The Coordinates Layer

INTERMEDIATE DATA VISUALIZATION WITH GGPLOT2



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Coordinates layer

- Controls plot dimensions
- coord_
 - o e.g. coord_cartesian()

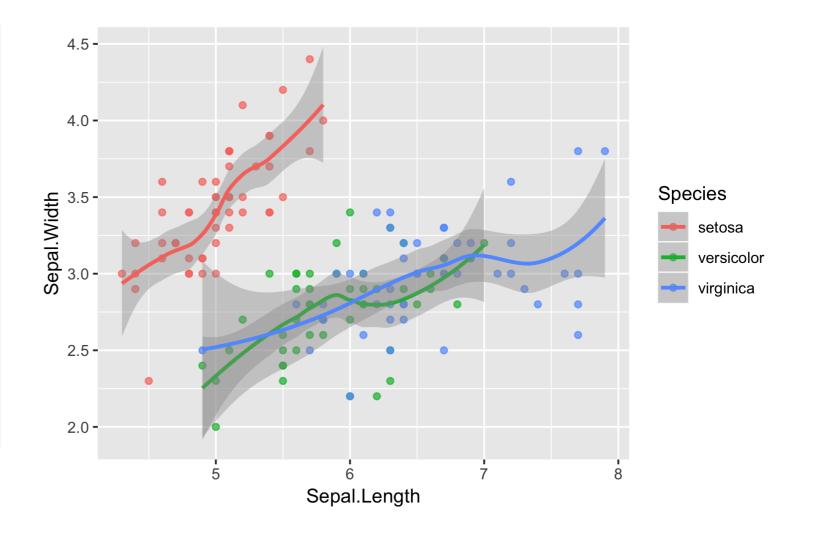
Zooming in

```
• coord_cartesian(xlim = ...)
```

- scale_x_continuous(limits = ...)
- xlim(...)

Original plot

```
iris.smooth <- ggplot(
  iris,
  aes(x = Sepal.Length,
      y = Sepal.Width,
      color = Species)
  ) +
  geom_point(alpha = 0.7) +
  geom_smooth()</pre>
```

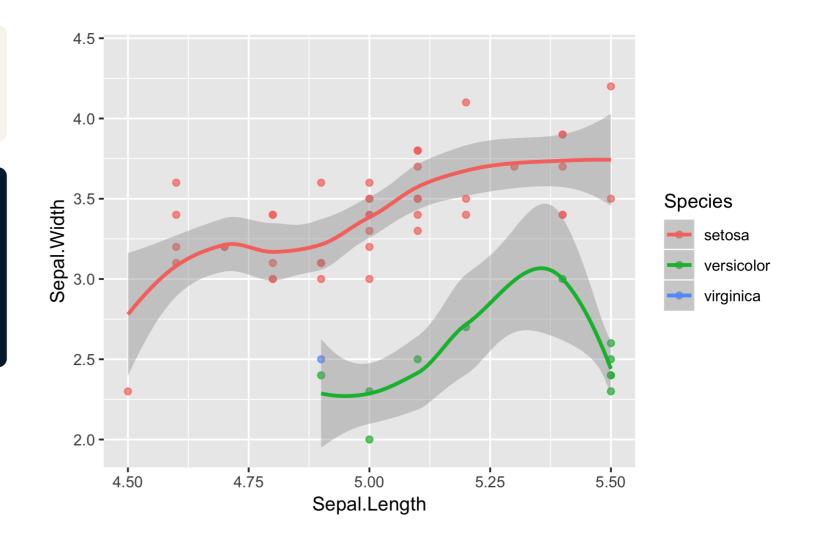


scale_x_continuous()

```
iris.smooth +
  scale_x_continuous(limits = c(4.5, 5.5))
```

Removed 95 rows containing non-finite values (stat_smooth).

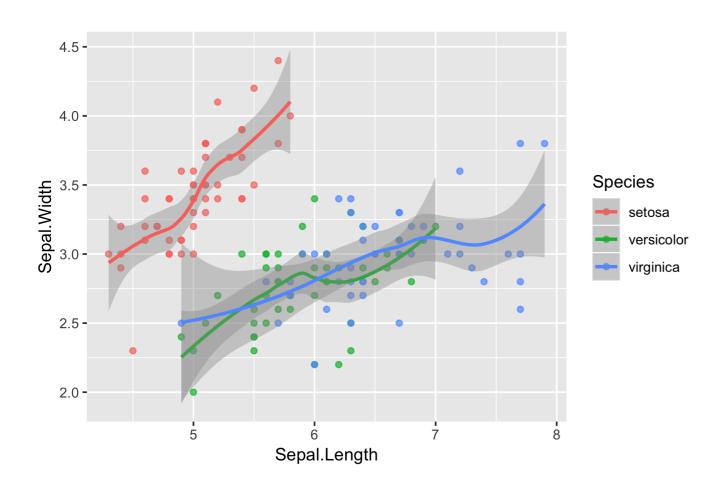
Removed 95 rows containing missing values (geom_point).



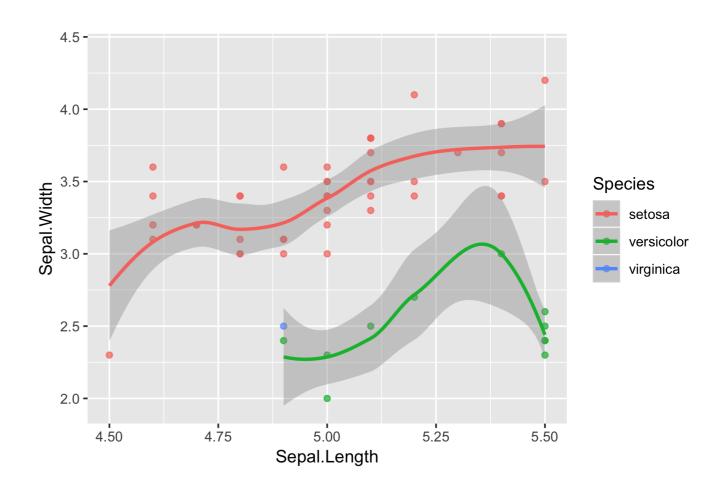


scale_x_continuous()

Original plot



Zoom in with scale_x_continuous()



Part of original data is filtered out!

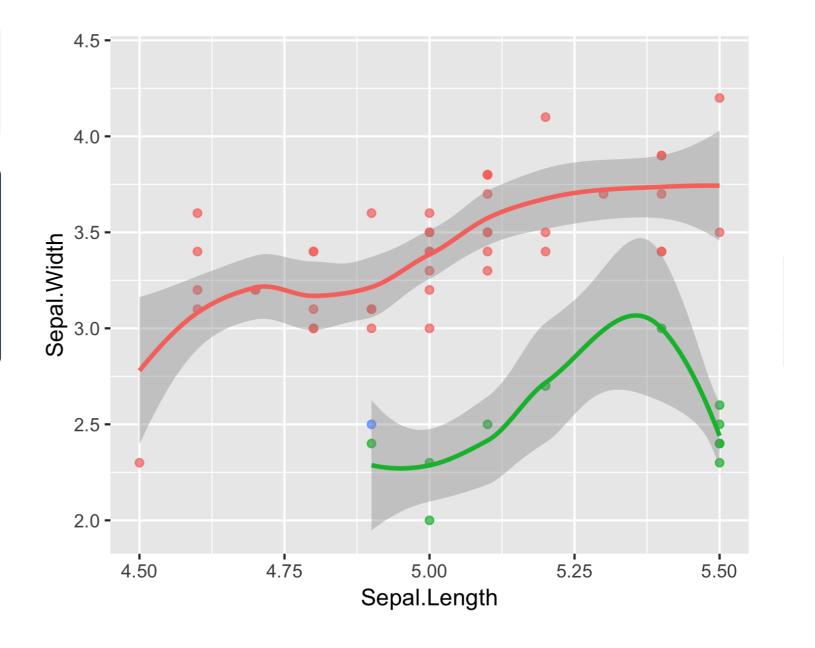




```
iris.smooth +
  xlim(c(4.5, 5.5))
```

Removed 95 rows containing non-finite values (stat_smooth).

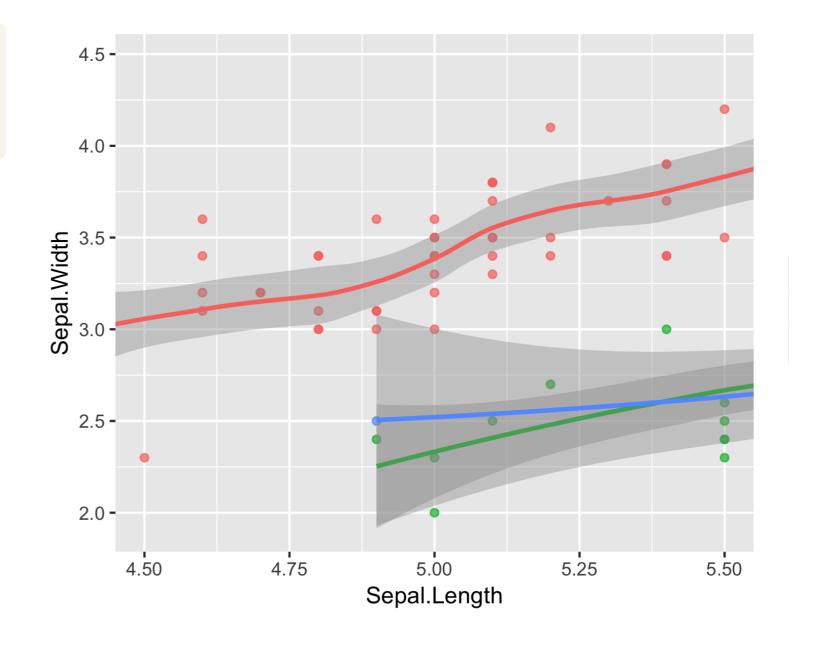
Removed 95 rows containing missing values (geom_point).





coord_cartesian()

```
iris.smooth +
  coord_cartesian(xlim = c(4.5, 5.5))
```





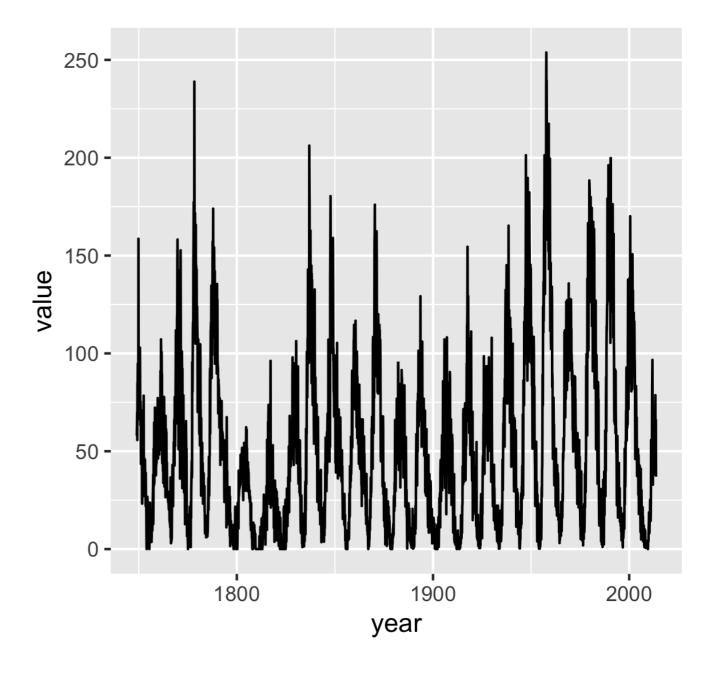
Aspect ratio

- Height-to-width ratio
- Watch out for deception!
- No universal standard so far
- Typically use 1:1 if data is on the same scale

Sunspots

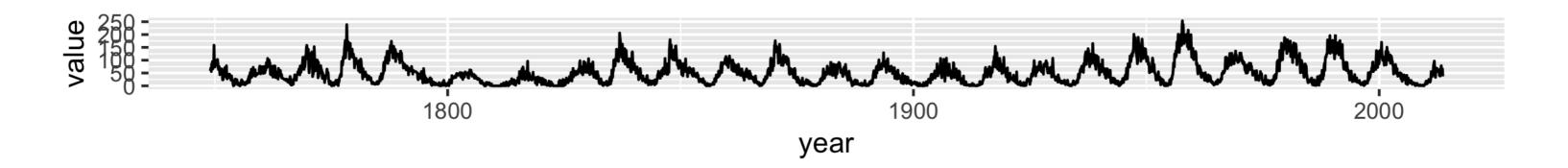
```
library(zoo)
sunspots.m <- data.frame(
    year = index(sunspot.month),
    value = reshape2::melt(sunspot.month)$value)
)

ggplot(sunspots.m, aes(x = year, y = value)) +
    geom_line() +
    coord_fixed() # default to 1:1 aspect ratio</pre>
```



Sunspots

```
ggplot(sunspots.m, aes(x = year, y = value)) +
  geom_line() +
  coord_fixed(0.055)
```



Practice time!

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Coordinates vs. scales

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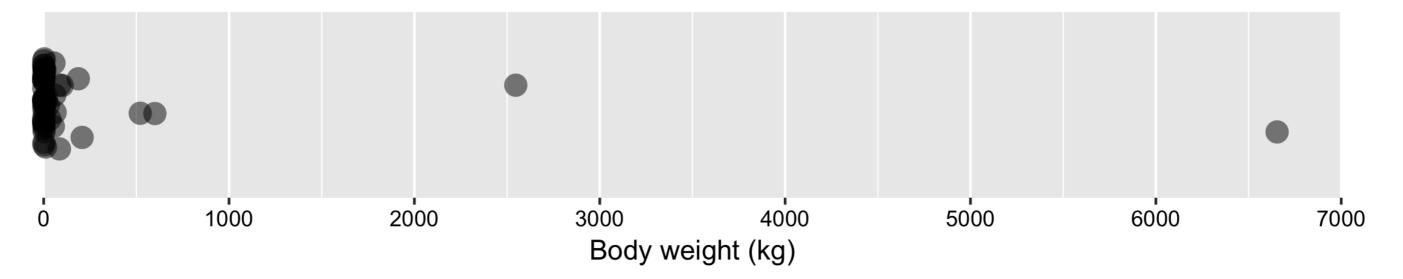


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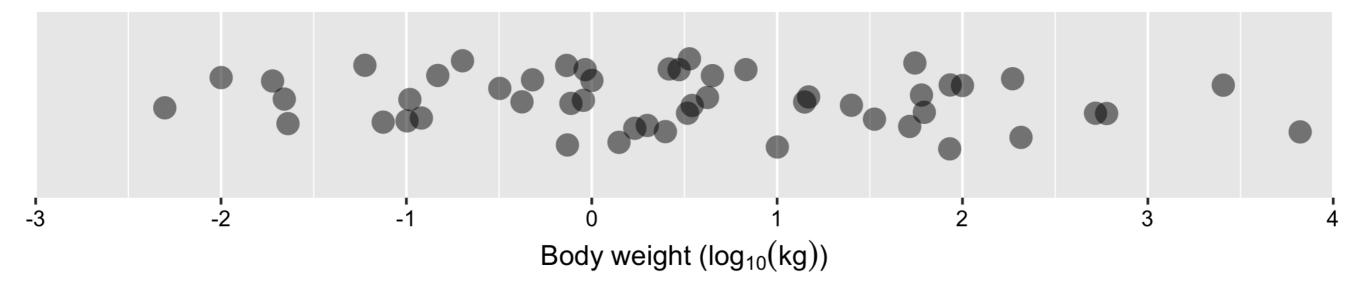
Plot the raw data

Raw values



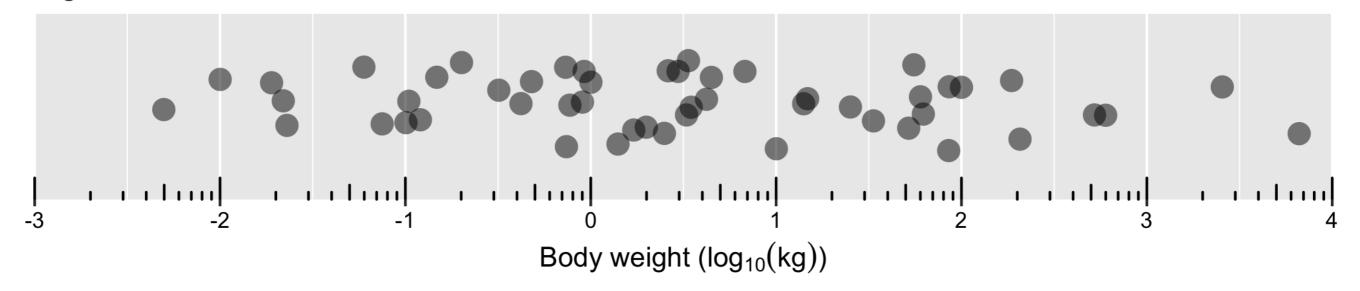
Transform the raw data

log10 trans of raw values



Add logtick annotation

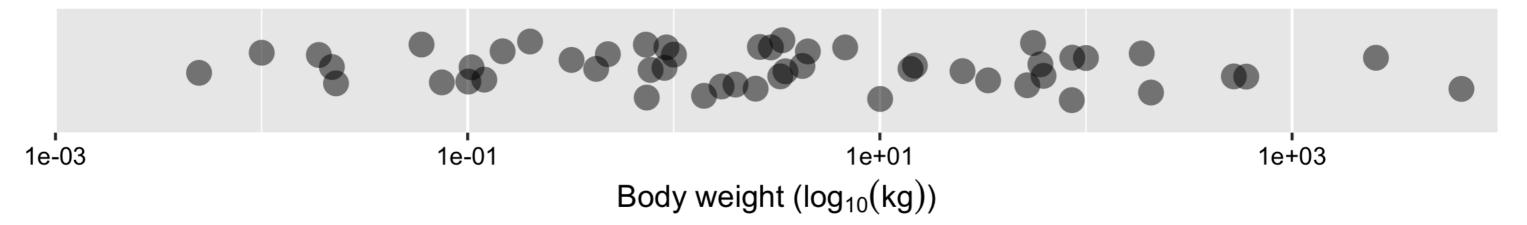
log10 trans of raw values



Use scale_*_log10()

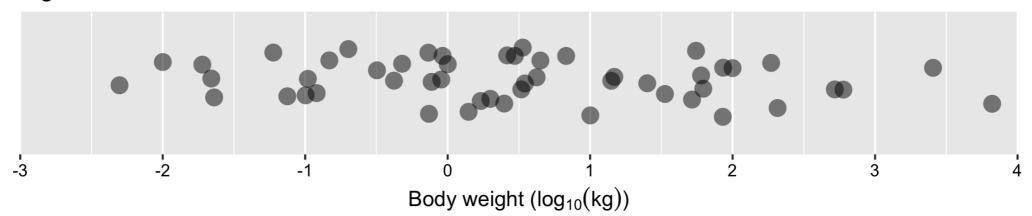
```
ggplot(msleep, aes(bodywt, y = 1)) +
  geom_jitter() +
  scale_x_log10(limits = c(1e-03, 1e+04))
```

log10 trans using scale_x_log10()

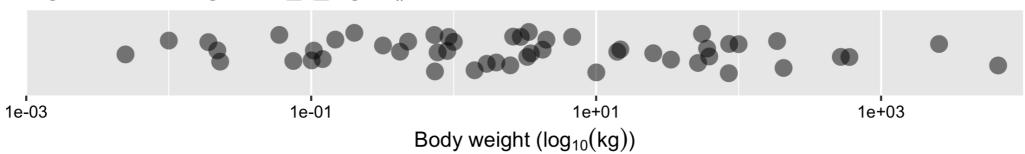


Compare direct transform and scale_*_log10() output

log10 trans of raw values



log10 trans using scale_x_log10()

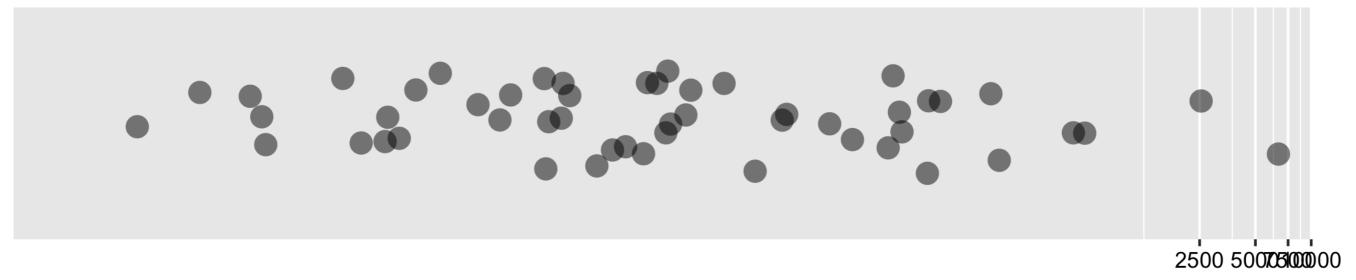




Use coord_trans()

```
ggplot(msleep, aes(bodywt, y = 1)) +
  geom_jitter() +
  coord_trans(x = "log10")
```

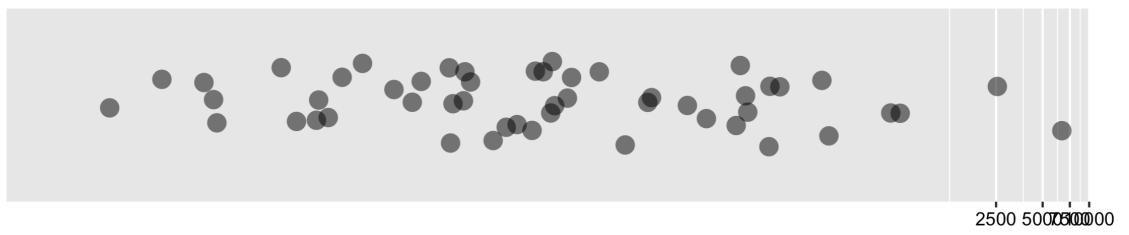
log10 trans using coord_trans()



Body weight $(\log_{10}(kg))$

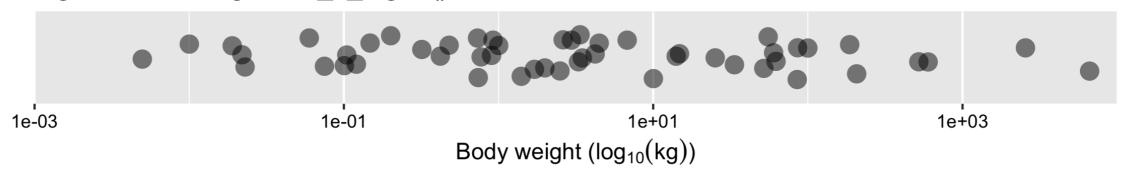
Compare scale_*_log10() and coord_trans() output

log10 trans using coord_trans()



Body weight $(\log_{10}(kg))$

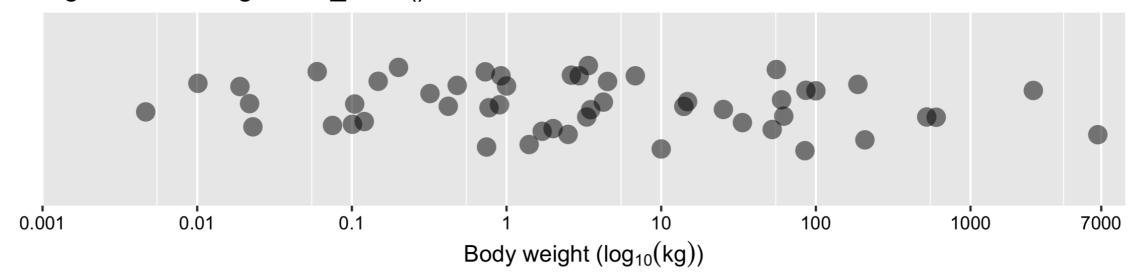
log10 trans using scale_x_log10()



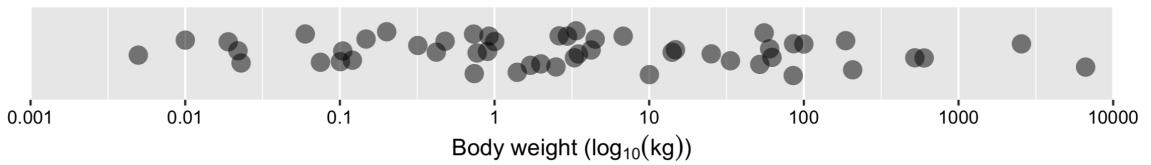


Adjusting labels

log10 trans using coord_trans()



log10 trans using scale_x_log10()





Time for exercises

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Double and flipped axes

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Typical axis modifications

- Aspect ratios (see video 1)
 - Adjust for best perspective
- Transformation functions (e.g. log, see video 2)
 - Adjust if original scale is inappropriate
- Double x or y axes
 - Add raw and transformed values
- Flipped axes
 - Change direction of dependencies
 - Change geometry orientation

Typical axis modifications

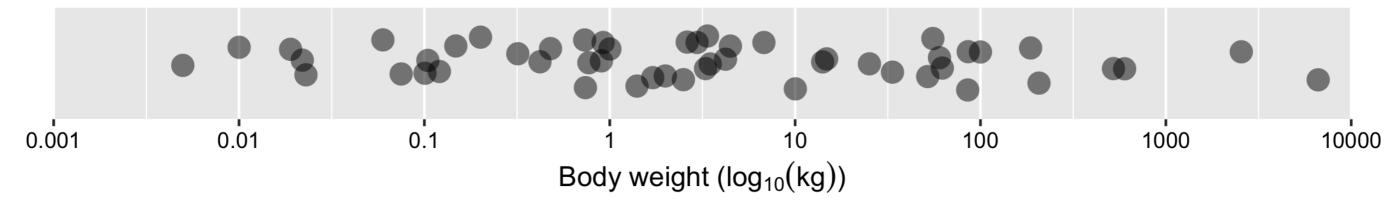
- Aspect ratios (see video 1)
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¹ See chapter 4, video 3 for more discussion on double x and y-axes.



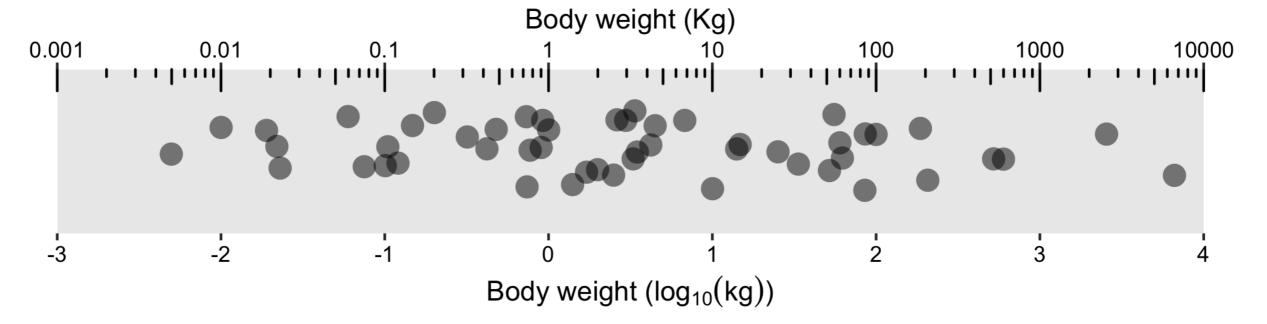
Double axes

log10 trans using scale_x_log10()



Adding raw and transformed axes

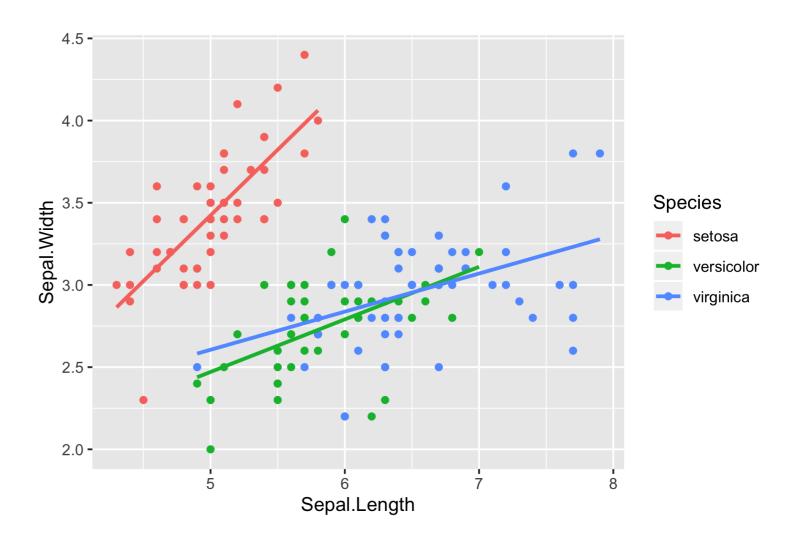
log10 trans of raw values



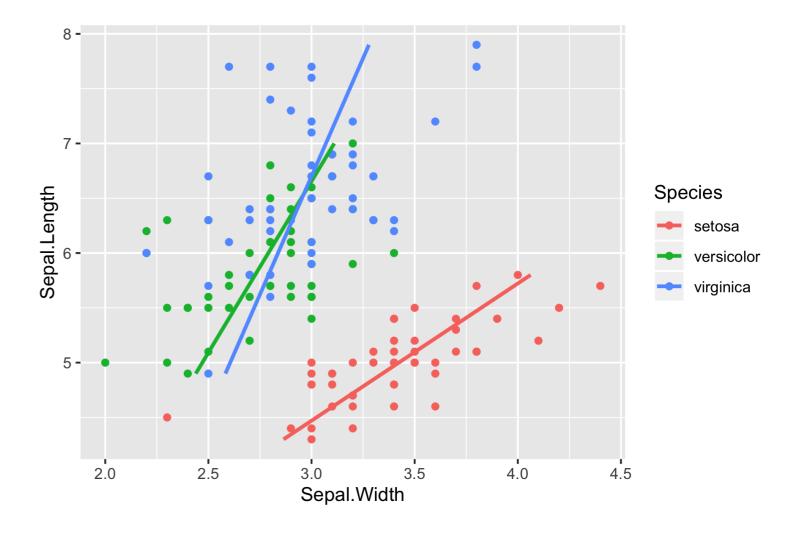
Typical axis modifications

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 - Adjust for best perspective
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- Double x or y axes
 - Add raw and transformed values
- Flipped axes
 - Change direction of dependencies
 - Change geometry orientation

Flipping axes



coord_flip()



Let's practice!

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Polar coordinates

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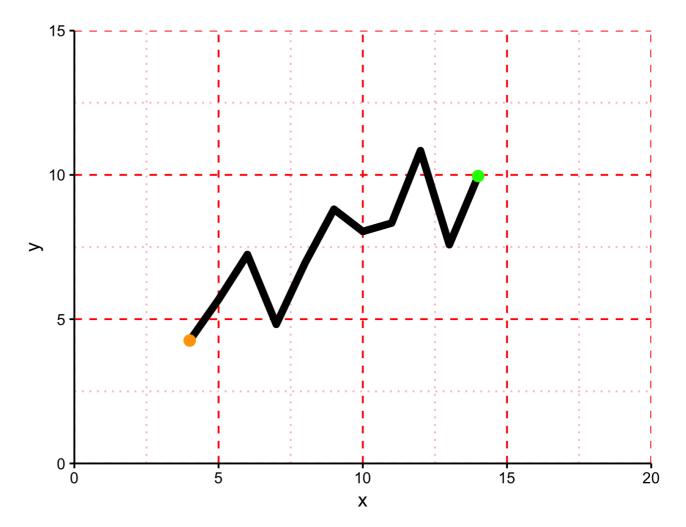


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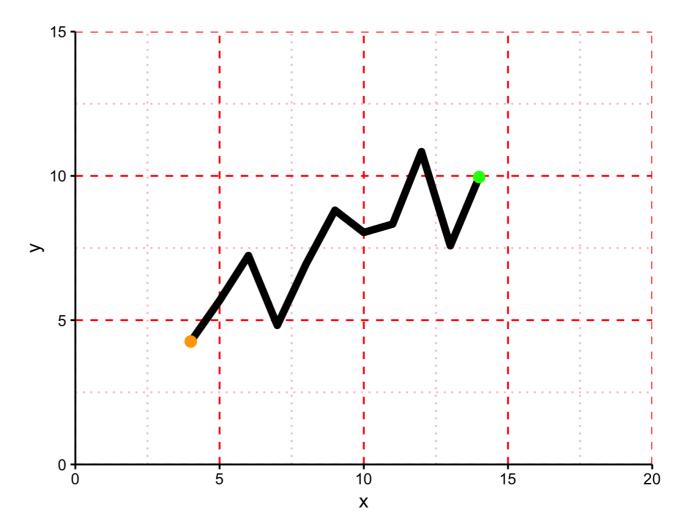
Projections control perception

- Cartesian (2d)
 - Orthogonal x and y-axes
 - Modify axis limits and aspect ratio



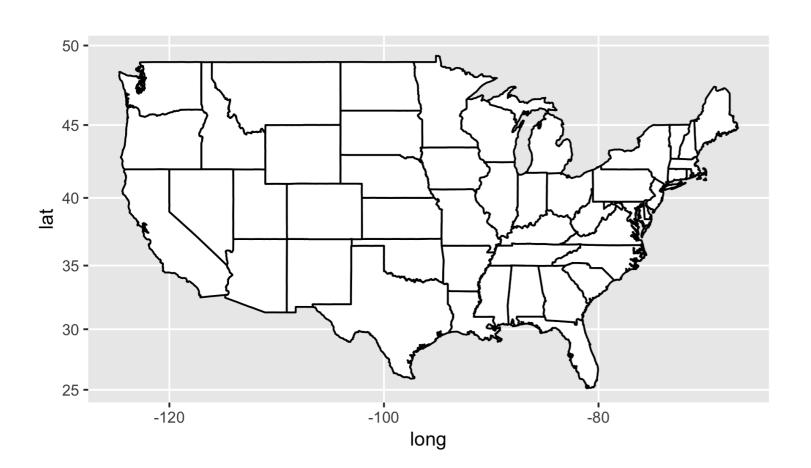
Projections control perception

- Cartesian (2d)
 - Orthogonal x and y-axes
 - Modify axis limits and aspect ratio
- Maps
 - Many possible projections
 - See next course

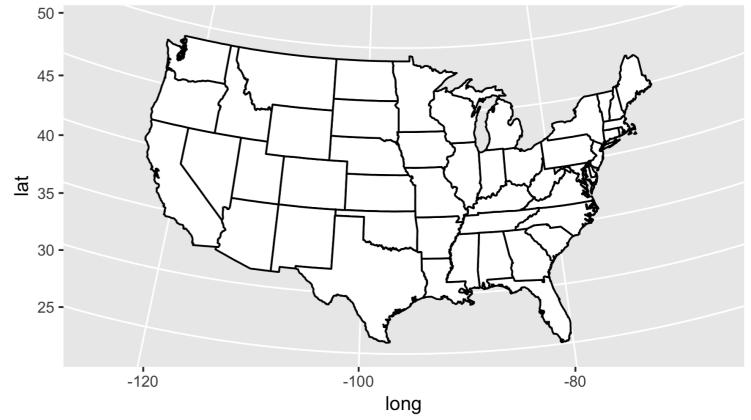


A preview of map projections

The Mercator Projection



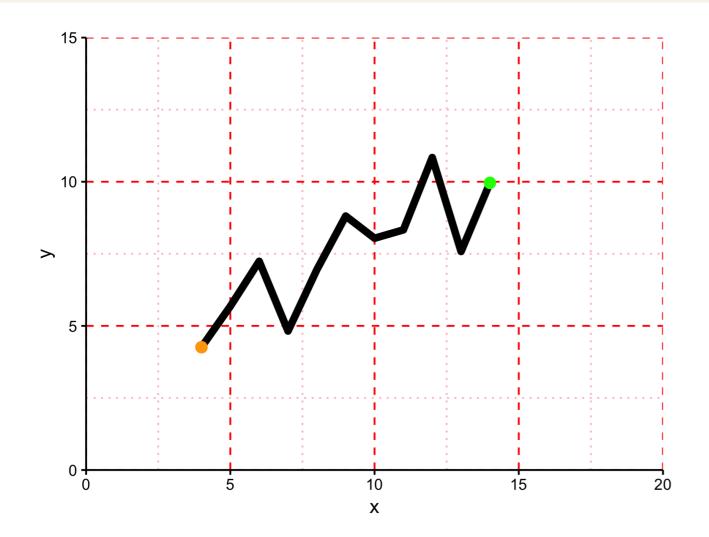
The Conic Projection

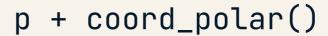


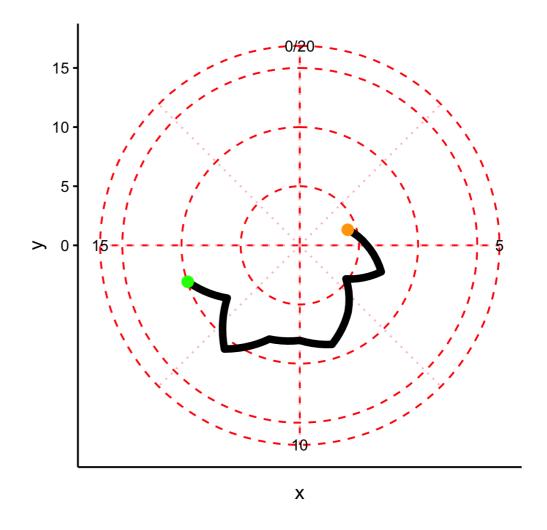
Polar coordinates

- Cartesian (2d)
 - Orthogonal x and y-axes.
- Maps
 - Many projections, see next course
- Polar
 - Transformed Cartesian space

coord_polar()

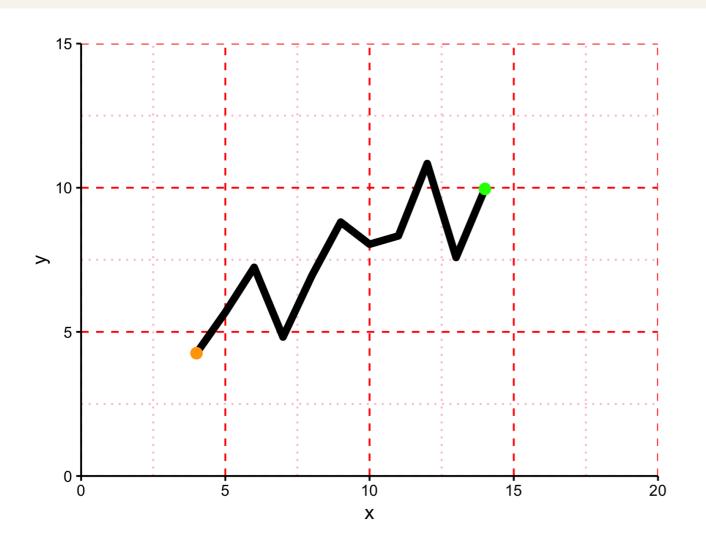




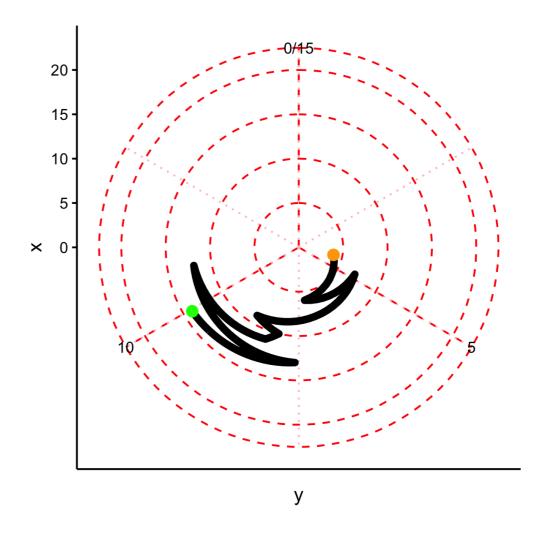


coord_polar(theta = "y")

```
p + coord_fixed()
```



p + coord_polar(theta = "y")



Let's practice!

INTERMEDIATE DATA VISUALIZATION WITH GGPLOT2

