http://courses.had.co.nz R language & ecosystem

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What is R?

- R is a programming language
- R is statistical software
- R is an environment for interactive data analysis
- R is a community

http://www.inside-r.org/what-is-r

Programming language

```
wtd.mean <- function(x, wt = rep(1, length(x))) {
    sum(x * wt) / sum(wt)
}</pre>
```

```
wtd.mean(1:10)
wtd.mean(1:10, 10:1)
```

What does this function return?

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What does this function return?

```
j <- function() {
    if (!exists("a")) {
        a <- 5
    } else {
        a <- a + 1
    }
    print(a)
}</pre>
```

What does this function return the first time you run it? The second time?

```
x <- 0
y <- 10
k <- function() {</pre>
  x <- 1
  function() {
    y <- 2
    x + y
  }
}
```

What does k() return?
What does k()() mean? What does it do?
How does it work?

Functional heritage

First class functions & lexical scoping Lazy evaluation of function arguments Copy-on-modify = immutable objects + mutable bindings

OO based on generic functions

First class functions and lexical scoping

```
slow_down <- function(f, seconds = 1) {
   function(...) {
     Sys.sleep(seconds)
     f(...)
   }
runif(1)
slow_runif <- slow_down(runif, 1)</pre>
slow_runif(1)
```

Lazy evaluation of function arguments

```
add <- function(a, b, z) {</pre>
  a + b
}
add(10, 20, slow_down(runif, 1)(10))
# Most languages have this for boolean operators
# aka short circuiting
# Also allows syntactic manipulation:
add <- function(a, b) {</pre>
  cat(paste("Adding", deparse(substitute(b)), "to",
    deparse(substitute(a))), "\n")
  a + b
}
x <- 10
add(x, 15)
```

Immutable objects + mutable bindings =
copy on modify

```
a <- list(a = 6, b = 10, c = 7)
b <- a
```

```
a$a <- 10
```

a\$a

b\$a

Behind the scenes, any modification is implemented # as the creation of a modified copy. Above code # translates to:

```
a <- modifyList(a, list(a = 10))</pre>
```

There are a number of optimisations to reduce
this copying. tracemem() helps to discover them
(they have been increasing in recent versions)

x <- 1:10 tracemem(x) x[5] <- 5L x[11] <- 11L # Doesn't count x[5] <- 5 # Beware attr(x, "a") <- 10 names(x) <- letters[1:10]</pre>

```
y <- as.list(x)
tracemem(y)
y$a <- 10</pre>
```

OO programming

Three OO systems: S3, S4, R5

S3 = ad hoc, single dispatch, naming conventions

S4 = formal & strict, multiple dispatch, based on CLOO/Dylan

Both generic function style, not message passing (methods belong to functions, not classes)

R5 = reference classes behave like classes from python, ruby, java etc

Generic functions: specialise behaviour of a function, # not of an object

```
mean <- function (x, ...) {</pre>
  UseMethod("mean", x)
}
mean.numeric <- function(x, ...) {</pre>
  sum(x) / length(x)
}
mean.data.frame <- function(x, ...) {</pre>
  sapply(x, mean, ...)
}
mean.matrix <- function(x, ...) {</pre>
  apply(x, 2, mean)
}
```

No checks for object correctness, so easy to abuse

```
mod <- glm(log(mpg) ~ log(disp), data = mtcars)
class(mod)
class(mod) <- "lm"
mod</pre>
```

```
class(mod) <- "table"
mod</pre>
```

But surprisingly, this doesn't cause that # many problems - instead of the language enforcing # certain properties you need to do it yourself

Statistical software

Special features

Vectorised computation

Data frames

Powerful indexing

Missing values

```
# Vectorised computations
# Already seen an example in weighted.mean
```

```
sum(1:10 * 2) / sum(1:10)
1:10 * 10:1
1:10 * 2
```

recycling expands length of shorter argument to
length of longer (without warning if integer
multiple - beware!)

Data frames

```
library(ggplot2)
head(diamonds)
str(diamonds)
```

A rectangular structure
Each column has same type, but different
columns may have different types





Indexing # Mastering indexing/subsetting is critical for # efficient R programming

```
diamonds[1:5, ]
diamonds[diamonds$x == diamonds$y, ]
diamonds[-(1:53900), c("carat", "price")]
```

Expression	Guess	Actual
5 + NA		
NA / 2		
sum(c(5, NA))		
<pre>mean(c(5, NA)</pre>		
NA < 3		
NA == 3		
NA == NA		

Missing values: ternary logic, like SQL

NA == NA

Is NA!

is.na(NA) # Use is.na to check

Default is to propagate missing values. Many # functions have na.rm argument to remove them

Vocab

http://github.com/devtools/wiki/Vocabulary

Interactive environment

Comprehensive built in help ?mean

Heuristics minimise output when you don't want
to see it

- a <- 10
- а

(a <- 15)

Use source to load complete files



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Short cuts

In editor:

Command/ctrl + enter: send code to console

Ctrl + 2: move cursor to console

In console:

Up arrow: retrieve previous command

Ctrl + up arrow: search commands

Ctrl + 1: move cursor to editor

http://rstudio.org/docs/using/keyboard_shortcuts

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Community

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Over 4,000 add on packages available from the community.

Finding the package you need can be hard: CRAN task views, http://rseek.org/, http://crantastic.org.

R-help mailing list can be prickly. Stackoverflow strong (http://stackoverflow.com/questions/tagged/r). #rstats on twitter.

Journals

The R Journal, *http://journal.r-project.org/*

The Journal of Statistical Software, http://www.jstatsoft.org/

Statistical computing and graphics newsletter, *http://stat-computing.org/ newsletter/*

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