tutorial of wheatmap

This is a tutorial on the usage of wheatmap for generating complex heatmaps in a procedure way.

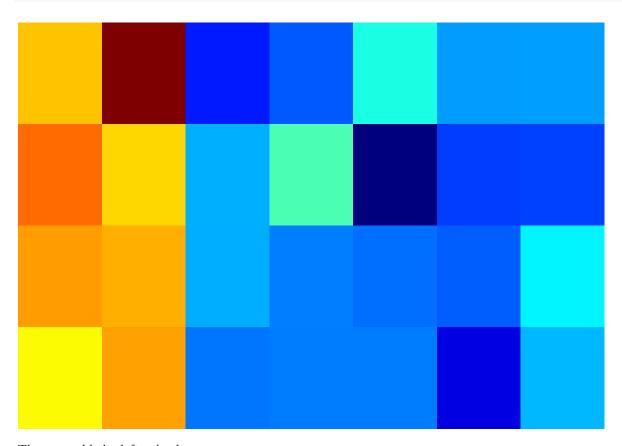
A heatmap is easy to generate in R. There are many packages like heatmap2, heatmap3, heatmap.plus and ComplexHeatmaps. But many times, I found myself in a situation of plotting a set of heatmaps in a procedure way. And none-of the above packages are nimble enough to do color-bar reordering, multiple heatmaps that can be positioned arbitrarily. So I wrote this package for that purpose.

We start with some data

Register WHeatmap: h1.

```
library(devtools)
## Warning: package 'devtools' was built under R version 3.2.5
load_all('~/tools/wheatmap/wheatmap/')
## Loading wheatmap
m <- cbind(matrix(rnorm(20),nrow=4), 5+matrix(rnorm(8),nrow=4))</pre>
m2 <- matrix(1:16,nrow=4)
dimnames(m) <- list(c('w','x','y','z'), c('a','b','c','d','e','f','g'))</pre>
row.data <- c(1,2,3,1)
col.data <- c(1:6,6)
##
                          b
## w -0.4688370 1.2393554 0.4344455 -0.2743136 -0.1010725 5.315786 5.111996
## x 0.2427481 0.2716832 -1.2482433 1.6379408 -0.5372462 4.894335 8.551437
   [ reached getOption("max.print") -- omitted 2 rows ]
We perform some clustering
c <- both.cluster(m)</pre>
row.data <- row.data[c$row.clust$order]</pre>
col.data <- col.data[c$column.clust$order]</pre>
We plot one heatmap first
load_all('~/tools/wheatmap/wheatmap/')
## Loading wheatmap
a <- WHeatmap(c$mat, name='h1')
```

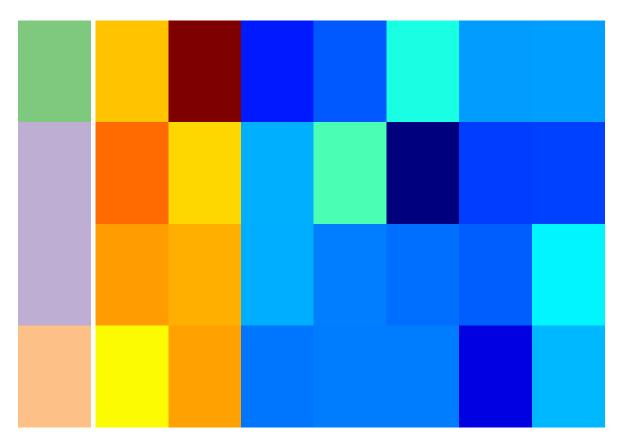
а



Then we add the left color bar

```
a <- a + WColorBarV(row.data, LeftOf('h1'), 'c1')
```

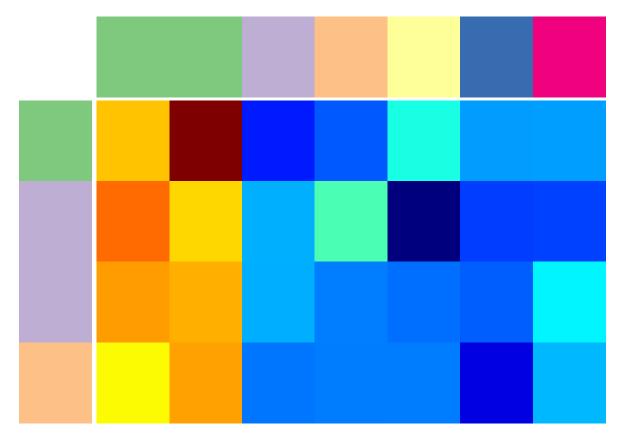
Register WColorBarV: c1.



Then the top color bar

a <- a + WColorBarH(col.data, TopOf('h1'), 'c2')

Register WColorBarH: c2.



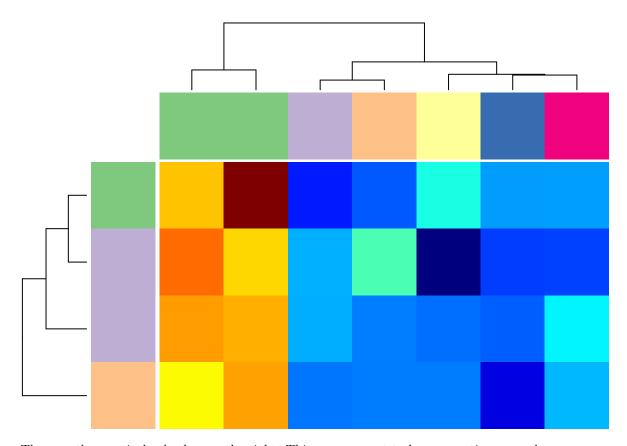
Then the dendrograms

```
a <- a + WDendrogram(c$row.clust, LeftOf('c1'), facing='right')

## Register WDendrogram: wheatmap.internal.1.

a <- a + WDendrogram(c$column.clust, TopOf('c2'), facing='bottom')

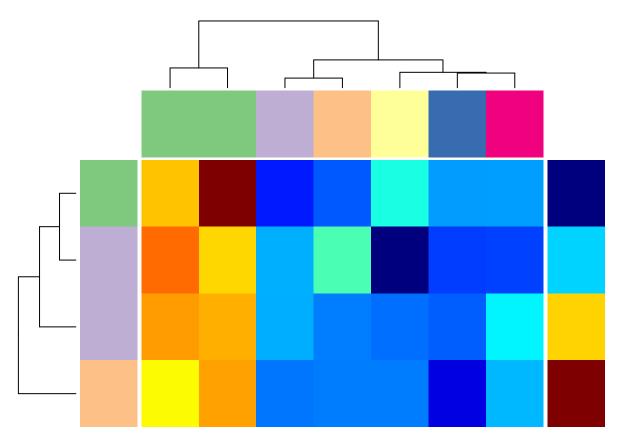
## Register WDendrogram: wheatmap.internal.2.</pre>
```



Then another vertical color bar on the right. This one we want to have a continuous scale.

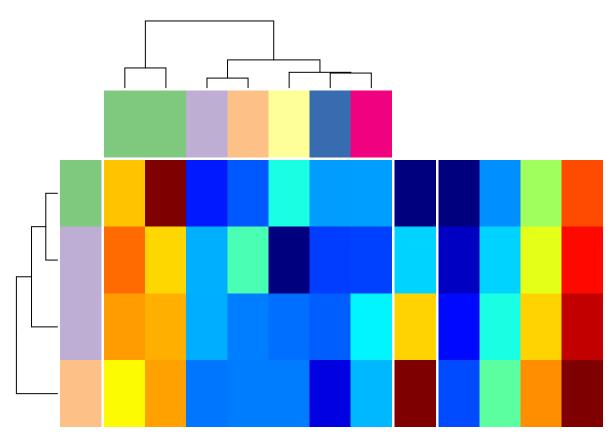
```
a <- a + WColorBarV(1:4, RightOf('h1'), 'c3', continuous=TRUE)
```

Register WColorBarV: c3.



Then another heatmap on the further right

Register WHeatmap: h2.



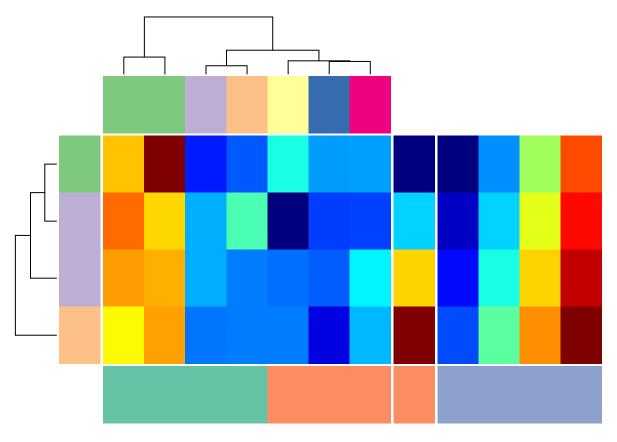
Now we can merge 3 items we plot and add a horizontal bar below. Note wheatmap automatically computes the split for you. It's the users' responsibility however, to make sure data are alignable.

```
a <- a + WColorBarH(rep(c(1,2,3),each=4), Beneath(WGroupColumn('h1', 'c3', 'h2')), 'c4', cmp=CMPar(brew
## Register WColorBarH: c4.1.

## Register WColorBarH: c4.2.

## Register WColorBarH: c4.3.

## Register WGroup: c4.</pre>
```



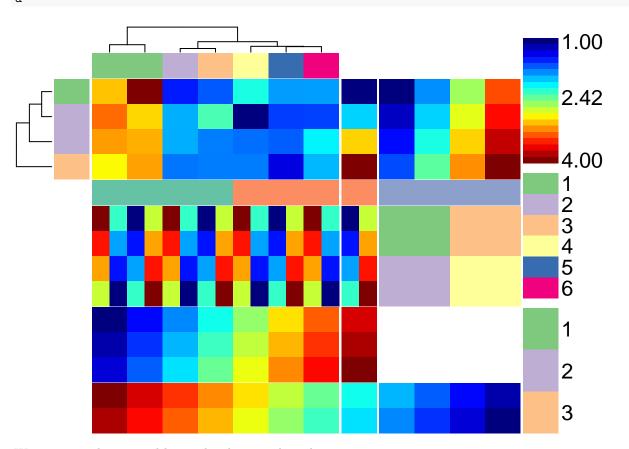
```
a <- a + WHeatmap(matrix(rep(c(8:1,1:8),4),nrow=4), Beneath('c4', h.aln=WGroupColumn('h1','c3')), 'h3')
## Register WHeatmap: h3.1.
## Register WHeatmap: h3.2.
## Register WGroup: h3.
a <- a + WHeatmap(matrix(1:4,nrow=2), RightOf('h3', h.scale='h2'), 'h4')
## Register WHeatmap: h4.
a <- a + WHeatmap(matrix(1:24,nrow=3), Beneath('h3'), 'h5')
## Register WHeatmap: h5.1.
## Register WHeatmap: h5.2.
## Register WGroup: h5.
a <- a + WHeatmap(matrix(24:1,nrow=2), Beneath('h5', h.aln=WGroupColumn('h1','c3','h2')), 'h6')
## Register WHeatmap: h6.1.</pre>
```

```
## Register WHeatmap: h6.2.
## Register WHeatmap: h6.3.
## Register WGroup: h6.
a <- a + WLegendV('c1', RightOf('h6.3'), 'l1')

## Register WLegendV: l1.
a <- a + WLegendV('c2', TopOf('l1', pad=0.1), 'l2')

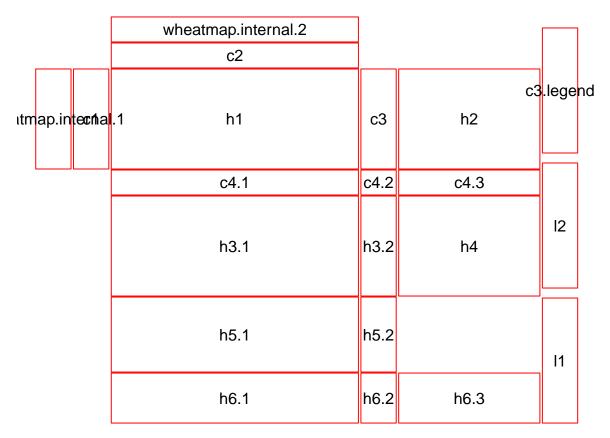
## Register WLegendV: l2.
a <- a + WLegendV('c3', TopOf('l2', pad=0.1), n.text=3)

## Register WLegendV: c3.legend.</pre>
```



We can view the internal layout by the providing the layout.only=TRUE option

```
print(a, layout.only=TRUE)
```



Wheatmap automatically de-cluttered the labels when there are too many. Below is an example of too many labels:

```
load_all('~/tools/wheatmap/wheatmap/')
```

Loading wheatmap

```
m <- matrix(1:1000, nrow=100)
rownames(m) <- paste0('row', 1:100)
WHeatmap(m, yticklabels = TRUE)</pre>
```

Register WHeatmap: wheatmap.internal.1.

