



WRITING EFFICIENT R CODE

How do I find the bottleneck?

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Alice: "Where should I go?"

The Cheshire Cat: "That depends on where you want to end up."



Code profiling

The general idea is to:

- Run the code
- Every few milliseconds, record what is being currently excuted
- Rprof() comes with R and does exactly this
 - Tricky to use
- Use **profvis** instead



IMDB data set

• From the **ggplot2movies** package

```
data(movies, package = "ggplot2movies")
dim(movies)
[1] 58788    24
```

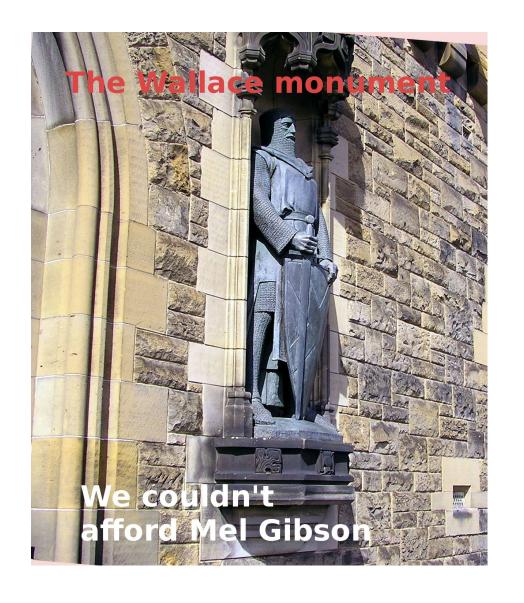
- Data frame: around 60,000 rows and 24 columns
- Each row corresponds to a particular movie



Braveheart

braveheart = movies[7288,]

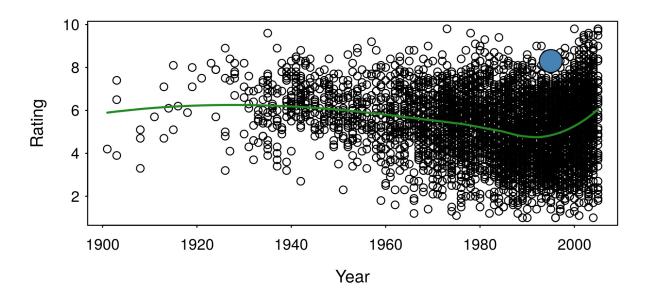
Year	Length	Rating
1995	177	8.3





Example: Braveheart

```
# Load data
data(movies,
        package = "ggplot2movies")
braveheart <- movies[7288,]</pre>
movies <- movies[movies$Action==1,]</pre>
plot(movies$year, movies$rating,
   xlab = "Year", ylab = "Rating")
# loess regression line
model <- loess(rating ~ year,</pre>
                 data = movies)
j <- order(movies$year)</pre>
lines(movies$year[j],
        model$fitted[j],
        col = "forestgreen")
points(braveheart$year,
        braveheart$rating,
        pch = 21,
        bg = "steelblue")
```





Profvis

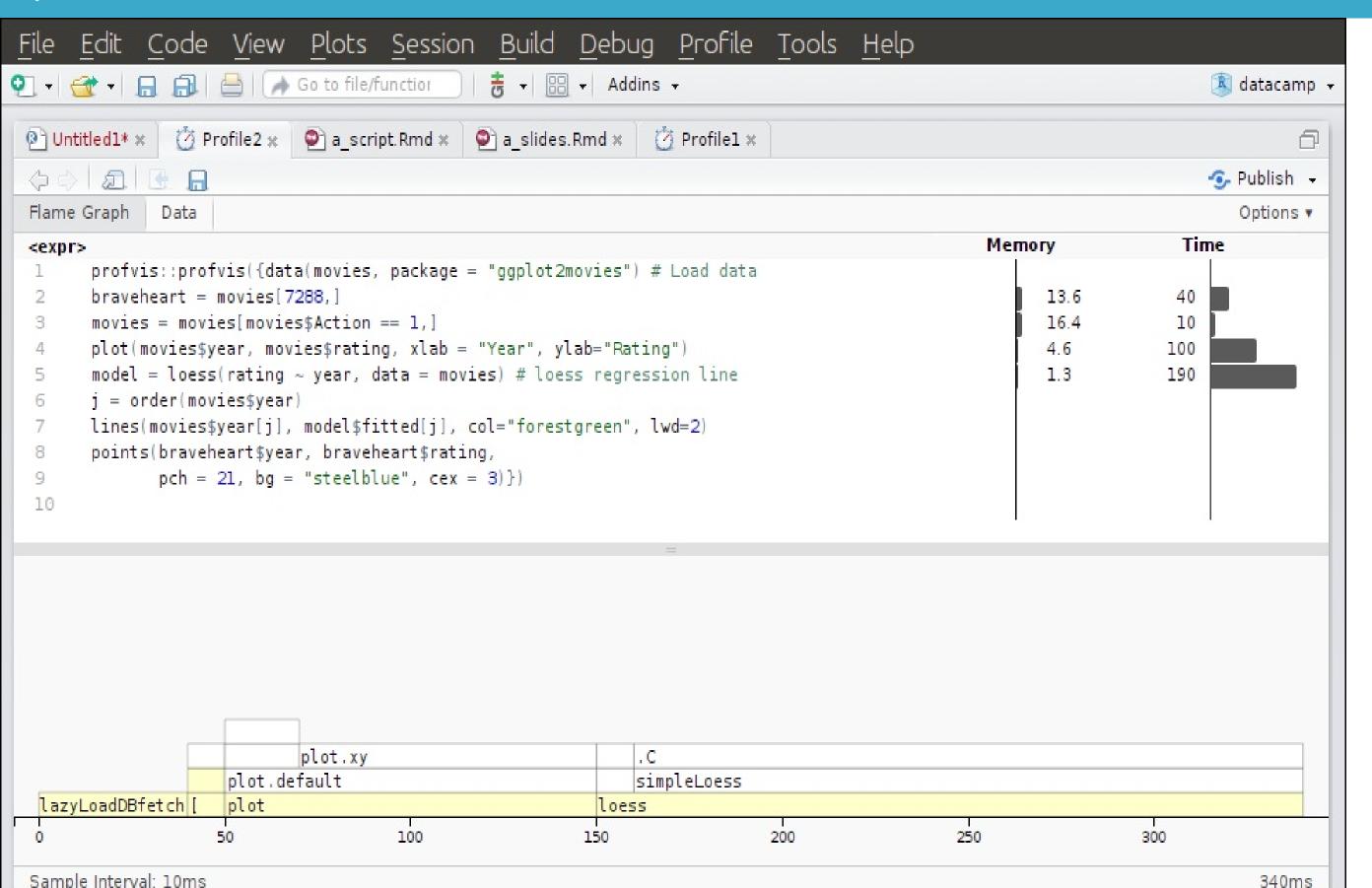
- RStudio has integrated support for profiling with profvis
- Highlight the code you want to profile
- Profile -> Profile Selected lines



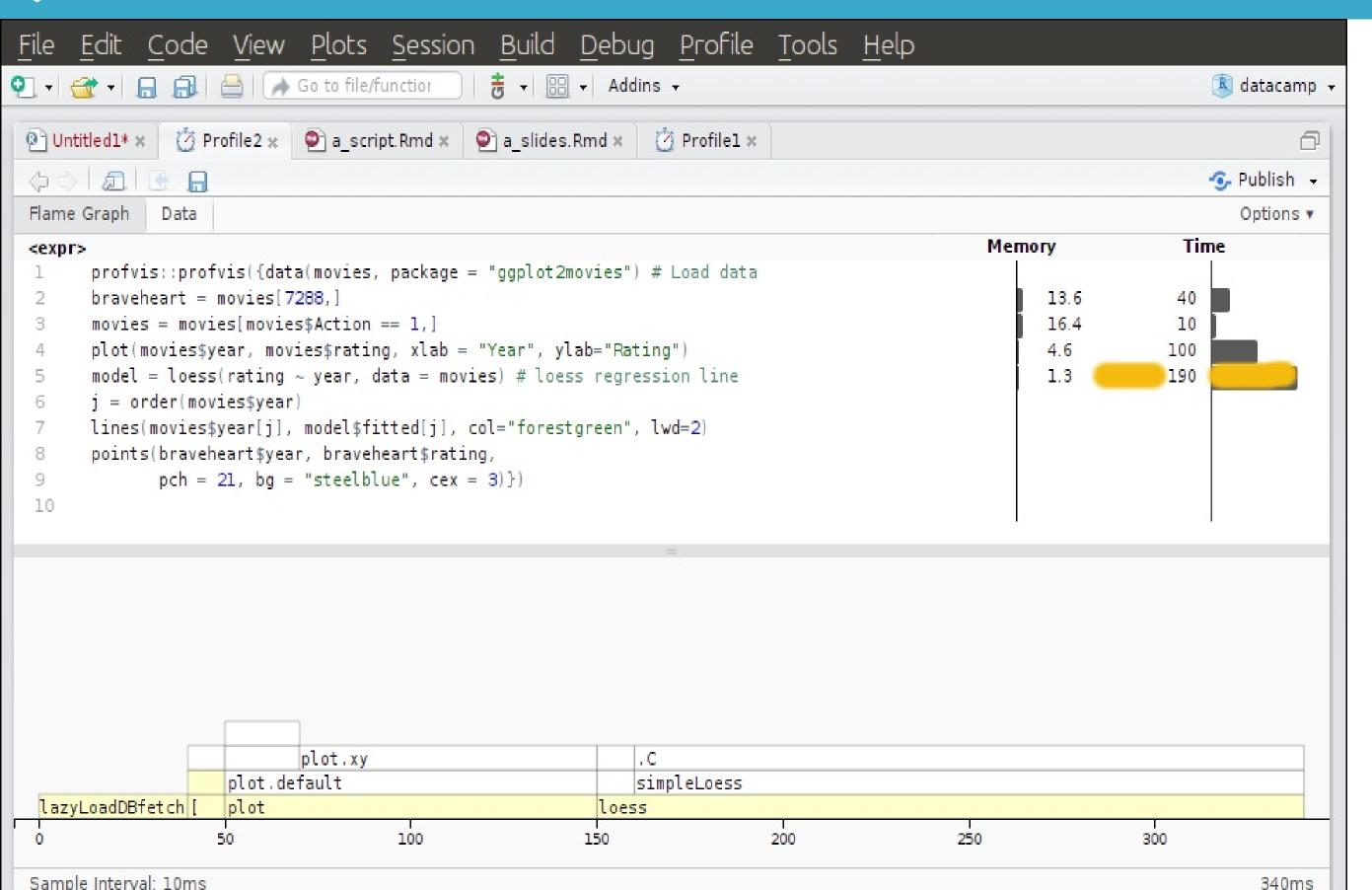
Command line

Which line do you think will be the slowest?













Let's practice!





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Profvis

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Monopoly

- 40 squares
 - 28 properties (22 streets + 4 stations + 2 utilities)
- Players take turns moving by rolling dice
 - Buying properties
 - Charging other players
- Sent to jail: three consecutive doubles in a single turn



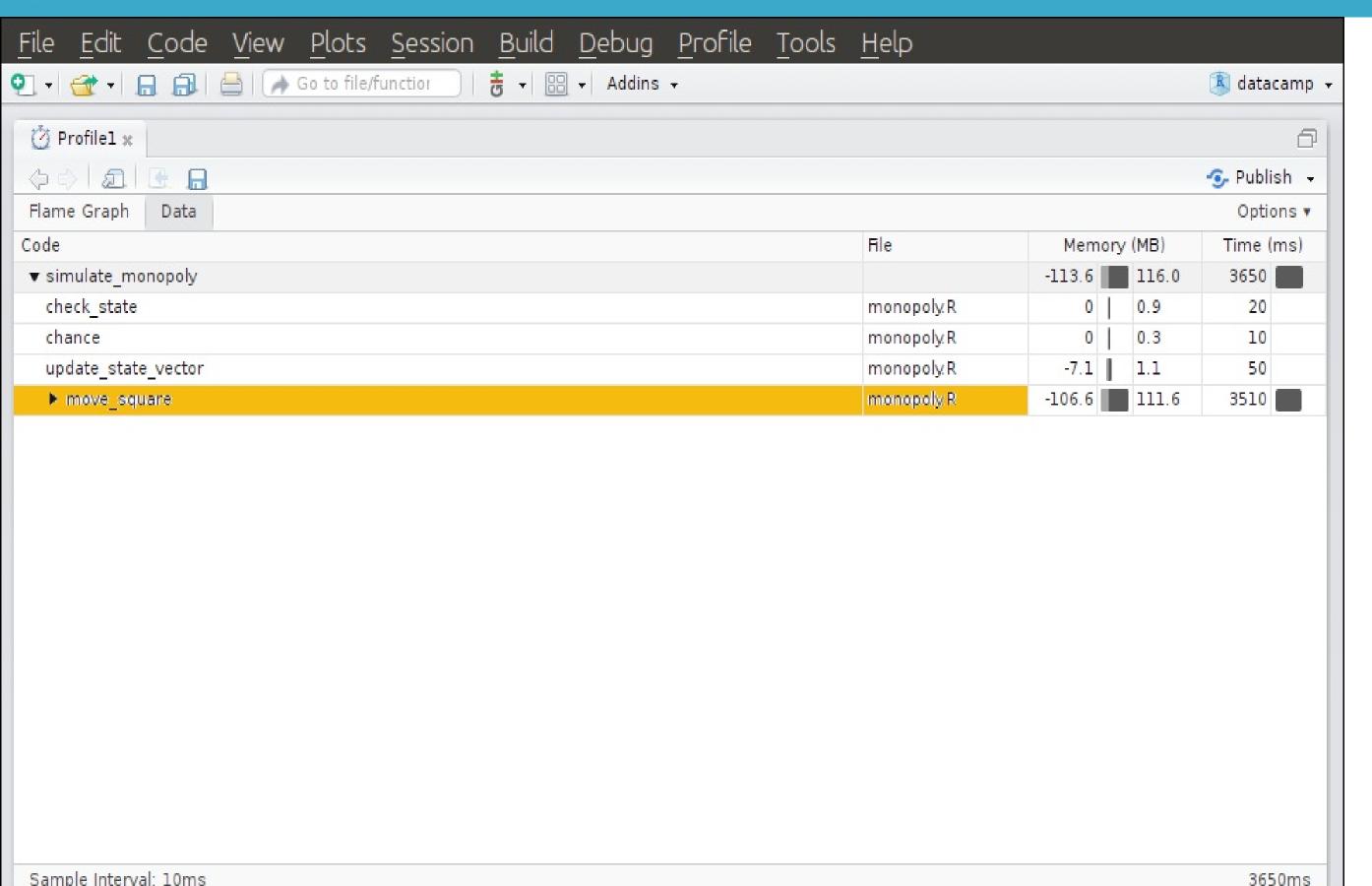


Monopoly Code

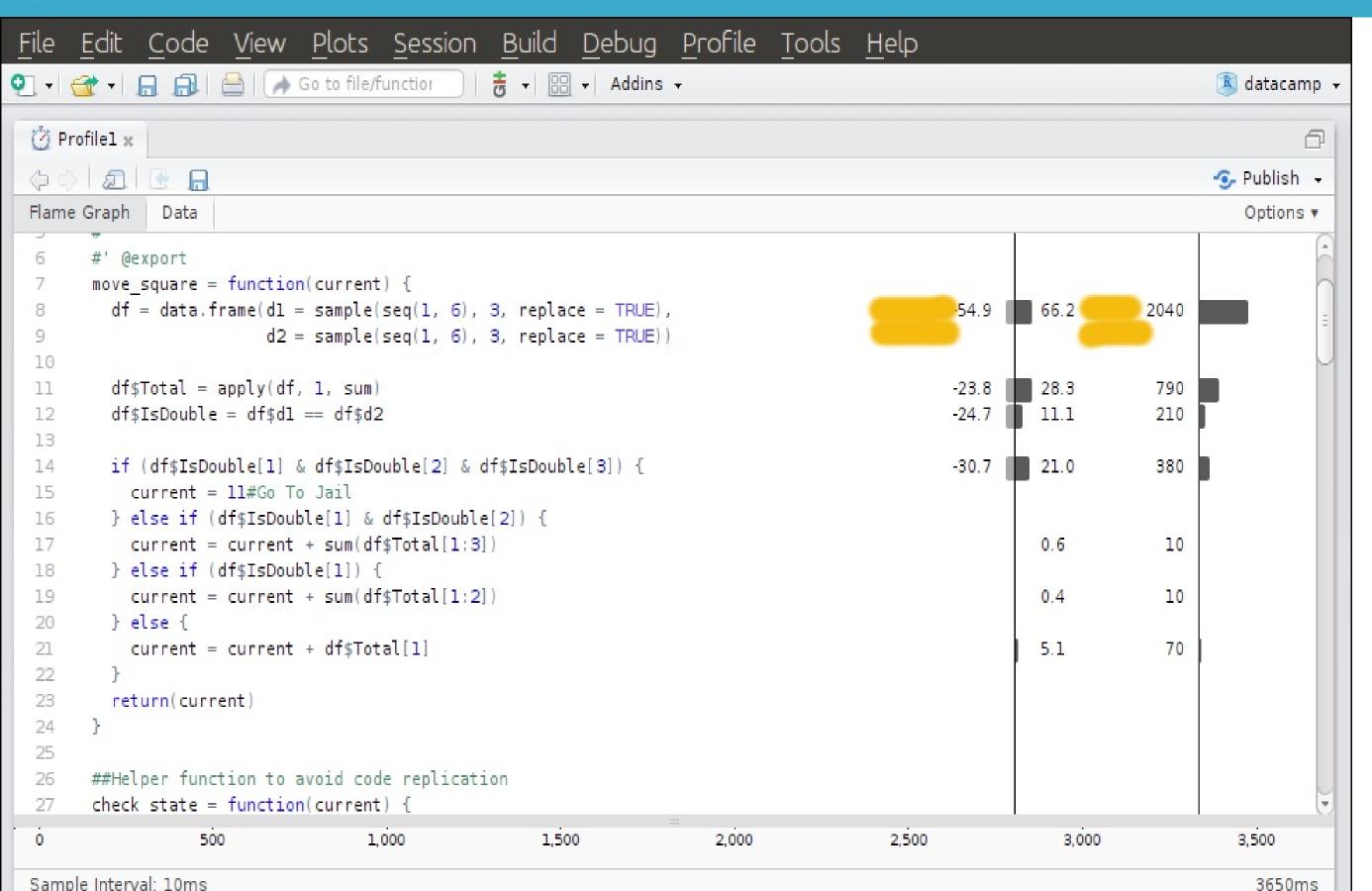
- Around 100 lines of code
- Simplified game
 - Reject the capitialist system:no money
 - No friends, only 1 player
- simulate_monopoly(no_of_rolls)



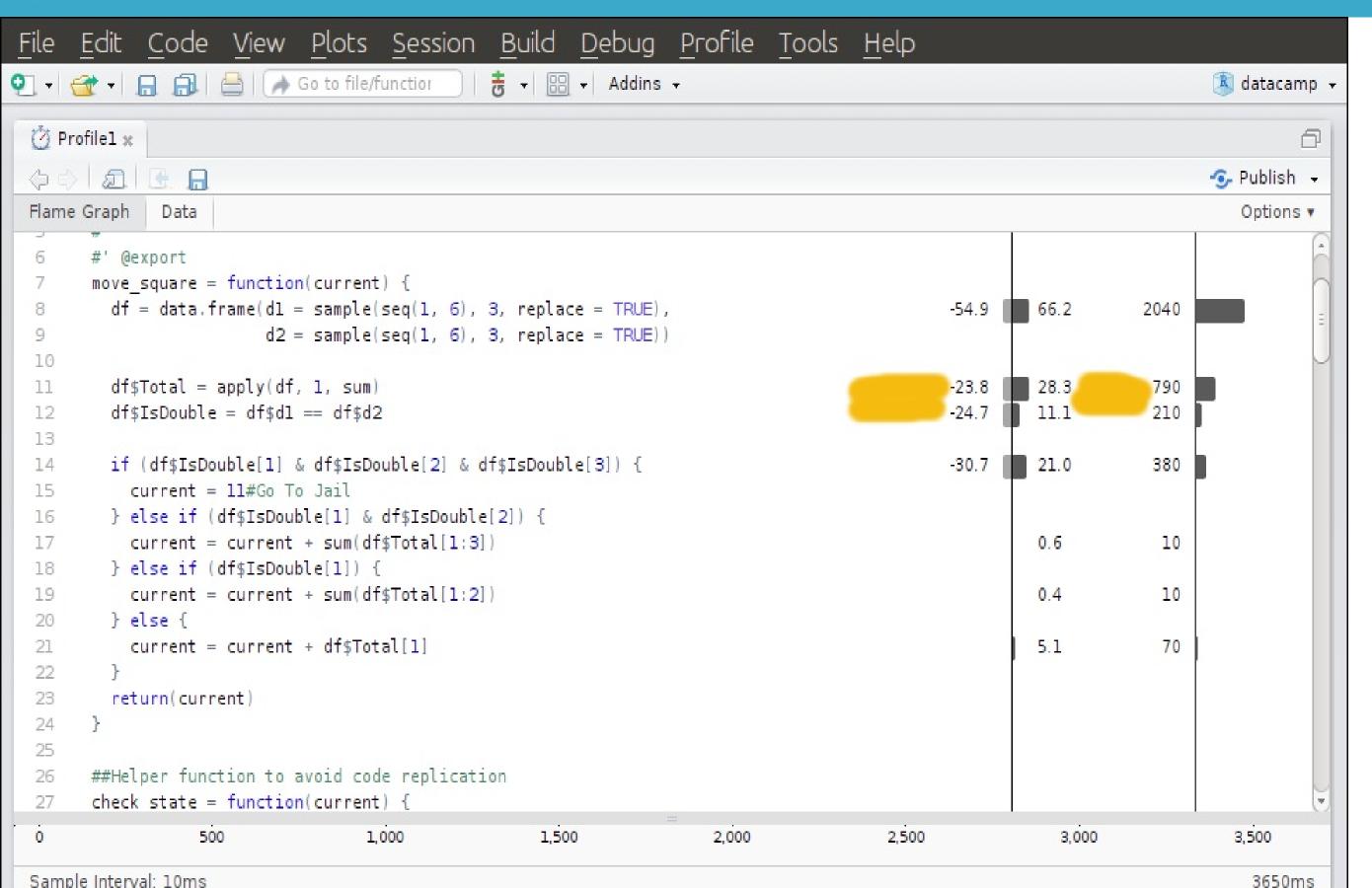
















Let's practice!





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Monopoly recap

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Data frames vs matrices

- Total Monopoly simulation time: 2 seconds to 0.5 seconds
- Creating a data frame is slower than a matrix
- In the Monopoly simulation, we created 10,000 data frames



apply vs rowSums

```
# Original
total <- apply(df, 1, sum)

# Updated
total <- rowSums(df)</pre>
```

• 0.5 seconds to 0.16 seconds - 3 fold speed up

& vs &&

```
# Original
is_double[1] & is_double[2] & is_double[3]

# Updated
is_double[1] && is_double[2] && is_double[3]
```

- Limited speed-up
- 0.16 seconds to 0.15 seconds



Overview

Method	Time (secs)	Speed-up
Original	2.00	1.0
Matrix	0.50	4.0
Matrix + rowSums	0.20	10.0
Matrix + rowSums + &&	0.19	10.5