

Grammar of Graphics (GoG)

A Structured & Organized Approach for Creating “...*perceivable graphs**.”

(*Leland Wilkinson, The Grammar of Graphics)

Seven Layers of GoG

Element	Description
Data	The Dataset being plotted
Aesthetics	The Scales onto which data are mapped
Geometries	The Visual Elements used to depict data (<i>e.g.</i> , points, marks)
Facets	Used for Multiple Plots (<i>e.g.</i> , comparison between two categorical variables)
Statistics	Interpretation of Data (the path to understanding)
Coordinates	“Space” (<i>e.g.</i> , Cartesian Space) within which plots are created
Themes	“Non-data” Items (<i>e.g.</i> , titles, colorization, notes)