# The Coordinates Layer

INTERMEDIATE DATA VISUALIZATION WITH GGPLOT2



**Rick Scavetta**Founder, Scavetta Academy



### Coordinates layer

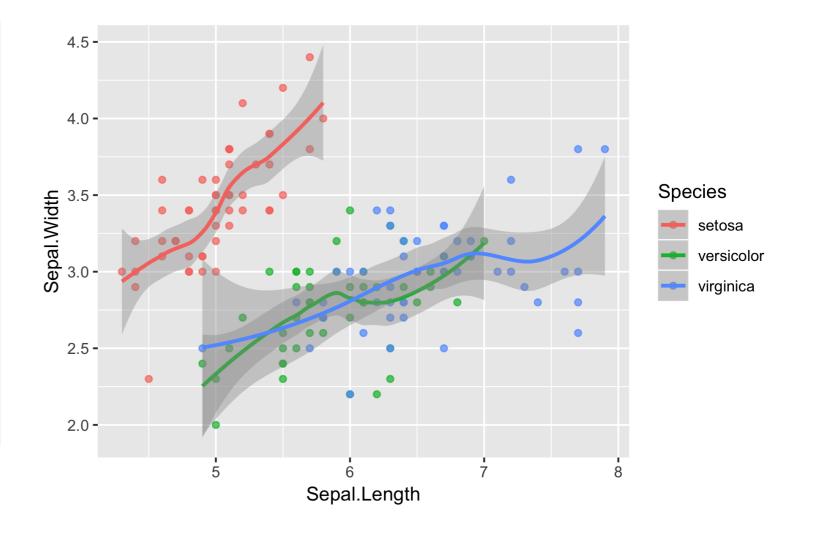
- Controls plot dimensions
- coord\_
  - o e.g. coord\_cartesian()

#### Zooming in

- coord\_cartesian(xlim = ...)
- scale\_x\_continuous(limits = ...)
- xlim(...)

## Original plot

```
iris.smooth <- ggplot(
  iris,
  aes(x = Sepal.Length,
     y = Sepal.Width,
     color = Species)
) +
  geom_point(alpha = 0.7) +
  geom_smooth()</pre>
```

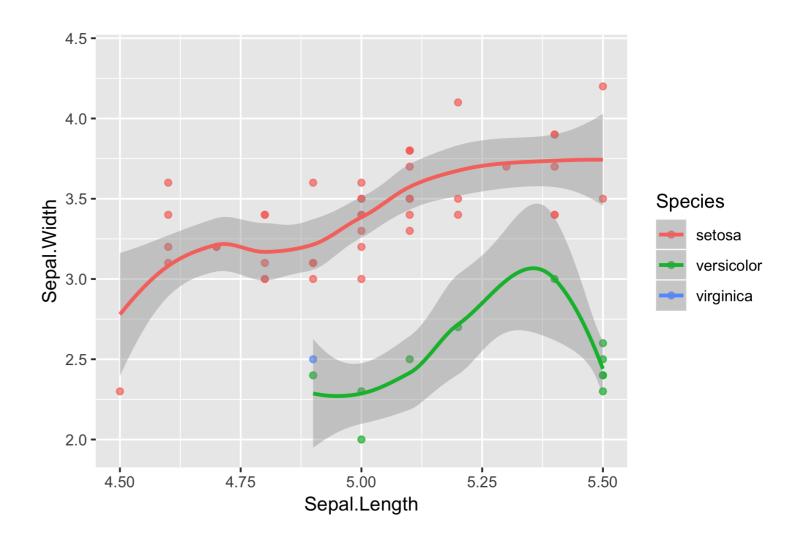


#### scale\_x\_continuous()

```
iris.smooth +
  scale_x_continuous(limits = c(4.5, 5.5))
```

Removed 95 rows containing non-finite values (stat\_smooth).

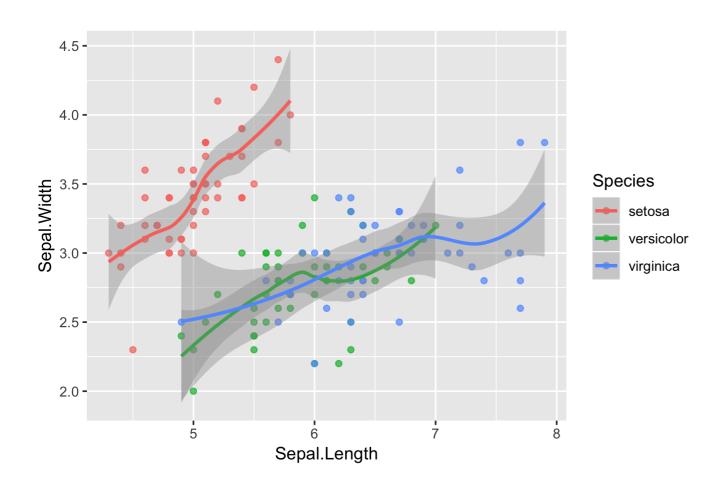
Removed 95 rows containing missing values (geom\_point).



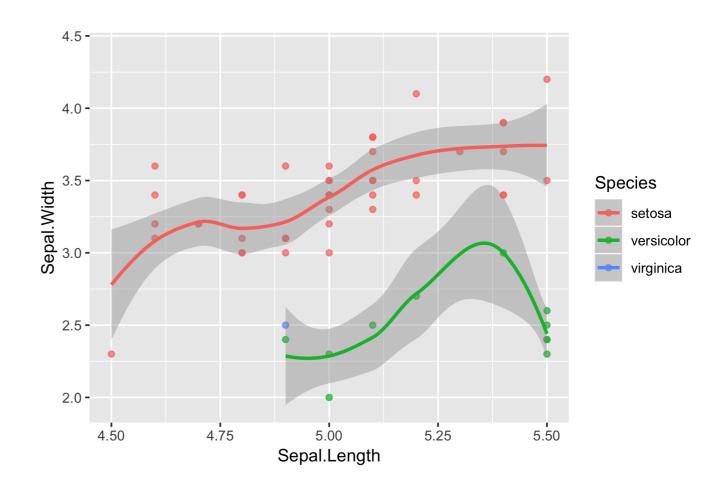


#### scale\_x\_continuous()

#### Original plot



Zoom in with scale\_x\_continuous()



Part of original data is filtered out!

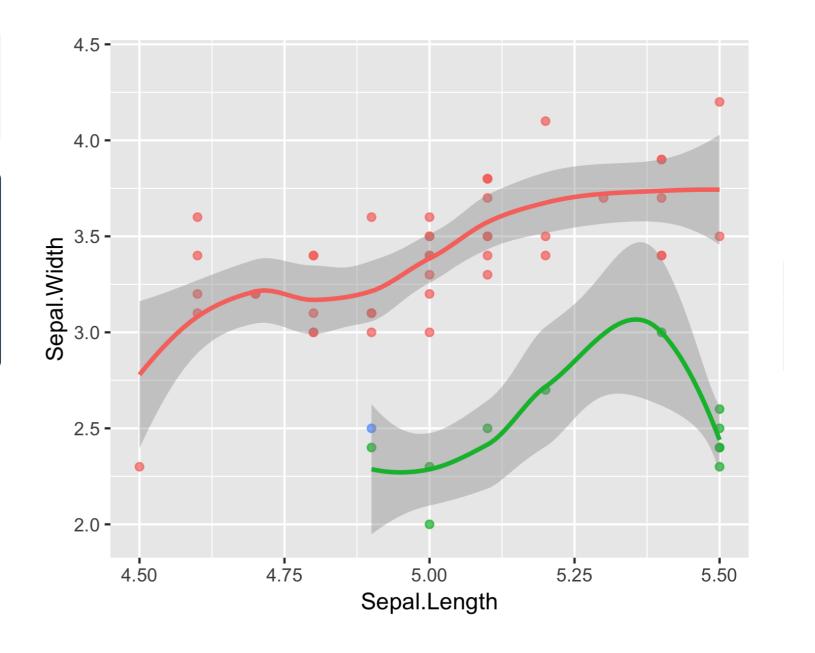




```
iris.smooth +
  xlim(c(4.5, 5.5))
```

Removed 95 rows containing non-finite values (stat\_smooth).

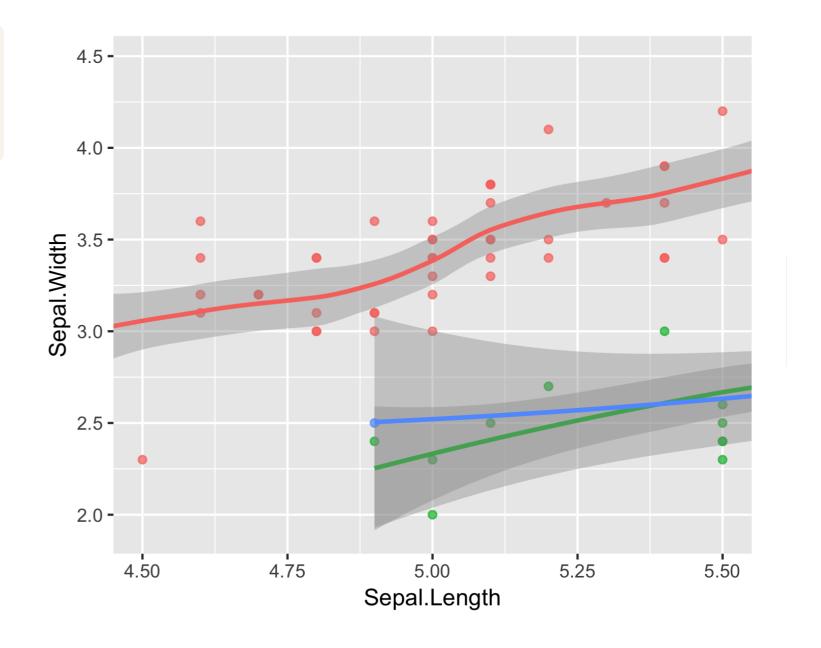
Removed 95 rows containing missing values (geom\_point).





#### coord\_cartesian()

```
iris.smooth +
  coord_cartesian(xlim = c(4.5, 5.5))
```





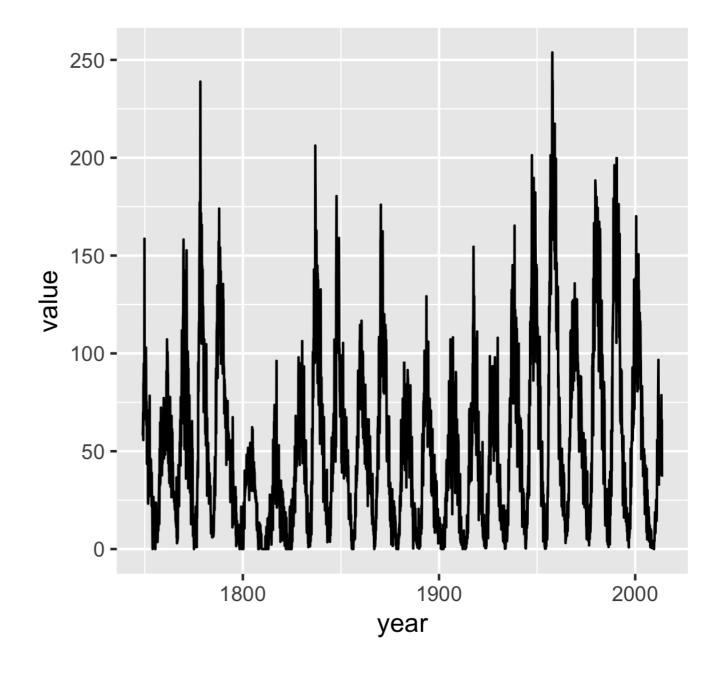
#### Aspect ratio

- Height-to-width ratio
- Watch out for deception!
- No universal standard so far
- Typically use 1:1 if data is on the same scale

#### Sunspots

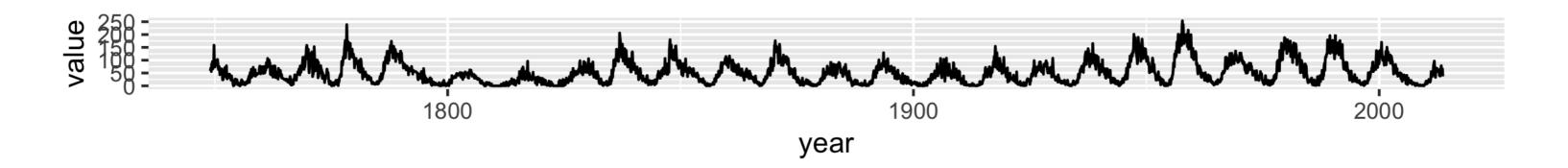
```
library(zoo)
sunspots.m <- data.frame(
    year = index(sunspot.month),
    value = reshape2::melt(sunspot.month)$value)
)

ggplot(sunspots.m, aes(x = year, y = value)) +
    geom_line() +
    coord_fixed() # default to 1:1 aspect ratio</pre>
```



#### Sunspots

```
ggplot(sunspots.m, aes(x = year, y = value)) +
  geom_line() +
  coord_fixed(0.055)
```



## Practice time!

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## Coordinates vs. scales

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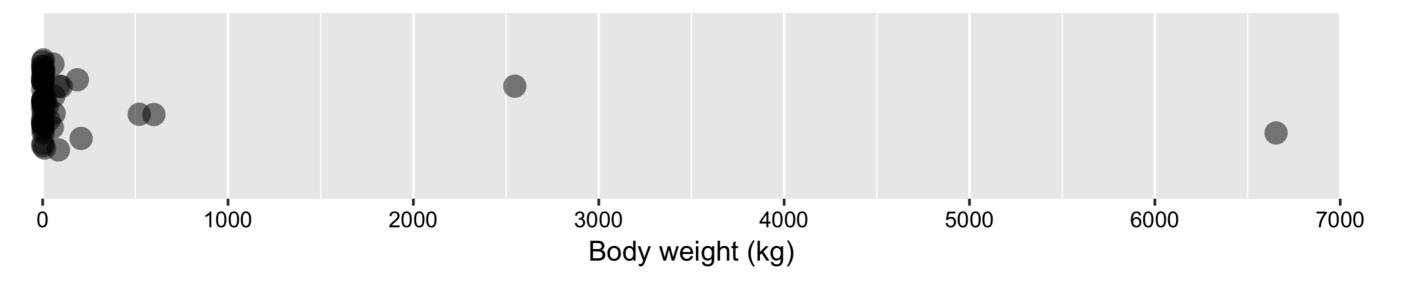


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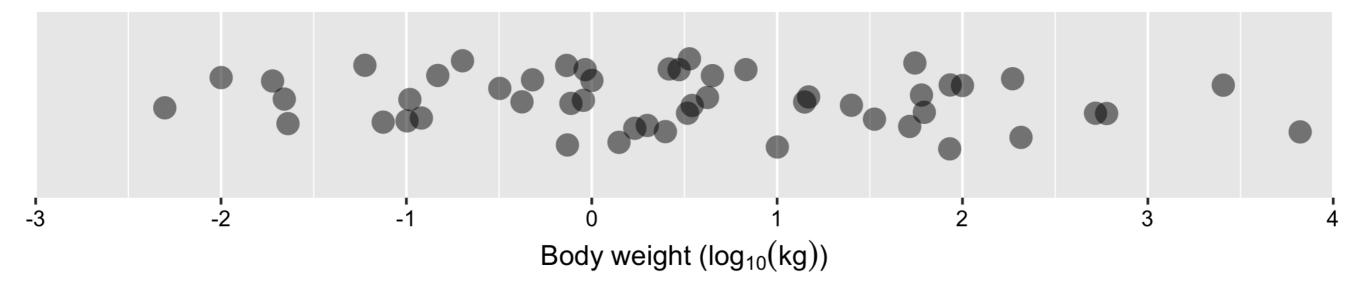
#### Plot the raw data

#### Raw values



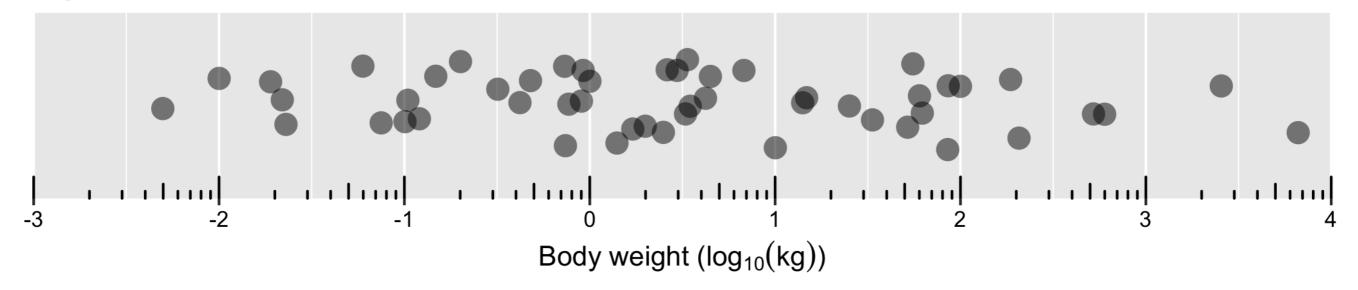
#### Transform the raw data

#### log10 trans of raw values



#### Add logtick annotation

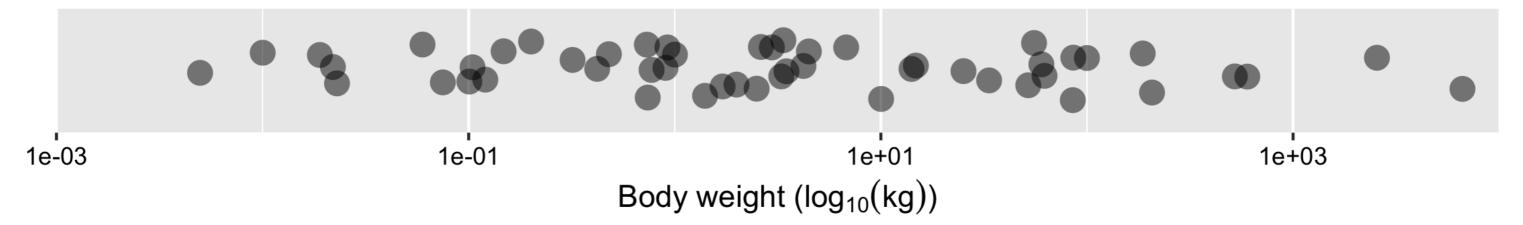
#### log10 trans of raw values



### Use scale\_\*\_log10()

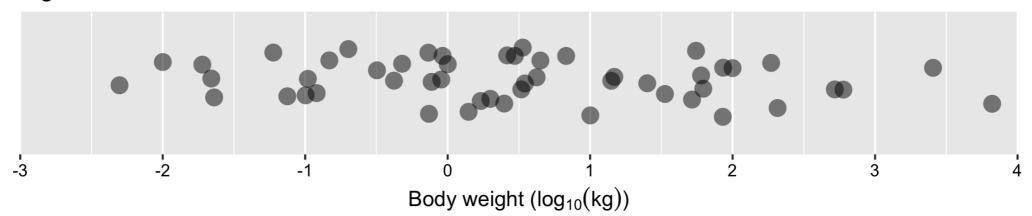
```
ggplot(msleep, aes(bodywt, y = 1)) +
  geom_jitter() +
  scale_x_log10(limits = c(1e-03, 1e+04))
```

#### log10 trans using scale\_x\_log10()

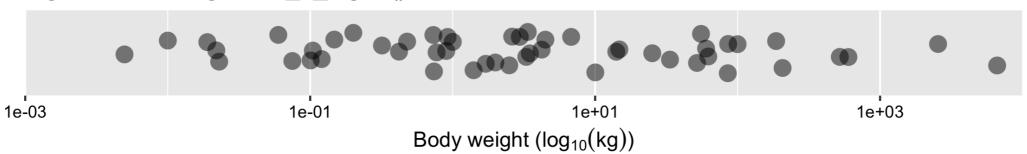


## Compare direct transform and scale\_\*\_log10() output

log10 trans of raw values



log10 trans using scale\_x\_log10()

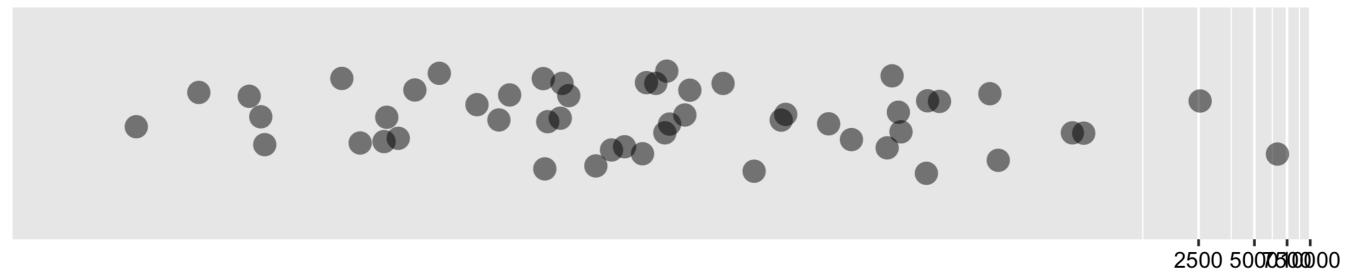




#### Use coord\_trans()

```
ggplot(msleep, aes(bodywt, y = 1)) +
  geom_jitter() +
  coord_trans(x = "log10")
```

#### log10 trans using coord\_trans()

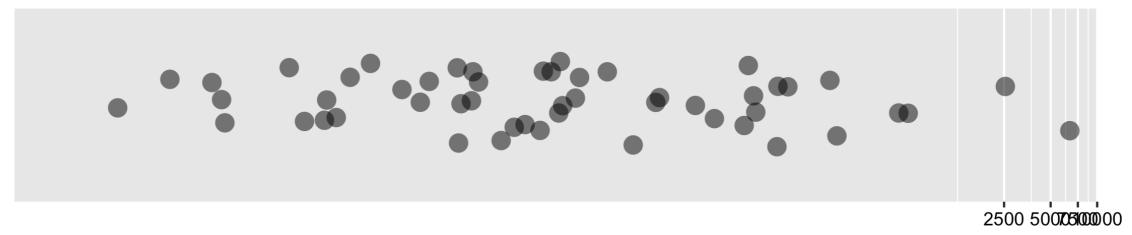


Body weight  $(\log_{10}(kg))$ 



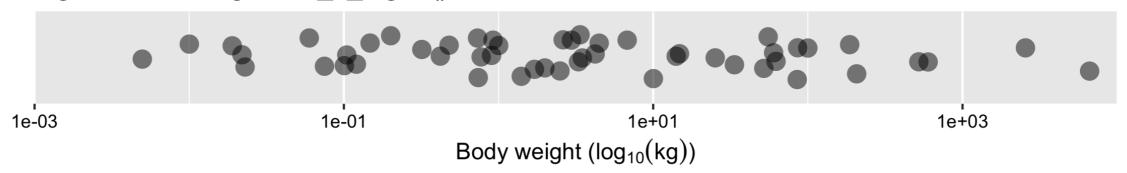
### Compare scale\_\*\_log10() and coord\_trans() output

log10 trans using coord\_trans()



Body weight  $(\log_{10}(kg))$ 

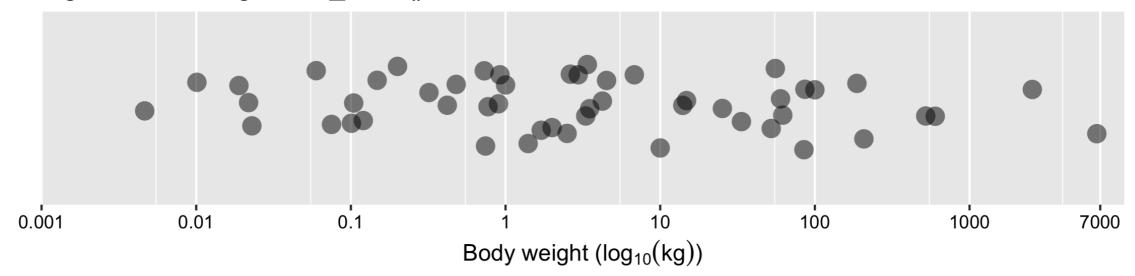
log10 trans using scale\_x\_log10()



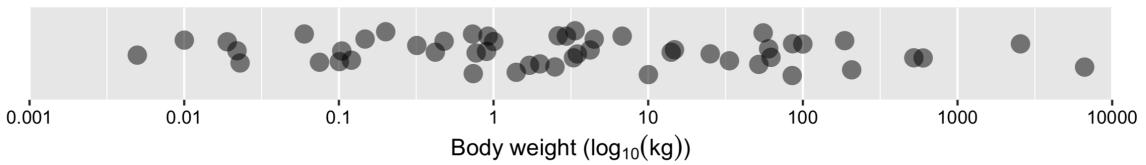


#### Adjusting labels

log10 trans using coord\_trans()



log10 trans using scale\_x\_log10()





## Time for exercises

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# Double and flipped axes

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#### Typical axis modifications

- Aspect ratios (see video 1)
  - Adjust for best perspective
- Transformation functions (e.g. log, see video 2)
  - Adjust if original scale is inappropriate
- Double x or y axes
  - Add raw and transformed values
- Flipped axes
  - Change direction of dependencies
  - Change geometry orientation

#### Typical axis modifications

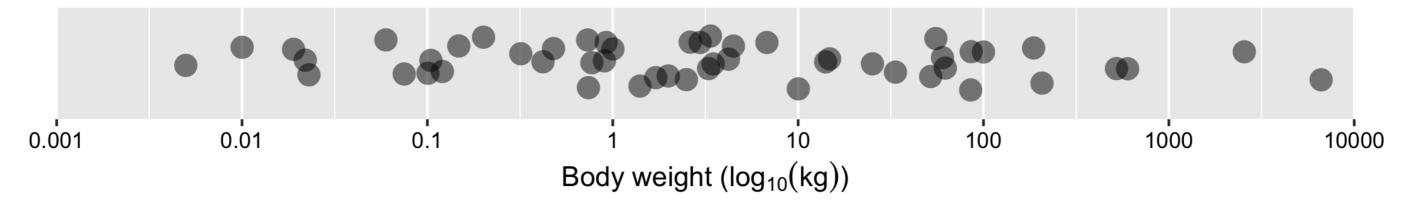
- Aspect ratios (see video 1)
  - Adjust for best perspective
- Transformation functions (e.g. log, see video 2)
  - Adjust if original scale is inappropriate
- Double x or y axes
  - Add raw and transformed values
- Flipped axes
  - Change direction of dependencies
  - Change geometry orientation

<sup>&</sup>lt;sup>1</sup> See chapter 4, video 3 for more discussion on double x and y-axes.



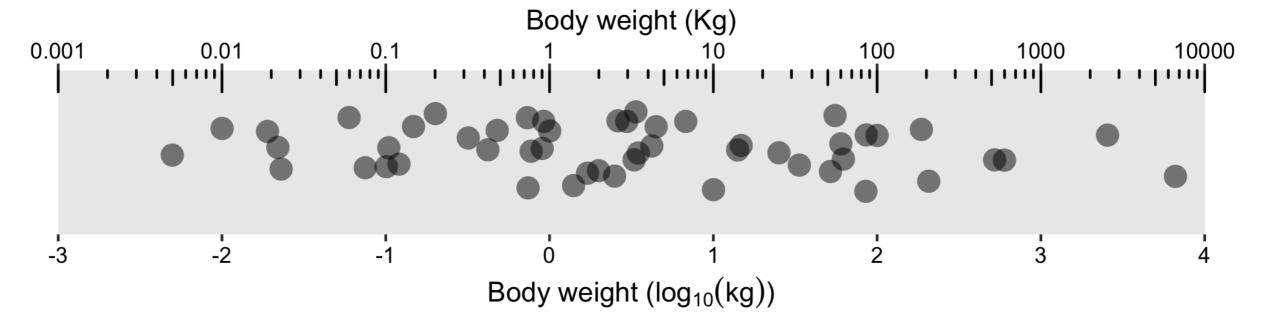
#### **Double axes**

log10 trans using scale\_x\_log10()



#### Adding raw and transformed axes

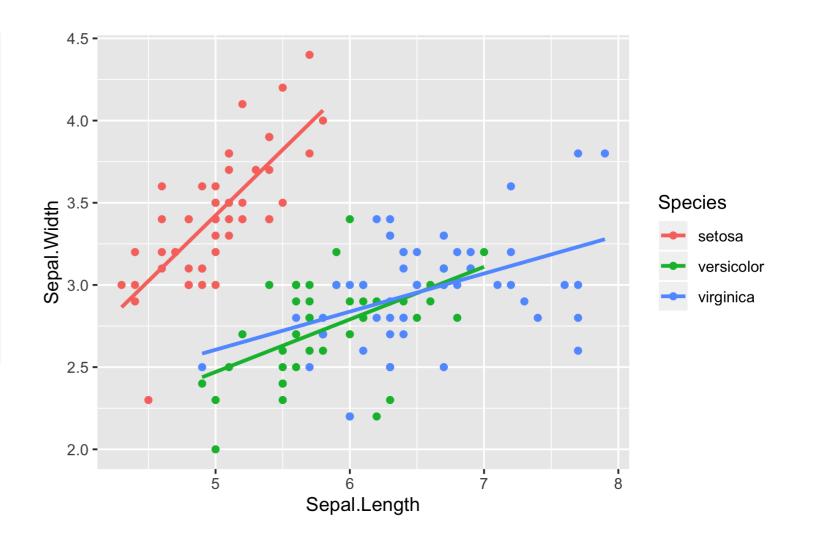
log10 trans of raw values



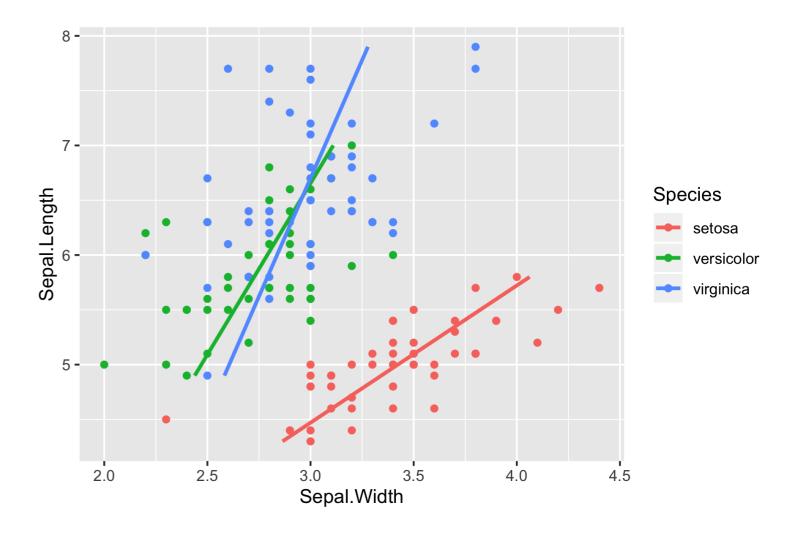
#### Typical axis modifications

- Aspect ratios (see video 1)
  - Adjust for best perspective
- Transformation functions (e.g. log, see video 2)
  - Adjust if original scale is inappropriate
- Double x or y axes
  - Add raw and transformed values
- Flipped axes
  - Change direction of dependencies
  - Change geometry orientation

#### Flipping axes



## coord\_flip()



## Let's practice!

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## Polar coordinates

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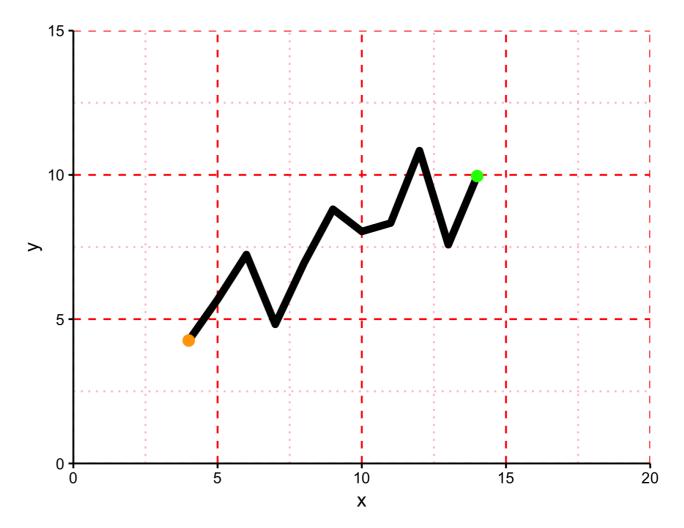


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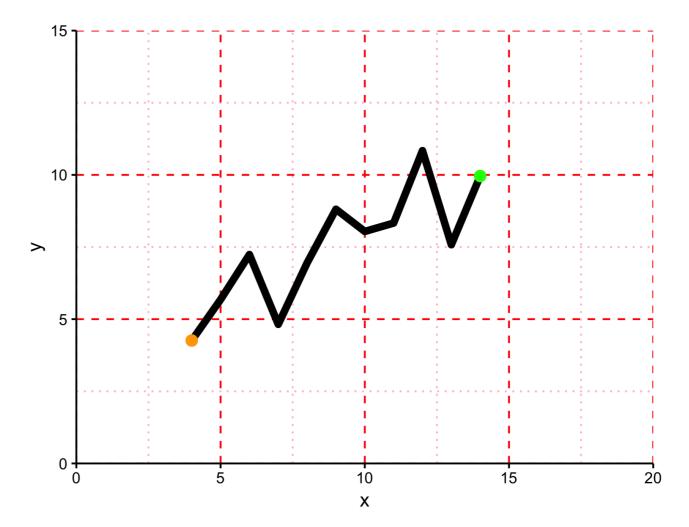
#### Projections control perception

- Cartesian (2d)
  - Orthogonal x and y-axes
  - Modify axis limits and aspect ratio



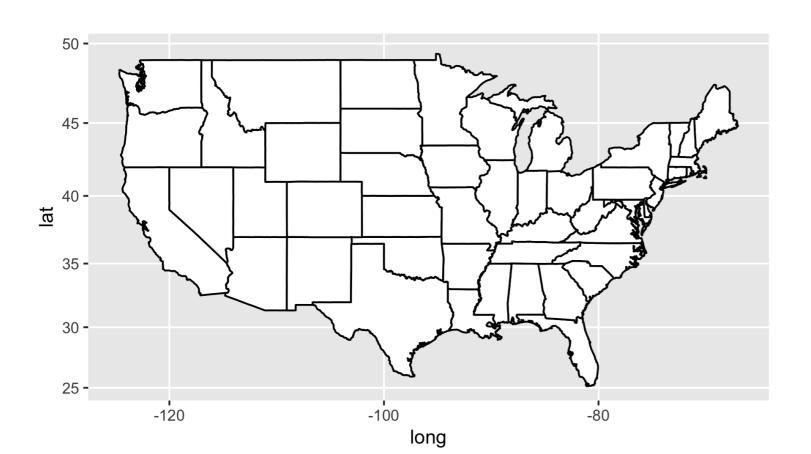
#### Projections control perception

- Cartesian (2d)
  - Orthogonal x and y-axes
  - Modify axis limits and aspect ratio
- Maps
  - Many possible projections
  - See next course

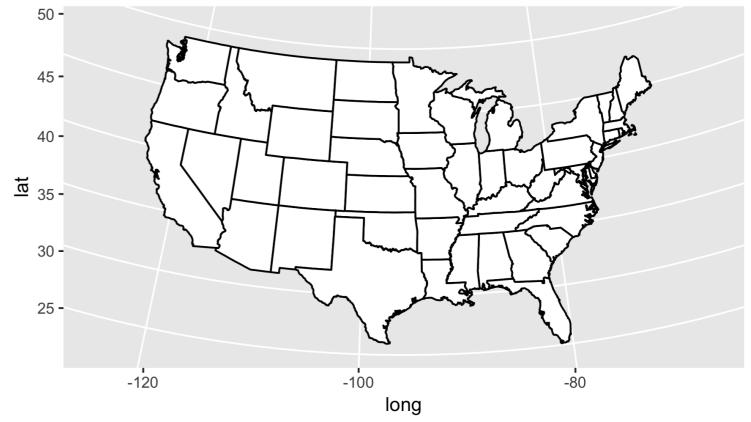


#### A preview of map projections

The Mercator Projection



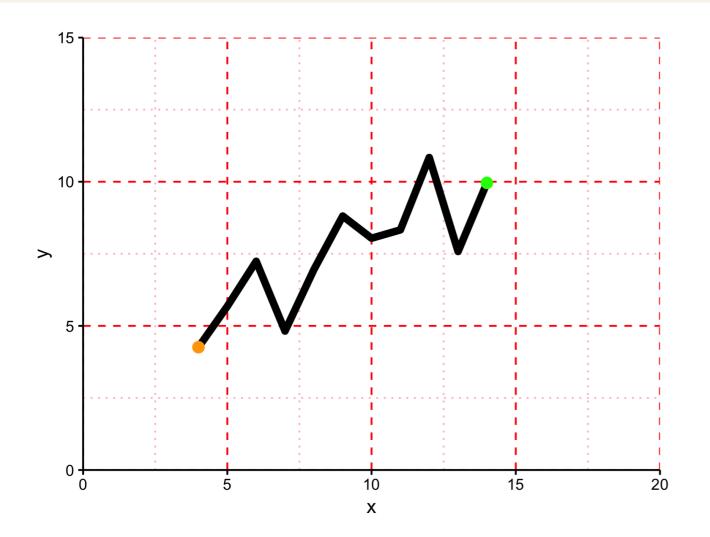
The Conic Projection

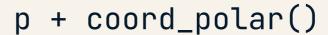


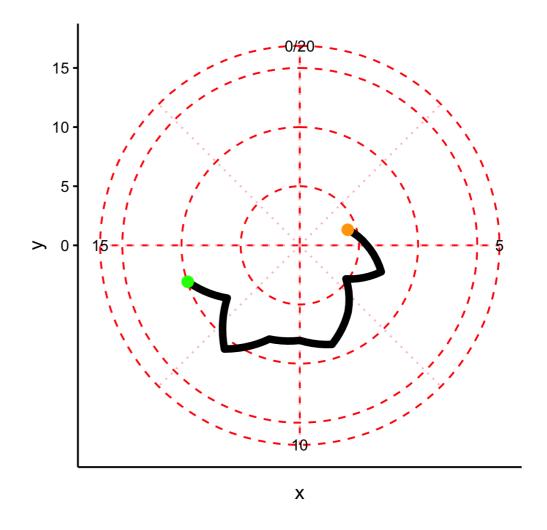
#### Polar coordinates

- Cartesian (2d)
  - Orthogonal x and y-axes.
- Maps
  - Many projections, see next course
- Polar
  - Transformed Cartesian space

## coord\_polar()

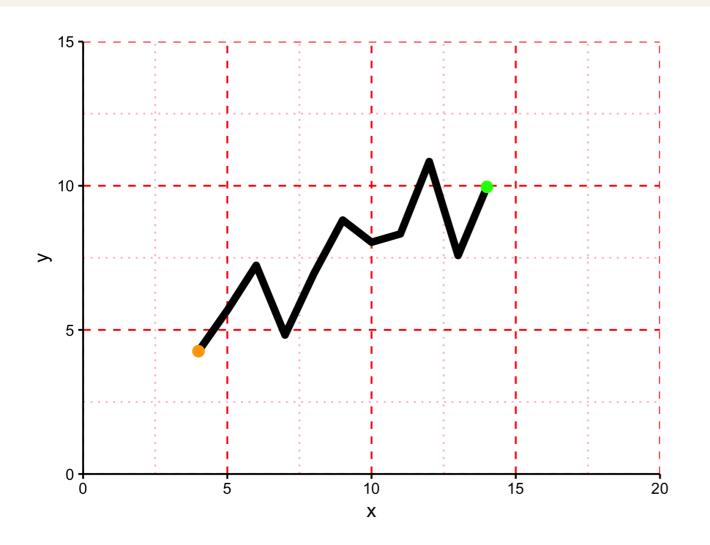


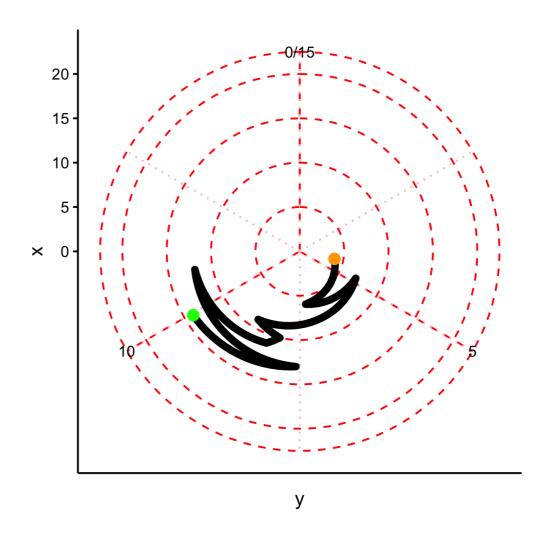




## coord\_polar(theta = "y")

```
p + coord_fixed()
```





## Let's practice!

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