MY472 – Day 2: The Shape of Data

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MY 472: Data for Data Scientists

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Course website: lse-my472.github.io

Course outline

- 1. Introduction to data
- 2. The shape of data
- 3. Cloud computing
- 4. Basics of HTML and CSS
- 5. Using data from the internet
- 6. (Reading week)
- 7. Working with APIs
- 8. Creating and managing databases
- 9. Interacting with online databases
- 10. Exploratory data analysis
- 11. Parallel computing

Housekeeping

- Seminar allocation and rules
- ► Assignment 2 (to be marked) to be distributed on Thursday. Due on October 19
- Assessment criteria
- Any questions?

Assessment criteria

- ▶ 70–100: Very Good to Excellent (Distinction).
 - Perceptive, focused use of a good depth of material with a critical edge. Original ideas or structure of argument.
- ▶ 60–69: Good (Merit)
 - Perceptive understanding of the issues plus a coherent well-read and stylish treatment though lacking originality
- ► 50–59: Satisfactory (Pass)
 - A "correct" answer based largely on lecture material. Little detail or originality but presented in adequate framework.
 Small factual errors allowed.
- ▶ 30–49: Unsatisfactory (Fail)
- ▶ 0–29: Unsatisfactory (Bad fail)
 - Based entirely on lecture material but unstructured and with increasing error component. Concepts are disordered or flawed. Poor presentation. Errors of concept and scope or poor in knowledge, structure and expression.

Plan for today

- Administration and logistics
- ► Data frames and lists in R
- Data and datasets:
 - "tidy" data
 - reshaping data
- Reshaping data in R
- Good coding practices
- Functions and loops in R

What is a dataset?

- ▶ A dataset is a "rectangular" formatted table of data in which all the values of the same variable must be in a single column
- A dataset is not:
 - the results of tabulating a dataset
 - any set of summary statistics on a dataset
 - ▶ a series of relational tables
- Many of the datasets we use have been artificially reshaped in order to fulfill this criterion of rectangularity
 - ▶ This means "non-normalized" data
 - Often confounds variables with their values

The difference between a table and a dataset

This is a table:

```
Lost Won
Challenger 266 60
Incumbent 32 106
```

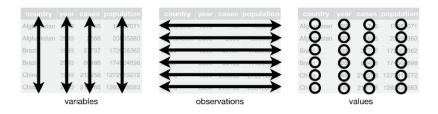
This is a (partial) dataset:

atf
ost
ost
Won
ost
Won
ost

"Tidy" data (Hadley Wickham)

Three rules:

- 1. Each variable must have its own column
- 2. Each observation must have its own row
- 3. Each value must have its own cell



What can go wrong?

Datasets where columns represent values of a variable:

How to fix it?

We need to gather those columns into a new pair of variables:

```
table4a %>%
 gather('1999', '2000', key = "year", value = "cases")
\# # A tibble: 6 x 3
#> country year cases
#> <chr> <chr> <int>
#> 1 Afghanistan 1999 745
#> 2 Brazil 1999 37737
#> 3 China 1999 212258
#> 4 Afghanistan 2000 2666
#> 5 Brazil 2000 80488
#> 6 China 2000 213766
```

What is happening here?

We switched from wide to long format:



What else can go wrong?

Datasets where observations are scattered across multiple rows:

```
table2
\# # A tibble: 12 x 4
#>
    country year type
                                count
#> <chr> <int> <chr>
                                <int>
#> 1 Afghanistan 1999 cases
                                  745
#> 2 Afghanistan 1999 population 19987071
#> 3 Afghanistan 2000 cases
                                 2666
#> 4 Afghanistan 2000 population 20595360
#> 5 Brazil 1999 cases
                                37737
#> 6 Brazil 1999 population 172006362
#> # ... with 6 more rows
```

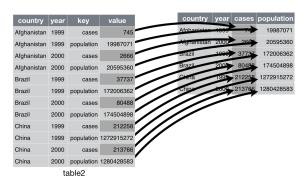
How to fix it?

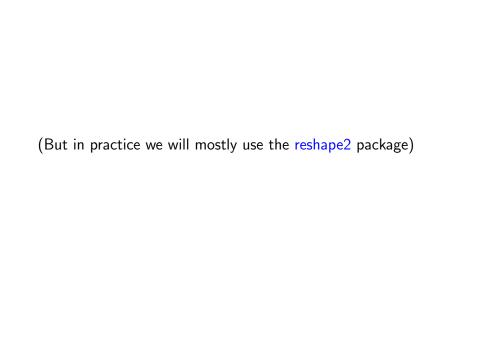
We need to spread those rows into a new pair of columns:

```
table2 %>%
   spread(key = type, value = count)
\# # A tibble: 6 x 4
#>
    country year cases population
#> <chr> <int> <int> <int>
#> 1 Afghanistan 1999 745 19987071
#> 2 Afghanistan 2000 2666 20595360
#> 3 Brazil
          1999 37737 172006362
#> 4 Brazil 2000 80488 174504898
#> 5 China 1999 212258 1272915272
#> 6 China 2000 213766 1280428583
```

What is happening here?

We switched from long to wide format:





Good (enough) practices in scientific computing

Based on Nagler (1995) "Coding Style and Good Computing Practices" (PS) and Wilson *et al* (2017) "Good Enough Practices in Scientific Computing" (PLOS Comput Biol)

Good practices in scientific computing

Why should I waste my time?

- Replication is a key part of science:
 - Keep good records of what you did so that others can understand it
- "Yourself from 3 months ago doesn't answer emails"
 - More efficient research: avoid retracing own steps
 - Your future self will be grateful

General principles:

- 1. Good documentation: README and comments
- 2. Modularity with structure modularity keep steps separated
- 3. Parsimony (without being too smart)
- 4. Track changes

Summary of good practices

- 1. Safe and efficient data management
- 2. Well-documented code
- 3. Organized collaboration
- 4. One project = one repository
- Track changes
- 6. Manuscripts as part of the analysis

1. Data management

- Save raw data as originally generated
- Create the data you wish to see in the world:
 - ► Open, non-proprietary formats: e.g. .csv
 - Informative variable names that indicate direction: labour instead of party or V322; voted vs turnout
 - Recode missing values to NA
 - File names that contain metadata: e.g. 05-alaska.csv instead of state5.csv
- Record all steps used to process data and store intermediate data files if computationally intensive (easier to rerun parts of a data analysis pipeline)
- Separate data manipulation from data analysis
- Prepare README with codebook of all variables
- Periodic backups (or Dropbox, Google Drive, etc.)
- Sanity checks: summary statistics after data manipulation

2. Well-documented code

- Number scripts based on execution order:
 - → e.g. 01-clean-data.r, 02-recode-variables.r, 03-run-regression.r, 04-produce-figures.R...
- Write an explanatory note at the start of each script:
 - → Author, date of last update, purpose, inputs and outputs, other relevant notes
- Rules of thumb for modular code:
 - 1. Any task you run more than once should be a function (with a meaningful name!)
 - 2. Functions should not be more than 20 lines long
 - Separate functions from execution (e.g. in functions.r file and then use source(functions.r) to load functions to current environment
 - 4. Errors should be corrected when/where they occur
- Keep it simple and don't get too clever
- Add informative comments before blocks of code

3. Organized collaboration

- ► Create a README file with an overview of the project: title, brief description, contact information, structure of folder
- Shared to-do list with tasks and deadlines
- Choose one person as corresponding author / point of contact / note taker
- Split code into multiple scripts to avoid simultaneous edits
- GitHub, ShareLatex, Overleaf, Google Docs to collaborate in writing of manuscript

4. One project = one repository

Logical and consistent folder structure:

- ▶ code or src for all scripts
- data for raw data
- temp for temporary data files
- output or results for final data files and tables
- figures or plots for figures produced by scripts
- manuscript for text of paper
- docs for any additional documentation

5 & 6. Track changes; producing manuscript

- Ideally: use version control (e.g. GitHub)
- ► Manual approach: keep dates versions of code & manuscript, and a CHANGELOG file with list of changes
- ▶ Dropbox also has some basic version control built-in
- Avoid typos and copy&paste errors: tables and figures are produced in scripts and compiled directly into manuscript with LATEX

Examples

Replication materials for my 2014 PA paper:

- Code on GitHub
- Code and Data

John Myles White's ProjectTemplate R package.

Replication materials for Leeper 2017:

Code and data