

# gaggle

October 5, 2010

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broadcast                      *Broadcast Data to the Gaggle*

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## Description

Broadcast a list of names, a matrix, a network, an associative array (an R environment) or a cluster to the `currentTargetGoose`. A cluster is simply two lists of names, typically a list of matrix row names, and a list of column names, which together identify a cluster of genes which behave coherently in the specified conditions.

## Usage

```
broadcast (x, name='from R')
```

## Arguments

<code>x</code>	list of names, matrix, network, environment, cluster.
<code>name</code>	any string, especially useful for identifying matrices or environments broadcast to other geese.

## Value

Returns NULL.

## See Also

[geese.setTargetGoose](#). [geese.getTargetGoose](#).

connectToGaggle      *Connect to the Gaggle Boss*

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**Description**

Call this function to connect to a gaggle boss that has already been initialized (with `gaggleInit()`) and has subsequently been disconnected.

**Usage**

```
connectToGaggle ()
```

**Value**

Returns NULL.

**See Also**

[gaggleInit.disconnectFromGaggle.](#)

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disconnectFromGaggle  
*Disconnect from the Gaggle Boss*

---

**Description**

Call this function to disconnect from the Gaggle Boss.

**Usage**

```
disconnectFromGaggle ()
```

**Value**

Returns NULL.

**See Also**

[connectToGaggle.](#)

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gaggleInit	<i>Initialize the R Goose, registering with the Gaggle</i>
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**Description**

Call this function to register the R Goose with a Gaggle Boss. If you do not specify an argument, the function will automatically start the Gaggle Boss for you if it is not already running. If you do specify an argument (a remote machine on which a boss is running), the boss must be running on that machine or this function will fail. By default, this function looks for, and registers with, a boss on your current computer ('localhost'). Alternatively, you may supply the name of another computer where a boss is running. This is useful if you wish to run R on a remote compute server (perhaps with extra memory and speed), and connect it to a gaggle running on your desktop.

**Usage**

```
gaggleInit (bossHost = 'localhost')
```

**Arguments**

`bossHost` the computer ('host') on which your GaggleBoss is running. *The host machine must be accessible through any firewall (port 1099 must be open).*

**Value**

Returns NULL.

**See Also**

[broadcast](#). [getNameList](#). [getMatrix](#). [getNetwork](#). [getCluster](#). [getTuple](#).

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geese	<i>What Geese (Programs) are Currently Running in the Gaggle?</i>
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**Description**

Data can be broadcast to, or received from, any program currently running in the Gaggle. You can broadcast to `boss` or to `all`, and let the current Boss settings determine which geese get the data. Or you can use `setTargetGoose` to specify one particular goose – this is the most common approach. The current function supports that approach: it returns the names of all currently running geese.

**Usage**

```
nm <- geese ()
```

**Value**

Returns the names of all currently running geese as a list of character strings.

**See Also**

[setTargetGoose](#). [getTargetGoose](#). [broadcast](#).

---

`getCluster`*Create an R variable from Most Recently Broadcast Cluster*

---

**Description**

After a cluster is broadcast to the R goose, one additional step is required of the R user before it is available as a character list variable in R. (This step may be eliminated in the future.)

**Usage**

```
cluster <- getCluster ()
```

**Value**

Returns a list with three fields: name, rowNames, columnNames.

**See Also**

[getNameList](#). [getMatrix](#). [getNetwork](#).

---

`getMatrix`*Create an R matrix variable from Most Recently Broadcast Matrix*

---

**Description**

After a matrix is broadcast to the R goose, one additional step is required of the R user before it is available as a matrix variable. (This step may be eliminated in the future.)

**Usage**

```
m <- getMatrix ()
```

**Value**

Returns a matrix with double precision elements, row names, and column names.

**See Also**

[getNameList](#). [getNetwork](#).

---

`getNameList`*Create an R variable from Most Recently Broadcast NameList*

---

**Description**

After a nameList is broadcast to the R goose, one additional step is required of the R user before it is available as a character list variable in R. (This step may be eliminated in the future.)

**Usage**

```
names <- getNameList ()
```

**Value**

Returns a list of names.

**See Also**

[getMatrix.getNetwork.](#)

---

`getNetwork`*Create an R network variable from a Broadcast Network*

---

**Description**

After a network is broadcast to the R goose, one additional step is required of the R user before it is available as a network variable. (This step may be eliminated in the future.)

**Usage**

```
n <- getNetwork ()
```

**Value**

Returns a GraphNEL object.

**See Also**

[getNameList.getMatrix.](#)

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`getSpecies`*Specify the Species To Which Subsequent Data Belongs*

---

**Description**

A gaggle broadcast always includes the species (the organism) the data is associated with. For example, the KEGG goose must tell the KEGG web server what organism the accompanying gene names are from. The R Goose has a notion of *default species*; this command is a convenient way to learn the current value of that default.

**Usage**

```
species = getSpecies ()
```

**Value**

Returns the name of the current species.

**See Also**

[setSpecies.broadcast.](#)

---

`getTargetGoose`*Which Goose will Receive Broadcasts?*

---

**Description**

A gaggle broadcast usually (though not necessarily) goes to a specific goose; this function will tell you which one. Note that if the current target goose is *'all'* or *'boss'* then the actual distribution of your broadcast will be controlled by setting you have made in the graphical user interface to the Gaggle Boss.

**Usage**

```
nm <- getTargetGoose ()
```

**Value**

Returns a goose name, or *'all'* or *'boss'*

**See Also**

[setTargetGoose.broadcast.](#)

---

`getTuple`*Create an R variable from Most Recently Broadcast Tuple*

---

**Description**

After a tuple is broadcast to the R goose, this method makes it available as an R environment object.

**Usage**

```
env <- getTuple ()
```

**Value**

Returns an environment with a title, and then the usual keys and values.

**See Also**

[getNameList](#). [getCluster](#). [getMatrix](#). [getNetwork](#).

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`hideGoose`*Hide a Goose from View*

---

**Description**

If a goose has a graphical user interface, then it can usually be hidden from view, that is, iconified. This command accomplishes that.

**Usage**

```
nm <- hideGoose (target=NULL)
```

**Arguments**

`target` If missing, or NULL, then the `currentTargetGoose` is hidden. If called with the name of one of the current geese, that goose will be hidden.

**Value**

Returns NULL.

**See Also**

[geese](#). [getTargetGoose](#). [setTargetGoose](#). [showGoose](#).

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`setSpecies`*Specify the Species To Which Subsequent Data Belongs*

---

**Description**

A gaggle broadcast always includes the species (the organism) the data is associated with. For example, the KEGG goose must tell the KEGG web server what organism the accompanying gene names are from. The R Goose has a notion of *default species*; this command is a convenient way to set that default.

**Usage**

```
setSpecies (newValue)
```

**Arguments**

`newValue` typically the Linnean name, e.g., 'Homo sapiens'

**See Also**

[getSpecies.broadcast.](#)

---

`setTargetGoose`*Specify Which Goose will Receive Broadcasts*

---

**Description**

A gaggle broadcast usually (though not necessarily) goes to a specific goose; this function allows you to specify which one. Note that if the current target goose is 'all' or 'boss' then the actual distribution of your broadcast will be controlled by settings you have made in the graphical user interface to the Gaggle Boss.

**Usage**

```
setTargetGoose (gooseName)
```

**Arguments**

`gooseName` any current goose name, or 'all' or 'boss'

**Value**

Returns NULL

**See Also**

[geese.getTargetGoose.broadcast.](#)



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showGoose	<i>Show a Goose On the Screen</i>
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### Description

If a goose has a graphical user interface, then it can usually be hidden from view, that is, iconified. This command *reverses* that action, making sure that is visible..

### Usage

```
nm <- showGoose (target=NULL)
```

### Arguments

`target` If missing, or NULL, then the `currentTargetGoose` is displayed. If called with the name of one of the current geese, that goose will be displayed.

### Value

Returns NULL.

### See Also

[geese](#). [getTargetGoose](#). [setTargetGoose](#). [hideGoose](#).

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testGagglePackage	<i>Run unit tests for the Gaggle Package</i>
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### Description

There are five data types supported in the Gaggle:

1. nameLists
2. matrices
3. networks
4. hashmaps (environments in R)
5. clusters (typically, row names and associated column names, selecting a submatrix)

A good test of an installation, therefore, is to send each of these data types from R to an 'echo goose', and to make sure that the returned data is identical to that which was sent out. This function loads the `RUnit` package, assumes that a boss and echo goose are running and properly configured, then calls one function for each data type.

Procedure:

1. Browse to <http://gaggle.systemsbiology.net/projects/rValidation>
2. start the Gaggle Boss
3. start the echo goose
4. (back in R): `testGagglePackage ()`

For more details, please examine the source: `unitTests/gaggleTest.R`.

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*testGagglePackage*

**Usage**

testGagglePackage ()

**Value**

the status of the last test

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