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add_nodes_to_graph

Insert new nodes into a graph, breaking edges at point of nearest intersection.

Description
Note that this routine presumes graphs to be dodgr_streetnet object, with geographical coordinates.

Usage
add_nodes_to_graph(graph, xy, dist_tol = 0.000001, intersections_only = FALSE)

Arguments

- **graph**
  A dodgr graph with spatial coordinates, such as a dodgr_streetnet object.

- **xy**
  coordinates of points to be matched to the vertices, either as matrix or \texttt{sf}-formatted \texttt{data.frame}.

- **dist_tol**
  Only insert new nodes if they are further from existing nodes than this distance, expressed in units of the distance column of graph.

- **intersections_only**
  If FALSE
clear_dodgr_cache

Details
This inserts new nodes by extending lines from each input point to the edge with the closest point of perpendicular intersection. That edge is then split at that point of intersection, creating two new edges (or four for directed edges). If intersections_only = FALSE (default), then additional edges are inserted from those intersection points to the input points. If intersections_only = TRUE, then nodes are added by splitting graph edges at points of nearest perpendicular intersection, without adding additional edges out to the actual input points.

In the former case, the properties of those new edges, such as distance and time weightings, are inherited from the edges which are intersected, and may need to be manually modified after calling this function.

Value
A modified version of graph, with additional edges formed by breaking previous edges at nearest perpendicular intersections with the points, xy.

See Also
Other match: match_points_to_graph(), match_points_to_verts(), match_pts_to_graph(), match_pts_to_verts()

Examples
```r
graph <- weight_streetnet(hampi, wt_profile = "foot")
dim(graph)

verts <- dodgr_vertices(graph)
set.seed(2)
npts <- 10
xy <- data.frame(
  x = min(verts$x) + runif(npts) * diff(range(verts$x)),
  y = min(verts$y) + runif(npts) * diff(range(verts$y))
)

graph <- add_nodes_to_graph(graph, xy)
dim(graph) # more edges than original
```

clear_dodgr_cache
Remove cached versions of dodgr graphs.

Description
This function should generally not be needed, except if graph structure has been directly modified other than through dodgr functions; for example by modifying edge weights or distances. Graphs are cached based on the vector of edge IDs, so manual changes to any other attributes will not necessarily be translated into changes in dodgr output unless the cached versions are cleared using this function. See https://github.com/UrbanAnalyst/dodgr/wiki/Caching-of-streetnets-and-contracted-graphs for details of caching process.
compare_heaps

Usage

   clear_dodgr_cache()

Value

   Nothing; the function silently clears any cached objects

See Also

   Other cache: dodgr_cache_off(), dodgr_cache_on(), dodgr_load_streetnet(), dodgr_save_streetnet()

---

clear_dodgr_cache

Compare timings of different sort heaps for a given input graph.

Description

Perform timing comparison between different kinds of heaps as well as with equivalent routines from the igraph package. To do this, a random sub-graph containing a defined number of vertices is first selected. Alternatively, this random sub-graph can be pre-generated with the dodgr_sample function and passed directly.

Usage

   compare_heaps(graph, nverts = 100, replications = 2)

Arguments

   graph          data.frame object representing the network graph (or a sub-sample selected with dodgr_sample)
   nverts         Number of vertices used to generate random sub-graph. If a non-numeric value is given, the whole graph will be used.
   replications   Number of replications to be used in comparison

Value

   Result of bench::mark comparison.

See Also

   Other misc: dodgr_flowmap(), dodgr_full_cycles(), dodgr_fundamental_cycles(), dodgr_insert_vertex(), dodgr_sample(), dodgr_sflines_to_poly(), dodgr_vertices(), merge_directed_graph(), summary.dodgr_dists_categorical(), write_dodgr_wt_profile()
Examples

```r
graph <- weight_streetnet (hampi)
## Not run:
compare_heaps (graph, nverts = 1000, replications = 1)
## End(Not run)
```

---

dodgr

Distances On Directed GRaphs ("dodgr")

Description

Distances on dual-weighted directed graphs using priority-queue shortest paths. Weighted directed graphs have weights from A to B which may differ from those from B to A. Dual-weighted directed graphs have two sets of such weights. A canonical example is a street network to be used for routing in which routes are calculated by weighting distances according to the type of way and mode of transport, yet lengths of routes must be calculated from direct distances.

The Main Function

- `dodgr_dists()`: Calculate pair-wise distances between specified pairs of points in a graph.

Functions to Obtain Graphs

- `dodgr_streetnet()`: Extract a street network in Simple Features (`sf`) form.
- `weight_streetnet()`: Convert an `sf`-formatted street network to a `dodgr` graph through applying specified weights to all edges.

Functions to Modify Graphs

- `dodgr_components()`: Number all graph edges according to their presence in distinct connected components.
- `dodgr_contract_graph()`: Contract a graph by removing redundant edges.

Miscellaneous Functions

- `dodgr_sample()`: Randomly sample a graph, returning a single connected component of a defined number of vertices.
- `dodgr_vertices()`: Extract all vertices of a graph.
- `compare_heaps()`: Compare the performance of different priority queue heap structures for a given type of graph.
dodgr_cache_off

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• Stanislaw Adaszewski (author of include concaveman-cpp code) [copyright holder]

See Also

Useful links:

• https://github.com/UrbanAnalyst/dodgr
• https://urbananalyst.github.io/dodgr/
• Report bugs at https://github.com/UrbanAnalyst/dodgr/issues

---

dodgr_cache_off  Turn off all dodgr caching in current session.

Description

This function is useful is speed is paramount, and if graph contraction is not needed. Caching can be switched back on with dodgr_cache_on.

Usage

dodgr_cache_off()

Value

Nothing; the function invisibly returns TRUE if successful.

See Also

Other cache: clear_dodgr_cache(), dodgr_cache_on(), dodgr_load_streetnet(), dodgr_save_streetnet()
dodgr_cache_on

Turn on all dodgr caching in current session.

Description

This will only have an effect after caching has been turned off with dodgr_cache_off.

Usage

dodgr_cache_on()

Value

Nothing; the function invisibly returns TRUE if successful.

See Also

Other cache: clear_dodgr_cache(), dodgr_cache_off(), dodgr_load_streetnet(), dodgr_save_streetnet()

dodgr_centrality

Calculate betweenness centrality for a 'dodgr' network.

Description

Centrality can be calculated in either vertex- or edge-based form.

Usage

dodgr_centrality(
  graph,
  contract = TRUE,
  edges = TRUE,
  column = "d_weighted",
  vert_wts = NULL,
  dist_threshold = NULL,
  heap = "BHeap",
  check_graph = TRUE
)
Arguments

graph  
'data.frame' or equivalent object representing the network graph (see Details)

contract  
If 'TRUE', centrality is calculated on contracted graph before mapping back on to the original full graph. Note that for street networks, in particular those obtained from the osmdata package, vertex placement is effectively arbitrary except at junctions; centrality for such graphs should only be calculated between the latter points, and thus 'contract' should always be 'TRUE'.

edges  
If 'TRUE', centrality is calculated for graph edges, returning the input 'graph' with an additional 'centrality' column; otherwise centrality is calculated for vertices, returning the equivalent of 'dodgr_vertices(graph)', with an additional vertex-based 'centrality' column.

column  
Column of graph defining the edge properties used to calculate centrality (see Note).

vert_wts  
Optional vector of length equal to number of vertices (nrow(dodgr_vertices(graph))), to enable centrality to be calculated in weighted form, such that centrality measured from each vertex will be weighted by the specified amount.

dist_threshold  
If not 'NULL', only calculate centrality for each point out to specified threshold. Setting values for this will result in approximate estimates for centrality, yet with considerable gains in computational efficiency. For sufficiently large values, approximations will be accurate to within some constant multiplier. Appropriate values can be established via the estimate_centrality_threshold function.

heap  
Type of heap to use in priority queue. Options include Fibonacci Heap (default; 'FHeap'), Binary Heap ('BHeap'), Trinomial Heap ('TriHeap'), Extended Trinomial Heap ('TriHeapExt', and 2-3 Heap ('Heap23').

check_graph  
If TRUE, graph is first checked for duplicate edges, which can cause incorrect centrality calculations. If duplicate edges are detected in an interactive session, a prompt will ask whether you want to proceed or rectify edges first. This value may be set to FALSE to skip this check and the interactive prompt.

Value

Modified version of graph with additional 'centrality' column added.

Note

The column parameter is by default d_weighted, meaning centrality is calculated by routing according to weighted distances. Other possible values for this parameter are

- d for unweighted distances
- time for unweighted time-based routing
- time_weighted for weighted time-based routing

Centrality is calculated by default using parallel computation with the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads =
See Also

Other centrality: `estimate_centrality_threshold()`, `estimate_centrality_time()`

Examples

```r
graph_full <- weight_streetnet (hampi)  
graph <- dodgr_contract_graph (graph_full)  
graph <- dodgr_centrality (graph)  
  # 'graph' is then the contracted graph with an additional 'centrality' column  
  # Same calculation via 'igraph':  
  igr <- dodgr_to_igraph (graph)  
  library (igraph)  
  cent <- edge_betweenness (igr)  
  identical (cent, graph$centrality) # TRUE  
  # Values of centrality between all junctions in the contracted graph can then  
  # be mapped back onto the original full network by "uncontracting":  
  graph_full <- dodgr_uncontract_graph (graph)  
  # For visualisation, it is generally necessary to merge the directed edges to  
  # form an equivalent undirected graph. Conversion to 'sf' format via  
  # 'dodgr_to_sf()' is also useful for many visualisation routines.  
  graph_sf <- merge_directed_graph (graph_full) %>%  
    dodgr_to_sf ()
```
# convert to contracted form, retaining junction vertices only, and append
# 'centrality' column
graph <- dodgr_contract_graph (graph_full) %>%
  dodgr_centrality ()
  # expand back to full graph; merge directed flows; and convert result to
# 'sf'-format for plotting
graph_sf <- dodgr_uncontract_graph (graph) %>%
  merge_directed_graph () %>%
  dodgr_to_sf ()
plot (graph_sf ["centrality"])

## End(Not run)

---

dodgr_components

Identify connected components of graph.

Description

Identify connected components of graph and add corresponding component column to data.frame.

Usage

dodgr_components(graph)

Arguments

graph A data.frame of edges

Value

Equivalent graph with additional component column, sequentially numbered from 1 = largest component.

See Also

Other modification: dodgr_contract_graph(), dodgr_uncontract_graph()

Examples

code to run graph <- weight_streetnet (hampi)
graph <- dodgr_components (graph)
dodgr_contract_graph  
*Contract graph to junction vertices only.*

**Description**

Removes redundant (straight-line) vertices from graph, leaving only junction vertices.

**Usage**

```r
dodgr_contract_graph(graph, verts = NULL, nocache = FALSE)
```

**Arguments**

- `graph` A flat table of graph edges. Must contain columns labelled `from` and `to`, or `start` and `stop`. May also contain similarly labelled columns of spatial coordinates (for example `from_x`) or `stop_lon`.
- `verts` Optional list of vertices to be retained as routing points. These must match the `from` and `to` columns of `graph`.
- `nocache` If `FALSE` (default), load cached version of contracted graph if previously calculated and cached. If `TRUE`, then re-contract graph even if previously calculated version has been stored in cache.

**Value**

A contracted version of the original `graph`, containing the same number of columns, but with each row representing an edge between two junction vertices (or between the submitted `verts`, which may or may not be junctions).

**See Also**

Other modification: `dodgr_components()`, `dodgr_uncontract_graph()`

**Examples**

```r
graph <- weight_streetnet(hampi)  
nrow(graph) # 5,973  
graph <- dodgr_contract_graph(graph)  
nrow(graph) # 662
```
dodgr_deduplicate_graph

Deduplicate edges in a graph

Description

Graph may have duplicated edges, particularly when extracted as dodgr_streetnet objects. This function de-duplicates any repeated edges, reducing weighted distances and times to the minimal values from all duplicates.

Usage

dodgr_deduplicate_graph(graph)

Arguments

graph Any 'dodgr' graph or network.

Value

A potentially modified version of graph, with any formerly duplicated edges reduces to single rows containing minimal weighted distances and times.

See Also

Other conversion: dodgr_to_igraph(), dodgr_to_sf(), dodgr_to_sfc(), dodgr_to_tidygraph(), igraph_to_dodgr()

dodgr_distances

Calculate matrix of pair-wise distances between points.

Description

Alias for dodgr_dist

Usage

dodgr_distances(
  graph,
  from = NULL,
  to = NULL,
  shortest = TRUE,
  pairwise = FALSE,
  heap = "BHeap",
  parallel = TRUE,
  quiet = TRUE
)

Arguments

graph data.frame or equivalent object representing the network graph (see Notes). For dodgr street networks, this may be a network derived from either sf or silhouette ("sc") data, generated with weight_streetnet.

from Vector or matrix of points from which route distances are to be calculated (see Notes)

to Vector or matrix of points to which route distances are to be calculated (see Notes)

shortest If FALSE, calculate distances along the fastest rather than shortest routes (see Notes).

pairwise If TRUE, calculate distances only between the ordered pairs of from and to.

heap Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

parallel If TRUE, perform routing calculation in parallel (see details)

quiet If FALSE, display progress messages on screen.

Value

square matrix of distances between nodes

Note

graph must minimally contain three columns of from, to, dist. If an additional column named weight or wt is present, shortest paths are calculated according to values specified in that column; otherwise according to dist values. Either way, final distances between from and to points are calculated by default according to values of dist. That is, paths between any pair of points will be calculated according to the minimal total sum of weight values (if present), while reported distances will be total sums of dist values.

For street networks produced with weight_streetnet, distances may also be calculated along the fastest routes with the shortest = FALSE option. Graphs must in this case have columns of time and time_weighted. Note that the fastest routes will only be approximate when derived from sf-format data generated with the osmdata function osmdata sf(), and will be much more accurate when derived from sc-format data generated with osmdata sc(). See weight_streetnet for details.

The from and to columns of graph may be either single columns of numeric or character values specifying the numbers or names of graph vertices, or combinations to two columns specifying geographical (longitude and latitude) coordinates. In the latter case, almost any sensible combination of names will be accepted (for example, fromx, fromy, from_x, from_y, or fr_lat, fr_lon.)

from and to values can be either two-column matrices or equivalent of longitude and latitude coordinates, or else single columns precisely matching node numbers or names given in graph$from or graph$to. If to is NULL, pairwise distances are calculated from all from points to all other nodes in graph. If both from and to are NULL, pairwise distances are calculated between all nodes in graph.

Calculations in parallel (parallel = TRUE) ought very generally be advantageous. For small graphs, calculating distances in parallel is likely to offer relatively little gain in speed, but increases from parallel computation will generally markedly increase with increasing graph sizes. By default,
parallel computation uses the maximal number of available cores or threads. This number can be reduced by specifying a value via `RcppParallel::setThreadOptions(numThreads = <desired_number>). Parallel calculations are, however, not able to be interrupted (for example, by Ctrl-C), and can only be stopped by killing the R process.

**See Also**

Other distances: `dodgr_dists()`, `dodgr_dists_categorical()`, `dodgr_dists_nearest()`, `dodgr_flows_aggregate()`, `dodgr_flows_disperse()`, `dodgr_flows_si()`, `dodgr_isochrones()`, `dodgr_isodists()`, `dodgr_isoverts()`, `dodgr_paths()`, `dodgr_times()`

**Examples**

```r
# A simple graph
d < dodgr_dists(graph)

# A larger example from the included [hampi()] data.
g < weight_streetnet(hampi)
from < sample(graph$from_id, size = 100)
to < sample(graph$to_id, size = 50)
d < dodgr_dists(graph, from = from, to = to)
# d is a 100-by-50 matrix of distances between `from` and `to`

## Not run:
# a more complex street network example, thanks to @chrijo; see
# https://github.com/UrbanAnalyst/dodgr/issues/47
g < dodgr_streetnet(pts = xy, expand = 0.2, quiet = FALSE)
d < dodgr_dists(graph, from = xy, to = xy)
# First reason why this does not work is because the graph has multiple,
# disconnected components.
table(graph$component)
# reduce to largest connected component, which is always number 1
g < graph [which(graph$component == 1),]
d < dodgr_dists(graph, from = xy, to = xy)
# should work, but even then note that

table(essen$level)
# There are parts of the network on different building levels (because of
# shopping malls and the like). These may or may not be connected, so it may
# be necessary to filter out particular levels
index < which(!(essen$level == "-1" | essen$level == "1"))
# for example
```

```r
d < dodgr_dists(graph, from = subset(xy, index), to = subset(xy, index))
```
library (sf) # needed for following sub-select operation
essen <- essen [index, ]
graph <- weight_streetnet (essen, wt_profile = "foot")
graph <- graph [which (graph$component == 1), ]
d <- dodgr_dists (graph, from = xy, to = xy)

## End(Not run)

dodgr_dists

`dodgr_dists` Calculate matrix of pair-wise distances between points.

Description

Calculate matrix of pair-wise distances between points.

Usage

```
dodgr_dists(
  graph,
  from = NULL,
  to = NULL,
  shortest = TRUE,
  pairwise = FALSE,
  heap = "BHeap",
  parallel = TRUE,
  quiet = TRUE
)
```

Arguments

- **graph**: data.frame or equivalent object representing the network graph (see Notes). For `dodgr` street networks, this may be a network derived from either `sf` or `silicate` ("sc") data, generated with `weight_streetnet`.
- **from**: Vector or matrix of points from which route distances are to be calculated (see Notes)
- **to**: Vector or matrix of points to which route distances are to be calculated (see Notes)
- **shortest**: If FALSE, calculate distances along the fastest rather than shortest routes (see Notes).
- **pairwise**: If TRUE, calculate distances only between the ordered pairs of from and to.
- **heap**: Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).
- **parallel**: If TRUE, perform routing calculation in parallel (see details)
- **quiet**: If FALSE, display progress messages on screen.
Value

square matrix of distances between nodes

Note

graph must minimally contain three columns of from, to, dist. If an additional column named weight or wt is present, shortest paths are calculated according to values specified in that column; otherwise according to dist values. Either way, final distances between from and to points are calculated by default according to values of dist. That is, paths between any pair of points will be calculated according to the minimal total sum of weight values (if present), while reported distances will be total sums of dist values.

For street networks produced with weight_streetnet, distances may also be calculated along the fastest routes with the shortest = FALSE option. Graphs must in this case have columns of time and time_weighted. Note that the fastest routes will only be approximate when derived from sf-format data generated with the osmdata function osmdata_sf(), and will be much more accurate when derived from sc-format data generated with osmdata_sc(). See weight_streetnet for details.

The from and to columns of graph may be either single columns of numeric or character values specifying the numbers or names of graph vertices, or combinations to two columns specifying geographical (longitude and latitude) coordinates. In the latter case, almost any sensible combination of names will be accepted (for example, fromx, fromy, from_x, from_y, or fr_lat, fr_lon.) from and to values can be either two-column matrices or equivalent of longitude and latitude coordinates, or else single columns precisely matching node numbers or names given in graph$from or graph$to. If to is NULL, pairwise distances are calculated from all from points to all other nodes in graph. If both from and to are NULL, pairwise distances are calculated between all nodes in graph.

Calculations in parallel (parallel = TRUE) ought very generally be advantageous. For small graphs, calculating distances in parallel is likely to offer relatively little gain in speed, but increases from parallel computation will generally markedly increase with increasing graph sizes. By default, parallel computation uses the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads = <desired_number>). Parallel calculations are, however, not able to be interrupted (for example, by Ctrl-C), and can only be stopped by killing the R process.

See Also

Other distances: dodgr_distances(), dodgr_dists_categorical(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_disperse(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isodists(), dodgr_isoverts(), dodgr_paths(), dodgr_times()

Examples

# A simple graph
graph <- data.frame(
  from = c("A", "B", "B", "C", "C", "D", "D"),
  d = c(1, 2, 1, 3, 2, 1, 2, 1)
)
dodgr_dists (graph)
# A larger example from the included [hampi()] data.
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 100)
to <- sample (graph$to_id, size = 50)
d <- dodgr_dists (graph, from = from, to = to)
# d is a 100-by-50 matrix of distances between `from` and `to`

## Not run:
# a more complex street network example, thanks to @chrijo; see
# https://github.com/UrbanAnalyst/dodgr/issues/47

xy <- rbind (  
c (7.005994, 51.45774), # limbeckerplatz 1 essen germany  
c (7.012874, 51.45041) ) # hauptbahnhof essen germany
xy <- data.frame (lon = xy [, 1], lat = xy [, 2])
essen <- dodgr_streetnet (pts = xy, expand = 0.2, quiet = FALSE)
graph <- weight_streetnet (essen, wt_profile = "foot")
d <- dodgr_dists (graph, from = xy, to = xy)
# First reason why this does not work is because the graph has multiple,
# disconnected components.
table (graph$component)
# reduce to largest connected component, which is always number 1
graph <- graph [which (graph$component == 1), ]
d <- dodgr_dists (graph, from = xy, to = xy)
# should work, but even then note that

table (essen$level)
# There are parts of the network on different building levels (because of
# shopping malls and the like). These may or may not be connected, so it may
# be necessary to filter out particular levels
index <- which (!(essen$level == "-1" | essen$level == "1")) # for example
library (sf) # needed for following sub-select operation
essen <- essen [index, ]
graph <- weight_streetnet (essen, wt_profile = "foot")
graph <- graph [which (graph$component == 1), ]
d <- dodgr_dists (graph, from = xy, to = xy)

## End(Not run)

---

**dodgr_dists_categorical**

*Cumulative distances along different edge categories*

### Description

Cumulative distances along different edge categories

### Usage

dodgr_dists_categorical(
graph,  
from = NULL,  
to = NULL,  
proportions_only = FALSE,  
pairwise = FALSE,  
dlimit = NULL,  
heap = "BHeap",  
quiet = TRUE  
)

Arguments

graph: data.frame or equivalent object representing the network graph which must have a column named "edge_type" which labels categories of edge types along which categorical distances are to be aggregated (see Note).

from: Vector or matrix of points from which route distances are to be calculated (see Notes)

to: Vector or matrix of points to which route distances are to be calculated (see Notes)

proportions_only: If FALSE, return distance matrices for full distances and for each edge category; if TRUE, return single vector of proportional distances, like the summary function applied to full results. See Note.

pairwise: If TRUE, calculate distances only between the ordered pairs of from and to. In this case, neither the proportions_only nor dlimit parameters have any effect, and the result is a single matrix with one row for each pair of from-to points, and one column for each category.

dlimit: If no value to to is given, distances are aggregated from each from point out to the specified distance limit (in the same units as the edge distances of the input graph). dlimit only has any effect if to is not specified, in which case the proportions_only argument has no effect.

heap: Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

quiet: If FALSE, display progress messages on screen.

Value

If to is specified, a list of distance matrices of equal dimensions (length(from), length(to)), the first of which ("distance") holds the final distances, while the rest are one matrix for each unique value of "edge_type", holding the distances traversed along those types of edges only. Otherwise, a single matrix of total distances along all ways from each point out to the specified value of dlimit, along with distances along each of the different kinds of ways specified in the "edge_type" column of the input graph.

Note

The "edge_type" column in the graph can contain any kind of discrete or categorical values, although integer values of 0 are not permissible. NA values are ignored. The function requires one full
distance matrix to be stored for each category of "edge_type" (unless proportions_only = TRUE). It is wise to keep numbers of discrete types as low as possible, especially for large distance matrices.

Setting the proportions_only flag to TRUE may be advantageous for large jobs, because this avoids construction of the full matrices. This may speed up calculations, but perhaps more importantly it may make possible calculations which would otherwise require distance matrices too large to be directly stored.

Calculations are not able to be interrupted (for example, by Ctrl-C), and can only be stopped by killing the R process.

See Also

Other distances: dodgr_distances(), dodgr_dists(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_disperse(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isodists(), dodgr_isoverts(), dodgr_paths(), dodgr_times()

Examples

# Prepare a graph for categorical routing by including an "edge_type" column
graph <- weight_streetnet (hampi, wt_profile = "foot")
graph <- graph [graph$component == 1, ]
graph$edge_type <- graph$highway

# Define start and end points for categorical distances; using all vertices here.
length (unique (graph$edge_type)) # Number of categories
v <- dodgr_vertices (graph)
from <- to <- v$id [1:100]
d <- dodgr_dists_categorical (graph, from, to)
class (d)
length (d)
sapply (d, dim)

# 9 distance matrices, all of same dimensions, first of which is standard distance matrix
s <- summary (d) # print summary as proportions along each "edge_type"
# or directly calculate proportions only

dodgr_dists_categorical (graph, from, to, proportions_only = TRUE)

# Pairwise distances return single matrix with number of rows equal to 'from' / 'to', and number of columns equal to number of edge types plus one for total distances.
d <- dodgr_dists_categorical (graph, from, to, pairwise = TRUE)
class (d)
dim (d)

# The 'dlimit' parameter can be used to calculate total distances along each category of edges from a set of points out to specified threshold:
dlimit <- 2000 # in metres
d <- dodgr_dists_categorical (graph, from, dlimit = dlimit)
dim (d) # length(from), length(unique(edge_type)) + 1
**dodgr_dists_nearest**

*Calculate vector of shortest distances from a series of 'from' points to nearest one of series of 'to' points.*

**Description**

Calculate vector of shortest distances from a series of 'from' points to nearest one of series of 'to' points.

**Usage**

```r
dodgr_dists_nearest(
  graph, from = NULL, to = NULL, shortest = TRUE, heap = "BHeap", quiet = TRUE
)
```

**Arguments**

- **graph**: data.frame or equivalent object representing the network graph (see Notes)
- **from**: Vector or matrix of points from which route distances are to be calculated (see Notes)
- **to**: Vector or matrix of points to which shortest route distances are to be calculated to nearest 'to' point only.
- **shortest**: If FALSE, calculate distances along the fastest rather than shortest routes (see Notes).
- **heap**: Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt)
- **quiet**: If FALSE, display progress messages on screen.

**Value**

Vector of distances, one element for each 'from' point giving the distance to the nearest 'to' point.

**Note**

*graph* must minimally contain three columns of *from, to, dist*. If an additional column named *weight* or *wt* is present, shortest paths are calculated according to values specified in that column; otherwise according to *dist* values. Either way, final distances between *from* and *to* points are calculated by default according to values of *dist*. That is, paths between any pair of points will be calculated according to the minimal total sum of *weight* values (if present), while reported distances will be total sums of *dist* values.
For street networks produced with `weight_streetnet`, distances may also be calculated along the fastest routes with the `shortest = FALSE` option. Graphs must in this case have columns of time and `time_weighted`. Note that the fastest routes will only be approximate when derived from `sf`-format data generated with the `osmdata` function `osmdata_sf()`, and will be much more accurate when derived from `sc`-format data generated with `osmdata_sc()`. See `weight_streetnet` for details.

The `from` and `to` columns of graph may be either single columns of numeric or character values specifying the numbers or names of graph vertices, or combinations to two columns specifying geographical (longitude and latitude) coordinates. In the latter case, almost any sensible combination of names will be accepted (for example, `from_x`, `from_y`, `from_x`, `from_y`, `fr_lat`, `fr_lon`). `from` and `to` values can be either two-column matrices or equivalent of longitude and latitude coordinates, or else single columns precisely matching node numbers or names given in `graph$from` or `graph$to`. If `to` is `NULL`, pairwise distances are calculated from all `from` points to all other nodes in `graph`. If both `from` and `to` are `NULL`, pairwise distances are calculated between all nodes in `graph`.

Calculations are always calculated in parallel, using multiple threads.

See Also

Other distances: `dodgr_distances()`, `dodgr_dists()`, `dodgr_dists_categorical()`, `dodgr_flows_aggregate()`, `dodgr_flows_disperse()`, `dodgr_flows_sl()`, `dodgr_isochrones()`, `dodgr_isodists()`, `dodgr_isoverts()`, `dodgr_paths()`, `dodgr_times()`

Examples

```
# A simple graph
graph <- data.frame(
  from = c("A", "B", "B", "B", "C", "C", "D", "D"),
  d = c(1, 2, 1, 3, 2, 1, 2, 1)
)
dodgr_dists (graph)

# A larger example from the included [hampi()] data.
graph <- weight_streetnet(hampi)
from <- sample (graph$from_id, size = 100)
to <- sample (graph$to_id, size = 50)
d <- dodgr_dists (graph, from = from, to = to)
# d is a 100-by-50 matrix of distances between `from` and `to`

## Not run:
# a more complex street network example, thanks to @chrijo; see
# https://github.com/UrbanAnalyst/dodgr/issues/47
xy <- rbind (
  c(7.005994, 51.45774), # limbeckerplatz 1 essen germany
  c(7.012874, 51.45041)
) # hauptbahnhof essen germany
xy <- data.frame (lon = xy [, 1], lat = xy [, 2])
essen <- dodgr_streetnet (pts = xy, expand = 0.2, quiet = FALSE)
graph <- weight_streetnet (essen, wt_profile = "foot")
d <- dodgr_dists (graph, from = xy, to = xy)
```
# First reason why this does not work is because the graph has multiple, # disconnected components.

```
table (graph$component)
```

# reduce to largest connected component, which is always number 1

```
graph <- graph [which (graph$component == 1), ]
```

d <- dodgr_dists (graph, from = xy, to = xy)

# should work, but even then note that

```
table (essen$level)
```

# There are parts of the network on different building levels (because of # shopping malls and the like). These may or may not be connected, so it may # be necessary to filter out particular levels

```
index <- which (!(essen$level == "-1" | essen$level == "1")) # for example
```

library (sf) # needed for following sub-select operation

```
essen <- essen [index, ]
```

graph <- weight_streetnet (essen, wt_profile = "foot")

```
graph <- graph [which (graph$component == 1), ]
```

d <- dodgr_dists (graph, from = xy, to = xy)

```
## End(Not run)
```

---

**dodgr_flowmap**

Create a map of *dodgr* flows.

**Description**

Create a map of the output of `dodgr_flows_aggregate` or `dodgr_flows_disperse`

**Usage**

```
dodgr_flowmap(net, bbox = NULL, linescale = 1)
```

**Arguments**

- **net**: A street network with a *flow* column obtained from `dodgr_flows_aggregate` or `dodgr_flows_disperse`
- **bbox**: If given, scale the map to this bbox, otherwise use entire extend of `net`
- **linescale**: Maximal thickness of plotted lines

**Note**

net should be first passed through `merge_directed_graph` prior to plotting, otherwise lines for different directions will be overlaid.

**See Also**

Other misc: `compare_heaps()`, `dodgr_full_cycles()`, `dodgr_fundamental_cycles()`, `dodgr_insert_vertex()`, `dodgr_sample()`, `dodgr_sflines_to_poly()`, `dodgr_vertices()`, `merge_directed_graph()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`
**Examples**

```r
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 10)
to <- sample (graph$to_id, size = 5)
to <- to [!to %in% from]
flows <- matrix (10 * runif (length (from) * length (to)),
               nrow = length (from))
graph <- dodgr_flows_aggregate (graph, from = from, to = to, flows = flows)
# graph then has an additional 'flows' column of aggregate flows along all
# edges. These flows are directed, and can be aggregated to equivalent
# undirected flows on an equivalent undirected graph with:
graph_undir <- merge_directed_graph (graph)
## Not run:
dodgr_flowmap (graph_undir)
## End(Not run)
```

---

**dodgr_flows_aggregate**  
*Aggregate flows throughout a network.*

**Description**

Aggregate flows throughout a network based on an input matrix of flows between all pairs of `from` and `to` points.

**Usage**

```r
dodgr_flows_aggregate(
  graph,
  from,
  to,
  flows,
  pairwise = FALSE,
  contract = TRUE,
  heap = "BHeap",
  tol = 0.000000000001,
  norm_sums = TRUE,
  quiet = TRUE
)
```

**Arguments**

- `graph`  
  *data.frame* or equivalent object representing the network graph (see Details)

- `from`  
  Vector or matrix of points `from` which aggregate flows are to be calculated (see Details)
to Vector or matrix of points to which aggregate flows are to be calculated (see Details).

flows Matrix of flows with nrow(flows)==length(from) and ncol(flows)==length(to).

pairwise If TRUE, aggregate flows only only paths connecting the ordered pairs of from and to. In this case, both from and to must be of the same length, and flows must be either a vector of the same length, or a matrix with only one column and same number of rows. flows then quantifies the flows between each pair of from and to points.

contract If TRUE (default), calculate flows on contracted graph before mapping them back on to the original full graph (recommended as this will generally be much faster). FALSE should only be used if the graph has already been contracted.

heap Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

tol Relative tolerance below which flows towards to vertices are not considered. This will generally have no effect, but can provide speed gains when flow matrices represent spatial interaction models, in which case this parameter effectively reduces the radius from each from point over which flows are aggregated. To remove any such effect, set tol = 0.

norm_sums Standardise sums from all origin points, so sum of flows throughout entire network equals sum of densities from all origins (see Note).

quiet If FALSE, display progress messages on screen.

Value
Modified version of graph with additional flow column added.

Note
Spatial Interaction models are often fitted through trialling a range of values of 'k'. The specification above allows fitting multiple values of 'k' to be done with a single call, in a way that is far more efficient than making multiple calls. A matrix of 'k' values may be entered, with each column holding a different vector of values, one for each 'from' point. For a matrix of 'k' values having 'n' columns, the return object will be a modified version in the input 'graph', with an additional 'n' columns, named 'flow1', 'flow2', ... up to 'n'. These columns must be subsequently matched by the user back on to the corresponding columns of the matrix of 'k' values.

The norm_sums parameter should be used whenever densities at origins and destinations are absolute values, and ensures that the sum of resultant flow values throughout the entire network equals the sum of densities at all origins. For example, with norm_sums = TRUE (the default), a flow from a single origin with density one to a single destination along two edges will allocate flows of one half to each of those edges, such that the sum of flows across the network will equal one, or the sum of densities from all origins. The norm_sums = TRUE option is appropriate where densities are relative values, and ensures that each edge maintains relative proportions. In the above example, flows along each of two edges would equal one, for a network sum of two, or greater than the sum of densities.

Flows are calculated by default using parallel computation with the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads =

See Also

Other distances: `dodgr_distances()`, `dodgr_dists()`, `dodgr_dists_categorical()`, `dodgr_dists_nearest()`, `dodgr_flows_disperse()`, `dodgr_flows_si()`, `dodgr_isochrones()`, `dodgr_isodists()`, `dodgr_isoverts()`, `dodgr_paths()`, `dodgr_times()`

Examples

```r
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 10)
to <- sample (graph$to_id, size = 5)
to <- to [!to %in% from]
flows <- matrix (10 * runif (length (from) * length (to)),
      nrow = length (from)
)
graph <- dodgr_flows_aggregate (graph, from = from, to = to, flows = flows)
  # graph then has an additional 'flows' column of aggregate flows along all
  # edges. These flows are directed, and can be aggregated to equivalent
  # undirected flows on an equivalent undirected graph with:
  graph_undir <- merge_directed_graph (graph)
  # This graph will only include those edges having non-zero flows, and so:
  nrow (graph)
  nrow (graph_undir) # the latter is much smaller

  # The following code can be used to convert the resultant graph to an `sf`
  # object suitable for plotting
  ## Not run:
  gsf <- dodgr_to_sf (graph_undir)

  # example of plotting with the 'mapview' package
  library (mapview)
  flow <- gsf$flow / max (gsf$flow)
  ncols <- 30
  cols <- c ("lawngreen", "red")
  colramp <- colorRampPalette (cols) (ncols) [ceiling (ncols * flow)]
  mapview (gsf, color = colramp, lwd = 10 * flow)

  ## End(Not run)
```

```r
# An example of flow aggregation across a generic (non-OSM) highway,
# represented as the 'routes_fast' object of the \pkg{stplanr} package,
# which is a SpatialLinesDataFrame containing commuter densities along
# components of a street network.
## Not run:
library (stplanr)
# merge all of the 'routes_fast' lines into a single network
r <- overline (routes_fast, attrib = "length", buff_dist = 1)
r <- sf::st_as_sf (r)
# then extract the start and end points of each of the original 'routes_fast'
# lines and use these for routing with `dodgr`
l <- lapply (routes_fast@lines, function (i) {
  c (}
    sp::coordinates (i) [[1]] [1, ],
  ```
dodgr_flows_disperse

Aggregate flows dispersed from each point in a network.

Description

Disperse flows throughout a network based on input vectors of origin points and associated densities.

Usage

dodgr_flows_disperse(
  graph,
  from,
  dens,
  k = 500,
)
contract = TRUE,
heap = "BHeap",
tol = 0.000000000001,
quiet = TRUE
)

Arguments

graph data.frame or equivalent object representing the network graph (see Details)
from Vector or matrix of points from which aggregate dispersed flows are to be calculated (see Details)
dens Vectors of densities corresponding to the from points
k Width coefficient of exponential diffusion function defined as \( \exp(-d/k) \), in units of distance column of graph (metres by default). Can also be a vector with same length as from, giving dispersal coefficients from each point. If value of k<0 is given, a standard logistic polynomial will be used.
contract If TRUE (default), calculate flows on contracted graph before mapping them back on to the original full graph (recommended as this will generally be much faster). FALSE should only be used if the graph has already been contracted.
heap Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt, and 2-3 Heap (Heap23).
tol Relative tolerance below which dispersal is considered to have finished. This parameter can generally be ignored; if in doubt, its effect can be removed by setting tol = 0.
quiet If FALSE, display progress messages on screen.

Value

Modified version of graph with additional flow column added.

Note

Spatial Interaction models are often fitted through trialling a range of values of 'k'. The specification above allows fitting multiple values of 'k' to be done with a single call, in a way that is far more efficient than making multiple calls. A matrix of 'k' values may be entered, with each column holding a different vector of values, one for each 'from' point. For a matrix of 'k' values having 'n' columns, the return object will be a modified version in the input 'graph', with an additional 'n' columns, named 'flow1', 'flow2', ... up to 'n'. These columns must be subsequently matched by the user back on to the corresponding columns of the matrix of 'k' values.

See Also

Other distances: dodgr_distances(), dodgr_dists(), dodgr_dists_categorical(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isodists(), dodgr_isoverts(), dodgr_paths(), dodgr_times()
Examples

```r
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 10)
dens <- rep (1, length (from)) # Uniform densities
graph <- dodgr_flows_disperse (graph, from = from, dens = dens)
# graph then has an additional 'flows' column of aggregate flows along all
# edges. These flows are directed, and can be aggregated to equivalent
# undirected flows on an equivalent undirected graph with:
graph_undir <- merge_directed_graph (graph)
```

---

**dodgr_flows_si**

Aggregate flows throughout a network using a spatial interaction model.

Description

Aggregate flows throughout a network using an exponential Spatial Interaction (SI) model between a specified set of origin and destination points, and associated vectors of densities.

Usage

```r
dodgr_flows_si(
  graph, from, to, k = 500,
  dens_from = NULL, dens_to = NULL,
  contract = TRUE, norm_sums = TRUE,
  heap = "BHeap", tol = 0.0000000001,
  quiet = TRUE
)
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>graph</td>
<td>data.frame or equivalent object representing the network graph (see Details)</td>
</tr>
<tr>
<td>from</td>
<td>Vector or matrix of points from which aggregate flows are to be calculated (see Details)</td>
</tr>
<tr>
<td>to</td>
<td>Vector or matrix of points to which aggregate flows are to be calculated (see Details)</td>
</tr>
<tr>
<td>k</td>
<td>Width of exponential spatial interaction function ( \exp (-d / k) ), in units of '(d' (specified in one of 3 forms: (i) a single value; (ii) a vector of independent values for each origin point (with same length as 'from' points); or (iii) an equivalent matrix with each column holding values for each 'from' point, so 'nrow(k)==length(from)'. See Note.</td>
</tr>
</tbody>
</table>
dodgr_flows_si

`dens_from` Vector of densities at origin (‘from’) points

`dens_to` Vector of densities at destination (‘to’) points

`contract` If TRUE (default), calculate flows on contracted graph before mapping them back on to the original full graph (recommended as this will generally be much faster). FALSE should only be used if the graph has already been contracted.

`norm_sums` Standardise sums from all origin points, so sum of flows throughout entire network equals sum of densities from all origins (see Note).

`heap` Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

`tol` Relative tolerance below which flows towards to vertices are not considered. This will generally have no effect, but can provide speed gains when flow matrices represent spatial interaction models, in which case this parameter effectively reduces the radius from each from point over which flows are aggregated. To remove any such effect, set tol = 0.

`quiet` If FALSE, display progress messages on screen.

Value

Modified version of graph with additional flow column added.

Note

Spatial Interaction models are often fitted through trialling a range of values of ‘k’. The specification above allows fitting multiple values of ‘k’ to be done with a single call, in a way that is far more efficient than making multiple calls. A matrix of ‘k’ values may be entered, with each column holding a different vector of values, one for each ‘from’ point. For a matrix of ‘k’ values having ‘n’ columns, the return object will be a modified version in the input ‘graph’, with an additional ‘n’ columns, named ‘flow1’, ‘flow2’, … up to ‘n’. These columns must be subsequently matched by the user back on to the corresponding columns of the matrix of ‘k’ values.

The `norm_sums` parameter should be used whenever densities at origins and destinations are absolute values, and ensures that the sum of resultant flow values throughout the entire network equals the sum of densities at all origins. For example, with `norm_sums = TRUE` (the default), a flow from a single origin with density one to a single destination along two edges will allocate flows of one half to each of those edges, such that the sum of flows across the network will equal one, or the sum of densities from all origins. The `norm_sums = TRUE` option is appropriate where densities are relative values, and ensures that each edge maintains relative proportions. In the above example, flows along each of two edges would equal one, for a network sum of two, or greater than the sum of densities.

With `norm_sums = TRUE`, the sum of network flows (`sum(output$flow)`) should equal the sum of origin densities (`sum(dens_from)`). This may nevertheless not always be the case, because origin points may simply be too far from any destination (to) points for an exponential model to yield non-zero values anywhere in a network within machine tolerance. Such cases may result in sums of output flows being less than sums of input densities.
Calculate fundamental cycles on a FULL (that is, non-contracted) graph.

dodgr_full_cycles(graph, graph_max_size = 10000, expand = 0.05)

Arguments

- **graph**: data.frame or equivalent object representing the contracted network graph (see Details).
- **graph_max_size**: Maximum size submitted to the internal C++ routines as a single chunk. Warning: Increasing this may lead to computer meltdown!
- **expand**: For large graphs which must be broken into chunks, this factor determines the relative overlap between chunks to ensure all cycles are captured. (This value should only need to be modified in special cases.)
Note

This function converts the graph to its contracted form, calculates the fundamental cycles on that version, and then expands these cycles back onto the original graph. This is far more computationally efficient than calculating fundamental cycles on a full (non-contracted) graph.

See Also

Other misc: `compare_heaps()`, `dodgr_flowmap()`, `dodgr_fundamental_cycles()`, `dodgr_insert_vertex()`, `dodgr_sample()`, `dodgr_sflines_to_poly()`, `dodgr_vertices()`, `merge_directed_graph()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`

Examples

```r
## Not run: 
net <- weight_streetnet (hampi) 
graph <- dodgr_contract_graph (net) 
cyc1 <- dodgr_fundamental_cycles (graph) 
cyc2 <- dodgr_full_cycles (net) 
## End(Not run) 
# cyc2 has same number of cycles, but each one is generally longer, through 
# including all points intermediate to junctions; cyc1 has cycles composed of 
# junction points only.
```

dodgr_fundamental_cycles

`Calculate fundamental cycles in a graph.`

Description

Calculate fundamental cycles in a graph.

Usage

```r
dodgr_fundamental_cycles( 
  graph, 
  vertices = NULL, 
  graph_max_size = 10000, 
  expand = 0.05
)
```  

Arguments

- `graph` data.frame or equivalent object representing the contracted network graph (see Details).
- `vertices` data.frame returned from `dodgr_vertices(graph)`. Will be calculated if not provided, but it’s quicker to pass this if it has already been calculated.
**dodgr_insert_vertex**

- **graph_max_size**: Maximum size submitted to the internal C++ routines as a single chunk. Warning: Increasing this may lead to computer meltdown!
- **expand**: For large graphs which must be broken into chunks, this factor determines the relative overlap between chunks to ensure all cycles are captured. (This value should only need to be modified in special cases.)

**Value**

List of cycle paths, in terms of vertex IDs in graph and, for spatial graphs, the corresponding coordinates.

**Note**

Calculation of fundamental cycles is VERY computationally demanding, and this function should only be executed on CONTRACTED graphs (that is, graphs returned from `dodgr_contract_graph`), and even than may take a long time to execute. Results for full graphs can be obtained with the function `dodgr_full_cycles`. The computational complexity can also not be calculated in advance, and so the parameter `graph_max_size` will lead to graphs larger than that (measured in numbers of edges) being cut into smaller parts. (Note that that is only possible for spatial graphs, meaning that it is not at all possible to apply this function to large, non-spatial graphs.) Each of these smaller parts will be expanded by the specified amount (`expand`), and cycles found within. The final result is obtained by aggregating all of these cycles and removing any repeated ones arising due to overlap in the expanded portions. Finally, note that this procedure of cutting graphs into smaller, computationally manageable sub-graphs provides only an approximation and may not yield all fundamental cycles.

**See Also**

Other misc: `compare_heaps()`, `dodgr_flowmap()`, `dodgr_full_cycles()`, `dodgr_insert_vertex()`, `dodgr_sample()`, `dodgr_sflines_to_poly()`, `dodgr_vertices()`, `merge_directed_graph()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`

**Examples**

```r
net <- weight_streetnet(hampi)
graph <- dodgr_contract_graph(net)
verts <- dodgr_vertices(graph)
cyc <- dodgr_fundamental_cycles(graph, verts)
```

---

**dodgr_insert_vertex**  
*Insert a new node or vertex into a network*

**Description**

Insert a new node or vertex into a network

**Usage**

```r
dodgr_insert_vertex(graph, v1, v2, x = NULL, y = NULL)
```
dodgr_isochrones

Calculate isochrone contours from specified points.

Description

Function is fully vectorized to calculate accept vectors of central points and vectors defining multiple isochrone thresholds.

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>graph</td>
<td>A flat table of graph edges. Must contain columns labelled from and to, or start and stop. May also contain similarly labelled columns of spatial coordinates (for example from_x or stop_lon).</td>
</tr>
<tr>
<td>v1</td>
<td>Vertex defining start of graph edge along which new vertex is to be inserted</td>
</tr>
<tr>
<td>v2</td>
<td>Vertex defining end of graph edge along which new vertex is to be inserted (order of v1 and v2 is not important).</td>
</tr>
<tr>
<td>x</td>
<td>The x-coordinate of new vertex. If not specified, vertex is created half-way between v1 and v2.</td>
</tr>
<tr>
<td>y</td>
<td>The y-coordinate of new vertex. If not specified, vertex is created half-way between v1 and v2.</td>
</tr>
</tbody>
</table>

Value

A modified graph with specified edge between defined start and end vertices split into two edges either side of new vertex.

See Also

Other misc: compare_heaps(), dodgr_flowmap(), dodgr_full_cycles(), dodgr_fundamental_cycles(), dodgr_sample(), dodgr_sflines_to_poly(), dodgr_vertices(), merge_directed_graph(), summary.dodgr_dists_categorical(), write_dodgr_wt_profile()
Usage

dodgr_isochrones(
  graph,
  from = NULL,
  tlim = NULL,
  concavity = 0,
  length_threshold = 0,
  heap = "BHeap"
)

Arguments

graph data.frame or equivalent object representing the network graph. For dodgr street networks, this must be a network derived from silicate ("sc") data, generated with weight_streetnet. This function does not work with networks derived from sf data.

from Vector or matrix of points from which isochrones are to be calculated.

tlim Vector of desired limits of isochrones in seconds

concavity A value between 0 and 1, with 0 giving (generally smoother but less detailed) convex iso-contours and 1 giving highly concave (and generally more detailed) contours.

length_threshold The minimal length of a segment of the iso-contour to be made more convex according to the 'concavity' parameter. Low values will produce highly detailed hulls which may cause problems; if in doubt, or if odd results appear, increase this value.

heap Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

Value

A single data.frame of isochrones as points sorted anticlockwise around each origin (from) point, with columns denoting the from points and tlim value(s). The isochrones are given as id values and associated coordinates of the series of points from each from point at the specified isochrone times.

Isochrones are calculated by default using parallel computation with the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads =

Note

Isodists are calculated by default using parallel computation with the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads =
See Also

Other distances: `dodgr_distances()`, `dodgr_dists()`, `dodgr_dists_categorical()`, `dodgr_dists_nearest()`, `dodgr_flows_aggregate()`, `dodgr_flows_disperse()`, `dodgr_flows_si()`, `dodgr_isodists()`, `dodgr_isoverts()`, `dodgr_paths()`, `dodgr_times()`

Examples

```r
## Not run:
# Use osmdata package to extract 'SC'-format data:
library (osmdata)
dat <- opq("hampi india") %>%
  add_osm_feature (key = "highway")
  osmdata_sc()
graph <- weight_streetnet (dat)
from <- sample (graph$.vx0, size = 100)
tlim <- c (5, 10, 20, 30, 60) * 60 # times in seconds
x <- dodgr_isochrones (graph, from = from, tlim)
## End(Not run)
```

dodgr_isodists

*Calculate isodistance contours from specified points.*

Description

Function is fully vectorized to calculate accept vectors of central points and vectors defining multiple isodistances.

Usage

```r
dodgr_isodists(
  graph,
  from = NULL,
  dlim = NULL,
  concavity = 0,
  length_threshold = 0,
  contract = TRUE,
  heap = "BHeap"
)
```

Arguments

- `graph` *data.frame* or equivalent object representing the network graph. For `dodgr` street networks, this may be a network derived from either `sf` or `silicate` ("sc") data, generated with `weight_streetnet`.
- `from` Vector or matrix of points from which isodistances are to be calculated.
- `dlim` Vector of desired limits of isodistances in metres.
dodgr_isoverts

concavity
A value between 0 and 1, with 0 giving (generally smoother but less detailed) convex iso-contours and 1 giving highly concave (and generally more detailed) contours.

length_threshold
The minimal length of a segment of the iso-contour to be made more convex according to the 'concavity' parameter. Low values will produce highly detailed hulls which may cause problems; if in doubt, or if odd results appear, increase this value.

contract
If TRUE, calculate isodists only to vertices in the contract graph, in other words, only to junction vertices.

heap
Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

Value
A single data.frame of isodistances as points sorted anticlockwise around each origin (from) point, with columns denoting the from points and dlim value(s). The isodistance contours are given as id values and associated coordinates of the series of points from each from point at the specified isodistances.

Note
Isodists are calculated by default using parallel computation with the maximal number of available cores or threads. This number can be reduced by specifying a value via RcppParallel::setThreadOptions (numThreads = ...).

See Also
Other distances: dodgr_distances(), dodgr_dists(), dodgr_dists_categorical(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_disperse(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isoverts(), dodgr_paths(), dodgr_times()

Examples

```r
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 100)
dlim <- c (1, 2, 5, 10, 20) * 100
d <- dodgr_isodists (graph, from = from, dlim)
```

dodgr_isoverts

Calculate isodistance or isochrone contours from specified points.

Description
Returns lists of all network vertices contained within the contours. Function is fully vectorized to calculate accept vectors of central points and vectors defining multiple isochrone thresholds. Provide one or more dlim values for isodistances, or one or more tlim values for isochrones.
dodgr_isoverts

dodgr_isoverts(graph, from = NULL, dlim = NULL, tlim = NULL, heap = "BHeap")

Arguments

graph data.frame or equivalent object representing the network graph. For dodgr street networks, this must be a network derived from silicate ("sc") data, generated with weight_streetnet. This function does not work with networks derived from sf data.

from Vector or matrix of points from which isodistances or isochrones are to be calculated.

dlim Vector of desired limits of isodistances in metres.

tlim Vector of desired limits of isochrones in seconds

heap Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).

Value

A single data.frame of vertex IDs, with columns denoting the from points and tlim value(s). The isochrones are given as id values and associated coordinates of the series of points from each from point at the specified isochrone times.

See Also

Other distances: dodgr_distances(), dodgr_dists(), dodgr_dists_categorical(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_disperse(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isodists(), dodgr_paths(), dodgr_times()

Examples

## Not run:
# Use osmdata package to extract 'SC'-format data:
library (osmdata)
dat <- opq ("hampi india") %>%
    add_osm_feature (key = "highway") %>%
    osmdata_sc ()
graph <- weight_streetnet (dat)
from <- sample (graph$.vx0, size = 100)
tlim <- c (5, 10, 20, 30, 60) * 60 # times in seconds
x <- dodgr_isoverts (graph, from = from, tlim)
## End(Not run)
**dodgr_load_streetnet**  
Load a street network previously saved with *dodgr_save_streetnet*.

**Description**
This always returns the full, non-contracted graph. The contracted graph can be generated by passing the result to *dodgr_contract_graph*.

**Usage**
```
dodgr_load_streetnet(filename)
```

**Arguments**
- `filename` Name (with optional full path) of file to be loaded.

**See Also**
Other cache: *clear_dodgr_cache*, *dodgr_cache_off*, *dodgr_cache_on*, *dodgr_save_streetnet*

**Examples**
```
net <- weight_streetnet(hampi)
f <- file.path(tempdir(), "streetnet.Rds")
dodgr_save_streetnet(net, f)
clear_dodgr_cache() # rm cached objects from tempdir
# at some later time, or in a new R session:
et <- dodgr_load_streetnet(f)
```

---

**dodgr_paths**  
Calculate lists of pair-wise shortest paths between points.

**Description**
Calculate lists of pair-wise shortest paths between points.

**Usage**
```
dodgr_paths(
  graph,
  from,
  to,
  vertices = TRUE,
  pairwise = FALSE,
  heap = "BHeap",
  quiet = TRUE
)
```
Arguments

- `graph` data.frame or equivalent object representing the network graph (see Details)
- `from` Vector or matrix of points from which route paths are to be calculated (see Details)
- `to` Vector or matrix of points to which route paths are to be calculated (see Details)
- `vertices` If TRUE, return lists of lists of vertices for each path, otherwise return corresponding lists of edge numbers from graph.
- `pairwise` If TRUE, calculate paths only between the ordered pairs of from and to. In this case, each of these must be the same length, and the output will contain paths the i-th members of each, and thus also be of that length.
- `heap` Type of heap to use in priority queue. Options include Fibonacci Heap (default; FHeap), Binary Heap (BHeap), Radix, Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (Heap23).
- `quiet` If FALSE, display progress messages on screen.

Value

List of list of paths tracing all connections between nodes such that if x <- dodgr_paths (graph, from, to), then the path between from[i] and to[j] is x[[i]][[j]]. Each individual path is then a vector of integers indexing into the rows of graph if vertices = FALSE, or into the rows of dodgr_vertices (graph) if vertices = TRUE.

Note

- `graph` must minimally contain four columns of from, to, dist. If an additional column named weight or wt is present, shortest paths are calculated according to values specified in that column; otherwise according to dist values. Either way, final distances between from and to points are calculated according to values of dist. That is, paths between any pair of points will be calculated according to the minimal total sum of weight values (if present), while reported distances will be total sums of dist values.

- The from and to columns of graph may be either single columns of numeric or character values specifying the numbers or names of graph vertices, or combinations to two columns specifying geographical (longitude and latitude) coordinates. In the latter case, almost any sensible combination of names will be accepted (for example, fromx, fromy, from_x, from_y, or fr_lat, fr_lon.)

- `from` and `to` values can be either two-column matrices of equivalent of longitude and latitude coordinates, or else single columns precisely matching node numbers or names given in `graph$from` or `graph$to`. If `to` is missing, pairwise distances are calculated between all points specified in `from`. If neither `from` nor `to` are specified, pairwise distances are calculated between all nodes in `graph`.

See Also

Other distances: dodgr_distances(), dodgr_dists(), dodgr_dists_categorical(), dodgr_dists_nearest(), dodgr_flows_aggregate(), dodgr_flows_disperse(), dodgr_flows_si(), dodgr_isochrones(), dodgr_isodists(), dodgr_isoverts(), dodgr_times()
Examples

```r
graph <- weight_streetnet(hampi)
from <- sample(graph$from_id, size = 100)
to <- sample(graph$to_id, size = 50)
dp <- dodgr_paths(graph, from = from, to = to)
# dp is a list with 100 items, and each of those 100 items has 30 items, each
# of which is a single path listing all vertex IDs as taken from 'graph'.

# it is also possible to calculate paths between pairwise start and end
# points
from <- sample(graph$from_id, size = 5)
to <- sample(graph$to_id, size = 5)
dp <- dodgr_paths(graph, from = from, to = to, pairwise = TRUE)
# dp is a list of 5 items, each of which just has a single path between each
# pairwise from and to point.
```

---

dodgr_sample  

**Sample a random but connected sub-component of a graph**

Description

Sample a random but connected sub-component of a graph

Usage

```r
dodgr_sample(graph, nverts = 1000)
```

Arguments

- `graph`: A flat table of graph edges. Must contain columns labelled from and to, or start and stop. May also contain similarly labelled columns of spatial coordinates (for example from_x or stop_lon).
- `nverts`: Number of vertices to sample

Value

A connected sub-component of graph

Note

Graphs may occasionally have nverts + 1 vertices, rather than the requested nverts.

See Also

Other misc: `compare_heaps()`, `dodgr_flowmap()`, `dodgr_full_cycles()`, `dodgr_fundamental_cycles()`, `dodgr_insert_vertex()`, `dodgr_sflines_to_poly()`, `dodgr_vertices()`, `merge_directed_graph()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`
Examples

```r
graph <- weight_streetnet(hampi)
nrow(graph) # 5,742
graph <- dodgr_sample(graph, nverts = 200)
nrow(graph) # generally around 400 edges
nrow(dodgr_vertices(graph)) # 200
```

dodgr_save_streetnet  *Save a weighted streetnet to a local file*

Description

The `weight_streetnet` function returns a single `data.frame` object, the processing of which also relies on a couple of cached lookup-tables to match edges in the `data.frame` to objects in the original input data. It automatically calculates and caches a contracted version of the same graph, to enable rapid conversion between contracted and uncontracted forms. This function saves all of these items in a single .Rds file, so that a the result of a `weight_streetnet` call can be rapidly loaded into a workspace in subsequent sessions, rather than re-calculating the entire weighted network.

Usage

```r
dodgr_save_streetnet(net, filename = NULL)
```

Arguments

- `net`  
  *data.frame* or equivalent object representing the weighted network graph.
- `filename`  
  Name with optional full path of file in which to save the input `net`. The extension .Rds will be automatically appended, unless specified otherwise.

Note

This may take some time if `dodgr_cache_off` has been called. The contracted version of the graph is also saved, and so must be calculated if it has not previously been automatically cached.

See Also

Other cache: `clear_dodgr_cache()`, `dodgr_cache_off()`, `dodgr_cache_on()`, `dodgr_load_streetnet()`

Examples

```r
net <- weight_streetnet(hampi)
f <- file.path(tempdir(), "streetnet.Rds")
dodgr_save_streetnet(net, f)
clear_dodgr_cache() # rm cached objects from tempdir
# at some later time, or in a new R session:
net <- dodgr_load_streetnet(f)
```
**dodgr_sflines_to_poly**  
Convert **sf** LINestring objects to POLYGON objects representing all fundamental cycles within the LINestring objects.

**Description**

Convert **sf** LINestring objects to POLYGON objects representing all fundamental cycles within the LINestring objects.

**Usage**

dodgr_sflines_to_poly(sflines, graph_max_size = 10000, expand = 0.05)

**Arguments**

- **sflines**: An **sf** LINestring object representing a network.
- **graph_max_size**: Maximum size submitted to the internal C++ routines as a single chunk. Warning: Increasing this may lead to computer meltdown!
- **expand**: For large graphs which must be broken into chunks, this factor determines the relative overlap between chunks to ensure all cycles are captured. (This value should only need to be modified in special cases.)

**Value**

An sf::sfc collection of POLYGON objects.

**See Also**

Other misc: compare_heaps(), dodgr_flowmap(), dodgr_full_cycles(), dodgr_fundamental_cycles(), dodgr_insert_vertex(), dodgr_sample(), dodgr_vertices(), merge_directed_graph(), summary.dodgr_dists_categorical(), write_dodgr_wt_profile()

**dodgr_streetnet**  
Extract a street network in **sf**-format for a given location.

**Description**

Use the osmdata package to extract the street network for a given location. For routing between a given set of points (passed as pts), the bbox argument may be omitted, in which case a bounding box will be constructed by expanding the range of pts by the relative amount of expand.

**Usage**

dodgr_streetnet(bbox, pts = NULL, expand = 0.05, quiet = TRUE)
Arguments

bbox  Bounding box as vector or matrix of coordinates, or location name. Passed to osmdata::getbb.

pts  List of points presumably containing spatial coordinates

expand  Relative factor by which street network should extend beyond limits defined by pts (only if bbox not given).

quiet  If FALSE, display progress messages

Value

A Simple Features (sf) object with coordinates of all lines in the street network.

Note

Calls to this function may return "General overpass server error" with a note that "Query timed out." The overpass served used to access the data has a sophisticated queueing system which prioritises requests that are likely to require little time. These timeout errors can thus generally not be circumvented by changing "timeout" options on the HTTP requests, and should rather be interpreted to indicate that a request is too large, and may need to be refined, or somehow broken up into smaller queries.

See Also

Other extraction: dodgr_streetnet_sc(), weight_railway(), weight_streetnet()

Examples

```r
## Not run:
streetnet <- dodgr_streetnet ("hampi india", expand = 0)
# convert to form needed for `dodgr` functions:
graph <- weight_streetnet (streetnet)
nrow (graph) # around 5,900 edges
# Alternative ways of extracting street networks by using a small selection
# of graph vertices to define bounding box:
verts <- dodgr_vertices (graph)
verts <- verts [sample (nrow (verts), size = 200), ]
streetnet <- dodgr_streetnet (pts = verts, expand = 0)
graph <- weight_streetnet (streetnet)
nrow (graph)
# This will generally have many more rows because most street networks
# include streets that extend considerably beyond the specified bounding box.

# bbox can also be a polygon:
bb <- osmdata::getbb ("gent belgium") # rectangular bbox
nrow (dodgr_streetnet (bbox = bb)) # around 30,000
bb <- osmdata::getbb ("gent belgium", format_out = "polygon")
nrow (dodgr_streetnet (bbox = bb)) # around 17,000
# The latter has fewer rows because only edges within polygon are returned

# Example with access restrictions
```
dodgr_streetnet_sc

bbox <- c(-122.2935, 47.62663, -122.28, 47.63289)
x <- dodgr_streetnet_sc(bbox)
net <- weight_streetnet(x, keep_cols = "access", turn_penalty = TRUE)
# has many streets with "access" = "private"; these can be removed like this:
net2 <- net[which(!(net$access != "private")),]
# or modified in some other way such as strongly penalizing use of those
# streets:
index <- which(net$access == "private")
net$time_weighted[index] <- net$time_weighted[index] * 100

## End(Not run)

dodgr_streetnet_sc  

Extract a street network in silicate-format for a given location.

Description

Use the osmdata package to extract the street network for a given location and return it in SC-format. For routing between a given set of points (passed as pts), the bbox argument may be omitted, in which case a bounding box will be constructed by expanding the range of pts by the relative amount of expand.

Usage

dodgr_streetnet_sc(bbox, pts = NULL, expand = 0.05, quiet = TRUE)

Arguments

bbox  Bounding box as vector or matrix of coordinates, or location name. Passed to osmdata::getbb.
pts   List of points presumably containing spatial coordinates
expand Relative factor by which street network should extend beyond limits defined by pts (only if bbox not given).
quiet  If FALSE, display progress messages

Value

A Simple Features (sf) object with coordinates of all lines in the street network.

Note

Calls to this function may return "General overpass server error" with a note that "Query timed out." The overpass served used to access the data has a sophisticated queueing system which prioritises requests that are likely to require little time. These timeout errors can thus generally not be circumvented by changing "timeout" options on the HTTP requests, and should rather be interpreted to indicate that a request is too large, and may need to be refined, or somehow broken up into smaller queries.
See Also

Other extraction: `dodgr_streetnet()`, `weight_railway()`, `weight_streetnet()

Examples

```r
## Not run:
streetnet <- dodgr_streetnet("hampi india", expand = 0)
# convert to form needed for `dodgr` functions:
graph <- weight_streetnet(streetnet)
nrow(graph) # around 5,900 edges
# Alternative ways of extracting street networks by using a small selection
# of graph vertices to define bounding box:
verts <- dodgr_vertices(graph)
verts <- verts[sample(nrow(verts), size = 200),]
streetnet <- dodgr_streetnet(pts = verts, expand = 0)
graph <- weight_streetnet(streetnet)
nrow(graph)
# This will generally have many more rows because most street networks
# include streets that extend considerably beyond the specified bounding box.

#bbox can also be a polygon:
bb <- osmdata::getbb("gent belgium") # rectangular bbox
nrow(dodgr_streetnet(bbox = bb)) # around 30,000
bb <- osmdata::getbb("gent belgium", format_out = "polygon")
nrow(dodgr_streetnet(bbox = bb)) # around 17,000
# The latter has fewer rows because only edges within polygon are returned

# Example with access restrictions
bbox <- c(-122.2935, 47.62663, -122.28, 47.63289)
x <- dodgr_streetnet_sc(bbox)
net <- weight_streetnet(x, keep_cols = "access", turn_penalty = TRUE)
# has many streets with "access" = "private"; these can be removed like this:
net2 <- net[which(!net$access != "private"),]
# or modified in some other way such as strongly penalizing use of those
# streets:
index <- which(net$access == "private")
net$time_weighted[index] <- net$time_weighted[index] * 100

## End(Not run)
```

dodgr_times

Calculate matrix of pair-wise travel times between points.

Description

Calculate matrix of pair-wise travel times between points.

Usage

dodgr_times(graph, from = NULL, to = NULL, shortest = FALSE, heap = "BHeap")
Arguments

- **graph**: data.frame or equivalent object representing the network graph (see Notes). For dodgr street networks, this may be a network derived from either `sf` or `silicate` ("sc") data, generated with `weight_streetnet`. Note, however, that networks derived from `sf` data will generally not produce reliable estimates of times. Accurate estimates can only be guaranteed by using networks derived from `silicate` ("sc") data.

- **from**: Vector or matrix of points from which route distances are to be calculated (see Notes)

- **to**: Vector or matrix of points to which route distances are to be calculated (see Notes)

- **shortest**: If TRUE, calculate times along the shortest rather than fastest paths.

- **heap**: Type of heap to use in priority queue. Options include Fibonacci Heap (default; `FHeap`), Binary Heap (BHeap), Trinomial Heap (TriHeap), Extended Trinomial Heap (TriHeapExt), and 2-3 Heap (`Heap23`).

Value

- square matrix of distances between nodes

Note

- **graph**: must minimally contain three columns of from, to, dist. If an additional column named weight or wt is present, shortest paths are calculated according to values specified in that column; otherwise according to dist values. Either way, final distances between from and to points are calculated by default according to values of dist. That is, paths between any pair of points will be calculated according to the minimal total sum of weight values (if present), while reported distances will be total sums of dist values.

  For street networks produced with `weight_streetnet`, distances may also be calculated along the fastest routes with the **shortest = FALSE** option. Graphs must in this case have columns of time and time_weighted. Note that the fastest routes will only be approximate when derived from sf-format data generated with the `osmdata` function `osmdata_sf()`, and will be much more accurate when derived from sc-format data generated with `osmdata_sc()`. See `weight_streetnet` for details.

  The from and to columns of graph may be either single columns of numeric or character values specifying the numbers or names of graph vertices, or combinations to two columns specifying geographical (longitude and latitude) coordinates. In the latter case, almost any sensible combination of names will be accepted (for example, fromx, fromy, from_x, from_y, or fr_lat, fr_lon.) from and to values can be either two-column matrices or equivalent of longitude and latitude coordinates, or else single columns precisely matching node numbers or names given in graph$from or graph$to. If to is NULL, pairwise distances are calculated from all from points to all other nodes in graph. If both from and to are NULL, pairwise distances are calculated between all nodes in graph. Calculations in parallel (parallel = TRUE) ought very generally be advantageous. For small graphs, calculating distances in parallel is likely to offer relatively little gain in speed, but increases from parallel computation will generally markedly increase with increasing graph sizes. By default, parallel computation uses the maximal number of available cores or threads. This number can be reduced by specifying a value via `RcppParallel::setThreadOptions(numThreads = <desired_number>). Parallel calculations are, however, not able to be interrupted (for example, by Ctrl-C), and can only be stopped by killing the R process.
See Also

Other distances: `dodgr_distances()`, `dodgr_dists()`, `dodgr_dists_categorical()`, `dodgr_dists_nearest()`, `dodgr_flows_aggregate()`, `dodgr_flows_disperse()`, `dodgr_flows_si()`, `dodgr_isochrones()`, `dodgr_isodists()`, `dodgr_isoverts()`, `dodgr_paths()`

Examples

# A simple graph
graph <- data.frame (
  from = c("A", "B", "B", "B", "C", "C", "D", "D"),
  d = c(1, 2, 1, 3, 2, 1, 2, 1)
)
dodgr_dists (graph)

# A larger example from the included [hampi()] data.
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 100)
to <- sample (graph$to_id, size = 50)
d <- dodgr_dists (graph, from = from, to = to)
# d is a 100-by-50 matrix of distances between \texttt{from} and \texttt{to}.

## Not run:
# a more complex street network example, thanks to @chrijo; see
# https://github.com/UrbanAnalyst/dodgr/issues/47

xy <- rbind (
  c(7.005994, 51.45774), # limbeckerplatz 1 essen germany
  c(7.012874, 51.45041)  # hauptbahnhof essen germany
) # hauptbahnhof essen germany
xy <- data.frame (lon = xy [, 1], lat = xy [, 2])
essen <- dodgr_streetnet (pts = xy, expand = 0.2, quiet = FALSE)
graph <- weight_streetnet (essen, wt_profile = "foot")
d <- dodgr_dists (graph, from = xy, to = xy)
# First reason why this does not work is because the graph has multiple,
# disconnected components.
table (graph$component)
# reduce to largest connected component, which is always number 1
graph <- graph [which (graph$component == 1), ]
d <- dodgr_dists (graph, from = xy, to = xy)
# should work, but even then note that

table (essen$level)
# There are parts of the network on different building levels (because of
# shopping malls and the like). These may or may not be connected, so it may
# be necessary to filter out particular levels
index <- which (!(essen$level == "-1" | essen$level == "1")) # for example
library (sf) # needed for following sub-select operation
essen <- essen [index, ]
graph <- weight_streetnet (essen, wt_profile = "foot")
graph <- graph [which (graph$component == 1), ]
d <- dodgr_dists (graph, from = xy, to = xy)
dodgr_to_igraph

Convert a dodgr graph to an igraph.

Description

Convert a dodgr graph to an igraph.

Usage

dodgr_to_igraph(graph, weight_column = "d")

Arguments

graph A dodgr graph
weight_column The column of the dodgr network to use as the edge weights in the igraph representation.

Value

The igraph equivalent of the input. Note that this will not be a dual-weighted graph.

See Also

igraph_to_dodgr
Other conversion: dodgr_deduplicate_graph(), dodgr_to_sf(), dodgr_to_sfc(), dodgr_to_tidygraph(), igraph_to_dodgr()

Examples

graph <- weight_streetnet(hampi)
graphi <- dodgr_to_igraph(graph)

dodgr_to_sf

Convert a dodgr graph into an equivalent sf object.

Description

Works by aggregating edges into LINESTRING objects representing longest sequences between all junction nodes. The resultant objects will generally contain more LINESTRING objects than the original sf object, because the former will be bisected at every junction point.

Usage

dodgr_to_sf(graph)
dodgr_to_sfc

Arguments

graph

A dodgr graph

Value

Equivalent object of class sf.

Note

Requires the sf package to be installed.

See Also

Other conversion: dodgr_deduplicate_graph(), dodgr_to_igraph(), dodgr_to_sfc(), dodgr_to_tidygraph(), igraph_to_dodgr()

Examples

hw <- weight_streetnet (hampi)
nrow (hw) # 5,729 edges
xy <- dodgr_to_sf (hw)
dim (xy) # 764 edges; 14 attributes

dodgr_to_sfc

Convert a dodgr graph into an equivalent sf::sfc object.

Description

Convert a dodgr graph into a list composed of two objects: dat, a data.frame; and geometry, an sfc object from the (sf) package. Works by aggregating edges into LINestring objects representing longest sequences between all junction nodes. The resultant objects will generally contain more LINestring objects than the original sf object, because the former will be bisected at every junction point.

Usage

dodgr_to_sfc(graph)

Arguments

graph

A dodgr graph

Value

A list containing (1) A data.frame of data associated with the sf geometries; and (ii) A Simple Features Collection (sfc) list of LINestring objects.
**dodgr_to_tidygraph**

**Note**

The output of this function corresponds to the edges obtained from `dodgr_contract_graph`. This function does not require the `sf` package to be installed; the corresponding function that creates a full `sf` object - `dodgr_to_sf` does requires `sf` to be installed.

**See Also**

Other conversion: `dodgr_deduplicate_graph()`, `dodgr_to_igraph()`, `dodgr_to_sf()`, `dodgr_to_tidygraph()`, `igraph_to_dodgr()`

**Examples**

```r
hw <- weight_streetnet(hampi)
nrow(hw)
xy <- dodgr_to_sfc(hw)
dim(hw) # 5.845 edges
length(xy$geometry) # more linestrings aggregated from those edges
nrow(hampi) # than the 191 linestrings in original sf object
dim(xy$data) # same number of rows as there are geometries
# The dodgr_to_sf function then just implements this final conversion:
# sf::st_sf(xy$data, geometry = xy$geometry, crs = 4326)
```

---

**Description**

Convert a dodgr graph to an tidygraph.

**Usage**

```r
dodgr_to_tidygraph(graph)
```

**Arguments**

- `graph` A dodgr graph

**Value**

The tidygraph equivalent of the input

**See Also**

Other conversion: `dodgr_deduplicate_graph()`, `dodgr_to_igraph()`, `dodgr_to_sf()`, `dodgr_to_sfc()`, `igraph_to_dodgr()`

**Examples**

```r
graph <- weight_streetnet(hampi)
graph <- dodgr_to_tidygraph(graph)
```
Re-expand a contracted graph.

Description

Revert a contracted graph created with `dodgr_contract_graph` back to the full, uncontracted version. This function is mostly used for the side effect of mapping any new columns inserted on to the contracted graph back on to the original graph, as demonstrated in the example.

Usage

```r
dodgr_uncontract_graph(graph)
```

Arguments

- `graph` A contracted graph created from `dodgr_contract_graph`.

Value

A single `data.frame` representing the equivalent original, uncontracted graph.

See Also

Other modification: `dodgr_components()`, `dodgr_contract_graph()`

Examples

```r
graph0 <- weight_streetnet(hampi)
nrow(graph0) # 6,813
graph1 <- dodgr_contract_graph(graph0)
nrow(graph1) # 760
graph2 <- dodgr_uncontract_graph(graph1)
nrow(graph2) # 6,813

# Insert new data on to the contracted graph and uncontract it:
graph1$new_col <- runif(nrow(graph1))
graph3 <- dodgr_uncontract_graph(graph1)
# graph3 is then the uncontracted graph which includes "new_col" as well
dim(graph0)
dim(graph3)
```
**dodgr_vertices**

Extract vertices of graph, including spatial coordinates if included.

**Description**

Extract vertices of graph, including spatial coordinates if included.

**Usage**

```r
dodgr_vertices(graph)
```

**Arguments**

- **graph**: A flat table of graph edges. Must contain columns labelled `from` and `to`, or `start` and `stop`. May also contain similarly labelled columns of spatial coordinates (for example `from_x`) or `stop_lon`.

**Value**

A `data.frame` of vertices with unique numbers (`n`).

**Note**

Values of `n` are 0-indexed.

**See Also**

Other misc: `compare_heaps()`, `dodgr_flowmap()`, `dodgr_full_cycles()`, `dodgr_fundamental_cycles()`, `dodgr_insert_vertex()`, `dodgr_sample()`, `dodgr_sflines_to_poly()`, `merge_directed_graph()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`

**Examples**

```r
graph <- weight_streetnet(hampi)
v <- dodgr_vertices(graph)
```

**estimate_centrality_threshold**

Estimate a value for the 'dist_threshold' parameter of the `dodgr_centrality` function.

**Description**

Providing distance thresholds to this function generally provides considerably speed gains, and results in approximations of centrality. This function enables the determination of values of 'dist_threshold' corresponding to specific degrees of accuracy.
Usage

estimate_centrality_threshold(graph, tolerance = 0.001)

Arguments

graph 'data.frame' or equivalent object representing the network graph (see Details)
tolerance Desired maximal degree of inaccuracy in centrality estimates
  • values will be accurate to within this amount, subject to a constant scaling factor. Note that threshold values increase non-linearly with decreasing values of 'tolerance'

Value

A single value for 'dist_threshold' giving the required tolerance.

Note

This function may take some time to execute. While running, it displays ongoing information on screen of estimated values of 'dist_threshold' and associated errors. Thresholds are progressively increased until the error is reduced below the specified tolerance.

See Also

Other centrality: dodgr_centrality(), estimate_centrality_time()

estimate_centrality_time

Estimate time required for a planned centrality calculation.

Description

The 'dodgr' centrality functions are designed to be applied to potentially very large graphs, and may take considerable time to execute. This helper function estimates how long a centrality function may take for a given graph and given value of 'dist_threshold' estimated via the estimate_centrality_threshold function.

Usage

estimate_centrality_time(
  graph,
  contract = TRUE,
  edges = TRUE,
  dist_threshold = NULL,
  heap = "BHeap"
)
Arguments

graph
'data.frame' or equivalent object representing the network graph (see Details)

contract
If 'TRUE', centrality is calculated on contracted graph before mapping back
on to the original full graph. Note that for street networks, in particular those
obtained from the osmdata package, vertex placement is effectively arbitrary
except at junctions; centrality for such graphs should only be calculated between
the latter points, and thus 'contract' should always be 'TRUE'.

edges
If 'TRUE', centrality is calculated for graph edges, returning the input 'graph'
with an additional 'centrality' column; otherwise centrality is calculated for
vertices, returning the equivalent of 'dodgr_vertices(graph)', with an additional
vertex-based 'centrality' column.

dist_threshold
If not 'NULL', only calculate centrality for each point out to specified threshold.
Setting values for this will result in approximate estimates for centrality, yet with
considerable gains in computational efficiency. For sufficiently large values,
approximations will be accurate to within some constant multiplier. Appropriate
values can be established via the estimate_centrality_threshold function.

heap
Type of heap to use in priority queue. Options include Fibonacci Heap (de-
default; 'FHeap'), Binary Heap ('BHeap'), Trinomial Heap ('TriHeap'), Extended
Trinomial Heap ('TriHeapExt', and 2-3 Heap ('Heap23').

Value
An estimated calculation time for calculating centrality for the given value of 'dist_threshold'

Note
This function may take some time to execute. While running, it displays ongoing information on
screen of estimated values of 'dist_threshold' and associated errors. Thresholds are progressively
increased until the error is reduced below the specified tolerance.

See Also
Other centrality: dodgr_centrality(), estimate_centrality_threshold()

hampi
Sample street network from Hampi, India.

Description
A sample street network from the township of Hampi, Karnataka, India.

Format
A Simple Features sf data.frame containing the street network of Hampi.
Note

Can be re-created with the following command, which also removes extraneous columns to reduce size:

See Also

Other data: os_roads_bristol, weighting_profiles

Examples

```r
## Not run:
  hampi <- dodgr_streetnet("hampi india")
  cols <- c("osm_id", "highway", "oneway", "geometry")
  hampi <- hampi[, which(names(hampi) %in% cols)]

  ## End(Not run)
```

igraph_to_dodgr

Convert a igraph network to an equivalent dodgr representation.

Description

Convert a igraph network to an equivalent dodgr representation.

Usage

`igraph_to_dodgr(graph)`

Arguments

graph An igraph network

Value

The dodgr equivalent of the input.

See Also

dodgr_to_igraph
dodgr_deduplicate_graph(), dodgr_to_igraph(), dodgr_to_sf(), dodgr_to_sfc, dodgr_to_tidygraph()

Examples

```r
  graph <- weight_streetnet(hampi)
  graphi <- dodgr_to_igraph(graph)
  graph2 <- igraph_to_dodgr(graphi)
  identical(graph2, graph) # FALSE
```
**match_points_to_graph**  Alias for **match_pts_to_graph**

**Description**

Match spatial points to the edges of a spatial graph, through finding the edge with the closest perpendicular intersection. NOTE: Intersections are calculated geometrically, and presume planar geometry. It is up to users of projected geometrical data, such as those within a dodgr_streetnet object, to ensure that either: (i) Data span an sufficiently small area that errors from presuming planar geometry may be ignored; or (ii) Data are re-projected to an equivalent planar geometry prior to calling this routine.

**Usage**

```r
match_points_to_graph(graph, xy, connected = FALSE)
```

**Arguments**

- **graph**
  A dodgr graph with spatial coordinates, such as a dodgr_streetnet object.

- **xy**
  coordinates of points to be matched to the vertices, either as matrix or sf-formatted data.frame.

- **connected**
  Should points be matched to the same (largest) connected component of graph? If FALSE and these points are to be used for a dodgr routing routine (dodgr_dists, dodgr_paths, or dodgr_flows_aggregate), then results may not be returned if points are not part of the same connected component. On the other hand, forcing them to be part of the same connected component may decrease the spatial accuracy of matching.

**Value**

For distances = FALSE (default), a vector index matching the xy coordinates to nearest edges. For bi-directional edges, only one match is returned, and it is up to the user to identify and suitably process matching edge pairs. For 'distances = TRUE', a 'data.frame' of four columns:

- "index" The index of closest edges in "graph", as described above.
- "d_signed" The perpendicular distance from each point to the nearest edge, with negative distances denoting points to the left of edges, and positive distances denoting points to the right. Distances of zero denote points lying precisely on the line of an edge (potentially including cases where nearest point of bisection lies beyond the actual edge).
- "x" The x-coordinate of the point of intersection.
- "y" The y-coordinate of the point of intersection.

**See Also**

Other match: add_nodes_to_graph(), match_points_to_verts(), match_pts_to_graph(), match_pts_to_verts()
match_points_to_verts

Examples

```r
graph <- weight_streetnet (hampi, wt_profile = "foot")
# Then generate some random points to match to graph
verts <- dodgr_vertices (graph)
npts <- 10
xy <- data.frame (
  x = min (verts$x) + runif (npts) * diff (range (verts$x)),
  y = min (verts$y) + runif (npts) * diff (range (verts$y))
)
edges <- match_pts_to_graph (graph, xy)
graph [edges, ] # The edges of the graph closest to `xy`
```

match_points_to_verts  Alias for match_pts_to_verts

Description

The `match_pts_to_graph` function matches points to the nearest edge based on geometric intersections; this function only matches to the nearest vertex based on point-to-point distances.

Usage

```r
match_points_to_verts(verts, xy, connected = FALSE)
```

Arguments

- `verts` A `data.frame` of vertices obtained from `dodgr_vertices(graph)``
- `xy` coordinates of points to be matched to the vertices, either as matrix or `sf`-formatted `data.frame``
- `connected` Should points be matched to the same (largest) connected component of graph? If `FALSE` and these points are to be used for a dodgr routing routine (`dodgr_dists`, `dodgr_paths`, or `dodgr_flows_aggregate`), then results may not be returned if points are not part of the same connected component. On the other hand, forcing them to be part of the same connected component may decrease the spatial accuracy of matching.

Value

A vector index into verts

See Also

Other match: `add_nodes_to_graph()`, `match_points_to_graph()`, `match_pts_to_graph()`, `match_pts_to_verts()`
Examples

```r
net <- weight_streetnet (hampi, wt_profile = "foot")
verts <- dodgr_vertices (net)
# Then generate some random points to match to graph
npts <- 10
xy <- data.frame (x = min (verts$x) + runif (npts) * diff (range (verts$x)), y = min (verts$y) + runif (npts) * diff (range (verts$y))
)
pts <- match_pts_to_verts (verts, xy)
pts # an index into verts
pts <- verts$id [pts]
pts # names of those vertices
```

**match_pts_to_graph**  
*Match spatial points to the edges of a spatial graph.*

**Description**

Match spatial points to the edges of a spatial graph, through finding the edge with the closest perpendicular intersection. NOTE: Intersections are calculated geometrically, and presume planar geometry. It is up to users of projected geometrical data, such as those within a dodgr_streetnet object, to ensure that either: (i) Data span an sufficiently small area that errors from presuming planar geometry may be ignored; or (ii) Data are re-projected to an equivalent planar geometry prior to calling this routine.

**Usage**

```r
match_pts_to_graph(graph, xy, connected = FALSE, distances = FALSE)
```

**Arguments**

- **graph**: A dodgr graph with spatial coordinates, such as a dodgr_streetnet object.
- **xy**: coordinates of points to be matched to the vertices, either as matrix or sf-formatted data.frame.
- **connected**: Should points be matched to the same (largest) connected component of graph? If FALSE and these points are to be used for a dodgr routing routine (dodgr_dists, dodgr_paths, or dodgr_flows_aggregate), then results may not be returned if points are not part of the same connected component. On the other hand, forcing them to be part of the same connected component may decrease the spatial accuracy of matching.
- **distances**: If TRUE, return a 'data.frame' object with 'index' column as described in return value; and additional columns with perpendicular distance to nearest edge in graph, and coordinates of points of intersection. See description of return value for details.
match_pts_to_verts

Value

For distances = FALSE (default), a vector index matching the xy coordinates to nearest edges. For bi-directional edges, only one match is returned, and it is up to the user to identify and suitably process matching edge pairs. For 'distances = TRUE', a 'data.frame' of four columns:

- "index" The index of closest edges in "graph", as described above.
- "d_signed" The perpendicular distance from each point to the nearest edge, with negative distances denoting points to the left of edges, and positive distances denoting points to the right. Distances of zero denote points lying precisely on the line of an edge (potentially including cases where nearest point of bisection lies beyond the actual edge).
- "x" The x-coordinate of the point of intersection.
- "y" The y-coordinate of the point of intersection.

See Also

Other match: add_nodes_to_graph(), match_points_to_graph(), match_points_to_verts(), match_pts_to_verts()

Examples

```r
graph <- weight_streetnet(hampi, wt_profile = "foot")
# Then generate some random points to match to graph
verts <- dodgr_vertices(graph)
npts <- 10
xy <- data.frame(
  x = min(verts$x) + runif(npts) * diff(range(verts$x)),
  y = min(verts$y) + runif(npts) * diff(range(verts$y))
)
edges <- match_pts_to_graph(graph, xy)
graph[edges, ] # The edges of the graph closest to `xy`
```

match_pts_to_verts  Match spatial points to the vertices of a spatial graph.

Description

The `match_pts_to_graph` function matches points to the nearest edge based on geometric intersections; this function only matches to the nearest vertex based on point-to-point distances.

Usage

```r
match_pts_to_verts(verts, xy, connected = FALSE)
```
### merge_directed_graph

Merge directed edges into equivalent undirected edges.

#### Description

Merge directed edges into equivalent undirected values by aggregating across directions. This function is primarily intended to aid visualisation of directed graphs, particularly visualising the results of the `dodgr_flows_aggregate` and `dodgr_flows_disperse` functions, which return columns of aggregated flows directed along each edge of a graph.

#### Usage

```r
merge_directed_graph(graph, col_names = c("flow"))
```
Arguments

- **graph**: A undirected graph in which directed edges of the input graph have been merged through aggregation to yield a single, undirected edge between each pair of vertices.

- **col_names**: Names of columns to be merged through aggregation. Values for these columns in resultant undirected graph will be aggregated from directed values.

Value

An equivalent graph in which all directed edges have been reduced to single, undirected edges, and all values of the specified column(s) have been aggregated across directions to undirected values.

See Also

Other misc: `compare_heaps()`, `dodgr_flowmap()`, `dodgr_full_cycles()`, `dodgr_fundamental_cycles()`, `dodgr_insert_vertex()`, `dodgr_sample()`, `dodgr_sflines_to_poly()`, `dodgr_vertices()`, `summary.dodgr_dists_categorical()`, `write_dodgr_wt_profile()`

Examples

```r
graph <- weight_streetnet (hampi)
from <- sample (graph$from_id, size = 10)
to <- sample (graph$to_id, size = 5)
to <- to [!to %in% from]
flows <- matrix (10 * runif (length (from) * length (to)),
               nrow = length (from))
graph <- dodgr_flows_aggregate (graph, from = from, to = to, flows = flows)
# graph then has an additional 'flows' column of aggregate flows along all
# edges. These flows are directed, and can be aggregated to equivalent
# undirected flows on an equivalent undirected graph with:
graph_undir <- merge_directed_graph (graph)
# This graph will only include those edges having non-zero flows, and so:
nrow (graph)
nrow (graph_undir) # the latter is much smaller
```

---

**os_roads_bristol**  
*Sample street network from Bristol, U.K.*

Description

A sample street network for Bristol, U.K., from the Ordnance Survey.

Format

A Simple Features `sf` data frame representing motorways in Bristol, UK.
Note

Input data downloaded from https://osdatahub.os.uk/downloads/open. To download the data from that page click on the tick box next to 'OS Open Roads', scroll to the bottom, click 'Continue' and complete the form on the subsequent page. This dataset is open access and can be used under these licensing conditions, and must be cited as follows: Contains OS data © Crown copyright and database right (2017)

See Also

Other data: hampi, weighting_profiles

Examples

```r
## Not run:
library (sf)
library (dplyr)
# data must be unzipped here
# os_roads <- sf::read_sf("~/data/ST_RoadLink.shp")
# u <- paste0 ( #
#   "https://opendata.arcgis.com/datasets/",
#   "686603e943f948acaa13fb5d2b0f1275_4.kml"
# )
# lads <- sf::read_sf(u)
# mapview::mapview(lads)
# bristol_pol <- dplyr::filter(lads, grepl("Bristol", lad16nm))
# os_roads <- st_transform(os_roads, st_crs(lads))
# os_roads_bristol <- os_roads[bristol_pol, ] %>%
#   dplyr::filter(class == "Motorway" &
#     roadNumber != "M32") %>%
#   st_zm(drop = TRUE)
# mapview::mapview(os_roads_bristol)

## End(Not run)
# Converting this 'sf data.frame' to a 'dodgr' network requires manual
# specification of weighting profile:
# colnm <- "formOfWay" # name of column used to determine weights
wts <- data.frame ( #
  name = "custom",
  way = unique (os_roads_bristol [[colnm]]),
  value = c (.1, .2, .8, 1)
)
net <- weight_streetnet ( #
  os_roads_bristol, #
  wt_profile = wts, #
  type_col = colnm, id_col = "identifier"
)
# 'id_col' tells the function which column to use to attribute IDs of ways
```
summary.dodgr_dists_categorical

Transform a result from dodgr_dists_categorical to summary statistics

Description

Transform a result from dodgr_dists_categorical to summary statistics

Usage

## S3 method for class 'dodgr_dists_categorical'
summary(object, ...)

Arguments

  object
    A 'dodgr_dists_categorical' object

  ... Extra parameters currently not used

Value

The summary statistics (invisibly)

See Also

Other misc: compare_heaps(), dodgr_flowmap(), dodgr_full_cycles(), dodgr_fundamental_cycles(), dodgr_insert_vertex(), dodgr_sample(), dodgr_sflines_to_poly(), dodgr_vertices().merge_directed_graph(), write_dodgr_wt_profile()

weighting_profiles

Weighting profiles used to route different modes of transport.

Description

Collection of weighting profiles used to adjust the routing process to different means of transport. Modified from data taken from the Routino project, with additional tables for average speeds, dependence of speed on type of surface, and waiting times in seconds at traffic lights. The latter table (called "penalties") includes waiting times at traffic lights (in seconds), additional time penalties for turning across oncoming traffic ("turn"), and a binary flag indicating whether turn restrictions should be obeyed or not.

Format

List of data.frame objects with profile names, means of transport and weights.
weight_railway

References

https://www.routino.org/xml/routino-profiles.xml

See Also

Other data: hampi, os_roads_bristol

weight_railway

Weight a network for routing along railways.

Description

Weight (or re-weight) an sf-formatted OSM street network for routing along railways.

Usage

weight_railway(
  x,
  type_col = "railway",
  id_col = "osm_id",
  keep_cols = c("maxspeed"),
  excluded = c("abandoned", "disused", "proposed", "razed")
)

Arguments

x A street network represented either as sf LINESTRING objects, typically extracted with dodgr_streetnet.

type_col Specify column of the sf data.frame object which designates different types of railways to be used for weighting (default works with osmdata objects).

id_col Specify column of the sf data.frame object which provides unique identifiers for each railway (default works with osmdata objects).

keep_cols Vectors of columns from sf_lines to be kept in the resultant dodgr network; vector can be either names or indices of desired columns.

excluded Types of railways to exclude from routing.

Value

A data.frame of edges representing the rail network, along with a column of graph component numbers.

Note

Default railway weighting is by distance. Other weighting schemes, such as by maximum speed, can be implemented simply by modifying the d_weighted column returned by this function accordingly.
See Also

Other extraction: `dodgr_streetnet()`, `dodgr_streetnet_sc()`, `weight_streetnet()`

Examples

```r
## Not run:
# sample railway extraction with the 'osmdata' package
library(osmdata)
dat <- opq("shinjuku") %>%
  add_osm_feature(key = "railway") %>%
osdata_sf (quiet = FALSE)
graph <- weight_railway(dat$osm_lines)

## End(Not run)
```

---

**weight_streetnet**

Weight a street network according to a specified weighting profile.

**Description**

Weight (or re-weight) an sf or SC (silicate)-formatted OSM street network according to a named profile, selected from (foot, horse, wheelchair, bicycle, moped, motorcycle, motorcar, goods, hgv, psv), or a customized version derived from those.

**Usage**

```r
weight_streetnet(
  x,
  wt_profile = "bicycle",
  wt_profile_file = NULL,
  turn_penalty = FALSE,
  type_col = "highway",
  id_col = "osm_id",
  keep_cols = NULL,
  left_side = FALSE
)
```

```r
## Default S3 method:
weight_streetnet(
  x,
  wt_profile = "bicycle",
  wt_profile_file = NULL,
  turn_penalty = FALSE,
  type_col = "highway",
  id_col = "osm_id",
  keep_cols = NULL,
  left_side = FALSE
)
```
weight_streetnet

## S3 method for class 'sf'
weight_streetnet(
  x,
  wt_profile = "bicycle",
  wt_profile_file = NULL,
  turn_penalty = FALSE,
  type_col = "highway",
  id_col = "osm_id",
  keep_cols = NULL,
  left_side = FALSE
)

## S3 method for class 'sc'
weight_streetnet(
  x,
  wt_profile = "bicycle",
  wt_profile_file = NULL,
  turn_penalty = FALSE,
  type_col = "highway",
  id_col = "osm_id",
  keep_cols = NULL,
  left_side = FALSE
)

## S3 method for class 'SC'
weight_streetnet(
  x,
  wt_profile = "bicycle",
  wt_profile_file = NULL,
  turn_penalty = FALSE,
  type_col = "highway",
  id_col = "osm_id",
  keep_cols = NULL,
  left_side = FALSE
)

### Arguments

- **x**: A street network represented either as sf LINESTRING objects, typically extracted with dodgr_streetnet, or as an SC (silicate) object typically extracted with the dodgr_streetnet_sc.
- **wt_profile**: Name of weighting profile, or data.frame specifying custom values (see Details)
- **wt_profile_file**: Name of locally-stored, .json-formatted version of dodgr::weighting_profiles, created with write_dodgr_wt_profile, and modified as desired.
**turn_penalty** Including time penalty on edges for turning across oncoming traffic at intersections (see Note).

**type_col** Specify column of the sf data.frame object which designates different types of highways to be used for weighting (default works with osmdata objects).

**id_col** For sf-formatted data only: Specify column of the sf data.frame object which provides unique identifiers for each highway (default works with osmdata objects).

**keep_cols** Vectors of columns from x to be kept in the resultant dodgr network; vector can be either names, regex-patterns, or indices of desired columns (see notes).

**left_side** Does traffic travel on the left side of the road (TRUE) or the right side (FALSE)? - only has effect on turn angle calculations for edge times.

**Value**
A data.frame of edges representing the street network, with distances in metres and times in seconds, along with a column of graph component numbers. Times for sf-formatted street networks are only approximate, and do not take into account traffic lights, turn angles, or elevation changes. Times for sc-formatted street networks take into account all of these factors, with elevation changes automatically taken into account for networks generated with the osmdata function osm_elevation().

**Note**
Names for the wt_profile parameter are taken from weighting_profiles, which is a list including a data.frame also called weighting_profiles of weights for different modes of transport. Values for wt_profile are taken from current modes included there, which are "bicycle", "foot", "goods", "hgv", "horse", "moped", "motorcar", "motorcycle", "psv", and "wheelchair". Railway routing can be implemented with the separate function weight_railway. Alternatively, the entire weighting_profile structures can be written to a local .json-formatted file with write_dodgr_wt_profile, the values edited as desired, and the name of this file passed as the wt_profile_file parameter.

Realistic routing include factors such as access restrictions, turn penalties, and effects of incline, can only be implemented when the objects passed to weight_streetnet are of sc ("silicate") format, generated with dodgr_streetnet_sc. Restrictions applied to ways (in Open Streetmap Terminology) may be controlled by ensuring specific columns are retained in the dodgr network with the keep.cols argument. For example, restrictions on access are generally specified by specifying a value for the key of "access". Include "access" in keep.cols will ensure these values are retained in the dodgr version, from which ways with specified values can easily be removed or modified, as demonstrated in the examples.

The additional Open Street Map (OSM) keys which can be used to specify restrictions are which are automatically extracted with dodgr_streetnet_sc, and so may be added to the keep.cols argument, include:

- "access"
- "bicycle"
- "foot"
- "highway"
Restrictions and time-penalties on turns can be implemented from such objects by setting `turn_penalty = TRUE`. Setting `turn_penalty = TRUE` will honour turn restrictions specified in Open Street Map (unless the "penalties" table of `weighting_profiles` has `restrictions = FALSE` for a specified `wt_profile`). Resultant graphs are fundamentally different from the default for distance-based routing. These graphs may be used directly in the `dodgr_dists` function. Use in any other functions requires additional information obtained in a file in the temporary directory of the current R session with a name starting with "dodgr_junctions_", and including the value of `attr(graph, "hash")`. If graphs with turn penalties are to be used in subsequent R sessions, this "dodgr_junctions_" file will need to be moved to a more permanent storage location, and then replaced in the temporary directory of any subsequent R sessions.

The resultant graph includes only those edges for which the given weighting profile specifies finite edge weights. Any edges of types not present in a given weighting profile are automatically removed from the weighted streetnet.

If the resultant graph is to be contracted via `dodgr_contract_graph`, and if the columns of the graph have been, or will be, modified, then automatic caching must be switched off with `dodgr_cache_off`. If not, the `dodgr_contract_graph` function will return the automatically cached version, which is the contracted version of the full graph prior to any modification of columns.

See Also

`write_dodgr_wt_profile`, `dodgr_times`

Other extraction: `dodgr_streetnet()`, `dodgr_streetnet_sc()`, `weight_railway()`

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Other extraction: `dodgr_streetnet()`, `dodgr_streetnet_sc()`, `weight_railway()`

Examples

```r
# hampi is included with package as an 'osmdata' sf-formatted street network
net <- weight_streetnet(hampi)
class (net) # data.frame
dim (net) # 6096 11; 6096 streets
# os_roads_bristol is also included as an sf data.frame, but in a different
# format requiring identification of columns and specification of custom
# weighting scheme.
colnm <- "formOfWay"
wts <- data.frame (
  name = "custom",
  way = unique (os_roads_bristol [[colnm]]),
  value = c (0.1, 0.2, 0.8, 1)
)```
write_dodgr_wt_profile

Write dodgr weighting profiles to local file.

Description

Write the dodgr street network weighting profiles to a local .json-formatted file for manual editing and subsequent re-reading.

Usage

write_dodgr_wt_profile(file = NULL)

Arguments

file Full name (including path) of file to which to write. The .json suffix will be automatically appended.

Value

TRUE if writing successful.
See Also

weight_streetnet

Other misc: compare_heaps(), dodgr_flowmap(), dodgr_full_cycles(), dodgr_fundamental_cycles(), dodgr_insert_vertex(), dodgr_sample(), dodgr_sflines_to_poly(), dodgr_vertices(), merge_directed_graph(), summary.dodgr_dists_categorical()
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