

Exercises-1: Introduction to R- types

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R provides many functions to examine features of vectors and other objects, for example

- `class()` - what kind of object is it (high-level)
- `typeof()` - what is the object's data type (low-level)
- `length()` - how long is it? What about two dimensional objects
- `attributes()` - does it have any metadata

1. Type `x <- "dataset"` and `y <- 1:10`. What are the type and attributes of `x` and `y`?

```
x <- "dataset"
y <- 1:10
```

```
typeof(x)
```

```
## [1] "character"
```

```
attributes(x)
```

```
## NULL
```

```
y
```

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

```
typeof(y)
```

```
## [1] "integer"
```

```
length(y)
```

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

```
z <- as.numeric(y)
z
```

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

```
typeof(z)
```

```
## [1] "double"
```

R has many data structures. These include

- atomic vector
- list
- matrix
- data frame
- factors
- Vectors

A vector is the most common and basic data structure in R and is pretty much the workhorse of R. Technically, vectors can be one of two types:

- atomic vectors
- lists

although the term “vector” most commonly refers to the atomic types not to lists.

The Different Vector Modes

A vector is a collection of elements that are most commonly of mode character, logical, integer or numeric.

You can create an empty vector with `vector()`. (By default the mode is logical. You can be more explicit as shown in the examples below.) It is more common to use direct constructors such as `character()`, `numeric()`, etc.

2. Create a character vector of length 5.

```
vector("character", length = 5)
```

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

```
#a vector of mode 'character' with 5 elements
```

3. Create character, numeric, logical vectors directly. What do you see?

```
character(5) # the same thing, but using the constructor directly
```

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

```
numeric(5) # a numeric vector with 5 elements
```

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

```
logical(5) # a logical vector with 5 elements
```

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

You can also create vectors by directly specifying their content. R will then guess the appropriate mode of storage for the vector. For instance:

`x <- c(1, 2, 3)` will create a vector `x` of mode numeric. These are the most common kind, and are treated as double precision real numbers. If you wanted to explicitly create integers, you need to add an `L` to each element (or coerce to the integer type using `as.integer()`).

4. Create a vector of 3 integers.

```
x1 <- c(1L, 2L, 3L)
```

Using `TRUE` and `FALSE` will create a vector of mode logical:

`y <- c(TRUE, TRUE, FALSE, FALSE)` While using quoted text will create a vector of mode character:

```
z <- c("Sarah", "Tracy", "Jon")
```

Examining Vectors

The functions `str()` provide useful information about your vectors and R objects in general.

5. View the structure of `z` above.

Adding Elements

The function `c()` (for combine) can also be used to add elements to a vector.

6. Attach `Annette` to the end of `z`. Attach `Greg` to the start.

```
z <- c("Sarah", "Tracy", "Jon")
z <- c(z, "Annette")
z
```

```
## [1] "Sarah" "Tracy" "Jon" "Annette"
```

```
z <- c("Greg", z)
z
```

```
## [1] "Greg" "Sarah" "Tracy" "Jon" "Annette"
```

Vectors from a Sequence of Numbers

You can create vectors as a sequence of numbers using `:`.

7. Create a series from 1 to 10 using `:`. Create the same output using `seq()`. Change the step size to 0.1.

```
series <- 1:10
seq(10)
```

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

```
seq(from = 1, to = 10, 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 2.1 2.2 2.3
## [15] 2.4 2.5 2.6 2.7 2.8 2.9 3.0 3.1 3.2 3.3 3.4 3.5 3.6 3.7
## [29] 3.8 3.9 4.0 4.1 4.2 4.3 4.4 4.5 4.6 4.7 4.8 4.9 5.0 5.1
## [43] 5.2 5.3 5.4 5.5 5.6 5.7 5.8 5.9 6.0 6.1 6.2 6.3 6.4 6.5
## [57] 6.6 6.7 6.8 6.9 7.0 7.1 7.2 7.3 7.4 7.5 7.6 7.7 7.8 7.9
## [71] 8.0 8.1 8.2 8.3 8.4 8.5 8.6 8.7 8.8 8.9 9.0 9.1 9.2 9.3
## [85] 9.4 9.5 9.6 9.7 9.8 9.9 10.0
```

8. Create the sequence above in reverse from 10 to 1.

```
seq(from = 10, to = 1, by = -0.1)
```

```
## [1] 10.0 9.9 9.8 9.7 9.6 9.5 9.4 9.3 9.2 9.1 9.0 8.9 8.8 8.7
## [15] 8.6 8.5 8.4 8.3 8.2 8.1 8.0 7.9 7.8 7.7 7.6 7.5 7.4 7.3
## [29] 7.2 7.1 7.0 6.9 6.8 6.7 6.6 6.5 6.4 6.3 6.2 6.1 6.0 5.9
## [43] 5.8 5.7 5.6 5.5 5.4 5.3 5.2 5.1 5.0 4.9 4.8 4.7 4.6 4.5
## [57] 4.4 4.3 4.2 4.1 4.0 3.9 3.8 3.7 3.6 3.5 3.4 3.3 3.2 3.1
## [71] 3.0 2.9 2.8 2.7 2.6 2.5 2.4 2.3 2.2 2.1 2.0 1.9 1.8 1.7
## [85] 1.6 1.5 1.4 1.3 1.2 1.1 1.0
```