

# Building a Bio-analytical Theory for the Analysis of Marine Mammal Movements

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## Using the Grammar of Graphics and Interactivity to explore Biologging Data in R

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# Follow Along

- See this demo's GitHub repository to follow along with this demonstration:

<https://github.com/vincenzocoia/sea-mammal-gg>

# Goals

All simultaneously.

## 1. Conceptual:

- How to display data w/ lots of variables (Grammar + Interaction)

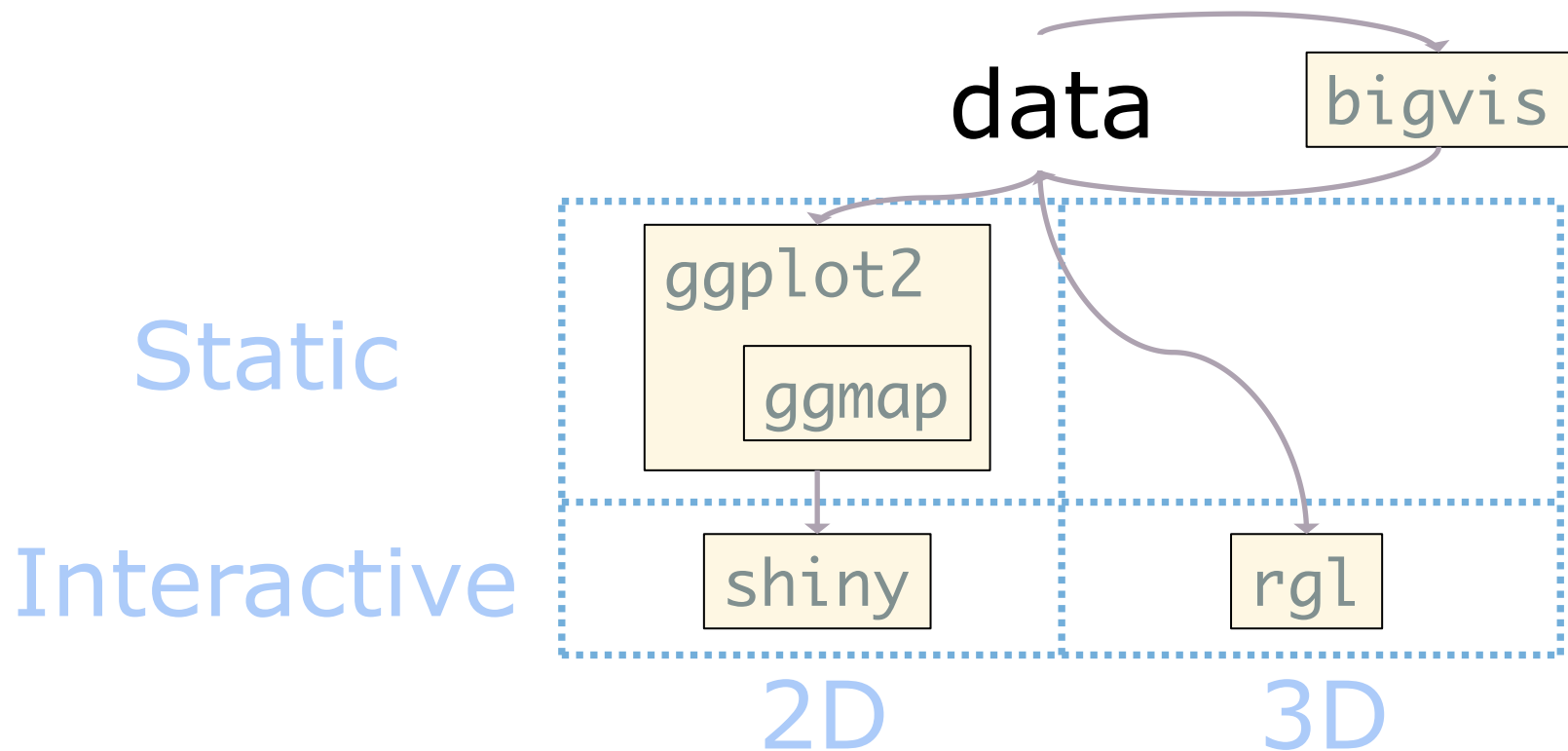
## 2. Software demo in R

- (Won't focus on syntax much)

## 3. Exploratory Analysis of biologging data

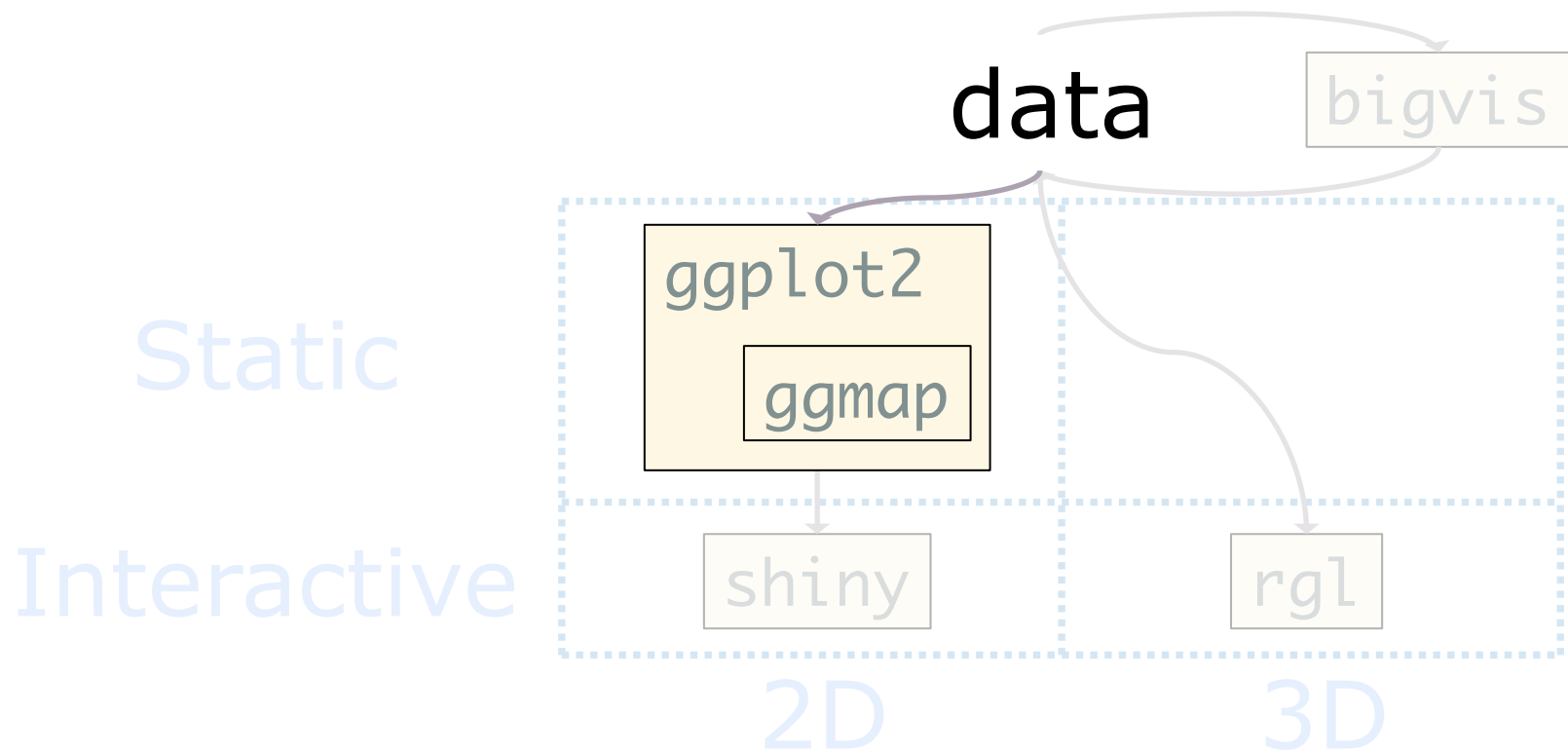
# Visualization Map

- Some (of many) R packages for making visuals.



Use the grammar of graphics to see where the seal went.

## EXERCISE 1: SEAL'S PATH



# Why Grammar?

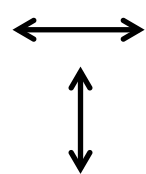
- Provides a framework for constructing statistical graphics
- ... *any* statistical graphic??

...the grammar effectively defines the parameter space of statistical graphics.  
— Hadley Wickham

- There are **6 components**\*

# 1. Aesthetics

- A mapping from *variables* to things we can *perceive*.



x = longitude  
y = latitude

- Other examples:

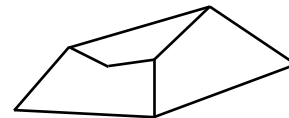
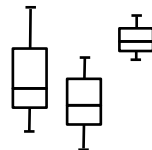
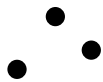
- Colour, shape, size

# 2. Geometric Objects

- The type of object plotted.

```
geom = 'path'
```

- Other examples (there's lots!):
  - Points, Bars, Boxplots, Polygons,...



We'll stop at this component for now.



# ggmap

- Use the grammar on top of raster maps. (see [tutorial](#))
- Workflow:
  1. Get a map:

```
my_map <- get_map(...)
```

From:

Google Maps, OpenStreetMap, Stamen Maps,  
Cloudmade Maps

Apparently has 1000s of map styles!

# ggmap

## 2. Plot it.

```
ggmap(my_map)
```

## 3. Add ggplot lines

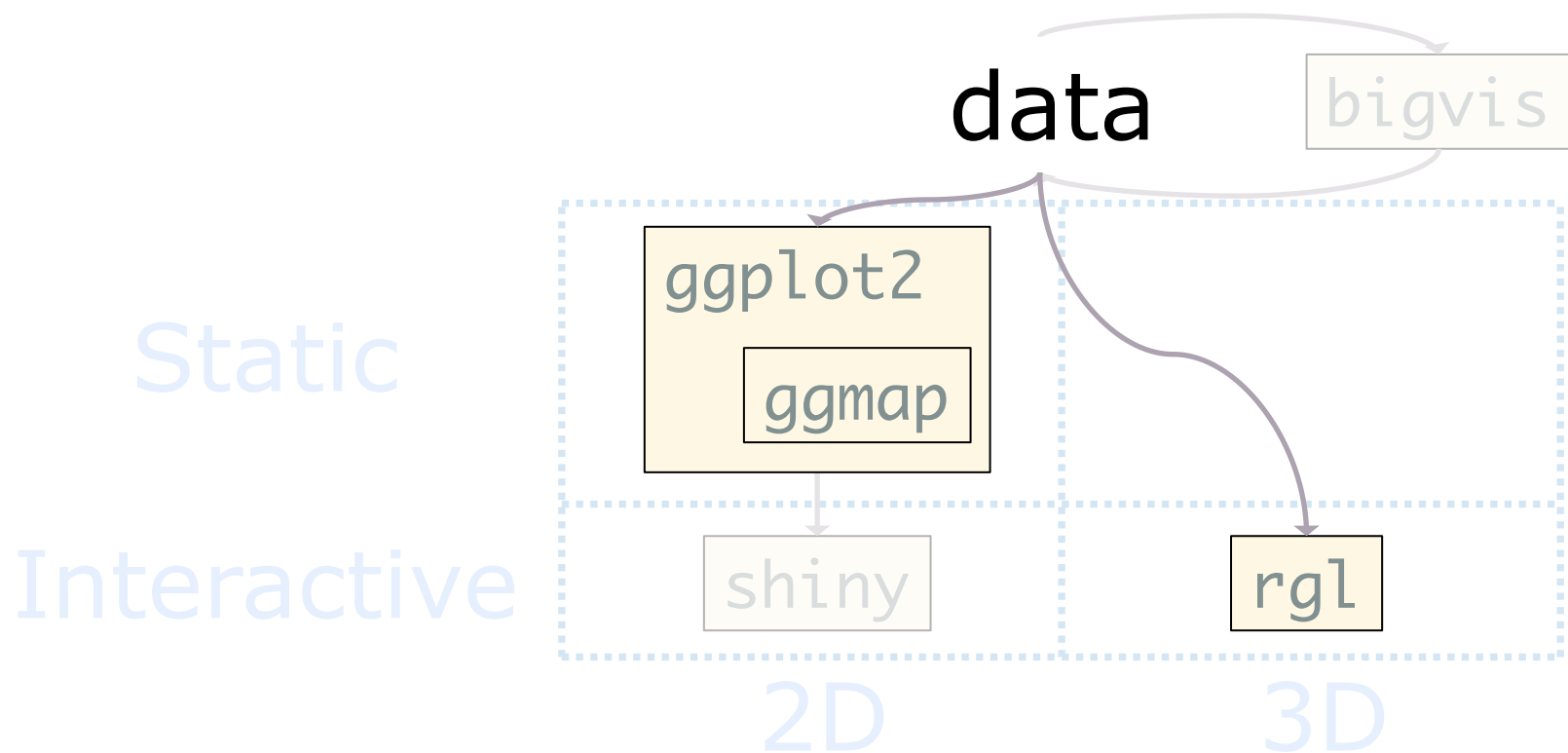
Your would-be first line  
in making a ggplot2 plot

```
ggmap(my_map, base_layer = ggplot(...)) +  
  #--ggplot lines--#
```

Add ggplot lines as  
usual

- View magnetometer/accelerometer data in 3D.
- View in 2D with ggplot2.

## EXERCISE 2: MAGNETOMETER



# rgl

- An interactive 3D data plotter.

Can rotate and zoom  
interactively

- Does not (?) use the grammar.
- Let's take a look at the magnetometer data.

```
plot3d(x, y, z)
```

# Back to ggplot2

- We can display the data in 2D.
- Need to know the other grammar components.

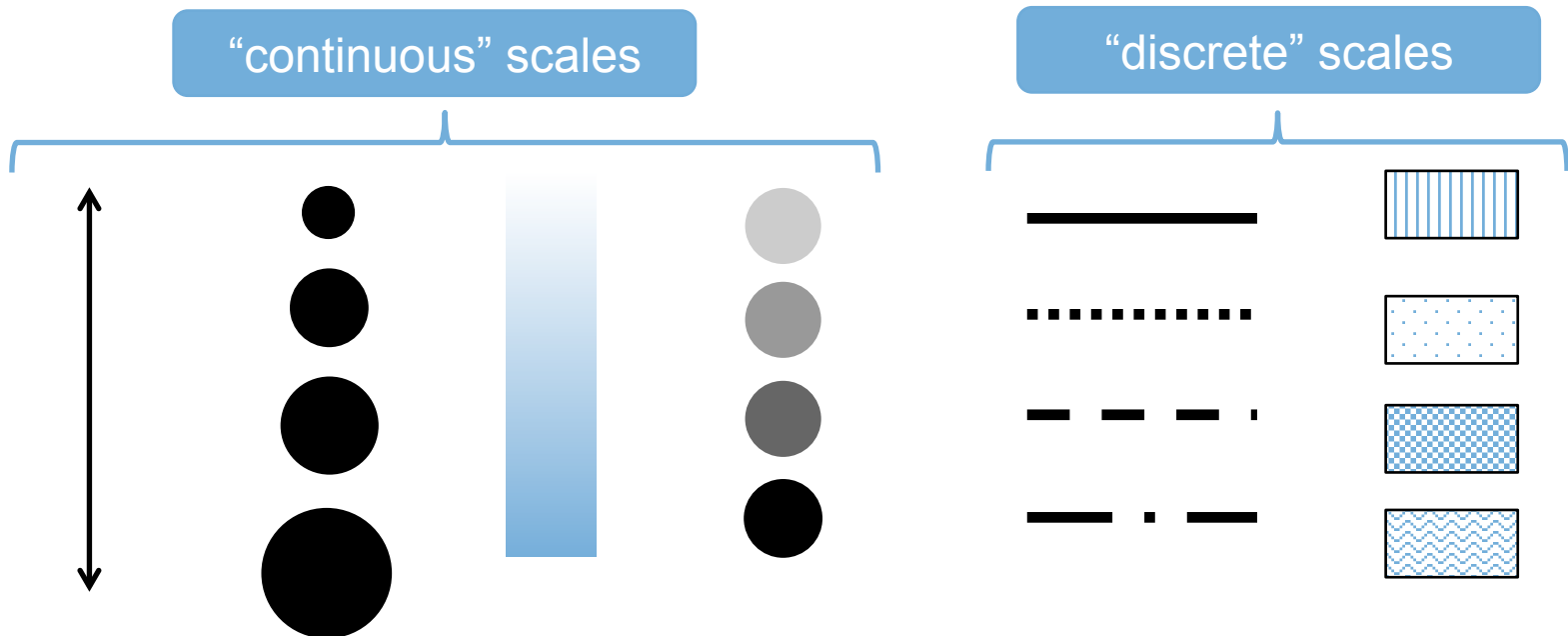
- Recall:

1. Aes.:  $\longleftrightarrow$   $\updownarrow$  Colour sHaPe size

2. Geom.:  $\cdot \cdot$    

# 3. Scale

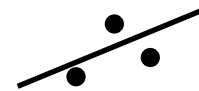
- ...are **levels** of an aesthetic.
- Use *legends* and *axes* to communicate the scale.



# 4. Statistical Transformations

- Plots a statistical transformation of the data.

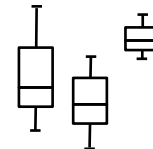
Data → mean regression



Data → count



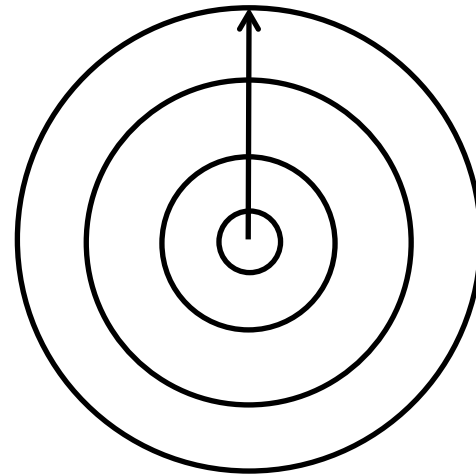
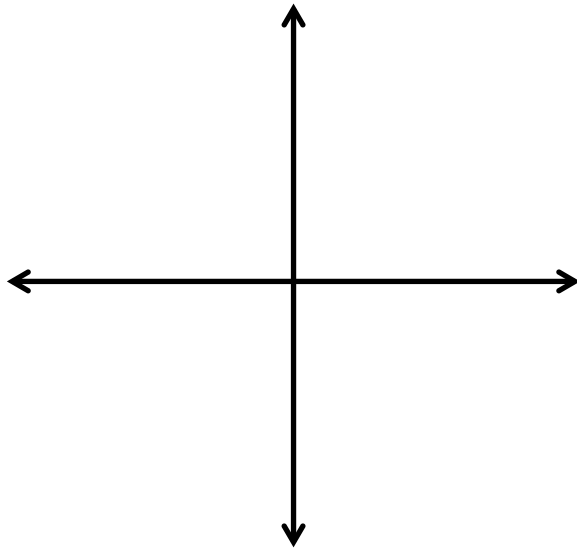
Data → quantiles



- Typically a default is paired with geom.

# 5. Coordinates

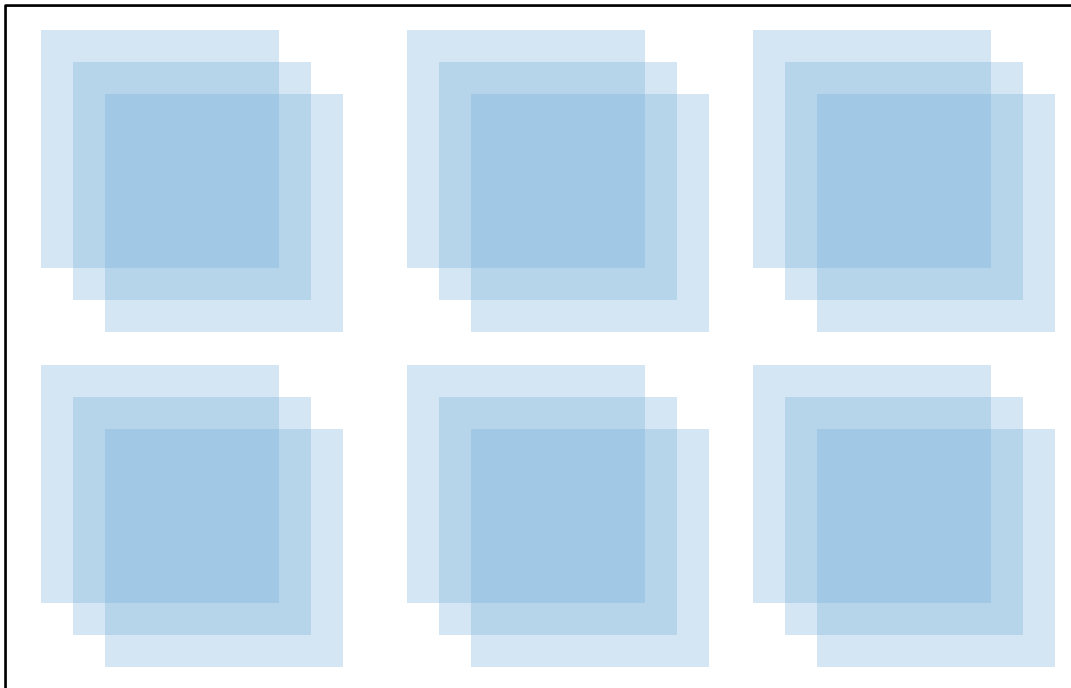
- How to **position** objects on the plot.



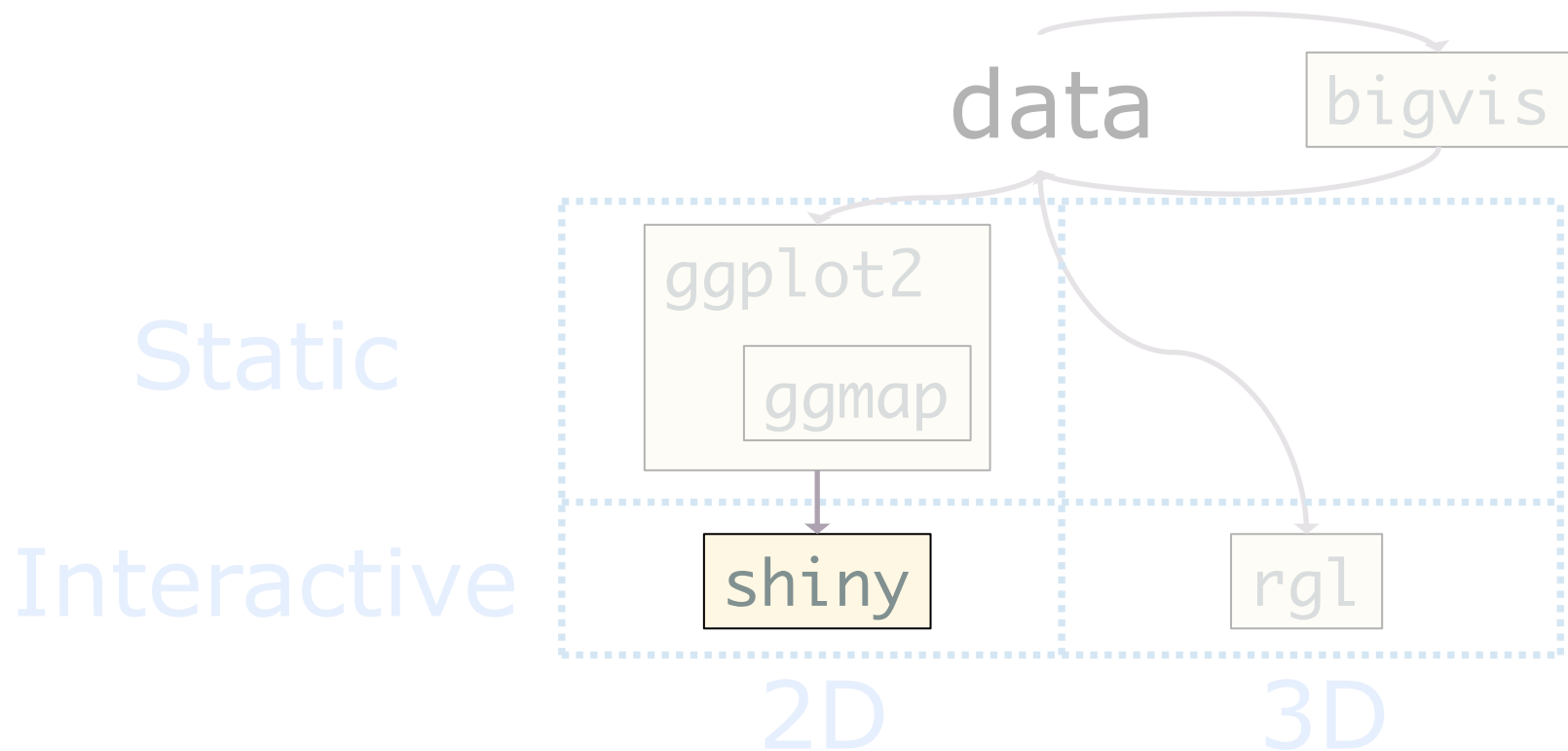


# 6. Layers

- Combine components 1-5 to get a plot "**layer**".
- Put layers in  $\leq 3$ D array



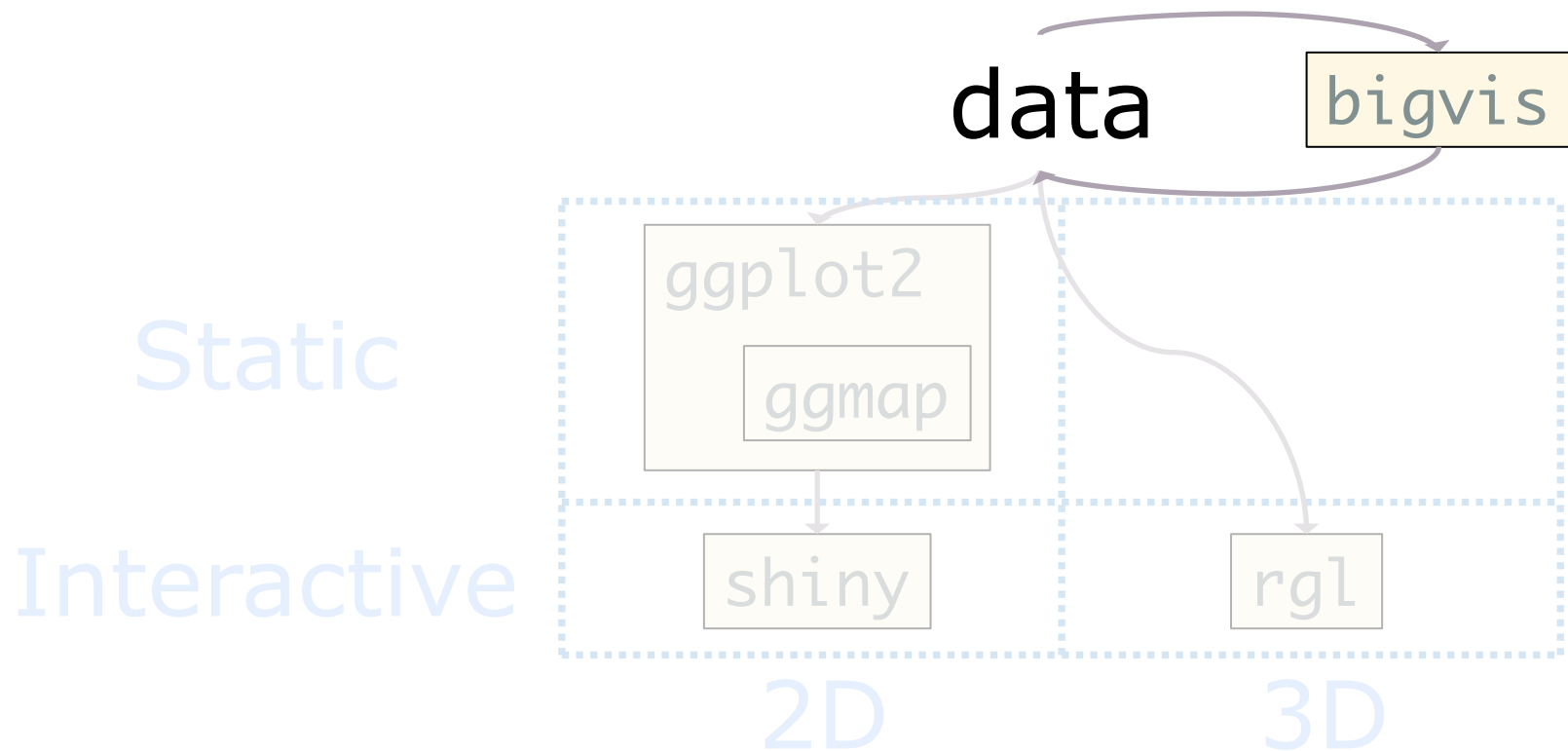
# EXERCISE 3: CONNECT AND BRING TO LIFE



# shiny

- Make **apps** anyone can use
- I list it as 2D, but it might accommodate 3D (rgl) too.
- To make, code two .R files:
  - *User interface*
  - *Server* (the “workhorse”)

# BIGVIS



# What to do about overplotting?

- We already saw two:
  1. Subset the data
  2. Use alpha-transparency
- Alternative:
  3. Use *bins*: 'bigvis' can help!

# bigvis

## 1. **Bin** the data

```
bin(x)
```

## 2. **Summarize** data in each bin

- Count; Mean; s.d.; etc.

```
condense(<<binned object(s)>>)
```

- Limited to a 2D grid!

# bigvis

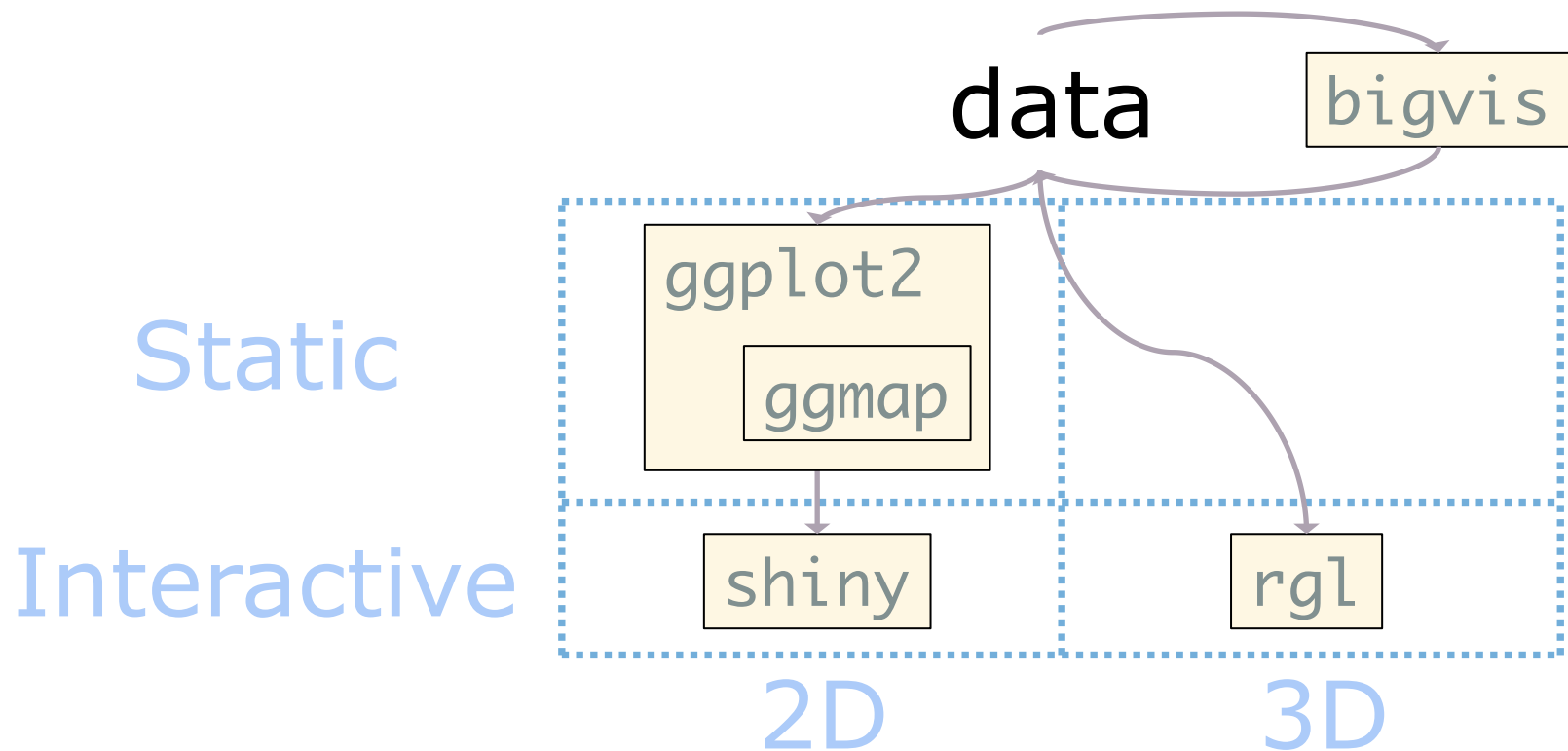
- Ready to plot!
- But, plot may be:
  - ...noisy, so **smooth** the bin data
- ...imbalanced, so **remove** outliers

`smooth()`

`peel()`

- *Now plot.*

# CONCLUSIONS





# Gallery

- gg\* plots from James Cheshire
  - [Bike Routes + Pollution Map](#)
  - [Journeys to Work Map](#)
  - General [ggplot2](#)
- rgl:
  - Matt Leonawicz' [Great Circles](#).
  - See [demo](#) for more plots
- shiny's official [gallery](#).

# Summary

- Visualize high-D data with:
  - grammar components  
(="plotting parameters")
  - exploration through interactivity
- R puts you in control
  - but is not without limitations!
- Did we learn something about our friend the seal?

Useful  
framework to  
promote  
creativity!