Package 'scatterplot3d'

October 14, 2022

Version 0.3-42

Date 2022-09-08

Title 3D Scatter Plot

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Description Plots a three dimensional (3D) point cloud.

Depends R (>= 2.7.0)

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Encoding latin1

Imports grDevices, graphics, stats

NeedsCompilation no

Repository CRAN

Date/Publication 2022-09-08 23:20:02 UTC

R topics documented:

`scatterplot3d` *3D Scatter Plot*

Description

Plots a three dimensional (3D) point cloud.

Usage

```
scatterplot3d(x, y=NULL, z=NULL, color=par("col"), pch=par("pch"),
    main=NULL, sub=NULL, xlim=NULL, ylim=NULL, zlim=NULL,
    xlab=NULL, ylab=NULL, zlab=NULL, scale.y=1, angle=40,
    axis=TRUE, tick.marks=TRUE, label.tick.marks=TRUE,
    x.ticklabs=NULL, y.ticklabs=NULL, z.ticklabs=NULL,
    y.margin.add=0, grid=TRUE, box=TRUE, lab=par("lab"),
    lab.z=mean(lab[1:2]), type="p", highlight.3d=FALSE,
    mar=c(5,3,4,3)+0.1, bg=par("bg"), col.axis=par("col.axis"),
    col.grid="grey", col.lab=par("col.lab"),
    cex.symbols=par("cex"), cex.axis=0.8 * par("cex.axis"),
    cex.lab=par("cex.lab"), font.axis=par("font.axis"),
    font.lab=par("font.lab"), lty.axis=par("lty"),
    lty.grid=par("lty"), lty.hide=NULL, lty.hplot=par("lty"),
    log="", asp=NA, ...)
```

Arguments

x	the coordinates of points in the plot.
y	the y coordinates of points in the plot, optional if x is an appropriate structure.
z	the z coordinates of points in the plot, optional if x is an appropriate structure.
color	colors of points in the plot, optional if x is an appropriate structure. Will be ignored if highlight.3d = TRUE.
pch	plotting "character", i.e. symbol to use.
main	an overall title for the plot.
sub	sub-title.
xlim, ylim, zlim	the x, y and z limits (min, max) of the plot. Note that setting enlarged limits may not work as exactly as expected (a known but unfixed bug).
xlab, ylab, zlab	titles for the x, y and z axis.
scale.y	scale of y axis related to x- and z axis.
angle	angle between x and y axis (Attention: result depends on scaling).
axis	a logical value indicating whether axes should be drawn on the plot.
tick.marks	a logical value indicating whether tick marks should be drawn on the plot (only if axis = TRUE).
label.tick.marks	a logical value indicating whether tick marks should be labeled on the plot (only if axis = TRUE and tick.marks = TRUE).
x.ticklabs, y.ticklabs, z.ticklabs	vector of tick mark labels.
y.margin.add	add additional space between tick mark labels and axis label of the y axis
grid	a logical value indicating whether a grid should be drawn on the plot.
box	a logical value indicating whether a box should be drawn around the plot.

`lab` a numerical vector of the form c(x, y, len). The values of x and y give the (approximate) number of tickmarks on the x and y axes.

`lab.z` the same as `lab`, but for z axis.

`type` character indicating the type of plot: "p" for points, "l" for lines, "h" for vertical lines to x-y-plane, etc.

`highlight.3d` points will be drawn in different colors related to y coordinates (only if `type = "p"` or `type = "h"`, else `color` will be used).
On some devices not all colors can be displayed. In this case try the postscript device or use `highlight.3d = FALSE`.

`mar` A numerical vector of the form c(bottom, left, top, right) which gives the lines of margin to be specified on the four sides of the plot. See section Values on how to change the setting back to the default / previous setting.

`bg` background (fill) color for the open plot symbols given by pch = 21:25.

`col.axis, col.grid, col.lab`
the color to be used for axis / grid / axis labels.

`cex.symbols, cex.axis, cex.lab`
the magnification to be used for point symbols, axis annotation, labels relative to the current.

`font.axis, font.lab`
the font to be used for axis annotation / labels.

`lty.axis, lty.grid`
the line type to be used for axis / grid.

`lty.hide` line style used to plot 'non-visible' edges (defaults of the `lty.axis` style)

`lty.hplot` the line type to be used for vertical segments with `type = "h"`.

`log` Not yet implemented! A character string which contains "x" (if the x axis is to be logarithmic), "y", "z", "xy", "xz", "yz", "xyz".

`asp` numeric, giving the **asp**ect ratio z/x or z/y, see 'Note'.

`...` more graphical parameters can be given as arguments, `pch = 16` or `pch = 20` may be nice.

Value

`xyz.convert` function which converts coordinates from 3D (x, y, z) to 2D-projection (x, y) of `scatterplot3d`. Useful to plot objects into existing plot.

`points3d` function which draws points or lines into the existing plot.

`plane3d` function which draws a plane into the existing plot: `plane3d(Intercept, x.coef = NULL, y.coef = NULL, lty = "dashed", lty.box = NULL, draw_lines = TRUE, draw_polygon = FALSE, polygon_args = list(border = NA, col = rgb(0,0,0,0.2)), ...)`. Instead of `Intercept` a vector containing 3 elements or an (g)lm object can be specified. The argument `lty.box` allows to set a different line style for the intersecting lines in the box's walls. The arguments `draw_lines` and `draw_polygon` allow for choosing whether to represent the plane via line segments or as a solid surface, respectively. The list in `polygon_args` collects arguments to be passed to the underlying `polygon` call that draws a solid (or transparent) plane if `draw_polygon=TRUE`.

box3d — function which "refreshes" the box surrounding the plot.

contour3d — function which draws countour lines into the existing plot: `contour3d(f, x.count = 10, y.count = 10, type = "l", lty = "24", x.resolution = 50, y.resolution = 50, ...)`. The first argument can be an `lm` object of two dimensions or a function of two arguments. In both cases the dimensions have to be given in the order `x`, `y` of the `scatterplot3d` call. The arguments `x.count` and `y.count` specify how many segments should be drawn for each dimension. The arguments `x.resolution` and `y.resolution` control the number of locations where the segments have to be evaluated.

par.mar — As the function modifies the `par("mar")` settings of the current device and needs to keep these in case you add elements to the plot later on, you can change these back via `par(object$par.mar)` in case you want to add more plots with default margins to the current device.

Note

Some graphical parameters should only be set as arguments in `scatterplot3d` but not in a previous `par()` call. One of these is `mar`, which is also non-standard in another way: Users who want to extend an existing `scatterplot3d` graphic with another function than `points3d`, `plane3d` or `box3d`, should consider to set `par(mar = c(b, l, t, r))` to the value of `mar` used in `scatterplot3d`, which defaults to `c(5, 3, 4, 3) + 0.1`.

Other `par` arguments may be split into several arguments in `scatterplot3d`, e.g., for specifying the line type. And finally some of `par` arguments do not apply here, e.g., many of those for axis calculation. So we recommend to try the specification of graphical parameters at first as arguments in `scatterplot3d` and only if needed as arguments in previous `par()` call.

If `asp` is a finite positive value then the window is set up so that one data unit in the x or y direction (the one that ist plotted horizontally - depends on `angle` -) is equal in length to `asp` $\times$ one data unit in the z direction. The variation of `asp` is only reasonable if the default values `x.ticklabs=NULL`, `y.ticklabs=NULL`, `z.ticklabs=NULL` are not changed.

Author(s)

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References

Ligges, U., and Maechler, M. (2003): Scatterplot3d – an R Package for Visualizing Multivariate Data. *Journal of Statistical Software* 8(11), 1–20. doi:10.18637/jss.v008.i11

See Also

`persp`, `plot`, `par`.

Examples

```
## On some devices not all colors can be displayed.
## Try the postscript device or use highlight.3d = FALSE.

## example 1
```

```
z <- seq(-10, 10, 0.01)
x <- cos(z)
y <- sin(z)
scatterplot3d(x, y, z, highlight.3d=TRUE, col.axis="blue",
    col.grid="lightblue", main="scatterplot3d - 1", pch=20)

## example 2
temp <- seq(-pi, 0, length = 50)
x <- c(rep(1, 50) %*% t(cos(temp)))
y <- c(cos(temp) %*% t(sin(temp)))
z <- c(sin(temp) %*% t(sin(temp)))
scatterplot3d(x, y, z, highlight.3d=TRUE,
    col.axis="blue", col.grid="lightblue",
    main="scatterplot3d - 2", pch=20)

## example 3
temp <- seq(-pi, 0, length = 50)
x <- c(rep(1, 50) %*% t(cos(temp)))
y <- c(cos(temp) %*% t(sin(temp)))
z <- 10 * c(sin(temp) %*% t(sin(temp)))
color <- rep("green", length(x))
temp <- seq(-10, 10, 0.01)
x <- c(x, cos(temp))
y <- c(y, sin(temp))
z <- c(z, temp)
color <- c(color, rep("red", length(temp)))
scatterplot3d(x, y, z, color, pch=20, zlim=c(-2, 10),
    main="scatterplot3d - 3")

## example 4
my.mat <- matrix(runif(25), nrow=5)
dimnames(my.mat) <- list(LETTERS[1:5], letters[11:15])
my.mat # the matrix we want to plot ...

s3d.dat <- data.frame(cols=as.vector(col(my.mat)),
    rows=as.vector(row(my.mat)),
    value=as.vector(my.mat))
scatterplot3d(s3d.dat, type="h", lwd=5, pch=" ",
    x.ticklabs=colnames(my.mat), y.ticklabs=rownames(my.mat),
    color=grey(25:1/40), main="scatterplot3d - 4")

## example 5
data(trees)
s3d <- scatterplot3d(trees, type="h", highlight.3d=TRUE,
    angle=55, scale.y=0.7, pch=16, main="scatterplot3d - 5")
# Now adding some points to the "scatterplot3d"
s3d$points3d(seq(10,20,2), seq(85,60,-5), seq(60,10,-10),
    col="blue", type="h", pch=16)
# Now adding a regression plane to the "scatterplot3d"
attach(trees)
my.lm <- lm(Volume ~ Girth + Height)
s3d$plane3d(my.lm, lty.box = "solid")
```

```
## example 6; by Martin Maechler
cubedraw <- function(res3d, min = 0, max = 255, cex = 2, text. = FALSE)
{
  ## Purpose: Draw nice cube with corners
  cube01 <- rbind(c(0,0,1), 0, c(1,0,0), c(1,1,0), 1, c(0,1,1), # < 6 outer
                  c(1,0,1), c(0,1,0)) # <- "inner": fore- & back-ground
  cub <- min + (max-min)* cube01
  ## visibile corners + lines:
  res3d$points3d(cub[c(1:6,1,7,3,7,5) ,], cex = cex, type = 'b', lty = 1)
  ## hidden corner + lines
  res3d$points3d(cub[c(2,8,4,8,6),     ], cex = cex, type = 'b', lty = 3)
  if(text.)## debug
      text(res3d$xyz.convert(cub), labels=1:nrow(cub), col='tomato', cex=2)
}
## 6 a) The named colors in R, i.e. colors()
cc <- colors()
crgb <- t(col2rgb(cc))
par(xpd = TRUE)
rr <- scatterplot3d(crgb, color = cc, box = FALSE, angle = 24,
    xlim = c(-50, 300), ylim = c(-50, 300), zlim = c(-50, 300))
cubedraw(rr)
## 6 b) The rainbow colors from rainbow(201)
rbc <- rainbow(201)
Rrb <- t(col2rgb(rbc))
rR <- scatterplot3d(Rrb, color = rbc, box = FALSE, angle = 24,
    xlim = c(-50, 300), ylim = c(-50, 300), zlim = c(-50, 300))
cubedraw(rR)
rR$points3d(Rrb, col = rbc, pch = 16)
```

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