

# Package ‘snappier’

February 11, 2018

**Title** Compress and Decompress 'Snappy' Encoded Data

**Version** 0.1.0

**Description** Compression and decompression with 'Snappy'.

**Depends** R (>= 3.3.0)

**License** BSD\_3\_clause + file LICENSE

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 6.0.1

**Suggests** testthat

**NeedsCompilation** yes

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**Description**

Snappy is a fast compression library written by google and widely used in distributed systems. This package provides bindings to the standard snappy implementation.

**Usage**

```
compress(chars)
compress_raw(raw)
decompress(raw)
decompress_raw(raw)
```

**Arguments**

chars	A character vector (of length 1) to compress with snappy.
raw	A raw vector (RAWSXP) to compress or decompress with snappy.

**Details**

These binding contain the snappy C++ code and necessary R wrappers, so there is no need to install or link to a snappy dynamic library (so or dll file) in order to use this package.

Furthermore, these binding work at the level of raw bytes, not character vectors, which is more robust and should be faster. Use `compress_raw` and `decompress_raw` when working with anything other than text.

`compress` and `decompress` provide wrappers around `compress_raw` and `decompress_raw` which convert R character vectors into the raw type needed by the underlying engine.

**Value**

`compress` returns the raw snappy encoded bytes of the text input.

`compress_raw` returns the raw snappy encoded bytes of the raw input.

`decompress` returns the a character vector made from the decoded bytes of its input. If this coercion can't be performed (i.e., the bytes can't be represented as a string) an error will be thrown.

`decompress_raw` returns the a raw bytes decoded from its input. When passed bytes which are not snappy compressed, this function will return NULL.

**Examples**

```
library(snappier)
# Roundtrip compression of character vector
decompress( compress( "this and that" ) ) # "this and that"

compress("") # 00
compress_raw(c()) # 00

decompress_raw(0) # raw(0)
decompress(0) # ""
```

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