

Package ‘RcppAnnoy’

March 8, 2020

Type Package

Title 'Rcpp' Bindings for 'Annoy', a Library for Approximate Nearest Neighbors

Version 0.0.16

Date 2020-03-06

Author Dirk Eddelbuettel

Maintainer Dirk Eddelbuettel <edd@debian.org>

Description 'Annoy' is a small C++ library for Approximate Nearest Neighbors written for efficient memory usage as well an ability to load from / save to disk. This package provides an R interface by relying on the 'Rcpp' package, exposing the same interface as the original Python wrapper to 'Annoy'. See <<https://github.com/spotify/annoy>> for more on 'Annoy'. 'Annoy' is released under Version 2.0 of the Apache License. Also included is a small Windows port of 'mmap' which is released under the MIT license.

License GPL (>= 2)

Depends R (>= 3.1)

Imports methods, Rcpp (>= 0.11.3)

LinkingTo Rcpp

Suggests tinytest

NeedsCompilation yes

RoxygenNote 6.0.1

Repository CRAN

Date/Publication 2020-03-08 18:50:05 UTC

R topics documented:

RcppAnnoy-package	2
AnnoyIndex	2
getArchitectureStatus	5

Index	6
--------------	----------

RcppAnnoy-package	<i>Rcpp bindings for the Annoy C++ library for approximate nearest neighbors.</i>
-------------------	---

Description

Annoy is a small library written to provide fast and memory-efficient nearest neighbor lookup from a possibly static index which can be shared across processes.

Details

Details about Annoy are available at the reference listed below.

Author(s)

Dirk Eddelbuettel for the R interface; Erik Bernhardsson for Annoy itself.

Maintainer: Dirk Eddelbuettel <edd@debian.org>

References

<https://github.com/spotify/annoy>

Examples

```
# Optional simple examples of the most important functions
```

AnnoyIndex	<i>Approximate Nearest Neighbors with Annoy</i>
------------	---

Description

Annoy is a small library written to provide fast and memory-efficient nearest neighbor lookup from a possibly static index which can be shared across processes.

Usage

```
a <- new(AnnoyEuclidean, vectorsz)

a$setSeed(0)
a$setVerbose(0)

a$addItem(i, dv)

a$getNItems()

a$getItemVector(i)
```

```

a$getDistance(i, j)

a$build(n_trees)

a$getNNsByItem(i, n)
a$getNNsByItemList(i, n, search_k, include_distances)

a$getNNsByVector(v, n)
a$getNNsByVectorList(v, n, search_k, include_distances)

a$save(fn)
a$load(fn)
a$unload()

```

Details

`new(Class, vectorsz)` Create a new Annoy instance of type `Class` where `Class` is one of the following: `AnnoyEuclidean`, `AnnoyAngular`, `AnnoyManhattan`, `AnnoyHamming`. `vectorsz` denotes the length of the vectors that the Annoy instance will be indexing.

`$addItem(i, v)` Adds item `i` (any nonnegative integer) with vector `v`. Note that it will allocate memory for $\max(i) + 1$ items.

`$build(n_trees)` Builds a forest of `n_trees` trees. More trees gives higher precision when querying. After calling `build`, no more items can be added.

`$save(fn)` Saves the index to disk as filename `fn`. After saving, no more items can be added.

`$load(fn)` Loads (mmaps) an index from filename `fn` on disk.

`$unload()` Unloads index.

`$getDistance(i, j)` Returns the distance between items `i` and `j`

`$getNNsByItem(i, n)` Returns the `n` closest items as an integer vector of indices.

`$getNNsByVector(v, n)` Same as `$getNNsByItem`, but queries by vector `v` rather than index `i`.

`$getNNsByItemList(i, n, search_k = -1, include_distances = FALSE)` Returns the `n` closest items to item `i` as a list. During the query it will inspect up to `search_k` nodes which defaults to `n_trees * n` if not provided. `search_k` gives you a run-time tradeoff between better accuracy and speed. If you set `include_distances` to `TRUE`, it will return a length 2 list with elements "item" & "distance". The "item" element contains the `n` closest items as an integer vector of indices. The optional "distance" element contains the corresponding distances to "item" as a numeric vector.

`$getNNsByVectorList(i, n, search_k = -1, include_distances = FALSE)` Same as `$getNNsByItemList`, but queries by vector `v` rather than index `i`

`$getItemVector(i)` Returns the vector for item `i` that was previously added.

`$getNItems()` Returns the number of items in the index.

`$setVerbose()` If 1 then messages will be printed during processing. If 0 then messages will be suppressed during processing.

`$setSeed()` Set random seed for annoy (integer).

Examples

```

library(RcppAnnoy)

# BUILDING ANNOY INDEX -----
vector_size <- 10
a <- new(AnnoyEuclidean, vector_size)

a$setSeed(42)

# Turn on verbose status messages (0 to turn off)
a$setVerbose(1)

# Load 100 random vectors into index
for (i in 1:100) a$addItem(i - 1, runif(vector_size)) # Annoy uses zero indexing

# Display number of items in index
a$getNItems()

# Retrieve item at position 0 in index
a$getItemVector(0)

# Calculate distance between items at positions 0 & 1 in index
a$getDistance(0, 1)

# Build forest with 50 trees
a$build(50)

# PERFORMING ANNOY SEARCH -----

# Retrieve 5 nearest neighbors to item 0
# Returned as integer vector of indices
a$getNNsByItem(0, 5)

# Retrieve 5 nearest neighbors to item 0
# search_k = -1 will invoke default search_k value of n_trees * n
# Return results as list with an element for distance
a$getNNsByItemList(0, 5, -1, TRUE)

# Retrieve 5 nearest neighbors to item 0
# search_k = -1 will invoke default search_k value of n_trees * n
# Return results as list without an element for distance
a$getNNsByItemList(0, 5, -1, FALSE)

v <- runif(vector_size)
# Retrieve 5 nearest neighbors to vector v
# Returned as integer vector of indices
a$getNNsByVector(v, 5)

# Retrieve 5 nearest neighbors to vector v
# search_k = -1 will invoke default search_k value of n_trees * n

```

```
# Return results as list with an element for distance
a$getNNsByVectorList(v, 5, -1, TRUE)

# Retrieve 5 nearest neighbors to vector v
# search_k = -1 will invoke default search_k value of n_trees * n
# Return results as list with an element for distance
a$getNNsByVectorList(v, 5, -1, TRUE)

# SAVING/LOADING ANNOY INDEX -----

# Create a tempfile, replace with a local file to keep
treefile <- tempfile(pattern="annoy", fileext="tree")

# Save annoy tree to disk
a$save(treefile)

# Load annoy tree from disk
a$load(treefile)

# Unload index from memory
a$unload()
```

getArchitectureStatus

Report CPU Architecture and Compiler

Description

Report CPU Architecture and Compiler

Usage

```
getArchitectureStatus()
```

Value

A constant direct created at compile-time describing the extent of AVX instructions (512 bit, 128 bit, or none) and compiler use where currently recognised are MSC (unlikely for R), GCC, Clang, or 'other'.

Index

*Topic **package**

RcppAnnoy-package, [2](#)

AnnoyAngular (AnnoyIndex), [2](#)

AnnoyEuclidean (AnnoyIndex), [2](#)

AnnoyHamming (AnnoyIndex), [2](#)

AnnoyIndex, [2](#)

AnnoyManhattan (AnnoyIndex), [2](#)

getArchitectureStatus, [5](#)

Rcpp_Annoy (RcppAnnoy-package), [2](#)

Rcpp_AnnoyAngular (AnnoyIndex), [2](#)

Rcpp_AnnoyAngular-class (AnnoyIndex), [2](#)

Rcpp_AnnoyEuclidean (AnnoyIndex), [2](#)

Rcpp_AnnoyEuclidean-class (AnnoyIndex),
[2](#)

Rcpp_AnnoyHamming (AnnoyIndex), [2](#)

Rcpp_AnnoyHamming-class (AnnoyIndex), [2](#)

Rcpp_AnnoyManhattan (AnnoyIndex), [2](#)

Rcpp_AnnoyManhattan-class (AnnoyIndex),
[2](#)

RcppAnnoy (RcppAnnoy-package), [2](#)

RcppAnnoy-package, [2](#)