



GAMS Transfer

A Unified System to Move Data



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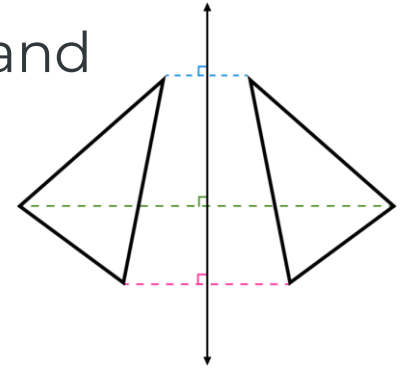


Renke Kuhlmann



Self-Reflection

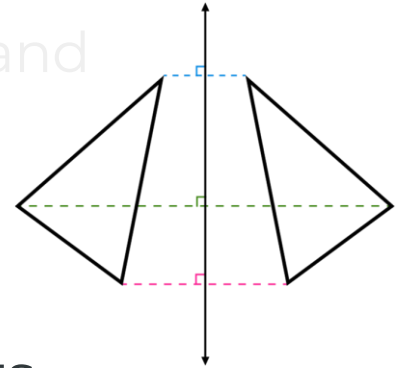
- It should be easier to move data to/from GAMS
- Open source data science tools are powerful and popular
- Should harmonize syntax across platforms
- Should have convenience functions to make environment-specific data conversions easy
- Must perform, but perhaps not at all costs





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What is it?

- API
- Connects to GDX (file based) and GMD (in memory)
- `gamstransfer` will exist for several languages
 - Python (to be released with GAMS 37)
 - Matlab/Octave (to be released with GAMS 37)
 - R (release date TBD)
 - perhaps others



Design Philosophy

- Centered around a data Container
- Symbol objects are created & added to the Container
 - Meta data (i.e., descriptions, etc.)
 - Record data (i.e., the actual data)
- Symbol objects in the Container can be linked together
 - Enables domain violation detection, implicit set growth, etc.
- Symbol records have a standardized format
 - Python: Pandas DataFrame, numpy arrays
 - Matlab: struct, table, dense matrix, sparse matrix
- Record format leverages a large collection of I/O tools
- C/C++ read/write power calls make this fast
- Container object owns the bulk read/write methods





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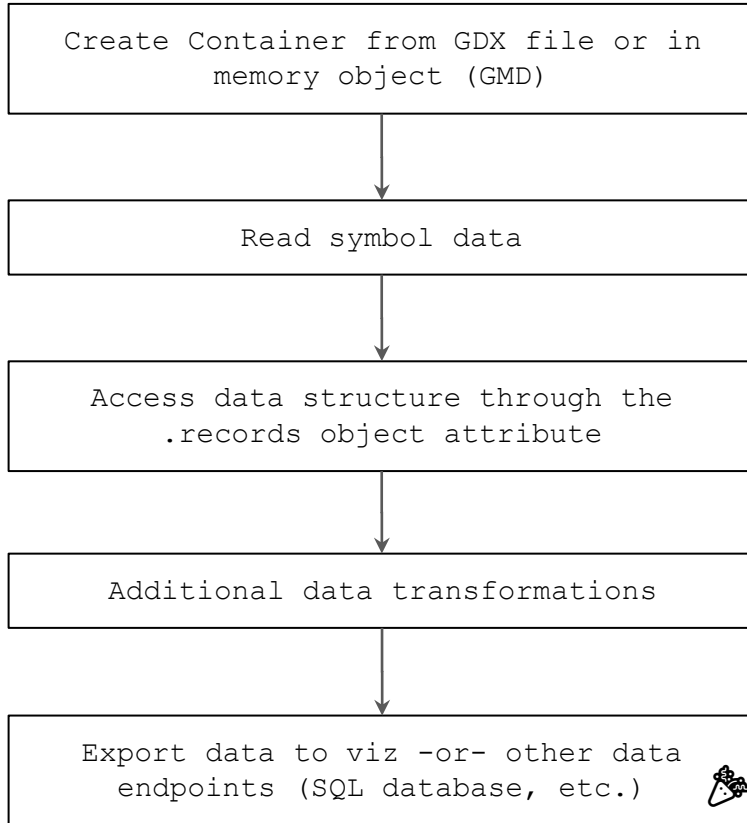
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Read: example workflow



As a convenience a user could pass a GDX file string to the Container constructor and read all the data

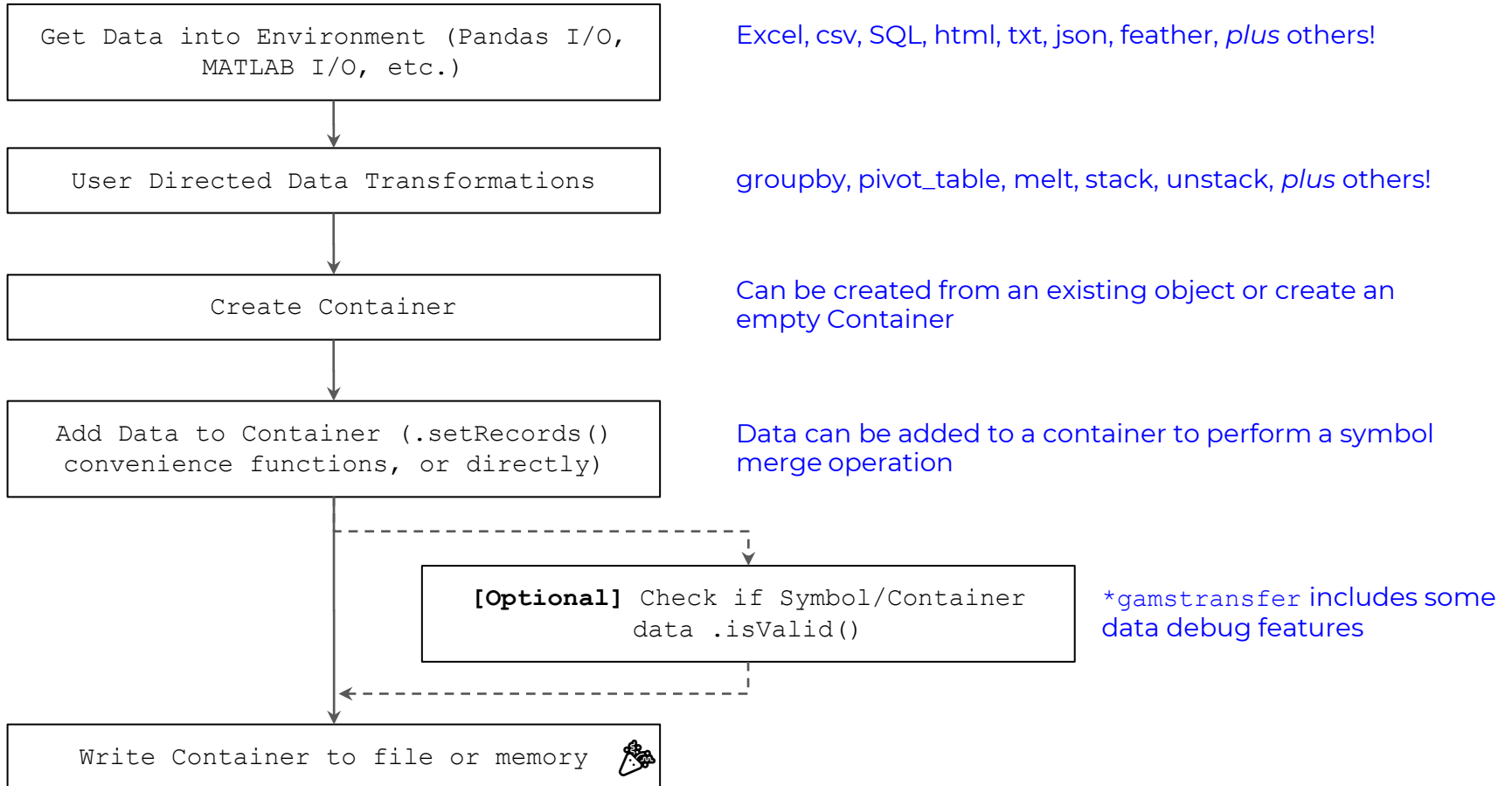
Read all symbols easily with one bulk call, or specify a subset of symbols. The read function accepts a data startpoint -- enables adding symbols from multiple sources

`groupby`, `pivot_table`, `melt`, `stack`, `unstack`, *plus* others!

`plotly/Dash`, `matplotlib`, `bokeh`, `Geoplotlib`, etc.



Write: example workflow





Why use gamstransfer?

- Data-only API
 - not a “model” API
 - gamstransfer is not a replacement for other APIs we offer
- Emphasis on user convenience
 - Feedback/experience says that users “just want the data!” 😞
 - Bulk read and write calls
 - Better structural integration to different environments
- gamstransfer Containers are state aware
 - Enables new functionality
 - Do GAMS-like things, but in a convenient data environment

Users that want to move data between environments will be interested in gamstransfer



Demo