

Lecture 3.2 – Functions

Specific Learning Objectives:

1.2.1 – Understand the way computers execute commands.

1.2.2 – Create functions in R.

1.2.3 – Use functions to reduce repetitive procedures in a script.

1.2.4 – Use functions to automate and standardize the production of a product (e.g. a graph, an analysis).

1.2.5 – Create a function that vectorizes a calculation.

3.5 – Think and work independently with code.

Before we get started, a note about ChatGPT

- Generative AI software such as ChatGPT is easy to use, but often students are not using in a way that is effective for studying and learning.
- ChatGPT can be used to help you study for this class, but it can also be used in a way that violates Chapman's Academic Integrity policies. Here are some suggestions.

Acceptable uses

- Asking for help understanding a code block
- Asking for help in resolving an error message
- Having it generate generic examples and explain what the code is doing
- Having it generate practice problems for you to complete

Unacceptable uses

- Using a question to generate a solution and then copying it on your assignment (plagiarism)
- Copying an answer it gives you and changing a few things (plagiarism)
- Using it on individual evaluations or projects (cheating)

Scoping: Looking for things

- In order to run a function, R must first find it! The process of searching for objects is called **scoping**.
- Scoping searches through all the objects trying to match the name that you request and look up the code in order to run the function.

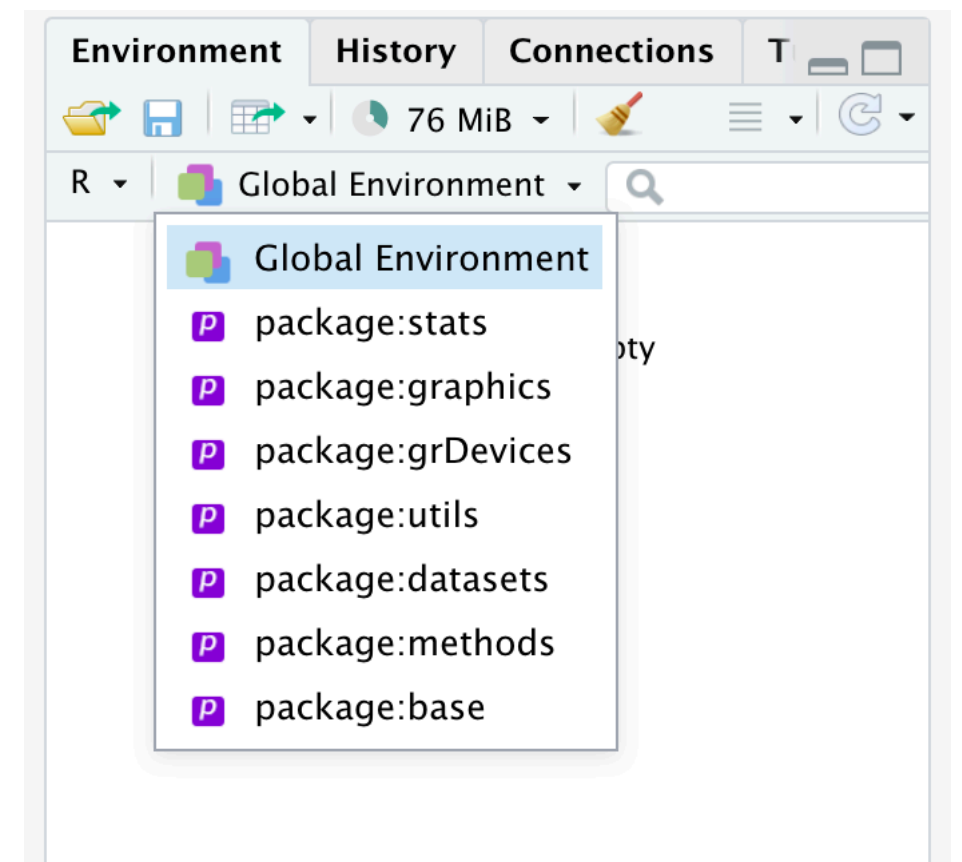
success: `> sum(1:10)`
 `[1] 55`

- If R finds the function, it will run the code and produce the output. If it doesn't, it will return the error "could not find function".

failure: `> sum2(1:10)`
 `Error in sum2(1:10) : could not find function "sum2"`

Scoping and Environments

- R has **environments**, or hierarchical collections of objects, to make scoping a little more efficient.
 - The top environment is called the **global environment** and contains all the other environments.
 - Packages create their own environments every time they are loaded.
 - R uses **lexical scoping** to search for objects (including functions) inside each environment throughout the hierarchy.
 - If a package isn't loaded, then the environment doesn't exist!



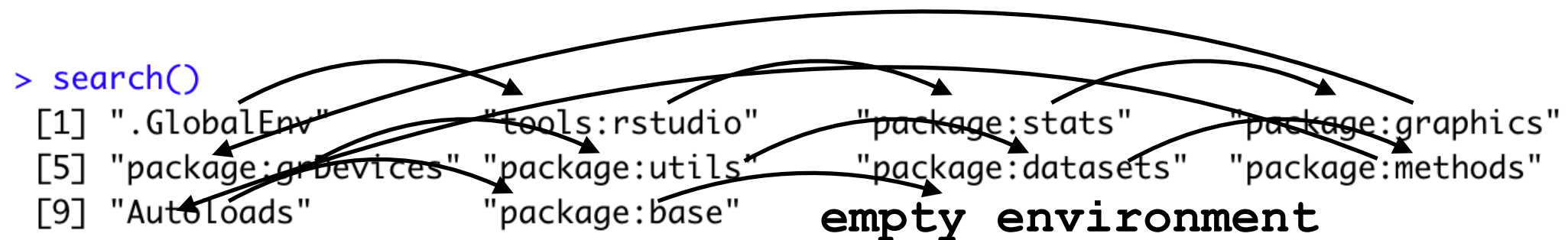
You can check your loaded packages/environments in RStudio!

Scoping and Environments

- Lexical scoping works through the environments in a certain order.

- Use `search()` to see the order of the environments.

```
> search()
[1] ".GlobalEnv" "tools:rstudio" "package:stats" "package:graphics"
[5] "package:grDevices" "package:utils" "package:datasets" "package:methods"
[9] "Autoloads" "package:base" empty environment
```



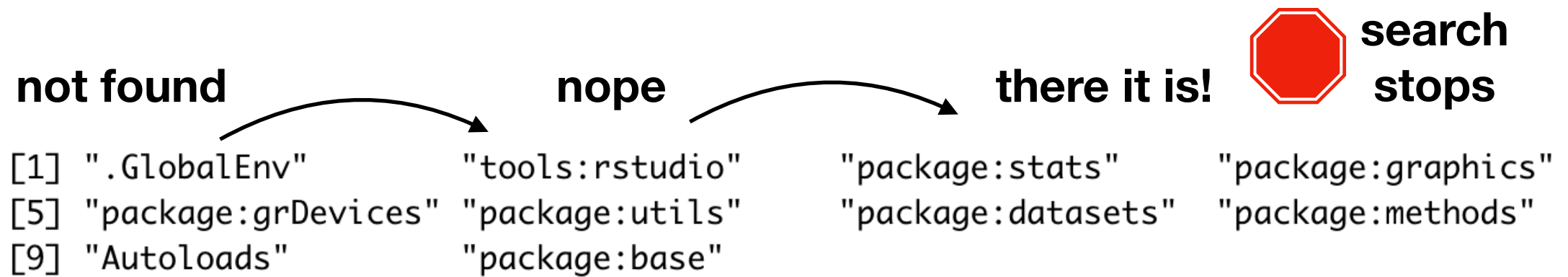
- This order changes when you load a package!

```
> library(ggplot2)
> search()
[1] ".GlobalEnv" "package:ggplot2" "tools:rstudio" "package:stats"
[5] "package:graphics" "package:grDevices" "package:utils" "package:datasets"
[9] "package:methods" "Autoloads" "package:base"
```

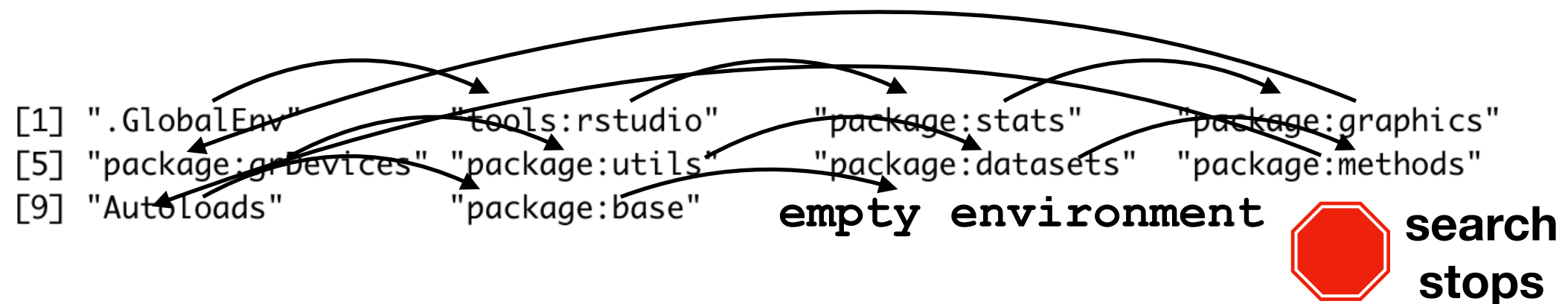
Scoping: Looking for things

- Take a look at how this works in our previous example:

```
> sum(1:10)  
[1] 55
```



```
> sum2(1:10)
```

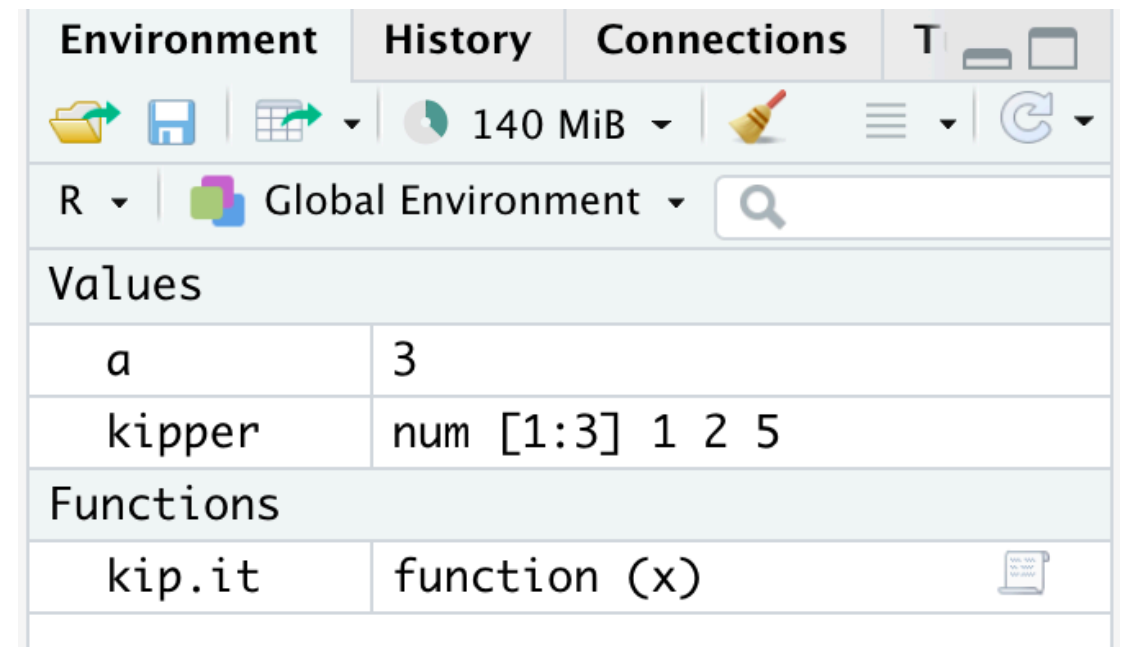


Error in sum2(1:10) : could not find function "sum2"

Investigating Environments

- The global environment is special and reserved for user-defined objects.
 - To list objects in the global environment, use `ls()`.

```
> a <- 3
> kipper <- c(1,2,5)
> kip.it <- function(x) x + 5
> ls()
[1] "a"          "kip.it"     "kipper"
>
```



Environment	History	Connections	T
R ▾ Global Environment ▾			
Values			
a	3		
kipper	num [1:3] 1 2 5		
Functions			
kip.it	function (x)		

- Package environments can also be investigated using `ls()`, but need an argument.
 - To list objects in a package, use `ls("package:packagename")`.

```
> ls("package:stats")
[1] "acf"          "acf2AR"        "add.scope"     "add1"
[5] "addmargins"   "aggregate"     "aggregate.data.frame" "aggregate.ts"
[9] "AIC"          "alias"         "anova"         "ansari.test"
[13] "ar"           "approx"        "approxfun"     "ar"
```

Check Your Understanding

Add the packages `dplyr` and `ggplot2` to your global environment with `library()`.

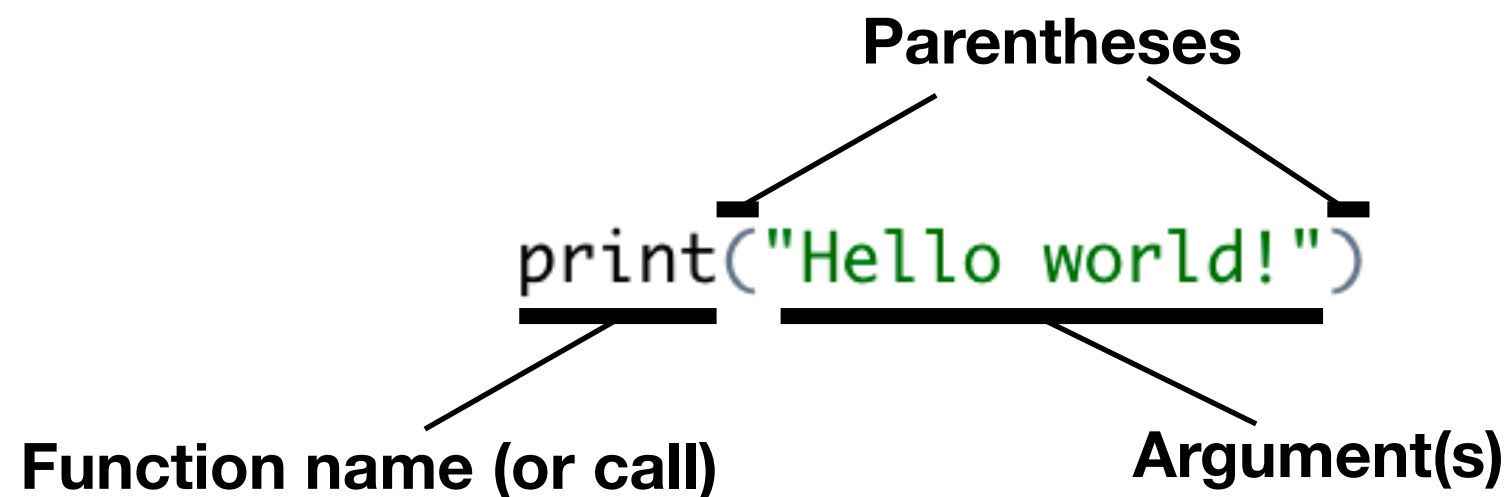
To find the function `mean()` in the base package, what environments does R search in what order?

What Use are Functions?

- The one and only thing computers are really good at doing is ***repetition***. Repeating things exactly the same way thousands of times is what computers do best!
- In order to take advantage of this feature, we need a way of giving a *standard set of instructions* to the computer so it can do the repetition without us having to tell it what to do after every step.
- **Functions** are a way to do this! Functions are a set of instructions that the computer can take and run without you having to intervene.
- *Think of functions like recipes*: they tell you all the steps to do to make a cake, but without the original author having to stand over your shoulder!

Functions in R (from L1.4)

- Functions reference other bits of code that you can run by “calling” it (written by someone else or you)
- Syntax of a function in *R*:



- **Function name (or call):** the name of the function you desire to use, or how to “call” the function.
- **Parentheses:** Parentheses after the call is how R knows you want to call a function. You **MUST** put parentheses, even if the function takes no arguments, or else R will think you are trying to recall a variable!
- **Arguments:** options that you’d like to pass to the function.

Functions and their parts

Recipe

Chocolate Cake

- 2 cups flour
 - 2 large eggs
 - 10 oz melted chocolate
 - 1 cup milk
1. Preheat oven to 350°F.
 2. Combine eggs, milk, and chocolate and mix until smooth.
 3. Mix in flour 1/2 cup at a time until smooth. Pour into cake pan.
 3. Bake until done.

Output: Chocolate Cake

Name

Inputs

Instructions

Output

Function

```
cakefunction <- function
(
  x,
  y,
  kind
)
{
  c <- x + y
  b <- x * y
  h <- c + b
  if(class(h) == kind) {
    print("yes")
  } else {
    print("no")
  }
}
```

Output: yes or no

Constructing Functions

Give your function a unique name

use `function()` to define the function

Include all the inputs you want to pass to the function

```
myfunction <- function(x, y) {  
  c <- x + y  
  b <- x * y  
}
```

Include all instructions like you would in a script, between the curly braces!

Run your new function by using it like any other function:

```
myfunction(1, 3)  
          ↑  ↑  
          x  y
```

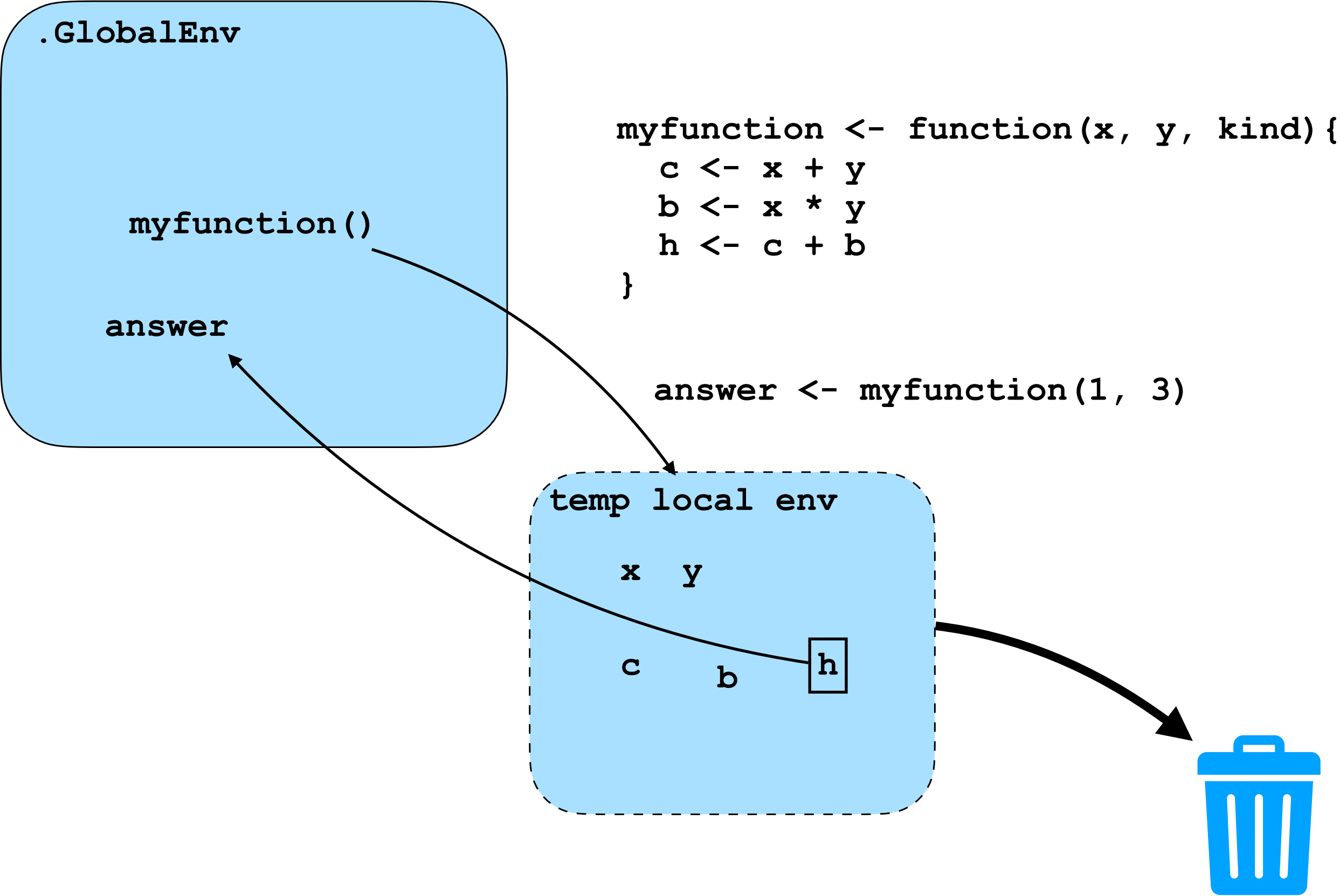
Remember, just because you write a recipe for a cake doesn't mean you **HAVE** a cake! You have to make it first! Same with functions, you must invoke (run) it to get output.

Check Your Understanding

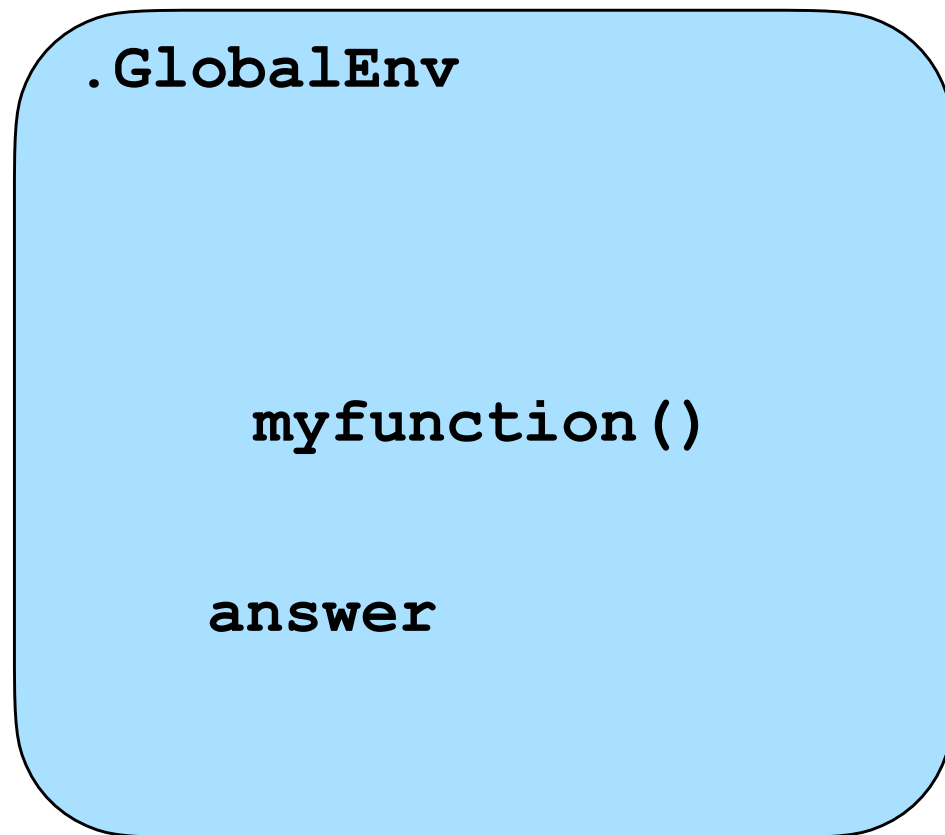
Write a function named `add` that takes two input arguments (`a` and `b`) and then returns the sum of `a` and `b` as an output.

Be sure to invoke your new function!

Functions and Environments



Functions and Environments



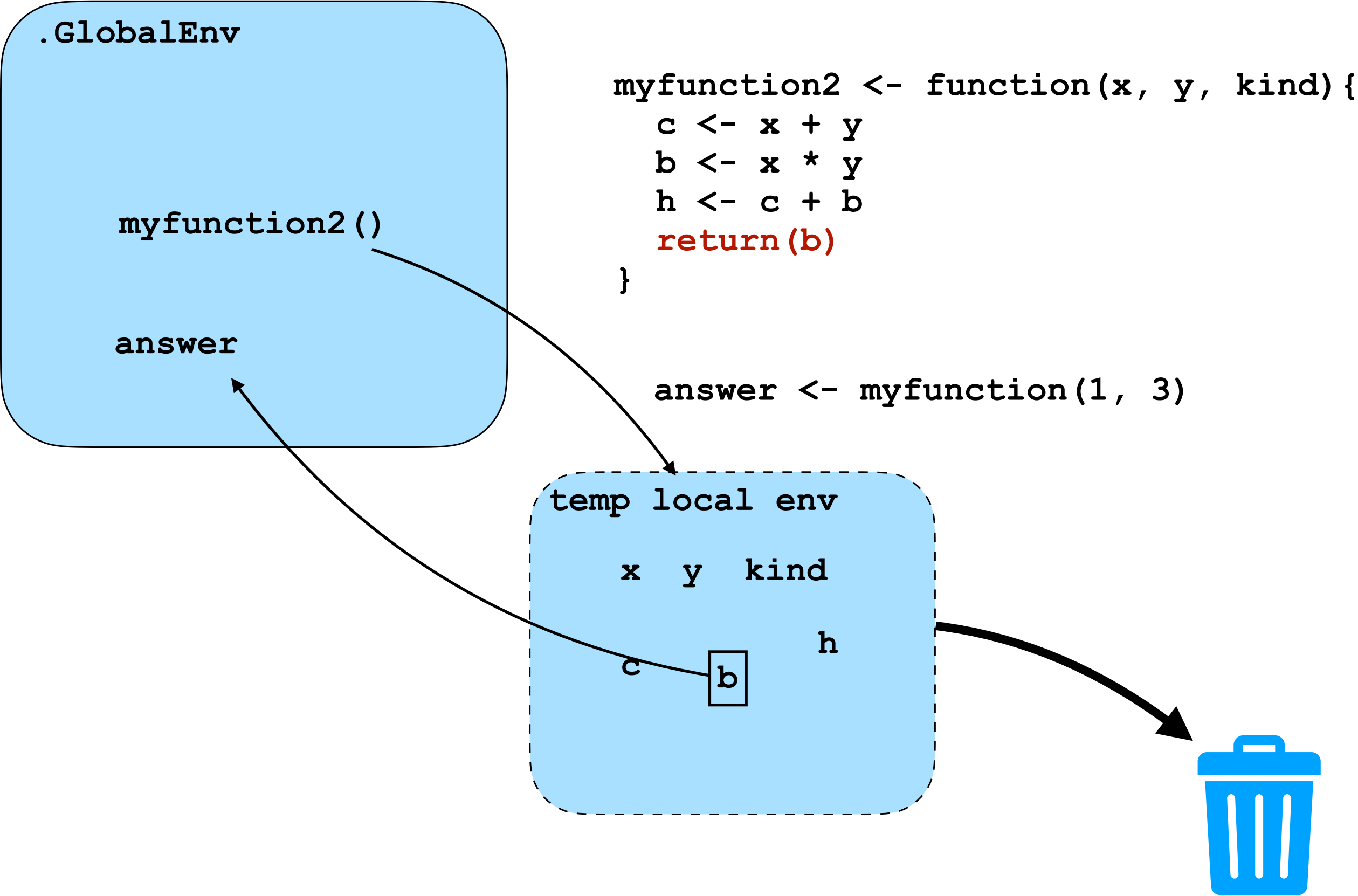
```
myfunction <- function(x, y, kind) {  
  c <- x + y  
  b <- x * y  
  h <- c + b  
}
```

Where are `c` and `b`?



Functions only return the last object generated or what you tell it to!

Functions and Environments



Check Your Understanding

For the function `whichsit()`:

```
whichsit <- function(j) {  
  a <- j + 1  
  h <- j*10  
  c <- 2*(2+j)+10  
  d <- j+3  
}
```

Running `whichsit(4)` would have what output?

a) 7

c) 22

b) 5

d) 40

Code it and try!

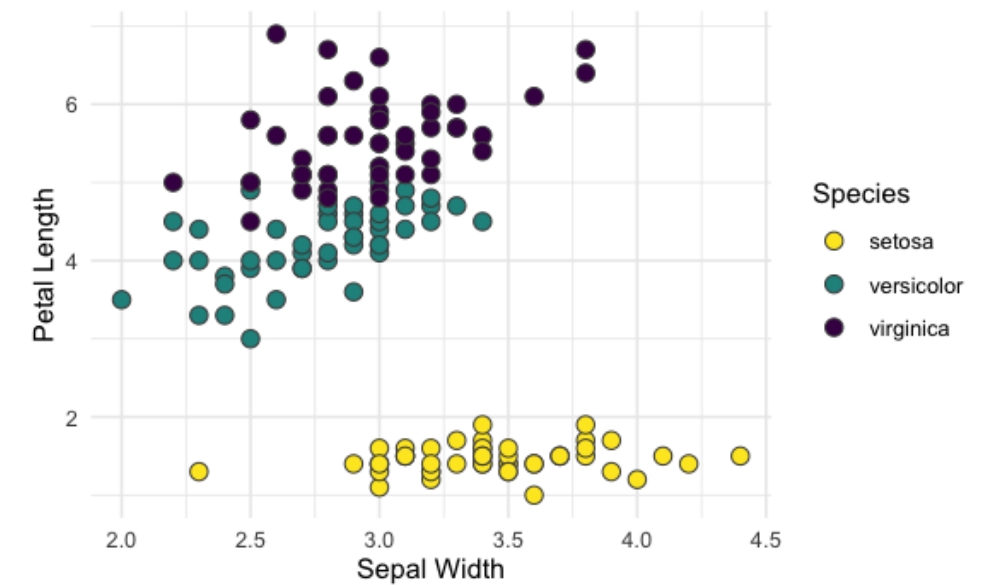
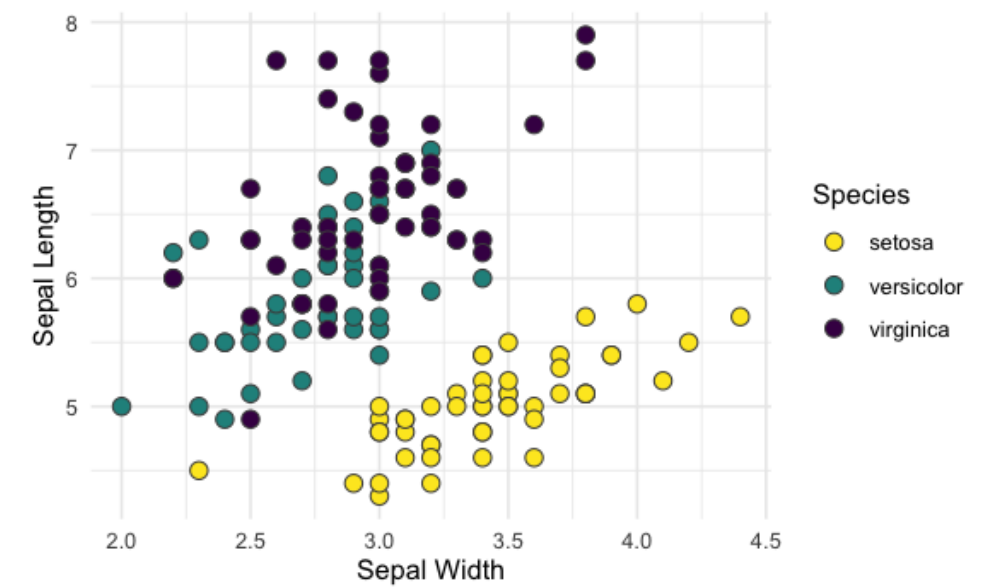
Do It Yourself Functions

- When should you consider turning code into a function? Think repetition!
- **The 'Rule of Three'.** Every time you have to copy and paste code a third time, you should write a function.
- **When you want to loop.** When you're thinking about turning something into a loop to repeat, you probably want to write a function.
- **Make things look the same.** When you have figures/charts/tables that you want to look similar without writing long strings of code every time.

Do It Yourself Functions: Example

Original copied plots:

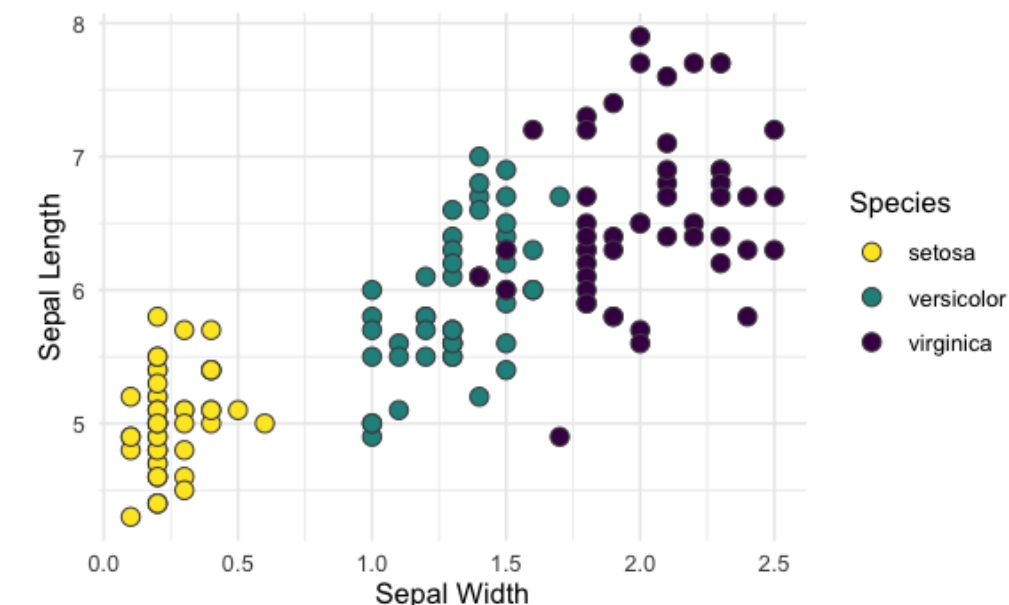
```
ggplot(iris, aes(x = Sepal.Width, y = Sepal.Length, fill=Species)) +  
  geom_point(size = 3, color = "gray30", pch = 21) +  
  xlab("Sepal Width") + ylab("Sepal Length") +  
  scale_fill_viridis(discrete = TRUE, direction = -1) +  
  theme_minimal()  
  
ggplot(iris, aes(x = Sepal.Width, y = Petal.Length, fill = Species)) +  
  geom_point(size = 3, color = "gray30", pch = 21) +  
  xlab("Sepal Width") + ylab("Petal Length") +  
  scale_fill_viridis(discrete = TRUE, direction = -1) +  
  theme_minimal()  
  
oops  
ggplot(iris, aes(x = Petal.Width, y = Sepal.Length, fill = Species)) +  
  geom_point(size = 3, color = "gray30", pch = 21) +  
  xlab("Sepal Width") + ylab("Sepal Length") +  
  scale_fill_viridis(discrete = TRUE, direction = -1) +  
  theme_minimal()
```



New function:

```
iris.plot <- function(xpos, ypos){  
  ggplot(iris, aes(x = .data[xpos], y = .data[ypos],  
    fill = .data[["Species"]])) +  
  geom_point(size = 3, color = "gray30", pch = 21) +  
  xlab(sub("[.]", " ", xpos)) + ylab(sub("[.]", " ", ypos)) +  
  scale_fill_viridis(discrete = TRUE, direction = -1) +  
  theme_minimal()  
}
```

```
iris.plot("Sepal.Width", "Sepal.Length")  
iris.plot("Sepal.Width", "Petal.Length")  
iris.plot("Petal.Width", "Sepal.Length")
```



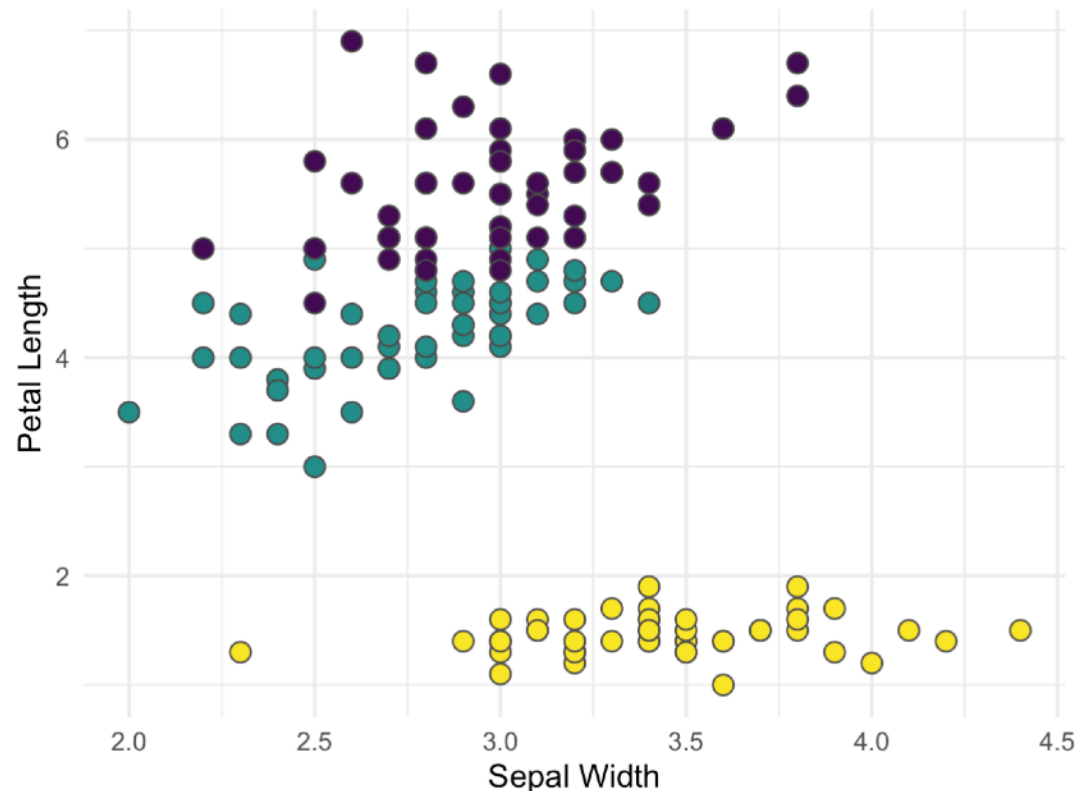
Adding Flexibility

Add options in passes!
Get stuff to work and
then add something else!

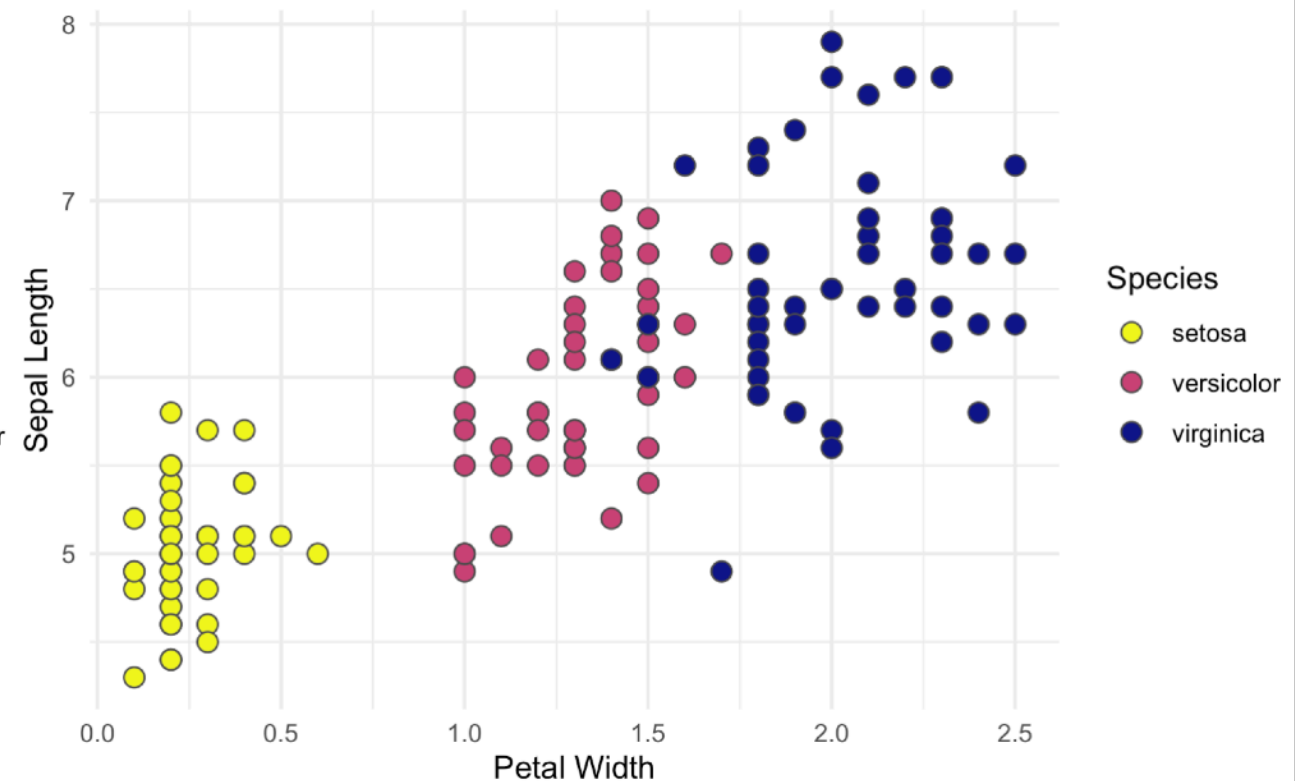
Add option to change viridis palette:

```
iris.plot <- function(xpos, ypos, opt){  
  ggplot(iris, aes_string(x = xpos, y = ypos, fill = "Species")) +  
  geom_point(size = 3, color = "gray30", pch = 21) +  
  xlab(sub("[.]", " ", xpos)) + ylab(sub("[.]", " ", ypos)) +  
  scale_fill_viridis(discrete = TRUE, direction = -1, option = opt) +  
  theme_minimal()  
}
```

```
iris.plot("Petal.Width", "Sepal.Length", opt = "C")
```



```
iris.plot("Sepal.Width", "Petal.Length", opt = "D")
```



Check Your Understanding

Take the following code (see markdown) and make a function that will plot individual stations red. Inputs should be the station number and the output should be a plot with that station's points colored red.

```
plot(x = quakes$depth, y = quakes$mag,  
     pch = 21, col = "gray40", bg = "gray80")  
points(x = quakes$depth[quakes$stations==12],  
       y = quakes$mag[quakes$stations==12],  
       pch = 21, bg = "red")
```

As a bonus, you could add an option to change the color of the station's point from red to user-defined.

Action Items

- 1. Complete Assignment 3.2.**
- 2. Read Davies Ch. 10.1 for next time.**