Approaches to making R faster

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2 May 2014

Installation

You should have installed everything by now.

If not, do so while I'm rambling on (next $\sim$ 5 minutes).

The limitations of R

- R is great in many ways: flexible, easy to write, mature.
- But it isn't the fastest.
- So what if your problem has large computational demands?
- Two approaches:
  1. Parallelize
  2. Integrate other languages
- Today, focus on 2 (esp. C++), but discuss 1 briefly.

Parallelism

- Pros:
  - Easy: implementation and learning
  - Time cost reduced by factor of ~ 50 on small(ish) systems
  - No (software) cost of extra nodes on v large systems
- Cons:
  - At best, $t \propto 1/N$
  - Communication time
  - Sequential operations
- Resources:
  - "Parallel R", McCallum & Weston (O'Reilly)
  - Steven Mohr: smohr@uchicago.edu

C++

- Pros:
  - Fast (esp. for loops & Linear algebra)
  - Universal: The "Latin" of CS
  - Mature
- Cons:
  - Harder to learn
  - Slower to write
  - Compilers
- Our approach:
  - Use the `Rcpp` and `RcppArmadillo` packages
  - Integrates beautifully to `R` .
  - Call functions in `R`, but written in C++.
  - No painful set up or compilation headaches.

Why is C++ so fast?

Why is C++ so fast?

Blah blah blah blah blah blah blah blah blah
blah blah defining types blah blah blah blah
blah blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah
blah blah blah machine code blah blah blah
blah blah blah blah blah blah blah blah blah
blah compilers blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah
blah blah but basically, it just is.

The motherlode

Combining C++ and paralellism can give you *massive* speed gains.

- Strategy:
  1. Write R code that parallelizes a repeated operation
  2. Write the code for that operation in C++
- Conservative numbers:
  - Parallelism gives a $\times 50$ speed gain
  - C++ operation is ~ 60 times faster
  - Total speed gain ~ 3000
- Excluding cluster initialization, this means:
  1. Before: 1 hour, after: ~ 0.02 seconds
  2. Before: 1 day, after: ~ 30 seconds
  3. Before: 1 week, after: ~ 3 mins
  4. Before: 1 year, after: ~ 3 hours

In practice, speed gains from C++ part be much greater.
NB: Parallelizing in C++ alone is not fun.

Outline

- Example
- Basics of coding in C++
  1. Hello world
  2. Types
  3. Returns
  4. If..else
  5. Loops
  6. R-style vectors (with zero-based counting!)
  7. R-style matrices and lists
- Matrix algebra with `Rcpp` `Armadillo` .
  1. Vectors and matrices
  2. Simple operations: Addition, multiplication, matrix metadata
  3. Harder operations: Accessing submatrices, inversion
- Rewrite John Eric's MCMC example