

The Art Of R Programming: A Tour Of Statistical Software Design

Debugging is crucial to successful software development, but even many experienced programmers find it challenging. Sophisticated debugging tools are available, yet it may be difficult to determine which features are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to:

- Inspect variables and data structures**
- Understand segmentation faults and core dumps**
- Know why your program crashes or throws exceptions**
- Use features like catchpoints, convenience variables, and artificial arrays**
- Avoid common debugging pitfalls**

Real world examples of coding errors help to clarify the

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authors' guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You'll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you'll find a valuable ally in The Art of Debugging. Data science has taken the world by storm. Every field of study and area of business has been affected as people increasingly realize the value of the incredible quantities of data being generated. But to extract value from those data, one needs to be tra

From a review of the first edition: "Modern Data Science with R... is rich with examples and is guided by a strong narrative voice. What's more, it presents an organizing framework that makes a convincing argument that data science is a course distinct from applied statistics" (The American Statistician). Modern Data Science with R is a comprehensive data science textbook for undergraduates that incorporates statistical and computational thinking to solve real-world data problems. Rather than focus exclusively on case studies or programming syntax, this book illustrates how statistical programming in the state-of-the-art R/RStudio computing environment can be leveraged to extract

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meaningful information from a variety of data in the service of addressing compelling questions. The second edition is updated to reflect the growing influence of the tidyverse set of packages. All code in the book has been revised and styled to be more readable and easier to understand. New functionality from packages like `sf`, `purrr`, `tidymodels`, and `tidytext` is now integrated into the text. All chapters have been revised, and several have been split, re-organized, or re-imagined to meet the shifting landscape of best practice.

SAS Programming for R Users, based on the free SAS Education course of the same name, is designed for experienced R users who want to transfer their programming skills to SAS.

Emphasis is on programming and not statistical theory or interpretation. You will learn how to write programs in SAS that replicate familiar functions and capabilities in R. This book covers a wide range of topics including the basics of the SAS programming language, how to import data, how to create new variables, random number generation, linear modeling, Interactive Matrix Language (IML), and many other SAS procedures. This book also explains how to write R code directly in the SAS code editor for seamless integration between the two tools. Exercises are provided at the end of each chapter so that you can test your knowledge and practice your programming skills.

The Art of R Programming

The Art of Excavating Data for Knowledge Discovery

Modern Data Science with R

Import, Tidy, Transform, Visualize, and Model Data

The Art of Failure

The Art and Practice of Data Analysis

Learn how to program by diving into the R language, and then use your newfound skills to solve practical data science problems. With this book, you ' ll learn how to load data, assemble and disassemble data objects, navigate R ' s environment system, write your own functions, and use all of R ' s programming tools. RStudio Master Instructor Garrett Golemund not only teaches you how to program, but also shows you how to get more from R than just visualizing and modeling data. You ' ll gain valuable programming skills and support your work as a data scientist at the same time. Work hands-on with three practical data analysis projects based on casino games Store, retrieve, and change data values in your computer ' s memory Write programs and simulations that outperform those written by typical R users Use R programming tools such as if else statements, for loops, and S3 classes Learn how to write lightning-fast vectorized R code Take advantage of R ' s package system and debugging tools Practice and apply R programming concepts as you learn them

This book provides an elementary-level introduction to R, targeting both non-statistician scientists in various fields and students of statistics. The main mode of

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presentation is via code examples with liberal commenting of the code and the output, from the computational as well as the statistical viewpoint. Brief sections introduce the statistical methods before they are used. A supplementary R package can be downloaded and contains the data sets. All examples are directly runnable and all graphics in the text are generated from the examples. The statistical methodology covered includes statistical standard distributions, one- and two-sample tests with continuous data, regression analysis, one- and two-way analysis of variance, regression analysis, analysis of tabular data, and sample size calculations. In addition, the last four chapters contain introductions to multiple linear regression analysis, linear models in general, logistic regression, and survival analysis.

An Essential Reference for Intermediate and Advanced R Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also

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shows existing programmers what 's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

Learn how to perform data analysis with the R language and software environment, even if you have little or no programming experience. With the tutorials in this hands-on guide, you ' ll learn how to use the essential R tools you need to know to analyze data, including data types and programming concepts. The second half of Learning R shows you real data analysis in action by covering everything from importing data to publishing your results. Each chapter in the book includes a quiz on what you ' ve learned, and concludes with exercises, most of which involve writing R code. Write a simple R program, and discover what the language can do Use data types such as vectors, arrays, lists, data frames, and strings Execute code conditionally or repeatedly with branches and loops Apply R add-on packages, and package your own work for others Learn how to clean data you import from a variety of sources Understand data through visualization and summary statistics Use statistical models to pass quantitative judgments about data and make predictions Learn what to do when things go wrong while writing data analysis code From Algorithms to Z-Scores

A Practical Guide to Smarter Programming

An Essay on the Pain of Playing Video Games

Proven Recipes for Data Analysis, Statistics, and

Graphics

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SAS Programming for R Users

Scheme and the Art of Programming

This is the only introduction you'll need to start programming in R, the open-source language that is free to download, and lets you adapt the source code for your own requirements. Co-written by one of the R Core Development Team, and by an established R author, this book comes with real R code that complies with the standards of the language. Unlike other introductory books on the ground-breaking R system, this book emphasizes programming, including the principles that apply to most computing languages, and techniques used to develop more complex projects. Learning the language is made easier by the frequent exercises and end-of-chapter reviews that help you progress confidently through the book. Solutions, datasets and any errata will be available from the book's web site. The many examples, all from real applications, make it particularly useful for anyone working in practical data analysis.

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to

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unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author's bestselling *Statistics: An Introduction using R*, *The R Book* is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more. *The R Book* is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for students and professionals in statistics,

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economics, geography and the social sciences.

Learn to expertly apply a range of machine learning methods to real data with this practical guide. Machine learning without advanced math! This book presents a serious, practical look at machine learning, preparing you for valuable insights on your own data. The Art of Machine Learning is packed with real dataset examples and sophisticated advice on how to make full use of powerful machine learning methods. Readers will need only an intuitive grasp of charts, graphs, and the slope of a line, as well as familiarity with the R programming language. You'll become skilled in a range of machine learning methods, starting with the simple k-Nearest Neighbors method (k-NN), then on to random forests, gradient boosting, linear/logistic models, support vector machines, the LASSO, and neural networks. Final chapters introduce text and image classification, as well as time series. You'll learn not only how to use machine learning methods, but also why these methods work, providing the strong foundational background you'll need in practice. Additional features:

- How to avoid common problems, such as dealing with "dirty" data and factor variables

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with large numbers of levels • A look at typical misconceptions, such as dealing with unbalanced data • Exploration of the famous Bias-Variance Tradeoff, central to machine learning, and how it plays out in practice for each machine learning method • Dozens of illustrative examples involving real datasets of varying size and field of application • Standard R packages are used throughout, with a simple wrapper interface to provide convenient access. After finishing this book, you will be well equipped to start applying machine learning techniques to your own datasets.

The Art of R Programming
A Tour of Statistical Software Design
No Starch Press
Introducing Monte Carlo Methods with R
Efficient R Programming
Advanced Analytics and Graphics
An Introduction to R
The Art of Machine Learning
Algorithms+Data+R

Advanced R helps you understand how R works at a fundamental level. It is designed for R programmers who want to deepen their understanding of the language, and programmers experienced in other languages who want to understand what makes R different and special. This book will teach you the foundations of R; three fundamental programming paradigms (functional, object-oriented, and

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metaprogramming); and powerful techniques for debugging and optimising your code. By reading this book, you will learn: The difference between an object and its name, and why the distinction is important The important vector data structures, how they fit together, and how you can pull them apart using subsetting The fine details of functions and environments The condition system, which powers messages, warnings, and errors The powerful functional programming paradigm, which can replace many for loops The three most important OO systems: S3, S4, and R6 The tidy eval toolkit for metaprogramming, which allows you to manipulate code and control evaluation Effective debugging techniques that you can deploy, regardless of how your code is run How to find and remove performance bottlenecks The second edition is a comprehensive update: New foundational chapters: "Names and values," "Control flow," and "Conditions" comprehensive coverage of object oriented programming with chapters on S3, S4, R6, and how to choose between them Much deeper coverage of metaprogramming, including the new tidy evaluation framework use of new package like rlang (<http://rlang.r-lib.org>), which provides a clean interface to low-level operations, and purrr (<http://purrr.tidyverse.org/>) for functional programming Use of color in code chunks and figures Hadley Wickham is Chief Scientist at RStudio, an Adjunct Professor at Stanford University and the University of Auckland, and a member of the R Foundation. He is the lead developer of the tidyverse, a

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collection of R packages, including ggplot2 and dplyr, designed to support data science. He is also the author of R for Data Science (with Garrett Grolemund), R Packages, and ggplot2: Elegant Graphics for Data Analysis.

R is the world's most popular language for developing statistical software: Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to:

- Create artful graphs to visualize complex data sets and functions*
- Write more efficient code using parallel R and vectorization*
- Interface R with C/C++ and Python for increased speed or functionality*
- Find new R packages for text analysis, image manipulation, and more*
- Squash annoying bugs with advanced debugging techniques*

Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, The Art of R Programming is your guide to harnessing the power of statistical

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computing.

"This book describes the process of analyzing data. The authors have extensive experience both managing data analysts and conducting their own data analyses, and this book is a distillation of their experience in a format that is applicable to both practitioners and managers in data science."--Leanpub.com.

John Chambers turns his attention to R, the enormously successful open-source system based on the S language. His book guides the reader through programming with R, beginning with simple interactive use and progressing by gradual stages, starting with simple functions. More advanced programming techniques can be added as needed, allowing users to grow into software contributors, benefiting their careers and the community. R packages provide a powerful mechanism for contributions to be organized and communicated. This is the only advanced programming book on R, written by the author of the S language from which R evolved.

A Tour of Statistical Software Design

R Packages

A First Course in Programming and Statistics

*The Art of Debugging with GDB, DDD, and Eclipse
Advanced R, Second Edition*

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a

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collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to:

- Wrangle—transform your datasets into a form convenient for analysis*
- Program—learn powerful R tools for solving data problems with greater clarity and ease*
- Explore—examine your data, generate hypotheses, and quickly test them*
- Model—provide a low-dimensional summary that captures true "signals" in your dataset*
- Communicate—learn R Markdown for integrating prose, code, and results*

Perform data analysis with R quickly and efficiently with more than 275 practical recipes in this expanded second edition. The R language provides everything you need to do statistical work, but its structure can be difficult to master. These task-oriented recipes make you productive with R immediately. Solutions range from basic tasks to input and output, general statistics, graphics, and linear regression. Each recipe addresses a specific problem and includes a discussion that explains the solution and provides insight into how it works. If you're a beginner, R Cookbook will help get you started. If you're an intermediate user, this book will jog your memory and expand your horizons. You'll get the job done faster and learn more about R in the process. Create vectors, handle variables, and perform basic functions Simplify data input and output Tackle data structures such as matrices, lists, factors, and data frames Work with probability, probability distributions, and random variables Calculate statistics and confidence

*intervals and perform statistical tests
Create a variety of graphic displays
Build statistical models with linear
regressions and analysis of variance
(ANOVA) Explore advanced statistical
techniques, such as finding clusters in
your data*

*Designed to introduce students to
quantitative methods in a way that can
be applied to all kinds of data in all
kinds of situations, Statistics and
Data Visualization Using R: The Art and
Practice of Data Analysis by David S.
Brown teaches students statistics
through charts, graphs, and displays of
data that help students develop
intuition around statistics as well as
data visualization skills. By focusing
on the visual nature of statistics
instead of mathematical proofs and
derivations, students can see the
relationships between variables that
are the foundation of quantitative
analysis. Using the latest tools in R
and R RStudio® for calculations and
data visualization, students learn
valuable skills they can take with them
into a variety of future careers in the
public sector, the private sector, or*

academia. Starting at the most basic introduction to data and going through most crucial statistical methods, this introductory textbook quickly gets students new to statistics up to speed running analyses and interpreting data from social science research.

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with

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downloadable solutions) take you from theory to practice, as you learn: –The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops –Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R –How to access R’s thousands of functions, libraries, and data sets –How to draw valid and useful conclusions from your data –How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R’s functionality. Make The Book of R your doorway into the growing world of data analysis.

Python for Everybody

A Step-by-Step Function Guide to Data Analysis

The Art of Data Science

Learning R

Organize, Test, Document, and Share Your Code

The Art of Multiprocessor Programming, Revised Reprint

Master the programming language of choice among statisticians and data analysts worldwide Coming to grips with R can be tough, even for seasoned statisticians and data analysts. Enter *R For Dummies*, the quick, easy way to master all the R you'll ever need. Requiring no prior programming experience and packed with practical examples, easy, step-by-step exercises, and sample code, this extremely accessible guide is the ideal introduction to R for complete beginners. It also covers many concepts that intermediate-level programmers will find extremely useful. Master your R ABCs ? get up to speed in no time with the basics, from installing and configuring R to writing simple scripts and performing simultaneous calculations on many variables Put data in its place ? get to know your way around lists, data frames, and other R data structures while learning to interact with other programs, such as Microsoft Excel Make data dance to your tune ? learn how to reshape and manipulate data, merge data sets, split and combine data, perform calculations on vectors and arrays, and much more Visualize it ? learn to use R's powerful data visualization features to create beautiful and informative graphical presentations of your data Get statistical ? find out how to do simple statistical analysis, summarize your variables, and conduct classic statistical tests, such as t-tests Expand and customize R ? get the lowdown on how to find, install, and make the most of add-on packages created by the global R community for a wide variety of purposes Open the book and find: Help downloading, installing, and configuring R Tips for getting data in and out of R Ways to use data frames and lists to organize data How to manipulate and process data Advice on fitting regression models and ANOVA Helpful hints for working with graphics How to code in R What R mailing lists and forums can do for you

This book covers the main tools used in statistical simulation from a programmer ' s point of view, explaining the R implementation of each simulation technique and providing the output for better

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understanding and comparison.

Thought-provoking and accessible in approach, this updated and expanded second edition of the *The Art of R Programming: A Tour of Statistical Software Design* provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

Become an efficient data scientist with R About This Book Explore the R language from basic types and data structures to advanced topics Learn how to tackle programming problems and explore both functional and object-oriented programming techniques Learn how to address the core problems of programming in R and leverage the most popular packages for common tasks Who This Book Is For This is the perfect tutorial for anyone who is new to statistical programming and modeling. Anyone with basic programming and data processing skills can pick this book up to systematically learn the R programming language and crucial techniques. What You Will Learn Explore the basic functions in R and familiarize yourself with common data structures Work with data in R using basic functions of statistics, data mining, data visualization, root solving, and optimization Get acquainted with R's evaluation model with environments and meta-programming techniques with symbol, call, formula, and expression Get to grips with object-oriented programming in R: including the S3, S4, RC, and R6 systems Access relational databases such as SQLite and non-relational databases such as MongoDB and Redis Get to know high performance computing techniques such as parallel computing and Rcpp Use web scraping techniques to extract information Create RMarkdown, an interactive app with Shiny, DiagramR, interactive charts, ggvis, and more In Detail R is a high-level functional language

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and one of the must-know tools for data science and statistics. Powerful but complex, R can be challenging for beginners and those unfamiliar with its unique behaviors. Learning R Programming is the solution - an easy and practical way to learn R and develop a broad and consistent understanding of the language. Through hands-on examples you'll discover powerful R tools, and R best practices that will give you a deeper understanding of working with data. You'll get to grips with R's data structures and data processing techniques, as well as the most popular R packages to boost your productivity from the offset. Start with the basics of R, then dive deep into the programming techniques and paradigms to make your R code excel. Advance quickly to a deeper understanding of R's behavior as you learn common tasks including data analysis, databases, web scraping, high performance computing, and writing documents. By the end of the book, you'll be a confident R programmer adept at solving problems with the right techniques. Style and approach Developed to make learning easy and intuitive, this book comes packed with a wide variety of statistical and graphical techniques and a wealth of practical information for anyone looking to get started with this exciting and powerful language.

A First Course in Statistical Programming with R
R Cookbook

Hands-On Programming with R
R For Dummies

Probabilistic and Statistical Modeling in Computer Science
Learning Statistics with R

"Write Your Own Functions and Simulations." --Cover.

With more than 200 practical recipes, this book helps you perform data analysis with R quickly and efficiently. The R language provides everything you need to do statistical work, but its structure can be difficult to master. This collection of

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concise, task-oriented recipes makes you productive with R immediately, with solutions ranging from basic tasks to input and output, general statistics, graphics, and linear regression. Each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. If you ' re a beginner, R Cookbook will help get you started. If you ' re an experienced data programmer, it will jog your memory and expand your horizons. You ' ll get the job done faster and learn more about R in the process. Create vectors, handle variables, and perform other basic functions Input and output data Tackle data structures such as matrices, lists, factors, and data frames Work with probability, probability distributions, and random variables Calculate statistics and confidence intervals, and perform statistical tests Create a variety of graphic displays Build statistical models with linear regressions and analysis of variance (ANOVA) Explore advanced statistical techniques, such as finding clusters in your data "Wonderfully readable, R Cookbook serves not only as a solutions manual of sorts, but as a truly enjoyable way to explore the R language—one practical example at a time."—Jeffrey Ryan, software consultant and R package author

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in *The Art of Failure*, Jesper

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Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as

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entertainment, art, or education.

This tutorial manual provides an introduction to R, a software package for statistical computing and graphics. This revised and updated edition is based on the April 2009 release of R (version 2.9.0).

R for Data Science

Advanced R

Programming with R

R Programming for Bioinformatics

R Programming for Data Science

Software for Data Analysis

Scheme is the fast track to getting started in programming. As a first introduction to programming, it is an ideal vehicle for learning to reason correctly about computation.

Turn your R code into packages that others can easily download and use. This practical book shows you how to bundle reusable R functions, sample data, and documentation together by applying author Hadley Wickham's package development philosophy. In the process, you'll work with devtools, roxygen, and testthat, a set of R packages that automate common development tasks. Devtools encapsulates best practices that Hadley has learned from years of working with this programming language. Ideal for developers, data scientists, and programmers with various backgrounds, this book starts you with the basics and shows you how to improve your package writing over time. You'll learn to focus on what you want your package to do,

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rather than think about package structure. Learn about the most useful components of an R package, including vignettes and unit tests Automate anything you can, taking advantage of the years of development experience embodied in devtools Get tips on good style, such as organizing functions into files Streamline your development process with devtools Learn the best way to submit your package to the Comprehensive R Archive Network (CRAN) Learn from a well-respected member of the R community who created 30 R packages, including ggplot2, dplyr, and tidyr Due to its data handling and modeling capabilities as well as its flexibility, R is becoming the most widely used software in bioinformatics. R Programming for Bioinformatics explores the programming skills needed to use this software tool for the solution of bioinformatics and computational biology problems. Drawing on the author's first-hand experiences as an expert in R, the book begins with coverage on the general properties of the R language, several unique programming aspects of R, and object-oriented programming in R. It presents methods for data input and output as well as database interactions. The author also examines different facets of string handling and manipulations, discusses the interfacing of R with other languages, and describes how to write software packages. He concludes with a discussion on the debugging and profiling of R code. With numerous examples and

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exercises, this practical guide focuses on developing R programming skills in order to tackle problems encountered in bioinformatics and computational biology.

There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user’s bookshelf.

Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in *Efficient R Programming*. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R

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hacker to R programmer

Statistics and Data Visualization Using R

Introductory Statistics with R

Write Your Own Functions and Simulations

R for Everyone

The R Book

Data Mining with Rattle and R

Data mining is the art and science of intelligent data analysis. By building knowledge from information, data mining adds considerable value to the ever increasing stores of electronic data that abound today. In performing data mining many decisions need to be made regarding the choice of methodology, the choice of data, the choice of tools, and the choice of algorithms. Throughout this book the reader is introduced to the basic concepts and some of the more popular algorithms of data mining. With a focus on the hands-on end-to-end process for data mining, Williams guides the reader through various capabilities of the easy to use, free, and open source Rattle Data Mining Software built on the sophisticated R Statistical Software. The focus on doing data mining rather than just reading about data mining is refreshing. The book covers data understanding, data preparation, data refinement, model building, model evaluation, and practical deployment. The

reader will learn to rapidly deliver a data mining project using software easily installed for free from the Internet. Coupling Rattle with R delivers a very sophisticated data mining environment with all the power, and more, of the many commercial offerings.

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Revised and updated with improvements

conceived in parallel programming courses, The Art of Multiprocessor Programming is an authoritative guide to multicore programming. It introduces a higher level set of software development skills than that needed for efficient single-core programming. This book provides comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. Students and professionals alike will benefit from thorough coverage of key multiprocessor programming issues. This revised edition incorporates much-demanded updates throughout the book, based on feedback and corrections reported from classrooms since 2008 Learn the fundamentals of programming multiple threads accessing shared memory Explore mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques from simple locks to transactional memory systems Visit the companion site and download source code, example Java programs, and materials to support and enhance the learning experience

Statistical Computation for Programmers, Scientists, Quants, Excel Users, and Other Professionals Using the open source R language, you can build powerful statistical

models to answer many of your most challenging questions. R has traditionally been difficult for non-statisticians to learn, and most R books assume far too much knowledge to be of help. R for Everyone, Second Edition, is the solution. Drawing on his unsurpassed experience teaching new users, professional data scientist Jared P. Lander has written the perfect tutorial for anyone new to statistical programming and modeling. Organized to make learning easy and intuitive, this guide focuses on the 20 percent of R functionality you'll need to accomplish 80 percent of modern data tasks. Lander's self-contained chapters start with the absolute basics, offering extensive hands-on practice and sample code. You'll download and install R; navigate and use the R environment; master basic program control, data import, manipulation, and visualization; and walk through several essential tests. Then, building on this foundation, you'll construct several complete models, both linear and nonlinear, and use some data mining techniques. After all this you'll make your code reproducible with LaTeX, RMarkdown, and Shiny. By the time you're done, you won't just know how to write R programs, you'll be ready to tackle the statistical problems you care about most. Coverage includes Explore R,

RStudio, and R packages Use R for math: variable types, vectors, calling functions, and more Exploit data structures, including data.frames, matrices, and lists Read many different types of data Create attractive, intuitive statistical graphics Write user-defined functions Control program flow with if, ifelse, and complex checks Improve program efficiency with group manipulations Combine and reshape multiple datasets Manipulate strings using R's facilities and regular expressions Create normal, binomial, and Poisson probability distributions Build linear, generalized linear, and nonlinear models Program basic statistics: mean, standard deviation, and t-tests Train machine learning models Assess the quality of models and variable selection Prevent overfitting and perform variable selection, using the Elastic Net and Bayesian methods Analyze univariate and multivariate time series data Group data via K-means and hierarchical clustering Prepare reports, slideshows, and web pages with knitr Display interactive data with RMarkdown and htmlwidgets Implement dashboards with Shiny Build reusable R packages with devtools and Rcpp Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

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