

Rcpp Quick Reference Guide

Romain François

Dirk Eddelbuettel

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Important Notes

```
// If you experience compiler errors, please check that
// you have an appropriate version of g++. See 'Rcpp-
// FAQ' for more information.
```

```
// Many of the examples here imply the following:
using namespace Rcpp;
// The inline package adds this for you. Alternately,
// use e.g.:
Rcpp::NumericVector xx(10);
```

Create simple vectors

```
SEXP x; std::vector<double> y(10);

// from SEXP
NumericVector xx(x);

// of a given size (filled with 0)
NumericVector xx(10);
// ... with a default for all values
NumericVector xx(10, 2.0);

// range constructor
NumericVector xx( y.begin(), y.end() );

// using create
NumericVector xx = NumericVector::create(
    1.0, 2.0, 3.0, 4.0 );
NumericVector yy = NumericVector::create(
    Named["foo"] = 1.0,
    _["bar"]     = 2.0 ); // short for Named
```

Extract and set single elements

```
// extract single values
double x0 = xx[0];
double x1 = xx(1);

double y0 = yy["foo"];
double y1 = yy["bar"];

// set single values
xx[0] = 2.1;
xx(1) = 4.2;

yy["foo"] = 3.0;

// grow the vector
yy["foobar"] = 10.0;
```

Using matrices

```
// Initializing from SEXP,
// dimensions handled automatically
SEXP x;
NumericMatrix xx(x);

// Matrix of 4 rows & 5 columns (filled with 0)
NumericMatrix xx(4, 5);

// Fill with value
int xsize = xx.nrow() * xx.ncol();
for (int i = 0; i < xsize; i++) {
    xx[i] = 7;
}

// Same as above, using STL fill
std::fill(xx.begin(), xx.end(), 8);

// Assign this value to single element
// (1st row, 2nd col)
xx(0,1) = 4;

// Reference the second column
// Changes propagate to xx (same applies for Row)
NumericMatrix::Column zzcol = xx( _, 1);
zzcol = zzcol * 2;

// Copy the second column into new object
NumericVector zz1 = xx( _, 1);
// Copy the submatrix (top left 3x3) into new object
NumericMatrix zz2 = xx( Range(0,2),
    Range(0,2));
```

Inline

```
## Note - this is R code. inline allows rapid
testing.
require(inline)
testfun = cxxfunction(
    signature(x="numeric",
i="integer"),
    body = '
        NumericVector xx(x);
        int ii = as<int>(i);
        xx = xx * ii;
        return( xx );
    ', plugin="Rcpp")
testfun(1:5, 3)
```

Interface with R

```
## In R, create a package shell. For details,
see the "Writing R Extensions" manual.
```

```
Rcpp.package.skeleton("myPackage")
```

```
## Add R code to pkg R/ directory. Call C++
function. Do type-checking in R.
```

```
myfunR = function(Rx, Ry) {
  ret = .Call("myCfun", Rx, Ry,
              package="myPackage")
  return(ret)
}
```

```
// Add C++ code to pkg src/ directory.
```

```
using namespace Rcpp;
```

```
// Define function as extern with RcppExport
```

```
RcppExport SEXP myCfun( SEXP x, SEXP y) {
  // If R/C++ types match, use pointer to x.
  // Pointer is faster, but changes to xx propagate to R ( xx
  // -> x == Rx).
```

```
  NumericVector xx(x);
  // clone is slower and uses extra memory. Safe,
  // R-like.
```

```
  NumericVector yy(clone(y));
  xx[0] = yy[0] = -1.5;
  int zz = xx[0];
  // use wrap() to return non-SEXP objects, e.g:
  // return(wrap(zz));
  // Build and return a list
  List ret; ret["x"] = xx; ret["y"] = yy;
  return(ret);
}
```

```
## From shell, above package directory
```

```
R CMD check myPackage ## Optional
```

```
R CMD INSTALL myPackage
```

```
## In R:
```

```
require(myPackage)
aa = 1.5; bb = 1.5; cc = myfunR(aa, bb)
aa == bb ## FALSE, C++ modifies aa
aa = 1:2; bb = 1:2; cc = myfunR(aa, bb)
identical(aa, bb)
## TRUE, R/C++ types don't match
```

STL interface

```
// sum a vector from beginning to end
double s = std::accumulate(x.begin(),
  x.end(), 0.0);
// prod of elements from beginning to end
int p = std::accumulate(vec.begin(),
  vec.end(), 1, std::multiplies<int>());
// inner_product to compute sum of squares
double s2 = std::inner_product(res.begin(),
  res.end(), res.begin(), 0.0);
```

Function

```
Function rnorm("rnorm");
rnorm(100, _["mean"] = 10.2, _["sd"] = 3.2
);
```

Environment

```
Environment stats("package:stats");
Environment env( 2 ); // by position
```

```
// special environments
```

```
Environment::Rcpp_namespace();
Environment::base_env();
Environment::base_namespace();
Environment::global_env();
Environment::empty_env();
```

```
Function rnorm = stats["rnorm"];
glob["x"] = "foo";
glob["y"] = 3;
std::string x = glob["x"];
```

```
glob.assign( "foo" , 3 );
int foo = glob.get( "foo" );
int foo = glob.find( "foo" );
CharacterVector names = glob.ls()
bool b = glob.exists( "foo" );
glob.remove( "foo" );
```

```
glob.lockBinding("foo");
glob.unlockBinding("foo");
bool b = glob.bindingIsLocked("foo");
bool b = glob.bindingIsActive("foo");
```

```
Environment e = stats.parent();
Environment e = glob.new_child();
```

Modules

```
// Warning -- At present, module-based objects do
not persist across quit(save="yes")/reload cycles. To
be safe, save results to R objects and remove module
objects before exiting R.
```

```
// To create a module-containing package from R, use:
Rcpp.package.skeleton("mypackage",module=TRUE)
// You will need to edit the RcppModules: line of the
DESCRIPTION file to match your module name (in
this example, from yada to mod_bar).
```

```
class Bar {
public:
  Bar(double x_) :
    x(x_), nread(0), nwrite(0) {}

  double get_x( ) {
    nread++;    return x;
  }

  void set_x( double x_) {
    nwrite++;   x = x_;
  }

  IntegerVector stats() const {
    return IntegerVector::create(
      _["read"] = nread,
      _["write"] = nwrite);
  }
private:
  double x; int nread, nwrite;
};

RCPP_MODULE(mod_bar) {
  class_<Bar>( "Bar" )
    .constructor<double>()
    .property( "x", &Bar::get_x, &Bar::set_x,
      "Docstring for x" )
    .method( "stats", &Bar::stats,
      "Docstring for stats" )
  ;}

## The following is R code.
require(mypackage); show(Bar)
b <- new(Bar, 10); b$x <- 10
b_persist <- list(stats=b$stats(), x=b$x)
rm(b)
```

Rcpp sugar

```
NumericVector x = NumericVector::create(
  -2.0, -1.0, 0.0, 1.0, 2.0 );
IntegerVector y = IntegerVector::create(
  -2, -1, 0, 1, 2 );

NumericVector xx = abs( x );
IntegerVector yy = abs( y );

bool b = all( x < 3.0 ).is_true() ;
bool b = any( y > 2 ).is_true();

NumericVector xx = ceil( x );
NumericVector xx = ceiling( x );
NumericVector yy = floor( y );
NumericVector yy = floor( y );

NumericVector xx = exp( x );
NumericVector yy = exp( y );

NumericVector xx = head( x, 2 );
IntegerVector yy = head( y, 2 );

IntegerVector xx = seq_len( 10 );
IntegerVector yy = seq_along( y );

NumericVector xx = rep( x, 3 );
NumericVector xx = rep_len( x, 10 );
NumericVector xx = rep_each( x, 3 );

IntegerVector yy = rev( y );
```

Random functions

```
// Set seed
RNGScope scope;

// For details see Section 6.7.1--Distribution func-
tions of the ‘Writing R Extensions’ manual. In some
cases (e.g. rnorm), distribution-specific arguments
can be omitted; when in doubt, specify all dist-specific
arguments. The use of doubles rather than integers
for dist-specific arguments is recommended. Unless
explicitly specified, log=FALSE.

// Equivalent to R calls
NumericVector xx = runif(20);
NumericVector xx1 = rnorm(20);
NumericVector xx1 = rnorm(20, 0);
NumericVector xx1 = rnorm(20, 0, 1);

// Example vector of quantiles
NumericVector quants(5);
for (int i = 0; i < 5; i++) {
    quants[i] = (i-2);
}

// in R, dnorm(-2:2)
NumericVector yy = dnorm(quants) ;
NumericVector yy = dnorm(quants, 0.0, 1.0) ;

// in R, dnorm(-2:2, mean=2, log=TRUE)
NumericVector yy = dnorm(quants, 2.0, true) ;

// Note - cannot specify sd without mean
// in R, dnorm(-2:2, mean=0, sd=2, log=TRUE)
NumericVector yy = dnorm(quants, 0.0, 2.0,
true) ;

// To get original R api, use Rf_*
double zz = Rf_rnorm(0, 2);
```