

A brief Introduction to object-oriented programming in R

Object-oriented programming (OOP)

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- OOP is a programming paradigm that uses "objects" and their interactions to design applications and computer programs.
- OOP-related programming techniques may include features such as information hiding, data abstraction, encapsulation, modularity, **polymorphism**, and **inheritance**.
- R has a system for OOP, based on **generic functions**.

Some basic concepts

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- A **class** is a description of a thing (i.e., how objects of a certain type look like).
- An **object** is an instance of a class.
- A **generic function** is a function which dispatches methods. A generic function typically encapsulates a “generic” concept, such as plot, mean, logLik, residuals, predict, summary, and so on and so forth. The generic function does not actually do any computation.
- A **method** is the implementation of a generic function for an object of a particular class.

S3 vs. S4 systems

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- The S language (hence R) has two object systems, known informally as S3 and S4, and each system can be used fairly independently of the other.
- S3 objects, classes and methods have been available in R from the beginning (Chambers and Hastie, 1992). They are informal and very interactive.
- S4 objects, classes and methods are much more formal and rigorous, but less interactive (Chambers, 1998), which is available through the methods package, attached by default since version 1.7.0.

S3 vs. S4 generic functions

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```
> summary # - S3 generic function
```

```
function (x, ...)
```

```
UseMethod("summary")
```

```
<environment: namespace:base>
```

```
> show # - S4 generic function
```

```
standardGeneric for "show" defined from package  
"methods"
```

```
function (object)
```

```
standardGeneric("show")
```

```
<environment: 0x8d7cdc8>
```

```
Methods may be defined for arguments: object
```

The *summary* function

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```
> summary
```

```
function (object, ...)
```

```
UseMethod("summary")
```

```
<environment: namespace:base>
```

Or, it can be written as:

```
> Summary <- function (object, ...) UseMethod("summary")
```

How does it work?

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```
> x <- as.factor(rep(c("a","b"),c(7,13)))
> class(x)
[1] "factor"
> summary(x)
 a b
 7 13

y <- rnorm(20)
> class(y)
[1] "numeric"
> summary(y)
  Min.  1st Qu.  Median  Mean   3rd Qu.  Max.
-1.78300 -0.55330  0.06459  0.01969  0.66960  1.72900
```

How does it work?

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```
> lm.demo <- lm(y~x)
> class(lm.demo)
[1] "lm"
> summary(lm.demo)
```

Call:
lm(formula = y ~ x)

Residuals:

Min	1Q	Median	3Q	Max
-1.7500	-0.6665	-0.1008	0.5537	1.5156

Coefficients:

	Estimate	Std. Error	t value	Pr(> t)
(Intercept)	-0.3769	0.3609	-1.044	0.310
xb	0.6102	0.4477	1.363	0.190

Residual standard error: 0.9549 on 18 degrees of freedom
Multiple R-squared: 0.09355, Adjusted R-squared: 0.04319
F-statistic: 1.858 on 1 and 18 DF, p-value: 0.1897

Method dispatch

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□ > methods(summary)

```
[1] summary.agnes*      summary.aov          summary.aovlist
[4] summary.areg.boot   summary.clara*       summary.connection
[7] summary.data.frame  summary.Date         summary.default
[10] summary.diana*      summary.dissimilarity* summary.ecdf*
[13] summary.factor      summary.fanny*       summary.find.matches
[16] summary.formula     summary.glm          summary.impute
[19] summary.infl        summary.ldBands      summary.lm
[22] summary.loess*      summary.manova       summary.matrix
[25] summary.mChoice     summary.mlm          summary.mona*
[28] summary.nls*        summary.packageStatus* summary.pam*
[31] summary.POSIXct     summary.POSIXlt     summary.ppr*
[34] summary.prcomp*     summary.princomp*   summary.shingle*
[37] summary.silhouette* summary.stepfun      summary.stl*
[40] summary.table       summary.transcan     summary.trellis*
[43] summary.tukeysmooth*
```

Method: *summary.factor*

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> summary.factor

```
function (object, maxsum = 100, ...)
```

```
{
  nas <- is.na(object)
  ll <- levels(object)
  if (any(nas))
    .....
}
if (any(nas))
  c(tt, `NA's` = sum(nas))
else tt
}
<environment: namespace:base>
```

Method: summary.default

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> summary.default

```
function (object, ..., digits = max(3, getOption("digits") -
  3))
{
  if (is.factor(object))
    return(summary.factor(object, ...))
  else if (is.matrix(object))
    .....
}
else c(Length = length(object), Class = class(object), Mode = mode(object))
class(value) <- "table"
value
}
<environment: namespace:base>
```

Method: summary.loess

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> getAnywhere(summary.loess)

A single object matching 'summary.loess' was found
It was found in the following places
registered S3 method for summary from namespace stats
namespace:stats
with value

```
function (object, ...)
{
  class(object) <- "summary.loess"
  object
}
<environment: namespace:stats>
```

A golden rule

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- ❖ DO NOT call methods directly in OOP. Instead, use a GENERIC function, which dispatches methods to objects according to their classes.

Class resolved at object creation

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- `x <- as.factor(rep(c("a","b"),c(7,13)))`
- `class(x)`
- `[1] "factor"`
- `> x.new<-x`
- `> class(x.new)`
- `[1] "factor"`
- `> print(x.new) # same as typing x.new`
- `[1] b b a a b a b a b a b b b b a b b b`
- Levels: a b

Change the class of an object in S3

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```
> # change the class of x.new to "myvector"
> class(x.new) <- "myvector" # - or, attr(x.new, "class") <- "myvector"
> class(x.new)
[1] "myvector"

> print.myvector <- function(x, ...) {
+   cat("This is a new vector, and its content is confidential!\n")
+ }
> # try to print the content of newx
> print(x.new) # same as typing x.new
This is a new vector, and its content is confidential!
```

But you could do something wrong!

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```
> class(x.new) <- "lm"
> class(x.new)
[1] "lm"
> x.new
Error in x$call : $ operator is invalid for atomic vectors
```


Create a new class in S4

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```
> setClass("rectangle", representation(length =  
"numeric", width = "numeric"))
```

```
[1] "rectangle"
```

```
> rect <- new("rectangle", length=10, width=5)
```

```
> rect
```

An object of class "rectangle"

Slot "length":

```
[1] 10
```

Slot "width":

```
[1] 5
```

```
> summary(rect)  
Length Class Mode  
1 rectangle S4
```

Why OOP in statistical programs?

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- Calculate mean and sd for binomial data:

$$E(x) = np; \text{Var}(x) = np(1-p)$$

```
stats <- function(x) {  
  n = length(x)  
  p = mean(x)  
  mu = n*p  
  sigma = sqrt(n*p*(1-p))  
  return( list(mu = mu, sigma =  
sigma, n = n) )  
}  
  
> y1 <- rbinom(100,  
size=1, p=.3)  
$mu  
[1] 33  
$sigma  
[1] 4.702127  
$n  
[1] 100
```

But it can be falsely used!

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- Misuse of the function

```
> y2<-rnorm(100,mean=0.3,sd=1)
```

```
> stats(y2)
```

```
$mu
```

```
[1] 42.52809
```

```
$sigma
```

```
[1] 4.943855
```

```
$n
```

```
[1] 100
```

True mean and
standard
deviation:

```
> mean(y2)
```

```
[1] 0.4252809
```

```
> sd(y2)
```

```
[1] 1.005184
```

Solution

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- Use Object-oriented programming!

Define a class constructor (S3)

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```
> as.binomial <- function(x) {  
+   class(x) <- "binomial"  
+   return( x )  
+ }
```

```
> as.normal <- function(x) {  
+   class(x) <- "normal"  
+   return( x )  
+ }
```

```
> y1 <- as.binomial(y1)  
> class(y1)  
[1] "binomial"
```

```
> y2 <- as.normal(y2)  
> class(y2)  
[1] "normal"
```

Generic function & methods (1)

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```
stats <- function(x) UseMethod("stats")
```

```
stats.binomial <- function(x) {  
  n = length(x)  
  p = mean(x)  
  mu = n*p  
  sigma = sqrt(n*p*(1-p))  
  return( list(mu = mu, sigma = sigma, n = n) )  
}
```

Generic function & methods (1)

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```
stats.normal <- function(x) {  
  n = length(x)  
  mu = mean(x)  
  sigma = sd(x)  
  return( list(mu = mu, sigma = sigma, n = n) )  
}  
stats.default <- function(x) stop("Unknown data  
type!")
```

Using the *stats* function (1)

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□ Objects with known classes

```
> Stats(y1)  
$mu  
[1] 33  
$sigma  
[1] 4.702127  
$n  
[1] 100
```

```
> stats(y2)  
$mu  
[1] 0.4252809  
$sigma  
[1] 1.005184  
$n  
[1] 100
```

Using the *stats* function (1)

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❑ Objects with unknown classes

```
> y3 <- rnorm(100,mean=2,sd=1)
```

```
> stats(y3)
```

```
Error in stats.default(y3) : Unknown data type!
```

Inheritance

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- ❑ A way to form new classes using classes that have already been defined.
- ❑ By the mechanism of inheritance, a new class (known as a derived class) takes over or inherits attributes and behavior of pre-existing classes (referred to as base classes or ancestor classes)

A class for standard normal

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```
as.standardNormal <- function(x){
  x <- as.normal(x)
  class(x) <- c("standardNormal", class(x))
  return( x )
}

stats.standardNormal <- function(x){
  object <- stats.normal(x)
  object$sigma <- 1
  return(object)
}
```

Get methods by inheritance

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```
> y4<-rnorm(100)
> y4<-as.standardNormal(y4)
> stats(y4)
$mu
[1] 0.03292102
$sigma
[1] 1
$n
[1] 100
> class(y4)
[1] "standardNormal" "normal"
```

Self-study

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- **OOP used for building R statistical packages**

Enjoy using R!

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