#### Data Science with R

Part III: Functions and How to Get Help

Raphael Schleutker

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There are only two industries that refer to their customers as users.

Edward Tufte

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To understand computations in R, two slogans are helpful:

- Everything that exists is an object.
- Everything that happens is a function call.

— John Chambers

This has two very important consequences:

- Whenever something happens in R, may it be the computation of a value, an assignment, deletion of a variable, plotting graphics, etc., there is a function called. No exception.
- Objects and functions are not mutually exclusive. Indeed, functions are objects as well (as they exist) and can be passed around like any other object. We will see in later presentations why this is useful.

Given the central role of functions, it's worth studying them in some detail.

The essentials parts of a function are

- The name, by which the function is called.
- The argument list that is passed to the function.
- The function body, which is a series of expressions 'that do something'.
- The return value of the function. Every function has one (and only one) even though it doesn't seem so sometimes.

For now, we only focus on how to use functions, i.e. we can ignore the function body until later.

```
mean(x = c(1, 2, 3, 4, 5))
# [1] 3
```

- mean is the function name.
- x is one argument of the function.
- 3 is the return value.

Note that the function is called (executed) by tailoring the function name with parantheses.

```
mean()
# Error in mean.default(): argument "x" is missing, with no
default
mean
# function (x, ...)
# UseMethod("mean")
# <bytecode: 0x0000000145debe0>
# <environment: namespace:base>
```

- In the first case, the function is called, which produces an error because there is no parameter to calculate the mean from.
- In the second case, the object stored in mean is return, i.e. the function object.

```
a \leftarrow mean(x = c(1, 2, 3, 4, 5))
b \leftarrow mean
```

What do the variables a and b hold?

```
а
# [1] 3
b
# function (x, ...)
# UseMethod("mean")
# <bytecode: 0x0000000145debe0>
# <environment: namespace:base>
```

a holds the result of the function call whereas b holds the function object. Thus, b is now a different name for the same function object that is stored in mean.

The proof...

```
b(c(1, 2, 3, 4, 5))
# [1] 3
```

#### **Function Basics – Arguments**

 $\boldsymbol{x}$  is one argument of mean but not the only one.

```
a <- c(6, 6, 5, 7, 9, 1, 3, NA, 2, 3, NA)

mean(x = a, trim = 0.1, na.rm = TRUE)

# [1] 4.666667
```

If na.rm is set to TRUE all missing values will be removed before the mean is calculated. trim is the fraction of values removed from either end of the vector.

#### **Function Basics – Arguments**

It is not necessary to always write the name of all arguments.

```
mean(c(6, 6, 5, 7, 9, 1, 3, NA, 2, 3, NA), 0.1, TRUE)
# [1] 4.666667
```

The parameters are matched by position to each argument. It is convenient to not name the first one or two arguments (those that are known anways). However, leaving away the name of each argument soon becomes confusing.

#### **Function Basics – Arguments**

Positional matching only works if you hand over a parameter for each argument. If you want to hand over the third argument by position you also have to hand over the first and second argument. Thus, the following does not work.

```
mean(c(6, 6, 5, 7, 9, 1, 3, NA, 2, 3, NA), TRUE)

# Error in mean.default(c(6, 6, 5, 7, 9, 1, 3, NA, 2, 3, NA),

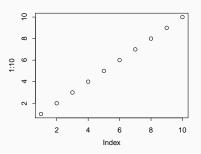
TRUE): 'trim' must be numeric of length one
```

In this case, the argument trim takes the parameter TRUE, which doesn't make sense.

#### Function Basics - Return Values

For the case of mean the return value is obviously a numeric vector of length 1. This return value could be assigned to a variable as we have seen. Sometimes, it seems as if there is no return value.

a <- plot(1:10)



The graphic produced is not the return value of plot. Otherwise, we would not see the graphic when we assign the result to a variable (it is a so called side effect of the function). But what is the return value then?

#### Function Basics - Return Values

```
a # NULL
```

The return value is NULL which is a very special object that represents a non-existing value. Do not confuse this with a missing value NA. Missing values are existent. We just don't know it. NULL objects do not exist. There is no storage space reserved for a variable holding NULL and thus there is no address for NULL.

#### **Function Basics - Infix Functions**

We have learned above that a function is called by preceding the function name with parantheses. So what about the assignment operator or math operators?

```
a <- c(1, 2, 3)
a + 2
# [1] 3 4 5
```

These are special functions called infix function (as they are in between their arguments) in comparison to prefix functions.

#### **Function Basics - Infix Functions**

Every infix function is also a prefix function and can be called as such using backticks.

```
"<-`(b, c(9, 8, 7))
b

# [1] 9 8 7

'+`(b, 4)

# [1] 13 12 11</pre>
```

Infix functions written by third parties are enclosed by % (as you may know from the magrittr package: %>%). Only the R Core Team is able to create infix functions without %.

Even in base R are hundreds of functions. Obviously, we can not remember each function and what arguments they have. So how could we get informations about functions?

Some general tipps and tricks.

 The functions usually have common names like mean, median, strsplit, etc.

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- Google is a very good source for help but be cautious. Not every answer you find on the internet is a good one (even though it technically works).
- You always can use the internal help system of R.

For getting help in R to a certain function, type ? followed by the name of the function.

#### ?mean

If you are using pure R, i.e. not an IDE, your default web browser will open with the help site to this function (it is an HTML file on your computer so you can use the help system even without internet).

If you are using RStudio, the help site is opened in RStudio instead.

The help site always has the same structure.

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  cause often you will use the return value of one function as input for
  another function. This way you can make sure that both have the
  same structure.
- References and related functions.
- (Examples) Some use cases and examples.

As you are becoming a better programmer this help system often is everything you need.