Intro to Social Science Data Analysis

Seminar 1: Introduction to R and RStudio

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What is the seminar for?

Getting Started with RStudio

Getting Started with R

- ► This course is about learning skills that will help you gather, analyse, and present social science data.
- The best way to develop these skills is by using them.
- ► The seminar is an opportunity for you to **practice** using these tools. Here you can:
 - Ask me questions.
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Format (1)

- ▶ In the lecture & seminar I will give you general tools.
- In the seminar I will give you a goal to complete with these tools (and others).

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Format (2)

Note: There is rarely only one correct answer.

I want you to **creatively** use the tools and resources available to you.

I do not want you to just copy a list of instructions.

Getting Started with RStudio

Open Rstudio



Looking Around

Look around the main Panel.

- ► Console: Where you can enter R code.
- Workspace/History: Where you can see your objects and the history of commands.
- ► Files/Plots/Packages/Help: Navigate files, see the graphs you make and your packages, read help files.

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Source Files

Create a new **source code** file:

- ightharpoonup Click: File ightarrow New ightharpoonup R Script
- Usually write your R code here and save your source files to Dropbox.
- ► This will make your life a **lot easier**.

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- Notebooks allow you to record what you do and how you do it.
- When you have you source code file open, click: File → Compile Notebook...
- ▶ Compile a notebook when you are finished.
- ▶ We will do more of this in Week 4.

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Commenting

Hint: You can make your code easier to read by **regularly commenting** on it.

Use the # (hash). For example,

This is a comment

The Basics: Objects (1)

Objects

- ▶ R is a computer **language**, mostly used for statistical analysis.
 - ▶ The rules for writing the R language is called its **syntax**.
- ▶ R is an *object-oriented language*.
- ▶ Objects are like R's nouns: they are things.

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The Basics: Objects (2)

For example:

```
# Add 2 + 2
2 + 2
```

[1] 4

Put the answer of 2 + 2 in an object called Answer

Answer \leftarrow 2 + 2

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Assignemt

The <- is the **assignment operator** it assigns something to an object.

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Tasks 1

Create 5 different objects. Explore their properties.

What can you put into an object?

What could you not put into an object?

Basic Object Modes

All objects have a mode (sometimes called data type or class).

Very basic object types are **numeric**, **character strings**, and **logical** (TRUE or FALSE).

Use the class command to find out what an object's class is. For example:

```
class(Answer)
## [1] "numeric"
```

- The main type of object we will use in this class is called a data frame.
 - We will cover data frames in detail next class.
- ► Today, lets look at some more basic R objects:
 - Vectors
 - Matrices

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Vectors

Vectors

Vectors are objects with multiple numbers *or* character strings in a particular order.

They are the "workhorse" of R (Matloff 2011).

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```
# A vector of a sequence of numbers
Sequence <- 1:10
Sequence
## [1] 1 2 3 4 5 6 7 8 9 10
# Non-sequntial numbers
NonSeq <- c(1, 30, 53)
NonSeq
## [1] 1 30 53
# A character string vector
CharVector <- c("Christopher", "John", "Gandrud")</pre>
CharVector
                                   "Gandrud"
## [1] "Christopher" "John"
```

Combine Values Into a Vector

С

The c command combines values into a vector.

Matrices

Matrices are like vectors, except they have multiple rows.

You may remember matrices from math class:

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

Don't worry, we never need to do matrix math in this class. R does it for us!

Matrices 2

We can use the cbind function (Column Bind) to combine two of the vectors we created before.

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```
# Bind the CarVector and NonSeq objects
NewMatrix <- cbind(CharVector, NonSeq)</pre>
# Display contents of NewMatrix
NewMatrix
## CharVector
                      NonSeq
                      "1"
## [1,] "Christopher"
## [2,] "John"
                     "30"
## [3,] "Gandrud"
                      "53"
```

Create a:

- Numeric vector
- ► Character vector
- ► Character matrix
- ► Numeric matrix

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Commands, Functions, Arguments (1)

Commands & Functions

Commands and Functions tell R to **do something**. Usually they do something to an object. They are like R's **verbs**.

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Commands, Functions, Arguments (2)

For example:

Lets create a set of 5 numbers: 1, 2, 3, 4, 5, 6:

Numbers
$$\leftarrow c(1, 2, 3, 4, 5, 5)$$

Now lets take the mean (average) of these 5 numbers with the mean command

mean(Numbers)

[1] 3.333

Commands, Functions, Arguments (1)

Arguments

Arguments modify the command.

Commands, Functions, Arguments (2)

For example:

Find what arguments the mean command can take by typing:

?mean

This gives us the **help file** for the mean command.

We can see that one argument is trim which rounds the answer.

To add the trim argument just use the = like this:

```
mean(Numbers, trim = 1)
```

[1] 3.5

```
Find and use 2 other commands. (Hint: library(help =
"base") or library(help = "graphics"))
```

Explore their properties.

Assign the output of these commands to new objects?

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Installing New Functions

One of R's great strengths is that there are thousands of free, open source add-on packages that let you greatly expand what you can do in R.

To install these packages use the install.packages command.

Once the package is installed you can **load it** in your R session with the library function.

Install and load the $W\!DI$ package.