

Package ‘tictoc’

September 2, 2022

Title Functions for Timing R Scripts, as Well as Implementations of ``Stack" and ``List" Structures

Version 1.1

Author Sergei Izrailev

Maintainer Sergei Izrailev <sizrailev@jabiruventures.com>

Description Code execution timing functions 'tic' and 'toc' that can be nested. One can record all timings while a complex script is running, and examine the values later. It is also possible to instrument the timing calls with custom callbacks. In addition, this package provides class 'Stack', implemented as a vector, and class 'List', implemented as a list, both of which support operations 'push', 'pop', 'first_element', 'last_element' and 'clear'.

URL <https://github.com/jabiru/tictoc>

Depends R (>= 2.15),
methods

License Apache License (== 2.0) | file LICENSE

Copyright Copyright (C) Collective, Inc. | file inst/COPYRIGHTS

Encoding UTF-8

RoxygenNote 7.2.0

Suggests testthat (>= 3.0.0)

Config/testthat/edition 3

R topics documented:

Stack and List	2
tic	3
tictoc	6
Index	8

Description

`push` - Append an element.

`pop` - Remove and return the last element.

`clear` - Remove all elements.

`shift` - Remove and return the first element.

`first_element` - Return the first element. We can't use `first` because it's taken by the `dplyr` package and is not an S3 method.

`last_element` - Return the last element. We can't use `last` because it's taken by the `dplyr` package and is not an S3 method.

`size` - Return the number of elements.

`as.Stack` - Creates a new Stack from (typically, vector) `s`.

`as.List` - Creates a new List from (typically, list) `s`.

`Stack()` - Creates and keeps a stack of items of the same type, implemented as an R vector. The type is determined by the first `push` operation.

`List()` - Creates and keeps a list of items of the same type, implemented as an R list. The type is determined by the first `push` operation.

Usage

`push(x, value)`

`pop(x)`

`clear(x)`

`shift(x)`

`first_element(x)`

`last_element(x)`

`size(x)`

`as.Stack(s)`

`as.List(s)`

`Stack()`

`List()`

Arguments

<code>x</code>	A Stack or List object.
<code>value</code>	Value to append.
<code>s</code>	A structure to be converted to a Stack or List.

<code>tic</code>	<i>Timing utilities.</i>
------------------	--------------------------

Description

`tic` - Starts the timer and stores the start time and the message on the stack.

`toc` - Notes the current timer and computes elapsed time since the matching call to `tic()`. When `quiet` is `FALSE`, prints the associated message and the elapsed time.

`toc.outmsg` - Formats a message for pretty printing. Redefine this for different formatting.

`tic.clearlog` - Clears the `tic/toc` log.

`tic.clear` - Clears the `tic/toc` stack. This could be useful in cases when because of an error the closing `toc()` calls never get executed.

`tic.log` - Returns log messages from calls to `tic/toc` since the last call to `tic.clearlog`.

Usage

```
tic(msg = NULL, quiet = TRUE, func.tic = NULL, ...)

toc(log = FALSE, quiet = FALSE, func.toc = toc.outmsg, ...)

toc.outmsg(tic, toc, msg)

tic.clearlog()

tic.clear()

tic.log(format = TRUE)
```

Arguments

<code>msg</code>	- a text string associated with the timer. It gets printed on a call to <code>toc()</code>
<code>quiet</code>	When <code>TRUE</code> , doesn't print any messages
<code>func.tic</code>	Function producing the formatted message with a signature <code>f(tic, toc, msg, ...)</code> . Here, parameters <code>tic</code> and <code>toc</code> are the elapsed process times in seconds, so the time elapsed between the <code>tic()</code> and <code>toc()</code> calls is computed by <code>toc - tic</code> . <code>msg</code> is the string passed to the <code>tic()</code> call.
<code>...</code>	The other parameters that are passed to <code>func.tic</code> and <code>func.toc</code> .
<code>log</code>	- When <code>TRUE</code> , pushes the timings and the message in a list of recorded timings.
<code>func.toc</code>	Function producing the formatted message with a signature <code>f(tic, toc, msg, ...)</code> . Here, parameters <code>tic</code> and <code>toc</code> are the elapsed process times in seconds, so the time elapsed between the <code>tic()</code> and <code>toc()</code> calls is computed by <code>toc - tic</code> . <code>msg</code> is the string passed to the <code>tic()</code> call.

<code>tic</code>	Time from the call to <code>tic()</code> (<code>proc.time()</code> ["elapsed"])
<code>toc</code>	Time from the call to <code>toc()</code> (<code>proc.time()</code> ["elapsed"])
<code>format</code>	When true, <code>tic.log</code> returns a list of formatted <code>toc()</code> output, otherwise, returns the raw results.

Value

`tic` returns the timestamp (invisible).

`toc` returns an (invisible) list containing the timestamps `tic`, `toc`, and the message `msg`.

`toc.outmsg` returns formatted message.

`tic.log` returns a list of formatted messages (`format = TRUE`) or a list of lists containing the timestamps and unformatted messages from prior calls to `tic/toc`.

See Also

[tictoc](#), [Stack](#)

Examples

```
## Not run:

## Basic use case
tic()
print("Do something...")
Sys.sleep(1)
toc()
# 1.034 sec elapsed

## Inline timing example, similar to system.time()
tic(); for(i in 1:1000000) { j = i / 2 }; toc()
# 0.527 sec elapsed

## Timing multiple steps
tic("step 1")
print("Do something...")
Sys.sleep(1)
toc()
# step 1: 1.005 sec elapsed

tic("step 2")
print("Do something...")
Sys.sleep(1)
toc()
# step 2: 1.004 sec elapsed

## Timing nested code
tic("outer")
  Sys.sleep(1)
  tic("middle")
    Sys.sleep(2)
    tic("inner")
      Sys.sleep(3)
    toc()
  # inner: 3.004 sec elapsed
  toc()
```

```

# middle: 5.008 sec elapsed
toc()
# outer: 6.016 sec elapsed

## Timing in a loop and analyzing the results later using tic.log().
tic.clearlog()
for (x in 1:10)
{
  tic(x)
  Sys.sleep(1)
  toc(log = TRUE, quiet = TRUE)
}
log.txt <- tic.log(format = TRUE)
log.lst <- tic.log(format = FALSE)
tic.clearlog()

timings <- unlist(lapply(log.lst, function(x) x$toc - x$tic))
mean(timings)
# [1] 1.001
writeLines(unlist(log.txt))
# 1: 1.002 sec elapsed
# 2: 1 sec elapsed
# 3: 1.002 sec elapsed
# 4: 1.001 sec elapsed
# 5: 1.001 sec elapsed
# 6: 1.001 sec elapsed
# 7: 1.001 sec elapsed
# 8: 1.001 sec elapsed
# 9: 1.001 sec elapsed
# 10: 1 sec elapsed

## Using custom callbacks in tic/toc
my.msg.tic <- function(tic, msg)
{
  if (is.null(msg) || is.na(msg) || length(msg) == 0)
  {
    outmsg <- paste0(round(toc - tic, 3), " seconds elapsed")
  }
  else
  {
    outmsg <- paste0("Starting ", msg, "...")
  }
  outmsg
}

my.msg.toc <- function(tic, toc, msg, info)
{
  if (is.null(msg) || is.na(msg) || length(msg) == 0)
  {
    outmsg <- paste0(round(toc - tic, 3), " seconds elapsed")
  }
  else
  {
    outmsg <- paste0(info, ": ", msg, ": ",
                     round(toc - tic, 3), " seconds elapsed")
  }
  outmsg
}

```

```

}

tic("outer", quiet = FALSE, func.tic = my.msg.tic)
# Starting outer...
  Sys.sleep(1)
  tic("middle", quiet = FALSE, func.tic = my.msg.tic)
# Starting middle...
    Sys.sleep(2)
    tic("inner", quiet = FALSE, func.tic = my.msg.tic)
    Sys.sleep(3)
# Starting inner...
      toc(quiet = FALSE, func.toc = my.msg.toc, info = "INFO")
# INFO: inner: 3.005 seconds elapsed
      toc(quiet = FALSE, func.toc = my.msg.toc, info = "INFO")
# INFO: middle: 5.01 seconds elapsed
toc(quiet = FALSE, func.toc = my.msg.toc, info = "INFO")
# INFO: outer: 6.014 seconds elapsed

## End(Not run)

```

tictoc

Package tictoc.

Description

Functions for timing, as well as implementations of Stack and List structures.

Details

The `tictoc` package provides the timing functions `tic` and `toc` that can be nested. It provides an alternative to `system.time()` with a different syntax similar to that in another well-known software package. `tic` and `toc` are easy to use, and are especially useful when timing several sections in more than a few lines of code.

In general, calls to `tic` and `toc` start the timer when the `tic` call is made and stop the timer when the `toc` call is made, recording the elapsed time between the calls from `proc.time`. The default behavior is to print a simple message with the elapsed time in the `toc` call.

The features include the following:

- nesting of the `tic` and `toc` calls
- suppressing the default output with `quiet = TRUE`
- collecting the timings in user-defined variables
- collecting the timings in a log structure provided by the package (see [tic.log](#))
- providing a custom message for each `tic` call
- using custom callbacks for the `tic` and `toc` calls to redefine the default behavior and/or add other functionality (such as logging to a database)

In addition, this package provides classes `Stack` (implemented as a vector) and `List` (implemented as a list), both of which support operations `push`, `pop`, `first_element`, `last_element`, `clear` and `size`.

Copyright

Copyright (C) Collective, Inc.; with portions Copyright (C) Jabiru Ventures LLC

License

Apache License, Version 2.0, available at <http://www.apache.org/licenses/LICENSE-2.0>

URL

<http://github.com/jabiru/tictoc>

Installation from github

```
devtools::install_github("jabiru/tictoc")
```

Author(s)

Sergei Izrailev

See Also

[tic](#), [Stack](#)

Index

- * **list**
 - tictoc, [6](#)
- * **profiling**
 - tictoc, [6](#)
- * **stack**
 - tictoc, [6](#)
- * **timing**
 - tictoc, [6](#)

[as.List \(Stack and List\)](#), [2](#)
[as.Stack \(Stack and List\)](#), [2](#)

[clear \(Stack and List\)](#), [2](#)

[first_element \(Stack and List\)](#), [2](#)

[last_element \(Stack and List\)](#), [2](#)
[List](#), [6](#)
[List \(Stack and List\)](#), [2](#)

[pop \(Stack and List\)](#), [2](#)
[push \(Stack and List\)](#), [2](#)

[shift \(Stack and List\)](#), [2](#)
[size \(Stack and List\)](#), [2](#)
[Stack](#), [4](#), [6](#), [7](#)
[Stack \(Stack and List\)](#), [2](#)
[Stack and List](#), [2](#)

[tic](#), [3](#), [7](#)
[tic.clearlog](#), [3](#)
[tic.log](#), [6](#)
[tictoc](#), [4](#), [6](#)
[toc \(tic\)](#), [3](#)