

How can we use the cut() function in R?

Authored by
stats writer

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The `cut()` function in R is a versatile tool that allows users to divide a continuous variable into categories or groups. This function takes a numeric vector and divides it into user-defined intervals, also known as bins. These bins can be based on specific numeric values or can be evenly distributed. The resulting output is a factor variable that represents the different categories or groups. This function is useful for organizing and analyzing large datasets, as well as for creating visualizations such as histograms. Overall, the `cut()` function provides a convenient and efficient way to categorize and analyze continuous variables in R.

Use the cut() Function in R

The `cut()` function in R can be used to cut a range of values into bins and specify labels for each bin.

This function uses the following syntax:

```
cut(x, breaks, labels = NULL, ...)
```

where:

x: Name of vector
breaks: Number of breaks to make or vector of break points
labels: Labels for the resulting bins

The following examples show how to use this function in different scenarios with the following data frame in R:

```
#create data frame
```

```
df <- data.frame(player=c('A', 'B', 'C', 'D', 'E', 'F', 'G', 'H',  
'I'),
```

```
points=c(4, 7, 8, 12, 14, 16, 20, 26, 36))
```

```
#view data frame
```

```
df
```

```
player points
```

```
1 A 4
```

```
2 B 7
```

```
3 C 8
```

```
4 D 12
```

```
5 E 14
```

```
6 F 16
```

```
7 G 20
```

```
8 H 26
```

```
9 I 36
```

Example 1: Cut Vector Based on Number of Breaks

The following code shows how to use the cut() function to create a new column called category that cuts the points column into bins of four equal sizes:

```
#create new column that places each player into four  
categories based on points
```

```
df$category <- cut(df$points, breaks=4)
```

```
#view updated data frame  
df
```

```
player points category
```

```
1 A 4 (3.97,12]  
2 B 7 (3.97,12]  
3 C 8 (3.97,12]  
4 D 12 (3.97,12]  
5 E 14 (12,20]  
6 F 16 (12,20]  
7 G 20 (12,20]  
8 H 26 (20,28]  
9 I 36 (28,36]
```

Since we specified `breaks=4`, the `cut()` function split the values in the points column into bins of four equal sizes.

Here is how the `cut()` function did this:

First, it found the difference between the largest and smallest values in the points column ($36 - 4 = 32$) Then, it divided this difference by 4 ($32 / 4 = 8$) The result is four bins each with a width of 8

Note: The lowest interval is equal to 3.97 instead of 4 because of the following functionality from the cut() :

When breaks is specified as a single number, the range of the data is divided into breaks pieces of equal length, and then the outer limits are moved away by 0.1% of the range to ensure that the extreme values both fall within the break intervals.

Example 2: Cut Vector Based on Specific Break Points

The following code shows how to use the cut() function to create a new column called category that cuts the points column based on a vector of specific break points:

```
#create new column based on specific break points  
df$category <- cut(df$points, breaks=c(0, 10, 15, 20, 40))
```

```
#view updated data frame
```

```
df
```

```
player points category
```

```
1 A 4 (0,10]
```

```
2 B 7 (0,10]
```

```
3 C 8 (0,10]
```

4 D 12 (10,15]
5 E 14 (10,15]
6 F 16 (15,20]
7 G 20 (15,20]
8 H 26 (20,40]
9 I 36 (20,40]

The cut() function categorized each player into bins based on the specific vector of break points we provided.

Example 3: Cut Vector Using Specific Break Points and Labels

The following code shows how to use the cut() function to create a new column called category that cuts the points column based on a vector of specific break points with custom labels:

```
#create new column based on values in points column  
df$category <- cut(df$points,  
breaks=c(0, 10, 15, 20, 40),  
labels=c('Bad', 'OK', 'Good', 'Great'))  
  
#view updated data frame  
df
```

player points category

1 A 4 Bad

2 B 7 Bad

3 C 8 Bad

4 D 12 OK

5 E 14 OK

6 F 16 Good

7 G 20 Good

8 H 26 Great

9 I 36 Great

The new category column classifies each player as Bad, OK, Good, or Great depending on their corresponding value in the points column.

Note: The number of labels should always be one less than the number of break points to avoid the following error:

Error in cut.default(df\$points, breaks = c(0, 10, 15, 20, 40), labels = c("Bad", :
lengths of 'breaks' and 'labels' differ