

Package ‘picker’

March 31, 2022

Title Pick Data Points from a Deck.gl Scatterplot

Version 0.2.6

Description Performant interactive scatterplot for ~ 1 million points. Zoom, pan, and pick points. Includes tooltips, labels, a grid overlay, legend, and coupled interactions across multiple plots.

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Encoding UTF-8

RoxygenNote 7.1.2

URL <https://github.com/hms-dbmi/picker>

BugReports <https://github.com/hms-dbmi/picker/issues>

Imports htmlwidgets (>= 1.5.3)

Suggests shiny, scales

Depends R (>= 4.0)

NeedsCompilation no

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 picker

Render a Picker Widget

Description

Render a Picker Widget

Usage

```

picker(
  coords,
  colors,
  labels,
  title = NULL,
  label_coords = NULL,
  polygons = NULL,
  point_color_polygons = NULL,
  show_controls = TRUE,
  grid_legend_items = NULL,
  scale_legend_props = NULL,
  scatter_props = NULL,
  deck_props = NULL,
  text_props = NULL,
  polygon_props = NULL,
  xrange = NULL,
  yrange = NULL,
  xaxs = 0.04,
  yaxs = 0.04,
  width = NULL,
  height = NULL,
  elementId = NULL
)

```

Arguments

<code>coords</code>	data.frame with two columns. First has x, second has y coordinates.
<code>colors</code>	vector of hex colors, one for each row of coords.
<code>labels</code>	vector of point labels used for tooltips on hover.
<code>title</code>	character string to show in top left of plot.
<code>label_coords</code>	data.frame with three columns 'x', 'y', and 'label'. Used for text layer.
<code>polygons</code>	data.frame containing at minimum columns 'x1', 'x2', 'y1', 'y2', that define the polygons to draw and 'color' that defines the color.
<code>point_color_polygons</code>	character, a color to make points when polygons are shown e.g. 'white'.
<code>show_controls</code>	Should control panel be shown? Default is TRUE.

grid_legend_items	list of lists with color hex for legend square and label for legend items. Only visible for grid display.
scale_legend_props	optional props to render a gradient scale legend. For example: <code>list(colorHigh = 'red', colorLow = 'gray', high = 4, low = 0)</code>
scatter_props	Props passed to <code>deck.gl ScatterplotLayer</code> .
deck_props	Props passed to <code>deck.gl Deck</code> instance.
text_props	Props passed to <code>deck.gl TextLayer</code> .
polygon_props	Props passed to <code>deck.gl PolygonLayer</code> .
xrange	range of x-values. Default is <code>range(coords[, 1])</code> .
yrange	range of y-values. Default is <code>range(coords[, 2])</code> .
xaxis	the fraction to extend xrange on either side. Default is 0.04.
yaxis	the fraction to extend yrange on either side. Default is 0.04.
width	width of htmlwidget.
height	height of htmlwidget.
elementId	id of htmlwidget.

Value

renders html widget

Examples

```
if (interactive()) {
  library(shiny)
  library(picker)

  # load example data
  load(system.file('extdata/pbmcs.rda', package = 'picker'))

  # setup gradient scale legend
  scale_legend_props <- list(
    colorHigh = 'blue',
    colorLow = '#f5f5f5',
    high = round(max(exp)),
    low = min(exp))

  text_props <- list()

  # get colors for gene expression
  exp <- scales::rescale(exp, c(0, 1))
  expression_colors <- scales::seq_gradient_pal('#f5f5f5', 'blue')(exp)

  # legend to show when grid is visible
  grid_legend_items = list(
```

```

    list(color = '#FF0000', label = '\U2191'),
    list(color = '#0000FF', label = '\U2193'),
    list(color = '#989898', label = 'p \U003C .05'),
    list(color = '#EAEAEA', label = 'p \U2265 .05')
  )
)

ui = shinyUI(fluidPage(
  tags$head(tags$style(".picker {border: 1px solid #ddd; margin: 20px 0;}")),
  shiny::column(
    width = 6,
    pickerOutput('clusters', width = '100%', height = '400px'),
    pickerOutput('expression', width = '100%', height = '400px'),
    verbatimTextOutput('selected')
  )
))

server = function(input, output) {

  # show selected output
  output$selected <- renderPrint({
    input$clusters_selected_points
  })

  # coordinate views (zoom/pan)
  clusters_proxy <- picker_proxy('clusters')
  observeEvent(input$expression_view_state, {
    update_picker(clusters_proxy, input$expression_view_state)
  })

  expression_proxy <- picker_proxy('expression')
  observeEvent(input$clusters_view_state, {
    update_picker(expression_proxy, input$clusters_view_state)
  })

  # change title between grid/scatterplot
  observeEvent(input$clusters_show_grid, {
    title <- ifelse(input$clusters_show_grid, '\U0394 CELLS', '')
    update_picker(clusters_proxy, title = title)
  })

  # render pickers
  output$clusters <- renderPicker(
    picker(
      coords,
      cluster_colors,
      labels,
      label_coords = label_coords,
      polygons = polygons,
      text_props = text_props,
      point_color_polygons = 'white',
      grid_legend_items = grid_legend_items)
  )
}

```

```
output$expression <- renderPicker(  
  picker(coords,  
    expression_colors,  
    labels,  
    show_controls = FALSE,  
    scale_legend_props = scale_legend_props)  
)  
}  
  
shinyApp(ui = ui, server = server, options = list(launch.browser = TRUE))  
}
```

picker-shiny

Shiny bindings for picker

Description

Output and render functions for using picker within Shiny applications and interactive Rmd documents.

Usage

```
pickerOutput(outputId, width = "100%", height = "400px")
```

```
renderPicker(expr, env = parent.frame(), quoted = FALSE)
```

Arguments

outputId	output variable to read from
width, height	Must be a valid CSS unit (like '100%', '400px', 'auto') or a number, which will be coerced to a string and have 'px' appended.
expr	An expression that generates a picker
env	The environment in which to evaluate expr.
quoted	Is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable.

Value

An output or render function that enables the use of the widget within Shiny applications.

picker_proxy	<i>Create a picker proxy object</i>
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Description

Creates a picker-like object that can be used to update a picker object that has already been rendered.

Usage

```
picker_proxy(shinyId, session = shiny::getDefaultReactiveDomain())
```

Arguments

shinyId	single-element character vector indicating the output ID of the deck to modify
session	the Shiny session object to which the picker widget belongs; usually the default value will suffice.

Value

a picker_proxy object that can be updated with update_picker.

See Also

[update_picker](#)

update_picker	<i>Send commands to a picker instance in a Shiny app</i>
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Description

Send commands to a picker instance in a Shiny app

Usage

```
update_picker(  
  proxy,  
  view_state = NULL,  
  colors = NULL,  
  labels = NULL,  
  label_coords = NULL,  
  polygons = NULL,  
  show_grid = NULL,  
  title = NULL  
)
```

Arguments

proxy	picker proxy object created by <code>picker_proxy</code> .
view_state	view state from other picker input (optional).
colors	vector of hex colors, one for each row of coords.
labels	vector of point labels used for tooltips on hover.
label_coords	data.frame with three columns 'x', 'y', and 'label'. Used for text layer.
polygons	data.frame containing at minimum columns 'x1', 'x2', 'y1', 'y2', that define the polygons to draw and 'color' that defines the color.
show_grid	set to TRUE to turn on grid layer.
title	character string to show in top left of plot.

Value

The original proxy object. Called for side effects.

See Also

[picker_proxy](#)

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