

Default arguments

INTRODUCTION TO WRITING FUNCTIONS IN R



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toss_coin() troubles

```
toss_coin <- function(n_flips, p_head) {  
  coin_sides <- c("head", "tail")  
  weights <- c(p_head, 1 - p_head)  
  sample(coin_sides, n_flips, replace = TRUE, prob = weights)  
}
```

Set the default in the signature

```
toss_coin <- function(n_flips, p_head = 0.5) {  
  coin_sides <- c("head", "tail")  
  weights <- c(p_head, 1 - p_head)  
  sample(coin_sides, n_flips, replace = TRUE, prob = weights)  
}
```

A template with defaults

```
my_fun <- function(data_arg1, data_arg2, detail_arg1 = default1) {  
  # Do something  
}
```

Other types of default

```
args(median)
```

```
function (x, na.rm = FALSE, ...)
```

```
library(jsonlite)
```

```
args(fromJSON)
```

```
function (txt, simplifyVector = TRUE, simplifyDataFrame = simplifyVector,  
        simplifyMatrix = simplifyVector, flatten = FALSE, ...)
```

NULL defaults

By convention, this means

The function will do some special handling of this argument. Please read the docs.

```
args(set.seed)
```

```
function (seed, kind = NULL, normal.kind = NULL)
```

Categorical defaults

1. Pass a character vector in the signature.
2. Call `match.arg()` in the body.

```
args(prop.test)
```

```
function (x, n, p = NULL, alternative = c("two.sided", "less", "greater"),
conf.level = 0.95, correct = TRUE)
```

Inside the body

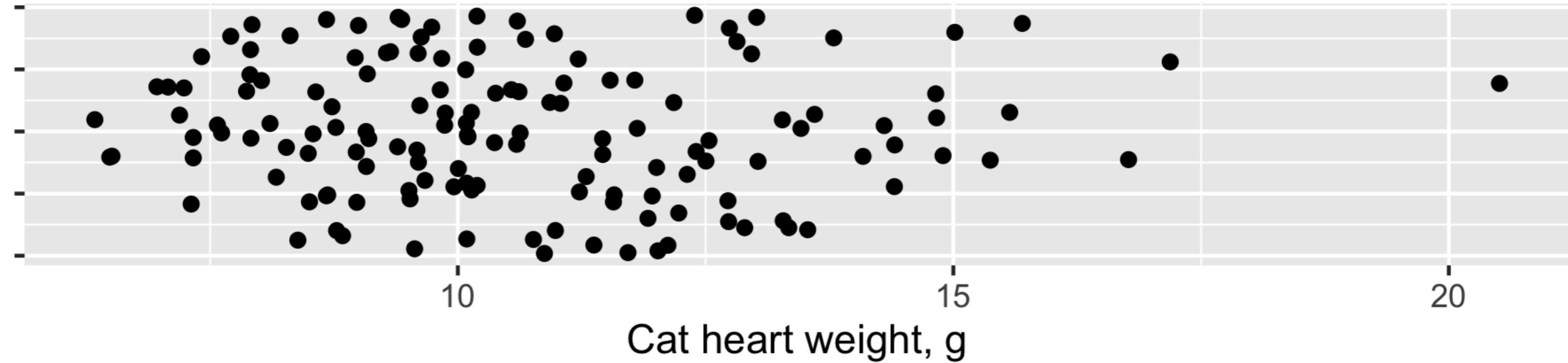
```
alternative <- match.arg(alternative)
```

Cutting a vector by quantile

```
cut_by_quantile <- function(x, n, na.rm, labels, interval_type) {  
  probs <- seq(0, 1, length.out = n + 1)  
  quantiles <- quantile(x, probs, na.rm = na.rm, names = FALSE)  
  right <- switch(interval_type, "(lo, hi]" = TRUE, "[lo, hi)" = FALSE)  
  cut(x, quantiles, labels = labels, right = right, include.lowest = TRUE)  
}
```

- `x` : A numeric vector to cut
- `n` : The number of categories to cut `x` into
- `na.rm` : Should missing value be removed?
- `labels` : Character labels for the categories
- `interval_type` : Should ranges be open on the left or right?

Cat heart weights

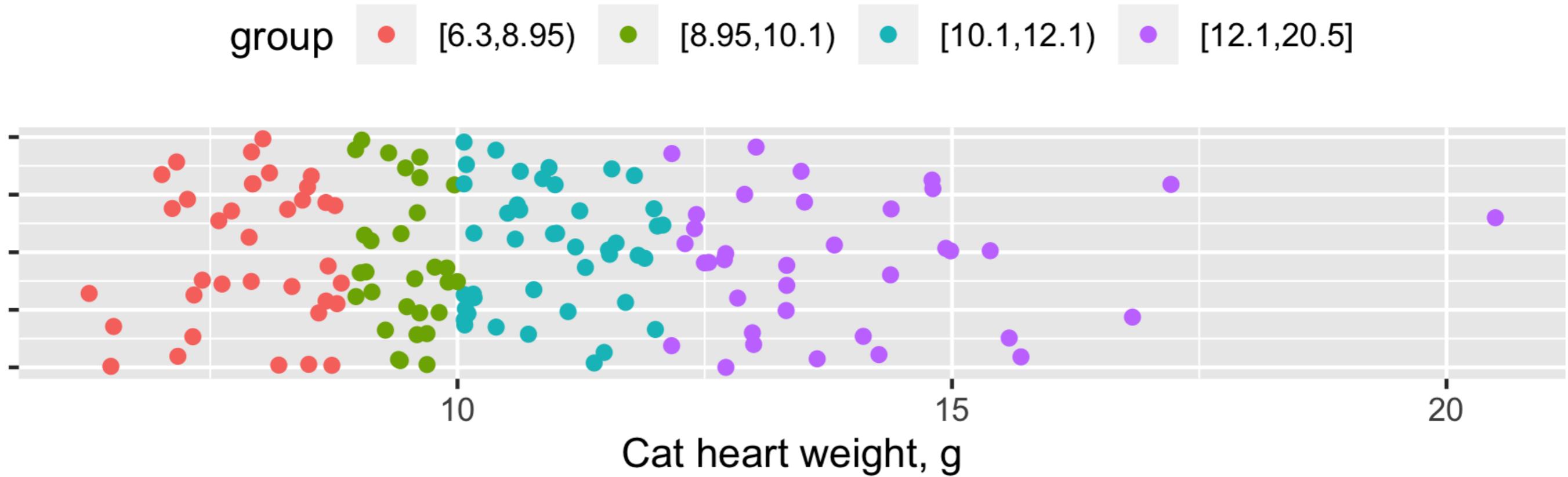


```
quantile(cats$Hwt)
```

	0%	25%	50%	75%	100%
quantile(cats\$Hwt)	6.300	8.950	10.100	12.125	20.500

¹ `data(cats, package = "MASS")`

Cutting by quantile



```
cut(x, quantile(x))
```

Let's practice!

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Passing arguments between functions

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Calculating the geometric mean

```
x %>%  
  log() %>%  
  mean() %>%  
  exp()
```

Wrapping this in a function

```
calc_geometric_mean <- function(x) {  
  x %>%  
  log() %>%  
  mean() %>%  
  exp()  
}
```

Handling missing values

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  x %>%  
  log() %>%  
  mean(na.rm = na.rm) %>%  
  exp()  
}
```

Using ...

```
calc_geometric_mean <- function(x, ...) {  
  x %>%  
  log() %>%  
  mean(...) %>%  
  exp()  
}
```

The tradeoff

Benefits

- Less typing for you
- No need to match signatures

Drawbacks

- You need to trust the inner function
- The interface is not as obvious to users

Let's practice!

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Checking arguments

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The geometric mean

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
calc_geometric_mean(letters)
```

```
Error in log(.) : non-numeric argument to mathematical function
```

Checking for numeric values

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  if(!is.numeric(x)) {  
    stop("x is not of class 'numeric'; it has class '" , class(x), "'")  
  }  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
Error in calc_geometric_mean(letters) :  
  x is not of class 'numeric'; it has class 'character'.
```

assertive makes errors easy

Writing boilerplate code
to handle errors



Handling errors with assertive

Checking types of inputs

- `assert_is_numeric()`
- `assert_is_character()`
- `is_data.frame()`
- ...
- `is_two_sided_formula()`
- `is_tskernel()`

Using assertive to check x

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  assert_is_numeric(x)  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
Error in calc_geometric_mean(letters) :  
  is_numeric : x is not of class 'numeric'; it has class 'character'.
```

Checking x is positive

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  assert_is_numeric(x)  
  assert_all_are_positive(x)  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
calc_geometric_mean(c(1, -1))
```

```
Error in calc_geometric_mean(c(1, -1)) :  
  is_positive : x contains non-positive values.
```

There was 1 failure:

Position	Value	Cause
1	2	-1 too low

is_* functions

- `assert_is_numeric()`
- `assert_all_are_positive()`
- `is_numeric()` (returns logical value)
- `is_positive()` (returns logical vector)
- `is_non_positive()`

Custom checks

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  assert_is_numeric(x)  
  if(any(is_non_positive(x), na.rm = TRUE)) {  
    stop("x contains non-positive values, so the geometric mean makes no sense.")  
  }  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
calc_geometric_mean(c(1, -1))
```

```
Error in calc_geometric_mean(c(1, -1)) :  
  x contains non-positive values, so the geometric mean makes no sense.
```

Fixing input

```
use_first(c(1, 4, 9, 16))
```

```
[1] 1
```

Warning message:

Only the first value of c(1, 4, 9, 16) (= 1) will be used.

```
coerce_to(c(1, 4, 9, 16), "character")
```

```
[1] "1"  "4"  "9"  "16"
```

Warning message:

Coercing c(1, 4, 9, 16) to class 'character'.

Fixing na.rm

```
calc_geometric_mean <- function(x, na.rm = FALSE) {  
  assert_is_numeric(x)  
  if(any(is_non_positive(x), na.rm = TRUE)) {  
    stop("x contains non-positive values, so the geometric mean makes no sense.")  
  }  
  na.rm <- coerce_to(use_first(na.rm), target_class = "logical")  
  x %>%  
    log() %>%  
    mean(na.rm = na.rm) %>%  
    exp()  
}
```

```
calc_geometric_mean(1:5, na.rm = 1:5)
```

```
[1] 2.605171  
Warning messages:  
1: Only the first value of na.rm (= 1) will be used.  
2: Coercing use_first(na.rm) to class 'logical'.
```

Let's practice!

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