

Find Neighbor Polygons in a Layer

QGIS Tutorials and Tips



Author

Ujaval Gandhi

<http://google.com/+UjavalGandhi>

Translations by

SongHyun Choi

□□ □□□ □□

□□□□ □ □□□ □□ □□□ □□ □□ □□ □□ □□ □□. QGIS□□ □□ □□ □□□□ □□□ □ □□ □ □□ □ □□ □□ □□ □ □□□. □□ □□ □□□□ □□□□ □ □□□ □□ □□□ □□ □□□ □□ □ □□ □□ □□□ □□ □ □□□. □□□□ □□□□ □□ □□ □□ □□□□□ □□ □□ □□□□.

□□ □□

□□ □□□□ □□□□ □□□ □□ □□ □□ □□□ □□□ □□ □□ □□ □□ □□ □□. □□ □□ □□ □□ □□□ □□□ □□.

□□□ □□

Natural Earth□ [Admin 0 – Countries](#) □□□□ □□ □□□.

Download the [Admin 0 – countries shapefile](#)..

□□□ □□: [NATURALEARTH]

□□□□ □□

Download the *neighbors.py script* and save it to your disk.

□□

1. □□ □□□ --> □□ □□□ □□ ``ne_10m_admin_0_countries`` □□ □□
``ne_10m_admin_0_countries`` □□□□ □□□□.



2. `name` Identify
`name` ****NAME****
`POP_EST`.



3. □□ □□□□ --> Phtyon □□ :menuselection: `Plugins --> Python Console` □ □□□□.



4. Phthon □□ □□□ □□□ □□□ Show Editor □□□ □□□□.



5. `Editor`` `Open file` `neighbors.py`
`Open``



6. 〇〇 〇〇〇〇〇 〇〇〇〇〇〇, 〇〇〇 〇〇 〇〇〇〇〇 〇〇〇 〇〇 ***NAME_FIELD` `■ ` `SUM_FIELD***
 〇〇 〇〇〇〇〇. 〇〇 `ne_10m_admin_0_countries` 〇〇〇〇 〇〇〇 〇〇〇 〇 〇〇〇〇 〇〇
 〇〇〇 〇〇〇〇. 〇〇 〇〇 〇〇 〇〇〇〇〇 〇〇〇 Editor` 〇〇〇〇 〇〇 :guilabel:`Save` 〇 〇〇〇〇. 〇〇
 〇〇〇〇〇 〇〇〇〇 〇〇〇 〇〇〇〇 〇〇 :guilabel:`Run script` 〇〇〇 〇〇〇〇.



7. `ne_10m_admin_0_countries` `:guiabel: Open Attribute Table`.



8. You will notice 2 new attributes called *NEIGHBORS* and *SUM*. These were added by the script.

Attribute table - ne_10m_admin_0_countries :: Features total: 255, filtered: 255, selected: 0

	ION	REGION_WB	NAME_LEN	LONG_LEN	ABBREV_LEN	TINY	HOMEPART	NEIGHBORS	SUM
0		Latin America & ...	5.00	5.00	5.00	4.00	-99.00	NULL	0
1	sia	South Asia	11.00	11.00	4.00	-99.00	1.00	Iran,Turkmenista...	1621125240
2	ia	Sub-Saharan Africa	6.00	6.00	4.00	-99.00	1.00	Namibia,Zambia,...	86676756
3		Latin America & ...	8.00	8.00	4.00	-99.00	-99.00	NULL	0
4	urope	Europe & Central...	7.00	7.00	4.00	-99.00	1.00	Macedonia,Greec...	15281164
5	urope	Europe & Central...	5.00	13.00	5.00	5.00	-99.00	NULL	0
6	urope	Europe & Central...	7.00	7.00	4.00	5.00	1.00	France,Spain	104582794
7	ia	Middle East & No...	20.00	20.00	6.00	-99.00	1.00	Saudi Arabia,Oman	32104718
8	ica	Latin America & ...	9.00	9.00	4.00	-99.00	1.00	Bolivia,Paraguay,...	235606259
9	ia	Europe & Central...	7.00	7.00	4.00	-99.00	1.00	Georgia,Turkey,I...	156089287
10		East Asia & Pacific	14.00	14.00	9.00	3.00	-99.00	NULL	0
11		Antarctica	10.00	10.00	4.00	-99.00	1.00	NULL	0
12	d Ne...	East Asia & Pacific	23.00	27.00	7.00	-99.00	-99.00	NULL	0
13	ope...	Sub-Saharan Africa	22.00	35.00	10.00	2.00	-99.00	NULL	0
14		Latin America & ...	17.00	19.00	6.00	4.00	1.00	NULL	0
15	d Ne...	East Asia & Pacific	9.00	9.00	4.00	-99.00	1.00	NULL	0
16	rope	Europe & Central...	7.00	7.00	5.00	-99.00	1.00	Italy,Hungary,Slo...	175681436
17	ia	Europe & Central...	10.00	10.00	4.00	-99.00	1.00	Georgia,Turkey,R...	290858866
18	ica	Sub-Saharan Africa	7.00	7.00	4.00	-99.00	1.00	Rwanda,Tanzani...	120214356
19	rope	Europe & Central...	7.00	7.00	5.00	-99.00	1.00	France,Netherla...	163595324
20	rica	Sub-Saharan Africa	5.00	5.00	5.00	-99.00	1.00	Nigeria,Niger,Bur...	186301451
21	rica	Sub-Saharan Africa	12.00	12.00	4.00	-99.00	1.00	Mali,Niger,Ghana...	87234511
22	sia	South Asia	10.00	10.00	5.00	-99.00	1.00	India,Myanmar	1214216958

Show All Features

□□□ □□ □□□□□□□. □□□ □□ □□□ □ □□□□.

```
#####
# Copyright 2014 Ujaval Gandhi
#
#This program is free software; you can redistribute it and/or
#modify it under the terms of the GNU General Public License
#as published by the Free Software Foundation; either version 2
#of the License, or (at your option) any later version.
#
#This program is distributed in the hope that it will be useful,
#but WITHOUT ANY WARRANTY; without even the implied warranty of
#MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
#GNU General Public License for more details.
#
#You should have received a copy of the GNU General Public License
#along with this program; if not, write to the Free Software
#Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.
#
#####
from qgis.utils import iface
from PyQt4.QtCore import QVariant

# Replace the values below with values from your layer.
# For example, if your identifier field is called 'XYZ', then change the line
# below to _NAME_FIELD = 'XYZ'
```

```

_NAME_FIELD = 'NAME'
# Replace the value below with the field name that you want to sum up.
# For example, if the # field that you want to sum up is called 'VALUES', then
# change the line below to _SUM_FIELD = 'VALUES'
_SUM_FIELD = 'POP_EST'

# Names of the new fields to be added to the layer
_NEW_NEIGHBORS_FIELD = 'NEIGHBORS'
_NEW_SUM_FIELD = 'SUM'

layer = iface.activeLayer()

# Create 2 new fields in the layer that will hold the list of neighbors and sum
# of the chosen field.
layer.startEditing()
layer.dataProvider().addAttributes(
    [QgsField(_NEW_NEIGHBORS_FIELD, QVariant.String),
     QgsField(_NEW_SUM_FIELD, QVariant.Int)])
layer.updateFields()
# Create a dictionary of all features
feature_dict = {f.id(): f for f in layer.getFeatures()}

# Build a spatial index
index = QgsSpatialIndex()
for f in feature_dict.values():
    index.insertFeature(f)

# Loop through all features and find features that touch each feature
for f in feature_dict.values():
    print 'Working on %s' % f[_NAME_FIELD]
    geom = f.geometry()
    # Find all features that intersect the bounding box of the current feature.
    # We use spatial index to find the features intersecting the bounding box
    # of the current feature. This will narrow down the features that we need
    # to check neighboring features.
    intersecting_ids = index.intersects(geom.boundingBox())
    # Initialize neighbors list and sum
    neighbors = []
    neighbors_sum = 0
    for intersecting_id in intersecting_ids:
        # Look up the feature from the dictionary
        intersecting_f = feature_dict[intersecting_id]

        # For our purpose we consider a feature as 'neighbor' if it touches or
        # intersects a feature. We use the 'disjoint' predicate to satisfy
        # these conditions. So if a feature is not disjoint, it is a neighbor.
        if (f != intersecting_f and
            not intersecting_f.geometry().disjoint(geom)):
            neighbors.append(intersecting_f[_NAME_FIELD])
            neighbors_sum += intersecting_f[_SUM_FIELD]
    f[_NEW_NEIGHBORS_FIELD] = ','.join(neighbors)
    f[_NEW_SUM_FIELD] = neighbors_sum
    # Update the layer with new attribute values.
    layer.updateFeature(f)

layer.commitChanges()
print 'Processing complete.'

```

