

GIS in R: custom legends

Learning Objectives

After completing this tutorial, you will be able to:

- Add a custom legend to a map in R.
- Plot a vector dataset by attributes in R.

What you need

You will need a computer with internet access to complete this lesson and the data for week 4 of the course.

Download Week 4 Data (~500 MB){:data-profer-ignore="".btn }

Plot Lines by Attribute Value

To plot vector data with the color of each object determined by its associated attribute values, the attribute values must be class = **factor**. A **factor** is similar to a category - you can group vector objects by a particular category value - for example you can group all lines of TYPE=footpath. However, in R, a factor can also have a determined *order*.

By default, R will import spatial object attributes as **factors**.

Data Tip: If our data attribute values are not read in as factors, we can convert the categorical attribute values using `as.factor()`. {: .notice}

```
# load libraries
library(raster)
library(rgdal)

# import roads
sjer_roads <- readOGR("data/week4/california/madera-county-roads",
                       "tl_2013_06039_roads")
## OGR data source with driver: ESRI Shapefile
## Source: "data/week4/california/madera-county-roads", layer: "tl_2013_06039_roads"
## with 9640 features
## It has 4 fields
# view the original class of the TYPE column
class(sjer_roads$RTTYP)
## [1] "character"
unique(sjer_roads$RTTYP)
## [1] "M"    NA     "S"    "C"

# set all NA values to "unknown" so they still plot
sjer_roads$RTTYP[is.na(sjer_roads$RTTYP)] <- "unknown"
unique(sjer_roads$RTTYP)
## [1] "M"      "unknown" "S"      "C"

# view levels or categories - note that there are no categories yet in our data!
# the attributes are just read as a list of character elements.
levels(sjer_roads$RTTYP)
## NULL
```

```

# Convert the TYPE attribute into a factor
# Only do this IF the data do not import as a factor!
sjer_roads$RTTYP <- as.factor(sjer_roads$RTTYP)
class(sjer_roads$RTTYP)
## [1] "factor"
levels(sjer_roads$RTTYP)
## [1] "C"      "M"      "S"      "unknown"

# how many features are in each category or level?
summary(sjer_roads$RTTYP)
##          C            M            S unknown
##     10     4456      25     5149

```

When we use `plot()`, we can specify the colors to use for each attribute using the `col=` element. To ensure that R renders each feature by it's associated factor / attribute value, we need to create a `vector` or colors - one for each feature, according to its associated attribute value / `factor` value.

To create this vector we can use the following syntax:

```
c("colorOne", "colorTwo", "colorThree")[object$factor]
```

Note in the above example we have

1. A vector of colors - one for each factor value (unique attribute value)
2. The attribute itself (`[object$factor]`) of class `factor`.

Let's give this a try.

```

# count the number of unique values or levels
length(levels(sjer_roads$RTTYP))
## [1] 4

# create a color palette of 4 colors - one for each factor level
roadPalette <- c("blue", "green", "grey", "purple")
roadPalette
## [1] "blue"   "green"  "grey"   "purple"
# create a vector of colors - one for each feature in our vector object
# according to its attribute value
roadColors <- c("blue", "green", "grey", "purple")[sjer_roads$RTTYP]
head(roadColors)
## [1] "green" "green" "green" "green" "green" "green"

# plot the lines data, apply a diff color to each factor level)
plot(sjer_roads,
      col=roadColors,
      lwd=2,
      main="Madera County Roads")

```

Adjust Line Width

We can also adjust the width of our plot lines using `lwd`. We can set all lines to be thicker or thinner using `lwd=`.

```

# make all lines thicker
plot(sjer_roads,
      col=roadColors,

```

Madera County Roads

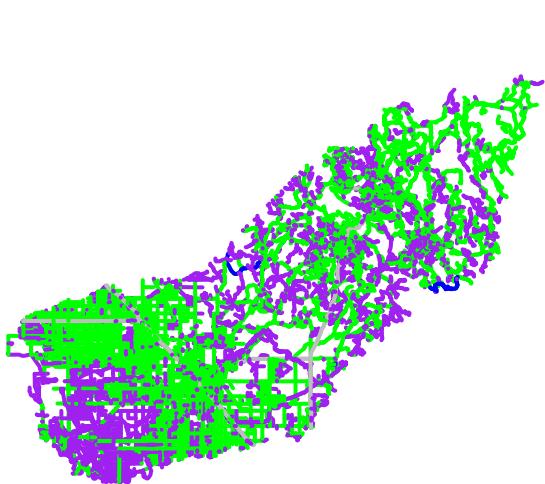


Figure 1: Adjust colors on map by creating a palette.

```
main="Madera County Roads\n All Lines Thickness=6",
lwd=6)
```

Adjust Line Width by Attribute

If we want a unique line width for each factor level or attribute category in our spatial object, we can use the same syntax that we used for colors, above.

```
lwd=c("widthOne", "widthTwo", "widthThree")[object$factor]
```

Note that this requires the attribute to be of class `factor`. Let's give it a try.

```
class(sjer_roads$RTTYP)
## [1] "factor"
levels(sjer_roads$RTTYP)
## [1] "C"      "M"      "S"      "unknown"
# create vector of line widths
lineWidths <- (c(1, 2, 3, 4))[sjer_roads$RTTYP]
# adjust line width by level
# in this case, boardwalk (the first level) is the widest.
plot(sjer_roads,
      col=roadColors,
      main="Madera County Roads \n Line width varies by TYPE Attribute Value",
      lwd=lineWidths)
```

Optional challenge: Plot line width by attribute

We can customize the width of each line, according to specific attribute value, too. To do this, we create a vector of line width values, and map that vector to the factor levels - using the same syntax that we used above for colors. HINT: `lwd=(vector of line width thicknesses)[spatialObject$factorAttribute]`

Madera County Roads
All Lines Thickness=6

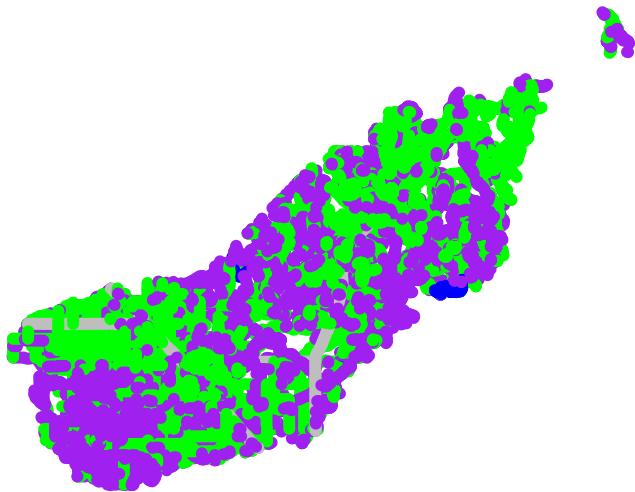


Figure 2: map of madera roads

Madera County Roads
Line width varies by TYPE Attribute Value

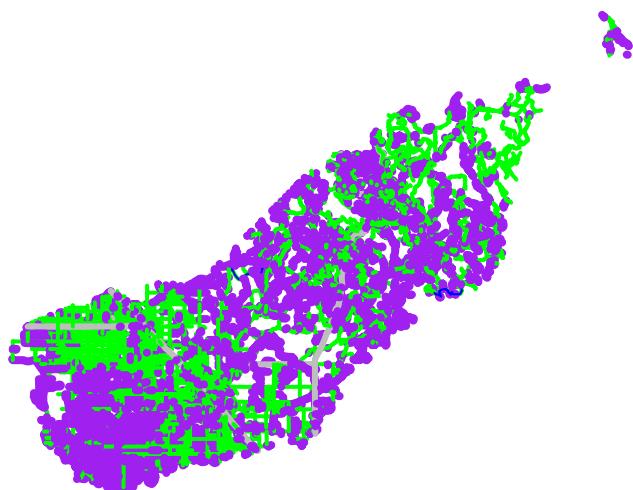


Figure 3: Map with legend that shows unique line widths.

Madera County Roads

Line width varies by Type Attribute Value

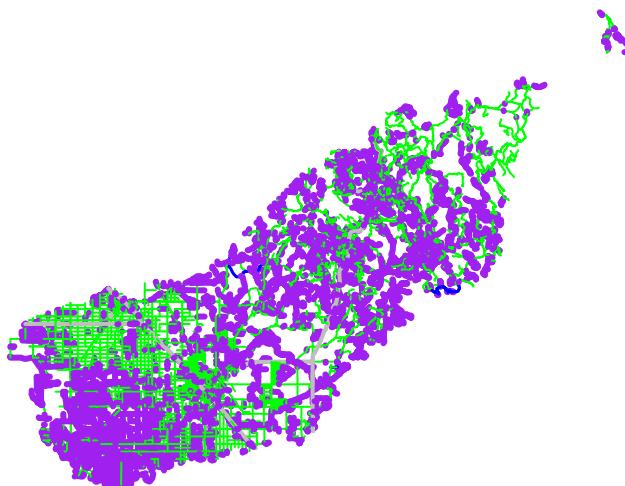


Figure 4: roads map modified

Create a plot of roads using the following line thicknesses:

1. **unknown** lwd = 3
2. **M** lwd = 1
3. **S** lwd = 2
4. **C** lwd = 1.5

****Data Tip:**** Given we have a factor with 4 levels, we can create a vector of numbers, each of which specifies the thickness of each feature in our `SpatialLinesDataFrame` by factor level (category):
`c(6,4,1,2)[sjer_roads$RTTYP] {:.notice}`

Add Plot Legend

We can add a legend to our plot too. When we add a legend, we use the following elements to specify labels and colors:

- **location:** we can specify an x and Y location of the plot Or generally specify the location e.g. ‘bottomright’ keyword. We could also use `top`, `topright`, etc.
- **levels(objectName\$attributeName):** Label the **legend elements** using the categories of `levels` in an attribute (e.g., `levels(sjer_roads$RTTYP)` means use the levels C, S, footpath, etc).
- **fill=:** apply unique **colors** to the boxes in our legend. `palette()` is the default set of colors that R applies to all plots.

Let's add a legend to our plot.

```
# add legend to plot
plot(sjer_roads,
      col=roadColors,
      main="Madera County Roads\n Default Legend")

# we can use the color object that we created above to color the legend objects
roadPalette
## [1] "blue"    "green"   "grey"    "purple"
```

Madera County Roads Default Legend

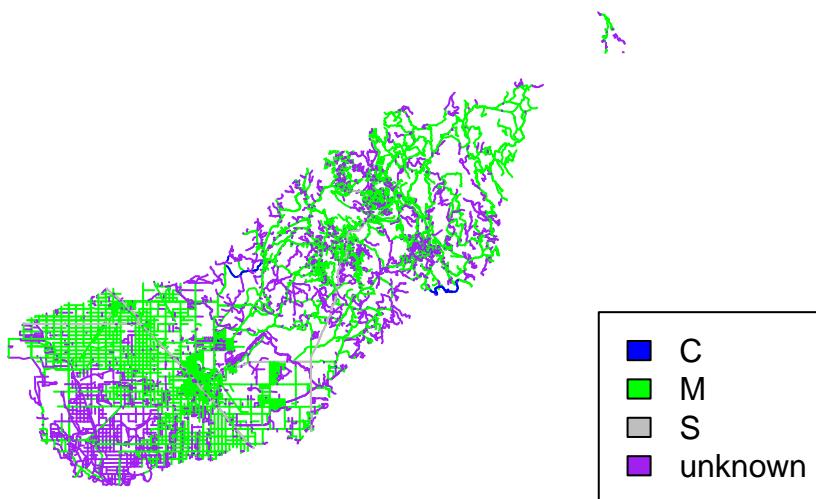


Figure 5: SJER roads map with custom legend.

```
# add a legend to our map
legend("bottomright", # location of legend
       legend=levels(sjer_roads$RTTYP), # categories or elements to render in
       # the legend
       fill=roadPalette) # color palette to use to fill objects in legend.
```

We can tweak the appearance of our legend too.

- `bty=n`: turn off the legend BORDER
- `cex`: change the font size

Let's try it out.

```
# adjust legend
plot(sjer_roads,
      col=roadColors,
      main="Madera County Roads \n Modified Legend - smaller font and no border")
# add a legend to our map
legend("bottomright",
       legend=levels(sjer_roads$RTTYP),
       fill=roadPalette,
       bty="n", # turn off the legend border
       cex=.8) # decrease the font / legend size
```

We can modify the colors used to plot our lines by creating a new color vector, directly in the plot code too rather than creating a separate object.

```
col=(newColors)[sjer_roads$RTTYP]
```

Let's try it!

```
# manually set the colors for the plot!
newColors <- c("springgreen", "blue", "magenta", "orange")
```

Madera County Roads

Modified Legend – smaller font and no border

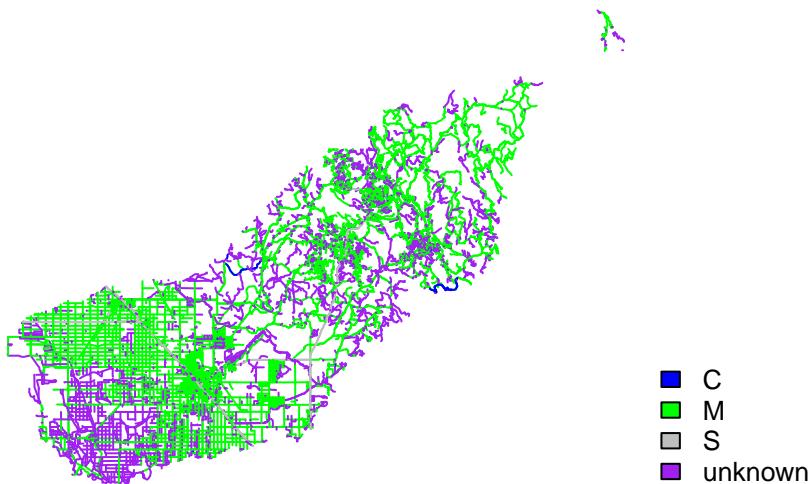


Figure 6: modified custom legend

```
newColors
## [1] "springgreen" "blue"           "magenta"      "orange"

# plot using new colors
plot(sjer_roads,
      col=(newColors)[sjer_roads$RTTYP],
      main="Madera County Roads \n Pretty Colors")

# add a legend to our map
legend("bottomright",
       levels(sjer_roads$RTTYP),
       fill=newColors,
       bty="n", cex=.8)
```

Data Tip: You can modify the default R color palette using the palette method. For example `palette(rainbow(6))` or `palette(terrain.colors(6))`. You can reset the palette colors using `palette("default")!` {:.notice}

Plot Lines by Attribute

Create a plot that emphasizes only roads designated as C or S (County or State). To emphasize these types of roads, make the lines that are C or S, THICKER than the other lines. NOTE: this attribute information is located in the `sjer_roads$RTTYP` attribute.

Be sure to add a title and legend to your map! You might consider a color palette that has all County and State roads displayed in a bright color. All other lines can be grey.

```
# view levels
levels(sjer_roads$RTTYP)
## [1] "C"          "M"          "S"          "unknown"
# make sure the attribute is of class "factor"
```

Madera County Roads Pretty Colors

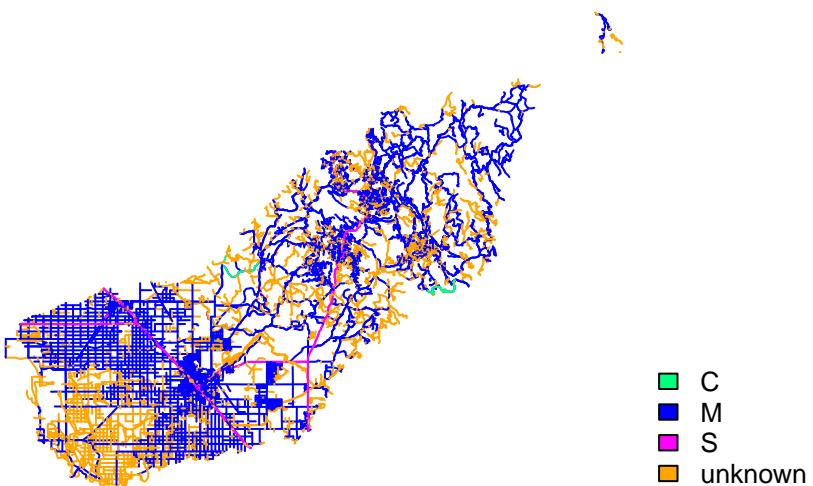


Figure 7: adjust colors

```
class(sjer_roads$RTTYP)
## [1] "factor"

# convert to factor if necessary
sjer_roads$RTTYP <- as.factor(sjer_roads$RTTYP)
levels(sjer_roads$RTTYP)
## [1] "C"      "M"      "S"      "unknown"

# count factor levels
length(levels(sjer_roads$RTTYP))
## [1] 4
# set colors so only the allowed roads are magenta
# note there are 3 levels so we need 3 colors
challengeColors <- c("magenta", "grey", "magenta", "grey")
challengeColors
## [1] "magenta" "grey"     "magenta" "grey"

# plot using new colors
plot(sjer_roads,
      col=(challengeColors)[sjer_roads$RTTYP],
      lwd=c(4,1,1,1)[sjer_roads$RTTYP],
      main="SJER Roads")

# add a legend to our map
legend("bottomright",
       levels(sjer_roads$RTTYP),
       fill=challengeColors,
       bty="n", # turn off border
       cex=.8) # adjust font size
```

Final, let's adjust the legend. We want the legend SYMBOLS to represent the actual symbology in the map

SJER Roads

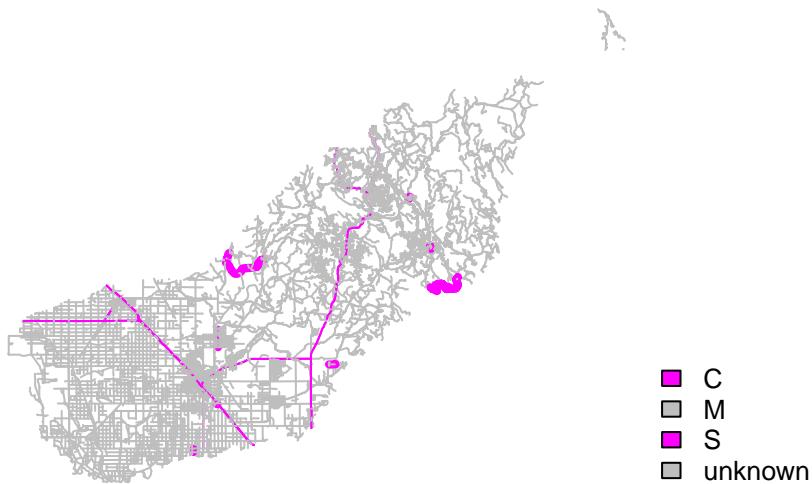


Figure 8: emphasize some attributes

- which contains lines, not polygons.

```
# plot using new colors
plot(sjer_roads,
  col=(challengeColors)[sjer_roads$RTTYP],
  lwd=c(4,1,2,1)[sjer_roads$RTTYP], # color each line in the map by attribute
  main="Madera County Roads\n County and State recognized roads")

# add a legend to our map
legend("bottomright",
  levels(sjer_roads$RTTYP),
  lty=c(1,1,1,1), # tell are which objects to be drawn as a line in the legend.
  lwd=c(4,1,2,1), # set the WIDTH of each legend line
  col=challengeColors, # set the color of each legend line
  bty="n", # turn off border
  cex=.8) # adjust font size
```

Adding point and lines to a legend

The last step in customizing a legend is adding different types of symbols to the plot. In the example above, we just added lines. But what if we wanted to add some POINTS too? We will do that next.

In the data below, we've create a custom legend where each symbol type and color is defined using a vector. We have 3 levels: grass, soil and trees. Thus we need to define 3 symbols and 3 colors for our legend and our plot.

```
pch=c(8,18,8)

plot_colors <- c("brown", "blue", "green")
# import points layer
sjer_plots <- readOGR("data/week4/california/SJER/vector_data",
  "SJER_plot_centroids")
```

Madera County Roads

County and State recognized roads

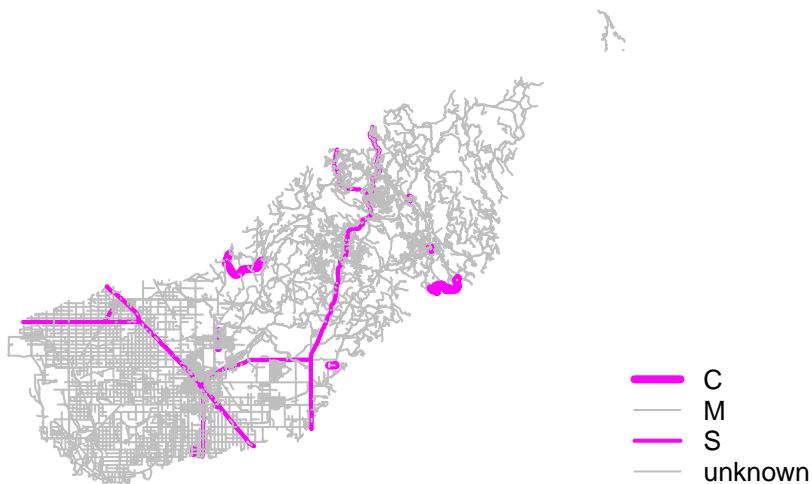


Figure 9: Custom legend with lines

```
## OGR data source with driver: ESRI Shapefile
## Source: "data/week4/california/SJER/vector_data", layer: "SJER_plot_centroids"
## with 18 features
## It has 5 fields

sjer_plots$plot_type <- as.factor(sjer_plots$plot_type)
levels(sjer_plots$plot_type)
## [1] "grass" "soil"  "trees"

plot_colors <- c("brown", "blue", "green")

# plot using new colors
plot(sjer_plots,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      main="Madera County Roads\n County and State recognized roads")

# add a legend to our map
legend("bottomright",
       legend = levels(sjer_plots$plot_type),
       pch=c(8,18,8), # set the WIDTH of each legend line
       col=plot_colors, # set the color of each legend line
       bty="n", # turn off border
       cex=.9) # adjust legend font size
```

Next, let's try to plot our roads on top of the plot locations. Then let's create a custom legend that contains both lines and points. NOTE: in this example i've fixed the projection for the roads layer and cropped it! You will have to do the same before this code will work.

```
## OGR data source with driver: ESRI Shapefile
```

Madera County Roads

County and State recognized roads

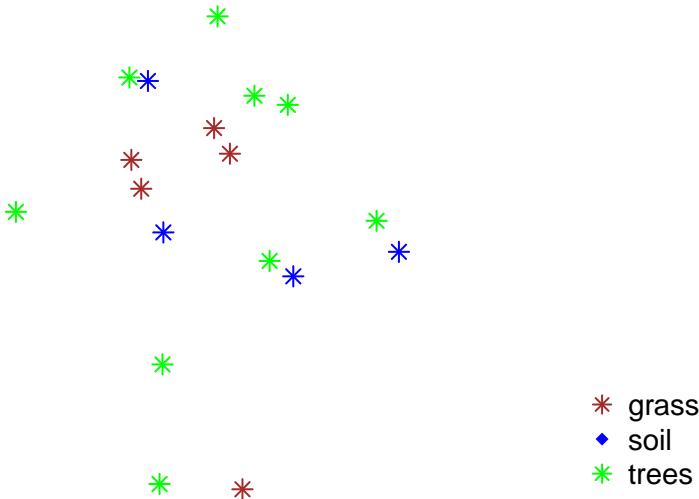


Figure 10: plot legend with points and lines

```
## Source: "data/week4/california/SJER/vector_data", layer: "SJER_crop"
## with 1 features
## It has 1 fields
```

When we create a legend, we will have to add the labels for both the points layer and the lines layer.

```
c(levels(sjer_plots$plot_type), levels(sjer_roads$RTTYP))
c(levels(sjer_plots$plot_type), levels(sjer_roads$RTTYP))
## [1] "grass"    "soil"     "trees"    "C"        "M"        "S"        "unknown"

# plot using new colors
plot(sjer_plots,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      main="Madera County Roads and plot locations")

# plot using new colors
plot(sjer_roads_utm,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      add=T)

# add a legend to our map
legend("bottomright",
       legend = c(levels(sjer_plots$plot_type), levels(sjer_roads$RTTYP)),
       pch=c(8,18,8), # set the WIDTH of each legend line
       col=plot_colors, # set the color of each legend line
       bty="n", # turn off border
       cex=.9) # adjust legend font size
```

Next we have to tell R, which symbols are lines and which are point symbols. We can do that using the

Madera County Roads and plot locations

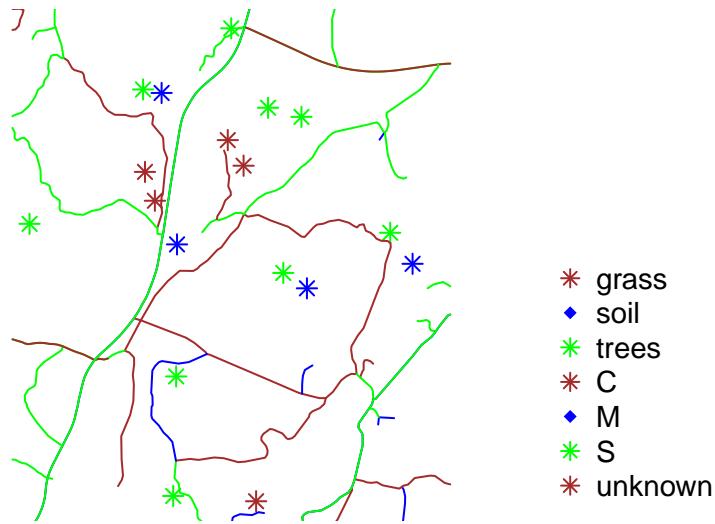


Figure 11: final plot custom legend.

lty argument. We have 3 unique point symbols and 4 unique line symbols. We can include a NA for each element that should not be a line in the lty argument:

```
lty=c(NA,NA, NA, 1, 1, 1, 1)
```

And we include a NA value for each element that should not be a symbol in the pch argument:

```
pch=c(8,18,8, NA, NA, NA, NA)
```

```
# plot using new colors
plot(sjer_plots,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      main="Madera County Roads and plot locations")

# plot using new colors
plot(sjer_roads_utm,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      add=T)

# add a legend to our map
legend("bottomright",
       legend = c(levels(sjer_plots$plot_type), levels(sjer_roads$RTTYP)),
       pch=c(8,18,8, NA, NA, NA, NA), # set the symbol for each point
       lty=c(NA,NA, NA, 1, 1, 1, 1),
       col=plot_colors, # set the color of each legend line
       bty="n", # turn off border
       cex=.9) # adjust legend font size
```

Madera County Roads and plot locations

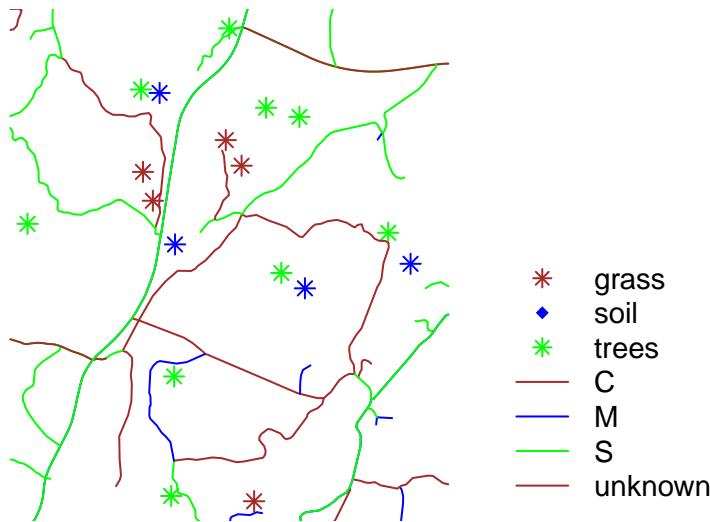


Figure 12: Plot with points and lines customized.

Force the legend to plot outside

Making your plots look just like what you want can be tricky. Play with the code below to see if you can make your legend plot NEXT TO rather than on top of your plot.

The steps are

- adjust the plot *PRA*rameters using `par()`. Setting `xpd = T` tells R to allow the plot to render OUTSIDE of the axes of your plot. Setting `$mar` sets the margins in the format `c(bottom, left, top, right)`. The code below is telling r to add 7 units of padding on the RIGHT hand side of our plot.

```
par(xpd = T, mar = par()$mar + c(0,0,0,7))
```

When we plot the legend, rather than specifying `bottomright`, we specify the precise coordinate location where we'd like the plot to be. There are a few ways to do this. I'll show you one below.

```
# figure out where the upper RIGHT hand corner of our plot extent is

the_plot_extent <- extent(sjer_aoi)
# grab the upper right hand corner coordinates
furthest_pt_east <- the_plot_extent@xmax
furthest_pt_north <- the_plot_extent@ymax
# view values
furthest_pt_east
## [1] 258867.4

# set the plot rendering space parameters
par(xpd = T, mar = par()$mar + c(0,0,0,7))

# plot using new colors
plot(sjer_plots,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
```

Madera County Roads and plot locations

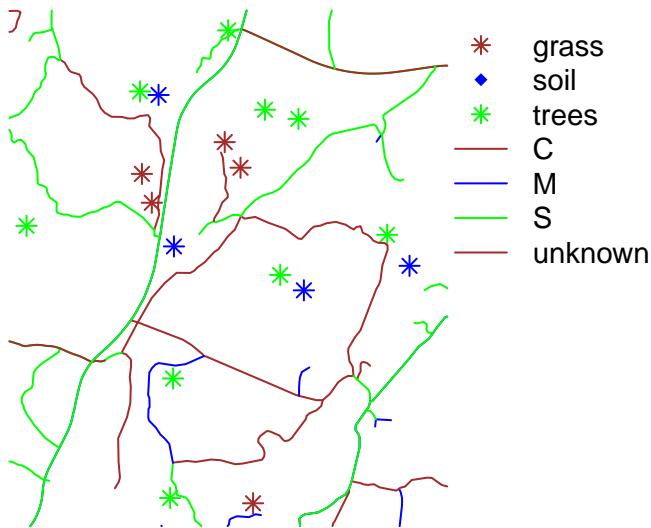


Figure 13: plot with fixed legend

```
main="Madera County Roads and plot locations")

# plot using new colors
plot(sjer_roads_utm,
      col=(plot_colors)[sjer_plots$plot_type],
      pch=8,
      add=T)

# add a legend to our map
legend(x=furthest_pt_east, y=furthest_pt_north,
       legend = c(levels(sjer_plots$plot_type), levels(sjer_roads$RTTYP)),
       pch=c(8,18,8, NA, NA, NA, NA), # set the symbol for each point
       lty=c(NA,NA, NA, 1, 1, 1, 1),
       col=plot_colors, # set the color of each legend line
       bty="n", # turn off border
       cex=.9) # adjust legend font size

# important: remove margins - one you are done, reset the margins
dev.off()
## RStudioGD
##          2
```

Now, if you want to move the legend out a bit further, what would you do?

BONUS Point!

What trickiness did I do below to add a space in the legend and a sub heading?

```
# important: remove margins - one you are done, reset the margins
dev.off()
## RStudioGD
```

Madera County Roads and plot locations

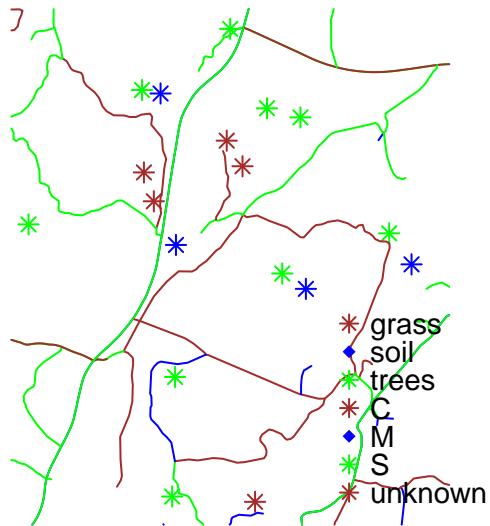


Figure 14:

Madera County Roads and plot locations

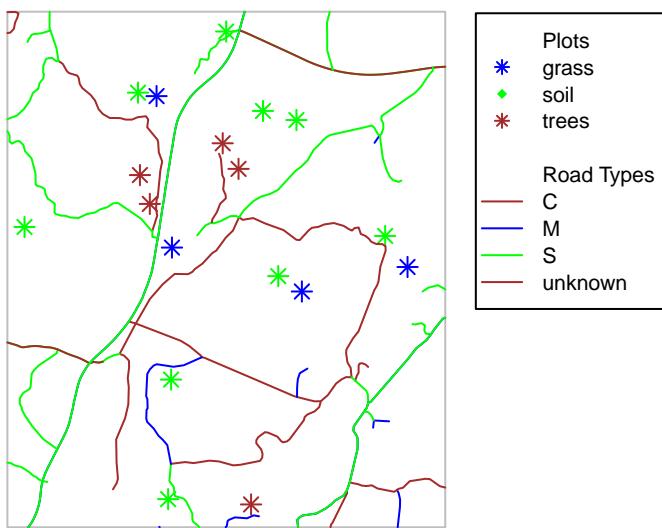


Figure 15: final legend with points and lines customized.

##

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