#### Lecture 3

# Programming in R

Introduction to R for Biologists - Lauren Talluto



# Looping

In programming, **loops** allow us to do something repeatedly, without copypasting code. One simple loop construct is called a for loop. Here, we create a **loop variable** v that takes the values from an **iteration variable** (normally a vector) named vec.

The code between the {} symbols is called a **block**.



# For loops — index format

Sometimes we want to iterate over something by **index** (for example, rows of a data frame, or using relative positions for some reason).

Here we compute the first 20 Fibbonaci numbers.

```
fib = numeric(20)
fib[1] = 0
fib[2] = 1

# start on 3, because the first two are already defined!
for(i in 3:length(fib)) {
    fib[i] = fib[i - 1] + fib[i - 2]
}
print(fib)
## [1] 0 1 1 2 3 5 8 13 21 34 55 89 144 233 377
## [16] 610 987 1597 2584 4181
```

# Conditionals

}

A conditional statement makes a decision based on the value of an expression.

peng = read.csv("data/penguins.csv")
(body\_masses = tapply(peng\$body\_mass\_g, peng\$species, mean, na.rm = TRUE))
## Adelie Chinstrap Gentoo
## 3700.662 3733.088 5076.016

if(body\_masses['Gentoo'] > body\_masses['Chinstrap']) {
 print("Gentoo penguins are larger than Chinstrap penguins")

## [1] "Gentoo penguins are larger than Chinstrap penguins"

## Conditionals – else clauses

#### An else clause allows you to make a binary choice

```
(bill_length = tapply(peng$bill_length_mm, peng$species, mean, na.rm = TRUE))
## Adelie Chinstrap Gentoo
## 38.79139 48.83382 47.50488
```

```
if(bill_length['Gentoo'] > bill_length['Chinstrap']) {
    print("Gentoo penguins have larger bills than Chinstrap penguins")
} else {
    print("Chinstrap penguins have larger bills than Gentoo penguins")
}
## [1] "Chinstrap penguins have larger bills than Gentoo penguins"
```

# Conditionals – chaining clauses

You can chain together multiple either-or conditionals with **else if** 

```
biggest_bill = max(bill_length)
if(bill_length['Gentoo'] == biggest_bill) {
    print("Gentoo penguins have the longest bills")
} else if(bill_length['Chinstrap'] == biggest_bill) {
    print("Chinstrap penguins have the longest bills")
} else {
    print("Adelie penguins have the longest bills")
}
## [1] "Chinstrap penguins have the longest bills"
```

#### Functions

You can write your own functions using the function keyword.

Here we write a small function to decide if an input value is a prime number, up to a maximum of 1000.

```
is_prime = function(x) {
   if(x > 1000)
       return(NA)
    # x cannot have factors larger than sqrt(x)
   max_factor = as(sqrt(x), "integer")
   result = TRUE # if we don't find a factor, the number is prime
    for(i in 2:max_factor) {
       # if x divides into any number with no remainder it is not prime
       if(x %% i == 0) {
            result = FALSE
        }
   return(result)
```

#### Functions – default parameters

You can add defaults to parameters when you define a function.

Here we allow the user to decide the maximum, with a default of 1000.

```
is_prime = function(x, max_value = 1000) {
   if(x > max_value)
       return(NA)
    \# x cannot have factors larger than sqrt(x)
   max_factor = as(sqrt(x), "integer")
   result = TRUE # if we don't find a factor, the number is prime
    for(i in 2:max_factor) {
       if(x %% i == 0) {
            result = FALSE
        }
   return(result)
```

## Vectorising is\_prime

Here is some additional code we worked on in class.

```
is_prime = function(x, max_value = 1000) {
    if(any(x > max_value))
        return(NA)
    result = rep(TRUE, length(x)) # if we don't find a factor, the number is prime
    for(j in 1:length(x)) {
        max_factor = as(sqrt(x[j]), "integer")
        for(i in 2:max_factor) {
            # if x divides into any number with no remainder it is not prime
            if(x[j] %% i == 0) {
                result[i] = FALSE
            }
        }
    return(result)
}
numbers = 1:50
is_prime(numbers)
ifelse(is_prime(numbers), "prime", "not prime")
```

# Simulations and Random Numbers

Many times we need random numbers. Here are some useful functions for doing this.

```
# x is a vector, chooses n random items from x
sample(x, n)
# take n random numbers between min and max
runif(n, min, max)
# take n random integers from a poisson distribution
# rate gives the average result
rpois(n, rate)
# take n random numbers from a normal distribution
rnorm(n, mean, sd)
```

## Random numbers: example

card\_suits = c('hearts', 'diamonds', 'clubs', 'spades')
card\_vals = c(as.character(2:10), 'J', 'Q', 'K', 'A')
card\_deck = paste(rep(card\_vals, 4), rep(card\_suits, each = 13), sep = '-')
head(card\_deck)
## [1] "2-hearts" "3-hearts" "4-hearts" "5-hearts" "6-hearts" "7-hearts"

(poker\_hand = sample(card\_deck, 5, replace = FALSE))
## [1] "6-diamonds" "10-clubs" "6-hearts" "8-hearts" "A-diamonds"