2. Programming for data analysis

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Languages one may encounter

A silly example

We have a list of numbers stored on file:

101

22

23

1001

• • •

We want the sum.

R

```
numbers <- read.table("numbers.txt")
sum(numbers)</pre>
```

Python

```
import numpy as np
numbers = np.loadtxt("numbers.txt")
print(np.sum(numbers))
```

Perl

```
use strict;
use warnings;
open (my $file, "numbers.txt");
my \$sum = 0;
while (my $number = <$file>) {
 sum = sum + snumber;
print($sum, "\n");
```

Running scripts from command line

```
python sum.py
perl sum.pl
R CMD BATCH sum.R
```

C++

```
#include <iostream>
#include <fstream>
using namespace std;
int main (int argc, char *argv[]) {
  double sum = 0;
  double number = 0;
  ifstream numbers file (argv[1]);
  while (numbers file >> number) {
    sum += number;
  cout << sum << endl;</pre>
```

C++

Compiling – translating from human to machine:

g++ -o sum sum.cpp

Running (on unix-like operating systems):

./sum numbers.txt

Important concepts

Input/output

Data structures

Functions

Control flow

R: Input

- read.table family of functions (read.table, read.delim, read.csv, read.csv2)
- readr package (read_csv etc) used by Import dataset button in later RStudio versions

R: output

write.table, write.csv – text files

save & load – binary R data files

R: Data structures

vectors

data frames / tibbles

matrices

lists

R: Vectors

- numeric
- character
- logical
- Often columns of a data frame.

```
some_numbers <- numeric(10)
specific_numbers <- c(1, 2, 4)
mode(specific_numbers)
length(specific_numbers)</pre>
```

R: Data frames

The most important tabular data structure. What you get from read.table & co

R: tibbles

"tibble: Simple Data Frames

Provides a 'tbl_df' class that offers better checking and printing capabilities than traditional data frames."

"Tibbles are data.frames with nicer behavior around printing, subsetting, and factor handling."

Default in later RStudio versions.

R: Matrices

- Contain only one kind of thing, typically numbers.
- Matrix algebra.
- A mathy data structure.

```
some_matrix <- matrix(1:20, ncol = 5, nrow = 4)
t(some_matrix)

identity_matrix <- diag(4)
identity matrix %*% some matrix</pre>
```

R: Functions

- A mathematical function: $f(x) = x^2 + 1$
- Expressed in R:

```
f <- function(x) {
  x^2 + 1
}</pre>
```

R: Lists

- A vector that can store anything, even another list.
- Useful for making your own complex objects.
- Get elements out with double brackets [[]]

```
my_list <- list(1, "ponies", lm(y ~ x, my_data))
my_list[[3]]
list(some_number = 1,
    important_message = "ponies",
    model = lm(y ~ x, my_data))</pre>
```

R: Functions

```
my_function <- function (argument) {
    ## do something with argument
    ## return results
}</pre>
```

- Encapsulates a part of the code
- Makes it general and repeatable
- Last expression will be returned
- Custom functions are just like built-in ones

Control flow

- Functions repeated application
- Repetition loops
- Conditions if, else, and ifelse

```
## for a single number
if (a > 10) {
   a_capped <- 10
} else {
   a_capped <- a
}

## for a whole vector at a time
a_capped <- ifelse(a > 10, 10, a)
```

Three useful tricks

Long form vs wide form

```
library(reshape2)
melted <- melt(unicorns, id.vars = c("id", "colour"))</pre>
```

Three useful tricks

Applying a function to a subset of a data frame

Three useful tricks

Finding and replacing text with stringr

Exercise 2

Homework 2: The unicorn expression dataset