Statistical Computing and Data Visualization in R

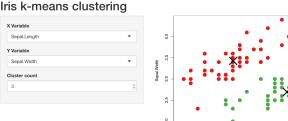
Lecture 10

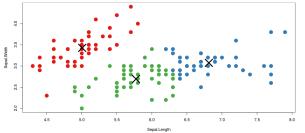
Interactive visualizations and Markup

- You can use the shiny package to create interactive apps with a friendly user interface and that are served over the internet.
- A shiny app consists of two pieces (files):
 - A user interface.
 - A set of R server instructions.









R server

- Contains all the R code that is used to generate the visualization, including any intermediate computation.
- Takes the object "input"
 generated by the interface as
 argument to define the
 parameters of the calculations
- Creates an object called "output" that contains the visualization and any numeric output that is to be displayed.

User interface

- Defines the layout of the interface, including the mechanisms by which the user provides information dynamically.
- Creates an object called "input" that is used by the server to run any R function and generate the plot.
- Displays the components of an object called "output" that is created by the server.

Interface: User provides
 values for input



Server: Takes input,
performs calculations and
generates output



Interface: Takes input and displays visualization



Go through these three steps in order when you are designing your interactive visualization!

R server instructions

```
function(input, output, session) {
  # Combine the selected variables into a new data
frame
  selectedData <- reactive({</pre>
    iris[, c(input$xcol, input$ycol)]})
  clusters <- reactive({</pre>
    kmeans(selectedData(), input$clusters)})
  output$plot1 <- renderPlot({</pre>
    palette(c("#E41A1C", "#377EB8", "#4DAF4A",
"#984EA3", "#FF7F00", "#FFFF33", "#A65628",
"#F781BF", "#999999"))
    par(mar = c(5.1, 4.1, 0, 1))
    plot(selectedData(),
         col = clusters()$cluster,
         pch = 20, cex = 3)
    points (clusters () \ centers, pch = 4, cex = 4,
lwd = 4)
 })
```

User interface code

Drop down selection box

R server instructions

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lwd = 4)
 })
```

User interface code

Names of the components of the list "input"

R server instructions

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User interface code

Preliminary calculations needed for graph

R server instructions

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Preliminary calculations needed for graph

User interface code

Reactive() specifies sections of code that need to be recalculated every time there is a change in the object input

- To run a local shiny app you need to create a folder in your current working directory (e.g., /simple_shiny_app) where you place the two files, server.R and ui.R.
- To run the app, use runApp ("simple_shiny_app")
 - Remember to firt load the library with library (shiny).
 - Your R session will be locked until you finish working with the app.

- It is easy to proceed by modifying existing Apps. A number of examples, including code, are available at http://shiny.rstudio.com/gallery/
- A full tutorial for shiny is available at http://shiny.rstudio.com/tutorial/
- From within RStudio you can create a new app directly from the menu (this will create the directory and the necessary files)
 - File -> New File -> Shiny Web App

- The package knitr allows you integrate R code (and its output) directly into LaTeX, html or a general markdown document.
- Dynamic report generation is quite useful for sharing results that are reproducible
- I will focus on creating LaTeX documents with embedded R code using Rstudio, but the principles (although not the syntax) are very similar for html and markdown.
- Using knitr directly with your favorite LaTeX editor is tricky ...

You need to start by installing the package knitr,

```
-> Tools -> Install Packages
```

and setting it up as the default "weaving" package:

- -> Tools -> Global Options -> Sweave -> Weave Rnw files using
- Once the package has been installed you need to create a new markdown document
 - File -> New File -> R Sweave: LaTeX document.
 - File -> New File -> R html: html document.
 - File -> New File -> R Markdown: General markdown document.

 R code can be included as a "chunk", which looks like this:

```
Copening string

color="block">>>= Closing string

color="block">Opening string

color="blo
```

You can insert new chunks from the menu:

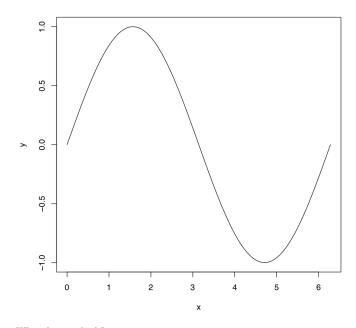
Code -> Insert Chunk

```
\documentclass{article}
\begin{document}
Let's start with a very simple
example
<<>>=
                                                                 Let's start with a very simple example
# You can have comments if you want
                                                                # Ensure consistent values
                                                                x = seq(0, 2*pi, length=100)
x = seq(0, 2*pi, length=100)
                                                                y = \sin(x)
                                                                print(mean(y))
y = \sin(x)
                                                                ## [1] 2.326786e-18
                                                                 What do you think?
print(mean(y))
(d
What do you think?
\end{document}
```

```
\documentclass{article}
\begin{document}
Now with a graph
<<singraph>>=
# You can have comments if you want
x = seq(0, 2*pi, length=100)
y = \sin(x)
plot(x, y)
(a
What do you think?
\end{document}
```

Now with a graph

```
# Ensure consistent values
x = seq(0, 2*pi, length=100)
y = sin(x)
plot(x, y, type="l")
```



What do you think?

- The first element within <<>> is the label:.
 - It is useful to have labels in long documents (specially if you want to reference a figure or the chunk itself) but, as the previous examples shows, they are not required.
- Other options can be included inside the header <<>>:
 - <<eval=FALSE>> lets you present the code without the
 performing any evaluation.
 - <<echo=FALSE>> does the opposite, it lets you present the results without showing the underlying code that generated it. Use <<echo=c (2,4)>> to echo only the second and fourth expression in a chunk.
 - <<re>ults=XXX>> puts results in special environment (if XXX is "markup"), writes raw results into the document (if XXX is "asis") or pushes all output pieces to the end of a chunk (if XXX is "hold").

- Even more options for the header <<>>:
 - <<hight=TRUE>> different pieces of the code are highlighted using standard colors (e.g., objects in black, character strings in red, etc).
 - <<tidy=TRUE>> whether the code should be tidied up
 using the tidy source() function.
 - <<fig.show=XXX>> shows plots as they are (if XXX is "asis"), holds all plots and outputs them at the end of the code chunk (if XXX is "hold") or wraps all plots into an animation (if XXX is "animate" and there is more than one plot.)
 - <<fig.path=XXX>> path of the directory where figures will be stores, relative to the current working directory.
 - <<pdf.options(useDingbats = TRUE)>> to use
 Dignbats font

- Even more options for the header <<>>:
 - <<fig.width=XXX>> and <<fig.height=XXX>>
 control the width and height of the figures.
 - <<out.width=XXXX>> and <<out.height=XXXX>>
 control the width and height of the plot in the final output
 file. It could be a percentage of line width (e.g., "40%" is
 translated as 0.4\linewidth).

 - <<out.extra="angle=90">> rotates figures 90
 degrees.
 - <<fig.cap="My caption">> provides the text for the caption of the figure environment.
 - <<fig.lp="fig:">> combined with the label of the chunk, gives you the LaTeX label to use with \ref{}.

- When including figures, use a separate chunk of code for each set of figures to be included in the same environment.
- You can include the results of evaluating an R expression into your text without including a chunk using \Sexpr{}.

```
\documentclass{article}
\begin{document}
Figure \ref{fi:sinx} shows a graph of
the sine function over the (0, \pi)
interval:
<<sinx, fig.lp="fi:", fig.cap="The sine
function", echo=FALSE, fig.pos="h", fig.wi
dth=10, fig.height=6.5, out.width="50%", f
ig.align="center">>=
x = seq(0, 2*pi, length=100)
y = \sin(x)
z = integrate(sin, 0, pi/3)
plot(x, y, type="l",
mar=c(3,3,1,1)+0.2)
Note that \sinh(\pi/4) =
Sexpr{sin(pi/4)} and that the area
between $0$ and $\pi/3$ is
\Sexpr{round(z$value,3)}.
\end{document}
```

Figure 1 shows a graph of the sine function over the $(0,\pi)$ interval:

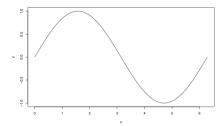


Figure 1: The sine function

Note that $\sin(\pi/4) = 0.7071068$ and that the area between 0 and $\pi/3$ is 0.5.