

# RBrownie User's Guide (Version 0.0.4)

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## 1 Introducing Brownie

**RBrownie** is an R package constructed around the C++ command-line program **Brownie** (available [here](#)) which was designed by Brian O'Meara in order to facilitate the estimation and comparison of rates and means of character evolution over different parts of a phylogeny (O'Meara, et al., 2006). More specifically, the original Brownie function was a censored rate test under Brownian motion, which allows the comparison of the rates of evolution (under brownian motion) across two monophyletic sister-clades or between a monophyletic and paraphyletic clade. This analysis allows you to answer questions about differences in the evolutionary rate of two distinct clades (e.g. large subspecies vs. small subspecies).

As Brownie has grown, more and related analyses have been added. Now it is also possible to perform "non-censored" ratetests and discrete character reconstructions. The former allows you to compare the rates (Brownian motion model) or means (Ornstein-Uhlenbeck model) of evolution in different character states that are mapped (or painted) onto the phylogeny. For example, say you had a tree with binary characters mapped onto it branches indicating whether or not ancestors along that branch were thought to have or not have a certain trait and you also had morphological data for all the taxa present in the tree (the tips). Using a model-testing approach, Brownie allows to you statistically assess whether or not that binary trait is significantly correlated with the rate of evolution of the morphological characteristic measured (or set of morphological characteristics). Brownie also performs discrete ancestral state evolution (maximum likelihood approach), which produces branch-annotated trees which can be used in these non-censored rate tests.

**RBrownie's** aim is to expose all of Brownie's capabilities to R users so that they can be used in conjunction with R's existing phylogenetic toolkit. It provides users with easy ways to run common Brownie analyses and the flexibility to write more complex analyses if desired. Below I give a short introduction to Brownie and RBrownie, discuss the main datatypes in RBrownie and how to use them, and then a number of examples of the sort of evolutionary analyses that can be completed in RBrownie, including visualizing and understanding the results.

## 1.1 How to run

Over its lifetime Brownie has evolved from a MATLAB module into a command-line executable available to anyone with a suitable compiler. In its current iteration, Brownie 2.0, is available in [executable form](#) for Macintosh operating systems and as [source code](#) which can be installed onto most other operating systems using gcc and the GSL. (Of course, we encourage you to check out RBrownie as it automates the install process and supports most Brownie functions!)

## 1.2 Input / Output

The Brownie command-line program is very similar in look, feel, and structure to command-line PAUP\*. It reads NEXUS-formatted files including, like PAUP\*, a special, proprietary nexus block (BROWNIE) which holds a list of the commands to be executed by the program itself. We mention this because RBrownie reads and writes these specialized nexus files and any files which RBrownie outputs are directly executable by the Brownie command-line program.

## 1.3 More information

Brownie has a large number of functions in addition to the rate tests described above that we cannot describe in full here, but are worth looking into at least because they will help you better understand RBrownie's capabilities and will allow you to exploit all the useful functions RBrownie has to offer. The manual for Brownie can be found [here](#).

# 2 Introducing RBrownie

It was mentioned before that RBrownie is an R wrapper for the Brownie program described briefly above. Using the Rcpp package, RBrownie links R with the exact same Brownie code that is used in the Brownie command line program. It simply builds brownie as a static library and automates the piping and execution of strings that would normally be entered at the Brownie's command line. As we will see later, the `brownie` S4 class, one of RBrownie main classes, has a slot for "commands" which holds these strings. In addition to providing this more streamlined interface to the Brownie core functions, RBrownie adds plotting and visualization functions which make working with output data much easier.

In order to process the specially formatted nexus files required by Brownie and manipulate their contents from within R, RBrownie has supplemented R's already rich phylogenetic toolkit with a number of novel data structures and methods. It literally extends a number of classes and methods from `phylobase`, on which, it could be said, RBrownie is roughly based. To see what other R

packages RBrownie uses, load up the package itself which you'll need to do at some point anyway.

```
> require(RBrownie)
```

Now that we have the package loaded, we can look into how to load and/or manipulate our phylogenetic data in RBrownie.

## 2.1 Reading nexus files

Nexus files can be read into R using a number of packages. **ape** and **phylobase** both include the functionality to read in trees and sequence data, while **phylobase** also reads CHARACTERS (or DATA) blocks. For more information on the options presented by these two packages, check out their documentation files:

```
> ?read.nexus           # ape
> ?read.nexus.data      # ape
> ?readNexus            # phylobase
```

However, Brownie uses nexus blocks beyond those supported by **ape** and **phylobase** and **RBrownie** extends the methods above to accomodate. For example, Brownie uses an ASSUMPTIONS block to define subsets of the taxa which can be used in its various rate tests. It also uses a BROWNIE block to store a list of brownie commands to be run automatically if the file is "executed" within the Brownie environment (this is similar to how PAUP\* executes files). So, RBrownie has it's own functions for reading and writing nexus files with these special blocks, **readBrownie** and **writeBrownie**.

To illustrate how they work we'll use the parrot dataset which is included with RBrownie (NOTE: you need to have write access to the directory you are in to run this example).

```
> data(parrot)
> writeBrownie(parrot, file = "parrotdata.nex")
> newparrot = readBrownie("parrotdata.nex")
```

The two objects **parrot** and **newparrot** should be identical. It would also be instructive to open the parrotdata.nex file to see how RBrownie writes ASSUMPTIONS blocks, but this isn't necessary. You may have also noticed that **parrot** and **newparrot** are both of class **list**.

```
> class(parrot)
> class(parrot[[1]])
```

The list class (a very common class in R) is used when multiple trees are found in a single nexus file. RBrownie represents them as a list of objects which all are of class **brownie** - these are discussed in the next section. The **readNexus** function in **phylobase** has the same behavior.

## 2.2 Classes in RBrownie

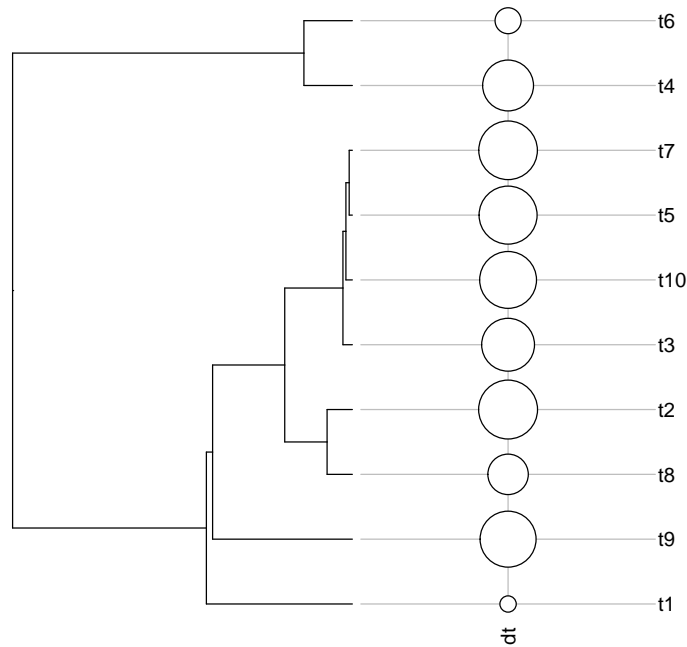
At its core RBrownie is built around two major classes, `phylo4d_ext` and `brownie`, which both extend `phylo4d` from `phylobase`. In fact, `phylo4d_ext` extends `phylo4d` and `brownie` in turn extends `phylo4d_ext`. In non-computerese this means that `phylo4d_ext` adds a few new data containers (or "slots" as they are known in the S4 world) to `brownie` and `brownie` adds a few new data containers to `phylo4d_ext`. To illustrate this, run the R code below, it shows the new slots that are added to `phylo4d`.

```
> require(RBrownie)
> phylo4d_slots = names(getSlots("phylo4d"))
> phylo4d_ext_slots = names(getSlots("phylo4d_ext"))
> brownie_slots = names(getSlots("brownie"))
> phylo4d_slots
> setdiff(phylo4d_ext_slots, phylo4d_slots)
> setdiff(brownie_slots, phylo4d_ext_slots)
```

### 2.2.1 phylo4d\_ext class

This class (as implied by the name) is an extension of the `phylo4d` class from `phylobase`. This base class holds a phylogenetic tree and a `data.frame` containing data for each node of the tree. The code below shows how to construct a phylogenetic tree and add junk data to the tips of tree which in practice might represent morphological data for each of the taxa.

```
> require(phylobase)
> # generate a random coalescent tree with 10 tips
> ape_tree = rcoal(10)
> # convert tree from 'phylo' (ape) to 'phylo4' (phylobase) format
> phy_tree = as(ape_tree, "phylo4")
> # generate junk data for the tips
> sample_tipdata = runif(10)
> # combine the phylogenetic tree and the sample data
> phyd_tree = phylo4d(phy_tree, tip.data=sample_tipdata)
> plot(phyd_tree)
```



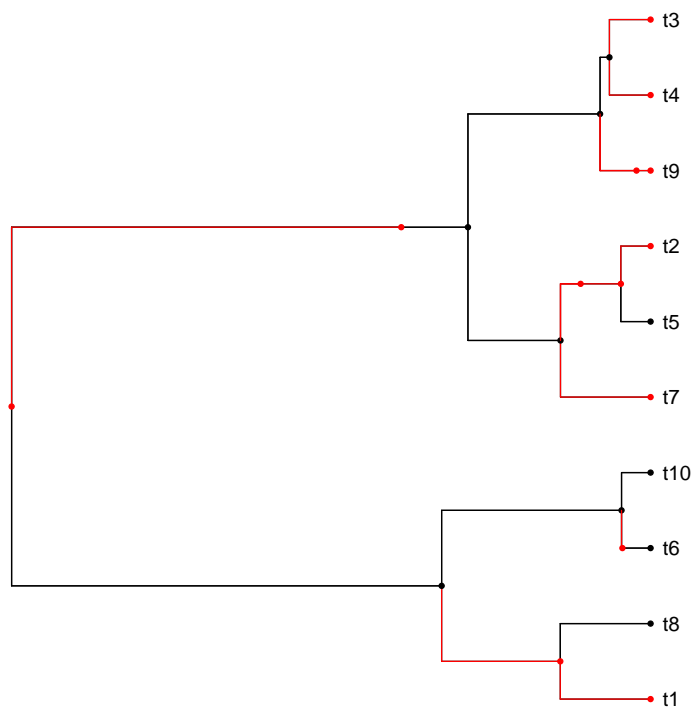
`phylo4d_ext` adds to this class 'subnodes' and tree weights. Subnodes are internal nodes mapped directly onto an existing branches and are conceptually similar to singleton nodes (but offer a bit more flexibility from a programming standpoint). The `phylo4d_ext` class was created mainly to handle SIMMAP-formatted nexus trees, but instances can be created from scratch as well.

```
> require(RBrownie)
> ape_tree = rcoal(10)
> phy_tree = as(ape_tree, "phylo4")
> #
> ### create tip data
> #
> # create binary data indicators for all nodes (including internal)
> sample_binarydata = data.frame(sample(c(0,1),19,replace=TRUE))
> names(sample_binarydata) <- "hasTrait"
> #
> #
> ### subnodes
> sample_subnodedata = data.frame(sample(c(0,1),4,replace=TRUE))
> #
> # should be the same name as the parent data.frame
> names(sample_subnodedata) <- "hasTrait"
> #
```

```

> # add subnodes to 4 random branches
> sample_edges = sample(seq(nrow(edges(phy_tree))),4)
> #
> # could positions for the subnodes along their branches
> # (as a fraction of the overall branch length)
> sample_positions = runif(4)
> # note that "extra" arguments (all.data) are passed
> # on to the phylo4d constructor
> phyext_tree = phyext(phy_tree,
+                       snode.data=sample_subnodedata,
+                       snode.branch=edges(phy_tree)[sample_edges,],
+                       snode.pos=sample_positions,
+                       all.data=sample_binarydata)
> # nodes, subnodes, and branches without the "trait" (state 0) are colored black
> # nodes, subnodes, and branches with the "trait" (state 1) are colored red
> plot(phyext_tree,states=c(0,1),states.col=c("black","red"))

```

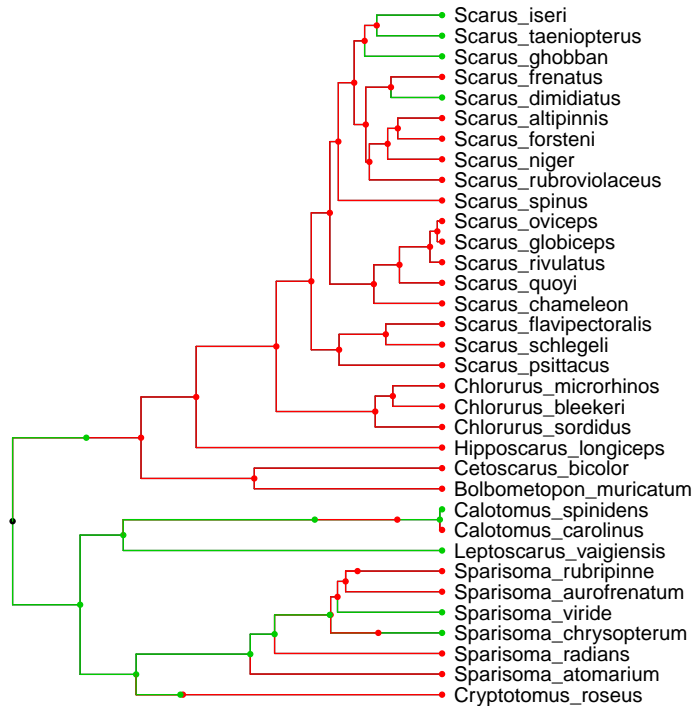


In the plot above, the subnodes are clearly seen as dots on an existing branch. This is usually used to indicate state changes along a branch, but because of the randomly generated data above you might see an entirely red branch with a red subnode or something similarly odd. A better example might be seen in the parrot data set.

```

> require(RBrownie)
> data(parrot)
> plot(parrot[[1]])

```



Now the binary state data are represented by the default colors and a state change is clearly visible on the branch from the taxon *Sparisoma\_chrysopteron*. In this case, state 0 and state 1 represent a life history trait of parrot fish, namely whether they scrape (0) or excavate (1) coral. You can clearly see that, in this tree at least, that life history trait changes throughout the evolutionary history of the parrot fish at both internal nodes and along a branch at a subnode. Brownie uses this state information, as we will see later, to address questions such as "Does coral excavating/scraping limit morphological evolution in parrotfishes" ([Bodega Phylogenetics Wiki](#), 2010)

Anyhow, to view subnode information these accessor functions are available.

```

> snid(phyext_tree)
> sndata(phyext_tree)
> snposition(phyext_tree)
> snbranch(phyext_tree)
> showSubNodes(phyext_tree)

```

And to add a new subnode manually, try this

```

> # place the node along the first branch
> ancestor.node = edges(phyext_tree)[1,1]
> descendant.node = edges(phyext_tree)[1,2]
> node.position = 0.5 # half way along the branch
> node.data = data.frame(1) # give it state = 1
> names(node.data) <- "hasTrait"
> phyext_tree = addSubNode(phyext_tree,
+                           ancestor.node,
+                           descendant.node,
+                           node.position,
+                           node.data)

```

You might notice that the subnode position is represented currently as a two-column matrix. In a future version, the subnodes will float between two values representing our confidence on where the state change (and thus the subnode) might occur. `weight` is another aspect of the `phylo4d_ext` class that will be supported better in future versions.

Finally, subnodes will most be read in from SIMMAP-formatted nexus files and not added manually. The SIMMAP format was created represent state mappings onto branches (subnodes) in nexus tree files and the standard has gone through a number of iterations. Currently, only SIMMAP version 1.0 and 1.1 are supported by `RBrownie` - we are working to add support for others. `RBrownie` has functions for reading and / writing in this format with functions similar to `ape`'s `read.nexus` and `write.nexus` functions. (NOTE: you need to have write access to the directory you are in to run this example).

```

> data(parrot)
> write.nexus.simmap(parrot, file = "parrotmp.nex")
> newparrot = read.nexus.simmap("parrotmp.nex")

```

### 2.2.2 brownie class

Many examples in the last section where the `phylo4d_ext` class was explained used the parrot dataset included in `RBrownie`. But, the parrot object is a list of `brownie` objects, right? Yes, the `brownie` class extends the `phylo4d_ext` class further (adding two new slots). We can confirm that this is the case:

```

> data(parrot)
> inherits(parrot[[1]], "phylo4d_ext")

```

`brownie` simply adds a few new slots to `phylo4d_ext`. The two classes were not combined into one larger class as we thought that the extended `phylo4d` class would hopefully have some use outside of `RBrownie` and future development should reflect that. Moving on though, the two new slots are `commands`, to hold brownie text commands, and `datatypes`, which adds annotations to the `data` slot.



First, the `commands` slot. It's purpose is to hold the text strings that will eventually be executed in Brownie itself. That is, once the phylogenetic tree and any node data is loaded into the Brownie core, these commands are run. They describe actions that the brownie core should take: analyses might need to be run on certain trees and not others, choose which models to use when model tests are done, etc. A full list and description of all the commands can be found in the [Brownie manual](#).

For all but the most advanced users however, these commands will be filled in automatically by some higher level functions (seen later on) which were designed to make it easy to set up and execute common analysis. If you do find yourself needing to manipulate these commands, there are a number of accessor functions set up for you to do this

```
> require(RBrownie)
> data(geospiza_ext)
> commands(geospiza_ext)

[1] "discrete model= nonrev freq=unif reconstruct=yes file=nonrev_unif.txt replace=y;"
[2] "discrete model=nonrev freq=equilib reconstruct=yes file=nonrev_equil.txt replace=y;"

> # Removal
> geo_none1 = clearCommands(geospiza_ext) # remove all commands
> geo_none2 = removeCommands(geospiza_ext,"discrete") # remove all 'discrete' commands
> geo_3 = removeCommands(geospiza_ext,1) # remove the first command
> # Addition
> geo_add = geospiza_ext
> commands(geo_add,add=TRUE) <- "choose t=1" # add a command to the end of the vector
> commands(geo_add,add=TRUE,index=1) <- "choose c=1" # add a command at a certain index
> commands(geo_add,replace=TRUE) <- "choose d=1" # replace ALL commands with this one
> #
> geo_add = geospiza_ext
> # replace command at a certain index with this one
> commands(geo_add,add=TRUE,index=1,replace=TRUE) <- "choose d=1"
```

Second, the `datatypes` slot. `datatypes` is a character vector which contains a description of each column in the `data` slot. `RBrownie` uses this information in order to write different parts of the `data` data.frame to different blocks in a nexus file. For example, discrete and continuous data are treated differently in Brownie and each require their own nexus block (`CHARACTERS` and `CHARACTERS2` are used). Also, taxa sets are stored in the `data` slot as binary data (1 is taxon is in the set, 0 if not) and they are written to an `ASSUMPTIONS` nexus block. To illustrate this, lets look at the data in parrot data set. (NOTE: The `data` slot comes from phylobase, it's accessor functions also come from there. `tdata` is an example)

```
> require(RBrownie)
> data(parrot)
```

```

> # How many columns are in the data.frame?
> ncol(tdata(parrot[[1]]))

[1] 5

> # What are their names?
> names(tdata(parrot[[1]]))

[1] "simmap_state"      "pc1"
[3] "pc2"              "TAXSET_all"
[5] "TAXSET_intrajoint"

> # What are their types?
> datatypes(parrot[[1]])

[1] "discrete" "cont"      "cont"      "taxset"    "taxset"

```

We can see here that this brownie object contains five columns in its data.frame and they are of 3 different types. The first **discrete**, indicates discrete data; the second and third **cont** indicate continuous data, and the forth and fifth **taxset** indicate a special binary data column showing which taxa are in a certain set of taxa.

There are handy ways to access these datatype strings when using them:

```

> discData()
> contData()
> taxaData()
> genericData() # undefined data (shouldn't be used)
> brownie.datatypes() # show all

```

Adding new data to a brownie object is almost identical to how it is done in phylobase - the `addData` function is actually specified for class **brownie** - with the exception that you can specify which datatype you want to label it as. For example:

```

> require(RBrownie)
> data(parrot)
> # junk morphological data for tips
> junkcont = runif((nNodes(parrot[[1]])+1),-10,10)
> # junk discrete data for tips / nodes
> junkdisc = sample(letters[1:4], length(junkcont) + nNodes(parrot[[1]]),replace=TRUE)
> parrot_new = addData(parrot, tip.data=junkcont, known.types=contData())
> parrot_new = addData(parrot_new, all.data=junkdisc, known.types=discData())
> datatypes(parrot_new)

[1] "discrete" "cont"      "cont"      "taxset"    "taxset"
[6] "cont"      "discrete"

```

Now there are two new datatypes in the parrot data which we specified. Also note how `addData` and `datatypes` can be called on list objects as well as brownie objects - the list variant of these functions actually adds the data to each object in that list. RBrownie has a number of such convenient functions.

Adding taxa set data is a bit different. There is an accessor function in RBrownie called `taxasets` which gives the user access to all the data columns representing sets of taxa. It can also be used to create new taxasets:

```
> hasTaxasets(parrot) # see if there are any taxasets
> taxasets(parrot) # return taxasets as data.frame
> #
> # use binary data to indicate membership in a taxa set
> junktaxaset = sample(c(0,1),nTips(parrot[[1]]),replace=TRUE)
> taxasets(parrot,taxnames="Random_set") <- junktaxaset
> #
> # OR
> #
> # use taxa names to indicate membership in a taxa set
> all_sparisoma = grep("Sparisoma",tipLabels(parrot[[1]]),value=TRUE)
> taxasets(parrot,taxnames="sparisomas") <- all_sparisoma
```

And that is basically the `brownie` class which can be thought of as a specialization of generic phylogenetic trees + data. It would be instructive to take some of the examples above, where data is added to data contained within RBrownie, write it out to a file using `writeBrownie`, and look at how the different changes manifest in the nexus file itself.

## References

- Price, S., Wainwright, P. (2010). Testing for different rates of continuous trait evolution using likelihood. ([http://bodegaphylo.wikispot.org/Morphological\\_Diversification\\_and\\_Rates\\_of\\_Evolution](http://bodegaphylo.wikispot.org/Morphological_Diversification_and_Rates_of_Evolution))
- O'Meara, B. C., Ane, C., Sanderson, M. J. and Wainwright, P. C. (2006). Testing for different rates of continuous trait evolution using likelihood. In *Evolution*, 60, 922–933.