

# An R Programming Quick Reference

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## Basic Data Representation

TRUE, FALSE	logical true and false
1, 2.5, 117.333	simple numbers
1.23e20	scientific notation, $1.23 \times 10^{20}$ .
3+4i	complex numbers
"hello, world"	a character string
NA	missing value (in any type of vector)
NULL	missing value indicator in lists
NaN	not a number
Inf	positive infinity
-Inf	negative infinity
'var'	quotation for special variable name (e.g. +, %*%, etc.)

## Creating Vectors

<code>c(a<sub>1</sub>, ..., a<sub>n</sub>)</code>	combine into a vector
<code>logical(n)</code>	logical vector of length <code>n</code> (containing falses)
<code>numeric(n)</code>	numeric vector of length <code>n</code> (containing zeros)
<code>complex(n)</code>	complex vector of length <code>n</code> (containing zeros)
<code>character(n)</code>	character vector of length <code>n</code> (containing empty strings)

## Creating Lists

<code>list(e<sub>1</sub>, ..., e<sub>k</sub>)</code>	combine as a list
<code>vector(k, "list")</code>	create a list of length <code>k</code> (the elements are all NULL)

## Basic Vector and List Properties

<code>length(x)</code>	the number of elements in <code>x</code>
<code>mode(x)</code>	the mode or type of <code>x</code>

## Tests for Types

<code>is.logical(x)</code>	true for logical vectors
<code>is.numeric(x)</code>	true for numeric vectors
<code>is.complex(x)</code>	true for complex vectors
<code>is.character(x)</code>	true for character vectors
<code>is.list(x)</code>	true for lists
<code>is.vector(x)</code>	true for both lists and vectors

## Tests for Special Values

<code>is.na(x)</code>	true for elements which are NA or NaN
<code>is.nan(x)</code>	true for elements which are NaN
<code>is.null(x)</code>	tests whether <code>x</code> is NULL
<code>is.finite(x)</code>	true for finite elements (i.e. not NA, NaN, Inf or -Inf)
<code>is.infinite(x)</code>	true for elements equal to Inf or -Inf

## Explicit Type Coercion

<code>as.logical(x)</code>	coerces to a logical vector
<code>as.numeric(x)</code>	coerces to a numeric vector
<code>as.complex(x)</code>	coerces to a complex vector
<code>as.character(x)</code>	coerces to a character vector
<code>as.list(x)</code>	coerces to a list
<code>as.vector(x)</code>	coerces to a vector (lists remain lists)
<code>unlist(x)</code>	converts a list to a vector

## Vector and List Names

<code>c(n<sub>1</sub>=e<sub>1</sub>, ..., n<sub>k</sub>=e<sub>k</sub>)</code>	combine as a named vector
<code>list(n<sub>1</sub>=e<sub>1</sub>, ..., n<sub>k</sub>=e<sub>k</sub>)</code>	combine as a named list
<code>names(x)</code>	extract the names of <code>x</code>
<code>names(x) = v</code>	(re)set the names of <code>x</code> to <code>v</code>
<code>names(x) = NULL</code>	remove the names from <code>x</code>

## Vector Subsetting

<code>x[1:5]</code>	select elements by index
<code>x[-(1:5)]</code>	exclude elements by index
<code>x[c(TRUE, FALSE)]</code>	select elements corresponding to TRUE
<code>x[c("a", "b")]</code>	select elements by name

## List Subsetting

<code>x[1:5]</code>	extract a <i>sublist</i> of the list <code>x</code>
<code>x[-(1:5)]</code>	extract a <i>sublist</i> by excluding elements
<code>x[c(TRUE, FALSE)]</code>	extract a <i>sublist</i> with logical subscripts
<code>x[c("a", "b")]</code>	extract a <i>sublist</i> by name

## Extracting Elements from Lists

<code>x[[2]]</code>	extract an <i>element</i> of the list <code>x</code>
<code>x[["a"]]</code>	extract the <i>element</i> with name "a" from <code>x</code>
<code>x\$a</code>	extract the <i>element</i> with name name "a" from <code>x</code>

## Logical Selection

<code>ifelse(cond, yes, no)</code>	conditionally select elements from <code>yes</code> and <code>no</code>
<code>which(v)</code>	returns the indices of TRUE values in <code>v</code>

## Sequences and Repetition

<code>a:b</code>	sequence from <code>a</code> to <code>b</code> in steps of size 1
<code>seq(n)</code>	same as <code>1:n</code>
<code>seq(a,b)</code>	same as <code>a:b</code>
<code>seq(a,b,by=s)</code>	<code>a</code> to <code>b</code> in steps of size <code>s</code>
<code>seq(a,b,length=n)</code>	sequence of length <code>n</code> from <code>a</code> to <code>b</code>
<code>seq(along=x)</code>	like <code>1:length(n)</code> , but works when <code>x</code> has zero length
<code>rep(x,n)</code>	<code>x</code> , repeated <code>n</code> times
<code>rep(x,v)</code>	elements of <code>x</code> with <code>x[i]</code> repeated <code>v[i]</code> times
<code>rep(x,each=n)</code>	elements of <code>x</code> , each repeated <code>n</code> times

## Sorting and Ordering

<code>sort(x)</code>	sort into ascending order
<code>sort(x, decreasing=TRUE)</code>	sort into descending order
<code>rev(x)</code>	reverse the elements in <code>x</code>
<code>order(x)</code>	get the ordering permutation for <code>x</code>

## Basic Arithmetic Operations

<code>x + y</code>	addition, “ <code>x</code> plus <code>y</code> ”
<code>x - y</code>	subtraction, “ <code>x</code> minus <code>y</code> ”
<code>x * y</code>	multiplication, “ <code>x</code> times <code>y</code> ”
<code>x / y</code>	division, “ <code>x</code> divided by <code>y</code> ”
<code>x ^ y</code>	exponentiation, “ <code>x</code> raised to power <code>y</code> ”
<code>x %% y</code>	remainder, “ <code>x</code> modulo <code>y</code> ”
<code>x %/% y</code>	integer division, “ <code>x</code> divided by <code>y</code> , discard fractional part”

## Rounding

<code>round(x)</code>	round to nearest integer
<code>round(x,d)</code>	round <code>x</code> to <code>d</code> decimal places
<code>signif(x,d)</code>	round <code>x</code> to <code>d</code> significant digits
<code>floor(x)</code>	round down to next lowest integer
<code>ceiling(x)</code>	round up to next highest integer

## Common Mathematical Functions

<code>abs(x)</code>	absolute values
<code>sqrt(x)</code>	square root
<code>exp(x)</code>	exponential function
<code>log(x)</code>	natural logarithms (base <i>e</i> )
<code>log10(x)</code>	common logarithms (base 10)
<code>log2(x)</code>	base 2 logarithms
<code>log(x,base=b)</code>	base <code>b</code> logarithms

## Trigonometric and Hyperbolic Functions

<code>sin(x)</code> , <code>cos(x)</code> , <code>tan(x)</code>	trigonometric functions
<code>asin(x)</code> , <code>acos(x)</code> , <code>atan(x)</code>	inverse trigonometric functions
<code>atan2(x,y)</code>	arc tangent with two arguments
<code>sinh(x)</code> , <code>cosh(x)</code> , <code>tanh(x)</code>	hyperbolic functions
<code>asinh(x)</code> , <code>acosh(x)</code> , <code>atanh(x)</code>	inverse hyperbolic functions

## Combinatorics

<code>choose(n, k)</code>	binomial coefficients
<code>lchoose(n, k)</code>	log binomial coefficients
<code>factorial(x)</code>	factorials
<code>lfactorial(x)</code>	log factorials

## Special Mathematical Functions

<code>beta(x,y)</code>	the beta function
<code>lbeta(x,y)</code>	the log beta function
<code>gamma(x)</code>	the gamma function
<code>lgamma(x)</code>	the log gamma function
<code>psigamma(x,deriv=0)</code>	the psigamma function
<code>digamma(x)</code>	the digamma function
<code>trigamma(x)</code>	the trigamma function

## Bessel Functions

<code>besselI(x,nu)</code>	Bessel Functions of the first kind
<code>besselK(x,nu)</code>	Bessel Functions of the second kind
<code>besselJ(x,nu)</code>	modified Bessel Functions of the first kind
<code>besselY(x,nu)</code>	modified Bessel Functions of the third kind

## Special Floating-Point Values

<code>.Machine\$double.xmax</code>	largest floating point value ( $1.797693 \times 10^{308}$ )
<code>.Machine\$double.xmin</code>	smallest floating point value ( $2.225074 \times 10^{-308}$ )
<code>.Machine\$double.eps</code>	machine epsilon ( $2.220446 \times 10^{-16}$ )

## Basic Summaries

<code>sum(<math>x_1, x_2, \dots</math>)</code>	sum of values in arguments
<code>prod(<math>x_1, x_2, \dots</math>)</code>	product of values in arguments
<code>min(<math>x_1, x_2, \dots</math>)</code>	minimum of values in arguments
<code>max(<math>x_1, x_2, \dots</math>)</code>	maximum of values in arguments
<code>range(<math>x_1, x_2, \dots</math>)</code>	range (minimum and maximum)

## Cumulative Summaries

<code>cumsum(x)</code>	cumulative sum
<code>cumprod(x)</code>	cumulative product
<code>cummin(x)</code>	cumulative minimum
<code>cummax(x)</code>	cumulative maximum

## Parallel Summaries

<code>pmin(<math>x_1, x_2, \dots</math>)</code>	parallel minimum
<code>pmax(<math>x_1, x_2, \dots</math>)</code>	parallel maximum

## Statistical Summaries

<code>mean(x)</code>	mean of elements
<code>sd(x)</code>	standard deviation of elements
<code>var(x)</code>	variance of elements
<code>median(x)</code>	median of elements
<code>quantile(x)</code>	median, quartiles and extremes
<code>quantile(x, p)</code>	specified quantiles

## Uniform Distribution

<code>runif(n)</code>	vector of <b>n</b> Uniform[0,1] random numbers
<code>runif(n,a,b)</code>	vector of <b>n</b> Uniform[a,b] random numbers
<code>punif(x,a,b)</code>	distribution function of Uniform[a,b]
<code>qunif(x,a,b)</code>	inverse distribution function of Uniform[a,b]
<code>dunif(x,a,b)</code>	density function of Uniform[a,b]

## Binomial Distribution

<code>rbinom(n,size,prob)</code>	a vector of <b>n</b> Binomial(size,prob) random numbers
<code>pbinom(x,size,prob)</code>	Binomial(size,prob) distribution function
<code>pbinom(x,size,prob)</code>	Binomial(size,prob) inverse distribution function
<code>pbinom(x,size,prob)</code>	Binomial(size,prob) density function

## Normal Distribution

<code>rnorm(n)</code>	a vector of <b>n</b> $N(0,1)$ random numbers
<code>pnorm(x)</code>	$N(0,1)$ distribution function
<code>qnorm(x)</code>	$N(0,1)$ inverse distribution function
<code>dnorm(x)</code>	$N(0,1)$ density function
<code>rnorm(n,mean,sd)</code>	a vector of <b>n</b> normal random numbers with given mean and s.d.
<code>pnorm(x,mean,sd)</code>	normal distribution function with given mean and s.d.
<code>qnorm(x,mean,sd)</code>	normal inverse distribution function with given mean and s.d.
<code>dnorm(x,mean,sd)</code>	normal density function with given mean and s.d.

## Chi-Squared Distribution

<code>rchisq(n,df)</code>	a vector of <b>n</b> $\chi^2$ random numbers with degrees of freedom <b>df</b>
<code>pchisq(x,df)</code>	$\chi^2$ distribution function with degrees of freedom <b>df</b>
<code>qchisq(x,df)</code>	$\chi^2$ inverse distribution function with degrees of freedom <b>df</b>
<code>dchisq(x,df)</code>	$\chi^2$ density function with degrees of freedom <b>df</b>

## *t* Distribution

<code>rt(n,df)</code>	a vector of <b>n</b> <i>t</i> random numbers with degrees of freedom <b>df</b>
<code>pt(x,df)</code>	<i>t</i> distribution function with degrees of freedom <b>df</b>
<code>qt(x,df)</code>	<i>t</i> inverse distribution function with degrees of freedom <b>df</b>
<code>dt(x,df)</code>	<i>t</i> density function with degrees of freedom <b>df</b>

## *F* Distribution

<code>rf(n,df1,df2)</code>	a vector of <b>n</b> <i>F</i> random numbers with degrees of freedom <b>df1</b> & <b>df2</b>
<code>pf(x,df1,df2)</code>	<i>F</i> distribution function with degrees of freedom <b>df1</b> & <b>df2</b>
<code>qf(x,df1,df2)</code>	<i>F</i> inverse distribution function with degrees of freedom <b>df1</b> & <b>df2</b>
<code>df(x,df1,df2)</code>	<i>F</i> density function with degrees of freedom <b>df1</b> & <b>df2</b>

## Matrices

<code>matrix(x, nr=r, nc=c)</code>	create a matrix from <code>x</code> (column major order)
<code>matrix(x, nr=r, nc=c, byrow=TRUE)</code>	create a matrix from <code>x</code> (row major order)

## Matrix Dimensions

<code>nrow(x)</code>	number of rows in <code>x</code>
<code>ncol(x)</code>	number of columns in <code>x</code>
<code>dim(x)</code>	vector containing <code>nrow(x)</code> and <code>ncol(x)</code>

## Row and Column Indices

<code>row(x)</code>	matrix of row indices for matrix <code>x</code>
<code>col(x)</code>	matrix of column indices for matrix <code>x</code>

## Naming Rows and Columns

<code>rownames(x)</code>	get the row names of <code>x</code>
<code>rownames(x) = v</code>	set the row names of <code>x</code> to <code>v</code>
<code>colnames(x)</code>	get the column names of <code>x</code>
<code>colnames(x) = v</code>	set the column names of <code>x</code> to <code>v</code>
<code>dimnames(x)</code>	get both row and column names (in a list)
<code>dimnames(x) = list(rn,cn)</code>	set both row and column names

## Binding Rows and Columns

<code>rbind(v<sub>1</sub>,v<sub>2</sub>,...)</code>	assemble a matrix from rows
<code>cbind(v<sub>1</sub>,v<sub>2</sub>,...)</code>	assemble a matrix from columns
<code>rbind(n<sub>1</sub>=v<sub>1</sub>,n<sub>2</sub>=v<sub>2</sub>,...)</code>	assemble by rows, specifying row names
<code>cbind(n<sub>2</sub>=v<sub>1</sub>,n<sub>2</sub>=v<sub>2</sub>,...)</code>	assemble by columns, specifying column names

## Matrix Subsets

<code>x[i,j]</code>	submatrix, rows and columns specified by <code>i</code> and <code>j</code>
<code>x[i,j] = v</code>	reset a submatrix, rows and columns specified by <code>i</code> and <code>j</code>
<code>x[i,]</code>	submatrix, contains just the rows specified by <code>i</code>
<code>x[i,] = v</code>	reset specified rows of a matrix
<code>x[,j]</code>	submatrix, contains just the columns specified by <code>j</code>
<code>x[,j] = v</code>	reset specified columns of a matrix
<code>x[i]</code>	subset as a vector
<code>x[i] = v</code>	reset elements (treated as a vector operation)

## Matrix Diagonals

<code>diag(A)</code>	extract the diagonal of the matrix <code>A</code>
<code>diag(v)</code>	diagonal matrix with elements in the vector <code>v</code>
<code>diag(n)</code>	the <code>n</code> × <code>n</code> identity matrix

## Applying Summaries over Rows and Columns

<code>apply(X,1,fun)</code>	apply <code>fun</code> to the rows of <code>X</code>
<code>apply(X,2,fun)</code>	apply <code>fun</code> to the columns of <code>X</code>

## Basic Matrix Manipulation

<code>t(A)</code>	matrix transpose
<code>A %*% B</code>	matrix product
<code>outer(u, v)</code>	outer product of vectors
<code>outer(u, v, f)</code>	generalised outer product

## Linear Equations

<code>solve(A, b)</code>	solve a system of linear equations
<code>solve(A, B)</code>	same, with multiple right-hand sides
<code>solve(A)</code>	invert the square matrix <code>A</code>

## Matrix Decompositions

<code>chol(A)</code>	the Choleski decomposition
<code>qr(A)</code>	the QR decomposition
<code>svd(A)</code>	the singular-value decomposition
<code>eigen(A)</code>	eigenvalues and eigenvectors

## Least-Squares Fitting

<code>lsfit(X,y)</code>	least-squares fit with carriers <code>X</code> and response <code>y</code>
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## Factors and Ordered Factors

<code>factor(x)</code>	create a factor from the values in <code>x</code>
<code>factor(x,levels=l)</code>	create a factor with the given level set
<code>ordered(x)</code>	create an ordered factor with the given level set
<code>is.factor(x)</code>	true for factors and ordered factors
<code>is.ordered(x)</code>	true for ordered factors
<code>levels(x)</code>	the levels of a factor or ordered factor
<code>levels(x) = v</code>	reset the levels of a factor or ordered factor

## Tabulation and Cross-Tabulation

<code>table(x)</code>	tabulate the values in <code>x</code>
<code>table(f<sub>1</sub>,f<sub>2</sub>,...)</code>	cross tabulation of factors

## Summary over Factor Levels

<code>tapply(x,f,fun)</code>	apply summary <code>fun</code> to <code>x</code> broken down by <code>f</code>
<code>tapply(x,list(f<sub>1</sub>,f<sub>2</sub>,...),fun)</code>	apply summary <code>fun</code> to <code>x</code> broken down by several factors

## Data Frames

<code>data.frame(n<sub>1</sub>=x<sub>1</sub>,n<sub>2</sub>=x<sub>2</sub>,...)</code>	create a data frame
<code>row.names(df)</code>	extract the observation names from a data frame
<code>row.names(df) = v</code>	(re)set the observation names of a data frame
<code>names(df)</code>	extract the variable names from a data frame
<code>names(df) = v</code>	(re)set the variable names of a data frame

## Subsetting and Transforming Data Frames

<code>df[i,j]</code>	matrix subsetting of a data frame
<code>df[i,j] = dfv</code>	reset a subset of a data frame
<code>subset(df,subset=i)</code>	subset of the cases of a data frame
<code>subset(df,select=i)</code>	subset of the variables of a data frame
<code>subset(df,subset=i,select=j)</code>	subset of the cases and variables of a data frame
<code>transform(df,n<sub>1</sub>=e<sub>1</sub>,n<sub>2</sub>=e<sub>2</sub>,...)</code>	transform variables in a data frame
<code>merge(df1,df2,...)</code>	merge data frames based on common variables

## Compound Expressions

`{ expr1, ..., exprn }`      compound expressions

## Alternation

`if (cond) expr1 else expr1`      conditional execution  
`if (cond) expr`      conditional execution, no alternative

## Iteration

`for (var in vector) expr`      **for** loops  
`while (cond) expr`      **while** loops  
`repeat expr`      infinite repetition  
`continue`      jump to end of enclosing loop  
`break`      break out of enclosing loop

## Function Definition

`function(args) expr`      function definition  
`var`      function argument with no default  
`var=expr`      function argument with default value  
`return(expr)`      return the given value from a function  
`missing(a)`      true if argument *a* was not supplied

## Error Handling

`stop(message)`      terminate a computation with an error message  
`warning(message)`      issue a warning message  
`on.exit(expr)`      save an expression for execution on function return

## Language Computation

`quote(expr)`      returns the expression *expr* unevaluated  
`substitute(arg)`      returns the expression passed as argument *arg*  
`substitute(expr,subs)`      make the specified substitutions in the given expression

## Interpolation

<code>approx(x, y, xout)</code>	linear interpolation at <code>xout</code> using <code>x</code> and <code>y</code>
<code>spline(x, y, xout)</code>	spline interpolation at <code>xout</code> using <code>x</code> and <code>y</code>
<code>approxfun(x, y, xout)</code>	interpolating linear function for <code>x</code> and <code>y</code>
<code>splinefun(x, y, xout)</code>	interpolating spline for <code>x</code> and <code>y</code>

## Root-Finding and Optimisation

<code>polyroot(coef)</code>	roots of polynomial with coefficients in <code>coef</code>
<code>uniroot(f, interval)</code>	find a root of the function <code>f</code> in the given interval
<code>optimize(f, interval)</code>	find an extreme of the function <code>f</code> in the given interval
<code>optim(x, f)</code>	find an extreme of the function <code>f</code> starting at the point <code>x</code>
<code>nlm(f, x)</code>	and alternative to <code>optim</code>
<code>nlminb(x, f)</code>	optimization subject to constraints

## Integration

<code>integrate(x, lower, upper)</code>	integrate the function <code>f</code> from <code>lower</code> to <code>upper</code>
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