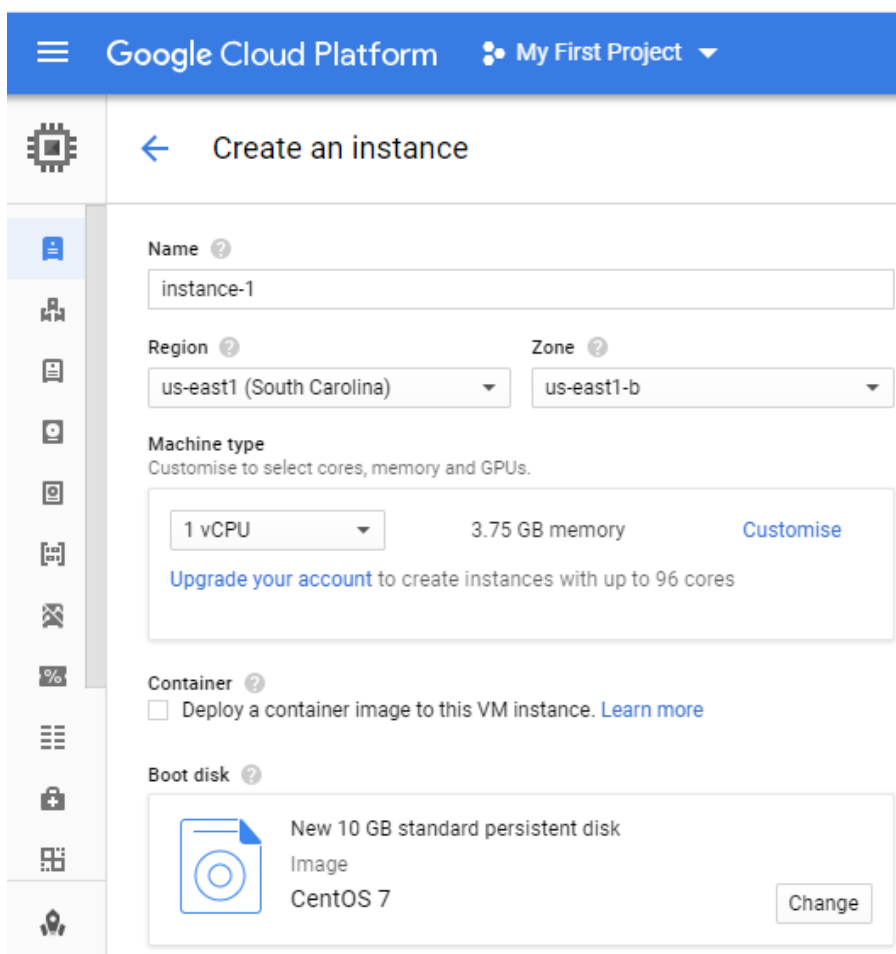


Uploading a Shiny app to a server


1. Creating a sever instance

For this example, we use Google Cloud (<https://console.cloud.google.com/freetrial>). Amazon Web Services (<https://aws.amazon.com/>) or Microsoft Azure (<https://azure.microsoft.com/>) are all comparable solutions, all with free credit offers for new accounts. The only advantage of Google is that it doesn't require additional software downloads to interact with a Linux server.

Begin by setting up your account on the above URL using any Google account (Google Mail, YouTube, etc.). Having done this, navigate to "VM Instances" (for Virtual Machine) from the main navigation (<https://console.cloud.google.com/compute/instances>). Here you can create a virtual server to host your code. Having selected create you should see a screen like the below:




There are various options and customisations available here, far too many to go into, so just the key parts are highlighted. Naming the instance is useful if you are maintaining several VMs. You can also change the machine specifics in terms of CPUs (computing power – although it is worth noting that “out-of-the-box” R, and therefore Shiny, is a single-core application), RAM (amount of data that can be held in memory) and storage space. In most cases the standard settings are fine and it is possible to upgrade later. You should also select your “flavour” of Linux. My preference is CentOS 7, which is what the below instructions will be based on (although Ubuntu can also be used). Further down is a link labelled “Management, disks, networking, SSH keys”. We’ll need to check to allow HTTP traffic (so users can visit the app) and expand the options.

Firewall 
Add tags and firewall rules to allow specific network traffic from the Internet.

Allow HTTP traffic
 Allow HTTPS traffic

[Management, disks, networking, SSH keys](#)

We’ll be adding an SSH key (basically a code-based password) so that we can securely log into the instance for transferring files and similar tasks. You can either use a pre-existing SSH, or one can be generated (for Windows: <https://www.ssh.com/ssh/putty/windows/puttygen>; and for Mac: <https://docs.joyent.com/public-cloud/getting-started/ssh-keys/generating-an-ssh-key-manually/manually-generating-your-ssh-key-in-mac-os-x>). Having created the key you need to paste it directly into the Google Console in the space below:

Firewall 
Add tags and firewall rules to allow specific network traffic from the Internet.


Allow HTTP traffic
 Allow HTTPS traffic

Management Disks Networking **SSH Keys**

These keys allow access only to this instance, unlike [project-wide SSH keys](#) [Learn more](#)

Block project-wide SSH keys
When ticked, project-wide SSH keys cannot access this instance. [Learn more.](#)

Enter entire key data

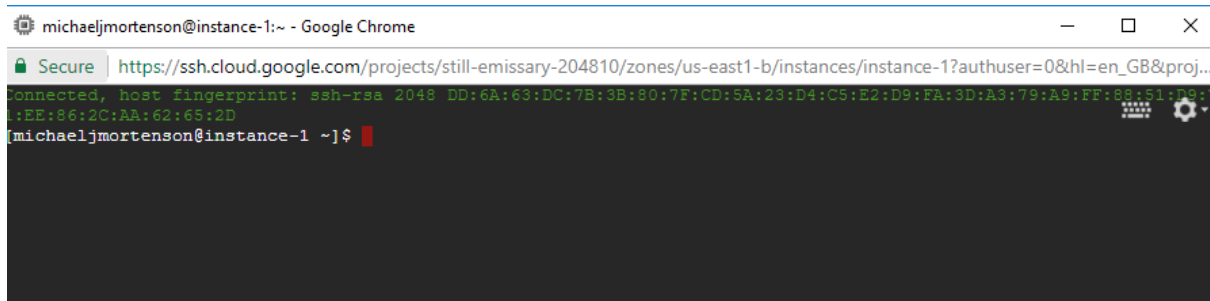


[+ Add item](#)

Having completed this step click on “Create” and your virtual machine will be built. This may take a short amount of time, but when finished you will see a green tick next to your instance name:

<input type="checkbox"/>	Name ^	Zone	Recommendation	Internal IP	External IP	Connect
<input checked="" type="checkbox"/>	instance-1	us-east1-b		10.142.0.2 (nic0)	35.190.138.50 ↗	SSH ▾ ⋮

One of the main advantages of Google is that we can now connect directly to the instance by selecting “Open in browser window” under the dropdown menu by “SSH”. This should open up a pop-up window with the interface to our machine:



From here we can start to configure our machine and install the necessary programs. To begin with we will make sure everything is up to date using the following commands:

```
sudo yum install epel-release
```

```
sudo yum update
```

All being well you will be shown a total download size (in my practice run its 90mb) and prompted if this is OK. “y” (for yes) will then download any additional packages. Once finished you will see a message saying “Complete!” and the command prompt will be back:

```
Updated:
google-cloud-sdk.noarch 0:204.0.0-1.e17
iwl1135-firmware.noarch 0:18.168.6.1-62.1.e17_5
iwl12030-firmware.noarch 0:18.168.6.1-62.1.e17_5
iwl16000g2b-firmware.noarch 0:17.168.5.2-62.1.e17_5
iwl7265-firmware.noarch 0:22.0.7.0-62.1.e17_5
procps-ng.x86_64 0:3.3.10-17.e17_5.2
iwl1105-firmware.noarch 0:18.168.6.1-62.1.e17_5
iwl2000-firmware.noarch 0:18.168.6.1-62.1.e17_5
iwl13160-firmware.noarch 0:22.0.7.0-62.1.e17_5
iwl7260-firmware.noarch 0:22.0.7.0-62.1.e17_5
linux-firmware.noarch 0:20180220-62.1.git6d51311.e17_5

Complete!
[michaeljmortenson@instance-1 ~]$_
```

Next step is installing R and Shiny, with the following commands:

```
sudo yum install libcurl-devel
```

```
sudo yum install openssl-devel
```

```
sudo yum install wget
```

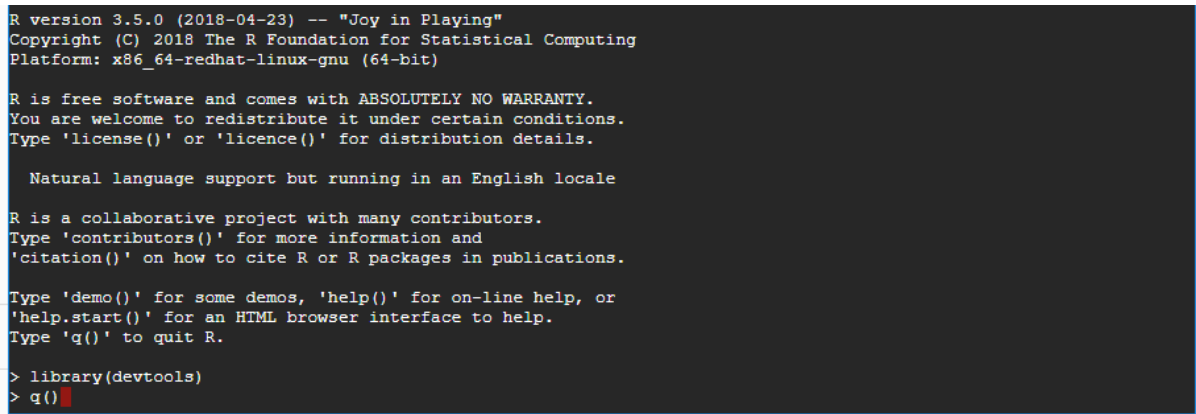
```
sudo yum install R
```

```
sudo su - -c "R -e \"install.packages(c('curl', 'shiny',  
'rmarkdown', 'devtools', 'RJDBC', 'shinydashboard', 'plotly', 'DT',  
'dplyr', 'e1071', 'rpart'), repos='http://cran.rstudio.com/')\""
```

Again, you'll be prompted to agree to the downloads with a “y” for yes and there may be a small delay. We'll test everything worked by opening up R (just type in “R” into the prompt), and trying to bring a library in memory using the following command:

```
library(devtools)
```

All being well you will see no error message after the command, which shows everything is working as it should be (afterwards you can exit R using the command “q()” – q for quit – and select “n” to say you don't want to save your workspace):



```
R version 3.5.0 (2018-04-23) -- "Joy in Playing"  
Copyright (C) 2018 The R Foundation for Statistical Computing  
Platform: x86_64-redhat-linux-gnu (64-bit)  
  
R is free software and comes with ABSOLUTELY NO WARRANTY.  
You are welcome to redistribute it under certain conditions.  
Type 'license()' or 'licence()' for distribution details.  
  
Natural language support but running in an English locale  
  
R is a collaborative project with many contributors.  
Type 'contributors()' for more information and  
'citation()' on how to cite R or R packages in publications.  
  
Type 'demo()' for some demos, 'help()' for on-line help, or  
'help.start()' for an HTML browser interface to help.  
Type 'q()' to quit R.  
  
> library(devtools)  
> q()
```

At this point we're ready to install Shiny Server. Note: the below code will change from time to time with new releases, so its worth checking the website

(<https://www.rstudio.com/products/shiny/download-server/>) for the latest URLs:


```
wget https://download3.rstudio.org/centos6.3/x86_64/shiny-server-  
1.5.7.907-rh6-x86_64.rpm
```

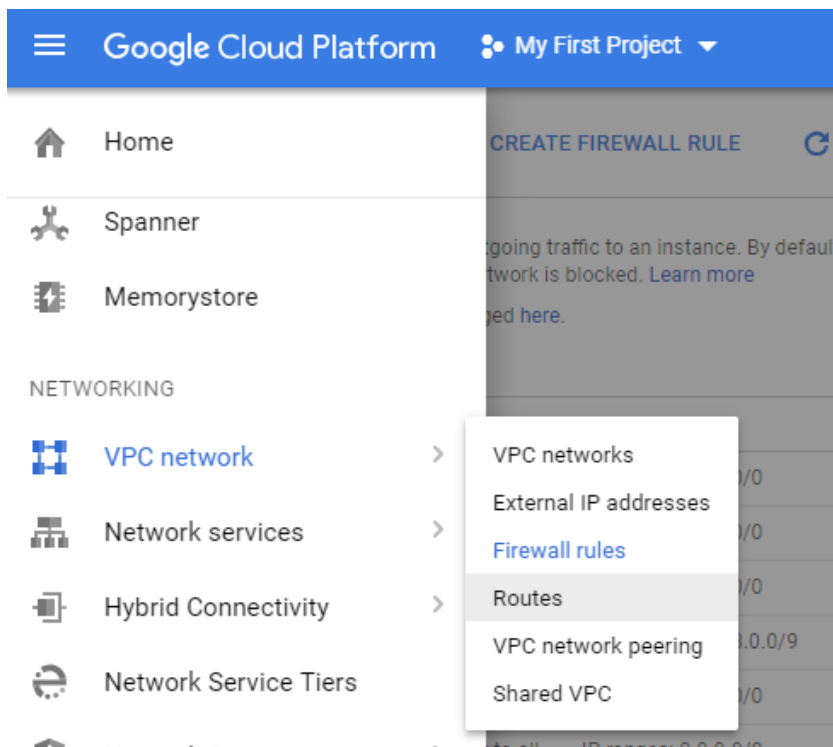
```
sudo yum install --nogpgcheck shiny-server-1.5.7.907-rh6-x86_64.rpm
```

Finally, we want to start Shiny Server and enable it to run whenever the server starts (i.e. make it run permanently). We can do this using systemctl and the following commands:

```
sudo systemctl start shiny-server
```

```
sudo systemctl enable shiny-server
```

At this point everything should be installed and working! We just need to enable access for users to see the app. To do this return to the Google Console and create a “firewall rule”, i.e. enable access to port 3838 where Shiny Server serves content. Navigate to “VPC network” from the main menu  and then “Firewall rules”.



We want to “CREATE FIREWALL RULE” from the top menu. Fill in the form including a name for the rule. At the “Targets” option we need to tell Google which VMs we want this to apply to, either by picking specific instances or just “All instances in the network” (if you only use the account to run Shiny apps). We also need to specify who the rule applies to. In “Destination filter” select “IP ranges”. Here we can either grant access only to specific IP addresses or address ranges (e.g. make the app only available to someone in a client’s office), or we can allow access to anyone. Assuming the latter the “Destination IP ranges” box will be filled with “0.0.0.0/0”. Finally we want to tell Google which port this applies to. In “Protocols and

ports” select “Specified protocols and ports” and then type in “tcp:3838” (this means we provide normal http access to port 3838 where Shiny runs).

Deny

Targets ?

Specified target tags ▼

Target tags

Source filter ?

IP ranges ▼

Source IP ranges ?

0.0.0.0/0 ×

Second source filter ?

None ▼

Protocols and ports ?

Allow all

Specified protocols and ports

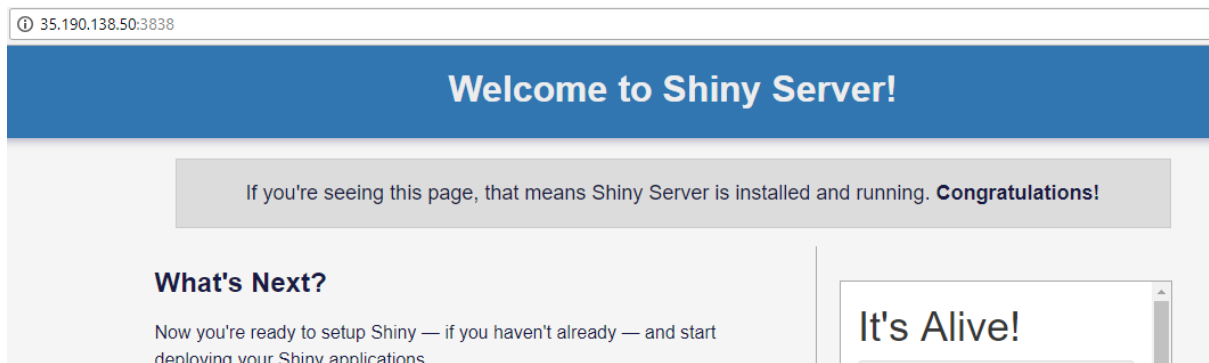
tcp:3838

[Disable rule](#)

To test this, go back to the Google Console and click on the external IP (35.190.138.50 in this case).

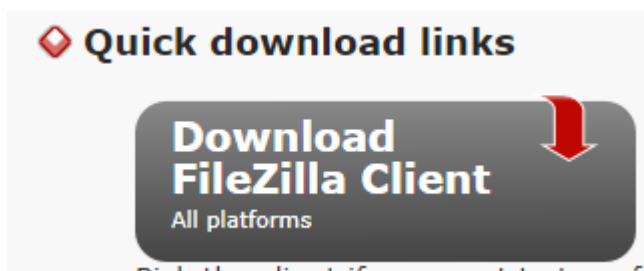
<input type="checkbox"/>	Name ^	Zone	Recommendation	Internal IP	External IP	Connect
<input type="checkbox"/>	✓ instance-1	us-east1-b		10.142.0.2 (nic0)	35.190.138.50 ↗	SSH ▼ ⋮

This will throw a “page cannot be found error” as it will assume port 80, which has no content on. However, if you add to the end of the URL “:3838” then you should get access and see the page below (so the full URL is now <http://35.190.138.50:3838> - replacing 35.190.138.50 with the IP assigned to your machine).



2. Uploading your app to the server

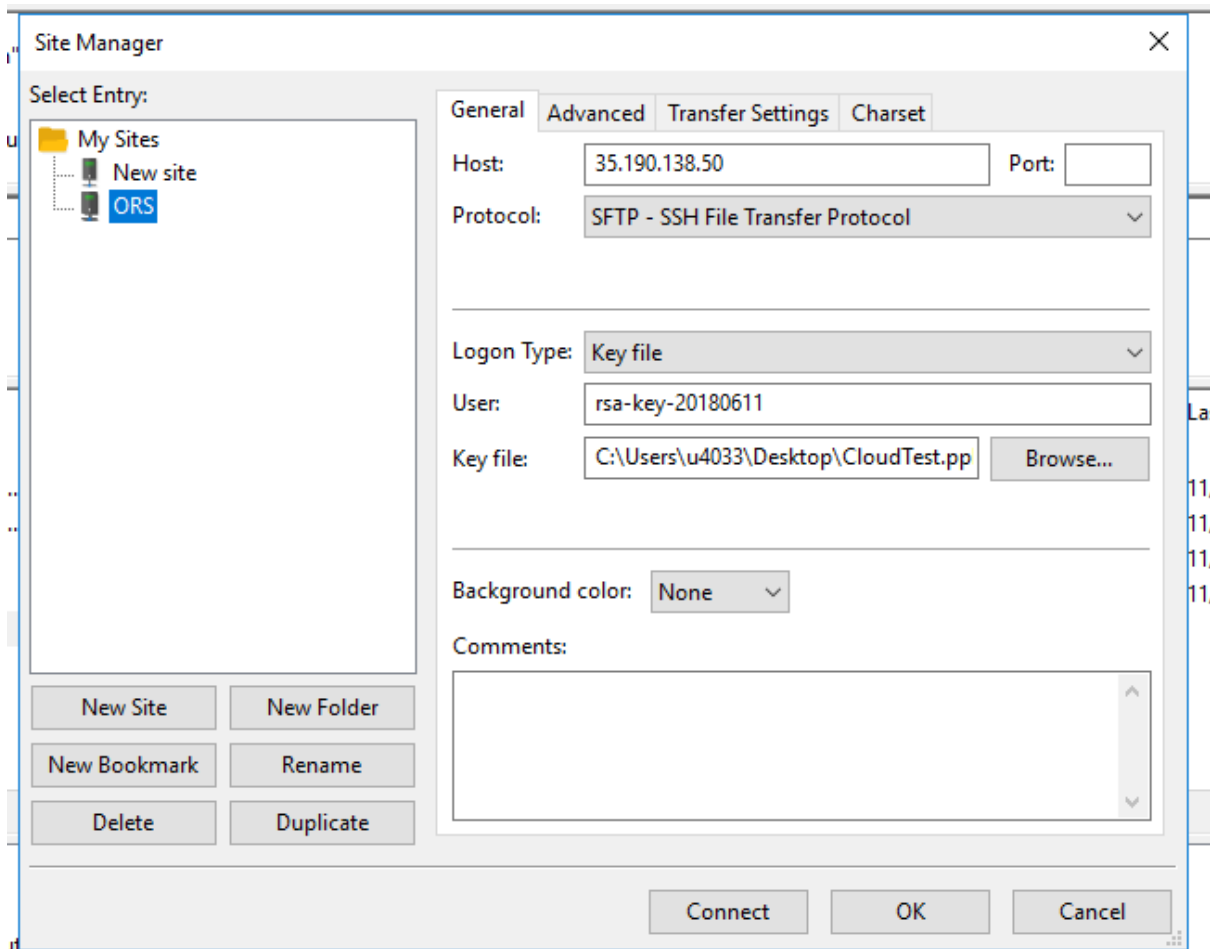
Now that everything is running, we want to be able to move our app online rather than the test. Fortunately, this is quite easy to do using an FTP client, in this case we use FileZilla (<https://filezilla-project.org>). From this URL, download the latest version of the software from this link:



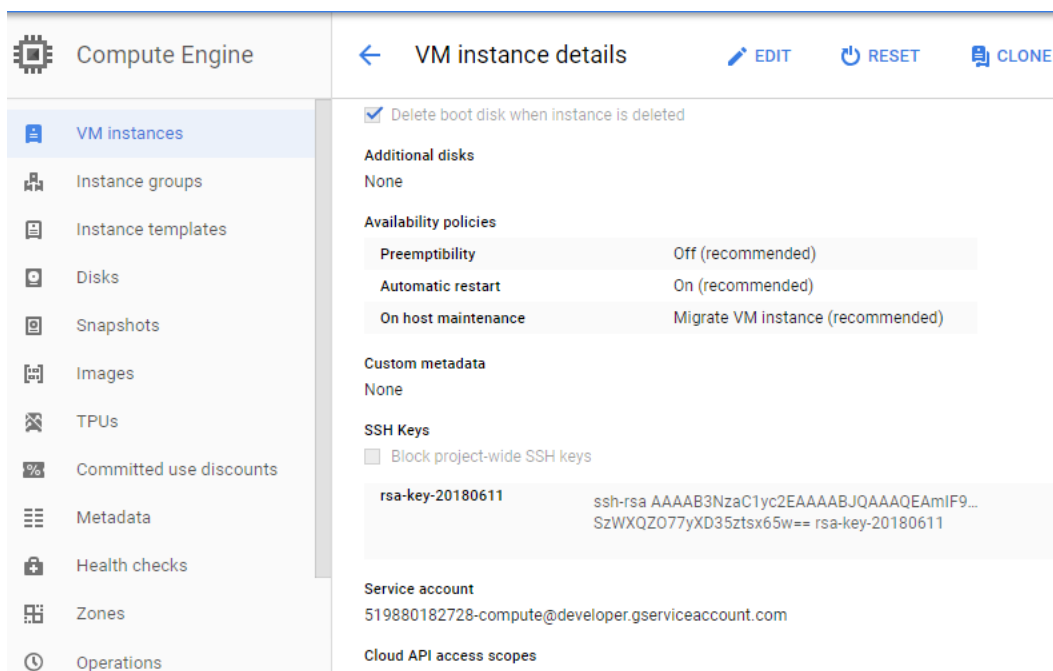
FileZilla allows us to easily, drag ‘n drop files from our local machine to the VM. Firstly, however, we need to give permission to write to the relevant folder on the VM. In the browser access to the machine we run the following command (warning: we need to reverse this later on for security reasons!):

```
sudo chmod 777 -R /srv/shiny-server
```

We can now start transferring. In FileZilla select “File > Site Manager” which will produce the below interface. The “Host” is the IP address of the instance (without the port information “:3838”) and “Protocol” should be set as SFTP. The “Logon Type” is “Key file” (as we will use the key we generated earlier).

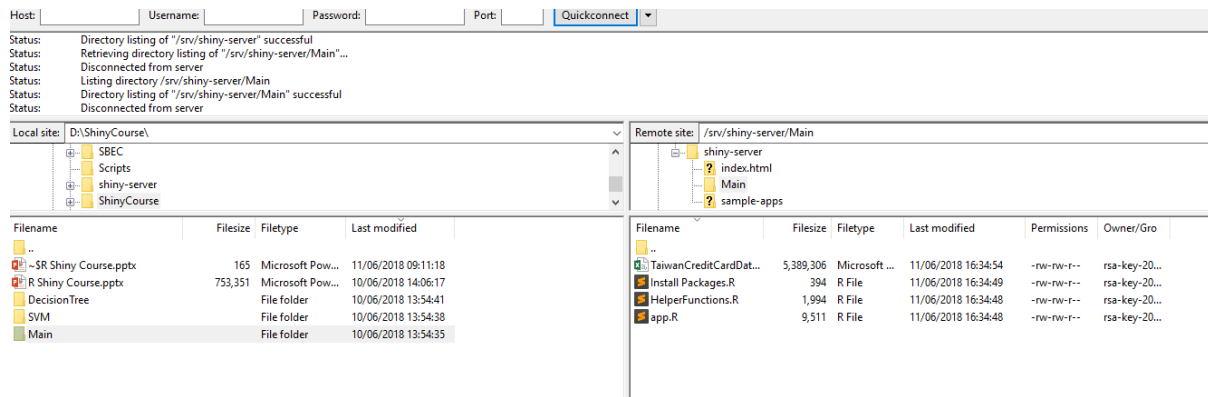



For user, we need to refer back to the instance, and click through to instance details (by clicking on instance name). Scrolling down we can find the name of the SSH key we set up earlier:



Finally, we can select the local version of the SSH key created earlier as “Key File”.

Now we should be connected to the server so that the left hand side of our interface is the local machine we are working on, and the right hand side is the VM instance:



On the left we want to navigate to the folder where our app sits (in this case it is in a folder called “Main”). On the right, we navigate to the top level (by clicking on the  symbol), and then into /srv/shiny-server. Here we can simply drag the folder (“Main”) from the left over to the right and the files will transfer. Now we should be ready to server our app! We need to change the permission back to secure, and then reboot Shiny Server:

```
sudo chmod 755 -R /srv/shiny-server
```

```
sudo systemctl restart shiny-server
```

Now we can navigate to our app by simply adding the folder name to the end of our URL (e.g. <http://35.190.138.50:3838/Main/>):

