Statistics with R

A fast route to Data Science

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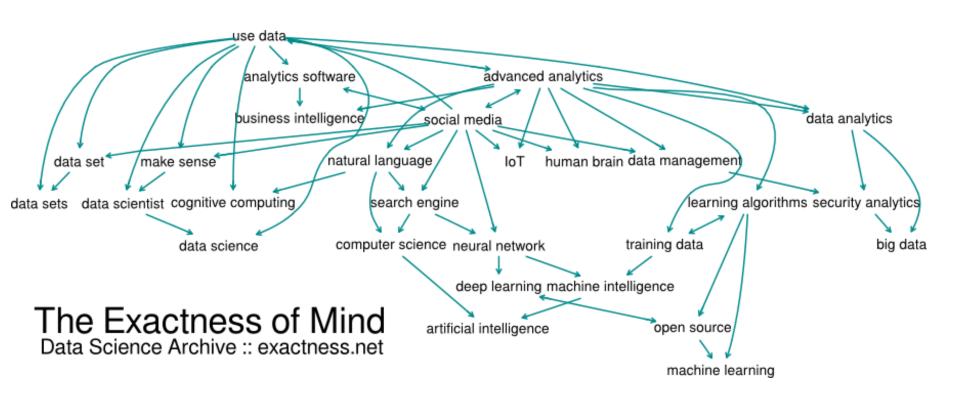
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What did we do?

- RStudio projects, working directory, scripts and <u>packages</u>
- Data structures: vectors, matrices, data.frames, lists, objects
- Data wrangling: injestion+digestion
- R programming: if-the-else, loops, functions... a detour to graphics
- Rmarkdown: producing HTML, PDF, LateX, PPT

What do we need?



What will we do today?

- Build a package and deal with Spark
- Introduction to Shiny
- A case study: Bank telemarketing
 - Practice exploratory data analysis (EDA): what is in my data?
 - Predictive modeling: Is there noise or is there something else?
 - Other fancy models out there: decision tree model, random forests, support vector machine, Bayesian networks, neural networks.
 - Prediction and cross-validation

R packages

We will learn to:

Use other people's packages

```
For example: install.package("Imer4") library(Imer4)
```

- Use our own packages
- Create our packages

Let's create an R package

Doc-05.pdf

- Collect functions
- Create the package directory (easy if you install things before that or use RStudio)
- Document the functions
- Build process and install
- Make the package a GitHub repository or Contribute to CRAN
- An example with our course

R4DSUB.zip

Our R4DSUB package... **USAGE**

- Download R4DSUB.zip and place in a folder
- Open Rstudio and go to Working directory
- > install.packages("R4DSUB") Does not WORK
 - From Packages (right down window) Mark install from .zip not from CRAN
- > help(package= R4DSUB) #to see package desc
- > help(PredictiveModel1) #to see function desc

- We will start with
- Create a folder
- Open Rstudio
- Go to the folder
 - Session > Set Working directory
- Create New Project
 - File > New Project (choose in current directory)
- Open New Script window
 - File > New File > R Script

First we will create two functions:

```
FunPredictiveModel1<-function(mydataset,myformula){
 mod1<-glm(myformula, mydataset, family=binomial)
 return(mod1)
install.packages("randomForest")
library(randomForest)
FunPredictiveModel2<-function(mydataset, myregressors, myy){
 forest<-randomForest(as.factor(myy)~myregressors,mydataset,
importance=TRUE, ntree=100)
 return(forest)
```

Check that they are created at the environment

- Let us create R4DSUBv2
- In the Script window write
- > package.skeleton(name = "R4DSUBv2", path = ".", force = FALSE)

You will see....

Creating directories ...

Creating DESCRIPTION ...

Creating NAMESPACE ...

Creating Read-and-delete-me ...

Saving functions and data ...

Making help files ...

Done.

Further steps are described in './R4DSUBv2/Read-and-delete-me'

Before CREATION is completed

- Edit DESCRIPTION FILE
- Edit HELP
 - You should go to Files (right lower window of Rstudio)
 - Click on the man folder
- We do now omit this step.... Long
 - Function 1 and write something in the title
 - Function 2 and write something in the title
 - Package name ans write something in examples

- Build the package
 - Main Menu Build
 - Configure Build
 - (Project build tools choose package)
 - Package directory
 Write here R4DSUBv2
 - In the script, run

```
install.packages("pkgbuild")
library(devtools)
library(pkgbuild)
```



In the Build menu Build binary package

R shiny

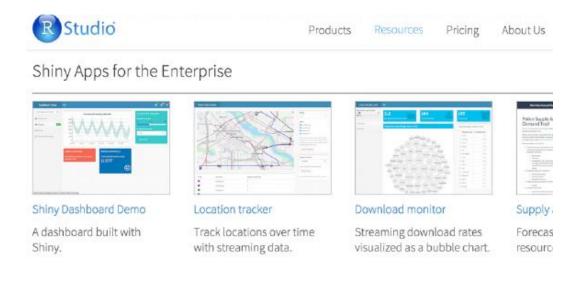
We will learn to:

- Understand Shiny as user
- Create a simple Shiny application

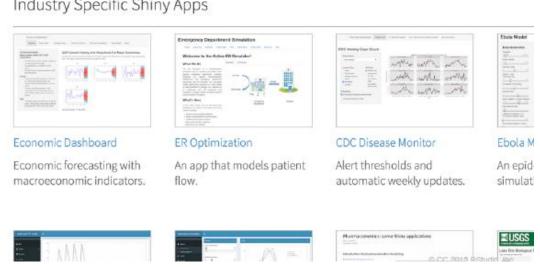
More code and more slides at:

bit.ly/shiny-quickstart-1 bit.ly/shiny-quickstart-2 bit.ly/shiny-quickstart-3

www.rstudio.com/products/shiny/shiny-user-showcase



Industry Specific Shiny Apps



Use a simple Shiny App

- Open 02-hist-app.R
- Hit Run App



Server Instructions

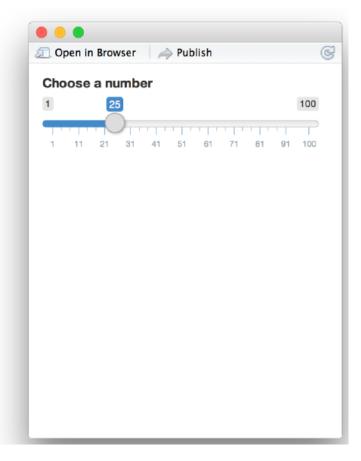
User Interface (UI)

Inputs

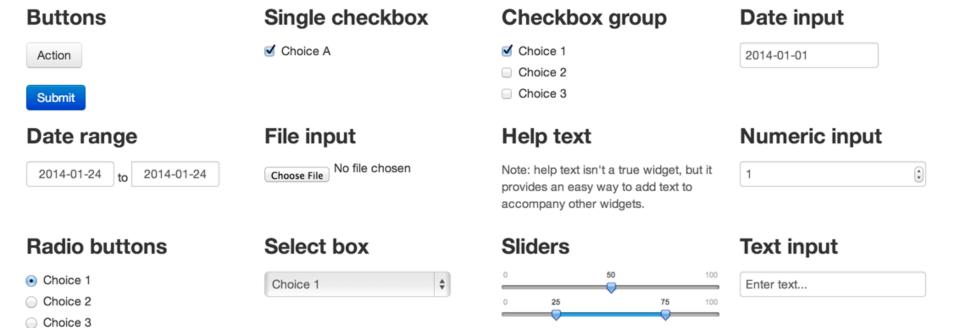
Create an input with an input function.

```
library(shiny)
ui <- fluidPage(
    sliderInput(inputId = "num",
        label = "Choose a number",
        value = 25, min = 1, max = 100)
)

server <- function(input, output) {}
shinyApp(server = server, ui = ui)</pre>
```



Inputs



Outputs

Build your app around inputs and outputs

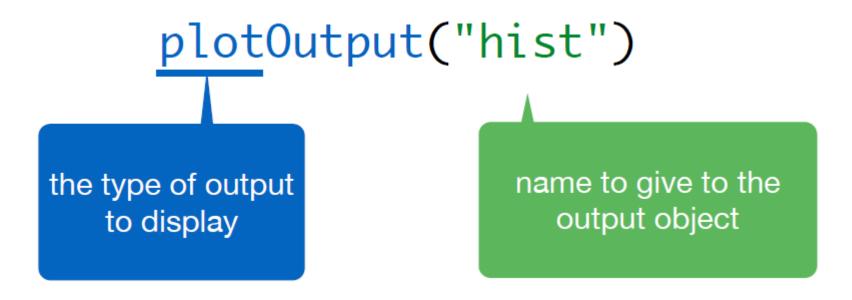


Outputs

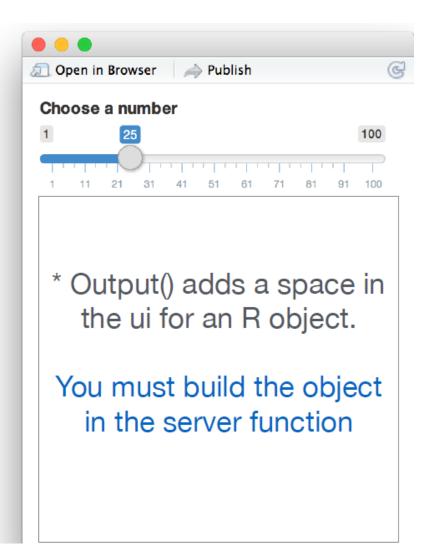
| Function | Inserts |
|---------------------------------|----------------------|
| <pre>dataTableOutput()</pre> | an interactive table |
| htmlOutput() | raw HTML |
| <pre>imageOutput()</pre> | image |
| plotOutput() | plot |
| tableOutput() | table |
| textOutput() | text |
| uiOutput() | a Shiny UI element |
| <pre>verbatimTextOutput()</pre> | text |

*Output()

To display output, add it to fluidPage() with an *Output() function



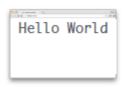
```
library(shiny)
ui <- fluidPage(
  sliderInput(inputId = "num",
    label = "Choose a number",
    value = 25, min = 1, max = 100),
  plotOutput("hist")
server <- function(input, output) {}</pre>
shinyApp(ui = ui, server = server)
```



Recap



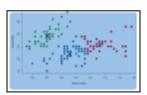
Begin each app with the template



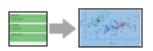
Add elements as arguments to fluidPage()



Create reactive inputs with an *Input() function



Display reactive results with an *Output() function



Assemble outputs from inputs in the server function

How to assemble inputs into outputs

Use 3 rules to write the server function

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

How to assemble inputs into outputs

Use the **render*()** function that creates the type of output you wish to make.

| function | creates |
|------------------------------|---|
| <pre>renderDataTable()</pre> | An interactive table (from a data frame, matrix, or other table-like structure) |
| renderImage() | An image (saved as a link to a source file) |
| renderPlot() | A plot |
| renderPrint() | A code block of printed output |
| renderTable() | A table (from a data frame, matrix, or other table-like structure) |
| renderText() | A character string |
| renderUI() | a Shiny UI element |

render*()

Builds reactive output to display in UI

renderPlot({ hist(rnorm(100)) })

type of object to build code block that builds the object

Build objects to display with render*()

```
server <- function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(100))
  })
}</pre>
```

Build objects to display with render*()

```
server <- function(input, output) {</pre>
  output$hist <- renderPlot({
    title <- "100 random normal values"
    hist(rnorm(100), main = title)
 })
```

Access input values with input\$

```
server <- function(input, output) {
  output$hist <- renderPlot({
    hist(rnorm(input$num))
  })
}</pre>
```

Recap: Server



Use the server function to assemble inputs into outputs. Follow 3 rules:



1. Save the output that you build to output\$

```
renderPlot({
   hist(rnorm(input$num))
})
```

2. Build the output with a render*() function



Access input values with input\$

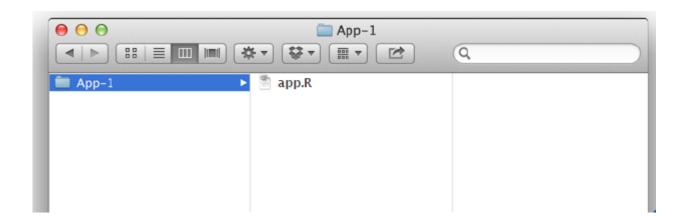


Create reactivity by using Inputs to build rendered Outputs

How to save your app

One directory with all the files the app needs:

- app.R (your script which ends with a call to shinyApp())
- datasets, images, css, helper scripts, etc.



Two file apps

```
# ui.R
library(shiny)
                                                    library(shiny)
                                                    fluidPage(
ui <- fluidPage(
                                                      sliderInput(inputId = "num",
  sliderInput(inputId = "num",
                                                        label = "Choose a number",
    label = "Choose a number",
                                                        value = 25, min = 1, max = 100),
    value = 25, min = 1, max = 100),
                                                      plotOutput("hist")
  plotOutput("hist")
                                                    # server.R
server <- function(input, output) {</pre>
                                                    library(shiny)
  output$hist <- renderPlot({
    hist(rnorm(input$num))
                                                    function(input, output) {
                                                      output$hist <- renderPlot({
  })
                                                        hist(rnorm(input$num))
                                                      })
shinyApp(ui = ui, server = server)
```

Two file apps

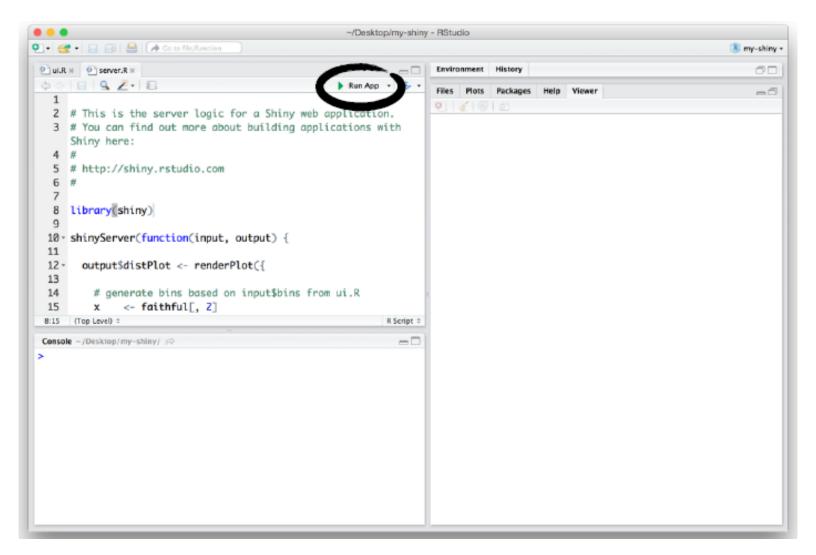
One directory with two files:

• server.R

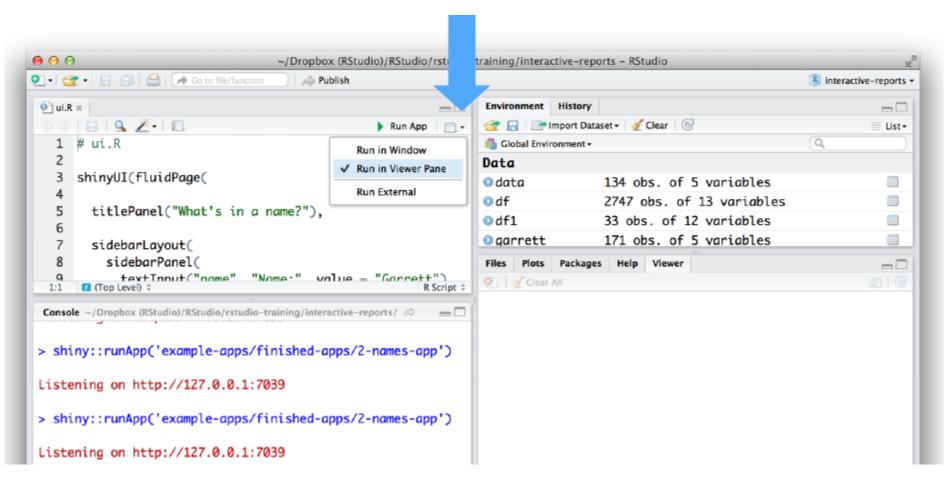
• ui.R



Launch an app



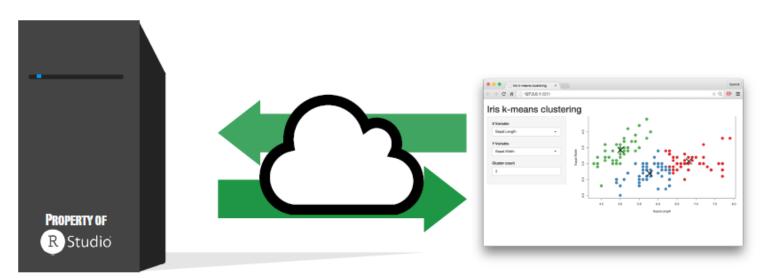
Display options



Shinyapps.io

A server maintained by Rstudio

- free
- easy to use
- secure
- scalable



Getting started guide

shiny.rstudio.com/articles/shinyapps.html

Shiny by RStudio

OVERVIEW

TUTORIAL

ARTICLES

GALLERY

REFERENCE

DEPLOY

HELP

Getting started with shinyapps.io

ADDED: 18 MAR 2014 BY: ANDY KIPP

Shinyapps.io is a platform as a service (PaaS) for hosting Shiny web apps (applications). This guide will show you how to create a shinyapps.io account and deploy your first application to the cloud.

Before you get started with shinyapps.io, you will need:

- · An R development environment, such as the RStudio IDE
- (for Windows users only) RTools for building packages
- (for Mac users only) XCode Command Line Tools for building packages
- · (for Linux users only) GCC
- The devtools R package (version 1.4 or later)
- The latest version of the shinyapps R package

How to install devtools

Shinyapps.io uses the latest improvements to the devtools package. To use shinyapps.io, you must update devtools to version 1.4 or later. To install devtools from CRAN, run the code below. Then restart your R session.

install.packages('devtools')

R and Spark

Sparklyr is an R interface for Apache Spark, you can:

- Connect to Spark from R. The sparklyr package provides a complete dplyr backend.
- Filter and aggregate Spark datasets then bring them into R for analysis and visualization.
- Use Spark's distributed machine learning library from R.
- Create extensions that call the full Spark API and provide interfaces to Spark packages.

Once you have connected to Spark, then copying and interacting is super-fast and easy

Doc-06.pdf

Python and/or R?

- Both can be used: There were a number of Python module choices to access R. They are: rpy2, pyRserve and PypeR.
- From R, Python can also be used:

<u>rPython</u> - an R package which allows the user to call Python from R

References Statistics with R

http://rstudio.com/cheatsheets



R YOU SURE?

- If I want to upgrade my data analysis skills, which programming language should I learn?
- Introduction to R for Python Programmers
 http://ramnathv.github.io/pycon2014-r/
- The Art of R Programming Norman Matloff, WPublisher
- R in action, Robert I. Kabacoff, Manning Publications
- Introductory Statistics with R, Peter Dalgaard, Springer
- <u>Data Analysis and Graphics using R</u>, John Maindonald &
 W. John Braun, Cambridge University Press
- The R Book, Michael J. Crawley, Ed. John Wiley & Sons
- R for dummies, Joris Meys, Andrie de Vries Ed. John Wiley & Sons
- Beginning R: The Statistical Programming Language, Mark Gardener, Wrox

Now ...

Working with real data, a case study

Rmardown files for the Case Study

Prog-07.Rmd

EDA bank data

Prog-08.Rmd

Logistic regression: bank data

Prog-09.Rmd

Further models: bank data

Prog-10.Rmd

Prediction and crossvalidation: bank data

Or open Prog-XX.html directly to see the output

Statistics with R

Enjoy R and Data Analysis! Some favorite quotes:



http://www.ub.edu/riskcenter/guillen mguillen@ub.edu @mguillen_estany

"There are no routine statistical questions, only questionable statistical routines."

Sir David Cox

"An approximate answer to the right problem is worth a good deal more than an exact answer to an approximate problem."

John Tukey

"All models are wrong, but some are useful. "

George E. P. Box