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Article

# Shp2graph: Tools to Convert a Spatial Network into an Igraph Graph in R

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**Abstract:** In this study, we introduce the **R** package **shp2graph**, which provides tools to convert a spatial network into an ‘**igraph**’ graph of the **igraph R** package. This conversion greatly empowers a spatial network study, as the vast array of graph analytical tools provided in **igraph** are then readily available to the network analysis, together with the inherent advantages of being within the **R** statistical computing environment and its vast array of statistical functions. Through three urban road network case studies, the calculation of road network distances with **shp2graph** and with **igraph** is demonstrated through four key stages: (i) confirming the connectivity of a spatial network; (ii) integrating points/locations with a network; (iii) converting a network into a graph; and (iv) calculating network distances (and travel times). Throughout, the required **R** commands are given to provide a useful tutorial on the use of **shp2graph**.

**Keywords:** **R** software; **igraph**; graph data model; network distance; network analysis

## 1. Introduction

The characterization of a spatial network such as a transportation network, a river or stream network or a social network with geo-tags/locations is important to many areas of spatial science such as those found in geography, ecology, agriculture and sociology [1]. Tools exist to achieve such a characterization, often contributing to a certain element, such as savings in computational overheads. This study bridges a particular gap in this tool set where a vector-format spatial network is converted to a graph model and in doing so, benefits from a rich resource of existing and useful graph-based analytical tools, all within the **R** statistical computing environment. This conversion tool is provided in the **R** package **shp2graph** [2], where this study details its construction, properties and uses.

Generally, a spatial network is managed in a geospatial polyline vector format, where spatial entities are recorded as ‘spaghetti’ collections of 2D/3D geospatial coordinates [3]. This format benefits from the detailed geometrical properties of the spatial network in providing an accurate representation of the physical network. However, and following the observations made by Goodchild ([4], p. 401) “Data modelling is defined as the process discretizing spatial variation but may be confused with issues of data structure and driven by available software rather than by a concern for accurate representation.”

In this respect, this study's aim of converting a spatial network model to a graph model provides more assurance and added value to any subsequent spatial analysis to the given network and associated data, together with a reduced computational burden. To conceptualize a spatial network model as a graph data model entails viewing the network as a set of nodes, occupying particular positions, that are joined in pairs by physical or ephemeral constructs [5]. In this manner, the graph data model represents the physical network with logical graph topologies, that is, a set of nodes joined together in pairs as edges. This structure enables computation along a network to benefit directly from graph theory [6] and the associated computational savings therein [7].

This research initially stemmed from a need to find shortest paths or calculate network distances for a set of locations and an associated spatial network, all within the **R** statistical computing environment [8], so that a local spatial regression model for hedonic house price could be directly calibrated using different distance metrics [9]. Here the **R** package **gdistance** provides routines to calculate least-cost distances and routes on geographic grids [10] but it is not applicable when a spatial network is in a vector format, for example, a *SpatialLines* or *SpatialLinesDataFrame* object in **R** [11]. For this, the only solution is to work outside of **R** with tools provided in ArcGIS [12], GRASS GIS [13], pgRouting [14] and OSMnx [15,16], say; or using packages such as **NetworkX** [17] and **OSMnx** [15] within **Python**, a GIS protocol [18], OSM tools in **spatialite** [19] and **Axwoman** [20], say. This is of course problematic given the statistical functions and associated tools reside in **R** (e.g., for a local regression application, see [21,22]). Fortunately, the **C** library **igraph** provides such a collection of network analysis tools and has an interface in **R**, that is, the **igraph** package [23] but where the computations have to be carried out with a special class of graphs in **R**, namely '**igraph**.' Thus, to bridge this gap within the **R** environment, the package **shp2graph** was developed for converting a spatial network of vector format into an '**igraph**' object, which is now presented in its entirety. Through this conversion, travel time distances, shortest paths and network distances can be calculated efficiently via a range of classic algorithms, including Dijkstra's algorithm [24], Bellman–Ford's algorithm [25,26] and Johnson's algorithm [27].

This article is constructed in the following four sections. First, the basics of converting a spatial network to an '**igraph**' graph are introduced. Secondly, the step by step procedure for calculating network distances with **shp2graph** and **igraph** is given. Thirdly, the same procedure is summarized and useful extensions are proposed. Finally, a summary is given together with suggestions for future spatial network tools.

## 2. Converting a Spatial Network into an 'igraph' Graph

### 2.1. The Graph Data Model

The graph data model plays a vital role in analyzing network structures. According to Beauquier, Berstel and Chrétienne in Mathis ([28], p xvi): "Graphs constitute the most widely used theoretical tool for the modelling and research of the properties of structured sets. They are employed each time we want to represent and study a set of connections (whether directed or not) between the elements of a finite set of objects." From graph theory, a graph is generally constituted of two finite collections of vertices and edges (links between vertices), where its formulaic expression can be denoted as:

$$G = (V, E), \text{ where } V = \{v_1, \dots, v_n\} \text{ is the set of vertices and } E = \{(v_i, v_j) | v_i, v_j \in V\} \text{ is the set of edges.}$$

Note the edges can be defined by a weighting function  $w = \{w(v_i, v_j) | (v_i, v_j) \in E\}$  to qualify or quantify the relationships between vertices. Specifically, an edge is *directed* when it is attributed with an orientation. Conversely, it is an *undirected* edge if no orientation is clarified. A graph is called a *directed graph* if it contains *directed* edges; otherwise, it is known as an *undirected graph*.

The graph data model provides a simplifying tool to define and represent a network structure with three types of relations:

- (i) vertex-vertex relations, where the adjacency relationship is defined between two vertices if they are connected by an *undirected* or *directed* edge;

- (ii) vertex-edge relations, where the member-owner relationship is defined if it is a starting or ending vertex of an edge;
- (iii) edge-edge relations, where the contiguity relationship between two edges is defined if they share one or more vertex.

A graph can be constructed with all these relations properly externalized. For a vector-format spatial network, it can be simply represented by a graph constituted by a set of vertices occupying particular positions in space and edges from physical connections [4]. In this sense, we can convert a spatial network into an ‘igraph’ graph in three steps:

- Step 1. Extract objects from the spatial network as vertices and include an identifier (*ID*) and 2-D coordinate ( $x, y$ ) for each vertex;
- Step 2. Construct all the edges according to the vertex-vertex adjacency relationships and deliver them as an adjacency matrix or 2-D array;
- Step 3. Use existing functions in **igraph** to create an ‘igraph’ graph.

These three steps can be conducted using the **shp2graph** functions *readshpnrw* and *nel2igraph* where we provide examples in the following section.

## 2.2. Data Conversion

A vector-format spatial network is usually read as a *SpatialLines* or *SpatialLinesDataFrame* object in **R**, where each individual polyline is expressed as a set of coordinates connected sequentially [11]. In **shp2graph**, the default input for graph conversion is assumed to be a *SpatialLines* or *SpatialLinesDataFrame* object. The most straightforward conversion is to take all the endpoints or junctions as vertices, that is, obtaining the first and last locations of each polyline as the starting and ending vertices, respectively, of an edge in the converted graph. Observe that the endpoints from equivalent coordinates are regarded as a single vertex (i.e., a junction in the network); where the numerical precision of the coordinates may affect this conversion (i.e., a lower-level floating point definition may cause false junctions to be recognized). As an example, the following R code (snippet 1, with **shp2graph** loaded) converts a sampled part of the ‘Ontario road network’ (ORN) [29], as shown in Figure 1a into an ‘igraph’ graph, as shown in Figure 1b. Observe that the coordinates of the vertices have been incorporated autonomously as vertex attributes “*x*” and “*y*.”

### Code snippet 1:

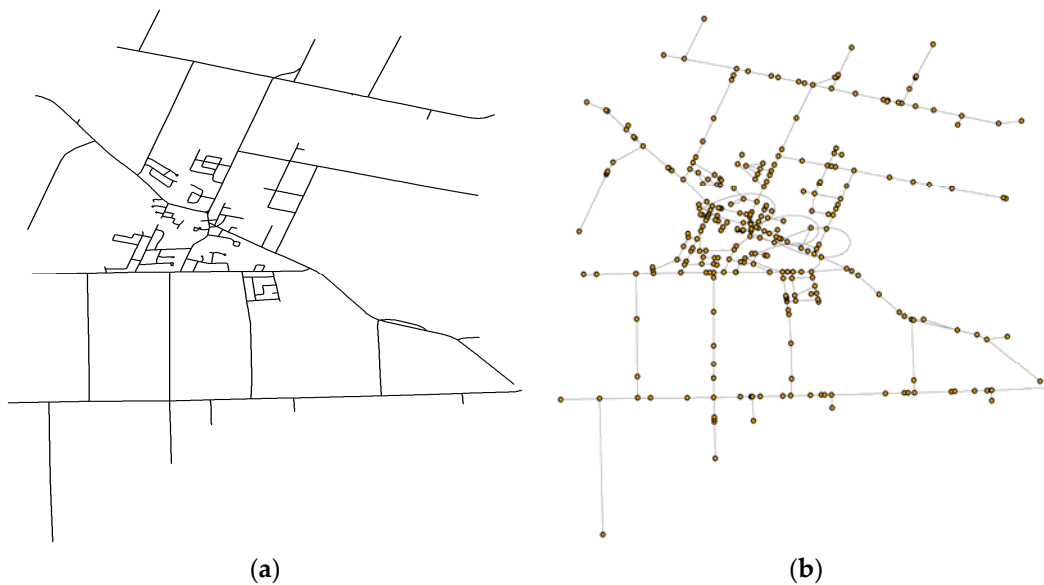
```
data(ORN)
plot(ORN.nt)
title("The ORN spatial network")
rtNEL1 <- readshpnrw(ORN.nt)
igr1 <- nel2igraph(rtNEL1[[2]], rtNEL1[[3]])
plot(igr1, vertex.label = NA, vertex.size = 2, vertex.size2 = 2, mark.col = "green",
main = "The converted igraph graph")
summary(igr1)
IGRAPH U--- 298 343 --
+ attr: x (v/n), y (v/n)
```

This first conversion strategy constructs a graph by removing geometric detail in the spatial network and in doing so, we get an efficient expression in return. If we want to keep the geometric properties in the converted graph, then the function *readshpnrw* can be used where all the coordinates are taken as vertices if the parameter *Detailed* is specified as TRUE. For example, with the following R code (snippet 2), a second ‘igraph’ graph is produced with all geometric detail retained (Figure 2). It looks the same as the spatial network and is comprised of 597 vertices and 642 edges. This contrasts with the first graph conversion (Figure 1b), which has a much smaller number of vertices and edges,

that is, 298 and 343, respectively. Observe that the parameter *ea.prop* is used here to denote whether the attributes of each polyline should be kept for the edges.

**Code snippet 2:**

```
rtNEL2 <- readshpnr(ORN.nt, Detailed = TRUE, ea.prop = rep(0, 37))
igr2 <- nel2igraph(rtNEL2[[2]], rtNEL2[[3]])
plot(igr2, vertex.label = NA, vertex.size = 1, vertex.size2 = 1, main = "The converted
igraph graph with all the geometric properties")
summary(igr2)
IGRAPH U--- 597 642 --
+ attr: x (v/n), y (v/n)
```



**Figure 1.** Network to graph conversion by taking all the endpoints or junctions as vertices (Ontario road data). (a) The ORN spatial network, (b) The resultant ‘igraph’ graph.



**Figure 2.** The converted ‘igraph’ graph with all geometric properties retained (Ontario road data).

Thus, we have provided two strategies for converting a spatial network into an ‘igraph’ object and the desired network-based analysis can follow accordingly, where it is enhanced by having the many useful functions and algorithms in **igraph** now readily available. For example, we can calculate network distances or shortest paths with **shp2graph** and **igraph** in **R** and this process is detailed below. Furthermore, **shp2graph** can easily be extended to different conversion strategies. For example, taking complex objects as vertices (see `master_node` definition in [30]), or taking polylines themselves as vertices for conversion to a connectivity graph [31]. Note that this conversion would assume planarity in the produced ‘igraph’ object (see similar conversions defined in [32]), which is largely dependent on the data structure of the original spatial network (like 2-D coordinates), or models with them. However, overpasses (viaducts) and underpasses (tunnels) in an urban road network bring typical nonplanarity [33], which can only be properly treated here by ensuring topological correctness at overpasses or underpasses, that is, no intersections.

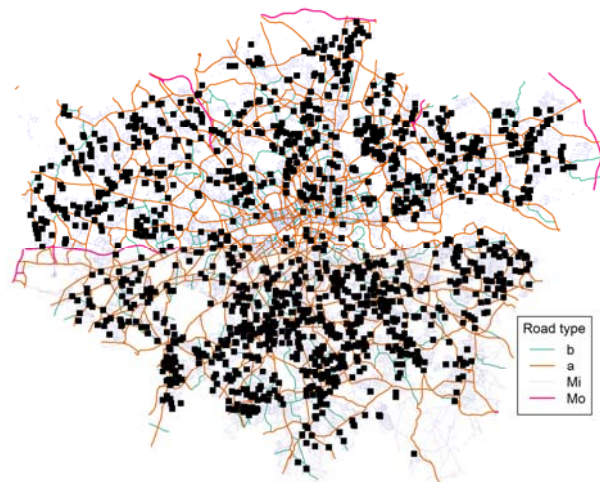
### 3. Calculating Network Distances with Shp2graph and Igraph

The development of **shp2graph** was motivated by the need to provide solutions to the calculation of network distances and shortest paths within the **R** statistical computing environment. The **shp2graph** **R** package provides routines to convert a vector-format spatial network into an ‘igraph’ graph, allowing functions such as `distances`, `distance_table`, `shortest_paths` and `all_shortest_paths` in the **igraph** **R** package to be utilized. In practice, however, the conversions are rarely straightforward, where extra pre-processing operations are often required—such as checking the topology, optimizing the network structure and so forth.

As a case study to demonstrate the calculation of network distance (and travel time) matrices, we use the same London house price data (as provided by the Nationwide Building Society of the United Kingdom) and the same London road network (as produced by the UK Ordnance Survey (OS) in 2001), as that used in the local regression study of Lu et al. [9]. These example data sets are both available the latest release of **shp2graph**. Thus, if the following R code is run (snippet 3), then the map of Figure 3 results, where both data sets are combined.

#### Code snippet 3:

```
require(RColorBrewer)
data(LNNT)
data(LNHP)
road.type <- unique(LN.nt$nt_RoadTyp)
idx <- match(LN.nt$nt_RoadTyp, road.type)
ltypes <- c(1, 1, 3, 1)
lwidths <- c(1, 1.5, 0.2, 2)
shades <- brewer.pal(4, "Dark2")
plot(LN.nt, col = shades[idx], lty = ltypes[idx], lwd = lwidths[idx], cex = 0.3)
points(coordinates(LN.prop), pch = 15)
legend(551000, 172000, legend = road.type, lty = ltypes, lwd = lwidths, col = shades,
title = "Road type")
```



**Figure 3.** Case study data sets: London house price and road network data.

### 3.1. Confirming Connectivity in a Spatial Network

Completeness and topology correctness are fundamental for ensuring connectivity in a spatial network [34]. Whether or not a spatial network is self-connected, where no disconnected portions or islands exist in the network, that is, at least one path could be found between any pair of vertices. Connectivity is essential for calculating network distances or shortest paths successfully. To confirm the connectivity of a given spatial network the **shp2graph** function, *nt.connect*, searches through all the self-connected parts in the input network and returns a series of self-connected parts with the most vertices. In this sense, it is always possible to get at least one self-connected network from this output. We can demonstrate this function as follows with this **R** code (snippet 4) together with the mapped output in Figure 4:

**Code snippet 4:**

```
LN.nt.con <- nt.connect(LN.nt)
plot(LN.nt.con)
```

1 self-connected parts in this data set

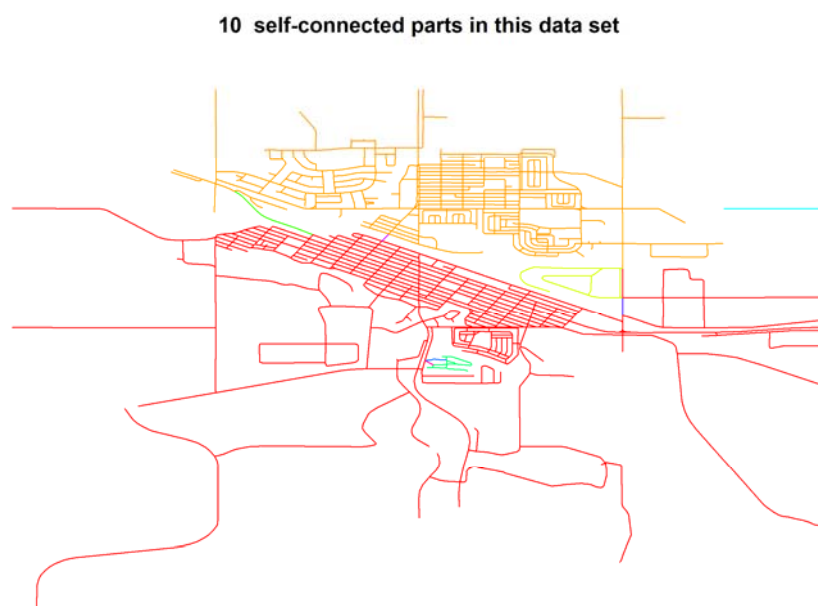


**Figure 4.** Connectivity of the London road network data via the function *nt.connect*.

Figure 4 clearly indicates that the London road network is highly self-connected, where only one self-connected part was found (the plot title always returns this). This level of connectivity is sufficient for subsequent operations and analyses and is expected for a carefully prepared network data set. In practice, however, many spatial network data sets have poor connectivity conditions, requiring much pre-processing. In this respect, it is useful to provide another example—this time using part of the Estevan road network downloaded from OpenStreetMap [35]. Thus, the following R commands (snippet 5) returns this network's connectivity conditions (mapped in Figure 5):

**Code snippet 5:**

```
data(ERN_OSM)
ERN.con <- nt.connect(ERN_OSM.nt)
plot(ERN.con)
```

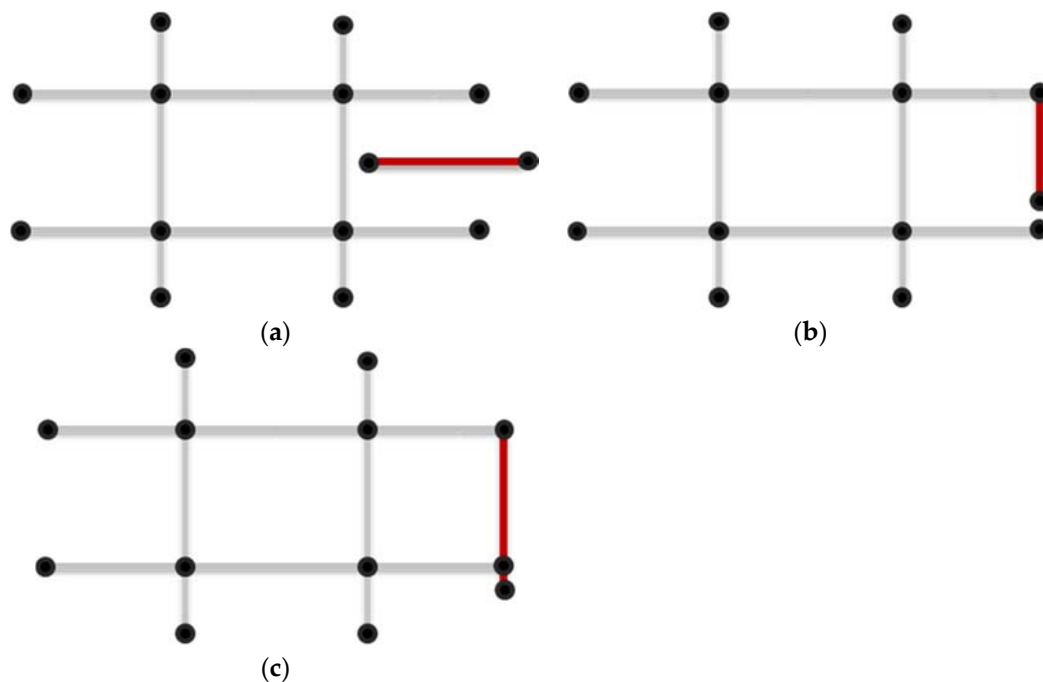


**Figure 5.** Connectivity of the Estevan road network via the function *nt.connect*.

As shown in Figure 5, the Estevan road network is comprised of ten unconnected parts marked in ten different colors. Such poor connectivity is likely due to various topology errors, where the three most common types are: dangling arc, overshoot and undershoot [36]. These are illustrated in Figure 6a–c and are defined as follows:

- Dangling arc (Figure 6a): an arc featured by having the same polygon on both its sides and at least one vertex that does not connect to any other arc, which is especially harmful for the connectivity of the converted graph when both nodes are not connected to any other arc;
- Overshoot (Figure 6b): an arc passes another arc which should intersect and stop there;
- Undershoot (Figure 6c): an arc does not extend long enough to another arc which it should intersect.



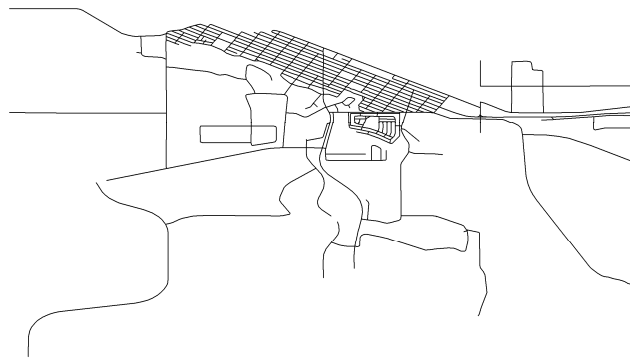


**Figure 6.** Three common types of topology errors. (a) Dangling arc, (b) Undershoot, (c) Overshoot.

Such topology errors lead to critical connectivity problems for the converted **igraph** graph and as a consequence, cause failures in calculating shortest paths or network distances. Using the function `nt.connect` allows the user to find the main self-connected part, where all remaining unconnected parts can be dropped and thus provides an immediate solution for finding a self-connected network. However, this dropping of network parts is not always acceptable, especially when the dropped (unconnected) parts are clearly important to understanding the spatial process. This is the case for the Estevan road network example, where the main self-connected part (as shown in Figure 7), a `SpatialLinesDataFrame` object `ERN.con` returned by `nt.connect`, does not adequately cover the study area (see the red part in Figure 6). In this instance, we have to move outside of R, where there are a number of GIS tools available to correct topology errors, for example, topology error fixes in ArcGIS [37], polyline tools in ET Geo-tools [37] and a toolset for cleaning topology in GRASS [13]. In this instance, we processed the Estevan road data with the GRASS tools and got a new network with all topology errors fixed. The topology corrected data has been incorporated into **shp2graph**, as demonstrated by the following R commands (snippet 6) and mapped in Figure 8:

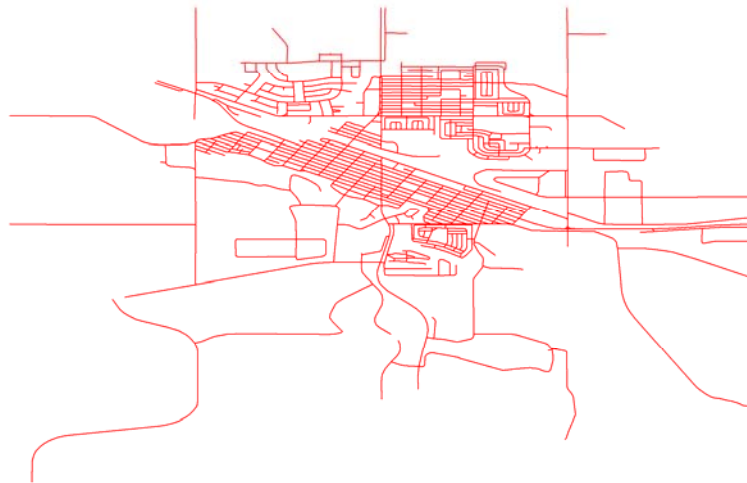
**Code snippet 6:**

```
data(ERN_OSM_correct)
ERN_cor.con <- nt.connect(ERN_OSM_cor.nt)
```



**Figure 7.** The main self-connected part of the Estevan road network returned by the function *nt.connect*.

**1 self-connected parts in this data set**



**Figure 8.** Connectivity of the Estevan road network with topology errors fixed via the function *nt.connect*.

In summary, it is important to confirm the connectivity of a given spatial network, which can be achieved via the function *nt.connect*, supported by external GIS tools. Clearly, the incorporation of such GIS tools within R would be a useful advance, further avoiding troublesome data imports and exports that **shp2graph** goes some way in addressing. Note however, that these tools can themselves create new topology errors. For example, when a bridge crosses over a road (or multiple bridges/roads, as in the U.S. Interstate System), resulting in incorrect splits and the creation of false junctions.

### 3.2. Integrating Points with a Spatial Network

As illustrated in the usage of the functions *distance\_table*, *shortest\_paths* and *all\_shortest\_paths* from **igraph**, network distances or shortest paths can only be calculated between pairwise vertices of the graph. This entails that all associated points/locations (i.e., where we have sample observations) should be inherent nodes of the spatial network, that in turn, are recognized as vertices in the converted graph. This collocated situation however, rarely occurs in practice, where the points/locations and the spatial network are usually isolated from each other (e.g., the London houses appear off the road network, as shown in Figure 3). To address this issue, four strategies (solutions) are incorporated in **shp2graph**, all within the function *points2network* that allows the integration of the points/locations with the spatial network by representing each point with: (1) its nearest vertex; or (2) its nearest geometric point;

or (3) adding a pseudo edge to connect each point with its nearest vertex; or (4) adding a pseudo edge to connect each point with its nearest geometric point. These four strategies are illustrated in Figure 9.

As illustrated in Figure 9a, the most straightforward way (strategy 1) is to associate each point  $Pt_i$  with its nearest vertex within the network, where this strategy rule is expressed as follows:

$$Pt_i(x_i, y_i) \leftarrow \arg \min_{v \in V(g)} \left\{ dist(Pt_i, v) = \sqrt{(x_i - x_v)^2 + (y_i - y_v)^2} \right\} \quad (1)$$

where  $(x_i, y_i)$  are the coordinates for the point/location  $Pt_i$  and  $v$  is a vertex of the graph  $g$  to be converted with the coordinates  $(x_v, y_v)$ . The nearest vertex is used to represent  $Pt_i$ , as marked with a red circle in Figure 9a. Strategy 1 is simple and computationally efficient but can be inaccurate when the network is sparse, or when only the endpoints of each polyline are recognized as vertices.

To get more accurate results than that found in strategy 1, strategy 2 finds the nearest geometric position on the network for each point  $Pt_i$  and takes that position as a vertex (maybe newly added or not) for representation. Thus, strategy 2 searches for the minimum distance between the point  $Pt_i$  and all the line segments and then fixes the nearest position as a representative vertex. This strategy rule is expressed as follows:

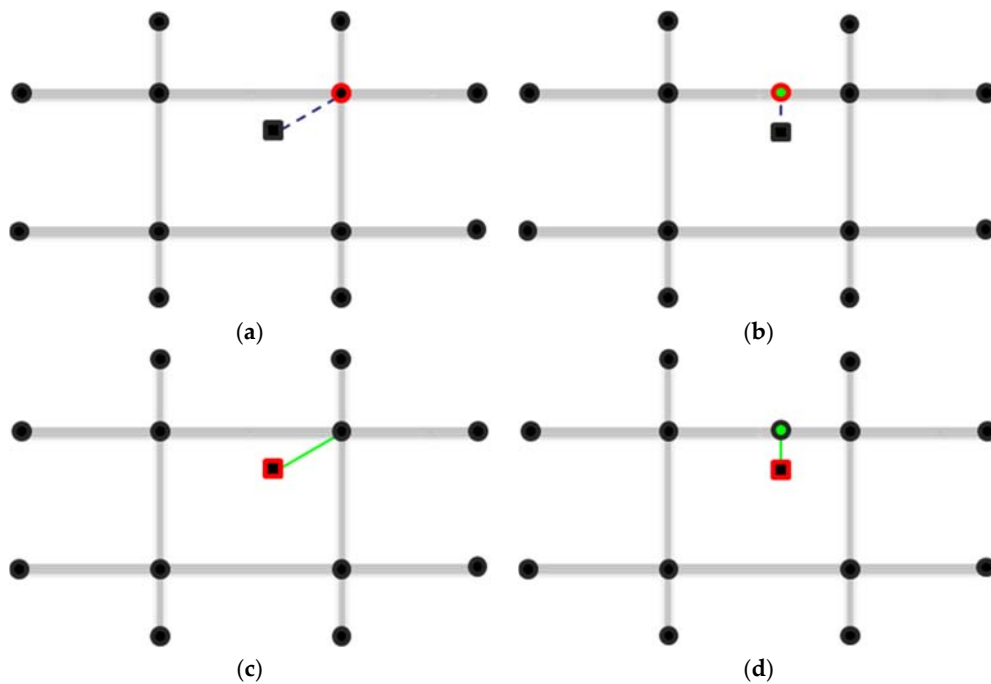
$$Pt_i(x_i, y_i) \leftarrow V_{pos_{\min} \in LS_{\min}} \left\{ \begin{array}{l} \leftarrow \arg \min_{LS \in SN} \left\{ dist(Pt_i, LS) = \left\{ \begin{array}{ll} \frac{|(y_2 - y_1)x_i - (x_2 - x_1)y_i + (y_1x_2 - y_2x_1)|}{\sqrt{(y_2 - y_1)^2 + (x_2 - x_1)^2}}, & x_{\perp} \in range(x_1, x_2) \& \\ & y_{\perp} \in range(y_1, y_2) \end{array} \right. \right. \\ \left. \left. \min \left\{ d_j | d_j = \sqrt{(y_i - y_j)^2 + (x_j - x_i)^2}, i = 1, 2 \right\}, \right. & \left. otherwise \right. \right\} \end{array} \right. \quad (2)$$

where  $(x_1, y_1)$  and  $(x_2, y_2)$  are the coordinates of two endpoints of any line segment  $LS$  in the network;  $pos_{\min}$  is the nearest position on the closest line segment  $LS_{\min}$  and taken as the (new) vertex to represent the point  $Pt_i$ ;  $(x_{\perp}, y_{\perp})$  are the coordinates of the foot point from  $Pt_i$  to the straight line where the segment  $LS$  is located and are found as follows:

$$\left\{ \begin{array}{l} x_{\perp} = \frac{(x_2 - x_1)^2 x_i + (y_2 - y_1)(x_2 - x_1)y_i - (y_2 - y_1)(y_1x_2 - y_2x_1)}{(y_2 - y_1)^2 + (x_2 - x_1)^2} \\ y_{\perp} = \frac{(y_2 - y_1)(x_2 - x_1)x_i + (y_2 - y_1)^2 y_i + (x_2 - x_1)(y_1x_2 - y_2x_1)}{(y_2 - y_1)^2 + (x_2 - x_1)^2} \end{array} \right. \quad (3)$$

Strategies 1 and 2 take typical vertices from the original spatial network to provide a virtual representation of the given points/locations. However, they can be deficient in that a certain loss of information is likely, particularly when the network is sparse, or there are comparatively large gaps between the network and points. In this respect, two further strategies 3 and 4 are available in the function *points2network* that add pseudo edges between the given points and typical vertices are selected accordingly, as shown in Figure 9c,d. This way, the points/locations themselves can be recognized as vertices. Note however, that the pseudo edges created by strategies 3 and 4 do not have homologous attributes as the original ones in the network, which may result in difficulties in a subsequent analysis.

As demonstration, the following R commands (snippet 7) can be run for the Ontario road data, resulting in the network maps presented in Figure 10a–d, where the function *ptsinnt.view* visualizes the output from *points2network*. A list of vertices and the corresponding vertex-vertex adjacency matrix are returned by *points2network*, in preparation for subsequent conversion and associated computations (this list can be particularly important for assessing the consequences of point integration strategies 3 and 4). From Figure 10, observe that only the endpoints of the polylines are viewed as vertices, which is a default option of the function *points2network*. All the geometric points of each polyline are viewed as vertices if the parameter 'Detailed' in *points2network* is set as *TRUE*, where accuracy can improve when point integration strategies 1 or 3 are adopted. This setting should not be used for strategies 2 or 4 as outcomes are meaningless.



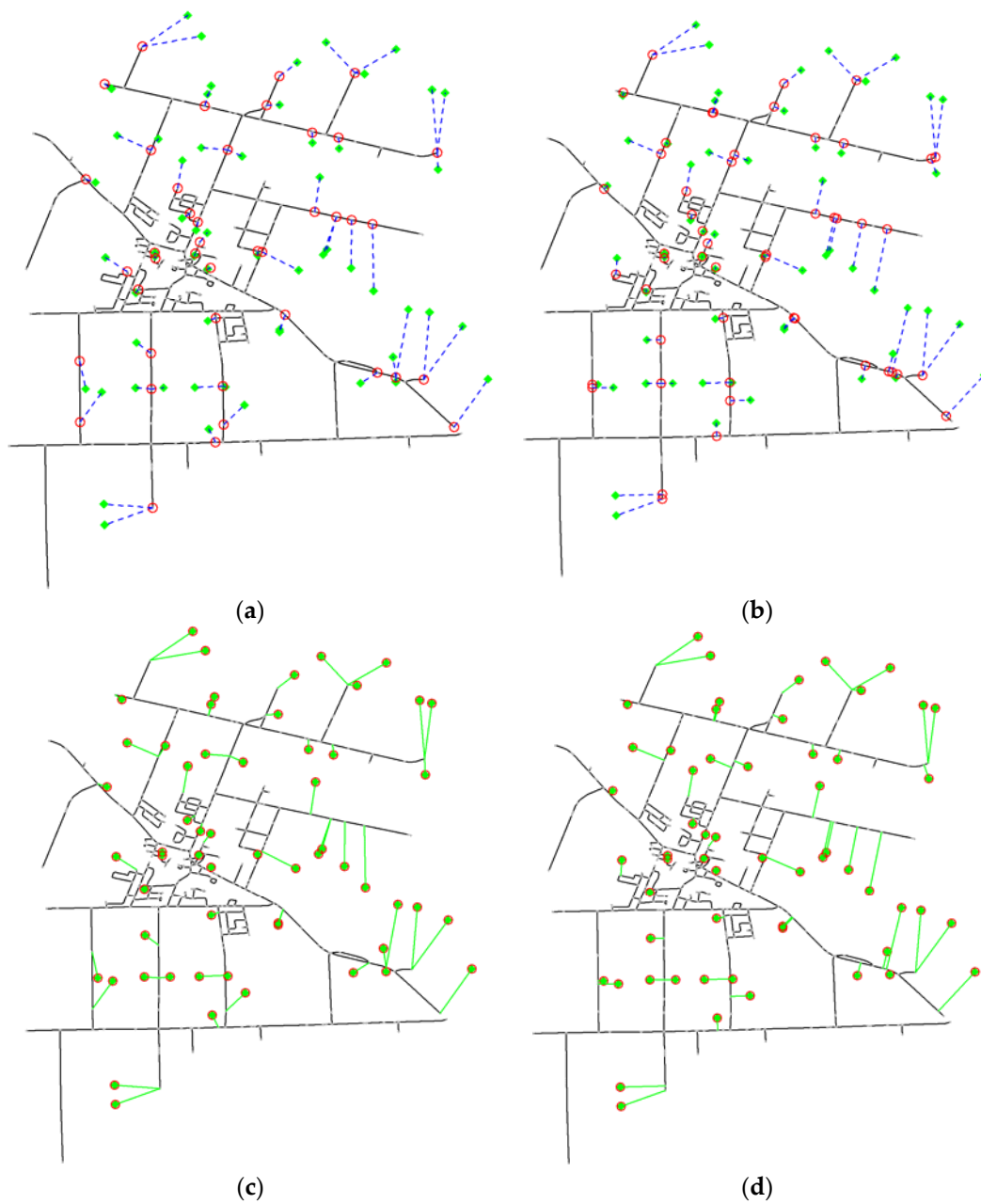
**Figure 9.** Four strategies to integrate points/locations within the spatial network. (a) Strategy 1: represent each point with its nearest vertex; (b) Strategy 2: represent each point with its nearest geometric point; (c) Strategy 3: add a pseudo edge (colored green) between each point and its nearest vertex; (d) Strategy 4: Add a pseudo edge (colored green) between each point and its nearest geometric point.

#### Code snippet 7:

```

data(ORN)
pts <- spsample(ORN.nt, 100, type = "random")
ptsxy <- coordinates(pts)[, 1:2]
ptsxy <- cbind(ptsxy[, 1] + 0.008, ptsxy[, 2] + 0.008)
res.nv <- points2network(ntdata = ORN.nt, pointsxy = ptsxy, ELComputed = TRUE,
approach = 1)
ptsinnt.view(ntdata = ORN.nt, nodelist = res.nv[[1]], pointsxy = ptsxy, CorespondIDs
= res.nv[[3]])
res.np <- points2network(ntdata = ORN.nt, pointsxy = ptsxy, approach = 2,
ea.prop = rep(0, 2))
ptsinnt.view(ntdata = ORN.nt, nodelist = res.np[[1]], pointsxy = ptsxy,
LComputed = TRUE, CorespondIDs = res.np[[3]])
res.vnv <- points2network(ntdata = ORN.nt, pointsxy = ptsxy, ELComputed = TRUE,
approach = 3, ea.prop = rep(0, 2))
ptsinnt.view(ntdata = ORN.nt, nodelist = res.vnv[[1]], pointsxy = ptsxy,
CorespondIDs = res.vnv[[3]], VElis = res.vnn[[7]])
res.vnp <- points2network(ntdata = ORN.nt, pointsxy = ptsxy, ELComputed = TRUE,
approach = 4, ea.prop = rep(0, 2))
ptsinnt.view(ntdata = ORN.nt, nodelist = res.vnp[[1]], pointsxy = ptsxy,
CorespondIDs = res.vnp[[3]], VElis = res.vnp[[7]])

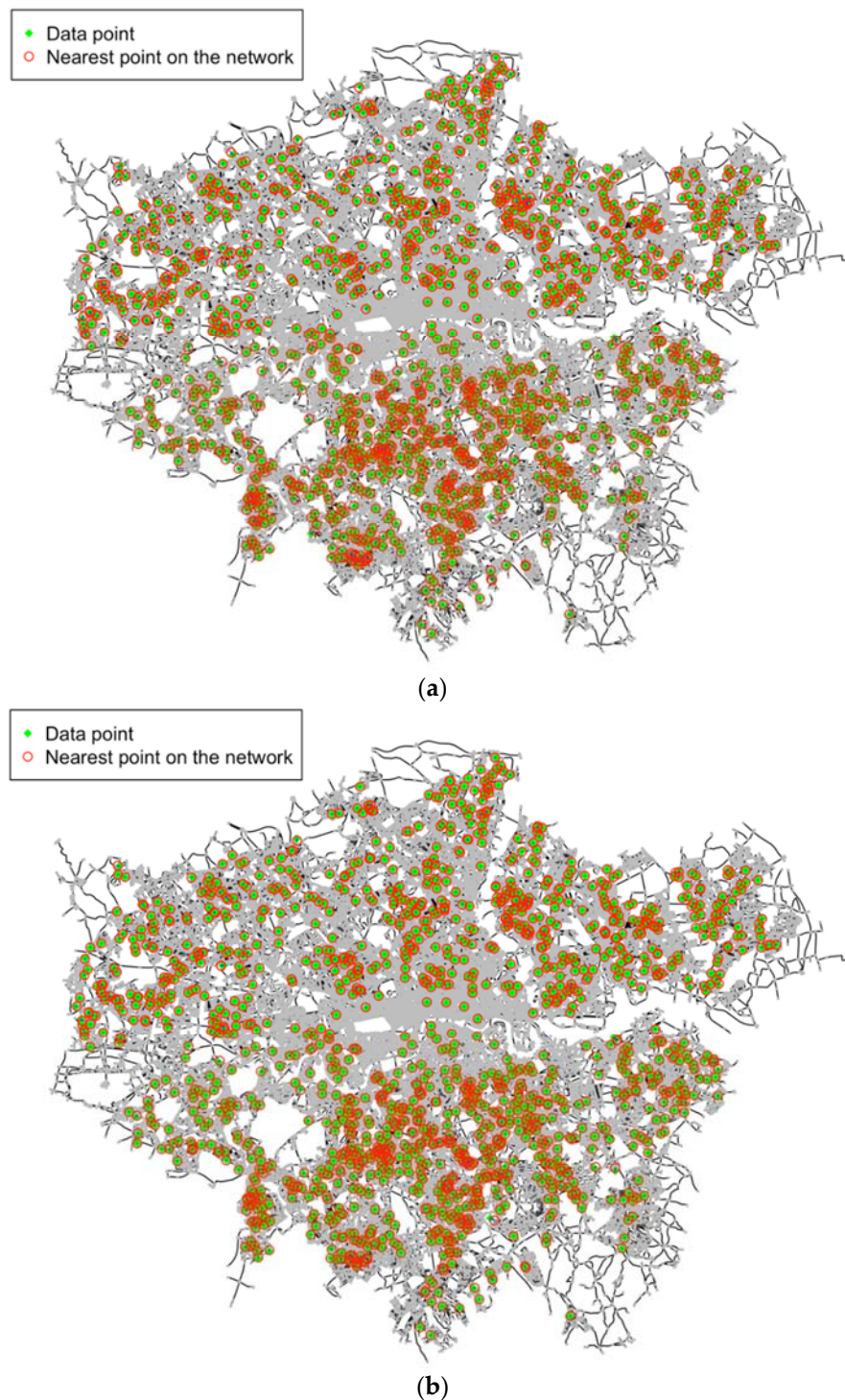
```



**Figure 10.** Examples of integrating points/locations with a spatial network (Ontario road data), where green dots represent points given, a blue dash in (a,b) indicate the closest relationship between a point and its nearest vertex/position on the network, green lines in (c,d) mean the edges newly added and red circles mark the representative vertices. (a) Solution with strategy 1; (b) Solution with strategy 2; (c) Solution with strategy 3; (d) Solution with strategy 4.

As further demonstration of points/locations integration, the integration of the London properties onto the London road network is presented in Figure 11a,b using strategies 1 and 2. Here the code snippet is not given but is directly analogous to that given in snippet 7. The whole process will take around 67 min (Computer configuration: Intel® Core™ i5-4570 Processor, 8 G RAM, Windows 7 64 bit) due to a relatively large number of points and a relatively complex network. Results suggest that both strategies achieve integration with acceptable levels of accuracy but where strategy 2 seems more accurate but is computationally costly (it uses 43 of the full 67 min). Computational efficiency could be

improved by establishing a spatial index of the network, like using a boundary box to roughly track each road segment. This is a subject of on-going work.



**Figure 11.** Integration of the London property locations onto the London road network using strategies 1 and 2. (a) Solution with strategy 1; (b) Solution with strategy 2.

### 3.3. Converting a Spatial Network into an *Igraph* Graph

Once the procedures outlined in Sections 3.1 and 3.2 have been completed, the spatial network is ready to convert to an **igraph** graph via the **shp2graph** function *nel2igraph*. To calculate network

distances with converted graphs, the length of each polyline (e.g., road length) is assigned to the corresponding edge in the converted graph. The vertex lists and vertex-vertex (i.e., edge) adjacency matrices returned by *points2network* (from Section 3.2) are used for the conversion using the following R commands (snippet 8), for the London case study and for respective point integration strategies 1 and 2, from before:

**Code snippet 8:**

```
# Strategy 1
Edge.len1 <- LN.pt2nt1[[8]]
LN.ig1 <- nel2igraph(LN.pt2nt1[[1]], LN.pt2nt1[[2]], weight = Edge.len1)
summary(LN.ig1)
IGRAPH U-W- 75236 97800 --
+ attr: x (v/n), y (v/n), weight (e/n)
# Strategy 2
Edge.len2 <- LN.pt2nt2[[8]]
LN.ig2 <- nel2igraph(LN.pt2nt2[[1]], LN.pt2nt2[[2]], weight = Edge.len2)
summary(LN.ig2)
IGRAPH U-W- 76762 99326 --
+ attr: x (v/n), y (v/n), weight (e/n)
```

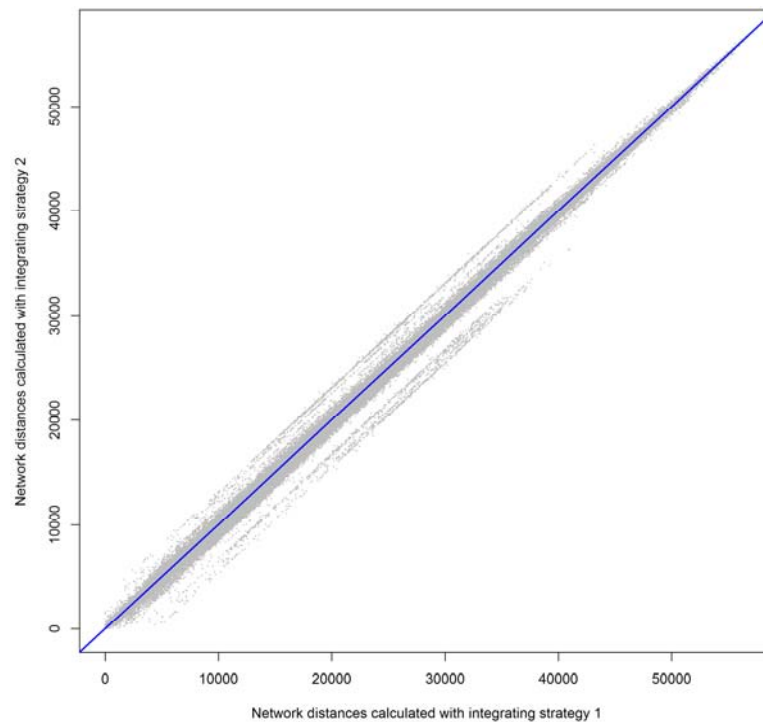
For point integration strategy 2, the vertices and edges are increased by 1526 over that using point integration strategy 1. Observe that the polyline segment (i.e., road) length is calculated by setting the parameter *ELComputed* of the function *points2network* as *TRUE*, which is then assigned as the default weight for each edge in the converted graph. The resultant graphs are now ready for the calculation of the network distances. Also, observe that road speed information (miles per hour) is provided for the London case study and as such, the anticipated travel cost for each road segment can be calculated. Graphs can be converted for calculating travel time distances if the edges are weighted with their travel cost. In this sense, the above R commands (snippet 8) can be edited as follows (snippet 9):

**Code snippet 9:**

```
# Strategy~1
names(LN.pt2nt1[[6]])
Speed1 <- LN.pt2nt1[[6]][, 4] * 0.44704
LN.ig3 <- nel2igraph(LN.pt2nt1[[1]], LN.pt2nt1[[2]], weight = Edge.len1/Speed1)
summary(LN.ig3)
IGRAPH U-W- 75236 97800 --
+ attr: x (v/n), y (v/n), weight (e/n)
# Strategy 2
Speed2 <- LN.pt2nt2[[6]][, 4] * 0.44704
LN.ig4 <- nel2igraph(LN.pt2nt2[[1]], LN.pt2nt2[[2]], weight = Edge.len2/Speed2)
summary(LN.ig4)
IGRAPH U-W- 76762 99326 --
+ attr: x (v/n), y (v/n), weight (e/n)
```

### 3.4. Calculating Network Distances and Travel Times

The following R commands (snippet 10) calculate the network distances between each pair of London property locations with *LN.ig1* and *LN.ig2*, reflecting the two different point integration strategies used. The resultant matrices are different but highly correlated, as depicted in the scatterplot of Figure 12. Observe that the corresponding vertices of the input locations are marked with their orders returned by the function *points2network*, which provides an assessment of accuracy.



**Figure 12.** Network distances calculated with two different integrating strategies (London case study).

**Code snippet 10:**

```
# Strategy 1
LN.pt.VIDs1 <- as.numeric(LN.pt2nt1[[3]])
V.idx1 <- as.numeric(levels(as.factor(LN.pt.VIDs1)))
ND.mat1 <- shortest.paths(LN.ig1, v = LN.pt.VIDs1, to = V.idx1)
ND.mat1 <- ND.mat1[, match(LN.pt.VIDs1, V.idx1)]
# Strategy 2
LN.pt.VIDs2 <- as.numeric(LN.pt2nt2[[3]])
V.idx2 <- as.numeric(levels(as.factor(LN.pt.VIDs2)))
ND.mat2 <- shortest.paths(LN.ig2, v = LN.pt.VIDs2, to = V.idx2)
ND.mat2 <- ND.mat2[, match(LN.pt.VIDs2, V.idx2)]
# Scatterplot
plot(ND.mat1, ND.mat2, pch = 16, cex = 0.2, col = "grey", xlab = "Network distances
calculated with integrating strategy 1", ylab = "Network distances calculated with
integrating strategy 2")
abline(a = 0, b = 1, col = "blue", lwd = 2)
```

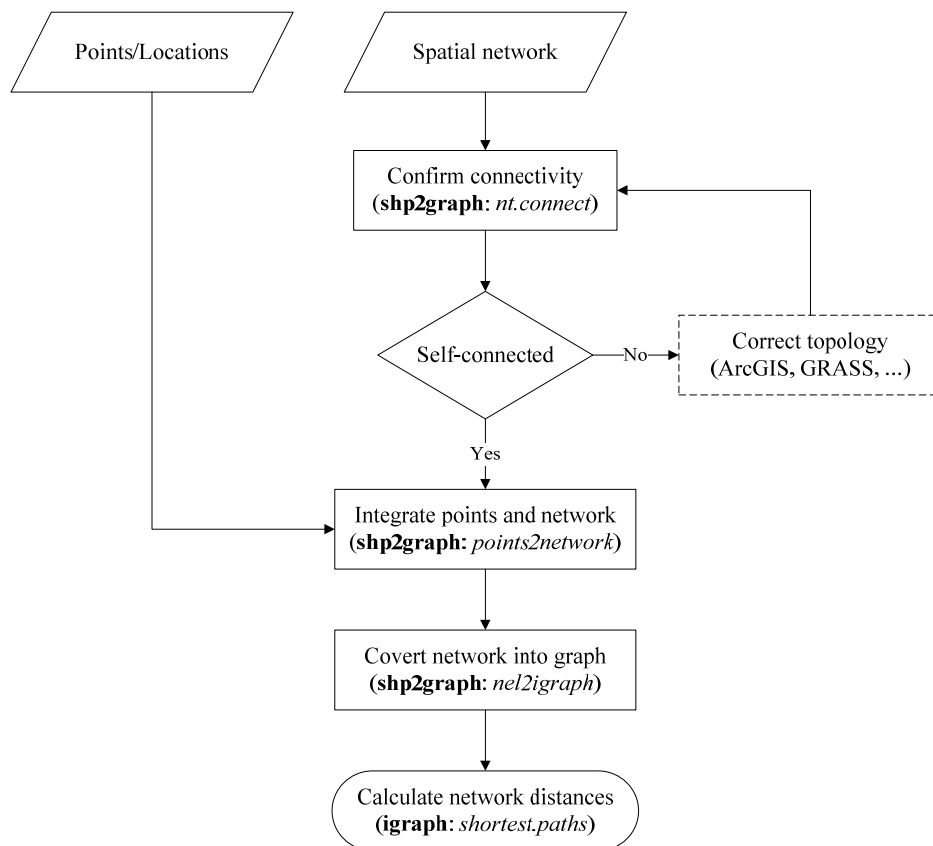
In addition, the corresponding travel time distances for the London case study can be calculated with the converted graphs, *LN.ig3* and *LN.ig4*, using the following **R** commands (snippet 11):

**Code snippet 11:**

```
# Strategy-1
TT.mat1 <- shortest.paths(LN.ig3, v = LN.pt.VIDs1, to = V.idx1)
TT.mat1 <- TT.mat1[, match(LN.pt.VIDs1, V.idx1)]
# Strategy 2
TT.mat2 <- shortest.paths(LN.ig2, v = LN.pt.VIDs2, to = V.idx2)
TT.mat2 <- TT.mat2[, match(LN.pt.VIDs2, V.idx2)]
```

As a useful summary of this work, a flow chart for calculating network distances with **shp2graph** and **igraph** is given in Figure 13.





**Figure 13.** Flow chart of calculating network distances with **shp2graph** and **igraph**.

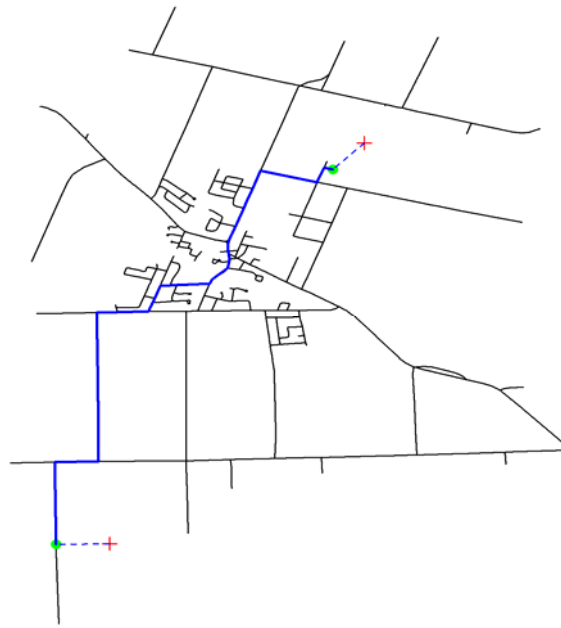
### 3.5. Example Extensions

Shortest paths can also be found via the following set of R comments (snippet 12) for the Ontario road data where the function *shortest.paths* is replaced with *get.shortest.paths*. Here, an interactive experiment was conducted to find the shortest path between any pair of locations randomly inputted and the result is given in Figure 14.

#### Code snippet 12:

```

plot(ORN.nt)
coords <- locator(2)
coords <- cbind(coords$x, coords$y)
points(coords, pch = 3, col = "red")
pt2nt1 <- points2network(ntdata = ORN.nt, pointsxy = coords, Detailed = T,
  ELComputed = T, approach = 2, ea.prop = rep(0, 2))
V.idx3 <- as.numeric(pt2nt1[[3]])
V.coords <- cbind(pt2nt1[[4]][V.idx3], pt2nt1[[5]][V.idx3])
points(V.coords, pch = 16, col = "green")
lines(rbind(coords[1,], V.coords[1,]), lty = 2, col = "blue")
lines(rbind(coords[2,], V.coords[2,]), lty = 2, col = "blue")
igr3 <- nel2igraph(pt2nt1[[1]], pt2nt1[[2]], weight = pt2nt1[[8]])
path <- get.shortest.paths(igr3, from = V.idx3[1], to = V.idx3[2])$vpath[[1]]
for(i in 1:(length(path)-1))
  lines(cbind(pt2nt1[[4]][path[i,i+1]], pt2nt1[[5]][path[i,i+1]]), lwd = 2, col = "blue")
  
```



**Figure 14.** An interactive example for finding the shortest path with **shp2graph** and **igraph** (Ontario road data).

Furthermore, the **igraph** package provides a vast collection of graph handling and analysis tools—i.e., not just tools to calculate network distances and shortest paths, as demonstrated here. The following **R** code (snippet 13) showcases some extensions for **shp2graph** via **igraph**, such as calculating vertex and edge ‘betweenness’ and network diameter (as shown in Figure 15), or measuring network connectivity [38].



**Figure 15.** Finding the network diameter with **shp2graph** and **igraph** (Ontario road data).

**Code snippet 13:**

```
V.bn <- betweenness(igr2)
E.bn <- edge_betweenness(igr2)
G.dm <- diameter(igr2, directed = F)
```

```
V.gdm <- get_diameter(igr2, directed = F)
plot(ORN.nt)
for(i in 1:(length(V.gdm)-1))
lines(cbind(rtNEL2[[6]][V.gdm [i,i+1]], rtNEL2[[7]][V.gdm[i,i+1]]), lwd = 2, col = "red")
```

#### 4. Summary

In this study, the R package **shp2graph** is demonstrated. It provides a set of tools to convert a spatial network into an ‘igraph’ graph of the **igraph** R package and in doing so, allows the rich set of graph handling and analysis tools in **igraph** to be available for a spatial network analysis, all within the R statistical computing environment. In particular, a route map for calculating road network distances for three urban case studies is presented, where functions from both **shp2graph** and **igraph** are described and applied. The calculation of travel time distances by weighting edges of the converted graph with travel costs is also presented. The **shp2graph** package continues to evolve, where tools such as those for topology correction and spatial indexing for improved computation times are in current development.

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