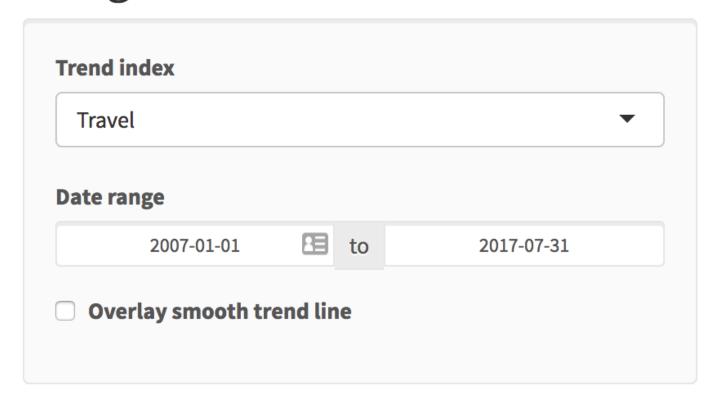
## Interactive data visualization

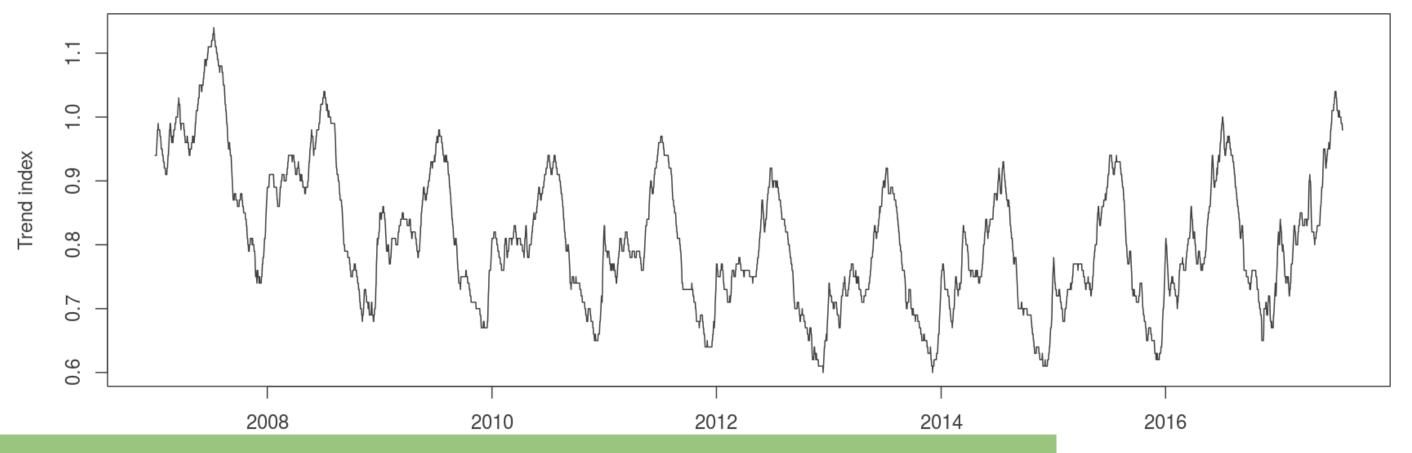
Dr. Çetinkaya-Rundel 2018-04-16

### Outline

- High level view
- Anatomy of a Shiny app
- Reactivity 101
- File structure

#### Google Trend Index





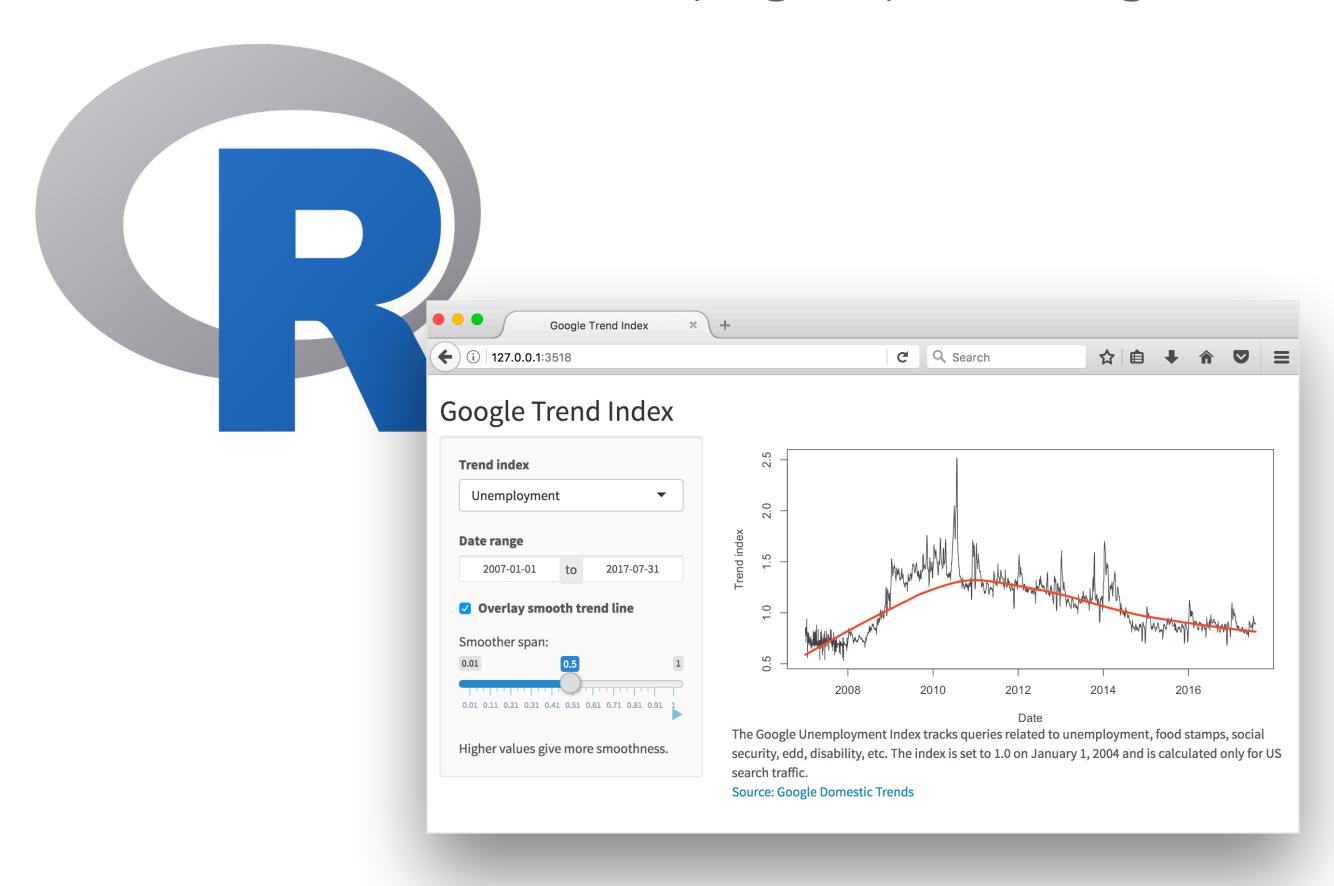
#### https://gallery.shinyapps.io/120-goog-index/index is set to 1.0 on January 1, 2004 and is calculated only for US search trainc.

**Source: Google Domestic Trends** 

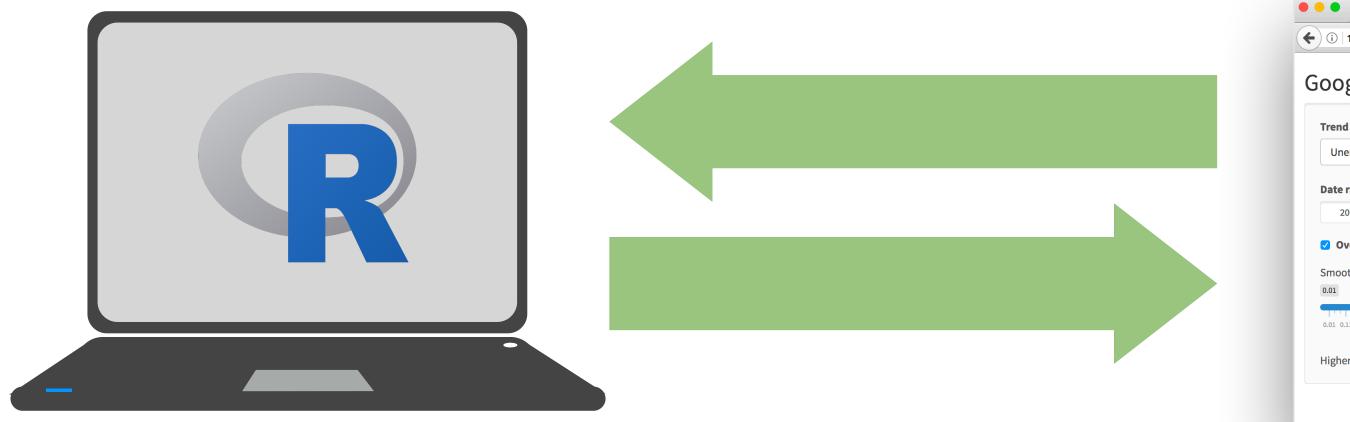
#### **I SHOW WITH APP** Google Trend Index app.R by Mine Cetinkaya-Rundel <mine@rstudio.com> library(shiny) A simple Shiny app that displays eruption data for the Google Trend library(shinythemes) Index app. Featured on the front page of the Shiny Dev Center. library(dplyr) library(readr) # Load data trend\_data <- read\_csv("data/trend\_data.csv")</pre> trend\_description <- read\_csv("data/trend\_description.csv")</pre> # Define UI

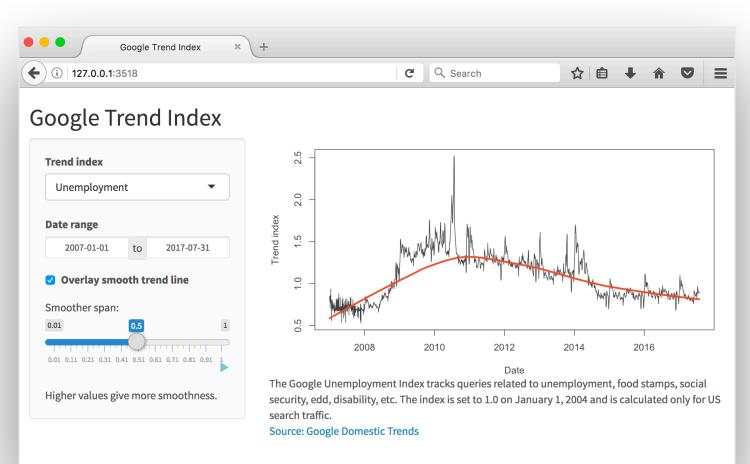
# Highlevelview

Every Shiny app has a webpage that the user visits, and behind this webpage there is a computer that serves this webpage by running R.

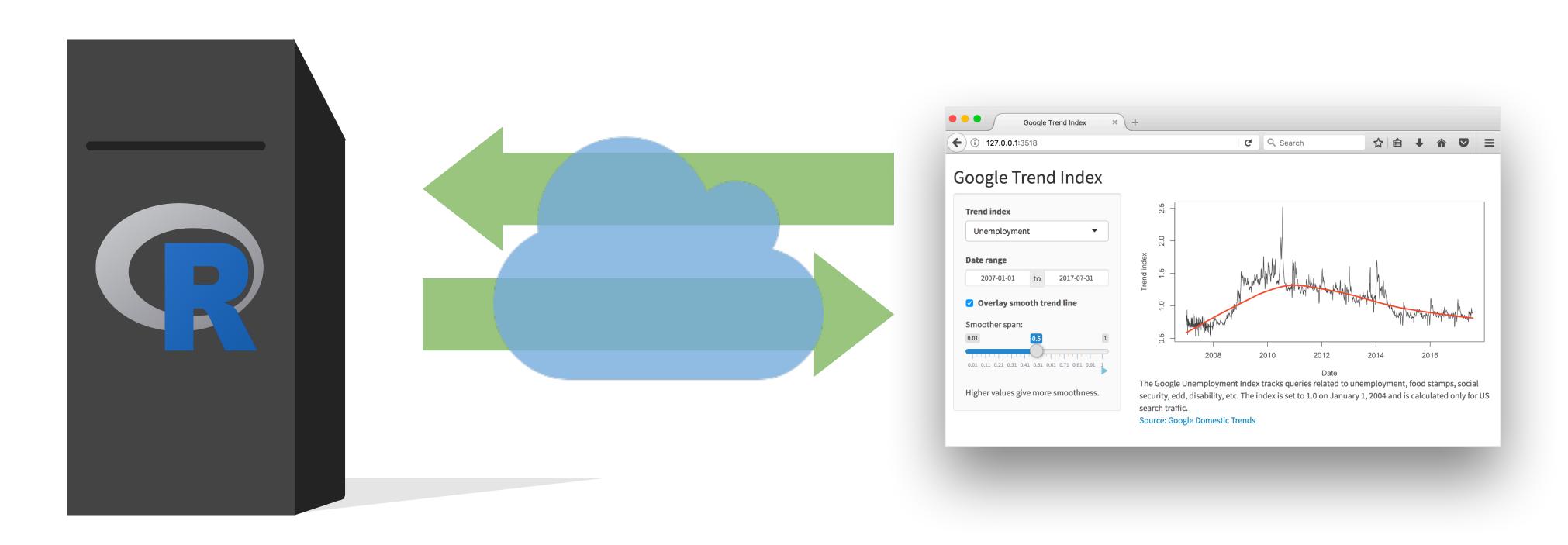


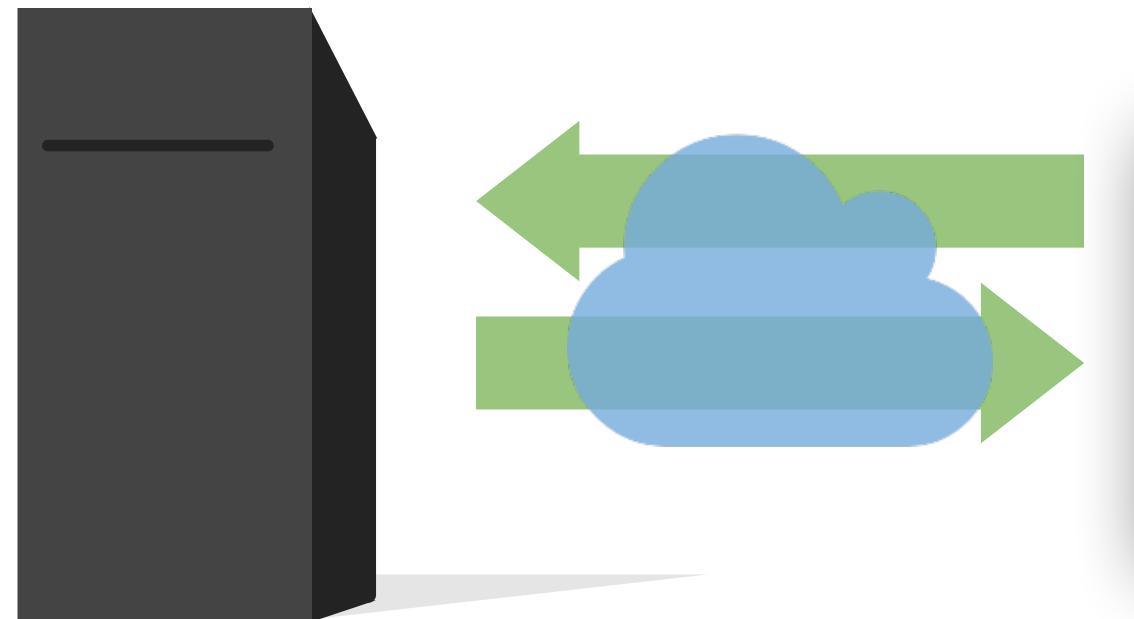
# When running your app locally, the computer serving your app is your computer.

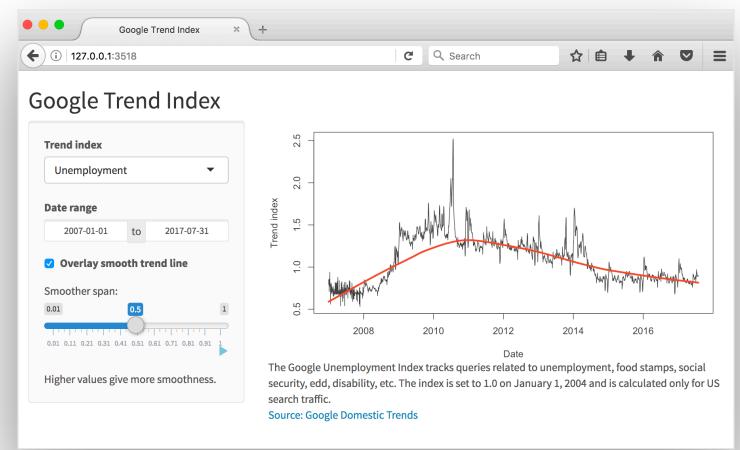




# When your app is deployed, the computer serving your app is a web server.









Server instructions



User interface





## Interactive viz

goog-index/app.R

## Anatomy of a Shiny app

## What's in a Shiny app?

```
library(shiny)
```

ui <- fluidPage()</pre>

server <- function(input, output) {}</pre>

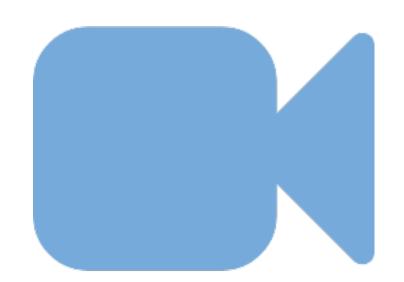
shinyApp(ui = ui, server = server)

#### User interface

controls the layout and appearance of app

#### Server function

contains instructions needed to build app

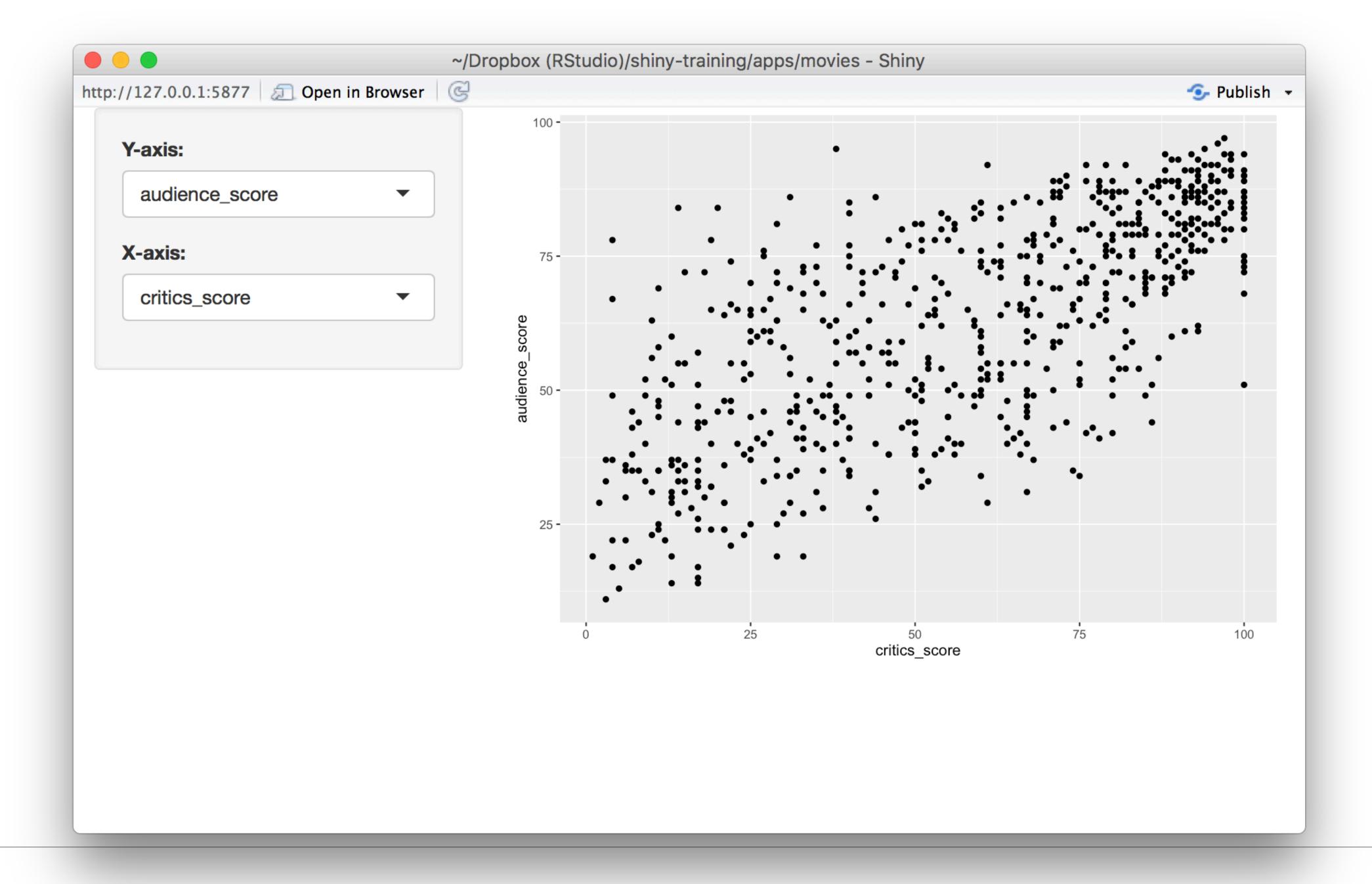


# Let's build a simple movie browser app!



data/movies.Rdata

Data from IMDB and Rotten Tomatoes on random sample of 651 movies released in the US between 1970 and 2014



## App template

```
library(shiny)
library(tidyverse)
load("data/movies.Rdata")
ui <- fluidPage()

server <- function(input, output) {}</pre>
```

shinyApp(ui = ui, server = server)

## Anatomy of a Shiny app

User interface

```
# Define UI
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
   ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
```

```
# Define UI
                                                                      Create fluid page layout
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
```

```
# Define UI
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
                                                                       Create a layout with a
 sidebarLayout(
                                                                       sidebar and main area
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                 selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
   ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
```

```
# Define UI
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
 sidebarLayout(
                                                                    Create a sidebar panel containing
    # Inputs: Select variables to plot
                                                                    input controls that can in turn be
  T sidebarPanel(
                                                                      passed to sidebarLayout
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
```

```
# Define UI
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
 sidebarLayout(
    # Inputs: Select variables to plot
   r sidebarPanel(
      # Select variable for y-axis
                                                                      Y-axis:
     TselectInput(inputId = "y", label = "Y-axis:",
                                                                        audience_score
                  choices = c("imdb_rating", "imdb_num_votes", "
                  selected = "audience_score"),
      # Select variable for x-axis
                                                                      X-axis:
      selectInput(inputId = "x", label = "X-axis:",
                                                                        critics_score
                  choices = c("imdb_rating", "imdb_num_votes", "
                  selected = "critics_score")
                                                                        imdb_rating
                                                                        imdb_num_votes
    # Output: Show scatterplot
                                                                        critics_score
    mainPanel(
                                                                        audience_score
      plotOutput(outputId = "scatterplot")
                                                                        runtime
```

```
# Define UI
ui <- fluidPage(</pre>
  # Sidebar layout with a input and output definitions
 sidebarLayout(
    # Inputs: Select variables to plot
  T sidebarPanel(
      # Select variable for y-axis
    rselectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
    rselectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
                                                                     Create a main panel containing
    # Output: Show scatterplot
                                                                    output elements that get created
  ⊤ mainPanel(
                                                                     in the server function can in turn
      plotOutput(outputId = "scatterplot")
```

be passed to sidebarLayout

# Anatomy of a Shiny app

Server

```
# Define server function
server <- function(input, output) {</pre>
 # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({</pre>
    ggplot(data = movies, aes_string(x = inputx, y = inputy)) +
      geom_point()
```

```
# Define server function
                                                      Contains instructions
server <- function(input, output) {</pre>
                                                       needed to build app
 # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({</pre>
    ggplot(data = movies, aes_string(x = inputx, y = inputy)) +
      geom_point()
```

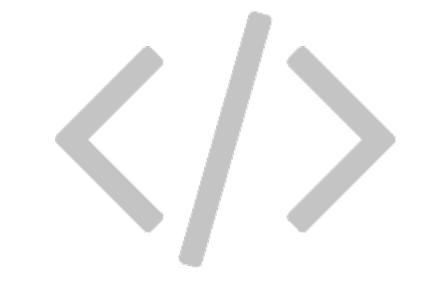
```
# Define server function
server <- function(input, output) {</pre>
  # Create the scatterplot object the plotOutput
                                                     Renders a reactive plot that is
                                                       suitable for assigning to an
T output$scatterplot <- renderPlot({</pre>
                                                               output slot
    ggplot(data = movies, aes_string(x = input$x,
      geom_point()
```

```
# Define server function
server <- function(input, output) {</pre>
  # Create the scatterplot object the plotOutput function is expecting
T output$scatterplot <- renderPlot({</pre>
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
                                                        Good ol' ggplot2 code,
                                                         with inputs from UI
```

## Anatomy of a Shiny app

UI + Server

```
# Create the Shiny app object
shinyApp(ui = ui, server = server)
```



Putting it all together...

movies/movies-01.R

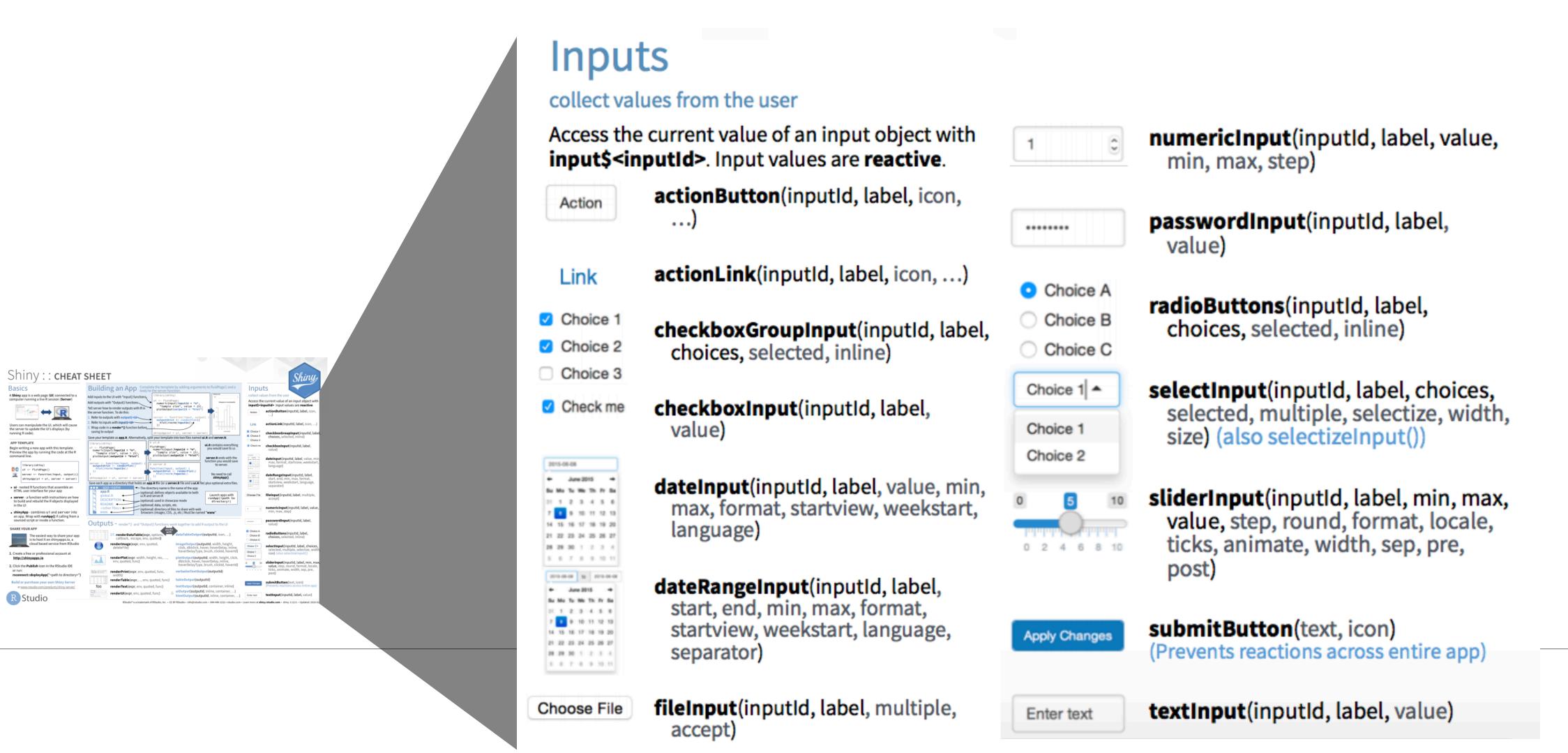


Add a sliderInput for alpha level of points on plot

movies/movies-02.R

### Inputs

#### www.rstudio.com/resources/cheatsheets/





# Add a new widget to color the points by another variable

movies/movies-03.R

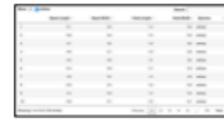


Display data frame if box is checked

movies/movies-04.R

### Outputs





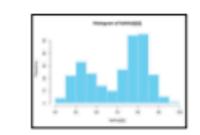
DT::renderDataTable(expr, options, callback, escape, env, quoted)

dataTableOutput(outputId, icon, ...)



renderImage(expr, env, quoted,
 deleteFile)

imageOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)



renderPlot(expr, width, height, res, ..., env, quoted, func)

plotOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)

'data.frame': 3 obs. of 2 variables: \$ Sepal.length: num 5.1 4.8 4.7 \$ Sepal.Width: num 3.5 3 3.2

renderPrint(expr, env, quoted, func, width)

verbatimTextOutput(outputId)

tableOutput(outputId)



renderTable(expr,..., env, quoted, func)

textOutput(outputId, container, inline)

foo

renderText(expr, env, quoted, func)

uiOutput(outputId, inline, container, ...)
htmlOutput(outputId, inline, container, ...)



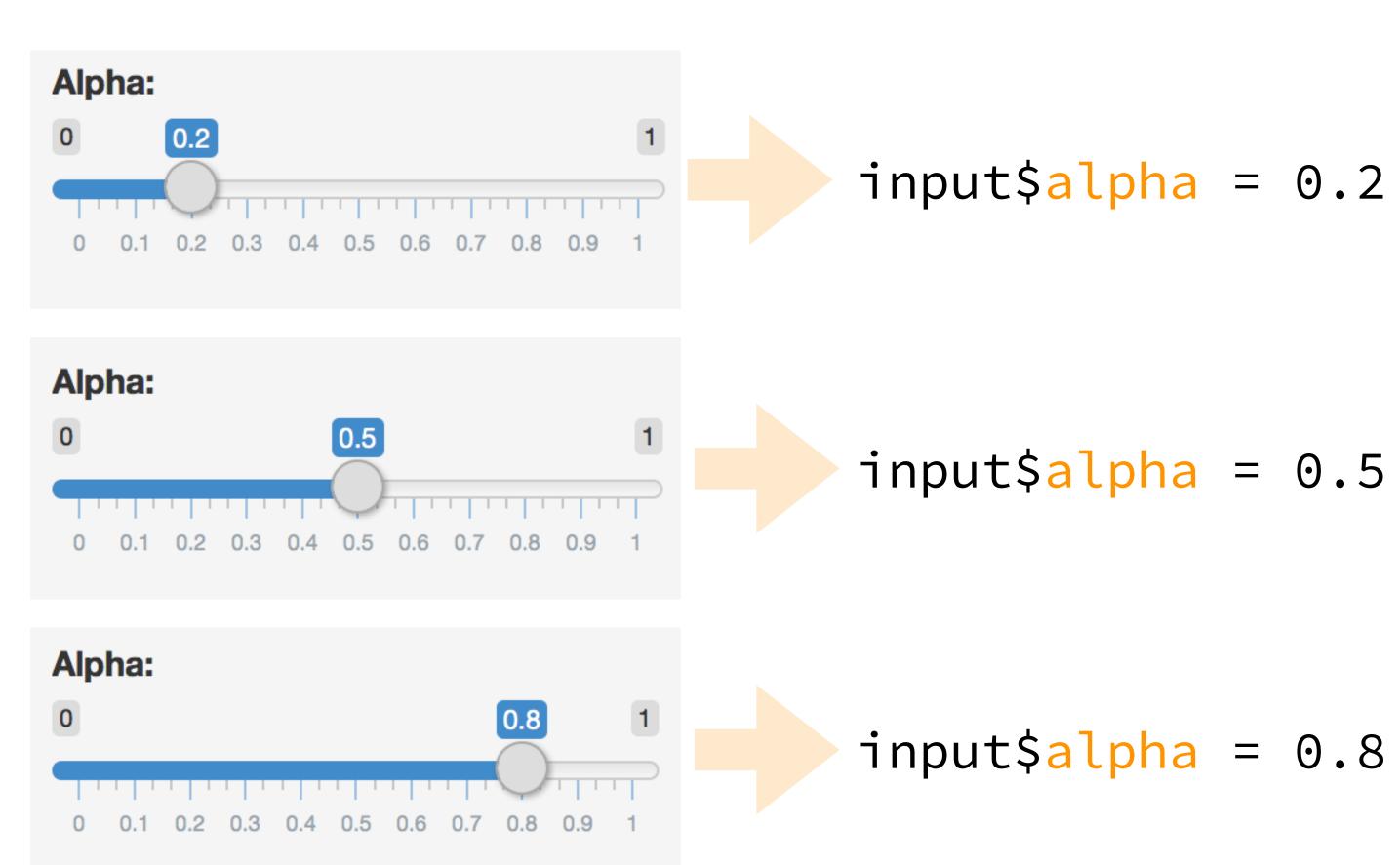
renderUI(expr, env, quoted, func)

# Reactivity 101

#### Reactions

The input\$ list stores the current value of each input object under its name.

input\$alpha



### Reactions (cont.)

# Reactivity automatically occurs when an **input** value is used to render an **output** object.

```
# Define server function required to create the scatterplot
server <- function(input, output) {</pre>
   # Create the scatterplot object the plotOutput function is expecting
   output$scatterplot <- renderPlot(</pre>
    ggplot(data = movies, aes_string(x = inputx, y = inputy,
                                      color = input$z)) +
      geom_point(alpha = input$alpha)
```

# Suppose you want the option to plot only certain types of movies as well as report how many such movies are plotted:



- 1. Add a UI element for the user to select which type(s) of movies they want to plot
- 2. Filter for chosen title type and save as a new (reactive) expression
- 3. Use new data frame (which is reactive) for plotting
- 4. Use new data frame (which is reactive) also for reporting number of observations

1. Add a UI element for the user to select which type(s) of movies they want to plot



2. Filter for chosen title type and save the new data frame as a reactive expression

#### server:

```
# Create a subset of data filtering fo movies_subset <- reactive({
    req(input$selected_type)
    filter(movies, title_type %in% input
})

Creates a cached
expression that knows it is
out of date when input
changes
}
```

3. Use new data frame (which is reactive) for plotting

```
# Create scatterplot object plotOutput function is expecting
output$scatterplot <- renderPlot({
    ggplot(data = movies_subset(),
        aes_string(x = input$x, y = input$y,
    geom_point(...) +
    ...
})</pre>
Cached - only re-run
when inputs change +
    ...
```

4. Use new data frame (which is reactive) also for printing number of observations

#### ui:

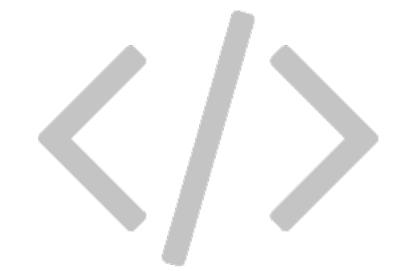
#### server:

```
# Print number of movies plotted
output$n <- renderUI({
 types <- movies_subset()$title_type %>%
    factor(levels = input$selected_type)
  counts <- table(types)</pre>
  HTML(paste("There are",
             counts,
             input$selected_type,
             "movies in this dataset.
             <br>"))
```



Putting it all together...

movies/movies-05.R



- 5. req()
- 6. App title
- 7. selectInput() choice labels
- 8. Formatting of x and y axis labels
- 9. Visual separation with horizontal lines and breaks

#### When to use reactive

- By using a reactive expression for the subsetted data frame, we were able to get away with subsetting once and then using the result twice.
- In general, reactive conductors let you
  - not repeat yourself (i.e. avoid copy-and-paste code, which is a maintenance boon), and
  - decompose large, complex (code-wise, not necessarily CPU-wise) calculations into smaller pieces to make them more understandable.
- These benefits are similar to what happens when you decompose a large complex R script into a series of small functions that build on each other.

## File structure

#### File structure

- One directory with every file the app needs:
- app.R (your script which ends with a call to shinyApp())
- datasets, images, css, helper scripts, etc.

