

# Package: arrApply (via r-universe)

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**Type** Package

**Title** Apply a Function to a Margin of an Array

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**Description** High performance variant of `apply()` for a fixed set of functions. Considerable speedup of this implementation is a trade-off for universality: user defined functions cannot be used with this package. However, about 20 most currently employed functions are available for usage. They can be divided in three types: reducing functions (like `mean()`, `sum()` etc., giving a scalar when applied to a vector), mapping function (like `normalise()`, `cumsum()` etc., giving a vector of the same length as the input vector) and finally, vector reducing function (like `diff()` which produces result vector of a length different from the length of input vector). Optional or mandatory additional arguments required by some functions (e.g. `norm` type for `norm()`) can be passed as named arguments in '...':

**License** GPL (>= 2)

**Imports** Rcpp (>= 0.12.0)

**LinkingTo** Rcpp, RcppArmadillo

**Suggests** testthat

**RoxygenNote** 7.2.1

**SystemRequirements** C++11

**NeedsCompilation** yes

**Repository** CRAN

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## Contents

arrApply . . . . .	2
<b>Index</b>	<b>5</b>

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arrApply	<i>High Performance Variant of apply()</i>
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### Description

High performance variant of `apply()` for a fixed set of functions. Considerable speedup obtained by this implementation is a trade-off for universality, user defined functions cannot be used with `arrApply`. However, about 20 most currently employed functions are available for usage. They can be divided in three types:

- reducing functions (like `mean()`, `sum()` etc., giving a scalar when applied to a vector);
- mapping function (like `normalise()`, `cumsum()` etc., giving a vector of the same length as the input vector)
- and finally, vector reducing function (like `diff()` which produces result vector of a length different from the length of input vector).

Optional or mandatory additional arguments required by some functions (e.g. `norm` type for `norm()` or `normalise()` functions) can be passed as named arguments in '...'.

### Usage

```
arrApply(arr, idim = 1L, fun = "sum", ...)
```

### Arguments

<code>arr</code>	numeric array of arbitrary dimension
<code>idim</code>	integer, dimension number along which a function must be applied
<code>fun</code>	character string, function name to be applied
<code>...</code>	additional named parameters. Optional parameters can be helpful for the following functions:

- `sd()`, `var()` [`norm_type`: 0 normalisation using N-1 entries (default); 1 normalisation using N entries];
- `norm()` [`p`: integer  $\geq 1$  (default=2) or one of "-inf", "inf", "fro".]
- `normalise()` [`p`: integer  $\geq 1$ , default=2]
- `diff()` [`k`: integer  $\geq 1$  (default=1) number of recursive application of `diff()`. The size of `idim`-th dimension will be reduced by `k`.]
- `trapz()` [`x`: numerical vector of the same length as `idim`-th size of `arr`]

Mandatory parameter:

- `multv()`, `divv()`, `addv()`, `subv()` [`v`: numerical vector of the same length as `idim`-th size of `arr`]
- `quantile()` [`p`: vector of probabilities in interval [0; 1]]

## Details

The following functions can be used as argument 'fun' (brackets [] indicate additional parameters that can be passed in '...'):

- reducing functions:
  - sum()
  - prod()
  - all()
  - any()
  - min()
  - max()
  - mean()
  - median()
  - sd() [norm\_type]
  - var() [norm\_type]
  - norm() [p],
  - trapz() [x] (trapezoidal integration with respect to spacing in x, if x is provided, otherwise unit spacing is used)
  - range();
- mapping functions:
  - normalise() [p]
  - cumsum()
  - cumprod()
  - multv() [v] (multiply a given dimension by a vector v, term by term)
  - divv() [v] (divide by a vector v)
  - addv() [v] (add a vector v)
  - subv() [v] (subtract a vector v);
- vector reducing/augmenting function:
  - diff() [k]
  - conv() [v, shape] (convolve with vector v; shape="full" is equivalent to R's `convolve(..., rev(v), type="open")`).
  - quantile() [p] (calculate quantiles corresponding to probabilities p; equivalent to R's `quantile(..., probs=p, type=8)`).

RcppArmadillo is used to do the job in very fast way but it comes at price of not allowing NA in the input numeric array. Vectors are allowed at input. They are considered as arrays of dimension 1. So in this case, `idim` can only be 1. NB. Here, `range()` is different from R version of the homonym function. In Armadillo, when applied to a vector, it returns a scalar max-min, while in R, it return a 2-component vector (min, max).

## Value

output array of dimension cut by 1 (the `idim`-th dimension will disappear for reducing functions) or of the same dimension as the input `arr` for mapping and vector reducing functions. For vector reducing functions, the `idim`-th dimension will be different from `idim`-th dimension of `arr`. The type of result (numeric or logical) depends on the function applied, logical for `all()` and `any()`, numerical – for all other functions.

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**Examples**

```
arr=matrix(1:12, 3, 4)
v1=arrApply(arr, 2, "mean")
v2=rowMeans(arr)
stopifnot(all(v1==v2))
```

```
arr=array(1:24, dim=2:4) # dim(arr)=c(2, 3, 4)
mat=arrApply(arr, 2, "prod") # dim(mat)=c(2, 4), the second dimension is cut out
stopifnot(all(mat==apply(arr, c(1, 3), prod)))
```

# Index

arrApply, [2](#)