

Cloud computing with Google Earth Engine



Emma Izquierdo-Verdiguier
GDE Earth Engine



Eric Smit



Álvaro Moreno-Martinez
GDE Earth Engine



Google Earth Engine



What is GEE?

- Platform for large-scale analysis of Earth data, including satellite imagery and census data.
- Two main components:
 - Scientific data collection
 - Massive computational power to process that data
- The EE API allows users to specify the operations they want Earth Engine to execute



The Earth Engine Data Catalog



Landsat & Sentinel
10-30m, weekly



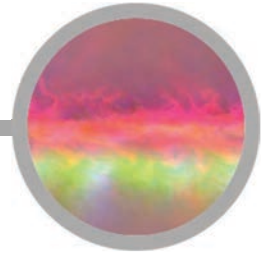
MODIS
250m daily



Vector Data
WDPA, TIGER, WHC



Terrain & Land Cover



Weather & Climate
NOAA NCEP, OMI, ...

900+ public datasets

70+ petabytes of data

100+ datasets added yearly

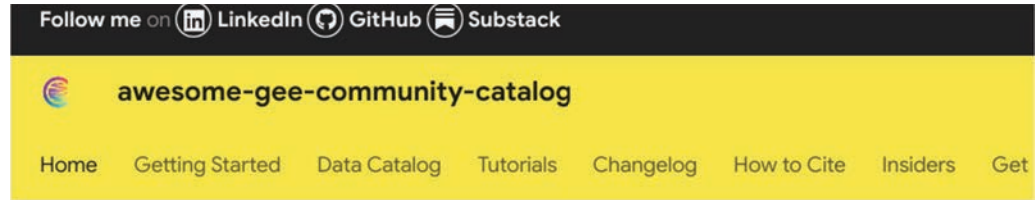
~2 PB of new data every month

Source: Google Inc.

The awesome-gee Data Catalog

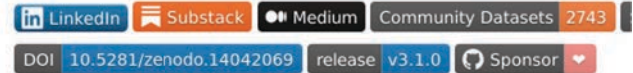


Just in case you want more data.....



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The awesome-gee-community-catalog is an unfunded o

<https://gee-community-catalog.org/>





Google Scholar trends

Total References and Mentions

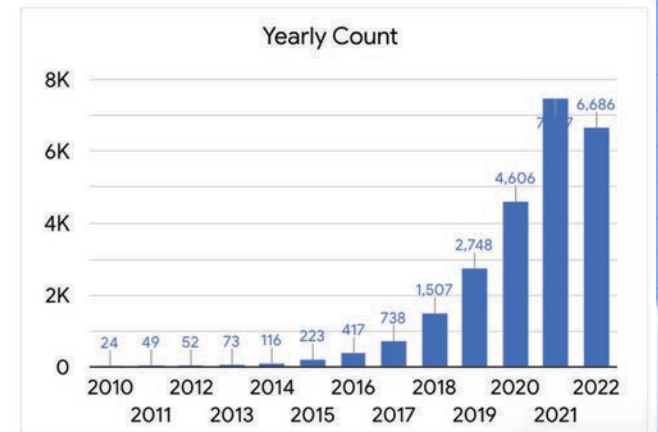
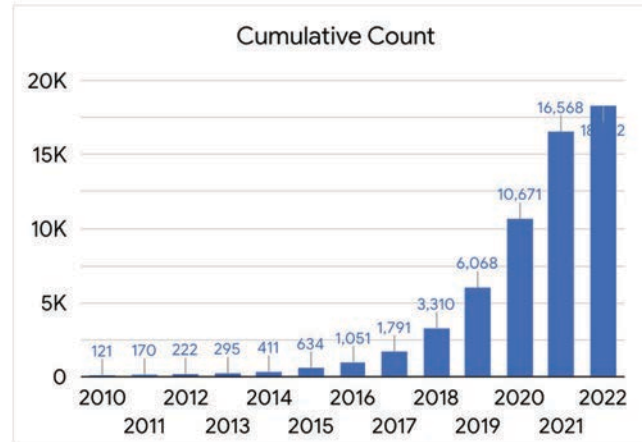
18,332

References and Mentions this Year

4,606

Count of estimated scholar search results for text: "google earth engine".

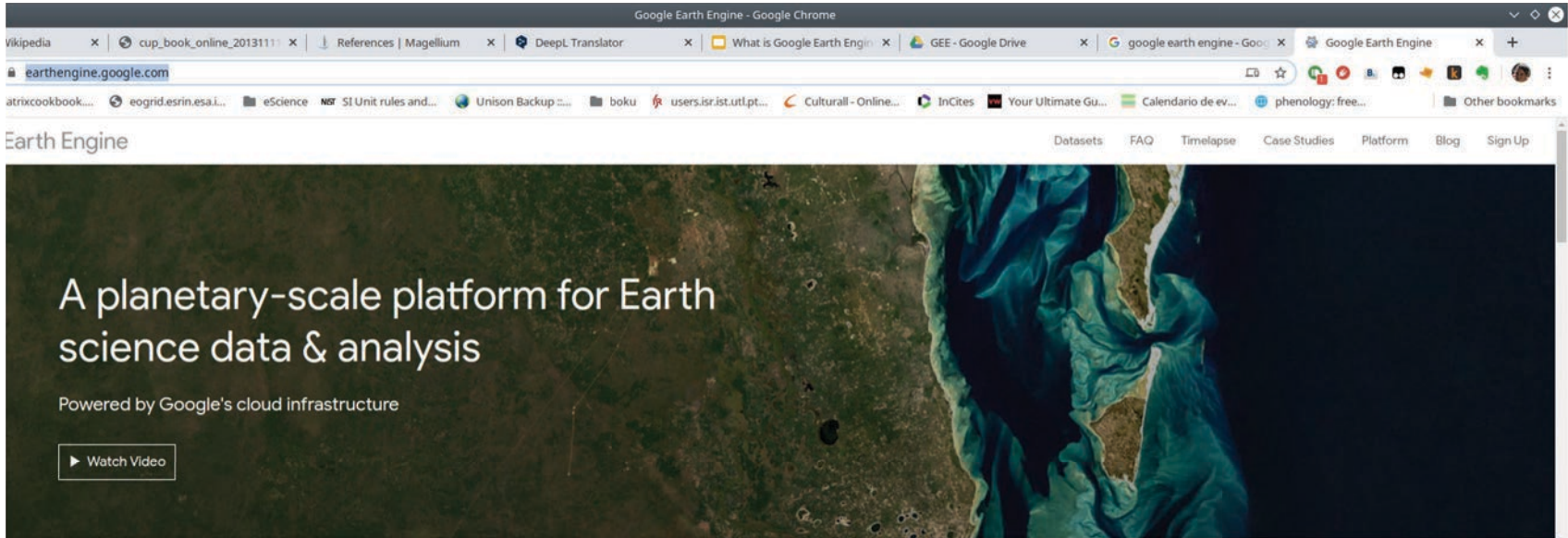
Search results exclude patents and citations.



How to interact with GEE?



- Sign up in: [Google Earth Engine](https://earthengine.google.com)



How to interact with GEE?



JS

- Web development
- Limited processing



python™

- Desktop development
- Faster processing



Core Concepts

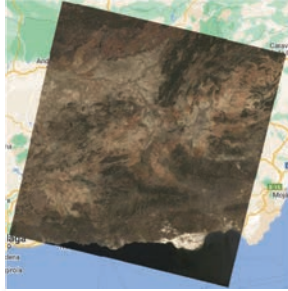
GEE objects



ee.Image

```

Layer 2: Image (19 bands)
SR_B1: 11993
SR_B2: 13045
SR_B3: 15728
SR_B4: 18195
SR_B5: 23308
SR_B6: 24573
SR_B7: 21072
SR_QA_AEROSOL: 96
ST_B10: 51319
ST_ATRAIL: 8507
ST_COIST: 2525
ST_DRAD: 634
ST_EHIS: 9740
ST_EMSD: 70
ST_QA: 160
ST_TRAD: 12459
ST_URAD: 1233
QA_PIXEL: 21824
QA_RADSAT: 0
    
```



ee.Feature

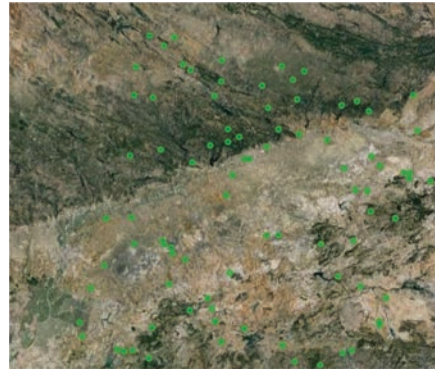


```

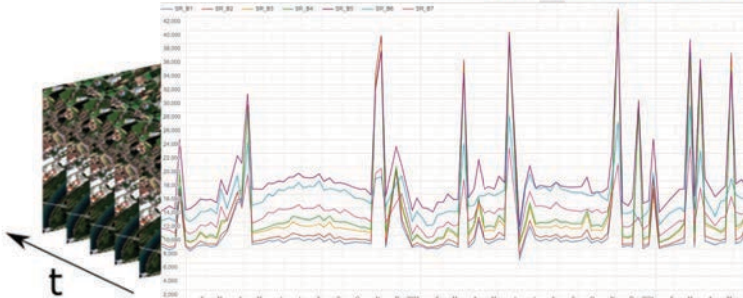
Layer 1: Feature 0000000000000000030 (Point, 3 properties)
type: Feature
id: 0000000000000000030
geometry: Point (-4.09, 37.21)
type: Point
coordinates: [-4.091601540343391, 37.21329454958586]
0: -4.091601540343391
1: 37.21329454958586
properties: Object (3 properties)
EVI: 0.23289210804753152
latitude: 37.21329454958586
longitude: -4.091601540343391
    
```

ee.FeatureCollection

Feature Index	EVI (Float)	latitude (Float)	longitude (Float)	system:index (String)
0	0.23289210804753152	37.2132945495	-4.091601540343391	
1	0.3174541993778155	37.56309852122	-3.8638786158190923	
2	0.24068105732218195	36.99931584890859	-4.839179519787657	
3	0.2113346698828024	37.32648227538492	-5.739560929060653	
4	0.13285587934773682	38.16649689756508	-4.496651901952883	
5	0.24740481727090008	37.974616752877154	-4.868554429578365	
6	0.5435834927280193	37.749319279619975	-3.6399286154880954	
7	0.010808621844571814	36.47460989145438	-3.9681730203053687	
8	0.20130698684116946	37.95575213191064	-3.4615232000619582	
9	0.21938520042804519	36.64007956678919	-4.814386017945958	



ee.ImageCollection



What can GEE do?



Source: Google Inc.

Functions



Actions you can apply to objects

Core Functions

- Map
- Reduce
- Filter
- Export

Machine Learning

- Classifier.decisionTree
- Clusterer.wekaKMeans
- Model.predictImage
- Classifier.train
- Clusterer.train

Image Transformations

- Image.add
- Image.normalizedDifference
- Image.convolve
- Image.sample
- Image.clip

Feature Transformations

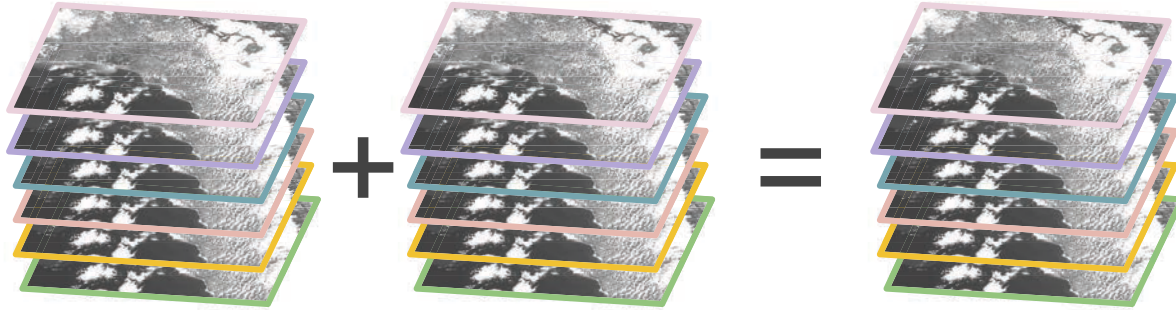
- Feature.area
- Feature.centroid
- Feature.union

... and many more

Functions: Band Math



Apply to two image objects



Functions: Map

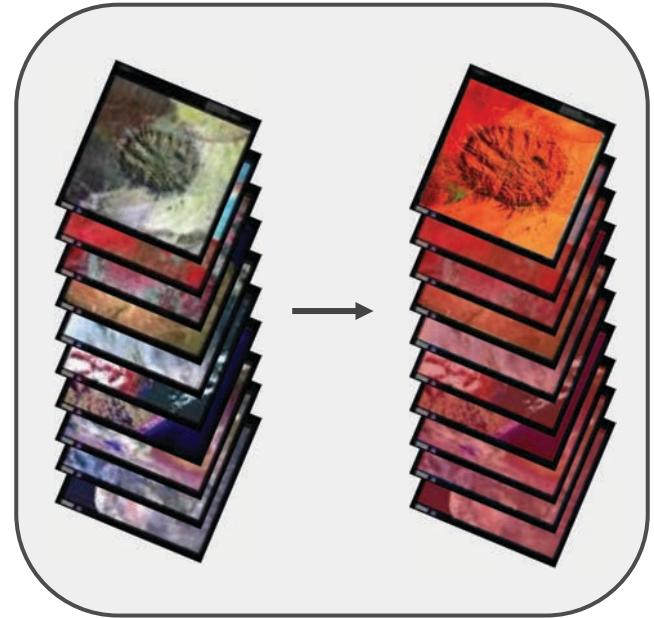


Apply to a collection object

- Apply a function to each element of a collection
- A “for-each operation”
- $N \rightarrow N$

Examples

- Area of each feature
- Cloud cover of each image
- Composite for each month



Functions: Reduce

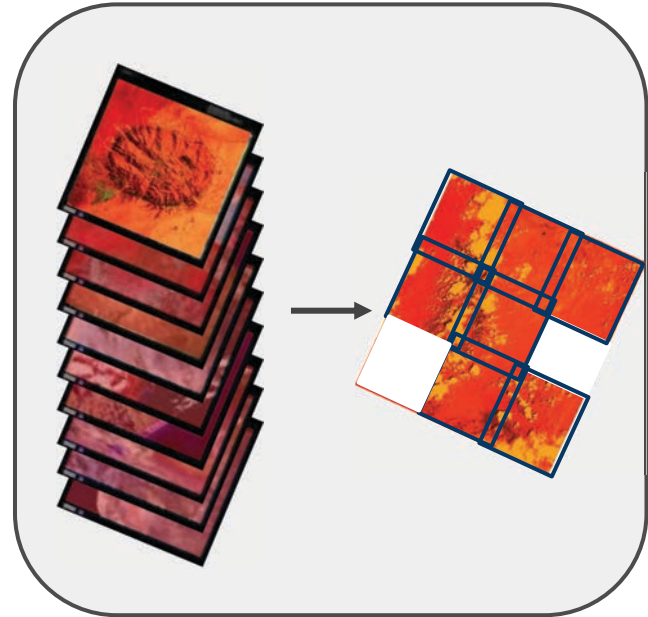


Apply to a collection object

- Aggregate everything in a collection
- $N \rightarrow 1$ (or $N \rightarrow M$ for some Reducers)

Examples

- Summed area of all features
- Median pixel composite
- Train a classifier



Reducers in Earth Engine



8 ways to reduce

Image.reduce

Image.reduceNeighborhood

Image.reduceRegion

Image.reduceRegions

Image.reduceToVectors

ImageCollection.reduce

FeatureCollection.reduceColumns

FeatureCollection.reduceToImage

40+ reducers

Reducer.allNonZero

Reducer.and

Reducer.anyNonZero

Reducer.count

Reducer.countEvery

Reducer.histogram

Reducer.intervalMean

Reducer.linearFit

Reducer.linearRegression

Reducer.max

Reducer.mean

Reducer.median

Reducer.min

Reducer.minMax

Reducer.mode

Reducer.or

Reducer.percentile

Reducer.product

Reducer.sampleStdDev

Reducer.sampleVariance

Reducer.stdDev

Reducer.sum

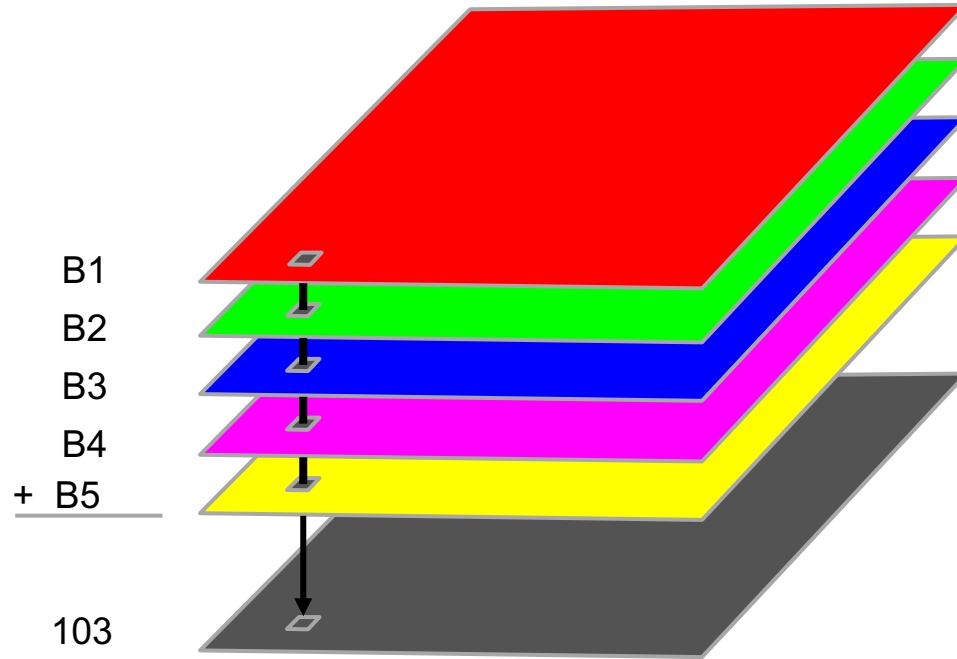
Reducer.toCollection

Reducer.toList

Reducer.variance

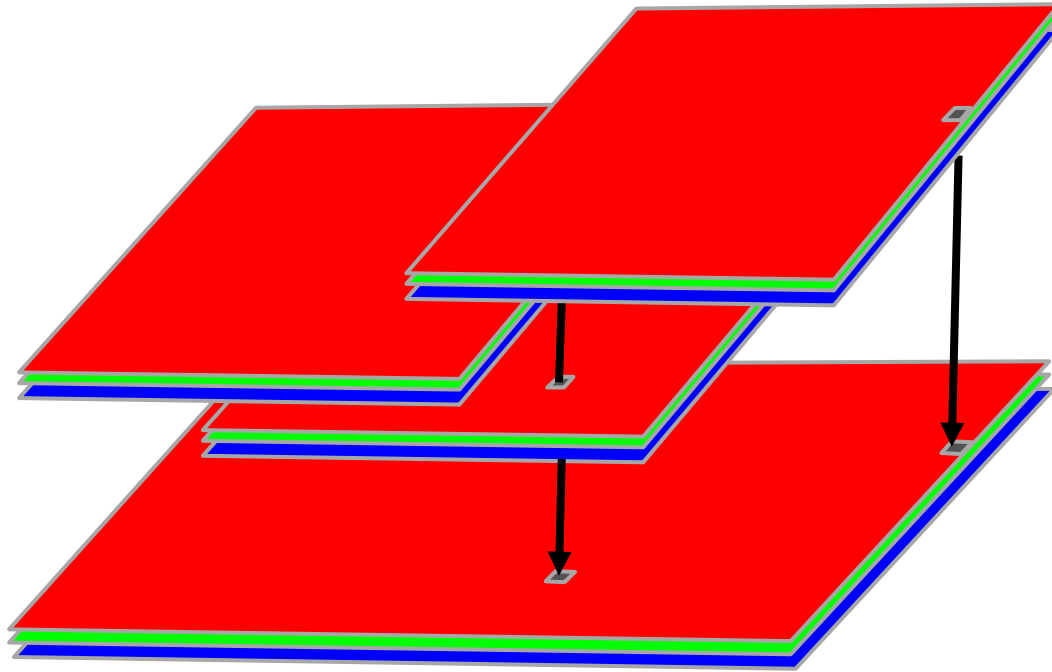
Reduce Bands

Image.reduce



Reduce Image Collection

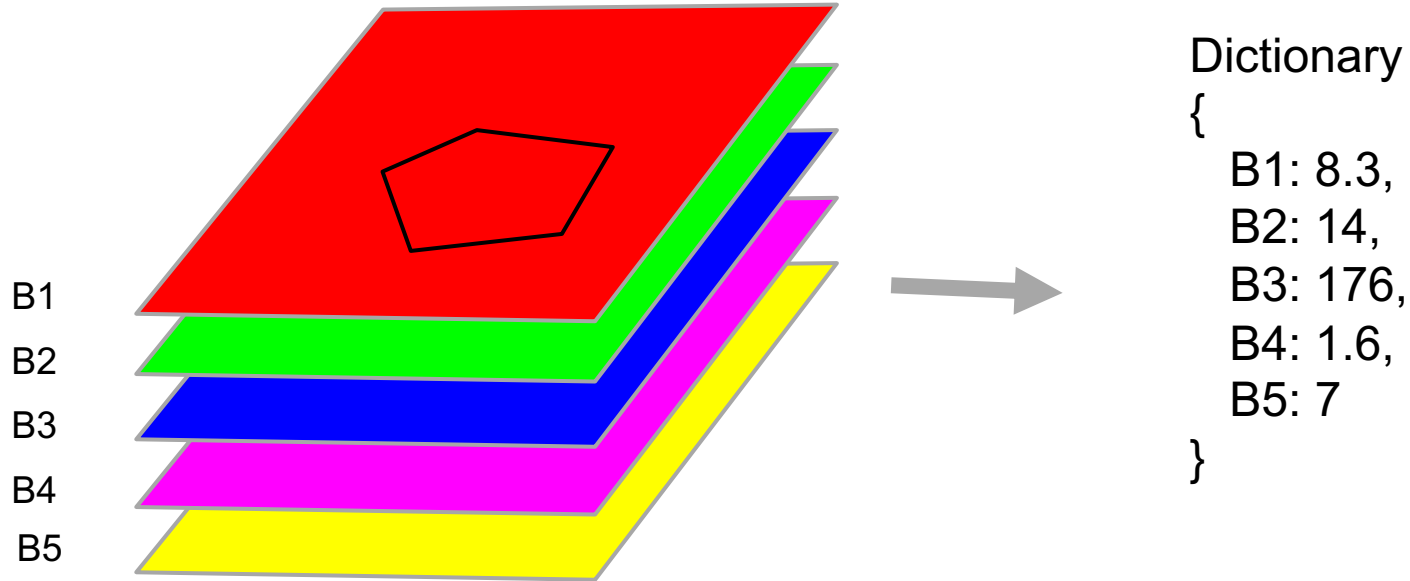
ImageCollection.reduce



Reduce Region



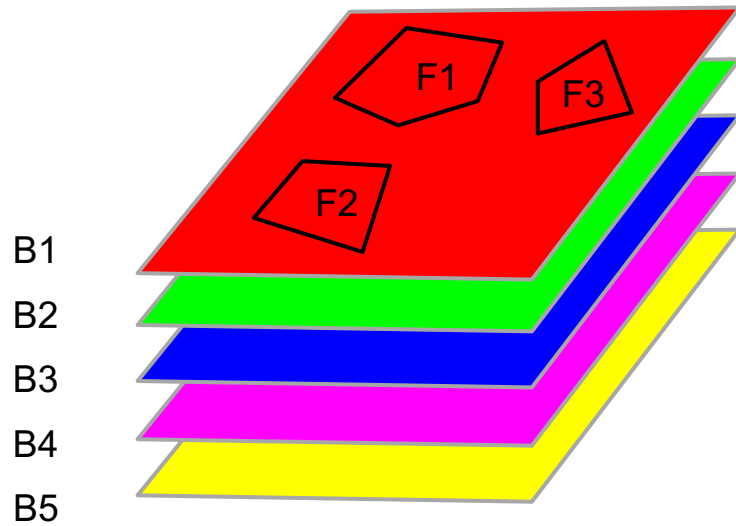
Image.reduceRegion





Reduce Regions

Image.reduceRegions



FeatureCollection

	B1	B2	B3	B4	B5
F1					
F2					
F3					

API Reference

These are just a few of the major concepts at play in Earth Engine.

See the [API reference docs](#) for additional objects and over 1500 object methods.

Home > Products > Google Earth Engine > Reference

API Reference

Was this helpful?

Send feedback

On this page

- Client Libraries
- Code Editor
- REST API

The API reference is divided into sections:

- The **Client Libraries** section is the API reference for both JavaScript and Python clients.
- The **Code Editor** section is the reference for functionality available through the Earth Engine [Code Editor](#), an online IDE for Earth Engine JavaScript ([learn more](#)).
- The **REST API** section is the reference for the Earth Engine restful API.

★ **Tip:** See the [Single-Page API Reference](#) if you would like to search the client library and Code Editor API reference material using your browser's find functionality (Ctrl+F).

Client Libraries

The open source JavaScript and Python Client libraries ([GitHub repo](#)) translate...



Putting it together



Get an image



Pick your:

projection, resolution, bands, bounding-box, visualization

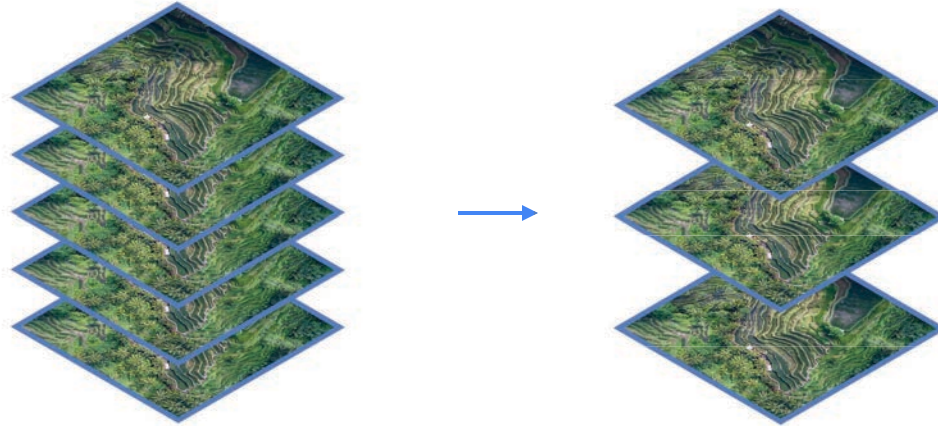


Apply an algorithm to an image





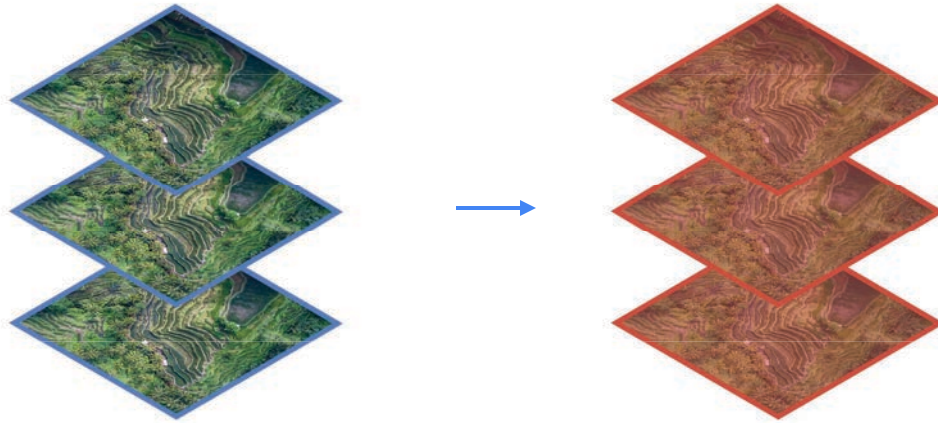
Filter a collection



Time, space & metadata search



Map an algorithm over a collection



$N \rightarrow N$

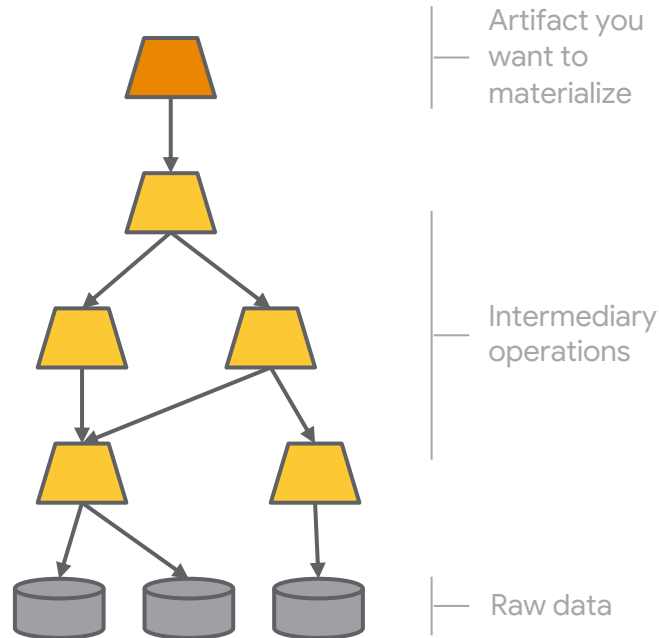
How GEE works: expressions and Lazy Evaluation



Earth Engine expressions define new objects in terms of existing objects, as a **directed acyclic graph (DAG)**.

When you write a script, that code determines the operations and their order in the expression graph.

The core types are **lazy** and **inherently parallel**.



Source: Google Inc.

A Computation Example

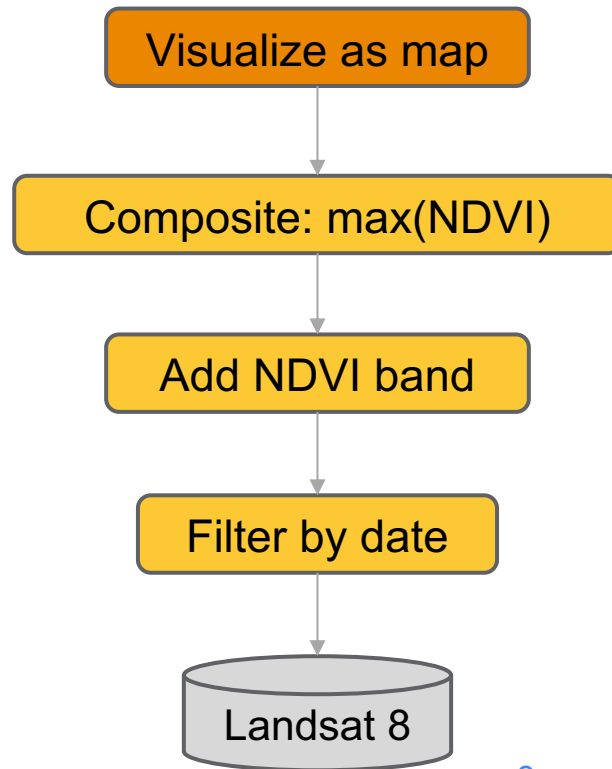


How Earth Engine would do it

Goal: visualize a max NDVI composite of Landsat images in the year 2016

Earth Engine:

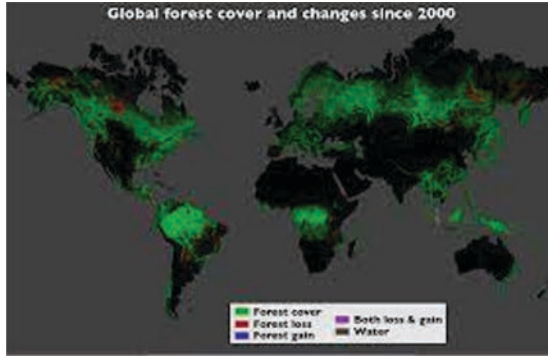
- Start with the artifact you want to materialize and work back
- Compute everything “on the fly”



Source: Google Inc.

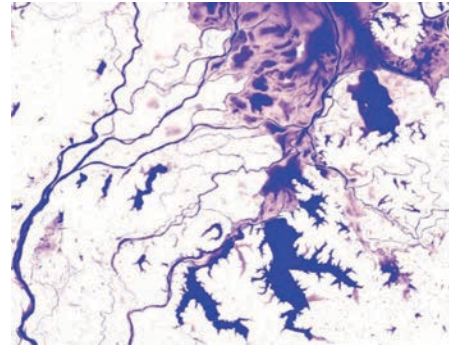


Notable products



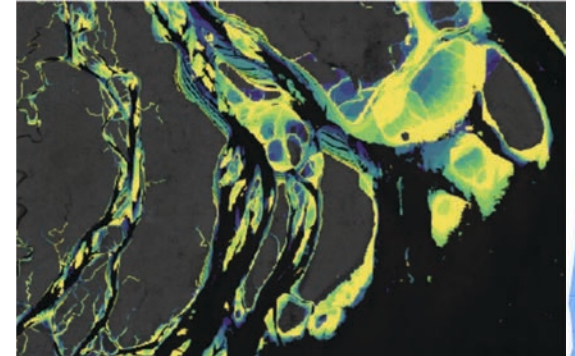
Tree Canopy Cover

Hansen, 2013



Surface Water

Pekel 2016



Intertidal Flats

Murray 2019



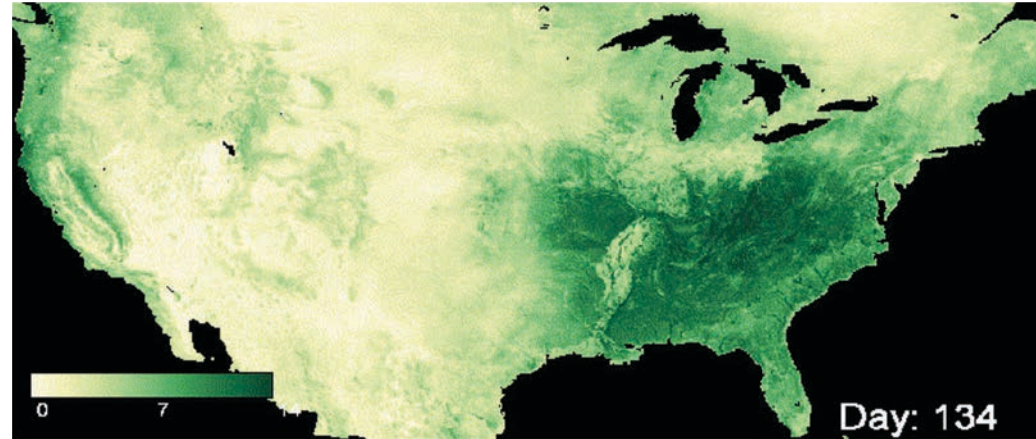
Our products



Data fusion of three sensors: MODIS + Landsat + Sentinel 2



Our products

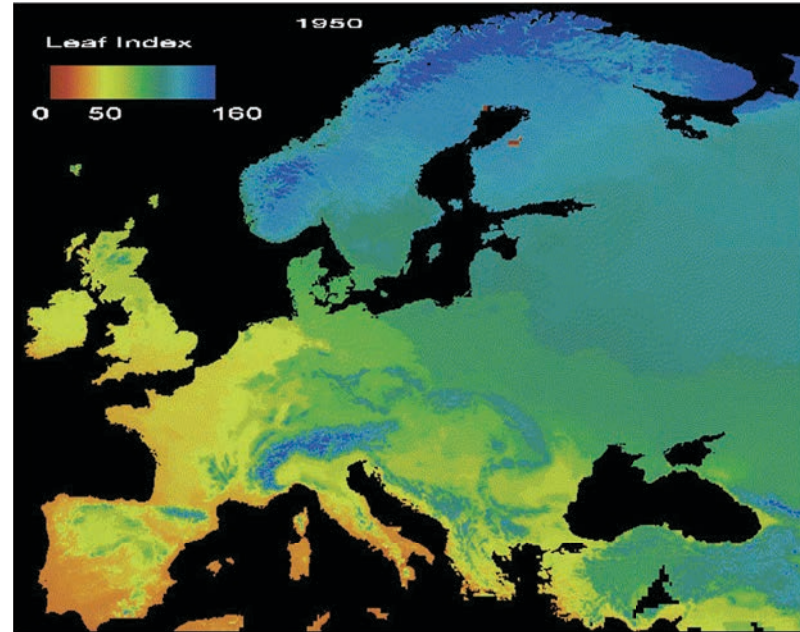


Ecosystem monitoring: Carbon uptake

Martinez-Ferrer, 2023



Our products



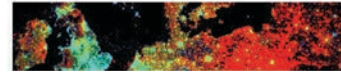
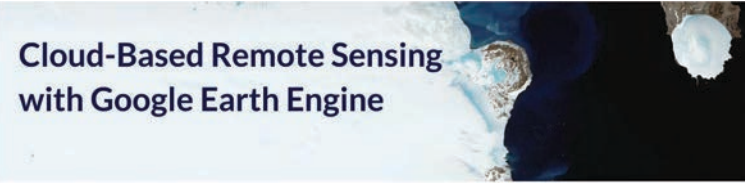
Spring onset

Izquierdo-Verdiguier, 2024



GEE key references

<https://www.eefabook.org/introduction.html>



Welcome to Cloud-Based
Remote Sensing with Google



- V. Solórzano, G A. Perilla, Cómo usar Google Earth Engine y no fallar en el intento, 2022, 202 pp. Open Access :

<https://www.researchgate.net/publication/365186199> Como usar Google Earth Engine y no fallar en el intento



- L Kumar, O. Mutanga, Google Earth Engine Applications, MDPI Basel, 2019, 408 pp. Open Access: <https://www.mdpi.com/books/pdfview/book/1262>

GEE examples



- Introduction to GEE in Python
- Biophysical parameter retrieval in Python
- Continuous change detection and classification, Python

GEE examples



Let's start!

