Package 'simlandr'

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Type Package

Title Simulation-Based Landscape Construction for Dynamical Systems

Version 0.1.1

Description A set of tools for constructing potential landscapes for dynamical systems using Monte-Carlo simulation. Especially suitable for psychological formal models.

License GPL (>= 3)

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VignetteBuilder knitr

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Author Jingmeng Cui [aut, cre]

Maintainer Jingmeng Cui <jingmeng.cui@outlook.com>

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R topics documented:

`attach_all_matrices` *Attach all matrices in a batch simulation*

Description

Attach all matrices in a batch simulation

Usage

```
attach_all_matrices(bs, backingpath = "bp")
```

Arguments

`bs`	A `batch_simulation` object.
`backingpath`	Passed to `as.big.matrix`.

`calculate_barrier` *General function for calculating energy barrier*

Description

General function for calculating energy barrier

Usage

```
calculate_barrier(l, ...)

## S3 method for class '`2d_density_landscape`'
calculate_barrier(l, ...)

## S3 method for class 'density'
calculate_barrier(l, ...)

## S3 method for class '`2d_density_landscape`'
calculate_barrier(l, ...)

## S3 method for class '`3d_static_landscape`'
calculate_barrier(l, ...)

## S3 method for class 'list'
calculate_barrier(l, ...)

## S3 method for class 'barrier'
plot(x, ...)

## S3 method for class '`3d_animation_landscape`'
calculate_barrier(l, ...)

## S3 method for class '`3d_matrix_landscape`'
calculate_barrier(l, ...)

## S3 method for class '`2d_matrix_landscape`'
calculate_barrier(l, ...)
```

Arguments

`l`	A landscape or related project.
`...`	Not in use.
`x`	A ‘barrier‘ object.

Methods (by class)

- `barrier`: Plot a ‘barrier‘

See Also

calculate_barrier_2d, calculate_barrier_3d, calculate_barrier_3d_batch

---

calculate_barrier_2d *Calculate barrier from a 2D landscape*

Description

Calculate barrier from a 2D landscape

Usage

```
calculate_barrier_2d(
  l,
  start_location_value = 0,
  start_r = 0.1,
  end_location_value = 0.7,
  end_r = 0.15,
  base = exp(1)
)
```

Arguments

l	A 2d_density_landscape object (recommended) or a density distribution.
start_location_value, end_location_value	The initial position (in value) for searching the start/end point.
start_r, end_r	The searching radius for searching the start/end point.
base	The base of the log function.

---

calculate_barrier_2d_batch *Calculate barrier from a 2D landscape with multiple simulations*

Description

Calculate barrier from a 2D landscape with multiple simulations

Usage

```
calculate_barrier_2d_batch(
  l,
  bg = NULL,
  start_location_value = 0,
  start_r = 0.1,
  end_location_value = 0.7,
  end_r = 0.15,
  base = exp(1)
)
```

Arguments

l	A 2d_animation_landscape (not implemented yet) or a 2d_matrix_landscape.
bg	A barrier_grid_3d object if you want to use different parameters for each condition. Otherwise NULL.
start_location_value, end_location_value	The initial position (in value) for searching the start/end point.
start_r, end_r	The searching (L1) radius for searching the start/end point.
base	The base of the log function.

---

calculate_barrier_3d *Calculate barrier from a 3D landscape*

Description

Calculate barrier from a 3D landscape

Usage

```
calculate_barrier_3d(
  l,
  start_location_value = c(0, 0),
  start_r = 0.1,
  end_location_value = c(0.7, 0.6),
  end_r = 0.15,
  Umax,
  expand = TRUE,
  omit_unstable = FALSE,
  base = exp(1)
)
```

Arguments

l	A 3d_static_landscape object (recommended) or a kde2d distribution.
start_location_value, end_location_value	The initial position (in value) for searching the start/end point.
start_r, end_r	The searching (L1) radius for searching the start/end point.
Umax	The highest possible value of the potential function.
expand	If the values in the range all equal to Umax, expand the range or not?
omit_unstable	If a state is not stable (the "local minimum" overlaps with the saddle point), omit that state or not?
base	The base of the log function.

---

calculate_barrier_3d_batch

Calculate barrier from a 3D landscape with multiple simulations

---

Description

Calculate barrier from a 3D landscape with multiple simulations

Usage

```
calculate_barrier_3d_batch(
  l,
  bg = NULL,
  start_location_value = c(0, 0),
  start_r = 0.1,
  end_location_value = c(0.7, 0.6),
  end_r = 0.15,
  Umax,
  expand = TRUE,
  omit_unstable = FALSE,
  base = exp(1)
)
```

Arguments

l	A 3d_animation_landscape or a 3d_matrix_landscape.
bg	A barrier_grid_3d object if you want to use different parameters for each condition. Otherwise NULL.
start_location_value, end_location_value	The initial position (in value) for searching the start/end point.
start_r, end_r	The searching (L1) radius for searching the start/end point.
Umax	The highest possible value of the potential function.

expand	If the values in the range all equal to Umax, expand the range or not?
omit_unstable	If a state is not stable (the "local minimum" overlaps with the saddle point), omit that state or not?
base	The base of the log function.

---

check_conv *Check density convergence of simulation*

Description

Check density convergence of simulation

Usage

```
check_conv(output, vars, sample_perc = 0.2, plot_type = "bin")
```

Arguments

output	A matrix of simulation output.
vars	The names of variables to check.
sample_perc	The percentage of data sample for the initial, middle, and final stage of the simulation.
plot_type	Which type of plots should be generated? ("bin" or "density")

---

fill_in_struct *Fill a vector of values into a structure list.*

Description

Fill a vector of values into a structure list.

Usage

```
fill_in_struct(vec, struct)
```

Arguments

vec	A vector of values.
struct	A list with a certain structure.

find_local_min_2d *Find local minimum of a 2d distribution*

Description

Find local minimum of a 2d distribution

Usage

```
find_local_min_2d(dist, localmin, r)
```

Arguments

dist	An density distribution object.
localmin	Starting value of finding local minimum.
r	Searching radius.

find_local_min_3d *Find local minimum of a 3d distribution*

Description

Find local minimum of a 3d distribution

Usage

```
find_local_min_3d(dist, localmin, r, Umax, expand = TRUE, first_called = TRUE)
```

Arguments

dist	An kde2d distribution object.
localmin	Starting value of finding local minimum.
r	Searching (L1) radius.
Umax	The highest possible value of the potential function.
expand	If the values in the range all equal to Umax, expand the range or not?
first_called	Is this function first called by another function?

get_barrier_height *Get the barrier height from a 'barrier' object.*

Description

Get the barrier height from a 'barrier' object.

Usage

```
get_barrier_height(b)
```

Arguments

b	A barrier object.

get_dist *Get the probability distribution from a landscape object*

Description

Get the probability distribution from a landscape object

Usage

```
get_dist(l, index = 1)
```

Arguments

l	A landscape project.
index	1 to get the distribution in tidy format; 2 or "raw" to get the raw simulation result (batch_simulation).

get_geom *Get a ggplot2 geom layer that can be added to a ggplot2 landscape plot*

Description

This layer can show the saddle point (2d) and the minimal path (3d) on the landscape.

Usage

```
get_geom(b, path = TRUE)
```

Arguments

b	A barrier object.
path	Show the lowest elevation path in the graph?

hash_big.matrix-class *Class "hash_big.matrix": big matrix with a md5 hash reference*

Description

hash_big.matrix class is a modified class from big.matrix-class. Its purpose is to help users operate big matrices within hard disk in a reusable way, so that the large matrices do not consume too much memory, and the matrices can be reused for the next time. Comparing with big.matrix-class, the major enhancement of hash_big.matrix class is that the backing files are, by default, stored in a permanent place, with the md5 of the object as the file name. With this explicit name, hash_big.matrix objects can be easily reloaded into workspace every time.

Usage

```
as.hash_big.matrix(x, backingpath = "bp", silence = TRUE, ...)

attach.hash_big.matrix(x, backingpath = "bp")
```

Arguments

x	A matrix, vector, or data.frame for as.big.matrix.
backingpath, ...	Passed to as.big.matrix.
silence	Suppress messages?

Functions

- as.hash_big.matrix: Create a hash_big.matrix object from a matrix.
- attach.hash_big.matrix: Attach a hash_big.matrix object from the backing file to the workspace.

Slots

md5 The md5 value of the matrix.

address Inherited from big.matrix.

---

make_2d_density *Make 2D density-based landscape plot for a single simulation output*

Description

Make 2D density-based landscape plot for a single simulation output

Usage

```
make_2d_density(output, x, adjust = 50, from = -0.1, to = 1, Umax = 5)
```

Arguments

output	A matrix of simulation output.
x	The name of the target variable.
adjust, from, to	Passed to density.
Umax	The maximum displayed value of potential.

Value

A 2d_density_landscape object.

make_2d_kernel_dist *Make 2D kernel smooth distribution*

Description

Make 2D kernel smooth distribution

Usage

```
make_2d_kernel_dist(
  output,
  x,
  y,
  n = 200,
  lims = c(-0.1, 1.1, -0.1, 1.1),
  h,
  kde_fun = "ks"
)
```

Arguments

output	A matrix of simulation output.
x, y	The name of the target variable.
n, lims, h	Passed to kde or kde2d. If using ks::kde, H = diag(h,2,2). Note: the definition of bandwidth ('h') is different in two functions. To get a similar output, the 'h' is about 50 to 5000 times smaller for kde than kde2d
kde_fun	Which to use? Choices: "ks" ks::kde (default; faster and taking less memory); "MASS" MASS::kde2d.

Value

A kde2d-type list.

make_2d_matrix *Make a matrix of 2d graphs for two parameters*

Description

Make a matrix of 2d graphs for two parameters

Usage

```
make_2d_matrix(
  bs,
  x,
  rows = NULL,
  cols,
  adjust = 50,
  from = -0.1,
  to = 1,
  Umax = 5,
  individual_landscape = FALSE
)
```

Arguments

bs	A batch_simulation object created by batch_simulation.
x, rows, cols	The names of the target variables. If 'rows' is 'NULL', only a vector of graphs will be generated.
adjust, from, to	Passed to density.
Umax	The maximum displayed value of potential.
individual_landscape	Make individual landscape for each simulation?

---

make_2d_tidy_dist *Make a tidy data frame from smooth 2d distribution matrix*

Description

Make a tidy data frame from smooth 2d distribution matrix

Usage

```
make_2d_tidy_dist(dist_2d, value = NULL, var_name = NULL)
```

Arguments

dist_2d	kde2d distribution.
value	The value of the variable of interest.
var_name	The name of the variable.

Value

A tidy data frame.

make_3d_animation *Make 3d animations from multiple simulations*

Description

Make 3d animations from multiple simulations

Usage

```
make_3d_animation(
  bs,
  x,
  y,
  fr,
  Umax = 5,
  n = 200,
  lims = c(-0.1, 1.1, -0.1, 1.1),
  h = 0.001,
  kde_fun = "ks",
  individual_landscape = FALSE,
  mat_3d = TRUE
)
```

Arguments

bs	A batch_simulation object created by batch_simulation.
x, y, fr	The names of the target variables. fr corresponds to the frame parameter in plotly.
Umax	The maximum displayed value of potential.
n, lims, h, kde_fun	Passed to make_2d_kernel_dist
individual_landscape	Make individual landscape for each simulation?
mat_3d	Also make heatmap matrix?

make_3d_kernel_dist *Make 3D kernel smooth distribution*

Description

Make 3D kernel smooth distribution

Usage

```
make_3d_kernel_dist(
  output,
  x,
  y,
  z,
  n = 200,
  lims = c(-0.1, 1.1, -0.1, 1.1, -0.1, 1.1),
  h
)
```

Arguments

`output`	A matrix of simulation output.
`x, y, z`	The name of the target variable.
`n, lims, h`	Passed to `kde` (but using the format of `kde2d` to make it consistent across functions). For `ks::kde`, `H = diag(h,2,2)`.

Value

A `MASS::kde2d`-type list.

`make_3d_matrix` *Make a matrix or vector of 3d heatmap graphs for two parameters*

Description

(Note: a matrix of interactive maps is currently not supported.)

Usage

```
make_3d_matrix(
  bs,
  x,
  y,
  rows = NULL,
  cols,
  Umax = 5,
  n = 200,
  lims = c(-0.1, 1.1, -0.1, 1.1),
  h = 0.001,
  kde_fun = "ks",
  individual_landscape = FALSE
)
```

Arguments

bs	A batch_simulation object created by batch_simulation.
x, y, rows, cols	The names of the target variables. If 'rows' is 'NULL', only a vector of graphs will be generated.
Umax	The maximum displayed value of potential.
n, lims, h, kde_fun	Passed to make_2d_kernel_dist
individual_landscape	Make individual landscape for each simulation?

---

make_3d_static *Make 3D static landscape plots from simulation output*

Description

Make 3D static landscape plots from simulation output

Usage

```
make_3d_static(
  output,
  x,
  y,
  Umax = 5,
  n = 200,
  lims = c(-0.1, 1.1, -0.1, 1.1),
  h = 0.001,
  kde_fun = "ks"
)
```

Arguments

output	A matrix of simulation output.
x, y	The name of the target variable.
Umax	The maximum displayed value of potential.
n, lims, h, kde_fun	Passed to make_2d_kernel_dist

Value

A 3d_static_landscape, landscape object.

make_3d_tidy_dist *Make a tidy data frame from smooth 3d distribution matrix*

Description

Make a tidy data frame from smooth 3d distribution matrix

Usage

```
make_3d_tidy_dist(dist_3d, value = NULL, var_name = NULL)
```

Arguments

dist_3d	kde2d-type distribution.
value	The value of the variable of interest.
var_name	The name of the variable.

Value

A tidy data frame.

make_4d_static *Make 4D static space-color plots from simulation output*

Description

Make 4D static space-color plots from simulation output

Usage

```
make_4d_static(
  output,
  x,
  y,
  z,
  Umax = 5,
  n = 50,
  lims = c(-0.1, 1.1, -0.1, 1.1, -0.1, 1.1),
  h = 0.001
)
```

Arguments

output	A matrix of simulation output.
x, y, z	The name of the target variable.
Umax	The maximum displayed value of potential.
n, lims, h	Passed to make_3d_kernel_dist

Value

A 4d_static_landscape, landscape object.

---

make_barrier_grid_2d *Make a grid for calculating barriers for 2d landscapes*

Description

Make a grid for calculating barriers for 2d landscapes

Usage

```
make_barrier_grid_2d(
  vg,
  start_location_value = 0,
  start_r = 0.1,
  end_location_value = 0.7,
  end_r = 0.15,
  df = NULL,
  print_template = FALSE
)
```

Arguments

vg	A var_grid object.
start_location_value, start_r, end_location_value, end_r	Default values for finding local minimum. See calculate_barrier_3d_batch.
df	A data frame for the variables. Use print_template = TRUE to get a template.
print_template	Print a template for df.

make_barrier_grid_3d *Make a grid for calculating barriers for 3d landscapes*

Description

Make a grid for calculating barriers for 3d landscapes

Usage

```
make_barrier_grid_3d(
  vg,
  start_location_value = c(0, 0),
  start_r = 0.1,
  end_location_value = c(0.7, 0.6),
  end_r = 0.15,
  df = NULL,
  print_template = FALSE
)
```

Arguments

vg	A var_grid object.
start_location_value, start_r, end_location_value, end_r	Default values for finding local minimum. See calculate_barrier_3d_batch.
df	A data frame for the variables. Use print_template = TRUE to get a template.
print_template	Print a template for df.

make_var_grid *Make variable grids for batch simulation*

Description

This is the main function for making the variable grids.

Usage

```
make_var_grid(var_set)
```

Arguments

var_set	A var_set object. See new_var_set and add_var.

Value

A var_grid object.

See Also

batch_simulation for a concrete example.

---

modified_simulation *Do the batch simulation*

Description

This is the main function for the batch simulation.

Usage

```
modified_simulation(sim_fun, var_list, default_list, bigmemory = TRUE)

batch_simulation(var_grid, sim_fun, default_list, bigmemory = TRUE)
```

Arguments

sim_fun	The simulation function. See sim_fun_test for an example.
var_list	An var_list object generated by fill_in_struct.
default_list	A list of default values for sim_fun.
bigmemory	Use hash_big.matrix-class to store large matrices?
var_grid	A var_grid object. See make_var_grid.

Value

A batch_simulation object, also a data frame. The first column, var, is a list of var_list that contains all the variables; the second to the second last columns are the values of the variables; the last column is the output of the simulation function.

Functions

- modified_simulation: Modify a single simulation.

Examples

```
test <- new_var_set()
test <- test %>%
  add_var("par1", "var1", 1, 2, 0.1) %>%
  add_var("par2", "var2", 1, 2, 0.1)
test_grid <- make_var_grid(test)
test_result <- batch_simulation(test_grid, sim_fun_test,
  default_list = list(
    par1 = list(var1 = 0),
    par2 = list(var2 = 0, var3 = 0)
  ), bigmemory = FALSE
)
test_result
```

new_var_set *Create and modify variable sets for batch simulation*

Description

A variable set contains the descriptions of the relevant variables in a batch simulation. Use new_var_set to create an S3 var_set object, and use add_var to add descriptions of variables.

Usage

```
new_var_set()

add_var(var_set, par_name, var_name, start, end, by)

nvar(var_set)

npar(var_set)
```

Arguments

var_set	A var_set object.
par_name, var_name	The name of the parameter and variable in the simulation function
start, end, by	The data points where you want to test the variables. Passed to seq.

Functions

- new_var_set: Create a var_set.
- add_var: Add a variable to the var_set.
- nvar: The number of variables.
- npar: The number of parameters.

See Also

make_var_grid for making grids from variable sets; batch_simulation for running batch simulation and a concrete example.

Examples

```
test <- new_var_set()
test <- test %>%
  add_var("par1", "var1", 1, 2, 0.1) %>%
  add_var("par2", "var2", 1, 2, 0.1)
```

plot.landscape *Make plots from landscape objects*

Description

Make plots from landscape objects

Usage

```
## S3 method for class 'landscape'
plot(x, index = 1, ...)
```

Arguments

x	A landscape object
index	Default is 1. For some landscape objects, there is a second plot (usually 2d heatmaps for 3d landscapes) or a third plot (usually 3d matrices for 3d animations). Use ‘index = 2‘ to plot that one.
...	Not in use.

print.batch_simulation *Print a batch_simulation*

Description

Print a batch_simulation

Usage

```
## S3 method for class 'batch_simulation'
print(x, detail = FALSE, ...)
```

Arguments

x	The object.
detail	Do you want to print the object details as a full list?
...	Not in use.

print.check_conv *Print a 'check_conv'*

Description

Print a 'check_conv'

Usage

```
## S3 method for class 'check_conv'
print(x, ask = TRUE, ...)
```

Arguments

x	The object.
ask	Ask to press enter to see the next plot?
...	Not in use.

print.var_grid *Print a var_grid*

Description

Print a var_grid

Usage

```
## S3 method for class 'var_grid'
print(x, detail = FALSE, ...)
```

Arguments

x	The object.
detail	Do you want to print the object details as a full list?
...	Not in use.

print.var_set *Print a var_set*

Description

Print a var_set

Usage

```
## S3 method for class 'var_set'
print(x, detail = FALSE, ...)
```

Arguments

x	The object.
detail	Do you want to print the object details as a full list?
...	Not in use.

reverselog_trans *A function for reversed log transformation*

Description

A function for reversed log transformation

Usage

```
reverselog_trans(base = exp(1))
```

Arguments

base	The base of logarithm

save_landscape *Save landscape plots*

Description

Save landscape plots

Usage

```
save_landscape(l, path = NULL, selfcontained = F, ...)
```

Arguments

`l`	A landscape object
`path`	The path to save the output. Default: "/pics/x_y.html".
`selfcontained`	For plotly plots, save the output as a self-contained html file? Default: FALSE.
`...`	Other parameters passed to `saveWidget` or `ggsave`

sim_fun_test *A simple simulation function for testing*

Description

A simple simulation function for testing

Usage

```
sim_fun_test(par1, par2, length = 1000)
```

Arguments

`par1, par2`	Two parameters. `par1` contains `var1`; `par2` contains `var2` and `var3`.
`length`	The length of simulation.

Value

A matrix of simulation results.

See Also

`batch_simulation` for a concrete example.

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