

Object-Oriented Programming in R

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Programming Paradigms

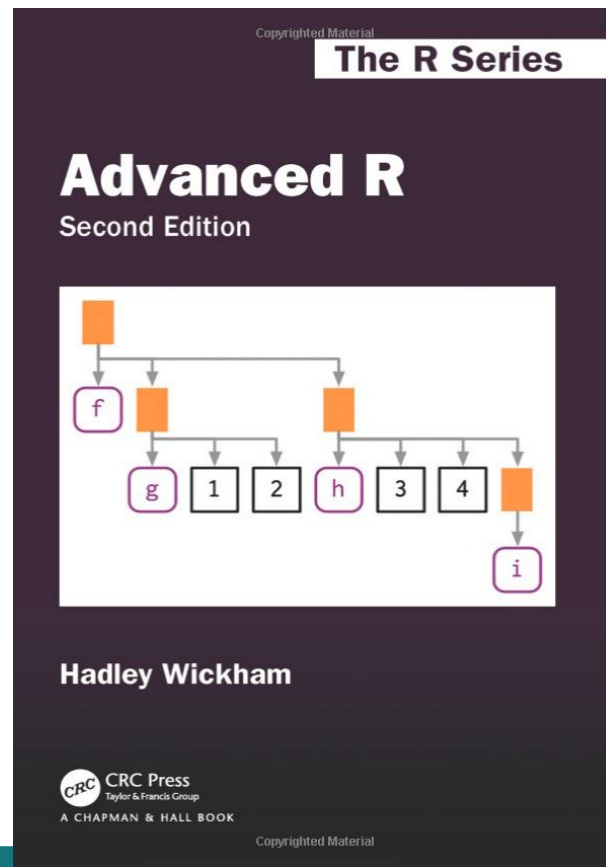
- Classifying programming languages by their features (style)
- Major types of programming paradigms:
 - Generic → templates (variable types specified later)
 - Declarative
 - Functional
 - Previous presentation:
https://github.com/rgroupune/Session_material/blob/master/20191129_functional_programming.pdf
 - Imperative
 - Procedural → based on procedure, routines, subroutines or functions
 - **Object-oriented** → object, class, method, member

Object Oriented Programming

- “Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which can contain **data** and **code**: data in the form of fields (often known as attributes or properties), and code, in the form of procedures (often known as methods).”
 - wikipedia

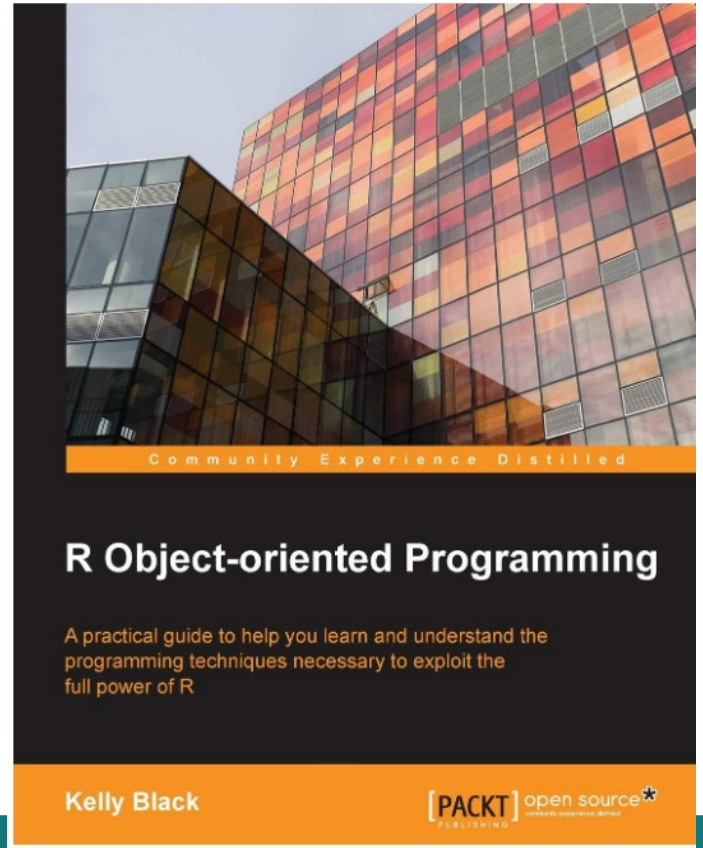
Object-Oriented Programming

- Advanced R, Second Edition
- Hadley Wickham
- The author of ggplot2, readr,
- dplyr, reshape2 and ...
- <https://adv-r.hadley.nz/fp.html>



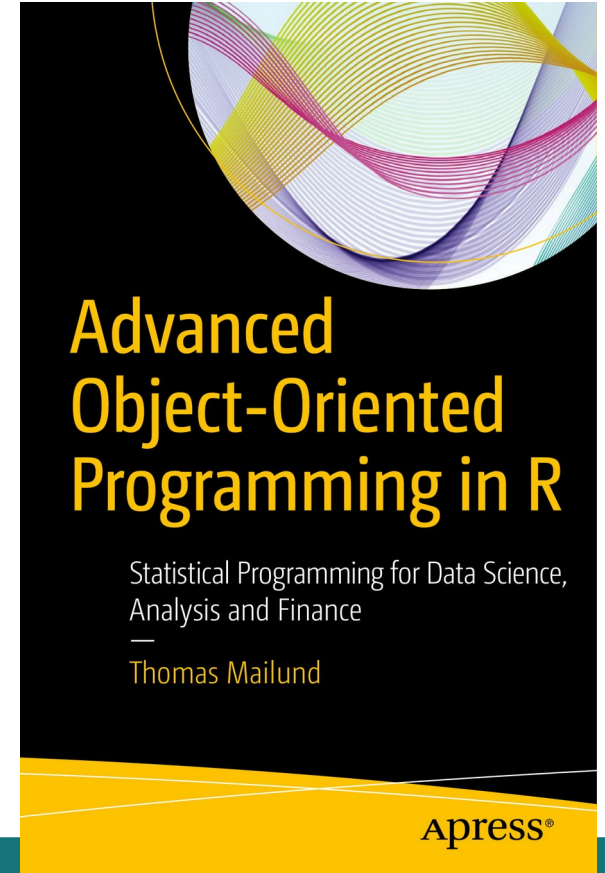
Object-Oriented Programming

- Kelly Black



Object-Oriented Programming

- Thomas Mailund



OOP languages:

- Java
- PHP
- Python
- C++
- S
 - R
- ...
- Full list:
 - https://en.wikipedia.org/wiki/List_of_object-oriented_programming_languages

Object Types in R - Class

- For example:
 - `A = matrix(1:4, 2)`
 - `class(A)`
 - `[1] "matrix"`
 - `B = list(1:4)`
 - `class(B)`
 - `[1] "list"`

Object-Oriented

- Class
- Method (function)
- Member (data)
 - Inheritance

S3 and S4 Classes

- S3 Class
 - Classic and simple
 - Examples: plot, summary
- S4 Class
 - Stricter and complex
 - Example: R packages in Bioconductor project

Simple Data-set

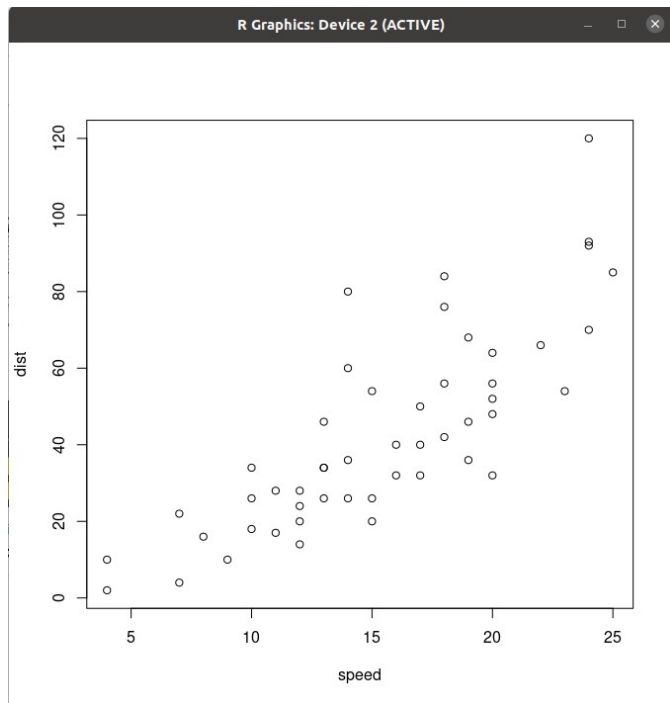
- cars
- head(cars)

speed dist

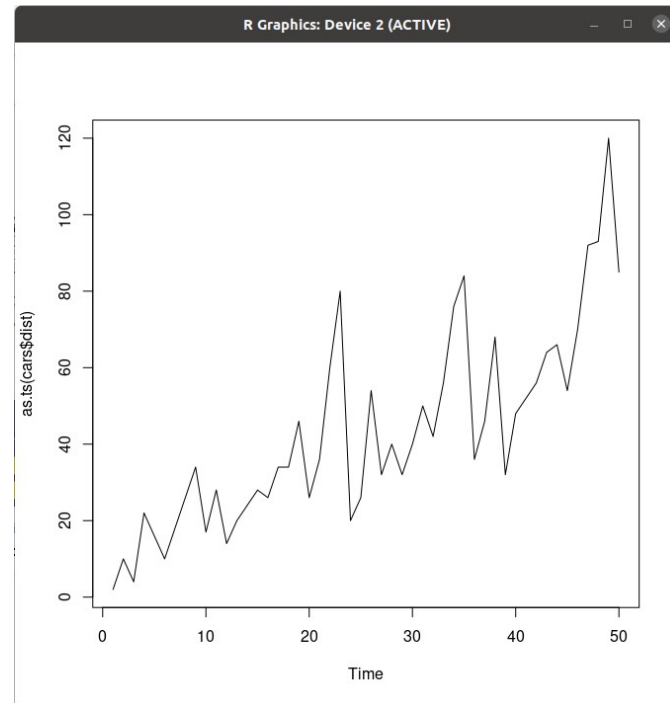
1	4	2
2	4	10
3	7	4
4	7	22
5	8	16
6	9	10

S3 Class - Examples

- `plot(cars)`

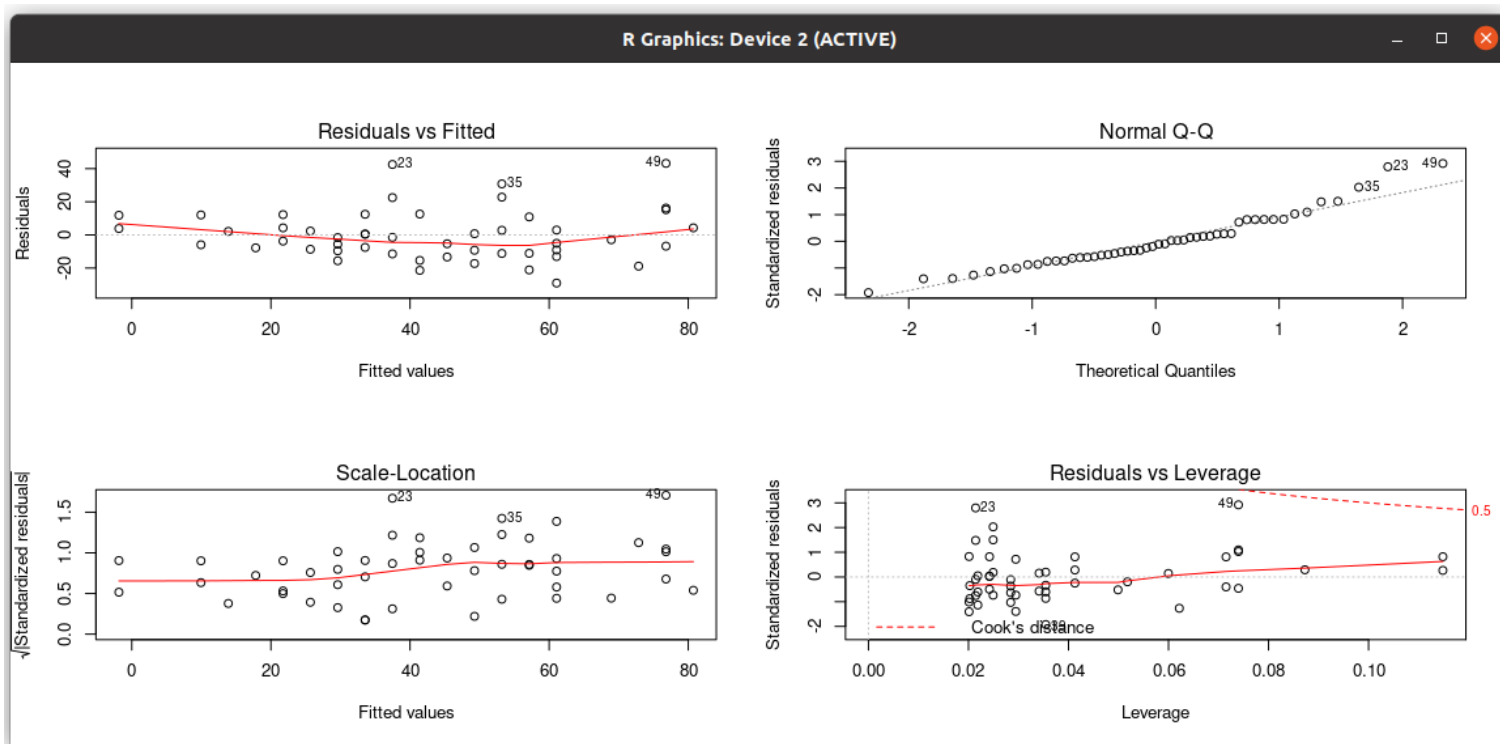


- `plot(as.ts(cars$dist))`



Impressive!

- `plot(lm(cars$dist~cars$speed))`



What else can I plot?!

Listing all available methods

- `methods(plot)`

```
[1] plot.acf*          plot.data.frame*  plot.decomposed.ts*
[4] plot.default      plot.dendrogram*  plot.density*
[7] plot.ecdf         plot.factor*      plot.formula*
[10] plot.function     plot.hclust*      plot.histogram*
[13] plot.HoltWinters*  plot.isoreg*      plot.lm*
[16] plot.medpolish*   plot.mlm*         plot.ppr*
[19] plot.prcomp*      plot.princomp*    plot.profile.nls*
[22] plot.raster*      plot.spec*        plot.stepfun
[25] plot.stl*         plot.table*       plot.ts
[28] plot.tskernel*    plot.TukeyHSD*
```

How do I know that “plot” is S3 class?

- `isS3stdGeneric(plot)`
`plot`
`TRUE`
- `isS3stdGeneric(mean)`
- `isS3stdGeneric(summary)`
- `isS3stdGeneric(ls)`

How do I know that “plot” is S3 class?

- `isS3stdGeneric(plot)`
`plot`
`TRUE`
- `isS3stdGeneric(mean) → TRUE`
- `isS3stdGeneric(summary) → TRUE`
- `isS3stdGeneric(ls) → FALSE`

Add a new method to a generic Class

- Adding a new method to the plot
library(hsphase)
plot.hsphase <- function(bmh)
{
 imageplot(bmh)
}

Preparing Data

```
data(genotypes)
```

```
data(map)
```

```
data(pedigree)
```

```
halfsib <- hss(pedigree, genotypes)
```

```
halfsib <- cs(halfsib, map)
```

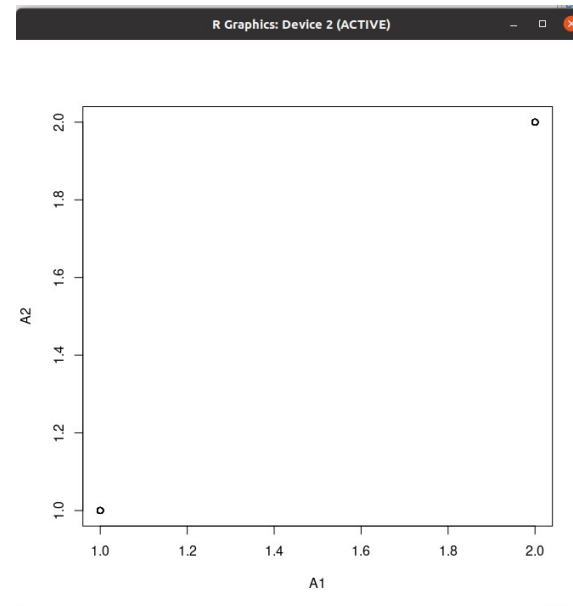
```
halfsib <- halfsib[[1]]
```

```
blockMat <- bmh(halfsib)
```

Plotting the block matrix

```
class(blockMat); x11(); plot(blockMat)
```

- This is not what we expected!



Plotting the Block Matrix

- Because “blockMat” is a matrix:

```
class(blockMat)
```

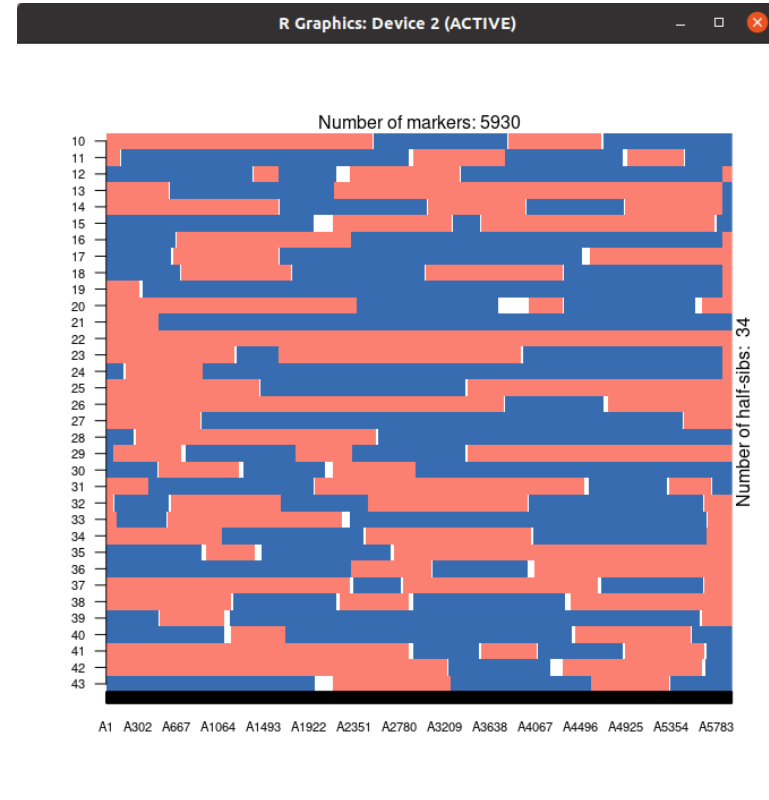
```
"matrix"
```

- Change the class:

```
class(blockMat) <- "hsphase"
```

```
X11(); plot(blockMat)
```

- Looks good!



Listing all available methods

- `methods(plot)`

```
[1] plot.acf*      plot.data.frame*  plot.decomposed.ts*  
[4] plot.default   plot.dendrogram*  plot.density*  
[7] plot.ecdf      plot.factor*      plot.formula*  
[10] plot.function  plot.hclust*      plot.histogram*  
[13] plot.HoltWinters* plot.hsphase    plot.isoreg*  
[16] plot.lm*       plot.medpolish*   plot.mlm*  
[19] plot.ppr*      plot.prcomp*      plot.princomp*  
[22] plot.profile.nls* plot.raster*      plot.snowTimingData  
[25] plot.spec*     plot.stepfun      plot.stl*  
[28] plot.table*    plot.ts           plot.tskernel*  
  
[31] plot.TukeyHSD*
```

Simple Genomic data

- Genotype data
 - AA: 0, AB: 1 and BB: 2 (Marker – SNPs)
 - A matrix (individuals by SNPs)
- GC score:
 - Between 0 and 1 → reflect genotype (allele) quality
 - A matrix (individuals by SNPs)
- Phenotype
 - ID
 - Age
 - Colour

Genotype Data Simulation

```
set.seed(1); geno = matrix(sample(c(0, 1, 2), 28,  
T), nrow = 4)
```

[,1] [,2] [,3] [,4] [,5] [,6] [,7]

- [1,] 0 0 1 0 1 2 0
- [2,] 2 2 2 0 1 0 1
- [3,] 0 2 2 1 2 0 0
- [4,] 1 1 0 1 0 0 0

GC Score

- `set.seed(1); gc = round(matrix(runif(28, 0, 1),
nrow = 4), 2)`

	[,1]	[,2]	[,3]	[,4]	[,5]	[,6]	[,7]
--	------	------	------	------	------	------	------

- | | | | | | | | |
|--------|------|------|------|------|------|------|------|
| • [1,] | 0.27 | 0.20 | 0.63 | 0.69 | 0.72 | 0.93 | 0.27 |
| • [2,] | 0.37 | 0.90 | 0.06 | 0.38 | 0.99 | 0.21 | 0.39 |
| • [3,] | 0.57 | 0.94 | 0.21 | 0.77 | 0.38 | 0.65 | 0.01 |
| • [4,] | 0.91 | 0.66 | 0.18 | 0.50 | 0.78 | 0.13 | 0.38 |

Create your first S3 classes

- `genotype <- list(genotype = geno)`
- `class(genotype) <- "genome"`
- `class(genotype)`
- `GC <- list(GC = gc)`
- `class(GC) <- "GenCall"`
- `class(GC)`

Check the individual genotype

- UseMethod → Processing the generic function
 - Generic → Name of function
 - Object → Object to be dispatched

Example

```
rowStat <- function(myObject)
{
  UseMethod("rowStat", myObject)
}

rowStat.default <- function(myObject)
{
  stop("Undefined Object!")
}
```

Example

```
rowStat.genome <- function(myObject)
{
  res <- list()
  res$FRQ <- apply(myObject$genotype, 1, function(x)
  {
    x <- factor(x, levels = c(0, 1, 2))
    table(x)
  })
  res$geno <- myObject
  return(res)
}
```

Example

```
rowStat(geno) # Show an error
```

```
rowStat(genotype)
```

```
rowStat(GC)
```

Phenotype

- `set.seed(1)`
- `Phenotype = data.frame(ID = letters[1:4], Age = sample((1:10), 4), color = c("brown", "white", "black", "gray"))`
- Phenotype

ID Age color

1 a 9 brown

2 b 4 white

3 c 7 black

4 d 1 gray

Using JoinedUp class

- `MyData = as.JoinedUp(Phenotype, geno, gc)`
- `class(MyData)`

JoinedUp function

```
as.JoinedUp <- function(link_file, genotype, gc)
{
  stopifnot(is.data.frame(link_file), is.matrix(genotype), nrow(link_file) == nrow(genotype), nrow(genotype) == nrow(gc))
  stopifnot(rownames(genotype) == rownames(gc))
  stopifnot(colnames(genotype) == colnames(gc))
  stopifnot(max(as.vector(gc)) <= 1)
  alleles <- unique(as.vector(genotype))
  if (length(alleles) > 4)
  {
    print(alleles)
    warning(paste("There are more than 3 types of alleles plus NAs"))
  }
  x <- list(link_file = link_file, genotype = genotype, gc = gc)
  class(x) <- "JoinedUp"
  return(x)
}
```

JoinedUp function

```
MyData <- as.JoinedUp(Phenotype, geno, gc)  
class(MyData)
```

JoinedUp function

```
`[.JoinedUp` <- function(x, i = NULL, j =  
NULL)  
{  
  ....  
}
```

- Check the full source code of this function in the “joinUP.R” file

JoinedUp function

- You must check for all possible errors
- Because you are making tools!

JoinedUp Class

```
MyData[1:2,1:2] # '[' has been redefined!
```

```
$link_file
```

```
  ID Age color
```

```
1  a  2 brown
```

```
2  b  7 white
```

```
$genotype
```

```
  [,1] [,2]
```

```
a    0    0
```

```
b    2    2
```

```
$gc
```

```
  [,1] [,2]
```

```
a 0.27 0.2
```

```
b 0.37 0.9
```

```
attr("class")
```

```
[1] "JoinedUp"
```

JoinedUp Class

```
dim(MyData)
```

```
[1] "Link file: 4 3"
```

```
[1] "Genotype: 4 7"
```

```
[1] "GC: 4 7"
```

```
dimnames(MyData)
```

```
gc_max(MyData, .5)
```

```
rbind(MyData,gc_max(MyData, .5))
```

JoinedUp Class

```
summary(MyData)
```

```
[1] "GC Summary:"
```

```
  Min. 1st Qu.  Median    Mean 3rd Qu.   Max.
```

```
0.0100 0.2550 0.4450 0.5029 0.7325 0.9900
```

```
[1] "Allele Summary:"
```

```
0 1 2
```

```
13 8 7
```

```
[1] "Link file summary"
```

```
'data.frame': 4 obs. of 3 variables:
```

```
$ ID   : Factor w/ 4 levels "a","b","c","d": 1 2 3 4
```

```
$ Age  : int  2 7 3 6
```

```
$ color: Factor w/ 4 levels "black","brown",...: 2 4 1 3
```

```
NULL
```

```
[1] "Missing summary SNPs"
```

```
  Min. 1st Qu.  Median    Mean 3rd Qu.   Max.
```

```
0      0      0      0      0      0
```

```
[1] "Missing summary individuals"
```

```
  Min. 1st Qu.  Median    Mean 3rd Qu.   Max.
```

```
0      0      0      0      0      0
```

Introduction to S4 Class

- More like advanced class in other languages like C++ and Python

Defining S4 Class

- `setClass`
 - `class` → name of class
 - `slots`
 - `prototype`
 - `validity`

Example

```
setClass("Genotype", slots = representation(name = "character",  
geno = "matrix", gc = "matrix"))
```

Make an instance of the object using new function

```
Sheep_1 <- new("Genotype", name = "mySheep", geno = geno, gc = gc)
```

- But the “new” function is only for you! It is better to wrap in a function:

```
Genotype <- function(name,geno,gc)
{
  new("Genotype", name = "mySheep", geno = geno, gc = gc)
}
```

- Check the class:

```
class(Sheep_1)
```

Accessing the class member

You can Use “@”, for example:

Sheep_1@name

Sheep_1@geno

Sheep_1@dob # The dob (date of birth) has not defined!

Accessing the class member

Or you can use “slot” function:

```
slot(Sheep_3, "geno")
```

Changing the class member

```
Sheep_3 <- new("Genotype", name = "myThSheep")
```

```
Sheep_3@geno <- geno # be careful!
```

```
Sheep_3@geno <- 2 # Error: 2 is not a matrix – a very basic type check
```

It is always a good practice to use Accessors/Mutator to access or change the member of a class (Explained later).

Set default values for the class member (Prototype)

```
setClass("Genotype", representation(name = "character", geno = "matrix", gc = "matrix"), prototype = list(name = "graySheep", geno = matrix(0), gc = matrix(0)))
```

```
Sheep_4 <- new("Genotype")
```

```
Sheep_4
```

```
An object of class "Genotype"
```

```
Slot "name":
```

```
"graySheep"
```

```
Slot "geno":
```

```
<0 x 0 matrix>
```

```
Slot "gc":
```

```
<0 x 0 matrix>
```

Validating the class member

```
setClass("Genotype", representation(name = "character", geno = "matrix", gc = "matrix"),  
  prototype = list(name = "graySheep", geno = matrix(0), gc = matrix(0)),  
  validity = function(object)  
  {  
    if(any(object@gc < 0 | object@gc > 1))  
    {  
      print(range(object@gc))  
      return("Error: The gc must be between 0 and 1!")  
    }  
  })
```


Validating the class member

```
Sheep_1 <- new("Genotype", name = "mySheep", geno = gc, gc = gc) # validating the  
genotype!
```

```
Sheep_1 <- new("Genotype", name = "mySheep", geno = t(geno), gc = gc) # validating the  
genotype!
```

```
Sheep_1@geno = t(geno) # Never do this - it is working without validation,  
validObject(Sheep_1) # although you can check it later!
```

S4 methods

- `setMethod`
 - Arguments
 - F: Name of generic function
 - Signature: class name
 - Definition: A function definition

Inheritance (Getting the property of the other class/s)

```
setClass("Merino", representation(woolWeight = "numeric"), contains = "Genotype")
```

```
dolly <- new("Merino", woolWeight = 3, geno = geno, gc = gc)
```

```
setClass("Suffolk", representation(weight = "numeric"), contains = "Genotype")
```

```
dolly_2 <- new("Suffolk", weight = 3, geno = geno, gc = gc) # Do you know a better name for sheep:)
```

Defining methods/functions

```
setGeneric("qualityControl", function(object) standardGeneric("qualityControl"))  
setMethod("qualityControl", "Genotype", function(object)  
{  
  object@geno[object@gc < .6] <- NA  
  object  
})  
dolly <- qualityControl(dolly)  
dolly_2 <- qualityControl(dolly_2)  
Sheep_1 <- qualityControl(Sheep_1)
```

Accessors

```
setGeneric("name", function(x) standardGeneric("name"))  
setMethod("name", "Genotype", function(x) x@name)  
name(dolly)  
  
setGeneric("name<-", function(x, value) standardGeneric("name<-"))  
setMethod("name<-", "Genotype", function(x, value)  
{  
  x@name <- value  
  validObject(x)  
  x  
})  
name(dolly) <- "A Sheep!"  
name(dolly)
```

Changing the genotype / Using Accessors

Changing the genotype

```
setGeneric("genotype", function(object) standardGeneric("genotype"))

setMethod("genotype", "Genotype", function(object) object@geno)

setGeneric("genotype<-", function(object, value) standardGeneric("genotype<-"))

setMethod("genotype<-", "Genotype", function(object, value) {
  print(value)
  object@geno<- value
  validObject(object)
  object
})

genotype(dolly_2)

genotype(dolly_2) <- matrix(sample(c(0, 1, 2), 28, T), nrow = 4)
```

Acknowledgement

- Majid Khansefid
 - For providing additional reference and valuable comments on my slides

Thanks for your Attention