

Package ‘chessboard’

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Type Package

Title Create Network Connections Based on Chess Moves

Version 0.1

Description Provides functions to work with directed (asymmetric) and undirected (symmetric) spatial networks. It makes the creation of connectivity matrices easier, i.e. a binary matrix of dimension $n \times n$, where n is the number of nodes (sampling units) indicating the presence (1) or the absence (0) of an edge (link) between pairs of nodes. Different network objects can be produced by 'chessboard': node list, neighbor list, edge list, connectivity matrix. It can also produce objects that will be used later in Moran's Eigenvector Maps (Dray et al. (2006) <[doi:10.1016/j.ecolmodel.2006.02.015](https://doi.org/10.1016/j.ecolmodel.2006.02.015)>) and Asymmetric Eigenvector Maps (Blanchet et al. (2008) <[doi:10.1016/j.ecolmodel.2008.04.001](https://doi.org/10.1016/j.ecolmodel.2008.04.001)>), methods available in the package 'adespatial' (Dray et al. (2023) <<https://CRAN.R-project.org/package=adespatial>>). This work is part of the FRB-CESAB working group Bridge <<https://www.fondationbiodiversite.fr/en/the-frb-in-action/programs-and-projects/le-cesab/bridge/>>.

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append_edge_lists	<i>Append several edge lists</i>
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Description

Appends several edge lists created by `create_edge_list()`. Merged edges will be ordered and duplicates will be removed.

Usage

```
append_edge_lists(...)
```

Arguments

... one or several edge lists data.frame. Outputs of the function `create_edge_list()`.

Value

A data.frame with n rows (where n is the total number of edges) and the following two columns:

- from: the node label of one of the two endpoints of the edge
- to: the node label of the other endpoint of the edge

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

edges_1 <- create_edge_list(nodes, method = "pawn", directed = TRUE)
edges_2 <- create_edge_list(nodes, method = "bishop", directed = TRUE)

edges <- append_edge_lists(edges_1, edges_2)
```

append_matrix

Combine several connectivity matrices

Description

Combines different connectivity matrices by row names and column names by performing a 2-dimensional full join. Missing edges are filled with 0 (default) or NA (argument na_to_zero).

Usage

```
append_matrix(..., na_to_zero = TRUE)
```

Arguments

...	one or several matrix objects created by connectivity_matrix() .
na_to_zero	a logical value. If TRUE (default) missing edges are coded as 0. Otherwise they will be coded as NA.

Value

A connectivity matrix of dimensions $n \times n$, where n is the total number of unique nodes across all provided matrices.

Examples

```
mat1 <- matrix(rep(1, 9), nrow = 3)
colnames(mat1) <- c("A", "B", "C")
rownames(mat1) <- c("A", "B", "C")
mat1

mat2 <- matrix(rep(1, 9), nrow = 3)
colnames(mat2) <- c("D", "E", "F")
rownames(mat2) <- c("D", "E", "F")
mat2

mat3 <- matrix(rep(1, 9), nrow = 3)
colnames(mat3) <- c("F", "G", "H")
rownames(mat3) <- c("F", "G", "H")
mat3

append_matrix(mat1, mat2, mat3)

append_matrix(mat1, mat2, mat3, na_to_zero = FALSE)
```

bishop

*Find neighbors according to bishop movement***Description**

For one node (argument `focus`), finds neighbors among a list of nodes according to the bishop movement. This movement is derived from the chess game. The bishop can move along the two diagonals.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```
bishop(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the nodes object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If FALSE (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If TRUE, change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If TRUE, a node can be its own neighbor. Default is FALSE.

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the nodes (data.frame) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus <- "5-5"

# Default settings ----
neighbors <- bishop(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- bishop(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- bishop(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- bishop(nodes, focus, degree = 3, directed = TRUE,
                   reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)
```

bishop_left

Find neighbors according to bishop left movement

Description

For one node (argument focus), finds neighbors among a list of nodes according to the bishop left movement. This movement is derived from the [bishop\(\)](#) method and can only move along the bottom-right to top-left diagonal.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```
bishop_left(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the `nodes` (`data.frame`) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
```

```

transect = "transect",
quadrat  = "quadrat")

focus    <- "5-5"

# Default settings ----
neighbors <- bishop_left(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- bishop_left(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- bishop_left(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- bishop_left(nodes, focus, degree = 3, directed = TRUE,
                        reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

bishop_right

Find neighbors according to bishop right movement

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the bishop right movement. This movement is derived from the `bishop()` method and can only move along the bottom-left to top-right diagonal.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```

bishop_right(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,

```



```

    reverse = FALSE,
    self = FALSE
  )

```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function <code>create_node_labels()</code> .
focus	an character of length 1. The node label for which the neighbors must be found. Must exist in the nodes object.
degree	an integer of length 1. The maximum number of neighbors to search for.
directed	a logical of length 1. If FALSE (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
reverse	a logical of length 1. If TRUE, change the default orientation of the network. This argument is ignored if directed = FALSE. See examples for further detail.
self	a logical of length 1. If TRUE, a node can be its own neighbor. Default is FALSE.

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (focus).

Value

A subset of the nodes (data.frame) where each row is a neighbor of the focal node.

Examples

```

library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus <- "5-5"

# Default settings ----
neighbors <- bishop_right(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

```

# Higher degree of neighborhood ----
neighbors <- bishop_right(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- bishop_right(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- bishop_right(nodes, focus, degree = 3, directed = TRUE,
  reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

connectivity_matrix	<i>Create a connectivity matrix from an edge list</i>
---------------------	---

Description

Converts an edge list to an connectivity matrix (also known as adjacency matrix).

Usage

```

connectivity_matrix(
  edges,
  lower = TRUE,
  upper = TRUE,
  diag = TRUE,
  na_to_zero = TRUE
)

```

Arguments

edges	a data.frame with the following two columns: from (the first node of the edge) and to (the second node of the edge). The output of the functions create_edge_list() or append_edge_lists() .
lower	a logical value. If TRUE (default), keep values in the lower triangle of the matrix. Otherwise they will be replaced by NA (or 0).
upper	a logical value. If TRUE (default), keep values in the upper triangle of the matrix. Otherwise they will be replaced by NA (or 0).
diag	a logical value. If TRUE (default), keep values in the diagonal of the matrix. Otherwise they will be replaced by NA (or 0).
na_to_zero	a logical value. If TRUE (default), missing edges are coded as 0. Otherwise they will be coded as NA.

Value

A connectivity matrix of dimensions $n \times n$, where n is the number of nodes.

Examples

```
# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select first location ----
adour_sites <- adour_sites[adour_sites$"location" == 1, ]

# Create node labels ----
adour_nodes <- create_node_labels(data = adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Find edges with 1 degree of neighborhood (pawn method) ----
adour_edges <- create_edge_list(adour_nodes, method = "pawn",
                                directed = TRUE)

# Get connectivity matrix ----
connectivity_matrix(adour_edges)

# Get connectivity matrix ----
connectivity_matrix(adour_edges, na_to_zero = FALSE)
```

create_edge_list	<i>Create an edge list</i>
------------------	----------------------------

Description

Creates a list of edges (links) between nodes (sampling units) based on the detection of neighbors and according to three neighborhood rules:

1. **Degree of neighborhood** (argument degree): the number of adjacent nodes that will be used to create **direct** edges. If degree = 1, only nodes directly adjacent to the focal node will be considered as neighbors.
2. **Orientation of neighborhood** (argument method): can neighbors be detecting horizontally and/or vertically and/or diagonally? The package chessboard implements all possible orientations derived from the chess game.
3. **Direction of neighborhood** (arguments directed and reverse): does the sampling design has a direction? If so (directed = TRUE), the network will be considered as **directed** and the direction will follow the order of node labels in both axes (except if reverse = TRUE).

It's important to note that, even the package `chessboard` is designed to deal with spatial networks, this function does not explicitly use spatial coordinates to detect neighbors. Instead it uses the **node labels**. The function `create_node_labels()` must be used before this function to create node labels.

Usage

```
create_edge_list(
  nodes,
  method,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function <code>create_node_labels()</code> .
<code>method</code>	a character of length 1. The method used to detect neighbors. One among 'pawn', 'fool', 'rook', 'bishop', 'bishop_left', 'bishop_right', 'knight', 'knight_left', 'knight_right', 'queen', 'wizard'. For further information, see the functions of the same name (i.e. <code>pawn()</code> , <code>rook()</code> , etc.).
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If FALSE (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If TRUE, change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If TRUE, a node can be its own neighbor. Default is FALSE.

Value

A data.frame with `n` rows (where `n` is the number of edges) and the following two columns:

- `from`: the node label of one of the two endpoints of the edge
- `to`: the node label of the other endpoint of the edge

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)
```

```

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

edges <- create_edge_list(nodes, method = "pawn", directed = TRUE)
edges

edges <- create_edge_list(nodes, method = "bishop", directed = TRUE)
edges

```

create_node_labels *Create unique node labels*

Description

Creates unique node (sampling units) labels in directed (or undirected) spatial (or not) networks.

It's important to note that, even the package chessboard is designed to deal with spatial networks, it does not explicitly use spatial coordinates. Every functions of the package will use the **node labels**.

To work, the package chessboard requires that the sampling has two dimensions: one from bottom to top (called **quadrats**), and one from left to right (called **transects**). If the sampling has been conducted along one single dimension (**transects** or **quadrats**), this function will create a fictitious label for the missing dimension. In other words, the package chessboard can work with sampling designs such as regular grids (two dimensions), transects (one dimension), and quadrats (one dimension).

In addition, the package can also deal with multiple locations. In that case, users will need to use the argument `location`.

The node labels will be of the form: 1-2, where 1 is the identifier of the transect (created by the function if missing), and 2, the identifier of the quadrat (created by the function if missing).

Usage

```
create_node_labels(data, location, transect, quadrat)
```

Arguments

<code>data</code>	a data.frame with at least one column, 'transect' or 'quadrat'. If only one column is provided and transect or quadrat is NULL, the network will be considered as one-dimensional. If data contains both 'transect' and 'quadrat' columns, the network will be considered as two-dimensional. The data.frame can contain additional columns.
<code>location</code>	a character of length 1. The name of the column that contains location identifiers. If missing (or NULL), a unique location identifier will be created and named 1 (for the purpose of the package only). This argument is optional if the sampling has been conducted at one location, but required if the survey is structured in multiple locations.

transect	a character of length 1. The name of the column that contains transect identifiers. If missing (or NULL), a unique transect identifier will be created and named 1 (for the purpose of the package only). If missing, the network will be considered as one-dimensional.
quadrat	a character of length 1. The name of the column that contains quadrat identifiers. If missing (or NULL), a unique quadrat identifier will be created and named 1 (for the purpose of the package only). If missing, the network will be considered as one-dimensional.

Value

A data.frame with at least the four following columns:

- node, the node label
- location, the identifier of the location
- transect, the identifier of the transect
- quadrat, the identifier of the quadrat Other columns present in the original dataset will also be added.

Examples

```
library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)
sites_infos

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")
nodes

gg_chessboard(nodes)

# One-dimensional sampling (only transects) ----
transects_only <- data.frame("transect" = 1:5)

nodes <- create_node_labels(transects_only,
                           transect = "transect")
nodes

gg_chessboard(nodes)

# One-dimensional sampling (only quadrats) ----
quadrats_only <- data.frame("quadrat" = 1:5)

nodes <- create_node_labels(quadrats_only,
                           quadrat = "quadrat")
nodes

gg_chessboard(nodes)
```

distance_euclidean	<i>Compute the pairwise Euclidean distance</i>
--------------------	--

Description

Computes the Euclidean distance between two nodes using the function `sf::st_distance()`. If the CRS is not a Cartesian system, the Great Circle distance will be used instead.

Usage

```
distance_euclidean(sites, ...)
```

Arguments

<code>sites</code>	an sf object of type POINT. A spatial object containing coordinates of sites. Note that the first column must be the node label created by the function <code>create_node_labels()</code> .
<code>...</code>	other argument to pass to <code>sf::st_distance()</code> .

Value

A three-column data.frame with:

- from, the first node
- to, the second node
- weight, the Euclidean distance between the two nodes

Examples

```
# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select the 15 first sites ----
adour_sites <- adour_sites[1:15, ]

# Create node labels ----
adour_sites <- create_node_labels(adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Convert sites to sf object (POINTS) ----
adour_sites <- sf::st_as_sf(adour_sites, coords = c("longitude", "latitude"),
                             crs = "epsg:2154")

# Compute distances between pairs of sites ----
weights <- distance_euclidean(adour_sites)

head(weights)
```

edges_to_sf	<i>Convert edge list to spatial object</i>
-------------	--

Description

Converts an edge list to an sf spatial object of type LINESTRING with one row per edge.

Usage

```
edges_to_sf(edges, sites)
```

Arguments

edges	a data.frame with the following two columns: from (the first node of the edge) and to (the second node of the edge). The output of the functions create_edge_list() or append_edge_lists() .
sites	an sf object of type POINT. A spatial object with coordinates of sites (nodes). Note that the first column must be the node labels.

Value

An sf spatial object of type LINESTRING where the number of rows correspond to the number of edges.

Examples

```
# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select first location ----
adour_sites <- adour_sites[adour_sites$"location" == 1, ]

# Create node labels ----
adour_nodes <- create_node_labels(data = adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Find edges with 1 degree of neighborhood (pawn method) ----
adour_edges <- create_edge_list(adour_nodes, method = "pawn",
                                directed = TRUE)

# Convert sites to spatial POINT ----
adour_sites_sf <- sf::st_as_sf(adour_nodes, coords = 5:6, crs = "epsg:2154")

# Convert edges to spatial LINESTRING ----
edges_sf <- edges_to_sf(adour_edges, adour_sites_sf)
```



```

head(edges_sf)

# Visualization ----
plot(sf::st_geometry(adour_sites_sf), pch = 19)
plot(sf::st_geometry(edges_sf), add = TRUE)

# Find edges with 1 degree of neighborhood (pawn and bishop methods) ----
adour_edges_1 <- create_edge_list(adour_nodes, method = "pawn",
                                directed = TRUE)
adour_edges_2 <- create_edge_list(adour_nodes, method = "bishop",
                                directed = TRUE)

# Append edges ----
adour_edges <- append_edge_lists(adour_edges_1, adour_edges_2)

# Convert sites to spatial POINT ----
adour_sites_sf <- sf::st_as_sf(adour_nodes, coords = 5:6, crs = "epsg:2154")

# Convert edges to spatial LINESTRING ----
edges_sf <- edges_to_sf(adour_edges, adour_sites_sf)
head(edges_sf)

# Visualization ----
plot(sf::st_geometry(adour_sites_sf), pch = 19)
plot(sf::st_geometry(edges_sf), add = TRUE)

```

edges_weights_matrix *Create an edges weights matrix*

Description

Creates an edges weights matrix from the output of [distance_euclidean\(\)](#).

Usage

```
edges_weights_matrix(distances, lower = TRUE, upper = TRUE, diag = TRUE)
```

Arguments

distances	a data.frame with the following three columns: from (the first node of the edge), to (the second node of the edge), and weight (the weight of the edge between the two nodes, e.g. a distance).
lower	a logical value. If TRUE (default), keep values in the lower triangle of the matrix. Otherwise they will be replaced by NA.
upper	a logical value. If TRUE (default), keep values in the upper triangle of the matrix. Otherwise they will be replaced by NA.
diag	a logical value. If TRUE (default), keep values in the diagonal of the matrix. Otherwise they will be replaced by NA.

Value

An edges weights matrix of dimensions $n \times n$, where n is the number of nodes (sites).

Examples

```
# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select the 15 first sites ----
adour_sites <- adour_sites[1:15, ]

# Create node labels ----
adour_sites <- create_node_labels(adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Convert sites to sf object (POINTS) ----
adour_sites_sf <- sf::st_as_sf(adour_sites,
                                coords = c("longitude", "latitude"),
                                crs = "epsg:2154")

# Compute distances between pairs of sites along the Adour river ----
adour_dists <- distance_euclidean(adour_sites_sf)

# Create Edges weights matrix ----
edges_weights_matrix(adour_dists)

# Create Edges weights matrix (with options) ----
edges_weights_matrix(adour_dists, lower = FALSE)
edges_weights_matrix(adour_dists, upper = FALSE)
edges_weights_matrix(adour_dists, diag = FALSE)
```

edges_weights_vector *Create an edges weights vector*

Description

Creates an edges weights vector that can be used in `aem()` of the package `adespatial`. Resulting edges weights equal to 0 will be replaced by $4 \times \max(w)$, where $\max(w)$ is the maximal weight in the matrix.

Usage

```
edges_weights_vector(x, y)
```

Arguments

- x** a list of length 2. The nodes_by_edges matrix returned by nodes_by_edges_matrix() (or aem.build.binary() of the package adespatial).
- y** a data.frame with the following three columns: from (the first node of the edge), to (the second node of the edge), and weight (the weight of the edge between the two nodes, e.g. a distance).

Value

An edges weights vector.

Examples

```
# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select the 15 first sites ----
adour_sites <- adour_sites[1:15, ]

# Create node labels ----
adour_sites <- create_node_labels(adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Convert sites to sf object (POINTS) ----
adour_sites_sf <- sf::st_as_sf(adour_sites,
                               coords = c("longitude", "latitude"),
                               crs = "epsg:2154")

# Create edges based on the pawn move (directed network) ----
adour_edges <- create_edge_list(adour_sites, method = "pawn",
                                directed = TRUE)

# Create nodes-by-edges matrix ----
adour_matrix <- nodes_by_edges_matrix(adour_edges)

# Compute Euclidean distances between pairs of sites ----
adour_dists <- distance_euclidean(adour_sites_sf)

# Create Edges weights vector ----
edges_weights_vector(adour_matrix, adour_dists)
```

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the fool movement. This movement is derived from the chess game. The fool can only move horizontally, i.e. through a **quadrat**.

The detection of neighbors using the fool method can work with two-dimensional sampling (both **transects** and **quadrats**) and one-dimensional sampling of type **transects-only**. For sampling of type **quadrats-only**, please use the function `pawn()`.

Usage

```
fool(nodes, focus, degree = 1, directed = FALSE, reverse = FALSE, self = FALSE)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the nodes (`data.frame`) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")
```

```

focus      <- "5-5"

# Default settings ----
neighbors <- fool(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- fool(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- fool(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- fool(nodes, focus, degree = 3, directed = TRUE, reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

geom_edges

Link neighbors by arrow on a chessboard

Description

Links neighbors (cells) on a chessboard plotted with `gg_chessboard()`.

Usage

```
geom_edges(nodes, focus, neighbors)
```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output if the function <code>create_node_labels()</code> .
focus	an character of length 1. The node label to be emphasized on the chessboard. Must exist in the nodes object.
neighbors	a data.frame with the following at least three columns: node, transect, and quadrats. See <code>pawn()</code> , <code>fool()</code> , etc. for further information.

Value

A `geom_segment` that must be added to a `ggplot2` object.

Examples

```
library("chessboard")

sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus <- "5-5"

neighbors <- wizard(nodes, focus = focus, degree = 4, directed = FALSE,
                    reverse = TRUE)

gg_chessboard(nodes) +
  geom_neighbors(nodes, neighbors) +
  geom_edges(nodes, focus, neighbors) +
  geom_node(nodes, focus)
```

geom_neighbors

*Highlight neighbors on a chessboard***Description**

Highlights neighbors (cells) on a chessboard plotted with [gg_chessboard\(\)](#).

Usage

```
geom_neighbors(nodes, neighbors)
```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output if the function create_node_labels() .
neighbors	a data.frame with the following at least three columns: node, transect, and quadrats. See pawn() , fool() , etc. for further information.

Value

A geom_point that must be added to a ggplot2 object.

Examples

```
library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
```

```

      transect = "transect",
      quadrat  = "quadrat")

neighbors <- pawn(nodes, focus = "2-3")

gg_chessboard(nodes) +
  geom_node(nodes, "2-3") +
  geom_neighbors(nodes, neighbors)

```

geom_node

Highlight a node on a chessboard

Description

Highlights a node (cell) on a chessboard plotted with `gg_chessboard()`.

Usage

```
geom_node(nodes, focus)
```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output if the function <code>create_node_labels()</code> .
focus	an character of length 1. The node label to be emphasized on the chessboard. Must exist in the nodes object.

Value

A list of two `geom_point` that must be added to a `ggplot2` object.

Examples

```

library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid(transect = 1:3, "quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

gg_chessboard(nodes) +
  geom_node(nodes, "2-3")

# One-dimensional sampling (only transects) ----
sites_infos <- data.frame("transect" = 1:5)

nodes <- create_node_labels(data      = sites_infos,

```

```

                                transect = "transect")

gg_chessboard(nodes) +
  geom_node(nodes, "3-1")

```

get_node_list

Get the list of nodes

Description

Retrieves the node list by selecting and ordering the column node of the output of the function [create_node_labels\(\)](#).

Usage

```
get_node_list(nodes)
```

Arguments

nodes a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function [create_node_labels\(\)](#).

Value

A vector of node labels.

Examples

```

library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

get_node_list(nodes)

```

gg_chessboard*Plot a sampling as a chessboard*

Description

Plots a sampling as a chessboard of dimensions $t \times q$, with t , the number of transects, and q , the number of quadrats.

Usage

```
gg_chessboard(nodes, xlab = "Transect", ylab = "Quadrat")
```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output if the function <code>create_node_labels()</code> .
xlab	a character of length 1. The title of the top axis. Default is 'Transect'.
ylab	a character of length 1. The title of the left axis. Default is 'Quadrat'.

Value

A ggplot2 object.

Examples

```
library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

gg_chessboard(nodes)

# One-dimensional sampling (only transects) ----
sites_infos <- data.frame("transect" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect")

gg_chessboard(nodes)

# One-dimensional sampling (only quadrats) ----
sites_infos <- data.frame("quadrat" = 1:5)

nodes <- create_node_labels(data      = sites_infos,
                           quadrat  = "quadrat")
```

```
gg_chessboard(nodes)
```

```
gg_matrix
```

Plot a connectivity or a nodes-by-edges matrix

Description

Plots an connectivity or a nodes-by-edges matrix.

Usage

```
gg_matrix(x, title)
```

Arguments

<code>x</code>	a matrix object. An adjacency or nodes-by-edges matrix.
<code>title</code>	a character of length 1. The caption of the figure.

Value

A ggplot2 object.

Examples

```
library("chessboard")

# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

# Select first location ----
#adour_sites <- adour_sites[adour_sites$"location" == 1, ]

# Create node labels ----
adour_nodes <- create_node_labels(data = adour_sites,
                                  location = "location",
                                  transect = "transect",
                                  quadrat = "quadrat")

# Find edges with 1 degree of neighborhood (queen method) ----
adour_edges <- create_edge_list(adour_nodes, method = "queen",
                                directed = FALSE)

# Get connectivity matrix ----
adour_con_matrix <- connectivity_matrix(adour_edges)

# Visualize matrix ----
gg_matrix(adour_con_matrix, title = "Connectivity matrix") +
  ggplot2::theme(axis.text = ggplot2::element_text(size = 6))
```

knight

Find neighbors according to knight movement

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the knight movement. This movement is derived from the chess game. The knight is the difference between the `wizard()` and the `queen()`.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```
knight(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the nodes (data.frame) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus <- "5-5"

# Default settings ----
neighbors <- knight(nodes, focus, degree = 2)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- knight(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- knight(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- knight(nodes, focus, degree = 3, directed = TRUE,
                   reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)
```

knight_left

Find neighbors according to knight left movement

Description

For one node (argument focus), finds neighbors among a list of nodes according to the knight left movement. This movement is derived from the `knight()` method.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```
knight_left(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the `nodes` (`data.frame`) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
```

```

      transect = "transect",
      quadrat  = "quadrat")

focus      <- "5-5"

# Default settings ----
neighbors <- knight_left(nodes, focus, degree = 2)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- knight_left(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- knight_left(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- knight_left(nodes, focus, degree = 3, directed = TRUE,
                        reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

knight_right

Find neighbors according to knight right movement

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the knight right movement. This movement is derived from the `knight()` method.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```

knight_right(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,

```

```

    self = FALSE
  )

```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function <code>create_node_labels()</code> .
focus	an character of length 1. The node label for which the neighbors must be found. Must exist in the nodes object.
degree	an integer of length 1. The maximum number of neighbors to search for.
directed	a logical of length 1. If FALSE (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
reverse	a logical of length 1. If TRUE, change the default orientation of the network. This argument is ignored if directed = FALSE. See examples for further detail.
self	a logical of length 1. If TRUE, a node can be its own neighbor. Default is FALSE.

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (focus).

Value

A subset of the nodes (data.frame) where each row is a neighbor of the focal node.

Examples

```

library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus    <- "5-5"

# Default settings ----
neighbors <- knight_right(nodes, focus, degree = 2)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----

```

```

neighbors <- knight_right(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- knight_right(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- knight_right(nodes, focus, degree = 3, directed = TRUE,
                          reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

`matrix_to_edge_list` *Convert an connectivity matrix to an edge list*

Description

Converts a connectivity matrix to an edge list. This function allows to create the same edge list as the one obtained with [create_edge_list\(\)](#).

Usage

```
matrix_to_edge_list(x, all = FALSE)
```

Arguments

<code>x</code>	a matrix object. The connectivity matrix to be converted in an edge list.
<code>all</code>	a logical value. If FALSE (default), removes missing edges.

Value

A data.frame with two (or three) columns:

- `from`: label of one of the two nodes of the edge
- `to`: label of the other node of the edge
- `edge`: 0 (no edge) or 1 (edge). This column is returned only if `all = TRUE`.

Examples

```
library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)
sites_infos

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

edges <- create_edge_list(nodes, method = "pawn", directed = TRUE)

conn_matrix <- connectivity_matrix(edges)

# Convert back to edge list ----
new_edges <- matrix_to_edge_list(conn_matrix)
new_edges

# Check ----
identical(edges, new_edges)
```

nodes_by_edges_matrix *Create a nodes-by-edges matrix*

Description

Creates a nodes-by-edges matrix that will be used by `aem()` of the package `adespatial`. This function creates the same output as `aem.build.binary()` of the package `adespatial` but works in a different way: it's only based on node labels (not on coordinates). Also, this function adds labels to nodes and edges.

Usage

```
nodes_by_edges_matrix(edges)
```

Arguments

`edges` a `data.frame` with the following two columns: `from` (the first node of the edge) and `to` (the second node of the edge).

Value

A list of two elements:

- `se.mat`: the nodes-by-edges matrix of dimensions $n \times k$, where n is the number of nodes and k the number of edges (including the edge between the fictitious origin and the first site);
- `edges`: a `data.frame` of edge list.

Examples

```
library("chessboard")

# Two-dimensional sampling ----
sites_infos <- expand.grid("transect" = 1:3, "quadrat" = 1:5)
sites_infos

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

edges <- create_edge_list(nodes, method = "pawn", directed = TRUE)

# Create nodes-by-edges matrix ----
nodes_by_edges_matrix(edges)
```

pawn

Find neighbors according to pawn movement

Description

For one node (argument focus), finds neighbors among a list of nodes according to the fool movement. This movement is orthogonal to the `fool()` function. The pawn can only move vertically, i.e. through a **transect**.

The detection of neighbors using the fool method can work with two-dimensional sampling (both **transects** and **quadrats**) and one-dimensional sampling of type **quadrats-only**. For sampling of type **transects-only**, please use the function `fool()`.

Usage

```
pawn(nodes, focus, degree = 1, directed = FALSE, reverse = FALSE, self = FALSE)
```

Arguments

nodes	a data.frame with (at least) the following three columns: node, transect, and quadrats. Must be the output of the function <code>create_node_labels()</code> .
focus	an character of length 1. The node label for which the neighbors must be found. Must exist in the nodes object.
degree	an integer of length 1. The maximum number of neighbors to search for.
directed	a logical of length 1. If FALSE (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
reverse	a logical of length 1. If TRUE, change the default orientation of the network. This argument is ignored if directed = FALSE. See examples for further detail.
self	a logical of length 1. If TRUE, a node can be its own neighbor. Default is FALSE.

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (focus).

Value

A subset of the nodes (data.frame) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus    <- "5-5"

# Default settings ----
neighbors <- pawn(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- pawn(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- pawn(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- pawn(nodes, focus, degree = 3, directed = TRUE, reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)
```

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the queen movement. This movement is derived from the chess game. The queen is a combination of the [bishop\(\)](#) and the [rook\(\)](#) and can find neighbors horizontally, vertically, and diagonally.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions [fool\(\)](#) or [pawn\(\)](#), respectively.

Usage

```
queen(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,
  reverse = FALSE,
  self = FALSE
)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function create_node_labels() .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by [create_edge_list\(\)](#) but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the nodes (`data.frame`) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus    <- "5-5"

# Default settings ----
neighbors <- queen(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
neighbors <- queen(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- queen(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- queen(nodes, focus, degree = 3, directed = TRUE, reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)
```

rook

Find neighbors according to rook movement

Description

For one node (argument `focus`), finds neighbors among a list of nodes according to the rook movement. This movement is derived from the chess game. The rook can move horizontally and vertically. It's a combination of the [pawn\(\)](#) and the [fool\(\)](#) functions.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions [fool\(\)](#) or [pawn\(\)](#), respectively.

Usage

```
rook(nodes, focus, degree = 1, directed = FALSE, reverse = FALSE, self = FALSE)
```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrat</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	a character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the `nodes` (`data.frame`) where each row is a neighbor of the focal node.

Examples

```
library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus    <- "5-5"

# Default settings ----
neighbors <- rook(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Higher degree of neighborhood ----
```

```

neighbors <- rook(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- rook(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- rook(nodes, focus, degree = 3, directed = TRUE, reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

spatial_weights_matrix

Create a spatial weights matrix

Description

Creates a spatial weights matrix by multiplying an adjacency (connectivity) matrix (see [connectivity_matrix\(\)](#)) and an edges weights matrix (see [edges_weights_matrix\(\)](#)). Resulting spatial weights equal to 0 will be replaced by $4 \times \max(w)$, where $\max(w)$ is the maximal weight in the matrix.

Usage

```
spatial_weights_matrix(x, y)
```

Arguments

x	an adjacency matrix of dimensions $n \times n$, where n is the number of nodes (sites). The output of connectivity_matrix() .
y	an edges weight matrix of dimensions $n \times n$, where n is the number of nodes (sites). The output of edges_weights_matrix() .

Value

A spatial weights matrix of dimensions $n \times n$, where n is the number of nodes (sites).

Examples

```

# Import Adour sites ----
path_to_file <- system.file("extdata", "adour_survey_sampling.csv",
                             package = "chessboard")
adour_sites <- read.csv(path_to_file)

```

```

# Select the 15 first sites ----
adour_sites <- adour_sites[1:15, ]

# Create node labels ----
adour_sites <- create_node_labels(adour_sites,
                                location = "location",
                                transect = "transect",
                                quadrat = "quadrat")

# Create edges based on the pawn move (directed network) ----
adour_edges <- create_edge_list(adour_sites, method = "pawn",
                                directed = TRUE)

# Get connectivity matrix ----
adour_adjacency <- connectivity_matrix(adour_edges)

# Convert sites to sf object (POINTS) ----
adour_sites_sf <- sf::st_as_sf(adour_sites,
                              coords = c("longitude", "latitude"),
                              crs = "epsg:2154")

# Compute distances between pairs of sites along the Adour river ----
adour_dists <- distance_euclidean(adour_sites_sf)

# Create Edges weights matrix ----
adour_weights <- edges_weights_matrix(adour_dists)

# Create Spatial weights matrix ----
spatial_weights_matrix(adour_adjacency, adour_weights)

```

wizard

Find neighbors according to wizard movement

Description

For one node (argument focus), finds neighbors among a list of nodes according to the wizard movement. This movement is a combination of the `queen()` and the `knight()` pieces from the chess game and can move in all directions.

The detection of neighbors using this method can only work with two-dimensional sampling (both **transects** and **quadrats**). For sampling of type **transects-only** or **quadrats-only**, please use the functions `fool()` or `pawn()`, respectively.

Usage

```

wizard(
  nodes,
  focus,
  degree = 1,
  directed = FALSE,

```



```

    reverse = FALSE,
    self = FALSE
  )

```

Arguments

<code>nodes</code>	a <code>data.frame</code> with (at least) the following three columns: <code>node</code> , <code>transect</code> , and <code>quadrats</code> . Must be the output of the function <code>create_node_labels()</code> .
<code>focus</code>	an character of length 1. The node label for which the neighbors must be found. Must exist in the <code>nodes</code> object.
<code>degree</code>	an integer of length 1. The maximum number of neighbors to search for.
<code>directed</code>	a logical of length 1. If <code>FALSE</code> (default), search for neighbors in all directions (undirected network). Otherwise, the network will be considered as directed according to the orientations of the network. The default orientation follows the order of node labels in both axes.
<code>reverse</code>	a logical of length 1. If <code>TRUE</code> , change the default orientation of the network. This argument is ignored if <code>directed = FALSE</code> . See examples for further detail.
<code>self</code>	a logical of length 1. If <code>TRUE</code> , a node can be its own neighbor. Default is <code>FALSE</code> .

Details

This function is internally called by `create_edge_list()` but it can be directly used to 1) understand the neighbors detection method, and 2) to check detected neighbors for one particular node (`focus`).

Value

A subset of the `nodes` (`data.frame`) where each row is a neighbor of the focal node.

Examples

```

library("chessboard")

# Two-dimensional sampling (only) ----
sites_infos <- expand.grid("transect" = 1:9, "quadrat" = 1:9)

nodes <- create_node_labels(data      = sites_infos,
                           transect = "transect",
                           quadrat  = "quadrat")

focus <- "5-5"

# Default settings ----
neighbors <- wizard(nodes, focus)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

```

```
# Higher degree of neighborhood ----
neighbors <- wizard(nodes, focus, degree = 3)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (default orientation) ----
neighbors <- wizard(nodes, focus, degree = 3, directed = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)

# Directed (reverse orientation) ----
neighbors <- wizard(nodes, focus, degree = 3, directed = TRUE,
                    reverse = TRUE)
gg_chessboard(nodes) +
  geom_node(nodes, focus) +
  geom_neighbors(nodes, neighbors)
```

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