

Workshop: Introduction to R

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Welcome blabla,

Who's a complete beginner ?

Give me a R, give me a ... well that's it

Potential addition: matrix fill up scheme, Rstudio use guide/slide, Tips box, Question box

Exercises/data to prepare:

nice/funny plots

useful function

debugging

one-liner quiz.

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 management, +++

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

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

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└ Why learning R ?

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Simple: interpretative language(no compilation needed), no memory management, +++

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

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

671 packages in Bioconductor. Bioconductor provides tools for the analysis and comprehension of high-throughput genomic data.

Comparison to other languages

Comparison with C ?

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- └ Why learning R ?

- └ Comparison to other languages

Comparison with C ?

The shuffle array example is good

R and Rstudio

Easy installation

- ▶ Install R from
<http://cran.r-project.org/>
- ▶ Install Rstudio Desktop from
<http://www.rstudio.com/ide/download/desktop>



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└─ Why learning R ?

└─ R and Rstudio

Easy installation

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Emacs+ESS on Linux, R console on Mac

Data structure - Overview

Unit type

numeric Numbers, e.g. 0, 1, 42, −66.6.

character Words, e.g. “male”, “ENSG0007”, “Vive la France”.

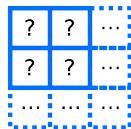
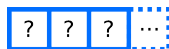
logical Binary, i.e. two possible values: *TRUE* or *FALSE*.

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.



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└ Data structures

└ 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.



Other type but more complex and less useful, e.g. factors

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
```

Vectors

Vector construction

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

Example

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

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└ Data structures

└ Vectors

Vectors

Vector construction

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

Example

`luckyNumbers = c(4,8,15,16,23,42)``luckyNumbers``oneToTen = 1:10``tenTimes = rep(1,10)``sample = c("sample","sample")``sample`

Questions: Create your own numbers and favorite group of friends/hockey player/star/genes.

create a vector with 10:20 and three 3

Be creative: different names, values, sizes

Vectors

Manipulation

Using an index between [].

`vec[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.

Example

```
luckyNumbers[3]
```

```
luckyNumbers[2:4]
```

```
luckyNumbers[2:4] = c(14,3,9)
```

```
length(luckyNumbers)
```

```
names(luckyNumbers)
```

```
names(luckyNumbers) = c("frank","henry","philip",  
                        "steve","tom","francis")
```

```
luckyNumbers["philip"]
```

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└ Data structures

└ Vectors

Vectors

Manipulation

Using an index between []:

`vec[i]` Get or set a vector from i^{th} to j^{th} value.

Characterization

`length` Number of element in the vector.`names` Get or set the names of the vector.

Example

`luckyNumbers[2]``luckyNumbers[2:4]``luckyNumbers[2:4] = c(14,3,6)``length(luckyNumbers)``names(luckyNumbers)``names(luckyNumbers) = c("Frank", "Isma", "Philip",
"Steve", "Tom", "Francis")``luckyNumbers["Philip"]`

Square-brackets

Questions:

Show me your third number

change it

Create a new vector with the first three numbers

Show me the first and last values of it

add 3 at the end of the vector

Name the values one two three four

Vectors

Manipulation

`sort` Sort a vector.

`order` Get the index of the sorted elements.

`rev` Reverse a vector.

`sample` Shuffle a vector.

Example

```
sort(luckyNumbers)
```

```
luckyNumbers[order(luckyNumbers)]
```

```
sort(c(luckyNumbers,1:10,tenOnes))
```

```
rev(1:10)
```

```
sample(1:10)
```


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└ Data structures

└ Vectors

Vectors

Manipulation

`sort`: Sort a vector.
`order`: Get the index of the sorted elements.
`rev`: Reverse a vector.
`sample`: Shuffle a vector.

Example

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

Questions: print a shuffle version of the vector
add “Jean” at the end of the character vector,
reverse it,
make the reverse the new value.

Vectors

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)
```

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└ Vectors

Vectors

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)
```

Tips: `na.rm`

Questions:

Show me the beginning of your numbers

average value of this beginning

the sum of the minimum and maximum value.

Vectors

Operations

- ▶ Simple arithmetic operations over all the values of the vector.
- ▶ Or values by values when using vectors of same length.
- ▶ Arithmetic operation: $+$, $-$, $*$, $/$.

Example

```
luckyNumbers * 4 - 2  
luckyNumber s* 1:length(luckyNumbers) -  
                rev(1:length(luckyNumbers))
```

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└ Data structures

└ Vectors

Operations

- Simple arithmetic operations over all the values of the vector.
- Or values by values when using vectors of same length.
- Arithmetic operation: $+$, $-$, $*$, $/$.

Example

```
luckyNumbers = 4 - 2  
luckyNumber = 1:length(luckyNumbers) =  
               rev(1:length(luckyNumbers))
```

Let's apply it to the Exercise

Exercise - Guess my favorite number

Instructions

1. Create a vector of *numeric* values. At least two values.
2. Multiply it by 6.
3. Add 21.
4. Divide it by 3
5. Remove 1.
6. Halve it.
7. Remove its original values.

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└ Data structures

└ Exercise - Guess my favorite number

Instructions

1. Create a vector of numeric values. At least two values.
2. Multiply it by 6.
3. Add 21.
4. Divide it by 3
5. Remove 1.
6. Halve it.
7. Remove its original values.

Tips: save the original values somewhere or change the values of a new vector.

Matrix

Specific to matrices

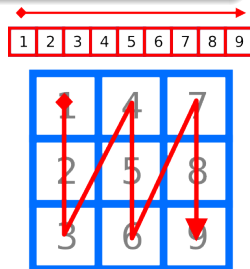
`matrix` Create a matrix from a vector.
 2^{nd} and 3^{rd} parameters define the number of rows and columns.

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

Example

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

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



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└ Matrix

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]` Subset from the i to j row and k to l column.

Example

```
seo <- matrix(1:12, 3, 4)
seo
seo[1:2, 1:3]
seo[1:2, 1:3] = matrix(rep(1, 6), 2, 3)
```



Questions:

create 4x4 matrix with number from 1 to 16

the same but shuffled

print the first column

the three first columns

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
```

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└ Data structures

└ Matrix

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/columns`](#) Get or set the names of the rows/columns.

Example

```
rbind(mso, nso)
cbind(mso, nso)

dim(mso)
dim(rbind(mso,nso))

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

Questions: Add an extra line to the matrix
Print the new dimension

Matrix

Same as vector

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

Example

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

```
mat * 2
mat + mat
```

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└ Data structures

└ Matrix

Same as vector

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

Example

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

```
mat * 2
mat + mat
```

Questions:

Average of the matrix

Average of the first two columns

multiply by 2 and remove the matrix

Lists

Flexible container

E.g. can concatenate a vector of *numeric* with a matrix of *numeric* and a matrix of *character*.

`list` Create a list.

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

`l$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.

Example

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

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└ Data structures

└ Lists

Lists

Flexible container

E.g. can concatenate a vector of numeric with a matrix of numeric and a matrix of character.

`list` Create a list.

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

`[[tofo]]` Get or set the element labeled as `tofo`.

`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.

Example

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

Questions:

Make a 3-dimensional (4x4x4) data type using a list

Exercise

1. Create a matrix of 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.

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└ Data structures

└ Exercise

Exercise

1. Create a matrix of with 100 rows and 4 columns with random numbers inside. *Tip: rand 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.

What if it had 100 rows...

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 argument: 1 means rows, 2 means columns.

Example

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

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└ Data structures

└ 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 argument: 1 means rows, 2 means columns.

Example

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

Same for list, etc
output

Functions - lapply

apply for lists

- Useful way to iterate through lists.

Example

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

Functions

- ▶ Name of the function with arguments 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.

Example

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

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└ Functions

└ Functions

Functions

- Name of the function with arguments 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.

Example

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

Question: create a function that returns the power: `pow <- function(base, exp) ...`

Conditions

Boolean

logical Binary data: *TRUE* or *FALSE*.

Numeric comparison `==`, `!=`, `>`, `<`, `>=`, `<=`.

Boolean operation AND: `&`, OR: `|`, NOT: `!`

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.

Example

```
2 + 2 == 4
(2 < 3) & (3 != 1+2)
which(5:10 == 6)
any(9>1:10)
any(9>1:10 & 8<=1:10)
luckyNumbers[which(luckyNumbers %in% c(16,42,-66.6))]
```

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└─ Conditions and loops

└─ Conditions

Conditions

Boolean

logical Binary data: *TRUE* or *FALSE*

Numeric comparison: ==, !=, >, <, >=, <=

Boolean operation AND: &, OR: |, NOT: !

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/snpp material.

Example

```
2 + 2 == 4
(2 < 3) & (3 != 1+2)
which(5:10 == 6)
any(0+1:10)
any(0+1:10 & 8+0:1:10)
luckyNumbers[which(!luckyNumbers %in% c(16,42,-66,6))]
```

Is more details on logical rules necessary ?

Question: write a function that filters out numbers: largerThan j-
function(data, threshold) {...}

Testing conditions

if else

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

Example

```
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")  
}
```

Workshop: Introduction to R

└─ Conditions and loops

└─ Testing conditions

Testing conditions

if else

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

Example

```
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")  
}
```

Maybe more theoretical structure

Question: write a function that filter number higher than 10

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  
}
```

Workshop: Introduction to R

└─ Conditions and loops

└─ Loops

Loops

for loops

Iterate over the element of a container and run instructions.

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

while loopsRun instructions as long as a condition is *TRUE*.

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

Question:

Import/export data

Easy but important

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

scan

To read a **vector** from a file with, for example, one value per line.

file= the file name.

what= the type of the argument gives the type of the values, e.g 1, "a".

sep= the character that separate each value. By default, a white-space or end of line.

write

To write a **vector** from a file with one value per line.

vec the vector to write.

file= the file name.

sep= the character that separate each value.

Workshop: Introduction to R

└ Import/export data

└ Import/export data

Import/export data

Easy but important

- What data structure is the most appropriate ? vector, matrix ?
- Does it read/write the file the way you want ?
- The extra arguments of the functions are your allies.

scan

To read a vector from a file with, for example, one value per line.

`file`: the file name.`what`: the type of the argument gives the type of the values, e.g 1, "a".`sep`: the character that separate each value. By default, a white-space or end of line.

write

To write a vector from a file with one value per line.

`vec`: the vector to write.`file`: the file name.`sep`: the character that separate each value.

Questions: try to write on vector
Then re-read it.

Import/export data

read.data

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.

write.data

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* → messy.

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

Workshop: Introduction to R

└ Import/export data

└ Import/export data

Import/export data

read.data

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 single type, no complex type*inferno*, *recommended*. Default: *FALSE*.**sep:** the character that separate each column. By default, a white-space or end of line.

write.data

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 row names in the first column. Default:*TRUE*.**quotes:** *TRUE* surround character by quotes("). Default: *TRUE* →*none*.**sep:** the character that separate each column. By default, a

white-space.

Questions: try to write a matrix with the different arguments
Then re-read it.

Import/export data

R objects

`save` Save R objects into a file. Usual extension: *.RData*.
`file=` argument 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)
```

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└ Import/export data

└ Import/export data

Import/export data

R objects

`save` Save R objects into a file. Usual extension: *.RData*.`file` argument 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, testNames, mat, file="uselessData.RData")
load(file="uselessData.RData")
load(file="dataForBasicPlots.RData", verbose=TRUE)
```

Rstudio tips

Questions: load data for next exercise.

Save your objects if you want to...

Basic plotting

`hist` Plot the value distribution of a vector.

`plot` Plot one vector against the other.

`line` Same as plot but super-imposed to the existent one.

`abline` Draw vertical/horizontal lines.

Common arguments

`main=` A title for the plot.

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

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

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└ Basic plotting

└ Basic plotting

`hist` Plot the value distribution of a vector.
`plot` Plot one vector against the other.
`line` Same as plot but super-imposed to the existent one.
`abline` Draw vertical/horizontal lines.

Common arguments

`main` A title for the plot.
`xlim=/ylim` A vector of size two defining the desired limit on the x/y axis.
`xlab=/ylab` A name for the x/y axis.

Questions: plot the prepared data(some funny shaped plots ?)
Histogram with vertical line on the mean

Debugging

Instructions

1. Open **scriptToDebug.R** document.
2. Run and debug it !

Workshop: Introduction to R

└ Extra exercises

└ Debugging

Instructions

1. Open `scriptToDebug.R` document.
2. Run and debug it !

Bugs: header load table, type `read.table`, parenthesis/brackets, infinite loop, NA in mean etc, operation different length, type coercion numeric character, non-unique (col)names, (global variable within function), apply rows returning matrix

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.

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└ Extra exercises

└ One-liner quiz

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 column with the highest value.
3. From a matrix of numeric, print the rows with only positive values.

4.

Find more questions.

Type coercion.

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

Example

```
is.numeric( c(1:10,"eleven") )
```

```
logical.vector = c(TRUE,TRUE,FALSE,TRUE,FALSE)
```

```
sum(logical.vector)
```

```
mean(logical.vector)
```

Workshop: Introduction to R

└─ Miscellaneous

└─ Type coercion.

Type coercion.

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- Awareness for debugging.
- Useful sometimes.

Example

```
is.numeric( c(1:10,"eleven") )
```

```
logical.vector = c(TRUE,TRUE,FALSE,TRUE,FALSE)  
sum(logical.vector)  
mean(logical.vector)
```

Questions: How would you do it

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.

Example

```
sample.name = "0b5cU8eN4mE"  
file.name = paste("pathToYourDirectory/greatAnalysis-",  
                  sample.name, ".txt", sep="")  
  
which(sample.names=="controlA" & sample.names=="controlB")  
grep("control", sample.names)
```

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`grepl` Search a pattern in a vector and return *TRUE* if found.
`strsplit` Split character into several.

Example

```
sample.name = "0b5c09a04d8"  
file.name = paste("pathToFourDirectory/greatAnalysis-",  
                  sample.name, ".txt", sep="")  
  
which(sample.names=="controlA" & sample.names=="controlB")  
grep("control", sample.names)
```

More details

Valid object name

- ▶ **Letters, numbers, dot or underline** characters.
- ▶ **Starts with a letter** or the dot not followed by a number.
- ▶ `make.names` convert character into valid object names.

Example

```
make.names(c("valid name", "valid_name", "valid.name",  
            "valid-name", "2.valid.name", "x2.valid-name"))
```

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└─ Miscellaneous

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- Letters, numbers, dot or underline characters.
- Starts with a letter or the dot not followed by a number.
- `make.names` convert character into valid object names.

Example

```
make.names(c("valid name", "valid_name", "valid.name",  
            "valid-name", "2.valid.name", "x2.valid.name"))
```

Should it be present in the beginning ?