Package ‘qs’

March 9, 2024

Type Package
Title Quick Serialization of R Objects
Version 0.26.1
Date 2024-03-08
Maintainer Travers Ching <traversc@gmail.com>
Description Provides functions for quickly writing and reading any R object to and from disk.
License GPL-3
LazyData true
Biarch true
Depends R (>= 3.0.2)
Imports Rcpp, RApiSerialize (>= 0.1.1), stringfish (>= 0.15.1)
LinkingTo Rcpp, RApiSerialize, stringfish, BH
Encoding UTF-8
RoxygenNote 7.2.3
Suggests knitr, rmarkdown, testthat, dplyr, data.table
VignetteBuilder knitr
Copyright This package includes code from the ‘zstd’ library owned by Facebook, Inc. and created by Yann Collet; the ‘lz4’ library created and owned by Yann Collet; xxHash library created and owned by Yann Collet; and code derived from the ‘Blosc’ library created and owned by Francesc Alted.

URL https://github.com/traversc/qs
BugReports https://github.com/traversc/qs/issues
NeedsCompilation yes
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Romain Francois [ctb, cph] (Derived example/tutorials for ALTREP structures),
Francesc Alted [ctb, cph] (Shuffling routines derived from Blosc library),
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Repository CRAN

Date/Publication 2024-03-09 03:30:02 UTC

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**base85_decode**

### Z85 Decoding

#### Description
Decodes a Z85 encoded string back to binary.

#### Usage
`base85_decode(encoded_string)`

#### Arguments
- **encoded_string** A string.

#### Value
The original raw vector.

---

**base85_encode**

### Z85 Encoding

#### Description
Encodes binary data (a raw vector) as ASCII text using Z85 encoding format.

#### Usage
`base85_encode(rawdata)`

#### Arguments
- **rawdata** A raw vector.
Details

Z85 is a binary to ASCII encoding format created by Pieter Hintjens in 2010 and is part of the ZeroMQ RFC. The encoding has a dictionary using 85 out of 94 printable ASCII characters. There are other base 85 encoding schemes, including Ascii85, which is popularized and used by Adobe. Z85 is distinguished by its choice of dictionary, which is suitable for easier inclusion into source code for many programming languages. The dictionary excludes all quote marks and other control characters, and requires no special treatment in R and most other languages. Note: although the official specification restricts input length to multiples of four bytes, the implementation here works with any input length. The overhead (extra bytes used relative to binary) is 25%. In comparison, base 64 encoding has an overhead of 33.33%.

Value

A string representation of the raw vector.

References

https://rfc.zeromq.org/spec/32/

---

| base91_decode | basE91 Decoding |

Description

Decodes a basE91 encoded string back to binary

Usage

base91_decode(encoded_string)

Arguments

encoded_string  A string.

Value

The original raw vector.
### base91_encode

#### basE91 Encoding

**Description**

Encodes binary data (a raw vector) as ASCII text using basE91 encoding format.

**Usage**

```r
base91_encode(rawdata, quote_character = "\"")
```

**Arguments**

- **rawdata**: A raw vector.
- **quote_character**: The character to use in the encoding, replacing the double quote character. Must be either a single quote ("'"), a double quote ("\"\") or a dash ("-").

**Details**

basE91 (capital E for stylization) is a binary to ASCII encoding format created by Joachim Henke in 2005. The overhead (extra bytes used relative to binary) is 22.97% on average. In comparison, base 64 encoding has an overhead of 33.33%. The original encoding uses a dictionary of 91 out of 94 printable ASCII characters excluding - (dash), \ (backslash) and ’ (single quote). The original encoding does include double quote characters, which are less than ideal for strings in R. Therefore, you can use the quote_character parameter to substitute dash or single quote.

**Value**

A string representation of the raw vector.

**References**

https://base91.sourceforge.net/

### blosc_shuffle_raw

#### Shuffle a raw vector

**Description**

Shuffles a raw vector using BLOSC shuffle routines.

**Usage**

```r
blosc_shuffle_raw(x, bytesofsize)
```
Arguments

x A raw vector.
bytesofsize Either 4 or 8.

Value

The shuffled vector

Examples

```r
x <- serialize(1L:1000L, NULL)
xshuf <- blosc_shuffle_raw(x, 4)
xunshuf <- blosc_unshuffle_raw(xshuf, 4)
```

---

**blosc_unshuffle_raw**

Un-shuffle a raw vector

Description

Un-shuffles a raw vector using BLOSC un-shuffle routines.

Usage

```r
blosc_unshuffle_raw(x, bytesofsize)
```

Arguments

x A raw vector.
bytesofsize Either 4 or 8.

Value

The unshuffled vector.

Examples

```r
x <- serialize(1L:1000L, NULL)
xshuf <- blosc_shuffle_raw(x, 4)
xunshuf <- blosc_unshuffle_raw(xshuf, 4)
```
**Description**

Prints a string with single quotes on a new line.

**Usage**

catquo(...)

**Arguments**

... Arguments passed on to cat().

---

**decode_source**

*Decode a compressed string*

**Description**

A helper function for encoding and compressing a file or string to ASCII using base91_encode() and qserialize() with the highest compression level.

**Usage**

decode_source(string)

**Arguments**

string A string to decode.

**Value**

The original (decoded) object.

**See Also**

encode_source() for more details.
**encode_source**

**Encode and compress a file or string**

**Description**

A helper function for encoding and compressing a file or string to ASCII using `base91_encode()` and `qserialize()` with the highest compression level.

**Usage**

```r
encode_source(x = NULL, file = NULL, width = 120)
```

**Arguments**

- `x`: The object to encode (if `file` is not NULL)
- `file`: The file to encode (if `x` is not NULL)
- `width`: The output will be broken up into individual strings, with `width` being the longest allowable string.

**Details**

The `encode_source()` and `decode_source()` functions are useful for storing small amounts of data or text inline to a .R or .Rmd file.

**Value**

A character vector in base91 representing the compressed original file or object.

**Examples**

```r
set.seed(1); data <- sample(500)
result <- encode_source(data)
# Note: the result string is not guaranteed to be consistent between qs or zstd versions
# but will always properly decode regardless
print(result)
result <- decode_source(result) # [1] 1 2 3 4 5 6 7 8 9 10
```
**get_altrep_class_info**  
*Get the class information of an ALTREP object*

---

**Description**

Gets the formal name of the class and package of an ALTREP object.

**Usage**

```
get_altrep_class_info(obj)
```

**Arguments**

- **obj**  
The ALTREP class name.

**Value**

The class information (class name and package name) of an ALTREP object, a character vector of length two. If the object is not an ALTREP object, returns NULL.

**Examples**

```
get_altrep_class_info(1:5)
```

---

**is_big_endian**  
*System Endianness*

---

**Description**

Tests system endianness. Intel and AMD based systems are little endian, and so this function will likely return FALSE. The q5 package is not capable of transferring data between systems of different endianness. This should not matter for the large majority of use cases.

**Usage**

```
is_big_endian()
```

**Value**

TRUE if big endian, FALSE if little endian.

**Examples**

```
is_big_endian() # returns FALSE on Intel/AMD systems
```
Description
Exports the compress bound function from the lz4 library. Returns the maximum compressed size of an object of length size.

Usage
lz4_compress_bound(size)

Arguments
size  An integer size.

Value
Maximum compressed size.

Examples
lz4_compress_bound(100000)
#' lz4_compress_bound(1e9)

Description
Compresses to a raw vector using the lz4 algorithm. Exports the main lz4 compression function.

Usage
lz4_compress_raw(x, compress_level)

Arguments
x  The object to serialize.
compress_level  The compression level used. A number > 1 (higher is less compressed).

Value
The compressed data as a raw vector.
Examples

```r
x <- 1:1e6
xserialized <- serialize(x, connection=NULL)
xcompressed <- lz4_compress_raw(xserialized, compress_level = 1)
xrecovered <- unserialize(lz4_decompress_raw(xcompressed))
```

Description

Decompresses an lz4 compressed raw vector.

Usage

```r
lz4_decompress_raw(x)
```

Arguments

- `x` A raw vector.

Value

The de-serialized object.

Examples

```r
x <- 1:1e6
xserialized <- serialize(x, connection=NULL)
xcompressed <- lz4_compress_raw(xserialized, compress_level = 1)
xrecovered <- unserialize(lz4_decompress_raw(xcompressed))
```

qattributes

Description

Reads the attributes of an object serialized to disk.

Usage

```r
qattributes(file, use_alt_rep=FALSE, strict=FALSE, nthreads=1)
```
Arguments

file
The file name/path.

use_alt_rep
Use ALTREP when reading in string data (default FALSE). On R versions prior to 3.5.0, this parameter does nothing.

strict
Whether to throw an error or just report a warning (default: FALSE, i.e. report warning).

nthreads
Number of threads to use. Default 1.

Details

Equivalent to:

attributes(qread(file))

But more efficient. Attributes are stored towards the end of the file. This function will read through the contents of the file (without de-serializing the object itself), and then de-serializes the attributes only.

Because it is necessary to read through the file, pulling out attributes could take a long time if the file is large. However, it should be much faster than de-serializing the entire object first.

Value

the attributes fo the serialized object.

Examples

```r
file <- tempfile()
qsave(mtcars, file)

attr1 <- qattributes(file)
attr2 <- attributes(qread(file))

print(attr1)
  # $names
  # [1] "IAU Name"   "Designation" "Const." ...  

  # $row.names
  # [1] 1 2 3 4 5
  # $class
  # [1] "data.frame"

identical(attr1, attr2) # TRUE
```
Description

Helper function for caching objects for long running tasks

Usage

```r
qcache(
  expr,
  name,
  envir = parent.frame(),
  cache_dir = ".cache",
  clear = FALSE,
  prompt = TRUE,
  qsave_params = list(),
  qread_params = list()
)
```

Arguments

- `expr` The expression to evaluate.
- `name` The cached expression name (see details).
- `envir` The environment to evaluate `expr` in.
- `cache_dir` The directory to store cached files in.
- `clear` Set to `TRUE` to clear the cache (see details).
- `prompt` Whether to prompt before clearing.
- `qsave_params` Parameters passed on to `qsave`.
- `qread_params` Parameters passed on to `qread`.

Details

This is a (very) simple helper function to cache results of long running calculations. There are other packages specializing in caching data that are more feature complete.

The evaluated expression is saved with `qsave()` in `<cache_dir>/<name>.qs`. If the file already exists instead, the expression is not evaluated and the cached result is read using `qread()` and returned.

To clear a cached result, you can manually delete the associated .qs file, or you can call `qcache()` with `clear = TRUE`. If `prompt` is also `TRUE` a prompt will be given asking you to confirm deletion. If `name` is not specified, all cached results in `cache_dir` will be removed.
Examples

```r
cache_dir <- tempdir()
a <- 1
b <- 5

# not cached
result <- qcache({a + b},
                 name="aplusb",
                 cache_dir = cache_dir,
                 qsave_params = list(preset="fast"))

# cached
result <- qcache({a + b},
                 name="aplusb",
                 cache_dir = cache_dir,
                 qsave_params = list(preset="fast"))

# clear cached result
qcache(name="aplusb", clear=TRUE, prompt=FALSE, cache_dir = cache_dir)
```

---

**qdeserialze**

**qdeserialze**

Description

Reads an object from a raw vector.

Usage

```r
qdeserialze(x, use_alt_rep=FALSE, strict=FALSE)
```

Arguments

- `x` A raw vector.
- `use_alt_rep` Use ALTREP when reading in string data (default FALSE). On R versions prior to 3.5.0, this parameter does nothing.
- `strict` Whether to throw an error or just report a warning (default: FALSE, i.e. report warning).

Details

See `qserialize()` for additional details and examples.

Value

The de-serialized object.
Description

Exports the uncompressed binary serialization to a list of raw vectors. For testing purposes and exploratory purposes mainly.

Usage

qdump(file)

Arguments

file A file name/path.

Value

The uncompressed serialization.

Examples

x <- data.frame(int = sample(1e3, replace=TRUE),
num = rnorm(1e3),
char = sample(starnames$'IAU Name', 1e3, replace=TRUE),
stringsAsFactors = FALSE)
myfile <- tempfile()
qsave(x, myfile)
x2 <- qdump(myfile)

Description

Reads an object in a file serialized to disk.

Usage

qread(file, use_alt_rep=FALSE, strict=FALSE, nthreads=1)
Arguments

- **file**: The file name/path.

- **use_alt_rep**: Use ALTREP when reading in string data (default FALSE). On R versions prior to 3.5.0, this parameter does nothing.

- **strict**: Whether to throw an error or just report a warning (default: FALSE, i.e. report warning).

- **nthreads**: Number of threads to use. Default 1.

Value

The de-serialized object.

Examples

```r
x <- data.frame(int = sample(1e3, replace=TRUE),
               num = rnorm(1e3),
               char = sample(starnames$`IAU Name`, 1e3, replace=TRUE),
               stringsAsFactors = FALSE)
myfile <- tempfile()
qsave(x, myfile)
x2 <- qread(myfile)
identical(x, x2) # returns true

# qs support multithreading
qsave(x, myfile, nthreads=2)
x2 <- qread(myfile, nthreads=2)
identical(x, x2) # returns true

# Other examples
z <- 1:1e7
myfile <- tempfile()
qsave(z, myfile)
z2 <- qread(myfile)
identical(z, z2) # returns true

w <- as.list(rnorm(1e6))
myfile <- tempfile()
qsave(w, myfile)
w2 <- qread(myfile)
identical(w, w2) # returns true
```

Description

Reads an object in a file serialized to disk using qsavem().
Usage

qreadm(file, env = parent.frame(), ...)  
qload(file, env = parent.frame(), ...)

Arguments

file    The file name/path.  
env     The environment where the data should be loaded.
...     additional arguments will be passed to qread.

Details

This function extends qread to replicate the functionality of \texttt{base::load()} to load multiple saved objects into your workspace. \texttt{qload} and \texttt{qreadm} are alias of the same function.

Value

Nothing is explicitly returned, but the function will load the saved objects into the workspace.

Examples

\begin{verbatim}
x1 <- data.frame(int = sample(1e3, replace=TRUE),  
                 num = rnorm(1e3),  
                 char = sample(starnames$'IAU Name', 1e3, replace=TRUE),  
                 stringsAsFactors = FALSE)
x2 <- data.frame(int = sample(1e3, replace=TRUE),  
                 num = rnorm(1e3),  
                 char = sample(starnames$'IAU Name', 1e3, replace=TRUE),  
                 stringsAsFactors = FALSE)
myfile <- tempfile()
qsavem(x1, x2, file=myfile)
rm(x1, x2)
qload(myfile)
exists('x1') && exists('x2')  # returns true

# qs support multithreading
qsavem(x1, x2, file=myfile, nthreads=2)
rm(x1, x2)
qload(myfile, nthreads=2)
exists('x1') && exists('x2')  # returns true
\end{verbatim}
Description
Reads an object from a file descriptor.

Usage
qread_fd(fd, use_alt_rep=FALSE, strict=FALSE)

Arguments
- `fd` A file descriptor.
- `use_alt_rep` Use ALTREP when reading in string data (default FALSE). On R versions prior to 3.5.0, this parameter does nothing.
- `strict` Whether to throw an error or just report a warning (default: FALSE, i.e. report warning).

Details
See `qsave_fd()` for additional details and examples.

Value
The de-serialized object.

Description
Reads an object from a windows handle.

Usage
qread_handle(handle, use_alt_rep=FALSE, strict=FALSE)

Arguments
- `handle` A windows handle external pointer.
- `use_alt_rep` Use ALTREP when reading in string data (default FALSE). On R versions prior to 3.5.0, this parameter does nothing.
- `strict` Whether to throw an error or just report a warning (default: FALSE, i.e. report warning).
**qread_ptr**

**Details**

See `qsave_handle()` for additional details and examples.

**Value**

The de-serialized object.

---

**Description**

Reads an object from an external pointer.

**Usage**

```r
qread_ptr(pointer, length, use_alt_rep=FALSE, strict=FALSE)
```

**Arguments**

- `pointer`: An external pointer to memory.
- `length`: The length of the object in memory.
- `use_alt_rep`: Use ALTREP when reading in string data (default `FALSE`). On R versions prior to 3.5.0, this parameter does nothing.
- `strict`: Whether to throw an error or just report a warning (default: `FALSE`, i.e. report warning).

**Value**

The de-serialized object.

---

**qread_url**

**Description**

A helper function that reads data from the internet to memory and deserializes the object with `qdeserialized()`. 

**Usage**

```r
qread_url(url, buffer_size, ...)
```
qsave

Arguments

url
The URL where the object is stored
buffer_size
The buffer size used to read in data (default 16777216L i.e. 16 MB)
... Arguments passed to qdeserialized()

Details

See qdeserialized() for additional details.

Value

The de-serialized object.

Examples

```r
## Not run:
x <- qread_url("http://example_url.com/my_file.qs")
## End(Not run)
```

qsave

Description

Saves (serializes) an object to disk.

Usage

```r
qsave(x, file,
preset = "high", algorithm = "zstd", compress_level = 4L,
shuffle_control = 15L, check_hash=TRUE, nthreads = 1)
```

Arguments

x
The object to serialize.

file
The file name/path.

preset
One of "fast", "balanced", "high" (default), "archive", "uncompressed" or "custom". See section Presets for details.

algorithm
Ignored unless preset = "custom". Compression algorithm used: "lz4", "zstd", "lz4hc", "zstd_stream" or "uncompressed".

compress_level
Ignored unless preset = "custom". The compression level used.

For lz4, this number must be > 1 (higher is less compressed).
For zstd, a number between -50 to 22 (higher is more compressed). Due to the format of qs, there is very little benefit to compression levels > 5 or so.
shuffle_control

**Ignored unless` preset = "custom"**. An integer setting the use of byte shuffle compression. A value between 0 and 15 (default 15). See section *Byte shuffling* for details.

check_hash

Default TRUE, compute a hash which can be used to verify file integrity during serialization.

nthreads

Number of threads to use. Default 1.

**Details**

This function serializes and compresses R objects using block compression with the option of byte shuffling.

**Value**

The total number of bytes written to the file (returned invisibly).

**Presets**

There are lots of possible parameters. To simplify usage, there are four main presets that are performant over a large variety of data:

- "fast" is a shortcut for `algorithm = "lz4", compress_level = 100` and `shuffle_control = 0`.
- "balanced" is a shortcut for `algorithm = "lz4", compress_level = 1` and `shuffle_control = 15`.
- "high" is a shortcut for `algorithm = "zstd", compress_level = 4` and `shuffle_control = 15`.
- "archive" is a shortcut for `algorithm = "zstd_stream", compress_level = 14` and `shuffle_control = 15`. (*zstd_stream* is currently single-threaded only)

To gain more control over compression level and byte shuffling, set `preset = "custom"`, in which case the individual parameters `algorithm`, `compress_level` and `shuffle_control` are actually regarded.

**Byte shuffling**

The parameter `shuffle_control` defines which numerical R object types are subject to byte shuffling. Generally speaking, the more ordered/sequential an object is (e.g., `1:1e7`), the larger the potential benefit of byte shuffling. It is not uncommon to improve compression ratio or compression speed by several orders of magnitude. The more random an object is (e.g., `rnorm(1e7)`), the less potential benefit there is, even negative benefit is possible. Integer vectors almost always benefit from byte shuffling, whereas the results for numeric vectors are mixed. To control block shuffling, add +1 to the parameter for logical vectors, +2 for integer vectors, +4 for numeric vectors and/or +8 for complex vectors.
Examples

```r
x <- data.frame(int = sample(1e3, replace=TRUE),
                num = rnorm(1e3),
                char = sample(starnames$'IAU Name', 1e3, replace=TRUE),
                stringsAsFactors = FALSE)
myfile <- tempfile()
qsave(x, myfile)
x2 <- qread(myfile)
identical(x, x2) # returns true

# qs support multithreading
qsave(x, myfile, nthreads=2)
x2 <- qread(myfile, nthreads=2)
identical(x, x2) # returns true

# Other examples
z <- 1:1e7
myfile <- tempfile()
qsave(z, myfile)
z2 <- qread(myfile)
identical(z, z2) # returns true

w <- as.list(rnorm(1e6))
myfile <- tempfile()
qsave(w, myfile)
w2 <- qread(myfile)
identical(w, w2) # returns true
```

Description

Saves (serializes) multiple objects to disk.

Usage

```r
qsavem(...)```

Arguments

```r
...
```

Objects to serialize. Named arguments will be passed to `qsave()` during saving. Un-named arguments will be saved. A named `file` argument is required.

Details

This function extends `qsave()` to replicate the functionality of `base::save()` to save multiple objects. Read them back with `qload()`.
Examples

```r
x1 <- data.frame(int = sample(1e3, replace=TRUE),
                  num = rnorm(1e3),
                  char = sample(starnames$'IAU Name', 1e3, replace=TRUE),
                  stringsAsFactors = FALSE)

x2 <- data.frame(int = sample(1e3, replace=TRUE),
                  num = rnorm(1e3),
                  char = sample(starnames$'IAU Name', 1e3, replace=TRUE),
                  stringsAsFactors = FALSE)

myfile <- tempfile()
qsavem(x1, x2, file=myfile)
rm(x1, x2)
qload(myfile)
exists('x1') && exists('x2') # returns true

# qs support multithreading
qsavem(x1, x2, file=myfile, nthreads=2)
r(x1, x2)
qload(myfile, nthreads=2)
exists('x1') && exists('x2') # returns true
```

Description

Saves an object to a file descriptor.

Usage

```r
qsavem(x, fd,
preset = "high", algorithm = "zstd", compress_level = 4L,
shuffle_control = 15L, check_hash=TRUE)
```

Arguments

- `x` The object to serialize.
- `fd` A file descriptor.
- `preset` One of "fast", "balanced", "high" (default), "archive", "uncompressed" or "custom". See section Presets for details.
- `algorithm` Ignored unless preset = "custom". Compression algorithm used: "lz4", "zstd", "lz4hc", "zstd_stream" or "uncompressed".
- `compress_level` Ignored unless preset = "custom". The compression level used.
  For lz4, this number must be > 1 (higher is less compressed).
  For zstd, a number between ~50 to 22 (higher is more compressed). Due to the format of qs, there is very little benefit to compression levels > 5 or so.
shuffle_control

**Ignored unless** preset = "custom". An integer setting the use of byte shuffle compression. A value between 0 and 15 (default 15). See section **Byte shuffling** for details.

check_hash

Default TRUE, compute a hash which can be used to verify file integrity during serialization.

Details

This function serializes and compresses R objects using block compression with the option of byte shuffling.

Value

The total number of bytes written to the file (returned invisibly).

Presets

There are lots of possible parameters. To simplify usage, there are four main presets that are performant over a large variety of data:

- "fast" is a shortcut for algorithm = "lz4", compress_level = 100 and shuffle_control = 0.
- "balanced" is a shortcut for algorithm = "lz4", compress_level = 1 and shuffle_control = 15.
- "high" is a shortcut for algorithm = "zstd", compress_level = 4 and shuffle_control = 15.
- "archive" is a shortcut for algorithm = "zstd_stream", compress_level = 14 and shuffle_control = 15. (zstd_stream is currently single-threaded only)

To gain more control over compression level and byte shuffling, set preset = "custom", in which case the individual parameters algorithm, compress_level and shuffle_control are actually regarded.

Byte shuffling

The parameter shuffle_control defines which numerical R object types are subject to byte shuffling. Generally speaking, the more ordered/sequential an object is (e.g., 1:1e7), the larger the potential benefit of byte shuffling. It is not uncommon to improve compression ratio or compression speed by several orders of magnitude. The more random an object is (e.g., rnorm(1e7)), the less potential benefit there is, even negative benefit is possible. Integer vectors almost always benefit from byte shuffling, whereas the results for numeric vectors are mixed. To control block shuffling, add +1 to the parameter for logical vectors, +2 for integer vectors, +4 for numeric vectors and/or +8 for complex vectors.
qsave_handle

Description

Saves an object to a windows handle.

Usage

qsave_handle(x, handle,
  preset = "high", algorithm = "zstd", compress_level = 4L,
  shuffle_control = 15L, check_hash=TRUE)

Arguments

- **x**  
  The object to serialize.

- **handle**  
  A windows handle external pointer.

- **preset**  
  One of "fast", "balanced", "high" (default), "archive", "uncompressed" or "custom". See section Presets for details.

- **algorithm**  
  Ignored unless preset = "custom". Compression algorithm used: "lz4", "zstd", "lz4hc", "zstd_stream" or "uncompressed".

- **compress_level**  
  Ignored unless preset = "custom". The compression level used.
  For lz4, this number must be > 1 (higher is less compressed).
  For zstd, a number between -50 to 22 (higher is more compressed). Due to the format of qs, there is very little benefit to compression levels > 5 or so.

- **shuffle_control**  
  Ignored unless preset = "custom". An integer setting the use of byte shuffle compression. A value between 0 and 15 (default 15). See section Byte shuffling for details.

- **check_hash**  
  Default TRUE, compute a hash which can be used to verify file integrity during serialization.

Details

This function serializes and compresses R objects using block compression with the option of byte shuffling.

Value

The total number of bytes written to the file (returned invisibly).
Presets

There are lots of possible parameters. To simplify usage, there are four main presets that are performant over a large variety of data:

- "fast" is a shortcut for `algorithm = "lz4", compress_level = 100 and shuffle_control = 0`.
- "balanced" is a shortcut for `algorithm = "lz4", compress_level = 1 and shuffle_control = 15`.
- "high" is a shortcut for `algorithm = "zstd", compress_level = 4 and shuffle_control = 15`.
- "archive" is a shortcut for `algorithm = "zstd_stream", compress_level = 14 and shuffle_control = 15`. (zstd_stream is currently single-threaded only)

To gain more control over compression level and byte shuffling, set `preset = "custom"`, in which case the individual parameters `algorithm`, `compress_level` and `shuffle_control` are actually regarded.

Byte shuffling

The parameter `shuffle_control` defines which numerical R object types are subject to byte shuffling. Generally speaking, the more ordered/sequential an object is (e.g., `1:1e7`), the larger the potential benefit of byte shuffling. It is not uncommon to improve compression ratio or compression speed by several orders of magnitude. The more random an object is (e.g., `rnorm(1e7)`), the less potential benefit there is, even negative benefit is possible. Integer vectors almost always benefit from byte shuffling, whereas the results for numeric vectors are mixed. To control block shuffling, add +1 to the parameter for logical vectors, +2 for integer vectors, +4 for numeric vectors and/or +8 for complex vectors.

qserialize

### Description

Saves an object to a raw vector.

### Usage

```r
qserialize(x, preset = "high",
algorithm = "zstd", compress_level = 4L,
shuffle_control = 15L, check_hash=TRUE)
```
Arguments

\( x \) The object to serialize.

\( \text{preset} \) One of "fast", "balanced", "high" (default), "archive", "uncompressed" or "custom". See section Presets for details.

\( \text{algorithm} \) **Ignored unless** preset = "custom". Compression algorithm used: "lz4", "zstd", "lz4hc", "zstd_stream" or "uncompressed".

\( \text{compress_level} \) **Ignored unless** preset = "custom". The compression level used.

For lz4, this number must be > 1 (higher is less compressed).

For zstd, a number between -50 to 22 (higher is more compressed). Due to the format of qs, there is very little benefit to compression levels > 5 or so.

\( \text{shuffle_control} \) **Ignored unless** preset = "custom". An integer setting the use of byte shuffle compression. A value between 0 and 15 (default 15). See section Byte shuffling for details.

\( \text{check_hash} \) Default TRUE, compute a hash which can be used to verify file integrity during serialization.

Details

This function serializes and compresses R objects using block compression with the option of byte shuffling.

Value

A raw vector.

Presets

There are lots of possible parameters. To simplify usage, there are four main presets that are performant over a large variety of data:

- "fast" is a shortcut for algorithm = "lz4", compress_level = 100 and shuffle_control = 0.
- "balanced" is a shortcut for algorithm = "lz4", compress_level = 1 and shuffle_control = 15.
- "high" is a shortcut for algorithm = "zstd", compress_level = 4 and shuffle_control = 15.
- "archive" is a shortcut for algorithm = "zstd_stream", compress_level = 14 and shuffle_control = 15. (zstd_stream is currently single-threaded only)

To gain more control over compression level and byte shuffling, set preset = "custom", in which case the individual parameters algorithm, compress_level and shuffle_control are actually regarded.
Byte shuffling

The parameter shuffle_control defines which numerical R object types are subject to byte shuffling. Generally speaking, the more ordered/sequential an object is (e.g., 1:1e7), the larger the potential benefit of byte shuffling. It is not uncommon to improve compression ratio or compression speed by several orders of magnitude. The more random an object is (e.g., rnorm(1e7)), the less potential benefit there is, even negative benefit is possible. Integer vectors almost always benefit from byte shuffling, whereas the results for numeric vectors are mixed. To control block shuffling, add +1 to the parameter for logical vectors, +2 for integer vectors, +4 for numeric vectors and/or +8 for complex vectors.

register_altrep_class  Register ALTREP class for serialization

Description

Register an ALTREP class to serialize using base R serialization.

Usage

register_altrep_class(classname, pkgname)

Arguments

classname The ALTREP class name
pkgname The package the ALTREP class comes from

Examples

register_altrep_class("compact_intseq", "base")

starnames  Official list of IAU Star Names

Description

Data from the International Astronomical Union. An official list of the 336 internationally recognized named stars, updated as of June 1, 2018.

Usage

data(starnames)

Format

A data.frame with official IAU star names and several properties, such as coordinates.
Source

Naming Stars | International Astronomical Union.

References


Examples

data(starnames)

unregister_altrep_class

Unregister ALTREP class for serialization

Description

Unregister an ALTREP class to not use base R serialization.

Usage

unregister_altrep_class(classname, pkgname)

Arguments

classname The ALTREP class name
pkgname The package the ALTREP class comes from

Examples

unregister_altrep_class("compact_intseq", "base")

zstd_compress_bound

Zstd compress bound

Description

Exports the compress bound function from the zstd library. Returns the maximum compressed size of an object of length size.

Usage

zstd_compress_bound(size)
Arguments

size An integer size

Value

maximum compressed size

Examples

zstd_compress_bound(100000)
zstd_compress_bound(1e9)

zstd_compress_raw Zstd compression

Description

Compresses to a raw vector using the zstd algorithm. Exports the main zstd compression function.

Usage

zstd_compress_raw(x, compress_level)

Arguments

x The object to serialize.

compress_level The compression level used (default 4). A number between -50 to 22 (higher is more compressed). Due to the format of qs, there is very little benefit to compression levels > 5 or so.

Value

The compressed data as a raw vector.

Examples

x <- 1:1e6
xserialized <- serialize(x, connection=NULL)
xcompressed <- zstd_compress_raw(xserialized, compress_level = 1)
xrecovered <- unserialize(zstd_decompress_raw(xcompressed))
Description
Decompresses a zstd compressed raw vector.

Usage
zstd_decompress_raw(x)

Arguments
x A raw vector.

Value
The de-serialized object.

Examples
x <- 1:1e6
xserialized <- serialize(x, connection=NULL)
xcompressed <- zstd_compress_raw(xserialized, compress_level = 1)
xrecovered <- unserialize(zstd_decompress_raw(xcompressed))
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