

# Package ‘tinyoperations’

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**Title** Functions and infix operators to help in your programming etiquette

**Version** 0.0.0.9

**Description** The 'tinyoperations' R-package adds some functions and infix operators to help in your programming etiquette. It primarily focuses on 4 things.

- (1) Safer decimal numbers ('double') truth testing.
- (2) Extending the string manipulation capabilities of the 'stringi' R package.
- (3) Reducing repetitive code.
- (4) A new package and module import system, that combines the benefits of aliasing a package with the benefits of attaching a package.

The 'tinyoperations' R-package has only one dependency, namely 'stringi'. Most functions in this R-package are fully vectorized and optimized.

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atomic_conversions	<i>Safer atomic type casting</i>
--------------------	----------------------------------

---

## Description

Atomic type casting in R is generally performed using the functions [as.logical](#), [as.integer](#), [as.double](#), [as.character](#).

There are a few annoying aspect of R with respect to atomic type casting in R using these functions:

- converting an object between atomic types strips the object of its attributes, including attributes such as names and dimensions.
- the conversions are somewhat inconsistent. For example, to prevent stripping attributes, one can do something like this:

```
x[] <- as.numeric()
```

but this is not always the same as first converting the object and then re-assigning the attributes.

The functions provided here by the `tinyoperations` package do not strip strip away attributes.

The functions are as follows:

- `as_bool()`: converts object to class `logical` (`TRUE`, `FALSE`).
- `as_int()`: converts object to class `integer`.
- `as_dbl()`: converts object to class `double` (AKA decimal numbers).
- `as_chr()`: converts object to class `character`.

Moreover, the function `is_wholenumber()` is added, to safely test for whole numbers.

**Usage**

```
as_bool(x, ...)

as_int(x, ...)

as_dbl(x, ...)

as_chr(x, ...)

is_wholenumber(x, tol = .Machine$double.eps^0.5)
```

**Arguments**

<code>x</code>	vector, matrix, array (or similar object where all elements share the same atomic class), to be converted to some other atomic class.
<code>...</code>	further arguments passed to or from other methods.
<code>tol</code>	the tolerance.

**Value**

The converted object.

**See Also**

[tinyoperations\\_dry](#)

**Examples**

```
x <- rnorm(10) |> matrix(ncol=2)
colnames(x) <- c("one", "two")
attr(x, "test") <- "test"

# notice that in all following, attributes are conserved:
as_bool(x)
as_int(x)
as_dbl(x)
as_chr(x)
```

---

decimal\_truth

*Safer decimal number (in)equality testing operators*

---

**Description**

The `%d==%`, `%d!=%`, `%d<%`, `%d>%`, `%d<=%`, `%d>=%` (in)equality operators perform decimal (class "double") number truth testing.

They are virtually equivalent to the regular (in)equality operators,

`==`, `!=`, `<`, `>`, `<=`, `>=`,

except for one aspect:

The decimal number (in)equality operators assume that if the absolute difference between any two

numbers  $x$  and  $y$  is smaller than the Machine tolerance, `sqrt(.Machine$double.eps)`, then  $x$  and  $y$  should be consider to be equal.

Thus these operators provide safer decimal number (in)equality tests.

For example: `0.1*7 == 0.7` returns FALSE, even though they are equal, due to the way decimal numbers are stored in programming languages (like R). But `0.1*7 %d== 0.7` returns TRUE.

There are also the `x %d{}% bnd` and `x %d!{}% bnd` operators, where `bnd` is a vector of length 2, or a 2-column matrix (`nrow(bnd)==length(x)` or `nrow(bnd)==1`).

The `x %d{}% bnd` operator checks if  $x$  is within the closed interval with bounds defined by `bnd`.

The `x %d!{}% bnd` operator checks if  $x$  is outside the closed interval with bounds defined by `bnd`.

## Usage

```
x %d==% y
```

```
x %d!=% y
```

```
x %d<% y
```

```
x %d>% y
```

```
x %d<=% y
```

```
x %d>=% y
```

```
x %d{}% bnd
```

```
x %d!{}% bnd
```

```
tinyoperations_decimal_truth()
```

## Arguments

`x, y` numeric vectors, matrices, or arrays, though these operators were specifically designed for decimal numbers (class "double").

`bnd` either a vector of length 2, or a matrix with 2 columns and 1 row, or else a matrix with 2 columns where `nrow(bnd)==length(x)`.  
The first element/column of `bnd` gives the lower bound of the closed interval;  
The second element/column of `bnd` gives the upper bound of the closed interval;

## Value

Same as `==`.

## See Also

[tinyoperations\\_help](#)

**Examples**

```

x <- c(0.3, 0.6, 0.7)
y <- c(0.1*3, 0.1*6, 0.1*7)
print(x); print(y)
x == y # gives FALSE, but should be TRUE
x != y # gives TRUE, should be FALSE
x > y # not wrong
x < y # gives TRUE, should be FALSE
x %d==% y # here it's done correctly
x %d!=% y # correct
x %d<% y # correct
x %d>% y # correct
x %d<=% y # correct
x %d>=% y # correct

x <- c(0.3, 0.6, 0.7)
bnd <- matrix(c(0.29, 0.59, 0.69, 0.31, 0.61, 0.71), ncol=2)
x %d{}% bnd
x %d!{}% bnd

# These operators still work for non-decimal number numerics also:
x <- 1:5
y <- 1:5
x %d==% y
x %d!=% y
x %d<% y
x %d>% y
x %d<=% y
x %d>=% y

x <- 1:5
y <- x+1
x %d==% y
x %d!=% y
x %d<% y
x %d>% y
x %d<=% y
x %d>=% y

x <- 1:5
y <- x-1
x %d==% y
x %d!=% y
x %d<% y
x %d>% y
x %d<=% y
x %d>=% y

```

## Description

The `import_as()` function imports the namespace of an R package, and optionally also its dependencies, enhances, and extensions, under the same alias. The specified alias will be placed in the current environment (like the global environment, or the environment within a function).

## Usage

```
import_as(
  alias,
  main_package,
  foreign_exports = TRUE,
  dependencies = NULL,
  enhances = NULL,
  extensions = NULL,
  lib.loc = .libPaths(),
  verbose = FALSE,
  loadorder = c("dependencies", "main_package", "enhances", "extensions")
)
```

## Arguments

- |                              |   |
|------------------------------|---|
| <code>alias</code>           | <p>a syntactically valid non-hidden object name (unquoted), giving the alias object where the package(s) are to be loaded into.</p> <p>NOTE: To keep aliases easily distinguishable from other objects that can also be subset with the <code>\$</code> operator, I recommend ending (not starting!) the names of all alias names with a dot (<code>.</code>) or underscore (<code>_</code>).</p>   |
| <code>main_package</code>    | <p>a single string, giving the name of the main package to load under the given alias.</p>  |
| <code>foreign_exports</code> | <p>logical; some R packages export functions that are not defined in their own package, but in their direct dependencies; "foreign exports", if you will.</p> <p>This argument determines what the <code>import_as</code> function will do with the foreign exports of the <code>main_package</code>:</p> <ul style="list-style-type: none"> <li>• If <code>TRUE</code> the foreign exports from the <code>main_package</code> are added to the alias, even if <code>dependencies = NULL</code>. This is the default, as it is analogous to the behaviour of base R's <code>::</code> operator.</li> <li>• If <code>FALSE</code>, these foreign exports are not added, and the user must specify the appropriate packages in argument <code>dependencies</code>.</li> </ul> |
| <code>dependencies</code>    | <p>an optional character vector, giving the names of the dependencies of the <code>main_package</code> to be loaded also under the alias.</p> <p>Defaults to <code>NULL</code>, which means no dependencies are loaded.</p> <p>See <a href="#">pkg_get_deps</a> to quickly get dependencies from a package.</p>   |
| <code>enhances</code>        | <p>an optional character vector, giving the names of the packages enhanced by the <code>main_package</code> to be loaded also under the alias.</p> <p>Defaults to <code>NULL</code>, which means no enhances are loaded.</p>  |
| <code>extensions</code>      | <p>an optional character vector, giving the names of the extensions of the <code>main_package</code> to be loaded also under the alias.</p> <p>Defaults to <code>NULL</code>, which means no extensions are loaded.</p>   |

lib.loc	character vector specifying library search path (the location of R library trees to search through). This is usually <code>.libPaths()</code> . See also <a href="#">loadNamespace</a> .
verbose	logical, indicating whether messages regarding conflicts and foreign exports should be printed while importing packages (TRUE), or if these should not be printed (FALSE). Defaults to FALSE, because all information conveyed by the messages can be more compactly be viewed by running <code>alias.\$.__attributes__</code> . (where "alias." is the given name of the alias object).
loadorder	the character vector <code>c("dependencies", "main_package", "enhances", "extensions")</code> , or some re-ordering of this character vector, giving the relative load order of the groups of packages. The default setting (which is highly recommended) is the character vector <code>c("dependencies", "main_package", "enhances", "extensions")</code> , which results in the following load order:

1. The dependencies, **in the order specified by the dependencies argument**.
2. The main\_package (see argument main\_package), including foreign exports (if foreign\_exports=TRUE).
3. The enhances, **in the order specified by the enhances argument**.
4. The extensions, **in the order specified by the extensions argument**.

## Details

### On the dependencies, enhances and extensions arguments

- dependencies: "Dependencies" here are defined as any package appearing in the "Depends", "Imports", or "LinkingTo" fields of the Description file of the main\_package. So no recursive dependencies.
- enhances: Enhances are defined as packages appearing in the "Enhances" field of the Description file of the main\_package.
- extensions: "Extensions" here are defined as reverse-depends or reverse-imports. It does not matter if these are CRAN or non-CRAN packages. However, the intended meaning of an extension is not merely being a reverse dependency, but a package that actually extends the functionality of the main\_package.

As implied in the description of the loadorder argument, the order of the character vectors given in the dependencies, enhances, and extensions arguments matter:

If multiple packages share objects with the same name, the objects of the package named last will overwrite those of the earlier named packages.

### Additional details

The `import_as()` function does not allow importing base/core R under an alias, so don't try.

**Value**

A locked environment object, similar to the output of [loadNamespace](#), with the name as specified in the `alias` argument, will be created in the current environment (like the global environment, or the environment within a function).

To use, for example, function "some\_function()" from alias "alias.", use:

```
alias.$some_function()
```

To see attributes of this alias object, use:

```
alias.$.__attributes__.
```

**See Also**

[tinyoperations\\_import\(\)](#)

**Examples**

```
## Not run:
import_as( # this creates the 'tdt.' object
  tdt., "tidytable", dependencies = "data.table"
)
tdt.$mutate

## End(Not run)
```

---

import\_data

---

Assign data-set from a package directly to a variable

---

**Description**

The `import_data()` function gets a specified data set from a package.

Unlike `utils::data()`, the `import_data()` function returns the data set directly, and allows assigning the data set like so:

```
mydata <- import_data(...).
```

**Usage**

```
import_data(dataname, package, lib.loc = .libPaths())
```

**Arguments**

<code>dataname</code>	a single string, giving the name of the data set.
<code>package</code>	the quoted package name.
<code>lib.loc</code>	character vector specifying library search path (the location of R library trees to search through). This is usually <code>.libPaths()</code> . See also <a href="#">loadNamespace</a> .



**Value**

Returns the data directly. Thus, one can assign the data like so: `mydata <- import_data(...)`.

**See Also**

[tinyoperations\\_import\(\)](#)

**Examples**

```
## Not run:
d <- import_data("chicago", "gamair")
head(d)

## End(Not run)
```

---

import_inops	<i>Expose (or delete/detect) infix operators to (or from/in) the current environment</i>
--------------	--

---

**Description**

The `import_inops()` function can do one of three things, depending on what the user specifies in argument `action`.

With `action="expose"`:

When using the `import_inops()` function with `action="expose"`, it will place the infix operators of the specified packages in the current environment (like the global environment, or the environment within a function).

(If you wish to globally attach infix operators, instead of just placing them in the current environment, see [pkg\\_lsf\(\)](#).)

With `action="remove"`:

When using the `import_inops()` function with `action="remove"`, it will delete the infix operators in the current environment, created by `import_inops()`, with namespaces corresponding to the specified packages.

User-defined infix operators are not touched (attributes are used to check if an operator was created by `import_inops()` or not).

**Usage**

```
import_inops(pkgs, action = "expose", lib.loc = .libPaths(), ...)
```

**Arguments**

`pkgs` a character vector of package name(s), specifying the packages from which to load infix operators, and place them in the current environment.  
NOTE: When `action="expose"`, the order of the character vector matters! If

	multiple packages share infix operators with the same name, the conflicting operators of the package named last will overwrite those of the earlier named packages.
action	a string specifying the action to perform.
lib.loc	character vector specifying library search path (the location of R library trees to search through). This is usually <code>.libPaths()</code> . See also <a href="#">loadNamespace</a> .
...	additional arguments, only relevant if <code>action = "expose"</code> . See <a href="#">import_inops.control</a> .

### Details

Unlike the [import\\_as](#) function, the `import_inops()` function does not require the packages to be necessarily related to each other.

The `import_inops()` function does not support overloading base/core R operators, so don't try.

When using `import_inops()` to remove infix operators from the current environment, it will use the attributes of those operators to determine if the infix operator came from `import_inops()`, or if they were user-defined.

### Value

If `action = "expose"`:

The infix operators from the specified packages will be placed in the current environment (like the Global environment, or the environment within a function).

If `action = "remove"`:

The infix operators from the packages specified in `pkgs`, exposed by `import_inops()`, will be deleted.

If such infix operators could not be found, this function returns `NULL`.

### See Also

[tinyoperations\\_import\(\)](#)

### Examples

```
## Not run:
import_inops("data.table") # expose infix operators
import_inops("data.table", action = "remove") # remove the exposed infix operators.

## End(Not run)
```

---

import\_inops.control    *import\_inops.control*


---

## Description

Additional arguments to control exposing infix operators in the [import\\_inops](#) function.

## Usage

```
import_inops.control(
  exclude = NULL,
  include.only = NULL,
  overwrite = TRUE,
  inherits = FALSE
)
```

## Arguments

exclude	<p>a character vector, giving the infix operators NOT to expose to the current environment.</p> <p>This can be handy to prevent overwriting any (user defined) infix operators already present in the current environment.</p> <p>This argument is only used when <code>action = "expose"</code>.</p>
include.only	<p>a character vector, giving the infix operators to expose to the current environment, and the rest of the operators will not be exposed.</p> <p>This can be handy to prevent overwriting any (user defined) infix operators already present in the current environment.</p> <p>This argument is only used when <code>action = "expose"</code>.</p>
overwrite	<p>logical, indicating if it is allowed to overwrite existing infix operators.</p> <ul style="list-style-type: none"> <li>• If TRUE (default), a warning is given when operators existing in the current environment are being overwritten, but the function continues nonetheless.</li> <li>• If FALSE, an error is produced when the to be exposed operators already exist in the current environment, and the function is halted.</li> </ul> <p>This argument is only used when <code>action = "expose"</code>.</p>
inherits	<p>logical; when <code>overwrite=FALSE</code>, should enclosed environments, especially package namespaces, also be taken into account?</p> <p>Defaults to FALSE.</p> <p>See also <a href="#">exists</a>.</p> <p>This argument is only used when <code>action = "expose"</code>.</p>

## Details

**On the `exclude`, `include.only`, `overwrite`, `inherits` arguments:**

The `exclude`, `include.only`, `overwrite`, `inherits` arguments are only used when `action = "expose"`.

You cannot specify both the `exclude` and `include.only` arguments. Only one or the other, or neither.

**Value**

This function is used internally in the [import\\_inops](#) function.

**See Also**

[import\\_inops\(\)](#), [tinyoperations\\_import\(\)](#)

---

inplace	<i>Generalized in-place (mathematical) modifier</i>
---------	---

---

**Description**

Generalized in-place (mathematical) modifier.

The `x %:=% f` operator allows performing in-place modification of some object `x` with a function `f`.

For example this:

```
mtcars$mpg[mtcars$cyl>6] <- mtcars$mpg[mtcars$cyl>6]^2
```

Can now be re-written as:

```
mtcars$mpg[mtcars$cyl>6] %:=% \(x)x^2
```

This function-based method is used, instead of the more traditional in-place mathematical modification like `+=`, to prevent precedence issues (functions come before mathematical arithmetic in R).

**Usage**

```
x %:=% f
```

**Arguments**

- |                |   |
|----------------|---|
| <code>x</code> | an object, with properties such that function <code>f</code> can be used on it.<br>For example, when function <code>f</code> is mathematical, <code>x</code> should be a numeric (or 'number-like') vector, matrix, or array. |
| <code>f</code> | a (possibly anonymous) function to be applied in-place on <code>x</code> . The function must take one argument only.  |

**Value**

This operator does not return any value:  
It is an in-place modifier, and thus modifies the object directly.

**See Also**

[tinyoperations\\_dry\(\)](#)

**Examples**

```
set.seed(1)
object <- matrix(rpois(10, 10), ncol=2)
print(object)
y <- 3
object %:=% \(\x) x+y # same as object <- object + y
print(object)
```

---

inplace\_str\_arithmetic

*In place modifying string arithmetic*


---

**Description**

In-place modifier versions of string arithmetic:

`x %s+ =% y` is the same as `x <- x %s+% y`

`x %s- =% p` is the same as `x <- x %s-% p`

`x %s* =% n` is the same as `x <- x %s*% n`

`x %s/ =% p` is the same as `x <- x %s/% p`

See also the documentation on string arithmetic: [string arithmetic](#).

Some of the internal code of these operators was inspired by the `roperators` R package.

**Usage**

```
x %s+ =% y
```

```
x %s- =% p
```

```
x %s* =% n
```

```
x %s/ =% p
```

**Arguments**

`x`, `y`, `p`, `n`      see [string arithmetic](#) and [s\\_pattern](#).

**Value**

These operators do not return any value: they are in-place modifiers, and thus modify `x` directly.

**References**

Wiseman B, Nydick S, Jones J (2022). `roperators`: Additional Operators to Help you Write Cleaner R Code. <https://CRAN.R-project.org/package=roperators>

**See Also**

[tinyoperations\\_dry\(\)](#) [tinyoperations\\_stringi\(\)](#)

**Examples**

```

y <- "a"
p <- "a|e|i|o|u"
n <- c(2, 3)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s+ =% y # same as x <- x %s+% y
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s- =% p # same as x <- x %s-% p
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s* =% n # same as x <- x %s\*% n
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s/ =% p # same as x <- x %s/% p
print(x)

#####

y <- "a"
# pattern with ignore.case=TRUE:
p <- s_pattern(regex = "A|E|I|O|U", ignore.case=TRUE)
n <- c(3, 2)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s+ =% y # same as x <- x %s+% y
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s- =% p # same as x <- x %s-% p
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s* =% n # same as x <- x %s\*% n
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %s/ =% p # same as x <- x %s/% p

```

```
print(x)
```

---

inplace_str_subset	<i>In place modifying string subsetting</i>
--------------------	---

---

## Description

In-place modifier versions of string subsetting:

`x %sget =% ss` is the same as `x <- x %sget% ss`

`x %strim =% ss` is the same as `x <- x %strim% ss`

See also the documentation on string subsetting ([string subset](#)).  
Note that there is no in-place modifier versions of `%ss%`.

Some of the internal code of these operators was inspired by the `roperators` R package.

## Usage

```
x %sget =% ss
```

```
x %strim =% ss
```

## Arguments

`x`, `ss`                      see [string subset](#).

## Value

These operators do not return any value: they are in-place modifiers, and thus modify `x` directly.

## References

Wiseman B, Nydick S, Jones J (2022). `roperators`: Additional Operators to Help you Write Cleaner R Code. <https://CRAN.R-project.org/package=roperators>

## See Also

[tinyoperations\\_dry\(\)](#) [tinyoperations\\_stringi\(\)](#)

## Examples

```
ss <- c(2,2)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %sget =% ss # same as x <- x %sget% ss
print(x)
```

```

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %strim% ss # same as x <- x %strim% ss
print(x)

#####

ss <- c(2,2)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %sget% ss # same as x <- x %sget% ss
print(x)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
x %strim% ss # same as x <- x %strim% ss
print(x)

```

---

logic\_ops

---

*Logic operators*


---

## Description

Additional logic operators:

The `x %xor% y` operator is the "exclusive-or" operator, the same as `xor(x, y)`.

The `x %n% y` operator is the "not-and" operator, the same as `(!x) & (!y)`.

The `x %out% y` operator is the same as `!x %in% y`.

The `x %?% y` operator checks if `x` and `y` are **both** unreal or unknown (i.e. NA, NaN, Inf, -Inf).

The `n %numtype% numtype` operator is a vectorized operator that checks for every value of numeric vector `n` if it can be considered a number belonging to type `numtype`.

See arguments for details.

The `s %strtype% strtype` operator is a vectorized operator that checks for every value of character vector `s` if it can be seen as a certain `strtype`.

See arguments for details.

The `s %sgrep% p` operator is a vectorized operator that checks for every value of character vector `s` if it has pattern `p`.

## Usage

```
x %xor% y
```

```
x %n% y
```



x %out% y

x %?=% y

s %sgrep% p

n %=numtype% numtype

s %=strtype% strtype

### Arguments

x, y	see <a href="#">Logic</a> .
s	a character vector.
p	the result from <a href="#">s_pattern</a> , or else a character vector of the same length as s with regular expressions.
n	a numeric vector.
numtype	a single string giving the numeric type to be checked. The following options are supported: <ul style="list-style-type: none"> <li>• "~0": zero, or else a number whose absolute value is smaller than the Machine tolerance (<code>sqrt(.Machine\$double.eps)</code>).</li> <li>• "B": binary numbers (exactly 0 or exactly 1);</li> <li>• "prop": proportions - numbers between 0 and 1 (exactly 0 or 1 is also allowed);</li> <li>• "I": Integers;</li> <li>• "odd": odd integers;</li> <li>• "even": even integers;</li> <li>• "R": Real numbers;</li> <li>• "unreal": infinity, NA, or NaN;</li> </ul>
strtype	a single string giving the string type to be checked. The following options are supported: <ul style="list-style-type: none"> <li>• "empty": checks if the string only consists of empty spaces.</li> <li>• "unreal": checks if the string is NA, or if it has literal string "NA", "NaN" or "Inf", regardless if it has leading or trailing spaces.</li> <li>• "numeric": checks if the string can be converted to a number, disregarding leading and trailing spaces. I.e. the string "5.0" can be converted to the the</li> </ul>

actual number 5.0.

- "special": checks if the string consists of only special characters.

## Value

A logical vector.

## Examples

```
x <- c(TRUE, FALSE, TRUE, FALSE, NA, NaN, Inf, -Inf, TRUE, FALSE)
y <- c(FALSE, TRUE, TRUE, FALSE, rep(NA, 6))
outcome <- data.frame(
  x=x, y=y,
  "x %xor% y"=x %xor% y, "x %n% y" = x %n% y, "x %?=% y" = x %?=% y,
  check.names = FALSE
)
print(outcome)

1:3 %out% 1:10
1:10 %out% 1:3

n <- c(0:5, 0:-5, 0.1, -0.1, 0, 1, Inf, -Inf, NA, NaN)
1e-20 %=numtype% "~0"
n[n %=numtype% "B"]
n[n %=numtype% "prop"]
n[n %=numtype% "I"]
n[n %=numtype% "odd"]
n[n %=numtype% "even"]
n[n %=numtype% "R"]
n[n %=numtype% "unreal"]

s <- c(" AbcZ123 ", " abc ", " 1.3 ", " !#$%^&*() ", " ", " NA ", " NaN ", " Inf ")
s[s %=strtype% "empty"]
s[s %=strtype% "unreal"]
s[s %=strtype% "numeric"]
s[s %=strtype% "special"]

s <- c("Hello world", "Goodbye world")
p <- s_pattern(regex = c("Hello", "Hello"))
s %sgrep% p
```

---

matrix\_ops

*Infix operators for row- and column-wise re-ordering of matrices*

---

## Description

Infix operators for custom row- and column-wise re-ordering of matrices

The `x %row% mat` operator re-orders the elements of every row, each row ordered independently

from the other rows, of matrix `x`, according to the ordering ranks given in matrix `mat`.

The `x %col~% mat` operator re-orders the elements of every column, each column ordered independently from the other columns, of matrix `x`, according to the ordering ranks given in matrix `mat`.

### Usage

```
x %row~% mat
```

```
x %col~% mat
```

### Arguments

<code>x</code>	a matrix
<code>mat</code>	a matrix with the same dimensions as <code>x</code> , giving the ordering ranks of every element of matrix <code>x</code> .

### Details

If matrix `x` is a numeric matrix, and one wants to sort the elements of every row or column numerically, `x %row~% x` or `x %col~% x` would suffice, respectively.

If matrix `x` is not numeric, sorting the elements using `x %row~% x` and `x %col~% x` is still possible, but probably not the best option. In the non-numeric case, providing a matrix of ordering ranks for `mat` would be faster and give more accurate ordering. See the examples section.

If `mat` is a matrix of non-repeating random integers, i.e.

```
mat <- sample(1:length(x)) |> matrix(ncol=ncol(x))
```

then the code

```
x %row~% mat
```

will randomly shuffle the elements of every row, where the shuffling order in each row is independent from the shuffling order in the other rows.

Similarly,

```
x %col~% mat
```

will randomly shuffle the elements of every column, where the shuffling order in each column is independent from the shuffling order in the other columns.

Re-ordering/sorting every row/column of a matrix with these operators is generally faster than doing so through loops or apply-like functions.

### Value

A modified matrix.

### See Also

[tinyoperations\\_misc\(\)](#)

## Examples

```
# numeric matrix ====

x <- matrix(sample(1:25), nrow=5)
print(x)
x %row~% x # sort elements of every row independently
x %row~% -x # reverse-sort elements of every row independently
x %col~% x # sort elements of every column independently
x %col~% -x # reverse-sort elements of every column independently

x <- matrix(sample(1:25), nrow=5)
print(x)
mat <- sample(1:length(x)) |> matrix(ncol=ncol(x)) # matrix of non-repeating random integers
x %row~% mat # randomly shuffle every row independently
x %col~% mat # randomize shuffle every column independently

# character matrix ====

x <- matrix(sample(letters, 25), nrow=5)
print(x)
mat <- stringi::stri_rank(as.vector(x)) |> matrix(ncol=ncol(x))
x %row~% mat # sort elements of every row independently
x %row~% -mat # reverse-sort elements of every row independently
x %col~% mat # sort elements of every column independently
x %col~% -mat # reverse-sort elements of every column independently

x <- matrix(sample(letters, 25), nrow=5)
print(x)
mat <- sample(1:length(x)) |> matrix(ncol=ncol(x)) # matrix of non-repeating random integers
x %row~% mat # randomly shuffle every row independently
x %col~% mat # randomize shuffle every column independently
```

## Description

The `lock_TF()` function locks the T and F values and sets them to TRUE and FALSE, to prevent the user from re-assigning them.

Removing the created T and F objects allows re-assignment again.

The `X %<-c% A` operator creates a constant X and assigns A to it.

Constants cannot be changed, only accessed or removed. So if you have a piece of code that requires some unchangeable constant, use this operator to create said constant.

Removing constant X also removes its binding lock. Thus to change a constant, simply remove it and re-create it.

**Usage**

```
lock_TF()
```

```
X %<-c% A
```

**Arguments**

X                    a syntactically valid unquoted name of the object to be created.  
 A                    any kind of object to be assigned to X.

**Value**

For `lock_TF()`:

Two constants, namely T and F, set to TRUE and FALSE respectively, are created in the current environment, and locked. Removing the created T and F objects allows re-assignment again.

For `X %<-c% A`:

The object X containing A is created in the current environment, and this object cannot be changed. It can only be accessed or removed.

**See Also**

[tinyoperations\\_misc\(\)](#)

**Examples**

```
lock_TF()
X %<-c% data.frame(x=3, y=2) # this data.frame cannot be changed. Only accessed or removed.
X[1, ,drop=FALSE]
```

---

pkgs

*Miscellaneous package functions*

---

**Description**

The `pkgs %installed in% lib.loc` operator checks if one or more package(s) `pkgs` exist(s) in library location `lib.loc`, without loading the package(s).

The syntax of this operator forces the user to make it syntactically explicit where to look for installed R package(s).

The `pkg_get_deps()` function gets the dependencies of a package from the Description file. It works on non-CRAN packages also.

The `help.import()` function finds the help file for exposed infix operators and functions in an alias object.

The `pkg_ls(package, ...)` function gets a list of exported functions/operators from a package. One handy use for this function is to, for example, globally attach all infix operators from a function using `library`, like so:

```
library(packagename, include.only = pkg_lsf("packagename", type="inops"))
```

## Usage

```
pkgs %installed in% lib.loc

pkg_get_deps(
  package,
  lib.loc = .libPaths(),
  deps_type = c("LinkingTo", "Depends", "Imports"),
  base = FALSE,
  recom = FALSE,
  rstudioapi = FALSE
)

help.import(..., i, alias)

pkg_lsf(package, type, lib.loc = .libPaths())
```

## Arguments

pkgs	a single string, or character vector, with the package name(s).
lib.loc	character vector specifying library search path (the location of R library trees to search through). This is usually <code>.libPaths()</code> . See also <a href="#">loadNamespace</a> .
package	a single string giving the package name.
deps_type	a character vector, giving the dependency types to be used. Defaults to <code>c("LinkingTo", "Depends", "Imports")</code> . The order of the character vector given in <code>deps_type</code> affects the order of the returned character vector; see Details sections.
base	logical, indicating whether base/core R should be included (TRUE), or not included (FALSE; the default).
recom	logical, indicating whether the pre-installed "recommended" R packages should be included (TRUE), or not included (FALSE; the default). Note that only the recommended R packages actually installed in your system are taken into consideration.
rstudioapi	logical, indicating whether the <code>rstudioapi</code> R package should be included (TRUE), or not included (FALSE; the default).
...	further arguments to be passed to <a href="#">help</a> .
i	either one of the following: <ul style="list-style-type: none"> <li>• a function (use back-ticks when the function is an infix operator). Examples: <code>myfun</code>, <code>`%operator%`</code>, <code>myalias.\$some_function</code>.</li> <li>• a string giving the function name or topic (i.e. "myfun", "thistopic"). If a string, argument <code>alias</code> must be specified also.</li> </ul>
alias	the alias object as created by the <a href="#">import_as</a> function. Only needs to be specified if argument <code>i</code> is a string, otherwise it is ignored.

**type**                      The type of functions to list. Possibilities:

- "inops" or "operators": Only infix operators.
- "regfuns": Only regular functions (thus excluding infix operators).
- "all": All functions, both regular functions and infix operators.

## Details

For `help.import(...)`:  
Do not use the `topic / package` and `i / alias` arguments together. It's either one set or the other.

For `pkg_get_deps()`:  
If using the `pkgs_get_deps()` function to fill in the `dependencies` argument of the `import_as` function, one may want to know the how character vector returned by `pkgs_get_deps()` is ordered. The order is determined as follows.  
For each string in argument `deps_type`, the package names in the corresponding field of the Description file are extracted, in the order as they appear in that field.  
The order given in argument `deps_type` also affects the order of the returned character vector:  
The default,  
`c("LinkingTo", "Depends", "Imports")`,  
means the package names are extracted from the fields in the following order:

1. "LinkingTo";
2. "Depends";
3. "Imports".

The unique (thus non-repeating) package names are then returned to the user.

## Value

For `pkgs %installed in% lib.loc`:  
Returns a named logical vector, with the names giving the package names, and where the value `TRUE` indicates a package is installed, and the value `FALSE` indicates a package is not installed.

For `pkg_get_deps()`:  
A character vector of unique dependencies.

For `pkg_ls()`:  
Returns a character vector of function and/or operator names.

For `help.import()`:  
Opens the appropriate help page.

## References

<https://stackoverflow.com/questions/30223957/elegantly-extract-r-package-dependencies-of-a-package-not-listed-on-cran>

## See Also

[tinyoperations\\_import\(\)](#)

**Examples**

```
## Not run:
pkgs <- c(unlist(tools::package_dependencies("devtools")), "devtools")
pkgs %installed in% .libPaths()
pkg_ls("devtools", "all")
import_as(m., "magrittr")
import_inops("magrittr")
help.import(i=m.$add)
help.import(i=~%>%~)
help.import(i="add", alias=m.)

## End(Not run)
```

---

report\_inops

*Report infix operators*


---

**Description**

The `report_inops()` function returns a data.frame listing the infix operators defined in the current environment (like the global environment, or the environment within a function), or a user specified environment. It also reports from which packages the infix operators came from.

**Usage**

```
report_inops(env)
```

**Arguments**

env	an optional environment to give, where the function should look for infix operators. When not specified, the current environment (like the global environment, or the environment within a function) is used.
-----	--

**Value**

A data.frame.

**See Also**

[tinyoperations\\_import\(\)](#)

**Examples**

```
## Not run:
report_inops()

## End(Not run)
```



## Description

The `source_selection()` function is the same as base R's [source](#) function, except that it allows only placing the selected objects and functions into the current environment, instead of all objects.

The objects to be selected can be specified using any combination of the following:

- by supplying a character vector of exact object names to the `select` argument.
- by supplying a character vector of regex patterns to the `regex` argument.
- by supplying a character vector of fixed patterns to the `fixed` argument.

Note that the `source_selection()` function does NOT suppress output (i.e. plots, prints, messages) from the sourced module file.

## Usage

```
source_selection(lst, select = NULL, regex = NULL, fixed = NULL)
```

## Arguments

<code>lst</code>	a named list, giving the arguments to be passed to the <a href="#">source</a> function. The <code>local</code> argument should not be included in the list.
<code>select</code>	a character vector, giving the exact names of the functions or objects appearing in the script, to expose to the current environment. The user can also specify a <b>named</b> character vector here. In that case the objects will also be renamed to the given names when exposed to the current environment.
<code>regex</code>	a character vector of regex patterns (see <a href="#">about_search_regex</a> ). These should give regular expressions that match to the names of the functions or objects appearing in the script, to expose to the current environment. For example, to expose the following methods to the current environment, <code>mymethod.numeric()</code> and <code>mymethod.character()</code> from generic <code>mymethod()</code> , one could specify <code>regex = "^mymethod"</code> .
<code>fixed</code>	a character vector of fixed patterns (see <a href="#">about_search_fixed</a> ). These should give fixed expressions that match to the names of the functions or objects appearing in the script, to expose to the current environment. For example, to expose the following methods to the current environment, <code>mymethod.numeric()</code> and <code>mymethod.character()</code> from generic <code>mymethod()</code> , one could specify <code>fixed= "mymethod"</code> .

## Details

One can specify which objects to expose using arguments `select`, `regex`, or `fixed`. The user can specify all 3 of them, but at least one of the 3 must be specified. It is not a problem if the specifications overlap.

**Value**

Any specified objects will be placed in the current environment (like the Global environment, or the environment within a function).

**See Also**

[tinyoperations\\_import](#), [base::source\(\)](#)

**Examples**

```
exprs <- expression({
  helloworld = function() print("helloworld")
  goodbyeworld <- function() print("goodbye world")
  `~%s+test%` <- function(x,y) stringi::`~%s+%`(x,y)
  `~%s*test%` <- function(x,y) stringi::`~%s*%`(x,y)
  mymethod <- function(x) UseMethod("mymethod", x)
  mymethod.numeric <- function(x) x * 2
  mymethod.character <- function(x) chartr(x, old = "a-zA-Z", new = "A-Za-z")
})

source_selection(list(exprs=exprs), regex = "^mymethod")
mymethod(1)
mymethod("a")

temp.fun <- function(){
  source_selection(list(exprs=exprs), regex = "^mymethod", fixed = c("%", ":="))
  ls() # list all objects residing within the function definition
}
temp.fun()

temp.fun <- function(){
  source_selection(list(exprs=exprs), select = c("helloworld", "goodbyeworld"))
  ls() # list all objects residing within the function definition
}
temp.fun()
```

---

strcut\_loc

---

*Cut strings*


---

**Description**

The `strcut_loc()` function cuts every string in a character vector around a location range `loc`, such that every string is cut into the following parts:

- the sub-string **before** `loc`;
- the sub-string at `loc` itself;
- the sub-string **after** `loc`.

The location range `loc` would usually be matrix with 2 columns, giving the start and end points of some pattern match.

When for some row `i`, `loc[i, ]` is `c(NA, NA)`, `loc[i, ]` is translated to `c(1, nc[i])`, where `nc[i]` is the number of characters of `str[i]`

The `strcut_brk()` function, (a wrapper around [stri\\_split\\_boundaries](#)), cuts every string into individual text breaks (like character, word, line, or sentence boundaries).

The main difference between the `strcut_` - functions and [stri\\_split](#) / [strsplit](#), is that the latter generally removes the delimiter patterns in a string when cutting, while the `strcut_`-functions do not attempt to remove parts of the string by default, they only attempt to cut the strings into separate pieces. Moreover, the `strcut_` - functions always return a matrix, not a list.

## Usage

```
strcut_loc(str, loc)
```

```
strcut_brk(str, brk = "chr", ...)
```

## Arguments

<code>str</code>	a string or character vector.
<code>loc</code>	Either one of the following: <ul style="list-style-type: none"> <li>the result from the <a href="#">stri_locate_ith</a> function.</li> <li>a matrix of 2 integer columns, with <code>nrow(loc)==length(str)</code>, giving the location range of the middle part.</li> <li>a vector of length 2, giving the location range of the middle part.</li> </ul>
<code>brk</code>	a single string, giving one of the following: <ul style="list-style-type: none"> <li>"chr": attempts to split string into individual characters.</li> <li>"line": attempts to split string into individual lines (NOTE: this is somewhat locale dependent).</li> <li>"word": attempts to split string into individual words (NOTE: this is highly locale dependent!).</li> <li>"sentence": attempts to split string into individual sentences (NOTE: this is highly locale dependent!).</li> </ul> <p>For information on the boundary rules and definitions, please see: The ICU User Guide on Boundary Analysis (<a href="https://unicode-org.github.io/icu/userguide/boundaryanalysis/">https://unicode-org.github.io/icu/userguide/boundaryanalysis/</a>)</p>
<code>...</code>	additional settings for <a href="#">stri_opts_brkiter</a>

## Value

For the `strcut_loc()` function:

A character matrix with `length(str)` rows and 3 columns:

- the first column contains the sub-strings **before** `loc`;
- the second column contains the sub\_strings at `loc`;
- the third and last column contains the sub-strings **after** `loc`.

For the `strcut_brk()` function:

A character matrix with `length(str)` rows and a number of columns equal to the maximum number of pieces `str` was cut in.

### See Also

[tinyoperations\\_stringi\(\)](#)

### Examples

```
x <- rep(paste0(1:10, collapse=""), 10)
print(x)
loc <- stri_locate_ith(x, 1:10, fixed = as.character(1:10))
strcut_loc(x, loc)
strcut_loc(x, c(5,5))

test <- "The\u00a0above-mentioned    features are very useful. " %s+%
"Spam, spam, eggs, bacon, and spam. 123 456 789"
strcut_brk(test, "line")
strcut_brk(test, "word")
strcut_brk(test, "sentence")
strcut_brk(test, "chr")
```

---

stri\_join\_mat

*Concatenate Character Matrix Row-wise or Column-wise*

---

### Description

The `stri_join_mat()` function (and their aliases `stri_c_mat` and `stri_paste_mat`) perform row-wise (`margin=1`; the default) or column-wise (`margin=2`) joining of a matrix of strings, thereby transforming a matrix of strings into a vector of strings.

### Usage

```
stri_join_mat(mat, margin = 1, sep = "", collapse = NULL)
```

```
stri_c_mat(mat, margin = 1, sep = "", collapse = NULL)
```

```
stri_paste_mat(mat, margin = 1, sep = "", collapse = NULL)
```

### Arguments

`mat` a matrix of strings

`margin` the margin over which the strings must be joined.

- If `margin=1`, the elements in each row of matrix `mat` are joined into a single string. Thus if the matrix has 10 rows, it returns a vector of 10 strings.
- If `margin=2`, the elements in each column of matrix `mat` are joined into a single string. Thus if the matrix has 10 columns, it returns a vector of 10 strings.

`sep, collapse` as in [stri\\_join](#).

## Details

The examples section show the uses of the `stri_join_mat()` function.

## Value

The `stri_join_mat()` function, and its aliases, return a vector of strings.

## See Also

[tinyoperations\\_stringi\(\)](#)

## Examples

```
# re-ordering characters in strings ====

x <- c("Hello world", "Goodbye world")
print(x)
mat <- strcut_brk(x, "chr")
rank <- stringi::stri_rank(as.vector(mat)) |> matrix(ncol=ncol(mat))
sorted <- mat %row~% rank
print(sorted)
stri_join_mat(sorted, margin=1)
stri_join_mat(sorted, margin=2)

#####

# re-ordering words ====

x <- c("Hello everyone", "Goodbye everyone")
print(x)
mat <- strcut_brk(x, "word")
rank <- stringi::stri_rank(as.vector(mat)) |> matrix(ncol=ncol(mat))
sorted <- mat %row~% rank
print(sorted)
stri_c_mat(sorted, margin=1) # <- alias for stri_join_mat
stri_c_mat(sorted, margin=2)

#####

# re-ordering sentences ====

x <- c("Hello, who are you? Oh, really?! Cool!", "I don't care. But I really don't.")
print(x)
mat <- strcut_brk(x, "sentence")
rank <- stringi::stri_rank(as.vector(mat)) |> matrix(ncol=ncol(mat))
sorted <- mat %row~% rank
print(sorted)
stri_paste_mat(sorted, margin=1) # <- another alias for stri_join_mat
stri_paste_mat(sorted, margin=2)
```

---

stri_locate_ith	<i>Locate <math>i^{th}</math> Pattern Occurrence</i>
-----------------	--

---

## Description

The `stri_locate_ith` function locates the  $i^{th}$  occurrence of a pattern in each string of some character vector.

## Usage

```
stri_locate_ith(str, i, ..., regex, fixed, coll, charclass)
```

## Arguments

`str` a string or character vector.

`i` a number, or a numeric vector of the same length as `str`. This gives the  $i^{th}$  instance to be replaced.  
Positive numbers are counting from the left. Negative numbers are counting from the right. I.e.:

- `stri_locate_ith(str, i=1, ...)`  
gives the position (range) of the first occurrence of a pattern.
- `stri_locate_ith(str, i=-1, ...)`  
gives the position (range) of the last occurrence of a pattern.
- `stri_locate_ith(str, i=2, ...)`  
gives the position (range) of the second occurrence of a pattern.
- `stri_locate_ith(str, i=-2, ...)`  
gives the position (range) of the second-last occurrence of a pattern.

If `abs(i)` is larger than the number of instances, the first (if `i < 0`) or last (if `i > 0`) instance will be given.

For example: suppose a string has 3 instances of some pattern;  
then if `i >= 3` the third instance will be located,  
and if `i <= -3` the first instance will be located.

`...` more arguments to be supplied to [stri\\_locate](#) and [stri\\_count](#).  
Do not supply the arguments `omit_no_match`, `get_length`, or `pattern`, as they are already specified internally. Supplying these arguments anyway will result in an error.

`regex, fixed, coll, charclass`  
a character vector of search patterns, as in [stri\\_locate](#).

**Value**

The `stri_locate_ith()` function returns an integer matrix with two columns, giving the start and end positions of the  $i^{th}$  matches, two NAs if no matches are found, and also two NAs if `str` is NA.

**See Also**

[tinyoperations\\_stringi\(\)](#)

**Examples**

```
# simple pattern ====

x <- rep(paste0(1:10, collapse=""), 10)
print(x)
out <- stri_locate_ith(x, 1:10, regex = as.character(1:10))
cbind(1:10, out)

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
p <- rep("a|e|i|o|u", 2)
out <- stri_locate_ith(x, c(-1, 1), regex=p)
print(out)
substr(x, out[,1], out[,2])

#####

# ignore case pattern ====

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
p <- rep("A|E|I|O|U", 2)
out <- stri_locate_ith(x, c(1, -1), regex=p, case_insensitive=TRUE)
substr(x, out[,1], out[,2])

#####

# multi-character pattern ====

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
# multi-character pattern:
p <- rep("AB", 2)
out <- stri_locate_ith(x, c(1, -1), regex=p, case_insensitive=TRUE)
print(out)
substr(x, out[,1], out[,2])

#####
```

```
# Replacement transformation using stringi ====

x <- c("hello world", "goodbye world")
loc <- stri_locate_ith(x, c(1, -1), regex="a|e|i|o|u")
extr <- stringi::stri_sub(x, from=loc)
repl <- chartr(extr, old = "a-zA-Z", new = "A-Za-z")
stringi::stri_sub_replace(x, loc, replacement=repl)
```

str\_arithmetic

*String arithmetic*

## Description

String arithmetic operators.

The `x %s+% y` operator is equivalent to `stringi::stri_c(x,y)`.

The `x %s-% p` operator removes character/pattern defined in `p` from `x`.

The `x %s*% n` operator repeats every element of `x` for `n` times, and glues them together.

The `x %s/% p` operator counts how often regular expression or character pattern `p` occurs in each element of `x`.

## Usage

```
x %s+% y
```

```
x %s-% p
```

```
x %s*% n
```

```
x %s/% p
```

## Arguments

<code>x</code>	a string or character vector.
<code>y</code>	a string, or a character vector of the same length as <code>x</code> .
<code>p</code>	either a list as returned by <a href="#">s_pattern</a> , or else a character vector of the same length as <code>x</code> with regular expressions.
<code>n</code>	a number, or a numeric vector of the same length as <code>x</code> .

## Details

Be aware of the precedence here!

These are not regular arithmetic; these are functions. Functions come before all arithmetic in R.

For example, the following code:



```
"a" %s*% 3^2
```

is interpreted as: `("a" %s*% 3)^2`

which of course gives an error, since you cannot square a character.

Therefore, put brackets around the right hand side expression when using chaining arithmetic, like so:

```
"a" %s*% (3^2)
```

## Value

The `%s+%`, `%s-%`, and `%s*%` operators return a character vector of the same length as `x`.

The `%s/%` returns a integer vector of the same length as `x`.

## See Also

[tinyoperations\\_stringi\(\)](#)

## Examples

```
x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
y <- c("a", "b")
p <- rep("a|e|i|o|u", 2) # same as p <- s_pattern(regex=rep("a|e|i|o|u", 2))
n <- c(3, 2)
```

```
x %s+% y # =paste0(x,y)
x %s-% p # remove all vowels from x
x %s*% n
x %s/% p # count how often vowels appear in each string of vector x.
```

```
#####
```

```
x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
y <- "a"
# pattern that ignores case:
p <- s_pattern(regex=rep("A|E|I|O|U", 2), ignore.case=TRUE)
n <- c(2, 3)
```

```
x %s+% y # =paste0(x,y)
x %s-% p # remove all vowels from x
x %s*% n
x %s/% p # count how often vowels appears in each string of vector x.
```

## Description

String subsetting operators.

The string `%ss% ind` operator allows indexing a single string as-if it is an iterable object.

The `x %sget% ss` operator gives a certain number of the first and last characters of character vector `x`.

The `x %strim% ss` operator removes a certain number of the first and last characters of character vector `x`.

## Usage

```
string %ss% ind
```

```
x %sget% ss
```

```
x %strim% ss
```

## Arguments

<code>string</code>	a single string.
<code>ind</code>	a numeric vector giving the subset indices.
<code>x</code>	a character vector.
<code>ss</code>	a vector of length 2, or a matrix with 2 columns with <code>nrow(ss)==length(x)</code> . The object <code>ss</code> should consist entirely of non-negative and non-missing integers, or be coerce-able to such integers. (thus negative integers, and missing values are not allowed; decimal numbers will be converted to integers). The first element/column of <code>ss</code> gives the number of characters counting from the left side to be extracted/removed from <code>x</code> . The second element/column of <code>ss</code> gives the number of characters counting from the right side to be extracted/removed from <code>x</code> .

## Details

These operators serve as a way to provide straight-forward string sub-setting.

## Value

The `x %sget% ss` operator gives a certain number of the first and last characters of character vector `x`.

The `x %strim% ss` operator removes a certain number of the first and last characters of character vector `x`.

The `%ss%` operator always returns a vector or matrix, where each element is a single character.

**See Also**

[tinyoperations\\_stringi\(\)](#)

**Examples**

```
x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
ss <- c(2,3)
x %sget% ss

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
ss <- c(1,0)
x %sget% ss

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
ss <- c(2,3)
x %strim% ss

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
ss <- c(1,0)
x %strim% ss

"hello" %ss% 5:1
```

---

subset\_if

---

*The subset\_if operators and the unreal in place modifier*


---

**Description**

The `x %if% cond` operator selects elements from vector/matrix/array `x`, for which the result of `cond(x)` returns TRUE.

And the `x %!if% cond` operator selects elements from vector/matrix/array `x`, for which the result of `cond(x)` returns FALSE.

The `x %unreal =% repl` operator modifies all unreal (NA, NaN, Inf, -Inf) values of `x` with replacement value `repl`.

Thus,

`x %unreal =% repl`,

is the same as,

`x[is.na(x)|is.nan(x)|is.infinite(x)] <- repl`

**Usage**

```
x %[if]% cond

x %[!if]% cond

x %unreal =% repl
```

**Arguments**

x	a vector, matrix, or array.
cond	a (possibly anonymous) function that returns a logical vector of the same length/dimensions as x. For example: <code>\(x)x&gt;0</code> .
repl	the replacement value.

**Value**

For the **subset-if** operators:  
The subset\_if - operators all return a vector with the selected elements.

For the `x %unreal =% repl` operator:  
The `x %unreal =% repl` operator does not return any value:  
It is an in-place modifier, and thus modifies x directly. The object x is modified such that all NA, NaN, Inf, and -Inf elements are replaced with repl.

**See Also**

[tinyoperations\\_dry\(\)](#)

**Examples**

```
x <- c(-10:9, NA, NA)
object_with_very_long_name <- matrix(x, ncol=2)
print(object_with_very_long_name)
object_with_very_long_name %[if]% \(x)x %in% 1:10
object_with_very_long_name %[!if]% \(x)x %in% 1:10

x <- c(1:9, NA, NaN, Inf)
print(x)
x %unreal =% 0 # same as x[is.na(x)|is.nan(x)|is.infinite(x)] <- 0
print(x)
```

## Description

The %s-% and %s/% operators, their in-place equivalents, as well as the %sgrep% operator, all perform pattern matching for some purpose. By default the pattern matching is interpreted as case-sensitive regex patterns from `stringi`.

The `s_pattern()` function allows the user to specify exactly how the pattern should be interpreted. To use more refined pattern definition, simply replace the right-hand-side expression `p` in the relevant operators with a call from the `s_pattern()` function.

The `s_pattern()` function uses the exact same argument convention as `stringi`. For example:

- `s_pattern(regex=p, case_insensitive=FALSE, ...)`
- `s_pattern(fixed=p, ...)`
- `s_pattern(coll=p, ...)`
- `s_pattern(charclass=p, ...)`

All arguments in `s_pattern()` are simply passed to the appropriate functions in `stringi`.

For example:

`x %s/% p` counts how often regular expression `p` occurs in `x`,

whereas `x %s/% s_pattern(fixed=p, case_insensitive=TRUE)` will do the same, except it uses fixed (i.e. literal) expression, and it does not distinguish between upper case and lower case characters.

To keep your code more compact when working with infix operators, one can also fill in `ignore.case=TRUE` or `ignore_case=TRUE` instead of `case_insensitive=TRUE`, and `s_pattern` will still understand that.

## Usage

```
s_pattern(...)
```

## Arguments

... pass `stringi` arguments here. I.e. `regex=p`, `coll=p`, `charclass=p`, `case_insensitive=FALSE`, etc. See the documentation in the `stringi` R package.

## Details

The `s_pattern()` function only works in combination with the functions and operators in this package. It does not affect functions from base R or functions from other packages.

## Value

The `s_pattern(...)` call returns a list with arguments that will be passed to the appropriate functions in `stringi`.

## See Also

[tinyoperations\\_stringi\(\)](#)

## Examples

```
x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
p <- rep("a|e|i|o|u", 2) # same as p <- s_pattern(regex=rep("a|e|i|o|u", 2))
x %s/% p # count how often vowels appear in each string of vector x.

x <- c(paste0(letters[1:13], collapse=""), paste0(letters[14:26], collapse=""))
print(x)
p <- s_pattern(regex=rep("A|E|I|O|U", 2), case_insensitive=TRUE)
x %s/% p # count how often vowels appear in each string of vector x.
```

---

tinyoperations_dry	<i>The tinyoperations "DRY" functionality</i>
--------------------	---

---

## Description

"Don't Repeat Yourself", sometimes abbreviated as "DRY", is the coding principle not to write unnecessarily repetitive code. To help you in that effort, the tinyoperations R package introduces a few functions:

- The [transform\\_if](#) function
- The [subset\\_if](#) operators and the in-place unreal modifier operator.
- The [generalized in-place \(mathematical\) modification operator](#).
- [Atomic type casting without stripping attributes](#).
- Infix operators for [in-place modifying string arithmetic](#).
- Infix operators for [in-place modifying string sub-setting](#).

Please refer to the Read-Me file on the GitHub main page of this page for more information.  
See: <https://github.com/tony-aw/tinyoperations>.

## Usage

```
tinyoperations_dry()
```

## See Also

[tinyoperations\\_help\(\)](#)

---

tinyoperations\_help    *The tinyoperations help page*

---

## Description

Welcome to the tinyoperations introduction help page!

The tinyoperations R-package adds adds some functions and infix operators to help in your programming etiquette.

It primarily focuses on 4 things:

- (1) Safer decimal numbers ("double") truth testing (see `%d==%`).
- (2) Extending the string manipulation capabilities of the `stringi` R package, see [tinyoperations\\_stringi](#).
- (3) Reducing repetitive code; see [tinyoperations\\_dry](#).
- (4) A new package and module import system, that combines the benefits of aliasing a package with the benefits of attaching a package, see [tinyoperations\\_import](#)

And some miscellaneous functionality; see [tinyoperations\\_misc](#).

The tinyoperations R-package has only one dependency, namely `stringi`. Most functions in this R-package are fully vectorized and optimized.

Please also have a look at the Read-Me file on the GitHub main page before using this package:  
<https://github.com/tony-aw/tinyoperations>

## Usage

`tinyoperations_help()`

---

tinyoperations\_import    *The tinyoperations import system*

---

## Description

The tinyoperations R package introduces a new package import system. This system attempts to combine the benefits of aliasing a package, with the benefits of attaching a package.

The main part of the import system is implemented in the following 4 functions:

- [import\\_as](#): Allow a main package + its foreign exports + its dependencies + its enhances + its extensions to be loaded under a single alias.
- [import\\_inops](#): Expose infix operators from one or more packages to the current environment.
- [import\\_data](#): Directly return a data set from a package, to allow straight-forward assignment.
- [source\\_selection](#): Source a script, but only place the specified objects in the current environment.

There are also some additional helper functions for the package import system, see [pkgs](#), and [re-port\\_inops](#).

Please refer to the Read-Me file on the GitHub main page of this page for more information.  
See: <https://github.com/tony-aw/tinyoperations>.

## Usage

```
tinyoperations_import()
```

## See Also

[tinyoperations\\_help](#)

---

tinyoperations_misc	<i>The tinyoperations miscellaneous functionality</i>
---------------------	---

---

## Description

Some additional functions provided by the tinyoperations R package:

- [Infix logical operators](#) for exclusive-or, not-and, not-in, number-type, and string-type.
- [restrict re-assignment of "T" and "F"](#).
- [create unchangeable constant](#).
- [Infix operators](#) for row- and column-wise re-ordering of matrices.

Please refer to the Read-Me file on the GitHub main page of this page for more information.  
See: <https://github.com/tony-aw/tinyoperations>.

## Usage

```
tinyoperations_misc()
```

## See Also

[tinyoperations\\_help\(\)](#)



---

tinyoperations\_stringi*The tinyoperations expansion of the 'stringi' R package*

---

## Description

The tinyoperations R package adds some functions and operators to extend the functionality of the stringi R package:

- Infix operators for [string arithmetic](#).
- Infix operators for [string sub-setting](#).
- Infix operators for [In-place modifying string arithmetic](#).
- Infix operators for [In-place modifying string sub-setting](#).
- The [s\\_pattern](#) helper function for string infix operators.
- [Infix operators for row- and column-wise re-ordering of matrices](#).
- The tinyoperations package adds additional stringi functions, namely [stri\\_locate\\_ith](#), and [stri\\_join\\_mat](#) (and aliases). These functions use the same naming and argument convention as the rest of the stringi functions, thus keeping your code consistent.
- The [strcut\\_-functions](#).
- Most stringi pattern expressions options are available for the string-pattern-related functions, when appropriate.
- This R package has only one dependency: stringi. No other dependencies, as to avoid "dependency hell".
- Although the functions are written in R, they have been aggressively optimized to be in the same order of speed as the other stringi functions.

Please also have a look at the Read-Me file on the GitHub main page before using this package:

<https://github.com/tony-aw/tinyoperations>

## Usage

```
tinyoperations_stringi()
```

## See Also

[tinyoperations\\_help\(\)](#)

transform\_if

*The transform\_if function***Description**

The `transform_if()` function transforms an object `x`, based on the logical result (TRUE, FALSE, NA) of condition function `cond(x)` or logical vector `cond`, such that:

- For every value where `cond(x)==TRUE` / `cond==TRUE`, function `yes(x)` is run or scalar `yes` is returned.
- For every value where `cond(x)==FALSE` / `cond==FALSE`, function `no(x)` is run or scalar `no` is returned.
- For every value where `cond(x)==NA` / `cond==NA`, function `other(x)` is run or scalar `other` is returned.

**Usage**

```
transform_if(x, cond, yes = function(x) x, no = function(x) x, other = NA)
```

**Arguments**

<code>x</code>	a vector, matrix, or array.
<code>cond</code>	either a logical vector, or a (possibly anonymous) function that returns a logical vector. In both cases the logical vector in question must be of the same length as <code>x</code> . For example: <code>\(x)x&gt;0</code> .
<code>yes</code>	the (possibly anonymous) transformation function to use when <code>cond(x)==TRUE</code> . Alternatively, one can also supply an atomic scalar to fill in when <code>cond(x)==TRUE</code> . If this argument is not specified, <code>yes</code> defaults to <code>function(x)x</code> .
<code>no</code>	the (possibly anonymous) transformation function to use when <code>cond(x)==FALSE</code> . Alternatively, one can also supply an atomic scalar to fill in when <code>cond(x)==FALSE</code> . If this argument is not specified, <code>no</code> defaults to <code>function(x)x</code> .
<code>other</code>	the (possibly anonymous) transformation function to use when <code>cond(x)</code> returns NA. Alternatively, one can also supply an atomic scalar. If this argument is not specified, argument <code>other</code> defaults to NA. Note that function <code>other(x)</code> is run or scalar <code>other</code> is returned when <code>cond(x)</code> or <code>cond</code> is NA, not necessarily when <code>x</code> itself is NA.

**Details**

Be careful with coercion! For example the following code:

```
x <- c("a", "b")
transform_if(x, \(x)x=="a", as.numeric, as.logical)
returns:
[1] NA NA
```

due to the same character vector being given 2 incompatible classes.

**Value**

The transformed vector, matrix, or array (attributes are conserved).

**See Also**

[tinyoperations\\_dry\(\)](#)

**Examples**

```
x <- c(-10:9, NA, NA)
object <- matrix(x, ncol=2)
attr(object, "helloworld") <- "helloworld"
print(object)
y <- 0
z <- 1000
object |> transform_if(\(x)x>y, log, \(x)x^2, \(x)-z)
object |> transform_if(object > y, log, \(x)x^2, -z)
```

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