

# Package ‘nngo’

August 11, 2020

**Type** Package

**Title** k-Nearest Neighbor Join for Spatial Data

**Version** 0.3.9

**Description** K-nearest neighbor search for projected and non-projected 'sf' spatial layers. Nearest neighbor search uses (1) C code from 'GeographicLib' for lon-lat point layers, (2) function `nn2()` from package 'RANN' for projected point layers, or (3) function `st_distance()` from package 'sf' for line or polygon layers. The package also includes several other utility functions for spatial analysis.

**Imports** RANN, units, methods, lwgeom, parallel, s2

**Depends** R (>= 3.5.0), sf (>= 0.6)

**License** MIT + file LICENSE

**LazyData** TRUE

**RoxygenNote** 7.1.0

**Suggests** DBI, RPostgreSQL, stars, knitr, rmarkdown, tinytest

**VignetteBuilder** knitr

**URL** <https://github.com/michaeldorman/nngo/>

**BugReports** <https://github.com/michaeldorman/nngo/issues/>

**Encoding** UTF-8

**NeedsCompilation** yes

**Author** Michael Dorman [aut, cre],  
Johnathan Rush [ctb],  
Ian Hough [ctb],  
Dominic Russel [ctb],  
Charles F.F Karney [ctb, cph] (Author of included C code from  
'GeographicLib' for geodesic distance)

**Maintainer** Michael Dorman <dorman@post.bgu.ac.il>

**Repository** CRAN

**Date/Publication** 2020-08-11 13:20:02 UTC

## R topics documented:

cities . . . . .	2
line . . . . .	2
pnt . . . . .	3
st_azimuth . . . . .	3
st_connect . . . . .	4
st_ellipse . . . . .	6
st_nn . . . . .	7
st_postgis . . . . .	10
st_remove_holes . . . . .	11
st_segments . . . . .	13
st_split_junctions . . . . .	15
towns . . . . .	16
water . . . . .	16
<b>Index</b>	<b>18</b>

---

cities	<i>Point layer of the three largest cities in Israel</i>
--------	--

---

### Description

A sf POINT layer of the three largest cities in Israel: Jerusalem, Tel-Aviv and Haifa.

### Usage

cities

### Format

A sf POINT layer with 3 features and 1 attribute:

**name** Town name

---

line	<i>Sample network dataset: lines</i>
------	--------------------------------------

---

### Description

An sf object based on the edge\_table sample dataset from pgRouting 2.6 tutorial

### Usage

line

**Format**

An sf object

**References**

<https://docs.pgrouting.org/2.6/en/sampledata.html>

---

pnt

*Sample network dataset: points*

---

**Description**

An sf object based on the pointsOfInterest sample dataset from pgRouting 2.6 tutorial

**Usage**

pnt

**Format**

An sf object

**References**

<https://docs.pgrouting.org/2.6/en/sampledata.html>

---

st\_azimuth

*Calculate the azimuth between pairs of points*

---

**Description**

Calculates the (planar!) azimuth between pairs in two sequences of points x and y. When point sequence length doesn't match, the shorter one is recycled.

**Usage**

```
st_azimuth(x, y)
```

**Arguments**

x	Object of class sf, sfc or sfg, of type "POINT"
y	Object of class sf, sfc or sfg, of type "POINT"

**Value**

A numeric vector, of the same length as (the longer of) `x` and `y`, with the azimuth values from `x` to `y` (in decimal degrees, ranging between 0 and 360 clockwise from north). For identical points, an azimuth of NA is returned.

**Note**

The function currently calculates planar azimuth, ignoring CRS information. For bearing on a sphere, given points in lon-lat, see function `geosphere::bearing`.

**References**

[https://en.wikipedia.org/wiki/Azimuth#Cartographical\\_azimuth](https://en.wikipedia.org/wiki/Azimuth#Cartographical_azimuth)

**Examples**

```
# Two points
x = st_point(c(0, 0))
y = st_point(c(1, 1))
st_azimuth(x, y)

# Center and all other points on a 5*5 grid
library(stars)
m = matrix(1, ncol = 5, nrow = 5)
m[(nrow(m)+1)/2, (ncol(m)+1)/2] = 0
s = st_as_stars(m)
s = st_set_dimensions(s, 2, offset = ncol(m), delta = -1)
names(s) = "value"
pnt = st_as_sf(s, as_points = TRUE)
ctr = pnt[pnt$value == 0, ]
az = st_azimuth(ctr, pnt)
plot(st_geometry(pnt), col = NA)
plot(st_connect(ctr, pnt, k = nrow(pnt)), col = "grey", add = TRUE)
plot(st_geometry(pnt), col = "grey", add = TRUE)
text(st_coordinates(pnt), as.character(round(az)), col = "red")
```

---

st\_connect

*Create lines between features of two layers*

---

**Description**

Returns a line layer with line segments which connect the nearest feature(s) from `y` for each feature in `x`. This is mostly useful for graphical purposes (see Note and Examples below).

**Usage**

```
st_connect(x, y, ids = NULL, progress = TRUE, ...)
```

**Arguments**

x	Object of class sf or sfc
y	Object of class sf or sfc
ids	A sparse list representation of features to connect such as returned by function <a href="#">st_nn</a> . If NULL the function automatically calculates ids using <a href="#">st_nn</a>
progress	Display progress bar? (default TRUE)
...	Other arguments passed to <a href="#">st_nn</a> when calculating ids, such as k and maxdist

**Value**

Object of class sfc with geometry type LINESTRING

**Note**

The segments are straight lines, i.e., they correspond to shortest path assuming planar geometry regardless of CRS. Therefore, the lines should serve as a graphical indication of features that are nearest to each other; the exact shortest path between features should be calculated by other means, such as `geosphere::greatCircle`.

**Examples**

```
# Nearest 'city' per 'town'
l = st_connect(towns, cities)
plot(st_geometry(towns), col = "darkgrey")
plot(st_geometry(l), add = TRUE)
plot(st_geometry(cities), col = "red", add = TRUE)

# Ten nearest 'towns' per 'city'
l = st_connect(cities, towns, k = 10)
plot(st_geometry(towns), col = "darkgrey")
plot(st_geometry(l), add = TRUE)
plot(st_geometry(cities), col = "red", add = TRUE)

## Not run:

# Nearest 'city' per 'town', search radius of 30 km
cities = st_transform(cities, 32636)
towns = st_transform(towns, 32636)
l = st_connect(cities, towns, k = nrow(towns), maxdist = 30000)
plot(st_geometry(towns), col = "darkgrey")
plot(st_geometry(l), add = TRUE)
plot(st_buffer(st_geometry(cities), units::set_units(30, km)), border = "red", add = TRUE)

# The 20-nearest towns for each water body
water = st_transform(water, 32636)
l = st_connect(water[-1, ], towns, k = 20, dist = 100)
plot(st_geometry(water[-1, ]), col = "lightblue", border = NA)
plot(st_geometry(towns), col = "darkgrey", add = TRUE)
plot(st_geometry(l), col = "red", add = TRUE)
```

```
# The 2-nearest water bodies for each town
l = st_connect(towns, water[-1, ], k = 2, dist = 100)
plot(st_geometry(water[-1, ]), col = "lightblue", border = NA)
plot(st_geometry(towns), col = "darkgrey", add = TRUE)
plot(st_geometry(l), col = "red", add = TRUE)

## End(Not run)
```

---

st\_ellipse

*Calculate ellipse polygon*


---

### Description

The function calculates ellipse polygons, given centroid locations and sizing on the x and y axes.

### Usage

```
st_ellipse(pnt, ex, ey, res = 30)
```

### Arguments

pnt	Object of class sf or sfc (type "POINT") representing centroid locations
ex	Size along x-axis, in CRS units
ey	Size along y-axis, in CRS units
res	Number of points the ellipse polygon consists of (default 30)

### Value

Object of class sfc (type "POLYGON") containing ellipse polygons

### References

Based on StackOverflow answer by user fdetsch:

<https://stackoverflow.com/questions/35841685/add-an-ellipse-on-raster-plot-in-r>

### Examples

```
# Sample data
dat = data.frame(
  x = c(1, 1, -1, 3, 3),
  y = c(0, -3, 2, -2, 0),
  ex = c(0.5, 2, 2, 0.3, 0.6),
  ey = c(0.5, 0.2, 1, 1, 0.3),
  stringsAsFactors = FALSE
)
dat = st_as_sf(dat, coords = c("x", "y"))
```

```

dat

# Plot 1
plot(dat %>% st_geometry, graticule = TRUE, axes = TRUE, main = "Input")
text(dat %>% st_coordinates, as.character(1:nrow(dat)), pos = 2)

# Calculate ellipses
el = st_ellipse(pnt = dat, ex = dat$ex, ey = dat$ey)

# Plot 2
plot(el, graticule = TRUE, axes = TRUE, main = "Output")
plot(dat %>% st_geometry, pch = 3, add = TRUE)
text(dat %>% st_coordinates, as.character(1:nrow(dat)), pos = 2)

```

---

st\_nn

*Nearest Neighbor Search for Simple Features*


---

## Description

Returns the indices of layer y which are nearest neighbors of each feature of layer x. The number of nearest neighbors k and the search radius maxdist can be modified.

The function has three modes of operation:

- lon-lat points—Calculation using C code from GeographicLib, similar to `sf::st_distance`
- projected points—Calculation using `RANN::nn2`, a fast search method based on the ANN C++ library
- lines or polygons, either lon-lat or projected—Calculation based on `sf::st_distance`

## Usage

```

st_nn(
  x,
  y,
  sparse = TRUE,
  k = 1,
  maxdist = Inf,
  returnDist = FALSE,
  progress = TRUE,
  parallel = 1
)

```

## Arguments

x	Object of class <code>sf</code> or <code>sfc</code>
y	Object of class <code>sf</code> or <code>sfc</code>
sparse	logical; should a sparse index list be returned (TRUE, the default) or a dense logical matrix? See "Value" section below.

k	The maximum number of nearest neighbors to compute. Default is 1, meaning that only a single point (nearest neighbor) is returned.
maxdist	Search radius ( <b>in meters</b> ). Points farther than search radius are not considered. Default is Inf, meaning that search is unconstrained.
returnDist	logical; whether to return a second list with the distances between detected neighbors.
progress	Display progress bar? The default is TRUE. When using parallel>1, a progress bar is not displayed regardless of progress argument.
parallel	Number of parallel processes. The default parallel=1 implies ordinary non-parallel processing. Parallel processing is done with the parallel package.

### Value

- If sparse=TRUE (the default), a sparse list with list element `i` being a numeric vector with the indices `j` of neighboring features from `y` for the feature `x[i, ]`, or an empty vector (`integer(0)`) in case there are no neighbors.
- If sparse=FALSE, a logical matrix with element `[i, j]` being TRUE when `y[j, ]` is a neighbor of `x[i]`.
- If returnDists=TRUE the function returns a list, with the first element as specified above, and the second element a sparse list with the distances (as units vectors, **in meters**) between each pair of detected neighbors corresponding to the sparse list of indices.

### References

C. F. F. Karney, GeographicLib, Version 1.49 (2017-mm-dd), <https://geographiclib.sourceforge.io/1.49/>

### Examples

```
data(cities)
data(towns)

cities = st_transform(cities, 32636)
towns = st_transform(towns, 32636)
water = st_transform(water, 32636)

# Nearest town
st_nn(cities, towns)

# Using 'sfc' objects
st_nn(st_geometry(cities), st_geometry(towns))
st_nn(cities, st_geometry(towns))
st_nn(st_geometry(cities), towns)

# With distances
st_nn(cities, towns, returnDist = TRUE)

## Not run:
```



```
# Distance limit
st_nn(cities, towns, maxdist = 7200)
st_nn(cities, towns, k = 3, maxdist = 12000)
st_nn(cities, towns, k = 3, maxdist = 12000, returnDist = TRUE)

# 3 nearest towns
st_nn(cities, towns, k = 3)

# Spatial join
st_join(cities, towns, st_nn, k = 1)
st_join(cities, towns, st_nn, k = 2)
st_join(cities, towns, st_nn, k = 1, maxdist = 7200)
st_join(towns, cities, st_nn, k = 1)

# Polygons to polygons
st_nn(water, towns, k = 4)

# Large example - Geo points
n = 1000
x = data.frame(
  lon = (runif(n) * 2 - 1) * 70,
  lat = (runif(n) * 2 - 1) * 70
)
x = st_as_sf(x, coords = c("lon", "lat"), crs = 4326)
start = Sys.time()
result1 = st_nn(x, x, k = 3)
end = Sys.time()
end - start

# Large example - Geo points - Parallel processing
start = Sys.time()
result2 = st_nn(x, x, k = 3, parallel = 4)
end = Sys.time()
end - start
all.equal(result1, result2)

# Large example - Proj points
n = 1000
x = data.frame(
  x = (runif(n) * 2 - 1) * 70,
  y = (runif(n) * 2 - 1) * 70
)
x = st_as_sf(x, coords = c("x", "y"), crs = 4326)
x = st_transform(x, 32630)
start = Sys.time()
result = st_nn(x, x, k = 3)
end = Sys.time()
end - start

# Large example - Polygons
set.seed(1)
n = 150
x = data.frame(
```

```

    lon = (runif(n) * 2 - 1) * 70,
    lat = (runif(n) * 2 - 1) * 70
  )
x = st_as_sf(x, coords = c("lon", "lat"), crs = 4326)
x = st_transform(x, 32630)
x = st_buffer(x, 1000000)
start = Sys.time()
result1 = st_nn(x, x, k = 3)
end = Sys.time()
end - start

# Large example - Polygons - Parallel processing
start = Sys.time()
result2 = st_nn(x, x, k = 3, parallel = 4)
end = Sys.time()
end - start
all.equal(result1, result2)

## End(Not run)

```

---

st\_postgis

*Send 'sf' layer to a PostGIS query*


---

## Description

The function sends a query plus an sf layer to PostGIS, saving the trouble of manually importing the layer and exporting the result

## Usage

```
st_postgis(x, con, query, prefix = "temporary_nngeo_layer_")
```

## Arguments

x	Object of class sf
con	Connection to PostgreSQL database with PostGIS extension enabled. Can be created using function <code>RPostgreSQL::dbConnect</code>
query	SQL query, which may refer to layer x as x and to the geometry column of the x layer as geom (see examples)
prefix	Prefix for storage of temporarily layer in the database

## Value

Returned result from the database: an sf layer in case the result includes a geometry column, otherwise a data.frame

## Examples

```
## Not run:

# Database connection and 'sf' layer
source("~/Dropbox/postgis_159.R") ## Creates connection object 'con'
x = towns

# Query 1: Buffer
query = "SELECT ST_Buffer(geom, 0.1, 'quad_segs=2') AS geom FROM x LIMIT 5;"
st_postgis(x, con, query)

# Query 2: Extrusion
query = "SELECT ST_Extrude(geom, 0, 0, 30) AS geom FROM x LIMIT 5;"
st_postgis(x, con, query)

## End(Not run)
```

---

st_remove_holes	<i>Remove polygon holes</i>
-----------------	-----------------------------

---

## Description

The function removes all polygon holes and return the modified layer

## Usage

```
st_remove_holes(x)
```

## Arguments

x                    Object of class sf, sfc or sfg, of type "POLYGON" or "MULTIPOLYGON"

## Value

Object of same class as x, with holes removed

## Note

See function `sfheaders::st_remove_holes` for highly-optimized faster alternative:

<https://github.com/dcooley/sfheaders>

## References

Following the StackOverflow answer by user lbusett:

<https://stackoverflow.com/questions/52654701/removing-holes-from-polygons-in-r-sf>

**Examples**

```

opar = par(mfrow = c(1, 2))

# Example with 'sfg' - POLYGON
p1 = rbind(c(0,0), c(1,0), c(3,2), c(2,4), c(1,4), c(0,0))
p2 = rbind(c(1,1), c(1,2), c(2,2), c(1,1))
pol = st_polygon(list(p1, p2))
pol
result = st_remove_holes(pol)
result
plot(pol, col = "#FF000033", main = "Before")
plot(result, col = "#FF000033", main = "After")

# Example with 'sfg' - MULTIPOLYGON
p3 = rbind(c(3,0), c(4,0), c(4,1), c(3,1), c(3,0))
p4 = rbind(c(3.3,0.3), c(3.8,0.3), c(3.8,0.8), c(3.3,0.8), c(3.3,0.3))[5:1,]
p5 = rbind(c(3,3), c(4,2), c(4,3), c(3,3))
mpol = st_multipolygon(list(list(p1,p2), list(p3,p4), list(p5)))
mpol
result = st_remove_holes(mpol)
result
plot(mpol, col = "#FF000033", main = "Before")
plot(result, col = "#FF000033", main = "After")

# Example with 'sfc' - POLYGON
x = st_sfc(pol, pol * 0.75 + c(3.5, 2))
x
result = st_remove_holes(x)
result
plot(x, col = "#FF000033", main = "Before")
plot(result, col = "#FF000033", main = "After")

# Example with 'sfc' - MULTIPOLYGON
x = st_sfc(pol, mpol * 0.75 + c(3.5, 2))
x
result = st_remove_holes(x)
result
plot(x, col = "#FF000033", main = "Before")
plot(result, col = "#FF000033", main = "After")

par(opar)

# Example with 'sf'
x = st_sfc(pol, mpol * 0.75 + c(3.5, 2))
x = st_sf(geom = x, data.frame(id = 1:length(x)))
result = st_remove_holes(x)
result
plot(x, main = "Before")
plot(result, main = "After")

```

---

st_segments	<i>Split polygons or lines to segments</i>
-------------	--

---

### Description

Split lines or polygons to separate segments.

### Usage

```
st_segments(x, progress = TRUE)
```

### Arguments

x	An object of class <code>sfg</code> , <code>sfc</code> or <code>sf</code> , with geometry type <code>LINESTRING</code> , <code>MULTILINESTRING</code> , <code>POLYGON</code> or <code>MULTIPOLYGON</code>
progress	Display progress bar? (default <code>TRUE</code> )

### Value

An `sf` layer of type `LINESTRING` where each segment is represented by a separate feature

### Examples

```
# Sample geometries
s1 = rbind(c(0,3),c(0,4),c(1,5),c(2,5))
ls = st_linestring(s1)
s2 = rbind(c(0.2,3), c(0.2,4), c(1,4.8), c(2,4.8))
s3 = rbind(c(0,4.4), c(0.6,5))
mls = st_multilinestring(list(s1,s2,s3))
p1 = rbind(c(0,0), c(1,0), c(3,2), c(2,4), c(1,4), c(0,0))
p2 = rbind(c(1,1), c(1,2), c(2,2), c(1,1))
pol = st_polygon(list(p1,p2))
p3 = rbind(c(3,0), c(4,0), c(4,1), c(3,1), c(3,0))
p4 = rbind(c(3.3,0.3), c(3.8,0.3), c(3.8,0.8), c(3.3,0.8), c(3.3,0.3))[5:1,]
p5 = rbind(c(3,3), c(4,2), c(4,3), c(3,3))
mpol = st_multipolygon(list(list(p1,p2), list(p3,p4), list(p5)))

# Geometries ('sfg')
opar = par(mfrow = c(1, 2))

plot(ls)
seg = st_segments(ls)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

plot(mls)
seg = st_segments(mls)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))
```

```

plot(pol)
seg = st_segments(pol)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

plot(mpol)
seg = st_segments(mpol)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

par(opar)

# Columns ('sfc')
opar = par(mfrow = c(1, 2))

ls = st_sfc(ls)
plot(ls)
seg = st_segments(ls)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

ls2 = st_sfc(c(ls, ls + c(1, -1), ls + c(-3, -1)))
plot(ls2)
seg = st_segments(ls2)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

mls = st_sfc(mls)
plot(mls)
seg = st_segments(mls)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

mls2 = st_sfc(c(mls, mls + c(1, -2)))
plot(mls2)
seg = st_segments(mls2)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

pol = st_sfc(pol)
plot(pol)
seg = st_segments(pol)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

mpol = st_sfc(mpol)
plot(mpol)
seg = st_segments(mpol)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

mpol2 = st_sfc(c(mpol, mpol + c(5, 2)))

```

```

plot(mpol2)
seg = st_segments(mpol2)
plot(seg, col = rainbow(length(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:length(seg)))

par(opar)

# Layers ('sf')
opar = par(mfrow = c(1, 2))

mpol_sf = st_sf(id = 1:2, type = c("a", "b"), geom = st_sfc(c(mpol, mpol + c(5, 2))))
plot(st_geometry(mpol_sf))
seg = st_segments(mpol_sf)
plot(st_geometry(seg), col = rainbow(nrow(seg)))
text(st_coordinates(st_centroid(seg)), as.character(1:nrow(seg)))

par(opar)

```

---

st\_split\_junctions      *Split line layer at intersections (junctions)*

---

### Description

Split sf line layer at intersections (junctions). For example, this can be a preliminary step before using the line layer in routing applications, where all junctions need to be routable.

### Usage

```
st_split_junctions(x, progress = TRUE)
```

### Arguments

x	Object of class sf
progress	Display progress bar? (default TRUE)

### Value

Normalized sf line layer

### Examples

```

data(line)

# Line layer with single feature
line = st_sf(st_union(line))

# Line layer split at intersections
line1 = st_split_junctions(line)

```

```
# Plot
opar = par(mfrow = c(1, 2))
plot(st_geometry(line), col = sample(hcl.colors(nrow(line), "Set 2")), lwd = 5, main = "before")
text(st_coordinates(st_centroid(line)), as.character(1:nrow(line)))
plot(st_geometry(line1), col = sample(hcl.colors(nrow(line1), "Set 2")), lwd = 5, main = "after")
text(st_coordinates(st_centroid(line1)), as.character(1:nrow(line1)))
par(opar)
```

---

 towns

*Point layer of towns in Israel*


---

### Description

A sf POINT layer of towns in Israel, based on a subset from the `maps::world.cities` dataset.

### Usage

```
towns
```

### Format

A sf POINT layer with 193 features and 4 attributes:

**name** Town name

**country.etc** Country name

**pop** Population size

**capital** Is it a capital?

---

 water

*Polygonal layer of water bodies in Israel*


---

### Description

A sf POLYGON layer of the four large water bodies in Israel:

- Mediterranean Sea
- Red Sea
- Sea of Galilee
- Dead Sea

### Usage

```
water
```



**Format**

A sf POLYGON layer with 4 features and 1 attribute:

**name** Water body name

# Index

## \* datasets

cities, 2

line, 2

pnt, 3

towns, 16

water, 16

cities, 2

line, 2

pnt, 3

st\_azimuth, 3

st\_connect, 4

st\_ellipse, 6

st\_nn, 5, 7

st\_postgis, 10

st\_remove\_holes, 11

st\_segments, 13

st\_split\_junctions, 15

towns, 16

water, 16