

## Solutions to Exercises for lecture 1

Read Verzani-SimpleR, pages 1-8. It covers what we learned in class.

1. Create a sequence of numbers from 3 to 30 in steps of 3.

There are many ways to do this:

```
> (1:10)*3
```

```
[1]  3  6  9 12 15 18 21 24 27 30
```

```
> (1:30)[c(F,F,T)]
```

```
[1]  3  6  9 12 15 18 21 24 27 30
```

```
> (1:30)[1:30 %% 3 == 0]
```

```
[1]  3  6  9 12 15 18 21 24 27 30
```

Here %% divides modulo. If a number modulo 3 is equal to 0, then it is divisible by 3. So we create a list of TRUE/FALSE depending on whether the number is divisible by 3, and then print the number from 1 to 30 that are.

```
>
```

2. Create a sequence of numbers from 1 to 30 that does not include the numbers that were mentioned above (those that are divisible by 3).

```
> (1:30)[- (1:10)*3 ]
```

```
[1] 1 2 4 5 7 8 10 11 13 14 16 17 19 20 22 23 25 26 28 29
```

```
> (1:30)[c(T,T,F)]
```

```
[1] 1 2 4 5 7 8 10 11 13 14 16 17 19 20 22 23 25 26 28 29
```

```
> (1:30)[1:30 %% 3 != 0]
```

```
[1] 1 2 4 5 7 8 10 11 13 14 16 17 19 20 22 23 25 26 28 29
```

```
>
```

3. Read the documentation for the function `seq()`, and try to use it to do 1. again.

```
> seq(3,30,by=3)
```

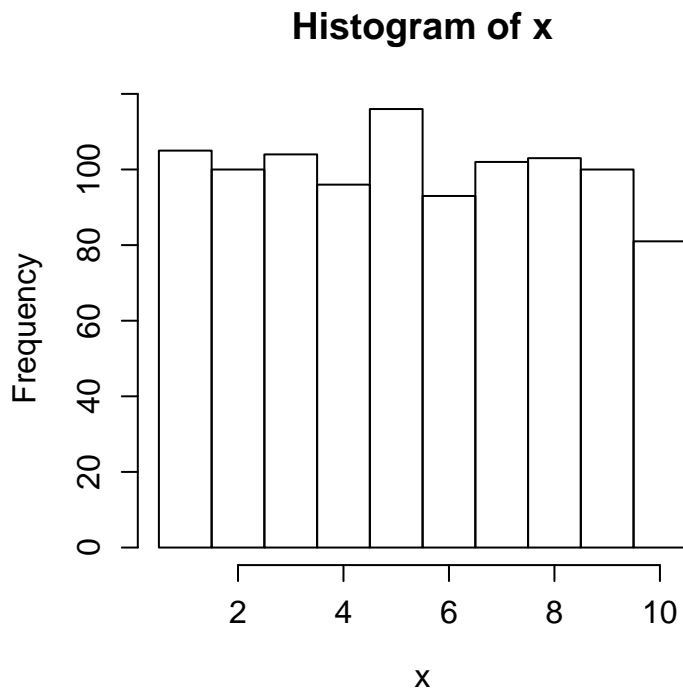
```
[1] 3 6 9 12 15 18 21 24 27 30
```

```
>
```

4. Assign the variable `x` to be a random sample of 1000 numbers in the range 1..10, so that each occurs with equal probability. Then draw a histogram of `x`.

```
> x=sample(1:10,1000,rep=T)
```

```
> hist(x,breaks=0.5:10.5);v()
```



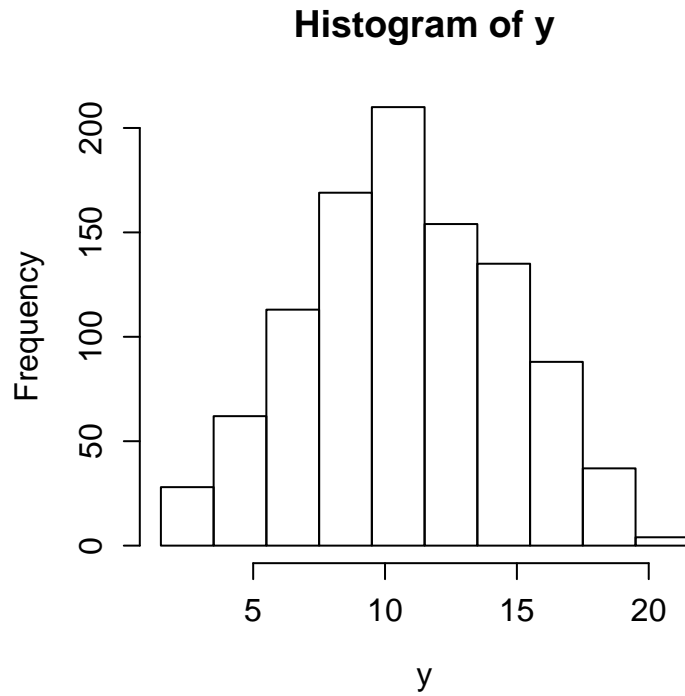
I had to tell R where the breaks should be, otherwise 1 and 2 were put in the same bin.

>

5. Now assign y to be 1000 random sums of 2 numbers, each in the range 1..10. Draw a histogram of y.

```
> y=sample(1:10,1000,rep=T)+sample(1:10,1000,rep=T)
```

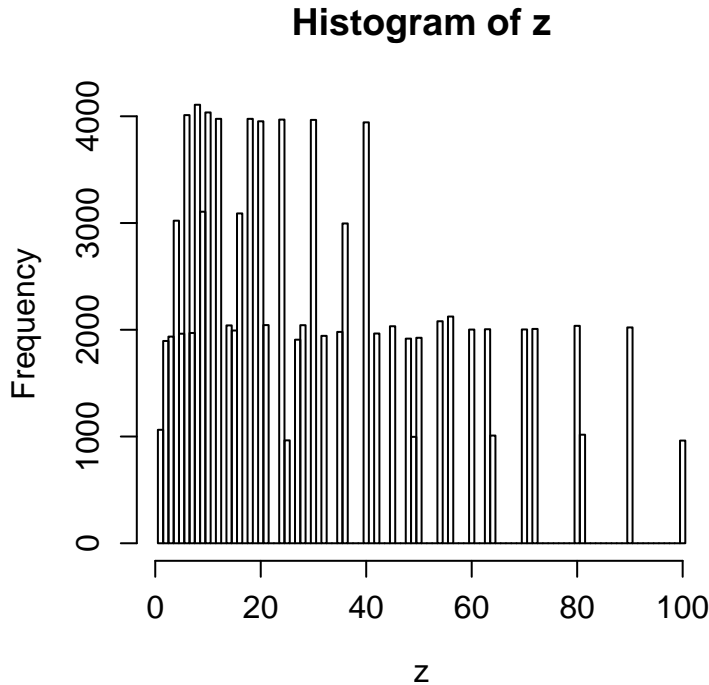
```
> hist(y,breaks=seq(1.5,21.5,by=2));v()
```



>

6. Now assign  $z$  to be 10000 random products of 2 numbers, again in the same range. Again draw a histogram. Play with the parameter  $n$ , so that the result looks nice.

```
> z=sample(1:10,100000,rep=T)*sample(1:10,100000,rep=T)
> hist(z,breaks=0.5:100.5);v()
```



>

(I cheated and used 100000 numbers instead of 10000.) You can see that some numbers occur more often, because there are several ways to create them from 2 numbers between 1 and 10. The ones that have the smallest peaks, and are bigger than 10 are squares: 25, 49, 64, 81, 100. Those that have the highest peaks can be created multiple ways:  $40=5*8=4*10$

Can you understand why the above histogram looks the way it does? What do the peaks mean?

7. Now, a small genetic simulation: create a population of 100 individuals that have a genetic property that has mean 100, standard deviation 10. Set it to the variable  $gen1$ .

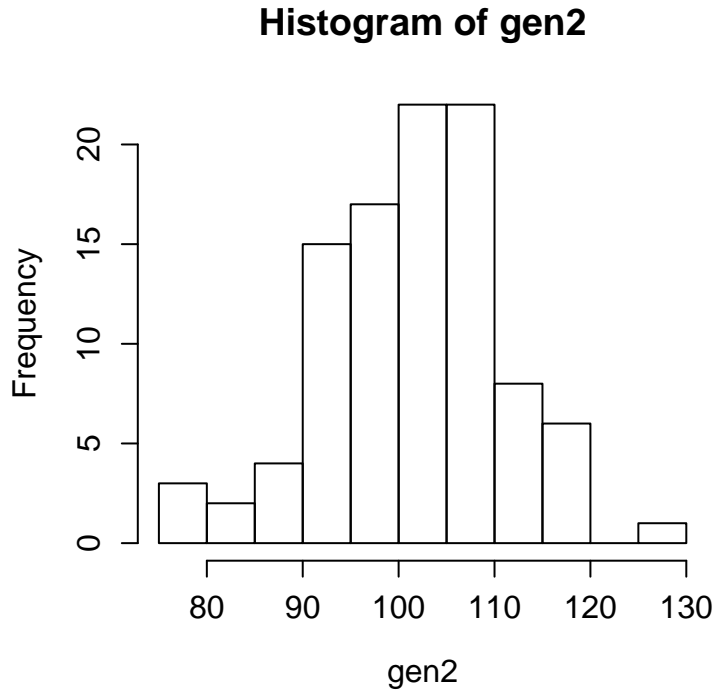
```
> gen1=rnorm(100,mean=100,sd=10)
```

>

Now create the second generation: sample randomly from the above 100 individuals. This corresponds to random replication with no mutations. Assign this to  $gen2$ . Repeat as needed. Draw histograms of the distribution of the genotypes in the population as evolution proceeds.

```
> gen2=sample(gen1,100,rep=T)
```

```
> hist(gen2);v()
```

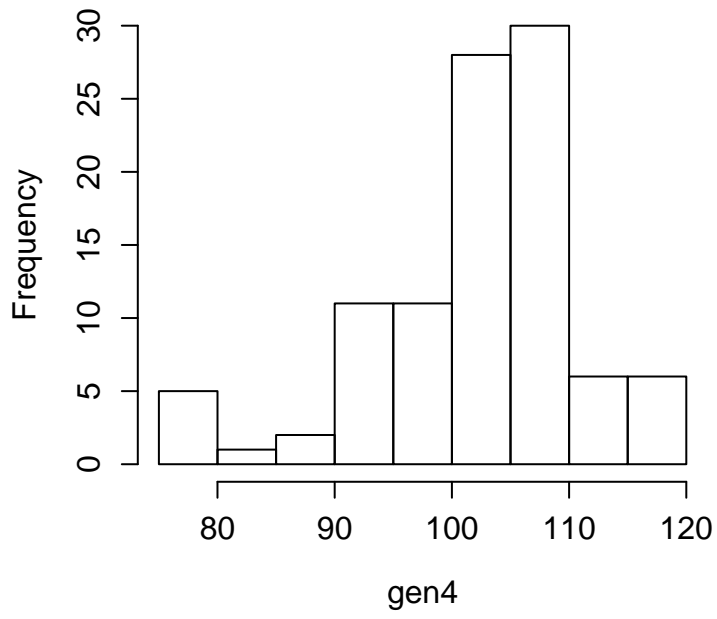


```
> gen3=sample(gen2,rep=T);hist(gen3);v()
```



```
> gen4=sample(gen3,rep=T);hist(gen4);v()
```

### Histogram of gen4



>