

sprites-load-timing

MAA

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With Benoit blog post. Displayload timings

```
library(ggplot2)
df = read.csv('data/sprites-summary.csv')
df$setup = factor(df$setup, levels = c("individual-10%", "individual-30%", "individual-50%", "individual-70%"))
df.no.sprites = df[df$setup != 'sprite set',]

qq = ggplot(df, aes(x=setup, y=load.time)) +
  geom_point(aes(colour=protocol, shape=browser),
             size=1,
             alpha=0.9,
             position = position_jitter(w=0.05, h=0)
             ) +
  facet_wrap(~network, ncol = 1, scales = 'free_y') +
  theme_bw() +
  theme(axis.text.x=element_text(angle = 30, hjust = 1),
        plot.title = element_text(vjust=2)) +
  geom_smooth(data=df.no.sprites,
              aes(x=setup,
                  y=load.time,
                  group=interaction(browser, protocol),
                  colour=protocol,
                  linetype=browser
                  ),
              method='lm',
              formula= y~x,
              se=FALSE,
              alpha=0.7
              ) +
  labs(title='Images loading time versus organization, browser and protocol',
        y='loading time',
        x='images organization'
        )

print(qq)
```

Images loading time versus organization, browser and protocol

