



# Introduction to R

# Outline

- What is R?
- Why R?
- Obtaining R
- R Environment
- Basics of R

# What is R?

- Software for Statistical Data Analysis
- Interpreted Language
- Data Storage, Analysis, Graphing
- Free and Open Source Software
- History -In 1991, R was created by Ross Ihaka and Robert Gentleman

# Why R?

- It runs on a variety of platforms including Windows, Linux and MacOS.
- It provides a platform for programming new statistical methods in an easy and straightforward manner.
- It contains advanced statistical routines not yet available in other packages.
- It has state-of-the-art graphics capabilities.
- Other statistical languages - (SAS, SPSS)


# Obtaining R

- Download it from [rstudio.com](https://rstudio.com)

## Choose Your Version

RStudio is a set of integrated tools designed to help you be more productive with R. It includes a console, syntax-highlighting editor that supports direct code execution, and a variety of robust tools for plotting, viewing history, debugging and managing your workspace.

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# R Environment

- Unlike other languages, R is very interactive.
- Results can be seen one command at a time.
- The state of the objects and results can be seen at any point in R
- R has a command Line interface
- Commands can be repeated, edited and repeated on a new set of data very easily.
- Text editors can also be used to keep the programs and data.
- Rstudio is an IDE to handle R Projects easily.

# R Language

- R code
- R Variables
- R Naming Conventions
- Assignment Operators
- Data Types
  - numeric
  - character
  - date
  - logical
  - complex

# R Data structures

- Vectors
- Lists
- Matrices
- Arrays
- Factors
- Data Frames



# RCode

```
> myStr<- "Hello, World!"  
> print ( myStr)  
[1] "Hello, World!"
```

# R code

```
> 2+2
```

```
[1] 4
```

```
> 2+2^2
```

```
[1] 6
```

```
> (2+2)^2
```

```
[1] 16
```

# R code

```
> sqrt(2)
```

```
[1] 1.414214
```

```
> log(2)
```

```
[1] 0.6931472
```

```
> x = 5
```

```
> y = 10
```

```
> z <- x+y
```

```
> z
```

```
[1] 15
```

# R Variables

- R Does not want variable types to be declared
- The variables are assigned with R-Objects and the data type of the R-object becomes the data type of the variable.
- A variable can take on any available datatype
- An R variable can hold any R object such as function, data analysis result, plot etc.
- A single variable can hold a number at a time, character at a later time and a number again later.

# Variable Naming Conventions

- must start with a letter (A-Z or a-z)
- can contain letters, digits (0-9), and/or periods “.”
- case-sensitive
  - `mydata` different from `MyData`
- Can not start with underscore “\_” or number

# Check the validity of the variables

- var\_name2
- var\_name%
- var.name
- 2var\_name
- \_var\_name

# Check the validity of the variables

- var\_name2 (v)
- var\_name% (i)
- var\_name (v)
- 2var\_name (i)
- \_var\_name (i)

# Assignment

“<-” used to indicate assignment

```
x<-2
```

```
x<-c(1, 2, 3, 4, 5, 6, 7)
```

```
x<-c(1:7)
```

```
x<-1:4
```

The other methods used for assignment are

```
x=2
```

```
x<<-2
```

```
assign("x", 2)
```



# Removing variables

```
>rm(j)
```

# Data Types

There are many types, the 5 basic types are

- Numeric
- Character
- Date
- Logical
- Complex

# Data Types

```
>x<-2
```

```
>class(x)
```

```
[1] "numeric"
```

```
is.numeric(x)
```

```
[1] TRUE
```

# Numeric Data

```
>i<-5L
```

```
i
```

```
[1] 5
```

```
>is.integer(i)
```

```
[1] TRUE
```

```
>is.numeric(i)
```

```
[1] TRUE
```

# R promotes an integer to numeric when needed.

```
>class(4L)
```

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

```
>class(2.8)
```

```
[1] "numeric"
```

```
>4L*2.8
```

```
[1] 11.2
```

```
>Class(4L*2.8)
```

```
[1] "numeric"
```

```
>class(5L)
```

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

```
>class(2L)
```

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

```
>5L/2L
```

```
[1] 2.5
```

```
>Class(5L/2L)
```

```
[1] "numeric"
```

# Character Data

A **character** object is used to represent string values in R. We convert objects into character values with the `as.character()` function

```
>x<-"data"
```

```
>x
```

```
[1] "data"
```

```
> x = as.character(3.14)
```

```
> x
```

```
[1] "3.14"
```

```
>class(x)
```

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

# paste, substr, sub Functions

```
> fname = "Joe"; lname = "Smith"
```

```
> paste(fname, lname)
```

```
[1] "Joe Smith"
```

```
> substr("Mary has a little lamb.", start=6, stop=8)
```

```
[1] "has"
```

```
> sub("little", "big", "Mary has a little lamb.")
```

```
[1] "Mary has a big lamb."
```

# nchar Function

To get the length of a character (or numeric) use the nchar function

```
>nchar("hello")
```

```
[1] 5
```

```
nchar(3)
```

```
[1] 1
```

```
>nchar(452)
```

```
[1] 3
```



# Dates

Date and POSIXct types are used for date and time storage. Both are actually represented as number of days or seconds since 1 Jan 1970.

```
>date1 <-as.Date("2016-12-28")
```

```
>date1
```

```
[1] "2016-12-28"
```

```
>class (date1)
```

```
[1] "Date"
```

```
>as.numeric(date1)
```

```
15519
```

# POSIXct dates

```
>date2=as.POSIXct("2016-03-31 17:52")
```

```
>date2
```

```
[1] "2016-03-31 17:52:00 IST"
```

```
>class(date2)
```

```
[1] "POSIXct" "POSIXt"
```

```
as.numeric(date2)
```

```
[1] 1340919720
```

```
class(date1)
```

```
[1] "Date"
```

```
class(date2)
```

```
[1] "numeric"
```

# Logical

Logicals are a way of representing data that can be either TRUE or FALSE.  
Numerically TRUE=1 and FALSE=0

```
>TRUE * 5
```

```
[1] 5
```

```
>FALSE * 5
```

```
[1] 0
```

Logical testing is done with is.logical function.

```
>k<-TRUE
```

```
>is.logical(k)
```

```
[1]TRUE
```

# Logical contd.

R provides T & F as short cuts for TRUE and FALSE, respectively.

```
>TRUE
```

```
[1]TRUE
```

```
>T
```

```
[1] TRUE
```

```
>class(T)
```

```
[1] "logical"
```

```
T<-7
```

```
T
```

```
[1] 7
```

```
>Class(T)
```

```
"numeric"
```

So it is good, not to use them because they are simply variable storing TRUE and FALSE and can be overwritten.

# Logical contd.

Logical can result from comparing two numbers or characters

```
># does 2 not equal 3
```

```
>2!=3
```

```
[1] TRUE
```

```
>2<3
```

```
[1] FALSE
```

```
>2>3
```

```
[1]FALSE
```

```
>"data"=="stats"
```

```
[1]FALSE
```

```
>"data"<"stats"
```

```
[1] TRUE
```

# Complex

```
>v <- 2+5i
```

```
>class(v)
```

```
[1] "complex"
```