

# Package ‘gg1d’

May 8, 2026

**Title** Exploratory Data Analysis using Tiled One-Dimensional Graphics

**Version** 0.1.0

**Description** Streamlines exploratory data analysis by providing a turnkey approach to visualising n-dimensional data which graphically reveals correlative or associative relationships between 2 or more features. Represents all dataset features as distinct, vertically aligned bar or tile plots, with plot types auto-selected based on whether variables are categorical or numeric.

**License** MIT + file LICENSE

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**URL** <https://github.com/selkamand/gg1d>,  
<https://selkamand.github.io/gg1d/>

**BugReports** <https://github.com/selkamand/gg1d/issues>

**Imports** assertions (>= 0.2.0), cli, ggiraph, ggplot2, ggtext,  
patchwork (>= 1.3.0), rank (>= 0.1.1), rlang

**Suggests** covr, knitr, rmarkdown, testthat (>= 3.0.0)

**Config/testthat/edition** 3

**Depends** R (>= 2.10)

**LazyData** true

**NeedsCompilation** no

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beautify	<i>Make strings prettier for printing</i>
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### Description

Takes an input string and 'beautify' by converting underscores to spaces and

### Usage

```
beautify(string, autodetect_units = TRUE)
```

### Arguments

string	input string
autodetect_units	automatically detect units (e.g. mm, kg, etc) and wrap in brackets.

### Value

string

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column_info_table	<i>Parse a tibble and ensure it meets standards</i>
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### Description

Parse a tibble and ensure it meets standards

**Usage**

```
column_info_table(
  data,
  maxlevels = 6,
  col_id = NULL,
  cols_to_plot,
  tooltip_column_suffix = "_tooltip",
  ignore_column_regex = "_ignore$",
  palettes,
  colours_default,
  colours_default_logical,
  verbose
)
```

**Arguments**

<code>data</code>	data.frame to autoplot (data.frame)
<code>maxlevels</code>	for categorical variables, what is the maximum number of distinct values to allow (too many will make it hard to find a palette that suits). (number)
<code>col_id</code>	name of column to use as an identifier. If null, artificial IDs will be created based on row-number.
<code>cols_to_plot</code>	names of columns in <b>data</b> that should be plotted. By default plots all valid columns (character)
<code>tooltip_column_suffix</code>	the suffix added to a column name that indicates column should be used as a tooltip (string)
<code>ignore_column_regex</code>	a regex string that, if matches a column name, will cause that column to be exclude from plotting (string) (default: "_ignore\$")
<code>palettes</code>	A list of named vectors. List names correspond to <b>data</b> column names (categorical only). Vector names to levels of columns. Vector values are colours, the vector names are used to map values in data to a colour.
<code>colours_default</code>	Default colors for categorical variables without a custom palette.
<code>colours_default_logical</code>	Colors for binary variables: a vector of three colors representing TRUE, FALSE, and NA respectively (character).
<code>verbose</code>	Numeric value indicating the verbosity level: <ul style="list-style-type: none"> <li>• <b>2</b>: Highly verbose, all messages.</li> <li>• <b>1</b>: Key messages only.</li> <li>• <b>0</b>: Silent, no messages.</li> </ul>

**Value**

tibble with the following columns:

1. colnames
2. coltype (categorical/numeric/tooltip/invalid)
3. ndistinct (number of distinct values)
4. plottable (should this column be plotted)
5. tooltip\_col (the name of the column to use as the tooltip) or NA if no obvious tooltip column found

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 gg1d

*AutoPlot an entire data.frame*


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### Description

Visualize all columns in a data frame with gg1d's vertically aligned plots and automatic plot selection based on variable type. Plots are fully interactive, and custom tooltips can be added.

### Usage

```
gg1d(
  data,
  col_id = NULL,
  col_sort = NULL,
  order_matches_sort = TRUE,
  maxlevels = 6,
  verbose = 2,
  drop_unused_id_levels = FALSE,
  interactive = TRUE,
  return = c("plot", "column_info", "data"),
  palettes = NULL,
  sort_type = c("frequency", "alphabetical"),
  desc = TRUE,
  limit_plots = TRUE,
  max_plottable_cols = 15,
  cols_to_plot = NULL,
  tooltip_column_suffix = "_tooltip",
  ignore_column_regex = "_ignore$",
  convert_binary_numeric_to_factor = TRUE,
  options = gg1d_options(show_legend = !interactive)
)
```

### Arguments

data	data.frame to autoplot (data.frame)
col_id	name of column to use as an identifier. If null, artificial IDs will be created based on row-number.
col_sort	name of columns to sort on. To do a hierarchical sort, supply a vector of column names in the order they should be sorted (character).

<code>order_matches_sort</code>	should the column plots be stacked top-to-bottom in the order they appear in <code>col_sort</code> (flag)
<code>maxlevels</code>	for categorical variables, what is the maximum number of distinct values to allow (too many will make it hard to find a palette that suits). (number)
<code>verbose</code>	Numeric value indicating the verbosity level: <ul style="list-style-type: none"> <li>• <b>2</b>: Highly verbose, all messages.</li> <li>• <b>1</b>: Key messages only.</li> <li>• <b>0</b>: Silent, no messages.</li> </ul>
<code>drop_unused_id_levels</code>	if <code>col_id</code> is a factor with unused levels, should these be dropped or included in visualisation
<code>interactive</code>	produce interactive ggiraph visualisation (flag)
<code>return</code>	a string describing what this function should return. Options include: <ul style="list-style-type: none"> <li>• <b>plot</b>: Return the gg1d visualisation (default)</li> <li>• <b>column_info</b>: Return a data.frame describing the columns the dataset.</li> <li>• <b>data</b>: Return the processed dataset used for plotting.</li> </ul>
<code>palettes</code>	A list of named vectors. List names correspond to <b>data</b> column names (categorical only). Vector names to levels of columns. Vector values are colours, the vector names are used to map values in data to a colour.
<code>sort_type</code>	controls how categorical variables are sorted. Numerical variables are always sorted in numerical order irrespective of the value given here. Options are alphabetical or frequency
<code>desc</code>	sort in descending order (flag)
<code>limit_plots</code>	throw an error when there are > <code>max_plottable_cols</code> in dataset (flag)
<code>max_plottable_cols</code>	maximum number of columns that can be plotted (default: 15) (number)
<code>cols_to_plot</code>	names of columns in <b>data</b> that should be plotted. By default plots all valid columns (character)
<code>tooltip_column_suffix</code>	the suffix added to a column name that indicates column should be used as a tooltip (string)
<code>ignore_column_regex</code>	a regex string that, if matches a column name, will cause that column to be exclude from plotting (string) (default: <code>"_ignore\$"</code> )
<code>convert_binary_numeric_to_factor</code>	If a numeric column contains only values 0, 1, & NA, then automatically convert to a factor.
<code>options</code>	a list of additional visual parameters created by calling <code>gg1d_options()</code> . See <a href="#">gg1d_options</a> for details.

**Value**

ggiraph interactive visualisation

**Examples**

```

path_gg1d <- system.file("example.csv", package = "gg1d")
df <- read.csv(path_gg1d, header = TRUE, na.strings = "")

# Create Basic Plot
gg1d(df, col_id = "ID", col_sort = "Glasses")

# Configure plot gg1d_options()
gg1d(
  lazy_birdwatcher,
  col_sort = "Magpies",
  palettes = list(
    Birdwatcher = c(Robert = "#E69F00", Catherine = "#999999"),
    Day = c(Weekday = "#999999", Weekend = "#009E73")
  ),
  options = gg1d_options(
    show_legend = TRUE,
    fontsize_barplot_y_numbers = 12,
    legend_text_size = 16,
    legend_key_size = 1,
    legend_nrow = 1,
  )
)

```

---

gg1d\_options

*Visual Parameters for gg1d Plots*


---

**Description**

Configures aesthetic and layout settings for plots generated by gg1d.

**Usage**

```

gg1d_options(
  colours_default = c("#66C2A5", "#FC8D62", "#8DA0CB", "#E78AC3", "#A6D854", "#FFD92F",
    "#E5C494"),
  colours_default_logical = c(`TRUE` = "#648fff", `FALSE` = "#dc267f"),
  colours_missing = "grey90",
  show_legend_titles = FALSE,
  legend_title_position = c("top", "bottom", "left", "right"),
  legend_nrow = 4,
  legend_ncol = NULL,
  legend_title_size = NULL,
  legend_text_size = NULL,
  legend_key_size = 0.3,
  legend_orientation_heatmap = c("horizontal", "vertical"),
  show_legend = TRUE,

```

```

legend_position = c("right", "left", "bottom", "top"),
na_marker = "!",
na_marker_size = 8,
na_marker_colour = "black",
show_na_marker_categorical = FALSE,
show_na_marker_heatmap = FALSE,
colours_heatmap_low = "purple",
colours_heatmap_high = "seagreen",
transform_heatmap = c("identity", "log10", "log2"),
fontsize_values_heatmap = 3,
show_values_heatmap = FALSE,
colours_values_heatmap = "white",
vertical_spacing = 0,
numeric_plot_type = c("bar", "heatmap"),
y_axis_position = c("left", "right"),
width = 0.9,
relative_height_numeric = 4,
cli_header = "Running gg1d",
interactive_svg_width = NULL,
interactive_svg_height = NULL,
fontsize_barplot_y_numbers = 8,
max_digits_barplot_y_numbers = 3,
fontsize_y_title = 12,
beautify_text = TRUE
)

```

## Arguments

`colours_default` Default colors for categorical variables without a custom palette.

`colours_default_logical` Colors for binary variables: a vector of three colors representing TRUE, FALSE, and NA respectively (character).

`colours_missing` Color for missing (NA) values in categorical plots (string).

`show_legend_titles` Display titles for legends (flag).

`legend_title_position` Position of the legend title ("top", "bottom", "left", "right").

`legend_nrow` Number of rows in the legend (number).

`legend_ncol` Number of columns in the legend. If set, `legend_nrow` should be NULL (number).

`legend_title_size` Size of the legend title text (number).

`legend_text_size` Size of the text within the legend (number).

<code>legend_key_size</code>	Size of the legend key symbols (number).
<code>legend_orientation_heatmap</code>	should legend orientation be "horizontal" or "vertical".
<code>show_legend</code>	Display the legend on the plot (flag).
<code>legend_position</code>	Position of the legend ("right", "left", "bottom", "top").
<code>na_marker</code>	Text used to mark NA values in numeric plots (string).
<code>na_marker_size</code>	Size of the text marker for NA values (number).
<code>na_marker_colour</code>	Color of the NA text marker (string).
<code>show_na_marker_categorical</code>	Show a marker for NA values on categorical tiles (flag).
<code>show_na_marker_heatmap</code>	Show a marker for NA values on heatmap tiles (flag).
<code>colours_heatmap_low</code>	Color for the lowest value in heatmaps (string).
<code>colours_heatmap_high</code>	Color for the highest value in heatmaps (string).
<code>transform_heatmap</code>	Transformation to apply before visualizing heatmap values ("identity", "log10", "log2").
<code>fontsize_values_heatmap</code>	Font size for heatmap values (number).
<code>show_values_heatmap</code>	Display numerical values on heatmap tiles (flag).
<code>colours_values_heatmap</code>	Color for heatmap values (string).
<code>vertical_spacing</code>	Space between each data row in points (number).
<code>numeric_plot_type</code>	Type of visualization for numeric data: "bar" or "heatmap".
<code>y_axis_position</code>	Position of the y-axis ("left" or "right").
<code>width</code>	controls how much space is present between bars and tiles within each plot. Can be 0-1 where values of 1 makes bars/tiles take up 100% of available space (no gaps between bars).
<code>relative_height_numeric</code>	how many times taller should numeric plots be relative to categorical tile plots. Only taken into account if <code>numeric_plot_type == "bar"</code> (number)
<code>cli_header</code>	Text used for h1 header. Included so it can be tweaked by packages that use ggld, so they can customise how the info messages appear.
<code>interactive_svg_width, interactive_svg_height</code>	width and height of the interactive graphic region (in inches). Only used when <code>interactive = TRUE</code> .

**fontsize\_barplot\_y\_numbers**      fontsize of the text describing numeric barplot max & min values (number).  
**max\_digits\_barplot\_y\_numbers**      Number of digits to round the numeric barplot max and min values to (number).  
**fontsize\_y\_title**      fontsize of the y axis titles (a.k.a the data.frame column names) (number).  
**beautify\_text**      Beautify y-axis text and legend titles by capitalizing words and adding spaces (flag).

### Value

A list of visualization parameters for gg1d.

### Examples

```

path_gg1d <- system.file("example.csv", package = "gg1d")
df <- read.csv(path_gg1d, header = TRUE, na.strings = "")

# Create Basic Plot
gg1d(df, col_id = "ID", col_sort = "Glasses")

# Configure plot gg1d_options()
gg1d(
  lazy_birdwatcher,
  col_sort = "Magpies",
  palettes = list(
    Birdwatcher = c(Robert = "#E69F00", Catherine = "#999999"),
    Day = c(Weekday = "#999999", Weekend = "#009E73")
  ),
  options = gg1d_options(
    show_legend = TRUE,
    fontsize_barplot_y_numbers = 12,
    legend_text_size = 16,
    legend_key_size = 1,
    legend_nrow = 1,
  )
)

```

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lazy\_birdwatcher

*Lazy Birdwatcher Dataset*

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### Description

A simulated dataset describing the number of magpies observed by two birdwatchers.

### Usage

```
lazy_birdwatcher
```

**Format**

lazy\_birdwatcher:

A data frame with 45 rows and 3 columns:

**Magpies** Number of magpies observed

**Day** Was the day of observation a weekday or a weekend?

**Birdwatcher** Name of the birdwatcher

---

sensible\_2\_breaks      *GGplot breaks*

---

**Description**

Find sensible values to add 2 breaks at for a ggplot2 axis

**Usage**

```
sensible_2_breaks(vector)
```

**Arguments**

vector                  vector fed into ggplot axis you want to define sensible breaks for

**Value**

vector of length 2. first element describes upper break position, lower describes lower break

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