

APSTA-GE 2352

Statistical Computing: Lecture 2

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RIVER CENTER

WASHINGTON PL



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Front Matter

Announcements

- Office hours update
 - Tons of people came, felt very productive
 - Some people just used that as time to work on their problem sets without specific questions, which is a good idea!
- PS0 is due 9/12 @ 11.59p
 - I'm generally pleased with the questions that I received and the work I saw people do!
 - This is mostly what my assignments look like
 1. Do some stuff
 2. Plot the stuff
 3. Tell me what you think about the stuff
- PS1 is out!
 - It is still due on 9/18 before class
 - I think it's more straightforward than PS0
 - It's all about writing functions to do things

Check-In

- PollEv.com/klintkanopka

Vector and Matrix Arithmetic in

R

Adding Vectors

What do you think the results of each of these operations ought to be?

- 1 `c(1, 2, 3) + c(4, 5, 6)`
- 2 `c(1, 2, 3) + c(4, 5, 6, 7)`
- 3 `c(1, 2, 3) + c(4, 5, 6, 7, 8, 9)`

Adding Vectors

What do you think the results of each of these operations ought to be?

```
1 c(1, 2, 3) + c(4, 5, 6)
2 # [1] 5 7 9
3 c(1, 2, 3) + c(4, 5, 6, 7)
4 c(1, 2, 3) + c(4, 5, 6, 7, 8, 9)
```

Adding Vectors

What do you think the results of each of these operations ought to be?

```
1 c(1, 2, 3) + c(4, 5, 6)
2 # [1] 5 7 9
3 c(1, 2, 3) + c(4, 5, 6, 7)
4 # Warning message:
5 # In c(1, 2, 3) + c(4, 5, 6, 7) :
6 #   longer object length is not a multiple of shorter object length
7 # [1] 5 7 9 8
8 c(1, 2, 3) + c(4, 5, 6, 7, 8, 9)
```

Adding Vectors

What do you think the results of each of these operations ought to be?

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4 # Warning message:
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6 #   longer object length is not a multiple of shorter object length
7 # [1] 5 7 9 8
8 c(1, 2, 3) + c(4, 5, 6, 7, 8, 9)
9 # [1] 5 7 9 8 10 12
```

Vector Arithmetic

- Generally happens *elementwise*
- The first elements from each input are combined
- Then the second elements
- And so on...
- When vectors are the same size, this produces a vector the same length as the inputs
- What if they're not the same length?

Recycling

- R's general behavior when things aren't the same length is to *recycle* the shorter object
- Behavior is the same regardless of order
- Length of the output is the *maximum* of the lengths of the inputs
- How does this work?
 - R will paste the shorter object to itself end-to-end until it matches the length of the longer object
 - If the longer object is an integer multiple of the length of the longer object, it does this silently
 - If the longer object is not, it throws a warning, **but still produces output according to the same rules!**

Vectors and Matrices

```
1 v1 <- c(1,2,3)
2 v2 <- c(1,2,3,4)
3 v3 <- c(1,2)
4 mat <- matrix(1:9, nrow=3)
5
6 mat
7
8 v1 * mat
9 v2 * mat
10 v3 * mat
```

Vectors and Matrices

```
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2 v2 <- c(1,2,3,4)
3 v3 <- c(1,2)
4 mat <- matrix(1:9, nrow=3)
5
6 mat
7
8 #      [,1] [,2] [,3]
9 # [1,]    1    4    7
10 # [2,]   2    5    8
11 # [3,]   3    6    9
12
13 v1 * mat
14 v2 * mat
15 v3 * mat
```

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2 v2 <- c(1,2,3,4)
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4 mat <- matrix(1:9, nrow=3)
5
6 mat
7
8 #      [,1] [,2] [,3]
9 # [1,]    1    4    7
10 # [2,]   2    5    8
11 # [3,]   3    6    9
12
13 v1 * mat
14
15 #      [,1] [,2] [,3]
16 # [1,]    1    4    7
17 # [2,]   4   10   16
18 # [3,]   9   18   27
19
20 v2 * mat
21 v3 * mat
```

Vectors and Matrices

```
1 v1 <- c(1,2,3)
2 v2 <- c(1,2,3,4)
3 v3 <- c(1,2)
4 mat <- matrix(1:9, nrow=3)
5
6 mat
7
8 #      [,1] [,2] [,3]
9 # [1,]    1    4    7
10 # [2,]   2    5    8
11 # [3,]   3    6    9
12
13 v1 * mat
14 v2 * mat
15
16 # Warning message:
17 # In v2 * mat :
18 # longer object length is not a multiple of shorter object length
19 #      [,1] [,2] [,3]
20 # [1,]    1   16   21
21 # [2,]    4     5   32
22 # [3,]    9   12     9
23
24 v3 * mat
```

Vectors and Matrices

```
1 v1 <- c(1,2,3)
2 v2 <- c(1,2,3,4)
3 v3 <- c(1,2)
4 mat <- matrix(1:9, nrow=3)
5
6 mat
7
8 #      [,1] [,2] [,3]
9 # [1,]    1    4    7
10 # [2,]   2    5    8
11 # [3,]   3    6    9
12
13 v1 * mat
14 v2 * mat
15 v3 * mat
16
17 # In v3 * mat :
18 # longer object length is not a multiple of shorter object length
19 #      [,1] [,2] [,3]
20 # [1,]    1    8    7
21 # [2,]    4    5   16
22 # [3,]    3   12    9
```

Vectors and Matrices

- Here, recycling happens along the columns
 - For matrices in `R`, things are usually applied along columns first
- Under the hood:
 1. The matrix is unrolled into a vector of the form `c(col1, col2, ...)`
 2. Recycling happens as if two vectors were multiplied
 3. The output is reshaped back into the original dimensions of the matrix

Matrix and Matrix

```
1 mat1 <- matrix(1:9, ncol=3)
2 mat2 <- matrix(1:4, ncol=2)
3
4 mat1 + mat1
5 mat2 * mat2
6 mat1 + mat2
```

Matrix and Matrix

```
1 mat1 <- matrix(1:9, ncol=3)
2 mat2 <- matrix(1:4, ncol=2)
3
4 mat1 + mat1
5
6 #      [,1] [,2] [,3]
7 # [1,]    2     8    14
8 # [2,]    4    10    16
9 # [3,]    6    12    18
10
11 mat2 * mat2
12 mat1 + mat2
```

Matrix and Matrix

```
1 mat1 <- matrix(1:9, ncol=3)
2 mat2 <- matrix(1:4, ncol=2)
3
4 mat1 + mat1
5
6 #      [,1] [,2] [,3]
7 # [1,]    2     8    14
8 # [2,]    4    10    16
9 # [3,]    6    12    18
10
11 mat2 * mat2
12
13 #      [,1] [,2]
14 # [1,]    1     9
15 # [2,]    4    16
16
17 mat1 + mat2
```

Matrix and Matrix

```
1 mat1 <- matrix(1:9, ncol=3)
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3
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6 #      [,1] [,2] [,3]
7 # [1,]    2     8    14
8 # [2,]    4    10    16
9 # [3,]    6    12    18
10
11 mat2 * mat2
12
13 #      [,1] [,2]
14 # [1,]    1     9
15 # [2,]    4    16
16
17 mat1 + mat2
18
19 # Error in `mat1 + mat2`:
20 # ! non-conformable arrays
```

Matrix and Matrix

- For two matrix inputs, recycling does **not** happen!
- For standard arithmetic operators, everything is done elementwise
- If two matrices are not the same shape, `R` throws an error
 - non-conformable arguments or non-conformable arrays
 - No output is produced
 - Execution is halted

Matrix Multiplication

- There is a specific matrix multiplication operator, `%*%`
- Conducts matrix multiplication
 - Requires an $A \times B$ matrix and a $B \times C$ matrix
 - Produces $A \times C$ shaped output
- Works with vectors!
 - A vector of length N is treated as either an $N \times 1$ or $1 \times N$ matrix, depending on what is needed
 - The output is **always** as a matrix

Matrix Multiplication

```
1 matrix(1:9, ncol=3) %*% matrix(1:9, ncol=3)
2 matrix(1:9, ncol=3) %*% c(1, 2, 3)
3 c(1, 2, 3) %*% matrix(1:9, ncol=3)
```

Matrix Multiplication

```
1 matrix(1:9, ncol=3) %*% matrix(1:9, ncol=3)
2
3 #      [,1] [,2] [,3]
4 # [1,]    30   66 102
5 # [2,]    36   81 126
6 # [3,]    42   96 150
7
8 matrix(1:9, ncol=3) %*% c(1, 2, 3)
9 c(1, 2, 3) %*% matrix(1:9, ncol=3)
```

Matrix Multiplication

```
1 matrix(1:9, ncol=3) %*% matrix(1:9, ncol=3)
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3 #      [,1] [,2] [,3]
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6 # [3,]    42   96  150
7
8 matrix(1:9, ncol=3) %*% c(1, 2, 3)
9
10 #      [,1]
11 # [1,]    30
12 # [2,]    36
13 # [3,]    42
14
15 c(1, 2, 3) %*% matrix(1:9, ncol=3)
```

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```
1 matrix(1:9, ncol=3) %*% matrix(1:9, ncol=3)
2
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5 # [2,]    36   81  126
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7
8 matrix(1:9, ncol=3) %*% c(1, 2, 3)
9
10 #      [,1]
11 # [1,]    30
12 # [2,]    36
13 # [3,]    42
14
15 c(1, 2, 3) %*% matrix(1:9, ncol=3)
16
17 #      [,1] [,2] [,3]
18 # [1,]    14   32   50
```

Matrix Multiplication

- We want to multiply two matrices, $AB = C$
 - Here, a_{ij} is the element of matrix A in the i th row and j th column
 - And matrix A is an $N \times K$ matrix and matrix B is a $K \times M$ matrix
- To construct the resultant $N \times M$ matrix, C :

$$c_{ij} = \sum_{k=1}^K a_{ik} b_{kj}$$

- Alternatively C can be constructed through dot products:
 - Where \vec{a}_i is the i th *row* vector of A
 - And \vec{b}_j is the j th *column* vector of B

$$c_{ij} = \vec{a}_i \cdot \vec{b}_j$$

- If this looks awful, a course in linear algebra could be useful (depending on your subplan and career goals)

Logicals

Logical Statements

- Sometimes we want to compare conditions and know if they're TRUE or FALSE
 - Called *Boolean* after the work of George Boole
 - Only two possible values (dichotomous), and clear rules for evaluation

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The primary comparison operators we use are:

- A == B : returns TRUE if the value of A and B are equal, FALSE otherwise

Logical Statements

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- `A == B` : returns `TRUE` if the value of `A` and `B` are equal, `FALSE` otherwise
- `A != B` : returns `TRUE` if the value of `A` and `B` are **not** equal, `FALSE` otherwise

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- `A > B` : returns `TRUE` if the value of `A` is strictly greater than `B`, `FALSE` otherwise

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- `A >= B` : returns `TRUE` if the value of `A` is greater than or equal to `B`, `FALSE` otherwise
- `A < B` : returns `TRUE` if the value of `A` is strictly less than `B`, `FALSE` otherwise
- `A <= B` : returns `TRUE` if the value of `A` is less than or equal to `B`, `FALSE` otherwise

Logical Statements

- Often we store `TRUE` or `FALSE` status in a variable and need to check multiple conditions, or need rules on how to combine them
- Arithmetic with Boolean variables is easy - `TRUE = 1` and `FALSE = 0`
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A confusing thing is that there are two other logical operators:

- `&&` is a logical AND that ONLY works on single values (not vectors)

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A confusing thing is that there are two other logical operators:

- `&&` is a logical AND that ONLY works on single values (not vectors)
- `||` is a logical OR that ONLY works on single values (not vectors)

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A confusing thing is that there are two other logical operators:

- `&&` is a logical AND that ONLY works on single values (not vectors)
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- Both `&` and `|` are vectorized, and will do elementwise operations with normal recycling rules

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A confusing thing is that there are two other logical operators:

- `&&` is a logical AND that ONLY works on single values (not vectors)
- `||` is a logical OR that ONLY works on single values (not vectors)
- Both `&` and `|` are vectorized, and will do elementwise operations with normal recycling rules
- Use `&&` and `||` for control flow!

Functional and Object-Oriented Programming

Functions

- Functions are objects in R that package code
- Functions take named *arguments*
- Executing a function creates a new environment with the arguments assigned to their names
 - Then they execute their code
 - When a function is done running, its environment is destroyed/lost
- In general, we do not write functions that modify the global variables (this is super dangerous)!
- If you need information that's computed within a function, you need to return it
- This lets you maintain whatever object is returned for future use outside of the function's environment

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

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```
1 RollDice <- function(){  
2   results <- sample()  
3 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(){
2   results <- sample(x, size, replace = FALSE, prob = NULL)
3 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(){
2   result <- sample(x = 1:N_sides, size, replace = FALSE, prob = NULL)
3 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(N_sides){  
2   result <- sample(x = 1:N_sides, size, replace = FALSE, prob = NULL)  
3 }
```

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Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(N_sides){  
2   result <- sample(x = 1:N_sides, size = N_dice, replace = FALSE, prob = NULL)  
3 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(N_sides, N_dice){  
2   result <- sample(x = 1:N_sides, size = N_dice, replace = FALSE, prob = NULL)  
3 }
```

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```
1 RollDice <- function(N_sides, N_dice){  
2   result <- sample(x = 1:N_sides, size = N_dice, replace = TRUE, prob = NULL)  
3   return(result)  
4 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(N_sides = 6, N_dice = 1){  
2   result <- sample(x = 1:N_sides, size = N_dice, replace = TRUE, prob = NULL)  
3   return(result)  
4 }
```

Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

```
1 RollDice <- function(N_sides = 6, N_dice = 1){  
2   result <- sample(x = 1:N_sides, size = N_dice, replace = TRUE, prob = NULL)  
3   return(result)  
4 }
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Function Anatomy

Let's write a function called `RollDice()` that rolls an arbitrarily sized die an arbitrary number of times and returns the individual results.

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Vectorization

- We've already seen this, but let's be explicit!
- Some functions are *vectorized*, meaning they can operate independently on all elements of a vector
- Vectorized functions take in vectors, arrays, or matrices and return objects of the same size with consistent behavior across all elements

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1 x <- 0:3  
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```

Object Oriented Programming

- There are lots of different types of objects in R
- These different types of objects are identified internally with “classes”
 - You can use the `class()` function on an object to see what class it is
 - Things without classes are often called “base objects”
- We want objects that keep our data, code and results neatly organized
- We want functions that do predictable things to these objects
- Object Oriented Programming (OOP) is centered around *objects*
 - Objects contain data
 - Objects contain code (called *methods*)
 - Methods are specifically designed to operate on the data in the object
- R has a few ways to implement this (S3 and S4 being most common)

Generic Functions (aka Generics)

- Functions that are designed to operate on many different types of objects with a common call
 - `print()`, `summary()`, `coef()`, `plot()`, etc
- Generics look at the type of object they are called on and then use the *method* associated with that type of object
- `print()` just prints an object out
 - What that means depends on what the object is!
- `summary()`
 - Prints out summary statistics for data frames and vectors
 - Prints out whole tables and descriptions for different types of model objects!
- In Part 3 of PS1, you'll start to construct your first model object!

Unit Testing

- Unit testing is an idea we'll introduce now, but it's a *practice* we should always engage in when writing code!
- The basic idea is that we want to write our code in chunks (often in the form of functions)
 - If we write our code in chunks, we can also test our code in chunks
 - This makes it *much* easier to pinpoint where things may be going wrong
 - This will become much more important very soon once we start to include control flow and loops!
- How do you do this?
 - First, make sure your code gives the correct output under a variety of conditions!
 - Second, see what your code does in unexpected situations
 - How does it handle inputs of the wrong type?
 - How does it handle inputs of the wrong size?
 - How does it handle missing (or `NA`) inputs?
 - Third, once you validate each individual piece works, make sure they work *together*

Wrapping Up

Wrapping up

- When you're combining `R` objects arithmetically, be aware of how things are handled and what conditions do (and do not) trigger warnings and errors!
- Logical statements will help you count objects that satisfy certain conditions and control program behavior in the future
- Writing functions allow you to stop copy-pasting big chunks of code when carrying out repetitive tasks!
- S3 and S4 objects contain both sub objects and code that controls how generic functions act on them!
- Make sure to thoroughly test the different components of your code so that you can pinpoint where problems are coming from

Wrapping up

- PollEv.com/klintkanopka