### Introduction to Shiny

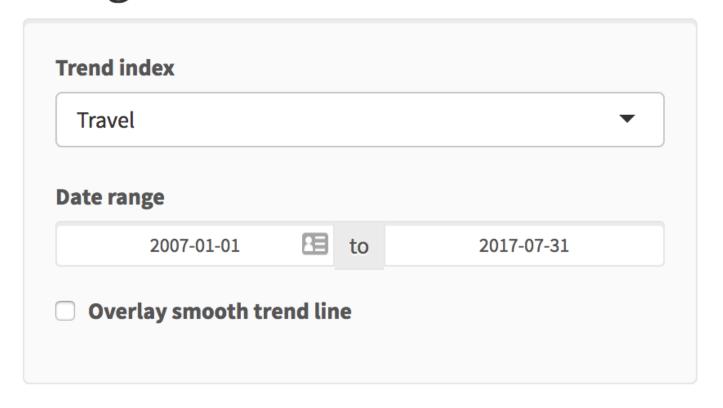
Dr. Çetinkaya-Rundel

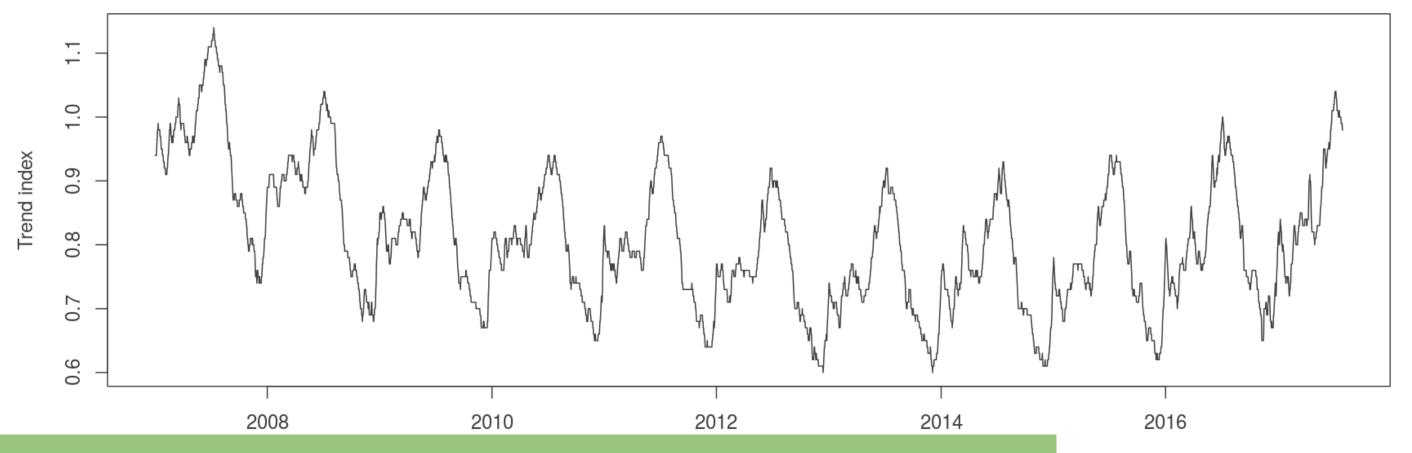
November 28, 2017

### Outline

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

#### Google Trend Index





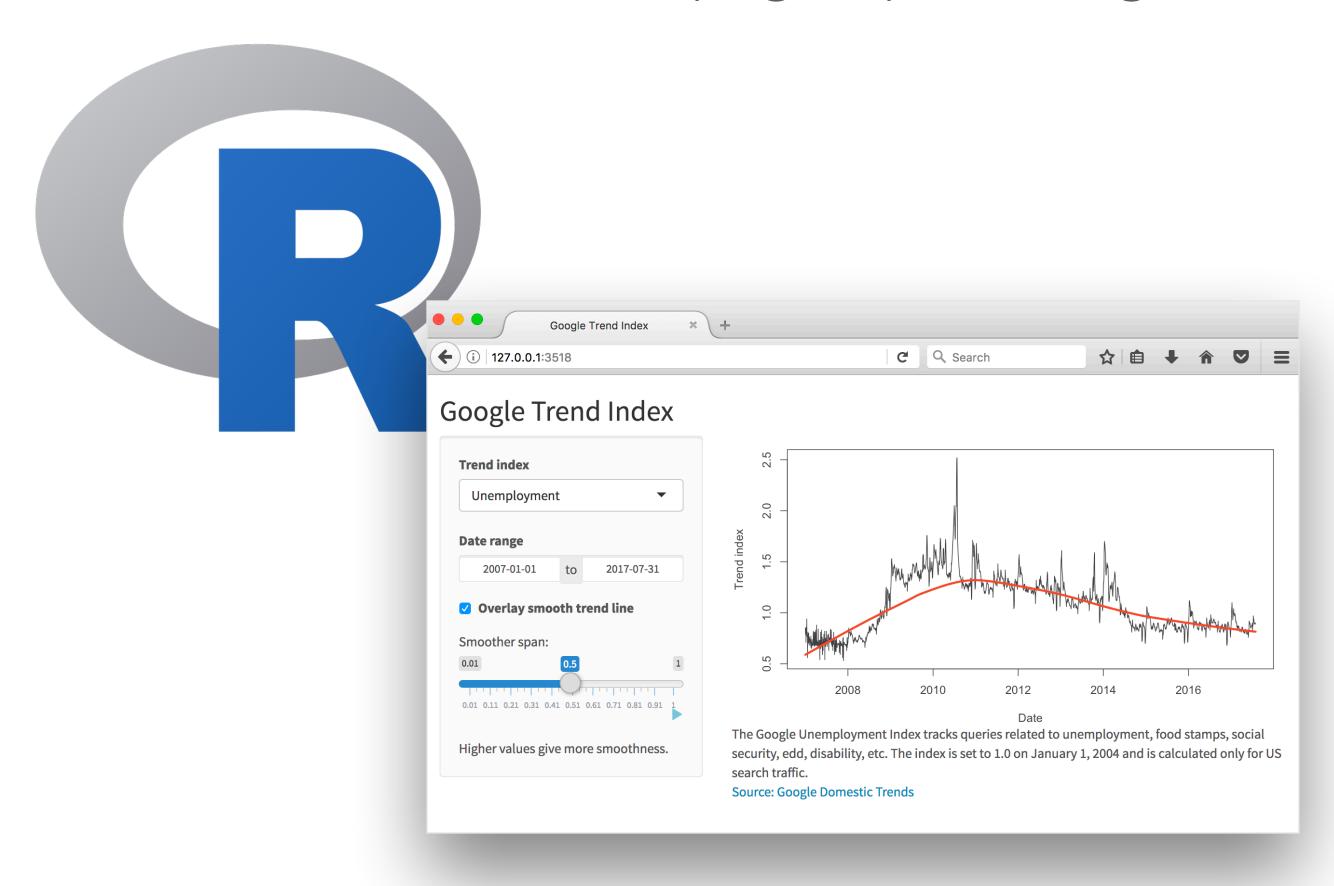
#### https://gallery.shinyapps.io/120-goog-index/index is set to 1.0 on January 1, 2004 and is calculated only for US search trainc.

**Source: Google Domestic Trends** 

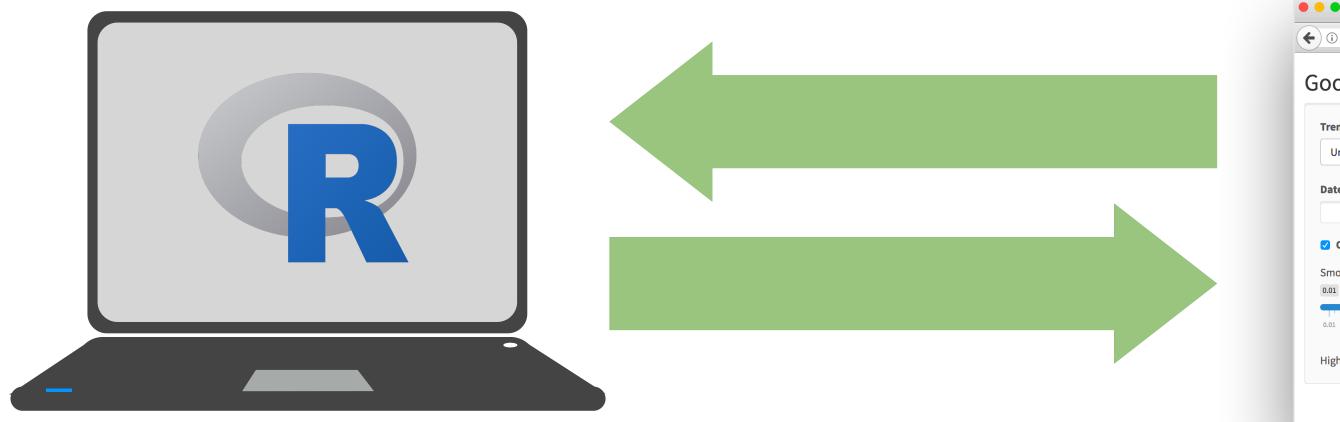
#### **I SHOW WITH APP** Google Trend Index app.R by Mine Cetinkaya-Rundel <mine@rstudio.com> library(shiny) A simple Shiny app that displays eruption data for the Google Trend library(shinythemes) Index app. Featured on the front page of the Shiny Dev Center. library(dplyr) library(readr) # Load data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

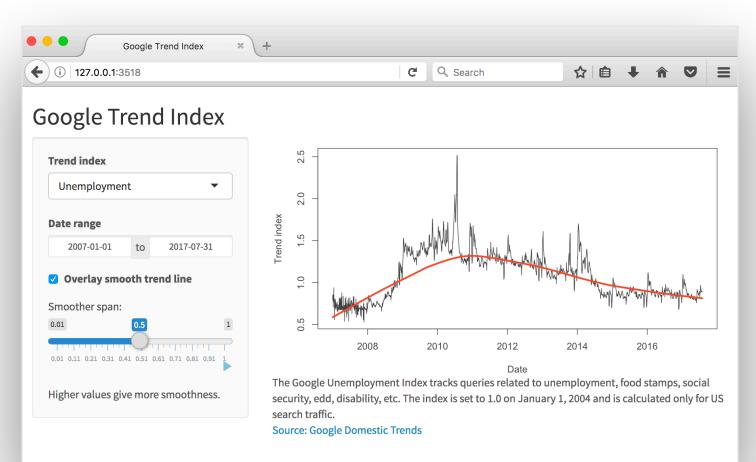
# Highlevelview

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.

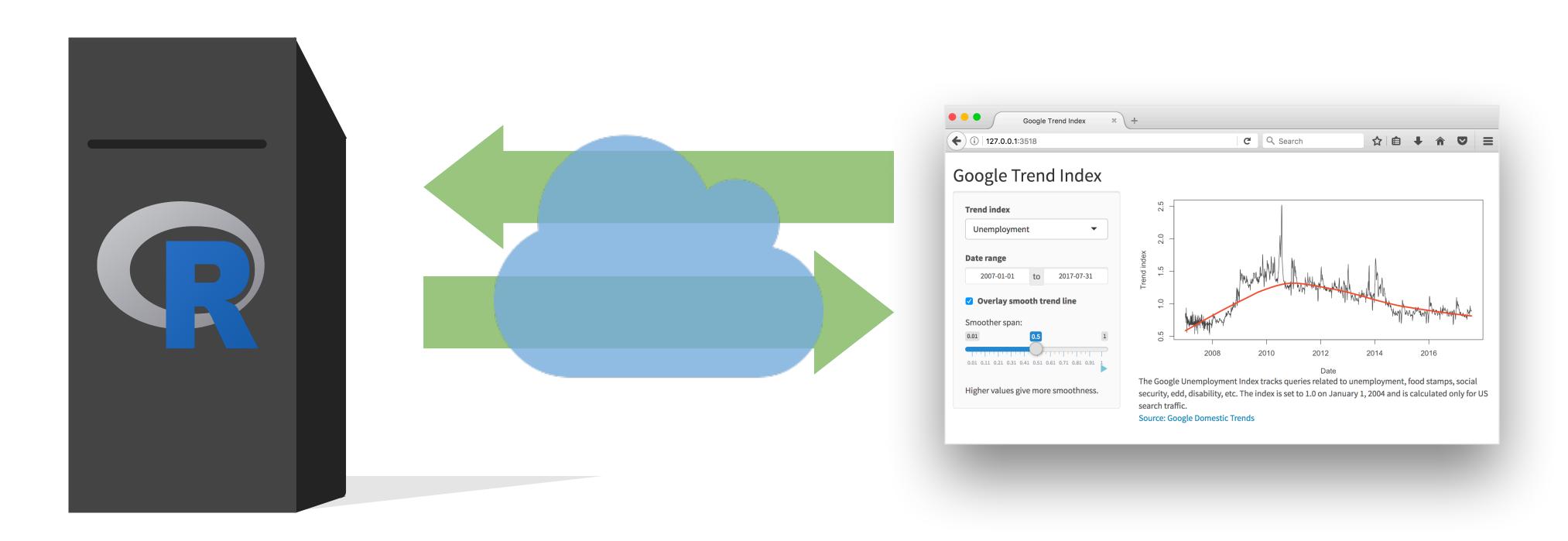


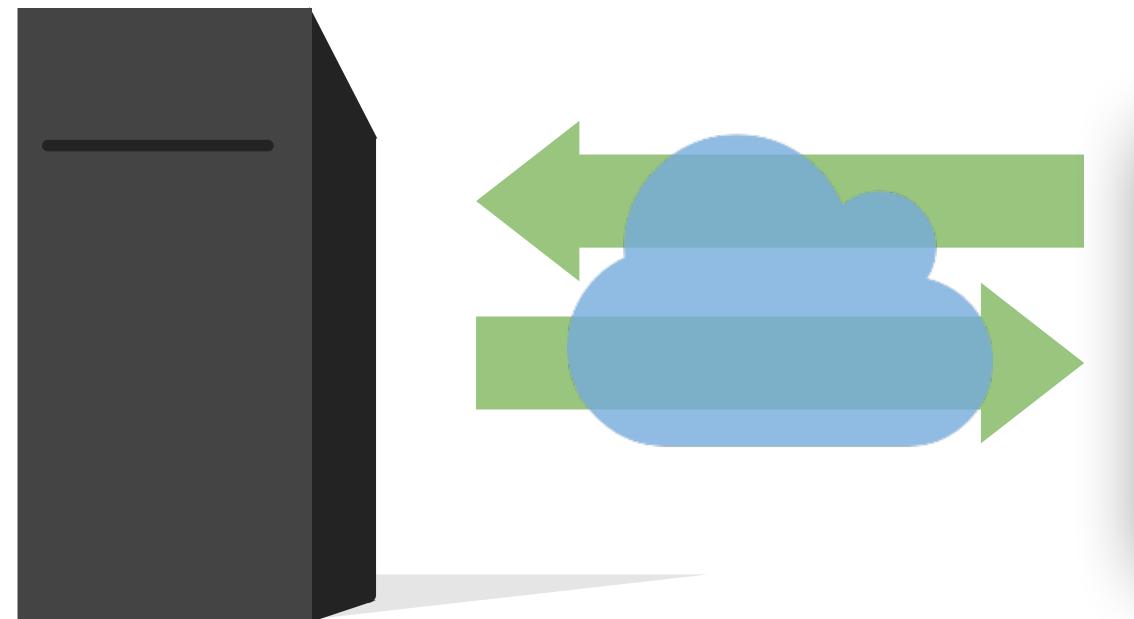
# When running your app locally, the computer serving your app is your computer.

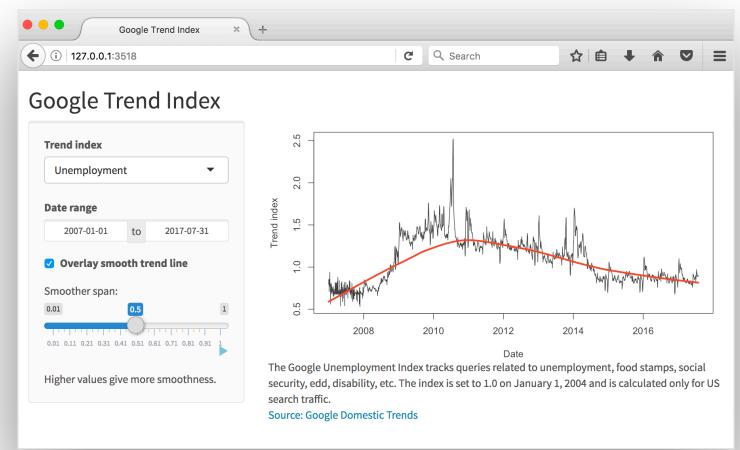




# When your app is deployed, the computer serving your app is a web server.









Server instructions



User interface



apps/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>

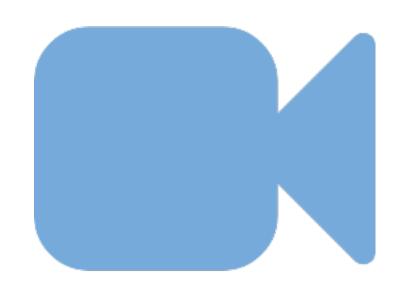
shinyApp(ui = ui, server = server)

#### User interface

controls the layout and appearance of app

#### Server function

contains instructions needed to build app

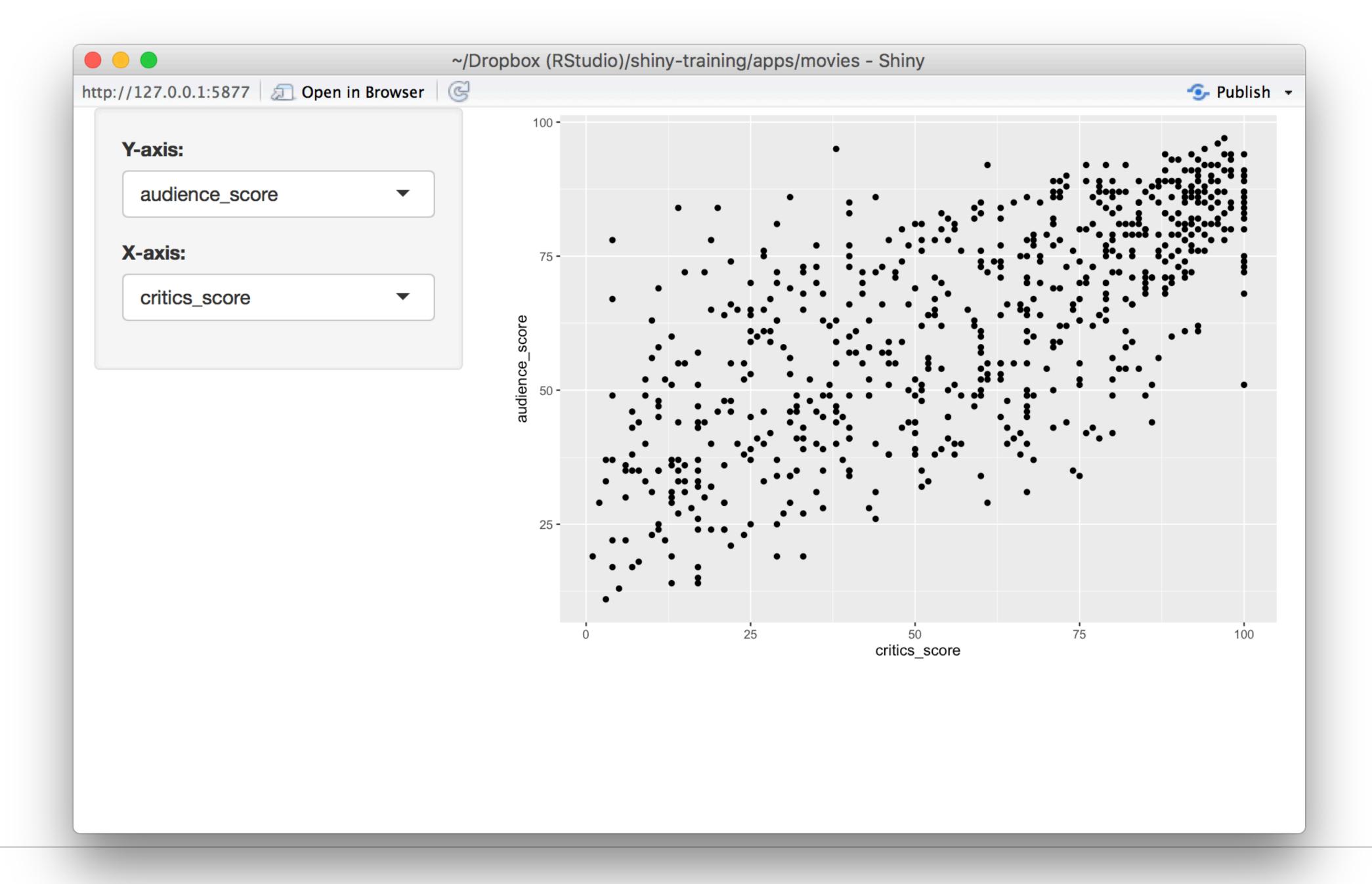


# Let's build a simple movie browser app!



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(ggplot2)
load("data/movies.Rdata")
ui <- fluidPage()</pre>
```

Dataset used for this app

```
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

    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(
      plotOutput(outputId = "scatterplot")
```

in the server function can in turn 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()
```

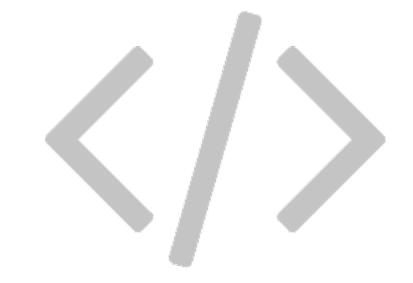
```
# Define server function
server <- function(input, output) {</pre>
  # Create the scatterplot object the plotOutput
                                                     Renders a reactive plot that is
                                                       suitable for assigning to an
T output$scatterplot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

apps/movies/movies-01.R

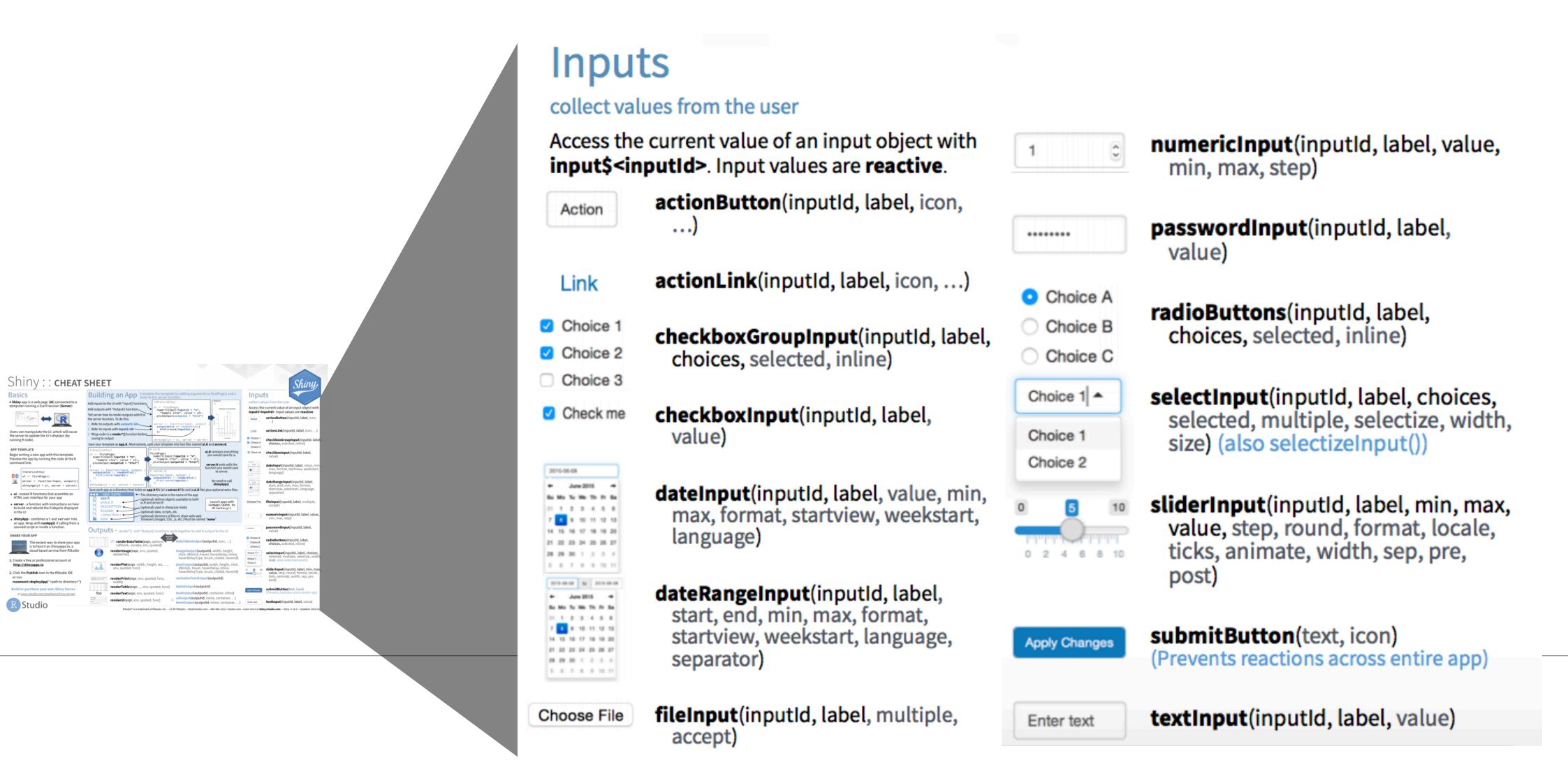


Add a sliderInput for alpha level of points on plot

apps/movies/movies-02.R

### Inputs

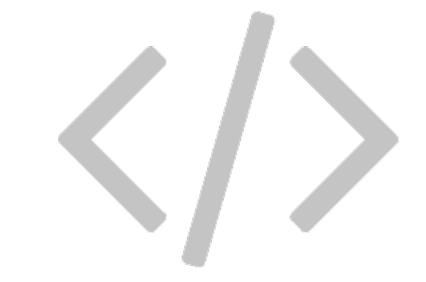
#### www.rstudio.com/resources/cheatsheets/





Add a new widget to color the points by another variable

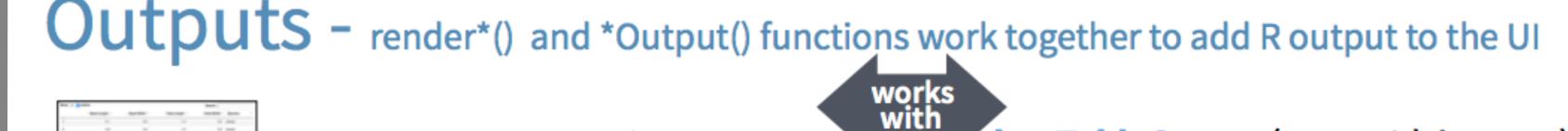
apps/movies/movies-03.R

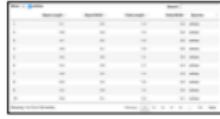


Display data frame if box is checked

apps/movies/movies-04.R

### Outputs





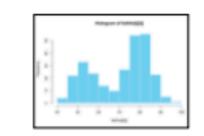
DT::renderDataTable(expr, options, callback, escape, env, quoted)

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 4.9 4.7

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

verbatimTextOutput(outputId)

tableOutput(outputId)



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

textOutput(outputId, container, inline)

renderText(expr, env, quoted, func)

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

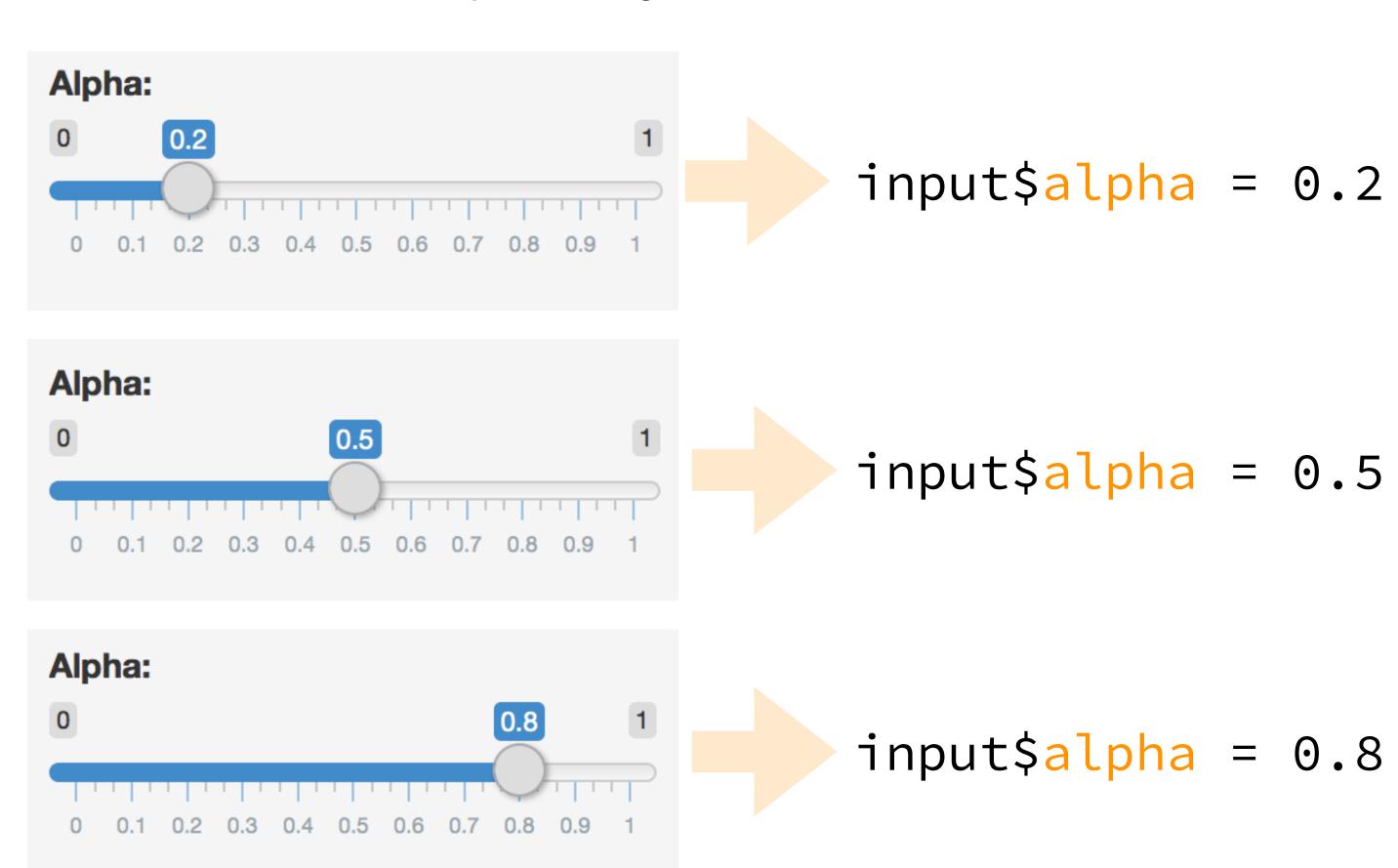
renderUI(expr, env, quoted, func)

# Reactivity 101

### Reactions

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

input\$alpha

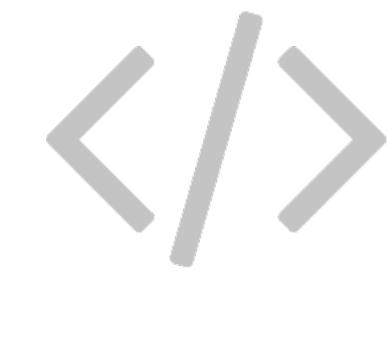


### Reactions (cont.)

# 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

#### before app:

```
library(dplyr)
```

#### server:

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

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...

apps/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

### Single file app

- 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.

