

How to Scale a Shiny Dashboard

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Hello

Damian Rodziewicz

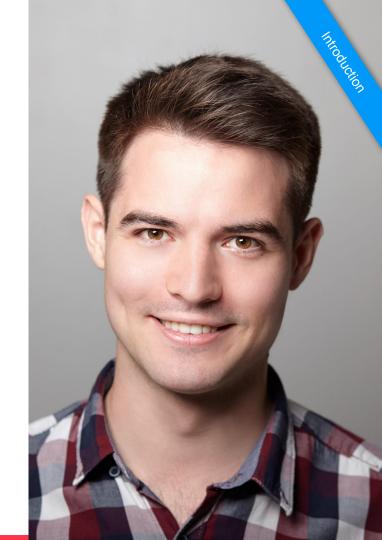
VP of the Board & Co-Founder @ Appsilon

Passionate about Data Analysis and Programming

Previously worked at Accenture, UBS, Microsoft, Domino Data Lab

Technology maniac

Loves psychology



Agenda

- Introduction
- Scaling
 - Leveraging Frontend
 - Extracting Computations
 - Architecture / Infrastructure



You (or your Team)























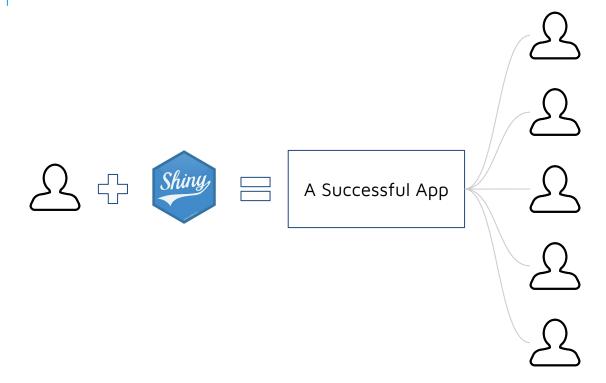




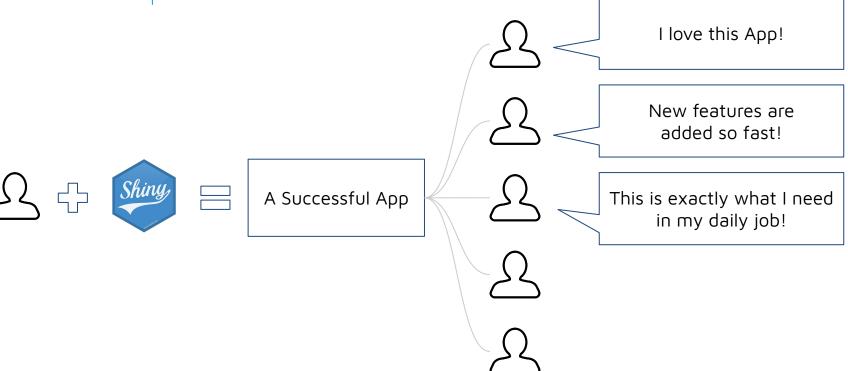


















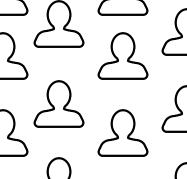






A Successful App

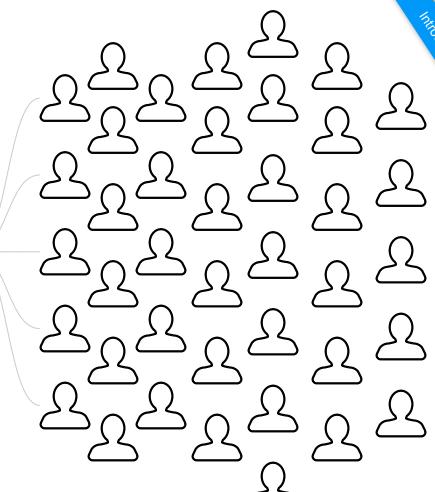
Introduce







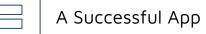


















Vertical Scaling

Increasing the amount of users for one machine

Horizontal Scaling

Scaling the application across multiple machines



Leverage Frontend

Use Javascript to handle fast user interactions that do not change data

Extract Computations

Handle resource intensive operations away from the application

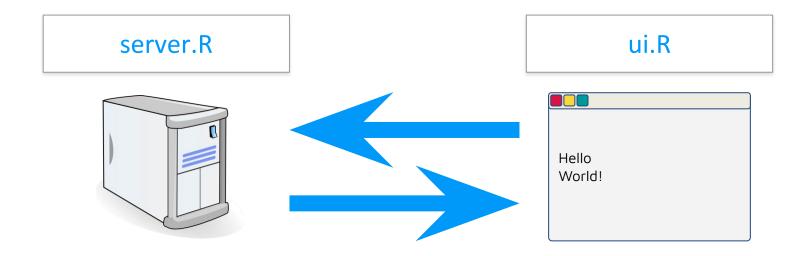
Set Architecture

Prepare application to be used by many users

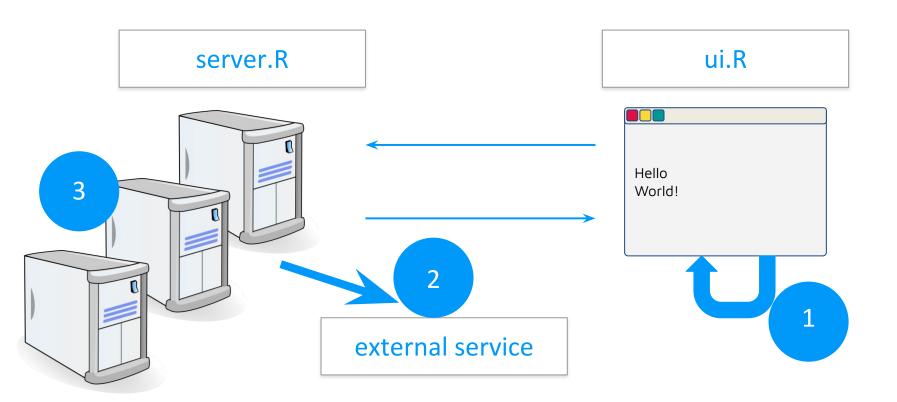
Make Shiny Layer Thin

Shiny is a thin layer between the data and the interface













Leverage Frontend



Using the power of the browser

1. Render inputs in *ui.R* and only update them in *server.R*

```
ui <- fluidPage(</pre>
  uiOutput("render input"),
  actionButton("click button", label = "")
server <- function(input, output, session) {</pre>
  output$render input <- renderUI({</pre>
    numericInput(
      "render input",
      label = "I will be updated using reactivity",
      value = if(is.null(input$click button)) 0 else
input$click button,
      min = 0.
      max = 10
```

```
ui <- fluidPage(</pre>
numericInput(
    "update_input",
   label = "I will be updated using updateInput",
   value = 0,
   min = 0,
    max = 10
 actionButton("click_button", label = "")
server <- function(input, output, session) {</pre>
 observeEvent(input$click_button, {
   updateNumericInput(
      session,
      "update_input",
      value = input$click_button
```



Using the power of the browser

- 1. Render inputs in *ui.R* and only update them in *server.R*
- 2. Run inline JavaScript code with {shinyjs} package

```
ui <- fluidPage(
   actionButton("click_button", label = "")
)

server <- function(input, output, session) {
   observeEvent(input$click_button, {
      shinyjs::runjs("$('#js_update > i').toggleClass('fa-arrow-up');")
   })
}
```



Using the power of the browser

- 1. Render inputs in *ui.R* and only update them in *server.R*
- 2. Run inline JavaScript code with {shinyjs} package
- 3. Set all actions in JavaScript without *server.R* part

```
ui <- fluidPage(
  actionButton(
    "click_button",
    label = "I will update icons!",
    onclick = "$('#js_update > i').toggleClass('fa-arrow-up');"
    )
)
```





Extract Computations: Remote API



Plumber



Loading Data Into Shiny



→ LOAD ONLY WHAT IS NEEDED

The entire dataset is rarely needed in the application. Usually the first user action within the app is to filter/select a subset of data. First, select – then load.

→ BUILD REST API

Wrap data extraction logic into a simple API with {plumber} by adding special comments.

→ USE EFFICIENT DATA LIBRARIES

Manipulate data with package like {fst}, {data.table}, {arrow}. These packages will often improve app performance.

→ DEPLOY EASILY

Use RStudio Connect or Docker to host your API.







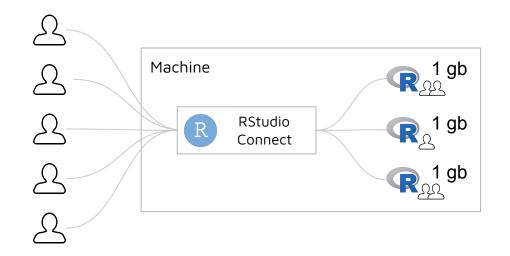
Extract Computations: Using a Database



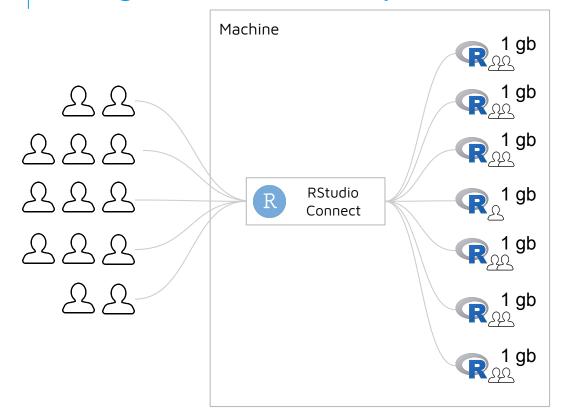
Pseudocode:

```
ui <- fluidPage(...)</pre>
data <- readRDS("./1gb file.rds")</pre>
server <- function(input, output, session) {</pre>
  output$search result <- ... data %>% filter(value > input$query value))
shinyApp(ui = ui, server = server)
```

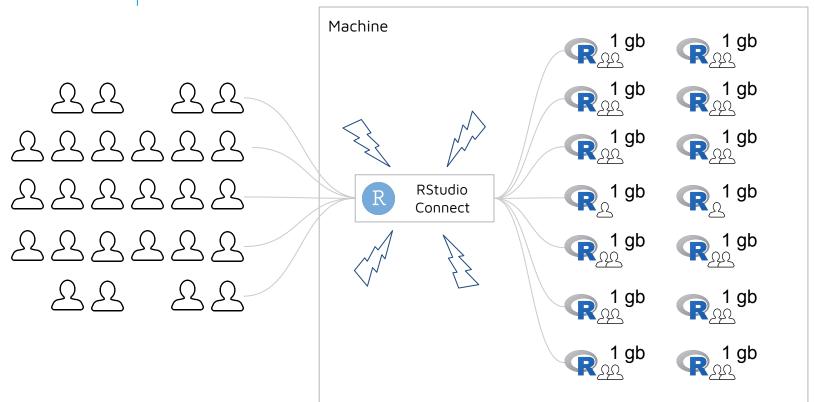






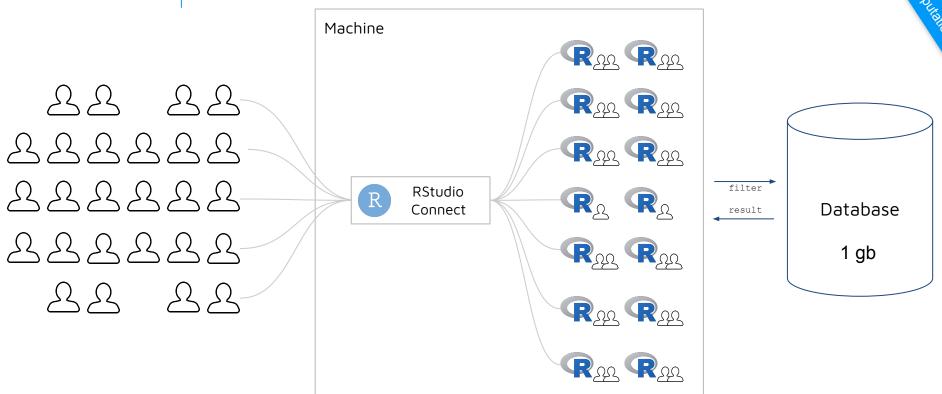








Using a database - the result





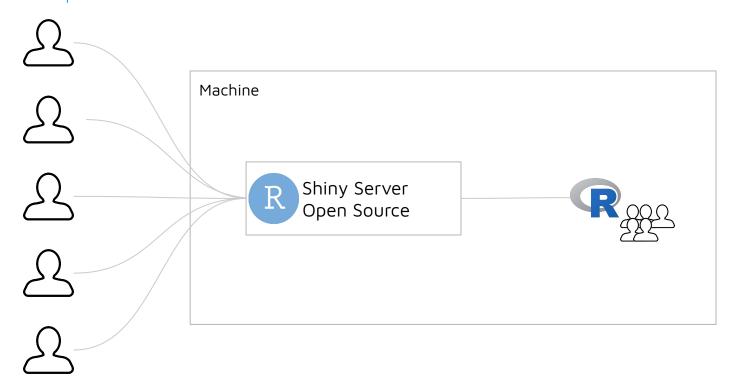


Set Architecture



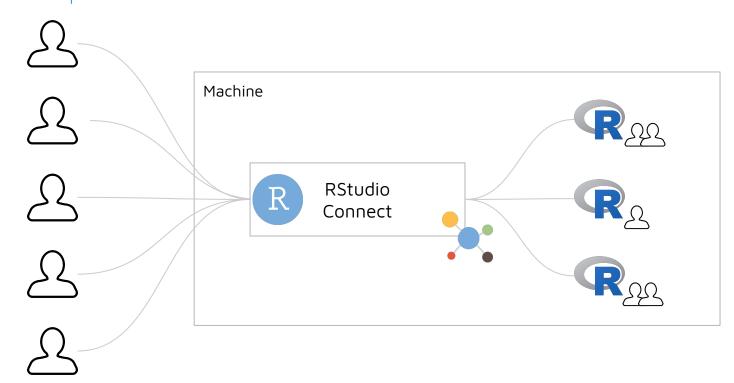


Shiny Server Open Source



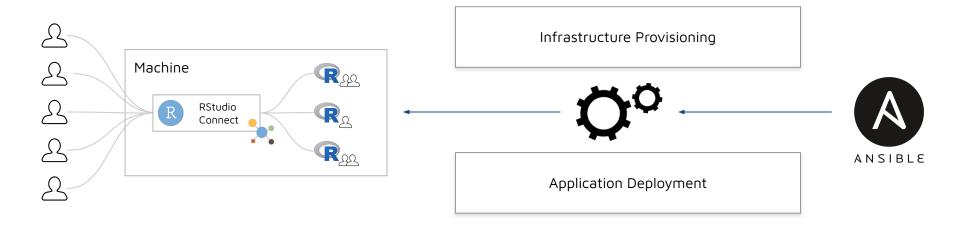


RStudio Connect



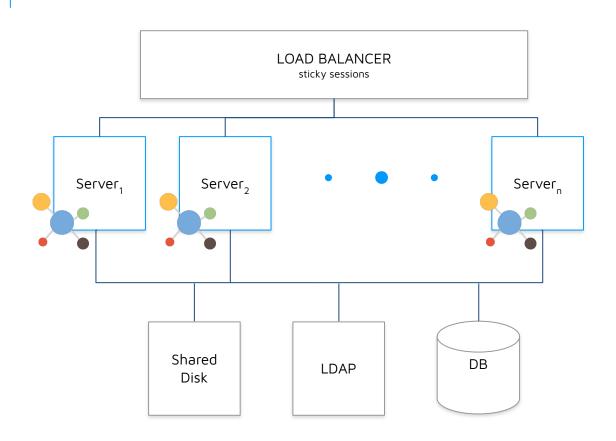


RStudio Connect - provisioning



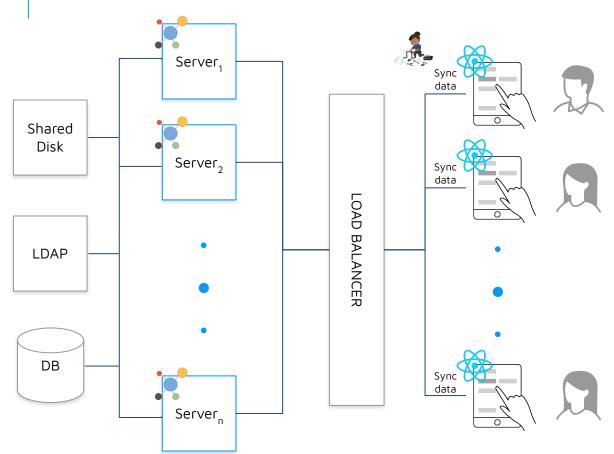


RStudio Connect - horizontal scaling





Architecture





Thank you

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