

# Week 2

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## Arrays and Factos

### Matrices & Arrays

You can transform a vector into a n-dimensional array by giving it a **dimensions** attribute. The dimensions attribute is a numeric vector with as many elements as desired dimensions.

```
x <- 1:8
dim(x) <- c(2,4)
# dim(x) <- c(2,2,2)
x
```

```
      [,1] [,2] [,3] [,4]
[1,]     1     3     5     7
[2,]     2     4     6     8
```

To have more control over how a matrix is filled, we use the function `matrix()`

```
a <- 1:8
A <- matrix(a, nrow = 2, ncol = 4)
A
```

```
      [,1] [,2] [,3] [,4]
[1,]     1     3     5     7
[2,]     2     4     6     8
```

About Matrices

- R stores matrices as vectors
- matrices are also atomic
- Matrices in R are stored column-major - If you want to fill a matrix by rows, use `byrow = TRUE`

```
b <- 1:8
B <- matrix(b, nrow = 2, ncol = 4, byrow = TRUE)
B
```

```
      [,1] [,2] [,3] [,4]
[1,]     1     2     3     4
[2,]     5     6     7     8
```

## Factors

A factor is designed to handle **categorical** data. (Especially data with an “ordinal” scale)

Factors are internally stored as vectors of integers. To create a factor, pass a vector to `factor()`

```
size <- c("sm", "md", "lg", "md")
size <- factor(size)
size
```

```
[1] sm md lg md
Levels: lg md sm
```

## Lists

A list is the most general data structure in R

Lists can contain any other type of data structure (even other lists)

Lists are a special type of vector `lst <- vector(mode = "list")`

Lists are vectors in the sense of being a one-dimensional object

Lists are **not** atomic structures

## Subsetting and Indexing

Use the bracket notation system

use `[]` to extract values from a list

```
lst <- list(
  c(1,2,3),
  matrix(1:9, nrow = 3, ncol = 3),
  list(1:2, c(TRUE, FALSE), c("a", "b")))
lst
```

```
[[1]]
[1] 1 2 3
```

```
[[2]]
      [,1] [,2] [,3]
[1,]    1    4    7
[2,]    2    5    8
[3,]    3    6    9
```

```
[[3]]
[[3]][[1]]
[1] 1 2
```

```
[[3]][[2]]
[1] TRUE FALSE
```

```
[[3]][[3]]
[1] "a" "b"
```

```
#access an element
lst[3]
```

```
[[1]]  
[[1]][[1]]  
[1] 1 2
```

```
[[1]][[2]]  
[1] TRUE FALSE
```

```
[[1]][[3]]  
[1] "a" "b"
```

```
# access object of list element  
lst[[3]]
```

```
[[1]]  
[1] 1 2
```

```
[[2]]  
[1] TRUE FALSE
```

```
[[3]]  
[1] "a" "b"
```

```
# access objects inside the element  
lst[[3]][1]
```

```
[[1]]  
[1] 1 2
```

```
lst[[3]][[1]][1]
```

```
[1] 1
```

\$ to access list named element(s)

list\$name

```
# giving names to elements in the list  
lst2 <- list(  
  vec = c(1,2,3),  
  mat = matrix(1:9, nrow = 3, ncol = 3),  
  lis = list(1:2, c(TRUE, FALSE), c("a","b"))  
)  
lst2
```

```
$vec  
[1] 1 2 3
```

```
$mat  
      [,1] [,2] [,3]  
[1,]    1    4    7  
[2,]    2    5    8  
[3,]    3    6    9
```

```

$lis
$lis[[1]]
[1] 1 2

$lis[[2]]
[1] TRUE FALSE

$lis[[3]]
[1] "a" "b"

```

```
lst2$vec
```

```
[1] 1 2 3
```

```

# giving names to elements in the list
names(lst) <- c("A", "B", "C")
names(lst)

```

```
[1] "A" "B" "C"
```

```
lst
```

```

$A
[1] 1 2 3

```

```

$B
      [,1] [,2] [,3]
[1,]    1    4    7
[2,]    2    5    8
[3,]    3    6    9

```

```

$C
$C[[1]]
[1] 1 2

```

```

$C[[2]]
[1] TRUE FALSE

```

```

$C[[3]]
[1] "a" "b"

```

```

vec = c(1,2,3)
mat = matrix(1:9, nrow = 3, ncol = 3)
lis = list(1:2, c(TRUE, FALSE), c("a","b"))
lst3 = list(vec, mat, lis)
lst3

```

```

[[1]]
[1] 1 2 3

```

```
[[2]]
      [,1] [,2] [,3]
[1,]     1     4     7
[2,]     2     5     8
[3,]     3     6     9
```

```
[[3]]
[[3]][[1]]
[1] 1 2
```

```
[[3]][[2]]
[1] TRUE FALSE
```

```
[[3]][[3]]
[1] "a" "b"
```

```
lst4 = list(vec = vec, mat = mat, lis = lis)
lst4
```

```
$vec
[1] 1 2 3
```

```
$mat
      [,1] [,2] [,3]
[1,]     1     4     7
[2,]     2     5     8
[3,]     3     6     9
```

```
$lis
$lis[[1]]
[1] 1 2
```

```
$lis[[2]]
[1] TRUE FALSE
```

```
$lis[[3]]
[1] "a" "b"
```

## Graphics

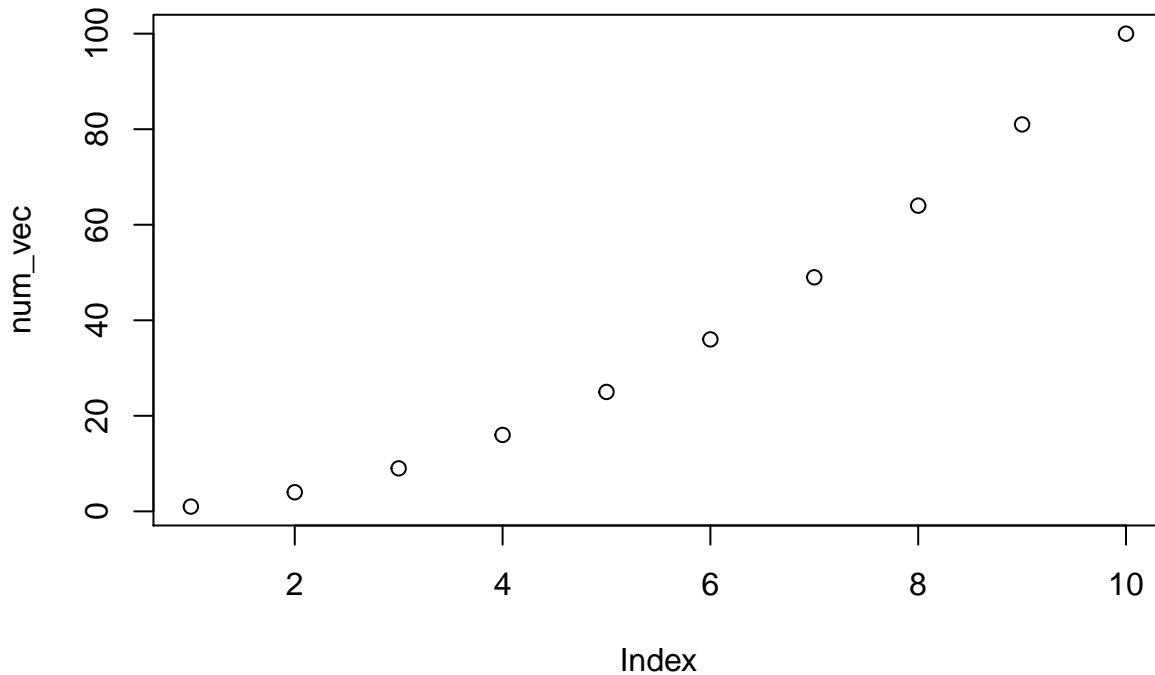
- “graphics” and “grid” are the two main graphics systems in R
- “graphics” is the traditional system, also referred to as base graphics
- high-level : functions produce complete plots
- low-level : functions add further output to an existing plot

- “grid” provides low-level functions for programming plotting functions

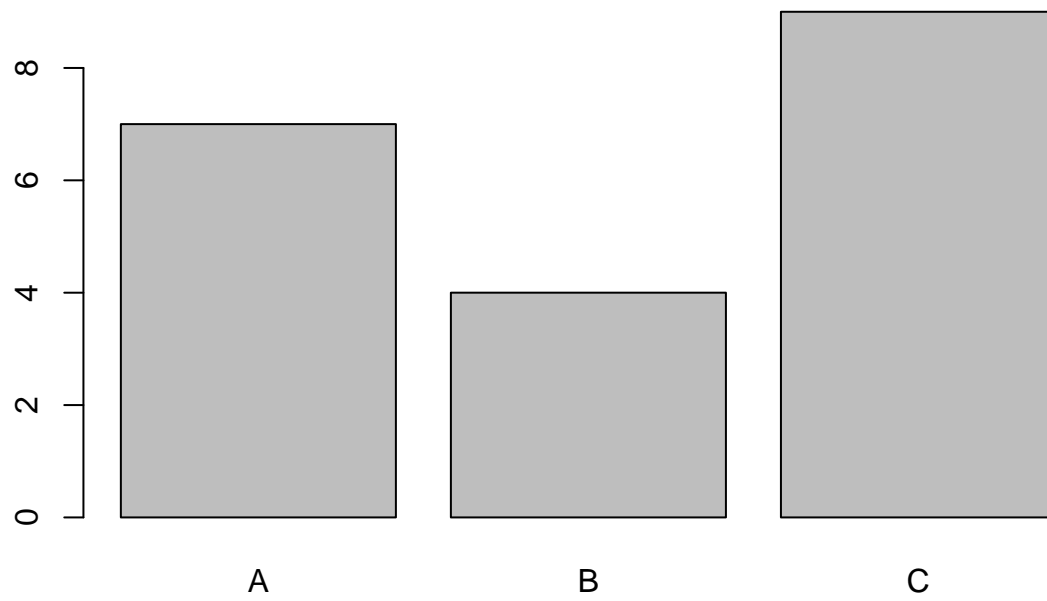
## The `plot()` Function

- most important high-level function
- the 1st argument provides the data to plot
- the data can take diff. forms: vectors, factors, matrices, data frames
- one / two / multiple variables
- you can create your own `plot()` method function

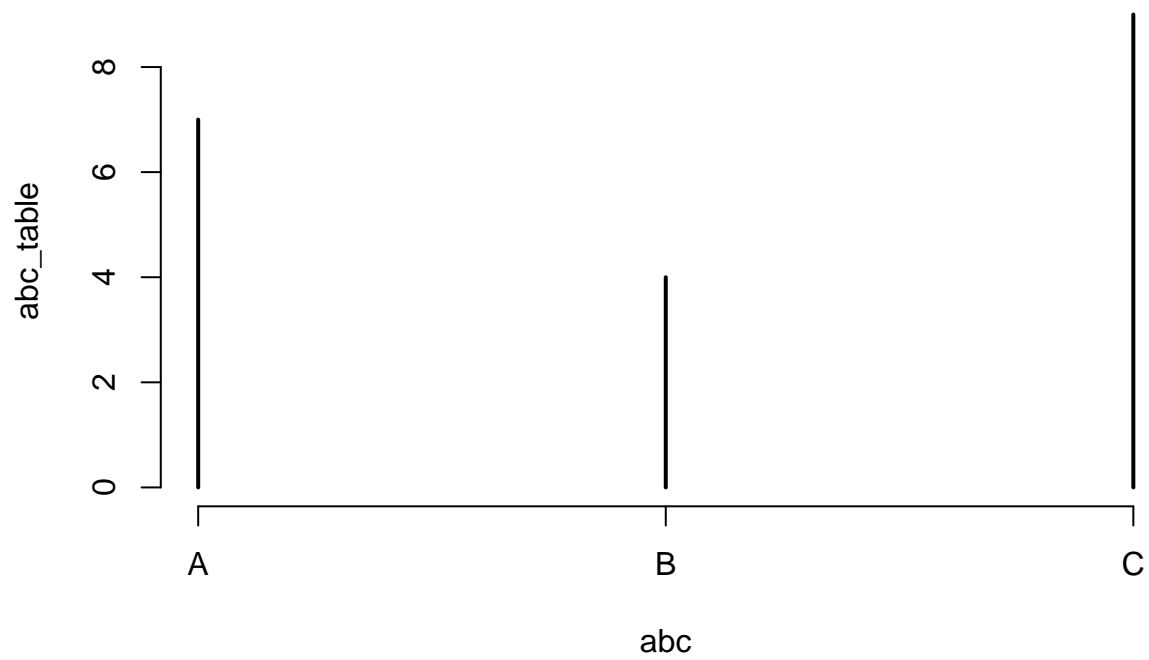
```
num_vec <- (c(1:10))^2  
plot(num_vec)
```



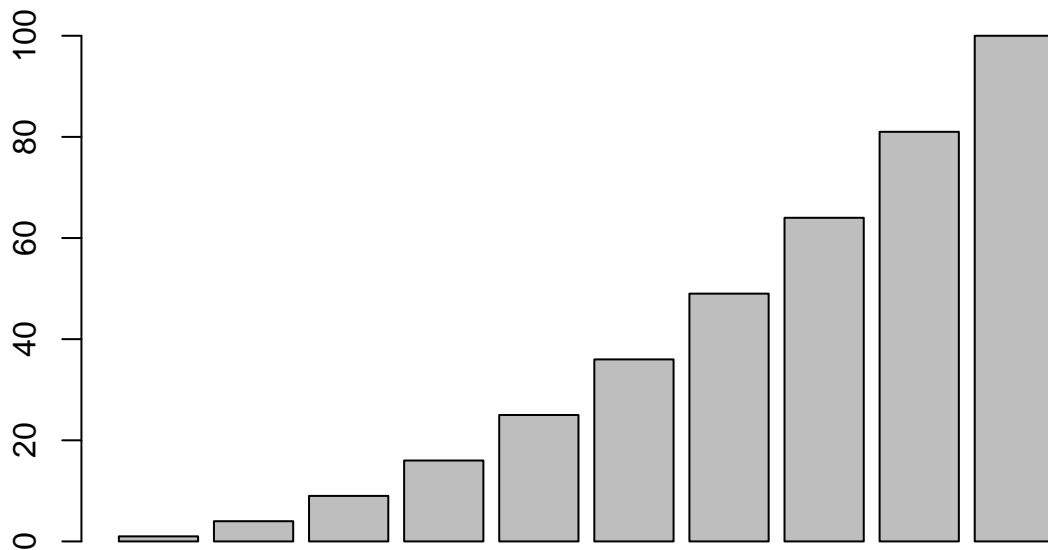
```
set.seed(4)  
abc <- factor(sample(c('A', 'B', 'C'), 20, replace = TRUE))  
plot(abc)
```



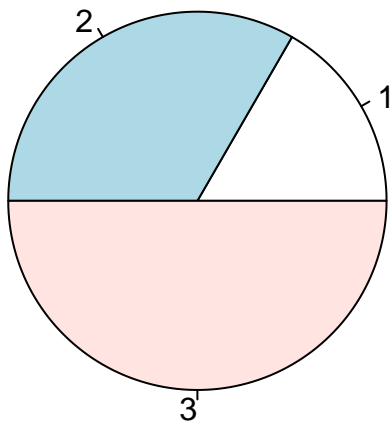
```
abc_table <- table(abc)
plot(abc_table)
```



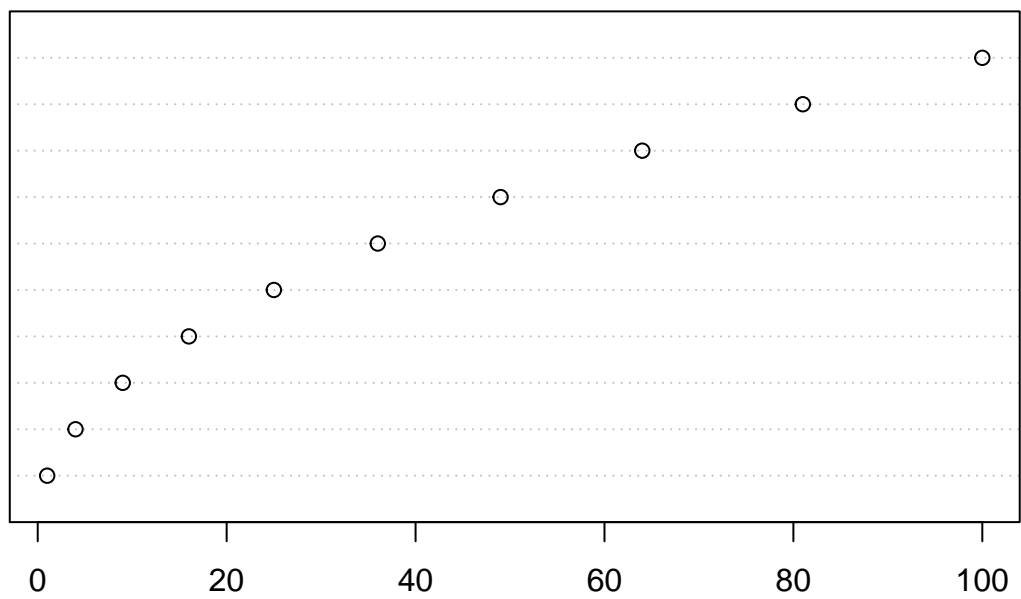
```
barplot(num_vec)
```



```
pie(1:3)
```

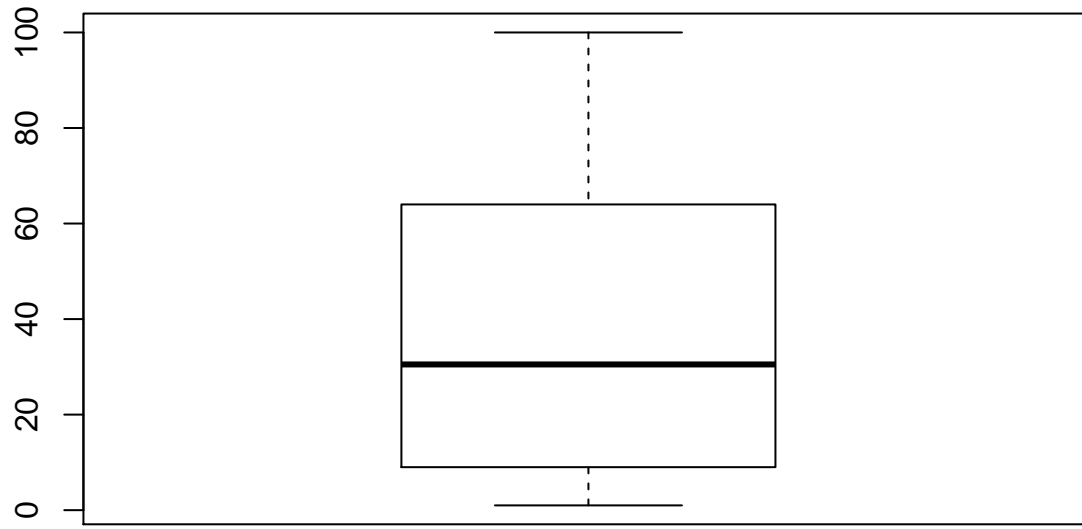


```
dotchart(num_vec)
```



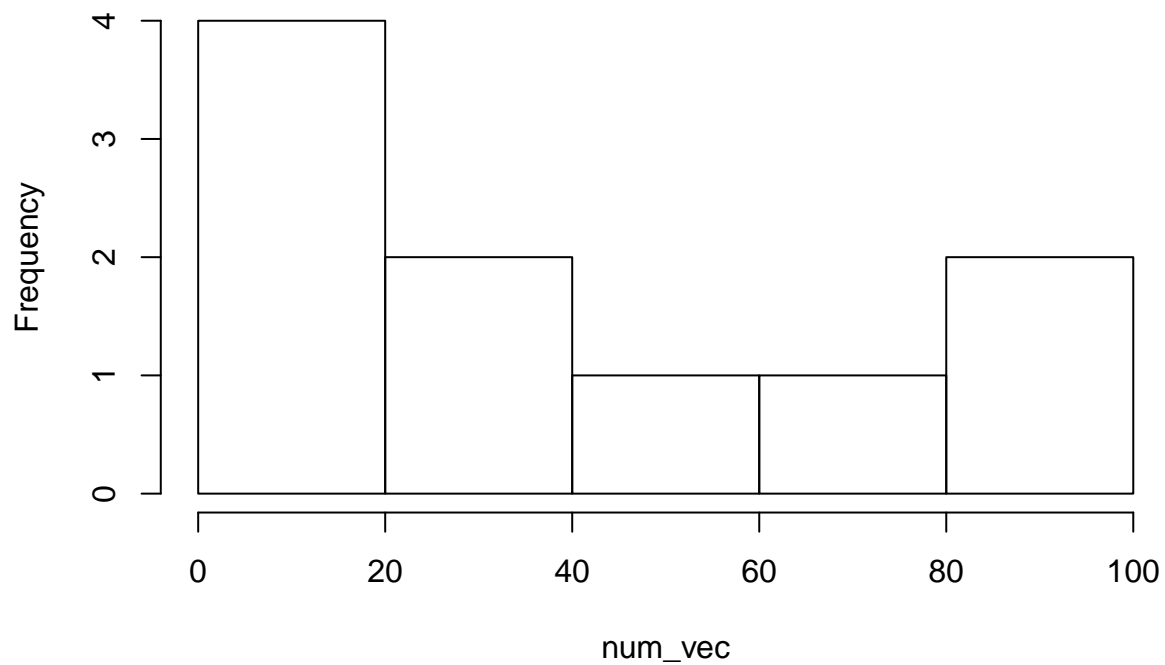


```
boxplot(num_vec)
```

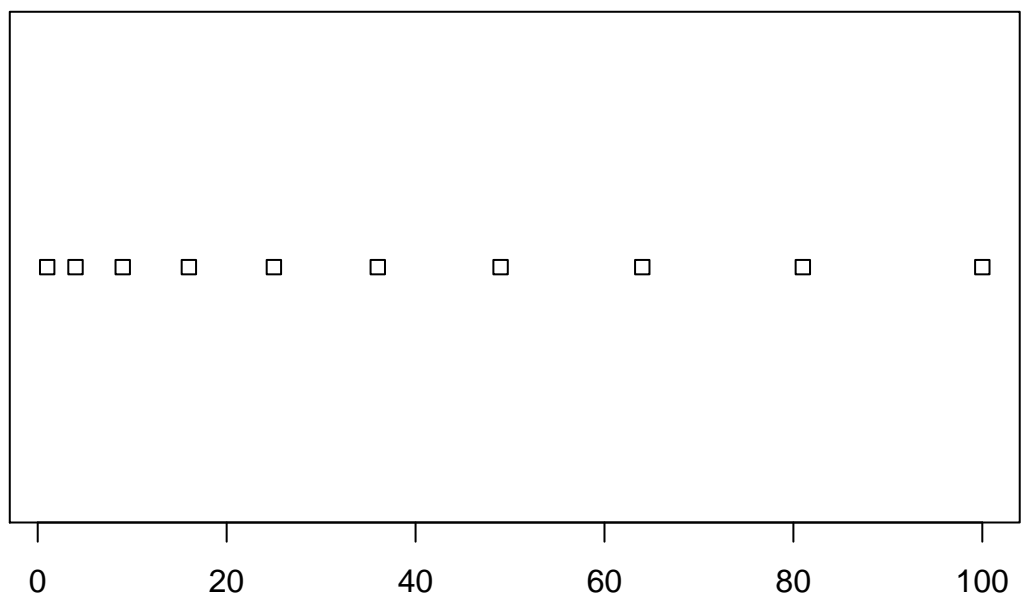


```
hist(num_vec)
```

**Histogram of num\_vec**



```
stripchart(num_vec)
```



```
stem(num_vec)
```

The decimal point is 1 digit(s) to the right of the |

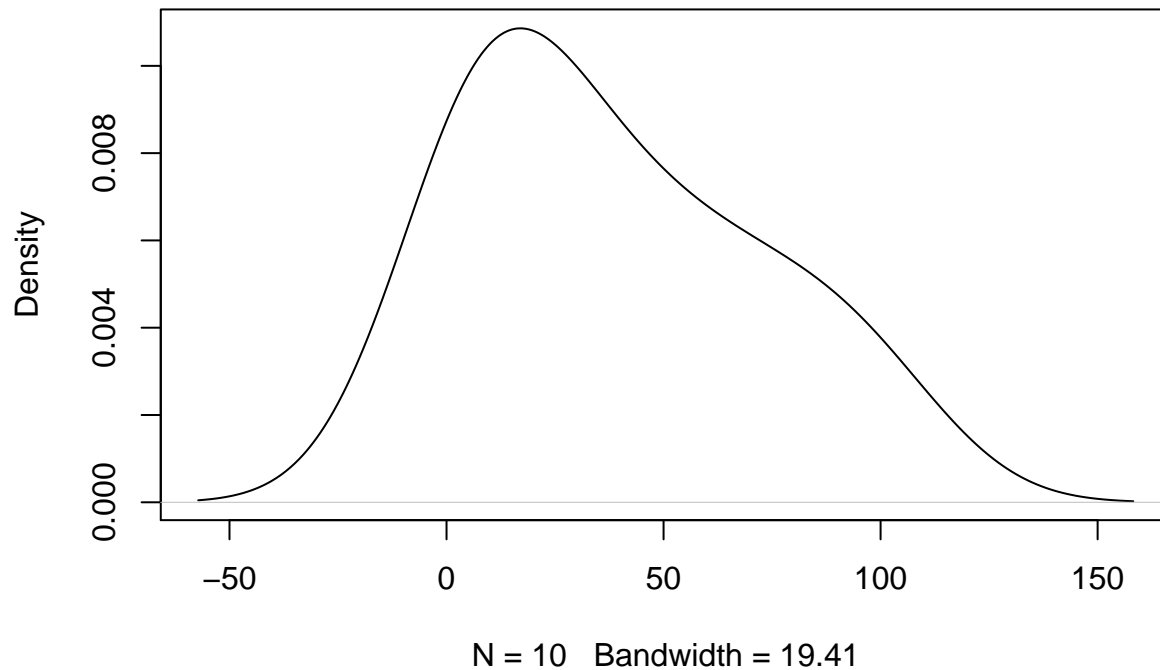
```
0 | 1496
2 | 56
4 | 9
6 | 4
8 | 1
10 | 0
```

## Kernel Density Curve

We can pass a “density” object to `plot()` in order to get a density curve

```
dens <- density(num_vec)
plot(dens)
```

**density.default(x = num\_vec)**

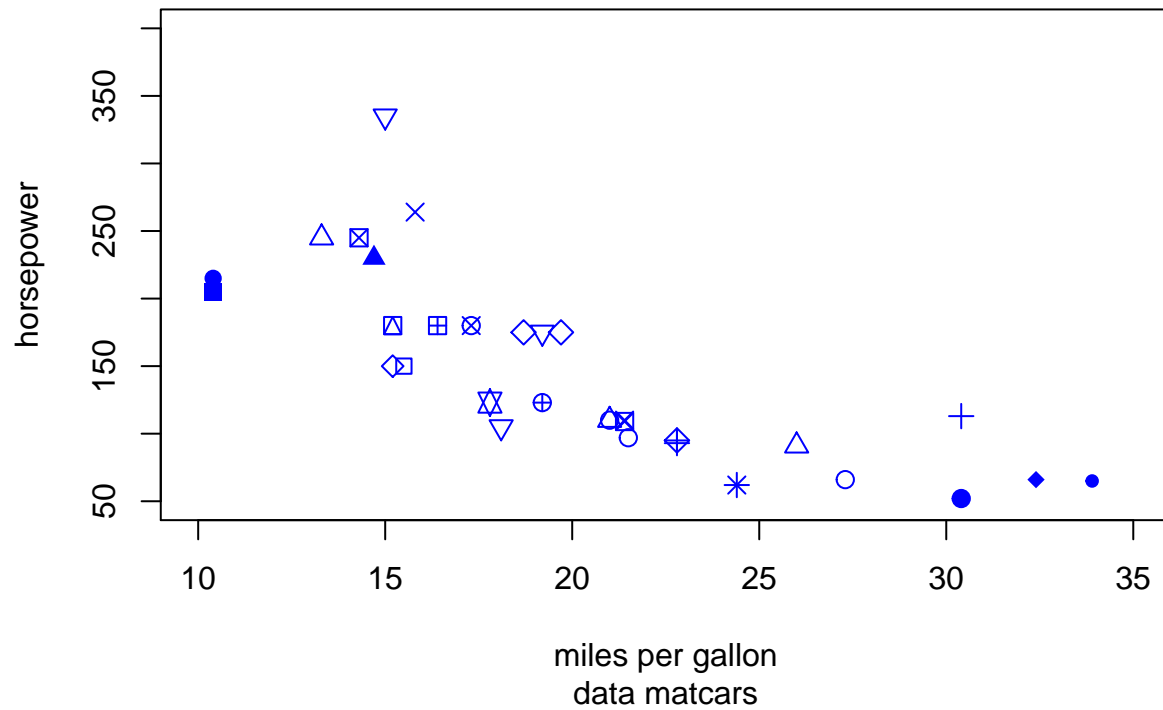


```
head(mtcars)
```

	mpg	cyl	disp	hp	drat	wt	qsec	vs	am	gear	carb
Mazda RX4	21.0	6	160	110	3.90	2.620	16.46	0	1	4	4
Mazda RX4 Wag	21.0	6	160	110	3.90	2.875	17.02	0	1	4	4
Datsun 710	22.8	4	108	93	3.85	2.320	18.61	1	1	4	1
Hornet 4 Drive	21.4	6	258	110	3.08	3.215	19.44	1	0	3	1
Hornet Sportabout	18.7	8	360	175	3.15	3.440	17.02	0	0	3	2
Valiant	18.1	6	225	105	2.76	3.460	20.22	1	0	3	1

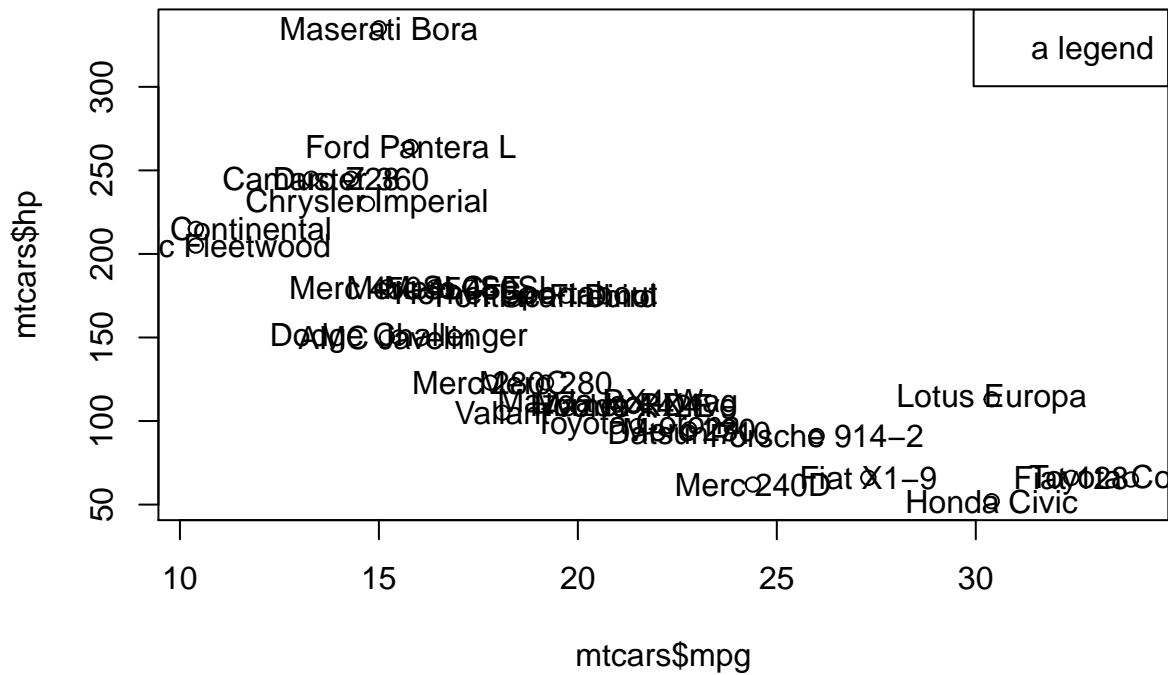
```
plot(mtcars$mpg, mtcars$hp,  
     xlab = "miles per gallon", ylab = "horsepower", # axis labels  
     main = "Simple Scatterplot", # title  
     sub = "data mtcars", # subtitle  
     xlim = c(10, 35), ylim = c(50, 400), # x & y coordinate ranges  
     cex = 1.2, # character expansion  
     pch = 1:25, # point character  
     col = "blue" # color  
)
```

## Simple Scatterplot



```
plot(mtcars$mpg, mtcars$hp)
text(mtcars$mpg, mtcars$hp, labels = row.names(mtcars))
legend("topright", legend = "a legend")
title("Miles Per Gallon -vs- Horsepower")
```

## Miles Per Gallon –vs– Horsepower



```
# simple scatter-plot
plot(mtcars$mpg, mtcars$hp, type = "n", xlab = "miles per gallon", ylab = "horsepower")
# grid lines
abline(v = seq(from = 10, to = 30, by = 5), col = gray) # vertical lines
```

Warning in int\_abline(a = a, b = b, h = h, v = v, untf = untf, ...):  
supplied color is neither numeric nor character

```
abline(h = seq(from = 50, to = 300, by = 50), col = gray) # horizontal lines
```

Warning in int\_abline(a = a, b = b, h = h, v = v, untf = untf, ...):  
supplied color is neither numeric nor character

```
# plot points
points(mtcars$mpg, mtcars$hp, pch = 19, col = "blue")
# plot text
text(mtcars$mpg, mtcars$hp, labels = rownames(mtcars), pos = 4, col = "gray50")
# graphic title
title("Miles Per Galon -vs- Horsepower")
```

## Miles Per Galon –vs– Horsepower

