Today

- R & RStudio
- Productive workspaces
- Base R basics
- Algorithms
- Structured programming

R

- A computing environment for modeling, especially with data
- An implementation of the language "S" (a stat. programming language, Bell Labs)
- Ihaka and Gentleman (U Auckland, New Zealand 1995), now many core developers
- Open source, free software

R

- Vehicle of choice for statistical research
- Most popular in ecology
- Important in biology
- Related and competing tools
 - Python (dominant in some areas)
 - Matlab (increasingly less relevant)
 - Julia (perhaps superior, but not widely used yet)

R components

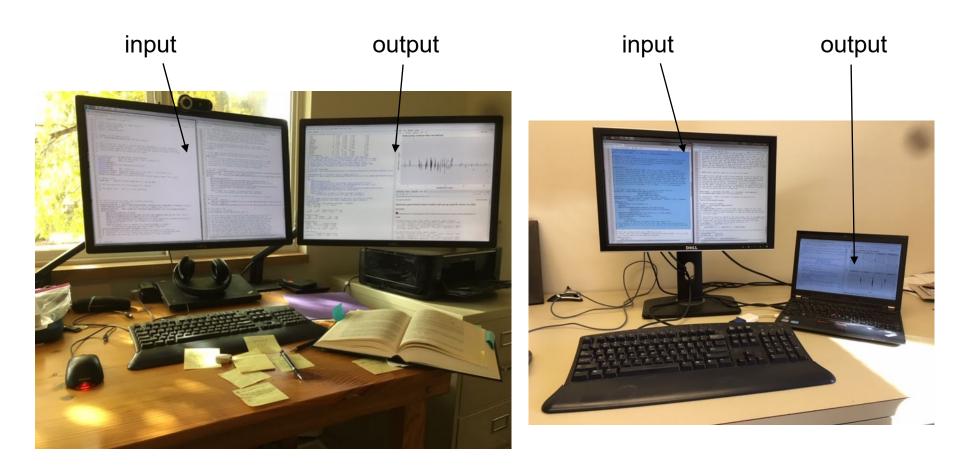
- 1) Base: programming language, data handling, calculations, data analysis, graphics.
- 2) Contributed packages: 18533 CRAN + many others (e.g. on Github).
- 3) Tidyverse: set of R packages that implement a dialect (domain specific language) of R.

Posit (a company)

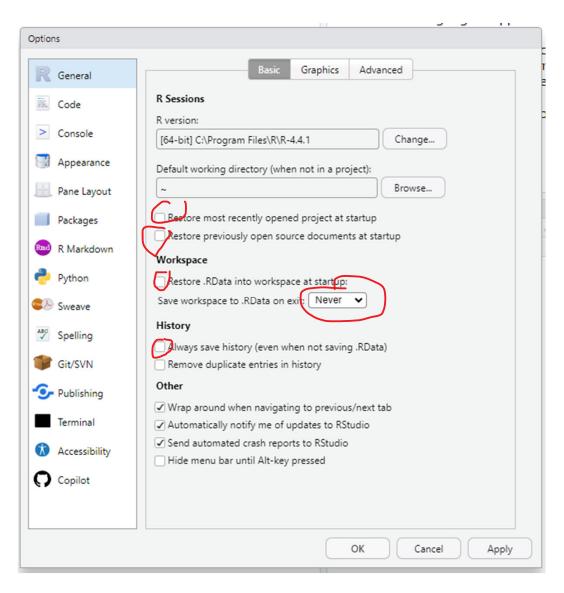
- Formerly RStudio (the company)
- RStudio IDE
- Tidyverse packages
- RMarkdown (and the new Quarto)

RStudio IDE

- IDE: integrated development environment
- Has become quite complex
- Now much more than R
- Quick orientation
- Projects (.proj)
- Global and project settings

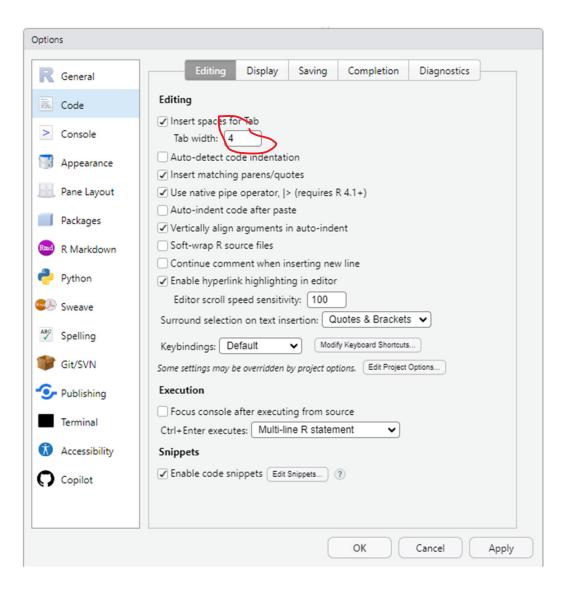


Multiple monitors are essential!



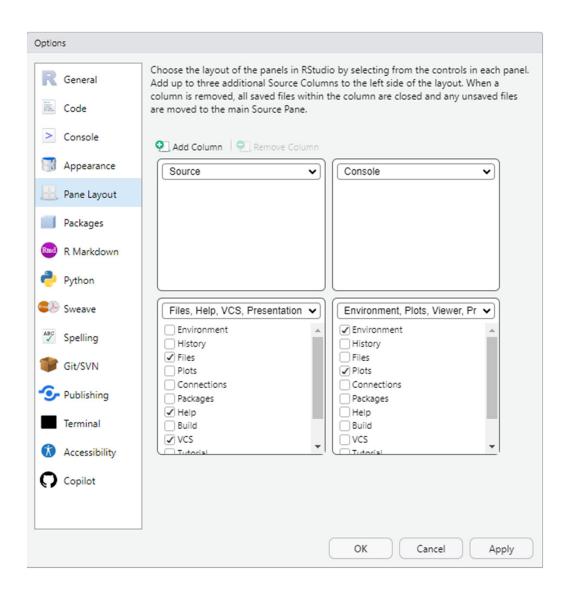
RStudio settings

Tools > Global options



RStudio settings

Tools > Global options



RStudio settings

Tools > Global options

R basics: important concept list

- Operator precedence
- Assignment
- Objects

Assignment; updating an object

- > a <- 1
- > a + 1
- > a

What is the value of "a" now?

- > a <- 1
- > a <- a + 1
- > a

R basics: important concept list

- Operator precedence
- Assignment
- Objects
- Functions (and their arguments)
- Data structures
 - e.g. scalars, vectors, matrices, data frames

Vectors (1D array)

MyVec

Element 1 Element 2 Element 3 etc

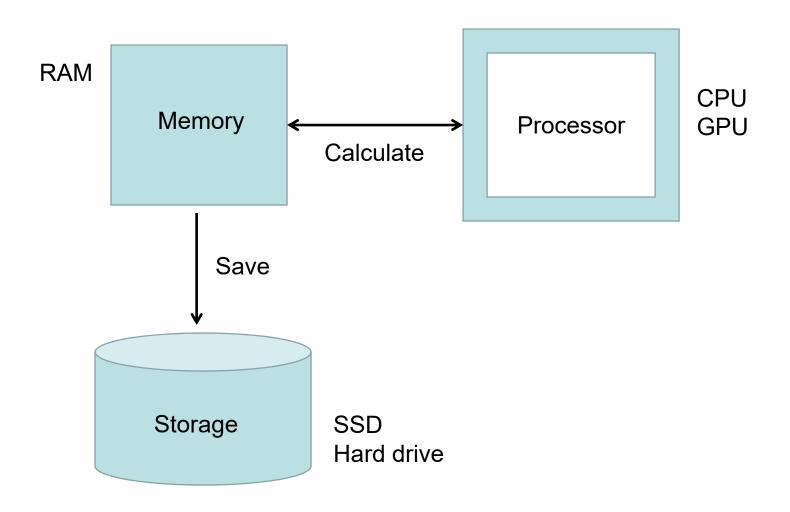
6.	115
7.	726
8.	352
6.	289
1.	087
7.	344
2.	911
3.	209
5.	290
4.	445
2.	505
4.	541
5.	568
6.	873
5.	208
3.	631

Each element is a slot in the computer's memory (RAM).

A vector is stored in contiguous memory slots.

Assigning an object allocates the memory space and records the address of the first slot.

How does my computer work?



R basics: important concept list

- Operator precedence
- Assignment
- Objects
- Functions (and their arguments)
- Data structures
 - e.g. scalars, vectors, matrices, data frames
- Relational and logical operators
- Element-by-element operations

R basics: important concept list Part 2

Use of [] to extract using object's indices

Vectors

MyVec

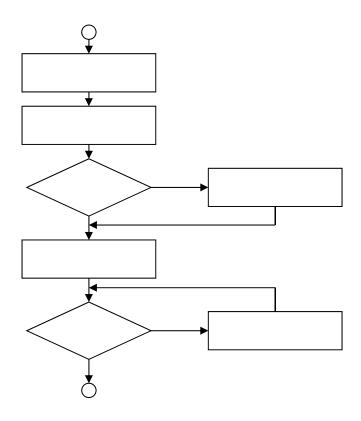
6.115 Element 1 7.726 Element 2 MyVec[3] 8.352 Element 3 6.289 etc 1.087 7.344 2.911 3.209 5.290 4.445 2.505 4.541 5.568 6.873 5.208 3.631

R basics: important concept list Part 2

- Use of [] to extract using object's indices
- Numeric vs character vectors
- Getting data into R using .csv files
- Base graphics
- Packages

What is an algorithm?

Sequence of actions

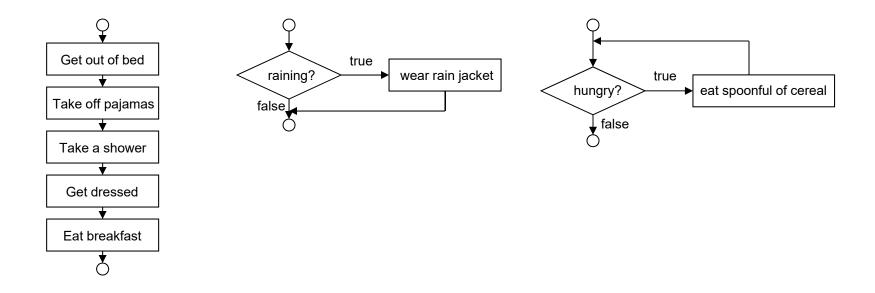


Algorithm structures

Sequence

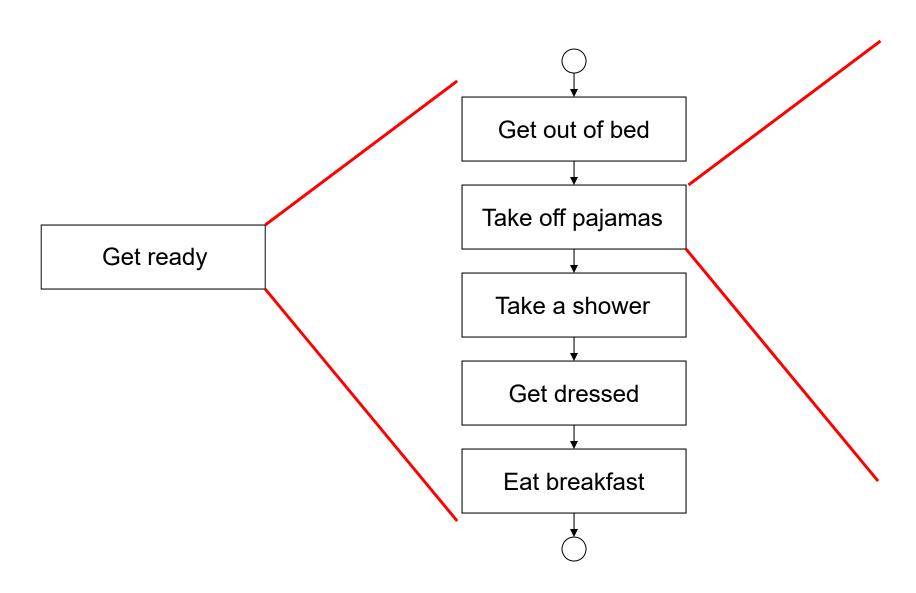
Selection

Repetition



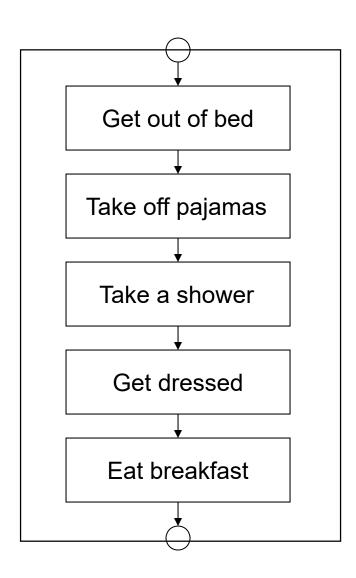
All problems can be solved!

Top down refinement



Functions

get_ready()



Scientific programming

- Programming: code to implement an algorithm
- Scientific programming
 - Custom algorithms for specific problems, often "one off" (but often incorporate well-known algorithms for part of the problem)
 - Aim: Get the job done, be correct, be clear

Languages

- Lower-level* programming languages
 - Interact directly with the computer's memory space
 - Compiled into an executable program: *.exe
 - C, C++, Fortran
 - Fast to run, slower to write the code

^{*} Technically "low-level" = machine code & assembly language, whereas C etc are "static high-level" languages. We are making a relative comparison.

Languages

- Higher-level programming languages
 - aka "dynamic" or "scripting" languages
 - Run within a parent program that interprets the code
 - Parent program manages the computer's memory space
 - Programs are "scripts"
 - R, Matlab, Python, Mathematica, Julia
 - Run slower (sometimes only slightly); faster to write the code

Recommendations

- Learn a higher-level language first
 - R, Python, Julia
 - Perhaps learn a lower-level language too
 - most scientific algorithms are available in C or Fortran, with a slight edge to C
 - I recommend C because it is most like other programming languages that are widely used in software development (many are C-like, e.g. Objective C, Rust)

R

- R is written in C, C++ and Fortran (this is called the source code)
- The R source code is compiled into an executable program: R.exe
- Many packages have underlying C/C++ code

Programming paradigms

- Structured programming
 - avoids jumping to arbitrary lines ("goto-less")
 - fundamental to all other styles
- Object-oriented programming (OOP)
 - modularized design, objects "know" what they are supposed to do
 - useful for some specialized problems in science (e.g. individual based simulation models)
- Vectorized programming
 - a form of OOP, where vectors are the objects
- R combines these

Programming paradigms

- Imperative programming
 - tell the computer what to do
 - objects can change state
- Declarative programming
 - tell the computer what you want
- Functional programming
 - declarative via functions
 - tell the computer what the relationship is
 - functions transform objects to other objects
 - input x -> f(x) -> output y
- R combines these too

Structured programming

- Best for most problems in science
- Most algorithms are expressed in this form
- Control structures determine the order
- Functions encapsulate tasks
- You can solve any problem with a few general tools (structures)

Control structures

- Sequence structure
 - order to perform actions
- Selection structure (conditional, branches)
 - what to do depending on a decision
- Repetition structure (iteration, loops)
 - do something many times
- Any problem can be solved! All languages have these

```
?Control #for help in R
```

Sequence structure

 Duh: one action after another in the order written in the program

Algorithm 1

Get out of bed
Take off pajamas
Take a shower
Get dressed
Eat breakfast
Cycle to work

Algorithm 2

Get out of bed
Take off pajamas
Get dressed
Take a shower
Eat breakfast
Cycle to work

Sequence structure

"Too easy"?

It is still the most common source of programming errors

Programming tools

- Flowcharts (see above)
- Pseudocode

Pseudocode

- A tool to help you write a program
- Plain English "code"
- Formatted the same as code
- Pseudocode is "program like"
- Write pseudocode first, then translate to R code

Pseudocode & flowchart

If student's grade is greater than or equal to 60 Print "Passed"



true grade >= 60 print "Passed" Flowchart: false