Data Visualisation with applot2 **Cheat Sheet**

Basics

ggplot2 is based on the grammar of graphics, the idea that you can build every graph from the same few components: a data set, a set of geoms-visual marks that represent data points, and a coordinate system



To display data values, man variables in the data set to aesthetic properties of the geom like size color, and x and y locations



Build a graph with qplot() or qqplot()

qplot(x = cty, y = hwy, color = cyl, data = mpg, geom = "point")

Creates a complete plot with given data, geom, and mappings. Supplies many useful defaults.

ggplot(data = mpg, aes(x = cty, y = hwy)) Begins a plot that you finish by adding layers to. No

defaults, but provides more control than gplot().

ggplot(mpg, aes(hwy, cty)) + geom point(aes(color = cvl)) + geom_smooth(method ="lm") + coord cartesian() +

scale color gradient() theme bw()

Add a new layer to a plot with a geom_*() or stat_*() function. Each provides a geom, a set of aesthetic mappings, and a default stat and

last plot() Returns the last plot

ggsave("plot.png", width = 5, height = 5)

Saves last plot as 5' x 5' file named "plot.png" in working directory. Matches file type to file extension.

Coordinate Systems

r <- b + geo m_bar()



+ coord fixed(ratio = 1/2) Cartesian coordinates with fixed aspect ratio between x and y units



coord_flip()



+ coord polar(theta = "x". direction=1)



+ coord_trans(vtrans = "sort") xtrans, ytrans, timx, timy Transformed cartesian coordinates. Set extras and strains to the name



+ coord map(projection = "ortho" + coord_maptprojection = ortho, orientation=c(41, -74, 0)) projection, orientation, xlim, ylim Map projections from the mapproj package (mercator (default), azequalarea, lagrange, etc.)

Geom's Use a geom to represent data points, use the geom's aesthetic properties to represent variables. Each function returns a layer

One Variable

Continuous











Graphical Primitives

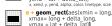






1 + geom_ribbon(aes(ymin=unemploy - 900, ymax=unemploy + 900)) x, ymax, ymin, alpha, color, fill, linetype, size

+ geom_segment(aes(xend = long + delta_long, yend = lat + delta_lat))



+ geom_rect(aes(xmin = long, ymin = lat, xmax= long + delta_long, ymax = lat + delta_lat))

Three Variables

seals\$z <- with(seals, sqrt(delta_long^2 + delta_lat^2))
m <- qqplot(seals, aes(long, lat))</pre>



+ geom_contour(aes(z = z))



geom_raster(aes(fill = z), hjust=0.5, st=0.5, interpolate=FALSE)



geom_tile(aes(fill = z))

Faceting

Facets divide a nlot into subplots based on the values of one or more discrete variables.



+ facet_grid(vear ~ .)



+ facet_grid(year ~ fl)



t + facet_wrap(~ fl)

Set erales to let avis limits vary across facets et_grid(y ~ x, scales = "free")

x and v axis limits adjust to individual facets

"free_x" - x axis limits adjust "free_y" - y axis limits adjust

Set labeller to adjust facet labels

t + facet grid(~ fl labeller = label both) fl:c fl:d fl:e fl:p fl:r rid(. ~ fl, labeller = label_both) α^c α^d α^e α^p α^r

t + facet_grid(. ~ fl, labeller = label_both) c d e p r

Two Variables

Continuous X. Continuous Y

geom blank()









Discrete X, Continuous Y

g <- ggplot(mpg, aes(class, hwy))

geom_bar(stat = "identity")

geom_boxplot() Δė , ymin, alpha, + geom_dotplot(binaxis = "v". stackdir = "center")

geom_violin(scale = "area")

Discrete X, Discrete Y



Continuous Bivariate Distribution



geom_bin2d(binwidth = c(5, 0.5))

geom_density2d() geom_hex()

Continuous Function



geom line()

geom_step(direction = "hv")

df <- data.frame(grp = c("A", "B"), fit = 4:5, se = 1:2)

k + geom_crossbar(fatten = 2) x, y, ymax, ymin, alpha, color, fill, linetype, s geom_errorbar()

geom_linerange()

geom_pointrange()



+ geom_map(aes(map_id = state), map = map) +
expand_limits(x = map\$long, y = map\$lat)
x x alpha color fill linetyne size

Position Adjustments

Position adjustments determine how to arrange geoms that would otherwise occupy the same space

s <- ggplot(mpg, aes(fl. fill = drv))



5 + geom_bar(position = "dodge")
Arrange elements side by eldo



s + geom_bar(position = "fill")
Stack elements on ton of one another norm



geom_bar(position = "stack")



f + geom_point(position = "jitter")
Add random noise to X and Y position of each element to avoid overplotting

Each position adjustment can be recast as a function with manual width and height arguments

colorbar, legend, or none (no legend)

s + geom_bar(position = position_dodge(width = 1))

Labels

t + xlab("New X label") Change the label on the X axis

t + ylab("New Y label") Change the label on the Y axis

Leaends

guides(color = "none")

t + labs(title =" New title", x = "New x", y = "New y")
All of the above

t + scale_fill_discrete(name = "Title", labels = c("A", "B", "C"))

theme(legend.position = "bottom")

Use scale functions to update legend

Themes

f + stat_unique()

f + stat identity()

f + stat sum()

dparams = list(df=5))



+ theme bw(



r + theme arev()





+ theme_minimal()

ggthemes - Package with additional ggplot2 themes

Stats An alternative way to build a layer

e.q. a + geom_bar(stat = "bin")

FMA

fl cty ctl

Some plots visualize a transformation of the original data set

Each stat creates additional variables to map aesthetics to. These

variables use a common ..name.. syntax. stat functions and geom

functions both combine a stat with a geom to make a layer, i.e.

i + stat_density2d(aes(fill = ..level..), geom = "polygon", n = 100)

a + stat_bin(binwidth = 1, origin = 10)

f + stat_bin2d(bins = 30, drop = TRUE)

f + stat binhex(bins = 30)

m + stat contour(aes(z = z))

+ stat_boxplot(coef = 1.5)

stat ecdf(n = 40)

+ stat ecdf(n = 40)

+ stat_bindot(binwidth = 1, binaxis = "x")

f + stat_density2d(contour = TRUE, n = 100)

m+ stat_spoke(aes(radius= z, angle = z))

ggplot() + stat_function(aes(x = -3:3), fun = dnorm, n = 101, args = list(sd=0.5))

f + stat summary(fun.data = "mean cl boot")

m + stat_summary_hex(aes(z = z), bins = 30, fun = mean)

g + stat_ydensity(adjust = 1, kernel = "gaussian", scale = "area")

stat_quantile(quantiles = c(0.25, 0.5, 0.75), formula = $y \sim log(x)$,

f + stat_smooth(method = "auto", formula = y ~ x, se = TRUE, n = 80, fullrange = FALSE, level = 1,95) x,y1.se, x, y1.se, x, y1

 $f + stat_quantile(quantiles = c(0.25, 0.5, 0.75), formula = y \sim log(x),$

f + stat _smooth(method = "auto", formula = y ~ x, se = TRUE, n = 80, fullrange = FALSE, level = 0.95) xyl_se_x_y___mn___man__

ggplot() + stat_qq(aes(sample=1:100), distribution = qt,

a + stat_density(adjust = 1, kernel = "gaussian")

stat_bin(geom="bar") does the same as geom_bar(stat="bin")

Use a stat to choose a common transformation to visualize.

Scales

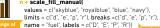
Scales control how a plot mans data values to the visual values of an aesthetic. To change the mapping, add a ustom scale.



n <- b + geom_bar(aes(fill = fl))



n + scale fill manual(



General Purpose scales

scale_*_continuous() - map cont' values to visual values scale_*_discrete() - map discrete values to visual values scale_*_identity() - use data values as visual values scale_*_manual(values = c()) - map discrete values to

X and Y location scales

scale_x_date(labels = date_format("%m/%d"), breaks = date breaks("2 weeks"))

scale_x_datetime() - treat x values as date times. Use

scale_x_log10() - Plot x on log10 scale scale_x_reverse() - Reverse direction of x axis scale x sqrt() - Plot x on square root scale

Color and fill scales



n + scale fill brewer palette = "Blues") For palette choices: display.brewer.all()





+ scale_fill_gradientn(colours = terrain.colors(6))

Also: rainbow(), heat.colors(), topo.colors(), cm.colors(), RColorBrewer::brewer.pal()

<- a + geom_dotplot(

Shape scales



na.value = "red")

aes(shape = fl))

p + scale_shape solid = FALSE) p + scale_shape_manual(values = c(3:7))

0 □ 6 ▽ 12 ⊞ 18 ◆ 24 ▲ 1 ○ 7 🛛 13 🔯 19 • 25 🔻 2 △ 8 ★ 14 四 20 • • • 3 + 9 ◆ 15 ■ 21 ○ 4 × 10 ⊕ 16 ● 22 ■ 0 0



scale_size_area(max = 6)

5♦ 11 🕱 17 🛦 23 ♦ 0 O

Zooming

Without clipping (preferred)



t + coord cartesian(xlim = c(0, 100), ylim = c(10, 20)

With clipping (removes unseen data points)



t + xlim(0, 100) + ylim(10, 20)

scale_x_continuous(limits = c(0, 100)) + scale_y_continuous(limits = c(0, 100))