# Introduction to R

Marine Ecosystem Dynamics

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# Plan for today's lecture

- The R syntax
- The R studio software
- Variables, functions and vectors
- Importing data



# Why using R?

#### Pro







Reproducible science

```
1 # You can keep track of all the data analy
 2 + 2 + 3
                   # step 1
3 #> [1] 7
4 \log(2 + 2 + 3) \# \text{step } 2
5 #> [1] 1.94591
```



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Reproducible science

```
1 # You can keep track of all the data analy
2 2 + 2 + 3  # step 1
3 #> [1] 7
4 log(2 + 2 + 3) # step 2
5 #> [1] 1.94591
```

#### Cons

```
Scary
```



```
1 x = 1:100 ; y = log(x)
 2 library(ggplot2)
 3 ggplot() +
     geom line(mapping = aes(x = x))
 5
                              y = y)
               col = "firebrick",
 6
               linewidth = 2) +
     theme classic()+
     theme(axis.ticks = element blank(),
           axis.text = element blank(),
10
           axis.title = element text(size =
11
12
     labs(x = "Time",
          y = "Skills")
13
```



# Why using R?

#### Pro





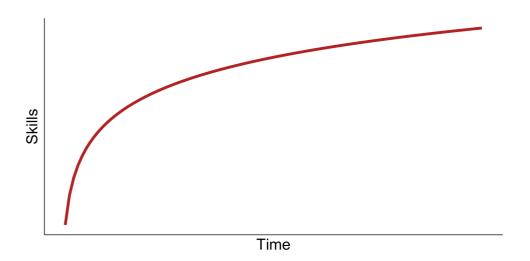


Reproducible science

#### Cons









## R studio is a great tool to use R

On one window it combines:

- Environment
- Console
- Script
- Plot, help, ...



## R is open and free

- People have worked on it and created tools and function that anyone case use!
- R base functions are already accessible when we open R
- More function from other packages can be loaded



## How to install and load packages

- A package need to be installed only once
- To use functions within a package call it using library()

```
1 install.packages("PackageName")
2 library(PackageName)
```

 Once the package is installed we can look at the version of the package and how to cite it.

```
1 packageVersion("PackageName")
2 citation("PackageName")
```



• Like Excel, or a calculator **R** can help us resolve "basic" operations

```
1 2 + 2
2 #> [1] 4
```



• Like Excel, or a calculator **R** can help us resolve "basic" operations

```
1 2 + 2
2 #> [1] 4
3 4 * 4
4 #> [1] 16
```



• Like Excel, or a calculator **R** can help us resolve "basic" operations

```
1 2 + 2

2 #> [1] 4

3 4 * 4

4 #> [1] 16

5 (5 + 4) / (1 - 4 ^ 2)

6 #> [1] -0.6
```



• Like Excel, or a calculator **R** can help us resolve "basic" operations

```
1 2 + 2

2 #> [1] 4

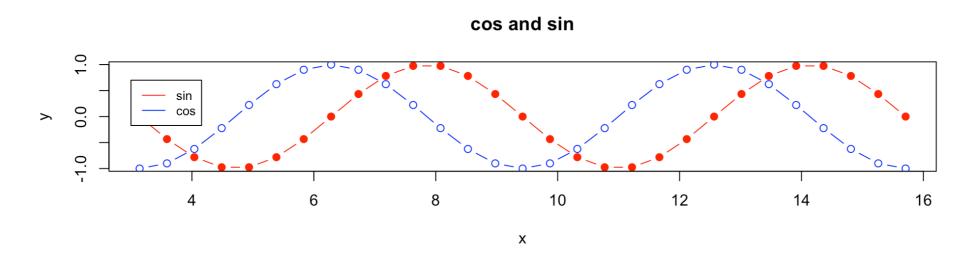
3 4 * 4

4 #> [1] 16

5 (5 + 4) / (1 - 4 ^ 2)

6 #> [1] -0.6
```

• But also more complex operations





In **R** values can be of several categories:

- Logical: TRUE or FALSE
- Numeric: 3 or 3.2
- Character: "t", "blue" or "this is a character"

```
1 class(TRUE)
2 #> [1] "logical"
```



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- Logical: TRUE or FALSE
- Numeric: 3 or 3.2
- Character: "t", "blue" or "this is a character"

```
1 class(TRUE)
2 #> [1] "logical"
3 class(3)
4 #> [1] "numeric"
```



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- Logical: TRUE or FALSE
- Numeric: 3 or 3.2
- Character: "t", "blue" or "this is a character"

```
1 class(TRUE)
2 #> [1] "logical"
3 class(3)
4 #> [1] "numeric"
5 class("t")
6 #> [1] "character"
```



In **R** values can be of several categories:

- Logical: TRUE or FALSE
- Numeric: 3 or 3.2
- Character: "t", "blue" or "this is a character"

```
1 class(TRUE)
2 #> [1] "logical"
3 class(3)
4 #> [1] "numeric"
5 class("t")
6 #> [1] "character"
7 class(pi)
8 #> [1] "numeric"
```



## Assigning variables

We can create variables that contain our values.

To do so, use <- or =

```
1 variable <- value
```

If we want to create a variable x that is equal to the value 3 and y that is equal to the value "blue"

```
1 x <- 3
2 y <- "blue"
```

#### Warning

Do not mix with == that test if the values are equals.

#### Tip

The opposite of == is !=

The variables are then stored in our "environment" and we can reuse them

```
1 x * 2 + x^x
2 #> [1] 33
```



### **Functions**

**R** uses functions that all have the same structure:

```
function_name(argument, ...)
```

```
1 log(argument1)
2 plot(argument1, argument2, ...)
```

It is **impossible** to know everything by heart and what arguments are needed.

Fortunately, manuals for each function exists using? before the function name.

```
1 ?log()
```



```
1 vector1 <- c(1, 2, 3); print(vector1)
2 #> [1] 1 2 3
```



```
1 vector1 <- c(1, 2, 3); print(vector1)
2 #> [1] 1 2 3
3 vector2 <- seq(from = 3, to = 4, by = 0.34); print(vector2)
4 #> [1] 3.00 3.34 3.68
```



```
1 vector1 <- c(1, 2, 3); print(vector1)
2 #> [1] 1 2 3
3 vector2 <- seq(from = 3, to = 4, by = 0.34); print(vector2)
4 #> [1] 3.00 3.34 3.68
5 vector3 <- rep("blue", 2); print(vector3)
6 #> [1] "blue" "blue"
```



```
1 vector1 <- c(1, 2, 3); print(vector1)
2 #> [1] 1 2 3
3 vector2 <- seq(from = 3, to = 4, by = 0.34); print(vector2)
4 #> [1] 3.00 3.34 3.68
5 vector3 <- rep("blue", 2); print(vector3)
6 #> [1] "blue" "blue"
7 vector4 <- c(vector1, vector2); print(vector4)
8 #> [1] 1.00 2.00 3.00 3.00 3.34 3.68
```



**R** stores values in vectors or arrays that can be created in different ways:

```
1 vector1 <- c(1, 2, 3); print(vector1)
2 #> [1] 1 2 3
3 vector2 <- seq(from = 3, to = 4, by = 0.34); print(vector2)
4 #> [1] 3.00 3.34 3.68
5 vector3 <- rep("blue", 2); print(vector3)
6 #> [1] "blue" "blue"
7 vector4 <- c(vector1, vector2); print(vector4)
8 #> [1] 1.00 2.00 3.00 3.00 3.34 3.68
```

We use these vectors to do our calculations:

```
1 vector1 * vector2
2 #> [1] 3.00 6.68 11.04
3 mean(vector2)
4 #> [1] 3.34
5 sd(vector4)
6 #> [1] 0.9924314
7 max(vector1)
8 #> [1] 3
```



## Importing data

The best way to do so is to use:

```
read.*(file = "/your/file.*", sep = "/t", dec = ",")
```

- Where \* is:
  - CSV comma-separated values
  - CSV2 semicolon-separated values, with comma as the decimal mark
  - delim any delimited files
- file corresponds to the path of the file
- sep specifies the separator mark
- dec specifies the decimal mark



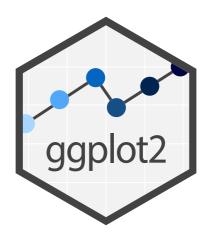
### Plan for the next session











- Introduction to tidyverse
- Pipe the data using magrittr
- Clean the data using tidyr
- Arrange the data using dplyr
- Plot using ggplot2



# Do not hesitate to use google to get help!

If you have an issue with something, you are probably not the first and someone asked a solution on a forum!







