## Punktwolkenrotation

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Die in diesen Abschnitt definierte Funktion ermöglicht dem Anwender eine Punktwolke interaktiv zu drehen und zu betrachten.

```
\langle start \ 1 \rangle \equiv
1
        \langle definiere \ spin3R \ 3 \rangle
     \langle definiere\ Hilfe\ von\ spin3R\ 2\rangle \equiv
        \name{spin3R}
        \alias{spin3R}
        \title{ spin3R }
        \description{
          Simple spin function to rotate and to inspect
          a 3-dimensional cloud of points
        \usage{
          spin3R(x, alpha = 1, delay = 0.015, na.rm=FALSE)
          \item{x}{ \code{(nx3)}-matrix of points }
          \item{alpha}{ angle between successive projections }
          \item{delay}{ delay in seconds between two plots }
          \item{na.rm}{ if TRUE 'NA' values are removed otherwise exchanged by mean}
        }
        \details{
          \code{spin3R} computes two-dimensional projections
          of \code{(nx3)}-matrix \code{x} and plots them
          on the graphics devise. The cloud of points is rotated
          step by step. The rotation is defined by a tcl/tk control
          widget. \code{spin3R} requires tcl/tk package of R.
        \references{
           Cleveland, W. S. / McGill, M. E. (1988): Dynamic Graphics
           for Statistics. Wadsworth & Brooks/Cole, Belmont, California.
        \author{ Peter Wolf }
        \note{ version 01/2003 }
        \seealso{ \code{spin} of S-Plus }
        \examples{
          xyz<-matrix(rnorm(300),100,3)</pre>
          # now start:
                          spin3R(xyz)
        \keyword{misc}
```

```
\langle definiere spin3R 3 \rangle \equiv
  spin3R <- function(x, alpha=1, delay=.015, na.rm=FALSE){</pre>
   # spin3R: simple spin function to rotate a 3-dim cloud of points#
   # pwolf 070831
                                                                      #
                                                                      #
   # arguments:
                                                                      #
   #
                     (nx3)-matrix of points
     x
   #
                    arc of rotation
      alpha
   #
     delay
                     sleeping time between rotations
   if(ncol(x)!=3) { print("Error: data matrix must have 3 columns"); return() }
   require(tcltk)
   \langle generiere\ Steuerungsfenster\ 4 \rangle
   ⟨definiere Rotationen 6⟩
   \langle definiere\ Bindungen\ 5 \rangle
   ⟨initialisiere Plot 7⟩
   \langle starte\ Endlosschleife\ 8 \rangle
   ⟨entferne Steuerungsfenster 9⟩
\langle generiere\ Steuerungsfenster\ 4 \rangle \equiv
  Rot <-tclVar("relax");bw <- 4</pre>
  topl<-tktoplevel(); tkwm.geometry(topl,"+100+100")</pre>
  f1 <- tkframe(topl);f2 <- tkframe(topl);f3 <- tkframe(topl)</pre>
  f4 <- tkframe(topl);f5 <- tkframe(topl);tkpack(f1,f2,f3,f4,f5)
  b12 <- tkbutton(f1, relief="ridge", width=bw, text="up")
  b21 <- tkbutton(f2, relief="ridge", width=bw, text="left")
  b22 <- tklabel(f2, relief="flat", width=bw)
  b23 <- tkbutton(f2, relief="ridge", width=bw, text="right")
  b32 <- tkbutton(f3, relief="ridge", width=bw, text="down")
  b41 <- tkbutton(f4, relief="ridge", width=bw, text="clock")
  b42 <- tklabel(f4, relief="flat", width=bw)
  b43 <- tkbutton(f4, relief="ridge", width=bw, text="cclock")
  b51 <- tkbutton(f5, relief="raised", width=bw, text="reset")
  b52 <- tklabel(f5, relief="flat", width=bw)
  b53 <- tkbutton(f5, relief="raised", width=bw, text="exit")
  tkpack(b12,b32)
  tkpack(b21,b22,b41,b42,b51,b52,side="left")
  tkpack(b23,b43,b53,side="right")
\langle definiere\ Bindungen\ 5 \rangle \equiv
  for(type in c("12","21","23","32","41","43")){
   b<-eval(parse(text=paste("b",type,sep="")))</pre>
   tkbind(b, "<Enter>",
       eval(parse(text=paste("function()tclvalue(Rot)<-\"",type,"\"",sep=""))))</pre>
   tkbind(b, "<Leave>",function() tclvalue(Rot) <- "relax")</pre>
  tkconfigure(b51,command=function() tclvalue(Rot) <- "reset" )</pre>
  tkconfigure(b53,command=function() tclvalue(Rot) <- "exit" )</pre>
Für die Rotation bezüglich zwei Achsen wird nur eine 2×2-Rotationsmatrix benötigt.
\langle definiere\ Rotationen\ 6 \rangle \equiv
  alpha<-alpha/360*2*pi; ca<-cos(alpha); sa<-sin(alpha)
  rot<-matrix(c(ca,-sa,sa,ca),2,2)</pre>
```

x hält die Daten, x.o die Originaldaten, xa die 2-dim Projektionen. Für die Anschaulichkeit wird ein Andeutung der Achsen mitgeliefert: A beschreibt die Achsen, A.o die Originalachsen, Aa den darzustellenden Teil

```
\langle initialisiere\ Plot\ 7 \rangle \equiv
 7
         n \leftarrow nrow(x)
         if(any(is.na(x))){
            if(na.rm){ x<-x[!apply(is.na(x),1,any),,drop=FALSE]</pre>
              print("Warning: NA elements have been removed!!")
            }else{
              xy.means<-colMeans(x,na.rm=TRUE)
              for(j in 1:ncol(x)) x[is.na(x[,j]),j] <-xy.means[j]
              print("Warning: NA elements have been exchanged by mean values!!")
           }
         }
         x \leftarrow x - matrix(apply(x,2,min),n,3,TRUE)
         x.o < -x < -x / matrix(apply(x,2,max),n,3,TRUE) - 0.5;
                                                                                    xa <- x[,2:3]
         A.o < -A < -0.5 * matrix(c(1,0,0, 0,0,0, 0,1,0, 0,0,0, 0,0,1),5,3,TRUE); Aa < -A[,2:3]
         plot(xa, xlim=.7*c(-1,1), ylim=.7*c(-1,1),
                     pch=20, xlab="",ylab="",xaxt="n",yaxt="n")
         lines(Aa)
       \langle starte\ Endlosschleife\ 8\rangle {\equiv}
 8
         i <- 0
                               # ; i.max<-100
         cat("exit by button Exit\n")
         if(delay < 0.015) delay <- 0.015
         repeat{
            Sys.sleep(delay)
            choice <- tclvalue(Rot)</pre>
            if(choice=="exit"
                               # || ((i<-i+1)>i.max)
                                ){ break }
            if(choice=="relax") next
            if(choice=="reset") {
              points(xa, pch=20, col="white"); lines(Aa, col="white")
              x \leftarrow x.o; A \leftarrow A.o; xa \leftarrow x[,2:3]; Aa \leftarrow A[,2:3]
              points(xa, pch=20, col="black"); lines(Aa, col="black")
              tclvalue(Rot)<-"relax"; next</pre>
            switch(choice,
            "12" = ind<-c(1,3), "21" = ind<-c(2,1), "23" = ind<-c(1,2),
             "32" = ind<-c(3,1), "41" = ind<-c(3,2), "43" = ind<-c(2,3)
            x[,ind] <- x[,ind]%*%rot; A[,ind] <- A[,ind]%*%rot
            points(xa, pch=20, col="white"); lines(Aa, col="white")
            xa<-x[,2:3]; Aa<-A[,2:3]
           points(xa, pch=20, col="black"); lines(Aa, col="black")
 9
       \langle entferne\ Steuerungsfenster\ 9 \rangle \equiv
         tkdestroy(topl)
         "control widget closed"
       Testbeispiel:
       \langle *10 \rangle \equiv
10
         x<-matrix(sample(1:333),111,3)
         spin3R(x)
```