### Lecture 1: Introduction to R

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# Reading/Using the Slides

### Reading the Slides

As you'll soon see, I frequently use color to emphasize text.

One distinction: Links

- <u>Underlined orange</u> is reserved for <u>links</u>
- Whenever you see <u>underlined orange text</u> on other slides, click it to go to the referenced content

## Using the Slides

I highly recommend that you <u>replicate code in the slides as I go</u>†.

- Try to type the code yourself first, use the code written in slides if you fall behind
- Good habit to create a reference script with all the new methods/functions as you go

These slides are written in **R Markdown**, which we'll cover next week.

- Slides are rendered as a standalone web page (.html) or pdf file
- Source code as an interactive R Markdown file (.Rmd)

# Course Introduction

### Introductions

Me

- **James Sears**
- **<u>Searsja1@msu.edu</u>**
- Assistant Professor (environmental and consumer behavioral economics)

#### You

A quick roundtable of

- Names
- Program/year
- Fields/interests
- Coding Background

# Syllabus Highlights

(Read the whole thing here: <u>891</u>, <u>991</u>)

# Why This Course(s)?

Because a huge chunk of what's important for doing modern (high-quality) empirical economic research **isn't taught in core classes**.

- How to find, clean, and wrangle datasets
- Working with spatial data
- Creating professional-quality data visualizations
- Recent empirical methods outside the scope of core econometrics
- Fundamentals of data science

In short: these are the skills that will **increase your research productivity** and expand your opportunities while on the **job market**.

In shorter: these are the **skills I wish I had** going into my original research work.

# Grading

Component	Weight
6 × <b>Homework Assignments</b> (13.33% each)	80%
Final Project	20%

- **Homework assignments** focus on coding practice through applied practice, replication, simulation, and/or extension
  - Contents are differentiated according to your enrolled course version
- Final project relates to applying course methods + research supply chain
  - Different specifics for 891/991

The final project for students enrolled in 891 has two options:

#### Replication

- Identify a paper you are interested in replicating that aligns with our covered course content - and replicate it!
- Create an RMarkdown file that you can hand to a fellow student that fully walks through the replication process

#### **Data Acquisition**

- Identify a data source that's not in directly machine-readable format (i.e. dta, rds, csv, etc.)
- Use the course's data acquisition techniques (web scraping, APIs) to construct the dataset
- Create an RMarkdown file that documents the process and executes all code needed to obtain the dataset

#### Both project types involve

- 1. **Project Proposal**: brief summary of the paper you have selected and why, and how the replication package is organized (before Spring Break)
- 2. **Material Submission**: Fully documented R
  Markdown file walking through full replication
  process or conducting data acquisition (Week 15)
- 3. **Presentation**: 8-10 minute conference-style presentation sharing what you did with fellow students (Finals Week)
- 4. **Discussant**: work through assigned student's material submission and prepare 3 minute presentation on your experience (Finals Week)

#### Grading:

Component	Weight
Proposal	3%
Material Submission	7%
Presentation	7%
Discussant	3%

The final project for 991 is a **research project** that relates to course methods + your planned research portfolio

- Creation of new dataset using course data acquisition techniques
- Replication + extension of existing paper (using course methods)
- Use course methods to tackle desired research question

#### Project deliverables include

- Project Prospectus: one-page prospectus outlining the proposed project and planned direction (before Spring Break)
- Replication Package: Fully replication package containing all necessary data/code and documentation needed to replicate your project (Week 15)
- 3. **Presentation**: 8-10 minute conference-style presentation summarizing your project (Finals Week)
- 4. **Discussant**: work through assigned student's replication package and prepare 3 minute presentation on how it went/any issues (Finals Week)

#### Grading:

Component	Weight
Prospectus	3%
Replication Package	7%
Presentation	7%
Discussant	3%

### Course Schedule (I)

### Intro to Data Science (Weeks 1-2)

- Introduction and R Basics
- Version control with Git(hub) and Productivity Tools

### Data Processing (Weeks 3-5)

- Data Wrangling
- Data Cleaning

### Data Visualization (Week 6)

- Principles of Data Visualization
- Common Chart Types
- Custom Themes and Extending
   ggplot2

### Course Schedule (II)

# Data Acquisition (Weeks 7, 9A)<sup>†</sup>

- Finding and Acquiring Data
- Considerations for Administrative or PII Data
- Scraping Static Webpages
- Scraping Dynamic Webpages
- Respectful Web Scraping

### Programming (Weeks 9B-10)

- Conditional Logic
- Function writing
- Indirection and Name Injection
- Vectorization
- Parallelization

### Course Schedule (III)

### Analysis (Weeks 11-12A)

- Fast Fixed Effects Regression and IV Analysis
- Causal Inference: Diff-in-Diff and Event Study Methods
- Synthetic Control Methods (canonical, synthetic DiD, Partially Pooled SCM)
- Producing Tables and Figures from Regression Output

# Spatial Analysis (Weeks 12B-13)

- Intro to Geospatial Data
- Vector Data and Spatial Operations
- Raster Data and Integration
- Static and Interactive Mapping

### Course Schedule (IV)

### Machine Learning (Weeks 14-15)

- Fundamentals of Machine Learning
- Prediction Methods
- Classification Methods
- Model Selection and Regularization
- Regression Trees and Forest-Based Methods
- Machine Learning for Causal Inference

### About R and RStudio

## Why Are We Using R in This Course?

- It's free and open source
- It's widely used in industry
- It's widely used in academic research
- It has a large and active user community

#### **Compared with Stata:**

- More of a true programming language
- Steeper learning curve (takes more to start, ultimately more powerful)
- Faster for fixed effects models (often much faster)
- Many methods come to R earlier

### R vs. Python

#### R:

- Built for statistics and data analysis
- Better at econometrics and data visualization

#### **Python:**

- Built for general-purpose programming and software development
- Better at machine learning

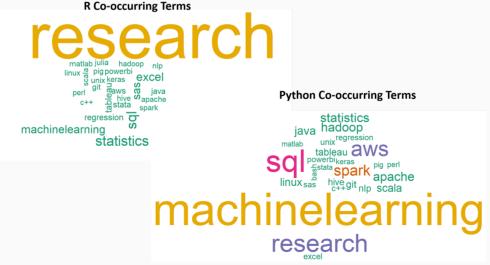


Image by Alex daSilva (**source**) is not included under the CC license.

### R vs. Python

#### R:

- Built for statistics and data analysis
- Better at econometrics and data visualization

Most economists use either Stata or R

Many data scientists in industry use both R and Python

Rising competitor to both: Julia

#### **Python:**

- Built for general-purpose programming and software development
- Better at machine learning

### R Is a Means, Not an End

- The goals of this course are platform-agnostic
  - It's not about the syntax of specific packages
  - It's about the concepts, logic, and thought processes underlying what we're doing and why
- Your eventual goal: use the right tool for the job
  - From this course, you'll have a good sense of whether R is the right tool
  - Or how to figure out if it is

### R and Myself

- Personally, I use R almost exclusively because it gives me one environment for all steps of the research workflow
  - Cleaning/manipulating large datasets
  - Spatial data
  - Visualization
  - Econometric analysis
  - Web scraping
  - Machine learning
- While it might not be the best at all of these tasks, it's almost always
   one of the best
- Using different software for each task makes reproducibility more difficult

### R and You

- Many of you will **know more than me** about these things! Please speak up and share if you
  - Find an error in the code/discussion
  - Know a better way of doing things
  - Have suggestions on improving the course

This is also the first implementation of concurrent course versions; I would love **any and all feedback** as we go!

# R and RStudio

### R vs. RStudio

- R is the programming language
- **RStudio** is the **environment** in which we use **R**
- While we could use **R** without **RStudio**, **RStudio** offers a lot of benefits

### Installing R

To install **R**, go to the **R Project website**.

- Windows: "R For Windows > Base > Download R # for Windows"
- Mac: "R for (Mac) OS X > R-#.pkg"
- Where "#" is the current version number



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CRAN Team

About R

R Homepage
The R Journal

Software R Sources R Binaries

#### The Comprehensive R Archive Network

#### Download and Install R

Precompiled binary distributions of the base system and contributed packages, Windows and Mac users most likely want one of these versions of R:

- Download R for Linux (Debian, Fedora/Redhat, Ubuntu)
- Download R for macOS
- · Download R for Windows

R is part of many Linux distributions, you should check with your Linux package management system in addition to the link above.

#### Source Code for all Platforms

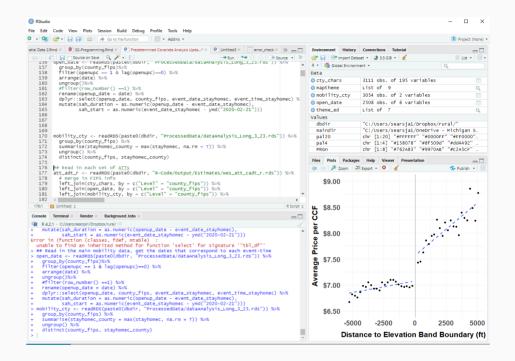
Windows and Mac users most likely want to download the precompiled binaries listed in the upper box, not the source code. The sources have to be compiled before you can use them. If you do not know what this means, you probably do not want to do it!

• The latest release (2023-06-16 Reagle Scouts) R-4-3-1 targy read what's new in the

### **RStudio**

RStudio has a lot of features to make programming in R more user friendly

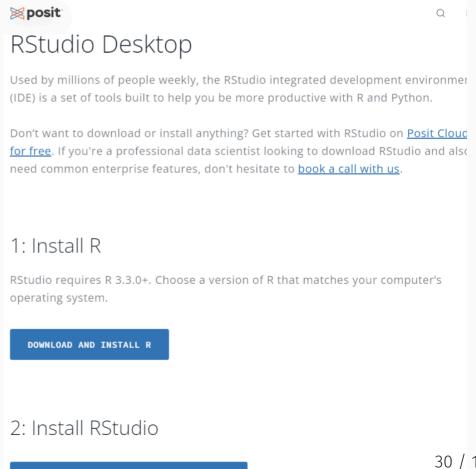
- Create and edit scripts
- View output and visualizations
- Navigate file structures
- See objects in memory



## Installing RStudio

#### To install **RStudio**, go to the **RStudio Download Page**

- Scroll down, follow the link to install RStudio for your operating system.
- Correct file should be linked under 2. Install **RStudio**
- Can scroll further down to the entire list and download the version for Windows or Mac.



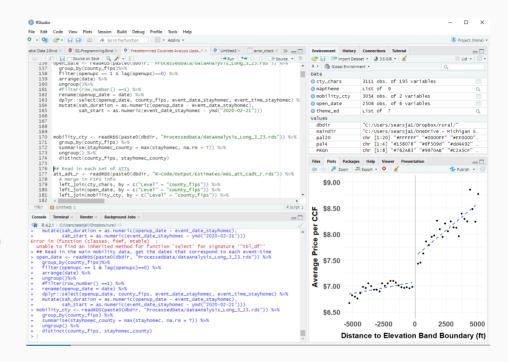
## Other Things

- Create an account on <u>GitHub</u> and register for a <u>student/educator</u>
   <u>discount</u>
  - You will soon receive an invitation to the course repo on GitHub, as well as <u>GitHub classroom</u>, which is how we'll disseminate and submit assignments, receive feedback and grading, etc.
- Windows: Install Rtools
- Mac: Configure/open your C++ toolchain (see <u>here</u>

### **RStudio**

# **RStudio** has **four main elements**

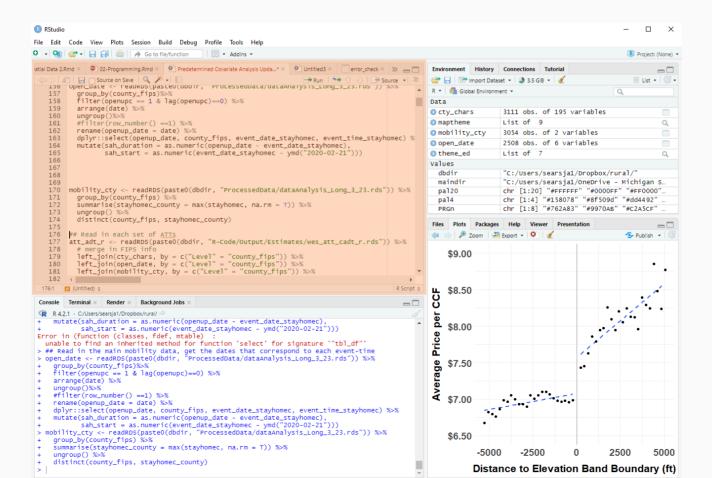
- 1. Script Window
- 2. Console
- 3. Environment
- 4. Files/Plots/Packages/Help Window



### Getting Around RStudio: Script Window

#### **Scripts** are the **do file equivalent** in **R**:

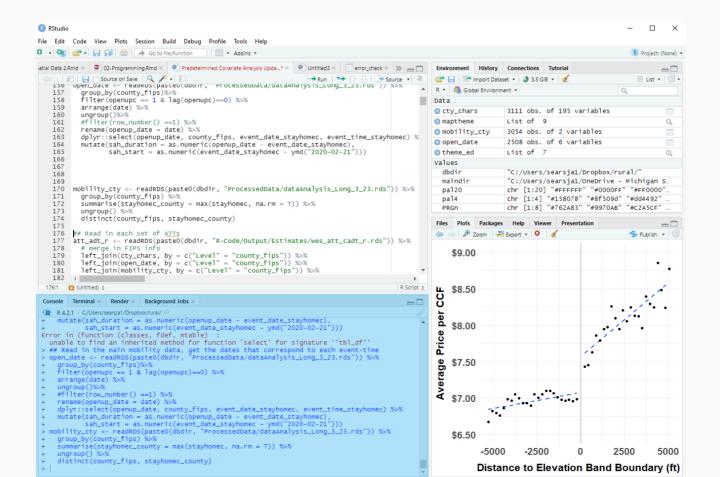
Allow you to write and save code, flip through multiple scripts/objects



### Getting Around RStudio: Console

#### **Console** is the **direct R interface**

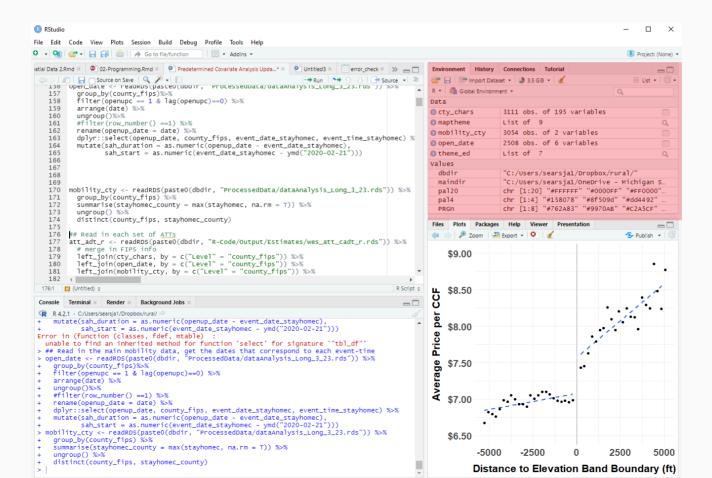
View output or plug in code directly (use scripts!)



### Getting Around RStudio: Environment

#### **Environment** shows you everything currently loaded in R

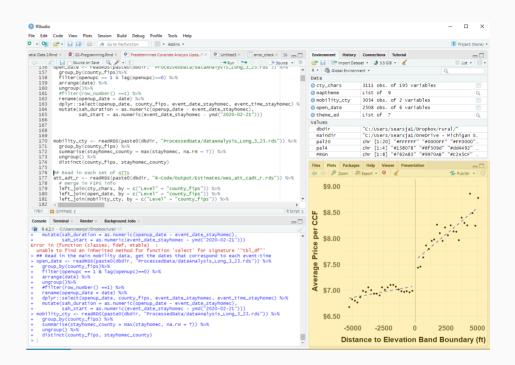
Datasets, matrices, strings, functions, and other objects



### Getting Around RStudio: Files/Plots

# Files/Plots/Packages/Help shows you... everything else

- **Files** navigate file paths
- Plots view data visualizations
- Packages load/see packages
- Help get help with function syntax



## Getting to Know RStudio

#### 1. Try out the console

- Use it as a calculator
- Access previous commands
- 2. Try a new script and save it
- 3. Set global options (Tools -> Options)
  - Uncheck "Restore .RData into workspace at start"
  - Set "Save workspace to .RData on exit" to "Never"
- 4. Keyboard shortcuts

# Time for Some Live Coding

Open a new R script.

As we go through examples, **retype everything yourself and run it line by** line (Ctrl+Enter)<sup>1</sup>. You'll learn more this way.

(Feel free to try out slight tweaks along the way, too.)

<sup>&</sup>lt;sup>1</sup> For Mac users: Cmd = Ctrl. You can also use the Run button on the upper-right of the Script window to run code or view shortcuts.

# Basic R Operators

## **Basic Arithmetic**

You can use **R** like a **fancy**, **low-portability graphing calculator**:

```
1 + 2 - 3 # Addition/Subtraction
## [1] 0
 5 / 2 # Division
## [1] 2.5
4 * 3 # Multiplication
## [1] 12
2 ^ 3 # Exponentiation
## [1] 8
```

## Remember PEMDAS?

#### Parentheses matter!

```
2 + 4 * 1 ^ 3

## [1] 6

(2 + 4 * 1) ^ 3

## [1] 216

2 + (4 * 1) ^ 3

## [1] 66
```

What feels like 95% of my coding errors are due to unmatched parentheses

This gets even more important as we use nested functions

## Logical Evaluation

#### **Logical operators** follow standard programming conventions:

```
1 = 2 # = for equivalency (two equal signs)
## [1] FALSE
1 > 2 # < and > work as expected
## [1] FALSE
1 > 2 & 0.5 < 0.5 # The "&" means "and"
## [1] FALSE
1 > 2 | 1 > 0.5 # The "/" means "or"
## [1] TRUE
```

## **Negating Logic**

**Negate** logical comparisons with ! and parentheses

```
1 \neq 2 \# ! and = next to each other for neg
## [1] TRUE
!(1 > 2) # add parentheses around the condition you want to negate
## [1] TRUE
!(1 > 2 & 0.5 < 0.5) # can negate complex conditions
## [1] TRUE
!(1 > 2) \mid !(1 > 0.5) # or combine with other logical operators
## [1] TRUE
```

### Errors

What if we accidentally used = instead of =?

- = is reserved for **assignment**
- = is reserved for **equivalence**

```
1 = 1
```

```
## Error in 1 = 1: invalid (do_set) left-hand side to assignment
```

What should you do if you don't understand the error message?

Always read the error message!

## Commenting

#### Another good practice is to **comment code**

• Use the **pound sign #** to comment out everything behind it on a given line.

```
# Use it at the start of a line to add comments
4 > 3
```

```
## [1] TRUE
```

```
# or to comment out parts of lines
4 + 5 - 23 # * 6798127347^38 yikes that would've been big
```

```
## [1] -14
```

# Commenting

Another good practice is to **comment code** 

#### **Widely accepted conventions:**

- Put the comment **before** the code it refers to
- Use present tense

## Script Chunks

You can use # ---- or ##### to add collapsible chunks to your scripts

```
# Use it Break up tasks (can put text in the middle) ----
4 > 3
## [1] TRUE
```

```
#####
# or separate preamble from different sections
```

Click the **downward triangle** (left next to the line numbers) to **hide the lines between breaks** 

R is an example of object-oriented programming (OOP)

- Everything is an **object**
- Everything has a name
- You do things with functions
- Functions come pre-written in packages (i.e. "libraries")
- You can (and should) write your own functions too

Understanding **objects** is the first key to using **R**.

We can store values for later by assigning them to **objects.** 

We assign using one of two **assignment operators:** 

- ← (the < followed by -),
- or =

```
price ← 149.99
tax ← 0.085
```

Here price "gets" the value 149.99.

## Choice of Assignment Operator

```
Why use ← instead of =?
```

Well, it turns out that it's a <u>lot more complicated of a question than it</u> <u>appears (warning: pedantic rabbit hole )</u>

#### My recommendation:

- Use ← to assign objects to memory
- Use = for declaring function arguments

**Another reason:** Google asks their developers to assign objects with  $\leftarrow$  in the <u>Google RGuide</u>, so if it's good enough for Google it's good enough for me.

To see the value of an object, just **type its name:** 

```
price
```

```
## [1] 149.99
```

Notice that price and tax are now listed in your **Environment pane**.

Now, we can calculate the sales tax:

```
price * tax
```

```
## [1] 12.74915
```

## [1] 4.9995

We can assign a new value to price and recalculate the tax amount:

```
price = 90
price * tax
## [1] 7.65
```

Note that object names are **case sensitive**:

```
Price = 99.99
PRICE = 9.99
sales.tax = 0.05
sales_tax = 0.075
Price * sales.tax
```

## **Object Names**

#### Rules for naming objects:

- Names can include numbers
- Names can include periods . and underscores \_
- Names must start with a letter

```
sales_tax \leftarrow 0.075
10tax \leftarrow 0.1

### Error in parse(text = input): <text>:2:3: unexpected symbol
## 1: sales_tax \leftarrow 0.075
## 2: 10tax
### ^
```

## Types of Objects

We'll see throughout the course that there are many types of objects in **R**, including

- **Single values** (numbers, characters; like price)
- Vectors
- Matrices
- Data frames

- Arrays
- Factors
- Lists

We'll dive into many of these in-depth during this course, but let's take a quick look at each

A **vector** is an **ordered collection of numbers or character strings** indexed by 1, 2, ..., n, where n is the length of the vector.

```
# for ordered integers, can use :
int_1_10 ← 1:10

# or the combine operator to manually combine elements
c(11, 13, 14, 200)
```

```
## [1] 11 13 14 200
```

Other useful ways to create non-sequential vectors include

Creating a sequence with seq()

seq(0, 10, by = 2)

```
## [1] 0 2 4 6 8 10
Repeating elements with rep()
rep(1, 5)
## [1] 1 1 1 1 1
rep(c(1,2,3), 2)
## [1] 1 2 3 1 2 3
```

A vector with both numeric and text entries converts everything to text:

You can **name elements** in a vector (with or without quotations)

```
state_founding 
c(MI = 1837, IN = 1816, IL = 1818)
state_founding

## MI IN IL
## 1837 1816 1818

state_founding = c("MI" = 1837, "IN" = 1816," IL" = 1818)

## MI IN IL
## TRUE TRUE TRUE
```

Or by using the names() function

```
state_founding \leftarrow c(1837, 1816, 1818)
states \leftarrow c("MI", "IN", "IL")
names(state_founding) \leftarrow states
```

A matrix is... well, a matrix.

• A **two-dimensional collection** of numeric or character values indexed by integer pairs (i,j)

```
## [,1] [,2] [,3]
## [1,] 1 3 5
## [2,] 2 4 6
```

Fill **across columns** instead by setting byrow = FALSE

```
## [,1] [,2] [,3]
## [1,] 1 3 5
## [2,] 2 4 6
```

Combine matrices on the rows with rbind()

• Must have matching number of columns

```
## [,1] [,2] [,3]
## [1,] 1 3 5
## [2,] 2 4 6
## [3,] 7 8 9
```

Combine matrices on the columns with cbind()

Must have matching number of rows

```
## [,1] [,2] [,3] [,4] [,5] [,6] [,7]
## [1,] 1 3 5 7 9 11 13
## [2,] 2 4 6 8 10 12 14
```

### Arithmetic with Vectors and Matrices

Arithmetic operators apply **element-wise** to vectors and matrices.

```
vec1 ← 1:4
vec2 ← 11:14
vec1 + vec2
```

```
## [1] 12 14 16 18
```

## Arithmetic with Vectors and Matrices

Arithmetic operators apply **element-wise** to vectors and matrices.

```
mat1 \leftarrow matrix(2:7, nrow = 2)

mat2 \leftarrow matrix(seq(4,14, by = 2), nrow = 2)

mat2/mat1
```

```
## [,1] [,2] [,3]
## [1,] 2 2 2
## [2,] 2 2 2
```

### Arithmetic with Vectors and Matrices

To perform **matrix multiplication**, use %\*%

Remember rules for dimensions!

```
## [,1] [,2]
## [1,] 80 152
## [2,] 98 188
```

#### **Data Frames**

data frames are the data science version of a matrix

- Each column is a variable
- Each row is an observation
- Variables can have names
- Columns can be of different types
- Should sound familiar to Stata folks

```
ex_df \leftarrow data.frame(state = c("MI", "IN", "WI", "IL"), pop_m = c(10.04, 8.87, 5.91, 12.55), is_michigan = c(T, F, F, F)) ex_df
```

```
## state pop_m is_michigan
## 1 MI 10.04 TRUE
## 2 IN 8.87 FALSE
## 3 WI 5.91 FALSE
## 4 IL 12.55 FALSE
```

We can access specific element(s) of vectors with their **integer position** and **brackets** []

```
# get the first element of int_1_10
int_1_10[1]

## [1] 1

# get the third and fourth elements
int_1_10[3:4]

## [1] 3 4
```

## [1] 50

We can do the **same with matrices and data frames**, as well as access entire rows/columns

```
# retrieve the third and fourth columns elements of row two in zmat:
zmat[2,3:4]

## [1] 12 14

# Replace the entire second row of ex_df with Pennsylvania:
ex_df[2,] \( \infty \) c("PA", 8.24, FALSE)

# take the sum of elements in the third and fourth columns of zmat:
sum(zmat[,3:4])
```

If an object has names, you can also index using those!

```
state_founding["MI"]
##
     MΙ
## 1837
ex_df["pop_m"]
##
     pop_m
## 1 10.04
## 2 8.24
## 3 5.91
## 4 12.55
```

We can access **entire columns** in **dataframes** with \$

• Can combine it with indexing ([]) too!

```
# get the "pop_m" column from ex df:
ex df$pop m
## [1] "10.04" "8.24" "5.91" "12.55"
# which is equivalent to using integer indexing
ex df[,2]
## [1] "10.04" "8.24" "5.91" "12.55"
# combine with indexing to get third row element of "state"
ex df$state[3]
## [1] "WI"
```

## Arrays

##

**Arrays** are **n-dimensional collections** of numeric/text elements, indexed by an n-tuple of integers - i.e. (i,j,k) for 3-dimensional array

```
ar4 \leftarrow array(1:24, dim = c(2,2,2,3))
ar4
## , , 1, 1
##
## [,1][,2]
## [1,] 1 3
## [2,] 2 4
###
## , , 2, 1
##
## [,1] [,2]
## [1,] 5 7
## [2,] 6 8
###
## , , 1, 2
```

#### Arrays

Just like with matrices, we can use integer indexing to retrieve specific element(s) from an array

```
# get first element
ar4[1,1,1,1]
## [1] 1
# get 2×2 matrix in "last" position
# (2/2 in third dimension, 3/3 in fourth)
ar4[,,2,3]
## [,1][,2]
## [1,] 21 23
## [2,] 22 24
```

#### **Factors**

A **factor** is a special kind of vector, where each element has an associated **level (i.e. character label)** 

- Useful for storing categorical variables
- R will treat each level distinctly

```
## [1] Bachelors High School Some College Doctorate Bachelors
## [6] High School
## Levels: High School Some College Bachelors Doctorate
```

#### Lists

**Lists** are an **ordered collection of objects** (that may be of different types)

```
# combine many of our previous objects into a list
ex list \leftarrow list(
  ex_df,
  int_1_10,
  xmat
ex_list
## [[1]]
    state pop_m is_michigan
###
      MI 10.04
## 1
               TRUE
## 2 PA 8.24 FALSE
## 3 WI 5.91 FALSE
## 4 IL 12.55 FALSE
##
## [[2]]
   [1] 1 2 3 4 5 6 7 8 9 10
###
##
```

#### Lists

List objects are indexed with **double brackets** [[]]

```
# get the second list object (the vector)
ex_list[[2]]
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

#### Lists

You can also **name list objects** and reference them with \$

```
# combine many of our previous objects into a list
ex_list ← list(
  df = ex_df,
  vec = int_1_10,
  mat = xmat
)
ex_list$vec
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

## **Checking Object Types**

Unsure what type an object is? Use class() to check:

```
class(ex list)
## [1] "list"
 class(zmat)
## [1] "matrix" "array"
class(ex df)
## [1] "data.frame"
```

## **Converting Types**

Use the as.type() group of functions to convert between types

```
num ← 1:4
char ← as.character(num)
char

## [1] "1" "2" "3" "4"

as.numeric(char)

## [1] 1 2 3 4
```

#### NA

## [1] TRUF

If a conversion isn't obvious, you'll get an NA

```
as.numeric("AFRE 891")
## [1] NA
In R. NA contains no information
NA = NA
## [1] NA
NA + 0
## [1] NA
is.na(NA + 0)
```

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# Other Special Values

#### Other special values:

- Infinity (Inf or -Inf)
- Not a Number (NaN)

```
1/0

## [1] Inf

-1/0

## [1] -Inf

0/0

## [1] NaN
```

# Practice

#### **Practice**

#### Time for some practice:

- Create a matrix named mat40 with 4 rows and 10 columns containing the values 1:40
- Save the object row4 to memory as a vector of the fourth row of mat40
- Use indexing to retrieve
  - 1. The element in the 3rd row and 6th column
  - 2. The 5-7th elements from the 2nd row
  - 3. The entire 6th column
- Using 1-3, create a list with each object named obj\_X

## Functions

#### **Functions**

In order to do more than arithmetic in **R** we'll use **functions** 

```
log(5)
```

## [1] 1.609438

To see the **arguments** a function takes, look up its help file with ?fn

```
?log
```

Some arguments are required, while others are optional. You can see that base is optional because it has a default value: exp(1).

## **Function Arguments**

If you type the arguments in the **expected order**, you **don't need to use argument names**:

```
log(5, 10)
## [1] 0.69897
```

But if you use argument names you can 1) put them in **any order**, and 2) protect yourself from **counting incorrectly** 

```
log(x = 5, base = exp(1))

## [1] 1.609438

log(base = exp(1), x = 5)

## [1] 1.609438
```

### **Function Arguments**

#### We can use **objects as arguments**

```
val \leftarrow exp(1)
log(x = 10, base = val)
## [1] 2.302585
```

#### or nest functions directly

```
log(max(c(price,5,10,20,50,3,11,20)))
## [1] 4.49981
```

#### Where to Find Functions

Many functions that we'll regularly use can be found either

- 1. Already loaded in R
- 2. In packages

Later in the course we'll learn about **writing your own functions**, which is something you can (and should) do!

# Packages, Libraries, and Paths

### Packages, Libraries, and Paths

While using **R** like a calculator is fun, the real advantages come out when we load **packages** 

- Packages are nice curated bundles of functions and tools that let us transform R into a data-slaying kaiju
- Think Voltron (or insert other dated reference here)
- Base R loads in several packages by default (stats, utils)

#### Packages

To use another package, we must first **call it** with library()

```
# call the haven package with library()

library(haven)

# what's now loaded?
(.packages())

## [1] "haven" "fontawesome" "knitr" "stats" "graphics"
## [6] "grDevices" "utils" "datasets" "methods" "base"
```

## Packages

If we try and load a package that's **not installed** or **misspelled**, we get an error

```
library(hevan)
```

## Error in library(hevan): there is no package called 'hevan'

### Installing Packages

To install a package, we can use install.packages()

```
install.packages("tidyverse")
```

**R** will search for a package named "tidyverse" on **CRAN** and install it if found

Once installed, you can call the package.

## Installing Packages

**My preferred way:** use the **pacman** package to load/install packages for you:

```
# first, install the pacman package
install.packages("pacman")
```

Then use the p\_load() function<sup>2</sup> to load desired packages in a single call, and automatically install any that are missing

```
pacman::p_load(haven, tidyverse, fixest)
```

<sup>&</sup>lt;sup>2</sup> You can run a function from an (installed) package without loading it by using the PACKAGE::package\_function() syntax

## Installing Packages

Sometimes packages aren't listed on CRAN and you'll have to install them directly from Github repositories

For example, if we want to use the **synthdid package**, we would first need to run

```
# use the install_github function from the remotes package
remotes::install_github("synth-inference/synthdid")
# can also use install_github() from the devtools package
```

## Package Best Practices

It's a good idea to begin your scripts with a **Preamble** 

- Add comments so you know what you're doing (helpful for revisiting a year later during revision requests...)
- Load packages (make peace with this, Stata users)
- Set file paths (assign main project path as an object)
- Change any options
- Store custom ggplot2 themes (we'll learn these later on)

## Preamble Example: Notes and Packages

```
############
                Culpable Consumption
                                     ################
############
                   Update 11-2023
                              ##############
## Created: 11-23-2023
## Updated 11-23-2023
## Purpose: Run updated analyses for the "Culpable Consumption" Paper
# make sure to have installed pacman with
# install.packages("pacman") before
# running the below line:
pacman::p_load(fixest, lubridate, rdd, rdrobust,
showtext, tictoc, tidyverse)
# Read in strings as non-factors, turn off scientific notation
options(stringsAsFactors = F, scipen = 999)
# use showtext functionality to write text in plots
showtext_auto()
```

#### Preamble Example: ggplot2 Theme

```
# ggplot theme
theme ed \leftarrow theme(
# set text sizes/spacing
 axis.text=element text(size=16, family = "lato"),
axis.title.y = element text(size=16, family = "lato", margin=margin(r=10
 axis.title.x = element_text(size=16, family = "lato", margin=margin(t=10
plot.caption = element text(hjust = 0, face = "italic"),
plot.title=element text(size=18, family = "lato"),
legend.text=element text(size=16, family = "lato"),
legend.title=element_text(size=16, family = "lato"),
# custom ticks/gridlines/background
 axis.ticks = element line(color = "grey95", linewidth = 0.3),
 panel.background = element_rect(fill = NA),
 panel.grid.major = element line(color = "grey95", linewidth = 0.3),
 panel.grid.minor = element_line(color = "grey95", linewidth = 0.3),
# tweak legend position
legend.position = "bottom"
```

#### Preamble Example: Paths

```
# Set main folder path to object
# depending on computer I'm using
if (Sys.info()["nodename"] = "DESKTOP-SHT9660" ){
  onedir \( - \text{"C:/Users/james/OneDrive - Michigan State University/Research,} \)
} else if (Sys.info()["nodename"] = "JAMES-DESKTOP" ){
  onedir \( - \text{"F:/OneDrive - Michigan State University/Research/Culpable Con} \)
} else {
  onedir \( - \text{"C:/Users/searsja1/OneDrive - Michigan State University/Resea:} \)
# set main project path as working directory
setwd(onedir)
```

Run Sys.info() to see information about your system, including its name (nodename element)

## Cleaning Up

While we're talking about best practices, we should talk about how to **clean up** your environment.

You can **remove an object** you're done with from memory using rm()

```
rm(state_founding)
```

To remove multiple objects,

- Nest c() within rm() to remove **specific objects**
- use rm(list=ls()) to remove literally everything

## Cleaning Up

After running intensive functions or having RStudio open for a while, or removing large objects from memory, it's also a good idea to **empty the trash**.

Use gc() (garbage collect) to manually<sup>3</sup> free up previously-allocated memory

gc()

<sup>&</sup>lt;sup>3</sup> R does this automatically at various points, but it's often worth running yourself to make sure you have every bit of usable ram available

### Cleaning Up

Eventually, it's a good idea to **start a new RStudio Session**.

- Your **environment** is transient; don't get too attached to it.
- Save your script, don't save the environment!
- Recreate smaller objects by re-running your script later
- Save out large objects that took lots of time/compute to create
- Exit RStudio when done working to return system resources

# Tidyverse and Base R

## Tidyverse and Base R

In R there are two main workflow approaches:

- 1. Base R: using the built-in R functionality and position indices
  - More pure "programming" approach
- 2. **tidyverse:** opinionated set of packages with organized grammar and data structures
  - Easily string together processing steps, produce much better visuals
    - Great free online book that teaches tidyverse: R for Data Science

Despite what you may read on the internet, there is no **one right way** to use **R**.

We're going to cover a **combination of both** in this class, but leaning in favor of tidyverse.

# Interacting with Data Frames

### Interacting with Data Frames

Data frames are the **main tidyverse object**, so let's get some practice with them.

To start, let's **load a dataset**<sup>4</sup> from the dslabs package.

```
pacman::p_load(dslabs)

# load the historic co2 dataset
data(historic_co2)
# can also wrap the dataset name in quotes: data("historic_co2")
```

Note that we can also interact with the dataset *as if* it were already in our environment:

```
co2_df ← historic_co2
```

<sup>&</sup>lt;sup>4</sup> We will learn shortly how to load and save datasets from file, too.

To learn more about a data frame, you can

• Examine its **structure** with str()

```
str(co2_df)

## spc_tbl_ [694 × 3] (S3: spec_tbl_df/tbl_df/tbl/data.frame)

## $ year : num [1:694] 1959 1960 1961 1962 1963 ...

## $ co2 : num [1:694] 316 317 318 318 319 ...

## $ source: chr [1:694] "Mauna Loa" "Mauna Loa" "Mauna Loa" ...
```

To learn more about a data frame, you can

• Look at **column names** with names() or colnames()

```
names(co2_df)

## [1] "year" "co2" "source"

colnames(co2_df)

## [1] "year" "co2" "source"
```

To learn more about a data frame, you can

• Display **basic summary statistics** with summary()

```
summary(co2_df)
           co2
###
  year
                             source
  Min. :-803182 Min. :177.7 Length:694
###
  ###
  Median: -43278 Median: 236.9 Mode: character
###
  Mean :-219753 Mean :245.9
###
  3rd Qu.: -8924 3rd Qu.:271.8
###
  Max. : 2018
               Max. :408.5
###
```

To learn more about a data frame, you can

• **Examine the first few rows** of data with head(X, nrow)

```
## # A tibble: 6 × 3
## year co2 source
## 1 1959 316. Mauna Loa
## 2 1960 317. Mauna Loa
## 3 1961 318. Mauna Loa
## 4 1962 318. Mauna Loa
## 5 1963 319. Mauna Loa
## 5 1964 320. Mauna Loa
```

head(co2\_df)

To learn more about a data frame, you can

 Directly inspect it - either by clicking on it in the environment window or using View()

## Subsetting with Logicals

It's often useful to **subset** a vector based on properties of another vector

i.e. Only take years with CO2 concentrations above the 98th percentile:

```
high ← co2_df$co2 > quantile(co2_df$co2, 0.98)
co2_df$co2[high]

## [1] 379.80 381.90 383.79 385.60 387.43 389.90 391.65 393.85 396.52 398.65

## [11] 400.83 404.24 406.55 408.52
```

How many years match this condition?

• sum() coerces T/F to 1/0

```
sum(high)
```

```
## [1] 14
```

## Subsetting with %in%

Another useful way to subset on a range of values is %in%.

```
2024 %in% co2_df$year
```

## [1] FALSE

Let's create a 2010s version of the data only using years 2000-2010:

```
co2_2000_2010 ← co2_df[co2_df$year %in% 2000:2010,]
co2_2000_2010$year
```

## [1] 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2001

## Subsetting with which()

Alternatively we can subset with which()

which() returns the position indices of elements that match a logical condition

```
which(co2_df$year %in% 1920:1929)
## [1] 93 94 95 96

co2_1920s ← co2_df[which(co2_df$year %in% 1920:1929),]
```

#### Challenge

Let's practice interacting with data frames:

- Change the column name co2 to co2\_ppm (use names/colnames and indexing)
- Examine the year variable. How is it measured/reported?
- Add a new column named co2\_ppb as the annual co2 concentration in parts per billion
  - Use arithmetic and indexing, or
  - Create as vector and add in with cbind() (column bind)

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