

# Modelling in Physical Geography

## Excercise 3

*Konsta Happonen*

### Preparations

Make a new directory for this excercise and set it as your working directory. Download the directory called **sentence** from the course moodle page to that directory.

### Reading data to R

R can read in text-based tables, its own binary file formats, and with the right packages, almost any kind of data (including spreadsheets). For this excercise we will focus on reading data from a text-based format called **CSV** (comma-separated values). The benefit of storing data in plain text is transferability: all software can read plain text. Below is an example table in CSV format; values on the first line are the column names, and the observations are on subsequent lines.

```
X,Y,Z
1,2,3
2,2,1
3,1,3
```

The command `read.csv()` transforms CSV files into data frames. The argument `sep` specifies, what the separator between values is. The default value is a comma: `,`. A common problem with people who work on computers set to a Finnish locale is that since the Finnish decimal separator is also a comma, the default behaviour of spreadsheet software when saving data as CSV is to use a semicolon `;` instead. Check your separators if you ever encounter this error! The same caution applies to decimal separators as well, which are specified with the argument `dec`.

You should have downloaded from the course page a directory with several CSV files. Let us read one of them. The file contains one observation of the variables `wordno` and `word`.

```
options(stringsAsFactors = FALSE)
read.csv("sentence/word1.csv")
```

```
##   wordno word
## 1      1 This
```

Next, we want to know how many files are in the directory `sentence`. We do this with the command `list.files()`

```
list.files("sentence")
```

```
## [1] "word10.csv" "word11.csv" "word12.csv" "word13.csv" "word14.csv"
## [6] "word15.csv" "word16.csv" "word17.csv" "word18.csv" "word19.csv"
## [11] "word1.csv"  "word20.csv" "word21.csv" "word22.csv" "word23.csv"
```

```
## [16] "word24.csv" "word25.csv" "word26.csv" "word27.csv" "word28.csv"
## [21] "word29.csv" "word2.csv"  "word30.csv" "word31.csv" "word32.csv"
## [26] "word33.csv" "word34.csv" "word35.csv" "word3.csv"  "word4.csv"
## [31] "word5.csv"  "word6.csv"  "word7.csv"  "word8.csv"  "word9.csv"
```

The directory contains 35 CSV files, each of which contains one word of a sentence. Our task today is to read them all to R, combine them in one data frame, sort the words in correct order and paste them into one character string.

First, we need to convert the 35 files into data frames. You *could* read each file separately into its own object, but that would take forever. Luckily, there is an easier option.

## Apply-family of functions

The **\*apply**-family of functions is large and diverse. The common denominator is that they all take a vector of arguments, and then apply a command to each of those arguments. In this exercise we will use the command **lapply**, whose return value is a list (hence the **l** in the name).

We first read the file paths into an object. We use the argument to make **list.files()** return the location instead of the name of each file.

```
paths <- list.files("sentence", full.names = TRUE)
str(paths)
```

```
## chr [1:35] "sentence/word10.csv" "sentence/word11.csv" ...
```

We then give these file paths to **lapply()** and **read.csv()**. The **FUN** argument to **lapply** is a function name, so no brackets required. If you needed to specify further arguments to **read.csv()**, you could do after **FUN**. The ellipsis argument lets you pass named arguments on.

```
## Apply read.csv() to all objects of paths
words <- lapply(paths, FUN = read.csv)
head(words,3) # print first three objects
```

```
## [[1]]
##   wordno word
## 1     10 hidden
##
## [[2]]
##   wordno word
## 1     11 in
##
## [[3]]
##   wordno word
## 1     12 their
```

```
## the ellipsis is for passing arguments
## lapply(paths, FUN = read.csv, sep = ",")
```

We now have a list 35 data frames, and we want to combine them. Recall the command **rbind()** that is used to bind together data frames. We can use it to bind the elements of the list together...

```
rbind(words[[1]], words[[2]], words[[3]])
```

```
##   wordno   word
## 1     10 hidden
## 2     11    in
## 3     12  their
```

...but this is again slow and cumbersome. The command `do.call()` comes to our rescue. `do.call()` takes as its first argument `what` a function, and passes to it the elements of argument `args`, which should be a list.

```
words <- do.call(what = rbind, args = words) # combine data frames to one.
str(words)
```

```
## 'data.frame':   35 obs. of  2 variables:
## $ wordno: int  10 11 12 13 14 15 16 17 18 19 ...
## $ word  : chr  "hidden" "in" "their" "own" ...
```

The words in the data frame are still scrambled. We can use the command `order` to arrange the data frame according to the variable `wordno`.

```
## Think about what the order command does.
## data.frame(order(words$wordno), words$wordno)
words <- words[order(words$wordno),] # sort data frame according to wordno
```

Data frames are not the best for reading long sentences. Print the text to your console with `cat()`

```
## cat(words$word)
```

## Writing/saving data

## Logical tests

Logical tests or comparisons are expressions that return either `TRUE` or `FALSE`. The table below lists some logical operators.

Expression	Meaning
<code>x == y</code>	x is equal to y
<code>x != y</code>	x is not equal to y
<code>x &gt; y</code>	x is greater than y
<code>x &gt;= y</code>	x is greater than or equal to y
<code>x &lt; y</code>	x is smaller than y
<code>x &lt;= y</code>	x is smaller than or equal to y
<code>x %in% y</code>	x is a member of the set y

Try them now.

```
1 == 2
```

```
## [1] FALSE
```

```
1 != 2
```

```
## [1] TRUE
```

```
1 > 1
```

```
## [1] FALSE
```

```
1 >= 1
```

```
## [1] TRUE
```

```
1 <= 1
```

```
## [1] TRUE
```

```
1 <= 1
```

```
## [1] TRUE
```

```
1 %in% 1:5
```

```
## [1] TRUE
```

```
1 %in% 2:5
```

```
## [1] FALSE
```

## Logical expressions and subsetting

Logical expressions can be used to separate data of interest from a larger data frame. To demonstrate this, we again use the `brambles` dataset. Giving a logical vector as a subsetting argument returns those rows which get the value `TRUE`.

```
brambles <- boot::brambles  
brambles[FALSE,] # the FALSE value is rotated, returns nothing.
```

```
## [1] x    y    age  
## <0 rows> (or 0-length row.names)
```

```
head(brambles[,c(TRUE,FALSE,TRUE)]) # select the first and third column.
```

```
##           x age  
## 1 0.677    0  
## 2 0.676    0  
## 3 0.681    0  
## 4 0.683    0  
## 5 0.776    0  
## 6 0.794    0
```

Now, this is not as easy as using integers to directly identify the rows we want. However, we can use logical tests to create logical vectors, so that we can pick certain kinds of observations from our data.

```
logi <- brambles$x > 0.5 # Which observations have an x-coordinate greater than 0.9?
str(brambles[logi,]) # return only those observations
```

```
## 'data.frame': 461 obs. of 3 variables:
## $ x : num 0.677 0.676 0.681 0.683 0.776 0.794 0.944 0.948 0.983 0.986 ...
## $ y : num 0.001 0.022 0.031 0.038 0.028 0.033 0.011 0.01 0.077 0.084 ...
## $ age: num 0 0 0 0 0 0 0 0 0 0 ...
```

```
str(brambles[brambles$age %in% c(0,2),]) # Only ages 0 and 2
```

```
## 'data.frame': 438 obs. of 3 variables:
## $ x : num 0.677 0.676 0.681 0.683 0.776 0.794 0.944 0.948 0.983 0.986 ...
## $ y : num 0.001 0.022 0.031 0.038 0.028 0.033 0.011 0.01 0.077 0.084 ...
## $ age: num 0 0 0 0 0 0 0 0 0 0 ...
```

Logical values can be reversed with the operator `!`.

```
str(brambles[!brambles$age %in% c(0,2),]) # Only ages that are not 0 or 2
```

```
## 'data.frame': 385 obs. of 3 variables:
## $ x : num 0.27 0.306 0.787 0.81 0.81 0.817 0.97 0.937 0.804 0.934 ...
## $ y : num 0.423 0.368 0.11 0.112 0.082 0.108 0.047 0.066 0.1 0.074 ...
## $ age: num 1 1 1 1 1 1 1 1 1 1 ...
```

## For-loops

Some times you need to do some operation multiple times, for example to many objects. Sometimes the operation is so complex that simple `*apply` commands do not suffice. An easy-to-understand alternative is the `for`-loop. A demonstration follows:

```
for (i in 1:6) {
  cat(" Round", i)
}
```

```
## Round 1 Round 2 Round 3 Round 4 Round 5 Round 6
```

## if-else -structures