

# MFE Programming Workshop

## Interfacing R to Other Languages

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# Why would you want to use another language?

- ▶ R is great, but it has some weaknesses.
  - ▶ For example, loops can be slow.
- ▶ It is sometimes desirable to call code written in other languages from R.
- ▶ Also, you may want to call R from a another language.
- ▶ R interfaces have been developed for a number of other languages
  - ▶ We will focus on C/C++.
- ▶ The main motivation in performance enhancement.
  - ▶ C/C++ code may run much faster than R.

# Writing C/C++ Functions to be called from R

- ▶ Key points to remember:
  - ▶ All the arguments passed from R to C/C++ are received by C/C++ as pointers
  - ▶ The C/C++ function itself must return `void`.
    - ▶ Hence, we need to pass a pointer for the result
  - ▶ For R to work with C++ code (or even C code compiled with `g++`), you need to wrap your functions inside an `extern` statement.
    - ▶ `extern "C" { your C++ code }`
    - ▶ Don't use `extern` for C code (it may be less efficient).
- ▶ We will learn to compile code using R (via `gcc` and `g++`) and Visual C++.
- ▶ The end product is a dynamic shared library file (`.so`) on Linux/OS X or a dynamic-link library (`.dll`) on Windows.

# Required software

- ▶ On windows, you need to install Rtools, available [here](#)
  - ▶ Just choose the version that matches your computer architecture (i.e. 64 bit or 32 bit)
  - ▶ You have to make sure Rtools is in your path (may need to restart)
- ▶ Please verify:
  - ▶ On Linux you need to have GNU gcc and g++ (probably already installed)
    - ▶ Do you need r-base-dev?
  - ▶ On OS X, you may need Xcode.

Our program: timesTwo.cpp

```
extern "C" void
    timesTwo(double *in, double *out)
{
    double value = in[0] * 2.0;
    out[0] = value;
}
```

## What does `extern "C"` do?

- ▶ Remember R is written in C.
- ▶ `extern "C"` makes our C++ function available to a program written in C (i.e. R).
  - ▶ It declares the functions with C linkage.
  - ▶ If we write a C program (and use a C compiler), we don't need it.
- ▶ Note that the parameter and return types are constrained.
  - ▶ For example, cannot write a function that passes a (nontrivial) C++ class to a C program.
  - ▶ The C program would not know what to do about the constructors, destructors, and other class-specific operations.

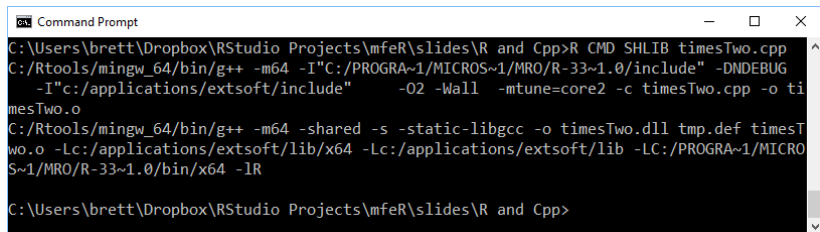
```
extern "C" void
timesTwo(double *in, double *out)
{
    double value = in[0] * 2.0;
    out[0] = value;
}
```

# Compile using R's command line tools

- ▶ In R, you can type:

```
system("R CMD SHLIB ./examples/timesTwo.cpp")
```

- ▶ Or, on the command line:



```
Command Prompt
C:\Users\brett\Dropbox\RStudio Projects\mfeR\slides\R and Cpp>R CMD SHLIB timesTwo.cpp
C:/Rtools/mingw_64/bin/g++ -m64 -I"C:/PROGRA~1/MICROS~1/MRO/R-33~1.0/include" -DNDEBUG
-I"c:/applications/extsoft/include" -O2 -Wall -mtune=core2 -c timesTwo.cpp -o ti
mesTwo.o
C:/Rtools/mingw_64/bin/g++ -m64 -shared -s -static-libgcc -o timesTwo.dll tmp.def timesT
wo.o -Lc:/applications/extsoft/lib/x64 -Lc:/applications/extsoft/lib -LC:/PROGRA~1/MICRO
S~1/MRO/R-33~1.0/bin/x64 -lR
C:\Users\brett\Dropbox\RStudio Projects\mfeR\slides\R and Cpp>
```

- ▶ Now we have timesTwo.dll (or timesTwo.so) ready to use in R

## Now run the DLL in R

```
dyn.load("./examples/timesTwo.dll")  
value_in <- 32; value_out <- 0  
.C("timesTwo", as.double(value_in),  
    res=as.double(value_out))$res
```

```
## [1] 64
```

```
dyn.unload("./examples/timesTwo.dll")
```

- ▶ `dyn.load` loads the .dll into R
- ▶ `.C` calls `timesTwo`, and passes `value_in` and `value_out` to the function
  - ▶ `.C` returns a list, so we define 'result' and extract 'result' from the list
- ▶ `dyn.unload` unloads the .dll from R (you need to unload the dll if you want to rebuild it).



# Wrapper Functions

- For convenience, consider writing a wrapper function.

```
dyn.load("./examples/timesTwo.dll")
timesTwoC <- function(val) {
  out <- 0
  .C("timesTwo", as.double(val),
    res=as.double(out))$res
}
timesTwoC(32)
```

```
## [1] 64
```

```
dyn.unload("./examples/timesTwo.dll")
```

## Using R's Library

- ▶ You can access C versions of many basic R functions, including `dnorm()`, `rnorm()`, etc.
- ▶ A nice reference is [here](#).

```
/*randNorm.c*/
#include <R.h>
#include <Rmath.h>
void randNorm(double *out)
{
    GetRNGstate();
    out[0] = norm_rand();
    PutRNGstate();
}
```

## Running randNorm in R

```
system("R CMD SHLIB ./examples/randNorm.c")  
dyn.load("./examples/randNorm.dll")  
n <- function() {out <- 0; .C("randNorm", out)[[1]]}  
set.seed(2016)  
c(n(), n(), n())
```

```
## [1] -0.91474184  1.00124785 -0.05642291
```

```
c(n(), n(), n())
```

```
## [1]  0.2966452 -2.7914709 -0.2827404
```

```
set.seed(2016)  
c(n(), n(), n())
```

```
## [1] -0.91474184  1.00124785 -0.05642291
```

```
dyn.unload("./examples/randNorm.dll")
```

## Using Vectors

```
/*vec.c*/  
void cumsum(double *x, int *n, double *res) {  
    res[0] = x[0];  
    for (int i = 1; i < *n; ++i) {  
        res[i] = x[i] + res[i-1];  
    }  
}
```

## Running cumsum in R

```
system("R CMD SHLIB ./examples/vec.c")
dyn.load("./examples/vec.dll")
n <- 3
out <- rep(0,n)
x <- 1:n
.C("cumsum", as.double(x), as.integer(n),
   cumsum = as.double(out))$cumsum
```

```
## [1] 1 3 5
```

```
dyn.unload("./examples/vec.dll")
```

# Using C++11

```
//file: randC11.cpp
#include <random>

extern "C" {
    void randNorm(int *seed, double *out)
    {
        std::mt19937 e(*seed);
        std::normal_distribution<double> N(0.0, 1.0);
        out[0] = N(e);
    }
}
```

## Using C++11: Set USE\_CXX1X to some value

- ▶ The USE\_CXX1X allows us to use the C++11 standard.

```
Sys.setenv(USE_CXX1X = "NA")  
system("R CMD SHLIB ./examples/randC11.cpp")  
dyn.load("./examples/randC11.dll")  
out <- 0  
.C("randNorm", 9L, out)
```

```
## [[1]]  
## [1] 9  
##  
## [[2]]  
## [1] -0.01466065
```

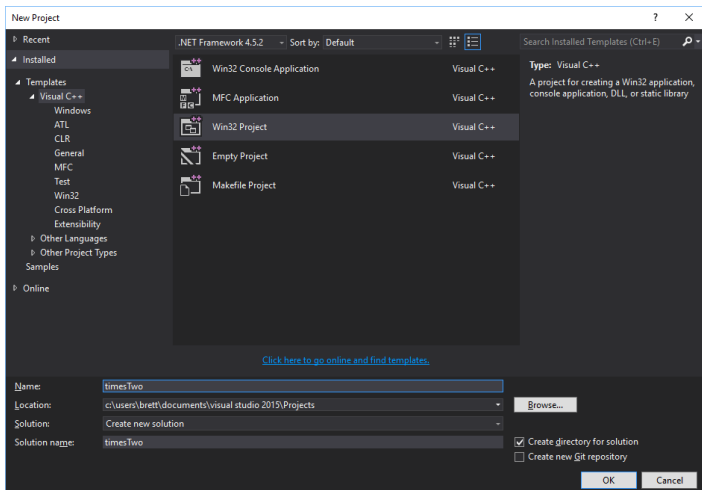
```
dyn.unload("./examples/randC11.dll")
```

# Visual Studio



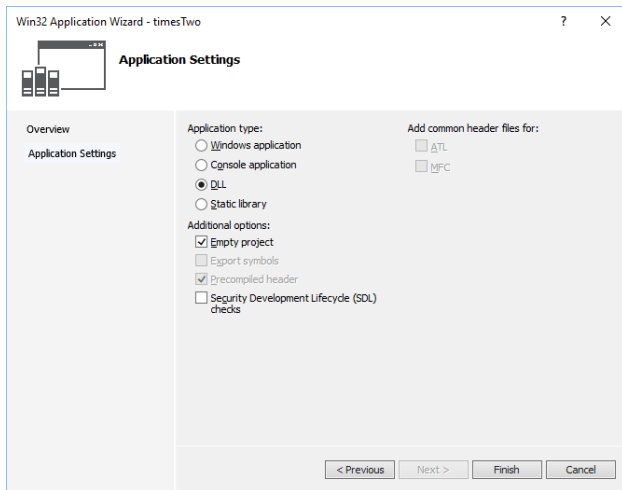
# Creating a DLL project in Visual Studio 2015

- Choose File/New/Project../Win32 Project

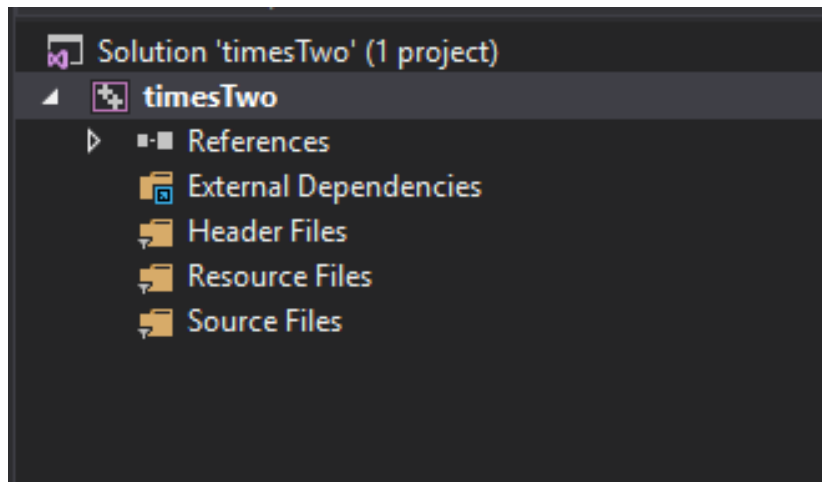


# Creating a DLL project in Visual Studio 2015

- Specify a DLL and an Empty project

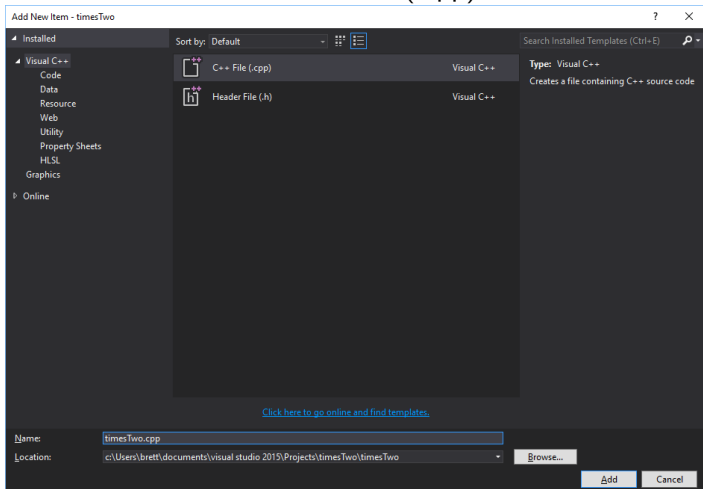


## Project at This Point



# Add a C++ Source File

-Right-click Source Files in the Solution Explorer, then select Add New Item, and then select C++ File (.cpp)



## Add C++ Code to the Source File

- ▶ (this is actually C code)

```
extern "C" void __cdecl  
    timesTwo(double *in, double *out)  
{  
    double value = in[0] * 2.0;  
    out[0] = value;  
}
```

## What is `__cdecl` about?

- ▶ Applies only to Windows.
- ▶ The Visual C++ compilers allow you to specify conventions for passing arguments and return values between functions and callers.
- ▶ Two options we care about:
  - ▶ `__cdecl` is used by C/C++ programs, R, Matlab, SAS, others.
  - ▶ `__stdcall` is used by Excel, Win32 API functions, Pascal, others.
- ▶ This all essentially amounts to conventions for who (function caller or function) pops arguments off the stack.
- ▶ For more information, see [this webpage](#).

```
extern "C" void __cdecl
timesTwo(double *in, double *out)
{
    double value = in[0] * 2.0;
    out[0] = value;
}
```

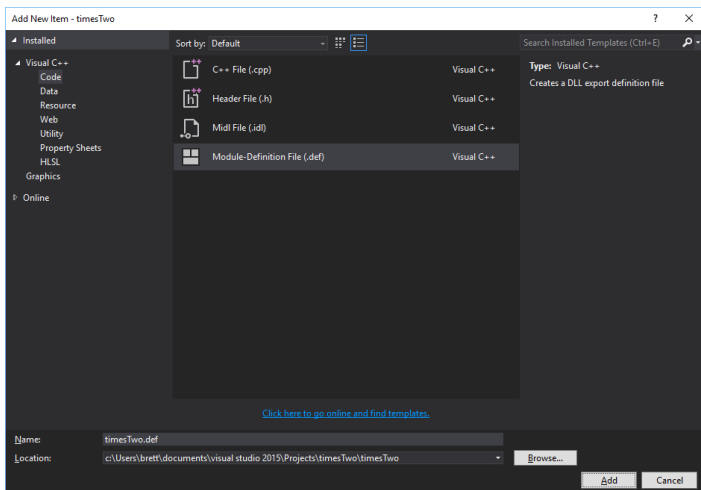
# Pointers

- ▶ For C++, `timesTwo(double& in, double& out)` works as well.
- ▶ We need to pass a pointer to store the result of the function.

```
extern "C" void __cdecl  
    timesTwo(double *in, double *out)  
{  
    double value = in[0] * 2.0;  
    out[0] = value;  
}
```

# Add a Module Definition File (.def)

- Add New Item... Under Visual C++ / Code you will find the .def file.





# Module Definition File

- ▶ A .def file is a module definition file. This is a convenient way to tell the linker which parts of our C++ code we want to export.

```
// timesTwo.def  
LIBRARY timesTwoDLL  
EXPORTS  
    timesTwo
```

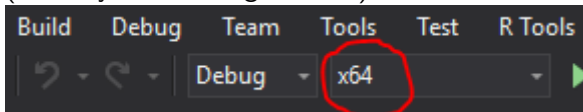
- ▶ LIBRARY is the name of the DLL
- ▶ EXPORTS lists the functions to be exported (each one on a separate line)
  - ▶ If you want to use a different function name use `newName = oldName`

## Another option: `__declspec(dllexport)`

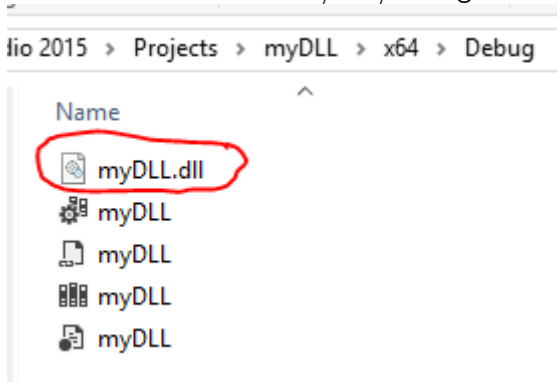
- ▶ Windows-specific.
- ▶ On Windows, we need to tell which functions are exported from the DLL.
  - ▶ That is, which functions will be available in R.
- ▶ we
- ▶ When building your DLL, you typically create a header file that contains the functions you are exporting and add `__declspec(dllexport)` to the declarations in the header file.
- ▶ For more information, see [this](#).
- ▶ Instead of `__declspec(dllexport)`, you can use a [DEF file](#).

## Build the Solution

- ▶ Make sure to change the architecture to x64 before building (unless you are using 32bit R)

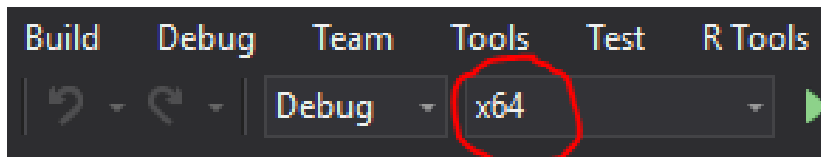


- ▶ Ctrl-Shift-B builds the solution.
- ▶ The DLL is found in the ./x64/Debug folder



## Add an R project to Visual Studio

- ▶ Right click the solution...Add...New Project...Other Languages...R project



## Now run the DLL in R

- ▶ `dyn.load` loads the .dll into R
- ▶ `.C` calls `timesTwo`, and passes `value_in` and `value_out` to the function
  - ▶ `.C` returns a list, so we define 'result' and extract 'result' from the list
- ▶ `dyn.unload` loads the .dll into R
  - ▶ you need to unload the dll if you want to rebuild it.

```
> dyn.load("../x64/Debug/timesTwo.dll")
> value_in <- 32
> value_out <- 0
> .C("timesTwo", as.double(value_in), result = as.double(value_out))$result
[1] 64
> dyn.unload("../x64/Debug/timesTwo.dll")
```

## Let's change the code for Excel

- ▶ We don't need extern "C" anymore
- ▶ The function can return a double
- ▶ We need to use \_\_stdcall
- ▶ Make sure the build matches the Excel version (x64 or x86)
- ▶ the .def file remains the same

```
double __stdcall timesTwo(double *in)
{
    double value = in[0] * 2.0;
    return value;
}
```

# In Excel

- ▶ Alt-F11 opens the VBA editor window. Right click on workbook, Insert/Module
- ▶ We'll add a declaration for the function in the DLL.

```
Declare Function timesTwo _  
    Lib "C:\PATH_TO_PROJECT\timesTwo\Debug\timesTwo.dll" _  
    (ByRef valIn As Double) _  
    As Double
```

- ▶ Now we can use the function in Excel

fx		=timesTwo(D1)			
C	D	E	F		
	32				
	64				

# Using R's Library

- ▶ Check out R-3.3.0\include
  - ▶ In that folder there are several header files with functions we can use in C/C++
  - ▶

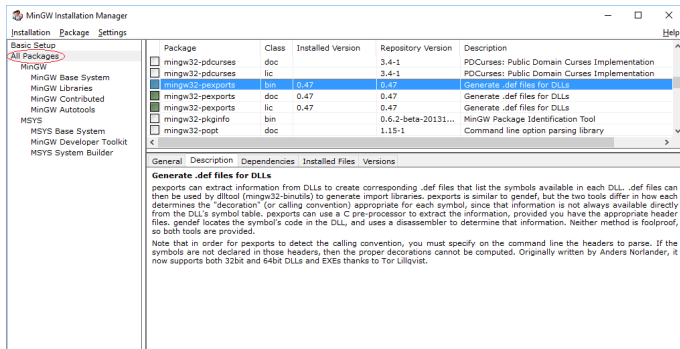


# Using R Inside C/C++ with Visual Studio

- ▶ On linux this is easy and well-documented
- ▶ On Windows, it's another story...
- ▶ I will show you how to do it on Windows,
- ▶ Once you know what to do, it is really easy

# Setting up the R API

- ▶ First you need pexports from MinGW.
  - ▶ We will use pexports to extract information from R.dll to create a list of symbols in the DLL
  - ▶ Then, we will use this file to generate an import library
- ▶ Go to MinGW.org to download the installer. Then, install pexports.



# Setting up the R API

## 1. Create the exports definition file from R.dll

- ▶ From the command prompt type

```
$ cd "C:\Program Files\Microsoft\MRO\R-3.3.0\bin\x64"  
$ pexports R.dll > R.exp
```

- ▶ Note if C:\MinGW\bin is not in your path, you will need to use the full path to pexports

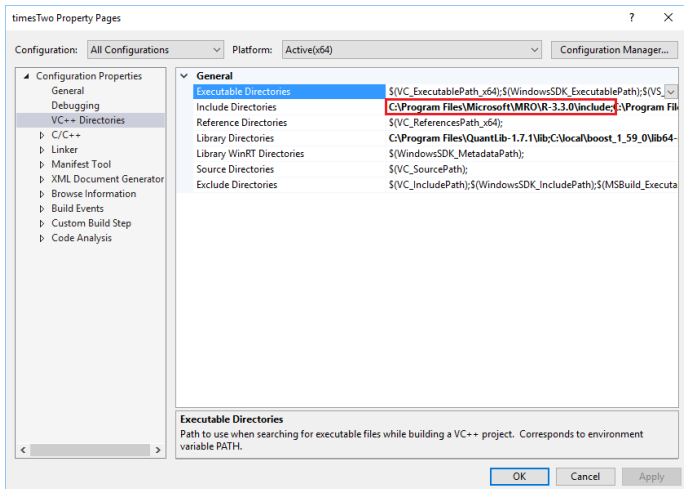
## 2. Then create the library file using VC++ developer command prompt

```
$ lib /def:R.exp /out:Rdll.lib /MACHINE:X64
```

- ▶ Now we can use this library in Visual Studio.

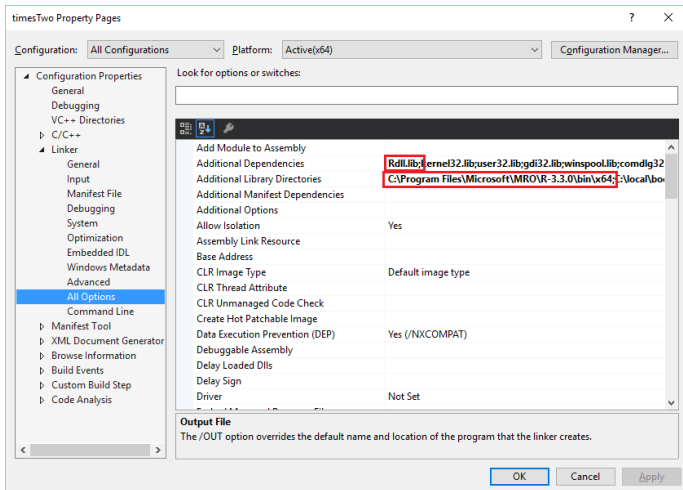
# Add the path to the R-Version\include

- ▶ In Visual Studio, right-click the project to open up the property pages
- ▶ Add the path to the R header files



# Add the Rdll.lib dependency

- ▶ Property pages/linker/all options
- ▶ Add Rdll.lib to the additional dependencies
- ▶ Add its path to the additional library Directories

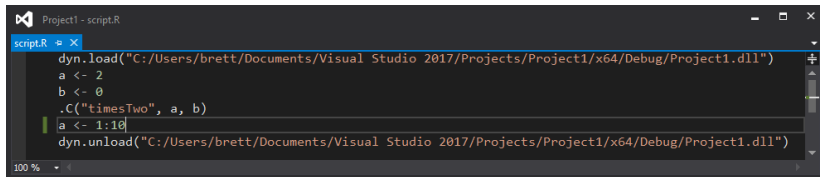


## R's random number generator in C++

```
extern "C" void randNorm(double *out)
{
    GetRNGstate();
    out[0] = norm_rand();
    PutRNGstate();
}
```

# Using VS to Debug a dll for R (1)

- First, create a script in R to test your code:

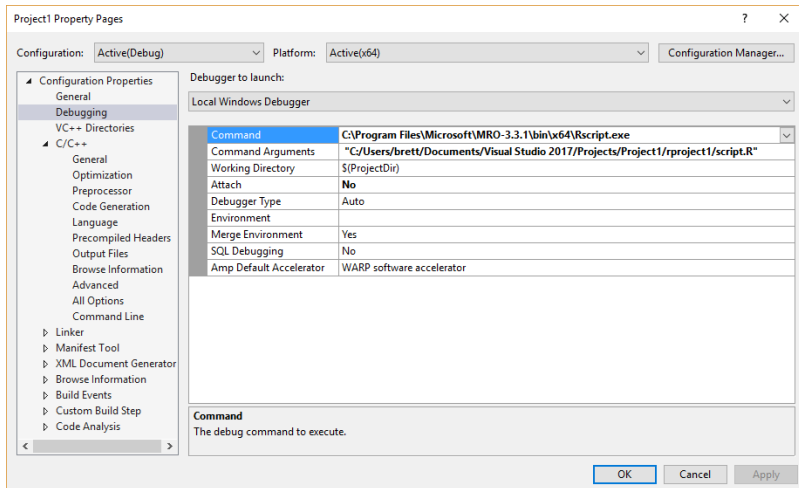
A screenshot of a Visual Studio window titled "Project1 - script.R". The script editor shows an R script with the following code: 

```
dyn.load("C:/Users/brett/Documents/Visual Studio 2017/Projects/Project1/x64/Debug/Project1.dll")  
a <- 2  
b <- 0  
.C("timesTwo", a, b)  
a <- 1:10  
dyn.unload("C:/Users/brett/Documents/Visual Studio 2017/Projects/Project1/x64/Debug/Project1.dll")
```

 The script editor has a tab labeled "script.R" and a scrollbar on the right. The status bar at the bottom left shows "100 %".

## Using VS to Debug a dll for R (2)

- ▶ Next, enter the path to Rscript.exe and your script in the project's property pages. Click OK.
- ▶ Finally, press F5 to start the debugger.





Rcpp

- ▶ I wanted to show you how build a DLL in Visual Studio, because it can be useful for more complicated projects
- ▶ Often it is easiest to use the Rcpp package instead.
- ▶ RCpp makes it easy to pass vectors, matrices, lists, ect, back to R.
  - ▶ However, there is overhead in doing this.
  - ▶ If you are concerned about speed, consider using the simplest structure.

## Rcpp Example

1. In RStudio, File / New File / C++ File.
2. Enter code in timesTwoRcpp.cpp

```
#include <Rcpp.h>
// [[Rcpp::export]]
Rcpp::NumericVector timesTwo(Rcpp::NumericVector x) {
  return x * 2;
}
```

3. In R,

```
library(Rcpp)
Rcpp::sourceCpp("./examples/timesTwoRcpp.cpp")
timesTwo(c(32, 64))
```

```
## [1] 64 128
```

# Resources

<http://adv-r.had.co.nz/C-interface.html>

<https://cran.r-project.org/doc/manuals/r-release/R-exts.html>

## Lab 4

Let's work on Lab 4.