# drake CHEAT SHEET



A computational engine for data analysis that skips computing up to date results with support for distributed computing

#### build and plans

#### make(plan, ...)

Run your project (build the outdated targets)

drake\_config(plan,...)

does all the preprocessing for make()

<u>plan</u>

Workflow plan data frame.

drake\_build(target, ...)

Build/process a single target or import.

drake\_plan(...)

A data frame with columns target and command

<u>...</u>

A collection of symbols/targets with commands assigned to them

drake\_slice(data, slices, index, margin, drop)

Take a strategic subset of a dataset.

# drake plan keywords

#### target(command, transform)

Must be called inside drake\_plan(). Invalid otherwise.

#### transform

A call to map(), etc. to apply a static transformation

trigger(command, depend, file, seed)

Customize the decision rules for rebuilding targets

file\_in(...)

<u>Declare</u> input files and directories

<u>...</u>

Character vector, paths to files and directories.

### file\_out(...)

Declare output files and directories

knitr\_in(...)

Declare knitr/rmarkdown source files as dependencies

ignore(x)

Ignore sections of commands and imported functions

#### visualization

## vis\_drake\_graph(config, ...)

Show an interactive visual network representation of your drake project config

A drake\_config() configuration list drake\_ggraph(config,...)
Visualize the workflow with agraph/ggplot2

#### target status

drake\_history(cache, history, analyze, ...)

See the history and provenance of your targets: what you ran, when you ran it, the function arguments you used, and how to get old data back.

## <u>history</u>

Logical, whether to record the build history of your targets. Must be TRUE for drake\_history() to work later.