

PP4RS | R Module

Slot 2

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Outline of the R-Module

Slot 1: Intro & Data Types

Slot 2: Conditionals and Functions & Loops

Slot 3: Read in Data

Slot 4: Data Manipulation

Slot 5: Regressions

Slot 6: Graphs

Slot 7: knitr

Now: Conditionals and Functions & Loops

Conditionals and Functions

If-Else

An if-else structure is useful if you want to execute different code blocks depending on whether a certain statement is evaluated as TRUE or FALSE:

```
recession = TRUE

if (recession){
  print("Booh!")
} else {
  print("Yay!")
}
```

```
[1] "Booh!"
```

Syntax:

- statements are in round brackets
- two curly brackets around the code block

"If whatever is in round brackets is correct... ..do whatever is written in the curly brackets"

Switch Function

Instead of if-else, one can also use the `switch` function.

```
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y <- 2  
operation <- 'plus'
```

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```

```
switch(operation,  
      plus = x + y,  
      minus = x - y,  
      times = x * y,  
      divide = x / y,  
      stop('You specified an unknown operation!')  
)
```

```
[1] 3
```

Comparisons

Sometimes we want to check if two values are equal. We can do this with `==`.

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A <- c(1, 2, 3, 4)
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```

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```
A <- c(1, 2, 3, 4)
B <- c(1, 3, 4, 5)
```

```
if (A == B) {
  print('They are equal!')
} else {
  print('They are not equal!')
}
```

Warning in `if (A == B) {: the condition has length > 1 and only the first element will be used`

```
[1] "They are equal!"
```

But: If more than one value is returned, R will check only the first truth-value!

Comparisons

Therefore, you can use the `identical` function:

```
A <- c(1, 2, 3, 4)
B <- c(1, 3, 4, 5)

if (identical(A, B)) {
  print('They are equal!')
} else {
  print('They are not equal!')
}
```

```
[1] "They are not equal!"
```

Comparisons

Therefore, you can use the `identical` function:

```
A <- c(1, 2, 3, 4)
B <- c(1, 3, 4, 5)

if (identical(A, B)) {
  print('They are equal!')
} else {
  print('They are not equal!')
}
```

```
[1] "They are not equal!"
```

#Problem: You have to have the same variable type.

```
identical(0L, 0)
```

```
[1] FALSE
```

Comparisons

Other comparison signs:

- `!=` not identical
- `<` smaller than
- `<=` smaller than or equal
- `>` bigger than
- `>=` bigger than or equal
- `!` not
- `&&` logical 'and'
- `||` logical 'or'
- `is.logical`, etc.

Comparisons

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```
1 - 1/3 - 1/3 - 1/3 == 0
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[1] FALSE
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1 - 1/3 - 1/3 - 1/3
```

```
[1] 1.110223e-16
```

Comparisons

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```

```
[1] FALSE
```

```
1 - 1/3 - 1/3 - 1/3
```

```
[1] 1.110223e-16
```

```
dplyr::near(1 - 1/3 - 1/3 - 1/3, 0)
```

```
[1] TRUE
```

Functions

We need three things to define a function:

1. a function name, here `calc_percent_missing`
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  mean(is.na(x))  
}
```

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```
calc_percent_missing <- function(x){  
  mean(is.na(x))  
}
```

Now let's use the function:

```
calc_percent_missing(c(1, 2, 6, 3, 7, NA, 9, NA, NA, 1))
```

```
[1] 0.3
```

Functions

Function arguments (whatever is in the round brackets) can usually be broadly divided into two categories:

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cobb_douglas <- function(x, a = 0.5, b = 0.5){  
  u <- x[1]^a * x[2]^b  
}
```

Let's use it:

```
x <- c(1, 2)  
print(cobb_douglas(x))
```

```
[1] 1.414214
```

Functions

Now let's use different parameters:

```
print(cobb_douglas(x, b=0.4, a=0.6))
```

```
[1] 1.319508
```

```
print(cobb_douglas(x, 0.4, 0.6))
```

```
[1] 1.515717
```

What is the difference?

Exercises

- Write a conditional with the following properties (hint: use `if`, `else if` and `else`):
 - If the vector `color` has the value "red", print "It is a tomatoe!"
 - If the vector `color` has the value "yellow", print "It is a yellow pepper!"
 - If the vector `color` has the value "violet", print "It is an onion!"
 - If none of the above is true, print "No idea what this is!"
- Rewrite your color example with the `switch` function
- Implement a `fizzbuzz` function (hint: you can use `%%` for the remainder of a division)
 - It takes a single number as input.
 - If the number is divisible by three, it returns “fizz”.
 - If it’s divisible by five it returns “buzz”.
 - If it’s divisible by three and five, it returns “fizzbuzz”.
 - Otherwise, it returns the number.

Solution

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Solution

Let's test it

Loops

Types of loops

Loops are useful when you need to do the same operation repeatedly.

- `while`: while the statement is true, ...
- `for`: for some elements of a vector, ...
- `repeat`: repeat until a condition is fulfilled

The syntax is similar to the conditionals, you need the normal and the curly brackets.

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Tips and Tricks

- Try to put as little code as possible within the loop
- Take out as many instructions as possible
- If you need a nested for loop it is probably a sign that things are not implemented the best way

Vectorization¹

Consider two math problems.

Vectorized:

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \\ 6 \end{bmatrix}$$

Not Vectorized:

$$\begin{aligned} 1 + 1 &= 2 \\ 2 + 2 &= 4 \\ 3 + 3 &= 6 \end{aligned}$$

In R, the vectorized version is faster than the not vectorized one.

[1] This and the following slides draw heavily from
<http://www.noamross.net/blog/2014/4/16/vectorization-in-r--why.html>

R vs. C

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C is a compiled program:

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R is not!

- code is written
- code is run
- no translation needed

But: Many functions in R are written in C, C++ or FORTRAN!

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- that code runs faster than pure R

If you use a function element by element, R has to interpret the inputs every time!

Therefore, it is faster to use a function on a vector.

Why not to loop

Memory allocation is slow.

```
j <- 1
for (i in 1:10) {
  j[i] <- 10
}
```

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```
j <- 1
for (i in 1:10) {
  j[i] <- 10
}
```

This is better:

```
j <- rep(NA, 10)
for (i in 1:10) {
  j[i] = 10
}
```

There are functions in R, which automatically make sure that you do a "proper" loop. These are from the `apply` and `plyr` packages.

To sum up

Try to avoid loops.

- Functions which are written in C will be faster, especially when used for the whole vector
- Functions which are written in R might still include loops, but they are written in a "clean" way
 - They preallocate memory
 - They get rid of the "side effect", the `i` from your loop automatically

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When is it ok to loop?

- If a function does not take vector arguments
- If the iteration is dependent on the results of previous iterations

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- Functions which are written in C will be faster, especially when used for the whole vector
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- If the iteration is dependent on the results of previous iterations

Functions that are essentially loops in C

- `cumsum`: cumulative sums
- `rle`: counting number of repeated value
- `ifelse`: vectorized if...else

Exercises

- Create the dataframe `my_df <- data.frame(a = rnorm(10), b = rnorm(10), c = rnorm(10), d = rnorm(10))`. Print the median of column `a`.
- Print the medians of all columns using a for loop.
- Define the vector `firstnames<-c("Dora", "Adam", "Gergely")`. Create a vector `full_names` which combines the first names with the last name `Simon` using a loop. (hint: use `paste`)
- Create a vector `full_names_fast` which combines the first names with the last name `Simon` without a loop. (hint: define the last name and then use `paste` on the vectors)

Solutions

Create the dataframe `my_df <- data.frame(a = rnorm(10), b = rnorm(10), c = rnorm(10), d = rnorm(10))`. Print the median of column a.

Print the medians of all columns using a for loop.

Solutions

Define the vector `firstnames<-c("Dora", "Adam", "Gergely")`. Create a vector `full_names` which combines the first names with the last name Simon using a loop. (hint: use `paste`)

Solutions

Create a vector `full_names_fast` which combines the first names with the last name `Simon` without a loop. (hint: define the last name and then use `paste` on the vectors)