## Spatial manipulation with sf:: cheat sheet

The sf package provides a set of tools for working with geospatial vectors, i.e. points, lines, polygons, etc.



## Geometry operations

- st\_contains(x, y, ...) Identifies if y is within x (i.e. point within polygon)
- st\_crop(x, y, ..., xmin, ymin, xmax, ymax) Creates geometry of x that intersects a specified rectangle
- st\_difference(x, y) Creates geometry from x that does not intersect with y
- st\_intersection(x, y) Creates geometry of the shared portion of x and y
- st\_sym\_difference(x, y) Creates geometry
  representing portions of x and y that do not intersect
- st\_snap(x, y, tolerance) Snap nodes from geometry x to geometry y
- st\_union(x, y, ..., by\_feature) Creates multiple

  >> \sum of
  equation (x, y, ..., by\_feature) Creates multiple
  geometries into a a single geometry, consisiting of
  equation all geometry elements

## Geometric measurement

- st\_area(x) Calculate the surface area of a polygon
  geometry based on the current coordinate reference system
- st\_distance(x, y, ..., dist\_fun, by\_element, which)
  Calculates the 2D distance between x and y based on the
  current coordinate system
- st\_length(x) Calculates the 2D length of a geometry based
  on the current coordinate system

## Misc operations

- st\_as\_sf(x, ...) Create a sf object from a non-geospatial
  tabular data frame
- st\_cast(x, to, ...) Change x geometry to a different
  geometry type
- st\_coordinates(x, ...) Creates a matrix of coordinate values
  from x
- $st\_crs(x, ...)$  Identifies the coordinate reference system of x
- **st\_join**(x, y, join, FUN, suffix, ...) Performs a spatial left or inner join between x and y
- **st\_make\_grid**(x, cellsize, offset, n, crs, what) Creates rectangular grid geometry over the bounding box of x
- st\_nearest\_feature(x, y) Creates an index of the closest
  feature between x and y
- $st_nearest_points(x, y, ...)$  Returns the closest point between x and y
- st\_read(dsn, layer, ...) Read file or database vector
  dataset as a sf object
- st\_transform(x, crs, ...) Convert coordinates of x to a
  different coordinate reference system



