Stats 598z: Homework 1

Due before class on Thursday, Jan 26

Important:R code, tables and figures should be part of a single .pdf or .html files from R Markdown and knitr. See the class reading lists for a short tutorial.

[30]1 Problem 1: The seq() function 1. We saw the ':' operator generate integer vectors. A more flexible function in seq(). Skim through the R documentation to try and understand what this does. In particular, with examples explain the from, to, by and length.out options. [8pts] 2. Note that you don't always have to specify all options, some missing values take default values. Explain what seq(10) and seq(3,10) do. [4pts] 3. What happens when you pass seq() a vector (of anything)? [4pts] 4. What happens when you pass seq() an integer vector of length 1? Note that this behaviour is inconsistent with the previous question and is often a source of bugs. [3pts] 5. The seq_along() function avoids this inconsistency. Show this by using this with vector inputs from the previous two questions. 6. seq_len(num) is shorthand for seq(from = 1, to = num, by = 1). Use seq_len (and some basic arithmetic) to generate an *integer*-vector from 3 to 10. [4pts] 7. seq_len(num) resembles 1:num unless num is negative. What happens then for both cases? [3pts] Problem 2: Vectors in R [25]R comes with a few built-in constant to make life easy for you. One such constant is letters. 1. Print out letters. Also, print a summary of it. [3pts] 2. What kind of data type is letters? Include the commands you used to find this. [3pts] 3. What is the length of letters? Don't count! [2pts] 4. How would you access every alternate element of letters? Save the first, third, fifth etc. in an appropriately named variable. [4pts] 5. How would you store letters backwards in an appropriately named variable? [3pts] 6. How would you store every alternate letters backwards in an appropriately named variable? [4pts] 7. Save the first 16 letters in a 4×4 matrix. [3pts] 8. From the documentation of letters, mention two other built-in constants and their data types.[3pts]

¹not exactly: it's actually a more efficient implementation

3 Problem 3: Matrices in R

[45]

[2pts]

runif() generates numbers uniformly between 0 and 1 (we saw rnorm() in class).

- 1. Generate 20 numbers uniformly between 0 and 1 and store them in a 4×5 matrix. [3pts]
- 2. How would you index the entire third row of this matrix? What kind of data-structure is this? What are its dimensions (if any)? [2pts]
- 3. Repeat the previous with drop=FALSE. See help('[') for this option. [2pts]
- 4. sum() calculates the sum of all elements in the R object. What is the sum of your matrix? [2pts]
- 5. How would you transform your matrix so that the sum of all elements is 1? [3pts]
- 6. rowSums() and colSums() have self-explanatory names (though you should skim the documentation). Print their outputs for your matrix. [3pts]
- 7. How would you transform your matrix so that its rows add up to one? Use recycling (and recall R matrices are column-major). You should not use for loops, just material from the lectures [7pts]
- 8. What does the function t() do?
- 9. How would you transform your matrix so that its columns add up to one? Your answer will be similar to the previous one, except you will additionally have to use t(). [7pts]
- 10. Use runif() to generate a new 2 × 9 matrix. Starting with this matrix, generate a new 3 × 2 matrix by picking every other element. There are two possibilities: every other element as you move along the rows, and every other element as you move along the columns. Provide code and results for both cases. Again, you might have to use t(). [7pts]
- 11. Look at the documentation for the cbind() function. The example at the end has four lines:

```
m <- cbind(1, 1:7) # the '1' (= shorter vector) is recycled
m
m <- cbind(m, 8:14)[, c(1, 3, 2)] # insert a column
m</pre>
```

Run these and print the output. Explain what is happening. Line 3 is a sequence of operations, and it might help to break them down into the individual operations. [7pts]