# Package 'BitBreedingSim'

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Type Package

**Title** Fast Breeding Simulation

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Author Minoru Inamori
Maintainer Minoru Inamori <inamori@ut-biomet.org></inamori@ut-biomet.org>
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addTraitA	Add Trait with Additive Effects to BaseInfo	

# Description

This function adds a trait with additive effects to the BaseInfo object.

# Usage

```
addTraitA(info, name, mean, h2, sd = NULL, a = NULL, loci = NULL, num_loci = 1)
```

# Arguments

info	External pointer to BaseInfo object
name	Name of the trait
mean	Phenotype mean
h2	Heritability
sd	Optional. Phenotype standard deviation
а	Optional. Numeric vector of additive effects
loci	Optional. List of loci in the form of a data frame with two columns: 'chrom' and 'marker'. For example:
	<pre>chrom &lt;- c(3, 5, 10) marker &lt;- c(1, 2, 1000) loci &lt;- data.frame(chrom, marker)</pre>
num_loci	Optional. Number of loci (default is 1)

addTraitAD Add Trait	vith Additive and Dominance	Effects to BaseInfo
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# Description

This function adds a trait with additive and dominance effects to the BaseInfo object.

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# Usage

```
addTraitAD(
  info,
  name,
  mean,
  sd = NULL,
  h2 = NULL,
  H2 = NULL,
  a = NULL,
  d = NULL,
  loci = NULL,
  num_loci = 1
)
```

#### **Arguments**

info	External pointer to BaseInfo object
name	Name of the trait
mean	Phenotype mean
sd	Optional. Phenotype standard deviation
h2	Optional. Narrow-sense heritability (proportion of variance due to additive genetic effects)
H2	Optional. Broad-sense heritability (proportion of variance due to all genetic effects, can be NULL)
а	Optional. Numeric vector of additive effects
d	Optional. Numeric vector of dominance effects
loci	Optional. List of loci in the form of a data frame with two columns: 'chrom' and 'marker'. For example:
	<pre>chrom &lt;- c(3, 5, 10) marker &lt;- c(1, 2, 1000) loci &lt;- data.frame(chrom, marker)</pre>
num_loci	Optioal. Number of loci (default is 1)

 ${\tt createBaseInfo}$ 

Create a BaseInfo object

# Description

This function creates a BaseInfo object. If the seed is set to -1, a random seed is generated, resulting in different outcomes each time the function is called. If a specific seed is provided, the random number generation will be based on that seed, ensuring reproducible results.

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#### Usage

```
createBaseInfo(
  chrom_maps = NULL,
  num_chroms = 10,
  num_markers = 1000,
  cM = 100,
  bp = 1e+06,
  seed = -1
)
```

#### **Arguments**

chrom\_maps A list of data.frames, each representing a chromosome map. Each data.frame should have two columns: 'cM' for centiMorgans and 'position' for base pair positions. The list should be named, with each name corresponding to a chromosome identifier (e.g., "chr1", "chr2", etc.). If chrom\_maps is provided, the parameters num\_chroms, num\_markers, cM, and bp are ignored. num\_chroms Optional. An integer. Number of chromosomes. Ignored if chrom\_maps is provided. Default is 10. Optional. An integer. Number of markers per chromosome. Ignored if chrom\_maps num\_markers is provided. Default is 1000. cM A numeric. Optional. Length of each chromosome in centiMorgans. Ignored if chrom\_maps is provided. Default is 100. An integer. Optional. Length of each chromosome in base pairs. Ignored if bp

chrom\_maps is provided. Default is 1000000.

An integer. Optional. A seed for random number generation. Default is -1,

which generates a random seed.

#### Value

seed

An external pointer to a BaseInfo object.

#### **Examples**

```
# Create a BaseInfo object with a random seed
base_info_random <- createBaseInfo()
getInfo(base_info_random)

# Create a BaseInfo object with a specific seed for reproducible results
base_info_reproducible <- createBaseInfo(seed = 123)
getInfo(base_info_reproducible)

# Create a chromosome map with 100 cM and 1 Mbp, containing 1000 markers
f <- function(x) { (x^3 / (1 + x^2) + 8/5) * 500 / 16 }
cM <- sapply(1:1000, function(i) f(i/250 - 2))
position <- sapply(1:1000, function(i) i * 1000)
chrom_map <- data.frame(cM, position)
chrom_maps <- replicate(10, chrom_map, simplify = FALSE)</pre>
```

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```
names(chrom_maps) <- paste0("chr", 1:10)
info <- createBaseInfo(chrom_maps, seed = 123)
getInfo(info)</pre>
```

createOrigins

Create origins for a Population object

# **Description**

Create origins for a Population object

#### Usage

```
createOrigins(num_inds, info, name_base)
```

# **Arguments**

num\_inds An integer. The number of individuals.

info An external pointer to a BaseInfo object.

name\_base A string. The base name for individuals.

#### Value

An external pointer to a Population object.

cross

Cross two Population

# **Description**

Cross two Population

# Usage

```
cross(num_inds, mothers, fathers, name_base, num_threads = 0)
```

# **Arguments**

num\_inds An integer. The number of individuals.

mothers An external pointer to a Population object.

fathers An external pointer to a Population object.

name\_base A string. The base name for individuals.

num\_threads Optional. An integer. The number of threads to be used. If not specified, the

function will use the maximum number of available threads.

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# Value

An external pointer to a Population object.

# **Examples**

```
# Assuming 'mothers' and 'fathers' are valid Population objects
new_population <- cross(100, mothers, fathers, "prog_")
summary(new_population)</pre>
```

getGenotypes

Get genotypes from a Population object

# **Description**

This function retrieves the genotypes from a given Population object. The genotypes are represented in a matrix format where rows correspond to samples and columns correspond to markers.

# Usage

```
getGenotypes(pop)
```

# Arguments

pop

An external pointer to a Population object.

#### **Details**

Genotype encoding:

- 0/0 is encoded as -1
- 0/1 is encoded as 0
- 1/1 is encoded as 1

# Value

A matrix of genotypes where rows are samples and columns are markers.

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getInfo

Get the values of a BaseInfo object

# **Description**

Get the values of a BaseInfo object

# Usage

```
getInfo(info)
```

# Arguments

info

An external pointer to a BaseInfo object

# Value

The list of the values of a BaseInfo object

getMap

Retrieve Genetic Map Information

#### **Description**

This function retrieves the genetic map information from a BaseInfo object.

# Usage

```
getMap(info)
```

# **Arguments**

info

An object of class BaseInfo. This object contains the genetic map information.

#### Value

A list of data frames, each representing a chromosome. Each data frame contains two columns:

- cM: The centiMorgan positions of the markers.
- position: The base pair positions of the markers.

# **Examples**

```
## Not run:
    # Assuming `info` is a valid BaseInfo object
    map <- getMap(info)
    print(map)
## End(Not run)</pre>
```

 ${\tt getPhasedGenotypes}$ 

Get phased genotypes from a Population object

#### **Description**

This function retrieves the genotypes from a given Population object. The genotypes are represented in a matrix format where rows correspond to markers and columns correspond to samples.

#### Usage

getPhasedGenotypes(pop)

# **Arguments**

pop

An external pointer to a Population object.

#### **Details**

Genotype is 010, 011, 110, or 111

#### Value

A matrix of genotypes where rows are samples and columns are markers.

getPhasedIntGenotypes Get phased integer genotypes from a Population object

# **Description**

This function retrieves the genotypes from a given Population object. The genotypes are represented in a matrix format where rows correspond to samples and columns correspond to markers. Each sample has two rows: the first row represents the maternal allele and the second row represents the paternal allele.

# Usage

getPhasedIntGenotypes(pop)

#### **Arguments**

pop

An external pointer to a Population object.

#### **Details**

Genotype is represented as integers: 0 or 1

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# Value

A matrix of genotypes where rows are samples and columns are markers. Each sample has two rows: the first row is the maternal allele and the second row is the paternal allele.

getPhenotypes

Get phenotypes from a Population object

# **Description**

Get phenotypes from a Population object

# Usage

```
getPhenotypes(pop, i)
```

# **Arguments**

pop An external pointer to a Population object.

i An integer index representing the trait for which phenotypes are to be retrieved.

The index should be between 1 and the total number of traits available in the

Population object.

# Value

A vector of phenotypes.

# **Examples**

```
# Assuming 'pop' is a valid Population object and trait index 1 is valid
phenotypes <- getPhenotypes(pop, 1)
print(phenotypes)</pre>
```

getPopInfo

Get information for a Population object

# **Description**

Get information for a Population object

# Usage

```
getPopInfo(pop)
```

#### **Arguments**

pop

An external pointer to a BaseInfo object.

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# Value

A list containing the number of individuals and the number of chromosomes in the population.

getPopNames

Get name data from a Population object

# **Description**

Get name data from a Population object

# Usage

```
getPopNames(pop)
```

# **Arguments**

pop

An external pointer to a Population object.

#### Value

A data frame containing the names, maternal names, and paternal names from the Population object.

# **Examples**

```
# Assuming 'pop' is a valid Population object
name_data <- getPopNames(pop)
print(name_data)</pre>
```

getTrait

Get a trait from a BaseInfo object

# **Description**

Get a trait from a BaseInfo object

# Usage

```
getTrait(info, i)
```

# Arguments

info An external pointer to a BaseInfo object.i An integer. The index of the trait to retrieve.

# Value

The trait at the specified index.

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joinPops

Join multiple Population objects

# Description

Join multiple Population objects

# Usage

```
joinPops(...)
```

# **Arguments**

External pointers to Population objects.

#### Value

An external pointer to a new Population object containing the combined individuals.

# **Examples**

```
# Assuming 'pop1', 'pop2', and 'pop3' are valid Population objects
combined_pop <- joinPops(pop1, pop2, pop3)
print(combined_pop)</pre>
```

selectPop

Select individuals from a Population object

# Description

Select individuals from a Population object

# Usage

```
selectPop(pop, indices_R)
```

# **Arguments**

pop

An external pointer to a Population object.

indices

A vector of integer indices representing the individuals to be selected.

#### Value

An external pointer to a new Population object containing the selected individuals.

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# **Examples**

```
# Assuming 'pop' is a valid Population object and indices are valid
selected_pop <- selectPop(pop, c(1, 2, 3))
print(selected_pop)
```

writeVCF

Write Population to VCF file

# Description

This function writes a Population object to a VCF file.

# Usage

```
writeVCF(pop, filename)
```

# Arguments

pop An external pointer to a Population object.

filename A string specifying the path to the output VCF file.

# **Examples**

```
# Assuming 'pop' is a valid Population object
writeVCF(pop, "output.vcf")
```

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