## The R language and why you should be using it

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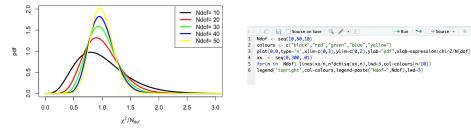
Terascale Statistics School 2020 virtually at DESY, Hamburg

6<sup>th</sup> July 2020



## Reasons for learning R

- It's the definitive language for serious statistics
- It's very easy to learn. Gentle learning curve: you can do useful stuff straight away
- It provides really neat and easy plots for your talks and publications



It's a beautiful language enabling you to write really elegant code

#### Download in seconds

From r-project.org for R or rstudio.com for the Rstudio IDE.

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The R Language

# R - key facts

- R is the freeware version of the statistics language S
- It's an interpreted language hence user-friendly
- Incorporates nice features of earlier languages: Algol, APL, LISP etc
- Only four types: numeric, logical, character, complex. (complex is rare.) All numbers are stored as doubles.
- Very weakly typed. No need to declare variables before use.
- R is a rich language: the same thing can often be done is several ways. Sometimes they are equivalent, sometimes not.
- Run programs (also known as scripts) through source("filename") or use R-studio
- Statements terminated by newline (unless incomplete) or semicolon
- Everything is a vector
- Easy to use basic functions are generally extended through optional arguments
- Comprehensive online help through help(topic) and user manual

### A first R session

What you type is shown in blue

It has the usual operators

including exponentiation, which can be **\*\*** or ^

It has the usual functions

and some less usual ones

The : operator generates a vector

The meaning of the square brackets is revealed. Everything is a vector

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> <mark>2+2</mark> [1] 4															
> 1+2-3*4	/5														
[1] 0.6 > <mark>2^3</mark>															
[1] 8 > 3**4															
[1] 81															
> sin(45*) [1] 0.707		0)													
> asin(1)															
<pre>[1] 1.570 &gt; tanh(1.)</pre>															
[1] 0.861															
> 1:10 [1] 1 ;	23	4	56	7	8	9 10									
> 1:100	- 5	4	5 0	'	0	5 10									
[1] 1	2 17	3 18	4 19	5 20	6 21	7 22	8 23	9 24	10 25	11 26	12 27	13 28	14 29	15 30	
F167 16		33	34	35	36	37	38	39	40	41	42	43	44	45	
[16] 16 [31] 31	32		49	50	51	52 67	53 68	54	55	56 71	57	58 73	59	60	
[31] 31 [46] 46	47	48						69	70		72		74	75	
[31] 31 [46] 46 [61] 61		48 63 78	49 64 79	65 80	66 81	82	83	84	85	86	87	88	89	90	
[31] 31 [46] 46 [61] 61	47 62	63	64						85 100				89	90	

# Doing things with vectors

The seq (sequence) function generalises the : operator

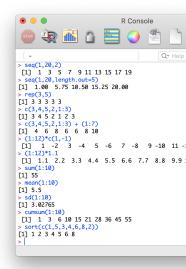
You can specify the increment or the length The rep (repeat) function is also handy The c function - for combine. concatenate or column-vector - is used all the time

Operations between two vectors take place element by element

If the vectors are not the same length, the shorter one is it recycled Operations with a single number are a

special case of this

The functions sum, mean and sd operate on vectors to give a number Other useful functions like cumsum and sort . Also max,min,range,length...



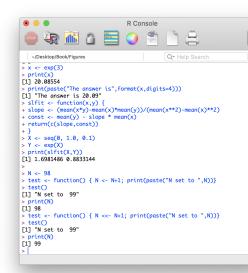
## Variables and functions

from a calculator to a computer

The assignment operator is <- ( = works but <- is preferable)

For printing results, **paste** is vital. It inserts spaces - use **paste0** if you don't want them Use **format** to tidy the output

Functions are easy to define. You can only return one thing but that can be a vector They have read access to higher scope variables but write only to local copies except with the 'super-assign' double-headed arrow <<-

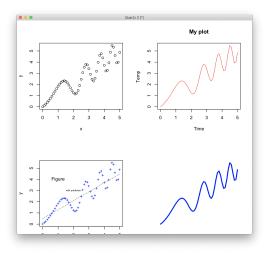


### Plots

#### plot(x,y). gets you started Then you can add options



Use lines points text legend and polygon to add to an existing plot Options apply only to that function call. To make them stick use par par also used for multiframes

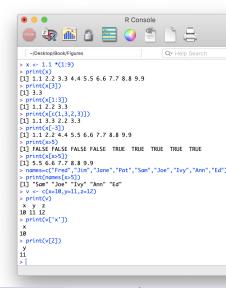


### Indexing vectors

More to this than you expect!

- Use square brackets. The index is a number (and starts at 1)
- But the index can also be a vector (as everything is a vector)
- If the index is negative, it means 'everything except'
- Or the index can be logical.

Or the index can be character



### **Program Control**

Part 1: How to use them

The usual looping and branching commands are provided. { parentheses } define blocks

```
for (i in 1:10) {
   stuff
}
```

```
error=100 ; count=0
while (error>1E-5 & count<100) {
error <- iteratefit(data)</pre>
count <- count+1
if (x>99) {
stuff
} else {
more stuff
```

### **Program Control**

part 2: How to avoid them

```
You have 100 values in x and you need to find the averages for the
positive and negative values. A C++ program could be
int np=nm=0;
double sp=sm=0;
for(int i=0;i<100;i++){</pre>
     if (x[i]>0) {sp+= x[i]; np++;}
    if (x[i]<0) {sm+= x[i]; nm++;}
     }
cout << " average of positive values "<<sp/np<<" and of
negative values "<<sm/nm<<endl;
The R version is just
print (paste( " average of positive values", mean(x[x>0]),
"and of negative values ",mean(x[x<0])))
If you find yourself using an if statement in R, maybe think again.
If you find yourself using a for loop in R, definitely think again.
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Vector: a block of elements, all of the same type.

```
lt has a length length(v)
```

An array is a vector which *also* has a dimension dim(v).

The R Language

Can be read or written.

(Product of dimensions must equal length)

Omitting index gives all values (slicing)

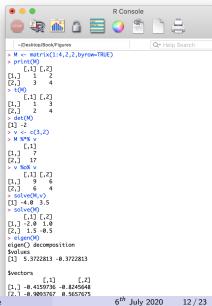
Function matrix also available

```
> x <- 1:12
> print(x)
 [1] 1 2 3 4 5 6 7 8 9 10 11 12
> length(x)
[1] 12
> dim(x)
NULL
> dim(x)=c(3,4)
> print(x)
     [,1] [,2] [,3] [,4]
[1,]
                        10
         2
              5
                        11
                        12
         3
              6
                    9
> print(x[3,4])
[1] 12
> print(x[3,])
[1] 3 6 9 12
> dim(x)=c(2,6)
> print(x)
     [,1] [,2] [,3] [,4] [,5] [,6]
              3
                    5
              4
                                   12
[2,]
                              10
> dim(x)=c(2,3,2)
> print(x)
, , 1
[,1] [,2] [,3]
[1,] 1 3 5
[2,] 2 4 6
, , 2
     [,1] [,2] [.3]
[1,]
Ĩ2.1
> y <- matrix(1:12,3,4)</pre>
> print(y)
     [,1] [,2] [,3] [,4]
[1,]
        1
[2,]
         2
              5
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                    6<sup>th</sup> July 2020
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```

## Matrix calculations

- Functions t for transpose, det for determinant
- Operator %\*% does matrix product
- Operator %0% does outer (Cartesian) product
- solve(A,b) for linear equations
  Ax=b
  solve(A) on its own gives inverse

```
Eigenvector/value analysis comes as
standard
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```



#### Lists

R Console 🔄 🎧 👔 🔄 🦛 8 는 문 ~/Desktop/Book/Figures Q~ Help Search > out <- list(1:4,"start",FALSE)</pre> > out [[1]] [1] 1 2 3 4 ГГ211 [1] "start" ГГ311 **FIT FALSE** > out[[2]] [1] "start" > out1 <- list(value=99.valid=FALSE.type="test run")</pre> > out1 \$value F17 99 \$valid [1] FALSE \$type [1] "test run" > out1\$valid [1] FALSE > out2 <- list(out,out1)</pre> > out2[[2]][[3]] [1] "test run" >

A vector is a block of elements, all of the same type

A list is a block of elements which may be of different types

List indexing by double square brackets

or by name - very useful for function returns

List elements can be lists

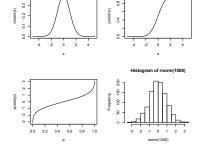
## Statistics functions and random numbers

Note: this is a statistics package so Gaussians are called 'Normal'

dnorm(x) gives unit Gaussian  $\frac{1}{\sqrt{2\pi}}e^{-x^2/2}$ dnorm(x,mu,sigma) gives general Gaussian pnorm(x) gives integrated Gaussian. qnorm(p) gives the inverse. ("How many sigma is 95%?" etc) rnorm(n) generates n random numbers

Same pattern for other functions:

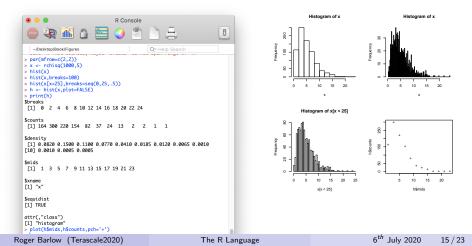
Poisson dpois(r,mu) ppois(r,mu) qpois(p,mu) rpois(n,mu) Uniform. dunif(x) or dunif(x,a,b) punif(x) qunif(p) runif(n)  $\chi^2$  dchisq(x,N) pchisq(x,N) qchisq(p,N) rchisq(n,N). Binomial dbinom(r,N,P) pbinom(r,N,P) qbinom(p,N,P) rbinom(n,N,P) ... and so on



#### Histograms

Just so easy using hist !

Override default binning with breaks. Histogram contents available through self-describing list



Compare and contrast:

```
A histogram in R
h <- hist(x)
```

```
A histogram in ROOT
#include "TH1F.h"
TH1F* h = new TH1F("h","My title",100,0,1);
for(int_t i=0;i<N;i++) {h->Fill(x[i]);}
h->Draw();
c1->Update();
delete h;
```

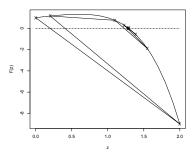
Character strings are demarcated by single or double quotes. "Hello, world" or 'Hello, world!' Length given by nchar(string) Strings can be tested for equality (unlike C)

Merge by paste . Coerces all its arguments into being character strings. Separate by strplit("Hello, world"," ") Substrings substr(string, from, to) may be read or assigned-to Replacement by sub(find, replace, string) and gsub Location using grep(pattern, string) - lots of variants

If you're not into grep and regular expressions, use the stringr package. library(stringr)

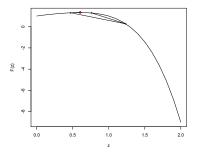
# Fitting I

```
Solving an equation
F <- function(x){</pre>
    return(1+x-x**2+x**3-x**4)}
uniroot(F,c(0,2))
$root
[1] 1.290647
$f.root
[1] 8.489406e-06
$iter
[1] 9
$init.it
[1] NA
$estim.prec
[1] 6.103516e-05
```



# Fitting II

```
Maximising a 1-D function
Take same function F(x)
optimize(F,c(0,2),maximum=TRUE)
$maximum
[1] 0.6058243
$objective
[1] 1.326447
Takes 10 iterations
```



# Fitting III

Maximising in higher dimensions
Test with famous Rosenbrock function
Rosenbrock <- function(x){
return((x[1]-1)\*\*2 +
100\*(x[1]\*\*2-x[2])\*\*2)}
Minimum at (1,1) but valley sides steep</pre>

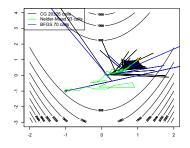
#### optim(c(-1,-1),Rosenbrock)

taking (-1,-1) as the starting value
 Default method is Nelder-Mead (like 'SIMPLEX')

Can also try conjugate-gradient

method='CG' - does worse

and quasi-Newton method='BFGS' does better



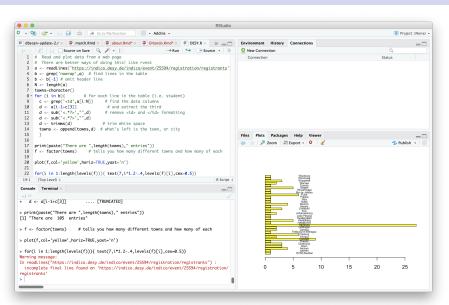
I havn't had time to talk about

- Data Frames: An array that looks like a lab notebook. Or a spreadsheet. Used a lot, for input and output and pckages
- Contour plots: and other 2D graphics
- ggplot: an entirely separate plotting / visualisation package
- $\bullet$  Models: used for fitting. You can say things line z  $\,\sim\,$  1 + x + x\*y
- Objects and classes: You can use R for writing OO code, though not quite like Stroustrup
- Contributed software: there is lots out there that's not in the core, and it's easy to download and include
- Other features that I havn't learned about yet

### Web scraping

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#### Web scraping



## Conclusions

#### R is

- Powerful
- Elegant
- Useful
- User-friendly
- Stuffed with great packages
- Easy-to learn

But don't take my word for it - try it for yourself!