

# Package ‘geosphere’

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geosphere-package      *Geosphere*

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## Description

This package implements spherical trigonometry functions for geographic applications. There are functions to compute distance and direction (bearing, azimuth, course) along Great Circles (= shortest distance on a sphere, or "as the crow flies") and along rhumb lines (lines of constant direction) as well as functions to compute intersections of great circles, and 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 =  $12 + 10/60 + 30/3600 = 12.175$  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 (N = 0 and 360, E = 90, S = 180, and W = 270 degrees).

### Acknowledgements

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

### Author(s)

Robert Hijmans, Ed Williams, Chris Veness

Maintainer: Robert J. Hijmans <r.hijmans@gmail.com>

### References

<http://williams.best.vwh.net/avform.htm>

<http://www.movable-type.co.uk/scripts/latlong.html>

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

<http://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))
```

---

 antipode
*Antipodes***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**

<http://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	<i>Compute the areaPolygon of a polygon</i>
-------------	---

---

**Description**

Compute the area of a polygon on a sphere. Polygons should not self-intersect.

**Usage**

```
areaPolygon(x, ...)
```

**Arguments**

x	Longitude/latitude of the points forming a polygon; Must be a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPolygons* object
...	Additional arguments. One implemented r=6378137, the radius of the earth; default = 6378137 m

**Value**

area. Unit is the square of the unit of r (default is square meter).

**Author(s)**

Robert J. Hijmans. Based on code by Jason\_Steven (<http://forum.worldwindcentral.com/showthread.php?p=69704>)

**References**

Bevis, M. and G. Cambareri, 1987. Computing the area of a spherical polygon of arbitrary shape. *Mathematical Geology* 19: 335-346

**See Also**

[centroid](#), [perimeter](#)

**Examples**

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

---

bearing	<i>Direction of travel</i>
---------	----------------------------

---

**Description**

Get the initial bearing (direction; azimuth) to go from p1 to p2 following the shortest path (a Great Circle). Note that the bearing of travel changes continuously while going along a great circle. A route with constant bearing is a rhumb line (see [bearingRhumb](#)).

**Usage**

```
bearing(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**

Bearing in degrees

**Author(s)**

Robert Hijmans

**References**

<http://williams.best.vwh.net/ftp/avsig/avform.txt>  
<http://www.movable-type.co.uk/scripts/latlong.html>

**See Also**

[bearingRhumb](#)

**Examples**

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

---

bearingRhumb	<i>Rhumblines direction</i>
--------------	-----------------------------

---

**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
p2	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**

<http://williams.best.vwh.net/avform.htm#Rhumb>

[http://en.wikipedia.org/wiki/Rhumb\\_line](http://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. The function should work for polygons that cross the -180/180 meridian (date line).

**Usage**

```
centroid(x, ...)
```

**Arguments**

<code>x</code>	a 2-column matrix (longitude/latitude)
<code>...</code>	Additional arguments. None implemented

**Value**

A matrix (longitude/latitude)

**Note**

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

**Author(s)**

Robert J. Hijmans

**References**

For the computation of a centroid in a plane: <http://local.wasp.uwa.edu.au/~pbourke/geometry/polyarea/>

**See Also**

[area](#), [perimeter](#)

**Examples**

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



---

`daylength`*Daylength*

---

**Description**

Compute daylength (photoperiod) for a latitude and date.

**Usage**

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

**Arguments**

<code>lat</code>	latitude, in degrees. I.e. between -90.0 and 90.0
<code>doy</code>	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**

Forsythe, William C., Edward J. Rykiel Jr., Randal S. Stahl, Hsin-i Wu and Robert M. Schoolfield, 1995. A model comparison for daylength as a function of latitude and day of the year. *Ecological Modeling* 80:87-95.

**Examples**

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

# average monthly daylength
d1 <- daylength(45, 1:365)
tapply(d1, rep(1:12, c(31,28,31,30,31,30,31,31,30,31,30,31)), mean)
```

---

destPoint	<i>Destination given bearing (direction) and distance, when following a Great Circle</i>
-----------	--

---

### Description

Calculate the destination point travelling along a (shortest distance) Great Circle, given a start point, initial direction (bearing), and distance.

### Usage

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

### 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 Spatial-Points* object
b	Numeric. Bearing (direction) in degrees
d	Numeric. Distance in the same unit as r (default is meters)
r	Numeric. Radius of the earth; default = 6378137 m

### Value

A pair of coordinates (longitude/latitude)

### Note

Direction changes continuously when traveling along a Great Circle. 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)

Robert Hijmans, based on code by Chris Veness

### References

<http://www.movable-type.co.uk/scripts/latlong.html>

<http://williams.best.vwh.net/ftp/avsig/avform.txt>

### Examples

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

#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**

```
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**

<http://williams.best.vwh.net/avform.htm#Rhumb>  
<http://www.movable-type.co.uk/scripts/latlong.html>  
[http://en.wikipedia.org/wiki/Rhumb\\_line](http://en.wikipedia.org/wiki/Rhumb_line)

**See Also**

[destPoint](#)

**Examples**

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

---

dist2gc                      *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 p1 and p2, while p3 is the point away from the path.

### Usage

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

### 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

### Value

A distance in units of r (default is meters)

The sign indicates which side of the path p3 is on. Positive means right of the course from p1 to p2, negative means left.

### Author(s)

Ed Williams and Robert Hijmans

### References

<http://www.movable-type.co.uk/scripts/latlong.html>

<http://williams.best.vwh.net/ftp/avsig/avform.txt>

### See Also

[dist2Line](#), [alongTrackDistance](#)

### Examples

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

---

dist2Line	<i>Distance between points and lines or the border of polygons.</i>
-----------	---

---

### Description

The shortest distance between points and polylines or polygons.

### Usage

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

### 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 <code>SpatialPoints*</code> object
line	longitude/latitude of line as a matrix of 2 columns (first one is longitude, second is latitude) or a <code>SpatialLines*</code> or <code>SpatialPolygons*</code> object
distfun	A distance function, such as <a href="#">distHaversine</a>

### Value

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 `over` functions in packages `sp` or `rgeos` for point-in-polygon queries.

### 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	<i>'Law of cosines' great circle distance</i>
------------	---

---

### 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

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

### See Also

[distHaversine](#), [distVincentySphere](#), [distVincentyEllipsoid](#), [distMeeus](#)

### Examples

```
distCosine(c(0,0),c(90,90))
```

---

distHaversine	<i>'Haversine' great circle distance</i>
---------------	--

---

### 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
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

Sinnott, R.W, 1984. Virtues of the Haversine. Sky and Telescope 68(2): 159

<http://www.movable-type.co.uk/scripts/latlong.html>

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

### See Also

[distCosine](#), [distVincentySphere](#), [distVincentyEllipsoid](#), [distMeeus](#)

**Examples**

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

---

dism	<i>Distance matrix</i>
------	------------------------

---

**Description**

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

**Usage**

```
dism(x, y, fun=distHaversine)
```

**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, distHaversine, distVincenty*)

**Value**

Matrix of distances

**Author(s)**

Robert Hijmans

**References**

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

**See Also**

[distCosine](#), [distHaversine](#), [distVincentySphere](#), [distVincentyEllipsoid](#)

**Examples**

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



---

distMeeus	<i>'Meeus' great circle distance</i>
-----------	--------------------------------------

---

### Description

The shortest distance between two points (i.e., the 'great-circle-distance' or 'as the crow flies'), according to the 'Meeus' method. This method uses an ellipsoid, and the results should be very accurate.

### Usage

```
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
a	Equatorial axis of ellipsoid
f	Inverse flattening of ellipsoid

### 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:

ellipsoid	a	f
WGS84	6378137	1/298.257223563
GRS80	6378137	1/298.257222101
GRS67	6378160	1/298.25
Airy 1830	6377563.396	1/299.3249646
Bessel 1841	6377397.155	1/299.1528434
Clarke 1880	6378249.145	1/293.465
Clarke 1866	6378206.4	1/294.9786982
International 1924	6378388	1/297
Krasovsky 1940	6378245	1/298.2997381

more info: [http://en.wikipedia.org/wiki/Reference\\_ellipsoid](http://en.wikipedia.org/wiki/Reference_ellipsoid)

### 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**

Meeus, J., 1999 (2nd edition). *Astronomical algorithms*. Willman-Bell, 477p.

**See Also**

[distVincentyEllipsoid](#), [distVincentySphere](#), [distHaversine](#), [distCosine](#)

**Examples**

```
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)
```

---

distRhumb

*Distance along a rhumb line*

---

**Description**

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

**Usage**

```
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 <code>SpatialPoints*</code> object
p2	as above
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**

<http://www.movable-type.co.uk/scripts/latlong.html>

**See Also**

[distCosine](#), [distHaversine](#), [distVincentySphere](#), [distVincentyEllipsoid](#)

**Examples**

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

---

distVincentyEllipsoid 'Vincenty' (ellipsoid) 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 (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
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:

ellipsoid	a	b	f
WGS84	6378137	6356752.3142	1/298.257223563
GRS80	6378137	6356752.3141	1/298.257222101
GRS67	6378160	6356774.719	1/298.25
Airy 1830	6377563.396	6356256.909	1/299.3249646
Bessel 1841	6377397.155	6356078.965	1/299.1528434
Clarke 1880	6378249.145	6356514.86955	1/293.465
Clarke 1866	6378206.4	6356583.8	1/294.9786982
International 1924	6378388	6356911.946	1/297
Krasovsky 1940	6378245	6356863	1/298.2997381

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: [http://en.wikipedia.org/wiki/Reference\\_ellipsoid](http://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

Vincenty, T. 1975. Direct and inverse solutions of geodesics on the ellipsoid with application of nested equations. Survey Review Vol. 23, No. 176, pp88-93. Available here:

<http://www.movable-type.co.uk/scripts/latlong-vincenty.html>

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

### See Also

[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 than 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
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

[http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)

### See Also

[distVincentyEllipsoid](#), [distHaversine](#), [distCosine](#), [distMeeus](#)

### Examples

```
distVincentySphere(c(0,0),c(90,90))
```

---

finalBearing	<i>Final direction</i>
--------------	------------------------

---

**Description**

Get the final direction (bearing) when arriving at p2 after starting from p1 and following the shortest path (a great circle).

**Usage**

```
finalBearing(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 direction (bearing) in degrees

**Author(s)**

Robert Hijmans

**References**

<http://www.movable-type.co.uk/scripts/latlong.html>

<http://williams.best.vwh.net/ftp/avsig/avform.txt>

**See Also**

[bearing](#)

**Examples**

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

---

gcIntermediate      *Intermediate points on a great circle*

---

### Description

Get intermediate points on a great circle inbetween the two points used to define the great circle.

### Usage

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

### 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 Spatial-Points* object
p2	As above
n	The requested number of points on the Great Circle
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 seperated by a row of NA values? (for use in 'plot')

### Value

matrix or list

### Author(s)

Robert Hijmans based on code by Ed Williams

### References

<http://williams.best.vwh.net/avform.htm#Intermediate>

### Examples

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

---

`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 Spatial-Points* 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**

<http://williams.best.vwh.net/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

<http://williams.best.vwh.net/avform.htm#Intersection>

<http://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**

<code>p1</code>	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
<code>p2</code>	As above
<code>lon</code>	Longitude

**Value**

A numeric (latitude)

**Author(s)**

Robert Hijmans based on a formula by Ed Williams

**References**

<http://williams.best.vwh.net/avform.htm#Int>

**See Also**

[gcLon](#), [gcMaxLat](#)

**Examples**

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

---

gcLon	<i>Longitude on a Great Circle</i>
-------	------------------------------------

---

**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**

<http://williams.best.vwh.net/avform.htm#Intersection>

**See Also**

[gcLat](#), [gcMaxLat](#)

**Examples**

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

---

`gcMaxLat`*Highest latitude on a great circle*

---

**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**

<http://williams.best.vwh.net/ftp/avsig/avform.txt>  
<http://www.movable-type.co.uk/scripts/latlong.html>

**See Also**

[gcLat](#), [gcLon](#)

**Examples**

```
gcMaxLat(c(5,52), c(-120,37))  
  
# this seems to be more accurate:  
f <- function(lon){gcLat(c(5,52), c(-120,37), lon)}  
optimize(f, interval=c(-180, 180), maximum=TRUE)
```

---

geomean	<i>Mean location of spherical coordinates</i>
---------	---

---

**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)

**Value**

Ccoordinate pair (numeric)

**Author(s)**

Robert J. Hijmans

**Examples**

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

---

greatCircle	<i>Great circle</i>
-------------	---------------------

---

**Description**

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

**Usage**

```
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**

<http://williams.best.vwh.net/avform.htm#Int>

**Examples**

```
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**

<http://williams.best.vwh.net/avform.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  $\geq 0$ . 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**

<http://williams.best.vwh.net/avform.htm#Horizon>

Bowditch, 1995. American Practical Navigator. Table 12.

**Examples**

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

---

makePoly	<i>Add vertices to a polygon or line</i>
----------	--

---

### 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

```
makePoly(p, interval=10000, r=6378137, sp=FALSE)
makeLine(p, interval=10000, r=6378137, 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
r	radius of the earth; default = 6378137
sp	Logical. If TRUE, a SpatialPolygons object is returned (depends on the 'sp' package)

### Value

A matrix

### Author(s)

Robert J. Hijmans

### Examples

```
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	<i>Mercator projection</i>
----------	----------------------------

---

**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**

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

---

midPoint	<i>Mid-point</i>
----------	------------------

---

**Description**

Find the point half-way between two points along a great circle

**Usage**

```
midPoint(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 pair of coordinates (longitude/latitude)

**Author(s)**

Robert Hijmans, based on code by Chris Vennes

**References**

- <http://mathforum.org/library/drmath/view/51822.html>
- [http://en.wikipedia.org/wiki/Great\\_circle\\_distance](http://en.wikipedia.org/wiki/Great_circle_distance)
- <http://www.movable-type.co.uk/scripts/latlong.html>

**Examples**

```
midPoint(c(0,0),c(90,90))
```

---

onGreatCircle	<i>Is a point on a given great circle?</i>
---------------	--

---

**Description**

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

**Usage**

```
onGreatCircle(p1, p2, p3)
```

**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

**Value**

logical

**Author(s)**

Robert Hijmans

**Examples**

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

---

perimeter

*Compute the perimeter of a polygon*

---

**Description**

Compute the perimeter of a polygon (or the length of a line) on a sphere

**Usage**

```
perimeter(x, ...)
```

**Arguments**

x	Longitude/latitude of the points forming a polygon; Must be a matrix of 2 columns (first one is longitude, second is latitude) or a SpatialPolygons* or SpatialLines* object
...	Additional arguments. One implemented r=6378137, the radius of the earth; default = 6378137 m

**Value**

Numeric. The perimeter or length. Unit is that of r (default is m).

**Author(s)**

Robert Hijmans

**See Also**

[area](#), [centroid](#)

**Examples**

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

---

plotArrows

*Plot*

---

### 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

<code>p</code>	Polygons (either a 2 column matrix or data.frame; or a SpatialPolygons* object)
<code>fraction</code>	numeric between 0 and 1. When smaller than 1, interrupted lines are drawn
<code>length</code>	length of the edges of the arrow head (in inches)
<code>first</code>	Character to plot on first (and last) vertex
<code>add</code>	Logical. If TRUE, the plot is added to an existing plot
<code>...</code>	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	<i>Random or regularly distributed coordinates on the globe</i>
-------------------	---

---

## 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

```
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 Haack (regularCoordinates), <http://mathforum.org/kb/message.jspa?messageID=3985660&tstart=0>

and suggestions by Michael Orion (randomCoordinates), <http://sci.tech-archive.net/Archive/sci.math/2005-09/msg04691.html>

## Examples

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

---

span	<i>Span of polygons</i>
------	-------------------------

---

### 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

### 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
r	Numeric. Radius of the earth; default=6378137m

### 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

```
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)
```

---

`wrlld`*World countries*

---

**Description**

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

**Usage**

```
data(wrlld)
data(merc)
```

**Source**

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

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