

# The R Development Process

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**Keywords:** Development

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.