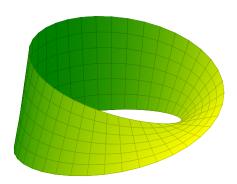
Quick Reference

PGFPLOTS

```
\begin{tikzpicture}
\begin{axis}[
 hide axis,
 view = {40}{40},
\addplot3[
 surf,
 colormap/greenyellow,
 shader = faceted interp,
 z buffer = sort,
 point meta = x,
 domain = 0:360,
 domain y = -0.5:0.5,
 samples = 40,
 samples y = 7,
({(1 + 0.5 * y * cos(x / 2))) * cos(x)},
\{(1 + 0.5 * y * cos(x / 2))) * sin(x)\},
\{0.5 * y * \sin(x/2)\}\);
\end{axis}
\end{tikzpicture}
```



Ralph Schleicher

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https://www.gnu.org/licenses/

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Nomenclature

\foo	T _E X control sequence.
foo _{env}	LATEX environment foo.
foo_{sty}	PGFPLOTS style with key foo.
foo	Terminal symbol, literal text.
$\langle foo \rangle$	Non-terminal symbol, metasyntactic variable.
$\langle foo \rangle \rightarrow \langle bar \rangle$	Production rule; $\langle foo \rangle$ can be replaced by $\langle bar \rangle$
	$\langle foo \rangle$ and $\langle bar \rangle$ are implicit groups.
⟨foo⟩ ⟨bar⟩	Sequence; $\langle foo \rangle$ followed by $\langle bar \rangle$.
$\langle foo \rangle \langle bar \rangle$	Choice; $\langle foo \rangle$ or $\langle bar \rangle$.
$\langle foo \rangle^*$	$\langle foo \rangle$ can occur zero or more times.
$\langle foo \rangle^+$	$\langle foo \rangle$ can occur one or more times.
$\langle foo \rangle^{?}$	$\langle foo \rangle$ is optional.
()	Explicit group.
$\triangleright \langle key \rangle = \langle value \rangle$	User option, $\langle key \rangle$ and $\langle value \rangle$ are implicit
	groups.
> ⟨key⟩	User option without a value.
42	Default value is 42.
<u></u>	Line continuation mark.
⟨empty⟩	Nothing.
(newline)	Newline character, ^^M in T _E X.
⟨dimension⟩	A legitimate T _E X dimension.
⟨number⟩	$(-\infty,\infty)\cap\mathbb{R}$.
⟨positive number⟩	$(0,\infty)\cap\mathbb{R}$.
(non-negative number)	$[0,\infty)\cap\mathbb{R}.$
(integer)	$(-\infty,\infty)\cap\mathbb{Z}$.
⟨positive integer⟩	$(0,\infty)\cap\mathbb{Z}$.
(non-negative integer)	$[0,\infty)\cap\mathbb{Z}.$

Option Index

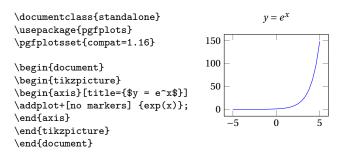
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Concept Index

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C .cd key handler	handler see key handler input data coordinates list 2

1 General

1.1 Document Structure



1.2 PGFPLOTS Options

```
\label{eq:losset} $$ \left( \langle key/value\ list \rangle \right) $$ \left( \langle key/value\ list \rangle \rightarrow \left( \langle key \rangle = \langle value \rangle \right)^* $$
```

Options are supplied as a \(\lambda key/value list\rangle\). The \(/\phigfplots/\) and \(/\tikz/\) prefixes in \(\lambda key\rangle\) can be omitted in the scope of PGFPLOTS commands. Please note that a trailing comma in \(\lambda key/value list\rangle\) does no harm.

1.3 Key Handlers

1.4 Mathematical Expressions

See the TikZ/PGF manual for a detailed description.

Use parenthesis, (and), for grouping. Arguments and values of trigonometric functions are in degree angle.

Arithmetic Operators: +, - (also unary minus), *, /, $^$ (exponentiation), ! (factorial, postfix operator), \mathbf{r} (radian, postfix operator, see deg).

Relational Operators: ==, !=, <, <=, >, >=.

Logical Operators: ! (not, prefix operator), | | (or), && (and).

Conditionals: \(\lambda\) condition\(\rangle?\rangle\) true\(\rangle:\lambda\) false\(\rangle.\)

Constants: pi, e, false, true.

Unary Functions: abs, sign, int, frac (fractional part), round, floor, ceil, factorial (see !), iseven, isodd, isprime, sqrt, exp, ln, log10, log2, sin, cos, tan, cot, sec, cosec, asin, acos, atan, deg (degree from radian), rad (radian from degree), sinh, cosh, tanh.

Binary Functions: div (integer division), mod, Mod (unsigned result), gcd, pow (see $\hat{}$), atan2, veclen (vector length in \mathbb{R}^2).

n-ary Functions: min, max.

 $Pseudo-Random\ Number\ Functions\ (Uniform\ Distribution)\colon {\tt rnd}\ ([0,1]\cap\mathbb{R}), \\ {\tt rand}\ ([-1,1]\cap\mathbb{R}), {\tt random}\ (n)\ ([1,n]\cap\mathbb{N}), {\tt random}\ (m,n)\ ([m,n]\cap\mathbb{Z}).$

2 Axis Environments

```
\begin{axis} [\langle axis \ options \rangle]^?
\(\lambda axis \ options \rangle \rightarrow \lambda key/value \ list \rangle
```

 \mathtt{axis}_{env} , can also be $\mathtt{semilogxaxis}_{env}$, $\mathtt{semilogyaxis}_{env}$, or $\mathtt{loglogaxis}_{env}$.

▷ every (type)? axis
(type) → (linear|semilogx|semilogy|loglog)
Define default axis options.

▷ xmode|ymode|zmode = normal|linear|log option
 Customize axis scaling; linear is a synonym for normal.

 \triangleright log basis $(x|y|z) = \langle empty \rangle | \langle positive\ number \rangle$

option

style

The basis for logarithmic axis scaling. Empty means to apply the natural logarithm (base e) to any input coordinate – if the axis scaling is logarithmic – and use the decadic/common logarithm (base 10) for displaying tick labels. Any non-empty value causes both, coordinates and tick labels, to use the logarithm with base (number).

3 Plots

\addplot[\(\rho\) pitions\)]? \(\line(input data\) \(\rho\) trailing TikZ path commands\); \addplot (without options) and \addplot+[\(\rho\) pitions\)] utilize default options from the cycle list. \addplot[\(\rho\) pitions\)] only use the manually provided options.

ightharpoonup every axis plot (no n)? style Define $\langle plot\ options \rangle$ for all plots or for the n^{th} plot of every axis. Plot numbers are zero-based.

3.1 Input Data

▷ empty line = auto|none|scanline|jump

option

How to handle empty lines in *(coordinates list)*, none means to do nothing, jump means to insert a discontinuity.

3.1.1 Coordinates List

Read input data from a sequence of coordinates. x, y, and z are the point coordinates. u, v, and w are the error coordinates (reliability bounds) for error bar plots. Coordinate z and w are only mandatory for 3D plots. Empty lines in the $\langle coordinates \ list \rangle$ indicate discontinuities; use $\$ when gathering coordinates in a $T_{\rm E}X$ macro.

▷ plot coordinates/math parser = true|false

option

Whether or not to enable mathematical expressions in every coordinate inside of a $\langle coordinates \, list \rangle.$

3.1.2 Table Data

 $\langle input \, data \rangle \rightarrow table \, \, [\langle table \, options \rangle]^{?} \, \, \{\langle table \, data \rangle + \langle file \, name \rangle \, | \, \langle inline \, table \rangle$

Read input data from table columns.

```
 \begin{array}{ll} \rhd \ table/\langle coordinate\rangle \ = \ \langle column \ name\rangle & \text{option} \\ \rhd \ table/\langle coordinate\rangle & \text{index} \ = \ \langle column \ index\rangle & \text{option} \\ \rhd \ table/\langle coordinate\rangle & \text{expr} \ = \ \langle expression\rangle & \text{option} \\ \langle coordinate\rangle \rightarrow x \ |y \ |z \ |(x \ |y \ |z) & \text{error} \ (plus \ |minus)^{?} \ |meta \\ \end{array}
```

Column names are case sensitive and have to exist. Use {⟨column name⟩} to quote non-trivial column names. The first column has index zero. Within ⟨expression⟩ \thisrow{⟨column name⟩} and \thisrowno⟨column index⟩ yields the cell value of the specified column. Likewise, \coordindex yields the index of the current set of coordinates and

\lineno yields the total line number. Both numbers start counting at zero.

 \triangleright table/header = $\underline{\text{true}}|\text{false}|$

option

Whether or not to check 〈*table data*〉 for column names. If enabled, the first non-comment line is checked for column names. That means if any element is not a number, all entries are treated as column names.

ightharpoonup table/skip first n = $\underline{0} | \langle non\text{-}negative\ integer} \rangle$ option Don't process the first n lines in $\langle table\ data \rangle$.

```
All markers plotted with 'mark options = {draw = blue, fill = yellow}' and 'mark color = pink'. You can rotate makers with, e.g., 'mark options = {rotate = 90}'.
```

▷ /tikz/mark = *|⟨marker⟩
Use ⟨marker⟩.

Draw a marker at every (integer)th sample.

 $ightharpoonup / tikz/mark phase = 1 | \langle integer \rangle$ option Draw the first marker at the $\langle integer \rangle$ th sample; $\langle integer \rangle$ is one based.

 $ightharpoonup / tikz/mark indices = {1 \over 1} | {\langle comma-separated list of integers \rangle}$ option Explicit sample indices for drawing markers.

⟨comma-separated list of integers⟩ can contain . . . expressions, for example 'mark indices = {1, 2, . . . , 7}'.

 \triangleright /tikz/every mark

style

This style is applied before drawing a marker.

▶ /pgfplots/no markers

style

Disable markers; even for cycle lists that contain markers.

▷ /pgf/mark color = white | ⟨color⟩ option Additional fill color for halfcircle, halfcircle*, halfdiamond*, and halfsquare* markers.

 $ightharpoonup /pgf/text mark = \underline{p} | \langle text \rangle$ Define the text for 'mark = text'. option

▷ /pgf/text mark as node = false|true

Whether or not to draw text markers as nodes.

option

▷ /pgf/text mark style = {⟨options⟩}

option

Customize the appearance of text markers. When 'text mark as node' is true, 'text mark style' are \node options. Otherwise, 'text mark style' are \polygraph options.

4.6 Colors

Color support is provided by the xcolor package. Standard color names:



 \triangleright /tikz/color = $\langle color \rangle$

ontio

Set the color for drawing and filling. You can omit the option key if $\langle color \rangle$ is a color name.

```
ightharpoonup / tikz/draw = \langle color \rangle option

ightharpoonup / tikz/fill = \langle color \rangle option
```

Set the color for drawing or filling respectively. You can use none as $\langle color \rangle$ to disable drawing or filling.

```
\label{eq:color} $$ \definecolor{\langle name \rangle}_{\langle model \rangle}_{\langle spec \rangle} $$ $$ \langle model \rangle \to rgb | cmy | cmyk | hsb | hsb | hsb | gray | RGB | hsb | Gray | html. $$ | wave $$ \langle rgb | spec \rangle \to x, x, x $$ \langle cmy | spec \rangle \to x, x, x $$ \langle cmy | spec \rangle \to x, x, x $$ \langle cmyk | spec \rangle \to x, x, x $$ \langle hsb | spec \rangle \to x, x, x $$ \langle hsb | spec \rangle \to H, x, x $$ \langle thsb | spec \rangle \to H, x, x $$ \langle gray | spec \rangle \to x $$ (RGB | spec \rangle \to L, L, L $$ (HSB | spec \rangle \to M, M, M $$ \langle Gray | spec \rangle \to N $$
```

 $\langle \text{wave } spec \rangle \to [363, 814]$ $x = [0, 1], \ H = [0, 360], \ L = [0, 255] \cap \mathbb{Z}, \ M = [0, 240] \cap \mathbb{Z}, \ \text{and} \ N = [0, 15] \cap \mathbb{Z}. \ \text{All}$

colors are defined in the sRGB color space. HSB is a synonym for HSL.

 $\langle \text{HTML } spec \rangle \rightarrow [000000_{16}, \text{FFFFFF}_{16}]$

4.2 Line Cap

> /tikz/line cap = butt|rect|round
Set the line cap style.





4.3 Line Join

ightharpoonup / tikz/line join = miter|bevel|roundSet the line join style.





 \triangleright /tikz/miter limit = $\underline{10} |\langle number \rangle$

option

option

option

When the ratio of the miter length to the line width is greater than $\langle number \rangle$, the miter join is replaced by a bevel. A miter limit $\ell = 1/\sin(\alpha/2)$ for $\alpha \in (0^{\circ}, 180^{\circ}]$ will create a bevel join for angles less than $\alpha = 2 \cdot \arcsin(1/\ell)$.

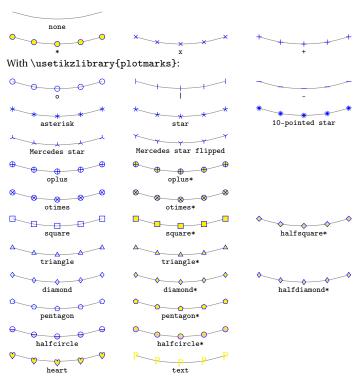
4.4 Dash Pattern

		style
> /tikz/dashed		style
	- · - · - · - · - · - · -	style
		style
Predefined line styles.		

> /tikz/dash pattern = ((on|off) ⟨dimension⟩)⁺ option
Set the dash pattern (line style) for drawing lines, e.g.,
'dash pattern = on 3.5mm off 0.7mm'.

4.5 Markers

Standard markers:



```
▷ table/ignore chars = {}|⟨comma-separated list⟩
▷ table/white space chars = {}|⟨comma-separated list⟩
```

▶ table/comment chars = {}|⟨comma-separated list⟩

Extra characters to be ignored, treated like a whitespace character (beside space and tab), or treated like a comment start character (beside # and %).

ightharpoonup table/row sep = $\langle newline \rangle$ | \\

Use $\$ as the row seperator if you experience problems with $\langle newline \rangle$, for example with inline table data or when gathering table data in a T_FX macro.

b table/col sep = space|tab|comma|semicolon|colon → option
|braces|&|ampersand

A space column separator means one or more space or tab characters. With braces, every table cell looks like $\{\langle contents \rangle\}$ and whitespace characters between adjacent table cells is ignored. A & column separator implies 'table/trim cells = true'.

▶ table/read completely = <u>auto</u>|true|false option
Whether or not to read the whole table into memory. Use with care!

> table/search path = {}|⟨comma-separated list⟩ option
> table/search path/implicit . = true|false option

Search path for input files, . means to use the standard TEX procedure.

Read table data once so that you can use it multiple times; $\foom is a$ user-defined command sequence.

3.1.3 Mathematical Expressions

```
\langle input \, data \rangle \rightarrow expression^? \{\langle expression \rangle\} 
\langle input \, data \rangle \rightarrow (\langle x-expression \rangle, \langle y-expression \rangle), \langle z-expression \rangle)
```

Create input data by sampling a mathematical expression over an argument domain. The second form can be used to create parametric plots. Say $\{\langle x\text{-}expression\rangle\}$ if $\langle x\text{-}expression\rangle$ contains parenthesis or commas. The $\langle z\text{-}expression\rangle$ is only mandatory for 3D plots.

Define the argument domain for the x-axis to the closed interval $[x_1, x_2]$. Likewise for the y-axis for 3D plots. If domain y is empty, use the value of domain.

> samples = 25|⟨non-negative integer⟩
> samples y = ⟨empty⟩|⟨non-negative integer⟩

The number of samples to be generated. Samples are equally spaced over the corresponding argument domain. If 'samples y' is empty, use the value of samples.

▷ samples at = {}|⟨comma-separated list of numbers⟩

Explicit argument values for sampling (expression). This option always overrides the domain and samples options.

 $\langle comma$ -separated list of numbers \rangle can contain ... expressions, for example ' $\{-2, -1.8, \ldots, 2\}$ '.

> variable = x|⟨variable name⟩
> variable y = y|⟨variable name⟩

option option

option

option

option

option

option

option

The variable name containing the argument value when evaluating (expression).

3.2 Line Plots









> /tikz/sharp plot

Connect points by straight lines. This is the default.

ightharpoonup /tikz/tension = 0.55| $\langle number \rangle$ option

Connect points by a smooth curve. For best results, points should be equidistant and the bending angles should be less than about 30° . The tension option controls the sharpness of the corners; 0 yields sharp corners and 1 yields a circle if the path is a square.

option

 \triangleright /tikz/const plot mark (<u>left</u>|mid|right)

option option

Connect points with horizontal and vertical line segments. 'const plot' is an alias for 'const plot mark left'. Markers are placed on the left corner, in the middle, or on the right corner of the horizontal line segments. Use 'const plot, no markers' to omit the markers.

▷ /tikz/jump mark (left|mid|right)

option

Like 'const plot' but omit the vertical line segments.

3.3 Bar Plots









 option option

Render coordinates as horizontal or vertical bars respectively.

 \triangleright /pgf/bar width = 10pt|\langle dimension\rangle |\langle number\rangle

Width of a single bar. (dimension) is a TFX dimension and (number) is in axis units. Value can be a mathematical expression. The fully computed value is then available in \pgfplotbarwidth.

▷ /pgf/bar shift = Opt|⟨dimension⟩|⟨number⟩

option

Off-center distance for the bars. (dimension) is a TeX dimension and (number) is in axis units. Value can be a mathematical expression. The fully computed value is then available in \pgfplotbarshift.

⊳ xbar \triangleright xbar(= 2pt|\langle dimension\rangle | \langle number\rangle)^? ⊳ ybar

style option

bybar(= 2pt | ⟨dimension⟩ | ⟨number⟩)[?]

style option

Predefined axis style for bar plots; implies /tikz/xbar or /tikz/ybar respectively, bar shift autosty, and bar cycle liststy. The default handler takes one optional argument which is passed on to bar shift autosty.

▷ bar shift auto

option

▷ bar shift auto = 2pt|⟨dimension⟩|⟨number⟩

Predefined axis style setting /pgf/bar shift to the correct value based on the current plot number and the total number of plots. Argument is the distance between adjacent bars of a group.

When n bar plots are added to an axis, the total width for a group of bars is $n \times \langle bar \ width \rangle + (n-1) \times \langle bar \ shift \ auto \rangle$.

▷ bar cycle list

style

Predefined axis style installing a cycle list for bar plots.

 \triangleright bar direction = <u>auto</u>|x|y

option

Explicitly set the bar plot direction. Not needed if you say, for example 'ybar, bar width = 1', because the direction is clear from the context.

option

option Like /tikz/xbar or /tikz/ybar respectively, but draw the bar width as an interval from this point to the next point. You need one extra point to define the

interval for the last bar.

style

▷ vbar interval ∀ ybar interval(= 1|⟨relative width⟩)?

style option

Predefined axis style for interval bar plots; implies /tikz/xbar interval or / tikz/ybar interval respectively and bar cycle $list_{sty}$. The default handler takes one optional argument to scale the intervals.

▷ xticklabel interval boundaries

∀ yticklabel interval boundaries

▷ zticklabel interval boundaries

style style style

Axis style to display the interval bounds in the tick labels.

option

▷ /tikz/thin

Predefined line widths.

Set the line width.

option option

Render coordinates as horizontal or vertical lines respectively.

3.5 Quiver Plots

3.4 Comb Plots

xcomb

▷ quiver = {⟨quiver options⟩}

option

Render coordinates as small arrows. The origin of the arrow is at the final point coordinates (x, y, z) and the direction and length of the arrow is defined by the direction coordinates (u, v, w).

The quiver/ prefix can be omitted within \(\langle quiver options \rangle \).

 \triangleright quiver/(u|v|w) = $\underline{0}$ | $\langle expression \rangle$

option

The direction coordinates of the arrows. Within (expression), x, y, and z are bound to the final point coordinates.

For parametric plots use 'variable = t' and 'quiver/u = f(t)' and 'quiver/v = g(t)' to access the parameter.

```
\addplot[
 quiver = \{u = \{-\sin(t)\}, v = \{\cos(t)\}\},\
({\cos(t)}, {\sin(t)});
```

 \triangleright quiver/(u|v|w) value = 0|\langle number \rangle

option

Like quiver/u, quiver/v, and quiver/w respectively but without parsing mathematical expressions. However, \thisrow{\column name\)} and similar code works.

▶ quiver/colored

option

option

ightharpoonup quiver/colored = mapped color| $\langle color \rangle$

Set a different color for each arrow. quiver/colored is an alias for 'quiver/colored = mapped color'. Please note that

 $\langle color \rangle$, quiver = ...' is more efficient if $\langle color \rangle$ is constant.

> quiver/scale arrows = 1 | ⟨number⟩

option

Scale all arrows by a constant factor.

> quiver/update limits = true|false

Whether or not the coordinates of the arrow heads shall be considered when determining the axis limits.

⊳ quiver/every arrow

style

Style to customize arrows individually at visualization time.

puiver/before arrow

⊳ quiver/after arrow

Run (TeX code) before and after drawing a single arrow. Empty by default.

puiver/quiver legend

style

Style that redefines legend image code in order to produce a suitable legend for quiver plots.

4 Lines and Markers

4.1 Line Width

style style style style style style style

 \triangleright /tikz/line width = $0.4pt | \langle dimension \rangle$

option