Homework 1

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Appendix **9**

Link to the Github repository

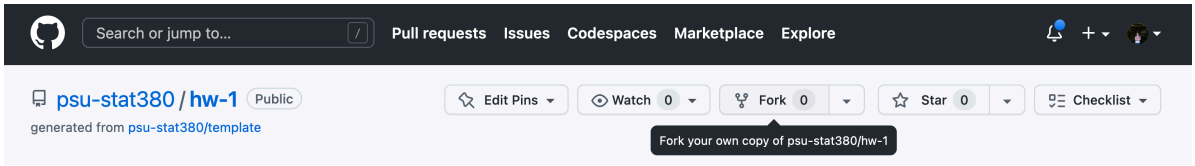
> ❗ Due: Fri, Jan 26, 2024 @ 11:59pm
>
> Please read the instructions carefully before submitting your assignment.
>
> 1. This assignment requires you to:
>
>   - Upload your Quarto markdown files to a `git` repository
>   - Upload a `PDF` file on Canvas
>
> 2. Don't collapse any code cells before submitting.
>
> 3. Remember to make sure all your code output is rendered properly before uploading your submission.
>
> Please add your name to the the author information in the frontmatter before submitting your assignment.

Question 1

20 points

In this question, we will walk through the process of *forking* a `git` repository and submitting a *pull request*.

1. Navigate to the Github repository here and fork it by clicking on the icon in the top right



   Provide a sensible name for your forked repository when prompted.

2. Clone your Github repository on your local machine

```
$ git clone <<insert your repository url here>>
$ cd hw-1
```

3. In order to activate the `R` environment for the homework, make sure you have `renv` installed beforehand. To activate the `renv` environment for this assignment, open an instance of the `R` console from within the directory and type

```
renv::activate()
```

   Follow the instrutions in order to make sure that `renv` is configured correctly.

4. Work on the *reminaing part* of this assignment as a `.qmd` file.

   - Create a `PDF` and `HTML` file for your output by modifying the YAML frontmatter for the Quarto `.qmd` document

5. When you're done working on your assignment, push the changes to your github repository.

6. Navigate to the original Github repository here and submit a pull request linking to your repository.

   Remember to **include your name** in the pull request information!

If you're stuck at any step along the way, you can refer to the official Github docs here

---

Question 2

30 points

Consider the following vector

```
my_vec <- c(
    "+0.07",
    "-0.07",
    "+0.25",
    "-0.84",
    "+0.32",
    "-0.24",
    "-0.97",
    "-0.36",
    "+1.76",
    "-0.36"
)
```

For the following questions, provide your answers in a code cell.

1. What data type does the vector contain?

It contains character data.

1. Create two new vectors called `my_vec_double` and `my_vec_int` which converts `my_vec` to Double & Integer types, respectively,

```
my_vec_double <- as.double(my_vec)

my_vec_int <- as.integer(my_vec)
```

1. Create a new vector `my_vec_bool` which comprises of:
    - TRUEif an element in `my_vec_double` is ≤ 0
    - FALSE if an element in `my_vec_double` is ≥ 0

```r
my_vec_bool <- c()
for (x in 1:length(my_vec_double)) {
  if (my_vec_double[x] > 0) {
    my_vec_bool[x] <- TRUE
  }
  else {
    my_vec_bool[x] <- FALSE
  }
}

print(my_vec_bool)
```

```
 [1]  TRUE FALSE  TRUE FALSE  TRUE FALSE FALSE FALSE  TRUE FALSE
```

How many elements of `my_vec_double` are greater than zero?

```r
# Four
```

1. Sort the values of `my_vec_double` in ascending order.

```r
sort(my_vec_double, decreasing=FALSE)
```

```
 [1] -0.97 -0.84 -0.36 -0.36 -0.24 -0.07  0.07  0.25  0.32  1.76
```

Question 3

50 points

In this question we will get a better understanding of how `R` handles large data structures in memory.

1. Provide `R` code to construct the following matrices:

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \quad \text{and} \quad \begin{bmatrix} 1 & 2 & 3 & 4 & 5 & \dots & 100 \\ 1 & 4 & 9 & 16 & 25 & \dots & 10000 \end{bmatrix}$$

> **Tip**
>
> Recall the discussion in class on how `R` fills in matrices

```
library(purrr)

matrix(c(1:9), nrow=3, ncol=3, byrow = TRUE)
```

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

```
r1 <- c(1:100)
r2 <- r1^2

matrix(c(r1, r2), nrow = 2, ncol = 100, byrow=TRUE)
```

```
     [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10] [,11] [,12] [,13] [,14]
[1,]    1    2    3    4    5    6    7    8    9    10    11    12    13    14
[2,]    1    4    9   16   25   36   49   64   81   100   121   144   169   196
     [,15] [,16] [,17] [,18] [,19] [,20] [,21] [,22] [,23] [,24] [,25] [,26]
[1,]    15    16    17    18    19    20    21    22    23    24    25    26
[2,]   225   256   289   324   361   400   441   484   529   576   625   676
     [,27] [,28] [,29] [,30] [,31] [,32] [,33] [,34] [,35] [,36] [,37] [,38]
[1,]    27    28    29    30    31    32    33    34    35    36    37    38
[2,]   729   784   841   900   961  1024  1089  1156  1225  1296  1369  1444
     [,39] [,40] [,41] [,42] [,43] [,44] [,45] [,46] [,47] [,48] [,49] [,50]
[1,]    39    40    41    42    43    44    45    46    47    48    49    50
[2,]  1521  1600  1681  1764  1849  1936  2025  2116  2209  2304  2401  2500
     [,51] [,52] [,53] [,54] [,55] [,56] [,57] [,58] [,59] [,60] [,61] [,62]
[1,]    51    52    53    54    55    56    57    58    59    60    61    62
[2,]  2601  2704  2809  2916  3025  3136  3249  3364  3481  3600  3721  3844
     [,63] [,64] [,65] [,66] [,67] [,68] [,69] [,70] [,71] [,72] [,73] [,74]
[1,]    63    64    65    66    67    68    69    70    71    72    73    74
[2,]  3969  4096  4225  4356  4489  4624  4761  4900  5041  5184  5329  5476
     [,75] [,76] [,77] [,78] [,79] [,80] [,81] [,82] [,83] [,84] [,85] [,86]
[1,]    75    76    77    78    79    80    81    82    83    84    85    86
[2,]  5625  5776  5929  6084  6241  6400  6561  6724  6889  7056  7225  7396
     [,87] [,88] [,89] [,90] [,91] [,92] [,93] [,94] [,95] [,96] [,97] [,98]
```

```
[1,]    87    88    89    90    91    92    93    94    95    96    97    98
[2,]  7569  7744  7921  8100  8281  8464  8649  8836  9025  9216  9409  9604
     [,99] [,100]
[1,]    99    100
[2,]  9801  10000
```

In the next part, we will discover how knowledge of the way in which a matrix is stored in memory can inform better code choices. To this end, the following function takes an input n and creates an $n \times n$ matrix with random entries.

```
generate_matrix <- function(n){
    return(
        matrix(
            rnorm(n^2),
            nrow=n
        )
    )
}
```

For example:

```
generate_matrix(4)
```

```
           [,1]        [,2]       [,3]       [,4]
[1,] -0.6989733 -0.77608952  2.2049344  0.8623531
[2,]  1.6985612  0.62264708  0.4446661 -0.4065024
[3,]  0.6277329  1.74842289 -0.7203712  0.1903780
[4,]  0.5113120  0.09065023  0.5549424 -1.6966607
```

Let `M` be a fixed 50×50 matrix

```
M <- generate_matrix(50)
mean(M)
```

```
[1] 0.01596387
```

2. Write a function `row_wise_scan` which scans the entries of `M` one row after another and outputs the number of elements whose value is ≥ 0. You can use the following **starter code**

```
row_wise_scan <- function(x){
    n <- nrow(x)
    m <- ncol(x)

    # Insert your code here
    count <- 0
    for(y in 1:n){
        for(z in 1:m){
            if(x[y,z] > 0){
                count <- count + 1
            }
        }
    }

    return(count)
}

row_wise_scan(M)
```

```
[1] 1267
```

3. Similarly, write a function `col_wise_scan` which does exactly the same thing but scans the entries of `M` one column after another

```
col_wise_scan <- function(x){
    n <- nrow(x)
    m <- ncol(x)

    # Insert your code here
    count <- 0
    for(y in 1:m){
        for(z in 1:n){
            if(x[y,z] > 0){
                count <- count + 1
            }
        }
    }

    return(count)
}

col_wise_scan(M)
```

```
[1] 1267
```

You can check if your code is doing what it's supposed to using the function here[1]

4. Between `col_wise_scan` and `row_wise_scan`, which function do you expect to take shorter to run? Why? I would expect row_wise_time to take shorter to run due to the fact that numbers are easer read left to right.

5. Write a function `time_scan` which takes in a method `f` and a matrix `M` and outputs the amount of time taken to run `f(M)`

```
time_scan <- function(f, M){
    initial_time <- Sys.time() # Write your code here
    f(M)
    final_time <- Sys.time()  # Write your code here

    total_time_taken <- final_time - initial_time
    return(total_time_taken)
}
```

Provide your output to

```
list(
    row_wise_time = time_scan(row_wise_scan, M),
    col_wise_time = time_scan(col_wise_scan, M)
)
```

```
$row_wise_time
Time difference of 0.000138998 secs

$col_wise_time
Time difference of 0.0001339912 secs
```

Which took longer to run?

row_wise_time took longer to run.

6. Repeat this experiment now when:

    - `M` is a 100×100 matrix
    - `M` is a 1000×1000 matrix
    - `M` is a 5000×5000 matrix

[1] If your code is right, the following code should evaluate to be `TRUE`

What can you conclude?

I can conclude that on average, row_wise_time takes longer to perform.

—

Appendix

Print your R session information using the following command

```
sessionInfo()
```

```
R version 4.3.1 (2023-06-16 ucrt)
Platform: x86_64-w64-mingw32/x64 (64-bit)
Running under: Windows 11 x64 (build 22621)

Matrix products: default


locale:
[1] LC_COLLATE=English_United States.utf8
[2] LC_CTYPE=English_United States.utf8
[3] LC_MONETARY=English_United States.utf8
[4] LC_NUMERIC=C
[5] LC_TIME=English_United States.utf8

time zone: America/New_York
tzcode source: internal

attached base packages:
[1] stats     graphics  grDevices datasets  utils     methods   base

other attached packages:
[1] purrr_1.0.2

loaded via a namespace (and not attached):
 [1] digest_0.6.34   fastmap_1.1.1   xfun_0.41       magrittr_2.0.3
 [5] knitr_1.45      htmltools_0.5.7 rmarkdown_2.25  lifecycle_1.0.4
 [9] cli_3.6.2       vctrs_0.6.5     renv_1.0.3      compiler_4.3.1
[13] tools_4.3.1     evaluate_0.23   yaml_2.3.8      rlang_1.1.3
[17] jsonlite_1.8.8
```

```r
sapply(1:100, function(i) {
        x <- generate_matrix(100)
        row_wise_scan(x) == col_wise_scan(x)
    }) %>% sum == 100
```

```
[1] TRUE
```