

# Package ‘hutils’

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**Type** Package

**Title** Miscellaneous R Functions and Aliases

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**Description** Provides utility functions for, and drawing on, the 'data.table' package. The package also collates useful miscellaneous functions extending base R not available elsewhere. The name is a portmanteau of 'utils' and the author.

**BugReports** <https://github.com/hughparsonage/hutils/issues>

**URL** <https://github.com/hughparsonage/hutils>,  
<https://hughparsonage.github.io/hutils/>

**License** GPL-3

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---

hutils-package      *hutils package*

---

**Description**

Provides utility functions for, and drawing on, the 'data.table' package. The package also collates useful miscellaneous functions extending base R not available elsewhere. The name is a portmanteau of 'utils' and the author.

**Details**

The package attempts to provide lightweight, fast, and stable functions for common operations.

By **lightweight**, I mean in terms of dependencies: we import `package: data.table` and `package: fastmatch` which do require compilation, but in C. Otherwise, all dependencies do not require compilation.

By **fast**, I mean essentially as fast as possible without using compilation.

By **stable**, I mean that unit tests *should not change* unless the major version also changes. To make this completely transparent, tests include the version of their introduction and are guaranteed to not be modified (not even in the sense of adding extra, independent tests) while the major version is 1. Tests that do not include the version in their filename may be modified from version to version (though this will be avoided).

---

ahull                      *Maximum area given x and y coordinates*

---

**Description**

Present since hutils 1.2.0.

**Usage**

```
ahull(DT, x = DT$x, y = DT$y, minH = 0, minW = 0,
      maximize = "area", incl_negative = FALSE)
```

**Arguments**

- DT, x, y              Coordinates of a curve containing a rectangle. Either as a list, DT, containing columns x and y.
- minH                  The minimum height of the rectangles.
- minW                  The minimum width of the rectangles.
- maximize              How the rectangle should be selected. Currently, only "area" supported.
- incl\_negative        Should areas below the x-axis be considered?

**Value**

A data.table: The coordinates of a rectangle, from (0, 0), (1, 0), (1, 1), (0, 1), south-west clockwise, that is contained within the area of the chart for positive values only.

**Examples**

```
ahull(, c(0, 1, 2, 3, 4), c(0, 1, 2, 0, 0))
```

---

aliases

*Aliases*

---

**Description**

These simple aliases can be useful to avoid operator precedence ambiguity, or to make use of indents from commas within your text editor. The all-caps versions accept single-length (capable of 'short-circuits') logical conditions only.

Neithers and nors are identical except have slightly different short-circuits. NOR uses negation once so may be quicker if the first argument is very, very prompt.

**Usage**

```
AND(x, y)
```

```
OR(x, y)
```

```
nor(x, y)
```

```
neither(x, y)
```

```
NOR(x, y)
```

```
NEITHER(x, y)
```

```
pow()
```

```
XOR(x, y)
```

**Arguments**

x, y                    Logical conditions.

---

all_same_sign	<i>Determine whether a vector is all of the same sign</i>
---------------	---

---

### Description

Present since hutils 1.2.0.

### Usage

```
all_same_sign(x)
```

### Arguments

x                    A numeric vector.

### Value

TRUE if all elements of x have the same sign. Zero is a separate sign from positive and negative. All vectors of length-1 or length-0 return TRUE, even if x = NA, (since although the value is unknown, it must have a unique sign), and non-numeric x.

### Examples

```
all_same_sign(1:10)
all_same_sign(1:10 - 1)
all_same_sign(0)
all_same_sign(NA)
all_same_sign(c(NA, 1))
all_same_sign("surprise?")
all_same_sign(c(0, 0.1 + 0.2 - 0.3))

if (requireNamespace("microbenchmark", quietly = TRUE)) {
  library(microbenchmark)
  microbenchmark(base = length(unique(sign(1:1e5), nmax = 3)) == 1L,
                 all_same_sign(1:1e5))
}
# Unit: microseconds
#           expr   min    lq mean median    uq   max neval cld
#           base 2012 2040 2322  2047 2063 9324  100  b
# all_same_sign(1:1e+05) 86  86  94   89  93 290  100  a
```

---

<code>any_grepl</code>	<i>Does the pattern appear anywhere?</i>
------------------------	--

---

**Description**

Shortcut for `any(grepl(...))`, mostly for consistency.

**Usage**

```
any_grepl(x, pattern, perl = TRUE, ignore.case = FALSE,  
         fixed = FALSE, quiet = FALSE)
```

**Arguments**

`x`                    A character vector.  
`pattern`, `perl`, `ignore.case`, `fixed`  
                      As in [grep](#).  
`quiet`               (logical, default: FALSE) If TRUE, silences any messages.

**Details**

From version v 1.4.0, `any_grepl(a, bb)` will be internally reversed to `any_grepl(bb, a)` if `length(bb) > 1` and `length(a) == 1`.

**Examples**

```
any_grepl(c("A_D_E", "K0j"), "[a-z]")
```

---

<code>auc</code>	<i>AUC</i>
------------------	------------

---

**Description**

Returns the area under the curve ("AUC") of a receiver-operating characteristic curve for the given predicted and actual values.

**Usage**

```
auc(actual, pred)
```

**Arguments**

actual	Logical vector: TRUE for positive class. If not a logical vector, the result is interpreted as one if safe to do so, <i>viz.</i> if actual contains precisely two unique values and is either a numeric vector, an ordered factor, or the unique values are FALSE and TRUE (case-insensitively). Anything else is an error.
pred	Numeric (double) vector the same length as actual giving the predicted probability of TRUE. Must be a numeric vector the same length as actual.

**Author(s)**

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**Source**

Source code based on `Metrics::auc` from Ben Hamner and Michael Frasco and Erin LeDell from the Metrics package.

---

average_bearing	<i>Average of bearings</i>
-----------------	----------------------------

---

**Description**

Average of bearings

**Usage**

```
average_bearing(theta1, theta2, average_of_opposite = NULL)
```

```
average_bearing_n(thetas)
```

**Arguments**

theta1, theta2 Bearings, expressed in degrees.

average\_of\_opposite

The average of opposing bearings (e.g. average of north and south) is not well-defined. If NULL, the result for opposing vectors is undefined; if "right", returns theta1 + 90; if "left" then theta2 + 90. Can also be a single numeric to provide a specific value when the vectors point in opposite directions.

thetas A vector of bearings.

**Value**

For 'average\_bearing', the bearing bisecting the two bearings.

For 'average\_bearing\_n', the average bearing of the bearing.

**Examples**

```
average_bearing(0, 90)
average_bearing(0, 270)
average_bearing(90, 180)
```

```
average_bearing(0, 180)
average_bearing(0, 180, average_of_opposite = 3)
average_bearing(0, 180, average_of_opposite = "left")
```

```
average_bearing_n(1:179)
```

---

coalesce

*Find first non-missing element*

---

**Description**

Lightweight version of `dplyr::coalesce`, with all the vices and virtues that come from such an approach. Very similar logic (and timings to `dplyr::coalesce`), though no ability to use quosures etc. One exception is that if `x` does not contain any missing values, it is returned immediately, and ignores ... For example, `dplyr::coalesce(1:2, 1:3)` is an error, but `hutils::coalesce(1:2, 1:3)` is not.

**Usage**

```
coalesce(x, ...)
```

**Arguments**

`x` A vector

... Successive vectors whose values will replace the corresponding values in `x` if the value is (still) missing.



**Value**

x with missing values replaced by the first non-missing corresponding elements in ... That is, if ... = A, B, C and x[i] is missing, then x[i] is replaced by A[i]. If x[i] is still missing (i.e. A[i] was itself NA), then it is replaced by B[i], C[i] until it is no longer missing or the list has been exhausted.

**Source**

Original source code but obviously inspired by `dplyr::coalesce`.

**Examples**

```
coalesce(c(1, NA, NA, 4), c(1, 2, NA, NA), c(3, 4, 5, NA))
```

---

dev\_copy2a4

*Copy device to an A4 PDF*

---

**Description**

Simply a wrapper around `dev.copy2pdf`, but without the need to remember that an A4 sheet of paper is 8.27 in by 11.69 in.

**Usage**

```
dev_copy2a4(filename, ...)
```

**Arguments**

filename	A string giving the name of the PDF file to write to, must end in <code>.pdf</code> .
...	Other parameters passed to <a href="#">pdf</a> .

**Value**

As in [dev2](#).

---

dir2 *List many files*

---

### Description

(Windows only) Same as `list.files` but much faster.

Present since v1.4.0.

### Usage

```
dir2(path = ".", file_ext = NULL, full.names = TRUE,
      recursive = TRUE, pattern = NULL, fixed = FALSE, perl = TRUE &&
      missing(fixed) && !fixed, ignore.case = FALSE, invert = FALSE,
      .dont_use = FALSE)
```

### Arguments

path	A string representing the trunk path to search within.
file_ext	A string like '*.txt' or '.csv' to limit the result to files with that extension.
full.names	TRUE by default.
recursive	TRUE by default.
pattern, perl, ignore.case, fixed, invert	As in <code>grep</code> but with different defaults. Used to filter files with extension <code>file_ext</code> .
.dont_use	Only used for tests to simulate non-Windows systems.

### Value

The same as `list.files`, a character vector of files sought.

---

drop\_col *Drop column or columns*

---

### Description

Drop column or columns

### Usage

```
drop_col(DT, var, checkDT = TRUE)
```

```
drop_cols(DT, vars, checkDT = TRUE)
```

**Arguments**

DT	A data.table.
var	Quoted column to drop.
checkDT	Should the function check DT is a data.table?
vars	Character vector of columns to drop. Only the intersection is dropped; if any vars are not in names(DT), no warning is emitted.

**Value**

DT with specified columns removed.

**Examples**

```
if (requireNamespace("data.table", quietly = TRUE)) {
  library(data.table)
  DT <- data.table(x = 1, y = 2, z = 3)

  drop_col(DT, "x")
}
```

---

drop\_colr

*Drop columns whose names match a pattern*

---

**Description**

drop\_colr present since hutils 1.0.0.

drop\_grep is identical but only present since hutils 1.2.0.

**Usage**

```
drop_colr(DT, pattern, ..., checkDT = TRUE)
```

**Arguments**

DT	A data.table.
pattern	A regular expression as in grepl.
...	Arguments passed to grepl.
checkDT	If TRUE (the default), will error if DT is not a data.table.

**Examples**

```
library(data.table)
dt <- data.table(x1 = 1, x2 = 2, y = 3)
drop_grep(dt, "x")
```

---

drop\_constant\_cols      *Drop constant columns*

---

**Description**

Drops columns that have only one value in a `data.table`.

**Usage**

```
drop_constant_cols(DT, copy = FALSE)
```

**Arguments**

DT	A <code>data.table</code> .
copy	(logical, default: FALSE) Whether the <code>data.table</code> should be copied before any columns are dropped. If FALSE, the default, columns are dropped from DT by reference.

**Details**

If DT is a `data.frame` that is not a `data.table`, constant columns are still dropped, but since DT will be copied, copy should be set to TRUE to avoid a warning. If DT is a `data.frame` and all but one of the columns are constant, a `data.frame` will still be returned, as opposed to the values of the sole remaining column, which is the default behaviour of base `data.frame`.

If all columns are constant, `drop_constant_cols` returns a Null `data.table` if DT is a `data.table`, but a `data.frame` with 0 columns and `nrow(DT)` otherwise.

**Examples**

```
library(data.table)
X <- data.table(x = c(1, 1), y = c(1, 2))
drop_constant_cols(X)
```

---

drop\_empty\_cols      *Drop empty columns*

---

**Description**

Removes columns from a `data.table` where all the values are missing.

**Usage**

```
drop_empty_cols(DT, copy = FALSE)
```

**Arguments**

DT	A <code>data.table</code> .
copy	Copies the <code>data.table</code> so the original can be retained. Not applicable if DT is not a <code>data.table</code> . If FALSE, the default, DT itself will be modified.

---

duplicated_rows	<i>Return duplicated rows of data.table</i>
-----------------	---

---

**Description**

This function differs from `duplicated` in that it returns both the duplicate row and the row which has been duplicated. This may prove useful in combination with the `by` argument for determining whether two observations are identical across more than just the specified columns.

**Usage**

```
duplicated_rows(DT, by = names(DT), na.rm = FALSE, order = TRUE,
  copyDT = TRUE, na.last = FALSE)
```

**Arguments**

DT	A <code>data.table</code> .
by	Character vector of columns to evaluate duplicates over.
na.rm	(logical) Should NAs in <code>by</code> be removed before returning duplicates? (Default FALSE.)
order	(logical) Should the result be ordered so that duplicate rows are adjacent? (Default TRUE.)
copyDT	(logical) Should DT be copied prior to detecting duplicates. If FALSE, the ordering of DT will be changed by reference.
na.last	(logical) If <code>order</code> is TRUE, should NAs be ordered first or last?. Passed to <code>data.table::setorderv</code> .

**Value**

Duplicate rows of DT by `by`. For interactive use.

**Examples**

```
if (requireNamespace("data.table", quietly = TRUE)) {
  library(data.table)

  DT <- data.table(x = rep(1:4, 3),
                  y = rep(1:2, 6),
                  z = rep(1:3, 4))
}
```

```

# No duplicates
duplicated_rows(DT)

# x and y have duplicates
duplicated_rows(DT, by = c("x", "y"), order = FALSE)

# By default, the duplicate rows are presented adjacent to each other.
duplicated_rows(DT, by = c("x", "y"))
}

```

---

find_pattern_in	<i>Find string pattern in (text) file</i>
-----------------	---

---

### Description

Find string pattern in (text) file

### Usage

```

find_pattern_in(file_contents, basedir = ".", dir_recursive = TRUE,
  reader = readLines, include.comments = FALSE, comment.char = NULL,
  use.OS = FALSE, file_pattern = "\\.(R|r)(nw|md)?$",
  file_contents_perl = TRUE, file_contents_fixed = FALSE,
  file_contents_ignore_case = FALSE, file.ext = NULL,
  which_lines = c("first", "all"))

```

### Arguments

file_contents	A perl-regular expression as a search query.
basedir	The root of the directory tree in which files will be searched recursively.
dir_recursive	(logical, default: TRUE) Search within subdirectories of basedir?
reader	A function, akin to <code>base::readLines</code> , the default, that accepts a filename and returns a character vector.
include.comments	If FALSE, the default, comments (i.e. anything after a #) are not searched.
comment.char	If include.comments is FALSE, what character marks a comment character? By default, NULL, which sets the correct comment symbol for R and TeX files.
use.OS	Use the operating system to determine file list. Only available on Windows. If it fails, a fall-back option (using <code>dir</code> ) is used.
file_pattern	A regular expression passed to <code>list.files(pattern = file.ext)</code> . By default, <code>"\\.(R r)(nw md)?\$"</code> , i.e. all R and Sweave files. (Does not have to be a file extension.)
file_contents_perl	(logical, default: TRUE) Should file_contents be interpreted as a perl regex?

file_contents_fixed	(logical, default: FALSE) Should file_contents be interpreted as a fixed regex?
file_contents_ignore_case	(logical, default: FALSE) As in <a href="#">grep</a> .
file.ext	A file extension passed to the operating system if use.OS is used.
which_lines	One of "first" and "all". If "first" only the first match in any file is returned in the result; if "all", all matches are.

### Details

For convenience, if file\_contents appears to be a directory and basedir does not, the arguments are swapped, but with a warning.

### Value

A data.table, showing the matches per file.

---

generate\_LaTeX\_manual *Generate LaTeX manual of installed package*

---

### Description

Generate LaTeX manual of installed package

### Usage

```
generate_LaTeX_manual(pkg, launch = TRUE)
```

### Arguments

pkg	Quoted package name (must be installed).
launch	Should the PDF created be launched using the viewer (TRUE by default)?

### Value

See [system](#). Called for its side-effect: creates a PDF in the current working directory. Requires a TeX distribution.

### Source

<https://stackoverflow.com/a/30608000/1664978>

---

haversine_distance	<i>Distance between two points on the Earth</i>
--------------------	---

---

**Description**

Distance between two points on the Earth

**Usage**

```
haversine_distance(lat1, lon1, lat2, lon2)
```

**Arguments**

```
lat1, lon1, lat2, lon2
```

That latitudes and longitudes of the two points.

**Details**

This is reasonably accurate for distances in the order of 1 to 1000 km.

**Value**

The distance in kilometres between the two points.

**Examples**

```
# Distance from YMEL to YSSY
haversine_distance(-37 - 40/60, 144 + 50/60, -33 - 56/60, 151 + 10/60)
```

---

if_else	<i>Vectorized if</i>
---------	----------------------

---

**Description**

Lightweight `dplyr::if_else` with the virtues and vices that come from such an approach. Attempts to replicate `dplyr::if_else` but written in base R for faster compile time. `hutils::if_else` should be faster than `dplyr::if_else` ... when it works, but will not work on lists or on factors. Additional attributes may be dropped.

**Usage**

```
if_else(condition, true, false, missing = NULL)
```



**Arguments**

condition	Logical vector.
true, false	Where condition is TRUE/FALSE, use the corresponding true/no value. They must have the same <code>typeof</code> as each other and be the same length as condition or length-one.
missing	If condition is NA, use the corresponding na value. Like true and false, must be of the same type and have the same length as condition, unless it has length one.

**Details**

If the result is expected to be a factor then the conditions for type safety are strict and may be made stricter in future.

**Value**

Where condition is TRUE, the corresponding value in true; where condition is FALSE, the corresponding value in false. Where condition is NA, then the corresponding value in na – unless na is NULL (the default) in which case the value will be NA (with the same type as true.)

**Source**

Original code but obviously heavily inspired by <https://CRAN.R-project.org/package=dplyr>.

---

```
implies          #' Logical implies
```

---

**Description**

Returns the result of  $x \implies y$ .

**Usage**

```
implies(x, y)

x %implies% y
```

**Arguments**

x, y            Logical vectors of the same length.

**Value**

Logical implies: TRUE unless x is TRUE and y is FALSE.

NA in either x or y results in NA if and only if the result is unknown. In particular NA %implies% TRUE is TRUE and FALSE %implies% NA is TRUE.

If x or y are length-one, the function proceeds as if the length-one vector were recycled to the length of the other.

## Examples

```
library(data.table)
CJ(x = c(TRUE,
        FALSE),
    y = c(TRUE,
        FALSE))[, `x => y` := x %implies% y][]

#>      x     y  x => y
#> 1: FALSE FALSE   TRUE
#> 2: FALSE  TRUE   TRUE
#> 3:  TRUE FALSE   FALSE
#> 4:  TRUE  TRUE   TRUE

# NA results:
#> 5:   NA   NA     NA
#> 6:   NA FALSE     NA
#> 7:   NA  TRUE   TRUE
#> 8: FALSE   NA   TRUE
#> 9:  TRUE   NA     NA
```

---

isAttached

*Is a package attached?*

---

## Description

Is a package attached?

## Usage

```
isAttached(pkg)
```

## Arguments

pkg                    Either character or unquoted.

## Value

TRUE if pkg is attached.

---

isTrueFalse	<i>Logical assertions</i>
-------------	---------------------------

---

**Description**

Logical assertions

**Usage**

```
isTrueFalse(x)
```

**Arguments**

x	An object whose values are to be checked.
---	---

**Value**

For isTrueFalse, TRUE if and only if x is TRUE or FALSE identically (perhaps with attributes).

---

longest_affix	<i>Longest common prefix/suffix</i>
---------------	-------------------------------------

---

**Description**

Longest common prefix/suffix

**Usage**

```
trim_common_affixes(x, .x = NULL, na.rm = TRUE, prefixes = TRUE,
  suffixes = TRUE, warn_if_no_prefix = TRUE,
  warn_if_no_suffix = TRUE)
```

```
longest_suffix(x, .x = NULL, na.rm = TRUE, warn_if_no_suffix = TRUE)
```

```
longest_prefix(x, .x = NULL, na.rm = TRUE, warn_if_no_prefix = TRUE)
```

**Arguments**

x	A character vector.
.x	If NULL, the default, ignored. May be used if x is known to be free of NAs.
na.rm	(logical, default: TRUE) If FALSE, an NA in x means "" is the only common affix. If NA, the longest prefix/suffix is NA_character_ (provided anyNA(x)). If anyNA(x) == FALSE na.rm has no effect.
prefixes	(logical, default: TRUE) If TRUE, trim prefixes.

`suffixes` (logical, default: TRUE) If TRUE, trim suffixes.  
`warn_if_no_prefix`, `warn_if_no_suffix`  
 (logical, default: TRUE) If FALSE, if x has no common affixes the warning is suppressed. (If no common prefix/suffix then the common affix returned will be "" (the empty string).)

### Value

The longest common substring in x either at the start or end of each string. For `trim_common_affixes` x with common prefix and common suffix removed.

### Examples

```

longest_prefix(c("totalx", "totaly", "totalz"))
longest_suffix(c("ztotal", "ytotal", "xtotal"))
  
```

---

<code>mean_na</code>	<i>Proportion of values that are NA.</i>
----------------------	--

---

### Description

Proportion of values that are NA.

### Usage

```
mean_na(v)
```

### Arguments

`v` A vector.

### Value

A double, `mean(is.na(v))`.

---

Mode	<i>Statistical mode</i>
------	-------------------------

---

**Description**

Present since `hutils 1.4.0`. The most common element.

**Usage**

```
Mode(x)
```

**Arguments**

`x`                    A vector for which the mode is desired.

**Value**

The most common element of `x`.

If the mode is not unique, only one of these values is returned, for simplicity.

If `x` has length zero, `Mode(x) = x`.

---

<code>mutate_ntile</code>	<i>Add a column of ntiles to a data table</i>
---------------------------	---

---

**Description**

Add a column of ntiles to a data table

**Usage**

```
mutate_ntile(DT, col, n, weights = NULL, by = NULL, keyby = NULL,
  new.col = NULL, character.only = FALSE, overwrite = TRUE,
  check.na = FALSE)
```

**Arguments**

`DT`                    A `data.table`.

`col`                    The column name (quoted or unquoted) for which quantiles are desired.

`n`                      A positive integer, the number of groups to split `col`.

`weights`                If `NULL`, the default, use unweighted quantiles. Otherwise, a string designating the column that is passed to `weighted_ntile`.

`by, keyby`              Produce a grouped quantile column, as in `data.table`. `keyby` will set a key on the result (*i.e.* order by `keyby`).

<code>new.col</code>	If not NULL, the name of the column to be added. If NULL (the default) a name will be inferred from <code>n</code> . (For example, <code>n = 100</code> will be <code>&lt;col&gt;Percentile</code> ).
<code>character.only</code>	(logical, default: FALSE) Do not contemplate <code>col</code> to be an unquoted column name.
<code>overwrite</code>	(logical, default: TRUE) If TRUE and <code>new.col</code> already exists in DT, the column will be overwritten. If FALSE, attempting to overwrite an existing column is an error.
<code>check.na</code>	(logical, default: FALSE) If TRUE, NAs in <code>DT[[col]]</code> will throw an error. If NA's are present, the corresponding <code>n</code> -tile may take any value.

### Value

DT with a new integer column `new.col` containing the quantiles. If DT is not a `data.table` its class may be preserved unless `keyby` is used, where it will always be a `data.table`.

### Examples

```
library(data.table)
DT <- data.table(x = 1:20, y = 2:1)
mutate_ntile(DT, "x", n = 10)
mutate_ntile(DT, "x", n = 5)
mutate_ntile(DT, "x", n = 10, by = "y")
mutate_ntile(DT, "x", n = 10, keyby = "y")

y <- "x"
DT <- data.table(x = 1:20, y = 2:1)
mutate_ntile(DT, y, n = 5) # Use DT$y
mutate_ntile(DT, y, n = 5, character.only = TRUE) # Use DT$x
```

---

`mutate_other`                      *Group infrequent entries into 'Other category'*

---

### Description

Useful when you want to constrain the number of unique values in a column by keeping only the most common values.

### Usage

```
mutate_other(.data, var, n = 5, count, by = NULL, var.weight = NULL,
            mass = NULL, copy = TRUE, other.category = "Other")
```

**Arguments**

<code>.data</code>	Data containing variable.
<code>var</code>	Variable containing infrequent entries, to be collapsed into "Other".
<code>n</code>	Threshold for total number of categories above "Other".
<code>count</code>	Threshold for total count of observations before "Other".
<code>by</code>	Extra variables to group by when calculating <code>n</code> or <code>count</code> .
<code>var.weight</code>	Variable to act as a weight: <code>var</code> 's where the sum of this variable exceeds <code>mass</code> will be kept, others set to <code>other.category</code> .
<code>mass</code>	Threshold for sum of <code>var.weight</code> : any <code>var</code> where the aggregated sum of <code>var.weight</code> exceeds <code>mass</code> will be kept and other <code>var</code> will be set to <code>other.category</code> . By default ( <code>mass = NULL</code> ), the value of <code>mass</code> is $-\infty$ , with a warning. You may set it explicitly to <code>-Inf</code> if you really want to avoid a warning that this function will have no effect.
<code>copy</code>	Should <code>.data</code> be copied? Currently only <code>TRUE</code> is supported.
<code>other.category</code>	Value that infrequent entries are to be collapsed into. Defaults to "Other".

**Value**

`.data` but with `var` changed so that infrequent values have the same value (`other.category`).

**Examples**

```
library(data.table)
library(magrittr)

DT <- data.table(City = c("A", "A", "B", "B", "C", "D"),
                 value = c(1, 9, 4, 4, 5, 11))

DT %>%
  mutate_other("City", var.weight = "value", mass = 10) %>%
  .[]
```

---

ngrep

*Anti-grep*


---

**Description**

It is not simple to negate a regular expression. This obviates the need takes the long way round: negating the corresponding `grep1` call.

**Usage**

```
ngrep(pattern, x, value = FALSE, ...)
```

**Arguments**

x, value, pattern  
                   As in `grep`.  
 ...               Arguments passed to `grepl`.

**Value**

If value is FALSE (the default), indices of x which do not match the pattern; if TRUE, the values of x themselves.

**Examples**

```
grep("[a-h]", letters)
ngrep("[a-h]", letters)

txt <- c("The", "licenses", "for", "most", "software", "are",
"designed", "to", "take", "away", "your", "freedom",
"to", "share", "and", "change", "it.",
"", "By", "contrast,", "the", "GNU", "General", "Public", "License",
"is", "intended", "to", "guarantee", "your", "freedom", "to",
"share", "and", "change", "free", "software", "--",
"to", "make", "sure", "the", "software", "is",
"free", "for", "all", "its", "users")

grep("[gu]", txt, value = TRUE)
ngrep("[gu]", txt, value = TRUE)
```

---

 provide.dir

*Provide directory*


---

**Description**

Provide directory. Create directory only if it does not exist.

**Usage**

```
provide.dir(path, ...)
```

**Arguments**

path               Path to create.  
 ...                Passed to `dir.create`.



---

replace_pattern_in	<i>Replace string pattern in text file</i>
--------------------	--

---

## Description

Replace string pattern in text file

## Usage

```
replace_pattern_in(file_contents, replace, basedir = ".",
  dir_recursive = TRUE, reader = readLines,
  file_pattern = "\\.(R|r)(nw|md)?$", file_contents_perl = TRUE,
  file_contents_fixed = FALSE, file_contents_ignore_case = FALSE,
  writer = writeLines)
```

## Arguments

file_contents	Character string containing a regular expression to be matched in the given character vector. Passed to pattern in <a href="#">gsub</a> .
replace	The replacement, passed to replacement in <a href="#">gsub</a> .
basedir	The root of the directory tree in which files will be searched recursively.
dir_recursive	(logical, default: TRUE) Search within subdirectories of basedir?
reader	A function, akin to <code>base::readLines</code> , the default, that accepts a filename and returns a character vector.
file_pattern	A regular expression passed to <code>list.files(pattern = file.ext)</code> . By default, <code>"\\.(R r)(nw md)?\$"</code> , i.e. all R and Sweave files. (Does not have to be a file extension.)
file_contents_perl	(logical, default: TRUE) Should file_contents be interpreted as a perl regex?
file_contents_fixed	(logical, default: FALSE) Should file_contents be interpreted as a fixed regex?
file_contents_ignore_case	(logical, default: FALSE) As in <a href="#">grep</a> .
writer	A function that will rewrite the file from the character vector read in.

---

report_error	<i>Report errors and warnings</i>
--------------	-----------------------------------

---

### Description

Provides a consistent style for errors and warnings.

### Usage

```
report_error(faulty_input, error_condition, requirement, context = NULL,
            advice, hint = NULL, halt = TRUE)
```

### Arguments

faulty_input	Unquoted function argument that is the cause of the error condition.
error_condition	A sentence explaining the condition that invoked the error.
requirement	A sentence that explains what is required.
context	(Optional) A sentence that contextualizes the error
advice	Advice for the user to avoid the error.
hint	If the input can be guessed,
halt	(logical, default: TRUE) Should the function signal an error and halt?

---

RQ	<i>Shorthand for requireNamespace</i>
----	---------------------------------------

---

### Description

Present since `hutils v1.2.0`. Alias for `if (!requireNamespace(pkg, quietly = TRUE)) yes else no`. Typical use-case would be `RQ(pkg, install.packages("pkg"))]`.

This function is not recommended for use in scripts as it is a bit cryptic; its use-case is for bash scripts and the like where calls like this would otherwise be frequent and cloud the message.

### Usage

```
RQ(pkg, yes, no)
```

### Arguments

pkg	Package to test whether the package is not yet installed.
yes	Response if pkg is <b>not</b> installed.
no	(optional) Response if pkg is installed.

**Examples**

```
## Not run:
  RQ("dplyr", "dplyr needs installing")

## End(Not run)
```

---

samp

*Safer sampler*


---

**Description**

Present since `hutils v1.4.0`. Same as `sample`, but avoiding the behaviour when `length(x) == 1L`.

**Usage**

```
samp(x, size = length(x), replace = size > length(x), loud = TRUE,
     prob = NULL)
```

**Arguments**

<code>x</code>	A vector.
<code>size</code>	A non-negative integer, the number of items to return.
<code>replace</code>	Should the sampling be done with replacement? Defaults to <code>TRUE</code> if <code>size &gt; length(x)</code> , with a message.
<code>loud</code>	If <code>TRUE</code> , the default, any behaviour known to be different from <code>sample</code> is flagged with a message.
<code>prob</code>	As in <code>sample</code> .

**Examples**

```
samp(1:5)
sample(1:5)

samp(1:5, size = 10) # no error
tryCatch(sample(1:5, size = 10),
         error = function(e) print(e$m))

samp(5, size = 3)
sample(5, size = 3)
```

---

selector *Fast selection of data.table columns*

---

### Description

Present since hutils 1.2.0.

### Usage

```
selector(DT, ..., cols = NULL, preserve.key = TRUE, shallow = FALSE)
```

### Arguments

DT	A data.table.
...	Unquoted column names.
cols	Character vector of column names.
preserve.key	(logical, default: TRUE) Reapply the key (if DT has one)?
shallow	(logical, default: FALSE) Should the result be a shallow <a href="#">copy</a> of DT's columns or should the columns be assigned by reference? If TRUE, any modification to the result also modifies the selected columns in DT.

### Value

DT with the selected columns.

### Examples

```
RQ("nycflights13", no = {
  library(nycflights13)
  library(data.table)
  fs <- as.data.table(flights)
  fs1 <- selector(fs, year, month, day, arr_delay)
  fs1[, arr_delay := NA]
})
```

---

select\_grep *Select names matching a pattern*

---

### Description

Select names matching a pattern

**Usage**

```
select_grep(DT, patterns, .and = NULL, .but.not = NULL,
  ignore.case = FALSE, perl = TRUE, fixed = FALSE,
  useBytes = FALSE, invert = FALSE, .warn.fixed.mismatch = TRUE)
```

**Arguments**

DT                    A data.frame.

patterns             Regular expressions to be matched against the names of DT. If `length(patterns) > 1` the patterns are concatenated using alternation.

.and                 Character or integer positions of names to select, regardless of whether or not they are matched by patterns.

.but.not             Character or integer positions of names to drop, regardless of whether or not they are matched by patterns or whether they are explicitly added by `.and`.

ignore.case, perl, fixed, useBytes, invert  
Arguments passed to [grep](#). Note that `perl = TRUE` by default (unlike `grep`) unless `fixed = TRUE` (and `perl` is missing).

.warn.fixed.mismatch  
(logical, default: TRUE) If TRUE, the default, selecting `fixed = TRUE` with `perl = TRUE` or `ignore.case = TRUE` results in `perl` and `ignore.case` being reset to FALSE with a warning (as in `grep`), even if it makes no difference to the columns eventually selected. If FALSE unambiguous results are allowed; if `ignore.case = TRUE` and `fixed = TRUE`, the result is **unambiguous** if `select_grep(DT, tolower(patterns), fixed = TRUE)` and `select_grep(DT, toupper(patterns), fixed = TRUE)` are identical.

**Value**

DT with the selected names.

integer vector of positions

**Examples**

```
library(data.table)
dt <- data.table(x1 = 1, x2 = 2, y = 0)
select_grep(dt, "x")
select_grep(dt, "x", .and = "y")
select_grep(dt, "x", .and = "y", .but.not = "x2")
```

---

select_which	<i>Select columns satisfying a condition</i>
--------------	--

---

**Description**

Select columns satisfying a condition

**Usage**

```
select_which(DT, Which, .and.dots = NULL, checkDT = TRUE)
```

**Arguments**

DT	A <code>data.table</code> .
Which	A function that takes a vector and returns TRUE or FALSE. TRUE columns are selected.
.and.dots	Optional extra columns to include. May be a character vector of names(DT) or numeric (positions) or logical. If provided, the columns so added (if they do not satisfy Which) will be after all the columns Which do so satisfy.
checkDT	If TRUE (the default), an informative error message is provided if DT is not a <code>data.table</code> .

**Value**

DT with the selected variables.

**Examples**

```
library(data.table)
DT <- data.table(x = 1:5,
                 y = letters[1:5],
                 AB = c(NA, TRUE, FALSE))
select_which(DT, anyNA, .and.dots = "y")
```

---

set_cols_first	<i>Put columns first or last</i>
----------------	----------------------------------

---

**Description**

Reorder columns of a `data.table` (via `setcolorder`) so that particular columns appear first (or last), or in a particular order.

**Usage**

```
set_cols_first(DT, cols, intersection = TRUE)

set_cols_last(DT, cols, intersection = TRUE)

set_colsuborder(DT, cols, intersection = TRUE)
```

**Arguments**

DT	A data.table.
cols	Character vector of columns to put before (after) all others or, in the case of set_colsuborder, a vector of columns in the order requested.
intersection	Use the intersection of the names of DT and cols. If FALSE any cols are not the names of DT, the function may error on behalf of data.table. Not available for set_colsuborder.

**Details**

In the case of set\_colsuborder the group of columns cols occupy the same positions in DT but in a different order. See examples.

**Examples**

```
library(data.table)

DT <- data.table(y = 1:5, z = 11:15, x = letters[1:5])
set_cols_first(DT, "x")[]
set_cols_last(DT, "x")[]
set_colsuborder(DT, c("x", "y"))[]
```

---

 swap

*Swap assignment*


---

**Description**

Swap values simultaneously. Present since hutils 1.4.0.

**Usage**

```
x %<->% value
```

**Arguments**

x, value	Objects whose values are to be reassigned by swapping.
----------	--

**Value**

NULL invisibly. Called for its side-effect: the values of `x` and `value` are swapped. So

```
x %<->% value
```

is equivalent to

```
temp <- x
x <- value
value <- temp
rm(temp)
```

**Examples**

```
a <- 1
b <- 2
a %<->% b
a
b
```

---

Switch

*Vectorized switch*

---

**Description**

Present since `hutils 1.2.0`. Vectorized version of `switch`. Used to avoid or make clearer the result of `if_else(Expr == , ..1, if_else(Expr == , ..2, ...))`

**Usage**

```
Switch(Expr, ..., DEFAULT, IF_NA = NULL, MUST_MATCH = FALSE)
```

**Arguments**

<code>Expr</code>	A character vector.
<code>...</code>	As in <code>switch</code> , a list of named alternatives. Unlike <code>switch</code> , unnamed vectors are taken to match <code>""</code> . Likewise, NA values in <code>Expr</code> must be assigned via <code>IF_NA</code> .
<code>DEFAULT</code>	A mandatory default value should any name of <code>...</code> be left unmatched.
<code>IF_NA</code>	Optional value to replace missing ( <code>NA_character_</code> ) values in <code>Expr</code> .
<code>MUST_MATCH</code>	(logical, default: <code>FALSE</code> ) Must every value in <code>Expr</code> be matched by a conversion in <code>...</code> ? If <code>TRUE</code> any output equal to the value of <code>DEFAULT</code> is an error.

**Value**

For every element of `...` whose name matches an element of `Expr`, that element's value.



**Examples**

```
Switch(c("a", "b", "c", "a"),
       "a" = 1,
       "b" = 2,
       "c" = 3,
       "4" = 4,
       DEFAULT = 0)
```

---

unique-keys	<i>Unique keys</i>
-------------	--------------------

---

**Description**

A `data.table`'s key need not be unique, but there are frequently circumstances where non-unique keys can wreak havoc. `has_unique_key` reports the existence of a unique key, and `set_unique_key` both sets and ensures the uniqueness of keys.

**Usage**

```
has_unique_key(DT)

set_unique_key(DT, ...)
```

**Arguments**

DT	A <code>data.table</code>
...	keys to set

**Value**

`has_unique_key` returns TRUE if DT has a unique key, FALSE otherwise. `set_unique_key` runs `setkey(DT, ...)` then checks whether the key is unique, returning the keyed `data.table` if the key is unique, or an error message otherwise.

---

weight2rows	<i>Expand a weighted data frame to an equivalent unweighted</i>
-------------	---

---

**Description**

Present since v1.0.0. Argument `rows.out` available since v1.3.0; `rows.out < 1` supported since v 1.4.0. Argument `discard_weight.var` available since v1.3.0.

**Usage**

```
weight2rows(DT, weight.var, rows.out = NULL,
            discard_weight.var = FALSE)
```

**Arguments**

DT	A data.table. Will be converted to one if possible.
weight.var	Variable in DT to be used as weights.
rows.out	If not NULL (the default) specifies the number of rows in the result; otherwise the number of rows will be <code>sum(DT[[weight.var]])</code> . (Due to rounding, this figures are inexact.) Since v1.4.0, if $0 < \text{rows.out} < 1$ then taken to be a sample of the unweighted table. (So <code>rows.out = 0.1</code> would give a 10% sample.)
discard_weight.var	If FALSE, the default, <code>weight.var</code> in DT will be 1 for each row in the result or a new weight if <code>rows.out</code> is given. Otherwise, TRUE drops the column entirely.

**Value**

DT but with the number of rows expanded to `sum(DT[[weight.var]])` to reflect the weighting.

**Examples**

```
library(data.table)
DT <- data.table(x = 1:5, y = c(1, 1, 1, 1, 2))
weight2rows(DT, "y")
weight2rows(DT, "y", rows.out = 5)
```

---

weighted_ntile	<i>Weighted (ranked) quantiles</i>
----------------	------------------------------------

---

**Description**

Weighted (ranked) quantiles

**Usage**

```
weighted_ntile(vector, weights = rep(1, times = length(vector)), n)
```

**Arguments**

vector	The vector for which quantiles are desired.
weights	The weights associated with the vector. None should be NA or zero.
n	The number of quantiles desired.

**Details**

With a short-length vector, or with weights of a high variance, the results may be unexpected.

**Value**

A vector of integers corresponding to the ntiles. (As in `dplyr::ntile`.)

**Examples**

```
weighted_ntile(1:10, n = 5)
weighted_ntile(1:10, weights = c(rep(4, 5), rep(1, 5)), n = 5)
```

---

weighted_quantile	<i>Weighted quantile</i>
-------------------	--------------------------

---

**Description**

quantile when the values are weighted

**Usage**

```
weighted_quantile(v, w = NULL, p = (0:4)/4, v_is_sorted = FALSE)
```

**Arguments**

v	A vector from which sample quantiles are desired.
w	Weights corresponding to each v.
p	Numeric vector of probabilities. Missing values or values outside [0, 1] raise an error.
v_is_sorted	(logical, default: FALSE) If TRUE, ordering v is assumed to be sorted. Only set to TRUE when it is certain that v is sorted (as within groups of tables).

**Value**

A vector the same length as p, the quantiles corresponding to each element of p.

---

<i>%ein%</i>	<i>Exists and (not) in</i>
--------------	----------------------------

---

**Description**

A common blunder in R programming is to mistype one of a set of filters without realizing. This function will error if any member of the values to be matched against is not present.

**Usage**

```
lhs %ein% rhs
```

```
lhs %notin% rhs
```

**Arguments**

lhs            Values to be matched

rhs            Values to be matched against.

**Value**

Same as *%in%* and *%notin%*, unless an element of *rhs* is not present in *lhs*, in which case, an error.

**Examples**

```
# Incorrectly assumed to include two Species
iris[iris$Species %in% c("setosa", "versicolour"), ]
## Not run:
# Error:
iris[iris$Species %ein% c("setosa", "versicolour"), ]

## End(Not run)
```

---

<i>%notin%</i>	<i>Negation of in (character)</i>
----------------	-----------------------------------

---

**Description**

Negation of *in* (character)

**Usage**

```
x %notin% y
```

**Arguments**

- x Values to be matched.
- y Values to be matched against.

**Details**

If y is NULL, then x is TRUE for consistency with `%in%`. If x and y are not both character, the function simply falls back to `%in%` rather than erroring.

---

`%notin%` *Negation of in*

---

**Description**

Negation of in

**Usage**

x `%notin%` y

**Arguments**

- x Values to be matched
- y Values to be matched against.

**Details**

If y is NULL, then x is TRUE for consistency with `%in%`. Note that the function uses `fmatch` internally for performance on large y. Accordingly, y will be modified by adding a `.match.hash` attribute and thus must not be used in packages where y is a constant, or for things like names of data `table`.

---

`%pin%` *Partial in*

---

**Description**

Analogue of `%in%` but indicating partial match of the left operand.

**Usage**

x `%pin%` Y

**Arguments**

- x The values to be matched. Same as `%in%`.
- Y A vector of values (perl regular expressions) to be matched against.

**Value**

TRUE for every x for which any grepl is TRUE.

**Examples**

```
x <- c("Sydney Airport", "Melbourne Airport")
```

```
x %pin% c("Syd", "Melb")
```

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