

# ETC4500/ETC5450

## Advanced R programming

Week 4: Literate programming with  
Quarto



# Outline

- 1 Programming paradigms
- 2 Reactive programming
- 3 Shiny
- 4 Literate programming
- 5 roxygen2
- 6 Rmarkdown
- 7 Quarto

# Outline

- 1 Programming paradigms
- 2 Reactive programming
- 3 Shiny
- 4 Literate programming
- 5 roxygen2
- 6 Rmarkdown
- 7 Quarto

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

6 Rmarkdown

7 Quarto

# Programming paradigms

## Functional programming (W5)

- Functions are created and used like any other object.
- Output should only depend on the function's inputs.

# Programming paradigms

## Functional programming (W5)

- Functions are created and used like any other object.
- Output should only depend on the function's inputs.

## Object-oriented programming (W6-W7)

- Functions are associated with object types.
- Methods of the same 'function' produce object-specific output.

# Programming paradigms

## Reactive programming (W8)

- Objects are expressed using code based on inputs.
- When inputs change, the object's value updates.

## Literate programming (W8)

- Natural language is interspersed with code.
- Aimed at prioritising documentation/comments.
- Now used to create reproducible reports/documents.

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

6 Rmarkdown

7 Quarto



# Regular (imperative) programming

Consider how code is usually evaluated...

```
a <- 1  
b <- 2  
x <- a + b  
x
```

What is x?

```
a <- -1  
x
```

What is x now?

# Regular (imperative) programming

## Predictable programming

All programming we've seen so far evaluates code in sequential order, line by line.

Since  $x$  was not re-evaluated, its value stays the same even when its inputs have changed.

# Reactive programming

Within a reactive programming paradigm, objects *react* to changes in their inputs and automatically update their value!

# Reactive programming

Within a reactive programming paradigm, objects *react* to changes in their inputs and automatically update their value!



## Disclaimer

Reactive programming is a broad and diverse paradigm, we'll focus only on the basic concepts and how they apply in shiny applications.

# Reactive programming

We can implement *reactivity* with functions & environments.

```
library(rlang)
react <- function(e) new_function(alist(), expr(eval (!!enexpr(e))))
```

We'll learn how this function works later (metaprogramming).

Reactive programming is also smarter about '*invalidation*', results are **cached and reused** if the inputs aren't changed.

# Reactive programming

How does reactive programming differ?

```
a <- 1  
b <- 2  
y <- react(a + b)  
y()
```

What is y?

```
a <- -1  
y()
```

What is y now?

# Reactive programming

💡 (Un)predictable programming?

Reactive programming can be disorienting!

Reactive objects *invalidate* whenever their inputs change, and so its value will be recalculated and stay up-to-date.

# Reactive programming

## Your turn!

```
a <- 1  
b <- 2  
y <- react(a + b)  
y()
```

When was  $a + b$  evaluated?

How does this differ from ordinary (imperative) code?



# Imperative and declarative programming

## Imperative programming

- Specific commands are carried out immediately.
- Usually direct and exact instructions.
- e.g. read in data from this file.

## Declarative programming

- Specific commands are carried out when needed.
- Expresses higher order goals / constraints.
- e.g. make sure this dataset is up to date every time I see it.

# Imperative and declarative programming

Mastering Shiny: Chapter 3 (Basic Reactivity)

With imperative code you say “Make me a sandwich”.

With declarative code you say “Ensure there is a sandwich in the refrigerator whenever I look inside of it”.

*Imperative code is **assertive**;  
declarative code is **passive-aggressive**.*

# Use cases for reactive programming

## ! Use-less cases

This paradigm is rarely needed or used in R for data analysis.

## 💡 Useful cases

Reactive programming is useful for developing user applications (including web apps!).

In R, the shiny package uses reactive programming for writing app interactivity.

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

6 Rmarkdown

7 Quarto

# A shiny app

Most shiny apps are organised into several files.

- `ui.R`: The specification of the user interface
- `server.R`: The reactive code that defines app behaviour
- `global.R`: Static global objects used across app
- `www/`: Folder for your web data (images, css, js, etc.)

Simple apps can consist of only an `app.R` script.


# Hello shiny!

## Follow along!

Create a shiny app. Save this code as `app.R`.

```
library(shiny)
ui <- fluidPage(
  textInput("name", "Enter your name: "),
  textOutput("greeting")
)
server <- function(input, output, session) {
  output$greeting <- renderText({
    sprintf("Hello %s", input$name)
  })
}
shinyApp(ui, server)
```

# Hello *shiny*!

 Follow along!

Launch the app by clicking **Run App**.

Use the text input field and see how the webpage changes.

Look at the server code to see how it 'reacts'.

# Shiny reactivity

Reactivity in shiny comprises of:

- Reactive **sources** (inputs):

UI inputs `input*()` and values `reactiveValues()`

- Reactive **conductors** (intermediates):

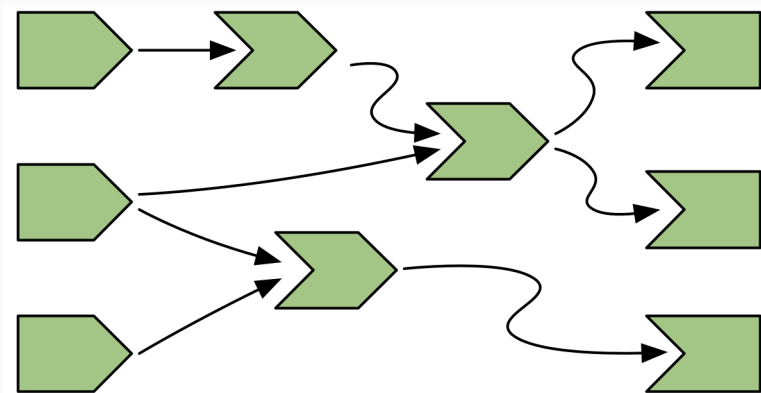
Expressions `reactive()` and events `eventReactive()`

- Reactive **endpoints** (results):

UI outputs `render*()` and side-effects `observe()`

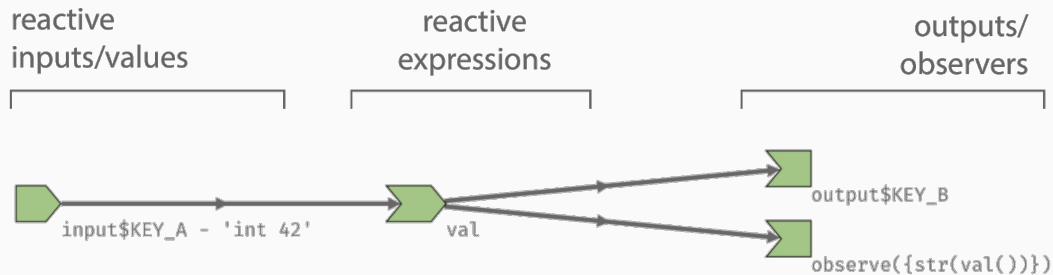


# Reactive graphs



The reactivity of an app can be visualised with a graph.

# Reactive graphs



The graph shows relationships between reactive elements.

The `reactlog` package allows you to visualise an app's **reactive graph**.

To **enable logging** of an app's behaviour, run:

```
reactlog::reactlog_enable()
```


Then **start, use, and stop your app** to fill the log.

View the log with:

```
shiny::reactlogShow()
```

Or while your Shiny app is running, press the key combination Ctrl+F3 (Mac: Cmd+F3) to see the reactive log.

# Hello *reactlog*!

 Follow along!

Create a reactive log of the *hello shiny* app.

Start reactlog, then open the app and enter your name.

Close the app and view the log, see how the app reacts to changes to the input text.

# Reactive expressions

Reactive expressions are used in the shiny server as intermediate calculations.

They are expressions wrapped with `reactive()`.

For example:

```
simulation <- reactive(rnorm(input$n_samples))
```

# Reactive expressions

Reactive expressions are used in the shiny server as intermediate calculations.

They are expressions wrapped with `reactive()`.


For example:

```
simulation <- reactive(rnorm(input$n_samples))
```

The up-to-date value is obtained with `simulation()`.

Whenever the input ID `n_samples` changes, the reactive expression `simulation` *invalidates*.

# Reactive expressions

 Follow along!

Use a reactive expression to convert the name to ALLCAPS.

Look at the reactive graph and see how it changes.

# Preventing reactivity

Equally important to telling shiny **how** to react to changes, is describing **when** reactions should (not) occur.




# Preventing reactivity

Equally important to telling shiny **how** to react to changes, is describing **when** reactions should (not) occur.

The most useful way to prevent reactivity is with `req()`.  
It is similar to `stop()`, silently ending the reactive chain.  
`req()` *'requires'* inputs to be 'truthy' (not FALSE or empty).

# Preventing reactivity

 Follow along!

Use `req()` to prevent reactivity until text is entered.

Update `req()` to require at least 3 characters inputted.

# Preventing reactivity

Other ways reactivity might be prevented include:

## ■ Event reactivity

- ▶ `eventReactive(rnorm(input$n_samples), input$go)`
- ▶ `observeEvent(input$go, message("Go!"))`

## ■ Rate limiting

- ▶ `throttle(reactive())`: limits update frequency
- ▶ `debounce(reactive())`: waits for changes to stop

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

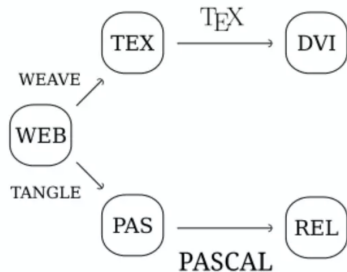
5 roxygen2

6 Rmarkdown

7 Quarto

# Literate programming

- Due to Donald Knuth (Stanford), 1984
- A script or document that contains an explanation of the program logic in a natural language (e.g. English), interspersed with snippets of source code, which can be compiled and rerun.
- Generates two representations from a source file: formatted documentation and “tangled” code.



# Literate programming

- As a programming approach, it never quite caught on.
- But it has become the standard approach for reproducible documents.

# Literate programming examples

- WEB (combining Pascal and TeX)
- roxygen2 comments
  - technically documentation generation rather than literate programming
  - documentation embedded in code, rather than code embedded in documentation
- Sweave documents
- Jupyter notebooks
- Rmarkdown documents
- Quarto documents

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

6 Rmarkdown

7 Quarto



- roxygen2 documentation are just comments to R.
- roxygen2::roxygenize():
  - ▶ generates documentation from these comments in the form of Rd files
  - ▶ adds relevant lines to the NAMESPACE file.
- roxygen2::roxygenize() is called by devtools::document().
- Advantage: keeps documentation with the code. More readable, less chance for errors.

# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

**6 Rmarkdown**

7 Quarto

# Markdown syntax

Markdown: a “markup” language for formatting text.

- Headings:

  - # Heading 1

  - ## Heading 2

- **Bold:** **\*\*bold\*\*.**

- *Italic:* *\*italic\*.*

- Blockquotes:

  - > blockquote.

# Markdown and Rmarkdown

- Markdown (markup language):
  - ▶ Extension either `.md` or `.markdown`.
  - ▶ Used in many places on the web, in note-taking apps, etc.
- Rmarkdown (markup language):
  - ▶ an extension of markdown that allows for embedded R code chunks.
  - ▶ Extension `.Rmd`.
- Rmarkdown (package):
  - ▶ an R package that allows for the conversion of `.Rmd` files to other formats.

# Rmarkdown files

- Structure:

- 1 YAML header

- 2 Markdown content

- 3 R code chunks surrounded by ``{r}`` and ```

- 4 Inline R surrounded by ``r`` and ```

- Rmarkdown documents can be compiled to HTML, PDF, Word, and other formats

- Compile with `rmarkdown::render("file.Rmd")`

# Rmarkdown, knitr and pandoc

- `rmarkdown::render()`
  - ▶ Uses `knitr` to run all code chunks, and “knit” the results into a markdown file (replacing R chunks with output).
  - ▶ Uses `pandoc` to convert the markdown file to the desired output format.
  - ▶ If PDF output is desired, LaTeX then converts the tex file (from pandoc output) to pdf.



# knitr functions

- `knitr::knit()`: knits a single Rmd file — runs all code chunks and replaces them with output in a markdown file.
- `knitr::purl()`: extracts all R code from an Rmd file and saves it to a new file.
- `knitr::spin()`: knits a specially formatted R script file into an Rmd file.

# Rmarkdown packages

- rmarkdown (to html, pdf, docx, odt, rtf, md, etc.)
- bookdown (to html, pdf, epub)
- blogdown (to html) – uses hugo rather than pandoc
- xaringan (to html) – uses remark.js rather than pandoc
- beamer (to pdf)
- rticles (to pdf)
- tufte (to html, pdf)
- vitae (to pdf)
- distill (to html)
- flexdashboard (to html)



# Some chunk options

- `eval`: whether to evaluate the code chunk
- `echo`: whether to display the code chunk
- `include`: whether to include the code chunk in the output
- `results = 'hide'` hides printed output.
- `results = 'asis'` includes the output as is.
- `message`: whether to display messages
- `warning`: whether to display warnings
- `error = TRUE`: continue even if code returns an error.
- `fig.cap`: caption for the figure
- `fig.width`, `fig.height`: width and height of the figure
- `cache`: whether to cache the code chunk

# Global chunk options

```
```{r setup, include=FALSE}  
knitr::opts_chunk$set(  
  comment = "#>",  
  collapse = TRUE,  
  echo = FALSE,  
  message = FALSE,  
  warning = FALSE  
)  
```
```

- The chunk named `setup` will be run before any other chunks.

# Debugging

- The Rmarkdown document is compiled in a different environment from your R console.
- If you get an error, try running all chunks (Ctrl+Alt+R).
- If you can't reproduce the error, check the working directory (add `getwd()` in a chunk).
- Try setting `error = TRUE` on problem chunk to help you diagnose what happens. (But change it back!)
- Look at the intermediate files (`.md` or `.tex`) to see what is happening.

# Caching

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

or by chunk:

```
```{r, cache = TRUE}  
```
```

# Caching

- When evaluating code chunks, knitr will save the results of chunks with caching to files to be reloaded in subsequent runs.
- Caching is useful when a chunk takes a long time to run.
- It will re-run if the code in the chunk changes in any way (even comments or spacing).
- Beware of inherited objects from earlier chunks. A chunk will not re-run if inherited objects change without explicit dependencies.
- Beware of dependence on external files.

# Caching

```
```{r chunk1, cache = TRUE}  
x <- 1  
```
```

```
```{r chunk2, cache = TRUE, dependson = "chunk1"}  
y <- x*3  
```
```

# Caching

```
```{r chunk1, cache = TRUE}  
x <- 1  
```
```

```
```{r chunk2, cache = TRUE, dependson = "chunk1"}  
y <- x*3  
```
```

```
```{r chunk1, cache = TRUE}  
x <- 1  
```
```

```
```{r chunk2, cache = TRUE, cache.extra = x}  
y <- x*3  
```
```

Cache will be rebuilt if:

- Chunk options change except `include`
- Any change in the code, even a space or comment
- An explicit dependency changes

Do not cache if:

- setting R options like `options('width')`
- setting knitr options like `opts_chunk$set()`
- loading packages via `library()` if those packages are used by uncached chunks



# Caching with random numbers

```
```{r setup, include=FALSE}  
knitr::opts_chunk$set(cache.extra = knitr::rand_seed)  
```
```

- `rand_seed` is an unevaluated expression.
- Each chunk will check if `.Random.seed` has been changed since the last run.
- If it has, the chunk will be re-run.

# Some caching options

- `cache.comments` If `FALSE`, changing comments does not invalidate the cache.
- `cache.rebuild` If `TRUE`, the cache will be rebuilt even if the code has not changed. e.g.,  
`cache.rebuild = !file.exists("some-file")`
- `dependson` A character vector of labels of chunks that this chunk depends on.
- `my_new_option` A new option that you can use in your code to invalidate the cache. e.g., `my_new_option = c(x,y)`
- `autodep` If `TRUE`, the dependencies are automatically determined. (May not be reliable.)

## Build automatic dependencies among chunks

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

## Make later chunks depend on previous chunks

```
```{r setup, include=FALSE}  
dep_prev() # Don't use with `autodep = TRUE`  
```
```

# Child documents

```
```{r, child=c('one.Rmd', 'two.Rmd')}  
```
```

# Child documents

```
```{r, child=c('one.Rmd', 'two.Rmd')}  
```
```

## Conditional inclusion

```
```{r, child = if(condition) 'file1.Rmd' else 'file2.Rmd'}  
```
```

# Child documents

```
```{r, child=c('one.Rmd', 'two.Rmd')}  
```
```

## Conditional inclusion

```
```{r, child = if(condition) 'file1.Rmd' else 'file2.Rmd'}  
```
```

## R Script files

```
```{r, file = c("Rscript1.R", "Rscript2.R")}  
```
```

- Better than `source("Rscript1.R")` because output of script included and dependencies tracked.

# Other language engines

```
```{python}  
print("Hello Python!")  
```
```

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

- Python and Stata need to be installed with executables on PATH

# Other language engines

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

```
[1] "awk"      "bash"      "coffee"    "gawk"      "groovy"
[6] "haskell"  "lein"      "mysql"      "node"      "octave"
[11] "perl"     "php"       "psql"       "Rscript"   "ruby"
[16] "sas"      "scala"     "sed"        "sh"        "stata"
[21] "zsh"      "asis"      "asy"        "block"     "block2"
[26] "bslib"    "c"         "cat"        "cc"        "comment"
[31] "css"      "ditaa"     "dot"        "embed"     "eviews"
[36] "exec"     "fortran"   "fortran95"  "go"        "highlight"
[41] "js"       "julia"     "python"     "R"         "Rcpp"
[46] "sass"     "scss"     "sql"        "stan"      "targets"
[51] "tikz"     "verbatim" "ojs"        "mermaid"   "glue"
[56] "glue_sql" "gluesql"
```



# Outline

1 Programming paradigms

2 Reactive programming

3 Shiny

4 Literate programming

5 roxygen2

6 Rmarkdown

7 Quarto

- Generalization of Rmarkdown (not dependent on R)
- Supports R, Python, Javascript and Julia chunks by using either knitr, jupyter or ObservableJS engines.
- More consistent yaml header and chunk options.
- Many more output formats, and many more options for customizing format.
- Heavier reliance on pandoc Lua filters
- Uses pandoc templates for extensions



# Choose your engine

Specify the engine in the yaml header:

```
---  
engine: knitr  
---
```

```
---  
engine: jupyter  
jupyter: python3  
---
```

**Default:** If any `{r}` blocks found, use `knitr` engine; otherwise use `jupyter` (with kernel determined by first block).

# Execute options

- execute option in yaml header can be used instead of a setup chunk:

```
execute:  
  cache: true  
  echo: false  
  warning: false
```

- setup chunk still allowed.

# Chunk options

Rmarkdown syntax recognized for R chunks.

More consistent chunk options use the hash-pipe #|

```
```{r}
#| label: fig-chunklabel
#| fig-caption: My figure
#| fig-width: 6
#| fig-height: 4
mtcars |>
  ggplot(aes(x = mpg, y = wt)) +
  geom_point()
```
```

Reference the figure using @fig-chunklabel.

# Chunk options

- Quarto consistently uses hyphenated options (`fig-width` rather than `fig.width`)
- The Rmarkdown `knitr` options are recognized for backwards compatibility.
- Options that are R expressions need to be prefaced by `!expr`

```
```${r}  
#| fig-cap: !expr paste("My figure", 1+1)  
```
```

# Extensions and templates

- Quarto extensions modify and extend functionality.
- They are stored locally, in the `_extensions` folder alongside the qmd document.
- See <https://quarto.org/docs/extensions/> for a list.
- Templates are extensions used to define new output formats.
- Journal templates at <https://quarto.org/docs/extensions/listing-journals.html>
- Monash templates at [https://robjhyndman.com/hyndsight/quarto\\_templates.html](https://robjhyndman.com/hyndsight/quarto_templates.html)

# quarto on the command line

- `quarto render` to render a quarto or Rmarkdown document.
- `quarto preview` to preview a quarto or Rmarkdown document.
- `quarto add <gh-org>/<gh-repo>` to add an extension from a github repository.
- `quarto update <gh-org>/<gh-repo>` to update an extension
- `quarto remove <gh-org>/<gh-repo>` to remove an extension
- `quarto list extensions installed`
- `quarto use template <gh-org>/<gh-repo>` to use existing repo as starter template.



# Add a custom format

From the CLI: `quarto add numbats/monash-quarto-memo`

# Add a custom format

From the CLI: `quarto add numbats/monash-quarto-memo`

New folder/files added

```
|_ extensions
|  |_ numbats
|    |_ memo
|      |_ ...
```

# Add a custom format

From the CLI: `quarto add numbats/monash-quarto-memo`

New folder/files added

```
├── _extensions
│   ├── numbats
│   │   └── memo
│   │       └── ...
```

Update YAML

```
---
title: "My new file using the `memo-pdf` format"
format: memo-pdf
---
```

# Exercise

- Set up a new project.
- Create a quarto document using an html format.
- Add a code chunk to generate a figure with a caption.
- Reference the figure in the text using `@fig-chunklabel`.
- Add the monash memo extension and generate a pdf output.