

A photograph of the Washington Monument in Washington D.C. during sunset. The sky is a warm orange and yellow. In the foreground, there are cherry blossom trees with white flowers. The water in the foreground reflects the monument and the sky.

Reactlog 2.0: Debugging the State of Shiny

Barret Schloerke
RStudio - Shiny Team
  @schloerke

slides: bit.ly/spdc-reactlog-slides

When Developing Shiny Apps...

- Built a Shiny application - 
- Add a new reactive feature to your application - 
- Reactive output does not update - 
- No errors in console - 

Debugging Reactive Code

- Debugging reactive code within a *working* Shiny application is **not a trivial task**
- To know the reactive state:
 - Value
 - Dependencies / Invalidations
 - ... Over time!!

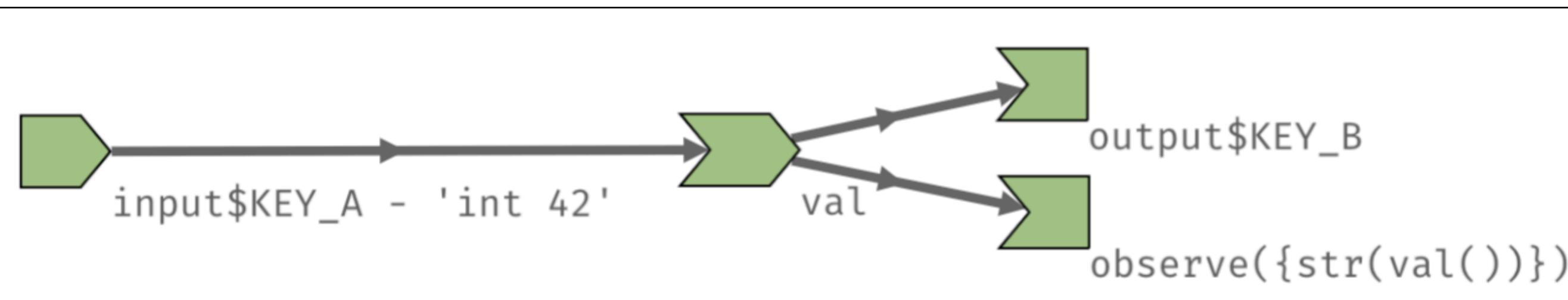
Solution:
reactlog!!

What is reactlog?

- reactlog - A snapshot of the history (**log**) of all **reactive** interactions within a shiny application
- (Review Reactive Programming)

Reactive Programming

- Reactive Programming -
Paradigm concerned about the propagation of change
- Three types of reactive elements



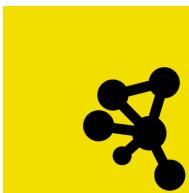
```
# Sources
input$KEY_A

# Conductors
val <- reactive({
    input$KEY_A + 1
})

# Endpoints
output$KEY_B <- renderPrint({
    val()
})

observe({
    str(val())
})
```

What is reactlog?

- reactlog - A snapshot of the history ("log") of all reactivity interactions within a shiny application
- (Review Reactive Programming)
- Traverse the reactive log forwards or backwards in time
- Search for defined reactive objects
- Filter to a reactive object's family tree (dependency tree)
- Built on  [Cytoscape.js](#)

Setup

- Install

```
install.packages("reactlog")
```

- Usage

```
# enable reactlog  
# before running your app!!  
options(shiny.reactlog = TRUE)
```

```
# run your shiny app  
shiny::runApp()
```

```
# in your app...  
#   Mac: `cmd + F3`  
#   Windows: `ctrl + F3`  
# or...  
showReactLog()
```

reActivity Being Recorded

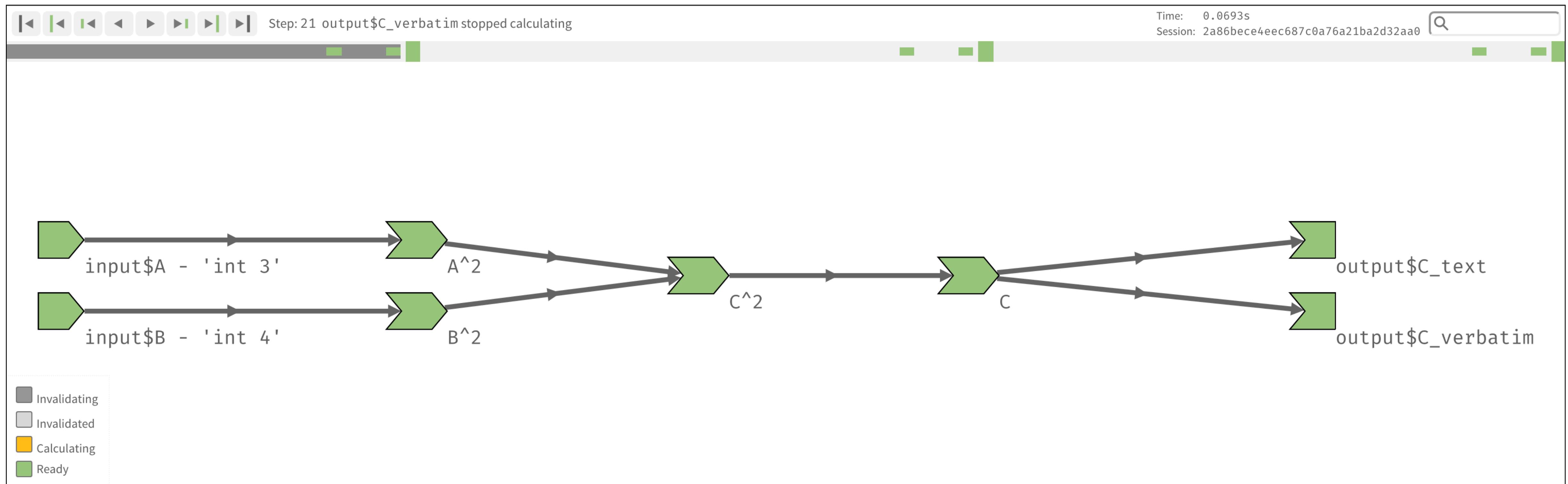
- Reactivity
 - Define a reactive object
 - Start/Stop invalidating a reactive
 - Stop/Start isolating reactive values
 - Add/Remove a reactive dependency
 - Freeze/Thaw a reactive value
- Values
 - Value changes
 - Start/Stop calculations
- Extra
 - User marked time points
 - Shiny is idle

A vertical photograph of the Washington Monument in Washington D.C. during sunset. The sky is a warm orange and yellow. In the foreground, there's a body of water with the reflection of the monument and trees. On the left side, there's a large tree covered in white cherry blossoms. The Washington Monument is a tall, thin obelisk.

Debugging Shiny Apps with `reactlog`

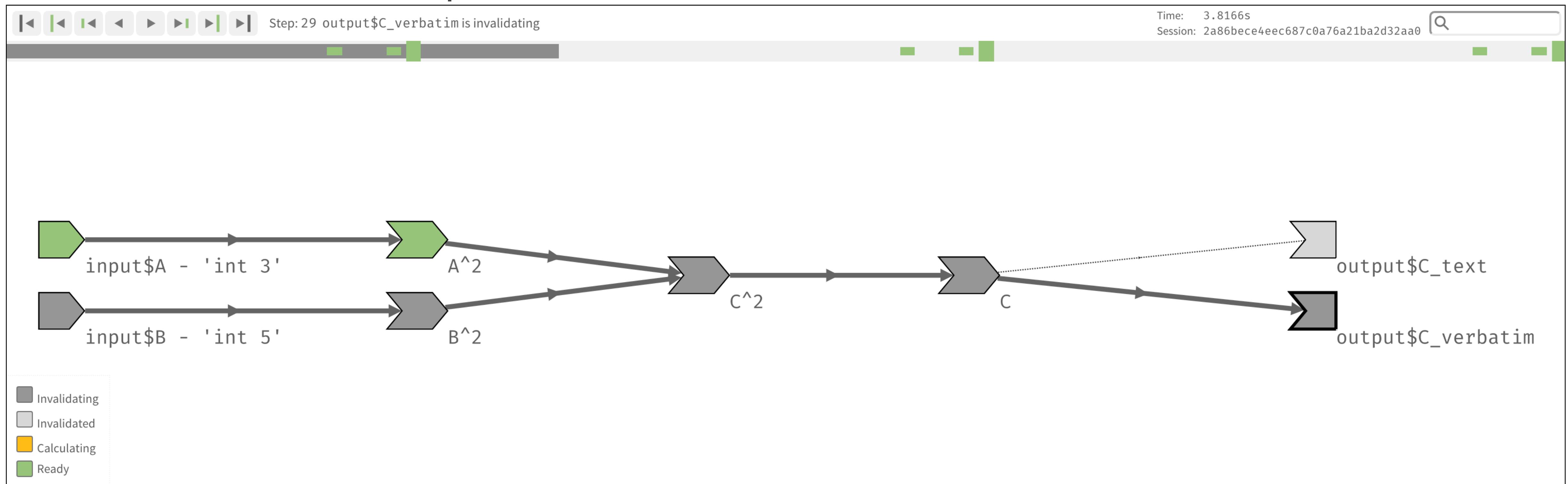
(Working) Pythagoras

- **Demo:** <http://bit.ly/spdc-reactlog-demo>



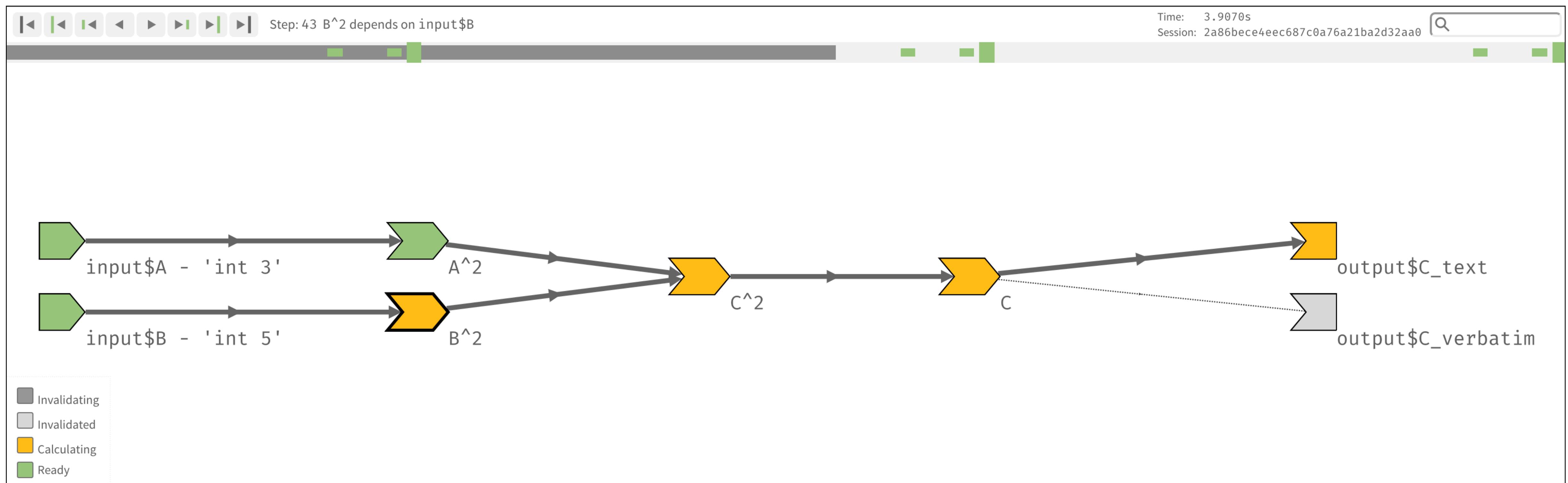
(Working) Pythagoras

- Changed Value of `input$B` to 5
- All downstream dependencies are invalidated



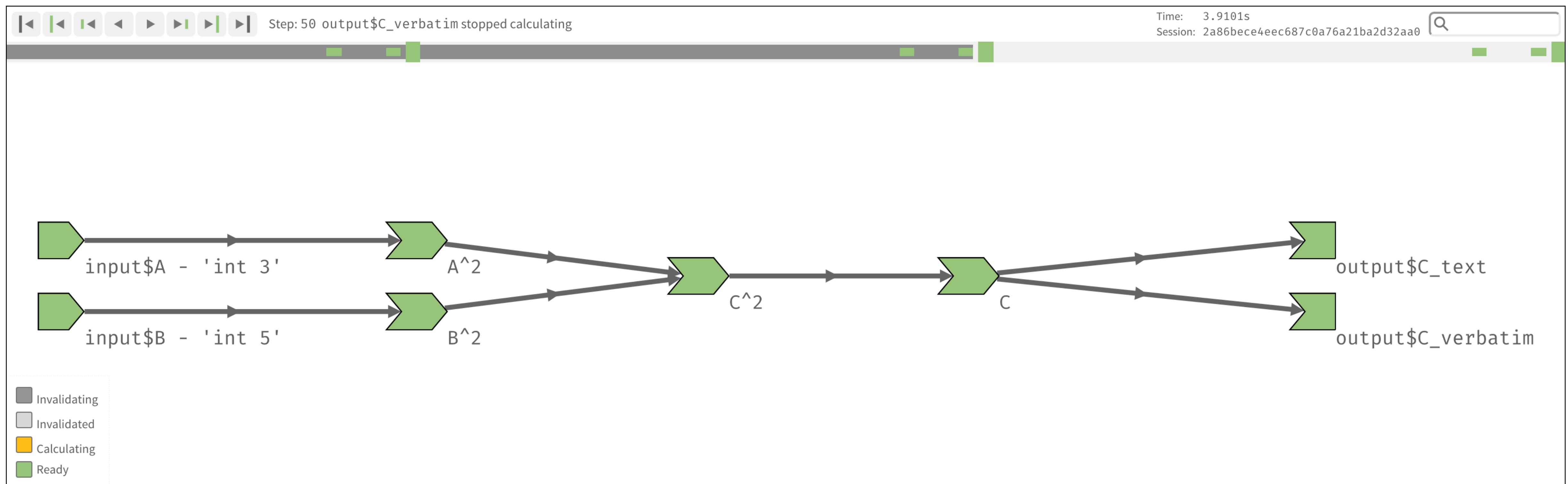
(Working) Pythagoras

- All visible output values are re-calculated



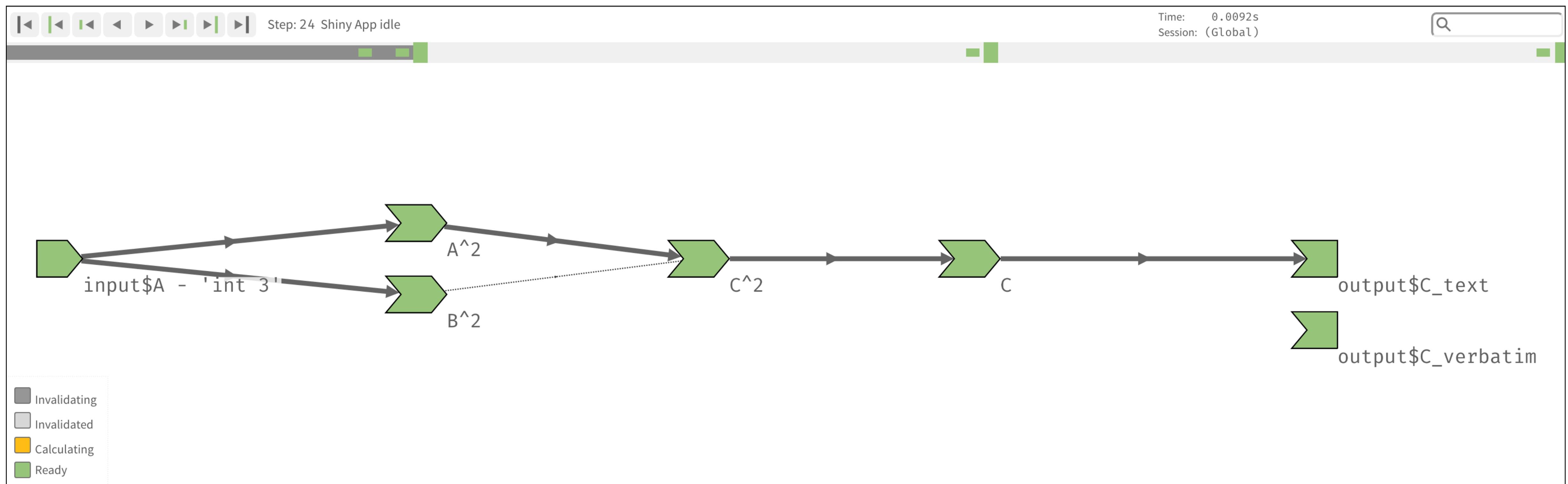
(Working) Pythagoras

- Back to steady state (Shiny is idle)



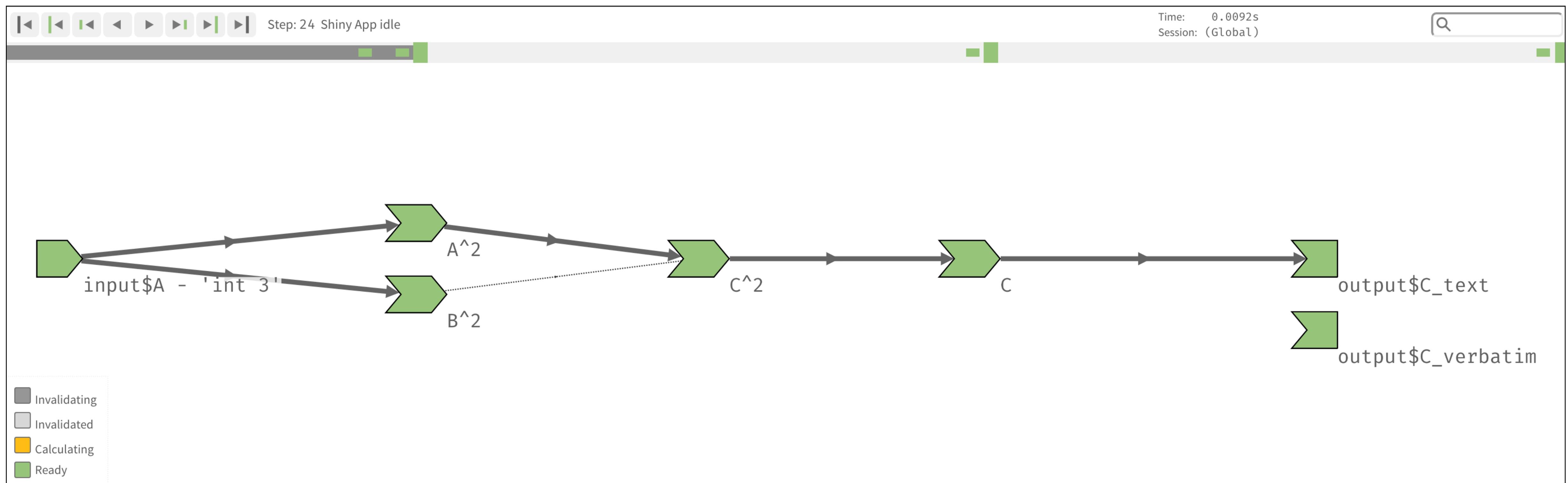
Broken Pythagoras

- **Demo:** <http://bit.ly/spdc-reactlog-demo>



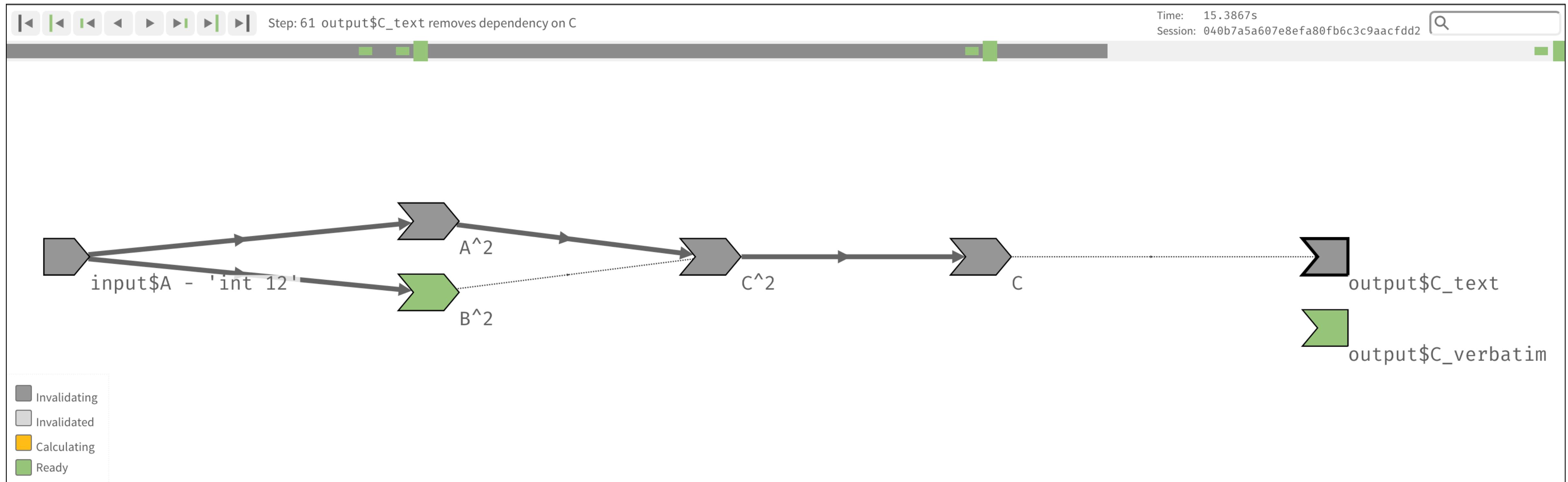
Broken Pythagoras

- Problem: `input$A` is used to calculate B^2



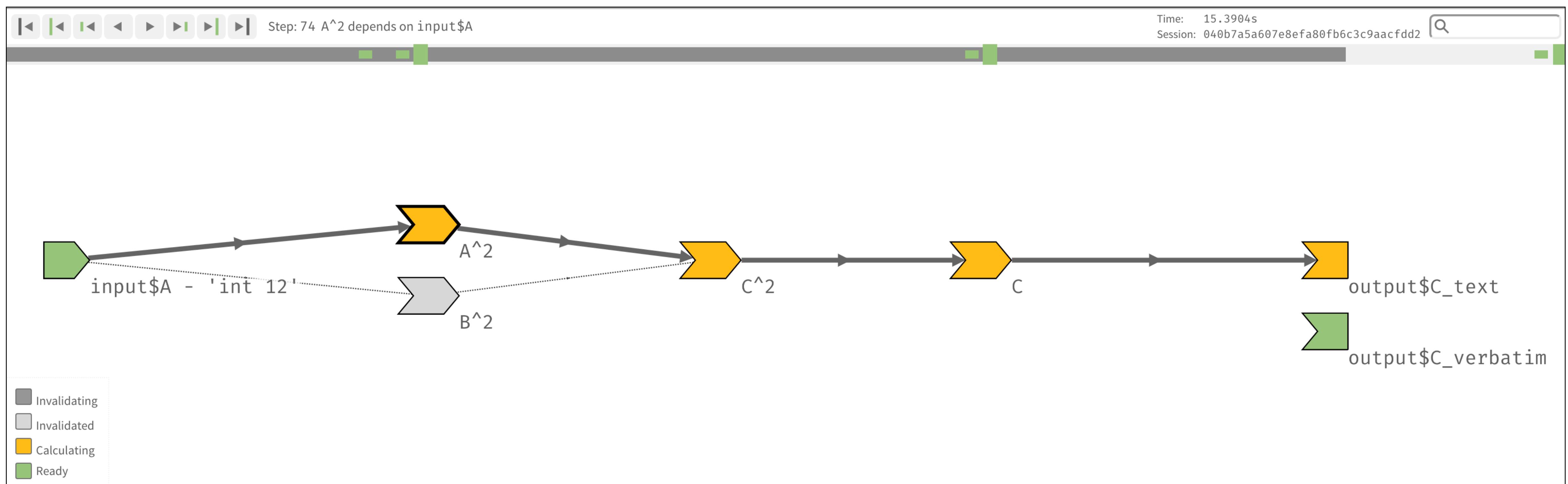
Broken Pythagoras

- Problem: C verbatim is **never** invalidated



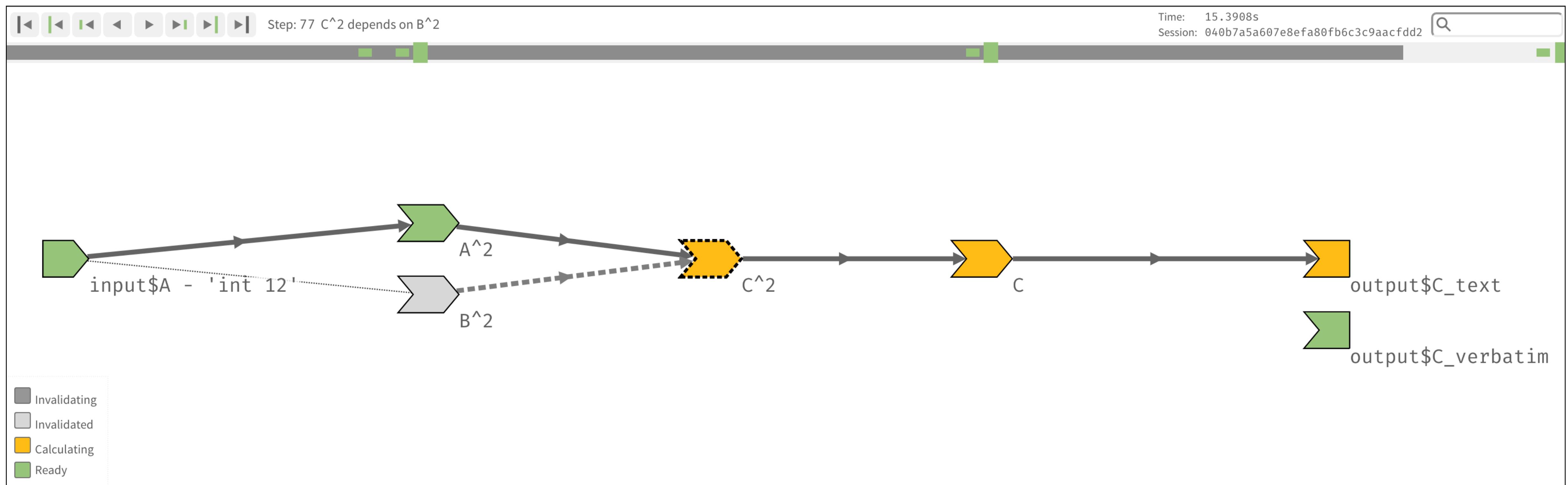
Broken Pythagoras

- Calculation looks correct... so far



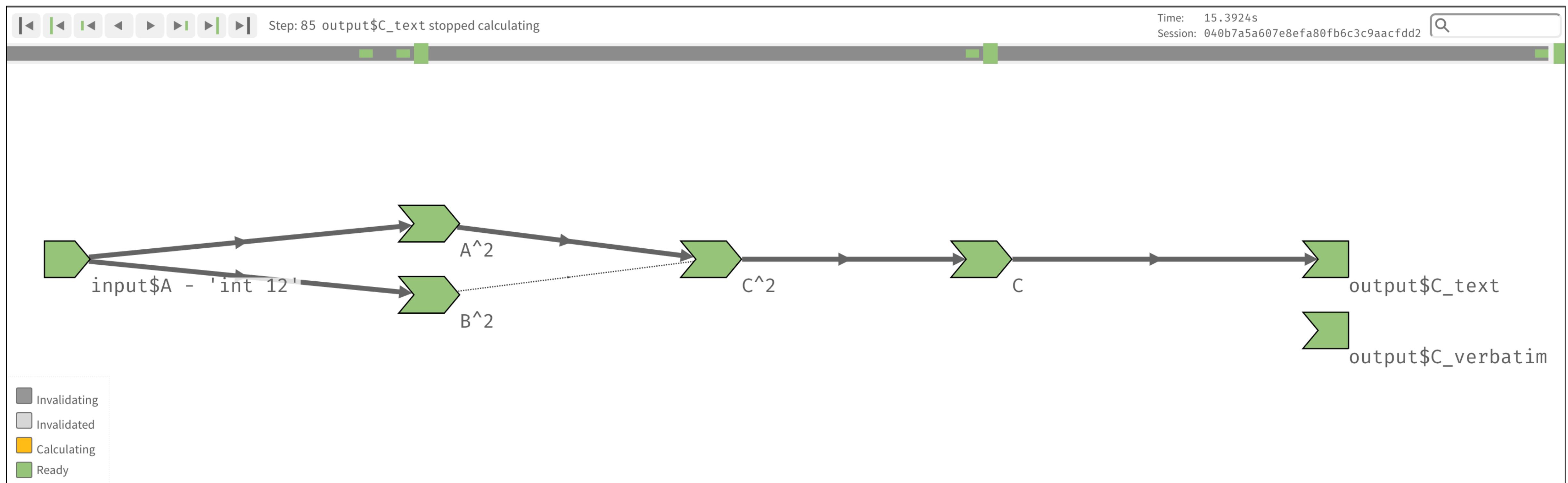
Broken Pythagoras

- Problem: Unwanted `isolate()` call in C^2 to B^2



Broken Pythagoras

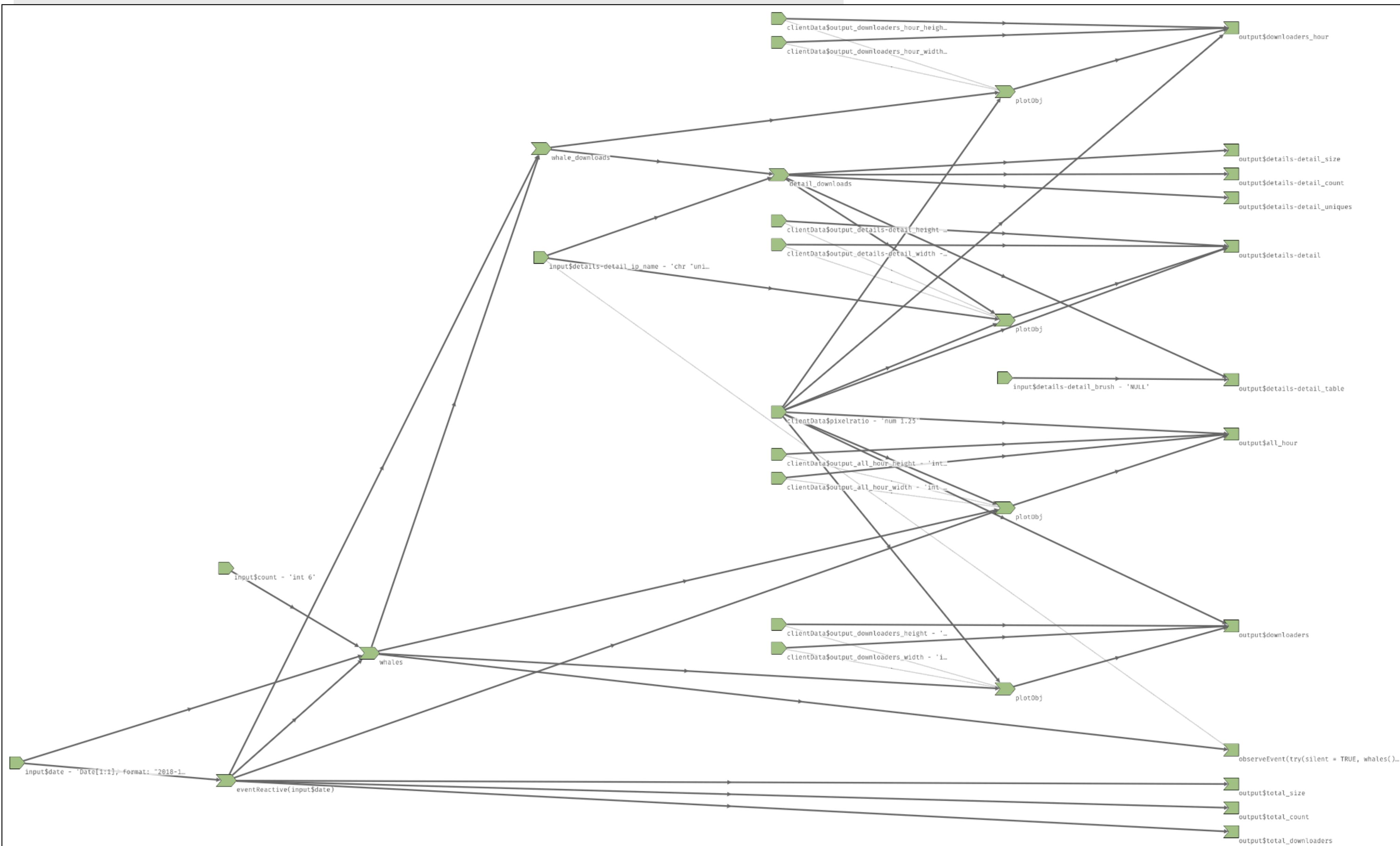
- Back to steady state (Shiny is idle)



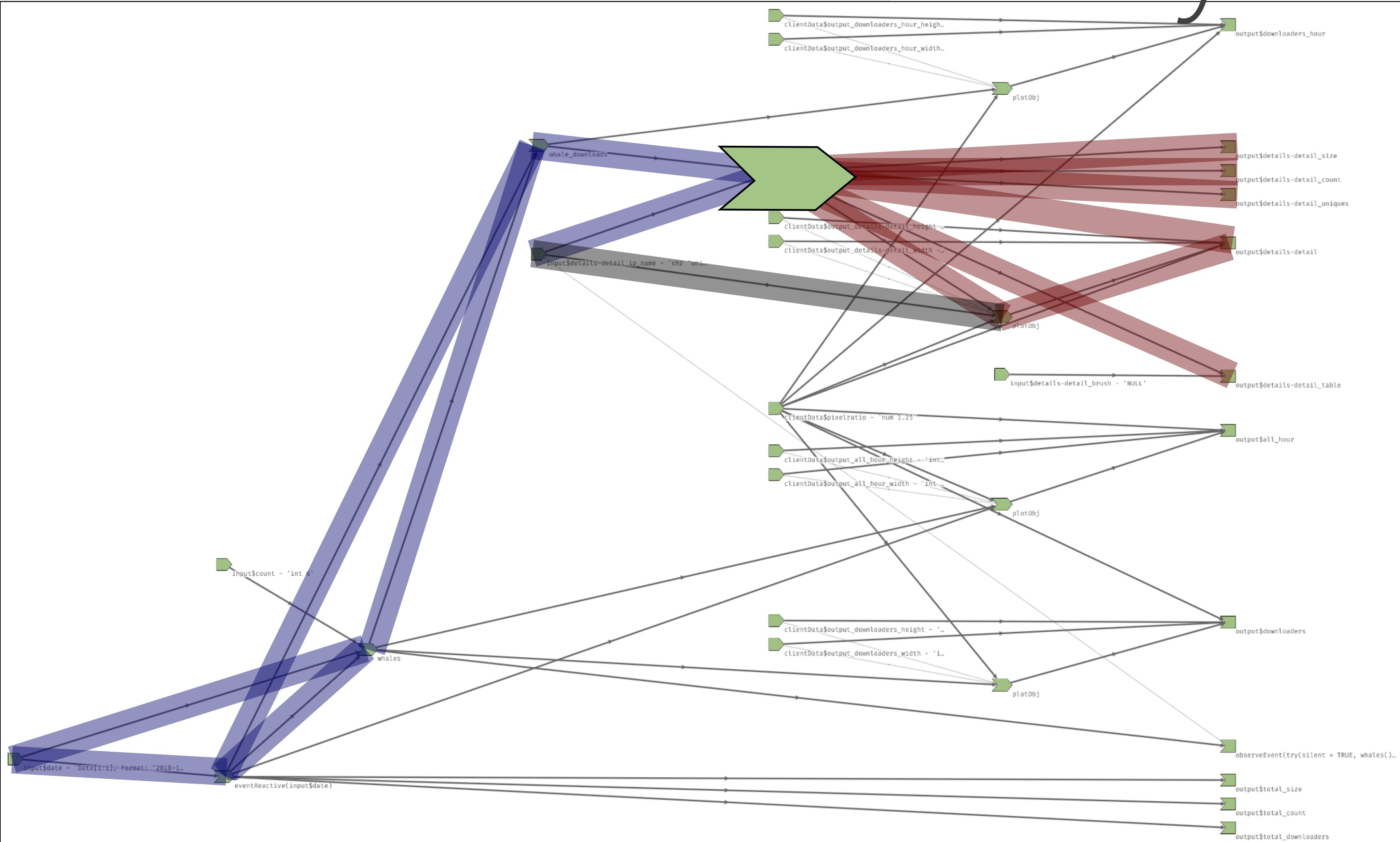
Searching within reactlog

- cranwhales: github.com/rstudio/cranwhales
- Run app:
 - ```
options(shiny.reactlog = TRUE)
shiny::runGitHub("rstudio/cranwhales", ref = "sync")
```
- Very dense application!
- Using the search bar in the top right,  
search for "detail\_downloads" to filter the graph

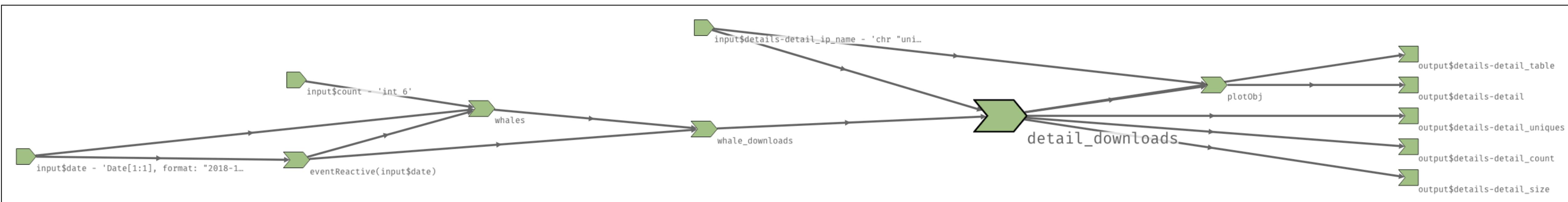
# cranwhales is dense!



# detail\_downloads family tree



# detail\_downloads family tree



# Things to Remember

- Shiny outputs that are not visible, are not calculated. ...This is on purpose!  
(Effective Reactive Programming - Joe Cheng @ Shiny DevCon 2016 “Part 1”@46:34)
- If new reactive objects are being created for **every** user interaction,  
you may have coded an “anti-solution”  
(Shiny DevCon 2016 “Part 1”@17:00)
  - Will cause `reactlog` graph to become **very large**
  - Typically caused by calling `render*` () within `observe*` ()
  - Tease out values using `reactive()` and render the reactive value
- `reactlog` is **not** a *performance* debugger. `reactlog` is a *reactivity* debugger
  - Use profvis for *performance analysis*
- Do **not** keep `options(show.reactlog = TRUE)` when deploying to production

# Future Ideas

- Visually differentiate separate user sessions
- Display the value of an endpoint (`output`) or conductor (`reactive()`)
- Add expandable / collapsible groups for a set of reactive objects
  - Ex: `renderPlot` is made of 5+ reactive objects...  
*really only* one reactive component for a user
- Remove reactive objects from the `reactlog` graph that have been garbage collected
- Combine `reactlog` and `profvis` to analyze a Shiny application's performance and reactive state simultaneously

# Questions?

Barret Schloerke  
RStudio / Shiny Team  
  @schloerke

- **reactlog:** [github.com/rstudio/reactlog](https://github.com/rstudio/reactlog)
  - `options(shiny.reactlog = TRUE); shiny::runApp()`
- **Shiny reactivity:** [shiny.rstudio.com/articles/#reactivity](https://shiny.rstudio.com/articles/#reactivity)
- **Slides:** [bit.ly/spdc-reactlog-slides](https://bit.ly/spdc-reactlog-slides) (GitHub)

