Meet R

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Data Science

- **You go into data analysis with the tools you know, not the tools you need**
- The next 2-3 weeks are all about giving you the tools you need
  - Admittedly, a bit before you know what you need them *for*
- We will extend them as we learn specific models

R

- **Free** and **open source**
- A very large community
  - Written by statisticians for statistics
  - Most packages are written for `R` first
- Can handle virtually any data format
- Makes replication easy
- Can integrate into documents (with `R markdown`)
- R is a *language* so it can do *everything*
  - A good stepping stone to learning other languages like *Python*

Excel (or Stata) Can't Do This

Code | Output

```
ggplot(data = gapminder,
       aes(x = gdpPercap,
           y = lifeExp,
           color = continent))+
  geom_point(alpha=0.3)+
  geom_smooth(method = "lm")+
    scale_x_log10(breaks=c(1000,10000, 100000),
                  label=scales::dollar)+
    labs(x = "GDP/Capita",
         y = "Life Expectancy (Years)")+
  facet_wrap(~continent)+
  guides(color = F)+
  theme_light()
```

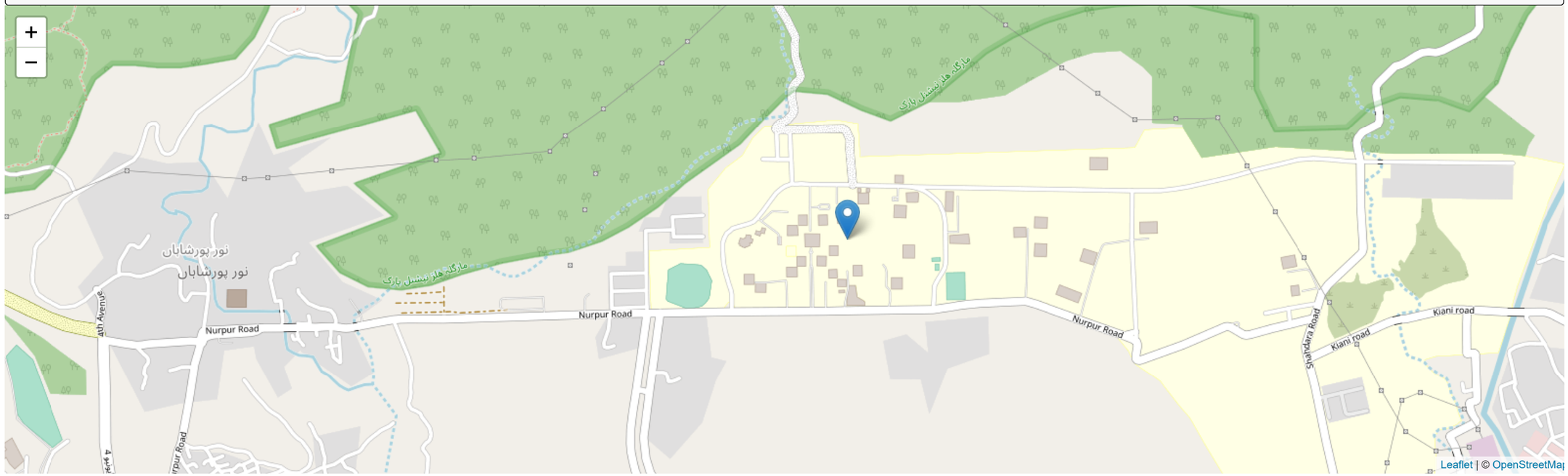
Or This

Input | Output

The average GDP per capita is `` `r dollar(mean(gapminder$gdpPercap))` `` with a standard deviation of `` `r dollar(sd(gapminder$gdpPercap))` ``.

Or This

```
library(leaflet)
leaflet() |>
  addTiles() |>
  addMarkers(lng = 73.1381, lat = 33.7476,
             popup = "Quaid-i-Azam University, Islamabad")
```

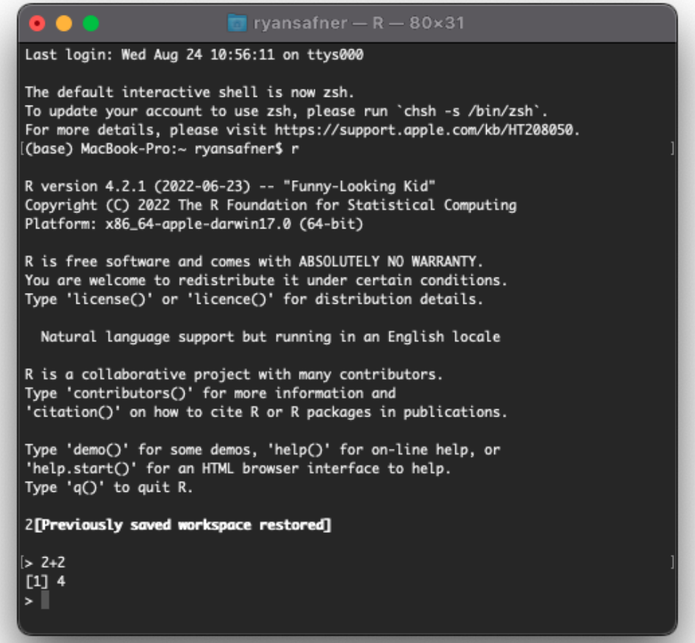


Meet R and R Studio

Zahid Asghar

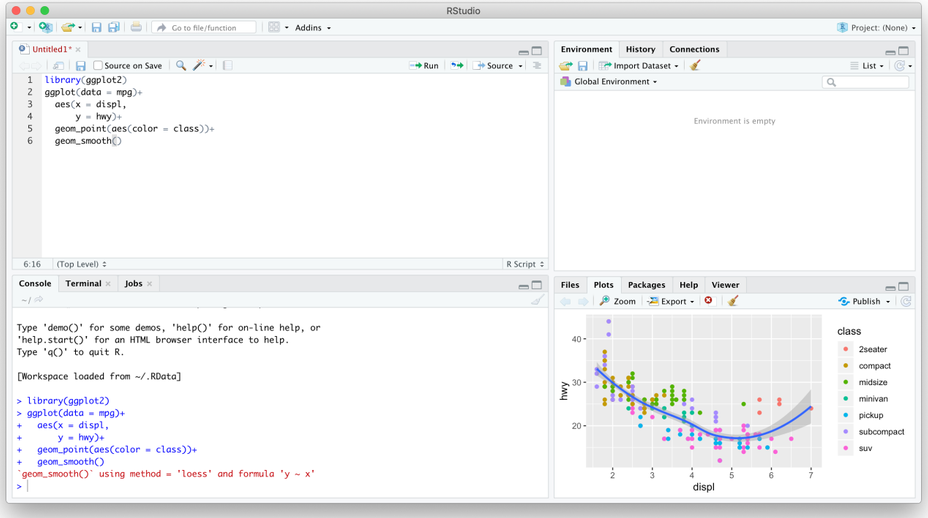
R and R Studio

- **R** is the programming language that executes commands
- Could run this from your computer's shell
  - On Windows: **Command prompt**
  - On Mac/Linux: **Terminal**



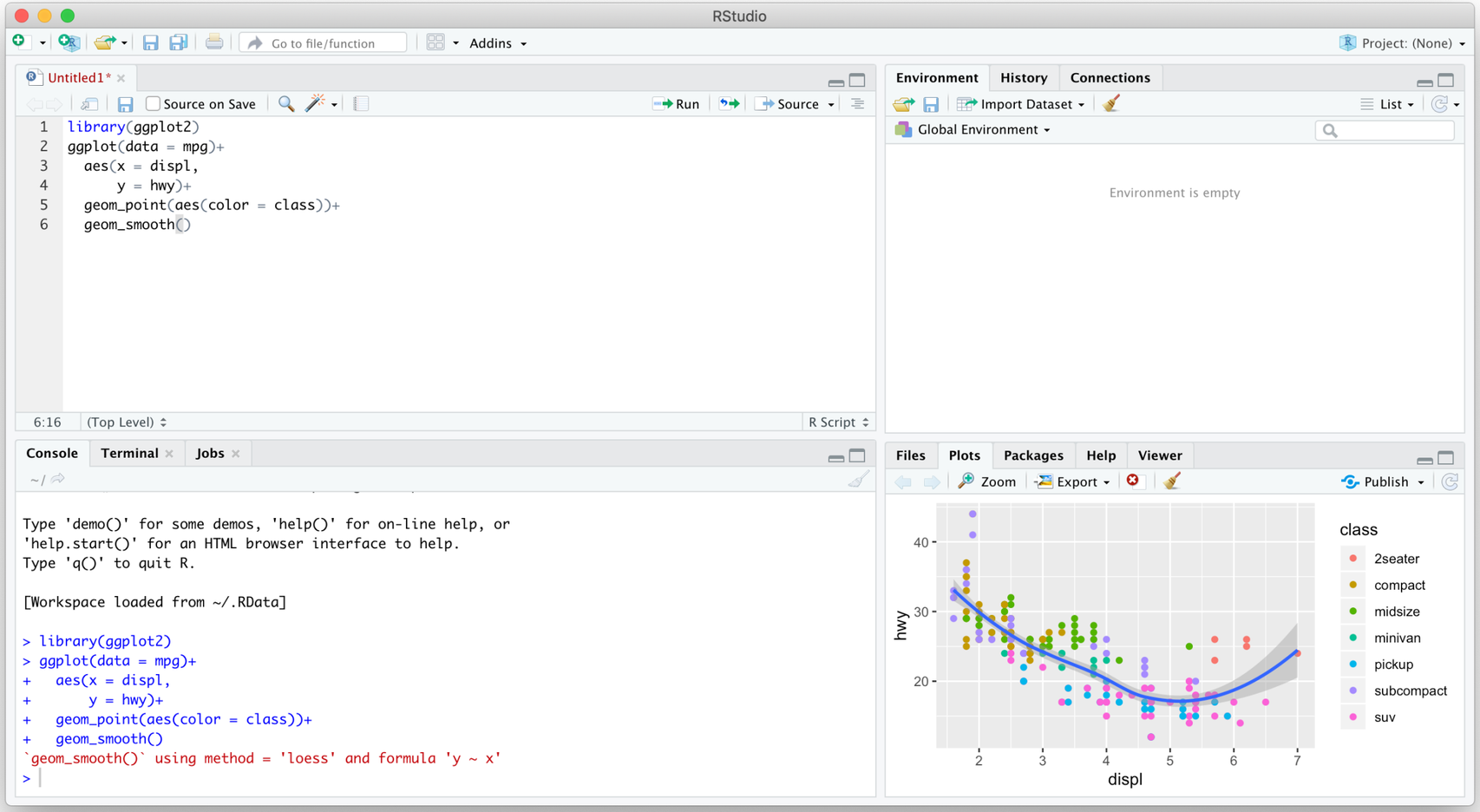
R and R Studio

- **R Studio**[1] is an **integrated development environment** (IDE) that makes your coding life a lot easier
  - Write code in scripts
  - Execute individual commands & scripts
  - Auto-complete, highlight syntax
  - View data, objects, and plots
  - Get help and documentation on commands and functions
  - Integrate code into documents with `Quarto`



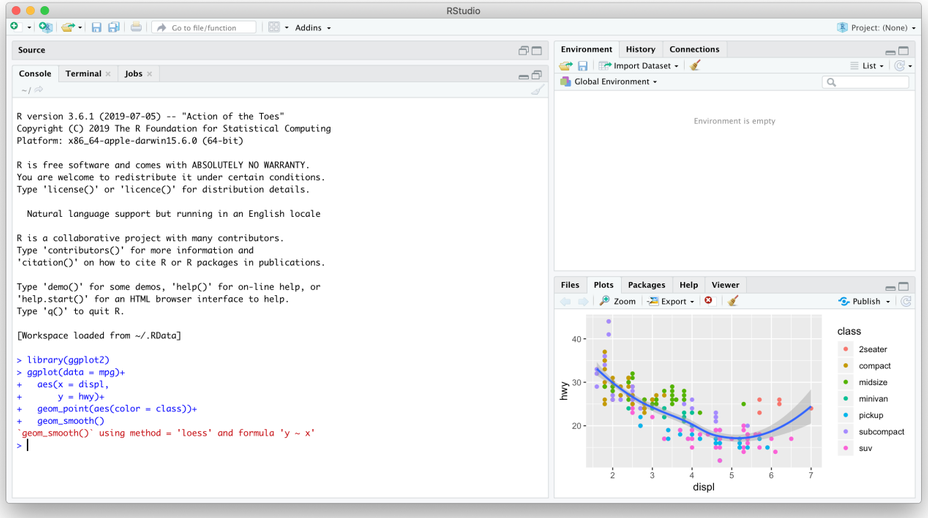
1. The company R Studio recently announced they will be rebranding later this fall as **Posit**

R Studio — Four Panes



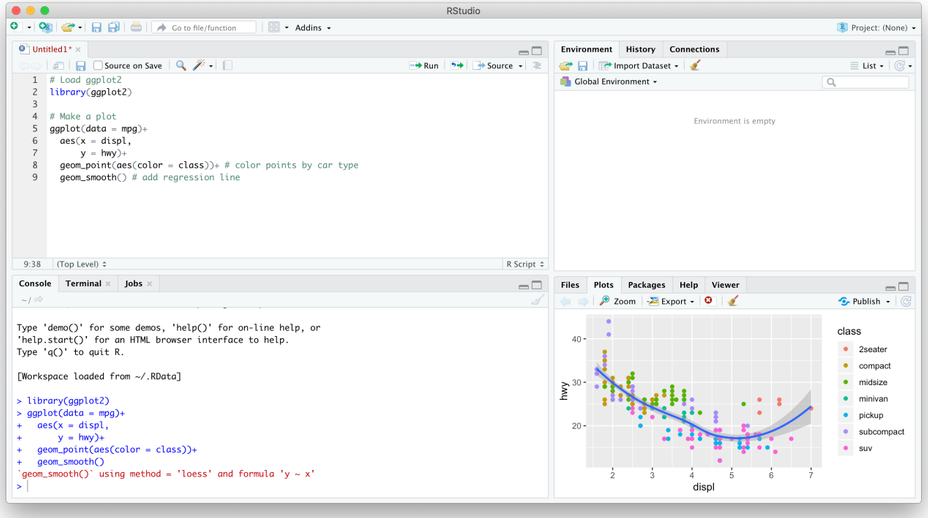
Ways to Use R Studio: Using the Console

- Type individual commands into the console pane (bottom left)
- Great for testing individual commands to see what happens
- Not saved! Not reproducible! Not recommended!

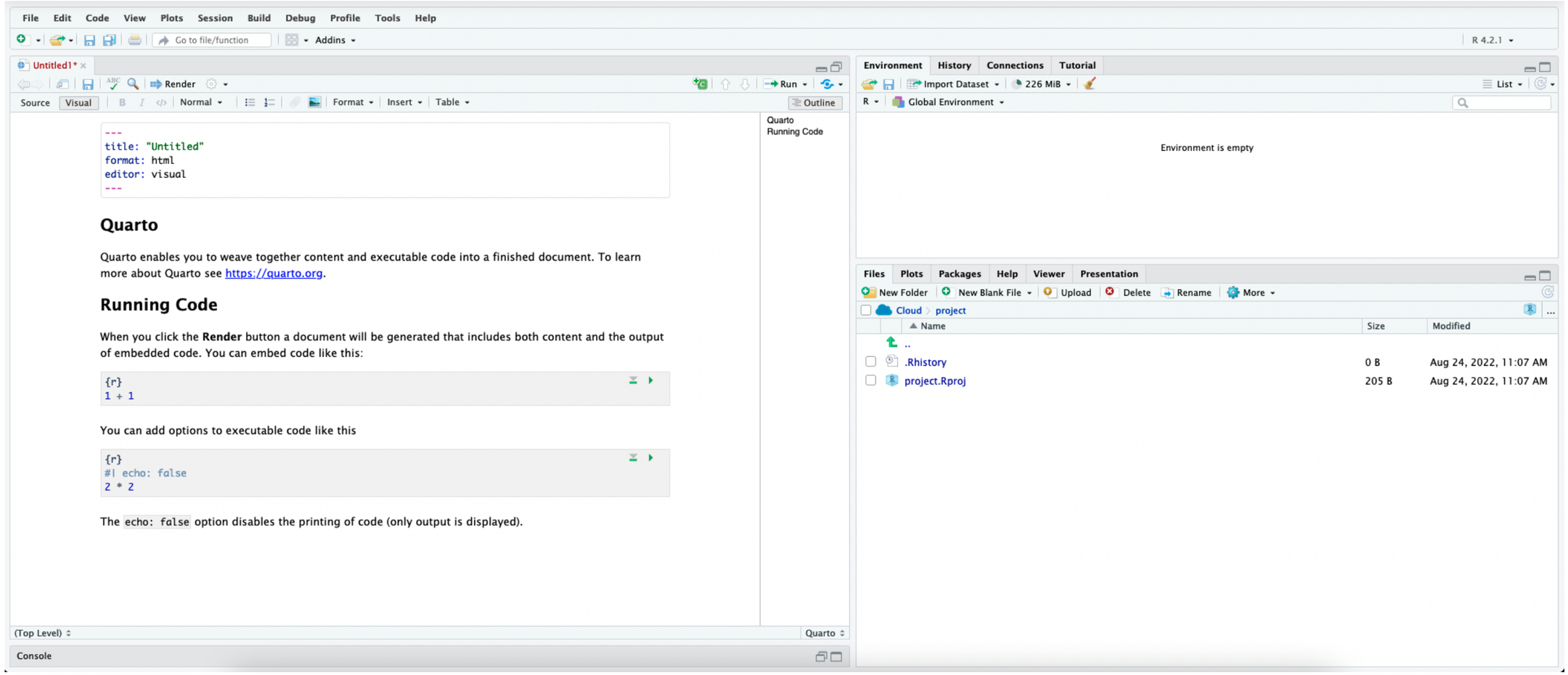


Ways to Use R Studio: Writing a .R Script

- Source pane is a text-editor
- Make .R files: all input commands in a single script
- Comment with #
- Can run any or all of script at once
- Can save, reproduce, and send to others!



Ways to Use R Studio: Quarto Documents



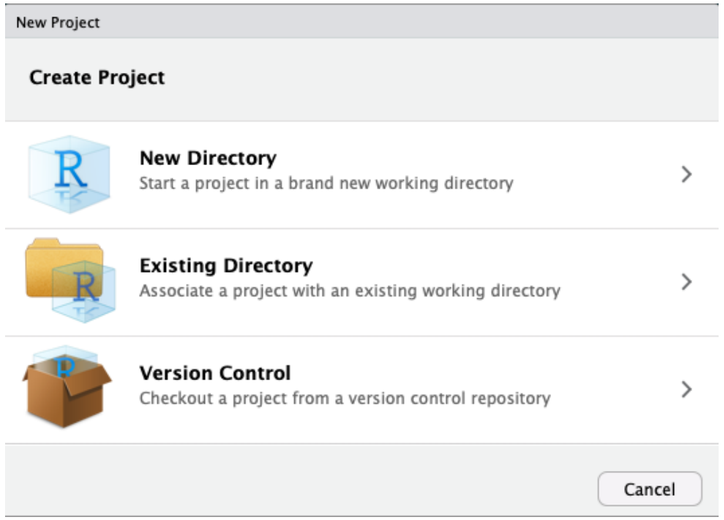
Getting to Know Your Computer

- R assumes a default (often inconvenient) **"working directory"** on your computer
  - The first place it looks to `open` or `save` files
- Find out where R this is with `getwd()`
- Change it with `setwd(path/to/folder)`[1]

1. Note the path is OS-specific. For Windows it might be `C:/Documents/`. For Mac it is often your username folder

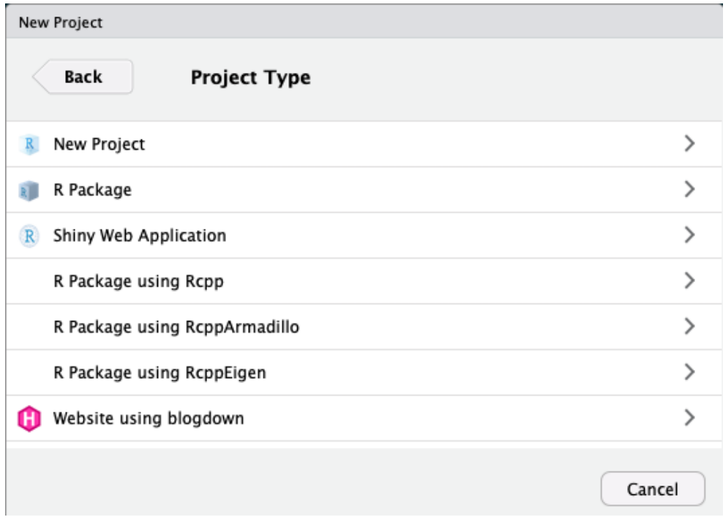
Avoid this Hassle with R Projects

- A `R Project` is a way of systematically organizing your `R` history, working directory, and related files in a single, self-contained directory
- Can easily be sent to others who can reproduce your work easily
- Connects well with version control software like GitHub
- Can open multiple projects in multiple windows



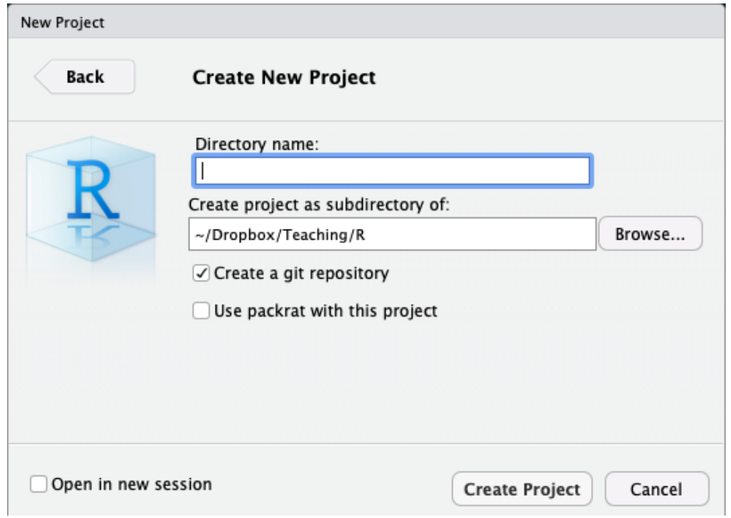
Avoid this Hassle with R Projects

- In almost all cases, you simply want a `New Project`
- For more advanced uses, your project can be an `R Package` or a `Shiny Web Application`
- If you have other packages that create templates installed (as I do, in the previous image), they will also show up as options



Avoid this Hassle with R Projects

- Enter a name for the project in the top field
  - Also creates a folder on your computer with the name you enter into the field
- Choose the location of the folder on your computer
- Depending on if you have other packages or utilities installed (such as `git`, see below!), there may be additional options, do not check them unless you know what you are doing
- Bottom left checkbox allows you to open a new instance (window) of `R` just for this project (and keep existing windows open)



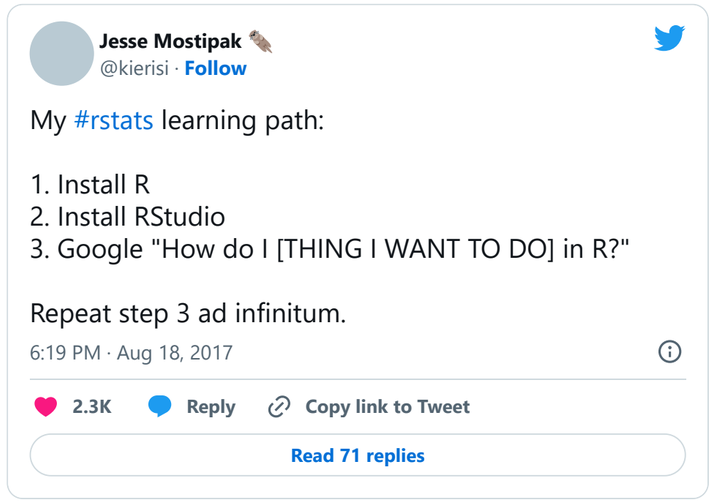
An Intro to Coding

Zahid Asghar

Learning...

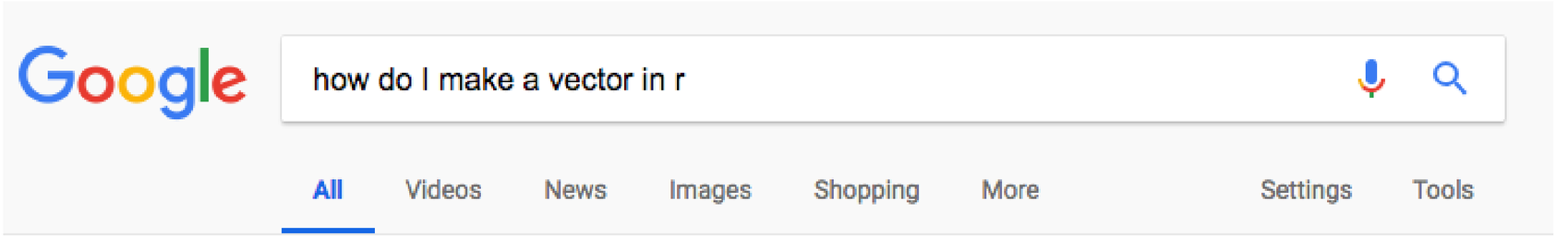
- **You don't "*learn R*", you learn *how to do things in R***
- In order to do learn this, you need to learn *how to search for what you want to do*

Learning...

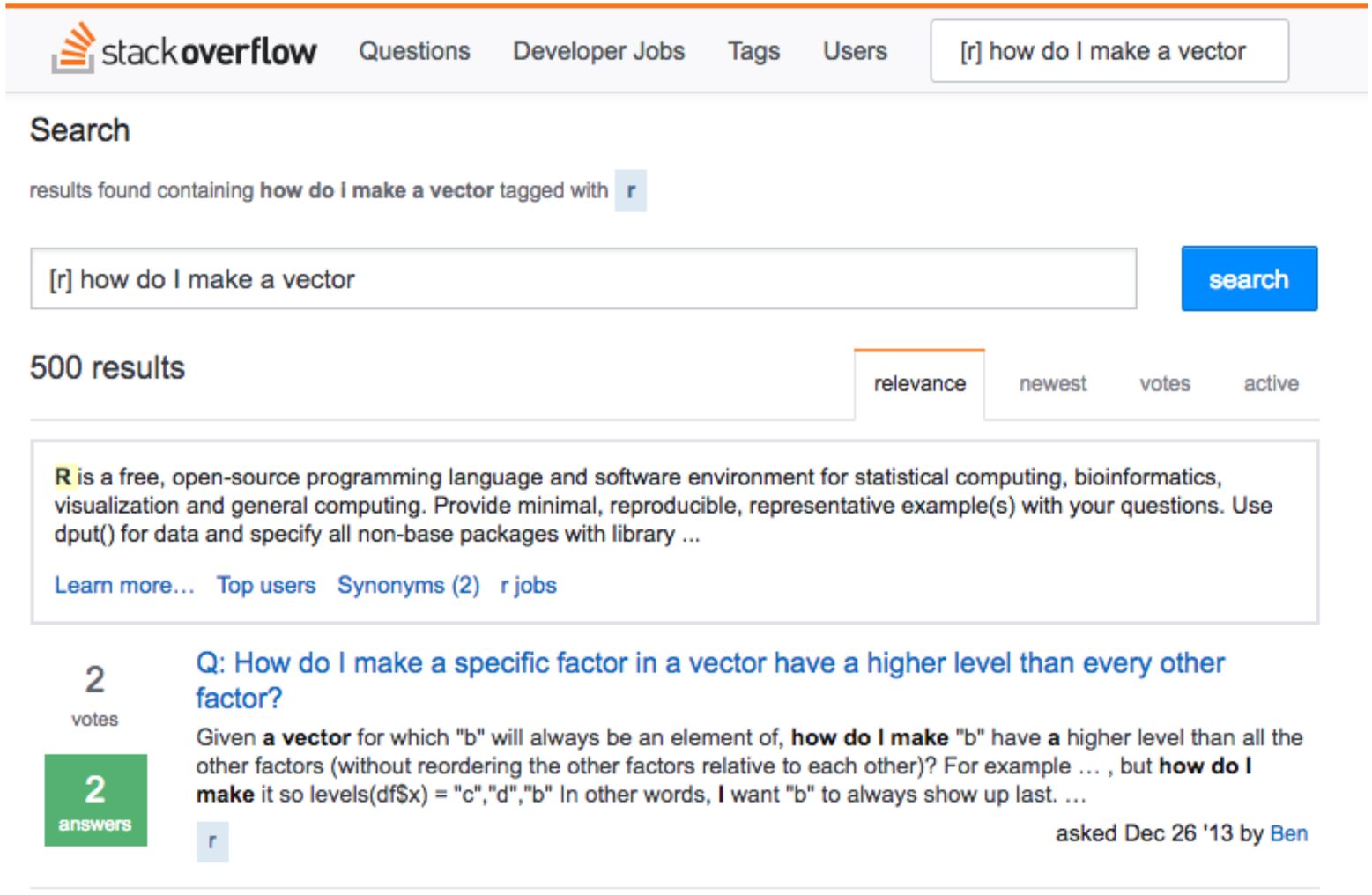

Jesse Mostipak
@kierisi · Follow
My #rstats learning path:
1. Install R
2. Install RStudio
3. Google "How do I [THING I WANT TO DO] in R?"
Repeat step 3 ad infinitum.
6:19 PM · Aug 18, 2017
2.3K
Reply
Copy link to Tweet
Read 71 replies


Katie Mack
@AstroKatie · Follow
A surprisingly large part of having expertise in a topic is not so much knowing everything about it but learning the language and sources well enough to be extremely efficient in google searches.
9:34 PM · Dec 8, 2018
14.6K
Reply
Copy link to Tweet
Read 179 replies

Say Hello To My Little Friend



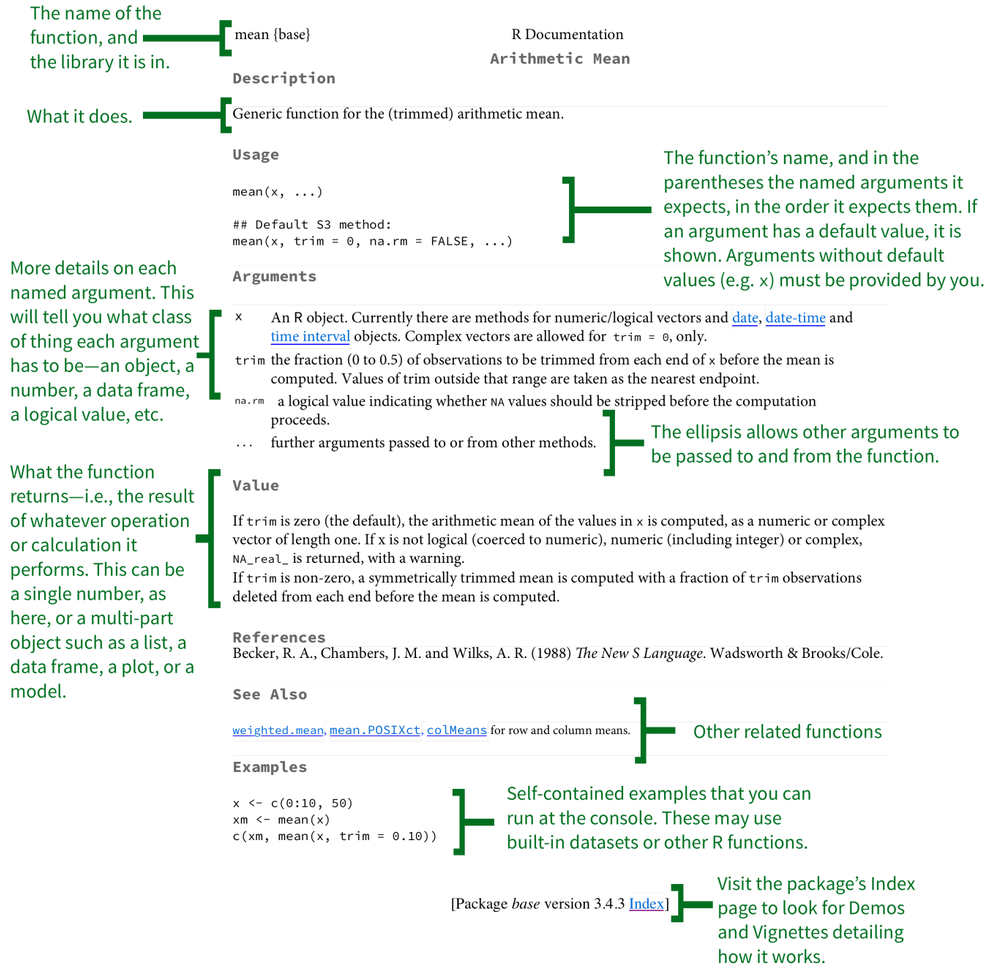
Say Hello to My Better Friend



R Is Helpful Too!

- Type `help(function_name)` or `?(function_name)` to get documentation on a function

```
1 help(mean)
2
3 ?mean() # does the same thing
```



From Kieran Healy, Data Visualization.

Tips for Writing Code

- Comment, comment, comment!
- The hashtag # starts a comment, R will ignore everything on the rest of that line

- Save often!
  - Write scripts that save the commands that did what you wanted (and comment them!)
  - Better yet, use a version control system like Git (I may cover this later)

Style and Naming

- Once we start writing longer blocks of code, it helps to have a consistent (and human-readable!) style
- I follow this style guide (you are not required to)[1]
- Naming objects and files will become important
  - DO NOT USE SPACES! You've seen seen webpages intended to be called `my webpage in html` turned into `http://my%20webpage%20in%20html.html`

```
1 i_use_underscores
2 some.people.use.snake.case
3 othersUseCamelCase
```

1. Consider your folders on your computer as well

Simple Commands

- You'll have to get used to the fact that you are coding in commands to execute
- Start with the easiest: simple math operators and calculations:

```
1 > 2+2
```

```
[1] 4
```

- Note that R will ask for **input** with `>` and give you **output** starting with `[1]`

Simple Commands

- We can start using more fancy commands

```
2^3
```

```
[1] 8
```

```
sqrt(25)
```

```
[1] 5
```

```
log(6)
```

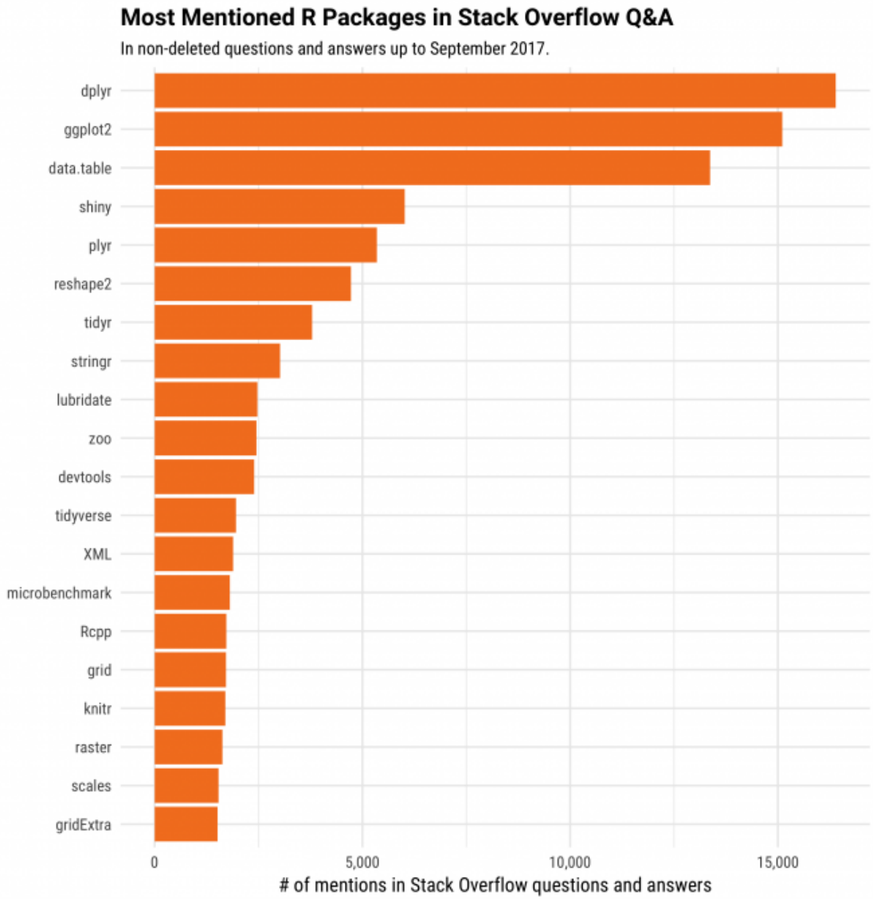
```
[1] 1.791759
```

```
pi/2
```

```
[1] 1.570796
```

Packages and Libraries

- Since R is open source, users contribute **packages**
  - Really it's just users writing custom functions and saving them for others to use
- Load packages with `library()`[1]
  - e.g. `library("ggplot2")`
- If you don't have a package, you must first `install.packages()`[2]
  - e.g. `install.packages("ggplot2")`



1. You can run a function from a previously-installed package without loading it with the syntax `package_name::function_name()`.
2. Yes, note the plural, even if it's just for one package.

Objects & Functions

- R is an **object-oriented** programming language, meaning you will always be:

1. creating `objects`
   - assign values to an object with `=` (or `<-`)[1]
2. running `functions` on `objects`
   - syntax: `my_function(my_object)`

```
# make an object
my_object = c(1,2,3,4,5)

# look at it
my_object
```

```
[1] 1 2 3 4 5
```

```
# find the sum
sum(my_object)
```

```
[1] 15
```

```
# find the mean
mean(my_object)
```

```
[1] 3
```

1. You can read this as "gets"

More About Functions

- Functions have **arguments**, the input(s)
- Some functions may have multiple arguments
- The argument of a function can be *another* function!

```
# find the sd
sd(my_object)
```

```
[1] 1.581139
```

```
# round everything in my object to two decimals
round(my_object,2)
```

```
[1] 1 2 3 4 5
```

```
# round the sd to two decimals
round(sd(my_object),2)
```

```
[1] 1.58
```

Types of R Objects

Numeric

- `numeric` objects are just numbers[1]
- Can be mathematically manipulated

```
1 x <- 2
2 y <- 3
3 x+y
```

```
[1] 5
```

```
1 x*y
```

```
[1] 6
```

1. If you want to get technical, R calls these `integer` (for whole numbers) or `double` if there are decimal values

Character

- `character` objects are “strings” of text **contained inside quote marks**
- Can contain spaces, so long as contained within quote marks

```
name <- "Zahid Asghar"
address <- "Quaid-i-Azam University"

name
```

```
[1] "Zahid Asghar"
```

```
address
```

```
[1] "Quaid-i-Azam University"
```

Logical

- `logical` objects are **boolean/binary** `TRUE` or `FALSE` indicators[1]
- Used a lot to evaluate **conditionals**:
  - `>`, `<`: greater than, less than
  - `>=`, `<=`: greater than or equal to, less than or equal to
  - `==`, `!=`: is equal to, is not equal to[2]
  - `&in&` : is a member of the set of $(\in)$
  - `&`: "AND"
  - `|`: "OR"

```
1  z = 10 # set z equal to 10
2
3  z==10 # test is z equal to 10?
```

```
[1] TRUE
```

```
1  "red"=="blue" # test is red equal to blue?
```

```
[1] FALSE
```

```
1  z > 1 & z < 12 # test is z > 1 AND < 12?
```

```
[1] TRUE
```

```
1  z <= 1 | z==10 # test is z >= 1 OR equal to 10?
```

```
[1] TRUE
```

1. Technically, under the hood, `R` is actually storing them as `numeric`: `1 = TRUE`, `0 = FALSE`!
2. One *assigns* a value (like `<-`). Two `==` *evaluates* a conditional statement!

Factor

- `factor` objects contain **categorical** data - membership in mutually exclusive groups
- Look like `character` strings, behave more like `logical`s, but with *more than two options*

```
 [1] junior    senior    freshman  freshman  sophomore sophomore junior
 [8] junior    junior    senior
Levels: freshman sophomore junior senior
```

- We'll make much more extensive use of them later

```
 [1] junior    senior    freshman  freshman  sophomore sophomore junior
 [8] junior    junior    senior
Levels: freshman < sophomore < junior < senior
```

Data Structures

Zahid Asghar

Vectors

- `vector` the simplest type of object, just a collection of elements
  - All elements must be the same data type!
- Make a vector using the **combine/concatenate** `c()` function

```r
# create a vector named vec
vec <- c(1,"orange", 83.5, pi)

# look at vec
vec
```

```
[1] "1"                "orange"           "83.5"
"3.14159265358979"
```

Dataframes I

- `data.frame` or `tibble`: what we'll always be using; think like a **"spreadsheet"**:
  - Each **column** is a vector (variable) of data all the same type
  - Each **row** is an observation (pair of values for all variables)

```
1 library(ggplot2)
2 diamonds
```

```
# A tibble: 53,940 × 10
   carat cut       color clarity depth table price     x     y     z
   <dbl> <ord>     <ord> <ord>   <dbl> <dbl> <int> <dbl> <dbl> <dbl>
 1  0.23 Ideal     E     SI2      61.5    55   326  3.95  3.98  2.43
 2  0.21 Premium   E     SI1      59.8    61   326  3.89  3.84  2.31
 3  0.23 Good      E     VS1      56.9    65   327  4.05  4.07  2.31
 4  0.29 Premium   I     VS2      62.4    58   334  4.2   4.23  2.63
 5  0.31 Good      J     SI2      63.3    58   335  4.34  4.35  2.75
 6  0.24 Very Good J     VVS2     62.8    57   336  3.94  3.96  2.48
 7  0.24 Very Good I     VVS1     62.3    57   336  3.95  3.98  2.47
 8  0.26 Very Good H     SI1      61.9    55   337  4.07  4.11  2.53
 9  0.22 Fair      E     VS2      65.1    61   337  3.87  3.78  2.49
10  0.23 Very Good H     VS1      59.4    61   338  4     4.05  2.39
# … with 53,930 more rows
```

Dataframes II

- Dataframes are really just combinations of (column) vectors
- You can make data frames by combinining named vectors with `data.frame()` or creating each column/vector in each argument

```r
# make two vectors
fruits = c("apple","orange","pear","kiwi","pineapp
numbers = c(3.3,2.0,6.1,7.5,4.2)

# combine into dataframe
df = data.frame(fruits,numbers)

# do it all in one step (note the = instead of <-)
df = data.frame(fruits=c("apple","orange","pear","
                numbers=c(3.3,2.0,6.1,7.5,4.2))

# look at it
df
```

```
     fruits numbers
1     apple     3.3
2    orange     2.0
3      pear     6.1
4      kiwi     7.5
5 pineapple     4.2
```

Working with Objects

Objects: Storing, Viewing, and Overwriting

- We want to store things in objects to run functions on them later
- Recall, any object is created with the assignment operator `=` or `<-`

```
1  my_vector = c(1,2,3,4,5)
```

- R will not give any output after an assignment

Objects: Storing, Viewing, and Overwriting

- *View* an object (and list its contents) by typing its name

```
my_vector
```

```
[1] 1 2 3 4 5
```

- objects maintain their values until they are assigned different values that will *overwrite* the object

```
my_vector = c(2,7,9,1,5)
my_vector
```

```
[1] 2 7 9 1 5
```

Objects: Checking and Changing Classes

- Check what type of object something is with `class()`

```
1 class("six")
```

```
[1] "character"
```

```
1 class(6)
```

```
[1] "numeric"
```

- Can also use logical tests of `is.()`

```
1 is.numeric("six")
```

```
[1] FALSE
```

```
1 is.character("six")
```

```
[1] TRUE
```

Objects: Checking and Changing Classes

- Convert objects from one class to another with `as.object_class()`
  - Pay attention: you can't convert non-numbers to `numeric`, etc!

```
1 as.character(6)
```

```
[1] "6"
```

```
1 as.numeric("six")
```

```
[1] NA
```

Objects: Different Classes and Coercion I

- Different types of objects have different rules about mixing classes
- Vectors can *not* contain different types of data
  - Different types of data will be "**coerced**" into the lowest-common denominator type of object

```
1 mixed_vector = c(pi, 12, "apple", 6.32)
2 class(mixed_vector)
```

```
[1] "character"
```

```
1 mixed_vector
```

```
[1] "3.14159265358979" "12"               "apple"            "6.32"
```

Objects: Different Classes and Coercion II

- Data frames can have columns with different types of data, so long as all the elements in each column are the same class[1]

```
 1 df
```

```
     fruits numbers
1     apple     3.3
2    orange     2.0
3      pear     6.1
4      kiwi     7.5
5 pineapple     4.2
```

```
 1 class(df$fruits)
```

```
[1] "character"
```

```
 1 class(df$numbers)
```

```
[1] "numeric"
```

1. Remember each column in a data frame is a vector!

More on Dataframes I

- Learn more about a data frame with the `str()` command to view its structure

```
1 class(df)
```

```
[1] "data.frame"
```

```
1 str(df)
```

```
'data.frame':   5 obs. of  2 variables:
 $ fruits : chr  "apple" "orange" "pear" "kiwi" ...
 $ numbers: num  3.3 2 6.1 7.5 4.2
```

More on Dataframes II

- Take a look at the first 5 (or `n`) rows with `head()`

```
1 head(df)
```

```
     fruits numbers
1     apple     3.3
2    orange     2.0
3      pear     6.1
4      kiwi     7.5
5 pineapple     4.2
```

```
1 head(df, n=2)
```

```
  fruits numbers
1  apple     3.3
2 orange     2.0
```

More on Dataframes III

Get summary statistics[1] by column (variable) with `summary()`

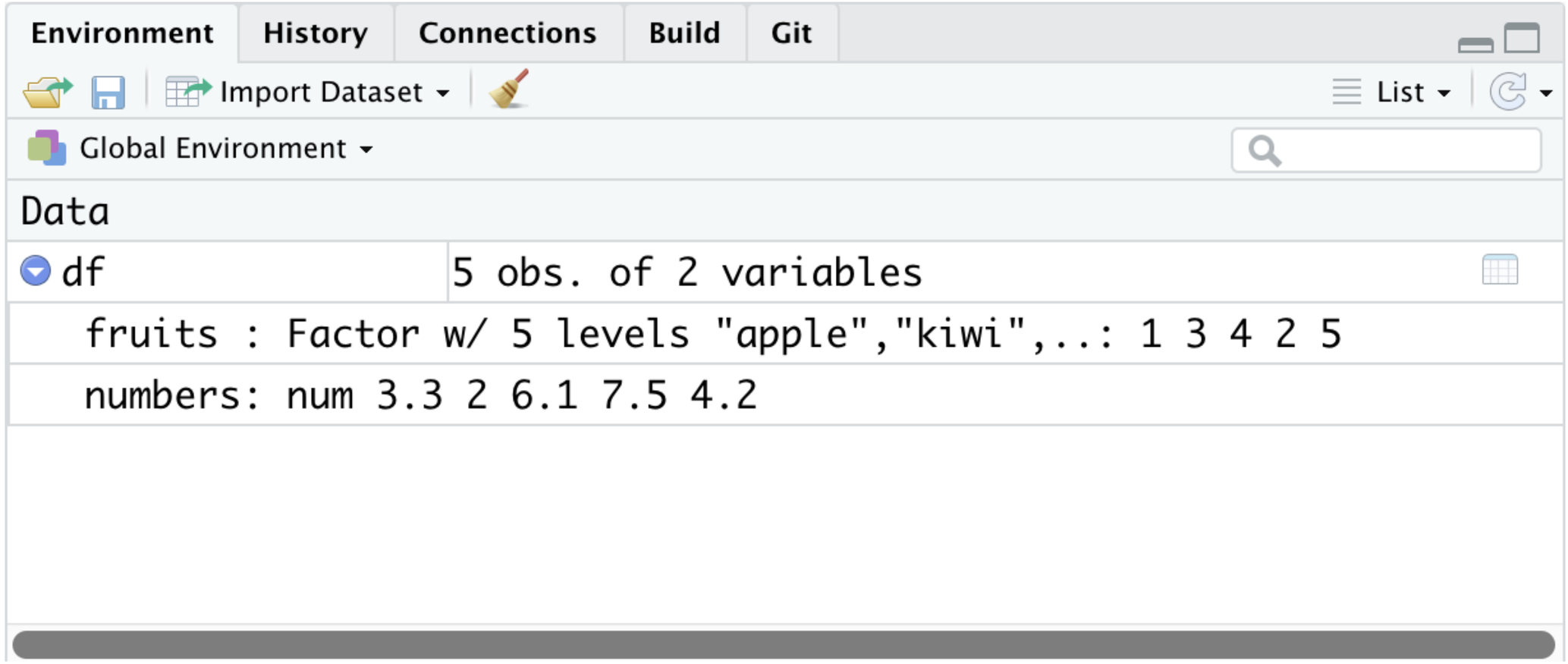
```
1  summary(df)
```

```
   fruits             numbers
Length:5           Min.   :2.00
Class :character   1st Qu.:3.30
Mode  :character   Median :4.20
                   Mean   :4.62
                   3rd Qu.:6.10
                   Max.   :7.50
```

1. For `numeric` data only; a frequency table is displayed for `character` or `factor` data

More on Dataframes IV

- Note, once you save an object, it shows up in the **Environment Pane** in the upper right window
- Click the blue arrow button in front of the object for some more information



More on Dataframes V

- `data.frame` objects can be viewed in their own panel by clicking on the name of the object in the environment pane
- Note you cannot edit anything in this pane, it is for viewing only

Functions Again I

- Functions in R are **vectorized**, meaning running a function on a vector applies it to *each* element

```
my_vector = c(2,4,5,10) # create object called my_vector
my_vector # look at it
```

```
[1]  2  4  5 10
```

```
my_vector+4 # add 4 to all elements of my_vector
```

```
[1]  6  8  9 14
```

```
my_vector^2 # square all elements of my_vector
```

```
[1]   4  16  25 100
```

Functions Again II

- But often we want to run functions on vectors that *aggregate* to a result (e.g. a statistic):

```
length(my_vector) # how many elements?
```

```
[1] 4
```

```
sum(my_vector) # add all elements together
```

```
[1] 21
```

```
max(my_vector) # find largest element
```

```
[1] 10
```

```
min(my_vector) # find smallest element
```

```
[1] 2
```

```
mean(my_vector) # mean of all elements
```

```
[1] 5.25
```

```
median(my_vector) # median of all elements
```

```
[1] 4.5
```

```
var(my_vector) # variance of object
```

```
[1] 11.58333
```

```
sd(my_vector) # standard deviation of object
```

```
[1] 3.40343
```

Some Common Errors

- If you make a coding error (e.g. forget to close a parenthesis), R might show a `+` sign waiting for you to finish the command

```
> 2+(2*3
+
```

- Either finish the command– e.g. add `)`–or hit `Esc` to cancel