Package ‘RSQLite’

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Title  SQLite Interface for R
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Description  Embeds the SQLite database engine in R and provides an interface compliant with the DBI package. The source for the SQLite engine and for various extensions in a recent version is included. System libraries will never be consulted because this package relies on static linking for the plugins it includes; this also ensures a consistent experience across all installations.

License  LGPL (>= 2.1)


BugReports  https://github.com/r-dbi/RSQLite/issues

Depends  R (>= 3.1.0)
Imports  bit64, blob (>= 1.2.0), DBI (>= 1.1.0), memoise, methods, pkgconfig, Rcpp (>= 1.0.7)

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LinkingTo  plogr (>= 0.2.0), Rcpp

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Collate  'RcppExports.R' 'SQLiteConnection.R'
  'SQLKeywords_SQLiteConnection.R' 'SQLiteDriver.R' 'SQLite.R'
  'SQLiteResult.R' 'coerce.R' 'compatRowNames.R' 'copy.R'
  'datasetsDb.R' 'dbAppendTable_SQLiteConnection.R'
  'dbBeginTransaction.R' 'dbBegin_SQLiteConnection.R'
  'dbBind_SQLiteResult.R' 'dbClearResult_SQLiteResult.R'
  'dbColumnInfo_SQLiteResult.R' 'dbCommit_SQLiteConnection.R'
  'dbConnect_SQLiteConnection.R' 'dbConnect_SQLiteDriver.R'
  'dbDataType_SQLiteConnection.R' 'dbDataType_SQLiteDriver.R'
  'dbDisconnect_SQLiteConnection.R'

1
'dbExistsTable_SQLiteConnection_character.R'
'dbFetch_SQLiteResult.R' 'dbGetException_SQLiteConnection.R'
'dbGetInfo_SQLiteConnection.R' 'dbGetInfo_SQLiteDriver.R'
'dbGetPreparedQuery.R'
'dbGetPreparedQuery_SQLiteConnection_character_data.frame.R'
'dbGetRowCount_SQLiteResult.R'
'dbGetRowsAffected_SQLiteResult.R'
'dbGetStatement_SQLiteResult.R' 'dbHasCompleted_SQLiteResult.R'
'dbIsValid_SQLiteConnection.R' 'dbIsValid_SQLiteDriver.R'
'dbIsValid_SQLiteResult.R' 'dbListResults_SQLiteConnection.R'
'dbListTables_SQLiteConnection.R'
'dbQuoteIdentifier_SQLiteConnection_SQL.R'
'dbQuoteIdentifier_SQLiteConnection_character.R'
'dbReadTable_SQLiteConnection_character.R'
'dbRemoveTable_SQLiteConnection_character.R'
'dbRollback_SQLiteConnection.R' 'dbSendPreparedQuery.R'
'dbSendPreparedQuery_SQLiteConnection_character_data.frame.R'
'dbSendQuery_SQLiteConnection_character.R'
'dbUnloadDriver_SQLiteDriver.R'
'dbUnquoteIdentifier_SQLiteConnection_SQL.R'
'dbWriteTable_SQLiteConnection_character_character.R'
'dbWriteTable_SQLiteConnection_character_data.frame.R'
'db_bind.R' 'deprecated.R' 'export.R' 'fetch_SQLiteResult.R'
'initExtension.R' 'initRegExp.R'
'isSQLKeyword_SQLiteConnection_character.R'
'make.db.names_SQLiteConnection_character.R' 'names.R'
'pkgconfig.R' 'show_SQLiteConnection.R'
'sqlData_SQLiteConnection.R' 'table.R' 'transactions.R'
'utils.R' 'zzz.R'

Config/autostyle/scope  line_breaks

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### datasetsDb

**Description**

This database is bundled with the package, and contains all data frames in the datasets package.

**Usage**

```r
datasetsDb()
```

**Examples**

```r
library(DBI)
db <- RSQLite::datasetsDb()
dbListTables(db)

dbReadTable(db, "CO2")
dbGetQuery(db, "SELECT * FROM CO2 WHERE conc < 100")
dbDisconnect(db)
```

### dbBegin_SQLiteConnection

**SQLite transaction management**

**Description**

By default, SQLite is in auto-commit mode. `dbBegin()` starts a SQLite transaction and turns auto-commit off. `dbCommit()` and `dbRollback()` commit and rollback the transaction, respectively and turn auto-commit on. `DBI::dbWithTransaction()` is a convenient wrapper that makes sure that `dbCommit()` or `dbRollback()` is called.
Usage

## S4 method for signature 'SQLiteConnection'
dbBegin(conn, .name = NULL, ..., name = NULL)

## S4 method for signature 'SQLiteConnection'
dbCommit(conn, .name = NULL, ..., name = NULL)

## S4 method for signature 'SQLiteConnection'
dbRollback(conn, .name = NULL, ..., name = NULL)

Arguments

- **conn**: a `SQLiteConnection` object, produced by `DBI::dbConnect()`
- **.name**: For backward compatibility, do not use.
- **...**: Needed for compatibility with generic. Otherwise ignored.
- **name**: Supply a name to use a named savepoint. This allows you to nest multiple transaction

See Also

The corresponding generic functions `DBI::dbBegin()`, `DBI::dbCommit()`, and `DBI::dbRollback()`.

Examples

```r
library(DBI)
con <- dbConnect(SQLite(), "::memory:"

dbWriteTable(con, "arrests", datasets::USArrests)
dbGetQuery(con, "select count(*) from arrests")

dbBegin(con)
rs <- dbSendStatement(con, "DELETE from arrests WHERE Murder > 1")
dbGetRowsAffected(rs)
dbClearResult(rs)

dbGetQuery(con, "select count(*) from arrests")

dbRollback(con)
dbGetQuery(con, "select count(*) from arrests")[1, ]

dbBegin(con)
rs <- dbSendStatement(con, "DELETE FROM arrests WHERE Murder > 5")
dbClearResult(rs)
dbCommit(con)
dbGetQuery(con, "SELECT count(*) FROM arrests")[1, ]

# Named savepoints can be nested ------------------------------------------
dbBegin(con, name = "a")
dbBegin(con, name = "b")
dbRollback(con, name = "b")
dbCommit(con, name = "a")
```
dbDisconnect(con)

---

Description

Returns the contents of a database table given by name as a data frame.

Usage

```r
## S4 method for signature 'SQLiteConnection,character'
dbReadTable(
  conn,
  name,
  ..., 
  row.names = pkgconfig::get_config("RSQLite::row.names.table", FALSE),
  check.names = TRUE,
  select.cols = NULL
)
```

Arguments

- **conn**: a `SQLiteConnection` object, produced by `DBI::dbConnect()`.
- **name**: a character string specifying a table name. SQLite table names are not case sensitive, e.g., table names `ABC` and `abc` are considered equal.
- **...**: Needed for compatibility with generic. Otherwise ignored.
- **row.names**: Either `TRUE`, `FALSE`, `NA` or a string. If `TRUE`, always translate row names to a column called "row_names". If `FALSE`, never translate row names. If `NA`, translate rownames only if they’re a character vector. A string is equivalent to `TRUE`, but allows you to override the default name. For backward compatibility, `NULL` is equivalent to `FALSE`.
- **check.names**: If `TRUE`, the default, column names will be converted to valid R identifiers.
- **select.cols**: Deprecated, do not use.

Details

Note that the data frame returned by `dbReadTable()` only has primitive data, e.g., it does not coerce character data to factors.

Value

A data frame.
See Also

The corresponding generic function DBI::dbReadTable().

Examples

library(DBI)
db <- RSQLite::datasetsDb()
dbReadTable(db, "mtcars")
dbReadTable(db, "mtcars", row.names = FALSE)
dbDisconnect(db)

Usage

## S4 method for signature 'SQLiteConnection,character,character'
dbWriteTable(
  conn,
  name,
  value,
  ..., 
  field.types = NULL,
  overwrite = FALSE,
  append = FALSE,
  header = TRUE,
  colClasses = NA,
  row.names = FALSE,
  nrows = 50,
  sep = ",",
  eol = \n",
  skip = 0,
  temporary = FALSE
)

## S4 method for signature 'SQLiteConnection,character,data.frame'
dbWriteTable(
  conn,
  name,
  value,
  ..., 
  row.names = pkgconfig::get_config("RSQLite::row.names.table", FALSE),
Arguments

conn
a SQLiteConnection object, produced by DBI::dbConnect()

name
a character string specifying a table name. SQLite table names are not case sensitive, e.g., table names ABC and abc are considered equal.

dataframe (or coercible to dataframe) object or a file name (character). In the first case, the dataframe is written to a temporary file and then imported to SQLite; when value is a character, it is interpreted as a file name and its contents imported to SQLite.

field.types
character vector of named SQL field types where the names are the names of new table's columns. If missing, types inferred with DBI::dbDataType()).

overwrite
a logical specifying whether to overwrite an existing table or not. Its default is FALSE.

append
a logical specifying whether to append to an existing table in the DBMS. Its default is FALSE.

header
is a logical indicating whether the first data line (but see skip) has a header or not. If missing, it value is determined following read.table() convention, namely, it is set to TRUE if and only if the first row has one fewer field that the number of columns.

colClasses
Character vector of R type names, used to override defaults when imputing classes from on-disk file.

row.names
A logical specifying whether the row.names should be output to the output DBMS table; if TRUE, an extra field whose name will be whatever the R identifier "row.names" maps to the DBMS (see DBI::make.db.names()). If NA will add rows names if they are characters, otherwise will ignore.

nrows
Number of rows to read to determine types.

sep
The field separator, defaults to '
', '\n'.

eol
The end-of-line delimiter, defaults to '\n'.

skip
number of lines to skip before reading the data. Defaults to 0.

temporary
a logical specifying whether the new table should be temporary. Its default is FALSE.

Details

In a primary key column qualified with AUTOINCREMENT, missing values will be assigned the next largest positive integer, while nonmissing elements/cells retain their value. If the autoincrement column exists in the data frame passed to the value argument, the NA elements are overwritten. Similarly, if the key column is not present in the data frame, all elements are automatically assigned a value.
See Also

The corresponding generic function `DBI::dbWriteTable()`.

Examples

```r
con <- dbConnect(SQLite())
dbWriteTable(con, "mtcars", mtcars)
dbReadTable(con, "mtcars")

# A zero row data frame just creates a table definition.
dbWriteTable(con, "mtcars2", mtcars[0, ])
dbReadTable(con, "mtcars2")

dbDisconnect(con)
```

Description

These extension functions are written by Liam Healy and made available through the SQLite website (https://www.sqlite.org/contrib).

Usage

```r
initExtension(db)
```

Arguments

- `db` A `SQLiteConnection` object to load these extensions into.

Available extension functions

- **Math functions** `acos, acosh, asin, asinh, atan, atan2, atanh, atn2, ceil, cos, cosh, cot, coth, degrees, difference, exp, floor, log, log10, pi, power, radians, sign, sin, sinh, sqrt, square, tan, tanh`
- **String functions** `charindex, leftstr, ltrim, padc, padl, padr, proper, replace, replicate, reverse, rightstr, rtrim, strfilter, trim`
- **Aggregate functions** `stdev, variance, mode, median, lower_quartile, upper_quartile`

Examples

```r
library(DBI)
library(RSQLite)

db <- RSQLite::datasetsDb()
RSQLite::initExtension(db)

dbGetQuery(db, "SELECT stdev(mpg) FROM mtcars")
sd(mtcars$mpg)
dbDisconnect(db)
```
initRegExp

Add regular expression operator

Description
This loads a regular-expression matcher for posix extended regular expressions, as available through
the SQLite source code repository (https://sqlite.org/src/raw?filename=ext/misc/regexp.c).

Usage
initRegExp(db)

Arguments
db A SQLiteConnection object to add the regular expression operator into the
connection.

Details
SQLite will then implement the "A regexp B" operator, where A is the string to be matched and B
is the regular expression.
Note this only affects the specified connection.

Value
Always TRUE, invisibly.

Examples
library(DBI)
db <- RSQLite::datasetsDb()
RSQLite::initRegExp(db)
dbGetQuery(db, "SELECT * FROM mtcars WHERE carb REGEXP '[12]'")
dbDisconnect(db)

rsqliteVersion

RSQLite version

Description
RSQLite version

Usage
rsqliteVersion()
**Value**

A character vector containing header and library versions of RSQLite.

**Examples**

```r
RSQLite::rsqLiteVersion()
```

---

### SQLite

**Connect to an SQLite database**

**Description**

Together, `SQLite()` and `dbConnect()` allow you to connect to an SQLite database file. See `DBI::dbSendQuery()` for how to issue queries and receive results.

**Usage**

```r
SQLite(...)
```

```r
dbConnect(drv, ...)
```

```r
dbConnect(
  drv,
  dbname = "",
  ..., 
  loadable.extensions = TRUE,
  default.extensions = loadable.extensions,
  cache_size = NULL,
  synchronous = "off",
  flags = SQLITE_RWC,
  vfs = NULL,
  bigint = c("integer64", "integer", "numeric", "character"),
  extended_types = FALSE
)
```

```r
dbDisconnect(conn, ...)
```

**Arguments**

- `...`: In previous versions, `SQLite()` took arguments. These have now all been moved to `dbConnect()`, and any arguments here will be ignored with a warning.

- `drv, conn`: An objected generated by `SQLite()`, or an existing `SQLiteConnection`. If an connection, the connection will be cloned.
**dbname**
The path to the database file. SQLite keeps each database instance in one single file. The name of the database is the file name, thus database names should be legal file names in the running platform. There are two exceptions:

- "" will create a temporary on-disk database. The file will be deleted when the connection is closed.
- ":memory:" or "file::memory:" will create a temporary in-memory database.

**loadable.extensions**
When TRUE (default) SQLite3 loadable extensions are enabled. Setting this value to FALSE prevents extensions from being loaded.

**default.extensions**
When TRUE (default) the initExtension() function will be called on the new connection. Setting this value to FALSE requires calling initExtension() manually.

**cache_size**
Advanced option. A positive integer to change the maximum number of disk pages that SQLite holds in memory (SQLite's default is 2000 pages). See https://www.sqlite.org/pragma.html#pragma_cache_size for details.

**synchronous**
Advanced options. Possible values for synchronous are "off" (the default), "normal", or "full". Users have reported significant speed ups using synchronous = "off", and the SQLite documentation itself implies considerable improved performance at the very modest risk of database corruption in the unlikely case of the operating system (not the R application) crashing. See https://www.sqlite.org/pragma.html#pragma_synchronous for details.

**flags**
SQLITE_RWC: open the database in read/write mode and create the database file if it does not already exist; SQLITE_RW: open the database in read/write mode. Raise an error if the file does not already exist; SQLITE_RO: open the database in read only mode. Raise an error if the file does not already exist.

**vfs**
Select the SQLite3 OS interface. See https://www.sqlite.org/vfs.html for details. Allowed values are "unix-posix", "unix-unix-afp", "unix-unix-flock", "unix-dotfile", and "unix-none".

**bigint**
The R type that 64-bit integer types should be mapped to, default is bit64::integer64, which allows the full range of 64 bit integers.

**extended_types**
When TRUE columns of type DATE, DATETIME / TIMESTAMP, and TIME are mapped to corresponding R-classes, c.f. below for details. Defaults to FALSE.

**Details**
Connections are automatically cleaned-up after they're deleted and reclaimed by the GC. You can use DBI::dbDisconnect() to terminate the connection early, but it will not actually close until all open result sets have been closed (and you'll get a warning message to this effect).

**Value**
SQLite() returns an object of class SQLiteDriver.

dbConnect() returns an object of class SQLiteConnection.
Extended Types

When parameter extended_types = TRUE date and time columns are directly mapped to corresponding R-types. How exactly depends on whether the actual value is a number or a string:

<table>
<thead>
<tr>
<th>Column type</th>
<th>Value is numeric</th>
<th>Value is Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATE</td>
<td>Count of days since 1970-01-01</td>
<td>YMD formatted string (e.g. 2020-01-23)</td>
</tr>
<tr>
<td>TIME</td>
<td>Count of (fractional) seconds</td>
<td>HMS formatted string (e.g. 12:34:56)</td>
</tr>
<tr>
<td>DATETIME / TIMESTAMP</td>
<td>Count of (fractional) seconds since midnight 1970-01 UTC DATE and TIME as above</td>
<td></td>
</tr>
</tbody>
</table>

If a value cannot be mapped an NA is returned in its place with a warning.

See Also

The corresponding generic functions `DBI::dbConnect()` and `DBI::dbDisconnect()`.

Examples

```r
library(DBI)
# Initialize a temporary in memory database and copy a data.frame into it
con <- dbConnect(RSQLite::SQLite(), "::memory::")
data(USArrests)
dbWriteTable(con, "USArrests", USArrests)
dbListTables(con)

# Fetch all query results into a data frame:
dbGetQuery(con, "SELECT * FROM USArrests")

# Or do it in batches
rs <- dbSendQuery(con, "SELECT * FROM USArrests")
d1 <- dbFetch(rs, n = 10) # extract data in chunks of 10 rows
dbHasCompleted(rs)
d2 <- dbFetch(rs, n = -1) # extract all remaining data
dbHasCompleted(rs)
dbClearResult(rs)

# clean up
dbDisconnect(con)
```

sqliteCopyDatabase

Copy a SQLite database

Description

Copies a database connection to a file or to another database connection. It can be used to save an in-memory database (created using dbname = "::memory::" or dbname = "file::memory:" to a file or to create an in-memory database a copy of another database.
sqliteSetBusyHandler

Usage

sqliteCopyDatabase(from, to)

Arguments

from A SQLiteConnection object. The main database in from will be copied to to.
to A SQLiteConnection object pointing to an empty database.

Author(s)

Seth Falcon

References

https://www.sqlite.org/backup.html

Examples

library(DBI)
# Copy the built in databaseDb() to an in-memory database
con <- dbConnect(RSQLite::SQLite(), ":memory:"
dbListTables(con)

db <- RSQLite::datasetsDb()
RSQLite::sqliteCopyDatabase(db, con)
dbDisconnect(db)
dbListTables(con)
dbDisconnect(con)

sqliteSetBusyHandler Configure what SQLite should do when the database is locked

Description

When a transaction cannot lock the database, because it is already locked by another one, SQLite by default throws an error: database is locked. This behavior is usually not appropriate when concurrent access is needed, typically when multiple processes write to the same database.

sqliteSetBusyHandler() lets you set a timeout or a handler for these events. When setting a timeout, SQLite will try the transaction multiple times within this timeout. To set a timeout, pass an integer scalar to sqliteSetBusyHandler().

Another way to set a timeout is to use a PRAGMA, e.g. the SQL query

PRAGMA busy_timeout=3000

sets the busy timeout to three seconds.
Usage

sqliteSetBusyHandler(dbObj, handler)

Arguments

dbObj A SQLiteConnection object.
handler Specifies what to do when the database is locked by another transaction. It can be:
- NULL: fail immediately,
- an integer scalar: this is a timeout in milliseconds that corresponds to PRAGMA busy_timeout,
- an R function: this function is called with one argument, see details below.

Details

Note that SQLite currently does not schedule concurrent transactions fairly. If multiple transactions are waiting on the same database, any one of them can be granted access next. Moreover, SQLite does not currently ensure that access is granted as soon as the database is available. Make sure that you set the busy timeout to a high enough value for applications with high concurrency and many writes.

If the handler argument is a function, then it is used as a callback function. When the database is locked, this will be called with a single integer, which is the number of calls for same locking event. The callback function must return an integer scalar. If it returns 0L, then no additional attempts are made to access the database, and an error is thrown. Otherwise another attempt is made to access the database and the cycle repeats.

Handler callbacks are useful for debugging concurrent behavior, or to implement a more sophisticated busy algorithm. The latter is currently considered experimental in RSQlite. If the callback function fails, then RSQlite will print a warning, and the transaction is aborted with a "database is locked" error.

Note that every database connection has its own busy timeout or handler function. Calling sqliteSetBusyHandler() on a connection that is not connected is an error.

Value

Invisible NULL.

See Also

https://www.sqlite.org/c3ref/busy_handler.html
Index

bit64::integer64, 11

datasetsDb, 3
dbBegin, SQLiteConnection-method
  (dbBegin_SQLiteConnection), 3
dbBegin_SQLiteConnection, 3
dbCommit, SQLiteConnection-method
  (dbBegin_SQLiteConnection), 3
dbCommit_SQLiteConnection
  (dbBegin_SQLiteConnection), 3
dbConnect(), 10
dbConnect, SQLiteConnection-method
  (SQLite), 10
dbConnect, SQLiteDriver-method (SQLite),
  10
dbConnect_SQLiteConnection (SQLite), 10
dbConnect_SQLiteDriver (SQLite), 10
dbDisconnect, SQLiteConnection-method
  (SQLite), 10
dbDisconnect_SQLiteConnection (SQLite),
  10
DBI::dbBegin(), 4
DBI::dbCommit(), 4
DBI::dbConnect(), 4, 5, 7, 12
DBI::dbDataType(), 7
DBI::dbDisconnect(), 11, 12
DBI::dbReadTable(), 6
DBI::dbRollback(), 4
DBI::dbSendQuery(), 10
DBI::dbWithTransaction(), 3
DBI::dbWriteTable(), 8
DBI::make.db.names(), 7
dbReadTable, SQLiteConnection, character-method
  (dbReadTable_SQLiteConnection_character), 5
dbReadTable_SQLiteConnection_character,
  5
dbRollback, SQLiteConnection-method
  (dbBegin_SQLiteConnection), 3
dbRollback_SQLiteConnection
  (dbBegin_SQLiteConnection), 3
dbWriteTable, SQLiteConnection, character, character-method
  (dbWriteTable_SQLiteConnection_character_character),
  6
dbWriteTable, SQLiteConnection, character, data.frame-method
  (dbWriteTable_SQLiteConnection_character_character),
  6
dbWriteTable_SQLiteConnection_character_character,
  6
dbWriteTable_SQLiteConnection_character_data.frame
  (dbWriteTable_SQLiteConnection_character_character),
  6
initExtension, 8
initExtension(), 11
initRegExp, 9
read.table(), 7
RSQLite (SQLite), 10
RSQLite-package (SQLite), 10
rsqliteVersion, 9

SQLite, 10
SQLite(), 10
sqlite-transaction
  (dbBegin_SQLiteConnection), 3
SQLITE_RO (SQLite), 10
SQLITE_RW (SQLite), 10
SQLITE_RWC (SQLite), 10
SQLiteConnection, 4, 5, 7–11, 14
sqliteCopyDatabase, 12
SQLiteDriver, 11
sqliteSetBusyHandler, 13