Quantitative Methods Human Sciences, 2020–2021

Elias Nosrati

Lecture 1: 15 October 2020

▶ Statistics and data science in R.

- Statistics and data science in R.
- ▶ Building on first-year introductory statistics course.

- Statistics and data science in R.
- ▶ Building on first-year introductory statistics course.
- ▶ Weekly problem sheets to be submitted day before teaching.

- Statistics and data science in R.
- ▶ Building on first-year introductory statistics course.
- Weekly problem sheets to be submitted day before teaching.
- ▶ All materials available on Canvas and on eliasnosrati.github.io.

- Statistics and data science in R.
- ▶ Building on first-year introductory statistics course.
- Weekly problem sheets to be submitted day before teaching.
- ► All materials available on Canvas and on eliasnosrati.github.io.
- Assessment: one take-home assignment (Hilary) and one online open-book exam paper (Trinity).

Probability theory.

- Probability theory.
- ► Theories of statistical inference.

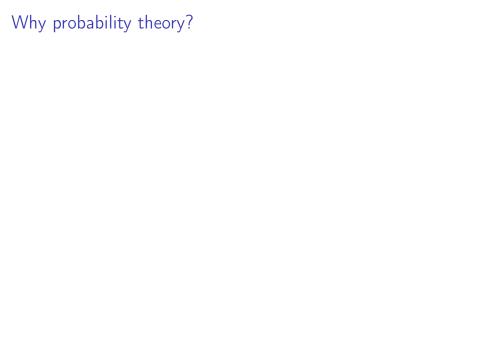
- Probability theory.
- ▶ Theories of statistical inference.
- ► Counterfactual inference (causality and prediction).

- Probability theory.
- Theories of statistical inference.
- Counterfactual inference (causality and prediction).
- Descriptive inference (data discovery and pattern recognition).

► Some mathematical preliminaries.

- Some mathematical preliminaries.
- Probability theory.

- ► Some mathematical preliminaries.
- Probability theory.
- ▶ Introduction to R (tutorial).



► Foundation of statistics.

- ▶ Foundation of statistics.
- ▶ Biology: inheritance of genes, mutations.

- Foundation of statistics.
- ▶ Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.

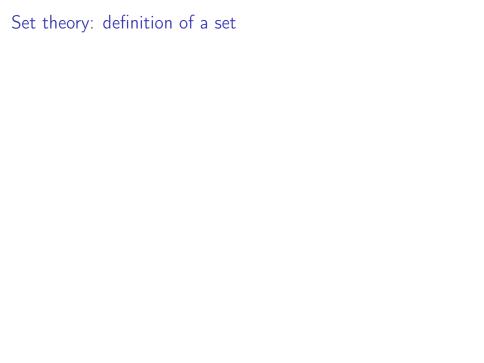
- Foundation of statistics.
- ▶ Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.
- Physics: quantum mechanics, statistical mechanics.

- Foundation of statistics.
- ▶ Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.
- Physics: quantum mechanics, statistical mechanics.
- ► Computer science: randomised algorithms, artificial intelligence.

- Foundation of statistics.
- Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.
- Physics: quantum mechanics, statistical mechanics.
- ► Computer science: randomised algorithms, artificial intelligence.
- Meteorology: weather forecasting.

- Foundation of statistics.
- Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.
- Physics: quantum mechanics, statistical mechanics.
- ► Computer science: randomised algorithms, artificial intelligence.
- Meteorology: weather forecasting.
- Social and political science: policy impacts, elections.

- Foundation of statistics.
- Biology: inheritance of genes, mutations.
- Medicine: clinical trials, epidemiology.
- Physics: quantum mechanics, statistical mechanics.
- ► Computer science: randomised algorithms, artificial intelligence.
- Meteorology: weather forecasting.
- Social and political science: policy impacts, elections.
- And much more!



Definition

A set is a collection of objects.

Definition

A set is a collection of objects.



Example

▶ $S = \{a, b, c\}$ is a set composed of the first three letters of the English alphabet.

Definition

A set is a collection of objects.



Example

- ▶ $S = \{a, b, c\}$ is a set composed of the first three letters of the English alphabet.
- ▶ $a \in S$: a is a member (or element) of S.

Definition

A set is a collection of objects.



Example

- ▶ $S = \{a, b, c\}$ is a set composed of the first three letters of the English alphabet.
- ▶ $a \in S$: a is a member (or element) of S.
- ▶ $d \notin S$: d is not a member (or element) of S.

Definition

A set is a collection of objects.



Example

- ▶ $S = \{a, b, c\}$ is a set composed of the first three letters of the English alphabet.
- ▶ $a \in S$: a is a member (or element) of S.
- ▶ $d \notin S$: d is not a member (or element) of S.
- ▶ If $A = \{a, b\}$, then $A \subset S$: A is a subset of S.

Definition

A set A is a *subset* of a set B, or $A \subset B$, if every member of A is also a member of B:

$$(x \in A) \Rightarrow (x \in B)$$

for all elements x.

Definition

A set A is a *subset* of a set B, or $A \subset B$, if every member of A is also a member of B:

$$(x \in A) \Rightarrow (x \in B)$$

for all elements x.



Definition

A set A is a *subset* of a set B, or $A \subset B$, if every member of A is also a member of B:

$$(x \in A) \Rightarrow (x \in B)$$

for all elements x.



Remark

If $A \subset B$ and $A \neq B$, then A is said to be a *proper subset* of B. Otherwise, we often write $A \subseteq B$.



Set theory: some important sets

▶ The set of natural numbers

$$\mathbb{N}=\{1,2,3,\dots\}.$$

► The set of natural numbers

$$\mathbb{N}=\{1,2,3,\dots\}.$$

The set of integers

$$\mathbb{Z}=\{0,\pm 1,\pm 2,\dots\}.$$

▶ The set of natural numbers

$$\mathbb{N} = \{1, 2, 3, \dots\}.$$

► The set of integers

$$\mathbb{Z} = \{0, \pm 1, \pm 2, \dots\}.$$

The set of rational numbers

$$\mathbb{Q} = \{p/q : p, q \in \mathbb{Z} \text{ and } q \neq 0\}.$$

▶ The set of natural numbers

$$\mathbb{N} = \{1, 2, 3, \dots\}.$$

► The set of integers

$$\mathbb{Z} = \{0, \pm 1, \pm 2, \dots\}.$$

The set of rational numbers

$$\mathbb{Q} = \{p/q : p, q \in \mathbb{Z} \text{ and } q \neq 0\}.$$

▶ The set of real numbers \mathbb{R} (think of the number line).



For $a, b \in \mathbb{R}$ and a < b, we define the following:

For $a, b \in \mathbb{R}$ and a < b, we define the following:

▶ The open interval

$$(a, b) = \{x \in \mathbb{R} : a < x < b\}.$$

For $a, b \in \mathbb{R}$ and a < b, we define the following:

The open interval

$$(a, b) = \{x \in \mathbb{R} : a < x < b\}.$$

▶ The half open (closed) interval

$$(a,b] = \{x \in \mathbb{R} : a < x \le b\}.$$

For $a, b \in \mathbb{R}$ and a < b, we define the following:

The open interval

$$(a,b) = \{x \in \mathbb{R} : a < x < b\}.$$

The half open (closed) interval

$$(a, b] = \{x \in \mathbb{R} : a < x \le b\}.$$

► The half closed (open) interval

$$[a,b) = \{x \in \mathbb{R} : a \le x < b\}.$$

For $a, b \in \mathbb{R}$ and a < b, we define the following:

The open interval

$$(a,b) = \{x \in \mathbb{R} : a < x < b\}.$$

The half open (closed) interval

$$(a, b] = \{x \in \mathbb{R} : a < x \le b\}.$$

► The half closed (open) interval

$$[a,b) = \{x \in \mathbb{R} : a \le x < b\}.$$

The closed interval

$$[a,b] = \{x \in \mathbb{R} : a \le x \le b\}.$$

Definition

The empty set, denoted by $\varnothing = \{\},$ is a unique set with no members.

Definition

The *empty set*, denoted by $\emptyset = \{\}$, is a unique set with no members.

Definition

For a set A, the *power set* of A is the set of all subsets of A:

$$\mathcal{P}(A) = \{X : X \text{ is a subset of } A\},\$$

Definition

The *empty set*, denoted by $\emptyset = \{\}$, is a unique set with no members.

Definition

For a set A, the *power set* of A is the set of all subsets of A:

$$\mathcal{P}(A) = \{X : X \text{ is a subset of } A\},\$$

Example

Let $A = \{1, 2, 3\}$. Then

$$\mathcal{P}(A) = \{\{1\}, \{2\}, \{3\}, \{1,2\}, \{1,3\}, \{2,3\}, \{1,2,3\}, \emptyset\}.$$

Definition

The *empty set*, denoted by $\emptyset = \{\}$, is a unique set with no members.

Definition

For a set A, the *power set* of A is the set of all subsets of A:

$$\mathcal{P}(A) = \{X : X \text{ is a subset of } A\},\$$

Example

Let $A = \{1, 2, 3\}$. Then

$$\mathcal{P}(A) = \{\{1\}, \{2\}, \{3\}, \{1, 2\}, \{1, 3\}, \{2, 3\}, \{1, 2, 3\}, \emptyset\}.$$

Note that for any set S, $S \subseteq S$ and $\varnothing \subseteq S$. Hence $S \in \mathcal{P}(S)$ and $\varnothing \in \mathcal{P}(S)$ for all S. Note also for any set with n elements, its power set has 2^n elements (why?).



Set theory: union and intersection

Definition

For two sets A and B, their *union* is defined as the set of elements contained in either A or B (or both):

$$A \cup B := \{x : x \in A \text{ or } x \in B\}.$$

Set theory: union and intersection

Definition

For two sets A and B, their *union* is defined as the set of elements contained in either A or B (or both):

$$A \cup B := \{x : x \in A \text{ or } x \in B\}.$$

Definition

The *intersection* of two sets A and B is defined as the set of elements A and B have in common:

$$A \cap B = \{x : x \in A \text{ and } x \in B\}.$$

Set theory: union and intersection

Definition

For two sets A and B, their *union* is defined as the set of elements contained in either A or B (or both):

$$A \cup B := \{x : x \in A \text{ or } x \in B\}.$$

Definition

The *intersection* of two sets A and B is defined as the set of elements A and B have in common:

$$A \cap B = \{x : x \in A \text{ and } x \in B\}.$$

Remark

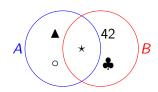
We say that A and B are *disjoint* (mutually exclusive) is they have no elements in common, i.e., if $A \cap B = \emptyset$.

Example

Let $A = \{\star, \circ, \blacktriangle\}$ and $B = \{42, \clubsuit, \star\}$.

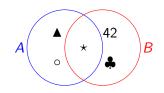
Example

Let $A = \{\star, \circ, \blacktriangle\}$ and $B = \{42, \clubsuit, \star\}$.



Example

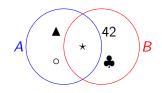
Let $A = \{\star, \circ, \blacktriangle\}$ and $B = \{42, \clubsuit, \star\}$.



Then $A \cup B = \{\star, \circ, \blacktriangle, 42, \clubsuit\}$ and $A \cap B = \{\star\}$.

Example

Let $A = \{\star, \circ, \blacktriangle\}$ and $B = \{42, \clubsuit, \star\}$.



Then $A \cup B = \{\star, \circ, \blacktriangle, 42, \clubsuit\}$ and $A \cap B = \{\star\}$.

Example

Let $A = \{ \text{Denmark, Norway, Sweden} \}$ and $B = \{ \text{Botswana, Namibia, Zimbabwe} \}$. Then $A \cap B = \{ \} = \emptyset$.

Set theory: complement and set difference

Definition

The *complement* of a set A, denoted by A^c , is the set of elements that are not members of A:

$$A^{c} = \{x : x \notin A\}.$$

Set theory: complement and set difference

Definition

The *complement* of a set A, denoted by A^c , is the set of elements that are not members of A:

$$A^{c} = \{x : x \notin A\}.$$

Definition

The set difference A - B denotes the complement of a set B relative to A:

$$A - B = \{x \in A : x \notin B\}.$$

Set theory: complement and set difference

Definition

The *complement* of a set A, denoted by A^c , is the set of elements that are not members of A:

$$A^{c} = \{x : x \notin A\}.$$

Definition

The set difference A - B denotes the complement of a set B relative to A:

$$A - B = \{x \in A : x \notin B\}.$$

Example

Let A be the set of all individuals named Henry and let B be the set of all individuals with brown hair. Then A^c is the set of all people whose name is not Henry and A-B is the set of all people named Henry who do not have brown hair.

Sample space

What does all this have to do with probability?

Sample space

What does all this have to do with probability?

An experiment is performed, the outcome of which is uncertain. We can mathematically express all possible outcomes of the experiment as a set:

Sample space

What does all this have to do with probability?

An experiment is performed, the outcome of which is uncertain. We can mathematically express all possible outcomes of the experiment as a set:

Definition

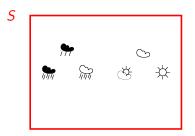
The sample space S of an experiment is the set of all possible outcomes of the experiment. An event A is a subset of this sample space, and if the actual outcome is an element of A, we say that A occurred.

Sample space: weather example

Let S be the space of possible weather outcomes, and let A denote the event that it rains.

Sample space: weather example

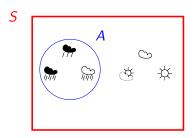
Let S be the space of possible weather outcomes, and let A denote the event that it rains.



According to this definition of the event A, we do not distinguish between a light drizzle or thunderous rain: either A happens or it doesn't. Performing an experiment amounts to randomly selecting one outcome.

Sample space: weather example

Let S be the space of possible weather outcomes, and let A denote the event that it rains.



According to this definition of the event A, we do not distinguish between a light drizzle or thunderous rain: either A happens or it doesn't. Performing an experiment amounts to randomly selecting one outcome.

A coin is flipped ten times.

A coin is flipped ten times. We encode the outcome 'Heads' as H and the outcome 'Tails' as \mathcal{T} .

A coin is flipped ten times. We encode the outcome 'Heads' as H and the outcome 'Tails' as T. Then the sample space is the set of all possible strings of H's and T's of length 10:

$$S = \{(s_1, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 1 \le i \le 10\}.$$

A coin is flipped ten times. We encode the outcome 'Heads' as H and the outcome 'Tails' as T. Then the sample space is the set of all possible strings of H's and T's of length 10:

$$S = \{(s_1, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 1 \le i \le 10\}.$$

Now let $A_1 \subset S$ be the event that the outcome of the first flip of the coin is T, i.e., $s_1 = T$:

$$A_1 = \{(T, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 2 \le i \le 10\}.$$

A coin is flipped ten times. We encode the outcome 'Heads' as H and the outcome 'Tails' as T. Then the sample space is the set of all possible strings of H's and T's of length 10:

$$S = \{(s_1, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 1 \le i \le 10\}.$$

Now let $A_1 \subset S$ be the event that the outcome of the first flip of the coin is T, i.e., $s_1 = T$:

$$A_1 = \{(T, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 2 \le i \le 10\}.$$

Quiz: Let A_i be the event that the *i*th flip is T and let B be the event that we obtain T at least once. How is B denoted in set-theoretical notation?

A coin is flipped ten times. We encode the outcome 'Heads' as H and the outcome 'Tails' as T. Then the sample space is the set of all possible strings of H's and T's of length 10:

$$S = \{(s_1, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 1 \le i \le 10\}.$$

Now let $A_1 \subset S$ be the event that the outcome of the first flip of the coin is T, i.e., $s_1 = T$:

$$A_1 = \{(T, \dots, s_{10}) : s_i \in \{H, T\} \text{ for } 2 \le i \le 10\}.$$

Quiz: Let A_i be the event that the *i*th flip is T and let B be the event that we obtain T at least once. How is B denoted in set-theoretical notation?

Answer:

$$B=A_1\cup\cdots\cup A_{10}=\bigcup_{i=1}^{10}A_i.$$

Sample space: coin toss example (cont.)

Another quiz: Let D be the event that we obtain at least two consecutive T's. How can we express this in set-theoretical terms?

Sample space: coin toss example (cont.)

Another quiz: Let D be the event that we obtain at least two consecutive T's. How can we express this in set-theoretical terms?

Answer:

$$D = (A_1 \cap A_2) \cup \cdots \cup (A_9 \cap A_{10}) = \bigcup_{i=1}^{9} (A_i \cap A_{i+1}).$$

Pick a card from a standard deck of 52 cards. The sample space is the set of all 52 cards.

Pick a card from a standard deck of 52 cards. The sample space is the set of all 52 cards. Let *A* denote the event that your card is an Ace:

 $A = \{Ace of Clubs, Ace of Diamonds, Ace of Hearts, Ace of Spades\}.$

Pick a card from a standard deck of 52 cards. The sample space is the set of all 52 cards. Let *A* denote the event that your card is an Ace:

 $A = \{Ace of Clubs, Ace of Diamonds, Ace of Hearts, Ace of Spades\}.$

Let H be the event that you card is a Heart and let B be the event that the card has a black suit.

Pick a card from a standard deck of 52 cards. The sample space is the set of all 52 cards. Let *A* denote the event that your card is an Ace:

 $A = \{Ace of Clubs, Ace of Diamonds, Ace of Hearts, Ace of Spades\}.$

Let H be the event that you card is a Heart and let B be the event that the card has a black suit.

What event does $A \cap H$ denote?

Pick a card from a standard deck of 52 cards. The sample space is the set of all 52 cards. Let *A* denote the event that your card is an Ace:

 $A = \{ Ace of Clubs, Ace of Diamonds, Ace of Hearts, Ace of Spades \}.$

Let H be the event that you card is a Heart and let B be the event that the card has a black suit.

What event does $A \cap H$ denote?

What event does $(A \cup B)^c$ denote?

Remark

Note that $(A \cup B)^c = A^c \cap B^c$. This is one of *De Morgan's laws*. The other is $(A \cap B)^c = A^c \cup B^c$.

▶ Sample space \iff S.

- ▶ Sample space \iff S.
- ▶ s is a possible outcome <<>>>

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.

- ▶ Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ► A is an event <

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \iff $A \subseteq S$.

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs <</p>

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \iff $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.

- ► Sample space ⟨→→ S.
- s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs $\iff A \cup B$.
- ▶ At least one of $A_1, \ldots A_n$ occurs \longleftrightarrow

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur <</p>

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur \longleftrightarrow

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, ... A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur <</p>

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \iff $A \subseteq S$.
- ▶ At least one of A and B occurs \iff $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur \longleftrightarrow A^c .

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \iff $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, ... A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- ► A does not occur \iff A^c .
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \iff $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- ▶ A does not occur \iff A^c .
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ A implies B <</p>

- ▶ Sample space \iff S.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ $A \text{ implies } B \iff A \subseteq B.$

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \iff $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ..., A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ $A \text{ implies } B \iff A \subseteq B.$
- ▶ A and B are mutually exclusive <</p>

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event $\iff A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ $A \text{ implies } B \iff A \subseteq B.$
- ▶ A and B are mutually exclusive \iff $A \cap B = \emptyset$.

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, ... A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur \longleftrightarrow $A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ $A \text{ implies } B \iff A \subseteq B.$
- ▶ A and B are mutually exclusive \iff $A \cap B = \emptyset$.
- \triangleright $A_1, \ldots A_n$ are a partition of $S \iff$

- ► Sample space \iff *S*.
- ▶ s is a possible outcome $\iff s \in S$.
- ▶ A is an event \longleftrightarrow $A \subseteq S$.
- ▶ At least one of A and B occurs \longleftrightarrow $A \cup B$.
- ▶ At least one of $A_1, \ldots A_n$ occurs $\iff A_1 \cup \cdots \cup A_n$.
- ▶ Both A and B occur $\iff A \cap B$.
- ▶ All of $A_1, \ldots A_n$ occur $\iff A_1 \cap \cdots \cap A_n$.
- A does not occur $\iff A^c$.
- ▶ A or B, but not both \iff $(A \cap B^c) \cup (A^c \cap B)$.
- ▶ $A \text{ implies } B \iff A \subseteq B$.
- ▶ A and B are mutually exclusive \iff $A \cap B = \emptyset$.
- ▶ $A_1, ... A_n$ are a partition of $S \iff A_1 \cup \cdots \cup A_n = S$, $A_i \cap A_j = \emptyset$ for $i \neq j$.

Definition

Let X and Y be sets. A function f from X to Y is a mapping from the domain X to the codomain Y that assigns a value $f(x) \in Y$ to each $x \in X$:

$$f: X \rightarrow Y$$
 such that $x \mapsto y = f(x)$.

Definition

Let X and Y be sets. A function f from X to Y is a mapping from the domain X to the codomain Y that assigns a value $f(x) \in Y$ to each $x \in X$:

$$f: X \rightarrow Y$$
 such that $x \mapsto y = f(x)$.

The definition of a function encompasses assignment, domain, and codomain.

Definition

Let X and Y be sets. A function f from X to Y is a mapping from the domain X to the codomain Y that assigns a value $f(x) \in Y$ to each $x \in X$:

$$f: X \rightarrow Y$$
 such that $x \mapsto y = f(x)$.

The definition of a function encompasses assignment, domain, and codomain. As such, the function

$$f_1: \mathbb{R} \to \mathbb{R}$$
 given by $f_1(x) = x^2$

is not the same function as

$$f_2:[0,\infty)\to\mathbb{R}$$
 given by $f_2(x)=x^2$.

Definition

Let X and Y be sets. A function f from X to Y is a mapping from the domain X to the codomain Y that assigns a value $f(x) \in Y$ to each $x \in X$:

$$f: X \rightarrow Y$$
 such that $x \mapsto y = f(x)$.

The definition of a function encompasses assignment, domain, and codomain. As such, the function

$$f_1: \mathbb{R} \to \mathbb{R}$$
 given by $f_1(x) = x^2$

is not the same function as

$$f_2:[0,\infty)\to\mathbb{R}$$
 given by $f_2(x)=x^2$.

(Why not?)

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: \mathcal{S} \to [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: S \rightarrow [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

Example

We flip a fair coin once and observe the outcome.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: \mathcal{S} \to [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

Example

We flip a fair coin once and observe the outcome. As before, we encode Heads as H and Tails as T.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: \mathcal{S} \rightarrow [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

Example

We flip a fair coin once and observe the outcome. As before, we encode Heads as H and Tails as T. $S = \{H, T\}$.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: S \rightarrow [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

Example

We flip a fair coin once and observe the outcome. As before, we encode Heads as H and Tails as T. $S = \{H, T\}$. Let $A = \{H\} \subset S$ be the event of obtaining Heads.

A probability is a way of assigning a measure of uncertainty to each possible outcome of an experiment.

Definition

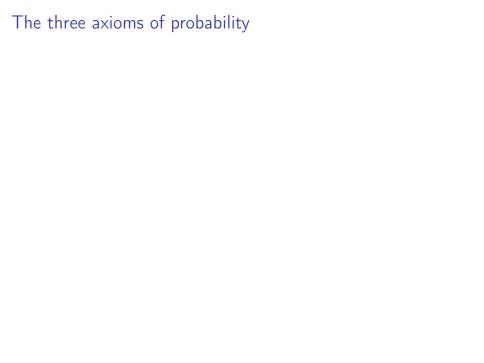
A probability space consists of a sample space S, a class of events defined on S, and a probability function

$$\mathbb{P}: S \rightarrow [0,1]$$

which takes an event $A \subseteq S$ as input and returns $\mathbb{P}(A)$, a real number between 0 and 1, as output.

Example

We flip a fair coin once and observe the outcome. As before, we encode Heads as H and Tails as T. $S = \{H, T\}$. Let $A = \{H\} \subset S$ be the event of obtaining Heads. Then $\mathbb{P}(A) = 0.5$.



1. $\mathbb{P}(A) \geq 0$ for any event A.

- 1. $\mathbb{P}(A) \geq 0$ for any event A.
- 2. $\mathbb{P}(\emptyset) = 0$ and $\mathbb{P}(S) = 1$ (something happens!).

- 1. $\mathbb{P}(A) \geq 0$ for any event A.
- 2. $\mathbb{P}(\emptyset) = 0$ and $\mathbb{P}(S) = 1$ (something happens!).
- 3. If A_1, \ldots, A_n are disjoint events, then

$$\mathbb{P}(A_1 \cup \cdots \cup A_n) = \mathbb{P}(A_1) + \cdots + \mathbb{P}(A_n).$$

- 1. $\mathbb{P}(A) \geq 0$ for any event A.
- 2. $\mathbb{P}(\emptyset) = 0$ and $\mathbb{P}(S) = 1$ (something happens!).
- 3. If A_1, \ldots, A_n are disjoint events, then

$$\mathbb{P}(A_1 \cup \cdots \cup A_n) = \mathbb{P}(A_1) + \cdots + \mathbb{P}(A_n).$$

Equivalently:

$$\mathbb{P}\Big(\bigcup_{i=1}^n A_i\Big) = \sum_{i=1}^n \mathbb{P}(A_i).$$

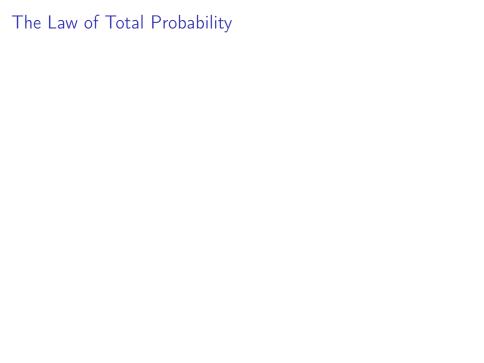
$$\blacktriangleright \mathbb{P}(A^c) = 1 - \mathbb{P}(A).$$

- $\blacktriangleright \mathbb{P}(A^c) = 1 \mathbb{P}(A).$
- ▶ If $A \subseteq B$, then $\mathbb{P}(A) \leq \mathbb{P}(B)$.

- $\blacktriangleright \mathbb{P}(A^c) = 1 \mathbb{P}(A).$
- ▶ If $A \subseteq B$, then $\mathbb{P}(A) \leq \mathbb{P}(B)$.

- $\mathbb{P}(A^c) = 1 \mathbb{P}(A).$
- ▶ If $A \subseteq B$, then $\mathbb{P}(A) \leq \mathbb{P}(B)$.
- $P(A \cup B) = P(A) + P(B) P(A \cap B).$

Exercise: Can your prove these properties (using only the three axioms of probability)?



The Law of Total Probability

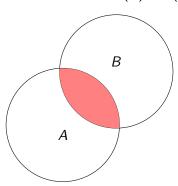
For any two events A and B, the Law of Total Probability states that

$$\mathbb{P}(A) = \mathbb{P}(A \cap B) + \mathbb{P}(A \cap B^c).$$

The Law of Total Probability

For any two events A and B, the Law of Total Probability states that

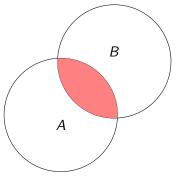
$$\mathbb{P}(A) = \mathbb{P}(A \cap B) + \mathbb{P}(A \cap B^c).$$

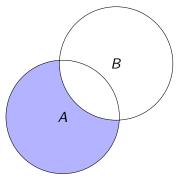


The Law of Total Probability

For any two events A and B, the Law of Total Probability states that

$$\mathbb{P}(A) = \mathbb{P}(A \cap B) + \mathbb{P}(A \cap B^c).$$





Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6.

Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6. We have

$$S = \{(s_1, s_2, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } 1 \le i \le 3\}.$$

Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6. We have

$$S = \{(s_1, s_2, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } 1 \le i \le 3\}.$$

Let $A \subset S$ be the event that $s_2 = 4$:

$$A = \{(s_1, 4, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } i \in \{1, 3\}\}.$$

Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6. We have

$$S = \{(s_1, s_2, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } 1 \le i \le 3\}.$$

Let $A \subset S$ be the event that $s_2 = 4$:

$$A = \{(s_1, 4, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } i \in \{1, 3\}\}.$$

Then

$$\mathbb{P}(A) = \frac{\text{\# of outcomes in which } s_2 = 4}{\text{total } \# \text{ of outcomes in } S}$$

Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6. We have

$$S = \{(s_1, s_2, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } 1 \le i \le 3\}.$$

Let $A \subset S$ be the event that $s_2 = 4$:

$$A = \{(s_1, 4, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } i \in \{1, 3\}\}.$$

Then

$$\mathbb{P}(A) = \frac{\text{\# of outcomes in which } s_2 = 4}{\text{total \# of outcomes in } S} = \frac{6 \times 1 \times 6}{6 \times 6 \times 6}$$

Many probability problems require us to count all the possible outcomes of an experiment.

Example

We throw a fair die three times and record the resulting ordered triple of numbers between 1 and 6. We have

$$S = \{(s_1, s_2, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } 1 \le i \le 3\}.$$

Let $A \subset S$ be the event that $s_2 = 4$:

$$A = \{(s_1, 4, s_3) : s_i \in \{1, 2, 3, 4, 5, 6\} \text{ for } i \in \{1, 3\}\}.$$

Then

$$\mathbb{P}(A) = \frac{\text{\# of outcomes in which } s_2 = 4}{\text{total } \# \text{ of outcomes in } S} = \frac{6 \times 1 \times 6}{6 \times 6 \times 6} = \frac{36}{216} \approx 17\%.$$

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2) \cdots 1$$
 and $0! = 1$.)

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2)\cdots 1$$
 and $0! = 1$.)

Example

Imagine a jar with ten marbles, labelled from 1 to 10.

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2)\cdots 1$$
 and $0! = 1$.)

Example

Imagine a jar with ten marbles, labelled from 1 to 10. We sample a marble one at a time, record the label, return the marble to the jar, and repeat the process five times.

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2)\cdots 1$$
 and $0! = 1$.)

Example

Imagine a jar with ten marbles, labelled from 1 to 10. We sample a marble one at a time, record the label, return the marble to the jar, and repeat the process five times. Each sampled marble is a sub-experiment with n=10 possible outcomes, and there are k=5 sub-experiments.

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2)\cdots 1$$
 and $0! = 1$.)

Example

Imagine a jar with ten marbles, labelled from 1 to 10. We sample a marble one at a time, record the label, return the marble to the jar, and repeat the process five times. Each sampled marble is a sub-experiment with n=10 possible outcomes, and there are k=5 sub-experiments. The number of ways to obtain a sample of size 5 is $P_k^n=10!/(10-5)!=30240$.

Permutations

Definition

The permutation of n objects is an arrangement of these objects in a specific order. The number of ways of permuting k objects out of n unique objects is given by

$$P_k^n = n \times (n-1) \times \cdots \times (n-k+1) = \frac{n!}{(n-k)!}.$$

(Recall that
$$n! = n(n-1)(n-2)\cdots 1$$
 and $0! = 1$.)

Example

Imagine a jar with ten marbles, labelled from 1 to 10. We sample a marble one at a time, record the label, return the marble to the jar, and repeat the process five times. Each sampled marble is a sub-experiment with n=10 possible outcomes, and there are k=5 sub-experiments. The number of ways to obtain a sample of size 5 is $P_k^n=10!/(10-5)!=30240$. This is an example of sampling with replacement.

Permutations: queuing example

How many ways are there in which n people can queue to buy ice cream?

Permutations: queuing example

How many ways are there in which n people can queue to buy ice cream?

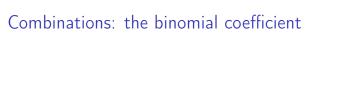
Each queue is a permuation of n unique elements (people) and hence n = k and $P_k^n = n!$.

Permutations: queuing example

How many ways are there in which n people can queue to buy ice cream?

Each queue is a permuation of n unique elements (people) and hence n = k and $P_k^n = n!$.

This is an example of sampling without replacement.



Unlike a permutation, a combination is a way of choosing k out of n objects without regard to order. Formally, this is known as a binomial coefficient:

Unlike a permutation, a combination is a way of choosing k out of n objects without regard to order. Formally, this is known as a binomial coefficient:

Definition

A binomial coefficient counts the number of subsets of size k for a set of size n.

Unlike a permutation, a combination is a way of choosing k out of n objects without regard to order. Formally, this is known as a binomial coefficient:

Definition

A binomial coefficient counts the number of subsets of size k for a set of size n. For any non-negative integers k and n, the binomial coefficient, read as "n choose k", is defined as

$$C_k^n = {n \choose k} = \frac{P_k^n}{k!} = \frac{n!}{k!(n-k)!}.$$

Unlike a permutation, a combination is a way of choosing k out of n objects without regard to order. Formally, this is known as a binomial coefficient:

Definition

A binomial coefficient counts the number of subsets of size k for a set of size n. For any non-negative integers k and n, the binomial coefficient, read as "n choose k", is defined as

$$C_k^n = {n \choose k} = \frac{P_k^n}{k!} = \frac{n!}{k!(n-k)!}.$$

Since sets are unordered (i.e., $\{x,y\} = \{y,x\}$), this amounts to choosing k out of n objects, without replacement and without distinguishing the order in which they are chosen.

Consider a group of four people. How many ways are there to choose a two-person committee?

Consider a group of four people. How many ways are there to choose a two-person committee?

$$\binom{4}{2} = 6.$$

Consider a group of four people. How many ways are there to choose a two-person committee?

$$\binom{4}{2} = 6.$$

How many ways are there to break the group into two teams of two?

Consider a group of four people. How many ways are there to choose a two-person committee?

$$\binom{4}{2} = 6.$$

How many ways are there to break the group into two teams of two?

$$\binom{4}{2} = 6?$$

Consider a group of four people. How many ways are there to choose a two-person committee?

$$\binom{4}{2}=6.$$

How many ways are there to break the group into two teams of two?

$$\binom{4}{2} = 6?$$

No, because this overcounts by a factor of 2 (picking A and B to be a team is equivalent to picking C and D to be a team)!

Consider a group of four people. How many ways are there to choose a two-person committee?

$$\binom{4}{2}=6.$$

How many ways are there to break the group into two teams of two?

$$\binom{4}{2} = 6?$$

No, because this overcounts by a factor of 2 (picking A and B to be a team is equivalent to picking C and D to be a team)!

$$\frac{\binom{4}{2}}{2}=3.$$

Choosing the complement:

$$\binom{n}{k} = \binom{n}{n-k}.$$

► Choosing the complement:

$$\binom{n}{k} = \binom{n}{n-k}.$$

Choosing a team captain:

$$n\binom{n-1}{k-1} = \binom{n}{k}k.$$

► Choosing the complement:

$$\binom{n}{k} = \binom{n}{n-k}.$$

► Choosing a team captain:

$$n\binom{n-1}{k-1} = \binom{n}{k}k.$$

▶ Choosing junior and senior committee members:

$$\binom{m+n}{k} = \sum_{i=0}^{k} \binom{m}{j} \binom{n}{k-j}.$$

Choosing the complement:

$$\binom{n}{k} = \binom{n}{n-k}.$$

Choosing a team captain:

$$n\binom{n-1}{k-1} = \binom{n}{k}k.$$

▶ Choosing junior and senior committee members:

$$\binom{m+n}{k} = \sum_{j=0}^{k} \binom{m}{j} \binom{n}{k-j}.$$

(Vandermonde's identity.)

▶ R is an open-source statistical programming environment.

- ▶ R is an open-source statistical programming environment.
- ► Freely available from the Comprehensive R Archive Network (CRAN).

- ▶ R is an open-source statistical programming environment.
- Freely available from the Comprehensive R Archive Network (CRAN).
- A powerful tool for statistics and data analysis.

- ▶ R is an open-source statistical programming environment.
- Freely available from the Comprehensive R Archive Network (CRAN).
- A powerful tool for statistics and data analysis.
- Learning a foreign language.

- ▶ R is an open-source statistical programming environment.
- ▶ Freely available from the Comprehensive R Archive Network (CRAN).
- A powerful tool for statistics and data analysis.
- Learning a foreign language.
- R or RStudio?

Basic operations

```
4 + 2
## [1] 6
```

Basic operations

```
4 + 2
## [1] 6

4 - 2
## [1] 2
```

Basic operations

```
4 + 2
## [1] 6
4 - 2
## [1] 2
4 * 2
## [1] 8
```

```
4 * (5 - 3)
## [1] 8
```

[1] 2

```
4 * (5 - 3)
## [1] 8
4 / 2
```

4 ^ 2

[1] 16

```
4 * (5 - 3)

## [1] 8

4 / 2

## [1] 2
```

```
4 * (5 - 3)
## [1] 8
4 / 2
## [1] 2
4 ^ 2
## [1] 16
```

sqrt(4)
[1] 2

Creating objects

Create an object \boldsymbol{x} that saves information:

x < -4 * 2

Creating objects

Create an object \boldsymbol{x} that saves information:

```
x <- 4 * 2
```

View object:

```
x
## [1] 8
(x <- 4 * 2)
## [1] 8</pre>
```

Numeric objects: double and integer

```
(x1 < -2.0)
## [1] 2
typeof(x1)
## [1] "double"
(x2 < - 2L)
## [1] 2
typeof(x2)
## [1] "integer"
```

Character objects

```
(instructor <- "Elias")
## [1] "Elias"</pre>
```

Character objects

```
(instructor <- "Elias")

## [1] "Elias"

(instructor <- "Elias Nosrati")

## [1] "Elias Nosrati"</pre>
```

Character objects

```
(instructor <- "Elias")</pre>
## [1] "Elias"
(instructor <- "Elias Nosrati")</pre>
## [1] "Elias Nosrati"
typeof(instructor)
## [1] "character"
```

Character objects

```
(instructor <- "Elias")</pre>
## [1] "Elias"
(instructor <- "Elias Nosrati")</pre>
## [1] "Elias Nosrati"
typeof(instructor)
## [1] "character"
number_as_character <- "10"</pre>
number_as_character / 2
## Error in number_as_character/2: non-numeric
```

argument to binary operator

Logical objects

```
5 > 2
## [1] TRUE
```

Logical objects

```
5 > 2

## [1] TRUE

x <- 5
x > 2

## [1] TRUE
```

Logical objects

```
5 > 2
## [1] TRUE
x <- 5
x > 2
## [1] TRUE
y < -x > 2
typeof(y)
## [1] "logical"
```

Data structures: vectors

```
x <- c(1, 2, 3)
x
## [1] 1 2 3
```

Data structures: vectors

С

```
x <- c(1, 2, 3)

x

## [1] 1 2 3

a <- c("a", 2, FALSE)

b <- c("z", 47L)

c <- c(a, b)
```

[1] "a" "2" "FALSE" "z" "47"

Data structures: vectors (cont.)

```
(x \leftarrow c(1, 2, 3, 4, 5))
## [1] 1 2 3 4 5
(x < -1:5)
## [1] 1 2 3 4 5
(x < - seq(1, 5))
## [1] 1 2 3 4 5
(x \le seq(10, 50, by = 10))
## [1] 10 20 30 40 50
```

Data structures: matrices

```
matrix(1:4, nrow = 2)
## [,1] [,2]
## [1,] 1 3
## [2,] 2 4
matrix(1:4, nrow = 2, byrow = TRUE)
## [,1] [,2]
## [1,] 1 2
## [2,] 3 4
```

Data structures: lists

```
list(1:3, c("a", "b"), TRUE, 44.7, " ")
## [[1]]
## [1] 1 2 3
##
## [[2]]
## [1] "a" "b"
##
## [[3]]
## [1] TRUE
##
## [[4]]
## [1] 44.7
##
## [[5]]
## [1] " "
```

Data structures: data frame

Data structures: data frame

Converting between data structures

```
m < -matrix(1:100, nrow = 10)
as.data.frame(m)
##
      V1 V2 V3 V4 V5 V6 V7 V8 V9
## 1
       1 11 21 31 41 51 61 71 81
                                   91
       2 12 22 32 42 52 62 72 82
                                   92
## 2
## 3
       3 13 23 33 43 53 63 73 83
                                   93
## 4
       4 14 24 34 44 54 64 74 84
                                   94
       5 15 25 35 45 55 65 75 85
## 5
                                   95
## 6
       6 16 26 36 46 56 66 76 86
                                   96
## 7
       7 17 27 37 47 57 67 77 87
                                    97
## 8
       8 18 28 38 48 58 68 78 88
                                    98
##
       9 19 29 39 49 59 69 79 89
                                    99
      10 20 30 40 50 60 70 80 90 100
```

```
x <- 1:10
x[5]
## [1] 5
```

[1] 2 3 4 5 6 7

```
x <- 1:10
x[5]
## [1] 5
x[2:7]
```

x[c(2, 7)]

[1] 2 7

```
x <- 1:10
x[5]
## [1] 5

x[2:7]
## [1] 2 3 4 5 6 7</pre>
```

```
x <- 1:10
x[5]
## [1] 5
x[2:7]
## [1] 2 3 4 5 6 7
x[c(2, 7)]
## [1] 2 7
```

x[-c(2, 7)] ## [1] 1 3 4 5 6 8 9 10

```
df <- data.frame("V1" = 1:3, "V2" = 4:6)</pre>
df [2]
## V2
## 1 4
## 2 5
## 3 6
df$V2
## [1] 4 5 6
```

```
df[3, 2]
## [1] 6
```

```
df[3, 2]
## [1] 6
```

```
subset(df, V1 == 1 & V2 == 4)
## V1 V2
## 1 1 4
```

```
df[3, 2]
## [1] 6

subset(df, V1 == 1 & V2 == 4)
```

```
## V1 V2
## 1 1 4
```

```
subset(df, V1 == 2 | V2 != 4)
## V1 V2
## 2 2 5
```

Functions

We have already seen several functions: c(), class(), data.frame(), etc.

Functions

We have already seen several functions: c(), class(), data.frame(), etc.

```
my_function <- function(input) {
    # Define output using input here
    return(output)
}</pre>
```

Functions: constructing $f(x) = x^2 + 4$

```
my_function <- function(x) { # Function takes input x
  y <- x^2 + 4 # Expression for f(x)
  return(y) # Output
}</pre>
```

Functions: constructing $f(x) = x^2 + 4$

```
my_function <- function(x) { # Function takes input x
  y <- x^2 + 4 # Expression for f(x)
  return(y) # Output
}</pre>
```

```
my_function(2)
## [1] 8
```

Functions: constructing $f(x) = x^2 + 4$

```
my_function <- function(x) { # Function takes input x
  y <- x^2 + 4 # Expression for f(x)
  return(y) # Output
}</pre>
```

```
my_function(2)
## [1] 8
```

```
my_function(2)
## [1] 8
```

Functions: creating a summary function

```
my_summary <- function(x) {
    s_out <- sum(x)
    l_out <- length(x)
    m_out <- s_out / l_out
    out <- c(s_out, l_out, m_out) # Define output
    names(out) <- c("Sum", "Length", "Mean") # Labels
    return(out) # End function by calling output
}</pre>
```

Functions: creating a summary function

```
my_summary <- function(x) {
    s_out <- sum(x)
    l_out <- length(x)
    m_out <- s_out / l_out
    out <- c(s_out, l_out, m_out) # Define output
    names(out) <- c("Sum", "Length", "Mean") # Labels
    return(out) # End function by calling output
}</pre>
```

```
input <- 1:10
```

Functions: creating a summary function

```
my_summary <- function(x) {
   s_out <- sum(x)
   l_out <- length(x)
   m_out <- s_out / l_out
   out <- c(s_out, l_out, m_out) # Define output
   names(out) <- c("Sum", "Length", "Mean") # Labels
   return(out) # End function by calling output
}</pre>
```

```
input <- 1:10
```

```
my_summary(input)

## Sum Length Mean
## 55.0 10.0 5.5
```

▶ In R, the fundamental unit of shareable code is the package.

- ▶ In R, the fundamental unit of shareable code is the package.
- ► A package bundles together code, data, documentation, and tests, and is easy to share with others.

- ▶ In R, the fundamental unit of shareable code is the package.
- A package bundles together code, data, documentation, and tests, and is easy to share with others.
- You install them from CRAN with install.packages("name_of_package").

- ▶ In R, the fundamental unit of shareable code is the package.
- ► A package bundles together code, data, documentation, and tests, and is easy to share with others.
- You install them from CRAN with install.packages("name_of_package").
- ► You load them into R by typing library(name_of_package).

- ▶ In R, the fundamental unit of shareable code is the package.
- ► A package bundles together code, data, documentation, and tests, and is easy to share with others.
- You install them from CRAN with install.packages("name_of_package").
- ► You load them into R by typing library(name_of_package).
- To get help on usage, type package?name_of_package and help(package = "name_of_package").

Scripts

► To save and replicate extended chunks of code, use a text editor.

Scripts

- ► To save and replicate extended chunks of code, use a text editor.
- ► Text editor included in R and RStudio.

Scripts

- ➤ To save and replicate extended chunks of code, use a text editor.
- ► Text editor included in R and RStudio.
- Write and execute code with editor and save text file with .R file extension.

You can read and upload various types of data files into R.

- ▶ You can read and upload various types of data files into R.
- ▶ We will mostly use *comma-separated values* (CSV) files.

- ▶ You can read and upload various types of data files into R.
- ▶ We will mostly use *comma-separated values* (CSV) files.
- Use read.csv("file_name.csv") to load file.

- ▶ You can read and upload various types of data files into R.
- ▶ We will mostly use comma-separated values (CSV) files.
- ▶ Use read.csv("file_name.csv") to load file.
- Store external files in your working directory.

- ▶ You can read and upload various types of data files into R.
- ▶ We will mostly use *comma-separated values* (CSV) files.
- ▶ Use read.csv("file_name.csv") to load file.
- Store external files in your working directory.
- View directory: getwd().

- ▶ You can read and upload various types of data files into R.
- ▶ We will mostly use *comma-separated values* (CSV) files.
- ▶ Use read.csv("file_name.csv") to load file.
- ▶ Store external files in your working directory.
- View directory: getwd().
- Change directory: setwd("new_directory").

Some hands-on exercises

▶ Install and load the swirl package.

Some hands-on exercises

- Install and load the swirl package.
- ► Then type install_course_github("kosukeimai", "qss-swirl").

Some hands-on exercises

- ▶ Install and load the swirl package.
- ► Then type install_course_github("kosukeimai", "qss-swirl").
- ► Type swirl() to start the first exercise.

► Chapters 2 and 3 of Grolemund's *Hands-On Programming* with *R* (available online).

- ► Chapters 2 and 3 of Grolemund's *Hands-On Programming* with *R* (available online).
- Chapters 3–5 of Wickham and Grolemund's R for Data Science (available online).

- ► Chapters 2 and 3 of Grolemund's *Hands-On Programming* with *R* (available online).
- Chapters 3–5 of Wickham and Grolemund's R for Data Science (available online).
- Don't just read type in all the commands yourself and try the exercises.

- ► Chapters 2 and 3 of Grolemund's *Hands-On Programming* with *R* (available online).
- Chapters 3–5 of Wickham and Grolemund's R for Data Science (available online).
- Don't just read type in all the commands yourself and try the exercises.
- ► Complete Problem Sheet 1 and submit your R scripts by email at least 24h before the next lecture.