

# T01: A brief introduction to R

## MATH 4432 Statistical Machine Learning

HUANG XINRUI

MATH, HKUST

2023-09-12

What is it and why should I be  
using it?

# What is R?



R is 'GNU S', a **freely available** language and environment for **statistical computing and graphics** which provides a wide variety of **statistical and graphical techniques** <sup>1</sup> :

- Linear and nonlinear modelling
- Statistical tests
- Time series analysis
- Classification
- Clustering
- .....

R is used among data miners, bioinformaticians and statisticians for **data analysis** and **developing statistical software**. <sup>2</sup>

[1] From [CRAN](https://cran.r-project.org/)

[2] From [Wikipedia](https://en.wikipedia.org/wiki/R_(programming_language))

**Now let's become a useR!**

# Download and install R

[The Comprehensive R Archive Network \(CRAN\)](#)

Built in RGui: not recommended

# Download and install RStudio

[RStudio](#) is an integrated development environment (IDE) for R.

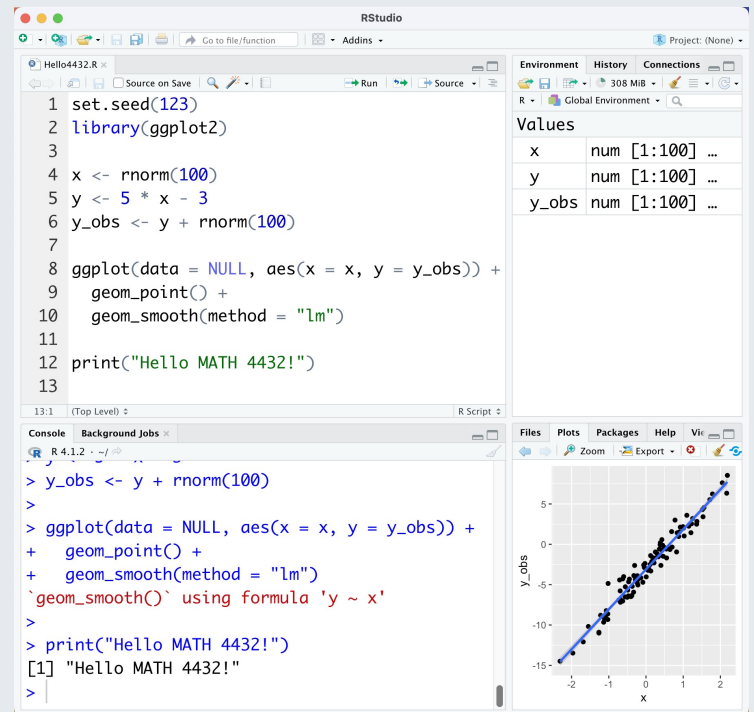
It includes a console, syntax-highlighting editor that supports direct code execution, as well as tools for plotting, history, debugging and workspace management. \*



[\*] From [RStudio](#)

# RStudio has 4 main windows (“panes”)

- **Source pane** create a file that you can save and run later
- **Console pane** type or paste in commands to get output from R
- **Workspace/History pane** see a list of variables or previous commands
- **Files/Plots/Packages/Help pane** see plots, help pages, and other items in this window



# Now let's have a try!

- Create a new **R Script** (.R) file from the menu File -> New File -> R Script
- Type `print("Hello MATH 4432!")`
- Type `print("Hello R!")`
- Click the Run option in the top right of the **Source** window

```
print("Hello MATH 4432!")
```

```
[1] "Hello MATH 4432!"
```

```
print("Hello R!")
```

```
[1] "Hello R!"
```

- Save your **R Script** file as `hello.R`

# R Markdown

Why use R Markdown?

- R Markdown allows the user to integrate **R code** into a **report**
- When data changes or code changes, so does the report
- No more need to copy-and-paste graphics, tables, or numbers
- Creates **reproducible** reports

Anyone who has your R Markdown (.Rmd) file and input data can re-run your analysis and get the exact same results (tables, figures, summaries)

- Can output report in HTML (default), Microsoft Word, or PDF

**I recommend you do your homework assignment via a single R Markdown file, in which you can include your solutions, then output a report and submit it on Canvas!**



# In-class exercise: create your first R Markdown file!

- Create a new **R Markdown** file from the menu `File -> New File -> R Markdown ...`
- Edit **metadata**

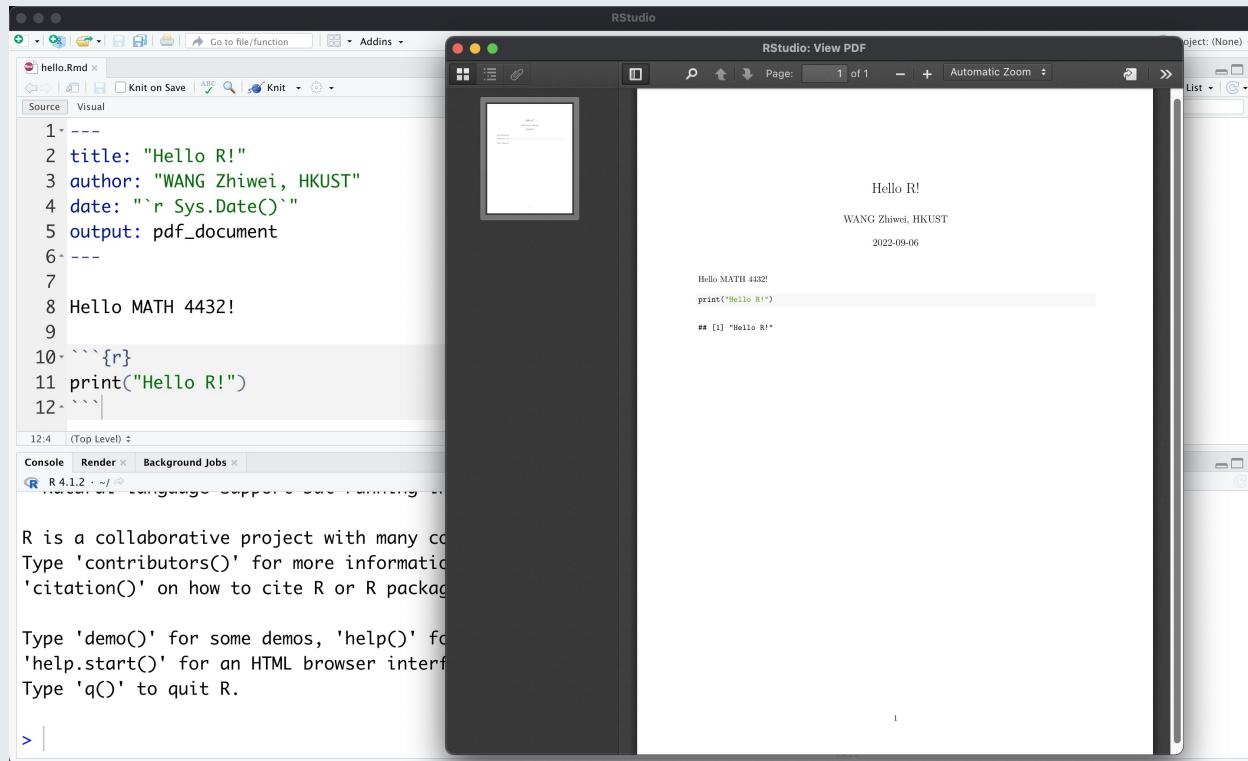
```
---  
title: "Hello R!"  
author: "HUANG XINRUI, HKUST"  
date: "2023-09-12"  
output: pdf_document  
---
```

- **Text** Hello MATH 4432!
- **R code**

```
```{r}  
print("Hello R!")  
```
```

# Output the report

- Click the Knit option to produce a PDF file



- Save your Rmd file as hello.Rmd

# Data types

All data is represented in binary format, by bits (TRUE/FALSE, YES/NO, 1/0)

# Booleans

Direct binary values: TRUE or FALSE in R

```
TRUE
```

```
[1] TRUE
```

```
FALSE
```

```
[1] FALSE
```

```
T
```

```
[1] TRUE
```

```
F
```

```
[1] FALSE
```

# Integers

The number zero (0), a positive natural number (1, 2, 3, etc.) or a negative integer with a minus sign (-1, -2, -3, etc.), represented by a fixed-length block of bits

```
0L
```

```
[1] 0
```

```
1L
```

```
[1] 1
```

```
as.integer(-100)
```

```
[1] -100
```

# Floating point numbers

Positive or negative whole number with a decimal point

```
1
```

```
[1] 1
```

```
1.23
```

```
[1] 1.23
```

```
5e-8
```

```
[1] 5e-08
```

# Characters

Fixed-length blocks of bits, with special coding

**Strings** = sequences of characters

```
"Hello MATH 4432!"
```

```
[1] "Hello MATH 4432!"
```

```
"Hello R!"
```

```
[1] "Hello R!"
```

```
'HKUST'
```

```
[1] "HKUST"
```

# Special values

**Missing** or **ill-defined values** and others

```
NA
```

```
[1] NA
```

```
NaN
```

```
[1] NaN
```

```
0 / 0
```

```
[1] NaN
```

```
1 / 0
```

```
[1] Inf
```

# Some useful functions about data types

# typeof()

Returns the type of the input

```
typeof(TRUE)
```

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

```
typeof(3L)
```

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

```
typeof(3)
```

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

```
typeof("HKUST")
```

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



# is.foo()

Return Booleans for whether the argument is of type foo

```
is.character(3)
```

[1] FALSE

```
is.character("3")
```

[1] TRUE

```
is.nan(0 / 0)
```

[1] TRUE

```
is.na(3 / 0)
```

[1] FALSE

# as.foo()

Tries to “cast” its argument to type foo — to translate it sensibly into a foo-type value

```
as.character(1 / 3)
```

```
[1] "0.333333333333333"
```

```
as.numeric(as.character(1 / 3))
```

```
[1] 0.3333333
```

```
3 * as.numeric(as.character(1 / 3))
```

```
[1] 1
```

# Operators

# Arithmetic operators

**Binary** usual arithmetic operators, take two numbers and give a number

- Addition
- Subtraction
- Multiplication
- Division
- Exponentiation
- .....

$$5 + 3$$

[1] 8

$$5 - 3$$

[1] 2

$$5 * 3$$

[1] 15

$$5 / 3$$

[1] 1.666667

$$5 ^ 3$$

[1] 125

# Comparison operators

## Binary operators

Take two objects, like numbers, and give a Boolean

```
5 > 3
```

```
[1] TRUE
```

```
5 < 3
```

```
[1] FALSE
```

```
5 >= 5
```

```
[1] TRUE
```

```
5 == 3
```

```
[1] FALSE
```

```
5 != 3
```

```
[1] TRUE
```

# Think about why!

```
0.3 - 0.7 + 0.4 == 0
```

[1] FALSE

- Keywords: **floating point precision**, **finite precision**

```
0.3 - 0.7 + 0.4
```

[1] 5.551115e-17

- Try to use `all.equal()` function

```
all.equal(0.3 - 0.7 + 0.4, 0)
```

[1] TRUE

```
sqrt(2)^2 == 2
```

[1] FALSE

```
sqrt(2)^2 - 2
```

[1] 4.440892e-16

```
all.equal(sqrt(2)^2, 2)
```

[1] TRUE

# Boolean operators

! **NOT**, **unary** for arithmetic **negation**

```
! TRUE
```

```
[1] FALSE
```

& **AND** (**conjunction**), **binary**

```
TRUE & TRUE
```

```
[1] TRUE
```

```
TRUE & FALSE
```

```
[1] FALSE
```

```
! F
```

```
[1] TRUE
```

| **OR** (**disjunction**), **binary**

```
FALSE | TRUE
```

```
[1] TRUE
```

```
FALSE | FALSE
```

```
[1] FALSE
```

# More complicated cases

- TRUE **AND** TRUE

```
(3 < 5) & (3 * 5 == 15)
```

[1] TRUE

- FALSE **AND** TRUE

```
(3 > 5) & (3 * 5 == 15)
```

[1] FALSE

- FALSE **OR** TRUE

```
(3 > 5) | (3 * 5 == 15)
```

[1] TRUE



**Data can have names!**

# Variables

We can give names to data objects; these give us **variables**

Some built-in variables

```
pi
```

```
[1] 3.141593
```

```
cos(pi)
```

```
[1] -1
```

```
letters
```

```
[1] "a" "b" "c" "d" "e" "f" "g" "h" "i" "j" "k" "l" "m" "n" "o" "p" "q" "r" "s" "t" "u" "v" [23]  
"w" "x" "y" "z"
```

# Assignment operator

Most variables are created with the **assignment operator**, `<-` or `=`

```
a <- 1L  
a
```

```
[1] 1
```

```
is.integer(a)
```

```
[1] TRUE
```

```
b = 5  
a * b
```

```
[1] 5
```

**Use descriptive variable names!**

- Good: `quota_class <- 40`
- Bad: `qc <- 40`

# Data structure

# Vectors

A **vector** is a sequence of values, all of the **same type**, including logical, integer, numeric, character, etc.

`c()` function returns a vector containing all its arguments **in order**

```
students <- c("Jerry", "Tara", "Tom")  
id <- c(1:3)  
midterm <- c(80, 96, 75)
```

Type the variable name to display its value

```
students
```

```
[1] "Jerry" "Tara" "Tom"
```

```
id
```

```
[1] 1 2 3
```

# Adding Elements

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

```
students
```

```
[1] "Jerry" "Tara" "Tom"
```

```
students <- c(students, "Zhiwei")  
id <- c(id, 4)  
midterm <- c(midterm, 59)
```

```
students
```

```
[1] "Jerry" "Tara" "Tom" "Zhiwei"
```

```
midterm
```

```
[1] 80 96 75 59
```

# Indexing

- `vec[1]` is the 1st element, `vec[3]` is the 3rd

```
students[1]
```

```
[1] "Jerry"
```

```
students[3]
```

```
[1] "Tom"
```

```
students[c(2, 4)]
```

```
[1] "Tara" "Zhiwei"
```

- `vec[-3]` is a vector containing all but the 3rd element

```
students[-3]
```

```
[1] "Jerry" "Tara" "Zhiwei"
```

# Named components

You can give **names** to elements or components of vectors

```
students
```

```
[1] "Jerry" "Tara" "Tom" "Zhiwei"
```

```
names(midterm) <- students # Assign students' names to the score
```

```
midterm
```

```
Jerry Tara Tom Zhiwei 80 96 75 59
```

```
midterm["Zhiwei"] # Get score for Zhiwei
```

```
Zhiwei 59
```

```
midterm[c("Tara", "Zhiwei")] # Get scores for 2 students
```

```
Tara Zhiwei 96 59
```



# Vector arithmetic

Operators apply to vectors **pairwise** or **elementwise**

```
final <- c(84, 90, 78, 61) # Final exam scores  
final
```

[1] 84 90 78 61

```
midterm # Midterm exam scores
```

Jerry Tara Tom Zhiwei 80 96 75 59

```
average <- (midterm + final) / 2 # Average exam score  
average
```

Jerry Tara Tom Zhiwei 82.0 93.0 76.5 60.0

```
bonus <- 5  
average + bonus
```

Jerry Tara Tom Zhiwei 87.0 98.0 81.5 65.0

# Pairwise comparisons

Is the final score higher than the midterm score?

```
midterm
```

Jerry Tara Tom Zhiwei 80 96 75 59

```
final
```

[1] 84 90 78 61

```
final > midterm
```

Jerry Tara Tom Zhiwei TRUE FALSE TRUE TRUE

Boolean operators can be applied pairwise

```
(final > midterm) & (midterm < 80)
```

Jerry Tara Tom Zhiwei FALSE FALSE TRUE TRUE

# Functions on vectors

```
sum(vec)      # sum of vec
mean(vec)     # mean of vec
median(vec)   # median of vec
min(vec)      # the smallest element of vec
max(vec)      # the largest element of vec
sd(vec)       # the standard deviation of vec
var(vec)      # the variance of vec
length(vec)   # the number of elements in vec
sort(vec)     # returns the vec in sorted order
order(vec)    # returns the index that sorts the vector vec
unique(vec)   # lists the unique elements of vec
summary(vec)  # gives a five-number summary
```

# Matrix

As with atomic vectors, the elements of a matrix must be of the **same data type**

```
mat_1 <- matrix(c(1:6), nrow = 3, ncol = 2)
mat_1
```

```
[,1] [,2]
```

```
[1,] 1 4 [2,] 2 5 [3,] 3 6
```

Dimension of the matrix

```
dim(mat_1)
```

```
[1] 3 2
```

Elements of a matrix can be referenced by specifying the index

```
mat_1[2, 1]
```

```
[1] 2
```

# Matrix operations

```
mat_2 <- matrix(c(1:6), nrow = 3, ncol = 2)
mat_2
```

```
[,1] [,2]
```

```
[1,] 1 4 [2,] 2 5 [3,] 3 6
```

```
mat_1 + mat_2 # Addition
```

```
[,1] [,2]
```

```
[1,] 2 8 [2,] 4 10 [3,] 6 12
```

```
mat_1 - mat_2 # Subtraction
```

```
[,1] [,2]
```

```
[1,] 0 0 [2,] 0 0 [3,] 0 0
```

# Matrix operations

## Elementwise multiplication

```
mat_1 * mat_2
```

```
[,1] [,2]
```

```
[1,] 1 16 [2,] 4 25 [3,] 9 36
```

## Multiplication

```
mat_3 <- matrix(c(5:10), nrow = 2, ncol = 3)  
mat_4 <- mat_1 %*% mat_3  
mat_4
```

```
[,1] [,2] [,3]
```

```
[1,] 29 39 49 [2,] 40 54 68 [3,] 51 69 87
```

# Matrix operations

## Transpose

```
t(mat_4)
```

```
[,1] [,2] [,3]
```

```
[1,] 29 40 51 [2,] 39 54 69 [3,] 49 68 87
```

`diag()` function returns a vector containing the elements of the principal diagonal

```
diag(mat_4)
```

```
[1] 29 54 87
```

```
diag(t(mat_4))
```

```
[1] 29 54 87
```

# Data Frame

**data.frame** is a very important data type in R

Creating `data.frame` by hand

```
grade <- data.frame(id = id,  
                    midterm = midterm,  
                    final = final,  
                    average = average)  
rownames(grade) <- students  
grade
```

Elements of `data.frame` can also be referenced by specifying the row and the column index

```
grade[2, 3]
```

```
[1] 90
```



# Data Frame

Refer to columns

```
grade[, 4]
```

```
[1] 82.0 93.0 76.5 60.0
```

```
grade[, "average"]
```

```
[1] 82.0 93.0 76.5 60.0
```

```
grade[["average"]]
```

```
[1] 82.0 93.0 76.5 60.0
```

```
grade$average
```

```
[1] 82.0 93.0 76.5 60.0
```

# Data Frame

Add a new row

```
# new row
Can <- data.frame(id = 5,
                  midterm = 99,
                  final = 99,
                  average = 99)
rownames(Can) <- "Can"

grade <- rbind(grade, Can)
grade
```

# Data Frame

Add a new column

```
grade <- cbind(grade,  
               gender = c("male", "female", "male", "male", "male"))  
grade
```

Transfer gender to factor mode

```
grade[, "gender"] <- factor(grade[, "gender"], levels = c("female", "ma"  
grade
```

# Data Frame

Actually we usually data.frame by read.csv() and read.table(), i.e. when importing the data into R

```
df <- read.csv("<filename>")  
df <- read.table("<filename>")
```

When meeting big data, fread() function from data.table package will be helpful!

```
dt <- fread("<filename>")
```

# Packages

# Install and library packages

Many useful R functions come in packages, free libraries of code written by R's active user community.

To install an R package, open an R session and type at the command line

```
install.packages("<package name>")
```

R will download the package from [CRAN](https://cran.r-project.org/)

Once you have a package installed, you can make its contents available to use in your current R session by running

```
library(<package name>)
```

## Recommended packages

tidyverse, stringr, ggplot2, data.table, devtools, etc.

# ggplot2

---

Base-R

Code

Plot

ggplot2

Code

Plot

---

We first use `plot()` function in Base-R

# ggplot2

Base-R

Code

Plot

ggplot2

Code

Plot

```
set.seed(123)

# Generate data
x <- rnorm(100) # 100 samples
y <- 2 * x - 1 # Linear function
y_obs <- y + rnorm(100) # Add noise

# Plot
plot(x = x, y = y_obs)
abline(lm(y_obs ~ x))
```



# ggplot2

Base-R

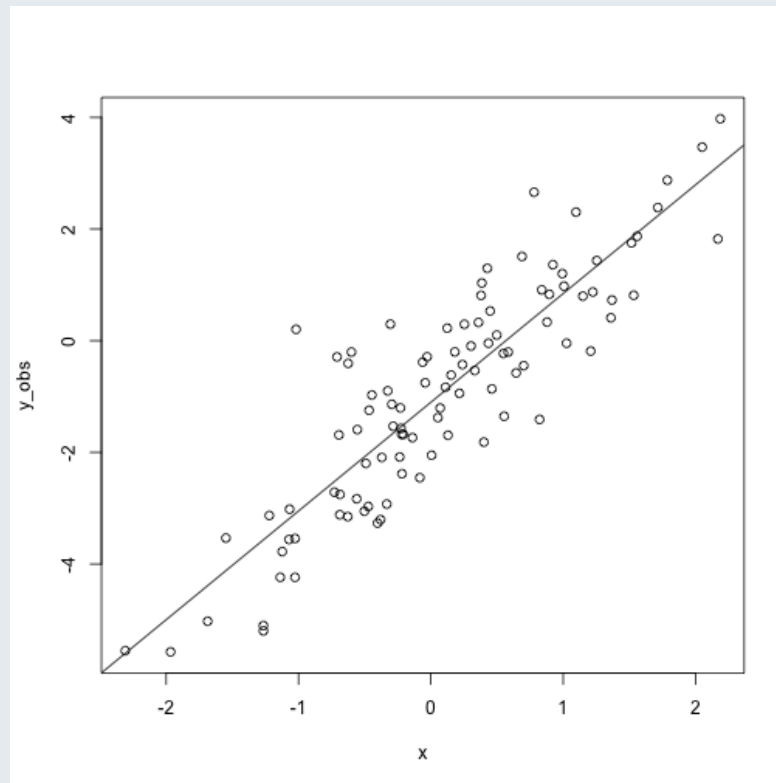
Code

Plot

ggplot2

Code

Plot



# ggplot2

Base-R

Code

Plot

ggplot2

Code

Plot

**ggplot2** a famous package for making beautiful graphics

# ggplot2

Base-R

Code

Plot

ggplot2

Code

Plot

```
# install.packages("ggplot2")
library(ggplot2)
ggplot(data = NULL, aes(x = x, y = y_obs)) +
  geom_point(color = "red", size = 2) +
  geom_smooth(method = "lm") +
  ggtitle("Linear regression") +
  ylab("y") +
  theme(
    text = element_text(size = 18),
    axis.title = element_text(size = 18),
    axis.text.y = element_text(size = 18),
    axis.text.x = element_text(size = 18)
  )
```

# ggplot2

Base-R

Code

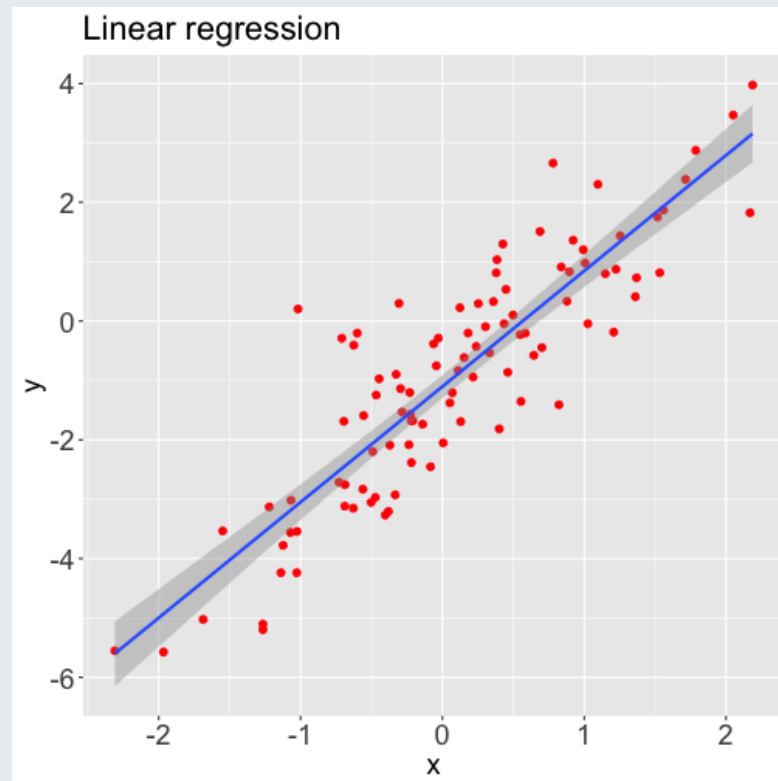
Plot

ggplot2

Code

Plot

```
#> `geom_smooth()` using formula 'y ~ x'
```



# leaflet

Leaflet is one of the most popular open-source JavaScript libraries for interactive maps.

This R package makes it easy to integrate and control Leaflet maps in R.

```
# install.packages("leaflet")  
library(leaflet)  
leaflet() %>%  
  addTiles() %>%  
  setView(lng = 114.2654614760902,  
          lat = 22.33639483440875,  
          zoom = 14)
```



# Helpful resources

# References

- [94-842: Programming in R for Analytics](#), Instructor: Prof. Alexandra Chouldechova, Carnegie Mellon University
- [R语言忍者秘笈](#) (Written in Chinese), 谢益辉, 肖楠
- [Programming with R](#), Software Carpentry

## Other resources

- [Advanced R](#), Hadley Wickham (Chief Scientist at RStudio, PBC)
- [Yihui Xie's homepage](#), Yihui Xie (Software Engineer at RStudio, PBC)
- [统计之都](#) (Capital of Statistics), an online community on statistics in China

# Thank you!

Slides created via Yihui Xie's R package [xaringan](#).

Theme customized via Garrick Aden-Buie's R package [xaringanthemmer](#).

Tabbed panels created via Garrick Aden-Buie's R package [xaringanExtra](#).

The chakra comes from [remark.js](#), [knitr](#), and [R Markdown](#).