The R Development Process

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Have you ever wondered how new features come to be included in $R$?
Or why $R$ 1.0.0 was released on 2000-Feb-29, 2.0.0 on 2004-Oct-04, but 3.0.0 has yet to appear after another 6.5 years?
Or how does the CRAN team cope with 3000+ packages?
The talk will give some insights into these questions and others about the development process both for $R$ itself and managing package development (from a CRAN-biased perspective).

$R$ development happens on many timescales, from a day to a decade!
Things which one of the core developers needs may appear in $R$-devel within days.
Adding better support for cairographics in the graphics devices (the next iteration of which will appear in 2.14.0) has been planned since 2007 (the first released cairographics-based devices were in $R$ 2.7.0 in April 2008).
The ‘byte-compiler’ which was added in 2.13.0 was discussed in the first DSC workshop in Vienna in March 1999.
Topics likely to be covered include

- Internationalization.
- The move to 64-bit capabilities (especially on Windows).
- Using $R$ as a scripting language for $R$ and package development.
- Better graphics output.
- Performance issues.
- Quality control.
- Currently foreseen future directions.