

Local and Global Macros, More Looping!

Macros

- A Stata Macro is a named object that holds value for the user
 - A Macro has a **name** and **contents**
- Assigning a value to a Stata macro is a useful way to hold on to a result or number that the programmer wants to use again later (to compare to another result for instance)
- Additionally, macros can be used as shortcuts to make code more readable and easier to write
- Macros are called in a script using the backtick + quote (**macro_name'**) convention (the same as iterators in loops)
- I will accidentally refer to a macro as a “variable” (I’m sorry)

Local vs. Global Macros

- Local Macros are defined and are visible “locally”
 - Locally means they are defined in a particular do-file or interactive session
 - Once a session is closed or a new do-file is run, the contents of local macros will be lost
- This allows you to use the same macro names across different do-files without worrying

Local vs. Global Macros

- Global Macros are defined and are visible “globally”
 - This global scoping means that a macro defined in one do file will be carried over to another do-file
 - Pursuant to Guttmacher’s Coding Style Guide we’ll leave Global Macros to advanced users who feel comfortable using them
- **Only Use Local Macros!**

local string

```
local local_name string
```

- This command will assign the content *string* to the local macro named `local_name`
- The string stored in the local macro will be treated exactly as if we typed out the exact same characters -- it is like we just cut and pasted words in. This means it will be **evaluated only when it is used**
- This means that a macro defined as a string **can change depending on intervening code**

```
local important_vars price headroom trunk
```

```
summarize `important_vars' this is exactly the same as:
```

```
summarize price headroom trunk
```

local =

```
local local_name = expression
```

- This command will assign the result of the expression *expression* to the local macro named `local_name` **immediately**
- This local macro results in a **constant** no matter when it gets called later on in a script

```
local variable_mean = r(mean)
```

```
local price_cutoff = 5000
```

string vs. =

- We can examine this difference by doing a summarize on the data set

```
summarize price
```

```
local mean_price_string r(mean)
```

```
local mean_price_equals = r(mean)
```

```
display `mean_price_string`
```

```
display `mean_price_expression`
```

- Now if we do another summarize..

```
summarize mpg
```

```
display `mean_price_string` <- this is as if we typed display r(mean)
```

```
display `mean_price_equals` <- this is as if we typed display -.00002979
```

string vs. =

- We see that the local macro contents change!
- The macro contents when defined with an = remain as the same constant entry, but the macro contents for the string are evaluated at the moment we use the **display** command (because it's like we just cut and paste the string)
- Taking a look at **macro dir** will also reveal the current contents of macros
 - *This command needs to be run along with the local command in order to work*

Macro Advice

- My advice to you on creating macros:
 - If you want your macro to equal a constant **number** *that will not change*, **use =**
 - `local cutoff = 3100`
 - `local mean_result = r(mean)`
 - If you want your macro that will essentially be a shortcut for typing, **do not use an equal sign**
 - `local ind_vars price mpg headroom`
 - `local my_scatter_options mlabel(S)
mcolor(forest_green)`

Using strings and expressions in a loop

```
sysuse auto, clear

local vars_of_interest headroom trunk

foreach var in `vars_of_interest' {

    regress `var' price

    local `var'_price_coefficient = _b[price]

}

display `headroom_price_coefficient'

display `trunk_price_coefficient'
```

The power of local macros + loops becomes apparent!

The flexibility of strings

```
local drop_condition price > 5000
```

```
drop if `drop_condition`
```

Or another example

```
local keep_conditions (price > 5000 & mpg < 25) | ///
```

```
(trunk < 2 & headroom < 2)
```

```
keep if `keep_conditions`
```

- This use of local macros can make code more readable and vastly reduce retyping or cutting/pasting that leads to typos and human errors

The flexibility of strings

```
local filenames cancer bpwide bplong
```

```
foreach file in `filenames' {
```

```
    webuse `file', clear
```

```
    notes: Cale's Personal Version 7/27/17
```

```
    save `file'.dta, replace
```

```
}
```

Here we see that the string local macro can help us easily iterate over a set of files and save local copies of them

Local Macro Guidelines

- Using local macros in your scripts:
 - allows you to hold on to intermediate results (=)
 - easily perform a series of calculations (=)
 - makes your code more readable to others (string)
 - less typo or human error-prone for repeated options (string)
- But local macros that are poorly named (local_1, thing_22) and poorly commented can make your scripts even harder to decipher
- Debugging advice: If you are getting odd behavior in your do files, check any local macros first!

Exercises (1)

1. Auto Data

- A. Define a local macro named `cheap_foreign_car`. We want to use this macro to subset **`price < 5000 & foreign == 1`** (string macro)
- B. Perform a summarize on only "cheap foreign cars" in the dataset using the macro from A.
- C. Using local macros to hold on to stored results (= macro), compare whether the minimum price of foreign cars is less than the minimum price of domestic cars. You can just display these minimum values, or write an if/else to print messages.

Exercises (2)

1. Auto Data

A. We want a script that compares the correlation between mpg and price and the correlation between headroom and price. We want to create a scatter plot for whichever pair of variables has a correlation with greater absolute value.

Hint 1: you'll want to use **abs(x)** to get absolute value of x.

Hint 2: the stored result for correlation coefficient from command corr is r(rho)

Hint-3: you can use a loop but you don't have to!