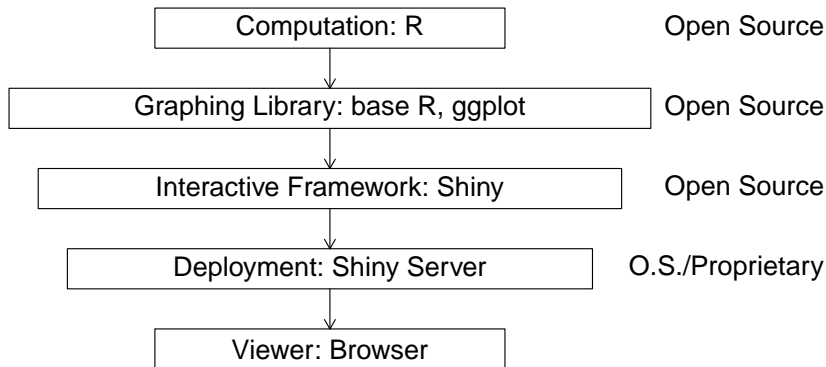


## The Plotly Library



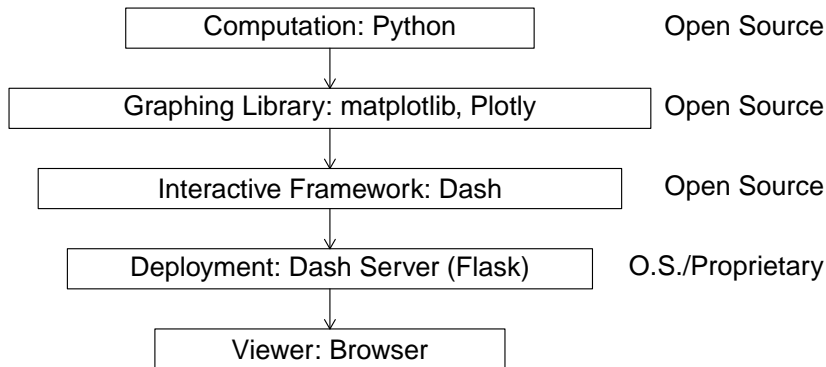
# Code Ecosystems

## What we've seen so far...



...is not the only game in town.

Another solution is built around Python (or R).



R integration is provided by the dash package.

# Concepts from one system are often transportable to new systems.

Dash coding looks similar to what you've learned about Shiny.

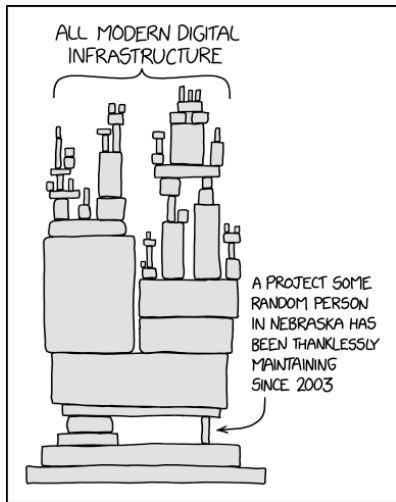
```
# From dashr.plotly.com/basic-callback
app <- Dash$new()

app$layout(
  htmlDiv(
    list(
      dccInput(id='my-id',
               value='initial value',
               type='text'),
      htmlDiv(id='my-div')
    )
  )
)

app$callback(
  output=list(id='my-div',
              property='children'),
  params=list(input(id='my-id',
                    property='value')),
  function(input_value) {
    sprintf("You've entered \"%s\"",
            input_value)
  })
)

app$run_server()
```

# Code dependency can be a code security issue.

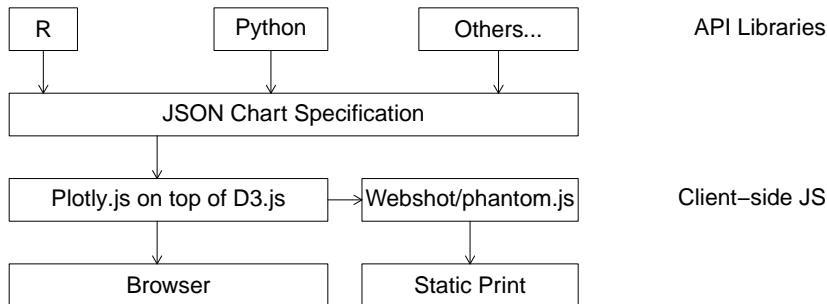


- Rage-quit: Coder unpublished 17 lines of JavaScript and “broke the Internet” (arstechnica.com)
- The Internet Is Being Protected By Two Guys Named Steve (buzzfeed.com)
- Tech giants, chastened by Heartbleed, finally agree to fund OpenSSL (arstechnica.com)
- New type of supply-chain attack hit Apple, Microsoft and 33 other companies (arstechnica.com)



Plotly

# Plotly is a language-agnostic web graphics library.

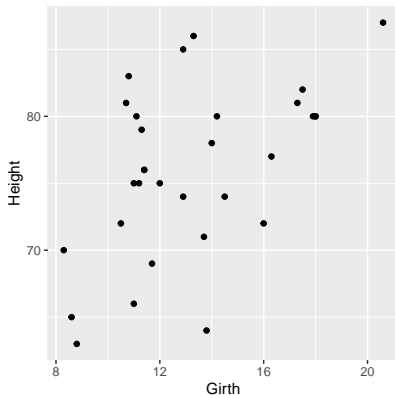


See [plotly.com/r/](http://plotly.com/r/) and [plotly-r.com/index.html](http://plotly-r.com/index.html).



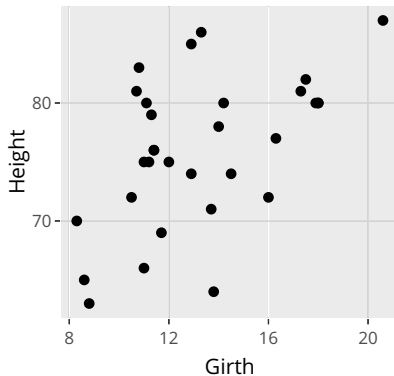
# A jump-start: ggplotly converts ggplot graphs into plotly graphs.

```
library(tidyverse)
library(plotly)
p <- ggplot(trees) +
  geom_point(aes(x=Girth, y=Height))
p
```



A jump-start: **ggplotly** converts **ggplot** graphs into **plotly** graphs.

```
library(tidyverse)
library(plotly)
p <- ggplot(trees) +
  geom_point(aes(x=Girth, y=Height))
ggplotly(p)
```



## Plotly “thinks” similarly to ggplot.

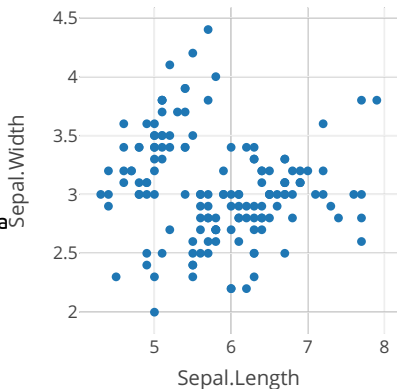
Concept	ggplot	plotly
Initiate a Plot	<code>ggplot()</code>	<code>plot_ly()</code>
Layers	<code>layer()</code> or <code>geom_ ...</code>	<code>add_trace()</code> or <code>add_ ...</code>
Mapping to a Variable	<code>aes(x=xvar)</code>	<code>x = ~xvar</code>
Mapping to a Constant	<code>x = 1</code> (outside <code>aes</code> )	<code>x = 1</code>
Inheritance	Mappings in <code>ggplot</code> inherited by <code>geom_</code>	Mappings in <code>plot_ly</code> inherited by <code>add_</code>
Connecting the Pieces	Use the “+” operator.	Use the “%>%” operator.

- `plot_ly()` tries to guess an appropriate graph form, similar to base-R plot, but unlike `ggplot`.
- `ggplot` seems to offer more flexibility, while `plotly` appears to be more limited to preset trace types.

On its own, `plot_ly` acts similarly to base-R plot.

```
# The `plot_ly` command creates  
# a new graph.  
plot_ly(data=iris, x=~Sepal.Length,  
         y=~Sepal.Width)
```

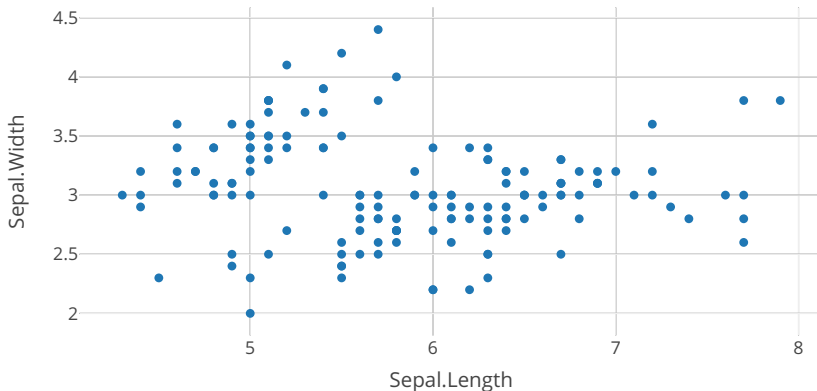
```
## No trace type specified:  
##   Based on info supplied,  
##   a 'scatter' trace seems appropriate  
## No scatter mode specified:  
##   Setting the mode to markers
```



Graphs can be assigned to an object, and printed.

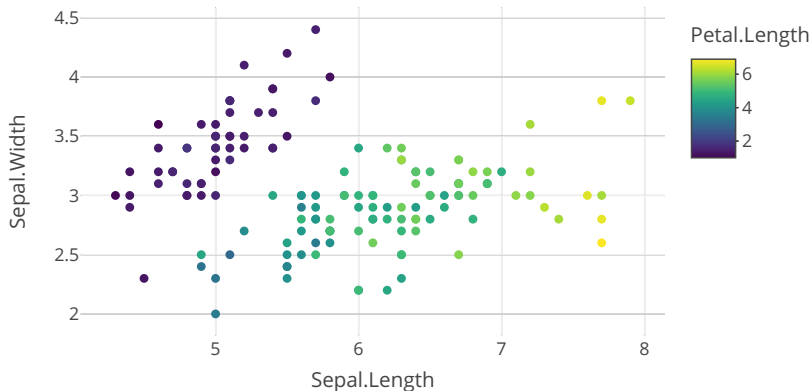
```
p <- plot_ly(data=iris, x=~Sepal.Length, y=~Sepal.Width)  
# print(p) also works.
```

p



The `add_` commands take a plotly object and return an ammended plotly object.

```
p <- plot_ly(data=iris, x=~Sepal.Length, y=~Sepal.Width)
p <- add_markers(p, color=~Petal.Length)
p
```



It's easier to think in terms of pipes.

```
p <- plot_ly(data=iris, x=~Sepal.Length, y=~Sepal.Width) %>%  
  add_markers(color=~Petal.Length, text=~Species)
```

