Tips for ggplot2

Plot creation steps

- 1. Set the data
- 2. Choose a shape layer
- 3. Map variables to aesthetics
- 4. Add non-variable adjustments

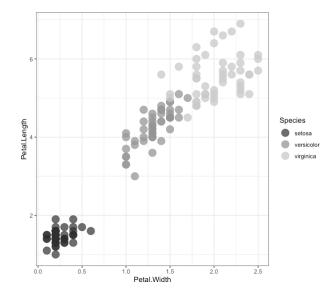
Basic ggplot2 syntax

data and aesthetics will carry through from main function to shape layers

Example with code

Petal.Width	Petal.Length	Species
0.3	1.4	setosa
1.3	4.0	versicolor
2.1	5.7	virginica

```
ggplot(data=iris) +
  geom_point(
    mapping=aes(
    x=Petal.Width,
    y=Petal.Length,
    color=Species),
  size=5, alpha=.75)
```



Other useful layers

```
geom hline(), geom vline()
                                           Horizontal and vertical lines on chart
geom smooth(method="lm", se=F)
                                           Linear trend line based on the data
geom_text()
                                           Text labels for individual datapoints
                                           Extra text and shapes, not related to data
annotate()
coord flip()
                                           flip whatever has been mapped to x and y axes
facet_wrap(~a), facet_grid(a~b)
                                           split plot into small multiples; use "." for blank
labs(title=..., x=..., y=...)
                                           Add chart and axis titles
                                           Use and/or customize a different theme
theme ...()
      base size=...
                                           Increase or decrease size of most text elements
scale_[aes]_[transform](...)
                                           Manipulate specific aes mappings
      scale_x_continuous()
                                           Edit a numerical x axis
      scale x log10()
                                           Apply a log transform to x axis
      scale x discrete()
                                           Edit a discrete x axis
                                           Edit categorical fill values manually
      scale fill manual()
      common options:
                                           change minimum and maximum limits
             limits=c(...)
             breaks=c(...)
                                           change where axis/legend breaks are
                                           change labels on axes/legends
             labels=c(...)
             values=c(...)
                                           set values for manual discrete color scale
             name=""
                                           change label for axis/legend
```