

# Package ‘zlib’

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**Version** 1.0.3

**Type** Package

**Title** Compression and Decompression

**Author** Semjon Geist [aut, cre]

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**URL** <https://github.com/sgeist-ionos/R-zlib>

**BugReports** <https://github.com/sgeist-ionos/R-zlib/issues>

**Description** The 'zlib' package for R aims to offer an R-based equivalent of 'Python's' built-in 'zlib' module for data compression and decompression. This package provides a suite of functions for working with 'zlib' compression, including utilities for compressing and decompressing data streams, manipulating compressed files, and working with 'gzip', 'zlib', and 'deflate' formats.

**Depends** R (>= 3.6.0)

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**LinkingTo** Rcpp

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**Maintainer** Semjon Geist <mail@semjon-geist.de>

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compress	<i>Single-step compression of raw data</i>
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## Description

Compresses the provided raw data in a single step.

## Usage

```
compress(
  data,
  level = -1,
  method = zlib$DEFLATED,
  wbits = zlib$MAX_WBITS,
  memLevel = zlib$DEF_MEM_LEVEL,
  strategy = zlib$Z_DEFAULT_STRATEGY,
  zdict = NULL
)
```

## Arguments

data	Raw data to be compressed.
level	Compression level, default is -1.
method	Compression method, default is zlib\$DEFLATED.
wbits	Window bits, default is zlib\$MAX_WBITS.
memLevel	Memory level, default is zlib\$DEF_MEM_LEVEL.
strategy	Compression strategy, default is zlib\$Z_DEFAULT_STRATEGY.
zdict	Optional predefined compression dictionary as a raw vector.

**Details**

The `compress` function simplifies the compression process by encapsulating the creation of a compression object, compressing the data, and flushing the buffer all within a single call. This is particularly useful for scenarios where the user wants to quickly compress data without dealing with the intricacies of compression objects and buffer management. The function leverages the `compressobj` function to handle the underlying compression mechanics.

**Value**

A raw vector containing the compressed data.

**Examples**

```
compressed_data <- compress(charToRaw("some data"))
```

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<code>compressobj</code>	<i>Create a Compression Object</i>
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**Description**

`compressobj` initializes a new compression object with specified parameters and methods. The function makes use of `publicEval` to manage scope and encapsulation.

**Usage**

```
compressobj(
  level = -1,
  method = zlib$DEFLATED,
  wbits = zlib$MAX_WBITS,
  memLevel = zlib$DEF_MEM_LEVEL,
  strategy = zlib$Z_DEFAULT_STRATEGY,
  zdict = NULL
)
```

**Arguments**

<code>level</code>	Compression level, default is -1.
<code>method</code>	Compression method, default is <code>zlib\$DEFLATED</code> .
<code>wbits</code>	Window bits, default is <code>zlib\$MAX_WBITS</code> .
<code>memLevel</code>	Memory level, default is <code>zlib\$DEF_MEM_LEVEL</code> .
<code>strategy</code>	Compression strategy, default is <code>zlib\$Z_DEFAULT_STRATEGY</code> .
<code>zdict</code>	Optional predefined compression dictionary as a raw vector.

**Value**

Returns an environment containing the public methods `compress` and `flush`.

**Methods**

- `compress(data)`: Compresses a chunk of data.
- `flush()`: Flushes the compression buffer.

**Examples**

```
compressor <- compressobj(level = 6)
compressed_data <- compressor$compress(charToRaw("some data"))
compressed_data <- c(compressed_data, compressor$flush())
```

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compress_chunk	<i>Compress a Chunk of Data</i>
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**Description**

Compresses a given chunk of raw binary data using a pre-existing compressor object.

**Usage**

```
compress_chunk(compressorPtr, input_chunk)
```

**Arguments**

`compressorPtr` An external pointer to an existing compressor object. This object is usually initialized by calling a different function like `create_compressor()`.

`input_chunk` A raw vector containing the uncompressed data that needs to be compressed.

**Details**

This function is primarily designed for use with a compressor object created by `create_compressor()`. It takes a chunk of raw data and compresses it, returning a raw vector of the compressed data.

**Value**

A raw vector containing the compressed data.

**Examples**

```
# Create a new compressor object for zlib -> wbits = 15
zlib_compressor <- create_compressor(wbits=31)
compressed_data <- compress_chunk(zlib_compressor, charToRaw("Hello, World"))
compressed_data <- c(compressed_data, flush_compressor_buffer(zlib_compressor))
decompressed_data <- memDecompress(compressed_data, type = "gzip")
cat(rawToChar(decompressed_data))
```

---

create\_compressor      *Create a new compressor object*

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**Description**

Initialize a new compressor object for zlib-based compression with specified settings.

**Usage**

```
create_compressor(  
  level = -1L,  
  method = 8L,  
  wbits = 15L,  
  memLevel = 8L,  
  strategy = 0L,  
  zdict = NULL  
)
```

**Arguments**

level	Compression level, integer between 0 and 9, or -1 for default.
method	Compression method.
wbits	Window size bits.
memLevel	Memory level for internal compression state.
strategy	Compression strategy.
zdict	Optional predefined compression dictionary as a raw vector.

**Value**

A SEXP pointer to the new compressor object.

**Examples**

```
compressor <- create_compressor(level = 6, memLevel = 8)
```

---

create\_decompressor      *Create a new decompressor object*

---

**Description**

Initialize a new decompressor object for zlib-based decompression.

**Usage**

```
create_decompressor(wbits = 0L)
```

**Arguments**

wbits            The window size bits parameter. Default is 0.

**Value**

A SEXP pointer to the new decompressor object.

**Examples**

```
decompressor <- create_decompressor()
```

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decompress	<i>Single-step decompression of raw data</i>
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**Description**

Decompresses the provided compressed raw data in a single step.

**Usage**

```
decompress(data, wbits = 0)
```

**Arguments**

data            Compressed raw data to be decompressed.  
wbits           The window size bits parameter. Default is 0.

**Details**

The decompress function offers a streamlined approach to decompressing raw data. By abstracting the creation of a decompression object, decompressing the data, and flushing the buffer into one function call, it provides a hassle-free way to retrieve original data from its compressed form. This function is designed to work seamlessly with data compressed using the compress function or any other zlib-based compression method.

**Value**

A raw vector containing the decompressed data.

**Examples**

```
original_data <- charToRaw("some data")  
compressed_data <- compress(original_data)  
decompressed_data <- decompress(compressed_data)
```

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decompressobj	<i>Create a new decompressor object</i>
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## Description

Initializes a new decompressor object for zlib-based decompression.

## Usage

```
decompressobj(wbits = 0)
```

## Arguments

`wbits` The window size bits parameter. Default is 0.

## Details

The returned decompressor object has methods for performing chunk-wise decompression on compressed data using the zlib library.

## Value

A decompressor object with methods for decompression.

## Methods

- `decompress(data)`: Decompresses a chunk of data.
- `flush()`: Flushes the compression buffer.

## Examples

```
compressor <- zlib$compressobj(zlib$Z_DEFAULT_COMPRESSION, zlib$DEFLATED, zlib$MAX_WBITS + 16)
compressed_data <- compressor$compress(charToRaw("some data"))
compressed_data <- c(compressed_data, compressor$flush())
decompressor <- decompressobj(zlib$MAX_WBITS + 16)
decompressed_data <- c(decompressor$decompress(compressed_data), decompressor$flush())
```

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decompress_chunk	<i>Decompress a chunk of data</i>
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**Description**

Perform chunk-wise decompression on a given raw vector using a decompressor object.

**Usage**

```
decompress_chunk(decompressorPtr, input_chunk)
```

**Arguments**

decompressorPtr	An external pointer to an initialized decompressor object.
input_chunk	A raw vector containing the compressed data chunk.

**Value**

A raw vector containing the decompressed data.

**Examples**

```
rawToChar(decompress_chunk(create_decompressor(), memCompress(charToRaw("Hello, World"))))
```

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flush_compressor_buffer	<i>Flush the internal buffer of the compressor object.</i>
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**Description**

This function flushes the internal buffer according to the specified mode.

**Usage**

```
flush_compressor_buffer(compressorPtr, mode = 4L)
```

**Arguments**

compressorPtr	A SEXP pointer to an existing compressor object.
mode	A compression flush mode. Default is Z_FINISH. Available modes are Z_NO_FLUSH, Z_PARTIAL_FLUSH, Z_SYNC_FLUSH, Z_FULL_FLUSH, Z_BLOCK, and Z_FINISH.



**Value**

A raw vector containing the flushed output.

**Examples**

```
compressor <- create_compressor()
# ... (some compression actions)
flushed_data <- flush_compressor_buffer(compressor)
```

---

flush\_decompressor\_buffer

*Flush the internal buffer of the decompressor object.*

---

**Description**

This function processes all pending input and returns the remaining uncompressed output. The function uses the provided initial buffer size and dynamically expands it as necessary to ensure all remaining data is decompressed. After calling this function, the decompress\_chunk() method cannot be called again on the same object.

**Usage**

```
flush_decompressor_buffer(decompressorPtr, length = 256L)
```

**Arguments**

decompressorPtr	A SEXP pointer to an existing decompressor object.
length	An optional parameter that sets the initial size of the output buffer. Default is 256.

**Value**

A raw vector containing the remaining uncompressed output.

**Examples**

```
decompressor <- create_decompressor()
# ... (some decompression actions)
flushed_data <- flush_decompressor_buffer(decompressor)
```

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validate_gzip_file	<i>Validate if a File is a Valid Gzip File</i>
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**Description**

This function takes a file path as input and checks if it's a valid gzip-compressed file. It reads the file in chunks and tries to decompress it using the zlib library. If any step fails, the function returns FALSE. Otherwise, it returns TRUE.

**Usage**

```
validate_gzip_file(file_path)
```

**Arguments**

file_path	A string representing the path of the file to validate.
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**Value**

A boolean value indicating whether the file is a valid gzip file. TRUE if the file is valid, FALSE otherwise.

**Examples**

```
validate_gzip_file("path/to/your/file.gz")
```

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