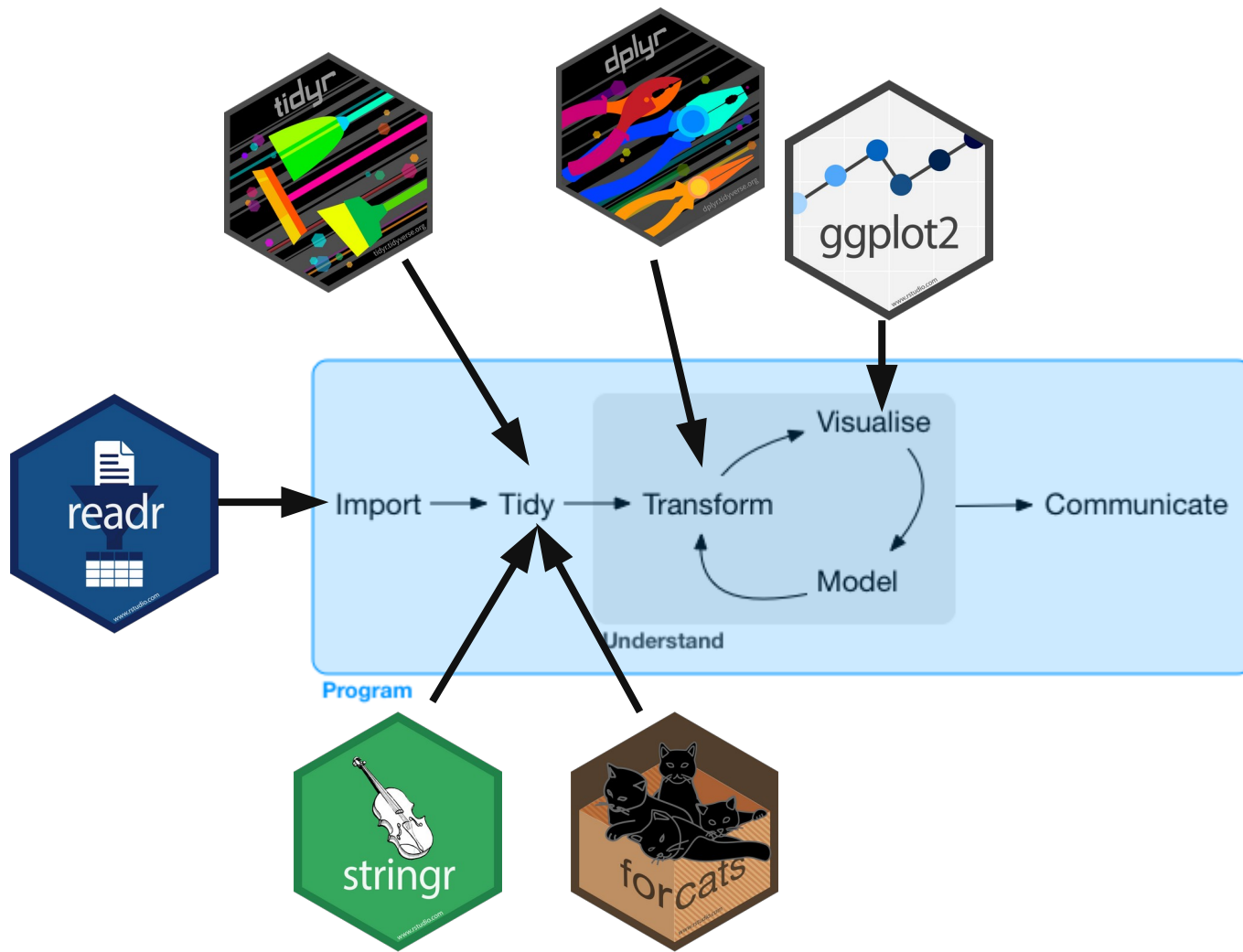


# GG606

## Pipes & Functions



# Program

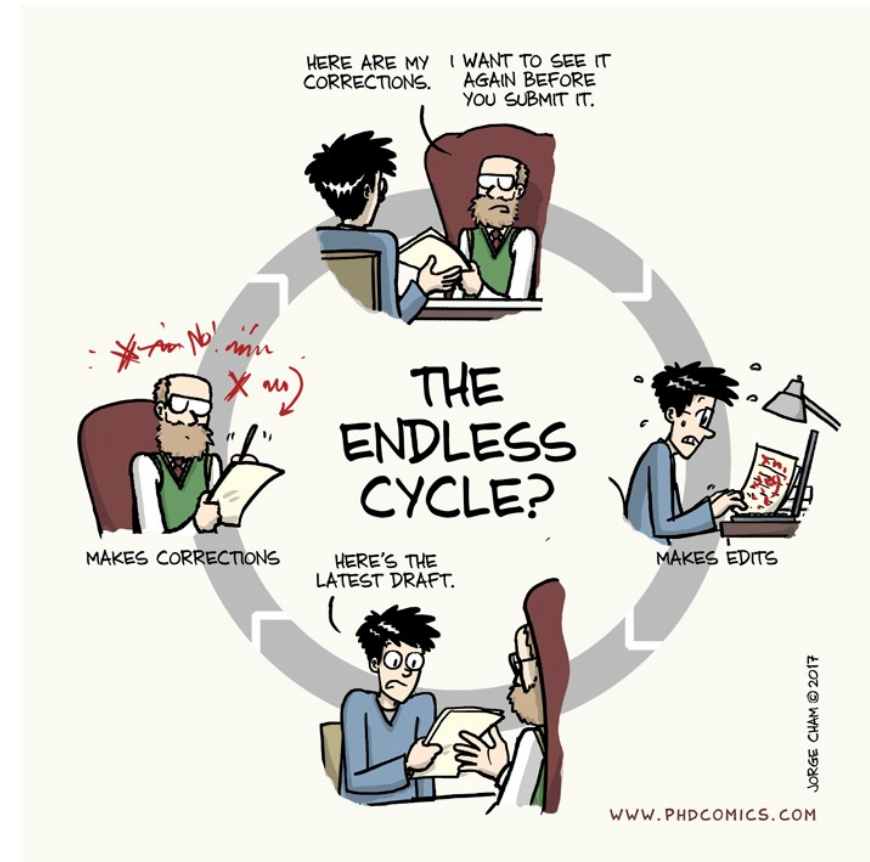
- Programming produces code
- Code is communication

# Program

- Programming produces code
- Code is communication
  - Other people
  - Past & future self
- → getting better at programming means getting better at communicating

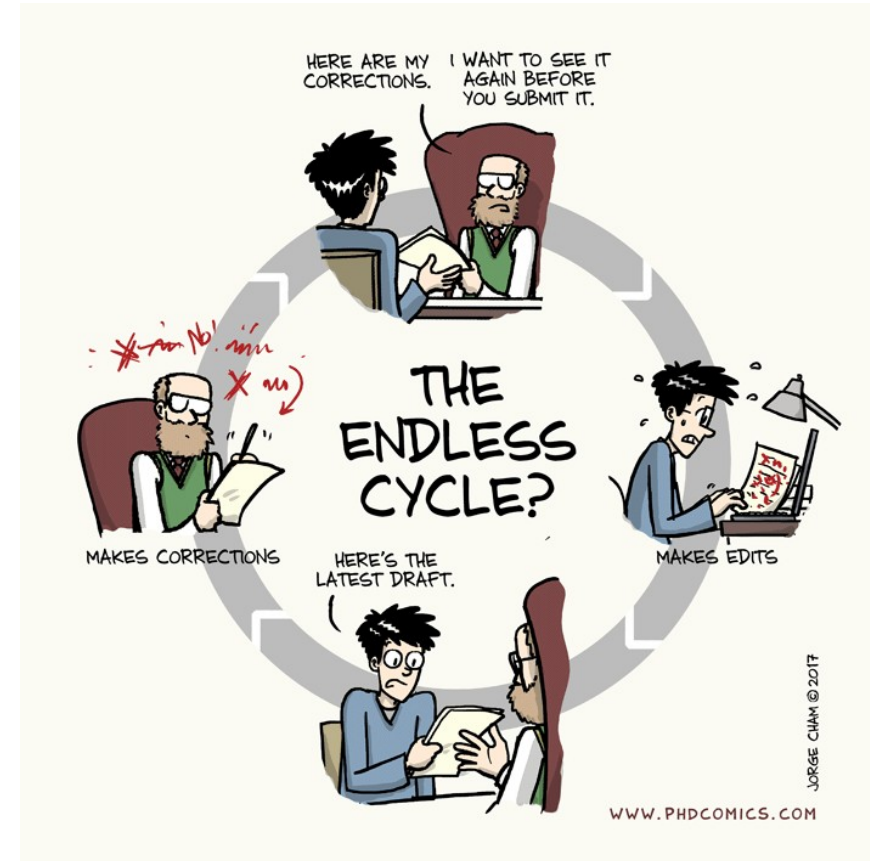
# Prose

- How many (rounds of) edits for your thesis?



# Prose

- How many (rounds of) edits for your thesis?
- Obvious what your code does?
- Rewrite while ideas are fresh



# Time

- Balance of time/effort now vs later
- Pipes: %>% and |>
- Copy-and-paste
- Functions



# Time

- Applies equally to spreadsheets, R, Matlab, Python, Julia
- Plan ahead as much as you can





# magrittr pipe

- tidyverse packages load `magrittr::%>%`
- Great example using pseudocode
  - *Note: ask about pseudocode*

Little bunny Foo Foo  
Went hopping through the forest  
Scooping up the field mice  
And bopping them on the head

This is a popular Children's poem that is accompanied by hand actions.

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How would we do this in (pseudo)code?

# Four ways in code

- Verbs are functions: `hop()`, `scoop()`, `bop()`

—

—

—

—

Little bunny Foo Foo

Went hopping through the forest

Scooping up the field mice

And bopping them on the head

# Four ways in code

- Verbs are functions: `hop()`, `scoop()`, `bop()`
  - 1) Save each intermediate step as a new object
  - 2) Overwrite the original many times
  - 3) Compose functions
  - 4) Use the pipe

Little bunny Foo Foo  
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And bopping them on the head

# 1) Intermediate steps

- `foo_foo_1 ← hop(foo_foo, through = forest)`
- `foo_foo_2 ← scoop(foo_foo_1, up = field_mice)`
- `foo_foo_3 ← bop(foo_foo_2, on = head)`

# 1) Intermediate steps

- `foo_foo_1 ← hop(foo_foo, through = forest)`
- `foo_foo_2 ← scoop(foo_foo_1, up = field_mice)`
- `foo_foo_3 ← bop(foo_foo_2, on = head)`
- Natural names for intermediates?
- Cluttered, easy to make mistakes

## 2) Overwrite original

- `foo_foo ← hop(foo_foo, through = forest)`
- `foo_foo ← scoop(foo_foo, up = field_mice)`
- `foo_foo ← bop(foo_foo, on = head)`



## 2) Overwrite original

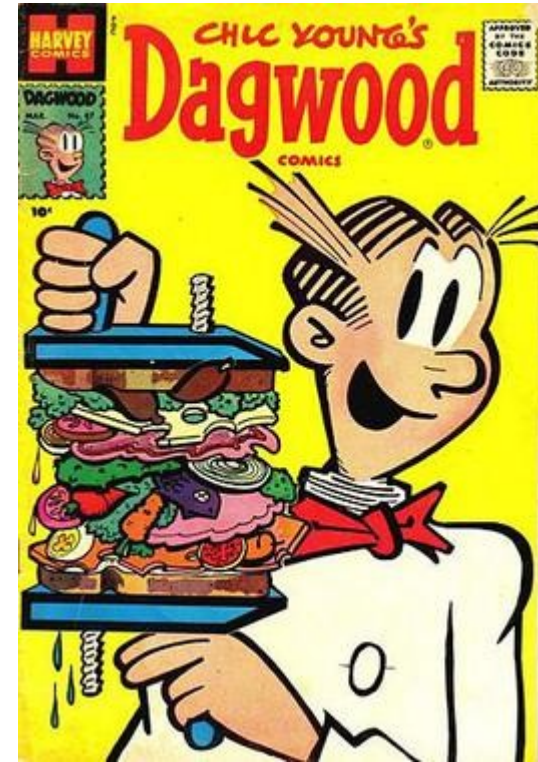
- `foo_foo ← hop(foo_foo, through = forest)`
- `foo_foo ← scoop(foo_foo, up = field_mice)`
- `foo_foo ← bop(foo_foo, on = head)`
- How to debug?
- Repetition obscures what's being changed

### 3) Function composition

- ```
bop(  
  scoop(  
    hop(foo_foo, through = forest),  
    up = field_mice  
  ),  
  on = head  
)
```

# 3) Function composition

- ```
bop(  
  scoop(  
    hop(foo_foo, through = forest),  
    up = field_mice  
  ),  
  on = head  
)
```
- Reading inside-out, right-to-left
- Arguments far apart



## 4) Pipe

- `foo_foo %>%  
 hop(through = forest) %>%  
 scoop(up = field_mice) %>%  
 bop(on = head)`

## 4) Pipe

- `foo_foo %>%  
 hop(through = forest) %>%  
 scoop(up = field_mice) %>%  
 bop(on = head)`
- Focus on verbs, not nouns
- Easily read

## 4) Pipe

- `foo_foo %>%  
 hop(through = forest) %>%  
 scoop(up = field_mice) %>%  
 bop(on = head)`
- `my_pipe ← function(.) {  
 . ← hop(., through = forest)  
 . ← scoop(., up = field_mice)  
 bop(., on = head)  
}`
- `my_pipe(foo_foo)`

*Call this*

*Get this*

*Equivalent to this*  
*Pays no attention to current env*

# Other magrittr tools

```
rnorm(100) %>%  
  matrix(ncol = 2) %>%  
  plot() %>%  
  str()
```

```
rnorm(100) %>%  
  matrix(ncol = 2) %T>%  
  plot() %>%  
  str()
```

Tee pipe returns left-hand side instead of right-hand side

# Other magrittr tools

```
mtcars %$%  
  cor(dis, mpg)
```

```
> mtcars %>%  
+   cor(dis, mpg)  
Error in cor(., dis, mpg) : invalid 'use' argument  
In addition: Warning message:  
In if (is.na(na.method)) stop("invalid 'use' argument") :  
  the condition has length > 1 and only the first element will be used
```

Exposition pipe 'explodes' out variables for  
functions that need vectors



# Other magrittr tools

```
mtcars ← mtcars %>%  
  transform(cyl = cyl * 2)
```

```
mtcars %<>% transform(cyl = cyl * 2)
```

Assignment pipe combines ← with %>%

functions

# Why functions

- Good name makes code easier to understand
- Only update on one place (not many)
- Eliminate changes of making incidental mistakes when copy-pasting
- True across all languages

# When should you write a function?

```
• df <- tibble::tibble(  
  a = rnorm(10),  
  b = rnorm(10),  
  c = rnorm(10),  
  d = rnorm(10)  
)  
  
• df$a <- (df$a - min(df$a, na.rm = TRUE)) /  
  (max(df$a, na.rm = TRUE) - min(df$a, na.rm = TRUE))  
  
• df$b <- (df$b - min(df$b, na.rm = TRUE)) /  
  (max(df$b, na.rm = TRUE) - min(df$a, na.rm = TRUE))  
  
• df$c <- (df$c - min(df$c, na.rm = TRUE)) /  
  (max(df$c, na.rm = TRUE) - min(df$c, na.rm = TRUE))  
  
• df$d <- (df$d - min(df$d, na.rm = TRUE)) /  
  (max(df$d, na.rm = TRUE) - min(df$d, na.rm = TRUE))
```

Good example  
What does it do?

# When should you write a function?

- `df$a ← (df$a - min(df$a, na.rm = TRUE)) /  
 (max(df$a, na.rm = TRUE) -  
 min(df$a, na.rm = TRUE))`

How many inputs

# When should you write a function?

- `(df$a - min(df$a, na.rm = TRUE)) /  
 (max(df$a, na.rm = TRUE) -  
 min(df$a, na.rm = TRUE))`
- `x ← df$a`

How many inputs? 1  
Duplication?

# When should you write a function?

- `(df$a - min(df$a, na.rm = TRUE)) /  
 (max(df$a, na.rm = TRUE) -  
 min(df$a, na.rm = TRUE))`
- `x ← df$a`
- `(x - min(x, na.rm = TRUE)) /  
 (max(x, na.rm = TRUE) -  
 min(x, na.rm = TRUE))`

How many inputs? 1

Duplication?

# When should you write a function?

- `rng ← range(x, na.rm = TRUE)`
- `(x - rng[1]) / (rng[2] - rng[1])`

Intermediate calculations into name variable  
Still work?



# When should you write a function?

- `rescale01` ← **name** `function` **arguments** `(x)` {  
    `rng` ← `range(x, na.rm = TRUE)`  
    `(x - rng[1]) / (rng[2] - rng[1])` **body**  
}
- `rescale01(c(0, 5, 10))`

Simplified

Still work? More tests

# When should you write a function?

- Pick a unique and descriptive **name**: `rescale01`
- Inputs to the function, **arguments**, inside `function( )`
- Your code in the **body** of the function with `{ }` immediately after `function( ... )`

Make function after making it work with simple input

# When should you write a function?

- `rescale01(c(0, 5, 10))`
- `rescale01(c(-10, 0, 10))`
- `rescale01(c(1, 2, 3, NA, 5))`

Make function after making it work with simple input  
Informal tests, Unit testing

# When should you write a function?

- `df$a ← rescale01(df$a)`
- `df$b ← rescale01(df$b)`
- `df$c ← rescale01(df$c)`
- `df$d ← rescale01(df$d)`

One set of code  
Easy to read

# When should you write a function?

- `rescale01(c(1:10, Inf))`

```
> rescale01(c(1:10, Inf))  
[1] 0 0 0 0 0 0 0 0 0 0 NaN
```

Easy to fix

# When should you write a function?

- `rescale01(c(1:10, Inf))`
- ```
rescale01 ← function(x) {  
  rng ← range(x, na.rm = TRUE, finite = TRUE)  
  (x - rng[1]) / (rng[2] - rng[1])  
}
```
- `rescale01(c(1:10, Inf))`

Easy to fix

# Make Functions

- `mean(is.na(x))`
- `x / sum(x, na.rm = TRUE)`
- `sd(x, na.rm = TRUE) / mean(x, na.rm = TRUE)`

# Homework

- Functions for variance and skewness

$$\text{Var}(x) = \frac{1}{n-1} \sum_{i=1}^n (x_i - \bar{x})^2$$

$$\text{Skew}(x) = \frac{\frac{1}{n-2} \left( \sum_{i=1}^n (x_i - \bar{x})^3 \right)}{\text{Var}(x)^{3/2}}$$