

Short Guide to the Most Essential R Functions

In the table below: LOGICAL – logical test, such as `is.na(data)` or `data==1`; ACTION – an executable expression, such as `data<-3` or `lm(y~x)` or `2+4`; BODY – set of expressions; path – access path to a file; [requires NAME] – installation of the NAME package is required; FORMULA – formula object; MODEL – model object; NAME – any custom NAME. Any numbers indexing lists of commands in the first column are only for reference and should not be used with commands provided.

Function and arguments	Description and details
Operators and basic operations	
<code>!x, x y, x&y, xor(x,y)</code>	NOT x, x OR y, x AND y, logical exclusive OR on x, y
<code>#</code>	Comment line – not executed
<code>+, -, *, /, %% , %/%, %*%, ^</code>	add, subtract, multiply, divide, modulo, integer division, matrix product, power
<code>==, >, <, >=, <=, !=</code>	Equal, smaller than, larger than, smaller or equal, larger or equal, not equal
<code>A -> B</code>	Assignment – B gets the value of A
<code>abs (NAME)</code>	Absolute value
<code>cor (NAME1,NAME2)</code>	Correlation of elements of two objects
<code>cov (NAME1,NAME2)</code>	Covariance of elements of two objects
<code>exp (NAME)</code>	Exponent (e^{NAME})
<code>Inf, NA, NaN</code>	Infinity, missing value, not-a-number variable
<code>install.packages ("NAME")</code>	Install a package "NAME"
<code>is.na (NAME)</code>	Logical test if NAME is a missing value
<code>library (NAME)</code>	Load a library NAME
<code>list.files()</code>	List all files in the current working directory
<code>log (NAME)</code>	Logarithm of NAME
<code>ls ()</code>	Display all object in the workspace
<code>mean (NAME)</code>	Mean of elements of name
<code>median (NAME)</code>	Median of elements of name
<code>prod (NAME)</code>	Product of elements of NAME
<code>quantile (NAME)</code>	Quantiles (median, minimum, maximum, 25% and 75% quantile)
<code>round(x, digits=n)</code>	Round x to n digits
<code>save(file="NAME")</code>	Save workspace to file
<code>savehistory (file="NAME")</code>	Save history of commands to file

<code>sd (NAME)</code>	Standard deviation of elements of NAME
<code>search ()</code>	Display the namespace and all loaded packages and attached objects
<code>setwd (path)</code>	Set working directory to path
<code>sqrt (NAME)</code>	Square-root of NAME
<code>sum (NAME)</code>	Sum of elements of NAME
T or TRUE, F or FALSE	Logical variable – true or false
<code>var (NAME)</code>	Variance of elements of NAME
Vector and matrix functions; data-type functions	
<code>as.vector(X)</code> , <code>as.list(X)</code> , <code>as.matrix(X)</code> , <code>as.data.frame(X)</code> , <code>as.array(X)</code> , <code>as.numeric(X)</code> , <code>as.character(X)</code> , <code>as.logical(X)</code> <code>as.factor(X)</code>	Treat X as the type specified without changing its type
<code>c(a,b,c,d,...)</code>	Concatenate objects to a vector
<code>class()</code> , <code>attributes()</code>	Check class and attributes of an object
<code>cumprod (VECTOR)</code>	Cumulative product of elements of VECTOR
<code>cumsum (VECTOR)</code>	Cumulative sum of elements of VECTOR
<code>det (MATRIX)</code>	Determinant of MATRIX
<code>dim (ARRAY)</code>	Returns lengths of dimensions of ARRAY (may also be matrix and data-frame)
<code>eigen (MATRIX)</code>	Eigenvalue of MATRIX
<code>fix (NAME)</code>	Opens window for manual edition of the table NAME
<code>is.vector()</code> , <code>is.list</code> , etc.	Logical test if object is of type specified
<code>length (VECTOR)</code>	Number of elements in a VECTOR
<code>max (NAME)</code>	Maximum value of NAME
<code>min (NAME)</code>	Minimum value in NAME
<code>names (NAME)</code>	Names of the elements of the vector or variables of the data-frame – you can assign new values
<code>order (VECTOR)</code>	Returns permutation of elements that – when applied as an index – sorts elements of VECTOR ascending
<code>paste (VECTOR, sep=".")</code>	Paste elements of VECTOR as a text string using sep as separators (may also be "")
<code>range (VECTOR)</code>	The range of values
<code>rank (VECTOR)</code>	Ranks of values
<code>rev ()</code>	Reverses a function, eg. <code>Rev(sort(x))</code> sorts x descending
<code>rownames (NAME)</code> , <code>colnames (NAME)</code>	Returns names of columns and rows of the matrix or data-frame; may also be used for assigning names

<code>sort(VECTOR)</code>	Sorts elements ascending
<code>summary(NAME)</code>	Generic function, returns type-specific summary
<code>t(MATRIX)</code>	Transpose a matrix
<code>which(VECTOR, LOGICAL)</code>	Indexes of elements satysying the condition LOGICAL
Reading data; manipulating tables	
<code>\$</code> e.g. <code>data\$name</code>	Accesses the variable using its name (in data-frames)
<code>[]</code> e.g. <code>data[2,3]</code>	Accesses column, row or element; in >2D objects dimensions are specified in the order: rows, columns, ...; omitting one dimension but retaining commas means that we want the whole dimension extracted
<code>apply(matrix, 1 or 2, FUNCTION)</code>	Applies FUNCTION to rows (1) or columns (2) of matrix
1. <code>attach(NAME)</code> , <code>detach(NAME)</code> 2. <code>detach(package:NAME)</code>	1. Attaches or detaches an object 2. Detaches package NAME
<code>boxcox(NAME)</code>	[requires MASS] Box-Cox transformation of the data
<code>cbind(x,y)</code>	Column-wise bind of two objects (numbers of rowns must be the same)
<code>na.omit(NAME)</code>	Returns object with NAs removed; in data-frame whole rows in at least one NA are removed
<code>rbind(x,y)</code>	Row-wise bind two objects; numbers of coulms are the same
<code>read.csv(file=path)</code>	Read CSV (comma-separated) file
<code>read.delim2()</code>	Read file with commans as decimal separators; arguments as in <code>read.table()</code>
<code>read.table(path, header=T, sep="\t", skip=N)</code>	Read file in path, header=T sets the first line as names of variables, sep sets the character separating columns, skip skips N first columns
<code>subset(NAME, LOGICAL)</code>	Extract from data-frame NAME cases satisfying LOGICAL condition, eg. <code>subset(data, sex=="M")</code>
<code>table(group1, group2)</code>	Create contingency table counting cases in grouping variables (one or two)
<code>tapply(data, group, FUNCTION)</code>	Apply function to data group-wise
<code>with(NAME, procedures)</code>	Alternative for attach; procedures use data from NAME without the need of specifying variable names by <code>\$</code>
<code>write.table(data, file=path, sep="\t")</code>	Save data to disc using filename path and sep as column separator
Writing new functions	
<code>break</code>	Break lood and go outside to the next operation

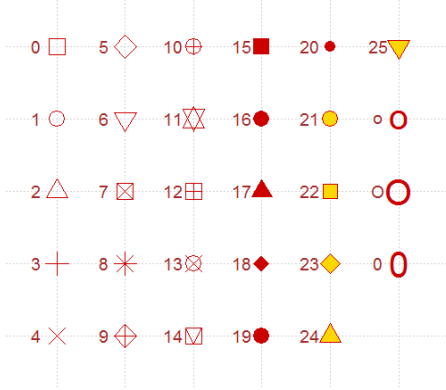
<code>F <- function(ARGUMENTS) {BODY}</code>	Define function F, taking several ARGUMENTS (names, comma separated), executing some expressions using these arguments in BODY
<code>for (i in X) {ACTIONS}</code> <code>for (i in X) ACTION</code>	Loop – iterate through elements of X (may be vector or range), for each execute ACTIONS or single ACTION
1. <code>if (LOGICAL) {ACTIONS}</code> 2. <code>if (LOGICAL) {ACTIONS}</code> <code>else {ACTIONS}</code> 3. <code>ifelse (LOGICAL,</code> <code>ACTIONS1, ACTIONS2)</code>	1. Execute ACTIONS if LOGICAL is TRUE 2. See above, if FALSE execute else 3. Execute ACTIONS1 if LOGICAL is TRUE, execute ACTIONS2 otherwise
<code>next</code>	Stop iteration and go to the next one (does not break the entire loop)
<code>repeat {ACTION if (LOGICAL) break}</code>	Execute ACTION as long as LOGICAL remains false
<code>while (LOGICAL) {ACTIONS}</code>	Execute ACTIONS as long as LOGICAL remains TRUE
Generating random data	
<code>rep(A, length.out=B, times=C,</code> <code>each=D)</code>	Repeat A C times, or as many times as necessary to fill length.out; if each defined – each element of A (if it's a vector) will be repeated D times; e.g. <code>rep(c(1,2),times=2,each=4)</code> yields 1111222211112222
<code>rnorm(N, mean, sd), pnorm(X, mean,</code> <code>sd), qnorm(P, mean, sd), dnorm(X,</code> <code>mean, sd)</code>	Use normal distribution with parameters mean and sd to: generate N random samples (r); get probability $x \leq X$ (p); get quantile X for $P(x \leq X)$ (q); get the density function for X (d); see help for more arguments, e.g. <code>log=T</code> yields log transformed values
OTHER DISTRIBUTIONS [add r, q, p or d; first argument may be P, X or N]: <code>t(., df), f(., df1, df2), binom(.,</code> <code>size, probab),</code> <code>pois(., lambda),</code> <code>gamma(., shape, scale), chisq(.,</code> <code>df),</code> <code>nbinom(., size, probab, mu),</code> <code>lnorm(., meanlog, sdlog), hyper(.,</code> <code>m, n, k),</code> <code>geom(., probab),</code> <code>multinom(., size, prob), logis(.,</code> <code>location, scale), exp(., rate),</code> <code>cauchy(., location, scale), unif(.,</code> <code>a, b)</code>	t distribution, F, binomial, Poisson, gamma, Chi-squared, negative binomial, lognormal, hypergeometric, geometric, multinomial, logistic, exponential, Cauchy, uniform. See respective help files for more details and arguments.
<code>rTraitCont(tree, model, sigma,</code> <code>alpha)</code>	Simulate evolution along the tree phylogeny, using selected evolution model, sigma as standard deviation for random process at each branching and alpha as selective force acting along the tree

<code>rtree()</code>	Generate random tree; see help for more details
<code>sample(A, B, replace=T or F)</code>	Choose random sample of size B from vector A, if replace TRUE each element will may be sampled more tha once; executing with <code>replace=F</code> and <code>B>length(A)</code> yields error
1. <code>seq(A, B, by=C)</code> 2. <code>seq(A, B, length.out=C)</code>	1. Generate numbers between A and B with increment of by 2. Generate sequence between A and B of the final length of length.out If <code>A>B</code> the sequence is generated in descending order
<code>unique(A)</code>	Extract all unique values from A
Hypothesis testing Most testing functions accept the following arguments: <code>alternative="two-sided"</code> or <code>"less"</code> or <code>"greater"</code> (one or two-tailed test); <code>conf.level=0.95</code> specifying significance threshold.	
<code>binom.test(n_succ, n_trials, P)</code>	Binomial test for population with P successes
<code>chisq.test(x,y)</code> or <code>chisq.test(A)</code>	Accepts two vectors or a matrix (contingency table)
<code>cor.test(x,y,method)</code>	Correlation test; available methods: spearman, kendall, pearson
<code>fischer.test()</code>	Exact Fisher test, takes two vectors or one matrix
<code>kruskal.test()</code>	Kruskal-Wallis test; takes one list with groups as subvectors, two vectors – one with data nad one with group ids or formula object
<code>ks.test()</code>	Takes two vectors with data or one vector and the name of distribution to test (e.g. <code>ks.test(x,pnorm)</code>)
<code>prop.test()</code>	Propotion test
<code>qqnorm()</code> , <code>qqline()</code>	Give quantile-quantile plot testing for normality and adds a line to it
<code>shapiro.test()</code>	Shapiro-Wilk test for normality, takes one vector of data
<code>t.test(A,B,var.equal=T or F, paired=T or F)</code>	t-test, takes two vectors or formula object
<code>TukeyHSD()</code>	Tukey Honest Significant Difference; takes anova or lm model object
<code>var.test()</code>	Takes two vectors and compares variances using F-test
<code>wilcox.test(A,B,paired=T or F)</code>	Wilcoxon signed-rank test – takes two vectors
<code>power.t.test(delta=A, sd=B, power=C, n=D, sig.level=E, alternative=F)</code>	Power calculation. Specify all parameters but one and it will be estimated based on the remaning ones. See help for detailed description of arguments.
Bootstrapping	

<pre>a <- numeric(N) for (i in 1:N) { a[i] <- STATISTIC using sample(data,replace=T) } hist(a) quantile(a, c(0.025, 0.975))</pre>	Sample bootstrapping with N randomizations using sample function; STATISTIC is the expression calculating the value of test statistic; hist generates histogram of bootstrapped samples; quantile allow for hypothesis testing
<pre>FUNCTION <- function(A,i) STAT(A[i]) BOOT <- boot(data, FUNCTION, N) boot.ci(BOOT)</pre>	[requires boot] First, the FUNCTION is defined – it calculates the test statistic. Then it is bootstrapped.
Confidence intervals from bootstrapping.	
Linear models	
<p>FORMULA</p> <ol style="list-style-type: none"> 1. $y \sim x$ 2. $x + y$ 3. $x:y$ 4. $x*y$ 5. $x - y$ 6. x/y 7. 1 8. $(x + y + z)^2$ 9. <code>poly(x, 2, raw=T)</code> or <code>x+ I(x^2)</code> 10. <code>s(x)</code> 11. <code>lo(x)</code> 	<ol style="list-style-type: none"> 1. Simple formula, with independent (x) and dependent (y) variable 2. + defines additional variables 3. colon forms interaction 4. * fits interaction and all main effects 5. – removes a term 6. Slash defines nesting, from higher to lower level 7. One represents intercept 8. Fits all two factor interactions of x, y, z and main effects 9. Fits quadratic term of x 10. Uses smoother to fit x (in GAM) 11. Uses LOESS (local regression) to fit x (in GAM)
<code>lm(FORMULA, data=NAME, weights=A)</code>	Linear model for data, weights optional
<code>predict(MODEL, newdata)</code>	Prediction from model; if newdata specified (as additional data-frame) predictions for new values are made
<code>resid(MODEL)</code>	Residuals from model
<code>update(MODEL, ~. -A)</code>	Update model's formula
<code>summary(MODEL)</code>	Summary of model
<code>plot(MODEL)</code>	Diagnostic plots
<code>anova(MODEL)</code>	ANOVA table for model (if supported)
<code>anova(MODEL1, MODEL2)</code>	Compare two models using ANOVA
<code>gam(FORMULA, data)</code>	[requires mgcv] Additive linear models
<code>tree(FORMULA, data)</code>	[requires tree] Tree regression models
<code>plot(TREEMODEL), text(TREEMODEL) (</code>	Plots tree regression and adds text labels
<code>step(MODEL)</code>	Stepwise simplification of MODEL based on AIC
<code>contrasts(DATA\$FACTOR)</code>	Displays contrasts for factor variable
<code>contrasts(DATA\$FACTOR) <- metrix of contrasts</code>	Sets contrasts for factor variable

<code>summary.lm(MODEL)</code>	Regression-like summary of a model
<code>summary.aov(MODEL)</code>	ANOVA-like summary of a model
<code>glm(FORMULA, data=NAME, family=distribution name)</code>	Generalized linear model with distribution defined by family; possible values: gaussian, poisson, binomial, exponential, gamma, quasibinomial, quasipoisson.
<code>MCMCglmm(</code>	Fits generalized linear mixed models using Markov Chain Monte Carlo method
<code>y ~ fixed effects OR cbind(y, z) ~ trait + fixed effects,</code>	Fixed effects formula; cbind() used if more than two response variables; trait is a restricted name indexing response variables in multivariate models
<code>random=~a + b OR random=~idh(fixed):a + us(fixed):b OR random=~idh(trait):a + us(trait):b,</code>	Random effects formula; idh used for covariance structures with covariances set to zero; us used for (co)variance structures with covariances not fixed; in random effects – animal used for additive genetic/phylogenetic effect in animal models; be sure to create proper structure in multivariate models (hence the ‘trait’ effect)
<code>rcov=~idh(fixed):units,</code>	Optional, defines residual (co)variance structure
<code>data=NAME,</code>	Name of the data object
<code>pedigree=NAME,</code>	Optional, name of the pedigree datafile/phylogenetic tree from ape()
<code>mev=NAME,</code>	Optional, in meta-analysis defines vector of measurements error
<code>family=NAMES OR family=c(NAME, NAME),</code>	Defines the type of distribution; c() used when more than one response; not necessary if gaussian
<code>prior=NAME,</code>	Defines the name of the prior
<code>saveX=T or F, saveZ=T or F,</code>	Saves (if T) design matrices for fixed and random effects
<code>pr =T or F, pl=T or F)</code>	Saves (if T) random effects (BLUPs) and latent variables (fitted values on link scale)
<code>my_prior <- list(R=list(V=1, nu=0.002), B=list(mu=0, V=1e+06), G=list(G1=list(V=1, nu=0.002), G2=list(V=1, fix1), G3=list(V=1, nu=0.002, alpha.mu=0, alpha.V=1000)))</code>	Prior for MCMCglmm; R – priors for residual variance; G – priors for random effects (as many as there are random terms); B – priors for fixed effects (if more than one: mu=c(0,0,0), V=diag(3)*1e+06); B is optional and required only in difficult models (such as binary data with large separation; see relevant chapters)
<code>fitted(MODEL)</code>	Returns values fitted by model (equal to predict() with no newdata argument)
<code>lmer(y ~ x + y + (1 a) + (fixed b), family=distribution name, data=NAME)</code>	Fits (generalized) linear mixed models using REML; random effects formed by (X ...)
<code>mcmcscamp(MODEL from lmer)</code>	[requires arm] Uses lmer object to create MCMC samples for estimated parameters
Graphics and plots	

<code>plot(x,y OR y~x OR object,</code>	Generic function for creating plots; takes two vectors (x and y variables), a formula object or a (model) object.
<code>main,</code>	Graph title
<code>xlab,</code>	x axis label
<code>ylab,</code>	y axis label
<code>xlim,</code>	Limits for x axis in the form of c(A,B)
<code>ylim,</code>	Limits for y axis
<code>cex.axis,</code>	Font size for axes' ticks in points
<code>cex.lab,</code>	Font size for axes' labels in points
<code>cex.main,</code>	Font size for graph's label
<code>cex,</code>	Size of graph's points
<code>pch,</code>	Type of points (see points() function)
<code>lty,</code>	Line type for line plots (see lines())
<code>lwd)</code>	Line width in pixels
<code>abline(a=X,b=Y)</code> <code>abline(h=A)</code> <code>abline(v=B)</code> <code>abline(lm model)</code>	Adds line to a plot, by defining slope and intercept (a,b), horizontal line for Y=A, vertical line for X=B or line from a lm object
<code>boxplot(Y~X)</code>	Creates boxplot fro data given group(X)-wise
<code>hist(X, freq=T or F, breaks=N)</code>	Histogram (with frequencies if freq=T), with custom number of bars (breaks)
<code>identify(x,y)</code>	Identifies points on the graph
<code>legend(x,y,legend)</code>	Adds a legend to the graph
<code>library(lattice) and library(gplot)</code>	Two libraries for high-level specialized graphs (see manuals and help files)
<code>lines(x,y,lty=N)</code>	Adds lines to a plot. Types of lines (lty): lty=1 solid line lty=2 dashed line lty=3 dotted line lty=4 dash-and-dot line lty=5 broken line lty=6 broken-and-dot line
<code>locator(x)</code>	Identifies points on the graph
<code>par(</code>	Sets graphical parameters (see figure below)
<code>font,</code>	1-standard, 2- <i>italic</i> , 3- bold , 4- bold italic , 5-σψμβολ
<code>mar, mai,</code>	Width of margins in Inches or lines, as four-element vectors
<code>mfrow,</code>	Sets number of columns and rows on the plot
<code>oma, omi,</code>	Widths of outer margins in Inches or lines, as four-element vectors
<code>din, fin, pin)</code>	Length and width of the image (in Inches or lines) as two-element vectors

<code>mfg</code>	Position of active figure in device with multiple figures
<code>persp(x,y,z)</code>	3D plot, with x and y independent variables and one dependent variable z
<code>png(file=path) PLOTTING dev.off()</code> <code>jpeg(file=path) PLOTTING dev.off()</code> <code>pdf(file=path) PLOTTING dev.off()</code>	Using devices for saving graphs to graphic files; can also be done using Save As menu in the R Console (Windows/Mac OS)
<code>points(x, pch=N)</code>	<p>Adds points to the graph. Type of pints (pch):</p> 
<code>rainbow(N), heat.colors(N),</code> <code>terrain.colors(N), cm.colors(N)</code>	Generates color vectors of size = N

