

Homework 4 Solutions

1. Write a function that reports the mean, median, standard deviation, and minimum and maximum values for a generic numeric vector, `x`.

```
smry <- function(x) {
  if(is.numeric(x) == FALSE) {
    warning("Vector coerced to numeric")
  }

  mn <- mean(as.numeric(x), na.rm = TRUE)
  md <- median(as.numeric(x), na.rm = TRUE)
  stDev <- sd(as.numeric(x), na.rm = TRUE)
  minm <- min(as.numeric(x), na.rm = TRUE)
  maxm <- max(as.numeric(x), na.rm = TRUE)

  if(length(x) != length(na.omit(x))) {
    warning("Missing data removed")
  }

  stats <- c(mn, md, stDev, minm, maxm)
  names(stats) <- c("Mean", "Median", "StandardDeviation", "Minimum",
    "Maximum")

  return(round(stats, 3))
}
```

2. Load the `ratebeer_beerjobber.txt` dataset, and apply the function to each of the final five columns.

```
setwd("/Users/Daniel/Dropbox/Teaching/CourseR/")
beer <- read.delim("./data/ratebeer_beerjobber.txt")
head(beer)
```

```
##              name                brewer
## 1      Abbey Monks Ale Abbey Beverage Company
## 2      Abbey Monks Tripel Abbey Beverage Company
## 3      Abbey Monks Wit  Abbey Beverage Company
## 4 Alameda Barn Owl Imperial Brown Ale    Alameda Brewing Co.
## 5      Alameda Black Bear XX Stout    Alameda Brewing Co.
## 6      Alameda El Torero Organic IPA    Alameda Brewing Co.
##              style abv ratings score.overall score.by.style
## 1      Belgian Ale 5.2      96           50           49
## 2      Abbey Tripel 8.0        3           NA           NA
## 3 Belgian White (Witbier) 5.1      46           23           19
## 4      Brown Ale 7.9        13           74           81
## 5      Foreign Stout 6.8      172           94           76
## 6      India Pale Ale (IPA) 7.2      56           74           43
```

```
Style <- smry(beer$style)
```

```
## Warning in smry(beer$style): Vector coerced to numeric
```

```
ABV <- smry(beer$abv)
Ratings <- smry(beer$ratings)
Overall_Score <- smry(beer$score.overall)
```

```
## Warning in smry(beer$score.overall): Missing data removed
```

```
Style_Score <- smry(beer$score.by.style)
```

```
## Warning in smry(beer$score.by.style): Missing data removed
```

```
rbind(Style, ABV, Ratings, Overall_Score, Style_Score)
```

```
##           Mean Median StandardDeviation Minimum Maximum
## Style      31.863   35.0           18.532         1    62.0
## ABV         5.900    5.9           2.202         0    12.8
## Ratings    113.605   60.5          148.885         0   1116.0
## Overall_Score 65.850   71.0           24.224         0   100.0
## Style_Score  60.872   62.0           26.877         0   100.0
```

3. Write a function to calculate the median of a generic vector, `x`. Compare the results of your function to the base call. Again make sure the function can handle missing data, and embed a warning if missing data are removed.

```
med <- function(x) {
  if(any(is.na(x))) {
    warning("Missing data removed")
    x <- na.omit(x)
  }

  ordered <- x[order(x)]

  if((length(ordered) %% 2) == 1) {
    return(ordered[ceiling(length(ordered)/2)])
  }

  if((length(ordered) %% 2) == 0) {
    return(mean(c(
      ordered[length(ordered)/2],
      ordered[(length(ordered)/2) + 1]
    )))
  }
}

median(beer$score.overall, na.rm = TRUE); med(beer$score.overall)
```

```
## [1] 71
```

```
## Warning in med(beer$score.overall): Missing data removed
```

```
## [1] 71
```

```
median(beer$abv, na.rm = TRUE); med(beer$abv)
```

```
## [1] 5.9
```

```
## [1] 5.9
```

```
median(c(1:12, NA, NA), na.rm = TRUE); med(c(1:12, NA, NA))
```

```
## [1] 6.5
```

```
## Warning in med(c(1:12, NA, NA)): Missing data removed
```

```
## [1] 6.5
```

```
median(1:13); med(1:13)
```

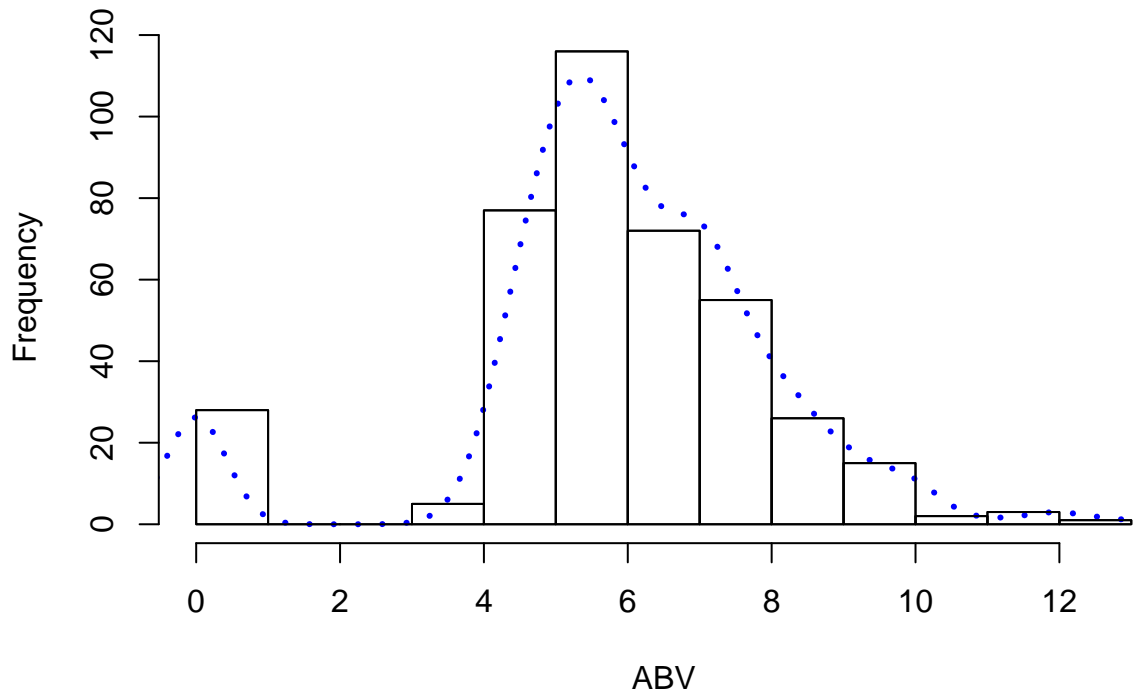
```
## [1] 7
```

```
## [1] 7
```

4. Write a function that takes a generic numeric vector, `x`, and produces a plot of the histogram with the density overlayed. Make sure the y-axis still refers to frequencies, rather than densities. Make the function generic enough that other arguments can be passed to `plot()`. Use the function to produce a plot of `abv`, with the line color changed, and modified x-axis label and title.

```
histDens <- function(x, lineCol, ...) {  
  x <- as.numeric(x)  
  hist(x,  
    probability = TRUE,  
    axes = FALSE,  
    main = "",  
    xlab = "",  
    ylab = "")  
  
  lines(density(x, na.rm = TRUE),  
    col = as.character(lineCol),  
    lty = 3,  
    lwd = 3)  
  
  par(new = TRUE)  
  hist(x, ...)  
}  
histDens(beer$abv, lineCol = "blue",  
  main = "Alcohol by Volume",  
  xlab = "ABV")
```

Alcohol by Volume



5. *Extra Credit:* Write a function that simulates dice being rolled. The function should take 3 formal arguments: `nsides`, `nrolls`, and `ndice`, corresponding to the number of sides of the die or dice, number of rolls of the die or dice, and the number of dice in each roll. The output should be an n by p matrix, where n is the number of rolls and p is the number of dice.
- Use the function to simulate rolling 3 dice, each with 8 sides, 100,000 times. Compute the sum for each roll and summarize this sum with a histogram. Annotate the histogram by including vertical lines denoting the mean, and 1 standard deviation above and below the mean.
- Compute the probability of the second and third dice rolled being 1 greater than the previous (e.g., 5, 6, 7, or 1, 2, 3, etc.).

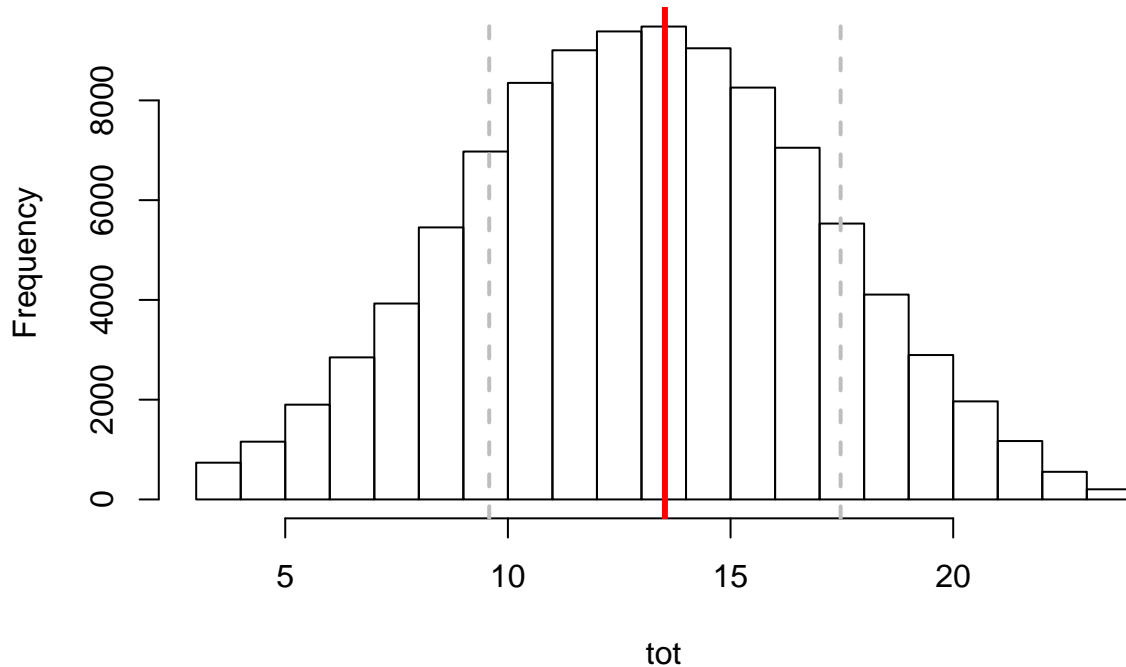
```
dice <- function(nsides, nrolls, ndice) {
  t(replicate(nrolls, sample(1:nsides, ndice, replace = TRUE)))
}
experiment <- dice(8, 1e5, 3)
head(experiment)
```

```
##      [,1] [,2] [,3]
## [1,]    1    2    6
## [2,]    8    2    1
## [3,]    2    5    2
## [4,]    6    2    8
## [5,]    4    7    3
## [6,]    6    5    1
```

```
tot <- rowSums(experiment)

hist(tot, main = "Histogram of Simulated Rolls (3 dice, 8 sides)")
abline(v = mean(tot), col = "red", lwd = 3)
abline(v = mean(tot) - sd(tot), col = "gray", lwd = 2, lty = 2)
abline(v = mean(tot) + sd(tot), col = "gray", lwd = 2, lty = 2)
```

Histogram of Simulated Rolls (3 dice, 8 sides)



```
(table(experiment[,2] == experiment[,1] + 1 &
       experiment[,3] == experiment[,2] + 1) / 1e5) * 100
```

```
##
## FALSE TRUE
## 98.778 1.222
```

There's approximately a 1.163% chance of the second and third dice each being one greater than the previous.