

# *Introduction to Theoretical Ecology*

**Week 1 (Sept. 28, 2021)**  
**Basic introduction to R**

# What is R?

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- A programming language and free software that is compatible with different operational systems
- Contains functions for classical and modern statistical data analysis and modeling, as well as graphical functions for data visualization
- Many built-in packages and extensible libraries, also a large user base with extensive help facilities

# Outline

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- 1. R and R-studio installation**
- 2. Basic computation and data format**
- 3. Data input and processing**
- 4. Data visualization and plotting**
- 5. Create your own function**

# 1. R and R-studio installation

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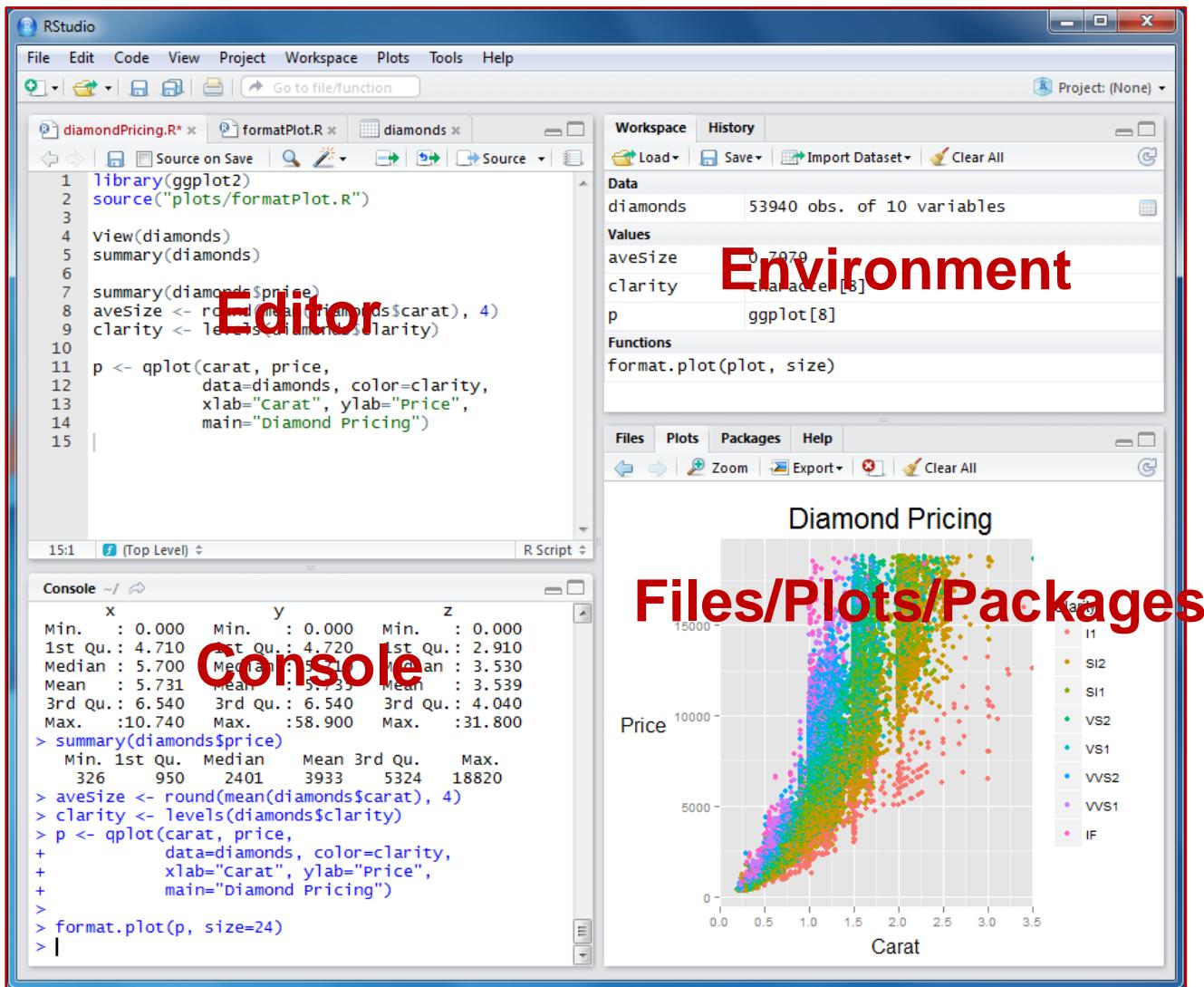
- **R installation**

1. Go to <https://cran.r-project.org/>
2. Choose a mirror site and the appropriate operating system
3. Select appropriate version and save executable files
4. Follow instructions to install R

- **R-studio installation**

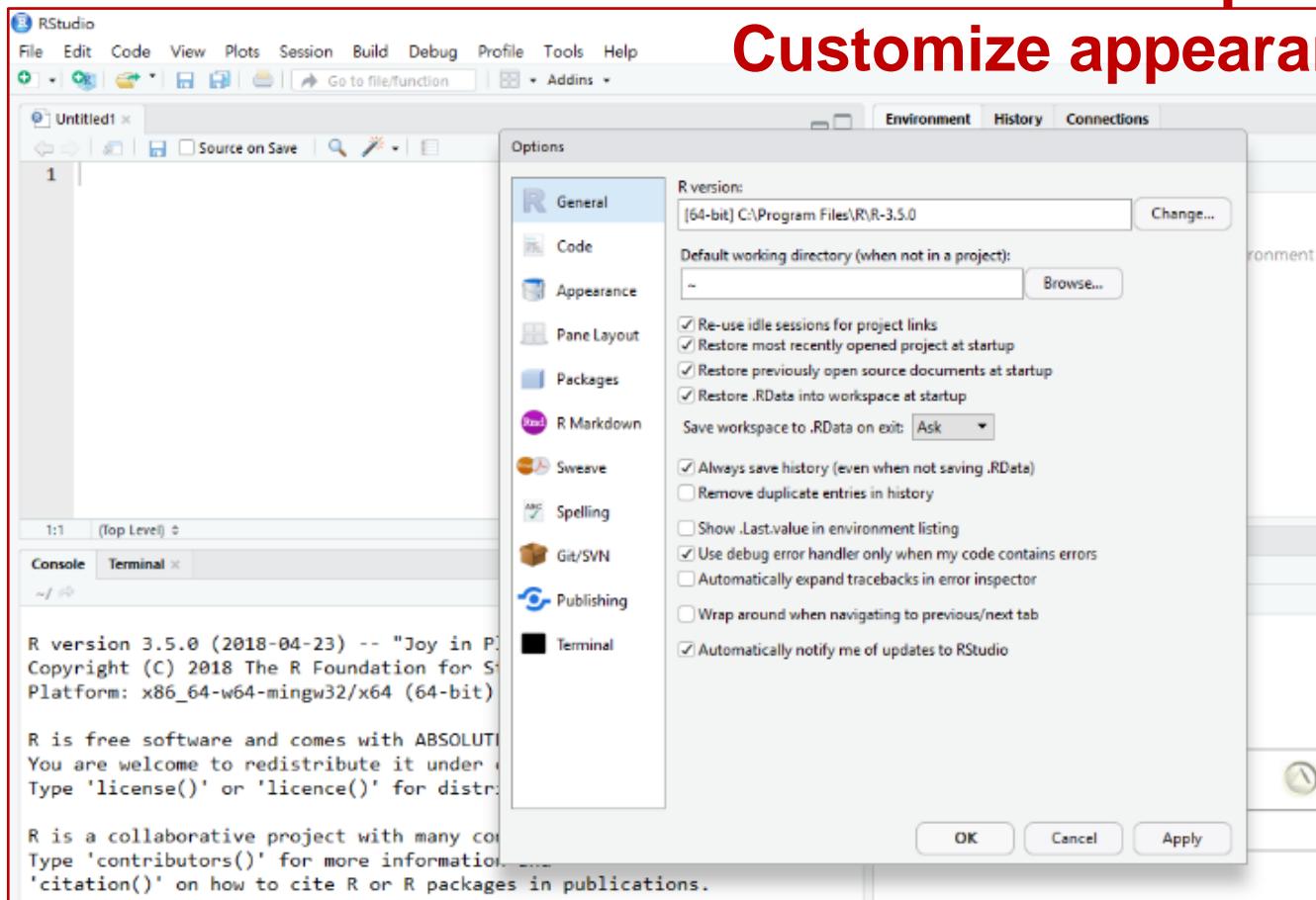
1. Go to <https://rstudio.com/products/rstudio/download/>
2. Choose appropriate version and save executable files
3. Follow instructions to install R-studio

# 1. R and R-studio installation



# 1. R and R-studio installation

Tools > Global options  
Customize appearance



## 2. Basic computation and data format

- R console can be used as a built-in calculator
- Hash sign (#) is a comment character

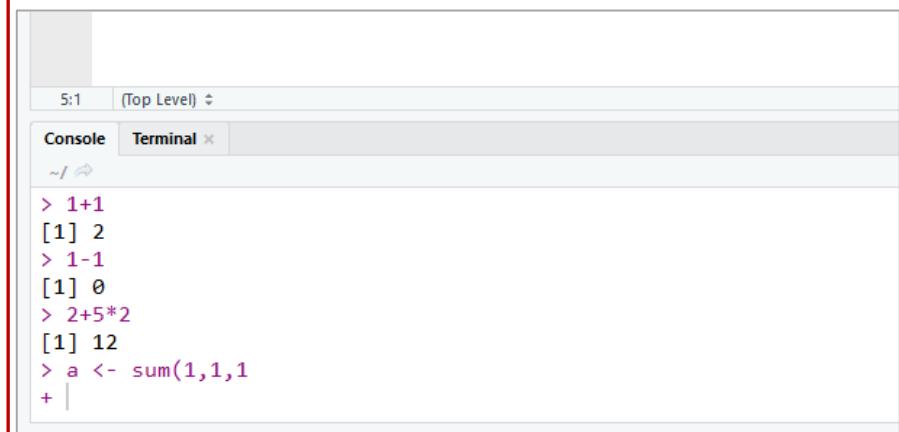
```
> 2 + 3 #5
```

```
> 2 / 3 #0.6666667
```

```
> sqrt(36) #6
```

```
> log10(100) #2
```

“>” means R is ready to take new command  
“+” means there is a incomplete command



A screenshot of the R console interface. The title bar says "5:1 (Top Level)". The tabs "Console" and "Terminal" are present, with "Console" being active. The console window shows the following R session:

```
5:1 (Top Level)
Console Terminal ×
~/
> 1+1
[1] 2
> 1-1
[1] 0
> 2+5*2
[1] 12
> a <- sum(1,1,1
+ |
```

## 2. Basic computation and data format

- To submit a line command

The screenshot shows the RStudio interface. On the left is a script editor with the following R code:

```
1+1  
1-1  
2+5*2  
a <- sum(1,1,1)
```

On the right is a console window showing the output of the code:

```
[1] 0  
> 2+5*2  
[1] 12  
> a <- sum(1,1,1  
+ )  
> 1+1  
[1] 2  
> 1-1  
[1] 0  
> 2+5*2  
[1] 12  
> a <- sum(1,1,1  
+ )  
>
```

Three methods are highlighted with red boxes and text annotations:

- Way 1: highlight and hit **Run**
- Way 2: highlight and hit **Ctrl + Enter** (Windows)  
**Cmd + Return** (Mac)
- Way 3: directly type in **console** and hit **Enter**

## 2. Basic computation and data format

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- **The assignment operator (“=“ or “<-”)**

```
> A <- 10 #assign 10 to an object called “A”
```

```
> A = 10 #same
```

```
> 10 -> A #Wrong!
```

```
> 10 = A #Wrong!
```

```
> B <- "Hi"
```

```
> C <- c(1, 2, 3, 4, 5)
```

- **Do not confuse “=“ with “==“ (i.e., logical operator)**

```
> A == 10 #TRUE
```

```
> A == 20 #FALSE
```

## 2. Basic computation and data format

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- **Common variable types**

numeric: numbers such as 10, 3.14, etc.

characters: strings such as "Hi", "HiHi", etc.

logical: TRUE, FALSE

- **Use, for example, “`is.numeric`” to check**

> `is.numeric(A)`

> `is.character(A)`

> `is.logical(A)`

> `is.logical(is.logical(A))` #Think before you try this

## 2. Basic computation and data format

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- **Common data types**

vector: a collection of elements of the same type

matrix: all columns must contain the same variable type

data.frame: columns can contain different types of variables

list: can hold objects of different types and lengths

- **Use, for example, “`is.vector`” to check**

```
> C = c(1, 2, 3, 4, 5)
```

```
> is.vector(C) #TRUE
```

```
> is.matrix(C) #FALSE
```

## 2. Basic computation and data format

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- **Vectors**

```
> V = c(1, 2, 3, 4, 5) #Use "c" which stands for "combine"  
> V = c("one", "two", "three") #A character vector  
> V = 1:20 #Use ":" for continuous numbers  
> V = seq(from=1, to=5, by=0.5) #Use function "seq"  
> V = rep(5, times=10) #Use function "rep"
```

- **Elements within a vector will all belong to the same data type**

```
> V1 = c(1, 2, 3, 4, 5)  
> is.numeric(V1)  
> V2 = c(1, 2, "three", 4, 5)  
> is.numeric(V2) #Think before you try this
```

## 2. Basic computation and data format

- **Before we move on, know how to ask R questions!**

Type “`?seq`” in the console

### Sequence Generation

#### Description

Generate regular sequences. `seq` is a standard generic with a default method. `seq.int` is a primitive which can be much faster but has a few restrictions. `seq_along` and `seq_len` are very fast primitives for two common cases.

#### Usage

```
seq(...)

## Default S3 method:
seq(from = 1, to = 1, by = ((to - from)/(length.out - 1)),
    length.out = NULL, along.with = NULL, ...)
```

## 2. Basic computation and data format

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- **Referencing elements of a vector based on position**

```
> V = c(1:5, 7:9, seq(10, 50, by=10))  
> V[1:3]  
> V[c(1, 3, 5)]  
> V[-2] #Negative indexing can be used to drop elements  
> V[2] <- 1000 #Can replace original elements by  
assigning new values
```

## 2. Basic computation and data format

- **Logical operators**

such as: <, <=, >, >=, ==, !=

use “|” to represent “OR”

use “&” to represent “AND”

use “!” to represent “NOT”

- **Logical vectors**

vectors of TRUE (1) or FALSE (0)

```
> x <- c(12, 4, 7, 20, 13)
> x < 15
[1] TRUE TRUE TRUE FALSE TRUE
> x <= 15
[1] TRUE TRUE TRUE FALSE TRUE
> x > 13
[1] FALSE FALSE FALSE TRUE FALSE
> x >= 10
[1] TRUE FALSE FALSE TRUE TRUE
> x == 12
[1] TRUE FALSE FALSE FALSE FALSE
> x != 20
[1] TRUE TRUE TRUE FALSE TRUE
```

## 2. Basic computation and data format

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- **Referencing elements of a vector based on logical operators**

```
> V = c(1:5, 7:9, seq(10, 50, by=10))
```

```
> V > 6
```

```
> V[V > 6]
```

```
> want = V > 6
```

```
> V[want]
```

```
> which(V > 6)
```

```
> V[which(V > 6)] #Think about what's within the brackets
```

## 2. Basic computation and data format

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- **Some other exercises: sorting**

```
> V = c(1, 5, 4, 2, 3)
```

```
> sort(V)
```

```
> order(V) #This gives you: 1, 4, 5, 2, 3
```

```
> V[order(V)]
```

- **Some other exercise: removing missing values**

```
> V3 = c("a", "b", NA, "c") #This is a character vector
```

```
> is.na(V3) #This tells you whether it is NA or not
```

```
>!is.na(V3)
```

```
> V3.new = V3[!is.na(V3)]
```

## 2. Basic computation and data format

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- **Some other exercises: vector arithmetic**

```
> V = c(1, 5, 4, 2, 3, 6)
```

```
> V + 2
```

```
> V * 3
```

```
> V^V #Think before you try this
```

```
> v = c(1, 2) #R is case-sensitive
```

```
> V + v #Shorter vector is “recycled”
```

```
> mean(V)
```

```
> sd(V)
```

```
> sum(V) #Basic calculations
```

## 2. Basic computation and data format

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- **Matrix**

```
> M1 = matrix(1, nrow=3, ncol=3) #Use function "matrix"  
> M2 = matrix(c(1:12), nrow=4, ncol=3, byrow=T)
```

- **Some matrix calculations**

```
> M2 * 2 #Elementary-wise multiplication  
> M3 = t(M2) #Transpose matrix  
> M2 %*% M3 #Matrix multiplication
```

- **Referencing matrix values**

```
> M2[1, 2] #Element at 1st row & 2nd column  
> M[1, ] #All elements within the 1st row
```

## 2. Basic computation and data format

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- **Data frame**

```
> DF1 = data.frame(col1 = c(1, 2, 3, 4, 5),  
+                   col2 = seq(10, 50, by=10),  
+                   col3 = c("a", "b", "c", "d", "e"))
```

- **Referencing values within a data frame**

```
> colnames(DF1) #Column names for the data frame  
> DF1$col1 #Use "$" sign to index column names  
> DF1[, 1] #You can still index based on position  
> DF1[c(1, 3, 4), c(2, 3)]  
> DF1[DF1$col3 == "b", ] #Think what's in the bracket
```

## 2. Basic computation and data format

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- **Some ways to append multiple data frames**

```
> DF2 = data.frame(col4 = rep(9, times=5),  
+                   col5 = 2^c(1:5))
```

```
> DF1 = cbind(DF1, DF2) #Use "cbind" to add columns
```

```
> DF3 = data.frame(col1=6, col2=60, col3="f",  
+                   col4=9, col5=2^6)
```

```
> DF1 = rbind(DF1, DF3) #Use "rbind" to add rows
```

```
> DF1$col6 = 3^c(1:6) #Use "$" to create new columns
```

```
> DF1$col7 = DF1$col5 + DF1$col6
```

## 2. Basic computation and data format

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- **Common functions that can be applied to data frames**
  - > `dim()`
  - > `nrow(); ncol()`
  - > `rownames(); colnames()`
  - > `head(); tail()`
  - > `View()`
- **Common functions for vectors and columns of data frames**
  - > `max(); min(); range()`
  - > `mean(); sd()`
  - > `length(); summary()`

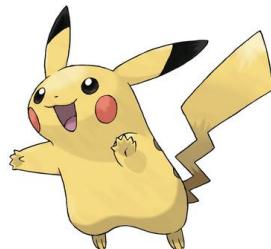
## 2. Basic computation and data format

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- **Exercises 1: BMI of Pokemon**

Pikachu, Squirtle, Charmander, Bulbasaur, and Pidgey are pokemons with height 40, 50, 60, 70, and 30 cm, respectively, and with weight 6.0, 9.0, 8.5, 6.9, 1.5 Kg, respectively.

1. Create a data frame that records the name, height, and weight of these pokemons.
2. Create a new column within the data frame that records the BMI of these pokemons ( $BMI = \text{Kg}/(\text{m}^2)$ ).



### 3. Data input and processing

- **First step, set working directory using command line**

```
> getwd()  
> setwd("path to home folder")
```

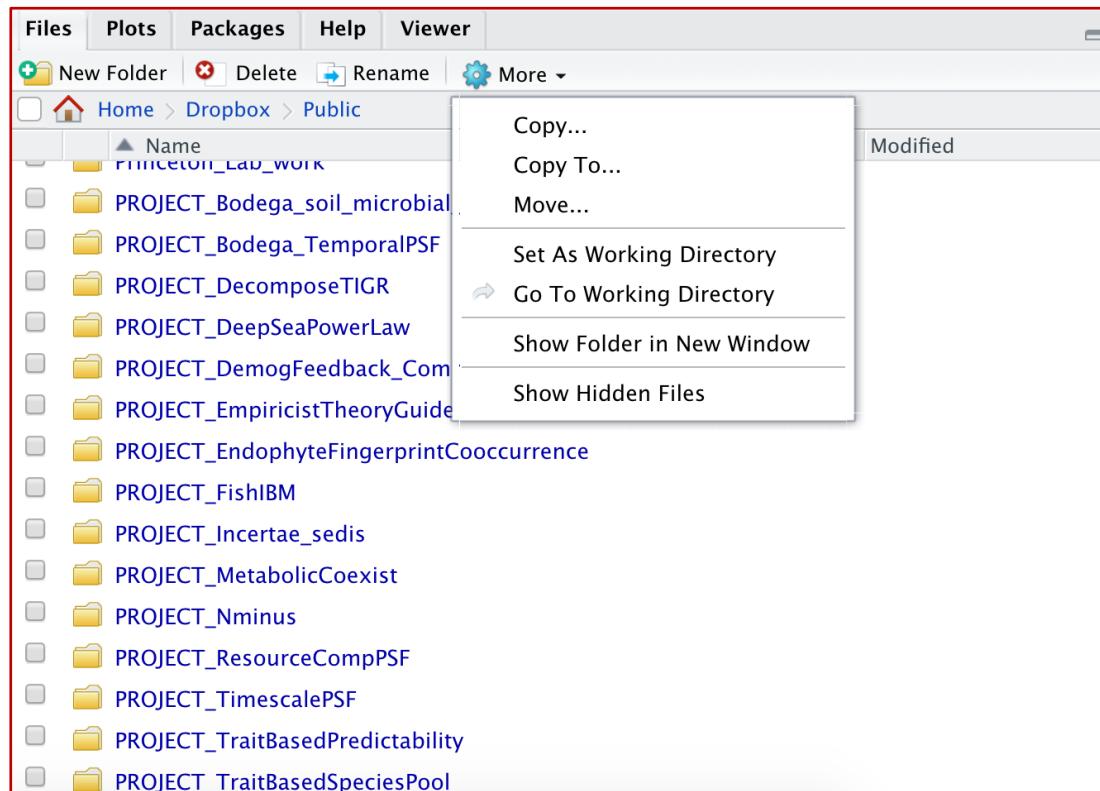
R uses “/” for file paths, which is different from Window’s

```
“\  
“\\  
> getwd()  
[1] "C:/Users/Administrator.SKY-20130818IBH/Documents"  
> setwd("E:/Master/Lab/107_Biostatistics_TA/107course/2_basicR")  
> # ch2  
> getwd()  
[1] "E:/Master/Lab/107_Biostatistics_TA/107course/2_basicR"
```

### 3. Data input and processing

- **Alternatively, set working directory using user interface**

Go to “**Files**”, navigate to correct folder, click “**More**”



### 3. Data input and processing

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- **R usually takes in .csv files or .txt files**

The option “header=T” makes the first row as column names

```
> Data = read.csv("filename.csv", header=T)
```

```
> Data = read.table("filename.txt", header=T)
```

- **To output files, use write.csv() or write.table()**

```
> write.csv(Data, file="mynewdata.csv")
```

```
> write.table(Data, file="mynewdata.txt")
```

### 3. Data input and processing

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- **Exercise 2: read in data files and perform data screening**
  1. Set your local folder as the working directory, read in the file “example\_dat.txt” and save it with the name “data”.
  2. Inspect the data with commands mentioned in previous sections, e.g., `summary()`, `head()`, `dim()`.
  3. Chl.a shouldn’t be negative! Create a new data named “data\_new” with those rows removed.
  4. Look up the function “apply” using `?apply`. Use the function to calculate the mean of all environment variables (i.e., columns 3-9).

## 4. Data visualization and plotting

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- **Common plotting commands**

`plot(x, y, data)`

`plot(y~x, data)`

`hist(x)` (Histogram)

`barplot()` (Barplot)

`boxplot()` (Boxplot)

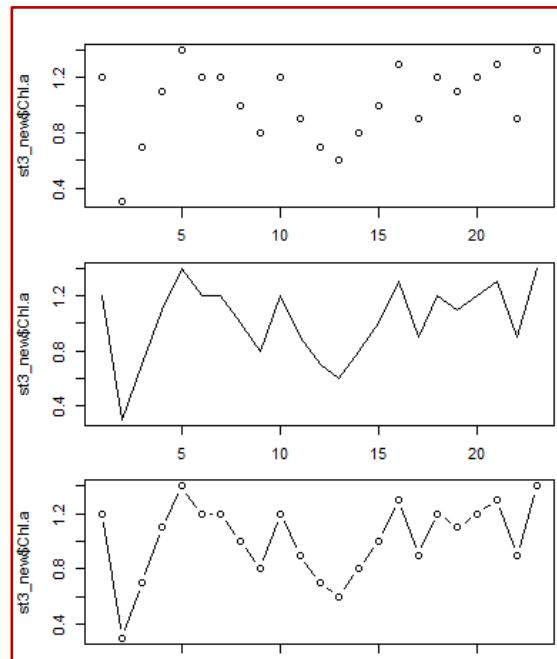
- **Plot one single variable using “`plot(x)`”**

`> plot(data_new$Chl.a.)`

## 4. Data visualization and plotting

- **Different ‘type’ within the plot function**

```
> plot(data_new$Chl.a., type='p') #points  
> plot(data_new$Chl.a., type='l') #lines  
> plot(data_new$Chl.a., type='b') #both
```



# 4. Data visualization and plotting

- **Common plotting arguments**

main: plot title

xlab, ylab: x- and y-axis labels

xlim, ylim: x- and y-axis range

lty: line type →

lwd: line width

pch: point symbol

cex: symbol/font size

col: symbol/font/line color

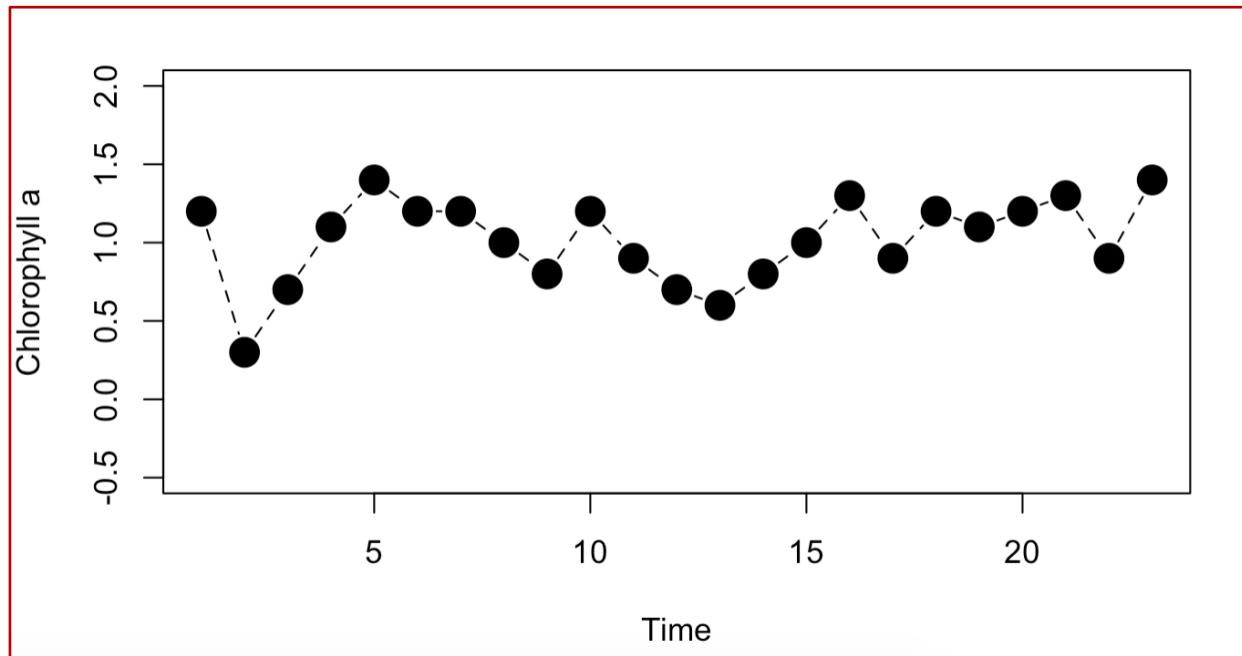
6.'twodash'	-----
5.'longdash'	- - - - -
4.'dotdash'	- - - - -
3.'dotted'	- - - - -
2.'dashed'	- - - - -
1.'solid'	---
0.'blank'	

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

## 4. Data visualization and plotting

- **Use plotting arguments to improve your figure**

```
> plot(data_new$Chl.a., type='b', xlab="Time",  
      ylab="Chlorophyll a", ylim=c(-0.5, 2),  
      lty=2, pch=19, cex=2)
```



## 4. Data visualization and plotting

- **Adding data to an existing plot**

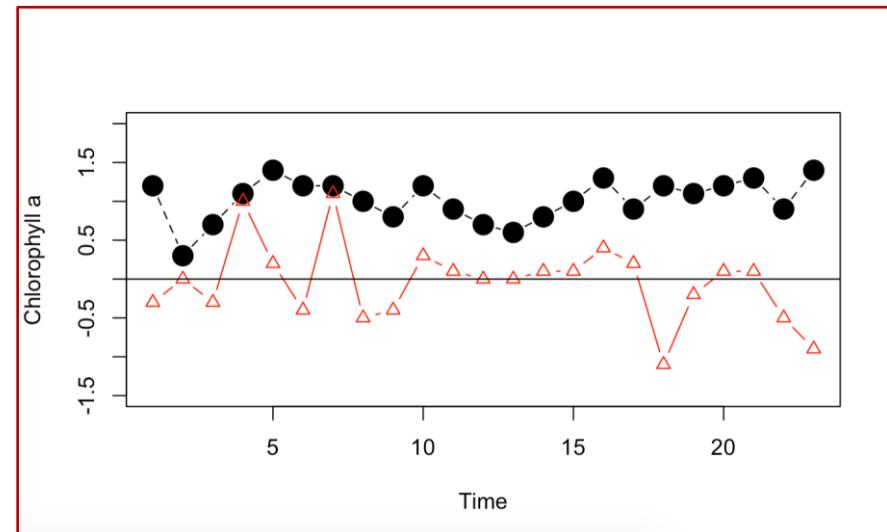
points: add points

ablines: add lines

title: add title

text: add text

legend: add legend

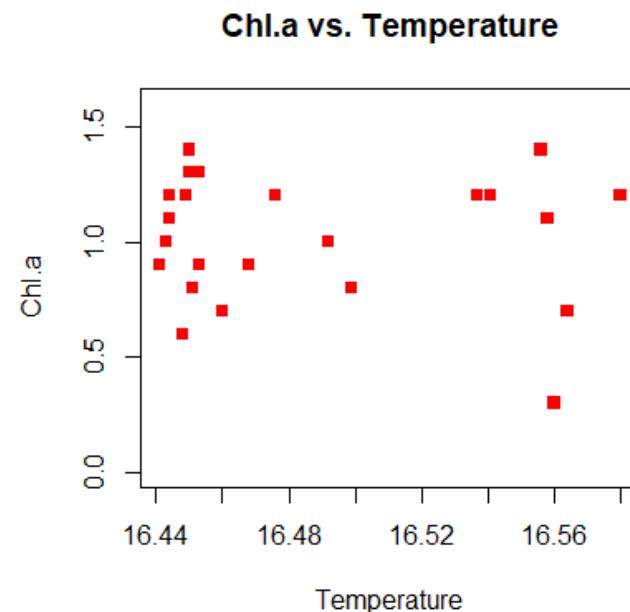
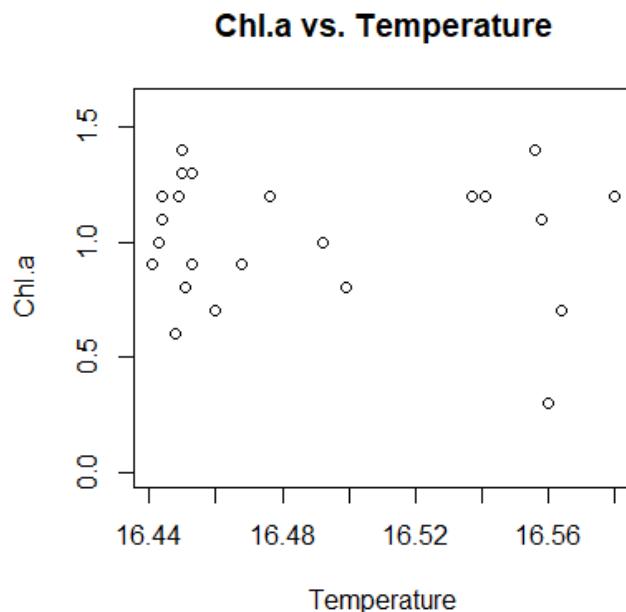


```
> plot(data_new$Chl.a., type='b', xlab="Time", ylab="Chlorophyll  
a", ylim=c(-1.5, 2), lty=2, pch=19, cex=2)  
> points(data_new$PhycEth, type='b', lty=1, pch=2, col="red")  
> abline(h=0, lty=1)
```

## 4. Data visualization and plotting

- **Plot the relationship between two variables: `plot(y~x)`**

```
> plot(Chl.a ~ Temp, data=data_new, main="Chl.a vs. Temperature",  
      xlab="Temperature", ylab="Chl.a", ylim=c(0, 1.6))  
  
> plot(Chl.a ~ Temp, data=data_new, main="Chl.a vs. Temperature",  
      xlab="Temperature", ylab="Chl.a", ylim=c(0, 1.6), pch=15, col="red")
```



## 5. Create your own function

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- **Basic form:** `name <- function(arguments){action}`

```
> myfunc <- function(x, y){sqrt(x^2 + y^2)}
```

```
> myfunc(3, 4) #5
```

```
> mysd <- function(x){sqrt(sum((x-mean(x))^2)/(length(x)-1))}
```

```
> mysd(data_new$Chl.a.) #0.2774104
```

```
> sd(data_new$Chl.a.) #Compare with sd()
```

```
> myplot <- function(n){
```

```
+ x = 0:n
```

```
+ y = x^2
```

```
+ plot(y~x, type='l')
```

```
+ }
```

```
> myplot(10) #Plot quadratic function
```

## 5. Create your own function

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- **for-loops:** `for(variable in min:max){action}`
- **if-statements:** `if(criterion){action}`

```
> for(i in 1:5){  
+   if(i <= 2){print(i * 10)}  
+   if(i > 2){print(i)}  
+ }
```

## 5. Create your own function

---

- **Exercise 3: classifying data based on values**

Add a new column in the data `data_new`, named “category”. The value of this column is 1 if turbidity is less than 10, 2 if between 10 to 15, and 3 if turbidity is greater than 15