers/	
axis on top	305
standard	305
\legend	166
legend cell align key	171
legend columns key	172
legend entries key	167
legend image code key	172
legend image post style key	172, 266
legend plot pos key	172
legend pos key	170
legend reversed key	175
legend style key	170, 266
legend to name key	178
legend transposed key	175
levels key	114
Libraries	
clickable	311
colormaps	317
dateplot	286, 322
external	322, 381
groupplots	322
patchplots	328
polar	344
smithchart	350
ternary	362
units	374
line cap key	134
line join key	134
line legend key	173
line width key	134
linear regression key	293
\lineno	37
log base 10 number format code key	230
log basis x key	253
log basis y key	253
log basis z key	253
log identify minor tick positions key	229
log number format basis key	230
log number format code key	230
log origin key	236

log origin x key	236
log origin y key	236
log origin z key	236
log plot exponent style key	228
log ticks with fixed point key	227
loglogaxis environment	21
\logten	393
loosely dashdotdotted key	133
loosely dashdotted key	133
loosely dashed key	133
loosely dotted key	133
lowlevel draw key	44
 — M —	
major grid style key	270
major tick length key	252
major tick style key	267
major x grid style key	270
major x tick style key	269
major y grid style key	270
major y tick style key	269
major z grid style key	270
major z tick style key	269
many smithchart ticks key	353
mark color key	131
mark indices key	131
mark layer key	308
mark list fill key	145
mark options key	132
mark phase key	131
mark repeat key	131
mark size key	130, 211
math parser key	27
\matrix	394
max key	231
max space between ticks key	211, 252
mesh	
closedcycle	332
point meta=none and global paths	332
mesh/	
check	104
cols	96
interior colormap	110
interior colormap name	110
interior colormap thresh	112
ordering	96
rows	96
scanline verbose	96
mesh key	91, 102
mesh input key	126
mesh legend key	174
meta key	31
meta expr key	31
meta index key	31
min key	231
minor grid style key	270
minor tick key	239
minor tick length key	252
minor tick num key	238
minor tick style key	267
minor x grid style key	270
minor x tick num key	238
minor x tick style key	268
minor xtick key	239
minor y grid style key	270
minor y tick num key	238
minor y tick style key	268
minor ytick key	239
minor z grid style key	270
minor z tick num key	238
minor z tick style key	268
minor ztick key	239
miter limit key	134
mode key	385
 — N —	
near ticklabel anchor	161
near xticklabel anchor	161
near yticklabel anchor	161
near zticklabel anchor	161
\nextgroupplot	323
no markers key	131
\node	394
node key	44
nodes near coords key	88
nodes near coords align key	90
nodes near coords* key	88
normalsize key	211
number key	114
\numplots	393
\numplotsofactualtype	393
 — O —	
on layer key	308
only marks key	82
Options	
Distinction Behavior, Style Options	23
ordering key	96
outer axis line style key	184, 266
output point meta key	119
overlay key	280
 — P —	
parametric/	
var 1d	39
var 2d	39
parametric key	39
parent axis node	193
parent axis height key	194
parent axis width key	194
pastel key	320
patch	
closedcycle	332
point meta=none and global paths	332
patch key	121
patch refines key	339
patch table key	123
patch table with individual point meta key	123
patch table with point meta key	123
patch to triangles key	340
patch type key	127, 328
patch type sampling key	330
patchplots library	328
\path	394
Path operations	
--	394
path replacement key	7
/pgf/	

bar shift	64
bar width	63
fpu	302
images/	
aux in dpth	388
mark color	131
text mark	132
text mark as node	132
text mark style	132
\pgfdeclareplotmark	132
\pgfeov	393
pgfinterruptboundingbox environment	281
\pgfkeys	393
\pgfkeysgetvalue	393
\pgfkeysvalueof	393
\pgfmathparse	392
\pgfmathprintnumber	227, 393
\pgfonlayer	398
\pgfplotbarshift	64
\pgfplotbarwidth	64
\pgfplotsaxistransforms	293
\pgfplotsclickablecreate	317
\pgfplotscolorbarfromname	199
\pgfplotscolormaptoshadingspec	141
\pgfplotsconvertunittocoordinate	397
\pgfplotscreateplotcyclelist	146
\pgfplotsdefinecstransform	293
\pgfplotsextra	394
\pgfplotsforeachungrouped	391
\pgfplotsiffileexists	393
pgfplotsinterruptdatabb environment	236
\pgfplotsinvokeforeach	392
\pgfplotslegendfromname	179
\pgfplotsmathfloatviewdepthxyz	398
\pgfplotsmathviewdepthxyz	398
\pgfplotsonglayer	398
\pgfplotspathaxisoutline	395
\pgfplotspointaxisdirectionxy	395
\pgfplotspointaxisdirectionxyz	395
\pgfplotspointaxisorigin	396
\pgfplotspointaxisxy	395
\pgfplotspointaxisxyz	395
\pgfplotspointdescriptionxy	396
\pgfplotspointouternormalvectorofaxis	398
\pgfplotspointplotattime	261
\pgfplotspointrelaxisxy	395
\pgfplotspointrelaxisxyz	396
\pgfplotspointunitx	397
\pgfplotspointunity	397
\pgfplotspointunitz	397
\pgfplotsqpointdescriptionxy	396
\pgfplotsqpointoutsideofaxis	397
\pgfplotsqpointoutsideofaxisrel	397
\pgfplotsset	54
\pgfplotssetlayers	307
\pgfplotstableread	393
\pgfplotstabletypeset	393
\pgfplotsticklabelaxisspec	398
\pgfplotstransformcoordinate	396
\pgfplotstransformcoordinatey	396
\pgfplotstransformdirectionx	396
\pgfplotstransformdirectiony	396
\pgfplotsunitxinvlength	397
\pgfplotsunitxlength	397
\pgfplotsunityinvlength	397
\pgfplotsunitylength	397
\pgfplotsunitzinvlength	397
\pgfplotsunitzlength	397
\pgfplotsutilifstringequal	393
\pgfplotsvalueoflargestickdimen	398
\pgfresetboundingbox	281
\pgfsetlayers	399
pink key	320
plot box ratio key	219
plot coordinates/	
math parser	27
plot file/	
ignore first	52
skip first	52
plot graphics/	
debug	51
includegraphics	44
includegraphics cmd	44
lowlevel draw	44
node	44
points	43
xmax	43
xmin	43
ymax	43
ymin	43
zmax	43
zmin	43
plot graphics key	44
Plot operations	
(x expression), (y expression), (z expression))	
98	
coordinates	94
expression	98
file	95
table	96
{ $(math$ expression)}	97
plot (x expression), (y expression))	34
plot coordinates	26
plot expression	34
plot file	51
plot function	39
plot gnuplot	37
plot graphics	40
plot shell	39
plot table	28, 36
plot { $(math$ expression)}	32
plot3graphics key	7
\plotnum	394
\plotnumoffactualitytype	394
point format key	315
point format 3d key	315
point meta	
point meta=none for smooth patch plots	332
point meta key	151
point meta max key	154, 194
point meta min key	154, 194
point meta rel key	153
points key	43
polar library	344
polar comb key	347
polaraxis environment	344

popup size key	316
popup size generic key	316
popup size snap key	316
pos key	259
pos segment key	260
Precision	33, 302
precision key	112
Predefined node	
current axis.....	280
current colorbar axis	196
current plot begin.....	258
current plot end	258
parent axis.....	193
prefix key	39f., 382
prefixes	
unit	376
printable key	316
— Q —	
quiver/	
after arrow.....	75
before arrow.....	75
colored	75
every arrow.....	75
quiver legend	76
scale arrows.....	75
u	73
u value	74
update limits	75
v	73
v value	74
w	73
w value	75
quiver key	72
quiver legend key	76
— R —	
raw gnuplot key	39
read completely key	31
redyellow key	140
\ref	177
refstyle key	177
rel axis cs coordinate system	258
reset nontranslations key	163
restrict expr to domain key	291
restrict expr to domain* key	291
restrict x to domain key	290
restrict x to domain* key	291
restrict y to domain key	291
restrict y to domain* key	291
restrict z to domain key	291
restrict z to domain* key	291
reverse legend key	175
reverse stacked plots key	78
richtext key	316
row sep key	31
rows key	96, 325
— S —	
samples key	35
samples at key	35
samples y key	35
scale key	209
scale arrows key	75
scale mode key	7, 214
scale only axis key	201
scale ticks above exponent key	252
scale ticks below exponent key	252
scale uniformly strategy key	214
scaled ticks key	248
scaled x ticks key	248
scaled y ticks key	248
scaled z ticks key	248
scaling key	7
scanline marks key	119
scanline verbose key	96
scatter/	
classes	85
use mapped color	84
scatter key	83
scatter src key	83
script key	119
script extension key	119
semilogxaxis environment	21
semilogyaxis environment	21
semithick key	135
separate axis lines key	185
sepia key	321
set layers key	305
set point meta if empty key	153
shader key	107
sharp plot key	55
plot shell	39
shell escape key	385
show origin key	358
show origin code key	358
show suggested version key	309
size x key	130
size y key	130
size z key	130
skip coords between index key	290
skip first key	52
skip first n key	32
slope format key	316
sloped/	
allow upside down	162
execute for upside down	162
reset nontranslations	163
sloped key	260
sloped like x axis key	162
sloped like y axis key	162
sloped like z axis key	162
small key	212
smithchart environment	350
smithchart library	350
smithchart mirrored key	351
smooth key	56
snap dist key	316
solid key	133
spring key	321
stack dir key	78
stack plots key	76
standard key	305
.style handler	264
Subplots	276
subtickwidth key	252
summer key	321

surf	
point meta=none and global paths	332
surf key	105
surf shading/	
precision	112
symbolic coords key	71
symbolic x coords key	285
symbolic y coords key	285
symbolic z coords key	285
system call key	384
 — T —	
plot table	28, 36
Unbalanced Columns	30
table/	
col sep	31
comment chars	32
create col/	
linear regression	293
header	30
ignore chars	32
meta	31
meta expr	31
meta index	31
read completely	31
row sep	31
skip first n	32
tie end x	373
tie end x index	373
tie end y	373
tie end y index	373
tie end z	373
tie end z index	373
white space chars	32
x	30
x error	31
x error expr	31
x error index	31
x expr	30
x index	30
y	30
y error	31
y error expr	31
y error index	31
y expr	30
y index	30
z	30
z error	31
z error expr	31
z error index	31
z expr	30
z index	30
table	96
table key	295
temp key	321
ternary library	362
ternary limits relative key	368
ternary relative limits key	368
ternaryaxis environment	363
text mark key	132
text mark as node key	132
text mark style key	132
textSize key	316
thermal key	322
thick key	135
thin key	135
\thisrow	37
\thisrowno	37
tick align key	247
tick label style key	267
tick pos key	247
tick scale binop key	251
tick scale label code key	251
tick style key	267
ticklabel cs coordinate system	157
ticklabel pos key	247
ticklabel shift key	248
ticklabel style key	267
ticks key	246
tickwidth key	252
tie end x key	373
tie end x index key	373
tie end y key	373
tie end y index key	373
tie end z key	373
tie end z index key	373
tieline/	
curve style	374
each nth tie	373
tieline style	373
tieline key	372
tieline style key	373
/tikz/	
allow upside down	260
baseline	274
color	136
const plot	56
const plot mark left	57
const plot mark mid	57
const plot mark right	57
dashdotdotted	133
dashdotted	133
dashed	133
densely dashdotdotted	133
densely dashdotted	133
densely dashed	133
densely dotted	133
dotted	133
draw	136
every mark	130
external/	
figure name	383
mode	385
prefix	382
shell escape	385
system call	384
fill	136
font	134, 211
id	39f.
jump mark left	58
jump mark mid	58
jump mark right	58
line cap	134
line join	134
line width	134
loosely dashdotdotted	133
loosely dashdotted	133

loosely dashed	133
loosely dotted	133
mark indices	131
mark options	132
mark phase	131
mark repeat	131
mark size	130, 211
miter limit	134
only marks	82
overlay	280
polar comb	347
pos	259
pos segment	260
prefix	39f.
raw gnuplot	39
semithick	135
sharp plot	55
sloped	260
sloped like x axis	162
sloped like y axis	162
sloped like z axis	162
smooth	56
solid	133
thick	135
thin	135
tieline	372
trim axis group left	282
trim axis group right	282
trim axis left	282
trim axis right	282
trim left	282
trim right	282
ultra thick	135
ultra thin	135
very thick	135
very thin	135
xbar	58
xbar interval	66
xcomb	71
xshift	394
ybar	60
ybar interval	64
ycomb	72
yshift	394
\tikzappendtofigurename	384
tikzpicture environment	21
\tikzsetexternalprefix	382
\tikzsetfigurename	383
\tikzsetnextfilename	382
tiny key	213
title key	164
title style key	265
translate gnuplot key	39
transpose legend key	175
trim axis group left key	282
trim axis group right key	282
trim axis left key	282
trim axis right key	282
trim left key	282
trim right key	282
try min ticks key	211, 252
try min ticks log key	252
— U —	
u key	73
u value key	74
ultra thick key	135
ultra thin key	135
Unbalanced Columns	30
unbounded coords key	92
unit code key	376
unit marking post key	375
unit marking pre key	375
unit markings key	375
unit rescale keep size key	207
unit vector ratio key	207
unit vector ratio* key	207
units library	374
update limits key	75, 236
use mapped color key	84
use units key	374
— V —	
v key	73, 218
v value key	74
var 1d key	39
var 2d key	39
variable key	35
variable y key	35
variance key	295
variance list key	295
variance src key	296
vertex count key	338
vertical sep key	325
very thick key	135
very thin key	135
view/	
az	217
el	218
h	217
v	218
view key	216
violet key	140
visualization depends on key	301
— W —	
w key	73
w value key	75
white space chars key	32
width key	195, 200, 317
winter key	322
— X —	
x key	30, 201, 261, 295
\x In Coordinate Expressions	33
x axis line style key	184, 266
x coord inv trafo key	285
x coord trafo key	284
x descriptions at key	326
x dir key	204, 224, 232
x error key	31
x error expr key	31
x error index key	31
x explicit key	224
x explicit relative key	224
x expr key	30
x filter key	288
x fixed key	224

x fixed relative key	224
x grid style key	270
x index key	30
x label style key	265
x post scale key	209
x SI prefix key	376
x tick label as interval key	245
x tick label style key	267
x tick scale label style key	268
x unit key	374
x unit prefix key	375
xbar key	58, 60
xbar interval key	66
xbar interval legend key	173
xbar interval stacked key	78
xbar legend key	173
xbar stacked key	78
xcomb key	71
xgrid each nth passes y key	360
xgrid each nth passes y start key	362
xgrid stop at y key	362
xlabel	
Line break	163
Multiline	163
xlabel key	163
xlabel absolute key	164
xlabel near ticks key	163
xlabel shift key	163
xlabel style key	265
xlabels at key	325
xmajorgrids key	253
xmajorticks key	246
xmax key	43, 230, 317
xmin key	43, 230, 317
xminorgrids key	253
xminorticks key	246
xmode key	204, 232, 295
xshift key	394
xtick key	236
xtick align key	247
xtick placement tolerance key	252
xtick pos key	247
xtick scale label code key	251
xtick style key	268
xticklabel key	243
xticklabel cs coordinate system	157
xticklabel interval boundaries key	66
xticklabel pos key	247
xticklabel shift key	248
xticklabel style key	268
xticklabels key	242
xticklabels at key	326
xticklabels from table key	245
xtickmax key	187, 247
xtickmin key	187, 246
xtickten key	241
— Y —	
y key	30, 201, 261, 295
y axis line style key	184, 266
y coord inv trafo key	285
y coord trafo key	284
y descriptions at key	326
y dir key	204, 224, 232
y domain key	35
y error key	31
y error expr key	31
y error index key	31
y explicit key	224
y explicit relative key	224
y expr key	30
y filter key	288
y fixed key	224
y fixed relative key	224
y grid style key	270
y index key	30
y label style key	265
y post scale key	209
y SI prefix key	376
y tick label as interval key	245
y tick label style key	267
y tick scale label style key	268
y unit key	375
y unit prefix key	375
ybar key	60, 63
ybar interval key	64, 66
ybar interval legend key	174
ybar interval stacked key	78
ybar legend key	173
ybar stacked key	78
ycomb key	72
ygrid each nth passes x key	361
ygrid each nth passes x start key	362
ygrid stop at x key	362
ylabel key	163
ylabel absolute key	164
ylabel near ticks key	163
ylabel shift key	163
ylabel style key	265
ylabels at key	325
ymajorgrids key	253
ymajorticks key	246
ymax key	43, 231, 317
ymin key	43, 230, 317
yminorgrids key	253
yminorticks key	246
ymode key	204, 232, 295
yshift key	394
ytick key	236
ytick align key	247
ytick placement tolerance key	252
ytick pos key	247
ytick scale label code key	251
ytick style key	268
yticklabel key	243
yticklabel around circle key	359
yticklabel around circle* key	359
yticklabel cs coordinate system	157
yticklabel in circle key	358
yticklabel interval boundaries key	66
yticklabel pos key	247
yticklabel shift key	248
yticklabel style key	268
yticklabels key	242
yticklabels at key	326
yticklabels from table key	245
ytickmax key	187, 247

y tickmin key **187, 246**
y tickten key **241**

— Z —

z key **30, 201, 261**
z axis line style key **184, 266**
z buffer key **105**
z coord inv trafo key **285**
z coord trafo key **285**
z dir key **204, 224, 232**
z error key **31**
z error expr key **31**
z error index key **31**
z explicit key **224**
z explicit relative key **224**
z expr key **30**
z filter key **288**
z fixed key **224**
z fixed relative key **224**
z grid style key **270**
z index key **30**
z label style key **265**
z post scale key **209**
z SI prefix key **376**
z tick label as interval key **245**
z tick label style key **268**
z tick scale label style key **268**
z unit key **375**
z unit prefix key **375**
zbar interval legend key **174**
zbar legend key **173**
zlabel key **163**
zlabel absolute key **164**
zlabel near ticks key **163**
zlabel shift key **163**
zlabel style key **265**
zmajorgrids key **253**
zmajorticks key **246**
zmax key **43, 231**
zmin key **43, 230**
zminorgrids key **253**
zminorticks key **246**
zmode key **204, 232**
ztick key **236**
ztick align key **247**
ztick placement tolerance key **252**
ztick pos key **247**
ztick scale label code key **251**
ztick style key **268**
zticklabel key **243**
zticklabel cs coordinate system **157**
zticklabel interval boundaries key **66**
zticklabel pos key **247**
zticklabel shift key **248**
zticklabel style key **268**
zticklabels key **242**
zticklabels from table key **245**
ztickmax key **187, 247**
ztickmin key **187, 246**
ztickten key **241**

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