

## Speed, Testing & Reporting

```
sum_with_loop_in_r <- function(max_value) {
  sum <- 0
  for(i in 1:max_value) {
    sum <- sum + 1
  }
  return(sum)
}

sum_with_vectorization_in_r <- function(max_value) {
  numbers <- as.double(1:max_value)
  return(sum(numbers))
}
```

```
microbenchmark(loop = sum_with_loop_in_r(1e5),
  vectorized = sum_with_vectorization_in_r(1e5))
```

Unit: nanoseconds

expr	min	lq	mean	median	uq	max	neval	cld
loop	1830901	1836351	1866599.01	1838851	1846300.5	4007702	100	b
vectorized	300	401	17289.02	602	1851.5	1559401	100	a

Compiler pkg

```
compiled_sum_with_loop_in_r <- cmpfun(sum_with_loop_in_r)

microbenchmark(loop = sum_with_loop_in_r(1e5),
  vectorized = sum_with_vectorization_in_r(1e5),
  compiled = compiled_sum_with_loop_in_r(1e5))
```

Unit: nanoseconds

expr	min	lq	mean	median	uq	max	neval	cld
loop	1830000	1834051	1841465.04	1837801	1843251.0	1959801	100	b
vectorized	300	501	1693.08	1101	2551.5	7501	100	a
compiled	1809401	1834601	1839334.96	1837451	1840951.0	1894101	100	b

lapply

```
function (X, FUN, ...)
{
  FUN <- match.fun(FUN)
  if (!is.vector(X) || is.object(X))
    X <- as.list(X)
  .Internal(lapply(X, FUN))
}
<bytecode: 0x00000000154fe438>
```

```
<environment: namespace:base>
```

```
# Create a C++ Function
```

```
cppFunction('
  long add_cpp(long max_value) {
    long sum = 0;
    for(long i = 1; i <= max_value; ++i) {
      sum = sum + i;
    }
    return sum;
  }
')
```

```
add_cpp(1e5)
```

```
[1] 705082704
```

```
microbenchmark(loop = sum_with_loop_in_r(1e5),
  vectorized = sum_with_vectorization_in_r(1e5),
  compiled = compiled_sum_with_loop_in_r(1e5),
  compiled_cpp = add_cpp(1e5))
```

```
Unit: nanoseconds
```

expr	min	lq	mean	median	uq	max	neval	cld
loop	1825801	1836501	1844618.04	1838851.0	1842800.5	2108000	100	c
vectorized	301	501	1930.93	1101.0	3100.5	8501	100	a
compiled	1815002	1836602	1845334.02	1838901.0	1844701.5	1964302	100	c
compiled_cpp	22001	22601	32462.01	23301.5	24651.0	863301	100	b

```
sourceCpp(file.path(data.dir, "add_2.cpp"))
```

```
> add_2_cpp(42)
```

```
[1] 903
```

```
add_2_cpp(100)
```

```
[1] 5050
```