

# Package ‘TileDBArray’

February 7, 2023

**Version** 1.8.0

**Date** 2021-05-20

**Title** Using TileDB as a DelayedArray Backend

**Description** Implements a DelayedArray backend for reading and writing dense or sparse arrays in the TileDB format. The resulting TileDBArrays are compatible with all Bioconductor pipelines that can accept DelayedArray instances.

**License** MIT + file LICENSE

**Depends** DelayedArray (>= 0.15.16)

**Imports** methods, Rcpp, tiledb, S4Vectors

**LinkingTo** Rcpp

**Suggests** knitr, Matrix, rmarkdown, BiocStyle, BiocParallel, testthat

**biocViews** DataRepresentation, Infrastructure, Software

**VignetteBuilder** knitr

**BugReports** <https://github.com/LTLA/TileDBArray>

**URL** <https://github.com/LTLA/TileDBArray>

**RoxygenNote** 7.1.1

**Encoding** UTF-8

**git\_url** <https://git.bioconductor.org/packages/TileDBArray>

**git\_branch** RELEASE\_3\_16

**git\_last\_commit** 8189c8c

**git\_last\_commit\_date** 2022-11-01

**Date/Publication** 2023-02-06

**Author** Aaron Lun [aut, cre],  
Genentech, Inc. [cph]

**Maintainer** Aaron Lun <[infinite.monkeys.with.keyboards@gmail.com](mailto:infinite.monkeys.with.keyboards@gmail.com)>

## R topics documented:

TileDBArray	2
TileDBArray-globals	3
TileDBArray-pkg	5
TileDBRealizationSink	5

<b>Index</b>	<b>8</b>
--------------	----------

---

TileDBArray	<i>Delayed TileDB arrays</i>
-------------	------------------------------

---

### Description

The TileDBArray class provides a [DelayedArray](#) backend for TileDB arrays (sparse and dense).

### Constructing a TileDBArray

TileDBArray(x, attr) returns a TileDBArray object given:

- x, a string containing a URI to a TileDB backend, most typically a path to a directory.
- attr, a string specifying the attribute to represent in the array. Defaults to the first attribute.

Alternatively, x can be a TileDBArraySeed object, in which case attr is ignored.

TileDBArraySeed(x, attr) returns a TileDBArraySeed with the same arguments as described for TileDBArray. If x is already a TileDBArraySeed, it is returned directly without further modification.

[DelayedArray](#)(x) returns a TileDBArray object given x, a TileDBArraySeed.

In all cases, two-dimensional arrays will automatically generate a TileDBMatrix, a subclass of the TileDBArray.

### Available operations

[extract\\_array](#)(x, index) will return an ordinary array containing values from the TileDBArraySeed x, subsetting to the indices specified in index. The latter should be a list of length equal to the number of dimensions in x, where each entry is an integer vector or NULL (in which case the entirety of the dimension is used).

[extract\\_sparse\\_array](#)(x, index) will return a [SparseArraySeed](#) containing the indices of non-zero entries in x, subsetting to the indices in index. The latter should be a list of the same structure as described for [extract\\_array](#).

[type](#)(x) will return a string containing the type of the TileDBArraySeed object x. Currently, only "integer", "logical" and "double"-precision is supported.

[is\\_sparse](#)(x) will return a logical scalar indicating whether the TileDBArraySeed x uses a sparse format in the TileDB backend.

[path](#)(x) will return a string containing the path to the TileDB backend directory.

`chunkdim(x)` will return an integer vector containing the tile extent in each dimension. This will be used as the chunk dimensions in methods like `chunkGrid`.

All of the operations described above are also equally applicable to `TileDBArray` objects, as their methods simply delegate to those of the `TileDBArraySeed`.

All operations supported by `DelayedArray` objects are also available for `TileDBArray` objects.

### Author(s)

Aaron Lun

### Examples

```
data <- matrix(rpois(10000, 5), nrow=100, ncol=100)
B <- as(data, "TileDBArray")
B

# Apply typical DelayedArray operations:
as.matrix(B[1:10,1:10])
B %*% runif(ncol(B))

# This also works for sparse arrays:
sdata <- Matrix::rsparsematrix(nrow=100, ncol=100, density=0.1)
C <- as(sdata, "TileDBArray")
C
```

---

TileDBArray-globals    *TileDBArray global options*

---

### Description

Global options for writing `TileDBArray` backends, intended for parameters that cannot be automatically derived from the data.

### Usage

```
getTileDBPath()

setTileDBPath(path = NULL)

getTileDBAttr()

setTileDBAttr(attr = NULL)

getTileDBExtent()

setTileDBExtent(extent = NULL)
```

```
getTileDBContext()
setTileDBContext(context = NULL)
getTileDBCellOrder()
setTileDBCellOrder(cellorder = NULL)
getTileDBTileOrder()
setTileDBTileOrder(tileorder = NULL)
getTileDBCcapacity()
setTileDBCcapacity(capacity = NULL)
```

### Arguments

path	String containing a path to a TileDB backend.
attr	String containing the name of a TileDB attribute.
extent	Integer scalar specifying the tile extent for all dimensions. Alternatively, an integer vector of length equal to the number of dimensions, specifying a different extent for each dimension in the array to be created.
context	A TileDB context object, see <a href="#">tiledb_ctx</a> for an example.
cellorder	String specifying the desired cell order.
tileorder	String specifying the desired tile order.
capacity	Integer scalar specifying the data tile capacity for sparse arrays.

### Value

All of the getter functions return the current global value, or a default value if the former is NULL:

- path defaults to a temporary file in [tempdir](#).
- attr defaults to "x".
- extent defaults to 100L.
- cellorder defaults to "COL\_MAJOR".
- tileorder defaults to "COL\_MAJOR".
- capacity defaults to 10000L.
- context defaults to the value of [tiledb\\_ctx\(\)](#).

All setter functions change the global value and return NULL invisibly.

### Author(s)

Aaron Lun

**See Also**

[writeTileDBArray](#), where these functions are most often used.

**Examples**

```
setTileDBPath("my_local_dir")
getTileDBPath()
```

---

TileDBArray-pkg      *The TileDBArray package*

---

**Description**

Implements the TileDB framework as a [DelayedArray](#) backend, with read and write functionality for both dense and sparse arrays. Currently only integer, logical and double-precision values are supported.

**Author(s)**

Aaron Lun

---

TileDBRealizationSink    *Write arrays to TileDB*

---

**Description**

Write array data to a TileDB backend via **DelayedArray**'s [RealizationSink](#) machinery.

**Writing a TileDBArray**

```
TileDBRealizationSink(
  dim,
  dimnames=NULL,
  type="double",
  path=getTileDBPath(),
  attr=getTileDBAttr(),
  sparse=FALSE,
  extent=getTileDBExtent(),
  cellorder=getTileDBCellOrder(),
  tileorder=getTileDBTileOrder(),
  capacity=getTileDBCcapacity(),
  context=getTileDBContext())
```

)

returns a `TileDBRealizationSink` object that can be used to write content to a TileDB backend. It accepts the following arguments:

- `dim`, an integer vector (usually of length 2) to specify the array dimensions.
- `dimnames`, a list of length equal to `dim`, containing character vectors with names for each dimension. Defaults to `NULL`, i.e., no `dimnames`.
- `type`, a string specifying the data type. Currently only numeric, logical and integer arrays are supported.
- `path`, a string containing the location of the new TileDB backend.
- `attr`, a string specifying the name of the attribute to store.
- `sparse`, a logical scalar indicating whether the array should be stored in sparse form.
- `extent`, an integer scalar (or vector of length equal to `dim`) specifying the tile extent for each dimension. Larger values improve compression at the cost of unnecessary data extraction during reads.
- `cellorder`, a string specifying the ordering of cells within each tile.
- `tileorder`, a string specifying the ordering of tiles across the array.
- `capacity`, an integer scalar specifying the size of each data tile in the sparse case.
- `context` is the TileDB context, defaulting to the output of `tiledb_ctx()`.

`writeTileDBArray(x, sparse=is_sparse(x), ...)` writes the matrix-like object `x` to a TileDB backend, returning a `TileDBArray` object referring to that backend. Appropriate values for `dim`, `dimnames` and `type` are determined automatically from `x` itself. All other arguments described for `TileDBRealizationSink` can be passed into `...` to configure the representation.

### Coercing to a TileDBArray

`as(x, "TileDBArray")` will coerce a matrix-like object `x` to a `TileDBArray` object.

`as(x, "TileDBArraySeed")` will coerce a matrix-like object `x` to a `TileDBArraySeed` object.

`as(x, "TileDBMatrix")` will coerce a matrix-like object `x` to a `TileDBArraySeed` object.

`as(x, "TileDBArray")` will coerce a `TileDBRealizationSink` `x` to a `TileDBArray` object.

`as(x, "TileDBArraySeed")` will coerce a `TileDBRealizationSink` `x` to a `TileDBArraySeed` object.

`as(x, "DelayedArray")` will coerce a `TileDBRealizationSink` `x` to a `TileDBArray` object.

### Sink internals

`write_block(sink, viewport, block)` will write the subarray `block` to the `TileDBRealizationSink` `sink` at the specified `viewport`, returning `sink` upon completion. See `write_block` in `DelayedArray` for more details.

`type(x)` will return a string specifying the type of the `TileDBRealizationSink` `x`.

**Examples**

```
X <- matrix(rnorm(100000), ncol=200)
path <- tempfile()
out <- writeTileDBArray(X, path=path)

# Works for integer matrices.
Xi <- matrix(rpois(100000, 2), ncol=200)
pathi <- tempfile()
outi <- writeTileDBArray(Xi, path=pathi)

# Works for logical matrices.
Xl <- matrix(rpois(100000, 0.5) > 0, ncol=200)
pathl <- tempfile()
outl <- writeTileDBArray(Xl, path=pathl)

# Works for sparse numeric matrices.
Y <- Matrix::rsparsematrix(1000, 1000, density=0.01)
path2 <- tempfile()
out2 <- writeTileDBArray(Y, path=path2)

# And for sparse logical matrices.
path2l <- tempfile()
out2l <- writeTileDBArray(Y > 0, path=path2l)

# Works for dimnames.
rownames(X) <- sprintf("GENE_%i", seq_len(nrow(X)))
path3 <- tempfile()
out3 <- writeTileDBArray(X, path=path3)
```

# Index

chunkdim, [3](#)  
chunkdim, TileDBArraySeed-method  
(TileDBArray), [2](#)  
chunkGrid, [3](#)  
coerce, ANY, TileDBArray-method  
(TileDBRealizationSink), [5](#)  
coerce, ANY, TileDBMatrix-method  
(TileDBRealizationSink), [5](#)  
coerce, ANY, TileDBRealizationSink-method  
(TileDBRealizationSink), [5](#)  
coerce, TileDBRealizationSink, DelayedArray-method  
(TileDBRealizationSink), [5](#)  
coerce, TileDBRealizationSink, TileDBArray-method  
(TileDBRealizationSink), [5](#)  
coerce, TileDBRealizationSink, TileDBMatrix-method  
(TileDBRealizationSink), [5](#)

DelayedArray, [2](#), [3](#), [5](#)  
DelayedArray, TileDBArraySeed-method  
(TileDBArray), [2](#)

extract\_array, [2](#)  
extract\_array, TileDBArraySeed-method  
(TileDBArray), [2](#)  
extract\_sparse\_array, [2](#)  
extract\_sparse\_array, TileDBArraySeed-method  
(TileDBArray), [2](#)

getTileDBAttr (TileDBArray-globals), [3](#)  
getTileDBCcapacity  
(TileDBArray-globals), [3](#)  
getTileDBCcellOrder  
(TileDBArray-globals), [3](#)  
getTileDBContext (TileDBArray-globals),  
[3](#)  
getTileDBExtent (TileDBArray-globals), [3](#)  
getTileDBPath (TileDBArray-globals), [3](#)  
getTileDBTileOrder  
(TileDBArray-globals), [3](#)

is\_sparse, [2](#)

is\_sparse, TileDBArraySeed-method  
(TileDBArray), [2](#)

matrixClass, TileDBArray-method  
(TileDBArray), [2](#)

path, [2](#)  
path, TileDBArraySeed-method  
(TileDBArray), [2](#)

RealizationSink, [5](#)  
setTileDBAttr (TileDBArray-globals), [3](#)  
setTileDBCcapacity  
(TileDBArray-globals), [3](#)  
setTileDBCcellOrder  
(TileDBArray-globals), [3](#)  
setTileDBContext (TileDBArray-globals),  
[3](#)  
setTileDBExtent (TileDBArray-globals), [3](#)  
setTileDBPath (TileDBArray-globals), [3](#)  
setTileDBTileOrder  
(TileDBArray-globals), [3](#)  
show, TileDBArraySeed-method  
(TileDBArray), [2](#)  
SparseArraySeed, [2](#)

tempdir, [4](#)  
tiledb\_ctx, [4](#), [6](#)  
TileDBArray, [2](#), [6](#)  
TileDBArray-class (TileDBArray), [2](#)  
TileDBArray-globals, [3](#)  
TileDBArray-pkg, [5](#)  
TileDBArraySeed (TileDBArray), [2](#)  
TileDBArraySeed-class (TileDBArray), [2](#)  
TileDBMatrix (TileDBArray), [2](#)  
TileDBMatrix-class (TileDBArray), [2](#)  
TileDBRealizationSink, [5](#)  
TileDBRealizationSink-class  
(TileDBRealizationSink), [5](#)  
type, [2](#)



type,TileDBArraySeed-method  
    (TileDBArray), [2](#)  
type,TileDBRealizationSink-method  
    (TileDBRealizationSink), [5](#)  
  
write\_block, [6](#)  
write\_block,TileDBRealizationSink-method  
    (TileDBRealizationSink), [5](#)  
writeTileDBArray, [5](#)  
writeTileDBArray  
    (TileDBRealizationSink), [5](#)