

Looking further: Interactive web applications with Shiny

STA 199 - Dr. Çetinkaya-Rundel

2022-12-08

Announcements

- ▶ Projects due at 11:59 pm tonight
- ▶ Peer evaluations due Sunday

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

Google Trend Index

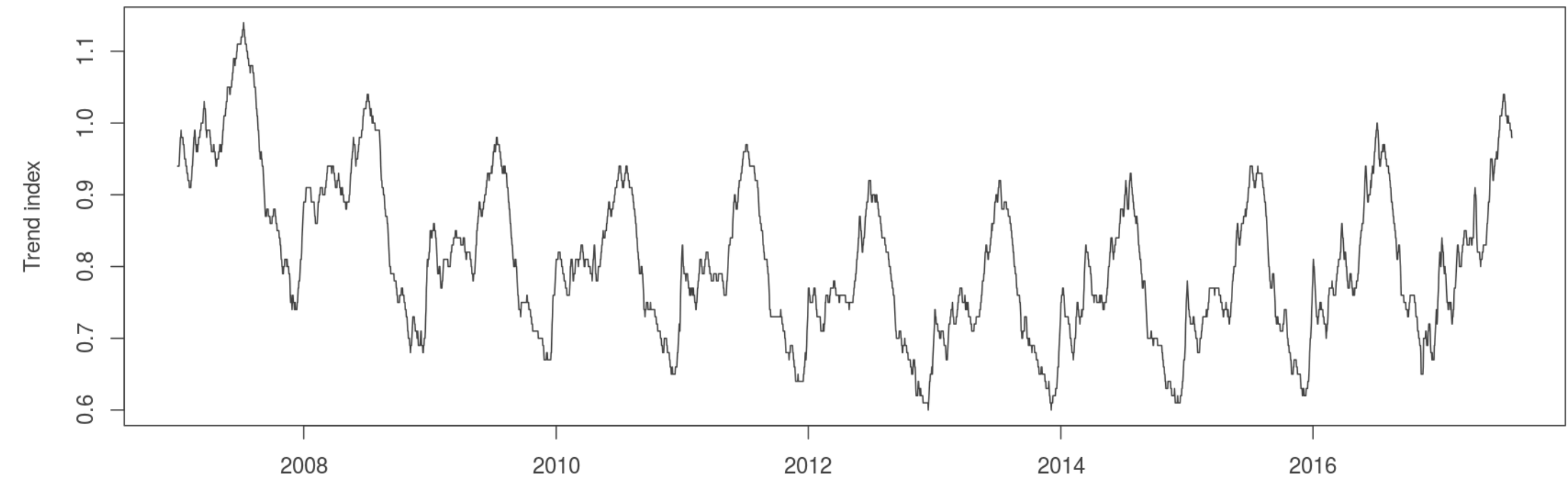
Trend index

Travel ▼

Date range

2007-01-01 to 2017-07-31

☐ **Overlay smooth trend line**



<https://gallery.shinyapps.io/120-goog-index/>

index is set to 1.0 on January 1, 2004

and is calculated only for US search traffic.

[Source: Google Domestic Trends](#)

Google Trend Index

by [Mine Cetinkaya-Rundel](#) <mine@rstudio.com>

A simple Shiny app that displays eruption data for the Google Trend Index app. Featured on the front page of the [Shiny Dev Center](#).

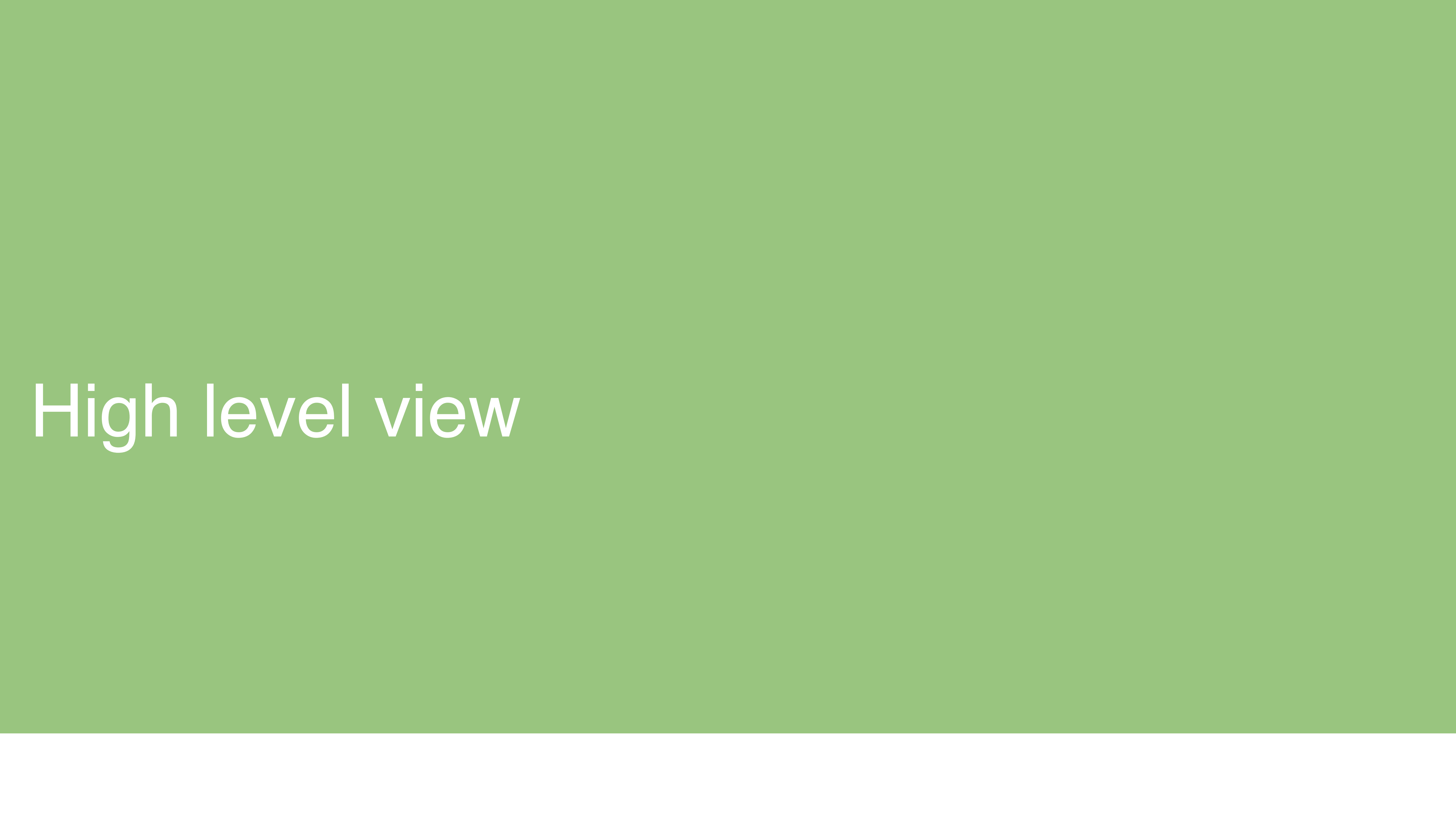
app.R

↑ SHOW WITH APP

```
library(shiny)
library(shinythemes)
library(dplyr)
library(readr)

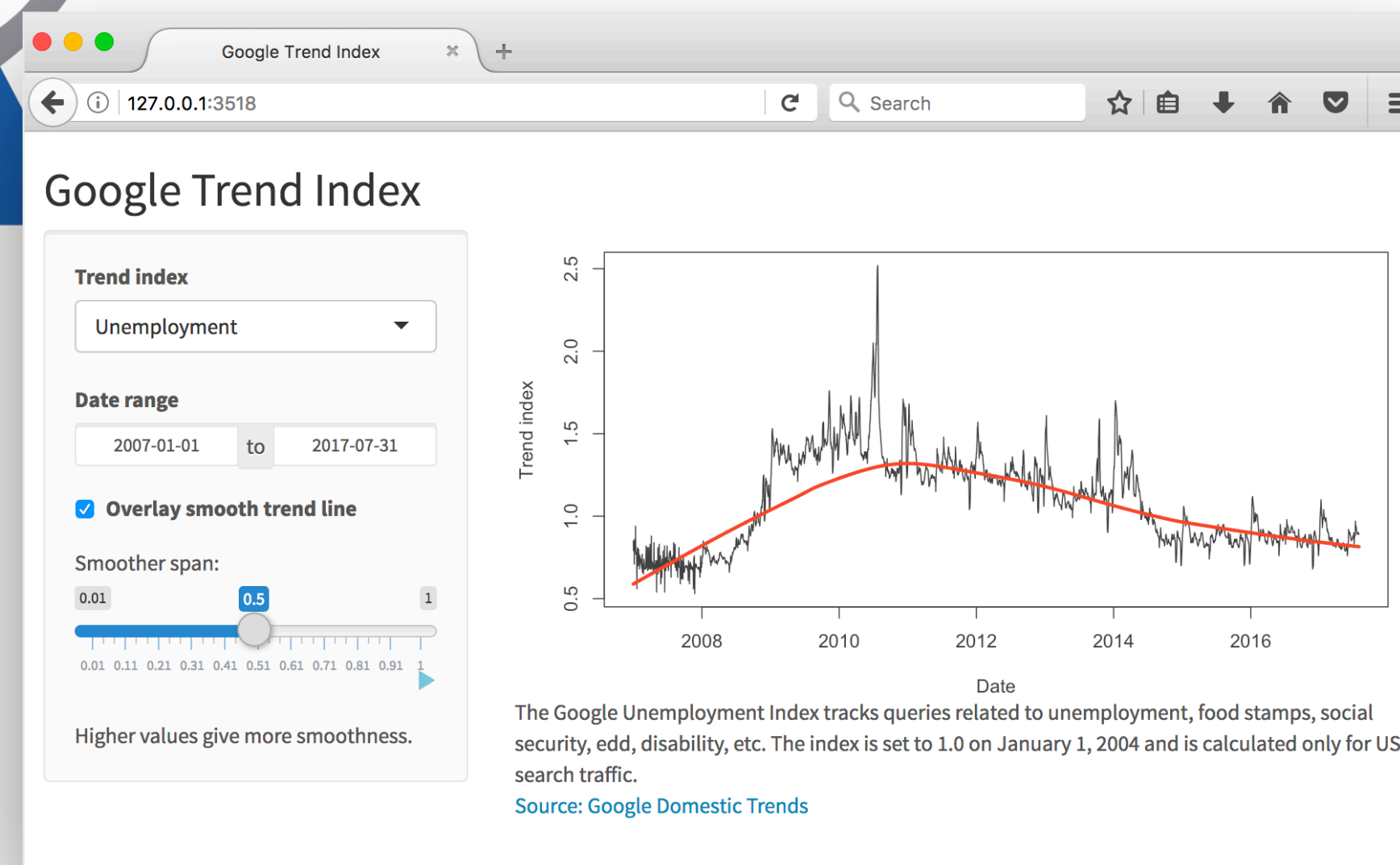
# Load data
trend_data <- read_csv("data/trend_data.csv")
trend_description <- read_csv("data/trend_description.csv")

# Define UI
```

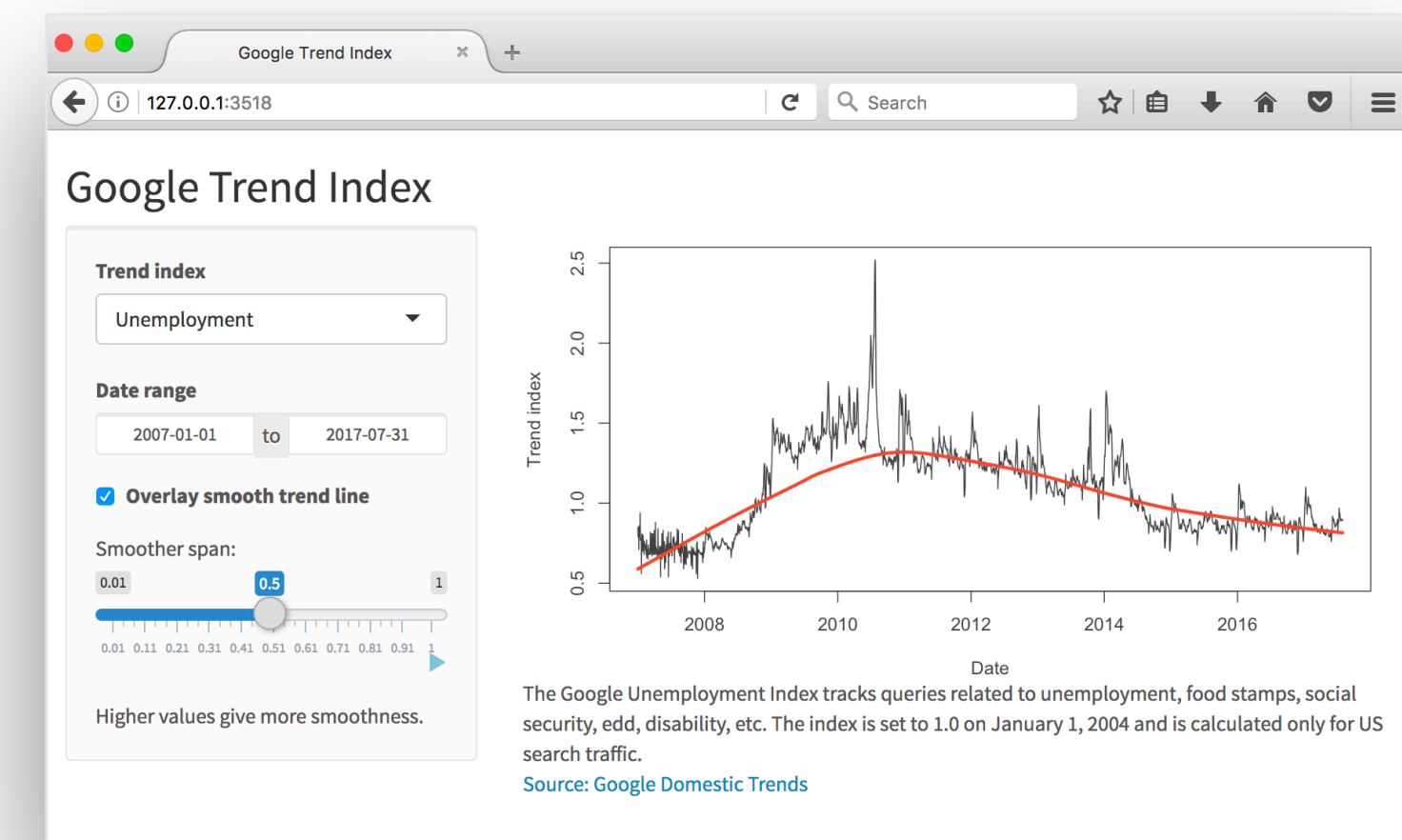


High level view

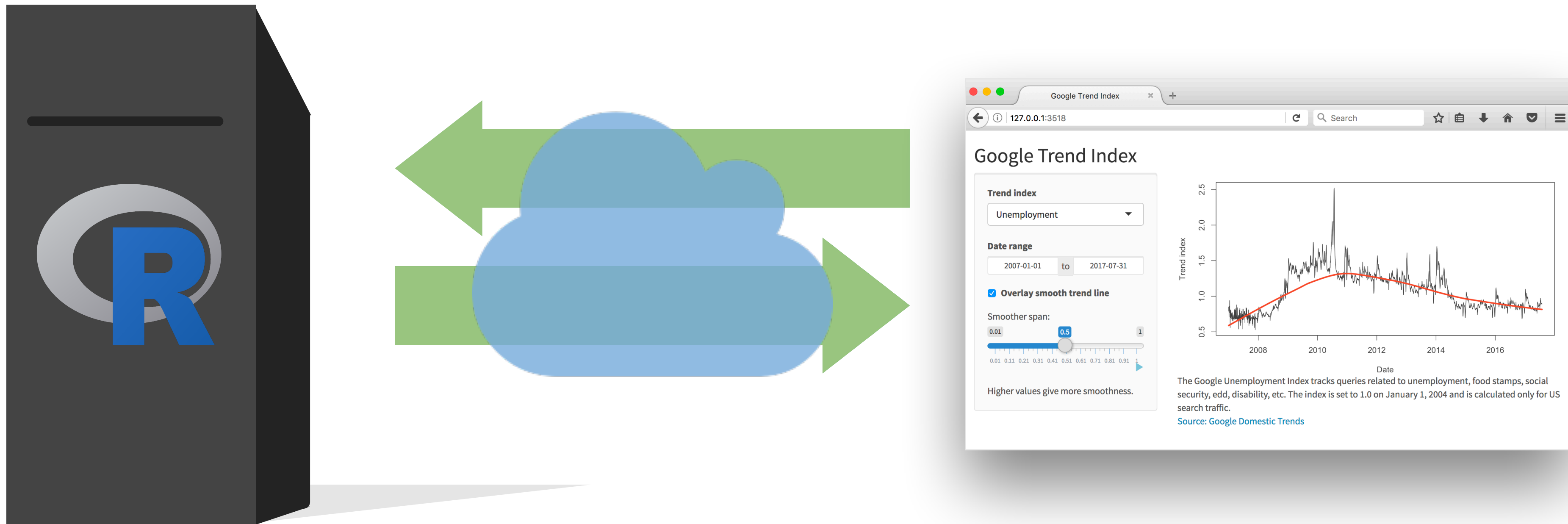
Every Shiny app has a webpage that the user visits,
and behind this webpage there is a computer
that serves this webpage by running R.

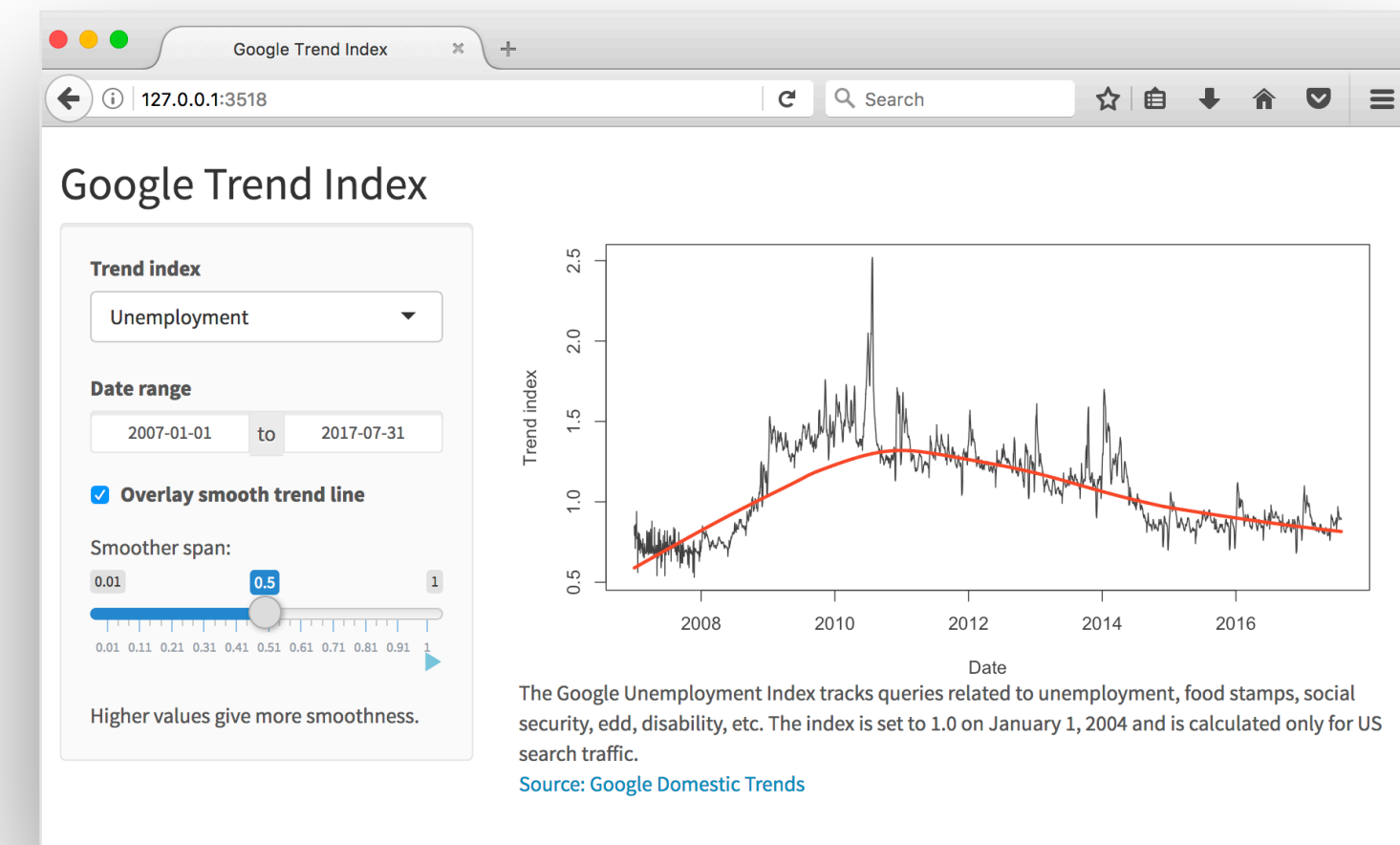
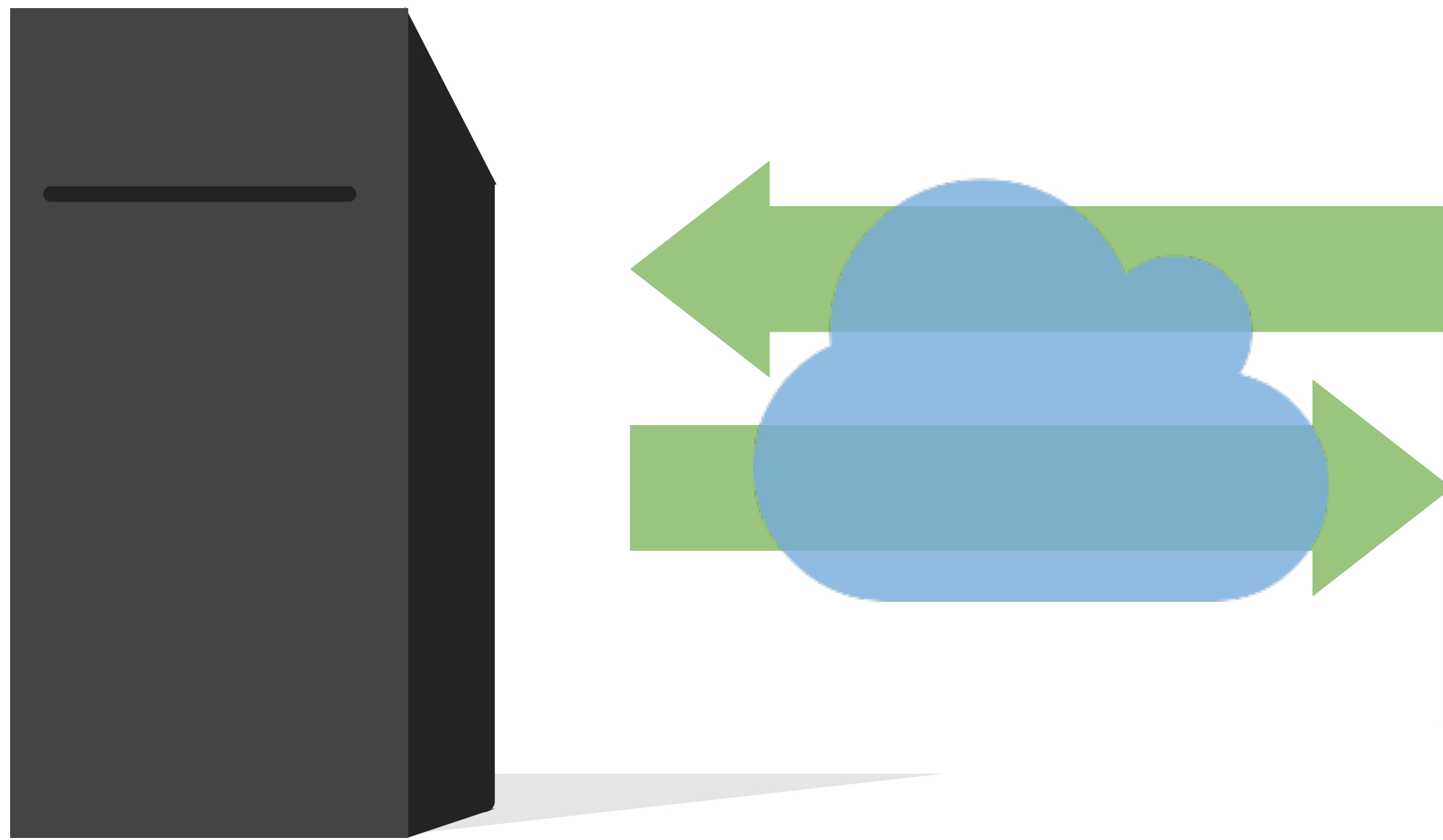


When running your app locally, the computer serving your app is your computer.



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

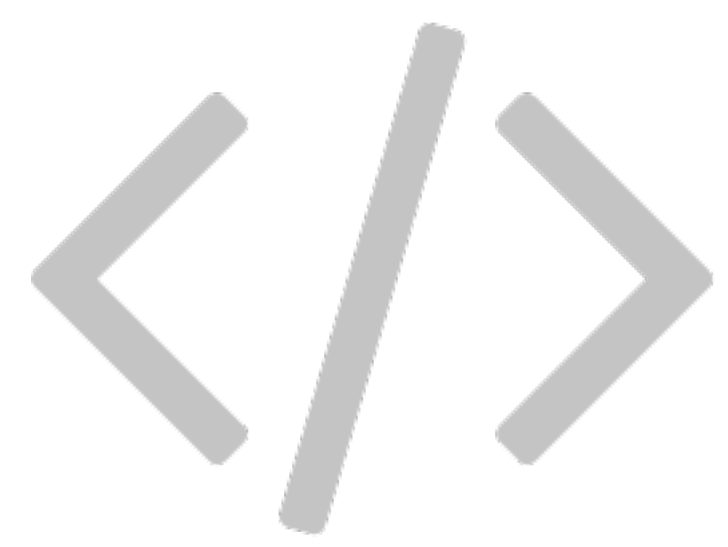




Server instructions



User interface



Interactive viz

goog-index/app.R

Anatomy of a Shiny app

What's in a Shiny app?

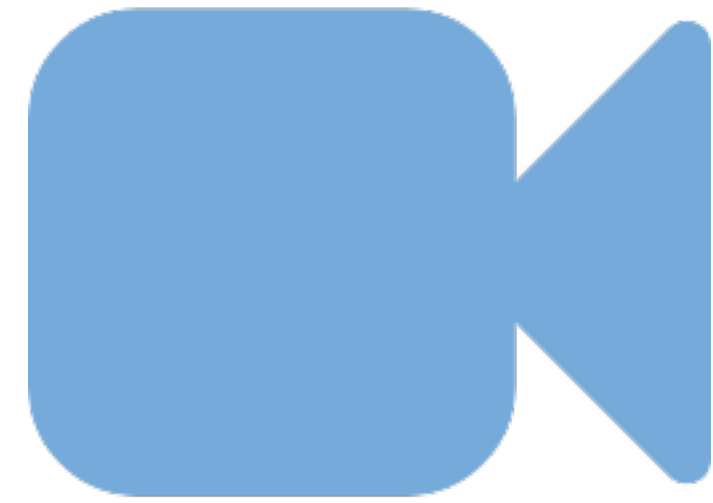
```
library(shiny)
ui <- fluidPage()
```

User interface
controls the layout and
appearance of app

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

Server function
contains instructions
needed to build app

```
shinyApp(ui = ui, server = server)
```

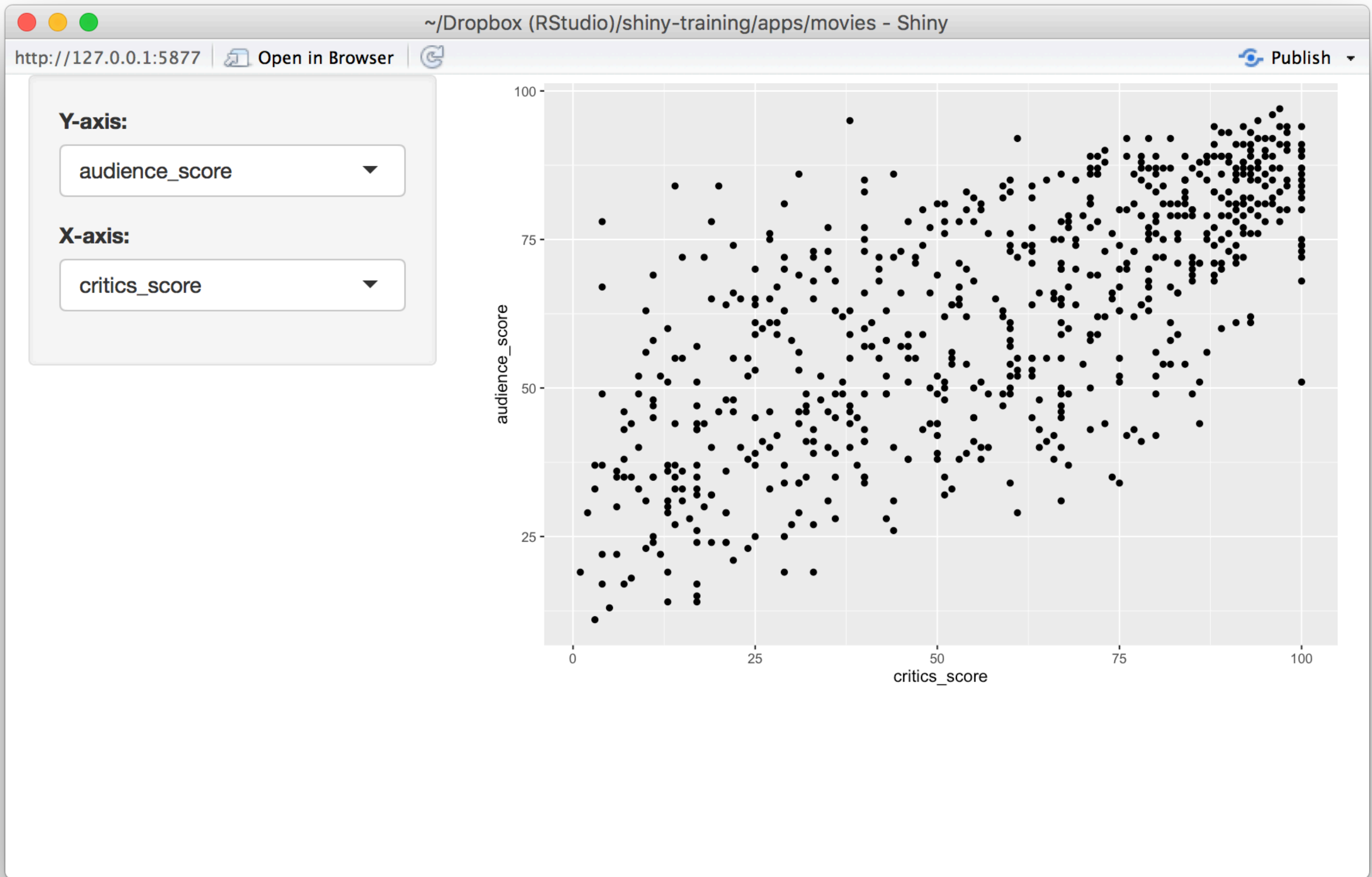


Let's build a simple movie browser app!



`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) {}

shinyApp(ui = ui, server = server)
```



Dataset used for this app

Anatomy of a Shiny app

User interface


```
# Define UI
ui <- fluidPage(

  # 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")
    )
  )
)
```

Create fluid page layout

```
# Define UI
ui <- fluidPage(

# 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(
```

```
# 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")
```

```
    )
```

```
  )
```

Create a layout with a sidebar and main area

```
# Define UI
```

```
ui <- fluidPage(
```

```
# 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")
```

```
  )
```

```
)
```

Create a sidebar panel
containing **input** controls that
can in turn be passed to

```

# Define UI
ui <- fluidPage(

  # 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")
    )
  )

```

Y-axis:

audience_score ▼

X-axis:

critics_score ▲

imdb_rating

imdb_num_votes

critics_score

audience_score

runtime

```

# Define UI
ui <- fluidPage(

  # 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")
    )
  )
)

```

Create a main panel containing **output** elements that get created in the server function can in turn be passed to sidebarLayout

Anatomy of a Shiny app

Server

```
# Define server function
server <- function(input, output) {

  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```



```
# Define server function
```

```
server <- function(input, output) {
```

```
# Create the scatterplot object the plotOutput function is expecting
```

```
output$scatterplot <- renderPlot({
```

```
  ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
```

```
    geom_point()
```

```
  })
```

```
}
```

Contains instructions
needed to build app

```
# Define server function
```

```
server <- function(input, output) {
```

```
  # Create the scatterplot object the plotOutput
```

```
  output$scatterplot <- renderPlot({  
    ggplot(data = movies, aes_string(x = input$x,  
    geom_point()  
  })
```

```
}
```

Renders a **reactive** plot that is suitable for assigning to an output slot

```
# Define server function
```

```
server <- function(input, output) {
```

```
# Create the scatterplot object the plotOutput function is expecting
```

```
  output$scatterplot <- renderPlot({  
    ggplot(data = movies, aes_string(x = input$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
```

www.rstudio.com/resources/cheatsheets/

Inputs

collect values from the user

Access the current value of an input object with **input\$<inputId>**. Input values are **reactive**.



actionButton(inputId, label, icon, ...)

Link

actionLink(inputId, label, icon, ...)

- ☒ Choice 1
- ☒ Choice 2
- ☐ Choice 3
- ☒ Check me

checkboxGroupInput(inputId, label, choices, selected, inline)

checkboxInput(inputId, label, value)

dateInput(inputId, label, value, min, max, format, startview, weekstart, language)

dateRangeInput(inputId, label, start, end, min, max, format, startview, weekstart, language, separator)

Choose File

fileInput(inputId, label, multiple, accept)

numericInput(inputId, label, value, min, max, step)

passwordInput(inputId, label, value)

☒ Choice A
☐ Choice B
☐ Choice C

radioButtons(inputId, label, choices, selected, inline)

Choice 1 | ▲
Choice 1
Choice 2

selectInput(inputId, label, choices, selected, multiple, selectize, width, size) (also **selectizeInput()**)

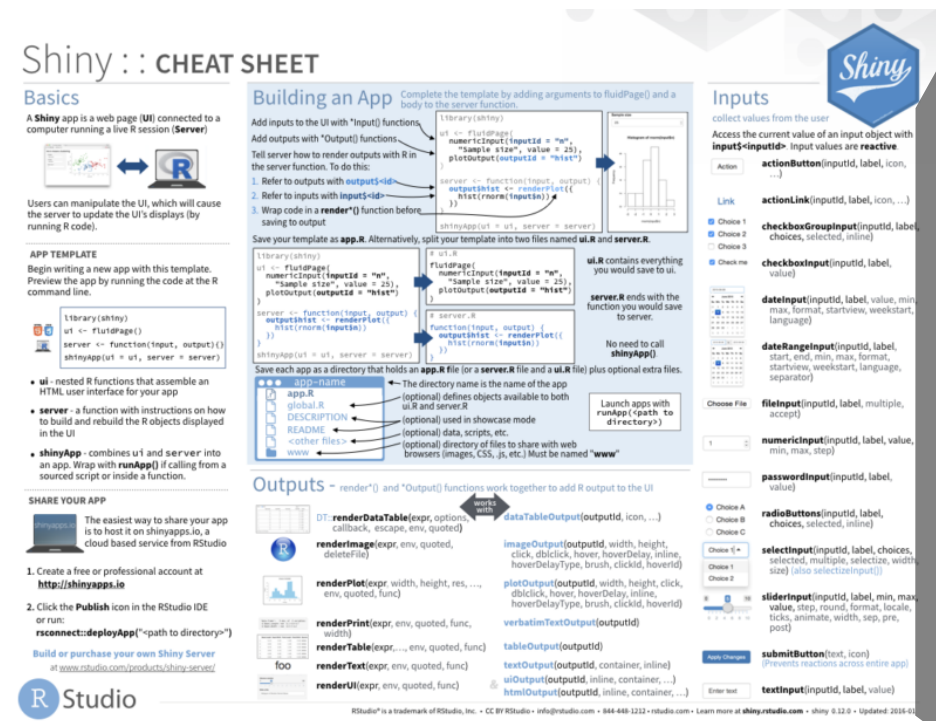
0 5 10
0 2 4 6 8 10

sliderInput(inputId, label, min, max, value, step, round, format, locale, ticks, animate, width, sep, pre, post)

Apply Changes

submitButton(text, icon)
(Prevents reactions across entire app)

textInput(inputId, label, value)





Add a new widget
to color the points by another variable

`movies/movies-03.R`

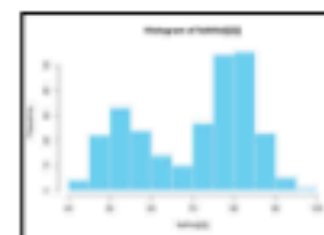
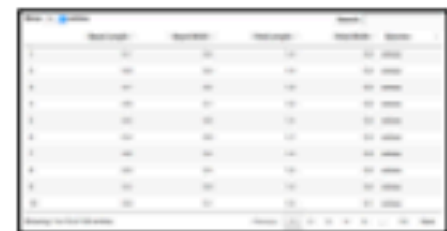


Display data frame
if box is checked

movies/movies-04.R

Outputs

Outputs – `render*()` and `*Output()` functions work together to add R output to the UI



```
'data.frame': 3 obs. of 2 variables:
 $ Sepal.Length: num  5.1 4.9 4.7
 $ Sepal.Width : num  3.5 3 3.2
```

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	0.4	0.1	setosa
4.9	3.0	0.5	0.1	setosa
4.7	3.2	0.5	0.1	setosa
5.0	3.4	0.6	0.1	setosa
5.4	3.7	0.9	0.2	setosa

foo

Choose a number

100

Write a title

Histogram of Random Normal Values

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

renderImage(expr, env, quoted, deleteFile)

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

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

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

renderText(expr, env, quoted, func)

renderUI(expr, env, quoted, func)

works with

dataTableOutput(outputId, icon, ...)

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

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

verbatimTextOutput(outputId)

tableOutput(outputId)

textOutput(outputId, container, inline)

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

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

&

Shiny :: CHEAT SHEET

Basics

A Shiny app is a web page (UI) connected to a computer running a live R session (Server)

Users can manipulate the UI, which will cause the server to update the UI's displays (by running R code).

APP TEMPLATE

Begin writing a new app with this template. Preview the app by running the code at the R command line.

Building an App

Complete the template by adding arguments to `render*()` and a body to the server function.

Add inputs to the UI with "input" functions. Tell server how to render outputs with R in the server function. To do this:

1. Refer to outputs with `outputId`.
2. Refer to inputs with `inputId`.
3. Wrap code in a `render*()` function before saving to output.

Save your template as `app.R`. Alternatively, edit your template step-by-step using `editApp()` in `server.R`.

server.R contains everything you would save to `app.R`.

server.R ends with the function you would save to `app.R`.

Launch app with `runApp()` in `RStudio`.

Optional: data, scripts, etc.

Optional: directory of files to share with web browser (images, CSS, JS, etc.). Must be named "www".

Inputs

Access the current value of an input object with `input$`.

actionLink(inputId, label, icon, ...)

checkboxInput(inputId, label, value, checked, selected, width)

dateRangeInput(inputId, label, start, end, min, max, format, startdate, enddate, language)

dataRangeInput(inputId, label, start, end, min, max, format, startdate, enddate, language)

textInput(inputId, label, multiple, accept)

numericInput(inputId, label, value, min, max, step)

passwordInput(inputId, label, value)

radioButtons(inputId, label, choices, selected, width)

selectInput(inputId, label, choices, selected, multiple, selected, width, stop (aka selectize.js))

sliderInput(inputId, label, min, max, value, round, format, ticks, animate, width, step, pps)

submitButton(inputId, icon)

textInput(inputId, label, value)

Outputs

`render*()` and `*Output()` functions work together to add R output to the UI

`renderDataTable`(expr, options, callback, escape, env, quoted, func)

`renderImage`(expr, env, quoted, deleteFile)

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

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

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

`renderText`(expr, env, quoted, func)

`renderUI`(expr, env, quoted, func)

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

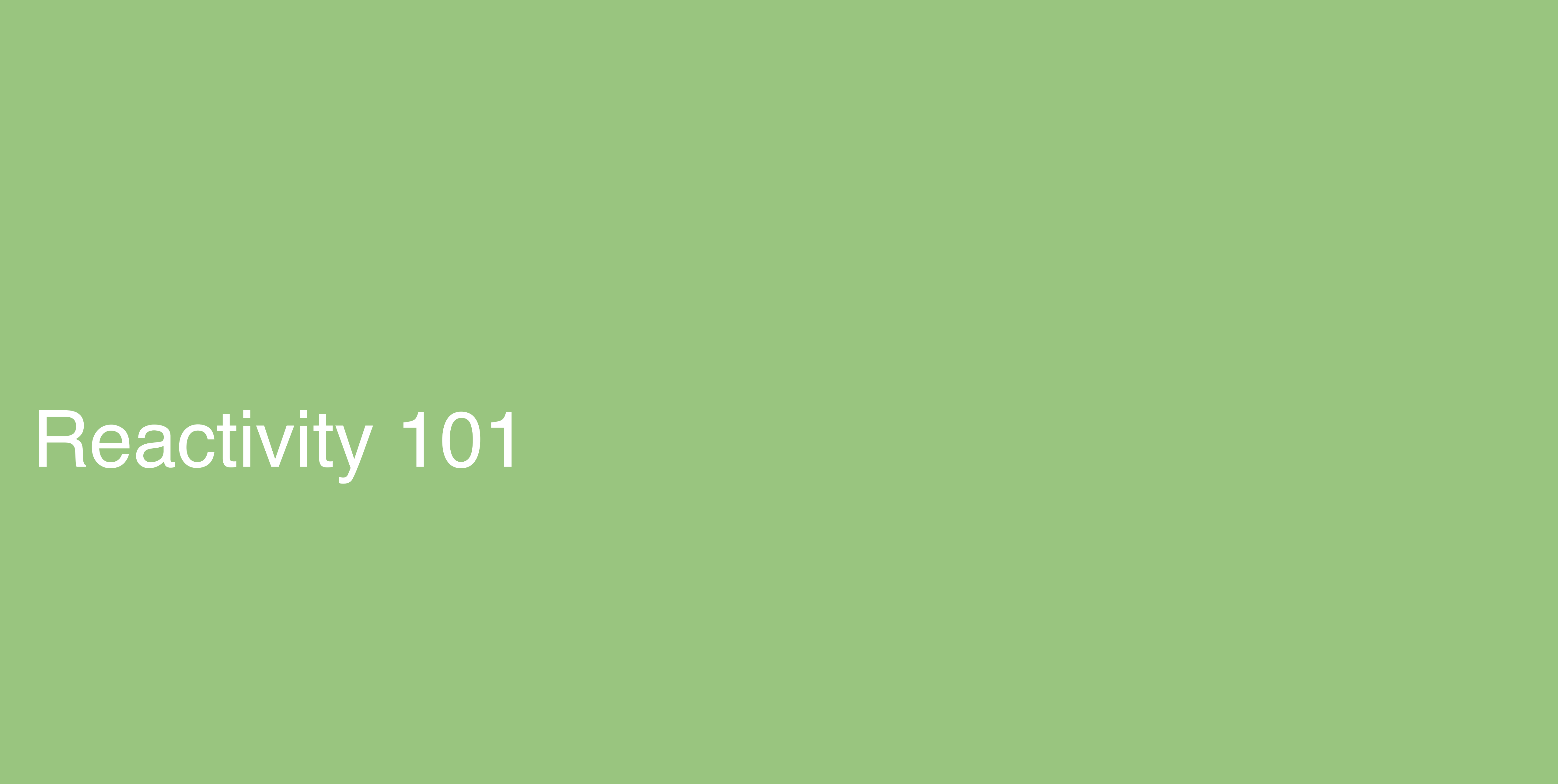
`tableOutput`(outputId)

`textOutput`(outputId, container, inline)

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

`verbatimTextOutput`(outputId)

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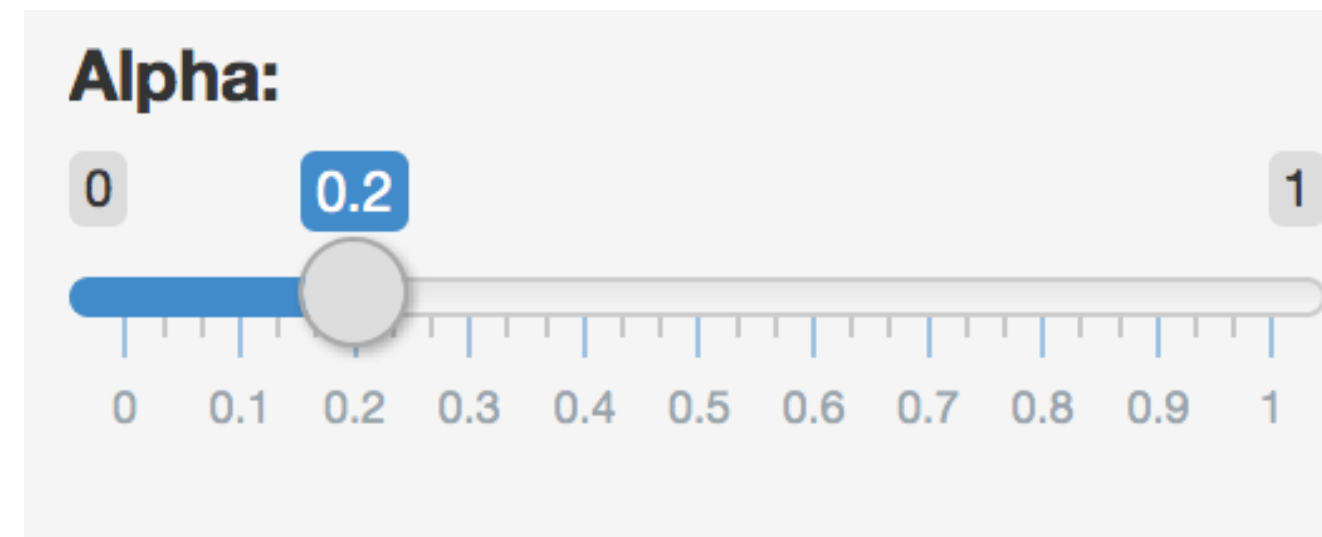


Reactivity 101

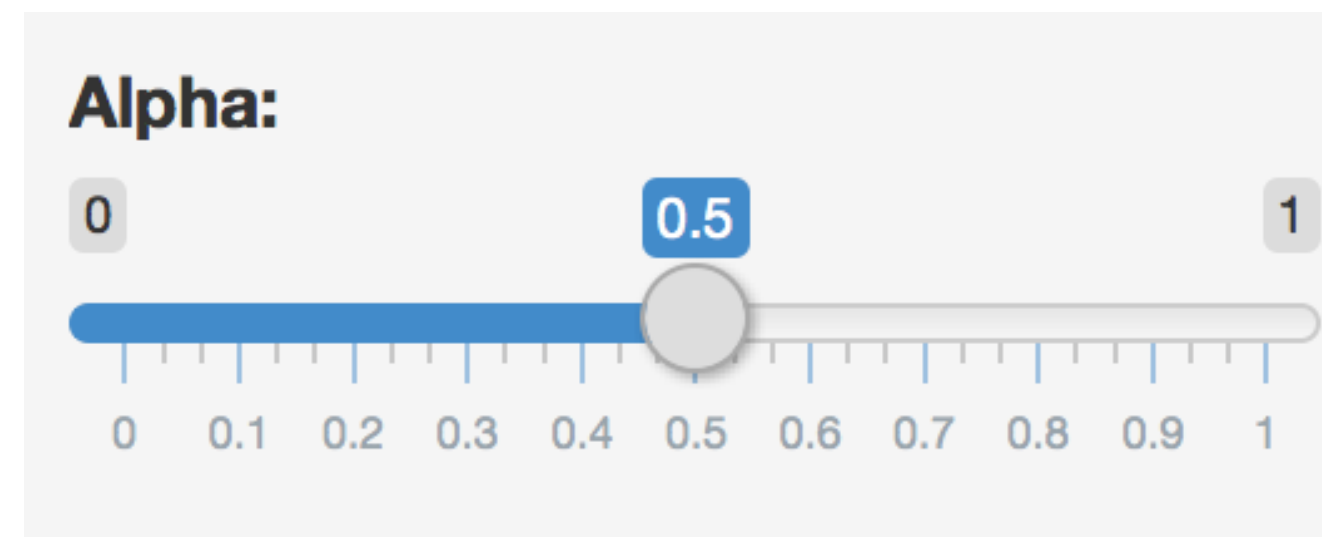
The **input\$** list stores the current value of each input object under its name.

```
# Set alpha level  
sliderInput(inputId = "alpha",  
            label = "Alpha:",  
            min = 0, max = 1,  
            value = 0.5)
```

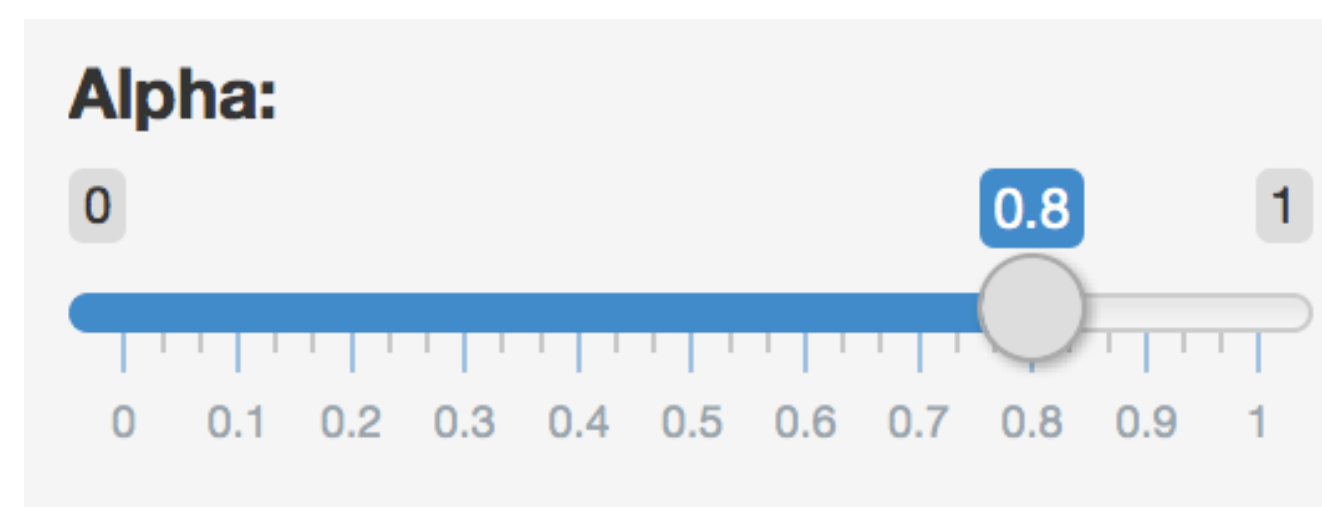
`input$alpha`



`input$alpha = 0.2`



`input$alpha = 0.5`



`input$alpha = 0.8`

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) {
  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot(
    ggplot(data = movies, aes_string(x = input$x, y = input$y,
                                     color = input$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

```
# Select which types of movies to plot
checkboxGroupInput(inputId = "selected_type",
               label = "Select movie type(s):",
               choices = c("Documentary", "Feature Film",
                           "TV Movie"),
               selected = "Feature Film")
```




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

server:

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

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(...) +
    ...
  })
```

Cached - only re-run when inputs change



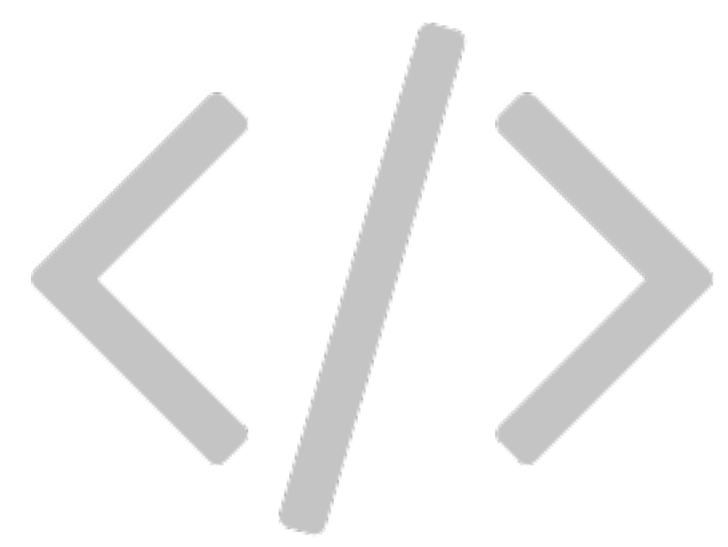
4. Use new data frame (which is reactive) also for printing number of observations

ui:

```
mainPanel(  
  ...  
  # Print number of obs plotted  
  uiOutput(outputId = "n"),  
  ...  
)
```

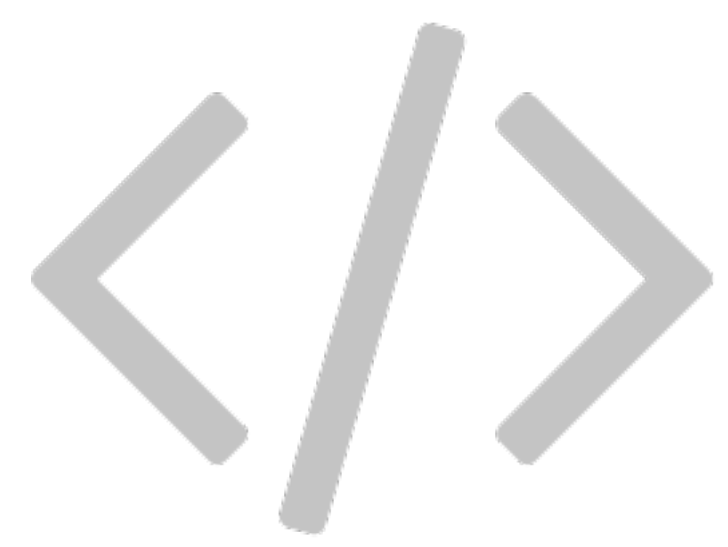
server:

```
# Print number of movies plotted  
output$n <- renderUI({  
  types <- movies_subset()$title_type %>%  
    factor(levels = input$selected_type)  
  counts <- table(types)  
  
  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 subsetting 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.

