

Introduction to Programming in R

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Organization

Slides and exercises are available online:

<https://www.costalab.org/bioinformatics-in-r-2023/>

Daily Schedule:

9:30 - 12:00 - Theory and practices

13:00 - 17:00 - **Mandatory** and optional exercises available on webpage

Important: M.Sc. and B.Sc. students need to send scripts with solutions for all **mandatory** exercises by the end of the day to courses@costalab.org

Programming, Language & Algorithms

What is an algorithm?

- finite set of well defined and unambiguous commands to solve a task.

Programming language

- vocabulary and set of instructions to command a computer
-

Algorithm Example - “Cake baking”



- Prepare a cake pan by spraying with baking spray or buttering and lightly flouring. Next, combine flour, baking powder, baking soda, and salt in a large bowl and set the mix aside. Add 3 eggs, one at a time, and mix just until combined. Add flour mixture and buttermilk, alternately, beginning and ending with flour. Preheat oven to 200 C. Pour the dough in a pan and bake it for 25-30 minutes until edges turn loose from pan and toothpick inserted into middle of cake comes out clean. Remove from the oven and allow to cool for about 10 minutes.
-

Algorithm Analysis

Algorithm Example - “Cake baking”



- Prepare a cake pan by spraying with baking spray or buttering and lightly flouring. Next, combine flour, baking powder, baking soda, and salt in a large bowl and set the mix aside. Add 3 eggs, one at a time, and mix just until combined. Add flour mixture and buttermilk, alternately, beginning and ending with flour. Preheat oven to 350° F, pour the dough in a pan and bake it for 25-30 minutes until edges turn loose from pan and toothpick inserted into middle of cake comes out clean. Remove from the oven and allow to cool for about 10 minutes.
-

Task - bake a cake
Language - English

Algorithm Analysis

Algorithm Example - “Cake baking”



- Prepare a cake pan by spraying with baking spray or buttering and lightly flouring. Next, combine flour, baking powder, baking soda, and salt in a large bowl and set the mix aside. Add 3 eggs, one at a time, and mix just until combined. Add flour mixture and buttermilk, alternately, beginning and ending with flour. Preheat oven to 350° F, pour the dough in a pan and bake it for 25-30 minutes until edges turn loose from pan and toothpick inserted into middle of cake comes out clean. Remove from the oven and allow to cool for about 10 minutes.
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Task - bake a cake
Language - English
Exact - ???
Well defined - ???

Algorithm Analysis

Algorithm Example - “Cake baking”



- Prepare a cake pan by spraying with baking spray or buttering and lightly flouring. Next, combine flour, baking powder, baking soda, and salt in a large bowl and set the mix aside. Add 3 eggs, one at a time, and mix just until combined. Add flour mixture and buttermilk, alternately, beginning and ending with flour. Preheat oven to 350° F, pour the dough in a pan and bake it for 25-30 minutes until edges turn loose from pan and toothpick inserted into middle of cake comes out clean. Remove from the oven and allow to cool for about 10 minutes.

Task - bake a cake
Language - English
Exact - ???
Well defined - ???

Language & Algorithms

Computer Language

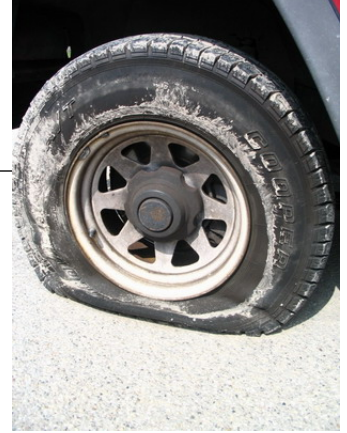
- well defined commands.
 - tests to decide the next steps (if-else command)
 - tests for repeating commands until a condition is satisfied (while or repeat)
-

My first algorithm- “Cake baking”



1. **If** baking spray is available **then**
 prepare cake pan by spraying
else
 prepare pan by buttering and lightly flouring.
 2. **While** mixture is not creamy
 1. Combine flour, baking powder, baking soda, and salt in a large bowl
 3. **Repeat** 3 times
 1. Add an egg
 2. **While** mixture not homogeneous
 1. Mix dough.
 4. Pour the dough in a pan.
 5. Turn oven on.
 6. Wait until temperature is 200 C.
 7. Put pan into oven
 8. **While** “not” edges turn loose from pan or 30 minutes have passed.
 1. Wait 1 minute.
 9. Remove from the oven
 10. Wait for 10 minutes.
-

Algorithms



1. Exercise:

1. Describe how to change a tire using “if” and “else” and while.

Equipment:

- jack, bolts, tire, wrench
-

R Language

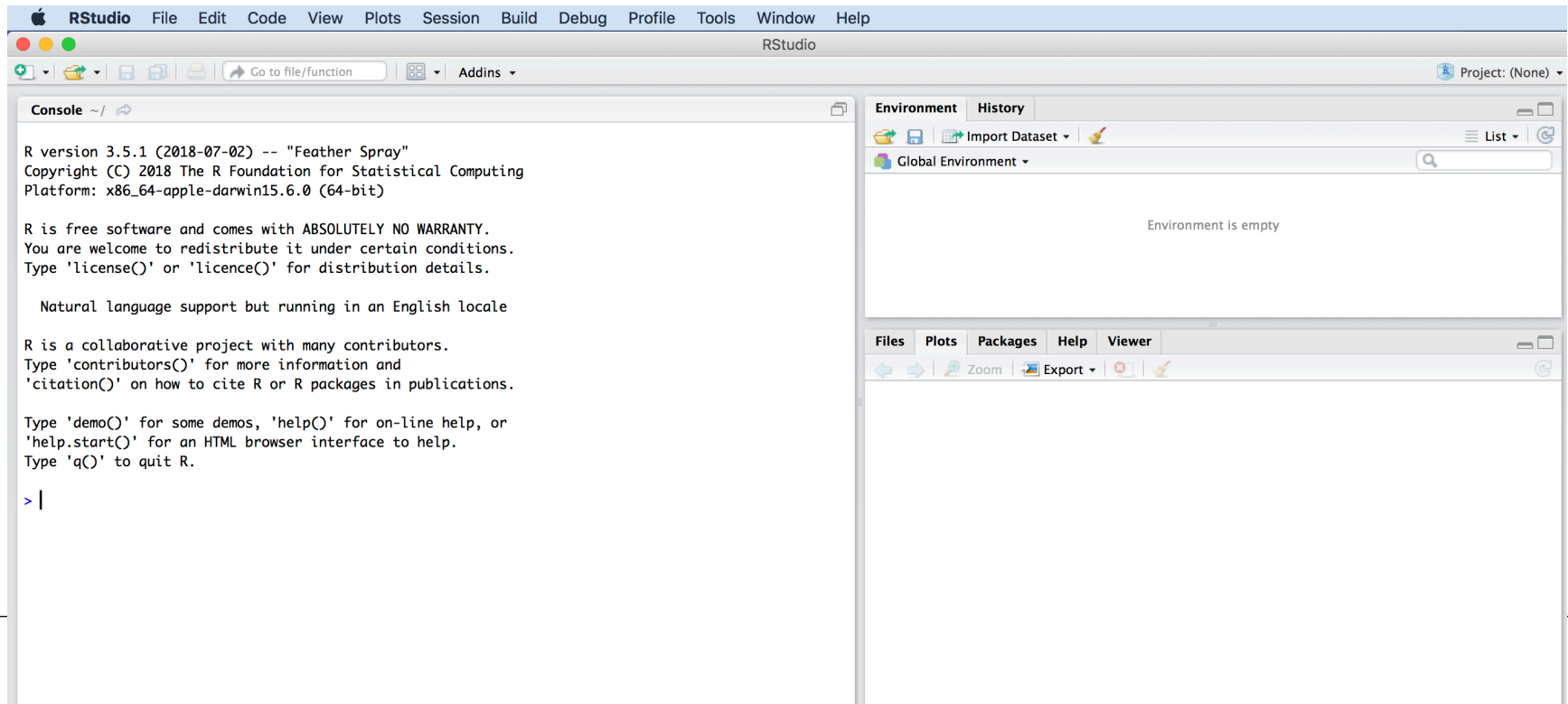


- Script based Programming language
- Focus of statistical data analysis
- Open source
- Contributing packages
 - Bioconductor (bioinformatics functions)
 - ggplot2 (plotting functions)
 - ...

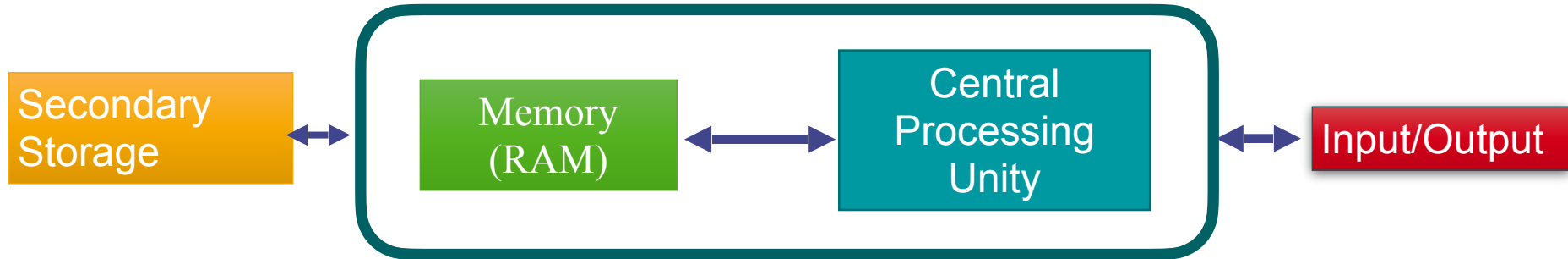
RStudio - Getting Started



- Install RStudio
<https://www.rstudio.com>
- Run RStudio

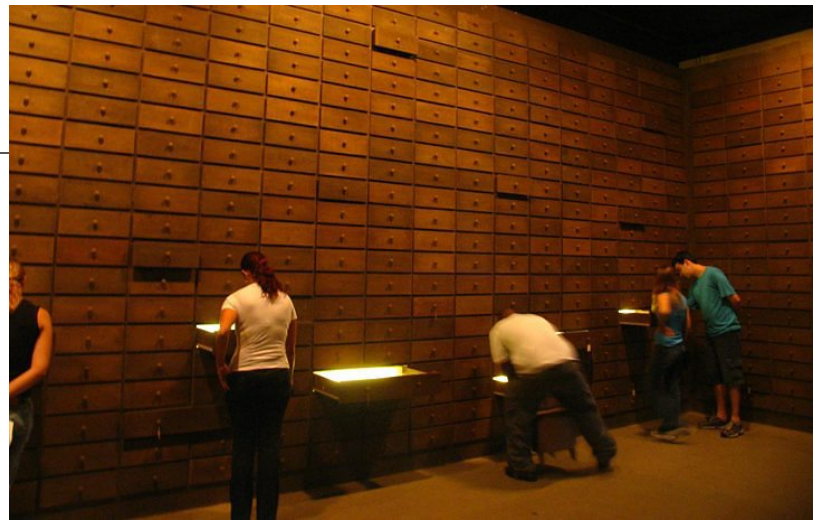


Computer Architecture



- **Central Processing Unity (CPU)**
 - execute mathematical operations
- **Memory (RAM)**
 - stores (limited) data for CPU (4-32 Gigabytes)
 - fast access but not permanent
- **Permanent Storage**
 - Slow access / large capacity (1.000 Gigabytes)
 - Permanent storage of files
- **Input/output**
 - monitor/keyboard/network card

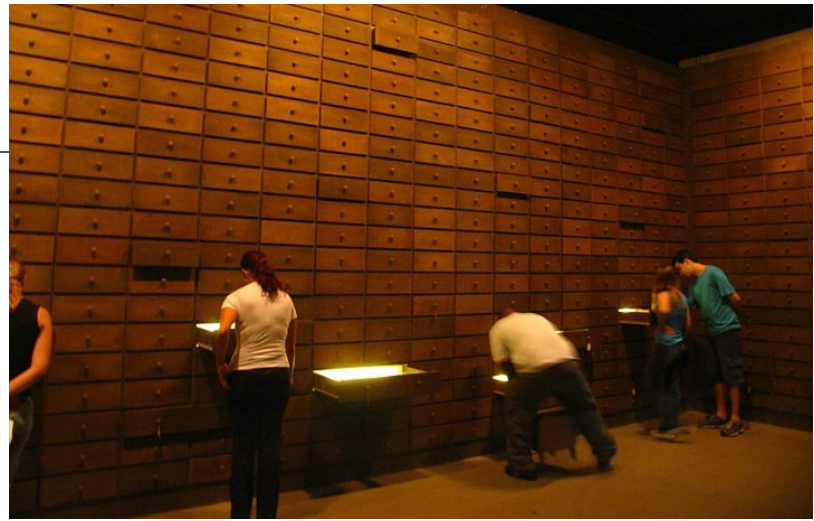
Memory (RAM)



- A **computer memory** is like a large cabinet
- Each drawer can be used to keep information
 - i.e. names, telephones
- Each drawer holds a particular type of information
 - i.e. **strings, numbers**
- Computer knows the location of a particular drawer

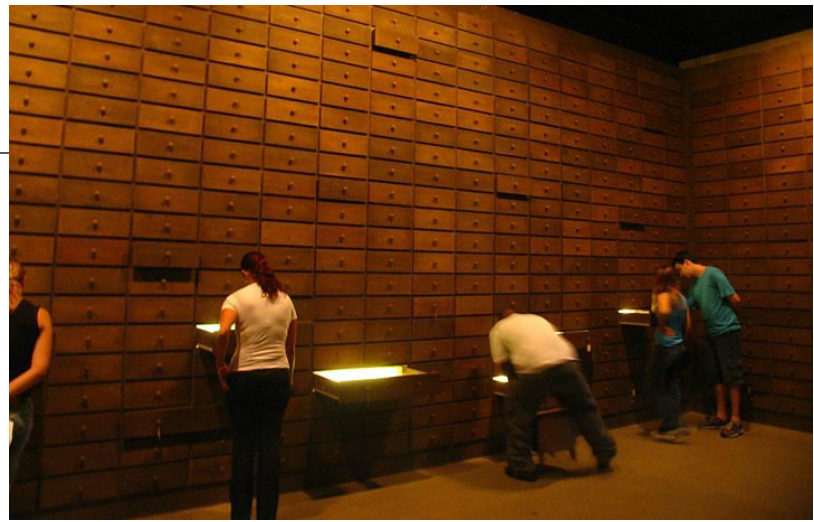
Variables

- Each drawer is called a **variable** (and we can give it a name)



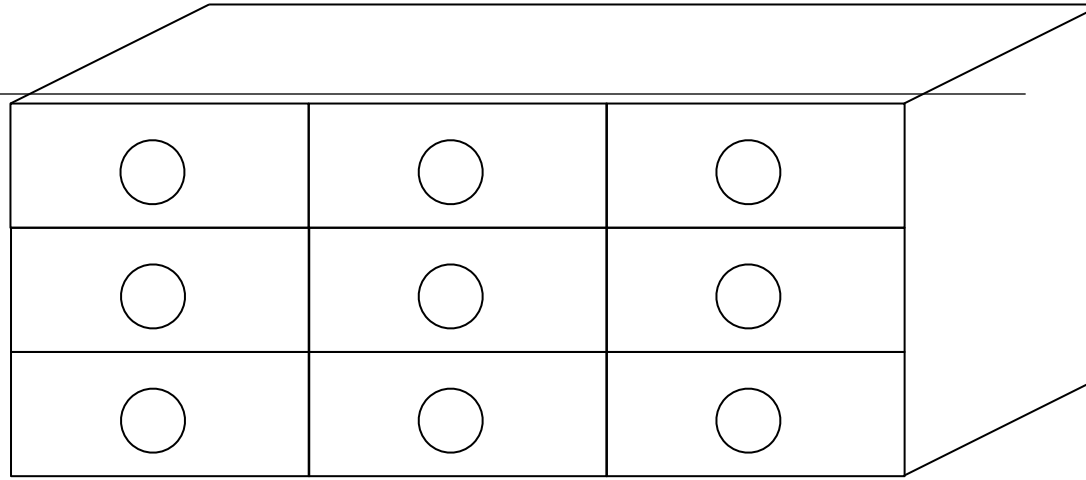
Variables

- Each drawer is called a **variable** (and we can give it a name)
- Each drawer has a **type**



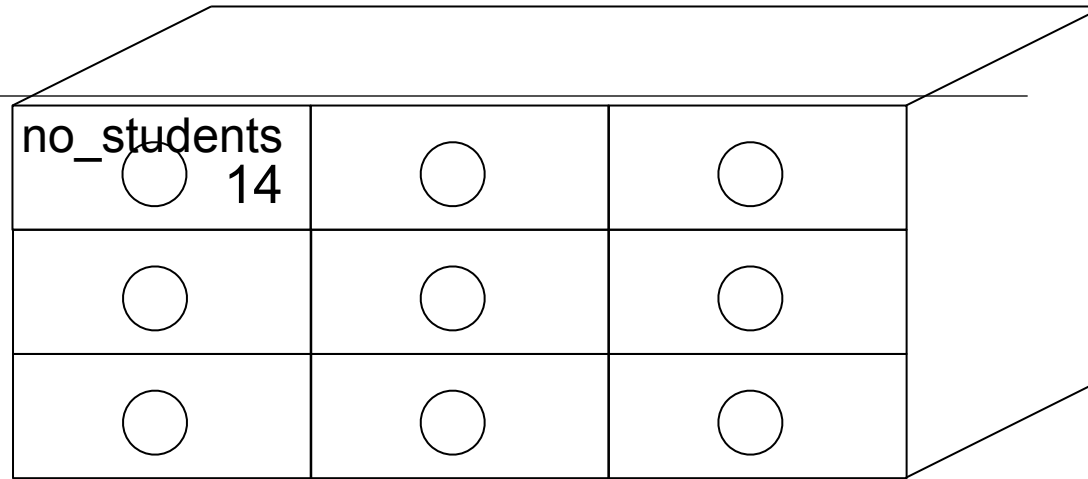
Variables

- Each drawer is called a **variable** (and we can give it a name)
- Each drawer has a **type**



Variables

- Each drawer is called a **variable** (and we can give it a name)



- Each drawer has a **type**
- In R, we have the following **types**:
 - **numeric**: no_students = 14
 -

Variables

- Each drawer is called a **variable** (and we can give it a name)

no_students ○ 14	course_name ○ "Bioinformatics in R"	○
○	○	○
○	○	○

- Each drawer has a **type**
- In R, we have the following **types**:
 - **numeric**: no_students = 14
 - **character**: course_name = "Bioinformatics in R"

Variables

- Each drawer is called a **variable** (and we can give it a name)

no_students <input type="radio"/> 14	course_name <input type="radio"/> "Bioinformatics in R"	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Each drawer has a **type**
- In R, we have the following **types**:
 - **numeric**: no_students = 14
 - **character**: course_name = "Bioinformatics in R"
 - **boolean**: graduate_level = TRUE

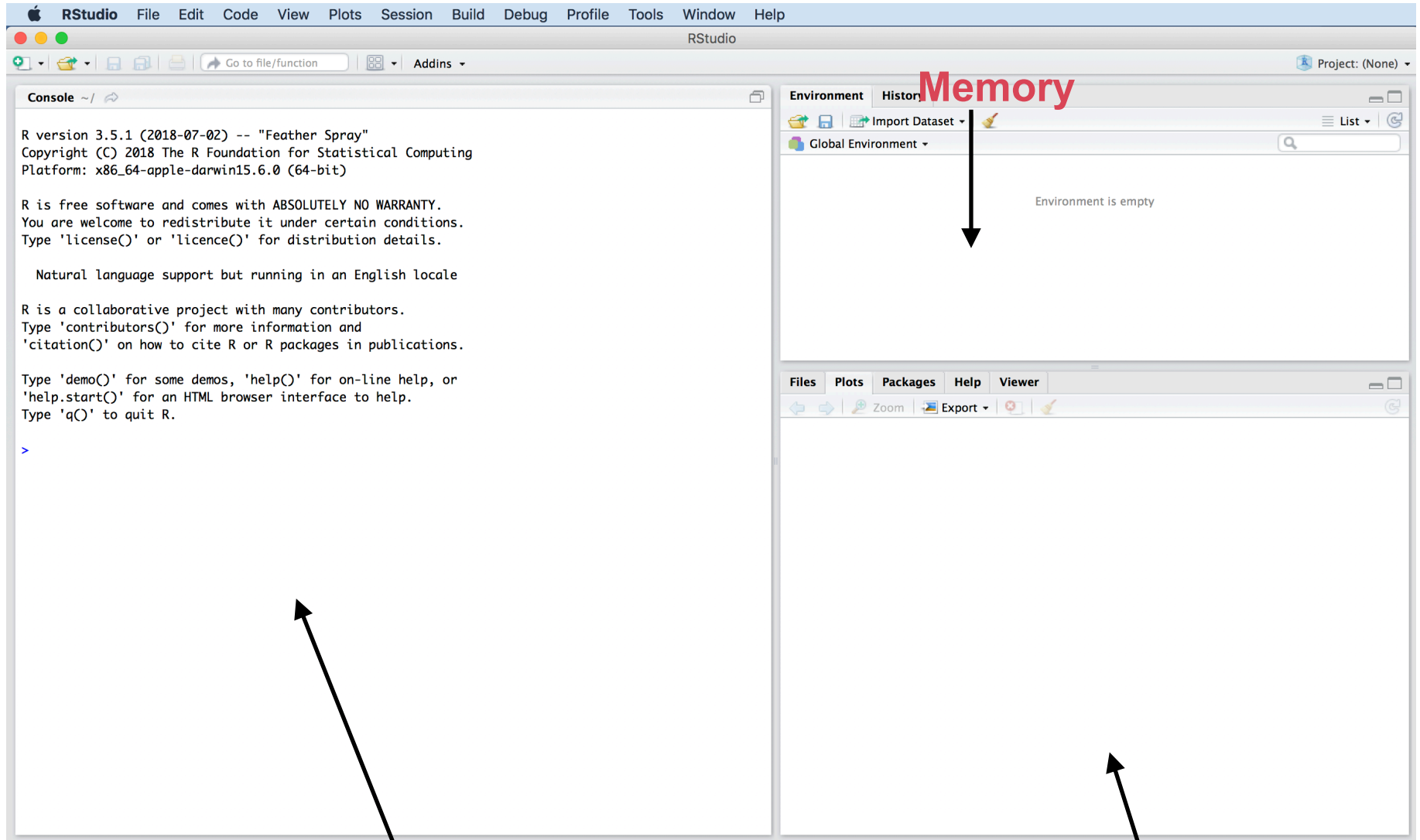
Variables

- Each drawer is called a **variable** (and we can give it a name)

no_students ○ 14	course_name ○ "Bioinformatics in R"	○
○	○	○
○	○	○

- Each drawer has a **type**
- In R, we have the following **types**:
 - **numeric**: no_students = 14
 - **character**: course_name = "Bioinformatics in R"
 - **boolean**: graduate_level = TRUE
 - **vectors**: (combination of several variables of same type): instructors = c("Ivan", "Tiago", "Johannes")
 - **Matrices**: ...

RStudio & Memory



R console: local to provide commands!

Graphs (not now)

Variables and Data Types

Single data can be stored in variables

- Data Types: "numeric", "character", "logical", ...

R console

```
x = 3; <enter>  
x; <enter>
```

*"x = 3;" means store the number
"3" at a variable named "x"*

Variables and Data Types

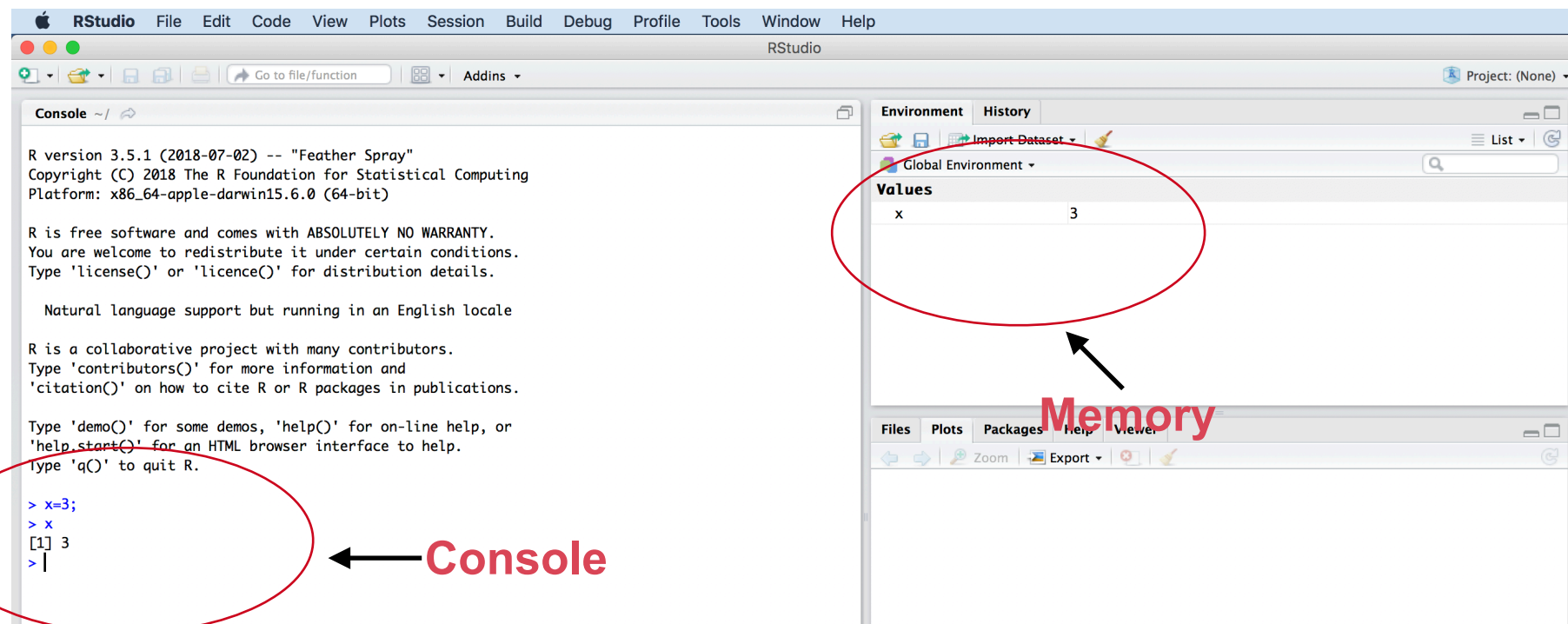
Single data can be stored in variables

- Data Types: "numeric", "character", "logical", ...

R console

```
x = 3; <enter>
x; <enter>
```

*"x = 3;" means store the number
"3" at a variable named "x"*



The screenshot shows the RStudio interface. The console on the left displays the R version information and the execution of the commands `x = 3;` and `x;`. The Environment pane on the right shows the variable `x` with the value `3`. A red circle highlights the Environment pane, and a red arrow points to it with the word "Memory" written in red. Another red circle highlights the console output, and a red arrow points to it with the word "Console" written in red.

R version 3.5.1 (2018-07-02) -- "Feather Spray"
Copyright (C) 2018 The R Foundation for Statistical Computing
Platform: x86_64-apple-darwin15.6.0 (64-bit)

R is free software and comes with ABSOLUTELY NO WARRANTY.
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Natural language support but running in an English locale

R is a collaborative project with many contributors.
Type 'contributors()' for more information and
'citation()' on how to cite R or R packages in publications.

Type 'demo()' for some demos, 'help()' for on-line help, or
'help.start()' for an HTML browser interface to help.
Type 'q()' to quit R.

```
> x=3;
> x
[1] 3
> |
```

Environment History
Global Environment
Values
x 3

Files Plots Packages Help Viewer
Zoom Export

Memory

Console

R Console

R console

“>” indicates
the console is
waiting for a
command



```
>x = 3;  
>x;  
[1] 3  
>class(x);  
"numeric"
```

Output of the
command (no “>”)



We will omit the
<enter> from
now on.



Variables and Data Types

Single data can be stored in variables

- Data Types: "numeric", "character", "logical", ...

R console

```
> x = 3
> x
[1] 3
> class(x)
"numeric"
> y = "Bioinformatics"
> y
"Bioinformatics"
```

```
> class(y)
"character"
> z = TRUE
> z
TRUE
> class(z)
"logical"
```

Variables and Operations

We can apply arithmetic functions to variables

R console

```
> x = 3
> y = 4
> x + y
[1] 7
> x*y
[1] 12
> x/y
[1] 0.75
```

Operator	Description
+	addition
-	subtraction
*	multiplication
/	division
^ or **	exponentiation

Variables and Operations

We can apply arithmetic functions to variables

R console

```
> x = 3
> y = 4
> x + y
[1] 7
> x*y
[1] 12
> x/y
[1] 0.75
```

```
> z = x + y
> z
[1] 7
> z = z + 2
> z
[1] 9
```

Variables and Operations

We can apply logical functions to variables

& (and) and | (or)

R console

```
> x = 3
> y = 4
> x > y
[1] FALSE
> z = TRUE
> z & (x > y)
[1] FALSE
> z | (x > y)
[1] TRUE
```

Operator	Description
<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to
==	exactly equal to
!=	not equal to
!x	Not x
x y	x OR y
x & y	x AND y
isTRUE(x)	test if X is TRUE

Overview of RStudio

Intro to RStudio

- RStudio is not R itself, but an **integrated development environment (IDE)**.
- It offers several panels for different purposes, such as console, help message, plots, history, scripts... etc.

```
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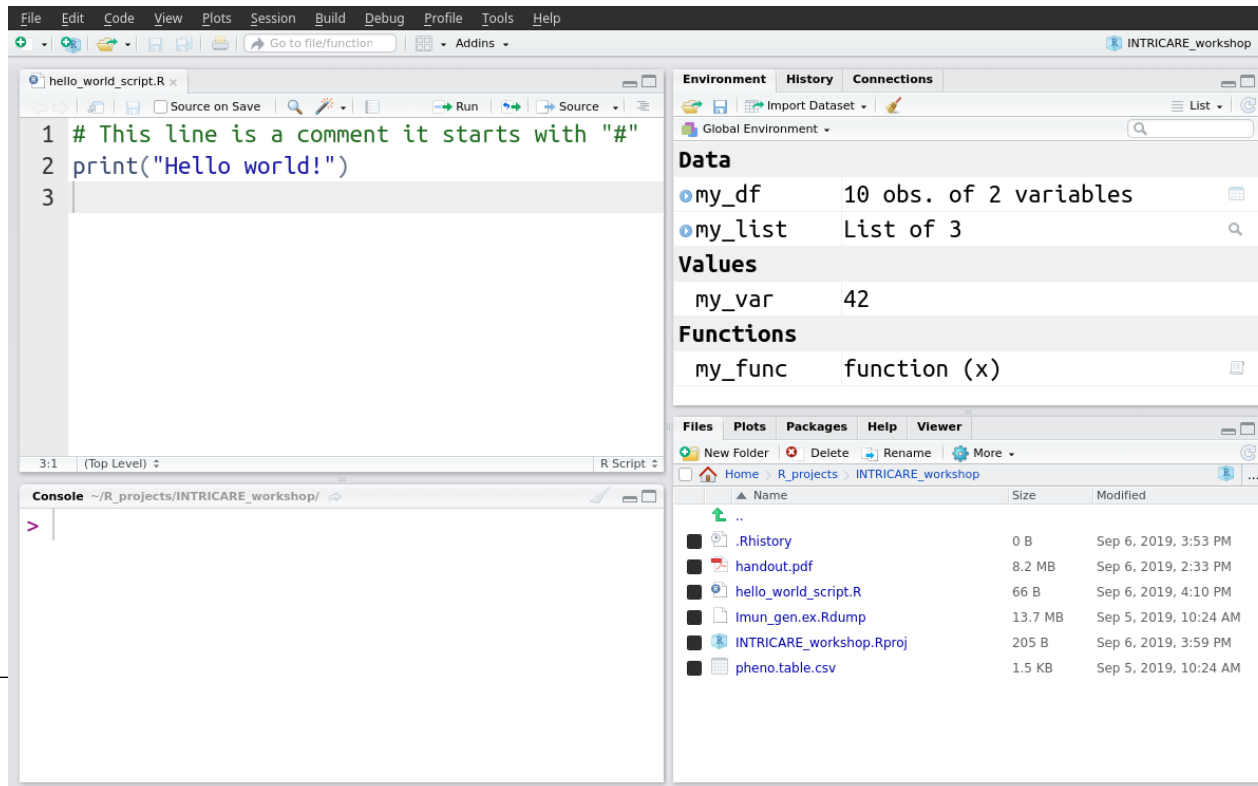
> 3 + 100 * 2
[1] 203
> █
```



RStudio - Getting Started



- Install RStudio
<https://www.rstudio.com>
- Run RStudio



RStudio - Organisation

The image shows the RStudio interface with four red text labels overlaid on different sections:

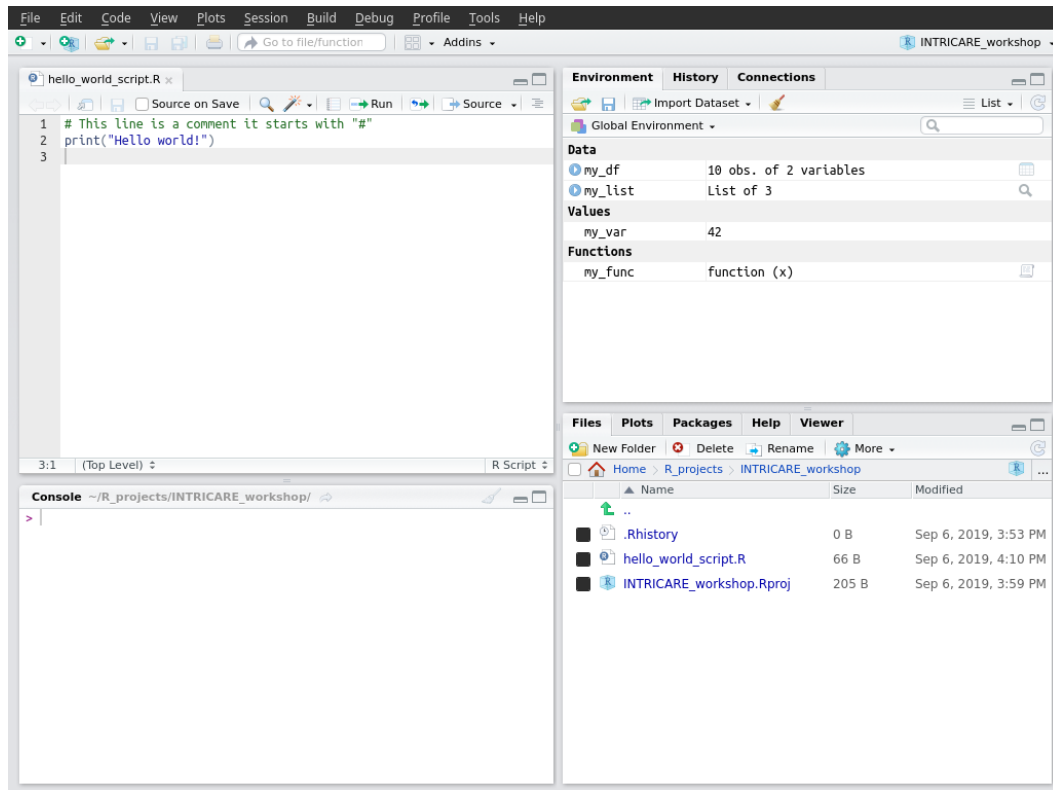
- Scripts**: Points to the source editor showing a script named `hello_world_script.R` with the following code:

```
1 # This line is a comment it starts with "#"  
2 print("Hello world!")  
3
```
- Variables loaded**: Points to the Environment pane, which shows the Global Environment with the following data and values:

Data	
my_df	10 obs. of 2 variables
my_list	List of 3
Values	
my_var	42
Functions	
my_func	function (*)
- Console**: Points to the console window at the bottom left, showing the prompt `> |`.
- Project folder**: Points to the Files pane at the bottom right, which shows the project folder `INTRICARE_workshop` containing the following files:

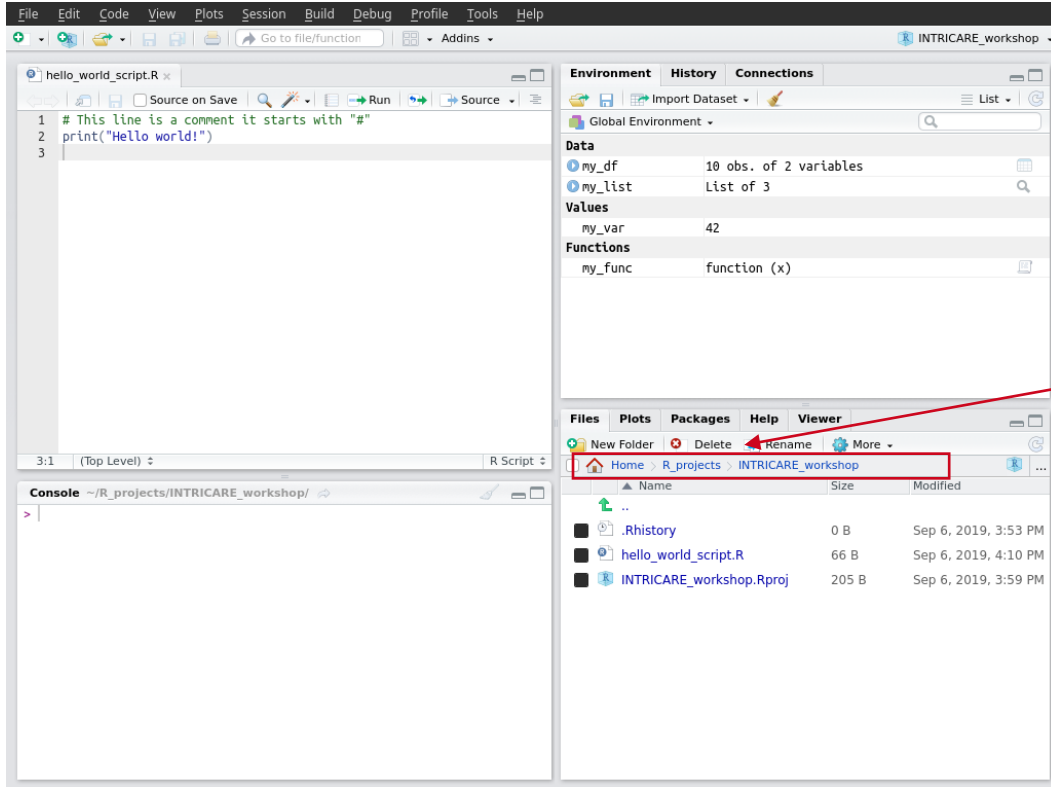
Name	Size	Modified
..		
.Rhistory	0 B	Sep 6, 2019, 3:53 PM
hello_world_script.R	66 B	Sep 6, 2019, 4:10 PM
INTRICARE_workshop.Rproj	205 B	Sep 6, 2019, 3:59 PM

RStudio - Configure Project Directory



We need to configure the project directory:

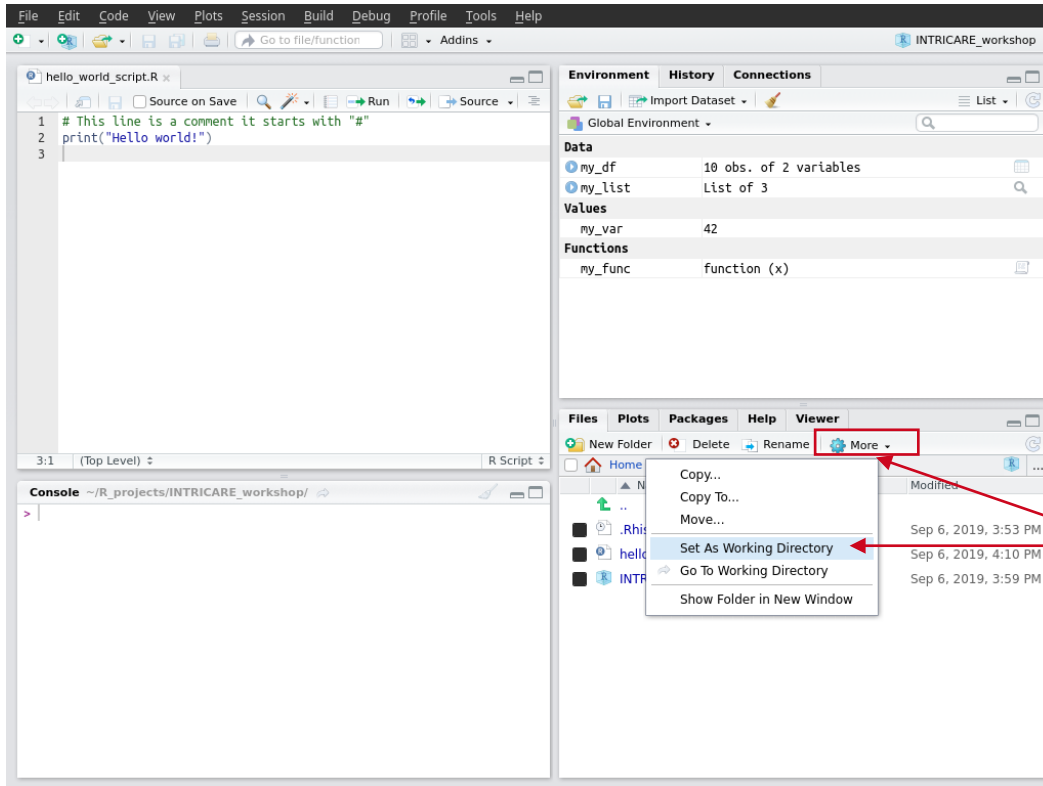
RStudio - Configure Project Directory



We need to configure the project directory:

1 - navigate until folder with course files

RStudio - Configure Project Directory

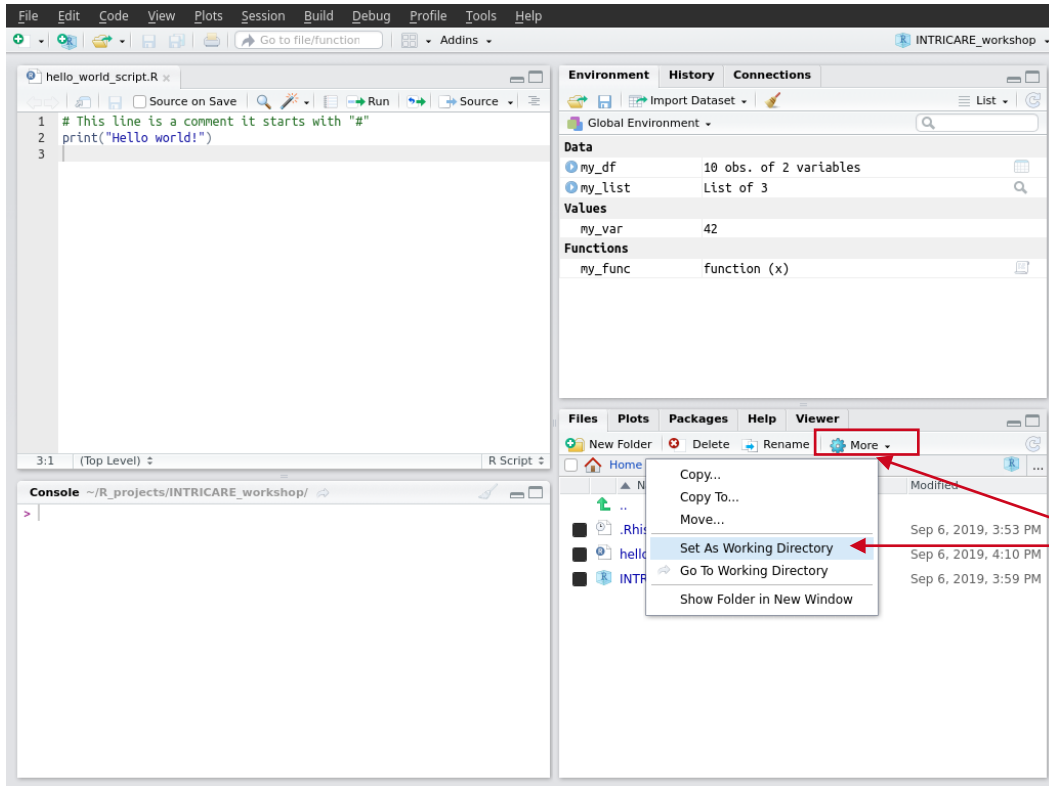


We need to configure the project directory:

1 - navigate until folder with course files

2 - select the "More" option and "Set as Working Directory"

RStudio - Configure Project Directory



We need to configure the project directory:

1 - navigate until folder with course files

2 - select the "More" option and "Set as Working Directory"

Now R Studio knows where to find files !

Exercise 1

- Use arithmetic operations to perform the following calculations

- 1 plus 3
- 3 minus 1
- 2 multiplied by 2
- 4 divided by 2
- 3 to the power of 2

Operator	Description
+	addition
-	subtraction
*	multiplication
/	division
^ or **	exponentiation

- Repeat the exercise but this time "save" the results of the operations (using variables)
-

Exercise 2

- Use variables to store the amount of fruits in a shop. We have 5 green apples, 4 red apples, 10 bananas and 4 melons.
 - Write a code using variables to answer the following questions:
 - How many fruits are there is total?
 - How many apples?
-

Exercise 3

- An apple costs 0.5 cents, a banana 1.0 euro, a melon 3 euros (use variables to store these!).
 - How much does it cost to buy all the apples in the shop?
 - How much does it cost to buy all the fruits in the shop?
-

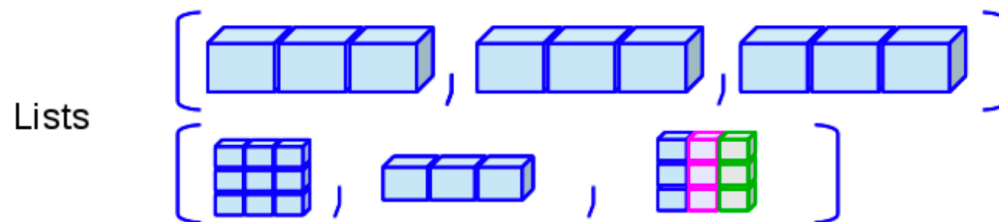
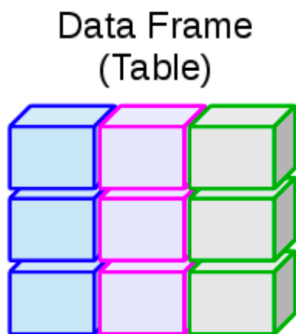
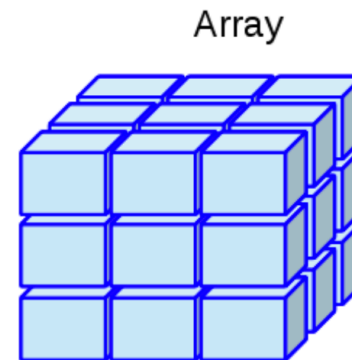
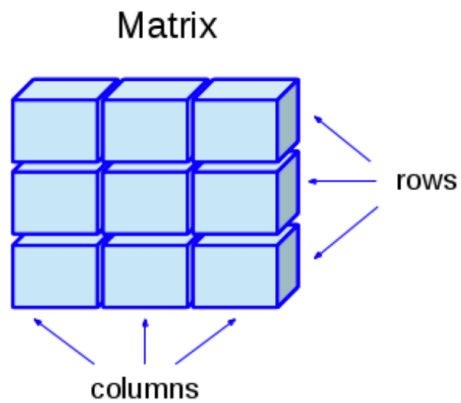
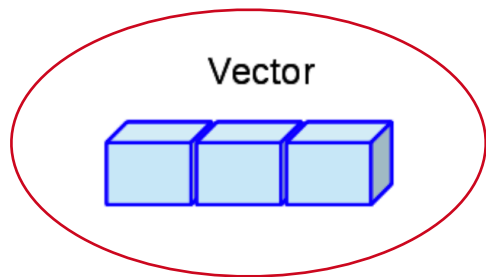
Exercise 4

- Use logical variables to answer the following questions.
 - Is buying all bananas cheaper than buying all apples?
 - You have 20 euros. Can you buy all apples?
-

Complex Data Structures

- Vector – variable containing an array of items of the same type
 - Lists - a vector where items can have distinct types (next class!)
 - Matrix – two dimensional vector with items of the same type
 - Data Frame – complex data structure for two dimensional data where columns can be of distinct type (as an excel sheet) (next class!)
-

Complex Data Structures



Vector

- Creating, accessing and updating vector

```
> v = c(3.2, 4.1, 1.9)
> v
[1] 3.2 4.1 1.9
> v[2]           # access 2nd position of vector
[1] 4.1
> v[3] = 10.4    #update 3rd position of vector
> v
3.2  4.1 10.4

> u = c(1,2,3)
> z = u + v      #sum 2 vectors (if size is the same)
> z
[1]  4.2  6.1 13.4
```

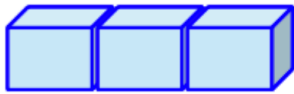
Vector

- Operations, functions and access

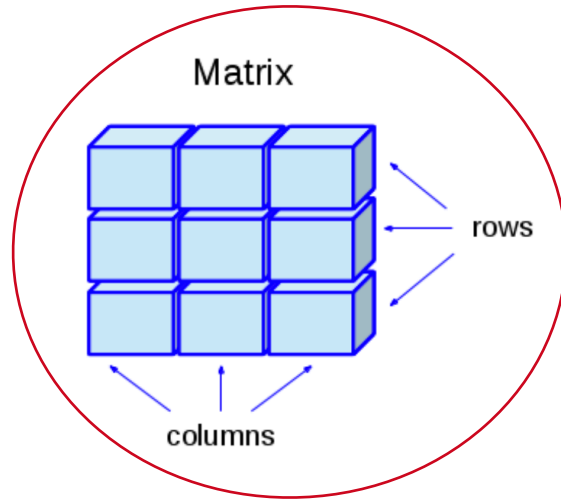
```
> length(z)      # function indicating size of vector
[1] 3
> 1:2            # vector with 1 and 2.
[1] 1 2
> z[1:2]        #subsetting vector (1st and 2rd pos.)
[1] 4.2 6.1
> z > 6         #logical operator
[1] FALSE  TRUE  TRUE
> z[z > 6]      # return all values greater than 6
[1] 6.1 13.4
```

Complex Data Structures

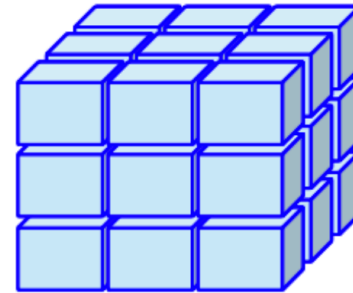
Vector



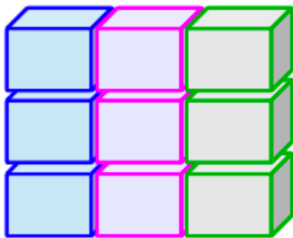
Matrix



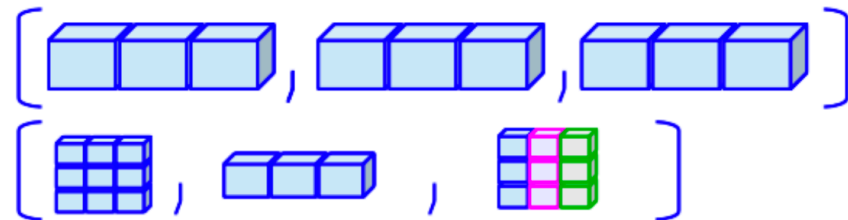
Array



Data Frame
(Table)



Lists



Matrix

- Matrix – two dimensional vector / same type

```
> m = matrix(1:12, 4, 3) # 4 by 3 matrix
> dim(m)                 # size of matrix
4 3
> m[1,]                 # show first row of matrix
[1] 1 5 9
> m[3,1]                #show element at 3rd row / 1st column
[3]
> m
      [,1] [,2] [,3]
[1,]    1    5    9
[2,]    2    6   10
[3,]    3    7   11
[4,]    4    8   12
```

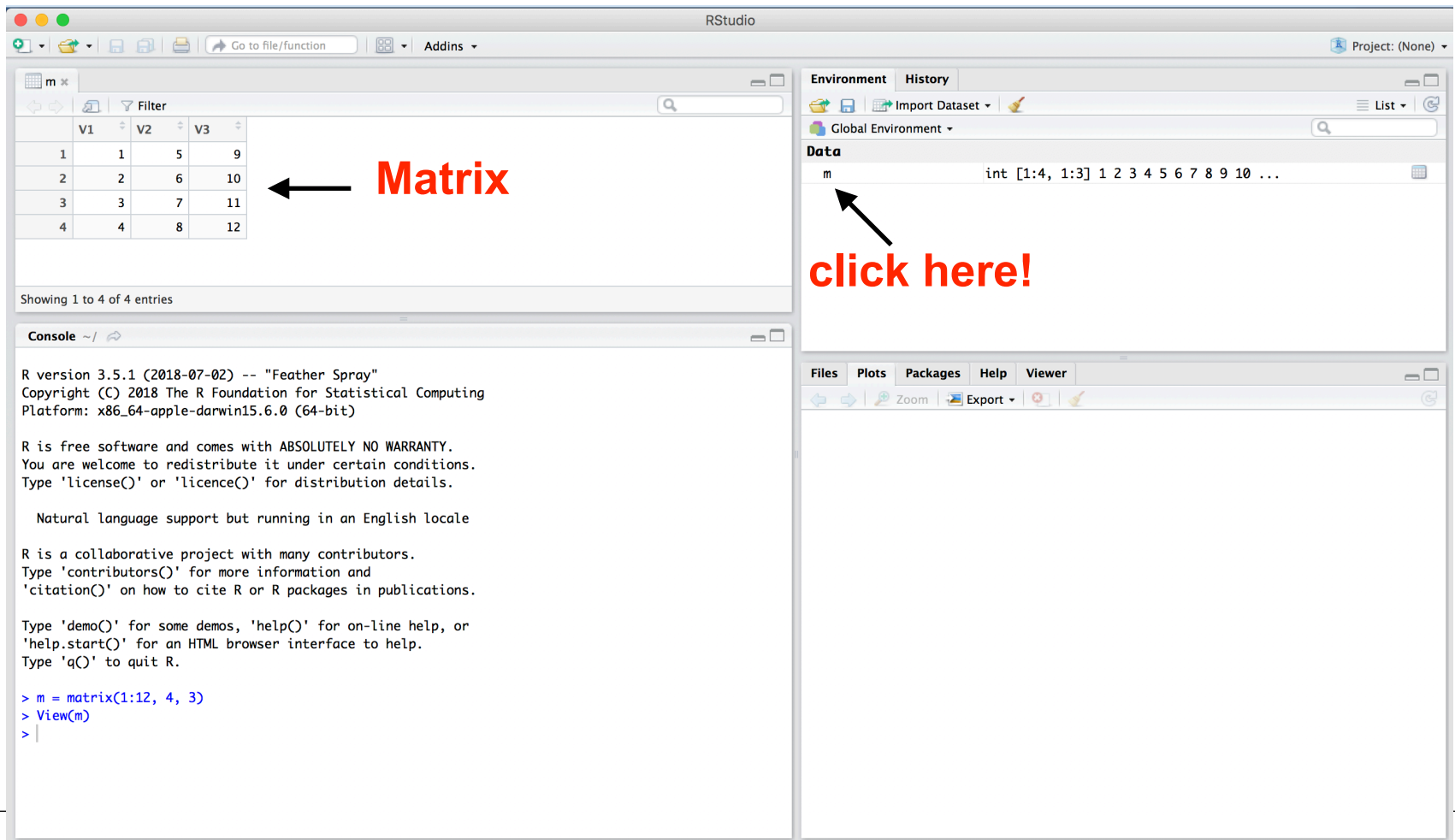

Matrix

- Matrix – two dimensional vector / same type

```
> v1 = c(10,4,10) # a vector with 3 entries
> v2 = c(4,10,2)  # another 3 entry vector
> mat = rbind(v1,v2) # join two vectors as a matrix
> mat
      [,1] [,2] [,3]
v1    10   4  10
v2     4  10   2
```

Matrix

- RStudio also helps visualisation of a matrix



The screenshot shows the RStudio interface. In the top-left pane, a matrix named 'm' is displayed as a table with 4 rows and 3 columns. The columns are labeled V1, V2, and V3. The values are: Row 1: 1, 5, 9; Row 2: 2, 6, 10; Row 3: 3, 7, 11; Row 4: 4, 8, 12. A red arrow points from the word 'Matrix' to this table. Below the table, it says 'Showing 1 to 4 of 4 entries'. In the bottom-left pane, the R console shows the following text:

```
R version 3.5.1 (2018-07-02) -- "Feather Spray"  
Copyright (C) 2018 The R Foundation for Statistical Computing  
Platform: x86_64-apple-darwin15.6.0 (64-bit)  
  
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R is a collaborative project with many contributors.  
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'citation()' on how to cite R or R packages in publications.  
  
Type 'demo()' for some demos, 'help()' for on-line help, or  
'help.start()' for an HTML browser interface to help.  
Type 'q()' to quit R.  
  
> m = matrix(1:12, 4, 3)  
> View(m)  
> |
```

In the top-right pane, the Environment window shows the 'Data' section with a variable 'm' of type 'int [1:4, 1:3]' and values '1 2 3 4 5 6 7 8 9 10 ...'. A red arrow points from the text 'click here!' to the variable 'm'. The bottom-right pane shows the Files, Plots, Packages, Help, and Viewer tabs.

Matrix

- What happens if we have a large matrix?
450.000 lines by 1000 samples?

```
> m = matrix(1:12, 450000, 1000) # 4 by 3 matrix
> dim(m) # size of matrix
[1] 450000 1000
> m[,1] # show first column of matrix
[1] 1 2 3 4 5 6 ...
```

Matrix

- What happens if we have a large matrix?
450.000 lines by 1000 samples?

```
> m = matrix(1:12, 450000, 1000) # 4 by 3 matrix
> dim(m) # size of matrix
[1] 450000 1000
> m[,1] # show first column of matrix
[1] 1 2 3 4 5 6 ...
```

- Large matrices use a lot of memory (1.7 GB)!

```
> remove(m) # remove m from memory
```

Functions

Functions

- A section of a program that perform a specific task
 - Takes values as input parameter and returns some new value (or performs an operation)
 - R defines several types of functions
 - math: log, exp, abs, sqrt, min, max, ...
 - array/matrix manipulation: length, dim, array, rep, ...
 - Read/write files: read.table, write.table, ...
 - Can be created by user or defined in contributing packages (tomorrow!)
-

Example of Functions

```
> log2(4)
[1] 2
> m = matrix(1:12, 4, 3) # create a matrix
> dim(m)                # size of the data frame
[1] 4 3
> summary(m)           # statistics of the matrix columns
      V1                V2                V3
Min.   :1.00          Min.   :5.00          Min.   : 9.00
1st Qu.:1.75          1st Qu.:5.75          1st Qu.: 9.75
Median :2.50          Median :6.50          Median :10.50
Mean   :2.50          Mean   :6.50          Mean   :10.50
3rd Qu.:3.25          3rd Qu.:7.25          3rd Qu.:11.25
Max.   :4.00          Max.   :8.00          Max.   :12.00
> write.table(m, "mydata.txt")
# write matrix in a .txt file
> getwd()              # current working directory
```

Functions and help

```
> help.start() #opens a page with manual, tutorials and
help search
> help("write.table") #show options for write.table
```

write.table {utils}

R Documentation

Data Output

Description

`write.table` prints its required argument `x` (after converting it to a data frame if it is not one nor a matrix) to a file or [connection](#).

Usage

```
write.table(x, file = "", append = FALSE, quote = TRUE, sep = " ",
            eol = "\n", na = "NA", dec = ".", row.names = TRUE,
            col.names = TRUE, qmethod = c("escape", "double"),
            fileEncoding = "")
```

```
write.csv(...)
write.csv2(...)
```

Arguments

<code>x</code>	the object to be written, preferably a matrix or data frame. If not, it is attempted to coerce <code>x</code> to a data frame.
<code>file</code>	either a character string naming a file or a connection open for writing. "" indicates output to the console.
<code>append</code>	logical. Only relevant if <code>file</code> is a character string. If <code>TRUE</code> , the output is appended to the file. If <code>FALSE</code> , any existing file of the name is destroyed.
<code>quote</code>	a logical value (<code>TRUE</code> or <code>FALSE</code>) or a numeric vector. If <code>TRUE</code> , any character or factor columns will be surrounded by double quotes. If a numeric vector, its elements are taken as the indices of columns to quote. In both cases, row and column names are quoted if they are written. If <code>FALSE</code> , nothing is quoted.
<code>sep</code>	the field separator string. Values within each row of <code>x</code> are separated by this string.

Functions / Multiple Parameters

```
>help.start()      #opens a page with manual, tutorials and  
help search  
>help("write.table") #show options for write.table
```

write.table {utils}

R Documentation

Data Output

Description

`write.table` prints its required argument `x` (after converting it to a data frame if it is not one nor a matrix) to a file or [connection](#).

Usage

```
write.table(x, file = "", append = FALSE, quote = TRUE, sep = " ",  
           eol = "\n", na = "NA", dec = ".", row.names = TRUE,  
           col.names = TRUE, qmethod = c("escape", "double"),  
           fileEncoding = "")
```

```
write.csv(...)  
write.csv2(...)
```

```
> write.table(data, "mydata.txt", quote=FALSE, sep="-")
```

data.frame to be saved

file name

use quotes between names

separators between values

Libraries

- In R the primary mechanism for distributing software (functions) is via packages
 - CRAN is the major repository for packages.
 - > `install.packages("packagename")` # install a new package
 - Bioinformatic packages are available at Bioconductor package.
 - > `install.packages("BiocManager")`
 - > `BiocManager::install(c("packagename"))`
 - Before using functions of a library they need to be opened.
 - > `library("packagename")`
-

Example of library / saving excel table

```
> install.packages("openxlsx") # installing package
> library("openxlsx") # loading package in memory
> help("openxlsx") # description of package
> m = matrix(1:12, 4, 3) # create a matrix
> write.xlsx(as.data.frame(m), "mydata.xlsx")
# write matrix in a .xlsx file
> mydata = read.xlsx("mydata.xlsx") # read the file
and saves in another variable my data
> mydata
  V1 V2 V3
1  1  5  9
2  2  6 10
3  3  7 11
4  4  8 12
```

Try using openxlsx to load an excel table from yourself!

Exercise 1

- Define a vector to store the amount of fruits and another one to store their prices.
 - There are 5 green apples, 14 red apples, 30 bananas and 4 melons
 - An apple costs 0.5 cents, a banana 1.0 euro, a melon 3 euros
 - Use vector operations/functions to calculate what is:
 - The total amount of fruits?
 - The total number of fruit types?
 - The total price of all fruits?
-

Exercise 2

- Use functions or logical operators to answer the following questions:
 - Which fruit types have more than 5 units?
 - Which fruit types you can buy all items with 10 euros?
 - Which fruit type has the least amount of units?
-

Exercise 3

Creating regular numeric sequences is a common task in statistical computing. You can use the `seq` function to create sequences.

1. Read the help page for `seq` by entering `help(seq)`.
 2. Generate a decreasing sequence from 50 to 1, then another sequence from 1 to 50.
 3. Use `seq` to generate a sequence of the even integers between one and ten.
-

Exercise 4

- Create an integer vector that can be used to subset a vector named **vec** (see below) such that it will output the elements of **vec** in decreasing order. For the general case, read the help pages for **order** and **sort**.

```
> vec = c(1.1, 2, 100, 50, 60)
```

Afternoon Exercise

- Check exercise in <https://www.costalab.org/bioinformatics-in-r-2023/>
 - See you all after lunch!
-

Extra material

- More exercises at ...

http://www.bioconductor.org/help/course-materials/2010/BioC2010/First_Steps_With_R_SOLUTIONS.pdf

(pages 1-17)

Inst. for Computational Genomics

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- Tiago Maie
- Johannes Schoeneich