# Problem Set #1

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  library(tidyverse)
-- Attaching core tidyverse packages ----- tidyverse 2.0.0 --
v dplyr 1.1.4 v readr 2.1.5
v forcats 1.0.0 v stringr 1.5.1
v ggplot2 3.5.1 v tibble 3.2.1
v lubridate 1.9.3
                      v tidyr
                                  1.3.1
v purrr
         1.0.2
-- Conflicts ----- tidyverse conflicts() --
x dplyr::filter() masks stats::filter()
x dplyr::lag()
                 masks stats::lag()
i Use the conflicted package (<a href="http://conflicted.r-lib.org/">http://conflicted.r-lib.org/</a>) to force all conflicts to become
```

### Overview:

In this problem set, you will be using the **ggpot2** package (part of tidyverse) to practice the basics of plotting. Unlike later homeworks, this is just a basic set of exercises, so you will not be asked use your own data (although you're welcome to if you'd really like to).

For demonstration, we'll use the starwars dataset from the dplyr package, which you will have access to after loading the tidyverse package.

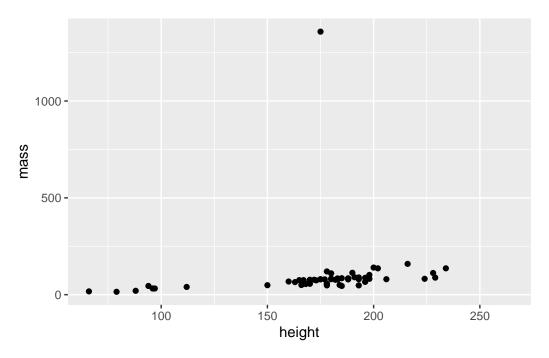
```
data(starwars)
head(starwars)
```

```
# A tibble: 6 x 14
           height
                   mass hair_color skin_color eye_color birth_year sex
 name
                                                                           gender
  <chr>>
             <int> <dbl> <chr>
                                    <chr>
                                               <chr>
                                                               <dbl> <chr> <chr>
1 Luke Sky~
               172
                      77 blond
                                    fair
                                               blue
                                                                19
                                                                     male
                                                                           mascu~
2 C-3PO
               167
                      75 <NA>
                                    gold
                                               yellow
                                                               112
                                                                     none
                                                                           mascu~
3 R2-D2
               96
                      32 <NA>
                                    white, bl~ red
                                                                33
                                                                     none
                                                                           mascu~
4 Darth Va~
               202
                     136 none
                                    white
                                               yellow
                                                                41.9 male mascu~
5 Leia Org~
               150
                     49 brown
                                    light
                                               brown
                                                                19
                                                                     fema~ femin~
6 Owen Lars
                     120 brown, gr~ light
               178
                                               blue
                                                                52
                                                                     male mascu~
# i 5 more variables: homeworld <chr>, species <chr>, films t>,
    vehicles <list>, starships <list>
```

### Question 1: geom\_point()

1. Plot the relationship between mass and height using geom\_point().

```
starwars |>
  ggplot(aes(x = height, y = mass )) +
  geom_point()
```



2. What an outlier! Use the arrange() function to sort the data by mass (descending) to figure out what it is

```
starwars |>
  dplyr::arrange(
    dplyr::desc(mass)
)
```

#### # A tibble: 87 x 14

# i 77 more rows

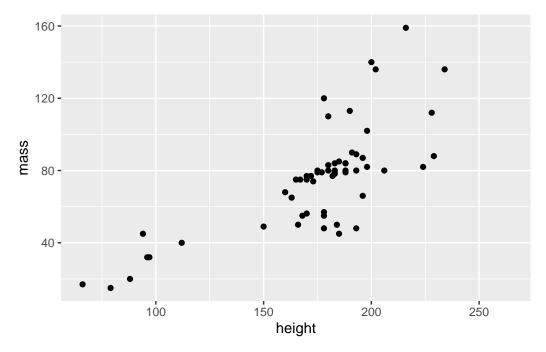
```
name
            height mass hair_color skin_color eye_color birth_year sex
                                                                               gender
   <chr>
             <int> <dbl> <chr>
                                      <chr>
                                                  <chr>
                                                                  <dbl> <chr> <chr>
1 Jabba D~
                175
                     1358 <NA>
                                      green-tan~ orange
                                                                  600
                                                                        herm~ mascu~
2 Grievous
               216
                      159 none
                                      brown, wh~ green, y~
                                                                   NA
                                                                        male
                                                                               mascu~
3 IG-88
               200
                      140 none
                                      metal
                                                  red
                                                                   15
                                                                        none
                                                                               mascu~
4 Darth V~
               202
                      136 none
                                      white
                                                  yellow
                                                                   41.9 male
                                                                               mascu~
5 Tarfful
                234
                      136 brown
                                      brown
                                                  blue
                                                                   NA
                                                                        male
                                                                               mascu~
6 Owen La~
                178
                      120 brown, gr~ light
                                                  blue
                                                                   52
                                                                        male
                                                                               mascu~
7 Bossk
                190
                      113 none
                                      green
                                                  red
                                                                   53
                                                                        male
                                                                               mascu~
8 Chewbac~
               228
                      112 brown
                                                  blue
                                                                  200
                                      unknown
                                                                        male
                                                                               mascu~
9 Jek Ton~
                180
                      110 brown
                                      fair
                                                  blue
                                                                   NA
                                                                        <NA>
                                                                               <NA>
10 Dexter ~
                198
                      102 none
                                                                   NA
                                      brown
                                                  yellow
                                                                        male
                                                                              mascu~
```

<sup>#</sup> i 5 more variables: homeworld <chr>, species <chr>, films st>,

- # vehicles <list>, starships <list>
  - 3. Now, plot the relationship between mass and height again, removing that outlier (hint: use filter).

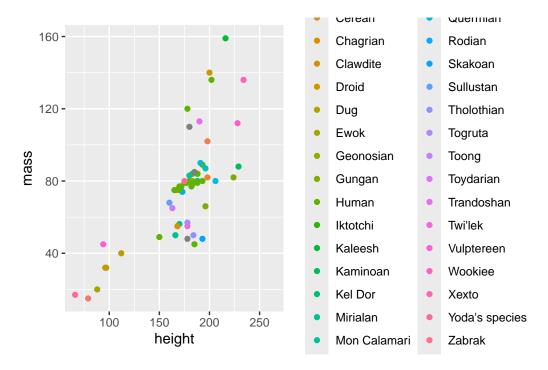
```
starwars |>
  dplyr::filter(name != "Jabba Desilijic Tiure") |>
  ggplot(aes(x = height, y = mass )) +
  geom_point()
```

Warning: Removed 28 rows containing missing values or values outside the scale range (`geom\_point()`).



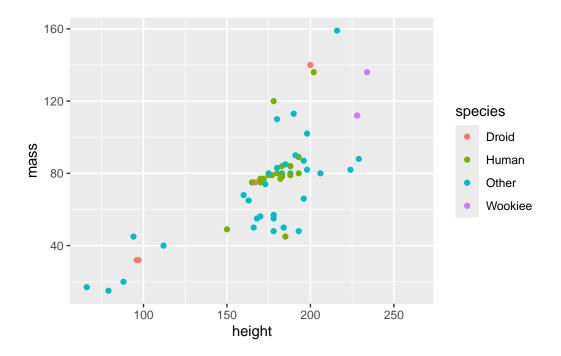
4. It's possible that different species in the starwars universe have different weight-height patterns. Let's test that by setting color = species.:

```
starwars |>
  dplyr::filter(name != "Jabba Desilijic Tiure") |>
  ggplot(aes(x = height, y = mass )) +
  geom_point(aes(color = species ))
```



5. Oops – that's a lot of species, let's reduce that to humans, Droids, and Wookiees and collapse the others to "Other" (hint create a new variable with mutate; consider using ifelse(), if\_else() or case\_when()). Then replot. Once you're done, assign that plot to object p1. Remember that ggplot is a layered grammar of graphics, so assigning this plot to an object will let us layer additional things on top of this base plot.

```
p1 <- starwars |>
  dplyr::filter(name != "Jabba Desilijic Tiure") |>
  dplyr::mutate(species = dplyr::case_when(
    species %in% c("Human", "Droid", "Wookiee") ~ species,
    .default = "Other"
  )) |>
  ggplot(aes(x = height, y = mass )) +
  geom_point(aes(color = species ))
p1
```



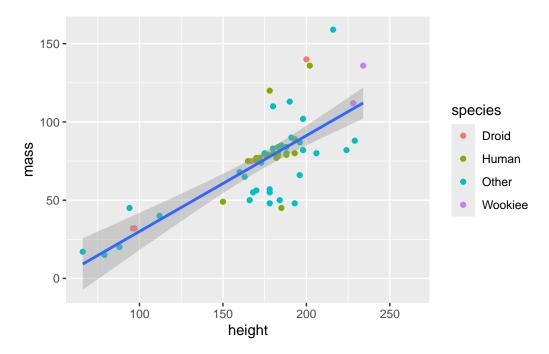
# Question 2: geom\_smooth()

Now that we've got our scatterplot, let's layer a line of best fit on top. We're going to test out different fits here. You can get a since of this by typing <code>?geom\_smooth</code> in your console.

1. First, let's test a linear fit between height and weight using geom\_smooth(). To do this, you'll set method = "lm":

```
p1 +
  geom_smooth(method = "lm")
```

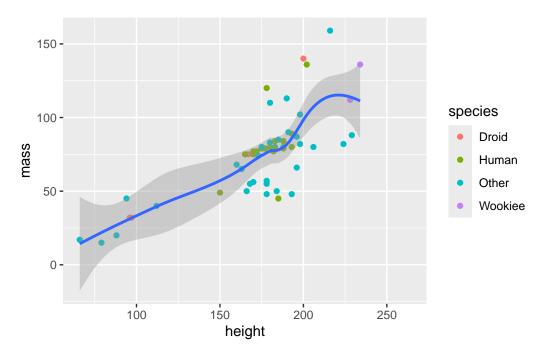
<sup>`</sup>geom\_smooth()` using formula = 'y ~ x'



2. Hmmm, that maybe isn't super linear. Let's test out a non-linear fit. To get a better sense of the general pattern, let's start with a loess line (hint: set method = "loess"):

```
p1 +
  geom_smooth(method = "loess")
```

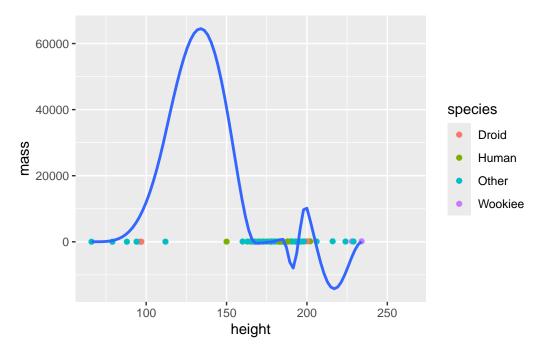
`geom\_smooth()` using formula = 'y ~ x'



3. That's not totally clear – what about quadratic? We can change the formula that links x and y via the formula argument (formula =  $y \sim x + I(x^2)$ )

```
p1 +
  geom_smooth(formula = y ~ x + I(x^2))
```

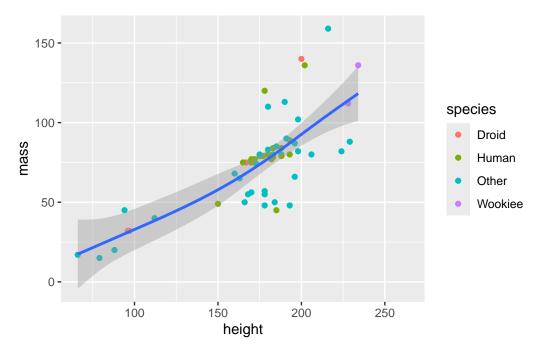
<sup>`</sup>geom\_smooth()` using method = 'loess'



4. Let's try one more. Set the method to "gam":

```
p2 <- p1 +
   geom_smooth(method = "gam")
p2</pre>
```

`geom\_smooth()` using formula = 'y ~ s(x, bs = "cs")'



5. Choose one of these and save it as object p2.

### Question 3: geom\_vline() and geom\_hline():

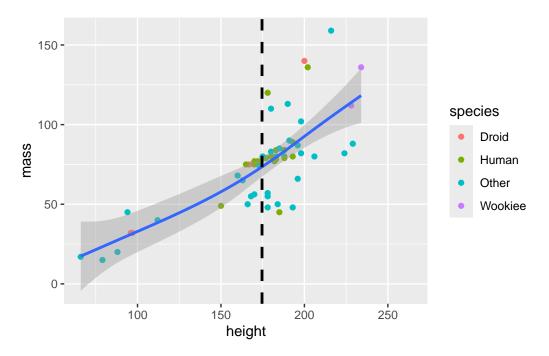
Now, let's practice adding vertical and horizontal lines. Let's add a line at the mean of both height (vertical) and weight (horizontal) using geom\_vline() and geom\_hline(), respectively.

1. Add a vertical line at the mean of height. Make it dashed and increase the thickness. Assign this to p3.

```
m_hgt <- mean(starwars[ starwars$name != "Jabba Desilijic Tiure", ]$height, na.rm = TRUE)

p3 <- p2 +
   geom_vline(xintercept = m_hgt, linetype = "dashed", size = 1)
p3</pre>
```

<sup>`</sup>geom\_smooth()` using formula = 'y ~ s(x, bs = "cs")'



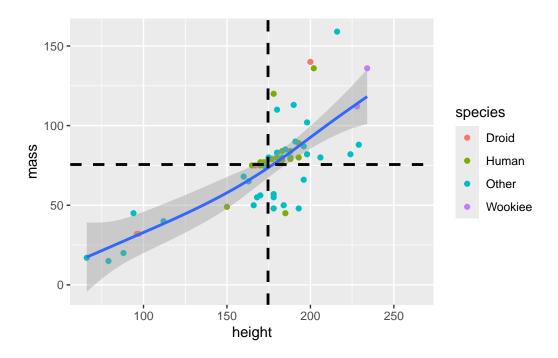
2. Add a horizontal line at the mean of weight Make it dashed and increase the thickness. Assign this to p4.

```
m_wgt <- mean(starwars[ starwars$name != "Jabba Desilijic Tiure", ]$mass, na.rm = TRUE)

p4 <- p3 +
   geom_hline(yintercept = m_wgt, linetype = "dashed", size = 1)
p4</pre>
```

`geom\_smooth()` using formula = 'y ~ s(x, bs = "cs")'

Warning: Removed 28 rows containing non-finite outside the scale range (`stat\_smooth()`).



### Question 4: geom\_bar()

But maybe we do actually just care about the means, so let's plot the mean and SDs of height and weight across species. Here's code to get the descriptives to help you get started:

```
starwars2 <- starwars %>%
  mutate(species_cat = ifelse(species %in% c("Human", "Droid", "Wookiee"), species, "Other
filter(mass < 200) %>%
  select(name, height, mass, species_cat) %>%
  pivot_longer(
    cols = c(height, mass)
    , names_to = "measure"
    , values_to = "value"
)

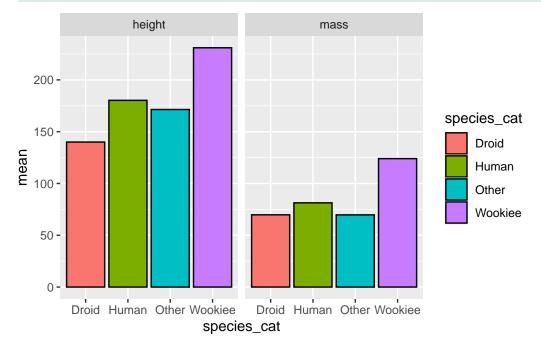
starwars_desc <- starwars2 %>%
  group_by(species_cat, measure) %>%
  summarize_at(vars(value), lst(mean, sd), na.rm = T) %>%
  ungroup()
  starwars_desc
```

# A tibble: 8 x 4

```
species_cat measure
                        mean
                                 sd
  <chr>
                       <dbl> <dbl>
               <chr>>
1 Droid
               height
                       140
                              52.0
2 Droid
               mass
                        69.8 51.0
                             11.5
3 Human
               height
                       180.
4 Human
               mass
                        81.3 19.3
5 Other
               height
                       171. 40.4
6 Other
               mass
                        69.7 29.5
7 Wookiee
                       231
                               4.24
               height
8 Wookiee
                       124
                              17.0
               mass
```

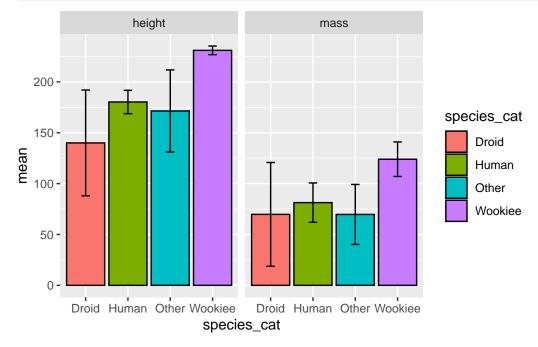
Plot the mean of both height and mass using geom\_col() or geom\_bar(), splitting the
two measures (height & weight using facet\_grid()), filling by species and setting color
= "black" to add an outline:

```
starwars_desc |>
  ggplot(aes(x = species_cat, y = mean, fill = species_cat)) +
  geom_col(color="black") +
  facet_wrap(~ measure)
```

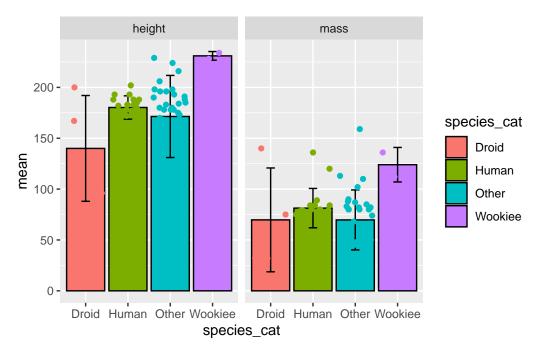


2. Now add the SD using geom\_errorbar(). Your key new arguments are ymin = mean - sd and ymax = mean + sd (hint: set the width to a smaller value to improve the aesthetic):

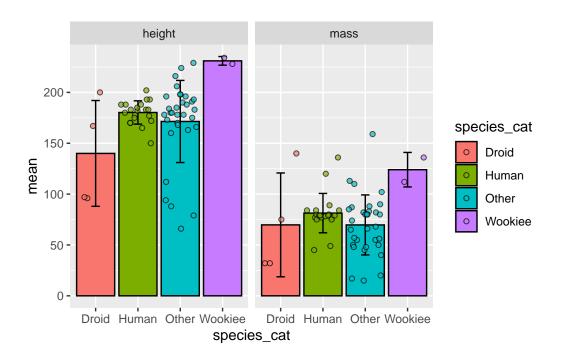
```
starwars_desc |>
  ggplot(aes(x = species_cat, y = mean, fill = species_cat)) +
  geom_col(color="black") +
  geom_errorbar(aes(ymin = mean - sd, ymax = mean + sd), width = 0.2) +
  facet_wrap(~ measure)
```



- 3. Now let's re-add the raw data back in using geom\_jitter() (jittering in the x direction only). Note the following hints:
- You will need to use a different data set. You can do this by using the data argument within geom\_jitter() (data = starwars2)
- You want to jitter the x direction, not y, which you can do by setting height = 0
- Don't forget to change the color by setting color = species\_cat



4. Hmm, we can't really see the points. We'll do three things here. We'll change the shape, change fill for color, set color = "black", and adjust the alpha (transparency):

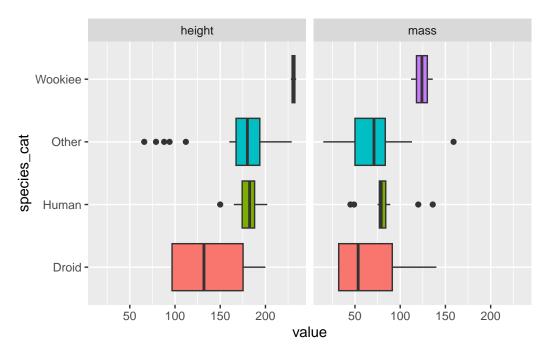


## Question 5: geom\_boxplot() and geom\_density()

Lastly, let's do some quick practice with distributions of data using geom\_density() and geom\_boxplot().

- 1. Make a boxplot of mass and height using geom\_boxplot() and the starwars2 dataset
- hint:y = species\_cat and x = value
- Don't forget to use facet\_grid again!
- set fill = species\_cat
- remove the unnecessary legend using theme(legend.position = "none")

```
starwars2 |>
  ggplot(aes(x = value, y = species_cat) ) +
  geom_boxplot(aes(fill = species_cat)) +
  theme(legend.position = "none") +
  facet_wrap(~ measure)
```



- 1. Make a histogram of mass and height using geom\_histogram() and the starwars2 dataset
- hint: x = value
- Don't forget to use facet\_grid again; this time, you also need to add species\_cat to it!
- set fill = species\_cat
- set color = "black"
- remove the unnecessary legend using theme(legend.position = "none")

```
starwars2 |>
    ggplot(aes(x = value, fill = species_cat) ) +
    geom_histogram(color = "black") +
    facet_grid(measure ~ species_cat) +
    theme(legend.position = "none")
```

`stat\_bin()` using `bins = 30`. Pick better value with `binwidth`.



### **Question 6: Aesthetics**

Choose any plot above that has some sort of color or fill mapping to improve it's aesthetic appearance.

#### 1. Axis labels:

- Adjust the x and y labels using the labs() function.
- Modify their appearance using theme(axis.text = element\_text(face = "bold"), axis.title = element\_text(face = "bold", size = rel(1.4))

#### 2. Plot title:

- Add a plot title using the labs() function.
- Change the appearance of the title using theme(plot.title = element\_text())

#### 3. Legend:

- Redundant legend? Remove it
- Side legend? Move it to the bottom
- Weird title for the legend? Adjust it by updating the title for the relevant aesthetic in labs()

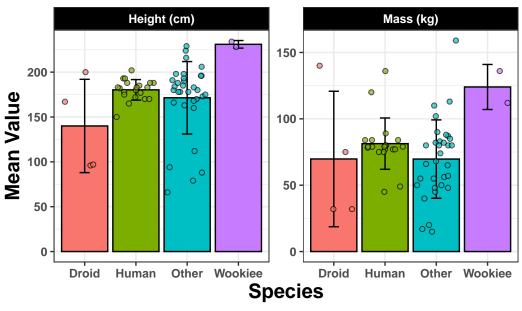
#### 4. Facets:

- Weird facet range for one panel? Play around with setting the argument scale to "free", "free\_x", and "free\_y".
- Change their appearance using theme. Try theme(strip.background = element\_rect(fill = "black")) to set the background color. Then change the font color and appearance using strip.text = element\_text(color = "white", face = "bold")

```
facet labels <- c(
  "mass" = "Mass (kg)",
  "height" = "Height (cm)"
p5 <- starwars desc |>
  ggplot(aes(x = species_cat, y = mean, fill = species_cat)) +
  geom col(color="black") +
  geom_errorbar(aes(ymin = mean - sd, ymax = mean + sd), width = 0.2) +
  geom_jitter(data = starwars2,
              aes(x = species_cat, y = value, fill = species_cat),
              shape = 21,
              color = "black",
              alpha = 0.7,
              height = 0) +
  facet_wrap(~ measure, scales = "free",
             labeller = labeller(measure = facet labels))
p5 +
  labs(
    title = "Height and weight mean and distribution by species",
   x = "Species",
    y = "Mean Value",
    fill = "Species"
  ) +
  theme_bw() +
  theme(
    axis.text = element_text(face = "bold"),
    axis.title = element_text(face = "bold", size = rel(1.4)),
    plot.title = element_text(face = "bold", hjust = 0.5, size = rel(1.4)),
    legend.position = "none",
    strip.background = element_rect(fill = "black"),
    strip.text = element_text(color = "white", face = "bold"),
    legend.title = element_text(face = "bold")
```

)

# Height and weight mean and distribution by species



### Render to html and submit problem set

**Render to html** by clicking the "Render" button near the top of your RStudio window (icon with blue arrow)

- Go to the Canvas -> Assignments -> Problem Set 1
- Submit both .qmd and .html files
- Use this naming convention "lastname\_firstname\_ps#" for your .qmd and html files (e.g. beck\_emorie\_ps1.qmd & beck\_emorie\_ps1.html)