

# Package ‘RMVL’

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**Title** Mappable Vector Library for Handling Large Datasets

**Version** 1.1.0.1

**Description** Mappable vector library provides convenient way to access large datasets. Use all of your data at once, with few limits. Memory mapped data can be shared between multiple R processes. Access speed depends on storage medium, so solid state drive is recommended, preferably with PCI Express (or M.2 nvme) interface or a fast network file system. The data is memory mapped into R and then accessed using usual R list and array subscription operators. Convenience functions are provided for merging, grouping and indexing large vectors and data.frames. The layout of underlying MVL files is optimized for large datasets. The vectors are stored to guarantee alignment for vector intrinsics after memory map. The package is built on top of libMVL, which can be used as a standalone C library. libMVL has simple C API making it easy to interchange datasets with outside programs. Large MVL datasets are distributed via Academic Torrents <<https://academictorrents.com/collection/mvl-datasets>>.

**URL** <https://academictorrents.com/collection/mvl-datasets>,  
<https://github.com/volodya31415/RMVL>,  
<https://github.com/volodya31415/libMVL>

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**Author** Vladimir Dergachev [aut, cre] (<<https://orcid.org/0000-0003-4708-6625>>)

**Maintainer** Vladimir Dergachev <[support@altumrete.com](mailto:support@altumrete.com)>

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dim.MVL_OBJECT	<i>Obtain dimensions of MVL object</i>
----------------	--

---

**Description**

Obtain dimensions of MVL object

**Usage**

```
## S3 method for class 'MVL_OBJECT'  
dim(x)
```

**Arguments**

x                   MVL\_OBJECT as retrieved by subscription operators

**Value**

object dimensions, or NULL if not present

---

length.MVL_OBJECT	<i>Obtain length of MVL object</i>
-------------------	------------------------------------

---

**Description**

Obtain length of MVL object

**Usage**

```
## S3 method for class 'MVL_OBJECT'  
length(x)
```

**Arguments**

x                   MVL\_OBJECT as retrieved by subscription operators

**Value**

object length as stored in MVL file. This is the total length of object for arrays, and number of columns for data frames.

---

mvl2R

*Make sure the object is fully converted to its R representation*


---

### Description

If the object is stored in MVL file, we return its pure R representation. Otherwise, we return the object itself.

### Usage

```
mvl2R(obj, raw = FALSE)
```

### Arguments

obj	- MVL object retrieved by subscription of MVL library or other objects
raw	- request to return data in raw format when it does not map exactly to R data types.

### Value

Stored object

---

mvl\_add\_directory\_entries

*Add entries to MVL directory*


---

### Description

Add one or more entries to MVL directory

### Usage

```
mvl_add_directory_entries(MVLHANDLE, tag, offsets)
```

### Arguments

MVLHANDLE	handle to open MVL file created by mvl_open
tag	a vector of one or more character tags
offsets	a vector of MVL_OFFSET objects, one per tag, created by mvl_write_object

### Details

This function is used to expand MVL directory. The offsets must be created by calling mvl\_write\_object on the same handle. Note that mvl\_write\_object has an optional parameter name that will add an entry when specified. Thus this function is meant for special circumstances, such as creating multiple entries in the directory that point to the same offset

---

mvl_class	<i>Return underlying R class of object</i>
-----------	--

---

**Description**

This function returns the equivalent R class of underlying MVL object, i.e. the class it would have if converted into a regular R object. For non-MVL objects the function simply calls the usual R `class()`, so it can be used instead of `class()` for code that operates on both usual R objects and MVL objects.

**Usage**

```
mvl_class(x)
```

**Arguments**

x                    any object

**Value**

character string giving object class

---

mvl_close	<i>Close MVL file</i>
-----------	-----------------------

---

**Description**

Closes MVL file releasing all resources. For read-only files the memory is unmapped, reducing the virtual memory footprint. For files opened for writing the directory is written out, so it is important to call `mvl_close` or the newly written file will be corrupt. After `mvl_close()` all previously obtained `MVL_OBJECT`'s with this handle become invalid.

**Usage**

```
mvl_close(MVLHANDLE)
```

**Arguments**

MVLHANDLE            handle to opened MVL file as generated by `mvl_open()`

**Value**

None

**See Also**

[mvl\\_open](#), [mvl\\_remap](#)

---

mvl\_compute\_repeats     *Find stretches of repeated rows among vectors*

---

### Description

This function is passed a list of vector like MVL\_OBJECTs which are considered as columns in a table. It returns a vector V starting with 1 and ending with number of rows plus 1, so that stretches of repeated rows can be found as V[i]:V[i+1]

### Usage

```
mvl_compute_repeats(L)
```

### Arguments

L                      list of vector like MVL\_OBJECTs

### Value

partition describing repeated rows

---

mvl\_extent\_index\_lapply  
                                  *Apply function to indices of rows with matching hashes*

---

### Description

Please use generic function mvl\_index\_lapply() instead.

### Usage

```
mvl_extent_index_lapply(extent_index, data_list, fn)
```

### Arguments

extent\_index     MVL\_OBJECT computed by mvl\_write\_extent\_index()  
 data\_list        a list of vectors of equal length. They can be MVL\_OBJECTs or R vectors. If missing, scan the entire table one hash at a time.  
 fn                a function of two arguments - and index into data\_list and a corresponding list of indices

**Details**

This function is passed the index computed by `mvl_write_extent_index()` and a list of vectors, which rows are used to compute 64-bit hashes. For each row, we call the function `fn(i, idx)`, where `i` gives the index of query row, and `idx` gives the indices of with matching hashes.

64-bit hashes have very few collisions, nevertheless the user is advised to double check that the values actually match.

The hash computation is type dependent, so 1 stored as an integer will produce a different hash than when stored as floating point. This function accounts for this by internally converting to types the index was generated with.

**Value**

a list of results of function `fn`

**See Also**

[mvl\\_index\\_lapply](#), [mvl\\_group](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=(1:100) %% 10), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_extent_index(Mtmp, list(Mtmp$df1[, "y", ref=TRUE]), "df1_extent_index_y")
Mtmp<-mvl_remap(Mtmp)
mvl_extent_index_lapply(Mtmp["df1_extent_index_y", ref=TRUE], list(c(2, 3)),
                        function(i, idx) { return(list(i, idx))})

# Example of full scan
mvl_extent_index_lapply(Mtmp["df1_extent_index_y", ref=TRUE], ,
                        function(i, idx) { return(list(i, idx))})

## End(Not run)
```

---

mvl\_find\_matches

*Find matching rows*

---

**Description**

This function is passed two lists of MVL vectors which are interpreted in data.frame fashion. The indices of pairwise matches are returned in order of the arguments ("index1" and "index2"). In addition we return indices describing stretches with "index1" value constant ( `stretch_index1[i]` to `stretch_index1[i+1]-1`)

**Usage**

```
mvl_find_matches(L1, L2, indices1 = NULL, indices2 = NULL)
```

**Arguments**

L1	list of vector like MVL_OBJECTs
L2	list of vector like MVL_OBJECTs
indices1	list of indices into objects to sort. If absent or NULL it is assumed to be from 1 to the length of the object.
indices2	list of indices into objects to sort. If absent or NULL it is assumed to be from 1 to the length of the object.

**Value**

A list of matches and match stretches

**See Also**

[mvl\\_hash\\_vectors](#), [mvl\\_order\\_vectors](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=rep(c("a", "b"), 50), y=1:100), "df1")
mvl_write_object(Mtmp, data.frame(x=rep(c("b", "c"), 50), y=21:120), "df2")
Mtmp<-mvl_remap(Mtmp)
L<-mvl_find_matches(list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]),
                    list(Mtmp$df2[, "x", ref=TRUE], Mtmp$df2[, "y", ref=TRUE]))

## End(Not run)
```

---

mvl\_fused\_write\_objects

*Concatenate objects and write result into MVL file.*

---

**Description**

This function can concatenate a mixture of R and MVL objects. For vectors it is the equivalent of `c()`. For array and matrices it works as `cbind()` For data frames it works as `rbind`, but row names are always dropped.

**Usage**

```
mvl_fused_write_objects(MVLHANDLE, L, name = NULL, drop.rownames = TRUE)
```



**Arguments**

MVLHANDLE a handle to MVL file produced by `mvl_open()`  
 L a list of suitable R objects (vector, array, data.frame) or equivalent MVL objects.  
 name if specified add a named entry to MVL file directory  
 drop.rownames set to TRUE to prevent rownames from being written

**Value**

any object of class `MVL_OFFSET` that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
mvl_write_object(Mtmp, runif(100), "vec2")
Mtmp<-mvl_remap(Mtmp)
mvl_fused_write_objects(Mtmp, list(Mtmp["vec1", ref=TRUE], Mtmp["vec2", ref=TRUE], runif(3)),
                           name="vec3")

## End(Not run)
```

---

<code>mvl_get_groups</code>	<i>Retrieve indices belonging to one or more groups</i>
-----------------------------	---

---

**Description**

This function is passed the `prev` vector computed by `mvl_write_groups` and one or more indices from the first vector.

**Usage**

```
mvl_get_groups(prev, first_indices)
```

**Arguments**

`prev` MVL\_OBJECT `prev` computed by `mvl_write_groups`  
`first_indices` indices from first vector computed by `mvl_write_groups`

**Value**

a vector of indices

**See Also**

[mvl\\_group](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_groups(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]), "df1_groups")
Mtmp<-mvl_remap(Mtmp)
print(mvl_get_groups(Mtmp["df1_groups", ref=TRUE]["prev", ref=TRUE], Mtmp$df1_groups$first[1:5]))

## End(Not run)
```

---

mvl_get_neighbors	<i>Retrieve indices of nearby rows.</i>
-------------------	---

---

**Description**

This function is passed the index computed by `mvl_write_spatial_index1` and a list of vectors, which rows are interpreted as points. For each row, the function returns a vector of indices describing rows that are close to it.

**Usage**

```
mvl_get_neighbors(spatial_index, data_list)
```

**Arguments**

`spatial_index` MVL\_OBJECT computed by `mvl_write_spatial_index1`  
`data_list` a list of vectors of equal length. They can be MVL\_OBJECTs or R vectors.

**Value**

a list of vectors of indices

**See Also**

[mvl\\_write\\_spatial\\_index1](#), [mvl\\_index\\_lapply](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_spatial_index1(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]),
                           c(2, 3), "df1_sp_groups")

Mtmp<-mvl_remap(Mtmp)
print(mvl_get_neighbors(Mtmp["df1_sp_groups", ref=TRUE], list(c(0.5, 0.6), c(2, 3))))

## End(Not run)
```

---

mvl_group	<i>Group identical rows</i>
-----------	-----------------------------

---

## Description

This function groups identical rows. The result is formatted as two vectors `stretch_index` and `index`. Vector `index` contains stretches of indices with identical rows. Vector `stretch_index` describes stretches as `stretch_index[i]` to `stretch_index[i+1]-1`. This allows fast iteration over indices without creating excessive numbers of R objects when group sizes are small.

## Usage

```
mvl_group(L, indices = NULL)
```

## Arguments

<code>L</code>	list of vector like <code>MVL_OBJECTS</code>
<code>indices</code>	list of indices into objects to group. If absent or <code>NULL</code> it is assumed to be from 1 to the length of the object.

## Value

A list of groups and group stretches

## See Also

[mvl\\_group\\_lapply](#), [mvl\\_hash\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#)

## Examples

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=rep(c("a", "b"), 50), y=(1:100)/5), "df1")
Mtmp<-mvl_remap(Mtmp)
df1<-Mtmp["df1", ref=TRUE]
G<-mvl_group(list(df1["x",ref=TRUE], df1["y", ref=TRUE]))
mvl_group_lapply(G, function(idx) { return(sum(df1[idx, "y"])}))

## End(Not run)
```

---

mvl_group_lapply	<i>Apply function to index stretches</i>
------------------	--

---

**Description**

Iteratively call function `fn(idx)` over index stretches previously computed with `mvl_group`

**Usage**

```
mvl_group_lapply(G, fn)
```

**Arguments**

G	a list of groups and group stretches produced by <code>mvl_group</code>
fn	a function of one argument - list of indices

**Value**

a list of results of function `fn`

**See Also**

[mvl\\_group](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=rep(c("a", "b"), 50), y=(1:100)/5), "df1")
Mtmp<-mvl_remap(Mtmp)
df1<-Mtmp$df1
G<-mvl_group(list(df1[, "x", ref=TRUE], df1[, "y", ref=TRUE]))
mvl_group_lapply(G, function(idx) { return(sum(df1[idx, "y"])}))

## End(Not run)
```

---

mvl_hash_vectors	<i>Return hash values for each row</i>
------------------	--

---

**Description**

This function is passed a list of MVL vectors which are interpreted in `data.frame` fashion. For each row, i.e. set of vector values with the same index we compute a hash value. Identical rows produce identical hash values. The hash values have good entropy and can be used to map row values into random numbers.

**Usage**

```
mvl_hash_vectors(L, indices = NULL)
```

**Arguments**

L	list of vector like MVL_OBJECTs
indices	list of indices into objects to sort. If absent or NULL it is assumed to be from 1 to the length of the object.

**Value**

hash values in numeric format, with 52 valid bits. Each value is uniform between 1 and 2.

**See Also**

[mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_write\\_hash\\_vectors](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
Mtmp<-mvl_remap(Mtmp)
hash1<-mvl_hash_vectors(list(Mtmp["vec1", ref=TRUE]))

## End(Not run)
```

---

mvl_indexed_copy	<i>Index copy vector</i>
------------------	--------------------------

---

**Description**

This function creates new MVL vectors and data frames by copying only rows or values specified by given indices. The vector indices can be an R integer or numeric vector, a logical vector of the size matching to the object being copied, or a suitable vector stored in MVL file.

**Usage**

```
mvl_indexed_copy(MVLHANDLE, x, indices, name = NULL, only.columns = NULL)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by mvl_open()
x	a vector-like MVL_OBJECT or a data.frame stored in MVL file
indices	a vector of indices into x
name	if specified add a named entry to MVL file directory
only.columns	if x is MVL_OBJECT with class data.frame copy only columns specified in this character or integer vector

**Value**

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_hash\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_order\\_vectors](#), [mvl\\_merge](#), [mvl\\_write\\_object](#), [mvl\\_fused\\_write\\_objects](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
Mtmp<-mvl_remap(Mtmp)
permutation1<-mvl_order_vectors(list(Mtmp["vec1", ref=TRUE]))
mvl_indexed_copy(Mtmp, Mtmp["vec1", ref=TRUE], permutation1, name="vec1_sorted")
Mtmp<-mvl_remap(Mtmp)
print(Mtmp$vec1_sorted)

## End(Not run)
```

---

mvl\_index\_lapply      *Apply function to indices of nearby rows*

---

**Description**

This function is passed the index computed by `mvl_write_spatial_index1` or `mvl_write_extent_index` and a list of vectors, which are interpreted in a data frame fashion, or an R data.frame. For each row we retrieve that set of indices that matches it and call function `fn(i, idx)` with index `i` of row being processed and vector `idx` listing matched indices.

**Usage**

```
mvl_index_lapply(index, data_list, fn)
```

**Arguments**

<code>index</code>	MVL_OBJECT computed by <code>mvl_write_spatial_index1</code> or <code>mvl_write_extent_index</code>
<code>data_list</code>	a list of vectors of equal length. They can be MVL_OBJECTs or R vectors, or a data.frame.
<code>fn</code>	a function of two arguments - and index into <code>data_list</code> and a corresponding list of indices

**Details**

The notion of "matched indices" is specific to the type of index being used.

For an index created with `mvl_write_spatial_index1` we return the indices of nearby rows. The user should apply an additional cut to narrow down to actual indices needed.

For an index created with `mvl_write_extent_index` we return the indices of rows with identical hashes. Even though 64-bit hashes produce very few collisions, it is recommended to apply additional cut to ensure that only the exactly matching rows are returned.

**Value**

a list of results of function `fn`

**See Also**

[mvl\\_group](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_spatial_index1(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]),
                           c(2, 3), "df1_sp_groups")

Mtmp<-mvl_remap(Mtmp)
mvl_index_lapply(Mtmp["df1_sp_groups", ref=TRUE], list(c(0.5, 0.6), c(2, 3)),
                 function(i, idx) { return(list(i, idx))})

## End(Not run)
```

---

mvl\_inherits

*Check inheritance of R or MVL objects*

---

**Description**

This function works just like the usual `R inherits()`, except that for `MVL_OBJECTS` it used the class value stored in the MVL file. For non-MVL objects the function simply calls the usual `R inherit()`, so it can be used instead of `inherit()` for code that operates on both usual R objects and MVL objects.

**Usage**

```
mvl_inherits(x, clstr, which = FALSE)
```

**Arguments**

x	any object
clstr	classes to match against
which	when TRUE return a boolean array indicating of which classes named in clstr are inherited by x. When FALSE return a single boolean indicating inheritance of any class named in clstr.

**Value**

character string giving object class

---

mvl_merge	<i>Merge two MVL data frames and write the result</i>
-----------	---

---

**Description**

Merge two MVL data frames and write the result

**Usage**

```
mvl_merge(
  MVLHANDLE,
  df1,
  df2,
  name = NULL,
  by = NULL,
  by.x = by,
  by.y = by,
  suffixes = c(".x", ".y"),
  only.columns.x = NULL,
  only.columns.y = NULL
)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by mvl_open()
df1	a data.frame stored in MVL file
df2	a data.frame stored in MVL file
name	if specified add a named entry to MVL file directory
by	list of columns to use as key
by.x	list of columns to use as key for df1
by.y	list of columns to use as key for df1
suffixes	rename columns with identical names using these suffixes
only.columns.x	only copy these columns from df1
only.columns.y	only copy these columns from df2



**Value**

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_hash\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_order\\_vectors](#), [mvl\\_fused\\_write\\_objects](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=rep(c("a", "b"), 50), y=1:100), "df1")
mvl_write_object(Mtmp, data.frame(x=rep(c("b", "c"), 50), y=runif(100), z=21:120), "df2")
Mtmp<-mvl_remap(Mtmp)
mvl_merge(Mtmp, Mtmp$df1, Mtmp$df2, by.x="y", by.y="z", only.columns.y=c("x"), name="df_merged")
Mtmp<-mvl_remap(Mtmp)
print(Mtmp$df_merged[1:10,])

## End(Not run)
```

---

mvl\_neighbors\_lapply *Apply function to indices of nearby rows*

---

**Description**

Please use generic function `mvl_index_lapply()` instead.

**Usage**

```
mvl_neighbors_lapply(spatial_index, data_list, fn)
```

**Arguments**

<code>spatial_index</code>	MVL_OBJECT computed by <code>mvl_write_spatial_index1</code>
<code>data_list</code>	a list of vectors of equal length. They can be MVL_OBJECTs or R vectors.
<code>fn</code>	a function of two arguments - and index into <code>data_list</code> and a corresponding list of indices

**Details**

This function is passed the index computed by `mvl_write_spatial_index1` and a list of vectors, which rows are interpreted as points. For each row, we call the function `fn(i, idx)`, where `i` gives the index of query row, and `idx` gives the indices of nearby rows.

**Value**

a list of results of function fn

**See Also**

[mvl\\_group](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_spatial_index1(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]),
                           c(2, 3), "df1_sp_groups")

Mtmp<-mvl_remap(Mtmp)
mvl_neighbors_lapply(Mtmp["df1_sp_groups", ref=TRUE], list(c(0.5, 0.6), c(2, 3)),
                    function(i, idx) { return(list(i, idx))})

## End(Not run)
```

---

mvl_object_stats	<i>Return MVL object properties</i>
------------------	-------------------------------------

---

**Description**

Provide detailed information on stored MVL object without retrieving it

**Usage**

```
mvl_object_stats(MVLHANDLE, offset = NULL, scan = FALSE)
```

**Arguments**

MVLHANDLE	either a handle provided by mvl_open() or an MVL object such as produced by indexing operators
offset	offset to the object which properties are to be retrieved
scan	scan vector element to obtain additional statistics

**Details**

This function is given either an MVL handle and an offset in MVL file to examine, or just a single parameter of class MVL\_OBJECT that contains both handle and offset

This function returns a list of object parameters describing total number of elements, element type (as used by libMVL) and a pointer to the underlying data. The pointer is passed via a cast to double to preserve its 64-bit value and can be used with custom C code, for example by using package inline.

**Value**

list with object properties

---

mvl_open	<i>Open an MVL file</i>
----------	-------------------------

---

**Description**

Open an MVL format file for reading and/or writing.

**Usage**

```
mvl_open(filename, append = FALSE, create = FALSE)
```

**Arguments**

filename	path to file.
append	specify TRUE when you intend to write data into the file
create	when TRUE create file if it did not exist

**Details**

MVL stands for "Mapped vector library" and is a file format designed for efficient memory mapped access. An MVL file can be much larger than physical memory of the machine.

mvl\_open returns a handle that can be used to access MVL files. Files opened read-only are memory mapped and do not use a file descriptor, and thus are not subject to limits on the number of open files. Files opened for writing data do use a file descriptor. Once opened for read access the data can be accessed using usual R semantics for lists, data.frames and arrays.

**Value**

handle to opened MVL file

**See Also**

[mvl\\_close](#), [mvl\\_remap](#)

**Examples**

```
## Not run:  
M1<-mvl_open("test1.mvl", append=TRUE, create=TRUE)  
mvl_write_object(M1, data.frame(x=1:2, y=rnorm(2)), "test_frame")  
mvl_close(M1)  
  
M2<-mvl_open("test1.mvl")  
print(names(M2))  
print(M2["test_frame"])
```

```

mvl_close(M2)

M3<-mvl_open("test2.mvl", append=TRUE, create=TRUE)
L<-list()
df<-data.frame(x=1:1e6, y=rnorm(1e6), s=rep(c("a", "b"), 5e5))
L[["x"]]<-mvl_write_object(M3, df, drop.rownames=TRUE)
L[["description"]]<-"Example of large data frame"
mvl_write_object(M3, L, "test_object")
mvl_close(M3)

M4<-mvl_open("test2.mvl")
print(names(M4))
L<-M4["test_object"]
print(L)
print(L[["x"]][1:20,])
mvl_object_stats(L[["x"]])
# If you need to get the whole x, one can use mvl2R(L[["x"]])
mvl_close(M4)

## End(Not run)

```

---

mvl\_order\_vectors      *Return permutation sorting vector entries*

---

## Description

This function is similar to R `order()` function, but operates on `MVL_OBJECTS`.

## Usage

```

mvl_order_vectors(
  L,
  indices = NULL,
  decreasing = FALSE,
  sort_function = ifelse(decreasing, 2, 1)
)

```

## Arguments

L	list of vector like <code>MVL_OBJECTS</code> s
indices	list of indices into objects to sort. If absent or <code>NULL</code> it is assumed to be from 1 to length of the object.
decreasing	whether to sort in ascending or decreasing order. This parameter is provided for compatibility with <code>order()</code> function
sort_function	specifies desired sort order

## Value

sorted indices

**See Also**

[mvl\\_hash\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
Mtmp<-mvl_remap(Mtmp)
permutation1<-mvl_order_vectors(list(Mtmp["vec1", ref=TRUE]))

## End(Not run)
```

---

mvl\_remap

*Enlarge memory map to include recently loaded data.*


---

**Description**

This function operates on MVL files opened for writing. When writing new data to the MVL file that data is appended at the end and past the end of previously mapped data. Calling `mvl_remap()` updates the memory mapping to include all the data written before `mvl_remap()` was called. The MVL file directory is also updated to include recently added entries. Old handles can still be used, but will not include updated directory information. MVL\_OBJECT's previously obtained from this handle continue to be valid.

**Usage**

```
mvl_remap(MVLHANDLE, append = TRUE)
```

**Arguments**

MVLHANDLE	handle to opened MVL file as generated by <code>mvl_open()</code> or <code>mvl_remap()</code>
append	specify FALSE when you do not intend to write the file.

**Details**

`mvl_remap` returns a handle with updated directory.

**Value**

handle to MVL file, with updated directory.

**See Also**

[mvl\\_open](#), [mvl\\_close](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
Mtmp<-mvl_remap(Mtmp)
print(Mtmp["vec1"])

## End(Not run)
```

---

mvl\_start\_write\_vector

*Piecewise output of very long numeric and integer vectors*

---

**Description**

While `mvl_fused_write_objects` can be used to create very large vectors and data frames of arbitrary type, it requires piecewise data to be written first into an MVL file. Functions `mvl_start_write_vector()` and `mvl_rewrite_vector()` provide a way to create very long vectors in one pass. Only numeric and integer vectors are supported.

**Usage**

```
mvl_start_write_vector(MVLHANDLE, x, expected.length = NULL, name = NULL)

mvl_rewrite_vector(obj, offset, x)
```

**Arguments**

MVLHANDLE	handle to opened MVL file as generated by <code>mvl_open()</code>
x	an integer or numeric vector
expected.length	the length of vector to create. Use double to pass large values
name	if specified add a named entry to MVL file directory
obj	an MVL vector object to modify
offset	the offset into MVL vector (starting with 1) to write x

**Details**

One convenient use is to compute  $f(x, y, z, \dots)$  with very long vector arguments by iterating over indices. The iteration can be done using fixed blocks of indices, or by using groups of indices computed with other MVL functions.

It is generally recommended to call `mvl_rewrite_vector()` with large blocks to improve I/O performance and reduce number of writes to underlying media.

**See Also**

`mvl_fused_write_objects`

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
offset<-mvl_start_write_object(Mtmp, runif(10), expected.length=1000, "vec1")
Mtmp<-mvl_remap(Mtmp)
mvl_rewrite_vector(Mtmp[offset], 50, rnorm(20))

## End(Not run)
```

---

mvl_status	<i>Return status of MVL package</i>
------------	-------------------------------------

---

**Description**

Return status of MVL package

**Usage**

```
mvl_status()
```

**Value**

list of status values

---

mvl_write_extent_index	<i>Compute and write extent index</i>
------------------------	---------------------------------------

---

**Description**

This function computes a hash-based index that allows to find indices of rows which hashes match query values. While it can be applied to arbitrary data, it is optimized for the common case when vectors contain stretches of repeated values describing row groups to be processed. This is particularly relevant for R because vectorized processing of row batches is the only practical way to scan very large tables using pure-R code.

**Usage**

```
mvl_write_extent_index(MVLHANDLE, L, name = NULL)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by mvl_open()
L	list of vector like MVL_OBJECTs
name	if specified add a named entry to MVL file directory

**Details**

`mvl_write_extent_index()` creates the index in memory and then writes it out. The memory usage is proportional to the number of repeat stretches. Sorting tables improves performance, but is not a requirement.

**Value**

an object of class `MVL_OFFSET` that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_order\\_vectors](#), [mvl\\_index\\_lapply](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_hash\\_vectors](#), [mvl\\_get\\_groups](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=(1:100) %% 10), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_extent_index(Mtmp, list(Mtmp$df1["y",ref=TRUE]), "df1_extent_index_y")
Mtmp<-mvl_remap(Mtmp)
mvl_index_lapply(Mtmp["df1_extent_index_y", ref=TRUE], list(c(2, 3)),
                 function(i, idx) { return(list(i, idx))})

# Example of full scan
mvl_index_lapply(Mtmp["df1_extent_index_y", ref=TRUE], ,
                 function(i, idx) { return(list(i, idx))})

## End(Not run)
```

---

`mvl_write_groups`

*Write group information for each row*

---

**Description**

This function is passed a list of MVL vectors which are interpreted in data.frame fashion. These rows are split into groups so that identical rows are guaranteed to belong to the same group. This is done internally based on 20-bit hash values. This function is convenient to use as a way to partition very large datasets before applying `mvl_group` or `mvl_find_matches`. The groups can be obtained by using `mvl_get_groups`

**Usage**

```
mvl_write_groups(MVLHANDLE, L, name = NULL)
```



**Arguments**

MVLHANDLE	a handle to MVL file produced by mvl_open()
L	list of vector like MVL_OBJECTs
name	if specified add a named entry to MVL file directory

**Value**

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_hash\\_vectors](#), [mvl\\_get\\_groups](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_groups(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]), "df1_groups")
Mtmp<-mvl_remap(Mtmp)
print(mvl_get_groups(Mtmp["df1_groups", ref=TRUE][ "prev", ref=TRUE], Mtmp$df1_groups$first[1:5]))

## End(Not run)
```

---

mvl\_write\_hash\_vectors

*Write hash values for each row*

---

**Description**

This function is passed a list of MVL vectors which are interpreted in data.frame fashion. For each row, i.e. set of vector values with the same index we compute a 64-bit hash value. Identical rows produce identical hash values. The hash values are written into 64-bit integer vector. This function is meant for use with data that is too large to handle comfortably.

**Usage**

```
mvl_write_hash_vectors(MVLHANDLE, L, name = NULL)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by mvl_open()
L	list of vector like MVL_OBJECTs
name	if specified add a named entry to MVL file directory

**Value**

an object of class `MVL_OFFSET` that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_hash\\_vectors](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_hash_vectors(Mtmp, list(Mtmp["vec1", ref=TRUE]), "vec1_hash")
Mtmp<-mvl_remap(Mtmp)
print(length(Mtmp["vec1_hash"]))

## End(Not run)
```

---

<code>mvl_write_object</code>	<i>Write R object into MVL file</i>
-------------------------------	-------------------------------------

---

**Description**

Write R object into MVL file

**Usage**

```
mvl_write_object(MVLHANDLE, x, name = NULL, drop.rownames = FALSE)
```

**Arguments**

<code>MVLHANDLE</code>	a handle to MVL file produced by <code>mvl_open()</code>
<code>x</code>	a suitable R object (vector, array, list, data.frame) or a vector-like <code>MVL_OBJECT</code>
<code>name</code>	if specified add a named entry to MVL file directory
<code>drop.rownames</code>	set to <code>TRUE</code> to prevent rownames from being written

**Value**

an object of class `MVL_OFFSET` that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_indexed\\_copy](#), [mvl\\_merge](#)

**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, runif(100), "vec1")
L<-list()
L[["x"]]<-mvl_write_object(Mtmp, 1:5)
L[["y"]]<-mvl_write_object(Mtmp, c("a", "b"))
L[["df"]]<-mvl_write_object(Mtmp, data.frame(x=1:100, z=runif(100)))
mvl_write_object(Mtmp, L, "L")
Mtmp<-mvl_remap(Mtmp)
print(Mtmp$L)

## End(Not run)
```

---

mvl\_write\_serialized\_object

*Write R object in serialized form*

---

**Description**

This function packages the object into a raw vector before writing it out. The raw vector is tagged with special class that assures the object is automatically converted back to R representation when reading. Serialized objects can only be read completely.

**Usage**

```
mvl_write_serialized_object(MVLHANDLE, x, name = NULL)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by <code>mvl_open()</code>
x	a suitable R object (vector, array, list, data.frame) or a vector-like MVL_OBJECT
name	if specified add a named entry to MVL file directory

**Details**

This function can be used in rare cases when it is important to store a complete R object, but it is not important for it to be accessible by other programs, and it is not important to conserve memory or bandwidth.

**Value**

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**[mvl\\_write\\_object](#)**Examples**

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_serialized_object(Mtmp, lm(rnorm(100)~runif(100)), "LM1")
Mtmp<-mvl_remap(Mtmp)
print(mvl2R(Mtmp$LM1))

## End(Not run)
```

---

mvl\_write\_spatial\_groups

*Write spatial group information for each row*


---

**Description**

Please use `mvl_write_spatial_index1()` instead.

**Usage**

```
mvl_write_spatial_groups(MVLHANDLE, L, bits, name = NULL)
```

**Arguments**

MVLHANDLE	a handle to MVL file produced by <code>mvl_open()</code>
L	list of vector like MVL_OBJECTs
bits	a vector of bit values to use for each member of L
name	if specified add a named entry to MVL file directory

**Value**

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

**See Also**

[mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_hash\\_vectors](#), [mvl\\_get\\_groups](#)

---

mvl\_write\_spatial\_index1

*Write spatial group information for each row*


---

### Description

This function is passed a list of MVL vectors which are interpreted in data.frame fashion. These rows are split into groups so that identical rows are guaranteed to belong to the same group. This is done using partition into equal sized bins. This function is meant for constructing spatial indexes.

### Usage

```
mvl_write_spatial_index1(MVLHANDLE, L, bits, name = NULL)
```

### Arguments

MVLHANDLE	a handle to MVL file produced by mvl_open()
L	list of vector like MVL_OBJECTs
bits	a vector of bit values to use for each member of L
name	if specified add a named entry to MVL file directory

### Value

an object of class MVL\_OFFSET that describes an offset into this MVL file. MVL offsets are vectors and can be concatenated. They can be written to MVL file directly, or as part of another object such as list.

### See Also

[mvl\\_order\\_vectors](#), [mvl\\_find\\_matches](#), [mvl\\_group](#), [mvl\\_find\\_matches](#), [mvl\\_indexed\\_copy](#), [mvl\\_merge](#), [mvl\\_hash\\_vectors](#), [mvl\\_get\\_groups](#)

### Examples

```
## Not run:
Mtmp<-mvl_open("tmp_a.mvl", append=TRUE, create=TRUE)
mvl_write_object(Mtmp, data.frame(x=runif(100), y=1:100), "df1")
Mtmp<-mvl_remap(Mtmp)
mvl_write_spatial_index1(Mtmp, list(Mtmp$df1[, "x", ref=TRUE], Mtmp$df1[, "y", ref=TRUE]),
                           c(2, 3), "df1_sp_groups")

Mtmp<-mvl_remap(Mtmp)
print(mvl_get_neighbors(Mtmp["df1_sp_groups", ref=TRUE], list(c(0.5, 0.6), c(2, 3))))

## End(Not run)
```

---

mv1_xlength	<i>Return length of MVL or R vector as a numeric value</i>
-------------	--

---

**Description**

Internally this calls R function `xlength()` rather than `length()`. This allows to obtain length of larger vectors. For MVL vectors this returns the length of the vector.

**Usage**

```
mv1_xlength(x)
```

**Arguments**

x	any R object
---	--------------

**Value**

length of object as as numeric value

---

names.MVL	<i>Print MVL directory</i>
-----------	----------------------------

---

**Description**

Print MVL directory

**Usage**

```
## S3 method for class 'MVL'  
names(x)
```

**Arguments**

x	handle to MVL file as created by <code>mv1_open</code>
---	--

**Value**

character vector of names present in the directory

---

names.MVL_OBJECT	<i>Retrieve MVL object names</i>
------------------	----------------------------------

---

**Description**

Retrieve MVL object names

**Usage**

```
## S3 method for class 'MVL_OBJECT'
names(x)
```

**Arguments**

x                   MVL\_OBJECT as retrieved by subscription operators

**Value**

character vector of names

---

print.MVL	<i>Print MVL</i>
-----------	------------------

---

**Description**

Print MVL

**Usage**

```
## S3 method for class 'MVL'
print(x, ...)
```

**Arguments**

x                   handle to MVL file as created by `mv1_open`  
 ...               not used.

**Value**

invisible(MVLHANDLE)

---

```
print.MVL_OBJECT      Print MVL object This is a convenience function for displaying
                        MVL_OBJECTs.
```

---

**Description**

Print MVL object This is a convenience function for displaying MVL\_OBJECTs.

**Usage**

```
## S3 method for class 'MVL_OBJECT'
print(x, ..., small_length = 10)
```

**Arguments**

x	MVL_OBJECT as retrieved by subscription operators
small_length	do not list more than this number of columns in data frames
...	not used.

**Value**

invisible(obj)

---

```
[.MVL      MVL handle subscription operator
```

---

**Description**

Retrieve objects stored in mappable vector library

**Usage**

```
## S3 method for class 'MVL'
MVLHANDLE[y, raw = FALSE, ref = FALSE, drop = TRUE]
```

**Arguments**

MVLHANDLE	- handle to opened MVL file as generated by <code>mv1_open</code>
y	- name of object to retrieve
raw	- request to return data in raw format when it does not map exactly to R data types.
ref	- always return an MVL_OBJECT
drop	- whether to drop dimensionality, such as when a sublist contains only one element



**Details**

See `mv1_open` for example.

**Value**

Stored object

---

[.MVL_OBJECT	<i>MVL object subscription operator</i>
--------------	---

---

**Description**

Retrieve objects stored in mappable vector library. Large nested objects are returned as instances of `MVL_OBJECT` to delay access until needed.

**Usage**

```
## S3 method for class 'MVL_OBJECT'
obj[i, ..., drop = TRUE, raw = FALSE, recurse = FALSE, ref = FALSE]
```

**Arguments**

<code>obj</code>	- MVL object retrieved by subscription of MVL library or other objects
<code>i</code>	- optional index.
<code>drop</code>	- whether to drop dimensionality, such as done with R array or data frames
<code>raw</code>	- request to return data in raw format when it does not map exactly to R data types.
<code>recurse</code>	- force recursive conversion to pure R objects.
<code>ref</code>	- always return an <code>MVL_OBJECT</code>
<code>...</code>	optional additional indices for multidimensional arrays and data frames

**Details**

See `mv1_open` for example.

**Value**

Stored object

---

[ [.MVL\_OBJECT                    *MVL object subscription operator*

---

### Description

Retrieve objects stored in mappable vector library. Large nested objects are returned as instances of MVL\_OBJECT to delay access until needed.

### Usage

```
## S3 method for class 'MVL_OBJECT'
obj[[i, raw = FALSE, recurse = FALSE, ref = FALSE]]
```

### Arguments

obj	- MVL object retrieved by subscription of MVL library or other objects
i	- index.
raw	- request to return data in raw format when it does not map exactly to R data types.
recurse	- force recursive conversion to pure R objects.
ref	- always return an MVL_OBJECT

### Details

See `mv1_open` for example.

### Value

Stored object

---

\$.MVL                                    *MVL handle subscription operator*

---

### Description

Retrieve objects stored in the library. Unlike for R lists the match on name is always exact.

### Usage

```
## S3 method for class 'MVL'
MVLHANDLE$name
```

### Arguments

MVLHANDLE	- handle to opened MVL file as generated by <code>mv1_open</code>
name	- name of object to retrieve

*\$.MVL*

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**Value**

Stored object

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