Introduction to R

Université Côte d'Azur - MSc Programme in Economics

Mattia Guerini

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Introduction

Data structures

Basic Programming

Plotting (`ggplot2` library)

Working with Data (`tydiverse` and `reshape2` libraries)

Schedule

- 17th of September 9-12
- 14th of October 9-12
- 28th of October 13-16

Rules of the game

- arrive on time
- 20 minutes break
- homeworks
- no book (plenty of open source resources on-line)

Introduction

What is R

R is both a programming language and software environment for statistical computing, which is free and open-source.

The *R Project* was initiated by Robert Gentleman and Ross Ihaka (University of Auckland) in the early 1990s as a different implementation of the S language.

Since 1997, R has been developed by the *R Development Core Team*.

R is platform independent and can run on Microsoft Windows, Mac OS and Unix/Linux systems.

Getting Started

To get started, you'll need to install two pieces of software:

- R, the actual programming language.
  https://cran.r-project.org
- RStudio, an excellent IDE for working with R.
  https://www.rstudio.com

Why RStudio?[1]

- Easier to use (everything is in one space)
- Many useful integrations (e.g. shiny, R-projects, R-markdown, . . .)
- Plenty of shortcuts (alt + shift + k)
- Plenty of cheatsheets (see top panel)

[1] You must have installed R before using RStudio.

Screenshot of RConsole

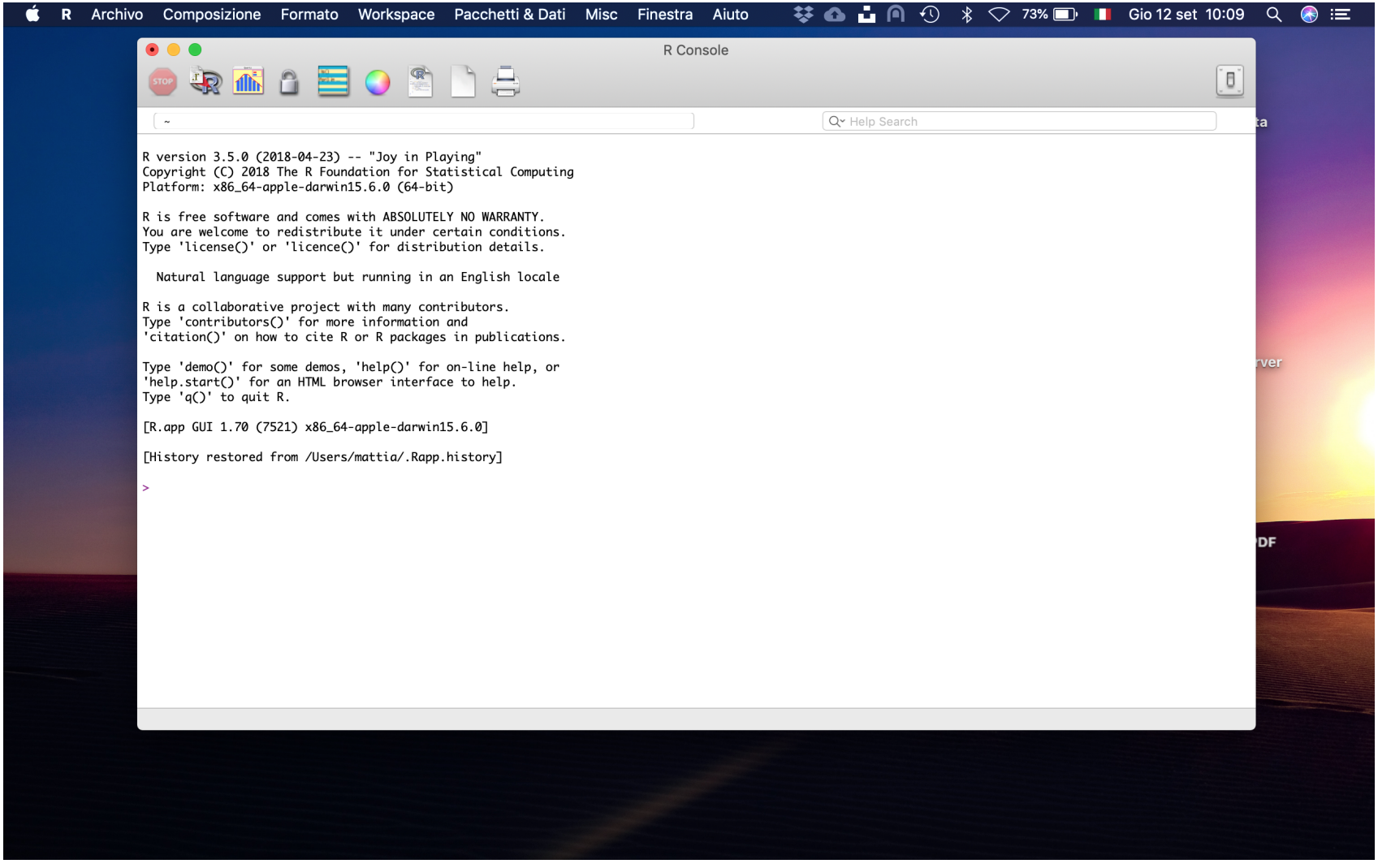

Figure 1: RConsole

Screenshot of RStudio

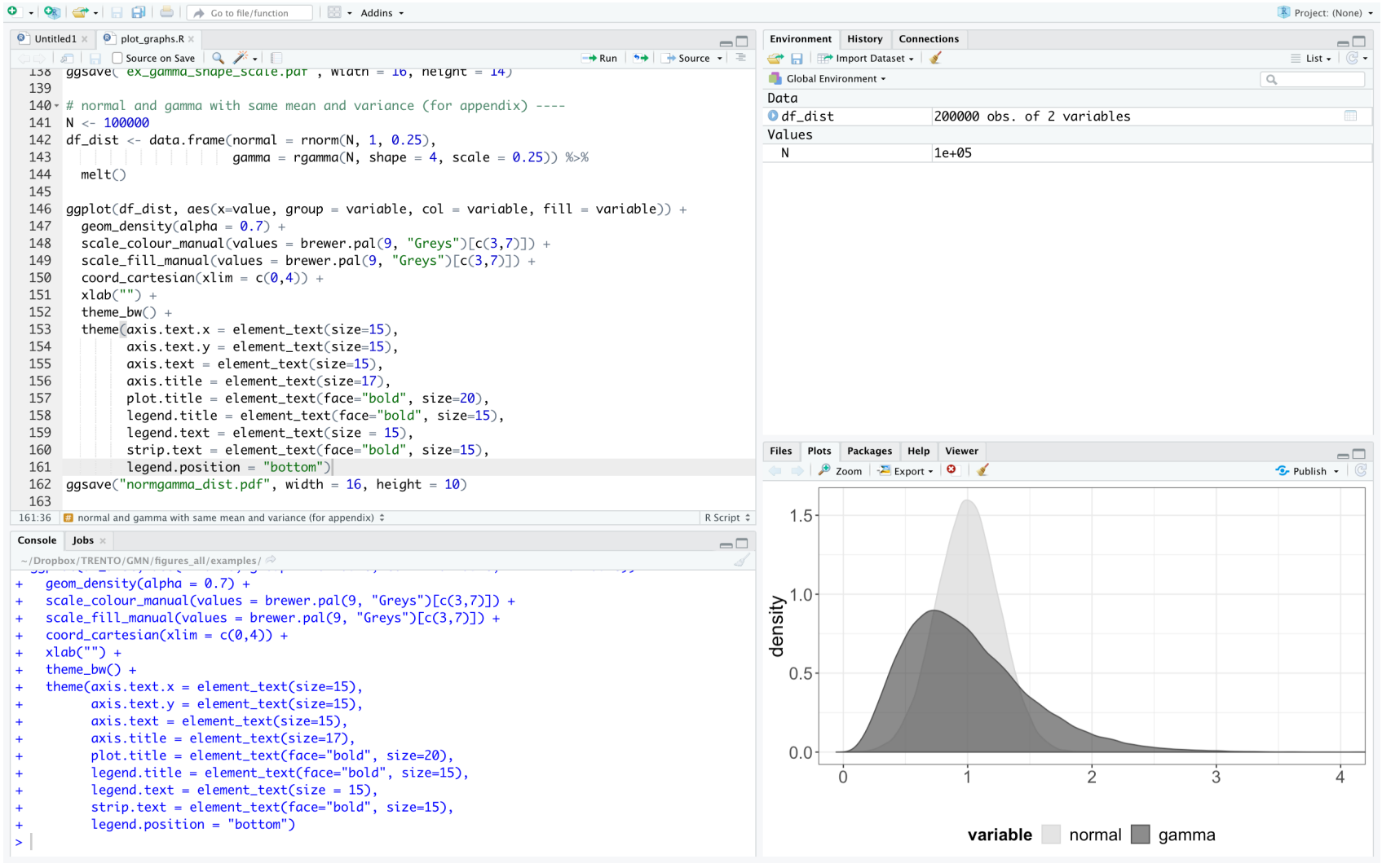

Figure 2: RStudio

Glossary

- *command*: user input (text or numbers) that R understands
- *script*: a sequence of commands collected in a text file, each separated by a new line
- *environment*: a list of named variables that we have generated by means of commands
- *history*: the list of past commands thaty we have used
- *help*: a documentation of all the functions in R (the user manual)
- *package*: a collection of additional functions and dataset

R as a calculator (I)

```
2+2
```

```
## [1] 4
```

```
2-2
```

```
## [1] 0
```

```
2*2
```

```
## [1] 4
```

```
2/2
```

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

R as a calculator (II)

```
log(1)
```

```
## [1] 0
```

```
exp(1)
```

```
## [1] 2.718282
```

```
log(exp(1))
```

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

```
sqrt(25)
```

```
## [1] 5
```

The help

```
?log
help(log)
```

Otherwise:

- Google your error message
- Ask for help in Stack Overflow

Packages

R comes with a number of built-in functions and datasets, but one of the main strengths of R as an open-source project is its package system.

Packages add additional functions and datasets.

Frequently if you want to do something in R, and it is not available by default, there is a good chance that there is a package that will fulfill your needs.

You can install packages using the command `install.packages()`

You can load packages using the command `library()`

Data structures

Data types

- Numeric/Double (e.g. 2.5, 1/5, 1.0, ...)
- Integer (e.g. 1, 2, 3, ...)
- Complex (e.g. 1 + 2i, ...)
- Logical (e.g. TRUE, FALSE or NA)
- Character (e.g. “a”, “b”, “paper”, ...)
- Factor/Categorical (“male”, “female”, ...)

Data structures

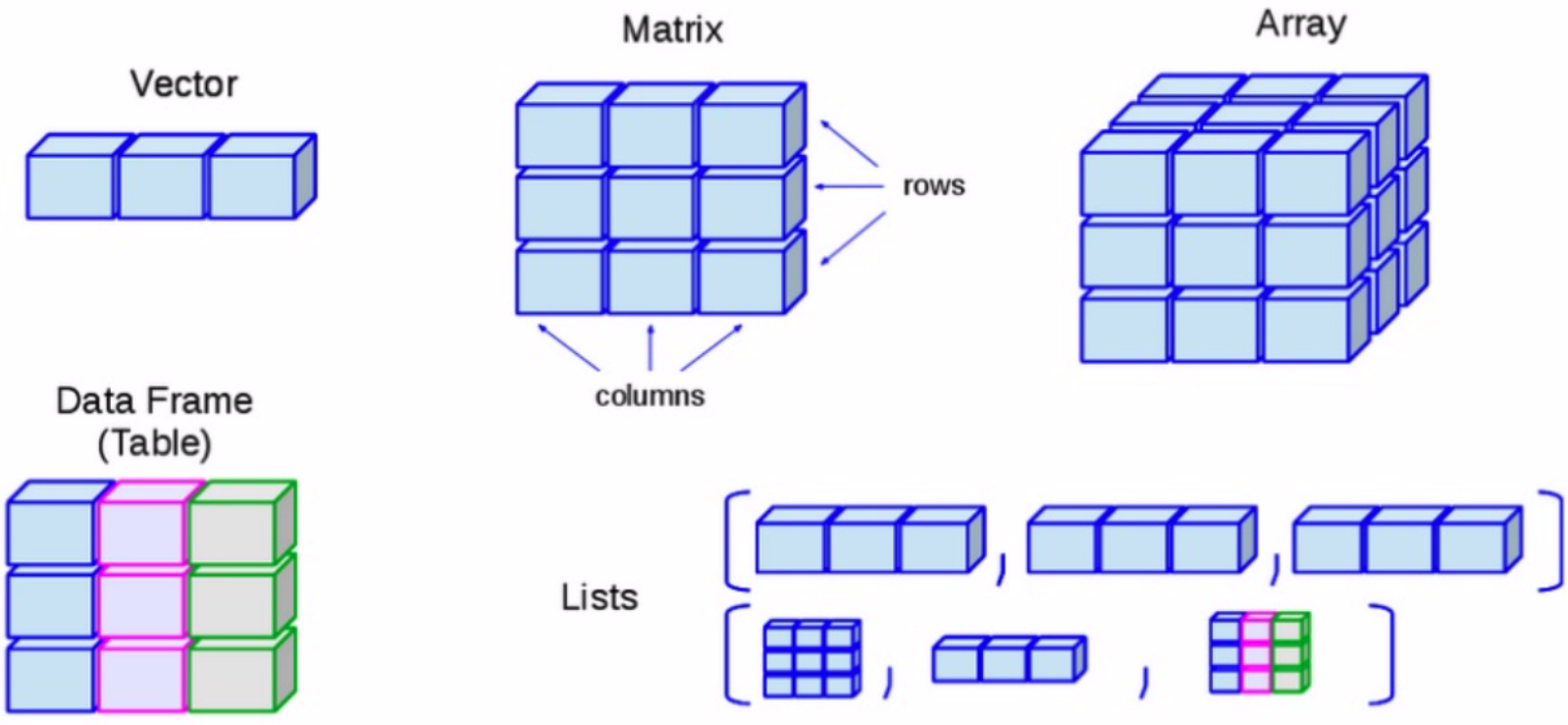

Figure 3: Visualization of data structures

Vectors (I)

You can create a vector using the command `c()`

```
x <- c(1, 3, 5, 10)
x
```

```
## [1]  1  3  5 10
```

Vectors must contain elements of the same data type.

```
c(1, "intro", TRUE)
```

```
## [1] "1"     "intro" "TRUE"
```

You can measure the lenght of a vector using the command `length()`

```
length(x)
```

```
## [1] 4
```

Vectors (II)

It is also possible to easily create sequences

```
1:10
```

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

```
seq(from = 1, to = 2, by = 0.1)
```

```
##  [1] 1.0 1.1 1.2 1.3 1.4 1.5 1.6 1.7 1.8 1.9 2.0
```

```
rep("A", times = 5)
```

```
## [1] "A" "A" "A" "A" "A"
```

Vectors (III)

You can combine different vectors

```
x <- 1:3 # from 1 to 3
y <- c(10, 15) # 10 and 11
z <- c(x,y) # x first and then y
z
```

```
## [1]  1  2  3 10 15
```

And you can repeat vectors (or its elements)

```
z <- rep(y, each=3) # repeat each element 3 times
z
```

```
## [1] 10 10 10 15 15 15
```

```
z <- rep(y, times=3) # repeat the whole vector 3 times
z
```

```
## [1] 10 15 10 15 10 15
```

Subsetting Vectors

```
x <- c(1,5,10,7)
x < 6 # elements lower than 6?
```

```
## [1]  TRUE  TRUE FALSE FALSE
```

```
x == 10 # elements equal to 10?
```

```
## [1] FALSE FALSE  TRUE FALSE
```

```
x[2] # element in the second position?
```

```
## [1] 5
```

```
x[1:2] # elements in the first 2 positions?
```

```
## [1] 1 5
```

```
x[c(1,3,4)] # elements in position 1, 3, 4?
```

```
## [1]  1 10  7
```

Vectors' Operations

```
x <- c(1,5,10,7)
x+2 # adds a scalar to all elements
```

```
## [1]  3  7 12  9
```

```
x^2 # squares all elements
```

```
## [1]   1  25 100  49
```

Matrices (I)

You can create a matrix using the command `matrix()`

```
X <- matrix(1:9, nrow = 3, ncol = 3)
X
```

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

Matrices (II)

R automatically inserts elements by columns, but we can ask to include by rows

```
X <- matrix(1:9, nrow = 3, ncol = 3, byrow = TRUE)
X
```

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

You don't even have to specify the options names

```
X <- matrix(1:8, 2, 4, T)
X
```

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

Matrices (III)

Matrices can also be created by combining vectors

```
X <- cbind(1:4, 6:9) # binds them as columns
X
```

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

```
X <- rbind(1:4, 6:9) # binds them as rows
X
```

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

Subsetting Matrices

```
X>5 # elements larger than 5
```

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

```
X[1,4] # element of first row, fourth column?
```

```
## [1] 4
```

```
X[1,] # element in the first row?
```

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

```
X[,2] # elements in the second columns?
```

```
## [1] 2 7
```

Matrices' Operations (I)

Let's create two matrices `X` and `Y`:

```
x <- c(1,5,4,9)
y <- c(2,4,1,3)
X <- matrix(x, 2, 2)
Y <- matrix(y, 2, 2)
X
```

```
##      [,1] [,2]
## [1,]    1    4
## [2,]    5    9
```

```
Y
```

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

Matrices' Operations (II)

```
X+Y   # element by element (also subtraction is equal)
```

```
##      [,1] [,2]
## [1,]    3    5
## [2,]    9   12
```

```
X*Y   # element by element multiplication
```

```
##      [,1] [,2]
## [1,]    2    4
## [2,]   20   27
```

```
X%*%Y # matrix multiplication
```

```
##      [,1] [,2]
## [1,]   18   13
## [2,]   46   32
```

Matrices' Operations (III)

```r
solve(Y) # inverse
```

```
##      [,1] [,2]
## [1,]  1.5 -0.5
## [2,] -2.0  1.0
```

```r
t(X) # transpose
```

```
##      [,1] [,2]
## [1,]    1    5
## [2,]    4    9
```

Arrays (I)

```
x <- 1:4
X <- array(data = x, dim = c(2,3,2))
X
```

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

Notes about the Arrays

- Remember that vectors, matrices and arrays can include only data types of the same kind.
- An 3D array is basically a combination of matrices each laid on top of other (e.g. write N matrix in N different pages in your notebook)
- A 4D array is basically a combination of arrays each laid on top of other (e.g. take two notebooks of 3D arrays)
- A 5D array ...
- Pay attention to the `recycling rule`

Lists

A list is a one-dimensional heterogeneous data structure.

It is indexed like a vector with a single integer value (or a name), but each element can contain an element of any data type.

```
x <- 1:4
y <- c("a", "b", "c")
L <- list(numbers = x, letters = y)
L
```

```
## $numbers
## [1] 1 2 3 4
##
## $letters
## [1] "a" "b" "c"
```

Subsetting Lists

```
L[[1]] # extract the first element
```

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

```
L$numbers # extract the element called numbers
```

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

```
L$letters # extract the element called letters
```

```
## [1] "a" "b" "c"
```

You can even "work" with the subsetted element:

```
L$numbers[1:3] > 2
```

```
## [1] FALSE FALSE  TRUE
```

Basic Programming

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Working with Data (`tydiverse` and `reshape2` libraries)