The Plot library provides a flexible interface for producing nearly any kind of plot. It includes many common kinds of plots already, such as scatter plots, line plots, contour plots, histograms, and 3D surfaces and isosurfaces. Thanks to Racket’s excellent multiple-backend drawing library, Plot can render plots as interactive snips in DrRacket, as picts in slideshows, as PNG, PDF, PS and SVG files, or on any device context.

Plot is a Typed Racket library, but it can be used in untyped Racket programs with little to no performance loss. The old typed interface module plot/typed is still available for old Typed Racket programs. New Typed Racket programs should use plot.

For plotting without a GUI, see plot/no-gui. For plotting in REPL-like environments outside of DrRacket, including Scribble manuals, see plot/pict and plot/bitmap.
Contents

1 Introduction ........................................... 6
   1.1 Plotting 2D Graphs ............................... 6
   1.2 Terminology ..................................... 7
   1.3 Plotting 3D Graphs ............................. 7
   1.4 Plotting Multiple 2D Renderers ............... 9
   1.5 Renderer and Plot Bounds ...................... 12
   1.6 Plotting Multiple 3D Renderers ............... 14
   1.7 Plotting to Files ............................... 15
   1.8 Colors and Styles ............................... 15

2 2D and 3D Plotting Procedures ..................... 18
   2.1 GUI Plotting Procedures ....................... 18
   2.2 Non-GUI Plotting Procedures ................... 23
   2.3 Pict-Plotting Work-a-Likes ..................... 25
   2.4 Bitmap-Plotting Work-a-Likes .................. 26

3 2D Renderers ........................................ 27
   3.1 2D Renderer Function Arguments ............... 27
   3.2 2D Point Renderers ............................. 28
   3.3 2D Line Renderers .............................. 36
   3.4 2D Interval Renderers ......................... 48
   3.5 2D Contour (Isoline) Renderers ............... 58
   3.6 2D Rectangle Renderers ....................... 64
   3.7 2D Plot Decoration Renderers ................. 74
   3.8 Interactive Overlays for 2D plots .............. 85
4 3D Renderers 87
4.1 3D Renderer Function Arguments . . . . . . . . . . . . . . . . . . . . . . 87
4.2 3D Point Renderers . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 87
4.3 3D Line Renderers . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 91
4.4 3D Surface Renderers . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 95
4.5 3D Contour (Isoline) Renderers . . . . . . . . . . . . . . . . . . . . . . . . 105
4.6 3D Isosurface Renderers . . . . . . . . . . . . . . . . . . . . . . . . . . . 111
4.7 3D Rectangle Renderers . . . . . . . . . . . . . . . . . . . . . . . . . . . 115

5 Nonrenderers 123

6 Axis Transforms and Ticks 126
6.1 Axis Transforms . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 126
6.2 Axis Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 139
6.2.1 Linear Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 145
6.2.2 Log Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 146
6.2.3 Date Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 147
6.2.4 Time Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 148
6.2.5 Currency Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . 150
6.2.6 Other Ticks . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 152
6.2.7 Tick Combinators . . . . . . . . . . . . . . . . . . . . . . . . . . . . 157
6.2.8 Tick Data Types and Contracts . . . . . . . . . . . . . . . . . . . . 159
6.3 Invertible Functions . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 159

7 Plot Utilities 161
7.1 Formatting . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 161
7.2 Sampling . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 163
<table>
<thead>
<tr>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.3</td>
</tr>
<tr>
<td>7.4</td>
</tr>
<tr>
<td>7.4.1</td>
</tr>
<tr>
<td>7.4.2</td>
</tr>
<tr>
<td>7.4.3</td>
</tr>
<tr>
<td>7.5</td>
</tr>
<tr>
<td>7.6</td>
</tr>
<tr>
<td>8</td>
</tr>
<tr>
<td>8.1</td>
</tr>
<tr>
<td>8.2</td>
</tr>
<tr>
<td>8.3</td>
</tr>
<tr>
<td>8.4</td>
</tr>
<tr>
<td>8.5</td>
</tr>
<tr>
<td>8.6</td>
</tr>
<tr>
<td>8.7</td>
</tr>
<tr>
<td>8.8</td>
</tr>
<tr>
<td>8.9</td>
</tr>
<tr>
<td>8.10</td>
</tr>
<tr>
<td>8.11</td>
</tr>
<tr>
<td>8.12</td>
</tr>
<tr>
<td>8.13</td>
</tr>
<tr>
<td>8.14</td>
</tr>
<tr>
<td>8.15</td>
</tr>
<tr>
<td>9</td>
</tr>
</tbody>
</table>
9.1 Plot Element Contracts .................................................. 209
9.2 Appearance Argument Contracts ................................. 209
9.3 Appearance Argument List Contracts ......................... 212

10 Porting From Plot <= 5.1.3  ........................................ 217
10.1 Replacing Deprecated Functions ............................. 217
10.2 Ensuring That Plots Have Bounds .............................. 218
10.3 Changing Keyword Arguments ................................. 220
10.4 Fixing Broken Calls to points ................................. 222
10.5 Replacing Uses of plot-extend ............................... 223
10.6 Deprecated Functions .......................................... 223

11 Legacy Typed Interface ................................................. 225

12 Compatibility Module .................................................. 226
12.1 Plotting ................................................................. 226
12.2 Miscellaneous Functions ......................................... 230
1 Introduction

(require plot)  package:plot-gui-lib

1.1 Plotting 2D Graphs

To plot a one-input, real-valued function, do something like

> (require plot)
> (plot (function sin (- pi) pi #:label "y = sin(x)"))

The first argument to function is the function to be plotted, and the #:label argument becomes the name of the function in the legend.

If you’re not using DrRacket, start with

(requires plot)
(plot-new-window? #t)

to open each plot in a new window.

1.2 Terminology

In the above example, (- pi) and pi define the x-axis bounds, or the closed interval in which to plot the \( \sin \) function. The function function automatically determines that the y-axis bounds should be [-1,1].

The function function constructs a renderer, which does the actual drawing. A renderer also produces legend entries, requests bounds to draw in, and requests axis ticks and tick labels.

The plot function collects legend entries, bounds and ticks. It then sets up a plot area with large enough bounds to contain the renderers, draws the axes and ticks, invokes the renderers’ drawing procedures, and then draws the legend.

1.3 Plotting 3D Graphs

To plot a two-input, real-valued function as a surface, try something like

```lisp
> (plot3d (surface3d (λ (x y) (* (cos x) (sin y)))
    (- pi) pi (- pi) pi)
  #:title "An R × R → R function"
  #:x-label "x" #:y-label "y" #:z-label "cos(x) sin(y)"
)
```

The documentation can’t show it, but in DrRacket you can rotate 3D plots by clicking on them and dragging the mouse. Try it!
This example also demonstrates using keyword arguments that change the plot, such as #:title. In Plot, every keyword argument is optional and almost all have parameterized default values. In the case of plot3d's #:title, the corresponding parameter is plot-title. That is, keyword arguments are usually shortcuts for parameterizing plots or renderers:

> (parameterize ([plot-title "An $R \times R \rightarrow R$ function"] [plot-x-label "x"] [plot-y-label "y"] [plot-z-label "\cos(x) \sin(y)"])
   (plot3d (contour-intervals3d (λ (x y) (* (cos x) (sin y))) (- pi) pi (- pi) pi)))

When parameterizing more than one plot, it is often easier to set parameters globally, as in

(plot-title "Untitled") and (plot3d-angle 45).

There are many parameters that do not correspond to keyword arguments, such as plot-font-size.

See §8 "Plot and Renderer Parameters" for the full listing.
An $R \times R \rightarrow R$ function

This example also demonstrates `contour-intervals3d`, which colors the surface between contour lines, or lines of constant height. By default, `contour-intervals3d` places the contour lines at the same heights as the ticks on the $z$ axis.

### 1.4 Plotting Multiple 2D Renderers

Renderers may be plotted together by passing them in a list:

```scheme
> (plot (list (axes)
  (function sqr -2 2)
  (function (λ (x) x) #:color 0 #:style 'dot)
  (inverse sqr -2 2 #:color 3)))
```
Here, :inverse plots the inverse of a function. (Both :function and :inverse plot the reflection line \((\lambda (x) x)\) identically.)

Notice the numbered colors. Plot additionally recognizes, as colors, lists of RGB values such as `(128 128 0), color% instances, and strings like "red" and "navajowhite". (The last are turned into RGB triples using a color-database<%>.) Use numbered colors when you just need different colors with good contrast, but don’t particularly care what they are.

The :axes function returns a list of two renderers, one for each axis. This list is passed in a list to :plot, meaning that :plot accepts lists of lists of renderers. In general, both :plot and :plot3d accept a tree of renderers.

Renderers generate legend entries when passed a #:label argument. For example,

```
> (plot (list (axes)
    (function sqr -2 2 #:label "y = x^2")
    (function (lambda (x) x) #:label "y =
```
Lists of renderers are flattened, and then plotted in order. The order is more obvious with interval plots:

```scheme
> (plot (list (function-interval (λ (x) (- (sin x) 3))
             (λ (x) (+ (sin x) 3)))
           (function-interval (λ (x) (- (sqr x)))
             sqr #:color 4
             #:line1-color 4 #:line2-color 4))
   #:x-min (- pi) #:x-max pi)
```
Clearly, the blue-colored interval between sine waves is drawn first.

1.5 Renderer and Plot Bounds

In the preceding example, the x-axis bounds are passed to plot using the keyword arguments #:x-min and #:x-max. The bounds could easily have been passed in either call to function-interval instead. In both cases, plot and function-interval work together to determine y-axis bounds large enough for both renderers.

It is not always possible for renderers and plot or plot3d to determine the bounds:

```lisp
> (plot (function sqr))
plot: could not determine sensible plot bounds; got x ∈ [#, #], y ∈ [#, #]
> (plot (function sqr #:x #))
plot: could not determine sensible plot bounds; got x ∈ [#, #], y ∈ [#, #]
> (plot (function sqr -2))
```

12
There is a difference between passing bounds to renderers and passing bounds to `plot` or `plot3d`: bounds passed to `plot` or `plot3d` cannot be changed by a renderer that requests different bounds. We might say that bounds passed to renderers are suggestions, and bounds passed to `plot` and `plot3d` are commandments.

Here is an example of commanding `plot3d` to override a renderer’s bounds. First, consider the plot of a sphere with radius 1:

```scheme
> (plot3d (polar3d (λ (θ ρ) 1) #:color 2 #:line-style 'transparent) #:altitude 25)
```

Passing bounds to `plot3d` that are smaller than \([-1..1] \times [-1..1] \times [-1..1]\) cuts off the six axial poles:

```scheme
> (plot3d (polar3d (λ (θ ρ) 1) #:color 2 #:line-style 'transparent)
```

13
1.6 Plotting Multiple 3D Renderers

Unlike with rendering 2D plots, rendering 3D plots is order-independent. Their constituent shapes (such as polygons) are merged, sorted by view distance, and drawn back-to-front.

```scheme
> (define ((dist cx cy cz) x y z) (sqrt (+ (sqr (- x cx)) (sqr (- y cy)) (sqr (- z cz)))))
> (plot3d (list (isosurface3d (dist 1/4 -1/4 -1/4) 0.995 #:color 4 #:alpha 0.8 #:samples 21)
                             (isosurface3d (dist -1/4 1/4 1/4) 0.995 #:color 6 #:alpha 0.8 #:samples 21))
 #:x-min -1 #:x-max 1
 #:y-min -1 #:y-max 1
```
1.7 Plotting to Files

Any plot can be rendered to PNG, PDF, PS and SVG files using `plot-file` and `plot3d-file`, to include in papers and other published media.

1.8 Colors and Styles

In papers, stick to dark, fully saturated colors for lines, and light, desaturated colors for areas and surfaces. Papers are often printed in black and white, and sticking to this guideline will help black-and-white versions of color plots turn out nicely.

To make this easy, Plot provides numbered colors that follow these guidelines, that are designed for high contrast in color as well. When used as line colors, numbers are interpreted
as dark, fully saturated colors. When used as area or surface colors, numbers are interpreted as light, desaturated colors.

> (parameterize ([interval-line1-width 3] [interval-line2-width 3])
  (plot (for/list ([i (in-range -7 13)])
    (function-interval
      (λ (x) (* i 1.3)) (λ (x) (+ 1 (* i 1.3)))
      #:color i #:line1-color i #:line2-color i)
    #:x-min -8 #:x-max 8))

Color 0 is black for lines and white for areas. Colors 1..120 are generated by rotating hues and adjusting to make neighbors more visually dissimilar. Colors 121..127 are grayscale. Colors -7..-1 are also grayscale because before 0, colors repeat. That is, colors -128..-1 are identical to colors 0..127. Colors also repeat after 127.

If the paper will be published in black and white, use styles as well as, or instead of, colors. There are 5 numbered pen styles and 7 numbered brush styles, which also repeat.
(parameterize ([line-color  "black"]
  [interval-color  "black"]
  [interval-line1-color  "black"]
  [interval-line2-color  "black"]
  [interval-line1-width  3]
  [interval-line2-width  3])
(plot (for/list ([i (in-range 7)])
  (function-interval
    (λ (x) (* i 1.5)) (λ (x) (+ 1 (* i 1.5)))
    #:style i #:line1-style i #:line2-style i))
  #:x-min -8 #:x-max 8))
2 2D and 3D Plotting Procedures

The plotting procedures exported by plot/no-gui produce bitmap% and pict instances, and write to files. They do not require racket/gui, so they work in headless environments; for example, a Linux terminal with DISPLAY unset.

The plot module re-exports everything exported by plot/no-gui, as well as plot, plot3d, and other procedures that create interactive plots and plot frames. Interactive plotting procedures can always be imported, but fail when called if there is no working display or racket/gui is not present.

Each 3D plotting procedure behaves the same way as its corresponding 2D procedure, but takes the additional keyword arguments #:z-min, #:z-max, #:angle, #:altitude and #:z-label.

2.1 GUI Plotting Procedures

(require plot)  package: plot-gui-lib

(plot renderer-tree
 [#:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:width width
 #:height height
 #:title title
 #:x-label x-label
 #:y-label y-label
 #:aspect-ratio aspect-ratio
 #:legend-anchor legend-anchor
 #:out-file out-file
 #:out-kind out-kind])

→ (or/c (and/c (is-a?/c snip%) (is-a?/c plot-metrics<%>)) void?)

renderer-tree : (treeof (or/c renderer2d? nonrenderer?))

x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
width : exact-positive-integer? = (plot-width)
height : exact-positive-integer? = (plot-height)
title : (or/c string? pict? #f) = (plot-title)
x-label : (or/c string? pict? #f) = (plot-x-label)
y-label : (or/c string? pict? #f) = (plot-y-label)
Plots a 2D renderer or list of renderers (or more generally, a tree of renderers), as returned by `points`, `function`, `contours`, `discrete-histogram`, and others.

By default, `plot` produces a Racket value that is displayed as an image and can be manipulated like any other value. For example, they may be put in lists:

```racket
> (parameterize ([plot-width 150] [plot-height 150] [plot-x-label #f] [plot-y-label #f])
  (list (plot (function sin (- pi) pi))
       (plot (function sqr -2 2))))
```

When the parameter `plot-new-window?` is `#t`, `plot` opens a new window to display the plot and returns `void`.

When `#:out-file` is given, `plot` writes the plot to a file using `plot-file` as well as returning a `snip%` or opening a new window.

When given, the `x-min`, `x-max`, `y-min` and `y-max` arguments determine the bounds of the plot, but not the bounds of the renderers. For example,

When given, the `aspect-ratio` argument defines the aspect ratio of the plot area, see `plot-aspect-ratio` for more details.

```racket
> (plot (function (λ (x) (sin (* 4 x))) -1 1)
  #:x-min -1.5 #:x-max 1.5 #:y-min -1.5 #:y-max 1.5)
```
Here, the renderer draws in \([-1,1] \times [-1,1]\), but the plot area is \([-1.5,1.5] \times [-1.5,1.5]\).

**Deprecated keywords.** The 
#:fgcolor and #:bgcolor keyword arguments are currently supported for backward compatibility, but may not be in the future. Please set the plot-foreground and plot-background parameters instead of using these keyword arguments. The #:lncolor keyword argument is also accepted for backward compatibility but deprecated. It does nothing.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:title, #:x-label and #:y-label. And to plot the legend outside the plot-area with #:legend-anchor.

Changed in version 8.1 of package plot-gui-lib: Added #:aspect-ratio
Plots a 3D renderer or list of renderers (or more generally, a tree of renderers), as returned by points3d, parametric3d, surface3d, isosurface3d, and others.

When the parameter plot-new-window? is #t, plot3d opens a new window to display the plot and returns (void).
When #:out-file is given, plot3d writes the plot to a file using plot3d-file as well as returning a snip% or opening a new window.

When given, the x-min, x-max, y-min, y-max, z-min and z-max arguments determine the bounds of the plot, but not the bounds of the renderers.

When given, the aspect-ratio argument defines the aspect ratio of the plot area, see plot-aspect-ratio for more details.

Deprecated keywords. The #:fgcolor and #:bgcolor keyword arguments are currently supported for backward compatibility, but may not be in the future. Please set the plot-foreground and plot-background parameters instead of using these keyword arguments. The #:incolor keyword argument is also accepted for backward compatibility but deprecated. It does nothing.

The #:az and #:alt keyword arguments are backward-compatible, deprecated aliases for #:angle and #:altitude, respectively.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:title, #:x-label and #:y-label. And to plot the legend outside the plot-area with #:legend-anchor

Changed in version 8.1 of package plot-gui-lib: Added #:aspect-ratio

```
(plot-snip <plot-argument> ...) → (and/c (is-a?/c 2d-plot-snip%) (is-a?/c plot-metrics<%>))
<plot-argument> : <plot-argument-contract>
```

```
(plot3d-snip <plot-argument> ...) → (and/c (is-a?/c snip%) (is-a?/c plot-metrics<%>))
<plot-argument> : <plot-argument-contract>
```

```
(plot-frame <plot-argument> ...) → (is-a?/c frame%)
<plot-argument> : <plot-argument-contract>
```

```
(plot3d-frame <plot-argument> ...) → (is-a?/c frame%)
<plot-argument> : <plot-argument-contract>
```

Plot to different GUI backends. These procedures accept the same arguments as plot and plot3d, except deprecated keywords, and #:out-file and #:out-kind.

Use plot-frame and plot3d-frame to create a frame% regardless of the value of plot-new-window?. The frame is initially hidden.
Use \texttt{plot-snip} and \texttt{plot3d-snip} to create an interactive \texttt{snip\%} regardless of the value of \texttt{plot-new-window\?}.

The \texttt{snip\%} objects returned by \texttt{plot-snip} can be used to construct interactive plots. See §3.8 “Interactive Overlays for 2D plots” for more details.

### 2.2 Non-GUI Plotting Procedures

```scheme
(require plot/no-gui) package: plot-lib

(plot-file renderer-tree output [kind]
  #:<plot-keyword> <plot-keyword> ... → void?
  renderer-tree : (treeof (or/c renderer2d? nonrenderer?))
  output : (or/c path-string? output-port?)
  kind : plot-file-format/c = 'auto
  <plot-keyword> : <plot-keyword-contract>

(plot3d-file renderer-tree output [kind]
  #:<plot3d-keyword> <plot3d-keyword> ... → void?
  renderer-tree : (treeof (or/c renderer3d? nonrenderer?))
  output : (or/c path-string? output-port?)
  kind : plot-file-format/c = 'auto
  <plot3d-keyword> : <plot3d-keyword-contract>

(plot-pict <plot-argument> ... → plot-pict?
  <plot-argument> : <plot-argument-contract>

(plot3d-pict <plot3d-argument> ... → plot-pict?
  <plot3d-argument> : <plot3d-argument-contract>

(plot-bitmap <plot-argument> ...
  → (and/c (is-a?/c bitmap%) (is-a?/c plot-metrics<%>))
  <plot-argument> : <plot-argument-contract>
```
Plot to different non-GUI backends. These procedures accept the same arguments as `plot` and `plot3d`, except deprecated keywords, and `#:out-file` and `#:out-kind`.

Use `plot-file` or `plot3d-file` to save a plot to a file. When creating a JPEG file, the parameter `plot-jpeg-quality` determines its quality. When creating a PostScript or PDF file, the parameter `plot-ps/pdf-interactive?` determines whether the user is given a dialog to set printing parameters. (See `post-script-dc%` and `pdf-dc%`.) When `kind` is `'auto`, `plot-file` and `plot3d-file` try to determine from the file name extension the kind of file to write.

Use `plot-pict` or `plot3d-pict` to create a pict. For example, this program creates a slide containing a 2D plot of a parabola:

```scheme
#lang slideshow
(require plot)

(plot-font-size (current-font-size))
(plot-width (current-para-width))
(plot-height 600)
(plot-background-alpha 1/2)

(slide
 #:title "A 2D Parabola"
 (plot-pict (function sqr -1 1 #:label "y = x^2")))

Use `plot-bitmap` or `plot3d-bitmap` to create a bitmap%.

```scheme
(plot/dc renderer-tree
dc
 x
 y
 width
 height
 #:<plot-keyword> <plot-keyword> ...)
→ (is-a?/c plot-metrics<%>)
 renderer-tree : (treeof (or/c renderer2d? nonrenderer?))
dc : (is-a?/c dc<%>)
x : real?
y : real?
width : (=#/c 0)
height : (=#/c 0)
<plot-keyword> : <plot-keyword-contract>
```

24
Plot to an arbitrary device context, in the rectangle with width width, height height, and upper-left corner x, y. These procedures accept the same arguments as plot and plot3d, except deprecated keywords, and #:out-file and #:out-kind.

Use these if you need to continually update a plot on a canvas, or to create other plot-like functions with different backends.

### 2.3 Pict-Plotting Work-a-Likes

```
(require plot/pict) package: plot-lib
```

When setting up an evaluator for a Scribble manual, require plot/pict instead of plot. Evaluation will produce picts instead of snips, which scale nicely in PDF-rendered documentation.

For example, this is how the evaluator for the Plot documentation is defined:

```
(define plot-eval
  (let ([eval (make-base-eval)])
    (eval '(begin
            (require racket/math
                     racket/match
                     racket/list
                     racket/draw
                     racket/class
                     plot/pict
                     plot/utils)))
    eval))
```
If you use `(require (for-label plot))`, links in example code should resolve to documentation for the functions exported by `plot`.

```
(plot <plot-argument> ...) → pict?
<plot-argument> : <plot-argument-contract>
```

```
(plot3d <plot3d-argument> ...) → pict?
<plot3d-argument> : <plot3d-argument-contract>
```

Like the functions of the same name exported from `plot`, but these produce `pict` instances instead of interactive snips.

### 2.4 Bitmap-Plotting Work-a-Likes

```
(require plot(bitmap) package: plot-lib)
```

When plotting in an environment where `bitmap%` instances can be shown but `snip%` instances cannot (for example, on a web page that evaluates Racket code), require `plot(bitmap)` instead of `plot`.

```
(plot <plot-argument> ...) → (is-a%c bitmap%)
<plot-argument> : <plot-argument-contract>
```

```
(plot3d <plot3d-argument> ...) → (is-a%c bitmap%)
<plot3d-argument> : <plot3d-argument-contract>
```

Like the functions of the same name exported from `plot`, but these produce `bitmap%` instances instead of interactive snips.
3 2D Renderers

(require plot)   package: plot-gui-lib

3.1 2D Renderer Function Arguments

Functions that return 2D renderers always have these kinds of arguments:

- Required (and possibly optional) arguments representing the graph to plot.
- Optional keyword arguments for overriding calculated bounds, with the default value #f.
- Optional keyword arguments that determine the appearance of the plot.
- The optional keyword argument #:label, which specifies the name of the renderer in the legend.

We will take function, perhaps the most commonly used renderer-producing function, as an example.

**Graph arguments.** The first argument to function is the required f, the function to plot. It is followed by two optional arguments x-min and x-max, which specify the renderer’s x bounds. (If not given, the x bounds will be the plot area x bounds, as requested by another renderer or specified to plot using #:x-min and #:x-max.)

These three arguments define the graph of the function f, a possibly infinite set of pairs of points x, (f x). An infinite graph cannot be plotted directly, so the renderer must approximately plot the points in it. The renderer returned by function does this by drawing lines connected end-to-end.

**Overriding bounds arguments.** Next in function’s argument list are the keyword arguments #:y-min and #:y-max, which override the renderer’s calculated y bounds if given.

**Appearance arguments.** The next keyword argument is #:samples, which determines the quality of the renderer’s approximate plot (higher is better). Following #:samples are #:color, #:width, #:style and #:alpha, which determine the color, width, style and opacity of the lines comprising the plot.

In general, the keyword arguments that determine the appearance of plots follow consistent naming conventions. The most common keywords are #:color (for fill and line colors), #:width (for line widths), #:style (for fill and line styles) and #:alpha. When a function needs both a fill color and a line color, the fill color is given using #:color, and the line color is given using #:line-color (or some variation, such as #:line1-color). Styles follow the same rule.
Every appearance keyword argument defaults to the value of a parameter. This allows whole families of plots to be altered with little work. For example, setting `(line-color 3)` causes every subsequent renderer that draws connected lines to draw its lines in blue.

**Label argument.** Lastly, there is `#:label`. If given, the function renderer will generate a label entry that `plot` puts in the legend. The label argument can be a string or a `pict`. For most use cases, the string will be sufficient, especially since it allows using Unicode characters, and thus some mathematical notation. For more complex cases, a `pict` can be used, which allows arbitrary text and graphics to be used as label entries.

Changed in version 7.9 of package `plot-gui-lib`: Added support for pictures for `#:label`.

Not every renderer-producing function has a `#:label` argument; for example, `error-bars`.

### 3.2 2D Point Renderers

```
(points vs
 [#:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:sym sym
  #:color color
  #:fill-color fill-color
  #:x-jitter x-jitter
  #:y-jitter y-jitter
  #:size size
  #:line-width line-width
  #:alpha alpha
  #:label label]) -> renderer2d?
```

```
vs : (sequence/c (sequence/c #:min-count 2 real?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
sym : point-sym/c = (point-sym)
color : plot-color/c = (point-color)
fill-color : (or/c plot-color/c 'auto) = 'auto
x-jitter : (>=/c 0) = (point-x-jitter)
y-jitter : (>=/c 0) = (point-y-jitter)
size : (>=/c 0) = (point-size)
line-width : (>=/c 0) = (point-line-width)
alpha : (real-in 0 1) = (point-alpha)
label : (or/c string? pict? #f) = #f
```
Returns a renderer that draws points. Use it, for example, to draw 2D scatter plots.

The renderer sets its bounds to the smallest rectangle that contains the points. Still, it is often necessary to override these bounds, especially with randomized data. For example,

```scheme
> (parameterize ([plot-width 150]
  [plot-height 150]
  [plot-x-label #f]
  [plot-y-label #f])
  (define xs (build-list 20 (λ _ (random))))
  (define ys (build-list 20 (λ _ (random))))
  (list (plot (points (map vector xs ys)))
        (plot (points (map vector xs ys)
                  #:x-min 0 #:x-max 1
                  #:y-min 0 #:y-max 1))))
```

Readers of the first plot could only guess that the random points were generated in \([0,1] \times [0,1]\).

The #:sym argument may be any integer, a Unicode character or string, or a symbol in known-point-symbols. Use an integer when you need different points but don’t care exactly what they are.

When x-jitter is non-zero, all points are translated by a random amount at most x-jitter from their original position along the x-axis. A non-zero y-jitter similarly translates points along the y-axis. Jitter is added in both directions so total spread is twice the value given. To be precise, each point p is moved to a random location inside a rectangle centered at p with width at most twice x-jitter and height at most twice y-jitter subject to the constraint that new points lie within \([x-min, x-max] \times [y-min, y-max]\) if these bounds are non-#f.

```scheme
> (plot
   (points (for/list ([i (in-range 1000)]
                     (list 0 0))
            #:alpha 0.4
            #:x-jitter 1)
```
Randomly moving data points is almost always a bad idea, but jittering in a controlled manner can sometimes be useful. For example:

- To highlight the size of a dense (or overplotted) sample.
- To see the distribution of 1-dimensional data; as a substitute for box or violin plots.
- To anonymize spatial data, showing i.e. an office’s neighborhood but hiding its address.

More examples of jittering:
- Another Look at the California Vaccination Data and Typing with Pleasure

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(vector-field  f
  [x-min
   x-max
   y-min
   y-max
   #:samples samples
   #:scale scale
   #:color color
   #:line-width line-width
   #:line-style line-style
   #:alpha alpha
   #:label label])  ->  renderer2d?

  f : (or/c (-> real? real? (sequence/c real?))
       (-> (vector/c real? real?) (sequence/c real?)))
  x-min : (or/c rational? #f) = #f
  x-max : (or/c rational? #f) = #f
  y-min : (or/c rational? #f) = #f
  y-max : (or/c rational? #f) = #f
  samples : exact-positive-integer? = (vector-field-samples)
  scale : (or/c real? (one-of/c 'auto 'normalized))
           = (vector-field-scale)
  color : plot-color/c = (vector-field-color)
  line-width : (>=/c 0) = (vector-field-line-width)
  line-style : plot-pen-style/c = (vector-field-line-style)
  alpha : (real-in 0 1) = (vector-field-alpha)
  label : (or/c string? pict? #f) = #f

Returns a renderer that draws a vector field.

If scale is a real number, arrow lengths are multiplied by scale. If 'auto, the scale is calculated in a way that keeps arrows from overlapping. If 'normalized, each arrow is made the same length: the maximum length that would have been allowed by 'auto.

The shape of the arrow-head can be controlled with arrow-head-size-or-scale and arrow-head-angle.

An example of automatic scaling:

> (plot (vector-field (λ (x y) (vector (+ x y) (- x y)))
        -2 2 -2 2))
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label and controlling the arrowhead

```scheme
(error-bars bars
  #:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:color color
  #:line-width line-width
  #:line-style line-style
  #:width width
  #:alpha alpha
  #:invert? invert?)  -> renderer2d?

bars : (sequence/c (sequence/c #:min-count 3 real?))

x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
```
Returns a renderer that draws error bars. The first and second element in each vector in `bars` comprise the coordinate; the third is the height.

```
> (plot (list (function sqr 1 7)
            (error-bars (list (vector 2 4 12)
                            (vector 4 16 20)
                            (vector 6 36 10))))
```

If `invert?` is `#t`, the x and y coordinates are inverted, and the bars are drawn horizontally rather than vertically. This is intended for use with the corresponding option of `discrete-histogram` and `stacked-histogram`.
Returns a renderer that draws candlesticks. This is most common when plotting historical prices for financial instruments. The first element in each vector of `candles` comprises the x-axis coordinate; the second, third, fourth, and fifth elements in each vector comprise the open, high, low, and close, respectively, of the y-axis coordinates.

```scheme
> (plot (list (candlesticks (list (vector 2 4 12 4 8)
                              (vector 4 16 20 8 12)
                              (vector 6 24 36 10 24))))
```

Changed in version 1.1 of package plot-gui-lib: Added the `#:invert?` option.
Returns a renderer that draws rectangles filled with a color based on the center point.
Added in version 7.9 of package plot-gui-lib.

### 3.3 2D Line Renderers

```scheme
(function f
    [x-min x-max
     #:y-min y-min
     #:y-max y-max
     #:samples samples
     #:color color
     #:width width
     #:style style
     #:alpha alpha
     #:label label]) → renderer2d?
```
Returns a renderer that plots a function of x. For example, a parabola:

```
> (plot (function sqr -2 2))
```

 Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
Like `function`, but regards \( f \) as a function of \( y \). For example, a parabola, an inverse parabola, and the reflection line:

\[
\begin{align*}
&> \text{(plot (list (axes)}
\end{align*}
\]

\[
\begin{align*}
&\text{(function sqr -2 2 #:label "y = x^2")}
&\text{(function (λ (x) x) #:color 0 #:style 'dot #:label "y = x")}
&\text{(inverse sqr -2 2 #:color 3 #:label "x = y^2"))}
\end{align*}
\]
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

```
 línes vs
 [#:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:color color
 #:width width
 #:style style
 #:alpha alpha
 #:label label]) -> renderer2d?
```

```
vs : (sequence/c (sequence/c #:min-count 2 real?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
color : plot-color/c = (line-color)
```
Returns a renderer that draws lines connecting the points in the input sequence `vs`.

This is directly useful for plotting a time series, such as a random walk:

```scheme
> (plot (lines
    (reverse
      (for/fold ([lst (list (vector 0 0))]) ([i (in-range 1 200)])
        (match-define (vector x y) (first lst))
        (cons (vector i (+ y (* 1/100 (- (random) 1/2)))) lst)))
    #:color 6 #:label "Random walk")
```

The `parametric` and `polar` functions are defined using `lines`. 

40
If any of the points in \( vs \) is \(+\text{nan}.0\), no line segment will be drawn at that position. This can be used to draw several independent data sets with one \textit{lines} renderer, improving rendering performance if the datasets contain a large number of points.

Changed in version 7.9 of package \textit{plot-gui-lib}: Added support for pictures for #:label

\[
\begin{align*}
\text{(parametric } & f \\
& t\text{-min} \\
& t\text{-max} \\
& \text{[#:x-min } x\text{-min} \\
& \text{#:x-max } x\text{-max} \\
& \text{#:y-min } y\text{-min} \\
& \text{#:y-max } y\text{-max} \\
& \text{#:samples samples} \\
& \text{#:color color} \\
& \text{#:width width} \\
& \text{#:style style} \\
& \text{#:alpha alpha} \\
& \text{#:label label}) \rightarrow \text{renderer2d?} \\
\end{align*}
\]

\[
\begin{align*}
f : (\text{real?} . \rightarrow . (\text{sequence/c real?})) \\
t\text{-min} : \text{rational?} \\
t\text{-max} : \text{rational?} \\
x\text{-min} : (\text{or/c rational? } \#f) = \#f \\
x\text{-max} : (\text{or/c rational? } \#f) = \#f \\
y\text{-min} : (\text{or/c rational? } \#f) = \#f \\
y\text{-max} : (\text{or/c rational? } \#f) = \#f \\
samples : (\text{and/c exact-integer? } (\geq/c 2)) = (\text{line-samples}) \\
color : \text{plot-color/c = (line-color)} \\
width : (\geq/c 0) = (\text{line-width}) \\
style : \text{plot-pen-style/c = (line-style)} \\
alpha : (\text{real-in 0 1}) = (\text{line-alpha}) \\
label : (\text{or/c string? pict? } \#f) = \#f \\
\end{align*}
\]

Returns a renderer that plots vector-valued functions of time. For example, the circle as a function of time can be plotted using

\[
\text{> (plot (parametric } (\lambda (t) (\text{vector } (\text{cos } t) (\text{sin } t))) 0 (* 2 \text{ pi})))
\]
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

```
(polar f
  [θ-min
    θ-max
    #:x-min x-min
    #:x-max x-max
    #:y-min y-min
    #:y-max y-max
    #:samples samples
    #:color color
    #:width width
    #:style style
    #:alpha alpha
    #:label label]) → renderer2d?

f : (real? . -> . real?)
θ-min : real? = 0
θ-max : real? = (* 2 pi)
```
Returns a renderer that plots functions from angle to radius. Note that the angle parameters \( \theta_{\text{min}} \) and \( \theta_{\text{max}} \) default to 0 and \((\ast 2 \ pi)\).

For example, drawing a full circle:

```
> (plot (polar (λ (θ) 1)))
```

![Graph of a full circle](image)

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(density xs
  [bw-adjust
   ws
   #:x-min x-min
   #:x-max x-max
   #:y-min y-min
   #:y-max y-max
   #:samples samples
   #:color color
   #:width width
   #:style style
   #:alpha alpha
   #:label label])  -> renderer2d?

xs : (sequence/c real?)
bw-adjust : (>/c 0) = 1
ws : (or/c (sequence/c (>=/c 0)) #f) = #f
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (line-samples)
color : plot-color/c = (line-color)
width : (>=/c 0) = (line-width)
style : plot-pen-style/c = (line-style)
alpha : (real-in 0 1) = (line-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that plots an estimated density for the given points, which are optionally weighted by ws. The bandwidth for the kernel is calculated as (* bw-adjust 1.06 sd (expt n -0.2)), where sd is the standard deviation of the data and n is the number of points. Currently, the only supported kernel is the Gaussian.

For example, to plot an estimated density of the triangle distribution:

> (plot (list (function (λ (x) (cond [(or (x . < . -1) (x . > . 1)) 0]
   [(x . < . 0) (+ 1 x)]
   [(x . >= . 0) (- 1 x)]))
   -1.5 1.5 #:label "Density")
  (density (build-list
    2000 (λ (n) (- (+ (random) (random)) 1)))
    #:color 0 #:width 2 #:style 'dot
    #:label "Est. density"))
Density
Est. density

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

(arrows vs
 [#:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:color color
 #:width width
 #:style style
 #:alpha alpha
 #:arrow-head-size-or-scale size
 #:arrow-head-angle angle
 #:label label]) → renderer2d?

vs : (or/c (listof (sequence/c #:min-count 2 real?))
 (vectorof (vector/c (sequence/c #:min-count 2 real?)
 (sequence/c #:min-count 2 real?))))

x-min : (or/c rational? #f) = #f
Returns a renderer which draws arrows. Arrows can be specified either as sequences of 2D points, in this case they will be drawn as connected arrows between each two adjacent points, or they can be specified as an origin point and a rectangular magnitude vector, in which case each arrow is drawn individually. See example below.

In `vs` list and vector are interchangeable. Arrow-heads are only drawn when the endpoint is inside the drawing area.

```
> (plot (list
  (arrows
   `((0 0) (2 1) (3 3) (0 0))
   #:arrow-head-size-or-scale '(= 20)
   #:arrow-head-angle 0.2
   #:color 6 #:label "a+b+c=0")
  (arrows
   `(((0 0) (0 1)) ((3 0) (-1 1)))
   #:arrow-head-size-or-scale 0.2
   #:color 2 #:label "d")))
```
(hrule y
   [x-min
    x-max
    #:color color
    #:width width
    #:style style
    #:alpha alpha
    #:label label]) → renderer2d?

y : real?
x-min : (or/c rational? #:f) = #:f
x-max : (or/c rational? #:f) = #:f
color : plot-color/c = (line-color)
width : (>=/c 0) = (line-width)
style : plot-pen-style/c = (line-style)
alpha : (real-in 0 1) = (line-alpha)
label : (or/c string? pict? #:f) = #:f
Draws a horizontal line at \( y \). By default, the line spans the entire plot area width.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

\[
\text{(vrule } x
\quad [y-min
\quad y-max
\quad \#:color color
\quad \#:width width
\quad \#:style style
\quad \#:alpha alpha
\quad \#:label label]\} \rightarrow \text{render2d?}
\]

\( x : \text{real?} \)
\( y-min : (\text{or/c rational? } \#f) = \#f \)
\( y-max : (\text{or/c rational? } \#f) = \#f \)
\( \text{color} : \text{plot-color/c} = (\text{line-color}) \)
\( \text{width} : (\geq/c 0) = (\text{line-width}) \)
\( \text{style} : \text{plot-pen-style/c} = (\text{line-style}) \)
\( \text{alpha} : (\text{real-in } 0 \ 1) = (\text{line-alpha}) \)
\( \text{label} : (\text{or/c string? pict? } \#f) = \#f \)

Draws a vertical line at \( x \). By default, the line spans the entire plot area height.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

### 3.4 2D Interval Renderers

These renderers each correspond with a line renderer, and graph the area between two lines.

\[
\text{(function-interval } f1
\quad f2
\quad [x-min
\quad x-max
\quad \#:y-min y-min
\quad \#:y-max y-max
\quad \#:samples samples
\quad \#:color color
\quad \#:style style
\quad \#:line1-color line1-color
\quad \#:line1-width line1-width
\quad \#:line1-style line1-style
\quad \#:line2-color line2-color
\quad \#:line2-width line2-width
\quad \#:line2-style line2-style
\quad \#:alpha alpha
\quad \#:label label]\} \rightarrow \text{render2d?}
\]
\[ f_1 : (\text{real?} \to \text{real?}) \]
\[ f_2 : (\text{real?} \to \text{real?}) \]
\[ x\text{-min} : (\text{or/c rational?} \to \text{rational?}) = \text{#f} \]
\[ x\text{-max} : (\text{or/c rational?} \to \text{rational?}) = \text{#f} \]
\[ y\text{-min} : (\text{or/c rational?} \to \text{rational?}) = \text{#f} \]
\[ y\text{-max} : (\text{or/c rational?} \to \text{rational?}) = \text{#f} \]
\[ \text{samples} : (\text{and/c exact-integer?} \to \text{rational?}) = (\text{line-samples}) \]
\[ \text{color} : \text{plot-color/c} = (\text{interval-color}) \]
\[ \text{style} : \text{plot-brush-style/c} = (\text{interval-style}) \]
\[ \text{line1-color} : \text{plot-color/c} = (\text{interval-line1-color}) \]
\[ \text{line1-width} : (\geq/c \to \text{rational?}) = (\text{interval-line1-width}) \]
\[ \text{line1-style} : \text{plot-pen-style/c} = (\text{interval-line1-style}) \]
\[ \text{line2-color} : \text{plot-color/c} = (\text{interval-line2-color}) \]
\[ \text{line2-width} : (\geq/c \to \text{rational?}) = (\text{interval-line2-width}) \]
\[ \text{line2-style} : \text{plot-pen-style/c} = (\text{interval-line2-style}) \]
\[ \text{alpha} : (\text{real-in} \to \text{rational?}) = (\text{interval-alpha}) \]
\[ \text{label} : (\text{or/c string?} \to \text{pict?}) = \text{#f} \]

Corresponds with function:

\[
> \text{plot (function-interval (λ (x) 0) (λ (x) (exp (* -1/2 (sqr x)))) -4 4 #:line1-style 'transparent)}
\]
x axis

y axis

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(inverse-interval f1 f2
 [y-min
 y-max
 #:x-min x-min
 #:x-max x-max
 #:samples samples
 #:color color
 #:style style
 #:line1-color line1-color
 #:line1-width line1-width
 #:line1-style line1-style
 #:line2-color line2-color
 #:line2-width line2-width
 #:line2-style line2-style
 #:alpha alpha
 #:label label])  \rightarrow renderer2d?

f1 : (real? . -> . real?)
f2 : (real? . -> . real?)
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (line-samples)
color : plot-color/c = (interval-color)
style : plot-brush-style/c = (interval-style)
line1-color : plot-color/c = (interval-line1-color)
line1-width : (>=/c 0) = (interval-line1-width)
line1-style : plot-pen-style/c = (interval-line1-style)
line2-color : plot-color/c = (interval-line2-color)
line2-width : (>=/c 0) = (interval-line2-width)
line2-style : plot-pen-style/c = (interval-line2-style)
alpha : (real-in 0 1) = (interval-alpha)
label : (or/c string? pict? #f) = #f

Corresponds with inverse.

> (plot (inverse-interval sin (λ (x) 0) (- pi) pi
 #:line2-style 'long-dash))
Changed in version 7.9 of package \texttt{plot-gui-lib}: Added support for pictures for \texttt{#:label}

\begin{verbatim}
(lines-interval v1s v2s [#:x-min x-min #:x-max x-max #:y-min y-min #:y-max y-max #:color color #:style style #:line1-color line1-color #:line1-width line1-width #:line1-style line1-style #:line2-color line2-color #:line2-width line2-width #:line2-style line2-style #:alpha alpha #:label label]) \rightarrow \texttt{renderer2d?}
\end{verbatim}
v1s : (sequence/c (sequence/c #:min-count 2 real?))
v2s : (sequence/c (sequence/c #:min-count 2 real?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
color : plot-color/c = (interval-color)
style : plot-brush-style/c = (interval-style)
line1-color : plot-color/c = (interval-line1-color)
line1-width : (>=/c 0) = (interval-line1-width)
line1-style : plot-pen-style/c = (interval-line1-style)
line2-color : plot-color/c = (interval-line2-color)
line2-width : (>=/c 0) = (interval-line2-width)
line2-style : plot-pen-style/c = (interval-line2-style)
alpha : (real-in 0 1) = (interval-alpha)
label : (or/c string? pict? #f) = #f

Corresponds with lines.

> (plot (list
   (tick-grid)
   (lines-interval (list #(0 0) #(1 1/2)) (list #(0 1) #(1 3/2))
     #:color 4 #:line1-color 4 #:line2-color 4
     #:label "Parallelogram")))
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
Corresponds with parametric.

```scheme
> (define (f1 t) (vector (* 2 (cos (* 4/5 t)))
  (* 2 (sin (* 4/5 t)))))
> (define (f2 t) (vector (* 1/2 (cos t))
  (* 1/2 (sin t))))
> (plot (parametric-interval f1 f2 (- pi) pi))
```
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(polar-interval f1 f2
|θ-min
θ-max
#:x-min x-min
#:x-max x-max
#:y-min y-min
#:y-max y-max
#:samples samples
#:color color
#:style style
#:line1-color line1-color
#:line1-width line1-width
#:line1-style line1-style
#:line2-color line2-color
#:line2-width line2-width
#:line2-style line2-style
#:alpha alpha
#:label label]) -> renderer2d?

f1 : (real? . -> . real?)
f2 : (real? . -> . real?)
θ-min : rational? = 0
θ-max : rational? = (* 2 pi)
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (line-samples)
color : plot-color/c = (interval-color)
style : plot-brush-style/c = (interval-style)
line1-color : plot-color/c = (interval-line1-color)
line1-width : (>=/c 0) = (interval-line1-width)
line1-style : plot-pen-style/c = (interval-line1-style)
line2-color : plot-color/c = (interval-line2-color)
line2-width : (>=/c 0) = (interval-line2-width)
line2-style : plot-pen-style/c = (interval-line2-style)
alpha : (real-in 0 1) = (interval-alpha)
label : (or/c string? pict? #f) = #f

Corresponds with polar.

> (define (f1 θ) (+ 1/2 (* 1/6 (cos (* 5 θ)))))
> (define (f2 θ) (+ 1 (* 1/4 (cos (* 10 θ)))))
> (plot (list (polar-axes #:number 10)
>            (polar-interval f1 f2 #:label "[f1,f2]")))
3.5 2D Contour (Isoline) Renderers

\[
(isoline \ f \\
z \\
x-min \\
x-max \\
y-min \\
y-max \\
#:samples samples \\
#:color color \\
#:width width \\
#:style style \\
#:alpha alpha \\
#:label label) \rightarrow renderer2d?
\]
Returns a renderer that plots a contour line, or a line of constant value (height). A circle of radius \( r \), for example, is the line of constant value \( r \) for the distance function:

\[
(\lambda (x \ y) (\sqrt{+(sqr \ x) \ (sqr \ y)}))
\]

> (plot (isoline (\ (x y) (sqrt (+ (sqr x) (sqr y)))) 1.5 -2 2 -2 2 #:label "z"))
In this case, \( r = 1.5 \).

This function would have been named \texttt{contour}, except the name was already used by a deprecated function. It may be renamed in the future, with \texttt{isoline} as an alias.

\[
(\texttt{contours } f \left[ x_{\text{min}} \right. \\
\left. x_{\text{max}} \right. \\
\left. y_{\text{min}} \right. \\
\left. y_{\text{max}} \right. \\
\left. #:\text{samples} \right. \texttt{samples} \\
\left. #:\text{levels} \right. \texttt{levels} \\
\left. #:\text{colors} \right. \texttt{colors} \\
\left. #:\text{widths} \right. \texttt{widths} \\
\left. #:\text{styles} \right. \texttt{styles} \\
\left. #:\text{alphas} \right. \texttt{alphas} \\
\left. #:\text{label} \right. \texttt{label}) \rightarrow \texttt{renderer2d}
\]

\( f : (\texttt{real? real? . } \rightarrow . \texttt{real?}) \)

\( x_{\text{min}} : (\texttt{or/c rational? #f}) = \#f \)

\( x_{\text{max}} : (\texttt{or/c rational? #f}) = \#f \)

\( y_{\text{min}} : (\texttt{or/c rational? #f}) = \#f \)

\( y_{\text{max}} : (\texttt{or/c rational? #f}) = \#f \)

\( \texttt{samples} : (\texttt{and/c exact-integer? (>=/c 2)}) = (\texttt{contour-samples}) \)

\( \texttt{levels} : (\texttt{or/c 'auto exact-positive-integer? (listof real?)}) = (\texttt{contour-levels}) \)

\( \texttt{colors} : (\texttt{plot-colors/c (listof real?)}) = (\texttt{contour-colors}) \)

\( \texttt{widths} : (\texttt{pen-widths/c (listof real?)}) = (\texttt{contour-widths}) \)

\( \texttt{styles} : (\texttt{plot-pen-styles/c (listof real?)}) = (\texttt{contour-styles}) \)

\( \texttt{alphas} : (\texttt{alphas/c (listof real?)}) = (\texttt{contour-alphas}) \)

\( \texttt{label} : (\texttt{or/c string? pict? #f}) = \#f \)

Returns a renderer that plots contour lines, or lines of constant value (height).

When \texttt{levels} is \texttt{'auto}, the number of contour lines and their values are chosen the same way as axis tick positions; i.e. they are chosen to be simple. When \texttt{levels} is a number, \texttt{contours} chooses that number of values, evenly spaced, within the output range of \( f \). When \texttt{levels} is a list, \texttt{contours} plots contours at the values in \texttt{levels}.

For example, a saddle:

\[
> (\texttt{plot} \ (\texttt{contours} \ (λ \ (x \ y) \ (- (\texttt{sqr} 4) (\texttt{sqr} y))) \n\left. -2 \right. \left. 2 \right. \left. -2 \right. \left. 2 \right. #:\text{label } "z"))
\]
The appearance keyword arguments assign a color, width, style and opacity to each contour line. Each can be given as a list or as a function from a list of output values of \( f \) to a list of appearance values. In both cases, when there are more contour lines than list elements, the colors, widths, styles and alphas in the list repeat.

For example,

\[
> \text{(plot (contours (lambda (x y) (- (sqr x) (sqr y))) -2 2 -2 2 #:levels 4
    #:colors ('"blue" "red")
    #:widths '(4 1)
    #:styles '(solid dot)))}
\]
changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

```scheme
(contour-intervals f
  [x-min
   x-max
   y-min
   y-max
   #:samples samples
   #:levels levels
   #:colors colors
   #:styles styles
   #:contour-colors contour-colors
   #:contour-widths contour-widths
   #:contour-styles contour-styles
   #:alphas alphas
   #:label label])

-> renderer2d?

f : (real? real? . -> . real?)
```
Returns a renderer that fills the area between contour lines, and additionally draws contour lines.

For example, the canonical saddle, with its gradient field superimposed:

> (plot (list (contour-intervals (λ (x y) (- (sqr x) (sqr y))) -2 2 -2 2 #:label "z")
  (vector-field (λ (x y) (vector (* 2 x) (* -2 y)))
    #:color "black" #:label "Gradient")))
3.6 2D Rectangle Renderers

```
(rectangles rects
  [#:x-min x-min
   #:x-max x-max
   #:y-min y-min
   #:y-max y-max
   #:color color
   #:style style
   #:line-color line-color
   #:line-width line-width
   #:line-style line-style
   #:alpha alpha
   #:label label])  -> renderer2d?
```
Returns a renderer that draws rectangles.

The rectangles are given as a sequence of sequences of intervals—each inner sequence defines the bounds of a rectangle. Any of the bounds can be \(-\text{inf.} 0\) or \(\text{+inf.} 0\), in which case the rectangle extents to the edge of the plot area in the respective direction.

For example,

```scheme
> (plot (rectangles (list (vector (ivl -1 0) (ivl -1 1))
                      (vector (ivl 0 2) (ivl 1 2)))))))
```

```scheme
rects : (sequence/c (sequence/c #:min-count 2 ivl?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
color : plot-color/c = (rectangle-color)
style : plot-brush-style/c = (rectangle-style)
line-color : plot-color/c = (rectangle-line-color)
line-width : (>=/c 0) = (rectangle-line-width)
line-style : plot-pen-style/c = (rectangle-line-style)
alpha : (real-in 0 1) = (rectangle-alpha)
label : (or/c string? pict? #f) = #f
```
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

\[
\text{(area-histogram } f \text{ bin-bounds [#:x-min } x\text{-min} \text{ #:x-max } x\text{-max} \text{ #:y-min } y\text{-min} \text{ #:y-max } y\text{-max} \text{ #:samples } samples \text{ #:color } color \text{ #:style } style \text{ #:line-color } line\text{-color} \text{ #:line-width } line\text{-width} \text{ #:line-style } line\text{-style} \text{ #:alpha } alpha \text{ #:label } label]) \rightarrow \text{ renderer2d?}
\]

\( f : (\text{real? } . \rightarrow . \text{ real?}) \)

\( \text{bin-bounds : (sequence/c real?)} \)
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = 0
y-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (line-samples)
color : plot-color/c = (rectangle-color)
style : plot-brush-style/c = (rectangle-style)
line-color : plot-color/c = (rectangle-line-color)
line-width : (>=/c 0) = (rectangle-line-width)
line-style : plot-pen-style/c = (rectangle-line-style)
alpha : (real-in 0 1) = (rectangle-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that draws a histogram approximating the area under a curve. The #:samples argument determines the accuracy of the calculated areas.

> (require (only-in plot/utils linear-seq))
> (define (f x) (exp (* -1/2 (sqr x))))
> (plot (list (area-histogram f (linear-seq -4 4 10))
> (function f -4 4)))
(discrete-histogram cat-vals
  #:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:gap gap
  #:skip skip
  #:invert? invert?
  #:color color
  #:style style
  #:line-color line-color
  #:line-width line-width
  #:line-style line-style
  #:alpha alpha
  #:label label
  #:add-ticks? add-ticks?
  #:far-ticks? far-ticks?) → renderer2d?
cat-vals : (sequence/c (or/c (vector/c any/c (or/c real? ivl? #f))
               (list/c any/c (or/c real? ivl? #f))))
x-min : (or/c rational? #f) = 0
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = 0
y-max : (or/c rational? #f) = #f
gap : (real-in 0 1) = (discrete-histogram-gap)
skip : (>=/c 0) = (discrete-histogram-skip)
invert? : boolean? = (discrete-histogram-invert?)
color : plot-color/c = (rectangle-color)
style : plot-brush-style/c = (rectangle-style)
line-color : plot-color/c = (rectangle-line-color)
line-width : (>=/c 0) = (rectangle-line-width)
line-style : plot-pen-style/c = (rectangle-line-style)
alpha : (real-in 0 1) = (rectangle-alpha)
label : (or/c string? pict? #f) = #f
add-ticks? : boolean? = #t
far-ticks? : boolean? = #f

Returns a renderer that draws a discrete histogram.

Example:

> (plot (discrete-histogram (list #(A 1) #(B 2) #(B 3)
               (vector 'C (ivl 0.5 1.5))))))
Use #:invert? #t to draw horizontal bars. See stacked-histogram for an example.

Each bar takes up exactly one plot unit, and is drawn with (* 1/2 gap) empty space on each side. Bar number i is drawn at (+ x-min (* i skip)). Thus, the first bar (i = 0) is drawn in the interval between x-min (default 0) and (+ x-min 1).

To plot two histograms side-by-side, pass the appropriate x-min value to the second renderer. For example,

```
> (plot (list (discrete-histogram (list #(a 1) #(b 2) #(c 3) #(d 2)
     #(e 4) #(f 2.5) #(g 1))
     #:label "Numbers per letter")
    (discrete-histogram (list #(1 1) #(4 2) #(3 1.5))
     #:x-min 8
     #:label "Numbers per number"
     #:color 2 #:line-color 2)))
```
Here, the first histogram has 7 bars, so the second is drawn starting at \( x\text{-}min = 8 \).

To interleave histograms, such as when plotting benchmark results, use a \textit{skip} value larger than or equal to the number of histograms, and give each histogram a different \( x\text{-}min \). For example,

\begin{verbatim}
> (plot (list (discrete-histogram
   '((Eggs 1.5) (Bacon 2.5) (Pancakes 3.5))
   #:skip 2.5 #:x-min 0
   #:label "AMD")
  (discrete-histogram
   '((Eggs 1.4) (Bacon 2.3) (Pancakes 3.1))
   #:skip 2.5 #:x-min 1
   #:label "Intel" #:color 2 #:line-color 2)
   #:x-label "Breakfast Food" #:y-label "Cooking Time (minutes)"
   #:title "Cooking Times For Breakfast Food, Per Processor")
\end{verbatim}
When interleaving many histograms, consider setting the `discrete-histogram-skip` parameter to change `skip`'s default value.

Changed in version 7.9 of package `plot-gui-lib`: Added support for pictures for `#:label`
Returns a list of renderers that draw parts of a stacked histogram. The heights of each bar section are given as a list.

Example:
3.7 2D Plot Decoration Renderers

(x-axis [y
  #:ticks? ticks?
  #:labels? labels?
  #:far? far?
  #:alpha alpha]) → renderer2d?

y : real? = 0
ticks? : boolean? = (x-axis-ticks?)
labels? : boolean? = (x-axis-labels?)
far? : boolean? = (x-axis-far?)
alpha : (real-in 0 1) = (x-axis-alpha)
Returns a renderer that draws an $x$ axis.

$$\text{(y-axis } [x
\quad #:\text{ticks?} \; \text{ticks?}
\quad #:\text{labels?} \; \text{labels?}
\quad #:\text{far?} \; \text{far?}
\quad #:\text{alpha} \; \alpha)
\rightarrow \text{renderer2d?}$$

- $x : \text{real?} = 0$
- $\text{ticks?} : \text{boolean?} = (\text{y-axis-ticks?})$
- $\text{labels?} : \text{boolean?} = (\text{y-axis-labels?})$
- $\text{far?} : \text{boolean?} = (\text{y-axis-far?})$
- $\alpha : (\text{real-in 0 1}) = (\text{y-axis-alpha})$

Returns a renderer that draws a $y$ axis.

$$\text{(axes } [x
\quad y
\quad #:\text{x-ticks?} \; \text{x-ticks?}
\quad #:\text{y-ticks?} \; \text{y-ticks?}
\quad #:\text{x-labels?} \; \text{x-labels?}
\quad #:\text{y-labels?} \; \text{y-labels?}
\quad #:\text{x-alpha} \; \text{x-alpha}
\quad #:\text{y-alpha} \; \text{y-alpha})
\rightarrow (\text{listof renderer2d?})$$

- $x : \text{real?} = 0$
- $y : \text{real?} = 0$
- $\text{x-ticks?} : \text{boolean?} = (\text{x-axis-ticks?})$
- $\text{y-ticks?} : \text{boolean?} = (\text{y-axis-ticks?})$
- $\text{x-labels?} : \text{boolean?} = (\text{x-axis-labels?})$
- $\text{y-labels?} : \text{boolean?} = (\text{y-axis-labels?})$
- $\text{x-alpha} : (\text{real-in 0 1}) = (\text{x-axis-alpha})$
- $\text{y-alpha} : (\text{real-in 0 1}) = (\text{y-axis-alpha})$

Returns a list containing an $x$-axis renderer and a $y$-axis renderer. See inverse for an example.

$$\text{(polar-axes } [\#:\text{number} \; \text{num}
\quad #:\text{ticks?} \; \text{ticks?}
\quad #:\text{labels?} \; \text{labels?}
\quad #:\text{alpha} \; \alpha)
\rightarrow \text{renderer2d?}$$

- $\text{num} : \text{exact-nonnegative-integer?} = (\text{polar-axes-number})$
- $\text{ticks?} : \text{boolean?} = (\text{polar-axes-ticks?})$
- $\text{labels?} : \text{boolean?} = (\text{polar-axes-labels?})$
- $\alpha : (\text{real-in 0 1}) = (\text{polar-axes-alpha})$

Returns a renderer that draws polar axes. See polar-interval for an example.
<table>
<thead>
<tr>
<th>(x-tick-lines) → renderer2d?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Returns a renderer that draws vertical lines from the lower x-axis ticks to the upper.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>(y-tick-lines) → renderer2d?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Returns a renderer that draws horizontal lines from the left y-axis ticks to the right.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>(tick-grid) → (listof renderer2d?)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Returns a list containing an x-tick-lines renderer and a y-tick-lines renderer. See lines-interval for an example.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>(point-label v</th>
</tr>
</thead>
<tbody>
<tr>
<td>[label</td>
</tr>
<tr>
<td>#:color color</td>
</tr>
<tr>
<td>#:size size</td>
</tr>
<tr>
<td>#:face face</td>
</tr>
<tr>
<td>#:family family</td>
</tr>
<tr>
<td>#:anchor anchor</td>
</tr>
<tr>
<td>#:angle angle</td>
</tr>
<tr>
<td>#:point-color point-color</td>
</tr>
<tr>
<td>#:point-fill-color point-fill-color</td>
</tr>
<tr>
<td>#:point-size point-size</td>
</tr>
<tr>
<td>#:point-line-width point-line-width</td>
</tr>
<tr>
<td>#:point-sym point-sym</td>
</tr>
<tr>
<td>#:alpha alpha]</td>
</tr>
<tr>
<td>v : (sequence/c real?)</td>
</tr>
<tr>
<td>label : (or/c string? #f) = #f</td>
</tr>
<tr>
<td>color : plot-color/c = (plot-foreground)</td>
</tr>
<tr>
<td>size : (&gt;=/c 0) = (plot-font-size)</td>
</tr>
<tr>
<td>face : (or/c string? #f) = (plot-font-face)</td>
</tr>
<tr>
<td>family : font-family/c = (plot-font-family)</td>
</tr>
<tr>
<td>anchor : anchor/c = (label-anchor)</td>
</tr>
<tr>
<td>angle : real? = (label-angle)</td>
</tr>
<tr>
<td>point-color : plot-color/c = (point-color)</td>
</tr>
<tr>
<td>point-fill-color : (or/c plot-color/c 'auto) = 'auto</td>
</tr>
<tr>
<td>point-size : (&gt;=/c 0) = (label-point-size)</td>
</tr>
<tr>
<td>point-line-width : (&gt;=/c 0) = (point-line-width)</td>
</tr>
<tr>
<td>point-sym : point-sym/c = 'fullcircle</td>
</tr>
<tr>
<td>alpha : (real-in 0 1) = (label-alpha)</td>
</tr>
</tbody>
</table>

Returns a renderer that draws a labeled point. If label is #f, the point is labeled with its position.
The remaining labeled-point functions are defined in terms of this one.

```scheme
(point-pict v
  pict
  #:anchor anchor
  #:point-color point-color
  #:point-fill-color point-fill-color
  #:point-size point-size
  #:point-line-width point-line-width
  #:point-sym point-sym
  #:alpha alpha)
```

v : (sequence/c real?)
pict : pict?
anchor : anchor/c = (label-anchor)
point-color : plot-color/c = (point-color)
point-fill-color : (or/c plot-color/c 'auto) = 'auto
point-size : (>=/c 0) = (label-point-size)
point-line-width : (>=/c 0) = (point-line-width)
point-sym : point-sym/c = 'fullcircle
alpha : (real-in 0 1) = (label-alpha)

Returns a renderer that draws a point with a pict as the label.

> (require pict)
> (plot (list (function sqr 0 2)
               (point-pict (vector 1 1) (standard-fish 40 15))))

The remaining labeled-pict functions are defined in terms of this one.
(function-label f
  x
  [label
    #:color color
    #:size size
    #:face face
    #:family family
    #:anchor anchor
    #:angle angle
    #:point-color point-color
    #:point-fill-color point-fill-color
    #:point-size point-size
    #:point-line-width point-line-width
    #:point-sym point-sym
    #:alpha alpha])
  → renderer2d?
  f : (real? . -> . real?)
  x : real?
  label : (or/c string? #f) = #f
  color : plot-color/c = (plot-foreground)
  size : (>=/c 0) = (plot-font-size)
  face : (or/c string? #f) = (plot-font-face)
  family : font-family/c = (plot-font-family)
  anchor : anchor/c = (label-anchor)
  angle : real? = (label-angle)
  point-color : plot-color/c = (point-color)
  point-fill-color : (or/c plot-color/c 'auto) = 'auto
  point-size : (>=/c 0) = (label-point-size)
  point-line-width : (>=/c 0) = (point-line-width)
  point-sym : point-sym/c = 'fullcircle
  alpha : (real-in 0 1) = (label-alpha)

Returns a renderer that draws a labeled point on a function’s graph.

> (plot (list (function sin (- pi) pi)
            (function-label sin (* 1/6 pi) "(1/6 π, 1/2)"
                         #:anchor 'right)))
(function-pict f
  x
  pict
  [#:anchor anchor
   #:point-color point-color
   #:point-fill-color point-fill-color
   #:point-size point-size
   #:point-line-width point-line-width
   #:point-sym point-sym
   #:alpha alpha])

-> renderer2d?
f : (real? . -> . real?)
x : real?
pict : pict?
anchor : anchor/c = (label-anchor)
point-color : plot-color/c = (point-color)
point-fill-color : (or/c plot-color/c 'auto) = 'auto
point-size : (>=/c 0) = (label-point-size)
Returns a renderer that draws a labeled point on a function’s graph.

```
(inverse-label  f
  y
  [label
    #:color color
    #:size size
    #:face face
    #:family family
    #:anchor anchor
    #:angle angle
    #:point-color point-color
    #:point-fill-color point-fill-color
    #:point-size point-size
    #:point-line-width point-line-width
    #:point-sym point-sym
    #:alpha alpha])
```

→ renderer2d?

```
f : (real? . -> . real?)
y : real?
label : (or/c string? #f) = #f
color : plot-color/c = (plot-foreground)
size : (>=/c 0) = (plot-font-size)
face : (or/c string? #f) = (plot-font-face)
family : font-family/c = (plot-font-family)
anchor : anchor/c = (label-anchor)
angle : real? = (label-angle)
point-color : plot-color/c = (point-color)
point-fill-color : (or/c plot-color/c 'auto) = 'auto
point-size : (>=/c 0) = (label-point-size)
point-line-width : (>=/c 0) = (point-line-width)
point-sym : point-sym/c = 'fullcircle
alpha : (real-in 0 1) = (label-alpha)
```

Returns a renderer that draws a labeled point on a function’s inverted graph.
(inverse-pict f y pict
  [#:anchor anchor
   #:point-color point-color
   #:point-fill-color point-fill-color
   #:point-size point-size
   #:point-line-width point-line-width
   #:point-sym point-sym
   #:alpha alpha])

\[ \text{Returns a renderer that draws a point with a pict as the label on a function's inverted graph.} \]
Returns a renderer that draws a labeled point on a parametric function’s graph.

```scheme
(parametric-pict f t pict
  #:anchor anchor
  #:point-color point-color
  #:point-fill-color point-fill-color
  #:point-size point-size
  #:point-line-width point-line-width
  #:point-sym point-sym
  #:alpha alpha)
```

Returns a renderer that draws a point with a pict as the label on a parametric function’s graph.
(polar-label \( f \)
\( \theta \)

[\( \text{label} \]
  #:color \( \text{color} \)
  #:size \( \text{size} \)
  #:face \( \text{face} \)
  #:family \( \text{family} \)
  #:anchor \( \text{anchor} \)
  #:angle \( \text{angle} \)
  #:point-color \( \text{point-color} \)
  #:point-fill-color \( \text{point-fill-color} \)
  #:point-size \( \text{point-size} \)
  #:point-line-width \( \text{point-line-width} \)
  #:point-sym \( \text{point-sym} \)
  #:alpha \( \text{alpha} \)]

\( f : (\text{real? . -> . real?}) \)
\( \theta : \text{real?} \)
\( \text{label} : (\text{or/c string? #f}) = #f \)
\( \text{color} : \text{plot-color/c} = (\text{plot-foreground}) \)
\( \text{size} : (\geq/c 0) = (\text{plot-font-size}) \)
\( \text{face} : (\text{or/c string? #f}) = (\text{plot-font-face}) \)
\( \text{family} : \text{font-family/c} = (\text{plot-font-family}) \)
\( \text{anchor} : \text{anchor/c} = (\text{label-anchor}) \)
\( \text{angle} : \text{real?} = (\text{label-angle}) \)
\( \text{point-color} : \text{plot-color/c} = (\text{point-color}) \)
\( \text{point-fill-color} : (\text{or/c plot-color/c 'auto}) = 'auto \)
\( \text{point-size} : (\geq/c 0) = (\text{label-point-size}) \)
\( \text{point-line-width} : (\geq/c 0) = (\text{point-line-width}) \)
\( \text{point-sym} : \text{point-sym/c} = '\text{fullcircle} \)
\( \text{alpha} : (\text{real-in 0 1}) = (\text{label-alpha}) \)

Returns a renderer that draws a labeled point on a polar function’s graph.

(polar-pict \( f \)
\( \theta \)

\( \text{pict} \)
[\( \text{anchor} \text{anchor} \)
  #:color \( \text{color} \)
  #:point-color \( \text{point-color} \)
  #:point-fill-color \( \text{point-fill-color} \)
  #:point-size \( \text{point-size} \)
  #:point-line-width \( \text{point-line-width} \)
  #:point-sym \( \text{point-sym} \)
  #:alpha \( \text{alpha} \)]

\( f : (\text{real? . -> . real?}) \)
\( \theta : \text{real?} \)
\( \text{pict} : \text{pict?} \)

\( \rightarrow \text{renderer2d?} \)
Returns a renderer that draws a point with a pict as the label on a polar function’s graph.

3.8 Interactive Overlays for 2D plots

```
(require plot/snip)  ; package: plot-gui-lib
```

A plot snip% object returned by plot-snip can be set up to provide interactive overlays. This feature can be used, for example, to show the current value of the plot function at the mouse cursor.

If the code below is evaluated in DrRacket, the resulting plot will show a vertical line tracking the mouse and the current plot position is shown on a label. This is achieved by adding a mouse callback to the plot snip returned by plot-snip. When the mouse callback is invoked, it will add a vrule at the current X position and a point-label at the current value of the plotted function.

```
(require plot)
(define snip (plot-snip (function sin) #:x-min -5 #:x-max 5))
(define (mouse-callback snip event x y)
  (if (and x y)
    (send snip set-overlay-renderers
      (list (vrule x)
          (point-label (vector x (sin x))))))
  (send snip set-overlay-renderers #f)))
(send snip set-mouse-event-callback mouse-callback)

```

Here are a few hints for adding common interactive elements to racket plots:

- The hrule and vrule renderers can be used to draw horizontal and vertical lines that track the mouse position.
- The rectangles renderer can be used to highlight a region on the plot. For example, to highlight a vertical region between xmin and xmax, you can use:

```
(rectangles (list (vector (ivl xmin xmax) (ivl -inf.0 +inf.0))) #:alpha 0.2)
```
• A **point-label** renderer can be used to add a point with a string label to the plot. To add only the label, use `'none` as the value for the `#:point-sym` argument.

• A **point-pict** renderer can be used to add a point with an attached `pict` instead of a string label. This can be used to draw fancy labels (for example with rounded corners), or any other type of graphics element.

• A **points** renderer can be used to mark specific locations on the plot, without specifying a label for them

```scheme
2d-plot-snip% : class?
superclass: snip%
```

An instance of this class is returned by `plot-snip`.

```scheme
(send a-2d-plot-snip set-mouse-event-callback callback)
```

Set a callback function to be invoked with mouse events from the snip. The callback is invoked with the actual snip object, the `mouse-event%` and the X, Y position of the mouse in plot coordinates (i.e., the coordinate system used by the renderers in the plot). The X and Y values are `#f` when the mouse is outside the plot area (for example, when the mouse is over the axis area).

When a callback is installed, the default zoom functionality of the plot snips is disabled. This can be restored by calling `set-mouse-event-callback` with a `#f` argument.

```scheme
(send a-2d-plot-snip set-overlay-renderers renderers)
```

Set a collection of renderers to be drawn on top of the existing plot. This can be any combination of 2D renderers, but it will not be able to modify the axes or the dimensions of the plot area. Only one set of overlay renderers can be installed; calling this method a second time will replace the previous overlays. Specifying `#f` as the renderers will cause overlays to be disabled.

```scheme
plot-mouse-event-callback/c : contract?
= (-> (is-a?/c snip%)
   (is-a?/c mouse-event%)
   (or/c real? #f)
   (or/c real? #f)
   any/c)
```

A contract for callback functions passed to `set-mouse-event-callback`.

86
4 3D Renderers

(require plot)  package: plot-gui-lib

4.1 3D Renderer Function Arguments

As with functions that return 2D renderers, functions that return 3D renderers always have these kinds of arguments:

- Required (and possibly optional) arguments representing the graph to plot.
- Optional keyword arguments for overriding calculated bounds, with the default value #f.
- Optional keyword arguments that determine the appearance of the plot.
- The optional keyword argument #:label, which specifies the name of the renderer in the legend.

See §3.1 “2D Renderer Function Arguments” for a detailed example.

4.2 3D Point Renderers

(points3d vs
  [#:x-min x-min
   #:x-max x-max
   #:y-min y-min
   #:y-max y-max
   #:z-min z-min
   #:z-max z-max
   #:sym sym
   #:color color
   #:fill-color fill-color
   #:x-jitter x-jitter
   #:y-jitter y-jitter
   #:z-jitter z-jitter
   #:size size
   #:line-width line-width
   #:alpha alpha
   #:label label])  → renderer3d?

vs : (sequence/c (sequence/c #:min-count 3 real?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
sym : point-sym/c = (point-sym)
color : plot-color/c = (point-color)
fill-color : (or/c plot-color/c 'auto) = 'auto
x-jitter : (>=/c 0) = (point-x-jitter)
y-jitter : (>=/c 0) = (point-y-jitter)
z-jitter : (>=/c 0) = (point-z-jitter)
size : (>=/c 0) = (point-size)
line-width : (>=/c 0) = (point-line-width)
alpha : (real-in 0 1) = (point-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that draws points in 3D space.

For example, a scatter plot of points sampled uniformly from the surface of a sphere:

> (define (runif) (- (* 2 (random)) 1))
> (define (rnormish) (+ (runif) (runif) (runif) (runif)))
> (define xs0 (build-list 1000 (λ_ (rnormish))))
> (define ys0 (build-list 1000 (λ_ (rnormish))))
> (define zs0 (build-list 1000 (λ_ (rnormish))))
> (define mags (map (λ (x y z) (sqrt (+ (sqr x) (sqr y) (sqr z)))) xs0 ys0 zs0))
> (define xs (map / xs0 mags))
> (define ys (map / ys0 mags))
> (define zs (map / zs0 mags))
> (plot3d (points3d (map vector xs ys zs) #:sym 'dot)
  #:altitude 25)
When \textit{x-jitter}, \textit{y-jitter}, or \textit{z-jitter} is non-zero, each point $p$ is translated along the matching axis by a random distance no greater than the given value. Jitter may be applied in either the positive or negative direction, so total spread along e.g. the x-axis is twice $x$-jitter.

Note that adding random noise to data, via jittering or otherwise, is usually a bad idea. See the documentation for \texttt{points} for examples where jittering may be appropriate.

Changed in version 7.9 of package \texttt{plot-gui-lib}: Added support for pictures for \texttt{#:label}
Returns a renderer that draws a vector field in 3D space. The arguments are interpreted identically to the corresponding arguments to `vector-field`.

Example:

```scheme
> (plot3d (vector-field3d (λ (x y z) (vector x z y)) -2 2 -2 2 -2 2))
```
4.3 3D Line Renderers

```
(lines3d vs
 [#:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:z-min z-min
  #:z-max z-max
  #:color color
  #:width width
  #:style style
  #:alpha alpha
  #:label label]) -> renderer3d?
```

Changed in version 7.9 of package plotgui-lib: Added support for pictures for #:label and controlling the arrowhead.
Returns a renderer that draws connected lines. The `parametric3d` function is defined in terms of this one.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for `#:label`
alpha : (real-in 0 1) = (line-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that plots a vector-valued function of time. For example,

> (require (only-in plot/utils 3d-polar->3d-cartesian))
> (plot3d (parametric3d (λ (t) (3d-polar->3d-cartesian (* t 80) t 1))
( - pi) pi #:samples 3000 #:alpha 0.5)
#:altitude 25)
(arrows3d \(\text{vs}\)
[#:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:z-min z-min
 #:z-max z-max
 #:color color
 #:width width
 #:style style
 #:alpha alpha
 #:arrow-head-size-or-scale size
 #:arrow-head-angle angle
 #:label label]) \(\rightarrow\) renderer3d?

vs : (or/c (listof (sequence/c #:min-count 3 real?))
 (vectorof (vector/c (sequence/c #:min-count 3 real?)
 (sequence/c #:min-count 3 real?)))))

x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
color : plot-color/c = (arrows-color)
width : (>=/c 0) = (arrows-line-width)
style : plot-pen-style/c = (arrows-line-style)
alpha : (real-in 0 1) = (arrows-alpha)
size : (or/c (list/c (>=/c 0)) (>=/c 0))
  = (arrow-head-size-or-scale)
angle : (>=/c 0) = (arrow-head-angle)
label : (or/c string? pict? #f) = #f

Returns a renderer that draws arrows. The arguments and arrow-head parameters are interpreted identically as in arrows.

> (plot3d (arrows3d '((0 0 0) (1 1 1) (2 2 2) (3 2 1))
  #:altitude 25)
4.4 3D Surface Renderers

Added in version 7.9 of package plot-gui-11b.
(surface3d  f
  [x-min
   x-max
   y-min
   y-max
   #:z-min z-min
   #:z-max z-max
   #:samples samples
   #:color color
   #:style style
   #:line-color line-color
   #:line-width line-width
   #:line-style line-style
   #:alpha alpha
   #:label label])  ->  renderer3d?

f : (real? real? . -> . real?)
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (plot3d-samples)
color : plot-color/c = (surface-color)
style : plot-brush-style/c = (surface-style)
line-color : plot-color/c = (surface-line-color)
line-width : (>=/c 0) = (surface-line-width)
line-style : plot-pen-style/c = (surface-line-style)
alpha : (real-in 0 1) = (surface-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that plots a two-input, one-output function. For example,

> (plot3d (list (surface3d (λ (x y) (+ (sqr x) (sqr y))) -1 1 -1 1
   #:label "z = x^2 + y^2")
         (surface3d (λ (x y) (- (+ (sqr x) (sqr y)))) -1 1 -1 1
   #:color 4 #:line-color 4
   #:label "z = -x^2 - y^2"))
### Changed in version 7.9 of package `plot-gui-lib`: Added support for pictures for #:label

```scheme
(polar3d f
  #:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:z-min z-min
  #:z-max z-max
  #:samples samples
  #:color color
  #:style style
  #:line-color line-color
  #:line-width line-width
  #:line-style line-style
  #:alpha alpha
  #:label label)
  -> renderer3d?
```

\[ f : (\text{real? real? .} \rightarrow . \text{real?}) \]
Returns a renderer that plots a function from longitude and latitude to radius. \( (f \theta \phi) \rightarrow r \)

Currently, longitudes(\( \theta \)) range from 0 to \( \ast 2 \pi \), and latitudes(\( \phi \)) from \( \ast -1/2 \pi \) to \( \ast 1/2 \pi \). These intervals may become optional arguments to \texttt{polar3d} in the future.

A sphere is the graph of a polar function of constant radius:

\[
> \text{plot3d (polar3d (lambda (theta phi) 1)) #:altitude 25)}
\]
Combining polar function renderers allows faking latitudes or longitudes in larger ranges, to get, for example, a seashell plot:

```scheme
> (parameterize ([plot-decorations? #f]
                       [plot3d-samples 75])
   (define (f1 θ φ) (+ 1 (/ θ (* 2 pi)) (* 1/8 (sin (* 8 φ)))))
   (define (f2 θ φ) (+ 0 (/ θ (* 2 pi)) (* 1/8 (sin (* 8 φ))))))

(plot3d (list (polar3d f1 #:color "navajowhite"
                             #:line-style 'transparent #:alpha 2/3)
                      (polar3d f2 #:color "navajowhite"
                             #:line-style 'transparent #:alpha 2/3))))
```

99
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(parametric-surface3d  f
  s-min
  s-max
  t-min
  t-max
  #:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:z-min z-min
  #:z-max z-max
  #:samples samples
  #:s-samples s-samples
  #:t-samples t-samples
  #:color color
  #:style style
  #:line-color line-color
  #:line-width line-width
  #:line-style line-style
  #:alpha alpha
  #:label label)
  → renderer3d?

f : (real? real? . -> . (sequence/c real?))
s-min : rational?
s-max : rational?
t-min : rational?
t-max : rational?
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (plot3d-samples)
s-samples : (and/c exact-integer? (>=/c 2)) = samples
t-samples : (and/c exact-integer? (>=/c 2)) = samples

Returns a renderer that plots a two-input, one-output function. (f s t) → ’(x y z)

For example,
> (plot3d (list
      (parametric-surface3d
        (λ (θ φ)
          (list (* (+ 5 (sin φ)) (sin θ))
            (* (+ 5 (sin φ)) (cos θ))
            (+ 0 (cos φ))))
          0 (* 2 pi) #:s-samples 50
          0 (* 2 pi)
          #:label "torus1")
      (parametric-surface3d
        (λ (θ φ)
          (list (+ 4 (* (+ 3 (sin φ)) (sin θ)))
            (+ 0 (cos φ))
            (* (+ 3 (sin φ)) (cos θ))))
          0 (* 2 pi) #:s-samples 30
          0 (* 2 pi)
          #:color 4
          #:label "torus2")
      #:z-min -6 #:z-max 6
      #:altitude 22)
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

(polygons3d vs
  [#:x-min x-min
   #:x-max x-max
   #:y-min y-min
   #:y-max y-max
   #:z-min z-min
   #:z-max z-max
   #:color color
   #:style style
   #:line-color line-color
   #:line-width line-width
   #:line-style line-style
   #:alpha alpha
   #:label label]) → renderer3d?

vs : (sequence/c (sequence/c (sequence/c real?)))))
x-min : (or/c rational? #f) = #f
Returns a renderer that draws polygons. The `parametric-surface3d` function is defined in terms of this one.

```
> (plot3d
  (polygons3d (list (list 1 0 0)(list 0 0 1)(list 0 1 0)(list 1 1 1))
               (list (list 0 0 0)(list 0 0 1)(list 0 1 0))
               (list (list 1 0 0)(list 0 1 0)(list 0 0 0))))
   #:angle 355
   #:altitude 30)
```
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

### 4.5 3D Contour (Isoline) Renderers
(isoline3d f
  z
  [x-min x-max]
  [y-min y-max]
  #:z-min z-min
  #:z-max z-max
  #:samples samples
  #:color color
  #:width width
  #:style style
  #:alpha alpha
  #:label label]) → renderer3d?

f : (real? real? . -> . real?)
z : real?
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (plot3d-samples)
color : plot-color/c = (line-color)
width : (>=/c 0) = (line-width)
style : plot-pen-style/c = (line-style)
alpha : (real-in 0 1) = (line-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that plots a single contour line on the surface of a function.

The appearance keyword arguments are interpreted identically to the appearance keyword arguments to \texttt{isoline}.

This function is not terribly useful by itself, but can be when combined with others:

\begin{verbatim}
> (define (saddle x y) (- (sqr x) (sqr y)))
> (plot3d (list (surface3d saddle -1 1 -1 1)

  (isoline3d saddle 1/4 #:width 2 #:style 'long-dash)))
\end{verbatim}
(contours3d f
  [x-min
   x-max
   y-min
   y-max
   #:z-min z-min
   #:z-max z-max
   #:samples samples
   #:levels levels
   #:colors colors
   #:widths widths
   #:styles styles
   #:alphas alphas
   #:label label])  -> renderer3d?
f : (real? real? . -> . real?)
x-min : (or/c rational? #f) = #f
Returns a renderer that plots contour lines on the surface of a function.

The appearance keyword arguments are interpreted identically to the appearance keyword arguments to contours. In particular, when levels is 'auto, contour values correspond precisely to z axis ticks.

For example,

```
> (plot3d (contours3d (λ (x y) (+ (sqr x) (sqr y))) -1.1 1.1 -1.1 1.1
  #:label "z = x^2 + y^2")
```

z = x² + y² = 2
z = x² + y² = 1.5
z = x² + y² = 1
z = x² + y² = 0.5

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(contour-intervals3d f
  [x-min
   x-max
   y-min
   y-max
   #:z-min z-min
   #:z-max z-max
   #:samples samples
   #:levels levels
   #:colors colors
   #:styles styles
   #:line-colors line-colors
   #:line-widths line-widths
   #:line-styles line-styles
   #:contour-colors contour-colors
   #:contour-widths contour-widths
   #:contour-styles contour-styles
   #:alphas alphas
   #:label label])

→ renderer3d?
f : (real? real? . -> . real?)
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (plot3d-samples)
levels : (or/c 'auto exact-positive-integer? (listof real?))
  = (contour-levels)
colors : (plot-colors/c (listof ivl?))
  = (contour-interval-colors)
styees : (plot-brush-styles/c (listof ivl?))
  = (contour-interval-styles)
line-colors : (plot-colors/c (listof ivl?))
  = (contour-interval-line-colors)
line-widths : (pen-widths/c (listof ivl?))
  = (contour-interval-line-widths)
line-styles : (plot-pen-styles/c (listof ivl?))
  = (contour-interval-line-styles)
contour-colors : (plot-colors/c (listof real?))
  = (contour-colors)
contour-widths : (pen-widths/c (listof real?))
  = (contour-widths)
contour-styles : (plot-pen-styles/c (listof real?))
  = (contour-styles)
Returns a renderer that plots contour intervals and contour lines on the surface of a function. The appearance keyword arguments are interpreted identically to the appearance keyword arguments to `contour-intervals`.

For example,

```scheme
> (plot3d (contour-intervals3d
  (λ (x y) (+ (sqr x) (sqr y)))
  -1.1 1.1 -1.1 1.1
  #:label "z = x² + y²"))
```

4.6 3D Isosurface Renderers

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(isosurface3d f d [x-min x-max y-min y-max z-min z-max #:samples samples #:color color #:style style #:line-color line-color #:line-width line-width #:line-style line-style #:alpha alpha #:label label]) → renderer3d?
f : (real? real? real? . -> . real?)
d : rational?
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
samples : (and/c exact-integer? (>=/c 2)) = (plot3d-samples)
color : plot-color/c = (surface-color)
style : plot-brush-style/c = (surface-style)
line-color : plot-color/c = (surface-line-color)
line-width : (>=/c 0) = (surface-line-width)
line-style : plot-pen-style/c = (surface-line-style)
alpha : (real-in 0 1) = (surface-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that plots the surface of constant output value of the function \( f \). The argument \( d \) is the constant value.

For example, a sphere is all the points in which the Euclidean distance function returns the sphere’s radius:

```scheme
> (plot3d (isosurface3d
def (λ (x y z) (sqrt (+ (sqr x) (sqr y) (sqr z)))) 1
   -1 1 -1 1 -1 1)
#:altitude 25)
```

112
Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
Returns a renderer that plots multiple isosurfaces. The appearance keyword arguments are interpreted similarly to those of contours.

Use this to visualize functions from three inputs to one output; for example:
If it helps, think of the output of $f$ as a density or charge.

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label

4.7 3D Rectangle Renderers
(rectangles3d rects
[#:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:z-min z-min
 #:z-max z-max
 #:color color
 #:style style
 #:line-color line-color
 #:line-width line-width
 #:line-style line-style
 #:alpha alpha
 #:label label])  → renderer3d?

rects : (sequence/c (sequence/c #:min-count 3 ivl?))
x-min : (or/c rational? #f) = #f
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = #f
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = #f
z-max : (or/c rational? #f) = #f
color : plot-color/c = (rectangle-color)
styile : plot-brush-style/c = (rectangle-style)
line-color : plot-color/c = (rectangle-line-color)
line-width : (>=/c 0) = (rectangle3d-line-width)
line-style : plot-pen-style/c = (rectangle-line-style)
alpha : (real-in 0 1) = (rectangle-alpha)
label : (or/c string? pict? #f) = #f

Returns a renderer that draws rectangles.

This can be used to draw histograms; for example,

> (require (only-in plot/utils bounds->intervals linear-seq))
> (define (norm2 x y) (exp (* -1/2 (+ (sqr (- x 5)) (sqr y))))))
> (define x-ivls (bounds->intervals (linear-seq 2 8 16)))
> (define y-ivls (bounds->intervals (linear-seq -5 5 16)))
> (define x-mids (linear-seq 2 8 15 #:start? #f #:end? #f))
> (define y-mids (linear-seq -5 5 15 #:start? #f #:end? #f))
> (plot3d (rectangles3d (append*
   (for/list ([y-ivl (in-list y-ivls)]
     [y (in-list y-mids)])
   (for/list ([x-ivl (in-list x-ivls)]
     [x (in-list x-mids)])
   (define z (norm2 x y))
   (vector x-ivl y-ivl (ivl 0 z))))))
#:alpha 3/4
#:label "Appx. 2D Normal")

Appx. 2D Normal

Changed in version 7.9 of package plot-gui-1ib: Added support for pictures for #:label
Returns a renderer that draws discrete histograms on a two-valued domain.

Missing pairs are not drawn; for example,

```
> (plot3d (discrete-histogram3d '#((a a 1) #(a b 2) #(b b 3)))
```
#:label "Missing (b,a)"
#:color 4 #:line-color 4)

Changed in version 7.9 of package plot-gui-lib: Added support for pictures for #:label
(stacked-histogram3d cat-vals
  #:x-min x-min
  #:x-max x-max
  #:y-min y-min
  #:y-max y-max
  #:z-min z-min
  #:z-max z-max
  #:gap gap
  #:colors colors
  #:styles styles
  #:line-colors line-colors
  #:line-widths line-widths
  #:line-styles line-styles
  #:alphas alphas
  #:labels labels
  #:add-x-ticks? add-x-ticks?
  #:add-y-ticks? add-y-ticks?
  #:x-far-ticks? x-far-ticks?
  #:y-far-ticks? y-far-ticks?)
→ (listof renderer3d?)
cat-vals : (sequence/c (or/c (vector/c any/c any/c (sequence/c real?))
                     (list/c any/c any/c (sequence/c real?)))
  (list/c any/c any/c (sequence/c real?))))
x-min : (or/c rational? #f) = 0
x-max : (or/c rational? #f) = #f
y-min : (or/c rational? #f) = 0
y-max : (or/c rational? #f) = #f
z-min : (or/c rational? #f) = 0
z-max : (or/c rational? #f) = #f
gap : (real-in 0 1) = (discrete-histogram-gap)
colors : (plot-colors/c nat/c) = (stacked-histogram-colors)
styless : (plot-brush-styles/c nat/c)
  = (stacked-histogram-styles)
line-colors : (plot-colors/c nat/c)
  = (stacked-histogram-line-colors)
line-widths : (pen-widths/c nat/c)
  = (stacked-histogram-line-widths)
line-styles : (plot-pen-styles/c nat/c)
  = (stacked-histogram-line-styles)
alphas : (alphas/c nat/c) = (stacked-histogram-alphas)
labels : (labels/c nat/c) = '('#f)
add-x-ticks? : boolean? = #t
add-y-ticks? : boolean? = #t
x-far-ticks? : boolean? = #f
y-far-ticks? : boolean? = #f
Returns a renderer that draws a stacked histogram. Think of it as a version of `discrete-histogram` that allows multiple values to be specified for each pair of categories.

Examples:

```scheme
> (define data '(#(a a (1 1 1)) #(a b (1.5 3)) #(b b ()) #(b a (1/2))))
> (plot3d (stacked-histogram3d data #:labels'("Red" #f "Blue") #:alphas '(2/3 1 2/3)))
```

![Stacked histogram diagram](image-url)
Returns a renderer that draws a labeled point. If `label` is `#f`, the point is labeled with its position. Analogous to `point-label`.
5 Nonrenderers

(require plot)

The following functions create nonrenderers, or plot elements that draw nothing in the plot.

(x-ticks ts [#:far? far?]) → nonrenderer?
  ts : (listof tick?)  
  far? : boolean? = #f

(y-ticks ts [#:far? far?]) → nonrenderer?
  ts : (listof tick?)  
  far? : boolean? = #f

(z-ticks ts [#:far? far?]) → nonrenderer?
  ts : (listof tick?)  
  far? : boolean? = #f

The x-ticks, y-ticks and z-ticks return a nonrenderer that adds custom ticks to a 2D or 3D plot.

Although ticks-add allows placing arbitrary major and minor ticks on an axis, it does not allow them to be formatted differently from the other ticks on the same axis. Use one of these functions to get maximum control.

Example:

> (parameterize ([plot-x-ticks no-ticks])
  (plot (list (function sin (- pi) pi)
    (x-ticks (list (tick (- pi) #t "-π")
      (tick (* -3/4 pi) #f "")
      (tick (* -1/2 pi) #t "-π/2")
      (tick (* -1/4 pi) #f "")
      (tick 0 #t "0")
      (tick (* 1/4 pi) #f "")
      (tick (* 1/2 pi) #t "π/2")
      (tick (* 3/4 pi) #f "")
      (tick pi #t "π"))
    (axes))))
When considering using one of these functions, remember that minor tick labels are never drawn, and that including a `z-ticks` nonrenderer will not add extra contour lines to contour plots.

```
(invisible-rect x-min x-max y-min y-max) → nonrenderer?
```

- **x-min**: `(or/c rational? #f)`
- **x-max**: `(or/c rational? #f)`
- **y-min**: `(or/c rational? #f)`
- **y-max**: `(or/c rational? #f)`

Returns a nonrenderer that simply takes up space in the plot. Use this to cause the plot area to include a minimal rectangle.

Example:

```
> (plot (list (function sin (- pi) pi)
               (invisible-rect #f #f -2 2)))
```
(invisible-rect3d x-min
  x-max
  y-min
  y-max
  z-min
  z-max) → nonrenderer?

x-min : (or/c rational? #f)
x-max : (or/c rational? #f)
y-min : (or/c rational? #f)
y-max : (or/c rational? #f)
z-min : (or/c rational? #f)
z-max : (or/c rational? #f)

Returns a nonrenderer that simply takes up space in the plot. Use this to cause the plot area to include a minimal rectangle. See invisible-rect for a 2D example.
6 Axis Transforms and Ticks

(require plot)     package:plot-gui-lib

6.1 Axis Transforms

The $x$, $y$ and $z$ axes for any plot can be independently transformed by parameterizing the plot on different plot-x-transform, plot-y-transform and plot-z-transform values. For example, to plot the $x$ axis with a log transform:

$$\begin{align*}
> & \text{(parameterize ([plot-x-transform log-transform])}
> \text{(plot (function sin 1 100)))}
\end{align*}$$

Most log-transformed plots use different ticks than the default, uniformly spaced ticks, however. To put log ticks on the $x$ axis, set the plot-x-ticks parameter:

$$\begin{align*}
> & \text{(parameterize ([plot-x-transform log-transform]}
> \text{(plot-x-ticks \ldots))}
\end{align*}$$
See §6.2 “Axis Ticks” for more details on parameterizing a plot’s axis ticks.

Renderers cooperate with the current transforms by sampling nonlinearly. For example,

```scheme
> (parameterize ([plot-x-transform log-transform])
  (plot3d (surface3d + 0.01 1 0.01 1)))
```

To sample nonlinearly, the inverse of a transform is applied to linearly sampled points. See `make-axis-transform` and `nonlinear-seq`. 
Notice that the surface is sampled uniformly in appearance even though the $x$-axis ticks are not spaced uniformly.

Transforms are applied to the primitive shapes that comprise a plot:

```lisp
> (parameterize ([plot-x-transform log-transform])
  (plot3d (surface3d + 0.01 1 0.01 1 #:samples 3)))
```
Here, the renderer returned by \texttt{surface3d} does not have to bend the polygons it draws; \texttt{plot3d} does this automatically (by recursive subdivision).

\begin{verbatim}
(plot-x-transform) → axis-transform/c
(plot-x-transform transform) → void?
  transform : axis-transform/c
  = id-transform
(plot-y-transform) → axis-transform/c
(plot-y-transform transform) → void?
  transform : axis-transform/c
  = id-transform
(plot-z-transform) → axis-transform/c
(plot-z-transform transform) → void?
  transform : axis-transform/c
  = id-transform
\end{verbatim}

Independent, per-axis, monotone, nonlinear transforms. Plot comes with some typical (and some atypical) axis transforms, documented immediately below.
id-transform : axis-transform/c

The identity axis transform, the default transform for all axes.

log-transform : axis-transform/c

A log transform. Use this to generate plots with log-scale axes. Any such axis must have positive bounds.

The beginning of the §6 “Axis Transforms and Ticks” section has a working example. An example of exceeding the bounds is

```scheme
> (parameterize ([plot-x-transform log-transform])
  (plot (function (λ (x) x) -1 1)))
log-transform: expects type <positive real> as 1st argument, given: -1: other arguments were: 1
```

See axis-transform-bound and axis-transform-append for ways to get around an axis transform’s bounds limitations.

```
(stretch-transform a b scale) → axis-transform/c
a : real?
b : real?
scale : (>/c 0)
```

Returns an axis transform that stretches a finite interval.

The following example uses a stretch-transform to draw attention to the interval [-1,1] in an illustration of the limit of \(sin(x)/x\) as \(x\) approaches zero (a critical part of proving the derivative of \(sin(x)\)):

```scheme
> (parameterize ([plot-x-transform (stretch-transform -1 1 20)]
                [plot-x-ticks (ticks-add (plot-x-ticks) '(-1 1))])
  (plot (list (y-axis -1 #:ticks? #f) (y-axis 1 #:ticks? #f)
             (function (λ (x) (/ (sin x) x)) -14 14
                       #:width 2 #:color 4 #:label "y = sin(x)/x")
             (point-label (vector 0 1) "y → 1 as x → 0"
                         #:anchor 'bottom-right))
             #:y-max 1.2))
```
\[(\text{collapse-transform } a \ b) \rightarrow \text{axis-transform/c}\]
\[
a : \text{real}\?
\]
\[
b : \text{real}\?
\]

Returns an axis transform that collapses a finite interval to its midpoint. For example, to remove part of the long, boring asymptotic approach of \(\text{atan}(x)\) toward \(\pi/2\):

\[
> \ \text{(parameterize ([plot-x-transform (collapse-transform 50 150)])}
\]
\[
\ \text{(plot (function atan 10 200 #:label "y = atan(x)")}
\]
\[
\quad #:legend-anchor 'center))
\]
In this case, there were already ticks at the collapsed interval’s endpoints. If there had not been, it would have been necessary to use `ticks-add` to let viewers know precisely the interval that was collapsed. (See `stretch-transform` for an example.)

**cbrt-transform : axis-transform/c**

A “cube-root” transform, mostly used for testing. Unlike the log transform, it is defined on the entire real line, making it better for testing the appearance of plots with nonlinearly transformed axes.

```lisp
(hand-drawn-transform freq) → axis-transform/c
freq : (> /c 0)
```

An extremely important test case, which makes sure that Plot can use any monotone, invertible function as an axis transform. The `freq` parameter controls the “shakiness” of the transform. At high values, it makes plots look like Peanuts cartoons.

Examples:
> (parameterize ([plot-x-transform (hand-drawn-transform 200)]
[plot-y-transform (hand-drawn-transform 200)])
(plot (function sqr -1 1)))

> (parameterize ([plot-x-transform (hand-drawn-transform 50)]
[plot-y-transform (hand-drawn-transform 50)]
[plot-z-transform (hand-drawn-transform 50)])
(plot3d (contour-intervals3d (λ (x y) (- (sqr x) (sqr y)))
-1 1 -1 1 #:samples 9)))
axis-transform/c : contract?
  = (→ real? real? invertible-function? invertible-function?)

The contract for axis transforms.

The easiest ways to construct novel axis transforms are to use the axis transform combinators
axis-transform-append, axis-transform-bound and axis-transform-compose, or
to apply make-axis-transform to an invertible-function.

(axis-transform-append t1 t2 mid) → axis-transform/c
  t1 : axis-transform/c
  t2 : axis-transform/c
  mid : real?

Returns an axis transform that transforms values less than \( \textit{mid} \) like \( t1 \), and transforms values
greater than \( \textit{mid} \) like \( t2 \). (Whether it transforms \( \textit{mid} \) like \( t1 \) or \( t2 \) is immaterial, as a
transformed \( \textit{mid} \) is equal to \( \textit{mid} \) either way.)
Example:

> (parameterize ([plot-x-transform (axis-transform-append
(stretch-transform -2 -1 10)
(stretch-transform 1 2 10)
0)])

(plot (function (λ (x) x) -3 3)))

(axis-transform-bound t a b) → axis-transform/c

| t : axis-transform/c |
| : real? |
| a : real? |
| b : real? |

Returns an axis transform that transforms values like \( t \) does in the interval \([a,b]\), but like the identity transform outside of it. For example, to bound \( \log\)-transform to an interval in which it is well-defined,

> (parameterize ([plot-x-transform (axis-transform-bound

Composes two axis transforms. For example, to collapse part of a log-transformed axis, try something like

```scheme
> (parameterize ([plot-x-transform (axis-transform-compose
  log-transform
  (collapse-transform 2 4))])
  (plot (function (λ (x) x) 1 5)))
```
Argument order matters, but predicting the effects of exchanging arguments can be difficult. Fortunately, the effects are usually slight.

\[
\text{(make-axis-transform \textit{fun}) } \rightarrow \text{ axis-transform/c}
\]
\[
\text{\textit{fun} : invertible-function?}
\]

Given a monotone \textit{invertible-function}, returns an axis transform. Monotonicity is necessary, but cannot be enforced. The inverse is used to take samples uniformly along transformed axes (see \texttt{nonlinear-seq}).

Example:

\[
> \ (\text{parameterize} \ ([\text{plot-y-transform} \ (\text{make-axis-transform}
\text{(invertible-function \textit{sqrt} \textit{sqr})})])
\text{(plot} \ \text{(function} \ (\lambda \ (x) \ x) \ 0 \ 5)))
\]
An axis transform created by `make-axis-transform` (or by any of the above combinators) does not transform the endpoints of an axis’s bounds, to within floating-point error. For example,

```scheme
> (match-let ([(invertible-function f g)
               (apply-axis-transform log-transform 1 3)])
  (define xs '(1 2 3))
  (define new-xs (map f xs))
  (define old-xs (map g new-xs))
  (values new-xs old-xs))
'(1.0 2.2618595071429146 3.0)
'(1.0 1.9999999999999998 3.000000000000000)
```

Technically, `fun` does not need to be truly invertible. Given `fun = (invertible-function f g)`, it is enough for `f` to be a left inverse of `g`; that is, always `(f (g x)) = x` but not necessarily `(g (f x)) = x`. If `f` and `g` had to be strict inverses of each other, there could be no `collapse-transform`. 

138
(apply-axis-transform t x-min x-max) → invertible-function?
  t : axis-transform/c
  x-min : real?
  x-max : real?

Returns an invertible function that transforms axis points within the given axis bounds. This convenience function is used internally to transform points before rendering, but is provided for completeness.

### 6.2 Axis Ticks

Each plot axis has two independent sets of ticks: the *near* ticks and the *far* ticks.

```
(plot-x-ticks) → ticks?
(plot-x-ticks ticks) → void?
  ticks : ticks?
  = (linear-ticks)
(plot-x-far-ticks) → ticks?
(plot-x-far-ticks ticks) → void?
  ticks : ticks?
  = (ticks-mimic plot-x-ticks)
(plot-y-ticks) → ticks?
(plot-y-ticks ticks) → void?
  ticks : ticks?
  = (linear-ticks)
(plot-y-far-ticks) → ticks?
(plot-y-far-ticks ticks) → void?
  ticks : ticks?
  = (ticks-mimic plot-y-ticks)
(plot-z-ticks) → ticks?
(plot-z-ticks ticks) → void?
  ticks : ticks?
  = (linear-ticks)
(plot-z-far-ticks) → ticks?
(plot-z-far-ticks ticks) → void?
  ticks : ticks?
  = (ticks-mimic plot-z-ticks)
```

Example:

```scheme
> (parameterize ([plot-x-label "Near x axis"]
                  [plot-y-label "Near y axis"]
                  [plot-z-label "Near z axis"]
```
At any #:angle, the far x and y ticks are behind the plot, and the far z ticks are on the right. Far ticks are drawn, but not labeled, if they are identical to their corresponding near ticks. They are always identical by default.

*Major ticks* are longer than *minor ticks*. Major tick labels are always drawn unless collapsed.
with a nearby tick. Minor tick labels are never drawn.

Renderers produced by contours and contour-intervals use the value of plot-z-ticks to place and label contour lines. For example, compare plots of the same function rendered using both contour-intervals and contour-intervals3d:

```lisp
> (parameterize ([plot-z-ticks (currency-ticks)])
  (define (saddle x y) (- (sqr x) (sqr y)))
  (values
    (plot (contour-intervals saddle -1 1 -1 1 #:label "z"
              #:legend-anchor 'center)
    (plot3d (contour-intervals3d saddle -1 1 -1 1 #:label "z"
               #:legend-anchor 'center))))
```

![Plot comparison between contour-intervals and contour-intervals3d](attachment:image.png)
(contour-ticks z-ticks
  z-min
  z-max
  levels
  intervals?) → (listof tick?)

z-ticks : ticks?
z-min : real?
z-max : real?
levels : (or/c 'auto exact-positive-integer? (listof real?))
intervals? : boolean?

Returns the ticks used for contour values. This is used internally by renderers returned from contours, contour-intervals, contours3d, contour-intervals3d, and iso-surfaces3d, but is provided for completeness.

When levels is 'auto, the returned values do not correspond exactly with the values of ticks returned by z-ticks: they might be missing the endpoint values. For example,
> (map pre-tick-value
   (filter pre-tick-major? (ticks-generate (plot-z-ticks) 0 1)))
'(0 1/5 2/5 3/5 4/5 1)
> (map pre-tick-value
   (contour-ticks (plot-z-ticks) 0 1 'auto #f))
'(1/5 2/5 3/5 4/5)

(plot-d-ticks) → ticks?
(plot-d-ticks ticks) → void?
ticks : ticks?
= (linear-ticks)

The ticks used for default isosurface values in isosurfaces3d.

(plot-r-ticks) → ticks?
(plot-r-ticks ticks) → void?
ticks : ticks?
= (linear-ticks)

The ticks used for radius lines in polar-axes.

(struct ticks (layout format)
   #:extra-constructor-name make-ticks)
layout : ticks-layout/c
format : ticks-format/c

A ticks for a near or far axis consists of a layout function, which determines the number of ticks and where they will be placed, and a format function, which determines the ticks’ labels.

(ticks-generate ticks min max) → (listof tick?)
ticks : ticks?
min : real?
max : real?

Generates the tick values for the range [min, max], with layout and format specified by ticks.

Example:
> (ticks-generate (plot-x-ticks) 1/3 2/3)
(list
 (tick 7/20 #f ".35")
 (tick 2/5 #t ".4")
)
(tick 9/20 #f ".45")
(tick 1/2 #t ".5")
(tick 11/20 #f ".55")
(tick 3/5 #t ".6")
(tick 13/20 #f ".65")

(ticks-default-number) → exact-positive-integer?
(ticks-default-number number) → void?
  number : exact-positive-integer?
= 4

Most tick layout functions (and thus their corresponding ticks-constructing functions) have a #:number keyword argument with default (ticks-default-number). What the number means depends on the tick layout function. Most use it for an average number of major ticks.

It is unlikely to mean the exact number of major ticks. Without adjusting the number of ticks, layout functions usually cannot find uniformly spaced ticks that will have simple labels after formatting. For example, the following plot shows the actual number of major ticks for the interval [0,x] when the requested number of ticks is 8, as generated by linear-ticks-layout:

> (plot (function (λ (x)
  (count pre-tick-major?
    ((linear-ticks-
      layout #:number 8) 0 x)))
  0.1 10)
#:x-label "Interval [0,x]" #:y-label "Number of ticks")
6.2.1 Linear Ticks

\[
\text{(linear-ticks-layout} \ [\#:number \ number \\
\#:base \ base \\
\#:divisors \ divisors] \\
\#:scientific? \ scientific?)\n\]

→ ticks-layout/c
number : exact-positive-integer? = (ticks-default-number)
base : (and/c exact-integer? (>=/c 2)) = 10
divisors : (listof exact-positive-integer?) = '(1 2 4 5)
scientific? : #t
\[
\text{(linear-ticks-format} \ #:scientific? \ scientific?)\n\]
→ ticks-format/c
scientific? : #t
The layout function, format function, and combined `ticks` for uniformly spaced ticks.

To lay out ticks, `linear-ticks-layout` finds the power of `base` closest to the axis interval size, chooses a simple first tick, and then chooses a skip length using `divisors` that maximizes the number of ticks without exceeding `number`. The default arguments correspond to the standard 1-2-5-in-base-10 rule used almost everywhere in plot tick layout.

To format ticks, `linear-ticks-format` uses `real->plot-label` passing the value of `scientific?`, and uses `digits-for-range` to determine the maximum number of fractional digits in the decimal expansion.

Changed in version 1.1 of package plot-gui-lib: Added the `#:scientific?` argument to `linear-ticks-format` and `linear-ticks`.

### 6.2.2 Log Ticks

The layout function, format function, and combined `ticks` for exponentially spaced major ticks. (The minor ticks between are uniformly spaced.) Use these ticks for log-transformed axes, because when exponentially spaced tick positions are log-transformed, they become uniformly spaced.

The `#:base` keyword argument is the logarithm base. The `#:scientific?` keyword argument disables scientific formatting, similarly to `linear-ticks`. See `plot-z-far-ticks`.
for an example of use.

6.2.3 Date Ticks

```
(date-ticks-layout [#:number number]) → ticks-layout/c
  number : exact-positive-integer? = (ticks-default-number)
(date-ticks-format [#:formats formats]) → ticks-format/c
  formats : (listof string?) = (date-ticks-formats)
(date-ticks [#:number number #:formats formats]) → ticks?
  number : exact-positive-integer? = (ticks-default-number)
  formats : (listof string?) = (date-ticks-formats)
```

The layout function, format function, and combined ticks for uniformly spaced ticks with date labels.

These axis ticks regard values as being in seconds since a *system-dependent Universal Coordinated Time (UTC) epoch*. (For example, the Unix and Mac OS X epoch is January 1, 1970 UTC, and the Windows epoch is January 1, 1601 UTC.) Use `date->seconds` to convert local dates to seconds, or `datetime->real` to convert dates to UTC seconds in a way that accounts for time zone offsets.

Actually, `date-ticks-layout` does not always space ticks *quite* uniformly. For example, it rounds ticks that are spaced about one month apart or more to the nearest month. Generally, `date-ticks-layout` tries to place ticks at minute, hour, day, week, month and year boundaries, as well as common multiples such as 90 days or 6 months.

To try to avoid displaying overlapping labels, `date-ticks-format` chooses date formats from `formats` for which labels will contain no redundant information.

All the format specifiers given in `srfi/19` (which are derived from Unix’s `date` command), except those that represent time zones, are allowed in date format strings.

```
(date-ticks-formats) → (listof string?)
(date-ticks-formats formats) → void?
  formats : (listof string?)
```

The default date formats.
24h-descending-date-ticks-formats : (listof string?)
= '("Y-m-d ~H:~M:~f"
 "Y-m-d ~H:~M"
 "Y-m-d ~Hh"
 "Y-m~d"
 "Y"
 "m~d ~H:~M:~f"
 "m~d ~H:~M"
 "m~d ~Hh"
 "m~d"
 "H:~M:~f"
 "H:~M"
 "Hh"
 "M:~fs"
 "Mm"
 "fs")

12h-descending-date-ticks-formats : (listof string?)
= '("Y-m-d ~I:~M:~f ~p"
 "Y-m-d ~I:~M ~p"
 "Y-m-d ~I ~p"
 "Y-m~d"
 "Y"
 "m~d ~I:~M:~f ~p"
 "m~d ~I:~M ~p"
 "m~d ~I ~p"
 "m~d"
 "I:~M:~f ~p"
 "I:~M ~p"
 "I ~p"
 "M:~fs"
 "Mm"
 "fs")

6.2.4 Time Ticks

(time-ticks-layout [#:number number]) -> ticks-layout/c
number : exact-positive-integer? = (ticks-default-number)
(time-ticks-format [#:formats formats]) -> ticks-format/c
formats : (listof string?) = (time-ticks-formats)
(time-ticks [#:number number
 #:formats formats]) -> ticks?
number : exact-positive-integer? = (ticks-default-number)
formats : (listof string?) = (time-ticks-formats)
The layout function, format function, and combined ticks for uniformly spaced ticks with time labels.

These axis ticks regard values as being in seconds. Use datetime->real to convert sql-time or plot-time values to seconds.

Generally, time-ticks-layout tries to place ticks at minute, hour and day boundaries, as well as common multiples such as 12 hours or 30 days.

To try to avoid displaying overlapping labels, time-ticks-format chooses a date format from formats for which labels will contain no redundant information.

All the time-related format specifiers given in srfi/19 (which are derived from Unix’s date command) are allowed in time format strings.

\[
\begin{align*}
\text{time-ticks-formats} : (\text{list of string}) & \rightarrow (\text{list of string}) \\
\text{time-ticks-formats formats} & \rightarrow \text{void} \\
\text{formats} & : (\text{list of string}) \\
\end{align*}
\]

The default time formats.

\[
\begin{align*}
\text{24h-descending-time-ticks-formats} : (\text{list of string}) & \rightarrow (\text{list of string}) \\
& = \langle "~\text{dd} \sim\text{H}:~\text{M}:~\text{f}" \\
& \quad "~\text{dd} \sim\text{H}:~\text{M}" \\
& \quad "~\text{dd} \sim\text{Hh}" \\
& \quad "~\text{dd}" \\
& \quad "~\text{H}:~\text{M}:~\text{f}" \\
& \quad "~\text{H}:~\text{M}" \\
& \quad "~\text{Hh}" \\
& \quad "~\text{M}:~\text{fs}" \\
& \quad "~\text{Mm}" \\
& \quad "~\text{fs})" \\
\end{align*}
\]

\[
\begin{align*}
\text{12h-descending-time-ticks-formats} : (\text{list of string}) & \rightarrow (\text{list of string}) \\
& = \langle "~\text{dd} \sim\text{I}:~\text{M}:~\text{f} \sim\text{p}" \\
& \quad "~\text{dd} \sim\text{I}:~\text{M} \sim\text{p}" \\
& \quad "~\text{dd} \sim\text{I} \sim\text{p}" \\
& \quad "~\text{dd}" \\
& \quad "~\text{I}:~\text{M}:~\text{f} \sim\text{p}" \\
& \quad "~\text{I}:~\text{M} \sim\text{p}" \\
& \quad "~\text{I} \sim\text{p}" \\
& \quad "~\text{M}:~\text{fs}" \\
& \quad "~\text{Mm}" \\
& \quad "~\text{fs})" \\
\end{align*}
\]
6.2.5 Currency Ticks

The format function and combined ticks for uniformly spaced ticks with currency labels; currency-ticks uses linear-ticks-layout for layout.

The #:kind keyword argument is either a string containing the currency symbol, or a currency code such as 'USD', 'GBP' or 'EUR'. The currency-ticks-format function can map most ISO 4217 currency codes to their corresponding currency symbol.

The #:scales keyword argument is a list of suffixes for each $10^3$ scale, such as "K" (US thousand, or kilo), "bn" (UK short-scale billion) or "Md" (EU long-scale milliard). Off-scale amounts are given power-of-ten suffixes such as "$\times10^{21}$".

The #:formats keyword argument is a list of three format strings, representing the formats of positive, negative, and zero amounts, respectively. The format specifiers are:

- "~$": replaced by the currency symbol
- "~w": replaced by the whole part of the amount
- "~f": replaced by the fractional part, with 2 or more decimal digits
- "~s": replaced by the scale suffix
- "~": replaced by "~"

The format function and combined ticks for uniformly spaced ticks with currency labels; currency-ticks uses linear-ticks-layout for layout.

The #:kind keyword argument is either a string containing the currency symbol, or a currency code such as 'USD', 'GBP' or 'EUR'. The currency-ticks-format function can map most ISO 4217 currency codes to their corresponding currency symbol.

The #:scales keyword argument is a list of suffixes for each $10^3$ scale, such as "K" (US thousand, or kilo), "bn" (UK short-scale billion) or "Md" (EU long-scale milliard). Off-scale amounts are given power-of-ten suffixes such as "$\times10^{21}$".

The #:formats keyword argument is a list of three format strings, representing the formats of positive, negative, and zero amounts, respectively. The format specifiers are:

- "~$": replaced by the currency symbol
- "~w": replaced by the whole part of the amount
- "~f": replaced by the fractional part, with 2 or more decimal digits
- "~s": replaced by the scale suffix
- "~": replaced by "~"
The default currency scales and formats.

For example, a Plot user in France would probably begin programs with

```
(require plot)
(currency-ticks-scales eu-currency-scales)
(currency-ticks-formats eu-currency-formats)
```

and use `(currency-ticks #:kind 'EUR)` for local currency or `(currency-ticks #:kind 'JPY)` for Japanese Yen.

Cultural sensitivity notwithstanding, when writing for a local audience, it is generally considered proper to use local currency scales and formats for foreign currencies, but use the foreign currency symbol.

```
us-currency-scales : (listof string?) = '("" "K" "M" "B" "T")
```

Short-scale suffix abbreviations as commonly used in the United States, Canada, and some other English-speaking countries. These stand for “kilo,” “million,” “billion,” and “trillion.”

```
uk-currency-scales : (listof string?) = '("" "k" "m" "bn" "tr")
```

Short-scale suffix abbreviations as commonly used in the United Kingdom since switching to the short scale in 1974, and as currently recommended by the Daily Telegraph and Times style guides.

```
eu-currency-scales : (listof string?) = '("" "K" "M" "Md" "B")
```

European Union long-scale suffix abbreviations, which stand for “kilo,” “million,” “milliard,” and “billion.”

The abbreviations actually used vary with geography, even within countries, but these seem to be common. Further long-scale suffix abbreviations such as for “billiard” are omitted due to lack of even weak consensus.

```
us-currency-formats : (list/c string? string? string?)
= '("$~\text{w.~f~s}" "$~\text{w.~f~s}$" "$0")
```

Common currency formats used in the United States.
uk-currency-formats : (list/c string? string? string?)
  = '("$\sim w.\sim f\sim s" "\sim w.\sim f\sim s" "\sim 0")

Common currency formats used in the United Kingdom. Note that it sensibly uses a negative sign to denote negative amounts.

eu-currency-formats : (list/c string? string? string?)
  = '("\sim w,\sim f \sim s \sim $" "\sim w,\sim f \sim s \sim $" "0 \sim $")

A guess at common currency formats for the European Union. Like scale suffixes, actual formats vary with geography, but currency formats can even vary with audience or tone.

6.2.6 Other Ticks

no-ticks-layout : ticks-layout/c
no-ticks-format : ticks-format/c
no-ticks : ticks? = (ticks no-ticks-layout no-ticks-format)

The layout function, format function, and combined ticks for no ticks whatsoever.

Examples:

> (parameterize ([plot-x-ticks no-ticks] [plot-y-ticks no-ticks] [plot-x-label #f] [plot-y-label #f]) (list (plot (function /) #:x-min 0.01 #:x-max 1/4)))
> (parameterize ([plot-x-ticks no-ticks]
  [plot-y-ticks no-ticks]
  [plot-x-label #f]
  [plot-y-label #f])
  (plot (polar (λ (θ) 1/3)))))
> (parameterize ([plot-x-ticks no-ticks]
[plot-y-ticks no-ticks]
[plot-x-label #f]
[plot-y-label #f])
(plot (function (λ (x) (abs (* 2 x))))
#:x-min -10 #:x-max 10))
> (parameterize ([plot-x-ticks no-ticks]
 [plot-y-ticks no-ticks]
 [plot-x-label #f]
 [plot-y-label #f])
 (plot (inverse (λ (y) (* -3 (abs (sin y))))))
 #:y-min 0 #:y-max (* 2 pi)))
The format function and combined `ticks` for bit or byte values.

The `#:kind` keyword argument indicates either International System of Units (′SI) suffixes, as used to communicate hard drive capacities, or Computer Science (′CS) suffixes, as used to communicate memory capacities.

For layout, `bit/byte-ticks` uses `linear-ticks-layout` with
• If \textit{kind} is 'SI, base 10 and divisors '(1 2 4 5).

• If \textit{kind} is 'CS, base 2 and divisors '(1 2).

\begin{verbatim}
(fraction-ticks-format [#:base base 
#:divisors divisors]) \rightarrow ticks-format/c
base : (and/c exact-integer? (>=/c 2)) = 10
divisors : (listof exact-positive-integer?) = '(1 2 4 5)
(fraction-ticks [#:base base 
#:divisors divisors]) \rightarrow ticks?
base : (and/c exact-integer? (>=/c 2)) = 10
divisors : (listof exact-positive-integer?) = '(1 2 4 5)
\end{verbatim}

The format function and combined \texttt{ticks} for fraction-formatted values. For layout, \texttt{fraction-ticks} uses \texttt{linear-ticks-layout}, passing it the given \texttt{divisors}.

### 6.2.7 Tick Combinators

\begin{verbatim}
(ticks-mimic thunk) \rightarrow ticks?
thunk : (-> ticks?)
\end{verbatim}

Returns a \texttt{ticks} that mimics the given \texttt{ticks} returned by \texttt{thunk}. Used in default values for \texttt{plot-x-far-ticks}, \texttt{plot-y-far-ticks} and \texttt{plot-z-far-ticks} to ensure that, unless one of these parameters is changed, the far tick labels are not drawn.

\begin{verbatim}
(ticks-add t xs [major?]) \rightarrow ticks?
t : ticks?
xs : (listof real?)
major? : boolean? = #t
\end{verbatim}

Returns a new \texttt{ticks} that acts like \texttt{t}, except that it puts additional ticks at positions \texttt{xs}. If \texttt{major?} is true, the ticks at positions \texttt{xs} are all major ticks; otherwise, they are minor ticks.

\begin{verbatim}
(ticks-scale t fun) \rightarrow ticks?
t : ticks?
fun : invertible-function?
\end{verbatim}

Returns a new \texttt{ticks} that acts like \texttt{t}, but for an axis transformed by \texttt{fun}. Unlike with typical §6.1 "Axis Transforms" \texttt{fun} is allowed to transform axis endpoints. (See \texttt{make-axis-transform} for an explanation about transforming endpoints.)

Use \texttt{ticks-scale} to plot values at multiple scales simultaneously, with one scale on the near axis and one scale on the far axis. The following example plots degrees Celsius on the left and degrees Fahrenheit on the right:
> (parameterize
  ([plot-x-ticks (time-ticks)]
   [plot-y-far-ticks (ticks-scale (plot-y-ticks)
                                         (linear-scale 9/5 32))]
   [plot-y-label "Temperature (°C)"
    plot-y-far-label "Temperature (°F)"
   ])
(define data
 (list #(0 0) #(15 0.6) #(30 9.5) #(45 10.0) #(60 16.6)
      #(75 41.6) #(90 42.7) #(105 65.5) #(120 78.9)
      #(135 78.9) #(150 131.1) #(165 151.1) #(180 176.2)))
(plot (list
       (function (λ (x) (/ (sqr x) 180)) 0 180
                 #:style 'long-dash #:color 3 #:label "Trend")
       (lines data #:color 2 #:width 2)
       (points data #:color 1 #:line-width 2 #:label "Measured")
       #:y-min -25 #:x-label "Time")

158
6.2.8  Tick Data Types and Contracts

(struct pre-tick (value major?)
   #:extra-constructor-name make-pre-tick)
value : real?
major? : boolean?

Represents a tick that has not yet been labeled.

(struct tick pre-tick (label)
   #:extra-constructor-name make-tick)
label : string?

Represents a tick with a label.

ticks-layout/c : contract? = (-> real? real? (listof pre-tick?))

The contract for tick layout functions. Note that a layout function returns pre-ticks, or unlabeled ticks.

ticks-format/c : contract? = (-> real? real? (listof pre-tick?) (listof string?))

The contract for tick format functions. A format function receives axis bounds so it can determine how many decimal digits to display (usually by applying digits-for-range to the bounds).

6.3  Invertible Functions

(struct invertible-function (f g)
   #:extra-constructor-name make-invertible-function)
f : (-> real? real?)
g : (-> real? real?)

Represents an invertible function. Used for §6.1 “Axis Transforms” and by ticks-scale.

The function itself is f, and its inverse is g. Because real? s can be inexact, this invariant must be approximate and therefore cannot be enforced. (For example, (exp (log 10)) = 10.000000000000002.) The obligation to maintain it rests on whomever constructs one.

id-function : invertible-function?
   = (invertible-function (λ (x) x) (λ (x) x))
The identity function as an invertible-function.

\[
\text{(invertible-compose } f1 \ f2) \rightarrow \text{invertible-function?}
\]
\[
f1 : \text{invertible-function?}
\]
\[
f2 : \text{invertible-function?}
\]

Returns the composition of two invertible functions.

\[
\text{(invertible-inverse } h) \rightarrow \text{invertible-function?}
\]
\[
h : \text{invertible-function?}
\]

Returns the inverse of an invertible function.

\[
\text{(linear-scale } m \ [b]) \rightarrow \text{invertible-function?}
\]
\[
m : \text{rational?}
\]
\[
b : \text{rational?} = 0
\]

Returns a one-dimensional linear scaling function, as an invertible-function. This function constructs the most common arguments to ticks-scale.
7 Plot Utilities

(require plot/utils) package:plot-lib

7.1 Formatting

(digits-for-range x-min x-max [base extra-digits]) \rightarrow exact-integer?

x-min : real?
x-max : real?
base : (and/c exact-integer? (>=/c 2)) = 10
extra-digits : exact-integer? = 3

Given a range, returns the number of decimal places necessary to distinguish numbers in the range. This may return negative numbers for large ranges.

Examples:

> (digits-for-range 0.01 0.02)
5
> (digits-for-range 0 100000)
-2

(real->plot-label x digits [scientific?]) \rightarrow string?

x : real?
digits : exact-integer?
scientific? : boolean? = #t

Converts a real number to a plot label. Used to format axis tick labels, point-labels, and numbers in legend entries.

Examples:

> (let ([d (digits-for-range 0.01 0.03)])
  (real->plot-label 0.02555555 d))
".02556"
> (real->plot-label 2352343 -2)
"2352300"
> (real->plot-label 1000000000.0 4)
"1\times10^9"
> (real->plot-label 1000000000.1234 4)
"(1\times10^9)+.1234"
(ivl->plot-label i [extra-digits]) → string?
  i : ivl?
  extra-digits : exact-integer? = 3

Converts an interval to a plot label.

If \( i = (\text{ivl} \text{ x-min x-max}) \), the number of digits used is \( (\text{digits-for-range} \text{ x-min x-max 10 extra-digits}) \) when both endpoints are rational?. Otherwise, it is unspecified—but will probably remain 15.

Examples:

> (ivl->plot-label (ivl -10.52312 10.99232))
"[-10.52,10.99]"
> (ivl->plot-label (ivl -inf.0 pi))
"[-inf.0,3.141592653589793]"

(->plot-label a [digits]) → string?
  a : any/c
  digits : exact-integer? = 7

Converts a Racket value to a label. Used by discrete-histogram and discrete-histogram3d.

(real->string/trunc x e) → string?
  x : real?
  e : exact-integer?

Like real->decimal-string, but removes any trailing zeros and any trailing decimal point.

(real->decimal-string* x
  min-digits
  [max-digits]) → string?
  x : real?
  min-digits : exact-nonnegative-integer?
  max-digits : exact-nonnegative-integer? = min-digits

Like real->decimal-string, but accepts both a maximum and minimum number of digits.

Examples:

> (real->decimal-string* 1 5 10)
"1.00000"
> (real->decimal-string* 1.123456 5 10)
"1.123456"
> (real->decimal-string* 1.123456789123456 5 10)
"1.1234567891"

Applying (real->decimal-string* x min-digits) yields the same value as (real->decimal-string x min-digits).

(integer->superscript x) → string?
  x : exact-integer?

Converts an integer into a string of superscript Unicode characters.

Example:
> (integer->superscript -1234567890)
"´1234567890"

Systems running some out-of-date versions of Windows XP have difficulty with Unicode superscripts for 4 and up. Because integer->superscript is used by every number formatting function to format exponents, if you have such a system, Plot will apparently not format all numbers with exponents correctly (until you update it).

### 7.2 Sampling

(linear-seq start end num
  [#:start? start?
   #:end? end?]) → (listof real?)

start : real?
end : real?
um : exact-nonnegative-integer?
start? : boolean? = #t
end? : boolean? = #t

Returns a list of uniformly spaced real numbers between start and end. If start? is #t, the list includes start. If end? is #t, the list includes end.

This function is used internally to generate sample points.

Examples:
> (linear-seq 0 1 5)
'(0 1/4 1/2 3/4 1)
> (linear-seq 0 1 5 #:start? #f)
'(1/9 1/3 5/9 7/9 1)
> (linear-seq 0 1 5 #:end? #f)
'(0 2/9 4/9 2/3 8/9)
> (linear-seq 0 1 5 #:start? #f #:end? #f)
'(1/10 3/10 1/2 7/10 9/10)
> (define xs (linear-seq -1 1 11))
> (plot (lines (map vector xs (map sqr xs))))

(definition)

(linear-seq* points num
    #:start? start?
    #:end? end?) → (listof real?)

points : (listof real?)
num : exact-nonnegative-integer?
start? : boolean? = #t
end? : boolean? = #t
Like `linear-seq`, but accepts a list of reals instead of a start and end. The #:start? and #:end? keyword arguments work as in `linear-seq`. This function does not guarantee that each inner value will be in the returned list.

Examples:

```scheme
> (linear-seq* '(0 1 2) 5)
'(0 1/2 1 3/2 2)
> (linear-seq* '(0 1 2) 6)
'(0 2/5 4/5 6/5 8/5 2)
> (linear-seq* '(0 1 0) 5)
'(0 1/2 1 1/2 0)
```

| (nonlinear-seq start end num transform [#:start? start?] [#:end? end?]) → (listof real?) |
| start? : boolean? = #t | end? : boolean? = #t |

Generates a list of reals that, if transformed using `transform`, would be uniformly spaced. This is used to generate samples for transformed axes.

Examples:

```scheme
> (linear-seq 1 10 4)
'(1 4 7 10)
> (nonlinear-seq 1 10 4 log-transform)
'(1.0 2.154434690031884 4.641588833612779 10.000000000000002)
> (parameterize ([plot-x-transform log-transform])
  (plot (area-histogram sqr (nonlinear-seq 1 10 4 log-transform))))
```
Given optionally weighted samples and a kernel bandwidth, returns a function representing a kernel density estimate, and bounds, outside of which the density estimate is zero. Used by `density`.

7.3 Plot Colors and Styles
(color-seq  c1
c2
num
[#:start?  start?
#:end?  end?])
→ (listof (list/c real? real? real?))
c1 : color/c
c2 : color/c
num : exact-nonnegative-integer?
start? : boolean? = #t
end? : boolean? = #t

Interpolates between colors—red, green and blue components separately—using linear-seq. The #:start? and #:end? keyword arguments work as in linear-seq.

Example:

> (plot (contour-intervals (λ (x y) (+ x y)) -2 2 -2 2
#:levels 4 #:contour-styles '(transparent)
#:colors (color-seq "red" "blue" 5)))
Interpolates between colors—red, green and blue components separately—using linear-seq*. The #:start? and #:end? keyword arguments work as in linear-seq.

Example:

```
> (plot (contour-intervals (λ (x y) (+ x y)) -2 2 -2 2 #:levels 4 #:contour-styles '(transparent)
```

```
(color-seq* colors
  num
  [#:start? start?
   #:end? end?])
→ (listof (list/c real? real? real?))
  colors : (listof color/c)
  num : exact-nonnegative-integer?
  start? : boolean? = #t
  end? : boolean? = #t
```

168
#:colors (color-seq* '(red white blue) 5)))

| (-\(->color\) c) \(\rightarrow\) (list/c real? real? real?) |
|---------------------|---------------------|---------------------|---------------------|---------------------|
| c : color/c         |

Converts a non-integer plot color to an RGB triplet.

Symbols are converted to strings, and strings are looked up in a color-database. Lists are unchanged, and color% objects are converted straightforwardly.

Examples:

\[
\begin{align*}
> (-\(->color\) 'navy) & \rightarrow (36 36 140) \\
> (-\(->color\) "navy") & \rightarrow (36 36 140) \\
> (-\(->color\) '(36 36 140)) & \rightarrow (36 36 140)
\end{align*}
\]

169
This function does not convert integers to RGB triplets, because there is no way for it to know whether the color will be used for a pen or for a brush. Use \texttt{->pen-color} and \texttt{->brush-color} to convert integers.

\begin{verbatim}
(-\texttt{pen-color} c) \rightarrow (\texttt{list/c real? real? real?})
c : \texttt{plot-color/c}
\end{verbatim}

Convert a \textit{line} color to an RGB triplet. Integer colors are looked up in the current \texttt{plot-pen-color-map}, and non-integer colors are converted using \texttt{->color}. When the integer color is larger than the number of colors in the color map, it will wrap around.

Examples:

\begin{verbatim}
> (equal? (-\texttt{pen-color} 0) (-\texttt{pen-color} 8))
#f
> (plot (contour-intervals
  \(\lambda (x y) (+ x y)) -2 2 -2 2
  #:levels 7 #:contour-styles 'transparent
  #:colors (map -\texttt{pen-color} (build-list 8 values))))
\end{verbatim}
The example above is using the internal color map, with `plot-pen-color-map` set to #f.

```
->brush-color c) -> (list/c real? real? real?)
c : plot-color/c
```

Convert a fill color to an RGB triplet. Integer colors are looked up in the current `plot-brush-color-map` and non-integer colors are converted using `->color`. When the integer color is larger than the number of colors in the color map, it will wrap around.

Examples:

```
> (equal? (->brush-color 0) (->brush-color 8))  #f
> (plot (contour-intervals
          (λ (x y) (+ x y)) -2 2 -2 2
          #:levels 7 #:contour-styles 'transparent)
          #:colors (map ->brush-color (build-list 8 values)))))
```

171
The example above is using the internal color map, with \texttt{plot-brush-color-map} is set to \texttt{#f}. In this example, \texttt{mapping \texttt{-}brush-color over the list is actually unnecessary, because \texttt{contour-intervals uses \texttt{-}brush-color internally to convert fill colors.}

The \texttt{function-interval} function generally plots areas using a fill color and lines using a line color. Both kinds of color have the default value 3. The following example reverses the default behavior; i.e. it draws areas using line color 3 and lines using fill color 3:

\begin{verbatim}
> (plot (function-interval sin (λ (x) 0) -4 4
       #:color (→pen-color 3)
       #:line1-color (→brush-color 3)
       #:line2-color (→brush-color 3)
       #:line1-width 4 #:line2-width 4))
\end{verbatim}
(->pen-style s) → symbol?
s : plot-pen-style/c

Converts a symbolic pen style or a number to a symbolic pen style. Symbols are unchanged. Integer pen styles repeat starting at 5.

Examples:
> (eq? (->pen-style 0) (->pen-style 5))
#t
> (map ->pen-style '(0 1 2 3 4))
'(solid dot long-dash short-dash dot-dash)

(->brush-style s) → symbol?
s : plot-brush-style/c

Converts a symbolic brush style or a number to a symbolic brush style. Symbols are unchanged. Integer brush styles repeat starting at 7.
Examples:

```scheme
> (eq? (->brush-style 0) (->brush-style 7))
#t
> (map ->brush-style '(0 1 2 3))
'(solid bdiagonal-hatch fdiagonal-hatch crossdiag-hatch)
> (map ->brush-style '(4 5 6))
'(horizontal-hatch vertical-hatch cross-hatch)
```

```
(color-map-names) → (listof symbol?)
```

Return the list of available color map names to be used by `plot-pen-color-map` and `plot-brush-color-map`.

Added in version 7.3 of package `plot-lib`.

```
(color-map-size name) → integer?
  name : symbol?
```

Return the number of colors in the color map `name`. If `name` is not a valid color map name, the function will signal an error.

Added in version 7.3 of package `plot-lib`.

```
(register-color-map name color-map) → void
  name : symbol?
  color-map : (vectorof (list byte? byte? byte?))
```

Register a new color map `name` with the colors being a vector of RGB triplets. If a color map by that name already exists, it is replaced.

Added in version 7.3 of package `plot-lib`.

### 7.4 Plot-Specific Math

#### 7.4.1 Real Functions

```
(polar->cartesian θ r) → (vector/c real? real?)
  θ : real?
  r : real?
```

Converts 2D polar coordinates to 2D cartesian coordinates.
(3d-polar->3d-cartesian θ ρ r) → (vector/c real? real? real?)

θ : real?
ρ : real?
r : real?

Converts 3D polar coordinates to 3D cartesian coordinates. See parametric3d for an example of use.

(ceiling-log/base b x) → exact-integer?

   b : (and/c exact-integer? (>=/c 2))
   x : (>/c 0)

Like (ceiling (/ (log x) (log b))), but ceiling-log/base is not susceptible to floating-point error.

Examples:

> (ceiling (/ (log 100) (log 10)))
  2.0
> (ceiling-log/base 10 100)
  2
> (ceiling (/ (log 1/1000) (log 10)))
  -2.0
> (ceiling-log/base 10 1/1000)
  -3

Various number-formatting functions use this.

(floor-log/base b x) → exact-integer?

   b : (and/c exact-integer? (>=/c 2))
   x : (>/c 0)

Like (floor (/ (log x) (log b))), but floor-log/base is not susceptible to floating-point error.

Examples:

> (floor (/ (log 100) (log 10)))
  2.0
> (floor-log/base 10 100)
  2
> (floor (/ (log 1000) (log 10)))
  2.0
> (floor-log/base 10 1000)
  3
This is a generalization of order-of-magnitude.

\[(\text{maybe-inexact->exact } x) \rightarrow (\text{or/c rational? } #f)\]
\[x : (\text{or/c rational? } #f)\]

Returns #f if x is #f; otherwise (inexact->exact x). Use this to convert interval endpoints, which may be #f, to exact numbers.

7.4.2 Vector Functions

\[(v+ v1 v2) \rightarrow (\text{vectorof real?})\]
\[v1 : (\text{vectorof real?})\]
\[v2 : (\text{vectorof real?})\]
\[(v- v1 v2) \rightarrow (\text{vectorof real?})\]
\[v1 : (\text{vectorof real?})\]
\[v2 : (\text{vectorof real?})\]
\[(\text{vneg } v) \rightarrow (\text{vectorof real?})\]
\[v : (\text{vectorof real?})\]
\[(v* v c) \rightarrow (\text{vectorof real?})\]
\[v : (\text{vectorof real?})\]
\[c : \text{real?}\]
\[(v/ v c) \rightarrow (\text{vectorof real?})\]
\[v : (\text{vectorof real?})\]
\[c : \text{real?}\]

Vector arithmetic. Equivalent to vector-map-ing arithmetic operators over vectors, but specialized so that 2- and 3-vector operations are much faster.

Examples:

\[> (v+ #(1 2) #(3 4))\]
'\#(4 6)
\[> (v- #(1 2) #(3 4))\]
'\#(-2 -2)
\[> (v\neg #(1 2))\]
'\#(-1 -2)
\[> (v* #(1 2 3) 2)\]
'\#(2 4 6)
\[> (v/ #(1 2 3) 2)\]
'\#(1/2 1 3/2)

\[(v= v1 v2) \rightarrow \text{boolean?}\]
\[v1 : (\text{vectorof real?})\]
\[v2 : (\text{vectorof real?})\]
Like `equal?` specialized to numeric vectors, but compares elements using `=`.

Examples:

```scheme
> (equal? #(1 2) #(1 2))
#t
> (equal? #(1 2) #(1.0 2.0))
#f
> (v= #(1 2) #(1.0 2.0))
#t
```

```scheme
(vcross v1 v2) -> (vector/c real? real? real?)
v1 : (vector/c real? real? real?)
v2 : (vector/c real? real? real?)
```

Returns the right-hand vector cross product of `v1` and `v2`.

Examples:

```scheme
> (vcross #(1 0 0) #(0 1 0))
'(0 0 1)
> (vcross #(0 1 0) #(1 0 0))
'(0 0 -1)
> (vcross #(0 0 1) #(0 0 1))
'(0 0 0)
```

```scheme
(vcross2 v1 v2) -> real?
v1 : (vector/c real? real?)
v2 : (vector/c real? real?)
```

Returns the signed area of the 2D parallelogram with sides `v1` and `v2`. Equivalent to `(vector-ref (vcross (vector-append v1 #(0)) (vector-append v2 #(0))) 2)` but faster.

Examples:

```scheme
> (vcross2 #(1 0) #(0 1))
1
> (vcross2 #(0 1) #(1 0))
-1
```

```scheme
(vdot v1 v2) -> real?
v1 : (vectorof real?)
v2 : (vectorof real?)
```

177
Returns the dot product of \( v_1 \) and \( v_2 \).
\[
(v\text{mag}^2 \ v) \rightarrow \text{real}?
\]
\[
v : (\text{vectorof real}?)
\]

Returns the squared magnitude of \( v \). Equivalent to \((v\text{dot} \ v \ v)\).
\[
(v\text{mag} \ v) \rightarrow \text{real}?
\]
\[
v : (\text{vectorof real}?)
\]

Returns the magnitude of \( v \). Equivalent to \((\text{sqrt} (v\text{mag}^2 \ v))\).
\[
(v\text{normalize} \ v) \rightarrow (\text{vectorof real}?)
\]
\[
v : (\text{vectorof real}?)
\]

Returns a normal vector in the same direction as \( v \). If \( v \) is a zero vector, returns \( v \).

Examples:
\[
> \ (v\text{normalize} \ #(1 1 0))
'\#(0.7071067811865475 0.7071067811865475 0)
> \ (v\text{normalize} \ #(1 1 1))
'\#(0.5773502691896258 0.5773502691896258 0.5773502691896258)
> \ (v\text{normalize} \ #(0 0 0.0))
'\#(0 0 0.0)
\]

\[
(v\text{center} \ vs) \rightarrow (\text{vectorof real}?)
\]
\[
vs : (\text{listof (vectorof real}?)\)
\]

Returns the center of the smallest bounding box that contains \( vs \).

Example:
\[
> \ (v\text{center} \ '(%(1 1) %(2 2)))
'\%(3/2 3/2)
\]

\[
(v\text{rational}? \ v) \rightarrow \text{boolean}?
\]
\[
v : (\text{vectorof real}?)
\]

Returns \#t if every element of \( v \) is \text{rational}?.

Examples:
> (vrational? #(1 2))
#t
> (vrational? #(+inf.0 2))
#f
> (vrational? #(#f 1))
vrational?: contract violation
  expected: real?
given: #f
in: an element of
  the 1st argument of
    (-> (vectorof real?) any)
contract from:
  <pkg>/plot/plot/private/common/math.rkt
blaming: top-level
(assuming the contract is correct)
at: <pkg>/plot/plot/private/common/math.rkt:304:9

7.4.3 Intervals and Interval Functions

(struct ivl (min max)
  #:extra-constructor-name make-ivl)
  min : real?
  max : real?

Represents a closed interval.

An interval with two real-valued endpoints always contains the endpoints in order:

> (ivl 0 1)
(ivl 0 1)
> (ivl 1 0)
(ivl 0 1)

An interval can have infinite endpoints:

> (ivl -inf.0 0)
(ivl -inf.0 0)
> (ivl 0 +inf.0)
(ivl 0 +inf.0)
> (ivl -inf.0 +inf.0)
(ivl -inf.0 +inf.0)

Functions that return rectangle renderers, such as rectangles and discrete-histogram3d, accept vectors of ivls as arguments. The ivl struct type is also provided by plot so users of such renderers do not have to require plot/utils.
(rational-ivl? i) → boolean?
i : any/c

Returns #t if i is an interval and each of its endpoints is rational?.

Example:

> (map rational-ivl? (list (ivl -1 1) (ivl -inf.0 2) 'bob))
'(#t #f #f)

(bounds->intervals xs) → (listof ivl?)
xs : (listof real?)

Given a list of points, returns intervals between each pair.

Use this to construct inputs for rectangles and rectangles3d.

Example:

> (bounds->intervals (linear-seq 0 1 5))
(list (ivl 0 1/4) (ivl 1/4 1/2) (ivl 1/2 3/4) (ivl 3/4 1))

(clamp-real x i) → real?
x : real?
i : ivl?

7.5 Dates and Times

(datetime->real x) → real?
x : (or/c plot-time? date? date*? sql-date? sql-time? sql-timestamp?)

Converts various date/time representations into UTC seconds, respecting time zone offsets.

For dates, the value returned is the number of seconds since a system-dependent UTC epoch.
See date-ticks for more information.

To plot a time series using dates pulled from an SQL database, simply set the relevant axis ticks (probably plot-x-ticks) to date-ticks, and convert the dates to seconds using datetime->real before passing them to lines. To keep time zone offsets from influencing the plot, set them to 0 first.
second : (and/c (>=/c 0) (</c 60))
minute : (integer-in 0 59)
hour : (integer-in 0 23)
day : exact-integer?

A time representation that accounts for days, negative times (using negative days), and fractional seconds.

Plot (specifically time-ticks) uses plot-time internally to format times, but because renderer-producing functions require only real values, user code should not need it. It is provided just in case.

(plot-time->seconds t) → real?
t : plot-time?
(seconds->plot-time s) → plot-time?
s : real?

Convert plot-times to real seconds, and vice-versa.

Examples:

> (define (plot-time+ t1 t2)
    (seconds->plot-time (+ (plot-time->seconds t1)
                           (plot-time->seconds t2))))
> (plot-time+ (plot-time 32 0 12 1)
             (plot-time 32 0 14 1))
(plot-time 4 1 2 3)

7.6 Plot Metrics

plot-metrics% : interface?

The plot-metrics% interface allows obtaining plot area positions on the plots returned by plot, plot-snip, plot-bitmap, plot/dc, as well as their 3D variants, plot3d, plot3d-snip, plot3d-bitmap and plot3d/dc. All plot objects returned by these functions implement this interface.

For plots created by plot-pict and plot3d-pict, there is a separate set of functions that provide the same functionality, for example, see plot-pict-bounds.

(send a-plot-metrics get-plot-bounds)
→ (vectorof (vector/c real? real?))

Return the bounds of the plot as a vector of minimum and maximum values, one for each axis in the plot. For 2D plots, this method returns a vector of two
elements, for the X and Y axes, while 3D plots return a vector of three elements for the X, Y and Z axes.

The values returned are in plot coordinates, to obtain the coordinates on the drawing surface (i.e. image coordinates), use plot->dc on these bounds.

Plot bounds for interactive plots, like those produced by plot and plot-snip, can change as the user zoom in and out the plot, get-plot-bounds always returns the current bounds of the plot, but they might be invalidated by a user operation.

```lisp
(send a-plot-metrics plot->dc coordinates) → (vectorof real?)
```

Convert coordinates from plot coordinate system to the drawing coordinate system (that is, image coordinates). For 2D plots, coordinates is a vector of two values, the X and Y coordinates on the plot, while for 3D plots it is a vector of three values, the X, Y and Z coordinates.

This method can be used, for example, to determine the actual location on the image where the coordinates 0, 0 are. It can also be used to determine the location of the plot area inside the image, by calling it on the plot bounds returned by get-plot-bounds.

For interactive plots, the coordinates might change as the user zooms in and out the plot.

```lisp
(send a-plot-metrics dc->plot coordinates) → (vectorof real?)
```

For 2D plots, this method returns the 2D plot coordinates that correspond to the input coordinates, which are in the draw context coordinate system.

For 3D plots, this method returns a 3D position on the plane perpendicular to the user view for the plot. Together with the normal vector for this plane, returned by plane-vector, the projection line can be reconstructed.

This is the reverse operation from plot->dc and same remark about the user zooming in and out the plot applies.

```lisp
(send a-plot-metrics plane-vector) → (vectorof real?)
```

Return the unit vector representing the normal of the screen through the plot origin. For 2D plots this always returns #(0 0 1), for 3D plots this unit vector can be used to reconstruct plot coordinates from draw context coordinates.

For interactive 3D plots, the returned value will change if the user rotates the plot.

Added in version 8.1 of package plot-lib.
(plot-pict? any) → boolean?
  any : any/c

Return #t if any is a plot returned by plot-pict. This can be used to determine if the functions plot-pict-bounds, plot-pict-plot->dc, plot-pict-dc->plot and plot-pict-plane-vector can be called on it.

Added in version 8.1 of package plot-lib.

(plot-pict-bounds plot) → (vectorof (vector/c real? real?))
  plot : plot-pict?

Return the bounds of the plot returned by plot-pict. See get-plot-bounds for more details.

Added in version 8.1 of package plot-lib.

(plot-pict-plot->dc plot coordinates) → (vectorof real?)
  plot : plot-pict?
  coordinates : (vectorof real?)

Convert the plot coordinates to draw context coordinates for the plot. See plot->dc for more details.

Added in version 8.1 of package plot-lib.

(plot-pict-dc->plot plot coordinates) → (vectorof real?)
  plot : plot-pict?
  coordinates : (vectorof real?)

Convert the draw context coordinates to plot coordinates for the plot. See dc->plot for more details.

Added in version 8.1 of package plot-lib.

(plot-pict-plane-vector plot) → (vectorof real?)
  plot : plot-pict?

Return the unit vector representing the normal of the screen through the plot origin. For 2D plots this always returns #(0 0 1), for 3D plots this can be used to reconstruct plot coordinates from draw context coordinates. See plane-vector for more details.

Added in version 8.1 of package plot-lib.
8 Plot and Renderer Parameters

(require plot) package:plot-gui-lib

8.1 Compatibility

(plot-deprecation-warnings?) → boolean?
(plot-deprecation-warnings? warnings) → void?
  warnings : boolean?
  = #f

When #t, prints a deprecation warning to current-error-port on the first use of mix, line, contour, shade, surface, or a keyword argument of plot or plot3d that exists solely for backward compatibility.

8.2 Output

(plot-new-window?) → boolean?
(plot-new-window? new-window?) → void?
  new-window? : boolean?
  = #f

When #t, plot and plot3d open a new window for each plot instead of returning an image-snip%.

Users of command-line Racket, which cannot display image snips, should enter

(plot-new-window? #t)

before using plot or plot3d.

(plot-width) → exact-positive-integer?
(plot-width width) → void?
  width : exact-positive-integer?
  = 400
(plot-height) → exact-positive-integer?
(plot-height height) → void?
  height : exact-positive-integer?
  = 400

The width and height of a plot, in logical drawing units (e.g. pixels for bitmap plots). Used for default arguments of plotting procedures such as plot and plot3d.

If #t, `plot-file` and `plot3d-file` open a dialog when writing PostScript or PDF files. See `post-script-dc%` and `pdf-dc%`.

### 8.3 General Appearance

Controls the aspect ratio of the plot area, independently from the width and height of the entire plot.

When the aspect ratio is #f, the plot area fill fill the entire area of the plot, leaving room only for the axis labels and title.

When an aspect ratio is a positive number, the plot area will maintain this aspect ratio, possibly leaving empty areas around the plot.

This feature is useful when the aspect ratio needs to be maintained for the plot output to look correct, for example when plotting a circle:

```scheme
> (parameterize ([plot-aspect-ratio 1]
                   [plot-background "lightyellow"])
      (plot (polar (lambda (t) 1)) #:width 400 #:height 200))
```
Added in version 8.1 of package plot-gui-lib.

```
(plot-title) ➞ (or/c string? #f)
(plot-title title) ➞ void?
  title : (or/c string? #f)
  = #f
(plot-x-label) ➞ (or/c string? #f)
(plot-x-label label) ➞ void?
  label : (or/c string? #f)
  = "x axis"
(plot-y-label) ➞ (or/c string? #f)
(plot-y-label label) ➞ void?
  label : (or/c string? #f)
  = "y axis"
(plot-z-label) ➞ (or/c string? #f)
(plot-z-label label) ➞ void?
  label : (or/c string? #f)
  = #f
```

Title and near axis labels. A #f value means the label is not drawn and takes no space. A "" value effectively means the label is not drawn, but it takes space. Used as default keyword arguments of plotting procedures such as plot and plot3d.

```
(plot-x-far-label) ➞ (or/c string? #f)
(plot-x-far-label label) ➞ void?
  label : (or/c string? #f)
  = #f
(plot-y-far-label) ➞ (or/c string? #f)
(plot-y-far-label label) ➞ void?
  label : (or/c string? #f)
  = #f
```

186
Far axis labels. A `#f` value means the label is not drawn and takes no space. A `""` value effectively means the label is not drawn, but it takes space. See `plot-x-ticks` for a discussion of near and far axes.

```
(plot-z-far-label) → (or/c string? #f)
(plot-z-far-label label) → void?
  label : (or/c string? #f)
  = #f
```

Number of samples taken of functions plotted by 3D renderers, per-axis. Used as the default `#:samples` argument of `surface3d`, `polar3d`, `isoline3d`, `contours3d`, `contour-intervals3d`, `isosurface3d` and `isosurfaces3d`.

```
(plot3d-samples) → (and/c exact-integer? (>=/c 2))
(plot3d-samples n) → void?
  n : (and/c exact-integer? (>=/c 2))
  = 41
```

The angle and altitude of the camera in rendering 3D plots, in degrees. Used as default keyword arguments of plotting procedures such as `plot3d`.

```
(plot3d-angle) → real?
(plot3d-angle angle) → void?
  angle : real?
  = 30
(plot3d-altitude) → real?
(plot3d-altitude altitude) → void?
  altitude : real?
  = 60
```

Amount of ambient light, and whether 3D plots are rendered with diffuse and specular reflectance.
The width of the lines used to draw plot axes and other non-renderer elements.

The line width for plot renderers, such as `function` and `lines`, is controlled by the `line-width` parameter.

The plot foreground and background color. That both are 0 by default is not a mistake: for foreground colors, 0 is interpreted as black; for background colors, 0 is interpreted as white. See `-->pen-color` and `-->brush-color` for details on how Plot interprets integer colors.

The opacity of the background and foreground colors.
The font size (in drawing units), face, and family of the title, axis labels, tick labels, and other labels.

```
(plot-legend-font-size) → (or/c (>=/c 0) #f)
(plot-legend-font-size size) → void?
  size : (or/c (>=/c 0) #f)
  = #f
(plot-legend-font-face) → (or/c string? #f)
(plot-legend-font-face face) → void?
  face : (or/c string? #f)
  = #f
(plot-legend-font-family) → (or/c font-family/c #f)
(plot-legend-font-family family) → void?
  family : (or/c font-family/c #f)
  = #f
```

The font size (in drawing units), face, and family to prefer for the legend text. If set to #f, then the corresponding plot-font-X parameter is used.

```
(plot-legend-anchor) → legend-anchor/c
(plot-legend-anchor legend-anchor) → void?
  legend-anchor : legend-anchor/c
  = 'top-left
(plot-legend-box-alpha) → (real-in 0 1)
(plot-legend-box-alpha alpha) → void?
  alpha : (real-in 0 1)
  = 2/3
```

The placement of the legend and the opacity of its background.

```
(plot-legend-layout)
  → (list/c (or/c 'columns 'rows) positive-integer? (or/c 'equal-size 'compact))
(plot-legend-layout layout) → void?
  layout : (list/c (or/c 'columns 'rows) positive-integer? (or/c 'equal-size 'compact))
  = '[(columns 1 equal-size)]
```

Defines the way in which individual entries are placed in the legend. This is a list of three elements:

- the placement direction ('columns or 'rows)
- the number of columns or rows
- whether all the entries will have the same size ('equal-size), or the entries will only occupy the minimum size ('compact)
For example, the value '(columns 1 equal-size) will place the legend entries vertically from top to bottom and all entries will have the same height. A value of '(rows 2 'compact) will place legend entries horizontally on two rows – this type of layout is useful when the legend is placed at the top or bottom of the plot.

Added in version 7.9 of package plot-gui-lib.

```
(plot-tick-size) → (>=c 0)
(plot-tick-size size) → void?
  size : (>=c 0)
  = 10
```

The length of tick lines, in drawing units.

```
(plot-x-tick-label-anchor) → anchor/c
(plot-x-tick-label-anchor anchor) → void?
  anchor : anchor/c
  = 'top
(plot-y-tick-label-anchor) → anchor/c
(plot-y-tick-label-anchor anchor) → void?
  anchor : anchor/c
  = 'right
(plot-x-far-tick-label-anchor) → anchor/c
(plot-x-far-tick-label-anchor anchor) → void?
  anchor : anchor/c
  = 'bottom
(plot-y-far-tick-label-anchor) → anchor/c
(plot-y-far-tick-label-anchor anchor) → void?
  anchor : anchor/c
  = 'left
(plot-x-tick-label-angle) → real?
(plot-x-tick-label-angle angle) → void?
  angle : real?
  = 0
(plot-y-tick-label-angle) → real?
(plot-y-tick-label-angle angle) → void?
  angle : real?
  = 0
(plot-x-far-tick-label-angle) → real?
(plot-x-far-tick-label-angle angle) → void?
  angle : real?
  = 0
(plot-y-far-tick-label-angle) → real?
(plot-y-far-tick-label-angle angle) → void?
  angle : real?
  = 0
```
Anchor and angles for axis tick labels (2D only). Angles are in degrees. The anchor refers to the part of the label attached to the end of the tick line.

Set these when labels would otherwise overlap; for example, in histograms with long category names.

> (parameterize ([plot-x-tick-label-anchor 'top-right] [plot-x-tick-label-angle 30])
  (plot (discrete-histogram '(#(really-long-category-name-1 2)
    #(long-category-name-2 1.75)
    #(long-category-name-3 2.5))))

```
(plot-x-axis?) -> boolean?
(plot-x-axis? draw?) -> void?
  draw? : boolean?
  = #t
(plot-y-axis?) -> boolean?
(plot-y-axis? draw?) -> void?
  draw? : boolean?
  = #t
```
When any of these is #f, the corresponding axis is not drawn.

Use these along with x-axis and y-axis renderers if you want axes that intersect the origin or some other point.

When any of these is #f, the corresponding labels for the ticks on the axis are not drawn.
These parameters work together with the parameters like `plot-x-axis?` that control the drawing of the axes; i.e. tick labels won’t be drawn unless the axis itself is drawn.

```scheme
(plot-animating?) → boolean?
(plot-animating? animating?) → void?
  animating? : boolean? = #f
```

When `#t`, certain renderers draw simplified plots to speed up drawing. Plot sets it to `#t`, for example, when a user is clicking and dragging a 3D plot to rotate it.

```scheme
(animated-samples samples) → (and/c exact-integer? (>=/c 2))
  samples : (and/c exact-integer? (>=/c 2))
```

Given a number of samples, returns the number of samples to use. This returns `samples` when `plot-animating?` is `#f`.

```scheme
(plot-decorations?) → boolean?
(plot-decorations? draw?) → void?
  draw? : boolean? = #t
```

When `#f`, axes, axis labels, ticks, tick labels, and the title are not drawn.

```scheme
(plot-pen-color-map) → (or/c symbol? #f)
(plot-pen-color-map name) → void?
  name : (or/c symbol? #f) = #f

(plot-brush-color-map) → (or/c symbol? #f)
(plot-brush-color-map name) → void?
  name : (or/c symbol? #f) = #f
```

Specify the color maps to be used by `->pen-color` and `->brush-color` respectively, for converting integer values into RGB triplets, or when integer values are used with the `#:color` keyword of various plot renderers. You can determine the list of available color map names using `color-map-names`.

If `name` is not a valid color map name, the internal color map will be used, this is the same as specifying `#f`.

When the color map value is set to `#f`, internal color maps will be used, one for pen and one for brush colors. The internal color map used for pen colors has darker and more saturated colors than the one used for brush colors. These colors are chosen for good pairwise contrast, especially between neighbors and they repeat starting with `128`. 
The color maps available by default are shown below and additional ones can be added using `register-color-map`:

![Color Maps](image)

Added in version 7.3 of package `plot-gui-lib`.

### 8.4 Lines

```scheme
(line-samples) → (and/c exact-integer? (>=/c 2))
(line-samples n) → void?
    n : (and/c exact-integer? (>=/c 2))
= 500
```

The number of points to sample when approximating a line. Used as a default keyword argument in `function, inverse, parametric, polar, density, function-interval,`
inverse-interval, parametric-interval, polar-interval, area-histogram and parametric3d.

(line-color) → plot-color/c
(line-color color) → void?
  color : plot-color/c
= 1
(line-width) → (>=/c 0)
(line-width width) → void?
  width : (>=/c 0)
= 1
(line-style) → plot-pen-style/c
(line-style style) → void?
  style : plot-pen-style/c
= 'solid
(line-alpha) → (real-in 0 1)
(line-alpha alpha) → void?
  alpha : (real-in 0 1)
= 1

The pen color, pen width, pen style and opacity of lines in plots. Used as default keyword arguments of function, inverse, lines, parametric, polar, density, isoline, lines3d, parametric3d and isoline3d.

8.5 Intervals

(interval-color) → plot-color/c
(interval-color color) → void?
  color : plot-color/c
= 3
(interval-style) → plot-brush-style/c
(interval-style style) → void?
  style : plot-brush-style/c
= 'solid
(interval-line1-color) → plot-color/c
(interval-line1-color color) → void?
  color : plot-color/c
= 3
(interval-line1-width) → (>=/c 0)
(interval-line1-width width) → void?
  width : (>=/c 0)
= 1
The brush color/style, lower line pen color/width/style, upper line pen color/width/style, and opacity of interval plots. Used as default keyword arguments of function-interval, inverse-interval, lines-interval, parametric-interval and polar-interval.

### 8.6 Points and Point Labels

The symbol, and its size and opacity, used in point plots. Used as default keyword arguments of points and points3d.
When any of \textit{x-jitter}, \textit{y-jitter}, or \textit{z-jitter} are non-zero, \texttt{points} and \texttt{points3d} will produce points randomly translated from their original position along the x, y, or z axis, respectively. For instance, if each parameter is set to 0.5, then \texttt{points (0 0)} will produce a random point in a square of area 1 centered at \texttt{(0 0)}. Likewise \texttt{points3d} will make a random point within a unit cube centered at \texttt{(0 0 0)}.

The color and line width of symbols used in point plots and labeled points. Used as default keyword arguments of \texttt{points} and \texttt{points3d}, as well as in \texttt{point-label}, \texttt{function-label}, \texttt{inverse-label}, \texttt{parametric-label}, \texttt{polar-label} and \texttt{point-label3d}.

```
(point-x-jitter) -> (>=/c 0)
(point-x-jitter x-jitter) -> void?
   x-jitter : (>=/c 0)
       = 0
(point-y-jitter) -> (>=/c 0)
(point-y-jitter y-jitter) -> void?
   y-jitter : (>=/c 0)
       = 0
(point-z-jitter) -> (>=/c 0)
(point-z-jitter z-jitter) -> void?
   z-jitter : (>=/c 0)
       = 0

(point-color) -> plot-color/c
(point-color color) -> void?
   color : plot-color/c
       = 0
(point-line-width) -> (>=/c 0)
(point-line-width width) -> void?
   width : (>=/c 0)
       = 1
```

```
(label-anchor) -> anchor/c
(label-anchor anchor) -> void?
   anchor : anchor/c
       = 'left
(label-angle) -> real?
(label-angle angle) -> void?
   angle : real?
       = 0
(label-alpha) -> (real-in 0 1)
(label-alpha alpha) -> void?
   alpha : (real-in 0 1)
       = 1
```
Point label anchor, angle, and opacity, and the size of points next to labels. Used as default keyword arguments of \texttt{point-label}, \texttt{function-label}, \texttt{inverse-label}, \texttt{parametric-label}, \texttt{polar-label} and \texttt{point-label3d}.

8.7 Vector Fields & Arrows

The default number of samples \texttt{vector-field} and \texttt{vector-field3d} take, respectively.

```
(vector-field-color) -> plot-color/c
(color : plot-color/c)
= 1

(vector-field-line-width) -> (>=/c 0)
(width : (>=/c 0))
= 2/3

(vector-field-line-style) -> plot-pen-style/c
(style : plot-pen-style/c)
= 'solid

(vector-field-scale)
-> (or/c real? (one-of/c 'auto 'normalized))
(scale : (or/c real? (one-of/c 'auto 'normalized))
= 'auto

(vector-field-alpha) -> (real-in 0 1)
(alpha : (real-in 0 1))
= 1
```
The default pen color, pen width, pen style, scaling factor, and opacity used by `vector-field` and `vector-field3d`.

```scheme
(arrows-color) -> plot-color/c
(arrows-color color) -> void?
  color : plot-color/c = 1
(arrows-line-width) -> (>=/c 0)
(arrows-line-width width) -> void?
  width : (>=/c 0) = 2/3
(arrows-line-style) -> plot-pen-style/c
(arrows-line-style style) -> void?
  style : plot-pen-style/c = 'solid
(arrows-alpha) -> (real-in 0 1)
(arrows-alpha alpha) -> void?
  alpha : (real-in 0 1) = 1
```

The default pen color, pen width, pen style, and opacity used by `arrows` and `arrows3d`.

Added in version 7.9 of package `plot-gui-lib`.

```scheme
(arrow-head-size-or-scale)
  -> (or/c (>=/c 0) (list/c '=' (>=/c 0)))
(arrow-head-size-or-scale size) -> void?
  size : (or/c (>=/c 0) (list/c '=' (>=/c 0))) = 2/5
(arrow-head-angle) -> (>=/c 0)
(arrow-head-angle alpha) -> void?
  alpha : (>=/c 0) = (/ pi 6)
```

The default size and angle of the arrow head in `vector-field`, `vector-field3d`, `arrows` and `arrows3d`. When the `arrow-head-size-or-scale` is a number, it is interpreted as a proportion of the arrow length, and will be bigger for longer arrows. When it is in the form `(list '=' size)`, it is interpreted as the size of the arrow head in drawing units (pixels).

Added in version 7.9 of package `plot-gui-lib`.

### 8.8 Error Bars
The default width, pen color/width/style, and opacity used by error-bars.

8.9 Candlesticks

```scheme
(error-bar-width) → (≥/c 0)
(error-bar-width width) → void?
  width : (≥/c 0)
  = 6
(error-bar-color) → plot-color/c
(error-bar-color color) → void?
  color : plot-color/c
  = 0
(error-bar-line-width) → (≥/c 0)
(error-bar-line-width pen-width) → void?
  pen-width : (≥/c 0)
  = 1
(error-bar-line-style) → plot-pen-style/c
(error-bar-line-style pen-style) → void?
  pen-style : plot-pen-style/c
  = 'solid
(error-bar-alpha) → (real-in 0 1)
(error-bar-alpha alpha) → void?
  alpha : (real-in 0 1)
  = 2/3
```

```scheme
(candlestick-width) → (≥/c 0)
(candlestick-width width) → void?
  width : (≥/c 0)
  = 1
(candlestick-up-color) → plot-color/c
(candlestick-up-color color) → void?
  color : plot-color/c
  = 2
(candlestick-down-color) → plot-color/c
(candlestick-down-color color) → void?
  color : plot-color/c
  = 1
(candlestick-line-width) → (≥/c 0)
(candlestick-line-width pen-width) → void?
  pen-width : (≥/c 0)
  = 1
(candlestick-line-style) → plot-pen-style/c
(candlestick-line-style pen-style) → void?
  pen-style : plot-pen-style/c
  = 'solid
```
The default width, pen color/width/style, and opacity used by candlesticks. Both the up (a candle whose open value is lower than its close value) color and the down (a candle whose open value is higher than its close value) color can be specified independently. The width parameter will be important to specify if your x-axis is in units like days, weeks, or months. Because dates are actually represented as seconds from an epoch, your width should take that into consideration. For example, a width of 86400 may be useful for x-axis values in days as there are 86400 seconds in a day. This candle will be exactly one day in width.

8.10 Color fields

The default sample rate and opacity used by color-field.

Added in version 7.9 of package plot-gui-lib.

8.11 Contours and Contour Intervals

The default values of the parameters contour-colors and contour-interval-colors, respectively.
(contour-samples) → (and/c exact-integer? (>=/c 2))
(contour-samples n) → void?
  n : (and/c exact-integer? (>=/c 2)) = 51

The number of samples taken in 2D contour plots. Used as a default keyword argument in isoline, contours and contour-intervals.

(contour-levels) → (or/c 'auto exact-positive-integer? (listof real?))
(contour-levels levels) → void?
  levels : (or/c 'auto exact-positive-integer? (listof real?)) = 'auto

(contour-colors) → (plot-colors/c (listof real?))
(contour-colors colors) → void?
  colors : (plot-colors/c (listof real?)) = default-contour-colors

(contour-widths) → (pen-widths/c (listof real?))
(contour-widths widths) → void?
  widths : (pen-widths/c (listof real?)) = '(1)

(contour-styles) → (plot-pen-styles/c (listof real?))
(contour-styles styles) → void?
  styles : (plot-pen-styles/c (listof real?)) = '(solid long-dash)

The number, pen colors, pen widths, and pen styles of lines in contour plots. Used as default keyword arguments of contours, contour-intervals, contours3d, and contour-intervals3d.

(contour-alphas) → (alphas/c (listof real?))
(contour-alphas alphas) → void?
  alphas : (alphas/c (listof real?)) = '(1)

The opacities of lines in contour plots. Used as a default keyword argument in contours and contours3d.

(contour-interval-colors) → (plot-colors/c (listof ivl?))
(contour-interval-colors colors) → void?
  colors : (plot-colors/c (listof ivl?)) = default-contour-fill-colors

(contour-interval-styles) → (plot-brush-styles/c (listof ivl?))
(contour-interval-styles styles) → void?
  styles : (plot-brush-styles/c (listof ivl?)) = '(solid)
The brush colors, brush styles, and opacities of intervals in contour plots. Used as default keyword arguments of `contour-intervals` and `contour-intervals3d`.

### 8.12 Contour Surfaces

The pen colors, widths, and styles of the sampling grid, where it intersects contour intervals. Used as default keyword arguments of `contour-intervals3d`.

### 8.13 Rectangles

The brush colors, brush styles, and opacities of intervals in contour plots. Used as default keyword arguments of `contour-intervals` and `contour-intervals3d`.
The brush color/style of faces, pen color/width/style of edges, and opacity of rectangles. Used as default keyword arguments of rectangles, area-histogram, discrete-histogram, rectangles3d and discrete-histogram3d.

The default pen width of 3D rectangle edges is narrower for aesthetic reasons.

The gap between histogram bars, as a percentage of bar width. Used as a default keyword argument of discrete-histogram, stacked-histogram, discrete-histogram3d and stacked-histogram3d.

Distance on the x axis between histogram bars, and whether to draw histograms horizontally. Used as default keyword arguments of discrete-histogram and stacked-histogram.
(stacked-histogram-colors) → (plot-colors/c nat/c)
(stack-histogram-colors colors) → void?
  colors : (plot-colors/c nat/c)
    = (λ n (build-list n add1))
(stack-histogram-styles) → (plot-brush-styles/c nat/c)
(stack-histogram-styles styles) → void?
  styles : (plot-brush-styles/c nat/c)
    = '(solid)
(stack-histogram-line-colors) → (plot-colors/c nat/c)
(stack-histogram-line-colors pen-colors) → void?
  pen-colors : (plot-colors/c nat/c)
    = (stacked-histogram-colors)
(stack-histogram-line-widths) → (pen-widths/c nat/c)
(stack-histogram-line-widths pen-widths) → void?
  pen-widths : (pen-widths/c nat/c)
    = '(1)
(stack-histogram-line-styles) → (plot-pen-styles/c nat/c)
(stack-histogram-line-styles pen-styles) → void?
  pen-styles : (plot-pen-styles/c nat/c)
    = '(solid)
(stack-histogram-alphas) → (alphas/c nat/c)
(stack-histogram-alphas alphas) → void?
  alphas : (alphas/c nat/c)
    = '(1)

Stacked histogram brush colors/styles, pen colors/widths/styles, and opacities. Used as default keyword arguments of stacked-histogram and stacked-histogram3d.

8.14 Non-Border Axes

(x-axis-ticks?) → boolean?
(x-axis-ticks? ticks?) → void?
  ticks? : boolean?
    = #t
(y-axis-ticks?) → boolean?
(y-axis-ticks? ticks?) → void?
  ticks? : boolean?
    = #t
(x-axis-labels?) → boolean?
(x-axis-labels? labels?) → void?
  labels? : boolean?
    = #f
(y-axis-labels?) → boolean?
(y-axis-labels? labels?) → void?
labels? : boolean?
= #f
(x-axis-far?) → boolean?
(x-axis-far? far?) → void?
far? : boolean?
= #f
(y-axis-far?) → boolean?
(y-axis-far? far?) → void?
far? : boolean?
= #f
(x-axis-alpha) → (real-in 0 1)
(x-axis-alpha alpha) → void?
alpha : (real-in 0 1)
= 1
(y-axis-alpha) → (real-in 0 1)
(y-axis-alpha alpha) → void?
alpha : (real-in 0 1)
= 1

Default values for keyword arguments of x-axis, y-axis and axes.

(polar-axes-number) → exact-nonnegative-integer?
(polar-axes-number n) → void?
n : exact-nonnegative-integer?
= 12
(polar-axes-ticks?) → boolean?
(polar-axes-ticks? ticks?) → void?
ticks? : boolean?
= #t
(polar-axes-labels?) → boolean?
(polar-axes-labels? labels?) → void?
labels? : boolean?
= #t
(polar-axes-alpha) → (real-in 0 1)
(polar-axes-alpha alpha) → void?
alpha : (real-in 0 1)
= 1/2

Number of polar axes, whether radius ticks (i.e. lines) are drawn, whether labels are drawn, and opacity. Used as default keyword arguments of polar-axes.

8.15 Surfaces
(surface-color) → plot-color/c
(surface-color color) → void?
  color : plot-color/c
  = 0
(surface-style) → plot-brush-style/c
(surface-style style) → void?
  style : plot-brush-style/c
  = 'solid
(surface-line-color) → plot-color/c
(surface-line-color pen-color) → void?
  pen-color : plot-color/c
  = 0
(surface-line-width) → (>=/c 0)
(surface-line-width pen-width) → void?
  pen-width : (>=/c 0)
  = 1/3
(surface-line-style) → plot-pen-style/c
(surface-line-style pen-style) → void?
  pen-style : plot-pen-style/c
  = 'solid
(surface-alpha) → (real-in 0 1)
(surface-alpha alpha) → void?
  alpha : (real-in 0 1)
  = 1

Surface brush color/style, pen color/width/style of the sampling grid where it intersects the surface, and opacity. Used as default keyword arguments of surface3d, polar3d and isosurface3d.

(def-isosurface-colors zs) → (listof plot-color/c)
  zs : (listof real?)
  = (color-seq* (list ->brush-color 5) (->brush-color 0) (->brush-color 1))
        (length zs)

(def-isosurface-line-colors zs) → (listof plot-color/c)
  zs : (listof real?)
  = (color-seq* (list ->pen-color 5) (->pen-color 0) (->pen-color 1))
        (length zs)

The default values of the parameters isosurface-colors and isosurface-line-colors, respectively.

(isosurface-levels)
  → (or/c 'auto exact-positive-integer? (listof real?))
(isosurface-levels levels) → void?
  levels : (or/c 'auto exact-positive-integer? (listof real?))
  = 'auto
The number, brush colors/styles, pen colors/widths/styles, grid color/widths/styles, and opacities of nested isosurfaces. Used as default keyword arguments of `isosurfaces3d`.
9 Plot Contracts

(requires plot/utils) package:plot-lib

9.1 Plot Element Contracts

<table>
<thead>
<tr>
<th>(renderer2d? value) → boolean?</th>
<th>value : any/c</th>
</tr>
</thead>
</table>

Returns #t if value is a 2D renderer; that is, if plot can plot value. See §3 “2D Renderers” for functions that construct them.

<table>
<thead>
<tr>
<th>(renderer3d? value) → boolean?</th>
<th>value : any/c</th>
</tr>
</thead>
</table>

Returns #t if value is a 3D renderer; that is, if plot3d can plot value. See §4 “3D Renderers” for functions that construct them.

<table>
<thead>
<tr>
<th>(nonrenderer? value) → boolean?</th>
<th>value : any/c</th>
</tr>
</thead>
</table>

Returns #t if value is a nonrenderer. See §5 “Nonrenderers” for functions that construct them.

<table>
<thead>
<tr>
<th>(treeof elem-contract) → contract?</th>
<th>elem-contract : contract?</th>
</tr>
</thead>
</table>

Identifies values that meet the contract elem-contract, lists of such values, lists of lists, and so on.

9.2 Appearance Argument Contracts

<table>
<thead>
<tr>
<th>anchor/c : contract?</th>
</tr>
</thead>
<tbody>
<tr>
<td>(one-of/c 'top-left   'top   'top-right</td>
</tr>
<tr>
<td>'left   'center   'right</td>
</tr>
<tr>
<td>'bottom-left   'bottom   'bottom-right</td>
</tr>
<tr>
<td>'auto</td>
</tr>
</tbody>
</table>

The contract for anchor arguments and parameters.

The 'auto anchor will place labels so they are visible on the plot area. This anchor type is useful for point-label and similar renderers where the labeled point might be at the edge of the plot area and the user does not wish to calculate the exact anchor for the label.
The 'auto anchor will choose one of the 'bottom-left, 'bottom-right, 'top-left or 'top-right placements, in that order, and will use the first one that would result in the label being completely visible.

The 'auto anchor is only valid for placement of text labels, for all other use cases, the 'auto anchor is always the same as 'bottom-left.

```
legend-anchor/c : contract?
  = (or/c anchor/c
      (one-of/c 'outside-top-left  'outside-top  'outside-top-right
         'outside-left-top 'outside-left 'outside-left-bottom
         'outside-right-top 'outside-right 'outside-right-bottom
         'outside-bottom-left 'outside-bottom 'outside-bottom-right
         'outside-global-top
         'no-legend))
```

The contract for the plot-legend-anchor parameter and the #:legend-anchor parameters for the various plot procedures.

When legend-anchor is one of the symbols from anchor/c, the legend will be placed inside the plot area.

legend-anchor/c values which start with "outside" will place the legend outside the plot area, for 2D plots the legend will be aligned with the plot area, while for 3D plots the legend will be relative to the overall plot-width and plot-height.

The 'outside-global-top value will place the legend above the plot-area, centered on the complete plot-width. For 3D plots there is no difference between this value and 'outside-top.

The value 'no-legend, will omit the legend from the plot, the legend will also be omitted if none of the renderers have a #:label specified, regardless of the value used for #:legend-anchor.

The value 'auto, will place the legend in the top-left corner of the plot area, this is not usefull for plot legends, this anchor value is used for renderers such as point-label.

Added in version 7.9 of package plot-lib.

```
color/c : contract?
  = (or/c (list/c real? real? real?)
      string? symbol?
      (is-a/c color%))
```

A contract for very flexible color arguments. Functions that accept a color/c almost always convert it to an RGB triplet using ->color.
plot-color/c : contract? = (or/c exact-integer? color/c)

The contract for #:color arguments, and parameters such as line-color and surface-color. For the meaning of integer colors, see ->pen-color and ->brush-color.

plot-pen-style/c : contract? = (or/c exact-integer? (one-of/c 'transparent 'solid 'dot 'long-dash 'short-dash 'dot-dash))

The contract for #:style arguments when they refer to lines, and parameters such as line-style. For the meaning of integer pen styles, see ->pen-style.

plot-brush-style/c : contract? = (or/c exact-integer? (one-of/c 'transparent 'solid 'bdiagonal-hatch 'fdiagonal-hatch 'crossdiag-hatch 'horizontal-hatch 'vertical-hatch 'cross-hatch))

The contract for #:style arguments when they refer to fills, and parameters such as interval-style. For the meaning of integer brush styles, see ->brush-style.

font-family/c : flat-contract?

Identifies legal font family values. The same as font-family/c from racket/draw.

point-sym/c : contract? = (or/c char? string? integer? (apply one-of/c known-point-symbols))

The contract for the #:sym arguments in points and points3d, and the parameter point-sym.

known-point-symbols : (listof symbol?)
A list containing the symbols that are valid points symbols.

```
(plot-file-format/c : contract?
  = (or/c 'auto 'png 'jpeg 'xmb 'xpm 'bmp 'ps 'pdf 'svg)
```

A contract for an argument that describes an image file format.

### 9.3 Appearance Argument List Contracts

```
(maybe-function/c in-contract out-contract) → contract?
  in-contract : contract?
  out-contract : contract?
  = (or/c out-contract (in-contract . -> . out-contract))
```

Returns a contract that accepts either a function from in-contract to out-contract, or a plain out-contract value.

```
> (require racket/contract)
> (define/contract (maybe-function-of-real-consumer x)
  ((maybe-function/c real? real?) . -> . real?)
  (maybe-apply x 10))
```

212
> (maybe-function-of-real-consumer 4)
4
> (maybe-function-of-real-consumer (λ (x) x))
10

Many plot functions, such as contours and isosurfaces3d, optionally take lists of appearance values (such as (listof plot-color/c)) as arguments. A very flexible argument contract would accept functions that produce lists of appearance values. For example, contours would accept any \( f \) with contract \( \rightarrow (listof real?) (listof plot-color/c) \) for its #:colors argument. When rendering a contour plot, contours would apply \( f \) to a list of the contour \( z \) values to get the contour colors.

However, most uses do not need this flexibility. Therefore, plot’s functions accept either a list of appearance values or a function from a list of appropriate values to a list of appearance values. The maybe-function/c function constructs contracts for such arguments.

In plot functions, if in-contract is a listof contract, the output list’s length need not be the same as the input list’s length. If it is shorter, the appearance values will cycle; if longer, the tail will not be used.

```
(maybe-apply f arg) → any/c
f : (maybe-function/c any/c any/c)
arg : any/c
```

If \( f \) is a function, applies \( f \) to \( arg \); otherwise returns \( f \).

This is used inside many renderer-producing plot functions to convert maybe-function/c values to lists of appearance values.

```
(plot-colors/c in-contract) → contract?
in-contract : contract?
= (maybe-function/c in-contract (listof plot-color/c))
```

Returns a contract for #:colors arguments, as in contours and contour-intervals. See maybe-function/c for a discussion of the returned contract.

The following example sends a list-valued (plot-colors/c ivl?) to contour-intervals, which then cycles through the colors:

> (plot (contour-intervals (λ (x y) (+ x y)) 0 1 0 1 #:colors '(1 2)))
This is equivalent to sending \((\lambda - '(1 2))\).

The next example is more sophisticated: it sends a function-valued `(plot-colors/civl?)` to `contour-intervals`. The function constructs colors from the values of the contour intervals.

> `(define (brown-interval-colors ivls)
  (define z-size (- (ivl-max (last ivls))
                  (ivl-min (first ivls))))
  (for/list ([i (in-list ivls)])
    (match-define (ivl z-min z-max) i)
    (define z-mid (/ (* 1/2 (+ z-min z-max)) z-size))
    (list (* 255 z-mid) (* 128 z-mid) (* 64 z-mid))))
> (plot (contour-intervals (\(x y\) (+ x y)) 0 1 0 1
                           #:colors brown-interval-colors))
\[
\begin{align*}
& (\text{pen-widths/c in-contract}) \rightarrow \text{contract?} \\
& \quad \text{in-contract : contract?} \\
& \quad = (\text{maybe-function/c in-contract (listof (>=c 0)))}
\end{align*}
\]

Like plot-colors/c, but for line widths.

\[
\begin{align*}
& (\text{plot-pen-styles/c in-contract}) \rightarrow \text{contract?} \\
& \quad \text{in-contract : contract?} \\
& \quad = (\text{maybe-function/c in-contract (listof plot-pen-style/c)})
\end{align*}
\]

Like plot-colors/c, but for line styles.

\[
\begin{align*}
& (\text{plot-brush-styles/c in-contract}) \rightarrow \text{contract?} \\
& \quad \text{in-contract : contract?} \\
& \quad = (\text{maybe-function/c in-contract (listof plot-brush-style/c)})
\end{align*}
\]

Like plot-colors/c, but for fill styles.
(alphas/c in-contract) → contract?
in-contract : contract?
= (maybe-function/c in-contract (listof (real-in 0 1)))

Like `plot-colors/c`, but for opacities.

(labels/c in-contract) → contract?
in-contract : contract?
= (maybe-function/c in-contract (listof (or/c string? pict? #f)))

Like `plot-colors/c`, but for strings. This is used, for example, to label stacked-histograms.
10 Porting From Plot $\leq 5.1.3$

If it seems porting will take too long, you can get your old code running more quickly using the §12 “Compatibility Module”. The update from Plot version 5.1.3 to 5.2 introduces a few incompatibilities:

- Plot now allows plot elements to request plot area bounds, and finds bounds large enough to fit all plot elements. The old default plot area bounds of $[-5,5] \times [-5,5]$ cannot be made consistent with the improved behavior; the default bounds are now "no bounds". This causes code such as `(plot (line sin))`, which does not state bounds, to fail.

- The #:width and #:style keyword arguments to vector-field have been replaced by #:line-width and #:scale to be consistent with other functions.

- The plot function no longer takes a $\mathbf{-} (\text{is-a?/c 2d-view?}) \ \text{void?})$ as an argument, but a `(treeof renderer2d?)`. The argument change in plot3d is similar. This should not affect most code because Plot encourages regarding these data types as black boxes.

- The plot-extend module no longer exists.

- The fit function and fit-result struct type have been removed.

This section of the Plot manual will help you port code written for Plot 5.1.3 and earlier to the most recent Plot. There are four main tasks:

- Replace deprecated functions.
- Ensure that plots have bounds.
- Change vector-field, plot and plot3d keyword arguments.
- Fix broken calls to points.

You should also set `(plot-deprecation-warnings? #t)` to be alerted to uses of deprecated features.

10.1 Replacing Deprecated Functions

Replace mix with list, and replace surface with surface3d. These functions are drop-in replacements, but surface3d has many more features (and a name more consistent with similar functions).
Replace line with function, parametric or polar, depending on the keyword arguments to line. These are not at all drop-in replacements, but finding the right arguments should be straightforward.

Replace contour with contours, and replace shade with contour-intervals. These are mostly drop-in replacements: they should always work, but may not place contours at the same values (unless the levels are given as a list of values). For example, the default #:levels argument is now 'auto, which chooses contour values in the same way that z axis tick locations are usually chosen in 3D plots. The number of contour levels is therefore some number between 4 and 10, depending on the plot.

10.2 Ensuring That Plots Have Bounds

The safest way to ensure that plot can determine bounds for the plot area is to add #:x-min -5 #:x-max 5 #:y-min -5 #:y-max 5 to every call to plot. Similarly, add #:x-min -5 #:x-max 5 #:y-min -5 #:y-max 5 #:z-min -5 #:z-max 5 to every call to plot3d.

Because Plot is now smarter about choosing bounds, there are better ways. For example, suppose you have

> (plot (line sin))
plot: could not determine sensible plot bounds; got x ∈ [##f,##f], y ∈ [##f,##f]

You could either change it to

> (plot (function sin) #:x-min -5 #:x-max 5 #:y-min -5 #:y-max 5)
or change it to

> (plot (function sin -5 5))
When `function` is given x bounds, it determines tight y bounds.

10.3 Changing Keyword Arguments

Replace every `#:width` in a call to `vector-field` with `#:line-width`.

Replace every `#:style 'scaled` with `#:scale 'auto` (or because it is the default in both the old and new, take it out).

Replace every `#:style 'real` with `#:scale 1.0`.

Replace every `#:style 'normalized` with `#:scale 'normalized`.

The `plot` and `plot3d` functions still accept `#:bgcolor`, `#:fgcolor` and `#:lncolor`, but these are deprecated. Parameterize on `plot-background` and `plot-foreground` instead.

For example, if you have `(plot (function sin -5 5) #:fgcolor '(0 0 128)`
The #:lncolor keyword argument now does nothing; change the renderer instead. For example, if you have `(plot (function sin -5 5) #:lncolor '(0 0 128))`, change it to

```scheme
> (plot (function sin -5 5 #:color '(0 0 128)))
```
Change #:az in calls to plot3d to #:angle, and #:alt to #:altitude. Alternatively, parameterize multiple plots by setting the plot3d-angle and plot3d-altitude parameters.

10.4 Fixing Broken Calls to points

The points function used to be documented as accepting a (listof (vector/c real? real?)), but actually accepted a (listof (vectorof real?)) and silently ignored any extra vector elements.

If you have code that takes advantage of this, strip down the vectors first. For example, if vs is the list of vectors, send (map (λ (v) (vector-take v 2)) vs) to points.
10.5 Replacing Uses of `plot-extend`

Chances are, if you used `plot-extend`, you no longer need it. The canonical `plot-extend` example used to be a version of `line` that drew dashed lines. Every line-drawing function in Plot now has a `#:style` or `#:line-style` keyword argument.

The rewritten Plot will eventually have a similar extension mechanism.

10.6 Deprecated Functions

```
(require plot) package: plot-gui-lib
```

The following functions exist for backward compatibility, but may be removed in the future. Set `(plot-deprecation-warnings? #t)` to be alerted the first time each is used.

```
(mix plot-data ...) -> (any/c . -> . void?)
plot-data : (any/c . -> . void?)
```

See §12 “Compatibility Module” for the original documentation. Replace this with `list`.

```
(line f
   #:samples samples
   #:width width
   #:color color
   #:mode mode
   #:mapping mapping
   #:t-min t-min
   #:t-max t-max) -> renderer2d?

f : (real? . -> . (or/c real? (vector/c real? real?)))
samples : (and/c exact-integer? (>=/c 2)) = 150
width : (>=/c 0) = 1
color : plot-color/c = 'red
mode : (one-of/c 'standard 'parametric) = 'standard
mapping : (one-of/c 'cartesian 'polar) = 'cartesian
t-min : real? = -5
t-max : real? = 5
```

See §12 “Compatibility Module” for the original documentation. Replace this with `function`, `parametric` or `polar`, depending on keyword arguments.

```
(contour f
   #:samples samples
   #:width width
   #:color color
   #:levels levels) -> renderer2d?
```
See §12 “Compatibility Module” for the original documentation. Replace this with contours.

```scheme
(shade f [#:samples samples #:levels levels]) -> renderer2d
```

See §12 “Compatibility Module” for the original documentation. Replace this with contour-intervals.

```scheme
(surface f
    #:samples samples
    #:width width
    #:color color)) -> renderer3d
```

See §12 “Compatibility Module” for the original documentation. Replace this with surface3d.
11 Legacy Typed Interface

(require plot/typed)  package: plot-gui-lib
(require plot/typed/utils)  package: plot-lib
(require plot/typed/no-gui)
(require plot/typed(bitmap)
(require plot/typed/pict)

Do not use these modules in new programs. They are likely to disappear in a (distant) future release. Use plot, plot/utils, plot/no-gui, plot(bitmap and plot/pict instead.

Plot versions 6.1.1 and earlier were written in untyped Racket, and exposed a typed interface through these modules. Now that Plot is written in Typed Racket, a separate typed interface is no longer necessary. However, the above modules are still available for backwards compatibility.
12 Compatibility Module

```
(rerequire plot/compat) package:plot-compat
```

This module provides an interface compatible with Plot 5.1.3 and earlier.

**Do not use this module in new programs.** It is likely to disappear in a near future release.

**Do not try to use both plot and plot/compat in the same program.** The new features in Plot 5.2 and later require the objects plotted in plot have to be a different data type than the objects plotted in plot/compat. They do not coexist easily, and trying to make them do so will result in errors.

### 12.1 Plotting

```
(plot data
 [#:width width
 #:height height
 #:x-min x-min
 #:x-max x-max
 #:y-min y-min
 #:y-max y-max
 #:x-label x-label
 #:y-label y-label
 #:title title
 #:fgcolor fgcolor
 #:bgcolor bgcolor
 #:lncolor lncolor
 #:out-file out-file]) \rightarrow (is-a?/c image-snip%)
```

`data` : `(-> (is-a?/c 2d-plot-area%) void?)
width : `real?` = `400`
height : `real?` = `400`
x-min : `real?` = `-5`
x-max : `real?` = `5`
y-min : `real?` = `-5`
y-max : `real?` = `5`
x-label : `string?` = "X axis"
y-label : `string?` = "Y axis"
title : `string?` = ""
fgcolor : `(list/c byte? byte? byte?) = '(0 0 0)
bgcolor : `(list/c byte? byte? byte?) = '(255 255 255)
lncolor : `(list/c byte? byte? byte?) = '(255 0 0)
out-file : `(or/c path-string? output-port? #f) = #f
```
Plots data in 2D, where data is generated by functions like `points` or `line`.

A data value is represented as a procedure that takes a 2d-plot-area% instance and adds plot information to it.

The result is an image-snip% for the plot. If an #:out-file path or port is provided, the plot is also written as a PNG image to the given path or port.

The #:lncolor keyword argument is accepted for backward compatibility, but does nothing.

```scheme
(plot3d  data  
  [#:width  width  
  #:height height  
  #:x-min x-min  
  #:x-max x-max  
  #:y-min y-min  
  #:y-max y-max  
  #:z-min z-min  
  #:z-max z-max  
  #:alt alt  
  #:az az  
  #:x-label x-label  
  #:y-label y-label  
  #:z-label z-label  
  #:title title  
  #:fgcolor fgcolor  
  #:bgcolor bgcolor  
  #:lncolor lncolor  
  #:out-file out-file])  ->  (is-a?/c image-snip%)  
data :  (->  (is-a?/c 3d-plot-area%)  void?)  
width :  real? = 400  
height :  real? = 400  
x-min :  real? = -5  
x-max :  real? = 5  
y-min :  real? = -5  
y-max :  real? = 5  
z-min :  real? = -5  
z-max :  real? = 5  
alt :  real? = 30  
az :  real? = 45  
x-label :  string? = "X axis"  
y-label :  string? = "Y axis"  
z-label :  string? = "Z axis"  
title :  string? = ""  
fgcolor :  (list/c byte? byte? byte?) = '(0 0 0)  
bgcolor :  (list/c byte? byte? byte?) = '(255 255 255)
```

227
Plots data in 3D, where data is generated by a function like surface. The arguments alt and az set the viewing altitude (in degrees) and the azimuth (also in degrees), respectively.

A 3D data value is represented as a procedure that takes a 3d-plot-area% instance and adds plot information to it.

The #:lncolor keyword argument is accepted for backward compatibility, but does nothing.

Creates 2D plot data (to be provided to plot) given a list of points specifying locations. The sym argument determines the appearance of the points. It can be a symbol, an ASCII character, or a small integer (between -1 and 127). The following symbols are known: 'pixel, 'dot, 'plus, 'asterisk, 'circle, 'times, 'square, 'triangle, 'oplus, 'odot, 'diamond, '5star, '6star, 'fullsquare, 'bullet, 'full5star, 'circle1, 'circle2, 'circle3, 'circle4, 'circle5, 'circle6, 'circle7, 'circle8, 'left-arrow, 'rightarrow, 'uparrow, 'downarrow.

Creates 2D plot data to draw a line.
The line is specified in either functional, i.e. \( y = f(x) \), or parametric, i.e. \( x,y = f(t) \), mode. If the function is parametric, the \textit{mode} argument must be set to \texttt{parametric}. The \texttt{t-min} and \texttt{t-max} arguments set the parameter when in parametric mode.

\begin{verbatim}
(error-bars vecs [#:color color])
  -> (-> (is-a?/c 2d-plot-area%) void?)
  vecs : (listof (vector/c real? real? real?))
  color : plot-color? = 'black
\end{verbatim}

Creates 2D plot data for error bars given a list of vectors. Each vector specifies the center of the error bar \((x,y)\) as the first two elements and its magnitude as the third.

\begin{verbatim}
(vector-field f [#:samples samples
  #:width width
  #:color color
  #:style style])
  -> (-> (is-a?/c 2d-plot-area%) void?)
  f : (-> (vector/c real? real?) (vector/c real? real?))
  samples : (and/c exact-integer? (>=/c 2)) = 20
  width : exact-positive-integer? = 1
  color : plot-color? = 'red
  style : (one-of/c 'scaled 'normalized 'real) = 'scaled
\end{verbatim}

Creates 2D plot data to draw a vector-field from a vector-valued function.

\begin{verbatim}
(contour f [#:samples samples
  #:width width
  #:color color
  #:levels levels])
  -> (-> (is-a?/c 2d-plot-area%) void?)
  f : (-> real? real? real?)
  samples : exact-nonnegative-integer? = 50
  width : (>=/c 0) = 1
  color : plot-color/c = 'black
  levels : (or/c (and/c exact-integer? (>=/c 2)) (listof real?)) = 10
\end{verbatim}

Creates 2D plot data to draw contour lines, rendering a 3D function a 2D graph cotours (respectively) to represent the value of the function at that position.

\begin{verbatim}
(shade f [#:samples samples #:levels levels])
  -> (-> (is-a?/c 2d-plot-area%) void?)
  f : (-> real? real? real?)
\end{verbatim}
samples : (and/c exact-integer? (>=/c 2)) = 50
levels : (or/c (and/c exact-integer? (>=/c 2)) (listof real?))
        = 10

Creates 2D plot data to draw like contour, except using shading instead of contour lines.

(surface f  
[n#:samples samples  
    #:width width  
    #:color color])  
→ (-> (is-a?/c 3d-plot-area%) void?)
  f : (-> real? real? real?)
samples : (and/c exact-integer? (>=/c 2)) = 50
width : (>=/c 0) = 1
color : plot-color/c = 'black

Creates 3D plot data to draw a 3D surface in a 2D box, showing only the top of the surface.

(mix data ...) → (-> any/c void?)
data : (-> any/c void?)

Creates a procedure that calls each data on its argument in order. Thus, this function can composes multiple plot datas into a single data.

(plot-color? v) → boolean?
v : any/c

Returns #t if v is one of the following symbols, #f otherwise:

'white 'black 'yellow 'green 'aqua 'pink
'wheat 'grey 'blown 'blue 'violet 'cyan
'turquoise 'magenta 'salmon 'red

12.2 Miscellaneous Functions

(derivative f [h]) → (-> real? real?)
f : (-> real? real?)
h : real? = 1e-6

Creates a function that evaluates the numeric derivative of f. The given h is the divisor used in the calculation.
Creates a vector-valued function that computes the numeric gradient of $f$.

```
(make-vec fx fy)
→ (-> (vector/c real? real?) (vector/c real? real?))
fx : (-> real? real? real?)
fy : (-> real? real? real?)
```

Creates a vector-valued function from two parts.