

# Spatstat Quick Reference guide

June 6, 2015

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spatstat-package

*The Spatstat Package*

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## Description

This is a summary of the features of **spatstat**, a package in **R** for the statistical analysis of spatial point patterns.

## Details

**spatstat** is a package for the statistical analysis of spatial data. Currently, it deals mainly with the analysis of spatial patterns of points in two-dimensional space. The points may carry auxiliary data ('marks'), and the spatial region in which the points were recorded may have arbitrary shape.

The package supports

- creation, manipulation and plotting of point patterns
- exploratory data analysis
- simulation of point process models
- parametric model-fitting
- hypothesis tests and model diagnostics

Apart from two-dimensional point patterns and point processes, **spatstat** also supports point patterns in three dimensions, point patterns in multidimensional space-time, point patterns on a linear network, patterns of line segments in two dimensions, and spatial tessellations and random sets in two dimensions.

The package can fit several types of point process models to a point pattern dataset:

- Poisson point process models (by Berman-Turner approximate maximum likelihood or by spatial logistic regression)
- Gibbs/Markov point process models (by Baddeley-Turner approximate maximum pseudolikelihood, Coeurjolly-Rubak logistic likelihood, or Huang-Ogata approximate maximum likelihood)

- Cox/cluster process models (by Waagepetersen's two-step fitting procedure and minimum contrast, or by composite likelihood)

The models may include spatial trend, dependence on covariates, and complicated interpoint interactions. Models are specified by a formula in the R language, and are fitted using a function analogous to `lm` and `glm`. Fitted models can be printed, plotted, predicted, simulated and so on.

## Getting Started

For a quick introduction to **spatstat**, read the package vignette *Getting started with spatstat* installed with **spatstat**. To see this document, you can either

- visit [cran.r-project.org/web/packages/spatstat](http://cran.r-project.org/web/packages/spatstat) and click on Getting Started with Spatstat
- start R, type `library(spatstat)` and `vignette('getstart')`
- start R, type `help.start()` to open the help browser, and navigate to Packages > spatstat > Vignettes.

For a complete 2-day course on using **spatstat**, see the workshop notes by Baddeley (2010), available on the internet. (This is now *very* out-of-date but it will get you started.)

Type `demo(spatstat)` for a demonstration of the package's capabilities. Type `demo(data)` to see all the datasets available in the package.

For information about handling data in **shapefiles**, see the Vignette *Handling shapefiles in the spatstat package* installed with **spatstat**.

To learn about spatial point process methods, see the short book by Diggle (2003) and the handbook Gelfand et al (2010).

## Updates

New versions of **spatstat** are released every 8 weeks. Users are advised to update their installation of **spatstat** regularly.

Type `latest.news` to read the news documentation about changes to the current installed version of **spatstat**.

See the Vignette *Summary of recent updates*, installed with **spatstat**, which describes the main changes to **spatstat** since the workshop notes (Baddeley, 2010) were published.

Type `news(package="spatstat")` to read news documentation about all previous versions of the package.

## FUNCTIONS AND DATASETS

Following is a summary of the main functions and datasets in the **spatstat** package. Alternatively an alphabetical list of all functions and datasets is available by typing `library(help=spatstat)`.

For further information on any of these, type `help(name)` where `name` is the name of the function or dataset.

**CONTENTS:**

- I. Creating and manipulating data
- II. Exploratory Data Analysis
- III. Model fitting (cluster models)
- IV. Model fitting (Poisson and Gibbs models)
- V. Model fitting (spatial logistic regression)
- VI. Simulation
- VII. Tests and diagnostics
- VIII. Documentation

**I. CREATING AND MANIPULATING DATA****Types of spatial data:**

The main types of spatial data supported by **spatstat** are:

<code>ppp</code>	point pattern
<code>owin</code>	window (spatial region)
<code>im</code>	pixel image
<code>psp</code>	line segment pattern
<code>tess</code>	tessellation
<code>pp3</code>	three-dimensional point pattern
<code>ppx</code>	point pattern in any number of dimensions
<code>lpp</code>	point pattern on a linear network

**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
<code>clickppp</code>	interactively add points to a plot
<code>marks&lt;-,%mark%</code>	attach/reassign marks to a point pattern

**To simulate a random point pattern:**

<code>runifpoint</code>	generate $n$ independent uniform random points
<code>rpoint</code>	generate $n$ independent random points
<code>rmppoint</code>	generate $n$ independent multitype random points
<code>rpoispp</code>	simulate the (in)homogeneous Poisson point process
<code>rmppoispp</code>	simulate the (in)homogeneous multitype Poisson point process
<code>runifdisc</code>	generate $n$ independent uniform random points in disc
<code>rstrat</code>	stratified random sample of points
<code>rsyst</code>	systematic random sample of points
<code>rjitter</code>	apply random displacements to points in a pattern

<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 process
<code>rStrauss</code>	simulate Strauss process (perfect simulation)
<code>rHardcore</code>	simulate Hard Core process (perfect simulation)
<code>rDiggieGratton</code>	simulate Diggle-Gratton process (perfect simulation)
<code>rDGS</code>	simulate Diggle-Gates-Stibbard process (perfect simulation)
<code>rNeymanScott</code>	simulate a general Neyman-Scott process
<code>rPoissonCluster</code>	simulate a general Poisson cluster process
<code>rMatClust</code>	simulate the Matérn Cluster process
<code>rThomas</code>	simulate the Thomas process
<code>rGaussPoisson</code>	simulate the Gauss-Poisson cluster process
<code>rCauchy</code>	simulate Neyman-Scott Cauchy cluster process
<code>rVarGamma</code>	simulate Neyman-Scott Variance Gamma cluster process
<code>rthin</code>	random thinning
<code>rcell</code>	simulate the Baddeley-Silverman cell process
<code>rmh</code>	simulate Gibbs point process using Metropolis-Hastings
<code>simulate.ppm</code>	simulate Gibbs point process using Metropolis-Hastings
<code>runifpointOnLines</code>	generate $n$ random points along specified line segments
<code>rpoisppOnLines</code>	generate Poisson random points along specified line segments

#### To randomly change an existing point pattern:

<code>rshift</code>	random shifting of points
<code>rjitter</code>	apply random displacements to points in a pattern
<code>rthin</code>	random thinning
<code>rlabel</code>	random (re)labelling of a multitype point pattern
<code>quadratresample</code>	block resampling

#### Standard point pattern datasets:

Datasets in **spatstat** are lazy-loaded, so you can simply type the name of the dataset to use it; there is no need to type `data(amacrine)` etc.

Type `demo(data)` to see a display of all the datasets installed with the package.

Type `vignette(datasets)` for a document giving an overview of all datasets, including background information, and plots.

<code>amacrine</code>	Austin Hughes' rabbit amacrine cells
<code>anemones</code>	Upton-Fingleton sea anemones data
<code>ants</code>	Harkness-Isham ant nests data
<code>bdspots</code>	Breakdown spots in microelectrodes
<code>bei</code>	Tropical rainforest trees
<code>betacells</code>	Waessle et al. cat retinal ganglia data
<code>bramblecanes</code>	Bramble Canes data
<code>bronzefilter</code>	Bronze Filter Section data
<code>cells</code>	Crick-Ripley biological cells data
<code>chicago</code>	Chicago street crimes
<code>chorley</code>	Chorley-Ribble cancer data

<code>clmfires</code>	Castilla-La Mancha forest fires
<code>copper</code>	Berman-Huntington copper deposits data
<code>dendrite</code>	Dendritic spines
<code>demohyper</code>	Synthetic point patterns
<code>demopat</code>	Synthetic point pattern
<code>finpines</code>	Finnish Pines data
<code>flu</code>	Influenza virus proteins
<code>gordon</code>	People in Gordon Square, London
<code>gorillas</code>	Gorilla nest sites
<code>hamster</code>	Aherne's hamster tumour data
<code>humberside</code>	North Humberside childhood leukaemia data
<code>hyytiala</code>	Mixed forest in Hyytialä, Finland
<code>japaneseppines</code>	Japanese Pines data
<code>lansing</code>	Lansing Woods data
<code>longleaf</code>	Longleaf Pines data
<code>mucosa</code>	Cells in gastric mucosa
<code>murchison</code>	Murchison gold deposits
<code>nbfires</code>	New Brunswick fires data
<code>nztrees</code>	Mark-Esler-Ripley trees data
<code>osteo</code>	Osteocyte lacunae (3D, replicated)
<code>paracou</code>	Kimboto trees in Paracou, French Guiana
<code>ponderosa</code>	Getis-Franklin ponderosa pine trees data
<code>pyramidal</code>	Pyramidal neurons from 31 brains
<code>redwood</code>	Strauss-Ripley redwood saplings data
<code>redwoodfull</code>	Strauss redwood saplings data (full set)
<code>residualspaper</code>	Data from Baddeley et al (2005)
<code>shapley</code>	Galaxies in an astronomical survey
<code>simdat</code>	Simulated point pattern (inhomogeneous, with interaction)
<code>spiders</code>	Spider webs on mortar lines of brick wall
<code>sporophores</code>	Mycorrhizal fungi around a tree
<code>spruces</code>	Spruce trees in Saxonia
<code>swedishppines</code>	Strand-Ripley Swedish pines data
<code>urkiola</code>	Urkiola Woods data
<code>waka</code>	Trees in Waka national park
<code>waterstriders</code>	Insects on water surface

### To manipulate a point pattern:

<code>plot.ppp</code>	plot a point pattern (e.g. <code>plot(X)</code> )
<code>ipplot</code>	plot a point pattern interactively
<code>[.ppp]</code>	extract or replace a subset of a point pattern <code>pp[subset]</code> or <code>pp[subwindow]</code>
<code>subset.ppp</code>	extract subset of point pattern satisfying a condition
<code>superimpose</code>	combine several point patterns
<code>by.ppp</code>	apply a function to sub-patterns of a point pattern
<code>cut.ppp</code>	classify the points in a point pattern
<code>split.ppp</code>	divide pattern into sub-patterns
<code>unmark</code>	remove marks
<code>npoints</code>	count the number of points

<code>coords</code>	extract coordinates, change coordinates
<code>marks</code>	extract marks, change marks or attach marks
<code>rotate</code>	rotate pattern
<code>shift</code>	translate pattern
<code>flipxy</code>	swap $x$ and $y$ coordinates
<code>reflect</code>	reflect in the origin
<code>periodify</code>	make several translated copies
<code>affine</code>	apply affine transformation
<code>scalardilate</code>	apply scalar dilation
<code>density.ppp</code>	kernel estimation of point pattern intensity
<code>Smooth.ppp</code>	kernel smoothing of marks of point pattern
<code>nnmark</code>	mark value of nearest data point
<code>sharpen.ppp</code>	data sharpening
<code>identify.ppp</code>	interactively identify points
<code>unique.ppp</code>	remove duplicate points
<code>duplicated.ppp</code>	determine which points are duplicates
<code>connected.ppp</code>	find clumps of points
<code>dirichlet</code>	compute Dirichlet-Voronoi tessellation
<code>delaunay</code>	compute Delaunay triangulation
<code>delaunayDistance</code>	graph distance in Delaunay triangulation
<code>convexhull</code>	compute convex hull
<code>discretise</code>	discretise coordinates
<code>pixellate.ppp</code>	approximate point pattern by pixel image
<code>as.im.ppp</code>	approximate point pattern by pixel image

See `spatstat.options` 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>Window</code>	Extract window of another object
<code>Frame</code>	Extract the containing rectangle ('frame') of another object
<code>as.owin</code>	Convert other data to a window object
<code>square</code>	make a square window
<code>disc</code>	make a circular window
<code>ripras</code>	Ripley-Rasson estimator of window, given only the points
<code>convexhull</code>	compute convex hull of something
<code>letterR</code>	polygonal window in the shape of the R logo
<code>clickpoly</code>	interactively draw a polygonal window
<code>clickbox</code>	interactively draw a rectangle

### To manipulate a window:

<code>plot.owin</code>	plot a window.
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	<code>plot(W)</code>
<code>boundingbox</code>	Find a tight bounding box for the window
<code>erosion</code>	erode window by a distance $r$
<code>dilation</code>	dilate window by a distance $r$
<code>closing</code>	close window by a distance $r$
<code>opening</code>	open window by a distance $r$
<code>border</code>	difference between window and its erosion/dilation
<code>complement.owin</code>	invert (swap inside and outside)
<code>simplify.owin</code>	approximate a window by a simple polygon
<code>rotate</code>	rotate window
<code>flipxy</code>	swap $x$ and $y$ coordinates
<code>shift</code>	translate window
<code>periodify</code>	make several translated copies
<code>affine</code>	apply affine transformation

### Digital approximations:

<code>as.mask</code>	Make a discrete pixel approximation of a given window
<code>as.im.owin</code>	convert window to pixel image
<code>pixellate.owin</code>	convert window to pixel image
<code>commonGrid</code>	find common pixel grid for windows
<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
<code>as.polygonal</code>	convert pixel mask to polygonal window

See `spatstat.options` to control the approximation

### Geometrical computations with windows:

<code>edges</code>	extract boundary edges
<code>intersect.owin</code>	intersection of two windows
<code>union.owin</code>	union of two windows
<code>setminus.owin</code>	set subtraction of two windows
<code>inside.owin</code>	determine whether a point is inside a window
<code>area.owin</code>	compute area
<code>perimeter</code>	compute perimeter length
<code>diameter.owin</code>	compute diameter
<code>incircle</code>	find largest circle inside a window
<code>connected.owin</code>	find connected components of window
<code>eroded.areas</code>	compute areas of eroded windows
<code>dilated.areas</code>	compute areas of dilated 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>bdist.tiles</code>	boundary distance for each tile in tessellation
<code>distmap.owin</code>	distance transform image
<code>distfun.owin</code>	distance transform
<code>centroid.owin</code>	compute centroid (centre of mass) of window
<code>is.subset.owin</code>	determine whether one window contains another

<code>is.convex</code>	determine whether a window is convex
<code>convexhull</code>	compute convex hull
<code>as.mask</code>	pixel approximation of window
<code>as.polygonal</code>	polygonal approximation of window
<code>is.rectangle</code>	test whether window is a rectangle
<code>is.polygonal</code>	test whether window is polygonal
<code>is.mask</code>	test whether window is a mask
<code>setcov</code>	spatial covariance function of window
<code>pixelcentres</code>	extract centres of pixels in mask

**Pixel images:** An object of class "im" represents a pixel image. Such objects are returned by some of the functions in **spatstat** including `Kmeasure`, `setcov` and `density.ppp`.

<code>im</code>	create a pixel image
<code>as.im</code>	convert other data to a pixel image
<code>pixellate</code>	convert other data to a pixel image
<code>as.matrix.im</code>	convert pixel image to matrix
<code>as.data.frame.im</code>	convert pixel image to data frame
<code>as.function.im</code>	convert pixel image to function
<code>plot.im</code>	plot a pixel image on screen as a digital image
<code>contour.im</code>	draw contours of a pixel image
<code>persp.im</code>	draw perspective plot of a pixel image
<code>rgbim</code>	create colour-valued pixel image
<code>hsvim</code>	create colour-valued pixel image
<code>[.im</code>	extract a subset of a pixel image
<code>[&lt;-.im</code>	replace a subset of a pixel image
<code>rotate.im</code>	rotate pixel image
<code>shift.im</code>	apply vector shift to pixel image
<code>affine.im</code>	apply affine transformation to image
<code>X</code>	print very basic information about image X
<code>summary(X)</code>	summary of image X
<code>hist.im</code>	histogram of image
<code>mean.im</code>	mean pixel value of image
<code>integral.im</code>	integral of pixel values
<code>quantile.im</code>	quantiles of image
<code>cut.im</code>	convert numeric image to factor image
<code>is.im</code>	test whether an object is a pixel image
<code>interp.im</code>	interpolate a pixel image
<code>blur</code>	apply Gaussian blur to image
<code>Smooth.im</code>	apply Gaussian blur to image
<code>connected.im</code>	find connected components
<code>compatible.im</code>	test whether two images have compatible dimensions
<code>harmonise.im</code>	make images compatible
<code>commonGrid</code>	find a common pixel grid for images
<code>eval.im</code>	evaluate any expression involving images
<code>scaletointerval</code>	rescale pixel values
<code>zapsmall.im</code>	set very small pixel values to zero
<code>levelset</code>	level set of an image



<code>solutionset</code>	region where an expression is true
<code>imcov</code>	spatial covariance function of image
<code>convolve.im</code>	spatial convolution of images
<code>transect.im</code>	line transect of image
<code>pixelcentres</code>	extract centres of pixels

### Line segment patterns

An object of class "psp" represents a pattern of straight line segments.

<code>psp</code>	create a line segment pattern
<code>as.psp</code>	convert other data into a line segment pattern
<code>edges</code>	extract edges of a window
<code>is.psp</code>	determine whether a dataset has class "psp"
<code>plot.psp</code>	plot a line segment pattern
<code>print.psp</code>	print basic information
<code>summary.psp</code>	print summary information
<code>[.psp</code>	extract a subset of a line segment pattern
<code>as.data.frame.psp</code>	convert line segment pattern to data frame
<code>marks.psp</code>	extract marks of line segments
<code>marks&lt;-.psp</code>	assign new marks to line segments
<code>unmark.psp</code>	delete marks from line segments
<code>midpoints.psp</code>	compute the midpoints of line segments
<code>endpoints.psp</code>	extract the endpoints of line segments
<code>lengths.psp</code>	compute the lengths of line segments
<code>angles.psp</code>	compute the orientation angles of line segments
<code>superimpose</code>	combine several line segment patterns
<code>flipxy</code>	swap $x$ and $y$ coordinates
<code>rotate.psp</code>	rotate a line segment pattern
<code>shift.psp</code>	shift a line segment pattern
<code>periodify</code>	make several shifted copies
<code>affine.psp</code>	apply an affine transformation
<code>pixellate.psp</code>	approximate line segment pattern by pixel image
<code>as.mask.psp</code>	approximate line segment pattern by binary mask
<code>distmap.psp</code>	compute the distance map of a line segment pattern
<code>distfun.psp</code>	compute the distance map of a line segment pattern
<code>density.psp</code>	kernel smoothing of line segments
<code>selfcrossing.psp</code>	find crossing points between line segments
<code>crossing.psp</code>	find crossing points between two line segment patterns
<code>nncross</code>	find distance to nearest line segment from a given point
<code>nearestsegment</code>	find line segment closest to a given point
<code>project2segment</code>	find location along a line segment closest to a given point
<code>pointsOnLines</code>	generate points evenly spaced along line segment
<code>rpoisline</code>	generate a realisation of the Poisson line process inside a window
<code>rlinegrid</code>	generate a random array of parallel lines through a window

### Tessellations

An object of class "tess" represents a tessellation.

<code>tess</code>	create a tessellation
<code>quadrats</code>	create a tessellation of rectangles
<code>hextess</code>	create a tessellation of hexagons
<code>quantess</code>	quantile tessellation
<code>as.tess</code>	convert other data to a tessellation
<code>plot.tess</code>	plot a tessellation
<code>tiles</code>	extract all the tiles of a tessellation
<code>[.tess</code>	extract some tiles of a tessellation
<code>[&lt;-.tess</code>	change some tiles of a tessellation
<code>intersect.tess</code>	intersect two tessellations
	or restrict a tessellation to a window
<code>chop.tess</code>	subdivide a tessellation by a line
<code>dirichlet</code>	compute Dirichlet-Voronoi tessellation of points
<code>delaunay</code>	compute Delaunay triangulation of points
<code>rpoislinetess</code>	generate tessellation using Poisson line process
<code>tile.areas</code>	area of each tile in tessellation
<code>bdist.tiles</code>	boundary distance for each tile in tessellation

### Three-dimensional point patterns

An object of class "pp3" represents a three-dimensional point pattern in a rectangular box. The box is represented by an object of class "box3".

<code>pp3</code>	create a 3-D point pattern
<code>plot.pp3</code>	plot a 3-D point pattern
<code>coords</code>	extract coordinates
<code>as.hyperframe</code>	extract coordinates
<code>subset.pp3</code>	extract subset of 3-D point pattern
<code>unitname.pp3</code>	name of unit of length
<code>npoints</code>	count the number of points
<code>runifpoint3</code>	generate uniform random points in 3-D
<code>rpoispp3</code>	generate Poisson random points in 3-D
<code>envelope.pp3</code>	generate simulation envelopes for 3-D pattern
<code>box3</code>	create a 3-D rectangular box
<code>as.box3</code>	convert data to 3-D rectangular box
<code>unitname.box3</code>	name of unit of length
<code>diameter.box3</code>	diameter of box
<code>volume.box3</code>	volume of box
<code>shortside.box3</code>	shortest side of box
<code>eroded.volumes</code>	volumes of erosions of box

### Multi-dimensional space-time point patterns

An object of class "ppx" represents a point pattern in multi-dimensional space and/or time.

<code>ppx</code>	create a multidimensional space-time point pattern
<code>coords</code>	extract coordinates
<code>as.hyperframe</code>	extract coordinates
<code>subset.ppx</code>	extract subset

<code>unitname.ppx</code>	name of unit of length
<code>npoints</code>	count the number of points
<code>runifpointx</code>	generate uniform random points
<code>rpoisppx</code>	generate Poisson random points
<code>boxx</code>	define multidimensional box
<code>diameter.boxx</code>	diameter of box
<code>volume.boxx</code>	volume of box
<code>shortside.boxx</code>	shortest side of box
<code>eroded.volumes.boxx</code>	volumes of erosions of box

### Point patterns on a linear network

An object of class "linnet" represents a linear network (for example, a road network).

<code>linnet</code>	create a linear network
<code>clickjoin</code>	interactively join vertices in network
<code>simplenet</code>	simple example of network
<code>lineardisc</code>	disc in a linear network
<code>delaunayNetwork</code>	network of Delaunay triangulation
<code>dirichletNetwork</code>	network of Dirichlet edges
<code>methods.linnet</code>	methods for linnet objects

An object of class "lpp" represents a point pattern on a linear network (for example, road accidents on a road network).

<code>lpp</code>	create a point pattern on a linear network
<code>methods.lpp</code>	methods for lpp objects
<code>subset.lpp</code>	method for subset
<code>rpoislpp</code>	simulate Poisson points on linear network
<code>runiflpp</code>	simulate random points on a linear network
<code>chicago</code>	Chicago street crime data
<code>dendrite</code>	Dendritic spines data
<code>spiders</code>	Spider webs on mortar lines of brick wall

### Hyperframes

A hyperframe is like a data frame, except that the entries may be objects of any kind.

<code>hyperframe</code>	create a hyperframe
<code>as.hyperframe</code>	convert data to hyperframe
<code>plot.hyperframe</code>	plot hyperframe
<code>with.hyperframe</code>	evaluate expression using each row of hyperframe
<code>cbind.hyperframe</code>	combine hyperframes by columns
<code>rbind.hyperframe</code>	combine hyperframes by rows
<code>as.data.frame.hyperframe</code>	convert hyperframe to data frame

### Layered objects

A layered object represents data that should be plotted in successive layers, for example, a background and a foreground.

<code>layered</code>	create layered object
<code>plot.layered</code>	plot layered object
<code>[.layered</code>	extract subset of layered object

### Colour maps

A colour map is a mechanism for associating colours with data. It can be regarded as a function, mapping data to colours. Using a colourmap object in a plot command ensures that the mapping from numbers to colours is the same in different plots.

<code>colourmap</code>	create a colour map
<code>plot.colourmap</code>	plot the colour map only
<code>tweak.colourmap</code>	alter individual colour values
<code>interp.colourmap</code>	make a smooth transition between colours
<code>beachcolourmap</code>	one special colour map

## II. EXPLORATORY DATA ANALYSIS

### Inspection of data:

<code>summary(X)</code>	print useful summary of point pattern X
<code>X</code>	print basic description of point pattern X
<code>any(duplicated(X))</code>	check for duplicated points in pattern X
<code>istat(X)</code>	Interactive exploratory analysis

### Classical exploratory tools:

<code>clarkevans</code>	Clark and Evans aggregation index
<code>fryplot</code>	Fry plot
<code>miplot</code>	Morisita Index plot

### Smoothing:

<code>density.ppp</code>	kernel smoothed density/intensity
<code>relrisk</code>	kernel estimate of relative risk
<code>Smooth.ppp</code>	spatial interpolation of marks
<code>bw.diggle</code>	cross-validated bandwidth selection for <code>density.ppp</code>
<code>bw.ppl</code>	likelihood cross-validated bandwidth selection for <code>density.ppp</code>
<code>bw.scott</code>	Scott's rule of thumb for density estimation
<code>bw.relrisk</code>	cross-validated bandwidth selection for <code>relrisk</code>
<code>bw.smoothppp</code>	cross-validated bandwidth selection for <code>Smooth.ppp</code>
<code>bw.frac</code>	bandwidth selection using window geometry
<code>bw.stoyan</code>	Stoyan's rule of thumb for bandwidth for <code>pcf</code>

### Modern exploratory tools:

<code>clusterset</code>	Allard-Fraley feature detection
<code>nnclean</code>	Byers-Raftery feature detection
<code>sharpen.ppp</code>	Choi-Hall data sharpening
<code>rhohat</code>	Kernel estimate of covariate effect
<code>rho2hat</code>	Kernel estimate of covariate effect
<code>spatialcdf</code>	Spatial cumulative distribution function

**Summary statistics for a point pattern:** Type `demo(sumfun)` for a demonstration of many of the summary statistics.

<code>intensity</code>	Mean intensity
<code>quadratcount</code>	Quadrat counts
<code>intensity.quadratcount</code>	Mean intensity in quadrats
<code>Fest</code>	empty space function $F$
<code>Gest</code>	nearest neighbour distribution function $G$
<code>Jest</code>	$J$ -function $J = (1 - G)/(1 - F)$
<code>Kest</code>	Ripley's $K$ -function
<code>Lest</code>	Besag $L$ -function
<code>Tstat</code>	Third order $T$ -function
<code>allstats</code>	all four functions $F, G, J, K$
<code>pcf</code>	pair correlation function
<code>Kinhom</code>	$K$ for inhomogeneous point patterns
<code>Linhom</code>	$L$ for inhomogeneous point patterns
<code>pcfinhom</code>	pair correlation for inhomogeneous patterns
<code>Finhom</code>	$F$ for inhomogeneous point patterns
<code>Ginhom</code>	$G$ for inhomogeneous point patterns
<code>Jinhom</code>	$J$ for inhomogeneous point patterns
<code>locall</code>	Getis-Franklin neighbourhood density function
<code>localK</code>	neighbourhood $K$ -function
<code>localpcf</code>	local pair correlation function
<code>localKinhom</code>	local $K$ for inhomogeneous point patterns
<code>localLinhom</code>	local $L$ for inhomogeneous point patterns
<code>localpcfinhom</code>	local pair correlation for inhomogeneous patterns
<code>Ksector</code>	Directional $K$ -function
<code>Kscaled</code>	locally scaled $K$ -function
<code>Kest.fft</code>	fast $K$ -function using FFT for large datasets
<code>Kmeasure</code>	reduced second moment measure
<code>envelope</code>	simulation envelopes for a summary function
<code>varblock</code>	variances and confidence intervals for a summary function
<code>lohboot</code>	bootstrap for a summary function

Related facilities:

<code>plot.fv</code>	plot a summary function
<code>eval.fv</code>	evaluate any expression involving summary functions
<code>harmonise.fv</code>	make functions compatible
<code>eval.fasp</code>	evaluate any expression involving an array of functions

<code>with.fv</code>	evaluate an expression for a summary function
<code>Smooth.fv</code>	apply smoothing to a summary function
<code>deriv.fv</code>	calculate derivative of a summary function
<code>nnlist</code>	nearest neighbour distances
<code>nnwhich</code>	find nearest neighbours
<code>pairedist</code>	distances between all pairs of points
<code>crossdist</code>	distances between points in two patterns
<code>nncross</code>	nearest neighbours between two point patterns
<code>exactdt</code>	distance from any location to nearest data point
<code>distmap</code>	distance map image
<code>distfun</code>	distance map function
<code>nnmap</code>	nearest point image
<code>nnfun</code>	nearest point function
<code>density.ppp</code>	kernel smoothed density
<code>Smooth.ppp</code>	spatial interpolation of marks
<code>relrisk</code>	kernel estimate of relative risk
<code>sharpen.ppp</code>	data sharpening
<code>rknn</code>	theoretical distribution of nearest neighbour distance

**Summary statistics for a multitype point pattern:** A multitype point pattern is represented by an object `X` of class "ppp" such that `marks(X)` is a factor.

<code>relrisk</code>	kernel estimation of relative risk
<code>scan.test</code>	spatial scan test of elevated risk
<code>Gcross, Gdot, Gmulti</code>	multitype nearest neighbour distributions $G_{ij}, G_{i\bullet}$
<code>Kcross, Kdot, Kmulti</code>	multitype $K$ -functions $K_{ij}, K_{i\bullet}$
<code>Lcross, Ldot</code>	multitype $L$ -functions $L_{ij}, L_{i\bullet}$
<code>Jcross, Jdot, Jmulti</code>	multitype $J$ -functions $J_{ij}, J_{i\bullet}$
<code>pcfcross</code>	multitype pair correlation function $g_{ij}$
<code>pcfdot</code>	multitype pair correlation function $g_{i\bullet}$
<code>pcfmulti</code>	general pair correlation function
<code>markconnect</code>	marked connection function $p_{ij}$
<code>alltypes</code>	estimates of the above for all $i, j$ pairs
<code>Iest</code>	multitype $I$ -function
<code>Kcross.inhom, Kdot.inhom</code>	inhomogeneous counterparts of <code>Kcross, Kdot</code>
<code>Lcross.inhom, Ldot.inhom</code>	inhomogeneous counterparts of <code>Lcross, Ldot</code>
<code>pcfcross.inhom, pcfdot.inhom</code>	inhomogeneous counterparts of <code>pcfcross, pcfdot</code>

**Summary statistics for a marked point pattern:** A marked point pattern is represented by an object `X` of class "ppp" with a component `X$marks`. The entries in the vector `X$marks` may be numeric, complex, string or any other atomic type. For numeric marks, there are the following functions:

<code>markmean</code>	smoothed local average of marks
<code>markvar</code>	smoothed local variance of marks
<code>markcorr</code>	mark correlation function
<code>markvario</code>	mark variogram
<code>Kmark</code>	mark-weighted $K$ function

<code>Emark</code>	mark independence diagnostic $E(r)$
<code>Vmark</code>	mark independence diagnostic $V(r)$
<code>nnmean</code>	nearest neighbour mean index
<code>nnvario</code>	nearest neighbour mark variance index

For marks of any type, there are the following:

<code>Gmulti</code>	multitype nearest neighbour distribution
<code>Kmulti</code>	multitype $K$ -function
<code>Jmulti</code>	multitype $J$ -function

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

#### Programming tools:

<code>applynbd</code>	apply function to every neighbourhood in a point pattern
<code>markstat</code>	apply function to the marks of neighbours in a point pattern
<code>marktable</code>	tabulate the marks of neighbours in a point pattern
<code>pppdist</code>	find the optimal match between two point patterns

#### Summary statistics for a point pattern on a linear network:

These are for point patterns on a linear network (class `lpp`). For unmarked patterns:

<code>linearK</code>	$K$ function on linear network
<code>linearKinhom</code>	inhomogeneous $K$ function on linear network
<code>linearpcf</code>	pair correlation function on linear network
<code>linearpcfinhom</code>	inhomogeneous pair correlation on linear network

For multitype patterns:

<code>linearKcross</code>	$K$ function between two types of points
<code>linearKdot</code>	$K$ function from one type to any type
<code>linearKcross.inhom</code>	Inhomogeneous version of <code>linearKcross</code>
<code>linearKdot.inhom</code>	Inhomogeneous version of <code>linearKdot</code>
<code>linearmarkconnect</code>	Mark connection function on linear network
<code>linearmarkequal</code>	Mark equality function on linear network
<code>linearpcfcross</code>	Pair correlation between two types of points
<code>linearpcfdot</code>	Pair correlation from one type to any type
<code>linearpcfcross.inhom</code>	Inhomogeneous version of <code>linearpcfcross</code>
<code>linearpcfdot.inhom</code>	Inhomogeneous version of <code>linearpcfdot</code>

Related facilities:

<code>pairedist.lpp</code>	distances between pairs
<code>crossdist.lpp</code>	distances between pairs
<code>nn-dist.lpp</code>	nearest neighbour distances
<code>nn-cross.lpp</code>	nearest neighbour distances

<code>nnwhich.lpp</code>	find nearest neighbours
<code>nnfun.lpp</code>	find nearest data point
<code>distfun.lpp</code>	distance transform
<code>envelope.lpp</code>	simulation envelopes
<code>rpoislpp</code>	simulate Poisson points on linear network
<code>runiflpp</code>	simulate random points on a linear network

It is also possible to fit point process models to `lpp` objects. See Section IV.

#### Summary statistics for a three-dimensional point pattern:

These are for 3-dimensional point pattern objects (class `pp3`).

<code>F3est</code>	empty space function $F$
<code>G3est</code>	nearest neighbour function $G$
<code>K3est</code>	$K$ -function
<code>pcf3est</code>	pair correlation function

Related facilities:

<code>envelope.pp3</code>	simulation envelopes
<code>pairdist.pp3</code>	distances between all pairs of points
<code>crossdist.pp3</code>	distances between points in two patterns
<code>ndist.pp3</code>	nearest neighbour distances
<code>nnwhich.pp3</code>	find nearest neighbours
<code>nncross.pp3</code>	find nearest neighbours in another pattern

#### Computations for multi-dimensional point pattern:

These are for multi-dimensional space-time point pattern objects (class `ppx`).

<code>pairdist.ppx</code>	distances between all pairs of points
<code>crossdist.ppx</code>	distances between points in two patterns
<code>ndist.ppx</code>	nearest neighbour distances
<code>nnwhich.ppx</code>	find nearest neighbours

#### Summary statistics for random sets:

These work for point patterns (class `ppp`), line segment patterns (class `psp`) or windows (class `owin`).

<code>Hest</code>	spherical contact distribution $H$
<code>Gfox</code>	Foxall $G$ -function
<code>Jfox</code>	Foxall $J$ -function

### III. MODEL FITTING (CLUSTER MODELS)

Cluster process models (with homogeneous or inhomogeneous intensity) and Cox processes can be fitted by the function `kppm`. Its result is an object of class `"kppm"`. The fitted model can be printed, plotted, predicted, simulated and updated.



<code>kppm</code>	Fit model
<code>plot.kppm</code>	Plot the fitted model
<code>fitted.kppm</code>	Compute fitted intensity
<code>predict.kppm</code>	Compute fitted intensity
<code>update.kppm</code>	Update the model
<code>improve.kppm</code>	Refine the estimate of trend
<code>simulate.kppm</code>	Generate simulated realisations
<code>vcov.kppm</code>	Variance-covariance matrix of coefficients
<code>Kmodel.kppm</code>	$K$ function of fitted model
<code>pcfmodel.kppm</code>	Pair correlation of fitted model

The theoretical models can also be simulated, for any choice of parameter values, using `rThomas`, `rMatClust`, `rCauchy`, `rVarGamma`, and `rLGCP`.

Lower-level fitting functions include:

<code>lgcp.estK</code>	fit a log-Gaussian Cox process model
<code>lgcp.estpcf</code>	fit a log-Gaussian Cox process model
<code>thomas.estK</code>	fit the Thomas process model
<code>thomas.estpcf</code>	fit the Thomas process model
<code>matclust.estK</code>	fit the Matern Cluster process model
<code>matclust.estpcf</code>	fit the Matern Cluster process model
<code>cauchy.estK</code>	fit a Neyman-Scott Cauchy cluster process
<code>cauchy.estpcf</code>	fit a Neyman-Scott Cauchy cluster process
<code>vargamma.estK</code>	fit a Neyman-Scott Variance Gamma process
<code>vargamma.estpcf</code>	fit a Neyman-Scott Variance Gamma process
<code>mincontrast</code>	low-level algorithm for fitting models by the method of minimum contrast

#### IV. MODEL FITTING (POISSON AND GIBBS MODELS)

##### Types of models

Poisson point processes are the simplest models for point patterns. A Poisson model assumes that the points are stochastically independent. It may allow the points to have a non-uniform spatial density. The special case of a Poisson process with a uniform spatial density is often called Complete Spatial Randomness.

Poisson point processes are included in the more general class of Gibbs point process models. In a Gibbs model, there is *interaction* or dependence between points. Many different types of interaction can be specified.

For a detailed explanation of how to fit Poisson or Gibbs point process models to point pattern data using **spatstat**, see Baddeley and Turner (2005b) or Baddeley (2008).

##### To fit a Poisson or Gibbs point process model:

Model fitting in **spatstat** is performed mainly by the function `ppm`. Its result is an object of class "ppm".

Here are some examples, where  $X$  is a point pattern (class "ppp"):

<i>command</i>	<i>model</i>
----------------	--------------

<code>ppm(X)</code>	Complete Spatial Randomness
<code>ppm(X ~ 1)</code>	Complete Spatial Randomness
<code>ppm(X ~ x)</code>	Poisson process with intensity loglinear in $x$ coordinate
<code>ppm(X ~ 1, Strauss(0.1))</code>	Stationary Strauss process
<code>ppm(X ~ x, Strauss(0.1))</code>	Strauss process with conditional intensity loglinear in $x$

It is also possible to fit models that depend on other covariates.

### Manipulating the fitted model:

<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
<code>coef.ppm</code>	Extract the fitted model coefficients
<code>formula.ppm</code>	Extract the trend formula
<code>intensity.ppm</code>	Compute fitted intensity
<code>Kmodel.ppm</code>	$K$ function of fitted model
<code>pcfmodel.ppm</code>	pair correlation of fitted model
<code>fitted.ppm</code>	Compute fitted conditional intensity at quadrature points
<code>residuals.ppm</code>	Compute point process residuals at quadrature points
<code>update.ppm</code>	Update the fit
<code>vcov.ppm</code>	Variance-covariance matrix of estimates
<code>rmh.ppm</code>	Simulate from fitted model
<code>simulate.ppm</code>	Simulate from fitted model
<code>print.ppm</code>	Print basic information about a fitted model
<code>summary.ppm</code>	Summarise a fitted model
<code>effectfun</code>	Compute the fitted effect of one covariate
<code>logLik.ppm</code>	log-likelihood or log-pseudolikelihood
<code>anova.ppm</code>	Analysis of deviance
<code>model.frame.ppm</code>	Extract data frame used to fit model
<code>model.images</code>	Extract spatial data used to fit model
<code>model.depends</code>	Identify variables in the model
<code>as.interact</code>	Interpoint interaction component of model
<code>fitin</code>	Extract fitted interpoint interaction
<code>is.hybrid</code>	Determine whether the model is a hybrid
<code>valid.ppm</code>	Check the model is a valid point process
<code>project.ppm</code>	Ensure the model is a valid point process

For model selection, you can also use the generic functions `step`, `drop1` and `AIC` on fitted point process models.

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

### To specify a point process model:

The first order “trend” of the model is determined by an R language formula. The formula specifies the form of the *logarithm* of the trend.

<code>X ~ 1</code>	No trend (stationary)
--------------------	-----------------------

$X \sim x$	Loglinear trend $\lambda(x, y) = \exp(\alpha + \beta x)$ where $x, y$ are Cartesian coordinates
$X \sim \text{polynom}(x, y, 3)$	Log-cubic polynomial trend
$X \sim \text{harmonic}(x, y, 2)$	Log-harmonic polynomial trend
$X \sim Z$	Loglinear function of covariate $Z$ $\lambda(x, y) = \exp(\alpha + \beta Z(x, y))$

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>AreaInter()</code>	Area-interaction process
<code>BadGey()</code>	multiscale Geyer process
<code>Concom()</code>	connected component interaction
<code>DiggleGratton()</code>	Diggle-Gratton potential
<code>DiggleGatesStibbard()</code>	Diggle-Gates-Stibbard potential
<code>Fiksel()</code>	Fiksel pairwise interaction process
<code>Geyer()</code>	Geyer’s saturation process
<code>Hardcore()</code>	Hard core process
<code>Hybrid()</code>	Hybrid of several interactions
<code>LennardJones()</code>	Lennard-Jones potential
<code>MultiHard()</code>	multitype hard core process
<code>MultiStrauss()</code>	multitype Strauss process
<code>MultiStraussHard()</code>	multitype Strauss/hard core process
<code>OrdThresh()</code>	Ord process, threshold potential
<code>Ord()</code>	Ord model, user-supplied potential
<code>PairPiece()</code>	pairwise interaction, piecewise constant
<code>Pairwise()</code>	pairwise interaction, user-supplied potential
<code>SatPiece()</code>	Saturated pair model, piecewise constant potential
<code>Saturated()</code>	Saturated pair model, user-supplied potential
<code>Softcore()</code>	pairwise interaction, soft core potential
<code>Strauss()</code>	Strauss process
<code>StraussHard()</code>	Strauss/hard core point process
<code>Triplets()</code>	Geyer triplets process

Note that it is also possible to combine several such interactions using `Hybrid`.

#### Finer control over model fitting:

A quadrature scheme is represented by an object of class “quad”. To create a quadrature scheme, typically use `quadscheme`.

<code>quadscheme</code>	default quadrature scheme using rectangular cells or Dirichlet cells
<code>pixelquad</code>	quadrature scheme based on image pixels
<code>quad</code>	create an object of class “quad”

To inspect a quadrature scheme:

<code>plot(Q)</code>	plot quadrature scheme Q
<code>print(Q)</code>	print basic information about quadrature scheme Q
<code>summary(Q)</code>	summary of quadrature scheme Q

A quadrature scheme consists of data points, dummy points, and weights. To generate dummy points:

<code>default.dummy</code>	default pattern of dummy points
<code>gridcentres</code>	dummy points in a rectangular grid
<code>rstrat</code>	stratified random dummy pattern
<code>spokes</code>	radial pattern of dummy points
<code>corners</code>	dummy points at corners of the window

To compute weights:

<code>gridweights</code>	quadrature weights by the grid-counting rule
<code>dirichletWeights</code>	quadrature weights are Dirichlet tile areas

### Simulation and goodness-of-fit for fitted models:

<code>rmh.ppm</code>	simulate realisations of a fitted model
<code>simulate.ppm</code>	simulate realisations of a fitted model
<code>envelope</code>	compute simulation envelopes for a fitted model

### Point process models on a linear network:

An object of class "lpp" represents a pattern of points on a linear network. Point process models can also be fitted to these objects. Currently only Poisson models can be fitted.

<code>lppm</code>	point process model on linear network
<code>anova.lppm</code>	analysis of deviance for point process model on linear network
<code>envelope.lppm</code>	simulation envelopes for point process model on linear network
<code>predict.lppm</code>	model prediction on linear network
<code>linim</code>	pixel image on linear network
<code>plot.linim</code>	plot a pixel image on linear network
<code>eval.linim</code>	evaluate expression involving images
<code>linfun</code>	function defined on linear network
<code>methods.linfun</code>	conversion facilities

## V. MODEL FITTING (SPATIAL LOGISTIC REGRESSION)

### Logistic regression

Pixel-based spatial logistic regression is an alternative technique for analysing spatial point patterns that is widely used in Geographical Information Systems. It is approximately equivalent to fitting a Poisson point process model.

In pixel-based logistic regression, the spatial domain is divided into small pixels, the presence or absence of a data point in each pixel is recorded, and logistic regression is used to model the presence/absence indicators as a function of any covariates.

Facilities for performing spatial logistic regression are provided in **spatstat** for comparison purposes.

### Fitting a spatial logistic regression

Spatial logistic regression is performed by the function `slrm`. Its result is an object of class "slrm". There are many methods for this class, including methods for `print`, `fitted`, `predict`, `simulate`, `anova`, `coef`, `logLik`, `terms`, `update`, `formula` and `vcov`.

For example, if  $X$  is a point pattern (class "ppp"):

<i>command</i>	<i>model</i>
<code>slrm(X ~ 1)</code>	Complete Spatial Randomness
<code>slrm(X ~ x)</code>	Poisson process with intensity loglinear in $x$ coordinate
<code>slrm(X ~ Z)</code>	Poisson process with intensity loglinear in covariate $Z$

### Manipulating a fitted spatial logistic regression

<code>anova.slm</code>	Analysis of deviance
<code>coef.slm</code>	Extract fitted coefficients
<code>vcov.slm</code>	Variance-covariance matrix of fitted coefficients
<code>fitted.slm</code>	Compute fitted probabilities or intensity
<code>loglik.slm</code>	Evaluate loglikelihood of fitted model
<code>plot.slm</code>	Plot fitted probabilities or intensity
<code>predict.slm</code>	Compute predicted probabilities or intensity with new data
<code>simulate.slm</code>	Simulate model

There are many other undocumented methods for this class, including methods for `print`, `update`, `formula` and `terms`. Stepwise model selection is possible using `step` or `stepAIC`.

## VI. SIMULATION

There are many ways to generate a random point pattern, line segment pattern, pixel image or tessellation in **spatstat**.

### Random point patterns:

<code>runifpoint</code>	generate $n$ independent uniform random points
<code>rpoint</code>	generate $n$ independent random points
<code>rmpoint</code>	generate $n$ independent multitype random points
<code>rpoispp</code>	simulate the (in)homogeneous Poisson point process
<code>rmpoispp</code>	simulate the (in)homogeneous multitype Poisson point process
<code>runifdisc</code>	generate $n$ independent uniform random points in disc
<code>rstrat</code>	stratified random sample of points
<code>rsyst</code>	systematic random sample (grid) of points
<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 process
<code>rStrauss</code>	simulate Strauss process (perfect simulation)
<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>rLGCP</code>	simulate the log-Gaussian Cox process
<code>rGaussPoisson</code>	simulate the Gauss-Poisson cluster process
<code>rCauchy</code>	simulate Neyman-Scott process with Cauchy clusters
<code>rVarGamma</code>	simulate Neyman-Scott process with Variance Gamma clusters
<code>rcell</code>	simulate the Baddeley-Silverman cell process
<code>runifpointOnLines</code>	generate $n$ random points along specified line segments
<code>rpoisppOnLines</code>	generate Poisson random points along specified line segments

### Resampling a point pattern:

<code>quadratresample</code>	block resampling
<code>rjitter</code>	apply random displacements to points in a pattern
<code>rshift</code>	random shifting of (subsets of) points
<code>rthin</code>	random thinning

See also `varblock` for estimating the variance of a summary statistic by block resampling, and `lohboot` for another bootstrap technique.

### Fitted point process models:

If you have fitted a point process model to a point pattern dataset, the fitted model can be simulated.

Cluster process models are fitted by the function `kppm` yielding an object of class "kppm". To generate one or more simulated realisations of this fitted model, use `simulate.kppm`.

Gibbs point process models are fitted by the function `ppm` yielding an object of class "ppm". To generate a simulated realisation of this fitted model, use `rmh`. To generate one or more simulated realisations of the fitted model, use `simulate.ppm`.

### Other random patterns:

<code>rlinegrid</code>	generate a random array of parallel lines through a window
<code>rpoisline</code>	simulate the Poisson line process within a window
<code>rpoislinetess</code>	generate random tessellation using Poisson line process
<code>rMosaicSet</code>	generate random set by selecting some tiles of a tessellation
<code>rMosaicField</code>	generate random pixel image by assigning random values in each tile of a tessellation

### Simulation-based inference

<code>envelope</code>	critical envelope for Monte Carlo test of goodness-of-fit
<code>qqplot.ppm</code>	diagnostic plot for interpoint interaction
<code>scan.test</code>	spatial scan statistic/test

## VII. TESTS AND DIAGNOSTICS

### Classical hypothesis tests:

<code>quadrat.test</code>	$\chi^2$ goodness-of-fit test on quadrat counts
<code>clarkevans.test</code>	Clark and Evans test
<code>cdf.test</code>	Spatial distribution goodness-of-fit test
<code>berman.test</code>	Berman's goodness-of-fit tests
<code>envelope</code>	critical envelope for Monte Carlo test of goodness-of-fit
<code>scan.test</code>	spatial scan statistic/test
<code>dclf.test</code>	Diggle-Cressie-Loosmore-Ford test
<code>mad.test</code>	Mean Absolute Deviation test
<code>dclf.progress</code>	Progress plot for DCLF test
<code>mad.progress</code>	Progress plot for MAD test
<code>anova.ppm</code>	Analysis of Deviance for point process models

### Sensitivity diagnostics:

Classical measures of model sensitivity such as leverage and influence have been adapted to point process models.

<code>leverage.ppm</code>	Leverage for point process model
<code>influence.ppm</code>	Influence for point process model
<code>dfbetas.ppm</code>	Parameter influence

### Diagnostics for covariate effect:

Classical diagnostics for covariate effects have been adapted to point process models.

<code>parres</code>	Partial residual plot
<code>addvar</code>	Added variable plot
<code>rho.hat</code>	Kernel estimate of covariate effect
<code>rho2.hat</code>	Kernel estimate of covariate effect (bivariate)

### Residual diagnostics:

Residuals for a fitted point process model, and diagnostic plots based on the residuals, were introduced in Baddeley et al (2005) and Baddeley, Rubak and Møller (2011).

Type `demo(diagnose)` for a demonstration of the diagnostics features.

<code>diagnose.ppm</code>	diagnostic plots for spatial trend
<code>qqplot.ppm</code>	diagnostic Q-Q plot for interpoint interaction
<code>residualspaper</code>	examples from Baddeley et al (2005)
<code>K.com</code>	model compensator of $K$ function
<code>G.com</code>	model compensator of $G$ function
<code>K.res</code>	score residual of $K$ function
<code>G.res</code>	score residual of $G$ function
<code>psst</code>	pseudoscore residual of summary function
<code>psstA</code>	pseudoscore residual of empty space function

<code>psstG</code>	pseudoscore residual of $G$ function
<code>compareFit</code>	compare compensators of several fitted models

### Resampling and randomisation procedures

You can build your own tests based on randomisation and resampling using the following capabilities:

<code>quadratresample</code>	block resampling
<code>rjitter</code>	apply random displacements to points in a pattern
<code>rshift</code>	random shifting of (subsets of) points
<code>rthin</code>	random thinning

## VIII. DOCUMENTATION

The online manual entries are quite detailed and should be consulted first for information about a particular function.

The paper by Baddeley and Turner (2005a) is a brief overview of the package. Baddeley and Turner (2005b) is a more detailed explanation of how to fit point process models to data. Baddeley (2010) is a complete set of notes from a 2-day workshop on the use of **spatstat**.

Type `citation("spatstat")` to get these references.

### Licence

This library and its documentation are usable under the terms of the "GNU General Public License", a copy of which is distributed with the package.

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