

Package ‘BufferedMatrix’

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Title A matrix data storage object held in temporary files

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Depends R (>= 2.6.0), methods

Description A tabular style data object where most data is stored outside main memory. A buffer is used to speed up access to data.

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URL <https://github.com/bmbolstad/BufferedMatrix>

Collate allGenerics.R BufferedMatrix.R as.BufferedMatrix.R
createBufferedMatrix.R init.R

LazyLoad yes

biocViews Infrastructure

NeedsCompilation yes

R topics documented:

| | |
|--------------------------------|---|
| as.BufferedMatrix | 1 |
| BufferedMatrix-class | 2 |
| createBufferedMatrix | 5 |

| | |
|--------------|----------|
| Index | 6 |
|--------------|----------|

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|-------------------|---|
| as.BufferedMatrix | <i>Check or Coerce object to BufferedMatrix</i> |
|-------------------|---|

Description

’as.BufferedMatrix’ will coerce the supplied object into a BufferedMatrix. ’is.BufferedMatrix’ checks whether the supplied argument is a BufferedMatrix.

Usage

```
as.BufferedMatrix(x, bufferrows=1, buffercols=1,directory=getwd())  
is.BufferedMatrix(x)
```

Arguments

| | |
|-------------------------|--|
| <code>x</code> | an R object |
| <code>bufferrows</code> | number of rows to be buffered if the row buffer is activated |
| <code>buffercols</code> | number of columns to be buffered |
| <code>directory</code> | path to directory where temporary files should be stored |

Details

These functions are useful for converting between R `matrix` objects and `BufferedMatrix` objects.

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BufferedMatrix-class *Class BufferedMatrix*

Description

This is a class representation of a buffered matrix (of numeric data). In this case data is primarily stored outside main memory in temporary files.

Objects from the Class

Objects can be created using the function `createBufferedMatrix`

Slots

`rawBufferedMatrix`: a pointer to an external structure used to access and store the matrix data.
`rownames`: rownames for the matrix.
`colnames`: colnames for the matrix.

Methods

ncol signature(object = "BufferedMatrix"): Returns the number of columns in the matrix
nrow signature(object = "BufferedMatrix"): Returns the number of rows in the matrix
dim signature(object = "BufferedMatrix"): Returns the dimensions of the matrix
buffer.dim signature(object = "BufferedMatrix"): Returns the number of columns and the number of rows to be stored in the buffer
set.buffer.dim signature(object = "BufferedMatrix"): Set the buffer size or resize it
[signature(object = "BufferedMatrix"): matrix accessor
[<- signature(object = "BufferedMatrix"): matrix replacer
show signature(object = "BufferedMatrix"): prints basic information about the Buffered-Matrix out to screen
is.RowMode signature(object = "BufferedMatrix"): returns TRUE if the row buffer is active and FALSE otherwise.

is.ColMode signature(object = "BufferedMatrix"): returns TRUE if the row buffer is inactive and FALSE otherwise.

RowMode signature(object = "BufferedMatrix"): Activate the row buffer.

ColMode signature(object = "BufferedMatrix"): Deactivate the row buffer

duplicate signature(object = "BufferedMatrix"): Make a copy of the BufferedMatrix

prefix signature(object = "BufferedMatrix"): return the initial part of the string used for temporary files

directory signature(object = "BufferedMatrix"): return the location where temporary files are stored

filenames signature(object = "BufferedMatrix"): return the fully pathed filenames for each column in the matrix

ewApply signature(object = "BufferedMatrix"): apply a function elementwise

exp signature(object = "BufferedMatrix"): Compute the exponential elementwise of the matrix

sqrt signature(object = "BufferedMatrix"): Compute the square-root elementwise of the matrix

pow signature(object = "BufferedMatrix"): Compute x^{power} elementwise of the matrix

log signature(object = "BufferedMatrix"): Compute logarithm elementwise of the matrix

colMax signature(object = "BufferedMatrix"): Returns a vector containing maximums by column

rowMax signature(object = "BufferedMatrix"): Returns a vector containing maximums by row

colMeans signature(object = "BufferedMatrix"): Returns a vector containing means by column

rowMeans signature(object = "BufferedMatrix"): Returns a vector containing means by row

colMin signature(object = "BufferedMatrix"): Returns a vector containing minimums by column

rowMin signature(object = "BufferedMatrix"): Returns a vector containing minimums by row

colVars signature(object = "BufferedMatrix"): Returns a vector containing sample variances by column

rowVars signature(object = "BufferedMatrix"): Returns a vector containing sample variances by row

colSd signature(object = "BufferedMatrix"): Returns a vector containing sample standard deviations by column

rowSd signature(object = "BufferedMatrix"): Returns a vector containing sample standard deviations by row

colSums signature(object = "BufferedMatrix"): Returns a vector containing sum by column

rowSums signature(object = "BufferedMatrix"): Returns a vector containing sum by row

colMedians signature(object = "BufferedMatrix"): Returns a vector containing medians by column

rowMedians signature(object = "BufferedMatrix"): Returns a vector containing medians by row. Best only used when the matrix is in RowMode (otherwise it is extremely slow)

Max signature(object = "BufferedMatrix"): Returns the maximum of all elements in the matrix

Min signature(object = "BufferedMatrix"): Returns the minimum of all elements in the matrix

Var signature(object = "BufferedMatrix"): Returns the sample variance of all elements in the matrix

Sd signature(object = "BufferedMatrix"): Returns the sample standard deviations of all elements in the matrix

Sum signature(object = "BufferedMatrix"): Returns the sum of all elements in the matrix

mean signature(object = "BufferedMatrix"): Returns the mean of all elements in the matrix

colApply signature(object = "BufferedMatrix"): apply a function columnwise. Returns either a vector or BufferedMatrix.

rowApply signature(object = "BufferedMatrix"): apply a function row-wise. Returns either a vector or BufferedMatrix.

as.matrix signature(object = "BufferedMatrix"): coerce BufferedMatrix into a regular R matrix

subBufferedMatrix signature(object = "BufferedMatrix"): gets data from BufferedMatrix and returns it in another BufferedMatrix

rownames signature(object = "BufferedMatrix"): access the row names

colnames signature(object = "BufferedMatrix"): access the column names

rownames<- signature(object = "BufferedMatrix"): replace the row names

colnames<- signature(object = "BufferedMatrix"): replace the column names

dimnames signature(object = "BufferedMatrix"): Access the row and column names

dimnames signature(object = "BufferedMatrix"): Replace the row and column names

ReadOnlyMode signature(object = "BufferedMatrix"): Toggles the Read Only mode on and off

is.ReadOnlyMode signature(object = "BufferedMatrix"): Finds out if it is in Read Only Mode

memory.usage signature(object = "BufferedMatrix"): Give amount of RAM currently in use by BufferedMatrix object

disk.usage signature(object = "BufferedMatrix"): Give amount of disk space currently in use by BufferedMatrix object

as(matrix, BufferedMatrix): Coerce matrix to BufferedMatrix.

as(BufferedMatrix, matrix): Coerce the Buffered to matrix.

AddColumn: Add an additional column to the matrix. Will be all empty (set to 0)

MoveStorageDirectory: Move the temporary files used to store the matrix from one location to another

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`createBufferedMatrix` *createBufferedMatrix*

Description

Creates a Buffered Matrix object

Usage

```
createBufferedMatrix(rows, cols=0, bufferrows=1, buffercols=1,prefix="BM",directory=getwd())
```

Arguments

| | |
|-------------------------|--|
| <code>rows</code> | Number of rows in the matrix |
| <code>cols</code> | Initial number of coulms in the matrix |
| <code>bufferrows</code> | number of rows to be buffered if the row buffer is activated |
| <code>buffercols</code> | number of columns to be buffered |
| <code>prefix</code> | String to be used as start of name for any temporary files |
| <code>directory</code> | path to directory where temporary files should be stored |

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Index

*Topic **classes**

BufferedMatrix-class, 2

*Topic **manip**

as.BufferedMatrix, 1

[,BufferedMatrix-method
(BufferedMatrix-class), 2

[<-,BufferedMatrix-method
(BufferedMatrix-class), 2

AddColumn (BufferedMatrix-class), 2

AddColumn,BufferedMatrix-method
(BufferedMatrix-class), 2

as.BufferedMatrix, 1

as.matrix,BufferedMatrix-method
(BufferedMatrix-class), 2

buffer.dim (BufferedMatrix-class), 2

buffer.dim,BufferedMatrix-method
(BufferedMatrix-class), 2

BufferedMatrix, 2

BufferedMatrix-class, 2

coerce,BufferedMatrix,matrix-method
(BufferedMatrix-class), 2

coerce,matrix,BufferedMatrix-method
(BufferedMatrix-class), 2

colApply (BufferedMatrix-class), 2

colApply,BufferedMatrix-method
(BufferedMatrix-class), 2

colMax (BufferedMatrix-class), 2

colMax,BufferedMatrix-method
(BufferedMatrix-class), 2

colMeans (BufferedMatrix-class), 2

colMeans,BufferedMatrix-method
(BufferedMatrix-class), 2

colMedians (BufferedMatrix-class), 2

colMedians,BufferedMatrix-method
(BufferedMatrix-class), 2

colMin (BufferedMatrix-class), 2

colMin,BufferedMatrix-method
(BufferedMatrix-class), 2

ColMode (BufferedMatrix-class), 2

ColMode,BufferedMatrix-method
(BufferedMatrix-class), 2

colnames,BufferedMatrix-method
(BufferedMatrix-class), 2

colnames<- ,BufferedMatrix-method
(BufferedMatrix-class), 2

colRanges (BufferedMatrix-class), 2

colRanges,BufferedMatrix-method
(BufferedMatrix-class), 2

colSd (BufferedMatrix-class), 2

colSd,BufferedMatrix-method
(BufferedMatrix-class), 2

colSums (BufferedMatrix-class), 2

colSums,BufferedMatrix-method
(BufferedMatrix-class), 2

colVars (BufferedMatrix-class), 2

colVars,BufferedMatrix-method
(BufferedMatrix-class), 2

createBufferedMatrix, 2, 5

dim,BufferedMatrix-method
(BufferedMatrix-class), 2

dimnames,BufferedMatrix-method
(BufferedMatrix-class), 2

dimnames<- ,BufferedMatrix-method
(BufferedMatrix-class), 2

directory (BufferedMatrix-class), 2

directory,BufferedMatrix-method
(BufferedMatrix-class), 2

disk.usage (BufferedMatrix-class), 2

disk.usage,BufferedMatrix-method
(BufferedMatrix-class), 2

duplicate (BufferedMatrix-class), 2

duplicate,BufferedMatrix-method
(BufferedMatrix-class), 2

ewApply (BufferedMatrix-class), 2

ewApply,BufferedMatrix-method
(BufferedMatrix-class), 2

exp,BufferedMatrix-method

(BufferedMatrix-class), 2

filenames (BufferedMatrix-class), 2

filenames,BufferedMatrix-method
(BufferedMatrix-class), 2

is.BufferedMatrix (as.BufferedMatrix), 1

- is.ColMode (BufferedMatrix-class), 2
- is.ColMode, BufferedMatrix-method (BufferedMatrix-class), 2
- is.ReadOnlyMode (BufferedMatrix-class), 2
- is.ReadOnlyMode, BufferedMatrix-method (BufferedMatrix-class), 2
- is.RowMode (BufferedMatrix-class), 2
- is.RowMode, BufferedMatrix-method (BufferedMatrix-class), 2

- log, BufferedMatrix-method (BufferedMatrix-class), 2

- matrix, 2, 4
- Max (BufferedMatrix-class), 2
- Max, BufferedMatrix-method (BufferedMatrix-class), 2
- mean, BufferedMatrix-method (BufferedMatrix-class), 2
- memory.usage (BufferedMatrix-class), 2
- memory.usage, BufferedMatrix-method (BufferedMatrix-class), 2
- Min (BufferedMatrix-class), 2
- Min, BufferedMatrix-method (BufferedMatrix-class), 2
- MoveStorageDirectory (BufferedMatrix-class), 2
- MoveStorageDirectory, BufferedMatrix-method (BufferedMatrix-class), 2

- ncol, BufferedMatrix-method (BufferedMatrix-class), 2
- nrow, BufferedMatrix-method (BufferedMatrix-class), 2

- pow (BufferedMatrix-class), 2
- pow, BufferedMatrix-method (BufferedMatrix-class), 2
- prefix (BufferedMatrix-class), 2
- prefix, BufferedMatrix-method (BufferedMatrix-class), 2

- ReadOnlyMode (BufferedMatrix-class), 2
- ReadOnlyMode, BufferedMatrix-method (BufferedMatrix-class), 2
- rowApply (BufferedMatrix-class), 2
- rowApply, BufferedMatrix-method (BufferedMatrix-class), 2
- rowMax (BufferedMatrix-class), 2
- rowMax, BufferedMatrix-method (BufferedMatrix-class), 2
- rowMeans (BufferedMatrix-class), 2
- rowMeans, BufferedMatrix-method (BufferedMatrix-class), 2
- rowMedians (BufferedMatrix-class), 2
- rowMedians, BufferedMatrix-method (BufferedMatrix-class), 2
- rowMin (BufferedMatrix-class), 2
- rowMin, BufferedMatrix-method (BufferedMatrix-class), 2
- RowMode (BufferedMatrix-class), 2
- RowMode, BufferedMatrix-method (BufferedMatrix-class), 2
- rownames, BufferedMatrix-method (BufferedMatrix-class), 2
- rownames<- , BufferedMatrix-method (BufferedMatrix-class), 2
- rowSd (BufferedMatrix-class), 2
- rowSd, BufferedMatrix-method (BufferedMatrix-class), 2
- rowSums (BufferedMatrix-class), 2
- rowSums, BufferedMatrix-method (BufferedMatrix-class), 2
- rowVars (BufferedMatrix-class), 2
- rowVars, BufferedMatrix-method (BufferedMatrix-class), 2

- Sd (BufferedMatrix-class), 2
- Sd, BufferedMatrix-method (BufferedMatrix-class), 2
- set.buffer.dim (BufferedMatrix-class), 2
- set.buffer.dim, BufferedMatrix-method (BufferedMatrix-class), 2
- show, BufferedMatrix-method (BufferedMatrix-class), 2
- sqrt, BufferedMatrix-method (BufferedMatrix-class), 2
- subBufferedMatrix (BufferedMatrix-class), 2
- subBufferedMatrix, BufferedMatrix-method (BufferedMatrix-class), 2
- Sum (BufferedMatrix-class), 2
- Sum, BufferedMatrix-method (BufferedMatrix-class), 2

- Var (BufferedMatrix-class), 2
- Var, BufferedMatrix-method (BufferedMatrix-class), 2