

Chernoff Faces and Spline Interpolation

H. P. Wolf

file: faces.rev, 08/Jan/2009, 03/Nov/2011, printed: November 3, 2011

Contents

1	Definition of faces	1
2	Code extraction	10
3	Some tests	10
4	Rd-file	15
5	Definition of a spline function	17
6	Literatur	18
7	Appendix: The way to faces	18
7.1	Definition of characteristic points	18
7.2	Saving of the characteristic points	19
7.3	Redrawing of the face	19

1 Definition of faces

Chernoff Faces are funny representations of multi dimensional data sets. For there is no **faces** function in R we present a simple version in this paper. The construction of the faces is quiet clear and the reader is invited to modify **faces** as she / he likes it.

The smooth curves for drawing the elements of a face (eyes, ears, etc.) are computed by fitting spline functions. At first we define a function to be able to plot smooth curves. Then the data matrix is checked and the standardized according to the input parameters **which.row**, **fill**, **scale** and **byrow**. In the initialisation part of the function characteristic points of a standard face and some graphics parameter are fixed. Within a loop along the rows of the data matrix faces are constructed in three steps:

1. the coordinates of the standard face are transformed,
2. the transformed points are arranged to organised to sets which represent elements of a face
3. smooth curves fitted to the sets of points are plotted on the graphics device

Finally a title is placed above the faces.

```

    rbind(1:3,5:3,3:5,5:7)
1  <define faces 1>≡
    faces<-function(xy,which.row,fill=FALSE,face.type=1,
                     nrow.plot,ncol.plot,scale=TRUE,byrow=FALSE,main,
                     labels,print.info = TRUE,na.rm = FALSE,
                     <define some colors 19>
                     plot.faces=TRUE){ # 070831 pwolf
    if((demo<-missing(xy))){
        xy<-rbind(
            c(1,3,5),c(3,5,7),
            c(1,5,3),c(3,7,5),
            c(3,1,5),c(5,3,7),
            c(3,5,1),c(5,7,3),
            c(5,1,3),c(7,3,5),
            c(5,3,1),c(7,5,3),
            c(1,1,1),c(4,4,4),c(7,7,7)
        )
        labels<-apply(xy,1,function(x) paste(x,collapse="-"))
    }
    <define spline 35>
    <standardize input 5>
    <define characteristic points of standard face 6>
    <define graphics parameter 3>
    <loop over faces 7>
    <finish plot 4>
    <info about the effects of the variables 9>
    <output face.list 2>
}

2  <output face.list 2>≡
    names(face.list)<-xnames
    out<-list(faces=face.list,info=info,xy=t(xy))
    class(out)<-"faces"
    invisible(out)

```

Let's start with some simple tasks. The graphics device needs to be prepared. If parameters `nrow.plot` and `ncol.plot` are found they will be used for the splitting of the graphics device. Otherwise a chess board design is used.

```

3  <define graphics parameter 3>≡
    nr<-n^0.5; nc<-n^0.5
    if(!missing(nrow.plot)) nr<-nrow.plot
    if(!missing(ncol.plot)) nc<-ncol.plot
    if(plot.faces){
        opar<-par(mfrow=c(ceiling(c(nr,nc))),oma=rep(6,4), mar=rep(.7,4))
        on.exit(par(opar))
    }

```

If a title is given it has to be placed at the top of the page.

```

4  <finish plot 4>≡
    if(plot.faces&&!missing(main)){
        par(opar);par(mfrow=c(1,1))
        mtext(main, 3, 3, TRUE, 0.5)
        title(main)
    }

```

The data have to be structured as matrix. `byrow=TRUE` results in a transposition of the input data `xy`. `which.row` allows to permute the order of the rows. In effect the representation of data attribute will be changed. `labels` can be used to name the faces. If `fill=TRUE` and `n.c` equals the number of columns of the data matrix the first `n.c` items of the standard face will be modified whereas all the rest will be unchanged. If `scale=FALSE` the variables of the input are not standardized to the interval $[-1,1]$. However, the data are rounded to the interval.

```
5  <standardize input 5>≡
    n.char<-15
    xy<-rbind(xy)
    if(byrow) xy<-t(xy)
    if(any(is.na(xy))){
      if(na.rm){
        xy<-xy[!apply(is.na(xy),1,any),,drop=FALSE]
        if(nrow(xy)<3) {print("not enough data points"); return()}
        print("Warning: NA elements have been removed!!")
      }else{
        xy.means<-colMeans(xy,na.rm=TRUE)
        for(j in 1:length(xy[1,])) xy[is.na(xy[,j]),j]<-xy.means[j]
        print("Warning: NA elements have been exchanged by mean values!!")
      }
    }
    if(!missing(which.row)&& all( !is.na(match(which.row,1:dim(xy)[2])) ))
      xy<-xy[,which.row,drop=FALSE]
    mm<-dim(xy)[2]; n<-dim(xy)[1]
    xnames<-dimnames(xy)[[1]]
    if(is.null(xnames)) xnames<-as.character(1:n)
    if(!missing(labels)) xnames<-labels
    if(scale){
      xy<-apply(xy,2,function(x){
        x<-x-min(x); x<-if(max(x)>0) 2*x/max(x)-1 else x })
    } else xy[]<-pmin(pmax(-1,xy),1)
    xy<-rbind(xy);n.c<-dim(xy)[2]
    # expand input matrix xy by replication of cols
    xy<-xy[, (rows.orig<-h<-rep(1:mm,ceiling(n.char/mm))),drop=FALSE]
    if(fill) xy[,-(1:n.c)]<-0
```

We have to define some characteristic points of a standard face. For we want to produce symmetrical faces we save points of the right half only. A face is considered as a set of objects: lips, eyes, nose, ears, hair, contour / shape. Each object is defined by a 2 column matrix which rows represent coordinate points. To be able to draw an element of a face very easy the points have been sorted in the correct order. The six objects are assembled into the list `face.orig`. If we want to plot the complete face we have to add the points of the left half of the face. For the vertical centerline of a face is $x = 0$ the coordinates of points of the left part are given by changing the sign of the associated right points. However we have to keep in mind the points to be reflected and their order. For this we use some vectors of indices `*refl.ind`. The vectors `*.notnull` tell us which points are not on the centeral line.

```
6 <define characteristic points of standard face 6>≡
  face.orig<-list(
    eye  =rbind(c(12,0),c(19,8),c(30,8),c(37,0),c(30,-8),c(19,-8),c(12,0))
    ,iris =rbind(c(20,0),c(24,4),c(29,0),c(24,-5),c(20,0))
    ,lipso=rbind(c(0,-47),c( 7,-49),lipsiend=c( 16,-53),c( 7,-60),c(0,-62))
    ,lipsi=rbind(c(7,-54),c(0,-54)) # add lipsiend
    ,nose =rbind(c(0,-6),c(3,-16),c(6,-30),c(0,-31))
    ,shape =rbind(c(0,44),c(29,40),c(51,22),hairend=c(54,11),earsta=c(52,-4),
      earend=c(46,-36),c(38,-61),c(25,-83),c(0,-89))
    ,ear  =rbind(c(60,-11),c(57,-30)) # add earsta,earend
    ,hair =rbind(hair1=c(72,12),hair2=c(64,50),c(36,74),c(0,79)) # add hairend
  )
  lipso.refl.ind<-4:1
  lipsi.refl.ind<-1
  nose.refl.ind<-3:1
  hair.refl.ind<-3:1
  shape.refl.ind<-8:1
  shape.xnotnull<-2:8
  nose.xnotnull<-2:3
```

A specific face is created by three steps:

step 1 : modify the characteristic points of the standard face

step 2 : define polygons of the objects of the modified points

step 3 : plot spline approximations of the polynoms

One important question is how the data effects on the variation of the standard face. S-Plus offers the following features: 1-area of face, 2-shape of face, 3-length of nose, 4-location of mouth, 5-curve of smile, 6-width of mouth, 7 .. 11 location, separation, angle, shape, width of eyes, 12-location of pupil, 13 .. 15 location angle and width of eyebrow.

Our features are: 1-height of face, 2-width of face, 3-shape of face, 4-height of mouth, 5-width of mouth, 6-curve of smile, 7-height of eyes, 8-width of eyes, 9-height of hair, 10-width of hair, 11-styling of hair, 12-height of nose, 13-width of nose, 14-width of ears, 15-height of ears. The modification are performed one after the other. Then a face can be constructed and plotted.

```

7  <loop over faces 7>≡
    face.list<-list()
    for(ind in 1:n){
      <initialize new face 8>
      <modify lips 11>
      <modify eye 12>
      <modify hair 13>
      <modify nose 14>
      <modify ear 15>
      <modify shape 10>
      <construct specific face 16>
      <plot specific face 17>
    }

```

As an initialisation the standard face is copied to **face** and the values of the variables are stored in **factors**.

```

8  <initialize new face 8>≡
    factors<-xy[ind,]
    face<-face.orig

```

Now we have to transform the face according to the data.

```
9  <info about the effects of the variables 9>≡
    info<-c(
      "var1"="height of face  ",
      "var2"="width of face  ",
      "var3"="structure of face",
      "var4"="height of mouth ",
      "var5"="width of mouth  ",
      "var6"="smiling         ",
      "var7"="height of eyes  ",
      "var8"="width of eyes   ",
      "var9"="height of hair  ",
      "var10"="width of hair  ",
      "var11"="style of hair  ",
      "var12"="height of nose ",
      "var13"="width of nose  ",
      "var14"="width of ear   ",
      "var15"="height of ear  ")
    var.names<-dimnames(xy)[[2]]
    if(0==length(var.names)) var.names<-paste("Var",rows.orig,sep="")
    info<-cbind("modified item"=info,"Var"=var.names[1:length(info)])
    rownames(info)<-rep("",15)
    if(print.info){
      cat("effect of variables:\n")
      print(info)
    }
    if(demo&&plot.faces) {
      plot(1:15,1:15,type="n",axes=FALSE,bty="n")
      text(rep(1,15),15:1,adj=0,apply(info,1,function(x)
        paste(x,collapse="  -  ")),cex=0.7)
    }
  }
```

Height, width and structure of the faces is changed by `factors[1:3]`. In the actual version `factor[1:3]` have an overall scaling effect. The comment lines show how the effect can be reduced to the contour line of the face.

```
10 <modify shape 10>≡
    face<-lapply(face,function(x){ x[,2]<-x[,2]*(1+0.2*factors[1]);x})
    face<-lapply(face,function(x){ x[,1]<-x[,1]*(1+0.2*factors[2]);x})
    face<-lapply(face,function(x){ x[,1]<-ifelse(x[,1]>0,
      ifelse(x[,2] > -30, x[,1],
        pmax(0,x[,1]+(x[,2]+50)*0.2*sin(1.5*(-factors[3])))),0);x})
    #face$shape[,2]<-face$shape[,2]*(1+0.2*factors[1])
    #face$shape[,1]<-face$shape[,1]*(1+0.2*factors[2])
    #face$shape[,1]<-face$shape[,1]<-ifelse(face$shape[,1]>0,
    #   ifelse(face$shape[,2] > -30, face$shape[,1],
    #     pmax(0,face$shape[,1]+(face$shape[,2]+50)*0.2*sin(1.5*(-factors[3])))),0)
  }
```

Factor 4 and 5 have a scaling effect on the mouth. Factor 6 changes the smiling.

```
11 <modify lips 11>≡
    m<-mean(face$lipso[,2])
    face$lipso[,2]<-m+(face$lipso[,2]-m)*(1+0.7*factors[4])
    face$lipsi[,2]<-m+(face$lipsi[,2]-m)*(1+0.7*factors[4])
    face$lipso[,1]<-face$lipso[,1]*(1+0.7*factors[5])
    face$lipsi[,1]<-face$lipsi[,1]*(1+0.7*factors[5])
    face$lipso["lipsiend",2]<-face$lipso["lipsiend",2]+20*factors[6]
  }
```

Factor 7 and 8 define scaling effects on the eyes.

```
12  <modify eye 12>≡
      m<-mean(face$eye[,2])
      face$eye[,2] <-m+(face$eye[,2] -m)*(1+0.7*factors[7])
      face$iris[,2]<-m+(face$iris[,2]-m)*(1+0.7*factors[7])
      m<-mean(face$eye[,1])
      face$eye[,1] <-m+(face$eye[,1] -m)*(1+0.7*factors[8])
      face$iris[,1]<-m+(face$iris[,1]-m)*(1+0.7*factors[8])
```

The hair is changed by factor 9, 10 and 11.

```
13  <modify hair 13>≡
      m<-min(face$hair[,2])
      face$hair[,2]<-m+(face$hair[,2]-m)*(1+0.2*factors[9])
      m<-0
      face$hair[,1]<-m+(face$hair[,1]-m)*(1+0.2*factors[10])
      m<-0
      face$hair[c("hair1", "hair2"),2]<-face$hair[c("hair1", "hair2"),2]+50*factors[11]
```

The nose scaling factors are 12 and 13 and ...

```
14  <modify nose 14>≡
      m<-mean(face$nose[,2])
      face$nose[,2]<-m+(face$nose[,2]-m)*(1+0.7*factors[12])
      face$nose[nose.xnotnull,1]<-face$nose[nose.xnotnull,1]*(1+factors[13])
```

... for the ears factors 14 and 15 matters.

```
15  <modify ear 15>≡
      m<-mean(face$shape[c("earsta", "earend"),1])
      face$ear[,1]<-m+(face$ear[,1]-m)*(1+0.7*factors[14])
      m<-min(face$ear[,2])
      face$ear[,2]<-m+(face$ear[,2]-m)*(1+0.7*factors[15])
```

After transforming the standard face elements of the specific face are completed and collected in a list (face.obj).

```
16  <construct specific face 16>≡
      invert<-function(x) cbind(-x[,1],x[,2])
      face.obj<-list(
        eyer=face$eye
      ,eyel=invert(face$eye)
      ,irisr=face$iris
      ,irisl=invert(face$iris)
      ,lipso=rbind(face$lipso,invert(face$lipso[lipso.refl.ind,]))
      ,lipsi=rbind(face$lipso["lipsiend",],face$lipsi,
        invert(face$lipsi[lipsi.refl.ind,,drop=FALSE]),
        invert(face$lipso["lipsiend",,drop=FALSE]))
      ,earr=rbind(face$shape["earsta",],face$ear,face$shape["earend",])
      ,earl=invert(rbind(face$shape["earsta",],face$ear,face$shape["earend",]))
      ,nose=rbind(face$nose,invert(face$nose[nose.refl.ind,]))
      ,hair=rbind(face$shape["hairend",],face$hair,invert(face$hair[hair.refl.ind,]),
        invert(face$shape["hairend",,drop=FALSE]))
      ,shape=rbind(face$shape,invert(face$shape[shape.refl.ind,]))
      )
      face.list<-c(face.list,list(face.obj))
```

Now we are ready to compose the specific faces by drawing smooth curves fitted to the polygons. The following code chunk uses a chunk that is also referenced in the function `plot.face`. This function allows the user to place faces anywhere in a plot. Therefore, transformations are needed and are done by the functions `xtrans` and `ytrans`. Here these two functions do not change the input values. For painting we need to map the data values (`factors`) on colors. `f` is the corresponding index of the palettes.

```
17  <plot specific face 17>≡
    if(plot.faces){
      plot(1,type="n",xlim=c(-105,105)*1.1, axes=FALSE,
           ylab="",ylim=c(-105,105)*1.3)
      title(xnames[ind])
      f<-1+(ncolors-1)*(factors+1)/2 # translate factors into color numbers
      xtrans<-function(x){x}; ytrans<-function(y){y}
      for(obj.ind in seq(face.obj)[c(10:11,1:9)]) {
        x <-face.obj[[obj.ind]][,1]; y<-face.obj[[obj.ind]][,2]
        xx<-spline(1:length(x),x,40,FALSE)[,2]
        yy<-spline(1:length(y),y,40,FALSE)[,2]
        if(plot.faces){
          lines(xx,yy)
          if(face.type>0){
            <paint elements of a face 18>
          }
        }
      }
    }
  }
```

For painting parts of the faces the order of painting has to be recognized. The colors are found by averaging over the color indices of the relevant variables.

```
18  <paint elements of a face 18>≡
    if(obj.ind==10)
      polygon(xtrans(xx),ytrans(yy),col=col.hair[ceiling(mean(f[9:11]))],xpd=NA) # hair
    if(obj.ind==11){
      polygon(xtrans(xx),ytrans(yy),col=col.face[ceiling(mean(f[1:2 ]))],xpd=NA) # face
      <paint christmas like if 2==face.type 21>
    }
    xx<-xtrans(xx); yy<-ytrans(yy)
    if(obj.ind %in% 1:2) polygon(xx,yy,col="#eeeeee") # eyes
    if(obj.ind %in% 3:4) polygon(xx,yy,col=col.eyes[ceiling(mean(f[7:8 ]))],xpd=NA) # eyes
    if(obj.ind %in% 9)   polygon(xx,yy,col=col.nose[ceiling(mean(f[12:13]))],xpd=NA) # nose
    if(obj.ind %in% 5:6) polygon(xx,yy,col=col.lips[ceiling(mean(f[1:3]))],xpd=NA) # lips
    if(obj.ind %in% 7:8) polygon(xx,yy,col=col.ears[ceiling(mean(f[14:15]))],xpd=NA) # ears
```

For painted faces it is nice to have suitable colors. Different elements of a face are painted with colors of different color palettes.

```
19  <define some colors 19>≡
    ncolors=20,
    col.nose=rainbow(ncolors),           # nose
    col.eyes=rainbow(ncolors,start=0.6,end=0.85), # eyes
    col.hair=terrain.colors(ncolors),     # hair
    col.face=heat.colors(ncolors),        # face
    col.lips=rainbow(ncolors,start=0.0,end=0.2), # lips
    col.ears=rainbow(ncolors,start=0.0,end=0.2), # ears
```


That's it for usual applications. Sometimes it is nice to draw a face at a certain position of an existing plot. For this the function `plot.faces` will do the job. This function takes a face object and reconstructs faces either at positions fixed by the user or the faces we be drawn on a chess board.

```
20 <define plot.faces 20>≡
    plot.faces<-function(x,x.pos,y.pos,face.type = 1,
                        width=1,height=1,labels,
                        <define some colors 19>
                        ...){
    if(missing(x)) return("no face.list object in call")
    face.list<-x$faces; face.data<-x$xy
    if(class(face.list)!="faces") {
        if(!is.list(face.list) || !any(names(face.list)[[1]]=="lipso") )
            return("input not of class faces")
    }
    <define spline 35>
    n<-length(face.list)
    if(missing(x.pos)){
        co<-ro<-ceiling(n^0.5)
        plot((0:ro)+.5,(0:co)+.5,type="n",xlab="",ylab="",axes=FALSE)
        m<-matrix(1,ro,co); x.pos<-col(m); y.pos<-(1+ro)-row(m)
    }
    if(!missing(labels)) names(face.list)<-labels
    fac.x<-width/1.1/210; fac.y<-height/1.3/210
    xtrans<-function(x){x.pos[j]+fac.x*x}; ytrans<-function(y){y.pos[j]+fac.y*y}
    for(j in seq(face.list)){
        face.obj<-face.list[[j]]; factors<-face.data[,j]
        f<-1+(ncolors-1)*(factors+1)/2 # translate factors into color numbers
        for(obj.ind in seq(face.obj)[c(10:11,1:9)]) {
            x <-face.obj[[obj.ind]][,1]; y<-face.obj[[obj.ind]][,2]
            xx<-spline(1:length(x),x,40,FALSE)[,2]
            yy<-spline(1:length(y),y,40,FALSE)[,2]
            lines(xtrans(xx),ytrans(yy),...)
            if(face.type>0){ <paint elements of a face 18> }
        }
        lab<-names(face.list)[j]
        text(x.pos[j],y.pos[j]-0.5*height,lab,xpd=NA)
    }
}
```

The expressions for computing the christmas version are extracted to increase the readability.

```

21  <paint christmas like if 2==face.type 21>≡
    if(face.type==2){
      # beard
      for(zzz in seq(hhh<-max(face.obj[[8]][,1]),-hhh,length=30)){
        hrx<-rnorm(8,zzz,2); hry<-0.7*-3*rnorm(1,3)+abs(hrx)^2/150
        hry<-min(face.obj[[9]][,2])+hry
        lines(xtrans(hrx),ytrans(hry),lwd=5,col="#eeeeee",xpd=NA)
      }
      ind<-which.max(xx); wx<-xx[ind]; ind<-which.max(yy); wy<-yy[ind]
      # edge of hat
      wxh<-wx<-seq(-wx,wx,length=20); wyh<-wy<-wy-(wx-mean(wx))^2/250+runif(20)*3
      lines(xtrans(wxh),ytrans(wyh)); wx<-c(wx,rev(wx)); wy<-c(wy-10,rev(wy)+20)
      wmx1<-wmx0<-c(min(wx),min(wy)+20)
      wmx2<-wmx3<-c(runif(1,wmx0[1],-wmx0[1]), wy[1]+100)
      wmx1[2]<-0.5*(wmx0[2]+wmx3[2]); wmx2[1]<-0.5*(wmx2[1]+wmx0[1])
      npxy<-20; pxy<-seq(0,1,length=npxy)
      gew<-outer(pxy,0:3,"^")*outer(1-pxy,3:0,"^")*
        matrix(c(1,3,3,1),npxy,4,byrow=TRUE)
      wx1<-wmx0[1]*gew[,1]+wmx1[1]*gew[,2]+wmx2[1]*gew[,3]+wmx3[1]*gew[,4]
      wxl<-wmx0[2]*gew[,1]+wmx1[2]*gew[,2]+wmx2[2]*gew[,3]+wmx3[2]*gew[,4]
      lines(xtrans(wx1),ytrans(wxl),col="green")
      wmx1[1]<- wmx0[1]<- -wmx0[1]
      wmx1[2]<-0.5*(wmx0[2]+wmx3[2]); wmx2[1]<-0.5*(wmx2[1]+wmx0[1])
      wxr<-wmx0[1]*gew[,1]+wmx1[1]*gew[,2]+wmx2[1]*gew[,3]+wmx3[1]*gew[,4]
      wyr<-wmx0[2]*gew[,1]+wmx1[2]*gew[,2]+wmx2[2]*gew[,3]+wmx3[2]*gew[,4]
      points(xtrans(wmx3[1]),ytrans(wmx3[2]),pch=19,cex=2,col="#ffffff",xpd=NA)
      points(xtrans(wmx3[1]),ytrans(wmx3[2]),pch=11,cex=2.53,col="red",xpd=NA)
      polygon(xtrans(c(wx1,rev(wxr))),ytrans(c(wxl,rev(wyr))),col="red",xpd=NA) # hat
      polygon(xtrans(wx),ytrans(wy),col="#ffffff",xpd=NA) # edge of hat
    }

```

2 Code extraction

```

22  <extract code 22>≡
    tangleR("faces",expand.roots="define [[faces]] and [[faces.plot]]")

23  <* 23>≡
    tangleR("faces",expand.roots="christmas")

24  <start 24>≡
    "relax"

```

3 Some tests

Some tests may be useful. Here is a chunk that will trigger the definition of the functions.

```

25  <define faces and faces.plot 25>≡
    <define faces 1>
    <define plot.faces 20>
    faces(face.type=2); ""
    args(plot.faces)

```

Here are the arguments of `plot.faces` –

Wed Jan 7 15:08:19 2009

```
function (x, x.pos, y.pos, face.type = 1, width = 1, height = 1, labels,
         ncolors = 20, col.nose = rainbow(ncolors), col.eyes = rainbow(ncolors,
         start = 0.6, end = 0.85), col.hair = terrain.colors(ncolors),
         col.face = heat.colors(ncolors), col.lips = rainbow(ncolors,
         start = 0, end = 0.2), col.ears = rainbow(ncolors, start = 0,
         end = 0.2), ...)
```

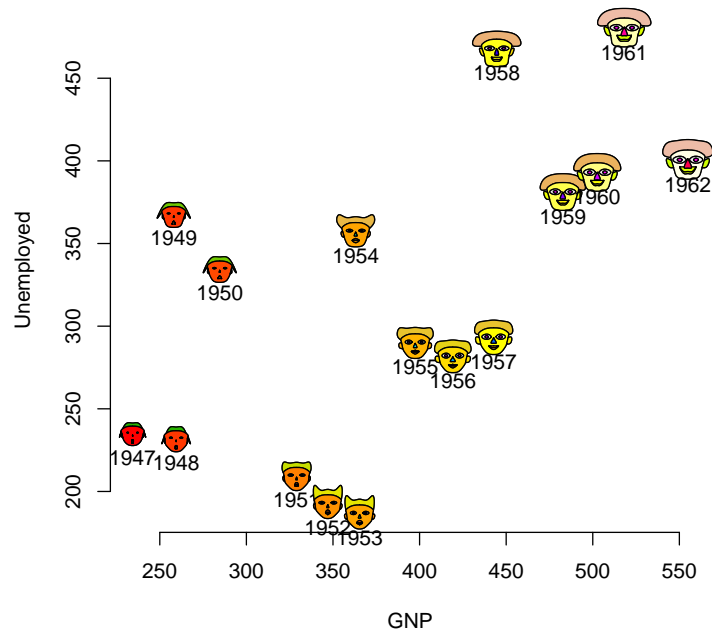
This code chunk shows different ways of constructing faces.

```
26  <test1 26>≡
    <define faces 1>
    <define plot.faces 20>
    a<-faces(rbind(1:3,5:3,3:5,5:7),plot=!FALSE,face.type=2)
    plot.faces(a,face.type=0)
    plot(1:4,type="n");plot.faces(a,x.pos=1:4,y.pos=1:4,width=0.5,height=1,face.type=1)
    ""

27  <test2 27>≡
    <define faces 1>
    faces(rbind(rep(1,3),rep(5,3),c(1,1,5),c(1,5,1),c(1,5,5),c(5,5,1),
    c(5,1,5),c(3,3,3),c(1,5,1)))
    ""

28  <test3 28>≡
    <define faces 1>
    data(longley)
    faces(longley[1:9,])

29  <* 23>+≡
    a<-faces(longley[1:16,],plot=FALSE)
    plot(longley[1:16,2:3],bty="n")
    plot.faces(a,longley[1:16,2],longley[1:16,3],width=35,height=30)
```



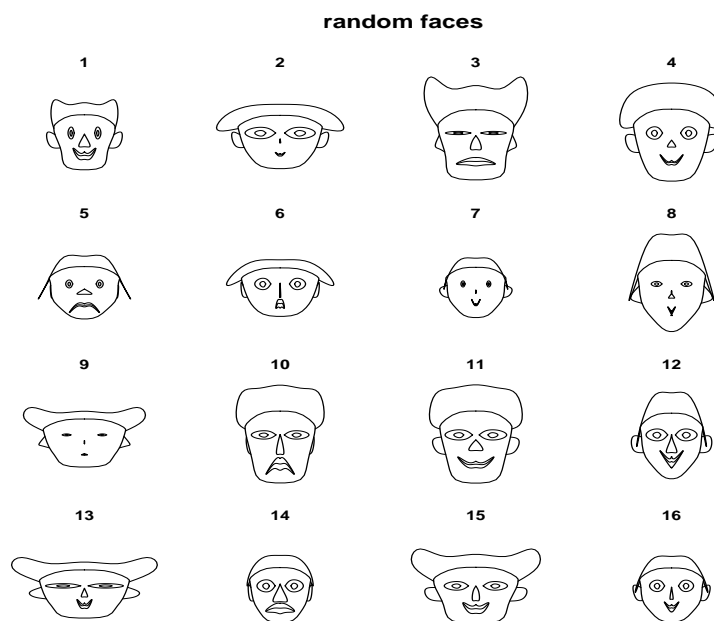
```

30  <* 23>+≡
      dim(longley)

31  <test4 31>≡
      <define faces 1>
      set.seed(17)
      faces(matrix(sample(1:1000,128,),16,8),main="random faces")

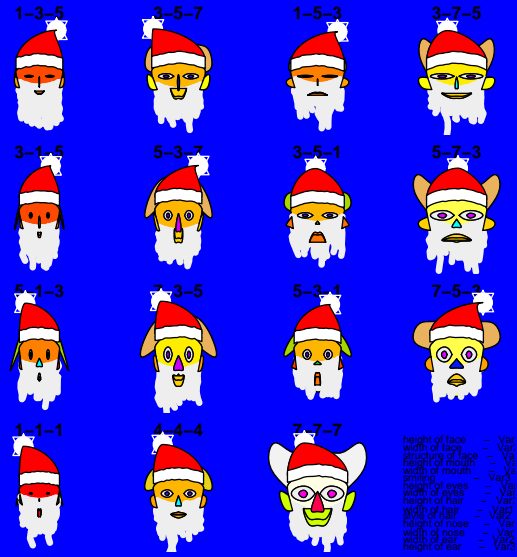
```

Here is the result:



```
32  <christmas 32>≡
    christmas<-function(){
      delay<-.1
      <define faces 1>
      par(bg="white")
      faces(face.type=0)
      title("the old chernoff faces")
      Sys.sleep(delay)
      faces()
      title("new chernoff faces")
      Sys.sleep(delay)
      par(bg="blue")
      faces(face.type=2)
      title("chernoff faces -> december 2008")
    }
    christmas()
```

chernoff faces -> december 2008



4 Rd-file

```

33  <define faces help 33>≡
    \name{faces}
    \alias{faces}
    \alias{plot.faces}
    \title{    Chernoff Faces    }
    \description{
        \code{faces} represent the rows of a data matrix by faces.
        \code{plot.faces} plots faces into a scatterplot.
    }
    \usage{
faces(xy, which.row, fill = FALSE, face.type = 1, nrow.plot, ncol.plot,
    scale = TRUE, byrow = FALSE, main, labels, print.info = TRUE,
    na.rm = FALSE, ncolors = 20, col.nose = rainbow(ncolors),
    col.eyes = rainbow(ncolors, start = 0.6, end = 0.85),
    col.hair = terrain.colors(ncolors), col.face = heat.colors(ncolors),
    col.lips = rainbow(ncolors, start = 0, end = 0.2),
    col.ears = rainbow(ncolors, start = 0, end = 0.2), plot.faces = TRUE)
plot.faces(x, x.pos, y.pos, face.type = 1, width = 1, height = 1, labels,
    ncolors = 20, col.nose = rainbow(ncolors), col.eyes = rainbow(ncolors,
    start = 0.6, end = 0.85), col.hair = terrain.colors(ncolors),
    col.face = heat.colors(ncolors), col.lips = rainbow(ncolors,
    start = 0, end = 0.2), col.ears = rainbow(ncolors, start = 0,
    end = 0.2), ...)
    }
    \arguments{
        \item{xy}{    \code{xy} data matrix, rows represent individuals and columns variables    }
        \item{which.row}{    defines a permutation of the rows of the input matrix    }
        \item{fill}{    \code{if(fill==TRUE)}, only the first \code{nc} attributes of the faces are
            transformed, \code{nc} is the number of columns of \code{xy}    }
        \item{face.type}{    an integer between 0 and 2 with the meanings:
            0 = line drawing faces,
            1 = the elements of the faces are painted,
            2 = Santa Claus faces are drawn    }
        \item{nrow.plot}{    number of columns of faces on graphics device    }
        \item{ncol.plot}{    number of rows of faces    }
        \item{scale}{    \code{if(scale==TRUE)}, variables will be normalized    }
        \item{byrow}{    \code{if(byrow==TRUE)}, \code{xy} will be transposed    }
        \item{main}{    title    }
        \item{labels}{    character strings to use as names for the faces    }
        \item{print.info}{    if TRUE information about usage of variables for face elements are printed    }
        \item{na.rm}{    if TRUE 'NA' values are removed otherwise exchanged by mean of data    }
        \item{plot.faces}{    if \code{FALSE} no face is plotted    }
        \item{x}{    an object of class \code{faces} computed by \code{faces}    }
        \item{x.pos}{    x coordinates of positions of faces    }
        \item{y.pos}{    y coordinates of positions of faces    }
        \item{width}{    width of the faces    }
        \item{height}{    height of the faces    }
        \item{ncolors}{    number of colors in the palettes for painting the elements of the faces    }
        \item{col.nose}{    palette of colors for painting the nose    }
        \item{col.eyes}{    palette of colors for painting the eyes    }
        \item{col.hair}{    palette of colors for painting the hair    }
        \item{col.face}{    palette of colors for painting the face    }
        \item{col.lips}{    palette of colors for painting the lips    }
        \item{col.ears}{    palette of colors for painting the ears    }
        \item{...}{    additional graphical arguments    }
    }

```

```

\details{
Explanation of parameters:
1-height of face,
2-width of face,
3-shape of face,
4-height of mouth,
5-width of mouth,
6-curve of smile,
7-height of eyes,
8-width of eyes,
9-height of hair,
10-width of hair,
11-styling of hair,
12-height of nose,
13-width of nose,
14-width of ears,
15-height of ears.

For painting elements of a face the colors of are found by
averaging of sets of variables:
(7,8)-eyes, (12,13)-iris, (1,2,3)-lips,
(14,15)-ears, (9)-nose, (10)-hair, (11)-face.

Further details can be found in the literate program of \code{faces}.
}
\value{
  list of two elements: The first element \code{out$faces}
  is a list of standardized faces of \code{class faces},
  this object could be plotted by plot.faces;
  a plot of faces is created on the graphics device if
  \code{plot.faces=TRUE}.
  The second list is short description of the effects of the variables.
}
\references{ Chernoff, H. (1973): The use of faces to represent statistiscal assoziation,
JASA, 68, pp 361--368.
The smooth curves are computed by an algorithm found in
Ralston, A. and Rabinowitz, P. (1985):
A first course in numerical analysis, McGraw-Hill, pp 76ff.
\url{http://www.wiwi.uni-bielefeld.de/mitarbeiter/wolf/} :
S/R - functions : faces
}
\author{ H. P. Wolf }
\note{ version 01/2009 }

\seealso{ --- }
\examples{

faces()
faces(face.type=1)

faces(rbind(1:3,5:3,3:5,5:7))

data(longley)
faces(longley[1:9,],face.type=0)
faces(longley[1:9,],face.type=1)

plot(longley[1:16,2:3],bty="n")
a<-faces(longley[1:16,],plot=FALSE)

```



```

plot.faces(a,longley[1:16,2],longley[1:16,3],width=35,height=30)

set.seed(17)
faces(matrix(sample(1:1000,128,),16,8),main="random faces")

a<-faces(rbind(1:3,5:3,3:5,5:7),plot.faces=FALSE)
plot(0:5,0:5,type="n")
plot(a,x.pos=1:4,y.pos=1:4,1.5,0.7)
# during Christmastime
faces(face.type=2)
}
\keyword{misc}

```

Chunk to test the help examples.

```

34  < * 23>+≡
    <define faces 1>
    <define plot.faces 20>
    a<-faces(rbind(1:3,5:3,3:5,5:7),plot.faces=FALSE)
    plot(0:5,0:5,type="n")
    plot(a,x.pos=1:4,y.pos=1:4,1.5,0.7)

```

5 Definition of a spline function

```

35  <define spline 35>≡
    spline<-function(a,y,m=200,plot=FALSE){
      n<-length(a)
      h<-diff(a)
      dy<-diff(y)
      sigma<-dy/h
      lambda<-h[-1]/(hh<-h[-1]+h[-length(h)])
      mu<-1-lambda
      d<-6*diff(sigma)/hh
      tri.mat<-2*diag(n-2)
      tri.mat[2+ (0:(n-4))*(n-1)] <-mu[-1]
      tri.mat[ (1:(n-3))*(n-1)] <-lambda[-(n-2)]
      M<-c(0,solve(tri.mat)%*%d,0)
      x<-seq(from=a[1],to=a[n],length=m)
      anz.kl <- hist(x,breaks=a,plot=FALSE)$counts
      adj<-function(i) i-1
      i<-rep(1:(n-1),anz.kl)+1
      S.x<- M[i-1]*(a[i]-x )^3 / (6*h[adj(i)]) +
            M[i] *(x -a[i-1])^3 / (6*h[adj(i)]) +
            (y[i-1] - M[i-1]*h[adj(i)]^2 /6) * (a[i]-x)/ h[adj(i)] +
            (y[i] - M[i] *h[adj(i)]^2 /6) * (x-a[i-1]) / h[adj(i)]
      if(plot){ plot(x,S.x,type="l"); points(a,y) }
      return(cbind(x,S.x))
    }

```

Test of spline function:

```

36  <spline-test 36>≡
    a<-c(.25,.30,.39,.45,.53); y<-c(.5,.5477,.6245,.6708,runif(1)) # .7280)
    spline(a,y,T)
    #6*(.8533-.954)/sum(h[1:2])
    x<-runif(10); y<-runif(10)
    xx<-spline(1:length(x),x,100,FALSE)[,2]
    yy<-spline(1:length(y),y,100,FALSE)[,2]
    plot(xx,yy,type="l"); points(xx,yy)

```

6 Literatur

Chernoff, H. (1973): The use of faces to represent statistiscal assoziation, JASA, 68, pp 361–368.

Ralston, A. and Rabinowitz, P. (1985): A first course in numerical analysis, McGraw-Hill, pp 76ff.

7 Appendix: The way to faces

7.1 Definition of characteristical points

The first step is to draw a face on a transparent sheet. Then we fix this slide in front of a monitor and read some characteristical points using the `locator` function, see following code chunk. To check the points of face we plot them on the graphics device. Only the right half of the face has been digitized. The point between the eyes is defined as `c(0,0)`.

```

37  <get points 37>≡
    plot(1,type="n",xlim=c(-100,100),ylim=c(-100,100))
    abline(v=0)
    result<-NULL
    for(i in 1:50) {
        xy<-locator(1); text(xy$x,xy$y,i)
        result<-rbind(result,round(c(xy$x,xy$y)))
    }
    result<-rbind(result,cbind(-result[,1],result[,2]))
    points(result[,1],result[,2],pch=".")
    result

```

7.2 Saving of the characteristic points

The first 8 points lie on the line $x = 0$. Points 9 to 36 have an x -value greater 0. To show the face the left half of the face has to be added. To be able to do some corrections the points are stored in a file.

```
38  <save points 38>≡
    result[1:8,1]<-0; result1<-result[1:36,]
    result1<-rbind(result1,cbind(-result1[9:36,1],result1[9:36,2]))
    plot(1,type="n",xlim=c(-100,100),ylim=c(-100,100))
    abline(v=0)
    points(result1[,1],result1[,2],pch="*")
    text(result1[,1],result1[,2],1:length(result1[,1]))
    result.save<-paste(result1[,1]," ",result1[,2])
    cat(file="facecoord",result.save[1:36],sep="\n")
```

7.3 Redrawing of the face

For looking at the standard face we need a chunk that reads the data from file and replots the points. The plot shows the positions of points and adds indices.

```
39  <show points 39>≡
    r<-scan(file="facecoord") # r<-rr
    r<-matrix(r,ncol=2,byrow=TRUE)

    r<-rbind(r,cbind(-r[9:36,1],r[9:36,2]))
    plot(1,type="n",xlim=c(-100,100),ylim=c(-100,100))
    abline(v=0)
    points(r[,1],r[,2],pch="*")
    text(r[,1],r[,2],1:length(r[,1]))
```

The next step is in defining elements of the face by sets of points. The polygons of the sets are plotted. Data input: file.

```
40  <show face polygon 40>≡
    r<-scan(file="facecoord")
    result1<-r<-matrix(r,ncol=2,byrow=TRUE)
    facecoor.orig<-r<-rbind(r,cbind(-r[9:36,1],r[9:36,2]))
    facecoor<-list(
        face=r[c(8:15,2,43:37,8),]
        ,eyer=r[c(27:32,27),]
        ,eyel=r[c(55:60,55),]
        ,irisr=r[c(33:36,33),]
        ,irisl=r[c(61:64,61),]
        ,lipso=r[c(23,21,5,49,51,50,7,22,23),]
        ,lipsi=r[c(51,52,6,24,23),]
        ,nose=r[c(3,53,54,4,26,25,3),]
        ,hair=r[c(41,46,45,44,1,16,17,18,13),]
        ,nose=r[c(3,53,54,4,26,25,3),]
        ,earr=r[c(11,20,19,12),]
        ,earl=r[c(39,48,47,40),]
    )
    plot(1,type="n",xlim=c(-100,100),ylim=c(-100,100))
    for(i in seq(facecoor)) lines(facecoor[[i]][,1],facecoor[[i]][,2])
```

To get a nicer face we construct smooth lines to connect the points of the elements. The curve are found by computing spline functions. Data input: variable `facecoor`.

```
41  <show face smooth 41>≡  
    plot(1,type="n",xlim=c(-100,100),ylim=c(-100,100))  
    for(i in seq(facecoor)) {  
      x <-facecoor[[i]][,1]; y<-facecoor[[i]][,2]  
      xx<-spline(1:length(x),x,100,FALSE)[,2]  
      yy<-spline(1:length(y),y,100,FALSE)[,2]  
      lines(xx,yy)  
    }
```

Now a first version of **faces** can be designed. What's to be done?

1. define **spline**
2. check input
3. fix points of standard face
4. draw a face for each row of data in a loop:
 - (a) initialize face
 - (b) modify points of the face according the data values
 - (c) define elements of the face
 - (d) plot the face

```

42  <define first version of face 42>≡
    faces1<-function(xy){
      <define spline 35>
      # standardize input
      xy<-rbind(xy); mm<-dim(xy)[2]; n<-dim(xy)[1]
      xnames<-dimnames(xy)[[1]]
      if(is.null(xnames)) xnames<-as.character(1:n)
      xy<-apply(xy,2,function(x){
        x<-x-min(x)
        x<-if(max(x)>0) 2*x/max(x)-1 else x+0.5
      })
      xy<-xy[,rep(1:mm,ceiling(14/mm))]
      # define points of standard face
      r<-c(0,79,0,44,0,-6,0,-31,0,-47,0,-54,0,-62,0,-89,
          25,-83,38,-61,46,-36,52,-4,54,11,
          51,22,29,40,36,74,64,50,72,12,60,
          -11,57,-30,7,-49,7,-60,16,-53,
          7,-54,3,-16,6,-30,12,0,19,8,30,
          8,37,0,30,-8,19,-8,20,0,24,4,29,0,24,-5)
      r<-matrix(r,ncol=2,byrow=TRUE)
      facecoor.orig<-rbind(r,cbind(-r[9:36,1],r[9:36,2]))
      # loop over elements
      for(ind in 1:n){
        # initialize face for element ind
        factors<-xy[ind,]
        face <- facecoor.orig
        # modify face characteristics
        # head
        face[,2]<-face[,2] * ((5+factors[1])/5)
        face[,1]<-face[,1] * ((5+factors[2])/5)
        face[9:15,1]<-face[9:15,1] +
          (face[ 9:15,2]+40)/5 * (-factors[3] )
        face[37:43,1]<-face[37:43,1] +
          (face[37:43,2]+40)/5 * (factors[3] )
        # lips
        face[c(21:24,49:52,5:7),2]<-face[c(21:24,49:52,5:7),2] +
          ( face[c(21:24,49:52,5:7),2]+53 ) * factors[4]
        face[c(21:24,49:52,5:7),1]<-face[c(21:24,49:52,5:7),1] +
          ( face[c(21:24,49:52,5:7),1] ) * factors[5]/2
        face[c(23,51),2]<-face[c(23,51),2] +
          ( face[c(23,51),2]-53 ) * factors[6]/15
        # eyes
        face[c(27:36,55:64),2]<-face[c(27:36,55:64),2] +
          ( face[c(27:36,55:64),2]-1) * (factors[7]) /2
      }
    }

```

```

        face[c(27:36),1]<-face[c(27:36),1] +
          ( face[c(27:36),1]-25)* (factors[8]) /2
        face[c(55:64),1]<-face[c(55:64),1] +
          ( face[c(55:64),1]+25)* (factors[8]) /2
    ##   face[c(27:36,55:64),1]<-face[c(27:36,55:64),1] +
    ##       (factors[??]) *5   # shift
    # hair
        face[c(16:18,44:46,1),2]<-face[c(16:18,44:46,1),2] +
          ( face[c(16:18,44:46,1),2]-50)* (factors[9])
        face[c(16:18,44:46,1),1]<-face[c(16:18,44:46,1),1] +
          ( face[c(16:18,44:46,1),1])* (factors[10])/3
    # nose
        face[c(25,26,53,54,3,4),2]<-face[c(25,26,53,54,3,4),2] +
          ( face[c(25,26,53,54,3,4),2]+25)* (factors[11])/2
        face[c(25,26,53,54),1]<-face[c(25,26,53,54),1] +
          ( face[c(25,26,53,54),1])* (factors[12])/2
    # ears
        face[c(19,20,47:48),2]<-face[c(19,20,47:48),2] +
          ( face[c(19,20,47:48),2]+20)* (factors[13])*0.5
        # construct face
        face[c(20,48),1]<-face[c(20,48),1] +
          (1+factors[14])*c(1,-1)*5
        r<-face;facecoor<-list(
          face=r[c(8:15,2,43:37,8),]
          ,eyer=r[c(27:32,27),]
          ,eyel=r[c(55:60,55),]
          ,irisr=r[c(33:36,33),]
          ,irisl=r[c(61:64,61),]
          ,lipso=r[c(23,21,5,49,51,50,7,22,23),]
          ,lipsi=r[c(51,52,6,24,23),]
          ,nose=r[c(3,53,54,4,26,25,3),]
          ,hair=r[c(41,46,45,44,1,16,17,18,13),]
          ,nose=r[c(3,53,54,4,26,25,3),]
          ,earr=r[c(11,20,19,12),]
          ,earl=r[c(39,48,47,40),]
        )
        # initialize plot
        plot(1,type="n",xlim=c(-100,100)*1.1,axes=FALSE,
              ylab="",xlab=xnames[ind],ylim=c(-100,100)*1.3)
    # plot elements of the face
    for(i in seq(facecoor)) {
      x <-facecoor[[i]][,1]; y<-facecoor[[i]][,2]
      xx<-spline(1:length(x),x,20,FALSE)[,2]
      yy<-spline(1:length(y),y,20,FALSE)[,2]
      lines(xx,yy)
    }
  }
  xy
}

```

Some tests are necessary to experiment with the parameters of the transformations.

```

43  <test first version 43>≡
      faces(rbind(1:3,5:3,3:5,5:7))

```

A second test show the results for a data set.

```
44  <test first version II 44>≡  
    data(longley)  
    par(mfrow=c(3,3))  
    faces(longley[1:9,])  
    par(mfrow=c(1,1))  
    title("longley")  
    longley[1:9,]
```

Now we know what to do and we can rewrite **faces** in a literate style. See p 1
ff.

```
45  <* 23>+≡  
    data(longley)
```

```
46  <* 23>+≡  
    print
```