

Introduction to R

Session 01: Introduction to R

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Getting started with R



Installation

▶ R works on pretty much every platform available, including the widely available Windows, Mac OS X, and Linux systems. You can download R from the CRAN website

► There is also an integrated development environment available for R that is built by RStudio.



- ► R is a language for working with data
- ▶ RStudio is an environment for working with that language
- Excel/Sheets is a great tool for accountants, not for working with data
- Learning to program is a highly valuable skill (regardless of what you want to do)
- Programming: a language to communicate with the computer
- Programming requires you to be very precise: Computer will do exactly as told



RStudio Panes



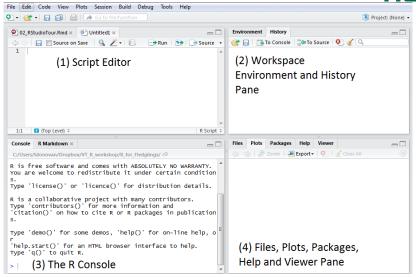
Console

► Environment Pane

▶ Browser Pane

► Source Editor







```
#Generate 500 heads and tails
1
   data <- sample(c("Heads", "Tails"),500, replace=TRUE)</pre>
   #Calculate the proportion of heads
   mean(data=="Heads")
   #This line should give an error - it didn't work!
   data <- sample(c("Heads", "Tails"),500, replace=BLUE)</pre>
   #This line should give a warning
   #It did SOMETHING but maybe not what you want
   mean (data)
   #This line won't give an error or a warning
10
   #But it's not what we want!
11
   mean(data=="heads")
12
```

Console



- See the code that we've run
- See the output of that code, if any
- ► See any errors or warnings (in red)
- Errors mean it didn't work
- ► Warnings mean it **maybe** didn't work.
- Just because there is no error or warning does not mean it did work! Always check

Environment



- Two important tabs: Environment and History
- ► History: Log of what we have done
 - ► Can re-run commands by double-clicking them or hitting Enter
 - Send to console with double-click/enter
 - Send to source pane with Shift+double-click/Enter
 - Or use "To Console.or" To Source buttons
- Environment: Objects we have created
 - All the objects we have in memory
 - For example, we created the "data" object, so we can see that in Environment
 - It shows us lots of useful information about that object too (e.g., size)
 - You can erase everything with the little broom (equivalent to "rm(list=ls())")



Browser Pane: Plots and Viewer tabs



- ► When you create something that must be viewed, like a plot, it will show up here
- ► For example:

```
data(LifeCycleSavings)
plot(density(LifeCycleSavings$pop75),
main='Percent_of_Population_over_75')
```

► For example (using ggplot):

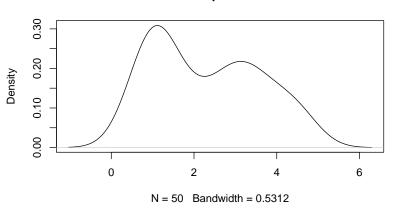
```
data(LifeCycleSavings)
library(ggplot2)
ggplot(LifeCycleSavings, aes(x=pop75))+
stat_density(geom='line')+
ggtitle('Percent_of_Population_over_75')
```

"Export" button here - save plots you've created (better to do this via code)





Percent of Population over 75





Source Pane



- You should be working with code from this pane, not the console
- Also, comments "#" lets you write a comment
- Switch between tabs like a internet browser
- ► Select a chunk of code and hit the "Run" button (ctrl+enter)
- ▶ Going one line at a time lets you check for errors more easily

Running Code from the Source Panel



```
1  data(mtcars)
2  mean(mtcars$mpg)
3  mean(mtcars$wt)
4  372+565
5  log(exp(1))
6  2^9
7  (1+1)^9
```

Objects



► Let's create an object. Do this with the assignment operator "<-" (a.k.a., "gets")

```
1 a <- 4
```

- ▶ Why store it as an object? To look at it and manipulate it
- We can do more complex calculations before storing it, too.

Types of Objects



- We already determined that 'a' was a number
- ► What else could it be? What other kinds of variables are there?
- Some basic object types:
 - Numeric: A single number
 - Character: A string of letters, like "hello"
 - Logical: 'TRUE' or 'FALSE' (or 'T' or 'F')
 - Factor: A category, like "left handed, right handed, or 'ambidextrous"
 - Vector: A collection of objects of the same type



Vectors



- Data is basically a bunch of variables all put together
- ▶ A lot of R works with vectors, which are a bunch of objects all put together!
- ▶ Use 'c()' (concatenate) to put objects of the same type together in a vector
- Use square brackets to pick out parts of the vector

```
1  d <- c(5,6,7,8)
2  c(is.numeric(d),is.vector(d))
3  d[2]</pre>
```



- ► Statistics helps us make sense of lots of different measurements of the same thing
- ► Thus, lots of statistical functions look at multiple objects

```
mean(d)
c(sum(d),sd(d),prod(d))
```

We can perform the same operation on all parts of the vector at once

```
1 d + 1
2 d + d
3 d > 6
```



► Factors make a lot more sense as a vector