Workshop: Introduction to R

Jean Monlong & Simon Papillon

Human Genetics department

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Why learning R?

Useful for your research

- ► To explore your results. Curiosity and safety!
- ► To do/understand your analysis. Independence and control!
- ▶ To apply the latest Bioinformatics analyzes. Bioconductor!
- ▶ To keep track of your analysis. Reproducibility and automation!
- ▶ You do it, not some busy bioinformatician.

It's a good time investment

Simple: interpretative language(no compilation needed), no memory, vectorized.

Free: widely used, vast community of R users, good life expectancy.

Multiplatform: Windows, Mac, Unix, it works everywhere.

R vs other languages

Let's create an array, shuffle it and find where is 5.

In C...

```
#include <stdlib.h>
#include <time h>
int main() {
    int size = 10:
    int *elements = malloc(sizeof(int)*size):
    int i = 0:
    srand(time(NULL)):
    for (i = 0: i < size: ++i)
        elements[i] = i:
    for (i = size - 1; i > 0; --i) {
        int w = rand()%i:
        int t = elements[i]:
        elements[i] = elements[w]:
        elements[w] = t;
    for(i = 0; i < size; ++i) {
        if(elements[i] == 5)
            printf("%d\n", i);
    free(elements);
```

In R...

```
which(sample(0:9) == 5)
```

Easy installation

- ► Install R from http://cran.r-project.org/
- Additionally, you can get a nice interface through Rstudio Desktop from http://www.rstudio.com/ide/download/desktop



Data structure - Overview

Unit type

```
numeric Numbers, e.g. 0, 1, 42, -66.6.
```

character Words, e.g. "male", "ENSG0007", "Vive la France".

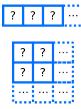
logical Binary, i.e. two possible values: TRUE or FALSE.

Structure

vector Ordered collection of elements of the same type.

matrix Matrix of element of the same type.

list Flexible container, mixed type possible. Recursive.



Assign a value to an object

Choose an object name

- ▶ Letters, numbers, dot or underline characters.
- ▶ Starts with a letter or the dot not followed by a number.
- ► Correct: "valid.name", "valid_name", "valid2name3".
- ► Incorrect: "valid name", "valid-name", "1valid2name3".

Assign a value

The name of the object followed by the assignment symbol and the value.

```
valid.name_123 = 1
valid.name_123 <- 1
valid.name_123</pre>
```

vector construction

- c Concatenate function.
- 1:10 vector with numbers from 1 to 10.
- rep Repeat element several times.

```
luckyNumbers = c(4,8,15,16,23,42)
luckyNumbers
oneToTen = 1:10
tenOnes = rep(1,10)
samples = c("sampA","sampB")
samples
```

Manipulation

```
Using an index between [ ]. \text{vec}[\text{i:j}] Get or set a vector from i^{th} to j^{th} values.
```

Characterization

```
length Number of element in the vector.

names Get or set the names of the vector's values.
```

Manipulation

```
sort Sort a vector.

order Get the index of the sorted elements.

rev Reverse a vector.

sample Shuffle a vector.
```

```
sort(luckyNumbers)
luckyNumbers[order(luckyNumbers)]
sort(c(luckyNumbers,1:10,tenOnes))
rev(1:10)
sample(1:10)
```

Exploration

head/tail Print the first/last values.

On numeric vectors:

summary Summary statistics: minimum, mean, maximum, ... min/max/mean/var Minimum, maximum, average, variance. sum Sum of the vector's values.

Example

head(samples)
summary(luckyNumbers)
mean(luckyNumbers)
min(luckyNumbers)

Arithmetic operators

- ▶ Simple arithmetic operations over all the values of the vector.
- ▶ Or values by values when using vectors of same length.
- ▶ Arithmetic operation: $+, -, *, /, ** or \land$.
- ▶ Others exist but let's forget about them for a while.

```
luckyNumbers * 4
luckyNumbers - luckyNumbers
luckyNumbers * 1:length(luckyNumbers)
luckyNumbers ** 2
```

Exercise - Guess my favorite number

Instructions

- 1. Create a vector with 6 numeric values
- 2. Multiply it by 6.
- 3. Add 21.
- 4. Divide it by 3
- 5. Substract 1.
- 6. Halve it.
- 7. Substract its original values.

Matrix

Specific to matrices

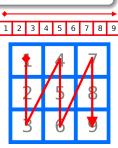
matrix Create a matrix from a vector.

 2^{nd} and 3^{rd} parameters define the number of rows and columns.

mat[i:j,k:l] Subset from the i to j row and k to l column.

```
neo = matrix(1:12,3,4)
neo
```

```
neo[1:2,1:3]
neo[1:2,1:3] = matrix(rep(1,6),2,3)
```



Matrix

Specific to matrices

rbind/cbind Concatenate vectors or matrix by row or column.

dim Dimension of the matrix: number of rows and columns.

rownames/colnames Get or set the names of the rows/columns.

```
Example
rbind(neo, neo)
cbind(neo, neo)

dim(neo)
dim(rbind(neo,neo))

colnames(neo) = c("gene1","gene2","gene3","gene4")
rownames(neo) = c("sample1","sample2","sample3")
neo
```

Matrix

Same as vector

- ► length, head, tail.
- ► For *numeric* matrix: min, max, sum, mean.
- \triangleright Arithmetic operations: +, -, *, /.

```
head(mat)
mean(mat)
sum(mat) / length(mat)

mat * 2
mat + mat
```

Exercise

- 1. Create a matrix with 100 rows and 4 columns with random numbers inside. *Tip:* runif function for random numbers.
- 2. Name the columns. E.g. sampleA, sampleB, ...
- 3. Print the name of the column with the largest mean value.
- 4. Print the name of the column with the largest value.

Functions - apply

New best friend

- ▶ Apply a function to row or columns of a 2 dimension data structure (matrix or data frame).
- ▶ No manual iteration, the loop is implicit.
- ▶ Second parameter: 1 means rows, 2 means columns.

```
apply(mat,1,mean)
apply(mat,2,function(x){
  x.mean = mean(x)
  return(x.mean+1)
})
```

Lists

Flexible container

A list can contain any element type. It does not require elements to be of the same type.

```
list Create a list.
```

```
l[[i]] Get or set the i^{th} object of the list.
```

```
1$toto Get or set the element labeled as toto.
```

```
names Get or set the names of the list elements.
```

```
length Get the number of element in the list.
```

str Output the structure of a R object.

```
1 = list(vec=1:10,mat=matrix(runif(25),5))
str(1)
1
l$vec = 1
1
```

Functions - lapply

apply for lists

▶ Useful way to iterate through lists.

```
file_list <- list.files('.')
files_content <- lapply(file_list, function(file) \{
data <- read.csv(file)
#Do something with the data
return(data)
\})</pre>
```

Functions

- ▶ Name of the function with parameters between parenthesis.
- ► E.g. mean(x).

Do your own

function To define functions.

▶ All the object created within the function are temporary.

return Define what will be returned by the function.

```
almostMean = function(x){
  x.mean = mean(x)
  return(x.mean+1)
}
almostMean(0:10)
x.mean
```

Functions - Exercise

Create a function that:

- returns the average of the minimum and maximum value of a vector.
- 2. returns the power of a number.

Two parameters: base and exponent.

Returns: $base^{exponent}$.

 $\underline{\mathit{Tips:}}\ base^{exponent} = e^{exponent \times ln(base)} = \exp(\text{exponent * log(base}))$

Conditions

Logical tests

- == Are both values equal.
- > or \geq Is the left value greater (greater or equal) than the right value.
- < or \le Is the left value smaller (smaller or equal) than the left value.
 - ! Is a NOT operator that negates the value of a test.
 - Is an OR operator used to combine logical tests. Returns TRUE if either are TRUE.
 - & Is an AND operator used to combine logical tests. Returns TRUE if both are TRUE

```
test <- 2 + 2 == 4  ## (TRUE)
test && !test  ## (FALSE)
test || !test  ## (TRUE)
```

Conditions

Boolean

Any logical tests can be vectorized (compare 2 vectors).

- Is a OR operator for vectorized application.
- & Is an AND operator for vectorized application.
- which Returns the index of the vectors with TRUE values.
 - any Take a vector of logical and return TRUE if at least one value is TRUE.
- %in% Vectorized any. See example/supp material.

```
c(TRUE, TRUE) & c(TRUE, FALSE) -> TRUE, FALSE
which(5:10 == 6)
any(9>1:10)
any(9>1:10 & 8<=1:10)
luckyNumbers[which(luckyNumbers %in% c(16,42,-66.6))]</pre>
```

Conditions - Exercise

Create a function that:

- 1. remove values below 3 from a vector.
- 2. remove values below a specified threshold from a vector.

Testing conditions

if else

Test if a condition, if TRUE run some instruction, if FALSE something else (or nothing).

```
if( Condition ){
    ... Instructions
}
```

```
if(length(luckyNumbers)>3){
  cat("Too many lucky numbers.\n")
  luckyNumbers = luckyNumbers[1:3]
} else if(length(luckyNumbers)==3){
  cat("Just enough lucky numbers.\n")
} else {
  cat("You need more lucky numbers.\n")
}
```

if else - Exercise

Create a function that classify the average value of a vector. It returns:

- ightharpoonup low if the average if below 3.
- ▶ medium if the average if between 3 and 7.
- ightharpoonup high if the average if above 7.

Loops

for loops

Iterate over the element of a container and run instructions.

```
for(v in vec){
... Instruction
}
```

while loops

Run instructions as long as a condition is TRUE.

```
while( CONDITION ){
    ... Instruction
}
```

```
facto = 1
for(n in 1:10){
   facto = facto * n
}
```

Loops - Exercise

Write a function that computes the mean values of the columns:

- 1. using the apply function.
- 2. using a for loop.
- 3. (using a while loop.)

Import/export data

R objects

save Save R objects into a file. Usual extension: .RData. file= parameter to specify file name.

save.image Save the entire R environment.

load Load R objects from a (.RData) file. verbose to print the names of the objects loaded.

Example

save(luckyNumbers, tenOnes, mat, file="uselessData.RData")
load(file="uselessData.RData")
load(file="dataForBasicPlots.RData",verbose=TRUE)

Import/export data - Text files

Easy but important

- ▶ What data structure is the more appropriate? vector, matrix?
- ▶ Does R read/write the file the way you want?
- ▶ The extra parameters of the functions are your allies.

read.table

To read a data.frame from a multi-column file.

```
file the file name.
```

- header= TRUE use the first line for the column names. Default: FALSE.
 - as.is= TRUE read the values as simple type, no complex type inference, **recommended**. Default: FALSE.
 - sep= the *character* that separate each column. By default, a white-space or end of line.

Import/export data - Text files

write.table

To write a data.frame in a multi-column file.

df the matrix or data.frame to write.

file the file name.

col.names = TRUE print the column names in the first line. Default: TRUE.

row.names = TRUE print the rows names in the first columns. Default:

TRUE.

quote= TRUE surround character by quotes("). Default: $TRUE \rightarrow$ messy.

sep= the character that separate each column. By default, a white-space.

hist

Plot the value distribution of a vector.

x The vector with the values to plot.

plot

Plot one vector against the other.

- x The first vector to plot. *x-axis*.
- y The second vector to plot. *y-axis*.
- type How the points are plotted. "p" as points, "l" joined by lines.

```
hist(mat.ge[,1])
plot(mat.ge[,1],mat.ge[,2])
```

Common parameters

```
main= A title for the plot.

xlab=/ylab= A name for the x/y axis.

xlim=/ylim A vector of size two defining the desired limit on the x/y axis.
```

Extra parameters

```
col the colour of the points/lines. 1:black, 2:red, ... pch Shape of the points. 1:circle, 2:triangle, ...
```

lty Shape of the lines. 1:plain, 2:dotted, ...

Extra functions

lines Same as plot but super-imposed to the existent one. abline Draw vertical/horizontal lines.

```
plot(mat.ge[,1],mat.ge[,2],main="Another basic graph",
    xlab="first column values",ylab="second column values")
lines(mat.ge[,1],mat.ge[,3],type="p",col=2,pch=2)
abline(h=0,lty=2)
```

boxplot

Plot the distribution (quantiles/median/outliers) of variables.

x The matrix (or list) of distributions

Example

boxplot(mat.ge)

Basic plotting - Exercise

Plot:

- 1. the distribution of the average gene(row) expression. Add a vertical dotted line to mark their average value.
- 2. the expression(row) of *gene333* against *gene666*. Superimpose in red triangles the expression(row) of *gene333* against *gene667*.
- 3. the distribution of the first 10 samples(column) as a box plot.

Type coercion.

- ► Automatic conversion of an object to another type, e.g numeric→character, logical→numeric.
- ▶ Awareness for debugging.
- ▶ Useful sometimes.

```
is.numeric( c(1:10,"eleven") )
logical.vector = c(TRUE,TRUE,FALSE,TRUE,FALSE)
sum(logical.vector)
mean(logical.vector)
```

character operations

```
paste Paste several character into one.

grep Search a pattern in a vector and return the index when matched.

grepl Search a pattern in a vector and return TRUE if found.

strsplit Split character into several.
```

Save your plot into a pdf/png

```
Open a connection to a output file, plot as usual, close the connection. \begin{array}{c} \text{pdf Open the connection to a } pdf \text{ output.} \\ \text{png Open the connection to a } png \text{ output.} \\ \text{dev.off()} \text{ Close the connection} \end{array}
```

```
Example
```

```
pdf("myNicePlot.pdf")
plot(...)
dev.off()
```

One-liner quiz

Instructions

Write R command to address each question. Only one-line command allowed. The shorter the better.

Questions

- 1. From a matrix of *numeric*, compute the proportion of columns with average value higher than 0.
- 2. From a matrix of *numeric*, print the name of the columns with the highest value.
- 3. From a matrix of *numeric*, print the rows with only positive values.

4.

Thank you!!

If you're interested in potentially **more sessions**, in different format (**more often, more specific**), maybe some kind of **R club**, let us know through the **survey** or by email.

jean.monlong@mail.mcgill.ca