

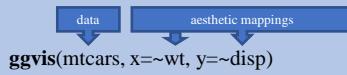
# Data visualization

With **ggvis**  
Cheat sheet

## Basic

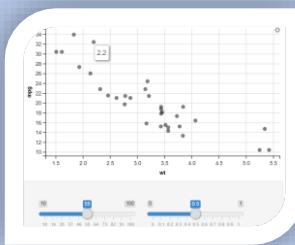
The goal of **ggvis** is to make it easy to build interactive graphics for exploratory data analysis. **ggvis** has a similar underlying theory to **ggplot2** (the grammar of graphics), but it's expressed a little differently, and adds new features to make your plots interactive.

Build a graph with **ggvis()**



### Template

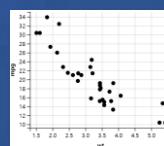
```
mtcars %>%  
  ggvis(x = ~wt, y = ~disp) +  
    layer_points(size := input_slider(10, 100),  
                 opacity := input_slider(0, 1)) %>%  
    add_tooltip(function(df) df$wt)
```



## ggvis vs ggplot2

- Basic naming conventions from **ggplot2** to **ggvis**:
  - layer, geom -> layer function
  - stat -> compute function
  - aes() -> props()
  - ggplot() -> ggvis()
- **ggvis** has a function interface so you combine components using %>, not + as in **ggplot2**.
- Using **ggvis()** without adding any layers is analogous to **qplot()**
- **ggvis** makes fewer assumptions about the type of data - data does not have to be a **data frame** until it has been processed by a transform.

## How write basic ggvis?



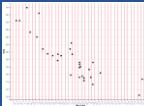
```
P <- ggvis(mtcars, x = ~wt, y = ~mpg)  
layer_points(p)
```

```
layer_points(ggvis(mtcars, x = ~wt, y = ~mpg))
```

```
mtcars %>%  
  ggvis(x = ~wt, y = ~mpg) %>%  
  layer_points()
```

## Add Theme

```
mtcars %>%  
  ggvis(x = ~wt, y = ~mpg) %>%  
  layer_points() %>%  
  add_axis("x", title = "Weight", ticks = 40,  
          properties = axis_props(  
            ticks = list(stroke = "red"),  
            majorTicks = list(strokeWidth = 2),  
            grid = list(stroke = "red"),  
            labels = list(color = "steelblue",  
                         fill = "white",  
                         angle = 50,  
                         font_size = 14,  
                         align = "left",  
                         baseline = "middle",  
                         dx = 3  
            ),  
            title = list(font_size = 16),  
            axis = list(stroke = "#333", stroke-width = 1.5)  
          )
```



## ggvis()

### aesthetics

```
mtcars %>%  
  ggvis(~mpg, ~disp, stroke = ~vs) %>%  
  layer_points()
```

```
mtcars %>%  
  ggvis(~mpg, ~disp, fill = ~vs) %>%  
  layer_points()
```

```
mtcars %>%  
  ggvis(~mpg, ~disp, size = ~vs) %>%  
  layer_points()
```

```
mtcars %>%  
  ggvis(~mpg, ~disp, shape = factor(cyl)) %>%  
  layer_points()
```

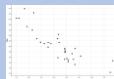
```
mtcars %>%  
  ggvis(~wt, ~mpg, fill := "red", stroke := "black")  
  %>%  
  layer_points()
```

```
mtcars %>%  
  ggvis(~wt, ~mpg, size := 300, opacity := 0.4)  
  %>%  
  layer_points()
```

## Layers

### Simple layers

include primitives like points, lines and rectangles.

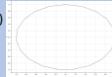


```
mtcars %>% ggvis(~wt, ~mpg) %>% layer_points()  
with properties x, y, shape, stroke, fill,  
strokeOpacity, fillOpacity, and opacity
```



```
df %>% ggvis(~x, ~y) %>% layer_paths()
```

### Compound layers



```
df <- data.frame(x = sin(t), y = cos(t))
```

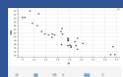
```
df %>% ggvis(~x, ~y) %>% layer_paths()
```



```
mtcars %>% ggvis(~mpg) %>% layer_histograms()
```

## Interaction

### Basic interaction

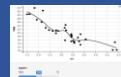


```
mtcars %>%  
  ggvis(~wt, ~mpg)  
  layer_points()  
  layer_tooltip(span = input_slider(0, 2, step = 0.1, label = "width"),  
               center = input_slider(0, 2, step = 0.05, label = "center"))  
  %>%  
  layer_nutogram()
```



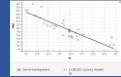
```
mtcars %>%  
  ggvis(~wt, ~mpg)  
  layer_points()  
  layer_tooltip(span = input_slider(0, 2, step = 0.1, label = "width"),  
               center = input_slider(0, 2, step = 0.05, label = "center"))  
  %>%  
  layer_nutogram()
```

### Input option



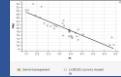
#### Checkbox input

```
mtcars %>%  
  ggvis(~wt, y = ~mpg) %>%  
  layer_points()  
  layer_smooth(span = input_slider(0.2, 1, value = 0.5, step = 0.1, label = "span"))  
  layer_model_predictions(model = "LOESS")  
  model %>% input_checkbox(name = "LOESS", checked = TRUE)  
  map = function(val) felsel(val, 3, 1)) %>%  
  layer_model_predictions(model = "lm")  
  model %>% input_checkbox(name = "lm", checked = FALSE)  
  map = function(val) felsel(val, "lm"))
```



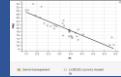
#### Radio buttons

```
mtcars %>%  
  ggvis(~wt, y = ~mpg) %>%  
  layer_points()  
  layer_smooth(span = input_slider(0.2, 1, value = 0.5, step = 0.1, label = "span"))  
  layer_model_predictions(model = "LOESS")  
  model %>% input_radioButtons(name = "Model type",  
                                 choices = c("Red", "Green", "Blue", "Black"))  
  map = function(val) felsel(val, "lm"))
```



#### Text input

```
mtcars %>%  
  ggvis(~wt, y = ~mpg) %>%  
  layer_points()  
  layer_smooth(span = input_slider(0.2, 1, value = 0.5, step = 0.1, label = "span"))  
  layer_model_predictions(model = input_text(label = "Model type",  
                                         value = "loess"))
```



#### Checkbox group

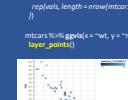
```
mtcars %>%  
  ggvis(~wt, y = ~mpg) %>%  
  layer_points()  
  layer_smooth(span = input_slider(0.2, 1, value = 0.5, step = 0.1, label = "span"))  
  layer_model_predictions(model = input_checkboxGroup(name = "Color",  
                                         choices = c("Red", "Green", "Blue", "Black"),  
                                         selected = "Red"))  
  map = function(val) felsel(val, "lm"))
```

### Map

A function with single argument x, the value of the control on the client. Returns a modified value.

```
new_val <- input_select("Set A", "Set B", "B")  
label <- function(x) paste("Value", x)  
map <- function(x)  
  val <- switch(x,  
    "A" = "Red", "B" = "Green",  
    "C" = "Blue", "D" = "Black")  
  rep(x, length = nrow(mtcars))
```

```
mtcars %>% ggvis(~wt, y = ~mpg, fill = new_val) %>%  
  layer_points()
```



```
mtcars %>%  
  ggvis(~wt, y = ~mpg)  
  layer_input_select("Color", "A", name = "color")  
  map = a_color_name()  
  layer_points()
```