

# Interactive data visualization

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2018-04-16

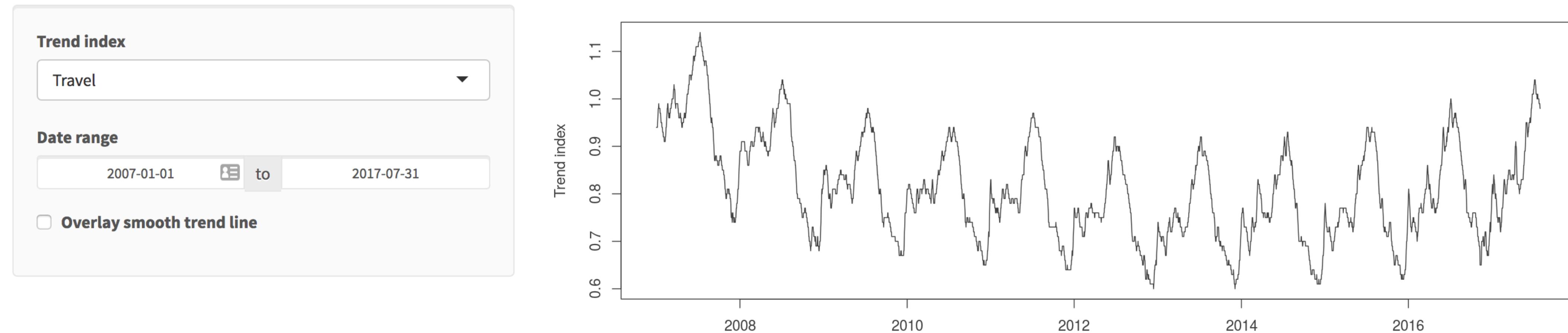
# Announcements

- ▶ Great job answering each others' questions on Slack over the weekend!
- ▶ Ignore the license expiration notice on RStudio Cloud – it'll go away in a day or two
- ▶ Data Dialogue this week: Thursday at 11:45am at Gross Hall
  - ▶ Julia Silge - Understanding Principal Component Analysis Using Stack Overflow Data
  - ▶ Also R-Ladies RTP meetup Wed at 6:30pm: tidytext analysis with R
- ▶ HW 6 due Wed at noon
- ▶ All team members should be at lab this week
  - ▶ Review proposal feedback before lab
  - ▶ Schedule **all** team meetings between now and project presentation now
  - ▶ Set a goal for each of these team meetings, e.g. combine results, work on presentation slides, practice presentation, etc.

# Outline

- ▶ High level view
- ▶ Anatomy of a Shiny app
- ▶ Reactivity 101
- ▶ File structure

# Google Trend Index



<https://gallery.shinyapps.io/120-goog-index/>

index is set to 1.0 on January 1, 2004

and is calculated only for US search traffic.

Source: [Google Domestic Trends](#)

Google Trend Index

by Mine Cetinkaya-Rundel <mine@rstudio.com>

A simple Shiny app that displays eruption data for the Google Trend Index app. Featured on the front page of the [Shiny Dev Center](#).

app.R

↑ SHOW WITH APP

```
library(shiny)
library(shinythemes)
library(dplyr)
library(readr)

# Load data
trend_data <- read_csv("data/trend_data.csv")
trend_description <- read_csv("data/trend_description.csv")

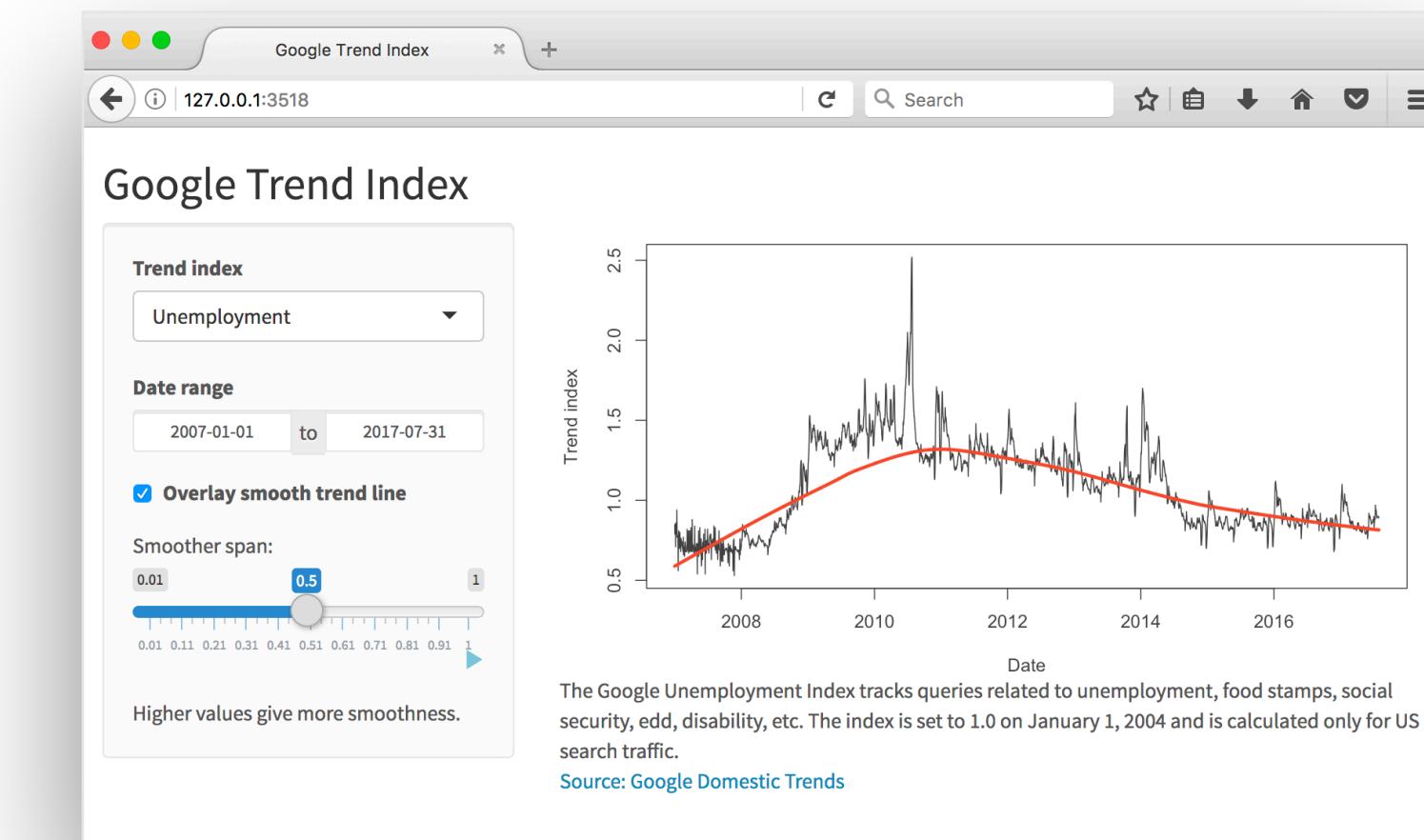
# Define UI
```

# High level view

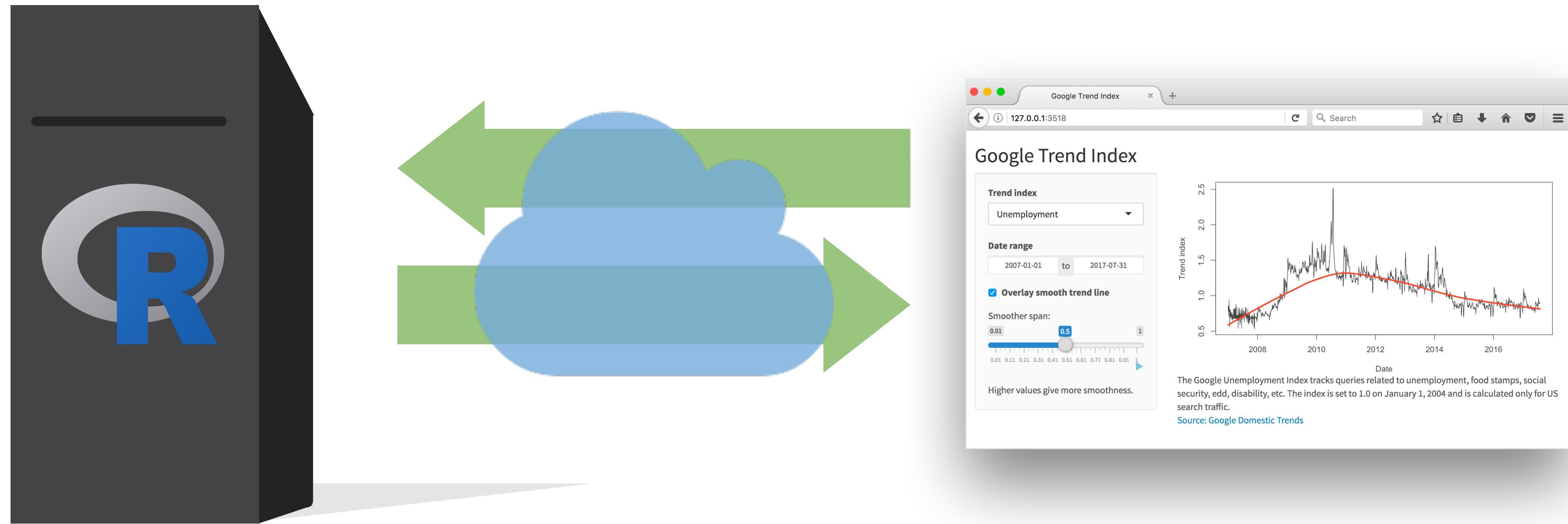
Every Shiny app has a webpage that the user visits,  
and behind this webpage there is a computer  
that serves this webpage by running R.

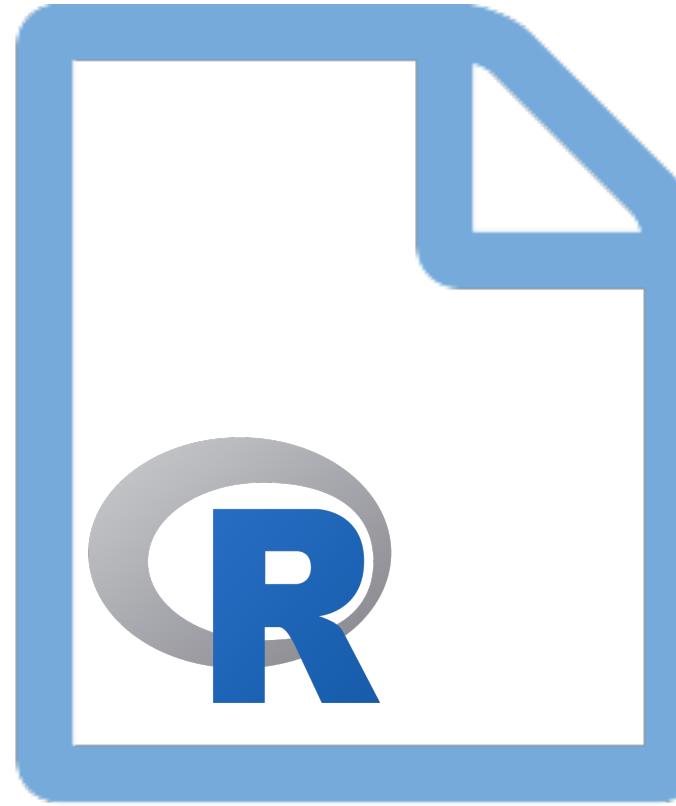
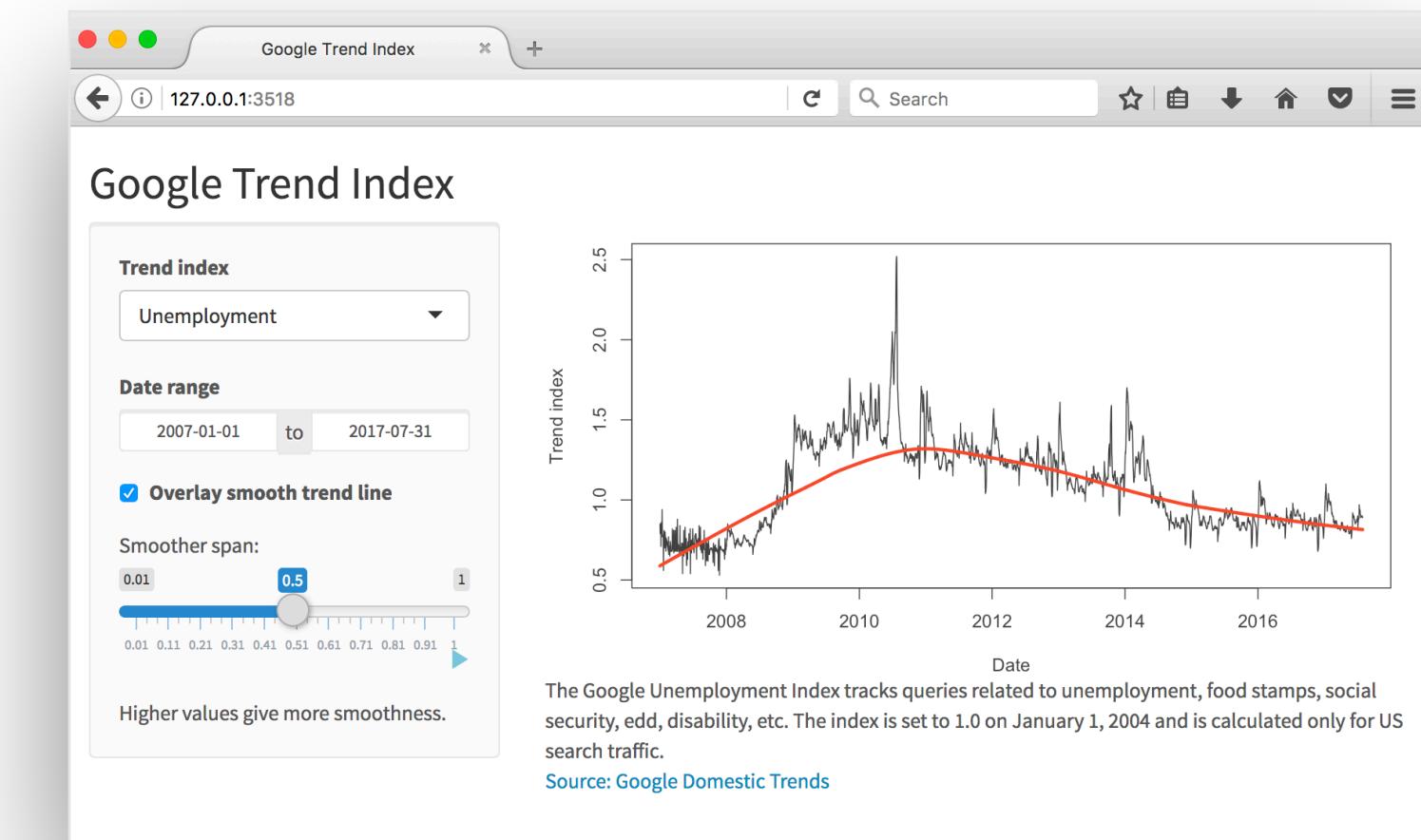
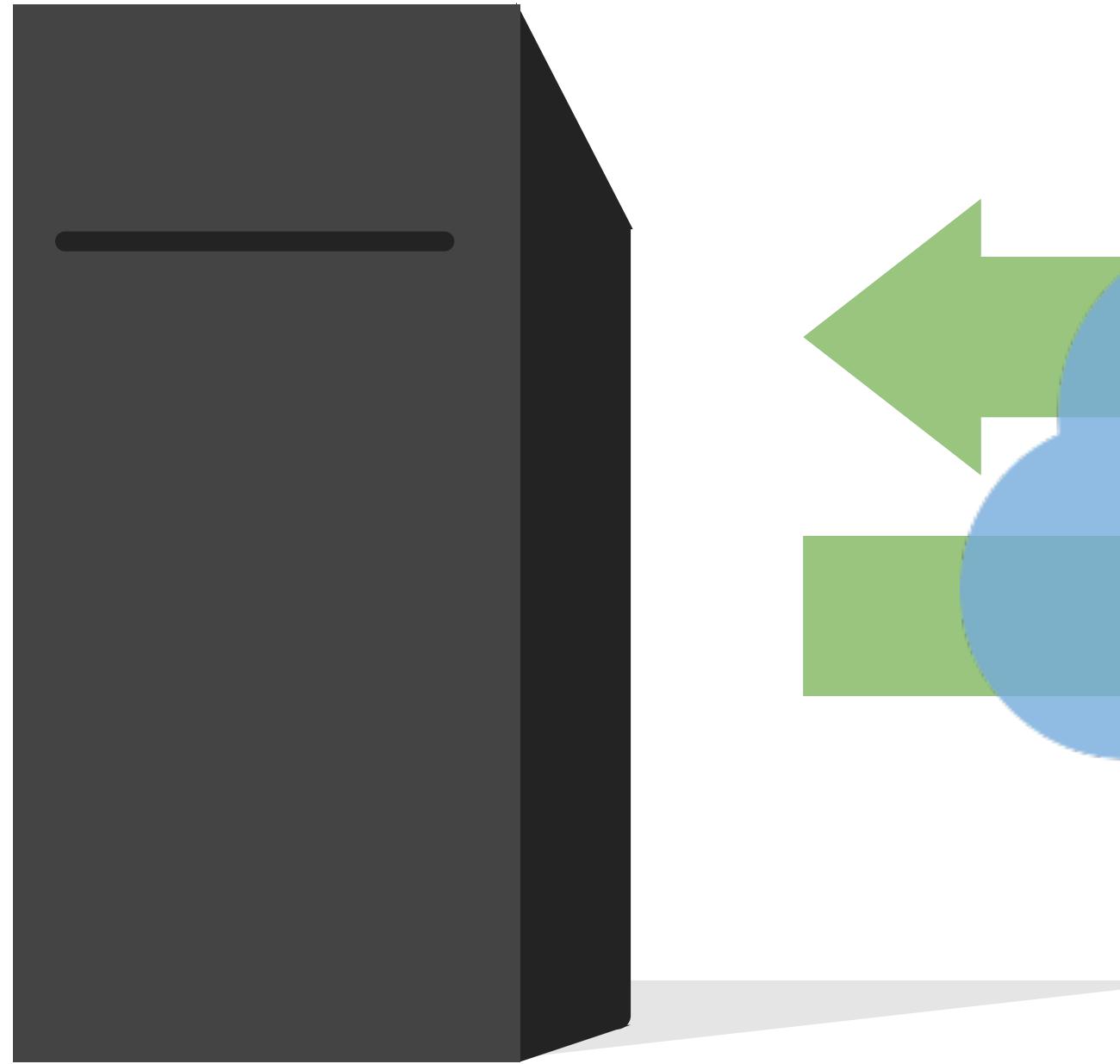


When running your app locally,  
the computer serving your app is your computer.



When your app is deployed,  
the computer serving your app is a web server.

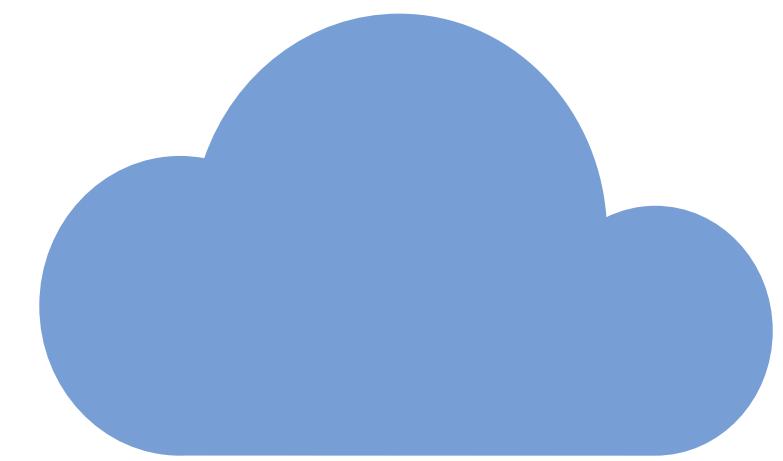




Server instructions



User interface



# Interactive viz

goog-index/app.R

# Anatomy of a Shiny app

# What's in a Shiny app?

```
library(shiny)  
ui <- fluidPage()
```

```
server <- function(input, output) {}
```

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

## User interface

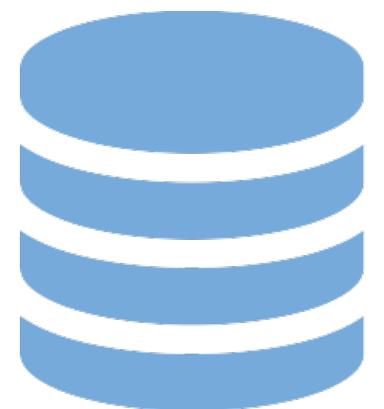
controls the layout and appearance of app

## Server function

contains instructions needed to build app

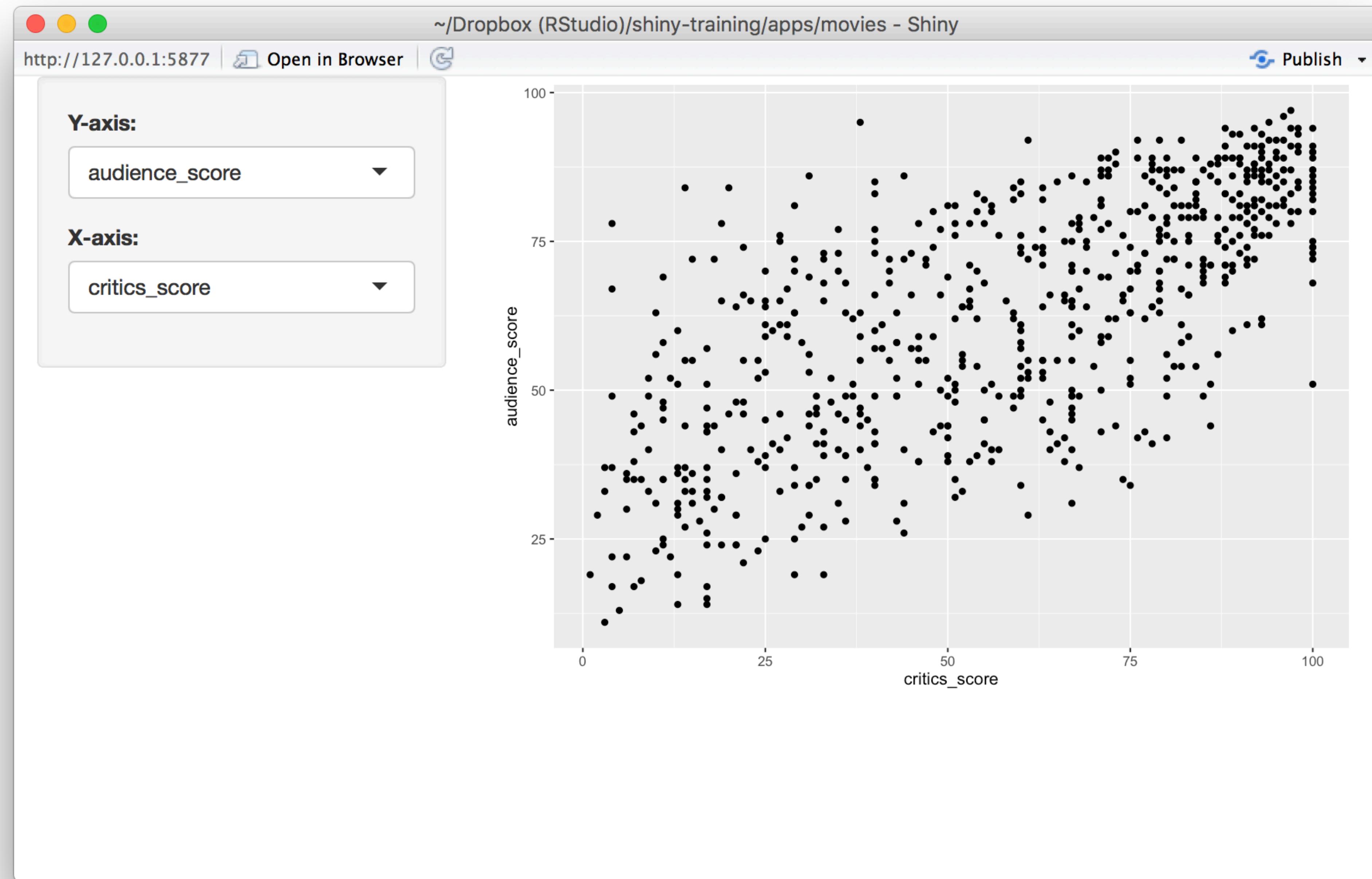


Let's build a simple movie browser app!



`data/movies.Rdata`

Data from IMDB and Rotten Tomatoes on random sample  
of 651 movies released in the US between 1970 and 2014



# App template

```
library(shiny)  
library(tidyverse)  
load("data/movies.Rdata")  
ui <- fluidPage()  
  
server <- function(input, output) {}  
  
shinyApp(ui = ui, server = server)
```

Dataset used for this app



```
# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

```
# Define UI
ui <- fluidPage( 
  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

Create fluid page layout

```
# Define UI
ui <- fluidPage(
  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

Create a layout with a sidebar and main area

```
# Define UI
ui <- fluidPage(
  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

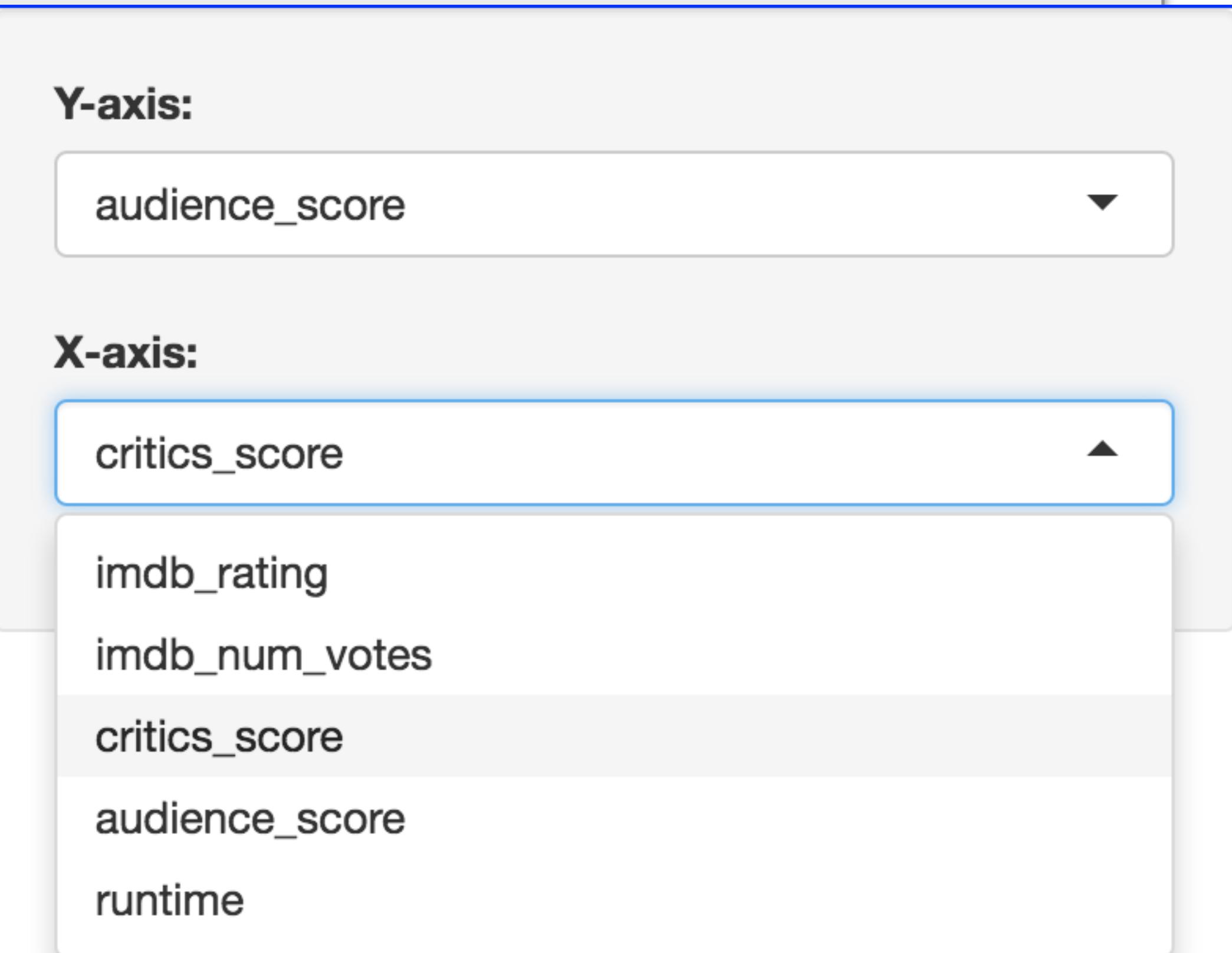
Create a sidebar panel containing **input** controls that can in turn be passed to **sidebarLayout**

```
# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score"),
                  selected = "audience_score"),

      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score")
    ),

    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```



```
# Define UI
ui <- fluidPage(

  # Sidebar layout with a input and output definitions
  sidebarLayout(
    # Inputs: Select variables to plot
    sidebarPanel(
      # Select variable for y-axis
      selectInput(inputId = "y", label = "Y-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "audience_score"),
      # Select variable for x-axis
      selectInput(inputId = "x", label = "X-axis:",
                  choices = c("imdb_rating", "imdb_num_votes", "critics_score", "audience_score", "runtime"),
                  selected = "critics_score"),
    ),
    # Output: Show scatterplot
    mainPanel(
      plotOutput(outputId = "scatterplot")
    )
  )
)
```

Create a main panel containing **output** elements that get created in the server function can in turn be passed to **sidebarLayout**



```
# Define server function
server <- function(input, output) {

  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```

```
# Define server function
server <- function(input, output) {
  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```



Contains instructions  
needed to build app

```
# Define server function
server <- function(input, output) {

  # Create the scatterplot object the plotOutput
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x,
      geom_point()
    })
  })
}
```

Renders a **reactive** plot that is suitable for assigning to an output slot

```
# Define server function
server <- function(input, output) {

  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot({
    ggplot(data = movies, aes_string(x = input$x, y = input$y)) +
      geom_point()
  })
}
```

Good ol' ggplot2 code,  
with **inputs** from UI



```
# Create the Shiny app object  
shinyApp(ui = ui, server = server)
```



Putting it all together...

`movies/movies-01.R`



Add a `sliderInput` for  
alpha level of points on plot

`movies/movies-02.R`

# Inputs

[www.rstudio.com/resources/cheatsheets/](http://www.rstudio.com/resources/cheatsheets/)

## Inputs

collect values from the user

Access the current value of an input object with **input\$<inputId>**. Input values are **reactive**.

Action

**actionButton**(inputId, label, icon, ...)

Link

**actionLink**(inputId, label, icon, ...)

Choice 1  
 Choice 2  
 Choice 3  
 Check me

**checkboxGroupInput**(inputId, label, choices, selected, inline)

**checkboxInput**(inputId, label, value)

**dateInput**(inputId, label, value, min, max, format, startview, weekstart, language)

**dateRangeInput**(inputId, label, start, end, min, max, format, startview, weekstart, language, separator)

Choose File

**fileInput**(inputId, label, multiple, accept)

- Choice A
- Choice B
- Choice C

Choice 1

Choice 1  
Choice 2

Apply Changes

Enter text

**numericInput**(inputId, label, value, min, max, step)

**passwordInput**(inputId, label, value)

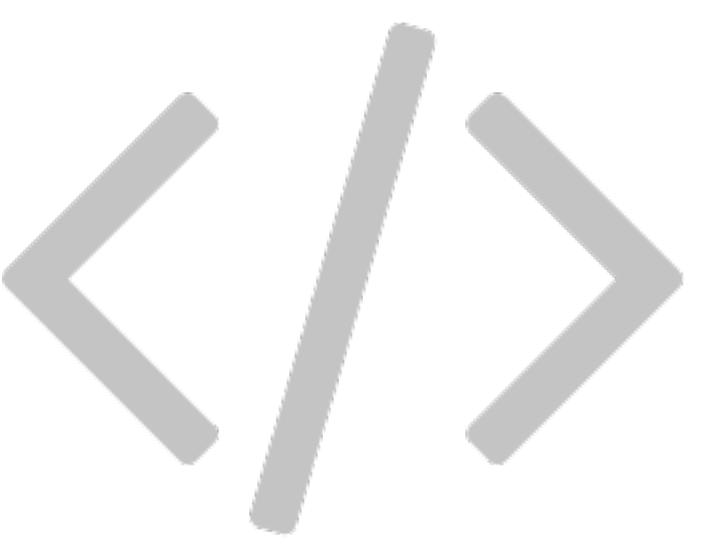
**radioButtons**(inputId, label, choices, selected, inline)

**selectInput**(inputId, label, choices, selected, multiple, selectize, width, size) (also **selectizeInput()**)

**sliderInput**(inputId, label, min, max, value, step, round, format, locale, ticks, animate, width, sep, pre, post)

**submitButton**(text, icon)  
(Prevents reactions across entire app)

**textInput**(inputId, label, value)



Add a new widget  
to color the points by another variable

`movies/movies-03.R`

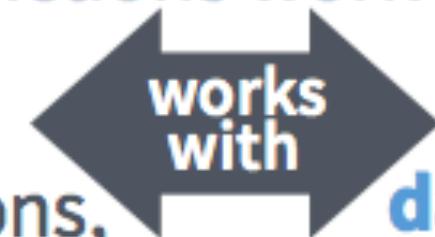


Display data frame  
*if* box is checked

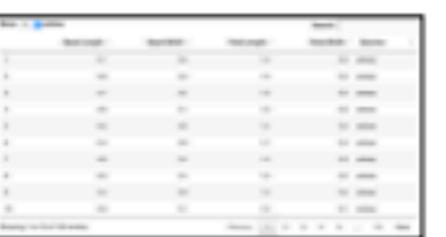
`movies/movies-04.R`

# Outputs

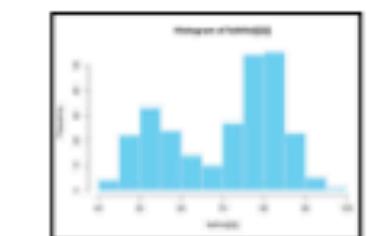
## Outputs - `render*`() and `*Output()` functions work together to add R output to the UI



**DT::renderDataTable(expr, options, callback, escape, env, quoted)**



**renderImage(expr, env, quoted, deleteFile)**



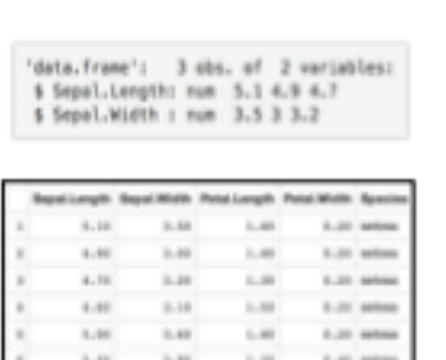
**renderPlot(expr, width, height, res, ..., env, quoted, func)**



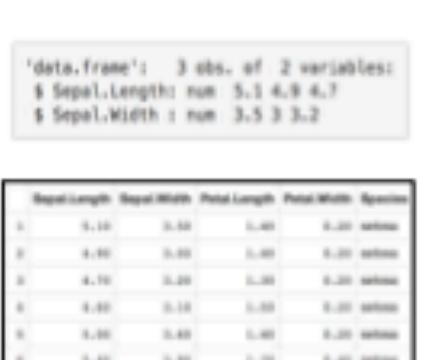
foo



**renderPrint(expr, env, quoted, func, width)**



**renderTable(expr, ..., env, quoted, func)**



**renderText(expr, env, quoted, func)**



**renderUI(expr, env, quoted, func)**



**dataTableOutput(outputId, icon, ...)**

**imageOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)**

**plotOutput(outputId, width, height, click, dblclick, hover, hoverDelay, inline, hoverDelayType, brush, clickId, hoverId)**

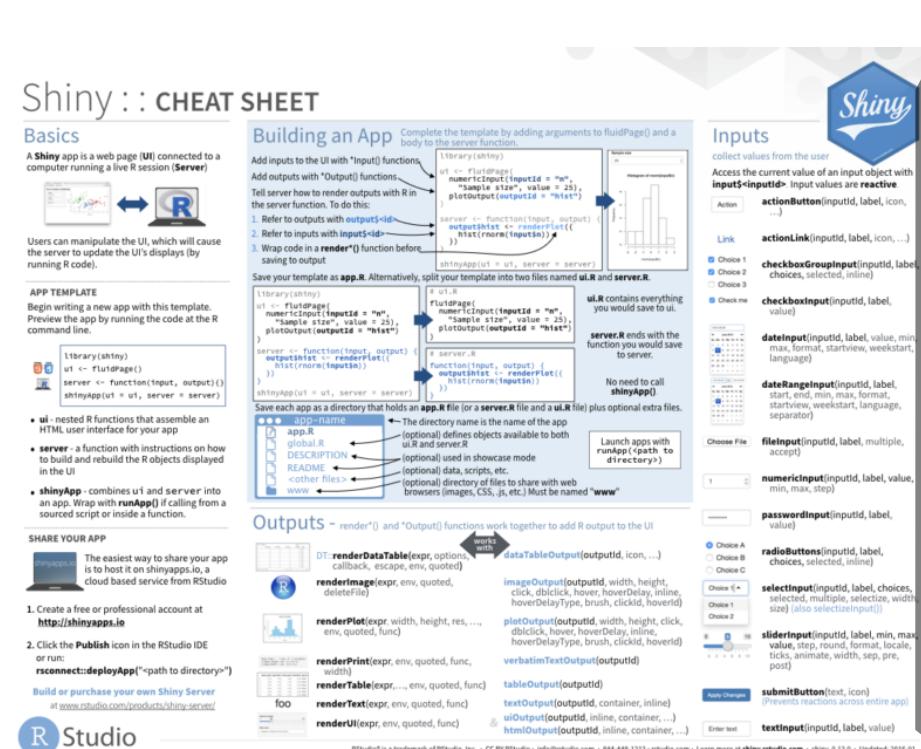
**verbatimTextOutput(outputId)**

**tableOutput(outputId)**

**textOutput(outputId, container, inline)**

**& uiOutput(outputId, inline, container, ...)**

**htmlOutput(outputId, inline, container, ...)**



R Studio

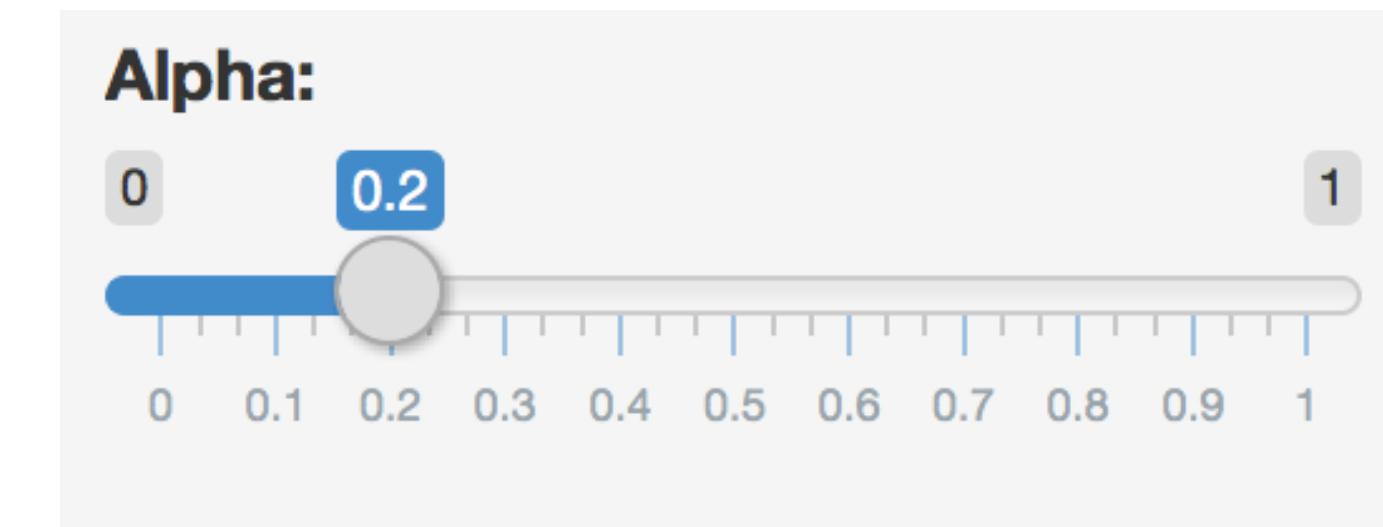
# Reactivity 101

# Reactions

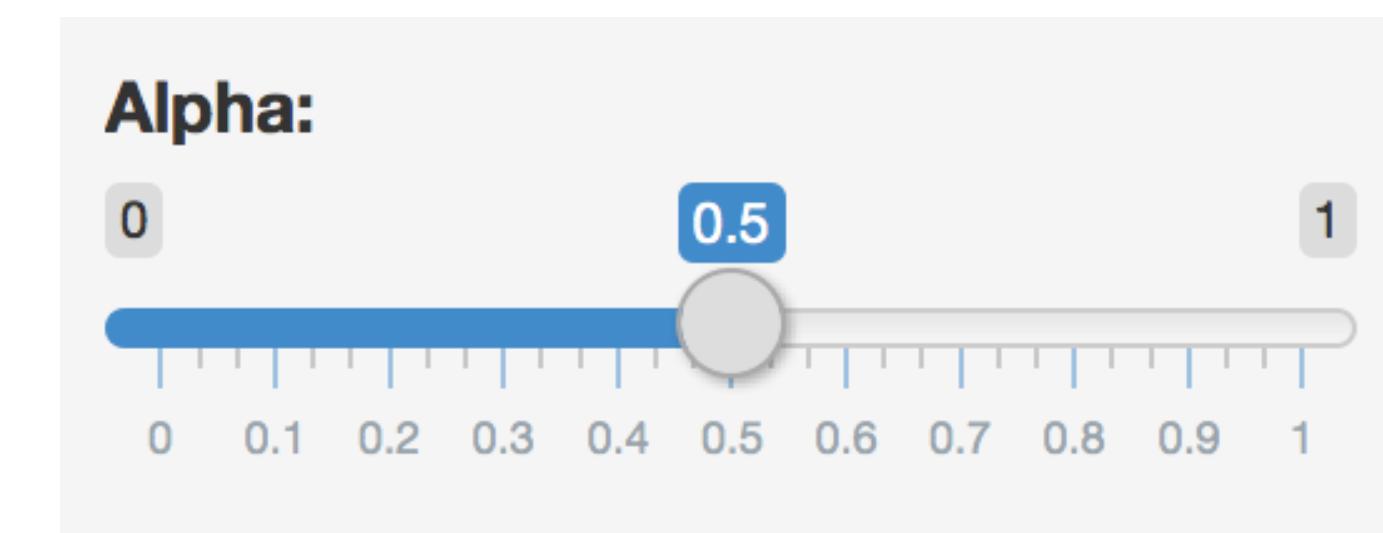
The **input\$** list stores the current value of each input object under its name.

```
# Set alpha level
sliderInput(inputId = "alpha",
            label = "Alpha:",
            min = 0, max = 1,
            value = 0.5)
```

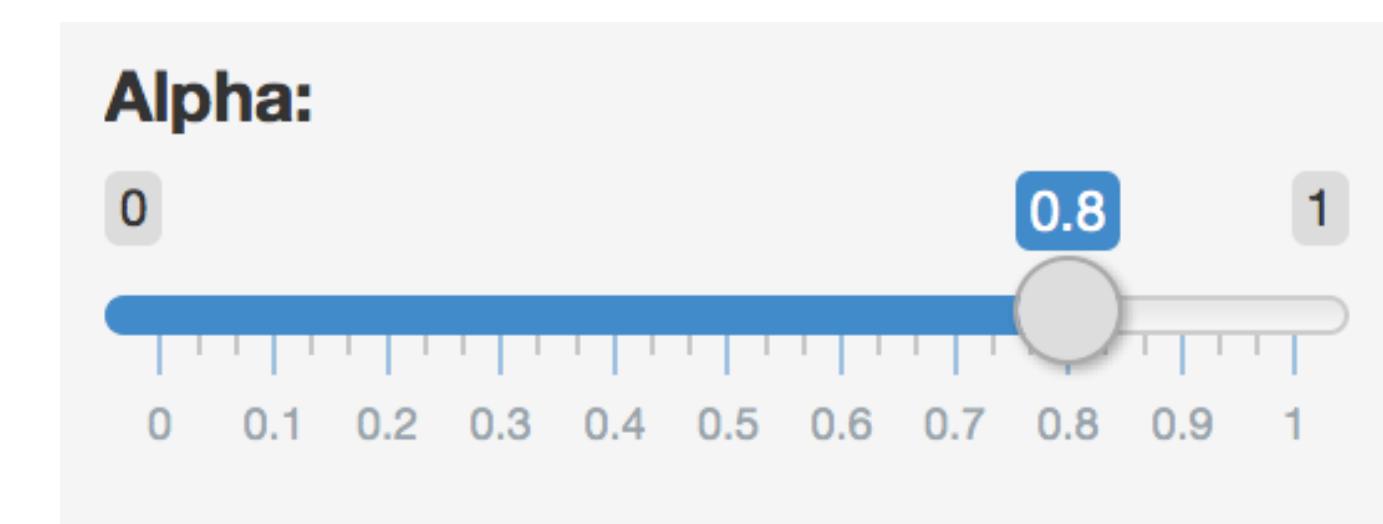
input\$alpha



input\$alpha = 0.2



input\$alpha = 0.5



input\$alpha = 0.8

# Reactions (cont.)

Reactivity automatically occurs when an **input** value is used to render an **output** object.

```
# Define server function required to create the scatterplot
server <- function(input, output) {
  # Create the scatterplot object the plotOutput function is expecting
  output$scatterplot <- renderPlot(
    ggplot(data = movies, aes_string(x = input$x, y = input$y,
                                      color = input$z)) +
    geom_point(alpha = input$alpha)
  )
}
```



Suppose you want the option to plot only certain types of movies as well as report how many such movies are plotted:

1. Add a UI element for the user to select which type(s) of movies they want to plot
2. Filter for chosen title type and save as a new (reactive) expression
3. Use new data frame (which is reactive) for plotting
4. Use new data frame (which is reactive) also for reporting number of observations



1. Add a UI element for the user to select which type(s) of movies they want to plot

```
# Select which types of movies to plot
checkboxGroupInput(inputId = "selected_type",
  label = "Select movie type(s):",
  choices = c("Documentary", "Feature Film",
             "TV Movie"),
  selected = "Feature Film")
```



2. Filter for chosen title type and save the new data frame as a reactive expression

## server:

```
# Create a subset of data filtering for
movies_subset <- reactive({
  req(input$selected_type)
  filter(movies, title_type %in% input$selected_type)
})
```

Creates a **cached expression** that knows it is out of date when input changes



### 3. Use new data frame (which is reactive) for plotting

```
# Create scatterplot object plotOutput function is expecting
output$scatterplot <- renderPlot({
  ggplot(data = movies_subset(),
         aes_string(x = input$x, y = input$y,
                     geom_point(...) +
  ...
})
```

**Cached** - only re-run  
when inputs change +



4. Use new data frame (which is reactive) also for printing number of observations

## ui:

```
mainPanel(  
  ...  
  # Print number of obs plotted  
  uiOutput(outputId = "n"),  
  ...  
)
```

## server:

```
# Print number of movies plotted  
output$n <- renderUI({  
  types <- movies_subset()$title_type %>%  
    factor(levels = input$selected_type)  
  counts <- table(types)  
  
  HTML(paste("There are",  
            counts,  
            input$selected_type,  
            "movies in this dataset.  
            <br>"))  
})
```



Putting it all together...

`movies/movies-05.R`



5. req()
6. App title
7. selectInput() choice labels
8. Formatting of x and y axis labels
9. Visual separation with horizontal lines and breaks

# When to use reactive

- ▶ By using a reactive expression for the subsetted data frame, we were able to get away with subsetting once and then using the result twice.
- ▶ In general, reactive conductors let you
  - ▶ not repeat yourself (i.e. avoid copy-and-paste code, which is a maintenance boon), and
  - ▶ decompose large, complex (code-wise, not necessarily CPU-wise) calculations into smaller pieces to make them more understandable.
- ▶ These benefits are similar to what happens when you decompose a large complex R script into a series of small functions that build on each other.

# File structure

# File structure

- ▶ One directory with every file the app needs:
- ▶ `app.R` (your script which ends with a call to `shinyApp()`)
- ▶ datasets, images, css, helper scripts, etc.

