

Package ‘ComplexHeatmap’

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Type Package

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Description Complex heatmaps are efficient to visualize associations
between different sources of data sets and reveal potential patterns.
Here the ComplexHeatmap package provides a highly flexible way to arrange
multiple heatmaps and supports various annotation graphics.

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URL <https://github.com/jokergoo/ComplexHeatmap>,
<https://jokergoo.github.io/ComplexHeatmap-reference/book/>

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ComplexHeatmap-package

Make complex heatmaps

Description

Make complex heatmaps

Details

This package aims to provide a simple and flexible way to arrange multiple heatmaps as well as flexible annotation graphics.

The package is implemented in an object-oriented way. The heatmap lists are abstracted into several classes.

- [Heatmap-class](#): a single heatmap containing heatmap body, row/column names, titles, dendrograms and annotations.
- [HeatmapList-class](#): a list of heatmaps and annotations.
- [HeatmapAnnotation-class](#): a list of row/column annotations.

There are also several internal classes:

- [SingleAnnotation-class](#): a single row annotation or column annotation.
- [ColorMapping-class](#): mapping from values to colors.
- [AnnotationFunction-class](#): construct an annotation function which allows subsetting.

Following two high-level functions take use of functionality of complex heatmaps:

- [oncoPrint](#): oncoPrint plot which visualize genomic alterations in a set of genes.
- [densityHeatmap](#): use heatmaps to visualize density distributions.

The complete reference of ComplexHeatmap package is available at <http://jokergoo.github.io/ComplexHeatmap-reference/book>.

Examples

```
# There is no example
NULL
```

+.AdditiveUnit

Horizontally Add Heatmaps or Annotations to a Heatmap List

Description

Horizontally Add Heatmaps or Annotations to a Heatmap List

Usage

```
## S3 method for class 'AdditiveUnit'
x + y
```

Arguments

x	A Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.
y	A Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.

Details

It is only a helper function. It actually calls [add_heatmap, Heatmap-method](#), [add_heatmap, HeatmapList-method](#) or [add_heatmap, HeatmapAnnotation-method](#) depending on the class of the input objects.

The [HeatmapAnnotation-class](#) object to be added should only be row annotations. Column annotations should be added to the heatmap list by `%%`.

x and y can also be NULL.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

`%%` operator is used for vertical heatmap list.

Examples

```
# There is no example
NULL
```

AdditiveUnit

Constructor Method for AdditiveUnit Class

Description

Constructor Method for AdditiveUnit Class

Usage

```
AdditiveUnit(...)
```

Arguments

... Black hole arguments.

Details

This method is not used in the package.

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

AdditiveUnit-class *Class for Concatenating Heatmaps and Annotations*

Description

Class for Concatenating Heatmaps and Annotations

Details

This class is a super class for [Heatmap-class](#), [HeatmapList-class](#) and [HeatmapAnnotation-class](#) classes. It is only designed for + generic method and the %v%v method so that above three classes can be appended to each other.

Examples

```
# There is no example
NULL
```

add_heatmap-dispatch *Method dispatch page for add_heatmap*

Description

Method dispatch page for add_heatmap.

Dispatch

add_heatmap can be dispatched on following classes:

- [add_heatmap,HeatmapAnnotation-method, HeatmapAnnotation-class](#) class method
- [add_heatmap,HeatmapList-method, HeatmapList-class](#) class method
- [add_heatmap,Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

add_heatmap-Heatmap-method

Add Heatmap to the Heatmap List

Description

Add Heatmap to the Heatmap List

Usage

```
## S4 method for signature 'Heatmap'  
add_heatmap(object, x, direction = c("horizontal", "vertical"))
```

Arguments

object	A Heatmap-class object.
x	a Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.
direction	Whether the heatmap is added horizontal or vertically?

Details

Normally we directly use + for horizontal concatenation and %v% for vertical concatenation.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

add_heatmap-HeatmapAnnotation-method

Add Annotations or Heatmaps as a Heatmap List

Description

Add Annotations or Heatmaps as a Heatmap List

Usage

```
## S4 method for signature 'HeatmapAnnotation'  
add_heatmap(object, x, direction = c("horizontal", "vertical"))
```

Arguments

object	A HeatmapAnnotation-class object.
x	A Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.
direction	Whether it is horizontal list or a vertical list?

Details

Normally we directly use + for horizontal concatenation and %v% for vertical concatenation.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

add_heatmap-HeatmapList-method

Add heatmaps and row annotations to the heatmap list

Description

Add heatmaps and row annotations to the heatmap list

Usage

```
## S4 method for signature 'HeatmapList'
add_heatmap(object, x, direction = c("horizontal", "vertical"))
```

Arguments

object	a HeatmapList-class object.
x	a Heatmap-class object or a HeatmapAnnotation-class object or a HeatmapList-class object.
direction	direction of the concatenation.

Details

There is a shortcut function `+.AdditiveUnit`.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

adjust_dend_by_x *Adjust the Positions of nodes/leaves in the Dendrogram*

Description

Adjust the Positions of nodes/leaves in the Dendrogram

Usage

```
adjust_dend_by_x(dend, leaf_pos = 1:nobs(dend)-0.5)
```

Arguments

dend A [dendrogram](#) object.

leaf_pos A vector of positions of leaves. The value can also be a [unit](#) object.

Details

The positions of nodes stored as x attribute are recalculated based on the new positions of leaves.

By default, the position of leaves are at 0.5, 1.5, ..., n-0.5.

Examples

```
m = matrix(rnorm(100), 10)
dend = as.dendrogram(hclust(dist(m)))
dend = adjust_dend_by_x(dend, sort(runif(10)))
str(dend)
dend = adjust_dend_by_x(dend, unit(1:10, "cm"))
str(dend)
```

adjust_heatmap_list-HeatmapList-method
Adjust Heatmap List

Description

Adjust Heatmap List

Usage

```
## S4 method for signature 'HeatmapList'
adjust_heatmap_list(object)
```

Arguments

object A [HeatmapList-class](#) object.

Details

This function adjusts settings in all other heatmaps according to the main heatmap. It also adjust the size of heatmap annotations to make them aligned nicely.

This function is only for internal use.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

AnnotationFunction *Constructor of AnnotationFunction Class*

Description

Constructor of AnnotationFunction Class

Usage

```
AnnotationFunction(fun, fun_name = "", which = c("column", "row"),
  var_import = list(), n = NA, data_scale = c(0, 1), subset_rule = list(),
  subsetable = length(subset_rule) > 0, show_name = TRUE, width = NULL, height = NULL)
```

Arguments

fun	A function which defines how to draw the annotation. See **Details** section.
fun_name	The name of the function. It is only used for printing the object.
which	Whether it is drawn as a column annotation or a row annotation?
var_import	The names of the variables or the variable themselves that the annotation function depends on. See **Details** section.
n	Number of observations in the annotation. It is not mandatory, but it is better to provide this information so that the higher order HeatmapAnnotation knows it and it can perform check on the consistency of annotations and heatmaps.
data_scale	The data scale on the data axis (y-axis for column annotation and x-axis for row annotation). It is only used when decorate_annotation is used with "native" unit coordinates.
subset_rule	The rule of subsetting variables in var_import. It should be set when users want the final object to be subsettable. See **Details** section.
subsettable	Whether the object is subsettable?
show_name	It is used to turn off the drawing of annotation names in HeatmapAnnotation . Annotations always have names associated and normally they will be drawn beside the annotation graphics to tell what the annotation is about. e.g. the annotation names put beside the points annotation graphics. However, for some of the annotations, the names are not necessarily to be drawn, such as text annotations drawn by anno_text or an empty annotation drawn by anno_empty . In this case, when show_names is set to FALSE, there will be no annotation names drawn for the annotation.
width	The width of the plotting region (the viewport) that the annotation is drawn. If it is a row annotation, the width must be an absolute unit. Since the AnnotationFunction object is always contained by the SingleAnnotation-class object, you can only set the width of row annotations or height of column annotations, while e.g. the height of the row annotation is always <code>unit(1, "npc")</code> which means it always fully filled in the parent SingleAnnotation and only in SingleAnnotation or even HeatmapAnnotation can adjust the height of the row annotations.
height	The height of the plotting region (the viewport) that the annotation is drawn. If it is a column annotation, the width must be an absolute unit.

Details

In the package, we have implemented quite a lot annotation functions by [AnnotationFunction](#) constructor: [anno_empty](#), [anno_image](#), [anno_points](#), [anno_lines](#), [anno_barplot](#), [anno_boxplot](#), [anno_histogram](#), [anno_density](#), [anno_joyplot](#), [anno_horizon](#), [anno_text](#) and [anno_mark](#). These built-in annotation functions support as both row annotations and column annotations and they are all subsettable.

The build-in annotation functions are already enough for most of the analysis, nevertheless, if users want to know more about how to construct the AnnotationFunction class manually, they can refer to <https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#implement-new-annotation-functions>.

Value

A [AnnotationFunction-class](#) object which can be used in [HeatmapAnnotation](#).

Examples

```

x = 1:10
anno1 = AnnotationFunction(
  fun = function(index, k, n) {
    n = length(index)
    pushViewport(viewport(xscale = c(0.5, n + 0.5), yscale = c(0, 10)))
    grid.rect()
    grid.points(1:n, x[index], default.units = "native")
    if(k == 1) grid.yaxis()
    popViewport()
  },
  var_import = list(x = x),
  n = 10,
  subsetable = TRUE,
  height = unit(2, "cm")
)
m = rbind(1:10, 11:20)
Heatmap(m, top_annotation = HeatmapAnnotation(foo = anno1))
Heatmap(m, top_annotation = HeatmapAnnotation(foo = anno1), column_km = 2)

```

AnnotationFunction-class

The AnnotationFunction Class

Description

The AnnotationFunction Class

Details

The heatmap annotation is basically graphics aligned to the heatmap columns or rows. There is no restriction for the graphic types, e.g. it can be heatmap-like annotation or points. Here the AnnotationFunction class is designed for creating complex and flexible annotation graphics. As the main part of the class, it uses a user-defined function to define the graphics. It also keeps information of the size of the plotting regions of the annotation. And most importantly, it allows subsetting to the annotation to draw a subset of the graphics, which is the base for the splitting of the annotations.

See [AnnotationFunction](#) constructor for details.

Examples

```

# There is no example
NULL

```

annotation_axis_grob *Grob for Annotation Axis*

Description

Grob for Annotation Axis

Usage

```
annotation_axis_grob(at = NULL, labels = at, labels_rot = 0, gp = gpar(),
  side = "left", facing = "outside")
```

Arguments

at	Break values. If it is not specified, it is inferred from data scale in current viewport.
labels	Corresponding labels.
labels_rot	Rotations of labels.
gp	Graphic parameters.
side	side of the axis of the annotation viewport.
facing	Facing of the axis.

Value

A [grob](#) object.

Examples

```
gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "left", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(x = unit(0, "npc"), width = grobWidth(gb), just = "right")
popViewport()
```

```
gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "left", facing = "inside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(x = unit(0, "npc"), width = grobWidth(gb), just = "left")
popViewport()
```

```
gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "right", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(x = unit(1, "npc"), width = grobWidth(gb), just = "left")
popViewport()
```

```

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "right", facing = "inside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(x = unit(1, "npc"), width = grobWidth(gb), just = "right")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "top", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(1, "npc"), height = grobHeight(gb), just = "bottom")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 90,
  side = "top", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(1, "npc"), height = grobHeight(gb), just = "bottom")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 45,
  side = "top", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(1, "npc"), height = grobHeight(gb), just = "bottom")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "top", facing = "inside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(1, "npc"), height = grobHeight(gb), just = "top")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "bottom", facing = "outside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(0, "npc"), height = grobHeight(gb), just = "top")
popViewport()

gb = annotation_axis_grob(at = 1:5, labels = month.name[1:5], labels_rot = 0,
  side = "bottom", facing = "inside")
grid.newpage()
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
grid.draw(gb)
grid.rect(y = unit(0, "npc"), height = grobHeight(gb), just = "bottom")
popViewport()

grid.newpage()

```



```
pushViewport(viewport(xscale = c(0, 6), yscale = c(0, 6), width = 0.6, height = 0.6))
gb = annotation_axis_grob(labels_rot = 0, side = "left", facing = "outside")
grid.draw(gb)
grid.rect(x = unit(0, "npc"), width = grobWidth(gb), just = "right")
popViewport()
```

annotation_legend_size-HeatmapList-method

Size of the Annotation Legends

Description

Size of the Annotation Legends

Usage

```
## S4 method for signature 'HeatmapList'
annotation_legend_size(object, legend_list = list(), ...)
```

Arguments

object	a HeatmapList-class object.
legend_list	A list of self-defined legend, should be wrapped into grob objects. It is normally constructed by Legend .
...	Other arguments.

Details

Internally, all annotation legends are packed by [packLegend](#) as a single [grob](#) object.

This function is only for internal use.

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

anno_barplot

*Barplot Annotation***Description**

Barplot Annotation

Usage

```
anno_barplot(x, baseline = 0, which = c("column", "row"), border = TRUE, bar_width = 0.6,
  gp = gpar(fill = "#CCCCCC"), ylim = NULL, extend = 0.05, axis = TRUE,
  axis_param = default_axis_param(which),
  width = NULL, height = NULL, ...)
```

Arguments

x	The value vector. The value can be a vector or a matrix. The length of the vector or the number of rows of the matrix is taken as the number of the observations of the annotation. If x is a vector, the barplots will be represented as stacked barplots.
baseline	baseline of bars. The value should be "min" or "max", or a numeric value. It is enforced to be zero for stacked barplots.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
bar_width	Relative width of the bars. The value should be smaller than one.
gp	Graphic parameters for points. The length of each graphic parameter can be 1, length of x if x is a vector, or number of columns of x if x is a matrix.
ylim	Data ranges. By default it is range(x) if x is a vector, or range(rowSums(x)) if x is a matrix.
extend	The extension to both side of ylim. The value is a percent value corresponding to ylim[2] -ylim[1].
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.
...	Other arguments.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#barplot_annotation

Examples

```

anno = anno_barplot(1:10)
draw(anno, test = "a vector")

m = matrix(runif(4*10), nc = 4)
m = t(apply(m, 1, function(x) x/sum(x)))
anno = anno_barplot(m, gp = gpar(fill = 2:5), bar_width = 1, height = unit(6, "cm"))
draw(anno, test = "proportion matrix")

```

anno_block	<i>Block annotation</i>
------------	-------------------------

Description

Block annotation

Usage

```

anno_block(gp = gpar(), labels = NULL, labels_gp = gpar(), labels_rot = ifelse(which == "row", 90, 0),
           which = c("column", "row"), width = NULL, height = NULL)

```

Arguments

gp	Graphic parameters.
labels	Labels put on blocks.
labels_gp	Graphic parameters for labels.
labels_rot	Rotation for labels.
which	Is it a row annotation or a column annotation?
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

The block annotation is used for representing slices. The length of all arguments should be 1 or the number of slices.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#block-annotation>

Examples

```
Heatmap(matrix(rnorm(100), 10),
  top_annotation = HeatmapAnnotation(foo = anno_block(gp = gpar(fill = 2:4),
    labels = c("group1", "group2", "group3"), labels_gp = gpar(col = "white"))),
  column_km = 3,
  left_annotation = rowAnnotation(foo = anno_block(gp = gpar(fill = 2:4),
    labels = c("group1", "group2", "group3"), labels_gp = gpar(col = "white"))),
  row_km = 3)
```

anno_boxplot

*Boxplot Annotation***Description**

Boxplot Annotation

Usage

```
anno_boxplot(x, which = c("column", "row"), border = TRUE,
  gp = gpar(fill = "#CCCCCC"), ylim = NULL, extend = 0.05, outline = TRUE, box_width = 0.6,
  pch = 1, size = unit(2, "mm"), axis = TRUE, axis_param = default_axis_param(which),
  width = NULL, height = NULL, ...)
```

Arguments

x	A matrix or a list. If x is a matrix and if which is column, statistics for boxplots are calculated by columns, if which is row, the calculation is done by rows.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
gp	Graphic parameters for the boxes. The length of the graphic parameters should be one or the number of observations.
ylim	Data ranges.
extend	The extension to both side of ylim. The value is a percent value corresponding to ylim[2] -ylim[1].
outline	Whether draw outline of boxplots?
box_width	Relative width of boxes. The value should be smaller than one.
pch	Point style.
size	Point size.
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.
...	Other arguments.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#box-annotation>

Examples

```
set.seed(123)
m = matrix(rnorm(100), 10)
anno = anno_boxplot(m, height = unit(4, "cm"))
draw(anno, test = "anno_boxplot")
anno = anno_boxplot(m, height = unit(4, "cm"), gp = gpar(fill = 1:10))
draw(anno, test = "anno_boxplot with gp")
```

anno_density

Density Annotation

Description

Density Annotation

Usage

```
anno_density(x, which = c("column", "row"),
             type = c("lines", "violin", "heatmap"),
             heatmap_colors = rev(brewer.pal(name = "RdYlBu", n = 11)),
             joyplot_scale = 1, border = TRUE, gp = gpar(fill = "#CCCCCC"),
             axis = TRUE, axis_param = default_axis_param(which),
             width = NULL, height = NULL)
```

Arguments

x	A matrix or a list. If x is a matrix and if which is column, statistics for boxplots are calculated by columns, if which is row, the calculation is done by rows.
which	Whether it is a column annotation or a row annotation?
type	Type of graphics to represent density distribution. "lines" for normal density plot; "violine" for violin plot and "heatmap" for heatmap visualization of density distribution.
heatmap_colors	A vector of colors for interpolating density values.
joyplot_scale	Relative height of density distribution. A value higher than 1 increases the height of the density distribution and the plot will be represented as so-called "joyplot".
border	Whether draw borders of the annotation region?
gp	Graphic parameters for the boxes. The length of the graphic parameters should be one or the number of observations.
axis	Whether to add axis?

axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#density-annotation>

Examples

```
m = matrix(rnorm(100), 10)
anno = anno_density(m, which = "row")
draw(anno, test = "normal density")
anno = anno_density(m, which = "row", type = "violin")
draw(anno, test = "violin")
anno = anno_density(m, which = "row", type = "heatmap")
draw(anno, test = "heatmap")
anno = anno_density(m, which = "row", type = "heatmap",
  heatmap_colors = c("white", "orange"))
draw(anno, test = "heatmap, colors")
```

anno_empty

Empty Annotation

Description

Empty Annotation

Usage

```
anno_empty(which = c("column", "row"), border = TRUE, zoom = FALSE,
  width = NULL, height = NULL)
```

Arguments

which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
zoom	If it is true and when the heatmap is split, the empty annotation slices will have equal height or width, and you can see the correspondance between the annotation slices and the original heatmap slices.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

It creates an empty annotation and holds space, later users can add graphics by `decorate_annotation`. This function is useful when users have difficulty to implement `AnnotationFunction` object.

In following example, an empty annotation is first created and later points are added:

```
m = matrix(rnorm(100), 10)
ht = Heatmap(m, top_annotation = HeatmapAnnotation(pt = anno_empty()))
ht = draw(ht)
co = column_order(ht)[[1]]
pt_value = 1:10
decorate_annotation("pt", {
  pushViewport(viewport(xscale = c(0.5, ncol(mat))+0.5), yscale = range(pt_value)))
  grid.points(seq_len(ncol(mat)), pt_value[co], pch = 16, default.units = "native")
  grid.yaxis()
  popViewport()
})
```

And it is similar as using `anno_points`:

```
Heatmap(m, top_annotation = HeatmapAnnotation(pt = anno_points(pt_value)))
```

Value

An annotation function which can be used in `HeatmapAnnotation`.

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#empty-annotation>

Examples

```
anno = anno_empty()
draw(anno, test = "anno_empty")
anno = anno_empty(border = FALSE)
draw(anno, test = "anno_empty without border")
```

anno_histogram

Histogram Annotation

Description

Histogram Annotation

Usage

```
anno_histogram(x, which = c("column", "row"), n_breaks = 11,
  border = FALSE, gp = gpar(fill = "#CCCCCC"),
  axis = TRUE, axis_param = default_axis_param(which),
  width = NULL, height = NULL)
```

Arguments

x	A matrix or a list. If x is a matrix and if which is column, statistics for boxplots are calculated by columns, if which is row, the calculation is done by rows.
which	Whether it is a column annotation or a row annotation?
n_breaks	Number of breaks for calculating histogram.
border	Whether draw borders of the annotation region?
gp	Graphic parameters for the boxes. The length of the graphic parameters should be one or the number of observations.
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#histogram-annotation>

Examples

```
m = matrix(rnorm(1000), nc = 10)
anno = anno_histogram(t(m), which = "row")
draw(anno, test = "row histogram")
anno = anno_histogram(t(m), which = "row", gp = gpar(fill = 1:10))
draw(anno, test = "row histogram with color")
anno = anno_histogram(t(m), which = "row", n_breaks = 20)
draw(anno, test = "row histogram with color")
```

anno_horizon

Horizon chart Annotation

Description

Horizon chart Annotation

Usage

```
anno_horizon(x, which = c("column", "row"),
             gp = gpar(pos_fill = "#D73027", neg_fill = "#313695"),
             n_slice = 4, slice_size = NULL, negative_from_top = FALSE,
             normalize = TRUE, gap = unit(0, "mm"),
             axis = TRUE, axis_param = default_axis_param(which),
             width = NULL, height = NULL)
```


Arguments

x	A matrix or a list. If x is a matrix or a data frame, columns correspond to observations.
which	Whether it is a column annotation or a row annotation?
gp	Graphic parameters for the boxes. The length of the graphic parameters should be one or the number of observations. There are two unstandard parameters specifically for horizon chart: <code>pos_fill</code> and <code>neg_fill</code> controls the filled color for positive values and negative values.
n_slice	Number of slices on y-axis.
slice_size	Height of the slice. If the value is not NULL, <code>n_slice</code> will be recalculated.
negative_from_top	Whether the areas for negative values start from the top or the bottom of the plotting region?
normalize	Whether normalize x by <code>max(abs(x))</code> .
gap	Gap size of neighbouring horizon chart.
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

Horizon chart as row annotation is only supported.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#horizon-chart-annotation>

Examples

```
lt = lapply(1:20, function(x) cumprod(1 + runif(1000, -x/100, x/100)) - 1)
anno = anno_horizon(lt, which = "row")
draw(anno, test = "horizon chart")
anno = anno_horizon(lt, which = "row",
  gp = gpar(pos_fill = "orange", neg_fill = "darkgreen"))
draw(anno, test = "horizon chart, col")
anno = anno_horizon(lt, which = "row", negative_from_top = TRUE)
draw(anno, test = "horizon chart + negative_from_top")
anno = anno_horizon(lt, which = "row", gap = unit(1, "mm"))
draw(anno, test = "horizon chart + gap")
anno = anno_horizon(lt, which = "row",
  gp = gpar(pos_fill = rep(c("orange", "red"), each = 10),
  neg_fill = rep(c("darkgreen", "blue"), each = 10)))
draw(anno, test = "horizon chart, col")
```

anno_image

Image Annotation

Description

Image Annotation

Usage

```
anno_image(image, which = c("column", "row"), border = TRUE,  
           gp = gpar(fill = NA, col = NA), space = unit(1, "mm"),  
           width = NULL, height = NULL)
```

Arguments

image	A vector of file paths of images. The format of the image is inferred from the suffix name of the image file. NA values or empty strings in the vector means no image to drawn.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
gp	Graphic parameters for annotation grids. If the image has transparent background, the fill parameter can be used to control the background color in the annotation grids.
space	The space around the image to the annotation grid borders. The value should be a unit object.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

This function supports image formats in png, svg, pdf, eps, jpeg/jpg, tiff. png, jpeg/jpg and tiff images are imported by [readPNG](#), [readJPEG](#) and [readTIFF](#), and drawn by [grid.raster](#). svg images are firstly reformatted by [rsvg_svg](#) and then imported by [readPicture](#) and drawn by [grid.picture](#). pdf and eps images are imported by [PostScriptTrace](#) and [readPicture](#), later drawn by [grid.picture](#).

Different image formats can be mixed in the image vector.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#image-annotation>

Examples

```
# download the free icons from https://github.com/Keyamoon/IcoMoon-Free
## Not run:
image = sample(dir("~/Downloads/IcoMoon-Free-master/PNG/64px", full.names = TRUE), 10)
anno = anno_image(image)
draw(anno, test = "png")
image[1:5] = ""
anno = anno_image(image)
draw(anno, test = "some of png")

## End(Not run)
```

anno_joyplot

*Joyplot Annotation***Description**

Joyplot Annotation

Usage

```
anno_joyplot(x, which = c("column", "row"), gp = gpar(fill = "#000000"),
             scale = 2, transparency = 0.6,
             axis = TRUE, axis_param = default_axis_param(which),
             width = NULL, height = NULL)
```

Arguments

x	A matrix or a list. If x is a matrix or a data frame, columns correspond to observations.
which	Whether it is a column annotation or a row annotation?
gp	Graphic parameters for the boxes. The length of the graphic parameters should be one or the number of observations.
scale	Relative height of the curve. A value higher than 1 increases the height of the curve.
transparency	Transparency of the filled colors. Value should be between 0 and 1.
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#joyplot-annotation>

Examples

```
m = matrix(rnorm(1000), nc = 10)
lt = apply(m, 2, function(x) data.frame(density(x)[c("x", "y")]))
anno = anno_joyplot(lt, width = unit(4, "cm"), which = "row")
draw(anno, test = "joyplot")
anno = anno_joyplot(lt, width = unit(4, "cm"), which = "row", gp = gpar(fill = 1:10))
draw(anno, test = "joyplot + col")
anno = anno_joyplot(lt, width = unit(4, "cm"), which = "row", scale = 1)
draw(anno, test = "joyplot + scale")

m = matrix(rnorm(5000), nc = 50)
lt = apply(m, 2, function(x) data.frame(density(x)[c("x", "y")]))
anno = anno_joyplot(lt, width = unit(4, "cm"), which = "row", gp = gpar(fill = NA), scale = 4)
draw(anno, test = "joyplot")
```

anno_lines

*Lines Annotation***Description**

Lines Annotation

Usage

```
anno_lines(x, which = c("column", "row"), border = TRUE, gp = gpar(),
  add_points = smooth, smooth = FALSE, pch = 16, size = unit(2, "mm"), pt_gp = gpar(), ylim = NULL,
  extend = 0.05, axis = TRUE, axis_param = default_axis_param(which),
  width = NULL, height = NULL)
```

Arguments

x	The value vector. The value can be a vector or a matrix. The length of the vector or the number of rows of the matrix is taken as the number of the observations of the annotation.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
gp	Graphic parameters for lines. The length of each graphic parameter can be 1, or number of columns of x is x is a matrix.
add_points	Whether to add points on the lines?
smooth	If it is TRUE, smoothing by <code>loess</code> is performed. If it is TRUE, <code>add_points</code> is set to TRUE by default.
pch	Point type. The length setting is the same as <code>gp</code> .
size	Point size, the value should be a <code>unit</code> object. The length setting is the same as <code>gp</code> .

pt_gp	Graphic parameters for points. The length setting is the same as gp.
ylim	Data ranges. By default it is range(x).
extend	The extension to both side of ylim. The value is a percent value corresponding to ylim[2] -ylim[1].
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#lines-annotation>

Examples

```
anno = anno_lines(runif(10))
draw(anno, test = "anno_lines")
anno = anno_lines(cbind(c(1:5, 1:5), c(5:1, 5:1)), gp = gpar(col = 2:3))
draw(anno, test = "matrix")
anno = anno_lines(cbind(c(1:5, 1:5), c(5:1, 5:1)), gp = gpar(col = 2:3),
add_points = TRUE, pt_gp = gpar(col = 5:6), pch = c(1, 16))
draw(anno, test = "matrix")
```

anno_link

Label Markers Annotation

Description

Label Markers Annotation

Usage

```
anno_link(...)
```

Arguments

... Pass to [anno_mark](#).

Details

[anno_link](#) is deprecated, please use [anno_mark](#) instead.

Examples

```
# There is no example
NULL
```

anno_mark	<i>Link annotation with labels</i>
-----------	------------------------------------

Description

Link annotation with labels

Usage

```
anno_mark(at, labels, which = c("column", "row"),
          side = ifelse(which == "column", "top", "right"),
          lines_gp = gpar(), labels_gp = gpar(), padding = 0.5,
          link_width = unit(5, "mm"), link_gp = lines_gp,
          extend = unit(0, "mm"))
```

Arguments

at	Numeric index from the original matrix.
labels	Corresponding labels.
which	Whether it is a column annotation or a row annotation?
side	Side of the labels. If it is a column annotation, valid values are "top" and "bottom"; If it is a row annotation, valid values are "left" and "right".
lines_gp	Please use link_gp instead.
link_gp	Graphic settings for the segments.
labels_gp	Graphic settings for the labels.
padding	Padding between neighbouring labels in the plot.
link_width	Width of the segments.
extend	By default, the region for the labels has the same width (if it is a column annotation) or same height (if it is a row annotation) as the heatmap. The size can be extended by this options. The value can be a proportion number or a unit object. The length can be either one or two.

Details

Sometimes there are many rows or columns in the heatmap and we want to mark some of the rows. This annotation function is used to mark these rows and connect labels and corresponding rows with links.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#mark-annotation>

Examples

```
anno = anno_mark(at = c(1:4, 20, 60, 97:100), labels = month.name[1:10], which = "row")
draw(anno, index = 1:100, test = "anno_mark")
```

```
m = matrix(1:1000, byrow = TRUE, nr = 100)
anno = anno_mark(at = c(1:4, 20, 60, 97:100), labels = month.name[1:10], which = "row")
Heatmap(m, cluster_rows = FALSE, cluster_columns = FALSE) + rowAnnotation(mark = anno)
Heatmap(m) + rowAnnotation(mark = anno)
```

anno_oncoprint_barplot

Barplot Annotation for oncoPrint

Description

Barplot Annotation for oncoPrint

Usage

```
anno_oncoprint_barplot(type = NULL, which = c("column", "row"),
  bar_width = 0.6, axis = TRUE,
  axis_param = if(which == "column") default_axis_param("column") else list(side = "top", labels_r
  width = NULL, height = NULL, border = FALSE)
```

Arguments

type	A vector of the alteration types in the data. It can be a subset of all alteration types if you don't want to show them all.
which	Is it a row annotation or a column annotation?
bar_width	Width of the bars.
axis	Whether draw axis?
axis_param	Parameters for controlling axis.
width	Wisth of the annotation.
height	Height of the annotation.
border	Whether draw the border?

Details

This annotation function should always be used with `oncoPrint`.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

anno_points	<i>Points Annotation</i>
-------------	--------------------------

Description

Points Annotation

Usage

```
anno_points(x, which = c("column", "row"), border = TRUE, gp = gpar(), pch = 16,
  size = unit(2, "mm"), ylim = NULL, extend = 0.05, axis = TRUE,
  axis_param = default_axis_param(which), width = NULL, height = NULL, ...)
```

Arguments

x	The value vector. The value can be a vector or a matrix. The length of the vector or the number of rows of the matrix is taken as the number of the observations of the annotation.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
gp	Graphic parameters for points. The length of each graphic parameter can be 1, length of x if x is a vector, or number of columns of x if x is a matrix.
pch	Point type. The length setting is the same as gp.
size	Point size, the value should be a unit object. The length setting is the same as gp.
ylim	Data ranges. By default it is <code>range(x)</code> .
extend	The extension to both side of ylim. The value is a percent value corresponding to <code>ylim[2] - ylim[1]</code> .
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.
...	Other arguments.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#points-annotation>

Examples

```
anno = anno_points(runif(10))
draw(anno, test = "anno_points")
anno = anno_points(matrix(runif(20), nc = 2), pch = 1:2)
draw(anno, test = "matrix")
```

anno_simple

*Simple Annotation***Description**

Simple Annotation

Usage

```
anno_simple(x, col, na_col = "grey",
            which = c("column", "row"), border = FALSE, gp = gpar(col = NA),
            pch = NULL, pt_size = unit(1, "snpc")*0.8, pt_gp = gpar(),
            anno_simple_size = ht_opt$anno_simple_size,
            width = NULL, height = NULL)
```

Arguments

x	The value vector. The value can be a vector or a matrix. The length of the vector or the nrow of the matrix is taken as the number of the observations of the annotation. The value can be numeric or character and NA value is allowed.
col	Color that maps to x. If x is numeric and needs a continuous mapping, col should be a color mapping function which accepts a vector of values and returns a vector of colors. Normally it is generated by <code>colorRamp2</code> . If x is discrete (numeric or character) and needs a discrete color mapping, col should be a vector of colors with levels in x as vector names. If col is not specified, the color mapping is randomly generated by <code>ComplexHeatmap:::default_col</code> .
na_col	Color for NA value.
which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
gp	Graphic parameters for grid borders. The fill parameter is disabled.
pch	Points/symbols that are added on top of the annotation grids. The value can be numeric or single letters. It can be a vector if x is a vector and a matrix if x is a matrix. No points are drawn if the corresponding values are NA.
pt_size	Size of the points/symbols. It should be a <code>unit</code> object. If x is a vector, the value of pt_size can be a vector, while if x is a matrix, pt_size can only be a single value.
pt_gp	Graphic parameters for points/symbols. The length setting is same as pt_size.

anno_simple_size	size of the simple annotation.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

The "simple annotation" is the most widely used annotation type which is heatmap-like, where the grid colors correspond to the values. `anno_simple` also supports to add points/symbols on top of the grids where the it can be normal point (when `pch` is set as numbers) or letters (when `pch` is set as single letters).

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#simple-annotation-as-an-annotation-function>

Examples

```
anno = anno_simple(1:10)
draw(anno, test = "a numeric vector")

anno = anno_simple(cbind(1:10, 10:1))
draw(anno, test = "a matrix")

anno = anno_simple(1:10, pch = c(1:4, NA, 6:8, NA, 10))
draw(anno, test = "pch has NA values")

anno = anno_simple(1:10, pch = c(rep("A", 5), rep(NA, 5)))
draw(anno, test = "pch has NA values")

pch = matrix(1:20, nc = 2)
pch[sample(length(pch), 10)] = NA
anno = anno_simple(cbind(1:10, 10:1), pch = pch)
draw(anno, test = "matrix, pch is a matrix with NA values")
```

anno_summary

Summary Annotation

Description

Summary Annotation

Usage

```
anno_summary(which = c("column", "row"), border = TRUE, bar_width = 0.8,
             axis = TRUE, axis_param = default_axis_param(which),
             ylim = NULL, extend = 0.05, outline = TRUE, box_width = 0.6,
             pch = 1, size = unit(2, "mm"), gp = gpar(),
             width = NULL, height = NULL)
```

Arguments

which	Whether it is a column annotation or a row annotation?
border	Whether draw borders of the annotation region?
bar_width	Relative width of the bars. The value should be smaller than one.
axis	Whether to add axis?
axis_param	parameters for controlling axis. See default_axis_param for all possible settings and default parameters.
ylim	Data ranges. ylim for barplot is enforced to be <code>c(0, 1)</code> .
extend	The extension to both side of ylim. The value is a percent value corresponding to <code>ylim[2] - ylim[1]</code> . This argument is only for boxplot.
outline	Whether draw outline of boxplots?
box_width	Relative width of boxes. The value should be smaller than one.
pch	Point style.
size	Point size.
gp	Graphic parameters.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Details

`anno_summary` is a special annotation function that it only works for one-column or one-row heatmap. It shows the summary of the values in the heatmap. If the values in the heatmap is discrete, the proportion of each level (the sum is normalized to 1) is visualized as stacked barplot. If the heatmap is split into multiple slices, multiple bars are put in the annotation. If the value is continuous, boxplot is used.

In the barplot, the color schema is used as the same as the heatmap, while for the boxplot, the color needs to be controlled by `gp`.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#summary-annotation>

Examples

```
ha = HeatmapAnnotation(summary = anno_summary(height = unit(4, "cm")))
v = sample(letters[1:2], 50, replace = TRUE)
split = sample(letters[1:2], 50, replace = TRUE)
Heatmap(v, top_annotation = ha, width = unit(1, "cm"), split = split)
```

```
ha = HeatmapAnnotation(summary = anno_summary(gp = gpar(fill = 2:3), height = unit(4, "cm")))
v = rnorm(50)
Heatmap(v, top_annotation = ha, width = unit(1, "cm"), split = split)
```

anno_text

*Text Annotation***Description**

Text Annotation

Usage

```
anno_text(x, which = c("column", "row"), gp = gpar(),
  rot = guess_rot(), just = guess_just(),
  offset = guess_location(), location = guess_location(),
  width = NULL, height = NULL)
```

Arguments

x	A vector of text.
which	Whether it is a column annotation or a row annotation?
gp	Graphic parameters.
rot	Rotation of the text, pass to grid.text .
just	Justification of text, pass to grid.text .
offset	Deprecated, use location instead.
location	Position of the text. By default rot, just and location are automatically inferred according to whether it is a row annotation or column annotation. The value of location should be a unit object, normally in npc unit. E.g. <code>unit(0, 'npc')</code> means the most left of the annotation region and <code>unit(1, 'npc')</code> means the most right of the annotation region.
width	Width of the annotation. The value should be an absolute unit. Width is not allowed to be set for column annotation.
height	Height of the annotation. The value should be an absolute unit. Height is not allowed to be set for row annotation.

Value

An annotation function which can be used in [HeatmapAnnotation](#).

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html#text-annotation>

Examples

```

anno = anno_text(month.name)
draw(anno, test = "month names")
anno = anno_text(month.name, gp = gpar(fontsize = 16))
draw(anno, test = "month names with fontsize")
anno = anno_text(month.name, gp = gpar(fontsize = 1:12+4))
draw(anno, test = "month names with changing fontsize")
anno = anno_text(month.name, which = "row")
draw(anno, test = "month names on rows")
anno = anno_text(month.name, location = 0, rot = 45,
  just = "left", gp = gpar(col = 1:12))
draw(anno, test = "with rotations")
anno = anno_text(month.name, location = 1,
  rot = 45, just = "right", gp = gpar(fontsize = 1:12+4))
draw(anno, test = "with rotations")

```

c.HeatmapAnnotation *Concatenate Heatmap Annotations*

Description

Concatenate Heatmap Annotations

Usage

```

## S3 method for class 'HeatmapAnnotation'
c(..., gap = unit(0, "mm"))

```

Arguments

... [HeatmapAnnotation-class](#) objects.
gap Gap between the groups of annotations.

Details

The heatmap annotations should have same number of observations.

Examples

```

ha1 = HeatmapAnnotation(foo = 1:10)
ha2 = HeatmapAnnotation(bar = anno_points(10:1))
ha = c(ha1, ha2)
ha
ha3 = HeatmapAnnotation(sth = cbind(1:10, 10:1))
ha = c(ha1, ha2, ha3, gap = unit(c(1, 4), "mm"))
ha

```

`cluster_within_group` *Cluster within and between Groups*

Description

Cluster within and between Groups

Usage

```
cluster_within_group(mat, factor)
```

Arguments

`mat` A matrix where clustering is applied on columns.
`factor` A categorical vector.

Details

The clustering is firstly applied in each group, then clustering is applied to group means. The within-group dendrograms and between-group dendrogram are finally connected by [merge_dendrogram](#).

In the final dendrogram, the within group dendrograms are enforced to be flat lines to emphasize that the within group dendrograms have no sense to compare to between-group dendrogram.

Value

A [dendrogram](#) object. The order of columns can be retrieved by `order.dendrogram`.

Examples

```
m = matrix(rnorm(120), nc = 12)
colnames(m) = letters[1:12]
fa = rep(c("a", "b", "c"), times = c(2, 4, 6))
dend = cluster_within_group(m, fa)
grid.dendrogram(dend, test = TRUE)
```

`ColorMapping` *Constructor Method for ColorMapping Class*

Description

Constructor Method for ColorMapping Class

Usage

```
ColorMapping(name, colors = NULL, levels = NULL,
             col_fun = NULL, breaks = NULL, na_col = "#FFFFFF")
```

Arguments

name	Name for this color mapping. The name is automatically generated if it is not specified.
colors	Discrete colors.
levels	Levels that correspond to colors. If colors is name indexed, levels can be ignored.
col_fun	Color mapping function that maps continuous values to colors.
breaks	Breaks for the continuous color mapping. If col_fun is generated by colorRamp2 , breaks is automatically inferred from the color mapping function.
na_col	Colors for NA values.

Details

colors and levels are used for discrete color mapping, col_fun and breaks are used for continuous color mapping.

Value

A [ColorMapping-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
cm = ColorMapping(colors = c("A" = "red", "B" = "black"))
cm
require(circlize)
col_fun = colorRamp2(c(0, 1), c("white", "red"))
cm = ColorMapping(col_fun = col_fun)
```

ColorMapping-class *Class for Color Mapping*

Description

Class for Color Mapping

Details

The [ColorMapping-class](#) handles color mapping for discrete values and continuous values. Discrete values are mapped by setting a vector of colors and continuous values are mapped by setting a color mapping function.

Methods

The [ColorMapping-class](#) provides following methods:

- [ColorMapping](#): constructor methods.
- [map_to_colors, ColorMapping-method](#): mapping values to colors.
- [color_mapping_legend, ColorMapping-method](#): draw legend or get legend as an object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

color_mapping_legend-ColorMapping-method

Draw Legend Based on Color Mapping

Description

Draw Legend Based on Color Mapping

Usage

```
## S4 method for signature 'ColorMapping'
color_mapping_legend(object,
  plot = TRUE, ...,

  color_bar = object@type,

  title = object@name,
  title_gp = gpar(fontsize = 10, fontface = "bold"),
  title_position = "topleft",
  grid_height = unit(4, "mm"),
  grid_width = unit(4, "mm"),
  border = NULL,
  at = object@levels,
  labels = at,
  labels_gp = gpar(fontsize = 10),
  labels_rot = 0,
  nrow = NULL,
  ncol = 1,
  by_row = FALSE,
  legend_height = NULL,
  legend_width = NULL,
  legend_direction = c("vertical", "horizontal"),

  param = NULL)
```

Arguments

object	A ColorMapping-class object.
plot	Whether to plot or just return the legend object?
...	Pass to draw,Legends-method .

color_bar	"continuous" or "discrete". It controls whether to show the discrete legend for the continuous color mapping.
title	Title of the legend, by default it is the name of the legend.
title_gp	Graphical parameters for legend title.
title_position	Position of the title. See Legend for all possible values.
grid_height	Height of each legend grid. Pass to Legend .
grid_width	Width of each legend grid. Pass to Legend .
border	Color for legend grid borders. Pass to Legend .
at	Break values of the legend. By default it is the levels in the ColorMapping-class object.
labels	Labels corresponding to break values.
labels_gp	Graphical parameters for legend labels.
labels_rot	Rotation of labels.
nrow	Pass to Legend . It controls the layout of legend grids if they are arranged in multiple rows or columns.
ncol	Pass to Legend . It controls the layout of legend grids if they are arranged in multiple rows or columns.
by_row	Pass to Legend . It controls the order of legend grids if they are arranged in multiple rows or columns.
legend_height	Height of the legend body. It only works when color_bar is continuous and direction is vertical. Pass to Legend .
legend_width	Width of the legend body. It only works when color_bar is continuous and direction is horizontal. Pass to Legend .
legend_direction	When color_bar is continuous, whether the legend is vertical or horizontal? Pass to Legend .
param	All the legend-related parameters can be specified as a single list.

Details

The legend is constructed by [Legend](#).

Value

A [Legends-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

columnAnnotation *Construct Column Annotations*

Description

Construct Column Annotations

Usage

```
columnAnnotation(...)
```

Arguments

... Pass to [HeatmapAnnotation](#).

Details

The function is identical to

```
HeatmapAnnotation(..., which = "column")
```

Value

A [HeatmapAnnotation-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

column_dend-dispatch *Method dispatch page for column_dend*

Description

Method dispatch page for column_dend.

Dispatch

column_dend can be dispatched on following classes:

- [column_dend,HeatmapList-method, HeatmapList-class](#) class method
- [column_dend,Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

column_dend-Heatmap-method

Get Column Dendrograms from a Heatmap

Description

Get Column Dendrograms from a Heatmap

Usage

```
## S4 method for signature 'Heatmap'
column_dend(object)
```

Arguments

object A [Heatmap-class](#) object.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht = Heatmap(mat)
ht = draw(ht)
column_dend(ht)
ht = Heatmap(mat, column_km = 2)
ht = draw(ht)
column_dend(ht)
```

column_dend-HeatmapList-method

Get Column Dendrograms from a hHeatmap List

Description

Get Column Dendrograms from a hHeatmap List

Usage

```
## S4 method for signature 'HeatmapList'  
column_dend(object, name = NULL)
```

Arguments

object	A HeatmapList-class object.
name	Name of a specific heatmap.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)  
ht_list = Heatmap(mat) + Heatmap(mat)  
ht_list = draw(ht_list)  
column_dend(ht_list)  
ht_list = Heatmap(mat, column_km = 2) + Heatmap(mat, column_km = 2)  
ht_list = draw(ht_list)  
column_dend(ht_list)  
ht_list = Heatmap(mat) %v% Heatmap(mat)  
ht_list = draw(ht_list)  
column_dend(ht_list)  
ht_list = Heatmap(mat, column_km = 2) %v% Heatmap(mat)  
ht_list = draw(ht_list)  
column_dend(ht_list)
```

column_order-dispatch *Method dispatch page for column_order*

Description

Method dispatch page for column_order.

Dispatch

column_order can be dispatched on following classes:

- [column_order, HeatmapList-method, HeatmapList-class](#) class method
- [column_order, Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example  
NULL
```

column_order-Heatmap-method
Get Column Order from a Aeatmap List

Description

Get Column Order from a Aeatmap List

Usage

```
## S4 method for signature 'Heatmap'  
column_order(object)
```

Arguments

object A [Heatmap-class](#) object.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht = Heatmap(mat)
ht = draw(ht)
column_order(ht)
ht = Heatmap(mat, column_km = 2)
ht = draw(ht)
column_order(ht)
```

column_order-HeatmapList-method

Get Column Order from a Heatmap List

Description

Get Column Order from a Heatmap List

Usage

```
## S4 method for signature 'HeatmapList'
column_order(object, name = NULL)
```

Arguments

object	A HeatmapList-class object.
name	Name of a specific heatmap.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht_list = Heatmap(mat) + Heatmap(mat)
ht_list = draw(ht_list)
column_order(ht_list)
ht_list = Heatmap(mat, column_km = 2) + Heatmap(mat, column_km = 2)
ht_list = draw(ht_list)
column_order(ht_list)
ht_list = Heatmap(mat) %v% Heatmap(mat)
ht_list = draw(ht_list)
column_order(ht_list)
ht_list = Heatmap(mat, column_km = 2) %v% Heatmap(mat)
ht_list = draw(ht_list)
column_order(ht_list)
```

 component_height-dispatch

Method dispatch page for component_height

Description

Method dispatch page for component_height.

Dispatch

component_height can be dispatched on following classes:

- [component_height, HeatmapList-method, HeatmapList-class](#) class method
- [component_height, Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

 component_height-Heatmap-method

Heights of Heatmap Components

Description

Heights of Heatmap Components

Usage

```
## S4 method for signature 'Heatmap'
component_height(object, k = HEATMAP_LAYOUT_COLUMN_COMPONENT)
```

Arguments

object	A Heatmap-class object.
k	Which components in the heatmap. The value should numeric indices or the names of the corresponding column component. See **Details** .

Details

All column components are: column_title_top, column_dend_top, column_names_top, column_anno_top, heatmap_body, column_anno_bottom, column_names_bottom, column_dend_bottom, column_title_bottom.

This function is only for internal use.

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

component_height-HeatmapList-method

Height of Heatmap List Components

Description

Height of Heatmap List Components

Usage

```
## S4 method for signature 'HeatmapList'  
component_height(object, k = HEATMAP_LIST_LAYOUT_COLUMN_COMPONENT)
```

Arguments

object	A HeatmapList-class object.
k	Which component in the heatmap list. Values are in <code>ComplexHeatmap::HEATMAP_LIST_LAYOUT_CO</code>

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

 component_width-dispatch

Method dispatch page for component_width

Description

Method dispatch page for component_width.

Dispatch

component_width can be dispatched on following classes:

- [component_width, HeatmapList-method, HeatmapList-class](#) class method
- [component_width, Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

 component_width-Heatmap-method

Widths of Heatmap Components

Description

Widths of Heatmap Components

Usage

```
## S4 method for signature 'Heatmap'
component_width(object, k = HEATMAP_LAYOUT_ROW_COMPONENT)
```

Arguments

object	A Heatmap-class object.
k	Which components in the heatmap. The value should numeric indices or the names of the corresponding row component. See **Details** .

Details

All row components are: row_title_left, row_dend_left, row_names_left, row_anno_left, heatmap_body, row_anno_right, row_names_right, row_dend_right, row_title_right.

This function is only for internal use.

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

component_width-HeatmapList-method

Width of Heatmap List Components

Description

Width of Heatmap List Components

Usage

```
## S4 method for signature 'HeatmapList'
component_width(object, k = HEATMAP_LIST_LAYOUT_ROW_COMPONENT)
```

Arguments

object A [HeatmapList-class](#) object.
k Which component in the heatmap list. Values are in `ComplexHeatmap::HEATMAP_LIST_LAYOUT_ROW_COMPONENT`

Details

This function is only for internal use.

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

 copy_all-AnnotationFunction-method

Copy the AnnotationFunction Object

Description

Copy the AnnotationFunction Object

Usage

```
## S4 method for signature 'AnnotationFunction'
copy_all(object)
```

Arguments

object The [AnnotationFunction-class](#) object.

Details

In [AnnotationFunction-class](#), there is an environment which stores some external variables for the annotation function (specified by the `var_import` argument when constructing the [AnnotationFunction-class](#) object. This [copy_all, AnnotationFunction-method](#) hard copies all the variables into a new isolated environment.

The environment is at `object@var_env`.

Examples

```
# There is no example
NULL
```

 copy_all-dispatch

Method dispatch page for copy_all

Description

Method dispatch page for copy_all.

Dispatch

copy_all can be dispatched on following classes:

- [copy_all, AnnotationFunction-method, AnnotationFunction-class](#) class method
- [copy_all, SingleAnnotation-method, SingleAnnotation-class](#) class method

Examples

```
# no example
NULL
```

copy_all-[SingleAnnotation-method](#)

Copy the SingleAnnotation object

Description

Copy the [SingleAnnotation](#) object

Usage

```
## S4 method for signature 'SingleAnnotation'
copy_all(object)
```

Arguments

object The [SingleAnnotation-class](#) object.

Details

Since the [SingleAnnotation](#) object always contains an [AnnotationFunction-class](#) object, it calls [copy_all,AnnotationFunction-method](#) to hard copy the variable environment.

Examples

```
# There is no example
NULL
```

decorate_annotation *Decorate Heatmap Annotation*

Description

Decorate Heatmap Annotation

Usage

```
decorate_annotation(annotation, code, slice = 1, envir = new.env(parent = parent.frame()))
```

Arguments

annotation Name of the annotation.
code Code that adds graphics in the selected heatmap annotation.
slice Index of the row slices or the column slice in the heatmap.
envir Where to look for variables inside code.

Details

There is a viewport for every column annotation and row annotation. This function constructs the name of the viewport, goes to the viewport by [seekViewport](#), runs code to that viewport, and finally goes back to the original viewport.

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-decoration.html>

Examples

```
set.seed(123)
ha1 = HeatmapAnnotation(df = data.frame(type = rep(letters[1:2], 5)))
ha2 = rowAnnotation(point = anno_points(runif(10), which = "row"))
Heatmap(matrix(rnorm(100), 10), name = "mat", km = 2,
  top_annotation = ha1) + ha2
decorate_annotation("type", {
  grid.circle(x = unit(c(0.2, 0.4, 0.6, 0.8), "npc"),
    gp = gpar(fill = "#FF000080"))
})
decorate_annotation("point", {
  grid.rect(gp = gpar(fill = "#FF000080"))
}, slice = 2)
```

decorate_column_dend *Decorate Heatmap Column Dendrograms*

Description

Decorate Heatmap Column Dendrograms

Usage

```
decorate_column_dend(..., envir = new.env(parent = parent.frame()))
```

Arguments

... Pass to [decorate_dend](#).
envir Where to look for variables inside code.

Details

This is a wrapper function which pre-defined which argument in [decorate_dend](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

decorate_column_names *Decorate Heatmap Column Names*

Description

Decorate Heatmap Column Names

Usage

```
decorate_column_names(..., envir = new.env(parent = parent.frame()))
```

Arguments

...	Pass to decorate_dimnames .
envir	Where to look for variables inside code.

Details

This is a helper function which pre-defined which argument in [decorate_dimnames](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

decorate_column_title *Decorate Heatmap Column Titles*

Description

Decorate Heatmap Column Titles

Usage

```
decorate_column_title(..., envir = new.env(parent = parent.frame()))
```

Arguments

... Pass to [decorate_title](#).
envir Where to look for variables inside code.

Details

This is a helper function which pre-defined which argument in [decorate_title](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

decorate_dend *Decorate Heatmap Dendrograms*

Description

Decorate Heatmap Dendrograms

Usage

```
decorate_dend(heatmap, code, slice = 1, which = c("column", "row"),  
  envir = new.env(parent = parent.frame()))
```

Arguments

heatmap	Name of the heatmap.
code	Code that adds graphics in the selected heatmap dendrogram.
slice	Index of the row slice or column slice in the heatmap.
which	Is the dendrogram on rows or on columns?
envir	Where to look for variables inside code.

Details

If you know the number of leaves in the dendrogram, it is simple to calculate the position of every leave in the dendrogram. E.g., for the column dendrogram, the i^{th} leave is located at:

```
# assume nc is the number of columns in the column slice
unit((i-0.5)/nc, "npc")
```

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-decoration.html>

Examples

```
set.seed(123)
Heatmap(matrix(rnorm(100), 10), name = "mat", km = 2)
decorate_dend("mat", {
  grid.rect(gp = gpar(fill = "#FF000080"))
}, which = "row", slice = 2)
```

decorate_dimnames *Decorate Heatmap Dimension Names*

Description

Decorate Heatmap Dimension Names

Usage

```
decorate_dimnames(heatmap, code, slice = 1, which = c("column", "row"),
  envir = new.env(parent = parent.frame()))
```


Arguments

heatmap	Name of the heatmap.
code	Code that adds graphics in the selected viewport.
slice	Index of the row slice or column slice in the heatmap.
which	on rows or on columns?
envir	where to look for variables inside code.

Details

If you know the dimensions of the matrix, it is simple to calculate the position of every row name or column name in the heatmap. E.g., for the column column, the i^{th} name is located at:

```
# assume nc is the number of columns in the column slice
unit((i-0.5)/nc, "npc")
```

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
set.seed(123)
mat = matrix(rnorm(100), 10)
rownames(mat) = letters[1:10]
colnames(mat) = LETTERS[1:10]
Heatmap(mat, name = "mat", km = 2)

decorate_dimnames("mat", {
  grid.rect(gp = gpar(fill = "#FF000080"))
}, which = "row", slice = 2)
```

decorate_heatmap_body *Decorate Heatmap Bodies*

Description

Decorate Heatmap Bodies

Usage

```
decorate_heatmap_body(heatmap, code,
  slice = 1, row_slice = slice, column_slice = 1,
  envir = new.env(parent = parent.frame()))
```

Arguments

heatmap	Name of the heatmap which is set as name argument in Heatmap function.
code	Code that adds graphics in the selected heatmap body.
slice	Index of the row slice in the heatmap.
row_slice	Index of the row slice in the heatmap.
column_slice	Index of the column slice in the heatmap.
envir	Where to look for variables inside code.

Details

There is a viewport for each slice in each heatmap. This function constructs the name of the viewport, goes to the viewport by [seekViewport](#), runs the code to that viewport and finally goes back to the original viewport.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-decoration.html>

Examples

```
set.seed(123)
Heatmap(matrix(rnorm(100), 10), name = "mat")
decorate_heatmap_body("mat", {
  grid.circle(gp = gpar(fill = "#FF000080"))
})
```

decorate_row_dend *Decorate Heatmap Row Dendrograms*

Description

Decorate Heatmap Row Dendrograms

Usage

```
decorate_row_dend(..., envir = new.env(parent = parent.frame()))
```

Arguments

...	Pass to decorate_dend .
envir	Where to look for variables inside code?

Details

This is a helper function which pre-defined which argument in [decorate_dend](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

decorate_row_names	<i>Decorate Heatmap Row Names</i>
--------------------	-----------------------------------

Description

Decorate Heatmap Row Names

Usage

```
decorate_row_names(..., envir = new.env(parent = parent.frame()))
```

Arguments

...	Pass to decorate_dimnames .
envir	wWhere to look for variables inside code.

Details

This is a helper function which pre-defined which argument in [decorate_dimnames](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

decorate_row_title *Decorate Heatmap Row Titles*

Description

Decorate Heatmap Row Titles

Usage

```
decorate_row_title(..., envir = new.env(parent = parent.frame()))
```

Arguments

... Pass to [decorate_title](#).
envir Where to look for variables inside code.

Details

This is a helper function which pre-defined which argument in [decorate_title](#).

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

decorate_title *Decorate Heatmap Titles*

Description

Decorate Heatmap Titles

Usage

```
decorate_title(heatmap, code, slice = 1, which = c("column", "row"),  
              envir = new.env(parent = parent.frame()))
```

Arguments

heatmap	Name of the heatmap.
code	Code that adds graphics in the selected viewport.
slice	Index of the row slice or column slice in the heatmap.
which	Is it a row title or a column title?
envir	Where to look for variables inside code.

Details

There is a viewport for row titles and column title in the heatmap. This function constructs the name of the viewport, goes to the viewport by `seekViewport`, runs code to that viewport and finally goes back to the original viewport.

Value

The function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-decoration.html>

Examples

```
set.seed(123)
Heatmap(matrix(rnorm(100), 10), name = "mat", km = 2)
decorate_title("mat", {
  grid.rect(gp = gpar(fill = "#FF000080"))
}, which = "row", slice = 2)
```

default_axis_param *The Default Parameters for Annotation Axis*

Description

The Default Parameters for Annotation Axis

Usage

```
default_axis_param(which)
```

Arguments

which	Whether it is for column annotation or row annotation?
-------	--

Details

There are following parameters for the annotation axis:

at The breaks of axis. By default it is automatically inferred.

labels The corresponding axis labels.

labels_rot The rotation of the axis labels.

gp Graphic parameters of axis labels. The value should be a `unit` object.

side If it is for column annotation, the value should only be one of `left` and `right`. If it is for row annotation, the value should only be one of `top` and `bottom`.

facing Whether the axis faces to the outside of the annotation region or inside. Sometimes when appending more than one heatmaps, the axes of column annotations of one heatmap might overlap to the neighbouring heatmap, setting facing to inside may avoid it.

Examples

```
default_axis_param("column")
default_axis_param("row")
```

dendrogramGrob

Grob for Dendrogram

Description

Grob for Dendrogram

Usage

```
dendrogramGrob(dend, facing = c("bottom", "top", "left", "right"),
  order = c("normal", "reverse"), gp = gpar())
```

Arguments

dend	A dendrogram object.
facing	Facing of the dendrogram.
order	If it is set to <code>reverse</code> , the first leaf is put on the right if the dendrogram is horizontal and it is put on the top if the dendrogram is vertical.
gp	Graphic parameters for the dendrogram segments. If any of <code>col</code> , <code>lwd</code> or <code>lty</code> is set in the <code>edgePar</code> attribute of a node, the corresponding value defined in <code>gp</code> will be overwritten for this node, so <code>gp</code> is like global graphic parameters for dendrogram segments.

Details

If `dend` has not been processed by `adjust_dend_by_x`, internally `adjust_dend_by_x` is called to add `x` attributes to each node/leaf.

Value

A [grob](#) object which is constructed by `segmentsGrob`.

Examples

```
# There is no example
NULL
```

dend_heights	<i>Height of the Dendrograms</i>
--------------	----------------------------------

Description

Height of the Dendrograms

Usage

```
dend_heights(x)
```

Arguments

x a [dendrogram](#) object or a list of [dendrogram](#) objects.

Examples

```
# There is no example
NULL
```

dend_xy	<i>Coordinates of the Dendrogram</i>
---------	--------------------------------------

Description

Coordinates of the Dendrogram

Usage

```
dend_xy(dend)
```

Arguments

dend a [dendrogram](#) object.

Details

dend will be processed by [adjust_dend_by_x](#) if it is processed yet.

Value

A list of leaf positions (x) and dendrogram height (y).

Examples

```

m = matrix(rnorm(100), 10)
dend1 = as.dendrogram(hclust(dist(m)))
dend_xy(dend1)

dend1 = adjust_dend_by_x(dend1, sort(runif(10)))
dend_xy(dend1)

dend1 = adjust_dend_by_x(dend1, unit(1:10, "cm"))
dend_xy(dend1)

```

densityHeatmap

Visualize Density Distribution by Heatmap

Description

Visualize Density Distribution by Heatmap

Usage

```

densityHeatmap(data,
  density_param = list(na.rm = TRUE),

  col = rev(brewer.pal(11, "Spectral")),
  color_space = "LAB",
  ylab = deparse(substitute(data)),
  column_title = paste0("Density heatmap of ", deparse(substitute(data))),
  title = column_title,
  ylim = c(-Inf, Inf),
  range = ylim,

  title_gp = gpar(fontsize = 14),
  ylab_gp = gpar(fontsize = 12),
  tick_label_gp = gpar(fontsize = 10),
  quantile_gp = gpar(fontsize = 10),

  column_order = NULL,
  column_names_side = "bottom",
  show_column_names = TRUE,
  column_names_max_height = unit(6, "cm"),
  column_names_gp = gpar(fontsize = 12),
  column_names_rot = 90,

  cluster_columns = FALSE,
  clustering_distance_columns = "ks",
  clustering_method_columns = "complete",

  ...)

```


Arguments

<code>data</code>	A matrix or a list. If it is a matrix, density is calculated by columns.
<code>density_param</code>	Parameters send to <code>density</code> , <code>na.rm</code> is enforced to be TRUE.
<code>col</code>	A vector of colors that density values are mapped to.
<code>color_space</code>	The color space in which colors are interpolated. Pass to <code>colorRamp2</code> .
<code>ylab</code>	Label on y-axis.
<code>column_title</code>	Title of the heatmap.
<code>title</code>	Same as <code>column_title</code> .
<code>ylim</code>	Ranges on the y-axis.
<code>range</code>	Same as <code>ylim</code> .
<code>title_gp</code>	Graphic parameters for title.
<code>ylab_gp</code>	Graphic parameters for y-labels.
<code>tick_label_gp</code>	Graphic parameters for y-ticks.
<code>quantile_gp</code>	Graphic parameters for the quantiles.
<code>column_order</code>	Order of columns.
<code>column_names_side</code>	Pass to <code>Heatmap</code> .
<code>show_column_names</code>	Pass to <code>Heatmap</code> .
<code>column_names_max_height</code>	Pass to <code>Heatmap</code> .
<code>column_names_gp</code>	Pass to <code>Heatmap</code> .
<code>column_names_rot</code>	Pass to <code>Heatmap</code> .
<code>cluster_columns</code>	Whether cluster columns?
<code>clustering_distance_columns</code>	There is a specific distance method <code>ks</code> which is the Kolmogorov-Smirnov statistic between two distributions. For other methods, the distance is calculated on the density matrix.
<code>clustering_method_columns</code>	Pass to <code>Heatmap</code> .
<code>...</code>	Pass to <code>Heatmap</code> .

Details

To visualize data distribution in a matrix or in a list, we normally use `boxplot` or `violinplot`. We can also use colors to map the density values and visualize distribution of values through a heatmap. It is useful if you have huge number of columns in data to visualize.

The density matrix is generated with 500 rows ranging between the maximum and minimal values in all densities.

Value

A `Heatmap-class` object. It can only add other heatmaps/annotations vertically.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/other-high-level-plots.html#density-heatmap>

Examples

```
matrix = matrix(rnorm(100), 10); colnames(matrix) = letters[1:10]
densityHeatmap(matrix)

lt = list(rnorm(10), rnorm(10))
densityHeatmap(lt)

ha = HeatmapAnnotation(points = anno_points(runif(10)),
  anno = rep(c("A", "B"), each = 5), col = list(anno = c("A" = "red", "B" = "blue")))
densityHeatmap(matrix, top_annotation = ha)
densityHeatmap(matrix, top_annotation = ha) %% Heatmap(matrix, height = unit(6, "cm"))
```

dim.Heatmap

Dimension of the Heatmap

Description

Dimension of the Heatmap

Usage

```
## S3 method for class 'Heatmap'
dim(x)
```

Arguments

x A [Heatmap-class](#) object.

Examples

```
# There is no example
NULL
```

dist2 *Calculate Pairwise Distance from a Matrix*

Description

Calculate Pairwise Distance from a Matrix

Usage

```
dist2(x, pairwise_fun = function(x, y) sqrt(sum((x - y)^2)), ...)
```

Arguments

x A matrix or a list. If it is a matrix, the distance is calculated by rows.
pairwise_fun A function which calculates distance between two vectors.
... Pass to [as.dist](#).

Details

You can construct any type of distance measurements by defining a pair-wise distance function. The function is implemented by two nested for loops, so the efficiency may not be so good.

Value

A [dist](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
lt = lapply(1:10, function(i) {
  sample(letters, sample(6:10, 1))
})
dist2(lt, function(x, y) {
  length(intersect(x, y))/length(union(x, y))
})
```

draw-AnnotationFunction-method
Draw the AnnotationFunction Object

Description

Draw the AnnotationFunction Object

Usage

```
## S4 method for signature 'AnnotationFunction'
draw(object, index, k = 1, n = 1, test = FALSE, ...)
```

Arguments

object	The AnnotationFunction-class object.
index	Index of observations.
k	Current slice index.
n	Total number of slices.
test	Is it in test mode? The value can be logical or a text which is plotted as the title of plot.
...	Pass to viewport .

Details

Normally it is called internally by the [SingleAnnotation-class](#).

When test is set to TRUE, the annotation graphic is directly drawn, which is generally for testing purpose.

Examples

```
# There is no example
NULL
```

draw-dispatch

Method dispatch page for draw

Description

Method dispatch page for draw.

Dispatch

draw can be dispatched on following classes:

- [draw, AnnotationFunction-method, AnnotationFunction-class](#) class method
- [draw, Legends-method, Legends-class](#) class method
- [draw, HeatmapAnnotation-method, HeatmapAnnotation-class](#) class method
- [draw, SingleAnnotation-method, SingleAnnotation-class](#) class method
- [draw, HeatmapList-method, HeatmapList-class](#) class method
- [draw, Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

draw-Heatmap-method *Draw a Single Heatmap*

Description

Draw a Single Heatmap

Usage

```
## S4 method for signature 'Heatmap'  
draw(object, internal = FALSE, test = FALSE, ...)
```

Arguments

object	A Heatmap-class object.
internal	If TRUE, it is only used inside the calling of draw,HeatmapList-method . It only draws the heatmap without legends where the legend will be drawn by draw,HeatmapList-method .
test	Only for testing. If it is TRUE, the heatmap body is directly drawn.
...	Pass to draw,HeatmapList-method .

Details

The function creates a [HeatmapList-class](#) object which only contains a single heatmap and call [draw,HeatmapList-method](#) to make the final heatmap.

There are some arguments which control the some settings of the heatmap such as legends. Please go to [draw,HeatmapList-method](#) for these arguments.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

draw-HeatmapAnnotation-method

Draw the Heatmap Annotations

Description

Draw the Heatmap Annotations

Usage

```
## S4 method for signature 'HeatmapAnnotation'  
draw(object, index, k = 1, n = 1, ...,  
      test = FALSE)
```

Arguments

object	A HeatmapAnnotation-class object.
index	A vector of indices.
k	The current slice index for the annotation if it is split.
n	Total number of slices.
...	Pass to viewport which contains all the annotations.
test	Is it in test mode? The value can be logical or a text which is plotted as the title of plot.

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

draw-HeatmapList-method

Draw a list of heatmaps

Description

Draw a list of heatmaps

Usage

```

## S4 method for signature 'HeatmapList'
draw(object,
      newpage = TRUE,

      row_title = character(0),
      row_title_side = c("left", "right"),
      row_title_gp = gpar(fontsize = 14),
      column_title = character(0),
      column_title_side = c("top", "bottom"),
      column_title_gp = gpar(fontsize = 14),

      heatmap_legend_side = c("right", "left", "bottom", "top"),
      merge_legends = FALSE,
      show_heatmap_legend = TRUE,
      heatmap_legend_list = list(),
      annotation_legend_side = c("right", "left", "bottom", "top"),
      show_annotation_legend = TRUE,
      annotation_legend_list = list(),

      gap = unit(2, "mm"),
      ht_gap = gap,

      main_heatmap = which(sapply(object@ht_list, inherits, "Heatmap"))[1],
      padding = GLOBAL_PADDING,
      adjust_annotation_extension = NULL,

      auto_adjust = TRUE,
      row_dend_side = c("original", "left", "right"),
      row_sub_title_side = c("original", "left", "right"),
      column_dend_side = c("original", "top", "bottom"),
      column_sub_title_side = c("original", "top", "bottom"),

      row_gap = NULL,
      cluster_rows = NULL,
      clustering_distance_rows = NULL,
      clustering_method_rows = NULL,
      row_dend_width = NULL,
      show_row_dend = NULL,
      row_dend_reorder = NULL,
      row_dend_gp = NULL,
      row_order = NULL,
      km = NULL,
      split = NULL,
      row_km = km,
      row_split = split,
      height = NULL,
      heatmap_height = NULL,

      column_gap = NULL,
      cluster_columns = NULL,
      clustering_distance_columns = NULL,

```

```

clustering_method_columns = NULL,
column_dend_width = NULL,
show_column_dend = NULL,
column_dend_reorder = NULL,
column_dend_gp = NULL,
column_order = NULL,
column_km = NULL,
column_split = NULL,
width = NULL,
heatmap_width = NULL,

### global setting
heatmap_row_names_gp = NULL,
heatmap_column_names_gp = NULL,
heatmap_row_title_gp = NULL,
heatmap_column_title_gp = NULL,
legend_title_gp = NULL,
legend_title_position = NULL,
legend_labels_gp = NULL,
legend_grid_height = NULL,
legend_grid_width = NULL,
legend_border = NULL,
heatmap_border = NULL,
annotation_border = NULL,
fastcluster = NULL,
anno_simple_size = NULL,
show_parent_dend_line = NULL)

```

Arguments

object	a HeatmapList-class object.
newpage	whether create a new page for the graphics. If you want to arrange multiple plots in one page, I suggest to use grid.grabExpr .
row_title	title on the row.
row_title_side	will the title be put on the left or right of the heatmap.
row_title_gp	graphic parameters for drawing text.
column_title	title on the column.
column_title_side	will the title be put on the top or bottom of the heatmap.
column_title_gp	graphic parameters for drawing text.
heatmap_legend_side	side to put heatmap legend
merge_legends	merge heatmap legends and annotation legends to put into one column.
show_heatmap_legend	whether show all heatmap legends
heatmap_legend_list	use-defined legends which are put after the heatmap legends
annotation_legend_side	side of the annotation legends

show_annotation_legend whether show annotation legends
 annotation_legend_list user-defined legends which are put after the annotation legends
 gap gap between heatmaps/annotations
 ht_gap same as gap.
 main_heatmap index of main heatmap. The value can be a numeric index or the heatmap name
 padding padding of the whole plot. The value is a unit vector of length 4, which corresponds to bottom, left, top and right.
 adjust_annotation_extension whether take annotation name into account when calculating positions of graphic elements.
 auto_adjust whether auto adjust
 row_dend_side side of the dendrogram from the main heatmap
 row_sub_title_side side of the row title from the main heatmap
 column_dend_side side of the dendrogram from the main heatmap
 column_sub_title_side side of the column title from the main heatmap
 row_gap this modifies row_gap of the main heatmap
 cluster_rows this modifies cluster_rows of the main heatmap
 clustering_distance_rows this modifies clustering_distance_rows of the main heatmap
 clustering_method_rows this modifies clustering_method_rows of the main heatmap
 row_dend_width this modifies row_dend_width of the main heatmap
 show_row_dend this modifies show_row_dend of the main heatmap
 row_dend_reorder this modifies row_dend_reorder of the main heatmap
 row_dend_gp this modifies row_dend_gp of the main heatmap
 row_order this modifies row_order of the main heatmap
 km = this modifies km of the main heatmap
 split this modifies split of the main heatmap
 row_km this modifies row_km of the main heatmap
 row_split this modifies row_split of the main heatmap
 height this modifies height of the main heatmap
 heatmap_height this modifies heatmap_height of the main heatmap
 column_gap this modifies column_gap of the main heatmap
 cluster_columns this modifies cluster_columns of the main heatmap
 clustering_distance_columns this modifies clustering_distance_columns of the main heatmap
 clustering_method_columns this modifies clustering_method_columns of the main heatmap

`column_dend_width` this modifies `column_dend_width` of the main heatmap
`show_column_dend` this modifies `show_column_dend` of the main heatmap
`column_dend_reorder` this modifies `column_dend_reorder` of the main heatmap
`column_dend_gp` this modifies `column_dend_gp` of the main heatmap
`column_order` this modifies `column_order` of the main heatmap
`column_km` this modifies `column_km` of the main heatmap
`column_split` this modifies `column_split` of the main heatmap
`width` this modifies `width` of the main heatmap
`heatmap_width` this modifies `heatmap_width` of the main heatmap
`heatmap_row_names_gp` this set the value in `ht_opt` and reset back after the plot is done
`heatmap_column_names_gp` this set the value in `ht_opt` and reset back after the plot is done
`heatmap_row_title_gp` this set the value in `ht_opt` and reset back after the plot is done
`heatmap_column_title_gp` this set the value in `ht_opt` and reset back after the plot is done
`legend_title_gp` this set the value in `ht_opt` and reset back after the plot is done
`legend_title_position` this set the value in `ht_opt` and reset back after the plot is done
`legend_labels_gp` this set the value in `ht_opt` and reset back after the plot is done
`legend_grid_height` this set the value in `ht_opt` and reset back after the plot is done
`legend_grid_width` this set the value in `ht_opt` and reset back after the plot is done
`legend_border` this set the value in `ht_opt` and reset back after the plot is done
`heatmap_border` this set the value in `ht_opt` and reset back after the plot is done
`annotation_border` this set the value in `ht_opt` and reset back after the plot is done
`fastcluster` this set the value in `ht_opt` and reset back after the plot is done
`anno_simple_size` this set the value in `ht_opt` and reset back after the plot is done
`show_parent_dend_line` this set the value in `ht_opt` and reset back after the plot is done

Details

The function first calls `make_layout, HeatmapList-method` to calculate the layout of the heatmap list and the layout of every single heatmap, then makes the plot by re-calling the graphic functions which are already recorded in the layout.

Value

This function returns a `HeatmapList-class` object for which the layout has been created.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/a-list-of-heatmaps.html>

Examples

```
# There is no example
NULL
```

draw-Legends-method *Draw the Legends*

Description

Draw the Legends

Usage

```
## S4 method for signature 'Legends'
draw(object, x = unit(0.5, "npc"), y = unit(0.5, "npc"), just = "centre", test = FALSE)
```

Arguments

object	The <code>grob</code> object returned by <code>Legend</code> or <code>packLegend</code> .
x	The x position of the legends, measured in current viewport.
y	The y position of the legends, measured in current viewport.
just	Justification of the legends.
test	Only used for testing.

Details

In the legend grob, there should always be a viewport attached which is like a wrapper of all the graphic elements in a legend. If in the object, there is already a viewport attached, it will modify the x, y and `valid.just` of the viewport. If there is not viewport attached, a viewport with specified x, y and `valid.just` is created and attached.

You can also directly use `grid.draw` to draw the legend object, but you can only control the position of the legends by first creating a parent viewport and adjusting the position of the parent viewport.

Examples

```
lgd = Legend(at = 1:4, title = "foo")
draw(lgd, x = unit(0, "npc"), y = unit(0, "npc"), just = c("left", "bottom"))

# and a similar version of grid.draw
pushViewport(viewport(x = unit(0, "npc"), y = unit(0, "npc"), just = c("left", "bottom")))
grid.draw(lgd)
popViewport()
```

draw-SingleAnnotation-method

Draw the Single Annotation

Description

Draw the Single Annotation

Usage

```
## S4 method for signature 'SingleAnnotation'
draw(object, index, k = 1, n = 1, test = FALSE)
```

Arguments

object	A SingleAnnotation-class object.
index	A vector of indices.
k	The index of the slice.
n	Total number of slices. k and n are used to adjust annotation names. E.g. if k is 2 and n is 3, the annotation names are not drawn.
test	Is it in test mode? The value can be logical or a text which is plotted as the title of plot.

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

draw_annotation-Heatmap-method

Draw Heatmap Annotations on the Heatmap

Description

Draw Heatmap Annotations on the Heatmap

Usage

```
## S4 method for signature 'Heatmap'
draw_annotation(object, which = c("top", "bottom", "left", "right"), k = 1, ...)
```

Arguments

object	A Heatmap-class object.
which	The position of the heatmap annotation.
k	Slice index.
...	Pass to viewport which includes the complete heatmap annotation.

Details

A viewport is created which contains column/top annotations.

The function calls [draw,HeatmapAnnotation-method](#) to draw the annotations.

This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

```
draw_annotation_legend-HeatmapList-method
Draw legends for All Annotations
```

Description

Draw legends for All Annotations

Usage

```
## S4 method for signature 'HeatmapList'
draw_annotation_legend(object, legend_list = list(), ...)
```

Arguments

object	A HeatmapList-class object.
legend_list	A list of self-defined legends, should be wrapped into grob objects. It is normally constructed by Legend .
...	Other arguments.

Details

We call the "annotation legends" as the secondary legends. For horizontal heatmap list, the legends are those from all top/bottom annotations, and for vertical heatmap list, the legends are those from all left/right annotations.

A viewport is created which contains annotation legends.

This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

draw_dend-Heatmap-method

Draw Heatmap Dendrograms

Description

Draw Heatmap Dendrograms

Usage

```
## S4 method for signature 'Heatmap'
draw_dend(object,
  which = c("row", "column"), k = 1, max_height = NULL, ...)
```

Arguments

object	A Heatmap-class object.
which	Are the dendrograms put on the row or on the column of the heatmap?
k	Slice index.
max_height	maximal height of dendrogram.
...	Pass to viewport which includes the complete heatmap dendrograms.

Details

A viewport is created which contains dendrograms.

This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

[grid.dendrogram](#)

Examples

```
# There is no example
NULL
```

draw_dimnames-Heatmap-method

Draw row names or column names

Description

Draw row names or column names

Usage

```
## S4 method for signature 'Heatmap'
draw_dimnames(object,
  which = c("row", "column"), k = 1, ...)
```

Arguments

object	A Heatmap-class object.
which	Are the names put on the row or on the column of the heatmap?
k	Slice index.
...	Pass to viewport which includes the complete heatmap row/column names.

Details

A viewport is created which contains row names or column names.

This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

draw_heatmap_body-Heatmap-method
Draw Heatmap Body

Description

Draw Heatmap Body

Usage

```
## S4 method for signature 'Heatmap'
draw_heatmap_body(object, kr = 1, kc = 1, ...)
```

Arguments

object	A Heatmap-class object.
kr	Row slice index.
kc	Column slice index.
...	Pass to viewport which includes the slice of heatmap body.

Details

A viewport is created which contains subset rows and columns of the heatmap.
This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

draw_heatmap_legend-HeatmapList-method

Draw legends for All Heatmaps

Description

Draw legends for All Heatmaps

Usage

```
## S4 method for signature 'HeatmapList'  
draw_heatmap_legend(object, legend_list = list(), ...)
```

Arguments

object	A HeatmapList-class object.
legend_list	A list of self-defined legends, should be wrapped into grob objects. It is normally constructed by Legend .
...	Other arguments.

Details

Actually we call the "heatmap legends" as the main legends. For horizontal heatmap list, the legends are those from heatmap/row annotation/left/right annotation. For vertical heatmap list, the legends are those from heatmap/column annotation/top/bottom annotation. if `merge_legends` is true in [draw,HeatmapList-method](#), then it contains all legends shown on the plot.

A viewport is created which contains heatmap legends.

This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

draw_heatmap_list-HeatmapList-method
Draw the List of Heatmaps

Description

Draw the List of Heatmaps

Usage

```
## S4 method for signature 'HeatmapList'  
draw_heatmap_list(object)
```

Arguments

object A [HeatmapList-class](#) object.

Details

It only draws the list of heatmaps without legends and titles.
This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

draw_title-dispatch *Method dispatch page for draw_title*

Description

Method dispatch page for draw_title.

Dispatch

draw_title can be dispatched on following classes:

- [draw_title,HeatmapList-method, HeatmapList-class](#) class method
- [draw_title,Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

draw_title-Heatmap-method
Draw Heatmap Title

Description

Draw Heatmap Title

Usage

```
## S4 method for signature 'Heatmap'
draw_title(object,
  which = c("row", "column"), k = 1, ...)
```

Arguments

object	A Heatmap-class object.
which	Is title put on the row or on the column of the heatmap?
k	Slice index.
...	Pass to viewport which includes the complete heatmap title.

Details

A viewport is created which contains heatmap title.
This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

draw_title-HeatmapList-method

Draw Heatmap List Title

Description

Draw Heatmap List Title

Usage

```
## S4 method for signature 'HeatmapList'
draw_title(object,
  which = c("column", "row"))
```

Arguments

object	A HeatmapList-class object.
which	Is it a row title or a column title.

Details

A viewport is created which contains heatmap list title.
This function is only for internal use.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

getXY_in_parent_vp

Convert XY in a Parent Viewport

Description

Convert XY in a Parent Viewport

Usage

```
getXY_in_parent_vp(u, vp_name = "ROOT")
```

Arguments

u	A list of two units which correspond to x and y.
vp_name	The name of the parent viewport.

Details

It converts a coordinate measured in current viewport to the coordinate in a parent viewport.

In the conversion, all units are recalculated as absolute units, so if you change the size of the interactive graphic window, you need to rerun the function.

Value

A list of two units.

Examples

```
grid.newpage()
pushViewport(viewport(x = 0.5, y = 0.5, width = 0.5, height = 0.5, just = c("left", "bottom")))
grid.rect()
grid.points(x = unit(2, "cm"), y = unit(2, "cm"), pch = 1)
u = list(x = unit(2, "cm"), y = unit(2, "cm"))
u2 = getXy_in_parent_vp(u)
popViewport()
grid.rect(gp = gpar(col = "red"))
grid.points(x = u2$x, u2$y, pch = 2)
```

get_color_mapping_list-HeatmapAnnotation-method

Get a List of ColorMapping objects

Description

Get a List of ColorMapping objects

Usage

```
## S4 method for signature 'HeatmapAnnotation'
get_color_mapping_list(object)
```

Arguments

object	A HeatmapAnnotation-class object.
--------	---

Details

Color mappings for visible simple annotations are only returned.

This function is only for internal use.

Value

A list of [ColorMapping-class](#) objects or an empty list.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

get_legend_param_list-HeatmapAnnotation-method
Get a List of Annotation Legend Parameters

Description

Get a List of Annotation Legend Parameters

Usage

```
## S4 method for signature 'HeatmapAnnotation'  
get_legend_param_list(object)
```

Arguments

object A [HeatmapAnnotation-class](#) object.

Details

The annotation legend parameters for visible simple annotations are only returned.
This function is only for internal use.

Value

A list.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

grid.annotation_axis *Draw Annotation Axis*

Description

Draw Annotation Axis

Usage

```
grid.annotation_axis(at = NULL, labels = at, labels_rot = 0, gp = gpar(),
  side = "left", facing = "outside")
```

Arguments

at	Break values. If it is not specified, it is inferred from data scale in current viewport.
labels	Corresponding labels.
labels_rot	Rotations of labels.
gp	Graphic parameters.
side	side of the axis of the annotation viewport.
facing	Facing of the axis.

Details

It uses [annotation_axis_grob](#) to construct the grob object, then use [grid.draw](#) to draw the axis.

Examples

```
# See examples in `annotation_axis_grob`
NULL
```

grid.boxplot *Draw a Single Boxplot*

Description

Draw a Single Boxplot

Usage

```
grid.boxplot(value, pos, outline = TRUE, box_width = 0.6,
  pch = 1, size = unit(2, "mm"), gp = gpar(fill = "#CCCCCC"),
  direction = c("vertical", "horizontal"))
```

Arguments

value	A vector of numeric values.
pos	Position of the boxplot.
outline	Whether draw outlines?
box_width	width of the box.
pch	Point type.
size	Point size.
gp	Graphic parameters.
direction	Whether the box is vertical or horizontal.

Details

All the values are measured with native coordinate.

Examples

```
lt = list(rnorm(100), rnorm(100))
grid.newpage()
pushViewport(viewport(xscale = c(0.5, 2.5), yscale = range(lt)))
grid.boxplot(lt[[1]], pos = 1, gp = gpar(fill = "red"))
grid.boxplot(lt[[2]], pos = 2, gp = gpar(fill = "green"))
popViewport()
```

grid.dendrogram	<i>Draw the Dendrogram</i>
-----------------	----------------------------

Description

Draw the Dendrogram

Usage

```
grid.dendrogram(dend, ..., test = FALSE)
```

Arguments

dend	A dendrogram object.
...	Pass to dendrogramGrob .
test	Is it in test mode? If it is in test mode, a viewport is created by calculating proper xlim and ylim.

Details

[grid.dendrogram](#) supports drawing dendrograms with self-defined leaf positions. The positions of leaves can be defined by [adjust_dend_by_x](#). Also the dendrogram can be customized by setting the edgePar attribute for each node (basically for controlling the style of segments), e.g. by [color_branches](#).

To draw the dendrogram, a viewport should be firstly created. [dend_xy](#) can be used to get the positions of leaves and height of the dendrogram.

Examples

```

m = matrix(rnorm(100), 10)
dend = as.dendrogram(hclust(dist(m)))
grid.newpage()
pushViewport(viewport(xscale = c(0, 10.5), yscale = c(0, dend_heights(dend)),
  width = 0.9, height = 0.9))
grid.dendrogram(dend)
popViewport()

grid.dendrogram(dend, test = TRUE)

require(dendextend)
dend = color_branches(dend, k = 2)
dend = adjust_dend_by_x(dend, unit(sort(runif(10)*10), "cm"))
grid.dendrogram(dend, test = TRUE)

```

grid.draw.Legends	<i>Draw the Legends</i>
-------------------	-------------------------

Description

Draw the Legends

Usage

```

## S3 method for class 'Legends'
grid.draw(x, recording = TRUE)

```

Arguments

x	The grob object returned by Legend or packLegend .
recording	Pass to grid.draw .

Details

This function is actually an S3 method of the Legends class for the [grid.draw](#) general method. It applies [grid.draw](#) on the grob slot of the object.

Examples

```

lgd = Legend(at = 1:4, title = "foo")
pushViewport(viewport(x = unit(0, "npc"), y = unit(0, "npc"), just = c("left", "bottom")))
grid.draw(lgd)
popViewport()

```

Heatmap

*Constructor method for Heatmap class***Description**

Constructor method for Heatmap class

Usage

```
Heatmap(matrix, col, name,
        na_col = "grey",
        color_space = "LAB",
        rect_gp = gpar(col = NA),
        border = NA,
        cell_fun = NULL,
        layer_fun = NULL,

        row_title = character(0),
        row_title_side = c("left", "right"),
        row_title_gp = gpar(fontsize = 14),
        row_title_rot = switch(row_title_side[1], "left" = 90, "right" = 270),
        column_title = character(0),
        column_title_side = c("top", "bottom"),
        column_title_gp = gpar(fontsize = 14),
        column_title_rot = 0,

        cluster_rows = TRUE,
        clustering_distance_rows = "euclidean",
        clustering_method_rows = "complete",
        row_dend_side = c("left", "right"),
        row_dend_width = unit(10, "mm"),
        show_row_dend = TRUE,
        row_dend_reorder = is.logical(cluster_rows) || is.function(cluster_rows),
        row_dend_gp = gpar(),
        cluster_columns = TRUE,
        clustering_distance_columns = "euclidean",
        clustering_method_columns = "complete",
        column_dend_side = c("top", "bottom"),
        column_dend_height = unit(10, "mm"),
        show_column_dend = TRUE,
        column_dend_gp = gpar(),
        column_dend_reorder = is.logical(cluster_columns) || is.function(cluster_columns),

        row_order = NULL,
        column_order = NULL,

        row_labels = rownames(matrix),
        row_names_side = c("right", "left"),
        show_row_names = TRUE,
        row_names_max_width = unit(6, "cm"),
        row_names_gp = gpar(fontsize = 12),
```

```

row_names_rot = 0,
column_labels = colnames(matrix),
column_names_side = c("bottom", "top"),
show_column_names = TRUE,
column_names_max_height = unit(6, "cm"),
column_names_gp = gpar(fontsize = 12),
column_names_rot = 90,

top_annotation = NULL,
bottom_annotation = NULL,
left_annotation = NULL,
right_annotation = NULL,

km = 1,
split = NULL,
row_km = km,
row_split = split,
column_km = 1,
column_split = NULL,
gap = unit(1, "mm"),
row_gap = unit(1, "mm"),
column_gap = unit(1, "mm"),
show_parent_dend_line = ht_opt$show_parent_dend_line,

heatmap_width = unit(1, "npc"),
width = NULL,
heatmap_height = unit(1, "npc"),
height = NULL,

show_heatmap_legend = TRUE,
heatmap_legend_param = list(title = name),

use_raster = (nrow(matrix) > 2000 && ncol(matrix) > 1) || (ncol(matrix) > 2000 && nrow(matrix) > 1),
raster_device = c("png", "jpeg", "tiff", "CairoPNG", "CairoJPEG", "CairoTIFF"),
raster_quality = 2,
raster_device_param = list(),

post_fun = NULL)

```

Arguments

matrix	A matrix. Either numeric or character. If it is a simple vector, it will be converted to a one-column matrix.
col	A vector of colors if the color mapping is discrete or a color mapping function if the matrix is continuous numbers (should be generated by <code>colorRamp2</code>). If the matrix is continuous, the value can also be a vector of colors so that colors can be interpolated. Pass to <code>ColorMapping</code> . For more details and examples, please refer to https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#colors .
name	Name of the heatmap. By default the heatmap name is used as the title of the heatmap legend.
na_col	Color for NA values.

<code>rect_gp</code>	Graphic parameters for drawing rectangles (for heatmap body). The value should be specified by <code>gpar</code> and <code>fill</code> parameter is ignored.
<code>color_space</code>	The color space in which colors are interpolated. Only used if <code>matrix</code> is numeric and <code>col</code> is a vector of colors. Pass to <code>colorRamp2</code> .
<code>border</code>	Whether draw border. The value can be logical or a string of color.
<code>cell_fun</code>	Self-defined function to add graphics on each cell. Seven parameters will be passed into this function: <code>j</code> , <code>i</code> , <code>x</code> , <code>y</code> , <code>width</code> , <code>height</code> , <code>fill</code> which are column index, row index in <code>matrix</code> , coordinate of the cell, the width and height of the cell and the filled color. <code>x</code> , <code>y</code> , <code>width</code> and <code>height</code> are all <code>unit</code> objects.
<code>layer_fun</code>	Similar as <code>cell_fun</code> , but is vectorized. Check https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#customize-the-heatmap-body .
<code>row_title</code>	Title on the row.
<code>row_title_side</code>	Will the title be put on the left or right of the heatmap?
<code>row_title_gp</code>	Graphic parameters for row title.
<code>row_title_rot</code>	Rotation of row title. Only 0, 90, 270 are allowed to set.
<code>column_title</code>	Title on the column.
<code>column_title_side</code>	Will the title be put on the top or bottom of the heatmap?
<code>column_title_gp</code>	Graphic parameters for column title.
<code>column_title_rot</code>	Rotation of column titles. Only 0, 90, 270 are allowed to set.
<code>cluster_rows</code>	If the value is a logical, it controls whether to make cluster on rows. The value can also be a <code>hclust</code> or a <code>dendrogram</code> which already contains clustering. Check https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#clustering .
<code>clustering_distance_rows</code>	It can be a pre-defined character which is in ("euclidean", "maximum", "manhattan", "canberra", "binary", "minkowski", "pearson", "spearman", "kendall"). It can also be a function. If the function has one argument, the input argument should be a matrix and the returned value should be a <code>dist</code> object. If the function has two arguments, the input arguments are two vectors and the function calculates distance between these two vectors.
<code>clustering_method_rows</code>	Method to perform hierarchical clustering, pass to <code>hclust</code> .
<code>row_dend_side</code>	Should the row dendrogram be put on the left or right of the heatmap?
<code>row_dend_width</code>	Width of the row dendrogram, should be a <code>unit</code> object.
<code>show_row_dend</code>	Whether show row dendrogram?
<code>row_dend_gp</code>	Graphic parameters for the dendrogram segments. If users already provide a <code>dendrogram</code> object with edges rendered, this argument will be ignored.
<code>row_dend_reorder</code>	Apply reordering on row dendrograms. The value can be a logical value or a vector which contains weight which is used to reorder rows. The reordering is applied by <code>reorder.dendrogram</code> .
<code>cluster_columns</code>	Whether make cluster on columns? Same settings as <code>cluster_rows</code> .

<code>clustering_distance_columns</code>	Same setting as <code>clustering_distance_rows</code> .
<code>clustering_method_columns</code>	Method to perform hierarchical clustering, pass to <code>hclust</code> .
<code>column_dend_side</code>	Should the column dendrogram be put on the top or bottom of the heatmap?
<code>column_dend_height</code>	height of the column cluster, should be a <code>unit</code> object.
<code>show_column_dend</code>	Whether show column dendrogram?
<code>column_dend_gp</code>	Graphic parameters for dendrogram segments. Same settings as <code>row_dend_gp</code> .
<code>column_dend_reorder</code>	Apply reordering on column dendrograms. Same settings as <code>row_dend_reorder</code> .
<code>row_order</code>	Order of rows. Manually setting row order turns off clustering.
<code>column_order</code>	Order of column.
<code>row_labels</code>	Optional row labels which are put as row names in the heatmap.
<code>row_names_side</code>	Should the row names be put on the left or right of the heatmap?
<code>show_row_names</code>	Whether show row names.
<code>row_names_max_width</code>	Maximum width of row names viewport.
<code>row_names_gp</code>	Graphic parameters for row names.
<code>row_names_rot</code>	Rotation of row names.
<code>column_labels</code>	Optional column labels which are put as column names in the heatmap.
<code>column_names_side</code>	Should the column names be put on the top or bottom of the heatmap?
<code>column_names_max_height</code>	Maximum height of column names viewport.
<code>show_column_names</code>	Whether show column names.
<code>column_names_gp</code>	Graphic parameters for drawing text.
<code>column_names_rot</code>	Rotation of column names.
<code>top_annotation</code>	A <code>HeatmapAnnotation</code> object.
<code>bottom_annotation</code>	A <code>HeatmapAnnotation</code> object.
<code>left_annotation</code>	It should be specified by <code>rowAnnotation</code> .
<code>right_annotation</code>	it should be specified by <code>rowAnnotation</code> .
<code>km</code>	Apply k-means clustering on rows. If the value is larger than 1, the heatmap will be split by rows according to the k-means clustering. For each row slice, hierarchical clustering is still applied with parameters above.
<code>split</code>	A vector or a data frame by which the rows are split. But if <code>cluster_rows</code> is a clustering object, <code>split</code> can be a single number indicating to split the dendrogram by <code>cutree</code> .

<code>row_km</code>	Same as <code>km</code> .
<code>row_split</code>	Same as <code>split</code> .
<code>column_km</code>	K-means clustering on columns.
<code>column_split</code>	Split on columns. For heatmap splitting, please refer to https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#heatmap-split .
<code>gap</code>	Gap between row slices if the heatmap is split by rows. The value should be a <code>unit</code> object.
<code>row_gap</code>	Same as <code>gap</code> .
<code>column_gap</code>	Gap between column slices.
<code>show_parent_dend_line</code>	When heatmap is split, whether to add a dashed line to mark parent dendrogram and children dendrograms?
<code>width</code>	Width of the heatmap body.
<code>height</code>	Height of the heatmap body.
<code>heatmap_width</code>	Width of the whole heatmap (including heatmap components)
<code>heatmap_height</code>	Height of the whole heatmap (including heatmap components). Check https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#size-of-the-heatmap .
<code>show_heatmap_legend</code>	Whether show heatmap legend?
<code>heatmap_legend_param</code>	A list contains parameters for the heatmap legends. See <code>color_mapping_legend</code> , <code>ColorMapping-me</code> for all available parameters.
<code>use_raster</code>	Whether render the heatmap body as a raster image. It helps to reduce file size when the matrix is huge. Note if <code>cell_fun</code> is set, <code>use_raster</code> is enforced to be <code>FALSE</code> .
<code>raster_device</code>	Graphic device which is used to generate the raster image.
<code>raster_quality</code>	A value set to larger than 1 will improve the quality of the raster image.
<code>raster_device_param</code>	A list of further parameters for the selected graphic device. For raster image support, please check https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html#heatmap-as-raster-image .
<code>post_fun</code>	A function which will be executed after the heatmap list is drawn.

Details

The initialization function only applies parameter checking and fill values to the slots with some validation.

Following methods can be applied to the `Heatmap-class` object:

- `show, Heatmap-method`: draw a single heatmap with default parameters
- `draw, Heatmap-method`: draw a single heatmap.
- + or `%%` append heatmaps and annotations to a list of heatmaps.

The constructor function pretends to be a high-level graphic function because the `show` method of the `Heatmap-class` object actually plots the graphics.

Value

A [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/a-single-heatmap.html>

Examples

```
# There is no example
NULL
```

Heatmap-class	<i>Class for a Single Heatmap</i>
---------------	-----------------------------------

Description

Class for a Single Heatmap

Details

The [Heatmap-class](#) is not responsible for heatmap legend and annotation legends. The [draw, Heatmap-method](#) method constructs a [HeatmapList-class](#) object which only contains one single heatmap and call [draw, HeatmapList-method](#) to make the complete heatmap.

Methods

The [Heatmap-class](#) provides following methods:

- [Heatmap](#): constructor method.
- [draw, Heatmap-method](#): draw a single heatmap.
- [add_heatmap, Heatmap-method](#) append heatmaps and annotations to a list of heatmaps.
- [row_order, HeatmapList-method](#): get order of rows
- [column_order, HeatmapList-method](#): get order of columns
- [row_dend, HeatmapList-method](#): get row dendrograms
- [column_dend, HeatmapList-method](#): get column dendrograms

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

HeatmapAnnotation *Constructor Method for HeatmapAnnotation class*

Description

Constructor Method for HeatmapAnnotation class

Usage

```
HeatmapAnnotation(...,
  df, name, col, na_col = "grey",
  annotation_legend_param = list(),
  show_legend = TRUE,
  which = c("column", "row"),
  gp = gpar(col = NA),
  border = FALSE,
  gap = unit(1, "points"),

  show_annotation_name = TRUE,
  annotation_name_gp = gpar(),
  annotation_name_offset = NULL,
  annotation_name_side = ifelse(which == "column", "right", "bottom"),
  annotation_name_rot = NULL,

  annotation_height = NULL,
  annotation_width = NULL,
  height = NULL,
  width = NULL,
  anno_simple_size = ht_opt$anno_simple_size,
  simple_anno_size_adjust = FALSE)
```

Arguments

...	Name-value pairs where the names correspond to annotation names and values can be a vector, a matrix and an annotation function. Each pair is sent to SingleAnnotation to construct a single annotation.
df	A data frame. Each column will be treated as a simple annotation. The data frame must have column names.
name	Name of the heatmap annotation, optional.
col	A list of colors which contain color mapping to df or simple annotations defined in See SingleAnnotation for how to set colors.
na_col	Color for NA values in simple annotations.
annotation_legend_param	A list which contains parameters for annotation legends. See color_mapping_legend , ColorMapping for all possible options.
show_legend	Whether show annotation legends. The value can be one single value or a vector which corresponds to simple annotations.
which	Are these row annotations or column annotations?
gp	Graphic parameters for simple annotations (with fill parameter ignored).

border	border of single annotations.
gap	Gap between annotations. It can be a single value or a vector of <code>unit</code> objects.
show_annotation_name	Whether show annotation names? For column annotation, annotation names are drawn either on the left or the right, and for row annotations, names are drawn either on top or at the bottom. The value can be a vector.
annotation_name_gp	Graphic parameters for annotation names. Graphic parameters can be vectors.
annotation_name_offset	Offset to the annotations, <code>unit</code> object. The value can be a vector.
annotation_name_side	Side of the annotation names.
annotation_name_rot	Rotation of the annotation names, it can only take values in <code>c(00, 90, 180, 270)</code> . The value can be a vector.
annotation_height	Height of each annotation if annotations are column annotations.
annotation_width	Width of each annotation if annotations are row annotations.
height	Height of the whole column annotations.
width	Width of the whole heatmap annotations.
anno_simple_size	Size of the simple annotation.
simple_anno_size_adjust	Whether also adjust the size of simple annotations when adjusting the whole heatmap annotation.

Details

For arguments `show_legend`, `border`, `annotation_name_offset`, `annotation_name_side`, `annotation_name_rot`, `show_annotation_name`, they can be set as named vectors to modify values for some of the annotations, e.g. assuming you have an annotation with name `foo`, you can specify `border = c(foo = TRUE)` in `HeatmapAnnotation`.

There are three ways to specify heatmap annotations:

1. If the annotation is simply a vector or a matrix, it can be specified like `HeatmapAnnotation(foo = 1:10)`.
2. If the annotations are already stored as a data frame, it can be specified like `HeatmapAnnotation(df = df)`.
3. For complex annotations, users can use the pre-defined annotation functions such as `anno_points`: `HeatmapAnnotation(foo = anno_points(1:10))`.

For more details and examples, please check <https://jokergoo.github.io/ComplexHeatmap-reference/book/heatmap-annotations.html>.

Value

A `HeatmapAnnotation-class` object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

There are two helper functions: [rowAnnotation](#) and [columnAnnotation](#).

Examples

```
# There is no example  
NULL
```

HeatmapAnnotation-class

Class for Heatmap Annotations

Description

Class for Heatmap Annotations

Details

A complex heatmap contains a list of annotations which are represented as graphics placed on rows and columns. The [HeatmapAnnotation-class](#) contains a list of single annotations which are represented as a list of [SingleAnnotation-class](#) objects.

Methods

The [HeatmapAnnotation-class](#) provides following methods:

- [HeatmapAnnotation](#): constructor method.
- [draw,HeatmapAnnotation-method](#): draw the annotations.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

HeatmapList	<i>Constructor method for HeatmapList class</i>
-------------	---

Description

Constructor method for HeatmapList class

Usage

```
HeatmapList(...)
```

Arguments

```
...          arguments
```

Details

There is no public constructor method for the [HeatmapList-class](#).

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

HeatmapList-class	<i>Class for a list of heatmaps</i>
-------------------	-------------------------------------

Description

Class for a list of heatmaps

Details

A heatmap list is defined as a list of heatmaps and annotations.

Methods

The `HeatmapList`-class provides following methods:

- `draw,HeatmapList-method`: draw the list of heatmaps and row annotations.
- `add_heatmap,HeatmapList-method`: add heatmaps to the list of heatmaps.
- `row_order,HeatmapList-method`: get order of rows
- `column_order,HeatmapList-method`: get order of columns
- `row_dend,HeatmapList-method`: get row dendrograms
- `column_dend,HeatmapList-method`: get column dendrograms

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

heatmap_legend_size-HeatmapList-method
Size of the Heatmap Legends

Description

Size of the Heatmap Legends

Usage

```
## S4 method for signature 'HeatmapList'
heatmap_legend_size(object, legend_list = list(), ...)
```

Arguments

<code>object</code>	A <code>HeatmapList</code> -class object.
<code>legend_list</code>	A list of self-defined legend, should be wrapped into <code>grob</code> objects. It is normally constructed by <code>Legend</code> .
<code>...</code>	Other arguments.

Details

Internally, all heatmap legends are packed by `packLegend` as a single `grob` object.

This function is only for internal use.

Value

A `unit` object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

```
height.AnnotationFunction
      Height of the AnnotationFunction Object
```

Description

Height of the AnnotationFunction Object

Usage

```
## S3 method for class 'AnnotationFunction'
height(x, ...)
```

Arguments

x The `AnnotationFunction-class` object.
... Other arguments.

Details

Internally used.

Examples

```
anno = anno_points(1:10)
ComplexHeatmap::height(anno)
anno = anno_points(1:10, which = "row")
ComplexHeatmap::height(anno)
```

```
height.Heatmap           Height of the Heatmap
```

Description

Height of the Heatmap

Usage

```
## S3 method for class 'Heatmap'
height(x, ...)
```

Arguments

x The [HeatmapList-class](#) object returned by [draw, Heatmap-method](#).
... Other arguments.

Examples

```
# There is no example  
NULL
```

```
height.HeatmapAnnotation  
                          Height of the HeatmapAnnotation Object
```

Description

Height of the HeatmapAnnotation Object

Usage

```
## S3 method for class 'HeatmapAnnotation'  
height(x, ...)
```

Arguments

x The [HeatmapAnnotation-class](#) object.
... Other arguments.

Details

Internally used.

Examples

```
# There is no example  
NULL
```

height.HeatmapList *Height of the Heatmap List*

Description

Height of the Heatmap List

Usage

```
## S3 method for class 'HeatmapList'  
height(x, ...)
```

Arguments

x The [HeatmapList-class](#) object returned by [draw,HeatmapList-method](#).
... Other arguments.

Examples

```
# There is no example  
NULL
```

height.Legends *Height of the Legends*

Description

Height of the Legends

Usage

```
## S3 method for class 'Legends'  
height(x, ...)
```

Arguments

x The [grob](#) object returned by [Legend](#) or [packLegend](#).
... Other arguments.

Value

The returned unit x is always in mm.

Examples

```
lgd = Legend(labels = 1:10, title = "foo", legend_gp = gpar(fill = "red"))  
ComplexHeatmap:::height(lgd)
```

height.SingleAnnotation

Height of the SingleAnnotation object

Description

Height of the SingleAnnotation object

Usage

```
## S3 method for class 'SingleAnnotation'  
height(x, ...)
```

Arguments

x	The SingleAnnotation-class object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example  
NULL
```

height<-.AnnotationFunction

Assign the Height to the AnnotationFunction Object

Description

Assign the Height to the AnnotationFunction Object

Usage

```
## S3 replacement method for class 'AnnotationFunction'  
height(x, ...) <- value
```

Arguments

x	The AnnotationFunction-class object.
value	A unit object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
height<-HeatmapAnnotation
      Assign the Height to the HeatmapAnnotation Object
```

Description

Assign the Height to the HeatmapAnnotation Object

Usage

```
## S3 replacement method for class 'HeatmapAnnotation'
height(x, ...) <- value
```

Arguments

x	The HeatmapAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
height<-SingleAnnotation
      Assign the Height to the SingleAnnotation Object
```

Description

Assign the Height to the SingleAnnotation Object

Usage

```
## S3 replacement method for class 'SingleAnnotation'
height(x, ...) <- value
```

Arguments

x	The SingleAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example  
NULL
```

heightDetails.annotation_axis

Height for annotation_axis Grob

Description

Height for annotation_axis Grob

Usage

```
## S3 method for class 'annotation_axis'  
heightDetails(x)
```

Arguments

x	The annotation_axis grob returned by annotation_axis_grob .
---	---

Details

The physical height of the grob can be get by `convertWidth(grobHeight(axis_grob), "mm")`.

Examples

```
# There is no example  
NULL
```

`heightDetails.legend` *Grob height for packed_legends*

Description

Grob height for packed_legends

Usage

```
## S3 method for class 'legend'  
heightDetails(x)
```

Arguments

x A legend object.

Examples

```
# There is no example  
NULL
```

`heightDetails.legend_body`
Grob height for legend_body

Description

Grob height for legend_body

Usage

```
## S3 method for class 'legend_body'  
heightDetails(x)
```

Arguments

x A legend_body object.

Examples

```
# There is no example  
NULL
```

```
heightDetails.packed_legends
  Grob height for packed_legends
```

Description

Grob height for packed_legends

Usage

```
## S3 method for class 'packed_legends'
heightDetails(x)
```

Arguments

x A packed_legends object.

Examples

```
# There is no example
NULL
```

```
ht_global_opt            Global Options for Heatmaps
```

Description

Global Options for Heatmaps

Usage

```
ht_global_opt(..., RESET = FALSE, READ.ONLY = NULL, LOCAL = FALSE, ADD = FALSE)
```

Arguments

...	Options.
RESET	Reset all the option values.
READ.ONLY	TRUE means only to return read-only values, FALSE means only to return non-read-only values, NULL means to return both.
LOCAL	Wwitch to local mode.
ADD	Add new options.

Details

This function is deprecated. Please use [ht_opt](#) instead. However, changes by this function will also be synchronized in [ht_opt](#).

Examples

```
# There is no example
NULL
```

ht_opt

*Global Options for Heatmaps***Description**

Global Options for Heatmaps

Usage

```
ht_opt(..., RESET = FALSE, READ.ONLY = NULL, LOCAL = FALSE, ADD = FALSE)
```

Arguments

...	Options, see 'Details' section.
RESET	Reset all the option values.
READ.ONLY	Please ignore this argument.
LOCAL	Please ignore this argument.
ADD	Please ignore this argument.

Details

You can set some parameters for all heatmaps/annotations simultaneously by this global function. Pleast note you should put it before your heatmap code and reset all option values after drawing the heatmaps to get rid of affecting next heatmap.

There are following parameters to control all heatmaps:

heatmap_row_names_gp set row_names_gp in all [Heatmap](#).

heatmap_column_names_gp set column_names_gp in all [Heatmap](#).

heatmap_row_title_gp set row_title_gp in all [Heatmap](#).

heatmap_column_title_gp set column_title_gp in all [Heatmap](#).

heatmap_border set border in all [Heatmap](#).

Following parameters control the legends:

legend_title_gp set title_gp in all heatmap legends and annotation legends.

legend_title_position set title_position in all heatmap legends and annotation legends.

legend_labels_gp set labels_gp in all heatmap legends and annotation legends.

legend_grid_width set grid_width in all heatmap legends and annotation legends.

legend_grid_height set grid_height in all heatmap legends and annotation legends.

legend_border set border in all heatmap legends and annotation legends.

Following parameters control heatmap annotations:

annotation_border border in all [HeatmapAnnotation](#).

anno_simple_size size for the simple annotation.

Following parameters control the space between heatmap components:

DENDROGRAM_PADDING space between dendrograms and heatmap body.

DIMNAME_PADDING space between row/column names and heatmap body.

TITLE_PADDING space between row/column titles and heatmap body.

COLUMN_ANN_PADDING space between column annotations and heatmap body.

ROW_ANN_PADDING space between row annotations and heatmap body.

Other parameters:

fast_hclust whether use [hclust](#) to speed up clustering?

show_parent_dend_line when heatmap is split, whether to add a dashed line to mark parent dendrogram and children dendrograms?

You can get or set option values by the traditional way (like [options](#)) or by \$ operator:

```
# to get option values
ht_opt("heatmap_row_names_gp")
ht_opt$heatmap_row_names_gp

# to set option values
ht_opt("heatmap_row_names_gp" = gpar(fontsize = 8))
ht_opt$heatmap_row_names_gp = gpar(fontsize = 8)
```

Reset to the default values by `ht_opt(RESET = TRUE)`.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
ht_opt
```

is_abs_unit

Test Whether it is an Absolute Unit

Description

Test Whether it is an Absolute Unit

Usage

```
is_abs_unit(u)
```

Arguments

u A [unit](#) object.

Details

Besides the normal absolute units (e.g. "mm", "inches"), this function simply assumes `grob` objects as absolute units.

For a complex unit which is combination of different units, it is absolute only if all units included are absolute units.

Value

A logical value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
is_abs_unit(unit(1, "mm"))
is_abs_unit(unit(1, "npc"))
is_abs_unit(textGrob("foo"))
is_abs_unit(unit(1, "mm") + unit(1, "npc"))
```

Legend

Make a Single Legend

Description

Make a Single Legend

Usage

```
Legend(at, labels = at, col_fun, nrow = NULL, ncol = 1, by_row = FALSE,
       grid_height = unit(4, "mm"), grid_width = unit(4, "mm"), gap = unit(2, "mm"),
       labels_gp = gpar(fontsize = 10), labels_rot = 0,
       border = NULL, background = "#EEEEEE",
       type = "grid", legend_gp = gpar(),
       pch = 16, size = unit(2, "mm"),
       legend_height = NULL, legend_width = NULL,
       direction = c("vertical", "horizontal"),
       title = "", title_gp = gpar(fontsize = 10, fontface = "bold"),
       title_position = c("topleft", "topcenter", "leftcenter", "lefttop", "leftcenter-rot", "lefttop-rot"))
```

Arguments

<code>at</code>	Breaks of the legend. The values can be either numeric or character. If it is not specified, the values of <code>labels</code> are taken as labels.
<code>labels</code>	Labels corresponding to <code>at</code> . If it is not specified, the values of <code>at</code> are taken as labels.
<code>col_fun</code>	A color mapping function which is used to make a continuous legend. Use <code>colorRamp2</code> to generate the color mapping function. If <code>at</code> is missing, the breaks recorded in the color mapping function are used for <code>at</code> .

nrow	For legend which is represented as grids, nrow controls number of rows of the grids if the grids are arranged into multiple rows.
ncol	Similar as nrow, ncol controls number of columns of the grids if the grids are arranged into multiple columns. Note at a same time only one of nrow and ncol can be specified.
by_row	Are the legend grids arranged by rows or by columns?
grid_height	The height of legend grid. It can also control the height of the continuous legend if it is horizontal.
grid_width	The width of legend grid. It can also control the width of the continuous legend if it is vertical.
gap	If legend grids are put into multiple rows or columns, this controls the gap between neighbouring rows or columns, measured as a <code>unit</code> object.
labels_gp	Graphic parameters for labels.
labels_rot	Text rotation for labels. It should only be used for horizontal continuous legend.
border	Color of legend grid borders. It also works for the ticks in the continuous legend.
background	Background colors for the grids. It is used when points and lines are the legend graphics.
type	Type of legends. The value can be one of <code>grid</code> , <code>points</code> and <code>lines</code> .
legend_gp	Graphic parameters for the legend grids. You should control the filled color of the legend grids by <code>gpar(fill = ...)</code> .
pch	Type of points if points are used as legend. Note you can use single-letter as pch, e.g. <code>pch = 'A'</code> .
size	Size of points.
legend_height	Height of the whole legend body. It is only used for vertical continuous legend.
legend_width	Width of the whole legend body. It is only used for horizontal continuous legend.
direction	Direction of the legend, vertical or horizontal?
title	Title of the legend.
title_gp	Graphic parameters of the title.
title_position	Position of title relative to the legend. <code>topleft</code> , <code>topcenter</code> , <code>leftcenter-rot</code> and <code>lefttop-rot</code> are only for vertical legend and <code>leftcenter</code> , <code>lefttop</code> are only for horizontal legend.

Details

Most of the argument can also be set in `heatmap_legend_param` argument in [Heatmap](#) or `annotation_legend_param` argument in [HeatmapAnnotation](#) to configure legend styles for heatmap and annotations.

Value

A [Legends-class](#) object.

See Also

[packLegend](#) packs multiple legends into one [Legends-class](#) object.

See examples of configuring legends: <https://jokergoo.github.io/ComplexHeatmap-reference/book/legends.html>

Examples

```
lgd = Legend(labels = month.name[1:6], title = "foo", legend_gp = gpar(fill = 1:6))
draw(lgd, test = "add labels and title")

require(circlize)
col_fun = colorRamp2(c(0, 0.5, 1), c("blue", "white", "red"))
lgd = Legend(col_fun = col_fun, title = "foo")
draw(lgd, test = "only col_fun")

col_fun = colorRamp2(c(0, 0.5, 1), c("blue", "white", "red"))
lgd = Legend(col_fun = col_fun, title = "foo", at = c(0, 0.1, 0.15, 0.5, 0.9, 0.95, 1))
draw(lgd, test = "unequal interval breaks")
```

Legends

Constructor method for Legends class

Description

Constructor method for Legends class

Usage

```
Legends(...)
```

Arguments

... arguments.

Details

There is no public constructor method for the [Legends-class](#).

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

Legends-class	<i>The Class for Legends</i>
---------------	------------------------------

Description

The Class for Legends

Details

This is a very simple class for legends that it only has one slot which is the real `grob` of the legends.

Construct a single legend by [Legend](#) and a group of legends by [packLegend](#).

Examples

```
lgd = Legend(at = 1:4)
lgd
lgd@grob
```

length.HeatmapAnnotation	<i>Number of Annotations</i>
--------------------------	------------------------------

Description

Number of Annotations

Usage

```
## S3 method for class 'HeatmapAnnotation'
length(x)
```

Arguments

x A [HeatmapAnnotation-class](#) object.

Examples

```
# There is no example
NULL
```

length.HeatmapList	<i>Length of the HeatmapList object</i>
--------------------	---

Description

Length of the HeatmapList object

Usage

```
## S3 method for class 'HeatmapList'  
length(x)
```

Arguments

x A [HeatmapList-class](#) object

Examples

```
# There is no example  
NULL
```

list_components	<i>List All Heatmap Components</i>
-----------------	------------------------------------

Description

List All Heatmap Components

Usage

```
list_components()
```

Value

A vector of viewport names.

Examples

```
# There is no example  
NULL
```

make_column_cluster-Heatmap-method
Make Cluster on Columns

Description

Make Cluster on Columns

Usage

```
## S4 method for signature 'Heatmap'  
make_column_cluster(object)
```

Arguments

object A [Heatmap-class](#) object.

Details

The function will fill or adjust column_dend_list, column_order_list, column_title and matrix_param slots.

If order is defined, no clustering will be applied.

This function is only for internal use.

Value

A [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

make_layout-dispatch *Method dispatch page for make_layout*

Description

Method dispatch page for make_layout.

Dispatch

make_layout can be dispatched on following classes:

- [make_layout,HeatmapList-method, HeatmapList-class](#) class method
- [make_layout,Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example
NULL
```

make_layout-Heatmap-method

Make the Layout of a Single Heatmap

Description

Make the Layout of a Single Heatmap

Usage

```
## S4 method for signature 'Heatmap'
make_layout(object)
```

Arguments

object A [Heatmap-class](#) object.

Details

The layout of the single heatmap will be established by setting the size of each heatmap component. Also how to make graphics for heatmap components will be recorded by saving as functions.

Whether to apply row clustering or column clustering affects the layout, so clustering should be applied first by [prepare, Heatmap-method](#) before making the layout.

This function is only for internal use.

Value

A [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

 make_layout-HeatmapList-method

Make Layout for the Heatmap List

Description

Make Layout for the Heatmap List

Usage

```
## S4 method for signature 'HeatmapList'
make_layout(object,

  row_title = character(),
  row_title_side = c("left", "right"),
  row_title_gp = gpar(fontsize = 14),
  column_title = character(),
  column_title_side = c("top", "bottom"),
  column_title_gp = gpar(fontsize = 14),

  heatmap_legend_side = c("right", "left", "bottom", "top"),
  merge_legends = FALSE,
  show_heatmap_legend = TRUE,
  heatmap_legend_list = list(),
  annotation_legend_side = c("right", "left", "bottom", "top"),
  show_annotation_legend = TRUE,
  annotation_legend_list = list(),

  ht_gap = unit(2, "mm"),

  main_heatmap = which(sapply(object@ht_list, inherits, "Heatmap"))[1],
  padding = GLOBAL_PADDING,

  auto_adjust = TRUE,
  row_dend_side = c("original", "left", "right"),
  row_sub_title_side = c("original", "left", "right"),
  column_dend_side = c("original", "top", "bottom"),
  column_sub_title_side = c("original", "top", "bottom"),

  row_gap = NULL,
  cluster_rows = NULL,
  clustering_distance_rows = NULL,
  clustering_method_rows = NULL,
  row_dend_width = NULL,
  show_row_dend = NULL,
  row_dend_reorder = NULL,
  row_dend_gp = NULL,
  row_order = NULL,
  row_km = NULL,
  row_split = NULL,
  height = NULL,
```

```

heatmap_height = NULL,

column_gap = NULL,
cluster_columns = NULL,
clustering_distance_columns = NULL,
clustering_method_columns = NULL,
column_dend_width = NULL,
show_column_dend = NULL,
column_dend_reorder = NULL,
column_dend_gp = NULL,
column_order = NULL,
column_km = NULL,
column_split = NULL,
width = NULL,
heatmap_width = NULL)

```

Arguments

object	A HeatmapList-class object.
row_title	Title on the row.
row_title_side	Will the title be put on the left or right of the heatmap list?
row_title_gp	Graphic parameters for the row title.
column_title	Title on the column.
column_title_side	Will the title be put on the top or bottom of the heatmap?
column_title_gp	Graphic parameters for the column title.
heatmap_legend_side	Side of the heatmap legends.
merge_legends	Whether to put heatmap legends and annotation legends together. By default they are put in different viewports.
show_heatmap_legend	Whether show heatmap legends.
heatmap_legend_list	A list of self-defined legends, should be wrapped into a list of grob objects. Normally they are constructed by Legend .
annotation_legend_side	Side of annotation legends.
show_annotation_legend	Whether show annotation legends.
annotation_legend_list	A list of self-defined legends, should be wrapped into a list of grob objects. Normally they are constructed by Legend .
ht_gap	Gap between heatmaps, should be a unit object. It can be a vector of length 1 or the number of heatmaps/annotations.
main_heatmap	Name or index for the main heatmap.
padding	Padding of the whole plot. The four values correspond to the bottom, left, top and right paddings.

auto_adjust	whether apply automatic adjustment? The auto-adjustment includes turning off dendrograms, titles and row/columns for non-main heatmaps.
row_dend_side	If auto-adjustment is on, to put the row dendrograms of the main heatmap to the most left side of the heatmap list or the most right side?
row_sub_title_side	There can be sub titles generated by the splitting of heatmaps. Similar setting as row_dend_side.
column_dend_side	Similar setting as row_dend_side.
column_sub_title_side	Similar setting as row_sub_title_side.
row_gap	Overwrite the corresponding setting in the main heatmap.
cluster_rows	Overwrite the corresponding setting in the main heatmap.
clustering_distance_rows	Overwrite the corresponding setting in the main heatmap.
clustering_method_rows	Overwrite the corresponding setting in the main heatmap.same setting as in Heatmap , if it is specified, clustering_method_rows in main heatmap is ignored.
row_dend_width	Overwrite the corresponding setting in the main heatmap.
show_row_dend	same Overwrite the corresponding setting in the main heatmap.
row_dend_reorder	Overwrite the corresponding setting in the main heatmap.
row_dend_gp	Overwrite the corresponding setting in the main heatmap.
row_order	Overwrite the corresponding setting in the main heatmap.
row_km	Overwrite the corresponding setting in the main heatmap.
row_split	Overwrite the corresponding setting in the main heatmap.
height	Overwrite the corresponding setting in the main heatmap.
heatmap_height	Overwrite the corresponding setting in the main heatmap.
column_gap	Overwrite the corresponding setting in the main heatmap.
cluster_columns	Overwrite the corresponding setting in the main heatmap.
clustering_distance_columns	Overwrite the corresponding setting in the main heatmap.
clustering_method_columns	Overwrite the corresponding setting in the main heatmap.
column_dend_width	column Overwrite the corresponding setting in the main heatmap.
show_column_dend	Overwrite the corresponding setting in the main heatmap.
column_dend_reorder	Overwrite the corresponding setting in the main heatmap.
column_dend_gp	Overwrite the corresponding setting in the main heatmap.
column_order	Overwrite the corresponding setting in the main heatmap.
column_km	Overwrite the corresponding setting in the main heatmap.
column_split	Overwrite the corresponding setting in the main heatmap.
width	Overwrite the corresponding setting in the main heatmap.
heatmap_width	Overwrite the corresponding setting in the main heatmap.

Details

It sets the size of each component of the heatmap list and adjusts graphic parameters for each heatmap if necessary.

This function is only for internal use.

Value

A [HeatmapList-class](#) object in which settings for all heatmap are adjusted.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

make_row_cluster-Heatmap-method
Make Cluster on Rows

Description

Make Cluster on Rows

Usage

```
## S4 method for signature 'Heatmap'
make_row_cluster(object)
```

Arguments

object A [Heatmap-class](#) object.

Details

The function will fill or adjust row_dend_list, row_order_list, row_title and matrix_param slots.

If order is defined, no clustering will be applied.

This function is only for internal use.

Value

A [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

map_to_colors-ColorMapping-method
Map Values to Colors

Description

Map Values to Colors

Usage

```
## S4 method for signature 'ColorMapping'
map_to_colors(object, x)
```

Arguments

object	A ColorMapping-class object.
x	Input values.

Details

It maps a vector of values to a vector of colors.

This function provides a uniform way for discrete and continuous color mapping.

Value

A vector of colors.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
cm = ColorMapping(colors = c("A" = "red", "B" = "black"))
map_to_colors(cm, sample(c("A", "B"), 10, replace = TRUE))
require(circlize)
col_fun = colorRamp2(c(0, 1), c("white", "red"))
cm = ColorMapping(col_fun = col_fun)
map_to_colors(cm, runif(10))
```

max_text_height	<i>Maximum Height of Text</i>
-----------------	-------------------------------

Description

Maximum Height of Text

Usage

```
max_text_height(text, gp = gpar())
```

Arguments

text	A vector of text.
gp	Graphic parameters for text.

Details

It simply calculates maximum height of a list of [textGrob](#) objects.
Note it ignores the text rotation.

Value

A [unit](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

[max_text_width](#) calculates the maximum width of a text vector.

Examples

```
x = c("a", "b\nb", "c\nc\nc")
max_text_height(x, gp = gpar(fontsize = 10))
```

max_text_width	<i>Maximum Width of Text</i>
----------------	------------------------------

Description

Maximum Width of Text

Usage

```
max_text_width(text, gp = gpar())
```

Arguments

text	A vector of text.
gp	Graphic parameters for text.

Details

It simply calculates maximum width of a list of `textGrob` objects.
Note it ignores the text rotation.

Value

A `unit` object which is in "mm".

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

`max_text_height` calculates the maximum height of a text vector.

Examples

```
x = c("a", "bb", "ccc")
max_text_width(x, gp = gpar(fontsize = 10))
```

merge_dendrogram	<i>Merge Dendrograms</i>
------------------	--------------------------

Description

Merge Dendrograms

Usage

```
merge_dendrogram(x, y, only_parent = FALSE, ...)
```

Arguments

x	The parent dendrogram.
y	The children dendrograms. They are connected to the leaves of the parent dendrogram. So the length of y should be as same as the number of leaves of the parent dendrogram.
only_parent	Whether only returns the parent dendrogram where the height and node positions have been adjusted by children dendrograms.
...	Other arguments.

Details

Do not retrieve the order of the merged dendrogram. It is not reliable.

Examples

```

m1 = matrix(rnorm(100), nr = 10)
m2 = matrix(rnorm(80), nr = 8)
m3 = matrix(rnorm(50), nr = 5)
dend1 = as.dendrogram(hclust(dist(m1)))
dend2 = as.dendrogram(hclust(dist(m2)))
dend3 = as.dendrogram(hclust(dist(m3)))
dend_p = as.dendrogram(hclust(dist(rbind(colMeans(m1), colMeans(m2), colMeans(m3)))))
dend_m = merge_dendrogram(dend_p, list(dend1, dend2, dend3))
grid.dendrogram(dend_m, test = TRUE)

dend_m = merge_dendrogram(dend_p, list(dend1, dend2, dend3), only_parent = TRUE)
grid.dendrogram(dend_m, test = TRUE)

require(dendextend)
dend1 = color_branches(dend1, k = 1, col = "red")
dend2 = color_branches(dend2, k = 1, col = "blue")
dend3 = color_branches(dend3, k = 1, col = "green")
dend_p = color_branches(dend_p, k = 1, col = "orange")
dend_m = merge_dendrogram(dend_p, list(dend1, dend2, dend3))
grid.dendrogram(dend_m, test = TRUE)

```

names.HeatmapAnnotation

Annotation Names

Description

Annotation Names

Usage

```

## S3 method for class 'HeatmapAnnotation'
names(x)

```

Arguments

x A [HeatmapAnnotation-class](#) object.

Examples

```

ha = HeatmapAnnotation(foo = 1:10, bar = anno_points(10:1))
names(ha)

```

names.HeatmapList *Names of the heatmaps/annotations*

Description

Names of the heatmaps/annotations

Usage

```
## S3 method for class 'HeatmapList'
names(x)
```

Arguments

x A [HeatmapList-class](#) object

Examples

```
# There is no example
NULL
```

names<-.HeatmapAnnotation
 Assign Annotation Names

Description

Assign Annotation Names

Usage

```
## S3 replacement method for class 'HeatmapAnnotation'
names(x) <- value
```

Arguments

x A [HeatmapAnnotation-class](#) object.
value A vector of new names.

Examples

```
ha = HeatmapAnnotation(foo = 1:10, bar = anno_points(10:1))
names(ha) = c("A", "B")
names(ha)
```

ncol.Heatmap	<i>Number of Columns in the Heatmap</i>
--------------	---

Description

Number of Columns in the Heatmap

Usage

```
## S3 method for class 'Heatmap'  
ncol(x)
```

Arguments

x A [Heatmap-class](#) object.

Examples

```
# There is no example  
NULL
```

nobs.AnnotationFunction	<i>Number of Observations</i>
-------------------------	-------------------------------

Description

Number of Observations

Usage

```
## S3 method for class 'AnnotationFunction'  
nobs(object, ...)
```

Arguments

object The [AnnotationFunction-class](#) object.
... Other arguments.

Details

returns NA.

Examples

```
anno = anno_points(1:10)  
nobs(anno)
```

nobs.HeatmapAnnotation

Number of Observations

Description

Number of Observations

Usage

```
## S3 method for class 'HeatmapAnnotation'  
nobs(object, ...)
```

Arguments

object The [HeatmapAnnotation-class](#) object.
... other arguments.

Value

If there is no nobs information for any of its [SingleAnnotation-class](#) object, it returns NA.

Examples

```
# There is no example  
NULL
```

nobs.SingleAnnotation *Number of Observations*

Description

Number of Observations

Usage

```
## S3 method for class 'SingleAnnotation'  
nobs(object, ...)
```

Arguments

object The [SingleAnnotation-class](#) object.
... Other arguments.

Details

It returns the n slot of the annotaton function. If it does not exist, it returns NA.

Examples

```
# There is no example
NULL
```

nrow.Heatmap	<i>Number of Rows in the Heatmap</i>
--------------	--------------------------------------

Description

Number of Rows in the Heatmap

Usage

```
## S3 method for class 'Heatmap'
nrow(x)
```

Arguments

x A [Heatmap-class](#) object.

Examples

```
# There is no example
NULL
```

oncoPrint	<i>Make oncoPrint</i>
-----------	-----------------------

Description

Make oncoPrint

Usage

```
oncoPrint(mat,
  get_type = function(x) x,
  alter_fun,
  alter_fun_is_vectorized = NULL,
  col,

  top_annotation = HeatmapAnnotation(cbar = anno_oncoprint_barplot()),
  right_annotation = rowAnnotation(rbar = anno_oncoprint_barplot()),
  left_annotation = NULL,
  bottom_annotation = NULL,

  show_pct = TRUE,
  pct_gp = gpar(fontsize = 10),
  pct_digits = 0,
```

```

pct_side = "left",

row_labels = NULL,
show_row_names = TRUE,
row_names_side = "right",
row_names_gp = pct_gp,
row_split = NULL,

column_labels = NULL,
column_names_gp = gpar(fontsize = 10),
column_split = NULL,

row_order = NULL,
column_order = NULL,

remove_empty_columns = FALSE,
remove_empty_rows = FALSE,
show_column_names = FALSE,
heatmap_legend_param = list(title = "Alterations"),
...)

```

Arguments

mat	The value should be a character matrix which encodes multiple alterations or a list of matrices for which every matrix contains binary value representing whether the alteration is present or absent. When the value is a list, the names of the list represent alteration types. You can use unify_mat_list to make all matrix having same row names and column names.
get_type	If different alterations are encoded in the matrix as complex strings, this self-defined function determines how to extract them. It only works when mat is a matrix.
alter_fun	A single function or a list of functions which defines how to add graphics for different alterations.
alter_fun_is_vectorized	Whether alter_fun is implemented vectorized. Internally the function will guess.
col	A vector of color for which names correspond to alteration types.
top_annotation	Annotation put on top of the oncoPrint. By default it is barplot which shows the number of genes with a certain alteration in each sample.
right_annotation	Annotation put on the right of the oncoPrint. By default it is barplot which shows the number of samples with a certain alteration in each gene.
left_annotation	Annotation put on the left of the oncoPrint.
bottom_annotation	Annotation put at the bottom of the oncoPrint.
show_pct	whether show percent values on the left of the oncoPrint?
pct_gp	Graphic parameters for percent values
pct_digits	Digits for the percent values.
pct_side	Side of the percent values to the oncoPrint. This argument is currently disabled.

row_labels	Labels as the row names of the oncoPrint.
show_row_names	Whether show row names?
row_names_side	Side of the row names to the oncoPrint. This argument is currently disabled.
row_names_gp	Graphic parameters for the row names.
row_split	Pass to Heatmap .
column_labels	Pass to Heatmap .
column_names_gp	Pass to Heatmap .
column_split	Pass to Heatmap .
row_order	Order of rows. By default rows are sorted by the number of occurrence of the alterations.
column_order	Order of columns. By default the columns are sorted to show the mutual exclusivity of alterations.
remove_empty_columns	If there is no alteration in some samples, whether remove them on the oncoPrint?
remove_empty_rows	If there is no alteration in some samples, whether remove them on the oncoPrint?
show_column_names	Whether show column names?
heatmap_legend_param	pass to Heatmap .
...	Pass to Heatmap .

Details

The 'memo sort' method is from <https://gist.github.com/armish/564a65ab874a770e2c26>. Thanks to B. Arman Aksoy for contributing the code.

<https://jokergoo.github.io/ComplexHeatmap-reference/book/oncoprint.html> gives details for configuring a oncoPrint.

Value

A [Heatmap-class](#) object which means you can add other heatmaps or annotations to it.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

 packLegend

Pack Legends

Description

Pack Legends

Usage

```
packLegend(..., gap = unit(2, "mm"), row_gap = unit(2, "mm"), column_gap = unit(2, "mm"),
  direction = c("vertical", "horizontal"),
  max_width = NULL, max_height = NULL, list = NULL)
```

Arguments

...	A list of objects returned by Legend .
gap	Gap between two neighbouring legends. The value is a unit object with length of one.
row_gap	Horizontal gaps between legends.
column_gap	Vertical gaps between legends.
direction	The direction to arrange legends.
max_width	The maximal width of the total packed legends. It only works for horizontal arrangement. If the total width of the legends exceeds it, the legends will be arranged into multiple rows.
max_height	Similar as max_width, but for the vertical arrangement of legends.
list	The list of legends can be specified as a list.

Value

A [Legends-class](#) object.

See Also

<https://jokergoo.github.io/ComplexHeatmap-reference/book/legends.html#a-list-of-legends>

Examples

```
require(circlize)
col_fun = colorRamp2(c(0, 0.5, 1), c("blue", "white", "red"))
lgd1 = Legend(at = 1:6, legend_gp = gpar(fill = 1:6), title = "legend1")
lgd2 = Legend(col_fun = col_fun, title = "legend2", at = c(0, 0.25, 0.5, 0.75, 1))
pd = packLegend(lgd1, lgd2)
draw(pd, test = "two legends")
pd = packLegend(lgd1, lgd2, direction = "horizontal")
draw(pd, test = "two legends packed horizontally")
```

pindex

*Get Values in a Matrix by Pair-wise Indices***Description**

Get Values in a Matrix by Pair-wise Indices

Usage

pindex(m, i, j)

Arguments

m A matrix or a 3-dimension array.
 i Row indices or the indices in the first dimension.
 j Column indices or the indices in the second dimension.

ValueIf m is a matrix, the value returned is a vector `c(m[i1, j1], m[i2, j2], ...)`.If m is an array, the value returned is a matrix `rbind(m[i1, j1,], m[i2, j2,], ...)`.**Examples**

```
m = matrix(rnorm(100), 10)
m2 = m[m > 0]
ind = do.call("rbind", lapply(1:10, function(ci) {
  i = which(m[, ci] > 0)
  cbind(i = i, j = rep(ci, length(i)))
}))
pindex(m, ind[, 1], ind[, 2])
identical(pindex(m, ind[, 1], ind[, 2]), m[m > 0])

# 3d array
arr = array(1:27, dim = c(3, 3, 3))
pindex(arr, 1:2, 2:3)
identical(pindex(arr, 1:2, 2:3),
  rbind(arr[1, 2, ], arr[2, 3, ]))
```

prepare-Heatmap-method

*Prepare the Heatmap***Description**

Prepare the Heatmap

Usage

```
## S4 method for signature 'Heatmap'
prepare(object, process_rows = TRUE, process_columns = TRUE)
```

Arguments

object A [Heatmap-class](#) object.
 process_rows Whether to process rows of the heatmap.
 process_columns Whether to process columns of the heatmap.

Details

The preparation of the heatmap includes following steps:

- making clustering on rows (by calling [make_row_cluster, Heatmap-method](#))
- making clustering on columns (by calling [make_column_cluster, Heatmap-method](#))
- making the layout of the heatmap (by calling [make_layout, Heatmap-method](#))

This function is only for internal use.

Value

The [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

re_size-HeatmapAnnotation-method

Resize the Width or Height of Heatmap Annotations

Description

Resize the Width or Height of Heatmap Annotations

Usage

```
## S4 method for signature 'HeatmapAnnotation'
re_size(object,
  annotation_height = NULL,
  annotation_width = NULL,
  height = NULL,
  width = NULL,
  anno_simple_size = ht_opt$anno_simple_size,
  simple_anno_size_adjust = FALSE)
```

Arguments

object	A HeatmapAnnotation-class object.
annotation_height	A vector of of annotation heights in unit class.
annotation_width	A vector of of annotation widths in unit class.
height	The height of the complete heatmap annotation.
width	The width of the complete heatmap annotation.
anno_simple_size	The size of one line of the simple annotation.
simple_anno_size_adjust	Whether adjust the size of the simple annotation?

Details

The function only adjust height for column annotations and width for row annotations.

The basic rules are (take height and annotation_height for example:

1. If annotation_height is set and all annotation_height are absolute units, height is ignored.
2. If annotation_height contains non-absolute units, height also need to be set and the non-absolute units should be set in a simple form such as 1:10 or unit(1, "null").
3. anno_simple_size is only used when annotation_height is NULL.
4. If only height is set, non-simple annotation is adjusted while keeps simple anntation unchanged.
5. If only height is set and all annotations are simple annotations, all anntations are adjusted, and anno_simple_size is disabled.
6. If simple_anno_size_adjust is FALSE, the size of the simple annotations will not change.

Examples

```
# There is no example
NULL
```

rowAnnotation	<i>Construct Row Annotations</i>
---------------	----------------------------------

Description

Construct Row Annotations

Usage

```
rowAnnotation(...)
```

Arguments

... Pass to [HeatmapAnnotation](#).

Details

The function is identical to

```
HeatmapAnnotation(..., which = "row")
```

Value

A `HeatmapAnnotation-class` object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

row_anno_barplot	<i>Barplots as Row Annotation</i>
------------------	-----------------------------------

Description

Barplots as Row Annotation

Usage

```
row_anno_barplot(...)
```

Arguments

... pass to `anno_barplot`.

Details

A wrapper of `anno_barplot` with pre-defined which to row.

You can directly use `anno_barplot` for row annotation if you call it in `rowAnnotation`.

Value

See help page of `anno_barplot`.

Examples

```
# There is no example
NULL
```

row_anno_boxplot	<i>Boxplots as Row Annotation</i>
------------------	-----------------------------------

Description

Boxplots as Row Annotation

Usage

```
row_anno_boxplot(...)
```

Arguments

... pass to [anno_boxplot](#).

Details

A wrapper of [anno_boxplot](#) with pre-defined which to row.

You can directly use [anno_boxplot](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_boxplot](#).

Examples

```
# There is no example  
NULL
```

row_anno_density	<i>Density as Row Annotation</i>
------------------	----------------------------------

Description

Density as Row Annotation

Usage

```
row_anno_density(...)
```

Arguments

... pass to [anno_density](#).

Details

A wrapper of [anno_density](#) with pre-defined which to row.

You can directly use [anno_density](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_density](#).

Examples

```
# There is no example  
NULL
```

row_anno_histogram	<i>Histograms as Row Annotation</i>
--------------------	-------------------------------------

Description

Histograms as Row Annotation

Usage

```
row_anno_histogram(...)
```

Arguments

```
...          pass to anno\_histogram.
```

Details

A wrapper of [anno_histogram](#) with pre-defined which to row.

You can directly use [anno_histogram](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_histogram](#).

Examples

```
# There is no example  
NULL
```

row_anno_link	<i>Label Markers as Row Annotation</i>
---------------	--

Description

Label Markers as Row Annotation

Usage

```
row_anno_link(...)
```

Arguments

... pass to [anno_link](#).

Details

A wrapper of [anno_link](#) with pre-defined which to row.

You can directly use [anno_link](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_link](#).

Examples

```
# There is no example  
NULL
```

row_anno_points	<i>Points as Row Annotation</i>
-----------------	---------------------------------

Description

Points as Row Annotation

Usage

```
row_anno_points(...)
```

Arguments

... pass to [anno_points](#).

Details

A wrapper of [anno_points](#) with pre-defined which to row.

You can directly use [anno_points](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_points](#).

Examples

```
# There is no example
NULL
```

row_anno_text	<i>Text as Row Annotation</i>
---------------	-------------------------------

Description

Text as Row Annotation

Usage

```
row_anno_text(...)
```

Arguments

... pass to [anno_text](#).

Details

A wrapper of [anno_text](#) with pre-defined which to row.

You can directly use [anno_text](#) for row annotation if you call it in [rowAnnotation](#).

Value

See help page of [anno_text](#).

Examples

```
# There is no example
NULL
```

row_dend-dispatch *Method dispatch page for row_dend*

Description

Method dispatch page for row_dend.

Dispatch

row_dend can be dispatched on following classes:

- [row_dend, HeatmapList-method, HeatmapList-class](#) class method
- [row_dend, Heatmap-method, Heatmap-class](#) class method

Examples

```
# no example  
NULL
```

row_dend-Heatmap-method
Get Row Dendrograms from a Heatmap

Description

Get Row Dendrograms from a Heatmap

Usage

```
## S4 method for signature 'Heatmap'  
row_dend(object)
```

Arguments

object A [Heatmap-class](#) object.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht = Heatmap(mat)
ht = draw(ht)
row_dend(ht)
ht = Heatmap(mat, row_km = 2)
ht = draw(ht)
row_dend(ht)
```

row_dend-HeatmapList-method

Get Row Dendrograms from a Heatmap List

Description

Get Row Dendrograms from a Heatmap List

Usage

```
## S4 method for signature 'HeatmapList'
row_dend(object, name = NULL)
```

Arguments

object	A HeatmapList-class object.
name	Name of a specific heatmap.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht_list = Heatmap(mat) + Heatmap(mat)
ht_list = draw(ht_list)
row_dend(ht_list)
ht_list = Heatmap(mat, row_km = 2) + Heatmap(mat)
ht_list = draw(ht_list)
row_dend(ht_list)
ht_list = Heatmap(mat, row_km = 2) %v% Heatmap(mat)
ht_list = draw(ht_list)
row_dend(ht_list)
```

row_order-dispatch *Method dispatch page for row_order*

Description

Method dispatch page for row_order.

Dispatch

row_order can be dispatched on following classes:

- [row_order](#), [HeatmapList-method](#), [HeatmapList-class](#) class method
- [row_order](#), [Heatmap-method](#), [Heatmap-class](#) class method

Examples

```
# no example
NULL
```

row_order-Heatmap-method
Get Row Order from a Heatmap

Description

Get Row Order from a Heatmap

Usage

```
## S4 method for signature 'Heatmap'
row_order(object)
```

Arguments

object A [Heatmap-class](#) object.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht = Heatmap(mat)
ht = draw(ht)
row_order(ht)
ht = Heatmap(mat, row_km = 2)
ht = draw(ht)
row_order(ht)
```

row_order-HeatmapList-method

Get Row Order from a Heatmap List

Description

Get Row Order from a Heatmap List

Usage

```
## S4 method for signature 'HeatmapList'
row_order(object, name = NULL)
```

Arguments

object	A HeatmapList-class object.
name	Name of a specific heatmap.

Value

The format of the returned object depends on whether rows/columns of the heatmaps are split.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
mat = matrix(rnorm(100), 10)
ht_list = Heatmap(mat) + Heatmap(mat)
ht_list = draw(ht_list)
row_order(ht_list)
ht_list = Heatmap(mat, row_km = 2) + Heatmap(mat)
ht_list = draw(ht_list)
row_order(ht_list)
ht_list = Heatmap(mat, row_km = 2) %v% Heatmap(mat)
ht_list = draw(ht_list)
row_order(ht_list)
```

set_component_height-Heatmap-method
Set Height of Heatmap Component

Description

Set Height of Heatmap Component

Usage

```
## S4 method for signature 'Heatmap'  
set_component_height(object, k, v)
```

Arguments

object	A Heatmap-class object.
k	Which column component? The value should a numeric index or the name of the corresponding column component. See **Details** .
v	Height of the component, a unit object.

Details

All column components are: column_title_top, column_dend_top, column_names_top, column_anno_top, heatmap_body, column_anno_bottom, column_names_bottom, column_dend_bottom, column_title_bottom.

This function is only for internal use.

Value

The [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

`set_component_width-Heatmap-method`*Set Width of Heatmap Component*

Description

Set Width of Heatmap Component

Usage

```
## S4 method for signature 'Heatmap'  
set_component_width(object, k, v)
```

Arguments

<code>object</code>	A Heatmap-class object.
<code>k</code>	Which row component? The value should a numeric index or the name of the corresponding row component. See <i>**Details**</i> .
<code>v</code>	width of the component, a unit object.

Details

All row components are: `row_title_left`, `row_dend_left`, `row_names_left`, `row_anno_left`, `heatmap_body`, `row_anno_right`, `row_names_right`, `row_dend_right`, `row_title_right`.

This function is only for internal use.

Value

The [Heatmap-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

```
show-AnnotationFunction-method
```

Print the AnnotationFunction Object

Description

Print the AnnotationFunction Object

Usage

```
## S4 method for signature 'AnnotationFunction'  
show(object)
```

Arguments

object The [AnnotationFunction-class](#) object.

Examples

```
# There is no example  
NULL
```

```
show-ColorMapping-method
```

Print the ColorMapping Object

Description

Print the ColorMapping Object

Usage

```
## S4 method for signature 'ColorMapping'  
show(object)
```

Arguments

object A [ColorMapping-class](#) object.

Value

This function returns no value.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example  
NULL
```

show-dispatch *Method dispatch page for show*

Description

Method dispatch page for show.

Dispatch

show can be dispatched on following classes:

- [show, ColorMapping-method](#), [ColorMapping-class](#) class method
- [show, AnnotationFunction-method](#), [AnnotationFunction-class](#) class method
- [show, HeatmapAnnotation-method](#), [HeatmapAnnotation-class](#) class method
- [show, SingleAnnotation-method](#), [SingleAnnotation-class](#) class method
- [show, HeatmapList-method](#), [HeatmapList-class](#) class method
- [show, Heatmap-method](#), [Heatmap-class](#) class method

Examples

```
# no example  
NULL
```

show-Heatmap-method *Draw the Single Heatmap with Defaults*

Description

Draw the Single Heatmap with Defaults

Usage

```
## S4 method for signature 'Heatmap'  
show(object)
```

Arguments

object A [Heatmap-class](#) object.

Details

It actually calls [draw, Heatmap-method](#), but only with default parameters. If users want to customize the heatmap, they can pass parameters directly to [draw, Heatmap-method](#).

Value

The [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

show-HeatmapAnnotation-method
Print the HeatmapAnnotation object

Description

Print the HeatmapAnnotation object

Usage

```
## S4 method for signature 'HeatmapAnnotation'
show(object)
```

Arguments

object A [HeatmapAnnotation-class](#) object.

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

show-HeatmapList-method

Draw a list of heatmaps with default parameters

Description

Draw a list of heatmaps with default parameters

Usage

```
## S4 method for signature 'HeatmapList'  
show(object)
```

Arguments

object a [HeatmapList-class](#) object.

Details

Actually it calls [draw,HeatmapList-method](#), but only with default parameters. If users want to customize the heatmap, they can pass parameters directly to [draw,HeatmapList-method](#).

Value

This function returns no value.

Examples

```
# There is no example  
NULL
```

show-SingleAnnotation-method

Print the SingleAnnotation object

Description

Print the SingleAnnotation object

Usage

```
## S4 method for signature 'SingleAnnotation'  
show(object)
```

Arguments

object A [SingleAnnotation-class](#) object.

Value

No value is returned.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

 SingleAnnotation

 Constructor Method for SingleAnnotation Class

Description

Constructor Method for SingleAnnotation Class

Usage

```
SingleAnnotation(name, value, col, fun,
  na_col = "grey",
  which = c("column", "row"),
  show_legend = TRUE,
  gp = gpar(col = NA),
  border = FALSE,
  legend_param = list(),
  show_name = TRUE,
  name_gp = gpar(fontsize = 12),
  name_offset = NULL,
  name_side = ifelse(which == "column", "right", "bottom"),
  name_rot = NULL,
  anno_simple_size = ht_opt$anno_simple_size,
  width = NULL, height = NULL)
```

Arguments

name	Name for the annotation. If it is not specified, an internal name is assigned.
value	A vector or a matrix of discrete or continuous values.
col	Colors corresponding to value. If the mapping is discrete, the value of col should be a named vector; If the mapping is continuous, the value of col should be a color mapping function.
fun	A user-defined function to add annotation graphics. The argument of this function should be at least a vector of index that corresponds to rows or columns. Normally the function should be constructed by AnnotationFunction if you want the annotation supports splitting. See **Details** for more explanation.
na_col	Color for NA values in the simple annotations.
which	Whether the annotation is a row annotation or a column annotation?

show_legend	If it is a simple annotation, whether show legend in the final heatmap?
gp	Since simple annotation is represented as rows of grids. This argument controls graphic parameters for the simple annotation. The fill parameter is ignored here.
border	border, only work for simple annotation
legend_param	Parameters for the legend. See color_mapping_legend , ColorMapping-method for all possible options.
show_name	Whether show annotation name?
name_gp	Graphic parameters for annotation name.
name_offset	Offset to the annotation, a unit object.
name_side	'right' and 'left' for column annotations and 'top' and 'bottom' for row annotations
name_rot	Rotation of the annotation name, it can only take values in $c(0, 90, 180, 270)$.
anno_simple_size	size of the simple annotation.
width	The width of the plotting region (the viewport) that the annotation is drawn. If it is a row annotation, the width must be an absolute unit.
height	The height of the plotting region (the viewport) that the annotation is drawn. If it is a column annotation, the width must be an absolute unit.

Details

A single annotation is a basic unit of complex heatmap annotations where the heatmap annotations are always a list of single annotations. An annotation can be simply heatmap-like (here we call it simple annotation) or more complex like points, lines, boxes (for which we call it complex annotation).

In the [SingleAnnotation](#) constructor, `value`, `col`, `na_col` are used to construct a [anno_simple](#) annotation function which is generated internally by [AnnotationFunction](#). The legend of the simple annotation can be automatically generated,

For constructing a complex annotation, users need to use `fun` which is a user-defined function. Normally it is constructed by [AnnotationFunction](#). One big advantage for using [AnnotationFunction](#) is the annotation function or the graphics drawn by the annotation function can be split according to row splitting or column splitting of the heatmap. Users can also provide a "pure" function which is a normal R function for the `fun` argument. The function only needs one argument which is a vector of index for rows or columns depending whether it is a row annotation or column annotation. The other two optional arguments are the current slice index and total number of slices. See **Examples** section for an example. If it is a normal R function, it will be constructed into the [AnnotationFunction-class](#) object internally.

The [SingleAnnotation-class](#) is a simple wrapper on top of [AnnotationFunction-class](#) only with annotation name added.

The class also stored the "extended area" relative to the area for the annotation graphics. The extended areas are those created by annotation names and axes.

Value

A [SingleAnnotation-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

There are following built-in annotation functions that can be directly used to generate complex annotations: [anno_simple](#), [anno_points](#), [anno_lines](#), [anno_barplot](#), [anno_histogram](#), [anno_boxplot](#), [anno_density](#), [anno_text](#), [anno_joyplot](#), [anno_horizon](#), [anno_image](#), [anno_block](#), [anno_summary](#) and [anno_mark](#).

Examples

```

ha = SingleAnnotation(value = 1:10)
draw(ha, test = "single column annotation")

m = cbind(1:10, 10:1)
colnames(m) = c("a", "b")
ha = SingleAnnotation(value = m)
draw(ha, test = "matrix as column annotation")

anno = anno_barplot(matrix(nc = 2, c(1:10, 10:1)))
ha = SingleAnnotation(fun = anno)
draw(ha, test = "anno_barplot as input")

fun = local({
  # because there variables outside the function for use, we put it a local environment
  value = 1:10
  function(index, k = 1, n = 1) {
    pushViewport(viewport(xscale = c(0.5, length(index) + 0.5), yscale = range(value)))
    grid.points(seq_along(index), value[index])
    grid.rect()
    if(k == 1) grid.yaxis()
    popViewport()
  }
})
ha = SingleAnnotation(fun = fun, height = unit(4, "cm"))
draw(ha, index = 1:10, test = "self-defined function")

```

SingleAnnotation-class

Class for a Single Annotation

Description

Class for a Single Annotation

Details

The [SingleAnnotation-class](#) is used for storing data for a single annotation and provides methods for drawing annotation graphics.

Methods

The [SingleAnnotation-class](#) provides following methods:

- [SingleAnnotation](#): constructor method
- [draw,SingleAnnotation-method](#): draw the single annotation.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

The [SingleAnnotation-class](#) is always used internally. The public [HeatmapAnnotation-class](#) contains a list of [SingleAnnotation-class](#) objects and is used to add annotation graphics on heatmaps.

Examples

```
# There is no example
NULL
```

size.AnnotationFunction

Size of the AnnotationFunction Object

Description

Size of the AnnotationFunction Object

Usage

```
## S3 method for class 'AnnotationFunction'
size(x, ...)
```

Arguments

x	The AnnotationFunction-class object.
...	Other arguments.

Details

It returns the width if it is a row annotation and the height if it is a column annotation.

Internally used.

Examples

```
anno = anno_points(1:10)
ComplexHeatmap:::size(anno)
anno = anno_points(1:10, which = "row")
ComplexHeatmap:::size(anno)
```

`size.HeatmapAnnotation`*Size of the HeatmapAnnotation Object*

Description

Size of the HeatmapAnnotation Object

Usage

```
## S3 method for class 'HeatmapAnnotation'  
size(x, ...)
```

Arguments

x	The HeatmapAnnotation-class object.
...	Other arguments.

Details

It returns the width if it is a row annotation and the height if it is a column annotation.
Internally used.

Examples

```
# There is no example  
NULL
```

`size.SingleAnnotation` *Size of the SingleAnnotation Object*

Description

Size of the SingleAnnotation Object

Usage

```
## S3 method for class 'SingleAnnotation'  
size(x, ...)
```

Arguments

x	The SingleAnnotation-class object.
...	Other arguments.

Details

It returns the width if it is a row annotation and the height if it is a column annotation.
Internally used.

Examples

```
# There is no example
NULL
```

```
size<-AnnotationFunction
Assign the Size to the AnnotationFunction Object
```

Description

Assign the Size to the AnnotationFunction Object

Usage

```
## S3 replacement method for class 'AnnotationFunction'
size(x, ...) <- value
```

Arguments

x	The AnnotationFunction-class object.
value	A unit object.
...	Other arguments.

Details

It assigns to the width if it is a row annotation and the height if it is a column annotation.
Internally used.

Examples

```
anno = anno_points(1:10)
ComplexHeatmap:::size(anno) = unit(4, "cm")
ComplexHeatmap:::size(anno)
```

```
size<-HeatmapAnnotation
Assign the Size to the HeatmapAnnotation Object
```

Description

Assign the Size to the HeatmapAnnotation Object

Usage

```
## S3 replacement method for class 'HeatmapAnnotation'
size(x, ...) <- value
```

Arguments

x	The HeatmapAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

It assigns the width if it is a row annotation and the height if it is a column annotation.
Internally used.

Examples

```
# There is no example
NULL
```

```
size<-.SingleAnnotation
```

Assign the Size to the SingleAnnotation Object

Description

Assign the Size to the SingleAnnotation Object

Usage

```
## S3 replacement method for class 'SingleAnnotation'
size(x, ...) <- value
```

Arguments

x	The SingleAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

It assigns to the width if it is a row annotation and the height if it is a column annotation.
Internally used.

Examples

```
# There is no example
NULL
```

subset_gp	<i>Subset a gpar Object</i>
-----------	-----------------------------

Description

Subset a gpar Object

Usage

```
subset_gp(gp, i)
```

Arguments

gp	A gpar object.
i	A vector of indices.

Value

A [gpar](#) object.

Examples

```
gp = gpar(col = 1:10, fill = 1)
subset_gp(gp, 1:5)
```

subset_matrix_by_row	<i>Subset the Matrix by Rows</i>
----------------------	----------------------------------

Description

Subset the Matrix by Rows

Usage

```
subset_matrix_by_row(x, i)
```

Arguments

x	A matrix.
i	The row indices.

Details

Mainly used for constructing the [AnnotationFunction-class](#) object.

Examples

```
# There is no example
NULL
```

subset_vector	<i>Subset the vector</i>
---------------	--------------------------

Description

Subset the vector

Usage

```
subset_vector(x, i)
```

Arguments

x	A vector.
i	The indices.

Details

Mainly used for constructing the [AnnotationFunction-class](#) object.

Examples

```
# There is no example  
NULL
```

summary.Heatmap	<i>Print the Summary of a Heatmap</i>
-----------------	---------------------------------------

Description

Print the Summary of a Heatmap

Usage

```
## S3 method for class 'Heatmap'  
summary(object, ...)
```

Arguments

object	A Heatmap-class object.
...	Other arguments.

Examples

```
# There is no example  
NULL
```

summary.HeatmapList *Summary of a Heatmap List*

Description

Summary of a Heatmap List

Usage

```
## S3 method for class 'HeatmapList'  
summary(object, ...)
```

Arguments

object A *HeatmapList*-class object.
... Other arguments.

Examples

```
# There is no example  
NULL
```

unify_mat_list *Unify a List of Matrix*

Description

Unify a List of Matrix

Usage

```
unify_mat_list(mat_list, default = 0)
```

Arguments

mat_list A list of matrix. All of them should have dimension names.
default Default values for the newly added rows and columns.

Details

All matrix will be unified to have same row names and column names.

Value

A list of matrix

Author(s)

Zuguang Gu <z.gu@dkfz.de>

Examples

```
# There is no example
NULL
```

```
width.AnnotationFunction
```

Width of the AnnotationFunction Object

Description

Width of the AnnotationFunction Object

Usage

```
## S3 method for class 'AnnotationFunction'
width(x, ...)
```

Arguments

x	A AnnotationFunction-class object.
...	Other arguments.

Details

Internally used.

Examples

```
anno = anno_points(1:10)
ComplexHeatmap::width(anno)
anno = anno_points(1:10, which = "row")
ComplexHeatmap::width(anno)
```

```
width.Heatmap
```

Width of the Heatmap

Description

Width of the Heatmap

Usage

```
## S3 method for class 'Heatmap'
width(x, ...)
```

Arguments

x	The HeatmapList-class object returned by draw, Heatmap-method .
...	Other arguments.

Examples

```
# There is no example
NULL
```

```
width.HeatmapAnnotation
```

Width of the HeatmapAnnotation Object

Description

Width of the HeatmapAnnotation Object

Usage

```
## S3 method for class 'HeatmapAnnotation'
width(x, ...)
```

Arguments

x The [HeatmapAnnotation-class](#) object.
 ... Other arguments.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
width.HeatmapList
```

Width of the Heatmap List

Description

Width of the Heatmap List

Usage

```
## S3 method for class 'HeatmapList'
width(x, ...)
```

Arguments

x The [HeatmapList-class](#) object returned by [draw, HeatmapList-method](#).
 ... Other arguments.

Examples

```
# There is no example
NULL
```

width.Legends	<i>Width of the Legends</i>
---------------	-----------------------------

Description

Width of the Legends

Usage

```
## S3 method for class 'Legends'
width(x, ...)
```

Arguments

x	The grob object returned by Legend or packLegend .
...	Other arguments.

Value

The returned unit x is always in mm.

Examples

```
lgd = Legend(labels = 1:10, title = "foo", legend_gp = gpar(fill = "red"))
ComplexHeatmap::width(lgd)
```

width.SingleAnnotation	<i>Width of the SingleAnnotation Object</i>
------------------------	---

Description

Width of the SingleAnnotation Object

Usage

```
## S3 method for class 'SingleAnnotation'
width(x, ...)
```

Arguments

x	The SingleAnnotation-class object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
width<-.AnnotationFunction
```

Assign the Width to the AnnotationFunction Object

Description

Assign the Width to the AnnotationFunction Object

Usage

```
## S3 replacement method for class 'AnnotationFunction'
width(x, ...) <- value
```

Arguments

x	The AnnotationFunction-class object.
...	Other arguments.
value	A unit object.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
width<-.HeatmapAnnotation
```

Assign the Width to the HeatmapAnnotation Object

Description

Assign the Width to the HeatmapAnnotation Object

Usage

```
## S3 replacement method for class 'HeatmapAnnotation'  
width(x, ...) <- value
```

Arguments

x	The HeatmapAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example  
NULL
```

```
width<-.SingleAnnotation
```

Assign the Width to the SingleAnnotation Object

Description

Assign the Width to the SingleAnnotation Object

Usage

```
## S3 replacement method for class 'SingleAnnotation'  
width(x, ...) <- value
```

Arguments

x	The SingleAnnotation-class object.
value	A unit object.
...	Other arguments.

Details

Internally used.

Examples

```
# There is no example
NULL
```

```
widthDetails.annotation_axis
      Width for annotation_axis Grob
```

Description

Width for annotation_axis Grob

Usage

```
## S3 method for class 'annotation_axis'
widthDetails(x)
```

Arguments

x The annotation_axis grob returned by [annotation_axis_grob](#).

Details

The physical width of the grob can be get by `convertWidth(grobWidth(axis_grob), "mm")`.

Examples

```
# There is no example
NULL
```

```
widthDetails.legend    Grob width for packed_legends
```

Description

Grob width for packed_legends

Usage

```
## S3 method for class 'legend'
widthDetails(x)
```

Arguments

x A legend object.

Examples

```
# There is no example  
NULL
```

```
widthDetails.legend_body  
Grob width for legend_body
```

Description

Grob width for legend_body

Usage

```
## S3 method for class 'legend_body'  
widthDetails(x)
```

Arguments

x A legend_body object.

Examples

```
# There is no example  
NULL
```

```
widthDetails.packed_legends  
Grob width for packed_legends
```

Description

Grob width for packed_legends

Usage

```
## S3 method for class 'packed_legends'  
widthDetails(x)
```

Arguments

x A packed_legends object.

Examples

```
# There is no example  
NULL
```

[.AnnotationFunction] *Subset an AnnotationFunction Object*

Description

Subset an AnnotationFunction Object

Usage

```
## S3 method for class 'AnnotationFunction'
x[i]
```

Arguments

x An [AnnotationFunction-class](#) object.
i A vector of indices.

Details

One good thing for designing the [AnnotationFunction-class](#) is it can be subsetted, and this is the base for the splitting of the annotations.

Examples

```
anno = anno_simple(1:10)
anno[1:5]
draw(anno[1:5], test = "subset of column annotation")
```

[.Heatmap] *Subset a Heatmap*

Description

Subset a Heatmap

Usage

```
## S3 method for class 'Heatmap'
x[i, j]
```

Arguments

x A [Heatmap-class](#) object.
i Row indices.
j Column indices.

Details

This functionality is quite experimental. It should be applied before the layout is initialized.

Examples

```

m = matrix(rnorm(100), nrow = 10)
rownames(m) = letters[1:10]
colnames(m) = LETTERS[1:10]
ht = Heatmap(m)
ht[1:5, ]
ht[1:5]
ht[, 1:5]
ht[1:5, 1:5]

```

[.HeatmapAnnotation] *Subset the HeatmapAnnotation object*

Description

Subset the HeatmapAnnotation object

Usage

```

## S3 method for class 'HeatmapAnnotation'
x[i, j]

```

Arguments

x	A HeatmapAnnotation-class object.
i	Index of observations.
j	Index of annotations.

Examples

```

ha = HeatmapAnnotation(foo = 1:10, bar = anno_points(10:1),
sth = cbind(1:10, 10:1))
ha[1:5, ]
ha[, c("foo", "bar")]
ha[, 1:2]
ha[1:5, c("foo", "sth")]

```

[.HeatmapList] *Subset a HeatmapList object*

Description

Subset a HeatmapList object

Usage

```

## S3 method for class 'HeatmapList'
x[i, j]

```

Arguments

x	A HeatmapList-class object
i	row indices
j	column indices

Details

If the heatmap list is horizontal, i is the row indices and j corresponds to heatmap names and single annotation names. and if the heatmap is vertical, i corresponds to heatmap/annotation names and j is the column indices.

Examples

```
ht_list = Heatmap(matrix(rnorm(100), 10), name = "rnorm") +
  rowAnnotation(foo = 1:10, bar = anno_points(10:1)) +
  Heatmap(matrix(runif(100), 10), name = "runif")
summary(ht_list[1:5, ])
summary(ht_list[1:5, 1])
summary(ht_list[1:5, "rnorm"])
summary(ht_list[1:5, c("rnorm", "foo")])
```

```
ht_list = Heatmap(matrix(rnorm(100), 10), name = "rnorm") %v%
  columnAnnotation(foo = 1:10, bar = anno_points(10:1)) %v%
  Heatmap(matrix(runif(100), 10), name = "runif")
summary(ht_list[, 1:5])
summary(ht_list[1, 1:5])
summary(ht_list["rnorm", 1:5])
summary(ht_list[c("rnorm", "foo"), 1:5])
```

[.SingleAnnotation *Subset an SingleAnnotation Object*

Description

Subset an SingleAnnotation Object

Usage

```
## S3 method for class 'SingleAnnotation'
x[i]
```

Arguments

x	An SingleAnnotation-class object.
i	A vector of indices.

Details

The SingleAnnotation class object is subsetable only if the containing [AnnotationFunction-class](#) object is subsetable. All the anno_* functions are subsetable, so if the SingleAnnotation object is constructed by one of these functions, it is also subsetable.

Examples

```
ha = SingleAnnotation(value = 1:10)
ha[1:5]
draw(ha[1:5], test = "ha[1:5]")
```

%v%

Vertically Add Heatmaps or Annotations to a Heatmap List

Description

Vertically Add Heatmaps or Annotations to a Heatmap List

Usage

```
x %v% y
```

Arguments

x	A Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.
y	A Heatmap-class object, a HeatmapAnnotation-class object or a HeatmapList-class object.

Details

It is only a helper function. It actually calls [add_heatmap, Heatmap-method](#), [add_heatmap, HeatmapList-method](#) or [add_heatmap, HeatmapAnnotation-method](#) depending on the class of the input objects.

The [HeatmapAnnotation-class](#) object to be added should only be column annotations.

x and y can also be NULL.

Value

A [HeatmapList-class](#) object.

Author(s)

Zuguang Gu <z.gu@dkfz.de>

See Also

[+.AdditiveUnit](#) operator is used for horizontal heatmap list.

Examples

```
# There is no example
NULL
```

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