## **Solutions**

Jumping Rivers

Practical 1

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1. Reproduce the timing results in chapter 2 using the mark() function from the bench package. Remember to load the package using

```
library("bench")
```

2. Case study In this example, we are going to investigate loading a large data frame. First, we'll generate a large matrix of random numbers and save it as a csv file:<sup>1</sup>

```
N = 1e+05
m = as.data.frame(matrix(runif(N), ncol = 1000))
write.csv(m, file = "example.csv", row.names = FALSE)
```

We can read the file the back in again using read.csv

```
dd = read.csv("example.csv")
```

To get a baseline result, time the read.csv function call above.

```
system.time(read.csv("example.csv"))
## user system elapsed
## 0.127 0.000 0.127
```

We will now look ways of speeding up this step.

• Explicitly define the classes of each column using colClasses in read.csv, for example, if we have 1000 columns that all have data type numeric, then:

• Use the saveRDS and readRDS functions:

```
saveRDS(m, file = "example.RData")
readRDS(file = "example.RData")
```

• Install the readr package via

```
install.packages("readr")
```

Then load the package in the usual way

```
library("readr")
```

<sup>1</sup> If setting N=1e6 is too large for your machine, reduce it at bit. For example, N=50,000.

This package contains the function read\_csv; a replacement function for read.cvs. Is this new function much better than the default?

Which of the above give the biggest speed-ups? Are there any downsides to using these techniques? Do your results depend on the number of columns or the number of rows?

```
## 1. Using RData files is the fastest -
## although you have to read the data in first.
## Set colClasses also produces an good
## speed-up.
## 2. Setting colClasses R is no longer
## checking your data types. If your data is
## changing - for example it's coming from the
## web or a database, this may be problem.
## 3. The results do depend on the number of
## columns, as this code demonstrates
N = c(1, 10, 100, 1000, 1000, 10000)
l = numeric(5)
for (i in seq_along(N)) {
   m = as.data.frame(matrix(runif(N[6]), ncol = N[i]))
   write.csv(m, file = "example.csv", row.names = FALSE)
    cc = rep("numeric", N[i])
   1[i] = system.time(read.csv("example.csv",
        colClasses = cc))[3]
}
1
## Notice that when we have a large number of
## columns, we get a slow down in reading in
## data set (even though we have specified the
## column classes). The reason for this slow
## down is that we are creating a data frame
## and each column has to be initialised with a
## particular class.
```

1. In this question, we'll compare matrices and data frames. Suppose we have a matrix,  $d_m$ 

```
## For fast computers d_m = matrix(1:1000000,
## ncol=1000) Slower computers
d_m = matrix(1:10000, ncol = 100)
dim(d_m)
## [1] 100 100
and a data frame d_df:
d_df = as.data.frame(d_m)
colnames(d_df) = paste0("c", 1:ncol(d_df))
```

• Using the following code, calculate the relative differences between selecting the first column/row of a data frame and matrix.

```
mark(d_m[1,], d_df[1,], d_m[,1], d_df[,1],
    relative = TRUE,
    check = FALSE)
```

Can you explain the result? Try varying the number of replications

```
## Two things are going on here 1. The very
## large difference when selecting columns and
## rows (in data frames) is because the data is
## stored in column major-order. Although the
## matrix is also stored in column major-order,
## because everything is the same type, we can
## efficiently select values.

## 2. Matrices are also more memory efficient:
m = matrix(runif(10000), ncol = 10000)
d = data.frame(m)
object.size(m)
## 80200 bytes
object.size(d)
## 1120568 bytes
```

When selecting columns in a data frame, there are a few different methods. For example,

2. Consider the following piece of code:

```
a = NULL
for(i in 1:n)
  a = c(a, 2 * pi * sin(i))
```

This code calculates the values:

```
2\pi \sin(1), 2\pi \sin(2), 2\pi \sin(3), \dots, 2\pi \sin(n)
```

and stores them in a vector. Two obvious ways of speeding up this code are:

- Pre-allocate the vector **a** for storing your results.
- Remove  $2 \times \pi$  from the loop, i.e. at the end of the loop have the statement: 2\*pi\*a. Try the above techniques for speeding up the loop. Vary n and plot your results.
- 3. R is an interpreted language; this means that the interpreter executes the program source code directly, statement by statement. Therefore, every function call takes time.<sup>2</sup> Consider these three examples:

```
n = 1e6
## Example 1
I = 0
for(i in 1:n) {
    10
    I = I + 1
}
## Example 2
I = 0
```

<sup>&</sup>lt;sup>2</sup> This example is for illustrative proposes. Please don't start worrying about comments and brackets.

```
for(i in 1:n){
    ((((((((((((10))))))))))))
    I = I + 1
}
## Example 3
I = 0
for(i in 1:n){
    ##This is a comment
    ##But it is still parsed
    ##So takes time
    ##But not a lot
    ##So don't worry!
    10
    I = I + 1
}
```

Using the mark() function, time these three examples.

1. To begin, load the parallel package and determine how many cores you have

```
library("parallel")
detectCores()
```

- 2. Run the parallel apply example in the notes.
- On your machine, what value of N do you need to use to make the parallel code run quicker than the standard serial version?
- When I ran the benchmarks, I didn't include the makeCluster and stopCluster functions calls. Include these calls in your timings. How does this affect your benchmarks?
- 3. Run the dice game Monte-Carlo example in the notes. Vary the parameter  $\mathbb{M}.^3$

 $^3$  Try setting  $M{=}50$  and varying N.

Solutions

Solutions are contained within this package:

```
library("jrEfficient")
vignette("solutions1", package = "jrEfficient")
```