# Interactive graphics with Shiny

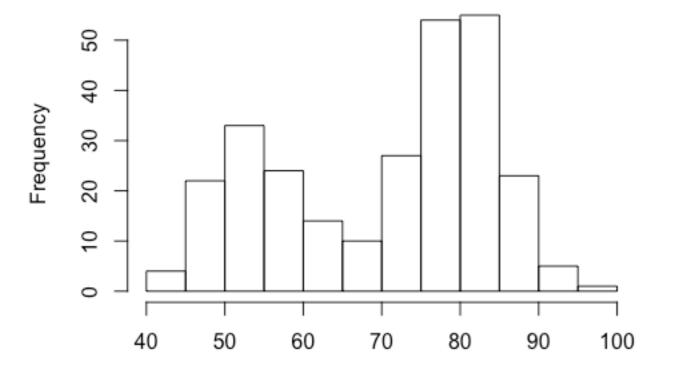
Winston Chang RStudio February 24, 2016

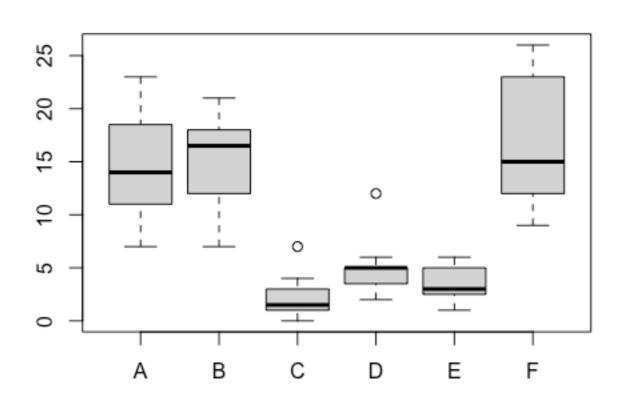
#### Overview

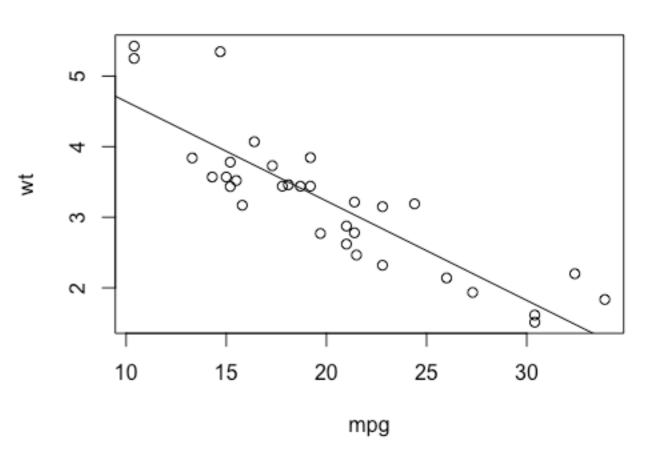
- Static vs. interactive graphics
- Graphics for presentation vs. exploration
- Nuts and bolts of interactive graphics with Shiny
- Shiny Gadgets

# Is the graphic static or interactive?

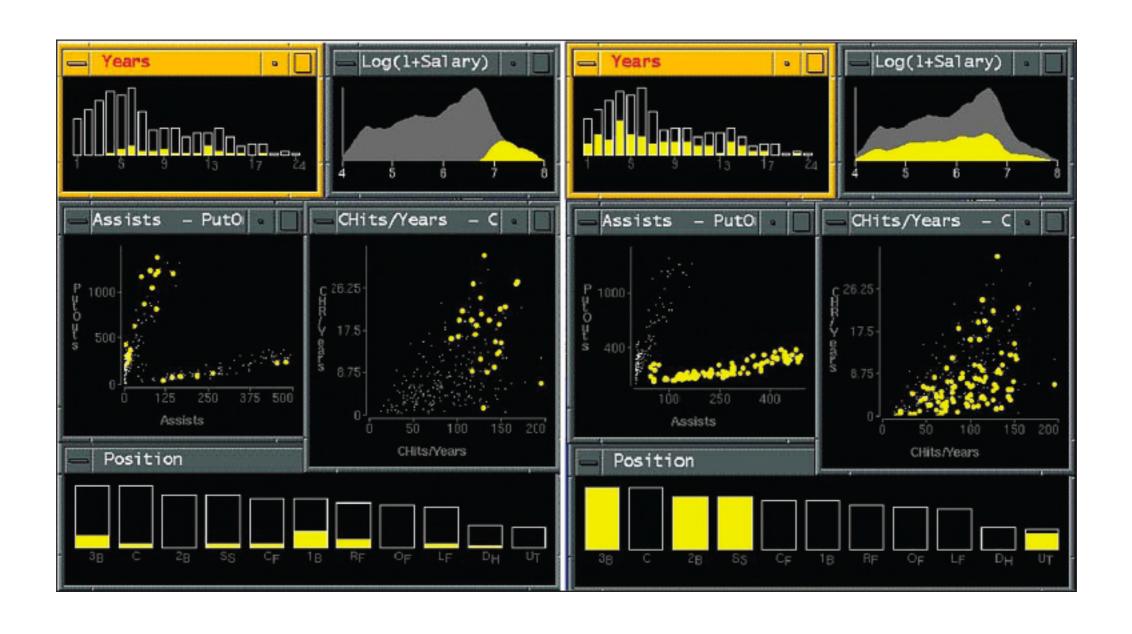
# Static graphics





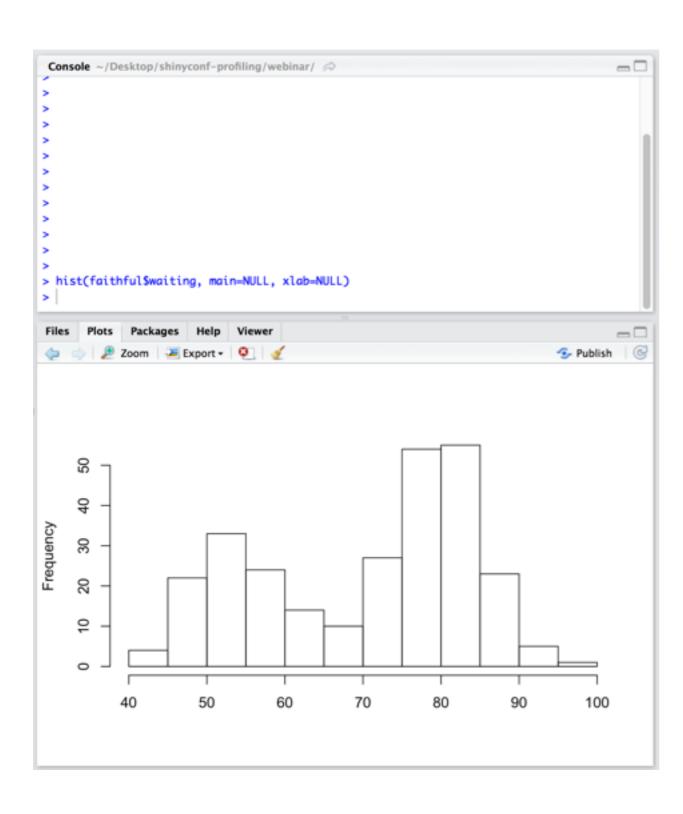


# Interactive graphics

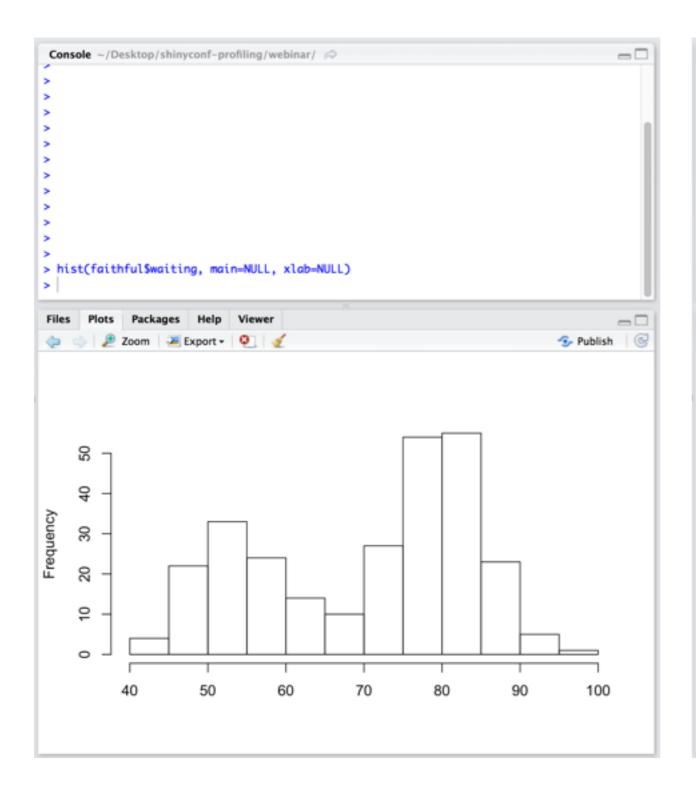


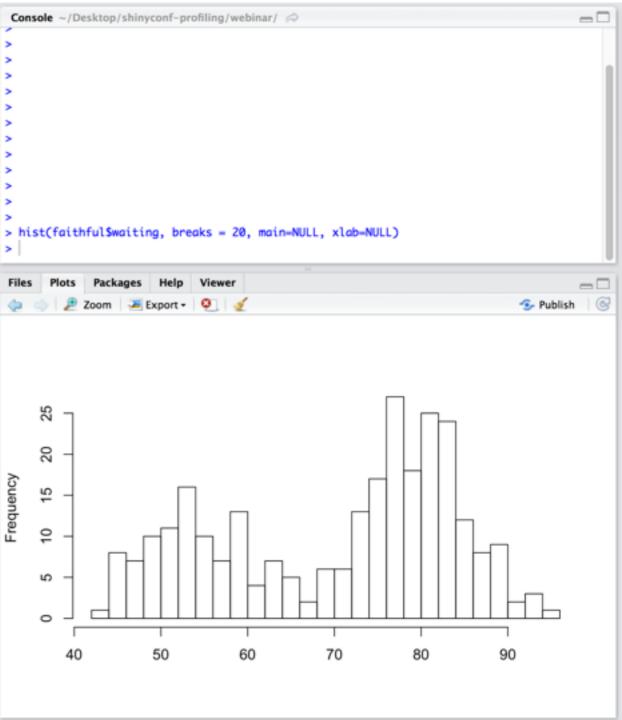
# What is the purpose of the graphic?

# Graphics for exploration



# Graphics for exploration







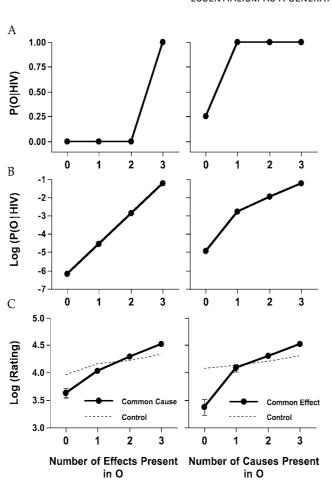


FIGURE 12-7 (A) Theoretical predictions for Experiment 3 assuming deterministic causal relations. (B) Theoretical predictions assuming probabilistic causal relations. (C) Results from Experiment 3.

Figure 12-7B, the logarithm of the categorization ratings have been taken. The left panel of Figure 12-7C indicates that, as predicted, in the common-cause condition the logarithm of the ratings were a linear function of the number of effect features present. In contrast, in the common effect condition those ratings exhibited a nonlinearity in which the presence of one potential cause of D produced a larger increase in the ratings compared to adding a second or third cause (right panel of Figure 12-7C).

Besides being interesting in their own right, these results have important theoretical implications for models of categorization. For example, Rehder (2003a) has shown not only that standard categorization models like prototype and exemplar models cannot account for asymmetries between commoncause and common-effect networks (like those shown

in Figure 7C), but also that those models cannot account for such results even when augmented with certain rudimentary representations of causal relations (e.g., adding to a prototype representation second-order features that encode interfeature causal relations). Of special theoretical importance are the results from the common effect condition that involves higher-order interactions among features—a cause producing a large increase in ratings only when *none* of the other causes are already present. (See Danks, chapter 11, this volume, for an extended discussion of different classes of categorization models and the constraints they place on possible patterns of classification ratings.)

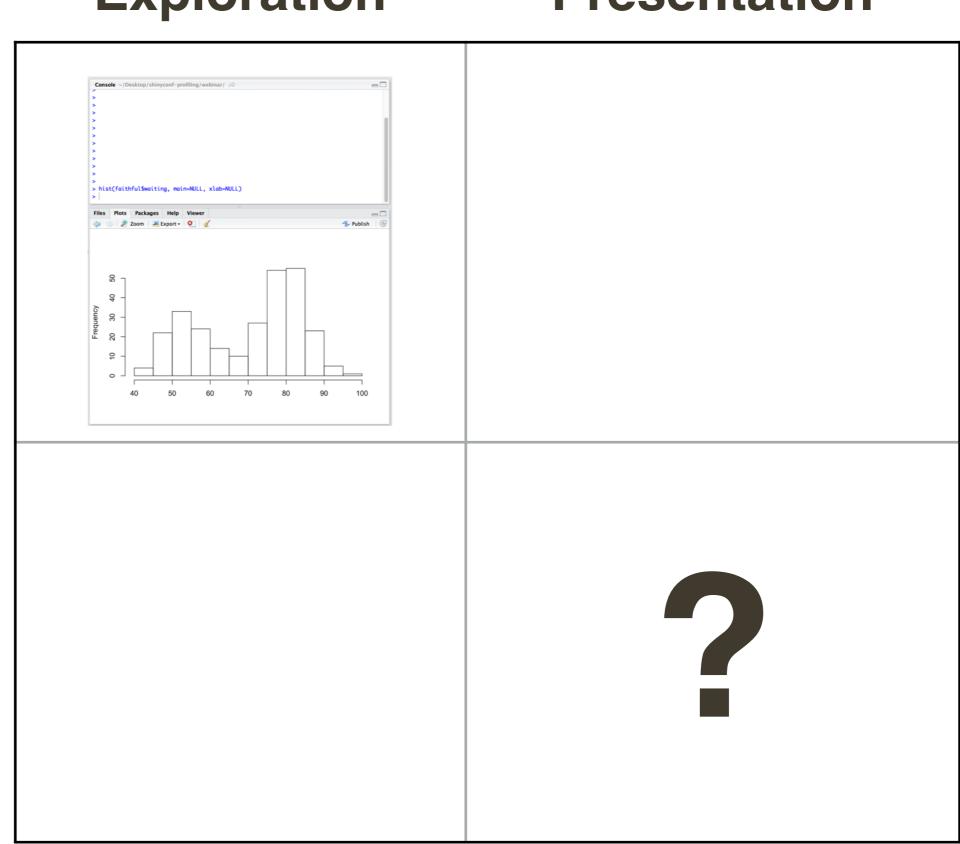
In addition to illustrating the predicted asymmetry between the common-cause and common-effect networks, the results in Figure 12-7C also demonstrate

**Exploration** Presentation **Static** Interactive

#### **Exploration**

#### **Presentation**

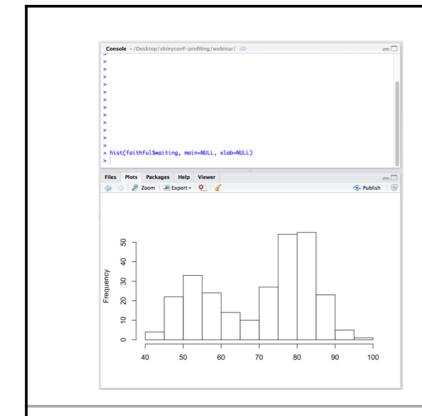
**Static** 



#### **Exploration**

#### **Presentation**

#### **Static**



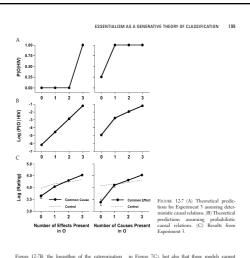


Figure 12-7B, the logarithm of the categorization ratings have been taken. The left panel of Figure 12-7C account for such results even when augmented with indicates that, as predicted, in the common-cause condition the logarithm of the rating were a linear function of the number of effect features present in contrast, in the common effect condition these parties protential cause of Dynochued a larger increase in the ratings compared to adding a second or fluid cause (right panel of Figure 12-7C).

Besides being interesting in their own right, there causes have important theoretical implications for models of categorization. For example, Relider (2003) has shown tool with that shander clasporization models the prototype and exemplar models caused account account for such as the contrast in the common of the other causes are altered present of the common contrast in the common features—in a cause producing a large increase in ratings only considerable causes of common features—in the most off the other causes categorization models in the common condition that the contrast in the common contrast in the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered to a cause producing a large increase in ratings only the more of the other causes are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the common feature cause are altered as the contrast in the cause of a cause producing a large interesting as the contrast in the cause of a cause pr



#### **Exploration**

#### **Presentation**

#### **Static**



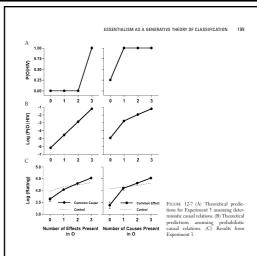


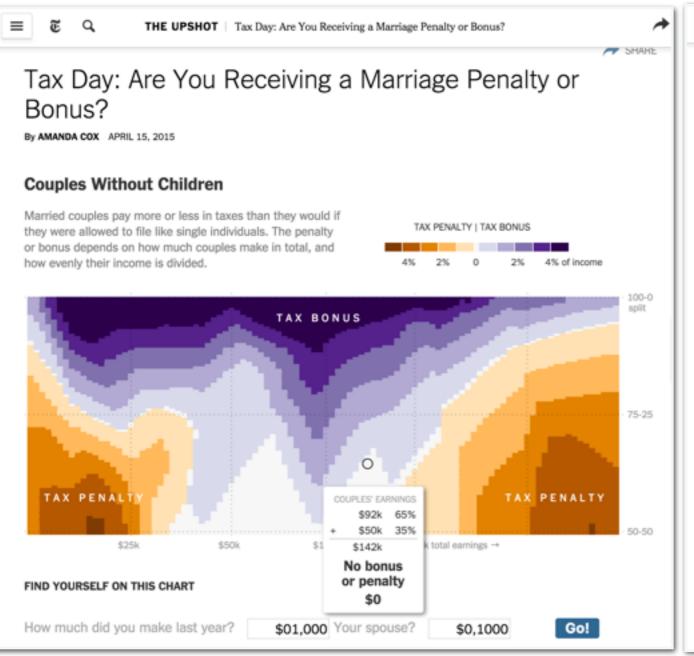
Figure 12-7B, the logarithm of the categorization ratings have been taken. The left panel of Figure 12-7C account for such results even when augmented with indicates that, as predicted, in the common-cause condition the logarithm of the rating were a linear function of the number of effect features present in contrast, in the common effect condition these parties protential cause of Dynochued a larger increase in the ratings compared to adding a second or fluid cause (right panel of Figure 12-7C).

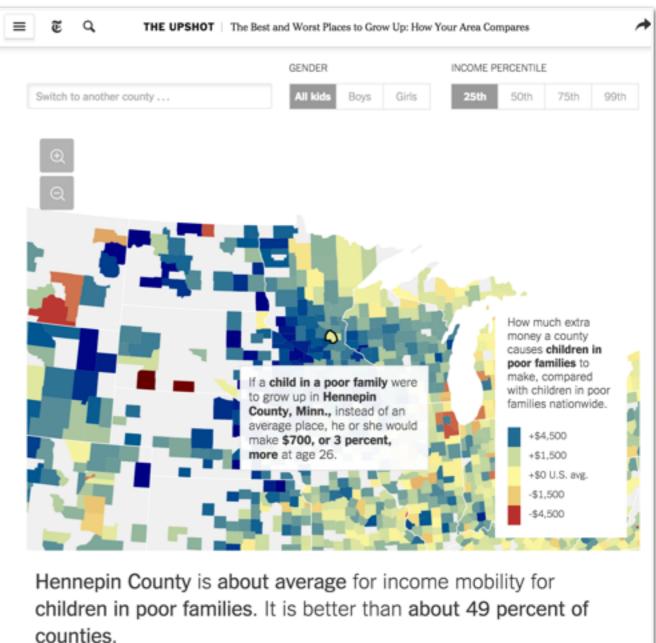
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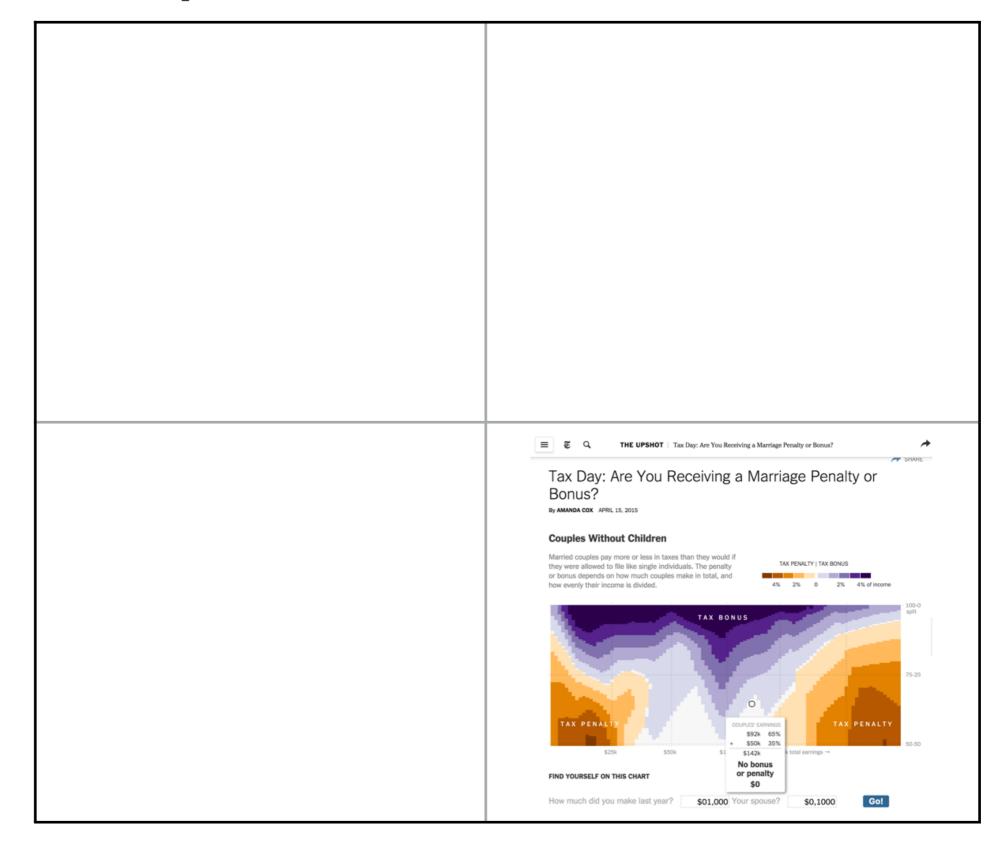
## Interactive graphics for presentation





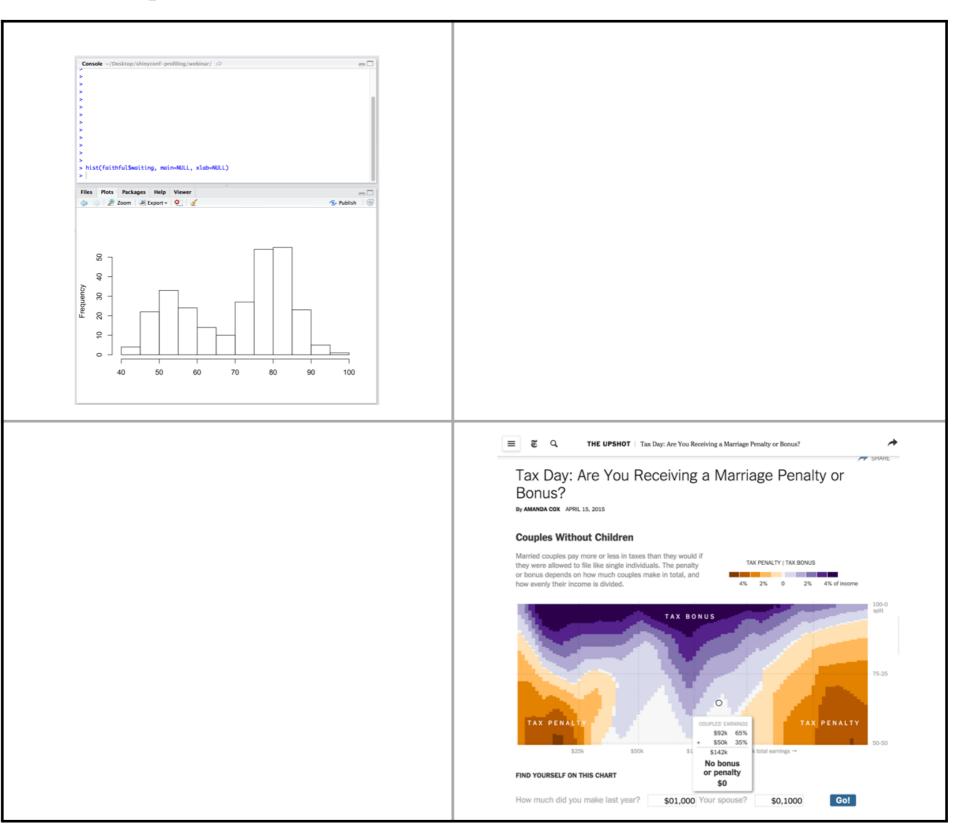
#### **Presentation**

#### **Static**



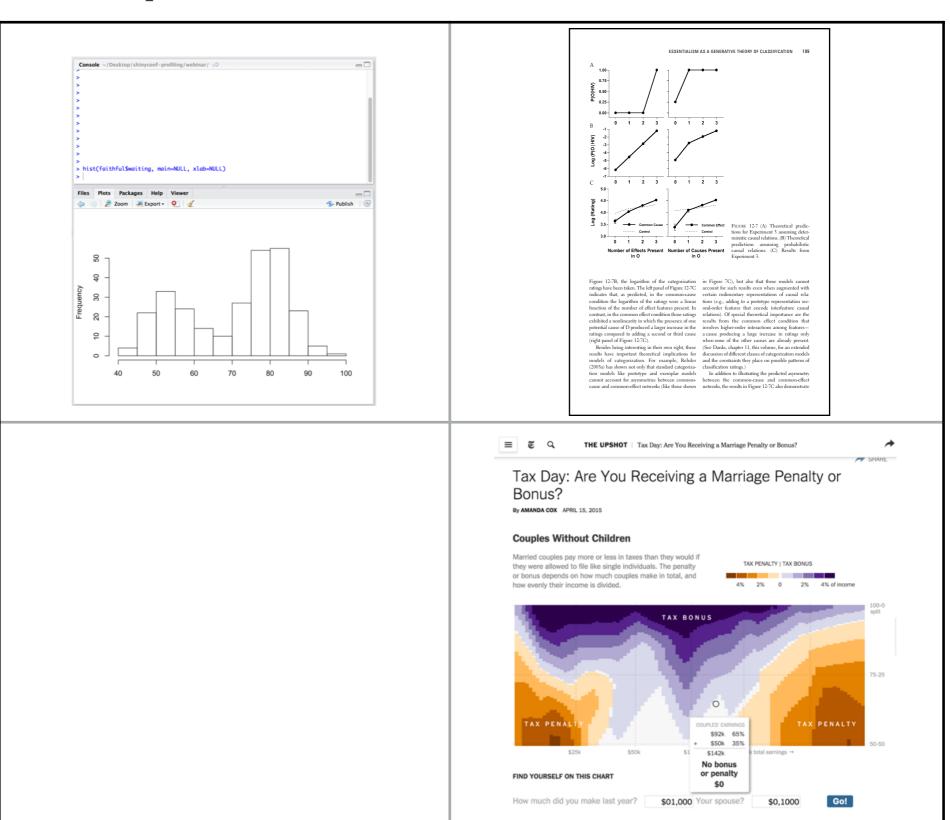
#### **Presentation**

#### **Static**



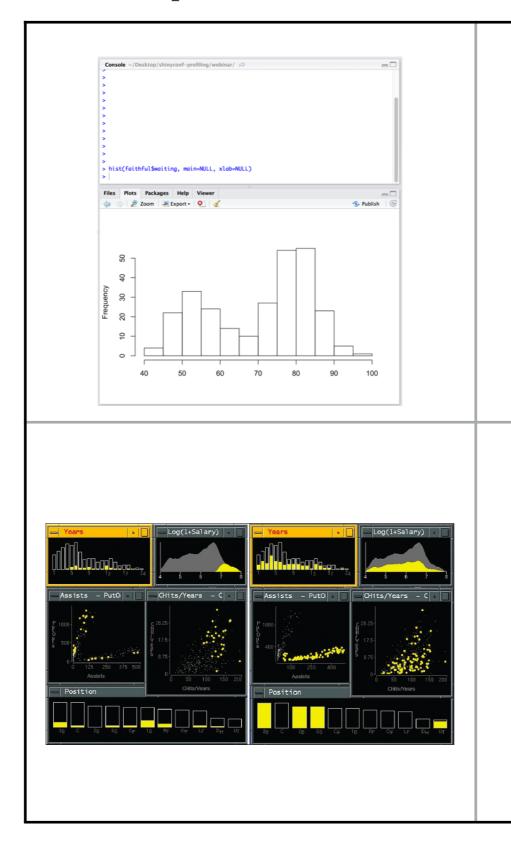
#### **Presentation**

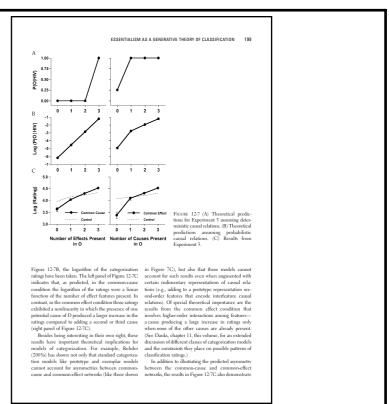
#### **Static**



#### **Presentation**

#### **Static**







### Current state of affairs for interactive graphics

Fast networks for sharing visualizations.
 (The Internet)

Widespread, standardized interaction technologies.

(Web browsers)

#### **Presentation**

**Static** 

 $\mathsf{R}^*$ 

R\*

Interactive

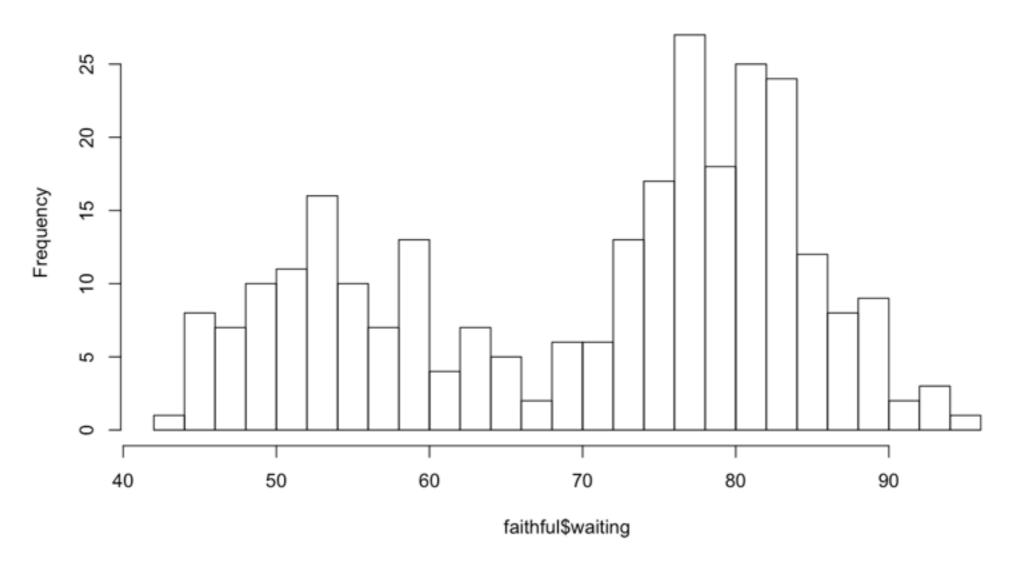
R\* + Shiny

R\* + Shiny

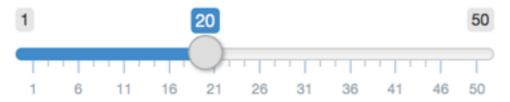
<sup>\*</sup> R and packages like ggplot2 and lattice

# Interactive graphics with Shiny

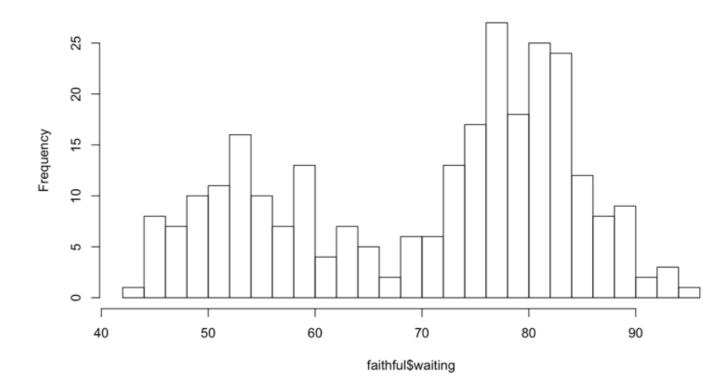
#### Histogram of faithful\$waiting



#### Number of bins:



#### Histogram of faithful\$waiting



# ui <- basicPage( plotOutput("plot"), sliderInput("bins", "Number of bins:", 1, 50, 20) ) server <- function(input, output) { output\$plot <- renderPlot({ hist(faithful\$waiting, breaks = input\$bins) }) }</pre>

shinyApp(ui, server)

Number of bins:

# Direct interactions with plots

# Clicking

```
ui <- basicPage(</pre>
  plotOutput("plot1", click = "plot_click", width = 400),
  verbatimTextOutput("info")
server <- function(input, output) {</pre>
  output$plot1 <- renderPlot({</pre>
    plot(mtcars$wt, mtcars$mpg)
  })
  output$info <- renderText({</pre>
    paste0("x=", input$plot_click$x, "\n",
            "y=", input$plot click$y)
  })
shinyApp(ui, server)
```

# Selecting nearest point(s)

```
## Server ##
output$info <- renderPrint({

row <- nearPoints(mtcars, input$plot_click,
    xvar = "wt", yvar = "mpg",
    threshold = 5, maxpoints = 1)

cat("Nearest point within 5 pixels:\n")
  print(row)
})</pre>
```

# Selecting nearest point(s)

## Adding a point

```
## Server ##
output$plot1 <- renderPlot({</pre>
  mtc <- mtcars[, c("wt", "mpg")]</pre>
  if (!is.null(input$plot_click)) {
    mtc <- rbind(</pre>
      mtc,
      data.frame(wt = input$plot_click$x,
                   mpg = input$plot_click$y)
  plot(mtc$wt, mtc$mpg)
```

#### State accumulation

```
## Server ##
vals <- reactiveValues(</pre>
  mtc = mtcars[, c("wt", "mpg")]
observeEvent(input$plot_click, {
  vals$mtc <- rbind(</pre>
    vals$mtc,
    data.frame(wt = input$plot click$x,
                mpg = input$plot click$y)
output$plot1 <- renderPlot({</pre>
  plot(vals$mtc$wt, vals$mtc$mpg)
```

# Returning values

```
## UI ##
actionButton("done", "Done")
## Server ##
observeEvent(input$done, {
  stopApp(vals$mtc)
})
                       Return value
## At console ##
value <- runApp(app)</pre>
```

#### Other interactions

```
## UI ##
plotOutput("plot1",
    click = "plot_click",

    dblclick = dblclickOpts(id = "plot_dblclick"),

    hover = hoverOpts(
        id = "plot_hover", delay = 500
    )
)
```

#### Other interactions

```
## UI ##
plotOutput("plot1",
    click = "plot_click",

    dblclick = dblclickOpts(id = "plot_dblclick"),

hover = hoverOpts(
    id = "plot_hover", delay = 500
)
)
```

## Brushing

```
## UI ##
plotOutput("plot1",
  brush = "plot_brush"
## Server ##
output$info <- renderPrint({</pre>
  rows <- brushedPoints(mtcars, input$plot_brush)
  cat("Brushed points:\n")
  print(rows)
})
```

## Faster responsiveness

```
## UI ##
plotOutput("plot1",
  brush = brushOpts(
    id = "plot_brush",
    delayType = "throttle",
    delay = 30
)
```

# Linking plots

## Linked brushing

```
## UI ##
plotOutput("scatter1", brush = "brush"),
plotOutput("scatter2")
## Server ##
output$scatter1 <- renderPlot({</pre>
  ggplot(mtcars, aes(disp, hp)) +
  geom point()
output$scatter2 <- renderPlot({</pre>
  brushed <- brushedPoints(mtcars, input$brush)</pre>
  ggplot(mtcars, aes(wt, mpg)) +
    geom_point() +
    geom_point(data = brushed, colour = "#4488ee")
})
```

#### Linked zooming

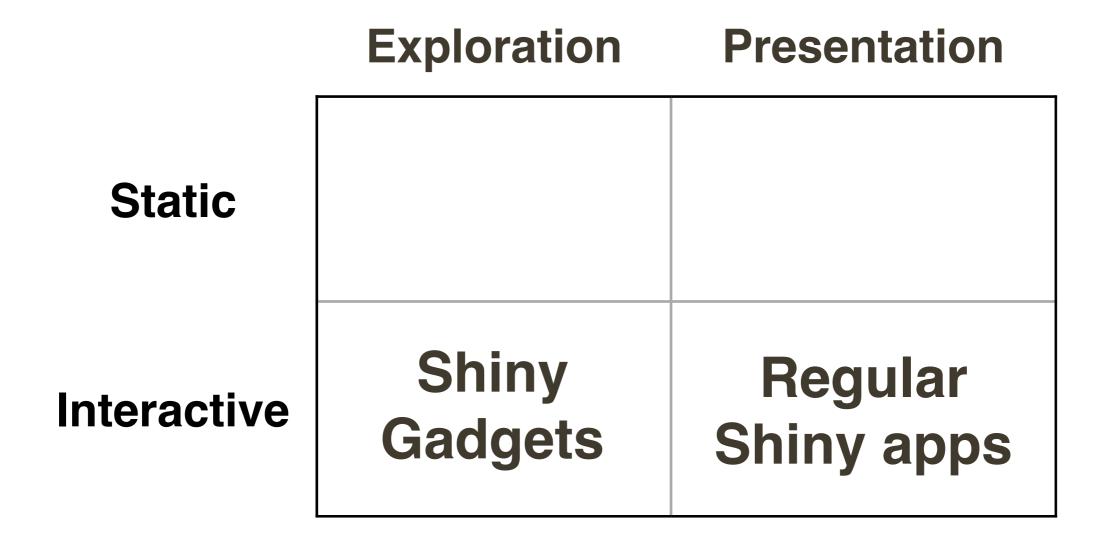
```
## UI ##
plotOutput("zoom", height = "350px"),
plotOutput("overall", height = "150px",
  brush = brushOpts(id = "brush", direction = "x")
## Server ##
p <- ggplot(ss, aes(year, n)) + geom_line()</pre>
output$zoom <- renderPlot({</pre>
  if (!is.null(input$brush)) {
    p <- p + xlim(input$brush$xmin, input$brush$xmax)</pre>
output$overall <- renderPlot(p)</pre>
```

	Exploration	Presentation
Static		
Interactive		Regular Shiny apps

Static

Shiny
Gadgets

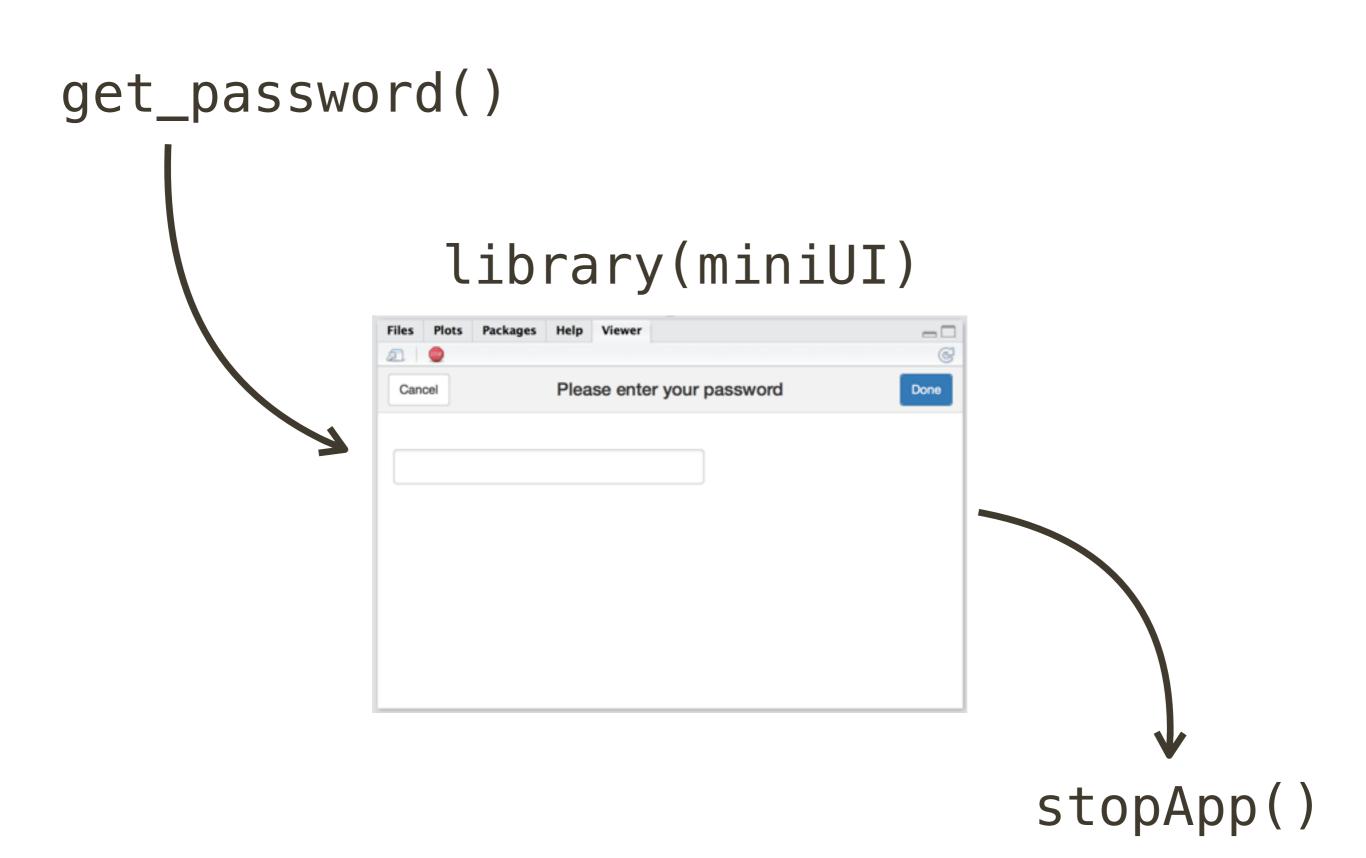
Regular
Shiny apps

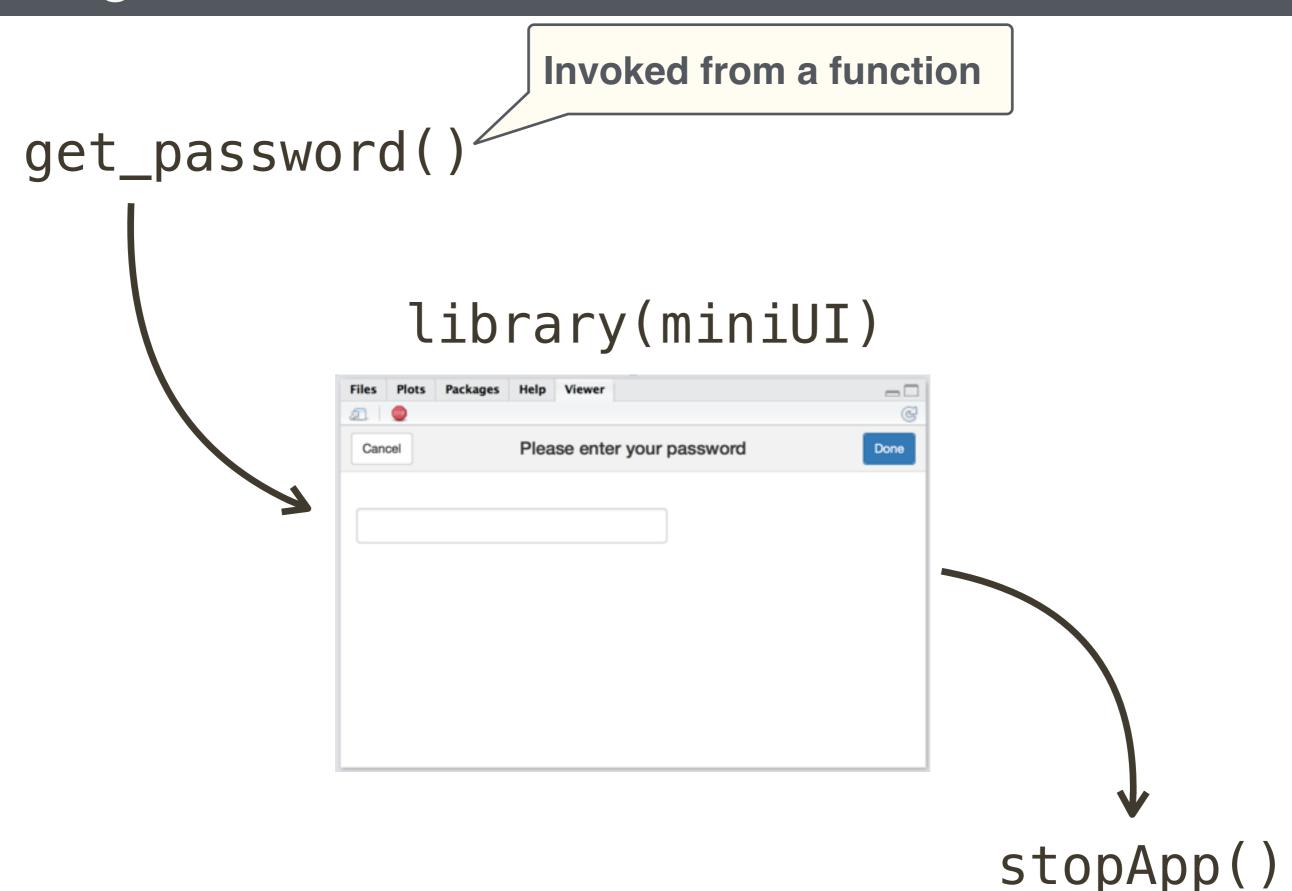


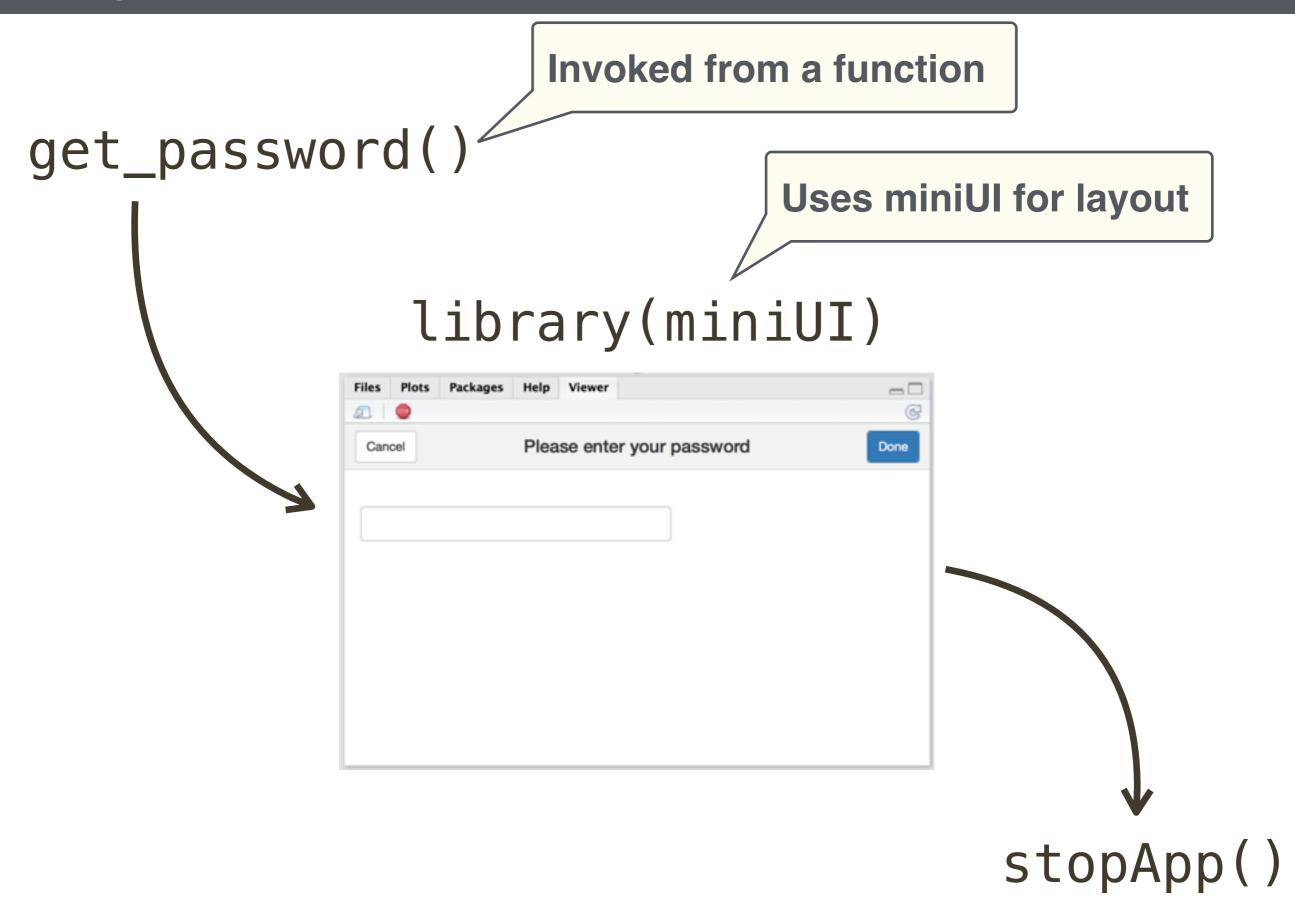
New in Shiny 0.13.0 (released January)

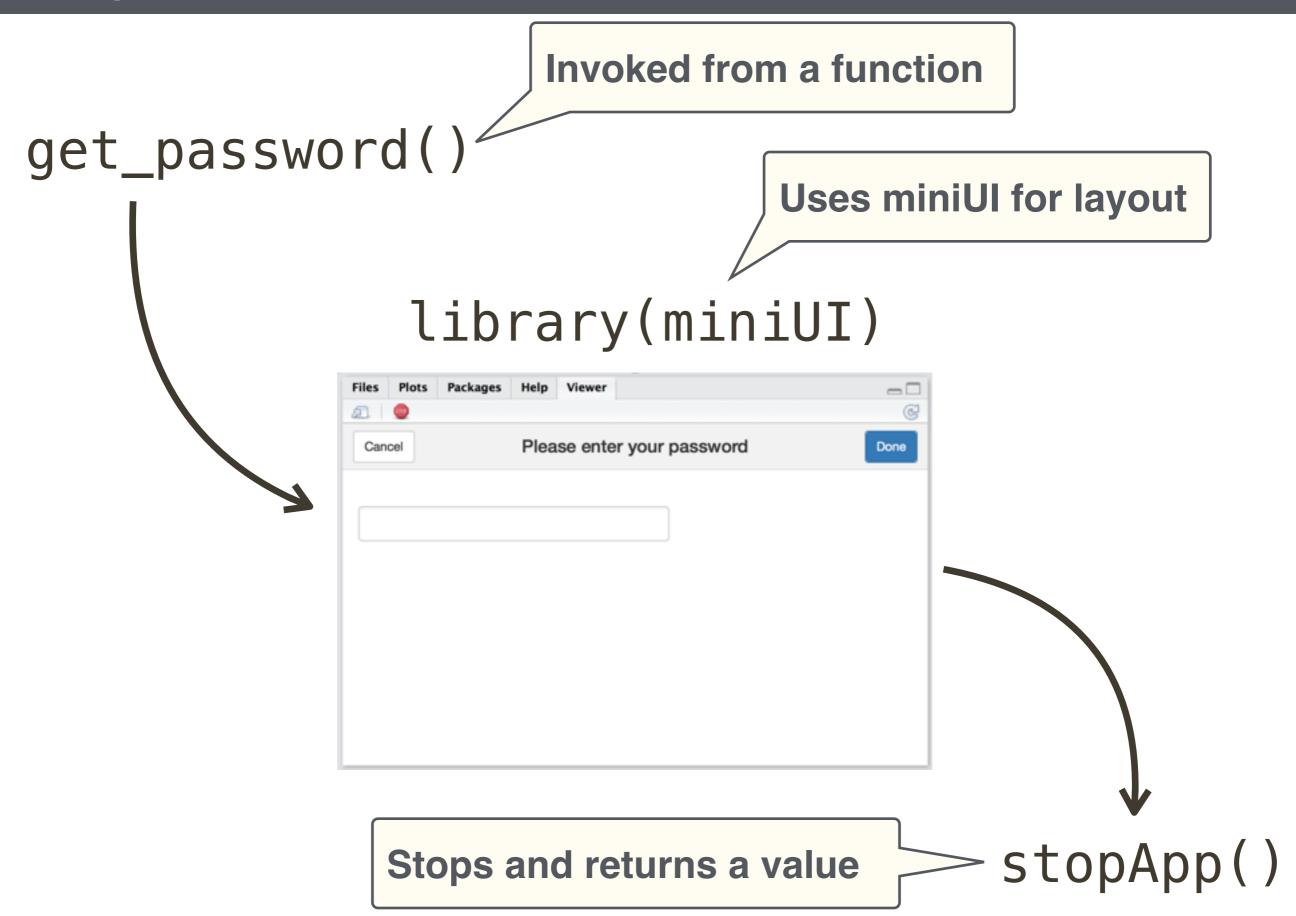
	Exploration	Presentation
Static		
Interactive	Shiny Gadgets	Regular Shiny apps

- New in Shiny 0.13.0 (released January)
- Gadgets make it easy to use interactive graphics in the exploration phase of data analysis.



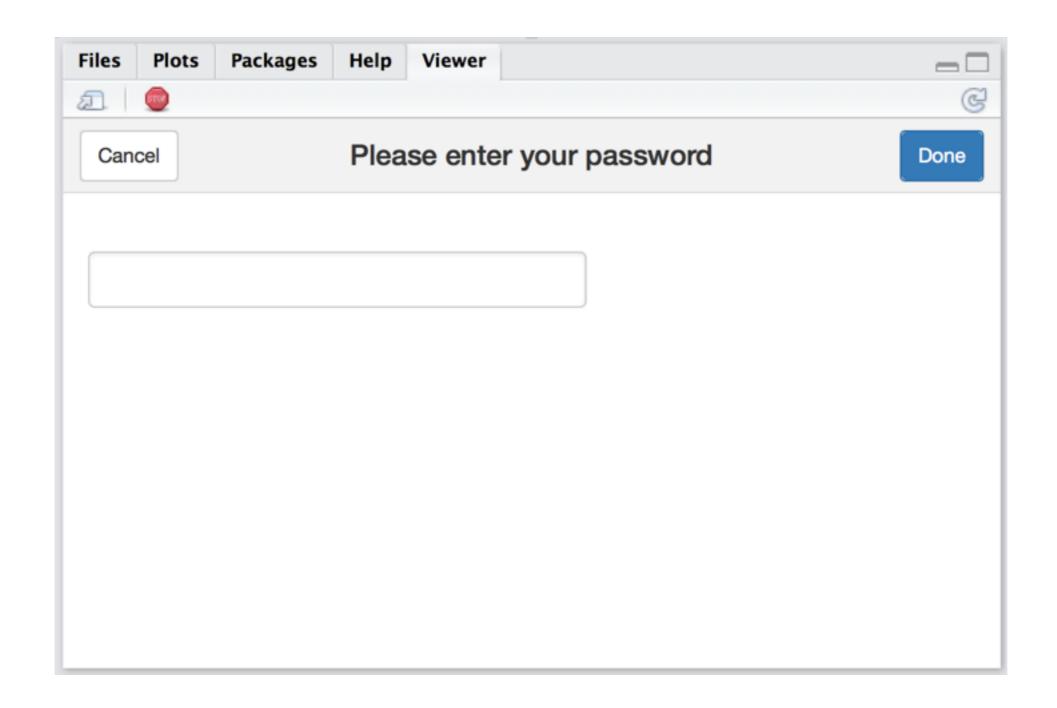






```
get_password <- function() {</pre>
  library(miniUI)
  ui <- miniPage(</pre>
    gadgetTitleBar("Please enter your password"),
    miniContentPanel(
      passwordInput("password", "")
  server <- function(input, output) {</pre>
    observeEvent(input$done, {
      stopApp(input$password)
    })
    observeEvent(input$cancel, {
      stopApp(stop("No password.", call. = FALSE))
    })
  runGadget(ui, server)
get_password()
```

Captures password without recording it in command history



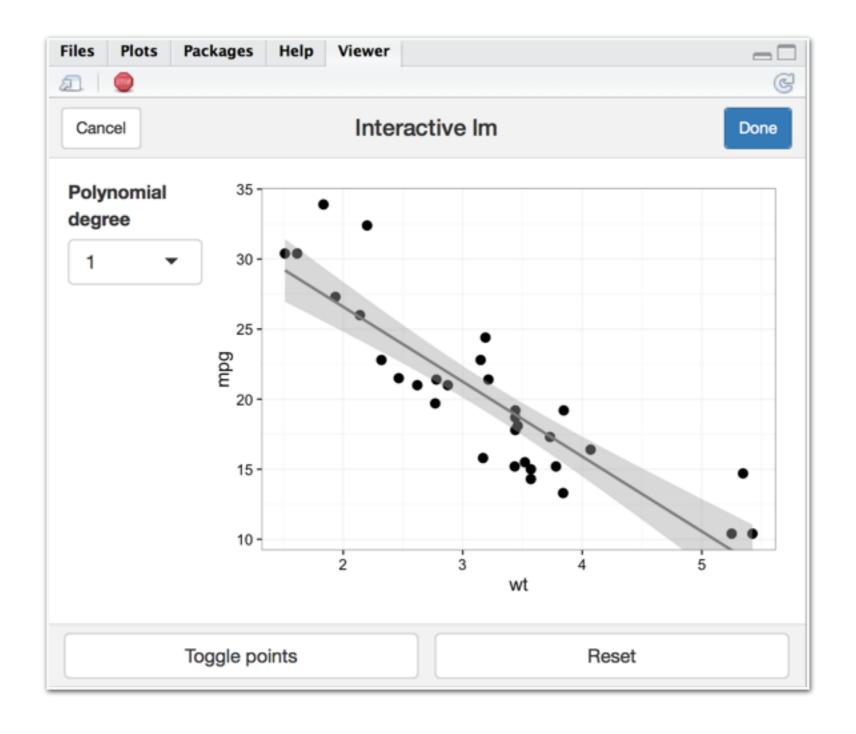
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  server <- function(input, output) {</pre>
    observeEvent(input$done, {
      stopApp(input$password)
    })
    observeEvent(input$cancel, {
      stopApp(stop("No password.", call. = FALSE))
    })
  runGadget(ui, server)
get_password()
```

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  library(miniUI)
  ui <- miniPage(</pre>
    gadgetTitleBar("Please enter your password"),
    miniContentPanel(
      passwordInput("password", "")
  server <- function(input, output) {</pre>
    observeEvent(input$done, {
      stopApp(input$password)
    })
    observeEvent(input$cancel, {
      stopApp(stop("No password.", call. = FALSE))
    })
  runGadget(ui, server)
                   Invoked from a function
```

```
get_password <- function() {</pre>
  library(miniUI)
                         miniUI package has UI
  ui <- miniPage(</pre>
    gadgetTitleBar("Ple
                         customized for small
    miniContentPanel(
                         spaces
      passwordInput("pa
  server <- function(input, output) {</pre>
    observeEvent(input$done, {
      stopApp(input$password)
    })
    observeEvent(input$cancel, {
      stopApp(stop("No password.", call. = FALSE))
    })
  runGadget(ui, server)
                   Invoked from a function
```

```
get_password <- function() {</pre>
  library(miniUI)
                          miniUI package has UI
  ui <- miniPage(</pre>
    gadgetTitleBar("Ple
                          customized for small
    miniContentPanel(
                          spaces
      passwordInput("pa
  server <- function(input, output) {</pre>
    observeEvent(input$done, {
      stopApp(input$password) <</pre>
                                    Stops and returns a value
    })
    observeEvent(input$cancel, {
      stopApp(stop("No password.", call. = FALSE))
    })
  runGadget(ui, server)
                    Invoked from a function
get_password()
```

# Example with interactive graphics



#### miniUI for layout

```
ui <- miniPage(</pre>
  gadgetTitleBar("Interactive lm"),
  miniContentPanel(
    fillRow(flex = c(NA, 1),
      fillCol(width = "100px",
        selectInput("degree", "Polynomial degree", c(1, 2, 3, 4))
      plotOutput("plot1",
        height = "100%",
        click = "plot1_click",
        brush = brushOpts(
          id = "plot1_brush"
  miniButtonBlock(
    actionButton("exclude_toggle", "Toggle points"),
    actionButton("exclude_reset", "Reset")
```

#### miniUI for layout

```
ui <- miniPage(</pre>
  gadgetTitleBar("Interactive lm"),
  miniContentPanel (
                                              Packages
                                                       Viewer
     fillRow(flex = c(NA, 1)
                                                        Interactive Im
       fillCol(width = "100px"
                                        Cancel
                                                                              Done
         selectInput("degree",
                                       Polynomial
                                       degree
       plotOutput("plot1",
         height = "100%",
                                                 25
         click = "plot1_click"
                                                mpg
         brush = brushOpts(
            id = "plot1_brush"
                                                 15
  miniButtonBlock (___
                                              Toggle points
                                                                     Reset
    actionButton("exclude_toggle
    actionButton("exclude_reset", "Reset")
```

## Wrapping up

#### http://shiny.rstudio.com/articles/

- => Interactive plots
- => Shiny Gadgets

#### http://shiny.rstudio.com/gallery/

=> Interactive plots