

# Package ‘gen3sis’

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**Type** Package

**Title** General Engine for Eco-Evolutionary Simulations

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**Description** Contains an engine for spatially-explicit eco-evolutionary mechanistic models with a modular implementation and several support functions. It allows exploring the consequences of ecological and macroevolutionary processes across realistic or theoretical spatio-temporal landscapes on biodiversity patterns as a general term. Reference: Oskar Hagen, Benjamin Flueck, Fabian Fopp, Juliano S. Cabral, Florian Hartig, Mikael Pontarp, Thiago F. Rangel, Loic Pellissier (2021) ``gen3sis: A general engine for eco-evolutionary simulations of the processes that shape Earth's biodiversity" <[doi:10.1371/journal.pbio.3001340](https://doi.org/10.1371/journal.pbio.3001340)>.

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<code>apply_ecology</code>	<i>Allows the user to define the ecological consequences for species within each site, defining thus species survival and abundance</i>
----------------------------	---

---

## Description

Allows the user to define the ecological consequences for species within each site, defining thus species survival and abundance

## Usage

```
apply_ecology(abundance, traits, local_environment, config)
```

## Arguments

<code>abundance</code>	a named vector of abundances with one abundance value per species
<code>traits</code>	a named matrix containing the species traits, one row per species
<code>local_environment</code>	the environmental values for the given site
<code>config</code>	the config of the simulation

## Details

The arguments of the function allows to apply abiotic and biotic ecological rules to species in each site. Based on those rules, the function updates the abundance of each species in each site. If the abundance is null, the species is absent or extinct. Ecology can account for local environmental conditions, the abundance of species, and/or their traits.

## Value

an abundance vector with the new abundance values for every species. An abundance value of 0 indicates species death, any other values indicates survival.

---

apply_evolution	<i>Allows defining the function that changes the values of traits of a given species at each time-step and in each site. If no operations are provided, traits are not changing</i>
-----------------	---

---

### Description

Allows defining the function that changes the values of traits of a given species at each time-step and in each site. If no operations are provided, traits are not changing

### Usage

```
apply_evolution(species, cluster_indices, landscape, config)
```

### Arguments

species	the target species object whose traits will be changed
cluster_indices	an index vector indicating the cluster every occupied site is part of
landscape	the current landscape which can co-determine the rate of trait changes
config	the current config

### Details

This function is called for any single species alongside an index for the geographical clusters within the species

### Value

the mutated species traits matrix

---

color_richness	<i>Define gen3sis richness color scale which is colour-vision deficient and colour-blind people safe based on scientific colour maps by Fabio Crameri</i>
----------------	---

---

### Description

Define gen3sis richness color scale which is colour-vision deficient and colour-blind people safe based on scientific colour maps by Fabio Crameri

### Usage

```
color_richness(n)
```

**Arguments**

n corresponds to the [colorRampPalette](#) parameter

**Value**

returns a [colorRampPalette](#) function with the gen3sis richness colors

---

color\_richness\_non\_CVDCBP

*Define gen3sis richness color scale for non colour-vision deficient and colour-blind people*

---

**Description**

Define gen3sis richness color scale for non colour-vision deficient and colour-blind people

**Usage**

color\_richness\_non\_CVDCBP(n)

**Arguments**

n corresponds to the [colorRampPalette](#) parameter

**Value**

returns a [colorRampPalette](#) function with the gen3sis richness colors

---

create\_ancestor\_species

*Allows the user to populate the world at the beginning of a simulation*

---

**Description**

Allows the user to populate the world at the beginning of a simulation

**Usage**

create\_ancestor\_species(landscape, config)

**Arguments**

landscape the landscape over which to create the species

config the configuration information

**Details**

Using this function, any number of new species can be created. For every species, a number of habitable sites from the landscape are selected and call 'create\_species'. In another step, the user must initialize the species[["traits"]] matrix with the desired initial traits values

**Value**

a list of species

---

create\_input\_config    *Creates either an empty configuration or a pre-filled configuration object from a config file*

---

**Description**

Creates either an empty configuration or a pre-filled configuration object from a config file

**Usage**

```
create_input_config(config_file = NA)
```

**Arguments**

config\_file    the path to a valid configuration file. if NA it creates an empty config

**Value**

list of configuration elements, similar generated from reading a config\_file.R. The internal elements of this list are: "general", "initialization", "dispersal", "speciation", "mutation" and "ecology"

**Examples**

```
# create empty config object
config_empty <- create_input_config(config_file = NA)

# create a config object from config_file
# get path to example config
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")
path_config <- file.path(datapath, "config/config_worldcenter.R")
config_object <- create_input_config(config_file = path_config)

# change seed of config_worldcenter config object
config_object$gen3sis$general$random_seed <- 2020

# run the model for config_object

sim <- run_simulation(config = config_object,
                     landscape = file.path(datapath, "landscape"),
                     output_directory = tempdir())
```

---

```
create_input_landscape
```

*create an landscape input from a named list of rasters or raster files*

---

### Description

create an landscape input from a named list of rasters or raster files

### Usage

```
create_input_landscape(
  landscapes,
  cost_function,
  directions,
  output_directory,
  timesteps = NULL,
  calculate_full_distance_matrices = FALSE,
  crs = NULL,
  overwrite_output = FALSE,
  verbose = FALSE
)
```

### Arguments

landscapes	list of named list(s) of raster(s) or raster file(s) name(s). Starting from the present towards the past. NOTE: the list names are important since these are the environmental names
cost_function	function that returns a cost value between a pair of sites (neighbors) that should have the following signature: <code>cost_function &lt;- function(src, src_habitable, dest, dest_habitable){ rules for environmental factors to be considered (e.g. elevation) return(cost value) }</code> where: <code>**src**</code> is a vector of environmental conditions for the origin sites, <code>**src_habitable**</code> (TRUE or FALSE) for habitable condition of the origin sites, <code>**dest**</code> is a vector of environmental conditions for the destination site, <code>dest_habitable</code> (TRUE or FALSE) for habitable condition of the destination cell
directions	4, 8 or 16 neighbors, dictates the connection of cell neighbors on adjacency matrix (see gistance package)
output_directory	path for storing the gen3sis ready landscape (i.e. landscape.rds, metadata.txt and full- and/or local_distance folders)
timesteps	vector of names for every time-step to represent the time-step at gen3sis ready landscape. If timesteps=NULL (default), time-steps are sequentially numbered from 0 to the latest time-step.
calculate_full_distance_matrices	should a full distance matrix be calculated? TRUE or FALSE? If TRUE calculates the entire distance matrix for every time-step and between all habitable

cells (faster CPU time, higher storage required). If FALSE (default), only local distances are calculated (slower CPU time when simulating but smaller gen3sis landscape size)

crs                   the coordinate reference system in crs format (see raster::crs)

overwrite\_output     TRUE or FALSE

verbose               print distance calculation progress (default: FALSE)

### Details

This function creates the input landscapes files needed by the run\_simulation function. It uses as input the dynamic landscape rasters and user defined geodesimal corrections as well as rules to define the connection costs between sites

### Value

no return object. This function saves the landscape input files for gen3sis at the output\_directory

### See Also

[run\\_simulation](#)

### Examples

```
# load needed library
library(raster)

# get path containing example rasters
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")

# create raster bricks
temperature_brick <- brick(file.path(datapath, "input_rasters/temp_rasters.grd"))
aridity_brick <- brick(file.path(datapath, "input_rasters/arid_rasters.grd"))
area_brick <- brick(file.path(datapath, "input_rasters/area_rasters.grd"))

# create sub-list of environmental variables for fast example
# (i.e. 4 time-steps)
landscapes_sub_list <- list(temp=NULL, arid=NULL, area=NULL)
for(i in 1:4){
  landscapes_sub_list$temp <- c(landscapes_sub_list$temp, temperature_brick[[i]])
  landscapes_sub_list$arid <- c(landscapes_sub_list$arid, aridity_brick[[i]])
  landscapes_sub_list$area <- c(landscapes_sub_list$area, area_brick[[i]])
}

# define cost function, crossing water as double as land sites
cost_function_water <- function(source, habitable_src, dest, habitable_dest) {
  if(!all(habitable_src, habitable_dest)) {
    return(2/1000)
  } else {
    return(1/1000)
  }
}
```

```

}

## Not run:
# create input landscape ready for gen3sis from sub-list
# (i.e. 10 time-steps) and only local-distances.
create_input_landscape(
  landscapes = landscapes_sub_list,
  cost_function = cost_function_water,
  output_directory = file.path(tempdir(), "landscape_sub"),
  directions = 8, # surrounding sites for each site
  timesteps = paste0(round(150:147,2), "Ma"),
  calculate_full_distance_matrices = FALSE) # full distance matrix

# create list of all environmental variables available
landscapes_list <- list(temp=NULL, arid=NULL, area=NULL)
for(i in 1:nlayers(temperature_brick)){
  landscapes_list$temp <- c(landscapes_list$temp, temperature_brick[[i]])
  landscapes_list$arid <- c(landscapes_list$arid, aridity_brick[[i]])
  landscapes_list$area <- c(landscapes_list$area, area_brick[[i]])
}

# create input landscape ready for gen3sis (~ 3min run-time)
# and full distance matrix
create_input_landscape(
  landscapes = landscapes_list,
  cost_function = cost_function_water,
  output_directory = file.path(tempdir(), "landscape_WorldCenter_5"),
  directions = 8, # surrounding sites for each site
  timesteps = paste0(round(150:100,2), "Ma"),
  crs="+proj=longlat +datum=WGS84 +no_defs +ellps=WGS84 +towgs84=0,0,0",
  calculate_full_distance_matrices = FALSE) # full distance matrix

## End(Not run)

```

---

create_species	<i>Creates a new species</i>
----------------	------------------------------

---

## Description

Creates a new species

## Usage

```
create_species(initial_cells, config)
```

## Arguments

initial_cells	a list of initial sites (strings) to occupy
config	the configuration information

**Details**

This function is to be used in the `create_ancestor_species` function at the configuration of a simulation. It will create a species object representing one species in the simulation occupying the given list of initial sites

**Value**

returns a newly created species occupying the provided initial cells

**Examples**

```
## Not run:
# inside a create_ancestor_species function of a config taking a landscape and a config
# create_species creates a new species

# define range of species for the entire world in this case lat long system
range <- c(-180, 180, -90, 90)

## select coordinates within the range stipulated above
# takes landscape coordinates
co <- landscape$coordinates
# select coordinates within the range
selection <- co[, "x"] >= range[1] &
  co[, "x"] <= range[2] &
  co[, "y"] >= range[3] &
  co[, "y"] <= range[4]
# get the initial cells
initial_cells <- rownames(co)[selection]

# call create_species
new_species <- create_species(initial_cells, config)

# extra: set local adaptation to max optimal temp equals local temp
new_species$traits[ , "temp"] <- landscape$environment[,"temp"]

# extra: set a certain trait (e.g. traitX) to one on all populations of this species
new_species$traits[ , "traitX"] <- 1

## End(Not run)
```

---

evolution\_mode\_none    *No evolution considered*

---

**Description**

No evolution considered

**Usage**

```
evolution_mode_none(species, cluster_indices, landscape, config)
```

**Arguments**

species	the current species
cluster_indices	indices to assign cells to geographic clusters
landscape	the current landscape
config	the general config

**Value**

returns an invisible empty species traits when no evolution is considered

---

gen3sis

*gen3sis: General Engine for Eco-Evolutionary Simulations*

---

**Description**

Contains an engine for spatially-explicit eco-evolutionary mechanistic models with a modular implementation and several support functions. It allows exploring the consequences of ecological and macroevolutionary processes across realistic or theoretical spatio-temporal landscapes on biodiversity patterns as a general term.

**Details**

Gen3sis is implemented in a mix of R and C++ code, and wrapped into an R-package. All high-level functions that the user may interact with are written in R, and are documented via the standard R / Roxygen help files for R-packages. Runtime-critical functions are implemented in C++ and coupled to R via the Rcpp framework. Additionally, the package provides several convenience functions to generate input data, configuration files and plots, as well as tutorials in the form of vignettes that illustrate how to declare models and run simulations.

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## References

O. Hagen, B. Flück, F. Fopp, J.S. Cabral, F. Hartig, M. Pontarp, T.F. Rangel, L. Pellissier. (2021). gen3sis: A general engine for eco-evolutionary simulations of the processes that shape Earth's biodiversity. *PLoS biology*

## See Also

[create\\_input\\_config](#) [create\\_input\\_landscape](#) [run\\_simulation](#) [plot\\_summary](#)

## Examples

```
## Not run:

# 1. Load gen3sis and all necessary input data is set (landscape and config).

library(gen3sis)

# get path to example input inside package
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")
path_config <- file.path(datapath, "config/config_worldcenter.R")
path_landscape <- file.path(datapath, "landscape")

# 2. Run simulation

sim <- run_simulation(config = path_config, landscape = path_landscape)

# 3. Visualize the outputs
```

```

# plot summary of entire simulation
plot_summary(sim)

# plot richness at a given time-step
# this only works if species is saved for this time-step
landscape_t_150 <- readRDS(file.path(datapath,
"output", "config_worldcenter", "landscapes", "landscape_t_150.rds"))
species_t_150 <- readRDS(file.path(datapath,
"output", "config_worldcenter", "species", "species_t_150.rds"))
plot_richness(species_t_150, landscape_t_150)

## End(Not run)

```

---

`get_dispersal_values` *Allows the user to generate dispersal value(s) for a given species. The simulation request the user to return a vector of dispersal values with length specified by the `num_draws` parameter*

---

## Description

Allows the user to generate dispersal value(s) for a given species. The simulation request the user to return a vector of dispersal values with length specified by the `num_draws` parameter

## Usage

```
get_dispersal_values(num_draws, species, landscape, config)
```

## Arguments

<code>num_draws</code>	the number of dispersal values drawn
<code>species</code>	the species for which the values are to be produced
<code>landscape</code>	the landscape of the current time step
<code>config</code>	the config of the simulation

## Details

Dispersal values are used for two different operations. First, for colonization, dispersal values are used to evaluate pairwise dispersal events between colonized and uninhabited sites. Second, for geographic clustering, dispersal values are used during the clustering of species populations when determining which sites are in range of each other and belong to the same geographic cluster.

`num_draws` tells the user how many dispersal values are requested by the simulation when this function is called and must be returned. It can be of varying length depending on the operation calling it, i.e. colonization or geographic clustering. If the dispersal is considered as fixed the function should return a vector of length `num_draws` with repeated identical values, or varying values in case of more complex dispersal kernels.

Note: if the distances are randomized the cluster formation may be asymmetrical. Therefore the ordering of all clustering operations is randomized.

**Value**

a numerical vector of length num\_draws with dispersal values

---

get\_divergence\_factor *Allows the user to define the rate at which geographic clusters accumulate differentiation with each other.*

---

**Description**

Allows the user to define the rate at which geographic clusters accumulate differentiation with each other.

**Usage**

```
get_divergence_factor(species, cluster_indices, landscape, config)
```

**Arguments**

species	the species of the current time step
cluster_indices	an index vector indicating the cluster every occupied site is part of
landscape	the landscape of the current time step
config	the config of the simulation

**Details**

This function determines the increase in divergence between separated clusters of a species. This function should return either (i) a single value if there is an homogeneous divergence, or (ii) a matrix indicating the divergence that should be accumulated between specific pairwise geographic clusters.

The function can either return a single value or a full cluster by cluster matrix. If only one value is returned it will be used to increment divergence between any given distinct cluster pairs. If a matrix is returned it has to be in the dimension of cluster x cluster, in which case the divergence values will be increased according to the cluster membership of any cell pairs.

For every time step, the divergence between geographic clusters can increase by a defined number. The divergence values can be scaled optionally using the species or landscape information. For instance, the divergence between clusters could be higher under warmer temperature, or difference in ecological traits could promote faster divergence between clusters.

Oppositely, for every time-step, if cluster are merged their divergence is reduced by one (1).

**Value**

a single value or a matrix of divergences between all clusters occurring in clusters\_indices

---

get\_divergence\_matrix *Returns the full divergence matrix for a given species (site x site).*

---

**Description**

Returns the full divergence matrix for a given species (site x site).

**Usage**

```
get_divergence_matrix(species)
```

**Arguments**

species            the species for which the divergence matrix should be produced

**Details**

The functions allows to extract the full divergence matrix representing the accumulated differentiation between all the sites that are occupied by the species. The input is a species object for any time step.

**Value**

the full decompressed divergence matrix

**Examples**

```
# get path containing example rasters
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")
# get species at t0
species_t_0 <- readRDS(file.path(datapath, "output/config_worldcenter/species/species_t_0.rds"))
# get divergence matrix from species 1
divergence_sp1_t0 <- get_divergence_matrix(species_t_0[[1]])
# get divergence matrix from species 12
divergence_sp12_t0 <- get_divergence_matrix(species_t_0[[12]])
# note that species 1 has no divergence between it's populations, while 12 has.
```

---

get\_geo\_richness            *calculate the richness of a list of species over a given landscape*

---

**Description**

calculate the richness of a list of species over a given landscape

**Usage**

```
get_geo_richness(species_list, landscape)
```

**Arguments**

species\_list    a list of species to include in the richness calculations  
 landscape        the landscape to calculate the richness over

**Value**

a vector with the richness for every cell in the input landscape

**See Also**

[plot\\_richness](#)

**Examples**

```
# get path containing example rasters
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")
# get species at t0
species_t_0 <- readRDS(file.path(datapath,
                                "output/config_worldcenter/species/species_t_0.rds"))
# get landscape at t0
landscape_t_0 <- readRDS(file.path(datapath,
                                  "output/config_worldcenter/landscapes/landscape_t_0.rds"))
# get geo richness
richness_t_0 <- get_geo_richness(species_t_0, landscape_t_0)

# histogram of richness at t0
hist(richness_t_0)

## plot richness using raster and gen3sis color_richness (see plot_richness for alternative)
# combine richness and geographical coordinates
geo_richness_t_0 <- cbind(landscape_t_0$coordinates, richness_t_0)
library(raster)
plot(rasterFromXYZ(geo_richness_t_0), col=color_richness(20))
```

---

plot\_landscape

*Plot the environment variable of a given landscape*

---

**Description**

Plot the environment variable of a given landscape

**Usage**

```
plot_landscape(landscape)
```

**Arguments**

landscape        the landscape to plot the environment from

**Value**

no return value, called for plot

---

plot\_landscape\_overview

*Plot the outline of a given landscape over time*

---

**Description**

Plot the outline of a given landscape over time

**Usage**

```
plot_landscape_overview(landscape, slices = 2, start_end_times = NULL)
```

**Arguments**

landscape	the input landscape to be plotted
slices	the amount of slices though time between start and end (default value is 2).
start_end_times	the stating and ending times of the simulation (default is NULL, takes the oldest and most recent available)

**Value**

no return value, called for plot

---

plot\_ranges

*Plot species ranges of the given list of species on a landscape*

---

**Description**

Plot species ranges of the given list of species on a landscape

**Usage**

```
plot_ranges(species_list, landscape, disturb = 0, max_sps = 10)
```

**Arguments**

species_list	a list of species to use in the richness calculation
landscape	a corresponding landscape object
disturb	value randomly added to shift each species symbol. Useful to enhance visualization in case of multiple species overlaps
max_sps	maximum number of plotted species, not recommended above 20

**Value**

no return value, called for plot

**Examples**

```
## plot from saved outputs
# get path containing outputs
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")
# get species at t0
species_t_50 <- readRDS(file.path(datapath,
                                "output/config_worldcenter/species/species_t_50.rds"))
# get landscape at t0
landscape_t_50 <- readRDS(file.path(datapath,
                                   "output/config_worldcenter/landscapes/landscape_t_50.rds"))
# plot range
plot_ranges(species_t_50, landscape_t_50)

# get species at t0
species_t_25 <- readRDS(file.path(datapath,
                                  "output/config_worldcenter/species/species_t_25.rds"))
# get landscape at t0
landscape_t_25 <- readRDS(file.path(datapath,
                                    "output/config_worldcenter/landscapes/landscape_t_25.rds"))
# plot ranges at intermediate time-step
plot_ranges(species_t_25, landscape_t_25, disturb = 2, max_sps = 20)

## plot from within observer
# call plot_richness from inside the end_of_timestep_observer function
# at the config file:
## Not run:
plot_ranges(data$all_species, data$landscape)

## End(Not run)
```

---

plot\_raster\_multiple *Plot a set of values onto a given landscape*

---

**Description**

Plot a set of values onto a given landscape

**Usage**

```
plot_raster_multiple(values, landscape, no_data = 0)
```

**Arguments**

values            a matrix of values with columns corresponding to sets of values, and rows corresponding to grid cells, this will result in `ncol(values)` raster plots.

landscape	a landscape to plot the values onto
no_data	what value should be used for missing data present in the values parameter

**Value**

no return value, called for plot

---

plot_raster_single	<i>Plot a single set of values onto a given landscape</i>
--------------------	---

---

**Description**

Plot a single set of values onto a given landscape

**Usage**

```
plot_raster_single(values, landscape, title, no_data = 0, col, legend = TRUE)
```

**Arguments**

values	a named list of values, the names must correspond to cells in the landscape
landscape	a landscape to plot the values onto
title	a title string for resulting plot, the time information will be taken and appended from the landscape id
no_data	what value should be used for missing values in values
col	corresponds to the col plot parameter. This can be omitted and colors are handled by raster::plot
legend	corresponds to the legend plot parameter. This can be omitted and legend is handled by raster::plot

**Value**

no return value, called for plot

**Examples**

```
# get path to output objects
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")

# plot environmental variables at a given step
landscape_t_25 <- readRDS(
  file.path(datapath, "output", "config_worldcenter", "landscapes", "landscape_t_25.rds"))
oldpar <- par(no.readonly = TRUE)
par(mfrow=c(1,2))
plot_raster_single(landscape_t_25$environment[, "temp"], landscape_t_25, "Temperature", NA)
# use col to change the color
plot_raster_single(landscape_t_25$environment[, "arid"], landscape_t_25, "Aridity", NA,
```

```

                                col=topo.colors(5))
par(oldpar)
# note that these values were scaled by the configuration object

```

---

plot_richness	<i>Plot the richness of the given list of species on a landscape</i>
---------------	--

---

### Description

Plot the richness of the given list of species on a landscape

### Usage

```
plot_richness(species_list, landscape)
```

### Arguments

```

species_list  a list of species to use in the richness calculation
landscape     a corresponding landscape object

```

### Value

no return value, called for plot

### Examples

```

## plot from saved outputs
# get path containing example rasters
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")
# get species at t0
species_t_0 <- readRDS(file.path(datapath,
                                "output/config_worldcenter/species/species_t_0.rds"))
# get landscape at t0
landscape_t_0 <- readRDS(file.path(datapath,
                                  "output/config_worldcenter/landscapes/landscape_t_0.rds"))
# plot richness
plot_richness(species_t_0, landscape_t_0)

## plot from within observer
# call plot_richness from inside the end_of_timestep_observer function
# at the config file:
## Not run:
plot_richness(data$all_species, data$landscape)

## End(Not run)

```

---

`plot_species_abundance`*Plot a species' abundance on a given landscape*

---

**Description**

Plot a species' abundance on a given landscape

**Usage**

```
plot_species_abundance(species, landscape)
```

**Arguments**

<code>species</code>	a single species object
<code>landscape</code>	a landscape object

**Value**

no return value, called for plot

**Examples**

```
# get path to output objects
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")

# load landscape and species at time step zero
landscape_t_0 <- readRDS(
  file.path(datapath, "output/config_worldcenter", "landscapes", "landscape_t_0.rds"))
species_t_0 <- readRDS(
  file.path(datapath, "output/config_worldcenter", "species", "species_t_0.rds"))

# plot species 13 range and abundances
plot_species_abundance(species_t_0[[13]], landscape_t_0)
# oh, a South American one!

# plot ranges and abundances of 3 species (i.e. 1, 21 and 32)
oldpar <- par(no.readonly = TRUE)
par(mfrow=c(1,3))
plot_species_abundance(species_t_0[[1]], landscape_t_0)
plot_species_abundance(species_t_0[[7]], landscape_t_0)
plot_species_abundance(species_t_0[[11]], landscape_t_0)
par(oldpar)
```

---

plot\_species\_presence *Plot a species' presence on a given landscape*

---

### Description

Plot a species' presence on a given landscape

### Usage

```
plot_species_presence(species, landscape)
```

### Arguments

species	a single species object
landscape	a landscape object

### Value

no return value, called for plot

### Examples

```
# get path to output objects
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")

# load landscape and species at time step zero
landscape_t_0 <- readRDS(
  file.path(datapath, "output/config_worldcenter", "landscapes", "landscape_t_0.rds"))
species_t_0 <- readRDS(
  file.path(datapath, "output/config_worldcenter", "species", "species_t_0.rds"))

# plot species 13 range
plot_species_presence(species_t_0[[13]], landscape_t_0)
# oh, a South American one!

# plot ranges of 3 species (i.e. 1, 21 and 32)
oldpar <- par(no.readonly = TRUE)
par(mfrow=c(1,3))
plot_species_presence(species_t_0[[1]], landscape_t_0)
plot_species_presence(species_t_0[[7]], landscape_t_0)
plot_species_presence(species_t_0[[11]], landscape_t_0)
par(oldpar)
```

---

plot_summary	<i>Plot simulation default summary object</i>
--------------	---

---

**Description**

Plot simulation default summary object

**Usage**

```
plot_summary(output, summary_title = NULL, summary_legend = NULL)
```

**Arguments**

**output** a sgen3sis output object resulting from a gen3sis simulation (i.e. run\_simulation)  
**summary\_title** summary plot title as character. If NULL, title is computed from input name.  
**summary\_legend** either a string using \n for new lines or NULL. If NULL, provides default summary and simulation information.

**Value**

no return value, called for plot

**See Also**

[run\\_simulation](#)

**Examples**

```
# load existing summary example
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")
output <- readRDS(file.path(datapath, "output/config_worldcenter/sgen3sis.rds"))
# plot output summary
plot_summary(output)

plot_summary(output, summary_title="Example")

## run simulation and plot summary
# get path or correct input objects
datapath <- system.file(file.path("extdata", "CaseStudy1"), package="gen3sis")
# run simulation and store summary object to output
output <- run_simulation(config = file.path(datapath,"config/config_fast.R"),
                        landscape = file.path(datapath,"landscape"),
                        output_directory = tempdir())
# plot output summary
plot_summary(output)
```

---

prepare\_directories    *Checks if the necessary directories exist, and otherwise creates them*

---

### Description

Checks if the necessary directories exist, and otherwise creates them

### Usage

```
prepare_directories(  
  config_file = NA,  
  input_directory = NA,  
  output_directory = NA  
)
```

### Arguments

`config_file`    path to the config file, if NA the default config will be used  
`input_directory`  
                  path to input directory, if NA it will be derived from the config file path  
`output_directory`  
                  path to output directory, if NA it will be derived from the config file path

### Details

This function will be called by the simulation, but is made available if the directories should be created manually beforehand, for example to redirect the stdout to a file in the output directory.

### Value

returns a named list with the paths for the input and output directories

### Examples

```
## Not run:  
# this is an internal function used to attribute directories by deduction  
# called at the start of a simulation run  
datapath <- system.file(file.path("extdata", "WorldCenter"), package = "gen3sis")  
# deducing input directory and setting output directory  
prepare_directories(config_file = file.path(datapath, "config/config_worldcenter.R"))  
# setting output directory  
prepare_directories(config_file = file.path(datapath, "config/config_worldcenter.R"),  
  input_directory = file.path(datapath, "landscape"))  
  
## End(Not run)
```

---

run_simulation	<i>Run a simulation in gen3sis and return a summary object possibly saving outputs and plots to the output folder</i>
----------------	---

---

### Description

Run a simulation in gen3sis and return a summary object possibly saving outputs and plots to the output folder

### Usage

```
run_simulation(
  config = NA,
  landscape = NA,
  output_directory = NA,
  timestep_restart = NA,
  save_state = NA,
  call_observer = "all",
  enable_gc = FALSE,
  verbose = 1
)
```

### Arguments

config	configuration file for the simulation or configuration object derived from a config file
landscape	directory where the all_geo_hab and distance_matrices reside
output_directory	directory for the simulation output
timestep_restart	set the start time time-step. If timestep_restart=NA (default), start at the oldest available landscape. If timestep_restart="ti", start from the last available time-step. If a number "x", start at time-step x (e.g. timestep_restartstart=6)
save_state	save the internal state of the simulation for restarts. If save_state=NA (default), do not save any internal state of the simulation. If save_state="all", save all time-step. If save_state="last", saves only last time-step. If a vector, saves the desired time-steps (e.g. save_state=c(1,3,5))
call_observer	call observer functions. If call_observer="all" (default), call all time-steps. If call_observer=NA, calls the start and end times. If a number "X", call call_observer at x time-steps equally spaced between start and end steps. For example, on a simulation with start time of 1 and end time of 20, call_observer=1 calls the observer function at time-steps 1, 11 and 20.
enable_gc	enable gc in case of memory shortages
verbose	integer value (i.e. 0, 1 ,2 or 3). If verbose=0, no printed statement. If verbose=1 (default), print time-step progress. If verbose=2, enable additional progress outputs regarding current time-step. If verbose=3, enable additional information from within modules

**Details**

This function runs a simulation with defined landscape and config objects. Possibly plot and save specified outputs as defined in the `end_of_timestep_observer` function inside the config object

**Value**

a summary object containing a minimal summary on simulation and dynamics progress (alive, speciations, extinctions) as well as useful simulation data

**See Also**

[plot\\_summary](#) [create\\_input\\_config](#) [create\\_input\\_landscape](#)

**Examples**

```
# get path or correct input objects
datapath <- system.file(file.path("extdata", "CaseStudy1"), package="gen3sis")

# run simulation and store summary object to sim
sim <- run_simulation(config = file.path(datapath, "config/config_fast.R"),
                     landscape = file.path(datapath, "landscape"),
                     output_directory = tempdir())

# plot summary object
plot_summary(sim)
```

---

save_abundance	<i>This function can be called within the observer function to save the species abundances.</i>
----------------	---

---

**Description**

This function can be called within the observer function to save the species abundances.

**Usage**

```
save_abundance()
```

**Value**

no return value, called for side effects

**See Also**

[save\\_species](#)

**Examples**

```
## Not run:  
## save abundances from within observer  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_abundance()  
  
## End(Not run)
```

---

save_divergence	<i>This function can be called within the observer function to save the compressed species divergence.</i>
-----------------	--

---

**Description**

This function can be called within the observer function to save the compressed species divergence.

**Usage**

```
save_divergence()
```

**Value**

no return value, called for side effects

**See Also**

[save\\_species](#)

**Examples**

```
## Not run:  
## save divergences from within observer for each species  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_divergence()  
  
## End(Not run)
```

---

save_landscape	<i>This function can be called within the observer function to save the current landscape, can be called independently by the user and is called by other observer functions relying on the landscape to be present (e.g. save_species)</i>
----------------	---

---

**Description**

This function can be called within the observer function to save the current landscape, can be called independently by the user and is called by other observer functions relying on the landscape to be present (e.g. save\_species)

**Usage**

```
save_landscape()
```

**Value**

no return value, called for side effects

**See Also**

[save\\_species](#)

**Examples**

```
## Not run:  
## save landscape from within observer for each species  
## this functions should be called inside the end_of_timestep_observer function at the config file:  
save_landscape()  
  
## End(Not run)
```

---

save_occupancy	<i>This function can be called within the observer function to save the current occupancy pattern</i>
----------------	---

---

**Description**

This function can be called within the observer function to save the current occupancy pattern

**Usage**

```
save_occupancy()
```

**Value**

no return value, called for side effects

**Examples**

```
## Not run:  
## save occupancies from within observer  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_occupancy()  
  
## End(Not run)
```

---

save_phylogeny	<i>This function can be called within the observer function to save the current phylogeny.</i>
----------------	--

---

**Description**

This function can be called within the observer function to save the current phylogeny.

**Usage**

```
save_phylogeny()
```

**Value**

no return value, called for side effects

**Examples**

```
## Not run:  
## save phylogeny as a nexus tree from within observer for each species  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_phylogeny()  
  
## End(Not run)
```

---

save_richness	<i>This function can be called within the observer function to save the current richness pattern</i>
---------------	--

---

**Description**

This function can be called within the observer function to save the current richness pattern

**Usage**

```
save_richness()
```

**Value**

no return value, called for side effects

**See Also**

[save\\_species](#)

**Examples**

```
## Not run:  
## save the current richness pattern from within observer for each species  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_richness()  
  
## End(Not run)
```

---

save_species	<i>This function can be called within the observer function to save the full species list.</i>
--------------	--

---

**Description**

This function can be called within the observer function to save the full species list.

**Usage**

```
save_species()
```

**Value**

no return value, called for side effects

**See Also**[save\\_landscape](#)**Examples**

```
## Not run:  
#adding the call to the end_of_timestep_observer function at the config file or object  
#will automatically save all the species at an rds file at the outputfolder/species folder  
# and the respective landscape at outputfolder/landscapes for the times steps the observer  
# function is called (i.e. call_observer parameter at the run_simulation function)  
save_species()  
  
## End(Not run)
```

---

save\_traits

*This function can be called within the observer function to save the species traits.*

---

**Description**

This function can be called within the observer function to save the species traits.

**Usage**

```
save_traits()
```

**Value**

no return value, called for side effects

**See Also**[save\\_species](#)**Examples**

```
## Not run:  
## save the current traits pattern from within observer for each population of each species  
# this functions should be called inside the end_of_timestep_observer function at the config file:  
save_traits()  
  
## End(Not run)
```

---

verify_config	<i>Verifies if all required config fields are provided</i>
---------------	--

---

### Description

Verifies if all required config fields are provided

### Usage

```
verify_config(config)
```

### Arguments

config            a config object

### Value

Returns TRUE for a valid config, FALSE otherwise, in which case a list of missing parameters will be printed out as well

### See Also

[create\\_input\\_config](#) [write\\_config\\_skeleton](#)

### Examples

```
# get path to input config
datapath <- system.file(file.path("extdata", "WorldCenter"), package="gen3sis")
path_config <- file.path(datapath, "config/config_worldcenter.R")
# create config object
config_object <- create_input_config(path_config)
# check class
class(config_object)
# verify config
verify_config(config_object) # TRUE! this is a valid config

# break config_object, change name random_seed to r4nd0m_s33d
names(config_object$gen3sis$general)[1] <- "r4nd0m_s33d"
verify_config(config_object) # FALSE! this is an invalid config
```

---

write\_config\_skeleton *Writes out a config skeleton*

---

**Description**

Writes out a config skeleton

**Usage**

```
write_config_skeleton(file_path = "./config_skeleton.R", overwrite = FALSE)
```

**Arguments**

file_path	file path to write the file into
overwrite	overwrite existing file defaults to FALSE

**Details**

This function writes out a config skeleton, that is, an empty config file to be edited by the user.

**Value**

returns a boolean indicating success or failure

**Examples**

```
# set config_empty.R file path
config_file_path <- file.path(tempdir(), "config_empty.R")
#writes out a config skeleton
write_config_skeleton(config_file_path)
```

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