## Introduction to R

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## **Overview**

Introduction

Basic concepts in  ${\sf R}$ 

Vector

# Introduction

#### What R is?

# The R Project for Statistical Computing

- R is a free software environment for statistical computing and graphics
- Open source and cross platform (UNIX platforms, Windows and MacOS)
- Extensive graphics capabilities
- Diverse range of add-on packages
- Active community of developers
- Thorough documentation

# The R Project for Statistical Computing

You can find R here: https://www.r-project.org



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# The R Project for Statistical Computing

#### Getting Started

R is a free software environment for statistical computing and graphics. It compiles and runs on a wide variety of UNIX platforms, Windows and MacOS. To download R, please choose your preferred CRAN mirror.

If you have questions about R like how to download and install the software, or what the license terms are, please read our answers to frequently asked questions before you send an email.

#### News

- R version 3.3.1 (Bug in Your Hair) prerelease versions will appear starting Saturday 2016-06-11.
   Final release is scheduled for Tuesday 2016-06-21.
- R version 3.3.0 (Supposedly Educational) has been released on 2016-05-03.
- R version 3.2.5 (Very, Very Secure Dishes) has been released on 2016-04-14. This is a rebadging of the quick-fix release 3.2.4-revised.
- Notice XQuartz users (Mac OS X) A security issue has been detected with the Sparkle update
  mechanism used by XQuartz. Avoid updating over insecure channels.
- The R Logo is available for download in high-resolution PNG or SVG formats.
- useRI 2016, will take place at Stanford University, CA, USA, June 27 June 30, 2016.
- The R Journal Volume 7/2 is available.
- R version 3.2.3 (Wooden Christmas-Tree) has been released on 2015-12-10.
- R version 3.1.3 (Smooth Sidewalk) has been released on 2015-03-09.

# The R Project for Statistical Computing

- R version 3.3.1 (released 2016-06-21)
- Currently, the CRAN (Comprehensive R Archive Network) package repository features 8609 available packages
  - https://cran.r-project.org/web/packages/available\_packages\_by\_name.html
- Currently, the Bioconductor repository features 1211 available packages
  - http://www.bioconductor.org
- Executed using command line, or a graphical user interface (GUI)
- On this course, we use the RStudio GUI
  - www.rstudio.com

## **Getting started**

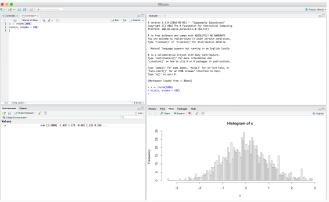
- R is a program which, once installed on your system, can be launched and is immediately ready to take input directly from the user
- There are two ways to launch R:
  - 1. From the command line (particularly useful if you're quite familiar with Linux)
  - 2. As an application called RStudio (very good for beginners)

#### Launch R

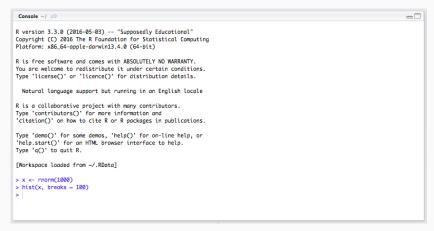
#### R can be launched in 2 ways:

- 1. From command line
  - To start R you need to enter the console (also called terminal or shell)
  - ullet To start R, at the prompt simply type: R
- 2. Using RStudio
  - To launch RStudio, find the RStudio icon and double-click

Since we will use RStudio in this course, let's have a look of the program

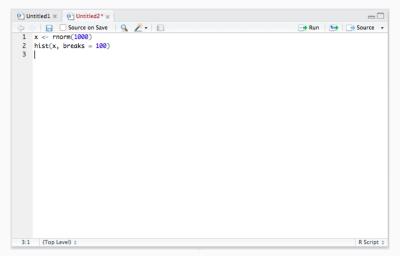


#### R console



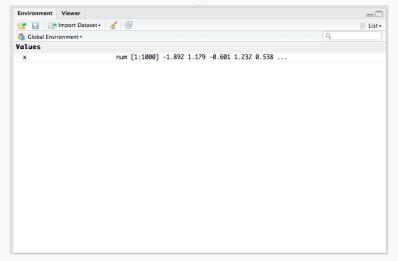
It is the place where you can interactively run R commands

### Source editor for R scripts



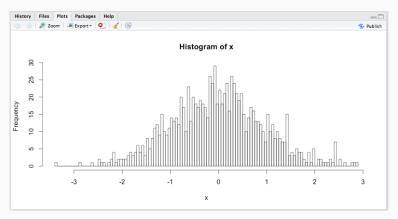
It is the place where you can write your scripts

### Workspace



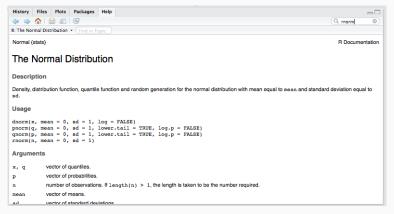
It is the place where you can view object in the global environment

### Plot pannel



It is the place where you can view your plots

### R help



It is the place where you can find help

The GUI is divided into 4 main sub-windows
These sub-windows are customizable



# Basic concepts in R

### Numbers

The command line can be used as a calculator

```
> 5 + 7
[1] 12
> 5 - 7
[1] -2
> 5 * 7
[1] 35
> 5 / 7
[1] 0.7142857
```

Note: The number in the square brackets is an indicator of the position in the output

#### **Numbers**

You can solve simple or complex calculations

But, of course, R is not a calculator

### **Variables**

A **variable** is a letter or word which takes (or contains) a value. We use the assignment 'operator', <-

- We can assign a number to a variable

- We can assign the result of an operation to a variable

#### **Variables**

- We can assign use the variables to perform calculation

- We can assign the change the content of the variable

```
> x
[1] 5
> x <- x - y
> x
[1] -7
```

#### **Function**

**Functions** in R perform operations on arguments (the input(s) to the function).

Arguments are always contained in parentheses, i.e. curved brackets (), separated by commas.

```
> sum(3, 4, 5, 6)
[1] 18
> max(3, 4, 5, 6)
[1] 6
> min(3, 4, 5, 6)
[1] 3
```

#### **Function extention**

R contains a lot of pre-builtin functions, but through the so called *packages* is possible extend the R functionalities enormously.

Alternatevely, you can write your own function

```
> summ <- function(a,b){ a + b }
> summ(1,2)
[1] 3
```

The basic data structure in R is a **vector**, an ordered collection of values. R even treats single values as 1-element vectors.

The simplest way to create a **vector** in  $\mathbb{R}$  is by using the c() operator:

That gave us every integer between (and including) 1 and 10.

The simplest way to create a **sequence of numbers** is by using the ':' operator:

```
> 1:10
[1] 1 2 3 4 5 6 7 8 9 10
```

That gave us every integer between (and including) 1 and 10.

What happens if we do 15:1? Give it a try to find out.

What happens if we do 15:1? Give it a try to find out.

```
> 15:1
[1] 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
```

It counted backwards in increments of 1!

Remember that if you have questions about a particular R function, you can access its documentation with a question mark followed by the function name:

$$? function name here$$
 (1)

However, in the case of an operator like the colon used above, you must enclose the symbol in backticks like this:

Often, we'll desire more control over a sequence we're creating than what the ':' operator gives us. The seq() function serves this purpose.

Try it: Remember what we said about the function arguments

Often, we'll desire more control over a sequence we're creating than what the ':' operator gives us. The seq() function serves this purpose.

Try it: Remember what we said about the function arguments

```
> seq(1,10)
[1] 1 2 3 4 5 6 7 8 9 10
```

This gives us the same output as 1:20. However, let's say that instead we want a vector of numbers ranging from 0 to 4, incremented by 0.5. seq(0, 4,by=0.5) does just that. Try it out.

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> seq(0, 4, by = 0.5)[1] 0.0 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0

Or maybe we don't care what the increment is and we just want a sequence of 10 numbers between 5 and 10. seq(5, 10, length=10) does the trick. Give it a shot now and store the result in a new variable called mySeq.

Try it out.

Or maybe we don't care what the increment is and we just want a sequence of 10 numbers between 5 and 10. seq(5, 10, length=10) does the trick. Give it a shot now and store the result in a new variable called *mySeq*.

Try it out.

```
> mySeq <- seq(5, 10, length=10)
> round(mySeq,1)
[1] 5.0 5.6 6.1 6.7 7.2 7.8 8.3 8.9 9.4 10.0
```

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To confirm that mySeq has length 10, we can use the length() function.

Try it now

To confirm that mySeq has length 10, we can use the length() function.

Try it now

> length(mySeq)
[1] 10

- Let's pretend we don't know the length of mySeq, but we
  want to generate a sequence of integers from 1 to N, where N
  represents the length of the mySeq vector.
- We want a new vector (1, 2, 3, ...) that is the same length as mySeq.
- There are several ways we could do this.
- One possibility is to combine the ':' operator and the length() function.

Give that a try

- Let's pretend we don't know the length of mySeq, but we
  want to generate a sequence of integers from 1 to N, where N
  represents the length of the mySeq vector.
- We want a new vector (1, 2, 3, ...) that is the same length as mySeq.
- There are several ways we could do this.
- One possibility is to combine the ':' operator and the length() function.

Give that a try

> 1:length(mySeq)
[1] 1 2 3 4 5 6 7 8 9 10

Another option is to use seq(along.with = mySeq). Give that a try.

```
> seq(along.with = mySeq)
[1] 1 2 3 4 5 6 7 8 9 10
```

R has a separate built-in function for this purpose

```
> seq_along(mySeq)
[1] 1 2 3 4 5 6 7 8 9 10
```

- There are often several approaches to solving the same problem in R
- Simple approaches that involve less typing are generally best
- It is also important for your code to be readable, so that you
  and others can figure out what's going on without too much
  hassle

- > # Create a sequence of 10 numbers
- > seq\_along(mySeq)

```
[1] 1 2 3 4 5 6 7 8 9 10
```

The comments in R begin with **hash**. You should have about 1/3 of your code commented.

One more function related to creating sequences of numbers is rep(), which stands for 'replicate'.

If we're interested in creating a vector that contains 1 and 0 five times, we can use rep(c(1,0), times = 5).

Try it out

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If we're interested in creating a vector that contains 1 and 0 five times, we can use rep(c(1,0), times = 5).

Try it out

```
> # Create a sequence of 1 and 0
```

$$> rep(c(1,0), times = 5)$$

If we want our vector to contain 5 ones and then 5 zeros, we can do this with the 'each' argument instead of 'times' argument. Try it out

If we want our vector to contain 5 ones and then 5 zeros, we can do this with the 'each' argument instead of 'times' argument.

Try it out

```
> # Create a sequence of 1 and 0
```

```
> rep(c(1,0), each = 5)
[1] 1 1 1 1 1 0 0 0 0 0
```

- We'll see, now, how to extract elements from a vector (subset)
- The square brackets [] indicate position within the vector
  - R even treats single values as 1-element vectors
  - The vector in R starts from position 1
- We can extract individual elements by using the [] notation

Try mySeq[1:3]

- We'll see, now, how to extract elements from a vector (subset)
- The square brackets [] indicate position within the vector
  - R even treats single values as 1-element vectors
  - The vector in R starts from position 1
- We can extract individual elements by using the [] notation

# Try mySeq[1:3]

> mySeq[1:3] [1] 5.000000 5.555556 6.111111

If we want to 3th, 5th and 10th elements of the vector mySeq.  $\label{eq:Try} \mbox{Try it out}$ 

If we want to 3th, 5th and 10th elements of the vector mySeq. Try it out

```
> round(mySeq,1)
[1] 5.0 5.6 6.1 6.7 7.2 7.8 8.3 8.9 9.4 10.0
> round(mySeq[c(3,5,10)],1)
[1] 6.1 7.2 10.0
```

If we want all the elements bigger than 7.  $\label{eq:Try} \mbox{Try it out}$ 

If we want all the elements bigger than 7. Try it out

```
> round(mySeq,1)
[1] 5.0 5.6 6.1 6.7 7.2 7.8 8.3 8.9 9.4 10.0
> round(mySeq[mySeq > 7],1)
[1] 7.2 7.8 8.3 8.9 9.4 10.0
```

If we ask you to produce a vector of 1000 even numbers (from 2 to 2000), extract the 345th and the 987th elements and sum them, would you know how to do it?

Try it out

If we ask you to produce a vector of 1000 even numbers (from 2 to 2000), extract the 345th and the 987th elements and sum them, would you know how to do it?

Try it out

```
> a <- seq(2,2000,by=2)
> length(a)
[1] 1000
> a[345] + a[987]
[1] 2664
> # Short version
> sum(seq(2,2000,by=2)[c(345,987)])
[1] 2664
```

When applying all standard arithmetic operations to vectors, **application is element-wise**.

```
> x <- 1:10
> y <- x * 2
> y
[1] 2 4 6 8 10 12 14 16 18 20
```

## Adding two vectors

```
> z <- x^2
> y + z
[1] 3 8 15 24 35 48 63 80 99 120
```

If vectors are not the same length, the shorter one will be recycled

```
> x
[1] 1 2 3 4 5 6 7 8 9 10
> x + 1:2
[1] 2 4 4 6 6 8 8 10 10 12
```

 All the vectors we have seen so far have contained numbers, but we can also store strings

```
> gene.names <- c("Pax6", "Beta-actin", "FoxP2", "Hox9")
> gene.names
[1] "Pax6" "Beta-actin" "FoxP2" "Hox9"
```

We can name elements of vectors using the names function

```
> gene.expression <- c(0,3.2,1.2,-2)
> gene.expression
[1] 0.0 3.2 1.2 -2.0
> names(gene.expression)<-gene.names
> gene.expression
    Pax6 Beta-actin FoxP2 Hox9
    0.0 3.2 1.2 -2.0
```

# Exercise: genes and genomes

 Let's try some vector arithmetic. Here are the genome lengths and number of protein coding genes for several model organisms:

Species	Genome size (Mb)	Protein coding genes
Homo sapiens	3,102	20,774
Mus musculus	2,731	23,139
Drosophila melanogaster	169	13,937
Caenorhabditis elegans	100	20,532
Saccharomyces cerevisiae	12	6,692

- Create genome.size and coding.genes vectors to hold the data in each column using the c function
- Create a species.name vector and use this vector to name the values in the other two vectors.

# Exercise: genes and genomes

- Let's assume a coding gene has an average length of 1.5 kilobases (1.5 kilobases is 0.0015 Megabases)
- On average, how many base pairs of each genome is made of coding genes?
- Create a new vector to record this called coding.bases
- What percentage of each genome is made up of protein coding genes?
- Use your coding.bases and genome.size vectors to calculate this
- How many times more bases are used for coding in the human genome compared to the yeast genome?
- How many times more bases are in the human genome in total compared to the yeast genome?
- Look up indices of your vectors to find out.

# Exercise: genes and genomes

Creating vectors:

```
> genome.size<-c(3102,2731,169,100,12)
> coding.genes<-c(20774,23139,13937,20532,6692)
> species.name<-c("H. sapiens","M. musculus","D. melanogaster","C.
+ cerevisiae")
> names(genome.size)<-species.name
> names(coding.genes)<-species.name</pre>
```

# Exercise: genes and genomes

Creating vectors:

```
> genome.size<-c(3102,2731,169,100,12)
> coding.genes<-c(20774,23139,13937,20532,6692)</pre>
> species.name<-c("H. sapiens", "M. musculus", "D. melanogaster", "C.
+ cerevisiae")
> names(genome.size) <- species.name
> names(coding.genes) <- species.name
```

• To calculate the number of coding bases, we need to use the same scale as we used for genome size: 1.5 kilobases is 0.0015 Megabases

```
> coding.bases<-coding.genes*0.0015
> coding.bases
                                                 C. elegans S.
    H. sapiens M. musculus D. melanogaster
       31.1610
                      34.7085
                                    20.9055
```

30.7980

## Exercise: genes and genomes

• To calculate the percentage of coding bases in each genome:

## Exercise: genes and genomes

• To calculate the percentage of coding bases in each genome:

To compare human to yeast:

```
> coding.bases[1]/coding.bases[5]
H. sapiens
   3.104304
> genome.size[1]/genome.size[5]
H. sapiens
   258.5
```

# Exercise: genes and genomes

 Note that if a new vector is created using a named vector, the names are usually carried across to the new vector. Sometimes this is what we want (as for coding.pc) but sometimes it is not (when we are comparing human to yeast). We can remove names by setting them to the special NULL value:

```
> names(coding.bases[1]/coding.bases[5])
[1] "H. sapiens"
> names(genome.size[1]/genome.size[5])
[1] "H. sapiens"
```