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LLMs for Preparing Data in R

Guest lecture for ETC5512: Wild Caught Data

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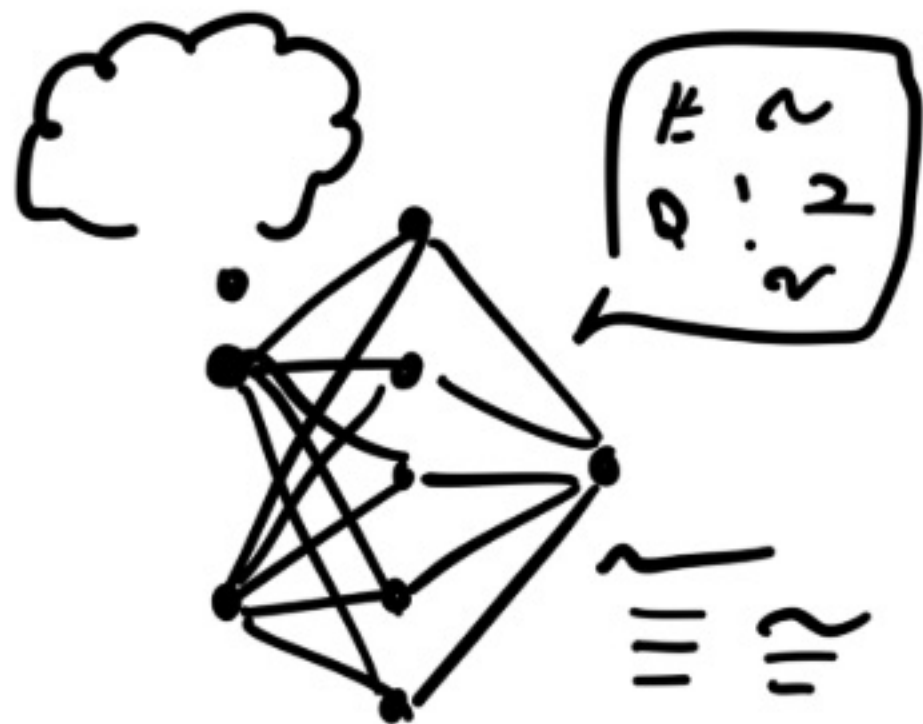


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Learning goals



ANTHROPIC

- develop your understanding of:
 - what LLMs are,
 - different types of “wild caught data” tasks that LLMs can help with,
 - how to use and check LLMs for specific data preparation tasks,
 - how to interact with LLMs in R using `{ellmer}`

How do we verify what LLMs are doing?

For a dishwasher, we consider:

- **...are the dishes clean?**
- **is there any dirt on the dishes?**

For LLMs...?

It depends on the (data) task!



Using LLMs for Data Preparation Tasks

1. Generating data wrangling code

2. Transformating and generating new data

3. Modifying and augmenting existing data

- filling in missing data
- correct typos or inconsistencies
- creating new columns based on existing ones

lecture_llms-preparing-data-ellmer - RStudio

lecture_ellmer-demo.R

```
1 library(ellmer)
2
3 # ---- session-are-chat ----
4
5 session <- chat_openai()
6
7 question <- "
8   How can I pick a random letter from A-Z.
9 "
10
11 session$chat(question)
12
13 session$chat("Return R code only")
14
15 session
16
17 # --- add-system-prompt ---
18
19 session_tidy_expert <- chat_openai(system_prompt = "
20   You are an expert R programmer
21   who prefers the tidyverse.
22   Only return code without explanation.
23 ")
24
25 session_tidy_expert$chat(question)
26
```

Source on Save Run Source

Console Terminal Background Jobs

```
R 4.4.3 ~ /Dropbox/WORK/PROJECTS/MISC/lecture_llms-preparing-
```r
random_letter <- sample(LETTERS, 1)
print(random_letter)
```
```

This code utilizes the `sample` function to randomly select one letter from the `LETTERS` constant, which contains all uppercase letters of the alphabet.

```
> session
<Chat turns=4 tokens=262/280>
— user —
I
How can I pick a random letter from A-Z.
— assistant —
To pick a random letter from A-Z, you can use different methods depending on the tools or programming languages you have available. Here are a few examples:

### Using Python
```python
import random
import string

random_letter =
random.choice(string.ascii_uppercase)
```

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