

# R Tutorial

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# Outline

## 1 What is R

- R introduction
- Getting Help

## 2 Data Types

- Vectors
- Matrices
- Lists
- Factors
- Missing Values
- Data Frames

## 3 Subsetting

## 4 Control Structures and Functions

## 5 Other Topics

# Overview

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# What is R

R is a free software environment for statistical computing and graphics.

<https://www.r-project.org/>

# Features of R

- 1 Quite lean
- 2 Powerful Graphics capabilities
- 3 Useful for interactive work
- 4 With powerful programming tools (from user to programmer)
- 5 Very active and vibrant user community; R-help and R-devel mailing lists and Stack Overflow
- 6 It's free!

# Design of the R System

The R system is divided into 2 conceptual parts:

- 1 The "base" R system that you download from CRAN
- 2 Everything else.

# Some R Resources

- 1 Available from CRAN (<http://cran.r-project.org>)
- 2 Code School: [Try R](#)
- 3 R Core Team, [An Introduction to R](#)
- 4 Michonneau, F., [The R Class](#)
- 5 Burns, P., [The R Inferno](#)
- 6 [R Programming](#): a course offered by Johns Hopkins University on Coursera
- 7 [A list of some useful book](#)

# package: **swirl**

**swirl** help you learn R in R.

```
1  install.packages("swirl")
2  library(swirl)
3  ?swirl
4  swirl
```



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# Before you ask

- 1 Try to find an answer by searching the archives of the forum or mailing list you plan to post to.
- 2 Try to find an answer by searching the Web.
- 3 Try to find an answer by reading the manual.
- 4 Try to find an answer by reading a FAQ.
- 5 Try to find an answer by inspection or experimentation.
- 6 Try to find an answer by asking a skilled friend.
- 7 If you're a programmer, try to find an answer by reading the source code.

# Asking Questions

- what steps will reproduce the problem?
- What is the expected output?
- What do you see instead?
- What version of product (e.g. R, packages, etc.) are you using?
- What operating system?
- Additional information

# Getting Help in R

Knowing how to get help in R is the most important part in your coding study.

There are several ways to get help in R.

<https://www.r-project.org/help.html>

- Helping Yourself
- R Help on the Internet
- Asking for Help

# R Help: `help()`, and `?`

## R Help: `help()`, and `?`

```
1 help(lm)
2 ?lm
3 ?"lm" # The quotes are optional
4 ?help
5 help(rlm, package="MASS")
6 help(package="MASS")
7 example(lm) # execute examples in the current R session
```

## Others

# R Help on the Internet

[RSiteSearch](#), [Rseek.org](#), [Baidu.com](#)

- CRAN Task Views

<https://cran.r-project.org/web/views/>

- R FAQs (Frequently Asked Questions)

<https://cran.r-project.org/doc/FAQ/R-FAQ.html>

# Asking for Help

RSiteSearch, Rseek.org, Baidu.com

- Stack Overflow

<http://stackoverflow.com/>

- R Email Lists

<https://www.r-project.org/mail.html>

# Objects

R has five basic or "atomic" classes of objects:

- character
- numeric (real numbers)
- integer
- complex
- logical (True/False)



# Attributes

R objects can have attributes

- names, dimnames
- dimensions (e.g. matrices, arrays)
- class
- length
- others

Attributes of an object can be accessed using the **attributes()** function.

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# Creating Vectors

The `<-` symbol is the assignment operator.

The `c()` function can be used to create vectors of objects.

The `:` operator is used to create integer sequences.

The `#` is for comment, the code behind `#` would be ignored.

The `class()` function can be used to check the class of an object.

The `print()` function can be used to print the value of an object.

```
1  x <- c(0.5, 0.6)    ## numeric
2  x <- c(TRUE, FALSE) ## logical
3  x <- c(T, F)        ## logical
4  A <- c("a", "b", "c") ## character
5  class(A) ## print the class of A
6  print(A) ## print the value of A
7  B <- 9:29 ## integer
8  class(B)
9  C <- c(A, B) # Mixing Object
10 C
11 class(C)
12 ## When different objects are mixed in a vector,
13 ## coercion occurs so that every element
14 ## in the vector is of the same class
15 x <- c(1+0i, 2+4i) ## complex
```

# Explicit Coercion

Objects can be explicitly coerced from one to another using `as.*` functions, if available.

Nonsensical coercion results in `NA`s.

```
1 x <- 0:6
2 class(x)
3 as.numeric(x)
4 as.logical(x)
5 as.character(x)
6
7 # Nonsensical coercion
8 x <- c("a", "b", "c")
9 as.numeric(x)
10 as.logical(x)
```

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# Matrices

Matrices are vectors with a dimension attribute. The dimension attribute is itself an integer vector of length 2 (nrow, ncol)

```
1 m <- matrix(nrow = 2, ncol = 3)
2 m
3 dim(m)
4 attributes(m)
```

Matrices are constructed *column-wise*.

```
1 m <- matrix(1:6, nrow = 2, ncol = 3)
2 m
```

Matrices can also be created directly from vectors by adding a dimension attribute.

```
1 m <- 1:10
2 m
3 dim(m) <- c(2,5)
4 m
```

# cbind-ing and rbind-ing

Matrices can be created by *column-binding* or *row-binding* with `rbind()` and `cbind()`.

```
1 x <- 1:3
2 y <- 10:12
3 cbind(x, y)
4 rbind(x, y)
```

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# Lists

Lists are a special type of vector that can contain elements of different classes.

```
1 x <- list(1, "a", TRUE, 1 + 4i)
2 x
3 y <- list(x, list("c", 32, FALSE))
4 y
```

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# Factors (Optional)

Factors are used for represent categorical data. One can think of a factor as an integer vector where each integer has a *label*.

```
1 x <- factor(c("yes", "yes", "no", "yes", "no"))
2 x
3 table(x)
4 unclass(x)
```

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# Missing Values

Missing values are denoted by **NA** or **NaN** for undefined mathematical operations.

- **is.na()** is used to test objects if they are **NA**
- **is.nan()** is used to test objects if they are **NaN**
- **NA** have a class also, such as integer or character
- A **NaN** is also **NA** but the converse is not true

```
1 x <- c(1, 2, NA, 10, NaN)
2 is.na(x)
3 is.nan(x)
```

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# Data Frames

Data frames actually are matrices which can store different classes of objects in each column. But elements within each column would be with the same class. One can think of a data frame as a matrix consist of vectors of different classes.

- Data frames have a special attribute called `row.names`
- Data frames are usually created by calling `read.table()` or `read.csv()`
- Can be converted to a matrix by calling `data.matrix()`

```
1 x <- data.frame(foo = 1:4, bar = c(T, T, F, F))
2 x
3 nrow(x)
4 ncol(x)
5 colnames(x)
6 names(x) # names() can be applied to any R basic objects.
```

# Subsetting

There are a number of operators can be used to extract subsets of R objects.

- `[]` always returns an object of the same class as the original; can be used to select more than one element.
- `[[` is used to extract elements of a list or data frame;
- `$` is used to extract elements of a list or data frame by name; semantic are similar to hat of `[[`

```
1 x <- c("a", "b", "c" "d")
2 x[1]
3 x[1:4]
4 x[x > "a"]
5 u <- x > "a"
6 u
7 x[u]
```



# Subsetting a Matrix

Matrices can be subsetting in the usual way with  $(i,j)$  type indices.

```
1 x <- matrix(1:6, 2, 3)
2 x[1,2]
3 x[1:2, 2:3]
4 x[2, 1:2]
```

Indices can also be missing.

```
1 x <- matrix(1:6, 2, 3)
2 x[1,]
3 x[,2]
```

# Subsetting Lists

The `[[` can be used with *computed* indices; `$` can be used with literal names

```
1 x <- list(foo = 1:4, bar = 0.6)
2 x[1]
3 x[[1]]
4 x$bar
5 x[["bar"]]
6 x["bar"]
7 x <- list(foo = 1:4, bar = 0.6, baz="hello")
8 x[c(1,3)]
```

```
1 x <- list(foo = 1:4, bar = 0.6, baz="hello")
2 name <- "foo"
3 x[[name]] ## computed index for 'foo'
4 x$name ## element 'name' doesn't exist!
5 x$foo
```

# Subsetting Nested Elements of a List

The `[[` can take an integer sequence.

```
1 x <- list(a = list(10, 12, 14), b = c(3.14, 2.81))  
2 x[[c(1,3)]]  
3 x[[1]][[3]]  
4 x[[c(2,1)]]
```

# Removing NA Values

A common task is to remove missing values (NAs).

```
1 x <- c(1, 2, NA, 4, NA, 5)
2 bad <- is.na(x)
3 x[!bad]
```

Other useful functions: `complete.cases()`, `na.omit()` ...

# Control Structures

- **if, else**: testing a condition
- **for**: execute a loop a fixed number of times
- **while**: execute a loop while a condition is true
- **repeat**: execute a infinite loop
- **break**: break the execution of a loop
- **next**: skip an iteration of a loop
- **return**: exit a function

# Functions

Functions are processes.

```
1 f <- function(<arguments>){  
2     ## Do something interesting  
3 }
```

# install and library packages

- `install.packages()` for install packages
- `library()`

# Reading Data

- `read.table`, `read.csv`
- `readLines`
- `source`
- `load`
- others: you can always get help by R resources



# Thanks!