# Combining "R engines" with 3<sup>rd</sup> party software

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### Background

- R has packages to almost any statistical problem
- Recent developments have made R very efficient (e.g., Rcpp, dplyr, tidyr)
- Makes it suited to solve a lot of industry problems in production environments, but:
  - You can't compile R code into an executable (not "directly")
- I'm going to present some ideas and personal experience for integrating R built engines with 3rd party software

This is not a technical discussion but a conceptual discussion

#### A use case: the retailer

#### A retailer manages his inventory in some ERP system

- ▶ **Recurring:** each week the retailer has to decide on order qunatities months ahead
  - Requires forecasting (statistical know-how)
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- ► **Minimum hassle:** How can we harness R to solve the retailer's problem **seamlessly**?

I'm not going to talk about forecasting but on how to integrate a statistical engine with a 3rd party system (e.g., the ERP)

# Comparison methodology

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- "Quick and dirty"
- Script automation
- Shiny apps
- ▶ RInside

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Things to consider:

- ▶ How **easy it is to implement** the method? (to the R developer?, to the customer?)
- Data security
- Safety of the source code? (intellectual property)
- Handling over long periods of time (recurring use)

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- Additional considerations: Pilot/POC versus upscale, Cloud versus on-premise

# Quick and dirty

Import/export csv files

The simplest most intuitive solution:

- 1. Get data files from the customer (e.g., csv)
- 2. (Develop your engine)
- 3. Run and export results to customer
- 4. Customer needs to import back

Works fine for a pilot/proof of concept, but some limitations

- Easy and guick to implement
- Over time requires a lot of overhead not practical over time
- Sending CSVs back and forth might be unsecure
- Source code is safe (but customer can't run code himself)

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- 2. To schedule the script use task scheduler in windows or crontab in linux
- 3. To execute, use Rscript (windows or linux) in scheduler:

```
Rscript script_file.r [arguments]
Read arguments from command line:
args = commandArgs(trailingOnly=TRUE) #within the R script
```

## Scheduling R scripts – continued

This is a nice and simple extension to the "quick and dirty" method

- Requires some knowledge of the customer's DB + access
- Automated approach not a lot of overhead over time
- Can be implemented securely over SSL or on-premise
- Code safety? can work either way
  - On customer's server (on-premise/cloud) = code is compromised
  - Your own cloud (SaaS to customer) = code is safe
- Can also be run as "script on demand" (instead of scheduling, customer's software connects via SSH and runs server's script on demand)

Using a shiny server

## Use Shiny to run the script

(Yet another small improvement)

#### Building on the previous method

- Use the same principles to exchange the required data back and forth but through a shiny app
- Can be easily run on demand (by visiting the shiny app)
- Can be problematic for very long operations (no feedback while running)
- Added value can provide an interface and visualizations to customer
- Data is secured over SSI
- Code is safe (customer only sees client side)

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#### RInside

Embed R code in C++

Embed R within C++ using the RInside package (Personally, I'm not C++ proficient – didn't go there)

- ▶ Requires knowledge of C++ and some effort on both sides (you and customer)
- Can reach seamless integration to the end user
- Can be implemented securely over SSL or on-premise
- Code is safe if you do the compiling and provide a binary file

# Summary

#### A qualitative and subjective summary

Short summary, according to my impression of each method. Where:

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 = Good,  $ullet$  = Sub optimal,  $ullet$  = Bad

	Method	Easy to implement	Scalable	Data security	Code safety
1	Quick and dirty	•	•	•	•
2	Scheduling R scripts	•	•	•	••
3	Shiny apps	•	•	•	•
4	RInside	•	•	•	••

In new projects I usually start with (1) and then switch to (2), (3) or a combination. Method (3) is good if the operation is not too long and you actually need to show something to the user.

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