Debugging in R

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Overall approach

- Google first
- Make it repeatable
 - set random seed using set.seed()
- Figure out where it is
- Fix it and test it

Different types of erros

- syntax / parsing error
- runtime error

Locating errors

```
f <- function(a) g(a)
g <- function(b) h(b)
h <- function(c) i(c)
i <- function(d) {
   if (!is.numeric(d)) {
      stop("`d` must be numeric", call. = FALSE)
   }
   d + 10
}
f("a")</pre>
```

Error: `d` must be numeric

See also debug.R demonstration.

Lazy evaluation

```
j <- function() k()
k <- function() stop("Oops!", call. = FALSE)
f(j())

## Error: Oops!

rlang::with_abort(f(j()))</pre>
```

```
## Error: Oops!
```

```
rlang::last_trace()
```

Error: Can't show last error because no error was recorded yet

Using recover()

By setting,

```
options(error = recover)
```

a interactive prompt will be displayed that you get an error.

Interactive debugger in RStudio

When we encounter an error, we could hit Rerun with Debug in RStudio to start interactive debugging.

```
f("a")
```

```
## Error: `d` must be numeric
```

Sometimes, we know something is definitely wrong but the code runs fine.

See debug2.R for demonstration.

Interactive debugger elsewhere

browser()

When browser() is run, a interactive prompt will be shown.

```
g <- function(b) {
  browser()
  h(b)
}
g(10)</pre>
```

```
## Called from: g(10)
## debug at <text>#3: h(b)
## [1] 20
```

browser() is a regular function call which means that you can run it conditionally

```
g <- function(b) {
  if (b < 0) {
    browser()
  }
  h(b)
}
g(10)</pre>
```

[1] 20

See debug2.R for demonstration.

debug() and debugonce()

debug takes a single argument, the name of a function. When you pass the name of a function to debug, that function is flagged for debugging.

See debug3.R for demonstration.

See debug4.R for demonstration.

Debug R batch scripts

See debug5.R for demonstration.

```
# In a later interactive session ----
load("last.dump.rda")
debugger()
```

Reference

Advanced R Chapter 22 https://adv-r.hadley.nz/debugging.html