

Base R Cheat Sheet

Getting Help

Accessing the help files

?mean

Get help of a particular function.

help.search('weighted mean')

Search the help files for a word or phrase.

help(package = 'dplyr')

Find help for a package.

More about an object

str(iris)

Get a summary of an object's structure.

class(iris)

Find the class an object belongs to.

Using Libraries

install.packages('dplyr')

Download and install a package from CRAN.

library(dplyr)

Load the package into the session, making all its functions available to use.

dplyr::select

Use a particular function from a package.

data(iris)

Load a built-in dataset into the environment.

Working Directory

getwd()

Find the current working directory (where inputs are found and outputs are sent).

setwd('C://file/path')

Change the current working directory.

Use projects in RStudio to set the working directory to the folder you are working in.

Vectors			Programming					
Creating Vectors			For Loop			While Loop		
c(2, 4, 6)	2 4 6	Join elements into a vector	for (variable in sequence){	Do something	}	while (condition){	Do something	}
2:6	2 3 4 5 6	An integer sequence						
seq(2, 3, by=0.5)	2.0 2.5 3.0	A complex sequence						
rep(1:2, times=3)	1 2 1 2 1 2	Repeat a vector	for (i in 1:4){	j <- i + 10	print(j)	while (i < 5){	print(i)	i <- i + 1
rep(1:2, each=3)	1 1 1 2 2 2	Repeat elements of a vector						
Vector Functions								
sort(x)	rev(x)		If Statements			Functions		
Return x sorted.	Return x reversed.		if (condition){	Do something		function_name <- function(var){	Do something	
table(x)	unique(x)	See counts of values.	} else {	Do something different	}	return(new_variable)		
Selecting Vector Elements								
By Position			Example			Example		
x[4]	The fourth element.		if (i > 3){	print('Yes')		square <- function(x){		
x[-4]	All but the fourth.		} else {	print('No')	}	squared <- x*x		
x[2:4]	Elements two to four.					return(squared)		
x[-(2:4)]	All elements except two to four.		Reading and Writing Data					
x[c(1, 5)]	Elements one and five.		Input			Output		
By Value								
x[x == 10]	Elements which are equal to 10.		df <- read.table('file.txt')	write.table(df, 'file.txt')		Description		
x[x < 0]	All elements less than zero.					Read and write a delimited text file.		
x[x %in% c(1, 2, 5)]	Elements in the set 1, 2, 5.		df <- read.csv('file.csv')	write.csv(df, 'file.csv')		Read and write a comma separated value file. This is a special case of read.table/write.table.		
Named Vectors								
x['apple']	Element with name 'apple'.		load('file.RData')	save(df, file = 'file.Rdata')		Read and write an R data file, a file type special for R.		
Conditions			a == b	Are equal	a > b	Greater than	a >= b	Greater than or equal to
			a != b	Not equal	a < b	Less than	a <= b	Less than or equal to

Types

Converting between common data types in R. Can always go from a higher value in the table to a lower value.

as.logical	TRUE, FALSE, TRUE	Boolean values (TRUE or FALSE).
as.numeric	1, 0, 1	Integers or floating point numbers.
as.character	'1', '0', '1'	Character strings. Generally preferred to factors.
as.factor	'1', '0', '1', levels: '1', '0'	Character strings with preset levels. Needed for some statistical models.

Maths Functions

log(x)	Natural log.	sum(x)	Sum.
exp(x)	Exponential.	mean(x)	Mean.
max(x)	Largest element.	median(x)	Median.
min(x)	Smallest element.	quantile(x)	Percentage quantiles.
round(x, n)	Round to n decimal places.	rank(x)	Rank of elements.
signif(x, n)	Round to n significant figures.	var(x)	The variance.
cor(x, y)	Correlation.	sd(x)	The standard deviation.

Variable Assignment

```
> a <- 'apple'  
> a  
[1] 'apple'
```

The Environment

ls()	List all variables in the environment.
rm(x)	Remove x from the environment.
rm(list = ls())	Remove all variables from the environment.

You can use the environment panel in RStudio to browse variables in your environment.

Matrixes

`m <- matrix(x, nrow = 3, ncol = 3)`
Create a matrix from x.

	<code>m[2,]</code> - Select a row	<code>t(m)</code> Transpose
	<code>m[, 1]</code> - Select a column	<code>m %*% n</code> Matrix Multiplication
	<code>m[2, 3]</code> - Select an element	<code>solve(m, n)</code> Find x in: $m \cdot x = n$

Lists

`l <- list(x = 1:5, y = c('a', 'b'))`
A list is collection of elements which can be of different types.

<code>l[[2]]</code>	<code>l[1]</code>	<code>l\$x</code>	<code>l['y']</code>
Second element of l.	New list with only the first element.	Element named x.	New list with only element named y.

Also see the [dplyr](#) library.

Data Frames

`df <- data.frame(x = 1:3, y = c('a', 'b', 'c'))`
A special case of a list where all elements are the same length.

x	y
1	a
2	b
3	c

Matrix subsetting

<code>df[, 2]</code>	
<code>df[2,]</code>	
<code>df[2, 2]</code>	

List subsetting

<code>df\$x</code>		<code>df[[2]]</code>	
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<i>Understanding a data frame</i>
<code>View(df)</code>
See the full data frame.

<i>head(df)</i>
See the first 6 rows.

`nrow(df)`
Number of rows.

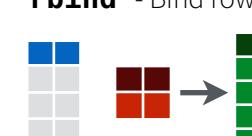
`ncol(df)`
Number of columns.

`dim(df)`
Number of columns and rows.

`cbind` - Bind columns.



`rbind` - Bind rows.



Strings

<code>paste(x, y, sep = ' ')</code>	Join multiple vectors together.
<code>paste(x, collapse = ' ')</code>	Join elements of a vector together.
<code>grep(pattern, x)</code>	Find regular expression matches in x.
<code>gsub(pattern, replace, x)</code>	Replace matches in x with a string.
<code>toupper(x)</code>	Convert to uppercase.
<code>tolower(x)</code>	Convert to lowercase.
<code>nchar(x)</code>	Number of characters in a string.

Factors

<code>factor(x)</code>	
Turn a vector into a factor. Can set the levels of the factor and the order.	Turn a numeric vector into a factor by 'cutting' into sections.

Statistics

<code>lm(x ~ y, data=df)</code>	Linear model.
<code>glm(x ~ y, data=df)</code>	Generalised linear model.
<code>summary</code>	Get more detailed information out a model.

Distributions

	Random Variates	Density Function	Cumulative Distribution	Quantile
Normal	<code>rnorm</code>	<code>dnorm</code>	<code>pnorm</code>	<code>qnorm</code>
Poisson	<code>rpois</code>	<code>dpois</code>	<code>ppois</code>	<code>qpois</code>
Binomial	<code>rbinom</code>	<code>dbinom</code>	<code>pbinom</code>	<code>qbinom</code>
Uniform	<code>runif</code>	<code>dunif</code>	<code>punif</code>	<code>qunif</code>

Plotting

<code>plot(x)</code>	Values of x in order.
<code>plot(x, y)</code>	Values of x against y.
<code>hist(x)</code>	Histogram of x.

Dates

See the [lubridate](#) library.