

# Building Packages for and python<sup>TM</sup>

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```
base64().encode("Mirco")
```

+++++++[>++++[>+>+>+>+<<<-]>+>+>->>+[<]<-]>>.>---.+++++..+++.>>.<-.<.+ + +.-----,-----.>>+.>+ + .

Hello World!



```
[ This program prints "Hello World!" and a newline to the screen, its
length is 106 active command characters. [It is not the shortest.]

This loop is an "initial comment loop", a simple way of adding a comment
to a BF program such that you don't have to worry about any command
characters. Any ".", ",", "+", "-", "<", ">" characters are simply
ignored, the "[" and "]" characters just have to be balanced. This
loop and the commands it contains are ignored because the current cell
defaults to a value of 0; the 0 value causes this loop to be skipped.
]
+++++++          Set Cell #0 to 8
[
  >++++          Add 4 to Cell #1; this will always set Cell #1 to 4
  [              as the cell will be cleared by the loop
    >++          Add 2 to Cell #2
    >+++         Add 3 to Cell #3
    >+++         Add 3 to Cell #4
    >+           Add 1 to Cell #5
    <<<<-        Decrement the loop counter in Cell #1
  ]             Loop till Cell #1 is zero; number of iterations is 4
  >+            Add 1 to Cell #2
  >+            Add 1 to Cell #3
  >-            Subtract 1 from Cell #4
  >>+          Add 1 to Cell #6
  [<]           Move back to the first zero cell you find; this will
                be Cell #1 which was cleared by the previous loop
  <-           Decrement the loop Counter in Cell #0
]              Loop till Cell #0 is zero; number of iterations is 8

The result of this is:
Cell No :   0   1   2   3   4   5   6
Contents:   0   0  72 104 88 32   8
Pointer :   ^

>>.            Cell #2 has value 72 which is 'H'
>---.          Subtract 3 from Cell #3 to get 101 which is 'e'
+++++++.+++.   Likewise for 'llo' from Cell #3
>>.            Cell #5 is 32 for the space
<-.           Subtract 1 from Cell #4 for 87 to give a 'W'
<.            Cell #3 was set to 'o' from the end of 'Hello'
+++.-----+. Cell #3 for 'rl' and 'd'
>>+.          Add 1 to Cell #5 gives us an exclamation point
>++.          And finally a newline from Cell #6
```

# Brainfuck.

(That is the name of the programming language.)

“For "readability", this code has been spread across many lines, and blanks and comments have been added.”

(Wikipedia Article on Brainfuck)

```

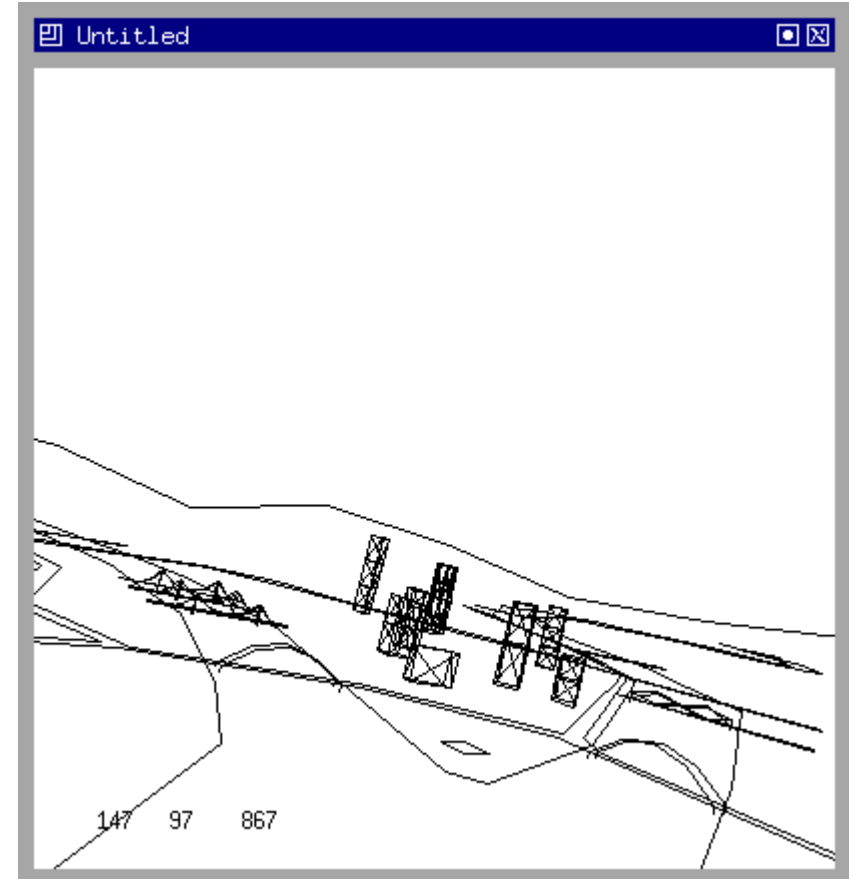
#include <math.h>
#include <sys/time.h>
#include <X11/Xlib.h>
#include <X11/keysym.h>
double L ,o ,P
, _dt,T,Z,D=1,d,
s[999],E,h= 8,I,
J,K,w[999],M,m,0
,n[999],j=33e-3,i=
1E3,r,t, u,v ,W,S=
74.5,l=221,X=7.26,
a,B,A=32.2,c, F,H;
int N,q, C, y,p,U;
Window z; char f[52]
; GC k; main(){ Display*e=
XOpenDisplay( 0); z=RootWindow(e,0); for (XSetForeground(e,k=XCreateGC (e,z,0,0),BlackPixel(e,0))
; scanf("%lf%lf%lf",y +n,w+y, y+s)+1; y ++); XSelectInput(e,z= XCreateSimpleWindow(e,z,0,0,400,400,
0,0,WhitePixel(e,0) ),KeyPressMask); for(XMapWindow(e,z); ; T=sin(0)){ struct timeval G={ 0,dt*1e6}
; K= cos(j); N=1e4; M+= H*_; Z=D*K; F+=_ *P; r=E*K; W=cos( 0); m=K*W; H=K*T; O+=D*_ *F/ K+d/K*E*_ ; B=
sin(j); a=B*T*D-E*W; XClearWindow(e,z); t=T*E+ D*B*W; j+=d* *D- *F*E; P=W*E*B-T*D; for (o+=(I=D*W+E
*T*B,E*d/K *B+v+B/K*F*D)*_ ; p<y; ){ T=p[s]+i; E=c-p[lw]; D=n[p]-L; K=D*m-B*T-H*E; if(p [n]+w[ pl]+p[s
]= 0|K <fabs(W=T*r-I*E +D*P) |fabs(D=t *D+Z *T-a *E)> K)N=1e4; else{ q=W/K *4E2+2e2; C= 2E2+4e2/ K
*D; N-1E4&& XDrawLine(e ,z,k,N ,U,q,C); N=q; U=c; } L+= * (X*t +P*M+m*l); T=X*X+ l*l+M *M;
XDrawString(e,z,k ,20,380,f,17); D=v/l*15; i+=(B *l-M*r -X*Z)*_ ; for(; XPending(e); u *=CS!=N){
XEvent z; XNextEvent(e ,&z);
++*((N=XLookupKeysym
(&z.xkey,0))-IT?
N-LT? UP-N?& E:&
J:& u: &h); --*(
DN -N? N-DT ?N==
RT?&u: & W:&h:&J
); } m=15*F/l;
c+=(I=M/ l,l*H
+I*M+a*X)*_ ; H
=A*r+v*X-F*l+(
E=.1+X*4.9/l,t
=T*m/32-I*T/24
)/S; K=F*M+(
h* 1e4/l-(T+
E*5*T*E)/3e2
)/S-X*d-B*A;
a=2.63 /l*d;
X+=( d*l-T/S
*(.19*E +a
*.64+J/1e3
)-M* v +A*
Z)*_ ; l +=
K *_ ; W=d;
sprintf(f,
"%5d %3d"
"%7d",p =l
/1.7,(C=9E3+
0*57.3)%0550,(int)i); d+=T*(.45-14/l*
X-a*130-J* .14)* /125e2+F* *v; P=(T*(47
*I-m* 52+E*94 *D-t*.38+u*.21*E) /1e2+W*
179*v)/2312; select(p=0,0,0,0,&G); v-=(
W*F-T*(.63*m-I*.086+m*E*19-D*25-.11*u
)/107e2)*_ ; D=cos(o); E=sin(o); } }

```

```
#include <math.h>
#include <sys/time.h>
#include <X11/Xlib.h>
#include <X11/keysym.h>
double L, o, P,
, =dt, T, Z, D=1, d,
s[999], E, h= 8, I,
J, K, w[999], M, m, 0
, n[999], j=33e-3, i=
1E3, r, t, u, v, W, S=
74.5, l=221, X=7.26,
a, B, A=32.2, c, F, H;
int N, q, C, y, p, U;
Window z; char f[52];
; GC k; main(){ Display* e=
XOpenDisplay( 0); z=RootWindow(e,0); for (XSetForeground(e,k=XCreateGC( e,z,0,0),BlackPixel(e,0))
; scanf("%lf%lf%lf", y +n,w+y, y+s)+1; y ++); XSelectInput(e,z= XCreateSimpleWindow(e,z,0,0,400,400,
0,0,WhitePixel(e,0) ),KeyPressMask); for(XMapWindow(e,z); ; T=sin(0)){ struct timeval G={ 0,dt*1e6}
; K= cos(j); N=1e4; M= H*; Z=D*K; F= -P; E=E*K; W=cos( 0); m=K*W; H=K*T; O=d*D* F/ K+d/K*E* ; B=
sin(j); a=B*T*D-E*W; XClearWindow(e,z); t=T*E+ D*B*W; j+=d* *D- *F*E; P=W*E*B-T*D; for (o+=(I-D*W+E
*T*B,E*d/K *B+v+B/K*F*D)* ; p<y; ){ T=p[s]+i; E=c-p[w]; D=n[p]-L; K=D*m-B*T-H*E; if(p [n]+w[p]+p[s
]= 0){K <fabs(W*T*r-I*E +D*P) |fabs(D=t *D+Z *T-a *E)> K)N=1e4; else{ q=W/K *4E2+2e2; C= 2E2+4e2/ K
*D; N-1E4&& XDrawLine(e ,z,k,N ,U,q,C); N=q; U=c; } ++p; } L+= * (X*t +P*M+m*L); T=X*X+ l*L+M *M;
XDrawString(e,z,k ,20,380,f,17); D=v/l*15; i+=B *L*M*r -X*Z)*; for(;; XPending(e); u *=CS!-N){
XEvent z; XNextEvent(e ,&z);
++*(N=XLookupKeysym
(&z,xkey,0))-IT?
N-LT? UP-N7& E:&
J:& u: &h); --*(
DN -N7 N-DT ?N=
RT?&u: & W:&h:&J
); } m=15*F/L;
c+= (I+m/L, l, l, H
+I*M+a*X)*; H
=A*r+v*X-F+l+(
E= -l*X*4.0/l, t
-T*m/32-I*T/24
)/S; K=F*M+(
h* 1e4/L-(T+
E*5*T*E)/3e2
)/S-X*d-B*A;
a=2.63 /l*d;
X+= (d*L-T/S
*(.19*E +a
*.64+J/1e3
)-M* v +A*
Z)*; l +=
K *; W=d;
sprintf(f,
"%5d %3d"
"%7d",p =l
/1.7,(C+9E3+
0*57.3)%0550,(int)l); d=T*(.45-14/l*
X-a*130-J* 14)*125e2+* v; P=(T*(47
*I-m* 52+E*94 *D-t*.38+u*.21*E)/1e2+W*
179*v)/2312; select(p=0,0,0,6G); v-= (
W*F-T*(.63*m-I*.086+m*E*19-D*25-.11*u
)/107e2)*; D=cos(o); E=sin(o); } }
```

## A fully functional flight simulator.

“Best of Show” in the 1998  
International Obfuscated C Code Challenge.



```
import random

class Citizen:
    def __init__(self, sex, age):
        self.sex = sex
        self.age = age

    def __repr__(self):
        return 'Citizen is a {} {} years old'.format(self.sex, self.age)

    def grow(self):
        self.age += 1

    def getAge(self):
        return self.age

class City:
    def __init__(self, population):
        self.pop = population

    def __repr__(self):
        return 'City population is {}, random: {}'.format(
            len(self.pop), self.pop[int(random.random() * len(self.pop))])

    def age(self):
        pop = self.pop
        for citizen in pop:
            citizen.grow()
            # citizens die
            if citizen.getAge() > 80:
                self.pop.remove(citizen)
                self.breed() # creates a new citizen

    def breed(self):
        sex = 'male' if random.random() >= 0.5 else 'female'
        age = random.randint(18, 30)
        self.pop.append(Citizen(sex, age))
```

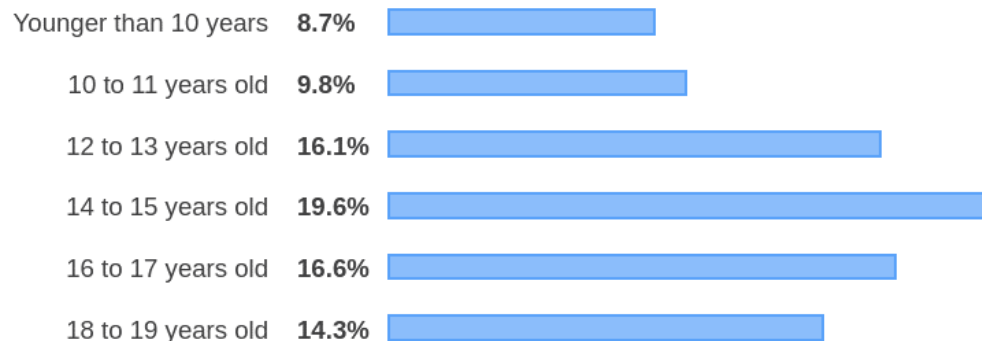


# Why Should You Care?

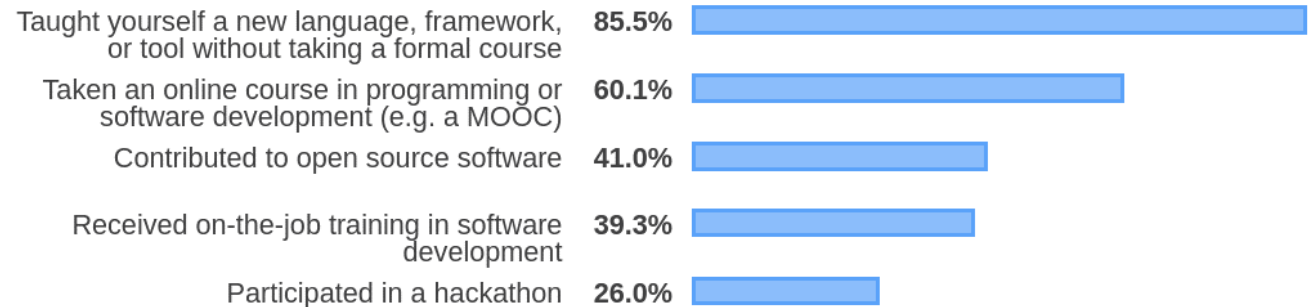
Barrier to entry the world of programming has never been lower before

Free access to tutorials, courses, MOOCs, social support platforms, ....

Programming languages increasingly accessible also for non computer-scientists



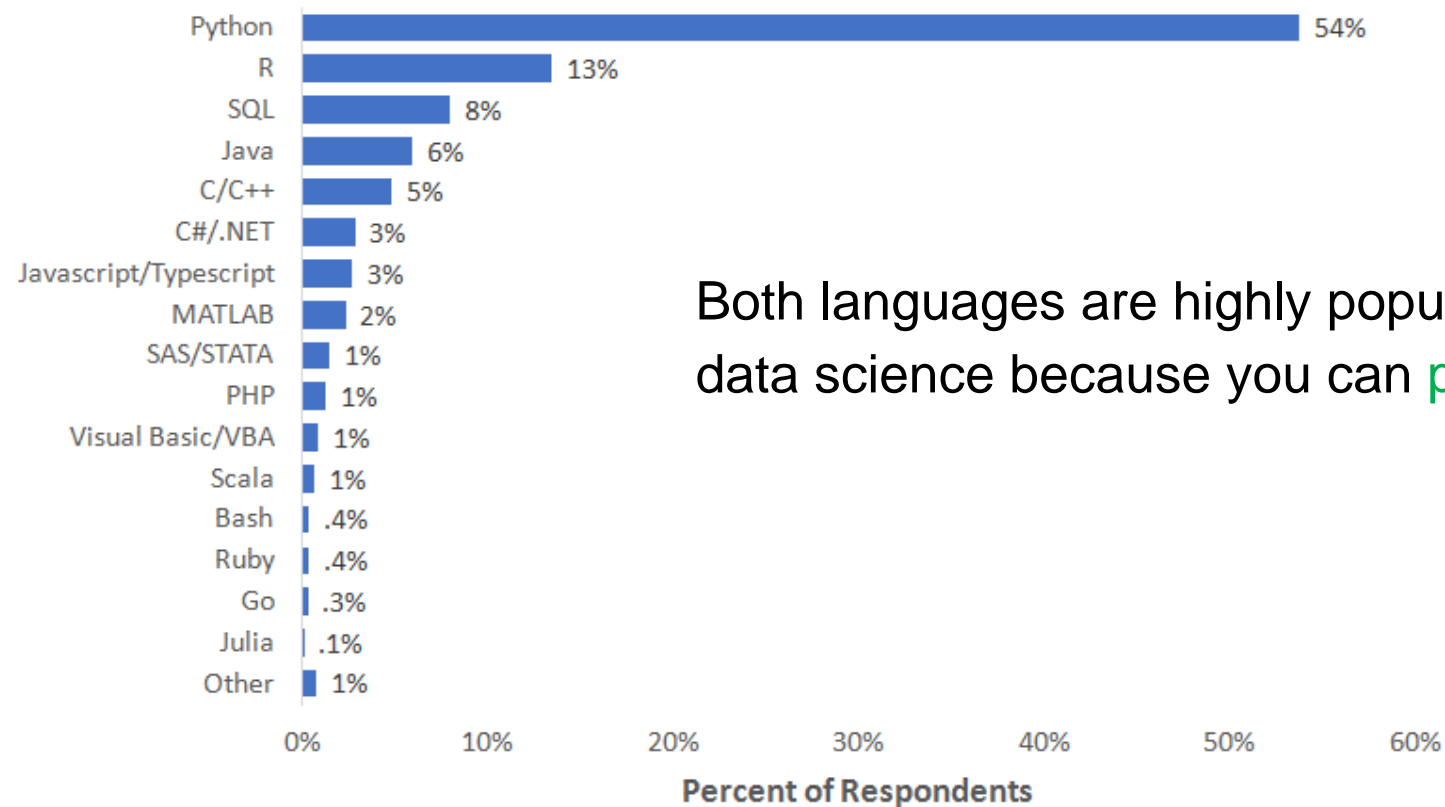
“How old were you when you wrote your first line of code or program?”  
87,634 responses



Education in Programming  
84,260 responses

# Why R and Python?

What specific programming language do you use most often?



Both languages are highly popular in the field of data science because you can **program with data**

Note: Data are from the 2018 Kaggle ML and Data Science Survey. You can learn more about the study here: <http://www.kaggle.com/kaggle/kaggle-survey-2018>.

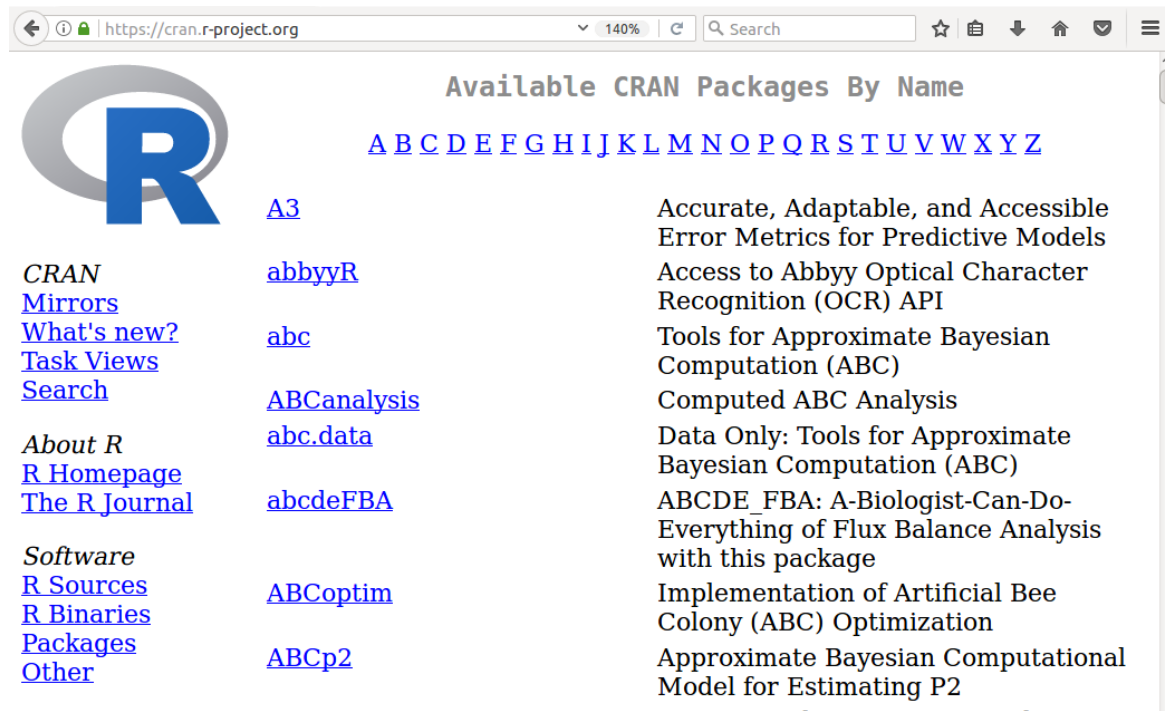
A total of 23859 respondents completed the survey; the percentages in the graph are based on a total of 15222 respondents who provided an answer to this question.

# Extending R and Python

Packages encapsulate complex or new functionality

Provide easy access to this functionality

One of the reasons for the popularity of open-source programming languages



Available CRAN Packages By Name

[ABCDEFGHIJKLMNOPQRSTUVWXYZ](#)

**A3** Accurate, Adaptable, and Accessible Error Metrics for Predictive Models

**abbyyR** Access to Abbyy Optical Character Recognition (OCR) API

**abc** Tools for Approximate Bayesian Computation (ABC)

**ABCanalysis** Computed ABC Analysis

**abc.data** Data Only: Tools for Approximate Bayesian Computation (ABC)

**abcdeFBA** ABCDE\_FBA: A-Biologist-Can-Do-Everything of Flux Balance Analysis with this package

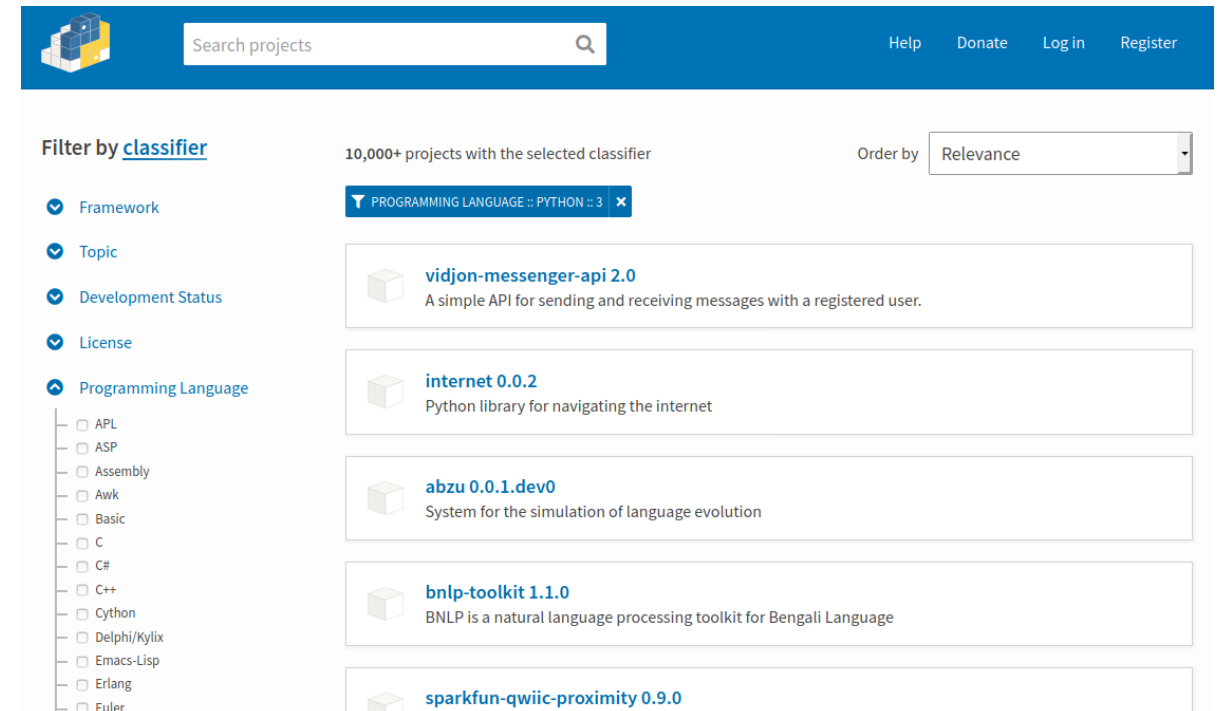
**ABCOptim** Implementation of Artificial Bee Colony (ABC) Optimization

**ABCp2** Approximate Bayesian Computational Model for Estimating P2

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**License**

**Programming Language**

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☐ ASP

☐ Assembly

☐ Awk

☐ Basic

☐ C

☐ C#

☐ C++

☐ Cython

☐ Delphi/Kylix

☐ Emacs-Lisp

☐ Erlang

☐ Fuller

**vidjon-messenger-api 2.0**  
 A simple API for sending and receiving messages with a registered user.

**internet 0.0.2**  
 Python library for navigating the internet

**abzu 0.0.1.dev0**  
 System for the simulation of language evolution

**bnlp-toolkit 1.1.0**  
 BNLP is a natural language processing toolkit for Bengali Language

**sparkfun-qwiic-proximity 0.9.0**



# The Goal of This Tutorial

Create a package for R and Python that

We reach that goal by



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Create a package for R and Python that  
... is suitable for big amount of data

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... shares a common codebase

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Create a package for R and Python that

- ... is suitable for big amount of data

- ... shares a common codebase

- ... requires as little additional code as possible

We reach that goal by



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Create a package for R and Python that

- ... is suitable for big amount of data

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We reach that goal by

- ... implementing the core functionality in C++





# The Goal of This Tutorial

Create a package for R and Python that

- ... is suitable for big amount of data
- ... shares a common codebase
- ... requires as little additional code as possible

We reach that goal by

- ... implementing the core functionality in C++
- ... use Boost.Python to compile that code for Python



# The Goal of This Tutorial

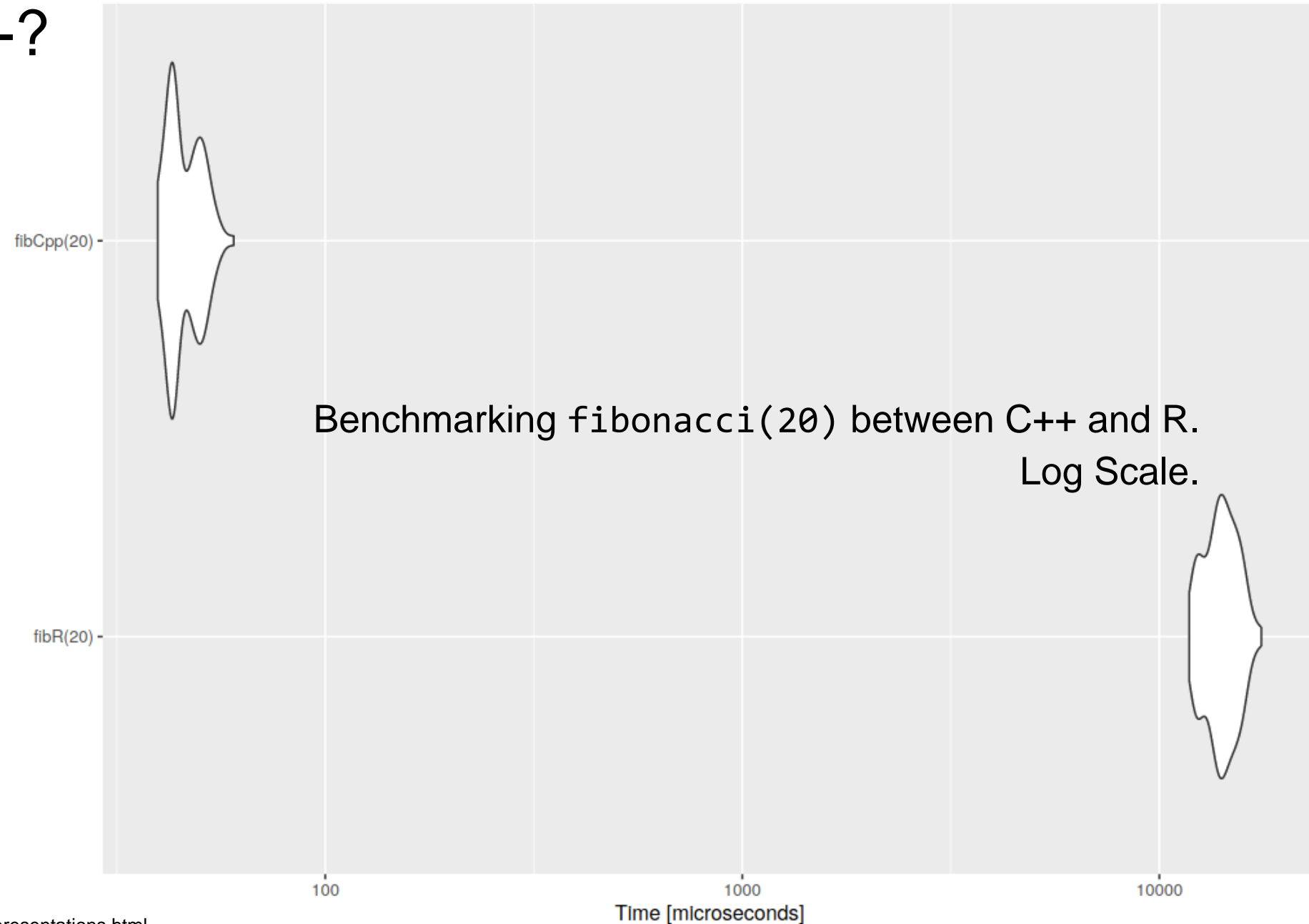
Create a package for R and Python that

- ... is suitable for big amount of data
- ... shares a common codebase
- ... requires as little additional code as possible

We reach that goal by

- ... implementing the core functionality in C++
- ... use Boost.Python to compile that code for Python
- ... use Rcpp to compile that code for R

# Why C++?



Let's get started!

[https://github.com/TwlyY29/openmunich\\_2019](https://github.com/TwlyY29/openmunich_2019)



# Requirements

Clone [https://github.com/TwlyY29/openmunich\\_2019](https://github.com/TwlyY29/openmunich_2019)

Code was tested using Ubuntu 18.04.1 LTS 64 Bit, Boost 1.65.1 & R 3.6.1

```
sudo apt install build-essential libboost1.65-all-dev r-base  
Rscript --slave --no-save --no-restore-history \  
-e 'install.packages(c("Rcpp", "RUnit"), dependencies = T)'
```

# A Simple Example

fancyalgorithms/fancy\_functions.hpp

```
int fancy_increment(int i){
    srand (time(NULL));
    return i + (rand() % 10 + 1);
}

void fancy_increment_container(std::vector<int>& more_i){
    srand (time(NULL));
    for (auto& i:more_i)
        i += (rand() % 10 + 1);
}
```

```
git checkout 000-get_started
cd core/
make run
```

```
class FancyObject{
private:
    int min, max;

public:
    FancyObject():min(1),max(10)
    {
        srand(time(NULL));
    }
    FancyObject(int min, int max):min(min), max(max)
    {
        srand(time(NULL));
    }
    int random_increment(int nr)
    {
        return nr + (rand() % max + min);
    }

    int get_min(){return min;}
    void set_min(int new_min){min=new_min;}

    int get_max(){return max;}
    void set_max(int new_max){max=new_max;}

};
```

# First Python Package

```
import fancymodule.fancymodule as fancy
i = fancy.fancy_increment(1)
```

```
#include "fancyalgorithms/fancy_functions.hpp"
#include <boost/python.hpp>
namespace py = boost::python;
BOOST_PYTHON_MODULE(fancymodule)
{
    py::def("fancy_increment", fancy_increment);
}
```

```
• git checkout 100-simple_python
  cd pkg-python/
  make python3
  cd test
  python3 main.py
```

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```
import fancymodule fancymodule as fancy
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```

# Exposing a C++ Class to Python

```
import fancymodule.fancymodule as fancy
f = fancy.FancyObject()
i = f.random_increment(1)
f2 = fancy.FancyObject(-2,2)
i2 = f2.random_increment(0)
```

```
BOOST_PYTHON_MODULE(fancymodule)
{
    py::def("fancy_increment", fancy_increment);

    py::class_<FancyObject>("FancyObject", py::init<>())
        .def(py::init<int,int>())
        .def("random_increment", &FancyObject::random_increment);
}
```

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git checkout 200-a_class
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{
    py::def("fancy_increment", fancy_increment);

    py::class_<FancyObject>("FancyObject", py::init<>())
        .def(py::init<int, int>())
        .def("random_increment", &FancyObject::random_increment);
}
```

```
git checkout 200-a_class
cd pkg-python/
make python3
cd test
python3 main.py
```

At this point you can expose C++ functions which take `FancyObject&` as parameters and call them from python. The python program takes ownership of a `FancyObject` and can pass references.

# Class Members Become Object Properties

```
import fancymodule.fancymodule as fancy
```

```
f = fancy.FancyObject()
```

```
f.min = -2
```

```
f.max = 2
```

```
py::class_<FancyObject>("FancyObject", py::init<>())
```

```
.def(py::init<int, int>())
```

```
.add_property("min", &FancyObject::get_min, &FancyObject::set_min)
```

```
.add_property("max", &FancyObject::get_max, &FancyObject::set_max)
```

```
.def("random_increment", &FancyObject::random_increment);
```

```
git checkout 300-class_members  
cd pkg-python/  
make python3  
cd test  
python3 main.py
```

# Class Members Become Object Properties

```
import fancymodule.fancymodule as fancy
```

```
f = fancy.FancyObject()
```

```
f.min = -2
```

```
f.max = 2
```

```
py::class_<FancyObject>("FancyObject", py::init<>())
```

```
.def(py::init<int, int>())
```

```
.add_property("min", &FancyObject::get_min, &FancyObject::set_min)
```

```
.add_property("max", &FancyObject::get_max, &FancyObject::set_max)
```

```
.def("random_increment", &FancyObject::random_increment);
```

```
git checkout 300-class_members  
cd pkg-python/  
make python3  
cd test  
python3 main.py
```



# C++ Containers...

```
import fancymodule.fancymodule as fancy
numbers = fancy.IntList()
numbers[:] = [0,1,2,3,4]
fancy.fancy_increment_container(numbers)
```

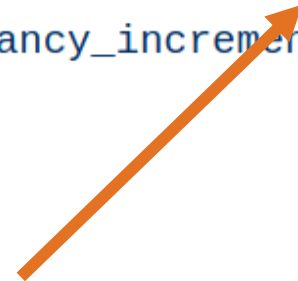
```
py::class_< std::vector<int> > ("IntList")
    .def(py::vector_indexing_suite< std::vector<int> >());
py::def("fancy_increment_container", fancy_increment_container);
```

```
git checkout 400-container
cd pkg-python/
make python3
cd test
python3 main.py
```

# C++ Containers...

```
import fancymodule.fancymodule as fancy
numbers = fancy.IntList()
numbers[:] = [0,1,2,3,4]
fancy.fancy_increment_container(numbers)
```

```
py::class_< std::vector<int> > ("IntList")
    .def(py::vector_indexing_suite< std::vector<int> >());
py::def("fancy_increment_container", fancy_increment_container);
```



This enables iterators, accessors, deletion, and addition of elements such that IntList behaves like a typical python list.

```
git checkout 400-container
cd pkg-python/
make python3
cd test
python3 main.py
```

# C++ Containers...

```
import fancymodule.fancymodule as fancy
numbers = fancy.IntList()
numbers[:] = [0,1,2,3,4]
fancy.fancy_increment_container(numbers)
```

This doesn't look very pythonic...  
**But** it prevents copying the list and instead allows for passing its reference to fancy\_increment\_container!

```
py::class_< std::vector<int> > ("IntList")
    .def(py::vector_indexing_suite< std::vector<int> >());
py::def("fancy_increment_container", fancy_increment_container);
```

```
git checkout 400-container
cd pkg-python/
make python3
cd test
python3 main.py
```

This enables iterators, accessors, deletion, and addition of elements such that IntList behaves like a typical python list.

## Building python packages with **Boost.Python**:

- Expose Functions and Classes
- Supports References and Pointers
- Exports C++ Iterators as Python Iterators
- and much more...

Moving on...

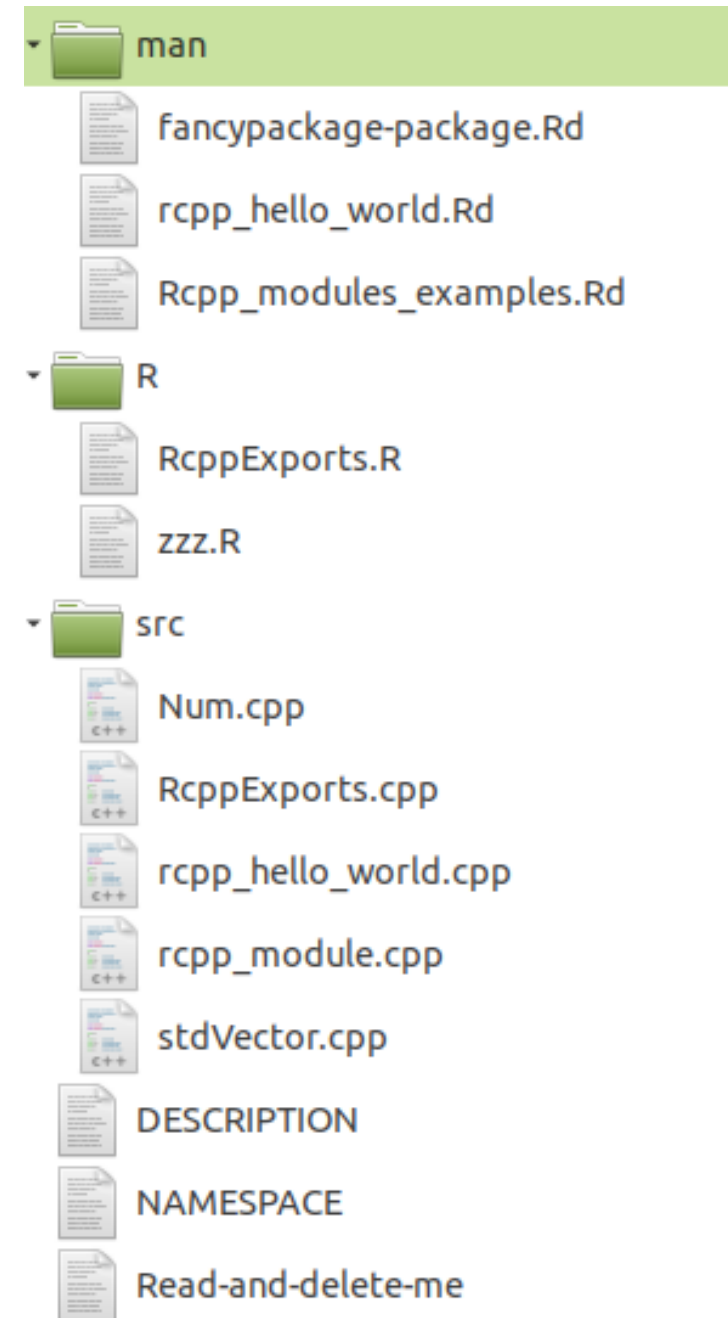
# A Simple R Package

We need Rcpp to create a standard package:

```
library(Rcpp)
Rcpp.package.skeleton(name = "fancypackage",
  author = "Mirco Schoenfeld",
  email = "twlly29@gmail.com",
  module=T)
```

This standard package also serves  
as an “applied documentation”

```
git checkout 500-getting_started_r
cd pkg-r/
make init
```



# Our First R Package

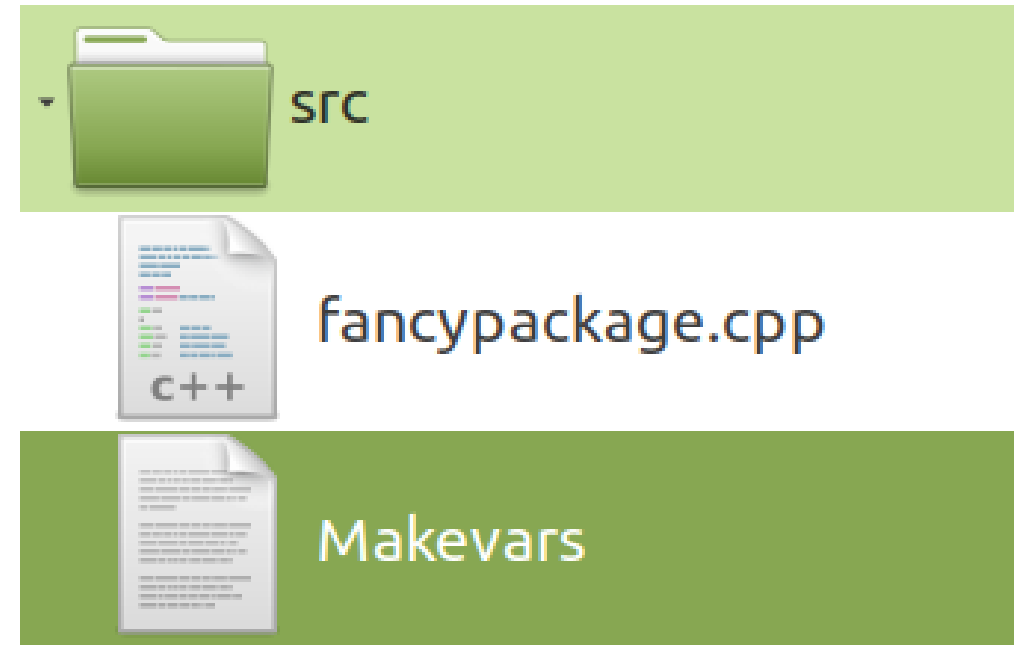
Again, we only need one source-file to bridge R and C++: `fancypackage.cpp`

Use `Makevars` or `Makevars.win` to include the library header files:

```
PKG_CXXFLAGS = -I"/path/to/lib"
```

```
git clean -f -d
```

```
git checkout 600-first_function
```



# Our First R Package

```
#include <Rcpp.h>
#include "fancyalgorithms/fancy_functions.hpp"

using namespace Rcpp;

RCPP_MODULE(fancy){

    function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");

}
```

```
cd pkg-r/
make install
Rscript test.R
```

```
library(fancypackage)
fancy_increment(3)
```



# Our First R Package

```
#include <Rcpp.h>
#include "fancyalgorithms/fancy_functions.hpp"

using namespace Rcpp;

RCPP_MODULE(fancy){

    function("fancy_increment", &fancy_increment , "documentation for fancy_increment ");

}
```

```
cd pkg-r/
make install
Rscript test.R
```

```
library(fancypackage)
fancy_increment(3)
```

# Our First R Package

```
#include <Rcpp.h>
#include "fancyalgorithms/fancy_functions.hpp"
```

```
using namespace Rcpp;
```

```
RCPP_MODULE(fancy){
```

```
    function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
}
```

```
cd pkg-r/
make install
Rscript test.R
```

Don't forget to add this line to man/zzz.R

```
loadModule("fancy", TRUE)
```

```
library(fancypackage)
fancy_increment(3)
```

# Our First R Package

```
#include <Rcpp.h>
#include "fancyalgorithms/fancy_functions.hpp"
```

```
using namespace Rcpp;
```

```
RCPP_MODULE(fancy){
```

```
    function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
}
```

```
cd pkg-r/
make install
Rscript test.R
```

Don't forget to add this line to man/zzz.R  
loadModule("fancy", TRUE)

```
library(fancypackage)
fancy_increment(3)
```

# Exposing C++ Classes to R

```
RCPP_MODULE(fancy){
```

```
function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
class_<FancyObject>("FancyObject")
```

```
  .constructor()
```

```
  .constructor<int,int>()
```

```
  .method("random_increment", &FancyObject::random_increment , "increment by random number")
```

```
;
```

```
}
```

```
library(fancypackage)
```

```
fo <- new(FancyObject)
```

```
inc <- fo$random_increment(3)
```

```
fo <- new(FancyObject,2,5)
```

```
inc <- fo$random_increment(3)
```

```
git checkout 700-a_class_in_r
cd pkg-r
make install
Rscript test.R
```

# Exposing C++ Classes to R

```
RCPP_MODULE(fancy){
```

```
function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
class_<FancyObject>("FancyObject")
```

```
  .constructor()
```

```
  .constructor<int,int>()
```

```
  .method("random_increment", &FancyObject::random_increment , "increment by random number")
```

```
;
```

```
}
```

```
library(fancypackage)
```

```
fo <- new(FancyObject)
```

```
inc <- fo$random_increment(3)
```

```
fo <- new(FancyObject,2,5)
```

```
inc <- fo$random_increment(3)
```

```
git checkout 700-a_class_in_r  
cd pkg-r  
make install  
Rscript test.R
```

# Exposing C++ Classes to R

```
RCPPE_MODULE(fancy){
```

```
function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
class <FancyObject>("FancyObject")
```

```
.constructor()
```

```
.constructor<int,int>()
```

```
.method("random_increment", &FancyObject::random_increment , "increment by random number")
```

```
;
```

```
}
```

```
library(fancypackage)
```

```
fo <- new(FancyObject)
```

```
inc <- fo$random_increment(3)
```

```
fo <- new(FancyObject,2,5)
```

```
inc <- fo$random_increment(3)
```

```
git checkout 700-a_class_in_r
cd pkg-r
make install
Rscript test.R
```

# Exposing C++ Classes to R

```
RCPP_MODULE(fancy){
```

```
function("fancy_increment" , &fancy_increment , "documentation for fancy_increment ");
```

```
class_<FancyObject>("FancyObject")
```

```
  .constructor()
```

```
  .constructor<int,int>()
```

```
  .method("random_increment", &FancyObject::random_increment , "increment by random number")
```

```
;
```

```
}
```

```
library(fancypackage)
```

```
fo <- new(FancyObject)
```

```
inc <- fo$random_increment(3)
```

```
fo <- new(FancyObject,2,5)
```

```
inc <- fo$random_increment(3)
```

```
git checkout 700-a_class_in_r
cd pkg-r
make install
Rscript test.R
```

# Class Members in R

```
class_<FancyObject>("FancyObject")  
  .constructor()  
  .constructor<int,int>()  
  
  .method("random_increment", &FancyObject::random_increment , "increment by random number")  
  
  .property("min", &FancyObject::get_min, &FancyObject::set_min)  
  .property("max", &FancyObject::get_max, &FancyObject::set_max)  
;
```

```
❖ git checkout 800-class_members  
  cd pkg-r  
  make install  
  Rscript test.R
```

```
library(fancypackage)  
fo <- new(FancyObject)  
fo$min <- 0  
fo$max <- 1
```



# Containers in R

To support passing references and modifying R-datastructures in-place, we need to change the signature of `fancy_increment_container` slightly:

```
void fancy_increment_container(std::vector<int>& more_i){  
    srand (time(NULL));  
    for (auto& i:more_i)  
        i += (rand() % 10 + 1);  
}
```

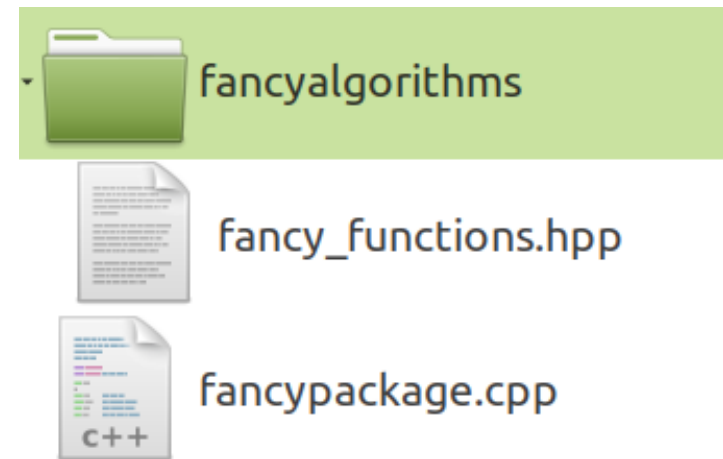
```
git reset --hard
```

```
git checkout 900-container_r
```

```
cd pkg-r
```

```
make install
```

```
Rscript test.R
```



The library has been copied into the package and Makevars has been removed.

# Containers in R

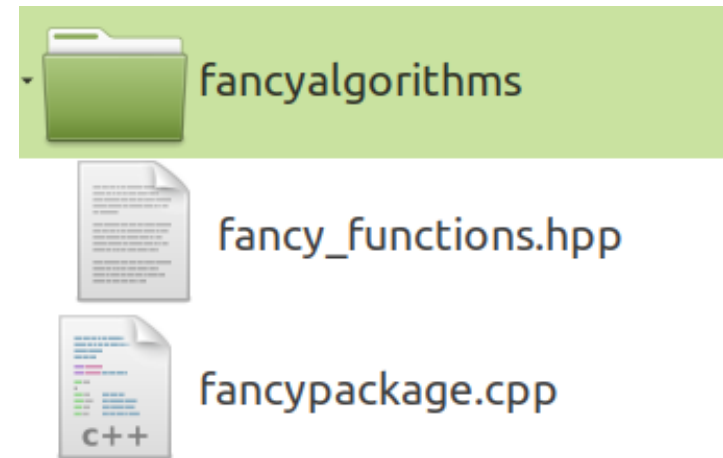
To support passing references and modifying R-datastructures in-place, we need to change the signature of `fancy_increment_container` slightly:

```
void fancy_increment_container(std::vector<int>& more_i){  
    srand (time(NULL));  
    for (auto& i:more_i)  
        i += (rand() % 10 + 1);  
}
```

```
git reset --hard
```

```
git checkout 900-container_r  
cd pkg-r  
make install  
Rscript test.R
```

This might be necessary in case you adapted Makevars to point to the library files...



The library has been copied into the package and Makevars has been removed.

# Containers in R

To support passing references and modifying R-datastructures in-place, we need to change the signature of `fancy_increment_container` slightly:

```
void fancy_increment_container(std::vector<int>& more_i){  
    srand (time(NULL));  
    for (auto& i:more_i)  
        i += (rand() % 10 + 1);  
}
```

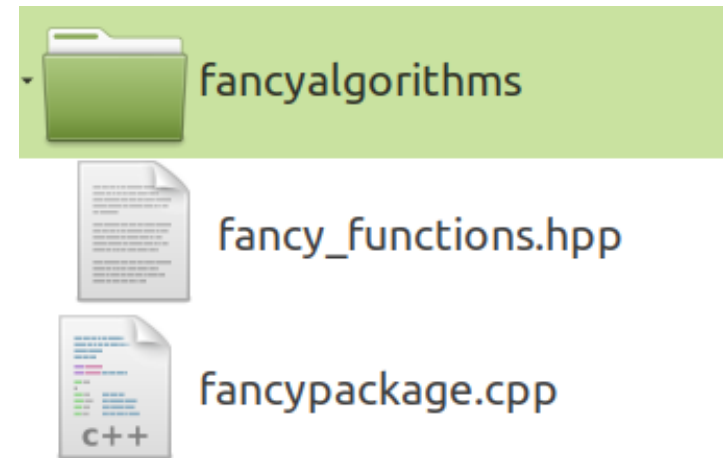
```
git reset --hard
```

```
git checkout 900-container_r
```

```
cd pkg-r
```

```
make install
```

```
Rscript test.R
```



The library has been copied into the package and Makevars has been removed.

# Containers in R

To support passing references and modifying R-datastructures in-place, we need to change the signature of `fancy_increment_container` slightly:

```
void fancy_increment_container(Rcpp::NumericVector more_i){  
    srand (time(NULL));  
    for (auto& i:more_i)  
        i += (rand() % 10 + 1);  
}
```

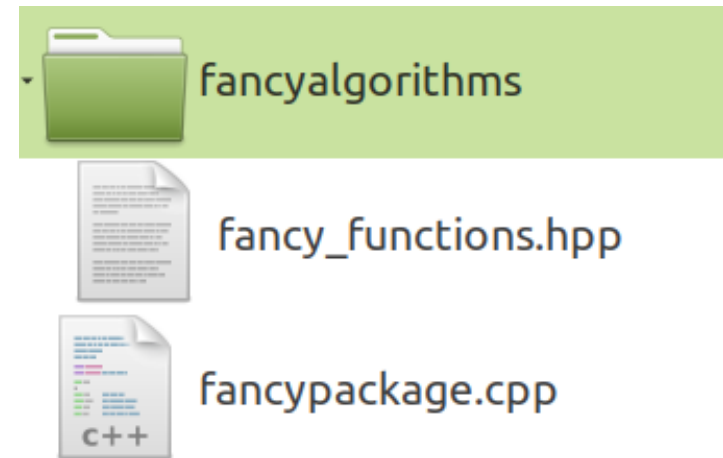
```
git reset --hard
```

```
git checkout 900-container_r
```

```
cd pkg-r
```

```
make install
```

```
Rscript test.R
```



The library has been copied into the package and Makevars has been removed.

## Building R packages with Rcpp:

- Seamless integration of C++ into R
- Standard R types are mapped to corresponding C++ types
- Around 45% of all packages on CRAN rely on Rcpp
- Several flavors exist (RcppArmadillo, RcppParallel, RcppEigen...)



# What we Saw Today

Create a package for R and Python that

We reach that goal by



# What we Saw Today

Create a package for R and Python that  
... is suitable for big amount of data

We reach that goal by



# What we Saw Today

Create a package for R and Python that  
... is suitable for big amount of data  
... shares a common codebase

We reach that goal by





# What we Saw Today

Create a package for R and Python that

- ... is suitable for big amount of data

- ... shares a common codebase

- ... requires as little additional code as possible

We reach that goal by



# What we Saw Today

Create a package for R and Python that

- ... is suitable for big amount of data

- ... shares a common codebase

- ... requires as little additional code as possible

We reach that goal by

- ... implementing the core functionality in C++



# What we Saw Today

Create a package for R and Python that

- ... is suitable for big amount of data
- ... shares a common codebase
- ... requires as little additional code as possible

We reach that goal by

- ... implementing the core functionality in C++
- ... use Boost.Python to compile that code for Python



# What we Saw Today

Create a package for R and Python that

- ... is suitable for big amount of data
- ... shares a common codebase
- ... requires as little additional code as possible

We reach that goal by

- ... implementing the core functionality in C++
- ... use Boost.Python to compile that code for Python
- ... use Rcpp to compile that code for R

# Helpful Resources



Boost.Python

Rcpp



# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>

## Rcpp

# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>
- <https://wiki.python.org/moin/boost.python/GettingStarted>

## Rcpp

# Helpful Resources

## Boost.Python

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- 

## Rcpp



# Helpful Resources

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- 
- 

## Rcpp

# Helpful Resources

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- 
- 
- 

## Rcpp

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- 

## Rcpp

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- <https://wiki.python.org/moin/boost.python/GettingStarted>
- 
- 
- 
- 
- [https://www.boost.org/doc/libs/1\\_46\\_1/libs/python/doc/tutorial/doc/html/index.html](https://www.boost.org/doc/libs/1_46_1/libs/python/doc/tutorial/doc/html/index.html)

## Rcpp



# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>
  - <https://wiki.python.org/moin/boost.python/GettingStarted>
  - 
  - 
  - 
  - 
  - [https://www.boost.org/doc/libs/1\\_46\\_1/libs/python/doc/tutorial/doc/html/index.html](https://www.boost.org/doc/libs/1_46_1/libs/python/doc/tutorial/doc/html/index.html)
- (really, Boost documentation is no fun to read)

## Rcpp

# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>
  - <https://wiki.python.org/moin/boost.python/GettingStarted>
  - 
  - 
  - 
  - 
  - [https://www.boost.org/doc/libs/1\\_46\\_1/libs/python/doc/tutorial/doc/html/index.html](https://www.boost.org/doc/libs/1_46_1/libs/python/doc/tutorial/doc/html/index.html)
- (really, Boost documentation is no fun to read)

## Rcpp

- <http://www.rcpp.org/>

# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>
  - <https://wiki.python.org/moin/boost.python/GettingStarted>
  - 
  - 
  - 
  - 
  - [https://www.boost.org/doc/libs/1\\_46\\_1/libs/python/doc/tutorial/doc/html/index.html](https://www.boost.org/doc/libs/1_46_1/libs/python/doc/tutorial/doc/html/index.html)
- (really, Boost documentation is no fun to read)

## Rcpp

- <http://www.rcpp.org/>
- <https://gallery.rcpp.org/>

# Helpful Resources

## Boost.Python

- <https://github.com/TNG/boost-python-examples>
  - <https://wiki.python.org/moin/boost.python/GettingStarted>
  - 
  - 
  - 
  - 
  - [https://www.boost.org/doc/libs/1\\_46\\_1/libs/python/doc/tutorial/doc/html/index.html](https://www.boost.org/doc/libs/1_46_1/libs/python/doc/tutorial/doc/html/index.html)
- (really, Boost documentation is no fun to read)

## Rcpp

- <http://www.rcpp.org/>
- <https://gallery.rcpp.org/>
- <http://dirk.eddelbuettel.com/presentations/>



Thanks.

@TwlyY29

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