

INTERACTIVE WEB APPS WITH RSHINY

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ABOUT ME

PhD Candidate (Biology)
based at Ocean Sciences Center

"How can computational tools be used to solve marine conservation problems?"

I'm not a computer scientist, programmer, software developer, or data scientist.







WHAT IS SHINY?

Shiny is a package for the open source programming language and software environment R that provides users with a framework for building applications.



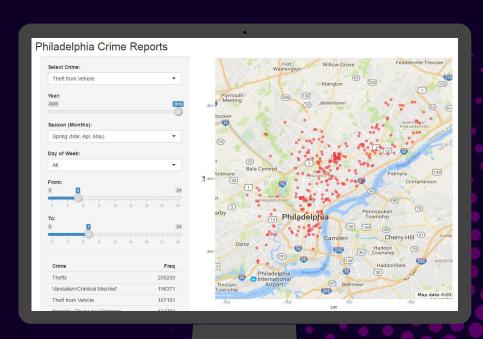




OVERVIEW

- Shiny structure
- Live coding: creating a Shiny app
- Deployment
- Demo: practical application of Shiny

Creating Something Shiny



SHINY IN FOUR STEPS

- Load packages
- Define user interface
- Define server function
- Run application with shinyApp (...)



LOAD PACKAGES





{dplyr} & {tidyr}

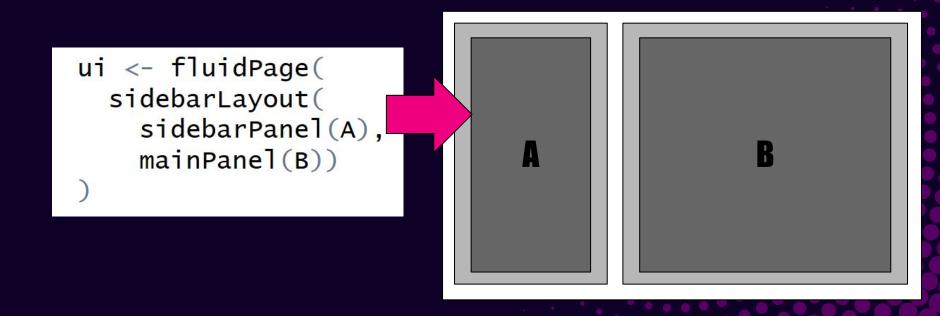
data wrangling



{lubridate}
dates & times



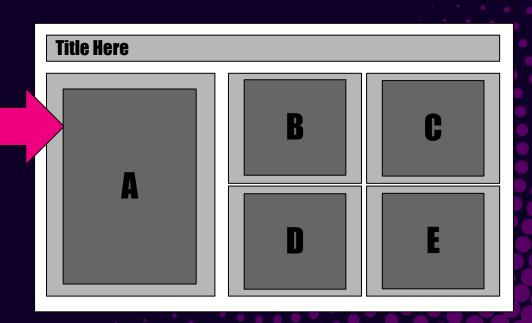
{leaflet}
maps



```
ui <- fluidPage(</pre>
  fluidRow(column(5, A),
            column(2, B),
            column(5, C)),
  fluidRow(column(8, D),
            column(4, E))
```

```
Tab 1
                                                                 Tab 2
                                                                      Tab 3
ui <- fluidPage(</pre>
  sidebarLayout(
    sidebarPanel(A),
    mainPanel(
      tabsetPanel(
         tabPanel("Tab 1", B),
         tabPanel("Tab 2", C),
         tabPanel("Tab 3", D))))
```

```
ui <- dashboardPage(
  dashboardHeader(title = "Title Here"),
  dashboardSidebar(A),
  dashboardBody(
    fluidRow(
       box(width = 6, B),
       box(width = 6, C)),
    fluidRow(
      box(width = 6, D),
      box(width = 6, E)))
)</pre>
```



- Text / Images (static)

- Text / Images (static)
- Input Widgets (interactive and / or reactive)
 - Free Text
 - Slider
 - Checkbox
 - Dropdown Menu
 - Radio Buttons
 - ...others!

Checkbox group

- ✓ Choice 1
- Choice 2
- Choice 3

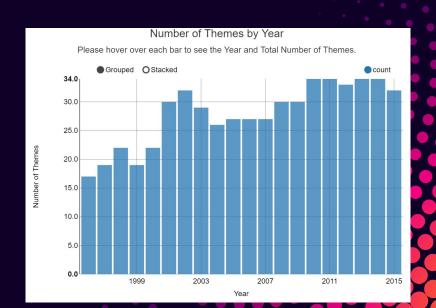
checkboxGroupInput(...)

Checkbox group

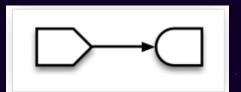
- ✓ Choice 1
- Choice 2
- Choice 3

- Text / Images (static)
- Input Widgets (interactive and / or reactive)
 - Free Text
 - Slider
 - Checkbox
 - Dropdown Menu
 - Radio Buttons
 - ...others!
- Action Buttons (event)
- Figures (interactive and / or reactive)
- Tables (interactive and / or reactive)

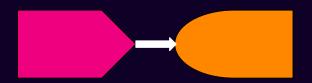
checkboxGroupInput(...)



DEFINE SERVER FUNCTION



```
server <- function(input, output) {
  output\subseteq renderText(input\subseteq my_choice)
}</pre>
```



input\$my choice

output\$print me

Checkbox group

✔ Choice 1

Choice 2

Choice 3

Choice 1

Deployment

SHARING APPS TO RUN LOCALLY

Gist

Easy to run from RStudio
Easy to post and update
Source code can be made
available
Code published to third

party server

GitHub

Easy to run from RStudio
Others can download and
run your app directly
Source code available
Git users can clone and
fork your repository
GitHub learning curve for
developer

Package

Easy to run from RStudio
Publishable on CRAN
Source code available
More work to set up

DEPLOYING APPS TO THE WEB

Shinyapps.io

Easy to use

Secure

Scalable

No need to run your own server

Data and code copied to servers

Free and paid options available

Shiny Server

Centralized computing resources

Requires a Linux server that you will need to set up and maintain

Pro version has additional features like authentication schemes and centralized management console

RStudio Connect

Flexible security policies

RStudio publishing platform

Scheduled report execution

PERSISTENT DATA STORAGE

Method	Data type	Local storage	Remote storage	R package
Local file system	Arbitrary data	YES		-
Dropbox	Arbitrary data		YES	rdrop2
Amazon S3	Arbitrary data		YES	aws.s3
SQLite	Structured data	YES		RSQLite
MySQL	Structured data	YES	YES	RMySQL
Google Sheets	Structured data		YES	googlesheets
MongoDB	Semi-structured data	YES	YES	mongolite

Database QAQC for Non-Coders





Job Specifications: The data scientist will provide support for Dr. Daniel Fuller, Canada Research Chair in Population Physical Activity's, research program. Dr. Fuller's research program includes studies in the following areas:

- 1. Algorithm development for physical activity data using cell phones and smart watches
- 2. Analysis of Global Positioning System (GPS) data
- 3. Application of machine learning models to physical activity and GPS data
- 4. R package development

Job Title: Data Scientist

Nature of Work:

- Organizing and cleaning physical activity and GPS
- Develop and application of machine learning models
- R package development

Illustrative Examples of Work: The candidate will be expected to apply machine learning methods to predict physical activity and develop metrics for analyzing GPS data. The data scientist will also be required to assist with device management and organization in the lab.

Requirements of Work: The ideal candidate will have significant experience with R and R package development. Experience with Python is an asset. The candidate will be required to have experience in the application of machine learning methods and working with physical activity and GPS data. The ideal candidate will have strong written communication and organizational skills. The candidate should be conducting or have completed a Masters of Science degree.

Interested candidates should send a resume, cover letter, and examples of work to Dr. Daniel Fuller (dfuller@mun.ca).

Contact: Dr. Daniel Fuller dfuller@mun.ca School of Human Kinetics and Recreation Memorial University of Newfoundland St. John's, Newfoundland | A1C 5S7 Physical Education Building | Room 2023 T 709 864 7270

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CODING 101 WORKSHOP

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Analytical Stream

Training on Data Organization, OpenRefine, and Reproducible Research in R/RStudio.

Technical Stream

Training on Unix Shell, Git, and Reproducible Research in Python.

MARCH 30 - 31 | 8:30AM - 4:30PM | MUN EN2100 & EN2116

Admission: \$30 per person
WISE GSS members are eligible for a \$5 discount!
Ticket covers 2-day workshop, two coffee/snack breaks
per day, & lunch for both days

http://tinyurl.com/y312uqp6