

# Making nice maps

2019-10-30

```
library(sf)
library(ggplot2)
library(cowplot)
theme_set(theme_half_open())

library(tidycensus)
library(sf)
library(dplyr)
library(tigris)
library(rmapzen)

## You need API keys (Census & mapzen) to use these packages. Don't
## use mine though.

## Get Census API here
## http://api.census.gov/data/key_signup.html

## Get mapzen API here
## https://developers.nextzen.org/

## census_api_key("3deb7c3e77d1747cf53071c077e276d05aa31407", install = TRUE, overwrite = TRUE)
mz_set_tile_host_nextzen(key = ("hxNDKuWbRgetjkLAf_7MUQ"))

## Function for getting map tiles. This, and a lot of other stuff is from:
## https://www.dshkol.com/2018/better-maps-with-vector-tiles/
get_vector_tiles <- function(bbox){
  mz_box=mz_rect(bbox$xmin,bbox$ymin,bbox$xmax,bbox$ymax)
  mz_vector_tiles(mz_box)
}

#####
#           Get ACS data for geometries           #
#####

## Income (ACS column B19013_001) & geometry for whole state
# txstateincome <- get_acs(state = "TX", geography = "state", geometry = TRUE,
#                           variables = "B19013_001")

txstateincome <- invisible(get_acs(state = "TX", geography = "state", geometry = TRUE,
                                   variables = "B19013_001"))

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```
## Income for state by county
txcountyincome <- invisible(get_acs(state = "TX", geography = "county", geometry = TRUE,
                                   variables = "B19013_001") %>%
  arrange(desc(estimate)))
```

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## You can see that we have the shape file (column "geometry") and
## income (column "estimate") for each county
txcountyincome %>% glimpse()
```

```
## Observations: 254
## Variables: 6
## $ GEOID      <chr> "48157", "48397", "48085", "48259", "48301", "48121",...
```

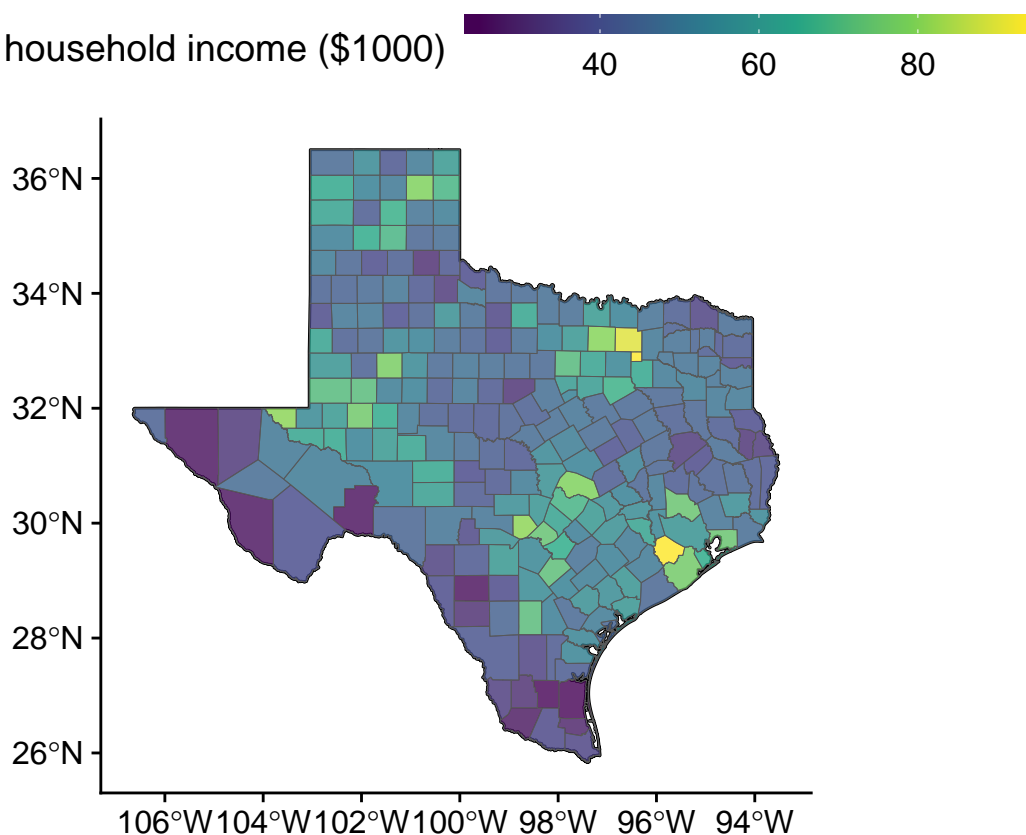
```
## $ NAME      <chr> "Fort Bend County, Texas", "Rockwall County, Texas", ...
## $ variable  <chr> "B19013_001", "B19013_001", "B19013_001", "B19013_001..."
## $ estimate  <dbl> 93645, 93269, 90124, 81023, 80938, 80290, 79167, 7912...
## $ moe       <dbl> 1349, 3672, 995, 5739, 32455, 1119, 8098, 1440, 14586...
## $ geometry  <MULTIPOLYGON [°]> MULTIPOLYGON (((-96.08891 2..., MULTIPOL...
```

```
## Plot the counties
```

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incomeMap <- ggplot(txcountyincome) +
  geom_sf(data = txstateincome, fill = "white", col = "black") +
  geom_sf(aes(fill = estimate / 1000), size = 0.1, alpha = 0.8) +
  scale_fill_viridis_c("Median household income ($1000)") +
  theme(legend.position = "top") +
  guides(fill = guide_colorbar(barwidth = 15, barheight = 0.5))
```

```
incomeMap
```

Median household income (\$1000)



```
#####
# Get geographic info (road & water) #
#####
```

```
## (this stuff not technically needed, but nice to have as an annotation)
```

```
txbbox <- st_bbox(txstateincome)
```

```
tx_vector_tiles <- get_vector_tiles(txbbox)
names(tx_vector_tiles)
```

```
## [1] "water"      "buildings"  "places"     "transit"    "pois"
## [6] "boundaries" "roads"      "earth"      "landuse"
```

```

tx_water <- as_sf(tx_vector_tiles$water)
tx_roads <- as_sf(tx_vector_tiles$roads)

tx_roads_alt <- st_transform(tx_roads, 4269)

txunion <- st_union(txcountyincome$geometry)

tx_roads_crop <- st_intersection(tx_roads_alt, txstateincome)

#####
# Income plot with roads in background #
#####

incomeMapRoads <- ggplot() +
  geom_sf(data = txstateincome, fill = "white", col = "black") +
  geom_sf(data = tx_roads_crop,
          col = "black") +
  geom_sf(data = txcountyincome, aes(fill = estimate / 1000), size = 0.1, alpha = 0.85) +
  theme(legend.position = "top") +
  scale_fill_viridis_c("Median household income ($1000)") +
  guides(fill = guide_colorbar(barwidth = 15, barheight = 0.5))

incomeMapRoads

```

Median household income (\$1000)

