

# Package ‘vecsets’

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**Type** Package  
**Title** Like base::sets Tools But Keeps Duplicate Elements  
**Version** 1.2.1  
**Date** 2017-12-29  
**Author** Carl Witthoft  
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**Description** The base 'sets' tools follow the algebraic definition that each element of a set must be unique. Since it's often helpful to compare all elements of two vectors, this toolset treats every element as unique for counting purposes. For ease of use, all functions in vecsets have an argument 'multiple' which, when set to FALSE, reverts them to the base::set tools functionality.  
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## R topics documented:

vecsets-package . . . . .	2
vintersect . . . . .	2
vsetdiff . . . . .	3
vsetequal . . . . .	4
vunion . . . . .	5
<b>Index</b>	<b>6</b>

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vecsets-package	<i>An extension of the base "sets" tools which does not reduce to unique elements</i>
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### Description

The base "sets" tools follow the algebraic definition that each element of a set must be unique. Since it's often helpful to compare all elements of two vectors, this toolset treats every element as unique for counting purposes. For ease of use, all functions in vecsets have an argument `multiple` which, when set to `FALSE`, reverts them to the base set tools functionality.

### Details

Package: vecsets  
 Type: Package  
 Version: 1.0  
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 License: GPL-3

### Author(s)

Carl Witthoft, with some code taken from Sven Hohenstein via Stack Overflow  
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vintersect	<i>Perform intersection of two vectors, including counting repeated elements.</i>
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### Description

Unlike the `base::intersect` function, if the vectors have repeated elements in common, the intersection returns as many of these elements as are in whichever vector has fewer of them.

### Usage

```
vintersect(x, y, multiple = TRUE)
```

### Arguments

<code>x</code>	A vector or an object which can be coerced to a vector
<code>y</code>	A vector or an object which can be coerced to a vector
<code>multiple</code>	Should repeated "multiple" items be returned? Default is <code>TRUE</code> ; if set to <code>FALSE</code> , <code>vintersect</code> acts like the <code>base::intersect</code> function.

**Value**

A vector of the elements in the intersection of the two vectors. If `multiple=FALSE` is set, only unique values are returned.

**Author(s)**

Carl Witthoft, with some code taken from Sven Hohenstein via Stack Overflow

**See Also**

[intersect](#), the CRAN package sets

**Examples**

```
x <- c(1:5,3,3,3,2,NA,NA)
y<- c(2:5,4,3,NA)
vintersect(x,y)
vintersect(x,y,multiple=FALSE)
intersect(x,y) #same as previous line
```

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vsetdiff

*Find all elements in first argument which are not in second argument.*

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**Description**

Finds all elements in first argument which are not in the second argument. Unlike the base `::setdiff` function, if the vectors have repeated elements in common, only the "excess" number of a given element are returned.

**Usage**

```
vsetdiff(x, y, multiple = TRUE)
```

**Arguments**

<code>x</code>	A vector or an object which can be coerced to a vector
<code>y</code>	A vector or an object which can be coerced to a vector
<code>multiple</code>	Should repeated "multiple" items be returned? Default is TRUE; if set to FALSE, <code>vintersect</code> acts like the base <code>::intersect</code> function.

**Value**

A vector of all elements in `x` which are not in `y`. If `multiple=FALSE` is set, only unique values are returned.

**Author(s)**

Carl Witthoft

See Also

[setdiff](#), the CRAN package sets

Examples

```
x <- c(1:5,3,3,3,2,NA,NA)
y<- c(2:5,4,3,NA)
vsetdiff(x,y)
vsetdiff(x,y,multiple=FALSE)
setdiff(x,y) # same as previous line
vsetdiff(y,x) #note the asymmetry
```

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vsetequal	<i>Check whether two vectors contain exactly the same collection of elements.</i>
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Description

Unlike the `base::setequal` function, if the vectors have repeated elements in common, the count of these elements is checked. As a result, vectors of different lengths will never be "equal."

Usage

```
vsetequal(x, y, multiple = TRUE)
```

Arguments

	<code>k</code>
	A vector or an object which can be coerced to a vector
<code>y</code>	A vector or an object which can be coerced to a vector
<code>multiple</code>	Should repeated "multiple" items be returned? Default is TRUE; if set to FALSE, <code>vsetequal</code> acts like the <code>base::intersect</code> function.

Value

A logical value indicating equality or inequality. If `multiple=FALSE` is set, both input vectors are reduced to unique values before checking for equality.

Author(s)

Carl Witthoft

See Also

[setequal](#), the CRAN package sets

**Examples**

```
x <- c(1:5,3,3,3,2,NA,NA)
y<- c(1:5,4,3,NA)
vsetequal(x,y)
vsetequal(x,y,multiple=FALSE)
setequal(x,y) #same as previous line
```

vunion

*Returns the union of its inputs including repeated elements.***Description**

The `base::union` function removes duplicates per algebraic set theory. `vunion` does not, and so returns as many duplicate elements as are in either input vector (not the sum of their inputs.) In short, `vunion` is the same as `vintersect(x,y) + vsetdiff(x,y) + vsetdiff(y,x)`.

**Usage**

```
vunion(x, y, multiple = TRUE)
```

**Arguments**

<code>x</code>	A vector or an object which can be coerced to a vector
<code>y</code>	A vector or an object which can be coerced to a vector
<code>multiple</code>	Should repeated "multiple" items be returned? Default is TRUE; if set to FALSE, <code>vunion</code> acts like the <code>base::union</code> function.

**Value**

A vector of the union of the two input vectors. If `multiple` is set to FALSE then the value returned is the same as `base::union`.

**Author(s)**

Carl Witthoft

**See Also**

[union](#), the CRAN package sets

**Examples**

```
x <- c(1:5,3,3,3,2,NA,NA)
y<- c(2:5,4,3,NA)
vunion(x,y)
vunion(x,y,multiple=FALSE)
union(x,y) #same as previous line
```

# Index

`intersect`, [3](#)

`setdiff`, [4](#)

`setequal`, [4](#)

`union`, [5](#)

`vecsets` (`vecsets-package`), [2](#)

`vecsets-package`, [2](#)

`vintersect`, [2](#)

`vsetdiff`, [3](#)

`vsetequal`, [4](#)

`vunion`, [5](#)