rgee: An R package for interacting with Google Earth Engine

April 30, 2020

Summary

Google Earth Engine (GEE) (Gorelick et al. 2017) is a cloud-based platform specifically designed for reproducible planetary-scale environmental data analysis. Currently, GEE is made up of 3 components. The data catalog which is continuously updated and permits users to access a dataset of over 40 years of satellite imagery for the whole world. The Google's geocomputational infrastructure, highly optimized, reducing mostly the time execution of spatial non-recursively procedures. Finally, the Web REST API and the two client libraries (in JavaScript and Python) which permits users to interact with the server-side without the necessity of understanding the complex system architecture and data distributions models behind GEE. Although the GEE functionality is powerful with more than 800 functions, and the possibility of chaining operations, there are limitations to creating straightforward input/output pipelines, quality static visualization, metadata display, and efficient management of Earth Engine asset resources. This becomes a more challenging task outside the Python Earth Engine API (Markert 2019).

This paper introduces **rgee**, an Earth Engine client library for R. All the classes and the existing functionality of the two Google's supported client libraries can be called through the dollar sign (\$). **rgee** adds several new features such as (i) new I/O design, (ii) multiple user support, (iii) easily extraction of time series and zonal statistics, (iv) asset manage interface, and (v) metadata display, also with **rgee** is possible the execution of Earth Engine Python code from within R which make the translation of large Python projects unnecessary. The goal of **rgee** is to allows users to leverage the strengths of the R spatial ecosystem and Google Earth Engine in the same workflow.

Features

I/O Enhanced

rgee implements several functions to support the download/upload of image and vector datasets (Table 1 and Figure 1). For instance, to download images located in the server-side you might use either ee_image_as_raster or ee_image_as_stars. All the download functions implemented in rgee have the option to download via using an intermediate container (Google Drive or Google Cloud Storage) or a REST call ("\$getInfo"). Although the last option permits users a direct download, there is a limitation of 262144 pixels (for images) or 5000 elements (for featurecollections) by request which makes it not recommendable for large objects. The upload process follows the same path. In rgee we implement raster_as_ee, stars_as_ee for upload image and sf_as_ee for vector data. Large uploads are just possible through a Google Cloud Storage account active.

| | from | to | return |
|----------------|--------------------------------------|-------------------------|--------------------|
| Download Image | ee_image_to_driveEE server-side | Google Drive | Unstarted task |
| | ee_image_to_gcs EE server-side | Google Cloud Storage | Unstarted task |
| | $ee_image_to_assetEE$ server-side | EE asset | Unstarted task |
| | ee_as_raster EE server-side | Local | RasterStack object |

| - | | | from | to | return |
|--------|---------|------------------------|----------------|--------------|----------------------|
| | | ee_as_stars | EE server-side | Local | Proxy-stars object |
| | Table | ee_table_to_drive | EE server-side | Google Drive | Unstarted task |
| | | $ee_table_to_gcs$ | EE server-side | Google Cloud | Unstarted task |
| | | | | Storage | |
| | | $ee_table_to_asset$ | EE server-side | EE asset | Unstarted task |
| | | ee_as_sf | EE server-side | Local | sf object |
| | Generic | $ee_drive_to_local$ | Google Drive | Local | object filename |
| | | $ee_gcs_to_local$ | Google Cloud | Local | object filename |
| | | | Storage | | |
| Upload | Images | $gcs_to_ee_image$ | Google Cloud | EE asset | ee.Image object |
| | | | Storage | | |
| | | $raster_as_ee$ | Local | EE asset | ee.Image object |
| | | $stars_as_ee$ | Local | EE asset | ee.Image object |
| | Table | $gcs_to_ee_table$ | Google Cloud | EE asset | ee.FeatureCollection |
| | | | Storage | | object |
| | | sf_as_ee | Local | EE asset | ee.FeatureCollection |
| | | | | | object |
| | Generic | $local_to_gcs$ | Local | Google Cloud | GCS filename |
| | | | | Storage | |

Multiple users

Extraction of time series

```
library(rgee)
library(sf)

ee_Initialize()

# Define a Image or ImageCollection e.g. Terraclimate

# Mean composite

terraclimate <- ee$ImageCollection("IDAHO_EPSCOR/TERRACLIMATE")$
   filterDate("2001-01-01", "2002-01-01")$
   map(function(x) x$select("pr"))$
   mean()$rename("pp_mean")

# Define a geometry
nc <- st_read(system.file("shape/nc.shp", package = "sf"))

# Extract the average areal rainfall
ee_nc_rain <- ee_extract(terraclimate, nc, sf = TRUE)</pre>
```

rgee asset Manage Interface

Metadata display

Availability

rgee is open source software made available under the Apache v2 license. It can be installed through CRAN (——) using: install.packages("——"). rgee can also be installed from its GitHub repository using the remotes package: remo tes::install_github("——-").

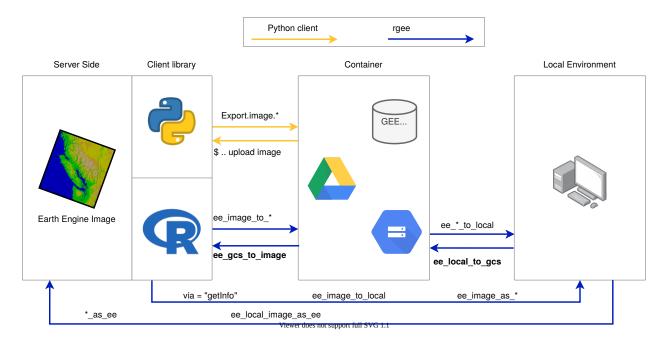


Figure 1: Comparison between the Python and R Earth Engine client libraries to transfer data from server to client-side and vice-versa

References

Gorelick, Noel, Matt Hancher, Mike Dixon, Simon Ilyushchenko, David Thau, and Rebecca Moore. 2017. "Google Earth Engine: Planetary-Scale Geospatial Analysis for Everyone." *Remote Sensing of Environment* 202. Elsevier: 18–27.

Markert, Kel. 2019. "Cartoee: Publication Quality Maps Using Earth Engine." *Journal of Open Source Software* 4 (33): 1207.