#### Session 1 - R Basics

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January 9-10, 2016

#### A Question

You are given three sticks, each of a random length between 0 and 1.

What's the probability you can make a triangle?

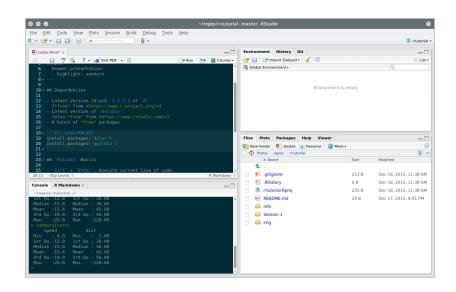
- ▶ The answer is 1/2
- ▶ By the end of this session, we'll confirm this with a simulation in R

## Dependencies

- ▶ Latest version (≥ 3.1.2) of R
   (free from https://www.r-project.org/)
- ► Latest version of Rstudio (also *free* from https://www.rstudio.com/)
- ► A bunch of *free* packages

```
install.packages('dplyr')
install.packages('ggplot2')
```

#### Rstudio Basics



#### Rstudio Basics

- ▶ Ctrl + #: Focus on panel #
- ▶ Ctrl + Enter: Execute selection
- ► Ctrl + Shift + C: Comment/Uncomment selection
- Many more (if you're willing to explore)

## **R** Basics

## R Basics: Working Directory

- Working directory (wd) is where your R session will load/save files
- ▶ To see where your current working directory is, run

#### getwd()

▶ To set the working directory to desired path, run

#### setwd("path")

- Note that ~ is replaced with your HOME directory, e.g. C:\Users\Username\ in windows
- ▶ Use forward slashes (/), even on Windows!



### R Basics: Math Operations

Simple math operations

```
3+11 # add stuff
3-11 # subtract stuff
3/11 # divide stuff
3*11 # multiply stuff
2^10 # raise to powers
```

### R Basics: Assignments

- Convention for assigning values to variables is <-</p>
- Direction of arrow indicates direction of assignment

```
A <- 12

A # 12

A + 3 -> B

B # 15

24 -> A

A # 24
```

► The equal sign (=) also works, but only for assignment to the left, e.g.

```
A = 12 # good
12 = A # BAD
```

### R Basics: Strings

➤ A String variable can be declared in either double quotes("") or single quotes ('')

```
str <- "This is a valid string"

## [1] "This is a valid string"

str <- 'and so is this'
str</pre>
```

## [1] "and so is this"

### R Basics: Re-Assignments

A variable can be re-assigned to anything

```
x <- 860306 # first x is assigned a number x
```

```
## [1] 860306
```

```
x <- 'This is a variable!'
x # Now it is a string</pre>
```

```
## [1] "This is a variable!"
```

## Vectors

### Vectors: c()

▶ Vectors in R are created by concatenating a series of elements

```
X <- c(1,2,3)
X # vector of numbers (1, 2, 3)
## [1] 1 2 3</pre>
```

```
Y <- c('this', 'that', 'those')
Y # this is a vector of Strings
```

```
## [1] "this" "that" "those"
```

#### Vectors: seq()

► Create a vector from a sequence with seq(from, to, by=1)

```
seq(1, 10)
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
seq(1, 10, 2)
```

```
## [1] 1 3 5 7 9
```

▶ Use short-hand from:to if you're incrementing by one

#### 1:10

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

# Vectors: rep()

▶ Use rep() to repeat values

## [1] "Sat." "Sun." "Sat." "Sun."

```
rep(13, 4)
## [1] 13 13 13 13
rep('Yes!', 3)
## [1] "Yes!" "Yes!" "Yes!"
rep(c('Sat.', 'Sun.'), 2)
```

#### Vectors: rdist()

lacktriangle Generate vector of n samples from a specified distribution

```
runif(n = 10) # 10 samples from Unif(0, 1)
rnorm(n = 10) # 10 samples from Norm(0, 1)
rpois(n = 10) # 10 samples from Poisson(1)
rexp(n = 10) # 10 samples from Exp(1)
```

Distribution parameters can be specified as arguments, e.g.

```
# 100 samples from a Norm(20, 5) distribution
rnorm(n = 100, mean = 20, sd = 5)
```

Read documentation for available distributions

#### ?Distributions

## Vectors: Indexing

## [1] NA

▶ Use square braces ([]) to index a vector (base 1)

```
X \leftarrow c(10, 11, 12, 13)
X[1]
## [1] 10
X[4]
## [1] 13
X[5]
```

# Vectors: Indexing (cont'd)

Negative indexing is used to exclude elements

#### X[-1]

```
## [1] 11 12 13
```

Index multiple objects by indexing with a vector

```
## [1] 11 13
```

## Vectors: Re-assignment with Indices

▶ Replace elements by re-assigning with index

```
X[1] <- 101
X
```

```
## [1] 101 11 12 13
```

Replace multiple elements as well

```
## [1] 101 22 33 13
```

## Vectors: Add Elements by Index

Add new elements to a vector by assigning

```
X[5]
```

```
## [1] NA
```

## Vectors: Advanced Indexing

- Vectors can be indexed by a binary vector (TRUE/FALSE) of equal length
- ▶ i.e., you can index vectors by a specified condition, e.g.,

```
X <- 1:100
# create a binary vector with the same length of X
# where the element is TRUE if the element of X
# in the corresponding position satisfies condition
ind <- X > 95
tail(ind) # take a peek at the last few entries
```

## [1] FALSE TRUE TRUE TRUE TRUE TRUE

#### X[ind]

```
## [1] 96 97 98 99 100
```



#### Vectors: Some Exercises

▶ TODO: add some exercises for vector operations?

## **Matrices**

## **Creating Matrices**

A matrix is created from a vector, using matrix(), e.g.

```
X <- c(1:12)
# syntax: matrix(vector, # of rows, # of columns)
A <- matrix(X, 3, 4)
A</pre>
```

```
## [,1] [,2] [,3] [,4]
## [1,] 1 4 7 10
## [2,] 2 5 8 11
## [3,] 3 6 9 12
```

Notice that the matrix is created column-first

### Matrix Indexing

## [1] 10 11 12

- ► Similar to vectors, a matrix can be indexed with square braces, with the syntax [row #, col #], e.g.
- ► Leaving an entry empty will result in the full row/column

```
A[3,2]
## [1] 6
A[2,]
        # entire second row
## [1] 2 5 8 11
A[,4]
        # entire fourth column
```

Vector/Matrix Operations

## **Vector Operations**

```
X = c(1:4)
t(X) # transpose (column) vector X to row vector

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

#### X + X # element-wise summation

## [1] 2 4 6 8

#### X - X # element-wise subtraction

## [1] 0 0 0 0

# Vector Operations (cont'd)

```
X^3
## [1] 1 8 27 64
X * X # element-wise multiplication
## [1] 1 4 9 16
X %*% X # dot (inner) product
## [,1]
## [1.] 30
```

## Matrix Operations

```
A = matrix(1:4, 2, 2) # create 2x2 matrix
t(A) # transpose (column) vector A to row vector
## [,1] [,2]
## [1,] 1 2
## [2,] 3 4
A + A # element-wise summation
## [,1] [,2]
## [1,] 2 6
## [2,] 4 8
```

#### A - A # element-wise subtraction

```
## [,1] [,2]
## [1,] 0 0
## [2,] 0 0
```

## Matrix Operations (cont'd)

## [2,] 10 22

```
A^3 # element-wise exponentiation
## [,1] [,2]
## [1,] 1 27
## [2,] 8 64
A * A # element-wise multiplication
## [,1] [,2]
## [1,] 1 9
## [2,] 4 16
A %*% A # dot (inner) product
## [,1] [,2]
## [1,] 7 15
```

# Matrix Operations: Warning

Dimensions must make sense!

```
A <- matrix(1:6, 2, 3)
B <- matrix(1:6, 3, 2)
A %*% B # 2x3 times 3x2: OK

## [,1] [,2]
## [1,] 22 49
## [2,] 28 64
```

```
A %*% A # 2x3 times 2x3: Nope
```

## Error in A %\*% A: non-conformable arguments

## Vector/Matrix Comparisons

Comparisons are all done element-wise

$$c(1, 2, 3) == c(1, 2, 4)$$

## [1] TRUE TRUE FALSE

## [1] FALSE FALSE TRUE

$$c(1, 2, 3) >= c(1, 2, 4)$$

## [1] TRUE TRUE FALSE

► Note the double equal sign for comparing equality (one would be assignment!)



### Helpful Vector Functions

▶ If possible, avoid loops by operating over the Vector/Matrix as a whole

```
mean(X)
                          # mean
sd(X)
                          # standard deviation
var(X)
                          # variance
max(X)
                          # maximum
min(X)
                          # minimum
median(X)
                          # median
sum(X)
prod(X)
                           product
quantile(X,probs=0.5)
length(X)
                           length of the vector
range(X)
```

### Helpful Matrix Functions

► If possible, avoid loops by operating over the Vector/Matrix as a whole

```
rowSums(A) # Row sums
colSums(A) # Column sums
rowMeans(A) # Row means
colMeans(A) # Columns means
diag(A) # Diagonal of a matrix
solve(A) # Inverse of a matrix
cov(A) # Variance covariance matrix
cor(A) # Correlation matrix
```

### **Functions**

#### Some more built-in functions

We've already seen many built-in functions, but here are some more!

```
log(X) # element-wise log
exp(X) # element-wise exponential
sqrt(X) # element-wise square root
```

### Functions for Strings

## [1] "one plus one = 2"

```
paste('one plus one equals', 1+1, '!')
## [1] "one plus one equals 2!"
paste('one plus one', 1+1, sep='=')
## [1] "one plus one=2"
# if you're into C-style formatting ...
sprintf('one plus one = %d', 1+1)
```

4□ > 4□ > 4 = > 4 = > = 90

## Functions for Strings (cont'd)

► Often, we want to concatenate strings with no spaces (e.g., when constructing filenames/paths in run-time)

```
# short-hand for concatenation w/o spaces
filename = 'some_file_name'
pasteO('path/to/', filename, '.csv')
```

```
## [1] "path/to/some_file_name.csv"
```

# Functions for Strings (cont'd)

► To enforce upper/lower cases

```
s <- 'SoMe CraZY STRING'
tolower(s)
```

## [1] "some crazy string"

```
toupper(s)
```

## [1] "SOME CRAZY STRING"

#### Generic Functions

Some functions for exploring objects

```
obj <- 1:100
head(obj, n=5) # display first n rows of obj

## [1] 1 2 3 4 5

tail(obj, n=5) # display last n rows of obj

## [1] 96 97 98 99 100</pre>
```

## Generic Functions (cont'd)

1.00

##

```
str(obj) # display structure of obj

## int [1:100] 1 2 3 4 5 6 7 8 9 10 ...

summary(obj) # display summary of obj

## Min. 1st Qu. Median Mean 3rd Qu. Max.
```

50.50 75.25

25.75 50.50

100.00

#### User Defined Functions

Write your own functions in the form

```
name_of_function <- function(arguments) {
    # do some stuff with arguments
    return(result)
}</pre>
```

▶ You can use your functions like any other function, e.g.,

```
name_of_function(argumetns) # will give you the 'result'
```

### User Defined Functions: Example

▶ Write a function that will take a vector in  $\mathbb{R}^3$  and tell you if you can make a triangle or not

```
is good <- function(vec) {</pre>
    if (length(vec) != 3) {
        # it's always a good idea to make sure your
        # function gets what it expects to get
        stop('is good requires a vector of length 3')
   for (i in 1:3) {
        if (vec[i] > sum(vec[-i])) {
            return(FALSE)
    return(TRUE)
```

#### Control Flow

if statements

```
if (condition) {
    # stuff to do when condition is TRUE
} else if(other_condition) { # (OPTIONAL)
    # stuff to do if other_condition is TRUE
} else { # (OPTIONAL)
    # stuff to do if all conditions are TRUE
}
```

#### Loops

for statements

```
for (ind in sequence/set) {
    # iterate over sequence or elements of a set
    # do stuff
}
```

while statements

```
while (condition) {
    # stuff to do while the condition is TRUE
    # the condition must become FALSE at some point!
}
```

### apply

- Loops in R are inefficient, and best avoided if possible
- Vectorize operations whenever possible.
- Using apply to loop over rows/columns of matrix/table is considerd best practice (in terms of clarity)

```
apply(DATA, MARGIN, FUNCTION)
# MARGIN = 1 applies FUNCTION to each row of DATA
# MARGIN = 2 applies FUNCTION to each column of DATA
# MARGIN = c(1,2) applies FUNCTION to both
# rows and columns of DATA
```

ightharpoonup e.g., to get the variance of each row/column of a matrix X,

```
apply(X, 1, var) # variance of rows
apply(X, 2, var) # variance of columns
```

### Exercise

### The Question

You are given three sticks, each of a random length between 0 and 1.

What's the probability you can make a triangle?

- ▶ The answer is 1/2
- ▶ Use R to simulate 100,000 times and estimate the answer.

# Answer 1: A (not too good) Way

```
N <- 1e5:
ptm <- proc.time() # measure execution time</pre>
m <- 0
for (i in 1:N) {
    X \leftarrow runif(3)
    if (is_good(X)) {
         m < - m + 1
```

```
## [1] 0.50126
```

```
proc.time() - ptm
```

```
## user system elapsed
## 1.082 0.000 1.083
```



## Answer 2: An Okay Way

```
N <- 1e5:
ptm <- proc.time() # measure execution time</pre>
X <- matrix(runif(N*3), nrow=3, ncol=N)</pre>
m < - 0
for (i in 1:N) {
    if (is good(X[,i])) {
        m <- m + 1
```

```
## [1] 0.49828
```

```
proc.time() - ptm
```

```
## user system elapsed
## 0.813 0.000 0.814
```



### Answer 3: A Better Way

```
N <- 1e5;
ptm <- proc.time() # measure execution time
X <- matrix(runif(N*3), nrow=3, ncol=N)
m <- apply(X, 2, is_good)
sum(m) / N</pre>
```

## [1] 0.4994

```
proc.time() - ptm
```

```
## user system elapsed
## 0.809 0.000 0.811
```

# **Packages**

### Installing R Packages

- R has many (MANY) packages created by other users that implement state-of-the-art tools (e.g., data manipulation, statistical models)
- ► These packages can be downloaded from the Comprehensive R Archive Network (CRAN)
- ▶ This is as simple as running a single line of code:

#### install.packages("package name")

- You will have to select one of many CRAN mirrors (copies across different servers) from which to download the package from
- For example, to install the dplyr package, run

#### install.packages("dplyr")

► You only need to do this *once* for each machine



### Loading Packages

- Once you've installed a package on a machine, you can load the package into your current workspace with the library() command
- ▶ For example, to use the dplyr package, first load it with

library("dplyr")