

2. Vector

A *vector* (or one-dimensional *array*) v is a collection of *values* (or *elements*) of the same type, each identified by an *index* in the range 1 to `length(v)`. *Combine* values into a vector with `c(...)`. e.g.

```
v <- c(2.71, 5, 3.14)
length(v)
v
```

index i	value v[i]
1	2.71
	5
3	

```
words <- c("tree", "ant", "chainsaw")
length(words)
words
```

index i	value words[i]
1	
2	"ant"
	"chainsaw"

Basic Vector Types, and Specifying Constants of These Types

- **numeric** (real number): digits with optional decimal point, with optional suffix of **E** or **e** for *exponent* digits (scientific notation); e.g. `3.14e2` is _____
- **character** (which should have been called *character string*): a *string* (or word) in double or single quotes, `"..."` or `'...'`. (*Escape sequences* include `\"` (double quote), `\'` (single quote), `\n` (newline), `\t` (tab), and `\\` (backslash).)

`paste(..., sep = " ")` makes a string from its arguments, separated by `sep`. e.g.

```
oak <- 70
```

```
text = paste(sep="", "Tree names include \"oak.\"\nOak weighs ", oak, " lbs/ft^3.\n")
```

`cat(..., sep = " ")` pastes and writes to console, interpreting escape sequences. e.g.

```
cat(text)
```

```
cat(sep = "", "oak=", oak, "\n") # display variable with helpful label
```

- **logical**: **TRUE** and **FALSE** (which become 1 and 0 when used in arithmetic)

`any(v)` is **TRUE** if any of the values in v is **TRUE**; `all(v)` is **TRUE** if all are

e.g. `v > 3, words == "ant", sum(v > 3), sum(words == "ant")`

`vector(mode="logical", length=0)` creates a vector of the given mode and length.

To change a vector's type, use `as.numeric()`, `as.character()`, or `as.logical()`. (There are three other basic types we will not use much: **integer**, **complex**, and **raw**.)

Names attribute

`names(x)` gets or sets a vector of **character** (strings) corresponding to values in x . e.g.

```
names(v) = c("e", "five", "pi"); v # set names
```

```
names(v) = NULL; v # remove names
```

Names can also be set with `c()` by specifying "name=value" pairs. e.g. `y = c(burger=2.50, fries=1.50); y`

A Few Functions

e.g. `x <- c(12, 11, 16, 11)`

`sum(x)`, `max(x)`, `mean(x)`, `median(x)`, `sd(x)`

Operators (which act element-wise on vectors)

- arithmetic: `+` `-` `*` `/` `^` (and, for integer division, `/%` is quotient, `%%` is remainder)

e.g. The sample standard deviation of x_1, x_2, \dots, x_n is $s_x = \sqrt{\frac{1}{n-1} \sum_{i=1}^n (x_i - \bar{x})^2}$:

`n = length(x)`

`sqrt(sum((x - mean(x))^2) / (n-1))`

- relation: `>` `>=` `<` `<=` `==` `!=` (last two are *equals* and *is not equal to*)

• logic:	<code>!</code> (“not”)	T	F	<code>&</code> (“and”)	T	F	<code> </code> (“or”)	T	F
		F	T		T	F		T	T
					F	F		F	F

e.g. `!(v > 3)`, `v < 4`, `(v > 3) & (v < 4)`, `(v > 3) | (v < 4)`

- assignment: `<-` (or `=`, which is not `==`)

- sequence: `:` (colon); e.g. `11:14` is `c(, , ,)`

`seq()` is a related function:

– `seq(from=1, to=1, by)`, e.g. `seq(10, 15, by=2)` is `c(, ,)`

– `seq(from=1, to=1, length.out)`, e.g. `seq(10, 15, length.out=3)` is `c(, ,)`

- matching: `%in%`, e.g. `1:3 %in% c(2, 7)` is `c(, ,)`

Indexing

- For a vector `v` of positive integer, `x[v]` is those elements of `x` with indices in `v`; e.g. for `x <- 11:20` and `v <- c(1, 2, 10)`, `x[v]` is `c(, ,)`; `x[3]` is `c()` (or _____)

- For a vector `v` of negative integer, `x[v]` is those elements of `x` *excluding* those with indices in `v`; e.g. for `x <- 11:20` and `v <- c(-1, -2, -10)`, `x[v]` is _____

- For a vector `v` of logical,

– `which(v)` is a vector of *indices* for which `v[i]` is TRUE; e.g.

`indices = which(x < 14) # c(, ,)`

Now use the indices: `x[indices]` is `c(, ,)`

– `x[v]` is those elements of `x` corresponding to TRUE values in `v`. e.g.

`x[x < 14]` is `c(, ,)`

(so “*which*” could have been omitted in previous example)

e.g. `x[(x %% 2) == 0]`

- For a vector `v` of character names, `x[v]` is those elements of `x` whose names are in `v`; e.g.

`x <- 1:3; names(x) <- c("one", "two", "Fred"); v <- c("Fred", "one"); x[v]` is _____