

spatstat Quick Reference 1.2-1

Type `demo(spatstat)` for an overall demonstration.

Creation, manipulation and plotting of point patterns

An object of class "ppp" describes a point pattern. If the points have marks, these are included as a component vector `marks`.

To create a point pattern:

<code>ppp</code>	create a point pattern from (x, y) and window information
<code>ppp(x, y, xlim, ylim)</code>	for rectangular window
<code>ppp(x, y, poly)</code>	for polygonal window
<code>ppp(x, y, mask)</code>	for binary image window
<code>as.ppp</code>	convert other types of data to a ppp object

To simulate a random point pattern:

<code>runifpoint</code>	generate n independent uniform random points
<code>rpoispp</code>	simulate the (in)homogeneous Poisson point process
<code>rMaternI</code>	simulate the Matérn Model I inhibition process
<code>rMaternII</code>	simulate the Matérn Model II inhibition process
<code>rSSI</code>	simulate Simple Sequential Inhibition
<code>rNeymanScott</code>	simulate a general Neyman-Scott process
<code>rMatClust</code>	simulate the Matérn Cluster process
<code>rThomas</code>	simulate the Thomas process
<code>rmh</code>	simulate Gibbs point process using Metropolis-Hastings

Standard point pattern datasets:

Remember to say `data(bramblecanes)` etc.

<code>amacrine</code>	Austin Hughes' rabbit amacrine cells
<code>bramblecanes</code>	Bramble Canes data
<code>cells</code>	Crick-Ripley biological cells data
<code>ganglia</code>	Wässle et al. cat retinal ganglia data
<code>hamster</code>	Aherne's hamster tumour data
<code>lansing</code>	Lansing Woods data
<code>longleaf</code>	Longleaf Pines data
<code>nztrees</code>	Mark-Esler-Ripley trees data
<code>redwood</code>	Strauss-Ripley redwood saplings data
<code>redwoodfull</code>	Strauss redwood saplings data (full set)
<code>swedishpines</code>	Strand-Ripley swedish pines data

To manipulate a point pattern:

<code>plot.ppp</code>	plot a point pattern <code>plot(X)</code>
<code>"[.ppp"</code>	extract a subset of a point.pattern <code>pp[subset]</code> <code>pp[, subwindow]</code>
<code>superimpose</code>	superimpose any number of point patterns
<code>cut.ppp</code>	discretise the marks in a point pattern
<code>unmark</code>	remove marks
<code>rotate</code>	rotate pattern
<code>shift</code>	translate pattern
<code>affine</code>	apply affine transformation
See <code>spatstat.options</code> to control plotting behaviour.	

To create a window:

An object of class "owin" describes a spatial region (a window of observation).

<code>owin</code>	Create a window object <code>owin(xlim, ylim)</code> for rectangular window <code>owin(poly)</code> for polygonal window <code>owin(mask)</code> for binary image window
<code>as.owin</code>	Convert other data to a window object
<code>ripras</code>	Ripley-Rasson estimator of window, given only the points

To manipulate a window:

<code>plot.owin</code>	plot a window. <code>plot(W)</code>
<code>bounding.box</code>	Find a tight bounding box for the window
<code>erode.owin</code>	erode window by a distance <code>r</code>
<code>complement.owin</code>	invert (inside \leftrightarrow outside)
<code>rotate</code>	rotate window
<code>shift</code>	translate window
<code>affine</code>	apply affine transformation

Digital approximations:

<code>as.mask</code>	Make a discrete pixel approximation of a given window
<code>nearest.raster.point</code>	map continuous coordinates to raster locations
<code>raster.x</code>	raster x coordinates
<code>raster.y</code>	raster y coordinates
See <code>spatstat.options</code> to control the approximation	

Geometrical computations with windows:

<code>inside.owin</code>	determine whether a point is inside a window
<code>area.owin</code>	compute window's area
<code>diameter</code>	compute window frame's diameter
<code>eroded.areas</code>	compute areas of eroded windows
<code>bdist.points</code>	compute distances from data points to window boundary
<code>bdist.pixels</code>	compute distances from all pixels to window boundary
<code>centroid.owin</code>	compute centroid (centre of mass) of window

Exploratory Data Analysis

Inspection of data

<code>summary(X)</code>	print useful summary of point pattern <code>X</code>
<code>X</code>	print basic description of point pattern <code>X</code>

Summary statistics for a point pattern:

Fest	empty space function F
Gest	nearest neighbour distribution function G
Kest	Ripley's K -function
Jest	J -function $J = (1 - G)/(1 - F)$
allstats	all four functions F, G, J, K
pcf	pair correlation function
Kinhom	K for inhomogeneous point patterns
Kest.fft	fast K -function using FFT for large datasets
Kmeasure	reduced second moment measure

Summary statistics for a multitype point pattern:

A multitype point pattern is represented by an object **X** of class "ppp" with a component **X\$marks** which is a factor.

Gcross, Gdot, Gmulti	multitype nearest neighbour distributions $G_{ij}, G_{i\bullet}$
Kcross, Kdot, Kmulti	multitype K -functions $K_{ij}, K_{i\bullet}$
Jcross, Jdot, Jmulti	multitype J -functions $J_{ij}, J_{i\bullet}$
alltypes	estimates of the above for all i, j pairs

Summary statistics for a marked point pattern:

A marked point pattern is represented by an object **X** of class "ppp" with a component **X\$marks**.

markcorr	mark correlation function
Gmulti	multitype nearest neighbour distribution
Kmulti	multitype K -function
Jmulti	multitype J -function

Alternatively use **cut.ppp** to convert a marked point pattern to a multitype point pattern.

Programming tools

applynbd	apply function to every neighbourhood in a point pattern
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Model Fitting

To fit a point process model:

Model fitting in `spatstat` version 1.2 is performed by the function `mpl`. Its result is an object of class `ppm`.

<code>mpl</code>	Fit a point process model to a two-dimensional point pattern
<code>plot.ppm</code>	Plot the fitted model
<code>predict.ppm</code>	Compute the spatial trend and conditional intensity of the fitted point process model

See `spatstat.options` to control plotting of fitted model.

To specify a point process model:

The first order “trend” of the model is written as an S language formula.

<code>~1</code>	No trend (stationary)
<code>~x</code>	First order term $\lambda(x, y) = \exp(\alpha + \beta x)$ where x, y are Cartesian coordinates
<code>~polynom(x,y,3)</code>	Log-cubic polynomial trend

The higher order (“interaction”) components are described by an object of class `interact`. Such objects are created by:

<code>Poisson()</code>	the Poisson point process
<code>Strauss()</code>	the Strauss process
<code>StraussHard()</code>	the Strauss/hard core point process
<code>Softcore()</code>	pairwise interaction, soft core potential
<code>PairPiece()</code>	pairwise interaction, piecewise constant
<code>DiggleGratton()</code>	Diggle-Gratton potential
<code>Pairwise()</code>	pairwise interaction, user-supplied potential
<code>Geyer()</code>	Geyer’s saturation process
<code>Saturated()</code>	Saturated pair model, user-supplied potential
<code>OrdThresh()</code>	Ord process, threshold potential
<code>Ord()</code>	Ord model, user-supplied potential
<code>MultiStrauss()</code>	multitype Strauss process
<code>MultiStraussHard()</code>	multitype Strauss/hard core process

Finer control over model fitting:

A quadrature scheme is represented by an object of class "quad".

<code>quadscheme</code>	generate a Berman-Turner quadrature scheme for use by <code>mpl</code>
<code>default.dummy</code>	default pattern of dummy points
<code>gridcentres</code>	dummy points in a rectangular grid
<code>stratrand</code>	stratified random dummy pattern
<code>spokes</code>	radial pattern of dummy points
<code>corners</code>	dummy points at corners of the window
<code>gridweights</code>	quadrature weights by the grid-counting rule
<code>dirichlet.weights</code>	quadrature weights are Dirichlet tile areas