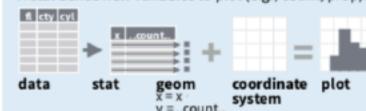


A stat builds new variables to plot (e.g., count, prop).



Visualize a stat by changing the default stat of a geom function, **geom\_bar(stat="count")** or by using a stat function, **stat\_count(geom="bar")**, which calls a default geom to make a layer (equivalent to a geom function). Use ..name.. syntax to map stat variables to aesthetics.



c + stat\_bin(binwidth = 1, origin = 10)

x,y | ...count.., ..ncount.., ..density.., ..ndensity..

c + stat\_count(width = 1) x, y, | ...count.., ..prop..
c + stat\_density(adjust = 1, kernel = "gaussian")

x,y, | ..count.., ..density.., ..scaled..

e + stat\_bin\_2d(bins = 30, drop = T) x, y, fill ...count....density..

e + stat\_bin\_hex(bins=30) x, y, fill | ..count.., ..density..
e + stat\_density\_2d(contour = TRUE, n = 100)

x, y, color, size | ..level.. e + stat\_ellipse(level = 0.95, segments = 51, type = "t")

l + stat\_contour(aes(z = z)) x, y, z, order | ..level..

l + stat\_summary\_hex(aes(z = z), bins = 30, fun = max) x, y, z, fill | ..value..

 $l + stat_summary_2d(aes(z = z), bins = 30, fun = mean)$ x, y, z, fill | ..value..

f + stat\_boxplot(coef = 1.5) x, y | ..lower.., ..middle.., ..upper.., ..width.. , ..ymin.., ..ymax..

f + stat\_ydensity(kernel = "gaussian", scale = "area") x, y | ..density.., ..scaled.., ..count.., ..n.., ..violinwidth.., ..width...

e + stat\_ecdf(n = 40) x, y | ..x.., ..y..

e + stat\_quantile(quantiles = c(0.1, 0.9), formula = y ~ log(x), method = "rq") x, y | ...quantile...

**e + stat\_smooth**(method = "lm", formula = y ~ x, se=T, level=0.95) **x, y** | ..se.., ..x.., ..y.., ..ymin..., ..ymax..

ggplot() + stat\_function(aes(x = -3:3), n = 99, fun = dnorm, args = list(sd=0.5))  $\mathbf{x}$  | ..x.., ..y..

e + stat\_identity(na.rm = TRUE)

e + stat\_sum() x, y, size | ..n.., ..prop..

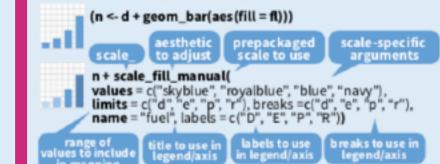
e + stat\_summary(fun.data = "mean\_cl\_boot")

h + stat\_sum mary\_bin(fun.y = "mean", geom = "bar")

e + stat\_unique()

## Scales

Scales map data values to the visual values of an aesthetic. To change a mapping, add a new scale.



#### **GENERAL PURPOSE SCALES**

Use with most aesthetics

scale\_\*\_continuous() - map cont' values to visual ones
scale\_\*\_discrete() - map discrete values to visual ones

scale\_\*\_identity() - use data values as visual ones

scale\_\*\_manual(values = c()) - map discrete values to manually chosen visual ones

scale\_\*\_date(date\_labels = "%m/%d"), date\_breaks = "2 weeks") - treat data values as dates.

scale\_\*\_datetime() - treat data x values as date times.
Use same arguments as scale\_x\_date(). See ?strptime for label formats.

#### X & Y LOCATION SCALES

Use with x or y aesthetics (x shown here)

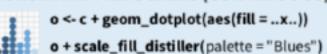
scale\_x\_log10() - Plot x on log10 scale
scale\_x\_reverse() - Reverse direction of x axis
scale\_x\_sqrt() - Plot x on square root scale

#### COLOR AND FILL SCALES (DISCRETE)

n <- d + geom\_bar(aes(fill = fl))

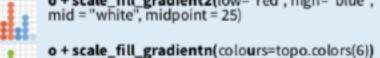
n + scale\_fill\_brewer(palette = "Blues")
For palette choices:
RColorBrewer::display.brewer.all()
n + scale\_fill\_grey(start = 0.2, end = 0.8, na.value = "red")

#### COLOR AND FILL SCALES (CONTINUOUS)



o + scale\_fill\_gradient(low="red", high="yellow")

o + scale\_fill\_gradient2(low="red", high="blue", mid = "white", midpoint = 25)



o + scale\_fill\_gradientn(colours=topo.colors(6)) Also: rainbow(), heat.colors(), terrain.colors(), cm.colors(), RColorBrewer::brewer.pal()

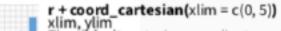
#### SHAPE AND SIZE SCALES

```
p <- e + geom_point(aes(shape = fl, size = cyl))
p + scale_shape() + scale_size()
p + scale_shape_manual(values = c(3:7))
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
□○△+×◇▽◎米⊕単定田◎四□○△◇○○◎□◇△▽
p + scale_radius(range = c(1,6))
```

p + scale\_size\_area(max\_size = 6)

## **Coordinate Systems**

#### r <- d + geom\_bar()



The default cartesian coordinate system r + coord\_fixed(ratio = 1/2)

ratio, xlim, ylim. Cartesian coordinates with fixed aspect ratio between x and y units

r + coord\_flip() xlim, ylim

xlim, ylim Flipped Cartesian coordinates r + coord\_polar(theta = "x", direction=1)

theta, start, direction
Polar coordinates
r + coord\_trans(ytrans = "sqrt")

r + coord\_trans(ytrans = "sqrt") xtrans, ytrans, limx, limy Transformed cartesian coordinates. Set xtrans and ytrans to the name of a window function.

## (P)

#### π + coord\_quickmap()

π + coord\_map(projection = "ortho", orientation=c(41, -74, 0))projection, orienztation, xlim, ylim

Map projections from the mapproj package (mercator (default), azequalarea, lagrange, etc.)

## Position Adjustments

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

# s <- ggplot(mpg, aes(fl, fill = drv)) s + geom\_bar(position = "dodge") Arrange elements side by side





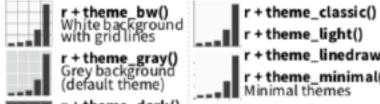


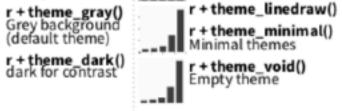


Each position adjustment can be recast as a function with manual width and height arguments

s + geom\_bar(position = position\_dodge(width = 1))

## Themes





## **Faceting**

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



t <- ggplot(mpg, aes(cty, hwy)) + geom\_point()

```
t + facet_grid(. ~ fl)
facet into columns based on fl

t + facet_grid(year ~ .)
facet into rows based on year

t + facet_grid(year ~ fl)
facet into both rows and columns

t + facet_wrap(~ fl)
wrap facets into a rectangular layout
```

Set scales to let axis limits vary across facets

t + facet\_grid(drv ~ fl, scales = "free")
x and y 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

t + facet_grid(fl ~ ., labeller = label_bquote(alpha ^ .(fl)))
\alpha^c \qquad \alpha^d \qquad \alpha^e \qquad \alpha^p \qquad \alpha^r
t + facet_grid(. ~ fl, labeller = label_parsed)
```

d e p r

### Labels

```
t + labs( x = "New x axis label", y = "New y axis label",
title = "Add a title above the plot",
subtitle = "Add a subtitle below title",
caption = "Add a caption below plot",

<AES> = "New <AES> legend title")

t + apportate(geom = "text" x = 9 x = 9 [abel = "A")
```

t + annotate(geom = "text", x = 8, y = 9, label = "A")

geom to place manual values for geom's aesthetics

## Legends

n + theme(legend.position = "bottom")
Place legend at "bottom", "top", "left", or "right"

n + guides(fill = "none")
Set legend type for each aesthetic: colorbar, legend, or
none (no legend)

n + scale\_fill\_discrete(name = "Title", labels = c("A", "B", "C", "D", "E")) Set legend title and labels with a scale function.

## 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)

t + scale\_x\_continuous(limits = c(0, 100)) + scale\_y\_continuous(limits = c(0, 100))

R Studio

# Xand Y Scales

```
scale x continuous (
 name = waiver(),
                            # label - also set by labs
 breaks = waiver(),
                            # tick mark label positions
 minor breaks = waiver(), # minor grid lines
  labels = waiver(),
                            # tick mark labels (defaults to value)
                            # min and max: c(min, max)
  limits = NULL,
  expand = waiver(),
                            # padding on limits
  trans = "identity",
                            # log, reverse, sqrt, etc.
 position = "bottom",  # left, right, top, bottom
  . . . )
```