

iPlots 2.0

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iPlots: Motivation

R is good at managing

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- data
- models
- (static) graphics

but is less strong in exploratory data analysis

- Interactive Statistical Graphics (ISG) is good at
 - supporting exploratory analyses
 - checking data quality
 - revealing structure in data

but can not be automated or scripted

Solution: Bring both tools/paradigms together

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Different ways of bringing ISG and R together

1. Run two applications in parallel

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pros: full feature-set of both applications available

cons: two different user interfaces, coupling relatively loose

example: ggobi

2. Use R as stat-computing engine

pros: no need to learn R, only one interface

cons: only packaged functionality, no extensibility

example: KLIMT, Mondrian (all via Rserve)

3. Add interactive plots within R

pros: one interface, still "just" R, flat learning curve

cons: can not be implemented using R graphics

example: iPlots



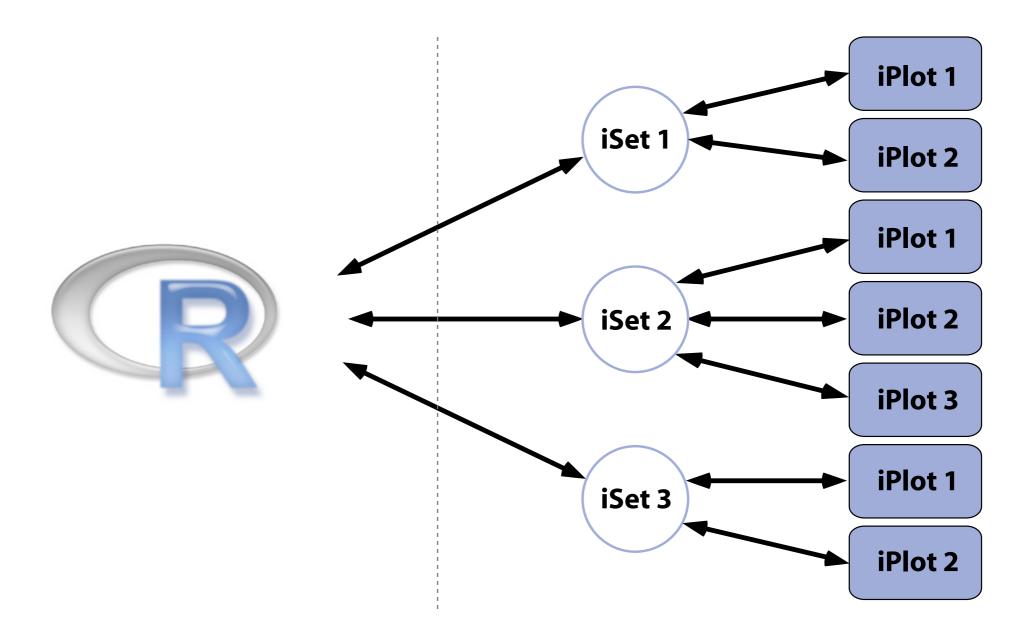


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- iPlots use JAVA to achieve interactivity
- Data is stored in so called *iSets*

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Each plot is associated to one *iSet*

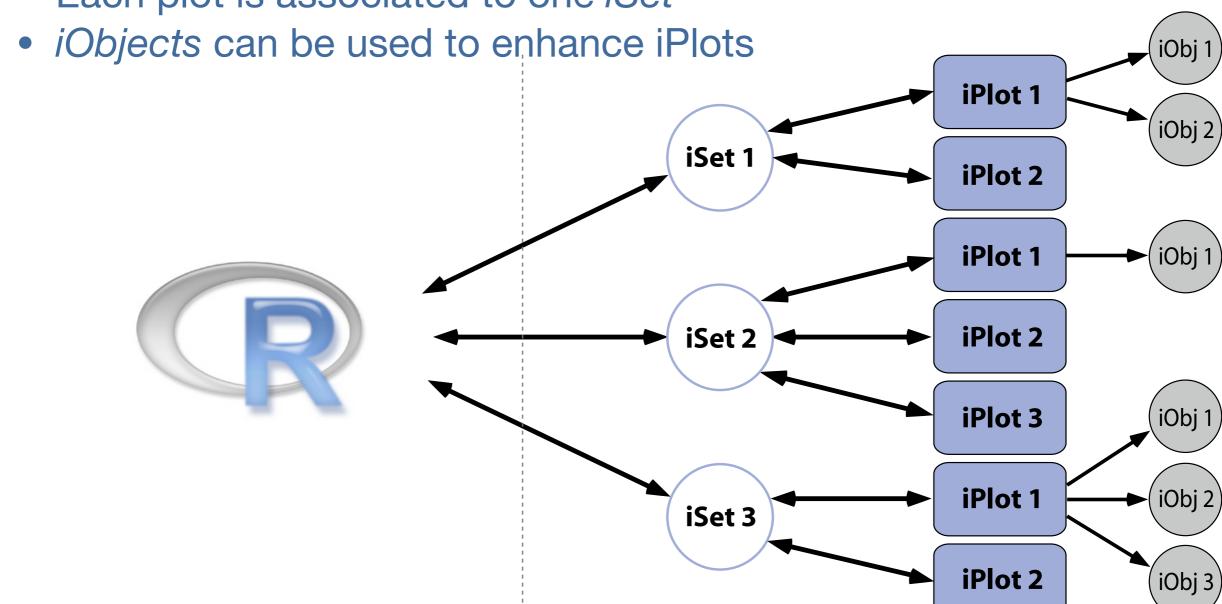




iPlots Internals

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- iPlots use JAVA to achieve interactivity
- Data is stored in so called iSets
- Each plot is associated to one iSet

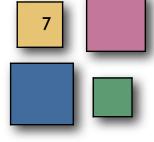


iPlots: Past

- The first version of iPlots was presented at the DSC meeting in 2003.
- Features of Version "1.0"
 - implemented basic plots
 - histogram
 - barplot
 - scatterplot
 - defined API
 - as similar to existing R functions as sensible to flatten the learning curve
 - handling of iSets and iObjects
 - available from RoSuDa repository
 - "proof of concept"

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What is new in iPlots 2.0?

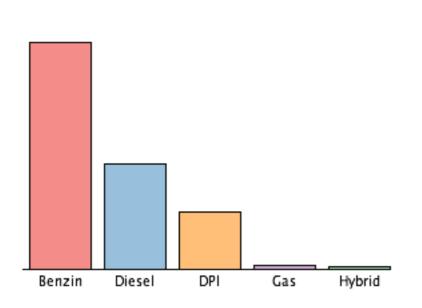
- Extensions to existing plots:
 - Histogram / Spinogram
 - Barplot / Spineplot
- New (multivariate) Plots
 - (parallel) Boxplots (y by x)
 - Parallel Coordinate Plots
 - Mosaic Plots (and its variants)
- New Features
 - Color Brushing
 - Better control through R calls
- OpenGL support to speed up glyph-based plots
- Custom plots allow creation of new interactive plots

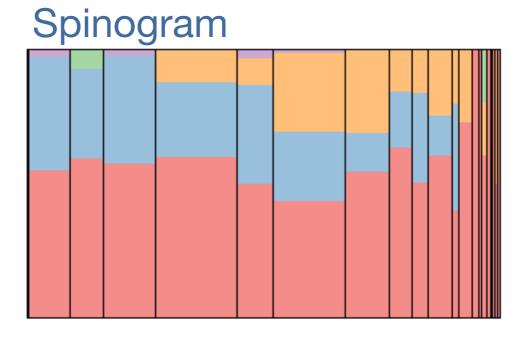


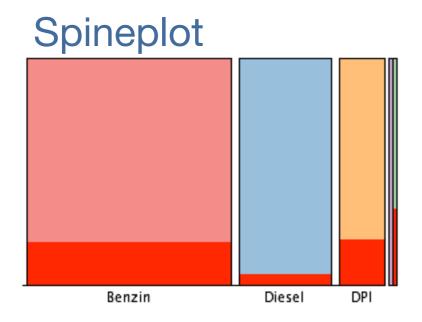


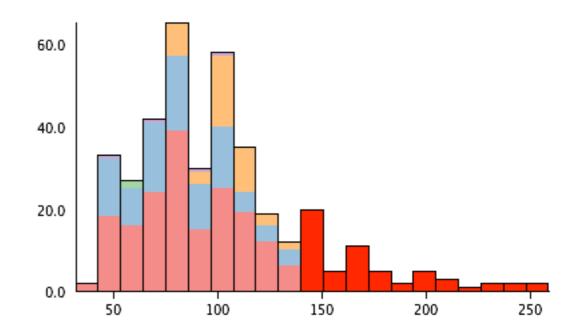
Extensions to existing Plots

Conditional plots for continuous and categorical data



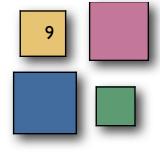






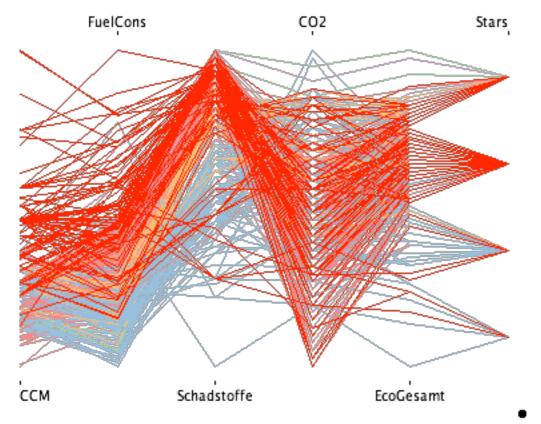
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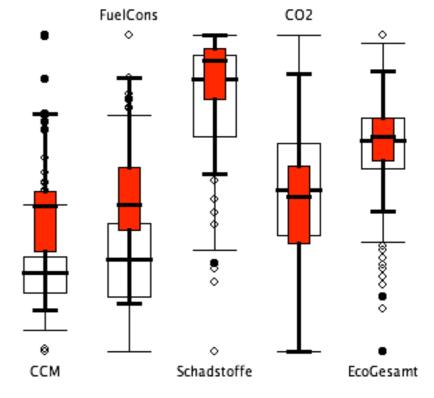


New Multivariate Plots

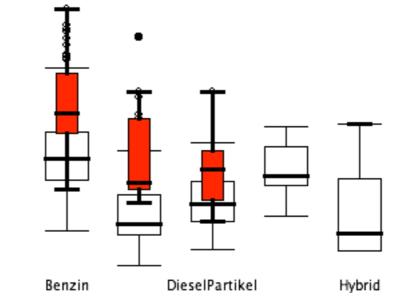
Parallel Coordinates



Parallel Boxplots

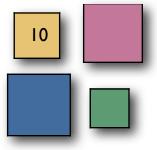


Boxplot y by x



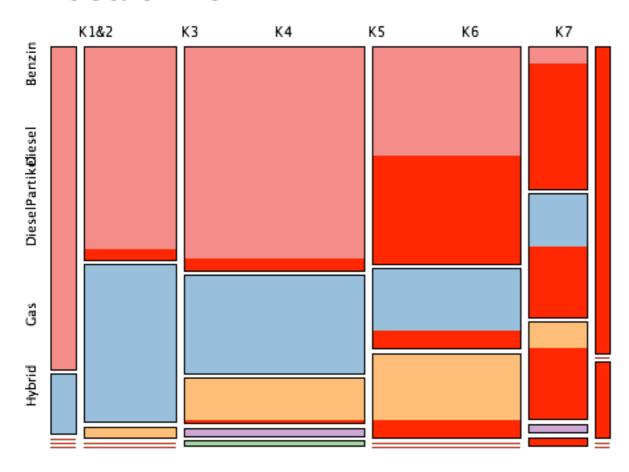
Gas

Diesel

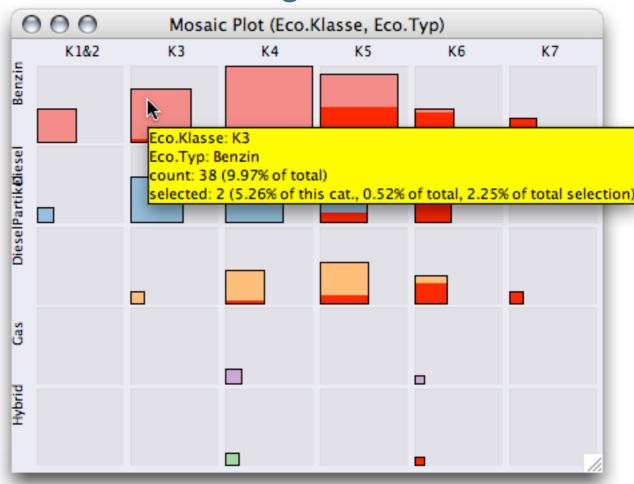


New Multivariate Plots

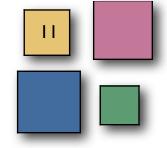
Mosaic Plot



Fluctuation Diagram



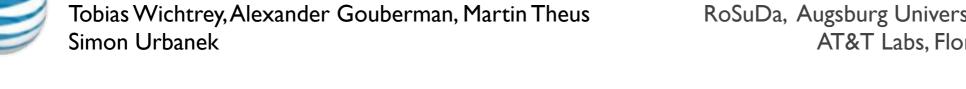
- Further variations include
 - Same Binsize
 - Multiple Barchart
 - **Double Decker Plot**



New Features

- Color Brushing, both
 - Quantitative and
 - Qualitative
- **Extended Queries** All objects – points, lines, axes, plot-canvases – can be queries. Results of extended queries can even be user defined.
- Full Parameter control from R
- α blending is implemented for all-glyph based plots to get crude density estimations and handle larger data decently.





AWT vs. 2D vs. OpenGL

- Java is platform independent, but graphics rendering is still done by the CPU (as of Version 5.0, 6.0, ...)
- iPlots support three different "graphics" engines
 - AWT
 - Swing
 - OpenGL
- OpenGL speeds up glyph-based plot by factor
 - 2-3 point based plots
 - ~10 for line based plots
- Specific timings may vary, essential improvement is to push the rendering from the CPU to the GPU.

Custom Plots

- iPlots 2.0 support several standard plots which are defined on the JAVA side
- In an extensible environment like R, we want to be able to build new plot, defined by R code.
- iPlots 2.0 expose the plot primitives (elementary objects like points, lines/polygons, bars, ...) defined on the JAVA side within R.
- These plot primitives know about:
 - selection
 - highlighting
 - queries
- See also the Focus Session on Friday 15:00 18:30.

Conclusions

- iPlots 2.0 now feature the full set of statistical standard graphics.
- Advanced features like color brushing and extended queries
- Custom plots offer new perspective in prototyping and developing new interactive applications.
- Soon available on CRAN
- Still need a Logo? Any ideas?