

# An Introduction to R

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## 1 Background

The R language is a project designed to create a free, open source language which can be used as a replacement for the Splus language, originally developed as the S language at AT&T Bell Labs, and currently marketed by Insightful Corporation of Seattle, Washington. While R is not 100% compatible with Splus (it is often described as a language “which bears a passing resemblance to S”), many Splus programs will run under R with no alterations. Accordingly, much of the existing documentation for Splus can still be useful under R, and many authors of code for either language are careful to make sure that their code will be suitable for both languages.

## 2 Strengths and Weaknesses

### 2.1 Strengths

- free and open source, supported by a strong user community
- highly extensible and flexible
- implementation of modern statistical methods
- moderately flexible graphics with intelligent defaults

### 2.2 Weaknesses

- slow or impossible with large data sets
- non-standard programming paradigms

## 3 Basics

R is a highly functional language; virtually everything in R is done through functions. Arguments to functions can be named; these names should correspond to the names given in the help file or the function’s definition. You can abbreviate the names of arguments if there are no other named arguments to the function which begin with the abbreviation you’ve used. If you don’t provide a name for the arguments to functions, R will assume a one-to-one correspondence between the arguments in the function’s definition and the arguments which you passed to the function.

To store the output of a function into an object, use the special assignment operator `<-`, not an equal sign. For example, to save the value of the mean of a vector `x` in a scalar called `mx`, use

```
mx <- mean(x)
```

This statement is read as “mx gets mean of x”. At the risk of a loss of readability of your programs, the `<-` operator can be abbreviated as an underscore (`_`). This also means that the underscore symbol can not be used as part of a variable name.

If you forget to save the output of a function this way, the answer will be temporarily available in an object with the name `.Last.value`.

Typing the name of any R object, including a function, will display a representation of that object. You can explicitly display an object with the functions `print` or `cat`. R provides online help through the `help` function, or by simply preceding a function’s name with a question mark (`?`). If you are running R in an environment that includes a web browser, the statement

```
help.start()
```

will provide a web-based interface to the help system. In addition to plain text and HTML versions of the documentation, R also provides hardcopy documentation through  $\LaTeX$  help files, available by using the `offline=T` argument to the `help` function. If you’d rather learn about a command by studying some examples, the `example` function will run one or more examples using the function passed as its argument. You should quickly get in the habit of consulting the help or example files while you use R, because many of the functions have a number of useful optional arguments which might not be apparent at first glance.

R supports a number of different data structures, accomodating virtually any type of data. At the simplest level, R supports vectors and matrices. These, however are just one- and two-dimensional examples of the more general concept of an array; R supports arrays of virtually unlimited dimensions. In addition, R implements the more traditional “observations and variables” format of rectangular data sets through objects known as data frames, where character and numeric variables can be freely mixed. Finally, R has a very general data structure known as a list, which can hold virtually any structure of data imaginable.

Besides numbers and character strings, the symbols `T` and `F` (or `TRUE` and `FALSE`) are reserved in R to represent the logical values true and false, respectively.

The objects you create during an R session are temporarily stored in a memory; each time you end an R session, you must decide whether you want to save the objects you’ve been using. (When you run R non-interactively, you must specify either the `--save` or `--no-save` option at invocation time.) If you choose to save the objects you’ve created, they are stored in a file called `.RData` in the current working directory. (Note that since this file’s name begins with a period, you need to provide the UNIX `ls` command the `-a` option in order to display the file’s name in a directory listing.) When you start up an R session, the program always looks in the current working directory to see if an `.RData` file exists (unless the `--no-restore` option is specified), and, if you decide to save your working environment at the end of an R session, an `.RData` file will be created. Thus, to keep data from different projects in separate places, it suffices to simply set a different working directory (with the UNIX `cd` command) for each of your projects.

In addition to the `.RData` file in your working directory, R searches for data and functions in a number of system directories. You can see the names of these directories by using the `search` function. Note that just typing the name `search` will display a print representation of the `search` function; to invoke the function with no arguments you must type

```
search()
```

You can see the contents of any directories in your search path through the `objects` function. With no arguments, it will list all the objects in your working directory. The optional argument `pos` allows you to specify other directories in your search path by providing the index of the directory as provided by the `search` command. The optional argument `pattern` will restrict the listing of objects to those whose names contain the string or regular expression specified by the `pattern` argument. Quoted strings in R can be surrounded by either single (`'`) or double (`"`) quotes. Thus, the command

```
objects(pat="dat ")
```

will list those objects in your working directory whose names contain the string `dat`. (Notice that, when using named arguments to a function, you can abbreviate the name of the argument, provided that only one named argument agrees with the abbreviation.)

To use R objects which are stored in an `.RData` file other than the one in the current directory, pass a character string containing the full path name of the file to the `attach` command. In addition, a wide variety of functions are organized into sections known as libraries. To see which libraries are available on a given installation of R, type the command `library()`; once you've found a library of interest, you can make the functions and documentation in the library available with a command of the form `library(libraryname)`. The command `library(help=libraryname)` will list the functions which are available, and the `help` command can then be used in the usual way to get more information about individual functions in the library.

You can enter UNIX commands in an interactive or batch R program by passing a character string containing the command to the `system` function.

You can interactively debug R functions by passing the unquoted name of the function you wish to debug to the `debug` function, and then running the program of interest. See the help file for the `debug` function for details on how to use the debugger.

## 4 Specific Tasks

### 4.1 Entering and Exiting the Program

To start an interactive session with R, type

```
R
```

at the UNIX prompt. On most implementations of R, you can redisplay and edit previous commands using arrow keys, or emacs-style keystrokes. Inside of R, the interactive prompt is a single greater-than sign (`>`).

In addition, if you are familiar with the emacs editor, there is a special mode for running R which provides command recall, variable name completion, simplified access to help files and many other features. If it is installed, you can access it through typing `M-x R`, followed by the Return key.

R obeys standard UNIX redirection, so you can execute source files in the usual way, with a command like this one at the UNIX prompt:

```
R < infile >& outfile
```

The R commands to be executed would be in the file `infile`, and output would be sent to `outfile`. The `BATCH` command of R packages this capability in a slightly different fashion. Typing

```
R BATCH infile outfile
```

at the UNIX prompt would have a similar effect as the previous command.

To execute R statements from a file from within an interactive session, you can use the `source` command. Type

```
source("infile")
```

at the R prompt to execute the commands in the file `infile`.

To exit an interactive R session, type `q()`. Note that just typing the `q` without the parentheses will simply display a text representation of the `q` function.

### 4.2 Reading Data

The `c` function (mnemonic for combine) can be used to read small amounts of data directly into an R object. For example, you could create a vector called `x` containing five numbers by using a statement like the following

```
x <- c(12, 19, 22, 15, 12)
```

To read white-space-separated data into a vector, use the function `scan`. The `sep` argument can be used for separators other than the default of white space. For example, to read the data in the file `datafile` into a vector called `x`, use

```
x <- scan("datafile")
```

With no filename argument, `scan` reads your input from standard input; terminate the data entry with a blank line. To read character data into a vector, use the `what` argument as follows:

```
chardata <- scan("charfile", what="")
```

Often the data you are reading from a file or entering at the keyboard is a matrix. The function `matrix` can be used to reshape the elements of a vector into a matrix. Since the output of one R function is suitable as input to another R function, the calls to `scan` and `matrix` can be combined. Matrices in R are internally stored by columns, so if your data is arranged by rows (as is usually the case), you must set the `byrows` argument to the `matrix` function to `T`. Suppose that the file `matfile` contained a  $10 \times 5$  matrix, stored by rows. The following statement would read the matrix into an R object called `mat`

```
mat <- matrix(scan("matfile"), ncol=5, byrow=T)
```

In addition to the `ncol` argument, there is also an `nrow` argument which could have been used (with a value of 5 in the previous example). As shown in the example, if one or the other of these two arguments is missing, R will figure out the other based on the number of input items it encounters. You can also provide descriptive labels for rows and columns using the `dimnames` function.

If your data has a mix of numeric and character variables, you will probably want to store it in a data frame. To read data from a file directly into a data frame, use the function `read.table`. To use `read.table`, all the variables for a given observation must be on the same line in the file to be read. If the optional argument `headers=T` is given, then the first line of the file is interpreted as a set of names to be used for the variables in the file, otherwise default names of `V1`, `V2`, etc. will be used. The function `data.frame` can also be used to create data frames directly from other R objects such as matrices or lists.

It should be mentioned that R does not contain a wide range of functions to handle input data. If your input data is not suitable for `scan` or `read.table`, you may need to consider preprocessing the data with a program like `perl` or `sas` before reading it into R.

### 4.3 Storing Data Sets

The objects which you create during your R session are stored in memory. Before committing to saving all the objects at the end of your session, can remove unwanted objects using the `rm( )` function from inside of R. (See the discussion in Section 3.)

### 4.4 Accessing and Creating Variables

The basic tools for accessing the elements of vectors, matrices and data frames are subscripts; in R, subscripts are specified using square brackets (`[ ]`); parentheses are reserved for function calls. You can refer to an entire row or column of a matrix by omitting the subscript for the other dimension. For example, to access the third column of the matrix `x`, you could use the expression `x[, 3]`. Keep in mind that if you use a single subscript, R will interpret it as the index into a vector created by stacking all the columns of the matrix together.

If you've assigned row or column names to a matrix with the `dimnames` function, you can also use character strings to access parts of a matrix. (Data frames automatically have row and column names assigned when they are created.) If you used statements like the following to create a matrix:

```
mat <- matrix(c(5,4,2,3,7,8,9,1,6), nrow=3, byrow=T)
dimnames(mat) <- list(NULL, c("X", "Y", "Z"))
```

then you could refer to the second column of the matrix as either `mat[, 2]` or `mat[, "Y"]`. The `dimnames` function accepts a list of length 2 containing the row `dimnames` and the column `dimnames`; since we only wished to set `dimnames` for the columns, the special value `NULL` was used for the row `dimnames`.

While the above techniques will work for data frames as well as matrices, there is a simpler way to refer to variables by name in a data frame, namely separating the data frame's name from the name of the variable with a dollar sign (`$`). For example, if a data frame called `soil` contained variables called `Ca`, `K` and `pH`, you could access the variable `pH` as `soil$pH`. Note that, like other identifiers in R, variable names in a data frame are case sensitive. Alternatively, you can use the `attach` command to make a data frame part of your search path, and refer to variable names directly. The dollar sign notation can also be used to extract named elements out of an R list.

You can create new objects with the assignment operator (`<-`) mentioned in Section 3. For example, to create a variable `z` which would be the ratio of two variables `x` and `y`, you could use the statement

```
z <- x / y
```

Virtually all operators and functions in R will operate on entire vectors and matrices in a single call. In the above example, if `x` and `y` were each vectors of length `n`, then `z` would also be a vector of length `n`, containing the ratios of the corresponding elements of `x` and `y`.

## 4.5 Subsetting Data

A variety of subscripting expressions can be used to extract parts of R matrices and data frames. As mentioned previously, you can specify a subscript for either rows or columns to extract entire rows and columns of a matrix. You can also provide a vector of row or column numbers (or names, if `dimnames` were assigned to the matrix), to extract subsets of a matrix or data frame. You can also provide a vector of row or column numbers to extract subsets of a matrix or data frame. The colon operator (`:`), which generates sequences, is often useful in this regard; it generates a vector of integers, separated by 1, from its first argument to its second argument. (The `seq` function provides additional capabilities for generating sequences.) For example, to extract the first, third and fourth variables for the first 10 observations of a data frame or matrix called `data`, you could use the following expression

```
data[1:10, c(1, 3, 4)]
```

If `dimnames` were assigned to the matrix, a vector of names can be substituted for the vector of numbers in the example just given. A vector of names can be composed using the `c` function, surrounding the names with double or single quotes, and separating them with commas.

A further useful feature of numeric subscripts in R is that negative subscripts represent all values except those specified in the subscripts. So in the previous example, if we wanted all the columns of `data`, except for the first, third and fourth, we could use the expression

```
data[, -c(1, 3, 4)]
```

Subscripts with a value of 0 are simply ignored.

Logical subscripts provide a powerful tool for subsetting data in R. When using logical subscripts, they must be the same length as the object which is being subscripted; those elements in the subscripted object corresponding to values of `TRUE` will be extracted. Thus, to select all the rows of the matrix `data` for which the third column is less than 10, the following expression could be used

```
data[data[, 3] < 10, ]
```

Notice the comma after the logical expression, to indicate that we wish to extract those rows for which the third column of `data` is less than 10.

## 5 Missing Values

The value `NA` is used to represent missing values for input in R. An `NA` can be assigned to a variable directly to create a missing value, but to test for missing values, the function `is.na` must be used.

R propagates missing values throughout computations, so often computations performed on data containing missing values will result in more missing values. Some of the basic statistical functions (like `mean`, `min`, `max`, etc.) have an argument called `na.rm`, which, if set to `TRUE`, will remove the `NA`s from your data before calculations are performed. In addition, the statistical modeling functions (like `aov`, `glm`, `loess`, etc.) provide an argument called `na.action`. This argument can be set to a function which will be called to operate on the data before it is processed. One very useful choice for the `na.action` argument is `na.omit`. This function (which can be called independently of the statistical modelling functions) will remove all the rows of a data frame or matrix which contain any missing values.

## 6 Graphics

R provides two types for functions for graphics: high-level functions, which produce an entire plot with a single call, and low-level functions, which are used to add additional information to existing graphs. Among the available high-level routines are `barplot`, `boxplot`, `contour`, `coplot` (conditioning plots), `hist`, `pairs` (scatterplot matrix), `persp` (3-dimensional perspective), and `plot`. Low level routines, which provide finer control over the details of existing plots include `abline` (drawing regression lines), `axis` (for custom axes), `legend`, `lines`, `points`, `polygon`, `symbols`, and `text`. If you use the `example` function with any of the graphical functions, you can have the system pause after each graph by issuing the command

```
par(ask=T)
```

Many aspects of the appearance of graphics can be controlled through graphical parameters, set either by a call to the `par` function, or by passing the parameters directly to high- or low-level functions.

The help file for the `par` function provides a complete list of graphics parameters.

When you issue a high-level plotting command, or make a call to the `par` function, R will automatically open a suitable device driver in order to display your plot if one is not already open. In addition, you can produce output in other formats by explicitly calling an appropriate driver. See the help file `Devices` for a list of the available drivers on your system.

One graphics parameter which is often useful is `mfrow`, which determines the arrangement of multiple figures on a page. For example, the R statement

```
par(mfrow=c(3,2))
```

would result in six plots being placed on the page, with three rows of two columns each. The plots would be placed by rows; a similar function, `mfcol` defines the arrangement, but plots the multiple figures by columns.

To display special symbols (like greek letters or subscripts), the `expression` function can be used. Run

```
example(plotmath)
```

for a demonstration of this capability.

## 7 Programming

Most functions and operators in R will operate on entire vectors, and the most efficient programming techniques in R are ones which utilize this approach. R does provide loops for more traditional programming, but they tend to be inefficient, especially for large problems. The `for` loop is a basic tool which can be used

for repetitive processing. It takes the form

```
for(name in values) expression
```

where *name* is a variable which will be set equal to each element of *values* inside of *expression*. If *expression* contains more than one statement, the statements must be surrounded by curly braces (`{ }`). The `for` loop works for lists as well as vectors.

Logical subscripts, introduced in Section 4.5, can be used on the left hand side of an assignment statement to avoid the use of loops in many cases. A simple, but useful, example is replacing occurrences of a particular value with missing values (NA). For example, a double loop could be used to replace all occurrences of 9 in a matrix with NA:

```
for(i in 1:nrow(x))for(j in 1:ncol(x))if(x[i,j] == 9)x[i,j] <- NA
```

However, using logical subscripts, the following single statement is much simpler and far more efficient:

```
x[x == 9] <- NA
```

Many functions accept vectors as arguments, so loops can often be avoided by using a vector argument. For example, suppose we wish to form a vector with each of the numbers from 1 to 5 repeated 6 times. One approach would be to use a `for` loop:

```
result <- NULL
for(i in 1:5)result <- c(result,rep(i,6))
```

However, the same result can be achieved by using vector arguments:

```
result <- rep(1:5,rep(6,5))
```

It is worth noting that this gives a very different value from `rep(1:5,6)`:

```
> rep(1:5,6)
[1] 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5
```

When processing each row or column of a matrix or data frame, the function `apply` can be used to eliminate the need for loops. For example, to calculate the sum of each row of a matrix called `mat`, the following call to `apply` could be used

```
rowsums <- apply(mat,1,sum)
```

The 1 in the `apply` call refers to processing by rows; a 2 results in processing by columns. The third argument to `apply`, in this case, `sum`, is a function which will be applied to each row or column of the matrix in turn. A similar function, `tapply`, will apply a function to different subsets of a vector based on the value of a second vector. For example, suppose the vector `score` represents tests scores in an experiment, and the vector `group` indicates which group each of the observations came from. To calculate the means for each group, `tapply` could be called as follows:

```
group.means <- tapply(score,group,mean)
```

If the function being passed to `apply` or `tapply` requires more than one argument, the additional arguments can be included in the argument list after the name of the function being passed.

For functions like `apply` and `tapply`, it is often useful to construct a function to be applied to each row or column of a matrix, if the function you need is not otherwise available. Often a simple function is all that is needed, and you can pass the function definition to `apply` or `tapply`. For example, suppose we have a 2 column matrix called `meanvar` whose rows contain a mean and corresponding variance, and we wish to generate a vector of random numbers from normal distributions with these means and variances. We could use `apply` by writing a function which calls the R function `rnorm` with appropriate arguments as follows:

```
rvars <- apply(meanvar,1,function(x)rnorm(1,x[1],x[2]))
```

The variable `x` in the function definition is a dummy variable which will take as its value each row of the matrix in turn. The returned value, `rvars`, will be a vector with as many elements as `meanvar`, and the  $i$ th element of `rvars` will be a random number from a normal distribution with mean equal to `meanvars[i,1]` and variance equal to `meanvars[i,2]`.

## 8 Statistical Functions

### 8.1 Descriptive Statistics

For descriptive statistics, R has individual functions for most common statistics. Interestingly, there is no built-in standard deviation function; you need to use the square root of the variance. The `summary` function, when used on a numeric vector, will provide the minimum, the maximum, and the first, second and third quartiles. The function `stem` provides a stemleaf diagram, along with a few descriptive statistics. For categorical variables, the `table` function can provide both one-way and multi-way contingency tables.

### 8.2 Statistical Modeling

R provides a number of functions for statistical modeling, including `lm` (linear models), `aov` (analysis of variance) and `glm` (generalized linear models). Other modeling routines may be available through libraries, for example `coxph` (Cox proportional hazard models from library `survival5`), `tree` (Recursive Tree models for classification or regression from library `tree`) and `nls` (Non-linear regression from library `nls`). For more information, use either the “Search” or “Keywords” capabilities of `help.start()`, as well as the R Homepage to keep up to date with new libraries as they become available.

For most statistical modeling applications, there is a clear distinction between variables which enter the model as *factors* (discrete categorical variables), and *regressors* (continuous numeric variables). For example, in an analysis of variance, regressor variables are entered directly into the design matrix, while factor variables are entered as one or more columns of dummy variables.

For variables you have identified as factors, R will automatically generate appropriate dummy variables, and most of the functions which display the results of the analysis will treat these groups of dummy variables as a single effect. To let R know a variable is a factor, use the function `factor`. For example, to change a variable called `group` to a factor, use

```
group <- factor(group)
```

If the variable `group` were stored in a data frame called `mydata`, a similar call would be used:

```
mydata$group <- factor(mydata$group)
```

Using a data frame for statistical modeling is especially easy, because all the modeling functions accept an argument called `data`; when a data frame is given as a `data` argument, R will resolve variable names in that data frame, making your formulas more readable, and eliminating the need to repeat the data frame name over and over.

To construct a formula in R, you use the tilde (`~`), with your dependent variable on the left-hand side and your independent variables on the right-hand side. You can also construct other terms for the right hand side using the symbols in Table 1 below. Note that if you want any of the model operators in the table to behave in their usual fashion inside a formula, the term including the operator should be passed to the `I()` function.

R uses an object-oriented approach to statistical modeling. That means that each of the modeling procedures produces an object which contains an attribute known as the *class* of the object, and that certain functions will do the “right” thing when they are called with such an object as their argument.



Table 1: Operators Used in Model Formulas

Operator	Usual Meaning	Meaning in Formula
+	addition	Add term
-	subtraction	Remove or exclude term
*	multiplication	Main effect and interactions
/	division	Main effect and nesting
:	sequence	Interaction
^	exponentiation	Limit depth of interactions
%in%	none	Nesting

For example, suppose we have a data frame called `corn`, containing variables `Yield`, `Block`, and `Variety`. Since R will automatically treat character variables as factors, it is only necessary to identify those numeric variables which you would like to be treated as factors; suppose `Block` is one such variable, taking on the values 1, 2, 3 or 4. The statement

```
corn$Block <- factor(corn$Block)
```

will identify the variable `Block` as a factor when it is used in a statistical model. Thus, an analysis of variance performed with the following statement:

```
corn.aov <- aov(Yield ~ Block*Variety, data=corn)
```

would correctly assign 3 degrees of freedom to the main effect for `Block`, instead of the single degree of freedom which would result if the variable was treated as a regressor. Functions like `print`, `summary`, `anova`, and `plot` would then all provide meaningful output when passed the `corn.aov` object.

### 8.3 Multivariate Techniques

Multivariate techniques are available in R through a several libraries, including `mva`, which provides cluster analysis, canonical correlation and principal components analysis, and `MASS`, which provides discriminant analysis and multidimensional scaling. As always, the `help.start()` command is a good starting place for tracking down the routines you need, and the R Homepage should be consulted to see if what you're looking for is available in a recently released library.

## 9 Resources

### 9.0.1 The R Homepage

You can learn more about R, and download source code or binaries, as well as a wide variety of user-written libraries at <http://www.R-project.org>

### 9.0.2 Newsgroup Archives:

R news archive: <http://www.ens.gu.edu.au/robertk/R>

Splus news archive: <http://lib.stat.cmu.edu/s-news>

### 9.0.3 Emacs Resources

Information about the ESS project (Emacs Speaks Statistics) can be found at <http://ess.stat.wisc.edu/ESS-5.0-REA>

#### 9.0.4 Books:

While these books have been written for S or Splus, they provide useful information for users of R. Venables and Ripley's books, in particular, provide specific information about R.

1. *The New S Language: A Programming Environment for Data Analysis and Graphics*, by R.A. Becker, J.M. Chambers and A.R. Wilks, Wadsworth & Brooks/Cole, Pacific Grove, 1988.
2. *Statistical Models in S*, by J.M. Chambers and T.J. Hastie (eds.), Wadsworth & Brooks/Cole, Pacific Grove, 1991.
3. *An Introduction to S and S-Plus*, by P. Spector, Duxbury Press, 1994.
4. *Modern Applied Statistics with S-Plus. Third Edition*, by W.N. Venables and B.D. Ripley, Springer-Verlag, 1999.
5. *S Programming*, by W.N. Venables and B.D. Ripley, Springer-Verlag, 2000.
6. Scripts and complements for Venables and Ripley's books (with specific information about R) are available online at <http://www.stats.ox.ac.uk/pub/MASS3/Sprog>.
7. Documentation is also available at the R Homepage referenced above.