Package ‘geosphere’

October 13, 2022

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Suggests methods, raster
Description Spherical trigonometry for geographic applications. That is, compute distances and related measures for angular (longitude/latitude) locations.

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NeedsCompilation yes
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Description

This package implements functions that compute various aspects of distance, direction, area, etc. for geographic (geodetic) coordinates. Some of the functions are based on an ellipsoid (spheroid) model of the world, other functions use a (simpler, but less accurate) spherical model. Functions using an ellipsoid can be recognized by having arguments to specify the ellipsoid’s radius and flattening ($a$ and $f$). By setting the value for $f$ to zero, the ellipsoid becomes a sphere.

There are also functions to compute intersections of of rhumb lines. There are also functions to compute the distance between points and polylines, and to characterize spherical polygons; for random sampling on a sphere, and to compute daylength. See the vignette vignette('geosphere') for examples.

Geographic locations must be specified in latitude and longitude in degrees (NOT radians). Degrees are (obviously) in decimal notation. Thus 12 degrees, 30 minutes, 10 seconds = 12 + 30/60 + 10/3600 = 12.50278 degrees. The Southern and Western hemispheres have a negative sign.

The default unit of distance is meter; but this can be adjusted by supplying a different radius $r$ to functions.

Directions are expressed in degrees (North = 0 and 360, East = 90, South = 180, and West = 270 degrees).

Acknowledgements

David Purdy, Bill Monahan and others for suggestions to improve the package.

Author(s)

Robert Hijmans, using code by C.F.F. Karney and Chris Veness; formulas by Ed Williams; and with contributions from George Wang, Elias Pipping and others. Maintainer: Robert J. Hijmans <r.hijmans@gmail.com>

References


https://www.edwilliams.org/avform147.htm

https://www.movable-type.co.uk/scripts/latlong.html

https://en.wikipedia.org/wiki/Great_circle_distance

https://mathworld.wolfram.com/SphericalTrigonometry.html
alongTrackDistance  

Along Track Distance

Description

The "along track distance" is the distance from the start point (p1) to the closest point on the path to a third point (p3), following a great circle path defined by points p1 and p2. See dist2gc for the "cross track distance".

Usage

alongTrackDistance(p1, p2, p3, r=6378137)

Arguments

- p1: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- p2: as above
- p3: as above
- r: radius of the earth; default = 6378137m

Value

A distance in units of r (default is meters)

Author(s)

Ed Williams and Robert Hijmans

See Also

dist2gc

Examples

alongTrackDistance(c(0,0),c(60,60),c(50,40))
Description

Compute an antipode, or check whether two points are antipodes. Antipodes are places on Earth that are diametrically opposite to one another; and could be connected by a straight line through the centre of the Earth.

Antipodal points are connected by an infinite number of great circles (e.g. the meridians connecting the poles), and can therefore not be used in some great circle based computations.

Usage

antipode(p)
antipodal(p1, p2, tol=1e-9)

Arguments

p Longitude/latitude of a single point, in degrees; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a Spatial-Points* object
p1 as above
p2 as above
tol tolerance for equality

Value

antipodal points or a logical value (TRUE if antipodal)

Author(s)

Robert Hijmans

References

https://en.wikipedia.org/wiki/Antipodes

Examples

antipode(rbind(c(5,52), c(-120,37), c(-60,0), c(0,70)))
antipodal(c(0,0), c(180,0))
areaPolygon

Area of a longitude/latitude polygon

Description

Compute the area of a polygon in angular coordinates (longitude/latitude) on an ellipsoid.

Usage

```r
## S4 method for signature 'matrix'
areaPolygon(x, a=6378137, f=1/298.257223563, ...)
```

```r
## S4 method for signature 'SpatialPolygons'
areaPolygon(x, a=6378137, f=1/298.257223563, ...)
```

Arguments

- `x`: longitude/latitude of the points forming a polygon; Must be a matrix or data.frame of 2 columns (first one is longitude, second is latitude) or a SpatialPolygons* object
- `a`: major (equatorial) radius of the ellipsoid
- `f`: ellipsoid flattening. The default value is for WGS84
- `...`: Additional arguments. None implemented

Value

area in square meters

Note

Use raster::area for polygons that have a planar (projected) coordinate reference system.

Author(s)

This function calls GeographicLib code by C.F.F. Karney

References


See Also

- centroid, perimeter
Examples

```r
p <- rbind(c(-180,-20), c(-140,55), c(10, 0), c(-140,-60), c(-180,-20))
areaPolygon(p)
```

# Be careful with very large polygons, as they may not be what they seem!
# For example, if you wanted a polygon to compute the area equal to about 1/4 of the ellipsoid
# this won't work:
```r
b <- matrix(c(-180, 0, 90, 90, 0, 0, -180, 0), ncol=2, byrow=TRUE)
areaPolygon(b)
```

# Because the shortest path between (-180,0) and (0,0) is
# over one of the poles, not along the equator!
# Inserting a point along the equator fixes that
```r
b <- matrix(c(-180, 0, 0, 0, -90,0, -180, 0), ncol=2, byrow=TRUE)
areaPolygon(b)
```

---

<table>
<thead>
<tr>
<th>bearing</th>
<th>Direction of travel</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Description

Get the initial bearing (direction; azimuth) to go from point p1 to point p2 (in longitude/latitude) following the shortest path on an ellipsoid (geodetic). Note that the bearing of travel changes continuously while going along the path. A route with constant bearing is a rhumb line (see `bearingRhumb`).

Usage

```r
bearing(p1, p2, a=6378137, f=1/298.257223563)
```

Arguments

- **p1**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: as above. Can also be missing, in which case the bearing is computed going from the first point to the next and continuing along the following points
- **a**: major (equatorial) radius of the ellipsoid. The default value is for WGS84
- **f**: ellipsoid flattening. The default value is for WGS84

Value

Bearing in degrees

Note

use f=0 to get a bearing on a sphere (great circle)
Author(s)

Robert Hijmans

References


See Also

bearingRhumb

Examples

bearing(c(10,10),c(20,20))

<table>
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<th>bearingRhumb</th>
<th>Rhumline direction</th>
</tr>
</thead>
</table>

Description

Bearing (direction of travel; true course) along a rhumb line (loxodrome) between two points.

Usage

bearingRhumb(p1, p2)

Arguments

- **p1**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object as above

Value

A direction (bearing) in degrees

Note

Unlike most great circles, a rhumb line is a line of constant bearing (direction), i.e. tracks of constant true course. The meridians and the equator are both rhumb lines and great circles. Rhumb lines approaching a pole become a tightly wound spiral.

Author(s)

Chris Veness and Robert Hijmans, based on formulae by Ed Williams
References
https://www.edwilliams.org/avform147.htm#Rhumb
https://en.wikipedia.org/wiki/Rhumb_line

See Also
bearing, distRhumb

Examples
bearingRhumb(c(10,10),c(20,20))

centroid

Centroid of spherical polygons

Description
Compute the centroid of longitude/latitude polygons. Unlike other functions in this package, there is no spherical trigonometry involved in the implementation of this function. Instead, the function projects the polygon to the (conformal) Mercator coordinate reference system, computes the centroid, and then inversely projects it to longitude and latitude. This approach fails for polygons that include one of the poles (and is rather biased for anything close to the poles). The function should work for polygons that cross the -180/180 meridian (date line).

Usage
centroid(x, ...)

Arguments
x SpatialPolygons* object, or a 2-column matrix or data.frame representing a single polygon (longitude/latitude)
...

Value
A matrix (longitude/latitude)

Note
For multi-part polygons, the centroid of the largest part is returned.

Author(s)
Robert J. Hijmans
See Also

area, perimeter

Examples

```r
pol <- rbind(c(-180,-20), c(-160,5), c(-60, 0), c(-160,-60), c(-180,-20))
centroid(pol)
```

daylength

Description

Compute daylength (photoperiod) for a latitude and date.

Usage

```r
daylength(lat, doy)
```

Arguments

- **lat**: latitude, in degrees. i.e. between -90.0 and 90.0
- **doy**: Integer, day of the year (1..365) for leap years; or an object of class Date; or a character that can be coerced into a date, using 'yyyy-mm-dd' format, e.g. '1982-11-23'

Value

Daylength in hours

Author(s)

Robert J. Hijmans

References


Examples

```r
daylength(-25, '2010-10-10')
daylength(45, 1:365)
```

# average monthly daylength
dl <- daylength(45, 1:365)
tapply(dl, rep(1:12, c(31,28,31,30,31,30,31,31,30,31,30,31)), mean)
**destPoint**

**Destination given bearing (direction) and distance**

**Description**

Given a start point, initial bearing (direction), and distance, this function computes the destination point travelling along a the shortest path on an ellipsoid (the geodesic).

**Usage**

```
destPoint(p, b, d, a=6378137, f=1/298.257223563, ...)```

**Arguments**

- **p**: Longitude and Latitude of point(s), in degrees. Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **b**: numeric. Bearing (direction) in degrees
- **d**: numeric. Distance in meters
- **a**: major (equatorial) radius of the ellipsoid. The default value is for WGS84
- **f**: ellipsoid flattening. The default value is for WGS84
- **...**: additional arguments. If an argument 'r' is supplied, this is taken as the radius of the earth (e.g. 6378137 m) and computations are for a sphere (great circle) instead of an ellipsoid (geodetic). This is for backwards compatibility only

**Value**

A pair of coordinates (longitude/latitude)

**Note**

Direction changes continuously when travelling along a geodesic. Therefore, the final direction is not the same as the initial direction. You can compute the final direction with `finalBearing` (see examples, below)

**Author(s)**

This function calls GeographicLib code by C.F.F. Karney

**References**

Examples

```r
p <- cbind(5, 52)
d <- destPoint(p, 30, 10000)
d

# final direction, when arriving at endpoint:
finalBearing(d, p)
```

destPointRhumb  
*Destination along a rhumb line*

Description

Calculate the destination point when travelling along a 'rhumb line' (loxodrome), given a start point, direction, and distance.

Usage

```r
destPointRhumb(p, b, d, r = 6378137)
```

Arguments

- `p`: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- `b`: bearing (direction) in degrees
- `d`: distance; in the same unit as `r` (default is meters)
- `r`: radius of the earth; default = 6378137 m

Value

Coordinates (longitude/latitude) of a point

Author(s)

Chris Veness; ported to R by Robert Hijmans

References

- https://www.edwilliams.org/avform147.htm#Rhumb
- https://www.movable-type.co.uk/scripts/latlong.html

See Also

- destPoint
**dist2gc**

**Examples**

```r
destPointRhumb(c(0,0), 30, 100000, r = 6378137)
```

---

**Cross Track Distance**

**Description**

Compute the distance of a point to a great-circle path (also referred to as the cross track distance or cross track error). The great circle is defined by \( p_1 \) and \( p_2 \), while \( p_3 \) is the point away from the path.

**Usage**

```r
dist2gc(p1, p2, p3, r=6378137, sign=FALSE)
```

**Arguments**

- **p1**: Start of great circle path. longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: End of great circle path. As above
- **p3**: Point away from the great circle path. As for p2
- **r**: radius of the earth; default = 6378137
- **sign**: logical. If TRUE, a negative sign is used to indicated that the points are to the left of the great circle

**Value**

A distance in units of \( r \) (default is meters) If sign=TRUE, the sign indicates which side of the path \( p_3 \) is on. Positive means right of the course from \( p_1 \) to \( p_2 \), negative means left.

**Author(s)**

Ed Williams and Robert Hijmans

**References**

- [https://www.movable-type.co.uk/scripts/latlong.html](https://www.movable-type.co.uk/scripts/latlong.html)
- [https://www.edwilliams.org/ftp/avsig/avform.txt](https://www.edwilliams.org/ftp/avsig/avform.txt)

**See Also**

- `dist2Line`, `alongTrackDistance`

**Examples**

```r
dist2gc(c(0,0),c(90,90),c(80,80))
```
dist2Line  

Distance between points and lines or the border of polygons.

Description

The shortest distance between points and polylines or polygons.

Usage

```
dist2Line(p, line, distfun=distGeo)
```

Arguments

- `p`: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- `line`: longitude/latitude of line as a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialLines* or SpatialPolygons* object
- `distfun`: A distance function, such as `distGeo`

Value

A matrix with distance and lon/lat of the nearest point on the line. Distance is in the same unit as `r` in the `distfun` (default is meters). If `line` is a Spatial* object, the ID (index) of (one of) the nearest objects is also returned. Thus if the objects are polygons and the point is inside a polygon the function may return the ID of a neighboring polygon that shares the nearest border. You can use the `intersect` function in packages `terra`.

Author(s)

George Wang and Robert Hijmans

See Also

`dist2gc`, `alongTrackDistance`

Examples

```
line <- rbind(c(-180,-20), c(-150,-10), c(-140,55), c(10, 0), c(-140,-60))
pnts <- rbind(c(-170,0), c(-75,0), c(-70,-10), c(-80,20), c(-100,-50),
c(-100,-60), c(-100,-40), c(-100,-20), c(-100,-10), c(-100,0))
d = dist2Line(pnts, line)
plot(makeLine(line), type='l')
points(line)
points(pnts, col='blue', pch=20)
points(d[,2], d[,3], col='red', pch='x')
for (i in 1:nrow(d)) lines(gcIntermediate(pnts[i,], d[i,2:3], 10), lwd=2)
```
distCosine

distCosine

‘Law of cosines’ great circle distance

Description

The shortest distance between two points (i.e., the ‘great-circle-distance’ or ‘as the crow flies’), according to the ‘law of the cosines’. This method assumes a spherical earth, ignoring ellipsoidal effects.

Usage

distCosine(p1, p2, r=6378137)

Arguments

p1 longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object

p2 as above

r radius of the earth; default = 6378137 m

Value

Vector of distances in the same unit as \( r \) (default is meters)

Author(s)

Robert Hijmans

References

https://en.wikipedia.org/wiki/Great_circle_distance

See Also

distGeo, distHaversine, distVincentySphere, distVincentyEllipsoid, distMeeus

Examples

distCosine(c(0,0),c(90,90))
**distGeo**

*Distance on an ellipsoid (the geodesic)*

**Description**

Highly accurate estimate of the shortest distance between two points on an ellipsoid (default is WGS84 ellipsoid). The shortest path between two points on an ellipsoid is called the geodesic.

**Usage**

```r
distGeo(p1, p2, a=6378137, f=1/298.257223563)
```

**Arguments**

- `p1`: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first column is longitude, second column is latitude) or a SpatialPoints* object.
- `p2`: as above; or missing, in which case the sequential distance between the points in `p1` is computed.
- `a`: numeric. Major (equatorial) radius of the ellipsoid. The default value is for WGS84.
- `f`: numeric. Ellipsoid flattening. The default value is for WGS84.

**Details**

Parameters from the WGS84 ellipsoid are used by default. It is the best available global ellipsoid, but for some areas other ellipsoids could be preferable, or even necessary if you work with a printed map that refers to that ellipsoid. Here are parameters for some commonly used ellipsoids. Also see the `refEllipsoids` function.

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<td>6378137</td>
<td>1/298.257223563</td>
</tr>
<tr>
<td>GRS80</td>
<td>6378137</td>
<td>1/298.257222101</td>
</tr>
<tr>
<td>GRS67</td>
<td>6378160</td>
<td>1/298.25</td>
</tr>
<tr>
<td>Airy 1830</td>
<td>6377563.396</td>
<td>1/299.3249646</td>
</tr>
<tr>
<td>Bessel 1841</td>
<td>6377397.155</td>
<td>1/299.1528434</td>
</tr>
<tr>
<td>Clarke 1880</td>
<td>6378249.145</td>
<td>1/293.465</td>
</tr>
<tr>
<td>Clarke 1866</td>
<td>6378206.4</td>
<td>1/294.9786982</td>
</tr>
<tr>
<td>International 1924</td>
<td>6378388</td>
<td>1/297</td>
</tr>
<tr>
<td>Krasovsky 1940</td>
<td>6378245</td>
<td>1/298.2997381</td>
</tr>
</tbody>
</table>

Value

Vector of distances in meters

Author(s)

This function calls GeographicLib code by C.F.F. Karney

References


See Also

distCosine, distHaversine, distVincentySphere, distVincentyEllipsoid, distMeeus

Examples

distGeo(c(0,0),c(90,90))

distHaversine 'Haversine' great circle distance

Description

The shortest distance between two points (i.e., the 'great-circle-distance' or 'as the crow flies'), according to the 'haversine method'. This method assumes a spherical earth, ignoring ellipsoidal effects.

Usage

distHaversine(p1, p2, r=6378137)

Arguments

p1

longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object

p2

as above; or missing, in which case the sequential distance between the points in p1 is computed

r

radius of the earth; default = 6378137 m

Details

The Haversine ('half-versed-sine') formula was published by R.W. Sinnott in 1984, although it has been known for much longer. At that time computational precision was lower than today (15 digits precision). With current precision, the spherical law of cosines formula appears to give equally good results down to very small distances. If you want greater accuracy, you could use the distVincentyEllipsoid method.
**Value**

Vector of distances in the same unit as \( r \) (default is meters)

**Author(s)**

Chris Veness and Robert Hijmans

**References**


https://www.movable-type.co.uk/scripts/latlong.html

https://en.wikipedia.org/wiki/Great_circle_distance

**See Also**

`distGeo`, `distCosine`, `distVincentySphere`, `distVincentyEllipsoid`, `distMeeus`

**Examples**

```r
distHaversine(c(0,0),c(90,90))
```

---

**Description**

Distance matrix of a set of points, or between two sets of points

**Usage**

```r
distm(x, y, fun=distGeo)
```

**Arguments**

- **x**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **y**: Same as \( x \). If missing, \( y \) is the same as \( x \)
- **fun**: A function to compute distances (e.g., `distCosine` or `distGeo`)

**Value**

Matrix of distances

**Author(s)**

Robert Hijmans
distMeeus

References

https://en.wikipedia.org/wiki/Great_circle_distance

See Also
distGeo, distCosine, distHaversine, distVincentySphere, distVincentyEllipsoid

Examples

```r
xy <- rbind(c(0,0),c(90,90),c(10,10),c(-120,-45))
distm(xy)
xy2 <- rbind(c(0,0),c(10,-10))
distm(xy, xy2)
```

---

DistMeeus

'Meeus' great circle distance

Description

The shortest distance between two points on an ellipsoid (the 'geodetic'), according to the 'Meeus' method. distGeo should be more accurate.

Usage

```r
distMeeus(p1, p2, a=6378137, f=1/298.257223563)
```

Arguments

- **p1**: longitude/latitude of point(s), in degrees 1; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object.
- **p2**: as above; or missing, in which case the sequential distance between the points in p1 is computed.
- **a**: numeric. Major (equatorial) radius of the ellipsoid. The default value is for WGS84.
- **f**: numeric. Ellipsoid flattening. The default value is for WGS84.

Details

Parameters from the WGS84 ellipsoid are used by default. It is the best available global ellipsoid, but for some areas other ellipsoids could be preferable, or even necessary if you work with a printed map that refers to that ellipsoid. Here are parameters for some commonly used ellipsoids:

<table>
<thead>
<tr>
<th>ellipsoid</th>
<th>a</th>
<th>f</th>
</tr>
</thead>
<tbody>
<tr>
<td>WGS84</td>
<td>6378137</td>
<td>1/298.257223563</td>
</tr>
<tr>
<td>GRS80</td>
<td>6378137</td>
<td>1/298.257222101</td>
</tr>
<tr>
<td>GRS67</td>
<td>6378160</td>
<td>1/298.25</td>
</tr>
<tr>
<td>Name</td>
<td>Value</td>
<td>Flattening</td>
</tr>
<tr>
<td>--------------------</td>
<td>----------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Airy 1830</td>
<td>6377563.396</td>
<td>1/299.324964</td>
</tr>
<tr>
<td>Bessel 1841</td>
<td>6377397.155</td>
<td>1/299.1528434</td>
</tr>
<tr>
<td>Clarke 1880</td>
<td>6378249.145</td>
<td>1/293.465</td>
</tr>
<tr>
<td>Clarke 1866</td>
<td>6378206.4</td>
<td>1/294.9786982</td>
</tr>
<tr>
<td>International 1924</td>
<td>6378388</td>
<td>1/297</td>
</tr>
<tr>
<td>Krasovsky 1940</td>
<td>6378245</td>
<td>1/298.2997381</td>
</tr>
</tbody>
</table>


**Value**

Distance value in the same units as parameter a of the ellipsoid (default is meters)

**Note**

This algorithm is also used in the `spDists` function in the `sp` package

**Author(s)**

Robert Hijmans, based on a script by Stephen R. Schmitt

**References**


**See Also**

`distGeo, distVincentyEllipsoid, distVincentySphere, distHaversine, distCosine`

**Examples**

```r
distMeeus(c(0,0),c(90,90))
# on a 'Clarke 1880' ellipsoid
distMeeus(c(0,0),c(90,90), a=6378249.145, f=1/293.465)
```

**Description**

A rhumb line (loxodrome) is a path of constant bearing (direction), which crosses all meridians at the same angle.

**Usage**

```r
distRhumb(p1, p2, r=6378137)
```
Arguments

p1  longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
p2  as above; or missing, in which case the sequential distance between the points in p1 is computed
r   radius of the earth; default = 6378137 m

Details

Rhumb (from the Spanish word for course, 'rumbo') lines are straight lines on a Mercator projection map. They were used in navigation because it is easier to follow a constant compass bearing than to continually adjust the bearing as is needed to follow a great circle, even though rhumb lines are normally longer than great-circle (orthodrome) routes. Most rhumb lines will gradually spiral towards one of the poles.

Value

distance in units of r (default=meters)

Author(s)

Robert Hijmans and Chris Veness

References

https://www.movable-type.co.uk/scripts/latlong.html

See Also

distCosine, distHaversine, distVincentySphere, distVincentyEllipsoid

Examples

distRhumb(c(10,10),c(20,20))

distVincentyEllipsoid(p1, p2, a=6378137, b=6356752.3142, f=1/298.257223563)

Description

The shortest distance between two points (i.e., the 'great-circle-distance' or 'as the crow flies'), according to the 'Vincenty (ellipsoid)' method. This method uses an ellipsoid and the results are very accurate. The method is computationally more intensive than the other great-circled methods in this package.

Usage

distVincentyEllipsoid(p1, p2, a=6378137, b=6356752.3142, f=1/298.257223563)
Arguments

p1    longitude/latitude of point(s), in degrees 1; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
p2    as above; or missing, in which case the sequential distance between the points in p1 is computed

a     Equatorial axis of ellipsoid
b     Polar axis of ellipsoid
f     Inverse flattening of ellipsoid

Details

The WGS84 ellipsoid is used by default. It is the best available global ellipsoid, but for some areas other ellipsoids could be preferable, or even necessary if you work with a printed map that refers to that ellipsoid. Here are parameters for some commonly used ellipsoids:

<table>
<thead>
<tr>
<th>ellipsoid</th>
<th>a</th>
<th>b</th>
<th>f</th>
</tr>
</thead>
<tbody>
<tr>
<td>WGS84</td>
<td>6378137</td>
<td>6356752.3142</td>
<td>1/298.257223563</td>
</tr>
<tr>
<td>GRS80</td>
<td>6378137</td>
<td>6356752.3141</td>
<td>1/298.257222101</td>
</tr>
<tr>
<td>GRS67</td>
<td>6378160</td>
<td>6356774.7190</td>
<td>1/298.25</td>
</tr>
<tr>
<td>Airy 1830</td>
<td>6377563.396</td>
<td>6356256.909</td>
<td>1/299.3249646</td>
</tr>
<tr>
<td>Bessel 1841</td>
<td>6377397.155</td>
<td>6356078.965</td>
<td>1/299.1528434</td>
</tr>
<tr>
<td>Clarke 1880</td>
<td>6378249.145</td>
<td>635614.86955</td>
<td>1/293.465</td>
</tr>
<tr>
<td>Clarke 1866</td>
<td>6378206.4</td>
<td>6356583.8</td>
<td>1/294.9786982</td>
</tr>
<tr>
<td>International 1924</td>
<td>6378388</td>
<td>6356911.946</td>
<td>1/297</td>
</tr>
<tr>
<td>Krasovsky 1940</td>
<td>6378245</td>
<td>6356863</td>
<td>1/298.2997381</td>
</tr>
</tbody>
</table>

a is the 'semi-major axis', and b is the 'semi-minor axis' of the ellipsoid. f is the flattening. Note that f = (a−b)/a

more info: https://en.wikipedia.org/wiki/Reference_ellipsoid

Value

Distance value in the same units as the ellipsoid (default is meters)

Author(s)

Chris Veness and Robert Hijmans

References


https://www.movable-type.co.uk/scripts/latlong-vincenty.html
https://en.wikipedia.org/wiki/Great_circle_distance
distVincentySphere

See Also

distGeo, distVincentySphere, distHaversine, distCosine, distMeeus

Examples

distVincentyEllipsoid(c(0,0),c(90,90))
# on a 'Clarke 1880' ellipsoid
distVincentyEllipsoid(c(0,0),c(90,90), a=6378249.145, b=6356514.86955, f=1/293.465)

distVincentySphere    'Vincenty' (sphere) great circle distance

Description

The shortest distance between two points (i.e., the 'great-circle-distance' or 'as the crow flies'), according to the 'Vincenty (sphere)' method. This method assumes a spherical earth, ignoring ellipsoidal effects and it is less accurate then the distVincentyEllipsoid method.

Usage

distVincentySphere(p1, p2, r=6378137)

Arguments

p1    longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
p2    as above; or missing, in which case the sequential distance between the points in p1 is computed
r    radius of the earth; default = 6378137 m

Value

Distance value in the same unit as r (default is meters)

Author(s)

Robert Hijmans

References

https://en.wikipedia.org/wiki/Great_circle_distance

See Also

distGeo, distVincentyEllipsoid, distHaversine, distCosine, distMeeus

Examples

distVincentySphere(c(0,0),c(90,90))
finalBearing

**Final direction**

**Description**

Get the final direction (bearing) when arriving at p2 after starting from p1 and following the shortest path on an ellipsoid (following a geodetic) or on a sphere (following a great circle).

**Usage**

`finalBearing(p1, p2, a=6378137, f=1/298.257223563, sphere=FALSE)`

**Arguments**

- **p1**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first column is longitude, second column is latitude) or a SpatialPoints* object
- **p2**: as above
- **a**: major (equatorial) radius of the ellipsoid. The default value is for WGS84
- **f**: ellipsoid flattening. The default value is for WGS84
- **sphere**: logical. If TRUE, the bearing is computed for a sphere, instead of for an ellipsoid

**Value**

A vector of directions (bearings) in degrees

**Author(s)**

This function calls GeographicLib code by C.F.F. Karney

**References**


**See Also**

`bearing`

**Examples**

`bearing(c(10,10),c(20,20))`
`finalBearing(c(10,10),c(20,20))`
**gcIntersect**

**Intersections of two great circles**

**Description**

Get the two points where two great circles cross each other. Great circles are defined by two points on it.

**Usage**

```
{gcIntersect(p1, p2, p3, p4)
```

**Arguments**

- **p1**: Longitude/latitude of a single point, in degrees; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: As above
- **p3**: As above
- **p4**: As above

**Value**

two points for each pair of great circles

**Author(s)**

Robert Hijmans, based on equations by Ed Williams (see reference)

**References**

[https://www.edwilliams.org/intersect.htm](https://www.edwilliams.org/intersect.htm)

**See Also**

```
{gcIntersectBearing
```

**Examples**

```
p1 <- c(5,52); p2 <- c(-120,37); p3 <- c(-60,0); p4 <- c(0,70)
gcIntersect(p1,p2,p3,p4)
```
gcIntersectBearing  

**Intersections of two great circles**

**Description**

Get the two points where two great circles cross each other. In this function, great circles are defined by a points and an initial bearing. In function `gcIntersect` they are defined by two sets of points.

**Usage**

```
gcIntersectBearing(p1, brng1, p2, brng2)
```

**Arguments**

- **p1** longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **brng1** Bearing from p1
- **p2** As above. Should have same length as p1, or a single point (or vice versa when p1 is a single point
- **brng2** Bearing from p2

**Value**

A matrix with four columns (two points)

**Author(s)**

Chris Veness and Robert Hijmans based on code by Ed Williams

**References**

- [https://www.edwilliams.org/avform147.htm#Intersection](https://www.edwilliams.org/avform147.htm#Intersection)
- [https://www.movable-type.co.uk/scripts/latlong.html](https://www.movable-type.co.uk/scripts/latlong.html)

**See Also**

- `gcIntersect`

**Examples**

```
gcIntersectBearing(c(10,0), 10, c(-10,0), 10)
```
**gcLat**

*Latitude on a Great Circle*

---

**Description**

Latitude at which a great circle crosses a longitude

**Usage**

`gcLat(p1, p2, lon)`

**Arguments**

- **p1**: Longitude/latitude of a single point, in degrees; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: As above
- **lon**: Longitude

**Value**

A numeric (latitude)

**Author(s)**

Robert Hijmans based on a formula by Ed Williams

**References**

[https://www.edwilliams.org/avform147.htm#Int](https://www.edwilliams.org/avform147.htm#Int)

**See Also**

`gcLon`, `gcMaxLat`

**Examples**

`gcLat(c(5,52), c(-120,37), lon=-120)`
gcLon  

*Longitude on a Great Circle*

**Description**

Longitudes at which a great circle crosses a latitude (parallel)

**Usage**

`gcLon(p1, p2, lat)`

**Arguments**

- **p1**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: as above
- **lat**: a latitude

**Value**

vector of two numbers (longitudes)

**Author(s)**

Robert Hijmans based on code by Ed Williams

**References**

[https://www.edwilliams.org/avform147.htm#Intersection](https://www.edwilliams.org/avform147.htm#Intersection)

**See Also**

`gcLat`, `gcMaxLat`

**Examples**

`gcLon(c(5, 52), c(-120, 37), 40)`
Description

What is northern most point that will be reached when following a great circle? Computed with Clairaut’s formula. The southern most point is the **antipode** of the northern-most point. This does not seem to be very precise; and you could use optimization instead to find this point (see examples)

Usage

gcMaxLat(p1, p2)

Arguments

- **p1**
  - longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**
  - as above

Value

A matrix with coordinates (longitude/latitude)

Author(s)

Ed Williams, Chris Veness, Robert Hijmans

References

- [https://www.edwilliams.org/ftp/avsig/avform.txt](https://www.edwilliams.org/ftp/avsig/avform.txt)
- [https://www.movable-type.co.uk/scripts/latlong.html](https://www.movable-type.co.uk/scripts/latlong.html)

See Also

gclat, gcLon

Examples

gcMaxLat(c(5,52), c(-120,37))

# Another way to get there:
f <- function(lon){gcLat(c(5,52), c(-120,37), lon)}
optimize(f, interval=c(-180, 180), maximum=TRUE)
Description

Highly accurate estimate of the 'geodesic problem' (find location and azimuth at arrival when departing from a location, given an direction (azimuth) at departure and distance) and the 'inverse geodesic problem' (find the distance between two points and the azimuth of departure and arrival for the shortest path. Computations are for an ellipsoid (default is WGS84 ellipsoid).

This is a direct implementation of the the GeographicLib code by C.F.F. Karney that is also used in several other functions in this package (for example, in \texttt{distGeo} and \texttt{areaPolygon}).

Usage

\begin{verbatim}
geodesic(p, azi, d, a=6378137, f=1/298.257223563, ...)
geodesic_inverse(p1, p2, a=6378137, f=1/298.257223563, ...)
\end{verbatim}

Arguments

\begin{itemize}
\item \texttt{p} \hspace{1cm} longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first column is longitude, second column is latitude) or a SpatialPoints* object
\item \texttt{p1} \hspace{1cm} as above
\item \texttt{p2} \hspace{1cm} as above
\item \texttt{azi} \hspace{1cm} numeric. Azimuth of departure in degrees
\item \texttt{d} \hspace{1cm} numeric. Distance in meters
\item \texttt{a} \hspace{1cm} numeric. Major (equatorial) radius of the ellipsoid. The default value is for WGS84
\item \texttt{f} \hspace{1cm} numeric. Ellipsoid flattening. The default value is for WGS84
\item \texttt{...} \hspace{1cm} additional arguments (none implemented)
\end{itemize}

Details

Parameters from the WGS84 ellipsoid are used by default. It is the best available global ellipsoid, but for some areas other ellipsoids could be preferable, or even necessary if you work with a printed map that refers to that ellipsoid. Here are parameters for some commonly used ellipsoids.

\begin{verbatim}
<table>
<thead>
<tr>
<th>ellipsoid</th>
<th>a</th>
<th>f</th>
</tr>
</thead>
<tbody>
<tr>
<td>WGS84</td>
<td>6378137</td>
<td>1/298.25723563</td>
</tr>
<tr>
<td>GRS80</td>
<td>6378137</td>
<td>1/298.25722101</td>
</tr>
<tr>
<td>GRS67</td>
<td>6378160</td>
<td>1/298.25</td>
</tr>
<tr>
<td>Airy 1830</td>
<td>6377563.396</td>
<td>1/299.3249646</td>
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<td>Bessel 1841</td>
<td>6377397.155</td>
<td>1/299.1528434</td>
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<tr>
<td>Clarke 1880</td>
<td>6378249.145</td>
<td>1/293.465</td>
</tr>
</tbody>
</table>
\end{verbatim}
geomean

<table>
<thead>
<tr>
<th>Clarke 1866</th>
<th>6378206.4</th>
<th>1/294.9786982</th>
</tr>
</thead>
<tbody>
<tr>
<td>International 1924</td>
<td>6378388</td>
<td>1/297</td>
</tr>
<tr>
<td>Krasovsky 1940</td>
<td>6378245</td>
<td>1/298.2997381</td>
</tr>
</tbody>
</table>


**Value**

Three column matrix with columns 'longitude', 'latitude', 'azimuth' (geodesic); or 'distance' (in meters), 'azimuth1' (of departure), 'azimuth2' (of arrival) (geodesic_inverse)

**Author(s)**

This function calls GeographicLib code by C.F.F. Karney

**References**


**See Also**

distGeo

**Examples**

```r
geodesic(cbind(0,0), 30, 1000000)
geodesic_inverse(cbind(0,0), cbind(90,90))
```

---

**geomean**

*Mean location of spherical coordinates*

**Description**

mean location for spherical (longitude/latitude) coordinates that deals with the angularity. I.e., the mean of longitudes -179 and 178 is 179.5

**Usage**

`geomean(xy, w)`

**Arguments**

- `xy` matrix with two columns (longitude/latitude), or a SpatialPoints or SpatialPolygons object with a longitude/latitude CRS
- `w` weights (vector of numeric values, with a length that is equal to the number of spatial features in `x`)
greatCircle

Value

Coordinate pair (numeric)

Author(s)

Robert J. Hijmans

Examples

```r
xy <- cbind(x=c(-179,179, 177), y=c(12,14,16))
xy
geomean(xy)
```

---

greatCircle  Great circle

Description

Get points on a great circle as defined by the shortest distance between two specified points

Usage

```r
greatCircle(p1, p2, n=360, sp=FALSE)
```

Arguments

- `p1` longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- `p2` as above
- `n` The requested number of points on the Great Circle
- `sp` Logical. Return a SpatialLines object?

Value

A matrix of points, or a list of such matrices (e.g., if multiple bearings are supplied)

Author(s)

Robert Hijmans, based on a formula provided by Ed Williams

References

https://www.edwilliams.org/avform147.htm#Int

Examples

```r
greatCircle(c(5,52), c(-120,37), n=36)
```
greatCircleBearing

Great circle

Description
Get points on a great circle as defined by a point and an initial bearing

Usage
greatCircleBearing(p, brng, n=360)

Arguments
p longitude/latitude of a single point. Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
brng bearing
n The requested number of points on the great circle

Value
A matrix of points, or a list of matrices (e.g., if multiple bearings are supplied)

Author(s)
Robert Hijmans based on formulae by Ed Williams

References
https://www.edwilliams.org/avform147.htm#Int

Examples
greatCircleBearing(c(5,52), 45, n=12)

horizon

Distance to the horizon

Description
Empirical function to compute the distance to the horizon from a given altitude. The earth is assumed to be smooth, i.e. mountains and other obstacles are ignored.

Usage
horizon(h, r=6378137)
Arguments

- **h**: altitude, numeric >= 0. Should have the same unit as r
- **r**: radius of the earth; default value is 6378137 m

Value

Distance in units of h (default is meters)

Author(s)

Robert J. Hijmans

References

https://www.edwilliams.org/avform147.htm#Horizon

Examples

```r
horizon(1.80) # me
horizon(324) # Eiffel tower
```

---

**Intermediate points on a great circle (sphere)**

Description

Get intermediate points (way points) between the two locations with longitude/latitude coordinates. 
gcIntermediate is based on a spherical model of the earth and internally uses distCosine.

Usage

```r
gcIntermediate(p1, p2, n=50, breakAtDateLine=FALSE, addStartEnd=FALSE, sp=FALSE, sepNA)
```

Arguments

- **p1**: longitude/latitude of a single point, in degrees. This can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- **p2**: as for p1
- **n**: integer. The desired number of intermediate points
- **breakAtDateLine**: logical. Return two matrices if the dateline is crossed?
- **addStartEnd**: logical. Add p1 and p2 to the result?
- **sp**: logical. Return a SpatialLines object?
- **sepNA**: logical. Rather than as a list, return the values as a two column matrix with lines separated by a row of NA values? (for use in `plot`)
lengthLine

Value

matrix or list with intermediate points

Author(s)

Robert Hijmans based on code by Ed Williams (great circle)

References

https://www.edwilliams.org/avform147.htm#Intermediate

Examples

gcIntermediate(c(5,52), c(-120,37), n=6, addStartEnd=TRUE)

lengthLine (Length of lines)

Description

Compute the length of lines

Usage

lengthLine(line)

Arguments

line longitude/latitude of line as a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialLines* or SpatialPolygons* object

Value

length (in meters) for each line

See Also

For planar coordinates, see the terra or sf packages

Examples

line <- rbind(c(-180,-20), c(-150,-10), c(-140,55), c(10, 0), c(-140,-60))
d <- lengthLine(line)
**makePoly**

*Add vertices to a polygon or line*

**Description**

Make a polygon or line by adding intermediate points (vertices) on the great circles inbetween the points supplied. This can be relevant when vertices are relatively far apart. It can make the shape of the object to be accurate, when plotted on a plane. `makePoly` will also close the polygon if needed.

**Usage**

```r
makePoly(p, interval=10000, sp=FALSE, ...)
makeLine(p, interval=10000, sp=FALSE, ...)
```

**Arguments**

- `p` a 2-column matrix (longitude/latitude) or a SpatialPolygons or SpatialLines object
- `interval` maximum interval of points, in units of r
- `sp` Logical. If TRUE, a SpatialPolygons object is returned (depends on the 'sp' package)
- `...` additional arguments passed to distGeo

**Value**

A matrix

**Author(s)**

Robert J. Hijmans

**Examples**

```r
pol <- rbind(c(-180,-20), c(-160,5), c(-60, 0), c(-160,-60), c(-180,-20))
plot(pol)
lines(pol, col='red', lwd=3)
pol2 = makePoly(pol, interval=100000)
lines(pol2, col='blue', lwd=2)
```
mercator

**Mercator projection**

**Description**
Transform longitude/latitude points to the Mercator projection. The main purpose of this function is to compute centroids, and to illustrate rhumb lines in the vignette.

**Usage**
`mercator(p, inverse=FALSE, r=6378137)`

**Arguments**
- `p` longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object
- `inverse` Logical. If TRUE, do the inverse projection (from Mercator to longitude/latitude
- `r` Numeric. Radius of the earth; default = 6378137 m

**Value**
matrix

**Author(s)**
Robert Hijmans

**Examples**
```r
a = mercator(c(5,52))
a
mercator(a, inverse=TRUE)
```

---

midPoint

**Mid-point**

**Description**
Find the point half-way between two points along an ellipsoid

**Usage**
`midPoint(p1, p2, a=6378137, f = 1/298.257223563)`
onGreatCircle

**Arguments**

- **p1**: longitude/latitude of point(s). Can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object.
- **p2**: As above.
- **a**: major (equatorial) radius of the ellipsoid.
- **f**: ellipsoid flattening. The default value is for WGS84.

**Value**

matrix with coordinate pairs

**Author(s)**

Elias Pipping and Robert Hijmans

**Examples**

midPoint(c(0,0),c(90,90))
midPoint(c(0,0),c(90,90), f=0)

---

**onGreatCircle**

Is a point on a given great circle?

**Description**

Test if a point is on a great circle defined by two other points.

**Usage**

onGreatCircle(p1, p2, p3, tol=0.0001)

**Arguments**

- **p1**: Longitude/latitude of the first point defining a great circle, in degrees; can be a vector of two numbers, a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPoints* object.
- **p2**: as above for the second point.
- **p3**: the point(s) to be tested if they are on the great circle or not.
- **tol**: numeric. Maximum distance from the great circle (in degrees) that is tolerated to be considered on the circle.

**Value**

logical
perimeter

Author(s)

Robert Hijmans

Examples

onGreatCircle(c(0,0), c(30,30), rbind(c(-10 -11.33812), c(10,20)))

Description

Compute the perimeter of a longitude/latitude polygon

Usage

## S4 method for signature 'matrix'
perimeter(x, a=6378137, f=1/298.257223563, ...)

## S4 method for signature 'SpatialPolygons'
perimeter(x, a=6378137, f=1/298.257223563, ...)

## S4 method for signature 'SpatialLines'
perimeter(x, a=6378137, f=1/298.257223563, ...)

Arguments

x Longitude/latitude of the points forming a polygon or line; Must be a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPolygons* or SpatialLines* object

a major (equatorial) radius of the ellipsoid. The default value is for WGS84

f ellipsoid flattening. The default value is for WGS84

... Additional arguments. None implemented

Value

Numeric. The perimeter or length in m.

Author(s)

This function calls GeographicLib code by C.F.F. Karney

References

See Also

areaPolygon, centroid

Examples

xy <- rbind(c(-180,-20), c(-140,55), c(10, 0), c(-140,-60), c(-180,-20))
perimeter(xy)

plotArrows(p)

Description

Plot polygons with arrow heads on each line segment, pointing towards the next vertex. This shows
the direction of each line segment.

Usage

plotArrows(p, fraction=0.9, length=0.15, first='', add=FALSE, ...)

Arguments

p Polygons (either a 2 column matrix or data.frame; or a SpatialPolygons* object
fraction numeric between 0 and 1. When smaller then 1, interrupted lines are drawn
length length of the edges of the arrow head (in inches)
first Character to plot on first (and last) vertex
add Logical. If TRUE, the plot is added to an existing plot
... Additional arguments, see Details

Note

Based on an example in Software for Data Analysis by John Chambers (pp 250-251) but adjusted
such that the line segments follow great circles between vertices.

Author(s)

Robert J. Hijmans

Examples

pol <- rbind(c(-180,-20), c(-160,5), c(-60, 0), c(-160,-60), c(-180,-20))
plotArrows(pol)
randomCoordinates

**Description**

randomCoordinates returns a ‘uniform random sample’ in the sense that the probability that a point is drawn from any region is equal to the area of that region divided by the area of the entire sphere. This would not happen if you took a random uniform sample of longitude and latitude, as the sample would be biased towards the poles.

regularCoordinates returns a set of coordinates that are regularly distributed on the globe.

**Usage**

```r
randomCoordinates(n)
regularCoordinates(N)
```

**Arguments**

- `n` Sample size (number of points (coordinate pairs))
- `N` Number of ‘parts’ in which the earth is subdivided)

**Value**

Matrix of lon/lat coordinates

**Author(s)**

Robert Hijmans, based on code by Nils Haeck (regularCoordinates) and suggestions by Michael Orion (randomCoordinates)

**Examples**

```r
randomCoordinates(3)
regularCoordinates(1)
```

refEllipsoids

**Description**

This function returns a data.frame with parameters a (semi-major axis) and \(1/f\) (inverse flattening) for a set of reference ellipsoids.

**Usage**

```r
refEllipsoids()
```
Span of polygons

Description
Compute the approximate surface span of polygons in longitude and latitude direction. Span is computed by rasterizing the polygons; and precision increases with the number of 'scan lines'. You can either use a fixed number of scan lines for each polygon, or a fixed band-width.

Usage
span(x, ...)

Arguments
x a SpatialPolygons* object or a 2-column matrix (longitude/latitude)
... Additional arguments, see Details

Examples
e <- refEllipsoids()
e[e$code=='WE',]

#to compute semi-minor axis b:
e$b <- e$a - e$a / e$invf
Details

The following additional arguments can be passed, to replace default values for this function

- `nbands` Character. Method to determine the number of bands to 'scan' the polygon. Either 'fixed' or 'variable'
- `n` Integer >= 1. If `nbands='fixed'`, how many bands should be used
- `res` Numeric. If `nbands='variable'`, what should the bandwidth be (in degrees)?
- `fun` Logical. A function such as mean or min. Mean computes the average span
- ... further additional arguments passed to distGeo

Value

A list, or a matrix if a function `fun` is specified. Values are in the units of `r` (default is meter)

Author(s)

Robert J. Hijmans

Examples

```r
pol <- rbind(c(-180,-20), c(-160,5), c(-60, 0), c(-160,-60), c(-180,-20))
plot(pol)
lines(pol)
# lon and lat span in m
span(pol, fun=max)
x <- span(pol)
max(x$latspan)
mean(x$latspan)
plot(x$longitude, x$lonspan)
```

Description

World countries

world coastline and country outlines in longitude/latitude (`wrld`) and in Mercator projection (`merc`).

Usage

```r
data(wrld)
data(merc)
```

Source

Derived from the `wrld_simpl` data set in package `maptools`
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