

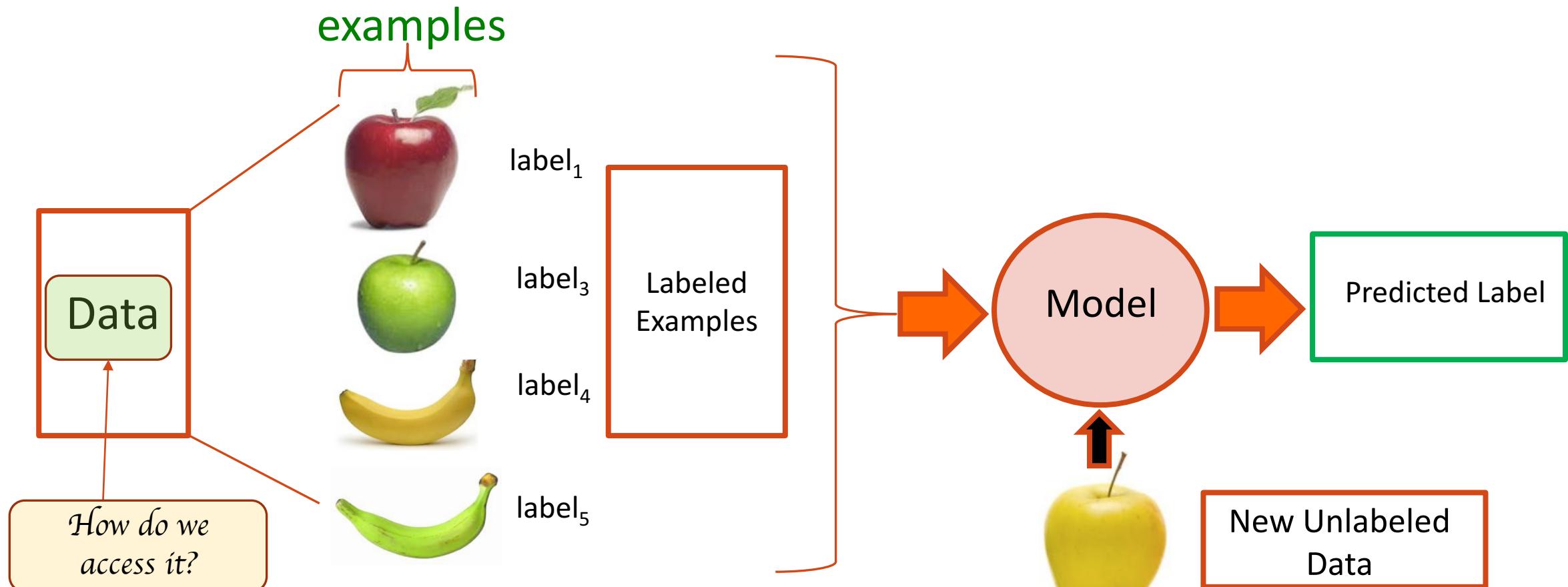


Introduction to Shiny

DSLA COURSE

ROHIT PADEBETTU

Machine Learning



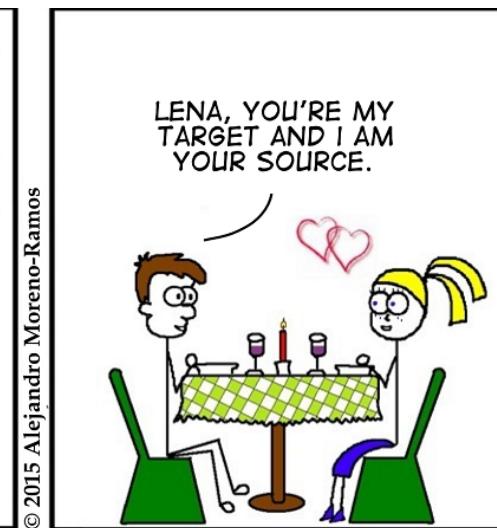
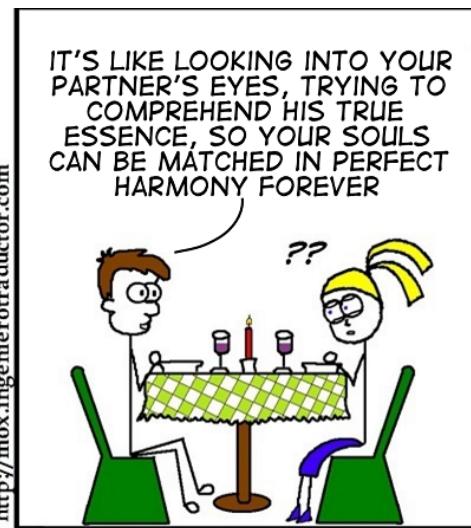
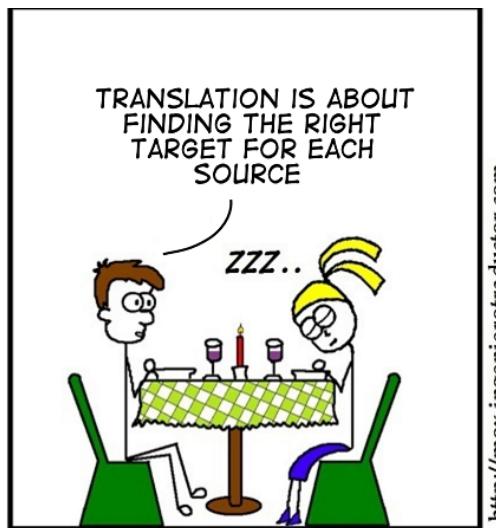
Target Skill # 5

Persuasive Communication



Target Skill # 6

Translation Analytics to Business



Target Skill # 7

Selling your Ideas



It's not about you.

Decision makers aren't interested in your pain.

THEY'RE INTERESTED IN THEIR PAIN.

They want to know how your idea will ease their pain.
Solve their problem. Provide worry-free sleep.

Or maybe they want to know how the idea will make
their lives fun and joyful. Make them prosperous.
Make life easier.

The last thing they want to hear are your problems.
The overtime you put into the idea. Your hassles along
the way. Your sleepless nights and supreme sacrifices.

Don't whine or complain during your pitch.
Keep it positive.

STAY OUT OF YOUR PROBLEMS.
STAY IN THEIR SOLUTIONS.

Target Skills

Conceptualization

Iterative Problem Solving

Creative Problem Solving

Persuasive Communication

&

Divergent Thinking

Translation

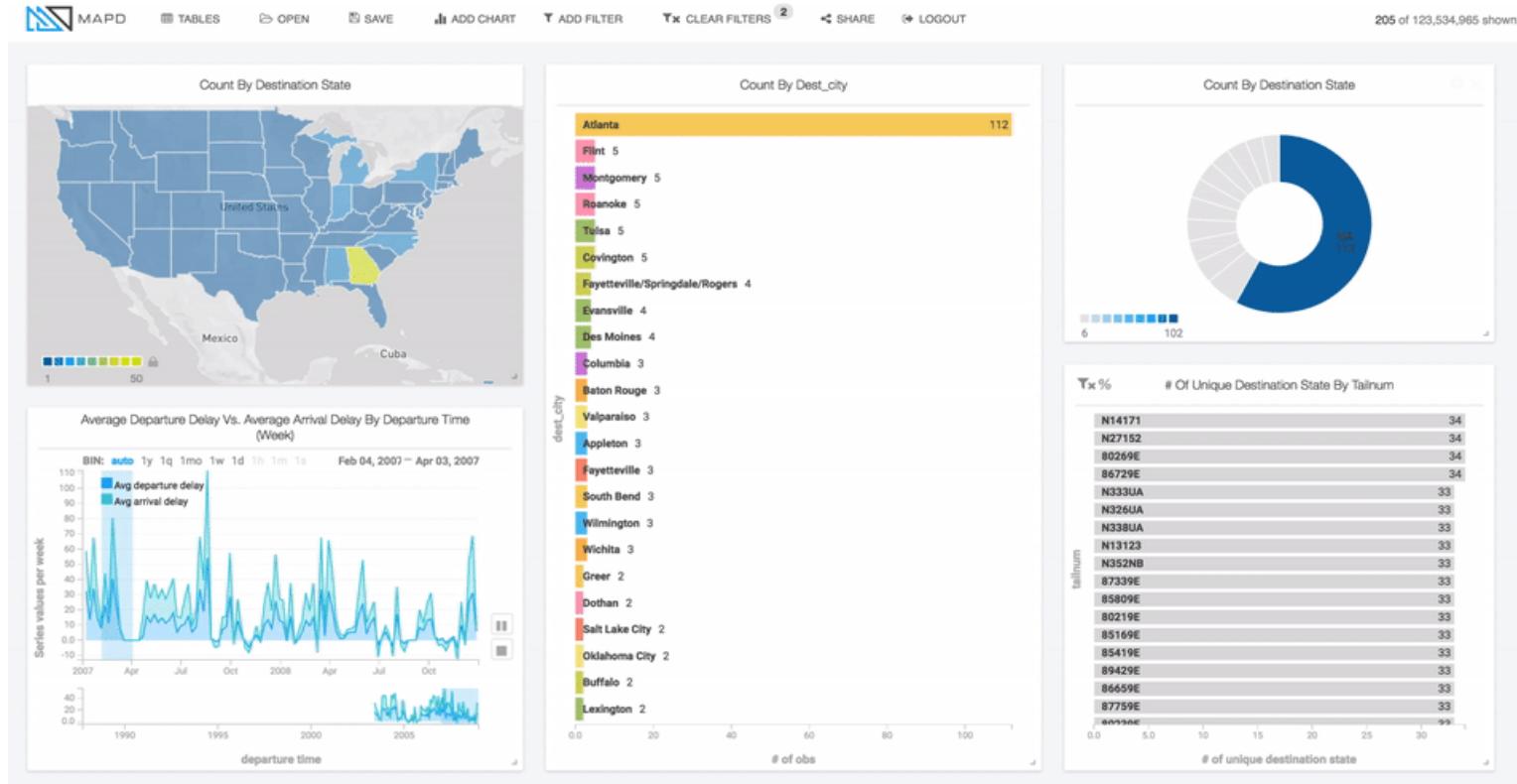
Analytics to Business

Effective Collaboration

Selling your Ideas

Data Visualization

It is super-duper important !

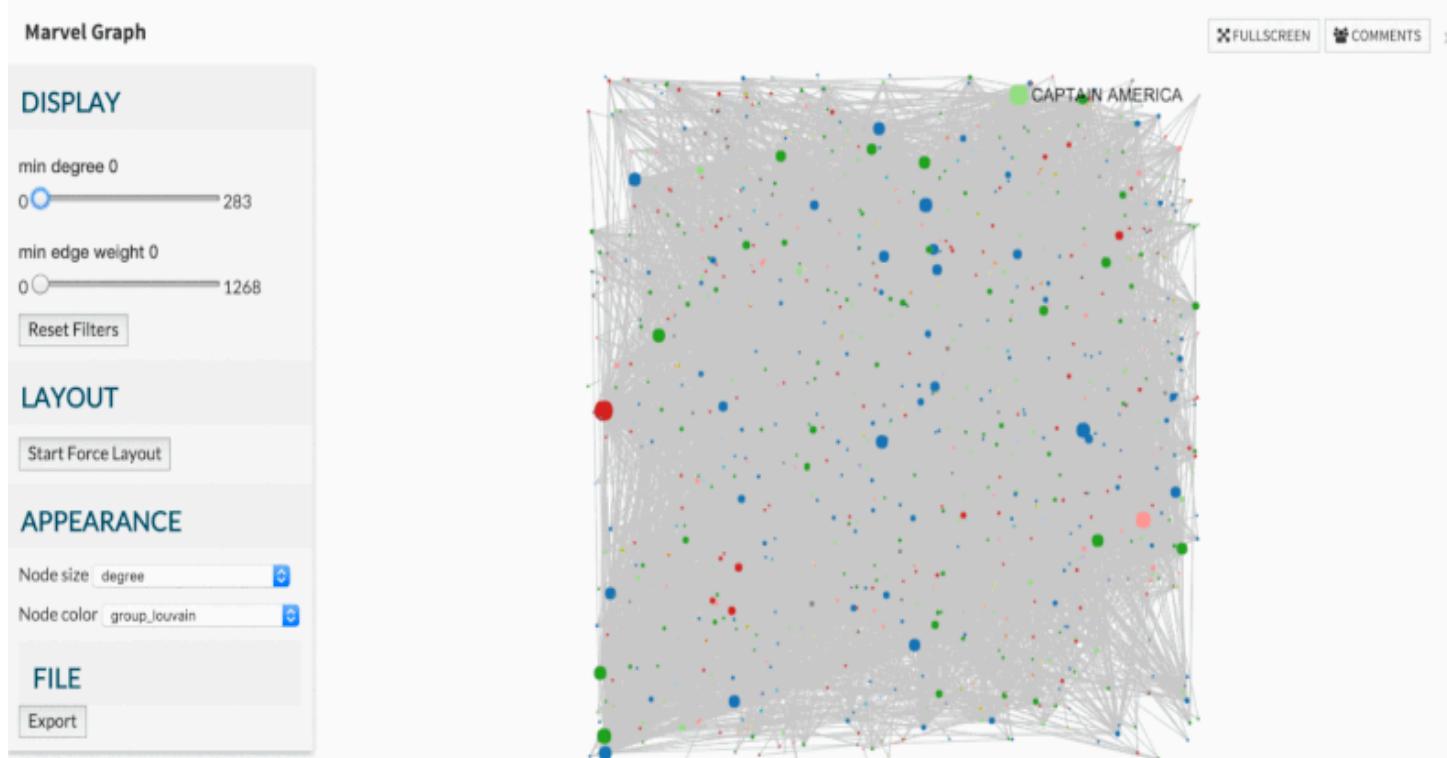


Data Visualization
is basically the
key deliverable

It allows business people to understand data scientists' work AND what their final recommendations are

Data Product - Dashboards

*It is the **only** thing more important than Data Visualization*



Dashboards
are
Extreme Data
Visualization

They allow business people to understand AND play with data to extract information they need

Enter Shiny

Number of observations (in Years):

Initial capital invested :

Annual investment return (in %):

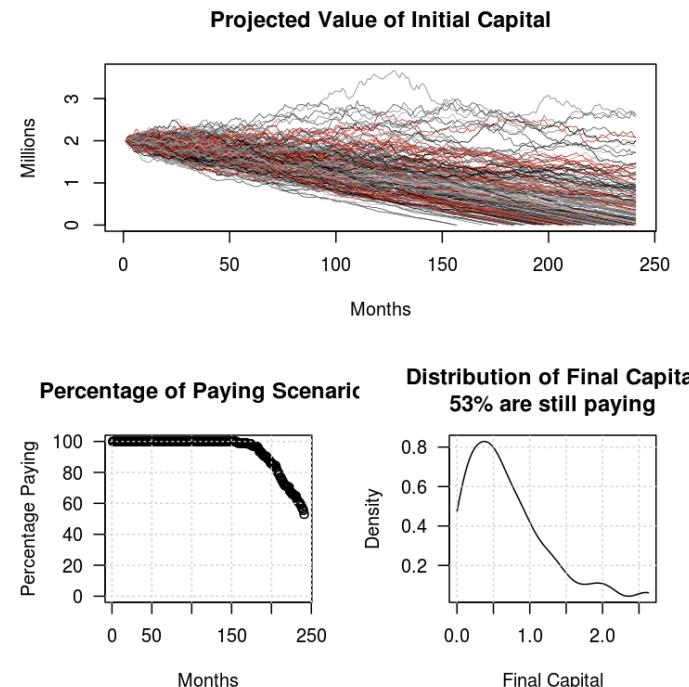
Annual investment volatility (in %):

Annual inflation (in %):

Annual inflation volatility. (in %):

Monthly capital withdrawals:

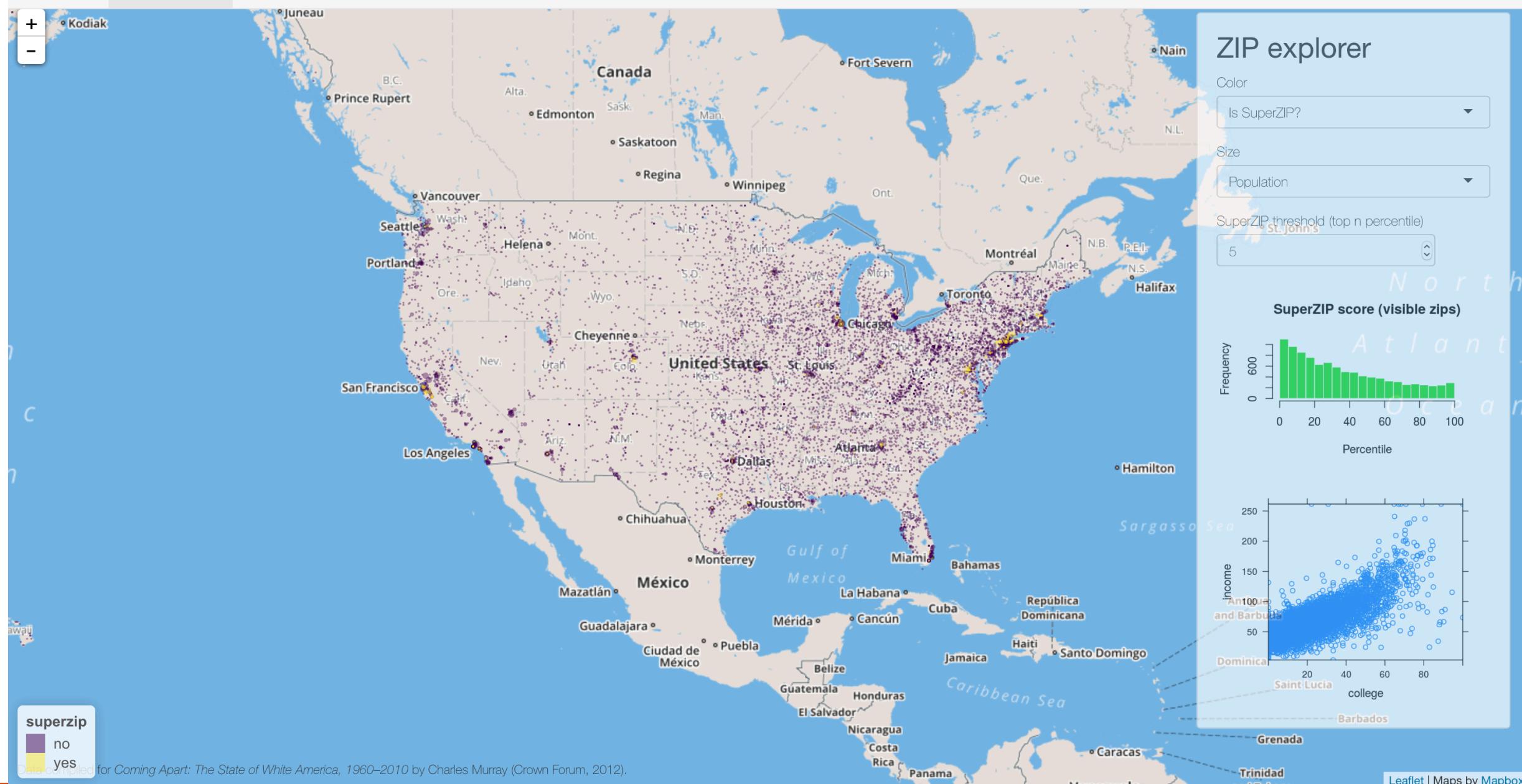
Number of simulations:

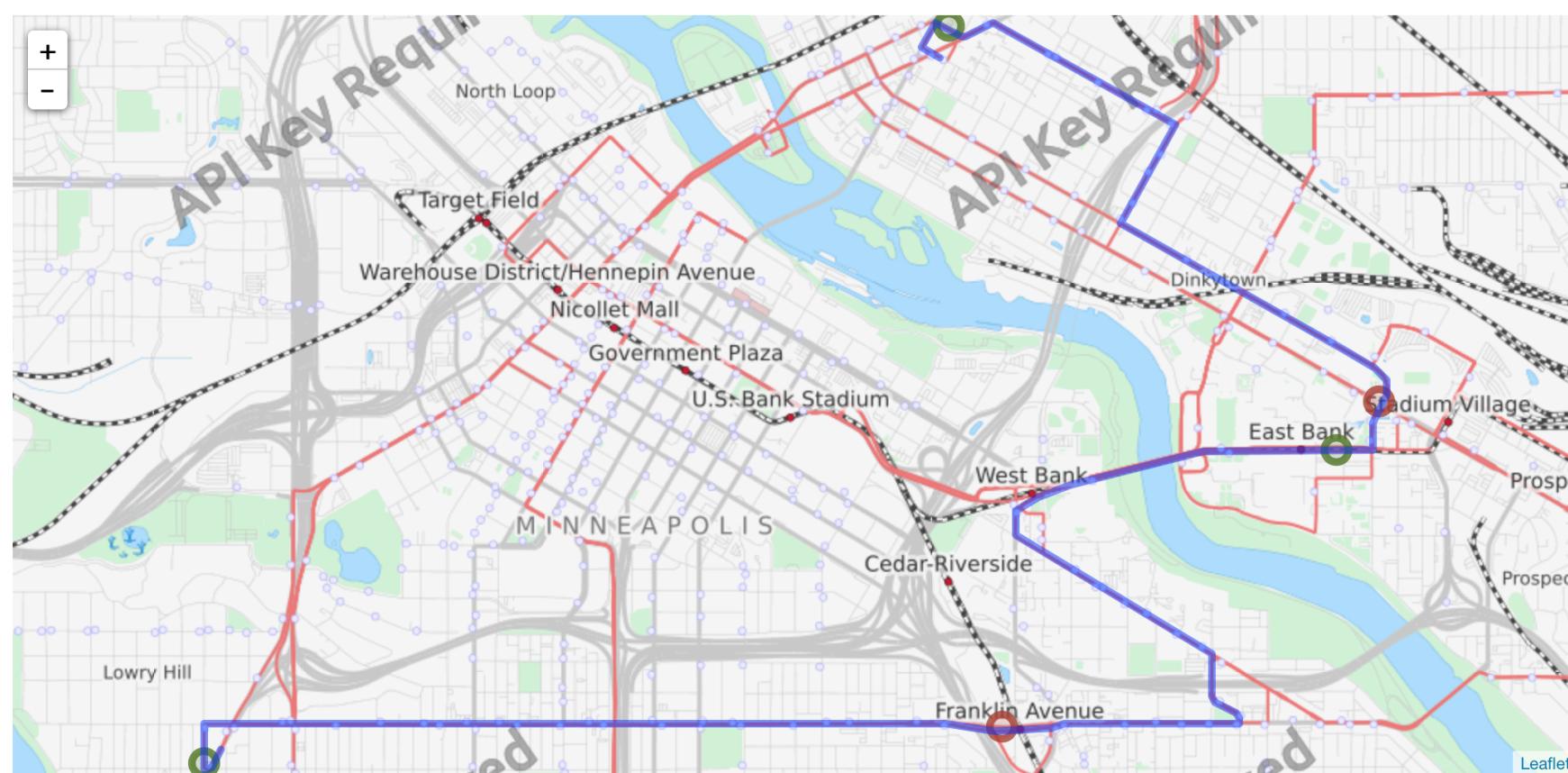


An adaptation of the [retirement app](#) from [Systematic Investor](#).

Interactive Web Application Framework for R

*Expects no knowledge of web technologies like HTML, CSS, or JavaScript
(but you can leverage them, if you know them)*





Color	Direction	Number of vehicles
■	Northbound	0
■	Southbound	0
■	Eastbound	3
■	Westbound	2

Route

Show

Northbound
 Southbound
 Eastbound
 Westbound

Note: a route number can have several different trips, each with a different path. Only the most commonly-used path will be displayed on the map.

Refresh interval

Data refreshed 20 seconds ago.

Source data updates every 30 seconds.

Ebola Model

Data Generation

Population: 1,000,000 to 10,000,000

Initially Infected: 0 to 1,000

Number of days: 30 to 360

Initial $r_0: 1.458$

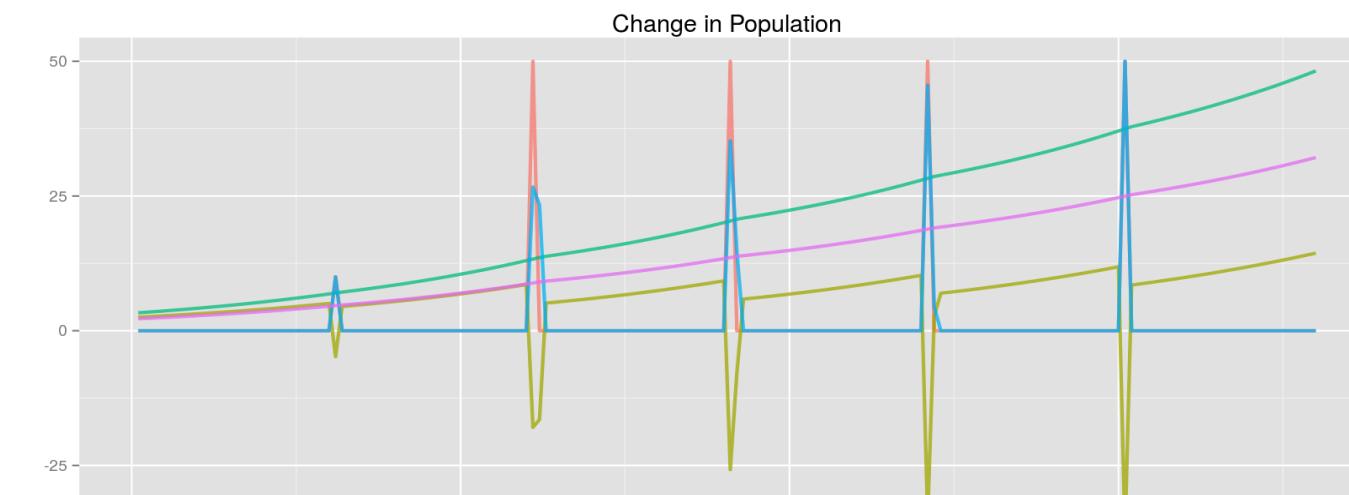
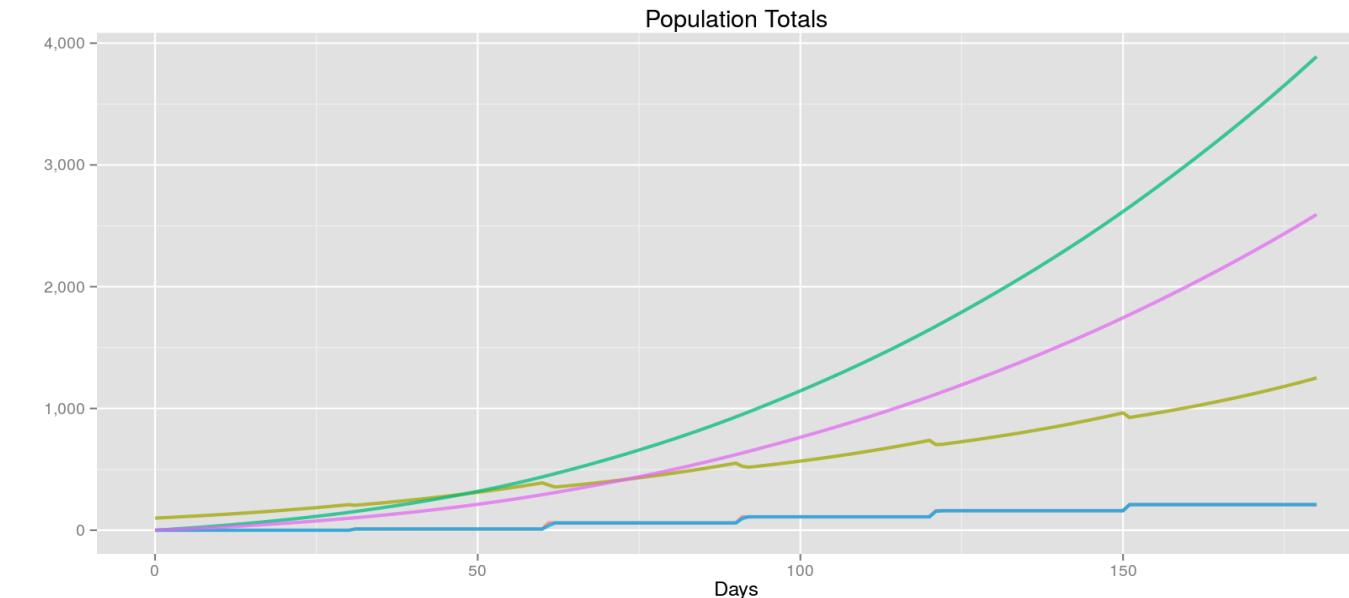
Transmission rate: 0.01 to 0.25

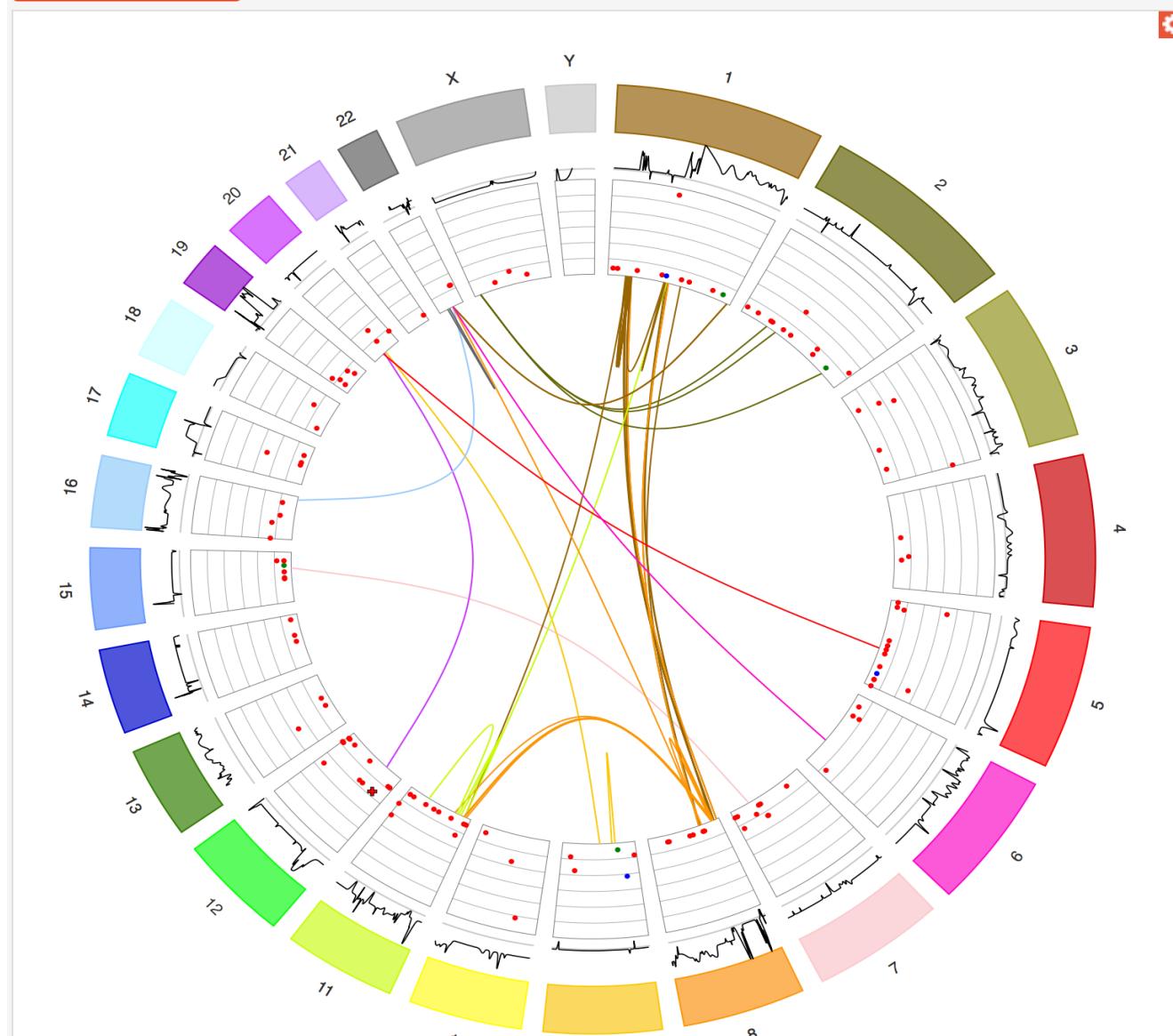
Contagious Period (Days): 0 to 40

Mortality Rate: 0 to 1

Social 'adaption' to reduce infection: -0.012 to 0.012

Susceptible Contagious Recovered Deceased Quarantined Beds



More Information

Cohort Top ClinVar Gene Summary:

HGNC	Chr	Start	From	To	Consequence	Count
SMARCA4	19	11144847	C	T	missense_variant	18
TP53	17	7578437	G	A	stop_gained	18
KRAS	12	25398284	C	T	missense_variant	12
TP53	17	7578437	G	A	exon_variant	10
SMARCA4	19	11144847	C	T	exon_variant	8
TP53	17	7577121	G	A	downstream_gene_variant	6
TP53	17	7577121	G	A	missense_variant	6
KRAS	12	25398285	C	G	missense_variant	4
SMARCA4	19	11144847	C	T	downstream_gene_variant	4
TP53	17	7578437	G	A	downstream_gene_variant	4

Please select a donor ID:

DO49184

 SNP Consequences

Resize Factor:

1 3 5 7 9 11 13 15

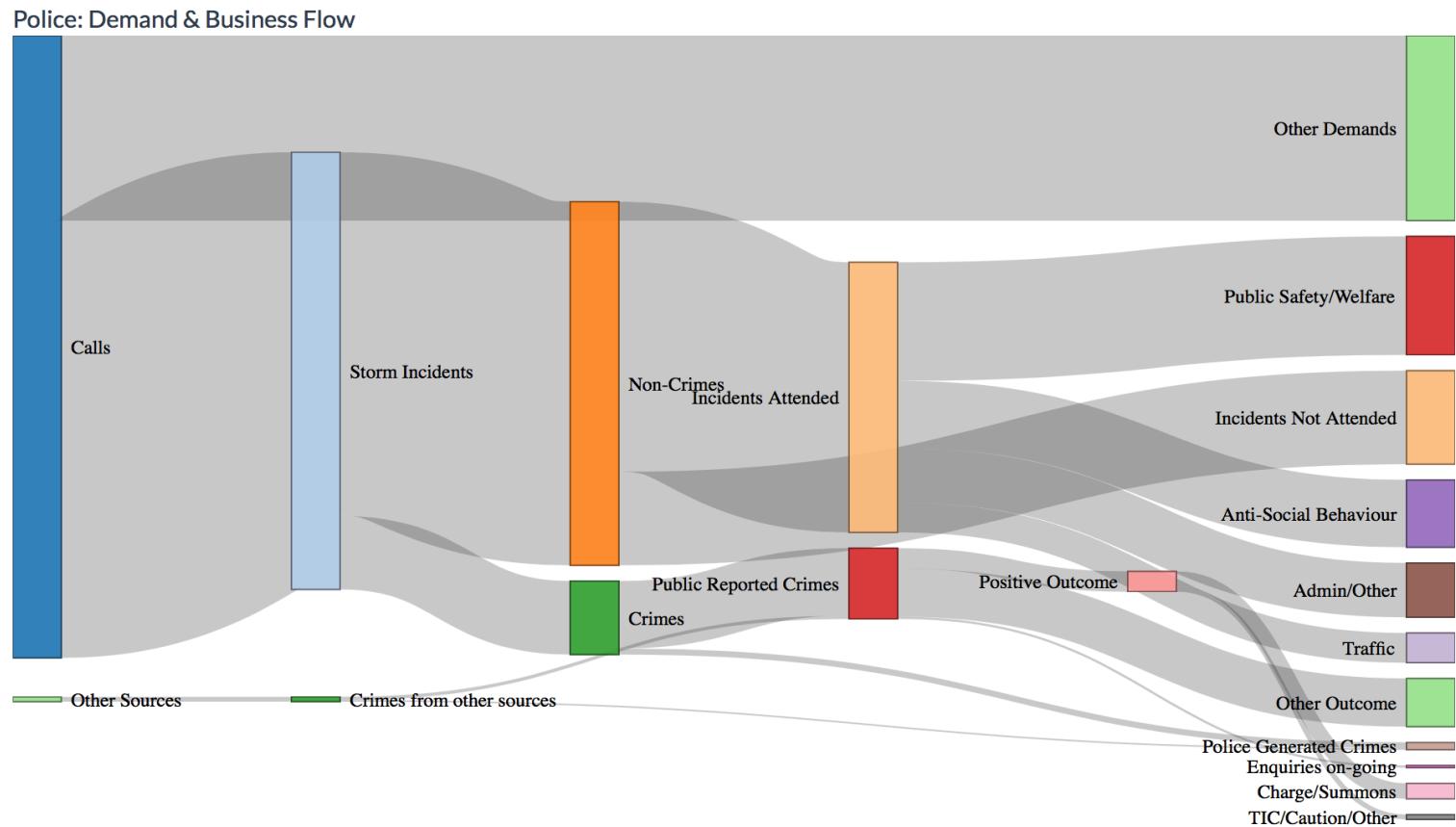
Police Supply & Demand Tool

This is a Pilot version of the Police Supply & Demand simulation tool.

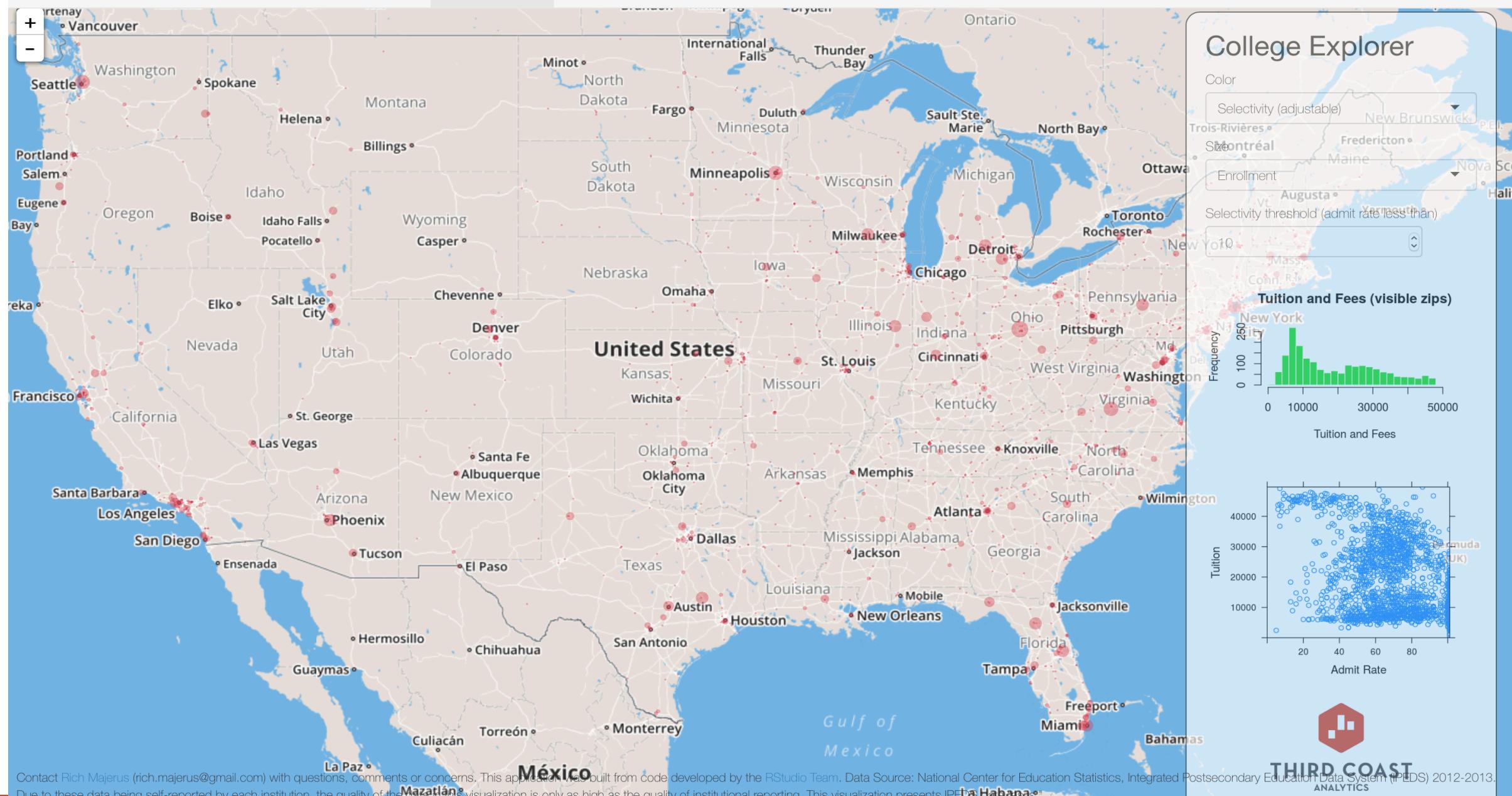
Please note: the data contained in this demo version is either *artificial data or data already publicly available* (e.g. through <http://data.police.uk/>)

Methodology & Instructions

1. Analyse current crime patterns, detection & trends (including formal requests for specialist services):
 - Seasonality
 - Forecast
 - If needed for the current simulation run, adjust demand (forecast) to evaluate the impact of specific crime trends
2. Evaluate impact on resources
 - Historical analysis
 - Forecast-based
 - Adjusted forecast
3. Adjust Supply parameters to fit Demand
 - Iterate
4. Analyse Outcomes
 - Identify potential shortages / surpluses in the areas of analysis
 - Determine the current rate of service per department
 - Potential impact on detected crime trends (sanctioned / non-sanctioned detection)



Pilot developed by [Enzo Martoglio](#)
for soprasteria <http://www.soprasteria.com/>



Front Page

Managers

Teams

Players

Standings

Specials

All Dashboards and Trelliscopes (14)



Not Just Another Soccer site

Using the latest technology to bring you

- Unique Tables
- Interactive Charts
- Distinctive Analyses
- Trivia Tweets

Just select tabs to explore this site and connect to other dashboards from myTinyShinys

Based on data up to and including 2nd March 2016

Current Team Sequences

Category

Games

Teams

Wins 3 Chelsea, Stoke C

No Wins 11 Crystal P

Draws 1 Crystal P, Leicester C, Sunderland, West Brom

No Draws 8 Tottenham H

Losses 3 Aston Villa, Man. City

No Losses 12 Chelsea

Player Milestones

Category

Count

Peter Crouch Apps 400

Ryan Bertrand Apps 100

Jordan Mutch Assists 10

Kenedy Goals 1

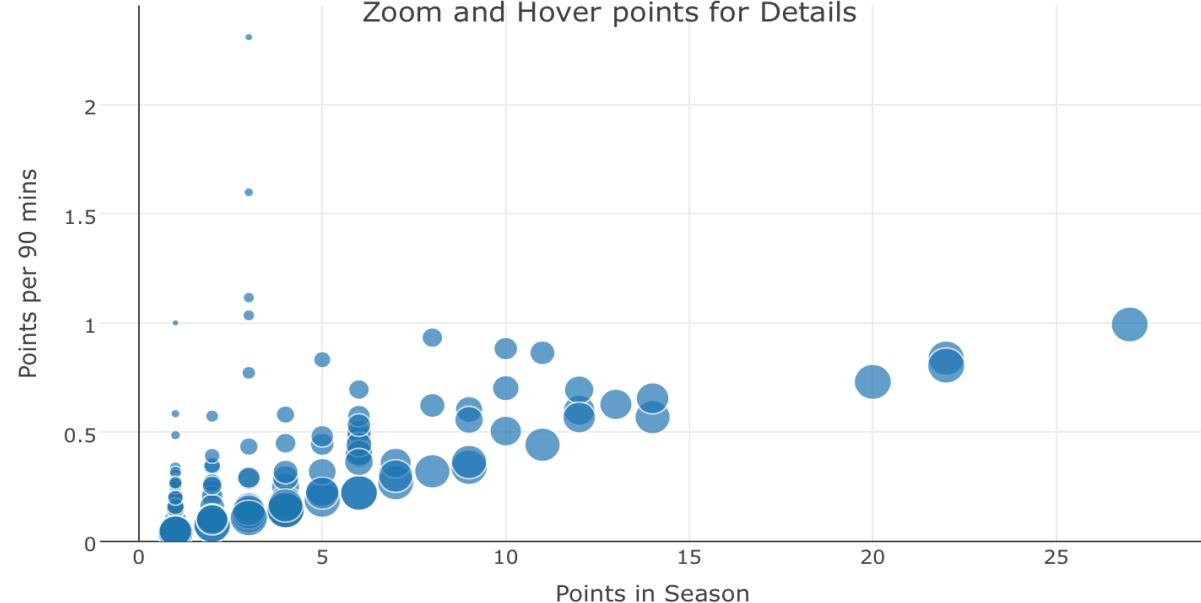
Team Leaders (Ties not shown)

+

Latest App - PPG for Player by Country of Birth

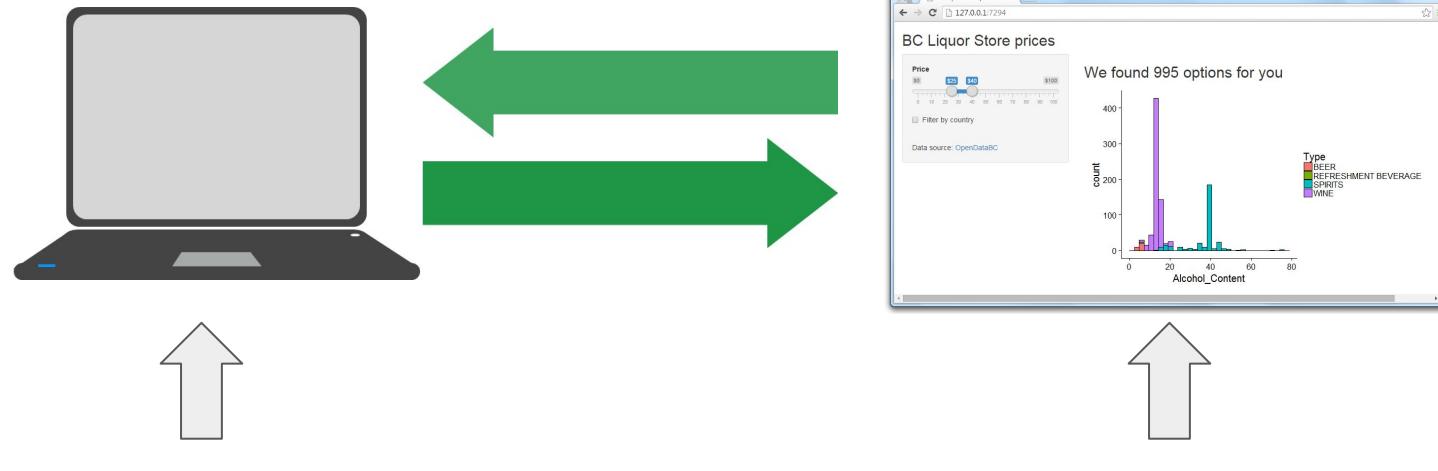
England

2015/16

Points (inc. secondary assists) per 90 mins by Season
Zoom and Hover points for Details

Unlike official Statistics, up to two assists are allowed per goal

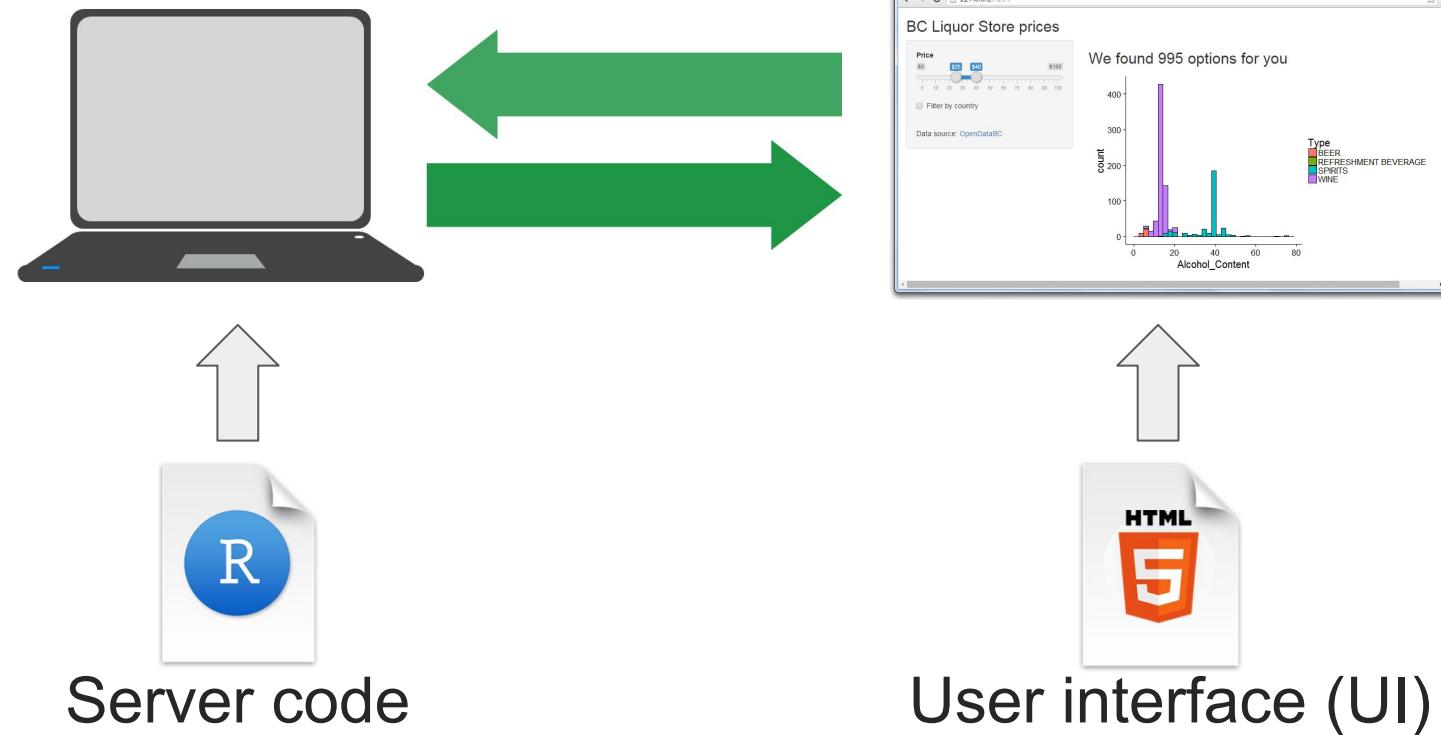
What is Shiny?



Computer
running R

Web page

What is Shiny?



Create App: Method 1

```
library(shiny)

ui <- fluidPage()

server <- function(input, output) { }

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

All the components
in one file
“app.R”

Create App: Method 2

Single file

```
library(shiny)

ui <- fluidPage(
  sliderInput("num", "Choose a number",
              0, 100, 20),
  plotOutput("myplot")
)

server <- function(input, output) {
  output$myplot <- renderPlot({
    plot(seq(input$num))
  })
  x <- reactive({
    input$num + 1
  })
  observe({
    print(x())
  })
}

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

app.R



Two files

```
library(shiny)

fluidPage(
  sliderInput("num", "Choose a number",
              0, 100, 20),
  plotOutput("myplot")
)

library(shiny)

function(input, output) {
  output$myplot <- renderPlot({
    plot(seq(input$num))
  })
  x <- reactive({
    input$num + 1
  })
  observe({
    print(x())
  })
}
```

ui.R

server.R

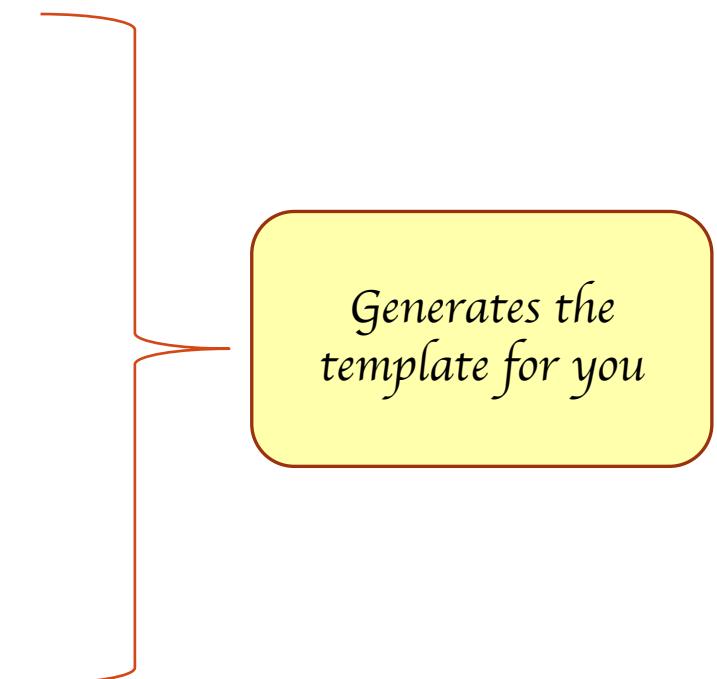
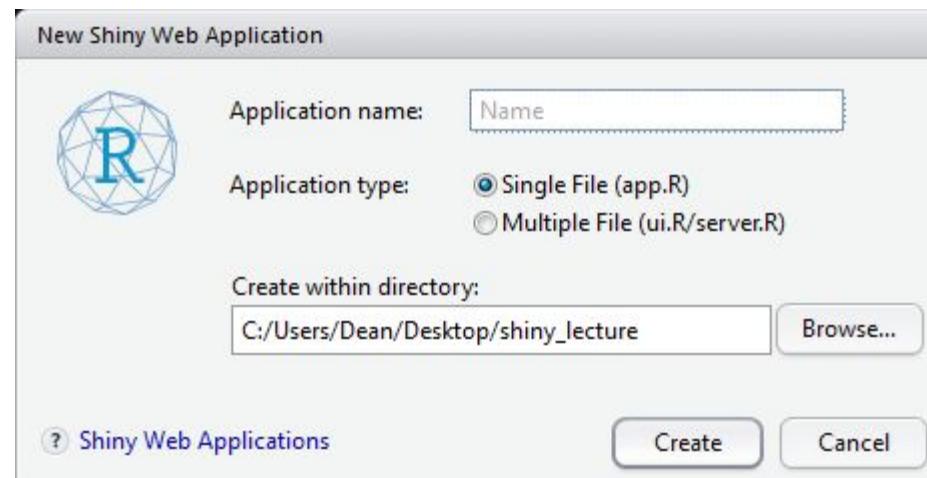


Two files
“ui.R” & “server.R”
in same directory

Good for complex apps
Separates View & Logic

Create App: Method 3

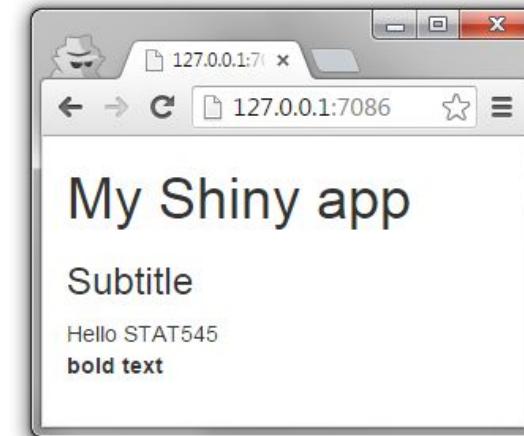
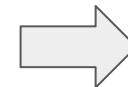
File > New File > Shiny Web App...



Adding Elements to UI

Add any HTML element

```
fluidPage(  
  ui  
    h1("My Shiny app"),  
    h3("Subtitle"),  
    "Hello",  
    "STAT545",  
    br(),  
    strong("bold text")  
)
```



Using a layout in UI

This is a **sidebarLayout()**

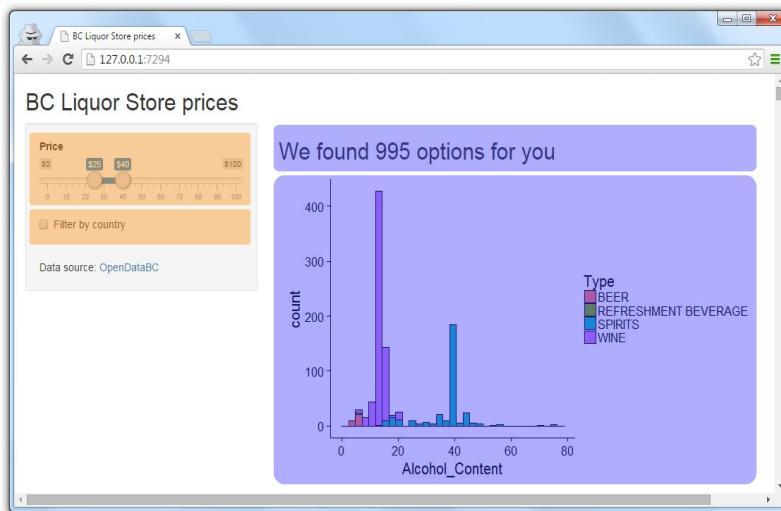


Inputs & Outputs

```
fluidPage(
  # *Input() functions,
  # *Output() functions
)
```

ui

Interactivity needs Inputs & Outputs



Inputs
User can play with

Outputs
*Users can observe and often depend
on inputs*

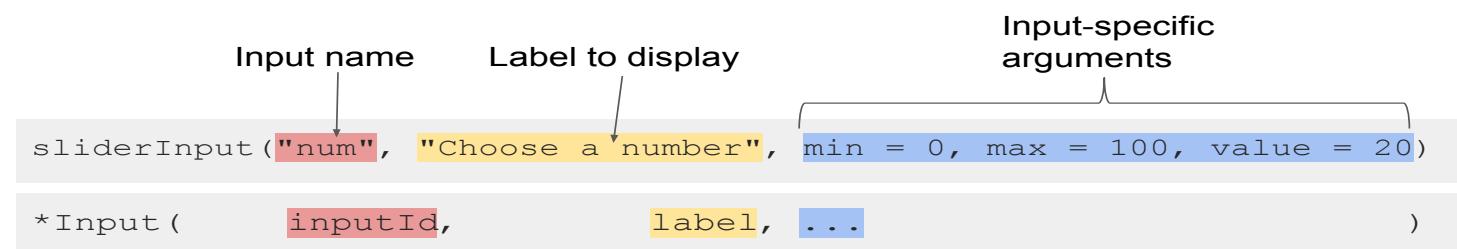
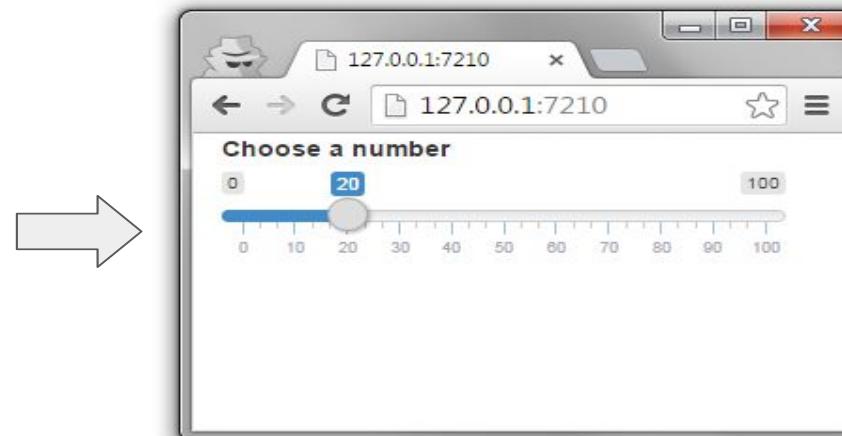
Inputs

```
library(shiny)

ui <- fluidPage(
  sliderInput(
    "num", "Choose a number",
    min = 0, max = 100,
    value = 20
  )

  server <- function(input, output) {}

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



Inputs

Buttons

Action

Submit

`actionButton()
submitButton()`

Single checkbox

Choice A

`checkboxInput()`

Checkbox group

Choice 1
 Choice 2
 Choice 3

`checkboxGroupInput()
dateInput()`

Date input

2014-01-01

Date range

2014-01-24 to 2014-01-24

`dateRangeInput()`

File input

Choose File No file chosen

`fileInput()`

Numeric input

1

`numericInput()`

Password Input

.....

`passwordInput()`

Radio buttons

Choice 1
 Choice 2
 Choice 3

`radioButtons()`

Select box

Choice 1

`selectInput()`

Sliders



`sliderInput()`

Text input

Enter text...

`textInput()`

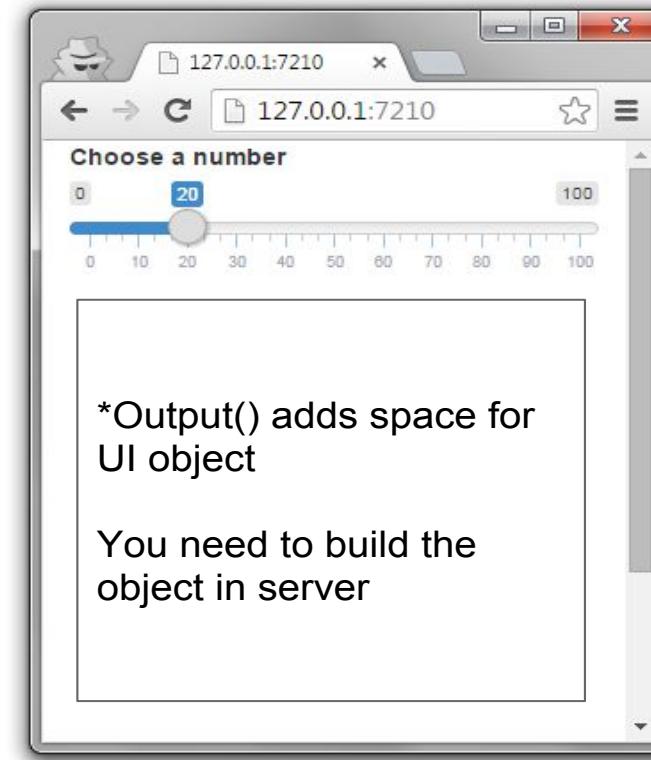
Outputs

```
library(shiny)

ui <- fluidPage(
  sliderInput("num", "Choose a number",
             0, 100, 20),
  plotOutput("myplot")
)

server <- function(input, output) {}

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



Outputs

Function	Outputs
plotOutput()	plot
tableOutput()	table
uiOutput()	Shiny UI element
textOutput()	text

Output name Output-specific arguments

```
plotOutput("myplot", width = "300px")
*Output( outputId, ... )
```

Server

Server **is the logic** which transforms Inputs into Outputs

Saves the object into output UI element "myplot"

```
server <- function(input, output) {
  output$myplot <- renderPlot({
    plot(rnorm(input$num))
  })
}
```

Gets the value from input UI element "num"

render() function builds the reactive output to display on UI*

Render

Render Functions build reactive output to display in UI

Output function	Render function
plotOutput()	renderPlot({})
tableOutput()	renderTable({})
uiOutput()	renderUI({})
textOutput()	renderText({})

```
renderPlot({ plot(rnorm(100)) })
```

Type of object
to build

Code to build
the object

Shiny – Lots more to explore

Shiny official tutorial <http://shiny.rstudio.com/tutorial>

Shiny cheatsheet <http://shiny.rstudio.com/images/shiny-cheatsheet.pdf>

Lots of short useful topics <http://shiny.rstudio.com/articles>

Shiny in Rmarkdown http://rmarkdown.rstudio.com/authoring_shiny.html

Publish your app free with RStudio <http://www.shinyapps.io>

Explore and learn from other Apps <https://www.rstudio.com/products/shiny/shiny-user-showcase/>

Shiny



Flights Demo

Shiny

Lunch Break