Remote Sensing with Instant Home Delivery

The GeoGeek's Guide to Satellite Imagery

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Industries where Earth Observation Satellites are Changing Everything

- 1. Government
- 2. Intelligence Agencies
- 3. Environmental
- 4. Data analytics
- 5. Agriculture
- 6. Disaster management
- 7. Humanitarian
- 8. Monitoring assets and resources



Modern Providers

Landsat 8

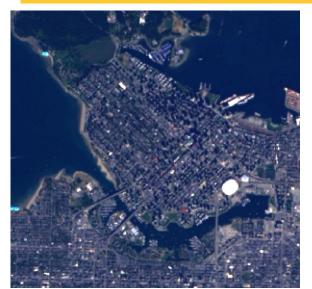
Sentinel

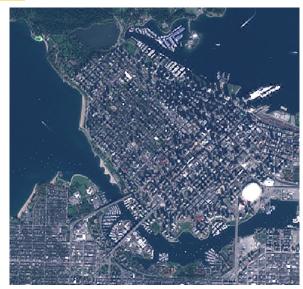
Planet

Urthecast



Imagery comparison





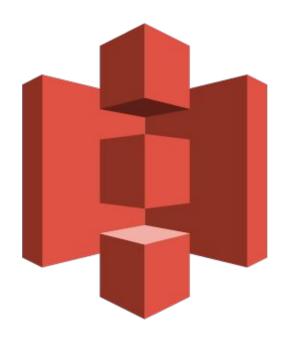


| | Landsat (NASA/USGS) | Sentinel 2 (ESA) | Planet | Urthecast (Future) |
|------------|---------------------|--------------------|---------------------|--------------------|
| Resolution | 15/30/100m | 10/20/60m | 3-5m | 0.5-1m |
| Status | Free | Free | Paid | Paid |
| Frequency | ~Bi-weekly | Weekly (or better) | Daily (Spring 2017) | A few times a day |

Mind-boggling volumes of data Amazon AWS

S3: Secure, durable, highly-scalable object storage

- 99.99999999% reliability
- 3+ million requests per second
- S₃ is highly performant and applications can get 100's of requests a second
- \$0.03 per GB of storage (5TB of data \$150 a month)
- Can store single objects up to 5TB



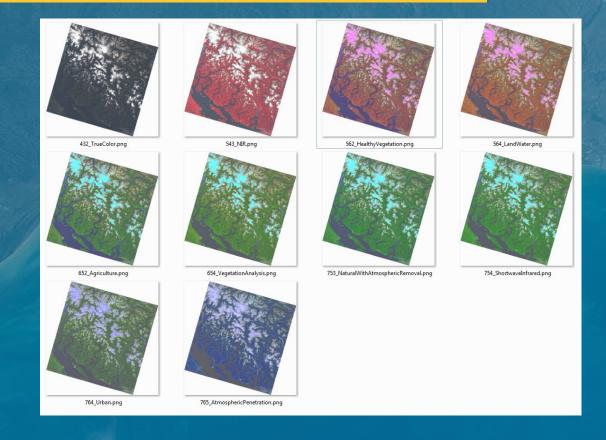
Landsat 8 (NASA/USGS)

Landsat 8 Bands



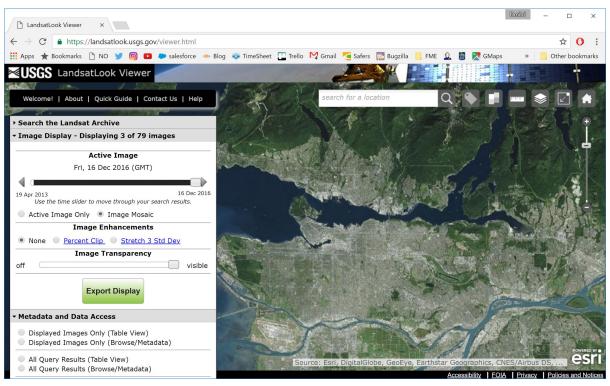
| Spectral Band | Wavelength | Resolution | Solar Irrandiace |
|------------------------------------|------------------|------------|------------------|
| Band 1 - Coastal / Aerosol | 0.433 – 0.453 μm | 30 m | 2031 W/(m²µm) |
| Band 2 - Blue | 0.450 – 0.515 μm | 30 m | 1925 W/(m²µm) |
| Band 3 - Green | 0.525 – 0.600 μm | 30 m | 1826 W/(m²µm) |
| Band 4 - Red | 0.630 – 0.680 μm | 30 m | 1574 W/(m²µm) |
| Band 5 - Near Infrared | 0.845 – 0.885 μm | 30 m | 955 W/(m²µm) |
| Band 6 - Short Wavelength Infrared | 1.560 – 1.660 µm | 30 m | 242 W/(m²µm) |
| Band 7 - Short Wavelength Infrared | 2.100 – 2.300 μm | 30 m | 82.5 W/(m²µm) |
| Band 8 - Panchromatic | 0.500 – 0.680 μm | 15 m | 1739 W/(m²µm) |
| Band 9 - Cirrus | 1.360 – 1.390 µm | 30 m | 361 W/(m²µm) |

Landsat 8 Useful Band Combinations



Official USGS viewer/downloader

https://landsatlook.usgs.gov/viewer.html

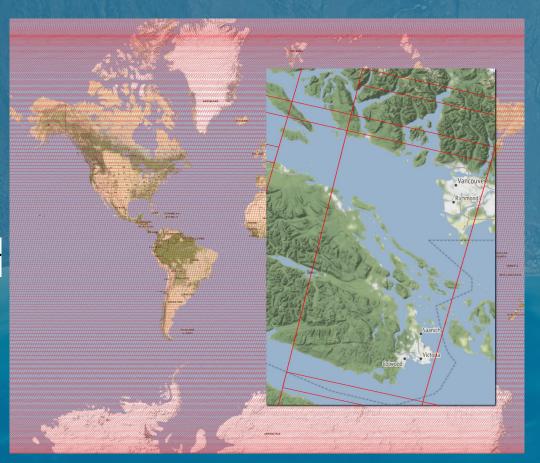


Landsat 8 Tiles

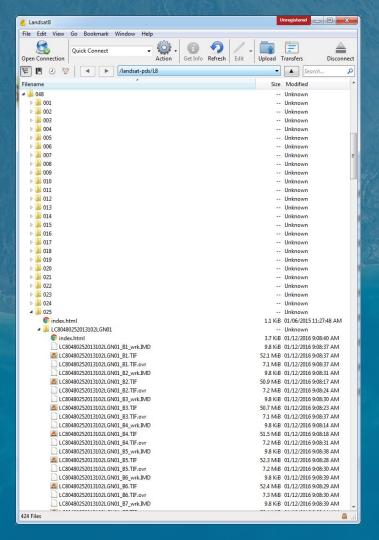
Almost 29,000 tiles

Tile Name Example:

LC80480262015225LGN01_B*x*



Landsat 8 on AWS



Landsat 8 File Selector

Specify the maximum % of cloud coverage, pan and zoom to your area of interest and click on the map. A new page will open where you can select the best image for your purposes.

Cloud Coverage <= 25 Vancouver Okanogan-Olympic

Sentinel 2 (ESA)

Sentinel 2 bands



| Sentinel-2 Bands | Central Wavelength (µm) | Resolution (m) |
|-------------------------------|-------------------------|----------------|
| Band 1 - Coastal aerosol | 0.443 | 60 |
| Band 2 - Blue | 0.490 | 10 |
| Band 3 - Green | 0.560 | 10 |
| Band 4 - Red | 0.665 | 10 |
| Band 5 - Vegetation Red Edge | 0.705 | 20 |
| Band 6 - Vegetation Red Edge | 0.740 | 20 |
| Band 7 - Vegetation Red Edge | 0.783 | 20 |
| Band 8 - NIR | 0.842 | 10 |
| Band 8A - Vegetation Red Edge | 0.865 | 20 |
| Band 9 - Water vapour | 0.945 | 60 |
| Band 10 - SWIR - Cirrus | 1.375 | 60 |
| Band 11 - SWIR | 1.610 | 20 |
| Band 12 - SWIR | 2.190 | 20 |

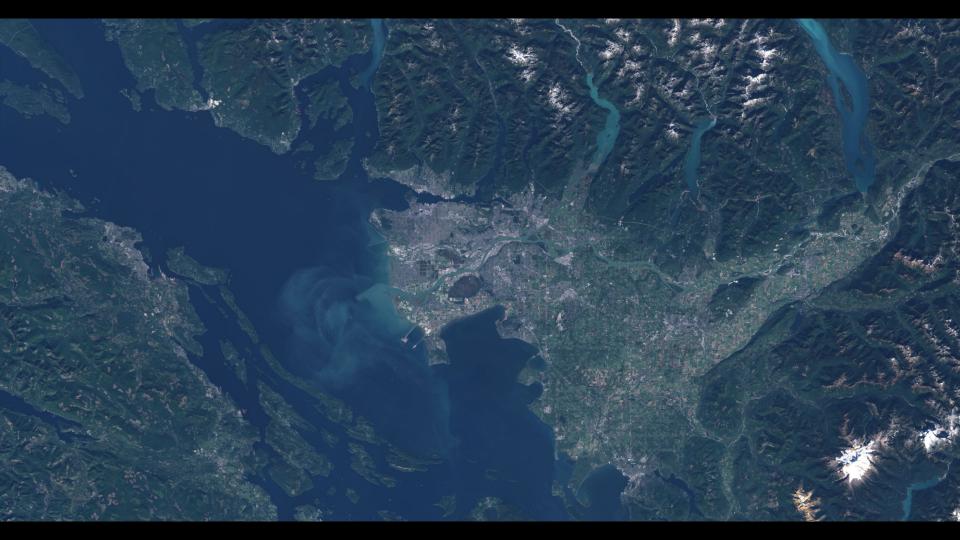
Sentinel Reading

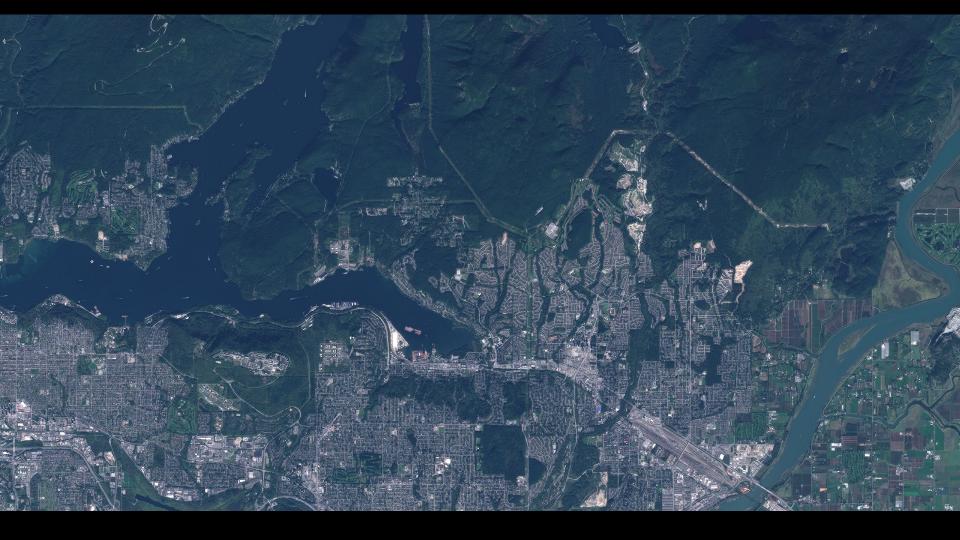
- MGRS grid
- Metadata available (the data is in EU, Frankfurt (eu-central-1))
- Name example

tiles/10/U/EV/2017/1/3/0/metadata.xml





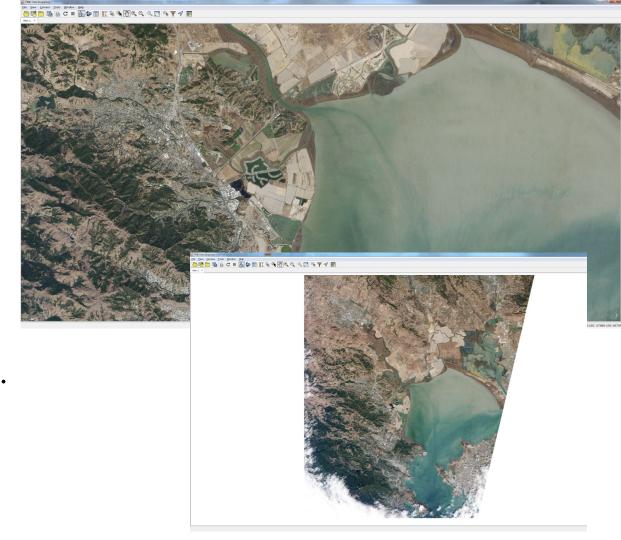


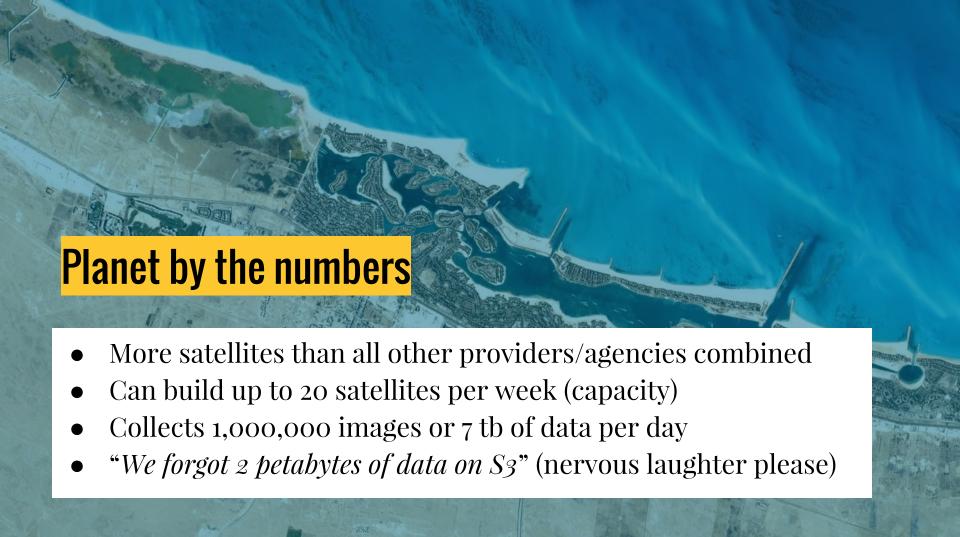


Planet

How To Access and Use Planet Data

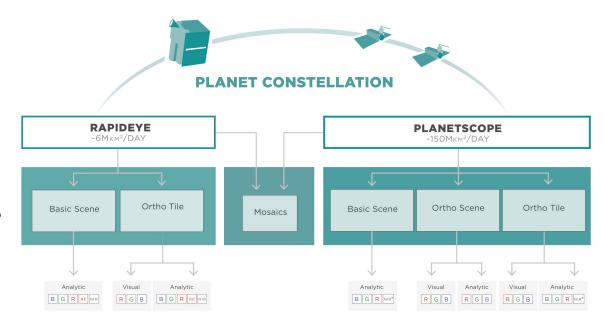
Planet's satellites, called Doves, provide high-frequency, medium-resolution (3-5 metre) <u>imagery</u> archiving back to 2009.





Planet Data

- API Key required
- Two satellite groups
 - RapidEye (RE)
 - PlaneScope (PS)
- Assets
 - Visual (RGB24)
 - o Analytic (RGBNir64)+Red Edge with RE
 - UDM (unusable data mask)
 (bit mask shown as UINT8)

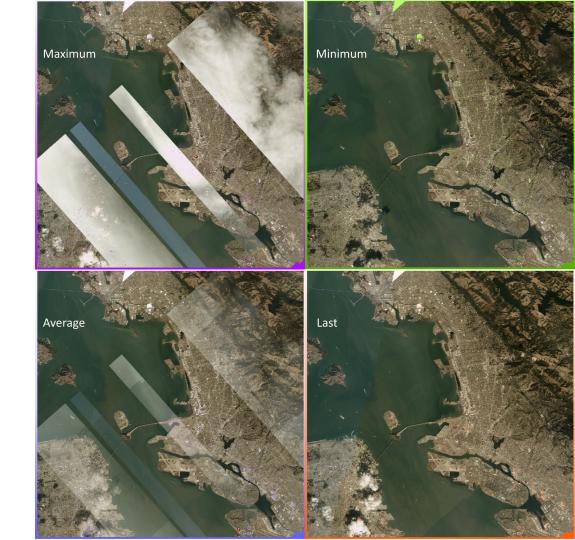


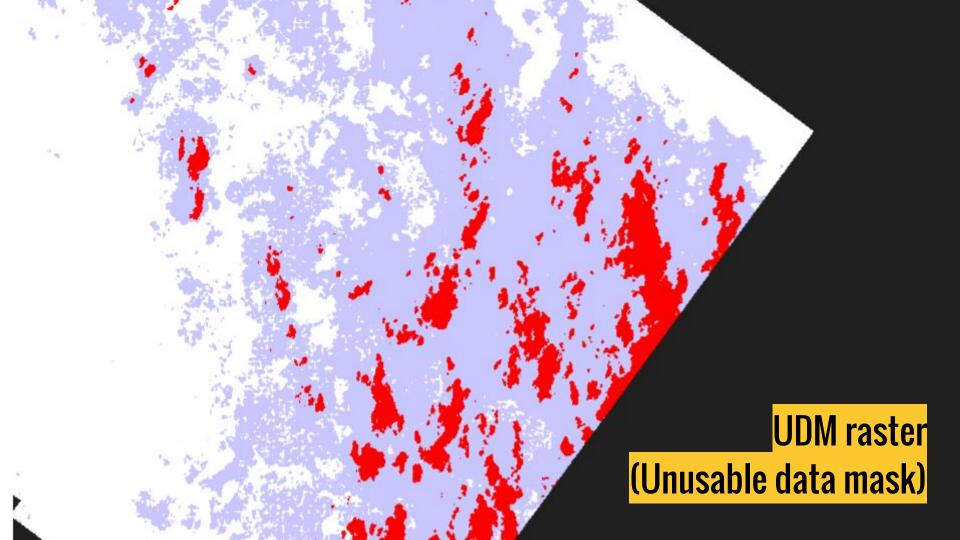
*NIR available on some PS2 imagery RapidEye Basic Scene product available soon

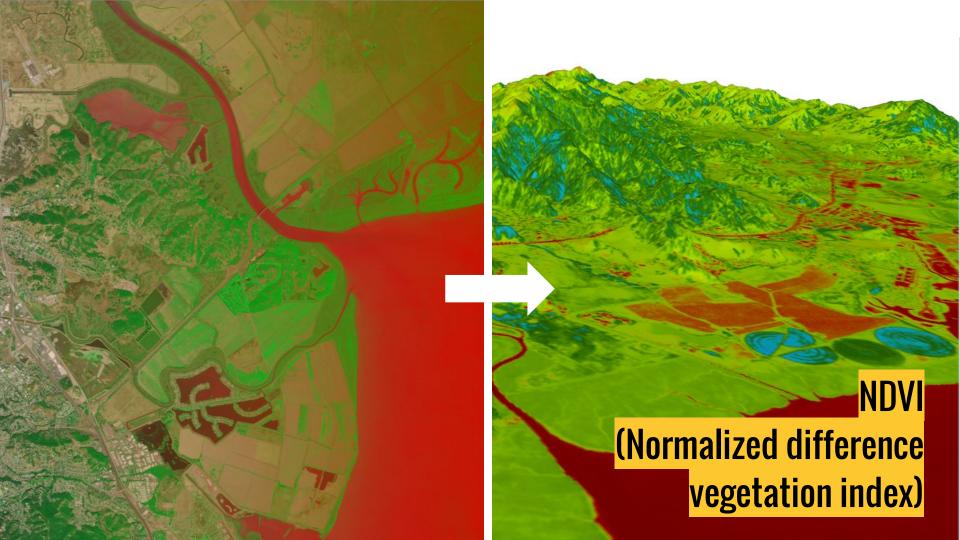
Planet Data

- Initialization (first reading) takes time
- Data is delivered as GeoTIFF
- JSON metadata is helpful lots of clouds over the planet

Reading and mosaicking images that were taken over a period of time

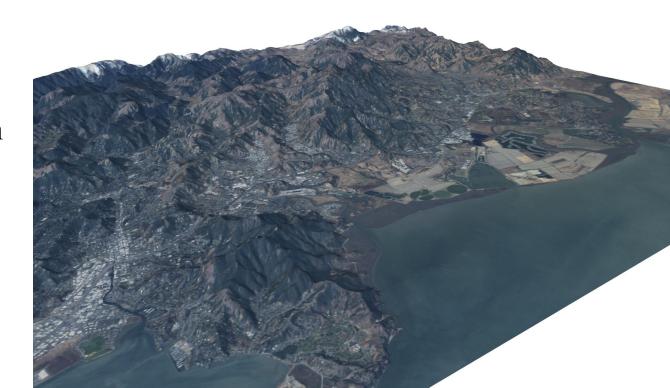






3D Visualization

Satellite imagery draped over a digital elevation model (DEM) or LiDAR scan allows you to visualize the landscape in 3D.





UrtheCast

Today's visit





UrtheDaily™ Sample Imagery (simulated)

The whole Earth, everyday, at 10:30 AM, at 5m / pixel, with multi-band spectral diversity.







The OptiSARTM Constellation

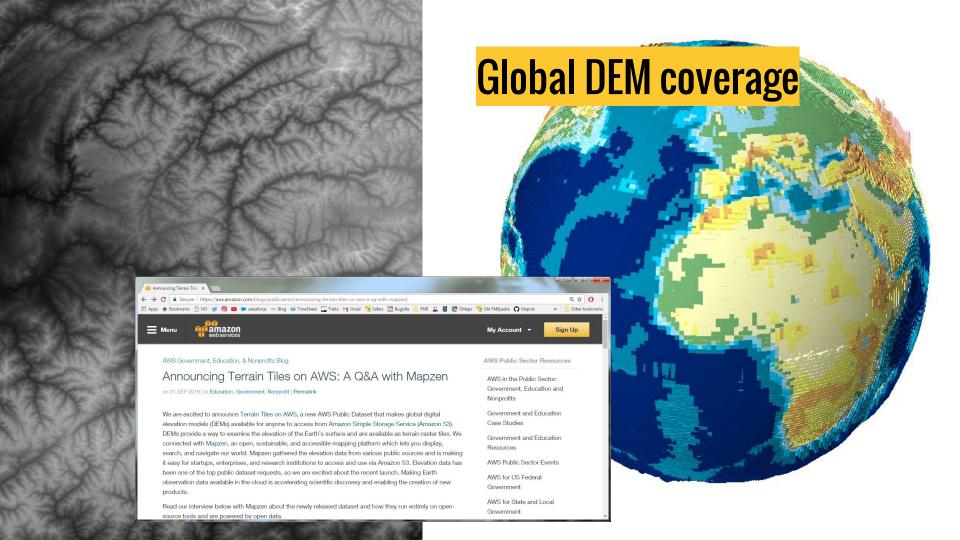
Revolutionizing the world's ability to monitor our planet. Every day. Rain or shine. Night and day.



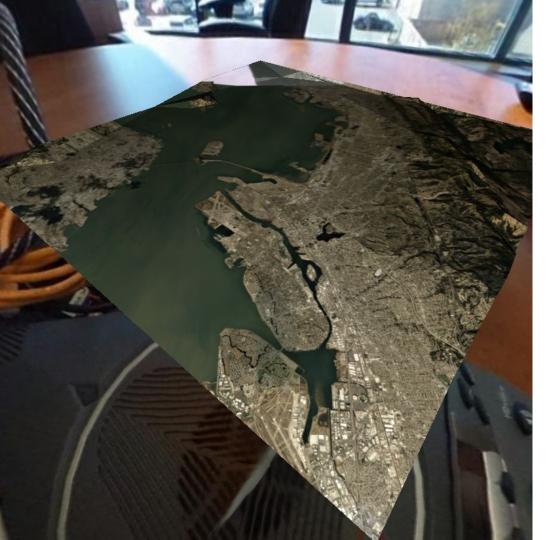
Uses for Satellite Imagery

- 1. Use the frequently and automatically updated imagery as a 'live' basemap for your GIS data.
- 2. Combine several images to get rid of cloud coverage.
- 3. Load specific areas into a database so you can <mark>compare</mark> it over time
- 4. Vectorize the image.
- 5. Add new imagery to your database only when it meets certain requirements, e.g. it's not covered by clouds.

Supplemental data Mapzen Terrain tiles on AWS



Simple visualization in a browser ThreeJS



Three.js

JavaScript library/API for creating and displaying 3D computer graphics in a web browser.

- JSON
- HTML
- Javascript

JavaScript Example

- Create a scene
- Load data
- Add background
- Add camera
- Add light(s)
- Add controls
- Render

```
/Add scene
          scene = new THREE.Scene();
          renderer = new THREE.WebGLRenderer();
          renderer.setSize(window.innerWidth, window.innerHeight);
          document.body.appendChild( renderer.domElement );
//load surface
          var loader = new THREE.JSONLoader();
          loader.load ('surface.json', function (geometry, materials)
            var surface mesh = new THREE.Mesh ( geometry, new THREE.MeshFaceMaterial( materials ));
            //smooth the surface
           surface mesh.geometry.computeVertexNormals();
            //materials.side = THREE.doubleSided;
            surface mesh.geometry.doubleSided = true;
          scene.add (surface mesh);
          }, "./")
//Add photo sphere
          var loader = new THREE.TextureLoader();
          loader.load('./background.jpg', function (texture) {
              var sphere = new THREE.SphereGeometry( 2048*2, 32, 32 );
              var material = new THREE.MeshBasicMaterial( { map: texture, overdraw: 0.5 } );
              var photoMesh = new THREE.Mesh( sphere, material );
        //place texture on the inside surface of the sphere
              photoMesh.scale.x = -1;
              photoMesh.geometry.computeVertexNormals();
              scene.add( photoMesh );
      );
//Add camera
          camera = new THREE.PerspectiveCamera( 80, window.innerWidth / window.innerHeight, 0.1, 200000 );
          camera.position.set( 497.19856513029453, -3.335177435777795, 499.9999999999062 );
          camera.updateProjectionMatrix ();
//Attach light to camera
          var light = new THREE.PointLight(0xFFFFFF, 1.2);
          camera.add( light );
          scene.add( camera );
//Add controls
          controls = new THREE.FirstPersonControls( camera );
          controls.movementSpeed = 25;
          controls.lookSpeed = 0.1;
          controls.lookVertical = true:
```



Even More Additional Uses for Satellite Imagery



