Understanding reactivity

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Reactivity 101



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

input\$alpha



Reactions



Define server function required to create the scatterplot server <- function(input, output) {</pre> output\$scatterplot <- renderPlot(</pre>

geom_point(alpha = input\$alpha)



Reactivity 101

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

```
# Create the scatterplot object the plotOutput function is expecting
 ggplot(data = NHANES, aes_string(x = input$x, y = input$y,
                                  color = input(z)) +
```





Reactive flow

Suppose you want the option to plot only certain education level(s) as well as report how many such participants are plotted:

- 1. Add a UI element for the user to select which education level(s) they want to plot 2. Filter for chosen education level(s) 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





DEMO

1. Add a UI element for the user to select which education level(s) they want to plot

Select which education level(s) to plot checkboxGroupInput(inputId = "education", selected = "College Grad")



```
label = "Select education level(s):",
choices = levels(NHANES$Education),
```

Filter for chosen education level(s) and save as a 2. new (reactive) expression

Server # # Create a subset of data filtering for chosen educ NHANES_subset <- reactive({ req(input\$education) filter(NHANES, title_type %in% input\$education)



Creates a cached expression that knows it is out of date when input changes



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

output\$scatterplot <- renderPlot({</pre> ggplot(data = NHANES_subset(), aes_string(x

geom_point(...) +

})

 $\bullet \bullet \bullet$



Create the scatterplot object the plotOutput function is expecting Cached - only re-run when inputs change CO

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

```
...
  # Print number of obs plotted
  uiOutput(outputId = "n"),
# Server
output$n <- renderUI({</pre>
  types <- NHANES_subset()$title_type %>%
    factor(levels = input$selected_type)
  counts <- table(types)</pre>
```



HTML(paste("There are", counts, input\$selected_type, "participants in this dataset.
")) })

Putting it altogether nhanes-apps/nhanes-05.R

Also notice HTML tags for visual separation req()





DEMO

- 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
 - smaller pieces to make them more understandable
 - not repeat yourself (i.e. avoid copy-and-paste code) which is a maintenance boon) - decompose large, complex (code-wise, not necessarily CPU-wise) calculations into
- 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



When to use reactives

Suppose we want to plot only a random sample of participants, of size determined by the user. What is wrong with the following?

Server

Create a new data frame that is a sample of n_samp

observations from NHANES NHANES_sample <- sample_n(NHANES_sample(), input\$n_samp)

Plot the sampled participants output\$scatterplot <- renderPlot({</pre> ggplot(data = NHANES_sample, aes_string(x = input\$x, y = input\$y, color = input(z)) +geom_point(...)

})







Server

Create a new data frame that is a sample of n_samp # observations from NHANES

NHANES_sample <- reactive({ req(input\$n_samp) # ensure availability of value sample_n(NHANES_sample(), input\$n_samp) })

```
# Plot the sampled participants
output$scatterplot <- renderPlot({</pre>
  ggplot(data = NHANES_sample(),
         aes_string(x = input$x,
                     y = input$y,
                     color = input(z)) +
    geom_point(...)
```



})

SOLUTION

Render functions



- Provide a code chunk that describes how an output should be populated
- The output will update in response to changes in any reactive values or reactive expressions that are used in the code chunk



Render functions

render*({ [code_chunk] })

			Based -				
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	-		1.0				
		-					
	-	-					
			1.0				
	1						

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



'data.frame': 3 obs. of 2 variables: \$ Sepal.Length: num 5.1 4.9 4.7 \$ Sepal.Width : num 3.5 3 3.2 renderImage(expr, env, quoted,

renderPlot(expr, width, height, re quoted, func)

renderPrint(expr, env, quoted, func, verbatimTextOutput(outputId)
width)

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	4.90	1.88	1.40	0.39	setose
8	4.10	3.28	1.30	0.20	setima
4	4.40	0.18	1.58	0.00	and one
	8.00	3.48	1.40	0.20	setone
÷	3.40	1.80	1.78	0.40	sectors.

foo

Choose a		,					
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renderText(expr, env, quoted, func) textOutput(outputId, container, inline)

renderUI(expr, env, quoted, func)





deleteFile)	imageOutput(outputId, width, height, click, dblclick, hover, hoverDelay, hoverDelayType, brush, clickId, hoverId, inline)
es,, env,	plotOutput(outputId, width, height, click, dblclick, hover, hoverDelay, hoverDelayType, brush, clickId, hoverId, inline)

renderTable(expr,..., env, quoted, func) tableOutput(outputId)

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

render*({ [code_chunk] })

- These functions make objects to display
- Results should always be saved to output\$
- They make an observer object that has a block of code associated with it
- The object will rerun the entire code block to update itself whenever it is invalidated



Recap

Implementation



Implementation of reactives

- **Reactive values** reactiveValues():
 - e.g. input: which looks like a list, and contains many individual reactive values that are set by input from the web browser
- Reactive expressions reactive(): they depend on reactive values and observers depend on them
 - Can access reactive values or other reactive expressions, and they return a value
 - Useful for caching the results of any procedure that happens in response to user input
 - e.g. reactive data frame subsets we created earlier
- Observers observe(): they depend on reactive expressions, but nothing else depends on them
 Can access reactive sources and reactive expressions, but they don't return a value; they are used
 - Can access reactive sources and reactive ex for their side effects
 - e.g. output object is a reactive observer, which also looks like a list, and contains many individual reactive observers that are created by using reactive values and expressions in reactive functions



Reactive expressions vs. observers

- Similarities: Both store expressions that can be executed
- Differences:
 - Reactive expressions return values, but observers don't
 - Observers (and endpoints in general) eagerly respond to reactives, but reactive expressions (and conductors in general) do not
 - Reactive expressions must not have side effects, while observers are only useful for their side effects



Debug the following app scripts: - review/whats-wrong.R - review/mult-3.R - review/add-2.R



Your turn

$5_m \,\, 00_s$

