

# Functions in R

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# Outline

1. Introduction to functions in R
2. Built-in functions in R
3. Defining your own functions in R
4. Iterative structures through the apply family
5. Summary

# 1. Introduction to Functions

# What are Functions?

- A data type called 'function'
  - Designed to perform the task you program it to.
  - Has a **name** which you use to call it.
  - Has **arguments** (list of data to go in).
  - It **returns** some results
- R has a massive collection of ready-to use (**built-in** functions).
- You can also create **user-defined** functions.



## 2. Built-in Functions in R

# Built-in Functions in R

- Some numeric functions:
  - `abs(x)`, `sqrt(x)`, `ceiling(x)`, `cos(x)`, `log(x)`, `log10(x)`...  
    `> abs(-3)`  
    `[1] 3`
- Some statistical functions:
  - `dnorm(x)`, `mean(x)`, `sd(x)`, `range(x)`, `median(x)`....  
    `> vec <- c(1, 2, 3)`  
    `> mean(vec)`  
    `[1] 2`
- Other useful functions:
  - `dim(x)`, `length(x)`, `class(x)`, `is.na(x)`, `seq(x,y)`, `rep(x,y)`...  
    `> length(vec)`  
    `[1] 3`

# Generic Functions

- Many R built-in functions behave differently depending on the type of arguments supplied.
- A **generic function** is one which may be applied to different types of inputs producing different results depending on the type of input

```
> some.chars <- c('a', 'b', 'c')
```

```
> some.nums <- c(1, 2, 3)
```

```
> summary(some.chars)
```

```
Length      Class      Mode
      3 character character
```

```
> summary(some.nums)
```

```
Min. 1st Qu.  Median    Mean 3rd Qu.    Max.
 1.0   1.5     2.0     2.0   2.5     3.0
```

# Help and More Info on Built-in Functions

- `help.start()` # opens general help
- `help(foo)` # help about function foo
- `?foo` # same thing
  - > `?mean`
- `apropos("foo")` # list all functions containing string foo
  - > `apropos("plot")`
- `example(foo)` # show an example of foo
  - > `example(summary)`
- `args(foo)` # show the arguments of foo
  - > `example(sum)`



# 3. Building Your Own Functions

# User-defined Functions

- The great thing about R (and other scriptable languages):
  - If you don't like how a function works, you can change it by writing your own
  - If your work requires functionality not available as a built-in function, you can write your own.

# User-defined Functions

- Example: need a function to convert from Fahrenheit to Celsius

```
fah. to. cel <- function(f)
{
  c <- (f - 32)*5/9;
  return (c);
}
```

# User-defined Functions

- Example: need a function to convert from Fahrenheit to Celsius

```
fah. to. cel <- function(f)
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  c <- (f - 32)*5/9;
  return (c);
}
```

The name of the function

The R function that creates functions

Argument (input to the function)

Purpose of the function (computations involving the arguments)

The R function that returns the value computed by the function

# General Structure

```
function.name <- function (arg1, arg2, ...)  
{  
  statement 1  
  statement 2  
  .....  
  
  return (value)           ##Optional  
}
```

# Example

- Define your own summary function:

```
full.summary <- function(x) {  
  print(summary(x))  
  print(mean(x))  
  print(sd(x))  
  print(quantile(x, c(0.1, 0.5, 0.9)))  
  par(mfrow=c(2, 1))  
  hist(x)  
  boxplot(x, horizontal=TRUE)  
}
```

- Now call it for some vector:

```
> some.vector <- c(1, 2, 3, 4)  
> full.summary(some.vector)
```

## 4. The Apply Family

# Apply

- The functions we use are simple (e.g. sum, mean...)
- Imagine: need the mean of every column in a matrix

```
> my.matrix
[,1] [,2] [,3]
[1,]  1   4   7
[2,]  2   5   8
[3,]  3   6   9
```

- But `mean(my.matrix)` will output the mean of the entire matrix!

```
> mean(my.matrix)
[1] 5
```

- We need a structured way of applying functions over the different dimensions (i.e. rows and columns) of data structures



# Apply

- Solution: use the apply method!

```
> my.matrix
```

```
 [,1] [,2] [,3]
```

```
[1,]    1    4    7
```

```
[2,]    2    5    8
```

```
[3,]    3    6    9
```

```
> apply(my.matrix, 1, mean)    # Row mean
```

```
[1] 4 5 6
```

```
> apply(my.matrix, 2, mean)    # Column mean
```

```
[1] 2 5 8
```

# The Apply Family

- Getting a list of all apply functions is tricky

```
> apropos("apply")
```

```
[1] ".mapply"      "apply"        "dendrapply"  "eapply"
[5] "kernapply"    "lapply"       "mapply"      "rapply"
[9] "sapply"       "tapply"       "vapply"
```

- Primary apply functions

	Description	Input	Output
<b>apply</b>	Applies a function over dimensions of a data structure	Structure with a "dimension"	A single mode structure
<b>lapply</b>	Applies a function to elements of a list or vector	A list or vector	A list
<b>sapply</b>	Applies a function to elements of a list or vector	A list or vector	A "simplified list"
<b>tapply</b>	Applies a function to a vector by factor(s)	A Vector + Factor(s)	Depends on # factors
<b>by</b>	Applies a function to a data frame by factor(s)	A Data Frame + Factor(s)	A "by" object (which is a list)
<b>aggregate</b>	Applies a function to columns of a data frame by factor(s)	A Data frame + Factor(s)	A Data frame

# 5. The Take-home Message

# Why Create Functions?

- Re-use:
  - Perform the same task repeatedly with different data as input without having to change the function's code
- Modularity:
  - Your program becomes modular.
    - a number of task-specific functions that get called whenever they are needed.
  - Cleaner code!
  - You become more productive with time.
  - You can share functions!