

# Reading GTF files

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## 1 GTF file format

The definition for GTF file format can be found on the UCSC FAQ page <http://genome.ucsc.edu/FAQ/FAQformat.html>.

GTF is based on GFF file format.

### 1.1 GFF format

The GFF file format defines text file format. Each record is located within one line. GFF defines nine mandatory tab separated columns.

Nr	Name	Type	Content
1	seqname	text	Sequence name
2	source	text	Program which created record
3	feature	text	Type (e.g. exon)
4	start	integer	1-based start position
5	end	integer	Inclusive end position
6	score	text	Number between 0 and 1000 ("" = empty value)
7	strand	text	'+' or '-' or '.'
8	frame	text	Number between 0 and 2 or "".
9	group	text	GTF attributes

### 1.2 GTF extension of GFF

In GTF, the last `group` column is composed of attributes. Each attribute consists of a `type / value` pair. Attributes are separated by `”; ”` (semicolon and one space). `type` and `value` are separated by one space. Values are enclosed in quotation marks (`”`).

#### Example

```
gene_id "ENSG00000227232"; transcript_id "ENST00000438504"
```

## 2 R interface

Import of GTF files inside the `refGenome` package is done by the `read.gtf` function. `read.gtf` calls `read_gtf` via `.Call`.

## 3 C Interface

The source of `read_gtf` is located in `refGenome.cpp`. Inside `read_gtf` a `gtf::gtf_file` C++ object is created which performs line wise parsing.

The obtained result is then copied into a `data.frame`. The R interface to `data.frame` is encapsulated in a `data_frame` C++ object.

The column vectors of the `data.frame` are contained in `atmptr` C++ objects (the name is a modification of the R `extptr` type for atomic objects.) GFF derived column values are copied by name.

The content of the variable attribute column is added by iteration through the (`gtf.attribute`) container.

## 4 The C++ GTF classes

Definition of the `gtf_file` C++ class is located in the `'gtf.h'` header file inside the `'gtf'` namespace.

### 4.1 The `gtf_file` class

The `gtf_file` class encapsulates the global functionality for parsing GTF files. The main data content is carried by a list of `gff_element` objects and a `gtf_attribute` class.

GTF file content is parsed linewise via `getline`. A line is parsed by static extraction of the first eight columns.

The last column is extracted using the `gtf_attribute` class.

#### 4.1.1 GTF attributes

Because the GTF format definition does not include number or type of attributes, a parsing algorithm needs to keep an unknown number of values of an unknown number of types. Each data record (line) is identified by a unique integral id.

The decision here was to use hash table implemented by `std::unordered_map` (included by `<unordered_map>`). The map uses the attribute type as key value. Therefore only a small number of keys exist. Each map element consists of a list of id / value pairs. A GTF attribute is added by pushing back the id / value pair to the list residing as map-element in the `unordered_map`.

The values are retrieved by iteration through the `unordered_map`. Each map element defines a new column in the returned `data.frame`. The stored id values serve as row indices.

**An alternative** implementation would have been a linked list containing id, type, value triples which could have been passed back to R inside a `data.frame` with tree columns. Further separation could then be done by sequentially extraction of items for all present types inside R.

Class	Header file	Function
extptr	extptr.h	EXTPTR type for C++ pointer
atmptr	extptr.h	Atomic objects (e.g. INTSXP)
data_frame	data_frame.h	data.frame objects

## 5 C++ interface for R types

A C++ interface for some R types is included. The basic idea behind this interface is that it is simple enough to be contained in a few small header files.

We describe three C++ classes which are defined in two header files.

### 5.1 extptr

The `extptr` class is designed for usage of external C or C++ pointers. Inside R, external pointers are accessed via `EXTPTRSXP` types. In order to prevent memory leaks, a finalizer routine needs to be registered.

The `extptr` class internally uses `shared_ptr` objects (defined in `<memory>` header.)

The following example shows how `extptr` objects can be used.

```
#include "extptr.h"

SEXP use_my_class(SEXP pArg)
{
    extptr<my_class> arg(pArg);
    arg->exec_function();
    return arg;
}
```

### 5.2 atmptr

The `atmptr` class defines operators

- `operator*`
- `operator->`
- `operator[]`
- `operator SEXP`

which allow using these objects in almost the same way as `SEXP` objects. Only, `atmptr` variables are typed and there is no need to care about protection.

The class is implemented as template using template specialisations.

#### 5.2.1 Integer vectors

A simple example shows how `atmptr` objects can be used.

```

#include "extptr.h"

SEXP square(SEXP pArg)
{
    atmptr<int> arg(pArg);

    int i, n = length(arg);
    atmptr<int> pRes(n);

    for(i=0; i < n; ++i)
        pRes[i] = arg[i]^2;

    return pRes;
}

```

### 5.2.2 String vectors

For strings, the situation is more complicated because string vectors cannot be simply implemented in arrays.

```

#include "extptr.h"

SEXP get_str()
{
    vector<string> v;
    // do fill vector ...

    unsigned i, n = v.size();
    atmptr<char> res(n);

    for(i=0; i < n; ++i)
        res.set(i, v[i]);

    return res;
}

```

## 5.3 Data frames

The `data_frame` class implements construction details for R `data.frame`'s. The following example shows how to create a `data.frame` object.

```

#include "extptr.h"
#include "data_frame.h"

SEXP create_data_frame()
{
    int nrow = 3, ncol=4;
    data_frame dfr(nrow, ncol);

    // Add ID - column ("id")
    dfr.addIdColumn();
}

```

```
    atmptr<char> type(nrow);
    // fill types ....
    dfr.addColumn(type, "type");

    atmptr<int> values(nrow);
    // fill values ...
    dfr.addColumn(values, "value")

    return dfr;
}
```

The `data_frame` constructor adds `row.names` consisting of consecutive integer numbers starting at 1.