Intermediate R Programming POS6933: Computational Social Science

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Overview

- Random Number Generation in R
- Loops and Iteration
- Visualizing Data and Relationships Using ggplot::()

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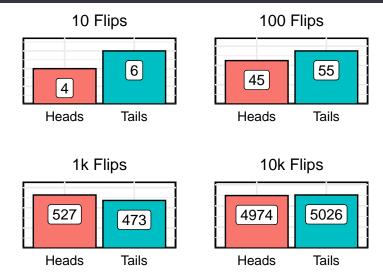
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What about 100 times?

What about 1000 times?

What about 10000 times?

Coin Flips (Cont.)



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- We can use sample() to randomly select elements from a vector
- In this case, a coin flip where p(heads) = p(tails) = 0.5

```
sides <- c("Heads", "Tails") # Flip Options
single_flip <- sample(sides, size = 1) # Single Draw
print(single_flip)</pre>
```

[1] "Heads"

6-Sided Die

• We can use the same approach to "roll" a six-sided die.

```
sides <- c(1:6) # 1, 2, 3, 4, 5, 6
single_roll <- sample(sides, size = 1) # Single Roll
message("Result of Single Roll: ", single_roll)</pre>
```

Result of Single Roll: 1

Poker Hands

 We can even use it to do more complex operations like simulate a random draw from 5-card Poker

```
cards <- as.character(c(2:10, "J", "Q", "K", "A"))
# All Card Values
suits <- c("Hearts", "Diamonds", "Spades", "Clubs")</pre>
# Suits
deck <- expand.grid(value = cards, suit = suits) |>
    mutate(card = paste(value, "of", suit)) |>
    pull(card) # Create a Full Deck
random draw <- sample(deck, size = 5, replace = F)
# Random 5-Card Draw w/out Replacement
```

Poker Hands (Cont.)

Hand:

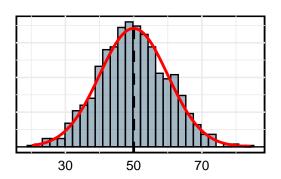
- 9 of Clubs
- Q of Clubs
- 6 of Clubs
- 2 of Diamonds
- 6 of Hearts

Generating Distributions

- What if we wanted to move beyond random selection where each draw or iteration exists with equal probability or within a uniform distribution?
- R is very flexible and capable of illustrating sampling distributions against expected outcomes

Generating Distributions (Standard Normal)

 \bullet Let's start with 1000 samples from a standard normal distribution where $\mu=$ 50 and $\sigma=$ 10



Generating Distributions (Standard Normal)

• Your Turn: Generate 1000 draws from a standard normal distribution where $\mu=25$ and $\sigma=10$.