Causal Inference

MIXTAPE SESSION



Roadmap

Hidden curriculum

Background

Empirical workflow

Hierarchical folder structure

Naming conventions

Version control

Soft skills

Name stuff well

- 1. hierarchical folder structure
- 2. automation
- 3. naming conventions
- 4. version control

Different elements

- Three different things you must name:
 - 1. variables,
 - 2. datasets
 - 3. programs
- You do these three things repeatedly therefore you need a system otherwise errors will occur due to the repetition
- Anything that can happen will happen with enough trials. Murphy's law

Naming conventions for variables

- Variables should be readable to a stranger
 - → Say that you want to create the product of two variables. Name it the two variables with an underscore
 - → gen price_mpg = price * mpg
- Otherwise name the variable exactly what it is
 - \rightarrow gen bmi = weight / (height^2 * 703)
- Avoid meaningless words (e.g., 1mb2), dating (e.g., temp05012020)
 and numbering (e.g., outcome25) as your future self will be confused

Naming datasets and do files

- The overarching goal is always to name things so that a stranger seeing them can know what they are
- One day you will be the stranger on your own project! Make it easy on your future self!
- Choose some combination of simplicity and clarity but whatever you do, be consistent
- Avoid numbering datasets unless the numbers correspond to some meaningful thing, like randomization inference where each file is a set of coefficients and numbered according to FIPS index