



# Functions fundamentals

# Defining your own function

```
my_fun <- function(arg1, arg2) {
  body
}</pre>
```

```
add <- function(x, y = 1) {
  x + y
}</pre>
```

## Anatomy of a function

```
add <- function(x, y = 1) {
  x + y
}</pre>
```

```
> formals(add)
$x
$y
> body(add)
> environment(add)
<environment: R_GlobalEnv>
```

### Output: return value

```
f <- function(x) {
   if (x < 0) {
     -x
   } else {
     x
   }
}</pre>
```

```
> f(-5)
[1] 5

> f(15)
[1] 15
```

- The last expression evaluated in a function is the return value
- return (value)
   forces the function to
   stop execution and
   return value

## Functions are objects

```
> mean2 <- mean
> mean2(1:10)
[1] 5.5

> function(x) { x + 1 }
function(x) { x + 1 }

> (function(x) { x + 1 })(2)
[1] 3
```

### Summary

- Three parts of a function:
  - Arguments
  - Body
  - Environment
- Return value is the last executed expression, or the first executed return() statement
- Functions can be treated like usual R objects





# Let's practice!





# Scoping in R

### Scoping describes how R looks up values by name

```
> x <- 10
> x
[1] 10
```

```
f <- function() {
   x <- 1
   y <- 2
   c(x, y)
}</pre>
```

```
> f()
[1] 1 2
```

#### If a name isn't defined inside a function, R will look one level up

```
> x <- 2
```

```
g <- function() {
   y <- 1
   c(x, y)
}</pre>
```

```
> g()
[1] 2 1
```

#### If a name isn't defined locally, or at a higher level, an error occurs

```
> rm(x) Remove our definition of x
```

```
g <- function() {
   y <- 1
   c(x, y)
}</pre>
```

```
> g()
Error in g() : object 'x' not found
```

#### Scoping describes where, not when, to look for a value

```
> f <- function() x
> x <- 15
> f()
[1] 15
> x <- 20
> f()
[1] 20
```

### Lookup works the same for functions

```
> l <- function(x) x + 1
> m <- function() {
    l <- function(x) x * 2
    l(10)
    }
> m()
[1] 20
```

```
> c <- 3
> c(c = c)
```



#### Each call to a function has its own clean environment

```
j <- function() {
  if (!exists("a")) {
    a <- 1
  } else {
    a <- a + 1
  }
  print(a)
}</pre>
```

```
> j()
[1] 1
> j()
[1] 1
> a
Error: object 'a' not found
```

### Summary

- When you call a function, a new environment is made for the function to do its work
- The new environment is populated with the argument values
- Objects are looked for first in this environment
- If they are not found, they are looked for in the environment that the function was created in





# Let's practice!





### Data structures

## Two types of vectors in R

- Atomic vectors of six types: logical, integer, double, character, complex, and raw
- **Lists**, a.k.a recursive vectors, because lists can contain other lists
- Atomic vectors are homogeneous, lists can be heterogeneous

### Every vector has two key properties

```
# Its type, find with typeof()
> typeof(letters)
[1] "character"
> typeof(1:10)
[1] "integer"
# Its length, find with length()
> length(letters)
[1] 26
> x <- list("a", "b", 1:10)</pre>
> length(x)
```

# Missing values

```
> typeof(NULL)
[1] "NULL"
> length(NULL)
[1] 0

> typeof(NA)
[1] "logical"
> length(NA)
[1] 1
```

- NULL often used to indicate the absence of a vector
- NA used to indicate the absence of a value in a vector, a.k.a. a missing value

### NAs inside vectors

```
> x <- c(1, 2, 3, NA, 5)
> x
[1] 1 2 3 NA 5
> is.na(x)
[1] FALSE FALSE TRUE FALSE
```

# Missing values are contagious

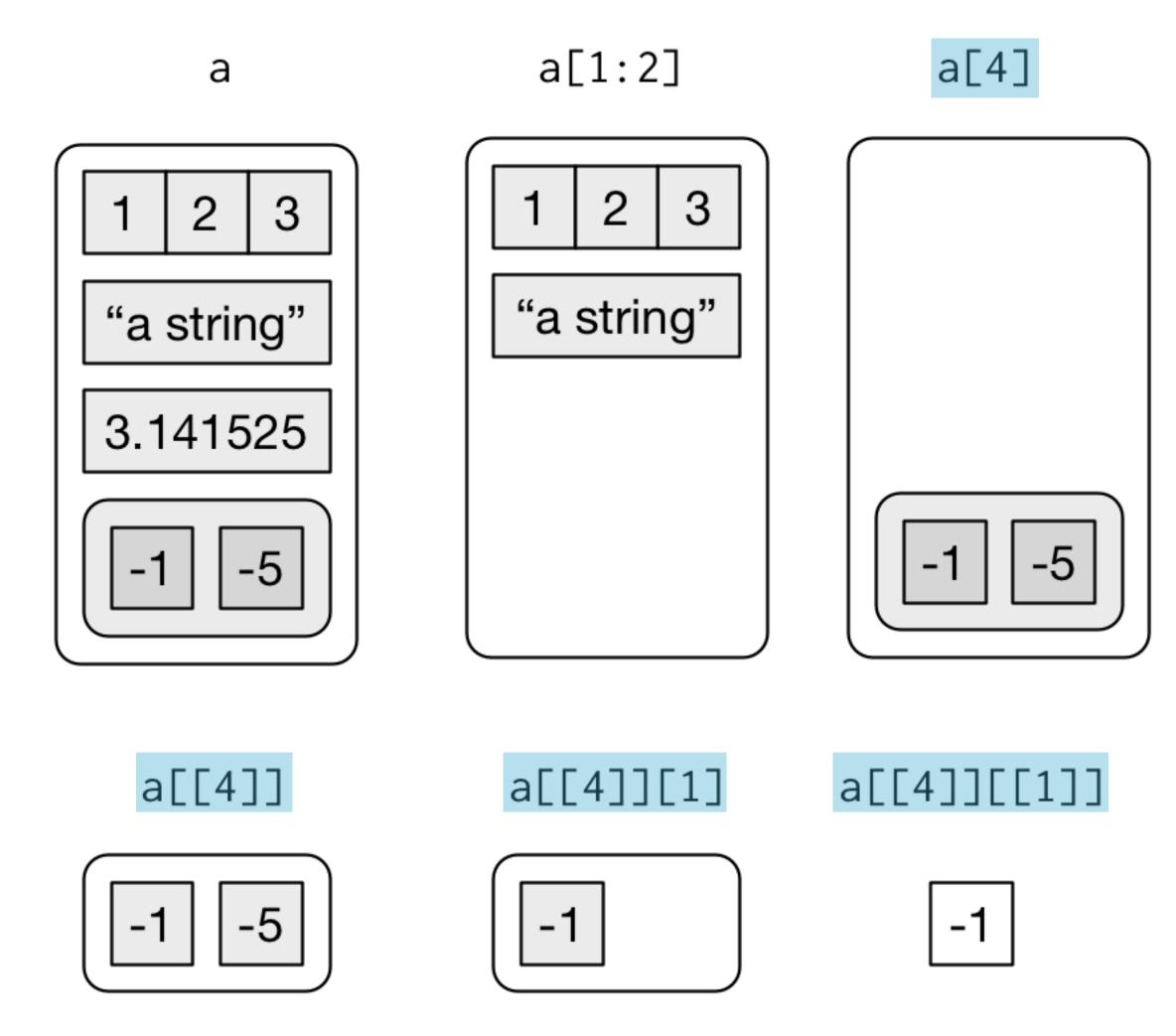
```
> NA + 10
[1] NA
> NA / 2
[1] NA
> NA > 5
[1] NA
> 10 == NA
[1] NA
> NA == NA
[1] NA
```

### Lists

- Useful because they can contain heterogeneous objects
- Complicated return objects are often lists, i.e. from lm()
- Created with list()
- Subset with [ , [ [ or \$
  - Extracts a sublist
  - [ [ and \$ extract elements, remove a level of hierarchy

# Subsetting lists

```
> a <- list(
    a = 1:3,
    b = "a string",
    c = pi,
    d = list(-1, -5)
> str(a[4])
List of 1
 $ d:List of 2
  ..$ : num −1
  ..$: num -5
> str(a[[4]])
List of 2
   : num -1
   : num -5
```







# Let's practice!