# The basics: 02 Vectors and data types

### Ari Anisfeld

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# Questions

### Create vectors

1. In the lecture, we covered c(), :, rep(), seq() among other ways to create vectors.

```
dolly <- c(9, 10, 11, 12, 13, 14, 15, 16, 17)
bees <- c("b", "b", "b", "b", "b")
```

- Recreate dolly using :.
- Create the same vector using seq().
- Recreate bees using rep().

### Random vectors

1. In the lecture, we also created vectors using rnorm() and runif().

```
random_norm <- rnorm(100)
random_unif <- runif(1000)</pre>
```

- How long are the vectors random\_norm and random\_unif? Use length() to verify.
- What are the largest and smallest values in random\_norm and random\_unif? Use min() and max().
- Use mean() and sd() to calculate the mean and standard deviation of the two distributions.
- Create a new vector with 10000 draws from the standard normal distribution.
- rnorm() by default sets mean = 0 (see ?rnorm). Create a vector of 10000 draws from the normal distribution with mean = 1. Use mean() to verify.

Notice the functions min(), max(), mean() and sd() all take a vector with many values and summarize them as one value. These are good to use with summarize() when doing data analysis on tibbles.

#### data types

- Use typeof() to verify the data types of dolly, bees, random\_unif
- Coerce dolly to a character vector. Recall we have functions as.<type>() for this kind of coercion.
- Try to coerce bees to type numeric. What does R do when you ask it to turn "b" into a number?

### vectorized math

a and b are vectors of length 10. Look at them in the console.

```
a <- 1:10
b <- rep(c(2, 4), 5)
```

- 1. Add a and b element by element.
- 2. Subtract a and b element by element.
- 3. Divide a by b element by element.
- 4. Multiply a and b element by element.
- 5. Raise the element of a to the power of b element by element.
- 6. Multiply each element of a by 3 then subtract b
- 7. Raise each element of b to the third power.
- 8. Take the square root of each element of a.

### vectorized comparison

1. Run the following code and make sure you understand the output.

```
a > b

## [1] FALSE FALSE TRUE FALSE TRUE TRUE TRUE TRUE TRUE TRUE

a == b
```

## [1] FALSE FALSE FALSE TRUE FALSE FALSE FALSE FALSE FALSE

### creating tibbles with vectors

1. Create a tibble with columns called a and b where a is the numbers 1 to 100 and b is 100 random numbers from the standard normal distribution.

```
my_tibble<-
tibble(
    a = ...,
    b = ...
)</pre>
```

### subsetting

midwest is a data set that comes with ggplot.

```
# try this to see midwest data
library(tidyverse)
midwest %>% head()
```

- 1. Use pull() to get the vector of state names.
- 2. Use [[ to get a vector of state names. This is baseR and requires (normal) quotes around column names.
- 3. Use select() to get a tibble with state as the only column.
- 4. Use [ to get a tibble with state as the only column

### **Solutions**

#### Create vectors

```
dolly_colon <- 9:17
dolly_seq <- seq(9:17)
bees_rep <- rep("b", 5)</pre>
```

### Random vectors

```
# lengths
length(random_norm)
## [1] 100
length(random_unif)
## [1] 1000
# largest and smallest values (repeat with random_unif)
max(random_norm)
## [1] 2.741098
min(random_norm)
## [1] -2.16429
# mean and sd (repeat with random_unif)
mean(random_norm)
## [1] 0.1985624
sd(random_norm)
## [1] 1.034158
# rnorm with length 10000
longer_rnorm <- rnorm(10000)</pre>
\# mean = 1
rnorm_centered_on_one <- rnorm(10000, mean = 1)</pre>
```

## typeof

```
typeof(dolly)

## [1] "double"

typeof(bees)

## [1] "character"

typeof(random_unif)

## [1] "double"
```

```
# notice dolly is int if it's created by : or seq
typeof(dolly_seq)

## [1] "integer"
typeof(dolly_colon)

## [1] "integer"
# coercion
as.character(dolly)

## [1] "9" "10" "11" "12" "13" "14" "15" "16" "17"
# R coerces "b" to NA because there is
# not a natural number to replace "b" with
as.numeric(bees)

## Warning: NAs introduced by coercion
## [1] NA NA NA NA
vectorized math

a + b

## [1] 3 6 5 8 7 10 9 12 11 14
```

```
a + b
## [1] 3 6 5 8 7 10 9 12 11 14
## [1] -1 -2 1 0 3 2 5 4 7 6
## [1] 0.5 0.5 1.5 1.0 2.5 1.5 3.5 2.0 4.5 2.5
## [1] 2 8 6 16 10 24 14 32 18 40
a ^ b
       1 16
                     9 256
                                         49 4096
                                                    81 10000
## [1]
                             25 1296
2 * a - b
## [1] 0 0 4 4 8 8 12 12 16 16
## [1] 8 64 8 64 8 64 8 64 8 64
sqrt(a)
## [1] 1.000000 1.414214 1.732051 2.000000 2.236068 2.449490 2.645751 2.828427
## [9] 3.000000 3.162278
```

### Creating tibbles

```
my_tibble<-
tibble(</pre>
```

```
a = seq(1, 100),
b = rnorm(100)
midwest %>% pull(state)
##
##
[436] "WI" "WT"
midwest[["state"]]
##
```

```
## [436] "WI" "WI"
midwest %>% select(state)
## # A tibble: 437 x 1
##
 state
 <chr>
##
1 IL
2 IL
3 IL
##
4 IL
##
##
5 IL
6 IL
## 7 IL
##
8 IL
## 9 IL
## 10 TI.
## # ... with 427 more rows
midwest[,"state"]
## # A tibble: 437 x 1
##
 state
##
 <chr>
1 IL
##
##
2 IL
##
3 IL
4 IL
##
5 IL
##
6 IL
7 IL
8 IL
##
9 IL
## 10 IL
## # ... with 427 more rows
```