

# Package ‘disordR’

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**Type** Package

**Title** Non-Ordered Vectors

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**Depends** methods,Matrix (>= 1.3-3)

**Imports** digest

**Suggests** mvp,knitr,rmarkdown,testthat

**VignetteBuilder** knitr

**Maintainer** Robin K. S. Hankin <hankin.robin@gmail.com>

**Description** Functionality for manipulating values of associative maps. Ordinary R vectors are unsuitable for working with values of associative maps because elements of an R vector may be accessed by reference to their location in the vector, but associative maps are stored in arbitrary order. However, when associating keys with values one needs both parts to be in 1-1 correspondence, so one cannot dispense with the order entirely. The ‘disordR’ package includes a single S4 class, `disord`. This class allows one to perform only those operations appropriate for manipulating values of associative maps and prevents any other operation (such as accessing an element at a particular location). A useful heuristic is that one is only allowed to access or modify a `disord` object using a python list comprehension. The idea is to prevent ill-defined operations on values (or keys) of associative maps, whose order is undefined or at best implementation-specific, while allowing and facilitating sensible operations. To cite the package in publications please use Hankin (2022) <[doi:10.48550/ARXIV.2210.03856](https://doi.org/10.48550/ARXIV.2210.03856)>.

**License** GPL (>= 2)

**URL** <https://github.com/RobinHankin/disordR>

**BugReports** <https://github.com/RobinHankin/disordR/issues>

**NeedsCompilation** no

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Arith	<i>Arithmetic and logical operations</i>
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### Description

Arithmetic operations including low-level helper functions

### Usage

```

disord_inverse(a)
disord_mod_disord(a,b)
disord_mod_numeric(a,b)
disord_negative(a)
disord_plus_disord(a,b)
disord_plus_numeric(a,b)
disord_power_disord(a,b)
disord_power_numeric(a,b)
numeric_power_disord(a,b)
disord_prod_disord(a,b)
disord_prod_numeric(a,b)
disord_logical_negate(x)
disord_arith_unary(e1,e2)
disord_arith_disord(e1,e2)
disord_arith_numeric(e1,e2)
numeric_arith_disord(e1,e2)

```

### Arguments

a,b,x	at least one is a disord object
e1,e2	Formal arguments for S4 dispatch

**Details**

Basic low-level arithmetic operations, intended to be called from S4 dispatch.

These functions return a `disord` object or a regular vector as appropriate. Consistency is required. The hash is set to be that of the `disord` object if appropriate.

**Value**

Return a `disord` object or logical

**Author(s)**

Robin K. S. Hankin

**Examples**

```
a <- rdis()
a
a + 2*a
a > 5
a[a > 5] <- a[a > 5] + 100
a
```

---

c

*Concatenation*

---

**Description**

Concatenation simply does not make sense for `disord` objects.

**Value**

Returns an error.

**Note**

I could not figure out how to stop idiom like “`c(1, rdis())`” from returning a result. Just don’t use it, OK?

**Author(s)**

Robin K. S. Hankin

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consistent	<i>Check for consistency</i>
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### Description

The **disordR** package is designed to make permitted operations transparent and to prevent forbidden operations from being executed.

Function `consistent()` checks for matching hash codes of its arguments and returns a Boolean. It is called by function `check_matching_hash()` which either returns TRUE or reports an informative error message if not.

### Usage

```
consistent(x,y)
x %~% y
check_matching_hash(e1,e2,use=NULL)
```

### Arguments

<code>x,y,e1,e2</code>	Objects of class <code>disord</code>
<code>use</code>	optional object designed to give a more intelligible error message; typically <code>match.call()</code>

### Details

Function `consistent()` checks that its arguments have the same hash code, and thus their elements can be paired up (e.g. added). Idiom `a %~% b` is equivalent to `consistent(a,b)`.

The package generally checks for consistency with function `check_matching_hash()` which provides some helpful diagnostics if `consistent()` finds a hash mismatch.

### Value

Boolean or an error as appropriate

### Author(s)

Robin K. S. Hankin

### See Also

[disord](#)

### Examples

```
# rdis() + rdis() # this would make check_matching_hash() report an error, if executed
```

---

disord

*Functionality for disord objects*


---

## Description

Allows arithmetic operators to be used for disord objects; the canonical application is coefficients of multivariate polynomials (as in the **mvp** package). The issue is that the storage order of disord objects is implementation-specific but the order (whatever it is) must be consistent between the list of keys and values in an associative array.

## Usage

```
is.disord(x)
hash(x)
hashcal(x)
disord(v, h, drop=TRUE)
elements(x)
```

## Arguments

x	Object of class disord
v	Vector of coefficients
h	Hash code
drop	Boolean, with default FALSE meaning to return a disord object and TRUE meaning to call drop() before returning

## Details

The package provides a single S4 class, disord. A detailed vignette is provided that motivates the package.

Function hash() is the extractor function:

```
`hash` <- function(x){x@hash}
```

Compare hashcal() which is used to actually calculate the hash code for an object. Currently

```
`hashcal` <- function(x){digest::sha1(x)}
```

Function disord() takes a vector and returns a disord object; function elements() takes a disord and returns a vector. These are the central function of the package.

Checking for matching hash codes is done by function consistent(). This checks that its arguments have the same hash code, and thus their elements can be paired up (e.g. added). Idiom a %~% b is equivalent to consistent(a, b).

## Value

Boolean, hash code, or object of class disord as appropriate.

**Author(s)**

Robin K. S. Hankin

**Examples**

```
(a <- rdis())
(b <- rdis())

a + 2*a + 2^a # fine
# a + b # this would give an error if executed

a[a<0.5] <- 0 # round down; replacement works as expected

elements(a)
```

---

disord-class	<i>Class "disord"</i>
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---

**Description**

The `disord` class provides basic arithmetic and extract/replace methods for `disord` objects.

**Objects from the Class**

Objects can be created by calls of the form `new("disord", ...)`, although functions `disord()` and (eventually) `as.disord()` are more user-friendly.

**Slots**

`.Data`: Object of class `vector` that specifies the elements  
`hash`: Object of class `character` that specifies the hash code

**Author(s)**

Robin K. S. Hankin

**Examples**

```
showClass("disord")
```

---

drop

*Drop redundant information*

---

## Description

Coerce `disord` objects to vector when this makes sense

## Usage

```
drop(x)
allsame(x)
```

## Arguments

`x`                    `disord` object

## Details

If one has a `disord` object all of whose elements are identical, one usually wants to drop the `disord` attribute and coerce to a vector. This can be done without breaking `disordR` discipline. Function `disord()` takes a `drop` argument, defaulting to `TRUE`, which drops the `disord` class from its return value if all the elements are the same.

Similarly, function `drop()` takes a `disord` object and if all elements are identical it returns the elements in the form of a vector. Some extraction methods take a `drop` argument, which does the same thing if `TRUE`. This is only useful for `disord` objects created with `disord(..., drop=FALSE)`

The `drop` functionality is conceptually similar to the `drop` argument of base R's array extraction, as in

```
a <- matrix(1:30, 5, 6)
a[1,,drop=TRUE]
a[1,,drop=FALSE]
```

Function `allsame()` takes a vector and returns `TRUE` if all elements are identical.

## Value

Function `drop()` returns either a vector or object of class `disord` as appropriate; `allsame()` returns a Boolean.

## Author(s)

Robin K. S. Hankin

## Examples

```

disord(c(3,3,3,3,3))          # default is drop=TRUE
disord(c(3,3,3,3,3),drop=FALSE) # retains disord class

drop(disord(c(3,3,3,3,3),drop=FALSE))

## In extraction, argument drop discards disorderliness when possible:
a <- rdis()
a
a[] <- 6 # a becomes a vector
a

```

---

extract

*Extraction and replacement methods for class "disord"*

---

## Description

The `disord` class provides basic arithmetic and `extract`/`replace` methods for `disord` objects.

Class `index` is taken from the excellent **Matrix** package and is a `setClassUnion()` of classes `numeric`, `logical`, and `character`.

## Methods

```

[ signature(x = "disord", i = "ANY", j = "ANY"): ...
[ signature(x = "disord", i = "index", j = "index"): ...
[ signature(x = "disord", i = "index", j = "missing"): ...
[ signature(x = "disord", i = "missing", j = "index"): ...
[ signature(x = "disord", i = "missing", j = "missing"): ...
[ signature(x = "disord", i = "matrix", j = "missing"): ...
[<- signature(x = "disord", i = "index", j = "index"): ...
[<- signature(x = "disord", i = "index", j = "missing"): ...
[<- signature(x = "disord", i = "missing", j = "index"): ...
[<- signature(x = "disord", i = "matrix", j = "missing"): ...
[<- signature(x = "disord", i = "missing", j = "missing"): ...
Arith signature(e1 = "ANY", e2 = "disord"): ...
Arith signature(e1 = "disord", e2 = "ANY"): ...
Arith signature(e1 = "disord", e2 = "disord"): ...
Arith signature(e1 = "disord", e2 = "missing"): ...

```

The extraction method takes a `drop` argument which if `TRUE`, returns the `drop()` of its value. Extraction, as in `x[i]`, is rarely useful. It is only defined if one extracts either all, or none, of the elements: anything else is undefined. Note that the hash code is unchanged if all elements are extracted (because the order might have changed) but unchanged if none are (because there is only one way to extract no elements).



**Author(s)**

Robin K. S. Hankin

**See Also**[drop](#)**Examples**

```
a <- disord(sample(9))
a
a[a>5] # "give me all elements of a that exceed 5"

a[a<5] <- a[a<5] + 100 # "replace all elements of a that exceed 5 with their value plus 100"
a

## Following expressions would return an error if executed:
if(FALSE){
  a[1]
  a[1] <- 44
  a[1:2] <- a[3:4]
}

b <- disord(sample(9))
## Following expressions would also return an error if executed:
if(FALSE){
  a+b # (not really an example of extraction)
  a[b>5]
  a[b>5] <- 100
  a[b>5] <- a[b>5] + 44
}
```

---

misc*Miscellaneous functions*

---

**Description**

This page documents various functions that work for disords, and I will add to these from time to time as I add new functions that make sense for disord objects. Functions like `sin()` and `abs()` work as expected: they take and return disord objects with the same hash as `x` (which means that idiom like `x + sin(x)` is accepted). However, there are a few functions that are a little more involved:

- `rev()` reverses its argument and returns a disord object with a reversed hash, which ensures that `rev(rev(x)) == x` (and the two are consistent).
- `sort()` returns a vector of sorted elements (not a disord)
- `length()` returns the length of the data component of the object.

- `sapply(X, f)` returns a `disord` object which is the result of applying `f()` to each element of `X`.
- `match(x, table)` should behave as expected but note that if `table` is a `disord`, the result is not defined (because it is not known where the elements of `x` occur in `table`). Nevertheless `x %in% table` is defined and returns a `disord` object.

Some functionality is not yet implemented. Factors, lists, and named vectors do not behave entirely consistently in the package, and `paste()` gives inconsistent results when called with `disords`.

### Arguments

`x`                      Object of class `disord`

### Value

Returns a `disord`

### Author(s)

Robin K. S. Hankin

### Examples

```
a <- disord(c(a=1,b=2,c=7))
a
names(a)
length(a)
sqrt(a)
```

```
# powers() and vars() in the mvp package return lists; see the vignette
# for more discussion.
```

```
l <- disord(list(3,6:9,1:10))
sapply(l,length)
```

---

rdis

*Random disord objects*

---

### Description

Returns a random `disord` object

### Usage

```
rdis(n=9)
```

### Arguments

`n`                      Number of elements

**Details**

A simple disord object, intended as a quick “get you going” example

**Value**

A disord object.

**Author(s)**

Robin K. S. Hankin

**Examples**

```
rdis()
```

---

summary.disordR	<i>Summaries of disord objects</i>
-----------------	------------------------------------

---

**Description**

A summary method for disord objects, and a print method for summaries.

**Usage**

```
## S3 method for class 'disord'
summary(object, ...)
## S3 method for class 'summary.disord'
print(x, ...)
```

**Arguments**

object, x	Object of class disord
...	Further arguments, currently ignored

**Details**

A summary.disord object is summary of a disord object x: a list with first element being the hash(x) and the second being summary(elements(x)). The print method is just a wrapper for this.

**Author(s)**

Robin K. S. Hankin

**Examples**

```
summary(rdis(1000))
```

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