# Package 'salty'

# September 17, 2018

Type Package

Title Turn Clean Data into Messy Data
Version 0.1.0
<b>Description</b> Take real or simulated data and salt it with errors commonly found in the wild, such as pseudo-OCR errors, Unicode problems, numeric fields with nonsensical punctuation, bad dates, etc.
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R topics documented:
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p\_indices

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inspect\_shaker

Access the original source vector for a given shaker function

### Description

Access the original source vector for a given shaker function

# Usage

```
inspect_shaker(f)
```

#### **Arguments**

f

A shaker function

#### Value

A character vector

# **Examples**

inspect\_shaker(shaker\$punctuation)

p\_indices

Sample a proportion of indices of a vector

### **Description**

Sample a proportion of indices of a vector

### Usage

```
p_indices(x, p)
```

#### **Arguments**

x A vector

p A numeric probability between 0 and 1

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#### Value

An integer vector of indices.

salt

Salt vectors with common data problems

# **Description**

These are easy-to-use wrapper functions that call either salt\_insert (for including new characters) or salt\_replace (for salting that requires replacement of specific characters) with sane defaults.

# Usage

```
salt_punctuation(x, p = 0.2, n = 1)
salt_letters(x, p = 0.2, n = 1)
salt_whitespace(x, p = 0.2, n = 1)
salt_digits(x, p = 0.2, n = 1)
salt_ocr(x, p = 0.2, rep_p = 0.1)
salt_capitalization(x, p = 0.1, rep_p = 0.1)
salt_decimal_commas(x, p = 0.1, rep_p = 0.1)
```

# **Arguments**

X	A vector. This will always be coerced to character during salting.
p	A number between 0 and 1. Percent of values in x that should be salted.
n	A positive integer. Number of times to add new values from insertions into selected values in x manually supply your own list of characters.
rep_p	A number between 0 and 1. Probability that a given match should be replaced in one of the selected values.

#### **Details**

For a more fine-grained control over how characters are added and whether , see the documentation for salt\_insert, salt\_substitute, salt\_replace, and salt\_delete.

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#### **Functions**

• salt\_punctuation: Punctuation characters

• salt\_letters: Upper- and lower-case letters

• salt\_whitespace: Spaces

• salt\_digits: 0-9

• salt\_ocr: Replace some substrings with common OCR problems

• salt\_capitalization: Flip capitalization of letters

• salt\_decimal\_commas: Flip decimals to commas and vice versa

salty

salty: Turn Clean Data Into Messy Data

### Description

Insert, delete, replace, and substitute bits of your data with messy values.

#### Details

Convenient wrappers such as salt\_punctuation are provided for quick access to this package's functionality with simple defaults. For more fine-grained control, use one of the underlying salt\_functions:

- salt\_insert will insert new characters into some of the values of x. All the original characters of the original values will be maintained.
- salt\_substitute will substitute some characters in some of the values of x in place of some of the original characters.
- salt\_replace will replace some characters in some of the values of x. Unlike salt\_substitute, salt\_replace does conditional replacement dependent on the original values of x, such as changing capitalization or simulating OCR errors based on certain character combinations.
- salt\_delete will remove some characters in the values of x
- salt\_na and salt\_empty will replace some values of x with NA or with empty strings.
- salt\_swap replaces entire values of x with new strings

salt\_delete 5

salt\_delete

Delete some characters from some values

# **Description**

Delete some characters from some values

# Usage

```
salt_delete(x, p = 0.2, n = 1)
```

### Arguments

x A vector. This will always be coerced to character during salting.

p A number between 0 and 1. Percent of values in x that should be salted.

n A positive integer. Number of times to add new values from insertions into

selected values in x manually supply your own list of characters.

#### Value

A character vector the same length as x

#### **Examples**

salt\_insert

Insert new characters into some values in a vector

### **Description**

Inserts a selection of characters into a percentage of values in the supplied vector.

### Usage

```
salt_insert(x, insertions, p = 0.2, n = 1)
```

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#### **Arguments**

x A vector. This will always be coerced to character during salting.

insertions A shaker function, or a character vector.

p A number between 0 and 1. Percent of values in x that should be salted.

n A positive integer. Number of times to add new values from insertions into

selected values in x manually supply your own list of characters.

#### Value

A character vector the same length as x

salt\_na

Remove entire values from a vector

### **Description**

Remove entire values from a vector

# Usage

```
salt_na(x, p = 0.2)

salt_empty(x, p = 0.2)
```

### **Arguments**

x A vector

p A number between 0 and 1. Proportion of values to edit.

### Value

A vector the same length as x

salt\_replace 7

salt_replace	Replace certain patterns into some values in a vector

# Description

Inserts a selection of characters into some values of x. Pair salt\_replace with the named vectors in replacement\_shaker, or supply your own named vector of replacements. The convenience functions salt\_ocr and salt\_capitalization are light wrappers around salt\_replace.

# Usage

```
salt_replace(x, replacements, p = 0.1, rep_p = 0.5)
```

# **Arguments**

Х	A vector. This will always be coerced to character during salting.
replacements	A replacement_shaker function, or a named character vector of patterns and replacements.
p	A number between 0 and 1. Percent of values in x that should be salted.
rep_p	A number between 0 and 1. Probability that a given match should be replaced in one of the selected values.

# Value

A character vector the same length as x

### **Examples**

8 salt\_swap

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salt	substitute	

Substitute certain characters in a vector

# Description

Substitute certain characters in a vector

# Usage

```
salt_substitute(x, substitutions, p = 0.2, n = 1)
```

#### **Arguments**

x A vector. This will always be coerced to character during salting.

substitutions Values to be substituted in

p A number between 0 and 1. Percent of values in x that should be salted.

n A positive integer. Number of times to add new values from insertions into

selected values in x manually supply your own list of characters.

#### Value

A character vector the same length as x

# **Examples**

salt\_swap

Randomly swap out entire values in a vector

#### **Description**

Because swaps can be provided by either a character vector or a function that returns a character vector, salt\_swap can be fruitfully used in conjunction with the charlatan::charlatan package to intersperse real data with simulated data.

#### Usage

```
salt_swap(x, swaps, p = 0.2)
```

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### **Arguments**

X	A vector.	This will always	be coerced to	character of	during salting.

swaps Values to be swapped out

p A number between 0 and 1. Percent of values in x that should be salted.

#### Value

A character vector the same length as x

### **Examples**

shaker

Get a set of values to use in salt\_functions

#### **Description**

shaker contains various character sets to be added to your data using salt\_insert and salt\_substitute. replacement\_shaker is for salt\_replace, and contains pairlists that replace matched patterns in your data.

# Usage

```
shaker
replacement_shaker
available_shakers()
```

#### **Format**

An object of class list of length 6.

#### Value

A sampling function that will be called by salt\_insert, salt\_substitute, or salt\_replace.

# **Examples**

```
salt_insert(letters, shaker$punctuation)
available_shakers()
```

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