Paper 65

Introduction to SAS®/Graph

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ABSTRACT

INTRODUCTION

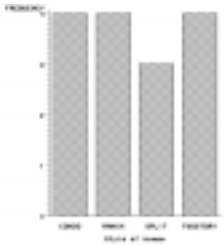
SAS/GRAPH software offers device-intelligent color graphics for producing charts, maps and plots in a variety of patterns. Users can customize graphs with the software, and present multiple graphs on a page. SAS/GRAPH software is a component of the SAS System, an applications system for data access, management, analysis, and presentation.

PLOTTING PROCEDURES

GCHART

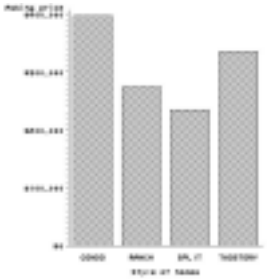
The basic way to produce a vertical bar chart is as follows:

```
proc gchart data=sasuser.houses ;
  vbar style ;
run ;
```



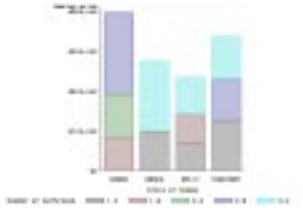
The previous chart produced a frequency chart (by default). We can change this to use a Y-axis variable by specifying SUMVAR:

```
  vbar style / sumvar=price ;
run ;
```



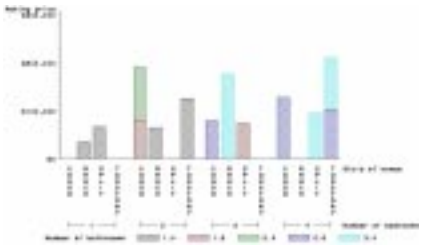
If we want to use another variable to break each bar into sections, then we can use SUBGROUP:

```
  vbar style / sumvar=price subgroup=baths ;
run ;
```



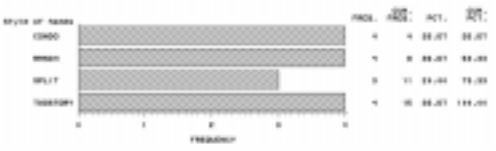
We can also divide bars into groups based on another variable by using GROUP:

```
  vbar style / sumvar=price subgroup=baths
group=bedrooms ;
run ;
```



To get a horizontal bar chart, rather than a vertical bar chart we can use the HBAR statement. This also produces some default statistics for each bar:

```
  hbar style ;
run ;
```



To get a pie chart you use PIE statement:

```
pie style ;
run ;
```

To get a star chart use the STAR statement:

```
star style ;
run ;
```

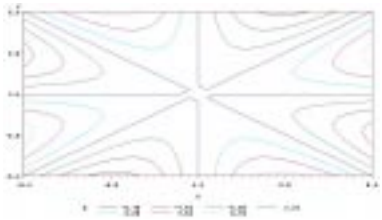
GCONTOUR

Useful for viewing three dimensional data in two dimensions. Using a sample dataset, created with the following code:

```
data swirl;
  do x=-5 to 5 by 0.25;
    do y=-5 to 5 by 0.25;
      if x+y=0 then
        z=0;
      else
        z=(x*y)*((x*x-y*y)/(x*x+y*y));
      output;
    end;
  end;
run;
```

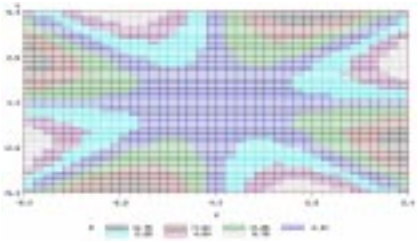
We can produce a contour plot with this code:

```
proc gcontour data=test ;
  plot y*x=z ;
run ;
```



We can use a pattern to make things more legible:

```
    plot y*x=z / pattern ;
run ;
```



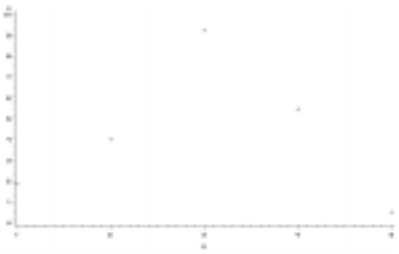
GPLOT

Make some sample data:

```
data sample ;
  do z=100 to 300 by 100 ;
    do x=1 to 5 ;
      y=ranuni(1)*10 ;
      y2=ranuni(1)*10 ;
      y3=ranuni(1)*10 ;
      output ;
    end ;
  end ;
run ;
```

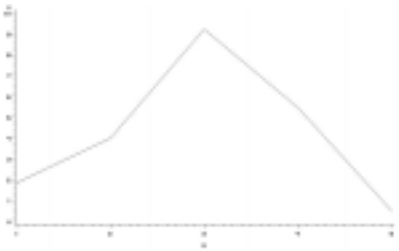
To plot some points use:

```
proc gplot data=sample ;
  where z=100 ;
  plot y*x ;
run ;
```



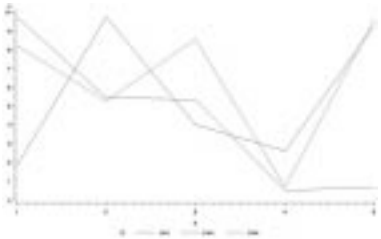
To plot lines rather than points use:

```
symbol i=join ;
  plot y*x ;
run ;
```



To produce multiple plots on a single axis:

```
proc gplot data=sample ;
  plot y*x=z ;
run ;
```

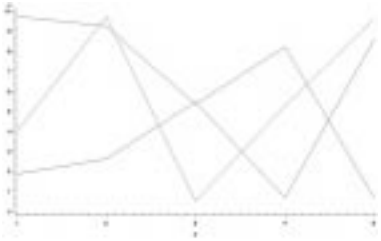


To produce a graph for each combination of X & Y axis variables you can use the following, which in the example would produce 3 graphs (3 * 1):

```
    where z=100 ;
    plot (y y2 y3)*x ;
run ;
```

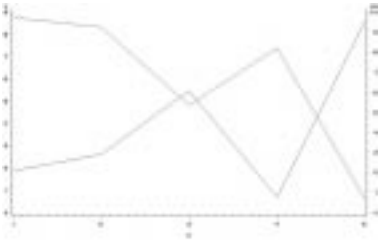
The 3 graphs from the previous example can be overlayed onto one graph by using the OVERLAY statement:

```
    plot (y y2 y3)*x / overlay ;
run ;
```



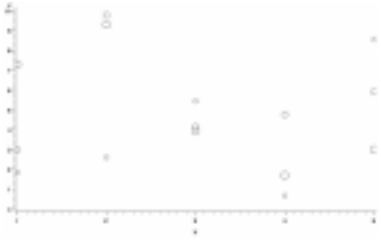
To use independent right & left y-axes you can use the following:

```
proc gplot data=sample ;
  where z=100 ;
  plot y*x ;
  plot2 y2*x ;
run ;
```



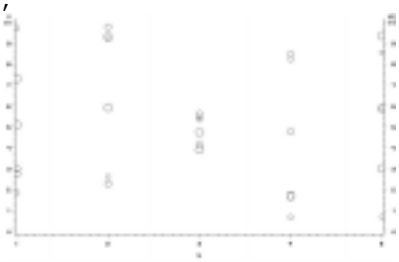
To do a simple bubble plot use this code:

```
proc gplot data=sample ;
  bubble y*x=z ;
run ;
```



To get a bubble plot with a right & left axis use this code:

```
    bubble y*x=z ;
    bubble2 y2*x=z ;
run ;
```



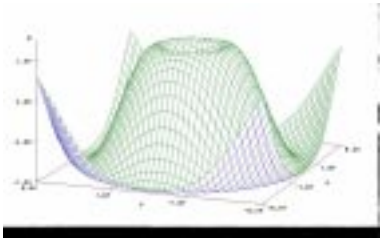
G3D

Produces 3-dimensional graphs graphics two horizontal variables against one vertical variable. Using the following sample data:

```
data hat;
  do x=-5 to 5 by 0.25;
    do y=-5 to 5 by 0.25;
      z=sin(sqrt(x*x+y*y));
      output;
    end;
  end;
run;
```

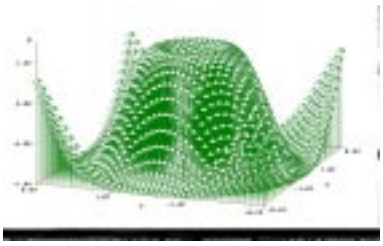
We can produce a well known plot:

```
proc g3d data=hat;
  plot y*x=z ;
run;
```



Or we can produce a scatter plot:

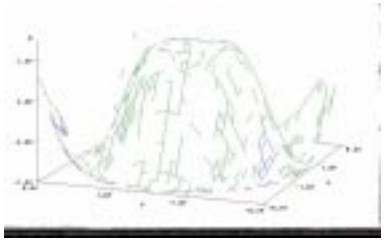
```
proc g3d data=hat;
  scatter y*x=z ;
run;
```



G3GRID

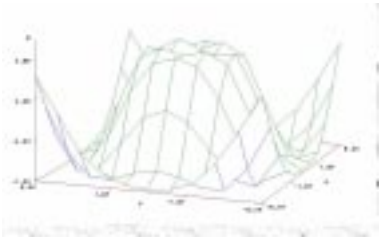
Produces datasets for use with G3D or GCONTOUR. Can be used for interpolation and smoothing. If we create some “rough” data by taking half of the coordinates from our smooth data, we get the following:

```
data rough ;
  set hat ;
  if ranuni(1)<.5 then
    output ;
run ;
proc g3d data=rough ;
  plot y*x=z ;
run;
```



Then we can use G3GRID to smooth the data we have:

```
proc g3grid data=rough out=smooth ;
  grid y*x=z ;
run ;
proc g3d data=smooth ;
  plot y*x=z ;
run;
```



GMAP

Produces two or three dimensional maps showing variations of a variable value with area. Supplied with a library of maps covering countries of the world and the U.S.A. in more detail.

To produce a choropleth map of Great Britain:

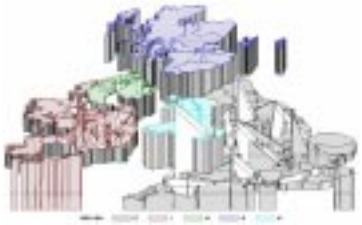
```
proc gmap map=maps.ukire
          data=maps.ukire2 ;
  id region ;
  choro region ;
run ;
```

To produce a block map:

```
block region ;
run ;
```

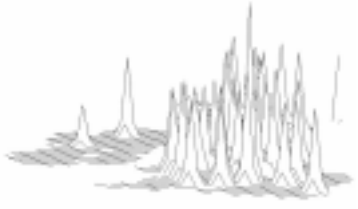
To produce a Prism map:

```
prism region ;
run ;
```



To produce a surface map:

```
surface country ;
run ;
```



GPROJECT

Converts spherical (latitude/longitude) coordinates into catesian (xy) coordinates.

GREDUCE

Reduces number of points needed to draw a map, and thus reduces detail within map too.

```
proc gmap map=maps.canada2 data=maps.canada2 ;
  id province ;
  choro province ;
run ;
```

```
proc greduce data=maps.canada2
out=can2(where=(density<3)) ;
  id province ;
run ;

proc gmap map=can2 data=can2 ;
  id province ;
  choro province ;
run ;
```

GREMOVE

Combines some unit areas in a map into larger area. See code in SAS sample library called - "Removing Internal Boundaries in a Map - GR35N01".

Before boundaries are removed.

After boundaries have been removed.

PRESENTATION PROCEDURES

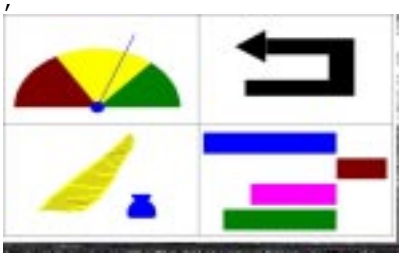
GREPLAY

Replays graphics output using templates, allowing several graphics to be combined. The following code will display a screen from which templates may be chosen and graphics selected for use with them.

```
proc greplay igout=sashelp.eisgrph
             gout=work.replays
             tc=sashelp.templt
             template=l2r2 ;
run ;
```

The following code replays the 4 graphics into one graphic in batch.

```
proc greplay igout=sashelp.eisgrph
             gout=work.replays
             tc=sashelp.templt
             template=l2r2
             nofs ;
  treplay 1:csf1 2:contract 3:exit
4:barchart ;
run ;
```



A collection of useful templates is provided in SASHELP.TEMPLT, however the user can create their own by using the procedure.

GANNO

Displays the graphics produced by the processing of annotate datasets. Many other procedures can also display annotate dataset output, along with their own output.

There are a range of macros available to make creating annotate datasets easier. To make them available use the following:

```
%annomac ;
```

This displays the following output:

```
*** ANNOTATE macros are now available ***
For further information on ANNOTATE macros, enter,
    %HELPANO(macroname), (for specific macros)
    %HELPANO(ALL), (for information on all macros)
 or %HELPANO (for a list of macro names)
```

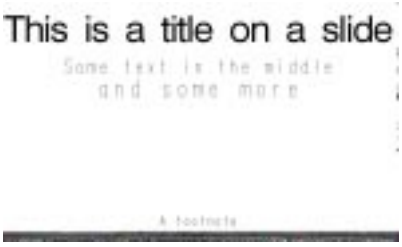
To produce a circle and then display it:

```
data anno ;
  %circle(10,20,5,*) ;
run ;
proc ganno annotate=anno ;
run ;
```


GSLIDE

Can display graphics consisting of text and straight lines generated by TITLE, FOOTNOTE & NOTE statements. It can also generate data from ANNOTATE datasets.

```
proc gslide ;
  title1 h=6 This is a title on a slide ;
  note1 h=3 j=c Some text in the middle ;
  note3 h=4 j=c and some more ;
  footnote h=2 A footnote ;
run ;
```



GPRINT

GPRINT can convert text into graphics. To write some SAS procedure output to a catalog member you can do the following.

```
* Direct print to catalog member ;
proc printto print=work.output.print ;
run ;
```

```
* Produce some output, which is written to
catalog member ;
proc print data=sasuser.houses ;
run ;

* Close the output ;
proc printto ;
run ;
```

To take the text produced and convert into one or more graphics, do the following:

```
* Point to the saved output ;
filename temp catalog 'work.output.print.output'
;

* Print output as a graphic ;
proc gprint fileref=temp ;
run ;
```

UTILITY PROCEDURES

GDEVICE

View, modify or create device drivers. Can use the interactive procedure as follows:

```
Proc Gdevice ;
Run ;
```

Can list a device driver in batch as follows:

```
Proc Gdevice nofs ;
  List imggif ;
Run ;
```

The output shows the device information:

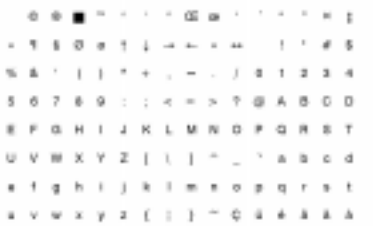
```
The SAS System      14:34 Tuesday, January 12, 1999   1

                                GDEVICE procedure
                        Listing from SASHELP.DEVICES - Entry IMGGIF

  Orig Driver: IMGGIF             Module:   SASGDIMG  Model:     3031
  Description: Graphics Interchange Fmt--256 colors        Type: EXPORT
  *** Institute-supplied ***
  Lrows:  43  Xmax:   6.474 IN    Hsize:    0.000 IN  Xpixels:       615
  Lcols:  76  Ymax:   3.631 IN    Vsize:    0.000 IN  Ypixels:    345
  Prows:   0                      Horigin:  0.000 IN
  Pcols:   0                      Vorigin:  0.000 IN
  Aspect:   0.000                 Rotate:
  Driver query:                   Queued messages: N
                                  Paperfeed:   0.000 IN


  OPTIONS

  Erase:                  Autofeed:               Chartype:    0
  Swap:                   Cell:                   Maxcolors: 256
  Autocopy:               Characters:             Repaint:     0
  Handshake:     HARDWARE Circlearc:              Gcopies:     1
                          Dash:                   Gsize:       0
  Prompt - startup:       Fill:                   Speed:       0
         end graph:       Piefill:                Fillinc:     1
         mount pen:       Polyfill:               Maxpoly:     0
         chg paper:       Symbol:                 Lfactor:     0
                          Pensort:       N
  Devopts:      '1100100009200000'X
  UCC:      '4749460000000000'X

  Cback:      BLACK               Colortbl:
  Color list:

    WHITE     RED       GREEN     BLUE      CYAN
    MAGENTA   YELLOW

  CHARTYPE RECORDS

  Chartype Rows  Cols                  Font Name                 Scalable

  FILE INFORMATION

  Gaccess:    sasgastd>graph.gsf
  Gsfname:                        Gsfmode:  PORT      Gsflen:    4096
  Trantab:                        Devmap:
  Devtype:    DISK
  Gprotocol:  SASGPSTD
  Fileclose:  DRIVERTERM
  Hostspec:

  HOST INFORMATION
```

GFONT

Display, modify or create fonts.

To view a font use:

```
proc gfont name=swiss nobuild ;
run ;
```



Can create fonts by making a dataset which defines the coordinates and then using PROC GFONT:

```
data figures;
  input char $ ptype $ x y segment lp $;
  cards;
 A    W    0    64   0    P
 A    V    4     4   1    P
 A    V   60    32   1    P
 A    V    4    60   1    P
 A    V    4     4   1    P
 ;
run;

libname gfont0 'c:\' ;

/* generate and display the font FIGURES
*/
proc gfont data=figures
           name=figures ;
run;
```

GIMPORT

Import graphics which are in CGM format, if you can get anything in that format! I couldn't find any application that can save graphics in that format.

GKEYMAP

Generate characters not available on keyboard.

GOPTIONS

List all graphics options:

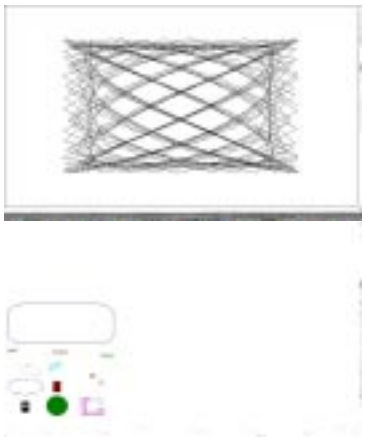
```
Proc goptions ;
Run ;
```

```
SAS/GRAPH software options and parameters

NOADMGDF                    GDDM driver output an ADMGDF file
ASPECT=                     Aspect ratio (width/height) for software characters
NOAUTOCOPY                  Automatic hardcopy after display
NOAUTOFEED                  Automatic paper feed after plot

        [Lines deleted]

VPOS=51                     Character cells per column
VSIZE=8 IN                  Vertical plot size in inches

NOTE: The PROCEDURE GOPTIONS used 0.55 seconds.
```

GTESTIT

A diagnostic tool to test configuration of devices by generating some test graphics.

```
proc gtestit ;
run ;
```



VEDIT

Video editing software, also allowing text compositing. Invoke the editor using:

```
Proc vedit ; run ;
```

SUB-LANGUAGES

ANNOTATE

Facility which allows the storage of graphics commands in data sets. These can then be used in conjunction with various procedures to produce or enhance graphics. The basic commands allow the drawing of: bars, lines, points, frames, pies, slices, polygons & text.

A range of macros are provided to ease the creation of ANNOTATE datasets. To make these macros available you must issue the following:

```
%annomac ;
```

The macro statements allow the drawing of various graphic objects with a single macro invocation for each object, for example:

```
data anno ;
  %bar(10,10,20,30,red,1,solid) ; run ;
proc ganno anno=anno ; run ;
```

DSGI (DATA STEP GRAPHICS INTERFACE)

Allows graphics output to be produced directly from a data step or SCL program. You can either create an entire graph with DSGI, or use it to enhance existing graphics. DSGI allows creation of the following graphics elements: arcs, bars, ellipses, elliptical arcs, lines, markers, pie slices, polygons, & text. The following code will draw a line on a blank graphic:

```
data dsgi ;
  rc=ginit() ;
  rc=graph('clear','text') ;
  rc=gdraw('line',2,30,50,50,50) ;
  rc=graph('update') ;
  rc=gterm() ;
run ;
```

FONTS

There are a range of SAS/Graph fonts provided which can be found in SASHELP.FONTS. A typical specification would be:

```
Title font=xswiss 'Expenditure Report' ;
```

GRAPHICS STATEMENTS & WINDOWS

There are a range of statements which affect many of the procedures described above. Here are some examples to demonstrate what can be done.

AXIS statement

Up to 99 definitions of characteristics of an axes. Used by calling from procedure.

```
Axis1 order=(1 to 100 by 25) color=red
      label=('Percent Complete')
      major=(height=2 width=.5)
      minor=(number=1 height=2)
      offset=(0,0) width=2.5 ;
proc gplot data=test ;
  plot y*x / vaxis=axis1 ; run ;
```

FOOTNOTE statement

Defines all characteristics of footnotes. Stays in effect until overridden or cancelled.

```
Footnote justify=left 'Left text'
         J=center box=1 angle=45 'Cent.' ;
```

GOPTIONS statement

Allows setting of all graphics related options, so that default values can be overridden. Graphics options are reset to their defaults using:

```
Goptions reset=goptions ;
```

LEGEND statement

Allows customizing of Legends used with several graphics procedures. Legends are called from other procedures.

```
Legend1 across=1 down=3 cborder=red
        Position=(bottom inside center)
        Mode=share label=none ;
Proc gchart data=test ;
  vbar y / legend=legend1 ; run ;
```

NOTE statement

Notes are similar to FOOTNOTE and TITLE statements, however they appear in the middle of a graphic, rather than the top (as for a TITLE) or bottom (as for a FOOTNOTE).

```
Note h=4 move=(15,70) 'My report'
         Move=(50,70) 'some data' ;
```

PATTERN statement

Defines characteristics of patterns used in graphs. Pattern definitions are used in order as patterns are required, starting at Pattern1. Various options are available including the ability to specify the angle and thickness of lines used in a pattern:

```
Pattern1 color=red value=m3x45 ;
```

SYMBOL statement

Specifies characteristics of symbols used to display data plotted in the GPLOT procedure. This allows various types of plots to be produced including: scatter, high/low, regression, box, join, needle, spline & step:

```
Symbol1 c=red interpol=spline v=star ;
```

TITLE statement

Similar to FOOTNOTE & NOTE statements, except placing text at top of graphic:

```
Title j=c c=blue h=5 'My report' ;
```

CONCLUSION

SAS/Graph is a large and powerful product, encompassing a range of procedures which enable incredibly flexible graphics to be produced. It also contains the ANNOTATE facility for enhancing graphics and the DSGI language for drawing almost anything. This all adds up to a tool which can produce virtually any graphic image. It is particularly well suited over other graphic products where any of the following are required: automation, multi-platform support, large volume production.

REFERENCES

SAS/Graph Software: Volume 1, Reference, Version 6, First Edition

SAS/Graph Software: Volume 2, Reference, Version 6, First Edition

CONTACT INFORMATION

Your comments and questions are valued and encouraged. Contact the author at:

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