

# Spatial network analysis

Spatial Data Analysis and Simulation modelling,  
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# Outline

- Basic concepts for spatial networks
  - Transport network data models in GIS
  - Transport network analysis
  - OD matrices
  - Networks as core concepts
  - Spatial network transformations
  - Computational diagram for spatial networks
- Accessibility analysis
- Flow analysis

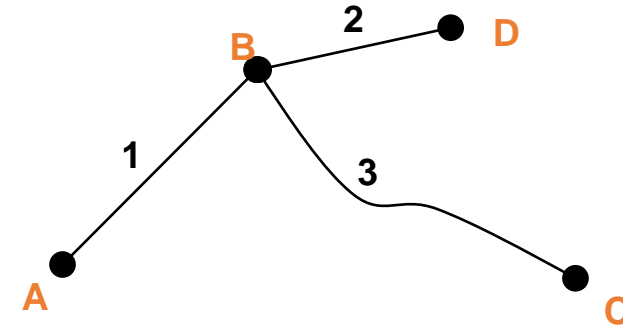
# Basic concepts for spatial networks

# Networks and GIS (1)

A **geometric network** contains the geometric points and lines of a network.

Used for network «mapping»

Why is this not yet a GIS network?



Points

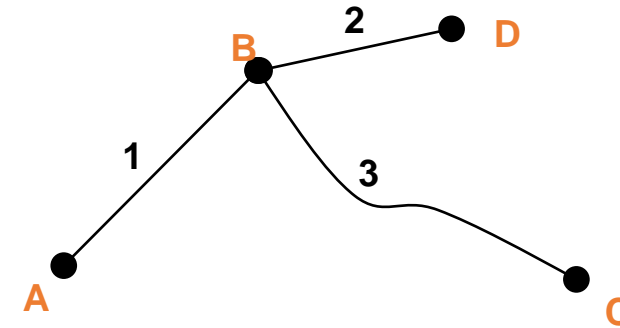
ID	Geometry
A	Point
B	Point
C	Point
D	Point

Lines

ID	Geometry
1	Polyline
2	Polyline
3	Polyline

# Networks and GIS (2)

- A **logical network** contains neighborhood information (junctions) between nodes and edges
- called “graph”
  - can be used to compute paths



Node

Feature_ID	Element_ID
A	j1
B	j2
C	j3
D	j4

Edge

Feature_ID	Element_ID
1	e5
2	e6
3	e7

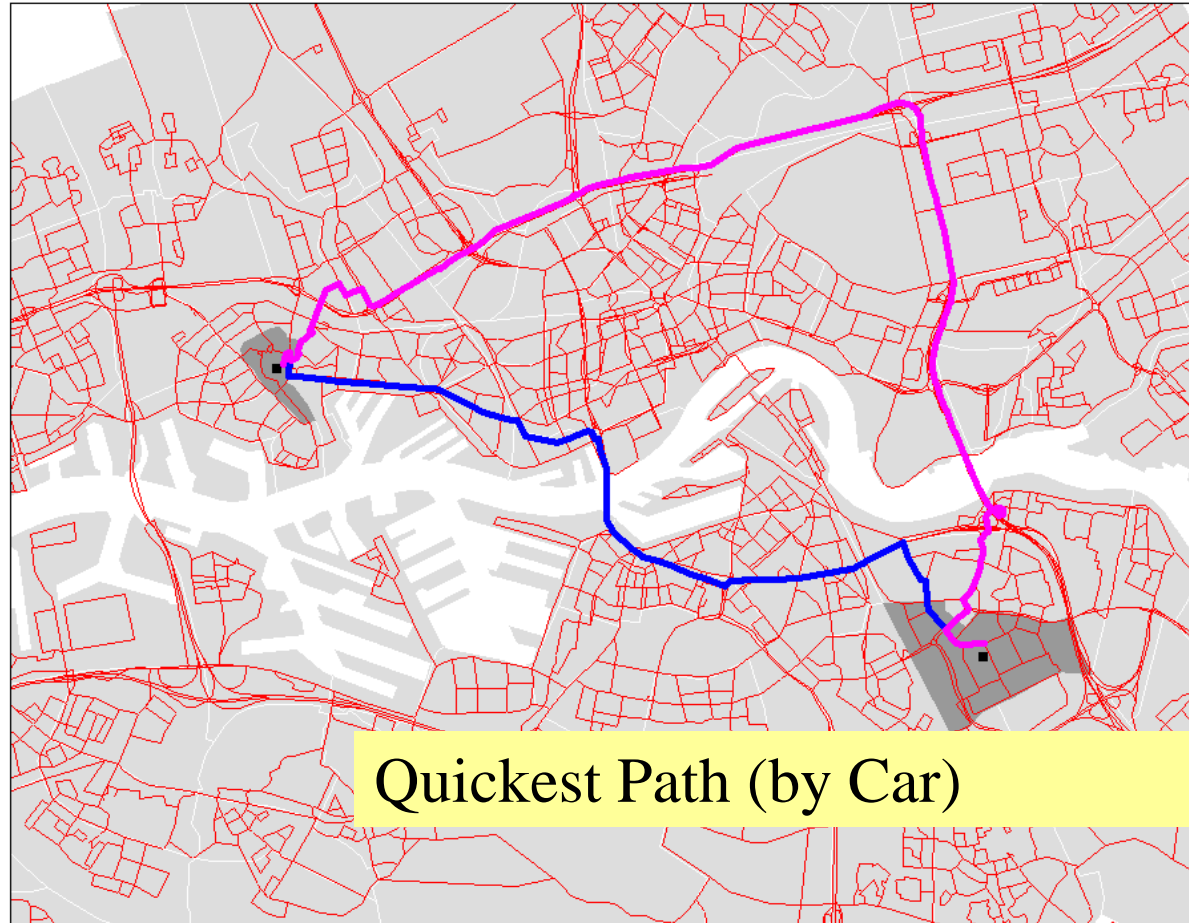
Connectivity Table

Junction	Adjacent elements
J1	J2,e5
J2	J1,e5
J2	J4,e6
j2	J3,e7
...	...

However: Is it really the case that spatial networks are just graphs with some embedding in space?

# Transport network analysis

- Shortest or quickest path in a network
- **Shortest**: Based on distance
- **Quickest**: Based on time (using distance and speed)
- Using e.g. Dijkstra's algorithm



# Transport network analysis

- Shortest or quickest path in a network
- Allows us to compute
  - zones



Zoning in  
minutes:

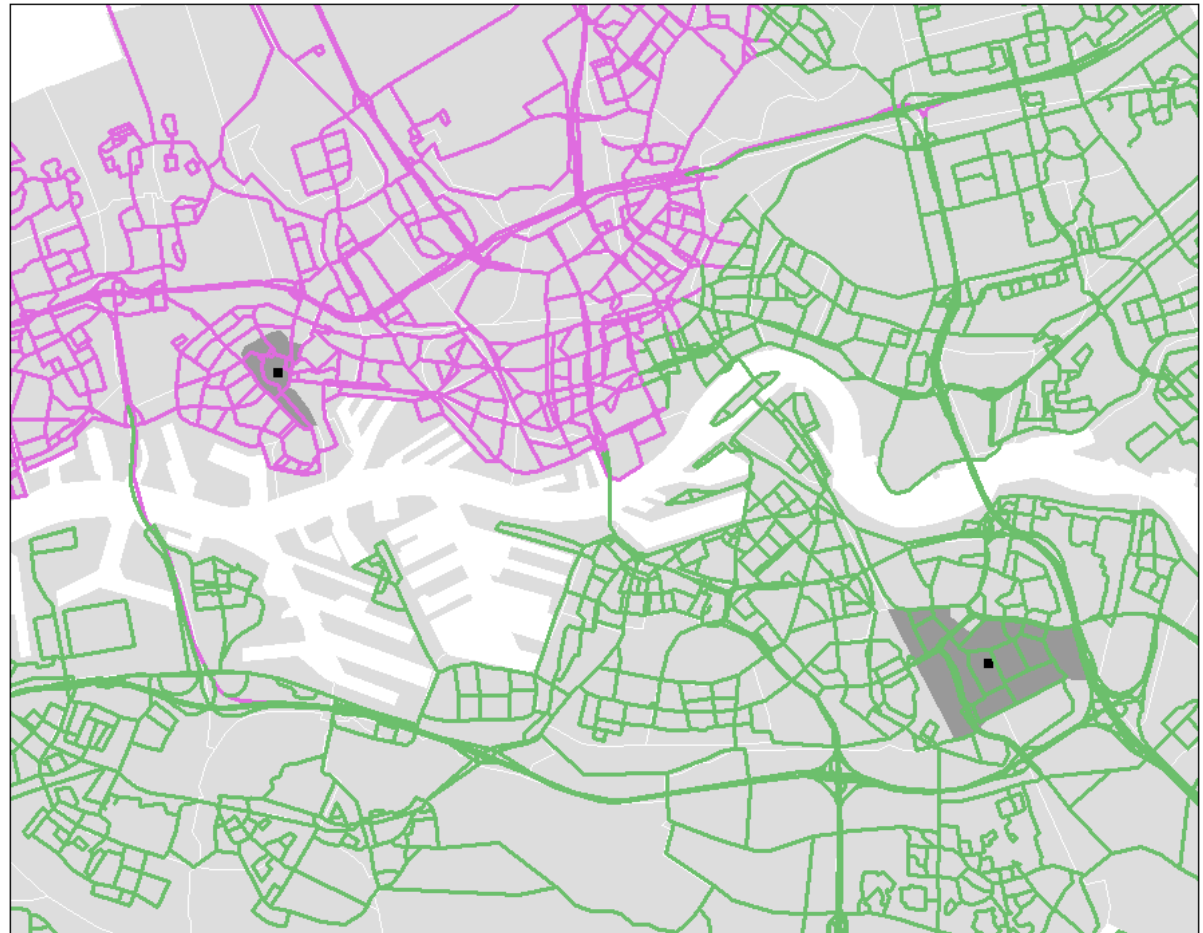
Yellow: 0-10

Olive: 10-20

Green 20-30

# Transport network analysis

- Shortest or quickest path in a network
- Allows us to compute
  - zones
  - districts (catchment areas)
- The latter can be used to allocate services to a network (e.g. medical services etc.)

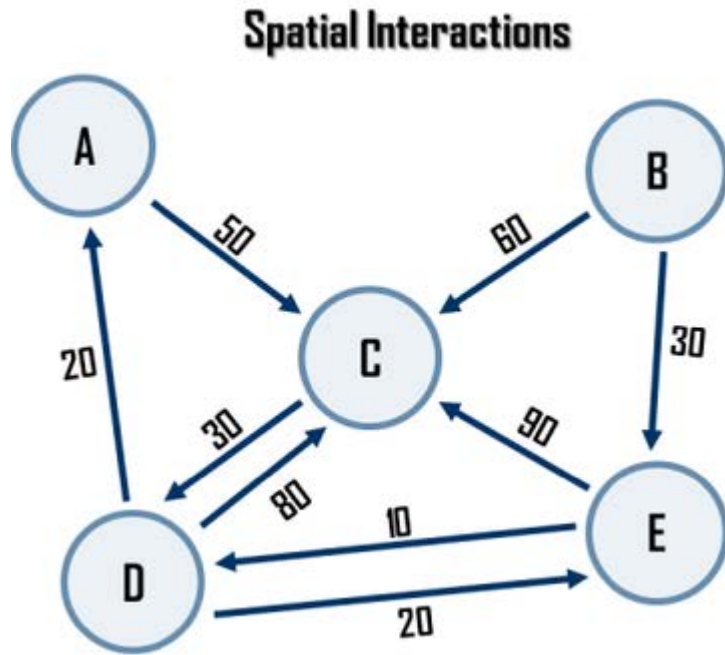




# Spatial interaction data/ OD matrix

numbers as people moving between the  
points

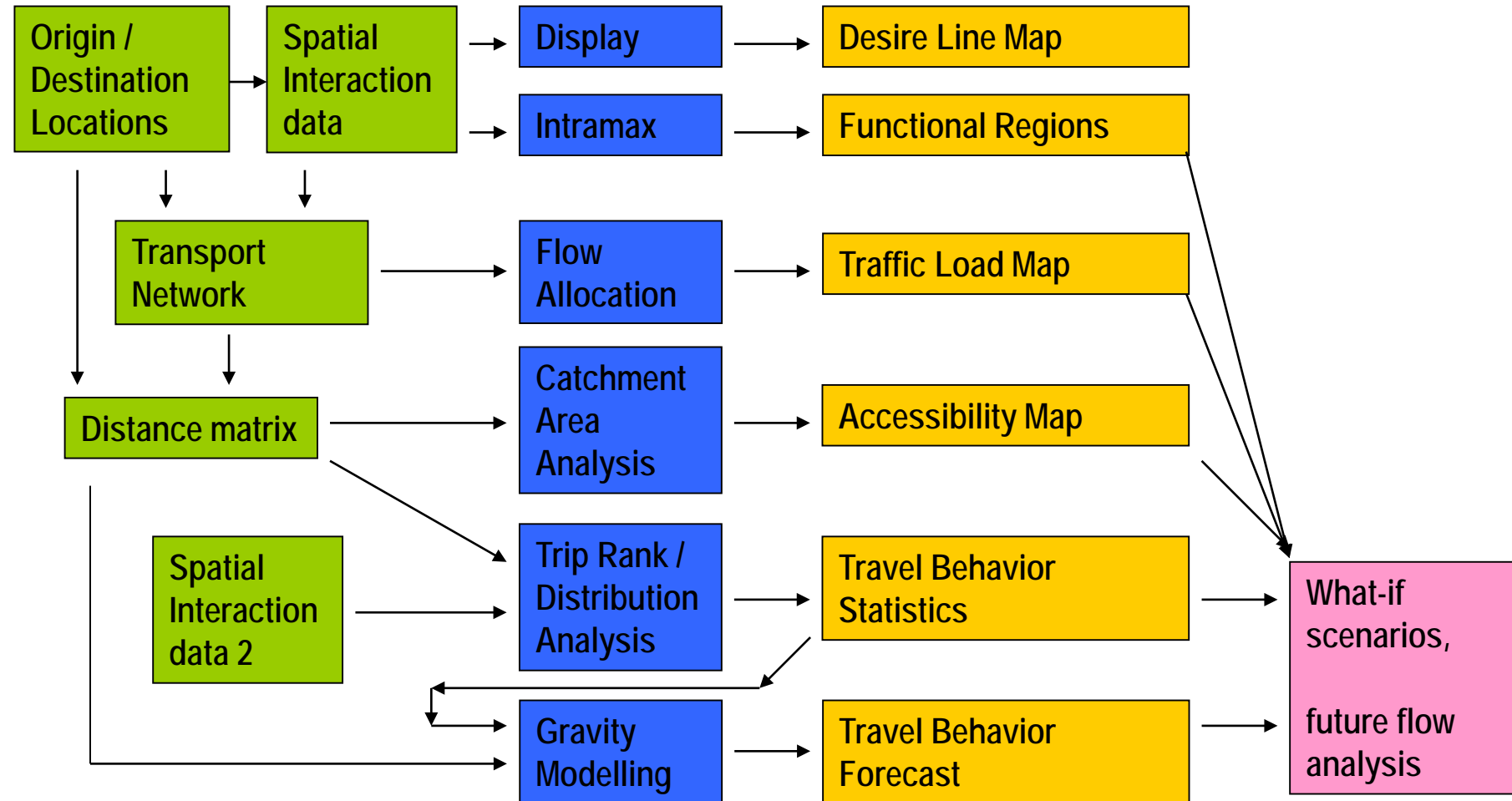
- Allows us to do accessibility and flow analysis



**O/D Matrix**

	A	B	C	D	E	T <sub>i</sub>
A	0	0	50	0	0	50
B	0	0	60	0	30	90
C	0	0	0	30	0	30
D	20	0	80	0	20	120
E	0	0	90	10	0	100
T <sub>j</sub>	20	0	280	40	50	390

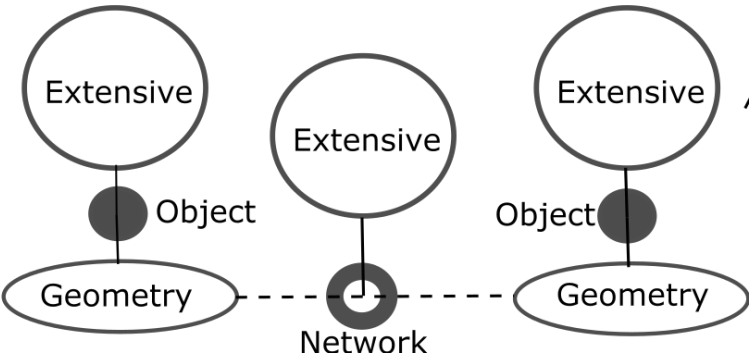
# Network analysis: some important methods



between objects and on each object separately

# Networks as a core concept (CCD)

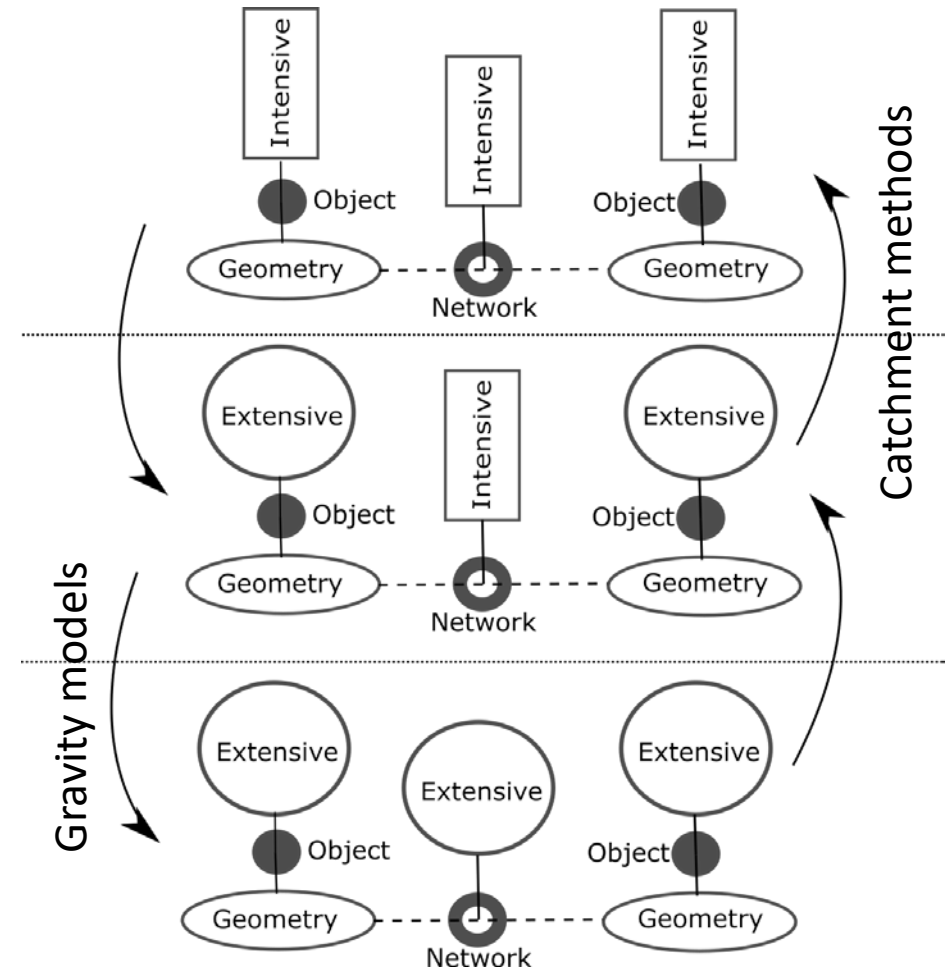
- Networks understood as quantified relations between objects
- Network quantifications can be either extensive (e.g. flow) or intensive (e.g. distance), or be on some other measurement level
- Object qualities can likewise be extensive (amount) or intensive (e.g. distance to nearest...) or be on some other measurement level
- -> *Spatial networks are more than embedded graphs!*



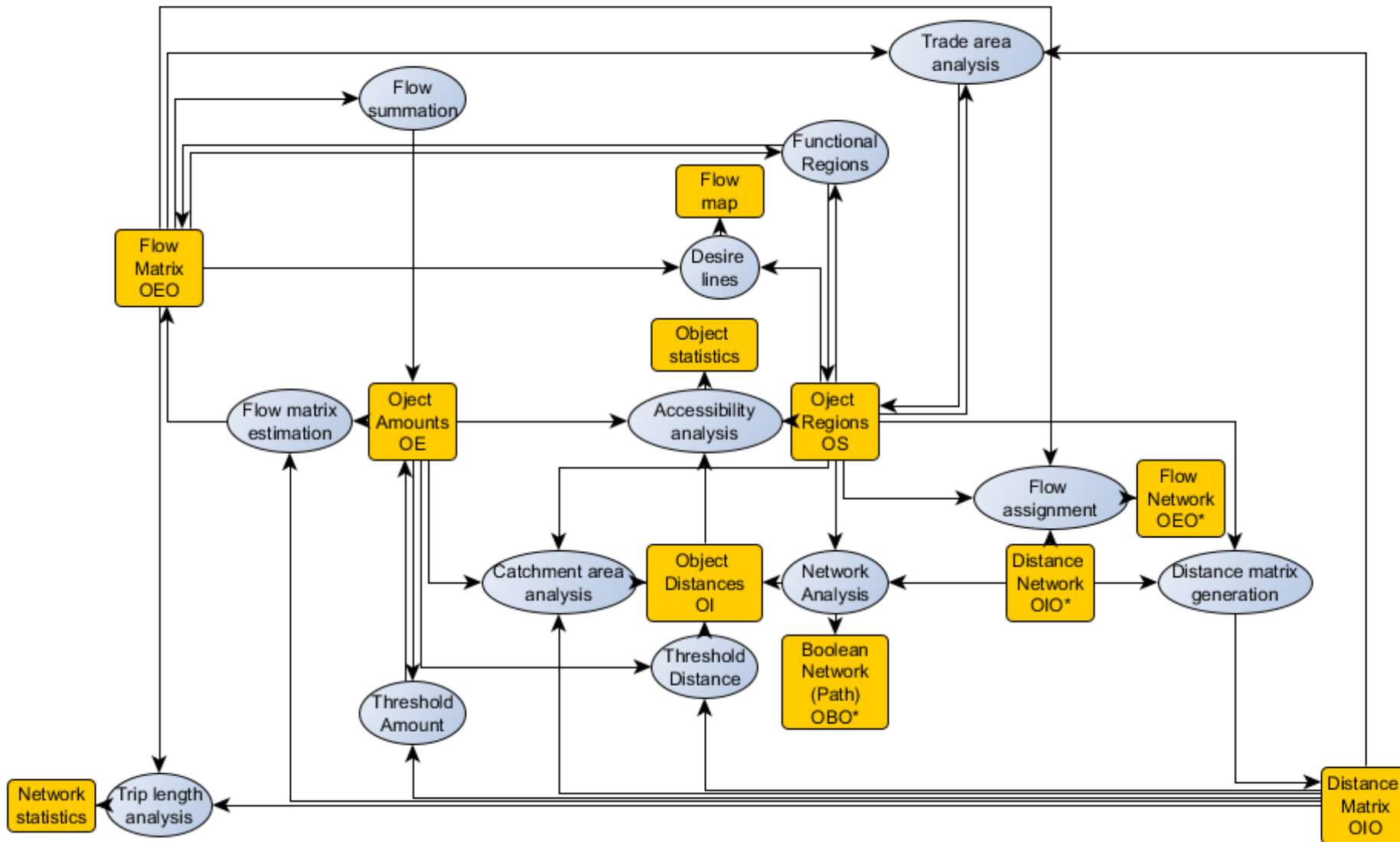
Measured quality	Unary concept	CCD type	Binary concept	CCD type
S (spatial region)	OS (object regions)	<i>ObjectQ</i> <i>RegionA/LineA</i>	OSO (path network)	<i>NetworkQ</i> <i>LineA</i>
B (boolean quality)	OB (boolean object quality)	<i>ObjectQ</i> <i>BooleanA</i>	OBO (boolean network)	<i>NetworkQ</i> <i>BooleanA</i>
N (nominal quality)	ON (nominal object quality)	<i>ObjectQ</i> <i>NominalA</i>	ONO (nominal network)	<i>NetworkQ</i> <i>NominalA</i>
I (intensive quality)	OI (intensive object quality)	<i>ObjectQ</i> <i>IRA</i>	OIO (intensive network)	<i>NetworkQ</i> <i>IRA</i>
E (extensive quality)	OE (extensive object quality)	<i>ObjectQ</i> <i>ERA</i>	OEO (extensive network)	<i>NetworkQ</i> <i>ERA</i>

# Spatial network transformations

- Methods transform between intensive/extensive object and network qualities
- For example, *catchment area methods* transform intensive network  $q$ . (*distance*) with extensive objects  $q$ . (*service potential, origins*) into intensive object qualities (*distance to the closest service*)
- And *gravity models* transform intensive network qualities (*distances*) between extensive object  $q$ . (*amount of residents*) into extensive network qualities (*flow*)



# Computational diagram for spatial networks

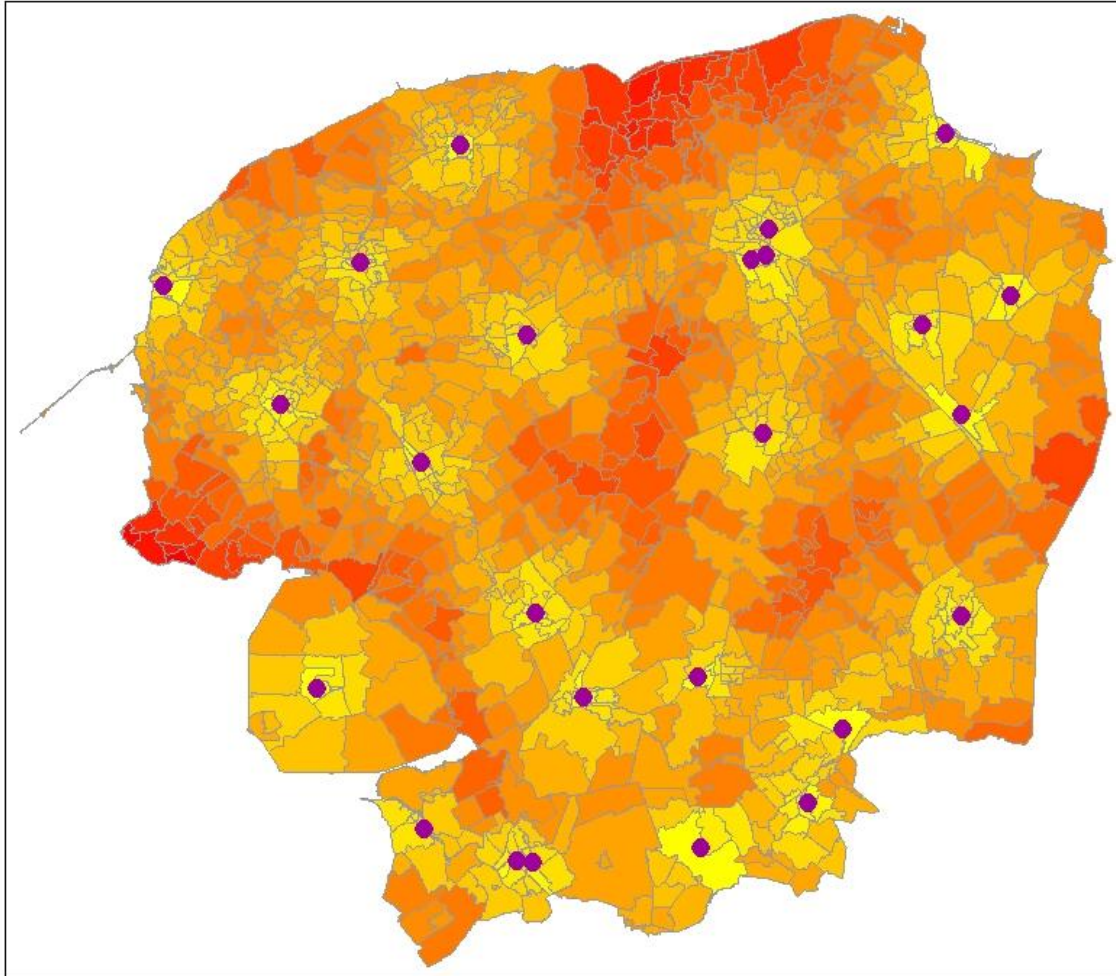


Accessibility analysis

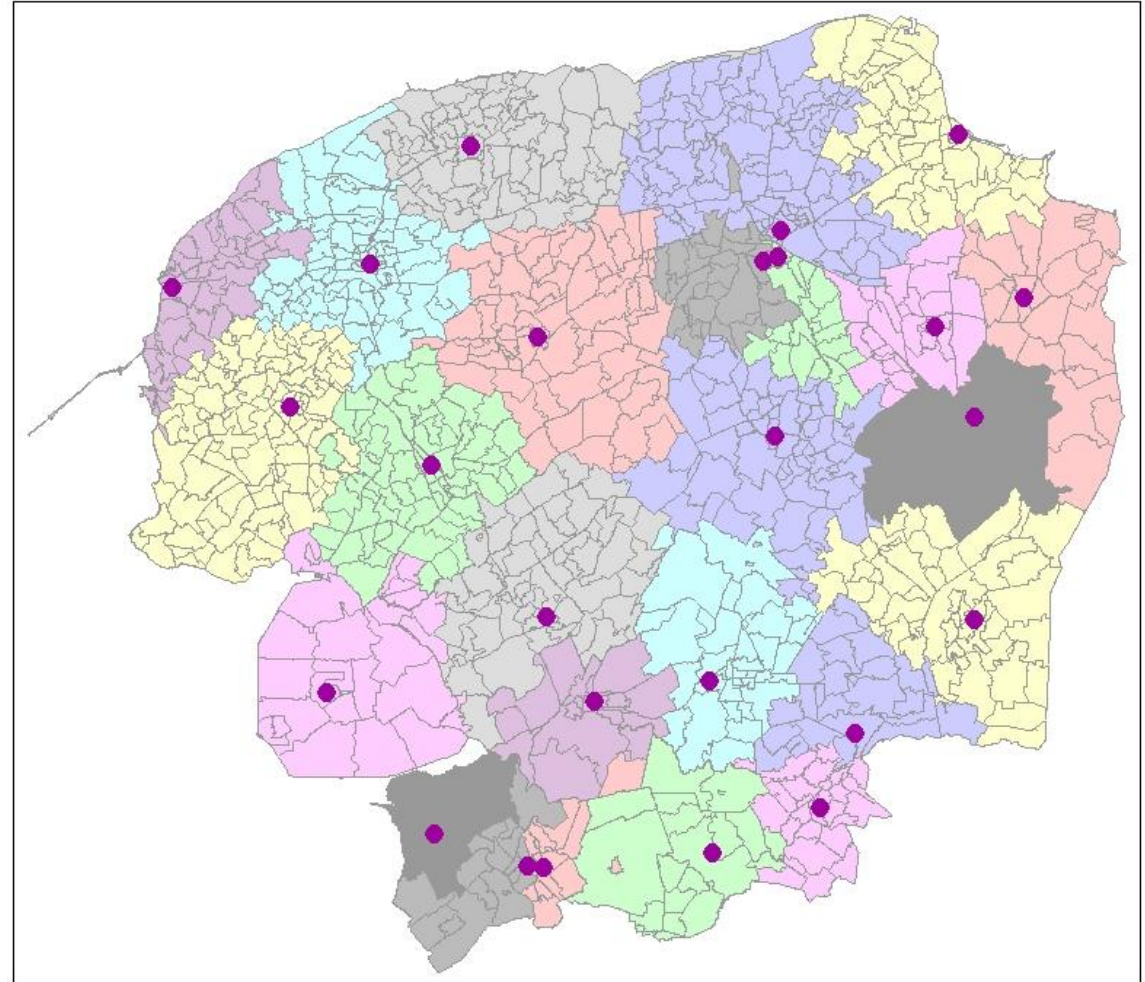


# Catchment areas of hospitals in Friesland

focus on distances again



municipality and where they're assigned to



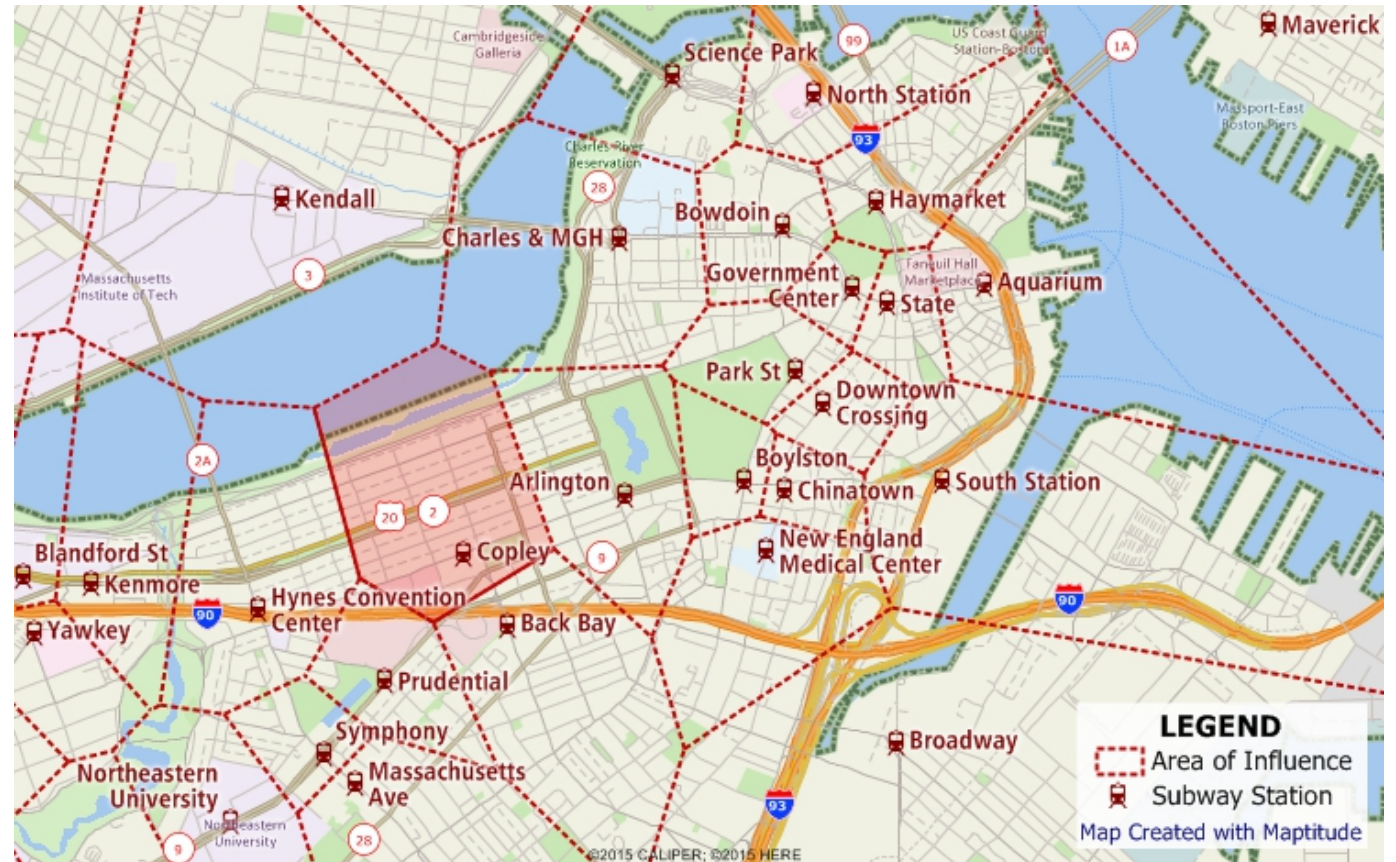
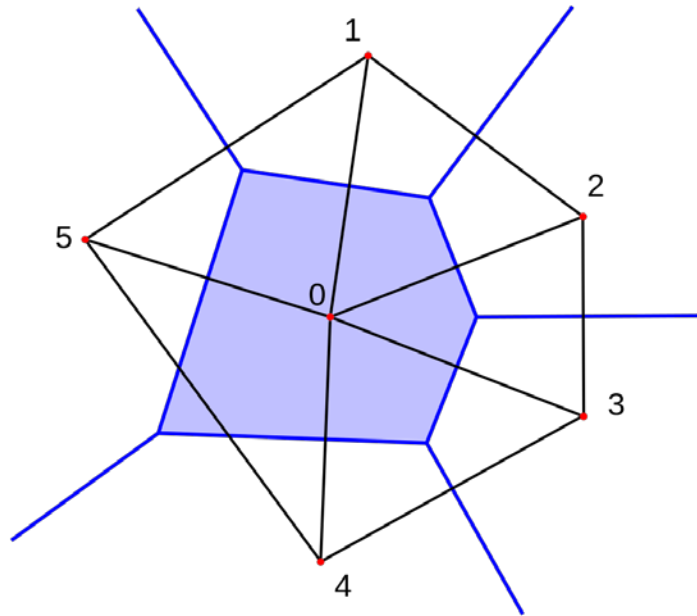
red= difficult to reach

# Thiessen polygons vs. Catchment areas

euclidean instead of network distances

problem as e.g. river cannot be crossed

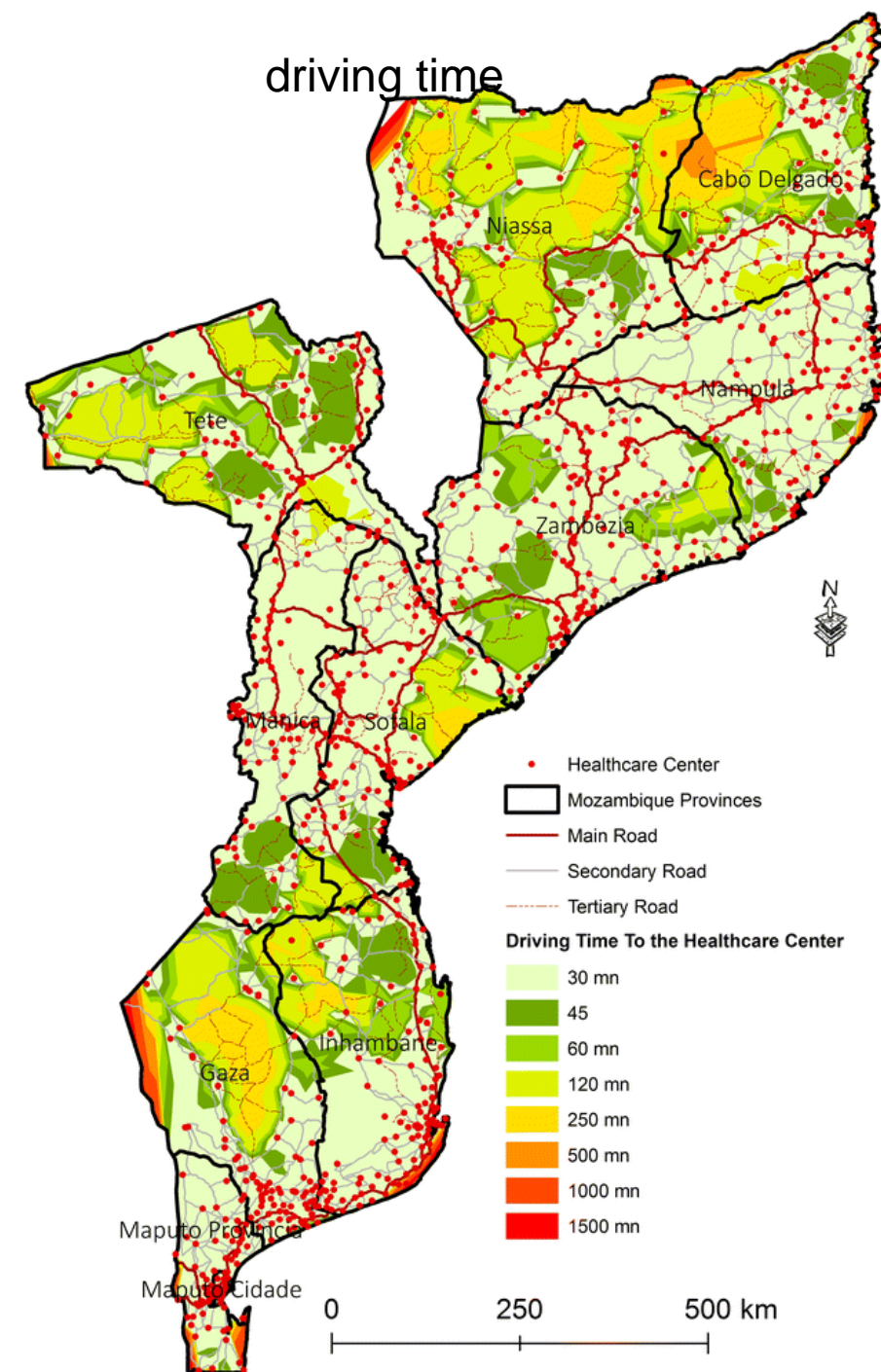
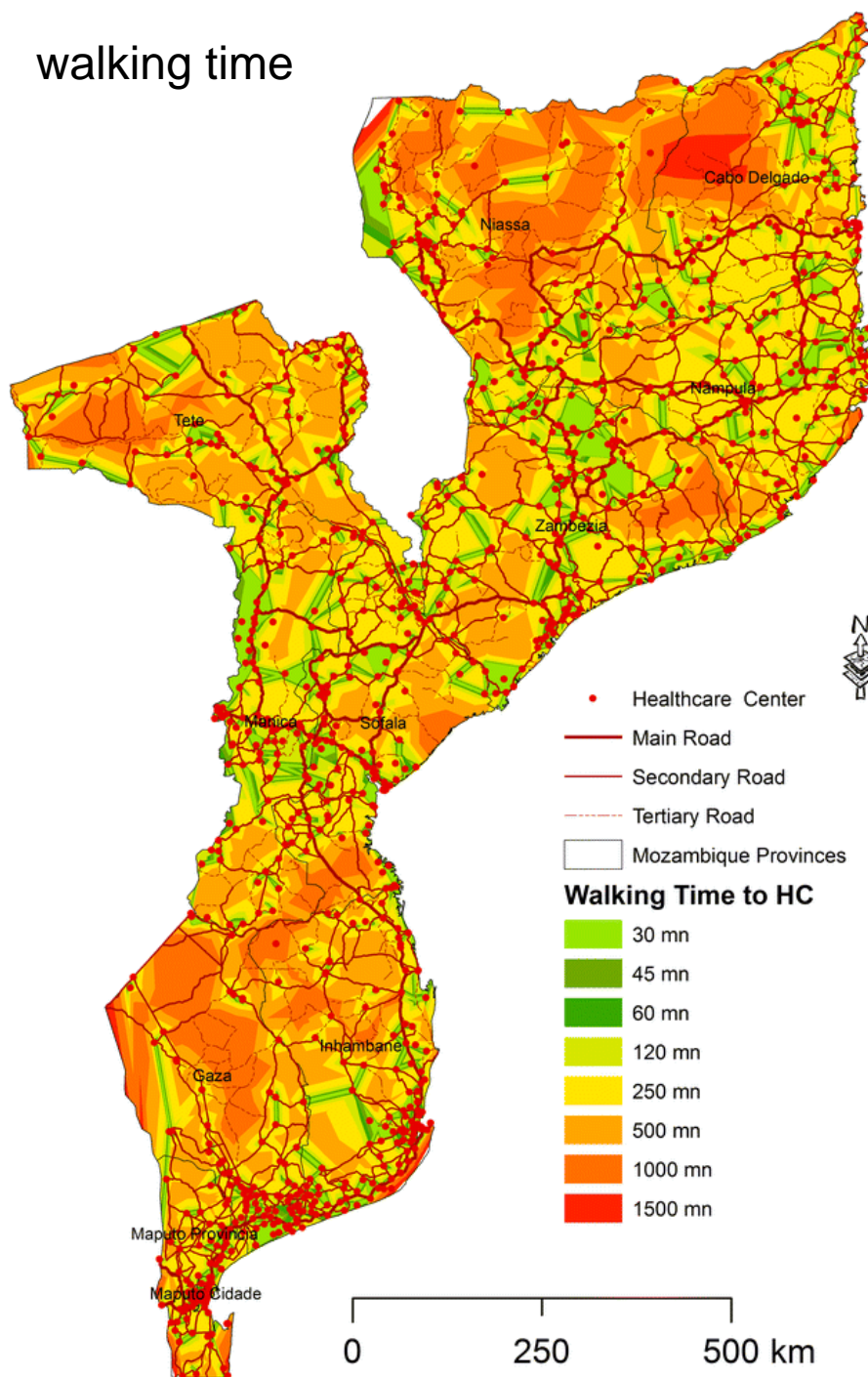
(Thiessen polygons are the Euclidean version of catchment areas)





# Accessibility of Health care centers in Mozambique

Luis, Cabral 2016:  
**Geographic accessibility to primary healthcare centers in Mozambique**



# Ambulance Service Location Planning (Rijnmond)

Maximize Competition

Minimize Worst Case

Spatial Efficiency

Spatial Equity

Average Time: **5.7** min

Worst Case: **32** min

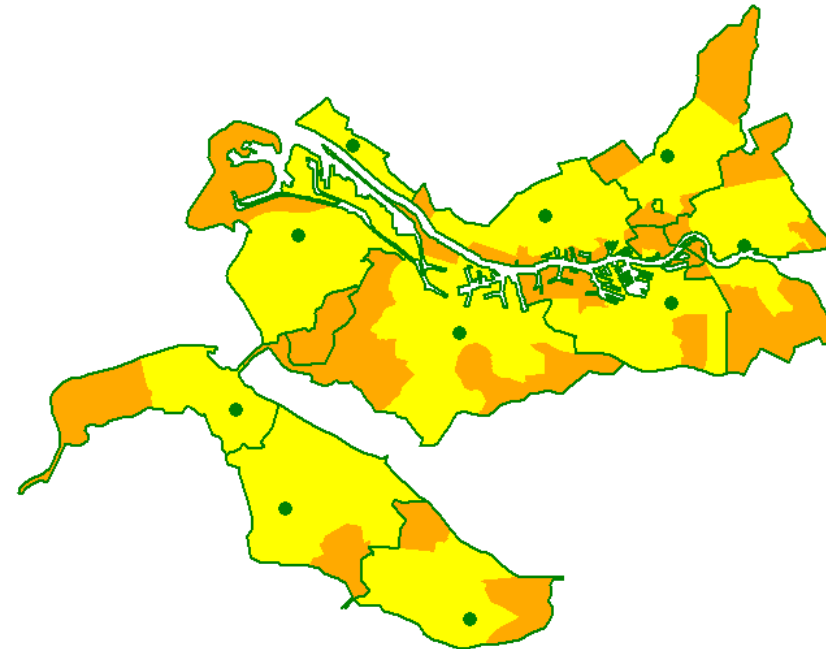
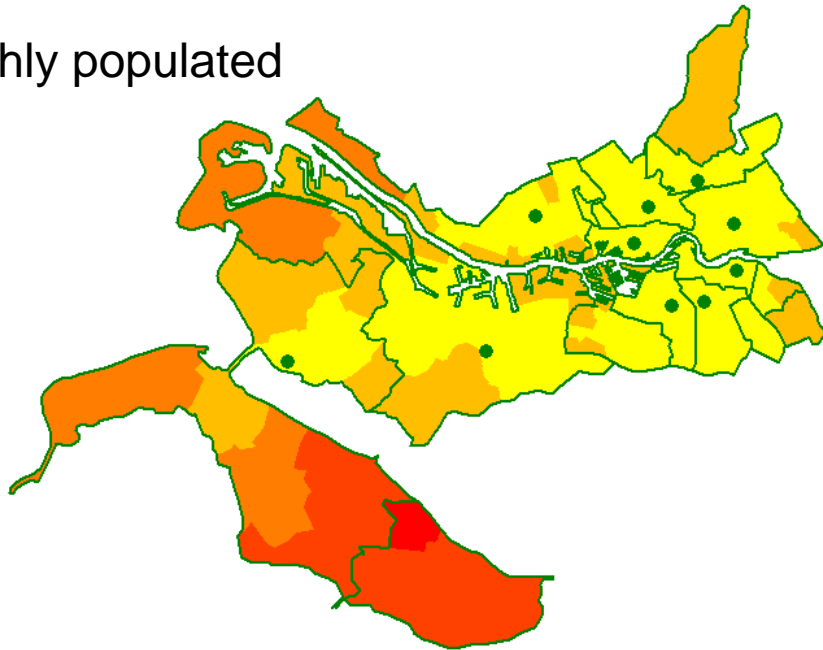
Customers: **67820**-174120

Average Time: 7.2 min

Worst Case: **12** min

Customers: 9320-376280

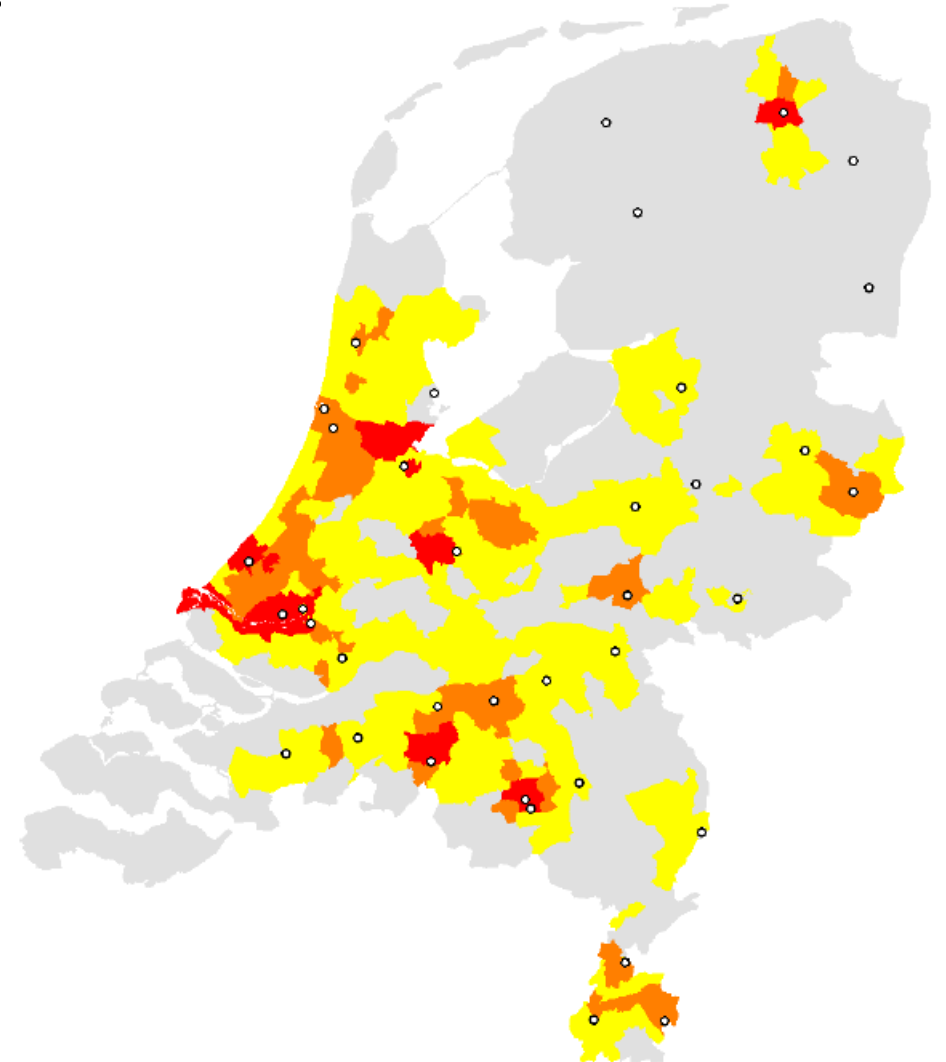
close to highly populated  
areas



# Threshold amount/distance

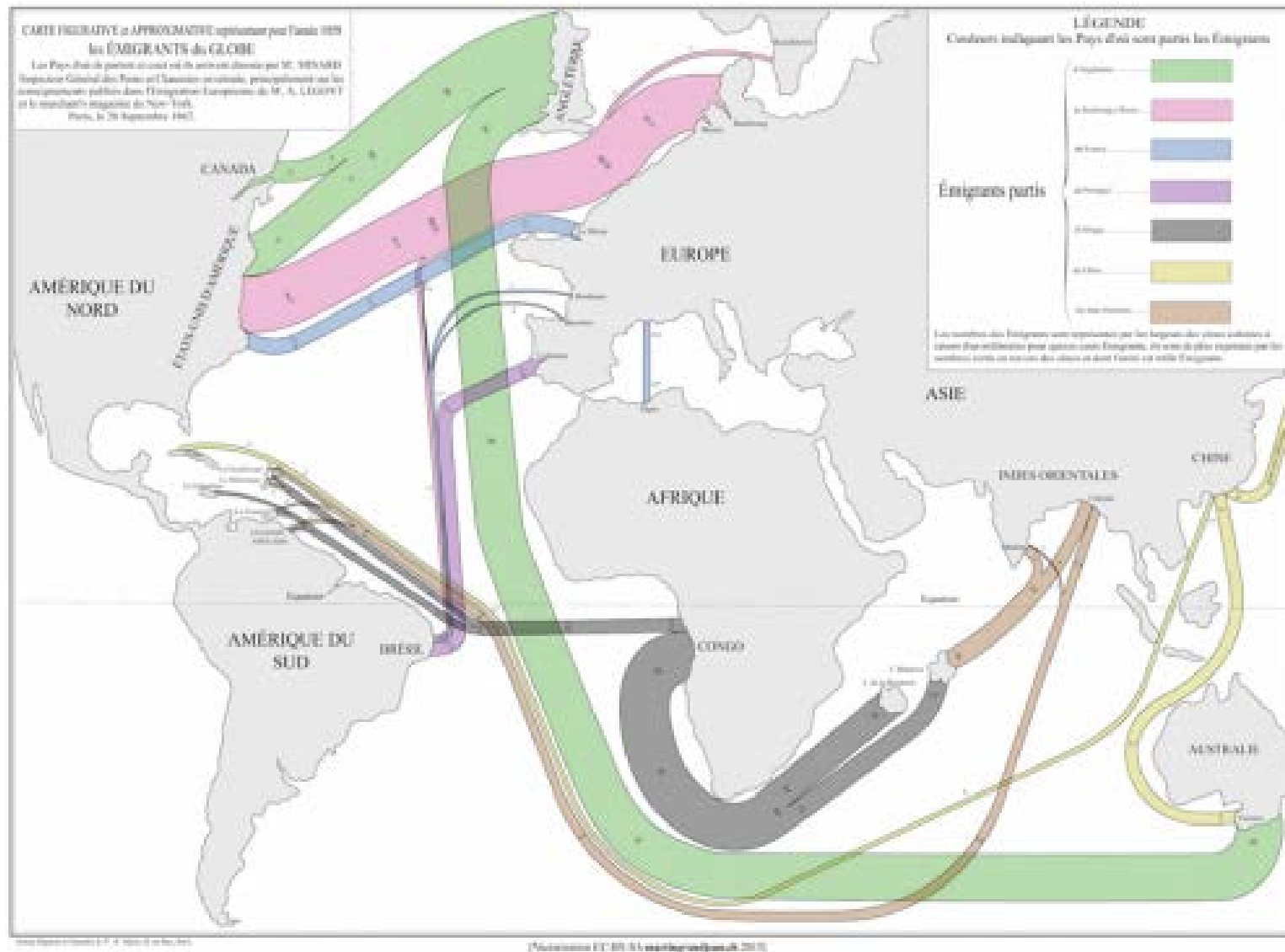
- Amount reachable at some maximal distance
- Distance needed to reach some minimal amount

Threshold potential map for Dutch soccer clubs.  
Red: 5100 tickets within 5 minutes  
Orange:.. within 10 minutes  
Yellow: ... within 15 minutes



Flow analysis

# Minard's 1858 map of world migration



*Desire line maps =*  
Lines representing  
movement of  
people or goods  
between  
regions

migration patterns



# The refugee project

(<http://www.therefugeeproject.org>)



# Gravity models

estimate number of people traveling from one place to another place and the distance and the number of people living at the place

- Estimate flows from object amounts and distance networks (=flow matrix estimation)

assign the flow with shortest path between origin and destination

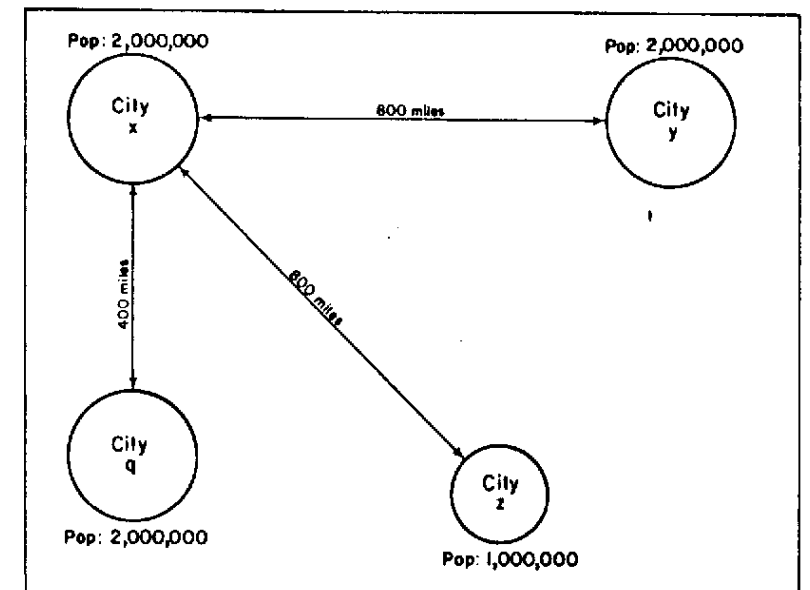
Actual Interaction



Modelled Interaction

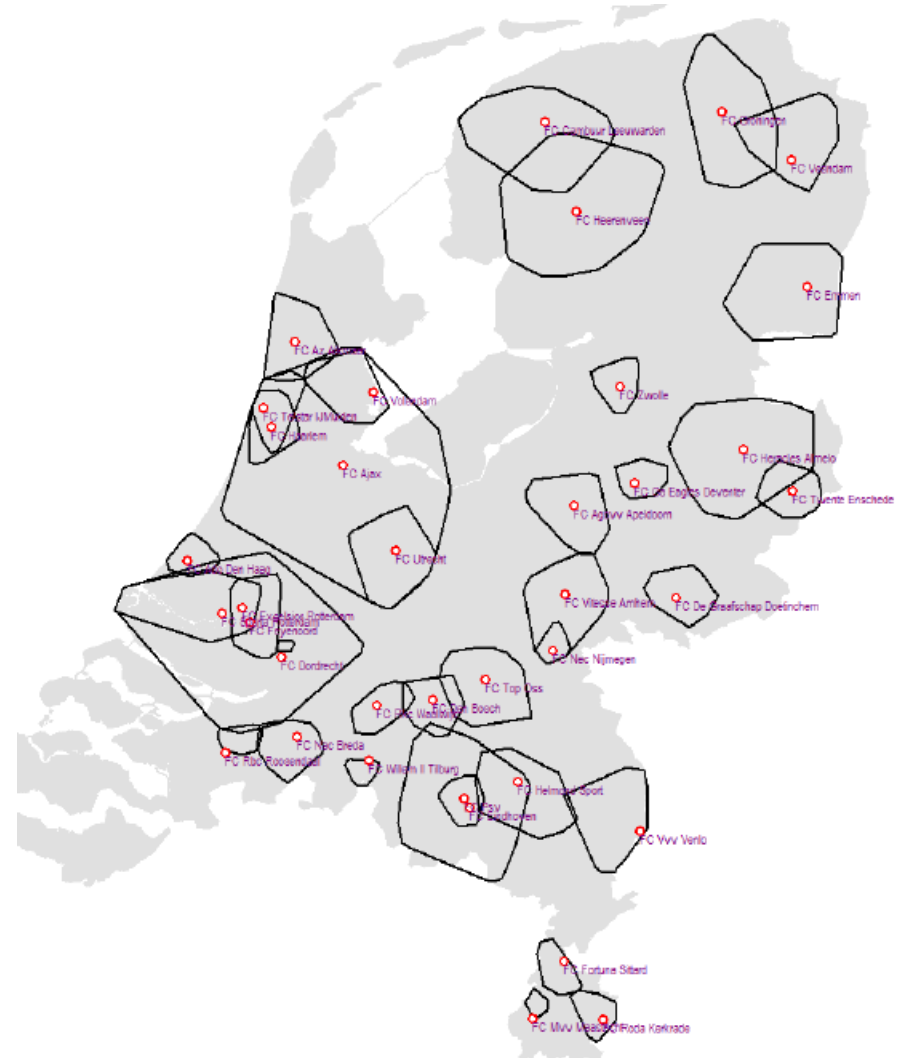


Gravity model used to assess flows of soccer fans to Dutch soccer clubs



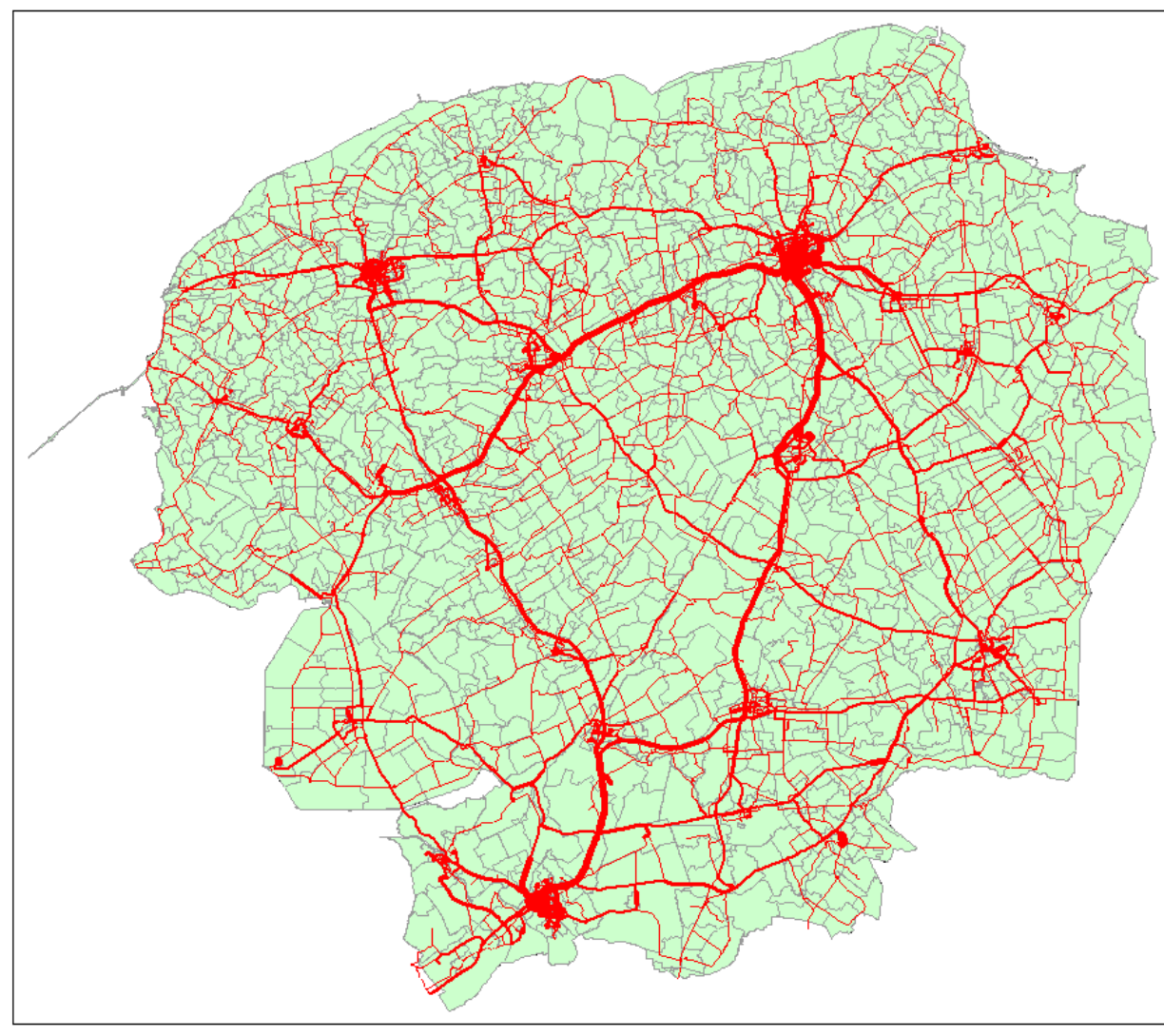
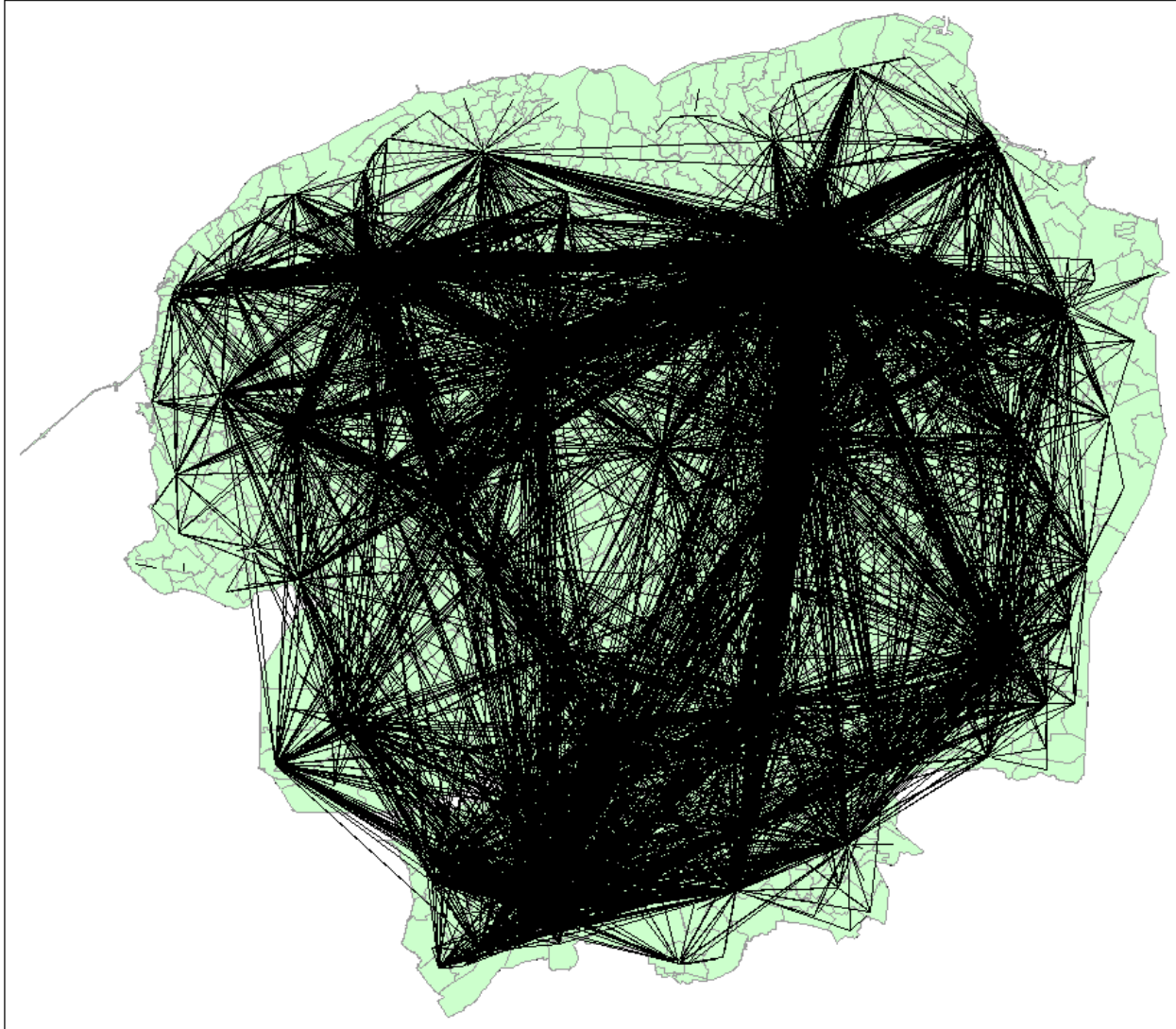
# Trade area analysis

- Trade areas are regions encompassing some percentage of the overall flow towards a service center.
- For example, the areas with the nearest 60% of all trips





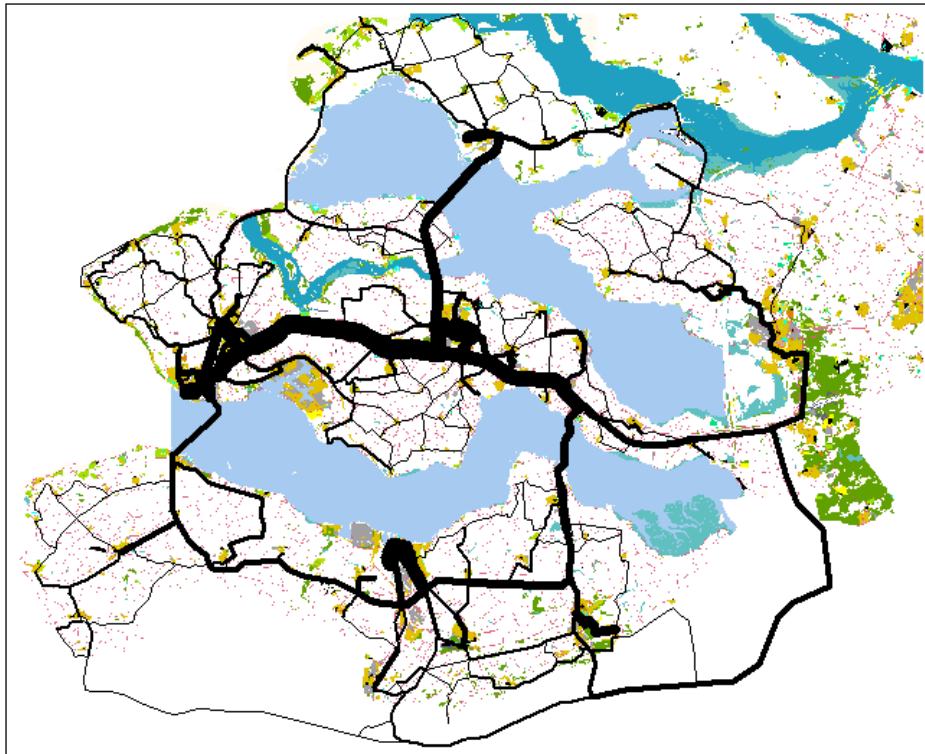
# Flow assignment in Friesland



# Flow Assignment in Zeeland

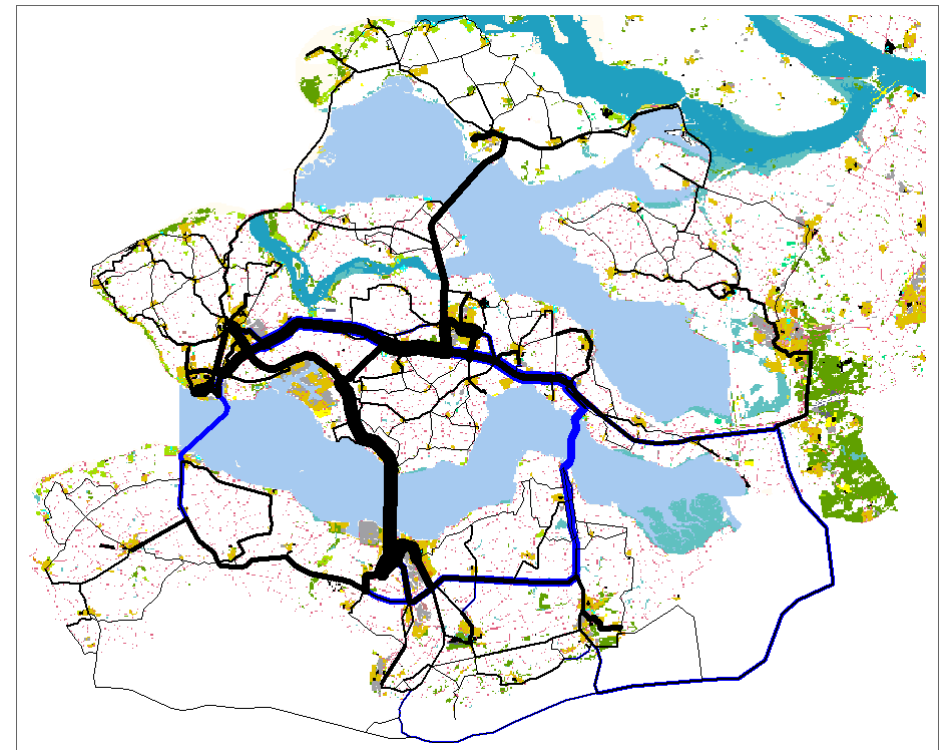
## Effect of Westerschelde Tunnel on Commuter flows

Before



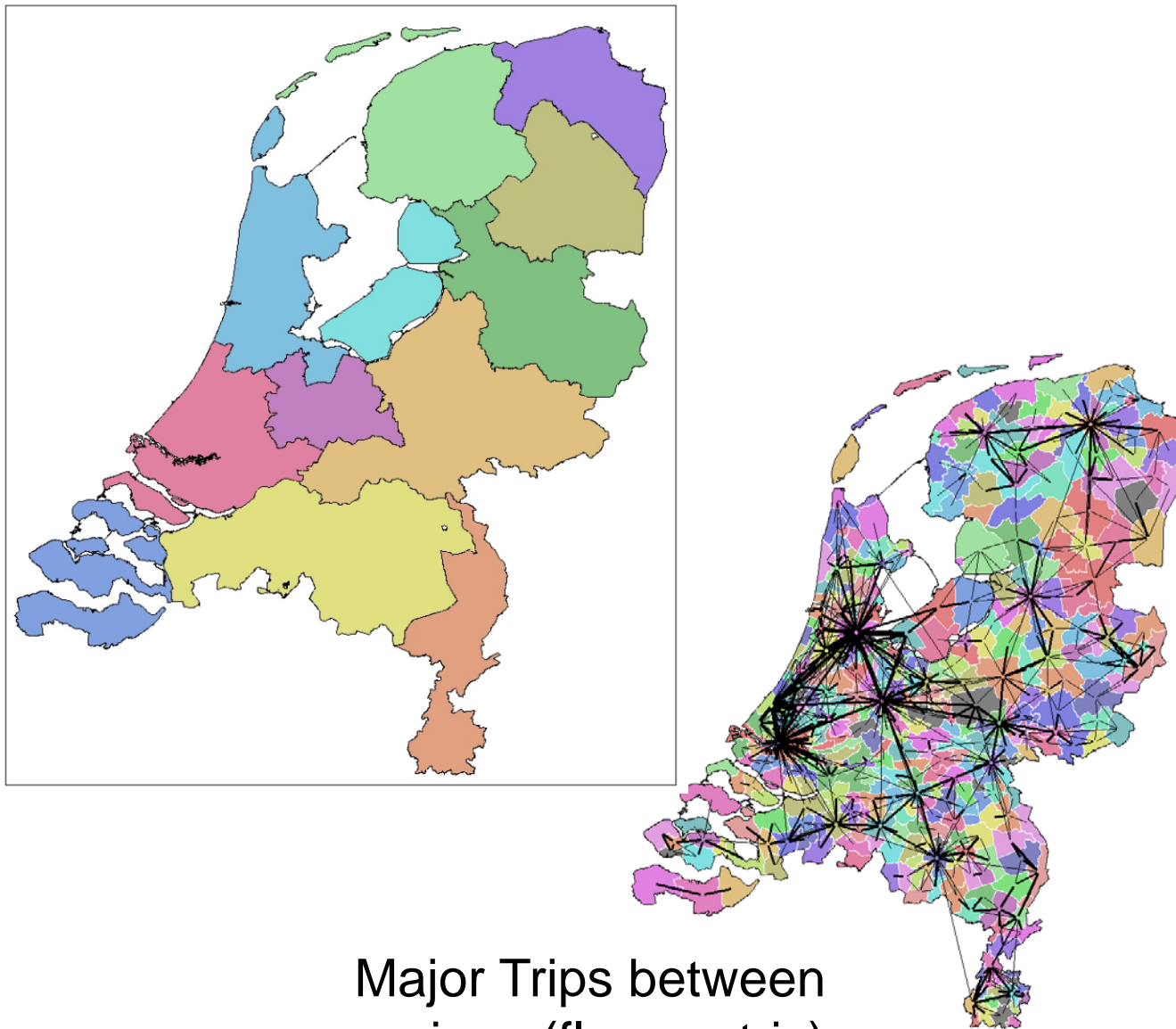
Tunnel

After

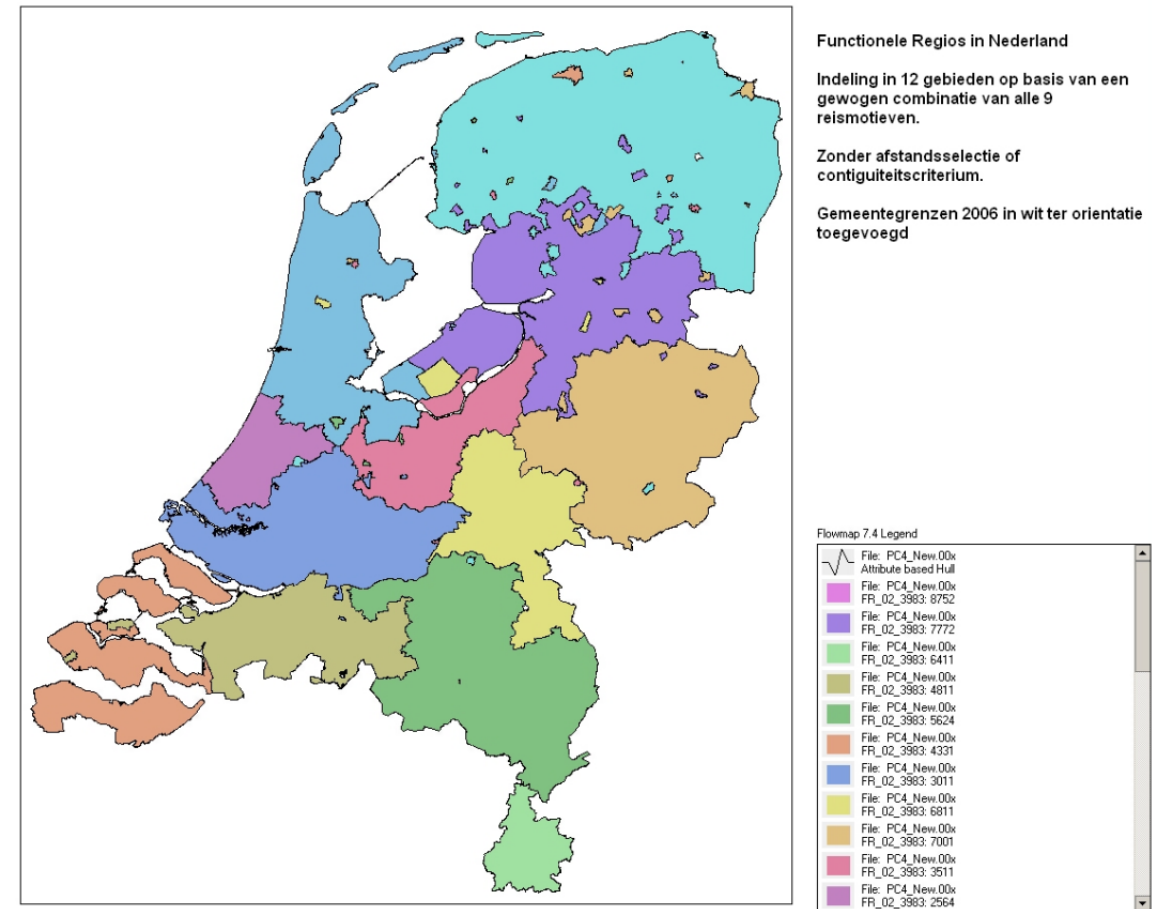


once the tunnel is constructed

# Functional regions of the Netherlands (based on flow matrix)



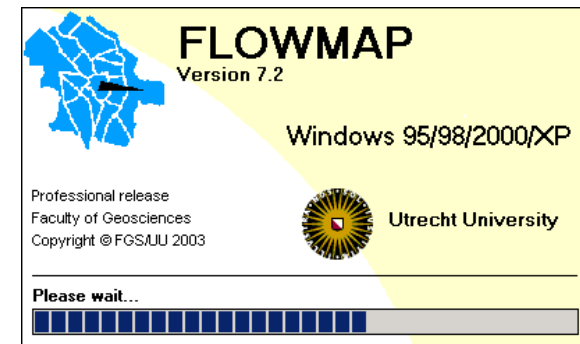
Major Trips between  
regions (flow matrix)



[Geertman et al 2003]

Questions?  
(online Q&A session)

<http://flowmap.geo.uu.nl/>





# References

- Geertman, Stan, Tom de Jong, and Coen Wessels (2003). "Flowmap: A support tool for strategic network analysis." *Planning support systems in practice*. Springer Berlin Heidelberg. 155-175
- Burrough, P. A., & McDonnell, R. A. (1998). Principles of Geographical Information Systems. Oxford University Press. Chapter 6.5 Network Analysis, <http://www.gdmc.nl/oosterom/PoGISHyperlinked.pdf>
- Ingram, D.R., (1971). The concept of accessibility: a search for an operational form. *Re-gional studies*, 5 (2), 101–107.
- Moseley, M.J., (1979). Accessibility: the rural challenge. Technical report.