

Package ‘cooltools’

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Type Package

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Description

Collection of routines for efficient scientific computations in physics and astrophysics. These routines include utility functions, numerical computation tools, as well as visualisation tools. They can be used, for example, for generating random numbers from spherical and custom distributions, information and entropy analysis, special Fourier transforms, two-point correlation estimation (e.g. as in Landy & Szalay (1993) <doi:10.1086/172900>), binning & gridding of point sets, 2D interpolation, Monte Carlo integration, vector arithmetic and coordinate transformations. Also included is a non-exhaustive list of important constants and cosmological conversion functions. The graphics routines can be used to produce and export publication-ready scientific plots and movies, e.g. as used in Obreschkow et al. (2020, MNRAS Vol 493, Issue 3, Pages 4551–4569). These routines include special color scales, projection functions, and bitmap handling routines.

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.cooltools.env *Package environment*

Description

Environment used to store global variables in the package, e.g. used for subplot routine.

Usage

.cooltools.env

Format

An object of class environment of length 0.

Value

None

Author(s)

Danail Obreschkow

alp *Associated Legendre Polynomials*

Description

Compute associated Legendre polynomials $P_l^m(x)$, defined as the canonical solutions of the general Legendre equation. These polynomials are used, for instance, to compute the spherical harmonics.

Usage

alp(x, l = 0, m = 0)

Arguments

x	real argument between -1 and +1, can be a vector
l	degree of the polynomial (0,1,2,...); accurate to about 25
m	order of the polynomial (-l,-l+1,...,l); for negative values the standard convention is used: if $m > 0$, then $P(x,l,-m) = P(x,l,m) (-1)^m \text{factorial}(l-m) / \text{factorial}(l+m)$.

Value

Returns a vector with the same number of elements as x

Author(s)

Danail Obreschkow

See Also

[sphericalharmonics](#)

approxfun2 *Bilinear interpolation function of data on a regular grid*

Description

Generates a fast function $f(x,y)$ that interpolates gridded data, based on the analogous subroutine [approxfun](#) in 1D.

Usage

approxfun2(x, y, z, outside = NA)

Arguments

x	n-vector of x-coordinates; must be strictly monotonically increasing, but not necessarily equally spaced
y	m-vector of y-coordinates; must be strictly monotonically increasing, but not necessarily equally spaced
z	n-by-m matrix of dimension containing the known function values at the (x,y)-coordinates
outside	value of the approximation function outside the grid (default is NA)

Value

Returns a fast and vectorized interpolation function $f(x,y)$

Author(s)

Danail Obreschkow

See Also

[approxfun](#)

Examples

```
x = seq(3)
y = seq(4)
z = array(c(x+1,x+2,x+3,x+4),c(3,4))
f = approxfun2(x,y,z)
print(f(1.7,2.4))
```

bindata

Bin two-dimensional data in one dimension

Description

Bins (x,y)-data along x, using regular or irregular bins.

Usage

```
bindata(x, y, bins = 20, method = "regular", xlim = NULL)
```

Arguments

x	N-element vector of x-coordinates
y	N-element vector of y-coordinates
bins	If method is 'regular' or 'equal', this is a scalar specifying the number of bins. If method is 'custom' this is a vector of (n+1) x-values delimiting the n bins.
method	Character string. Choose 'regular' for regularly space bins, 'equal' for bins containing an equal number of points (+-1), or 'custom' for bins with custom edges.
xlim	optional 2-element vector specifying the data range (data cropped if necessary). If not given, xlim is set to the full range of x.

Value

Returns a list of items

n	number of bins
xlim	considered range of x-coordinates, same as input argument xlim, if given
xleft	n-element vector containing the x-coordinates of the left bin edges
xmid	n-element vector containing the x-coordinates of the bin centres
xright	n-element vector containing the x-coordinates of the right bin edges
dx	n-element vector containing the widths of the bins
count	n-element vector containing the number of points in each bin
x	n-element vector containing the mean x-values in each bin
y	n-element vector containing the mean y-values in each bin
xmedian	n-element vector containing the median of the x-values in each bin
ymedian	n-element vector containing the median of the y-values in each bin
yerr	n-element vector giving the uncertainty on the mean
ysd	n-element vector giving the standard deviations of the y-values
y16	n-element vector giving the 15.86-percentile of the y-values
y84	n-element vector giving the 84.13-percentile of the y-values

Author(s)

Danail Obreschkow

See Also

[griddata](#)

Examples

```
# make and plot 100 random (x,y)-points
set.seed(1)
x = runif(200)
y = x+rnorm(200)
plot(x,y,pch=16,cex=0.5)

# bin the data into 10 bins of 20 points each
bin = bindata(x,y,10,'equal')
segments(bin$xleft,bin$y,bin$xright,bin$y,col='red')
segments(bin$x,bin$y16,bin$x,bin$y84,col='red')
segments(bin$x,bin$y-bin$yerr,bin$x,bin$y+bin$yerr,col='red',lwd=3)
points(bin$x,bin$y,pch=16,col='red')
```

`car2pol`*Cartesian to polar/cylindrical coordinate conversion*

Description

Convert 2D/3D Cartesian to polar/cylindrical coordinates

Usage

```
car2pol(x)
```

Arguments

`x` 2/3-element or n-by-2/3 matrix representing the Cartesian components (x,y)/(x,y,z) of n two/three-dimensional vectors

Value

Returns a 2/3-element vector or a n-by-2/3 element matrix representing the polar/cylindrical coordinates (r,phi)/(r,phi,z), where $\phi=0\dots 2\pi$ is the azimuth measured positively from the x-axis.

Author(s)

Danail Obreschkow

See Also

[pol2car](#)

`car2sph`*Cartesian to spherical coordinate conversion*

Description

Convert 3D Cartesian to spherical coordinates

Usage

```
car2sph(x)
```

Arguments

`x` 3-element or n-by-3 matrix representing the Cartesian components (x,y,z) of n three-dimensional vectors

Value

Returns a 3-element vector or a n-by-3 element matrix representing the spherical coordinates (r,theta,phi), where theta=0...pi is the polar angle measured from the north pole and phi=0...2*pi is the azimuth measured positively from the x-axis (ISO 80000-2:2019 physics convention).

Author(s)

Danail Obreschkow

See Also

[sph2car](#)

`cplx2col`*Convert complex numbers to color*

Description

Converts a complex number (or a vector/array thereof) into a color-string, such that brightness represents the complex amplitude and hue represents the complex phase.

Usage

```
cplx2col(z, max = NULL, hue = 0, saturation = 1, gamma = 1)
```


Arguments

z	complex number or vector/array of complex numbers
max	value of the complex module that corresponds to full brightness; if not given, this is set equal to the maximum complex amplitude in z.
hue	hue value of positive reals
saturation	saturation value of colors
gamma	positive number to adjust the non-linearity of the color scale (1=linear)

Value

Returns a single color or vector/array of colors

Author(s)

Danail Obreschkow

colorbar

Vertical color bar

Description

Adds a vertical color bar to a plot with a custom axis.

Usage

```
colorbar(  
  xleft,  
  ybottom,  
  xright,  
  ytop,  
  col = gray.colors(256, 0, 1),  
  n = length(col),  
  clim = c(0, 1),  
  show.border = TRUE,  
  text = "",  
  line = 2,  
  show.axis = TRUE,  
  side = "right",  
  lwd = 1,  
  nticks = 5,  
  at = NULL,  
  ...  
)
```

Arguments

<code>xleft</code>	left x-coordinate of the bar
<code>ybottom</code>	bottom y-coordinate of the bar
<code>xright</code>	right x-coordinate of the bar
<code>yttop</code>	top y-coordinate of the bar
<code>col</code>	vector of colors
<code>n</code>	number of polygons used to draw the bar
<code>clim</code>	2-vector specifying the range of values, linearly represented by the full color scale
<code>show.border</code>	logical flag specifying whether to draw a rectangular border around the bar
<code>text</code>	axis label
<code>line</code>	distance between label and color bar
<code>show.axis</code>	logical flag specifying whether to draw an axis
<code>side</code>	character string, which specifies the location of the axis on the bar. This has to be 'left' or 'right' (default).
<code>lwd</code>	linewidth of border and ticks
<code>nticks</code>	number of ticks on the axis
<code>at</code>	vector of values specifying the tick positions on the axis, this overrides <code>nticks</code> .
<code>...</code>	optional arguments to be passed to the function axis

Value

None

Author(s)

Danail Obreschkow

Examples

```
## Plot a spherical function with color bar
nplot(xlim=c(0,1.2), asp=1)
f = function(theta,phi) cos(10*theta+phi)
sp = sphereplot(f, 200, col=planckcolors(200), phi0=0.1, theta0=pi/3,
add=TRUE, center=c(0.5,0.5), radius=0.4, clim=c(-1,1))
colorbar(1,0.1,1.1,0.9,col=sp$col,clim=sp$clim)
```

contourlevel

*Find contour levels of a d-dimensional density field***Description**

Given a vector d -dimensional vector/array f or function $f(x)$ of a d -element vector x , this routine evaluates the value l , such that the sum/integral of f over the domain $f > l$ makes up a fraction p of the total sum/integral of f . The main purpose of this routine is to determine the iso-contour levels of a likelihood or density function, containing a cumulative probability-mass p .

Usage

```
contourlevel(
  f,
  p = c(0.6826895, 0.9544997),
  xmin = NULL,
  xmax = NULL,
  neval = 10000,
  napprox = 10,
  ...
)
```

Arguments

f	either a d -dimensional vector/array or a function $f(x)$ of a d -element vector x . There is no need for f to be normalized.
p	vector of probabilities
$xmin, xmax$	(only used if f is a function) vectors with of lower and upper limits of x , defining the domain on which the function $f(x)$ is evaluated. Outside this domain, f is assumed to vanish. These limits should be chosen as narrow as possible for the algorithm to converge quickly.
$neval$	(only used if f is a function) maximum number of function evaluations in numerical integrals
$napprox$	(only used if f is a function) number of points used interpolate the cumulative probability density. If set to 0, no interpolation is used.
\dots	(only used if f is a function) additional parameters to be passed to the function f .

Value

Returns a vector of levels l , which has the same length as p .

Author(s)

Danail Obreschkow

See Also[dpqr](#)**Examples**

```

## f(x) is a 1D PDF
# compute 1-sigma and 2-sigma contour levels of a normal distribution, i.e.
# the values l, such that  $\int_{\{dnorm(x)>l\}} dnorm(x) dx = p$  (=68.3%, 95.4%).
l = contourlevel(dnorm,xmin=-10,xmax=10,napprox=0)
print(l)

# compare these values to the solutions dnorm(1), dnorm(2)
print(dnorm(c(1,2)))

## f(x) is a 2D likelihood function
# Produce 20%, 40%, 60% and 80% iso contours on the 2D likelihood function f(x)
f = function(x) cos(2*x[1]-x[2]-1)^2*exp(-x[1]^2-x[2]^2-x[1]*x[2])
p = c(0.2,0.4,0.6,0.8) # cumulative probability
l = contourlevel(f,p,c(-5,-5),c(5,5)) # values l, such that  $\int_{\{f>l\}}(f(x)dx)=p \int(f(x)*dx)$ 

# Plot function and contours at the levels l
x = seq(-3,3,length=200)
m = pracma::meshgrid(x)
z = array(Vectorize(function(x,y) f(c(x,y)))(m$Y,m$X),dim(m$X))
image(x,x,z,col=terrain.colors(100))
contour(x,x,z,levels=l,add=TRUE,labels=sprintf('%0f%%',p*100),labcex=0.7)

## f is a 20-by-20 array representing a gridded pointset
# produce a set of 1000 points in 2D, drawn from a 2D normal distribution
set.seed(1)
x = MASS::mvrnorm(n=1000, mu=c(0,0), matrix(c(3,1,1,2),2,2))

# grid these points onto a regular 20-by-20 grid
g = griddata(x, min=-6, max=6)

# find 1-sigma and 2-sigma contour levels and draw contours at these levels
l = contourlevel(g$counts)
plot(x, xlim=g$grid[[1]]$lim, ylim=g$grid[[2]]$lim, pch=20, cex=0.5)
contour(g$grid[[1]]$mid,g$grid[[2]]$mid,g$counts,
        levels=l,add=TRUE,col='red',lwd=c(2,1),labels=NA)

```

Description

Collection of routines for efficient scientific computations in physics and astrophysics. These routines include utility functions, advanced computation tools, as well as visualisation tools. They can be used, for example, for generating random numbers from spherical and custom distributions, information and entropy analysis, special Fourier transforms, two-point correlation estimation (e.g. as in Landy & Szalay (1993) <doi:10.1086/172900>), binning & gridding of point sets, 2D interpolation, Monte Carlo integration, vector arithmetic and coordinate transformations. Also included are a non-exhaustive list of important constants and cosmological conversion functions. The graphics routines can be used to produce and export publication-ready scientific plots and movies, e.g. as used in Obreschkow et al. (2020) <doi:10.1093/mnras/staa445>. These routines include special color scales, projection functions, and bitmap handling routines.

Author(s)

Danail Obreschkow

cosmofct

Fast cosmology conversion functions

Description

Generates all 20 conversion functions between redshift (z), luminosity distance (dl), comoving distance (dc) and angular diameter distance (da), and lookback time (t = light travel time from specified redshift); based on the **celestial** package.

Usage

```
cosmofct(zmin = 0, zmax = 1, dz = 0.02, H0 = 70, OmegaM = 0.3, ...)
```

Arguments

<code>zmin</code>	minimum redshift for which the conversion functions are used
<code>zmax</code>	maximum redshift for which the conversion functions are used
<code>dz</code>	redshift interval on which the conversion functions are interpolated (default of 0.02 is normally largely sufficient)
<code>H0</code>	local Hubble constant in units of km/s/Mpc (default 70).
<code>OmegaM</code>	local normalised matter density (default 0.3).
<code>...</code>	other cosmological parameters accepted by <code>cosdist</code> of the <i>*celestial*</i> package. Defaults are $\Omega_L = 1 - \Omega_M - \Omega_R$, $\Omega_R = 0$, $w_0 = -1$, $w_{\text{prime}} = 0$.

Value

Returns a list of 20 vectorized functions; e.g. `dc2z` to convert from comoving distance to redshift. Also contains the age of the universe at $z=0$. All distances are in units of Mpc and times are in units of Gyr.

Author(s)

Danail Obreschkow (based on **celestial** package by Aaron Robotham)

Examples

```
## uses a flat LCDM cosmology with h=0.68, OmegaM=0.32 and OmegaL=0.68
cosmo = cosmofct(0,1,H0=68,OmegaM=0.32)
curve(cosmo$z2dl(x),0,1,xlab='z',ylab='distance',col='red')
curve(cosmo$z2dc(x),0,1,col='black',add=TRUE)
curve(cosmo$z2da(x),0,1,col='blue',add=TRUE)
d = seq(500,5000,500)
points(cosmo$d12z(d),d,pch=16,col='red')
points(cosmo$dc2z(d),d,pch=16,col='black')
points(cosmo$da2z(d),d,pch=16,col='blue')
```

cshift

Circularly shift each dimension of an array

Description

Circulates each dimension of an array. This routine is identical to [circshift](#), but works with arrays up to 5 dimensions.

Usage

```
cshift(x, s)
```

Arguments

x	vector or array (up to rank 5)
s	scalar, if x is a vector, or a vector of length matching the rank of x, if x is an array

Value

Returns a vector or array of the same shape as x.

Author(s)

Danail Obreschkow

cst	<i>Scientific constants</i>
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Description

The list `cst` contains useful scientific constants in SI units, mainly for astrophysics.

Usage

```
cst
```

Format

An object of class `list` of length 22.

Value

None

Author(s)

Danail Obreschkow

Examples

```
# print all the constants to console
for (i in seq(length(cst))) cat(sprintf('%6s = %.12e\n',names(cst)[i],cst[i]))
```

cubehelix	<i>Cube Helix colour palette</i>
-----------	----------------------------------

Description

Generate the Cube Helix colour palette, designed to appropriately display of intensity images, as the brightness increases monotonically when displayed in greyscale.

Usage

```
cubehelix(n, r = 1.5, hue = 1, gamma = 1, rev = FALSE)
```

Arguments

n	integer number of colours in the scale
r	real number specifying the number of rotations of the helix over the scale
hue	non-negative number specifying the colour intensity from grey (0) to normal (1) and over-saturated (>1)
gamma	positive number specifying the relative importance of low vs high values
rev	logical flag indicating whether the ordering of the colors should be reversed

Details

This scheme was published by Green, D. A., 2011, "A colour scheme for the display of astronomical intensity images." *Bulletin of the Astronomical Society of India*, 39, 289.

Value

Returns an n-vector of RGB colour strings.

Author(s)

Danail Obreschkow

dft *Discrete Fourier Transform*

Description

Discrete Fourier Transform (DFT) with longest modes at the center in Fourier space and normalized such that $\text{dft}(\text{dft}(f), \text{inverse})=f$. This is the discretization scheme described in Appendix D of Obreschkow et al. 2013, ApJ 762. Relies on [fft](#).

Usage

```
dft(f, inverse = FALSE, shift = -floor(dim(as.array(f))/2), simplify = TRUE)
```

Arguments

f	real or complex D-dimensional array containing the values to be transformed.
inverse	logical flag; if TRUE the inverse Fourier transform is performed.
shift	D-vector specifying the integer shift of the coordinates in Fourier space. Set to $\text{shift}=\text{rep}(0, D)$ to produced a DFT with the longest mode at the corner in Fourier space.
simplify	logical flag; if TRUE the complex output array will be simplified to a real array, if it is real within the floating point accuracy

Value

Returns an array of the same shape as `f`, containing the (inverse) Fourier Transform.

Author(s)

Danail Obreschkow

See Also

[fft](#)

Examples

```
## DFT of a 2D normal Gaussian function
n = 30
f = array(0,c(n,n))
for (i in seq(n)) {
  for (j in seq(n)) f[i,j] = exp(-(i-6)^2/4-(j-8)^2/2-(i-6)*(j-8)/2)
}
plot(NA,xlim=c(0,2.1),ylim=c(0,1.1),asp=1,bty='n',xaxt='n',yaxt='n',xlab='',ylab='')
rasterImage(f,0,0,1,1,interpolate=FALSE)
g = dft(f)
img = array(hsv((pracma::angle(g)/2/pi)%1,1,abs(g)/max(abs(g))),c(n,n))
rasterImage(img,1.1,0,2.1,1,interpolate=FALSE)
text(0.5,1,'Input function f',pos=3)
text(1.6,1,'DFT(f)',pos=3)
```

dftgrid

Produce coordinates for Discrete Fourier Transform

Description

Produces the direct space coordinates (`x`) and Fourier space frequencies (`f`) and angular frequencies (`k`), corresponding to the Discrete Fourier Transform `dft` of this package.

Usage

```
dftgrid(N, L, x0 = 0, k0 = -floor(N/2) * 2 * pi/L)
```

Arguments

<code>N</code>	number of divisions along one dimension used in direct and Fourier space
<code>L</code>	side-length (=period) of the data long one dimension
<code>x0</code>	zero-point of <code>x</code> -coordinates (=0 in most applications)
<code>k0</code>	zero-point of <code>k</code> -coordinates (=0 or $-\text{floor}(N/2) \cdot dk$ in most applications)

Value

Returns a list with:

x	vector of direct space coordinates
f	vector of Fourier space coordinates (frequencies)
k	vector of Fourier space coordinates (angular frequencies)
dx	spacing of x-values
df	spacing of f-values
dk	spacing of k-values
L	input value of L
N	input value of N

Author(s)

Danail Obreschkow

dpqr

d/p/q/r-family for a custom distribution

Description

Produces the family of d/p/q/r functions associated with a custom one-dimensional distribution function; similarly to the standard families dnorm/pnorm/qnorm/rnorm, dunif/punif/...

Usage

dpqr(fun, min, max)

Arguments

fun	distribution function of a single variable; does not have to be normalized
min, max	domain of distribution function; outside this domain fun will be considered equal to 0. In practice, this should be the most restrictive domain containing (almost) all the mass of fun.

Value

Returns a list of items:

d(x)	Probability distribution function (PDF), i.e. a normalised version of fun, limited to the domain [xmin, xmax].
p(x)	Cumulative distribution function, defined as the integrated PDF up to x.
q(p)	Quantile function, returning the position x, at which the cumulative probability equals p.
r(n)	A vector of n random numbers drawn from the PDF.

Author(s)

Danail Obreschkow

See Also[rng](#), [contourlevel](#)**Examples**

```
f = function(x) sin(x)
rsin = dpqr(f,0,pi)$r
x = rsin(1e3)
hist(x,freq=FALSE)
curve(sin(x)/2,0,pi,add=TRUE)
```

entropy

Information entropy

Description

Computes the information entropy $H = -\sum(p \cdot \log_b(p))$, also known as Shannon entropy, of a probability vector p .

Usage

```
entropy(p, b = exp(1), normalize = TRUE)
```

Arguments

p vector of probabilities; typically normalized, such that $\sum(p)=1$.
 b base of the logarithm (default is e)
 $normalize$ logical flag. If TRUE (default), the vector p is automatically normalized.

Value

Returns the information entropy in units that depend on b . If $b=2$, the units are bits; if $b=\exp(1)$, the units are nats; if $b=10$, the units are dits.

Author(s)

Danail Obreschkow

`errlines`*Draw a line with uncertainty regions*

Description

Draw a line with uncertainty regions

Usage

```
errlines(  
  x,  
  y,  
  errp,  
  errn = errp,  
  col = "black",  
  alpha = 0.5,  
  smooth = FALSE,  
  df = NULL,  
  ...  
)
```

Arguments

<code>x</code>	vector of x-coordinates
<code>y</code>	vector of y-coordinates
<code>errp</code>	vector of y-errors in the positive direction (upwards)
<code>errn</code>	vector of y-errors in the negative direction (downwards)
<code>col</code>	color of the line
<code>alpha</code>	transparency of the uncertainty region
<code>smooth</code>	logical flag indicating whether the line should be smoothed
<code>df</code>	df (=degrees of freedom) parameter of smooth.spline function
<code>...</code>	additional parameters used by lines

Value

None

Author(s)

Danail Obreschkow

fibonaccisphere *Evenly distributed n points on a sphere*

Description

Distributes n points on a sphere in a relatively even fashion following the generalised Fibonacci algorithm, described at <http://extremelearning.com.au/evenly-distributing-points-on-a-sphere/>

Usage

```
fibonaccisphere(n = 1000, r = 1, out.xyz = TRUE, out.sph = FALSE)
```

Arguments

n	number of points to be placed on the sphere
r	radius
out.xyz	logical flag specifying whether to return Cartesian coordinates (default is TRUE)
out.sph	logical flag specifying whether to return spherical coordinates (default is FALSE); theta=colatitude (=polar angle=angle from z-axis), phi=longitude (=azimuth angle),

Value

matrix of n points (in n rows), in Cartesian and/or spherical coordinates.

Author(s)

Danail Obreschkow

See Also

[runif3](#)

Examples

```
## plot standard projections of a 1000-point Fibonacci sphere
xyz = fibonaccisphere()
plot(xyz, asp=1, pch=16, cex=0.5)
```

griddata

Distribute a point set onto a regular grid

Description

Distributes a set of points in D dimensions onto a regular, D-dimensional grid, using a fast nearest neighbor algorithm. Weights can be used optionally.

Usage

```
griddata(x, w = NULL, n = 10, min = NULL, max = NULL, density = FALSE)
```

Arguments

x	N-element vector (if D=1) or N-by-D matrix (if D>1), giving the Cartesian coordinates of N points in D dimensions.
w	optional N-element vector with weights.
n	scalar or D-element vector specifying the number of equally space grid cells along each dimension.
min	scalar or D-element vector specifying the lower bound of the grid. If not given, min is adjusted to the range of x.
max	scalar or D-element vector specifying the upper bound of the grid. If not given, max is adjusted to the range of x.
density	logical. If TRUE, the output arrays counts and mass are rescaled, such that the total number of points is $\sum(\text{counts}) dV$ and the total mass is $\sum(\text{mass}) dV$, where dV is the volume of the D-dimensional grid cells.

Value

Returns a list of items

counts	D-dimensional array representing the number of points in each grid cell
mass	D-dimensional array representing the mass (=sum of weights) of points in each grid cell. Only exists, if argument w is provided.
grid	List of D elements with the grid properties along each dimension. n: number of grid cells; mid: n-vector of mid-cell coordinates; breaks: (n+1)-vector of cell edges; lim: 2-vector of considered range; delta: cell width.

Author(s)

Danail Obreschkow

Examples

```

# Distribute 1-dimensional data onto a regular grid
npoints = 1e4
x = rnorm(npoints)
g = griddata(x,min=-3,max=3,n=100,density=TRUE)
curve(dnorm(x),-3,3)
points(g$grid$mid,g$counts/npoints,pch=16)

# Distribute 2-dimensional data onto a regular grid
x = runif(100,max=2)
y = runif(100)
g = griddata(cbind(x,y),min=c(0,0),max=c(2,1),n=c(20,10))
image(g$grid[[1]]$breaks,g$grid[[2]]$breaks,g$counts,
      asp=1,col=grey.colors(100,0,1),xlab='x',ylab='y')
points(x,y,col='red',pch=16)

# ... same with weights
w = runif(100)
g = griddata(cbind(x,y),w,min=c(0,0),max=c(2,1),n=c(20,10))
image(g$grid[[1]]$breaks,g$grid[[2]]$breaks,g$mass,asp=1,col=grey.colors(100,0,1),xlab='x',ylab='y')
points(x,y,col='red',pch=16,cex=w)

```

histcoord

Generate histogram coordinates from mid points

Description

Converts the mid-point x-values and mean densities of binned data into (x,y)-coordinates of a histogram.

Usage

```
histcoord(x, y, yleft = 0, yright = 0)
```

Arguments

x	n-vector giving the bin mid-points
y	n-vector giving bin values
yleft	optional value specifying the value at the left edge
yright	optional value specifying the value at the right edge

Value

(2n+2)-by-2 matrix of (x,y)-coordinates to draw histogram as a connected line

Author(s)

Danail Obreschkow

Examples

```
x = seq(5)
y = sin(x)
plot(x,y,xlim=c(0,6))
lines(histcoord(x,y))
```

 invert

Invert and shift colors of an image

Description

Invert the brightness of each color channel in an image and/or circularly shifts the hue value. Optionally, a Gaussian blur can be applied.

Usage

```
invert(
  img = NULL,
  invert = TRUE,
  colshift = 0,
  blur = 0,
  file.in = "",
  file.out = "",
  format = "png",
  show.image = TRUE
)
```

Arguments

<code>img</code>	n-by-m-by-3 array or n-by-m-by-4 array representing an rgb(+alpha) image
<code>invert</code>	logical flag indicating whether the channel-brightness should be inverted
<code>colshift</code>	numerical value between 0 and 1 setting the circular shift of the hue value. If <code>invert=TRUE</code> , choosing <code>colshift=0.5</code> preserves the colors, while inverting black and white.
<code>blur</code>	numerical value ≥ 0 defining the standard deviation of an optional Gaussian blur.
<code>file.in</code>	optional input filename, which can be used to load an image instead of providing it via <code>img</code> . This filename is ignored if <code>img</code> is specified.
<code>file.out</code>	optional output filename.
<code>format</code>	one of "png" or "jpg" specifying the file format of the input and output image.
<code>show.image</code>	logical flag specifying whether the image is displayed in the R console.

Value

Returns an n-by-m-by-3 array or n-by-m-by-4 array of the processed image.

Author(s)

Danail Obreschkow

Examples

```
img = yinyangyong # this is an example image included in the package

# invert brightness of all channels
invert(img)

# invert brightness, but preserve hue
invert(img, colshift=0.5)
```

kde2

2D adaptive kernel density estimation

Description

Produces a 2D kernel density estimation on a 2D grid from a 2D point set, using adaptive smoothing and allowing for the data points to have weights.

Usage

```
kde2(
  x,
  y,
  w = NULL,
  s = 1,
  n = c(20, 20),
  xlim = range(x),
  ylim = range(y),
  sd.min = NULL,
  sd.max = NULL,
  reflect = "",
  smoothw = FALSE
)
```

Arguments

x	N-element vector of x-coordinates or N-by-2 matrix of (x,y)-coordinates
y	N-element vector of y-coordinates (only used if x is a vector)
w	optional N-element vector with weights
s	characteristic smoothing length
n	scalar or 2-element vector specifying the number of equally space grid cells
xlim	2-element vector specifying the x-range
ylim	2-element vector specifying the y-range
sd.min	optional value, specifying the minimum blurring of any pixel, expressed in standard deviations in units of pixels
sd.max	optional value, specifying the maximum blurring of any pixel, expressed in standard deviations in units of pixels
reflect	vector of characters c('left','right','bottom','top') specifying the edges, where the data should be reflected
smoothw	logical flag; if set TRUE, the smoothing depends on the weighted mass rather than the counts in each pixel.

Value

Returns a list of items

x	n-element vector of cell-center x-coordinates.
y	n-element vector of cell-center y-coordinates.
xbreak	(n+1)-element vector of cell-edge x-coordinates.
ybreak	(n+1)-element vector of cell-edge y-coordinates.
n	2D array of point counts.
m	2D array of weighted point counts (masses); only available if w is specified.
d	2D array of smoothed density field.

Author(s)

Danail Obreschkow

See Also

[griddata](#)

Description

Evaluates the Landy-Szalay (1993) estimator of the two-point correlation function of a point set D given a random comparison set R . The two point sets D and R can be made of different numbers of points, as the pair-counts are automatically normalized according to the number of points. In fact, it is often preferable to make the R set larger to reduce the R -related shot noise in the two-point estimator.

Usage

```
landyszalay(D, R, dr = 0.1, cpp = TRUE)
```

Arguments

D	n-element vector or n-by-d matrix of d-dimensional positions of the data points
R	m-element vector or m-by-d matrix of d-dimensional positions of the random comparison points
dr	bin size for the evaluation of the two-point correlation function
cpp	logical flag; if set to TRUE (default) a fast implementation in C++ is used to count the point-pairs in distance bins, otherwise the counting is performed less efficiently in R.

Value

Returns a data frame with the two-point statistics of the data points:

r	vector with the mid-points of the distance bins for which the two-point correlation function has been evaluated.
xi	values of the two-point correlation function at the distances r .
err	Poisson errors of xi .

Author(s)

Danail Obreschkow

See Also

[paircount](#)

last	<i>Last element of a vector</i>
------	---------------------------------

Description

Returns the last element of a vector or the n-th element counting from the end of a vector.

Usage

```
last(x, n = 1)
```

Arguments

x	vector
n	optional integer specifying the n-th element from the end to be returned

Value

scalar of the same type as x

Author(s)

Danail Obreschkow

lightness	<i>Change lightness of a color</i>
-----------	------------------------------------

Description

Change lightness of a color

Usage

```
lightness(col, light = 0.5)
```

Arguments

col	is a color or vector/array of colors, specified as text (e.g. 'purple') or 7/9-character (e.g. '#A020F0')
light	lightness value, according to a HSL scheme, between 0 and 1 or a vector/array thereof

Value

Returns a 9-character color or vector/array of 9-character colors.

Author(s)

Danail Obreschkow

See Also[transparent](#)**Examples**

```
# Generate different lightnesses of the same color
plot(runif(50),runif(50),pch=20,cex=10,col=lightness('purple',runif(50)))
```

lim*Crop values of vector or array to a custom range*

Description

limits the values of a vector or array to a desired interval, while keeping the shape of the vector/array

Usage

```
lim(x, min = 0, max = 1, clip = NULL, na = NULL)
```

Arguments

x	vector or array
min	minimum value
max	maximum value
clip	optional value specifying the value assigned to clipped data, e.g. clip=NA
na	optional value specifying the value assigned to non-numbers (NA and NaN)

Value

vector/array of the same shape as x

Author(s)

Danail Obreschkow

linuxspaces

Handle spaces in Linux filenames

Description

Convert spaces in filenames (" ") to linux-type spaces "\ ", needed when calling system() on macOS.

Usage

```
linuxspaces(txt)
```

Arguments

txt filename, which may contain ordinary spaces, e.g. "my file 1.txt"

Value

filename with modified spaces, e.g. "my\ file\ 1.txt"

Author(s)

Danail Obreschkow

Examples

```
filename = '~/Desktop/my file 1.txt'  
command = sprintf('ls -l %s',linuxspaces(filename))  
## Not run:  
system(command)  
  
## End(Not run)
```

loadbin*Read binary data into array*

Description

Reads binary data using the base function [readBin](#) and recasts it into an array of custom dimensions.

Usage

```
loadbin(  
  filename,  
  dim,  
  bytes = 4,  
  type = "numeric",  
  signed = FALSE,  
  endian = "little"  
)
```

Arguments

filename	path of the file to be loaded
dim	vector specifying the dimensions of the array
bytes	number of bytes per number in the binary file
type	character vector of length describing the data type: "numeric" (default), "double", "integer", "int", "logical", "complex", "character", "raw"
signed	logical. Only used for integers of sizes 1 and 2, when it determines if the quantity on file should be regarded as a signed or unsigned integer.
endian	endian-type ("big" or "little") of the file

Value

Returns an array of dimension dim.

Author(s)

Danail Obreschkow

makeframe

Display a single movie frame

Description

Displays a single movie-frame in the R-console, exactly as used in a movie generated with [makemovie](#).

Usage

```
makeframe(  
  frame.draw,  
  frame.index,  
  width = 1080,  
  height = 720,  
  oversampling = 1,  
  pngfile = NULL  
)
```

Arguments

frame.draw	function that plots an individual frame. This function must have exactly one argument 'x', which can be integer (e.g. a simple frame index) or real (e.g. a time).
frame.index	list of frame indices 'x' to be included in the movie
width	number of pixels along the horizontal axis
height	number of pixels along the vertical axis
oversampling	integer specifying the oversampling factor along both dimensions. If larger than 1, frames are plotted with width*overamplng-by-height*oversampling pixels and then resized back to width-by-height. This can be used to make line objects and text move more smoothly. Importantly, line widths and text sizes have to be scaled by the same oversampling factor inside the provided frame.draw argument.
pngfile	optional path+filename of output file to save the image. R must have write access to this file.

Value

Returns the displayed image as n-by-my-by 4 array, representing the 4 RGBA channels of height n and width m.

Author(s)

Danail Obreschkow

See Also

[makemovie](#)

Examples

```
## Example: Movie of a manual clock

# Function to draw a single clock face with two hands
frame = function(time) {
  par(mar=c(0,0,0,0))
  nplot(xlim=c(-1.1,1.1),ylim=c(-1.1,1.1),pty='s')
  plotrix::draw.circle(0,0,1,col='#aaaaff')
  radius = c(0.5,0.9)
  speed = 2*pi/c(720,60)
  lwd = c(4,2)
  graphics::arrows(0,0,radius*sin(speed*time),radius*cos(speed*time),lwd=lwd)
}

# Produce movie
## Not run:
makeframe(frame, 15, 200, 200)
```



```
## End(Not run)
```

```
makemovie
```

```
Produce a movie from frame-drawing function
```

Description

Generates an MP4-movie provided a custom function that plots individual frames. The routine has been developed and tested for MacOS and it requires on a working installation of ffmpeg.

Usage

```
makemovie(
  frame.draw,
  frame.index,
  output.path,
  output.filename,
  width = 1080,
  height = 720,
  fps = 60,
  keep.frames = FALSE,
  quiet = FALSE,
  separator = "/",
  ffmpeg.cmd = "ffmpeg",
  ffmpeg.opt = "-vcodec libx264 -crf 18 -pix_fmt yuv420p",
  manual = FALSE,
  oversampling = 1,
  first.index = 1,
  last.index = length(frame.index)
)
```

Arguments

<code>frame.draw</code>	function that plots an individual frame. This function must have exactly one argument 'x', which can be integer (e.g. a simple frame index) or real (e.g. a time).
<code>frame.index</code>	list of frame indices 'x' to be included in the movie
<code>output.path</code>	character specifying the directory, where the movie and temporary frames are saved
<code>output.filename</code>	movie filename without path. This filename should end on the extension '.mp4'.
<code>width</code>	number of pixels along the horizontal axis
<code>height</code>	number of pixels along the vertical axis
<code>fps</code>	number of frames per second

keep.frames	logical flag specifying whether the temporary directory with the individual frame files should be kept. If manual is set to TRUE, the frames are always kept.
quiet	logical flag; if true, all console outputs produced by 'ffmpeg' are suppressed
separator	filename separate of the system ('/' for Mac, Linux, Unix; '\' for Windows)
ffmpeg.cmd	command used to call ffmpeg form a terminal. Normally, this is just 'ffmpeg'.
ffmpeg.opt	compression and formatting options used with ffmpeg
manual	logical flag; if true, ffmpeg is not called from within the code and the frames are never deleted. The suggested linux command line is returned as output.
oversampling	integer specifying the oversampling factor along both dimensions. If larger than 1, frames are plotted with width*overamplng-by-height*oversampling pixels and then resized back to width-by-height. This can be used to make line objects and text move more smoothly. Importantly, line widths and text sizes have to be scaled by the same oversampling factor inside the provided frame.draw argument.
first.index	integer specifying the first index of the vector frame.index to consider. Choosing a value larger than the default (1) can be used to continue a previously interrupted call of makemovie and/or to call makemovie from different R sessions in parallel.
last.index	integer specifying the last index of the vector frame.index to consider. Choosing a value smaller than the default (length(frame.index)) can be used to continue a previously interrupted call of makemovie and/or to call makemovie from different R sessions in parallel.

Value

Linux command line to convert frames into movie using ffmpeg.

Author(s)

Danail Obreschkow

See Also

[makeframe](#)

Examples

```
## Example: Movie of a manual clock

# Function to draw a single clock face with two hands
frame = function(time) {
  par(mar=c(0,0,0,0))
  nplot(xlim=c(-1.1,1.1),ylim=c(-1.1,1.1),pty='s')
  plotrix::draw.circle(0,0,1,col='#aaaaff')
  radius = c(0.5,0.9)
  speed = 2*pi/c(720,60)
  lwd = c(4,2)
```

```

    graphics::arrows(0,0,radius*sin(speed*time),radius*cos(speed*time),lwd=lwd)
}

# Produce movie
## Not run:
makemovie(frame,seq(0,60,0.5),'~/testmovie','movie.mp4',200,200)

## End(Not run)

```

mcintegral

Monte Carlo and Quasi-Monte Carlo integration in any dimension

Description

Numerical integration using a Monte Carlo (MC) or Quasi-Monte Carlo (QMC) algorithm. These algorithms are of low order ($1/\sqrt{n}$ for MC, $\log(n)/n$ for QMC in one dimension) compared to the typical orders of 1D deterministic integrators, such as those available in the `integrate` function. The MC and QMC integrators are suitable to compute D-dimensional integrals with $D \gg 1$, since the order of most deterministic methods deteriorates exponentially with D, whereas the order of MC remains $1/\sqrt{n}$, irrespective of D, and the order of QMC only deteriorates slowly with D as $\log(n)^D/n$.

Usage

```
mcintegral(f, a, b, n = 1e+05, qmc = FALSE, seed = NULL, warn = TRUE)
```

Arguments

f	scalar function of a D-vector to be integrated numerically; for fast performance, this function should be vectorized, such that it returns an N-element vector if it is given an N-by-D matrix as argument. An automatic warning is produced if the function is not vectorized in this manner.
a	D-vector with lower limit(s) of the integration
b	D-vector with upper limit(s) of the integration
n	approximate number of random evaluations. (The exact number is $\max(1, \text{round}(\sqrt{n}))^2$.)
qmc	logical flag. If false (default), pseudo-random numbers are used; if true, quasi-random numbers, generated from an additive recurrence algorithm are used.
seed	optional seed for random number generator. Only used if qmc is false.
warn	logical flag. If true (default), a warning is produced if the function f is not vectorized.

Value

Returns a list of items:

value	the best estimate of the integral.
error	an estimate of the statistical 1-sigma uncertainty.
iterations	exact number of evaluations (close to n).

Author(s)

Danail Obreschkow

Examples

```
## Numerically integrate sin(x)
f = function(x) sin(x)
m = mcintegral(f,0,pi)
cat(sprintf('Integral = %.3f\u00B1%.3f (true value = 2)\n',m$value,m$sigma))

## Numerically compute the volume of a unit sphere
sphere = function(x) as.numeric(rowSums(x^2)<=1) # this is vectorized
vmc = mcintegral(sphere,rep(-1,3),rep(1,3),seed=1)
vqmc = mcintegral(sphere,rep(-1,3),rep(1,3),qmc=TRUE)
cat(sprintf('Volume of unit sphere = %.3f\u00B1%.3f (MC)\n',vmc$value,vmc$error))
cat(sprintf('Volume of unit sphere = %.3f\u00B1%.3f (QMC)\n',vqmc$value,vqmc$error))
cat(sprintf('Volume of unit sphere = %.3f (exact)\n',4*pi/3))
```

midseq

Mid-points of regular grid

Description

Compute the mid-point positions of a one-dimensional regular grid of n equal intervals.

Usage

```
midseq(min, max, n = 1)
```

Arguments

min	left boundary of first bin
max	right boundary of last bin
n	number of bins

Value

vector of mid points

Author(s)

Danail Obreschkow

mollweide

Mollweide projection

Description

Performs a Mollweide projection (also known as Babinet projection, homalographic projection, homolographic projection, and elliptical projection) of longitude and latitude coordinates. The most important feature of the Mollweide projection is that it preserves surface areas, which makes it a commonly used projection in geography, astronomy and cosmology. The total surface area of the standard projection is equal to the surface area of the unit sphere (4π); and the shape of the fully projected sphere is an ellipse (with axes lengths $2\sqrt{2}$ and $\sqrt{2}$).

Usage

```
mollweide(lon, lat, lon0 = 0, radius = 1, deg = FALSE)
```

Arguments

lon	n-vector of longitudes in radian (unless deg=TRUE)
lat	n-vector of latitudes in radian (unless deg=TRUE), must lie between $-\pi/2$ and $+\pi/2$
lon0	latitude of null meridian, which will be projected on to $x=0$
radius	radius of spherical projection, such that the surface area of the projection equals $4\pi\text{radius}^2$
deg	logical flag; if set to TRUE, the input arguments lon, lat, lon0 are assumed to be in degrees (otherwise in radians)

Value

Returns an n-by-2 matrix of 2D Cartesian coordinates x and y.

Author(s)

Danail Obreschkow

Examples

```
lon = runif(1e4,0,2*pi)
lat = asin(runif(1e4,-1,1)) # = uniform sampling of the sphere
plot(mollweide(lon,lat),xlim=c(-3,3),ylim=c(-1.5,1.5),pch=16,cex=0.5)
plotrix::draw.ellipse(0,0,2*sqrt(2),sqrt(2),border='orange',lwd=2)
```

 mutual

Mutual information of two random variables

Description

Computes the mutual information of two random variables X and Y , given their 2D density represented in a matrix.

Usage

```
mutual(x, y = NULL, b = exp(1), n = NULL, xlim = NULL, ylim = NULL)
```

Arguments

<code>x</code>	either of the following: (1) an m -by- n matrix representing the 2D probability mass function of two random variables X and Y ; all elements must be non-negative; the normalization is irrelevant. (2) an n -vector of sampled x -values; in this case y must be specified.
<code>y</code>	optional vector of sampled y -values (only used if x is a vector of x -values).
<code>b</code>	base of the logarithm in mutual information $I(X,Y)$. Default is e .
<code>n</code>	scalar or 2-element vector specifying the number of equally space grid cells. Only used if x and y are vectors. If not provided, the default is $n=0.2*\sqrt{\text{length}(x)}$, bound between 2 and 1000. Note that $n\sim\sqrt{\text{length}(x)}$ keeps the mutual information constant for random data sets of different size.
<code>xlim</code>	2-element vector specifying the x -range (data cropped if necessary). Only used if x and y are vectors. If not given, <code>xlim</code> is set to the range of x .
<code>ylim</code>	2-element vector specifying the y -range (data cropped if necessary). Only used if x and y are vectors. If not given, <code>ylim</code> is set to the range of y .

Value

Returns a list of items:

<code>I</code>	standard mutual information $I(X,Y)$.
<code>N</code>	normalized mutual information $I(X,Y)/\sqrt{H(X)*H(Y)}$, where H is the Shannon information entropy.

Author(s)

Danail Obreschkow

ndft *Non-uniform Discrete Fourier Transform*

Description

Compute the one-dimensional Non-uniform Discrete Fourier Transform (NDFT). This is needed if the data is sampled in non-uniform intervals.

Usage

```
ndft(
  f,
  x = seq(0, length(f) - 1)/length(f),
  nu = seq(0, length(f) - 1),
  inverse = FALSE,
  weighing = TRUE,
  simplify = TRUE
)
```

Arguments

f	vector of real or complex function values
x	vector of points in direct space, typically time or position coordinates. If inverse=FALSE, x must have the same length as f.
nu	vector of frequencies in units of [1/units of x]. If inverse=TRUE, nu must have the same length as f.
inverse	logical flag; if TRUE, the inverse Fourier transform is performed.
weighing	logical flag; if TRUE, irregularly spaced evaluations of f will be weighted proportionally to their bin width in x (if inverse=FALSE) or nu (if inverse=FALSE).
simplify	logical flag; if TRUE, the complex output array will be simplified to a real array, if it is real within the floating point accuracy.

Details

The one-dimensional NDFT of a vector $f = (f_1, \dots, f_N)$ is defined as

$$F_j = \sum_i w_i f_i \exp(-2\pi i * x_i * \nu_j)$$

where w_i are optional weights, proportional to the interval around x_i , only used if weighing=TRUE. Likewise, the inverse NDFT is defined as

$$f_i = \sum_j w_j F_j \exp(+2\pi i * x_i * \nu_j)$$

where w_j are optional weights, proportional to the interval around ν_j . In this implementation NDFTs are computed using a brute force algorithm, scaling as $O(N * N)$, which is considerably worse than the $O(N) * \log(N)$ scaling of FFT algorithms. It is therefore important to pick the required frequencies wisely to minimise computing times.

Value

Returns a vector of the same length as `x` (if `inverse=FALSE`) or `nu` (if `inverse=TRUE`).

Author(s)

Danail Obreschkow

See Also

[fft](#)

Examples

```
# Define an example signal
nu1 = 1 # [Hz] first frequency
nu2 = 8 # [Hz] second frequency in the signal
s = function(t) sin(2*pi*nu1*t)+0.7*cos(2*pi*nu2*t+5)

# Discretize signal
N = 50 # number of samples
t.uniform = seq(0,N-1)/N
t.nonuniform = t.uniform^1.3
s.uniform = s(t.uniform)
s.nonuniform = s(t.nonuniform)

# Plot signal
oldpar = par(mfrow = c(1, 2))
curve(s,0,1,500,xaxs='i',main='Time signal',xlab='Time t',ylab='s(t)',col='grey')
points(t.uniform,s.uniform,pch=16,cex=0.8)
points(t.nonuniform,s.nonuniform,pch=4,col='blue')
legend('topright',c('Continuous signal','Uniform sample','Non-uniform sample'),
      lwd=c(1,NA,NA),pch=c(NA,16,4),col=c('grey','black','blue'),pt.cex=c(1,0.8,1))

# Uniform and non-uniform DFT
nu = seq(0,N-1) # discrete frequencies
spectrum.uniform = stats::fft(s.uniform)
spectrum.nonuniform = ndft(s.nonuniform,t.nonuniform,nu)
spectrum.wrong = stats::fft(s.nonuniform)

# Evaluate power
power.uniform = Mod(spectrum.uniform)^2
power.nonuniform = Mod(spectrum.nonuniform)^2
power.wrong = Mod(spectrum.wrong)^2

# Plot DFT and NDFT up to Nyquist frequency
plot(nu,power.uniform,pch=16,cex=0.8,xlim=c(0,N/2),xaxs='i',
      main='Power spectrum',xlab=expression('Frequency'~nu~'[Hz]'),ylab='Power')
points(nu,power.nonuniform,pch=4,col='blue')
points(nu,power.wrong,pch=1,col='red')
abline(v=c(nu1,nu2),col='grey',lty=2)
legend('topright',c('DFT of uniform sample','NDFT of non-uniform sample',
```



```
'DFT of non-uniform sample (wrong)', 'Input frequencies'),
      lwd=c(NA,NA,NA,1), lty=c(NA,NA,NA,2), pch=c(16,4,1,NA),
      col=c('black', 'blue', 'red', 'grey'), pt.cex=c(0.8,1,1,NA))
par(oldpar)
```

ngon

Draw a regular n-gon

Description

Draws a regular polygon with n sides, such as a triangle ($n=3$) or hexagon ($n=6$).

Usage

```
ngon(x = 0, y = 0, s = 1, n = 6, angle = 0, fix.aspect = TRUE, ...)
```

Arguments

<code>x</code>	vector of x-coordinates specifying the centres of the n-gons.
<code>y</code>	vector of y-coordinates specifying the centres of the n-gons.
<code>s</code>	side lengths; either a single number or a vector of the same length as <code>x</code> and <code>y</code> . In log-log plots, the value of <code>s</code> is in units of <code>dex</code> .
<code>n</code>	number of sides of the regular n-gons; either a single number or a vector of the same length as <code>x</code> and <code>y</code> .
<code>angle</code>	rotation angle in radians; either a single number or a vector of the same length as <code>x</code> and <code>y</code> .
<code>fix.aspect</code>	logical flag. If TRUE (default), the aspect ratio of the n-gon on the screen is forced to be unity, even if this makes it irregular in the coordinates of the plot. If FALSE, the n-gon is regular in plot coordinates, which makes it distorted in screen coordinates if the aspect ratio is not one and/or if logarithmic coordinates are used.
<code>...</code>	additional arguments used by polygon .

Value

None.

Author(s)

Danail Obreschkow

Examples

```
## Plot random points on the unit sphere in Mollweide projection
# hexagon at the center of a plot
nplot(bty='o', asp=0.5)
ngon(x=0.5, y=0.5, s=0.1, n=6, fix.aspect=FALSE)

ngon(x=0.5, y=0.5, s=0.1, n=6, border='red')

plot(NA,xlim=c(1,1e3),ylim=c(1,1e5),log='xy')
ngon(x=10^runif(10,0,3), y=10^runif(10,0,5), s=1, n=6, border='red',lwd=3)
```

nplot

Make empty plot area

Description

Open an empty plot

Usage

```
nplot(
  xlim = c(0, 1),
  ylim = c(0, 1),
  xlab = "",
  ylab = "",
  xaxs = "i",
  yaxs = "i",
  xaxt = "n",
  yaxt = "n",
  bty = "n",
  ...
)
```

Arguments

xlim, ylim	vectors with plotting limits.
xlab, ylab	horizontal and vertical labels.
xaxs, yaxs	style of the axis interval (see par).
xaxt, yaxt	character which specifies the x axis type (see par).
bty	character specifying the border type (see par).
...	additional arguments used by plot

Value

None

Author(s)

Danail Obreschkow

`paircount`*Count the number of point-pairs in distance bins*

Description

Count the number of point-pairs in equally spaced distances bins. Code works in any dimension. If only one point set is provided, the distances of this point set with itself are used (counting each pairs only once, i.e. only ij, not ji).

Usage

```
paircount(x, y = NULL, dr, rmax, cpp = TRUE)
```

Arguments

<code>x</code>	n-element vector or n-by-d matrix of d-dimensional positions of data points
<code>y</code>	optional m-element vector or m-by-d matrix of d-dimensional positions of a second point set
<code>dr</code>	distance bin size
<code>rmax</code>	maximum distance to be considered
<code>cpp</code>	logical flag; if set to TRUE (default) a fast implementation in C++ is used, otherwise the counting is performed less efficiently in R.

Value

Returns a data frame of two column vectors:

<code>r</code>	mid-points of the distance bins.
<code>n</code>	number of pairs in the distance bin.

Author(s)

Danail Obreschkow

See Also[landyszalay](#)

`pdf2jpg`*Convert pdf to jpg*

Description

Calls the console "convert" function to convert a pdf-file into a jpeg-image. Requires "convert" to be installed already.

Usage

```
pdf2jpg(  
  pdf.filename,  
  jpg.filename,  
  quality = 100,  
  background = "white",  
  dim = c(1600, 1200),  
  remove.pdf = FALSE,  
  verbose = TRUE  
)
```

Arguments

<code>pdf.filename</code>	filename of pdf input file
<code>jpg.filename</code>	filename of jpeg output file
<code>quality</code>	quality of jpeg compression from 1 (worst) to 100 (best)
<code>background</code>	color of background
<code>dim</code>	size in pixels of the jpeg-image
<code>remove.pdf</code>	logical flag. If TRUE, the pdf file is deleted after the conversion.
<code>verbose</code>	logical flag to turn on/off console statements.

Value

None

Author(s)

Danail Obreschkow

planckcolors	<i>Planck CMB colour palette</i>
--------------	----------------------------------

Description

Generates color scale matching the one normally used to display the Planck CMB temperature map from -300uK to +300uK.

Usage

```
planckcolors(n)
```

Arguments

n integer number of colors in the scale

Value

Returns an n-vector of RGB colour strings.

Author(s)

Danail Obreschkow

```
#' @examples nplot() rasterImage(rbind(planck.colors(1e3)),0,0,1,1)
```

pol2car	<i>Polar/cylindrical to Cartesian coordinate conversion</i>
---------	---

Description

Convert polar/cylindrical coordinates to 2D/3D Cartesian coordinates

Usage

```
pol2car(x)
```

Arguments

x 2/3-element or n-by-2/3 matrix representing the polar/cylindrical coordinates (r,phi)/(r,phi,z), where phi=0...2*pi is the azimuth measured positively from the x-axis.

Value

Returns a 2/3-element vector or a n-by-2/3 element matrix representing the Cartesian coordinates (x,y)/(x,y,z).

Author(s)

Danail Obreschkow

See Also[car2pol](#)

quadrupole	<i>Quadrupole tensor</i>
------------	--------------------------

Description

Compute the trace-free quadrupole tensor of a set of point masses

Usage

```
quadrupole(x, m = 1)
```

Arguments

x	n-by-3 matrix (x[1:n,1:3]) specifying the 3D cartesian coordinates of n points
m	n-vector with point masses, or single scalar giving a uniform mass for all points (defaults is unity)

Value

Returns a 3-by-3 symmetric matrix

Author(s)

Danail Obreschkow

quiet	<i>Suppress in-routine output</i>
-------	-----------------------------------

Description

Runs any routine or command while suppressing in-routine console output

Usage

```
quiet(x)
```

Arguments

x	routine to be called
---	----------------------

Value

Returns whatever the called routine returns in invisible form.

Author(s)

Danail Obreschkow

Examples

```
# Test function
test = function(x) {
  cat('This routine is likes to talk a lot!\n')
  return(x^2)
}

# Standard call call:
y = test(5)
print(y)

# Quiet call:
y = quiet(test(6))
print(y)
```

rasterflip

Flip array to be displayed with rasterImage()

Description

Flips the array A to be displayed with rasterImage, such that the first index runs from left to right and second index runs from bottom to top, like in standard Cartesian coordinates. In this way rasterImage(rasterflip(A)) has the same orientation as image(A).

Usage

```
rasterflip(A)
```

Arguments

A n-by-m array of a monochromatic image or n-by-m-by-k array of a color image
(where k is 3 or 4)

Author(s)

Danail Obreschkow

`rebindensity`*Re-bin density histograms*

Description

Transform density histogram data into histogram data with different bins

Usage

```
rebindensity(x, y, xout)
```

Arguments

<code>x</code>	<code>n</code> -vector giving the mid-points of the input histogram bins, must be equally spaced
<code>y</code>	<code>n</code> -vector giving the values of the input histogram values
<code>xout</code>	<code>m</code> -vector giving the mid-points of the output histogram bins, must be equally spaced

Value

`m`-vector of `y`-values associated with the bins specified by `xout`.

Author(s)

Danail Obreschkow

Examples

```
# original binning
x = seq(0.5,4.5)
y = seq(5)
plot(x,y,xlim=c(-1,6),ylim=c(0,6),pch=16)
lines(histcoord(x,y),lwd=3)

# rebinning
xout = seq(-0.9,6,0.3)
yout = rebindensity(x,y,xout)
points(xout,yout,col='red',pch=16)
lines(histcoord(xout,yout),col='red')
```

rng *Random number generator for a custom d-dimensional distribution*

Description

Brute-force algorithm for drawing random numbers from a d-dimensional distribution.

Usage

```
rng(f, n, min, max, fmax = NULL, seed = NULL, warn = TRUE)
```

Arguments

f	function of a d-vector representing a d-dimensional distribution function. This function must be non-negative on the whole domain. It does not need to be normalized. For fast performance, this function should be vectorized, such that it returns an N-element vector if it is given an N-by-D matrix as argument. An automatic warning is produced if the function is not vectorized in this manner.
n	number of random numbers to be generated
min, max	are d-vectors specifying the domain of distribution function; the domain must be finite and should be as restrictive as possible to keep the number of random trials as low as possible.
fmax	maximum value of f on its domain. If set to NULL (default), this value will be determined automatically, using the optimize (if d=1) and optim (if d>1) function with its default options. A value for fmax should be set, if the automatically determined value (see output list) is incorrect.
seed	optional seed for random number generator.
warn	logical flag. If true (default), a warning is produced if the function f is not vectorized.

Value

Returns list of items:

x	n-by-d matrix of n random d-vectors.
fmax	maximum value of the distribution function f on the domain.
n	number of random vectors (same as argument n).
ntrials	number of trials.

Author(s)

Danail Obreschkow

See Also

[dpqr](#)

Examples

```
## 1D random number generation (sin-function)
f = function(x) sin(x)
out = rng(f,1e3,0,pi)
hist(out$x,freq=FALSE,xlab='x')
curve(sin(x)/2,0,pi,add=TRUE)

## 5D random number generation (5-dimensional sphere)
f = function(x) as.numeric(sum(x^2)<=1)
out = rng(f,1e4,rep(-1,5),rep(1,5))
cat(sprintf('Number of successes over number of trials : %.4f\n',out$n/out$ntrials))
cat(sprintf('Expected ratio for n=\u221E : %.4f\n',pi^(5/2)/gamma(1+5/2)/2^5))
```

rotation2

2D rotation matrix

Description

Compute a 2D rotation matrix given a rotation angle

Usage

```
rotation2(angle)
```

Arguments

angle rotation angle in radians (counter-clockwise)

Value

Returns a 2-by-2 anti-symmetric rotation matrix

Author(s)

Danail Obreschkow

See Also

[rotation3](#)

rotation3	<i>3D rotation matrix</i>
-----------	---------------------------

Description

Compute a 3D rotation matrix given an axis and an angle

Usage

```
rotation3(u, angle = NULL)
```

Arguments

u	3-vector specifying the rotation axis
angle	rotation angle in radians; if not given, the norm of the vector u is interpreted as the angle

Value

Returns a 3-by-3 rotation matrix

Author(s)

Danail Obreschkow

See Also

[rotation2](#)

runif2	<i>Generate randomly oriented vectors in 2D</i>
--------	---

Description

Generate randomly oriented vectors in 2D, following an isotropic distribution (optionally truncated to a region).

Usage

```
runif2(n = 1, r = c(0, 1), azimuth = c(0, 2 * pi))
```

Arguments

n	number of random vectors to be generated
r	2-vector specifying the range of radii
azimuth	2-vector specifying the range of azimuth angles

Value

Returns an n-by-2 array of n vectors.

Author(s)

Danail Obreschkow

See Also

[runif3](#)

Examples

```
## generate 500 unit vectors with radii between 0.5 and 1
x = runif2(500,r=c(0.5,1))
oldpar = par(pty='s')
plot(x,pch=20)
par(oldpar)
```

runif3

Generate randomly oriented vectors in 3D

Description

Generate randomly oriented vectors in 3D, following an isotropic distribution (optionally truncated to a region).

Usage

```
runif3(n = 1, r = c(0, 1), azimuth = c(0, 2 * pi), polarangle = c(0, pi))
```

Arguments

n	number of random vectors to be generated
r	2-vector specifying the range of radii
azimuth	2-vector specifying the range of azimuth angles (maximum range 0..2*pi)
polarangle	2-vector specifying the range of polar angles (maximum range 0..pi)

Value

Returns an n-by-3 array of n vectors.

Author(s)

Danail Obreschkow

See Also[runif2](#)**Examples**

```
## draw 20 unit vectors on a sphere
x = runif3(20,r=c(1,1))
print(rowSums(x^2))
```

scalarproduct	<i>Scalar product</i>
---------------	-----------------------

Description

Compute scalar product of two vectors

Usage

```
scalarproduct(x, y)
```

Arguments

`x, y` d-element vectors or n-by-d matrices representing n d-element vectors

Value

Returns a scalar or a n-element vector with the scalar products.

Author(s)

Danail Obreschkow

See Also[vectorproduct](#)

smoothcontour *Draw smoothed contours*

Description

Draw smoothed iso-countours for a density field. The contours are computed using the [contourLines](#) routine and smoothed using the [smooth.spline](#) function. Both open and closed contour lines are handled correctly.

Usage

```
smoothcontour(
  x = seq(0, 1, length.out = nrow(z)),
  y = seq(0, 1, length.out = ncol(z)),
  z,
  levels,
  smoothing = 0.5,
  min.radius = 1,
  lwd = 1,
  lty = 1,
  col = "black",
  ...
)
```

Arguments

<code>x, y</code>	vectors containing the locations of grid lines at which the values of <code>z</code> are measured. These must be in ascending order. By default, equally spaced values from 0 to 1 are used.
<code>z</code>	matrix representing the density field on which the contours are plotted.
<code>levels</code>	vector of the iso-contour levels.
<code>smoothing</code>	value between 0 and 1 specifying the degree of smoothing.
<code>min.radius</code>	numerical value. If larger than 0, all contours with a mean radius (in pixels) below <code>min.radius</code> are removed.
<code>lwd</code>	vector of line widths (see par)
<code>lty</code>	vector of line types (see par)
<code>col</code>	vector of colors (see par)
<code>...</code>	additional parameters to be passed to the function lines .

Value

None

Author(s)

Danail Obreschkow

See Also

[contourLines](#), [smooth.spline](#)

Examples

```
set.seed(1)
f = function(x) cos(2*x[1]-x[2]-1)^2*exp(-x[1]^2-x[2]^2-x[1]*x[2])
x = seq(-3,3,length=100)
m = pracma::meshgrid(x)
z = array(Vectorize(function(x,y) f(c(x,y)))(m$Y,m$X)+rnorm(4e4,sd=0.1),dim(m$X))
image(x,x,z,col=terrain.colors(100))
contour(x,x,z,levels=c(0.2,0.5),add=TRUE)
smoothcontour(x,x,z,levels=c(0.2,0.5),lwd=3,smoothing=0.8,min.radius=2)
```

smoothfun

Smoothed Function

Description

Generates a cubic smoothed spline function $y=f(x)$ approximating supplied (x,y) -data with a custom number of degrees of freedom. The routine builds on [smooth.spline](#), but directly returns the smoothed function rather than the fitted model.

Usage

```
smoothfun(x, y = NULL, w = NULL, df = NULL, ...)
```

Arguments

x	a vector giving the values of the predictor variable, or a list or a two-column matrix specifying x and y.
y	responses. If y is missing or NULL, the responses are assumed to be specified by x, with x the index vector.
w	optional vector of weights of the same length as x; defaults to all 1.
df	the desired equivalent number of degrees of freedom. Must be in $[2,nx]$, where nx is the number of unique x values. If not given, nx is set to the square root of the number of unique x-values.
...	additional optional arguments used by smooth.spline .

Value

Returns a fast and vectorized smoothed function $f(x)$.

Author(s)

Danail Obreschkow

See Also[smooth.spline](#)**Examples**

```
# make random data set
set.seed(1)
x = runif(100)
y = sin(2*pi*x)+rnorm(100, sd=0.5)
plot(x,y,pch=16)

# smoothed spline
f = smoothfun(x, y)
curve(f, add=TRUE, col='red')

# smoothed spline with custom degree of freedom
g = smoothfun(x, y, df=5)
curve(g, add=TRUE, col='blue')
```

spectrumcolors

Spectrum colour palette

Description

Generates smooth rainbow color scale from red to purple, similar to [rainbow](#), but with improved smoothness

Usage

```
spectrumcolors(n, alpha = 1, rev = FALSE)
```

Arguments

n	integer number of colors in the scale
alpha	alpha transparency value (0=fully transparent, 1=fully opaque)
rev	logical flag indicating whether the ordering of the colors should be reversed

Value

Returns an n-vector of RGB colour strings.

Author(s)

Danail Obreschkow

```
#' @examples nplot() rasterImage(rbind(spectrumcolors(1e3)),0,0,1,0.5) rasterImage(rbind(rainbow(1e3,end=5/6)),0,0.5,1,1)
text(0.5,0.25,'spectrum') text(0.5,0.75,'rainbow') abline(h=0.5)
```

sph2car	<i>Spherical to Cartesian coordinate conversion</i>
---------	---

Description

Convert 3D spherical to Cartesian coordinates

Usage

```
sph2car(x)
```

Arguments

x	3-element or n-by-3 matrix representing the spherical components (r,theta,phi) of n three-dimensional vectors. Here, theta=0...pi is the polar angle measured from the north pole and phi=0...2*pi is the azimuth measured positively from the x-axis (ISO 80000-2:2019 physics convention).
---	--

Value

Returns a 3-element vector or a n-by-3 element matrix representing the Cartesian coordinates (x,y,z)

Author(s)

Danail Obreschkow

See Also

[car2sph](#)

sphereplot	<i>Plot a spherical function or point set</i>
------------	---

Description

Plots a spherical function or a point set in a 2D projection using only standard R graphics. This avoids compatibility issues of rgl, e.g. knitting markdown documents.

Usage

```

sphereplot(
  f,
  n = 100,
  theta0 = pi/2,
  phi0 = 0,
  angle = 0,
  projection = "globe",
  col = gray.colors(256, 0, 1),
  clim = NULL,
  add = FALSE,
  center = c(0, 0),
  radius = 1,
  nv = 500,
  show.border = TRUE,
  show.grid = TRUE,
  grid.phi = seq(0, 330, 30)/180 * pi,
  grid.theta = seq(30, 150, 30)/180 * pi,
  pch = 16,
  pt.col = "black",
  pt.cex = 0.5,
  lwd = 0.5,
  lty = 1,
  line.col = "black",
  background = "white",
  ...
)

```

Arguments

<code>f</code>	must be either of: (1) NULL to plot just grid without spherical function (2) a vectorized real function $f(\theta, \phi)$ of the polar angle θ $[0, \pi]$ and azimuth angle $[0, 2\pi]$ (3) an n -by-2 array of values θ and ϕ
<code>n</code>	number of grid cells in each dimension used in the plot
<code>theta0</code>	polar angle in radians at the center of the projection
<code>phi0</code>	azimuth angle in radians at the center of the projection
<code>angle</code>	angle in radians between vertical axis and central longitudinal great circle
<code>projection</code>	type of projection: "globe" (default), "cylindrical", "mollweide"
<code>col</code>	color map
<code>clim</code>	2-element vector specifying the values of f corresponding to the first and last color in <code>col</code>
<code>add</code>	logical flag specifying whether the sphere is to be added to an existing plot
<code>center</code>	center of the sphere on the plot

radius	radius of the sphere on the plot
nv	number of vertices used for grid lines and border
show.border	logical flag specifying whether to show a circular border around the sphere
show.grid	logical flag specifying whether to show grid lines
grid.phi	vector of phi-values of the longitudinal grid lines
grid.theta	vector of theta-values of the latitudinal grid lines
pch	point type
pt.col	point color
pt.cex	point size
lwd	line width of grid lines and border
lty	line type of grid lines and border
line.col	color of grid lines and border
background	background color
...	additional arguments to be passed to the function f

Value

Returns a list containing the vector `col` of colors and 2-vector `clim` of values corresponding to the first and last color.

Author(s)

Danail Obreschkow

Examples

```
## Plot random points on the unit sphere in Mollweide projection
set.seed(1)
f = cbind(acos(runif(5000,-1,1)),runif(5000,0,2*pi))
sphereplot(f,theta0=pi/3,projection='mollweide',pt.col='red')

## Plot real spherical harmonics up to third degree
oldpar = par(mar=c(0,0,0,0))
nplot(xlim=c(-4,3.5),ylim=c(0,4),asp=1)
for (l in seq(0,3)) { # degree of spherical harmonic
  for (m in seq(-l,l)) { # order of spherical harmonic

    # make spherical harmonic function in real-valued convention
    f = function(theta,phi) sphericalharmonics(l,m,cbind(theta,phi))

    # plot spherical harmonic
    sphereplot(f, 50, col=planckcolors(100), phi0=0.1, theta0=pi/3, add=TRUE, clim=c(-0.7,0.7),
              center=c(m,3.5-1), radius=0.47)

    if (l==3) text(m,-0.15,sprintf('m=%d',m))
  }
}
```

```

    text(-1-0.55,3.5-1,sprintf('l=%d',l),pos=2)
}
par(oldpar)

```

sphericalharmonics *Spherical Harmonics*

Description

Evaluates spherical harmonics Y , either in the real-valued or complex-valued basis.

Usage

```
sphericalharmonics(l, m, x, basis = "real")
```

Arguments

<code>l</code>	degree of the spherical harmonic, accurate to about $l=500$; (0=monopole, 1=dipole, 2=quadrupole, 3=octupole, 4=hexadecapole,...)
<code>m</code>	order of the spherical harmonic (-1,-l+1,...,+1)
<code>x</code>	either an n-by-2 matrix specifying the polar angle θ (0... π) and azimuthal angle ϕ (0... 2π); or an n-by-3 matrix specifying the 3D coordinates of n vectors (whose normalization is irrelevant).
<code>basis</code>	a string specifying the type of spherical harmonics; this has to be either "complex" for the standard complex-valued harmonics with Condon-Shortley phase convention, or "real" (default) for the standard real-valued harmonics.

Value

Returns an n-vector of the spherical harmonics; for points $x=c(0,0,0)$, a value of 0 is returned

Author(s)

Danail Obreschkow

Examples

```

## Check orthonormalization of all spherical harmonics up to 3rd degree

# make indices l and m up to 3rd degree
l = c(0,rep(1,3),rep(2,5),rep(3,7))
m = c(0,seq(-1,1),seq(-2,2),seq(-3,3))

# check orthonormalization for all pairs
for (i in seq(16)) {
  for (j in seq(16)) {

```

```

# compute scalar product
f = function(theta,phi) {
  Yi = sphericalharmonics(l[i],m[i],cbind(theta,phi))
  Yj = sphericalharmonics(l[j],m[j],cbind(theta,phi))
  return(Re(Yi*Conj(Yj))*sin(theta))
}
g = Vectorize(function(phi) integrate(f,0,pi,phi)$value)
scalar.product = integrate(g,0,2*pi)$value

# compare scalar product to expected value
ok = abs(scalar.product-(i==j))<1e-6
cat(sprintf('l=%1d,m=%+1d|l=%1d,m=%+1d)=%5.3f %s\n',l[i],m[i],l[j],m[j],
          scalar.product+1e-10,ifelse(ok,'ok','wrong')))
}
}

```

subplot

Insert a sub-panel into plot

Description

Insert a sub-panel into an existing plotting area. To open a subplot, call `par(subplot(...))`, to close it, you must call `par(subplot('off'))`.

Usage

```
subplot(xleft = NA, ybottom, xright, ytop)
```

Arguments

<code>xleft</code>	lower x-coordinate of the sub-panel relative to the current plot.
<code>ybottom</code>	lower y-coordinate of the sub-panel relative to the current plot.
<code>xright</code>	upper x-coordinate of the sub-panel relative to the current plot.
<code>ytop</code>	upper y-coordinate of the sub-panel relative to the current plot.

Value

graphical parameters to user with [par](#).

Author(s)

Danail Obreschkow

Examples

```
# main plot
f = function(x) x*sin(1/(x+.Machine$double.eps))
curve(f,0,1,n=1000,ylim=c(-1,1),xlab='',ylab='',xaxs='i',yaxs='i')
rect(0.02,-0.1,0.1,0.1,border='blue',col=transparent('blue',0.2))

# subplot
par(subplot(0.55,-0.8,0.93,0))
curve(f,0.02,0.1,n=500,ylim=c(-0.1,0.1),xlab='',ylab='',xaxs='i',yaxs='i')
rect(0.02,-0.1,0.1,0.1,border=NA,col= transparent('blue',0.2))
par(subplot('off'))
```

 tick

Start timer

Description

Start timer and write a custom text into the console.

Usage

```
tick(txt = "Start")
```

Arguments

```
txt          custom text
```

Value

None

Author(s)

Danail Obreschkow

See Also

[tock](#)

Examples

```
tick('Sum 10 million random numbers')
x = sum(runif(1e7))
tock()
```

tock	<i>Stop timer</i>
------	-------------------

Description

Stop timer and write the computation in seconds since the last call of tick().

Usage

```
tock(txt = "")
```

Arguments

txt optional custom text to be displayed

Value

None

Author(s)

Danail Obreschkow

See Also

[tick](#)

Examples

```
tick('Sum 10 million random numbers')
x = sum(runif(1e7))
tock()
```

transparent	<i>Add transparency to a color</i>
-------------	------------------------------------

Description

Add transparency to a color

Usage

```
transparent(col, alpha = 0.5)
```

Arguments

`col` is a color or vector/array of colors, specified as text (e.g. 'purple') or 7/9-character (e.g. '#A020F0')

`alpha` transparency value between 0 and 1 or a vector/array thereof

Value

Returns a 9-character color or vector/array of 9-character colors.

Author(s)

Danail Obreschkow

See Also

[lightness](#)

Examples

```
# Add different transparencies of the same color
plot(runif(50),runif(50),pch=20,cex=10,col=transparent('purple',runif(50)))

# Add the same transparency to different colors
plot(runif(50),runif(50),pch=20,cex=10,col=transparent(rainbow(50)))
```

transzoom

Zoom, translate and rotate array image

Description

Zoom/rotate/translate an image relative to its center for images represented as simple arrays.

Usage

```
transzoom(
  img = NULL,
  zoom = 1,
  shift = c(0, 0),
  angle = 0,
  size = NULL,
  col = "black",
  filter = "bilinear",
  file.in = "",
  file.out = "",
  format = "png",
  show.image = TRUE
)
```


Arguments

<code>img</code>	n-by-m-by-3 array or n-by-m-by-4 array representing an rgb(+alpha) image.
<code>zoom</code>	zoom factor (>0).
<code>shift</code>	2-vector specifying the vertical+horizontal translation in units of output pixels (i.e. after zooming).
<code>angle</code>	rotation angle in degrees.
<code>size</code>	2-vector specifying the vertical+horizontal dimensions of the output image. If not given, this is taken to be identical to the input image.
<code>col</code>	background color
<code>filter</code>	affine transformation filter; either 'none' or 'bilinear'
<code>file.in</code>	optional input filename, which can be used to load an image instead of providing it via <code>img</code> . This filename is ignored if <code>img</code> is specified.
<code>file.out</code>	optional output filename.
<code>format</code>	one of "png" or "jpg" specifying the file format of the input and output image.
<code>show.image</code>	logical flag specifying whether the image is displayed in the R console.

Value

Returns an n-by-m-by-3 array or n-by-m-by-4 array of the processed image.

Author(s)

Danail Obreschkow

Examples

```
img = yinyangyong # this is an example image included in the package
transzoom(img, zoom=2) # zoom by a factor 2
```

uniquedouble

Turn a 64-bit integer into a unique double value

Description

Turns 64-bit integers into unique doubles for faster comparison. The output double values are completely different from the input values.

Usage

```
uniquedouble(int64)
```

Arguments

int64 integer or vector of integers; normally used with 64-bit integers, but also works with other types.

Value

Returns a double floating point value.

Author(s)

Danail Obreschkow

Examples

```
# The comparison of in-built types is very fast:
int32 = as.integer(0) # (same as int32 = 0)
system.time(for(i in seq(1e4)) comparison=int32==int32)

# The comparison of 64-bit integers is very slow:
int64 = bit64::as.integer64(0)
system.time(for(i in seq(1e4)) comparison=int64==int64)

# The comparison of converted 64-bit integers is again fast:
int64d = unquedouble(int64)
system.time(for(i in seq(1e4)) comparison=int64d==int64d)
```

unitvector

Normalize vectors to unit length

Description

Compute the unit vectors for for a matrix of non-normalised vectors

Usage

unitvector(x)

Arguments

x m-element vector or n-by-m matrix $x[1:n, 1:m]$ representing n m-element vectors

Value

Returns a data type identical to x, but with normalised vectors. Zero-vectors are returned for vectors of length zero.

Author(s)

Danail Obreschkow

See Also

[vectorsnorm](#)

vectorsnorm

Vector norm

Description

Compute the norm of a vector or a matrix of vectors

Usage

vectorsnorm(x)

Arguments

x m-element vector or n-by-m matrix (x[1:n,1:m]) representing n m-element vectors

Value

Returns a scalar or an n-element vector with the vector norms

Author(s)

Danail Obreschkow

See Also

[vectorsnorm](#)

vectorproduct *Vector product*

Description

Compute cross product of two 3-element vectors

Usage

```
vectorproduct(x, y, normalize = FALSE)
```

Arguments

x, y 3-element vectors or n-by-3 matrices representing n 3-element vectors
normalize logical flag; if set to TRUE the cross-product(s) is/are automatically normalized

Value

Returns a 3-element vector or a n-by-3 element matrix with the cross products

Author(s)

Danail Obreschkow

See Also

[scalarproduct](#), [vectornorm](#) and [unitvector](#)

wavelength2col *Convert wavelength to RGB*

Description

Converts a given wavelength of light to an approximate RGB color value, using black in the invisible range.

Usage

```
wavelength2col(wavelength)
```

Arguments

wavelength wavelength value (or vector), in nanometers.

Value

Returns a color string or vector of color strings with the same number of elements as wavelength.

Author(s)

Danail Obreschkow

Source

Smoothed implementation of the original Fortran version by Dan Bruton (<http://www.physics.sfasu.edu/astro/color/spectra.htm>) and the R-function by Michael Friendly (<https://gist.github.com/friendly>).

Examples

```
lambda = seq(300,800)
col = matrix(wavelength2col(lambda),nrow=1)
plot(NA,xlim=range(lambda),ylim=c(0,1),xaxs='i',xlab='wavelength [nm]',yaxs='i',yaxt='n',ylab='')
rasterImage(col,min(lambda),0,max(lambda),1)
```

yinyangyong

Yin-Yang-Yong image

Description

A data set containing a 500-by-500-by-4 array, representing an image of a Yin-Yang-Yong symbol with transparency. This symbol was 'reinvented' many times. The particular version in this package is the one drawn by the package author Danail Obreschkow in 1999.

Usage

```
yinyangyong
```

Format

An object of class array of dimension 500 x 500 x 4.

Value

None

Author(s)

Danail Obreschkow

Examples

```
nplot(asp=1)
rasterImage(yinyangyong,0,0,1,1)
```

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