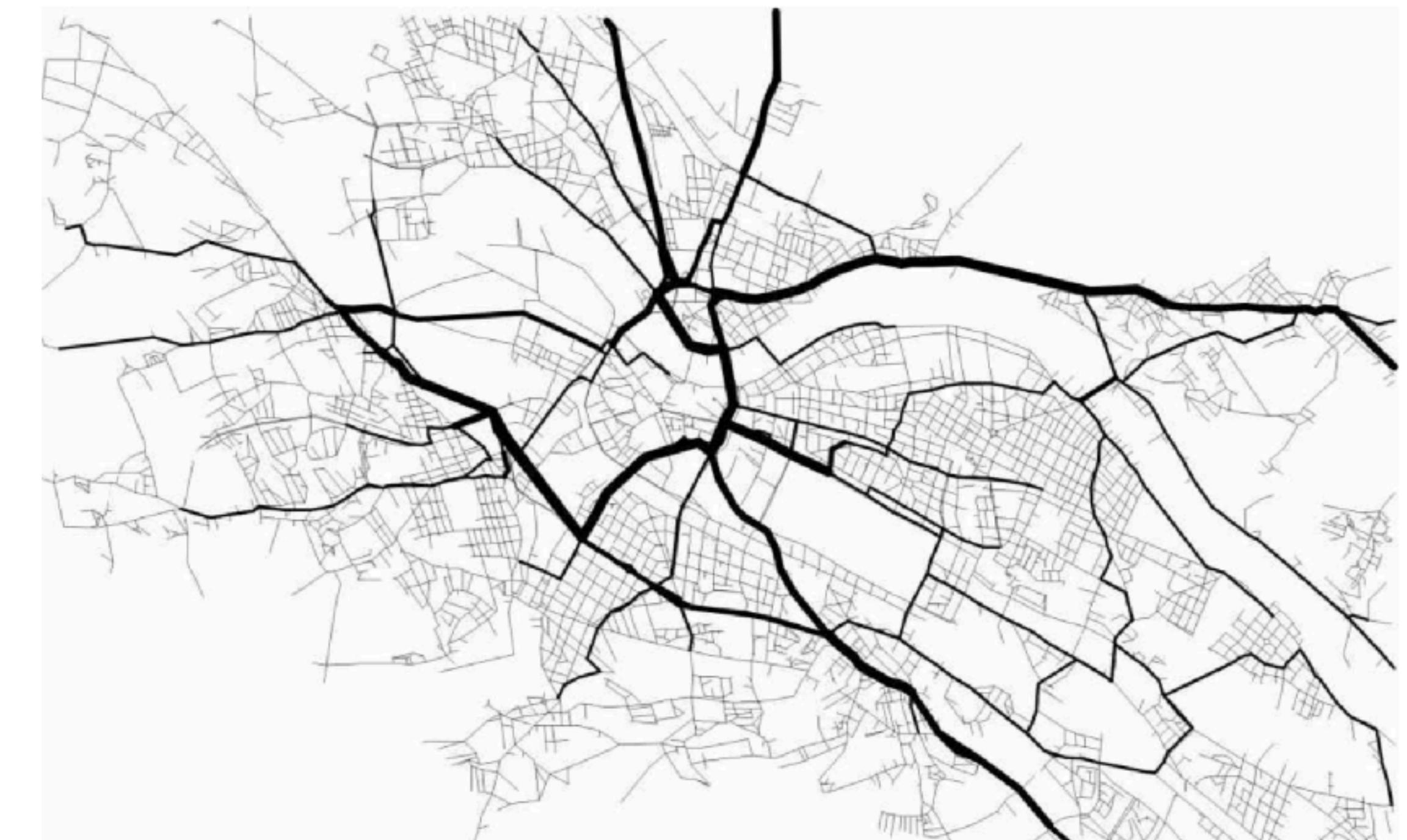


## Lecture 9: Spatial networks

Instructor: Michael Szell

April 7, 2022

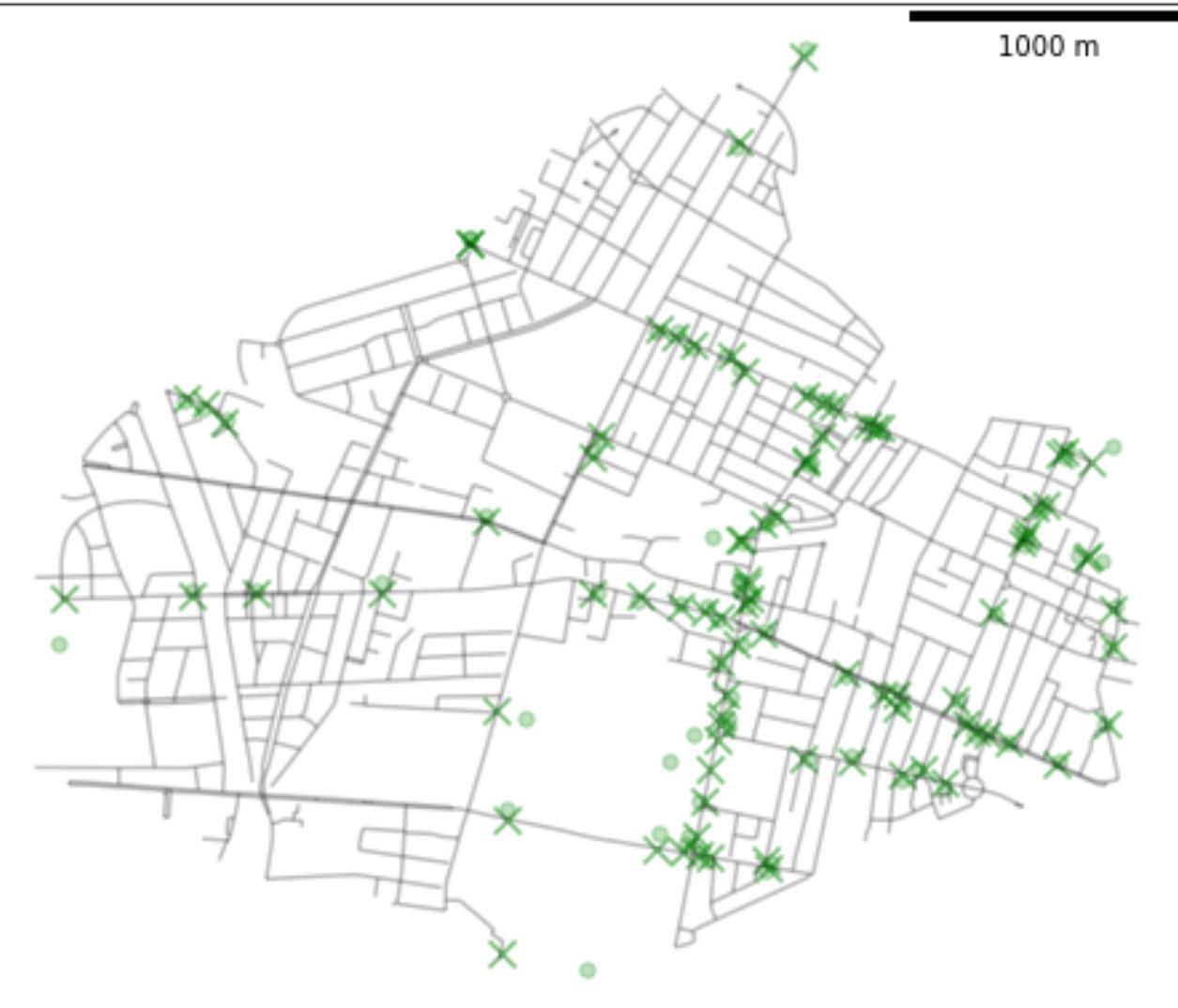


# Today you will learn about spatial networks

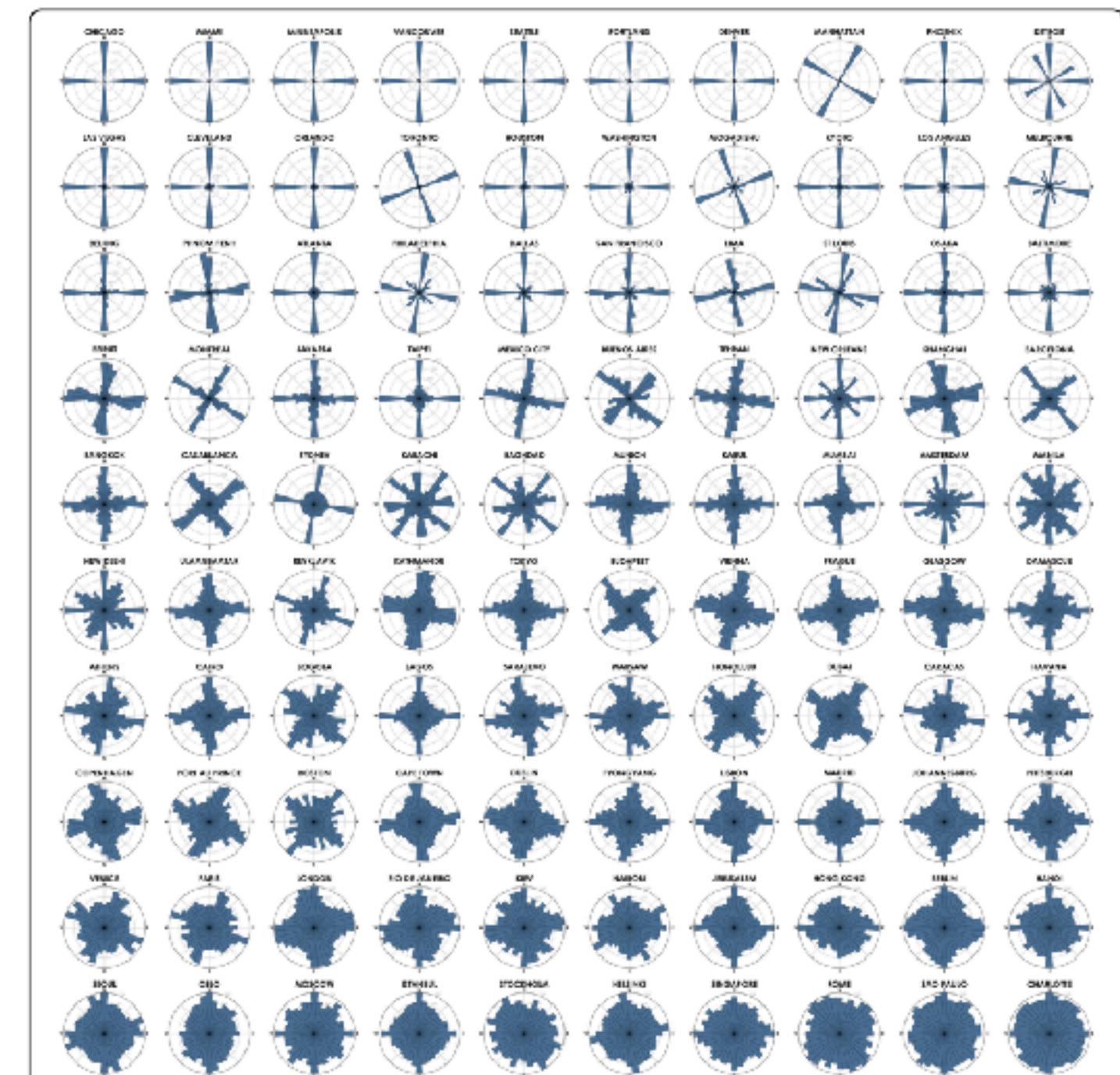
Difference to non-spatial networks



spaghetti

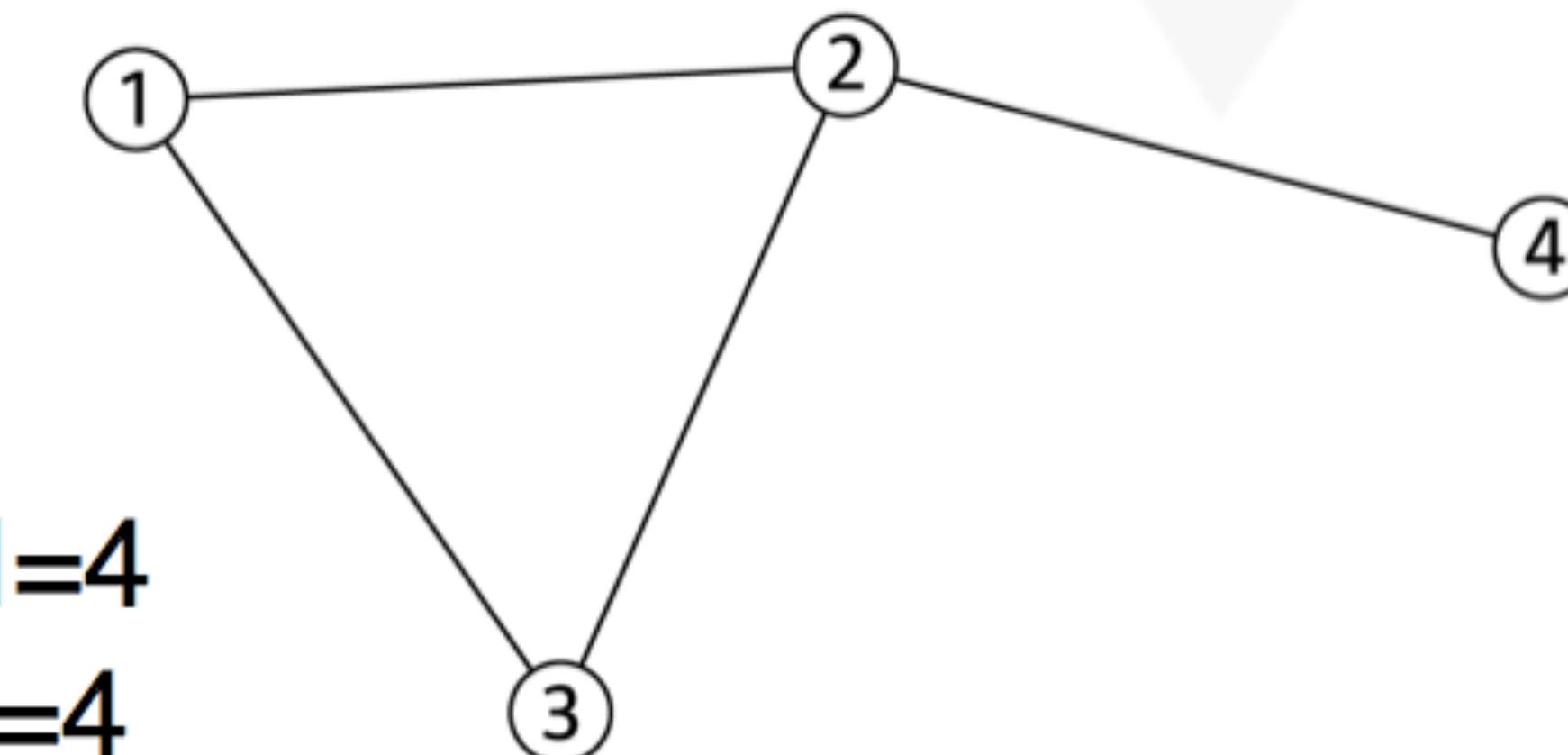
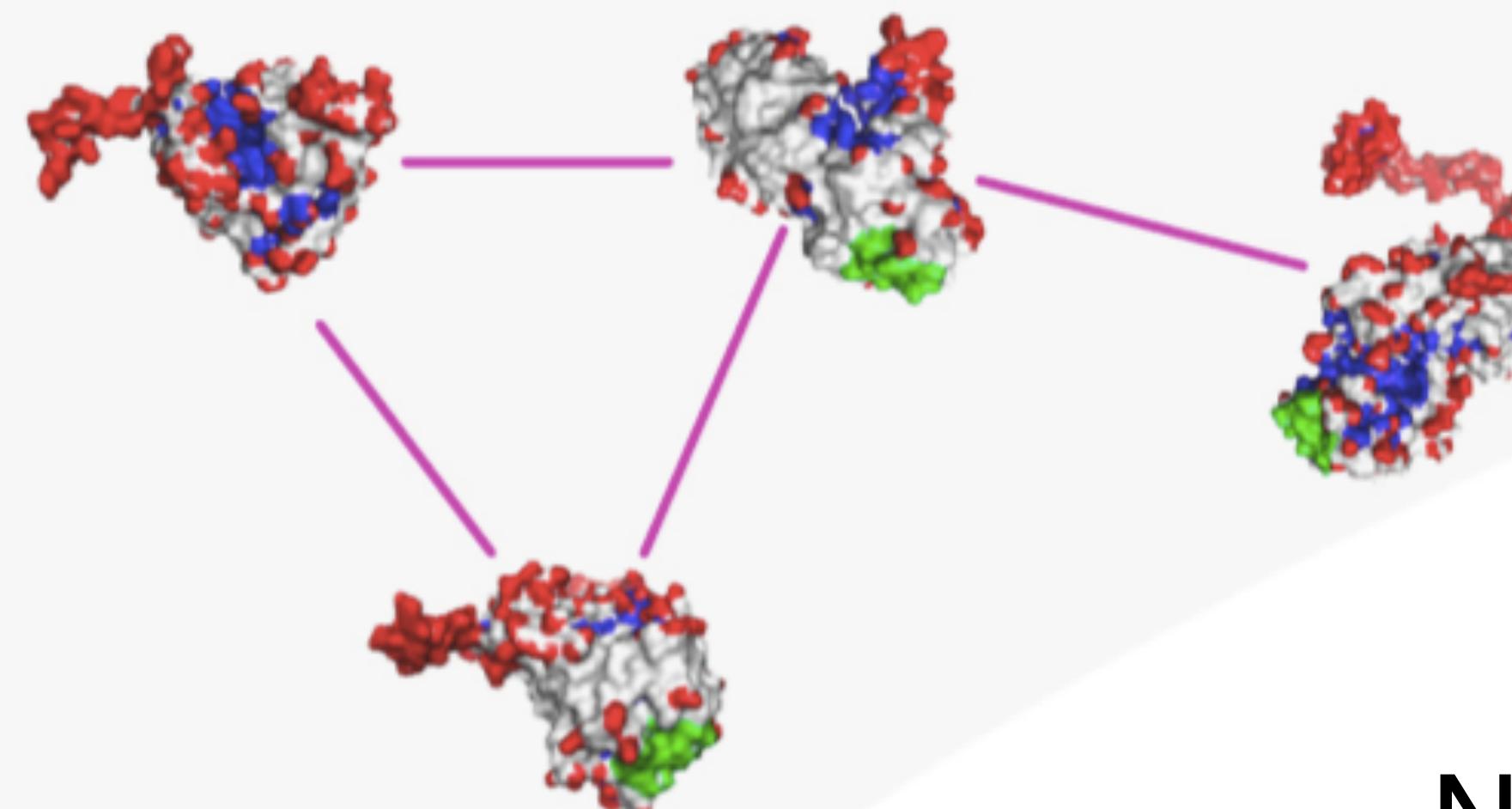
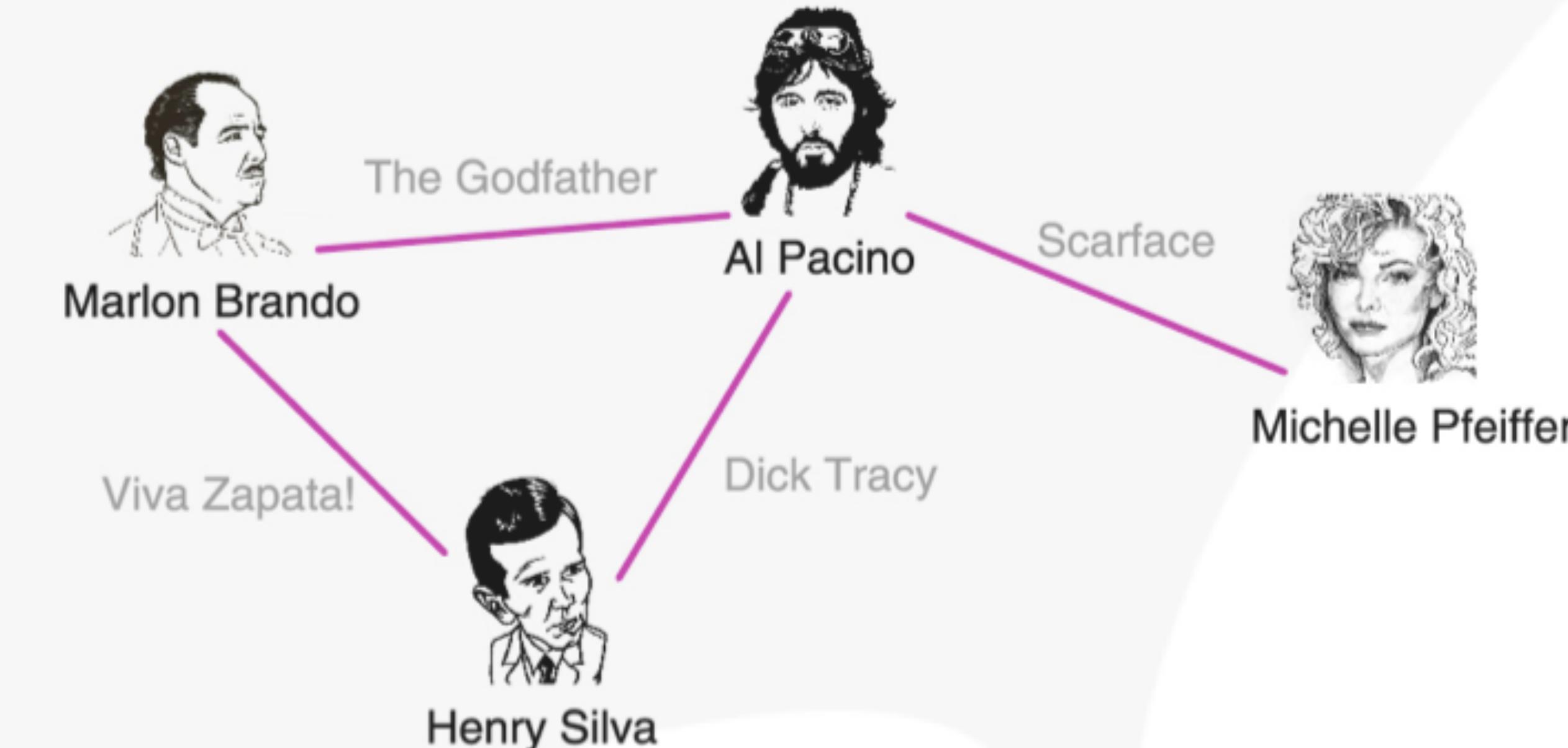
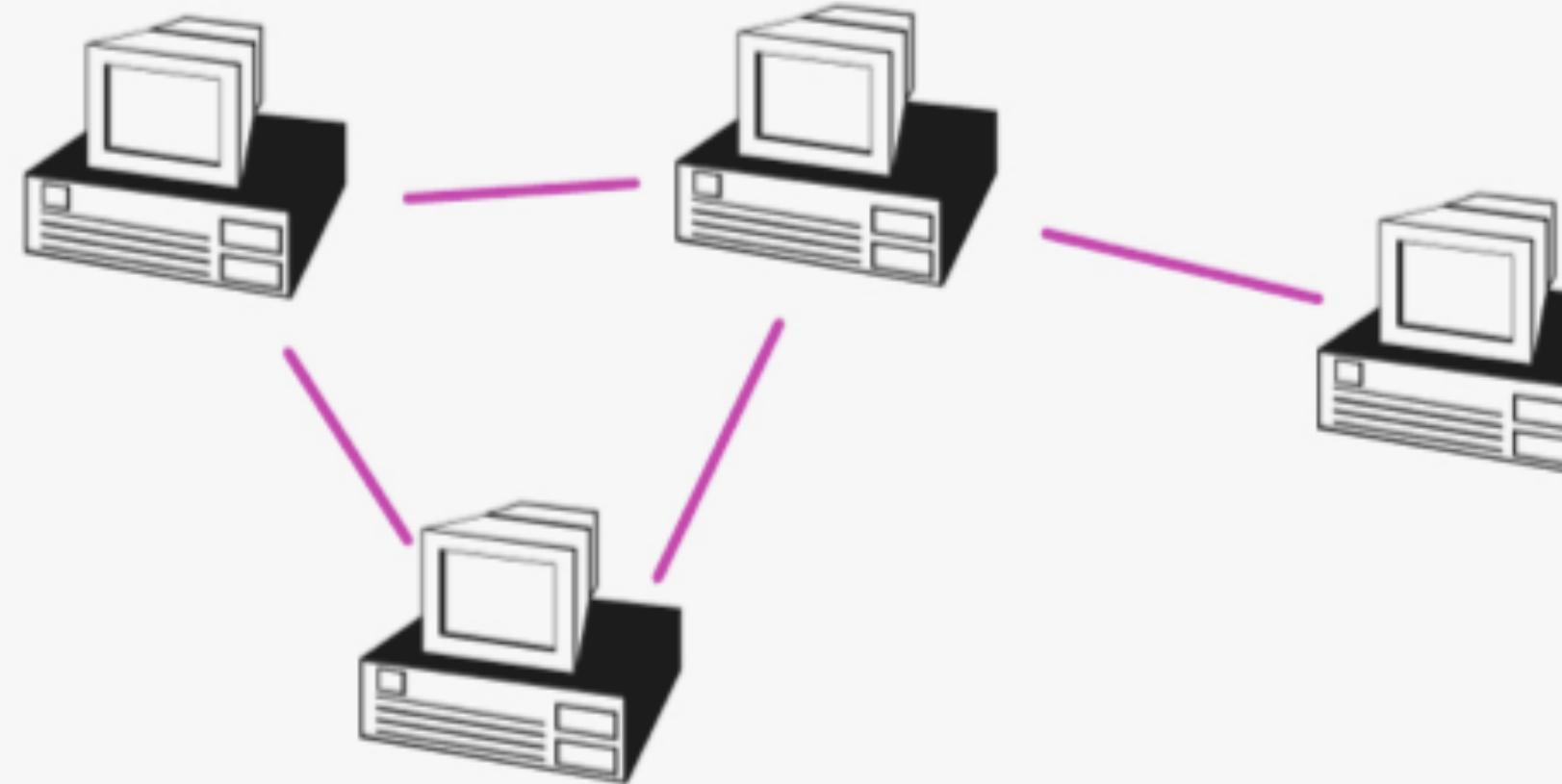


Optimal + transport  
networks and metrics



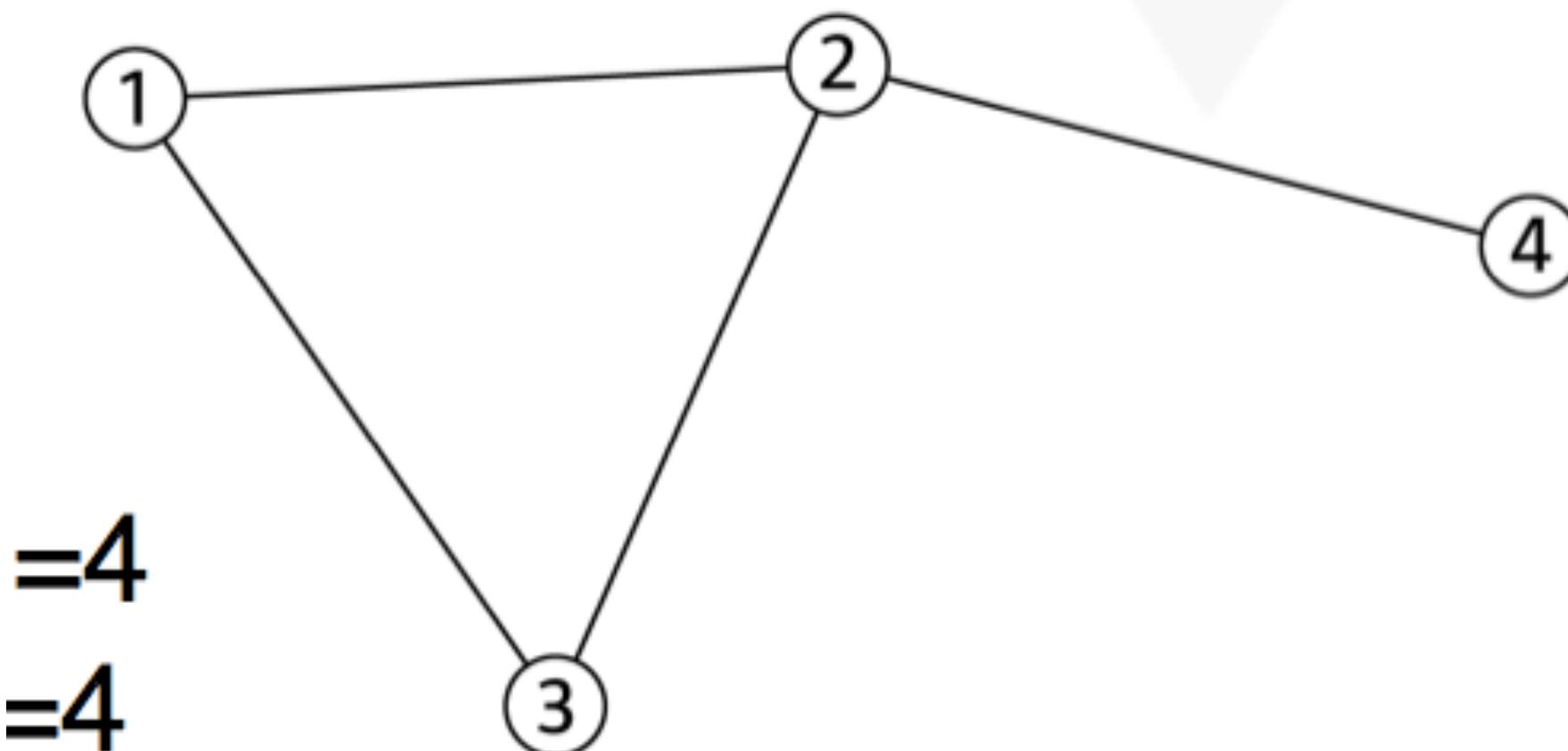
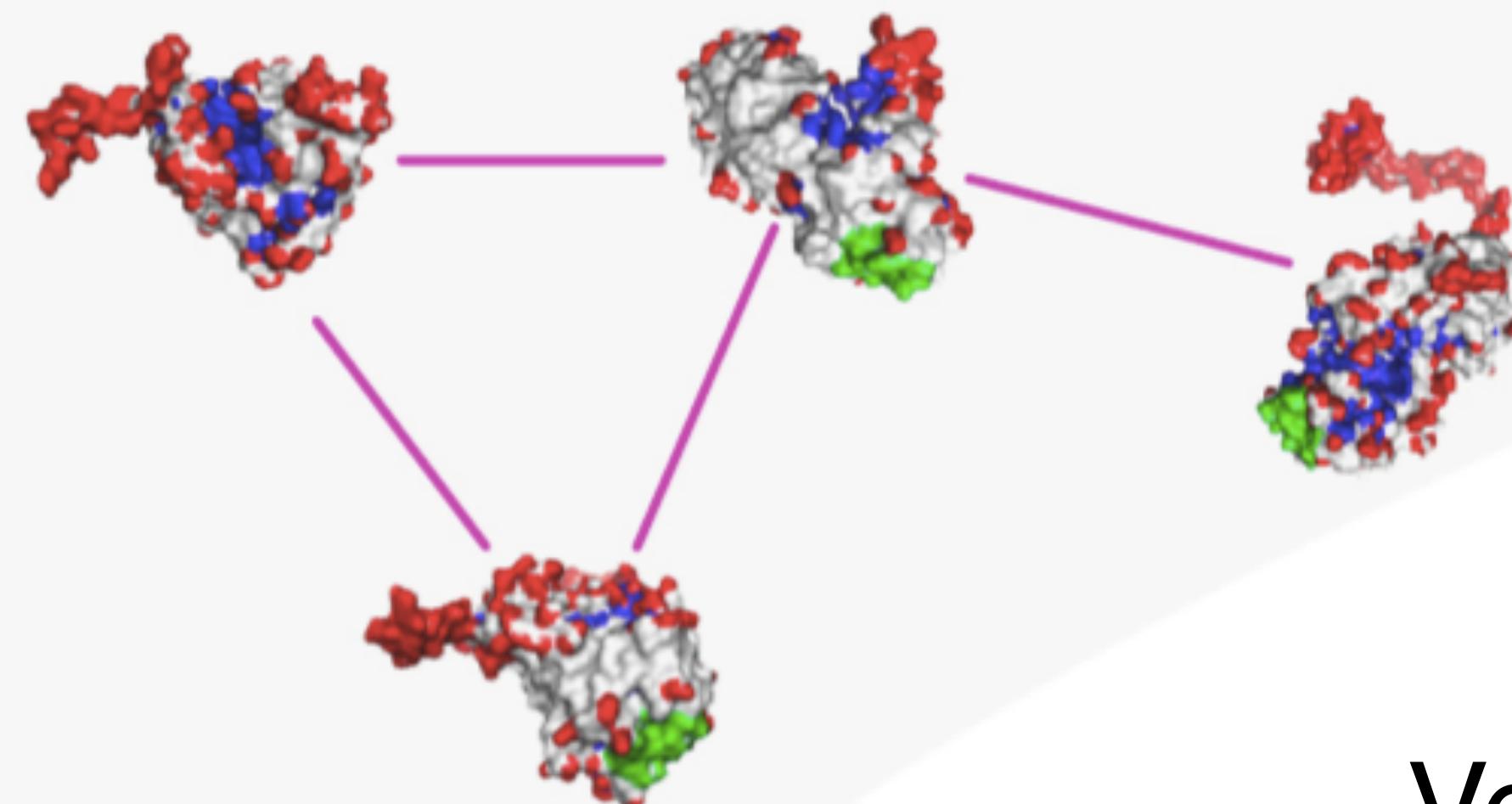
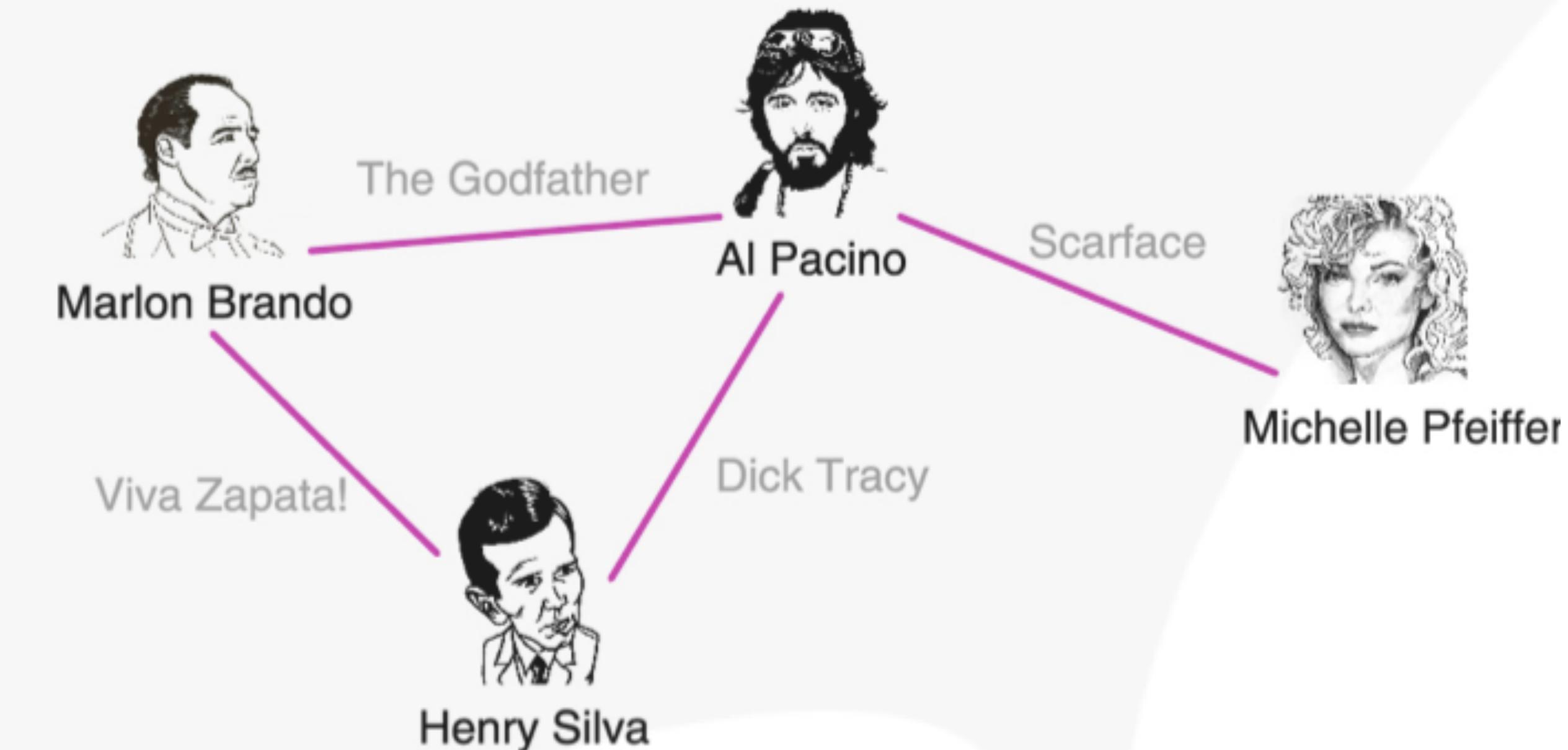
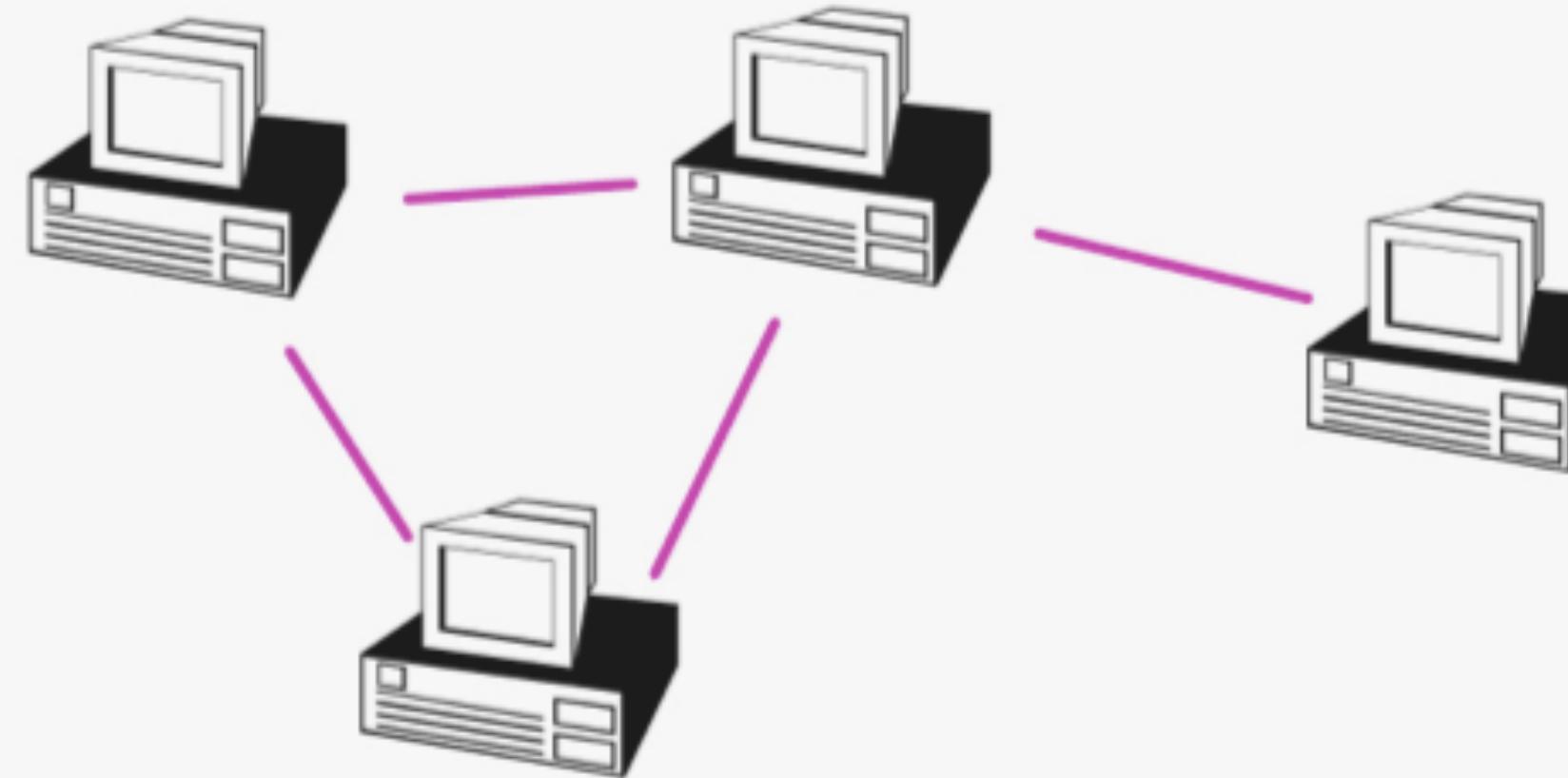
**Fig. 5** Polar histograms from Fig. 4, resorted by descending  $\varphi$  from most to least grid-like (equivalent to least to greatest entropy)

# Networks are a common language for different applications



Nodes       $N=4$   
Links       $L=4$   
Graph       $\mathcal{G} = (\mathcal{N}, \mathcal{L})$

# Network = Graph + real-world meaning

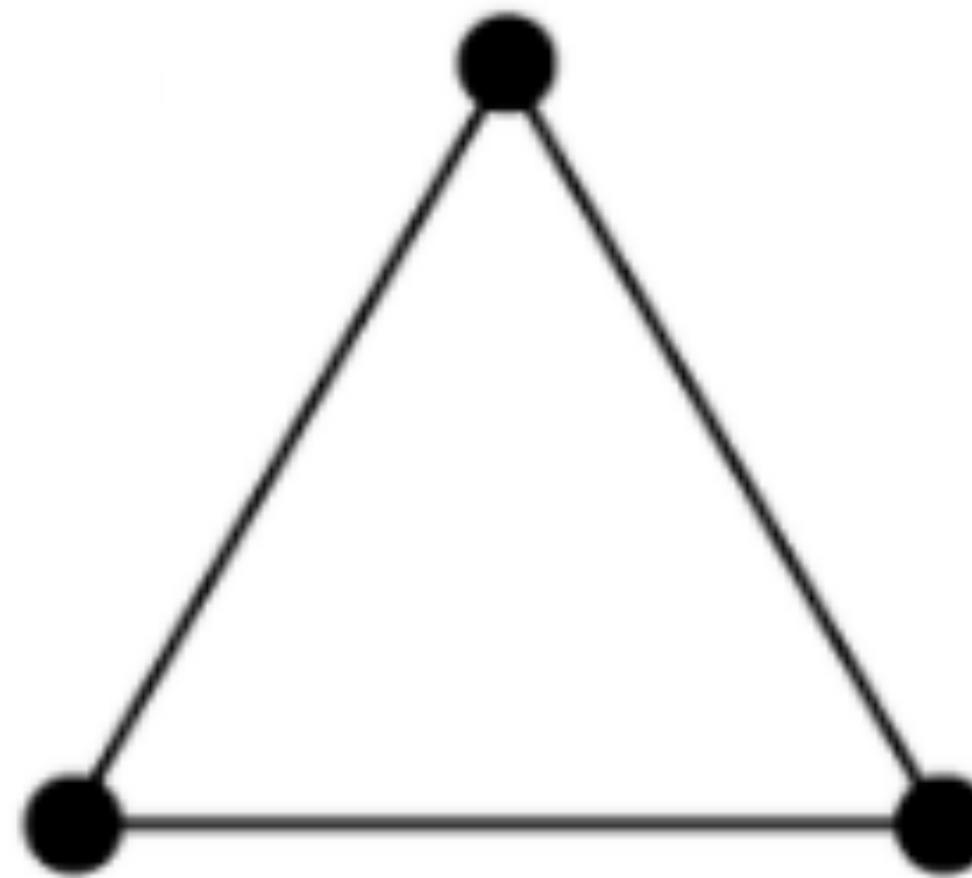


Vertices  $V=4$

Edges  $E=4$

Graph  $\mathcal{G} = (\mathcal{V}, \mathcal{E})$

# Real spatial networks are usually pseudographs



Simple graph



+ parallel links  
= Multigraph



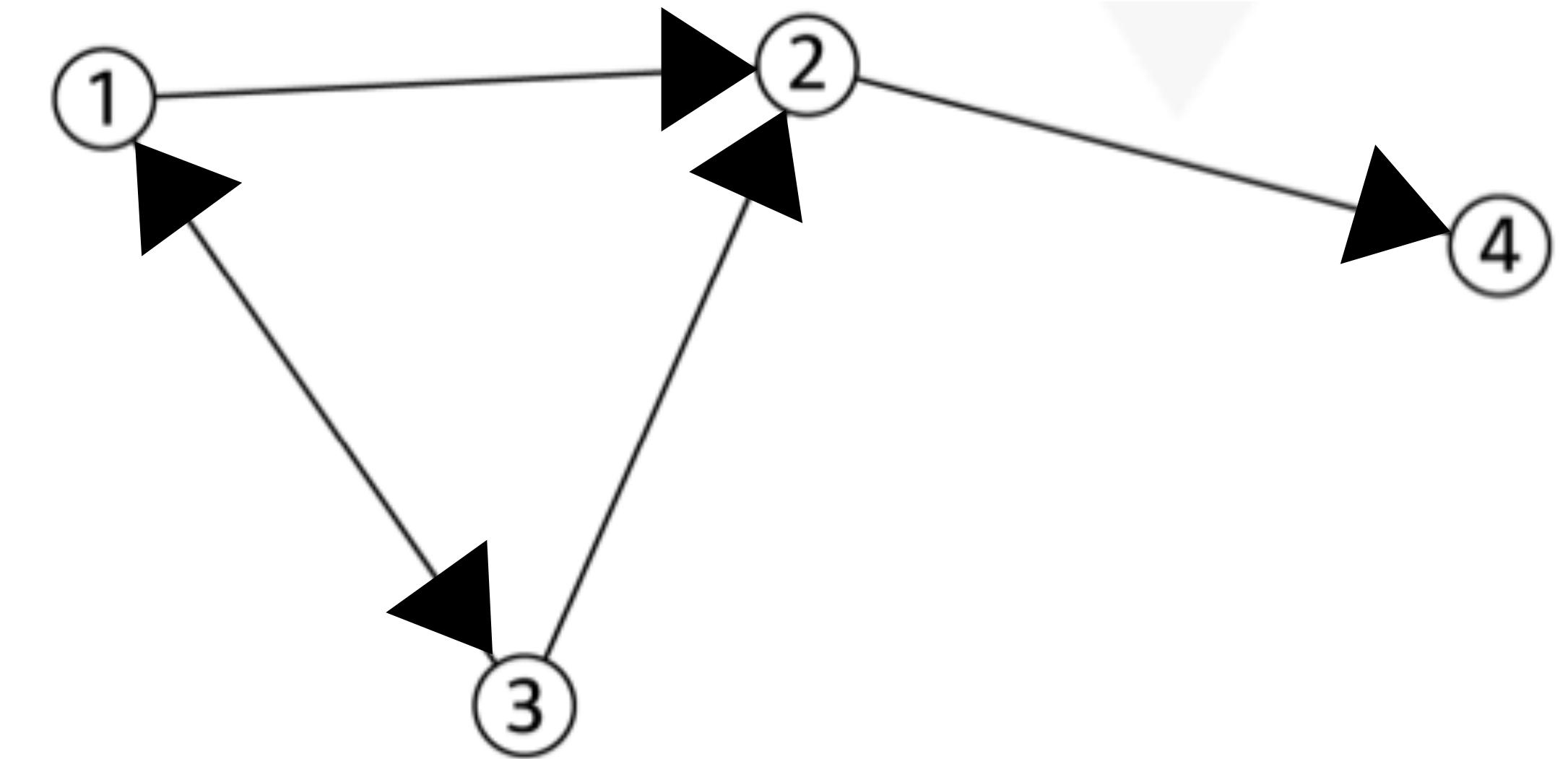
+ self-loops  
= Pseudograph



OSMnx calls this  
MultiGraph

A directed graph (**digraph**) has links with a direction

Nodes       $N=4$   
Links (Arcs)     $L=5$



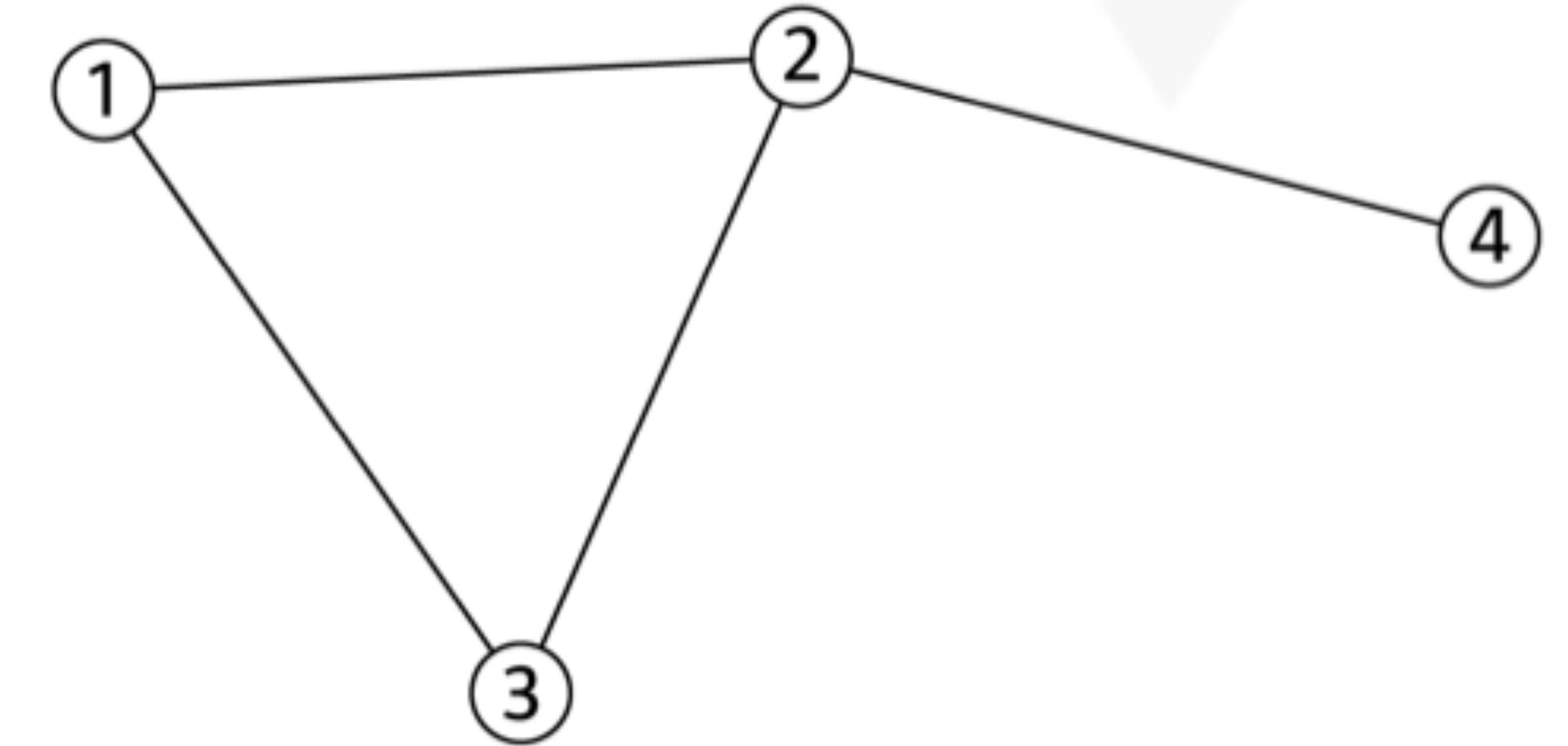
The degree  $k_i$  of a node  $i$  is the number of incident links

$$k_1 = 2$$

$$k_2 = 3$$

$$k_3 = 2$$

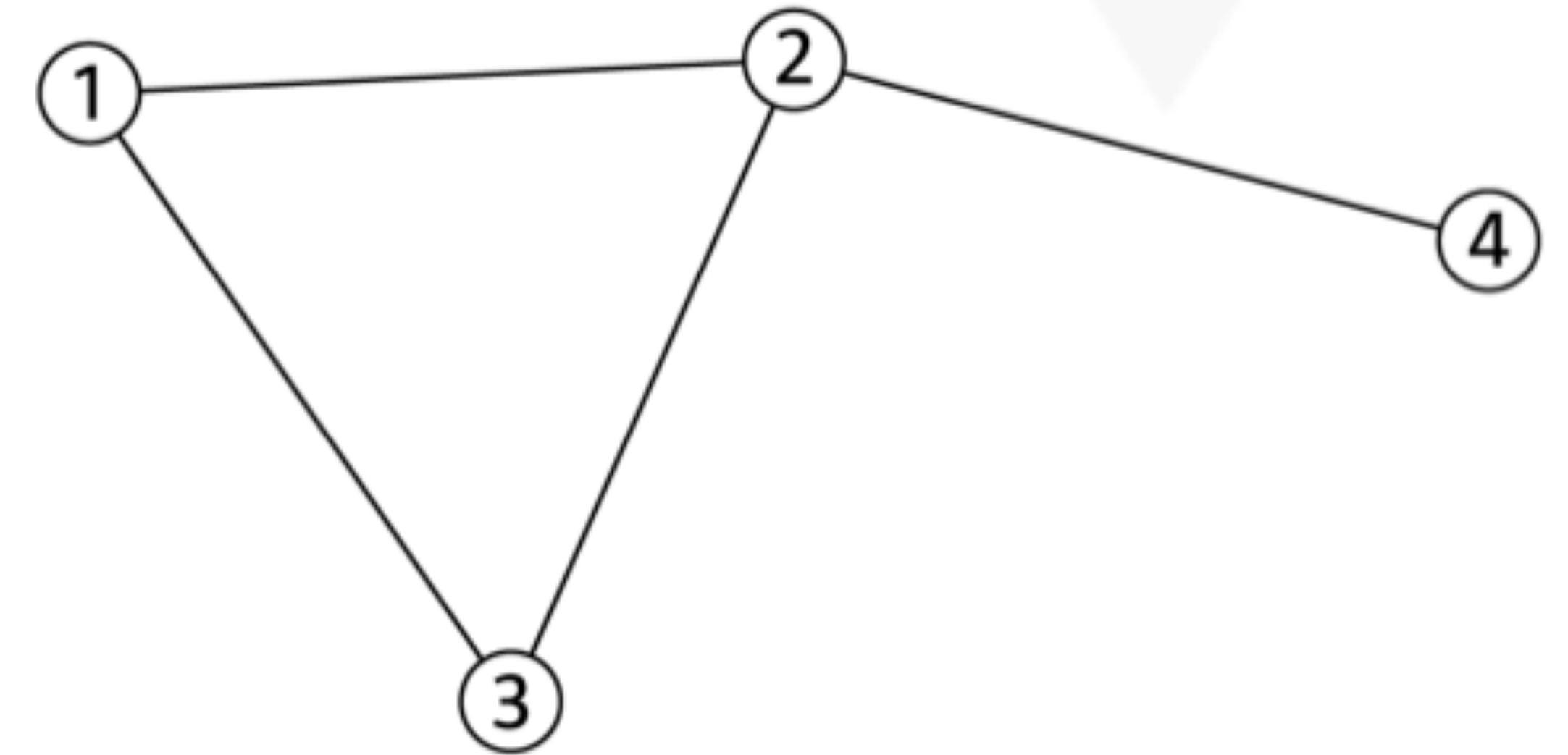
$$k_4 = 1$$



Every network has an **average degree**  $\langle k \rangle$

$$\begin{aligned}k_1 &= 2 \\k_2 &= 3\end{aligned}$$

$$\begin{aligned}k_3 &= 2 \\k_4 &= 1\end{aligned}$$

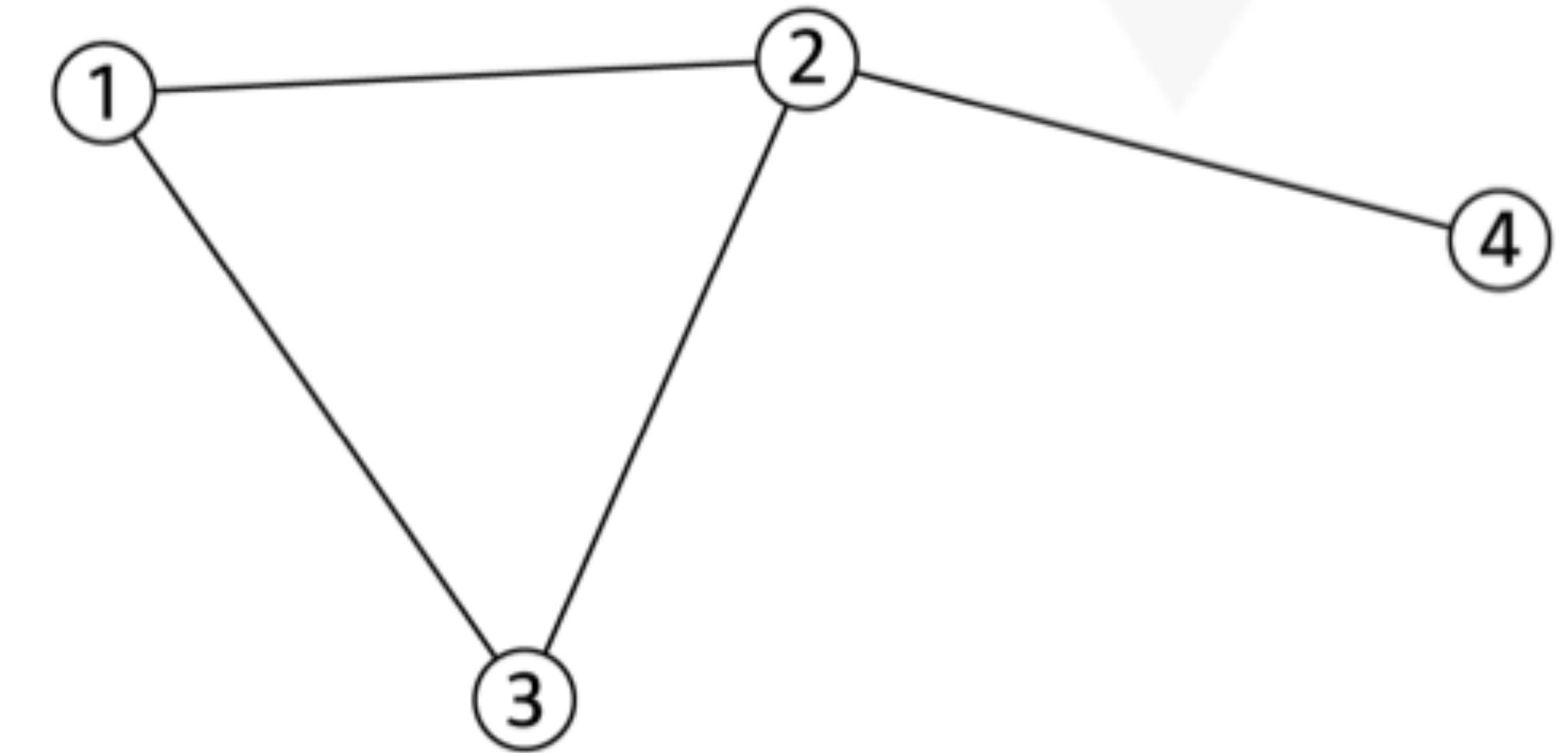
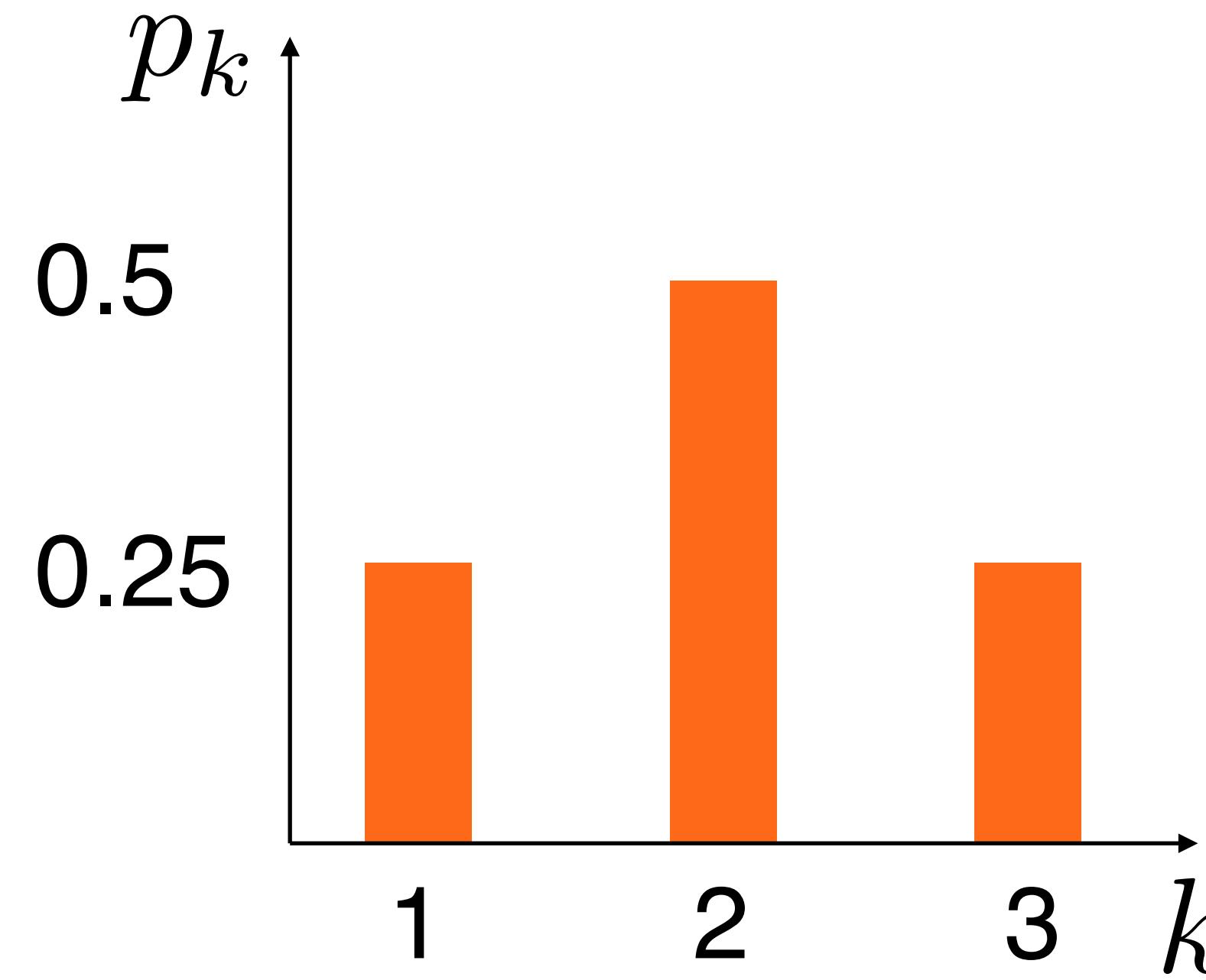


$$\langle k \rangle = \frac{1}{N} \sum_{i=1}^N k_i \quad \langle k \rangle = \frac{2 + 3 + 2 + 1}{4} = 2$$

The degree distribution  $p_k = N_k/N$  captures the probabilities that a node has a certain degree

$$\begin{aligned} k_1 &= 2 \\ k_2 &= 3 \end{aligned}$$

$$\begin{aligned} k_3 &= 2 \\ k_4 &= 1 \end{aligned}$$



Usually:

A network's degree distribution tells us something fundamental about how individuals in the system connect

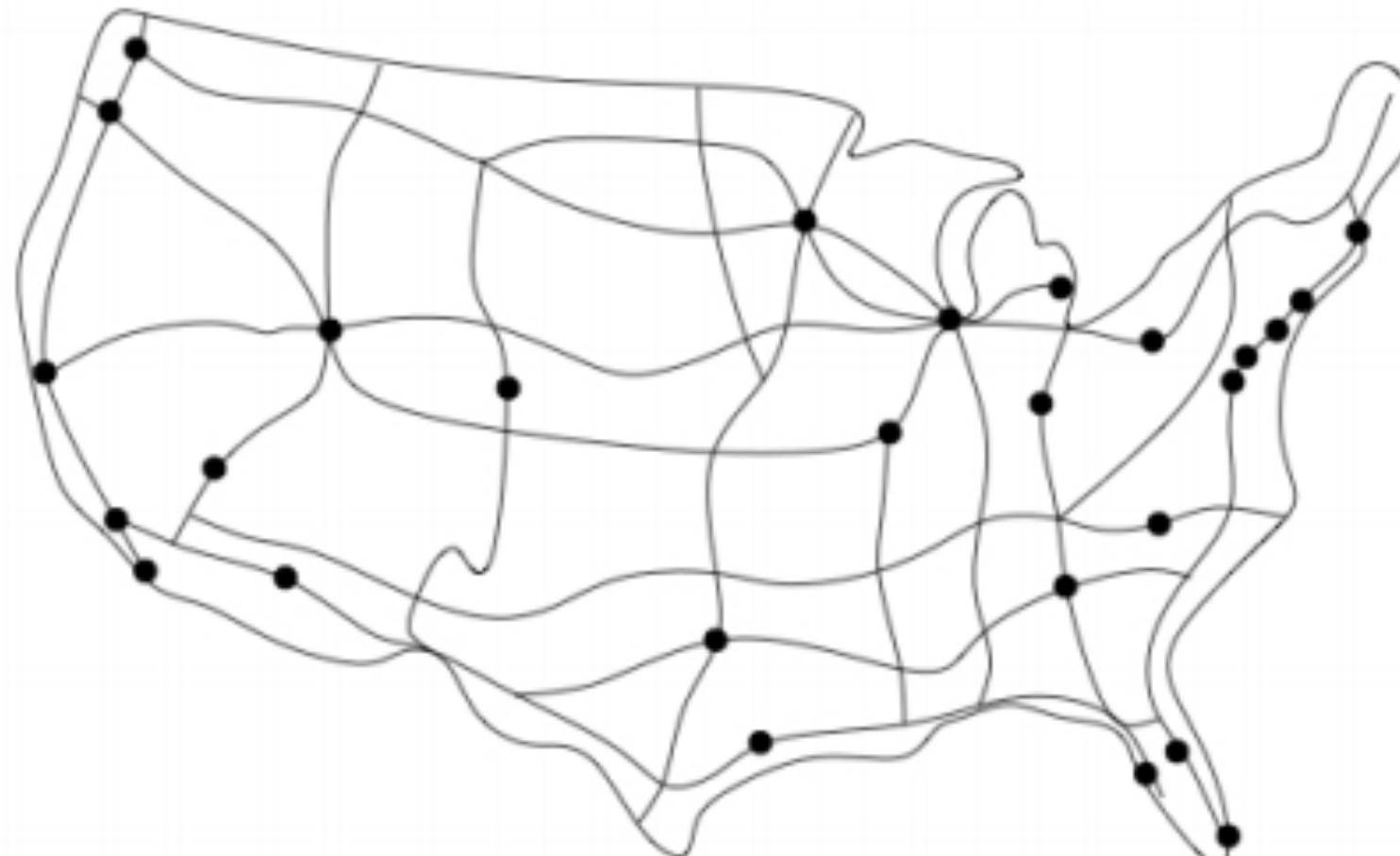
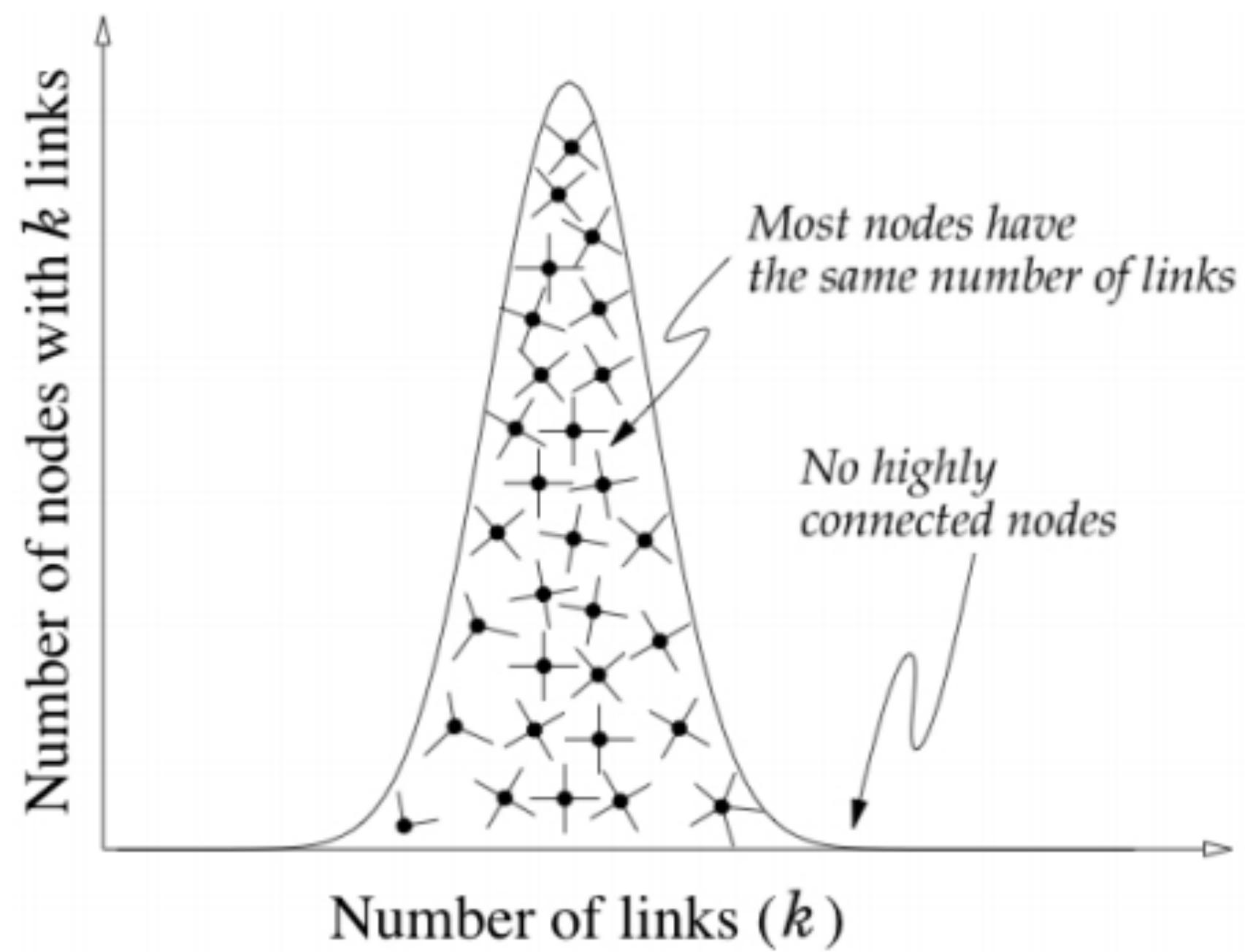
**Usually:**

A network's degree distribution tells us something fundamental about how individuals in the system connect

**However:**

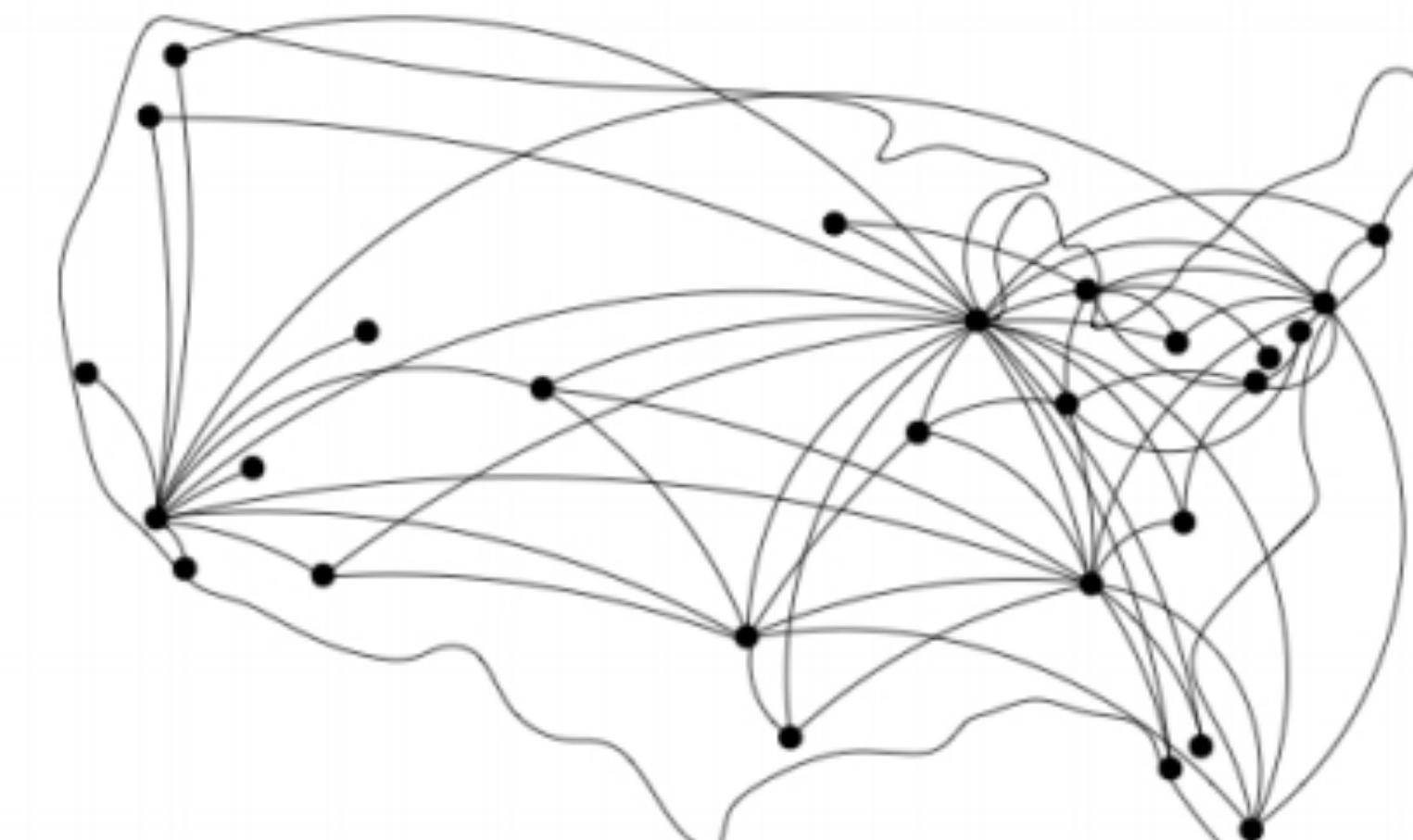
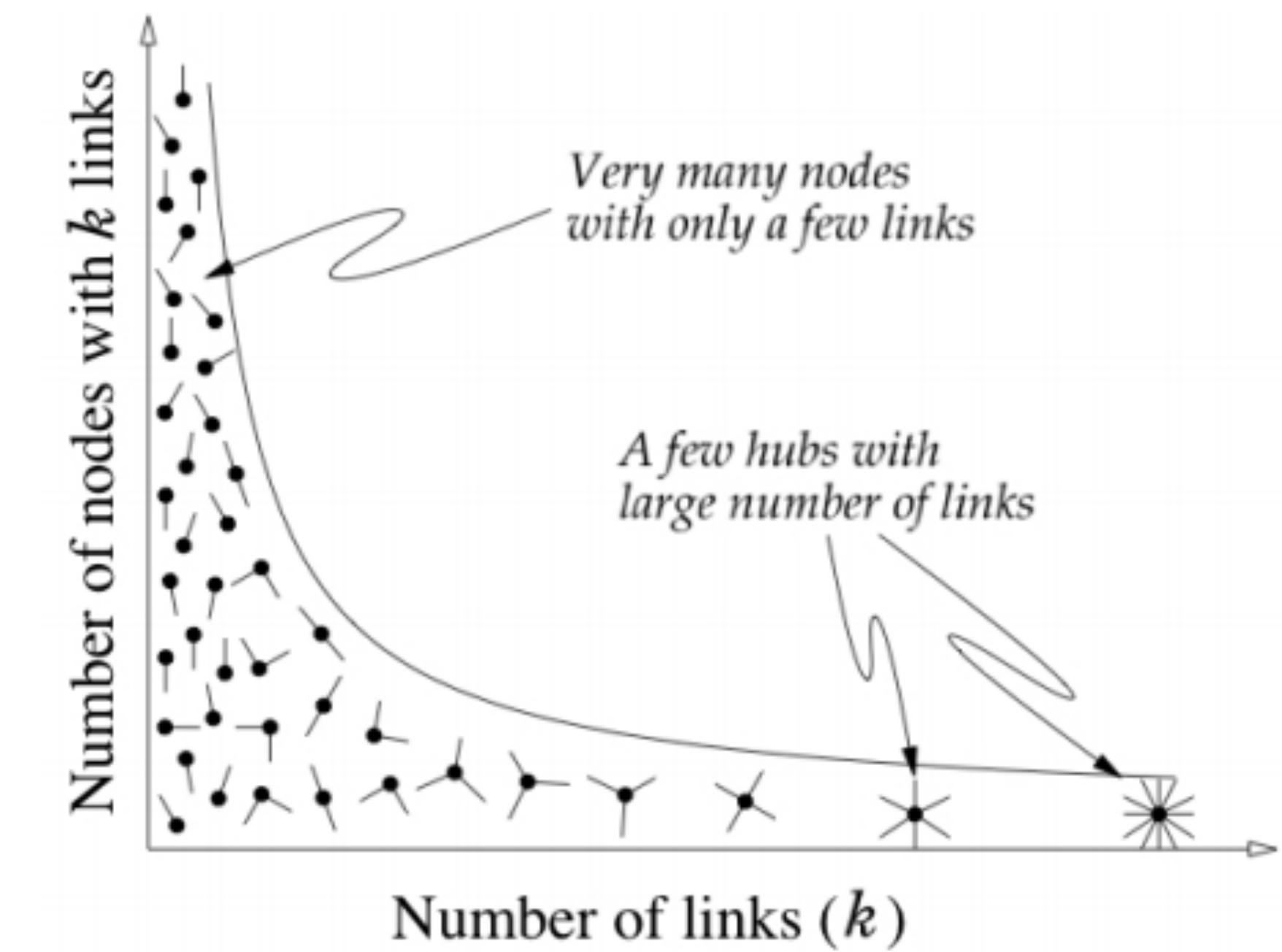
In many spatial networks the degree distribution is far less interesting

# Thin-tailed network



Streets

# Heavy-tailed network

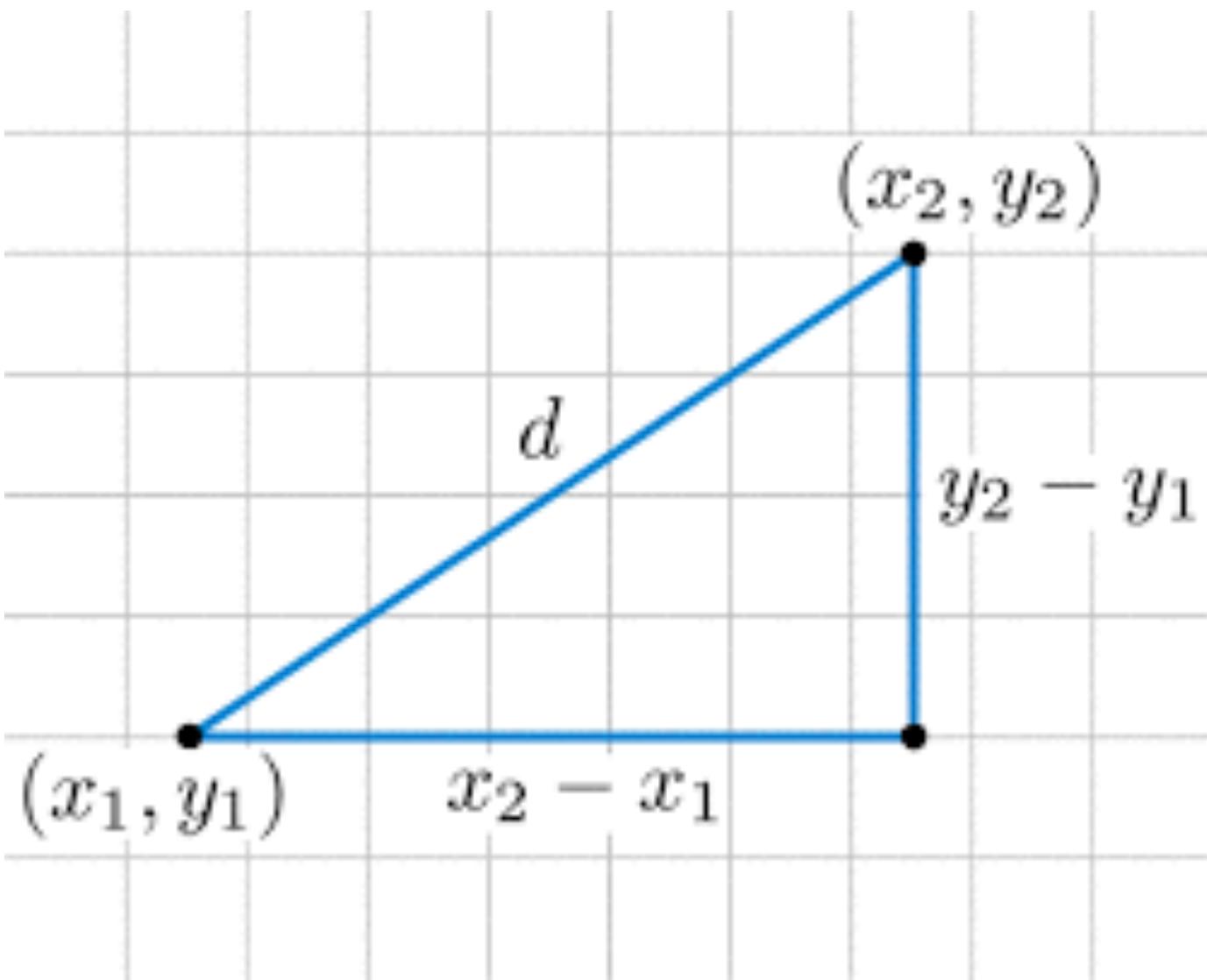


Airlines

A spatial network has nodes in a metric space

You can measure a distance between nodes

In practice: 2D-space with Euclidian distance



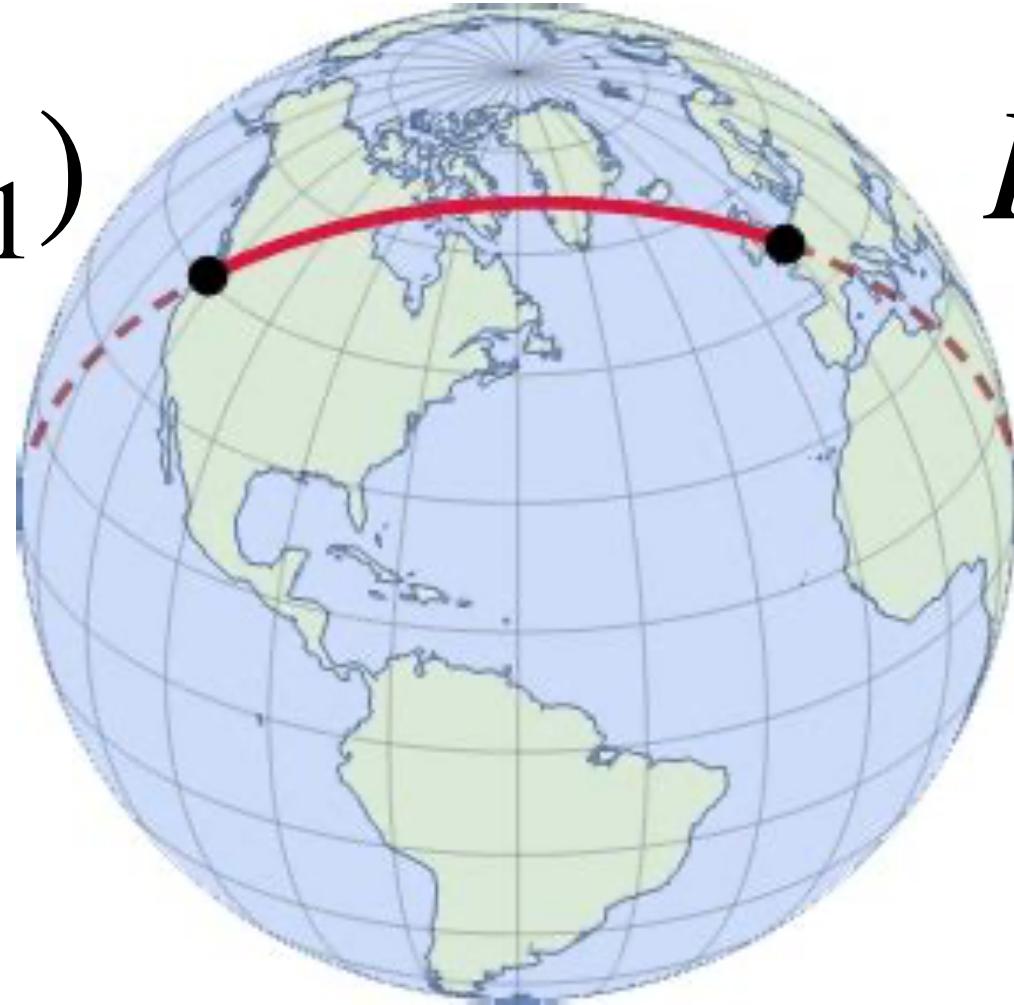
$$d(P_1, P_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

A spatial network has nodes in a metric space

You can measure a distance between nodes

For larger distances on a sphere use the Haversine distance

$$P_1 = (\varphi_1, \lambda_1)$$



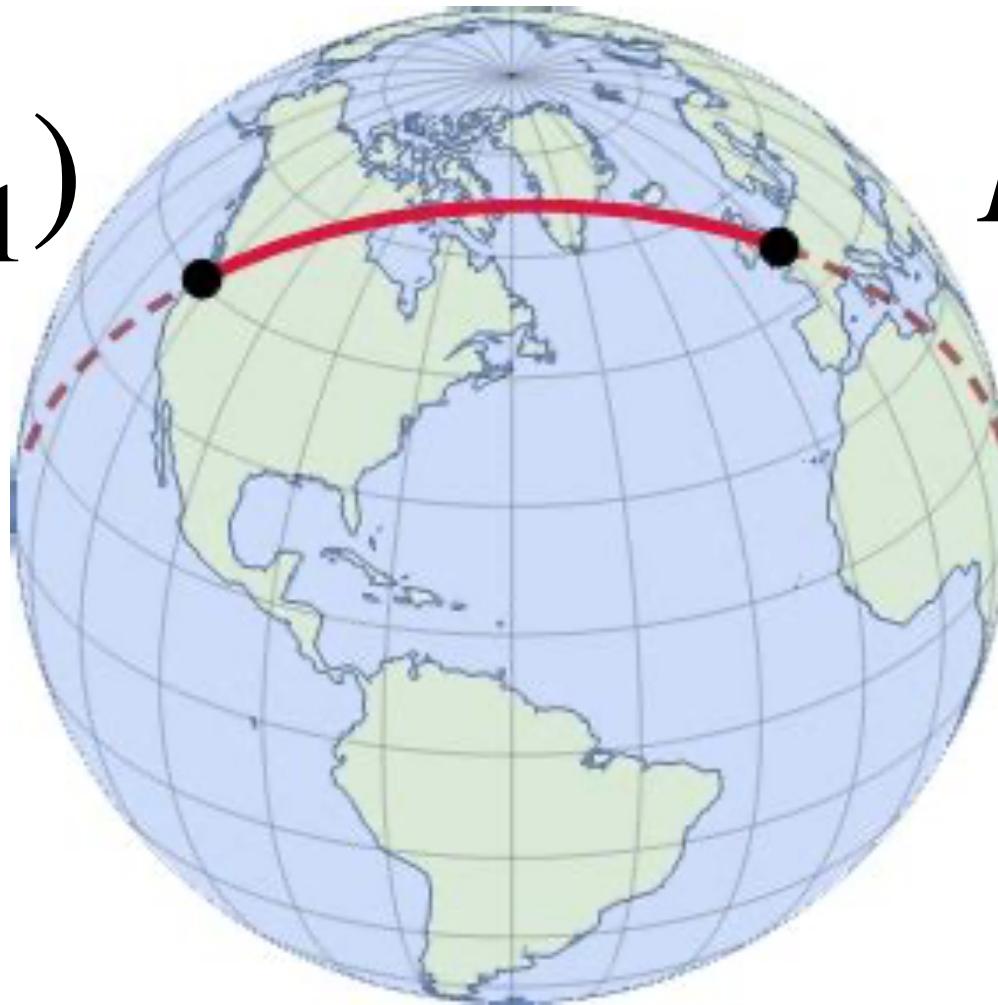
$$P_2 = (\varphi_2, \lambda_2)$$

A spatial network has nodes in a metric space

You can measure a distance between nodes

For larger distances on a sphere use the Haversine distance

$$P_1 = (\varphi_1, \lambda_1) \quad P_2 = (\varphi_2, \lambda_2)$$



$$d = 2r \arcsin \left( \sqrt{\sin^2 \left( \frac{\varphi_2 - \varphi_1}{2} \right) + \cos \varphi_1 \cdot \cos \varphi_2 \cdot \sin^2 \left( \frac{\lambda_2 - \lambda_1}{2} \right)} \right)$$

# Planarity

Three utilities problem: Can you link each house to each utility?



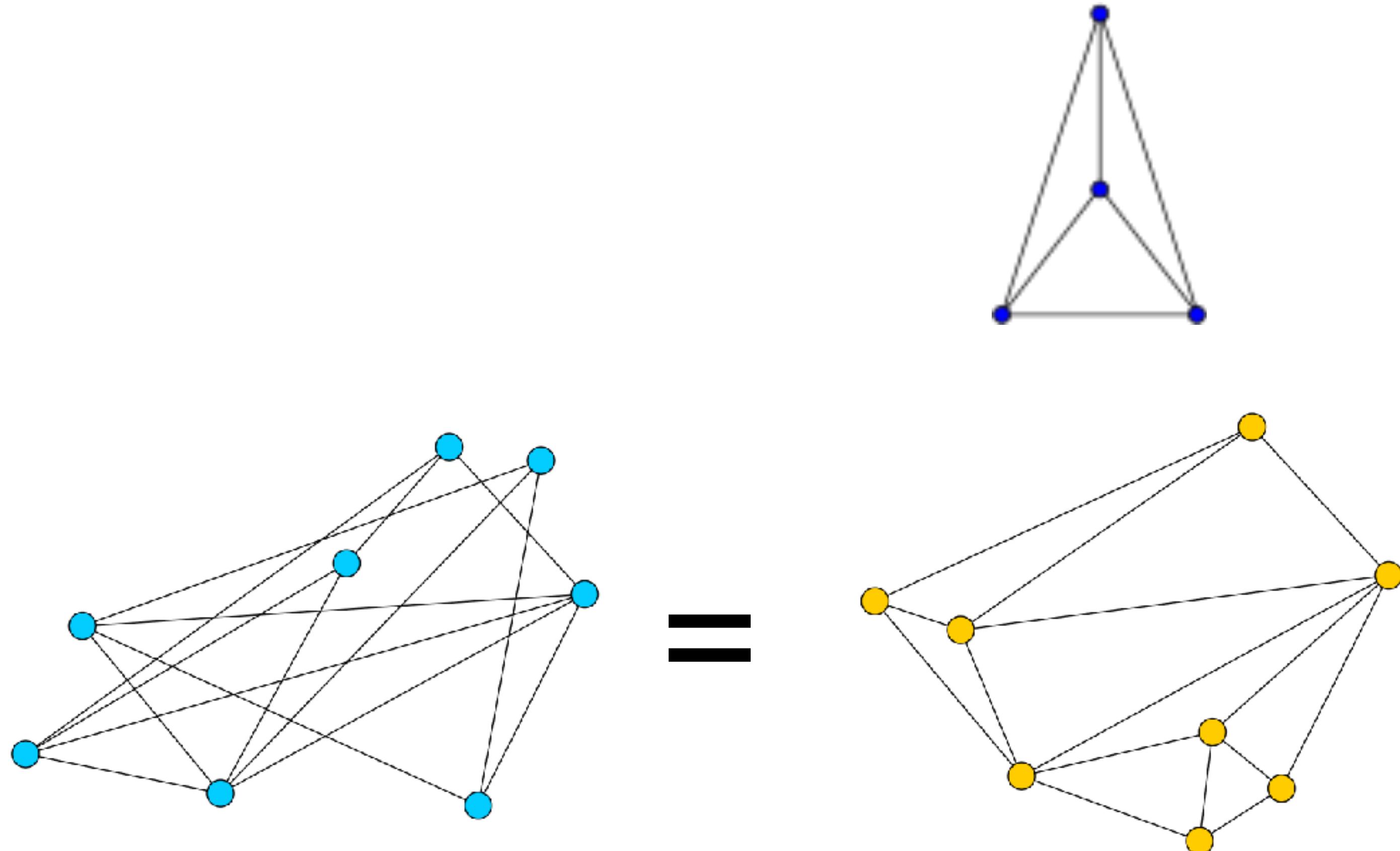
Three utilities problem: Can you link each house to each utility?



100+ years old, was solved in 1930 by Kuratowski: No

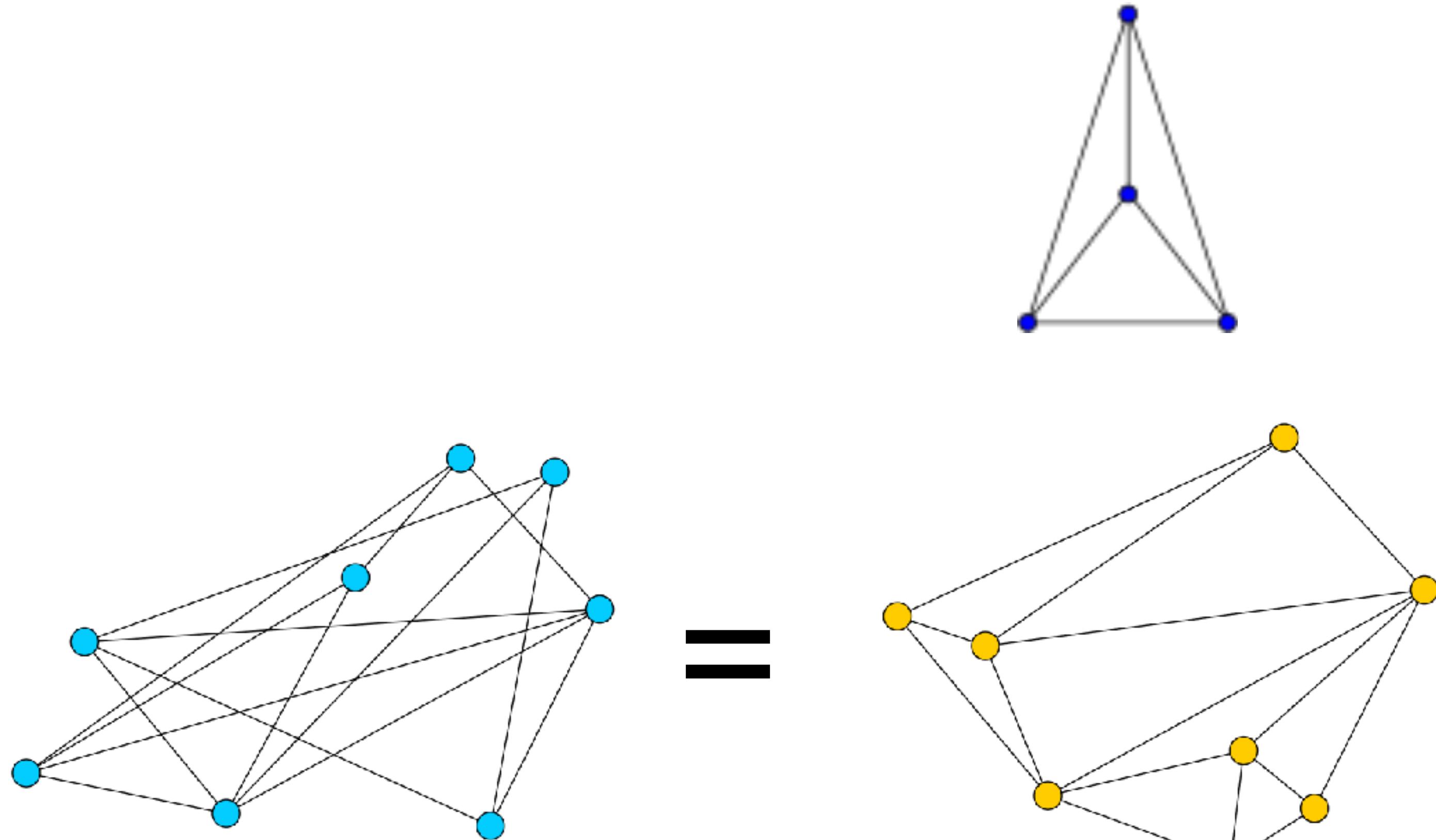
# A graph is **planar** if it can be embedded in the plane

Planar: You can move the nodes around until no links cross



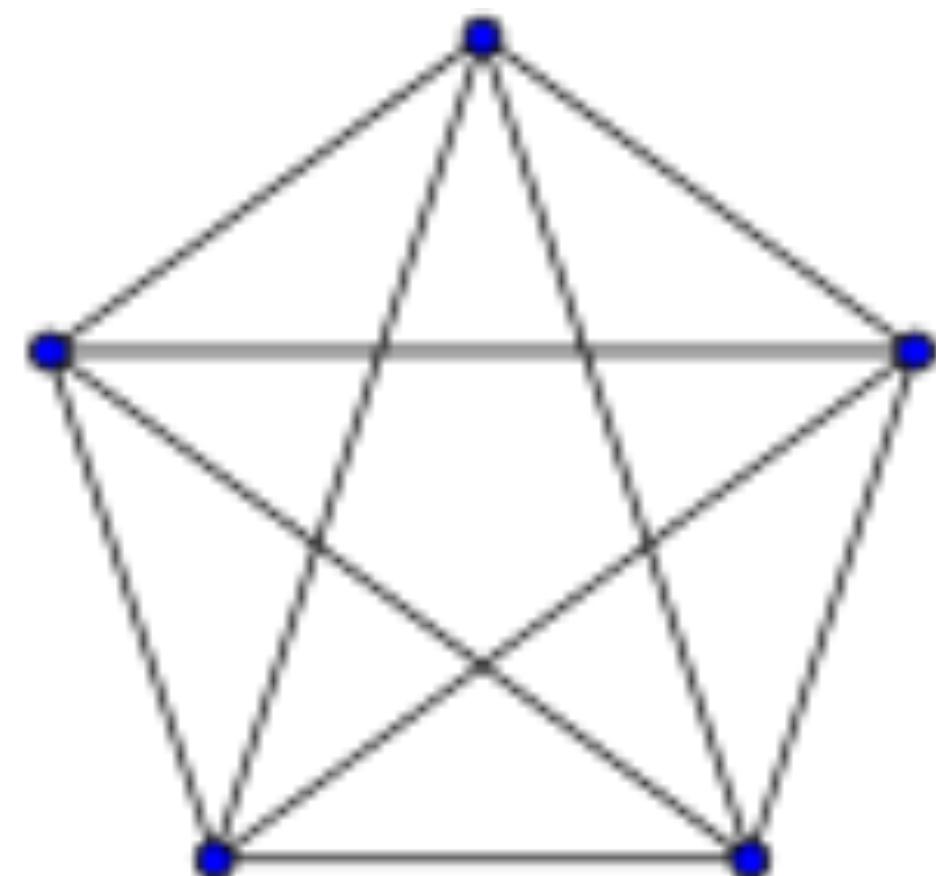
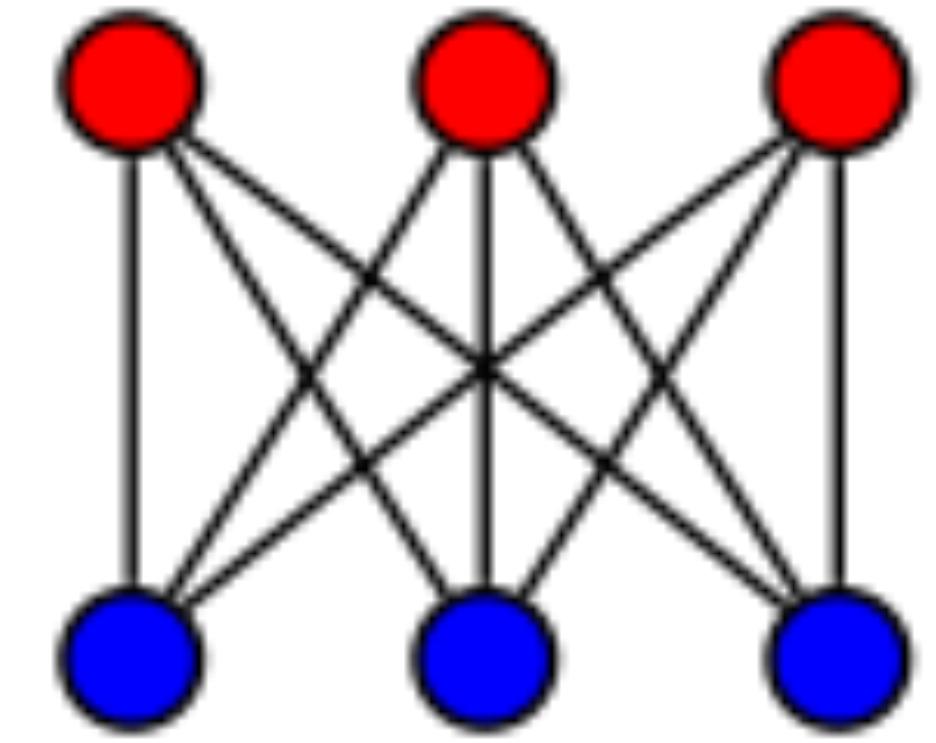
# A graph is **planar** if it can be embedded in the plane

Planar: You can move the nodes around until no links cross



Not planar: you can't

Utility graph

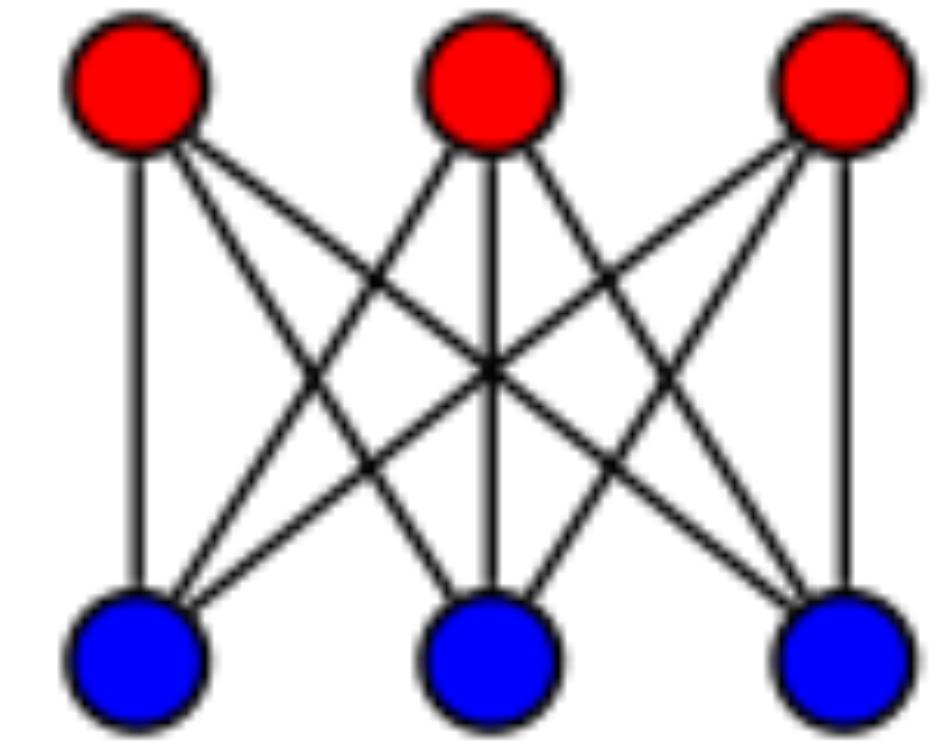


# Kuratowski's theorem gives an easy way to check planarity

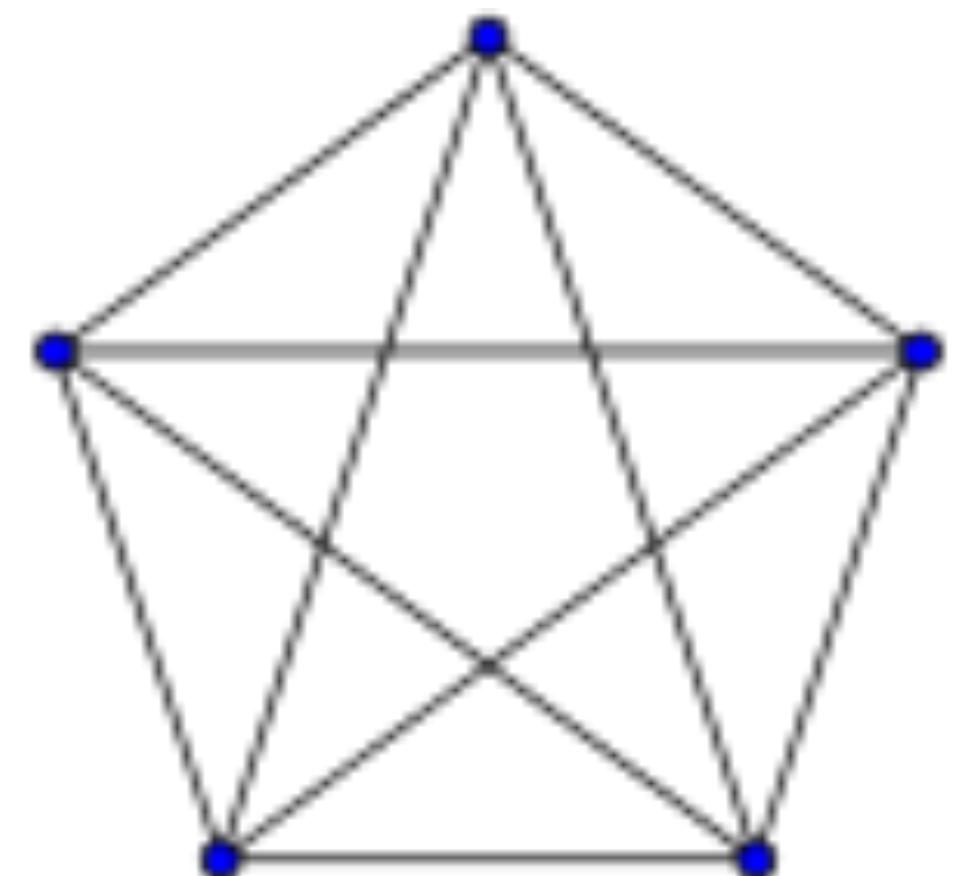
## Kuratowski's theorem

A graph is planar if and only if it does not contain (a subgraph that is a subdivision of)  $K_5$  or  $K_{3,3}$

$K_{3,3}$



$K_5$



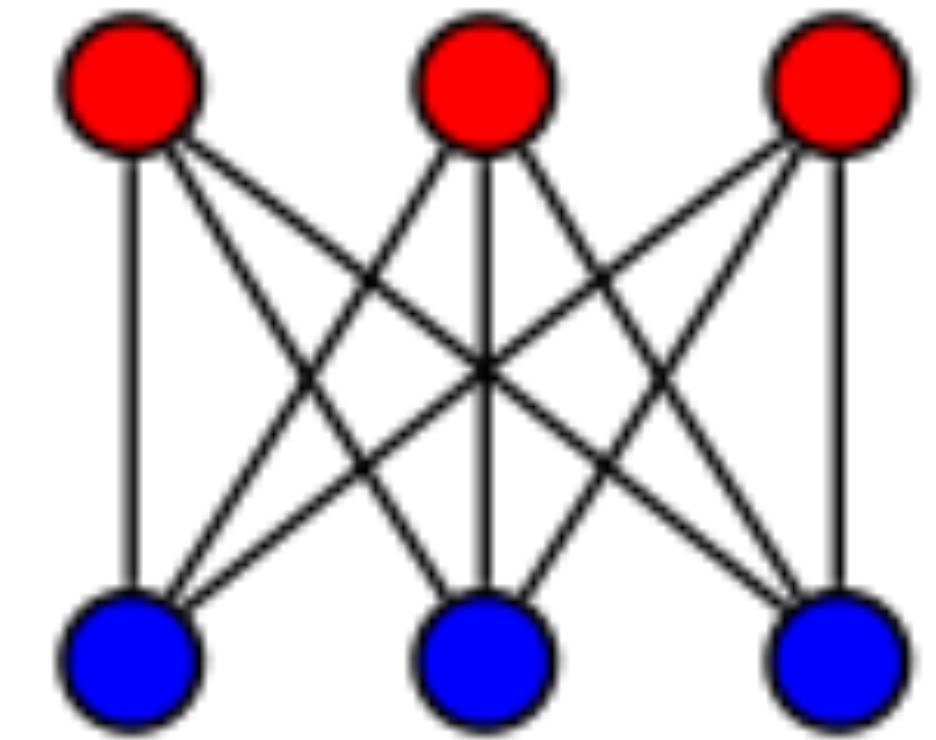
# Kuratowski's theorem gives an easy way to check planarity

## Kuratowski's theorem

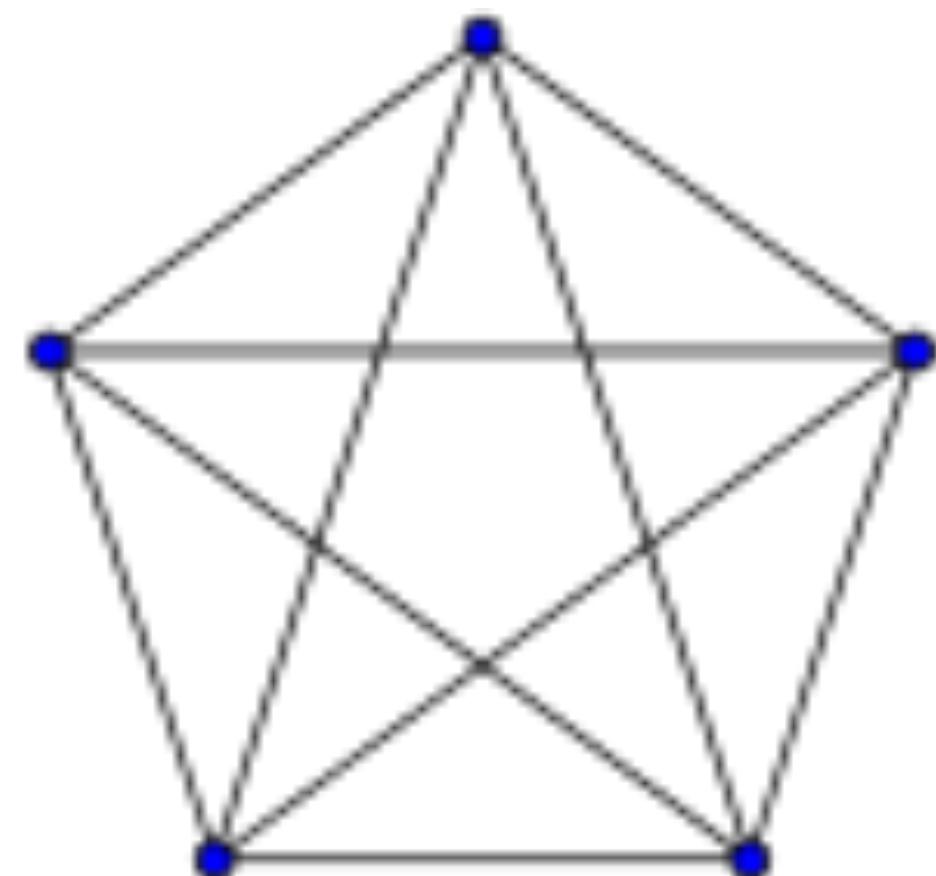
A graph is planar if and only if it does not contain (a subgraph that is a subdivision of)  $K_5$  or  $K_{3,3}$

Allows testing planarity in linear time.

$$K_{3,3}$$

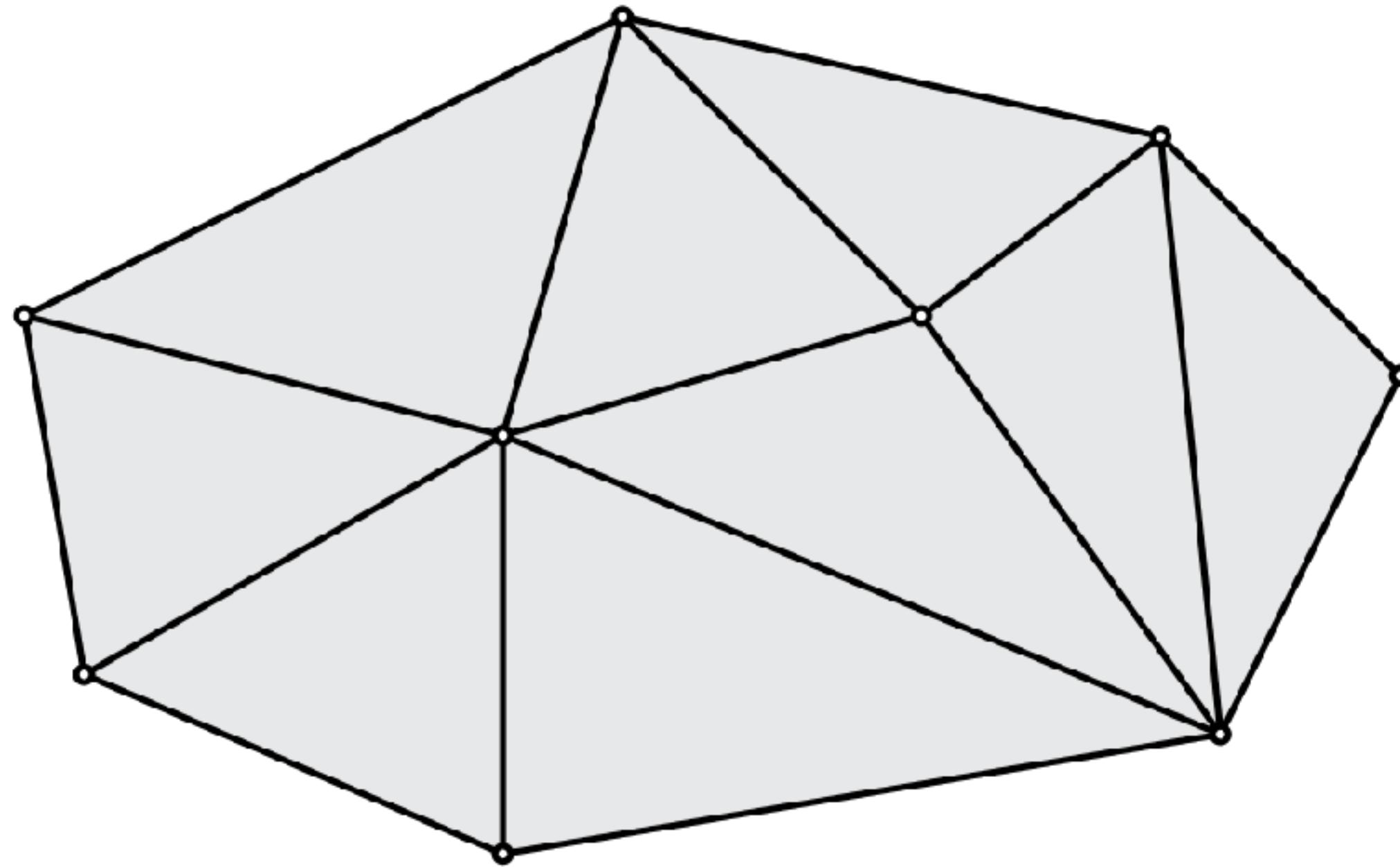


$$K_5$$



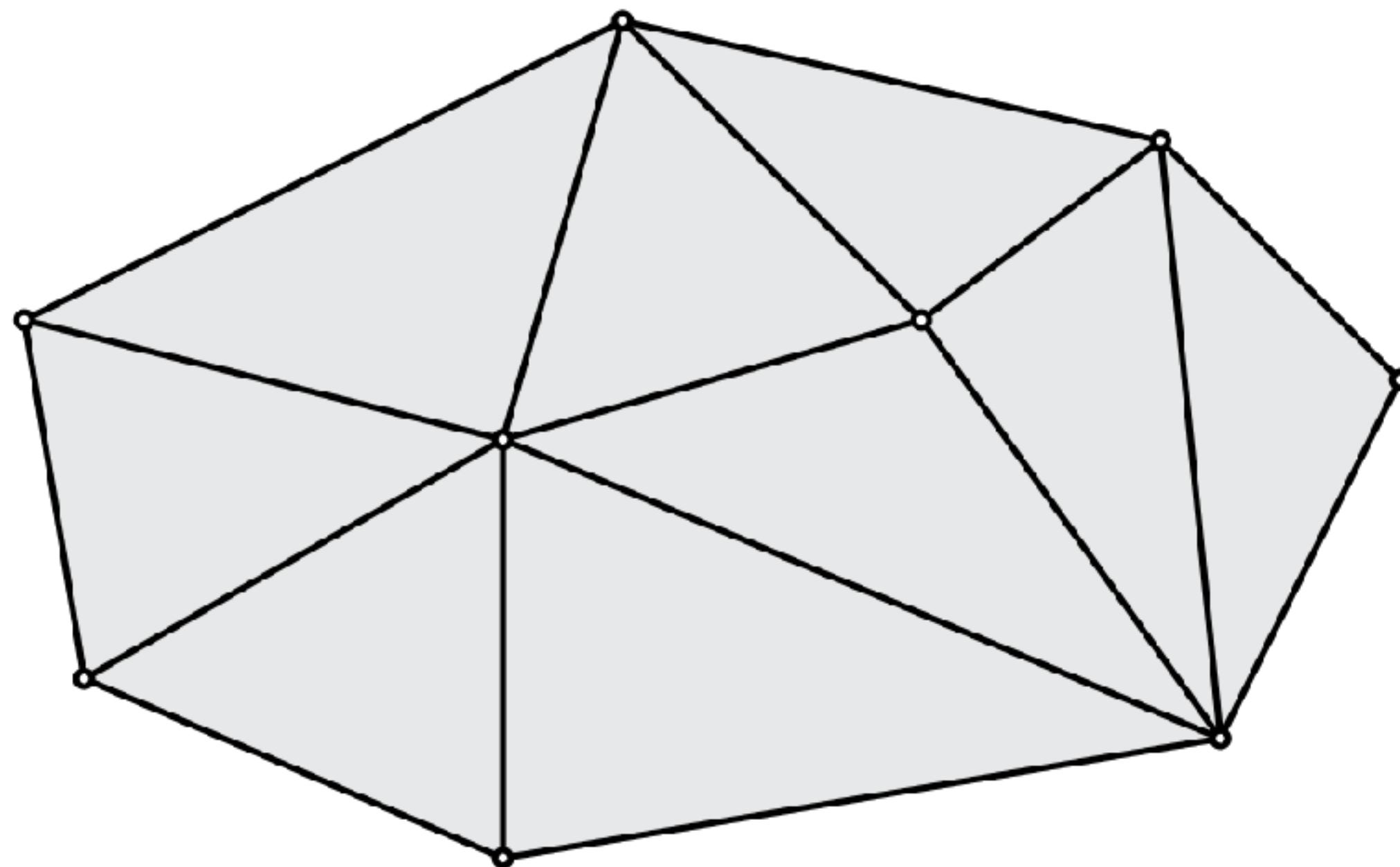
# Optimal networks

A **triangulation** of 2D points is a maximal set of non-crossing edges

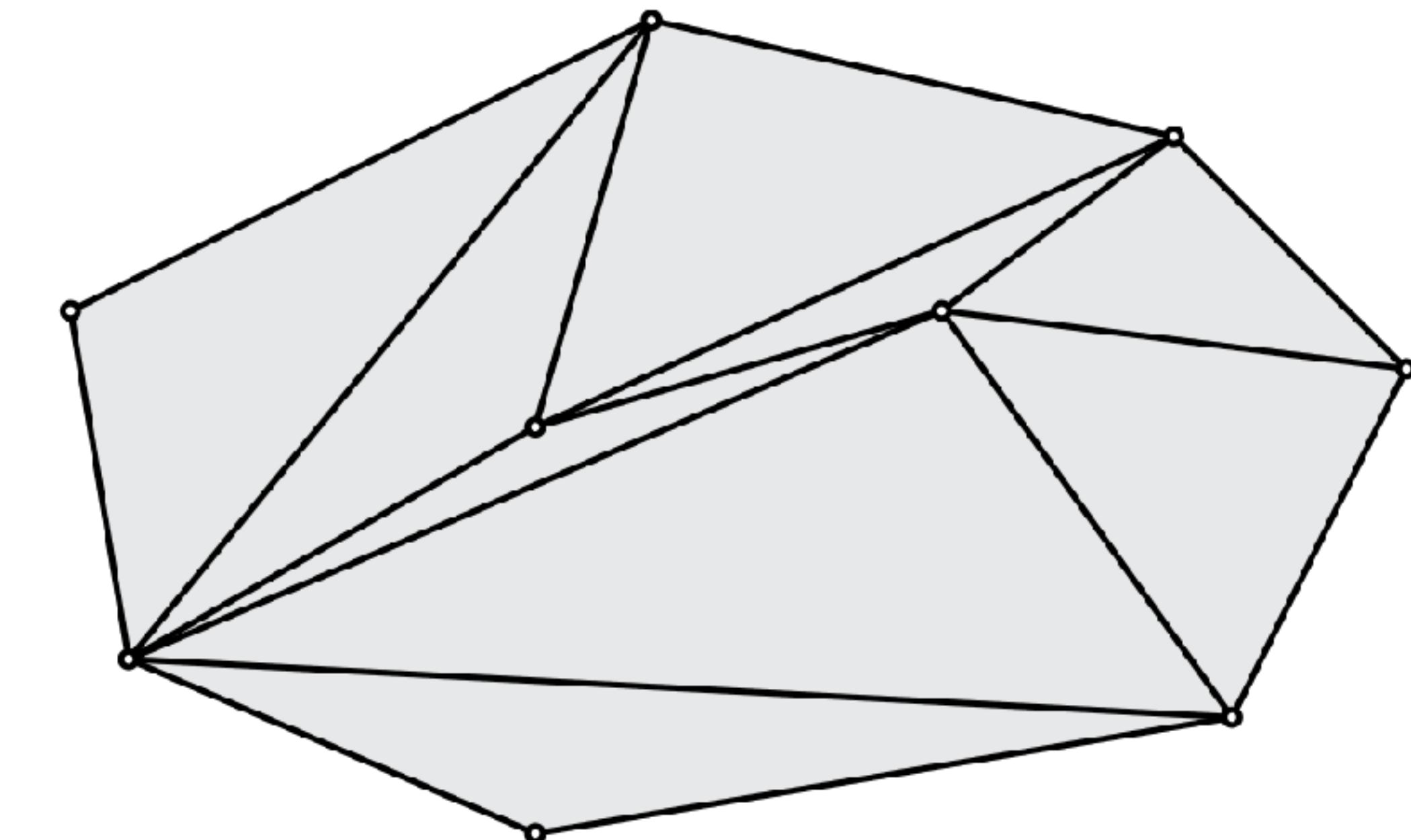


It is planar

A **triangulation** of 2D points is a maximal set of non-crossing edges



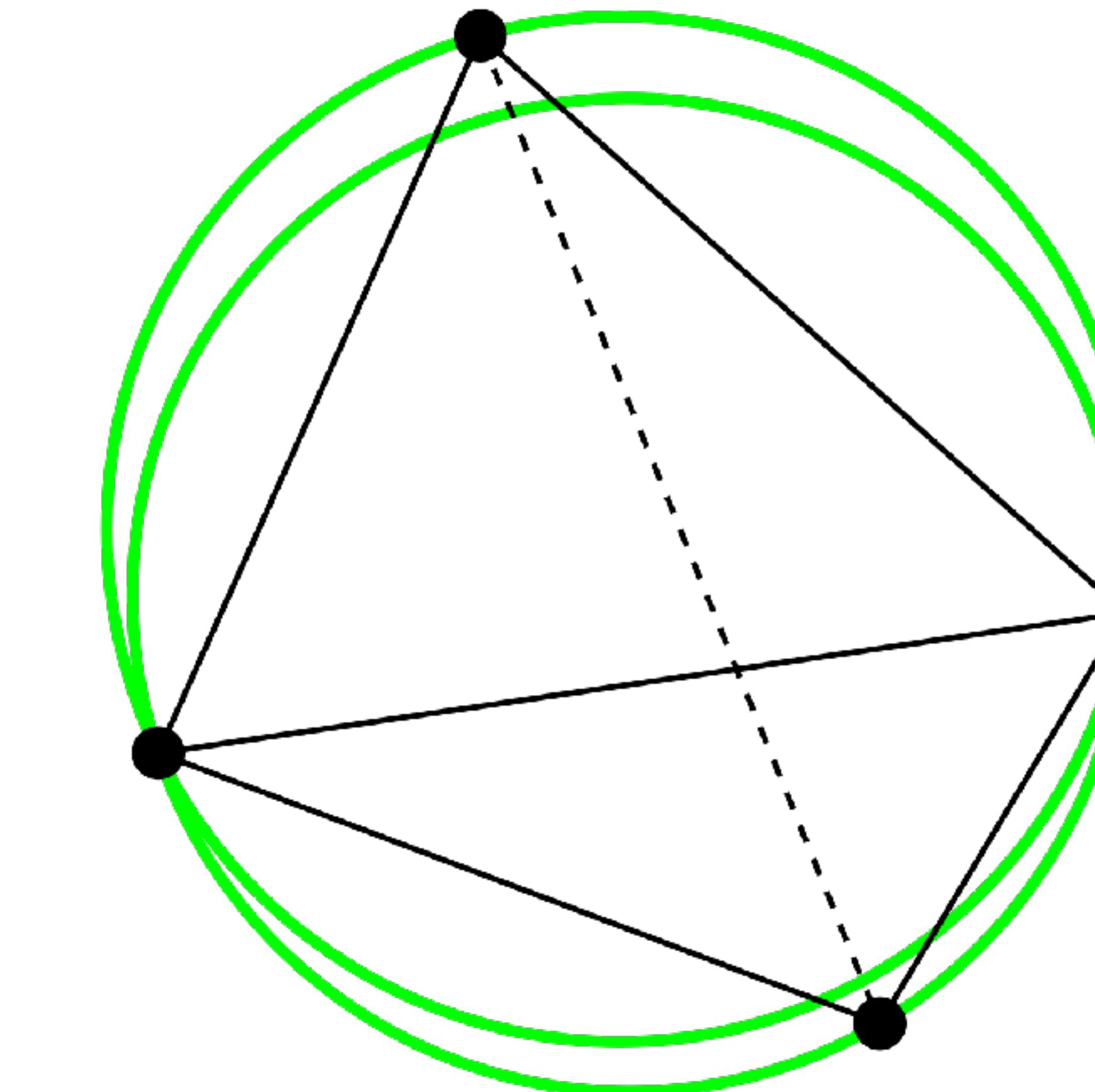
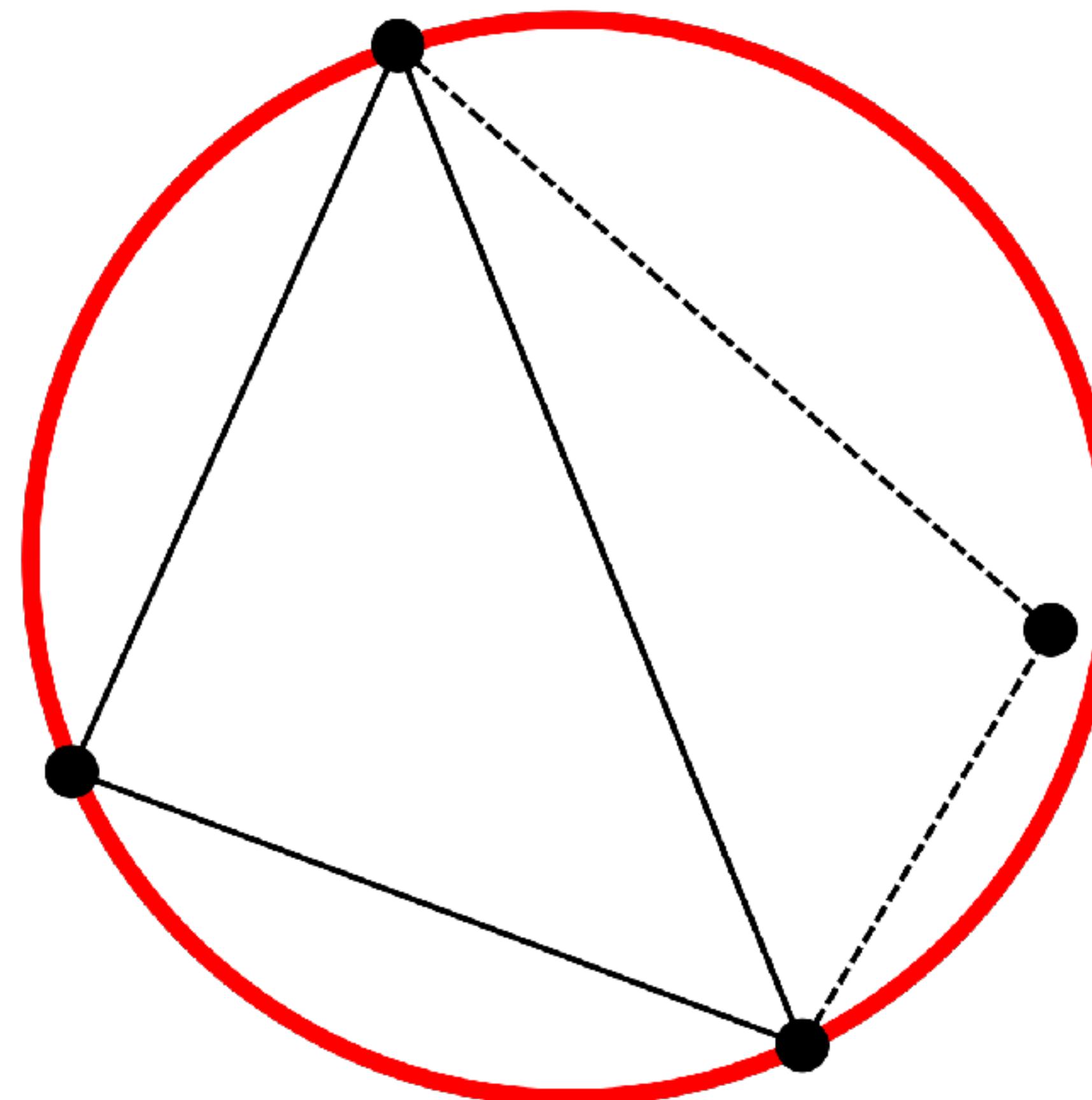
It is planar



It is not unique

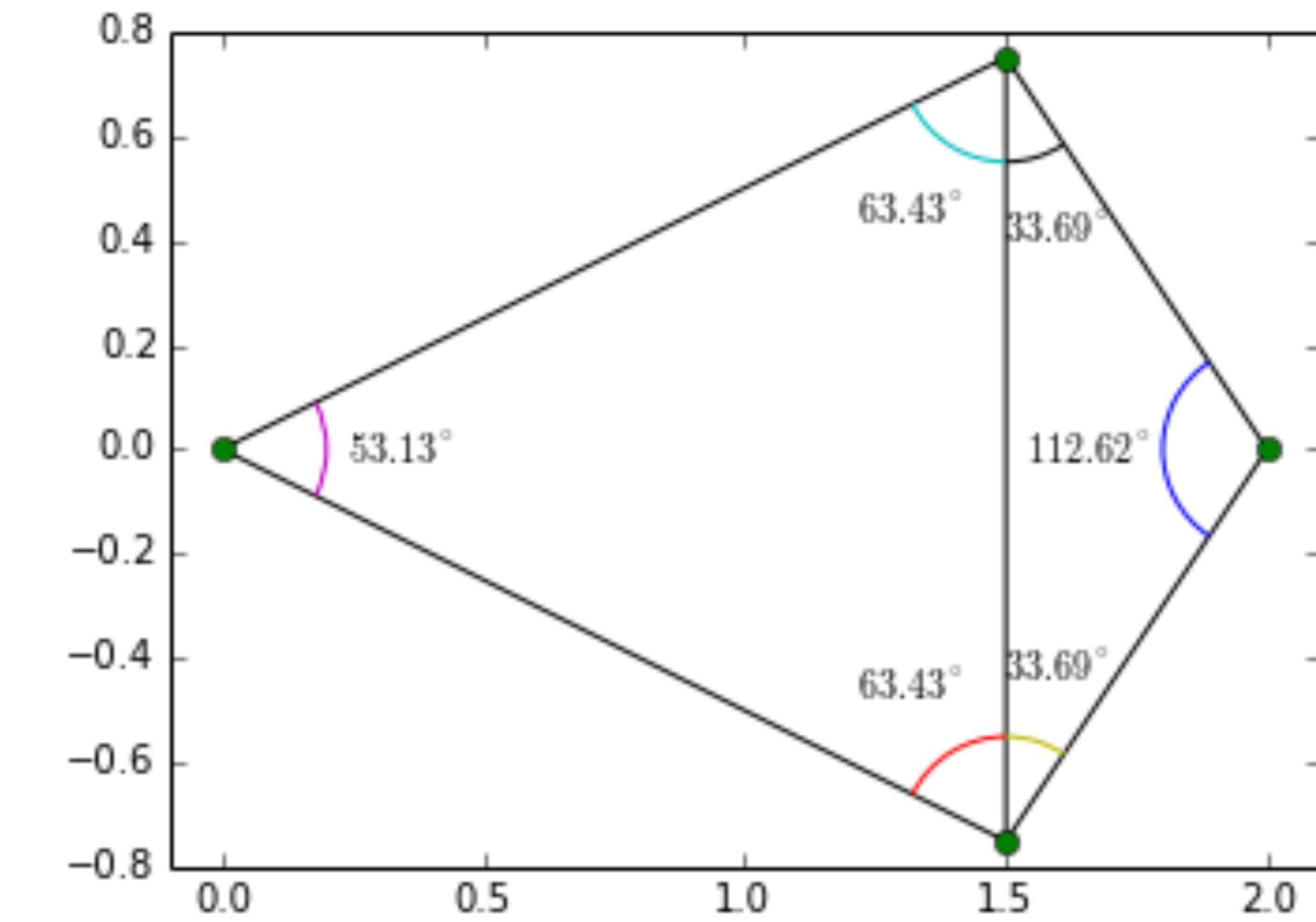
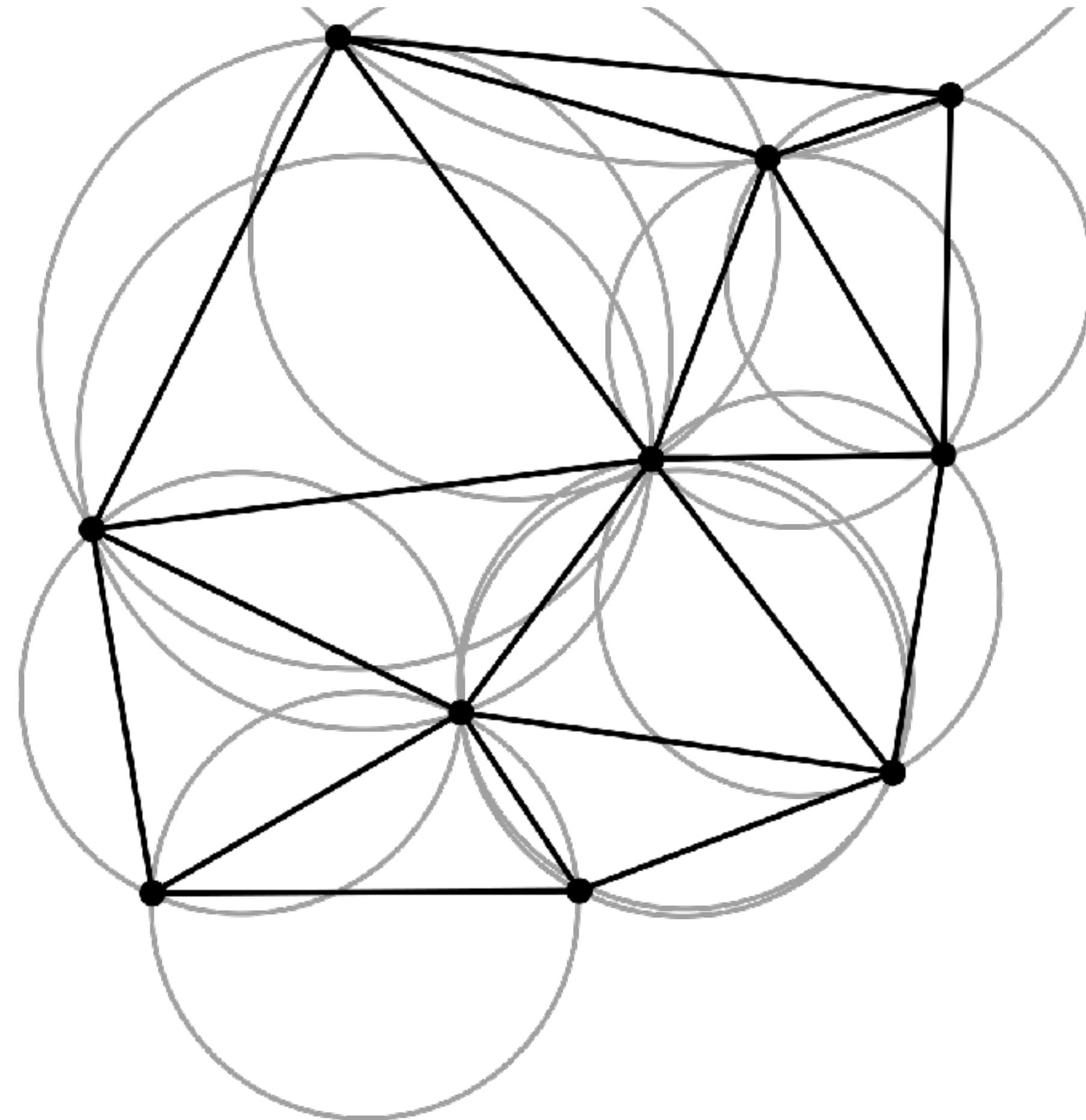
A Delaunay triangulation maximizes the minimum of all angles

No point can be inside the circumcircle of any triangle

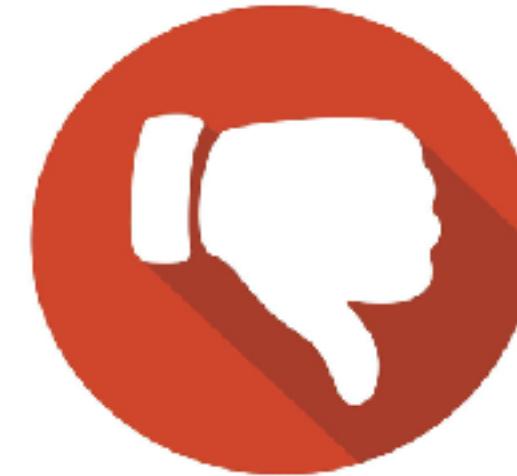
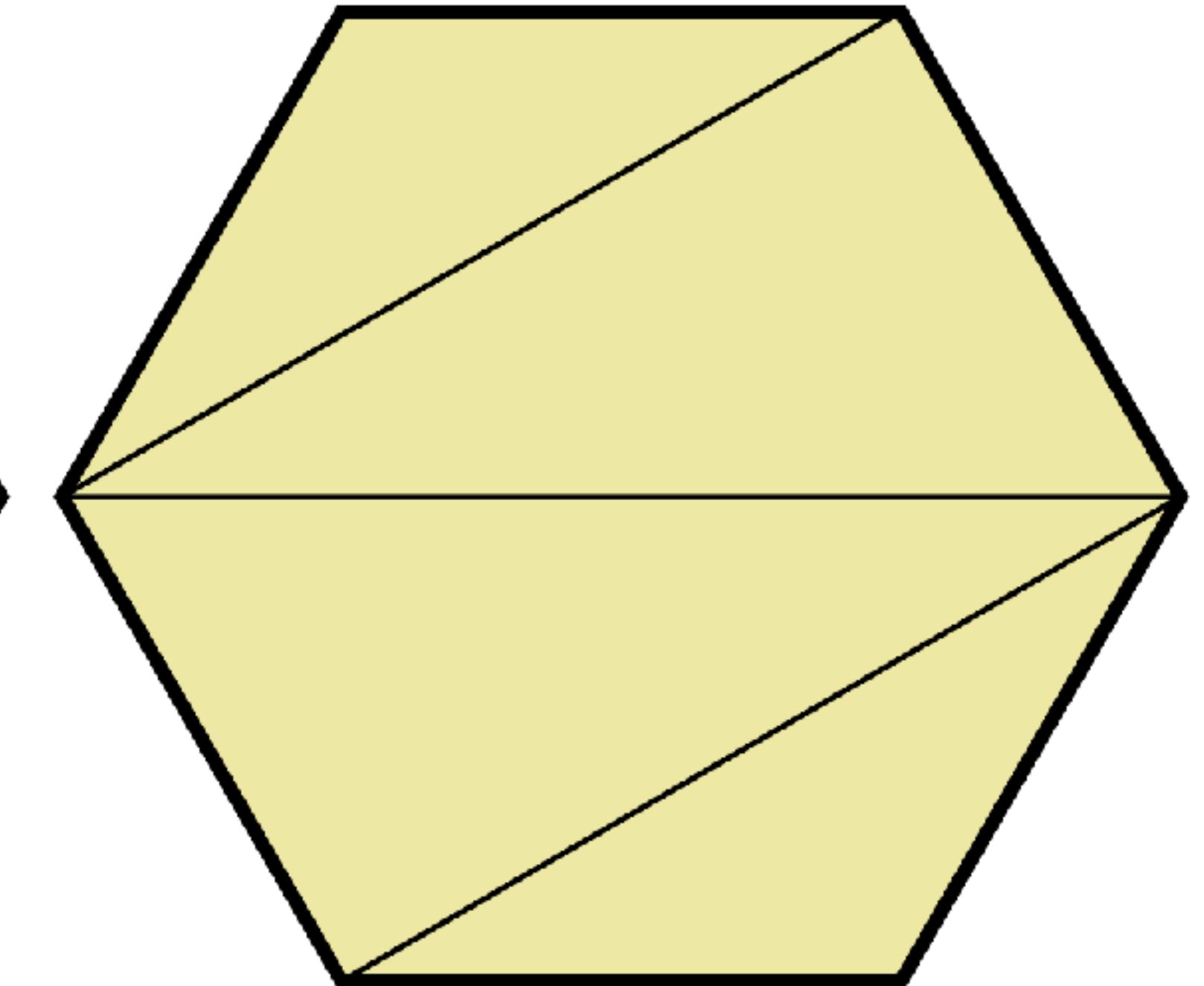
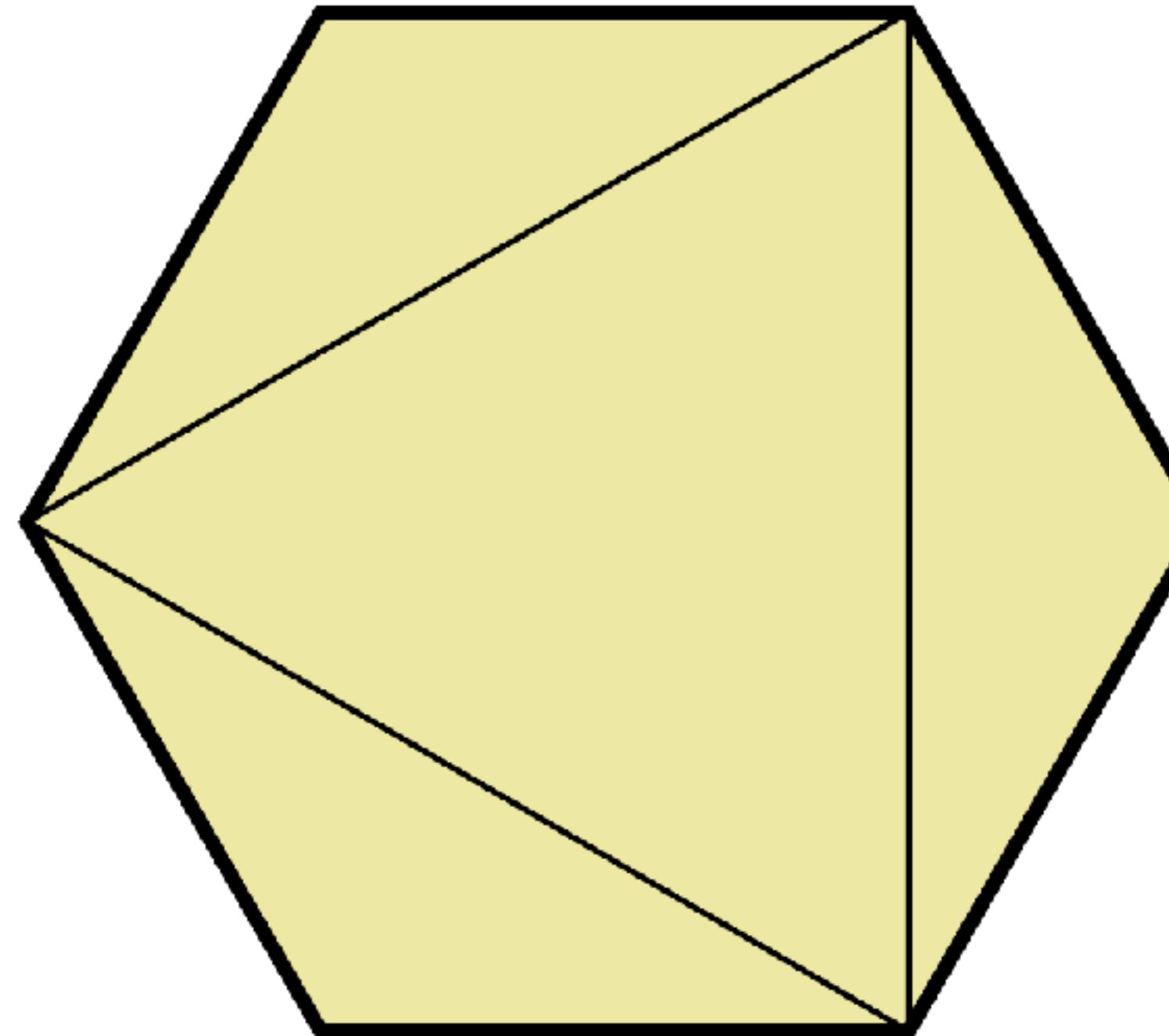
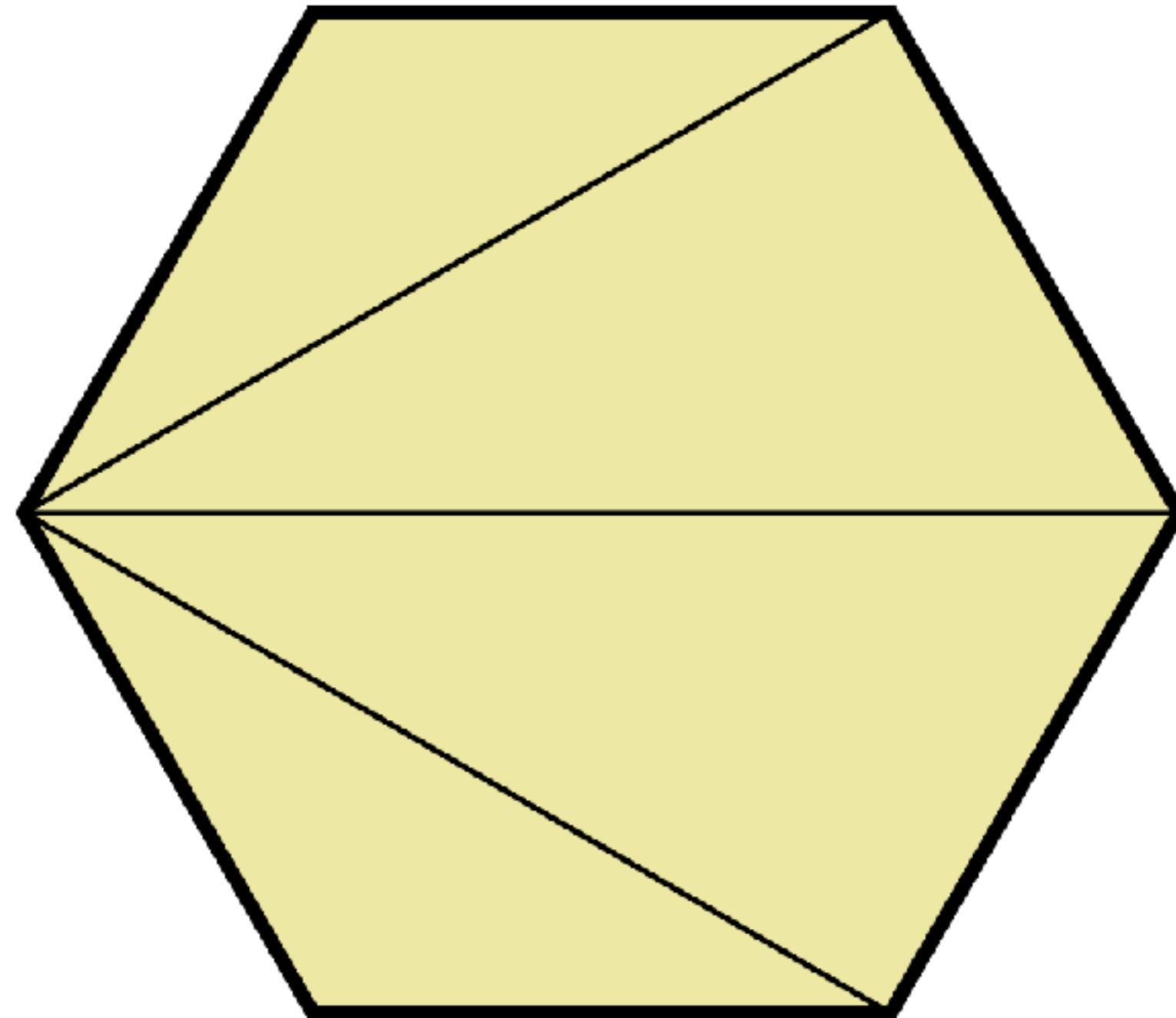


A Delaunay triangulation maximizes the minimum of all angles

No point can be inside the circumcircle of any triangle



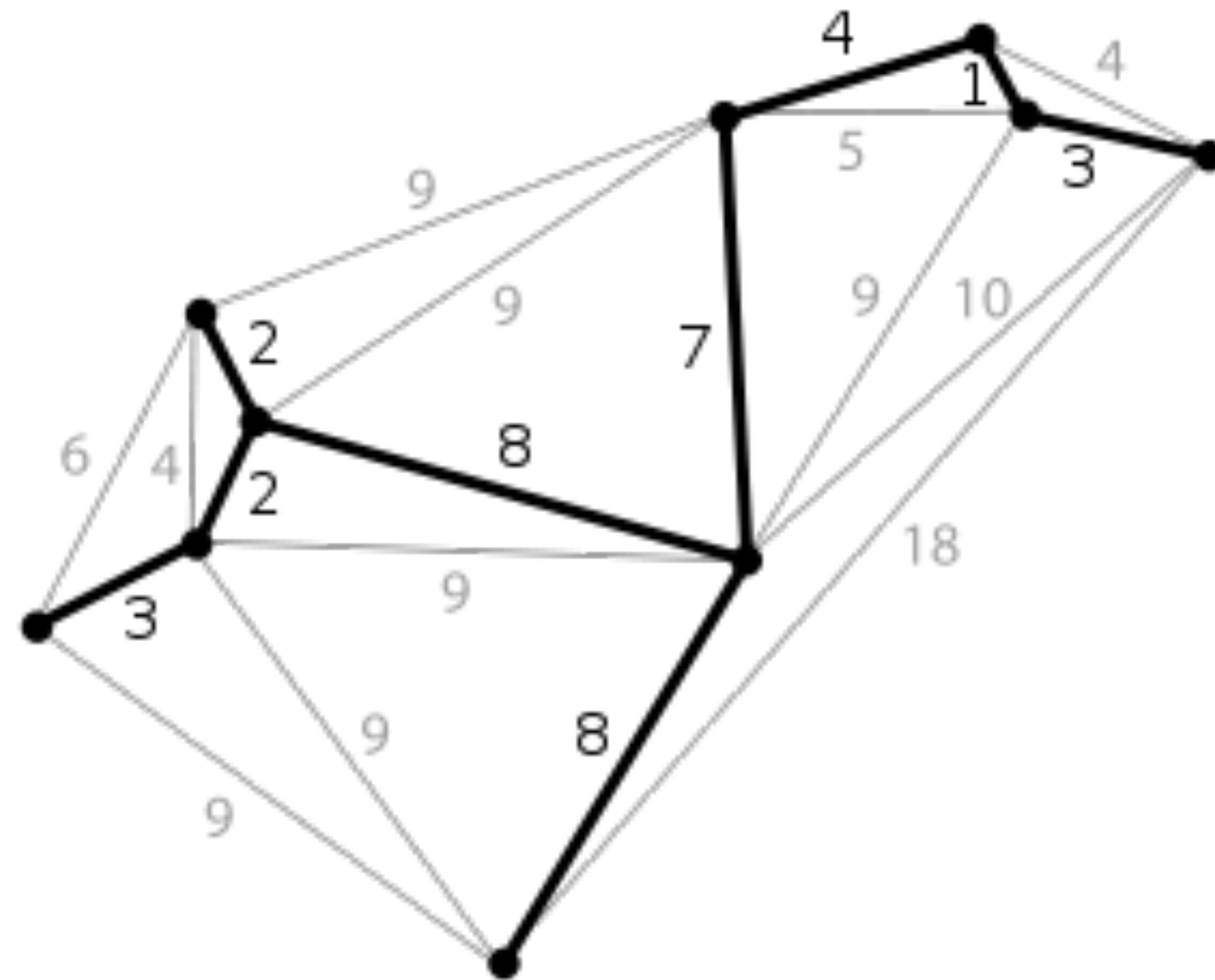
A minimum weight triangulation minimizes sum of edge lengths



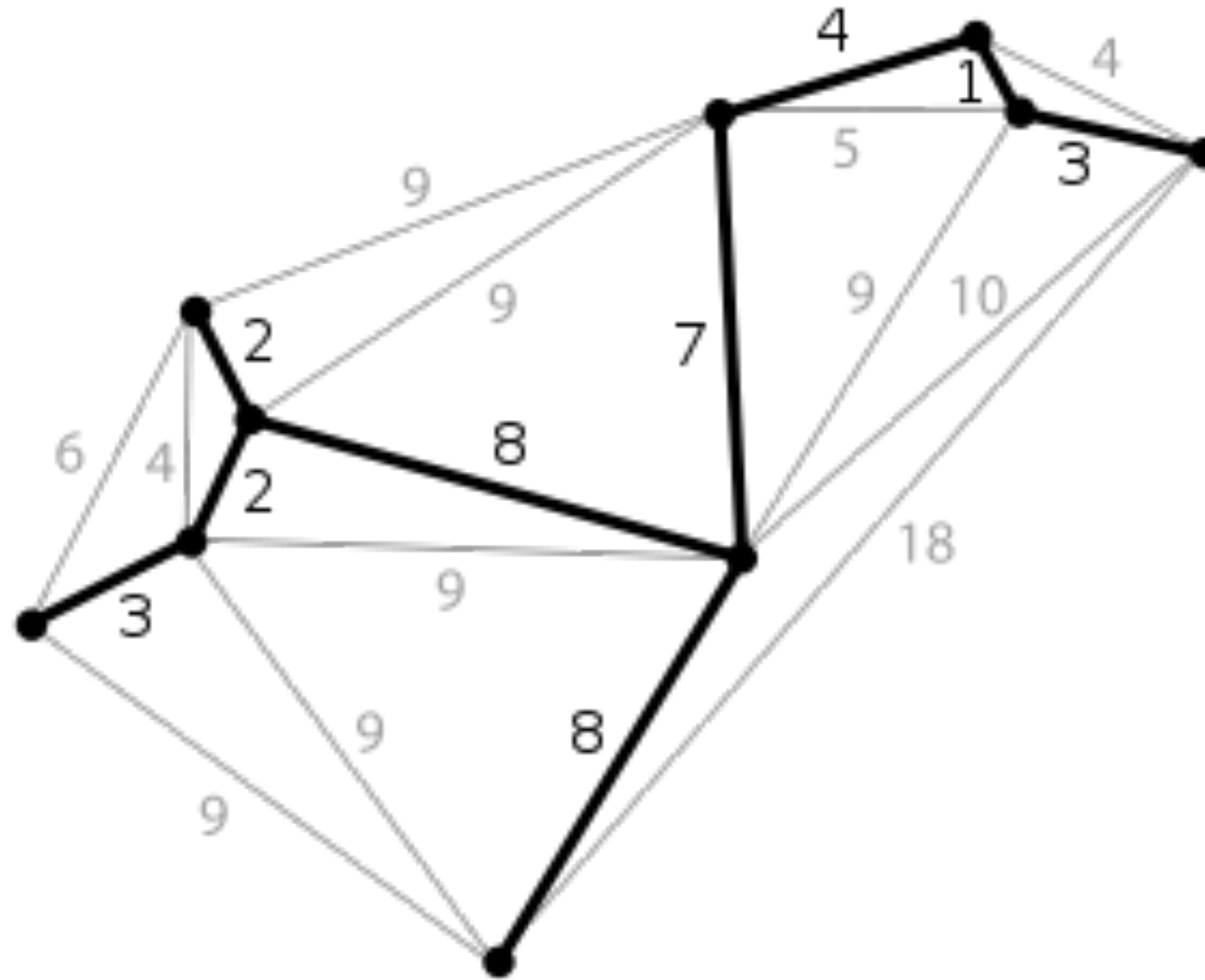
# Many other triangulations exist

		minimize	maximize
minimum	angle		$O(n \log n)$ (Delaunay triangulation)
maximum		$O(n^2 \log n)$ [8] [9]	
minimum	area	$O(n^2)$ [10]	$O(n^2 \log n)$ [11]
maximum		$O(n^2 \log n)$ [11]	
maximum	degree	NP-complete for degree of 7 [12]	
maximum	eccentricity	$O(n^3)$ [9]	
minimum	edge length	$O(n \log n)$ (Closest pair of points problem)	NP-complete [13]
maximum		$O(n^2)$ [14]	$O(n \log n)$ (using the Convex hull)
sum of		NP-hard (Minimum-weight triangulation)	
minimum	height		$O(n^2 \log n)$ [9]
maximum	slope	$O(n^3)$ [9]	

Given a connected, undirected, weighted graph, a **spanning tree** of the graph is a subgraph that is a tree and connects all the nodes.



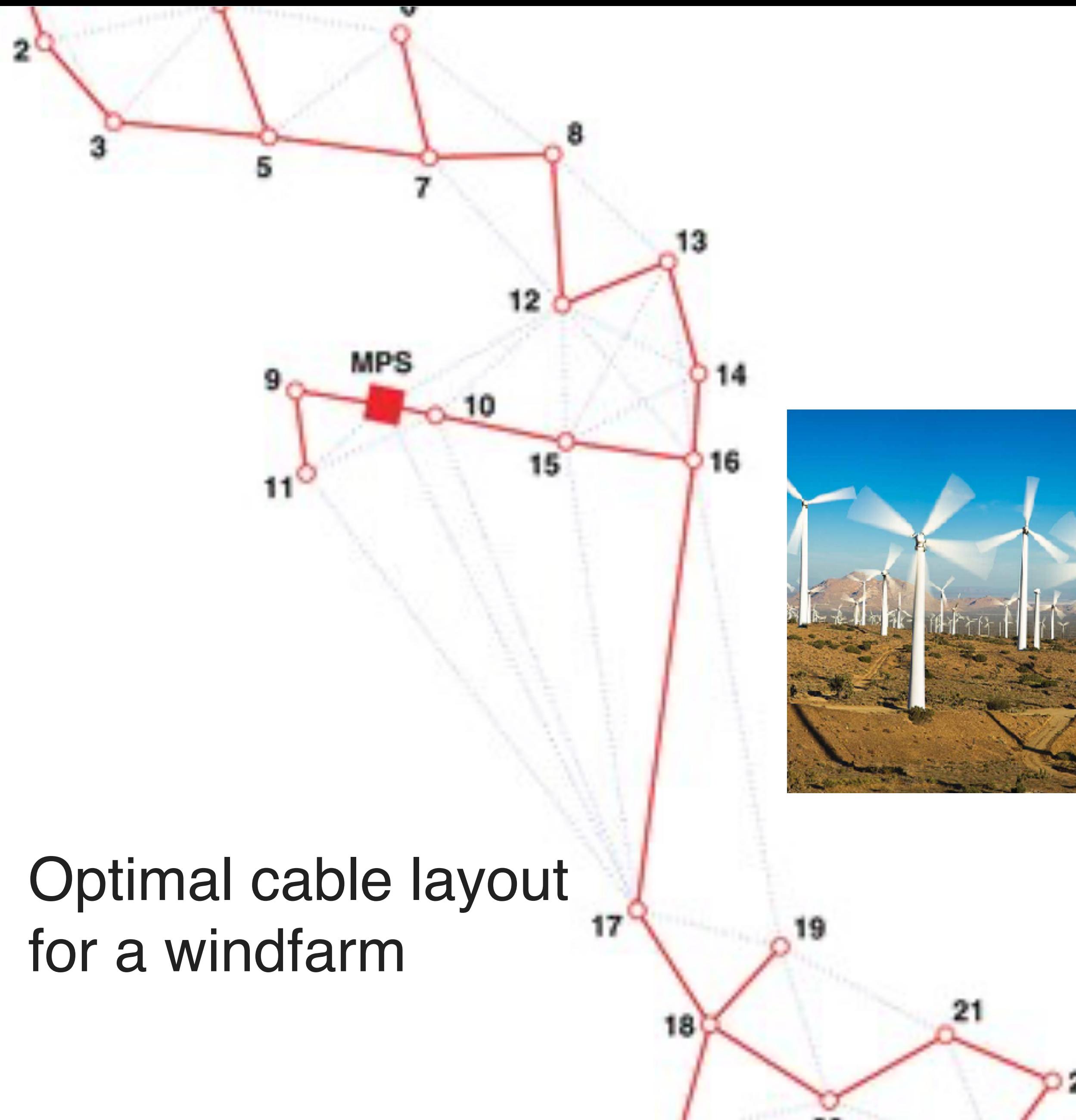
# The MST is a subgraph that connects all nodes optimally



Given a connected, undirected, weighted graph, a **spanning tree** of the graph is a subgraph that is a tree and connects all the nodes.

A **minimum spanning tree (MST)** is a spanning tree such that the sum of its link lengths is smaller than or equal to the sum of the link lengths of any other spanning tree.

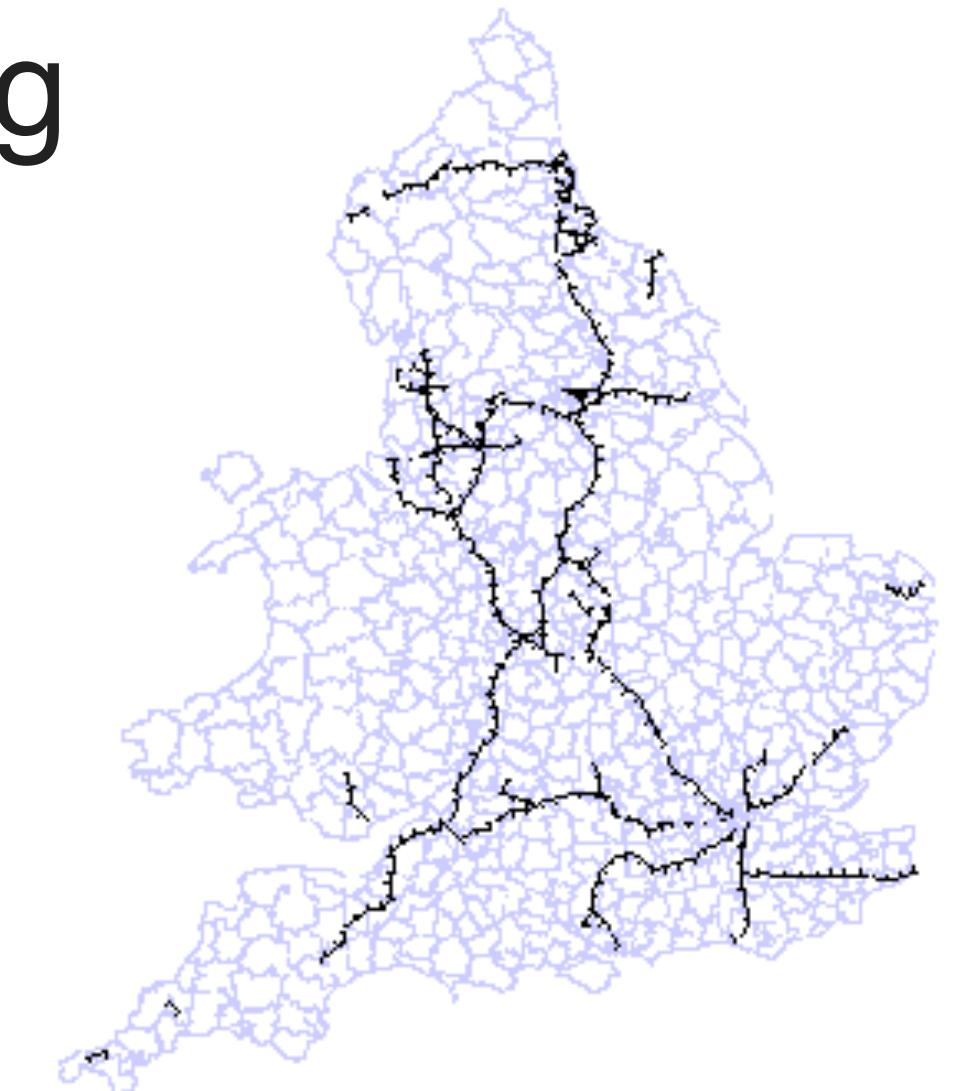
# The MST has many applications for spatial networks



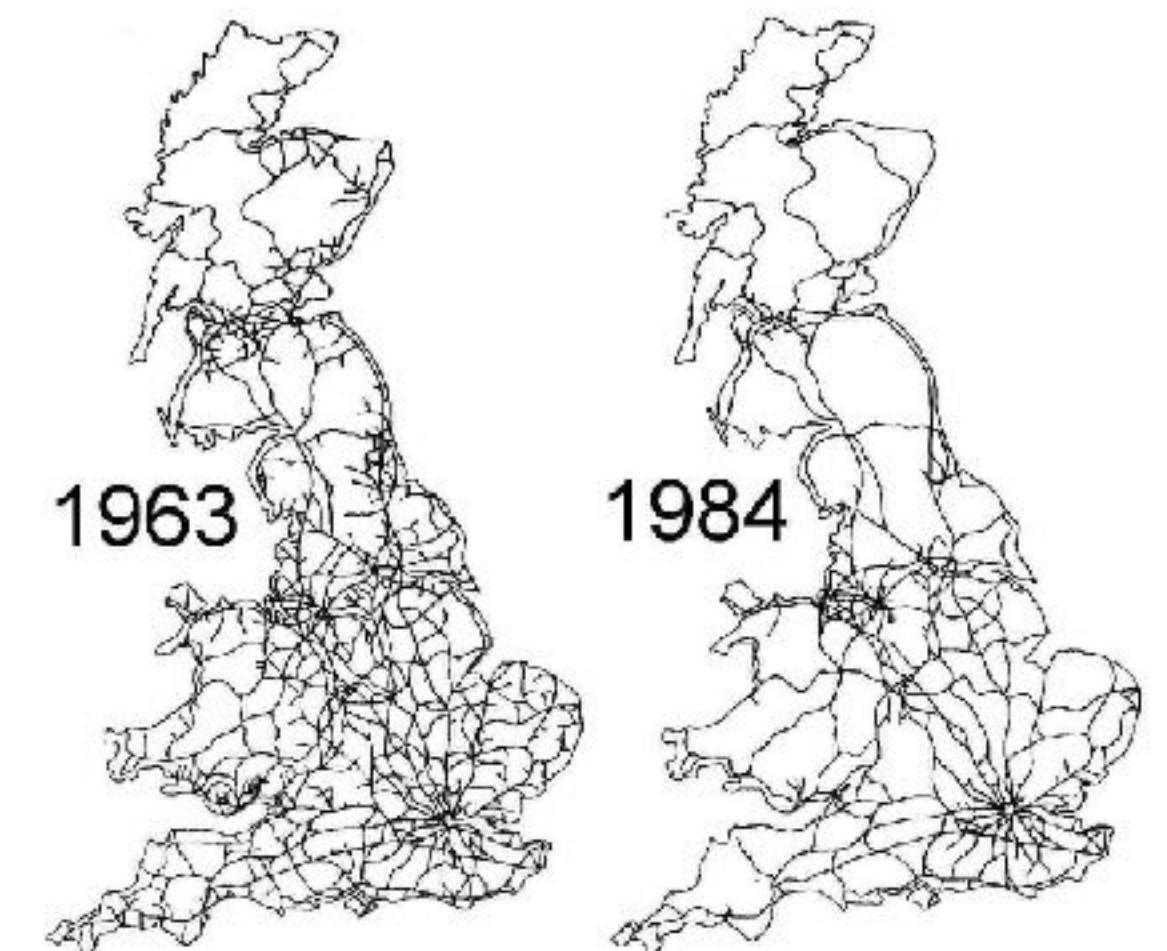
Optimal cable layout  
for a windfarm



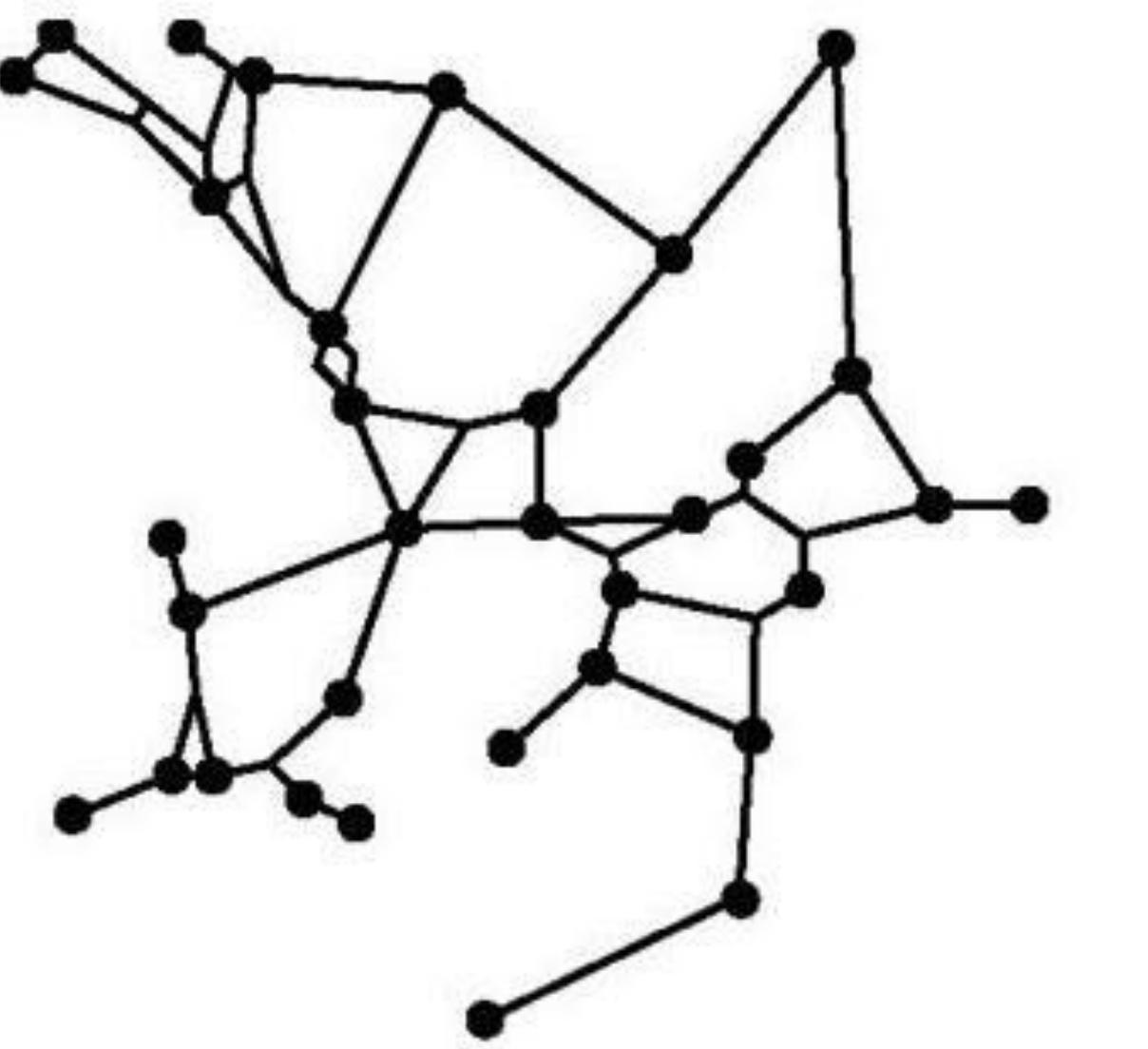
Railroad network  
planning



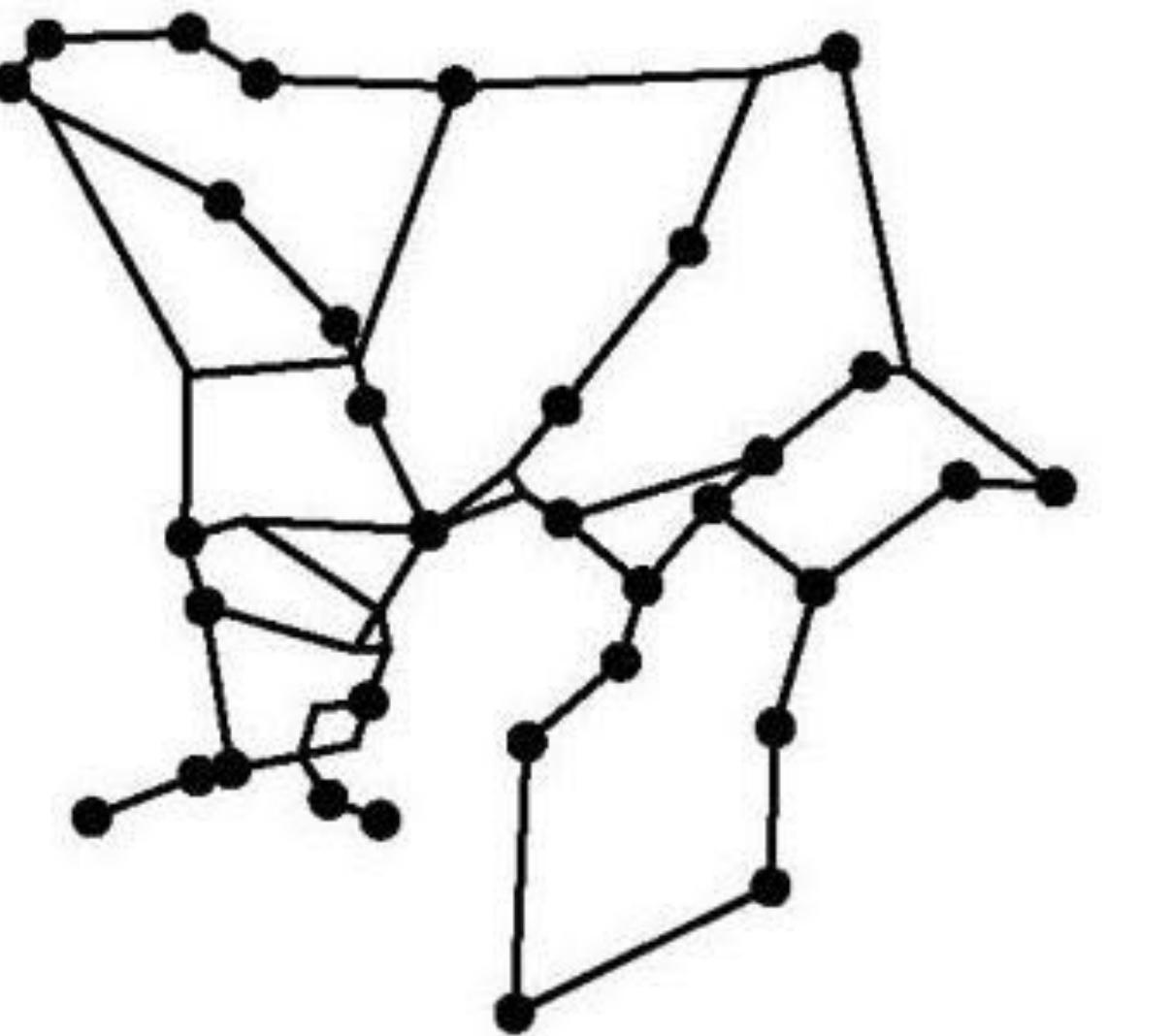
1845



Slime mold network



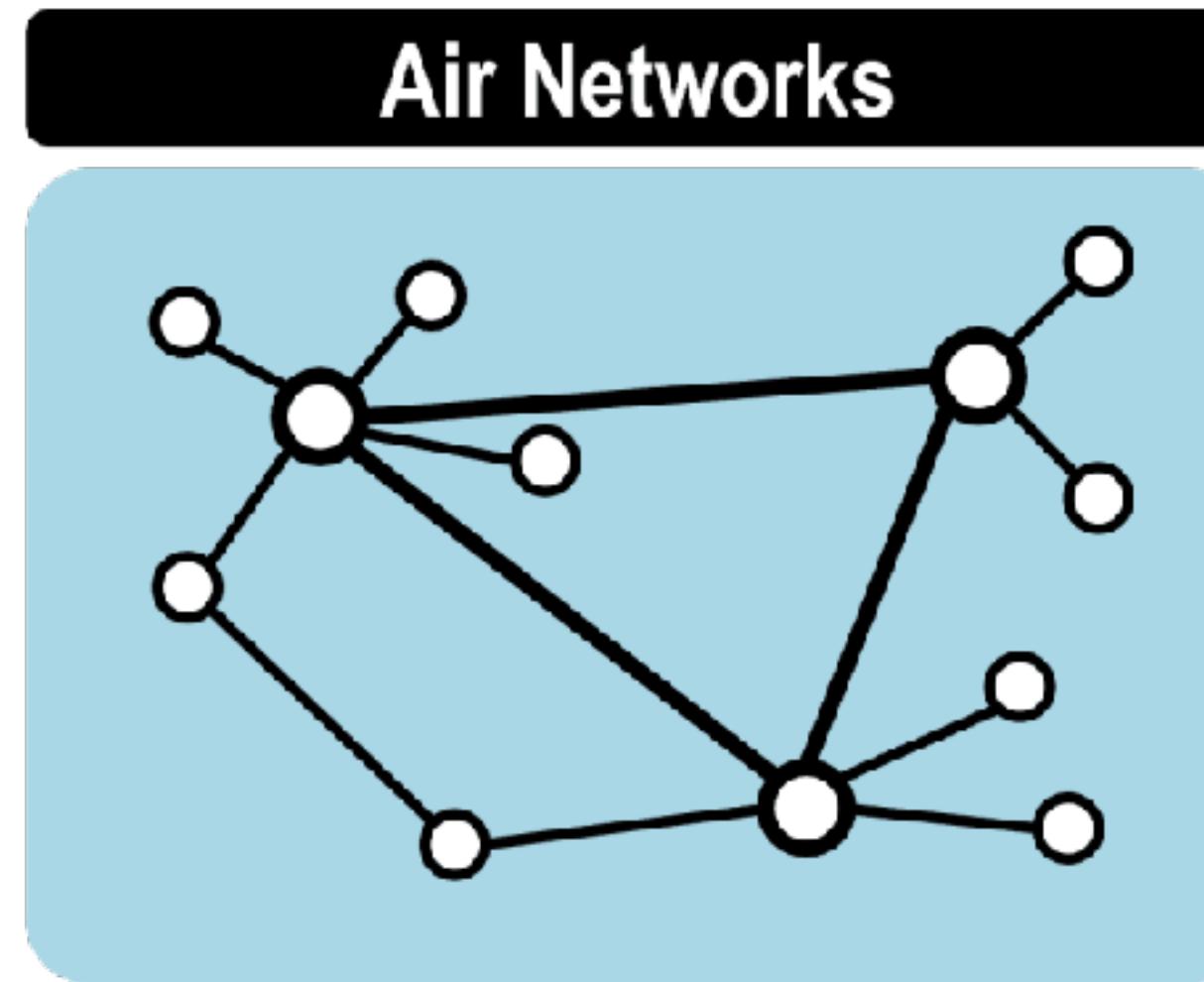
Actual Tokyo railway network



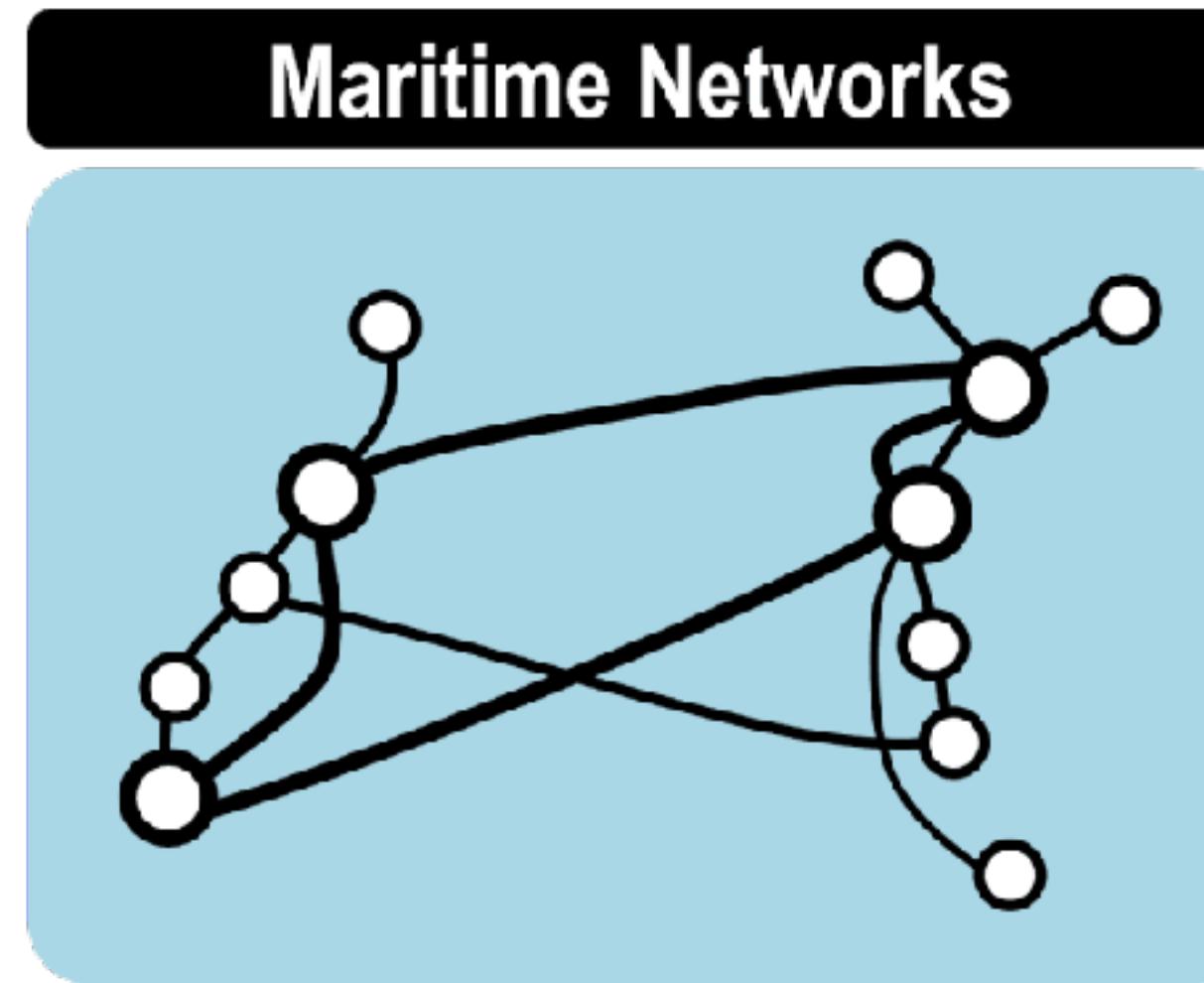
Tero et al. 2010



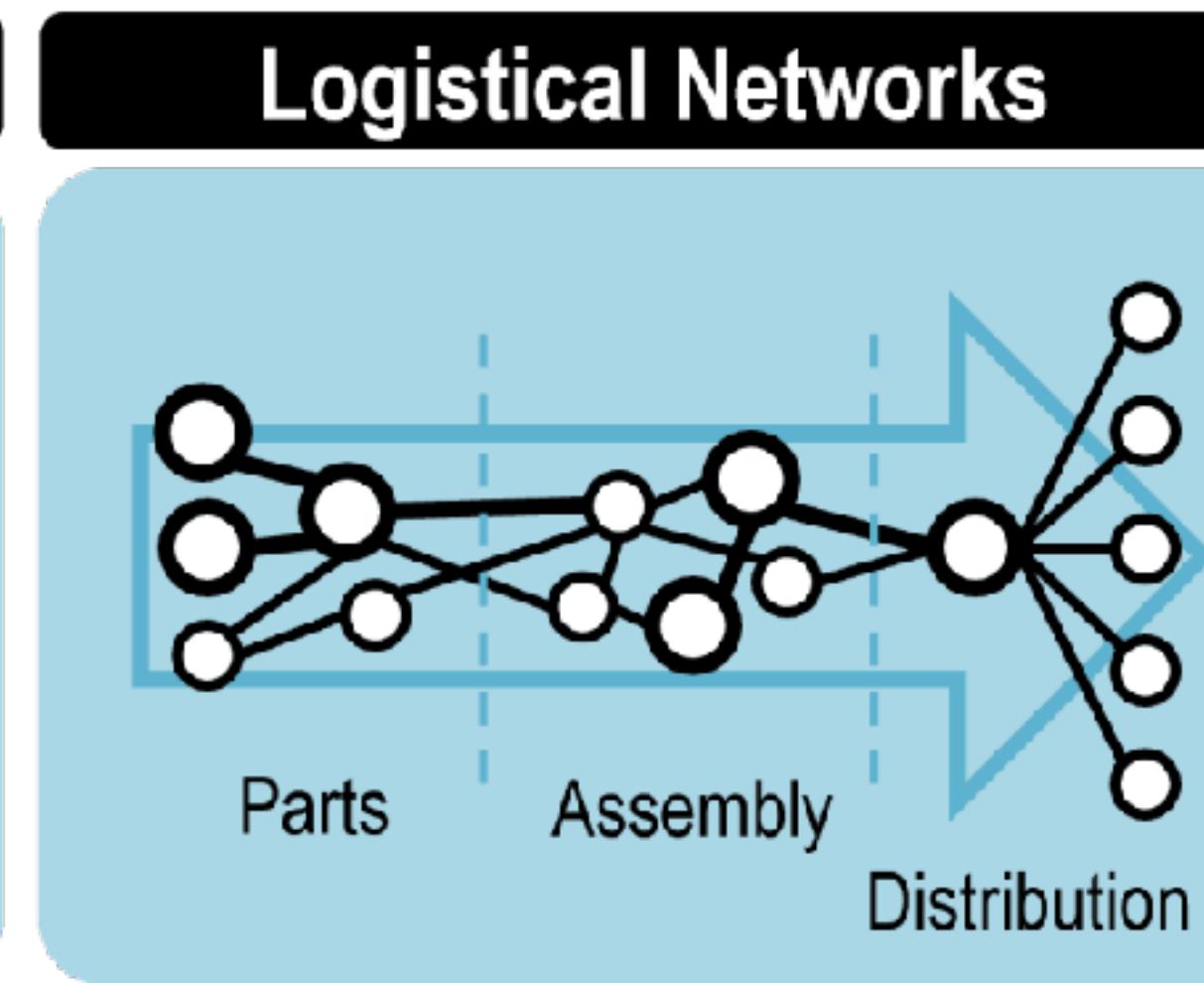
# Spatial networks have different shapes and vulnerabilities



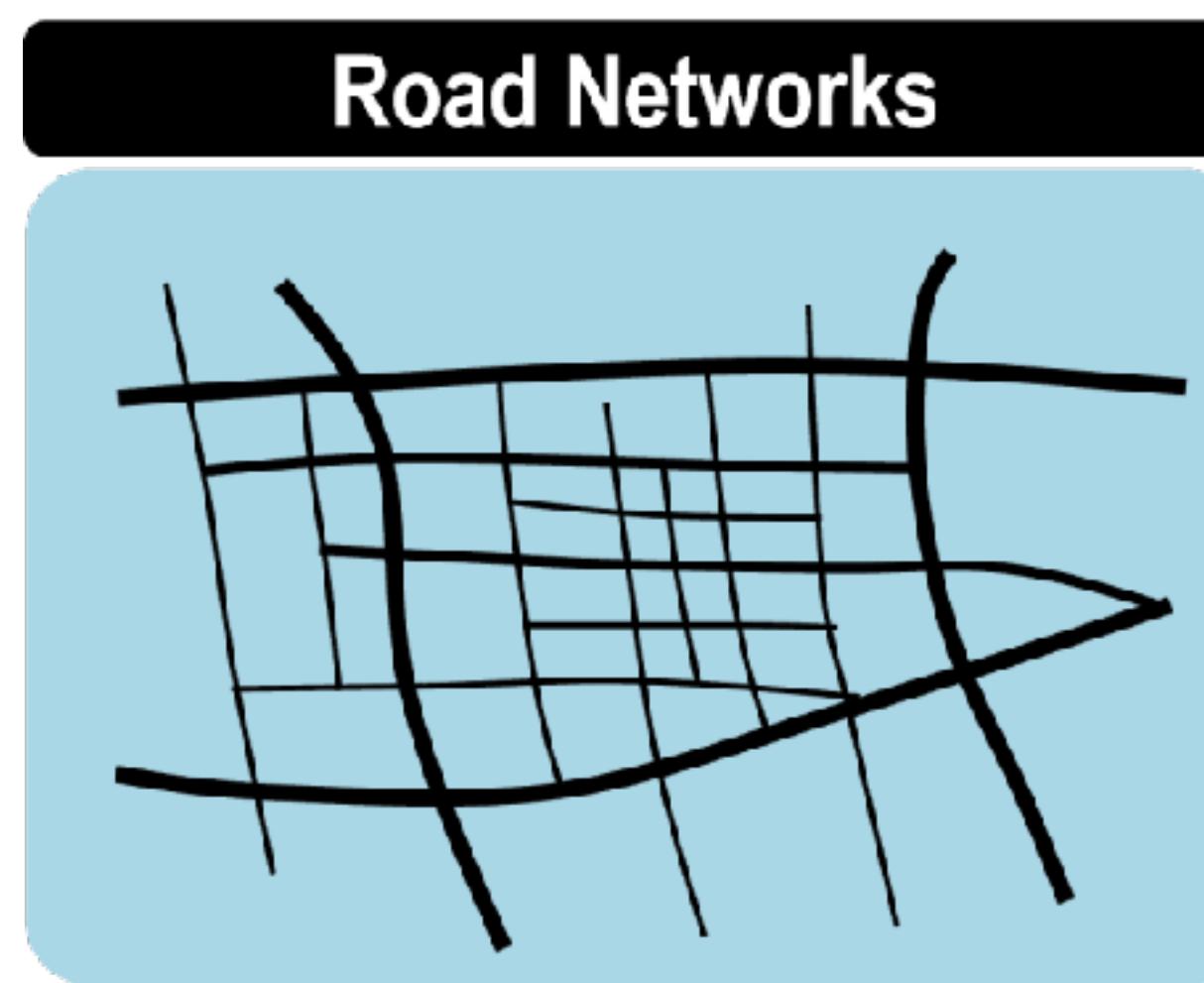
Nodal hierarchy (hub-and-spoke)



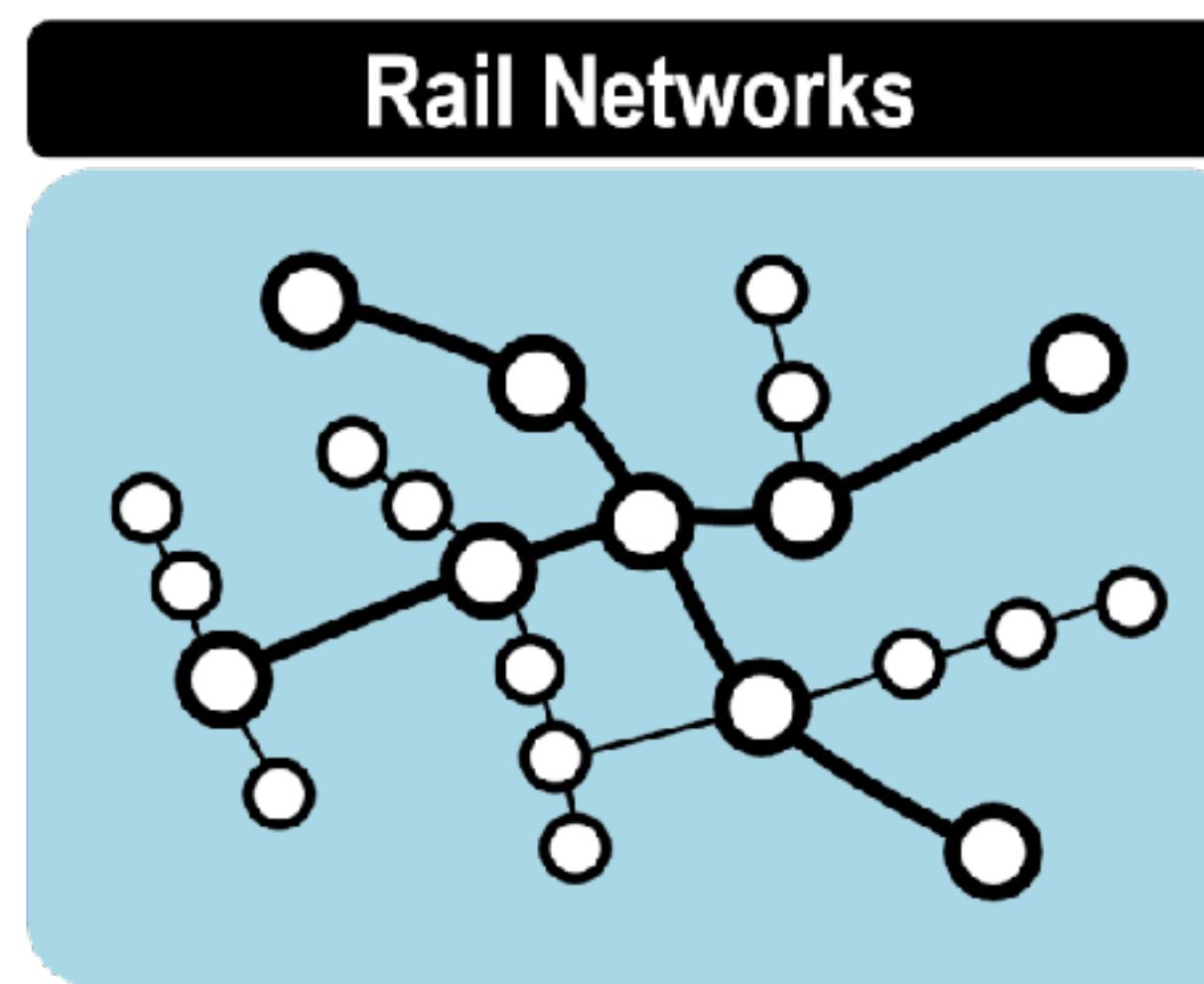
Circuitous nodal hierarchy



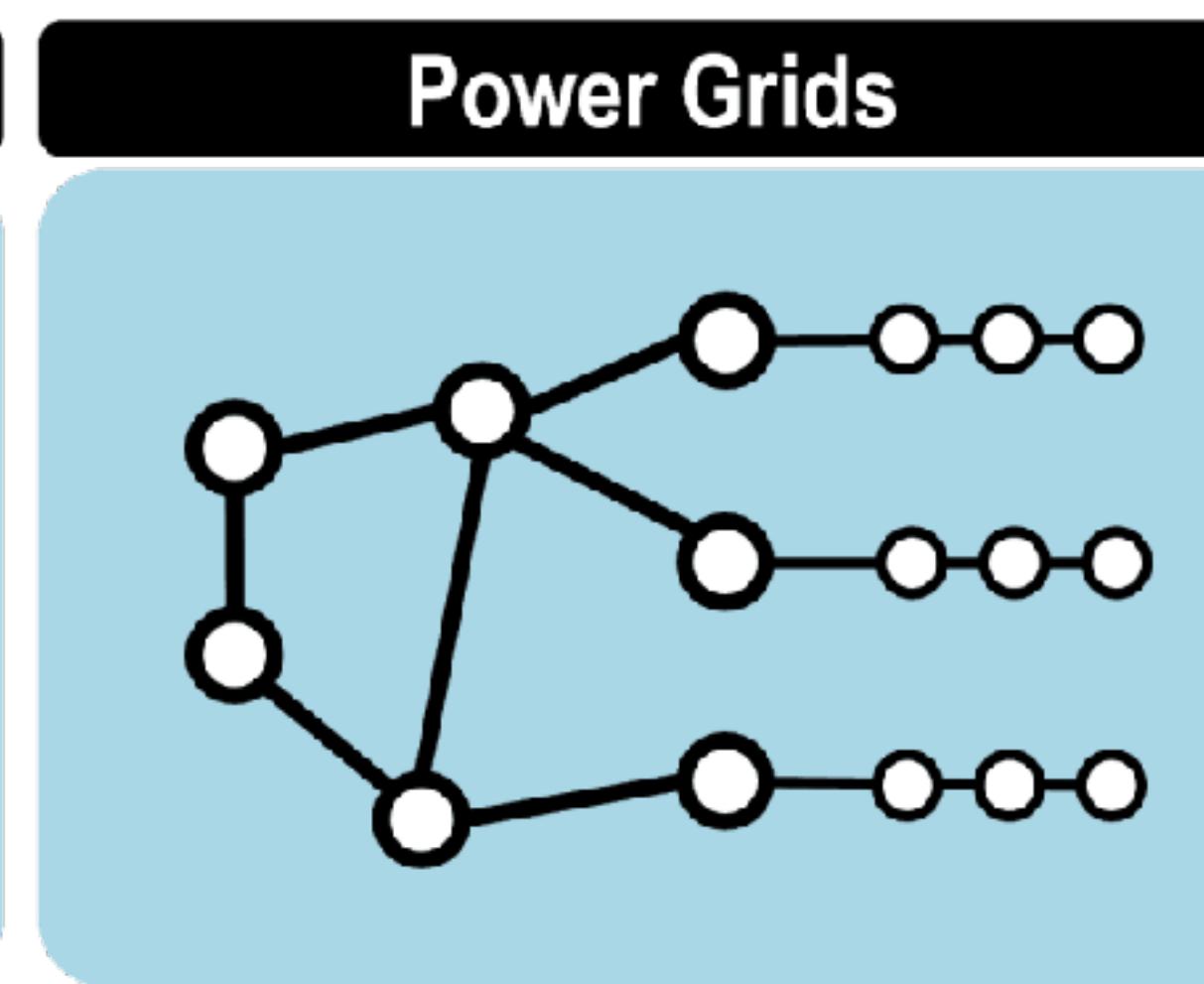
Sequential multi-nodal hierarchy



Hierarchical meshes



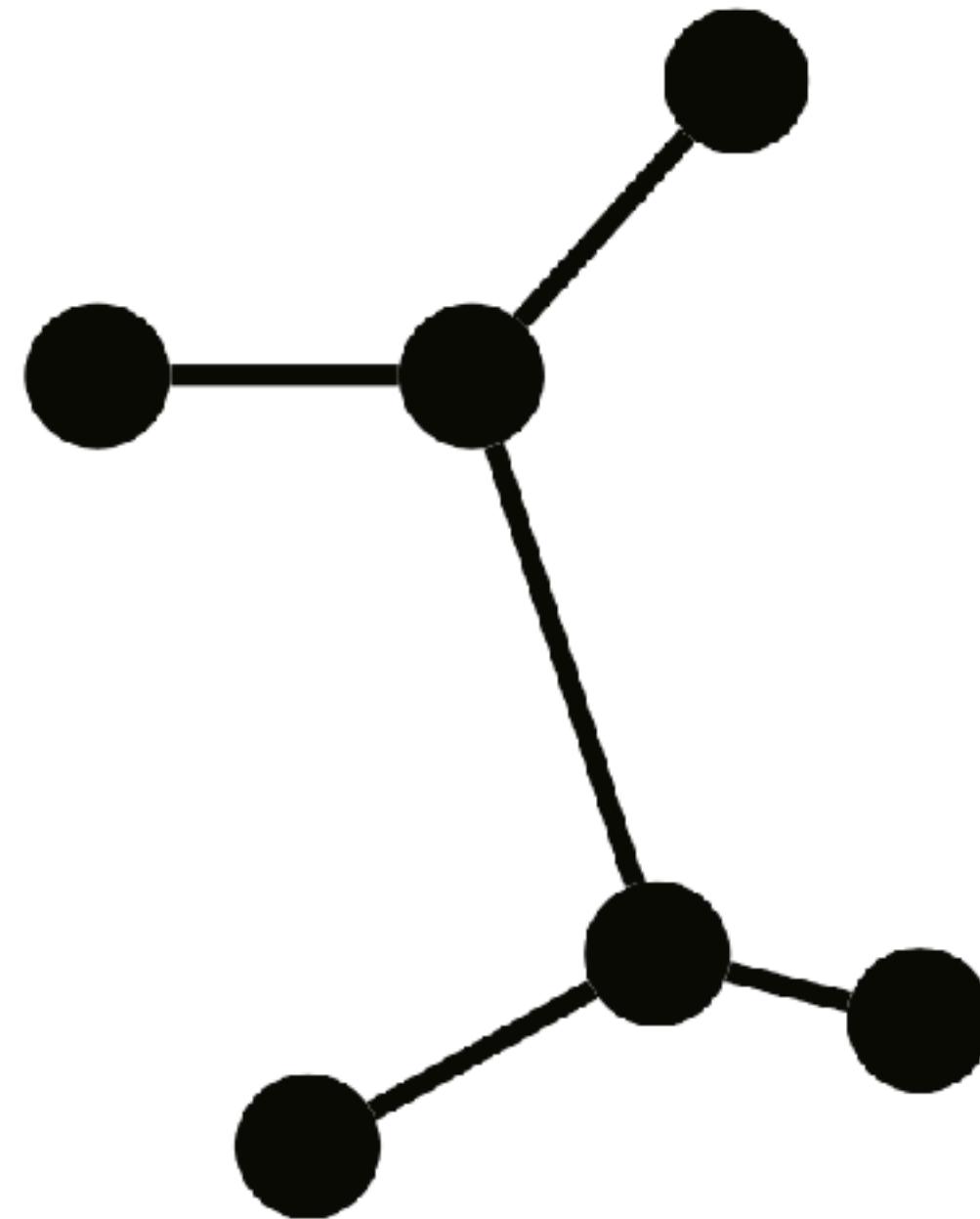
Linear nodal hierarchy



Sequential linear hierarchy

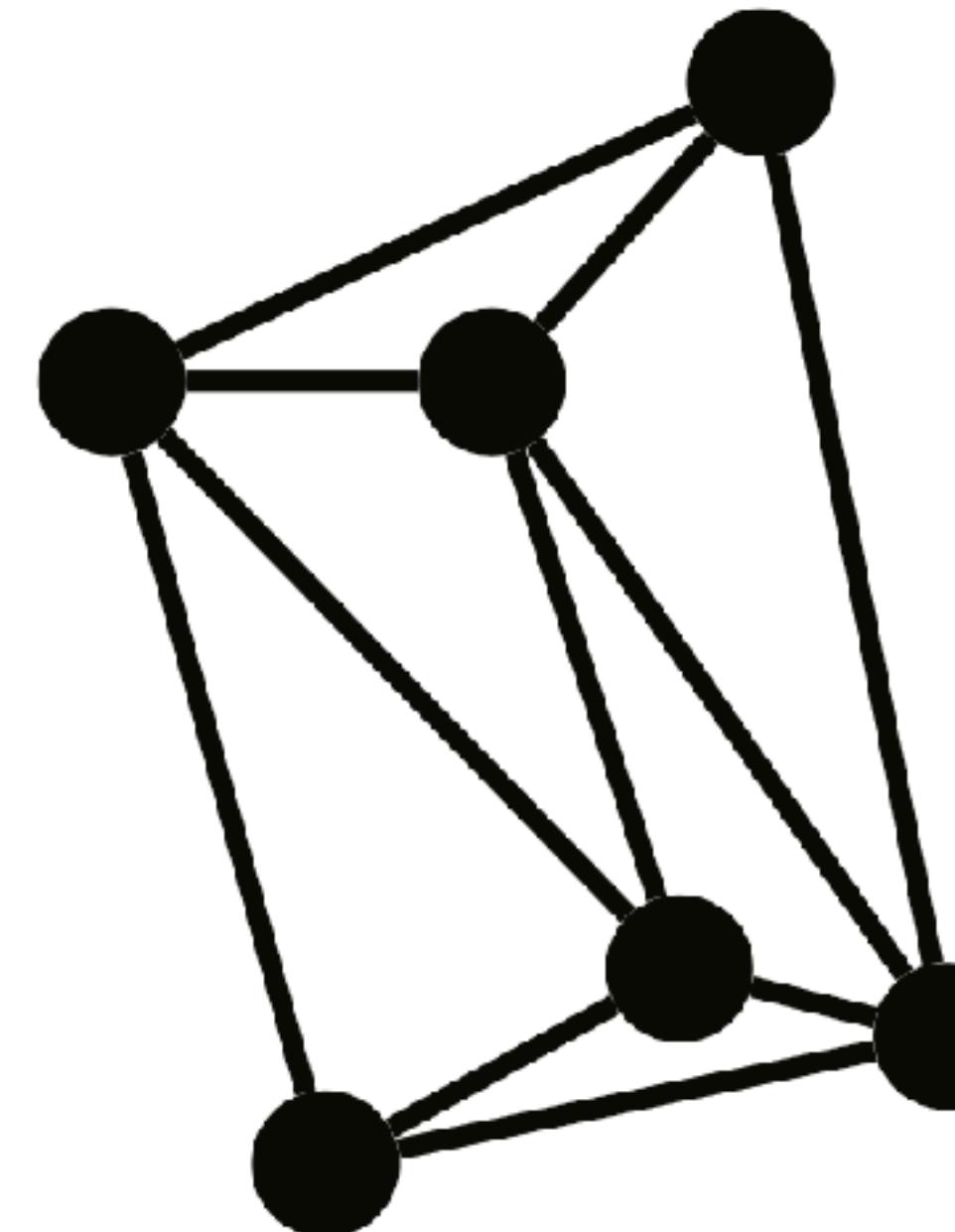
There is a tradeoff between economic investment and resilience

Minimum spanning tree



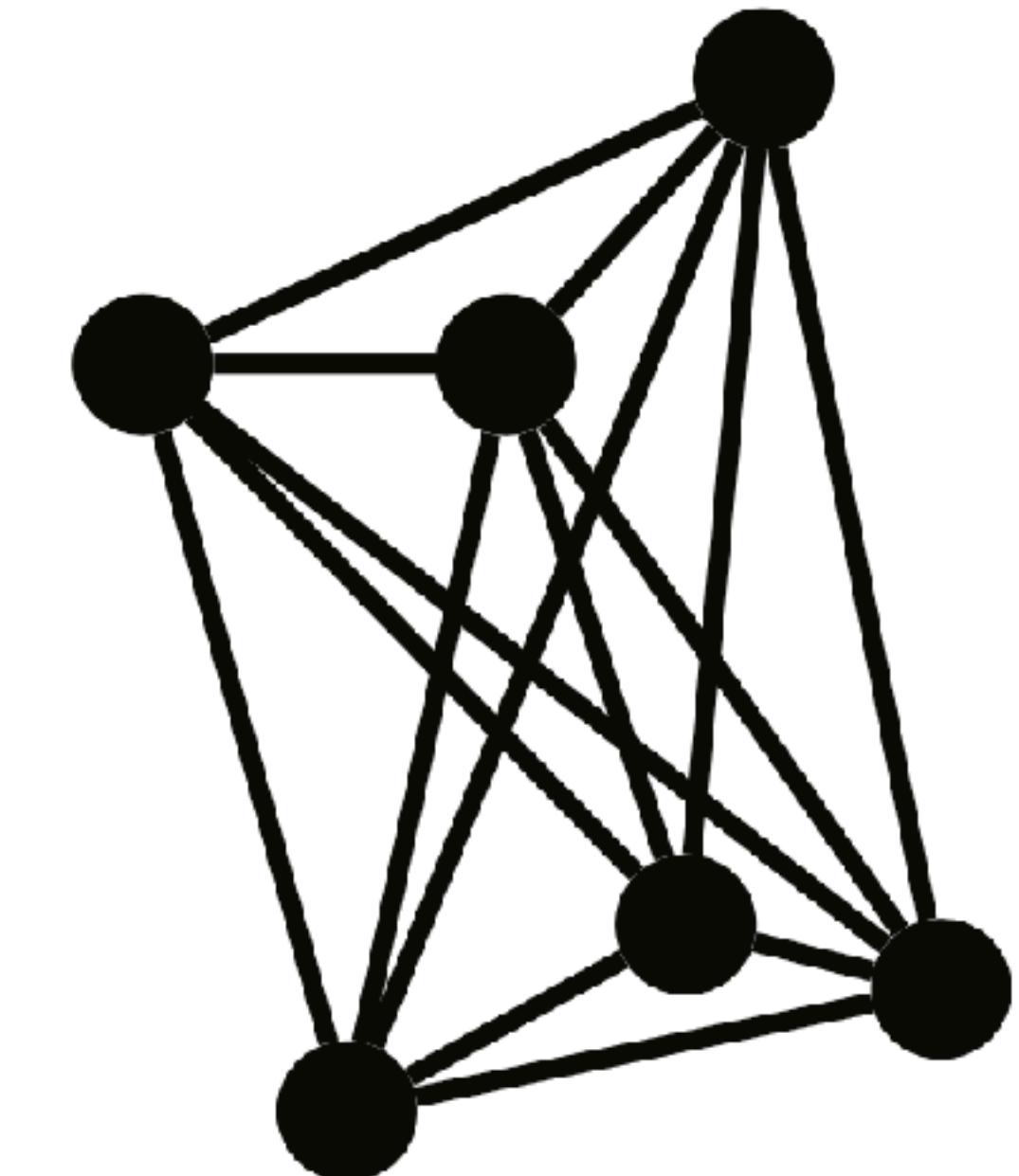
Investor's optimum

Triangulation



Cohesive planar network

Fully connected



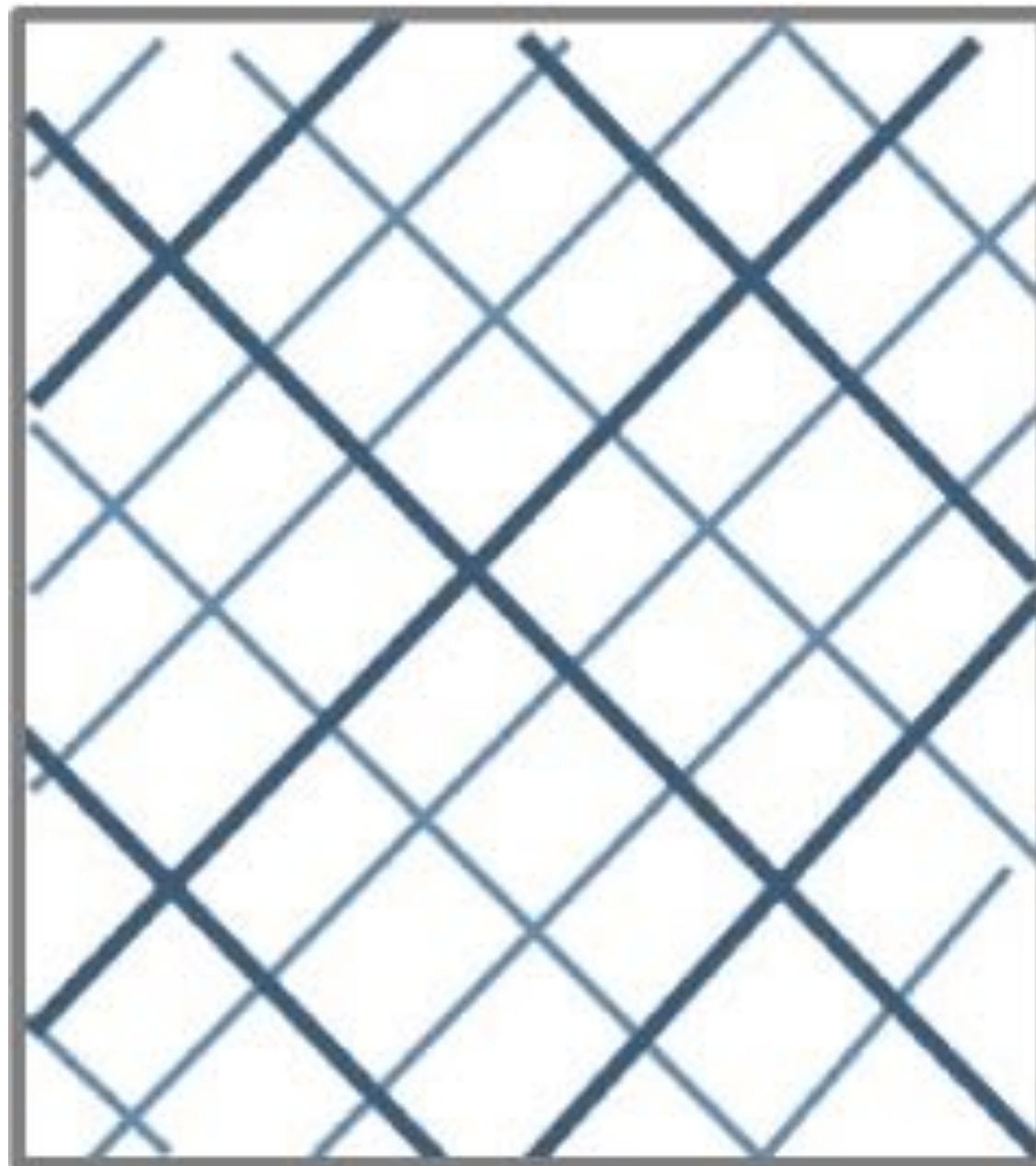
Traveler's optimum

Economic

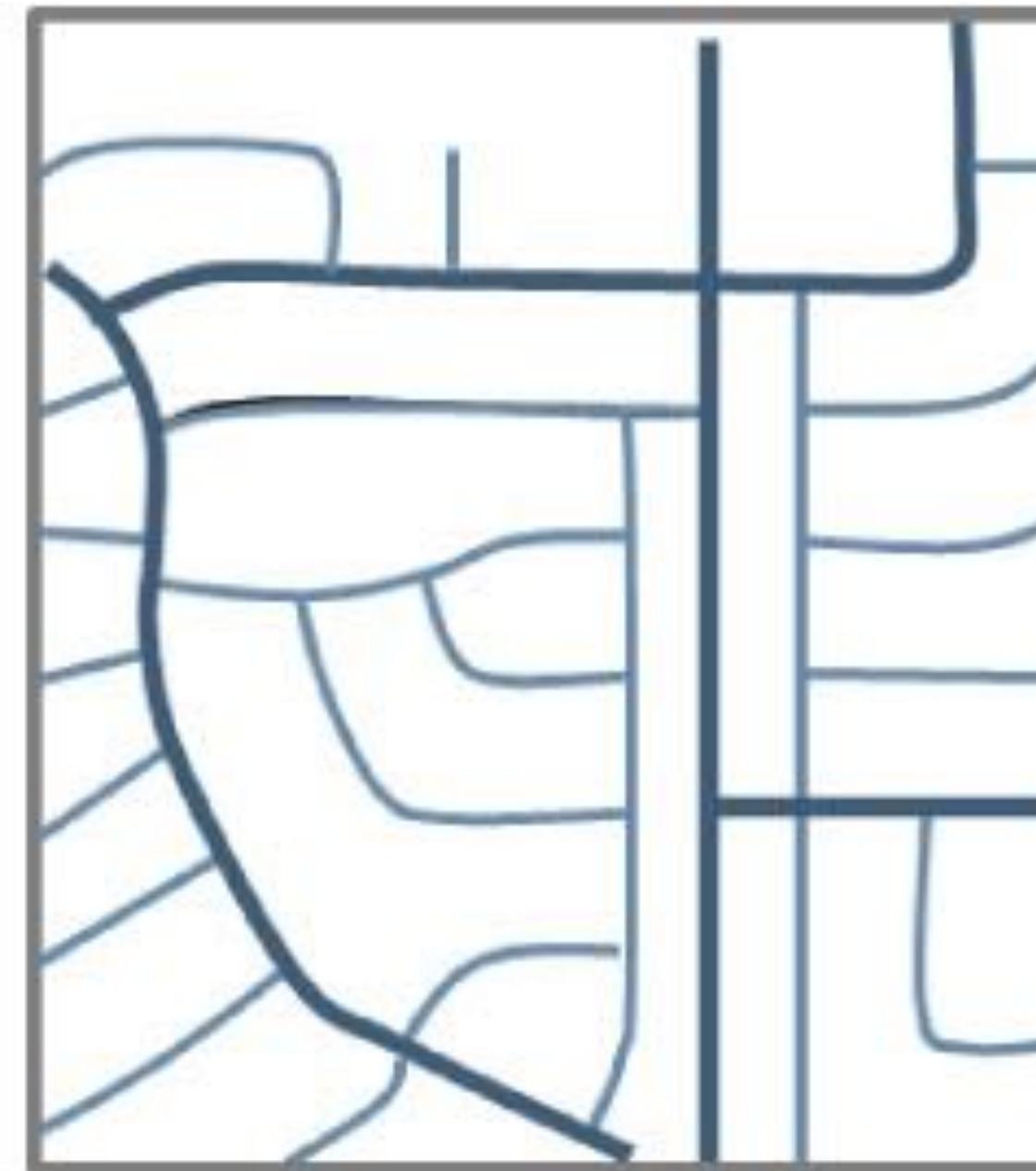
Resilient

# Street networks

# Street networks can look very different



**Conventional Grid  
Pattern (c 1900)**



**Curvilinear Loop Pattern &  
Beginning of Cul-de-Sacs (1930-1950)**

— *Arterial road*

— *Local street*



**Conventional  
Cul-de-Sac Pattern  
(since 1950)**



# Spatial network measures can quantify these differences

**Detour index:** Straight distance versus network distance

$$DI = \frac{D(S)}{D(T)}$$

Also: circuity, directness, stretch

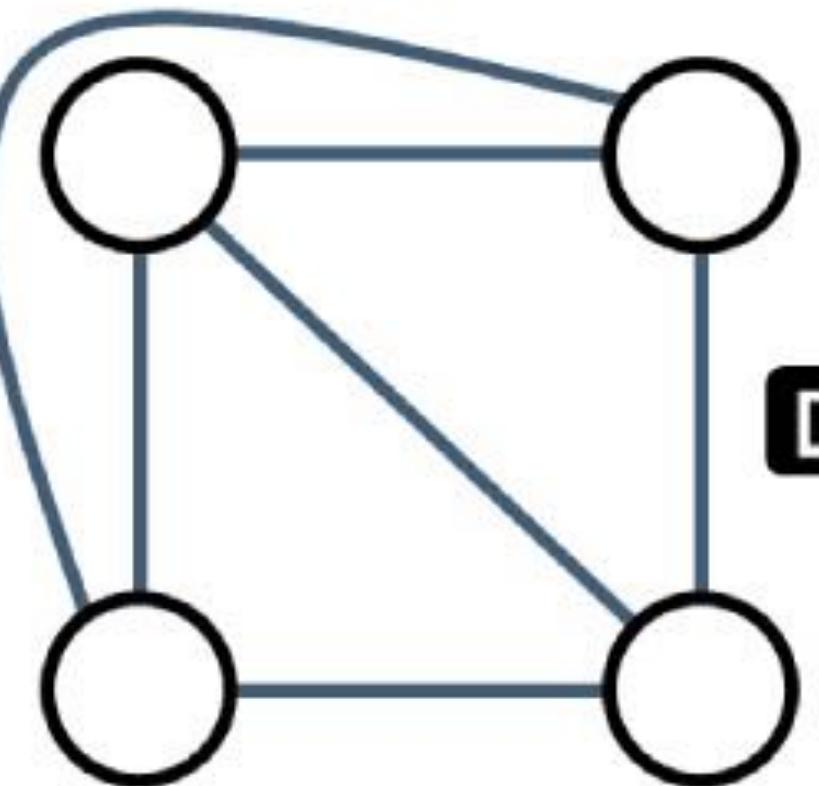
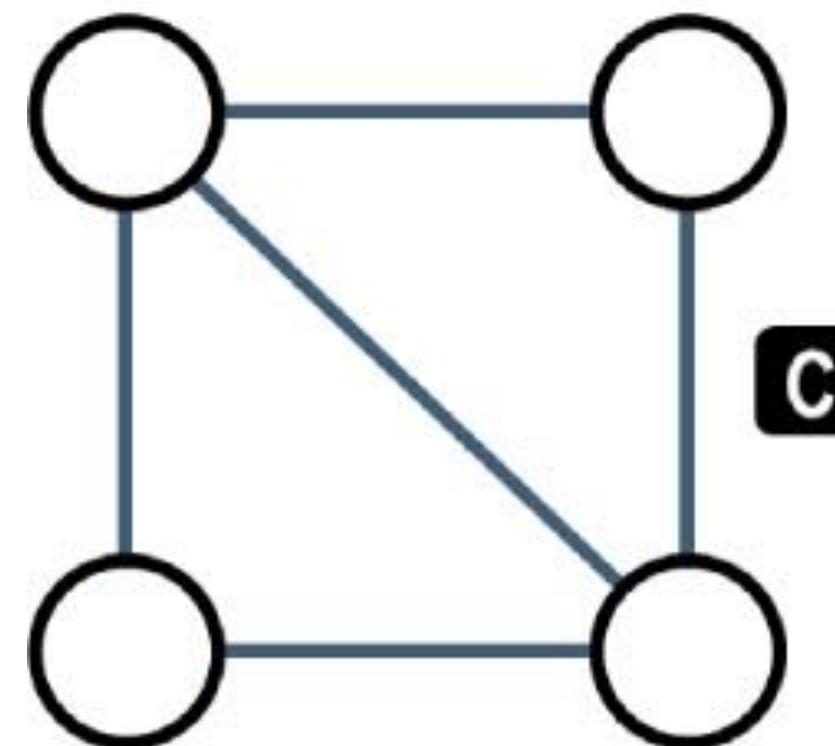
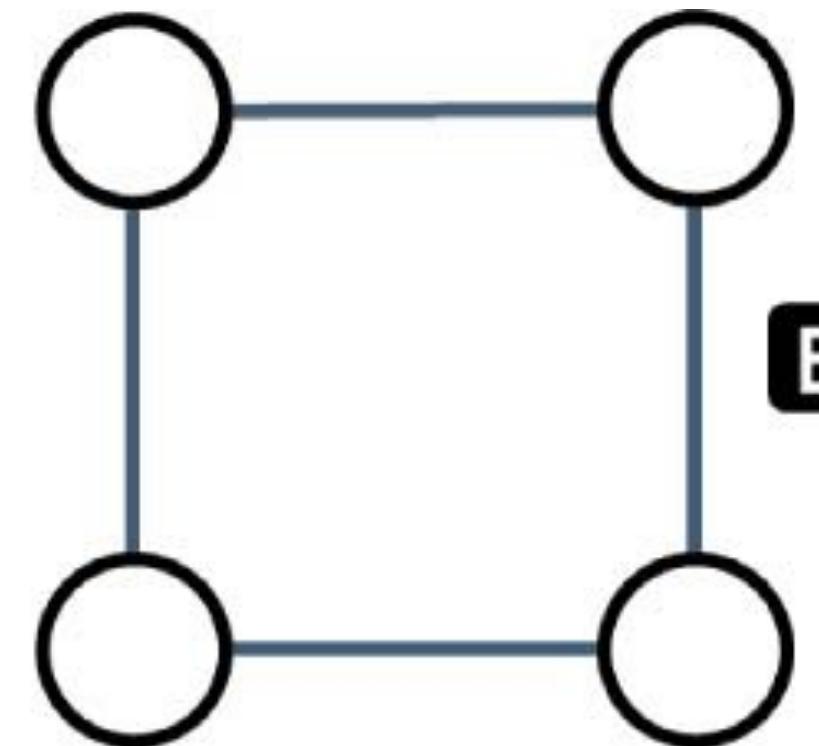
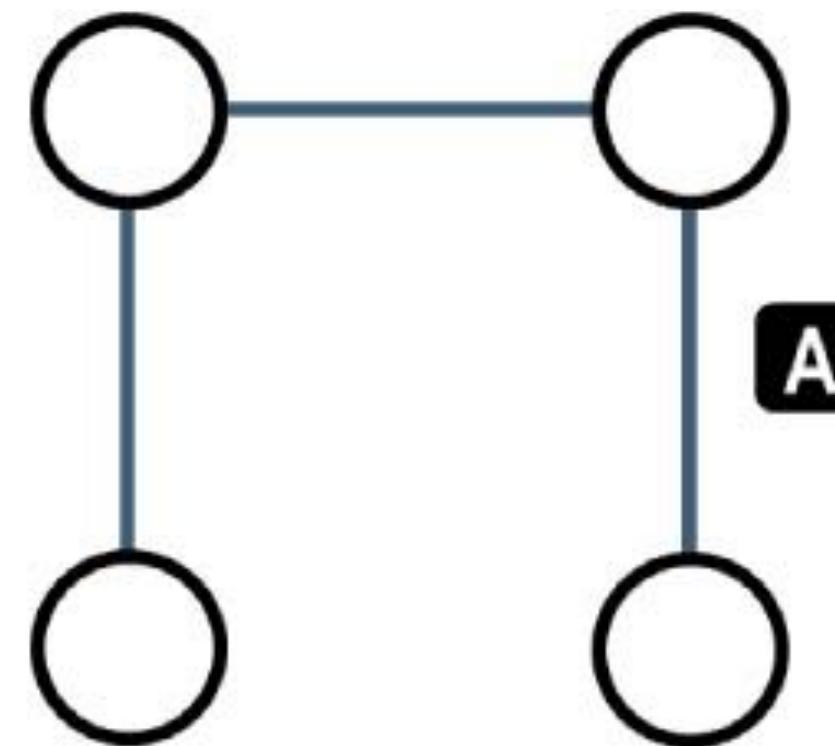
# Spatial network measures can quantify these differences

**Network density:** Links per surface area

$$ND = \frac{L}{S}$$

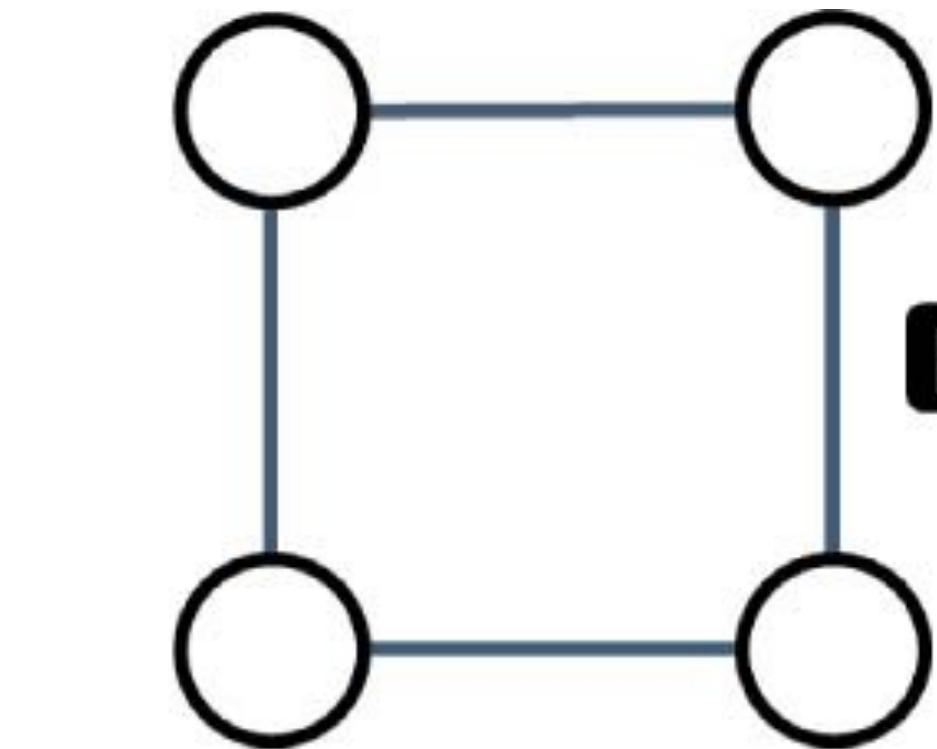
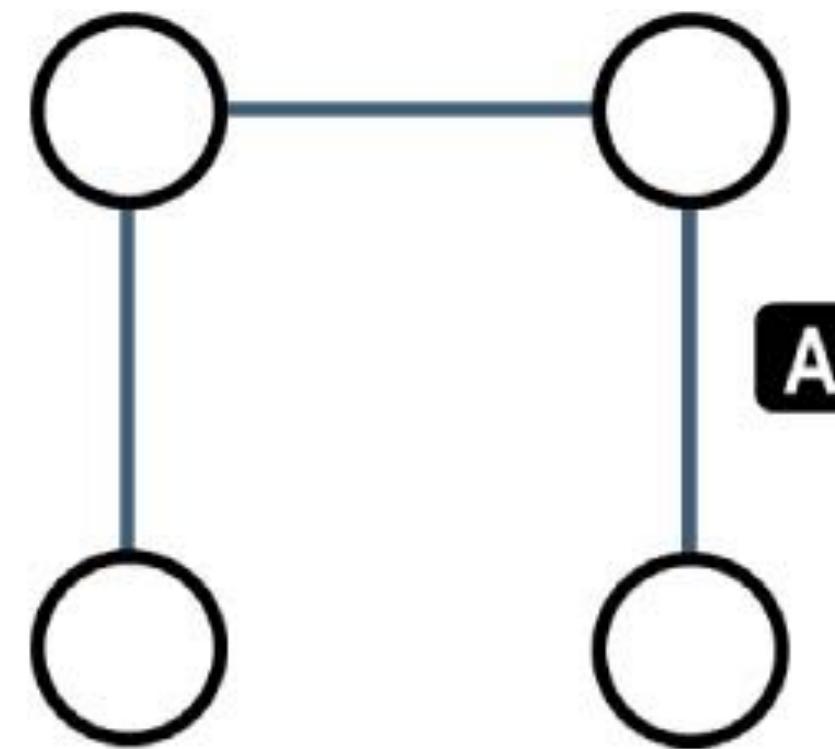
# Spatial network measures can quantify these differences

**Alpha index:** Existing versus possible elementary cycles

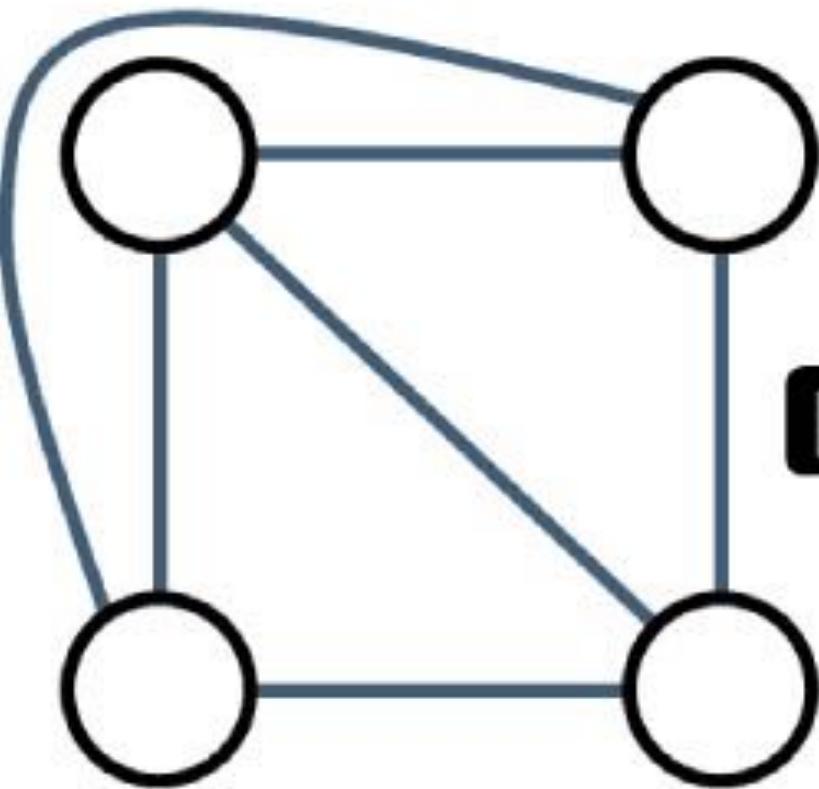
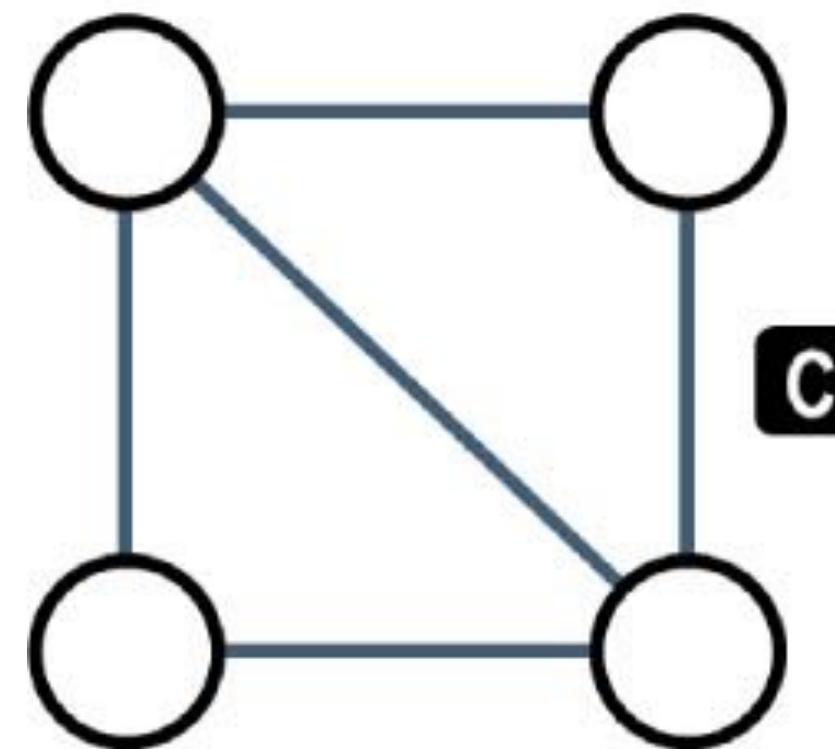


# Spatial network measures can quantify these differences

Alpha index: Existing versus possible elementary cycles



$$\alpha = \frac{u}{2v - 5}$$



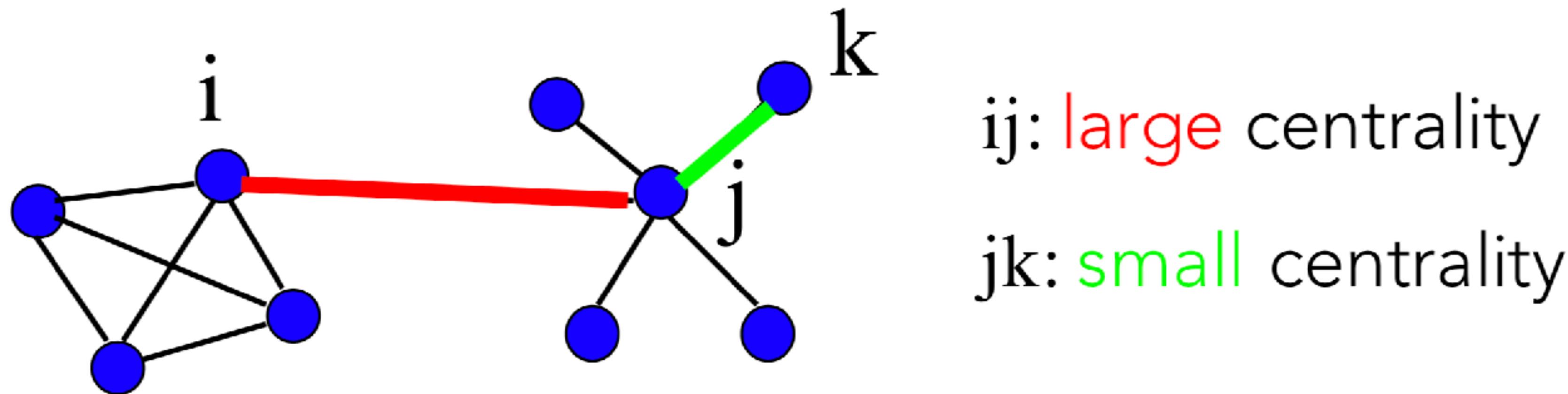
	$u (e-v+p)$	$2v-5$	Alpha
A	0	3	0.0
B	1	3	0.33
C	2	3	0.66
D	3	3	1.0

Tree

Max. planar

# Betweenness centrality measures flow

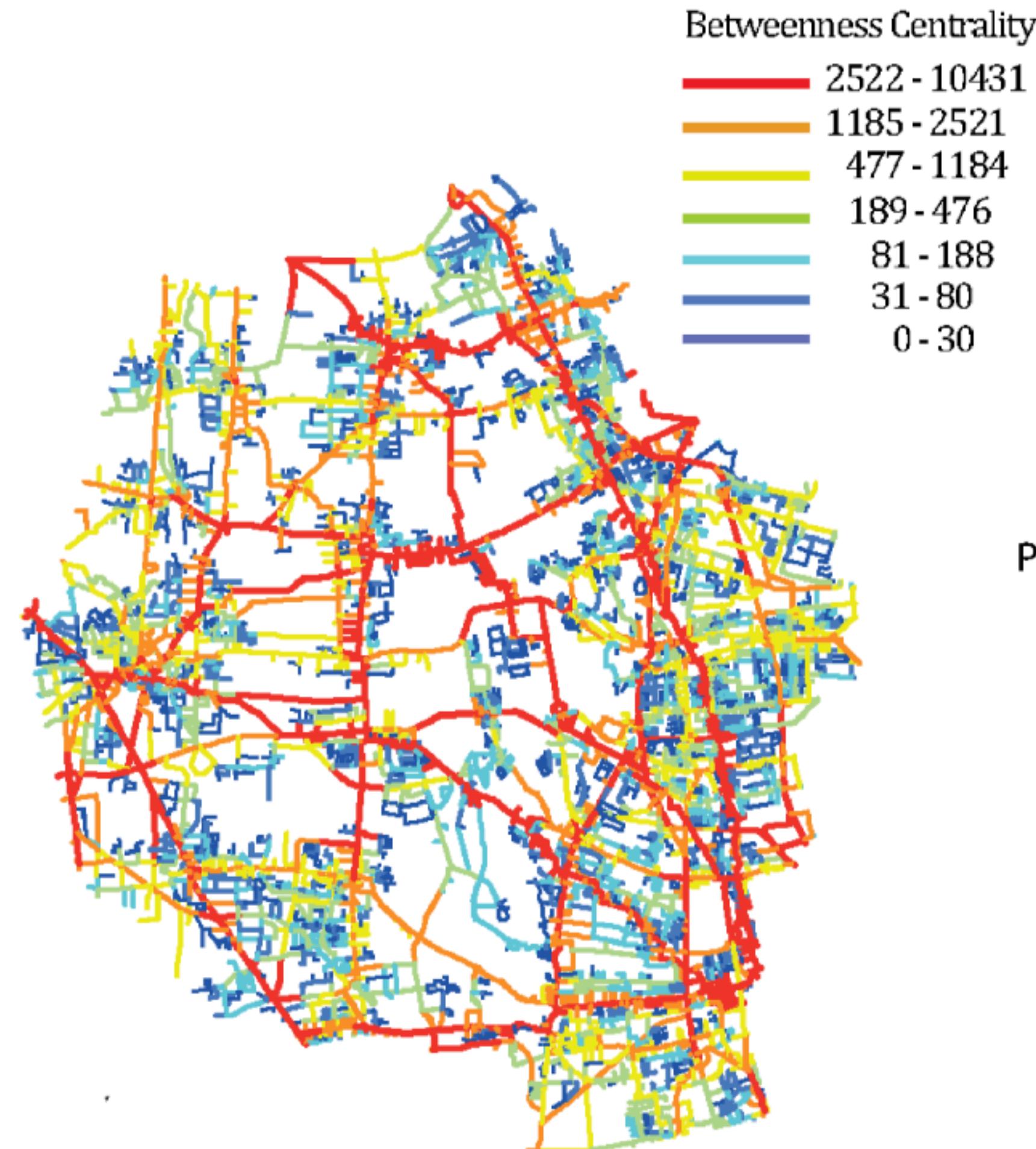
Freeman (1977): Betweenness centrality measures how many times a link is part of all shortest paths in the network.



$$g(ij) = \sum_{s,t} \frac{\sigma_{st}(ij)}{\sigma_{st}}$$

# Betweenness centrality measures flow

Freeman (1977): Betweenness centrality measures how many times a link is part of all shortest paths in the network.



Measures the importance of a segment in the shortest paths flow

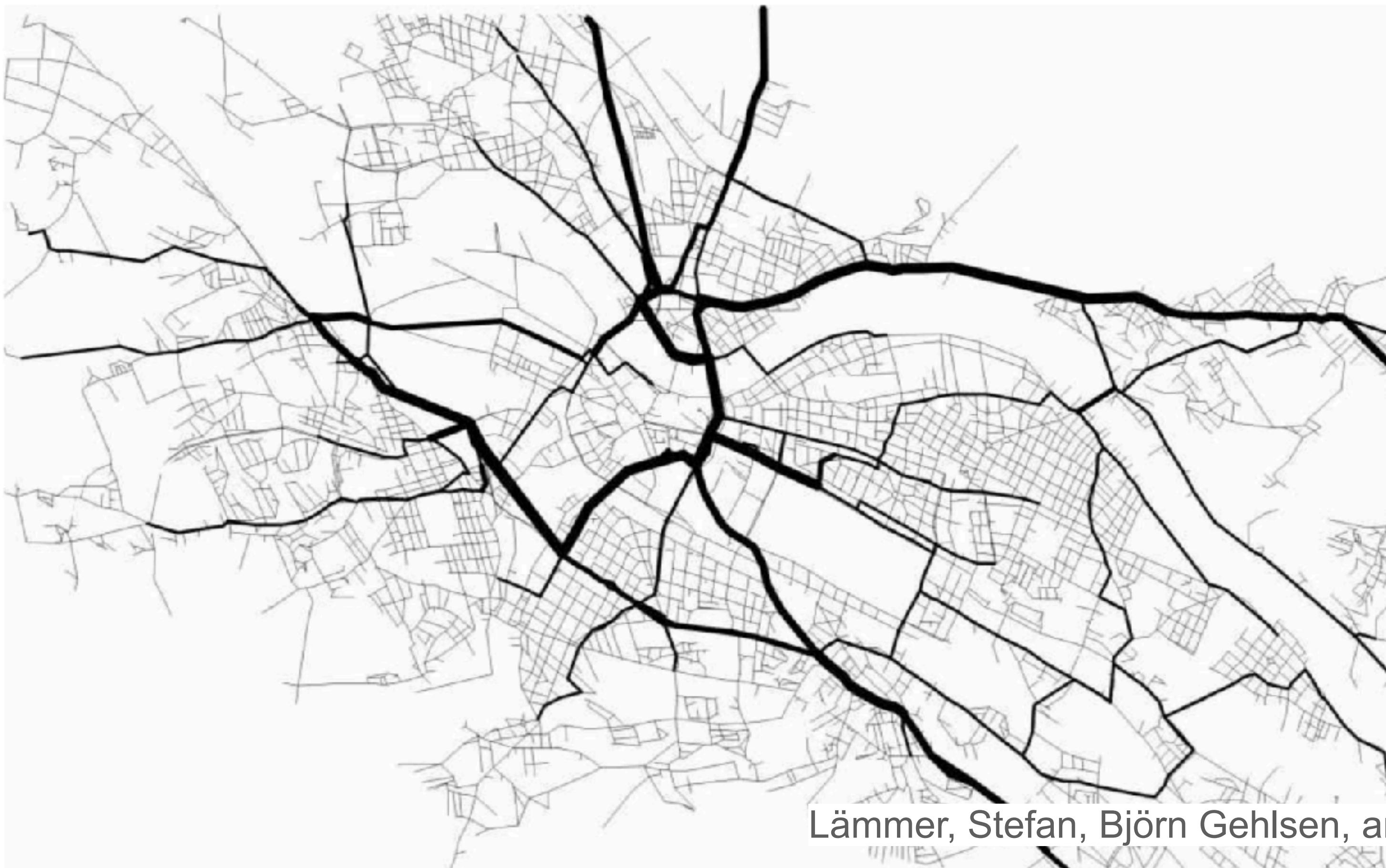
Gives the backbone of stable central roads

Can be broadly distributed

# Betweenness centrality measures flow

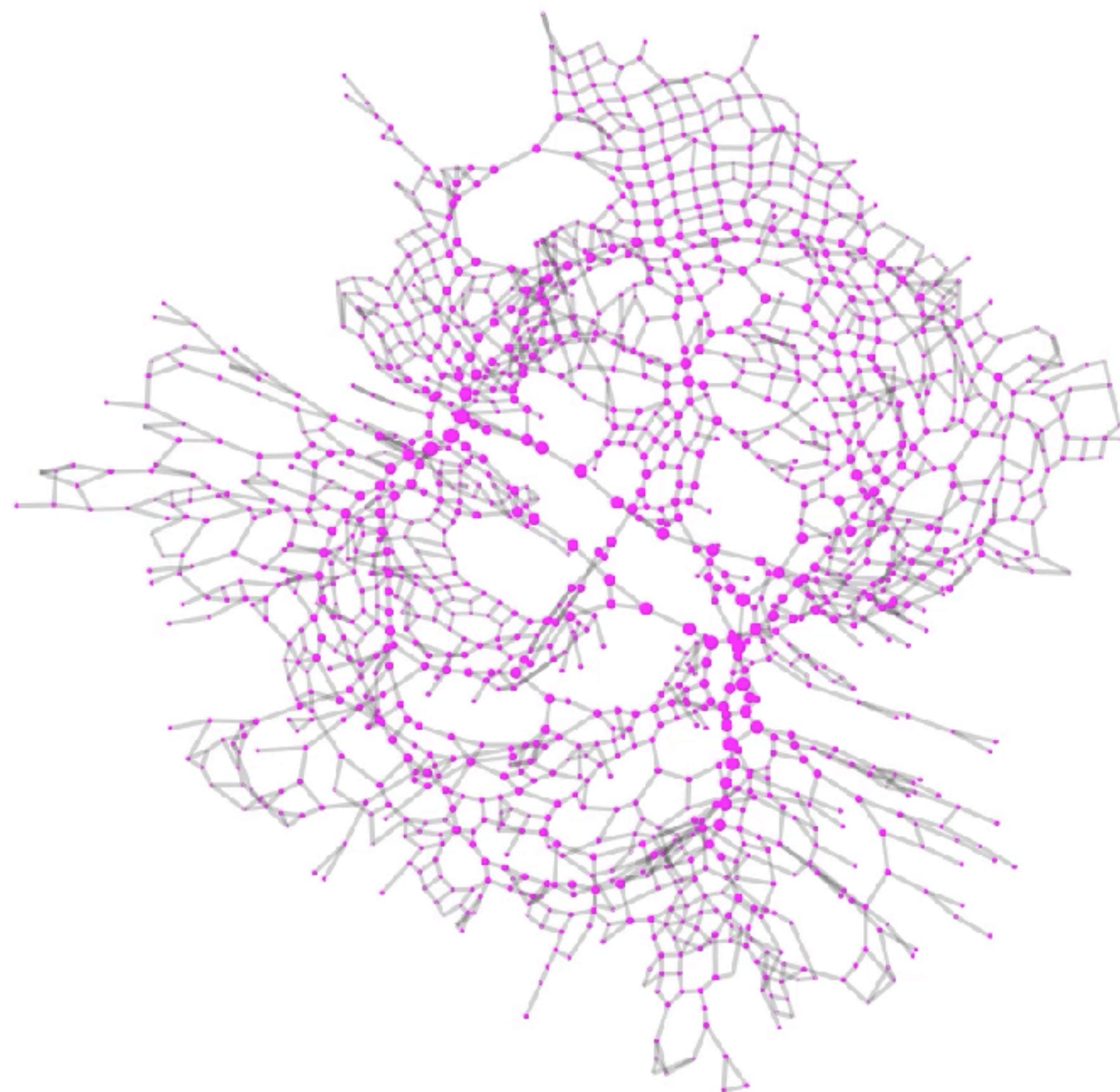
Freeman (1977): Betweenness centrality measures how many times a link is part of all shortest paths in the network.

Can point to problems with congestion:



# Betweenness centrality identifies bottlenecks in transport networks

Budapest attack tolerance

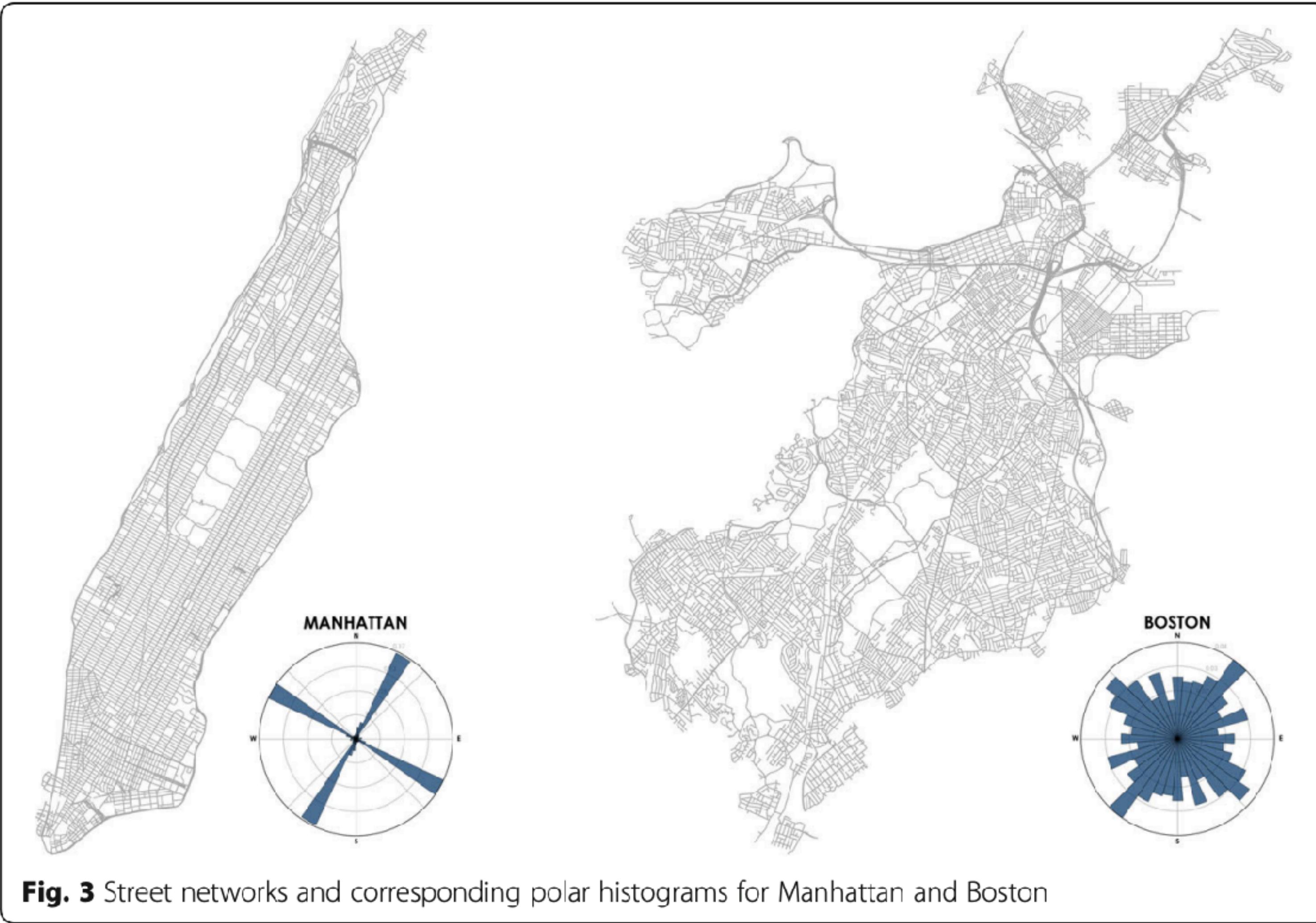


Fraction of intersections removed: 0.0%  
Connected Components: 1

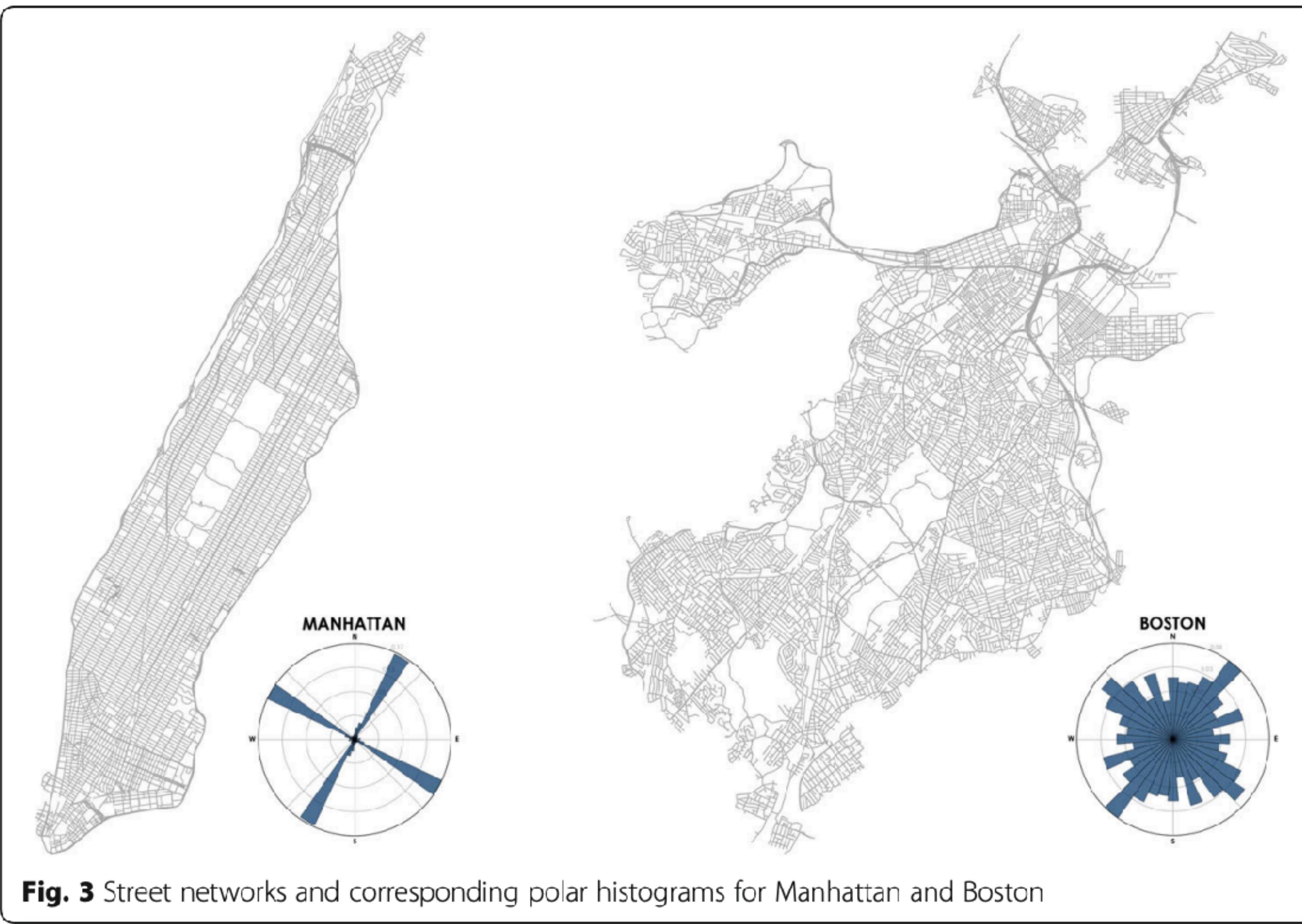


Video by Luis Guillermo Natera Orozco

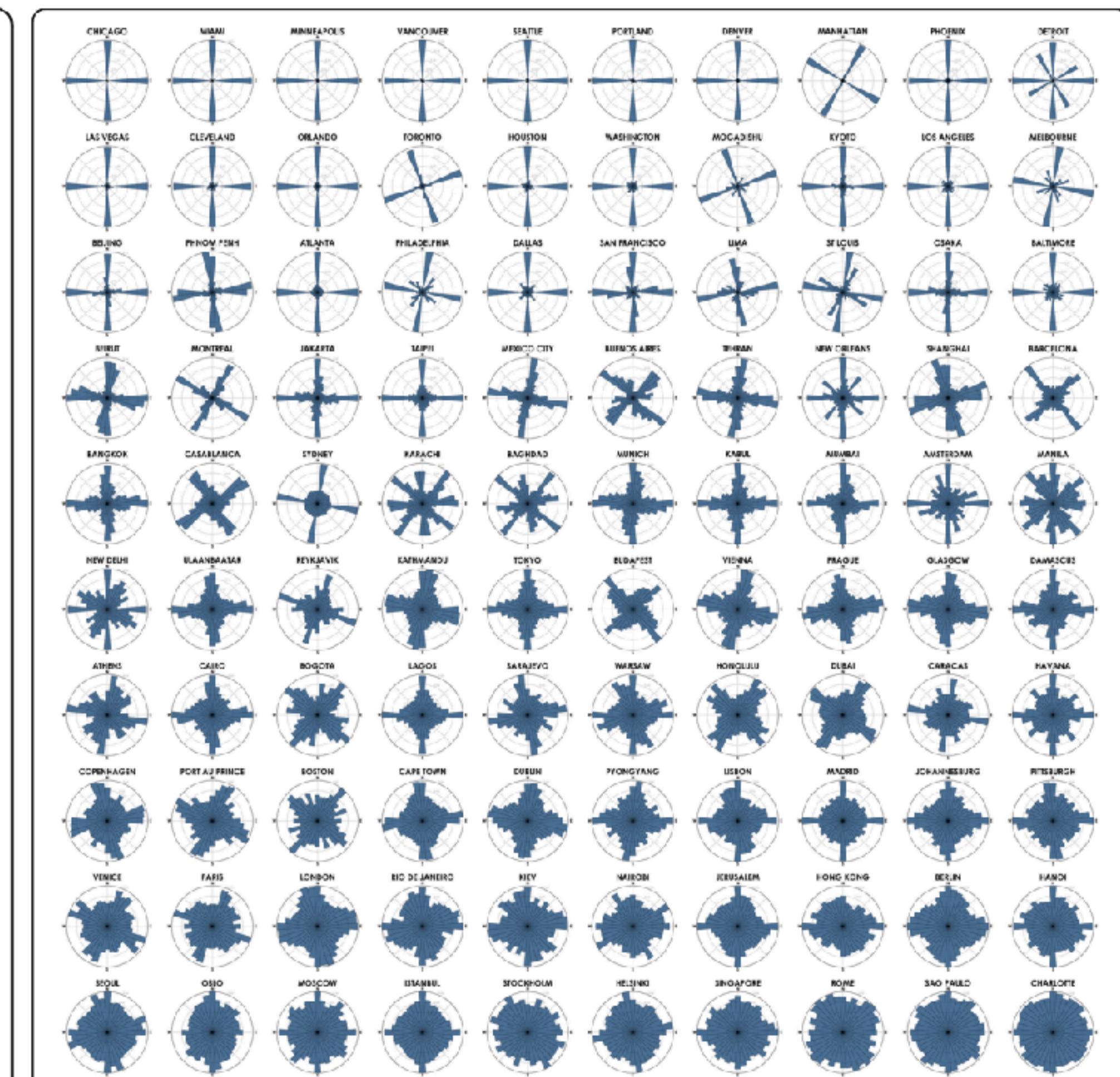
# Street network orientation



# Street network orientation



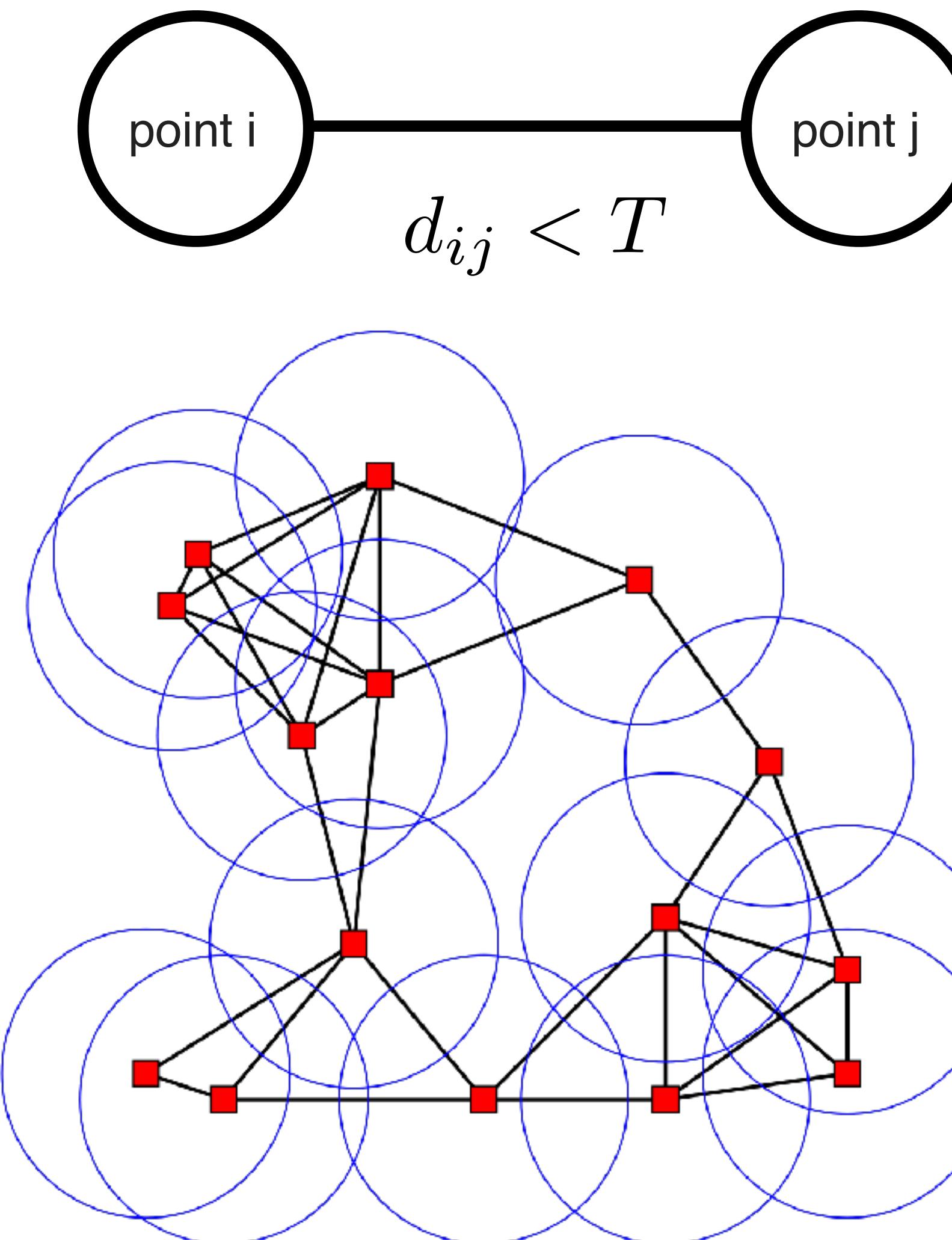
**Fig. 3** Street networks and corresponding polar histograms for Manhattan and Boston



**Fig. 5** Polar histograms from Fig. 4, resorted by descending  $\varphi$  from most to least grid-like (equivalent to least to greatest entropy)

# Spatial network models

# Model: Random geometric graph



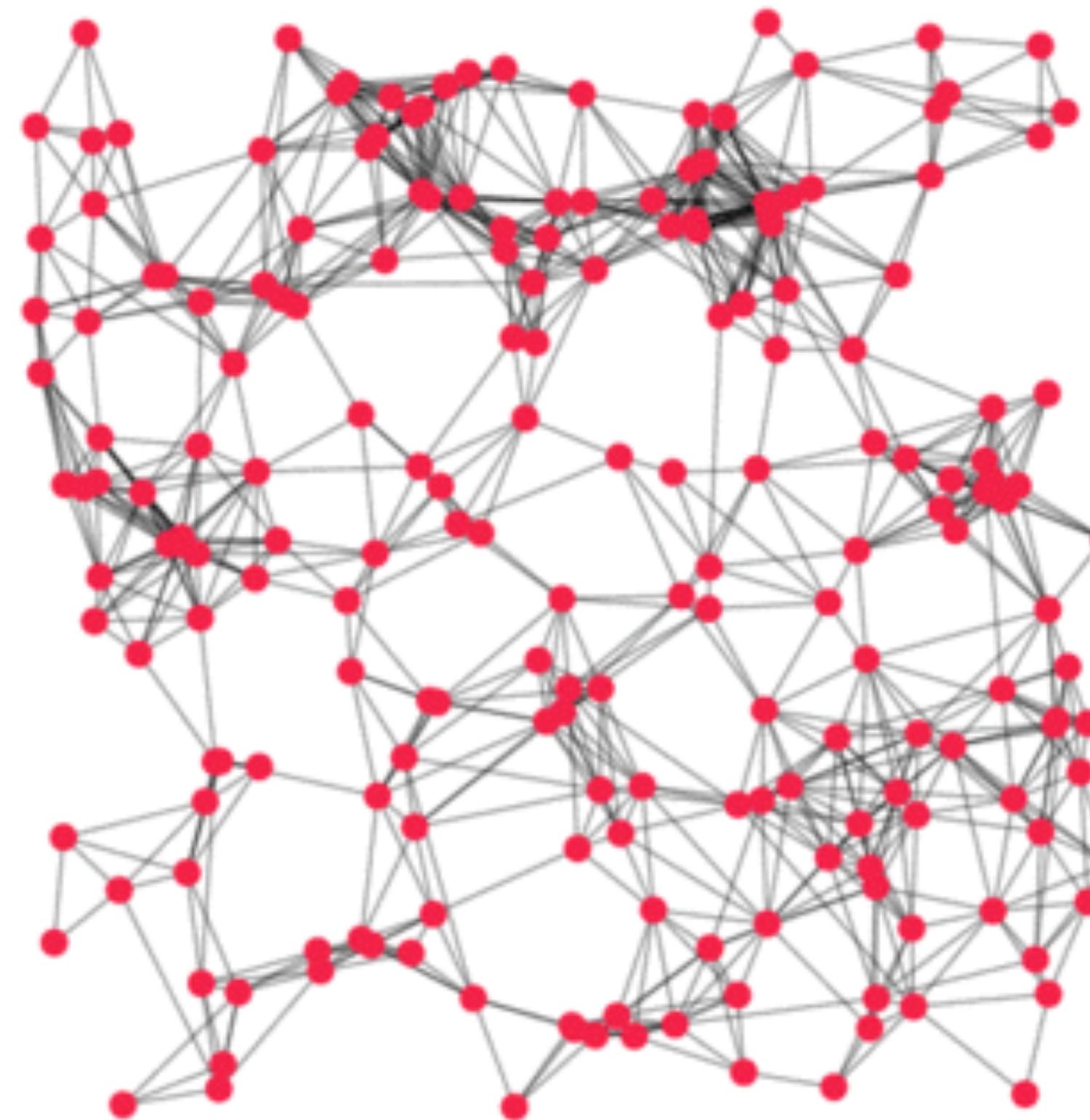
distance-based

1) Generate random nodes

2) Place links between nodes with distance  $< T$

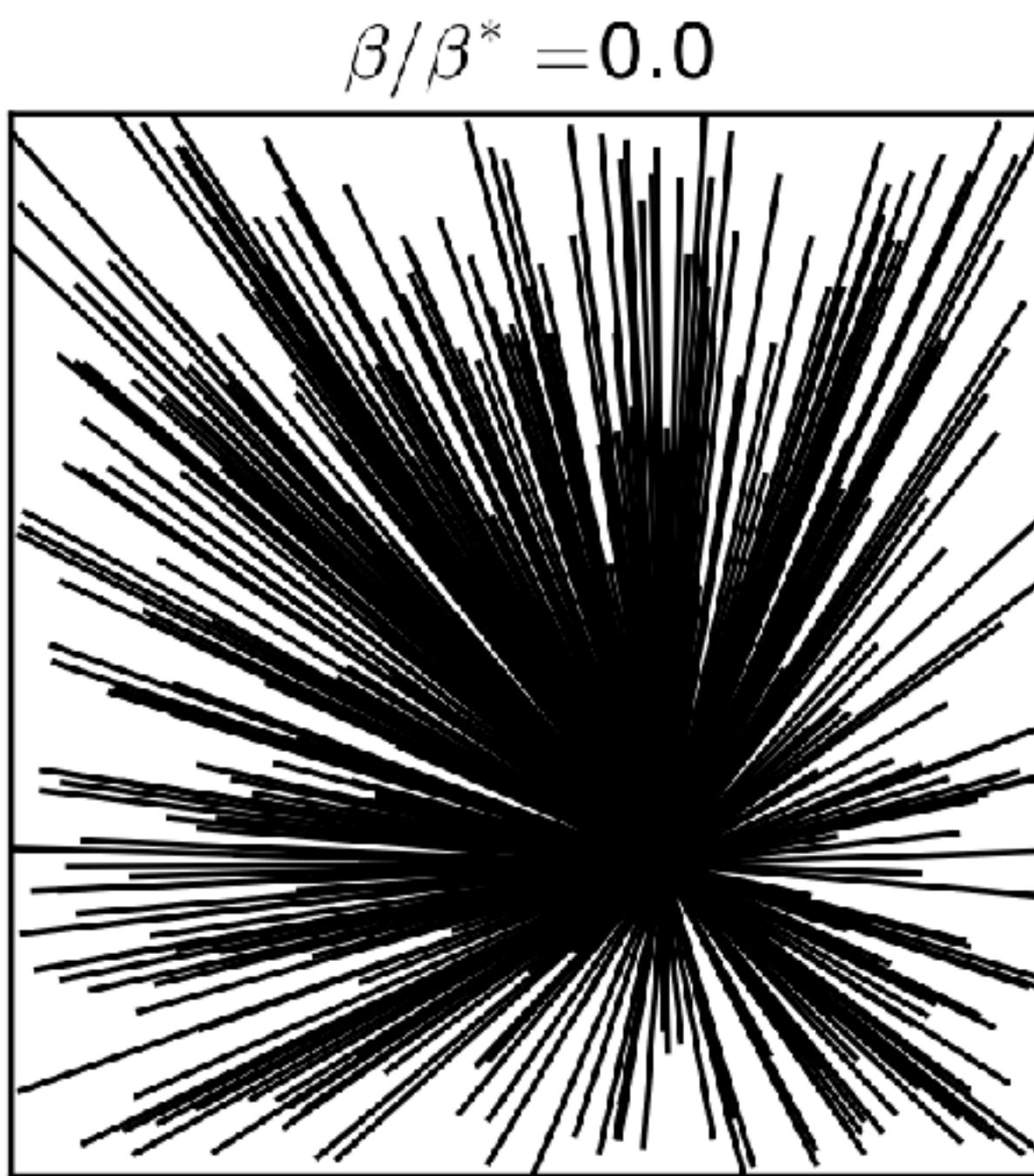
Model for wireless ad-hoc mobile/vehicle networks

# Model: Waxman

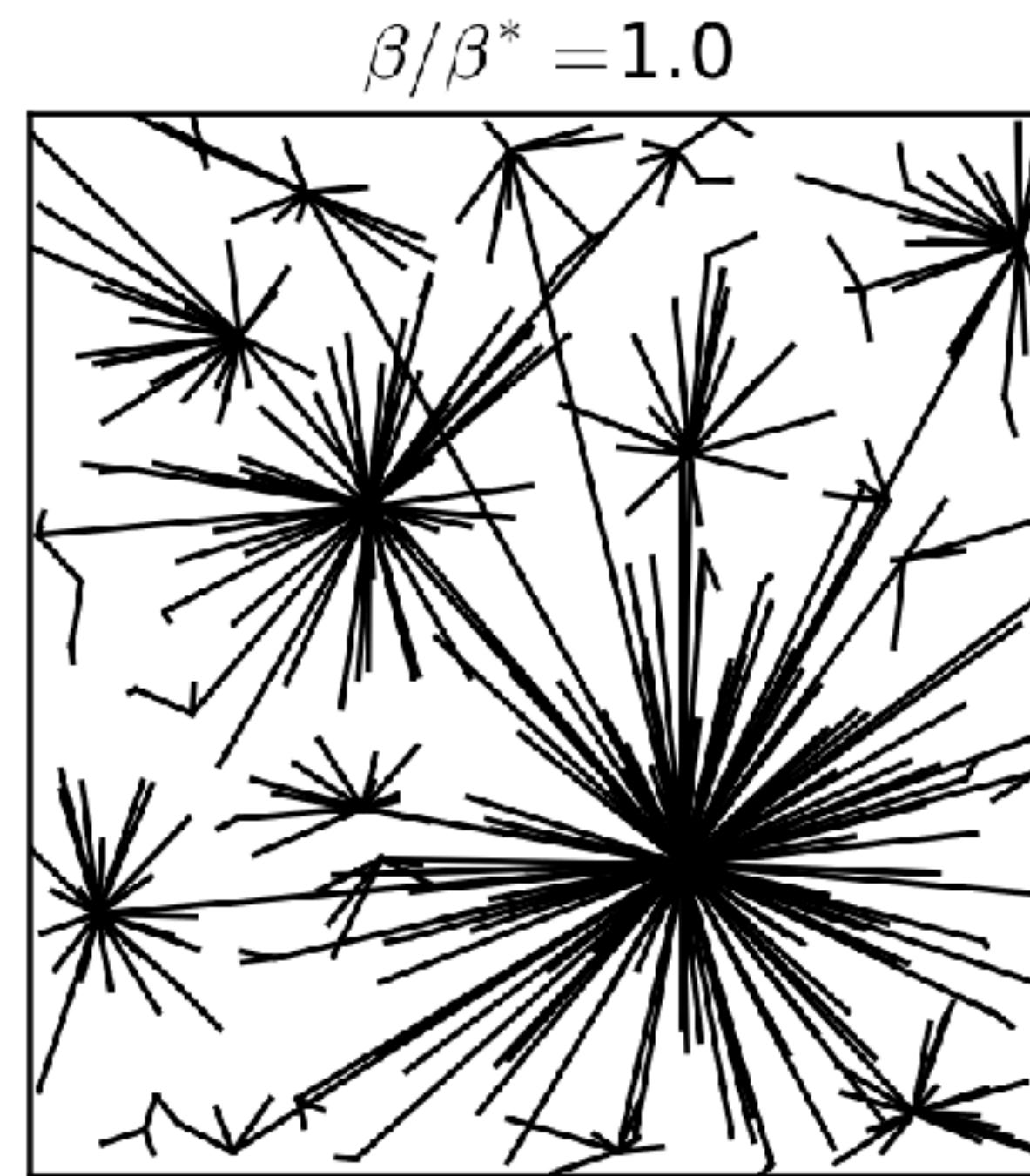


- 1) Generate random nodes
  - 2) Add links depending on the Euclidian distance
- $$P(i,j) = \beta e^{d(i,j)/d_0}$$

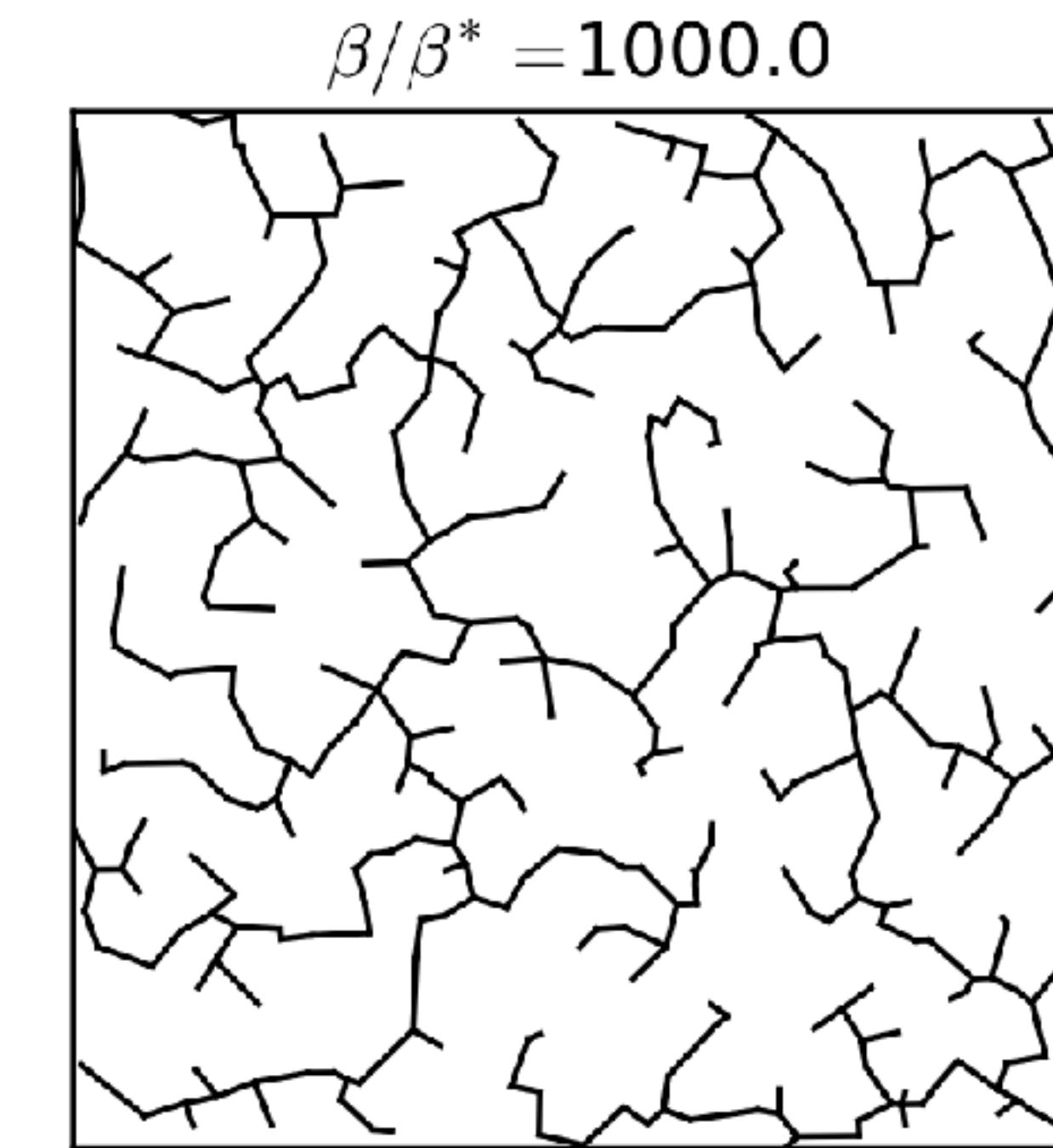
# Model: Hierarchical



Star graph



Spatial hierarchy



Minimum spanning tree

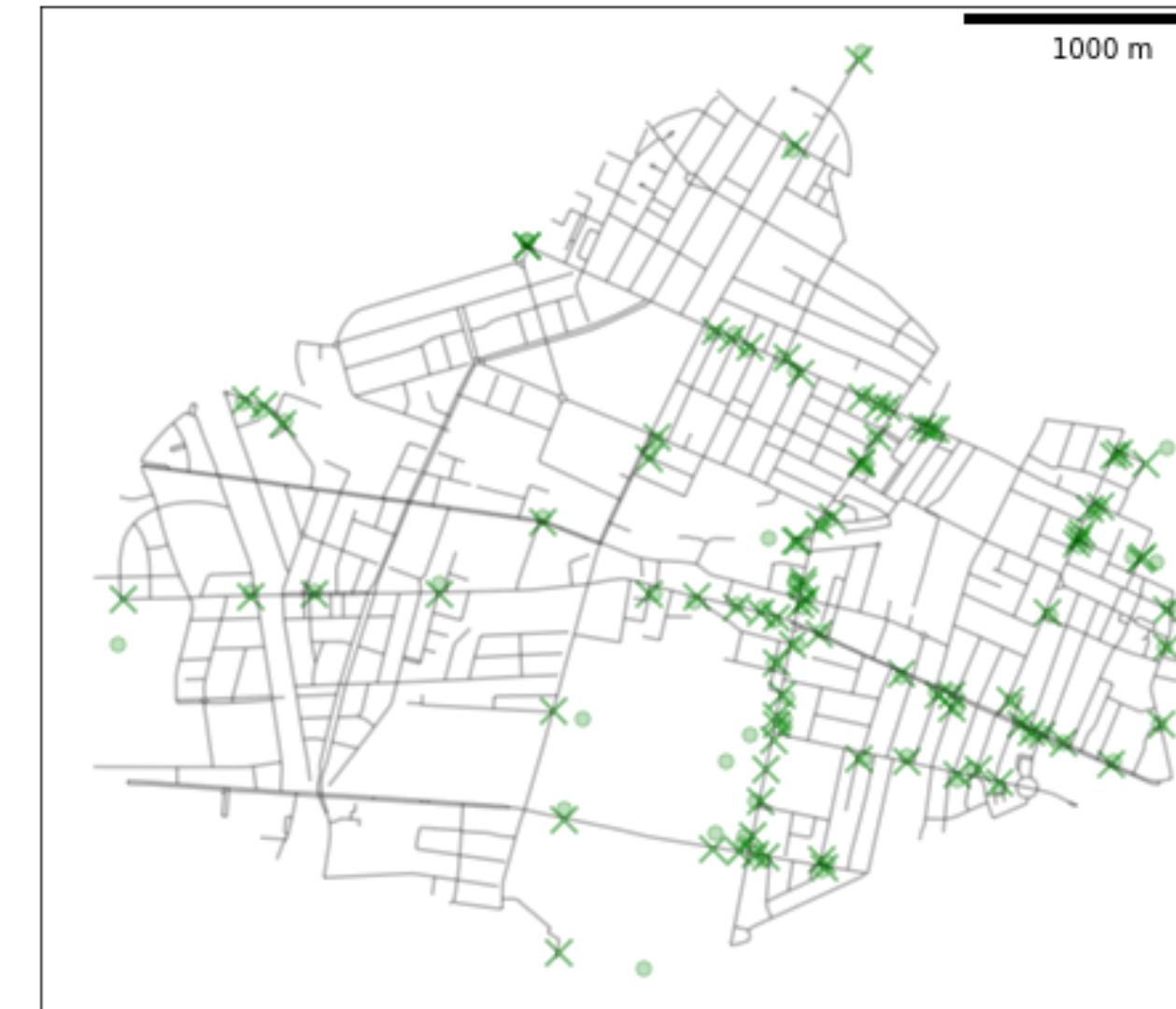
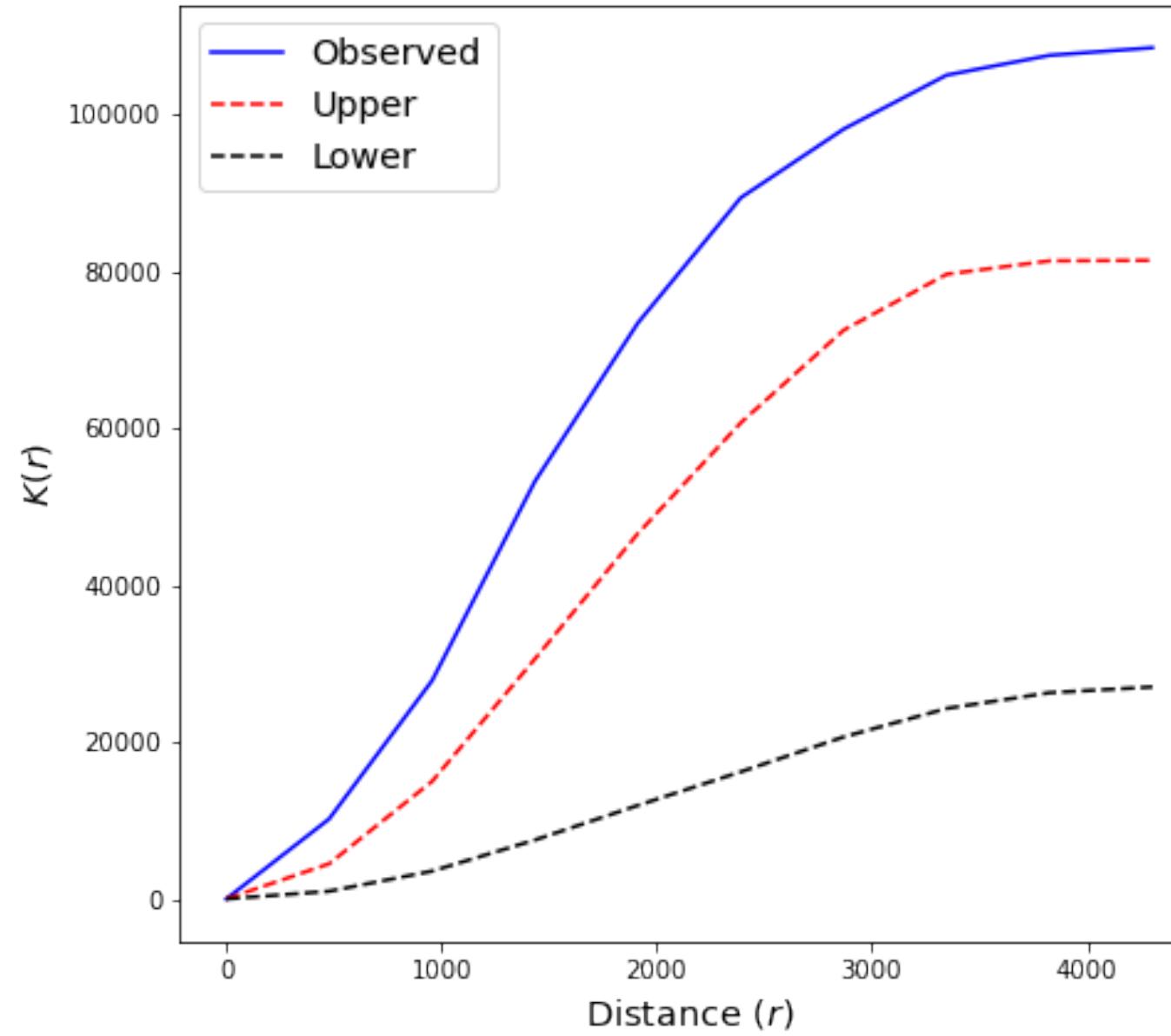
The average detour  
is minimal here

Model railway networks  
between cities

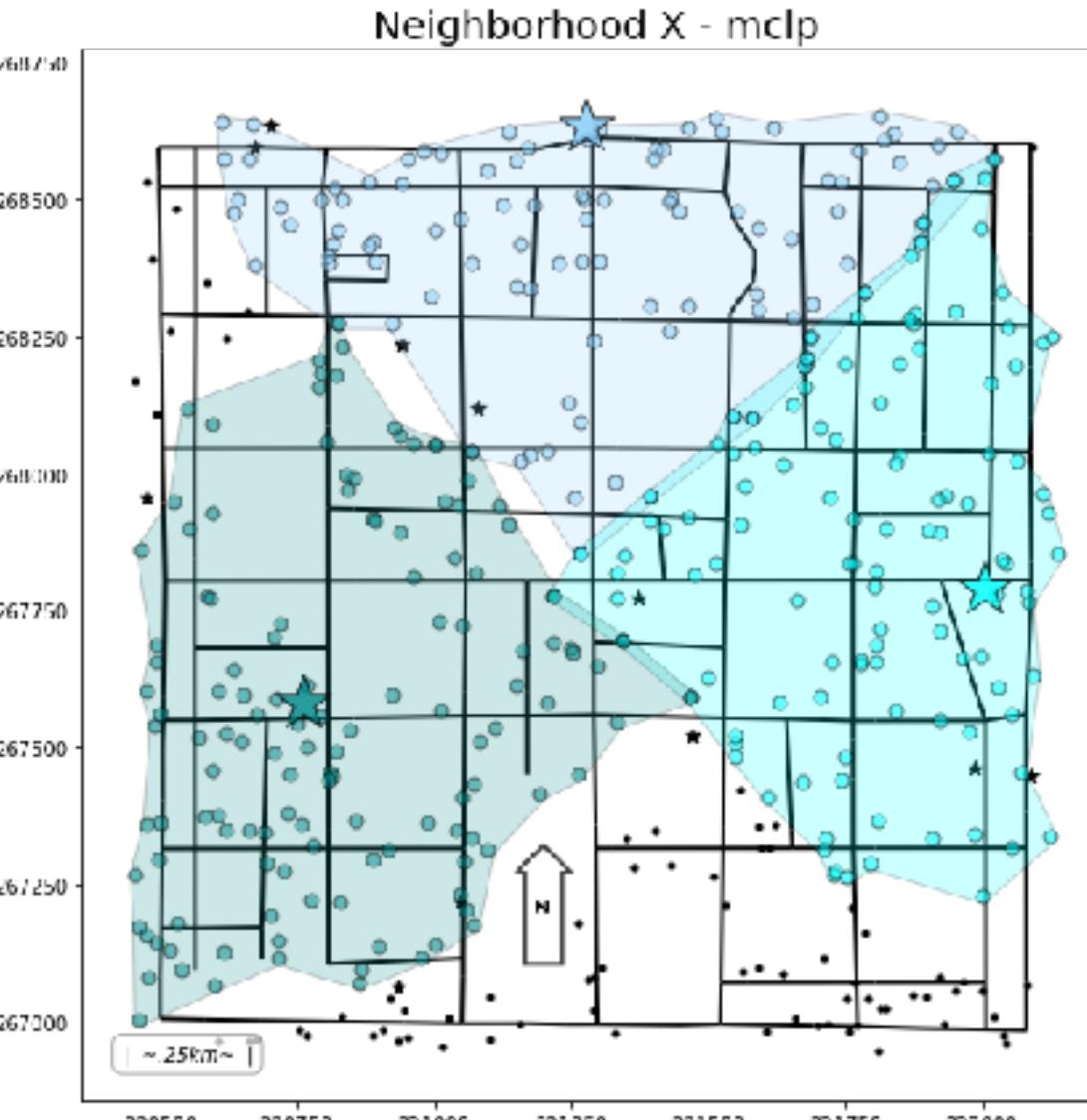
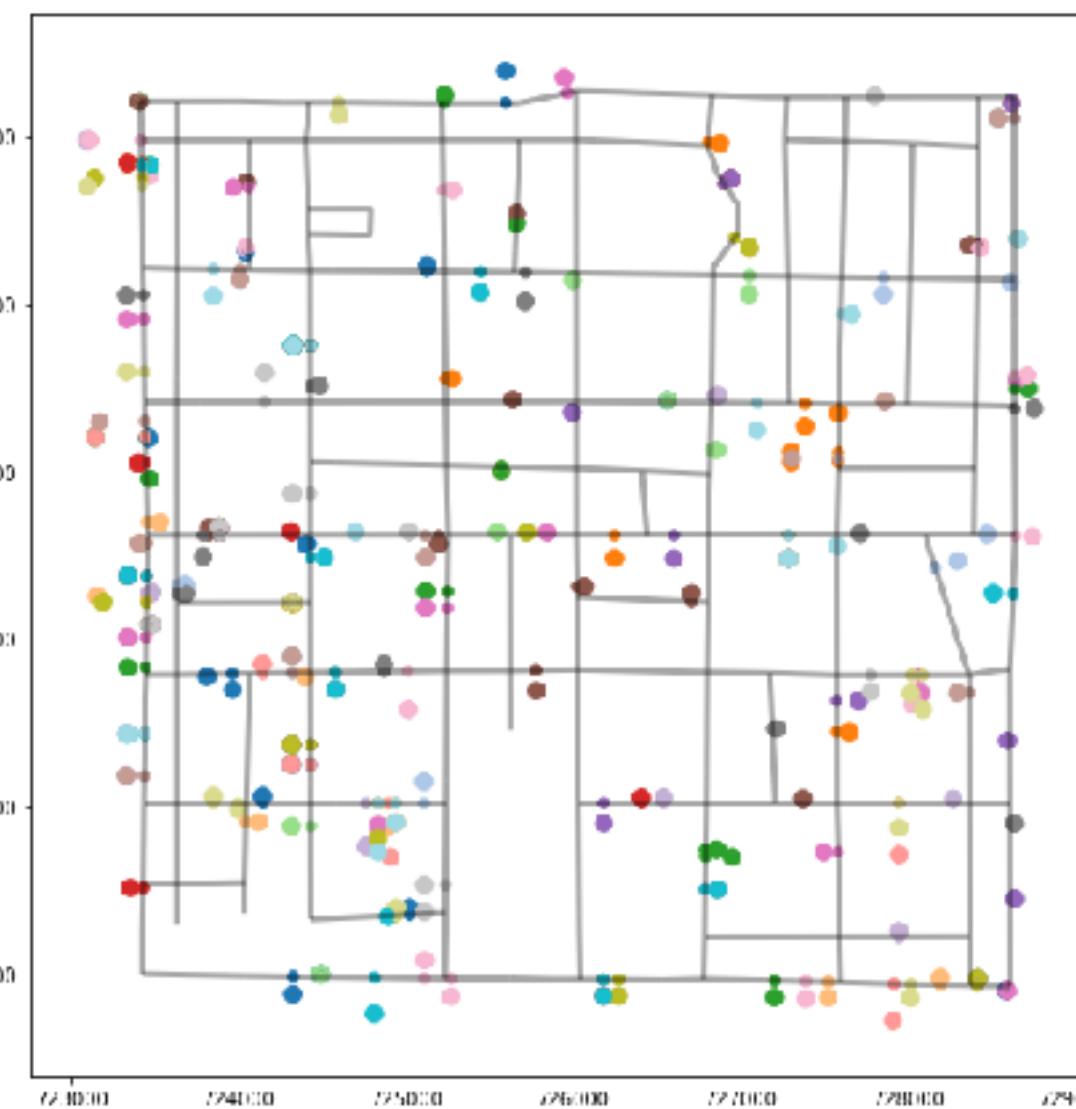
# Ripley's $K(d)$ function measures clustering for a distance $d$

Ripley's  $K(d)$  function is the expected number of points within distance  $d$  from any randomly sampled point, corrected for density.

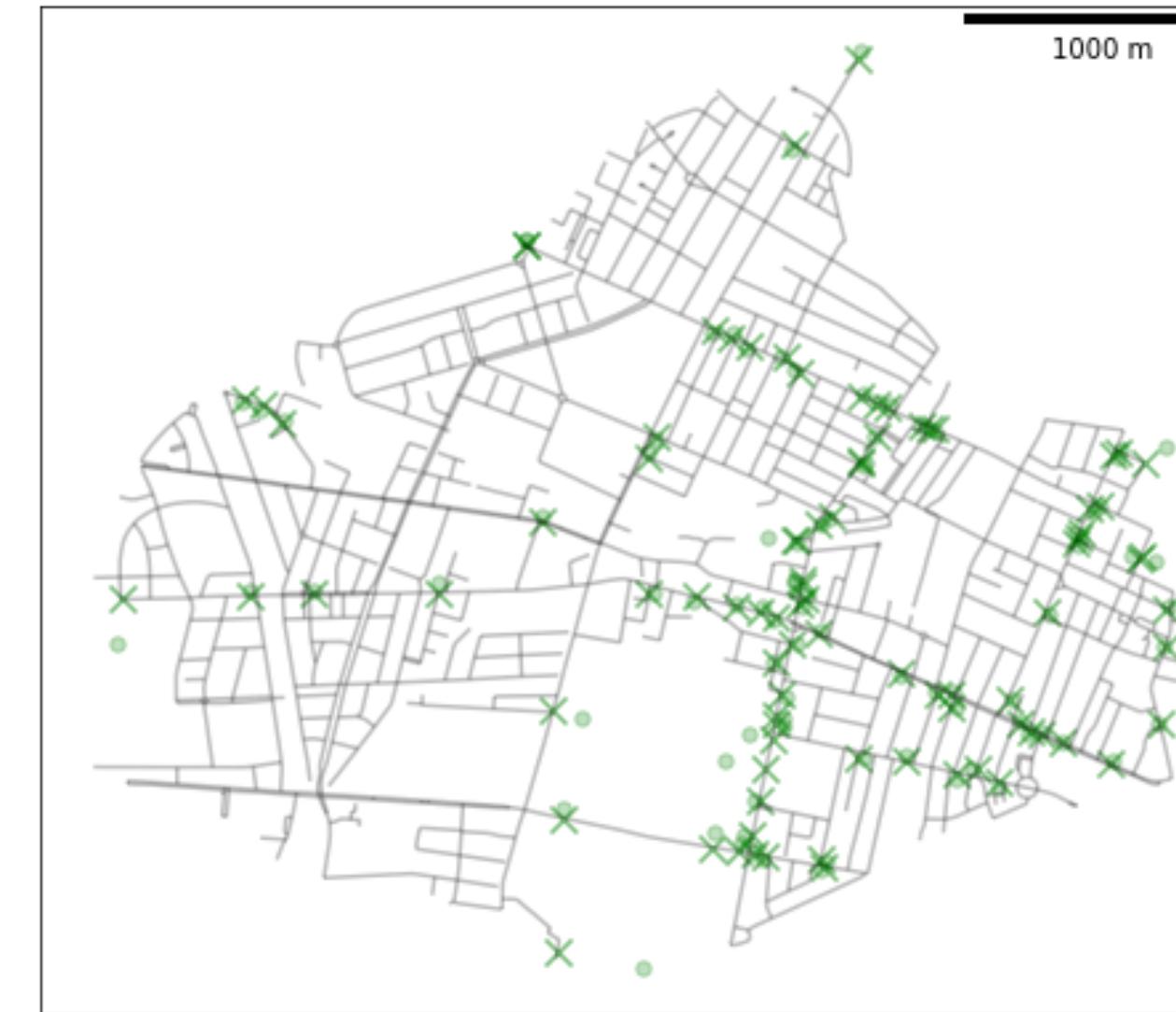
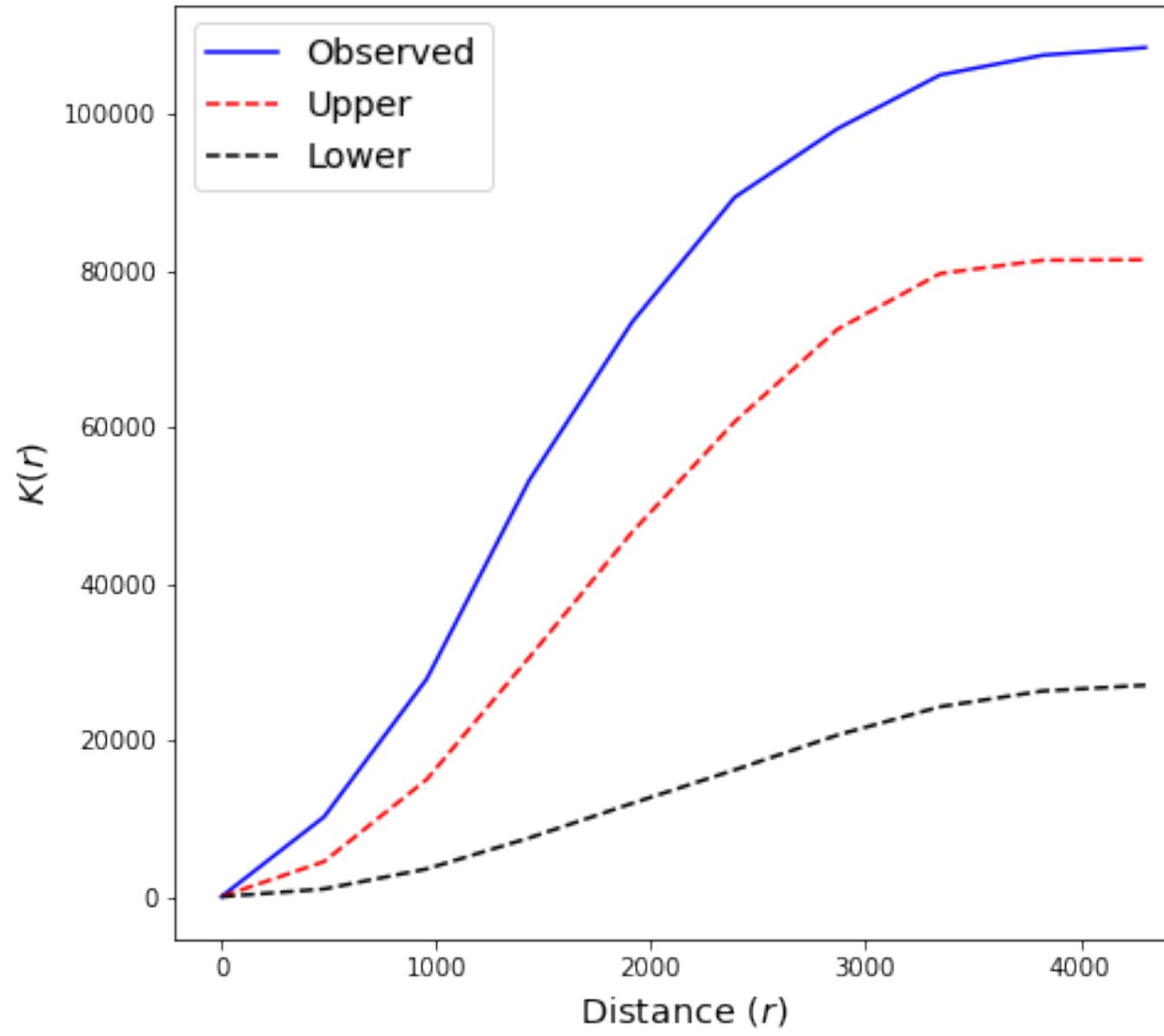
# Useful Python libraries: spaghetti and snkit



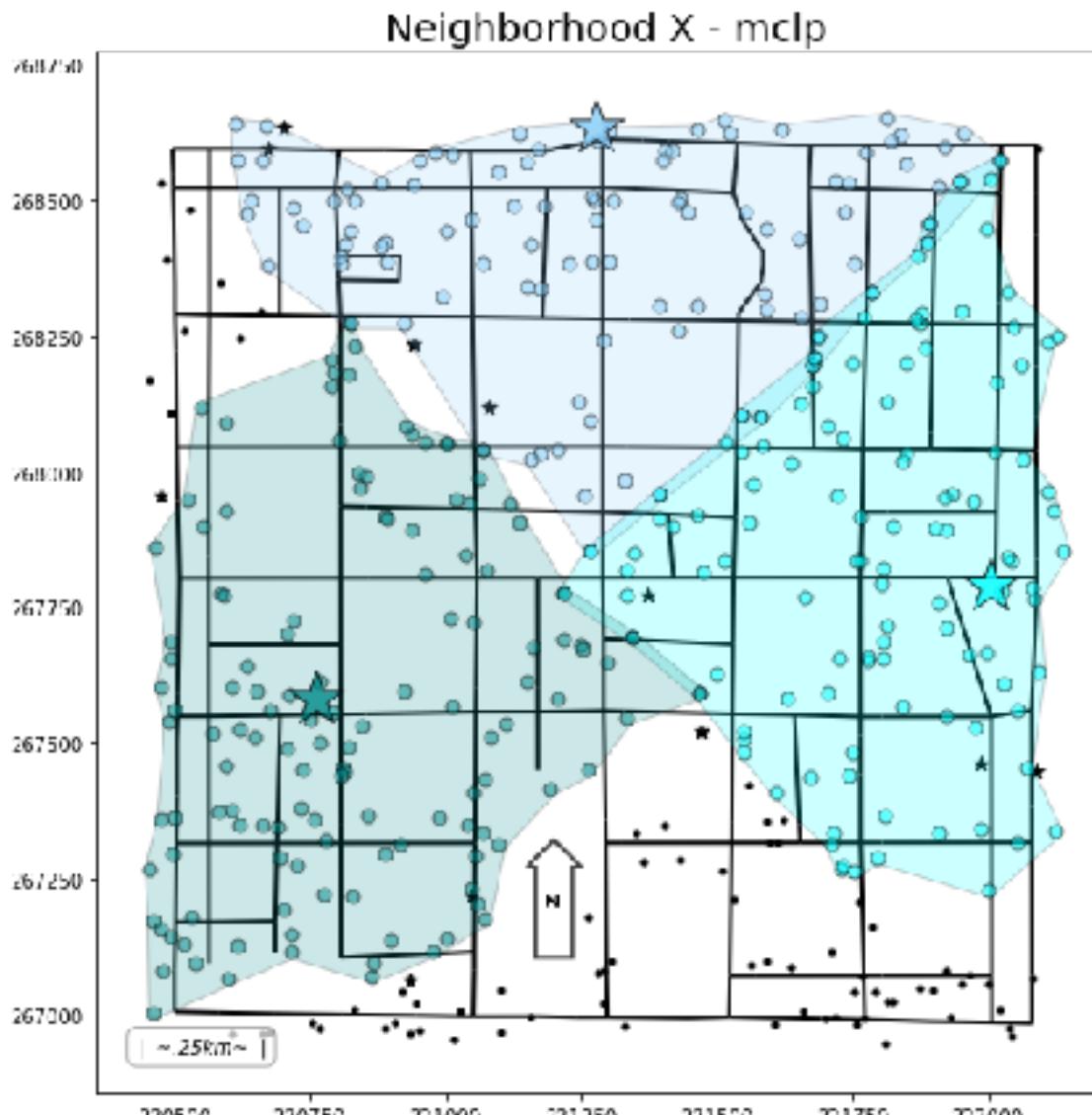
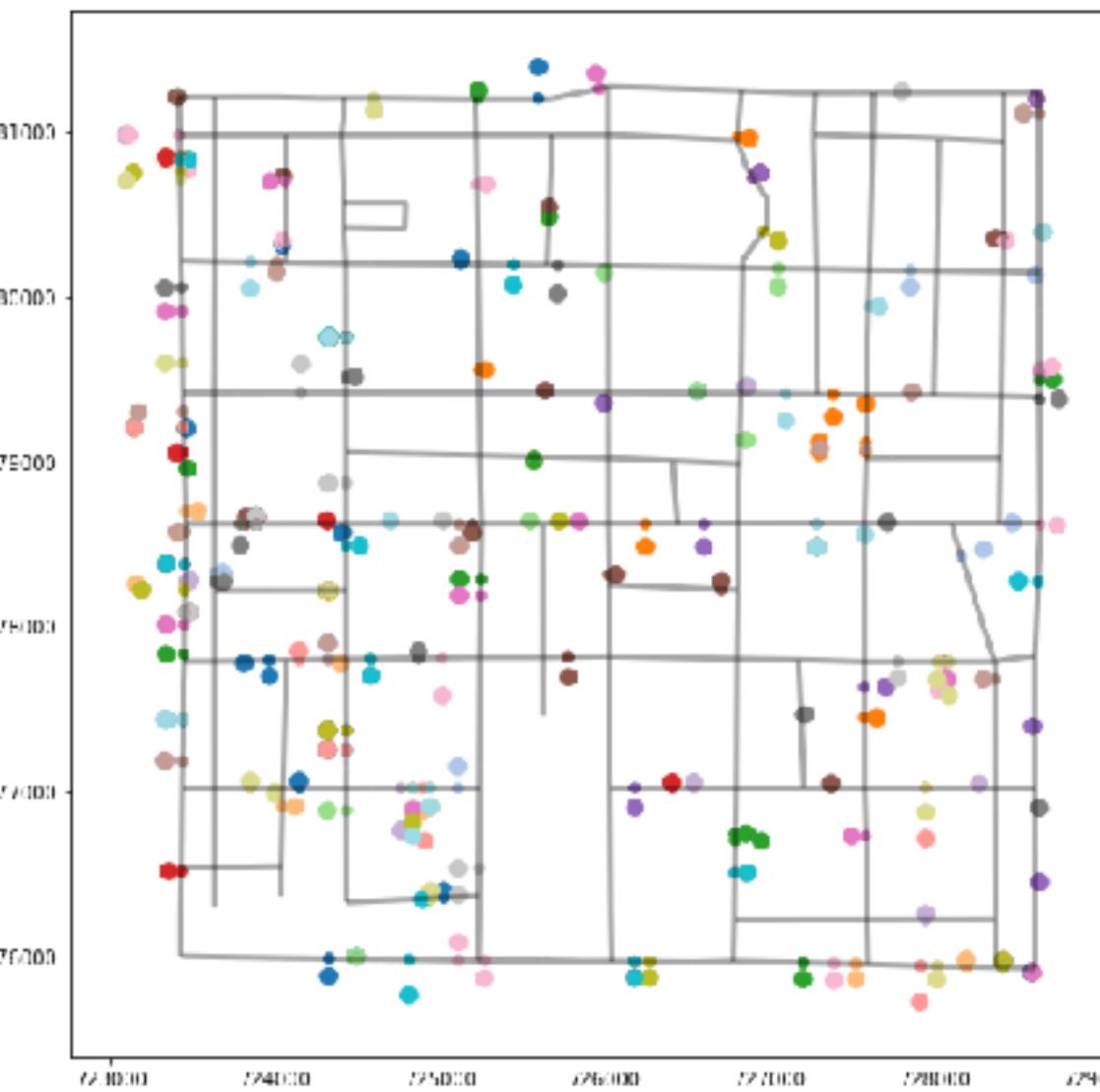
spaghetti allows spatial analysis on networks



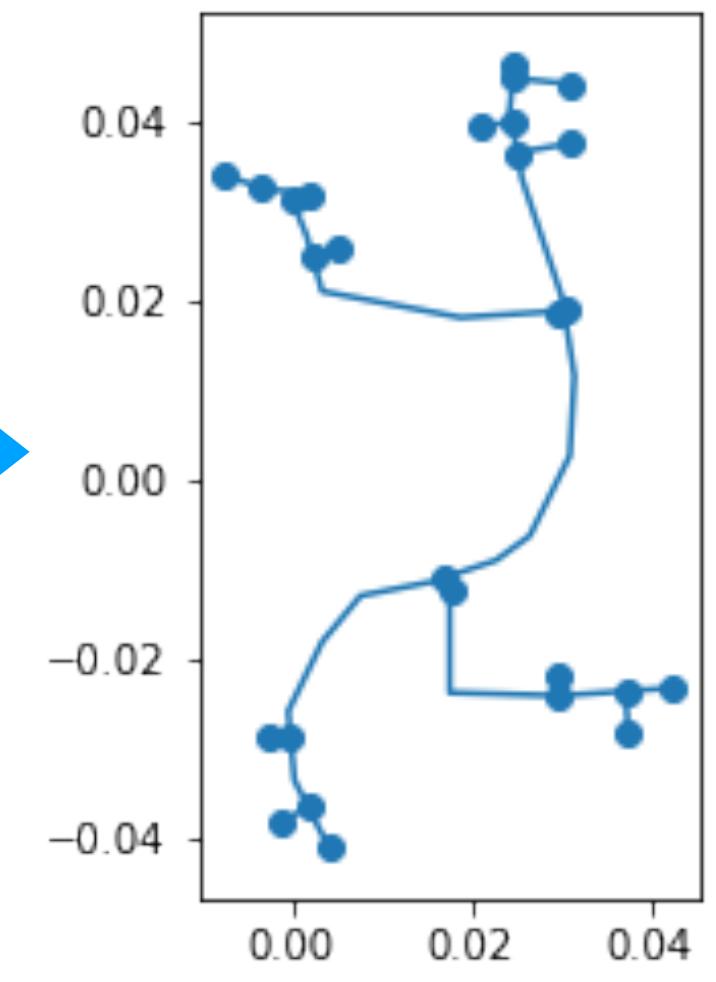
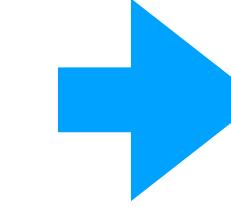
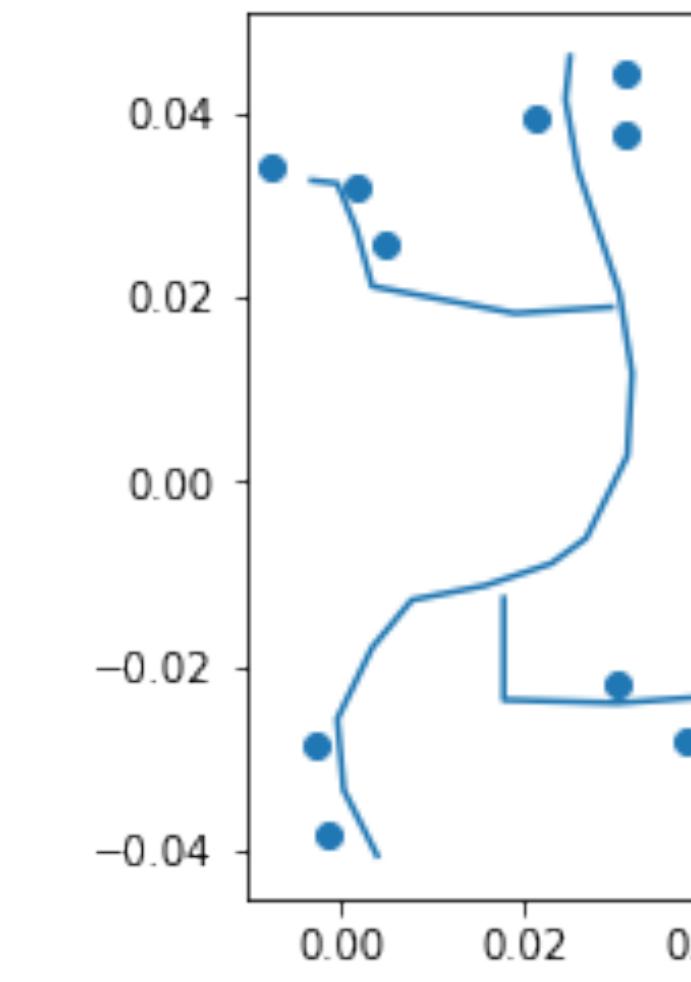
# Useful Python libraries: spaghetti and snkit



spaghetti allows spatial analysis on networks



snkit helps tidy spatial network data

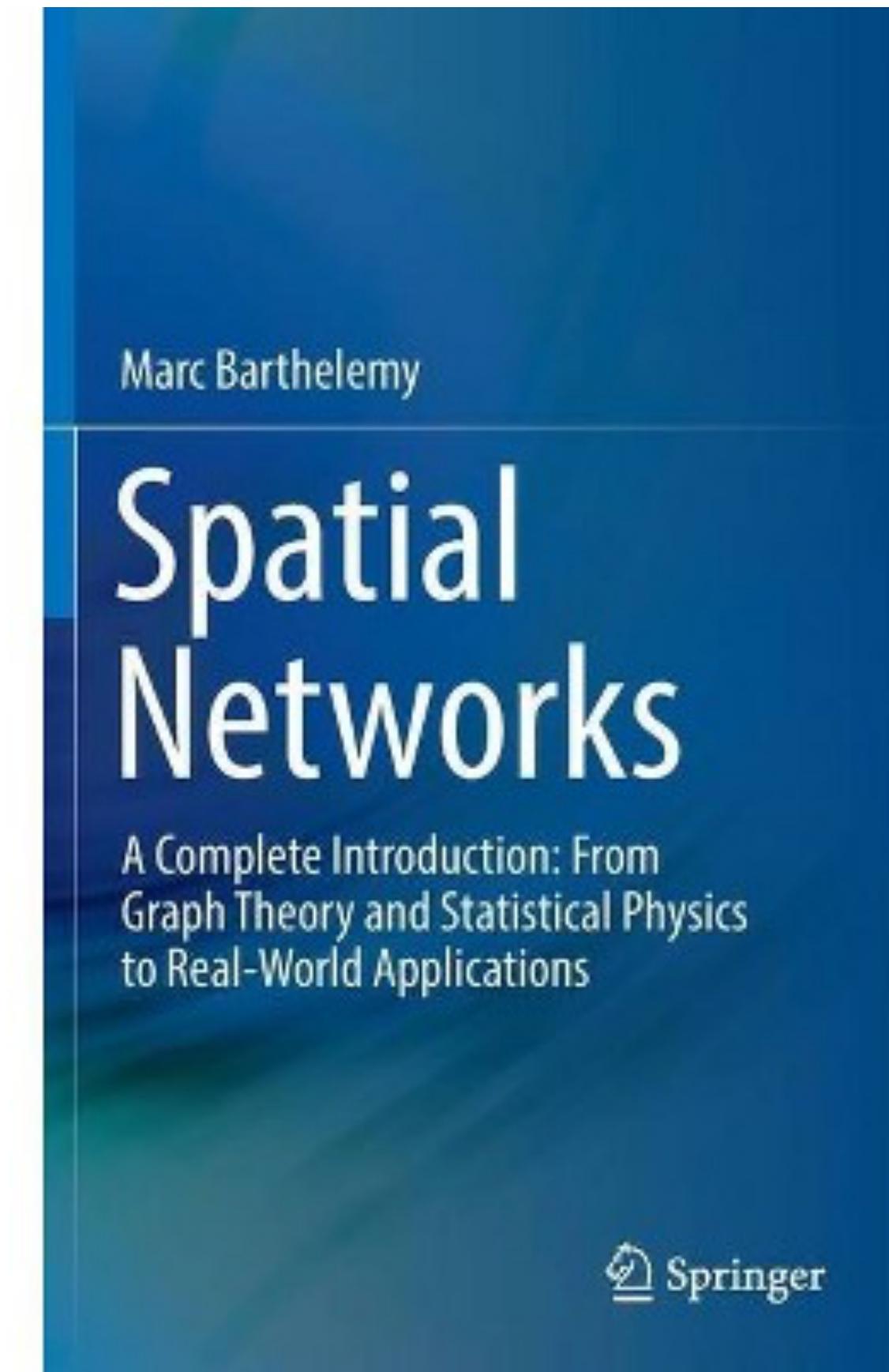
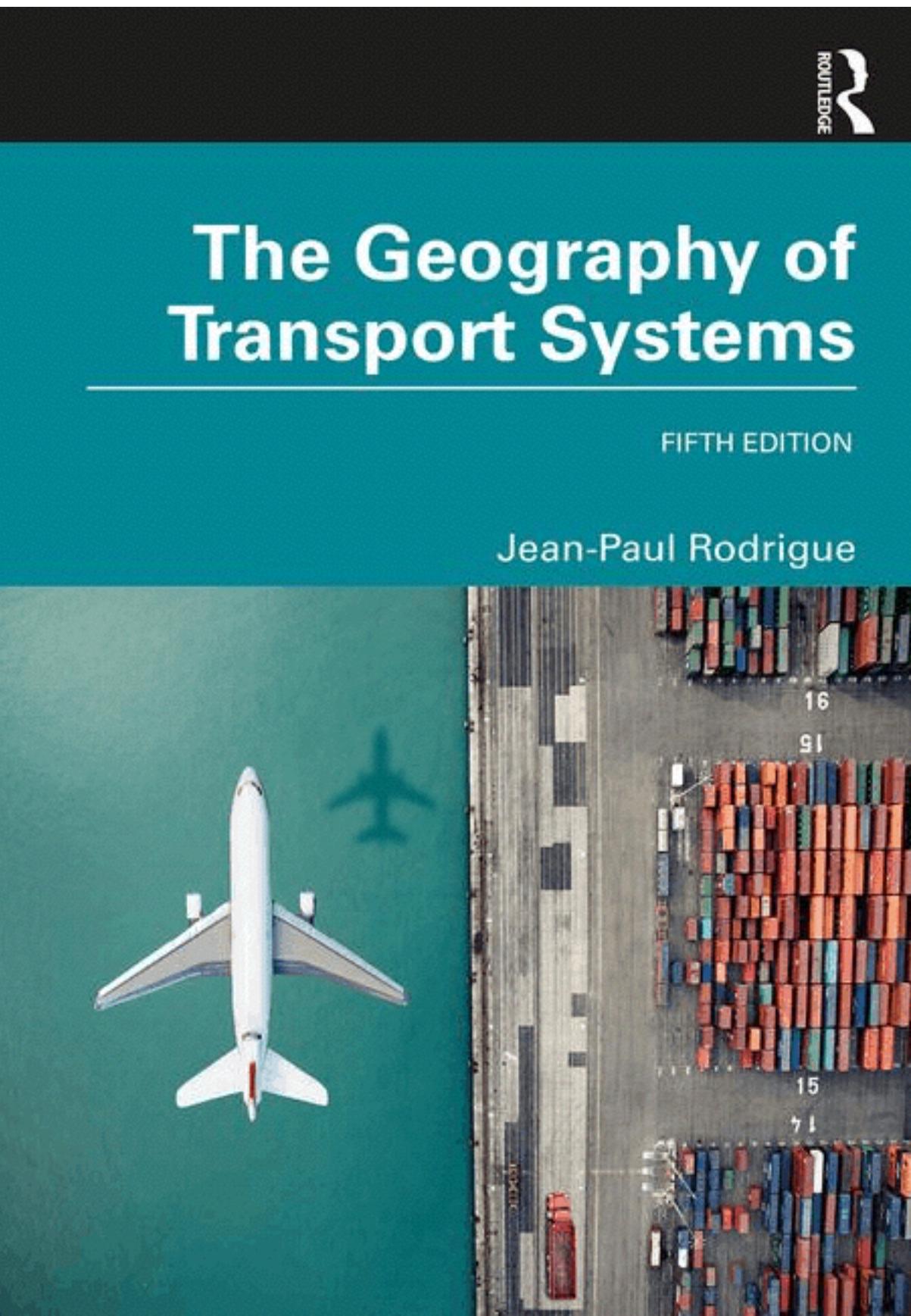


<https://github.com/tomalrussell/snkit>

<https://pysal-spaghetti.readthedocs.io/en/latest/index.html>

# Jupyter

# Sources and further materials for today's class



<https://transportgeography.org/>