

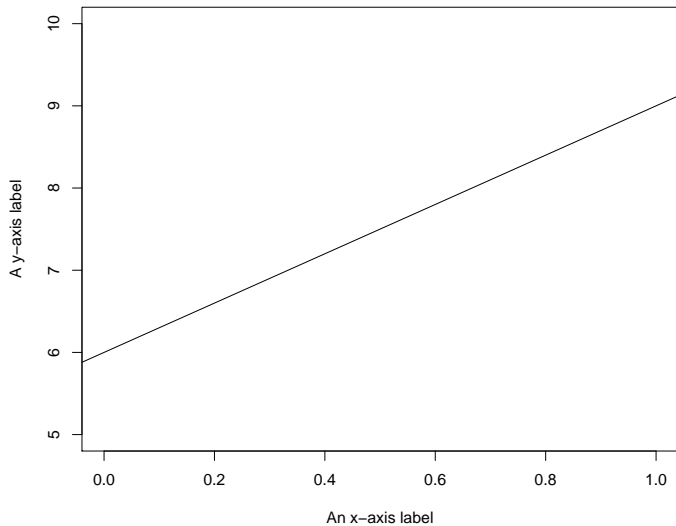
Statistics 120

Graphics II

Building Up Plots

- Graphs are produced in R by calling functions which build up graphs in a step-by-step fashion.
- Each function call carried out one small step of producing the final graph.

The Overall Title



Producing The Graph

Here is the code which produces the previous graph.

```
plot.new()  
plot.window(xlim = c(0, 1), ylim = c(5, 10))  
abline(a = 6, b = 3)  
axis(1)  
axis(2)  
title(main = "The Overall Title")  
title(xlab = "An x-axis label")  
title(ylab = "A y-axis label")  
box()
```

The Steps

- `plot.new()` signals to R that a new plot is to be produced.
- The `plot.window()` call sets the limits for the x and y coordinates in the graph.
- The `abline()` call draws a line with intercept 6 and slope 3 across the graph.
- `axis(1)` draws the x -axis.
- `axis(2)` draws the y -axis.
- Calls to `title()` are used to add annotation.
- `box()` draws a box around the graph.

Drawing Primitives

- Adding Points To A Plot
- Adding Connected Line Segments To A Plot
- Drawing Straight Lines Across A Plot
- Adding Disconnected Lines Segments To A Plot
- Adding Arrows To A Plot
- Adding Rectangles To A Plot
- Adding Polygons To A Plot
- Adding Text To A Plot

Adding Points To A Plot

The basic call has the form:

```
points(x, y, pch=int, col=str)
```

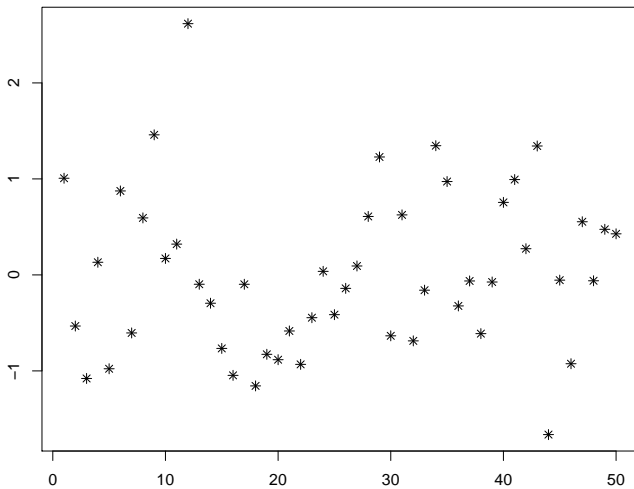
where

- `pch=int` specifies the plotting symbol. Values 1 to 25 are special graphical symbols, values from 33 to 126 are taken to ASCII codes. A quoted character will also work.
- `col=str` is a colour specification. Examples, "`red`", "`lightblue`", etc. (More on colour later).

Graphical Plotting Symbols

○ △ + × ◇ ▽ ☒ * ⊕ ⊗ ⊘ ⊙ ⊛ ⊜ ⊝ ⊞ ● ▲ ◆ ● ● ○ □ ◇ △ ▽
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

pch=8



Adding Connected Line Segments To A Plot

The basic call has the form:

```
lines(x, y, lty=str, lwd=num, col=str)
```

where

- `lty=int` specifies the line texture. One of "blank", "solid", "dashed", "dotted", "dotdash", "longdash" or "twodash".

Alternatively the length of on/off penstrokes in the texture. "11" is a high density dotted line, "33" is a short dashed line and "1333" is a dot-dashed line.

- `lwd=num` and `col=str` specify the line width and colour.

Drawing Straight Lines Across A Plot

The basic call has the forms:

```
abline(a=intercept, b=slope)
```

```
abline(h=numbers)
```

```
abline(v=numbers)
```

where

- The `a/b` form specifies a line in slope intercept form.
- `h=` specifies horizontal lines at the given y values.
- `v=` specifies vertical lines at the given x values.
- Line texture, colour and width arguments can also be given.

Adding Disconnected Lines Segments To A Plot

The basic call has the form:

```
segments(x0, y0, x1, y1)
```

where

- The `x0`, `y0`, `x1`, `y1` arguments give the start and end coordinates of the segments.
- Line texture, colour and width arguments can also be given.

Adding Arrows To A Plot

The basic call has the form:

```
arrows(x0, y0, x1, y1, code=int,  
       length=num, angle=num)
```

where

- The `x0`, `y0`, `x1`, `y1` arguments give the start and end coordinates of the arrows.
- `code=1` – head at the start, `code=2` – head at the end and `code=3` – a head at both ends.
- `length` and `angle` – length of the arrow head and angle to the shaft.

Adding Rectangles To A Plot

The basic call has the form:

```
rect(x0, y0, x1, y1, col=str, border=str)
```

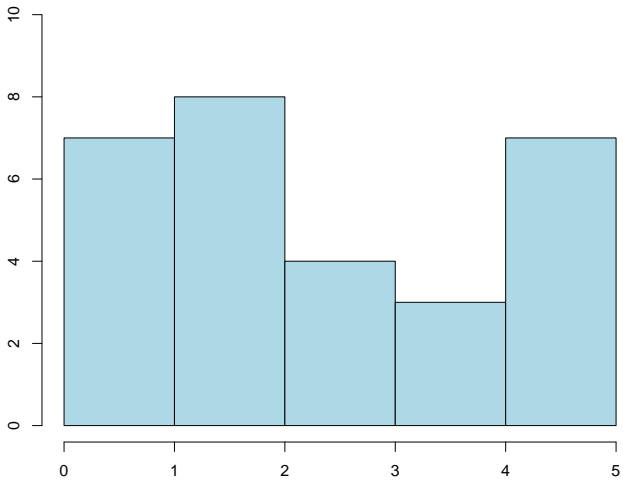
where

- `x0`, `y0`, `x1`, `y1` give the coordinates of diagonally opposite corners of the rectangles.
- `col` and `border` specify the colour of the interior and border of the rectangles.
- line texture and width specifications can also be given.

Rectangle Example

The following code illustrates how a barplot or histogram could be constructed.

```
plot.new()  
plot.window(xlim = c(0, 5), ylim = c(0, 10))  
rect(0:4, 0, 1:5, c(7, 8, 4, 3), col="lightblue")  
axis(1)  
axis(2)
```



Adding Polygons To A Plot

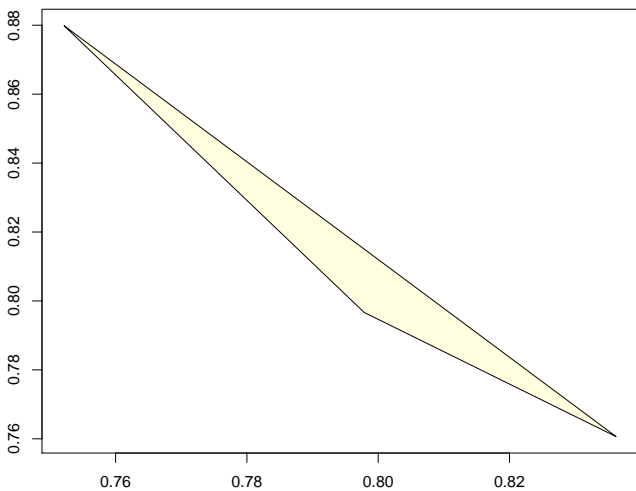
The basic call has the form:

```
polygon(x, y, col=str, border=str)
```

where

- `x` and `y` give the coordinates of the polygon vertices. `NA` values separate polygons.
- `col` and `border` specify the colour of the interior and border of the polygons.
- line texture and width specifications can also be given.

A Random Polygon



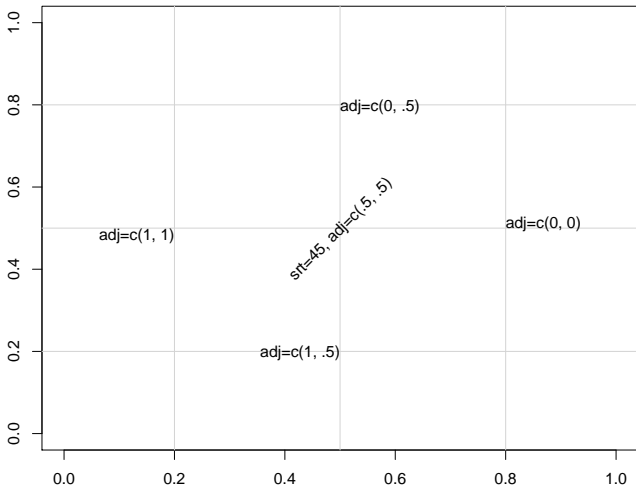
Adding Text To A Plot

The basic call has the form:

```
text(x, y, labels)
```

where

- `x` and `y` give the coordinates where the text is to be placed.
- `labels` gives the actual text strings.
- `col` gives the colour of the text.
- `srt` gives the rotation of the strings (counterclockwise in degrees from the horizontal).
- `adj` gives the justification of the strings.



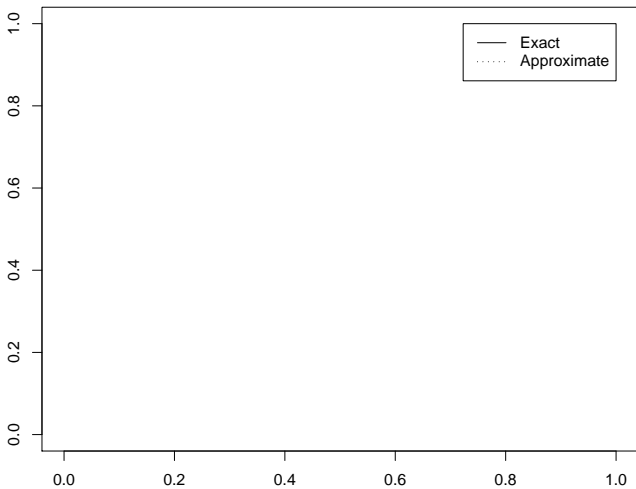
Adding A Legend To A Plot

A simple example has the form:

```
legend(xloc, yloc,  
       legend = c("Exact", "Approximate"),  
       lty = c("solid", "dotted"),  
       xjust = 1, yjust = 1)
```

where

`xloc` and `yloc` give the coordinates where the legend is to be placed. `legend` gives the text strings. `lty` gives line textures. `xjust` and `yjust` gives the justification of the legend box with respect to the location.



Axes and Annotation

The axis command can be customised.

```
axis(1, at=1:4, lab=c("A", "B", "C", "D"))
```

places the tick marks on the lower x axis at 1, 2, 3, and 4 and labels them with the strings “A”, “B”, “C” and “D”.

Label rotation can be controlled with `las=`. Setting `las=0` produces labels which are placed parallel to their axes, `las=1` produces labels which are horizontally oriented, `las=2` produces labels which are at right-angles to the axis and `las=3` produces labels which are vertically oriented.

Manipulating the Axis Limits

The statement

```
plot.window(xlim=c(0,1), ylim=c(10,20))
```

produces axis limits which are expanded by 6% over those actually specified. This expansion can be inhibited by specifying `xaxs="i"` and/or `yaxs="i"`.

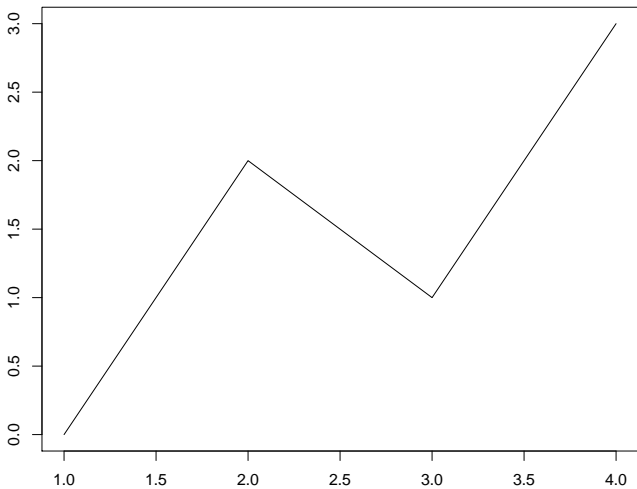
For example, the call

```
plot.window(xlim=c(0,1), ylim=c(10,20),  
           xaxs="i")
```

produces a plot with 0 lying at the extreme left of the plot region and 1 lying at the extreme right.

Drawing Line Graphs

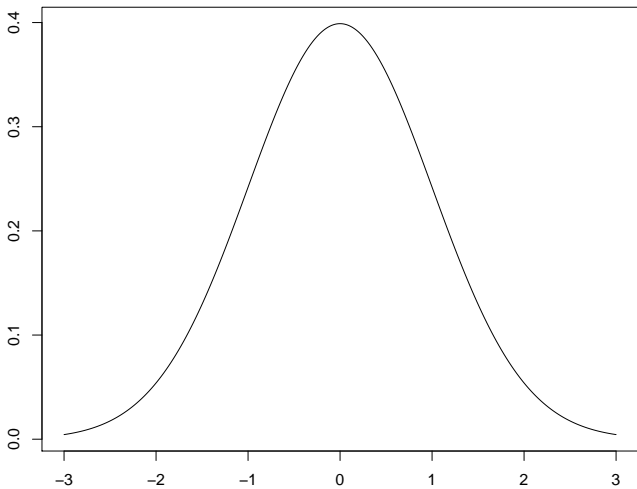
```
plot.new()  
plot.window(xlim = c(1, 4), ylim = c(0, 3))  
x = c(1, 2, 3, 4)  
y = c(0, 2, 1, 3)  
lines(x, y)  
axis(1)  
axis(2)  
box()
```



Drawing Curves

One of the most common graphics tasks is to draw the graph of $y = f(x)$ over an interval $[a, b]$. One way to do this is to approximate the graph by a series of straight line segments. For example, we could draw a graph of the density of the normal distribution as follows.

```
x = seq(-3, 3, length = 1000)
y = dnorm(x)
plot.new()
plot.window(xlim = range(x), ylim = range(y))
lines(x, y)
axis(1)
axis(2)
box()
```



Filling Areas In Line Graphs

Annual year temperatures in New Haven (1920-1970).

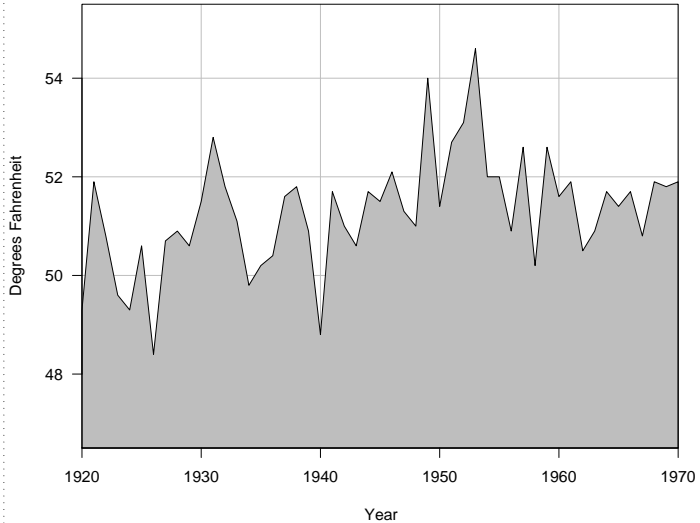
> y

```
[1] 49.3 51.9 50.8 49.6 49.3 50.6 48.4 50.7 50.9
[10] 50.6 51.5 52.8 51.8 51.1 49.8 50.2 50.4 51.6
[19] 51.8 50.9 48.8 51.7 51.0 50.6 51.7 51.5 52.1
[28] 51.3 51.0 54.0 51.4 52.7 53.1 54.6 52.0 52.0
[37] 50.9 52.6 50.2 52.6 51.6 51.9 50.5 50.9 51.7
[46] 51.4 51.7 50.8 51.9 51.8 51.9
```

The corresponding years.

> x = 1920:1970

Average Yearly Temperature



Producing The Plot

Setting up the plot and drawing the background grid.

```
plot.new()  
plot.window(xlim = c(1920, 1970), xaxs = "i",  
            ylim = c(46.5, 55.5), yaxs = "i")  
  
abline(v = seq(1930, 1960, by = 10), col = "gray")  
abline(h = seq(48, 54, by = 2), col = "gray")
```

Drawing the filled polygon.

```
xx = c(1920, x, 1970)  
yy = c(46.5, y, 46.5)  
polygon(xx, yy, col = "gray")
```

Producing The Plot

Finishing off.

```
axis(1)
axis(2, las = 1)
box()
title(main = "Average Yearly Temperature")
title(ylab = "Degrees Fahrenheit")
title(xlab = "Year")
```