Integration of Reusable C++ Code and Mathematical Libraries in R Packages with Rcpp

Part 1

CFRM 524: Advanced C++ for Finance

Daniel Hanson

The Problem

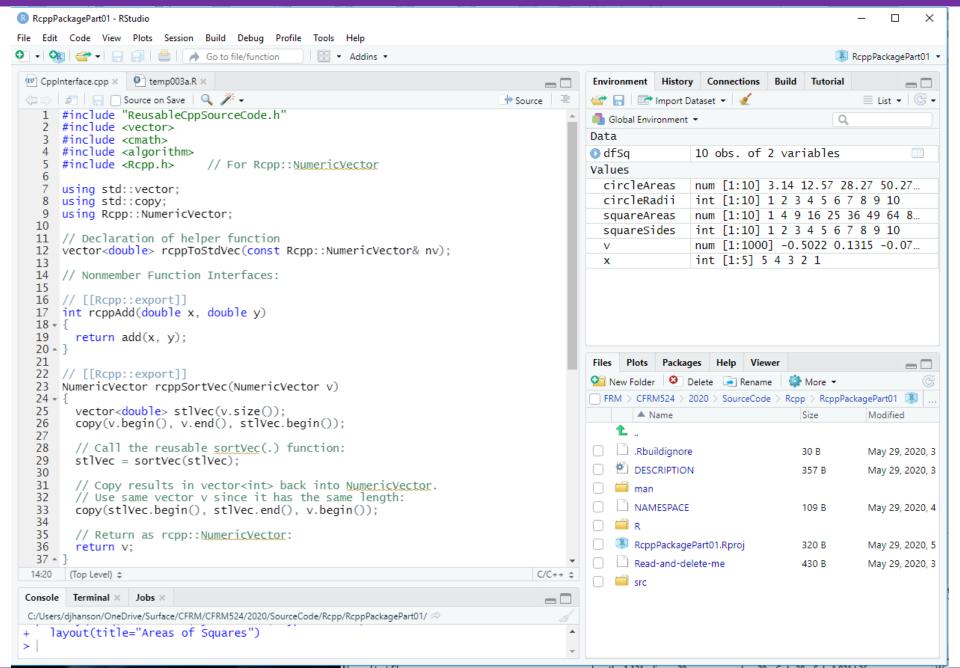
- We are developing a mathematical model in R
- Due to R being an interpreted language, some of our code will probably take a long time to run
- C++ is an answer for higher performing code
- We also wish to ensure that our C++ code is standard and portable
 - Code that we use from a standard/reusable C++ code base
 - Code that we write (that can go into the standard C++ code base)

The R Package Solution

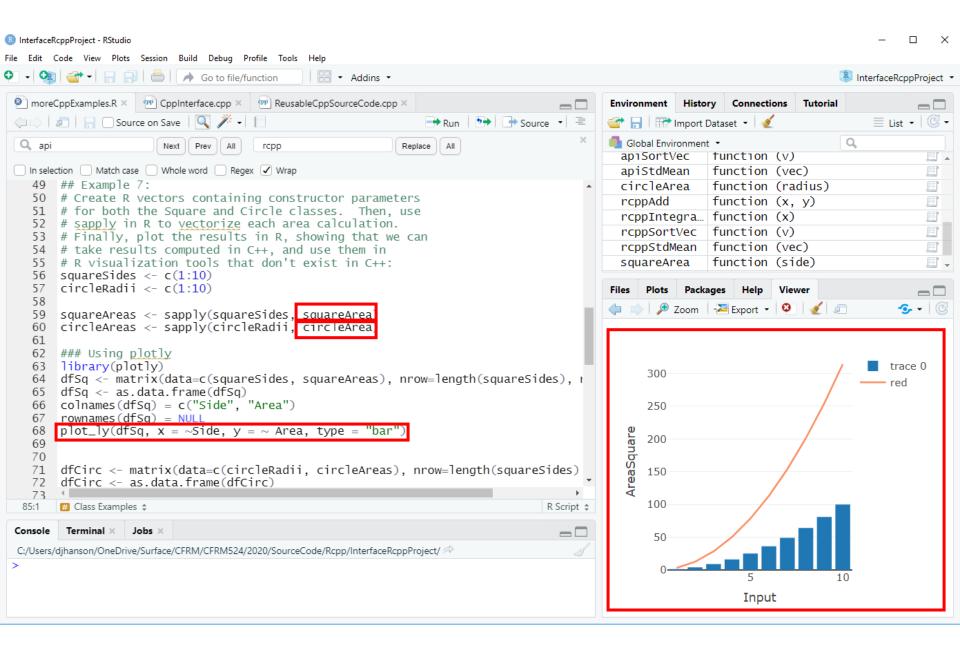
- The Rcpp R package* provides a reasonably painless means of creating an interface from R to C++
- Using the RStudio IDE with the GNU gcc compiler, we can write or import C++ code, compile it, and call it from R
- The code files are stored and managed in an RStudio project, much like integrated code in other popular IDE's such as Visual Studio
- Popular and powerful open source mathematical C++ libraries such as Boost and Eigen can also be integrated without excessive wailing or gnashing of teeth
- We can build the solution into an R package
 - Compile and build it once
 - Deploy it on an arbitrary number of machines
 - Use the built-in documentation tools

^{*}Package author: Dirk Eddelbeuttel, http://dirk.eddelbuettel.com/code/rcpp.html

RStudio IDE



RStudio IDE



The Agenda

- Construct and generate an R package containing reusable C++
 nonmember and class member functions, called via an interface layer
 in C++, exposing these interface functions in R (Part 1)
- Generate documentation for R functions exported by the Rcpp interface layer (extending our Part 1 discussion)
- Use external mathematical C++ libraries (Part 2)
 - Eigen Matrix Algebra Library (RcppEigen package)
 - Boost Libraries (add the BH package to the project)
 - There could be others (if supported by Rcpp)

YOU ARE HERE

Preliminary Rcpp Setup and Configuration

Integrating the gcc C++ compiler and Rcpp



Setup

- We will design our integrated R package in an RStudio project
- Below, we will go through the process
 - R
 - RStudio
 - C++ compiler

Setup: R and RStudio

- First, make sure you have the latest version of R installed (4.0.0)
- Next, make sure you have the latest version of RStudio Desktop installed: RStudio v1.3.959
- It may be downloaded here:

https://rstudio.com/products/rstudio/download/preview/

This version includes a bug fix related to displaying graphs using the plotly R package

Setup: C++ Compiler and Rtools

- We will need a modern C++ compiler
- Rcpp requires the gcc (or Clang) compiler
- It will not work with the Microsoft Visual Studio compiler
- On Windows 10: Download and install Rtools:
 - Download executable and follow the directions on

https://cran.r-project.org/bin/windows/Rtools/

- ➤ On Windows 64-bit: rtools40-x86_64.exe
- > On Windows 32-bit: rtools40-i686.exe (i386 compilers only)
- What is this thing called Rtools?
 - ➤ Installs the gcc 8.3.0 C++ compiler on your machine
 - > Allows you to
 - Use Rcpp and build your own R packages with integrated C++ code
 - Download packages from source and build them locally
 - ➤ Again, Rcpp is NOT compatible with Visual Studio
 - ➤ It requires a gcc compiler for Windows

C++17 Limitations with Rtools and gcc 8.3.0

- The availability of modern C++17/C++20 language and library features will depend upon the version of the gcc compiler you use
- Rtools installs MinGW-64 ("Minimalist GNU for Windows"), which contains the gcc 8.3.0 C++ compiler (Feb 2019)
- It contains some, but not all, C++17 language and library features
 - Contains:
 - > Special math functions (Bessel functions, Legendre polynomials, etc)
 - > std::variant, std::optional, std::any
 - Unfortunately does not contain parallel STL algorithms
 - See https://gcc.gnu.org/onlinedocs/gcc-8.3.0/libstdc++/manual/manual/status.html#status.iso.2017
- For this demonstration, we will use this platform
- Latest stable gcc compiler version: gcc 9.3
 - Mac (or use the most recent Clang compiler in Xcode)
 - Linux
 - Windows (but without the convenience of Rtools)

Setup: C++ Compiler and Rtools

- Once R and your compiler (Rtools) have been installed and configured:
 - Update the Makeconf file in your R installation (this is not in the instructions on the Rtools website)
 - ➤ Make a copy of .../R-4.0.0/etc/x64/Makeconf (eg, Makeconf.bak)
 - ➤ Open your Makeconf file with a text editor (eg Notepad++), and locate the line

$$CXX = \$(BINPREF)g++ -std=gnu++11 \$(M_ARCH)$$

> Change this to

$$CXX = \$(BINPREF)g++ -std=gnu++17 \$(M_ARCH)$$

- > And then, save and close the file
- ➤ The reasons for this will become clearer when we discuss C++17 with Rcpp

Setup: C++ Compiler and Rtools

• Modifying the Makeconf file (continued):

```
CFLAGS = -02 -Wall $(DEBUGFLAG) -std=gnu99 -mfpmath=sse -msse2 -mstackrealign
74
75
    CPICFLAGS =
76
    CPPFLAGS =
    CXX = $(BINPREF)g++ (-std=gnu++11 ) (M ARCH)
77
78
    CXXCPP = $(CXX) - E
    CXXFLAGS = -02 -Wall $(DEBUGFLAG) -mfpmath=sse -msse2 -mstackrealign
79
    CFLAGS = -02 -Wall $(DEBUGFLAG) -std=gnu99 -mfpmath=sse -msse2 -mstackrealign
74
75
    CPICFLAGS =
76
    CPPFLAGS =
    CXX = $(BINPREF)g++ -std=gnu++17 (M ARCH)
77
78
    CXXCPP = $(CXX) - E
    CXXFLAGS = -02 -Wall $(DEBUGFLAG) -mfpmath=sse -msse2 -mstackrealign
79
```

Setup on Mac: R/RStudio/C++ Compiler

- For Mac Installation:
 - First, make sure you have the latest version of R installed (4.0.0)
 - You do not need to install Rtools on the Mac
 - You will need to install Xcode (installs the Clang compiler):
 Execute the command xcode-select --install in a Terminal session
 - ➤ Additional information here: https://teuder.github.io/rcpp4everyone_en/020_install.html
 - It is possible that you will need to remove earlier versions of the Xcode/Clang compiler; see this URL for reference (but don't worry about the Fortran stuff):
 - https://thecoatlessprofessor.com/programming/cpp/r-compiler-tools-for-rcpp-on-macos/
 - You will presumably need to modify the Makeconf file in your R installation, as described in the directions above (if not set for C++17)

Setup: Installation of Rcpp

- Now, open RStudio, and install Rcpp
 - Either run the following R command:

- Or, install using the RStudio Tools/Install Packages menu selection
- Also install the RcppEigen and BH packages

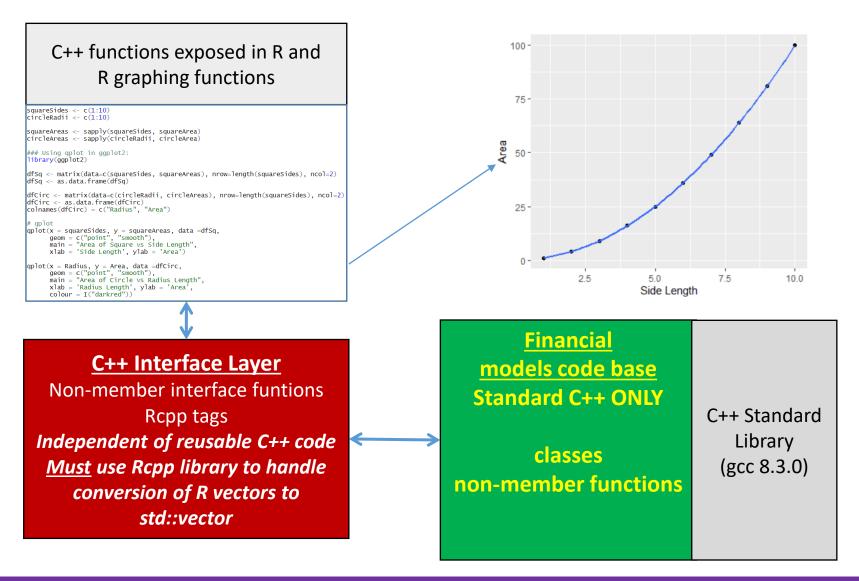
Building an R Package with Rcpp Case 1: No External Libraries

Integrate Reusable C++ Code in an R Package
Using Rcpp



Case w/o external C++ libraries

- We wish to use functions in a Standard C++ code base, called from R
- R users will not see or need to care about the C++ code



Converting R vectors to std::vector<.> in C++

- We cannot, in general, pass a real R vector to a C++ function as a std::vector<double> object
- The Rcpp package contains a variety of functions and classes that facilitate the interface between R and C++
 - #include<Rcpp.h>
 - Rcpp namespace
- For now, we only need one class from Rcpp:
 - Rcpp::NumericVector
 - An STL-compliant container class that handles input from and output to an R numeric vector
 - ➤ Has several member functions with the same name and purpose as those on std::vector<.>, including size(), which is convenient for us
 - > Can copy to an std::vector in the interface using std::copy(.)

Converting R vectors to std::vector<.> in C++

 Interface function exported to R is indicated by the tag above its signature:

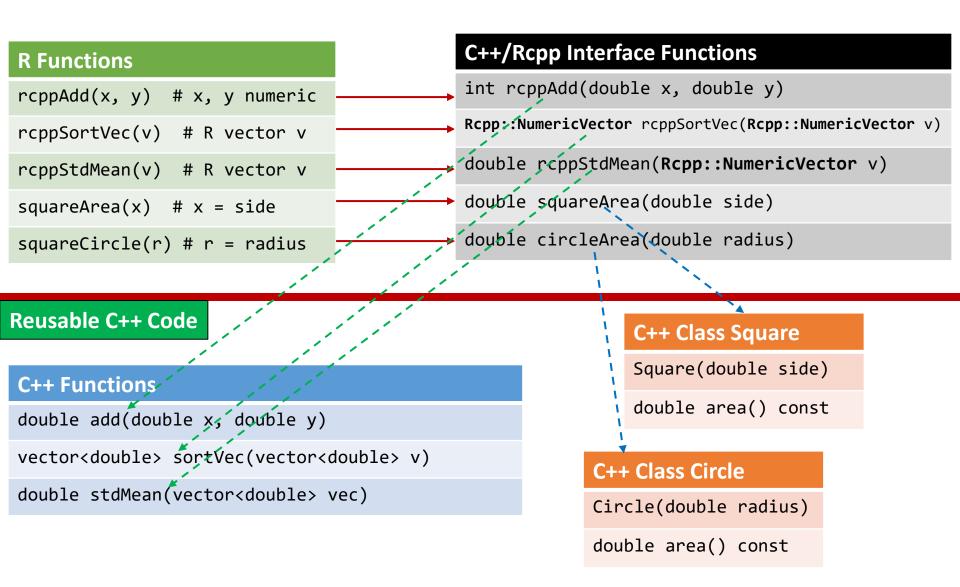
```
// [[Rcpp::export]]
double fcn(Rcpp::NumericVector v)
{
    std::vector<double> w(v.size());
    std::copy(v.begin(), v.end(), w.begin());
    // Call function in standard C++ code base:
    double y = doSomething(w);
                                                Financial
    return y;
                                             models code base
                                             Standard C++ ONLY
                                                 classes
                                            non-member functions
```

C++ Interface Layer
Non-member interface funtions
Rcpp tags
Independent of reusable C++ code
Must use Rcpp library to handle
conversion of R vectors to
std::vector

• NOTE: <u>This should only be done at the interface level --</u> Do <u>not</u> use the **Rcpp** declaration or namespace in the standard C++ code base

Case w/o external C++ libraries

- Prime Directive: Keep reusable code standard and independent of Rcpp interface
- We need to use the NumericVector types from the Rcpp namespace



C++17 Example

- We will also use the following special math functions from C++17 in a UDF called integralSum(.):
 - Elliptic integral of 1st kind std::ellint_1(double k, double phi)

Exponential integral std::expint(double x)

$$>\int_{x}^{\infty} \frac{e^{-t}}{t} dt$$

R Function

rcppIntegralSum(k, phi, x)

C++/Rcpp Interface Function

double rcppIntegralSum(double k, double phi, double x)

Reusable C++ Code

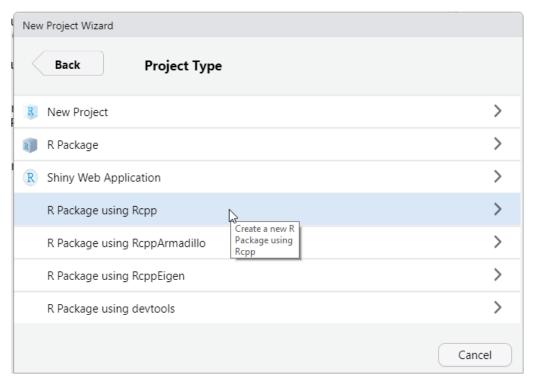
C++ Function

double integralSum(double k, double phi, double x)

$$\int_{0}^{\varphi} \frac{d\theta}{\sqrt{1 - k^2 sin^2 \theta}} + \int_{x}^{\infty} \frac{e^{-t}}{t} dt$$

Creating an Rcpp Package Project in RStudio

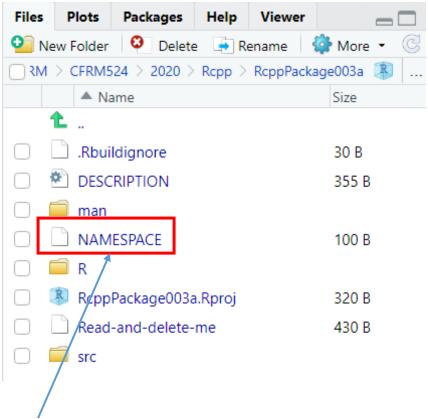
- We will look at this shortly in an example, but here is an overview:
 - Select File/New Project/New Directory/R Package using Rcpp



• Enter the directory path and new subdirectory name, and create the project; the subdirectory will be the name of your R package

Creating an Rcpp Package Project in RStudio

- In the Files pane in RStudio
 - > man: Documentation folder ("manual")
 - > R: R code in the package (we will not have any, but it is completely legal)
 - > src: C++ code in the package



Click on the NAMESPACE file to open it:

Creating an Rcpp Package Project in RStudio

• In the NAMESPACE file

```
Read-and-delete-me × NAMESPACE ×

1 useDynLib(RcppPackage003a, .registration=TRUE)
2 export("Rcpp.fake.fun")
3 importFrom(Rcpp, evalCpp)
4
```

- Delete line 2: export("Rcpp.fake.fun")
- > Append the line exportPattern("^[[:alpha:]]+")
- > Save the file

```
Read-and-delete-me × NAMESPACE ×

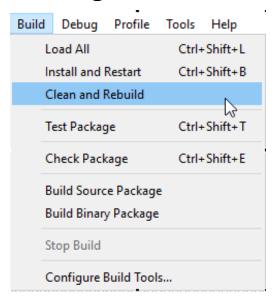
1 useDynLib(RcppPackage003a, .registration=TRUE)
2 importFrom(Rcpp, evalCpp)
3 exportPattern("^[[:alpha:]]+")
```

Example: Rcpp Package with Reusable C++ Code

- We will now look at an example of building an R package with Rcpp with reusable C++ code (as diagrammed earlier)
- Remember: At the interface level, we need to convert between
 Rcpp::NumericVector and std::vector<double>
- Complete code can be found in the RcppPackagePart01 RStudio project
- We will construct, build, and show how to deploy the example package
- We will create it using the name RcppTemp01 in the following stepby-step example package, so as not to conflict with the completed package (RcppPackagePart01)
 - Create an Rcpp R package project in RStudio
 - Hello World
 - Build up the example as shown in the earlier R/Interface/Implementation diagram

Example: Building the Rcpp Package Project in RStudio

Build the package by selecting from the Build menu



➤ This will compile the C++ code and export the interface functions to R

For the simple Hello World case, note the .o files for each .cpp file have been generated, along with the shared library (dll)

> This can be checked in Windows File Explorer (src):

RcppPackage003a.dll

++ rcpp_hello_world.cpp

++ RcppExports.cpp

rcpp_hello_world.o

RcppExports.o

Example in RStudio: Interface Files

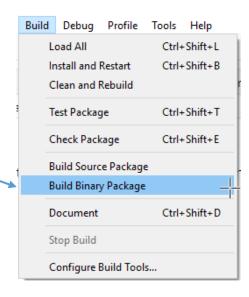
- Setting up the C++ interface files:
 - #include the declaration files for the reusable code base
 - > The two classes (Square and Circle) in the CppInterface2.cpp file
 - > Everything else in CppInterface.cpp
 - Can think of CppInterface.cpp or CppInterface2.cpp as a file that would contain main() in a typical C++ executable project (no declaration file)
 - Indicate each interface function to be callable in R with the

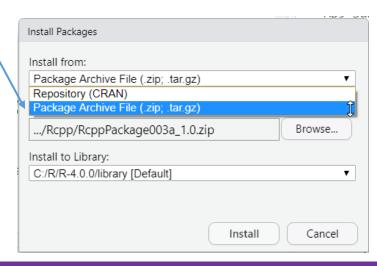
```
// [[Rcpp::export]] tag
```

• Let's now look at this first example

Distributing the Package

- To distribute the package as a binary
 - Select Build Binary Package from the Build options
 - This will generate
 - > RcppPackagePart01.zip on Windows
 - RcppPackagePart01.tar.gz on the Mac (and Linux)
 - Located in directory one above the project directory
 - Copy to/download on a different machine
 - Open up a new RStudio session on this other machine
 - > Install the package as a local archive file
 - ➤ Put library(RcppPackagePart01) in the local R session to load it
 - > Call the functions





Example/Documentation

 We can also generate standard CRAN-compliant documentation for the package using RStudio utilities

> rcppAdd {RcppPackage003a} R Documentation A function that adds two integers and returns the sum Description This function has no social value Usage rcppAdd(x, y) **Arguments** x, y integers Value Returns the sum of the two integers [Package RcppPackage003a version 1.0 Index]

This will be covered in the next presentation deck

Summary

- We have now seen how to create a hybrid R package with a front-end in R calling C++ code, reasonably painlessly
 - Again, reusable C++ that requires no modifications
 - The C++ interface
 - ➤ May be contained in a single .cpp file
 - ➤ Or, in multiple .cpp files
 - > Contains Rcpp-specific directives and **#include** statements
 - And again, results returned by these interface functions may be used in powerful R graphical tools, as well as in any R function
 - In addition, we can add our own R code to our package
 - > Graphing functions
 - > Other functions to be exported to the end user
- Next (Part 1b): We will cover documentation for the R functions in our package: The exported the C++ functions from the interface layer
- And then, (Part 2): We will import open source math libraries
 - Eigen
 - Boost

[END – Part 1]