

# Day 1

## Lecture 2:

# Getting started with R



**Short course on modelling infectious disease dynamics in R**

Ankara, Türkiye, September 2025

Dr Juan F Vesga

# Aims of the session

- Understand the R engine and syntax
- Introduce initial important notions of R programming
- Learn the basic syntax of R language
- Understand data objects
- Understand user defined functions

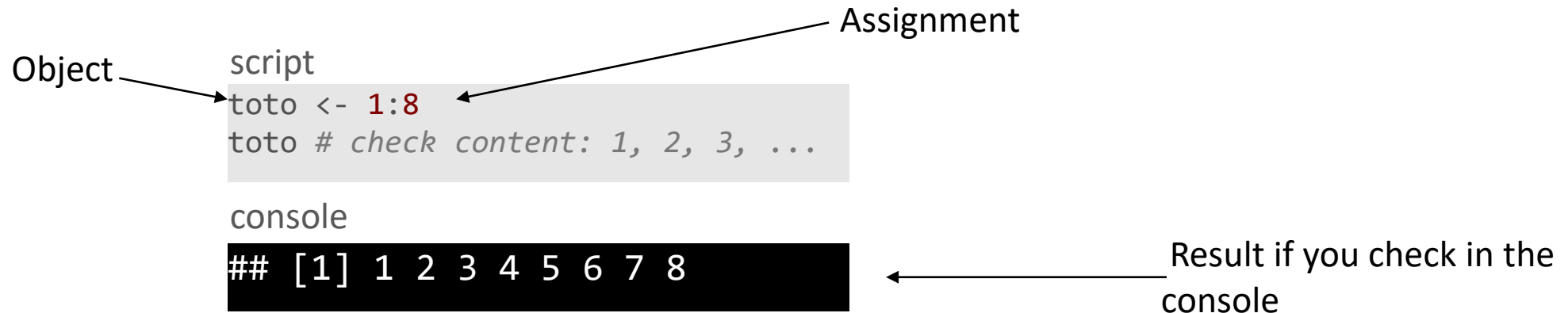
# How does R store information?



- no files, all in the RAM (i.e. temporary memory)
- data, results, functions, etc. are all R *objects*
- one *object* can be saved / loaded using *saveRDS/readRDS* (output: *.rds* files)
- *several objects* can be saved / loaded using *save/load* (output: *.RData files*)
- an *entire session* can be saved using *save.image*

# How to create objects?

- General syntax: `object_name <- content`:



**Note:** In R, the syntax “<=” is used to reflect assignment, if you use “=” it will work but can be confusing as is not the convention among R users

# How to create objects?

- General syntax: `object_name <- content`:

script

```
toto <- "some text"  
toto # reassigned a different value
```

console

```
## [1] "some text"
```

**Note:** The object “toto” is just an envelope. You can put inside any value you want and change it as you want.

# Round numbers: integer

```
a <- 1:10  
a
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
class(a)
```

```
## [1] "integer"
```

# Decimal numbers: numeric

```
b <- c(-0.1, 10.123, pi)  
b
```

```
## [1] -0.100000 10.123000 3.141593
```

```
class(b)
```

```
## [1] "numeric"
```

# Text: character

```
a <- c("hello world", "hello Turkey!")  
a
```

```
## [1] "hello world"      "hello Turkey!"
```

```
class(a)
```

```
## [1] "character"
```



# Categorical variables: factor

```
a <- factor(c("red", "blue", "green", "red") )  
a
```

```
## [1] red blue green red  
## Levels: blue green red
```

```
class(a)
```

```
## [1] "factor"
```

```
levels(a)
```

```
## [1] "blue" "green" "red"
```

# Booleans: logical

The `logical` type can be `TRUE` or `FALSE`:

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

```
## [1] TRUE FALSE TRUE TRUE
```

```
class(a)
```

```
## [1] "logical"
```

Booleans can also be interpreted as 0's (`FALSE`) and 1's (`TRUE`), hence:

```
a + 1
```

```
## [1] 2 1 2 2
```

# Vectors

A vector stores several values of the **same type** as a one-dimensional array:

```
a <- c(1, 2, -2, 1.123)  
a
```

```
## [1] 1.000 2.000 10.000 -1.000 1.123
```

```
length(a)
```

```
## [1] 5
```

# Matrices

A matrix stores several values of the **same type** as a table:

```
a <- matrix(sample(1:12),ncol = 4)
a
```

```
##      [,1] [,2] [,3] [,4]
## [1,]  12   7   8   4
## [2,]  11  10   2   5
## [3,]   1   6   9   3
```

```
class(a)
```

```
## [1] "matrix"
```

```
dim(a)
```

```
## [1] 3 4
```

# Data Frames

A `data.frame` is a table where variables (columns) can have different types (equivalent to a spreadsheet):

```
a <- data.frame(age = c(10, 54, 3), sex = c("m", "f", "m"))  
a
```

```
##   age sex  
## 1  10  m  
## 2  54  f  
## 3   3  m
```

```
class(a)
```

```
## [1] "data.frame"
```

```
dim(a)
```

```
## [1] 3 2
```

# Lists

A `list` is a collection of objects of any types and sizes, stored as different slots. It is a powerful structure to save information

```
age <- c(10, 54, 3)
sex <- factor(c("m", "f", "m"))
swab <- matrix(
  sample(c("+", "-"), replace = TRUE, 10), nrow = 2,
  dimnames = list(NULL, paste("t", 1:5, sep = "")))
x <- list(age = age, gender = sex, swab_results = swab)
```

# Lists (continued)

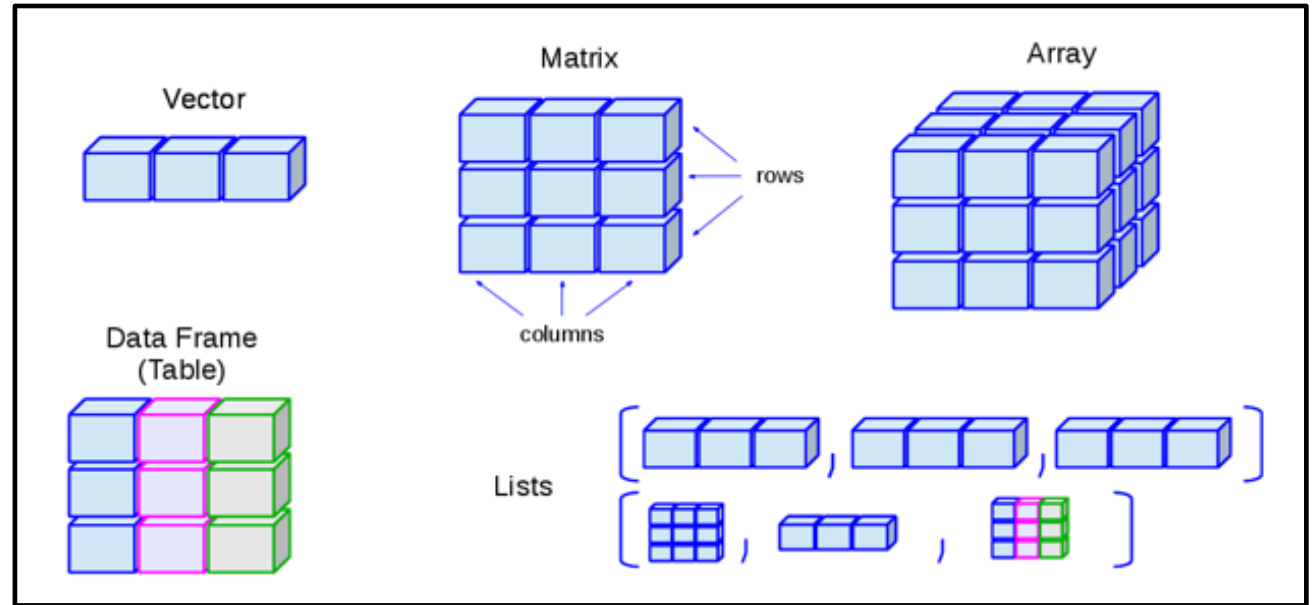
A `list` is a collection of objects of any types and sizes, stored as different slots. It is a powerful structure to save information

```
x
```

```
## $age
## [1] 10 54 3
##
## $gender
## [1] m f m
## Levels: f m
##
## $swab_results
##      t1  t2  t3  t4  t5
## [1,] "+" "+" "-" "+" "+"
## [2,] "+" "+" "+" "-" "+"
```

# Data structures summary

- Vectors
- Matrices and arrays
- Data frames
- Lists
- R has some datasets already loaded



G. Tiwari, 2019. <https://medium.com/@tiwarigaurav2512/r-data-types-847fffb01d5b>



# Accessing contents in an object

The objects we reviewed can be accessed or **subsetting** by **index**, **name**, or **logical condition**. Using:

- `object_name[]` for a vector
  - `object_name[rows, columns]` for a matrix / data.frame
  - `object_name[[]]` for a list
- 
- ❑ An index is an integer or set of integers that points to the position of an element in an array: `my_vector[2]`
  - ❑ Lists can be accessed using the name of the **slot** : `my_list[["age"]]`
  - ❑ Note that square brackets imply access to an object, while parenthesis contain the arguments of a function

# Using functions



- Functions are short-cuts for doing complicated things, e.g.
  - `sort(c(2, 1, 3))=c(1, 2, 3)`
  - `abs(-4)=4`
- Functions can be written by:
  - R (i.e. already installed)
  - the user (i.e. you)
  - someone else (in a package)

# What is a function?

A set of operations made on a given output

Syntax: `function_name(argument1, argument2, ...)`

Example:

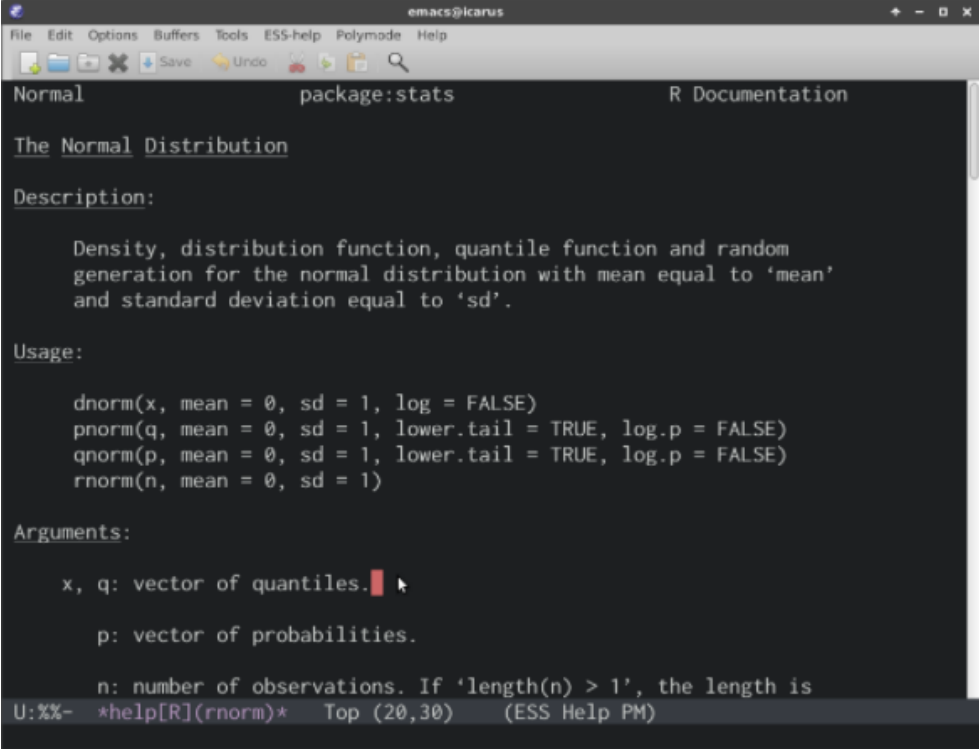
```
rmnorm(8, mean=5, sd=3)
```

```
## [1]  2.713883  7.373878  9.364017  1.173302  6.436040  5.624428  7.107626  
## [8] -1.727200
```

# How to use a function?

When a function is created either by R or the user or a package, its definition can be retrieved using “?”

?rnorm



```
emacs@icarus
File Edit Options Buffers Tools ESS-help Polymode Help
Normal package:stats R Documentation
The Normal Distribution
Description:
Density, distribution function, quantile function and random
generation for the normal distribution with mean equal to 'mean'
and standard deviation equal to 'sd'.
Usage:
dnorm(x, mean = 0, sd = 1, log = FALSE)
pnorm(q, mean = 0, sd = 1, lower.tail = TRUE, log.p = FALSE)
qnorm(p, mean = 0, sd = 1, lower.tail = TRUE, log.p = FALSE)
rnorm(n, mean = 0, sd = 1)
Arguments:
x, q: vector of quantiles.
p: vector of probabilities.
n: number of observations. If 'length(n) > 1', the length is
U:%%- *help[R](rnorm)* Top (20,30) (ESS Help PM)
```

# User defined functions

Apart from base R functions and functions in packages, you can create your own functions.

```
Syntax: function_name <- function(argument1, argument2,...)
      {
        # perform an operation using your arguments
        x <- argument1 + argument2

        return(x)
      }
```

❑ Naming functions is an important part of good coding: use meaningful names! : Sum\_arguments (Good); func1 (Bad)

# What we should know by now

- How the R engine works
- How to store information using R objects
- Accessing your information
- What are functions
- How functions can be defined by the user

# Good R resources to explore

- R for Data Science - <https://r4ds.had.co.nz/>
- Advanced R <http://adv-r.had.co.nz/>
- R packages <http://r-pkgs.had.co.nz/>
- RECONLearn <https://www.reconlearn.org/>