

# Package ‘SBN’

January 17, 2022

**Title** Generate Stochastic Branching Networks

**Version** 1.0.0

**Description** Generate Stochastic Branching Networks ('SBNs'). Used to model the branching structure of rivers.

**License** MIT + file LICENSE

**Encoding** UTF-8

**RoxygenNote** 7.1.2

**Imports** igraph, stats

**URL** <https://flee598.github.io/SBN/>

**NeedsCompilation** no

**Author** Finnbar Lee [aut, cre]

**Maintainer** Finnbar Lee <lee.finnbar@gmail.com>

**Repository** CRAN

**Date/Publication** 2022-01-17 19:42:42 UTC

## R topics documented:

sbn_change_dir . . . . .	2
sbn_create . . . . .	2
sbn_down_dir . . . . .	3
sbn_get_downstream . . . . .	4
sbn_get_hw . . . . .	4
sbn_get_outlet . . . . .	5
sbn_get_upstream . . . . .	5
sbn_strahler . . . . .	6
sbn_to_mtx . . . . .	7

<b>Index</b>	<b>8</b>
--------------	----------

---

sbn_change_dir	<i>Change the upstream/downstream direction of an SBN</i>
----------------	---

---

### Description

Change the upstream/downstream direction of an SBN to either, reversed or undirected.

### Usage

```
sbn_change_dir(g, method = c("rev", "undir"))
```

### Arguments

g	a river network as an igraph object. Must be a downstream directed graph.
method	one of "rev" or "undir", determining what to convert the network to.

### Value

A river network as an igraph object.

### Examples

```
g <- sbn_create(10, 0.7)
sbn_change_dir(g, method = "rev")
```

---

sbn_create	<i>Create SBNs</i>
------------	--------------------

---

### Description

An SBN river network as a downstream directed igraph object.

### Usage

```
sbn_create(n, p)
```

### Arguments

n	desired number of nodes.
p	branching probability, from 0 - 1. Passed to <code>stats::rbinom()</code> , the probability of success in two attempts at adding upstream branches.

**Details**

SBNs are generated using a stochastic branching process. The network generation process starts from an initial downstream node (the river mouth). At each iteration a random node in the network, with no upstream connections is selected, and zero, one or two nodes are added upstream of it, depending on a branching probability ( $p$ ). This process is repeated until a pre-determined number of nodes across the entire network is attained ( $n$ ).

**Value**

A river network as an igraph object.

**Examples**

```
sbn_create(10, 0.7)
```

---

sbn\_down\_dir

*Convert to a downstream directed network*

---

**Description**

Convert an upstream directed or non-directed network to a downstream directed network.

**Usage**

```
sbn_down_dir(g, mouth)
```

**Arguments**

`g` a river network as an igraph object.  
`mouth` river mouth vertex id.

**Value**

A downstream directed network.

**Examples**

```
g <- sbn_create(10, 0.7)

# to undirected
g <- sbn_change_dir(g, method = "undir")

# undirected to downstream directed
sbn_down_dir(g, mouth = 1)
```

---

sbn\_get\_downstream      *Find all downstream nodes*

---

**Description**

Find all nodes downstream of a given node.

**Usage**

```
sbn_get_downstream(g, node)
```

**Arguments**

**g**                      a river network as an igraph object. Must be a downstream directed graph.  
**node**                  target node to get all downstream nodes of.

**Value**

a vector of downstream node id's.

**Examples**

```
g <- sbn_create(10, 0.7)  
sbn_get_downstream(g, 10)
```

---

sbn\_get\_hw              *Find all headwater nodes*

---

**Description**

Find all headwater nodes in a network.

**Usage**

```
sbn_get_hw(g)
```

**Arguments**

**g**                      a river network as an igraph object. Must be a downstream directed graph.

**Value**

A vector of headwater node id's.

**Examples**

```
g <- sbn_create(10, 0.7)
sbn_get_hw(g)
```

---

sbn\_get\_outlet      *Find river mouth node*

---

**Description**

Find river mouth node from a directed graph.

**Usage**

```
sbn_get_outlet(g)
```

**Arguments**

`g`                    a river network as an igraph object. Must be a downstream directed graph.

**Value**

An integer identifying the id of river mouth node.

**Examples**

```
g <- sbn_create(10, 0.7)
sbn_get_outlet(g)
```

---

sbn\_get\_upstream      *Find all nodes upstream of a given node*

---

**Description**

Find all nodes upstream of a given node.

**Usage**

```
sbn_get_upstream(g, node)
```

**Arguments**

`g`                    a river network as an igraph object. Must be a downstream directed graph.  
`node`                target node to get all upstream nodes of.

**Value**

A vector of upstream node id's.

**Examples**

```
g <- sbn_create(10, 0.7)
sbn_get_upstream(g, 2)
```

---

sbn\_strahler

*Get node strahler order*

---

**Description**

Calculate the reach (node) Strahler for all nodes in a river network. The function will not work if any of the nodes in the network have more than two adjacent upstream reaches (e.g. some networks generated by the OCNet package).

**Usage**

```
sbn_strahler(g)
```

**Arguments**

`g` a river network as an igraph object. Must be a downstream directed graph.

**Value**

a vector of stream Strahler orders.

**Examples**

```
g <- sbn_create(10, 0.7)
sbn_strahler(g)
```

**Description**

Convert a downstream directed SBN to various adjacency or distance matrix formats.

**Usage**

```
sbn_to_mtx(  
  g,  
  method = c("dwn_mtx", "undir_mtx", "up_mtx", "n2n_dist_up", "n2n_dist_dwn",  
             "n2n_dist_undir"),  
  unconnected = Inf,  
  weights = NULL  
)
```

**Arguments**

<code>g</code>	a river network as an igraph object. Must be a downstream directed graph.
<code>method</code>	one of "dwn_mtx", an adjacency matrix for a downstream directed SBN, "up_mtx", an adjacency matrix for an upstream directed SBN, "undir_mtx", an adjacency matrix for an undirected SBN, "n2n_dist_up", "n2n_dist_dwn" or "n2n_dist_undir", an adjacency matrix of upstream, downstream or undirected node to node distances.
<code>unconnected</code>	when generating node-to-node distance matrices, what value should be used for unconnected elements. For example, in a downstream directed network, all upstream links are considered unconnected. Default value is Inf but other options are possible, such as NA or 0.
<code>weights</code>	passed to <code>igraph::shortest.paths()</code> . Possibly a numeric vector giving edge weights. If this is NULL and the graph has a weight edge attribute, then the attribute is used. If this is NA then no weights are used (even if the graph has a weight attribute).

**Value**

An adjacency or distance matrix.

**Examples**

```
g <- sbn_create(10, 0.7)  
sbn_to_mtx(g, method = "dwn_mtx")
```

# Index

`igraph::shortest.paths()`, 7

`sbn_change_dir`, 2

`sbn_create`, 2

`sbn_down_dir`, 3

`sbn_get_downstream`, 4

`sbn_get_hw`, 4

`sbn_get_outlet`, 5

`sbn_get_upstream`, 5

`sbn_strahler`, 6

`sbn_to_mtx`, 7

`stats::rbinom()`, 2