Modelling Prehistoric Iconographic Compositions. The **R** package decorr

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Abstract

By definition, Prehistorical societies are characterised by the absence of a writing system. During, the largest part of human history – from far – symbolic expressions belong to illiterate societies which express themself with rock-art paintings, pottery decorations, figurines and statuary, etc., and a lot of now disappeared carved woods, textil design, etc. At the composition level, recognition of meaningful associations of signs and reccurent patterns indicate clearly the existence of social conventions in the way to display and to read these expressions. We present the **decorr** R package which grounds concepts, methods and tools to analyse any ancient graphical systems. Our asumption is that i) any graphical system is a spatial distribution of features, and ii) these features have possibly any meaningful relationships one with another depending on their pairwise spatial proximities. To model the graphical compositions we employ concepts coming from the Graph Theory. To ensure the feasability of this type of analysis, we propose a GIS-based method for inputs and a serie of functions for data management.

Keywords: Semiotics, Iconography, Prehistory, Graphs, Spatial Analysis, Binary Topological Relationships (*birel*), R.

1. Introduction

Symbolic practices is a characteristic trait of human societies. Even discussed, such practices seems to start between 233,000 to 800,00 BC (d'Errico and Nowell 2000), covering more than 97% of total human societies time span. Symbolism cover a large range of practices, from ochre deposit in a tomb, to menhir alignements, passing through wall fresco. This latter, what might be called "iconographical practices", probably shows the most complex and interesting testimonies of past societies symbolism. For decades, its study was linked to history of religion because commonly seen as closely linked to cultual practices and believes. Since the *New Archaeology* developpement during the 60's (Clarke 2014), symbolic expressions start to

be studied with the same formal methods (statistics, seriations, distribution maps, etc.) as any another aspect of social organisation: settlement patterns, tools *chaine opératoire*, susbsitence strategies, etc. (Renfrew and Bahn 1991). But unlike many aspects of the material culture where technological requirements and technical efficiency determine the choice of the raw material and the shape of the object – a flint blade for cutting, a pottery for containing, a house for living –, the function of an iconographic composition cannot be drawn directly from itself. Whether these last decades study of ancient iconography had undergone significative improvements at the site scale – with GIS/database statistics, paleoenvironmental restitutions, etc. – and at the sign scale with the development of archaeological sciences – radiocarbon dating, use-wear analysis, elemental analysis, etc. –, these improvement do not necessarly help to understand the semantic content of the iconography.

Semantics or semiotics can be defined as a system of conventional features – called signs – organised also in conventional manners. Until our days, formal methods to study ancient iconography semantics have been mostlty been grounded – explicitly or not – on the prime principle of Saussurian linguistic: the '*linearity of the signifier*' (De Saussure 1989). Writing is one of the most rational semiographical system with a clear distinction between signified and signifier and the development of the signified on a linear axis. Even if we do not understand the meaning of the signs, writing can easily be modelled with Graph theory and recurent patterns can be identified. For example, the 3-letters word `"art"` can be modelled with three vertices (`a`, `r`, `t`) and two edges (one between `a` and `r`, the other between `r` and `t`). In R, these features, concatenated in this order with a `paste0()`, is `art`, and not `rat` (Fig. 1).

Figure 1: Concatenate of 'a', 'r' and 't' graphical units is 'art'

But, as stated, in Prehistorical the writing system does not exists. Spatial relationships between graphical features, or graphical units, are not necessarily linear and directed but could most probably be more multi-directional and undirected: the direction of the interactions of pairwise graphical units can be in any order (Fig. 2).
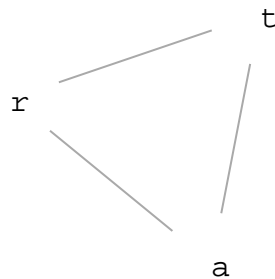

Figure 2: Potential spatial relations between graphical units

Because of the inherent variability of iconography, and because graphical and spatial proximities between graphical units are generaly not quantified, applying the Saussurian model to any prehistorical graphical content had led to considerable problems:

- unexplicit groupings of graphical units – like graphical units grouped into figures, figures grouped into patterns, patterns grouped into motives, etc. – with tedious number of groups

- consistency, proximities and relationships between these groups are often implicit and not quantified

- studies develop proper descriptive vocabularies, singular relationships of grouping, idosyncratic methods at site-dependend or period-dependend scales

These issues limit drastically the possibility to conduct cross-cultural comparisons and to draw a synthesis of humankind's symbolism at a large scale and over the long-term.

According to us, prehistorical composition – like any formal system – are spatial features (mostly shapes) related one with the other depending on rules of spatial proximities. Then, the First Law of Geography: "*everything is related to everything else, but near things are more related than distant things*" (Tobler 1970) should be more operative than the Saussurian '*linearity of the signifier*' principle (De Saussure 1989). To get these '*near things*', or features proximities, we use concepts coming from the Graph Theory and particularly relative neighborhood graphs (RNG): '*a powerful model of low-level visual process*' (Toussaint 1980).

In this article we present the R package **decorr**. Its purpose is to formalise a method and offer tools to analyse any graphical content (here: decorations) with methods coming from raph Theory, GIS and binary topological relationships (*birel*) modeling. This package has been grounded on the seminal work of Alexander (2008) and its first IT implementation by Huet (2018).

2. Graph theory Model

Graph theory offers a conceptual framework and indices (global at the entire graph scale, local at the vertex scale) to deal with notions of networks, relationships and neighbourhoods. Graphical units (GUs) can be modelled as vertices (nodes) separated one with another by undecorated areas. Their spatial relations can be modelled as edges. The different levels of GUs spatial organisation can be retrieve by a relative neighborhood graphs analysis (Graph Theory) and a spatial (GIS) analysis.

Nodes and edges – repectively GUs and connexions between GUs – are created on a GIS interface. Indeed, for large series of decorated supports, GIS offers the most suitable and flexible interface to register all GUs and to get their coordinates. The decoration image is considered as the basemap of the project and will cover the region of interest of the analysis (ie, all the graphical content). The decoration image can be binarized: GUs are considered active, the undecorated parts of the support – the background – are considered inactive. The polygonisation of the GUs (`POLYGONS`), including the border of the stelae, allows to calculated their Voronoi seeds (ie, their centroid) and Voronoi cells (ie, their area of influence). So, the entire decoration image is tiled and condidered as a Voronoi diagram. Centroids of the GUs (`POINTS`) are calculated and considered as the graph nodes, their locations (x and y coordinates, measured in pixels) are relative to each decoration. Exist edges (`LINES`) between

pairs of GUs when their Voronoi cells share a common border (*birel*: 'touches').

The entire graphical content of the decoration is mapped with a neighborhood graphs (RNG) – ie geometric graph, or planar graph – of GUs centroids (nodes) and GUs proximity links (edges). So a decoration graph is a one component graph which is the dual graph of the Voronoi diagram (Fig. 3).
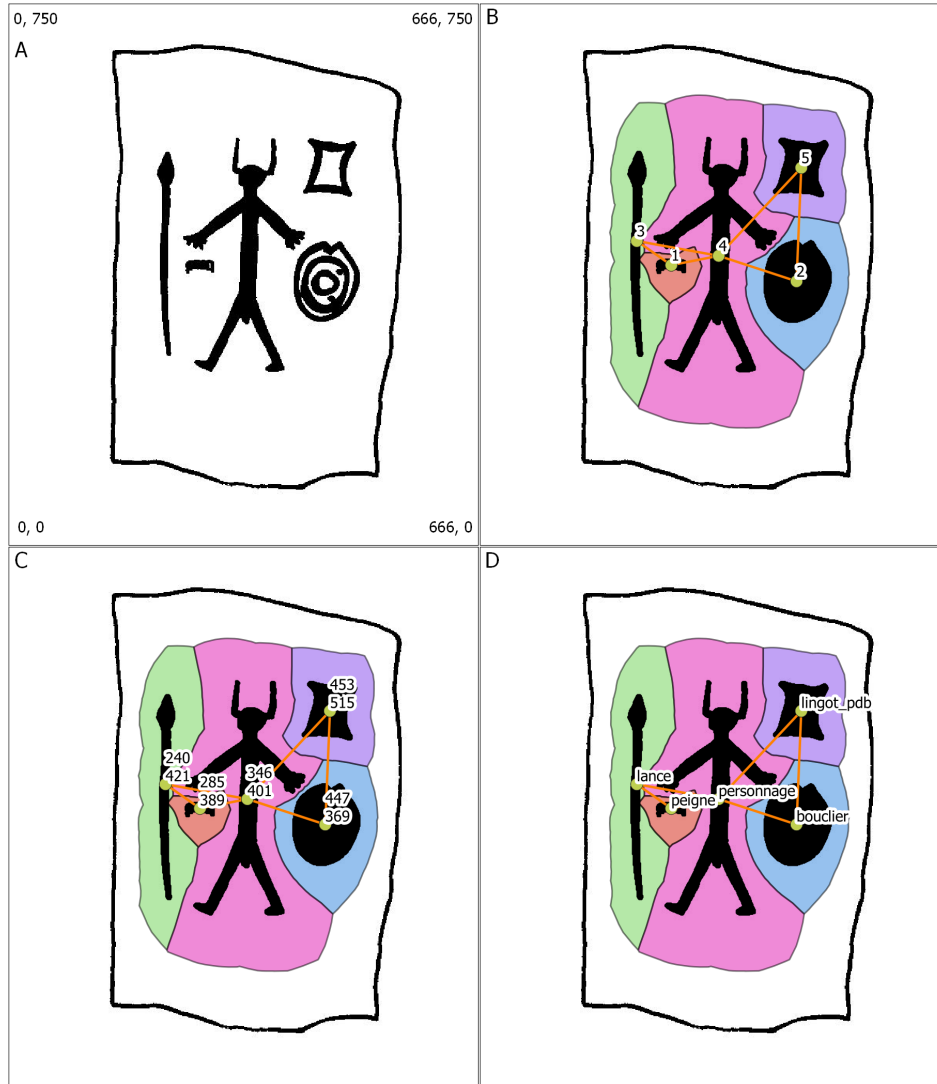

Figure 3: GIS interface. A) Original decoration of the Late Bronze Age Cerro Muriano 1 stelae (drawing: Díaz-Guardamino Uribe (2010)) opened in new GIS project without any projection system with its extent (`xmin, xmax, ymin, ymax` in pixels); B) Polygonsiation of the GUs, calculation of their centroids (nodes), calculation of the Voronoi cells, calculation of the proximity links (edges); C) plot of the relative x and y coordinates of the GUs centroids; D) plot of the values in the `type` of the GUs

Whether this theoritical process include image binarization, polygonization and *birel* analysis, a simpler solution will be to create directly centroids on the GUs and to draw the edges manually. Then x and y coordinates of nodes can be easily retrieved.

This model has a minimal of *a priori* definitions. Those definitions only concern the intrinsic variables of GUs (`type`, `technologie`, `color`, `size`, etc.) and the types of relations they share. At least one variable, like the `type` of the GUs ('anthropomorph', 'horned helmet', etc.), is defined in order to compute composition analysis. Here, we will only consider one property for the nodes, its `type`, and the most common types of relations between GUs: *normal*, *attribute* and *overlapping* edges.

normal edges

By convention, two contemporaneous GUs having a Voronoi cell sharing a border, have a common edge tagged '='. This proximity is represented with a plain line. The textual notation of such an edge is '-=-'. For example: `personnage -=- bouclier` means that the nodes `personnage` and `bouclier` have a common border (Fig. 4)

attribute edges

It occurs frequently that a GU can be divided into a *main unit* (eg, an anthropomorph) and one or various *attribute units* (eg, a helmet, a male sex). Broadly speaking, for further statistical analysis, it is better to use this *attribute* method than to multiply the categories of GUs. To record this information, a new type of edge, tagged with '+', is be introduced. This type of edges is directed and, by convention, displayed with a dashed line. Its starts from the *main unit* and ends with the *attribute unit*. The textual notation of such an edge is '-+-'. For example `personnage -+- casque` means that the main node `personnage` has the attribute node `casque` (Fig. 4).
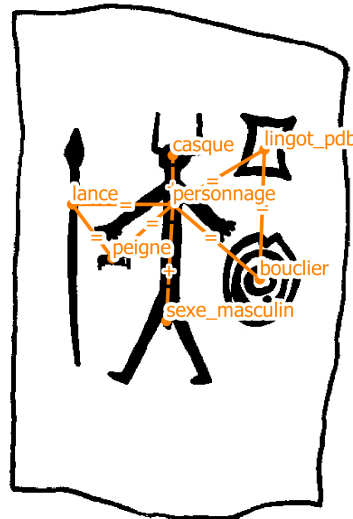

Figure 4: GIS interface, Cerro Muriano 1 decoration. The GUs `casque` (helmet) and `sexe_masculin` (male sex) are two nodes attributes of the GU `personnage` (anthropomorph).

overlapping edges

Finally, it is quite common that a graphical composition shows superimpositions between different GUs permitting to distinguish different decoration phases, or iconographic layers, for a single support. So, at first, the analyse must be performed on each different phases of decoration separately. This stratigraphical information (`A` *over* `B`, or `B` *under* `A`) helps to understand the relative chronology between GUs and must be recorded. A simple way to achieve this is to introduce the new tag `'>'` for the for the type of edge. This type of edges is directed. The textual notation of such an edge is `'->-'`. For example `ecriture ->- bouclier` means that `ecriture` crosses `bouclier` (ie, `ecriture` overlaps `bouclier` in the stratigraphical sense) (Fig. 5).
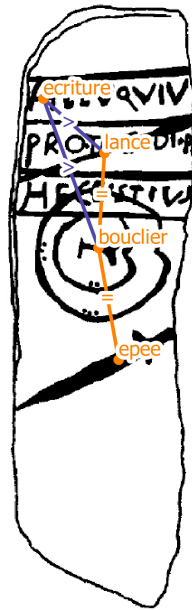

Figure 5: GIS interface, Ibahernando decoration. The GUs `ecriture` (writing) overlaps `lance` (spear) and the upper part of the `bouclier` (shield).

These different kind of relationships are resumed with their birel equivalencies in the following table (Tab. 1)

GU.1	edge	GU.2	(un)directed	*birel*	description
A	=	B	undirected	$A \cap B = \emptyset$	A and B are disjoint A and B contemporaneous
A	+	B	directed	$A \cap B = A$	A and B are contemporaneous, B is an attribute of A
A	>	B	directed	$A \cap B = \exists$	A overlaps B, A is more recent than B

Table 1: Synthesis for the different types of relations between GUs

3. The R package decorr

The **decorr** package can be downloaded from GitHub

```
R>   devtools::install_github("zoometh/iconr", build_vignettes=TRUE)
```

3.1. External package

The **decorr** package imports the following packages:

- **magick** for image manipulation (Ooms 2018)

- **igraph** for graph and network analysis (Csardi and Nepusz 2006)

- **rgdal** to read *shapefiles* of nodes and edges (Bivand, Keitt, and Rowlingson 2019)

- **grDevices** for colors and font plotting, **graphics** for graphics, **utils** and **methods** for formally defined methods and *varia* methods (all combinations, etc.) (R Core Team 2019)

3.2. Data

A training dataset (nodes and edges coordinates, decoration images) is stored in the `extdata` folder of the **decorr** package

imgs dataframe
The inventory of decorations is stored in the `imgs` dataframe (Tab. 2). The field `imgs$idf` is the short name of the decoration, useful during statistical analysis. The primary key of each decoration is the concatenate of `imgs$site` and `imgs$decor`. These keys will allow joints with the other dataframes (`nodes` and `edges`)

idf	site	decor	img
1	Cerro Muriano	Cerro Muriano 1	Cerro_Muriano.Cerro_Muriano_1.jpg
2	Torrejon Rubio	Torrejon Rubio 1	Torrejon_Rubio.Torrejon_Rubio_1.jpg
3	Brozas	Brozas	Brozas.Brozas.jpg
4	Zarza de Montanchez	Zarza De Montanchez	Zarza_de_Montanchez.Zarza_De_Montanchez.jpg
5	Ibahernando	Ibahernando	Ibahernando.Ibahernando.jpg

Table 2: The studied corpus, the `imgs.tsv` dataframe

The **decorr** package training dataset is composed by five stelaes decorations drawings (Díaz-Guardamino Uribe 2010) belonging to the so-called 'Warrior stelae' family – with about 140 stelae – dated to the Late Bronze Age of SW Iberian peninsula (Pérez 2001).
At first the drawings dataset can be checked by using the **imgs** dataframe and the **magick** package (Fig. 6)

```
R> # library("magick")
R> pth <- system.file("extdata", package = "decorr")
R> imgs <- read.table(system.file("extdata", "imgs.tsv", package = "decorr"),
+                  sep="\t", stringsAsFactors = FALSE)
R> lims <- list()
R> for(i in 1:nrow(imgs)){
+    i1 <- image_read(paste0(pth,"\\",imgs[i,"img"]))
+    lbl.txt <- paste0(imgs[i,"idf"],"\n",
+                    imgs[i,"site"],"\n",
+                    imgs[i,"decor"],"\n",
+                    imgs[i,"img"],"\n",
+                    image_info(i1)$width,"*",image_info(i1)$height," px")
+    i1 <- image_annotate(i1,lbl.txt,location = "northwest",
+                      size = 30, color = "red")
+    lims[[length(lims)+1]]<- i1
+  }
R> out.img <- image_append(c(image_append(c(lims[[1]],lims[[2]],lims[[3]])),
+                          image_append(c(lims[[4]],lims[[5]]))),
+                        stack = TRUE)
R> plot(out.img)
```
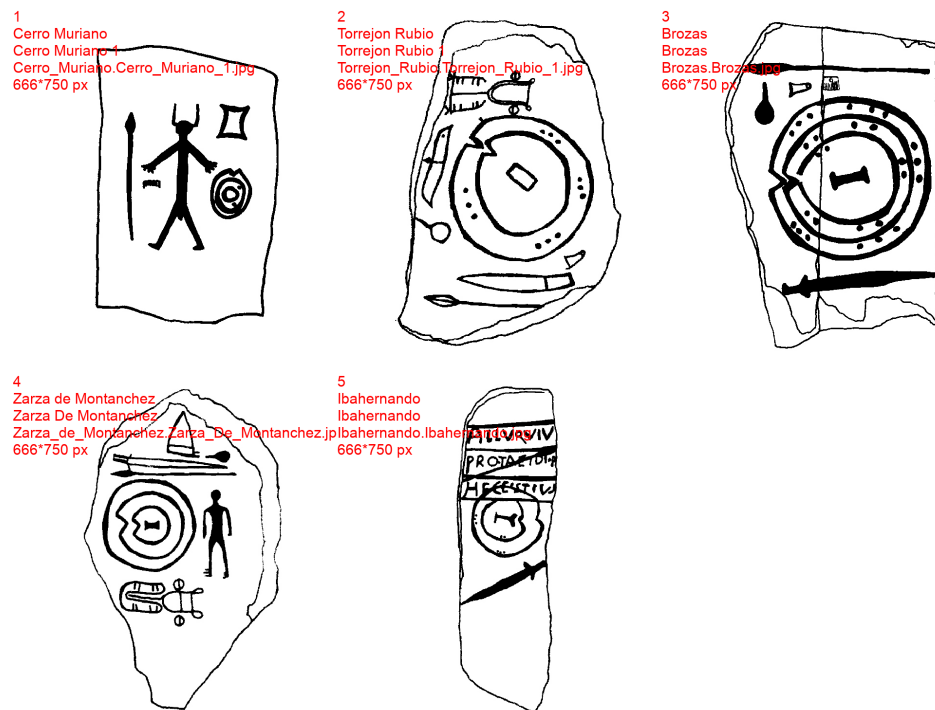
Figure 6: Decoration images of the training dataset

To construct a graph overlapping the decoration images listed in the `images` dataframe, the first step is to load `nodes` and `edges` dataframes.

```
R> nodes <- read.table(system.file("extdata", "nodes.csv", package = "decorr"),
+                      sep=";",stringsAsFactors = FALSE)
R> edges <- read.table(system.file("extdata", "edges.csv", package = "decorr"),
+                      sep=";",stringsAsFactors = FALSE)
```

nodes dataframe
It contains the required minimum variables for the analysis (Tab. 3.2).

```
R> caption <- "Nodes (from \\code{nodes.csv} dataframe)}"
R> print(xtable::xtable(head(nodes),
+                       caption = caption,
+                       label="tab:tnds"),
+        table.placement="H")
```

	site	decor	id	type	x	y
1	Cerro Muriano	Cerro Muriano 1	1	personnage	349.81	-298.32
2	Cerro Muriano	Cerro Muriano 1	2	casque	349.81	-243.99
3	Cerro Muriano	Cerro Muriano 1	3	lance	238.46	-298.32
4	Cerro Muriano	Cerro Muriano 1	4	bouclier	446.02	-381.17
5	Cerro Muriano	Cerro Muriano 1	5	peigne	283.00	-358.01
6	Cerro Muriano	Cerro Muriano 1	7	sexe_masculin	342.69	-427.49

Table 3: Nodes (from `nodes.csv` dataframe)

Since a prehistorical site can have various decorated objects, the primary key of the decoration is based on two fields: `nodes$site` and `nodes$decor`. The `nodes$id` is the identifier of the node. The `nodes$type` field is the default variable for further statistical analysis. Here, `nodes$type` refers to the typology of the GUs (anthropomorph, weapons, etc.). The `nodes$x` and `nodes$y` columns refer to the x and y coordinates of the nodes. As said, in the first place theses coordinates come from the GIS. But, in a GIS, the coordinates origin (0, 0) is the bottom-left corner and exist negative values, while this origin is top-left for any R matrices (rasters, grids, dataframes, etc.) with only positive values. To recover the local y value of GUs nodes and edges on the decoration image, the absolute value y value and the image height, as a constant offset, are computed.

edges dataframe
The `edges` dataframe is quite similar to the `nodes` dataframe (Tab. 3.2).

```
R> caption <- "Edges (from \\code{edges.csv} dataframe)}"
R> print(xtable::xtable(head(edges),
+                       caption=caption,
+                       label="tab:teds"),
+        table.placement="H")
```

	site	decor	a	b	type
1	Cerro Muriano	Cerro Muriano 1	1	4	=
2	Cerro Muriano	Cerro Muriano 1	1	5	=
3	Cerro Muriano	Cerro Muriano 1	3	5	=
4	Cerro Muriano	Cerro Muriano 1	1	2	+
5	Cerro Muriano	Cerro Muriano 1	1	7	+
6	Cerro Muriano	Cerro Muriano 1	3	1	=

Table 4: Edges (from `edges.csv` dataframe)

Fields `edges$site` and `edges$decor` are the primary key of decoration. The fields `edges$a` and `edges$b` are the equivalent to columns *from* and *to* in Graph theory. Even if undirected graphs will the most common models in further studies, this direction helps to distinguish between nodes. The first column `edges$a` is the identifier of starting node or *main node* or *overlapping node*. The second column, `edges$b`, is the identifier of the ending node or *attribue node* or *overlapped node*. The `edges$type` is the type of relation (normal, attribute, overlapping, etc.) between the starting node and the ending node. There is no need to record

the coordinates of the edges, these coordinates are calculated from the `nodes` dataframe. For example, Table **??** shows that the Cerro Muriano 1 decoration's first edge connects the nodes `1` and `8` (respectively in column `edges$a` and `edges$b`). A way to retrieve these connected nodes' coordinates will be:

```
R> cm.1 <- subset(nodes, decor == "Cerro Muriano 1" & id == 1)[,c("x","y")]
R> cm.8 <- subset(nodes, decor == "Cerro Muriano 1" & id == 8)[,c("x","y")]
R> paste(as.numeric(cm.1),";",as.numeric(cm.8))
```

[1] "349.814824824793 ; 451.148926746119" [2] "-298.324408661478 ; -237.478157148203"

Once these dataframes loaded, the list of decoration graphs can be calculated with the `list_dec()` function.

3.3. `list_dec()` function

The `list_dec()` function allows to calculate graphs for all decorations stored into `nodes`, `edges` and `images`. The result is a list of decoration graph. The first graph of the list can be plotted (Fig. 7)

```
R> lgrph <- list_dec(imgs,nodes,edges)
R> plot(lgrph[[1]],
+       vertex.color = "orange",
+       vertex.frame.color="orange",
+       vertex.label.color = "black",
+       vertex.size = 8,
+       vertex.label.cex = 0.6,
+       edge.color = "orange",
+       vertex.label.family="Helvetica"
+  )
```
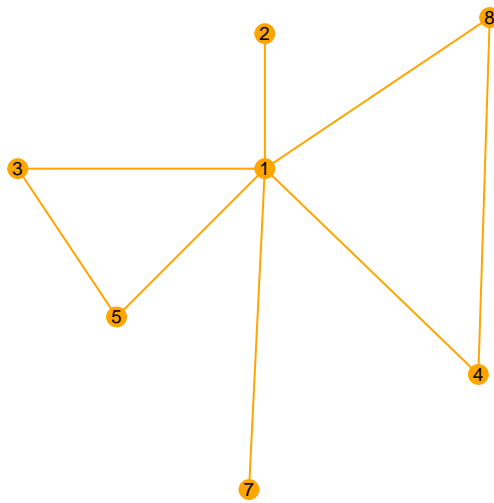
Figure 7: R interface. Plot of the first graph of the list

The others **decorr** package functions can be divided into:

1. graphical functions

2. single decoration functions

3. comparisons between different decorations functions

3.4. Graphical functions

The **decorr** package has three graphical functions

- `labels_shadow()` function is a re-use of the `shadowtext()` function from the **TeachingDemos** package (Snow 2020).

- `side_plot_nds()` and `side_plot_eds()` allow to plot figures side-by-side for nodes or edges comparisons

3.5. Single decoration functions

Functions allowing to create a RNG for a single decoration are:

- `read_nds()` and `read_eds()` functions allow to read respectively a file of nodes and a file of edges (`.tsv` or `.shp` files)

The `read_nds()` function is close to the R native `read.table()` function, but allows to read *shapefiles* of nodes. For example, for the Torrejon Rubio 1 decoration, the 6th GUs is a sword (`epee`) (Table **??**).

```
R> # library(decorr)
R> sit <- "Torrejon Rubio" ; dec <- "Torrejon Rubio 1"
R> nds.df <- read_nds(site = sit, decor = dec, dev = ".shp",
+                     doss = system.file("extdata", package = "decorr"))
R> print(xtable::xtable(nds.df[6,],
+                       # caption="Sixth node (GU 6) of the Torrejon Rubio 1 decoration",
+                       label="nd",
+                       size=7),
+        table.placement="H")
```

	site	decor	id	type	x	y
13	Torrejon Rubio	Torrejon Rubio 1	6	epee	366.70	-563.14

The `read_eds()` permits to read a *shapefiles* of edges or to retrieve the coordinates of the the edges from the `nodes` dataframe (Table **??**).

```
R> eds.df <- read_eds(site = sit, decor = dec, dev = ".tsv",
+                     doss = system.file("extdata", package = "decorr"))
R> print(xtable::xtable(eds.df[1,],
+                       # caption="First edge of the Torrejon Rubio 1 decoration, the prox
+                       label="eds.df",
+                       size=7),
+        table.placement="H")
```

	site	decor	a	b	type	xa	ya	xb	yb
9	Torrejon Rubio	Torrejon Rubio 1	6	5	=	366.70	-563.14	490.12	-513.24

- `plot_dec_grph()` allows to plot a RNG over a decoration image

Once, the `imgs`, `nodes` and `edges` dataframes have been read, the decoration graph is build and can be plotted. The `lbl.txt` parameter allows to decide which field of the nodes will be displayed as the label, by default this is the `nodes$id` field, but here it is the `nodes$type` field (Figure **??**).

```
R> # library("decorr")
R> par(mar=c(0,0,0,0))
R> sit <- "Torrejon Rubio" ; dec <- "Torrejon Rubio 1"
R> nds.df <- read_nds(site = sit, decor = dec, dev = ".tsv",
+                     doss = system.file("extdata", package = "decorr"))
R> eds.df <- read_eds(site = sit, decor = dec, dev = ".tsv",
+                     doss = system.file("extdata", package = "decorr"))
R> img.graph <- plot_dec_grph(nodes = nds.df,
+                             edges = eds.df,
+                             site = sit,
+                             decor = dec,
+                             doss = system.file("extdata", package = "decorr"),
+                             nd.var = "type",
+                             lbl.size=2)
R> plot(image_trim(img.graph))

## Error:  The 'image' argument is not a magick image object.
```

3.6. Decoration comparison functions

Functions allowing to compare different decorations with RNG are

- `list_nds_compar()` and `list_eds_compar()` functions allow to compare respectively the common nodes and the common edges between two decorations

Comparisons between pairwise of decorations are first stored into a list. These comparisons are performed for nodes and/or edges. There are five (5) decorations in the default dataset, so there is $\frac{5!}{(5-2)!2!} = 10$ pairwise comparisons

- `plot_nds_compar()` and `plot_eds_compar()` functions allow to plot and save two figures side-by-side for a decorations pairwise with, respectively, common nodes and common edges identified

The `plot_nds_compar()`and `plot_eds_compar()` functions create a `.png` image of two or more decorations plotted side-by-side with common nodes or edges identified and returns the names of the images. The common edges or nodes are displayed in red by default. Let us choose the decorations 1 (Cerro Muriano 1) and 4 (Zarza de Montsanchez) and identify common edges.

```
R> # par(mar=c(0,0,0,0))
R> g.compar <- list_compar(lgrph,"type")
R> eds_compar <- plot_compar(g.compar, c(1,4),
+                            focus = "edges",
+                            doss = system.file("extdata", package = "decorr"))
R> plot(magick::image_trim(magick::image_read(eds_compar)))
```
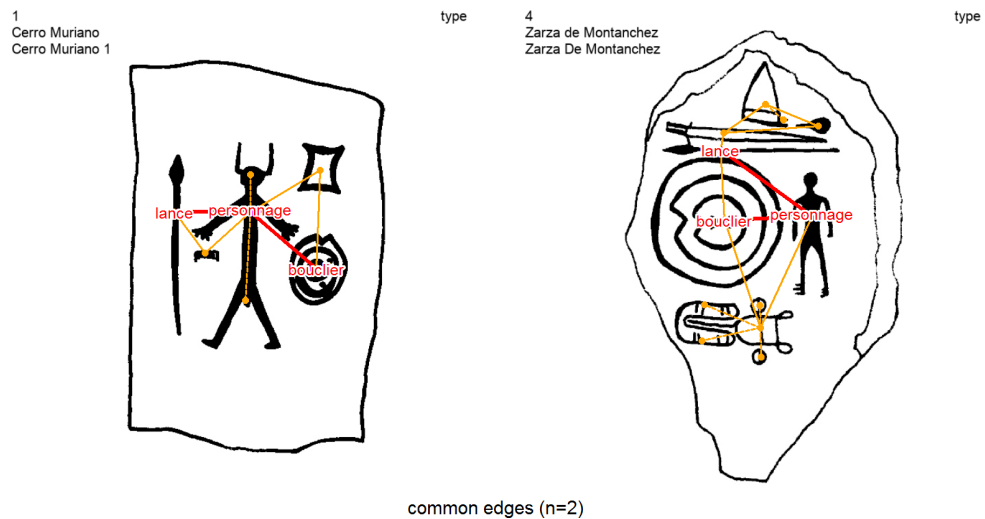

Figure 8: comparisons between 1 (Cerro Muriano 1) and 4 (Zarza de Montsanchez) decorations

The comparison shows that `1` (Cerro Muriano 1) and `4` (Zarza de Montsanchez) decorations have two (2) common edges: `lance -=- personnage` and `personnage -=- bouclier`.

- `same_elements()` function allows to count matching nodes and matching edges between decoration pairwises

`same_elements()` allows to count matching nodes and matching edges between decoration pairwises. The result is a square matrix between all pairwise comparisons with the number of common nodes or edges in the cells. For example, we can compute the matrix of common edges.

```
R> df.same_edges <- same_elements(lgrph, "type", "edges")
R> caption <- "Number of same edges between all decoration pairwise comparisons"
R> print(xtable::xtable(df.same_edges,
+                       caption = caption,
+                       label = "Test_table_2",
+                       size = 8,
+                       digits = c(0)),
+       table.placement="H",
+       include.rownames = TRUE)
```

	1	2	3	4	5
1	8	0	1	2	0
2	0	15	3	7	1
3	1	3	10	1	2
4	2	7	1	14	1
5	0	1	2	1	4

Table 5: Number of same edges between all decoration pairwise comparisons

For these two last exemples, the edges comparisons between the decoration `1` and the decoration `4` show that they have two (2) common edges.

4. Illustrations

As said, since the precise location of the GUs is usualy not registred, the most commonly used method in statistical analysis on prehistorical iconography is the presence of common nodes. In order to demonstrate the first insight of a graph-based analysis of the decorations, we will compare two classifications, the first one based on the "classic" presence of common nodes, the second one based on the presence of common edges.

	1	2	3	4	5
1	7	2	3	4	2
2	2	12	5	9	3
3	3	5	6	4	3
4	4	9	4	12	3
5	2	3	3	3	4

Table 6: Common nodes table

	1	2	3	4	5
1	8	0	1	2	0
2	0	15	3	7	1
3	1	3	10	1	2
4	2	7	1	14	1
5	0	1	2	1	4

Table 7: Common edges table

Once the heatmap matrices calculated, the native `dist()` and `hclust()` functions (R Core Team 2019) are calculated from the inverse matrices with the function `inv()` of the **matlib** package (Friendly, Fox, and Chalmers 2020)

```
R> library("matlib")
R> par(mfrow=c(1,2))
R> dist.nodes  <- dist(inv(as.matrix(df.same_nodes)))
R> dist.edges  <- dist(inv(as.matrix(df.same_edges)))
R> plot(hclust(dist.nodes), hang = -1, main = "common nodes")
R> plot(hclust(dist.edges), hang = -1, main = "common edges")
```
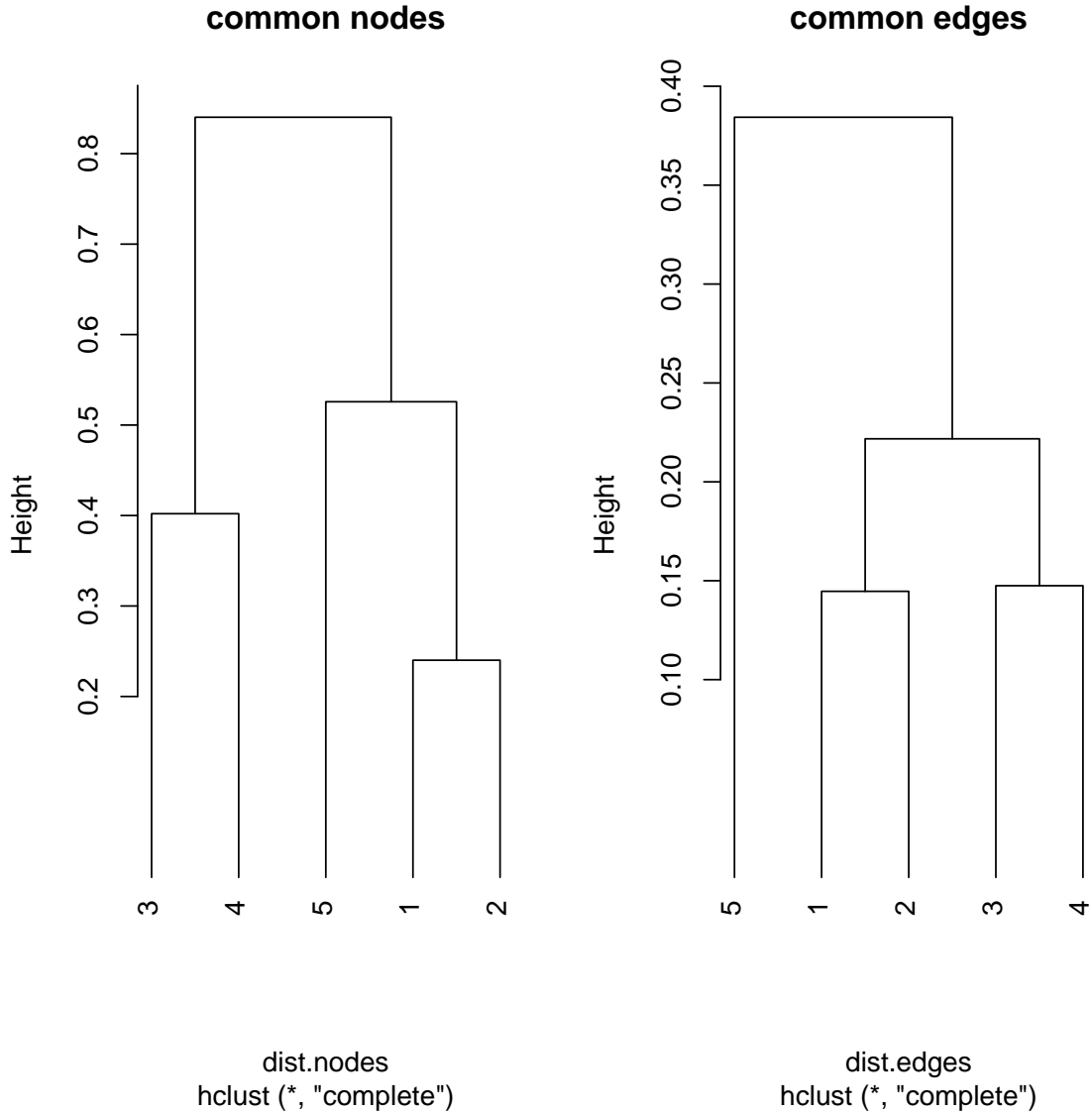

Results of classifications show that for both common nodes and common edges, the most different decorations are 1 and 4. These two decorations share four (4) common nodes and, as previously seen, only two (2) common edges. In any cases decorations 2 and 3 are closer to decoration 4 than to decoration 1, but their classifications changes depending on counting of common nodes or common edges. While decorations 2 and 4 have 7 common edges and 7 common nodes, plotting the comparisons for 3 and 4, helps to understand the differences

between the two classifications.

```
R> par(mar=c(0,0,0,0))
R> par(mfrow=c(2,1))
R> g.compar <- list_compar(lgrph,"type")
R> nds_compar.3.4 <- plot_compar(g.compar, c(3,4),
+                                focus = "nodes",
+                                doss = system.file("extdata", package = "decorr"))
R> plot(magick::image_read(nds_compar.3.4))
R> # g.compar <- list_eds_compar(lgrph,"type")
R> eds_compar.3.4 <- plot_compar(g.compar, c(3,4),
+                                focus = "edges",
+                                doss = system.file("extdata", package = "decorr"))
R> plot(magick::image_read(eds_compar.3.4))
```
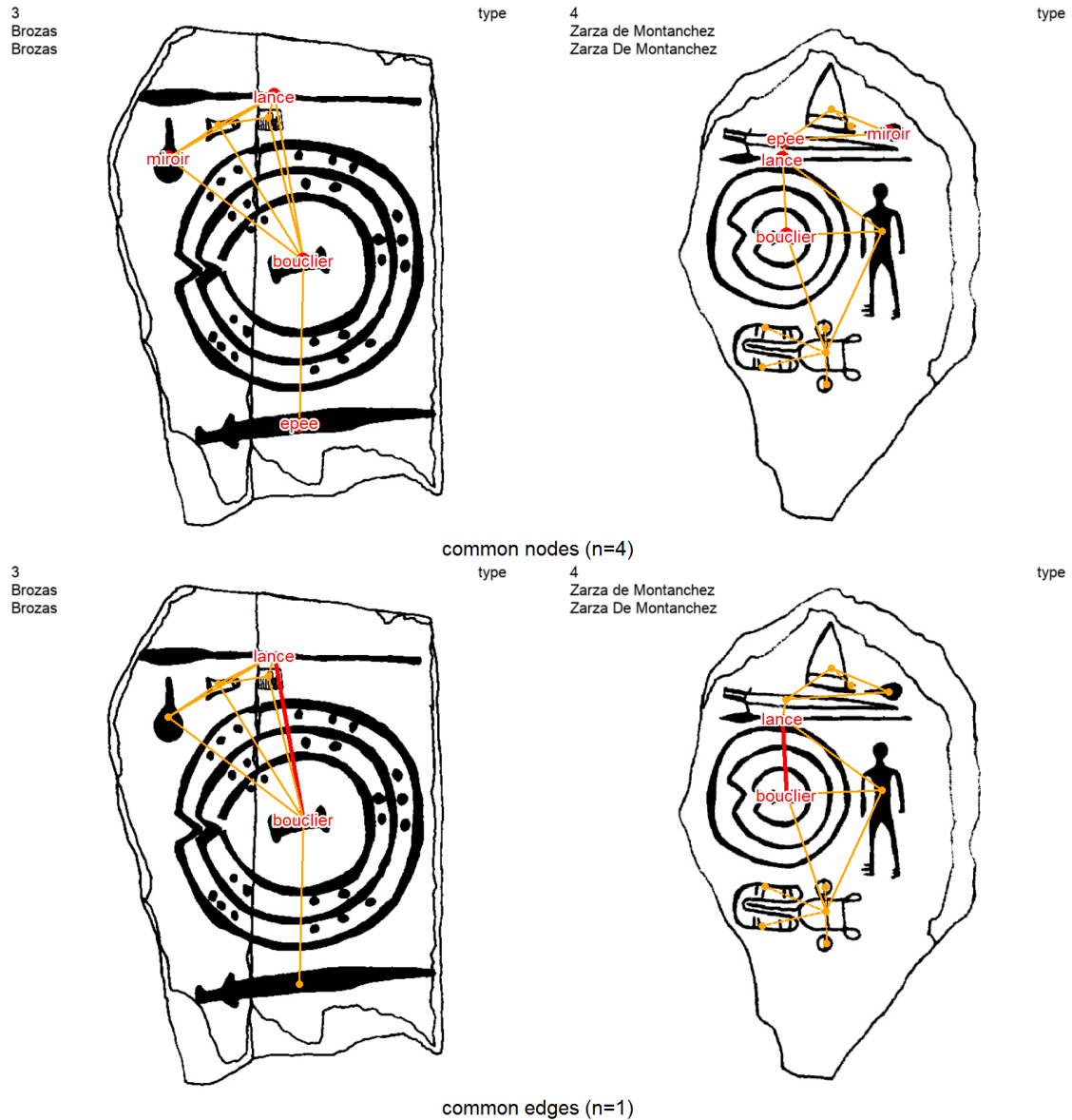
Figure 9: Decoration comparisons between 3 and 4

Decorations 3 and 4 share four (4) common GUs (`bouclier, epee, lance, miroir`) but these GUs have different spatial organisations with only one common edge (`bouclier -=- lance`). At the opposite, decorations 2 and 4 show more properly the same compositions.

5. Summary and discussion

In this example we propose the iconographical `nodes$type` (character, weapon, etc.) GUs as the studied variable, but the user of the package can create and choose any other study variable: color for a painting, technique of realisation, size, etc. `edges$type` can also be extended to other types than normal, attribute, overlapping. The background is considered as homogeneous but a crack, a pit, a something can also be considered The plasticity of Graph

Theory allows to develop conventions in order to quote the different types of relations s. Its geographical equivalent is a Thiessen polygon

Acknowledgments

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A. More technical details

Appendices can be included after the bibliography (with a page break). Each section within the appendix should have a proper section title (rather than just *Appendix*).

For more technical style details, please check out JSS's style FAQ at https://www.jstatsoft.org/pages/view/style#frequently-asked-questions which includes the following topics:

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- Software should be properly cited as well. For R packages `citation("pkgname")` typically provides a good starting point.

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