

Vectors

- ▶ *R* operates on named data structures. The simplest such structure is the vector, which is a single entity consisting of an ordered collection of numbers or characters.
- ▶ The most common types of vectors are:
 - ▶ Numeric vectors
 - ▶ Character vectors
 - ▶ Logical vectors
- ▶ There are, of course, other types of vectors.
 - ▶ Colour vectors - potentially useful later on.
 - ▶ Order vectors - The rankings of items in a vector.
 - ▶ Complex number vectors - not part of this course.

Vectors: Creating and editing a vector

- ▶ From last class.
- ▶ To create a vector, use the assignment operator “=” or (< –) and the concatenate function “c()”.
- ▶ For numeric vectors, the values entered are simply numbers.

```
>x =c(10.4,5.6,3.1,6.4,8.9)  
>
```

Vectors: Character & logical vector

- ▶ For character vectors, the values are simply characters, specified with quotation marks.
- ▶ Single quotation marks

```
Charvec <- c('Dog', 'Cat', 'Shed', 'Spoon')
```

- ▶ A logical vectors is a vector whose elements are TRUE, FALSE or NA (i.e. null)

```
Logvec <- c(TRUE, FALSE, TRUE, TRUE )
```

Graphical Data Entry Interface

- ▶ The `data.entry()` command calls a spreadsheet graphical user interface, which can be used to edit data. All changes are saved automatically.
- ▶ Alternatively, the `edit()` command calls the 'R editor', which can be used to edit specified data or the code used to define that data.

```
x<-edit(x)
```

Vectors: Empty vectors

- ▶ Another method of creating vectors is to use the follow
 - ▶ `numeric(length = n)`
 - ▶ `character (length = n)`
 - ▶ `logical (length = n)`
- ▶ These commands create empty vectors, of the appropriate kind, of length n.

```
> x<-numeric(4)
> x
[1] 0 0 0 0
```

Vectors: Characteristics

- ▶ We can use several *R* commands to gather information about a vector.
 - ▶ `length(x)` - how many elements in a vector.
 - ▶ `unique(x)` - display each unique item in a vector.
 - ▶ `sum(x)` - the sum of the elements in a vector.
 - ▶ `prod(x)` - the product of the elements in a vector.
- ▶ We can also find statistical information about a vector
 - ▶ `summary(x)` - summary statistics of a vector.
 - ▶ `mean(x)` - the mean value of a vector.
 - ▶ `sd(x)` - the standard deviation of a vector.

Vectors: Characteristics (contd)

```
> mean(x)
[1] 6.375
> sd(y)
[1] 2.858846
>
> median(z)
[1] 16
>
> summary(x)
```

| Min. | 1st Qu. | Median | Mean | 3rd Qu. | Max. |
|-------|---------|--------|-------|---------|--------|
| 3.100 | 4.975 | 6.000 | 6.375 | 7.400 | 10.400 |

Calculations using vectors

- ▶ Calculations are performed on a vector on a case-wise basis. That is to say, the calculations are carried out on each element individually.

```
> y^2
```

```
[1] 2.56 12.25 60.84 44.89 65.61
```

```
x <- c(11.1, 11.54, 15.6, 17.8, 16.9, 14.6, 12.7)
y <- c(0.2, 0.6, 0.7, 0.3, 0.3, 0.5, 0.6)
z <- 1:3
```

- ▶ Try the following calculations.

```
> y*z
```

```
>
```

```
> sum(z)
```

```
>
```

```
> sum(y^2)
```

```
>
```

```
> sum(y*z)
```


Accessing vector's elements

- ▶ The n th element of vector 'x' can be accessed by specifying its index when calling 'x'.

```
>x[3]  
[1] 15.6
```

- ▶ A sequence of elements of vector 'x' can be accessed by specifying the lower and upper bound of the the range, in form `x[l:u]`.

```
> x[2:4]
```

Modifying a vector

- ▶ A vector can be updated by assigning an extra value to it.

```
> logvec<-c(logvec,TRUE)
> logvec
[1] TRUE FALSE TRUE TRUE TRUE
```

- ▶ A vector can be repeated n times using the `rep()` command.

```
> rep(charvec,2)
[1] "blue" "pink" "red" "blue" "pink" "red"
```

- ▶ Omitting and deleting the n th element of vector 'x'.

```
>charvec[-5]
>charvec <- charvec[-5]
```

Relational operators

A relational operator tests some kind of relation between two entities. For R the relational operators are as follows:

| | | | |
|-----------|--------|------------------|--------|
| Equals | $==$ | Less or equal to | \leq |
| Not Equal | \neq | Greater than | $>$ |
| Less than | $<$ | Greater than | $>=$ |

Logical operators

- ▶ The logical operators are AND, OR and NOT
- ▶ if $c1$ and $c2$ are logical expressions, then $c1 \& c2$ is their intersection ('AND'), $c1 | c2$ is their union ('OR'), and $!c1$ is the negation of $c1$.

| | | | |
|-----|---|------|----|
| AND | & | also | && |
| OR | | also | |
| NOT | ! | | |

Useful Commands For Vectors

```
x = c(13,16,36,55,23,11)
```

```
sort(x )
```

```
rev(x)
```

```
rep(x ,2)
```

```
rep(x ,3)
```

```
rep(x ,each=3)
```

```
diff(x )
```

```
order(x )
```

```
rank(x )
```

```
> x = c(13,16,36,55,23,11)
>
> sort(x )
[1] 11 13 16 23 36 55
>
> rev(x )
[1] 11 23 55 36 16 13
```

```
> rep(x ,2)
```

```
[1] 13 16 36 55 23 11 13 16 36 55 23 11
```

```
> rep(x ,3)
```

```
[1] 13 16 36 55 23 11 13 16 36 55 23 11 13 16 36 55 23 11
```

```
>
```

```
> rep(x ,each=3)
```

```
[1] 13 13 13 16 16 16 36 36 36 55 55 55 23 23 23 11 11 11
```



```
> diff(x )  
[1] 3 20 19 -32 -12  
>  
> order(x )  
[1] 6 1 2 5 3 4  
>  
> rank(x )  
[1] 2 3 5 6 4 1
```

Using the colon operator

A 'count-up' or a 'count-down' will be determined automatically.

```
1:20  
20:1  
10:20
```

Using the seq() operator

Firstly we will mimic the sequences that we have created using the colon operator.

```
seq(1,20)  
seq(20,1)
```

Examples using operators

We can use relational and logical operators to selecting elements of a vector with specified criteria.

```
x <- 1:12
```

```
#selecting all elements of x greater than 5
```

```
x[x>5]
```

```
#selecting all elements of x greater or equal to than 5
```

```
x[x>=5]
```

```
#selecting all elements of x greater than 5 #or less than
```

```
x[(x>5)|(x<3)]
```

```
#selecting all elements of x between 3 and 5
```

```
x[(x>3)&(x<5)]
```

Data Selection and manipulation

- ▶ `sort(x)` : sorts the object x in ascending order.
- ▶ `rev(x)` : reverses the order of x without sorting it