sprites-load-timing

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4 December 2015

With Benoit blog post. Displayload timings

```r
library(ggplot2)
df = read.csv('data/sprites-summary.csv')
df$setup = factor(df$setup, levels = c("individual-10%", "individual-30%",
                                        "individual-50%",  "individual-80%",
                                        "individual-100%", "sprite set"))
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=2,
               alpha=0.9,
               position = position_jitter(w=0.05, h=0)
               ) +
    scale_colour_manual(values = c('blue', 'red')) +
    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