

# Creating smoothed maps with the help of the command `spmap`

Nick Deschacht

[nick.deschacht@kuleuven.be](mailto:nick.deschacht@kuleuven.be)

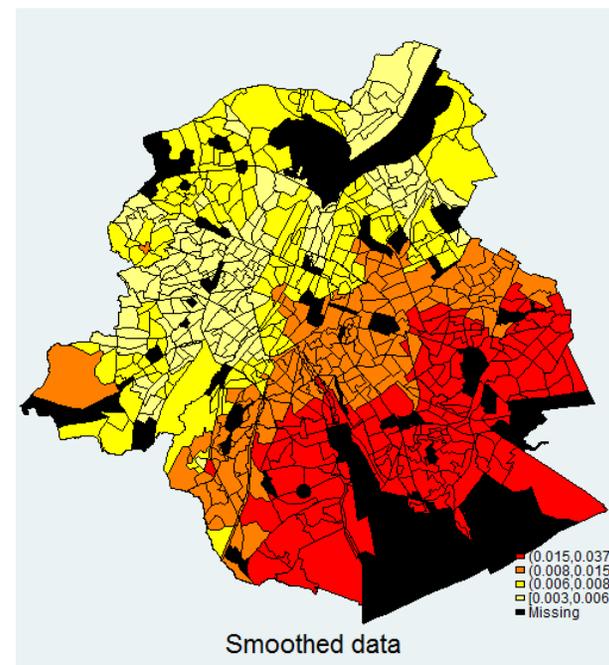
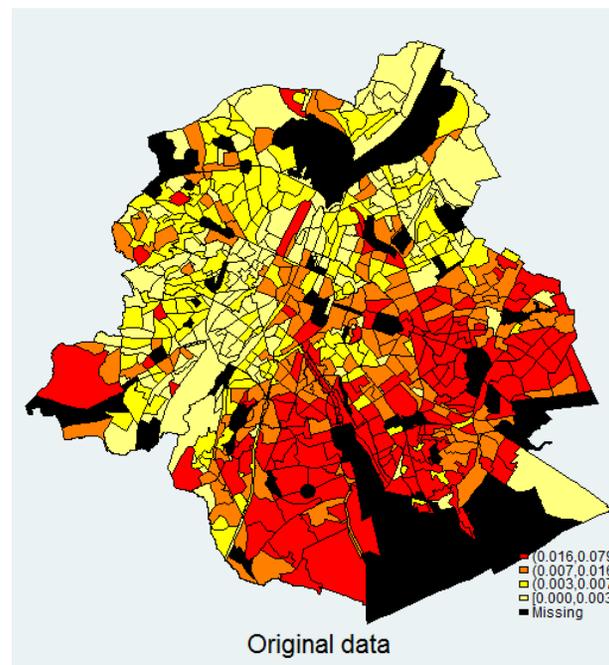
KU Leuven, Faculty of Economics and Business

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# 1. INTRODUCTION

## PhD holders as a percent of the population in the Brussel Region



## 2. MAP DRAWING USING `spmap`

Great tool for creating maps in exploratory analyses from do files.

3 steps involving user commands available at the SSC Archive:

1. Convert shapefile into Stata datafiles.

`shp2dta` (Kevin Crow, Statacorp) creates two `.dta` files with attribute data and coordinate data.

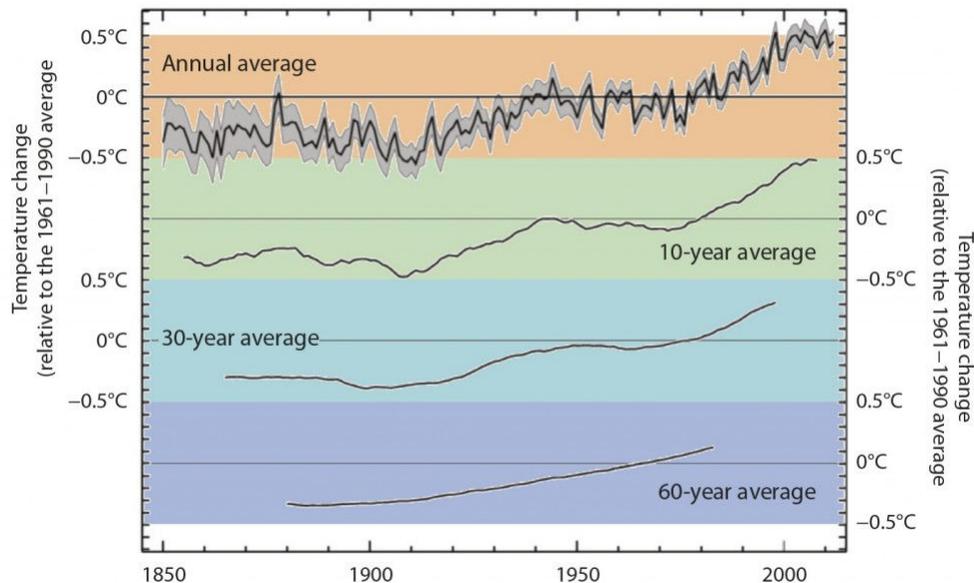
2. Merge the data that you want to visualize with the attribute file.

3. Draw maps.

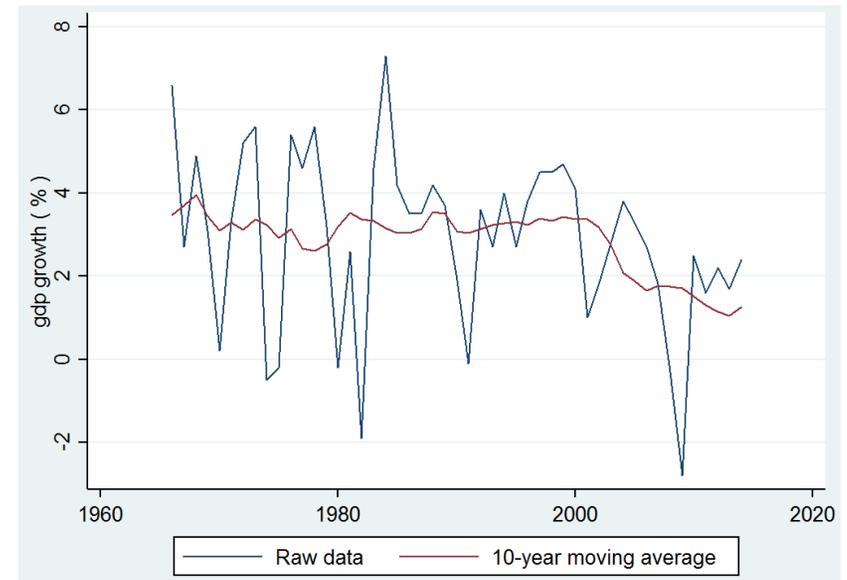
`spmap` (Maurizio Pisati, University of Milano-Bicocca) draws maps using the attribute and coordinate datafiles.

### 3. SMOOTHING: OPPORTUNITIES AND RISKS

Evolution of temperature, 1850-2010



Evolution of GDP growth, 1966-2016



Smoothing is great to bring out the overall pattern,  
but it masks deviations to this pattern.

This applies to times series as well as spatial data.

## 4. SMOOTHED MAPS

The command `spatialaverage` creates a new variable in which the value of each geographical unit is replaced by its spatial average.

```
spatialaverage varname [, options]
```

### Options

<code>localweight(real)</code>	weight of the current observation in the average
<code>smoothing(#)</code>	parameter specifying the distance function
<code>generate(newvarname)</code>	new variable containing spatial averages
<code>id(string)</code>	the variable identifying the geographical units
<code>x_center(varname)</code>	specifies x-coordinate of the centroids
<code>y_center(varname)</code>	specifies y-coordinate of the centroids

## 5. PROCEDURE

Spatialaverage = weighted average of local value and neighbourhood value

weight = set by user option `localweight` (default is 0.1)

`Localweight=1` replicates the original variable (no smoothing).

`Localweight=0` creates a spatially lagged variable (as in Moran's I).

Neighbourhood value = weighted average of the surrounding localities with

$$\text{weight} = \frac{1}{\text{distance}^{1/s}}$$

- $s > 0$  determines the level of smoothing (default is 0.5)

The larger  $s$ , the more smoothing and the smaller the standard deviation of the new smoothed variable. The standard deviation is zero as  $s$  approaches infinity (with `localweight = 1/n`).

- Resulting distance matrix has zero diagonal and is row standardized.

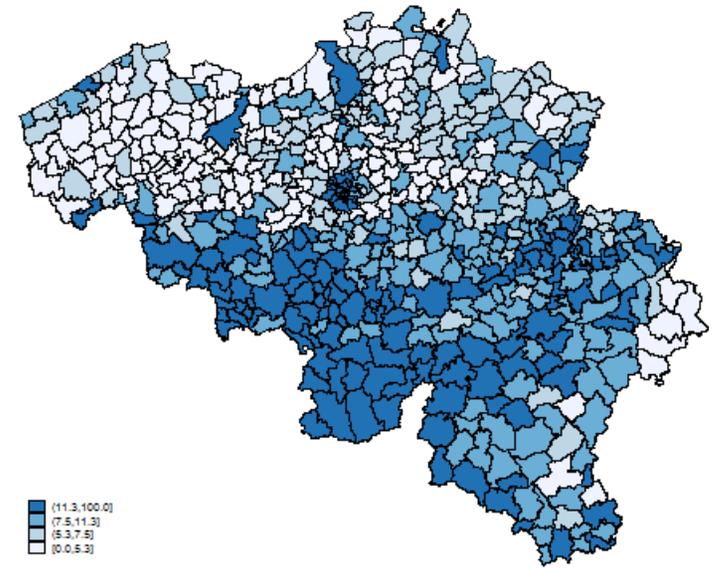
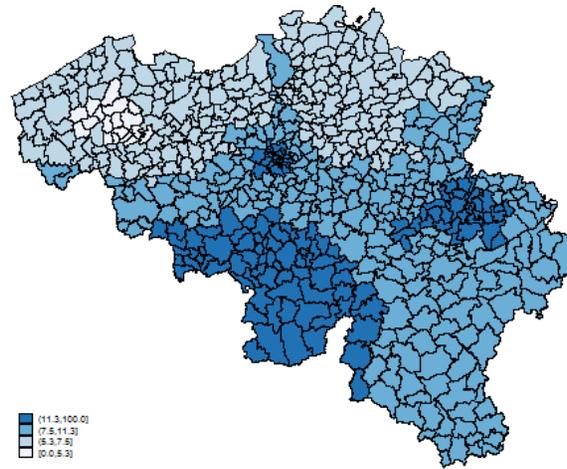
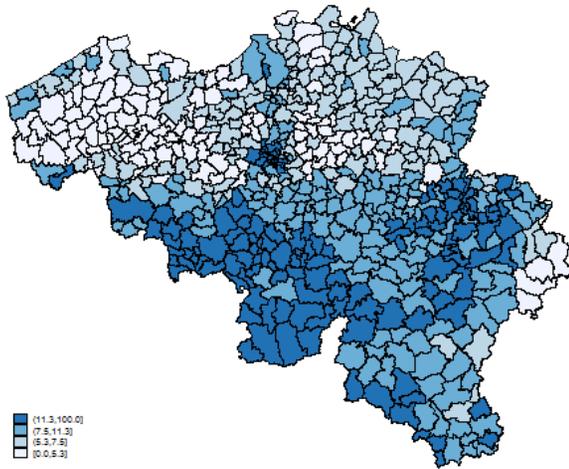
# 6. THE SMOOTHING PARAMETER

s=0.1

s=0.5

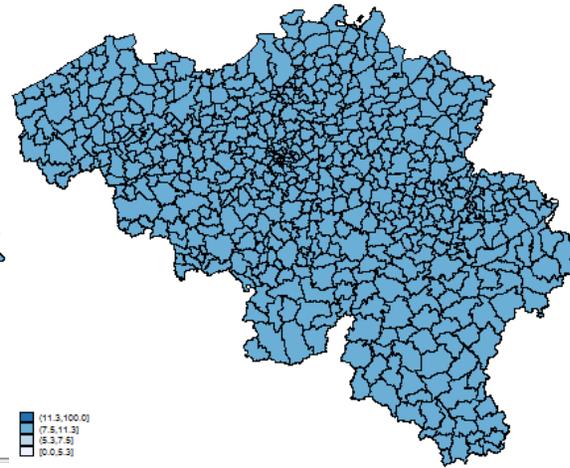
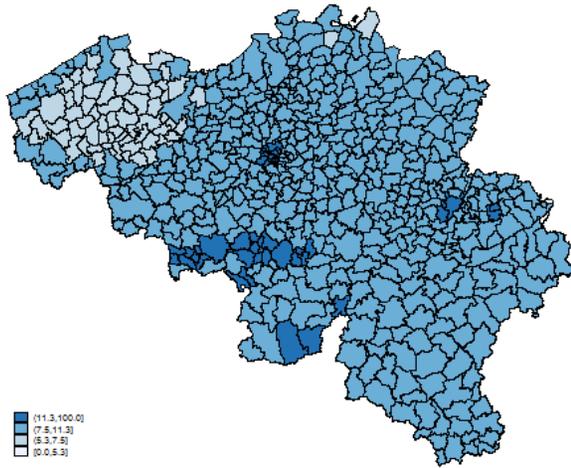
(All maps have the same classes)

Original



s=1

s=10



# Thank you!