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Introductions

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Colorado Cooperative Fish and Wildlife Research Unit

Why learn to code?

- efficiency
- transparency
- flexibility in application
- shareable
- automated processes/report writing
- marketable skill
- needed for publications

Software





What is R?

R is a "suite of software facilities for data manipulation, calculation and graphical display."

R uses **packages** that are collections of functions, data, and compiled code in a "well-defined format".

Packages are downloaded from The Comprehensive R Archive Network (CRAN), R's central software repository. Also, on GitHub, GitLab, BitBucket or other code sharing platforms.

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Why use R?

- open-source and free
- small total user base / large in ecology and statistics
- find help online, e.g., stackoverflow
- statistics
- plotting / graphics
- data management

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What is RStudio?

RStudio is an "Integrated Development Environment (IDE)".

RStudio brings tools/languages together.

We use R within RStudio.

Why use RStudio?

- Makes using R easier
- Projects (file mgmt)
- R Shiny: Interactive online apps
- R Markdown: Interactive documents
- Quarto: interactive articles, websites, blog, ...
- Posit Certified B corp

Online resources to learn R

- Intro to R for Biologists
- Introduction to R tidyverse
- R for Data Science (2e)
- Advanced R
- Introduction to the R Language
- Introduction to R
- An Introduction to R for Research
- Introduction to Data Exploration and Analysis with R
- Working with Data in R

Goal

'Get familiar with fundamentals of R useful for data'

'To get beyond the initial shock or fear of programming and start using R'

Learning Objectives

- Write and execute code in R via RStudio
- R language vocabulary
- Read/write data
- Find help
- Manipulate data efficiently
- Plot data/results

Execution

- Presentation / code walk through
- Challenges (independent or in teams of 2-3)

Schedule

- 900 930: Introductions and Setup
- 930 1015: RStudio and R (objects and functions)
- 1015 1130: Data Input and Output
- 1130- 1200: Finding Help
- 1200 1300: Lunch
- 1300 1400: Data Mgmt
- 1400 1500: Plotting
- 1500 1600: Final Challenge

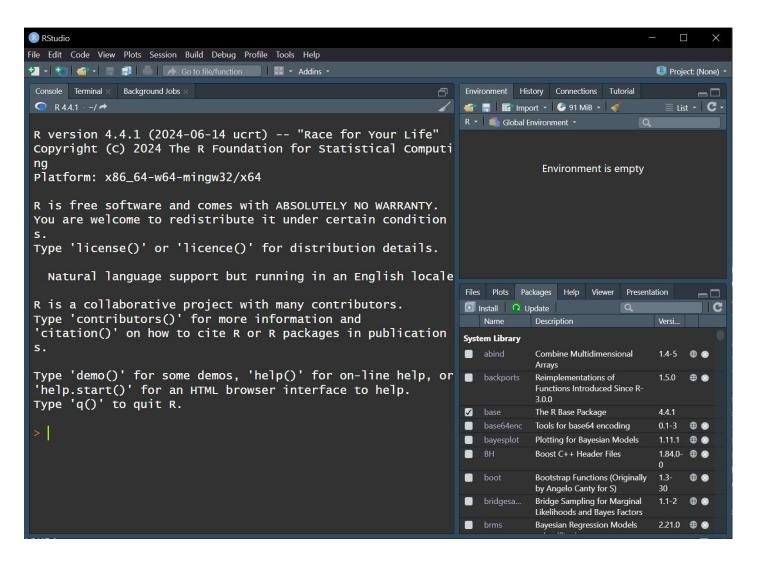
Showcases

Brian - R Shiny application

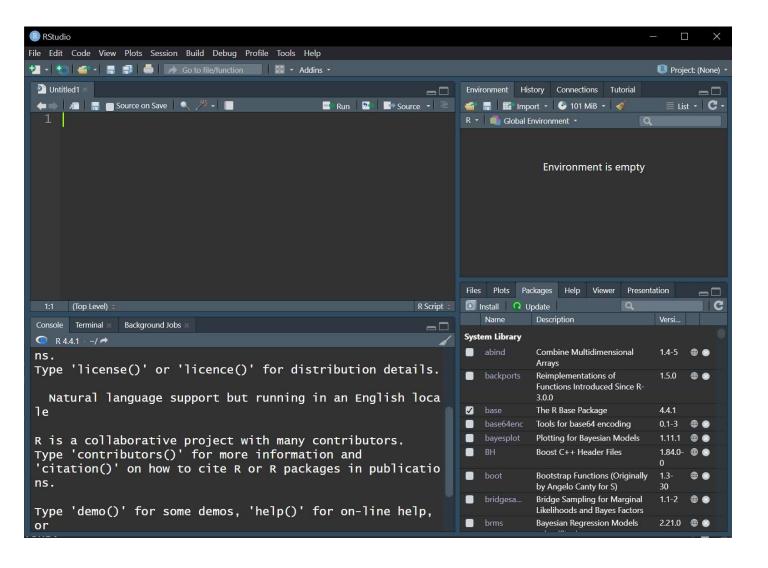
Kyle - Lights out alerts

Georgia - The Orion Nebula?

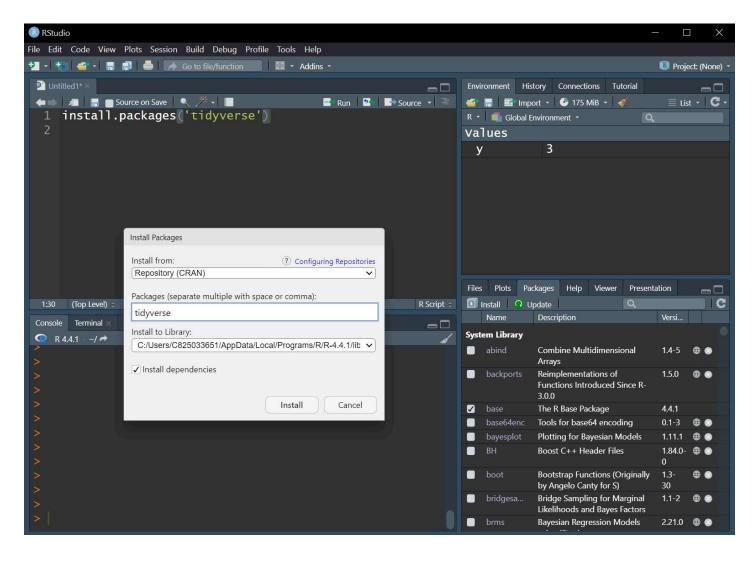
RStudio



RStudio



Installing Packages



Packages for Workshop

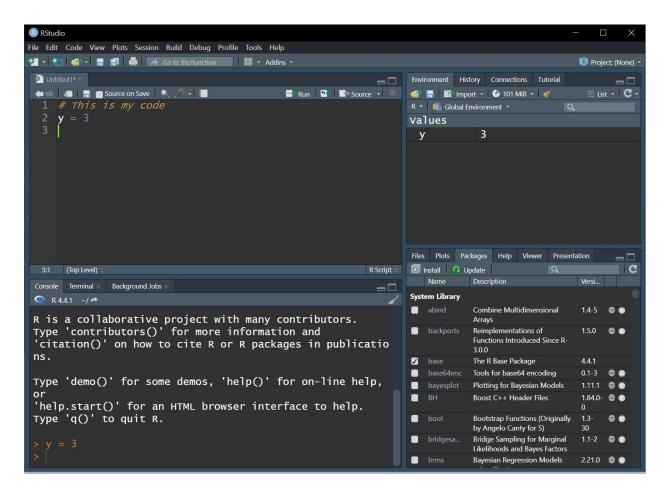
Please install from CRAN

- tidyverse
- readxl
- ggridges
- gridExtra

Objects

A storage place for information; stored in the "Environment"

'Attributes' describes the structure or information of the object



```
1 # y is an 'object' that is assigned the value 3
2 y = 3
3 y
```

```
[1] 3
```

```
1  # Same operation '=' '<-'
2  y <- 3
```

```
1 # We can create new objects from objects
2 y2 = y-2
3 y2
[1] 1
```

```
1 # We can do math with our objects
2 # Mind your parentheses (order of operation)
3 y*2 / y*4

[1] 8

1 y*2 / (y*4)

[1] 0.5
```

Functions

'does stuff'; creates or manipulates objects

'Arguments' are the types of things a function is asking for; the inputs

object = function(attribute1 = input1, attribute2 = input2)

```
object = function(input1, input2)
```

```
this = sign(x = -5)
```

```
1 sign(-5)
[1] -1

1 sign(5)
[1] 1
```

Functions

```
1 # function - 'c' - concatenate
2 y = c(1,2,3,4,5,6)
```

```
1 is.numeric(y)
```

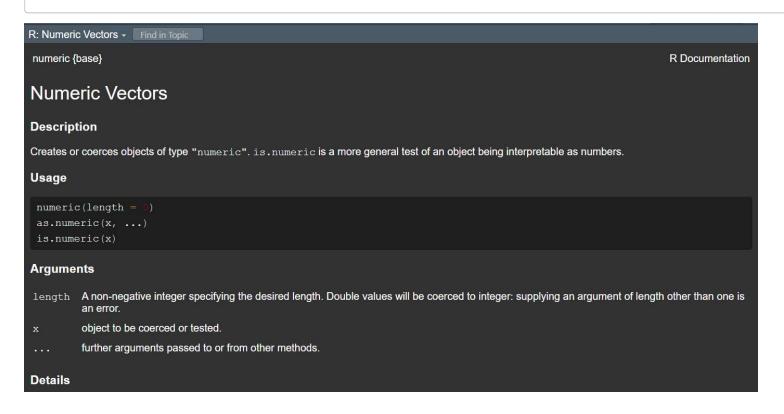
```
[1] TRUE
```

```
1 # The function 'class' has the argument 'x' 2 is.numeric(x = y)
```

[1] TRUE

Functions

- 1 # How to find out the arguments of a function?
- 2 ?is.numeric



Wrapping functions

Values

- numeric
- integer
- character
- factor

- vector
- matrix
- array
- list
- dataframe
- S3, S4, S5, and beyond

Types of Values

Numeric

```
1 y = 3
2 class(y)
```

[1] "numeric"

Integer

```
1 y = integer(3)
2 class(y)
```

[1] "integer"

Character

```
1 y = "habitat"
2 class(y)
```

[1] "character"

Factor

```
1 y = factor("habitat")
2 class(y)
```

[1] "factor"

Vector

```
1 # An ordered collection indexed 1,2,...n
2 # Using the function 'c' to concetanate
3 z1 = c(4,5,6)
4 7.1
```

[1] 4 5 6

The value 4 is in element/index/position 1 of the vector The value 6 is in element/index/position 3 of the vector

```
1 # the dimension of a vector
         2 length(z1)
[1] 3
```

```
1 # A vector of characters
z2 = c("dog", "cat", "horse")
  7.2
```

```
1 z3 = c("dog","1","horse")
2 z3
[1] "dog" "1" "horse"
```

• • •

[1] "dog" "cat" "horse"

Subsetting a vector

```
1 2:4
[1] 2 3 4
```

```
1 z3[2:4]
[1] "1" "horse" "chicken"
```

```
1 z3[c(<mark>2,4</mark>)]
```

1 z3[-1]
[1] "1" "horse" "chicken"

"chicken"

[1] "1"

Vector of factors

```
1 z4
[1] dog dog cat horse
Levels: cat dog horse
```

```
1 levels(z4)
[1] "cat" "dog" "horse"
```

1 summary(z4)
cat dog horse
1 2 1

Matrix

```
1 x
[1,1] [,2] [,3]
[1,1] 2 3 5
[2,1] 2 4 6
```

```
1 #rows and columns
2 dim(x)
```

[1] 2 3

Subsetting a matrix

```
1 # get element of row 1 and column 2 2 \times [1,2] [1] 3
```

```
1 # get all elements of row 2 2 \times [2,]
```

```
[1] 2 \overline{4} 6
```

```
1 # same as 2 \times [2,1:3]
```

[1] 2 4 6

Array

```
1 z5

, , 1

[1,1] [,2]
[2,] "a" "c"
"d"

, , 2

[1,1] [,2]
[1,1] [,2]
[2,] "1" "3"
"4"
```

List

```
1 # LIST - a bucket - will take anything
2 my.list = list(z1, z2, z3, z4, z5)
```

```
1 #Subset a list
2 my.list[[1]]
```

```
[1] 4 5 6
```

```
1 my.list[[4]]
[1] dog dog cat horse
Levels: cat dog horse
```

Data frame

E.g., a row for each observation and a column for each variable (can be different types).

```
1 x = data.frame(outcome = c(1,0,1,1),

2 exposure = c("yes", "yes", "no",

3 age = c(24, 55, 39, 18)

4 )
```

Subset data.frame

```
1 x$exposure
[1] "yes" "yes" "no" "no"

1 x['exposure']

exposure
1    yes
2    yes
3     no
4     no
```

```
1 x[,2]
[1] "yes" "yes" "no" "no"
```

Next: Data input and output (Kyle)