

Functions, once again

Environments and function calls

Typically, once a value is returned, **the environment created to evaluate a function is “garbage collected”** -- That is, when there are no more references pointing to it, R will delete it from memory

We can use the process R follows to evaluate functions in interesting ways...

```
> power <- function(lambda)
{
  g <- function(x) x^lambda
  return(g)
}
```

```
# the environment associated with square() refers to where it was defined; in
# this case it was defined in a call to power()
```

```
> square <- power(2)
> cube <- power(3)
```

```
> square(1:5)
[1] 1 4 9 16 25
```

```
> cube(1:5)
[1] 1 8 27 64 125
```

```
> environment(square)
<environment: 0x16ecb34>
```

```
> environment(cube)
<environment: 0x16ec8b0>
```

Environments and function calls

Here we used **a function to create another function**; in this case, the environment of the new function (`square`) is the evaluation environment of the function we invoked (`power`)

We can see that the two functions `square` and `cube` have different environments by printing them out

The value of `lambda` used by each is stored in its environment -- Just like objects are stored in your own workspace

```
> square
function(x) x^lambda
<environment: 0x16ecb34>

> cube
function(x) x^lambda
<environment: 0x16ec8b0>

> parent.env(environment(square))
<environment: R_GlobalEnv>

> parent.env(environment(cube))
<environment: R_GlobalEnv>

> objects(environment(square))
[1] "g"      "lambda"

> objects(environment(cube))
[1] "g"      "lambda"
>

> get("lambda",env=environment(square))
[1] 2

> get("lambda",env=environment(cube))
[1] 3
```

```
> make.cdf <- function(x)
{
  n <- length(x)
  out <- function(q) return(mean(x<=q))
  return(out)
}

> x <- rnorm(100)

> mycdf <- make.cdf(x)

> mycdf
function(q) return(mean(x<=q))
<environment: 0x1739e0c>

> mycdf(-1)
[1] 0.16

> mycdf(0.5)
[1] 0.66

> get("n",env=environment(mycdf))
[1] 100
```

Final word on environments

As an object, we've said that **an environment is a collection of symbol-value pairs**, with an additional piece of information describing its parent

Aside from these function gymnastics, you can create environments directly and use them a bit like lists -- They are unlike lists in R in two important ways

First, you can **only access the values by name** and not by "number" as there is no sense of linear order here -- Second environments and **their contents are not copied** if they are passed as arguments to functions

This last point is crucial because it breaks all the rules we have learned so far about side effects and function evaluation -- The mechanism provides for the pass-by-reference semantics we met Python and should be used with great caution

Data-directed programming

I will use the term “data-directed programming” for the programming structures we will talk about today; in most books on R, this material is found under the heading of “Object-oriented programming”

In “classical” object-oriented programming, we see **a division between how data are represented and the operations that can sensibly be performed on them** -- This often leads to code that is easier to write and maintain

As its name suggests, object-oriented programming deals in objects, typically physical things that are represented in data by **classes** and **methods** or functions are written to manipulate them in various ways

Data-directed v. object-oriented programming

Many object-oriented languages like Python and Java are (as Gentleman describes them) “**class-centric**”, meaning they classes define objects and are “repositories for the methods that act on” them

In R, on the other hand, separates the class information from the creation of so-called generic functions and (again, quoting Gentleman) can be thought of as a “**function-centric**” system

Data-directed v. object-oriented programming

There are two built-in class and method systems in R (S3 and S4) and a number of others that are available via packages

These constructions were relatively late additions to the language and hence the two versions; S3 evolved out of a significant effort to introduce modeling functions (`lm`, `glm`, `gam`, `loess`) into the language in the early 1990s, while S4 was, well, a more reliable second attempt in the late 1990s

S3 lacks formal specification of classes, and **is really about function dispatch**, about generic functions and polymorphism (we will call this **data-directed programming**); S4 introduces **formal class definitions and a complete system for inheritance** (we'll return to this after we have seen a bit of Python)

Data-directed programming in R

To clarify things a bit, **a class specifies how objects are to be represented in computer code**, or, in short, the properties an object must have if it is of a given class -- An object is the instance of one and only one class and we say that objects differ depending on their “state”

New **classes can extend old ones in a process known as inheritance**; the extension might involve new data, for example, or maybe combining two existing classes -- If class A extends class B, we say that A is a superclass of B and that B is a subclass of A

A method is a function that is invoked depending on the class of one or more of its arguments, a process we have been referring to as **dispatch**; think back to the way in which `plot()` functioned differently

S3 classes and methods

We'll start with the relatively simple S3 class construction; primarily because there's not much to it and because **it is a big part of the modeling tools you have been using** in other classes

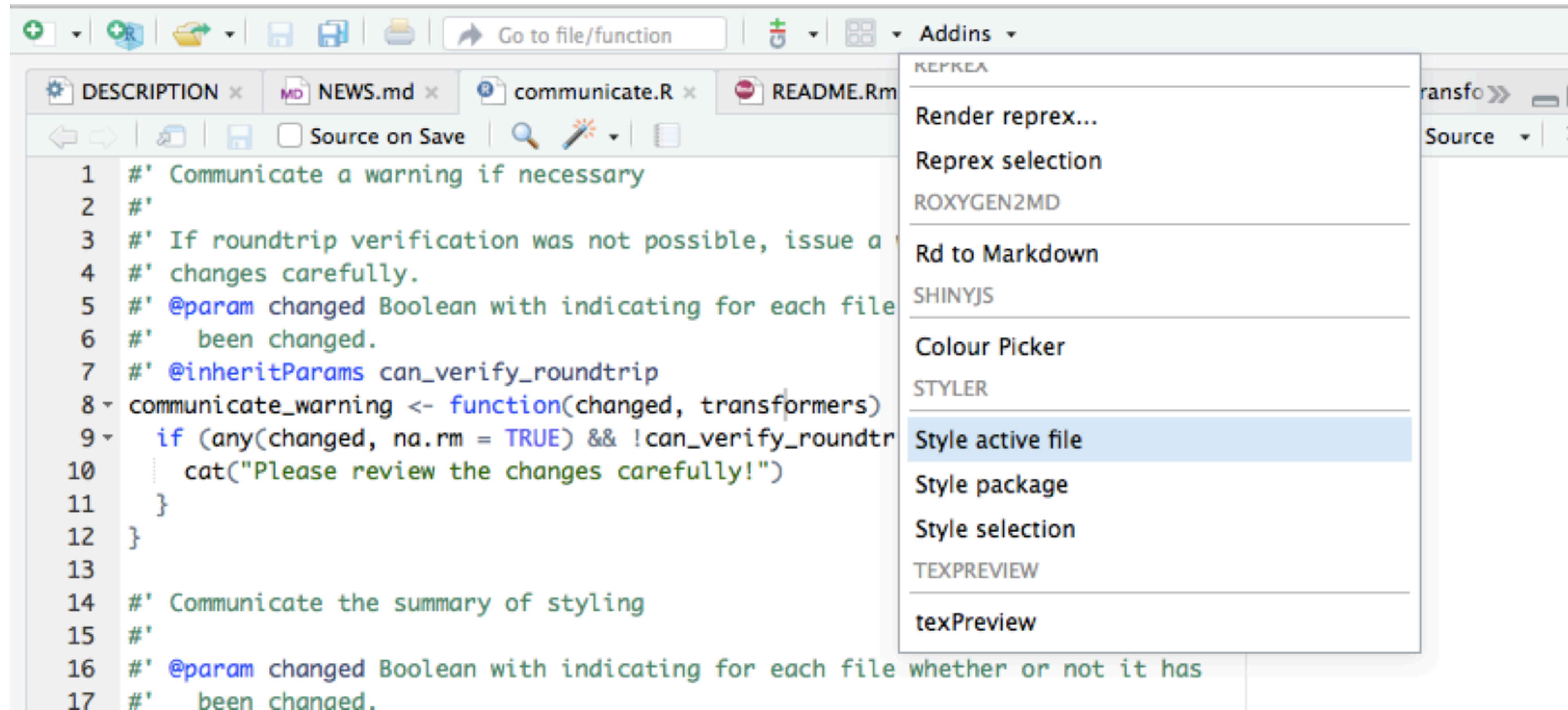
There is no formal mechanism for representing instances of a class; they are, however, typically lists, where named elements of the list represent "slots"

You can access the class of an S3 object with the function `class()`; this can be used to both determine as well as set the class of an object (except for special cases involving implicit classes, this is the same as creating an attribute called `class` with value the string with the class name); finally `is.object()` tests to see if an R object has a `class` attribute

Code style

- <https://style.tidyverse.org/>

Your turn— style some code?



Random numbers

Famous Quotes

- “The generation of random numbers is too important to be left to chance.”
– Robert R. Coveyou
- “Anyone who attempts to generate random numbers by deterministic means is, of course, living in a state of sin.”
– John von Neumann

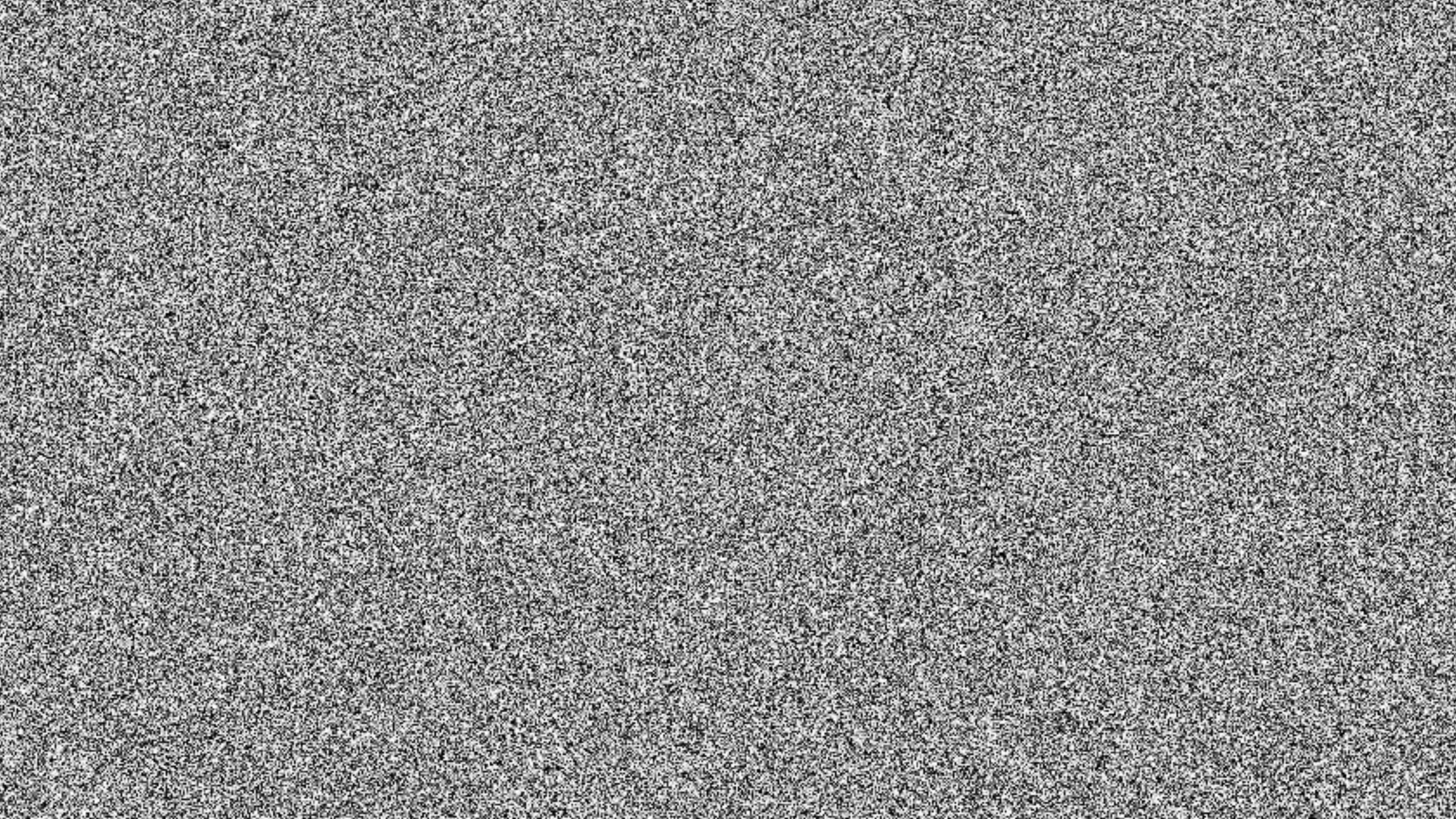


TABLE OF RANDOM DIGITS

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06751	48600 14984	50460 06979	25651 97125	16982 90361	96453 15722
06752	11189 98129	91287 82537	80248 10023	56746 24623	31181 80089
06753	82316 85002	52626 21874	61847 04496	67587 12189	58463 93491
06754	20997 65043	19874 78083	89039 48212	34892 47053	09491 44934
06755	24968 96203	07446 98795	90568 25505	10526 23537	25312 62816
06756	79616 71527	12128 43803	16018 16469	92482 04983	53133 76609
06757	01362 09355	69618 82265	59912 77096	50164 20086	03033 60328
06758	62042 15179	52659 28010	03278 05591	06380 70136	99776 85437
06759	08922 76364	64861 69705	39860 01057	98245 58755	32656 40209
06760	71237 32621	91984 73853	47087 36389	86074 26221	48672 15734
06761	31028 57629	10485 60319	55888 61759	40195 78219	77972 72632
06762	54547 73653	61245 31210	90410 39481	39668 94090	59069 91893
06763	12422 40249	91006 89635	08355 40869	61353 41854	00699 98146
06764	99540 92572	80528 47006	80136 41888	17425 72056	91519 60601
06765	30085 92052	27539 81547	78065 49154	80614 32645	22883 38408
06766	36766 10191	33487 98048	08231 06446	34136 05500	16627 30587
06767	37492 46786	95893 05658	12147 76745	36501 78810	18451 82331
06768	89205 52190	84478 48627	78878 91016	90237 75868	74138 21045
06769	15562 98178	93768 92288	34655 18545	51795 62616	30585 24928
06770	43381 37908	16691 52867	84331 83465	40413 58342	10275 63328
06771	18179 14799	24363 42371	38489 93004	53677 28898	44325 32571
06772	83042 16929	16647 44438	21222 63172	63264 21051	73674 70866
06773	64213 16717	88091 66883	45369 07242	10120 30736	04284 78621
06774	24810 68101	86650 70566	42871 92969	72307 01324	00641 44763
06775	56980 54463	62382 06004	57984 22092	70100 87659	56582 40347
06776	17696 47872	45484 28901	13451 73439	18105 50875	52358 30042
06777	61877 07645	15918 45203	57170 29080	60885 91882	59552 31836
06778	02526 93145	62292 18862	38012 47524	34204 82442	45104 22418
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06780	02052 55557	25665 39003	54410 78284	35735 72568	80939 08575
06781	70215 12348	52486 72505	51980 32868	58705 77197	30140 45491
06782	87602 88456	85683 47416	55353 08873	26927 73700	92852 78477
06783	84685 96266	90189 77595	52574 89909	76356 64473	60334 98244
06784	17039 40915	58856 16023	05335 36957	65772 90294	75213 83497
06785	30412 93464	23975 62631	08846 26510	31129 66076	90114 62945
06786	29260 56176	87732 60667	21401 70766	45862 81831	88846 80776
06787	87517 34165	00825 42652	17719 64303	66857 01991	35811 46869
06788	57406 27107	48438 59909	99800 22244	14783 08766	49465 05350
06789	27585 04268	67020 36268	36506 98213	72454 55329	78967 56724
06790	11997 08214	90328 99860	62997 97363	80919 76764	69087 93475
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06792	50739 96291	57363 46271	84860 60839	15090 13072	42023 64080
06793	47922 50709	38179 28103	66983 10368	41073 74074	13511 37505
06794	72146 89466	66108 25880	34074 39988	56710 48873	16957 96974
06795	49416 90116	26027 99006	35727 76348	09585 28933	19189 75033
06796	23904 19356	96318 85926	61104 62840	46496 69171	31263 67161
06797	08607 57155	85505 37632	71277 87331	37900 87251	18500 05818
06798	42542 89072	07211 25791	15669 47073	30093 44571	92787 88223
06799	89956 69869	21239 66015	24505 21852	75919 05531	78493 60954

TABLE OF RANDOM DIGITS

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06802	72608 47819	85449 66261	38104 76120	60105 88843	17467 79969
06803	71181 34112	21904 22894	46802 68260	67676 37401	50290 46941
06804	30238 58381	06203 10840	07664 84061	78870 19046	94038 74214
06805	97806 63153	46986 88540	26772 51091	60123 13542	29098 02527
06806	68901 15231	70325 54459	74210 33550	67053 03497	00764 59007
06807	51517 35146	82482 85693	34742 79244	54316 59097	05238 71302
06808	96035 69002	34342 01936	91700 87920	36445 27181	94249 35572
06809	40704 12590	78982 10013	72214 98454	63763 75478	24327 74597
06810	99130 52082	16513 04318	44844 62677	52651 92644	60732 82781
06811	71335 76694	81252 49676	62672 77020	33251 77045	66312 20038
06812	13116 26616	14185 91983	19943 51088	33249 54613	76240 99180
06813	97727 69794	70411 30598	83133 74098	05019 92651	23968 39257
06814	55499 59891	93900 73882	25113 59388	43088 23301	32577 52791
06815	68114 63784	03503 02342	33385 70067	62239 67327	50998 48054
06816	10644 70253	87979 40870	51988 92913	41660 38484	48654 81809
06817	63563 42705	55462 28808	32984 53355	85548 88878	03904 85119
06818	50690 67283	43473 16223	06090 37524	02333 41551	88849 63729
06819	38518 61790	07851 50846	39824 61794	38329 18693	74217 87486
06820	29835 05742	96097 41131	44162 58513	17119 69346	05420 06508
06821	81723 66318	35983 03825	63327 00154	32181 50676	88628 92081
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06823	49335 20556	69838 18227	50454 68776	00591 81478	95160 32618
06824	32026 25525	16717 87974	58254 09435	16945 70276	45279 49740
06825	31413 49624	17412 92485	88605 17066	49552 43121	82541 54640
06826	30882 36088	10376 15157	23478 92796	08852 98101	43943 44458
06827	41294 09786	32189 23352	72568 43449	42922 91977	37528 48002
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06836	79283 35627	79392 14201	64037 26769	21626 82401	56774 88033
06837	48082 88464	43008 32795	31584 98842	23252 88054	24482 93679
06838	76037 32852	87414 96027	98954 42626	80580 93418	71767 88017
06839	17517 48860	09203 41303	06117 13912	46878 38007	08537 27855
06840	83388 12308	91115 21707	13677 80780	32243 08085	21670 39205
06841	55719 99726	72750 18190	51004 70429	34917 50515	86410 87268
06842	24325 19058	05772 72162	34926 42984	78068 06540	12552 72151
06843	54699 57233	62385 34763	55021 47298	60832 32585	42662 00153
06844	10678 53085	81841 14499	40856 31563	60072 28619	03728 72342
06845	59680 53378	61676 87807	03084 19737	83904 80627	44152 21233
06846	44014 55930	28617 78063	82115 92855	00405 22571	77823 38423
06847	33995 38890	35776 76418	62438 17011	41858 36450	38343 31087
06848	75524 01815	79153 32915	41471 14944	69944 17231	13667 49238
06849	68239 39437	43908 78396	31588 38097	85315 74236	46858 90078

Random Number Generators (RNGs)

- RNGs produce a stream of random numbers U_1, U_2, U_3, \dots
- Usually, $U_1, U_2, U_3, \dots \sim U[0, 1]$
- U_1, U_2, U_3, \dots are independent
- truly random vs pseudo random

Truly Random Number Generators

- e.g. monitoring of physical processes
- example: www.random.org
- speed?
- reproducibility?

Your Turn

- Go to www.random.org
- Find out, how random numbers are “generated” there.
- Draw 5 random integer numbers between 1 and 100.
- What is the speed of the service? cost? reproducibility?

Pseudo-Random Number Generators

- Pre-determined function that produce “random looking” numbers
- Speed?
- Reproducibility?

Generating random numbers in R

- `runif` (uniform), `rpois` (poisson), `rnorm` (normal), `rbinom` (binomial), `rgamma` (gamma), `rbeta` (beta)
- First argument for all is `n`, number of samples to generate
- Then parameters of the distribution (always check that the distribution is parameterized the way you expect)

Simulation— randomization and
the bootstrap

difference of $\frac{3}{4}$ "



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flickr: duncan

difference of $\frac{3}{4}$ "



flickr: illinoisspringfield

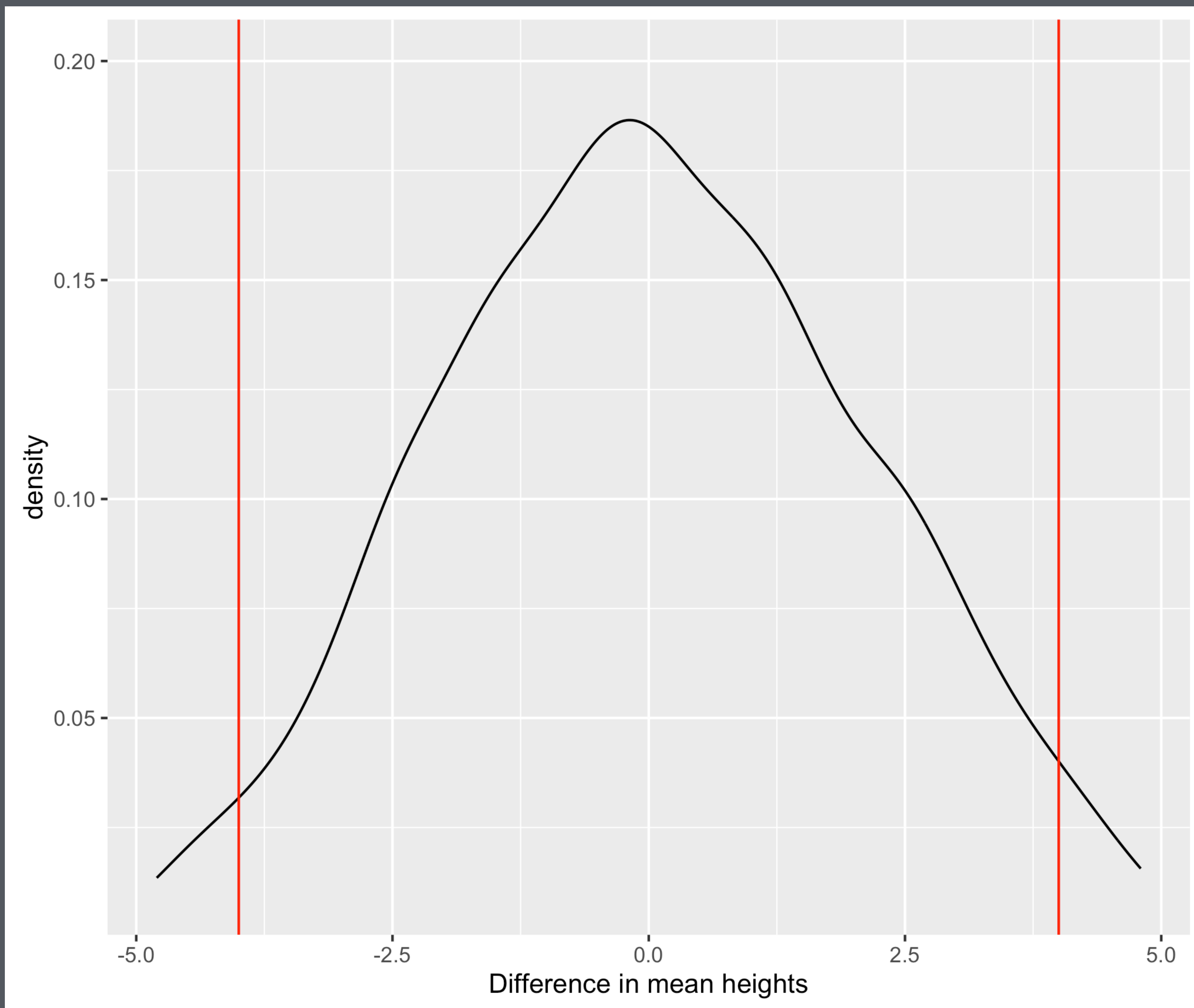


flickr: illinoisspringfield

67"	blue
66"	blue
68"	blue
65"	blue
73"	blue
68"	pink
63"	pink
69"	pink
71"	pink
72"	pink

bl.ocks: bycoffee

68.4 68.4
-0.8



difference of $\frac{3}{4}$ "

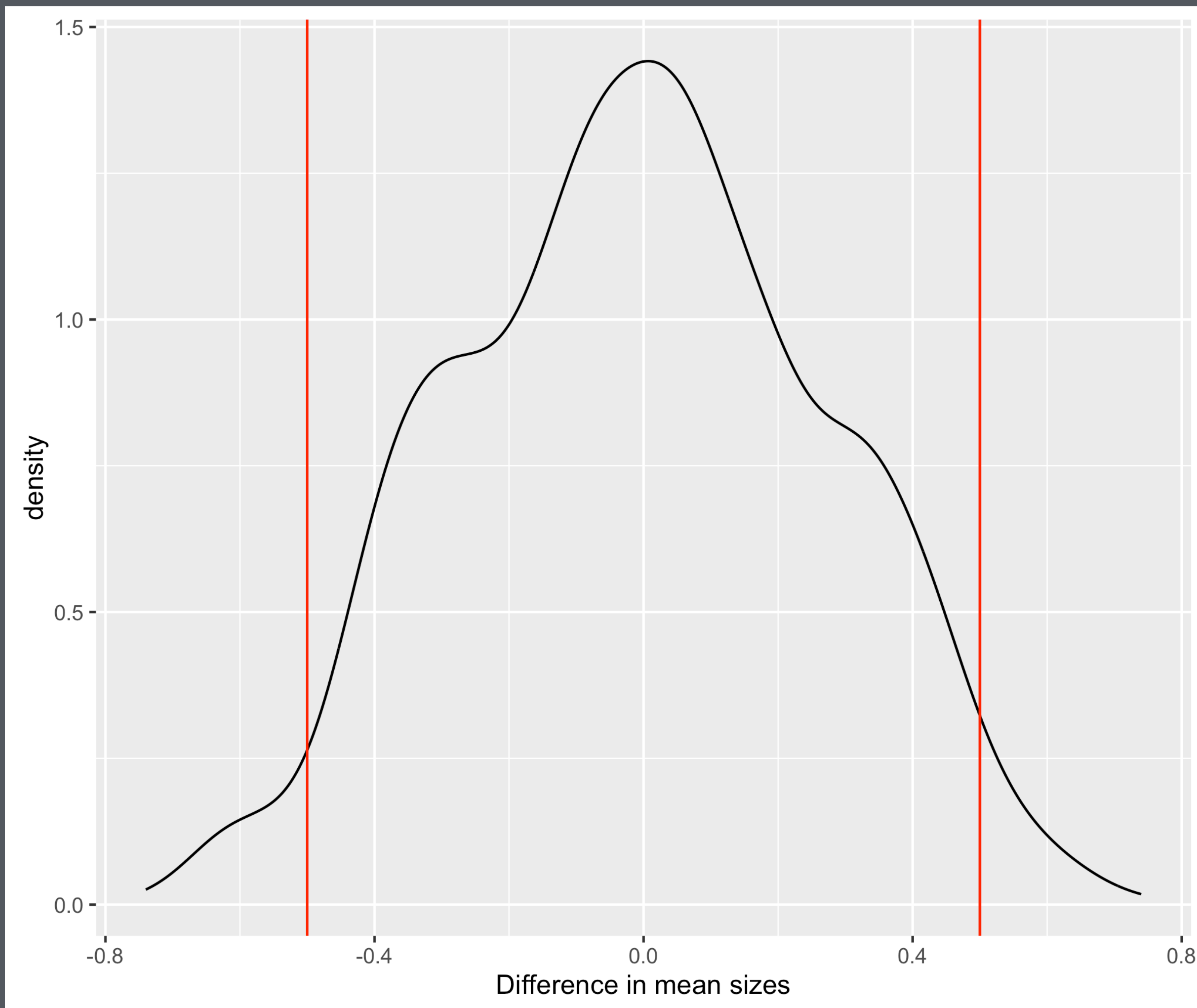


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$(-4, 4)$



difference of $\frac{3}{4}$ "

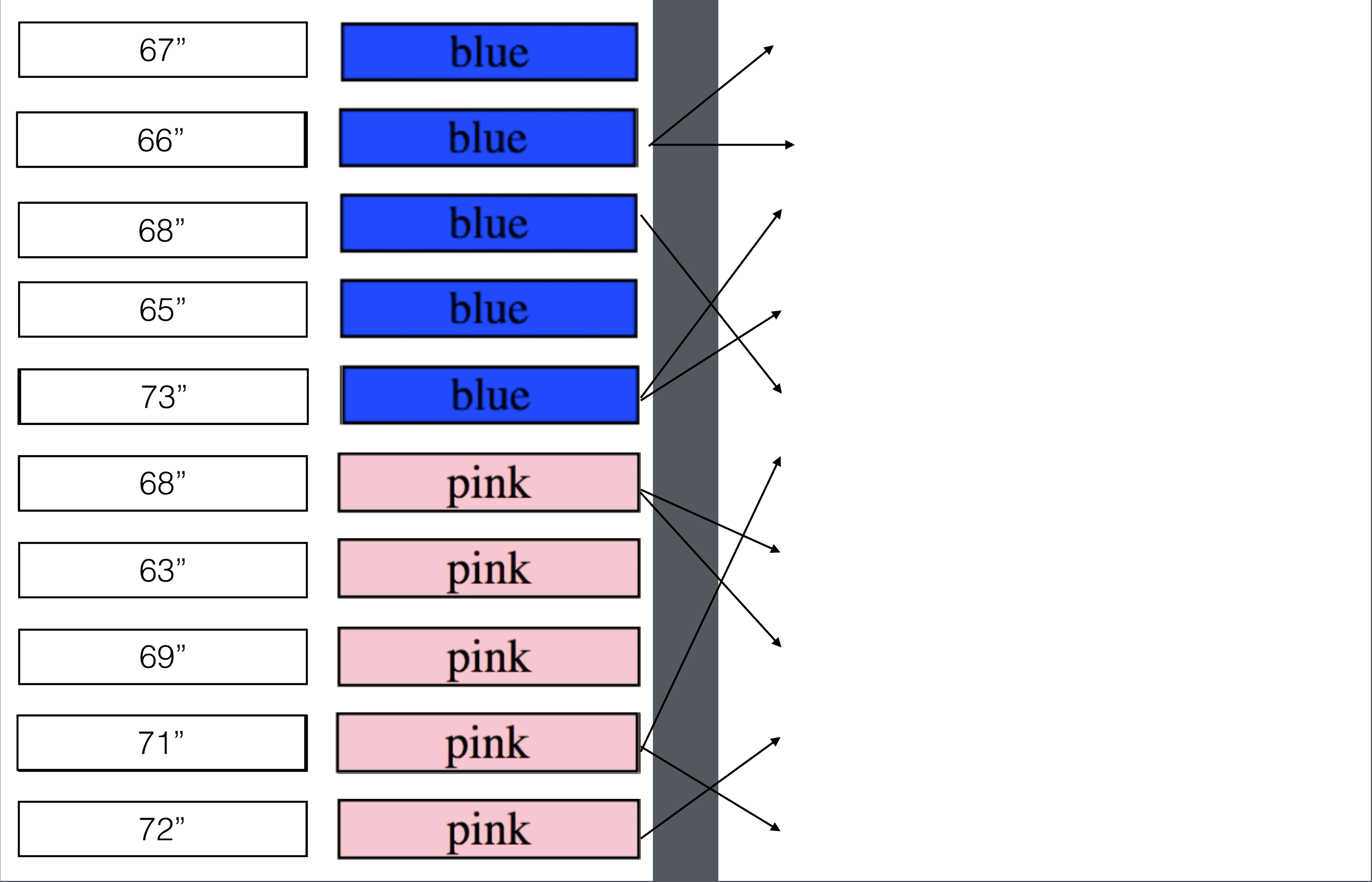
$(-0.5, 0.5)$



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flickr: duncan



66"	blue
66"	blue
73"	blue
73"	blue
68"	blue
71"	pink
68"	pink
68"	pink
72"	pink
71"	pink

69.2 70

0.8

