

***Rotman***

# INTRO TO R PROGRAMMING

R Tutorial (RSM358) – Session 1

September 10, 2024 Prepared by Jay Cao / [TDMDAL](https://tdmdal.github.io)

Website: <https://tdmdal.github.io/r-intro-2024-fall/>



Rotman School of Management  
UNIVERSITY OF TORONTO

# What's R?

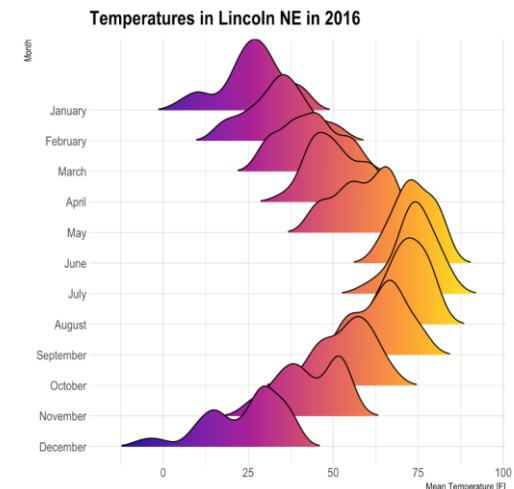
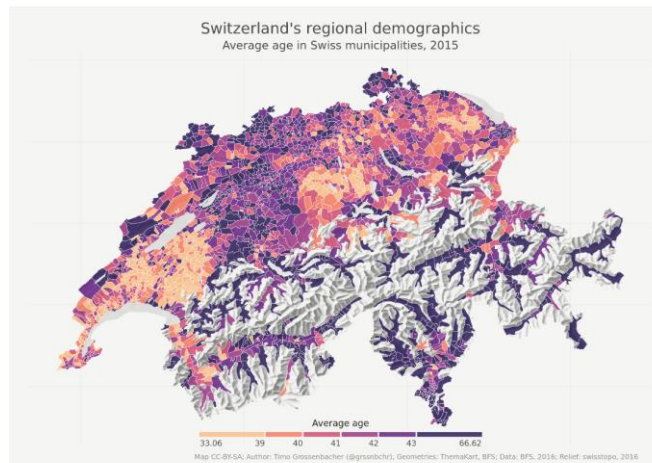
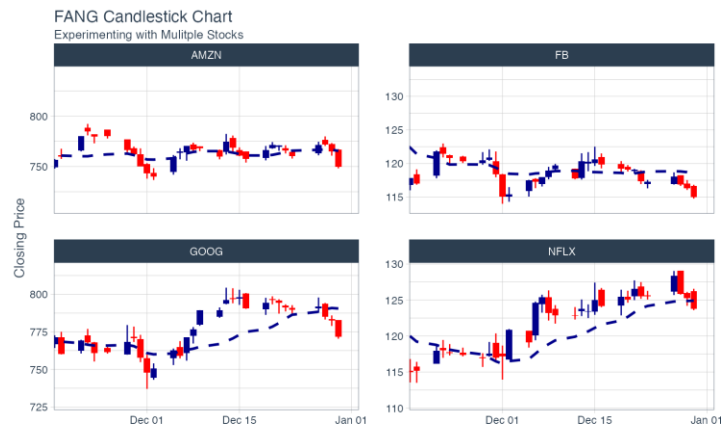
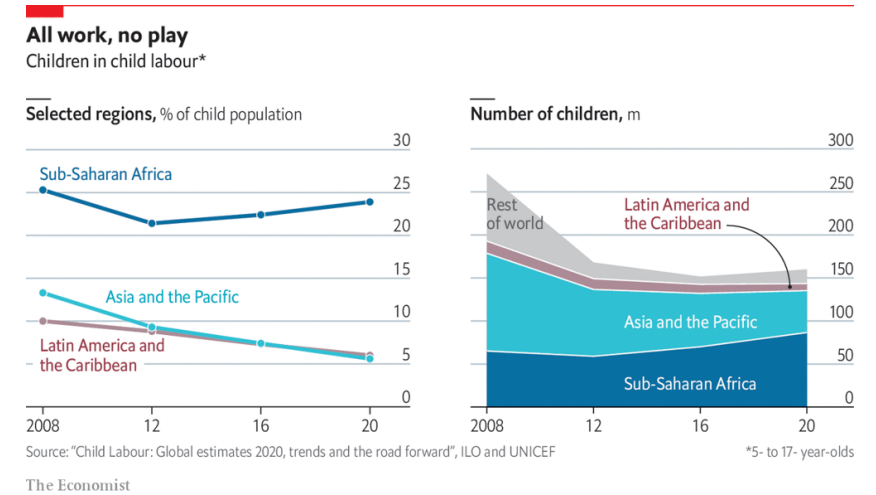
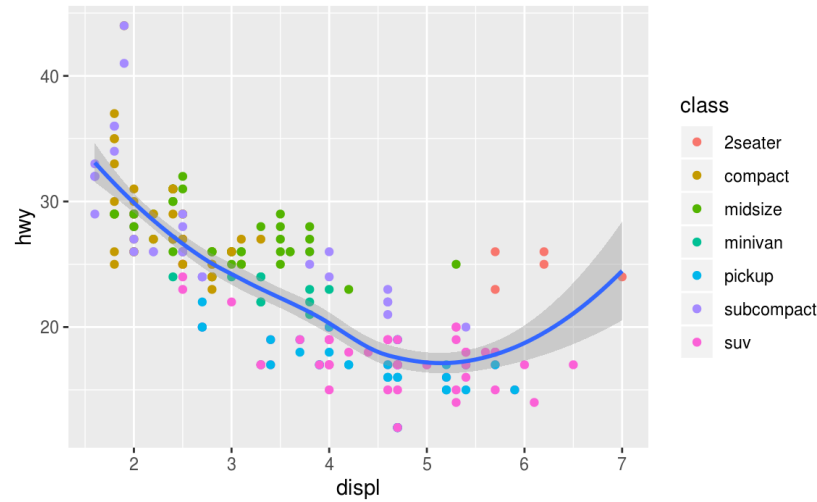
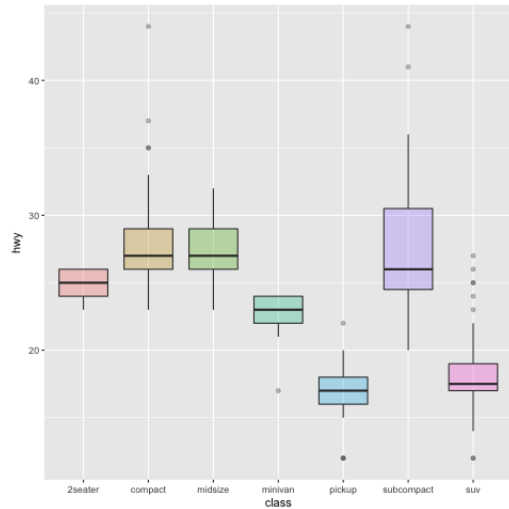


- R = a language + an eco-system
  - A free and open-source programming language
  - An eco-system of many high-quality user-contributed libraries/packages
- In the past R is mostly known for its statistical analysis toolkits
- Nowadays R is capable of (and very good at) many other tasks
  - Tools that facilitates the whole data analysis workflow
  - Tools for web technology (e.g., web scraping, web app/dashboard development, etc.)
  - Many more...

# What can R do – Statistics & related

- Statistics & [Econometrics](#)
  - Regressions
  - Time series analysis
  - Bayesian inference
  - Survival analysis
  - ...
- [Numerical Mathematics](#)
  - Optimization
  - Solver
  - Differential equations
  - ...
- [Finance](#)
  - Portfolio management
  - Risk management
  - Option pricing
  - ...
- [Machine learning](#)
  - ...
- see [R Task View](#) for more

# What can R do – Graphics





Ref: 1) <https://www.r-graph-gallery.com/>

2) <https://timogrossenbacher.ch/2016/12/beautiful-thematic-maps-with-ggplot2-only/>;

# Plan for Session 1

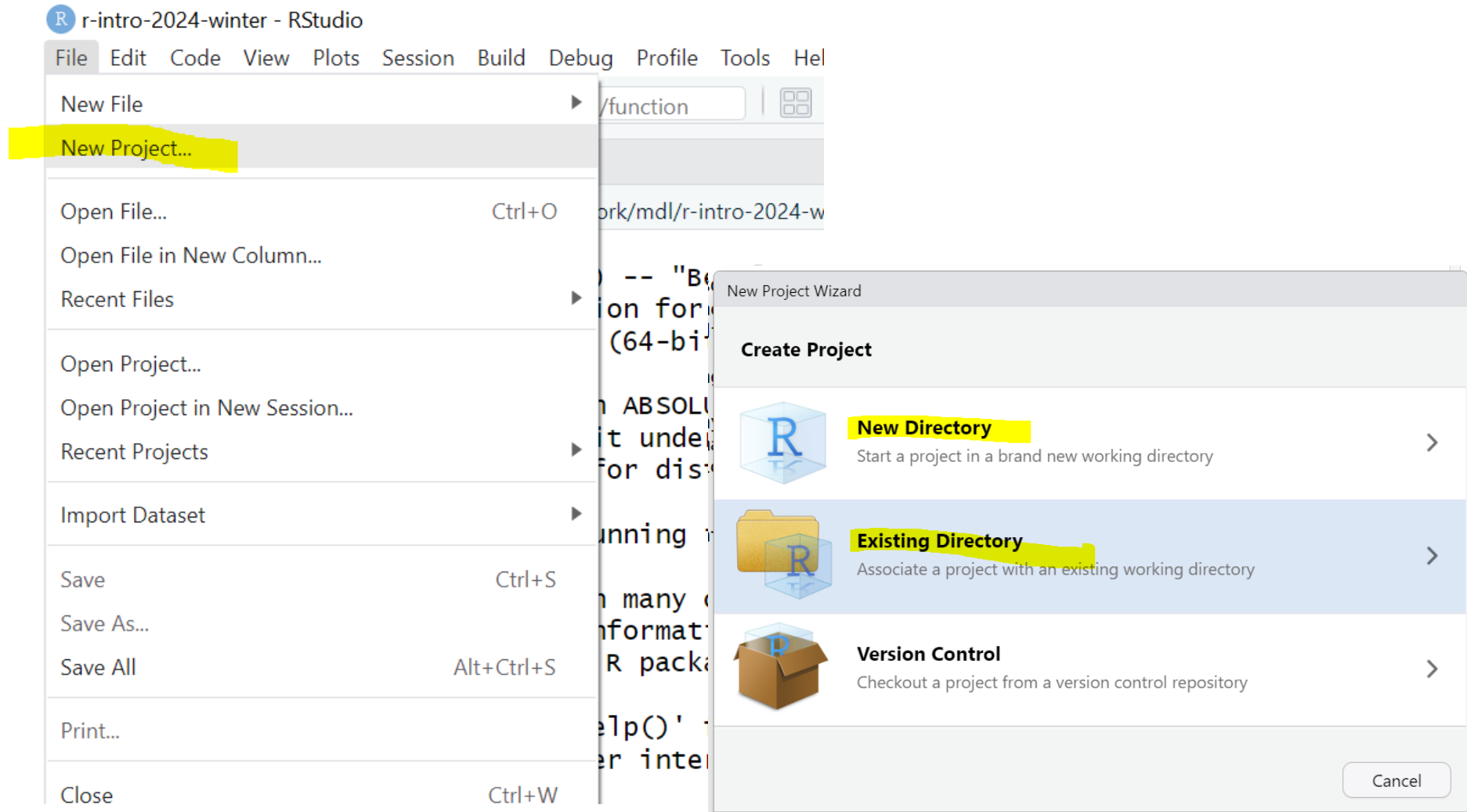
- Get started
  - Install RStudio
  - Create a project
  - Navigate RStudio
  - Install and load R packages
- Walk/work through chapter 2 lab from your textbook
- R programming basics (optional)
  - Expression and assignment
  - Basic data structures
  - Basic programming structures & functions

# Setup R (Install R & its Coding Environment)

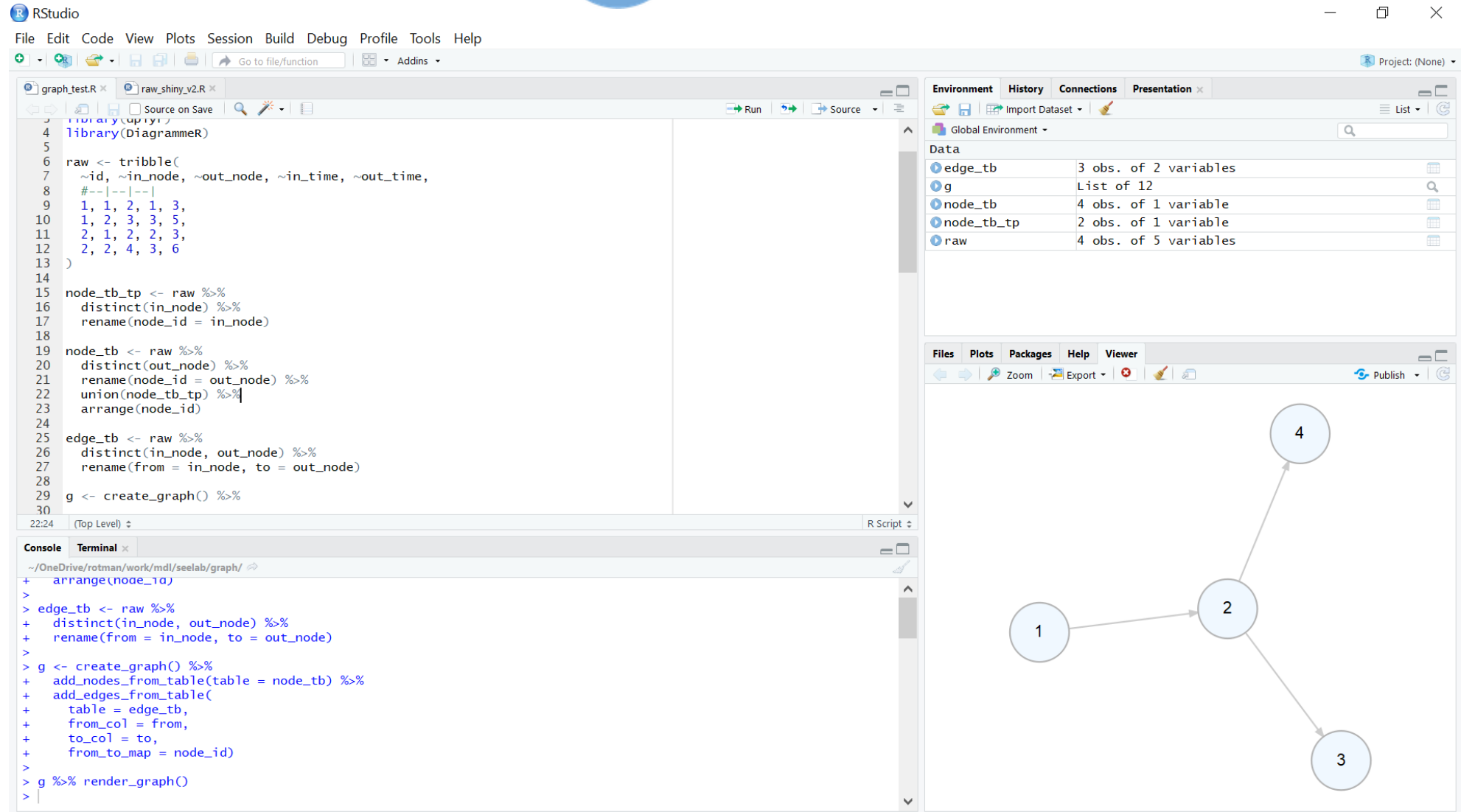
- **R & RStudio on your local computer**  **Our Choice**
  - Install R (<https://www.r-project.org/>)
  - Install RStudio (<https://rstudio.com/products/rstudio/download/>)
- **R & RStudio in the Cloud** (run R without installation)  **Backup Options**
  - Option 1: RStudio at UofT JupyterHub (<https://datatools.utoronto.ca/>)
  - Option 2: RStudio Cloud (<https://rstudio.cloud/>)

Note. In this workshop, we will may occasionally use R in Google Colab (<https://colab.research.google.com/>), a notebook coding environment in the cloud.

# Create New Project – A Good Practice



# Navigate RStudio RStudio®



The screenshot displays the RStudio interface with the following components:

- Source Editor:** Contains R code for creating a graph. The code defines a tribble with edges and processes them into tables for nodes and edges.
- Environment:** Lists objects in the Global Environment: `edge_tb` (3 obs. of 2 variables), `g` (List of 12), `node_tb` (4 obs. of 1 variable), `node_tb_tp` (2 obs. of 1 variable), and `raw` (4 obs. of 5 variables).
- Console:** Shows the execution of the code, including the `render_graph()` command.
- Viewer:** Displays a directed graph with four nodes (1, 2, 3, 4) and edges: 1 → 2, 2 → 3, and 2 → 4.

```
1 library(Diagrammer)
2
3 raw <- tribble(
4   ~id, ~in_node, ~out_node, ~in_time, ~out_time,
5   #--|--|--|
6   1, 1, 2, 1, 3,
7   1, 2, 3, 3, 5,
8   2, 1, 2, 2, 3,
9   2, 2, 4, 3, 6
10 )
11
12 node_tb_tp <- raw %>%
13   distinct(in_node) %>%
14   rename(node_id = in_node)
15
16 node_tb <- raw %>%
17   distinct(out_node) %>%
18   rename(node_id = out_node) %>%
19   union(node_tb_tp) %>%
20   arrange(node_id)
21
22 edge_tb <- raw %>%
23   distinct(in_node, out_node) %>%
24   rename(from = in_node, to = out_node)
25
26 g <- create_graph() %>%
27   add_nodes_from_table(table = node_tb) %>%
28   add_edges_from_table(
29     table = edge_tb,
30     from_col = from,
31     to_col = to,
32     from_to_map = node_id)
33
34 g %>% render_graph()
```



# Install and Load R packages/libraries

- Install an R library (only need to install a library once)

```
install.packages("Library_name")
```

- Load an R library (before you use a library)

```
library(Library_name)
```

- [CRAN](#) (The Comprehensive R Archive Network)
  - [CRAN Task Views](#)

# Plan for Session 1

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  - Basic data structures
  - Basic programming structures & functions

# How to Do Well in Your Coding Assignment

- Read the relevant “theory” sections of your textbook
- Work through the relevant **lab** section of your textbook
  - Most coding questions are small variations of what’s shown in the lab section
- Your excellent textbook is free ([www.statlearning.com/](http://www.statlearning.com/))
  - Many [resources](#) available on the textbook website (code, data, etc.)
  - Install the [ISLR2 R package](#) to have all the data needed for the assignments

# Lab Code From Your Textbook

- Pure R code (.R files) in RStudio
- R Markdown (.Rmd files) in RStudio
  - Markdown text + code in pure text format
  - The textbook resource site also provides rendered html file
- R Jupyter Notebook (.ipynb files) in Google Colab (or Jupyter Lab, etc.)
  - Markdown text + code in special Jupyter notebook format

Textbook resource site: <https://www.statlearning.com/resources-second-edition>

# Chapter 2 Lab Walk/Work Through Prep

- Textbook Resource Site
  - <https://www.statlearning.com/resources-second-edition>
- Pure R (.R file) in RStudio (recommended, R Markdown optional)
- Download the Auto data and/or install the ISLR2 package
- R Jupyter Notebook (.ipynb) in Google Colab (optional)
  - `installed.packages()`
  - `if (!require(ISLR2)) install.packages("ISLR2")`

# Plan for Session 1

- Get started
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# Expression and Assignment

```
# expression
```

```
2 + sqrt(4) + log(exp(2)) + 2^2
```

```
# assignment
```

```
x <- 3
```

```
y <- (pi == 3.14)
```

# R Data Structure - Overview

	Homogeneous	Heterogeneous
1-d	<b>Atomic vector</b>	<b>List</b>
2-d	Matrix	<b>Data frame</b>
n-d	Array	



# R Data Structure - Overview

	Homogeneous	Heterogeneous
1-d	<b>Atomic vector</b> →	<b>List</b>
2-d	Matrix	<b>Data frame</b>
n-d	Array	

# Atomic Vectors

```
# create R vectors
```

```
vec_character <- c("Hello,", "World!")
```

<b>Hello,</b>	<b>World!</b>
---------------	---------------

```
vec_integer <- c(1L, 2L, 3L)
```

<b>1</b>	<b>2</b>	<b>3</b>
----------	----------	----------

```
vec_double <- c(1.1, 2.2, 3.3)
```

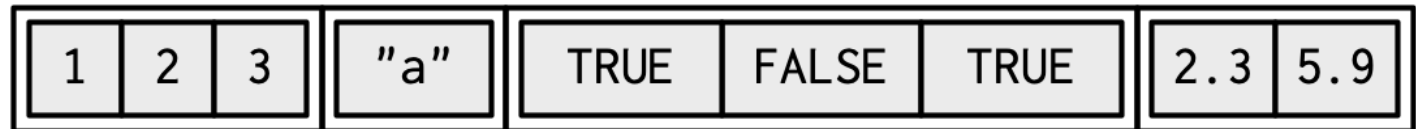
<b>1.1</b>	<b>2.2</b>	<b>3.3</b>
------------	------------	------------

```
vec_logical <- c(TRUE, TRUE, FALSE)
```

<b>TRUE</b>	<b>TRUE</b>	<b>FALSE</b>
-------------	-------------	--------------

# List

```
# create an R list
l1 <- list(
  1:3,
  "a",
  c(TRUE, FALSE, TRUE),
  c(2.3, 5.9)
)
```



# Data Frame

```
# create a data frame
df1 <- data.frame(
  x = 1:3,
  y = letters[1:3],
  z = c(1.1, 2.2, 3.3)
)
```

<b>x</b>	<b>y</b>	<b>z</b>
1	"a"	1.1
2	"b"	2.2
3	"c"	3.3

# Data Frame

```
# create a data frame
df1 <- data.frame(
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  y = letters[1:3],
  z = c(1.1, 2.2, 3.3)
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x	y	z
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2	"b"	2.2
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# Data Frame

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# create a data frame
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x	y	z
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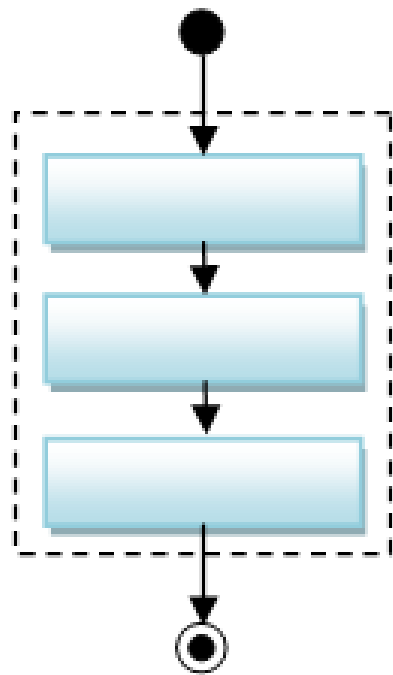
# A Cousin to Data Frame - Tibble

```
# load tibble library (part of tidyverse lib)
library(tibble)

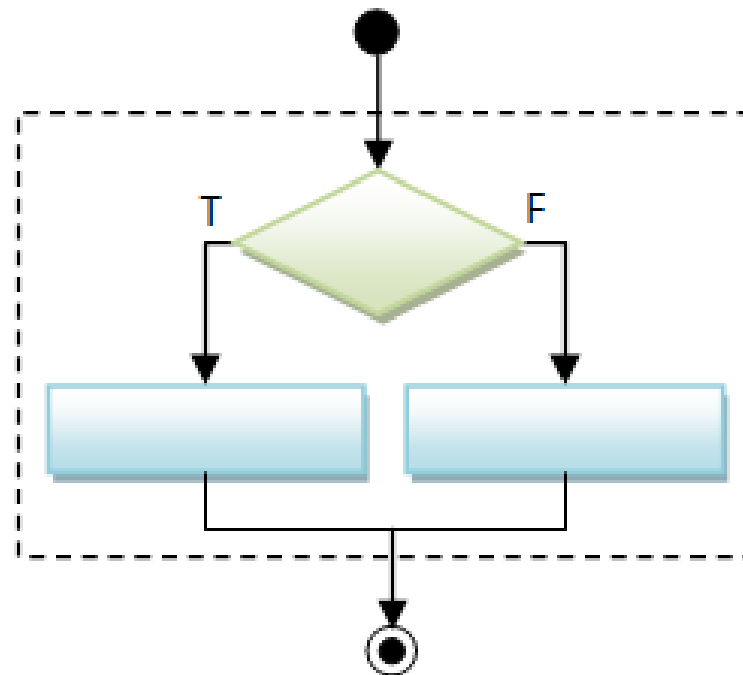
# create a tibble
tb1 <- tibble(
  x = 1:3,
  y = letters[1:3],
  z = c(1.1, 2.2, 3.3)
)
```

x	y	z
1	"a"	1.1
2	"b"	2.2
3	"c"	3.3

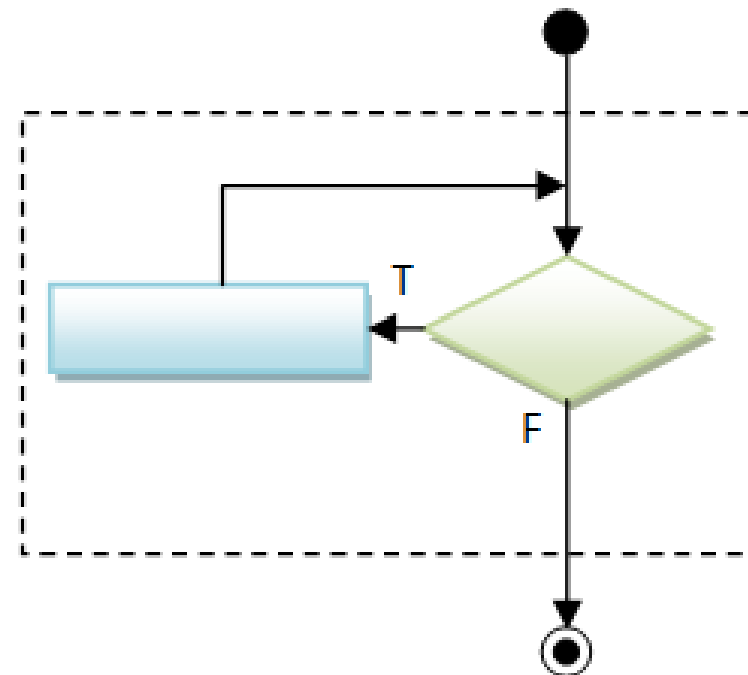
# Programming Structure: Control Flows



**Sequential**



**Conditional (Decision)**



**Loop (Iteration)**



# Sequential

- Example: Sum of Squares

$$\sum_{t=1}^3 t^2$$

```
# sum of squares  
t <- 1:3  
y <- sum(t^2)  
print(y)
```

# Sequential

- Example: Sum of Squares

$$\sum_{t=1}^3 t^2$$

```
# sum of squares  
t <- 1:3  
y <- sum(t^2)  
print(y)
```

t	1	2	3
---	---	---	---

# Sequential

- Example: Sum of Squares

$$\sum_{t=1}^3 t^2$$

```
# sum of squares  
t <- 1:3  
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print(y)
```

t	1	2	3
t^2	1	4	9
sum(t^2)	14		

# Conditional (if...else...)

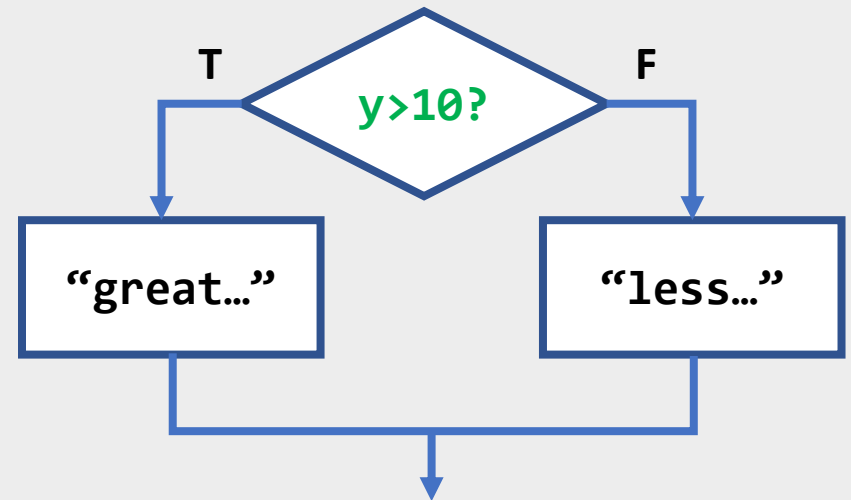
```
if (cond) {  
    # run here if cond is TRUE  
} else {  
    # run here if cond is FALSE  
}
```

```
# y greater than 10?  
if (y > 10) {  
    print("greater than 10")  
} else {  
    print("less or equal to 10")  
}
```

# Conditional (if...else...)

```
if (cond) {  
    # run here if cond is TRUE  
} else {  
    # run here if cond is FALSE  
}
```

```
# y greater than 10?  
if (y > 10) {  
    print("greater than 10")  
} else {  
    print("less or equal to 10")  
}
```



# Conditional (if...else if...else...)

```
if (cond1) {  
    # run here if cond1 is TRUE  
} else if (cond2) {  
    # run here if cond1 is FALSE but cond2 is TRUE  
} else {  
    # run here if neither cond1 nor cond2 is TRUE  
}
```

# Iteration

```
for (var in seq) {  
  do something  
}
```

```
while (cond) {  
  do something if cond is TRUE  
}
```

```
# sum of squares  
t <- 1:3  
y <- 0  
  
for (x in t) {  
  y <- y + x^2  
}  
  
print(y)
```

# Programming Structure: Functions

- What's a function
  - a logical block of code
  - input -> output
- Why write functions
  - Reusability
  - Abstraction
  - Maintainability
- Example:  $\sum_{t=1}^n t^2$

```
# sum of squares from 1 to n
ss <- function(n) {
  t <- 1:n
  sum(t^2)
}

# calling the ss() function
print(ss(2))
print(ss(3))
```



# Programming Structure: Functions

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# Programming Structure: Functions

- What's a function
  - a logical block of code
  - input -> output
- Why write functions
  - Reusability
  - Abstraction
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- Example:  $\sum_{t=1}^n t^2$

```
# sum of squares from 1 to n
ss <- function(n) {
  t <- 1:n
  sum(t^2) # return(sum(t^2))
}

# calling the ss() function
print(ss(2))
print(ss(3))
```

# Turn Ideas into Code

- Solve problems using code: three main ingredients
  - 1) Data Structure (vector, list, **data frame**, etc.)
  - 2) Programming Structure (**sequential**, conditional, iterative)
  - 3) Algorithm (sorting, searching, optimization, **modeling**, etc.)
  - Design to bind the above 3 together (functions, classes, design patterns, software architecture,...)
- Examples
  - Generate and solve Sudoku puzzles
  - Implement and backtest a trading rule/algorithm
  - **Import, manipulate, and model data**
- For us (data analysis in RSM456), in most case,
  - Data frame manipulation + sequential programming flow + modeling (using algorithm already implemented by others)

# R Learning Road Map (From Zero to Hero)

- Step 1. Basic R programming skills (Beginner)
  - Data and programming structure; how to turn an idea into code;
  - Book: [Hands-On Programming with R](#)
- Step 2. R Data Science skills (Intermediate)
  - Data wrangling, basic modeling, and visualization/reporting; Best practice;
  - Book: [R for Data Science](#)
- Step 3. Take your R Skill to the next level
  - Book: [Advanced R](#)

Ref. For other free R books, check [bookdown.org](http://bookdown.org) often

