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A tour of `{knitr}` engines: `{knitr}` not only knits R

## {knitr} in the the R Markdown workflow

`knitr::knit()` + Pandoc (+ LaTeX for PDF) = `rmarkdown::render()`

# What is a {knitr} engine ?

Using R as example

```
```${r setup, include = FALSE}
knitr::opts_chunk$set(echo = FALSE)
```
```

```
```${<engine> <label>, <keys = values>}
<code content>
```
```

- <engine> defines **how** the <code content> will be processed,
- <keys = values> are **configurations** for the engine,
- <label> is the name of the chunk (equivalent to label = <label>).

# There is more than just R !

Meet the other engines !

A subset of available engines

```
names(knitr::knit_engines$get())
```

```
## [1] "awk"      "bash"      "coffee"    "gawk"      "groovy"    "haskell"
## [7] "lein"     "mysql"     "node"      "octave"    "perl"      "psql"
## [13] "Rscript"  "ruby"     "sas"       "scala"     "sed"       "sh"
## [19] "stata"    "zsh"      "asis"      "asy"       "block"     "block2"
## [25] "bslib"    "c"        "cat"       "cc"        "comment"   "css"
## [31] "ditaa"    "dot"      "embed"     "exec"      "fortran"   "fortran95"
## [37] "go"       "highlight" "js"        "julia"     "python"    "R"
## [43] "Rcpp"     "sass"     "scss"      "sql"       "stan"      "targets"
## [49] "tikz"     "verbatim" "glue"      "glue_sql"  "gluesql"   "upper"
## [55] "py"
```

Let's take a tour! 🚌

# Processing chunk content as-is

Meet the `verbatim` engine

Include chunk content in a code block

## .Rmd before knitting

Let's show an example of Rmd file content:

```
```{verbatim, lang = "markdown"}
```

We can output arbitrary content **verbatim**.

```
```{r}  
1 + 1  
```
```

The content can contain inline code like

```
`r pi * 5^2`, too.  
```
```

## .md after knitting

Let's show an example of Rmd file content:

```
```markdown
```

We can output arbitrary content **verbatim**.

```
```{r}  
1 + 1  
```
```

The content can contain inline code like

```
`r pi * 5^2`, too.  
```
```

# Processing chunk content as-is

Meet the embed engine

Include file content in a code block

.Rmd before knitting

```
```{embed, file = "macros.js"}  
```
```

.md after knitting

```
```js  
remark.macros.scale = function(w, alt="") {  
  var url = this;  
  return '';  
};  
remark.macros.scaleh = function(h, alt="") {  
  var url = this;  
  return '';  
};  
```
```

# Processing chunk content as-is

Look at the `asis` engine

```
``{r}
getRandomNumber <- function() {
  sample(1:6, 1)
}
```{asis, echo = getRandomNumber() == 4}
According to https://xkcd.com/221/,
we just generated a true random number!
```
```

```
int getRandomNumber()
{
  return 4; // chosen by fair dice roll.
           // guaranteed to be random.
}
```

<https://xkcd.com/221/>

# Processing chunk content as-is

Look at the `asis` engine

For `getRandomNumber() != 4`

```
```r
getRandomNumber <- function() {
  sample(1:6, 1)
}
```
```

For `getRandomNumber() == 4`

```
```r
getRandomNumber <- function() {
  sample(1:6, 1)
}
```
```

According to <https://xkcd.com/221/>,  
we just generated a **true** random number!



## Adding dependencies

Include CSS and JS easily in HTML

```
```{css, echo=FALSE}  
/* Some CSS code that will be included in  
HTML document a `<style>` tag. */  
```
```

```
```{js, echo=FALSE}  
// some JS code that will be included in HTML  
document in a `<script>` tag.  
```
```

Useful to customize output directly from the Rmd file without external resource

# Running other tools than R

Some built-in support

```
```{python}  
import os  
os.env  
```
```

```
```{stata}  
sysuse auto  
summarize  
```
```

```
```{bash}  
ls *.Rmd | head -n 5  
```
```

```
```{perl}  
$test = "jello world";  
$test =~ s/j/h/;  
print $test  
```
```

Chunk content is passed to the tools through `system2()`

# Running other tools than R

Extend using exec engine

Using node CLI (which require .js extension for scripts)

```
```{exec, command='node', engine.opts = list(ext = ".js")}  
function Display(x) { console.log(`Your number is ${x}`); }  
Display(100);  
```
```

```
```javascript  
function Display(x) { console.log(`Your number is ${x}`); }  
Display(100);  
```\n\n```\n## Your number is 100  
```
```

More in [knitr-examples repo: 124-exec-engine.Rmd](#)

## Working with interoperability

More engines powered by other 

- Use the [sql](#) engine to run queries using **DBI** on compatible databases [↗](#)
- Use the [python](#) engine with **reticulate** to work seamlessly with R and Python chunks together [↗](#)
- Use the [scss](#) or [sass](#) engine to process a chunk content with **sass** package to insert a CSS in HTML [↗](#)
- Use the [bslib](#) engine to add rules to **bslib** themes withing Rmd [↗](#)

## Extending {knitr} with custom engines

Any package can provide custom way to process chunk content

- **glue** has a `glue` engine to process chunk content as if passed to `glue::glue()` function [↗](#)
- **texPreview** has a `texpreview` engine to render TeX snippet from code chunk, in non-LaTeX output document [↗](#)
- **targets** offers a `targets` engine so that literate programming can be used to create a **targets** workflow (Target Markdown) [↗](#)
- **d3** has a `d3` engine where chunk content will be processed with **r2d3** [↗](#)

# Extending {knitr} with custom engines

How to create a new engine ?

```
knitr::knit_engines$set(foo = function(options) {  
  # the source code is in options$code; just do  
  # whatever you want with it  
})
```

- Use `knit_engines$set()` to register by name
- All knitr options are passed to the engine
- Code chunk content is in `options$code`

# Extending {knitr} with custom engines

How to create a new engine ?

This engine will take the chunk content and make it upper case.

```
knitr::knit_engines$set(upper = function(options) {  
  code <- paste(options$code, collapse = "\n")  
  # Allow to hide result  
  if (options$results == 'hide') return()  
  # Allow to prevent processing  
  if (options$eval) {}  
  toupper(code)  
} else {  
  code  
}  
})
```

```
```{upper}  
Hello, **knitr** engines!  
```
```



```
HELLO, **KNITR** ENGINES!
```

# Thank you !

<https://cderv.rbind.io/slides/user2022-knitr-engines>

<https://github.com/cderv/user2022-knitr-engines>



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