

Enter the Matrix

Lesson:

A matrix is a collection of data elements arranged in a two-dimensional rectangular layout. Here is a visual representation of a matrix with **2 rows** and **3 columns**.

$$\begin{bmatrix} 1 & 5 & 4 \\ 3 & 7 & 2 \end{bmatrix}$$

You can in making a matrix in R is you will use the **matrix()** function. Here are a few ways to use this:

- `matrix(c(1,3,5,7,9,11))`

Output:

```
1
3
5
7
9
11
```

- `matrix(1:6, nrow = 3)`

Output:

```
1  4
2  5
3  6
```

- `matrix(1:5)`

Output:

```
1
2
3
4
5
```

- `matrix(1:6, byrow = TRUE, nrow = 3)`

Output:

```
1  2
3  4
5  6
```

- Using the **c()** function will let you insert your choice of data.
- While using **1:5** will give you values raiding from 1 to 5.
- **nrow** indicates the number of rows the matrix should have.
- The argument **byrow** will indicate if the matrix will be filled by rows or not and this is indicated by using **TRUE** or **FALSE**.

To do:

1. Create a matrix of **9** numbers that has **3 rows** and **3 columns**.
2. Create a matrix that will produce this output:

```
1  3  5
2  4  6
```

Analyzing Matrices

Lesson:

Since one of R's use is statistical computing, what better way to ____ than with statistics! Here's an example activity you can run.

To do:

1. Copy the following lines to your editor. Understand and run it.

```
# Fruit Stand Sales (in kgs)
apples <- c(17, 22, 14, 7, 36)
oranges <- c(32, 42, 22, 2, 12)
bananas <- c(20, 15, 36, 11, 14)
total_sales <- c(apples, oranges, bananas)
total_sales_matrix <- matrix(total_sales, byrow = TRUE, nrow = 3)
total_sales_matrix
```

Labels are Important

In order to make sense of what is store in **total_sales_matrix**, let's add names in order for the data to be coherent. Using **rownames()** and **colnames()** we can add vectors containing the titles to be used as names for columns and rows.

To do:

- Using the 3 existing fruit vectors in a **c()**, place them inside to a new **total_sales_matrix** vector but with **matrix()** and having **nrow = 3** and **byrow = TRUE**.

```
total_sales_matrix <- matrix(c(apples, oranges, bananas), nrow = 3, byrow = TRUE)
```
- Create a vector **days** with the values **"Monday", "Tuesday", "Wednesday", "Thursday", "Friday"**
- Create a vector **fruits** with the values **"Apples", "Oranges", "Bananas"**
- Name the columns with this line

```
colnames(total_sales_matrix) <- days
```
- Do the same thing above but with **rownames()** and **fruits**
- Display **total_sales_matrix**

Hacking the Matrix

Lesson:

We are now able to create and label matrices and now it's time we do some manipulations. Take note of the following functions.

- rowSums()** – Allows you to get the sum of values per row.
- colSums()** – Provides you the sum of values per column.
- cbind()** – Allows you to add a column or multiple columns to an existing matrix.
- rbind()** – Merges matrices with similar columns
- mean()** – Calculates the average of values.

To do (use the existing fruit vectors):

- Get the sum of fruits sold **per day** and save it to a variable named **total_sales_day**.
- Get the sum of fruits sold **per type** and save it to a variable named **total_sales_fruit**.
- Get the average of fruits sold **per day**.
- Get the average of fruits sold **per type**.
- Add the following vectors and add them to a matrix named **total_sales_matrix2**.

```
lemons <- c(49, 39, 17, 33, 9)
kiwis <- c(36, 19, 47, 27, 35)
mangoes <- c(10, 31, 16, 4, 24)
```
- Create a vector **fruits2** with values **"Lemons", "Kiwis", "Mangoes"** and use **fruits2** to label **total_sales_matrix2**.
- Create a vector **all_sales_matrix** and merge **total_sales_matrix** and **total_sales_matrix2** inside it.
- Display **all_sales_matrix**.

Expected Output:

	Monday	Tuesday	Wednesday	Thursday	Friday
Apples	17	22	14	7	36
Oranges	32	42	22	2	12
Bananas	20	15	36	11	14
Lemons	49	39	17	33	9
Kiwis	36	19	47	27	35
Mangoes	10	31	16	4	24

End!

Now you're just about done with the basics of R. You can now head on to the Data Camp course for a quick review and a more advanced approach to R.