Lecture 6:
Functions and Storytelling

March 18, 2019

Overview

Course Administration

Good, Bad and Ugly

Telling a Story

Maps in R

Course Administration

1. Sign up for consultations!
   - sign up for slots April 8, 10 or 11
   - no class meeting April 15
2. In-class workshop April 8: handout today
3. Anything else?

Class 7, March 25: Good Bad and Ugly

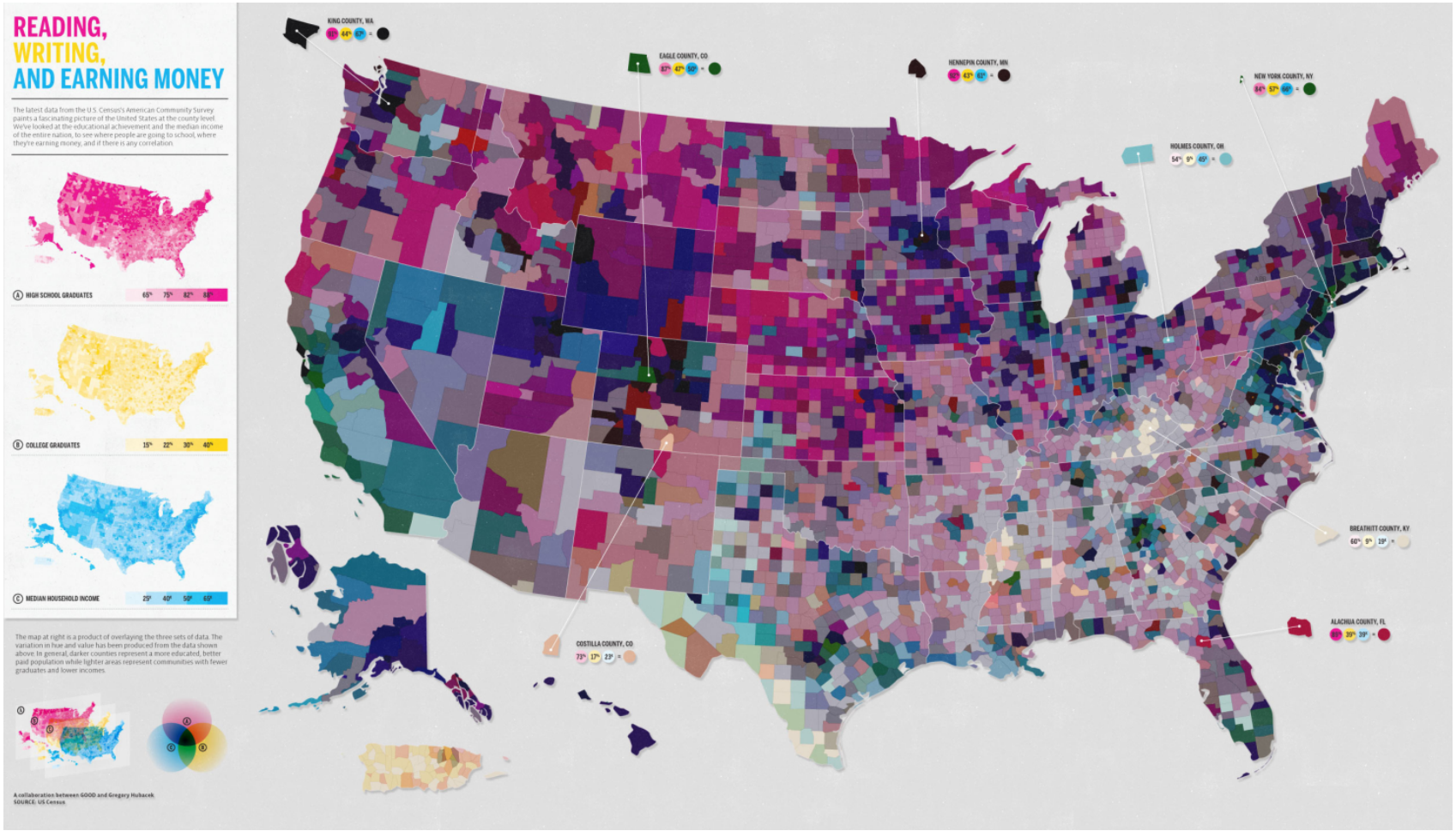
Send by 9 am next Monday. See if you can find a story-telling graphic.

- MF
- IT

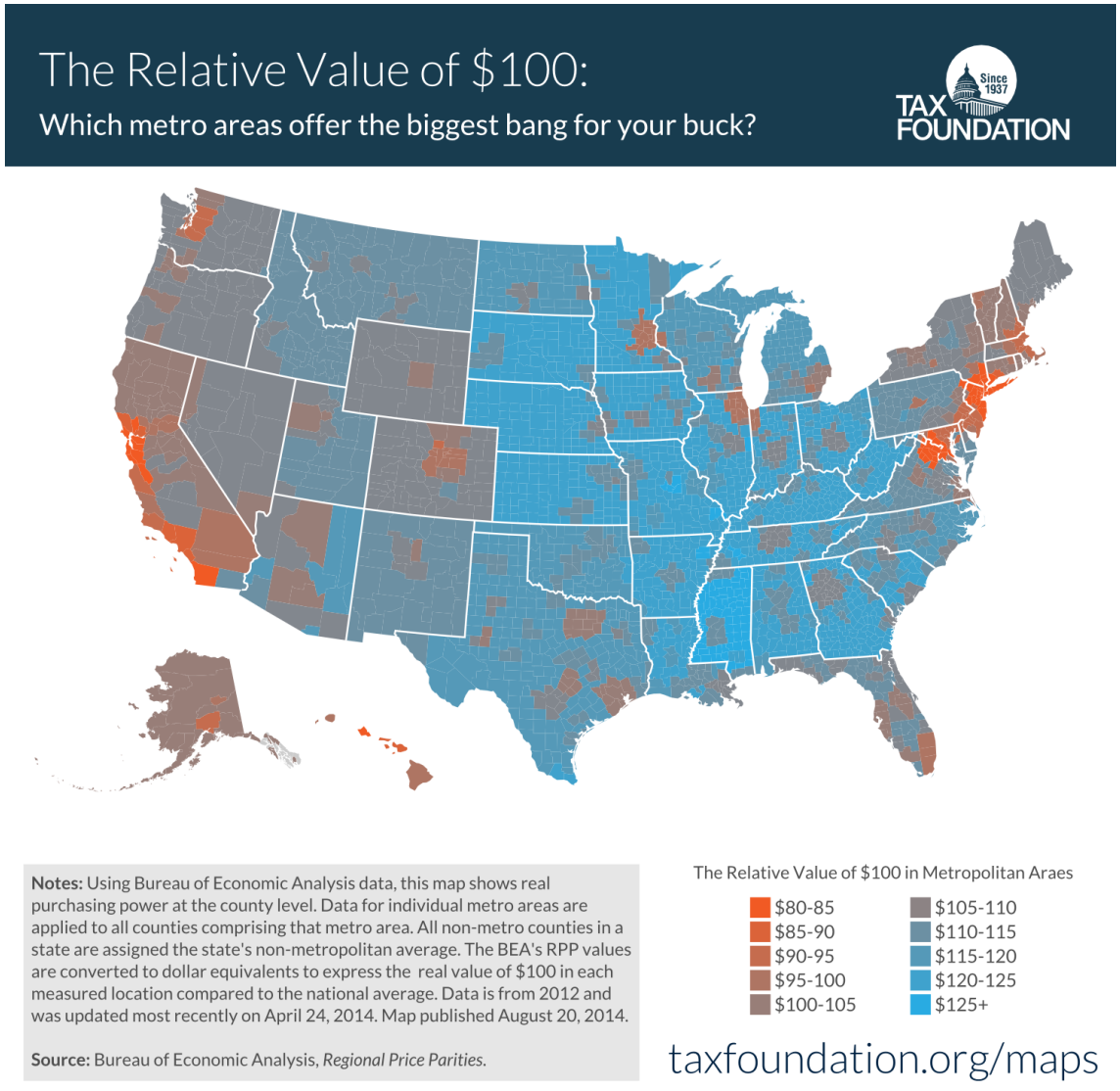
This Week's Good Bad and Ugly

- EW
- MP

McCall's Example



Ellen's Example



Stories

Today

1. Components of a story
2. Pulling apart a graph

1. Components of a Story

- Act 1: introduce characters, set up problem
- Act 2: working on the problem, main character changes as a result of problem
- Act 3: climax and resolution of the problem

What Does this Mean for a Policy Brief?

What Does this Mean for a Policy Brief?

1. Pose the problem, showing its importance
2. Give evidence for the problem or magnitude
3. Propose resolutions

Which of Knaflic's Advice is Most Relevant for this Communication?

- Storyboard

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  - In Knaflic's book this is the lead-up to a policy
  - In this work, it can be the lead-up to a conclusion
  - Or an establishment of fact

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- Call to action

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  - Or an establishment of fact
- Call to action
  - people want a resolution
  - make sure these relate to evidence

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- Storyboard
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- The evidence
  - In Knaflic's book this is the lead-up to a policy
  - In this work, it can be the lead-up to a conclusion
  - Or an establishment of fact
- Call to action
  - people want a resolution
  - make sure these relate to evidence
- All parts should be linked

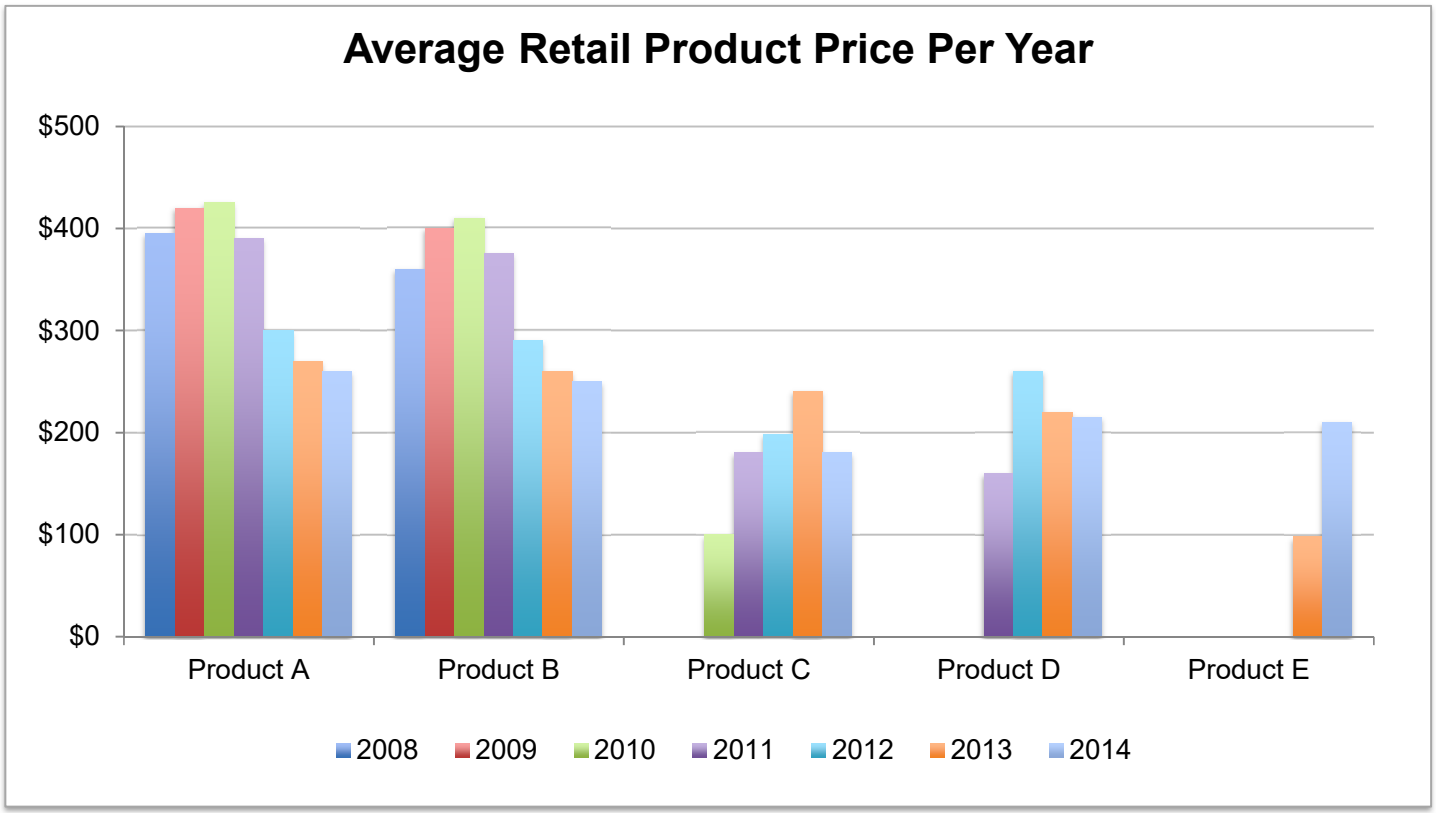
Common Pitfalls

- Failure to motivate problem or issue
- Too little definition
- Too much information
- Conclusion without evidence

Telling a Story with Graphics

FIG0801

Price has declined for all products on the market since the launch of Product C in 2010



Telling a Story with Graphics

FIG0811

In the next **5 minutes**...

OUR GOAL:

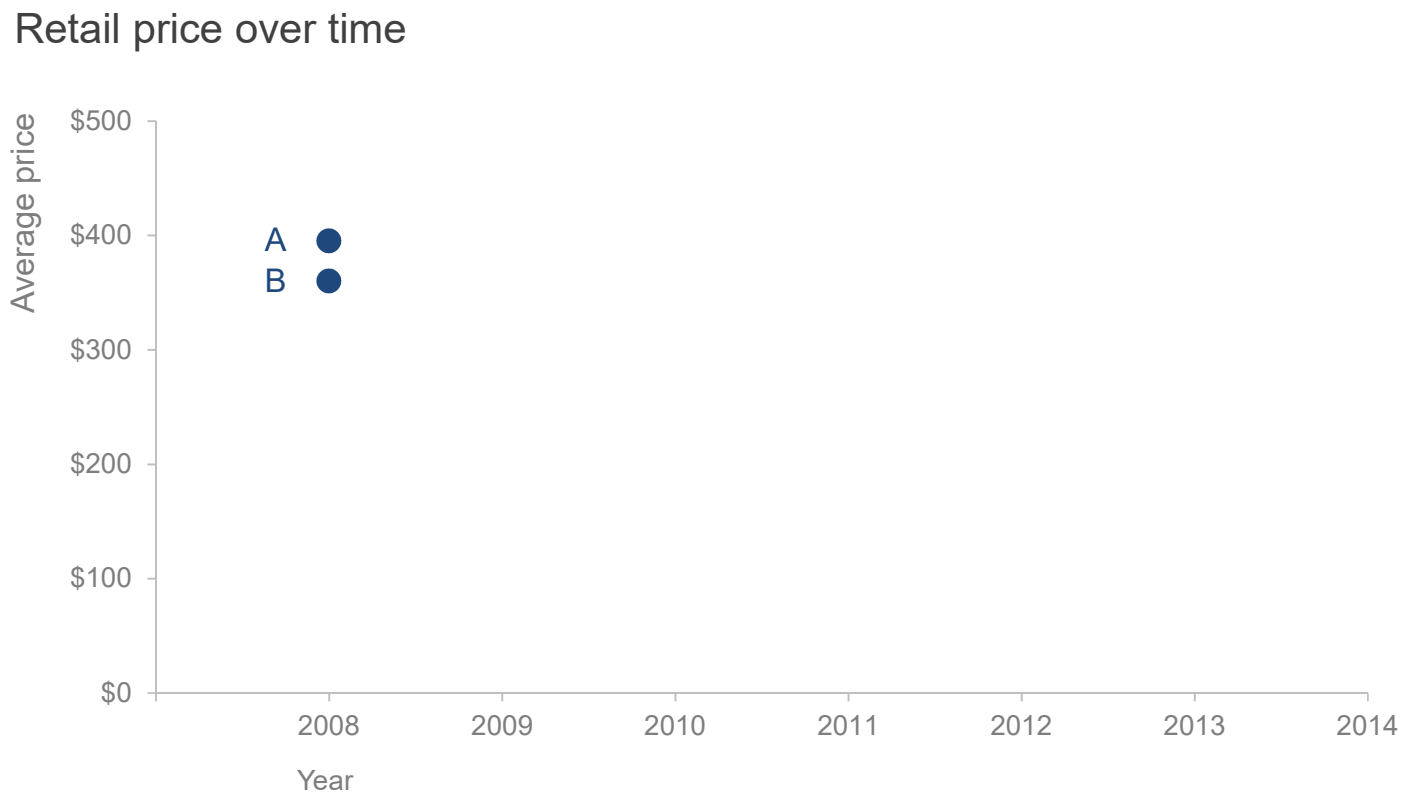
1. Understand **how prices have changed over time** in the competitive landscape.
2. Use this knowledge to **inform the pricing of our product**.

We will end with a **specific recommendation**.

Telling a Story with Graphics

FIG0812

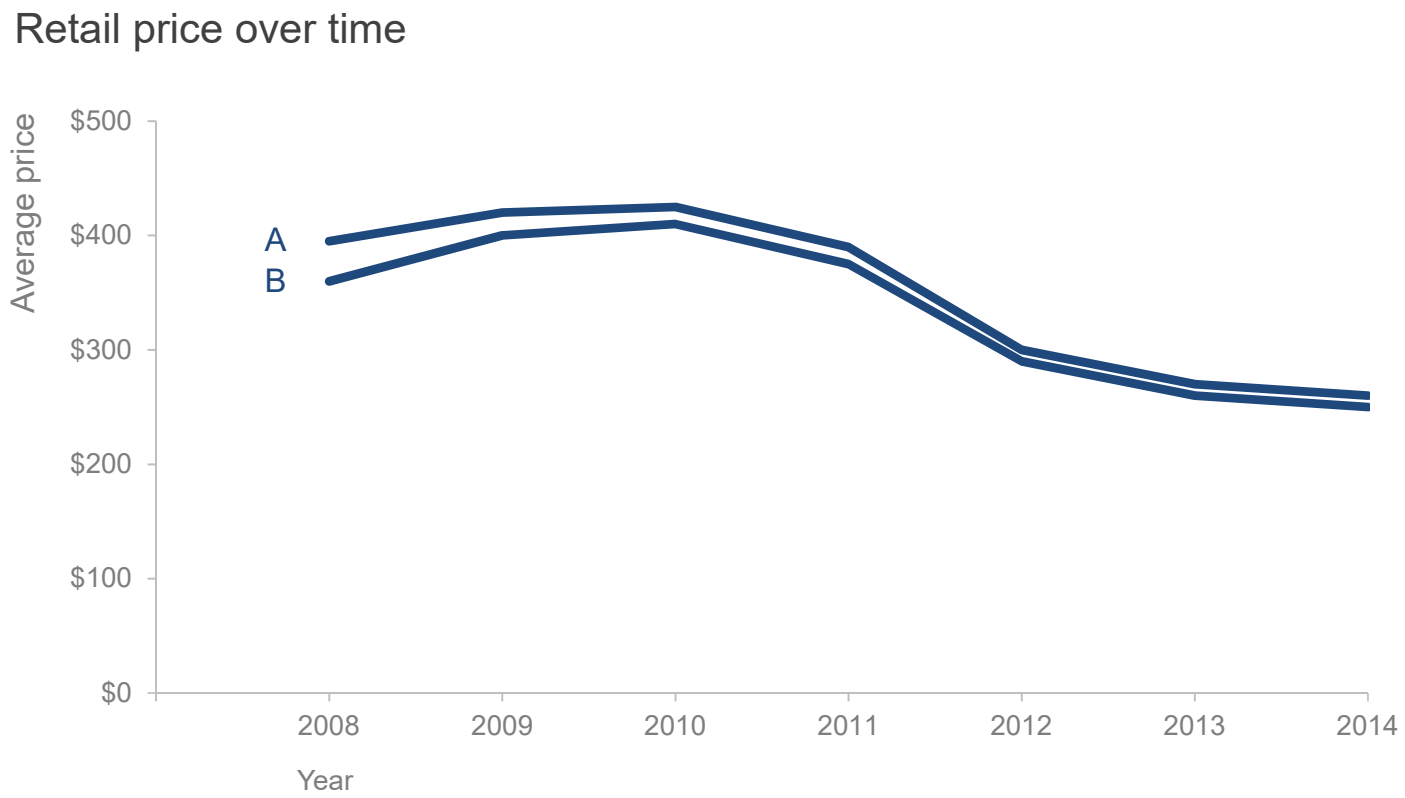
Products A and B were launched in 2008 at price points of **$360+**



Telling a Story with Graphics

FIG0813

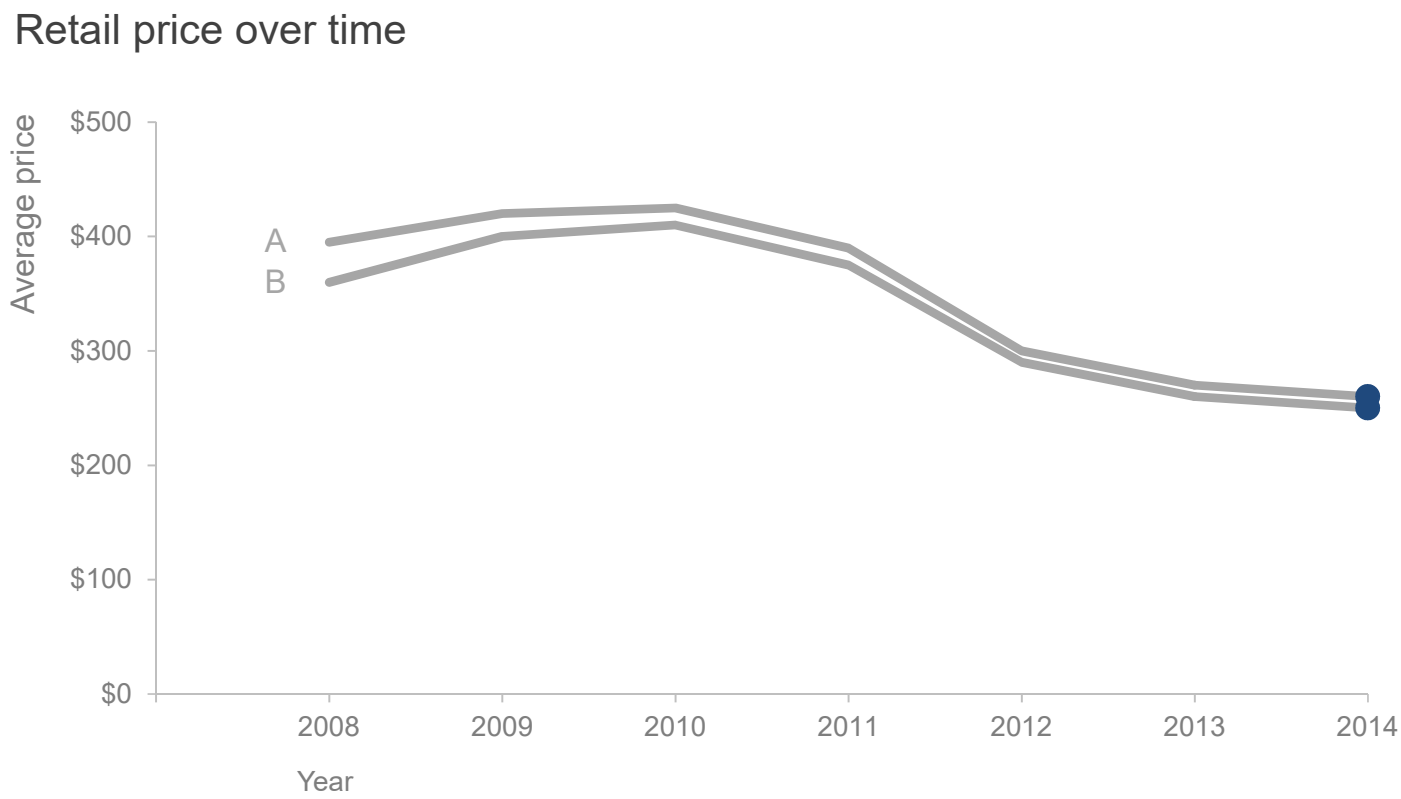
They have been priced similarly over time, with B consistently slightly lower than A



Telling a Story with Graphics

FIG0814

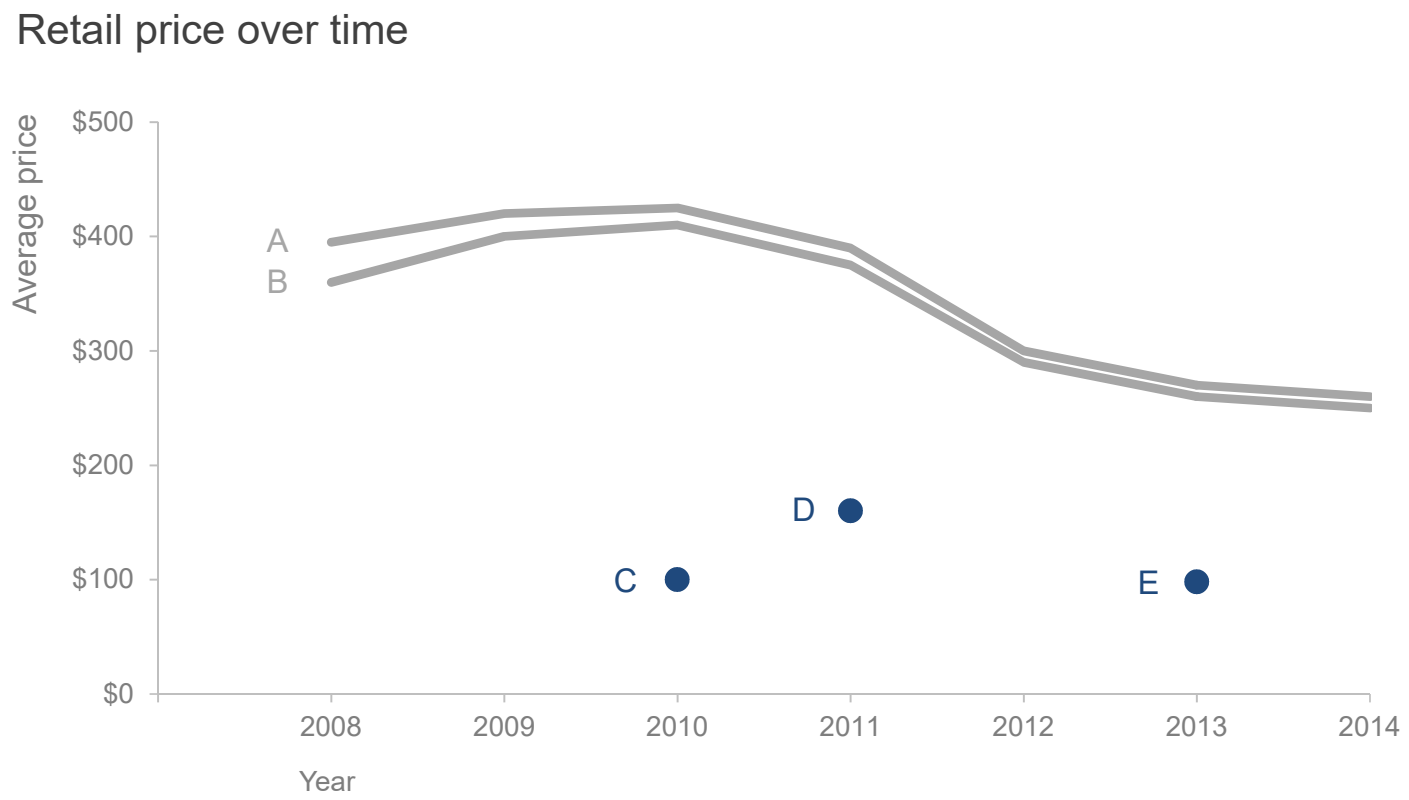
In 2014, Products A and B were priced at **$260** and **$250**, respectively



Telling a Story with Graphics

FIG0815

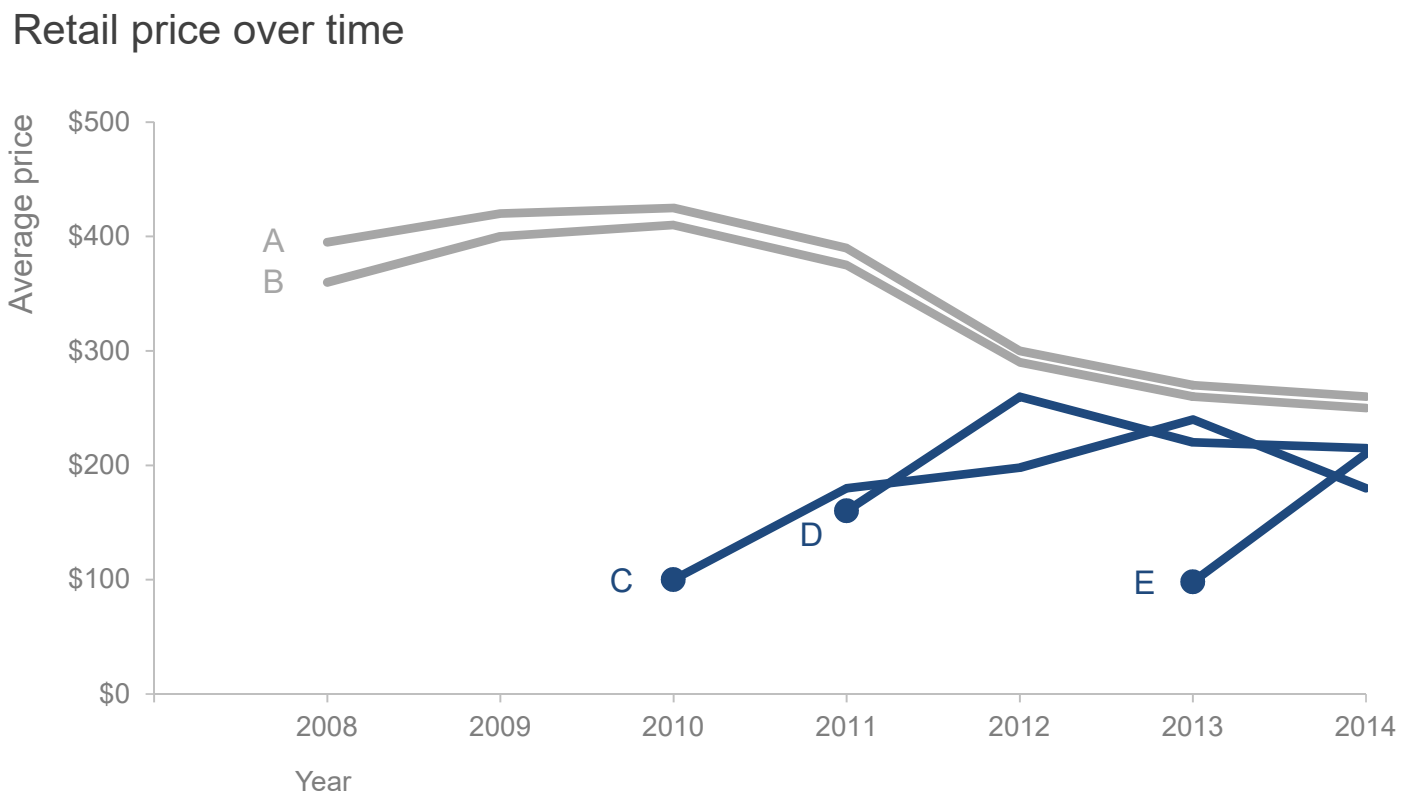
Products C, D, and E were each introduced later at **much lower price points**...



Telling a Story with Graphics

FIG0816

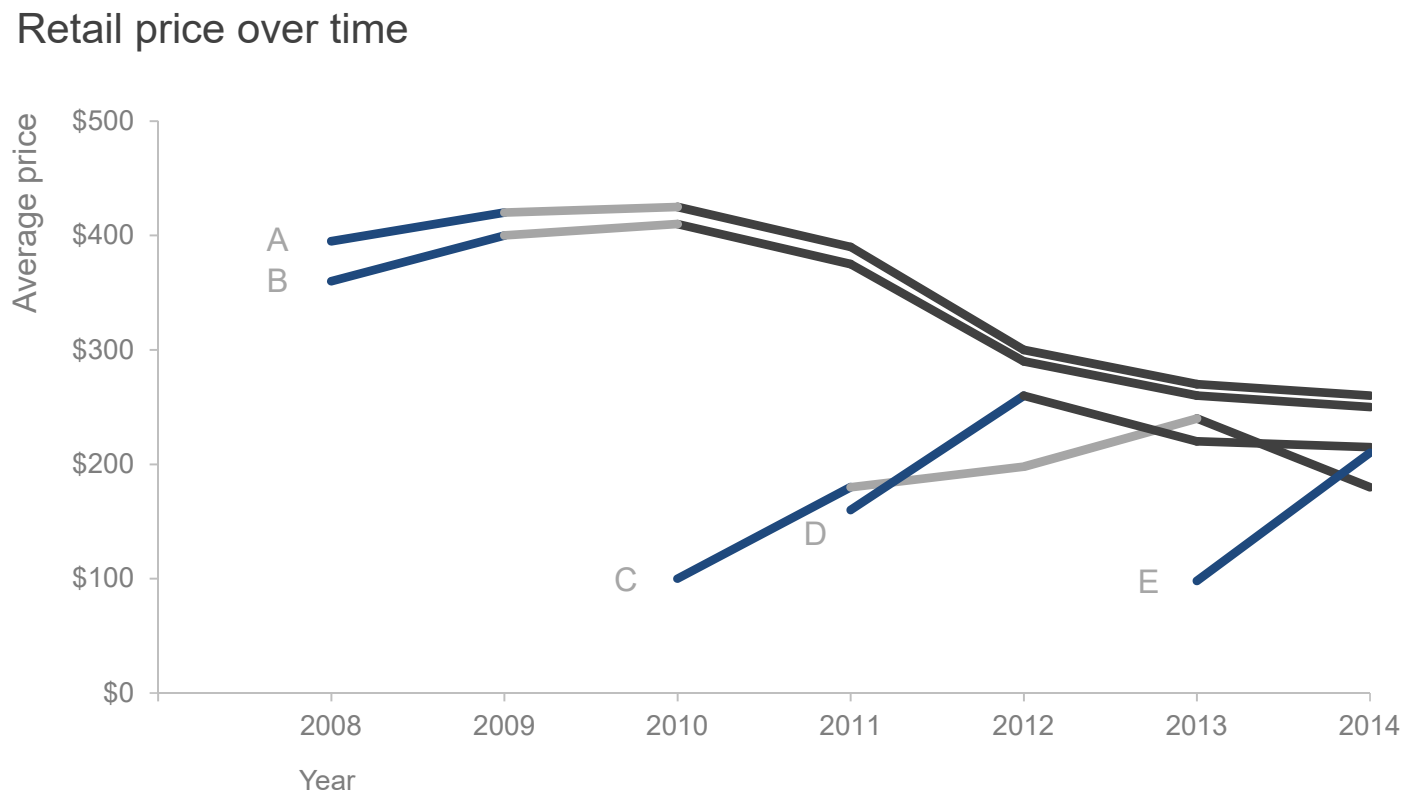
…but all have **increased in price** since their respective launches



Telling a Story with Graphics

FIG0817

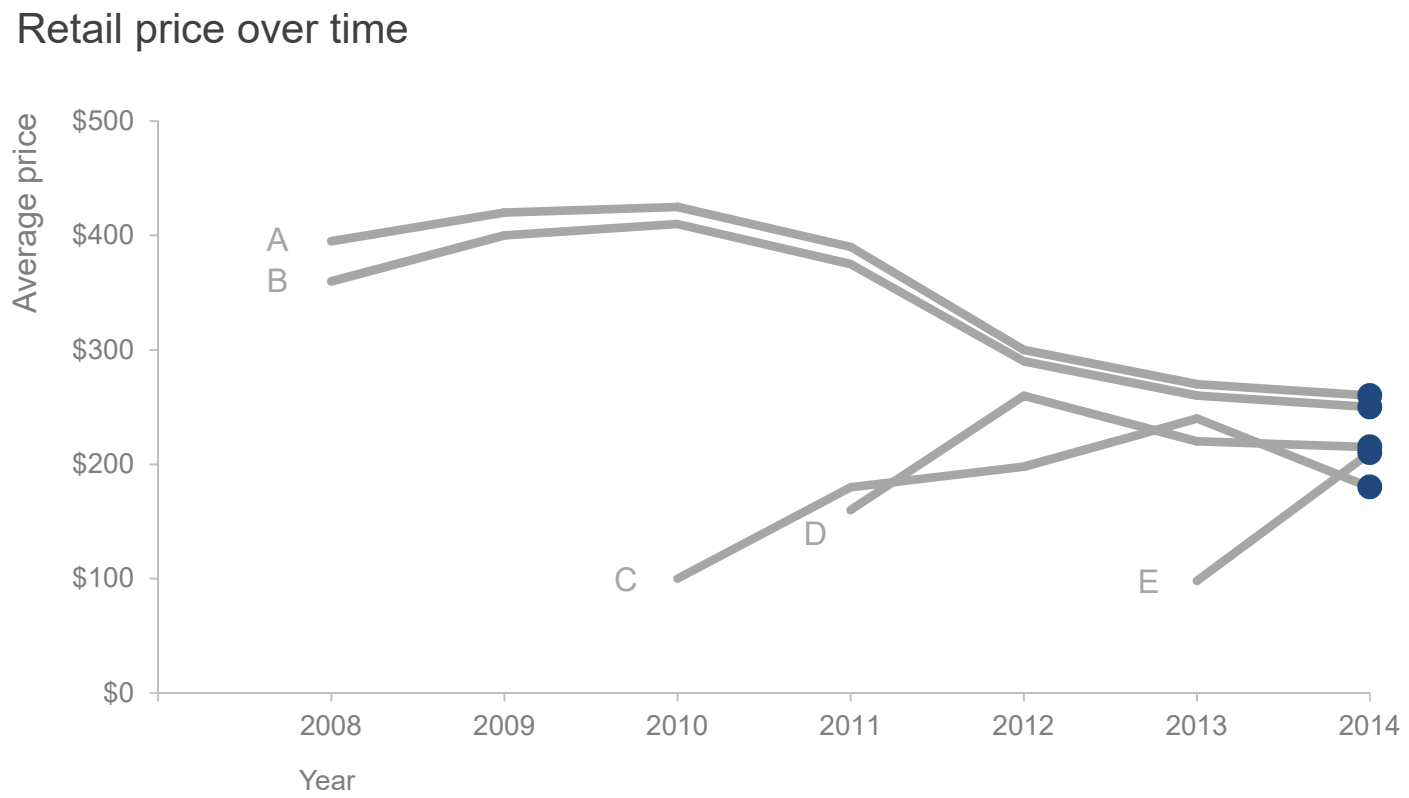
In fact, with the launch of a new product in this space, we tend to see an **initial price increase**, followed by a **decrease** over time



Telling a Story with Graphics

FIG0818

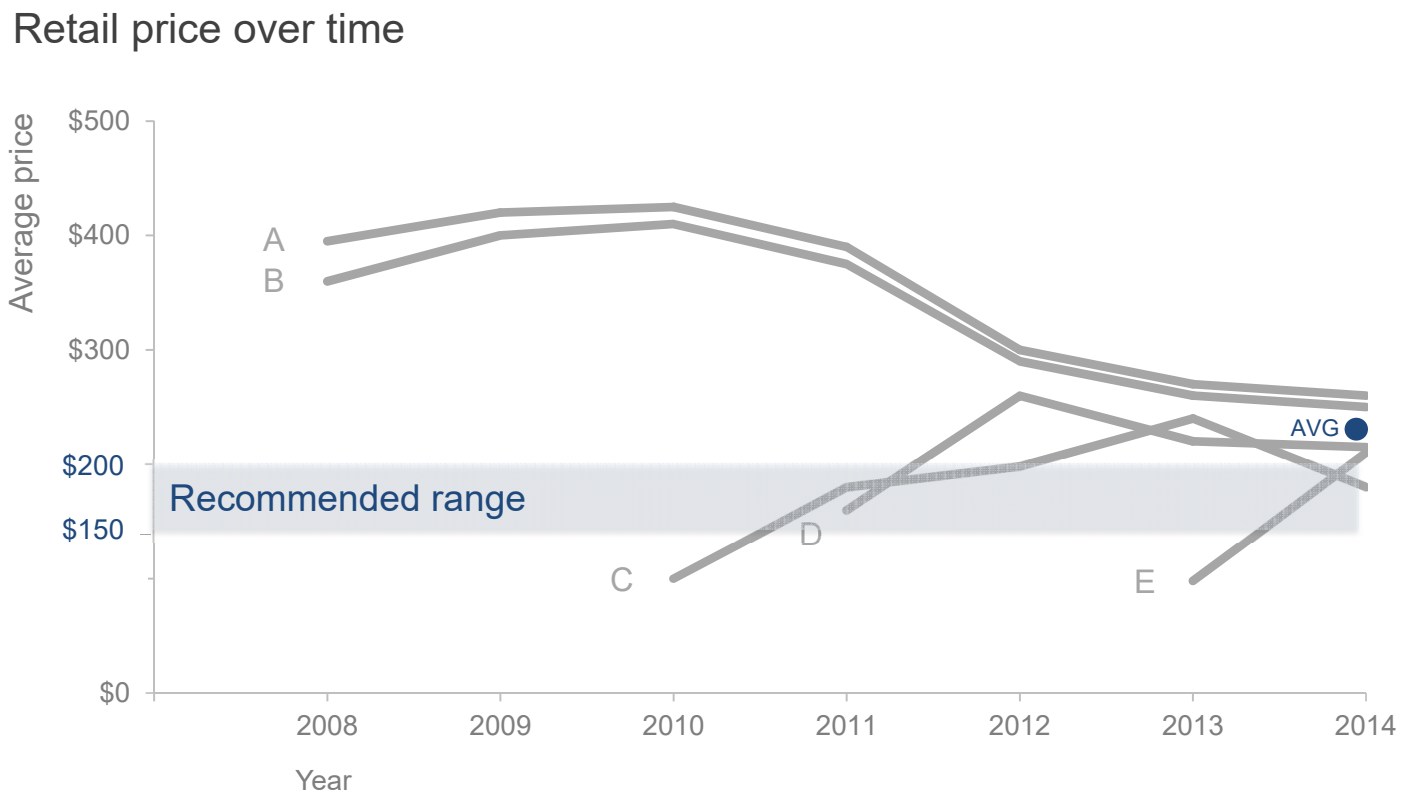
As of 2014, retail prices have converged, with an **average retail price of $223**, ranging from a low of $180 (C) to a high of $260 (A)



Telling a Story with Graphics

FIG0819

To be competitive, we recommend introducing our product *below the $223 average* price point in the **$150-$200 range**



R

Why Functions?

- Many times, you need to repeat very similar code
- You can copy and paste, but ..
  - Subject to error when you make your small changes
  - A real bother when you need to change things
- For example
  - Make many similar graphs
  - Load multiple files with similar names
  - Create summary stats with different subsets

Good Functions

1. Make code more readable
2. Avoid coding errors
3. Make you more productive

From “Nice R Code” on github.

However: Never Start with a Function

- Get one version of your code working first
- Then build the function
- When you've been programming for two years, try the function first

Defining a Function

```
function.name <- function(arg1, arg2){
  # stuff your function does
}
```

- `function.name`: what you call the function
- `function`: needed to tell R this is a function
- `arg1`: first argument of the function
- inside the curly braces: what you want the function to do

Simple Function Example

```
summer <- function(x,y){
  x^y
}
```

- function name?
- arguments?
- body of the function?

Calling a Function

```
summer <- function(x,y){
  x^y
}
```

```
summer(x=2,y=3)
```

Calling a Function

```
summer <- function(x,y){
  x^y
}
```

```
summer(x=2,y=3)
```

```
## [1] 8
```

Calling a Function

```
summer <- function(x,y){
  x^y
}
```

```
summer(x=2,y=3)
```

```
## [1] 8
```

```
summer(3,2)
```

Calling a Function

```
summer <- function(x,y){
  x^y
}
```

```
summer(x=2,y=3)
```

```
## [1] 8
```

```
summer(3,2)
```

```
## [1] 9
```

Getting things out of a function

- Suppose you want to use the output of `summer` elsewhere in your program
- Functions "return" the last line
- "Return" means makes a value that exists outside of the function
- Best explained via example

Getting things out of a function

- Suppose you want to use the output of `summer` elsewhere in your program
- Functions "return" the last line
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However, if you save a graph with `ggsave()` in the function, that will exist outside the function.

What Gets Returned, 1 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  o1
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What Gets Returned, 1 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  o1
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What if I write o2?

What Gets Returned, 1 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  o1
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What if I write o2?

```
o2
```

```
## Error in eval(expr, envir, enclos): object 'o2' not fou
```

What Gets Returned, 2 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What Gets Returned, 2 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What if I call o3?

What Gets Returned, 2 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
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  o2 <- x + y
  print(paste0("o2 is ", o2))
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What if I call o3?

```
o3
```

```
## [1] "o2 is 3"
```

What Gets Returned, 3 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  print(paste0("o1 is ", o1))
  o2 <- x + y
  #print(paste0("o2 is ", o2))
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
```

What Gets Returned, 3 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
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  o2 <- x + y
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}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
```

What if I call o3?

What Gets Returned, 3 of 4

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summer2 <- function(x,y){
  o1 <- x^y
  print(paste0("o1 is ", o1))
  o2 <- x + y
  #print(paste0("o2 is ", o2))
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
```

What if I call o3?

```
o3
```

```
## [1] 3
```

What Gets Returned, 4 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
  print(paste0("o1 is ", o1))
  o2 <- x + y
  print(paste0("o2 is ", o2))
  return(o2)
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What Gets Returned, 4 of 4

```
summer2 <- function(x,y){
  o1 <- x^y
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}
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o3 <- summer2(1,2)
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## [1] "o1 is 1"
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What if I call o3?

What Gets Returned, 4 of 4

```
summer2 <- function(x,y){
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  print(paste0("o2 is ", o2))
  return(o2)
}
```

```
o3 <- summer2(1,2)
```

```
## [1] "o1 is 1"
## [1] "o2 is 3"
```

What if I call o3?

```
o3
```

```
## [1] 3
```

What About Modifying a Dataframe?

```
# load north korean data
nkd <- data.frame(year = c("2000","2001","2002","2003",
                           "2004","2005","2006","2007",
                           "2008","2009","2010","2011",
                           "2012","2013","2014","2015",
                           "2016","2017"),
                  defectors = c("0","0","1","0","0",
                                "0","0","0","2","0",
                                "1","0","3","0","0",
                                "1","1","4"))
nkd
```

```
##    year defectors
## 1  2000         0
## 2  2001         0
## 3  2002         1
## 4  2003         0
## 5  2004         0
```

Modifications don't come out here

```
addone <- function(fixyear){
  nkd$defectors <- ifelse(nkd$year == fixyear,
                          100,
                          nkd$defectors)
}
```

Modifications don't come out here

```
addone <- function(fixyear){
  nkd$defectors <- ifelse(nkd$year == fixyear,
                          100,
                          nkd$defectors)
}
```

How do you call this?

Modifications don't come out here

```
addone <- function(fixyear){
  nkd$defectors <- ifelse(nkd$year == fixyear,
                          100,
                          nkd$defectors)
}
```

How do you call this?

```
addone(fixyear = 2002)
addone(fixyear = 2005)
nkd
```

```
##    year defectors
## 1  2000         0
## 2  2001         0
## 3  2002         1
## 4  2003         0
## 5  2004         0
```

But modifications do come out here

```
addone <- function(fixyear){
  nkd$defectors <- ifelse(nkd$year == fixyear,
                          100,
                          nkd$defectors)
  return(nkd)
}
nkd <- addone(fixyear = 2002)
nkd <- addone(fixyear = 2005)
nkd
```

```
##    year defectors
## 1  2000         1
## 2  2001         1
## 3  2002       100
## 4  2003         1
## 5  2004         1
## 6  2005       100
## 7  2006         1
```

Bottom Line

- Use functions
- Check output

Next Lecture

- Next week: Maps 2 of 2
- Read Monominier, Chapter 6 and NYT mapping article