

Introduction to Programming with R

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Agenda

Day 1

- Basic Elements & Data Types
- Flow & Conditional Programming
- Loops & Iteration
- Functions (Introduction)

Day 2

- Functions (Advanced)
- Debugging
- Efficient Programming

Open questions from day 1?

Functions II

Functions III

Functions I

- Good functions?
- dot dot dot
- `on.exit()`
- Accessing the call

What makes a good function?

Pure functions!

- no side effects
- the only output is returned
- no dependency on global environment
- only input via arguments

Results in easier understanding and higher portability.

How can functions receive flexible numbers of inputs?

Examples:

- `sum()`
- `save()`
- ...

...

via dot dot dot (...)

```
add_all_things2 <- function(...) {  
  l <- list(...)  
  do.call(sum, l)  
}  
add_all_things2(2, 3, 5, 10)
```

[1] 20

on.exit()

Performing an action when the function terminates

```
add_things <- function(x, y) {  
  on.exit(cat("Sum of", x, "and", y))  
  x <- x + 20  
  x + y  
}  
out <- add_things(1, 2)
```

Sum of 21 and 2

```
out
```

```
[1] 23
```

Accessing the function call

Accessing the function call

```
showArgs <- function(x, y) {  
  match.call()  
}  
showArgs(1, 2)
```

```
showArgs(x = 1, y = 2)
```

Debugging

Debugging

- `browser()`
- `traceback()`
- `options(error = recover)`
- `options(warn = 2)`

Also:

- `trace()` & `untrace()`
- `debug()` & `undebug()`, `debugonce()`

browser()

Inspecting a function interactively

```
some_function <- function(x, y) {  
  z <- x + y  
  browser()  
  z  
}  
some_function(x = 1, y = 5)
```

browser()

```
> some_function <- function(x, y) {  
+   z <- x + y  
+   browser()  
+   z  
+ }  
> some_function(x = 1, y = 5)  
Called from: some_function(x = 1, y = 5)  
Browse[1]> |
```

browser()

Navigating within a browser:

ls() Show existing objects in the current environment

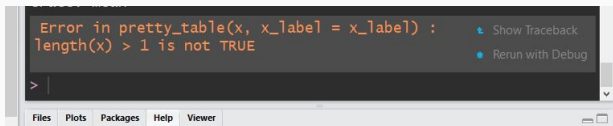
c Exit the browser and continue execution

Q Exit the browser, return to top level

where Show call stack

traceback()

Understanding the call stack:



traceback()

Understanding the call stack:

```
Error in pretty_table(x, x_label = x_label) :  
length(x) > 1 is not TRUE  
13. stop(simpleError(msg, call = if (p <- sys.parent(1L)) sys.c  
    all(p)))  
12. stopifnot(length(x) > 1)  
11. pretty_table(x, x_label = x_label)  
10. pretty_statistics(sub_dat$cy1, x_label = "cy1")  
9. FUN(data[x, , drop = FALSE], ...)  
8. FUN(X[[i]], ...)  
7. lapply(X = ans[index], FUN = FUN, ...)  
6. tapply(seq_len(32L), list('mtcars$carb' = c(4, 4, 1, 1, 2,  
    1,  
    4, 2, 2, 4, 4, 3, 3, 3, 4, 4, 4, 1, 2, 1, 1, 2, 2, 4, 2, 1,  
    2,  
    2, 4, 6, 8, 2)), function (x)  
    FUN(data[x, , drop = FALSE], ...), simplify = TRUE)  
5. eval(substitute(tapply(seq_len(nd), IND, FUNx, simplify = s  
    implify)),  
    data)  
4. eval(substitute(tapply(seq_len(nd), IND, FUNx, simplify = s  
    implify)),  
    data)  
3. structure(eval(substitute(tapply(seq_len(nd), IND, FUNx, si  
    mply = simplify)),  
    data), call = match.call(), class = "by")  
2. by.data.frame(mtcars, mtcars$carb, function(sub_dat) {  
    pretty_statistics(sub_dat$cy1, x_label = "cy1")  
  })  
1. by(mtcars, mtcars$carb, function(sub_dat) {  
    pretty_statistics(sub_dat$cy1, x_label = "cy1")  
  })  
> |
```

Being able to chose an environment from the call stack:

```
# on
options(error = recover)

# off
options(error = NULL)
```

Being able to choose an environment from a call stack:

```
Error in pretty_table(x, x_label = x_label) : length(x) > 1 is not TRUE
Enter a frame number, or 0 to exit

1: by(mtcars, mtcars$carb, function(sub_dat) {
  pretty_statistics(sub_dat$cy1, x_label = "Cy1")
2: by.data.frame(mtcars, mtcars$carb, function(sub_dat) {
  pretty_statistics(sub_dat$cy1, x_label = "Cy1")
3: structure(eval(substitute(tapply(seq_len(nd), IND, FUNx, simplify = simplify))), data), call =
4: eval(substitute(tapply(seq_len(nd), IND, FUNx, simplify = simplify))), data)
5: eval(substitute(tapply(seq_len(nd), IND, FUNx, simplify = simplify))), data)
6: tapply(seq_len(32), list(mtcars$carb), c(4, 4, 1, 1, 2, 1, 4, 2, 2, 4, 4, 3, 3, 3, 4, 4, 4,
7: tapply(X = ans[index], FUN = FUN, ...)
8: FUN(X[[i]], ...)
9: FUN(data[x, , drop = FALSE], ...)
10: #2: pretty_statistics(sub_dat$cy1, x_label = "Cy1")
11: #3: pretty_table(x, x_label = x_label)
12: #2: stopifnot(length(x) > 1)

Selection: |
```

Warnings

Turning warnings into errors

```
# on
options(warn = 2)

# off
options(warn = 1)
```

Exercises



Efficient Programming

Wrap Up

General Advice

- Investing time in learning R pays off
- It's a steady learning curve
- Learn from masters
- Rewrite important code - the first attempt is usually not the best approach

General R Advice

- Document well
- Use a consistent style
- Write functions
- Split long functions in smaller ones
- Write wrappers
- Use Iteration (don't copy paste)
- Use matrix operations and vectorized functions instead of loops
- Use git

R Resources

- Advanced R Ed. 1 (<http://adv-r.had.co.nz/>)
- Advanced R Ed. 2 (<https://adv-r.hadley.nz/>)
- R Inferno (https://www.burns-stat.com/pages/Tutor/R_inferno.pdf)
- R Packages (<https://r-pkgs.org/>)
- Clean Code (<https://enos.itcollege.ee/~jpoial/oop/naited/Clean%20Code.pdf>)

Thank you for your attention!

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Questions? Remarks?