

Package ‘rmetasim’

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Title An Individual-Based Population Genetic Simulation Environment

License GPL

Description An interface between R and the metasim simulation engine.

The simulation environment is documented in: "Strand, A.(2002) <DOI:10.1046/j.1471-8286.2002.00208.x> Metasim 1.0: an individual-based environment for simulating population genetics of complex population dynamics. Mol. Ecol. Notes. Please see the vignettes CreatingLandscapes and Simulating to get some ideas on how to use the packages. See the rmetasim vignette to get an overview and to see important changes to the code in the most recent version.

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is.landscape	<i>Test whether an object is a (fairly) legitimate landscape</i>
--------------	--

Description

Test whether a genuine landscape

Usage

```
is.landscape(Rland = NULL, verb = TRUE, exact = FALSE, do.check = TRUE)
```

Arguments

Rland	the Rmetasim landscape object
verb	print why not a landscape
exact	more strict
do.check	actually do the check (function returns TRUE if set to FALSE)

Examples

```
exampleland <- landscape.new.example()  
is.landscape(exampleland)  
rm(exampleland)
```

landscape.allelecount	<i>Calculate allele numbers (frequency in the statistical sense) at each locus in each population</i>
-----------------------	---

Description

Calculate allele counts

Usage

```
landscape.allelecount(Rland, tbl.out=FALSE)
```

Arguments

Rland	the Rmetasim landscape object
tbl.out	Create a table rather than data.frame output

Value

Depends on the value of tbl.out. See above.

See Also

landscape.allelefreq, landscape.obs.het, landscape.exp.het, landscape.Fwright, landscape.Fst

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
landscape.allelefreq(exampleland, tbl.out=TRUE)
landscape.allelefreq(exampleland, tbl.out=FALSE)
rm(exampleland)
```

landscape.allelefreq *Calculate allele frequencies at each locus in each population*

Description

Calculate allele frequencies

Usage

```
landscape.allelefreq(Rland, tbl.out=FALSE)
```

Arguments

Rland	the Rmetasim landscape object
tbl.out	return as a (three-dimensional) table if TRUE. If FALSE, return as a dataframe with categorical variables denoting the locus, population and allele.

Value

Depends on the value of tbl.out. See above.

See Also

landscape.obs.het, landscape.exp.het, landscape.Fwright, landscape.Fst

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
landscape.allelefreq(exampleland, tbl.out=TRUE)
landscape.allelefreq(exampleland, tbl.out=FALSE)
rm(exampleland)
```

landscape.amova	<i>calculates phi-st for every locus in the landscape</i>
-----------------	---

Description

calculates ϕ_{ST} for every locus in the landscape

Usage

```
landscape.amova(rland, np = NULL, ns = NULL)
```

Arguments

rland	landscape object
np	max number of pops to include
ns	max number of samples to collect

Value

vector of length equal to the number of loci

See Also

[landscape.amova.locus](#), [landscape.amova.pairwise](#)

landscape.amova.locus	<i>uses functions in ade4 to calculate phi-st for a particular locus</i>
-----------------------	--

Description

Runs an amova on a locus. Does not include information about sequence similarity or ssr size in analysis.

Usage

```
landscape.amova.locus(rland, l = 1)
```

Arguments

l	locus number
rland	landscape object

Details

Should be the same as Weir and Cockerham's θ

Value

list of amova results for a locus

See Also

landscape.amova, landscape.amova.pairwise

landscape.amova.pairwise

calculates pairwise phi-ST for a landscape

Description

pairwise ϕ_{ST} calculator. Kind of slow. use landscape.sample

Usage

```
landscape.amova.pairwise(rland)
```

Arguments

rland landscape object

See Also

landscape.amova, landscape.amova.locus

landscape.clean

Function to resolve inconsistencies within a landscape

Description

Converts a landscape to internal format and back. This can resolve inconsistencies in a 'hand-built' landscape

Usage

```
landscape.clean(rland)
```

Arguments

rland the Rmetasim landscape object

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
exampleland.clean <- landscape.clean(exampleland)
rm(exampleland)
```

landscape.coalinput *Add loci and individuals based upon output from SimCoal 2.0*

Description

Take rmetasim object and replaces the locus and individual data based on the results of a SimCoal run stored in Arlequin format files

Usage

```
## must be called AFTER integer, switch, and float params have been created
landscape.coalinput(rland, npp=200, arlseq = NULL, arlms = NULL, seqsitemut=1e-7,
                    msmut = 5e-4, mut.rates = NULL)
```

Arguments

rland	partially created landscape object, required
npp	number per population. Scalar or vector of length equal to number of populations. If scalar, value replicated
arlseq	name of the Arlequin format file containing a single locus of haploid sequence data for any number of populations
arlms	name of the Arlequin format file containing a single locus of diploid microsatellite data for any number of populations
seqsitemut	mutation rate for sequence data
msmut	mutation rate for diploid genotypic data
mut.rates	alternative means to specify mutation rates. Legal values are either NULL or a vector of rates equal to the number of loci to simulate. If NULL, SSR loci are assigned msmut as a mutation rate and sequence-based loci, seqsitemut. If a vector, overrides msmut and seqsitemut

Details

This function provides part of an interface between R and SimCoal, an environment for simulating sequences and microsatellite genotypes from coalescent trees. SimCoal can be used to simulate a standing crop of alleles and their relationships under a wide range of demographies. It returns haplotypes and genotypes of individuals in Arlequin format files.

If either 'arlseq' or 'arlms' are set to NULL, their corresponding data will not be included in the landscape (for example if arlseq=NULL, only diploid genotypes will be imported)

The genotypes in the Arlequin files are used to create rland\loci objects based upon their frequencies and states. These rland\loci sub-objects are then used to populate the rland\individuals sub-object.

The number of populations in the Arlequin files should be the same among genetic locus types (sequence versus microsatellite) and the rland\ntparam\shabitats parameter. The per-population frequency data will be used in creating individuals

Value

an rmetasim object with new loci and individuals

Author(s)

Mark Bravington and Allan Strand

Examples

```
exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland, s=2, h=2)
exampleland <- landscape.new.floatparam(exampleland)
exampleland <- landscape.new.switchparam(exampleland)

# exampleland <- landscape.coalinput(exampleland)
# exampleland$loci
```

landscape.compress *Function to resolve inconsistencies within a landscape, deprecated*

Description

Deprecated, 'clean.landscape()' does the same.

Usage

```
landscape.compress(Rland)
```

Arguments

Rland the Rmetasim landscape object

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
exampleland.clean <- landscape.compress(exampleland)
rm(exampleland)
```

landscape.democol *return largest demographic column from a landscape*

Description

return largest demographic column from a landscape

Usage

```
landscape.democol()
```

Details

Useful to write functions that will be insensitive to some changes in the individuals object (mainly addition of non-genetic information)

Value

a scalar integer representing the largest column of demographic information in a landscape's individuals object

See Also

landscape.locus

landscape.demography *Calculate demographic parameters*

Description

Calculate demographic parameters from a landscape: CURRENTLY BROKEN!

Usage

```
landscape.demography(Rland)
```

Arguments

Rland the Rmetasim landscape object

Value

A list of length populations+1. The first 1..populations elements are lists comprised of lambda, the equilibrium stage-structure, the actual stage structure, a χ^2 value for the test of difference between predicted and actual, and an estimate of significance for that test. The last element of the main list is the same as the previous ones except it refers to the entire landscape

landscape.exp.het *Calculate expected heterozygosity*

Description

Calculate expected heterozygosity from a landscape

Usage

```
landscape.exp.het(Rland)
```

Arguments

Rland the Rmetasim landscape object

Details

Calculates the expected heterozygosity in each population:

$$1 - \sum_{i_k} p_i^2$$

where p is a vector of allele frequencies for a locus in a population.

Value

A matrix with num loci columns and num populations rows. Each element reflects the expected heterozygosity for that population x locus combination

See Also

landscape.obs.het, Fst.landscape

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
exphet <- landscape.exp.het(exampleland)
rm(exampleland)
```

`landscape.freq.locnames`*Return a vector of locus IDs concatenated to Allele ids*

Description

Extracts locus and allele ids from landscape

Usage

```
landscape.freq.locnames(Rland)
```

Arguments

Rland the Rmetasim landscape object

Details

This function returns a vector of reasonable column names for a frequency by individual matrix from an Rland object. It is mainly useful in creating genind objects from landscapes.

Genotypes are stored in a landscape object as columns representing allelic position. If the locus is haploid, there is a single column and if diploid, two. The allele indices are entered in each column for individual genotypes.

The 'frequency per individual' format has a column for every locusXallele combination; genotypes are represented as the frequency of particular alleles in an individuals genotype (for example freq = 1 in a column diploid means that the individual is homozygous for that column, 0.5 in two columns represents a heterozygote for the alleles represented by those two columns). This is essentially the genind format from adegenet.

Value

character vector

See Also

landscape.ind.freq, landscape.make.genind

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
landscape.freq.locnames(exampleland)
rm(exampleland)
```

landscape.Fst	<i>Calculates population structure statistic for the entire landscape</i>
---------------	---

Description

Calculate Fst for each allele at each locus in the landscape. If verb is set to TRUE, the function prints average Fst for loci and overall.

Usage

```
landscape.Fst(rland, verb=FALSE)
```

Arguments

rland	the Rmetasim landscape object
verb	determines whether there is verbose output

Details

Calculates Fst based upon the ratio of variance in allele frequency across subpopulations to the total variance in that allele's frequency. Does not calculate Wright's other statistics.

Value

A matrix with num alleles columns and num loci rows. Each element reflects the value of Fst for that allelexlocus combination. NA is assigned to alleles that are not present at a locus (either no longer or ever)

See Also

obs.het.landscape, exp.het.landscape, FWright.landscape

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
Fst <- landscape.Fst(exampleland, verb=TRUE)
Fst
rm(exampleland, Fst)
```

landscape.ind.freq	<i>Return a matrix containing genotypes in 'frequency per individual' format</i>
--------------------	--

Description

Converts a landscape into a format that can be used in creating genind objects

Usage

```
landscape.ind.freq(Rland, include.states=TRUE)
```

Arguments

Rland the Rmetasim landscape object
include.states deprecated

Details

This function returns a frequency by individual matrix for the landscape given in Rland

Genotypes are stored in a landscape object as columns representing allelic position. If the locus is haploid, there is a single column and if diploid, two. The allele indices are entered in each column for individual genotypes.

The 'frequency per individual' format has a column for every locusXallele combination; genotypes are represented as the frequency of particular alleles in an individuals genotype (for example freq = 1 in a column diploid means that the individual is homozygous for that column, 0.5 in two columns represents a heterozygote for the alleles represented by those two columns). This is essentially the genind format from adegenet.

Value

matrix

See Also

landscape.freq.locnames, landscape.make.genind

Examples

```
exampleland <- landscape.new.example()  
exampleland <- landscape.simulate(exampleland, 25)  
head(landscape.ind.freq(exampleland))
```

landscape.locus *return a matrix containing genotypes for a particular locus*

Description

return a matrix containing genotypes for a particular locus

Usage

```
landscape.locus(Rland, lnum=1, do.check=F)
```

Arguments

lnum	the locus to return
Rland	the Rmetasim landscape object
do.check	flag to call 'is.landscape' on input

Details

Returns a matrix with rows = `dim(rland$individuals)[1]`. The first three columns correspond to the class (and two placeholder variables) of an individual. Here `rland` is a landscape object. The remaining columns (1 if haploid, 2 if diploid) contain the allele indices for the various loci

Value

matrix

See Also

landscape.populations

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
print("Allele frequencies at locus 1")
table(landscape.locus(exampleland,1)[,c(-1:-1(landscape.democol()))])
rm(exampleland)
```

landscape.locus.states *return a matrix containing actual allelic states and their indices*

Description

Convenience function to return a matrix containing the states of the alleles and their indices for a particular locus

Usage

```
landscape.locus.states(Rland, lnum=1, do.check=T)
```

Arguments

lnum	the locus to return
Rland	the Rmetasim landscape object
do.check	flag to call 'is.landscape' on input

Value

matrix

See Also

landscape.locus, landscape.states

landscape.locusvec *return a vector with the locus ids for each column in the individuals component of a landscape*

Description

return a vector with the locus ids for each column in the individuals component of a landscape

Usage

```
landscape.locusvec(Rland)
```

Arguments

Rland	the Rmetasim landscape object
-------	-------------------------------

Value

vector

See Also

landscape.populations

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
landscape.locusvec(exampleland)
rm(exampleland)
```

landscape.make.genind *Converts genetic marker data in a landscape into a the genind format from adegenet*

Description

Makes a genind object from a landscape. Populations can also be given names with an optional parameter.

Usage

```
landscape.make.genind(Rland)
```

Arguments

Rland the Rmetasim landscape object

Value

an adegenet 'genind' object with optional population names

See Also

landscape.make.genpop

landscape.make.genpop *Converts genetic marker data in a landscape into a the genpop format from adegenet*

Description

Makes a genpop object from a landscape.

Usage

```
landscape.make.genpop(Rland)
```

Arguments

Rland the Rmetasim landscape object

Value

an adegenet 'genpop' object.

See Also

landscape.make.genind

landscape.mig.matrix *Creates a Migration Matrix for All Life Stages*

Description

Creates a binary matrix representing the migration between a set of 'h' populations containing 's' life stages each. This matrix can be based on a given migration model or on a custom matrix

Usage

```
landscape.mig.matrix(h=3,s=2,mig.model="island",first.rep.s=s,
h.dim=NULL, distance.fun=NULL, distance.factor=1, R.custom = NULL, ...)
```

Arguments

h habitats (default=3), the number of different subpopulations within the landscape

s stages (default=2), the number of stages in the life cycle of the organism

mig.model migration model (default="island"), the migration model to be used to make the matrix. Choices are "island", "stepping.stone.linear", "stepping.stone.circular", "twoD", "twoDwDiagonal", "distance", "custom". See details.

<code>first.rep.s</code>	first reproductive life stage (default=s), the life stage at which the organism starts to reproduce
<code>h.dim</code>	rectangular arrangement of populations (default=NULL). vector of length 2 showing the distribution of populations in rows and columns when the model of evolution is equal to "twoD" or "twoDwDiagonal".
<code>distance.fun</code>	function to calculate migration (default=NULL), an user created function that uses the distance between each population to calculate the migration rate between those two populations if the migration model is equal to "distance".
<code>distance.factor</code>	distance factor (default=1), the distance between each adjacent population if the migration model is equal to "distance"
<code>R.custom</code>	custom migration matrix (default=NULL), migration matrix with 'h' by 'h' dimensions to be used to create the larger 'h*s' by 'h*s' matrix if the migration model is equal to "custom"
<code>...</code>	additional arguments passed to 'distance.fun'

Details

This function can work on three different ways:

1. With a given migration model This will take in consideration one of the predefined migration models to create the migration matrix.
 - "island" Migration occurs among all the populations in the model.
 - "stepping.stone.linear" The populations are distributed linearly and migration only occurs between the adjacent populations.
 - "stepping.stone.circular" Similar to "stepping.stone.linear", but the populations are distributed in a circle so there is migration between the first and the last population.
 - "twoD" The populations are distributed in two dimensions. It is necessary to provide the "h.dim" term in order to determine the distribution of the populations in rows and columns respectively. Migration only occurs between populations that are adjacent to each other
 - "twoDwDiagonal" Similar to "twoD", but within a square formed by four populations (two rows and two columns) there is migration in the diagonal
2. With a custom migration matrix This requires the user to provide the "R.custom" argument. In this case the function will expand the migration pattern given on "R.custom" to encompass all life stages. For the function to work this way the "mig.model" term must be equal to "custom".
3. With a distance functions This requires a function that shows how migration changes with changing distance. The "distance.fun" is very versatile and the use of "..." allows the functions to accept extra terms. The "distance.factor" term allows the user to change the distance between the populations to facilitate the use of distance functions that work on greater or smaller scales. It is necessary to provide the "h.dim". It is necessary to provide the "h.dim" term in order to determine the distribution of the populations in rows and columns respectively. It is possible to have a linear distribution of populations if one of the terms of "h.dim" is equal to 1. For the function to work this way the "mig.model" term must be equal to "distance".

Value

R	Matrix containing the final result from the function call. This should be a "h*s" by "h*s" matrix indicating what life stages from what populations migrate to the first life stage of what populations. When the "mig.model" is equal to distance this matrix will indicate the rate of migration between the populations instead of if it just occurs or not.
h	the number of different subpopulations
s	the number of stages in the life cycle of the organism
mig.model	the migration model used to make the matrix
first.rep.s	the life stage at which the organism starts to reproduce
R.int	A "h" by "h" matrix indicating the migration pattern. If "mig.model" is equal to custom, "R.int" will be equal to "R.custom".

Author(s)

Artur Veloso and Allan Strand

Examples

```
#Circular stepping stone migration model
landscape.mig.matrix(s=3,h=4,mig.model="stepping.stone.linear",first.rep.s=2)

#Two dimensions with diagonal migration model
landscape.mig.matrix(h=18,h.dim=c(3,6),s=2,mig.model="twoDwDiagonal")

#Using a custom migration matrix
R.custom <- matrix(c(0, 0, 1, 0,
                    1, 0, 1, 0,
                    1, 0, 0, 0,
                    1, 0, 1, 0), ncol=4,nrow=4,byrow=TRUE)
landscape.mig.matrix(s=3,h=4,first.rep.s=2,mig.model="custom",R.custom=R.custom)

#Using a distance function. Notice that the distance function requires
#the argument "lambda" that can be given in the "make.mig.matrix"
#function call.

my.dist <- function(distance,lambda) {exp(-distance*lambda)}
landscape.mig.matrix(h=18,h.dim=c(3,6),s=2,mig.model="distance",distance.fun=my.dist,lambda=1)
```

landscape.mismatchdist

Calculate a mismatch distribution for a locus in a landscape

Description

Calculate mismatch distribution from a landscape based upon the number of segregating sites.

Usage

```
landscape.mismatchdist(Rland, lnum=1)
```

Arguments

lnum	locus number to calculate mismatch upon
Rland	the Rmetasim landscape object

Details

Calculates a mismatch distribution for DNA-sequence-based loci.

Value

A matrix with num loci columns and num populations rows. Each element reflects the estimated theta for that population x locus combination

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
misdist <- landscape.mismatchdist(exampleland,3) #will produce
misdist                                     #ridiculous output
```

```
landscape.modify.epoch
```

Modifies one of the landscape's epochs

Description

This function updates the deomgraphic parameters in a landscape for a particular epoch

Usage

```
landscape.modify.epoch(rland, epoch=1, S=NULL, R=NULL, M=NULL,
  epochprob=NULL, startgen=NULL, extinct=NULL,
  carry=NULL, localprob=NULL)
```

Arguments

rland	landscape object, required
epoch	the epoch to modify, default 1
S	(default=NULL) Survivablity matrix for epoch, NULL leaves unchanged
R	(default=NULL) female Reproduction matrix for epoch, NULL leaves unchanged
M	(default=NULL) Male reporduction matrix for epoch, NULL leaves unchanged
epochprob	(default=NULL) probability of choosing this epoch, NULL leaves unchanged

startgen	(default=NULL) generation in which this epoch starts, NULL leaves unchanged
extinct	(default=NULL) vector of extinction probabilities per generation for each subpopulation, NULL leaves unchanged
carry	(default=NULL) vector of carrying capacities for each subpopulation, must be rland\$intparam\$habitats in length, NULL leaves unchanged
localprob	(default=NULL) vector of probabilities for choosing local demographies, must be length(rland\$demography\$localdem) in length, NULL leaves unchanged

landscape.new.epoch *Create an Epoch*

Description

Create an epoch for a Rmetasim landscape object

Usage

```
## must be called AFTER integer, switch, and float params have
## been created and after the demography has been created
## S, R, and M matrices must be square matrices of size X by X
## where X = rland$intparam$stages*rland$intparam$habitats
```

```
landscape.new.epoch(rland,S=NULL,R=NULL,M=NULL,
epochprob=1,startgen=0,extinct=NULL,carry=NULL,
localprob=NULL)
```

Arguments

rland	partially created landscape object, required
S	(default=NULL) Survivability matrix for epoch, NULL gives no movement between subpopulations (0 matrix)
R	(default=NULL) female Reproduction matrix for epoch, NULL gives no dispersal between subpopulations (0 matrix)
M	(default=NULL) Male reproduction matrix for epoch, NULL gives no sperm or pollen movement between subpopulations (0 matrix)
epochprob	(default=1) probability of choosing this epoch randomly if randepoch==1
startgen	(default=0) generation in which this epoch starts
extinct	(default=NULL) vector of extinction probabilities per generation for each subpopulation, must be rland\$intparam\$habitats in length, passing NULL gives a 0% probability of extinction to each subpopulation
carry	(default=NULL) vector of carrying capacities for each subpopulation, must be rland\$intparam\$habitats in length, passing NULL gives a 1000 individual carrying capacity to each subpopulation
localprob	(default=NULL) vector of probabilities for choosing local demographies, must be length(rland\$demography\$localdem) in length, passing NULL gives each demography an equal probability

Examples

```

exampleS <- matrix(c(0.1, 0, 0.5, 0.3), nrow = 2)
exampleR <- matrix(c(0, 1.1, 0, 0), nrow = 2)
exampleM <- matrix(c(0, 0, 0, 1), nrow = 2)

exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland, s=2, h=2)
exampleland <- landscape.new.floatparam(exampleland)
exampleland <- landscape.new.switchparam(exampleland)
exampleland <- landscape.new.local.demo(exampleland,exampleS,exampleR,exampleM)

## nonsense matrices
exampleS <- matrix(c(rep(0,4),
                    rep(1,4),
                    rep(0,4),
                    rep(1,4)), nrow = 4)
exampleR <- matrix(c(rep(0.5,4),
                    rep(0,4),
                    rep(0.5,4),
                    rep(0,4)), nrow = 4)
exampleM <- matrix(c(rep(0,4),
                    rep(.25,4),
                    rep(0,4),
                    rep(0,4)), nrow = 4)

## defaults
exampleland<- landscape.new.epoch(exampleland,exampleS,exampleR,exampleM)

exampleland$demography$epochs[[1]]

rm(exampleS)
rm(exampleR)
rm(exampleM)
rm(exampleland)

```

landscape.new.example *Create a Default Landscape*

Description

Create a Rmetasim landscape with all default parameters.

Usage

```
landscape.new.example()
```

Arguments

None

Examples

```
## Only usage
landscape.new.example()
```

```
landscape.new.floatparam
```

Create a set of floating point parameters

Description

Create a set of floating point parameters for a Rmetasim landscape.

Usage

```
## must be called AFTER landscape.new.empty()
landscape.new.floatparam(rland, s=0)
```

Arguments

rland	skeleton of landscape object, required
s	selfing (default=0), the selfing rate of the species

Examples

```
## Defaults
exampleland <- landscape.new.empty()
exampleland <- landscape.new.floatparam(exampleland)
exampleland$floatparam

## .5 selfing rate
exampleland <- landscape.new.empty()
exampleland <- landscape.new.floatparam(exampleland, s=0.5)
exampleland$floatparam

rm(exampleland)
```

```
landscape.new.individuals
```

Fill a landscape with individuals

Description

Create a set of individuals for a Rmetasim landscape object.

Usage

```
## must be called AFTER integer, switch, and float params, demography,
## epochs, and loci have been created
```

```
landscape.new.individuals(rland,PopulationSizes)
```

Arguments

```
rland          nearly complete landscape object, required
PopulationSizes
                vector of integers denoting how many individuals are in which stage and in
                which subpopulation, vector is ordered as: (pop1 stage1, pop1 stage2, ..., pop2
                stage1, pop2stage2, ...), must be of length rland$intparam$habitats * rland$intparam$stages
```

Examples

```
exampleS <- matrix(c(0.1, 0, 0.5, 0.3), nrow = 2)
exampleR <- matrix(c(0, 1.1, 0, 0), nrow = 2)
exampleM <- matrix(c(0, 0, 0, 1), nrow = 2)

exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland, s=2, h=2)
exampleland <- landscape.new.floatparam(exampleland)
exampleland <- landscape.new.switchparam(exampleland)
exampleland <- landscape.new.local.demo(exampleland,exampleS,exampleR,exampleM)

## nonsense matrices
exampleS <- matrix(c(rep(0,4),
                    rep(1,4),
                    rep(0,4),
                    rep(1,4)), nrow = 4)
exampleR <- matrix(c(rep(0.5,4),
                    rep(0,4),
                    rep(0.5,4),
                    rep(0,4)), nrow = 4)
exampleM <- matrix(c(rep(0,4),
                    rep(.25,4),
                    rep(0,4),
                    rep(0,4)), nrow = 4)

exampleland<- landscape.new.epoch(exampleland,exampleS,exampleR,exampleM)
exampleland <- landscape.new.locus(exampleland,type=2,ploidy=2,
                                mutationrate=.001,numalleles=5,allelesize=100)
exampleland <- landscape.new.locus(exampleland,type=1,ploidy=1,mutationrate=.001,numalleles=3)
exampleland <- landscape.new.locus(exampleland,type=0,ploidy=2,mutationrate=.004,numalleles=4)

exampleland <- landscape.new.individuals(exampleland,
                                        c(5,20,7,15))

exampleland$individuals
```



```
rm(exampleS)
rm(exampleR)
rm(exampleM)
rm(exampleland)
```

```
landscape.new.intparam
```

Create a set of integer parameters

Description

Create a set of integer parameters for a Rmetasim landscape.

Usage

```
## must be called AFTER landscape.new.empty()
landscape.new.intparam(rland,h=1,s=1,cg=0,ce=0,totgen=1000,
                      maxland=200000,xdim=0,ydim=0)
```

Arguments

rland	skeleton of landscape object, required
h	habitats (default=1), the number of different subpopulations within the landscape
s	stages (default=1), the number of stages in the life cycle of the organism
cg	currentgen (default=0), the current generation the simulation has reached
ce	currentepoch (default=0), the current epoch the simulation has reached
totgen	totoalgens (default=1000), the total number of generations to simulate
maxland	maxlandsize(default=200000), the maximum number of individuals that can exist in the simulation. Keeps large simulation from crashing computer
xdim	if habitats are arrayed in rectangle, number of x grid cells
ydim	if habitats are arrayed in rectangle, number of y grid cells

Examples

```
## Defaults
exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland)
exampleland$intparam

## 2 habitats, 3 stage lifecycle, 1000000 generations, maximum 1000000 individuals
exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland,h=2,s=2,totgen=1000000,maxland=1000000)
exampleland$intparam

rm(exampleland)
```

```
landscape.new.landscape
```

Create a Skeletal Landscape

Description

Create a skeletal Rmetasim landscape ready to be configured

Usage

```
landscape.new.empty()
```

Arguments

None

Examples

```
## Only usage
landscape.new.empty()
```

```
landscape.new.local.demo
```

Create a Local Demography

Description

Create a local demography for an Rmetasim Landscape object

Usage

```
## must be called AFTER integer, switch, and float params have been created
## S, R, and M matrices must be square matrices of size
## rland$intparam$stages by rland$intparam$stages
```

```
landscape.new.local.demo(rland,S,R,M,k=0)
```

Arguments

rland	partially created landscape object, required
S	Survivability matrix for demography, required
R	female Reproduction matrix for demography, required
M	Male reproduction matrix for demography, required
k	flag for type of matrix, 0=demography at zero population density, 1=demography at carrying capacity

Details

The local demography objects encapsulate demography within a particular region. Multiple such objects can be defined to account for different demographies across space. The flag, *k*, can indicate whether the matrices represent demography at zero population growth and at carrying capacity, if density-dependence is modeled

Examples

```
exampleS <- matrix(c(0.1, 0, 0.5, 0.3), nrow = 2)
exampleR <- matrix(c(0, 1.1, 0, 0), nrow = 2)
exampleM <- matrix(c(0, 0, 0, 1), nrow = 2)

exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland, s=2)
exampleland <- landscape.new.floatparam(exampleland)
exampleland <- landscape.new.switchparam(exampleland)
exampleland <- landscape.new.local.demo(exampleland, exampleS, exampleR, exampleM)

exampleland$demography$localdem

rm(exampleS)
rm(exampleR)
rm(exampleM)
rm(exampleland)
```

landscape.new.locus *Add a locus*

Description

Add a locus to a Rmetasim landscape object

Usage

```
## must be called AFTER integer, switch, and float params have been created
landscape.new.locus(rland,type=0,ploidy=1,
                   mutationrate=0,transmission=1,numalleles=2,
                   allelesize=50,frequencies=NULL, states = NULL)
```

Arguments

<code>rland</code>	partially created landscape object, required
<code>type</code>	(default=0) type of locus, 0=Infinite Allele mutation model (Integer), 1=Step-wise mutation model (Integer) state, 2=DNA base (variable length string state)
<code>ploidy</code>	(default=1) locus ploidy, 1 or 2
<code>mutationrate</code>	(default=0) probability of mutation per generation, less than or equal to 1

transmission	(default=1) 1=uniparental inheritance, 0=biparental inheritance
numalleles	(default=2) number of different alleles at the time of creation
allelesize	(default=50) length of DNA strings if type=2
frequencies	(default=NULL) vector of frequencies for each allele, must be numalleles long and add up to 1, if NULL frequencies are equally distributed
states	States for each of the alleles specified. If NULL sequential numeric states used.

Examples

```
exampleland <- landscape.new.empty()
exampleland <- landscape.new.intparam(exampleland, s=2, h=2)
exampleland <- landscape.new.floatparam(exampleland)
exampleland <- landscape.new.switchparam(exampleland)

exampleland <- landscape.new.locus(exampleland, type=2, ploidy=2,
                                  mutationrate=.001, numalleles=5, allelesize=100)

exampleland$loci

rm(exampleland)
```

```
landscape.new.switchparam
```

Create a set of boolean parameters

Description

Create a set of boolean (1 or 0) parameters for a Rmetasim landscape.

Usage

```
## must be called AFTER landscape.new.empty()
landscape.new.switchparam(rland, re=0, rd=0, mp=1, dd=0)
```

Arguments

rland	skeleton of landscape object, required
re	randepoch (default=0), 1=randomly pick a new epoch (from the epochs listed in the landscape) after an epoch completes, 0=epochs are chosen in order
rd	randdemo (default=0), 1=randomly choose a demography (from the demographies listed in the landscape) for each subpopulation, 0=demographies are assigned in order
mp	multp (default=1), 1=multiple paternity, 0=entire families from a single mating
dd	density dependence. If dd=1, then two of each local demography matrix must be defined, the first set using new.local.demo with k=0 and representing demography at low density and again with k=1 for demography at high population density.

Examples

```
## Defaults
exampleland <- landscape.new.empty()
exampleland <- landscape.new.switchparam(exampleland)
exampleland$switchparam

## Random epochs, random demographies, and no multiple paternity
exampleland <- landscape.new.empty()
exampleland <- landscape.new.switchparam(exampleland, re=1, rd=1, mp=0)
exampleland$switchparam

rm(exampleland)
```

landscape.obs.het	<i>Calculate observed heterozygosity</i>
-------------------	--

Description

Calculate observed heterozygosity from a landscape

Usage

```
landscape.obs.het(Rland)
```

Arguments

Rland the Rmetasim landscape object

Value

A matrix with num loci columns and num populations rows. Each element reflects the observed heterozygosity for that population x locus combination

See Also

landscape.exp.het, landscape.Fst

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
obshet <- landscape.obs.het(exampleland)
rm(exampleland)
```

landscape.ploidy *return a vector with the ploidy of each locus*

Description

return a vector with the ploidy of each locus in the order they appear in the landscape

Usage

```
landscape.ploidy(Rland)
```

Arguments

Rland the Rmetasim landscape object

Value

vector

See Also

landscape.populations

Examples

```
exampleland <- landscape.new.example()
landscape.ploidy(exampleland)
rm(exampleland)
```

landscape.populations *return a vector of population IDs from a landscape*

Description

return a vector of population IDs from a landscape

Usage

```
landscape.populations(Rland)
```

Arguments

Rland the Rmetasim landscape object

Details

Returns a vector of length `dim(rland$individuals)[1]` where `rland` is a landscape object. The vector classifies individuals into populations (or habitats)

Value

a vector

See Also

landscape.locus, landscape.ploidy

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
plot(table(landscape.populations(exampleland)),
      main="Distribution of population size in landscape")
rm(exampleland)
```

landscape.sample	<i>simulates sampling for genetics on the landscape</i>
------------------	---

Description

Randomly pulls a max of ns individuals from a max of np populations and returns a landscape object that could be used for further simulation, but is usually used for analyses and summary statistics calculatiuons. If one needs a sample of specific populations/habitats, then these should be given in the vector pvec

Usage

```
landscape.sample(Rland, np = NULL, ns=NULL, pvec=NULL, svec = NULL)
```

Arguments

Rland	landscape object
ns	number samples per population
np	number of populations to sample
pvec	a vector of populations to sample
svec	A vector of the stages sampled from a landscape. This provides good control over which populations and which stages within populations can be sampled.

Details

This function is intended to provide a lot of flexibility in sampling individuals from a rmetasim landscape

Value

landscape object

Examples

```

l <- landscape.new.example()
l <- landscape.simulate(l,1)
l.samp <- landscape.sample(l,np=1,ns=24)
landscape.amova.pairwise(l.samp)
      l.samp2 <- landscape.sample(l,ns=24,pvec=c(2))
landscape.amova.pairwise(l.samp2)

```

```
landscape.setallelefreq
```

Set Allele frequencies in (a) specific stage(s)

Description

This function takes a landscape and changes the allele frequencies in different stages based on the list 'af'

Usage

```

## must be called AFTER landscape has been created and populated
landscape.setallelefreq(rland,af=NULL,states=TRUE)

```

Arguments

rland	landscape object, required
af	a named list of named lists that specifies states, loci and allele frequencies, see details
states	(default=TRUE) are the alleles specified by state or by allele index (allele indices are stored in the 'individuals' sub-object

Details

The individual initialization function uses a global table of allele frequencies (specified with landscape.new.locus()). This function re-writes the genotypes for specific demographic states and loci with new values. This way it is possible to create demographic state-specific allele frequency variation.

First the landscape passed to landscape.setpopfreq() must be populated, usually by a call to landscape.new.individuals(). This function cannot be used to add new loci or new alleles to the global system.

This function depends on the data structure 'af' which is a hierarchical set of lists. The highest level in the hierarchy is a named list of demographic state (the first column of the 'individuals' object). Legal values for the names are the integers 0:(number of states-1) then converted to characters. Each element of this list is itself a named list of loci. Legal values for the names are the integers 1:number of loci then converted to characters. Each element of the loci list is a named vector of allele frequencies. The names for these vectors correspond to either: allele states (including DNA sequences) or allele indices (the numbers entered in the 'individuals' subobject as genotypes). The parameter states=TRUE results in the former behavior and states=FALSE, the latter.

Examples

```
exampleland <- landscape.new.example()
af <- list('0'=list('1'=c('1'=0.5, '2'=0.25, '5'=0.25),
                  '2'=c('1'=0.5, '2'=0.25, '3'=0.25)),
          '2'=list('1'=c('1'=0.5, '2'=0.35, '5'=0.15),
                  '2'=c('1'=0.10, '2'=0.15, '3'=0.75)))

landscape.allelefreq(exampleland)
landscape.allelefreq(landscape.setallelefreq(exampleland, af))
```

landscape.setpopfreq *Set Allele frequencies in (a) specific population(s)*

Description

This function takes a landscape and changes the allele frequencies in different populations based on the list 'af'

Usage

```
## must be called AFTER landscape has been created and populated
landscape.setpopfreq(rland,af=NULL,states=TRUE)
```

Arguments

rland	landscape object, required
af	a named list of named lists that specifies populations, loci and allele frequencies, see details
states	(default=TRUE) are the alleles specified by state or by allele index (allele indices are stored in the 'individuals' sub-object

Details

The individual initialization function uses a global table of allele frequencies (specified with landscape.new.locus()). This function re-writes the genotypes for specific populations and loci with new values. This way it is possible to create population-specific allele frequency variation.

First the landscape passed to landscape.setpopfreq() must be populated, usually by a call to landscape.new.individuals(). This function cannot be used to add new loci or new alleles to the global system.

This function depends on the data structure 'af' which is a hierarchical set of lists. The highest level in the hierarchy is a named list of populations. Legal values for the names are the integers 1:number of pops then converted to characters. Each element of this list is itself a named list of loci. Legal values for the names are the integers 1:number of loci then converted to characters. Each element of the loci list is a named vector of allele frequencies. The names for these vectors correspond to either: allele states (including DNA sequences) or allele indices (the numbers entered in the 'individuals' subobject as genotypes). The parameter states=TRUE results in the former behavior and states=FALSE, the latter.

Examples

```

exampleland <- landscape.new.example()
af <- list('1'=list('1'=c('1'=0.5, '2'=0.25, '5'=0.25), #population 1 locus 1
            '2'=c('1'=0.5, '2'=0.25, '3'=0.25)), #population 1 locus 2
          '2'=list('1'=c('3'=0.5, '2'=0.35, '5'=0.15), #population 2 locus 1
                    '2'=c('2'=0.25, '3'=0.75))) ##population 2 locus 2

landscape.allelefreq(exampleland)
landscape.allelefreq(landscape.setpopfreq(exampleland, af))

```

landscape.simulate *Run a simulation for a single landscape through time*

Description

Simulate a Rmetasim landscape for a number of generations.

Usage

```
landscape.simulate(Rland, numit, seed=-1, compress=FALSE, adj.lambda=0, force=FALSE)
```

Arguments

Rland	the Rmetasim landscape object
numit	the number of generations/iterations to simulate, note that landscapes will not run past the <code>rland\$intparam\$totalgens</code> value
seed	The default value of seed uses the seed set in the calling environment. Any other value for seed uses <code>'set.seed()'</code> to reset the random number generator. <code>landscape.simulate</code> uses the RNG selected by the calling environment.
compress	If true, <code>landscape.simulate</code> executes a survival and carrying capacity step before returning. In demographies with high reproductive potential, this can significantly reduce the size of R objects returned
adj.lambda	Tries to apply a correction to population growth that makes the observed growth rate more closely approximate that predicted from standard analysis eigensystem of the sum of the survival and reproduction Lefkovich matrices
force	Tries to simulate a landscape even if it fails the <code>'is.landscape'</code> test. Do not set to TRUE unless you really know what you are doing

Examples

```

exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
exampleland
rm(exampleland)

```

landscape.states	<i>return a matrix containing actual genotypes for a particular locus</i>
------------------	---

Description

return a matrix containing the states of the alleles in genotypes for a particular locus

Usage

```
landscape.states(Rland, lnum=1)
```

Arguments

lnum	the locus to return
Rland	the Rmetasim landscape object

Details

Returns a matrix with rows = `dim(rland$individuals)[1]`. The columns 1:`landscape.democol()` correspond to demographic variables for an individual. The columns are: state, placeholder, birthyear, id, mother's id, and father's id. Here `rland` is a landscape object. The remaining columns (1 if haploid, 2 if diploid) contain the states of the alleles for the selected loci

Value

matrix

See Also

landscape.locus

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
print("Allele frequencies at locus 1")
table(landscape.states(exampleland,1)[,c(-1:-landscape.democol())])
rm(exampleland)
```

landscape.theta.h *Calculate theta using heterozygosity*

Description

Calculate theta from a landscape based upon heterozygosity.

Usage

```
landscape.theta.h(rland)
```

Arguments

rland the Rmetasim landscape object

Details

Uses routines in the package 'ape'

Value

A matrix with num loci columns and num populations rows. Each element reflects the estimated theta for that population x locus combination

See Also

landscape.theta.k, landscape.theta.s

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)

theta.h.mat <- landscape.theta.h(exampleland)
theta.h.mat
```

landscape.theta.k *Calculate theta using the number of alleles*

Description

Calculate theta using number of alleles from a landscape.

Usage

```
landscape.theta.k(rland)
```

Arguments

rland the Rmetasim landscape object

Details

Uses routines in the package 'ape'

Value

A matrix with num loci columns and num populations rows. Each element reflects the estimated theta for that population x locus combination

See Also

landscape.theta.h, landscape.theta.s

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)

theta.k.mat <- landscape.theta.k(exampleland)
theta.k.mat
```

landscape.theta.s *Calculate theta using segregating sites*

Description

Calculate theta from a landscape based upon the number of segregating sites.

Usage

```
landscape.theta.s(rland)
```

Arguments

rland the Rmetasim landscape object

Details

Uses routines in the package 'ape'

Value

A matrix with num loci columns and num populations rows. Each element reflects the estimated theta for that population x locus combination

See Also

theta.k.landscape, theta.h.landscape

Examples

```
exampleland <- landscape.new.example()
exampleland <- landscape.simulate(exampleland, 4)
theta.s.mat <- landscape.theta.s(exampleland)
theta.s.mat
```

landscape.write.foreign

Save a landscape to a file in a foreign format

Description

Save a Rmetasim landscape object to a file in a suite of output formats. This function used to be supported with backend C++ functions. These functions have been removed from the codebase. Currently this function only supports writing genepop-format files to disk.

Usage

```
landscape.write.foreign(Rland, fn="foreign.genepop", fmt="genepop", ...)
```

Arguments

Rland the Rmetasim landscape object
fn the path and name of the file to save the landscape to
fmt the output format for the landscape: Can take the following values:"genepop"
... arguments passed to individual functions that actually do the work

Details

This is a wrapper for R-side functions that write landscape data to disk.

It is probably not necessary, because of the new `landscape.make.genind()` function. However, there is a single format implemented right now: `GenePop`. In addition to the parameters named above, a character string called `'title'` can be passed to this function and it will give a title at the top of the resulting `genepop` file.

Former versions of this function had a `"numi"` parameter to specify how many individuals to sample per population. Now use `landscape.sample()` before running this one.

Value

None, run only for the side-effect of writing to disk

Examples

```
## Needs write access to the current directory, files created!!
exampleland <- landscape.new.example()
##landscape.write.foreign(exampleland, fn="exampleland.genepop", fmt="genepop")
rm(exampleland)
```

SimulationComponents *Code components to simulate a landscape*

Description

These functions can be used to construct custom simulations of landscapes. Each conducts only a single generations worth of change

Usage

```
landscape.advance(Rland, seed = -1)
landscape.carry(Rland, seed = -1)
landscape.extinct(Rland, seed = -1)
landscape.reproduce(Rland, seed = -1)
landscape.survive(Rland, seed = -1)
```

Arguments

<code>Rland</code>	the <code>Rmetasim</code> landscape object
<code>seed</code>	seed for random number generator

Details

`landscape.advance()` merely advances the generation counter and selects the new generations demographic conditions if such conditions can vary. The other functions implement carrying capacity, local extinction, reproduction, and survival/growth, respectively. The function `landscape.simulate()` bundles the functionality of these components into a single function (and executes it slightly faster all within linked C++ code).

See Also`landscape.simulate`

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