

# How to make an R script robust

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**Lecturer in Epigenetic Epidemiology**



# Robust?

"tailored for large puppies with a robust physique"



"human male Asian robust skull displays extreme male traits"



"strong, deep maple flavoured syrup is a firm favourite"



# Robust scripts

“robustness is the ability of a computer system to cope with errors during execution and cope with erroneous input.”

[https://en.wikipedia.org/wiki/Robustness\\_\(computer\\_science\)](https://en.wikipedia.org/wiki/Robustness_(computer_science))



# Challenges

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 <a href="#">R-3.0.1.tar.gz</a>	2013-05-1
 <a href="#">R-3.0.2.tar.gz</a>	2013-09-2
 <a href="#">R-3.0.3.tar.gz</a>	2014-03-0
 <a href="#">R-3.1.0.tar.gz</a>	2014-04-1
 <a href="#">R-3.1.1.tar.gz</a>	2014-07-1
 <a href="#">R-3.1.2.tar.gz</a>	2014-10-3
 <a href="#">R-3.1.3.tar.gz</a>	2015-03-0
 <a href="#">R-3.2.0.tar.gz</a>	2015-04-1
 <a href="#">R-3.2.1.tar.gz</a>	2015-06-1
 <a href="#">R-3.2.2.tar.gz</a>	2015-08-1
 <a href="#">R-3.2.3.tar.gz</a>	2015-12-1
 <a href="#">R-3.2.4-revised.tar.gz</a>	2016-03-1
 <a href="#">R-3.2.4.tar.gz</a>	2016-03-1
 <a href="#">R-3.2.5.tar.gz</a>	2016-04-1
 <a href="#">R-3.3.0.tar.gz</a>	2016-05-0
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<a href="#">R-3.3.2</a>	2016-10-0

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- Code Reuse

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# Solution: comments

Commenting in R is very simple.

```
x <- 3 # all text after the  
      # hash symbol is not code
```

Deciding *what* to comment is more tricky.

[Roxygen2](#) provides a useful framework for documenting functions that could be applied to scripts as well.

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```
#' My very cool scatterplot
#
#' @param x x-coordinates of points
#'         (numeric vector)
#' @param y y-coordinates of points
#'         (numeric vector)
#' @param line whether to plot the regression
#'            line (logical) (Default: TRUE)
#' @return Linear model fit for y~x.
#' @examples
#' x <- c(1,2,3,3)
#' y <- c(2,2,4,5)
#' fit <- myscatterplot(x,y,line=F)
#
myscatterplot <- function(x,y,line=T){
  plot(x,y,pch=19)
  fit <- lm(y~x)
  if (line)
    abline(fit, col="red", lty="dashed")
  return(fit)
}
```

# Solution: keeping it short

- Break up long lines

```
dat.avg <- sapply(by(dat, as.factor(probes$symbol), colMeans), identity)
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VS

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symbols <- as.factor(probes$symbol)  
dat.list <- by(dat, symbols, colMeans)  
dat.avg <- sapply(dat.list, identity)
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dat.avg <- sapply(by(dat, as.factor(probes$symbol), colMeans), identity)
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- Make functions/scripts short

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dat.avg <- sapply(by(dat, as.factor(probes$symbol), colMeans), identity)
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VS

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symbols <- as.factor(probes$symbol)  
dat.list <- by(dat, symbols, colMeans)  
dat.avg <- sapply(dat.list, identity)
```

- Make functions/scripts short

A useful **rule**: the entire script or function should fit on one screen.

Break up long bits of code into functions.

# Solution: assertions

It is useful to test assumptions about user input and the values of variables throughout the script.

```
## ... lots of code

if (!is.numeric(x))
  stop("'x' is not numeric")
if (x < 50)
  stop("'x' is too small")

## ... lots of code
```

R provides a shorthand for this using the `stopifnot()` function.

```
stopifnot(is.numeric(x) && x >= 50)
```



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Assertions have 3 benefits:

1. They **catch** errors before they generate mysterious outputs.
2. They force the script writer to **think** more concretely about the values the variables could take.
3. They **document** the script.

# Solution: modular development

Split up code as much as possible into functions and possibly even packages.

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The following code simulates some data and generates two plots.

```
## simulation 1
x1 <- rnorm(100)
y1 <- x1 + rnorm(length(x1))
plot(x1, y1, pch=19)
abline(lm(y1~x1),
       col="red",
       lty="dashed")

##
## simulation 2
x2 <- rnorm(100)
y2 <- x1 + x2 + rnorm(length(x1))
plot(x2, y2, pch=19)
abline(lm(y2~x2),
       col="red",
       lty="dashed")
```

# Solution: modular development

Split up code as much as possible into functions and possibly even packages.

The following code simulates some data and generates two plots. The following version is easier to **read, modify and reuse**.

```
## simulation 1
x1 <- rnorm(100)
y1 <- x1 + rnorm(length(x1))
plot(x1, y1, pch=19)
abline(lm(y1~x1),
       col="red",
       lty="dashed")

##
## simulation 2
x2 <- rnorm(100)
y2 <- x1 + x2 + rnorm(length(x1))
plot(x2, y2, pch=19)
abline(lm(y2~x2),
       col="red",
       lty="dashed")
```

```
## data simulation
x1 <- rnorm(100)
y1 <- x1 + rnorm(length(x1))
x2 <- rnorm(100)
y2 <- x1 + x2 + rnorm(length(x1))

## scatterplots
myscatter <- function(x,y) {
  plot(x1, y1, pch=19)
  fit <- lm(y~x)
  abline(fit,
         col="red", lty="dashed")
  return(fit)
}
myscatter(x1,y1)
myscatter(x2,y2)
```

# Solution: exceptions

The following script will stop when attempting to calculate  $r$  just before printing the message at the end.

```
x <- c(1,2,3)
y <- NA

## ... lots of code

r <- cor(x,y)
cat("The correlation is", r, "\n")
```

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## ... lots of code

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cat("The correlation is", r, "\n")
```

The following script uses the `tryCatch` function to "catch" the error and set  $r$  to `NaN` ("Not A Number"). As a result, this script will run all the way to the end.

```
x <- c(1,2,3)
y <- NA

## ... lots of code

r <- tryCatch(cor(x,y),
              error=function(e) NaN)
cat("The correlation is", r, "\n")
```

# Solution: debugging

*Debugging* is identifying errors in the code and fixing them.

If your script or R command has been stopped by an error, the simplest thing to do is to type `traceback()`.

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Traceback tells you the specific line of code **where** the error was generated.

This may be helpful if the error occurred when your script was running a function from an R package.



# Solution: debugging, cont

If this doesn't help, you can insert print statements just before the error to check variable values.

For example,

```
## ... lots of code
print("The value of x:")
print(x)
print("the value of y:")
print(y)
## the script stops here
## ... lots of code
```

# Solution: debugging, cont

A more advanced alternative is to use the browser function.

```
## ... lots of code  
browser()  
## the script stops here  
## ... lots of code
```

# Solution: debugging, cont

A more advanced alternative is to use the `browser()` function.

```
## ... lots of code  
browser()  
## the script stops here  
## ... lots of code
```

When a script reaches a call to `browser()`, it:

1. pauses the script
2. allows you to run R commands to look at the values of variables
3. allows you to run the rest of the script, pausing at each line