

# Writing functions in R

a **statsTeachR** resource

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# Learning goals

At the end of this lecture you should be able to...

- ▶ Understand the elements that make up a function in R.
- ▶ Write a simple function in R.

# What is a function?

A function is a pre-defined algorithm

- ▶ It takes arguments as inputs.
- ▶ It returns a defined output.

```
my_function <- function(arg1, arg2) {  
  ## this is the body of the function  
  ...  
  return(something)  
}
```

# What does this function calculate?

```
my_fun <- function(x) {  
  ## x is a numeric vector  
  y <- sum(x)/length(x)  
  return(y)  
}
```

# What does this function calculate?

```
my_fun <- function(x) {  
  ## x is a numeric vector  
  y <- sum(x)/length(x)  
  return(y)  
}  
a <- rnorm(100)  
my_fun(a)  
  
## [1] 0.1300216
```

# You can control what people put in

```
b <- c("fun", "with", "functions")  
my_fun(b)
```

```
## Error in sum(x):  invalid 'type' (character) of argument
```

```
my_fun <- function(x) {  
  if(class(x)!="numeric")  
    stop("x must be numeric")  
  y <- sum(x)/length(x)  
  return(y)  
}  
my_fun(b)
```

```
## Error in my_fun(b):  x must be numeric
```

```
my_fun(a)
```

```
## [1] 0.1300216
```

# You can communicate with the user

Often these are couched in if-statements, i.e. “if some unusual condition is met, here is something you should know”.

```
error_msg_fun <- function(x) {  
  message("Lift off!")  
  warning("Houston, we have a minor glitch. No biggie.")  
  stop("Houston, we have a major problem. ABORT!")  
}  
error_msg_fun(a)  
  
## Lift off!  
## Warning in error_msg_fun(a): Houston, we have a minor glitch.  
## No biggie.  
## Error in error_msg_fun(a): Houston, we have a major problem.  
## ABORT!
```

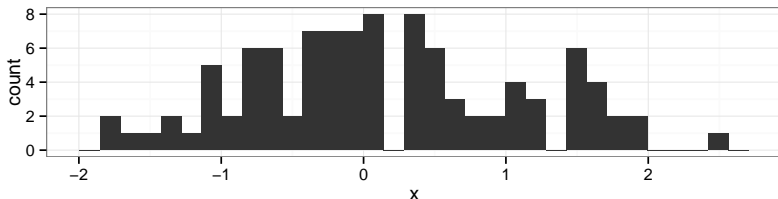
## Other function features...

- ▶ You can add '...' to the argument list for your function, to enable the user to pass unspecified arguments to function calls within the function.
- ▶ `require()` ensures that the necessary packages are loaded. You should only use `require()` when defining functions, otherwise, use `library()`.



## Other function features...

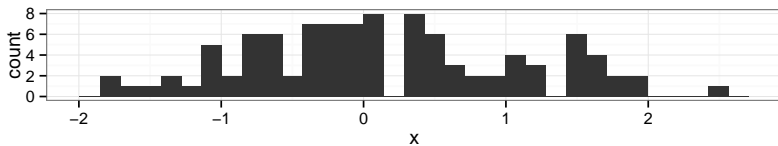
```
my_fun <- function(x, ...) {  
  require(ggplot2)  
  if(class(x)!="numeric")  
    stop("x must be numeric")  
  p <- qplot(x, ...)  
  print(p)  
  y <- sum(x)/length(x)  
  return(y)  
}  
my_fun(a)  
  
## [1] 0.1300216
```



# Passing an argument

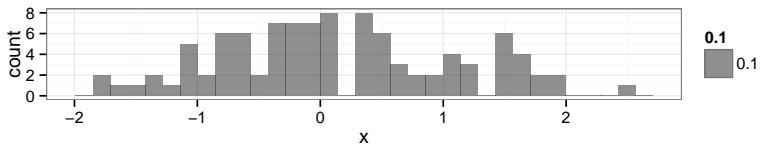
```
my_fun(a)
```

```
## [1] 0.1300216
```



```
my_fun(a, alpha=0.1)
```

```
## [1] 0.1300216
```



# Lexical scoping

Scoping is largely beyond the scope of this course, but a few important things:

- ▶ Scoping rules determine how “free variables” are assigned values.
- ▶ Within functions, the safest/simplest thing is to make sure that everything is defined explicitly within the function.
- ▶ R uses “Lexical scoping” which means it looks up undefined variables in the environment where your function was defined!

More detail can be found in Hadley's book.