

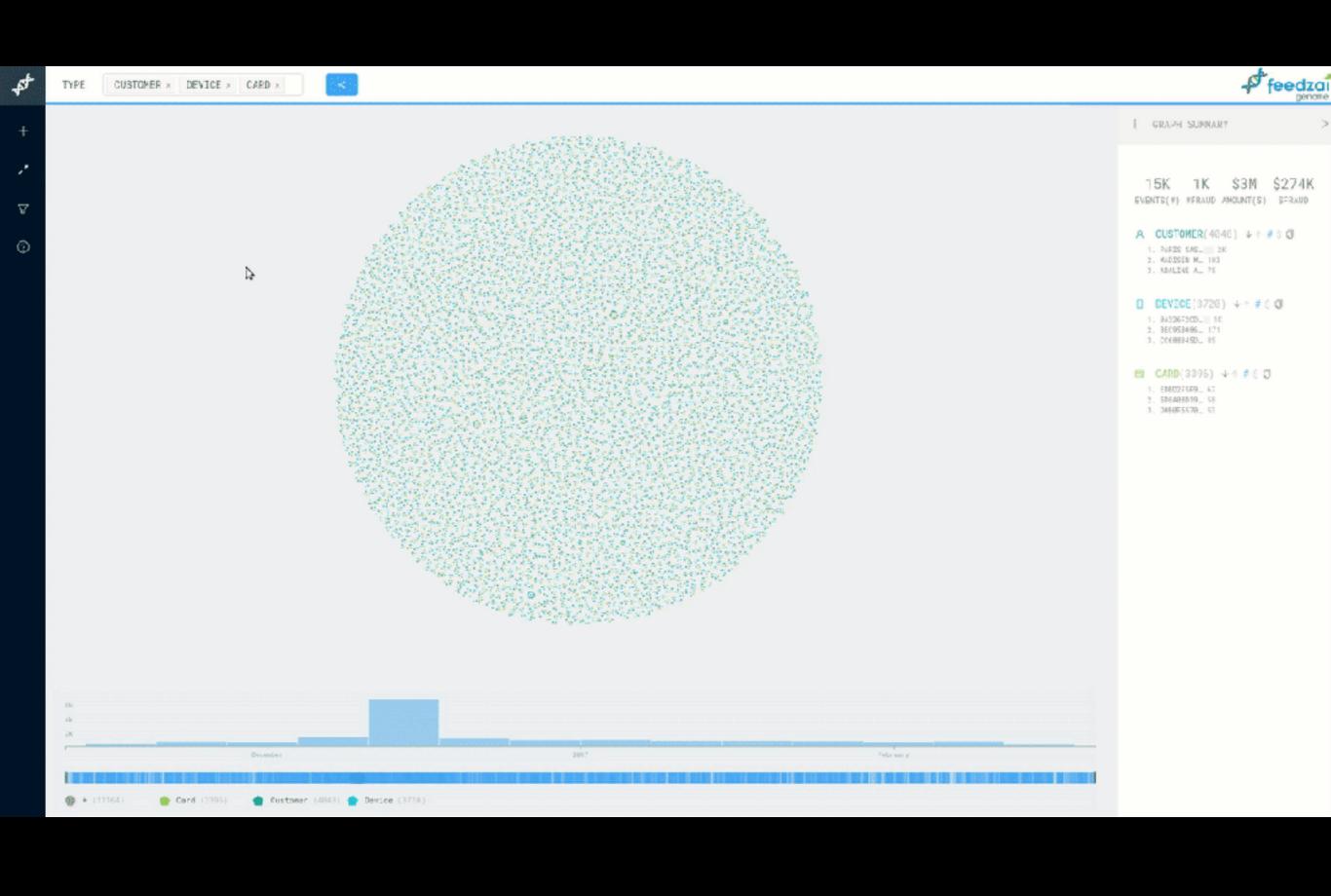


a declarative visualization language for everyone, (even machines)

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Data Visualization Lisboa **#vislis** 





8,13,22,3

# 11.11.1

#### **Abstract Data**

### **Visual Representation**

8,13,22,3

#### **Abstract Data**



## **Visual Representation**

Character	Episode 4	Episode 5	Episode 6	Episode 7	Episode 8
Lando Clarissien	0	9	5	0	0
Yoda	0	13	4	0	2
Obi-Wan Kenobi	18	0	2	0	0
Poe Dameron	0	0	0	9	12
Kylo Ren	0	0	0	19	15
Darth Vader	9	13	14	0	0
R2-D2	18	11	7	2	1
Chewbacca	1	17	11	9	2
Finn	0	0	0	32	18
СЗРО	19	15	14	1	3
Leia Organa	14	23	21	6	9
Rey	0	0	0	43	30
Han Solo	20	24	18	21	0
Luke Skywalker	37	35	34	1	21

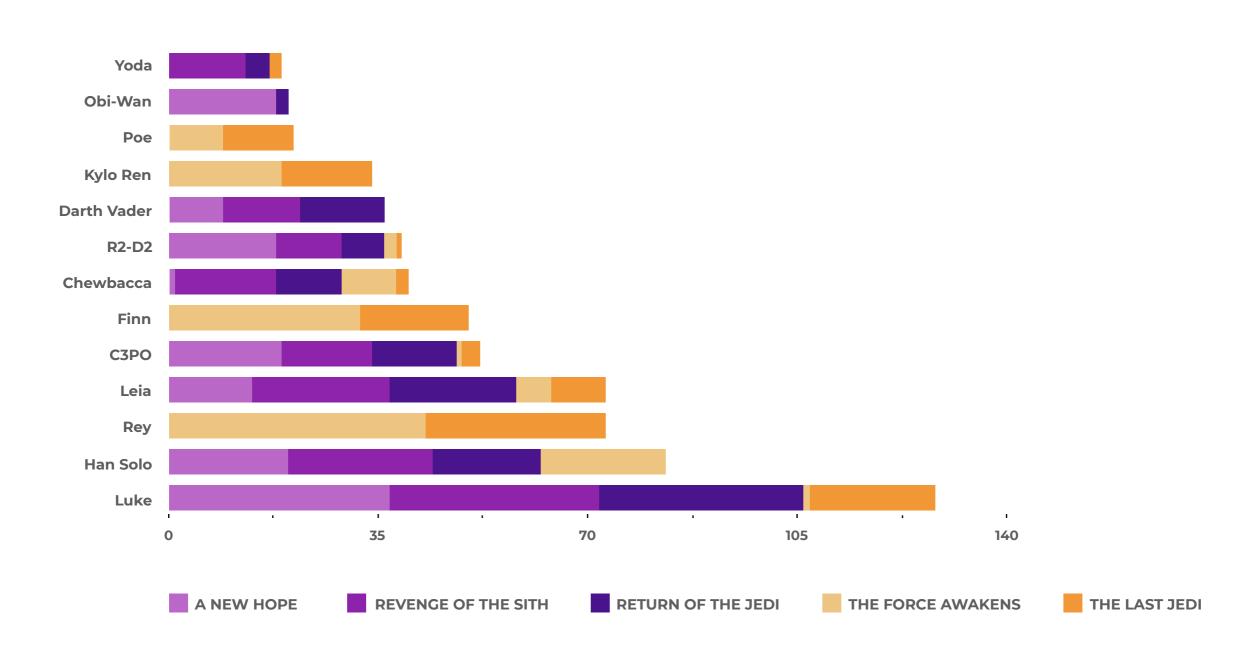


8,13,22,3

#### **Abstract Data**

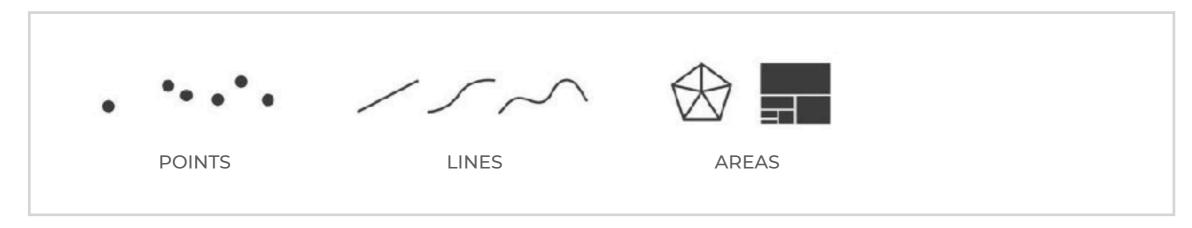
# 1.11.1

## **Visual Representation**

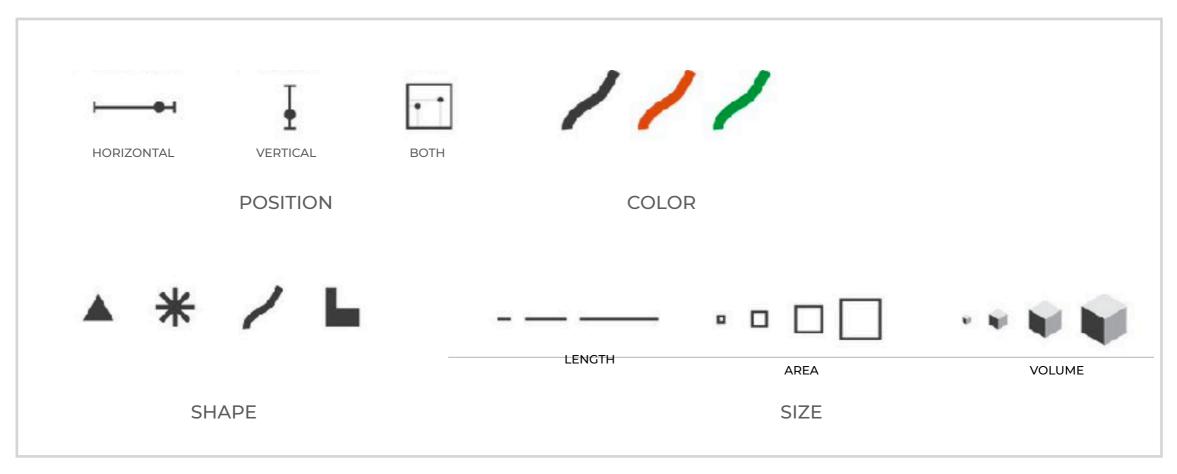




#### Marks Geometric Primitives



#### **Channels** Control appearance of marks





#### Statistics and Computing

**Leland Wilkinson** 

# The Grammar of Graphics

Second Edition



## **Building Blocks**

For composing an expressive range of graphics





#### **Grammar of Graphics**

**Data** Input data source to visualize.

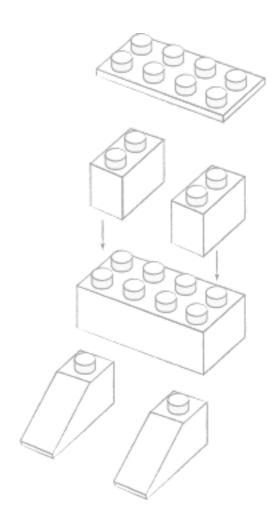
**Transform** Filter, aggregation, binning, etc.

Mark Data-representative graphics.

**Encoding** Mapping between data and mark properties.

**Scale** Functions that map data values to visual values.

**Guides** Axes & legends that visualize scales.





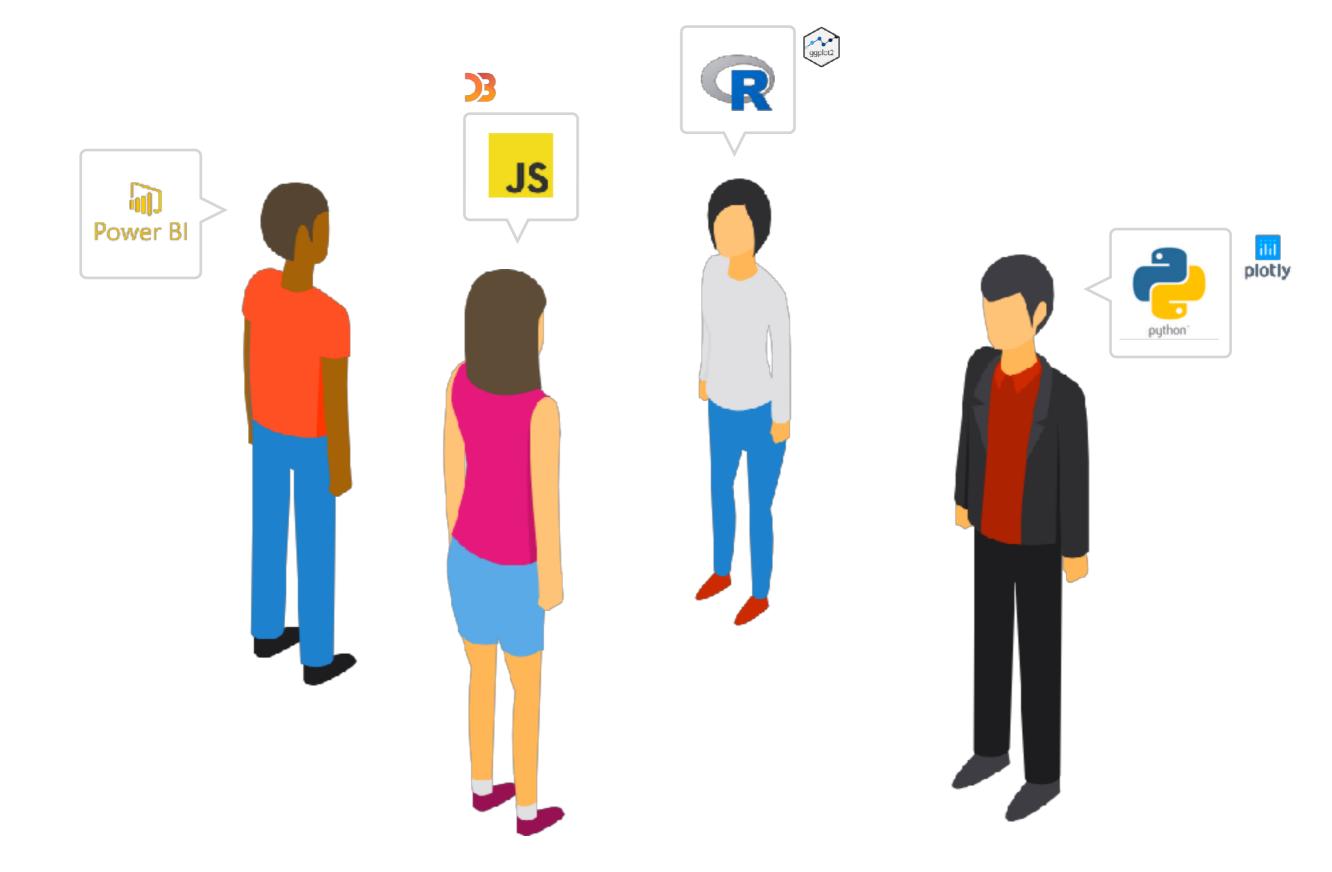
#### **VEGA**

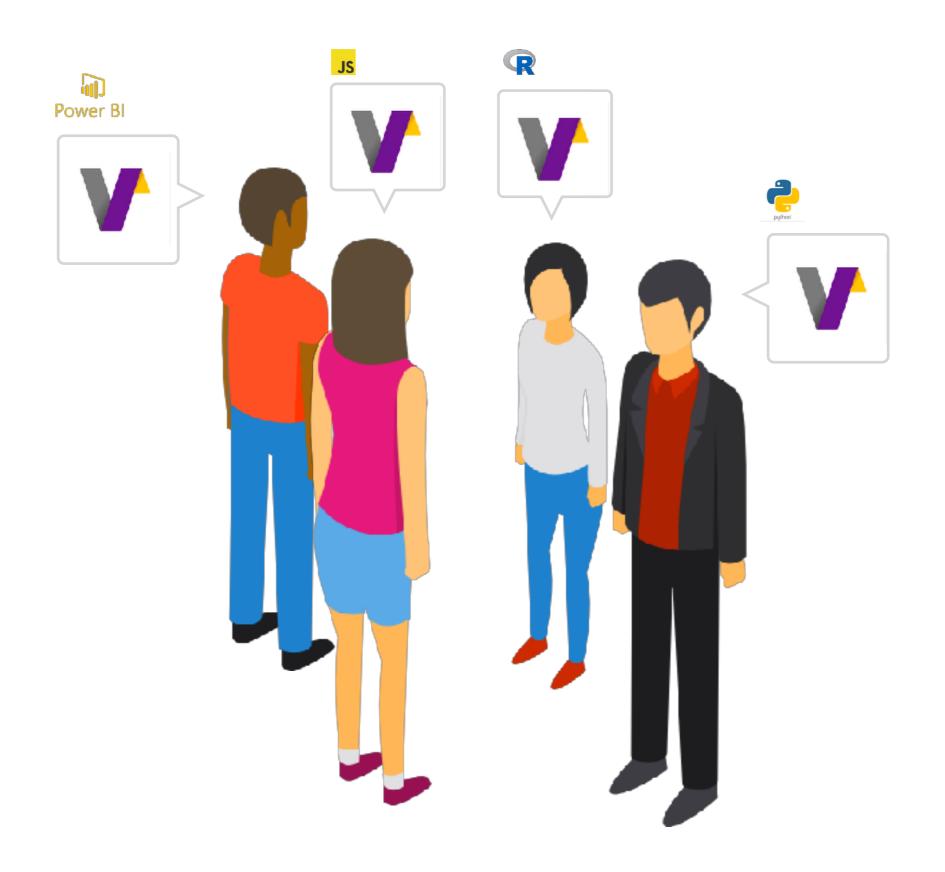
A **declarative language** for creating, saving, and sharing interactive visualization designs.

Describes the visual appearance and interactive behaviour of a visualization in a **JSON format** 

#### Why?

- Make visualizations more reusable and shareable
- Enable programmatic generation of visualizations.







#### **VEGA** is not a replacement for D3!

is intentionally a low-level system, a "visualization kernel" - D3 supports higher-level visualization tools, such as Vega.



**COMPILES TO** 



Sensible defaults for concise language

Fine-grained control