

# Package ‘OCNet’

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**Title** Optimal Channel Networks

**Version** 1.2.2

**Description** Generate and analyze Optimal Channel Networks (OCNs): oriented spanning trees reproducing all scaling features characteristic of real, natural river networks. As such, they can be used in a variety of numerical experiments in the fields of hydrology, ecology and epidemiology. See Carraro et al. (2020) <[doi:10.1002/ece3.6479](https://doi.org/10.1002/ece3.6479)> for a presentation of the package; Rinaldo et al. (2014) <[doi:10.1073/pnas.1322700111](https://doi.org/10.1073/pnas.1322700111)> for a theoretical overview on the OCN concept; Furrer and Sain (2010) <[doi:10.18637/jss.v036.i10](https://doi.org/10.18637/jss.v036.i10)> for the construct used.

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adespatial, spdep, terra

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OCNet-package

*Create and analyze Optimal Channel Networks.*

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## Description

A package that allows the generation and analysis of synthetic river network analogues, called Optimal Channel Networks (OCNs).

## References

- Rinaldo, A., Rigon, R., Banavar, J. R., Maritan, A., & Rodriguez-Iturbe, I. (2014). Evolution and selection of river networks: Statics, dynamics, and complexity. *Proceedings of the National Academy of Sciences of the United States of America*, 111(7), 2417-2424. doi:10.1073/pnas.1322700111
- Carraro, L., Bertuzzo, E., Fronhofer, E. A., Furrer, R., Gounand, I., Rinaldo, A., & Altermatt, F. (2020). Generation and application of river network analogues for use in ecology and evolution. *Ecology and Evolution*, 10(14), 7537-7550. doi:10.1002/ece3.6479
- Carraro, L., & Altermatt, F. (2022). Optimal channel networks accurately model ecologically-relevant geomorphological features of branching river networks. *Communications Earth and Environment*, 3(1) doi:10.1038/s43247-022-00454-1

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## See Also

[vignette\("OCNet"\)](#)

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aggregate\_OCN

*Aggregate an Optimal Channel Network*

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## Description

Function that, given an OCN, builds the network at the river network (RN), aggregated (AG), sub-catchment (SC), and catchment (CM) levels.

## Usage

```
aggregate_OCN(OCN, thrA = 0.002 * OCN$FD$nNodes *
  OCN$cellsize^2, streamOrderType = "Strahler", maxReachLength = Inf,
  equalizeLengths = FALSE, breakpoints = NULL, displayUpdates = FALSE)
```

## Arguments

- |                 |  |
|-----------------|--|
| OCN             | A river object as produced by <a href="#">landscape_OCN</a> .  |
| thrA            | Threshold value on drainage area used to derive the aggregated network. If thrA = 0, no aggregation is performed: every FD node is also a node at the RN and AG levels. In this case, the function aggregate_OCN can still be used to compute statistics such as OCN\$AG\$streamOrder. |
| streamOrderType | If "Strahler", Strahler stream order is computed; if "Shreve", Shreve stream order is computed.  |

maxReachLength	Maximum reach length allowed (in planar units). If the path length between a channel head and the downstream confluence is higher than maxReachLength, the reach starting from the channel head will have a length up to maxReachLength, while the next downstream pixel is considered as a new channel head, from which a new reach departs. Values lower than $OCN\$cellsize*\sqrt{2}$ are not allowed. If $maxReachLength < 2*OCN\$cellsize$ , every RN node is also an AG node.
equalizeLengths	Logical. Only effective when $maxReachLength < Inf$ . If TRUE, reaches longer than maxReachLength are split in portions of similar length. If FALSE (default), a split is made whenever adding one more pixel to a reach would violate the maxReachLength constrain, which could result in the creation of very short reaches. Note that setting equalizeLengths = TRUE might increase the number of AG nodes with respect to the default case (see example 2).
breakpoints	Indices of additional nodes at the RN level that should be also nodes at the AG level (beyond source, confluence, outlet nodes and AG nodes determined via maxReachLength). To determine such indices, a preliminary run of aggregate_OCN with the same thrA would be required (see example 3).
displayUpdates	Logical. State if updates are printed on the console while aggregate_OCN runs.

### Details

Note that each node (and the corresponding edge exiting from it, in the case of non-outlet nodes) at the AG level corresponds to a subcatchment at the SC level that shares the same index: for instance,  $SC\$toFD[i]$  contains all elements of  $AG\$toFD[i]$  (that is, the indices of pixels at FD level that constitute the edge departing from node  $i$  are also part of subcatchment  $i$ ).

### Value

A river object that contains all objects contained in OCN, in addition to the objects listed below. New sublists RN, AG, SC, containing variables at the corresponding aggregation levels, are created. Refer to section 4.2 of the [vignette](#) for a more detailed explanation on values  $OCN\$XX\$toYY$ , where XX and YY are two random aggregation levels.

FD\$toRN	Vector (of length $OCN\$FD\$nNodes$ ) whose values are equal to 0 if the FD node is not a node at the RN level. If $FD\$toRN[i] \neq 0$ , then $FD\$toRN[i]$ is the index at the RN level of the node whose index at the FD level is $i$ . Thereby, $FD\$toRN[i] = j$ implies $RN\$toFD[j] = i$ .
FD\$toSC	Vector (of length $OCN\$FD\$nNodes$ ) of SC indices for all nodes at the FD level. If $OCN\$FD\$toSC[i] = j$ , then $i \%in\% OCN\$SC\$toFD[[j]] = TRUE$ .
RN\$A	Vector (of length $RN\$nNodes$ ) containing drainage area values for all RN nodes (in square planar units).
RN\$W	Adjacency matrix ( $RN\$nNodes$ by $RN\$nNodes$ ) at the RN level. It is a <a href="#">spam</a> object.
RN\$downNode	Vector (of length $RN\$nNodes$ ) representing the adjacency matrix at RN level in a vector form: if $RN\$downNode[i] = j$ then $RN\$W[i, j] = 1$ . If $o$ is the outlet node, then $RN\$downNode[o] = 0$ .

RN\$drainageDensity	Drainage density of the river network, calculated as total length of the river network divided by area of the lattice. It is expressed in planar units <sup>(-1)</sup> .
RN\$leng	Vector (of length RN\$nNodes) of lengths of edges departing from nodes at the RN level. Its values are equal to either 0 (if the corresponding node is an outlet), OCN\$cellsize (if the corresponding flow direction is horizontal/vertical), or $\sqrt{2} * \text{OCN\$cellsize}$ (diagonal flow).
RN\$nNodes	Number of nodes at the RN level.
RN\$nUpstream	Vector (of length RN\$nNodes) providing the number of nodes upstream of each node (the node itself is included).
RN\$outlet	Vector (of length OCN\$FD\$nOutlet) indices of nodes at RN level corresponding to outlets.
RN\$Slope	Vector (of length RN\$nNodes) of pixel slopes at RN level.
RN\$toAG	Vector (of length RN\$nNodes) whose values are equal to 0 if the RN node is not a node at the AG level. If $\text{RN\$toAG}[i] \neq 0$ , then $\text{RN\$toAG}[i]$ is the index at the AG level of the node whose index at the RN level is $i$ . Thereby, $\text{RN\$toAG}[i] = j$ implies $\text{AG\$toRN}[j] = i$ .
RN\$toAGReach	Vector (of length RN\$nNodes) identifying to which edge (reach) the RN nodes belong. If $\text{RN\$toAGReach}[i] = j$ , the RN node $i$ belongs to the edge departing from from the AG node $j$ (which implies that it may correspond to the AG node $j$ itself.)
RN\$toFD	Vector (of length RN\$nNodes) with indices at FD level of nodes belonging to RN level. $\text{RN\$toFD}[i] = j$ implies $\text{OCN\$FD\$toRN}[j] = i$ .
RN\$toCM	Vector (of length RN\$nNodes) with catchment index values for each RN node. Example: $\text{RN\$toCM}[i] = j$ if node $i$ drains into the outlet whose location is defined by $\text{outletSide}[j]$ , $\text{outletPos}[j]$ .
RN\$upstream	List (of length RN\$nNodes) whose object $i$ is a vector (of length RN\$nUpstream[ $i$ ]) containing the indices of nodes upstream of a node $i$ (including $i$ ).
RN\$X, RN\$Y	Vectors (of length RN\$nNodes) of X, Y coordinates of nodes at RN level.
RN\$Z	Vector (of length RN\$nNodes) of Z coordinates of nodes at RN level.
AG\$A	Vector (of length AG\$nNodes) containing drainage area values for all nodes at AG level. If $i$ is a channel head, then $\text{AG\$A}[\text{RN\$toAG}[i]] = \text{RN\$A}[i]$ .
AG\$AReach	Vector (of length AG\$nNodes) containing drainage area values computed by accounting for the areas drained by edges departing from AG nodes. In other words, $\text{AG\$AReach}[i]$ is equal to the drainage area of the last downstream node belonging to the reach that departs from $i$ (namely $\text{AG\$AReach}[i] = \max(\text{RN\$A}[\text{RN\$toAG} == i])$ ).
AG\$W	Adjacency matrix (AG\$nNodes by AG\$nNodes) at the AG level. It is a <a href="#">spam</a> object.
AG\$downNode	Vector (of length AG\$nNodes) representing the adjacency matrix at AG level in a vector form: if $\text{AG\$downNode}[i] = j$ then $\text{AG\$W}[i, j] = 1$ . If $o$ is the outlet node, then $\text{AG\$downNode}[o] = 0$ .
AG\$leng	Vector (of length AG\$nNodes) of lengths of edges departing from nodes at AG level. Note that $\text{AG\$leng}[i] = \text{sum}(\text{RN\$leng}[\text{RN\$toAG} == i])$ . If $o$ is an outlet node (i.e. $(o \% \text{in} \% \text{AG\$outlet}) = \text{TRUE}$ ), then $\text{AG\$leng}[i] = 0$ .

AG\$nNodes	Number of nodes resulting from the aggregation process.
AG\$nUpstream	Vector (of length AG\$nNodes) providing the number of nodes (at the AG level) upstream of each node (the node itself is included).
AG\$outlet	Vector (of length OCN\$FD\$outlet) with indices of outlet nodes, i.e. nodes whose AG\$downNode value is 0.
AG\$slope	Vector (of length AG\$nNodes) of slopes at AG level. It represents the (weighted) average slope of edges departing from nodes. If $i$ is an outlet node (i.e. $(i \% \text{in} \% \text{AG}\$outlet) = \text{TRUE}$ ), then $\text{AG}\$slope[i] = \text{NaN}$ .
AG\$streamOrder	Vector (of length AG\$nNodes) of stream order values for each node. If streamOrderType = "Strahler", Strahler stream order is computed. If streamOrderType = "Shreve", Shreve stream order is computed.
AG\$upstream	List (of length AG\$nNodes) whose object $i$ is a vector (of length AG\$nUpstream[ $i$ ]) containing the indices of nodes (at the AG level) upstream of a node $i$ (including $i$ ).
AG\$toFD	Vector of length AG\$nNodes) with with indices at FD level of nodes belonging to AG level. $\text{AG}\$toFD[i] = j$ implies $\text{OCN}\$FD\$toAG[j] = i$ .
AG\$ReachToFD	List (of length AG\$nNodes) whose object $i$ is a vector of indices of FD nodes constituting the edge departing from node $i$ .
AG\$toRN	Vector of length AG\$nNodes) with with indices at RN level of nodes belonging to AG level. $\text{AG}\$toRN[i] = j$ implies $\text{OCN}\$FD\$toRN[j] = i$ .
AG\$ReachToRN	List (of length AG\$nNodes) whose object $i$ is a vector of indices of RN nodes constituting the edge departing from node $i$ .
AG\$toCM	Vector (of length AG\$nNodes) with catchment index values for each AG node. Example: $\text{AG}\$toCM[i] = j$ if node $i$ drains into the outlet whose location is defined by $\text{outletSide}[j]$ , $\text{outletPos}[j]$ .
AG\$X, AG\$Y	Vectors (of length AG\$nNodes) of X, Y coordinates (in planar units) of nodes at the AG level. These correspond to the X, Y coordinates of the nodes constituting the upstream tips of the reaches. If $i$ and $j$ are such that $\text{AG}\$X[i] == \text{RN}\$X[j]$ and $\text{AG}\$Y[i] == \text{RN}\$Y[j]$ , then $\text{AG}\$A[i] = \text{RN}\$A[j]$ .
AG\$XReach, AG\$YReach	Vector (of length AG\$nNodes) of X, Y coordinates (in planar units) of the downstream tips of the reaches. If $i$ and $j$ are such that $\text{AG}\$XReach[i] == \text{RN}\$X[j]$ and $\text{AG}\$YReach[i] == \text{RN}\$Y[j]$ , then $\text{AG}\$AReach[i] = \text{RN}\$A[j]$ . If $o$ is an outlet node, then $\text{AG}\$XReach = \text{NaN}$ , $\text{AG}\$YReach = \text{NaN}$ .
AG\$Z	Vector (of length AG\$nNodes) of elevation values (in elevational units) of nodes at the AG level. These correspond to the elevations of the nodes constituting the upstream tips of the reaches.
AG\$ZReach	Vector (of length AG\$nNodes) of Z coordinates (in elevational units) of the downstream tips of the reaches. If $o$ is an outlet node, then $\text{AG}\$ZReach = \text{NaN}$ .
SC\$ALocal	Vector (of length SC\$nNodes) with values of subcatchment area, that is the number of FD pixels (multiplied by $\text{OCN}\$FD\$cellsize^2$ ) that constitutes a subcatchment. If $o$ is an outlet node, then $\text{ALocal}[o] = 0$ .

SC\$W	Adjacency matrix (SC\$nNodes by SC\$nNodes) at the subcatchment level. Two subcatchments are connected if they share a border. Note that this is not a flow connection. Unlike the adjacency matrices at levels FD, RN, AG, this matrix is symmetric. It is a <a href="#">spam</a> object. If o is an outlet node, then SC\$W[o,] and SC\$W[,o] only contain zeros (i.e., o is unconnected to the other nodes).
SC\$nNodes	Number of subcatchments into which the lattice is partitioned. If nOutlet = 1, then SC\$nNodes = AG\$nNodes. If multiple outlets are present, SC\$nNodes might be greater than AG\$nNodes in the case when some catchments have drainage area lower than thrA. In this case, the indices from AG\$nNodes + 1 to SC\$nNodes identify subcatchment that do not have a corresponding AG node.
SC\$toFD	List (of length SC\$nNodes) whose object i is a vector of indices of FD pixels constituting the subcatchment i.
SC\$X, SC\$Y	Vectors (of length SC\$nNodes) of X, Y coordinates (in planar units) of subcatchment centroids.
SC\$Z	Vector (of length SC\$nNodes) of average subcatchment elevation (in elevational units).

Finally, thrA is added to the river object.

## Examples

```
# 1a) aggregate a 20x20 OCN by imposing thrA = 4.
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 4)
draw_thematic_OCN(OCN, drawNodes = TRUE)

# 1b) same as above, but identify all RN nodes as AG nodes
mr1 <- 1.5*OCN_20$cellsize
OCN2 <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 4, maxReachLength = mr1)
draw_thematic_OCN(OCN2, drawNodes = TRUE)

# 2) explore the effects of thrA, maxReachLength and equalizeLengths on a large OCN
OCN <- landscape_OCN(OCN_250_T) # it takes some seconds
OCN_a <- aggregate_OCN(OCN, thrA = 200) # it takes some seconds
OCN_b <- aggregate_OCN(OCN, thrA = 1000) # it takes some seconds
OCN_c <- aggregate_OCN(OCN, thrA = 1000, maxReachLength = 20) # it takes some seconds
OCN_d <- aggregate_OCN(OCN, thrA = 1000, maxReachLength = 20,
equalizeLengths = TRUE) # it takes some seconds

old.par <- par(no.readonly = TRUE)
par(mfrow = c(2,2))
draw_subcatchments_OCN(OCN_a)
points(OCN_a$AG$X, OCN_a$AG$Y, pch = 19, col = "#0044bb")
title(paste("No. AG nodes = ", as.character(OCN_a$AG$nNodes),
sep=""))
draw_subcatchments_OCN(OCN_b)
points(OCN_b$AG$X, OCN_b$AG$Y, pch = 19, col = "#0044bb")
title(paste("No. AG nodes = ", as.character(OCN_b$AG$nNodes),
```

```

sep="")
draw_subcatchments_OCN(OCN_c)
points(OCN_c$AG$X, OCN_c$AG$Y, pch = 19, col = "#0044bb")
title(paste("No. AG nodes = ", as.character(OCN_c$AG$nNodes),
sep=""))
draw_subcatchments_OCN(OCN_d)
points(OCN_d$AG$X, OCN_d$AG$Y, pch = 19, col = "#0044bb")
title(paste("No. AG nodes = ", as.character(OCN_d$AG$nNodes),
sep=""))
par(old.par)
# note the difference between OCN_c and OCN_d at the bottom right corner of the lattice

# 3) use of breakpoints
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 5)
draw_thematic_OCN(OCN, drawNodes=TRUE)
# add an AG node downstream of node 1 at AG level
new_node_RN <- OCN$RN$downNode[OCN$AG$toRN[1]]
OCN2 <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 5, breakpoints = new_node_RN)
draw_thematic_OCN(OCN2, drawNodes = TRUE)
points(OCN$RN$X[new_node_RN], OCN$RN$Y[new_node_RN],
pch = 19, col = "red") # this node has been added

```

---

continue\_OCN

*Perform OCN Search Algorithm on an Existing OCN*

---

## Description

Function that performs the OCN search algorithm on an existing OCN.

## Usage

```

continue_OCN(OCN, nNewIter, coolingRate=NULL, initialNoCoolingPhase=0,
displayUpdates=1, showIntermediatePlots=FALSE, thrADraw=NULL,
easyDraw=NULL, nUpdates=50)

```

## Arguments

OCN	A river object (as generated by <a href="#">create_OCN</a> ).
nNewIter	Number of iterations that the OCN search algorithm performs.
coolingRate	Parameter of the function used to describe the temperature of the simulated annealing algorithm. See <a href="#">create_OCN</a> . If NULL, it is set equal to the last element of OCN\$coolingRate.
initialNoCoolingPhase	Parameter of the function used to describe the temperature of the simulated annealing algorithm. See <a href="#">create_OCN</a> .
nUpdates	Number of updates given during the OCN search process (only effective if any( <a href="#">displayUpdates</a> , <a href="#">showIntermediatePlots</a> )=TRUE.).



showIntermediatePlots	If TRUE, the OCN plot is updated nUpdates times during the OCN search process. Note that, for large lattices, showIntermediatePlots = TRUE might slow down the search process considerably (especially when easyDraw = FALSE).
thrADraw	Threshold drainage area value used to display the network (only effective when showIntermediatePlots = TRUE).
easyDraw	Logical. If TRUE, the whole network is displayed (when showIntermediatePlots = TRUE), and pixels with drainage area lower than thrADraw are displayed in light gray. If FALSE, only pixels with drainage area greater or equal to thrADraw are displayed. Default is FALSE if dimX*dimY <= 40000, and TRUE otherwise. Note that setting easyDraw = FALSE for large networks might slow down the process considerably.
displayUpdates	State if updates are printed on the console while the OCN search algorithm runs. <ul style="list-style-type: none"> <li>0 No update is given.</li> <li>1 An estimate of duration is given (only if dimX*dimY &gt; 1000, otherwise no update is given).</li> <li>2 Progress updates are given. The number of these is controlled by nUpdates</li> </ul>

### Value

A river object analogous to the input OCN. Note that, unlike in `create_OCN`, `OCN$coolingRate` and `OCN$initialNoCoolingPhase` are now vectors (of length equal to the number of times `continue_OCN` has been performed on the same OCN, plus one) that store the full sequence of `coolingRate`, `initialNoCoolingPhase` used to generate the OCN. Additionally, the vector `OCN$nIterSequence` is provided, with entries equal to the number of iterations performed by each successive application of `create_OCN` or `continue_OCN`. It is `OCN$nIter = sum(OCN$nIterSequence)`.

### Examples

```
set.seed(1)
OCN_a <- create_OCN(20, 20, nIter = 10000)
set.seed(1)
OCN_b <- create_OCN(20, 20, nIter = 5000)
OCN_b <- continue_OCN(OCN_b, nNewIter = 5000)

old.par <- par(no.readonly = TRUE)
par(mfrow=c(1,2))
draw_simple_OCN(OCN_a)
draw_simple_OCN(OCN_b) # the two OCNs are equal
par(old.par)
```

**Description**

Function that performs the OCN search algorithm on a general contour and creates OCN at the flow direction (FD) level.

**Usage**

```
create_general_contour_OCN(flowDirStart, expEnergy = 0.5,
  cellsize = 1, xllcorner = 0.5 * cellsize, yllcorner = 0.5 *
  cellsize, nIter = NULL, nUpdates = 50,
  initialNoCoolingPhase = 0, coolingRate = 1,
  showIntermediatePlots = FALSE, thrADraw = NULL,
  easyDraw = NULL, saveEnergy = FALSE, saveExitFlag = FALSE,
  displayUpdates = 1)
```

**Arguments**

flowDirStart	Matrix with custom initial flow directions. Cells outside the catchment must have value equal to NaN. Cells within the catchment have natural numbers between 0 and 8. Key is as follows: 0 Outlet 1 +1 column 2 -1 row, +1 column 3 -1 row 4 -1 row, -1 column 5 -1 column 6 +1 row, -1 column 7 +1 row 8 +1 row, +1 column Note that flowDirStart must have at least one outlet, that is one cell with value 0. The position of outlet(s) will not be altered by the OCN search algorithm.
expEnergy	Exponent of the functional sum( $A^{\text{expEnergy}}$ ) that is minimized during the OCN search algorithm.
cellsize	Size of a pixel in planar units.
xllcorner	Longitudinal (column-wise) coordinate of the lower-left pixel of flowDirStart.
yllcorner	Latitudinal (row-wise) coordinate of the lower-left pixel of flowDirStart.
nIter	Number of iterations for the OCN search algorithm. Default is 40 times the number of non-NaN pixels of flowDirStart.
nUpdates	Number of updates given during the OCN search process (only effective if any(displayUpdates, showIntermediatePlots)=TRUE.).
initialNoCoolingPhase, coolingRate	Parameters of the function used to describe the temperature of the simulated annealing algorithm. See details.
showIntermediatePlots	If TRUE, the OCN plot is updated nUpdates times during the OCN search process. Note that, for large lattices, showIntermediatePlots = TRUE might slow down the search process considerably (especially when easyDraw = FALSE).

thrADraw	Threshold drainage area value used to display the network (only effective when showIntermediatePlots = TRUE). Default value is $0.002 * \text{cellsize}^2 * n\text{Nodes}$ , where nNodes is the number of non-NaN pixels of flowDirStart.
easyDraw	Logical. If TRUE, the whole network is displayed (when showIntermediatePlots = TRUE), and pixels with drainage area lower than thrADraw are displayed in light gray. If FALSE, only pixels with drainage area greater or equal to thrADraw are displayed. Default is FALSE if $\text{dimX} * \text{dimY} \leq 40000$ , and TRUE otherwise. Note that setting easyDraw = FALSE for large networks might slow down the process considerably.
saveEnergy	If TRUE, energy is saved (see Value for its definition).
saveExitFlag	If TRUE, exitFlag is saved (see Value for its definition).
displayUpdates	State if updates are printed on the console while the OCN search algorithm runs. <ul style="list-style-type: none"> <li>0 No update is given.</li> <li>1 An estimate of duration is given (only if <math>\text{dimX} * \text{dimY} &gt; 1000</math>, otherwise no update is given).</li> <li>2 Progress updates are given. The number of these is controlled by nUpdates</li> </ul>

### Value

A river object as in [create\\_OCN](#), to which the reader is referred for detailed documentation. However, note that in this case dimX and dimY are equal to the number of columns and rows of flowDirStart, respectively, while nNodes is the number of non-NaN pixels in flowDirStart. Hence, nNodes is generally lower than  $\text{dimX} * \text{dimY}$ . The additionally exported vector FD\$toDEM identifies the indices of the pixels of the landscape/flow direction matrix that belong to the catchment (i.e., they are not NaN).

### Examples

```
OCN1 <- create_general_contour_OCN(flowDir, nIter=0) # initial flow directions
OCN2 <- create_general_contour_OCN(flowDir) # perform OCN algorithm
draw_simple_OCN(OCN1)
draw_simple_OCN(OCN2)
```

---

create\_OCN

*Create an Optimal Channel Network*

---

### Description

Function that performs the OCN search algorithm on a rectangular lattice and creates OCN at the flow direction (FD) level.

**Usage**

```
create_OCN(dimX, dimY, nOutlet = 1, outletSide = "S",
  outletPos = round(dimX/3), periodicBoundaries = FALSE,
  typeInitialState = NULL, flowDirStart = NULL, expEnergy = 0.5,
  cellsize = 1, xllcorner = 0.5 * cellsize, yllcorner = 0.5 *
  cellsize, nIter = 40 * dimX * dimY, nUpdates = 50,
  initialNoCoolingPhase = 0, coolingRate = 1,
  showIntermediatePlots = FALSE, thrADraw = 0.002 * dimX * dimY *
  cellsize^2, easyDraw = NULL, saveEnergy = FALSE, saveExitFlag = FALSE,
  saveN8 = FALSE, saveN4 = FALSE, displayUpdates = 1)
```

**Arguments**

dimX	Longitudinal dimension of the lattice (in number of pixels).
dimY	Latitudinal dimension of the lattice (in number of pixels).
nOutlet	Number of outlets. If nOutlet = "All", all border pixels are set as outlets.
outletSide	Side of the lattice where the outlet(s) is/are placed. It is a vector of characters, whose allowed values are "N" (northern side), "E", "S", "W". Its length must be equal to nOutlet.
outletPos	Vector of positions of outlets within the sides specified by outletSide. If outletSide[i] = "N" or "S", then outletPos[i] must be a natural number in the interval 1:dimX; if outletSide[i] = "W" or "E", then outletPos[i] must be a natural number in the interval 1:dimY. If nOutlet > 1 is specified by the user and outletSide, outletPos are not, a number of outlets equal to nOutlet is randomly drawn among the border pixels. Its length must be equal to nOutlet.
periodicBoundaries	If TRUE, periodic boundaries are applied. In this case, the lattice is the planar equivalent of a torus.
typeInitialState	Configuration of the initial state of the network. Possible values: "I" (representing a valley); "T" (T-shaped drainage pattern); "V" (V-shaped drainage pattern); "H" (hip roof). Default value is set to "I", unless when nOutlet = "All", where default is "H". See Details for explanation on initial network state in the multiple outlet case.
flowDirStart	Matrix (dimY by dimX) with custom initial flow directions. Possible entries to flowDirStart are natural numbers between 1 and 8, indicating direction of flow from one cell to the neighbouring one. Key is as follows: <ul style="list-style-type: none"> <li>1 +1 column</li> <li>2 -1 row, +1 column</li> <li>3 -1 row</li> <li>4 -1 row, -1 column</li> <li>5 -1 column</li> <li>6 +1 row, -1 column</li> <li>7 +1 row</li> </ul>

	8 +1 row, +1 column
expEnergy	Exponent of the functional $\sum(A^{\text{expEnergy}})$ that is minimized during the OCN search algorithm.
cellsize	Size of a pixel in planar units.
xllcorner	Longitudinal coordinate of the lower-left pixel.
yllcorner	Latitudinal coordinate of the lower-left pixel.
nIter	Number of iterations for the OCN search algorithm.
nUpdates	Number of updates given during the OCN search process (only effective if <code>any(displayUpdates, showIntermediatePlots)=TRUE.</code> ).
initialNoCoolingPhase, coolingRate	Parameters of the function used to describe the temperature of the simulated annealing algorithm. See details.
showIntermediatePlots	If TRUE, the OCN plot is updated nUpdates times during the OCN search process. Note that, for large lattices, <code>showIntermediatePlots = TRUE</code> might slow down the search process considerably (especially when <code>easyDraw = FALSE</code> ).
thrADraw	Threshold drainage area value used to display the network (only effective when <code>showIntermediatePlots = TRUE</code> ).
easyDraw	Logical. If TRUE, the whole network is displayed (when <code>showIntermediatePlots = TRUE</code> ), and pixels with drainage area lower than <code>thrADraw</code> are displayed in light gray. If FALSE, only pixels with drainage area greater or equal to <code>thrADraw</code> are displayed. Default is FALSE if <code>dimX*dimY &lt;= 40000</code> , and TRUE otherwise. Note that setting <code>easyDraw = FALSE</code> for large networks might slow down the process considerably.
saveEnergy	If TRUE, energy is saved (see Value for its definition).
saveExitFlag	If TRUE, <code>exitFlag</code> is saved (see Value for its definition).
saveN8	If TRUE, the adjacency matrix relative to 8-nearest-neighbours connectivity is saved.
saveN4	If TRUE, the adjacency matrix relative to 4-nearest-neighbours connectivity is saved.
displayUpdates	State if updates are printed on the console while the OCN search algorithm runs. <ul style="list-style-type: none"> <li>0 No update is given.</li> <li>1 An estimate of duration is given (only if <code>dimX*dimY &gt; 1000</code>, otherwise no update is given).</li> <li>2 Progress updates are given. The number of these is controlled by <code>nUpdates</code></li> </ul>

## Details

*Simulated annealing temperature.* The function that expresses the temperature of the simulated annealing process is as follows:

```

if i <= initialNoCoolingPhase*nIter: Temperature[i] = Energy[1]
if initialNoCoolingPhase*nIter < i <= nIter: Temperature[i] = Energy[1]*(-coolingRate*(i
  - InitialNocoolingPhase*nIter)/nNodes)

```

where  $i$  is the index of the current iteration and  $\text{Energy}[i] = \sum(A^{\text{expEnergy}})$ , with  $A$  denoting the vector of drainage areas corresponding to the initial state of the network. According to the simulated annealing principle, a new network configuration obtained at iteration  $i$  is accepted with probability equal to  $\exp((\text{Energy}[i] - \text{Energy}[i-1])/\text{Temperature}[i])$  if  $\text{Energy}[i] < \text{Energy}[i-1]$ . To ensure convergence, it is recommended to use `coolingRate` values between 0.5 and 10 and `initialNoCoolingPhase`  $\leq 0.3$ . Low `coolingRate` and high `initialNoCoolingPhase` values cause the network configuration to depart more significantly from the initial state. If `coolingRate`  $< 0.5$  and `initialNoCoolingPhase`  $> 0.1$  are used, it is suggested to increase `nIter` with respect to the default value in order to guarantee convergence.

*Initial network state.* If `nOutlet`  $> 1$ , the initial state is applied with regards to the outlet located at `outletSide[1]`, `outletPos[1]`. Subsequently, for each of the other outlets, the drainage pattern is altered within a region of maximum size  $0.5 \times \text{dimX}$  by  $0.25 \times \text{dimY}$  for outlets located at the eastern and western borders of the lattice, and  $0.25 \times \text{dimX}$  by  $0.5 \times \text{dimY}$  for outlets located at the southern and northern borders of the lattice. The midpoint of the long size of the regions coincides with the outlet at stake. Within these regions, an "I"-type drainage pattern is produced if `typeInitialState` = "I" or "T"; a "V"-type drainage pattern is produced if `typeInitialState` = "V"; no action is performed if `typeInitialState` = "H". Note that `typeInitialState` = "H" is the recommended choice only for large `nOutlet`.

*Suggestions for creating "fancy" OCNs.* In order to generate networks spanning a realistic, non-rectangular catchment domain (in the "real-shape" view provided by `draw_contour_OCN`), it is convenient to use the option `periodicBoundaries` = TRUE and impose at least a couple of diagonally adjacent outlets on two opposite sides, for example `nOutlet` = 2, `outletSide` = c("S", "N"), `outletPos` = c(1, 2). See also `OCN_300_4out_PB_hot`. Note that, because the OCN search algorithm is a stochastic process, the successful generation of a "fancy" OCN is not guaranteed: indeed, it is possible that the final outcome is a network where most (if not all) pixels drain towards one of the two outlets, and hence such outlet is surrounded (in the "real-shape" view) by the pixels that it drains. Note that, in order to hinder such occurrence, the two pixels along the lattice perimeter next to each outlet are bound to drain towards such outlet.

In order to create a network spanning a "pear-shaped" catchment (namely where the width of the area spanned in the direction orthogonal to the main stem diminishes downstream, until it coincides with the river width at the outlet), it is convenient to use the option `nOutlet` = "All" (here the value of `periodicBoundaries` is irrelevant) and then pick a single catchment (presumably one with rather large catchment area, see value `OCN$CM$A` generated by `landscape_OCN`) among the many generated. Note that it is not possible to predict the area spanned by such catchment *a priori*. To obtain a catchment whose size is rather large compared to the size of the lattice where the OCN was generated, it is convenient to set `typeInitialState` = "I" and then pick the catchment with largest area (`landscape_OCN` must be run).

The default temperature schedule for the simulated annealing process is generally adequate for generating an OCN that does not resemble the initial network state if the size of the lattice is not too large (say, until  $\text{dimX} \times \text{dimY} \leq 40000$ ). When  $\text{dimX} \times \text{dimY} > 40000$ , it might be convenient to make use of a "warmer" temperature schedule (for example, by setting `coolingRate` = 0.5 and `initialNoCoolingPhase` = 0.1; see also the package vignette) and/or increase `nIter` with respect to its default value. Note that these suggestions only pertain to the aesthetics of the final OCN; the default temperature schedule and `nIter` are calibrated to ensure convergence of the OCN (i.e. achievement of a local minimum of `Energy`, save for a reasonable threshold) also for lattices larger than  $\text{dimX} \times \text{dimY} = 40000$ .

**Value**

A **river** object. It is de facto a list, whose objects are listed below. Variables that define the network at the FD level are wrapped in the sublist `FD`. Adjacency matrices describing 4- or 8-nearest-neighbours connectivity among pixels are contained in lists `N4` and `N8`, respectively.

<code>FD\$A</code>	Vector (of length <code>dimX*dimY</code> ) containing drainage area values for all FD pixels (in square planar units).
<code>FD\$W</code>	Adjacency matrix ( <code>dimX*dimY</code> by <code>dimX*dimY</code> ) at the FD level. It is a <b>spam</b> object.
<code>FD\$downNode</code>	Vector (of length <code>dimX*dimY</code> ) representing the adjacency matrix at FD level in a vector form: if <code>FD\$downNode[i] = j</code> then <code>FD\$W[i, j] = 1</code> . If <code>o</code> is the outlet pixel, then <code>FD\$downNode[o] = 0</code> .
<code>FD\$X (FD\$Y)</code>	Vector (of length <code>dimX*dimY</code> ) containing X (Y) coordinate values for all FD pixels.
<code>FD\$nNodes</code>	Number of nodes at FD level (equal to <code>dimX*dimY</code> ).
<code>FD\$outlet</code>	Vector (of length <code>nOutlet</code> ) indices of pixels at FD level corresponding to outlets.
<code>FD\$perm</code>	Vector (of length <code>dimX*dimY</code> ) representing a permutation of the FD pixels: <code>perm[(which(perm==i) - FD\$A[i] + 1) : which(perm==i)]</code> gives the indices of the pixels that drain into pixel <code>i</code> .
<code>energyInit</code>	Initial energy value.
<code>energy</code>	Vector (of length <code>nIter</code> ) of energy values for each stage of the OCN during the search algorithm (only present if <code>saveEnergy = TRUE</code> ).
<code>exitFlag</code>	Vector (of length <code>nIter</code> ) showing the outcome of the rewiring process (only present if <code>saveExitFlag = TRUE</code> ). Its entries can assume one of the following values: <ul style="list-style-type: none"> <li>0 Rewiring is accepted.</li> <li>1 Rewiring is not accepted (because it does not lower energy or according to the acceptance probability of the simulated annealing algorithm).</li> <li>2 Rewiring is invalid because a loop in the graph was generated, therefore the network is no longer a direct acyclic graph.</li> <li>3 Rewiring is invalid because of cross-flow. This means that, for example, in a 2x2 cluster of pixel, the southwestern (SW) corner drains into the NE one, and SE drains into NW. Although this circumstance does not imply the presence of a loop in the graph, it has no physical meaning and is thereby forbidden.</li> </ul>
<code>N4\$W</code>	Adjacency matrix ( <code>dimX*dimY</code> by <code>dimX*dimY</code> ) that describes 4-nearest-neighbours connectivity between pixels: <code>N4\$W[i, j] = 1</code> if pixel <code>j</code> shares an edge with <code>i</code> , and is null otherwise. It is saved only if <code>saveN4 = TRUE</code> .
<code>N8\$W</code>	Adjacency matrix ( <code>dimX*dimY</code> by <code>dimX*dimY</code> ) that describes 8-nearest-neighbours connectivity between pixels: <code>N8\$W[i, j] = 1</code> if pixel <code>j</code> shares an edge or a vertex with <code>i</code> , and is null otherwise. It is saved only if <code>saveN8 = TRUE</code> .

Finally, `dimX`, `dimY`, `cellsize`, `nOutlet`, `periodicBoundaries`, `expEnergy`, `coolingRate`, `typeInitialState`, `nIter`, `xllcorner`, `yllcorner` are passed to the **river** object as they were included in the input (except `nOutlet = "All"` which is converted to `2*(dimX + dimY - 2)`).

**Examples**

```

# 1) creates and displays a single outlet 20x20 OCN with default options
set.seed(1)
OCN_a <- create_OCN(20, 20)
draw_simple_OCN(OCN_a)

# 2) creates and displays a 2-outlet OCNs with manually set outlet location,
# and a 4-outlet OCNs with random outlet position.
set.seed(1)
old.par <- par(no.readonly = TRUE)
par(mfrow=c(1,2))
OCN_b1 <- create_OCN(30, 30, nOutlet = 2, outletSide = c("N", "W"), outletPos = c(15, 12))
OCN_b2 <- create_OCN(30, 30, nOutlet = 4)
draw_simple_OCN(OCN_b1)
title("2-outlet OCN")
draw_simple_OCN(OCN_b2)
title("4-outlet OCN")
par(old.par)

## Not run:
# 3) generate 3 single-outlet OCNs on the same (100x100) domain starting from different
# initial states, and show 20 intermediate plots and console updates.
set.seed(1)
OCN_V <- create_OCN(100, 100, typeInitialState = "V", showIntermediatePlots = TRUE,
nUpdates = 20, displayUpdates = 2)
OCN_T <- create_OCN(100, 100, typeInitialState = "T", showIntermediatePlots = TRUE,
nUpdates = 20, displayUpdates = 2)
OCN_I <- create_OCN(100, 100, typeInitialState = "I", showIntermediatePlots = TRUE,
nUpdates = 20, displayUpdates = 2)

## End(Not run)

## Not run:
# 4) generate a 2-outlet OCN and show intermediate plots. Note that different colors are used
# to identify the two networks (all pixels are colored because thrADraw = 0).
set.seed(1)
OCN <- create_OCN(150, 70, nOutlet = 2, outletPos = c(1, 150), outletSide = c("S", "N"),
typeInitialState = "V", periodicBoundaries = TRUE,
showIntermediatePlots = TRUE, thrADraw = 0)
# The resulting networks have an irregular contour, and their outlets are located on the contour:
draw_contour_OCN(landscape_OCN(OCN))

## End(Not run)

```



**Description**

Function that creates Peano networks on a square lattice.

**Usage**

```
create_peano(nIterPeano, outletPos = "NE", xllcorner = 1,
            yllcorner = 1, cellsize = 1)
```

**Arguments**

nIterPeano	Number of iteration of the Peano scheme. The resulting network will span a domain of size $2^{(nIterPeano + 1)}$ by $2^{(nIterPeano + 1)}$ .
outletPos	Corner where the outlet is located, expressed as intercardinal direction. Possible values are "NE", "SE", "SW", "NW".
xllcorner	X coordinate of the lower-left pixel (expressed in planar units).
yllcorner	Y coordinate of the lower-left pixel (expressed in planar units).
cellsize	Size of a pixel (expressed in planar units).

**Value**

A river object that contains the same objects as those produced by [create\\_OCN](#). As such, it can be used as input for all other complementary functions of the package.

**Examples**

```
# 1) create a peano network in a 32x32 square,
# use landscape_OCN, aggregate_OCN functions,
# and display subcatchment map and map of drainage area
peano <- create_peano(4)
peano <- aggregate_OCN(landscape_OCN(peano), thrA = 4)
old.par <- par(no.readonly = TRUE)
par(mfrow=c(1,3))
draw_simple_OCN(peano)
title("Peano network")
draw_subcatchments_OCN(peano)
title("Subcatchments")
draw_thematic_OCN(peano$RN$A, peano)
title("Drainage area at RN level")
par(old.par)
```

---

draw\_contour\_OCN

*Draw Optimal Channel Network with catchment contours*


---

**Description**

Function that plots real-shaped OCN and catchment contours.

**Usage**

```
draw_contour_OCN(OCN, thrADraw = 0.002 * OCN$FD$nNodes *
  OCN$cellsize^2, exactDraw = TRUE, drawContours = TRUE, colPalRiver = NULL,
  colPalCont = "#000000", drawOutlets = 0, pch = 15, colPalOut = "#000000",
  min_lwd = 0.5, max_lwd = 5, contour_lwd = 2, add = FALSE)
```

**Arguments**

OCN	A river object as produced by <a href="#">landscape_OCN</a> .
thrADraw	Threshold drainage area value used to display the network.
exactDraw	If TRUE, the real shape of OCNs is plotted. If flow crosses a boundary, the pixel that is not contiguous to its outlet is flipped. It is only effective if <code>OCN\$PeriodicBoundaries = TRUE</code>
drawContours	If TRUE, plot catchment(s) contours.
colPalRiver	Color palette used to plot the river network(s). Default is a rearranged version of theme "Dark 3" (see <a href="#">hcl.pals</a> ). <code>colPalRiver</code> accepts both functions creating color palettes and vectors of colors (of which the first <code>OCN\$nOutlet</code> elements are used). If a single color value is provided and <code>OCN\$nOutlet &gt; 1</code> , all river networks are drawn with the same color.
colPalCont	Color palette used to plot the catchment contour(s). Details as in <code>colPalRiver</code> . Additionally, if <code>colPalCont = 0</code> , the palette specified in <code>colPalRiver</code> is copied.
drawOutlets	If equal to 1, black squares are drawn at the outlets' locations behind the river; if 2 they are plotted on top of the river.
pch	Shape of the outlet points (if <code>drawOutlets = TRUE</code> ). See <a href="#">points</a> for legend.
colPalOut	Color palette used to plot the outlet points (if <code>drawOutlets = TRUE</code> ). Details as in <code>colPalRiver</code> . Additionally, if <code>colPalOut = 0</code> , the palette specified in <code>colPalRiver</code> is copied.
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).
contour_lwd	Line width value for catchment contour plotting.
add	Logical. If TRUE, add to an already existing plot. Taken as FALSE (with a warning if a different value is supplied) if no graphics device is open.

**Details**

For not too large networks (i.e. if `OCN$FD$nNodes <= 40000`, corresponding to a 200x200 lattice), pixels whose drainage area `OCN$FD$A` is lower than `thrADraw` are drawn with a light grey stroke. If `OCN$FD$nNodes > 40000`, in order to speed up the execution of this function, only the network constituted by pixels such that `OCN$FD$A > thrADraw` is drawn.

**Value**

No output is returned.

## Examples

```
# 1) draw contour of a 20x20 single-outlet OCN
# (for single-outlet OCNs without periodic boundaries, the output
# of draw_contour_OCN is very similar to that of draw_simple_OCN)
draw_contour_OCN(landscape_OCN(OCN_20), thrADraw = 4)

## Not run:
# 2a) plot real shape of multiple-outlet OCN created with periodic boundaries
# add outlets on top of the rivers
OCN <- landscape_OCN(OCN_300_4out_PB_hot, displayUpdates = 2) # it takes around one minute
draw_contour_OCN(OCN, drawOutlets = 2)

# 2b) same as before, but use same color palette for rivers and contours
draw_contour_OCN(OCN, colPalCont = 0)

# 2c) draw contours of catchments obtained from an OCN with nOutlet = "All"
OCN <- landscape_OCN(OCN_400_Allout, displayUpdates = 2) # it takes some minutes
draw_contour_OCN(OCN)

# 2d) same as above, but do not plot contours, and plot outlets
# with same color palette as rivers
draw_contour_OCN(OCN, drawContours = FALSE, drawOutlets = TRUE,
colPalOut = 0)

## End(Not run)
```

---

draw\_elev2D\_OCN

*Plot 2D map of elevation generated by an OCN*

---

## Description

Function that plots the 2D elevation map generated by an OCN.

## Usage

```
draw_elev2D_OCN(OCN, colPalette = terrain.colors(1000, alpha = 1),
addLegend = TRUE, drawRiver = FALSE, thrADraw = 0.002*OCN$FD$nNodes*OCN$cellsize^2,
riverColor = "#00BFFF", min_lwd = 0.5, max_lwd = 5, args_imagePlot = list())
```

## Arguments

OCN	A river object as produced by <a href="#">landscape_OCN</a> .
colPalette	Color palette used for the plot.
addLegend	Logical. If TRUE, <code>image.plot</code> is used to display the legend; as a result, elements (e.g. node coordinates) subsequently plotted of on top of the 2D elevation map might be wrongly positioned.
drawRiver	Logical. If TRUE, draw the OCN on top of the elevation map.

thrADraw	Threshold drainage area value used to display the network.
riverColor	Color used to display the OCN (only effective if drawRiver = TRUE).
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).
args_imagePlot	List of arguments passed to <code>imagePlot</code> (or to <code>image</code> if <code>addLegend = FALSE</code> ). For example, argument <code>smallplot</code> can be used to specify the plot coordinates for the legend.

### Value

No output is returned.

### Examples

```
# 1) draw 2D map of a 20x20 OCN with default settings
draw_elev2D_OCN(landscape_OCN(OCN_20))
```

---

`draw_elev3Drgl_OCN`      *Plot 3D map of elevation generated by an OCN via rgl rendering*

---

### Description

Function that plots the 3D elevation map generated by an OCN.

### Usage

```
draw_elev3Drgl_OCN(OCN, coarseGrain = c(1, 1), chooseCM = FALSE,
  addColorbar = FALSE, drawRiver = FALSE, thrADraw = 0.002 *
  OCN$FD$nNodes* OCN$cellsize^2, riverColor = "#00CCFF",
  min_lwd = 1, max_lwd = 8, ...)
```

### Arguments

OCN	A river object as produced by <code>landscape_OCN</code> .
coarseGrain	2x1 vector (only effective if <code>chooseCM = FALSE</code> ). For aesthetic purposes, the elevation map can be coarse-grained into a <code>OCN\$dimX/coarseGrain[1]</code> -by- <code>OCN\$dimX/coarseGrain[2]</code> domain, where each cell's elevation is the average of elevations of the corresponding <code>coarseGrain[1]</code> -by- <code>coarseGrain[2]</code> cells of the original elevation field. <code>coarseGrain[1]</code> and <code>coarseGrain[2]</code> must be divisors of <code>OCN\$dimX</code> and <code>OCN\$dimY</code> , respectively. <code>coarseGrain = c(2, 2)</code> is often sufficient to achieve a good graphical results for large (i.e. at least 100x100 nodes) OCNs.
chooseCM	Index of catchment to display (only effective if <code>OCN\$nOutlet &gt; 1</code> ). It can be a logical, or a scalar within <code>1:length(OCN\$nOutlet)</code> . If TRUE, the catchment with largest area is displayed. Note that, if the size of the chosen catchment is too small (e.g. <code>OCN\$CM\$A[chooseCM] &lt; 5*OCN\$cellsize^2</code> ), an error might occur due to failure in triangulation.

addColorbar	If TRUE, add colorbar to the plot.
drawRiver	If TRUE, draw the OCN on top of the elevation field.
thrADraw	Threshold drainage area value used to display the network.
riverColor	Color used to plot the river.
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).
...	Further parameters passed to function <a href="#">persp3d</a> . The default value for aspect is <code>c(OCN\$dimX/sqrt(OCN\$dimX*OCN\$dimY), OCN\$dimY/sqrt(OCN\$dimX*OCN\$dimY), 1)</code> .

### Details

This function makes use of the [rgl](#) rendering system. To export the figure in raster format, use [rgl.snapshot](#). To export in vectorial format, use [rgl.postscript](#) (but note that this might produce rendering issues, see [rgl](#) for details). The function will attempt at drawing a contour of the plotted entity (i.e. the lattice or a catchment, depending on `chooseCM`) at null elevation, and drawing polygons connecting this contour with the lattice/catchment contour at the real elevation. If `chooseCM != FALSE`, this might result in errors owing to failure of [polygon3d](#) in triangulating the polygons.

### Value

No output is returned.

### Examples

```
## Not run:
draw_elev3Drgl_OCN(landscape_OCN(OCN_20))

## End(Not run)

## Not run:
# 1a) draw the 3D representation of a single catchment within an OCN
# generated with nOutlet = "All" and add draw the river on top of it
OCN <- landscape_OCN(OCN_400_Allout, displayUpdates = 2) # this takes some minutes
draw_elev3Drgl_OCN(OCN, chooseCM = 983, drawRiver = TRUE)

# 1b) draw the 3D representation of the largest catchment within the OCN
# (here polygon3d may fail at plotting the polygon at zero elevation)
draw_elev3Drgl_OCN(OCN, chooseCM = TRUE)

# 1c) draw the 3D representation of the whole OCN
# and enhance the aspect ratio of Z coordinates
# with respect to the default value (the final result will be ugly):
draw_elev3Drgl_OCN(OCN, aspect = c(1, 1, 0.2))

# 1d) same as above, but operate coarse graining for better aesthetics:
draw_elev3Drgl_OCN(OCN, coarseGrain = c(5,5), aspect = c(1, 1, 0.2))
```

```
# 2) draw the 3D representation of a single catchment of an OCN generated
# with periodicBoundaries = TRUE
# (note that the real shape of the catchment is drawn)
OCN <- landscape_OCN(OCN_300_4out_PB, displayUpdates = 2) # this takes some minutes
draw_elev3Drgl_OCN(OCN, chooseCM = TRUE)

## End(Not run)
```

---

draw\_elev3D\_OCN

*Plot 3D map of elevation generated by an OCN*


---

## Description

Function that plots the 3D elevation map generated by an OCN.

## Usage

```
draw_elev3D_OCN(OCN, coarseGrain = c(1,1), colPalette = terrain.colors(1000, alpha = 1),
  addColorbar = TRUE, drawRiver = TRUE, thrADraw = 0.002 *
  OCN$FD$nNodes * OCN$cellsize^2, riverColor = "#00CCFF",
  theta = -20, phi = 30, expand = 0.05, shade = 0.5, min_lwd = 0.5, max_lwd = 5,
  args_imagePlot = list())
```

## Arguments

OCN	A river object as produced by <a href="#">landscape_OCN</a> .
coarseGrain	2x1 vector (only effective if chooseCM = FALSE). For aesthetic purposes, the elevation map can be coarse-grained into a $OCN\$dimX/coarseGrain[1]$ -by- $OCN\$dimX/coarseGrain[2]$ domain, where each cell's elevation is the average of elevations of the corresponding $coarseGrain[1]$ -by- $coarseGrain[2]$ cells of the original elevation field. $coarseGrain[1]$ and $coarseGrain[2]$ must be divisors of $OCN\$dimX$ and $OCN\$dimY$ , respectively. $coarseGrain = c(2, 2)$ is often sufficient to achieve a good graphical results for large (i.e. at least 100x100 nodes) OCNs.
colPalette	Color palette used for the plot.
addColorbar	If TRUE, add colorbar to the plot.
drawRiver	If TRUE, draw the OCN on top of the elevation field.
thrADraw	Threshold drainage area value used to display the network.
riverColor	Color used to plot the river.
theta, phi, expand, shade	Additional parameters passed to the perspective plotting function <a href="#">persp</a> . theta expresses azimuthal direction; phi gives colatitude; expand is the expansion factor for the Z coordinates; shade controls the shade at a surface facet.
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).

`args_imagePlot` Only effective if `addColorbar = TRUE`. List of arguments passed to `imagePlot` for drawing a continuous legend. For example, argument `smallplot` can be used to specify the plot coordinates for the legend.

### Value

No output is returned.

### Examples

```
# draw 3D representation of a 20x20 OCN with default options
draw_elev3D_OCN(landscape_OCN(OCN_20))

## Not run:
# 1a) draw the 3D representation of the OCN (without displaying the river
# and the colorbar) and enhance the aspect ratio of Z coordinates
# with respect to the default value (the final result will be ugly):
OCN <- landscape_OCN(OCN_400_Allout, displayUpdates = 2) # this takes some minutes
draw_elev3D_OCN(OCN, expand = 0.2, addColorbar = FALSE, drawRiver = FALSE)

# 1b) same as above, but operate coarse graining and modify shade for better aesthetics:
draw_elev3D_OCN(OCN, coarseGrain = c(5,5), expand = 0.2,
shade = 0.25, addColorbar = FALSE, drawRiver = FALSE)

## End(Not run)
```

---

draw\_simple\_OCN

*Draw an Optimal Channel Network*

---

### Description

Function that plots the non-aggregated OCN as calculated by `create_OCN`.

### Usage

```
draw_simple_OCN(OCN, thrADraw = 0.002 * OCN$FD$nNodes *
  OCN$cellsize^2, riverColor = "#0066FF", easyDraw = NULL,
  min_lwd = 0.5, max_lwd = 5, add = FALSE)
```

### Arguments

<code>OCN</code>	A river object as produced by <code>create_OCN</code> .
<code>thrADraw</code>	Threshold drainage area value used to display the network.
<code>riverColor</code>	Color used to plot the river.
<code>easyDraw</code>	Logical. If TRUE, the whole network is displayed, and pixels with drainage area lower than <code>thrADraw</code> are displayed in light gray. If FALSE, only pixels with drainage area greater or equal to <code>thrADraw</code> are displayed. Default is FALSE if <code>OCN\$nNodes &lt;= 40000</code> , and TRUE otherwise. Note that setting <code>easyDraw = FALSE</code> for large networks might slow down the process considerably.

min\_lwd, max\_lwd      Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).

add                    Logical. If TRUE, add to an already existing plot. Taken as FALSE (with a warning if a different value is supplied) if no graphics device is open.

### Value

No output is returned.

### Examples

```
# 1a) draw OCN with default settings
draw_simple_OCN(OCN_250_T)

# 1b) same as above, but with decreased thrADraw
draw_simple_OCN(OCN_250_T, thrADraw = 0.001 * OCN_250_T$dimX * OCN_250_T$dimY)
# 1c) same as the first example, but include the portion of network
# with drainage area lower than thrADraw
draw_simple_OCN(OCN_250_T, easyDraw = FALSE) # this will take some seconds
```

---

draw\_subcatchments\_OCN

*Draw subcatchment map from an Optimal Channel Network*

---

### Description

Function that draws a map of subcatchments generated by the aggregation process on the OCN. If theme is NULL, colormap is such that neighbouring subcatchments have distinguished colors. If theme is specified, colors reflect the values of theme across subcatchments, in analogy with draw\_thematic\_OCN.

### Usage

```
draw_subcatchments_OCN(OCN, theme = NULL, drawRiver = TRUE,
  colPalette = NULL, colLevels = NULL, riverColor = NULL, addLegend = NULL,
  min_lwd = 0.5, max_lwd = 5, add = FALSE, args_imagePlot = list(), ...)
```

### Arguments

OCN                    A river object as produced by [aggregate\\_OCN](#).

theme                  Vector (of length OCN\$SC\$Nnodes expressing the spatial field of interest.

drawRiver             Logical. If TRUE, draw the OCN on top of the subcatchment map.



colPalette	Color palette used. colPalette accepts both functions creating color palettes and vectors of colors. In the latter case, length(colPalette) must be greater than the number of color levels. If theme = NULL, default is c("#009900", "#FFFF00", "#FF9900", "#FF0000", "#FF00FF", "#9900CC", "#555555", "#BBBBBB"). Only the first n colors are used, where n is the number of different colors needed (calculated via a greedy coloring algorithm). colPalette accepts both functions creating color palettes and vectors of colors (see examples); in the latter case, the length of the vector cannot be lower than n (n cannot be predicted a priori, but generally 6 colors should suffice). If theme != NULL, default is colorRampPalette(c("yellow", "red", "black")).
colLevels	Number of colors in the palette (only effective if theme is not null). colLevels must be a vector of the form c(minval, maxval) or c(minval, maxval, N_levels). The vector of breakpoints used to attribute theme values to a given color is then defined as seq(minval, maxval, N_levels). Default is minval = min(theme[!(is.nan(theme))]), maxval = max(theme[!(is.nan(theme))]), N_levels = 1000.
riverColor	Color used to display the OCN (only effective if drawRiver = TRUE).
addLegend	Logical. State if a legend should be displayed (only active if theme is not null).
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).
add	Logical. If TRUE, add to an already existing plot. Taken as FALSE (with a warning if a different value is supplied) if no graphics device is open.
args_imagePlot	Only effective if addLegend = TRUE. List of arguments passed to <a href="#">imagePlot</a> for drawing a continuous legend. For example, argument smallplot can be used to specify the plot coordinates for the legend.
...	Further arguments to be passed to image. Default plot options are as in draw_thematic_OCN.

**Value**

No output is returned.

**See Also**

[draw\\_thematic\\_OCN](#)

**Examples**

```
# 1a) aggregate a 20x20 OCN , use thrA = 5 pixels
# and draw subcatchments with default color palette
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 5)
draw_subcatchments_OCN(OCN, drawRiver = TRUE)

# 1b) same as above, but define color palette with a function
draw_subcatchments_OCN(OCN, drawRiver = TRUE, colPalette = rainbow)

# 1c) same as above, but define color palette with a vector of colors
draw_subcatchments_OCN(OCN, drawRiver = TRUE, colPalette = hcl.colors(6, "Dark 3"))
```

```
# 2) Display theme at subcatchment level
draw_subcatchments_OCN(OCN, theme = OCN$AG$A)
```

---

draw\_thematic\_OCN      *Draw thematic map on an Optimal Channel Network*

---

## Description

Function that draws OCNs with color of RN or AG nodes depending on an arbitrary theme.

## Usage

```
draw_thematic_OCN(OCN, theme=NA*numeric(OCN$AG$nNodes),
  chooseAggregation = NULL,
  discreteLevels = FALSE,
  colLevels = NULL, cutoff = FALSE,
  colPalette = colorRampPalette(c("yellow", "red", "black")),
  exactDraw = FALSE, chooseCM = FALSE, drawNodes = FALSE,
  nodeType = "upstream", nanColor = "#00BFFF",
  riverColor = "#00BFFF", backgroundColor = "#999999",
  addLegend = TRUE, min_lwd = 0.5, max_lwd = 5,
  add = FALSE, args_imagePlot = list(), args_legend = list(),
  ...)
```

## Arguments

OCN	A river object as produced by <a href="#">aggregate_OCN</a> . The order of arguments between OCN and theme can be swapped freely.
theme	Vector (of length OCN\$AG\$nNodes or OCN\$RN\$nNodes) expressing the spatial field of interest. The vector can contain NA and NaN values to identify RN or AG nodes where the theme is not defined. The order of arguments between OCN and theme can be swapped freely.
chooseAggregation	Only effective if OCN\$RN\$nNodes == OCN\$AG\$nNodes. In such case, it must be equal to either "RN" or "AG"; as a result, theme will be interpreted as a spatial field in the corresponding aggregation level. Default is "AG".
discreteLevels	Logical. If FALSE, a continuous color scheme is used. If TRUE, discrete color levels are applied. See also colLevels and examples.
colLevels	Number of colors in the palette. If discreteLevels == FALSE, colLevels must be a vector of the form c(minval, maxval) or c(minval, maxval, N_levels). The vector of breakpoints used to attribute theme values to a given color is then defined as seq(minval, maxval, N_levels). Default is minval = min(theme[!(is.nan(theme))]), maxval = max(theme[!(is.nan(theme))]), N_levels = 1000. If discreteLevels == TRUE and is.null(colLevels) == TRUE, each unique value of theme is attributed a different color. If discreteLevels == TRUE and colLevels is a vector, colLevels is used as vector of breakpoints. In this case, the number of discrete colors is equal to length(colLevels) - 1.

cutoff	Logical. If FALSE, nodes whose theme value is beyond the range established by the vector of breakpoints are attributed the color corresponding to the lowest (or highest) value in the color scheme. If TRUE, such nodes are attributed the color NaNColor.
colPalette	Color palette used to display theme values. colPalette accepts both functions creating color palettes and vectors of colors. In the latter case, length(colPalette) must be greater than the number of color levels. See examples below and <a href="#">hcl.colors</a> .
chooseCM	Index of catchment to display (only effective if OCN\$nOutlet > 1). It can be a logical or a numeric vector. If FALSE, all catchments are displayed. If TRUE, the catchment with largest area is displayed. If chooseCM is a subset of vector 1:length(OCN\$nOutlet), only the catchment(s) identified by the indices in chooseCM are displayed.
exactDraw	Logical. If TRUE, the real shape of OCNs is plotted. If flow crosses a boundary, the pixel that is not contiguous to its outlet is flipped.
drawNodes	Logical. If FALSE, the theme is directly displayed on the river network. In this case, the edge departing from a given node is displayed with the color attributed to the node. If TRUE, the theme is displayed via markers at the locations of the nodes at the RN or AG level (depending on the length of theme). In this case, nanColor can be used to define the color of the river network.
nodeType	Only effective if drawNodes == TRUE and length(theme) == OCN\$RN\$nNodes. Can assume values "upstream" or "downstream". If "upstream", nodes are drawn at the upstream ends of the corresponding edges (i.e. at the coordinates defined by OCN\$AG\$X, OCN\$AG\$Y). If "downstream", nodes are drawn at the downstream ends of the corresponding edges (i.e. at the coordinates defined by OCN\$AG\$XReach, OCN\$AG\$YReach).
nanColor	Color attributed to RN or AG nodes whose theme value is NA or NaN.
riverColor	Only effective if drawNodes == TRUE. Color used to display the OCN below the nodes.
backgroundColor	Color used in the background of the figure. It can be either a single value, or a vector with number of components equal to length(chooseCM). If length(backgroundColor) == length(chooseCM), each color is used to identify a different catchment selected in chooseCM (corresponding to the respective outlet). If instead length(chooseCM) > 1 and length(backgroundColor) == 1, all catchments are colored with the same backgroundColor.
addLegend	Logical. If TRUE, add legend to the plot. If also discreteLevels = FALSE, <a href="#">image.plot</a> is used to display the legend, which appears as a colorbar; as a result, elements (e.g. node coordinates) subsequently plotted of on top of the 2D elevation map might be wrongly positioned.
min_lwd, max_lwd	Minimum and maximum values of line width used to display the OCN (actual line width is proportional to the square root of drainage area).
add	Logical. If TRUE, add to an already existing plot. Taken as FALSE (with a warning if a different value is supplied) if no graphics device is open.

args_imagePlot	Only effective if addLegend = TRUE and discreteLevels = FALSE. List of arguments passed to <code>imagePlot</code> for drawing a continuous legend. For example, argument <code>smallplot</code> can be used to specify the plot coordinates for the legend.
args_legend	Only effective if addLegend = TRUE and discreteLevels = TRUE. List of arguments passed to <code>legend</code> for drawing a discrete legend.
...	Further arguments to be passed to plot.

## Details

This function can be used to show how a certain spatial field varies along the river network.

*Default plot options.* By default, it is set `asp = 1`, `xlab = ""`, `ylab = ""`. If at least one between `xlim` and `ylim` is specified by the user, the default for axes is TRUE, and is FALSE if not. Specifying `xlim` and `ylim` helps zoom into a portion of the river network; however, due to the default `asp = 1`, the displayed region might be larger than what is expected if the ranges of `xlim` and `ylim` are different. To avoid this, set `asp = NA` (at the cost of producing a deformed river network).

*Adding scale bar and north arrow.* Scale bar and north arrow can be added via terra's functions `sbar` and `north`, respectively. However, note that arguments `d` and `xy` must be specified by the user (because no `rast` object is plotted). See example 5.

## Value

No output is returned.

## Examples

```
# 1a) Six different ways to display contributing area at the AG level
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 4)
old.par <- par(no.readonly = TRUE)
par(mfrow=c(2,3), oma = c(0, 0, 3, 0))
draw_thematic_OCN(OCN$AG$A, OCN, colPalette = hcl.colors)
title("Continuous levels \n Colors on edges")
draw_thematic_OCN(OCN$AG$A, OCN, discreteLevels = TRUE,
colPalette = hcl.colors)
title("Discrete, unique levels \n Colors on edges")
draw_thematic_OCN(OCN$AG$A, OCN, discreteLevels = TRUE,
colLevels = c(1, 10, 50, 100, 500),
colPalette = hcl.colors)
title("Discrete, user-defined levels \n Colors on edges")
draw_thematic_OCN(OCN$AG$A, OCN, drawNodes = TRUE,
colPalette = hcl.colors)
title("Continuous levels \n Colors on edges")
draw_thematic_OCN(OCN$AG$A, OCN, discreteLevels = TRUE,
drawNodes = TRUE, colPalette = hcl.colors)
title("Discrete, unique levels \n Colors on nodes")
draw_thematic_OCN(OCN$AG$A, OCN, discreteLevels = TRUE,
drawNodes = TRUE, colLevels = c(1, 10, 50, 100, 500),
colPalette = hcl.colors)
title("Discrete, user-defined levels \n Colors on nodes")
mtext("Six different ways to display contributing area [no. pixels]", outer = TRUE, cex = 1.5)
par(old.par)
```

```

# 1b) Same as above, but use different colLevels, cutoff combinations
# with DiscreteLevels = FALSE
old.par <- par(no.readonly = TRUE)
par(mfrow=c(1,2))
draw_thematic_OCN(OCN$AG$A, OCN, drawNodes = TRUE,
  colLevels = c(0, 200, 1000), colPalette = hcl.colors)
title("All nodes with A > 200 pixels \n are displayed in yellow")
draw_thematic_OCN(OCN$AG$A, OCN, drawNodes = TRUE,
  nanColor = "#00000000", colLevels = c(0, 200, 1000),
  cutoff = TRUE, colPalette = hcl.colors)
title("All nodes with A > 200 pixels \n are treated as NaN")
par(old.par)

## Not run:
# 2) Display distance to outlet (at the RN level) along the main stem
# of an OCN
OCN <- aggregate_OCN(landscape_OCN(OCN_250_T)) # this takes some seconds
OCN <- paths_OCN(OCN, includePaths = TRUE) # this takes some seconds

distanceToOutlet <- OCN$RN$downstreamPathLength[,OCN$RN$outlet]
farthestNode <- which(distanceToOutlet == max(distanceToOutlet))
mainStem <- OCN$RN$downstreamPath[[farthestNode]][[OCN$RN$outlet]]
theme <- rep(NaN, OCN$RN$nNodes)
theme[mainStem] <- distanceToOutlet[mainStem]

draw_thematic_OCN(theme, OCN)
title("Distance to outlet along the main stem [pixel units]")

## End(Not run)

# 3) Show an OCN without a theme
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 4)
draw_thematic_OCN(OCN)
draw_thematic_OCN(OCN, xlim=c(3,8), ylim=c(0,5)) # zoom closer at the outlet

# 4) Adjust legend location
draw_thematic_OCN(OCN, OCN$AG$A,
  args_imagePlot = list(smallplot = c(0.1, 0.11, 0.1, 0.3)))
draw_thematic_OCN(OCN, OCN$AG$streamOrder,
  discreteLevels = TRUE, args_legend = list(x = -2, y = 1))

# 5) add thematic OCN on top of map and show scale bar and north arrow
draw_elev2D_OCN(OCN)
draw_thematic_OCN(OCN, OCN$AG$slope, backgroundColor = NULL,
  add = TRUE, colPalette = hcl.colors(1000, "Grays", rev = TRUE),
  args_imagePlot = list(smallplot=c(0.05,0.07,0.1,0.9)))
# now add scale bar and north arrow
library(terra)
# sbar() # this would throw an error
# north()# this would throw an error
sbar(d=1, xy=c(min(OCN$FD$X), min(OCN$FD$Y)-1)) # this works
north(d=1, xy=c(max(OCN$FD$X)+1, max(OCN$FD$Y))) # this works

```

---

 find\_area\_threshold\_OCN

*Find relationship between number of nodes and threshold area in an OCN*

---

### Description

Function that calculates relationship between threshold area and number of nodes at RN and AG level for a given OCN. It can be used prior to application of [aggregate\\_OCN](#) in order to derive the drainage area threshold that corresponds to the desired number of nodes of the aggregated network. It is intended for use with single outlet OCNs, although its use with multiple outlet OCNs is allowed (provided that  $\max(\text{thrValues}) \leq \min(\text{OCN}\$CM\$A)$ ).

### Usage

```
find_area_threshold_OCN(OCN, thrValues = seq(OCN$cellsize^2,
  min(OCN$CM$A), OCN$cellsize^2), maxReachLength = Inf,
  streamOrderType = "Strahler", displayUpdates = 0)
```

### Arguments

OCN	A river object as produced by <a href="#">landscape_OCN</a>
thrValues	Vector of values of threshold drainage area (in squared planar units) for which the respective number of nodes at the RN and AG levels are computed. Note that it must be $\max(\text{thrValues}) \leq \min(\text{OCN}\$CM\$A)$ , otherwise the catchment(s) with area lower than $\max(\text{thrValues})$ degenerate to a network with zero nodes at the RN/AG level.
maxReachLength	Maximum reach length allowed (in planar units). If the path length between a channel head and the downstream confluence is higher than maxReachLength, the reach starting from the channel head will have a length up to maxReachLength, while the next downstream pixel is considered as a new channel head, from which a new reach departs.
streamOrderType	If "Strahler", Strahler stream order is computed; if "Shreve", Shreve stream order is computed.
displayUpdates	If 1, progress updates are printed in the console while the function is running. If 0, no updates are printed.

### Value

A list whose objects are listed below.

thrValues	Copy of the input vector with the same name.
nNodesRN	Vector (of the same length as thrValues) of number of nodes at the RN level resulting from the aggregation process with a threshold area values specified by thrValues.

nNodesAG	Vector (of the same length as thrValues) of number of nodes at the AG level resulting from the aggregation process with a threshold area values specified by thrValues.
drainageDensity	Vector (of the same length as thrValues) of values of drainage density of the river network resulting from the aggregation process with a threshold area values specified by thrValues. Drainage density is calculated as total length of the river network divided by area of the lattice. It is expressed in planar units <sup>(-1)</sup> .
streamOrder	Vector (of the same length as thrValues) of values of maximum stream order attained by the river network, resulting from the aggregation process with a threshold area values specified by thrValues.

### Examples

```
# 1) derive relationship between threshold area and number of nodes
OCN <- landscape_OCN(OCN_20)
thr <- find_area_threshold_OCN(OCN)
# log-log plot of number of nodes at the AG level versus
# relative threshold area (as fraction of total drainage area)
old.par <- par(no.readonly = TRUE)
par(mai = c(1,1,1,1))
plot(thr$thrValues[thr$nNodesAG > 0]/OCN$CM$A,
thr$nNodesAG[thr$nNodesAG > 0], log = "xy",
xlab = "Relative area threshold", ylab = "Number of AG nodes")
par(old.par)
```

---

flowDir	<i>Example of initial flow direction matrix to be used as input in create_general_contour_OCN.</i>
---------	--

---

### Description

An arbitrary initial flow direction matrix.

### Usage

```
data(flowDir)
```

### Format

A matrix. See [create\\_general\\_contour\\_OCN](#) documentation for details.

landscape\_OCN

*Generate 3D landscape from an Optimal Channel Network***Description**

Function that calculates the elevation field generated by the OCN and the partition of the domain into different catchments.

**Usage**

```
landscape_OCN(OCN, slope0 = 1, zMin = 0, optimizeDZ = FALSE,
  optimMethod = "BFGS", optimControl = list(maxit = 100 *
  length(OCN$FD$outlet), trace = 1), displayUpdates = 0)
```

**Arguments**

OCN	A river object as produced by <code>create_OCN</code> .
slope0	slope of the outlet pixel (in elevation units/planar units).
zMin	Elevation of the lowest pixel (in elevation units).
optimizeDZ	If TRUE, when there are multiple catchments, minimize differences in elevation at the catchment borders by lifting catchments, while respecting zMin. If FALSE, all outlet pixels have elevation equal to zMin. This option is not effective for OCNs generated via <code>create_general_contour_OCN</code> .
optimMethod	Optimization method used by function <code>optim</code> (only used if optimizeDZ = TRUE).
optimControl	List of control parameters used by function <code>optim</code> (only used if optimizeDZ = TRUE).
displayUpdates	State if updates are printed on the console while landscape_OCN runs. <ul style="list-style-type: none"> <li>0 No update is given.</li> <li>1 Concise updates are given.</li> <li>2 More extensive updates are given (this might slow down the total function runtime).</li> </ul> <p>Note that the display of updates during optimization of elevations (when optimizeDZ = TRUE) is controlled by parameter <code>optimControl\$trace</code>.</p>

**Details**

The function features an algorithm (which can be activated via the optional input `optimizeDZ`) that, given the network configuration and a `slope0` value, finds the elevation of `OCN$nOutlet - 1` outlets relative to the elevation of the first outlet in vectors `outletSide`, `outletPos` such that the sum of the absolute differences elevation of neighboring pixels belonging to different catchments is minimized. Such objective function is minimized by means of function `optim`. The absolute elevation of the outlet pixels (and, consequently, of the whole lattice) is finally attributed by imposing `OCN$FD$Z >= zMin`. Note that, due to the high dimensionality of the problem, convergence of the optimization algorithm is not guaranteed for large `OCN$nOutlet` (say, `OCN$nOutlet > 10`).



**Value**

A river object that contains all objects contained in OCN, in addition to the objects listed below. A new sublist CM, containing variables at the catchment aggregation levels, is created.

FD\$slope	Vector (of length OCN\$FD\$nNodes) of slope values (in elevation units/planar units) for each FD pixel, as derived by the slope/area relationship.
FD\$leng	Vector (of length OCN\$FD\$nNodes) of pixel lengths. OCN\$FD\$leng[i] = OCN\$FD\$cellsize if flow direction in i is horizontal or vertical; OCN\$FD\$leng[i] = OCN\$FD\$cellsize*sqrt(2) if flow direction in i is diagonal.
FD\$toCM	Vector (of length OCN\$FD\$nNodes) with catchment index values for each FD pixel. Example: OCN\$FD\$toCM[i] = j if pixel i drains into the outlet whose location is defined by outletSide[j], outletPos[j].
FD\$XDraw	When periodicBoundaries = TRUE, it is a vector (of length OCN\$FD\$nNodes) with real X coordinate of FD pixels. If periodicBoundaries = FALSE, it is equal to OCN\$FD\$X.
FD\$YDraw	When periodicBoundaries = TRUE, it is a vector (of length OCN\$FD\$nNodes) with real Y coordinate of FD pixels. If periodicBoundaries = FALSE, it is equal to OCN\$FD\$Y.
FD\$Z	Vector (of length OCN\$FD\$nNodes) of elevation values for each FD pixel. Values are calculated by consecutive implementation of the slope/area relationship along upstream paths.
CM\$A	Vector (of length OCN\$nOutlet) with values of drainage area (in square planar units) for each of the catchments identified by the corresponding OCN\$FD\$outlet.
CM\$W	Adjacency matrix (OCN\$nOutlet by OCN\$nOutlet) at the catchment level. Two catchments are connected if they share a border. Note that this is not a flow connection. Unlike the adjacency matrices at levels FD, RN, AG, this matrix is symmetric. It is a <a href="#">spam</a> object.
CM\$XContour (CM\$Y_contour)	List with number of objects equal to OCN\$FD\$nOutlet. Each object i is a list with X (Y) coordinates of the contour of catchment i for use in plots with exactDraw = FALSE (see functions <a href="#">draw_contour_OCN</a> , <a href="#">draw_thematic_OCN</a> ). If catchment i is constituted by regions that are only connected through a diagonal flow direction, CM\$XContour[[i]] (CM\$Y_contour[[i]]) contains as many objects as the number of regions into which catchment i is split.
CM\$XContourDraw (CM\$YContourDraw)	List with number of objects equal to OCN\$FD\$nOutlet. Each object i is a list with X (Y) coordinates of the contour of catchment i for use in plots with exactDraw = TRUE (see functions <a href="#">draw_contour_OCN</a> , <a href="#">draw_thematic_OCN</a> ). If catchment i is constituted by regions that are only connected through a diagonal flow direction, CM\$XContourDraw[[i]] (CM\$YContourDraw[[i]]) contains as many objects as the number of regions into which catchment i is split.
OptList	List of output parameters produced by the optimization function <a href="#">optim</a> (only present if optimizedZ = TRUE).

Finally, slope0 and zMin are passed to the river as they were included in the input.

## Examples

```
# 1) draw 2D elevation map of a 20x20 OCN with default options
OCN2 <- landscape_OCN(OCN_20)

## Not run:
# 2) generate a 100x50 OCN; assume that the pixel resolution is 200 m
# (the total catchment area is 20 km2)
set.seed(1)
OCN <- create_OCN(100, 50, cellsize = 200,
displayUpdates = 0) # this takes about 40 s
# use landscape_OCN to derive the 3D landscape subsampled by the OCN
# by assuming that the elevation and slope at the outlet are 200 m
# and 0.0075, respectively
OCN <- landscape_OCN(OCN, zMin = 200, slope0 = 0.0075)
# draw 2D and 3D representations of the landscape
draw_elev2D_OCN(OCN)
draw_elev3D_OCN(OCN)
draw_elev3Drgl_OCN(OCN)

## End(Not run)

## Not run:
# 3) generate a 100x50 OCN with 4 outlets
set.seed(1)
OCN <- create_OCN(100, 50, cellsize = 200,
nOutlet = 4, displayUpdates = 0) # this takes about 40 s
# use landscape_OCN and optimize elevation of outlets
OCN <- landscape_OCN(OCN, slope0 = 0.0075,
optimizeDZ = TRUE)
# display elevation of outlets and 2D elevation map
OCN$FD$Z[OCN$FD$outlet]
draw_elev2D_OCN(OCN)

## End(Not run)
```

---

OCN\_20

*Example of small OCN*

---

## Description

A network built on a 20x20 lattice obtained by executing `set.seed(1); create_OCN(20, 20)`.

## Usage

```
data(OCN_20)
```

## Format

A river object. See [create\\_OCN](#) documentation for details.

---

`OCN_250_PB`*Example of single-outlet OCN with periodic boundaries*

---

**Description**

A network built on a 250x250 lattice obtained by executing `set.seed(2); create_OCN(250, 250, periodicBoundaries = TRUE)`.

**Usage**

```
data(OCN_250_PB)
```

**Format**

A river object. See [create\\_OCN](#) documentation for details.

---

`OCN_250_T`*Example of single-outlet OCN*

---

**Description**

A network built on a 250x250 lattice obtained by executing `set.seed(2); create_OCN(250, 250, typeInitialState = "T")`.

**Usage**

```
data(OCN_250_T)
```

**Format**

A river object. See [create\\_OCN](#) documentation for details.

---

OCN\_300\_4out

*Example of multiple-outlet OCN*

---

### Description

A network built on a 300x300 lattice obtained by executing `set.seed(5); create_OCN(300, 300, nOutlet = 4, outletSide = c("S", "N", "W", "E"), outletPos = c(1, 300, 149, 150), typeInitialState = "V", cellsize = 50)`.

### Usage

```
data(OCN_300_4out)
```

### Format

A river object. See [create\\_OCN](#) documentation for details.

---

OCN\_300\_4out\_PB\_hot

*Example of multiple-outlet OCN with periodic boundaries*

---

### Description

A network built on a 300x300 lattice obtained by executing `set.seed(5); create_OCN(300, 300, nOutlet = 4, outletSide = c("S", "N", "W", "E"), outletPos = c(1, 300, 149, 150), typeInitialState = "V", periodicBoundaries = TRUE, cellsize = 50, coolingRate = 0.5, initialNoCoolingPhase = 0.1)`.

### Usage

```
data(OCN_300_4out_PB_hot)
```

### Format

A river object. See [create\\_OCN](#) documentation for details.

---

OCN\_4

*Example of small OCN*

---

**Description**

A network built on a 4x4 lattice for illustrative purposes.

**Usage**

```
data(OCN_4)
```

**Format**

A river object. See [create\\_OCN](#) documentation for details.

**Details**

Despite its name, this network is not an OCN: indeed, it has been generated manually and not via [create\\_OCN](#).

---

OCN\_400\_Allout

*Example of OCN with all perimetric pixels as outlets*

---

**Description**

A network built on a 400x400 lattice obtained by executing `set.seed(8); create_OCN(400, 400, nOutlet = "All", cellsize = 50)`.

**Usage**

```
data(OCN_400_Allout)
```

**Format**

A river object. See [create\\_OCN](#) documentation for details.

OCN\_to\_AEM

*Construct asymmetric eigenvector maps (AEM) from an OCN***Description**

Function that computes asymmetric eigenvector maps from an OCN. These can be used as spatial variables to assess spatial gradients in environmental or ecological data.

**Usage**

```
OCN_to_AEM(OCN, level = "AG", weight = NULL, resistance = "length", moranI = FALSE)
```

**Arguments**

OCN	A river object as produced by <a href="#">aggregate_OCN</a> .
level	Aggregation level at which AEMs are to be calculated. It must be equal to either "RN" or "AG".
weight	Determines how and if weights should be used to compute the AEMs. Defaults to NULL, which applies equal weights to all links of the OCN. It can be one of "gravity", "exponential", "linear", "parabolic" or a user-specified function. See details.
resistance	Identifies how resistance (i.e., the variable negatively related to the link weight) is calculated. Defaults to "length" (i.e., resistance equal to link length). Alternatively, resistance = "time" uses water travel time to weigh the links. In such a case, water velocities must be contained in the OCN (e.g. via <a href="#">rivergeometry_OCN</a> ).
moranI	Logical. Should Moran's I statistics be computed and random tests be performed via <a href="#">moran.randtest</a> ?

**Details**

Possible character strings for weight are:

"gravity"  $w(r) = r_{max}/r$

"exponential"  $w(r) = \exp(-r/r_{max})$

"linear"  $w(r) = 1 - r/r_{max}$

"parabolic"  $w(r) = 1 - (r/r_{max})^2$  where  $w$  is the weight value for a given link,  $r$  its resistance value and  $r_{max}$  the maximum resistance value across all links.

**Value**

A list as produced by a call to [aem](#). If moranI = TRUE, a [krandtest](#) resulting from the call to [moran.randtest](#) is appended to the output list.

**See Also**

[aem](#), [moran.randtest](#)

**Examples**

```

OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 5)

res <- OCN_to_AEM(OCN) # unweighted AEMs
res$values # eigenvectors associates with the AEMs
plot(OCN, res$vectors[,1], drawNodes = TRUE,
     colLevels = c(-max(abs(res$vectors[,1])), max(abs(res$vectors[,1])), 100),
     colPalette = hcl.colors(100,"Blue-Red 2")) # plot first eigenvector

res_g <- OCN_to_AEM(OCN, weight = "gravity") # weighted AEMs based on gravity model

fn <- function(r) {1 - r^0.5}
res_f <- OCN_to_AEM(OCN, weight = fn) # weighted AEMs based on user-specified weight function

# compute Moran's I and perform permutation test to assess which eigenfunctions should be retained

res_g <- OCN_to_AEM(OCN, weight = "gravity", moranI = TRUE)
selectedAEM <- which(res_g$moranI$pvalue < 0.05)
# selected eigenfunctions are those with significantly positive spatial autocorrelation

# plot selected eigenfunctions
# (these could be e.g. used as spatial covariates in a species distribution model)
par(mfrow=c(3,4))
for (i in selectedAEM){
  plot(OCN, res$vectors[,i], drawNodes = TRUE,
       colLevels = c(-max(abs(res$vectors[,i])), max(abs(res$vectors[,i])), 100),
       colPalette = hcl.colors(100,"Blue-Red 2"))
  title(paste0("AEM",i))
}

```

---

OCN\_to\_igraph

*Transform OCN into igraph object*


---

**Description**

Function that transforms an OCN into an igraph object.

**Usage**

```
OCN_to_igraph(OCN, level)
```

**Arguments**

OCN	A river object as produced by <a href="#">aggregate_OCN</a> .
level	Aggregation level at which the OCN is converted into an igraph object. It must be equal to either "FD", "RN" or "AG".

**Value**

An igraph object.

**Examples**

```
# 1) transform a 20x20 OCN, at the AG level, into a graph object
OCN <- aggregate_OCN(landscape_OCN(OCN_20), thrA = 4)
g <- OCN_to_igraph(OCN, level = "AG")
plot(g, layout = matrix(c(OCN$AG$X,OCN$AG$Y), ncol = 2, nrow = OCN$AG$nNodes))
```

---

OCN\_to\_SSN

*Transform OCN into SSN object (disabled)*

---

**Description**

In OCNet v1.2.0, this function is disabled following the archiving of the SSN package from CRAN (due to the retirement of rgdal). A new OCN\_to\_SSN function will be included in the next release of OCNet.

**Usage**

```
OCN_to_SSN(OCN, ...)
```

**Arguments**

OCN	A river object.
...	Further arguments.

**Value**

No output is produced.

**Examples**

```
OCN_to_SSN(OCN)
```



paths\_OCN

*Calculate paths between nodes in an Optimal Channel Network***Description**

Function that determines upstream and downstream paths and path lengths between any nodes of the network at the aggregated level.

**Usage**

```
paths_OCN(OCN, level = c("RN", "AG"), whichNodes = NULL, includePaths = FALSE,
includeDownstreamNode = FALSE, includeUnconnectedPaths = FALSE, displayUpdates = FALSE)
```

**Arguments**

OCN	A river object as produced by <code>aggregate_OCN</code> .
level	Character vector. At which level should paths be calculated? Possible values are "RN", "AG", or both.
whichNodes	List. It allows specifying a subset of nodes for which paths are computed. In the case of large rivers, this could speed up the function execution substantially. It must contain objects named RN and/or AG. Each of these objects is a vector with the indices of the nodes for which paths are to be calculated. Default is NULL, which leads to calculation of paths between all nodes at the level(s) specified in level. If whichNodes contains a single object (RN or AG), this is taken as the level at which paths are calculated (i.e., level is overwritten). If not present, the outlet node is automatically added. See example.
includePaths	Logical. If TRUE, RN\$downstreamPath and AG\$downstreamPath are included to the output object. Note that this might slow down the function execution considerably, and create RAM issues for very large OCNs.
includeDownstreamNode	Logical. If TRUE, path lengths include the length of the edge departing from the last downstream node of the path.
includeUnconnectedPaths	Logical. If TRUE, calculate path lengths between unconnected nodes (RN\$downstreamLengthUnconnected and AG\$downstreamLengthUnconnected). Note that this might slow down the function execution considerably, and create RAM issues for very large OCNs.
displayUpdates	Logical. State if updates are printed on the console while paths_OCN runs.

**Value**

A river object that contains all objects contained in OCN, in addition to the objects listed below.

RN\$downstreamPath

List (of length OCN\$RN\$nNodes) whose object *i* is a list (of length OCN\$RN\$nNodes). If nodes *i* and *j* are connected by a downstream path, then RN\$downstreamPath[[*i*]][[*j*]] is a vector containing the indices of the nodes constituting such path (*i* and

$j$  are included). If  $i$  and  $j$  are not connected by a downstream path, then  $RN\$downstreamPath[[i]][[j]] = NULL$ . Only present if `includePaths = TRUE`.

#### `RN$downstreamPathLength`

Sparse matrix (OCN\$RN\$nNodes by OCN\$RN\$nNodes) containing length of paths between nodes that are connected by a downstream path; if  $i$  and  $j$  are not connected by a downstream path, then  $RN\$downstreamPathLength[i, j] = 0$ . Note that  $RN\$downstreamPathLength[i, i] = 0$  if `includeDownstreamNode = FALSE`; alternatively, it is  $RN\$downstreamPathLength[i, i] = OCN$RN$leng[i]$ . It is a `spam` object.

#### `RN$downstreamLengthUnconnected`

Matrix (OCN\$RN\$nNodes by OCN\$RN\$nNodes).  $RN\$downstreamLengthUnconnected[i, j]$  is the length of the downstream portion of a path joining node  $i$  to  $j$  if  $i$  and  $j$  are not connected by a downstream path. Specifically,  $RN\$downstreamLengthUnconnected[i, j] = RN\$downstreamPathLength[i, k]$ , where  $k$  is a node such that there exist a downstream path from  $i$  to  $k$  and from  $j$  to  $k$ , and these paths are the shortest possible. Note that the length of the upstream portion of the path joining  $i$  to  $j$  is given by  $RN\$downstreamLengthUnconnected[j, i]$ . If instead  $i$  and  $j$  are joined by a downstream path, then  $RN\$downstreamLengthUnconnected[i, j] = 0$ . Only present if `includeUnconnectedPaths = TRUE`.

#### `AG$downstreamPath`

List (of length OCN\$AG\$nNodes) whose object  $i$  is a list (of length OCN\$AG\$nNodes). If nodes  $i$  and  $j$  are connected by a downstream path, then  $AG\$downstreamPath[[i]][[j]]$  is a vector containing the indices of the nodes constituting such path ( $i$  and  $j$  are included). If  $i$  and  $j$  are not connected by a downstream path, then  $AG\$downstreamPath[[i]][[j]] = NULL$ . Only present if `includePaths = TRUE`.

#### `AG$downstreamPathLength`

Sparse matrix (OCN\$AG\$nNodes by OCN\$AG\$nNodes) containing length of paths between nodes that are connected by a downstream path; if  $i$  and  $j$  are not connected by a downstream path, then  $AG\$downstreamPathLength[i, j] = 0$ . Note that  $AG\$downstreamPathLength[i, i] = 0$  if `includeDownstreamNode = FALSE`; alternatively, it is  $AG\$downstreamPathLength[i, i] = OCN$AG$leng[i]$ . It is a `spam` object.

#### `AG$downstreamLengthUnconnected`

Matrix (OCN\$AG\$nNodes by OCN\$AG\$nNodes).  $AG\$downstreamLengthUnconnected[i, j]$  is the length of the downstream portion of a path joining node  $i$  to  $j$  if  $i$  and  $j$  are not connected by a downstream path. Specifically,  $AG\$downstreamLengthUnconnected[i, j] = AG\$downstreamPathLength[i, k]$ , where  $k$  is a node such that there exist a downstream path from  $i$  to  $k$  and from  $j$  to  $k$ , and these paths are the shortest possible. Note that the length of the upstream portion of the path joining  $i$  to  $j$  is given by  $AG\$downstreamLengthUnconnected[j, i]$ . If instead  $i$  and  $j$  are joined by a downstream path, then  $AG\$downstreamLengthUnconnected[i, j] = 0$ . Only present if `includeUnconnectedPaths = TRUE`.

## Examples

```
# 1) Calculate paths between nodes of an OCN
OCN <- paths_OCN(aggregate_OCN(landscape_OCN(OCN_20), thrA = 4))
```

```

# 2) Display distance to outlet (at the RN level) along the main stem
# of an OCN
OCN <- aggregate_OCN(landscape_OCN(OCN_250_T)) # this takes some seconds
OCN <- paths_OCN(OCN, includePaths = TRUE) # this takes some seconds

distanceToOutlet <- OCN$RN$downstreamPathLength[,OCN$RN$outlet]
farthestNode <- which(distanceToOutlet == max(distanceToOutlet))
mainStem <- OCN$RN$downstreamPath[[farthestNode]][[OCN$RN$outlet]]
theme <- rep(NA, OCN$RN$nNodes)
theme[mainStem] <- distanceToOutlet[mainStem]

draw_thematic_OCN(theme, OCN)
title("Distance to outlet along the main stem [pixel units]")

# 3) use whichNodes to compute distance between two non flow-connected nodes
OCN <- aggregate_OCN(landscape_OCN(OCN_250_T)) # this takes some seconds
RNnodes <- c(483, 516)
plot(OCN)
points(OCN$RN$X[RNnodes], OCN$RN$Y[RNnodes], pch = 19) # nodes 483 and 516 are not flow-connected
OCN <- paths_OCN(OCN, whichNodes = list(RN=RNnodes), includePaths = TRUE,
  includeUnconnectedPaths = TRUE)
OCN$RN$downstreamPath[[RNnodes[1]][[OCN$RN$outlet]]
# the outlet has been added to whichNodes$RN
OCN$RN$downstreamLengthUnconnected[RNnodes[1], RNnodes[2]]
# distance from node 1 to the common downstream confluence
OCN$RN$downstreamLengthUnconnected[RNnodes[2], RNnodes[1]]
# distance from node 2 to the common downstream confluence

```

---

plot

*Plot a river*


---

## Description

Plots a river object

## Usage

```

## S4 method for signature 'river,numeric'
plot(x, y, type, ...)
## S4 method for signature 'numeric,river'
plot(x, y, type, ...)
## S4 method for signature 'river,missing'
plot(x, type, ...)

```

## Arguments

x	A river object (or a numeric vector if y is a river).
y	A numeric vector to be displayed (or a river if x is a numeric vector). It is equivalent to theme in <code>draw_subcatchments_OCN</code> and <code>draw_thematic_OCN</code> . If y is specified, the river must have been aggregated. See details.
type	Optional argument. If <code>type = "SC"</code> or <code>type = "subcatchments"</code> , <code>draw_subcatchments_OCN</code> is used (provided that the river object is aggregated); if <code>type = "elev2D"</code> , <code>draw_elev2D_OCN</code> is used; if <code>type = "contour"</code> , <code>draw_contour_OCN</code> is used (provided that the river object contains the CM field as produced by <code>landscape_OCN</code> or <code>extract_river</code> ); alternatively, <code>draw_thematic_OCN</code> is used.
...	Arguments passed to the plotting functions <code>draw_simple_OCN</code> , <code>draw_contour_OCN</code> , <code>draw_thematic_OCN</code> . See details.

## Details

This is an interface to the plotting functions `draw_simple_OCN`, `draw_elev2D_OCN`, `draw_contour_OCN`, `draw_subcatchments_OCN`, `draw_thematic_OCN`. If the river object does not have an elevation field (i.e., it has been generated by `create_OCN` or `create_general_contour_OCN`, but `landscape_OCN` has not been run), the plotting function used is `draw_simple_OCN`. If the elevation field is present, but the river has not been aggregated (via `aggregate_OCN` or `aggregate_river`), the default plotting function used is `draw_contour_OCN`. If the river has been aggregated, `draw_subcatchments_OCN` or `draw_thematic_OCN` are used depending on `type`. Elevation maps can be produced with `type = "elev2D"`, regardless of whether the river has been aggregated.

*Adding scale bar and north arrow.* Scale bar and north arrow can be added via terra's functions `sbar` and `north`, respectively. However, note that arguments `d` and `xy` must be specified by the user (because no rast object is plotted). See example.

## See Also

[draw\\_simple\\_OCN](#), [draw\\_elev2D\\_OCN](#), [draw\\_contour\\_OCN](#), [draw\\_subcatchments\\_OCN](#), [draw\\_thematic\\_OCN](#)

## Examples

```
set.seed(1)
OCN <- OCN_20
plot(OCN) # equivalent to draw_simple_OCN

OCN <- landscape_OCN(OCN)
plot(OCN) # equivalent to draw_contour_OCN
plot(OCN, type = "elev2D") # equivalent to draw_elev2D_OCN

OCN <- aggregate_OCN(OCN, thrA = 4)
plot(OCN) # equivalent to draw_thematic_OCN (with no theme specified)
plot(OCN, OCN$AG$A) # equivalent to draw_thematic_OCN (with theme specified)

plot(OCN, type = "contour") # equivalent to draw_contour_OCN

plot(OCN, type = "SC") # equivalent to draw_subcatchments_OCN (with no theme specified)
plot(OCN, OCN$AG$A, type = "SC") # equivalent to draw_subcatchments_OCN (with theme specified)
```

```
# now add scale bar and north arrow
library(terra)
# sbar() # this would throw an error
# north()# this would throw an error
sbar(d=1, xy=c(min(OCN$FD$X), min(OCN$FD$Y)-1)) # this works
north(d=1, xy=c(max(OCN$FD$X)+1, max(OCN$FD$Y))) # this works
```

---

river-class

*river class*


---

## Description

A river object contains information on river attributes at different aggregation levels. It can represent a real river network (obtained via `rivnet::extract_river`) or an optimal channel network (obtained via `create_OCN`).

The content of a river object can be treated as a list, hence its objects and sublists can be accessed with both the `$` and `@` operators.

For information on the aggregation levels and on the content of a river object, see [OCNet-package](#).

## Examples

```
show(OCN_20)
names(OCN_20)

# extract or replace parts of a river object
OCN_20$dimX
OCN_20@dimX
dim <- OCN_20[["dimX"]]
OCN_20$dimX <- 1
OCN_20[["dimX"]]
OCN_20[["dimX"]] <- dim
```

---

rivergeometry\_OCN

*River geometry of an Optimal Channel Network*


---

## Description

Function that calculates river width, depth and water velocity by applying Leopold's scaling relationships to nodes at the RN and AG levels.

## Usage

```
rivergeometry_OCN(OCN, widthMax = 1, depthMax = 1,
  velocityMax = 1, expWidth = NaN, expDepth = NaN,
  expVelocity = NaN)
```

## Arguments

OCN	A river object as produced by <a href="#">aggregate_OCN</a> .
widthMax	Maximum river width allowed. If nOutlet = 1, it corresponds to the width at the outlet node.
depthMax	Maximum river depth allowed. If nOutlet = 1, it corresponds to the depth at the outlet node.
velocityMax	Maximum water velocity allowed. If nOutlet = 1, it corresponds to the water velocity at the outlet node.
expWidth, expDepth, expVelocity	Exponents for the power law relationship between river width, depth, water velocity and contributing area. If none of expWidth, expDepth, expVelocity is specified by the user, the values expWidth = 0.5, expDepth = 0.4, expDepth = 0.1 proposed by Leopold and Maddock [1953] are used. It is possible to specify two out of these three exponents, provided that each of them lies in the range (0; 1) and their sum is lower than one. In this case, the missing exponent is calculated as the complement to one of the sum of the two values provided. If all three exponents are specified by the user, their sum must be equal to one.

## Details

The values of contributing area used to evaluate river geometry at the AG level are equal to  $0.5 * (OCN\$AG\$A + OCN\$AG\$Areach)$ . See also [aggregate\\_OCN](#).

See also Leopold, L. B., & Maddock, T. (1953). *The hydraulic geometry of stream channels and some physiographic implications* (Vol. 252). US Government Printing Office.

## Value

AA river object that contains all objects contained in OCN, in addition to the objects listed below.

RN\$width	Vector (of length OCN\$RN\$nNodes) of river width values for every RN node.
RN\$depth	Vector (of length OCN\$RN\$nNodes) of river depth values for every RN node.
RN\$velocity	Vector (of length OCN\$RN\$nNodes) of water velocity values for every RN node.
AG\$width	Vector (of length OCN\$AG\$nNodes) of river width values for every AG node.
AG\$depth	Vector (of length OCN\$AG\$nNodes) of river depth values for every AG node.
AG\$velocity	Vector (of length OCN\$AG\$nNodes) of water velocity values for every AG node.

Finally, widthMax, depthMax, velocityMax, expWidth, expDepth, expVelocity are added to the list.

## Examples

```
# 1) Compute river geometry of a 20x20 OCN with default options
# and display river width at the RN level
OCN <- rivergeometry_OCN(aggregate_OCN(landscape_OCN(OCN_20)))
draw_thematic_OCN(OCN$RN$width,OCN)
```

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