R Coding Practices for Social Scientists A quick and dirty introduction to writing and debugging clean, reproducible code in R

Adam Kaplan and A. Benjamin Munoz Rojas

Massachusetts Institute of Technology

November 3rd, 2023

Plan for today

Writing clean code

Quick introduction to debugging

Making your project replicable

Table of Contents

- Writing clean code
- Quick introduction to debugging
- Making your project replicable

• Your code should read like a recipe for mediocre cooks.

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre?

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x <- 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x <- 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.
 - Why recipe?

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x
 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.
 - Why recipe? Your code should be well-organized so that a reader knows what to expect. Maybe at first glance I want to know what is the input (ingredients), output (dish), and what are the steps to get there.

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x
 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.
 - Why recipe? Your code should be well-organized so that a reader knows what to expect.
 Maybe at first glance I want to know what is the input (ingredients), output (dish), and what are the steps to get there.
- Two important aspects that make a recipe good:

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x
 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.
 - Why recipe? Your code should be well-organized so that a reader knows what to expect. Maybe at first glance I want to know what is the input (ingredients), output (dish), and what are the steps to get there.
- Two important aspects that make a recipe good:
 - 4 Annotation and organization: I know where to find the input, and can understand the instructions even if I have never made the recipe before.

- Your code should read like a recipe for mediocre cooks.
 - Why mediocre? Some base knowledge is expected, i.e. you do not need to explain what x
 2 means, but do not assume they are deeply familiar with your esoteric choice of packages.
 - Why recipe? Your code should be well-organized so that a reader knows what to expect.
 Maybe at first glance I want to know what is the input (ingredients), output (dish), and what are the steps to get there.
- Two important aspects that make a recipe good:
 - Annotation and organization: I know where to find the input, and can understand the instructions even if I have never made the recipe before.
 - Abstraction: Combine basic instructions into more abstract functions or states. E.g. In my bread-baking book I am told to "combine the dough using the Pincer method." When I look up the Pincer method I get 6 images and accompanying words explaining it. Imagine if the book had to repeat these 6 images and explanations every time.

Annotation:

Annotation: Variable/Function naming, commenting, abstraction.

• Let's tackles these in order.

- Let's tackles these in order.
- Variable/Function naming: Be consistent!

- Let's tackles these in order.
- Variable/Function naming: Be consistent!
 - I highly suggest reading a style guide and following it closely for the best results.

- Let's tackles these in order.
- Variable/Function naming: Be consistent!
 - I highly suggest reading a style guide and following it closely for the best results.
 - Even if you deviate, make sure you do so consistently. For instance you prefer camelCase over snake case naming.

- Let's tackles these in order.
- Variable/Function naming: Be consistent!
 - I highly suggest reading a style guide and following it closely for the best results.
 - Even if you deviate, make sure you do so consistently. For instance you prefer camelCase over snake case naming.
 - Style guides: Tidyverse, Google, ...

- Let's tackles these in order.
- Variable/Function naming: Be consistent!
 - I highly suggest reading a style guide and following it closely for the best results.
 - Even if you deviate, make sure you do so consistently. For instance you prefer camelCase over snake case naming.
 - Style guides: Tidyverse, Google, ...
 - No need to remember all of them \implies styler package.

Annotation:

Annotation: Variable / Function naming, commenting, abstraction.

• Abstraction: Do not repeat code, write functions instead.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- Commenting: From before, we are assuming some base knowledge, so what is this?

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- Commenting: From before, we are assuming some base knowledge, so what is this? It depends.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- Commenting: From before, we are assuming some base knowledge, so what is this? It depends.
 - I like to err on the more conservative side, so more comments.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- **Commenting:** From before, we are assuming some base knowledge, so what is this? It depends.
 - I like to err on the more conservative side, so more comments.
 - The bare minimum is: For functions explain input, output, and purpose; For blocks of code explain purpose and maybe some more esoteric steps within.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- **Commenting:** From before, we are assuming some base knowledge, so what is this? It depends.
 - I like to err on the more conservative side, so more comments.
 - The bare minimum is: For functions explain input, output, and purpose; For blocks of code explain purpose and maybe some more esoteric steps within.
 - If you followed proper naming strategies, you will not need to comment what your variables represent, but it still might be useful to mention some important information about them, such as why you chose to use a list of matrix objects rather than a data.frame, etc.

- Abstraction: Do not repeat code, write functions instead.
 - I would go as far as say if you repeat a code chunk that is longer than 1 line, at least once, write a function.
 - If it is a one-line statement, it depends.
 - You still need to apply proper naming and commenting hygiene!
- **Commenting:** From before, we are assuming some base knowledge, so what is this? It depends.
 - I like to err on the more conservative side, so more comments.
 - The bare minimum is: For functions explain input, output, and purpose; For blocks of code explain purpose and maybe some more esoteric steps within.
 - If you followed proper naming strategies, you will not need to comment what your variables represent, but it still might be useful to mention some important information about them, such as why you chose to use a list of matrix objects rather than a data.frame, etc.
 - Key point: The more you abstract away, and the better your naming, the fewer comments vou will need!

Organization:

Organization: Folder and code organization.

• Code organization: Just like your paper, your code will likely have sections, highlight them.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.
 - In RStudio, can use headings directly by commenting # HEADING NAME ----.
- Folder organization: Keep paper, presentation, data, data wrangling, analysis, and simulations separate.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.
 - In RStudio, can use headings directly by commenting # HEADING NAME ----.
- Folder organization: Keep paper, presentation, data, data wrangling, analysis, and simulations separate.
 - Not all projects will include all of these, but try to keep them as separate as possible.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.
 - In RStudio, can use headings directly by commenting # HEADING NAME ----.
- Folder organization: Keep paper, presentation, data, data wrangling, analysis, and simulations separate.
 - Not all projects will include all of these, but try to keep them as separate as possible.
 - Benefits: Easy to find replication data and sought after code.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.
 - In RStudio, can use headings directly by commenting # HEADING NAME ----.
- Folder organization: Keep paper, presentation, data, data wrangling, analysis, and simulations separate.
 - Not all projects will include all of these, but try to keep them as separate as possible.
 - Benefits: Easy to find replication data and sought after code.
 - Costs: It is painful to work with paths, especially across operating systems.

- Code organization: Just like your paper, your code will likely have sections, highlight them.
 - E.g. your analysis corresponds to different tables, figures, can label them as such in the code.
 - Commonly use some type of separators ###### or -----.
 - In RStudio, can use headings directly by commenting # HEADING NAME ----.
- Folder organization: Keep paper, presentation, data, data wrangling, analysis, and simulations separate.
 - Not all projects will include all of these, but try to keep them as separate as possible.
 - Benefits: Easy to find replication data and sought after code.
 - <u>Costs</u>: It is painful to work with paths, especially across operating systems.

 here package.

• In particular we will go over a sample project and look for:

- In particular we will go over a sample project and look for:
 - Annotation through commenting, variable naming, and using the styler package.

- In particular we will go over a sample project and look for:
 - Annotation through commenting, variable naming, and using the styler package.
 - Abstraction through the introduction of functions.

- In particular we will go over a sample project and look for:
 - Annotation through commenting, variable naming, and using the styler package.
 - Abstraction through the introduction of functions.
 - Organization through folder structure, code structure, and the here package.

Table of Contents

- Writing clean code
- Quick introduction to debugging
- Making your project replicable

• Debugging hierarchy: Unit tests

• Debugging hierarchy: Unit tests > Breakpoint setting and traceback

• **Debugging hierarchy:** Unit tests > Breakpoint setting and traceback > Printing intermediary output

• Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging)

• Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.
- Some more concrete advice:

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.
- Some more concrete advice:
 - If you followed the advice until now, most of your code will be functions, which makes debugging easier, since you can trace the error to some of those functions.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.
- Some more concrete advice:
 - If you followed the advice until now, most of your code will be functions, which makes debugging easier, since you can trace the error to some of those functions.
 - Talking to yourself is a good thing.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.
- Some more concrete advice:
 - If you followed the advice until now, most of your code will be functions, which makes debugging easier, since you can trace the error to some of those functions.
 - Talking to yourself is a good thing.
 - Note that you can always run each line of a function individually and print the output to see if it matches what you expect.

- Debugging hierarchy: Unit tests > Breakpoint setting and traceback > Printing intermediary output > Explaining what code does in words (Rubber-ducky debugging) > Giving up.
- Goal is to not give up. Usually printing intermediary output is effective enough.
- Unit tests are overkill if you are not coding your own package. Breakpoints and tracing code back is useful, but has a steep learning curve.
- Some more concrete advice:
 - If you followed the advice until now, most of your code will be functions, which makes debugging easier, since you can trace the error to some of those functions.
 - Talking to yourself is a good thing.
 - Note that you can always run each line of a function individually and print the output to see if it matches what you expect.
 - When you code, always debug as you go. I.e. don't write 50 functions and then start testing your code. Rather do it, a function or two at a time.

Table of Contents

- Writing clean code
- Quick introduction to debugging

Making your project replicable

• Today most studies already submit code and data is that not enough?

• Today most studies already submit code and data is that not enough? Sometimes and in the short term.

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.
- The reproducability spectrum: Snapshot of full operating system

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.
- The reproducability spectrum: Snapshot of full operating system > Snapshot of R and all R packages

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.
- The reproducability spectrum: Snapshot of full operating system > Snapshot of R and all R packages > Code and Data

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.
- The reproducability spectrum: Snapshot of full operating system > Snapshot of R and all R packages > Code and Data > Nothing.

- Today most studies already submit code and data is that not enough? Sometimes and in the short term.
- R tries to be very compatible with past versions, but that is not necessarily the case for other packages. Fun Fact: R 2.1 was released in 2005, R 3.0 in 2013, and R 4.0 in 2020.
- We are in the long-term business, so it might make sense to make sure I can run code from 2013 in 2021 without running into weird hiccups.
- The reproducability spectrum: Snapshot of full operating system > Snapshot of R and all R packages > Code and Data > Nothing.
- renv, a hopeful packrat replacement fits in the 2nd best spot and should be good enough for most.

• We will go over how simple renv is to set-up in existing projects.

- We will go over how simple renv is to set-up in existing projects.
- What does a renv project look like on GitHub for instance.

- We will go over how simple renv is to set-up in existing projects.
- What does a renv project look like on GitHub for instance.
- What's the process of restoring a renv project like.

Thank you so much!

Please feel free to reach out if you have any questions and/or suggestions!