Exploratory Data Analysis

S. Arora, J. Harmse, V. Mulholland
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```
library(tidyverse); theme_set(theme_bw())
library(cowplot)
library(ggjoy)
library(reshape2)
```

Overview

The purpose of this study to measure whether a person is driven by money or not. We found it reasonable to assume that a person who is driven by money would expect to earn more than the average person who has the same skillset and experience.

Our survey has captured the salary of what a participant thinks an average person with their skills and experience should earn, as well as the salary that the participant expects to receive in 1 year's time. Taking inflation and other micro-factors into account, a participant's expected salary in a year's time shouldn't be much higher than the average person with the same skills and experience.

The survey captured the participant's salary in their unique currency. The survey was answered by people from various countries with different currencies. This means that we cannot compare the captured salary values between participants. An easy way of standardising these values is to handle the salary values as a ratio of expected salary over average salary. The ratio should be consistent across different currencies.

For the purpose of this study, social standards will be defined as a person's inclination for a high relative consumption on leisure activities and non-essential expenditure. Our hypothesis relies on the theory that prevailing social conditions will influences one's relationship with money which would translate in whether increase in income is the priority.

Data Pre-processing

Anonymity

In order to maintain user privacy a few manipulations were handled before the raw data was uploaded to the analysis repository. Any confidential information such as IP addresses were ommitted, as well as any respondents that did not accept the confidentiallity agreement.

Pre-processing Workflow

These were the first steps applied to surveydata_clean.rds when the data was downloaded raw from Survey Monkey.

```
# removing confidential data
survey_results <- read_csv(file = '../../survey_data/Demographic Survey.csv', skip = 1)
survey_results <- survey_results[, 10:ncol(survey_results)]
#import data
# survey_results <- read_csv(file = '../../survey_data/Demographic Survey.csv') # local path - remove i</pre>
```

Once the data is pre-processed, it is reimported and the columns and categories are defined.

A new variable was created as a measurement of relative expected increase in salary. The benefits of using a ratio meant that there would be less extra manipulations and potential confounding variables behind adjustments for foreign currencies.

```
# ensure any NA values are set to 0
survey_results[, spending_cats][is.na(survey_results[,spending_cats])] <- 0
# converting char to numeric
survey_results$salary_base <- as.numeric(as.character(survey_results$salary_base))
survey_results$salary_expect <- as.numeric(as.character(survey_results$salary_expect))
# add ratio
survey_results <- survey_results %>% mutate(ratio = survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_results$salary_expect/survey_result
```

Outlier Handling

Having chosen to remove outliers on the basis that with a small number of observations applying the statistical method of removing outliers greater than two standard deviations could be erroneous since it cannot be deduced with certainty which distribution is being represented. That being said, a combination of visual

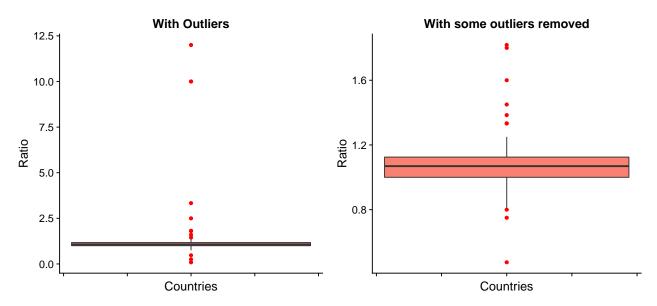


Figure 1: This is a caption

assessments and box-plot/quantile analysis allowed a reasonable upper and lower limit to be chosen.

```
## saving a copy with all outliers.
survey_results_all_outliers <- survey_results

# remove outliers
survey_results <- survey_results %>%
filter(!ratio %in% boxplot.stats(survey_results$ratio)$out)
```

It was decided to remove the values beyond ~95% confidence level. The box-plot method performs a more sophisticated outlier selection than the alternative, the quantile approach, that is more rigid in the 95% threshold. Since we have less observations than ideal, it seemed more appropriate. The visualization below shows the contrast when the most extreme outliers are removed.

Take a look at Figure 1.

```
## 0utliers
## 1 0.75000
## 2 1.384615
## 3 1.33333
## 4 0.800000
## 5 1.333333
```

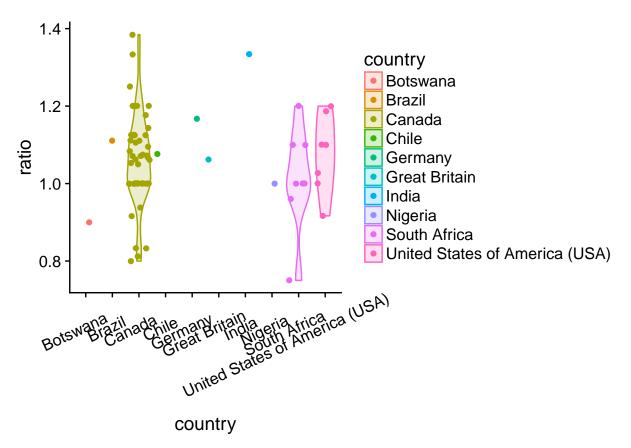
The questions were designed to minimize the potential for entry mistakes when participants entered their responses. A rule was included to ensure that the expenditure percentages summed up to 100 points, but this was not possible with the user salary through the *Survey Monkey* interface. This process of removing outliers will filter out major mistakes in currency where the user entered that they expected a very disproportionate salary increase.

Below each variable is summarized. Since it is difficult to highlight important information from a summary table containing so many variables, a jitter-violin plot was also generated.

```
sum.tb <- summary(survey_results)
sum.tb

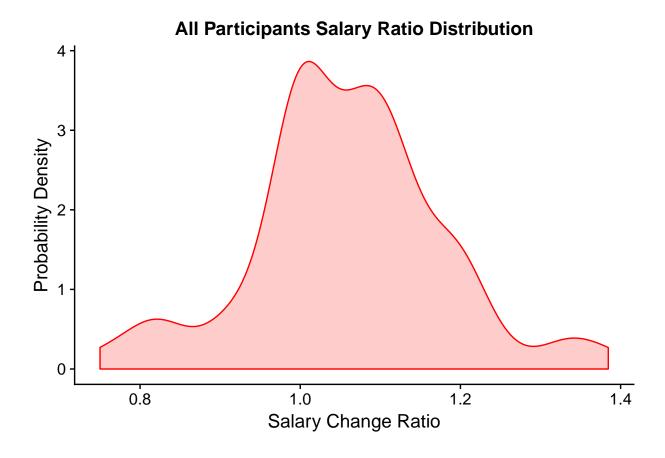
## consent country salary_base
## Length:71 Length:71 Min. : 3000</pre>
```

```
Class :character
                      Class :character
                                         1st Qu.:
                                                    70000
##
   Mode :character
                      Mode :character
                                         Median :
                                                    80000
##
                                         Mean : 1166042
##
                                         3rd Qu.: 117500
##
                                         Max.
                                                :65000000
##
                      no_increase_acceptance living_expenses
   salary_expect
                                                                savings
   Min.
                      Length:71
                                             Min.
                                                    : 0.00
                                                             Min. : 0.00
         :
               3000
   1st Qu.:
              75000
                      Class : character
                                             1st Qu.:25.00
                                                             1st Qu.: 7.00
##
##
   Median :
              90000
                      Mode :character
                                             Median :40.00
                                                             Median:10.00
##
   Mean
         : 1265775
                                             Mean
                                                    :38.92
                                                             Mean
                                                                    :14.27
   3rd Qu.: 120000
                                             3rd Qu.:50.00
                                                             3rd Qu.:20.00
   Max. :70000000
##
                                             Max.
                                                    :90.00
                                                             Max.
                                                                    :50.00
      vacation
##
                    daily_leisure
                                    consumption_goods sports_hobbies
##
  Min.
          : 0.000
                    Min. : 1.00
                                    Min.
                                                             : 0.000
                                           : 0.000
                                                      Min.
##
   1st Qu.: 5.000
                    1st Qu.: 5.00
                                    1st Qu.: 5.000
                                                      1st Qu.: 4.000
## Median :10.000
                    Median :10.00
                                    Median :10.000
                                                      Median : 5.000
##
  Mean
         : 9.394
                          :12.45
                                    Mean
                                          : 8.366
                                                      Mean
                                                            : 6.268
                    Mean
##
   3rd Qu.:10.000
                     3rd Qu.:17.50
                                    3rd Qu.:10.000
                                                      3rd Qu.:10.000
##
   Max.
          :30.000
                    Max.
                           :60.00
                                    Max.
                                          :30.000
                                                      Max.
                                                             :25.000
##
       other
                         id
                                       ratio
  Min.
                                          :0.750
##
          : 0.00
                   Min.
                         : 2.00
                                   Min.
   1st Qu.: 5.00
                   1st Qu.:24.00
                                   1st Qu.:1.000
## Median :10.00
                   Median :45.00
                                   Median :1.062
## Mean :10.34
                   Mean :44.41
                                   Mean :1.059
## 3rd Qu.:10.00
                   3rd Qu.:65.50
                                   3rd Qu.:1.125
## Max.
          :66.00
                   Max.
                          :83.00
                                   Max.
                                          :1.385
ggplot(data = survey_results, aes(x = country, y = ratio, colour = country, fill = country)) +
 geom_jitter() +
  geom_violin(alpha = 0.2) +
 theme(axis.text.x = element_text(angle = 25, hjust = 0.7, vjust = 0.8))
```



Our assumption seems to be accurate with regards to countries not varying too greatly in their responses. There is no country that has a significantly higher or lower ratio distribution. As a sanity check, it is a good idea to combine survey answers from all participants to verify that the variance around our mean is somewhat normally distributed (the plot above makes it seem intuitive that this would be the case, but cannot make the assumption). This would verify that we are dealing with a t-distribution.

```
ggplot(data = survey_results, aes(x = ratio)) +
  geom_density(colour = 'red', fill = 'red', alpha = 0.2) +
  labs(x = 'Salary Change Ratio', y = 'Probability Density', title = 'All Participants Salary Ratio Dist.
```



Evaluating the Response

The study is interested in the ratio distribution above. Is there any correlation between the above ratio and social standards? The premise of the study was to develop a metric that would indicate the inclination of individuals to see financial gain as the main driver for success and determine if there is a relationship with the way their income is spent. Three variables were collected that pertain to our model's dependent variable which include:

Dependent Features	Description
salary_base	An indicator meant to be a subjective baseline of what salary a person of their expertise would earn.
salary_expect	The expected salary combined with the base salary provides a relative
	indicator to the respondents pursuit of monetary gains.
no_increase_acceptance	A binary metric serves as a safety check against false positives, that is respondents that may have over-exagerated their expected salary skewing
	the impression of interest in monetary gain while in reality being content with their current situation.
ratio	This is a calculated metric that simplifies handling respondent's country selection.

The survey also captured the percentages of the main expenses of each participant. Each participant had to assign percentages that adds up to 100%. The different expense categories were strategically chosen which are believed to relate to a person's social standards. For example, it is believed that a person who spends a large percentage on vacations and daily leisure most likely has higher social standards than a person who contributes most of their salary to savings. The hypothesis is that a person with higher social standards will

have a higher salary ratio as described above.

In theory this makes sense to simply compare these expense percentages to the salary ratios and look for any significant correlation. But in the real world there are many confounders that have to be accounted for. For example, a person who is close to retirement will most likely not expect an increase in the coming year, but may spend a large portion of their salary on vacations and daily leisure.

It isn't always as clear-cut as to say that the closer you are to retirement, the more you will spend on vacation. Or on the other side of the spectrum, it cannot be assumed that a young person won't spend a large percentage of their income on traveling.

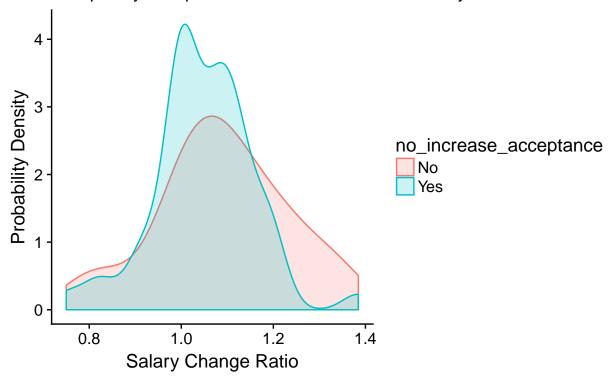
The first confounder that we believe is of importance, is whether a person prefers job satisfaction over an increase in salary. The survey raised the question whether a person would keep their job if they don't receive a salary increase in two years, given high job satisfaction.

A person who spends a lot on vacation and leisure (which can be either the younger or older generation) may strive for a higher salary, but the possibility exists that they don't - possibly depending whether they value job satisfaction over a salary increase.

```
ggplot(survey_results, aes(x = ratio, group = no_increase_acceptance, colour = no_increase_acceptance))
geom_density(aes(fill = no_increase_acceptance), alpha = 0.2) +
labs(x = 'Salary Change Ratio', y = 'Probability Density', title = 'All Participants Salary Ratio Dist.
```

All Participants Salary Ratio Distribution

Grouped by Accepted/Declined No-increase in Salary



The plot above shows similar salary ratio distributions for participants who prefer high job satisfaction as those who prefer a salary increase. It does seem as if a person who has a higher salary ratio has a higher probability of prefering an increase over job satisfaction, even though this probability is not significant. However, it will be of more importance if the distributions looked different for people with different types of expenses.

It is difficult to visualize the interaction between expenses, salary ratio and job satisfaction versus salary increase preference. It seems more logical and of statistical importance to fit comparitive models and observe

whether the confounder variable adds any value to the model.

The salary ratio is a continuous variable and from our ratio probability distribution earlier, we saw that the standard deviation is fairly normally distributed around the mean after removing outliers. For this reason a linear regression model seems like a sensible model to fit to our data.

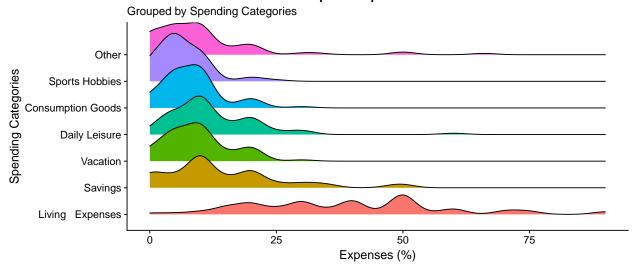
We want to determine whether the preference for job satisfaction interacts with with our explanatory variables. The explanatory variables in our case are the expense categories. We need to compare an additive linear model with a model that considers job satisfaction as a variable that interacts with our expense categories. The following joy plot displays the distribution of participant spendings.

```
# additional wrangling for plotting purposes
survey_results_spendings <- survey_results %>% select(spending_cats)
survey_results_spendings <- map_df(survey_results_spendings, as.numeric)
survey_results_spendings<- melt(survey_results_spendings)</pre>
```

```
## No id variables; using all as measure variables
```

```
# joy plot per participant
ggplot(survey_results_spendings, aes(x = value, y = variable, height = ..density.., fill = variable ))+
geom_joy(stat = "density", bw =2.5)+
    scale_y_discrete(breaks = c("living_expenses", "savings", "vacation", "daily_leisure", "consumption_good
theme(legend.position = "None") +
    labs(x = 'Expenses (%)', y = 'Spending Categories', title = 'All Participants Expenses Distribution
```

All Participants Expenses Distributions



Additional Modelling and Exploratory Analysis

##

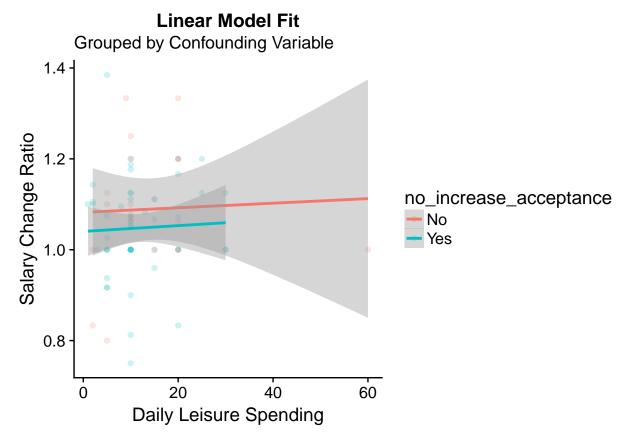
```
## Call:
## lm(formula = ratio ~ living_expenses + savings + vacation + daily_leisure +
       consumption goods + sports hobbies + other, data = survey results)
##
## Residuals:
                                    30
##
       Min
                  1Q
                      Median
                                            Max
## -0.32290 -0.05802 -0.00767 0.06133
##
## Coefficients: (1 not defined because of singularities)
                      Estimate Std. Error t value Pr(>|t|)
##
## (Intercept)
                     1.0961144 0.1122856
                                            9.762 2.7e-14 ***
## living_expenses
                    -0.0007987 0.0012893 -0.619
                                                      0.538
## savings
                     -0.0008328 0.0016622 -0.501
                                                      0.618
## vacation
                     0.478
## daily_leisure
                     -0.0003918 0.0020366 -0.192
                                                      0.848
## consumption_goods 0.0021812
                                 0.0031719
                                             0.688
                                                      0.494
                      0.0015482
                                0.0033636
                                             0.460
                                                      0.647
## sports_hobbies
## other
                                        NA
                                                NA
                                                         NA
                             NA
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.1209 on 64 degrees of freedom
## Multiple R-squared: 0.05402,
                                    Adjusted R-squared: -0.03467
## F-statistic: 0.6091 on 6 and 64 DF, p-value: 0.7221
Without any interaction, none of the expenses carry any statistical significance. Below we allow the job
satisfaction versus salary increase preference to interact with the expense explanatory variables.
# model with interaction
lm_survey <- lm(ratio ~ no_increase_acceptance:(living_expenses +</pre>
                  savings +
                  vacation +
                  daily_leisure +
                  consumption_goods +
                  sports_hobbies +
                  other), data = survey_results)
summary(lm_survey)
##
## lm(formula = ratio ~ no_increase_acceptance:(living_expenses +
##
       savings + vacation + daily_leisure + consumption_goods +
##
       sports_hobbies + other), data = survey_results)
##
## Residuals:
       Min
                      Median
                                    30
                                            Max
                  1Q
## -0.31909 -0.06406 -0.00684 0.05699
                                       0.28757
##
## Coefficients: (1 not defined because of singularities)
##
                                                 Estimate Std. Error t value
## (Intercept)
                                                1.166e+00 1.116e-01 10.450
## no_increase_acceptanceNo:living_expenses
                                               -8.975e-04 1.448e-03 -0.620
## no_increase_acceptanceYes:living_expenses
                                               -1.526e-03 1.312e-03 -1.163
## no_increase_acceptanceNo:savings
                                               -4.790e-03 4.066e-03 -1.178
```

```
## no_increase_acceptanceYes:savings
                                               -4.291e-04 1.662e-03 -0.258
## no_increase_acceptanceNo:vacation
                                               -1.371e-03 5.880e-03 -0.233
## no_increase_acceptanceYes:vacation
                                               -5.661e-03 2.805e-03 -2.018
## no_increase_acceptanceNo:daily_leisure
                                               -6.113e-03 2.830e-03 -2.160
## no_increase_acceptanceYes:daily_leisure
                                                1.533e-03 2.629e-03
                                                                       0.583
## no increase acceptanceNo:consumption goods
                                                                       1.621
                                               7.915e-03 4.884e-03
## no_increase_acceptanceYes:consumption_goods -2.720e-03 4.083e-03 -0.666
## no_increase_acceptanceNo:sports_hobbies
                                                1.477e-02 1.053e-02
                                                                       1.402
## no_increase_acceptanceYes:sports_hobbies
                                               -4.979e-05 3.474e-03 -0.014
## no_increase_acceptanceNo:other
                                               -8.263e-03 4.640e-03 -1.781
## no_increase_acceptanceYes:other
                                                       NA
                                                                 NA
                                                                          NA
                                               Pr(>|t|)
## (Intercept)
                                               7.32e-15 ***
## no_increase_acceptanceNo:living_expenses
                                                 0.5378
## no_increase_acceptanceYes:living_expenses
                                                 0.2496
## no_increase_acceptanceNo:savings
                                                 0.2436
## no_increase_acceptanceYes:savings
                                                 0.7972
## no_increase_acceptanceNo:vacation
                                                 0.8164
## no_increase_acceptanceYes:vacation
                                                 0.0483 *
## no_increase_acceptanceNo:daily_leisure
                                                 0.0350 *
## no_increase_acceptanceYes:daily_leisure
                                                 0.5622
## no_increase_acceptanceNo:consumption_goods
                                                 0.1106
## no_increase_acceptanceYes:consumption_goods
                                                 0.5080
## no_increase_acceptanceNo:sports_hobbies
                                                 0.1663
## no_increase_acceptanceYes:sports_hobbies
                                                 0.9886
## no_increase_acceptanceNo:other
                                                 0.0803
## no_increase_acceptanceYes:other
                                                     NA
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.1154 on 57 degrees of freedom
## Multiple R-squared: 0.2328, Adjusted R-squared: 0.05782
## F-statistic: 1.33 on 13 and 57 DF, p-value: 0.2231
```

Above we see that that the job satisfaction confounder variable does contribute towards the correlation between daily leisure, vacation and salary ratio.

Below we visualize daily leisure while accounting for our confounder variable.

```
ggplot(survey_results, aes(y = ratio, x = daily_leisure, group = no_increase_acceptance, colour = no_in
  geom_point(aes(fill = no_increase_acceptance), alpha = 0.2) +
  geom_smooth(method = "lm") +
  labs(x = 'Daily Leisure Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Gaily Leisure Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Gaily Leisure Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Gaily Leisure Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Gaily Leisure Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Gaily Leisure Spending")
```

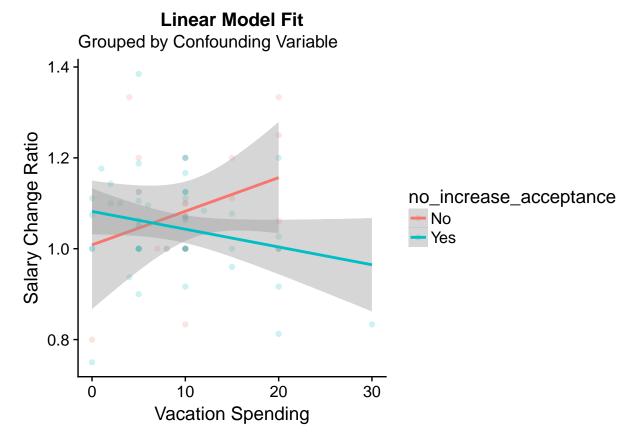


Even though the model found some significance, our visualization seems to disagree to an extent. It might be the daily leisure outlier value that is contributing towards the difference in slopes. The difference in slopes is also quite marginal.

We aren't directly interested in a person's preference between job satisfaction and salary increase, but we do need to take into account how this variable is influencing our study. There are various ways of dealing with confounding variables, but given our our dataset size, our options are limited. For now, including this interaction in our model should be sufficient to maintain awareness of its effect. We should also strongly consider removing higher leverage outliers for the different expense categories which may eliminate the effect of the confounding variable, especially in the case above as linear regression model are highly succeptible to outliers.

Below we visualize vacation while taking our confounding variable into account.

```
ggplot(survey_results, aes(y = ratio, x = vacation, group = no_increase_acceptance, colour = no_increas
geom_point(aes(fill = no_increase_acceptance), alpha = 0.2) +
geom_smooth(method = "lm") +
labs(x = 'Vacation Spending', y = 'Salary Change Ratio', title = 'Linear Model Fit', subtitle= "Groupe"
```



The difference in slopes is more radical in this case. It would appear that people who spend a larger percentage on vacation have a larger salary ratio **only** if they prefer a salary increase. The confidence intervals are fairly wide, but there might be some truth in the finding. It could contribute towards our hypothesis - people who spend a large percentage on vacation may be the people who are driven by money. In this case, it seems as if our confounding variable interaction could support our hypothesis - people who prefer a salary increase above job satisfaction are those with (possibly) higher social standards (we should be careful to assume that vacation is a direct indication of social standards) and are the same people who expect a higher salary ratio. However, the lack of statistical significance (we aren't yet considering adjusted p-values) and small number of observations mean that we cannot draw any conclusions. However, it is important to differentiate between the people who prefer job satisfaction and those who prefer an increase.

More Analysis

##

```
## Call:
## glm(formula = as.factor(no_increase_acceptance) ~ (living_expenses +
       savings + vacation + daily leisure + consumption goods +
       sports_hobbies + other), family = binomial(link = "logit"),
##
##
       data = survey_results)
##
## Deviance Residuals:
##
      Min
                1Q
                     Median
                                   3Q
                                          Max
## -2.0966 -1.0131
                     0.5881
                               0.7992
                                        1.3147
##
## Coefficients: (1 not defined because of singularities)
                    Estimate Std. Error z value Pr(>|z|)
##
## (Intercept)
                     5.03423
                                3.53545
                                          1.424
                                                  0.1545
                                0.03833 -1.199
## living_expenses
                    -0.04596
                                                  0.2305
## savings
                     0.01891
                                0.04874
                                          0.388
                                                  0.6981
## vacation
                    -0.07792
                                0.05535 -1.408
                                                  0.1592
## daily_leisure
                                0.04574 -0.528
                    -0.02416
                                                  0.5973
## consumption_goods -0.14560
                                0.07143 -2.038
                                                  0.0415 *
## sports_hobbies
                    -0.02140
                                0.07346 -0.291
                                                  0.7708
## other
                          NA
                                     NA
                                             NA
                                                      NA
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
       Null deviance: 84.425 on 70 degrees of freedom
## Residual deviance: 74.970 on 64 degrees of freedom
## AIC: 88.97
##
## Number of Fisher Scoring iterations: 5
```

Propensity Score

The independent variable of interest is the acceptance of no increase (no_increase_acceptance) and the salary ratio is the dependent variable.

```
# results are standardized
survey_results %>%
  mutate(ratio std = (ratio - mean(ratio)) / sd(ratio)) %% # ratio standardization
  group by(no increase acceptance) %>%
  summarise(mean_ratio = mean(ratio_std))
## # A tibble: 2 x 2
    no_increase_acceptance mean_ratio
##
##
     <chr>>
                                 <dbl>
## 1 No
                                0.252
## 2 Yes
                               -0.0989
# if data is previously standardized
survey_results %>%
  group_by(no_increase_acceptance) %>%
  summarise(n_participants = n(),
            mean_ratio = mean(ratio),
            std_error = sd(ratio) / sqrt(n_participants))
```

```
## # A tibble: 2 x 4
    no_increase_acceptance n_participants mean_ratio std_error
##
                                      <int>
                                                 <dbl>
## 1 No
                                                  1.09
                                                          0.0314
                                         20
## 2 Yes
                                         51
                                                  1.05
                                                          0.0152
with(survey_results, t.test(ratio ~ no_increase_acceptance))
##
## Welch Two Sample t-test
##
## data: ratio by no_increase_acceptance
## t = 1.1971, df = 28.383, p-value = 0.2412
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -0.02964387 0.11314154
## sample estimates:
## mean in group No mean in group Yes
            1.089479
                              1.047730
cov <- c('living_expenses', 'savings', 'vacation', 'daily_leisure', 'consumption_goods', 'sports_hobbie</pre>
survey_results %>%
 group_by(no_increase_acceptance) %>%
  select(one_of(cov)) %>%
 summarise_all(funs(mean(., na.rm = T)))
## Adding missing grouping variables: `no_increase_acceptance`
## # A tibble: 2 x 8
     no_increase_acceptance living_expenses savings vacation daily_leisure
##
                                       <dbl>
                                               <dbl>
     <chr>>
                                                        <dbl>
## 1 No
                                        39.9
                                                10.6
                                                        11.0
                                                                        14.4
## 2 Yes
                                        38.5
                                                15.7
                                                         8.78
                                                                        11.7
## # ... with 3 more variables: consumption_goods <dbl>,
## # sports_hobbies <dbl>, other <dbl>
T-test is used to evaluate if the difference in means is statistically significant.
lapply(cov, function(v) {
   t.test(unlist(survey_results[, v]) ~ unlist(survey_results[, 'no_increase_acceptance']))
})
## [[1]]
##
## Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = 0.23582, df = 28.046, p-value = 0.8153
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -10.53408 13.27526
## sample estimates:
## mean in group No mean in group Yes
            39.90000
##
                              38.52941
##
##
## [[2]]
```

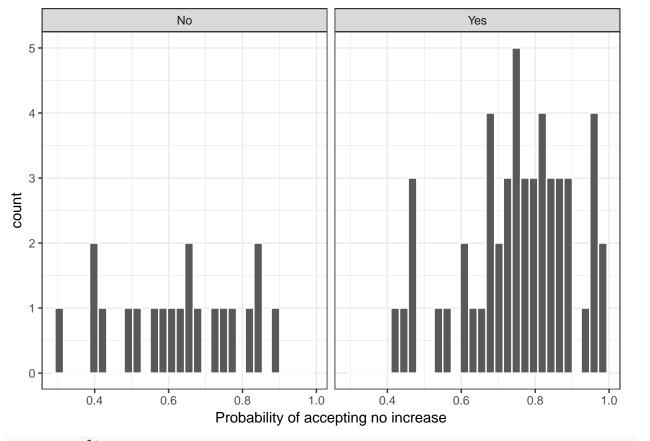
```
##
  Welch Two Sample t-test
##
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = -2.0147, df = 53.586, p-value = 0.04897
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -10.18783182 -0.02393288
## sample estimates:
##
   mean in group No mean in group Yes
##
            10.60000
                          15.70588
##
##
## [[3]]
##
## Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = 1.3695, df = 39.274, p-value = 0.1786
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -1.032166 5.363539
## sample estimates:
  mean in group No mean in group Yes
##
##
           10.950000
                              8.784314
##
##
## [[4]]
##
## Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = 0.91007, df = 24.465, p-value = 0.3717
\#\# alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -3.434415 8.861866
## sample estimates:
   mean in group No mean in group Yes
##
            14.40000
                              11.68627
##
##
## [[5]]
##
  Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = 1.2158, df = 23.999, p-value = 0.2359
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -1.635032 6.323267
## sample estimates:
## mean in group No mean in group Yes
##
           10.050000
                             7.705882
##
```

```
##
## [[6]]
##
## Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = 0.28953, df = 53.867, p-value = 0.7733
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -1.916914 2.563973
## sample estimates:
## mean in group No mean in group Yes
            6.500000
                             6.176471
##
##
##
## [[7]]
##
## Welch Two Sample t-test
##
## data: unlist(survey_results[, v]) by unlist(survey_results[, "no_increase_acceptance"])
## t = -1.6326, df = 67.49, p-value = 0.1072
## alternative hypothesis: true difference in means is not equal to 0
## 95 percent confidence interval:
## -8.4714196 0.8478902
## sample estimates:
## mean in group No mean in group Yes
##
             7.60000
                             11.41176
binom_ps <- glm(as.factor(no_increase_acceptance) ~ (living_expenses +
                  savings +
                  vacation +
                  daily_leisure +
                  consumption_goods +
                  sports_hobbies +
                  other),
            family = binomial(), data = survey_results)
summary(binom_ps)
##
## Call:
## glm(formula = as.factor(no_increase_acceptance) ~ (living_expenses +
       savings + vacation + daily_leisure + consumption_goods +
       sports_hobbies + other), family = binomial(), data = survey_results)
##
##
## Deviance Residuals:
      Min
##
                 10
                      Median
                                   30
                                           Max
## -2.0966 -1.0131
                      0.5881
                               0.7992
                                        1.3147
## Coefficients: (1 not defined because of singularities)
##
                     Estimate Std. Error z value Pr(>|z|)
## (Intercept)
                     5.03423
                                 3.53545 1.424
## living_expenses
                                 0.03833 -1.199
                                                   0.2305
                    -0.04596
## savings
                                           0.388
                     0.01891
                                 0.04874
                                                   0.6981
## vacation
                     -0.07792
                                 0.05535 -1.408
                                                   0.1592
## daily_leisure
                     -0.02416
                                 0.04574 -0.528
                                                   0.5973
```

```
## consumption_goods -0.14560
                                0.07143 -2.038
                                                  0.0415 *
## sports_hobbies
                                0.07346 -0.291
                                                  0.7708
                  -0.02140
## other
                                     NA
                                            NA
                                                     NA
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 84.425 on 70 degrees of freedom
## Residual deviance: 74.970 on 64 degrees of freedom
## AIC: 88.97
## Number of Fisher Scoring iterations: 5
lm_survey <- glm( as.factor(no_increase_acceptance) ~ (living_expenses +</pre>
                 savings +
                 vacation +
                 daily_leisure +
                 consumption_goods +
                 sports_hobbies +
                 other),
                 family=binomial(link='logit'),
                 data = survey_results)
summary(lm_survey)
##
## Call:
## glm(formula = as.factor(no increase acceptance) ~ (living expenses +
      savings + vacation + daily_leisure + consumption_goods +
##
      sports_hobbies + other), family = binomial(link = "logit"),
##
      data = survey_results)
##
## Deviance Residuals:
      Min
                1Q
                     Median
                                  3Q
                                          Max
## -2.0966 -1.0131 0.5881
                              0.7992
                                       1.3147
## Coefficients: (1 not defined because of singularities)
                    Estimate Std. Error z value Pr(>|z|)
##
## (Intercept)
                    5.03423
                                3.53545 1.424
                                                 0.1545
## living_expenses -0.04596
                                0.03833 -1.199
                                                 0.2305
## savings
                    0.01891
                                0.04874
                                        0.388
                                                 0.6981
## vacation
                    -0.07792
                                0.05535 -1.408
                                                 0.1592
## daily_leisure
                    -0.02416
                                0.04574 -0.528 0.5973
## consumption_goods -0.14560
                                0.07143 -2.038
                                                 0.0415 *
## sports hobbies
                                0.07346 -0.291
                                                  0.7708
                    -0.02140
## other
                          NA
                                                     NA
                                     NA
                                             NA
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 84.425 on 70 degrees of freedom
## Residual deviance: 74.970 on 64 degrees of freedom
## AIC: 88.97
##
```

```
## Number of Fisher Scoring iterations: 5
prs_df <- data.frame(pr_score = predict(binom_ps, type = "response"),</pre>
                     no_increase_accept = binom_ps$model['as.factor(no_increase_acceptance)'])
head(prs_df)
      pr_score as.factor.no_increase_acceptance.
## 1 0.8335540
## 2 0.7552482
                                              Yes
## 3 0.8821656
                                              Yes
## 4 0.9683955
                                              Yes
## 5 0.7689854
                                              Yes
## 6 0.8570015
labs <- paste("Accepting no salary increase:", c("Yes", "No"))</pre>
prs_df %>%
  mutate(no_increase_accept = ifelse(as.factor.no_increase_acceptance. == 1, labs[1], labs[2])) %>%
  ggplot(aes(x = pr_score)) +
  geom_histogram(color = "white") +
  facet_wrap(~as.factor.no_increase_acceptance.) +
  xlab("Probability of accepting no increase") +
  theme_bw()
```

`stat_bin()` using `bins = 30`. Pick better value with `binwidth`.



```
survey_results
```

```
## # A tibble: 71 x 14
## consent country salary_base salary_expect no_increase_accep~
```

```
##
      <chr>
              <chr>
                                       <dbl>
                                                     <dbl> <chr>
##
   1 Yes
              Canada
                                     140000.
                                                   150000. No
##
  2 Yes
              Canada
                                      60000.
                                                    65000. Yes
              South Africa
## 3 Yes
                                     550000.
                                                   550000. Yes
## 4 Yes
              United States of ~
                                     100000.
                                                   110000. Yes
## 5 Yes
             South Africa
                                     160000.
                                                   120000. Yes
## 6 Yes
              Canada
                                      30000.
                                                    30000. Yes
## 7 Yes
              South Africa
                                                  3300000. Yes
                                    3000000.
## 8 Yes
             United States of ~
                                      75000.
                                                    77000. Yes
## 9 Yes
              South Africa
                                     500000.
                                                   480000. Yes
## 10 Yes
              Canada
                                     100000.
                                                   120000. Yes
## # ... with 61 more rows, and 9 more variables: living_expenses <int>,
      savings <dbl>, vacation <int>, daily_leisure <int>,
## #
       consumption_goods <dbl>, sports_hobbies <dbl>, other <dbl>, id <int>,
## #
      ratio <dbl>
survey_results_nomiss <- survey_results %>%
  select(ratio, no_increase_acceptance, one_of(cov)) %>%
  na.omit() %>% mutate(no_increase=if_else(no_increase_acceptance == "Yes", 1, 0))
library(MatchIt)
mod_match <- matchit(no_increase ~ living_expenses + savings + vacation + daily_leisure + consumption_g</pre>
                     method = "nearest", data = survey_results_nomiss)
## Warning in matchit2nearest(structure(c(0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,
## Fewer control than treated units and matching without replacement. Not all
## treated units will receive a match. Treated units will be matched in the
## order specified by m.order: largest
summary(mod_match)
##
## Call:
## matchit(formula = no_increase ~ living_expenses + savings + vacation +
       daily_leisure + consumption_goods + sports_hobbies + other,
       data = survey_results_nomiss, method = "nearest", ratio = 1)
##
##
## Summary of balance for all data:
##
                     Means Treated Means Control SD Control Mean Diff eQQ Med
                                                     0.1675
## distance
                            0.7537
                                          0.6281
                                                               0.1256 0.1247
                           38.5294
## living_expenses
                                         39.9000
                                                    23.4676
                                                              -1.3706 5.0000
## savings
                           15.7059
                                         10.6000
                                                     8.1331
                                                               5.1059 5.0000
## vacation
                           8.7843
                                         10.9500
                                                     5.7626
                                                             -2.1657 3.5000
## daily_leisure
                                         14.4000
                                                    12.4959
                                                              -2.7137 0.0000
                           11.6863
## consumption_goods
                            7.7059
                                         10.0500
                                                     8.1206
                                                              -2.3441 0.0000
## sports_hobbies
                            6.1765
                                          6.5000
                                                     3.5762
                                                              -0.3235 0.0000
## other
                           11.4118
                                          7.6000
                                                     6.1078
                                                               3.8118 0.0000
##
                     eQQ Mean eQQ Max
## distance
                       0.1207 0.1762
## living_expenses
                       3.8000 15.0000
## savings
                       4.9000 20.0000
## vacation
                       3.0000 10.0000
## daily_leisure
                       3.5000 30.0000
## consumption_goods
                       2.7000 10.0000
## sports_hobbies
                       2.5500 15.0000
## other
                       4.5000 46.0000
```

```
##
##
## Summary of balance for matched data:
##
                    Means Treated Means Control SD Control Mean Diff eQQ Med
## distance
                           0.8887
                                         0.6281
                                                    0.1675
                                                              0.2607 0.2289
## living_expenses
                          30.6500
                                        39.9000
                                                   23.4676
                                                            -9.2500 10.0000
## savings
                          24.5000
                                        10.6000
                                                    8.1331
                                                            13.9000 12.5000
## vacation
                                                             -3.6500 4.0000
                           7.3000
                                        10.9500
                                                    5.7626
## daily_leisure
                           8.5500
                                        14.4000
                                                   12.4959
                                                             -5.8500 4.5000
## consumption_goods
                                                 8.1206
                                                             -3.7000 1.5000
                           6.3500
                                        10.0500
## sports_hobbies
                           4.8000
                                         6.5000
                                                    3.5762
                                                            -1.7000 0.0000
                                         7.6000
                                                    6.1078 10.2500 5.0000
## other
                          17.8500
##
                    eQQ Mean eQQ Max
## distance
                      0.2607 0.5093
## living_expenses
                     11.0500 30.0000
## savings
                     13.9000 28.0000
## vacation
                    3.6500 10.0000
## daily_leisure
                      5.8500 35.0000
## consumption_goods 4.1000 20.0000
                      1.7000 5.0000
## sports hobbies
## other
                     10.4500 46.0000
##
## Percent Balance Improvement:
                    Mean Diff.
                                 eQQ Med eQQ Mean
                                                     eQQ Max
                    -107.4685 -83.5707 -115.8871 -188.9601
## distance
## living_expenses
                     -574.8927 -100.0000 -190.7895 -100.0000
## savings
                     -172.2350 -150.0000 -183.6735 -40.0000
## vacation
                      -68.5378 -14.2857 -21.6667
                                                      0.0000
## daily_leisure
                     -115.5708
                                    -Inf -67.1429 -16.6667
## consumption_goods
                     -57.8419
                                    -Inf -51.8519 -100.0000
                     -425.4545
## sports_hobbies
                                  0.0000
                                          33.3333
                                                     66.6667
                                    -Inf -132.2222
## other
                     -168.9043
                                                      0.0000
##
## Sample sizes:
##
            Control Treated
## All
                 20
                         51
## Matched
                 20
                         20
## Unmatched
                  0
                         31
## Discarded
                          0
# trying with ratio of 5 control cases to one treatment
mod_match <- matchit(no_increase ~ living_expenses + savings + vacation + daily_leisure + consumption_g</pre>
                    method = "nearest", data = survey_results_nomiss)
## Warning in matchit2nearest(structure(c(0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,
## Not enough control units for 5 matches for each treated unit when matching
## without replacement. Not all treated units will receive 5 matches
summary(mod_match)
##
## Call:
## matchit(formula = no_increase ~ living_expenses + savings + vacation +
       daily_leisure + consumption_goods + sports_hobbies + other,
##
```

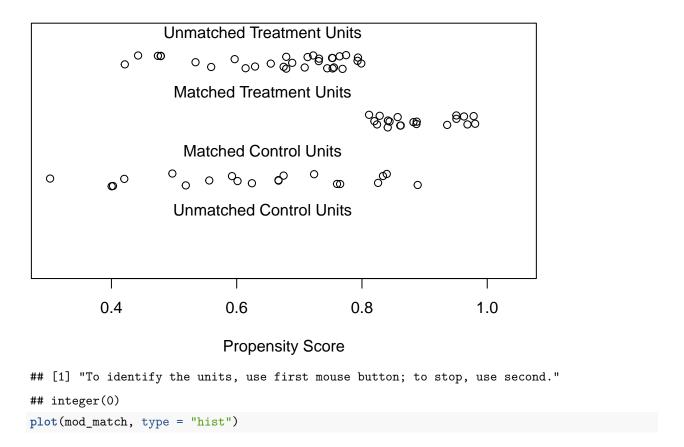
data = survey_results_nomiss, method = "nearest", ratio = 5)

##

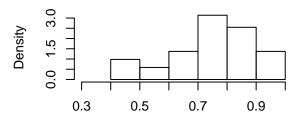
```
##
## Summary of balance for all data:
                     Means Treated Means Control SD Control Mean Diff eQQ Med
##
                            0.7537
                                                                0.1256
                                                                        0.1247
## distance
                                          0.6281
                                                      0.1675
## living_expenses
                           38.5294
                                         39.9000
                                                     23.4676
                                                               -1.3706
                                                                        5.0000
## savings
                           15.7059
                                         10.6000
                                                      8.1331
                                                                5.1059
                                                                        5.0000
## vacation
                                         10.9500
                                                      5.7626
                                                               -2.1657
                                                                        3.5000
                            8.7843
## daily_leisure
                                                               -2.7137 0.0000
                           11.6863
                                         14.4000
                                                     12.4959
                                         10.0500
## consumption_goods
                            7.7059
                                                      8.1206
                                                               -2.3441
                                                                        0.0000
## sports_hobbies
                                                               -0.3235 0.0000
                            6.1765
                                          6.5000
                                                      3.5762
## other
                           11.4118
                                          7.6000
                                                      6.1078
                                                                3.8118 0.0000
##
                     eQQ Mean eQQ Max
## distance
                       0.1207 0.1762
## living_expenses
                       3.8000 15.0000
## savings
                       4.9000 20.0000
## vacation
                       3.0000 10.0000
## daily_leisure
                       3.5000 30.0000
## consumption_goods
                       2.7000 10.0000
## sports_hobbies
                       2.5500 15.0000
## other
                       4.5000 46.0000
##
##
## Summary of balance for matched data:
##
                     Means Treated Means Control SD Control Mean Diff eQQ Med
## distance
                            0.8887
                                          0.6281
                                                      0.1675
                                                                0.2607 0.2289
## living_expenses
                           30.6500
                                         39.9000
                                                     23.4676
                                                               -9.2500 10.0000
## savings
                           24.5000
                                         10.6000
                                                      8.1331
                                                               13.9000 12.5000
## vacation
                            7.3000
                                         10.9500
                                                      5.7626
                                                               -3.6500 4.0000
                                                               -5.8500 4.5000
## daily_leisure
                            8.5500
                                         14.4000
                                                     12.4959
                                                               -3.7000 1.5000
## consumption_goods
                            6.3500
                                         10.0500
                                                      8.1206
## sports_hobbies
                            4.8000
                                          6.5000
                                                      3.5762
                                                               -1.7000
                                                                        0.0000
## other
                           17.8500
                                          7.6000
                                                      6.1078
                                                               10.2500 5.0000
##
                     eQQ Mean eQQ Max
## distance
                       0.2607 0.5093
                      11.0500 30.0000
## living_expenses
## savings
                      13.9000 28.0000
## vacation
                       3.6500 10.0000
## daily_leisure
                       5.8500 35.0000
## consumption_goods
                       4.1000 20.0000
## sports_hobbies
                       1.7000 5.0000
## other
                      10.4500 46.0000
##
## Percent Balance Improvement:
##
                     Mean Diff.
                                  eQQ Med eQQ Mean
                                                       eQQ Max
## distance
                      -107.4685 -83.5707 -115.8871 -188.9601
                      -574.8927 -100.0000 -190.7895 -100.0000
## living_expenses
## savings
                      -172.2350 -150.0000 -183.6735
                                                      -40.0000
                       -68.5378 -14.2857 -21.6667
                                                        0.0000
## vacation
## daily_leisure
                      -115.5708
                                     -Inf -67.1429 -16.6667
## consumption_goods
                       -57.8419
                                     -Inf
                                           -51.8519 -100.0000
## sports_hobbies
                      -425.4545
                                   0.0000
                                             33.3333
                                                       66.6667
## other
                      -168.9043
                                     -Inf -132.2222
                                                        0.0000
##
## Sample sizes:
```

```
## Control Treated
## All 20 51
## Matched 20 20
## Unmatched 0 31
## Discarded 0 0
plot(mod_match, type = "jitter")
```

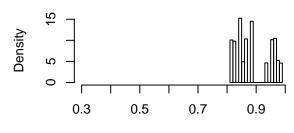
Distribution of Propensity Scores







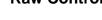
Matched Treated



Propensity Score

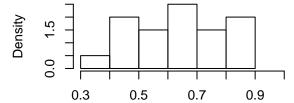
Propensity Score





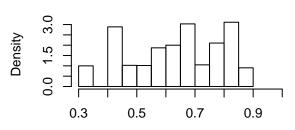






Propensity Score

Matched Control



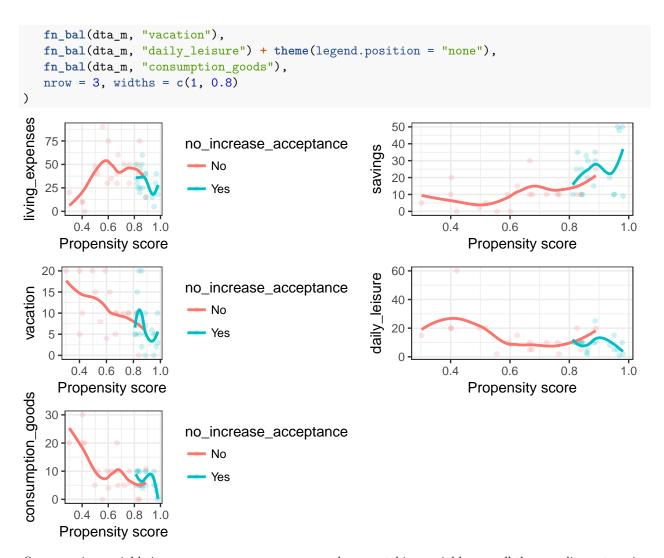
Propensity Score

```
dta_m <- match.data(mod_match)</pre>
dim(dta_m)
```

```
## [1] 40 12
```

```
fn_bal <- function(dta, variable) {</pre>
  dta$variable <- dta[, variable]</pre>
  # if (variable == 'w3income') dta$variable <- dta$variable / 10^3
  # dta$catholic <- as.factor(dta$catholic)</pre>
  support <- c(min(dta$variable), max(dta$variable))</pre>
  ggplot(dta, aes(x = distance, y = variable, color = no_increase_acceptance)) +
    geom_point(alpha = 0.2, size = 1.3) +
    geom_smooth(method = "loess", se = F) +
    xlab("Propensity score") +
    ylab(variable) +
    theme_bw() +
    ylim(support)
}
library(gridExtra)
```

```
##
## Attaching package: 'gridExtra'
## The following object is masked from 'package:dplyr':
##
##
       combine
grid.arrange(
   fn_bal(dta_m, "living_expenses"),
  fn_bal(dta_m, "savings") + theme(legend.position = "none"),
```



Our grouping variable is no_increase_acceptance and our matching variables are all the spending categories (living_expenses, savings, vacation, daily_leisure, consumption_goods, sports_hobbies, other) where we aim to equalize the groups on.

Warning: Not enough control units in subclass 6
Warning: Not enough control units in subclass 4
Warning: Not enough control units in subclass 6
Warning: Not enough control units in subclass 4
Warning: Not enough control units in subclass 6

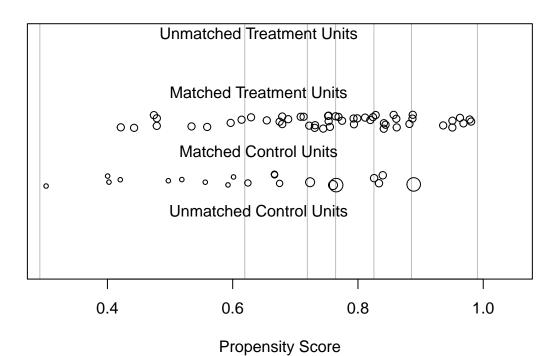
```
## Warning: Not enough control units in subclass 4
## Warning: Not enough control units in subclass 6
## Warning: Not enough control units in subclass 4
## Warning: Not enough control units in subclass 6
## Warning: Not enough control units in subclass 4
## Warning: Not enough control units in subclass 6
## Warning: Not enough control units in subclass 4
## Warning: Not enough control units in subclass 6
##
## Call:
## matchit(formula = no_increase ~ living_expenses + savings + vacation +
##
       daily_leisure + consumption_goods + sports_hobbies + other,
       data = survey_results_nomiss, method = "subclass", sub.by = "treat")
##
## Summary of balance for all data:
##
                     Means Treated Means Control Mean Diff eQQ Med eQQ Mean
## distance
                            0.7537
                                          0.6281
                                                    0.1256 0.1247
                                                                      0.1207
## living_expenses
                           38.5294
                                         39.9000
                                                   -1.3706 5.0000
                                                                      3.8000
## savings
                           15.7059
                                         10.6000
                                                    5.1059 5.0000
                                                                      4.9000
## vacation
                                                   -2.1657 3.5000
                            8.7843
                                         10.9500
                                                                      3.0000
## daily leisure
                                         14.4000
                                                   -2.7137 0.0000
                           11.6863
                                                                      3.5000
## consumption_goods
                                         10.0500
                            7.7059
                                                   -2.3441 0.0000
                                                                      2.7000
## sports_hobbies
                            6.1765
                                          6.5000
                                                   -0.3235 0.0000
                                                                      2.5500
## other
                           11.4118
                                          7.6000
                                                    3.8118 0.0000
                                                                      4.5000
                     eQQ Max
## distance
                      0.1762
## living_expenses
                     15.0000
## savings
                     20.0000
## vacation
                     10.0000
## daily_leisure
                     30.0000
## consumption_goods 10.0000
## sports hobbies
                     15.0000
## other
                     46.0000
##
##
## Summary of balance by subclasses:
## , , Subclass 1
##
##
                     Means Treated Means Control Mean Diff
                                                             eQQ Med eQQ Mean
                                                    0.0343
                                                             0.0184
## distance
                            0.5112
                                          0.4768
                                                                       0.0384
                                                   11.3333 10.0000 12.4444
## living_expenses
                           47.2222
                                         35.8889
                                                             0.0000
## savings
                            6.2222
                                          5.7778
                                                    0.4444
                                                                       0.6667
## vacation
                           11.6667
                                         13.5556
                                                   -1.8889
                                                             3.0000
                                                                       4.1111
## daily_leisure
                           13.3333
                                         19.5556
                                                   -6.2222
                                                              4.0000
                                                                       6.8889
                                         13.2222
                                                   -2.3333
## consumption_goods
                           10.8889
                                                              0.0000
                                                                       3.0000
## sports_hobbies
                            5.5556
                                          6.4444
                                                   -0.8889
                                                              3.0000
                                                                       3.1111
                                          5.5556
## other
                            5.1111
                                                   -0.4444
                                                              0.0000
                                                                       2.6667
##
                      eQQ Max
## distance
                       0.1193
## living_expenses
                      30.0000
## savings
                       5.0000
```

```
## vacation
                      10.0000
                      35.0000
## daily_leisure
## consumption goods
                      10.0000
## sports_hobbies
                      10.0000
## other
                      10.0000
##
  , , Subclass 2
##
##
                     Means Treated Means Control Mean Diff
                                                             eQQ Med eQQ Mean
                                                     0.0202
                                                              0.0103
                                                                        0.0160
## distance
                            0.6784
                                          0.6582
## living_expenses
                           40.6250
                                          41.2500
                                                    -0.6250
                                                              7.5000
                                                                        7.5000
                           10.0000
                                          16.2500
                                                    -6.2500
                                                              7.5000
                                                                       7.5000
## savings
## vacation
                           11.8750
                                          10.0000
                                                     1.8750
                                                              0.0000
                                                                       1.2500
                                                     6.2500
                                                              5.0000
                                                                        6.2500
## daily_leisure
                           15.0000
                                          8.7500
## consumption_goods
                            8.1250
                                          11.2500
                                                    -3.1250
                                                              2.5000
                                                                        2.5000
## sports_hobbies
                            6.3750
                                          7.5000
                                                    -1.1250
                                                              2.0000
                                                                        2.2500
## other
                            8.0000
                                           5.0000
                                                     3.0000
                                                              2.5000
                                                                        2.5000
##
                      eQQ Max
## distance
                       0.0383
## living_expenses
                      15.0000
## savings
                      10.0000
## vacation
                       5.0000
## daily_leisure
                      15.0000
## consumption_goods
                       5.0000
## sports_hobbies
                       5.0000
## other
                       5.0000
##
##
  , , Subclass 3
##
##
                     Means Treated Means Control Mean Diff eQQ Med eQQ Mean
## distance
                            0.7429
                                           0.7419
                                                     0.0010
                                                              0.0031
                                                                        0.0031
## living_expenses
                           47.7500
                                          40.0000
                                                     7.7500 11.0000 11.0000
## savings
                           10.0000
                                          10.0000
                                                     0.0000 10.0000
                                                                      10.0000
## vacation
                            7.7500
                                          10.0000
                                                    -2.2500
                                                              7.5000
                                                                       7.5000
## daily_leisure
                           14.3750
                                          10.0000
                                                     4.3750 14.0000 14.0000
                            6.0000
## consumption_goods
                                          7.5000
                                                    -1.5000
                                                              2.5000
                                                                       2.5000
## sports hobbies
                            6.6250
                                          10.0000
                                                    -3.3750 12.5000 12.5000
## other
                            7.5000
                                          12.5000
                                                    -5.0000
                                                              5.0000
                                                                       5.0000
##
                      eQQ Max
## distance
                       0.0049
## living_expenses
                      22.0000
## savings
                      10.0000
## vacation
                      10.0000
## daily_leisure
                      20.0000
## consumption_goods
                       5.0000
## sports_hobbies
                      15.0000
## other
                       5.0000
##
##
  , , Subclass 4
##
##
                     Means Treated Means Control Mean Diff eQQ Med eQQ Mean
## distance
                            0.7943
                                           0.7652
## living_expenses
                           37.2222
                                          50.0000
## savings
                           16.1111
                                          10.0000
```

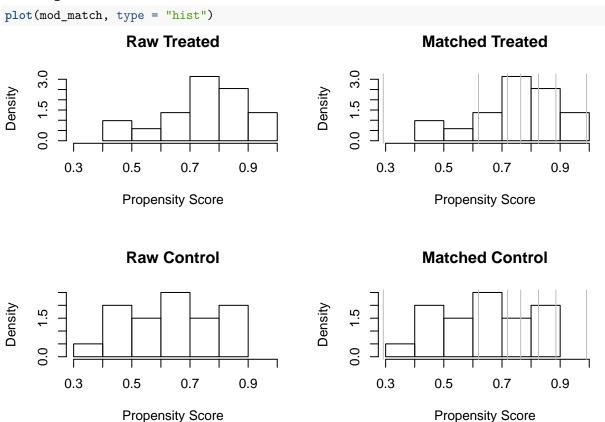
```
## vacation
                            6.6667
                                          10.0000
## daily_leisure
                           11.1111
                                           2.0000
## consumption_goods
                            8.8889
                                           6.0000
## sports_hobbies
                                           2.0000
                            8.8889
## other
                           11.1111
                                          20.0000
##
                     eQQ Max
## distance
## living_expenses
## savings
## vacation
## daily_leisure
## consumption_goods
## sports_hobbies
## other
##
## , , Subclass 5
##
                     Means Treated Means Control Mean Diff eQQ Med eQQ Mean
##
## distance
                            0.8522
                                          0.8330
                                                     0.0192
                                                              0.0105
                                                                       0.0185
                           36.2500
## living_expenses
                                          55.0000 -18.7500 20.0000 20.0000
## savings
                           22.2500
                                          13.3333
                                                     8.9167 10.0000
                                                                       8.3333
## vacation
                           10.6250
                                          6.6667
                                                     3.9583
                                                              2.0000
                                                                       4.6667
## daily_leisure
                            7.5000
                                          11.6667
                                                    -4.1667
                                                              3.0000
                                                                       4.3333
## consumption_goods
                            6.2500
                                          1.6667
                                                     4.5833
                                                              5.0000
                                                                       4.6667
                                           5.0000
## sports_hobbies
                                                              0.0000
                                                                       0.0000
                            5.2500
                                                     0.2500
                                                     5.2083
## other
                           11.8750
                                           6.6667
                                                              5.0000 10.0000
##
                      eQQ Max
## distance
                       0.0426
## living_expenses
                      25.0000
## savings
                      15.0000
## vacation
                      10.0000
## daily_leisure
                      10.0000
## consumption_goods
                       5.0000
## sports_hobbies
                       0.0000
## other
                      20.0000
##
## , , Subclass 6
##
##
                     Means Treated Means Control Mean Diff eQQ Med eQQ Mean
                                           0.8890
## distance
                            0.9447
## living_expenses
                           23.1111
                                          15.0000
## savings
                           29.1111
                                          25.0000
## vacation
                            4.5556
                                          7.0000
## daily_leisure
                            9.0000
                                          20.0000
## consumption_goods
                            5.7778
                                          11.0000
## sports_hobbies
                            4.3333
                                          5.0000
## other
                           24.1111
                                          17.0000
##
                     eQQ Max
## distance
## living_expenses
## savings
## vacation
## daily_leisure
## consumption_goods
```

```
## sports_hobbies
## other
##
##
## Sample sizes by subclasses:
##
           Subclass 1 Subclass 2 Subclass 3 Subclass 4 Subclass 5 Subclass 6
## Treated
                     9
                                8
                                            8
                                                        9
                                                                   8
                                                                   3
                     9
                                4
                                            2
                                                                               1
## Control
                                                        1
## Total
                    18
                               12
                                           10
                                                       10
                                                                  11
                                                                              10
##
## Summary of balance across subclasses
                      Means Treated Means Control Mean Diff eQQ Med eQQ Mean
##
## distance
                             0.7537
                                            0.7263
                                                           NA
                                                                   NA
## living_expenses
                            38.5294
                                           39.1765
                                                           NA
                                                                   NA
                                                                             NA
## savings
                            15.7059
                                           13.4052
                                                           NA
                                                                   NA
                                                                             NA
## vacation
                             8.7843
                                            9.5752
                                                           NA
                                                                   NA
                                                                             NA
## daily_leisure
                                                           NA
                                                                   NA
                                                                             NA
                            11.6863
                                           12.1046
## consumption_goods
                             7.7059
                                            8.5359
                                                           NA
                                                                   NA
                                                                             NA
## sports_hobbies
                             6.1765
                                            5.9020
                                                           NA
                                                                   NA
                                                                             NA
## other
                            11.4118
                                           11.3007
                                                           NA
                                                                   NA
                                                                             NA
##
                      eQQ Max
## distance
                           NA
## living_expenses
                           NA
## savings
                           NA
## vacation
                           NA
## daily_leisure
                           NA
## consumption_goods
                           NA
## sports_hobbies
                           NA
## other
                           NA
##
## Percent Balance Improvement:
##
                      Mean Diff. eQQ Med eQQ Mean eQQ Max
## distance
                         78.2151
                                       NA
                                                NA
                                                         NA
## living_expenses
                         52.7897
                                       NA
                                                NA
                                                         NA
## savings
                         54.9411
                                       NA
                                                NA
                                                         NA
## vacation
                         63.4827
                                       NA
                                                NA
                                                         NA
## daily_leisure
                         84.5857
                                       NA
                                                NA
                                                         NA
## consumption_goods
                         64.5894
                                       NA
                                                NA
                                                         NA
## sports_hobbies
                         15.1515
                                       NA
                                                NA
                                                         NA
## other
                         97.0850
                                       NA
                                                NA
                                                         NA
plot(mod_match, type = "jitter")
```

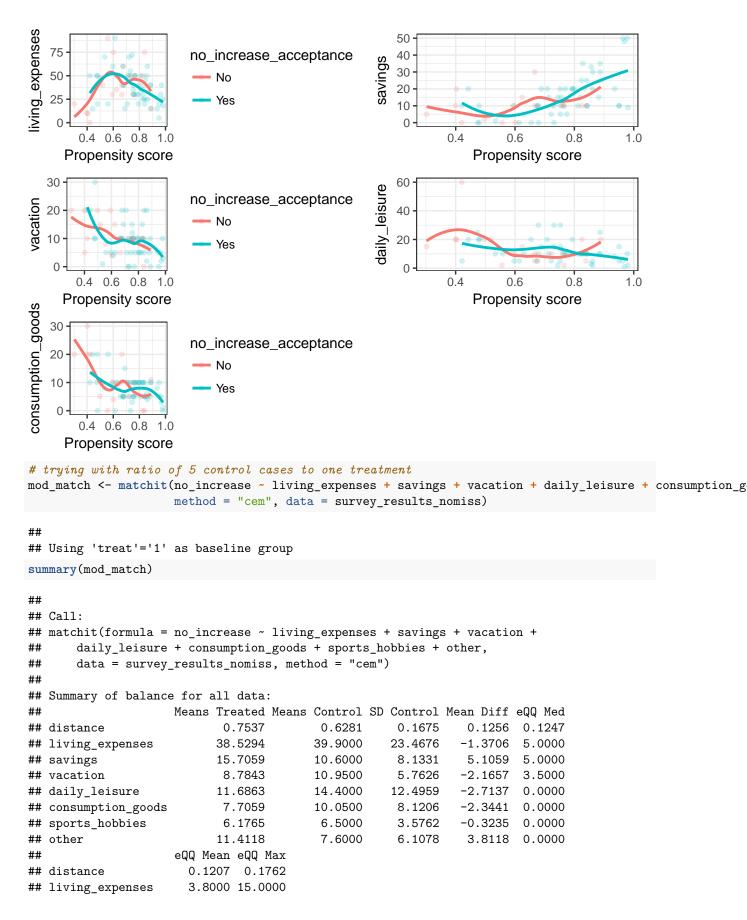
Distribution of Propensity Scores



[1] "To identify the units, use first mouse button; to stop, use second."
integer(0)

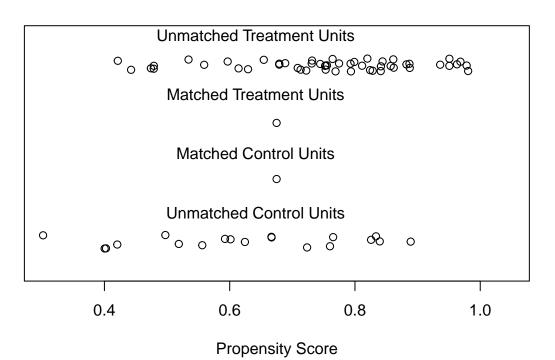


```
dta_m <- match.data(mod_match)</pre>
dim(dta_m)
## [1] 71 13
fn_bal <- function(dta, variable) {</pre>
  dta$variable <- dta[, variable]</pre>
  # if (variable == 'w3income') dta$variable <- dta$variable / 10^3
  # dta$catholic <- as.factor(dta$catholic)</pre>
  support <- c(min(dta$variable), max(dta$variable))</pre>
  ggplot(dta, aes(x = distance, y = variable, color = no_increase_acceptance)) +
    geom_point(alpha = 0.2, size = 1.3) +
    geom_smooth(method = "loess", se = F) +
    xlab("Propensity score") +
    ylab(variable) +
    theme_bw() +
    ylim(support)
}
library(gridExtra)
grid.arrange(
   fn_bal(dta_m, "living_expenses"),
   fn_bal(dta_m, "savings") + theme(legend.position = "none"),
   fn_bal(dta_m, "vacation"),
   fn_bal(dta_m, "daily_leisure") + theme(legend.position = "none"),
   fn_bal(dta_m, "consumption_goods"),
   nrow = 3, widths = c(1, 0.8)
```

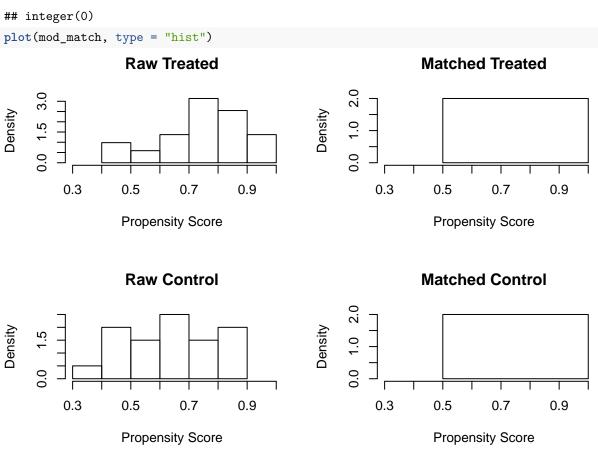


```
4.9000 20.0000
## savings
## vacation
                        3.0000 10.0000
## daily_leisure
                        3.5000 30.0000
## consumption_goods
                        2.7000 10.0000
## sports_hobbies
                        2.5500 15.0000
## other
                        4.5000 46.0000
##
##
## Summary of balance for matched data:
##
                      Means Treated Means Control SD Control Mean Diff eQQ Med
## distance
                             0.6749
                                            0.6749
                                                           NaN
                                                                        0
                            60.0000
                                           60.0000
                                                                        0
                                                                                 0
## living_expenses
                                                           NaN
                            10.0000
                                           10.0000
                                                                        0
                                                                                 0
## savings
                                                           NaN
                                                                        0
                                                                                 0
## vacation
                            10.0000
                                           10.0000
                                                           \mathtt{NaN}
## daily_leisure
                             5.0000
                                            5.0000
                                                           NaN
                                                                        0
                                                                                 0
## consumption_goods
                             5.0000
                                            5.0000
                                                           NaN
                                                                        0
                                                                                 0
## sports_hobbies
                             5.0000
                                            5.0000
                                                           NaN
                                                                        0
                                                                                 0
                                                                        0
                                                                                 0
## other
                             5.0000
                                            5.0000
                                                           NaN
##
                      eQQ Mean eQQ Max
## distance
                             0
## living_expenses
                             0
                                      0
## savings
                             0
                                      0
                                      0
## vacation
                             0
## daily_leisure
                             0
                                      0
                                      0
## consumption_goods
                             0
## sports_hobbies
                             0
                                      0
## other
                             0
                                      0
## Percent Balance Improvement:
                      Mean Diff. eQQ Med eQQ Mean eQQ Max
##
## distance
                              100
                                      100
                                                100
                                                        100
## living_expenses
                             100
                                      100
                                                100
                                                        100
                             100
                                      100
                                                100
                                                        100
## savings
## vacation
                             100
                                      100
                                                100
                                                        100
## daily_leisure
                             100
                                        0
                                                100
                                                        100
## consumption_goods
                             100
                                        0
                                                100
                                                        100
## sports_hobbies
                             100
                                        0
                                                100
                                                        100
## other
                             100
                                        0
                                                100
                                                        100
##
## Sample sizes:
             Control Treated
## All
                   20
                           51
## Matched
                    1
                            1
## Unmatched
                   19
                           50
## Discarded
                    0
plot(mod_match, type = "jitter")
```

Distribution of Propensity Scores



[1] "To identify the units, use first mouse button; to stop, use second."



```
dta_m <- match.data(mod_match)</pre>
dim(dta_m)
## [1] 2 13
fn_bal <- function(dta, variable) {</pre>
  dta$variable <- dta[, variable]</pre>
  # if (variable == 'w3income') dta$variable <- dta$variable / 10^3
  # dta$catholic <- as.factor(dta$catholic)</pre>
  support <- c(min(dta$variable), max(dta$variable))</pre>
  ggplot(dta, aes(x = distance, y = variable, color = no_increase_acceptance)) +
    geom_point(alpha = 0.2, size = 1.3) +
    geom_smooth(method = "loess", se = F) +
    xlab("Propensity score") +
    ylab(variable) +
    theme_bw() +
    ylim(support)
}
library(gridExtra)
grid.arrange(
   fn_bal(dta_m, "living_expenses"),
   fn_bal(dta_m, "savings") + theme(legend.position = "none"),
   fn_bal(dta_m, "vacation"),
   fn_bal(dta_m, "daily_leisure") + theme(legend.position = "none"),
   fn_bal(dta_m, "consumption_goods"),
   nrow = 3, widths = c(1, 0.8)
```

