

# First class functions

**Hadley Wickham**

Assistant Professor / Dobelman Family Junior Chair  
Department of Statistics / Rice University

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# Motivation

# DRY principle: Don't Repeat Yourself

Every piece of knowledge must have a single, unambiguous, authoritative representation within a system

Popularised by the “Pragmatic Programmers”

```
# Fix missing values
df$a[df$a == -99] <- NA
df$b[df$b == -99] <- NA
df$c[df$c == -99] <- NA
df$d[df$d == -99] <- NA
df$e[df$e == -99] <- NA
df$f[df$f == -99] <- NA
df$g[df$g == -98] <- NA
df$h[df$h == -99] <- NA
df$i[df$i == -99] <- NA
df$i[df$j == -99] <- NA
df$k[df$k == -99] <- NA
```

```
# Fix missing values
df$a[df$a == -99] <- NA
df$b[df$b == -99] <- NA
df$c[df$c == -99] <- NA
df$d[df$d == -99] <- NA
df$e[df$e == -99] <- NA
df$f[df$f == -99] <- NA
df$g[df$g == -98] <- NA
df$h[df$h == -99] <- NA
df$i[df$i == -99] <- NA
df$i[df$j == -99] <- NA
df$k[df$k == -99] <- NA
```

```
fix_missing <- function(x) {  
  x[x == -99] <- NA  
  x  
}
```

```
df$a <- fix_missing(df$a)  
df$b <- fix_missing(df$b)  
df$c <- fix_missing(df$c)  
df$d <- fix_missing(df$d)  
df$e <- fix_missing(df$e)  
df$f <- fix_missing(df$f)  
df$g <- fix_missing(df$g)  
df$h <- fix_missing(df$h)  
df$h <- fix_missing(df$i)  
df$j <- fix_missing(df$j)  
df$k <- fix_missing(df$k)
```

DRY principle  
prevents  
inconsistency

```
fix_missing <- function(x) {  
  x[x == -99] <- NA  
  x  
}
```

```
df$a <- fix_missing(df$a)  
df$b <- fix_missing(df$b)  
df$c <- fix_missing(df$c)  
df$d <- fix_missing(df$d)  
df$e <- fix_missing(df$e)  
df$f <- fix_missing(df$f)  
df$g <- fix_missing(df$g)  
df$h <- fix_missing(df$h)  
df$h <- fix_missing(df$i)  
df$j <- fix_missing(df$j)  
df$k <- fix_missing(df$k)
```

DRY principle  
prevents  
inconsistency



More powerful  
abstractions lead  
to less repetition

```
fix_missing <- function(x) {  
  x[x == -99] <- NA  
  x  
}  
  
df[] <- lapply(df, fix_missing)
```

## And easier generalisation

```
fix_missing <- function(x) {  
  x[x == -99] <- NA  
  x  
}
```

```
numeric <- vapply(df, is.numeric, logical(1))  
df[numeric] <- lapply(df[numeric], fix_missing)
```

# And easier generalisation

```
fix_missing <- function(x) {  
  x[x == -99] <- NA  
  x  
}
```

```
numeric <- vapply(df, is.numeric, logical(1))  
df[numeric] <- lapply(df[numeric], fix_missing)
```

```
mean(df$a)
median(df$a)
sd(df$a)
mad(df$a)
IQR(df$a)
```

```
mean(df$b)
median(df$b)
sd(df$b)
mad(df$b)
IQR(df$b)
```

```
mean(df$c)
median(df$c)
sd(df$c)
mad(df$c)
IQR(df$c)
```

What are the two sources of repetition in this code? Discuss with your neighbour for 1 minute.

```
summary <- function(x) {  
  c(mean(x, na.rm = TRUE),  
    median(x, na.rm = TRUE),  
    sd(x, na.rm = TRUE),  
    mad(x, na.rm = TRUE),  
    IQR(x, na.rm = TRUE))  
}
```

```
summary(df$a)  
summary(df$b)  
summary(df$c)
```

In this session  
we'll learn new  
tools for dealing  
with repetition of  
functions

```
summary <- function(x) {  
  c(mean(x, na.rm = TRUE),  
    median(x, na.rm = TRUE),  
    sd(x, na.rm = TRUE),  
    mad(x, na.rm = TRUE),  
    IQR(x, na.rm = TRUE))  
}
```

```
summary(df$a)  
summary(df$b)  
summary(df$c)
```

```
summary <- function(x) {  
  c(mean(x), median(x), sd(x), mad(x), IQR(x))  
}
```

```
summary(df$a)  
summary(df$b)  
summary(df$c)
```

# **First class functions**



1. Functions don't need names  
(anonymous functions)
2. Functions can be written by other  
functions (closures)
3. Functions can take functions as  
arguments (higher-order functions)
4. Functions can be stored in other data  
structures

```
# Creating an anonymous function
```

```
function(x) 3
```

```
# Calling an anonymous function
```

```
(function(x) 3)()
```

```
# Not:
```

```
function(x) 3()
```

```
# Anonymous functions work just like ordinary
```

```
# functions
```

```
formals(function(x = 4) g(x) + h(x))
```

```
body(function(x = 4) g(x) + h(x))
```

```
environment(function(x = 4) g(x) + h(x))
```

```
# Useful for small, one-off tasks that don't  
# merit creating a named function
```

```
lapply(mtcars, function(x) length(unique(x)))
```

```
integrate(function(x) sin(x)^2, 0, pi)
```

# Your turn

Given a name, how do you find that function? Given a function, how do you find its name?

Brainstorm with your neighbour for 1 minute.

# Closures

```
x <- 5
f <- function() {
  y <- 10
  c(x = x, y = y)
}
f()
```

```
g <- function() {
  x <- 20
  y <- 10
  c(x = x, y = y)
}
g()
```

# What do these functions return?

# How does variable lookup in R work?

```
x <- 0
y <- 10
f <- function() {
  x <- 1
  function() {
    y <- 2
    x + y
  }
}
```

# What does f() return?

# What does f()() mean? What does it do?

# How does it work?

# Scoping

R uses lexical scoping: variable lookup is based on where functions were created.

If a variable isn't found in the current environment, R looks in the parent: the environment where the function was created.

Anonymous functions remember their parent environment, even if it has since "disappeared".



```
# Closures are useful when you want a function  
# that can create a whole class of functions:
```

```
power <- function(exponent) {  
  function(x) x ^ exponent  
}
```

```
square <- power(2)  
square(2)  
square(4)
```

```
cube <- power(3)  
cube(2)  
cube(4)
```

square

```
# We can find the environment and its parent
```

```
environment(square)
```

```
parent.env(environment(square))
```

```
# Or inspect objects defined in that environment
```

```
ls(environment(square))
```

```
get("exponent", environment(square))
```

```
environment(square)$exponent
```

```
as.list(environment(square))
```

# Your turn

Run the code on the following page.  
What does it do? How does it work? Why  
do the different counters not interfere with  
each other?

```
new_counter <- function() {  
  i <- 0  
  function() {  
    # do something useful, then ...  
    i <<- i + 1  
    i  
  }  
}
```

```
counter_one <- new_counter()  
counter_two <- new_counter()
```

```
counter_one()  
counter_one()  
counter_two()
```

# Mutable state

Closures are one way of creating mutable state - the usual copy on modify semantics do not seem to apply here.

```
# Built in functions that make closures
```

```
Negate(is.numeric)("abc")
```

```
Negate
```

```
vrep <- Vectorize(rep.int, "times")
```

```
vrep(42, times = 1:4)
```

```
vrep
```

```
as.list(environment(vrep))
```

```
e <- ecdf(runif(1000))
```

```
str(e)
```

```
e(0.5)
```

```
class(e) # Functions can have classes too!
```

# Higher- order functions

# HOFs

Better  
Vocab

Closures are most useful in conjunction with functions that take functions as arguments.

You're probably already familiar with a few: `lapply`, `sapply`, `apply`, `optimise`, ...

Two main camps: data structure manipulation and mathematical



```
# Data structure HOFs
# Provide basic tools for when you have a predicate
# function instead of a logical vector.
```

```
# Filter: keeps true
# Find: value of first true
# Position: location of first true
```

```
Filter(is.factor, iris)
Find(is.factor, iris)
Position(is.factor, iris)
```

```
# One function I use a lot:
compact <- function(x) Filter(Negate(is.null), x)
```

```
samples <- replicate(5, sample(10, 20, rep = T),
  simplify = FALSE)

# Want to find intersection of all values
int <- intersect(samples[[1]], samples[[2]])
int <- intersect(int, samples[[3]])
int <- intersect(int, samples[[4]])
int <- intersect(int, samples[[5]])

# Reduce recursively applies a function in this way
Reduce(intersect, samples)
```

```
# Mathematical HOFs
```

```
integrate(sin, 0, pi)
```

```
uniroot(sin, pi * c(1 / 2, 3 / 2))
```

```
optimise(sin, c(0, 2 * pi))
```

```
optimise(sin, c(0, pi), maximum = TRUE)
```

```
# Combination of closures and HOF particularly useful.  
# For statistics, maximum likelihood estimation is a  
# great example.
```

```
poisson_nll <- function(x) {  
  n <- length(x)  
  sum_x <- sum(x)  
  function(lambda) {  
    n * lambda - sum_x * log(lambda) # + ...  
  }  
}
```

```
nll1 <- poisson_nll(c(41, 30, 31, 38, 29, 24, 30, 29))  
nll2 <- poisson_nll(c(6, 4, 7, 3, 3, 7, 5, 2, 2, 7))
```

```
optimise(nll1, c(0, 100))  
optimise(nll2, c(0, 100))
```

# **Lists of functions**

```
compute_mean <- list(  
  base = function(x) mean(x),  
  sum = function(x) sum(x) / length(x),  
  manual = function(x) {  
    total <- 0  
    n <- length(x)  
    for (i in seq_along(x)) {  
      total <- total + x[i] / n  
    }  
    total  
  }  
)
```

```
call_fun <- function(f, ...) f(...)  
x <- runif(1e6)  
lapply(compute_mean, call_fun, x)  
lapply(compute_mean, function(f) system.time(f(x)))
```

```
summary <- function(x) {  
  c(mean(x, na.rm = TRUE),  
    median(x, na.rm = TRUE),  
    sd(x, na.rm = TRUE),  
    mad(x, na.rm = TRUE),  
    IQR(x, na.rm = TRUE))  
}
```

```
summary(df$a)  
summary(df$b)  
summary(df$c)
```

# Your turn

Modify the summary function to take a user specified list of functions.





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