

3301

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1 3301: Advanced GIS and Remote Sensing

Advanced GIS and Remote Sensing

1.1 Google Earth Engine Labs

These labs introduce Google Earth Engine as a tool for geospatial data analysis.

1.1.1 Sign Up

Sign up for Google Earth Engine here. Identify that you are using Google Earth Engine for educational purposes as part of the Advanced GIS and Remote Sensing undergraduate course at the University of Western Australia.

1.2 Google Earth Engine

Google Earth Engine is a platform for geospatial data analysis. It combines databases of big geospatial data that are updated daily, a range of geospatial data analysis and processing functions, and access to cloud computing resources to apply these functions to geospatial datasets.

You can access Google Earth Engine through the Code Editor - a web-based interactive development environment (IDE) for creating Google Earth Engine programs for geospatial data analysis and visualising the results in web maps, interactive charts, or text summaries.

Gorelick et al. (2017) provide a detailed description of the Google Earth Engine platform.

1.2.1 Applications

Applications of Google Earth Engine span a variety of disciplines which utilise geospatial data:

- Monitoring global forest change
- Mapping habitat ranges
- Global water security
- Monitoring global croplands
- Mapping travel time to urban centres

More examples of how Google Earth Engine is used can be found on the Google Earth Engine blog.

1.3 Useful Resources

There are a range user resources for Google Earth Engine. You should use these resources to supplement the work done in the labs. Becoming familiar with these resources will help you troubleshoot problems. Using these resources will develop your independent problem solving skills when undertaking geospatial data analysis.

1. Google Earth Engine introduction - comprehensive overview of Google Earth Engine's capabilities.
2. Google Earth Engine tutorials - range of introductory and advanced tutorials on using Google Earth Engine for geospatial data analysis.
3. Google Earth Engine for education - range of training resources.
4. User Forum and help tab in the code editor (see below).

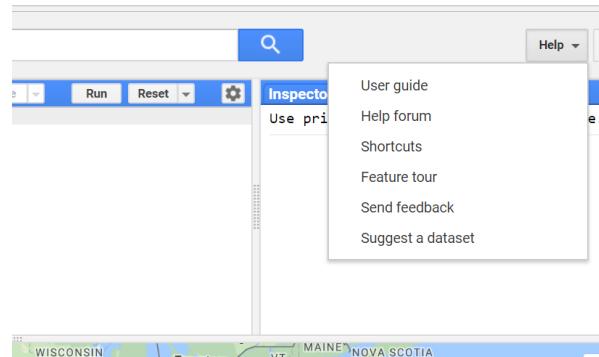


Figure 1.1: Google Earth Engine user forum and help tab

2 JavaScript Introduction

2.1 Introduction

You will be using Google Earth Engine to perform geospatial data analysis. Google Earth Engine programs comprise a series of statements written in a programming language (JavaScript or Python) that outline steps taken to perform specific tasks using geospatial data.

This lab is an introduction to programming using JavaScript. It introduces key concepts that are important to understand when using Google Earth Engine. However, also view this section as a *reference resource* to refer back to as you work through the labs and become more proficient in using Google Earth Engine. A good exercise to consolidate your understanding of these concepts is to try and identify where, and explain how, the concepts that are introduced here are used to perform various geospatial data analysis tasks in later labs.

2.2 Setup

Load the Google Earth Engine code editor in your browser via the URL: <https://code.earthengine.google.com/>.

2.2.1 Code Editor

You will create Google Earth Engine programs using the code editor. The code editor is a web-based interactive development environment (IDE) which provides access to the Google Earth Engine JavaScript API. The Google Earth Engine Developers Guide provides an overview of the code editor tools.

The code editor provides a range of tools that make geospatial data analysis and visualisation easy. These tools will be introduced in the subsequent labs. Some key code editor features include:

- **code editor:** where you write JavaScript statements.
- **Scripts tab:** save the JavaScript code for your Google Earth Engine programs.
- **Map:** web map to visualise spatial data.
- **Docs:** JavaScript API reference - lists all the in-built functions and operations.
- **Console:** print results from analysis and metadata.

- **Inspector tab:** interactive query of spatial objects on the map.
- **Geometry tools:** digitise vector features.
- **Run:** Run your script.

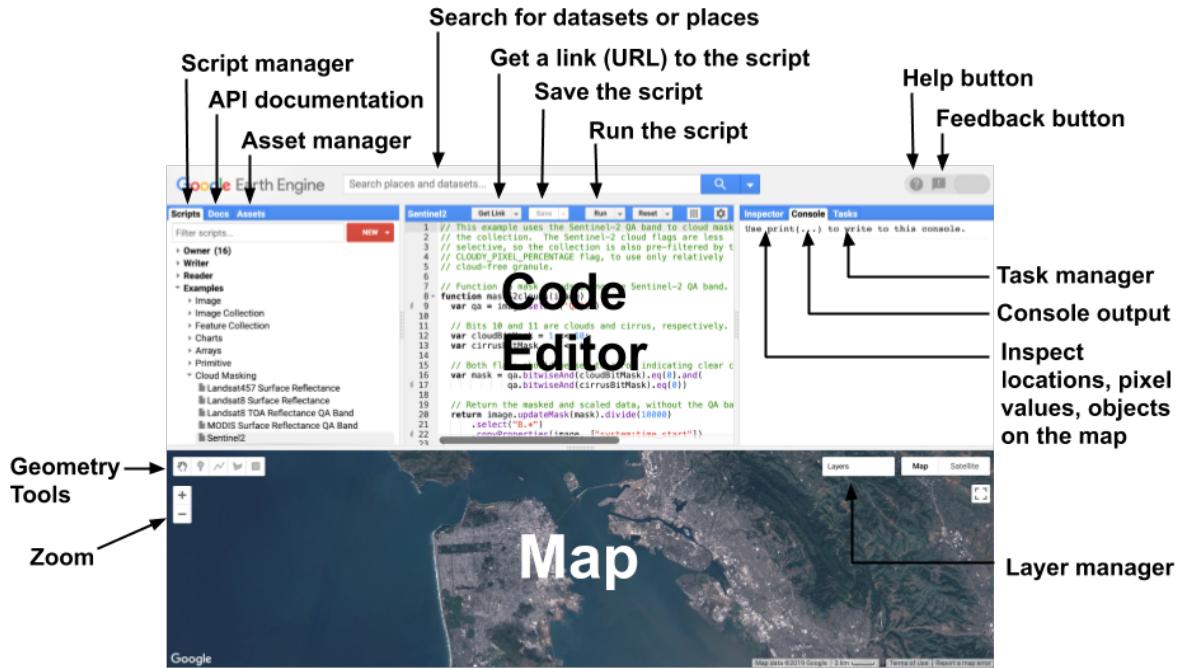


Figure 2.1: Google Earth Engine code editor (source: Google Earth Engine [Developers Guide](#)).

2.2.2 Create a Repository

Create a repository called *labs-gee* where you will store the scripts containing the code for programs you write in the labs. Go to the *Scripts* tab and click the **NEW** button to create a new *labs-gee* repository.

Enter the following code into the *Code Editor* and save the script to your *labs-gee* repository. Name the script *JS-intro*. This code is just some comments that define what the script does and who wrote it and when. Replace the author name and date as appropriate. Comments are not executed when your program runs. **Under path in the save widget make sure you select the correct repository (i.e. not default).**

```

/*
Javscript Introduction
Author: Test
Date: XX-XX-XXXX
  
```

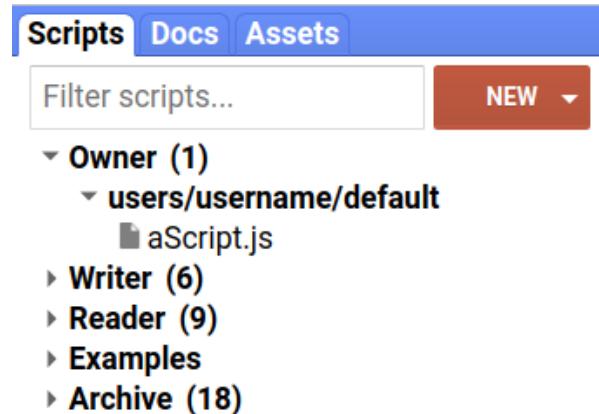


Figure 2.2: Scripts tab and button to create new repositories (source: [Google Earth Engine Developers Guide](#)).

```
*/
```

Create repository and save script.

2.3 Programming

Programming (coding) is the creation of source code for programs that run on computers. You will be writing programs using JavaScript.

2.3.1 Data Types

Programs need data to work with, perform operations on, and to return outputs from computation and analysis. Geographic and non-geographic phenomena and entities are represented in computer programs as data of specific types. In JavaScript there are seven primitive data types:

- undefined
- String
- Number
- Boolean
- BigInt
- Symbol
- null

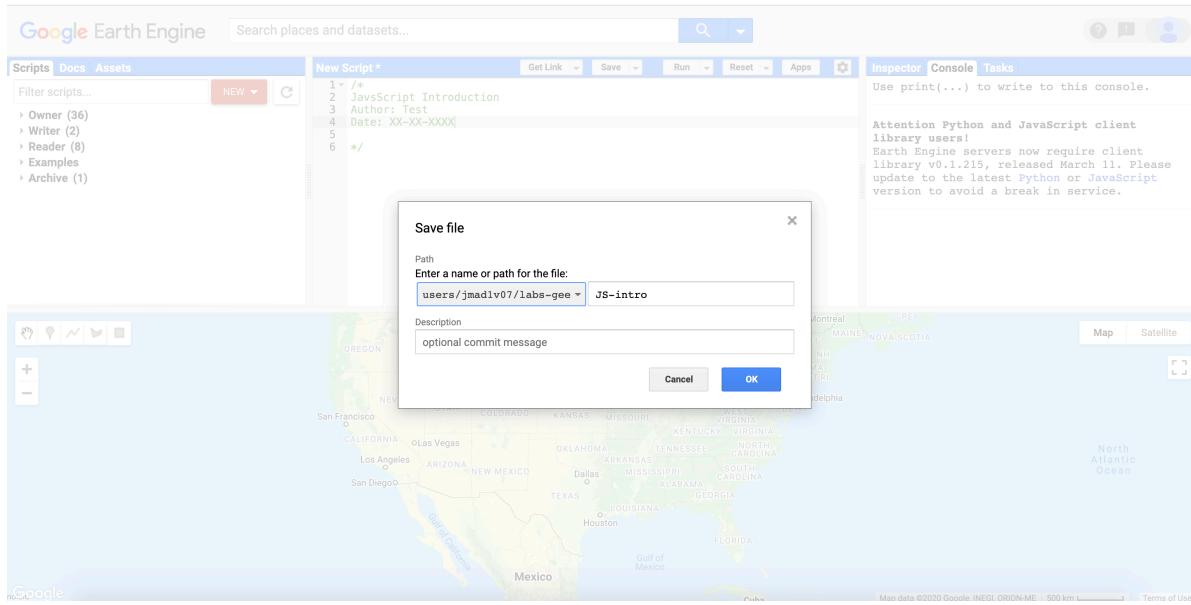


Figure 2.3: Save script to labs-gee repository.

undefined types are variables that have not been assigned a value. Variables of null data type intentionally have no value.

All other data types in JavaScript are of type object.

Strings

Variables of string data type contain characters and text which are surrounded by single ' or double " quotes. There are several cases where string variables are used when working with geospatial data; for example, in the metadata of satellite images the name of the sensor used to collect an image could be stored as a string.

What other geospatial data could be stored as a string data type?

Anything that needs to be represented as text data such as place names, road names, names of weather stations.

Enter the following command into the code editor to create a string variable.

```
var stringVar= 'Hello World!';
```

You have created a string variable called **stringVar** which contains the text information 'Hello World!'. This is data that you can use in your program.

You can use the **print()** operation to print the data in **stringVar** onto the *Console* for inspection.

```
print(stringVar);
```

You should see ‘Hello World!’ displayed in the *Console*. You have just written a simple program that creates a string object storing text data in a variable named `stringVar` and prints this text data to a display.

In reality, programs that perform geospatial data analysis will be more complex, contain many variables of different data types, and perform more operations than printing values to a display (instead of printing results to the *Console* a GIS program might write a `.tif` file containing the raster output from some analysis).

Hello World!

Numbers

The number data type in JavaScript is in double precision 64 bit floating point format. Add the following code to your script to make two number variables.

```
var x = 1;  
var y = 2;  
print(x);  
print(y);
```

Storing numbers in variables enables programs to perform mathematical and statistical operations and represent geographic phenomena and entities using quantitative values. For example, spectral reflectance values in remote sensing images are numeric which can be combined mathematically to compute vegetation indices (e.g. NDVI).

Execute the following code to perform some basic maths with the variables `x` and `y`.

```
var z = x + y;
```

What numeric value do you think variable `z` will contain? How could you check if the variable `z` contains the correct value?

```
3 print(z);
```

Boolean

The Boolean data type is used to store true or false values. This is useful for storing the results of comparison (equal to, greater than, less than) and logical (and, or, not) operations.

```
var demoBool = z == 4;  
print(demoBool);  
  
var bool1 = x == 1 && y == 2;
```

```
var bool2 = y < x;
```

You can read up on JavaScript logical and comparison operators here or look at the table below.

What do you think the value of `bool1` and `bool2` will be?

`bool1`: true `bool2`: false

Table 2.1: JavaScript comparison and logical operators

Operator	Description	Example
<code>==</code>	equal to	<code>x == 5</code>
<code>!=</code>	not equal	<code>x != 5</code>
<code>></code>	greater than	<code>x > 5</code>
<code><</code>	less than	<code>x < 5</code>
<code>>=</code>	greater than or equal to	<code>x >= 5</code>
<code><=</code>	less than or equal to	<code>x <= 5</code>
<code>&&</code>	and	<code>x == 5 && y == 4</code>
<code> </code>	or	<code>x == 5 y == 5</code>
<code>!</code>	not	<code>!(x <= 5)</code>

Objects

An object in JavaScript is a collection properties where each property is a name:value pair and the value can be any primitive data type (e.g. String, Number, Boolean, null) or a type of object. You can create custom data types using objects; for example, you could create an object to represent a point with two name:value pairs: `longitude: 25.55` and `latitude: 23.42` where the values are number type coordinates.

You can access properties of an object using the dot operator: `.` with the format `<object name>. <property name>`.

```
var lon = 25.55;
var lat = 23.42;

// create an object named point
var point = {
  longitude: lon,
  latitude: lat
};
print(point);
```

```
// access value in object  
print(point.longitude);
```

Arrays

Arrays are a special list-like object that store an ordered collection of elements. Arrays are declared by placing values in square brackets [1, 2, 3] and you access values inside an array using the value's array index. The first value in an array has an index of 0, the second value has an index of 1, and the final value has an index of $n - 1$ where n is the number of elements in the array. This is the distinction between arrays and objects where elements are represented by name:value pairs. The elements in arrays are ordered and accessed by their index position; the elements in objects are unordered and accessed by their property name.

Below is an example of how to create an array of numbers that represent years.

```
var years = [2000, 2001, 2002, 2003, 2004, 2005, 2006];
```

You can see the data inside arrays using the `print()` command or extract information from arrays using square brackets [] and the index of the element.

```
print(years);  
var year0 = years[0];  
print(year0);  
var year1 = years[1];  
print(year1);
```

You can also put strings inside arrays.

```
var stringList = ['I', 'am', 'in', 'a', 'list'];  
print(stringList);
```

Remember, each item in an array is separated by a comma. You can create n-Dimensional arrays.

```
var squareArray = [  
  [2, 3],  
  [3, 4]  
];  
print(squareArray);
```

What kind of geospatial data is well suited to being represented using arrays?

raster data (grids of pixels with each pixel assigned a value).

2.3.2 Variables

Variables are named containers that store data.

To create a variable you need to declare it using the `var` keyword. Once a variable is declared you can put data inside it and use that variable, and therefore the data inside it, in your program. You assign data to a variable using the assignment operator `=`.

The code block below declares a variable `temp` and then assigns the value 25 to this variable. As demonstrated by the variable `temp1` you can declare a variable and assign values to it in one statement.

```
var temp;  
temp = 25;  
  
var temp1 = 26;
```

Using variables makes code easier to organise and write. For example, if you want to perform multiple operations on temperature data you can refer to the data using the variable name as opposed to either writing out the temperature values or reading them from a file separately for each operation. You can use variables in operations and functions too:

What value do you think the variable `tempDiff` would store after executing this statement: `var tempDiff = temp1 - temp;`?

```
1 print(tempDiff);.
```

You only need to declare a variable once. `var` is a reserved keyword; this means a variable cannot be named `var`. Other reserved keywords in JavaScript include `class`, `function`, `let`, and `return` with a full list here.

2.3.3 Object Data Model

Except for the seven primitive data types, everything in JavaScript is an object. An object is a programming concept where each object can have properties which describe attributes of the object and methods which are operations or tasks that can be performed.

Real world phenomenon or entities can be represented as objects. For example, you can define an object called `field` to represent data about fields. The `field` object can have a numeric array property storing the vertices representing the field's location, a crop type string property stating what crops are grown in the field, and a numeric type property stating crop yield. The `field` object could have a `computeArea()` method which would calculate and return the area of the field. The `field` object is a spatial object so it could also have methods such as `intersects()` which would return spatial objects whose extent intersects with the field.

An object definition, which outlines the properties and methods associated with an object, is called a class; you can create multiple objects of the same class in your program.

2.3.4 Functions

There are many methods and operations already defined in JavaScript that you can use in your program. However, there will be cases where you need to create your own operation to perform a task as part of your program; user-defined functions fill this role. First, you declare or define your function which consists of:

- The `function` keyword.
- The name of the function.
- The list of parameters the function takes in separated by commas and enclosed in parentheses (e.g. `function subtraction(number1, number2)`).
- A list of statements that perform the function tasks enclosed in braces `{ }`.
- A `return` statement that specifies what data is returned by a call to the function.

```
// substraction function

//function declaration
function subtraction(number1, number2) {
    var diff = number1 - number2;
    return diff;
}
```

Once a function has been declared you can call it from within your program. For example, you can call the function `subtraction` declared above and pass the two numeric variables `temp` and `temp1` into it as arguments. This will return the difference between the numeric values stored in `temp` and `temp1`.

```
// use substraction function
var tempFuncDiff = subtraction(temp, temp1);
print(tempFuncDiff);
```

You should see the result `-1` printed in the *Console*.

This is a very simple example of how to declare and use a function. However, creating your own functions is one of the key advantages of programming. You can flexibly combine functions together to create complex workflows.

The following example declares and calls a function `convertTempToK` that takes in a temperature value in degrees centigrade as a parameter and returns the temperature in Kelvin.

```
// temperature conversion function
function convertTempToK(tempIn) {
    var tempK = tempIn - (-273.15);
    return tempK;
}
var tempInK = convertTempToK(temp);
print(tempInK);
```

2.3.5 Syntax and Code Style

There are various syntax rules that need to be followed when writing JavaScript statements. If these rules are not followed your code will not execute and you'll get a syntax error.

As you see and write JavaScript programs, syntax and style will become apparent. This is not something you need to get right first time but is part of the process of learning to write your own programs. Error messages when you run your program will alert you to where there are syntax errors so you can fix them.

Some important syntax rules:

- Strings are enclosed within " or ' quotes.
- Hyphen - cannot be used except as the subtraction operator (i.e. perth-airport is **not** valid).
- JavaScript identifiers are used to identify variables or functions (i.e. a variable of function name - x = 23 is identified by variable name x). Identifiers are case sensitive and can only start with a letter, underscore (_), or dollar sign (\$).
- Identifiers cannot start with a number.
- Variables need to be declared with the **var** keyword before they are used.
- Keywords (e.g. **var**) are reserved and cannot be used as variable or function names.

Code Style

Alongside syntax rules, there are stylistic recommendations for writing JavaScript. These are best adhered to as they'll make your code easier for you, future you, or somebody else to read. This is important if you require help debugging a script.

Some common style tips:

- Use camel case for variables - first word is lower case and all other words start with an upper case letter with no spaces between words (e.g. `camelCase`, `perthAirport`).
- Finish each statement with a semi-colon `var x = 23;`.
- At most, one statement per line (a statement can span multiple lines if required or improves readability).
- Consistency in code style throughout your script.

- Indent each block of code with two spaces.
- Sensible and logical variable names - variable names should be nouns and describe the variable.
- Sensible and logical function names - function names should be verbs that describe what the function does.
- Keep variable and function names short to avoid typos.
- One variable declaration per line.

The Google JavaScript style guide is a useful resource for writing clear JavaScript programs.

Comments

You can write text in your script that is not executed by the computer. These are comments and are useful to describe what parts of your script are doing. In general, you should aspire to write your code so that it is legible and easy to follow. However, comments augment good code, can help explain how a program works, and are useful to someone else using your script or to future you if you return to working on it.

Some useful things to comment:

- Start the script with brief description of what it does.
- Author and date of script.
- Outline any data or other programs the script depends on.
- Outline what data or results are returned by the script.
- Avoid commenting things which are outlined in documentation elsewhere (e.g. Google Earth Engine documentation).
- Outline what arguments (and type) a function takes and returns.

Lines of code can be commented using `//` or `/* ... */`.

```
/*
Script declares variables to store latitude and longitude values.
Author: XXXXX
Date: 01/02/0304
*/

// longitude
var lon = 25.55;

// latitude
var lat = 23.42;
```

3 Introduction

This lab introduces spatial data models for representing geographic entities and phenomena in Google Earth Engine.

3.0.1 Setup

Create a new script in your *labs-gee* repository called *ee-introduction.js*. Enter the following comment header to the script.

```
/*
EE Introduction
Author: Test
Date: XX-XX-XXXX

*/
```

3.1 Client and Server

In the preliminary lab you have been writing JavaScript programs that are executed in your browser and run on the hardware in your local machine (i.e. any data in variables you declare resides in your computer's memory and the functions you call run on your computer's CPU).

However, your machine has limited storage, memory, and processing power. Google Earth Engine allows you to access cloud servers comprising more powerful computers and access to larger datasets. You still write a Google Earth Engine program in JavaScript using the code editor in your browser; however, the servers storing and processing the geospatial data in your program are located in the cloud.

The execution of a Google Earth Engine program is as follows:

1. You write a series of JavaScript statements that identify geospatial data and operations to perform on this data.
2. Your browser sends these statements to the Google servers.
3. The Google servers process your message, access data you requested, and perform the operations outlined in your script.

4. Results your program requests back from the Google servers are returned to your browser and displayed (e.g. a map is drawn in your browser display, results are printed to the *Console*, a file is made available to download).

3.2 The ee object

It is important to distinguish between variables that are stored, and operations that are run, locally on your machine and data and operations that run in the cloud. The `ee` prefix indicates that the data being referred to in your script is a server side object. For example, `var localString = 'on my computer'` is a string type variable stored locally on your machine where as `var cloudString = ee.String('in the cloud')` is a proxy object for a variable containing string data located on servers in the cloud.

In general, any variable that is declared as `ee.<Thing>()` is server side and any method or operation of the form `ee.<Thing>().method()` is a server side operation. One way of understanding `ee.<Thing>()` is as a container that you put instructions inside to send to the Google servers; for example, in `var cloudString = ee.String('in the cloud')` you are putting a client side string '*in the cloud*' in a container and that data is sent to servers in the cloud. Similarly, you could put the ID of geospatial data that is stored in cloud databases and assign it to server side variables that are used in your program; executing `var landsatImage = ee.Image('LANDSAT/LC8_L1T_TOA/LC81130822014033LGN00')` will assign the Landsat image with the specified ID to the variable `landsatImage` in your script.

If the geospatial data and operations used in your program are server side how do you access or visualise the results? There are a range of functions in Google Earth Engine that let you request data from the server to be displayed in your browser. For example, the `print()` function can request server side objects and print them to the *Console* and the `Map.addLayer()` function requests spatial data which is displayed in the map.

3.3 Spatial Data Models

A spatial data model refers to a conceptual model for describing geographic phenomena or entities. A spatial data model typically contains two pieces of information:

- Positional information describing location, shape, and extent (e.g. an `(x, y)` coordinate pair representing the location of a weather station).
- Attribute information describing characteristics of the phenomenon or entity (e.g. a name:value pair recording the name of the weather station `name: 'Perth Airport'`).

A spatial data model is a *representation* of geographic phenomena or entities; therefore, some detail is abstracted away.

3.3.1 Vector Data Model

The vector data model represents geographic phenomena or entities as geometric features:

- points (i.e. a coordinate pair of values)
- lines (i.e. two or more points connected by a line)
- polygons (i.e. three or more points connected by a non-intersecting line which “closes” the polygon)

Along with coordinates that represent the position of the geometry, vector data also stores non-spatial attribute information.

The figure below demonstrates how geographic entities in Perth can be represented using the vector data model. The blue line feature broadly captures the shape of the river; however, it is a simplification as it does not provide information about how the river's width varies across space. The red point feature is used to represent the location of Perth; this might be an appropriate way to represent Perth's location on a zoomed out map but it does not capture Perth's actual extent.

What detail is abstracted away by representing Kings Park using the green polygon feature?

Shape of Kings Park is simplified using only 6 vertices.

Variation in land cover types and land uses within the park is not captured.

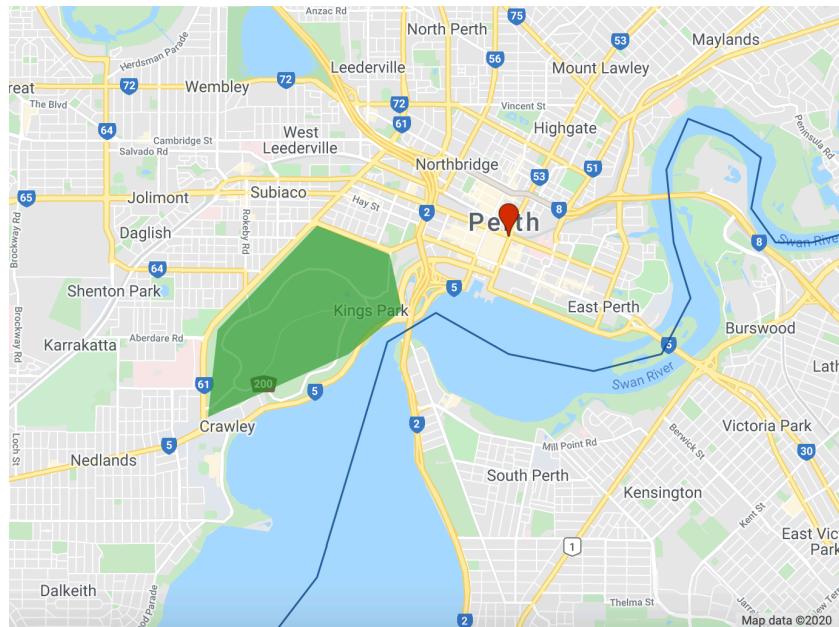


Figure 3.1: Representing geographic entities using the vector data model.

3.3.2 Raster Data Model

The raster data model represents geographic phenomena or entities as a grid of cells (pixels). Attribute information about geographic phenomena or entities is described by assigning a value to each pixel. The dimensions of a pixel relative to distance on the Earth's land surface determines the complexity and detail of spatial features that can be resolved in raster data. A pixel that represents a 1 km x 1 km footprint on the Earth's surface will not be able to represent an individual tree or a single building. Pixel values can be continuous (e.g. values represent precipitation) or categorical (e.g. values represent a land cover type).

The figure below shows the 2018 European Space Agency (ESA) Climate Change Initiative (CCI) land cover map for 2018. This is a raster data model representation of land cover; each pixel represents a 300 m x 300 m area on the Earth's land surface and a pixel can only represent a single land cover type. If you look at the bottom two zoomed in maps you can see some limitations of modelling land cover using 300 m x 300 m spatial resolution raster data. The shape of land cover features are poorly represented by the “block-like” arrangement of pixels and there is variation in land cover within a single pixel (a mixed pixel problem).

How could you represent spatial variation in elevation using vector and raster data models?

Vector data model: contour lines.

Raster data model: digital elevation model (DEM) - each pixel value represents the elevation at that location.

3.4 Spatial Data Structures

3.4.1 Images

Raster data in GEE are represented as `Image` objects.

To create an `Image` object that stores raster data on the Google Earth Engine server use the `ee.Image()` constructor. You pass arguments into the `ee.Image()` constructor to specify what raster data should be represented by the `Image` object. If you pass a number into `ee.Image()` you will get a constant image where each pixel value is the number passed in.

Add the following code to your GEE script. This will create an image object where each pixel has the value 5 which can be referred to using the variable `img5`. Click on the *Inspector* tab and then click at locations on the map. You should see the value 5 printed in the *Inspector*.

```
// Raster where pixel values equal 5
var img5 = ee.Image(5);
print(img5);
```

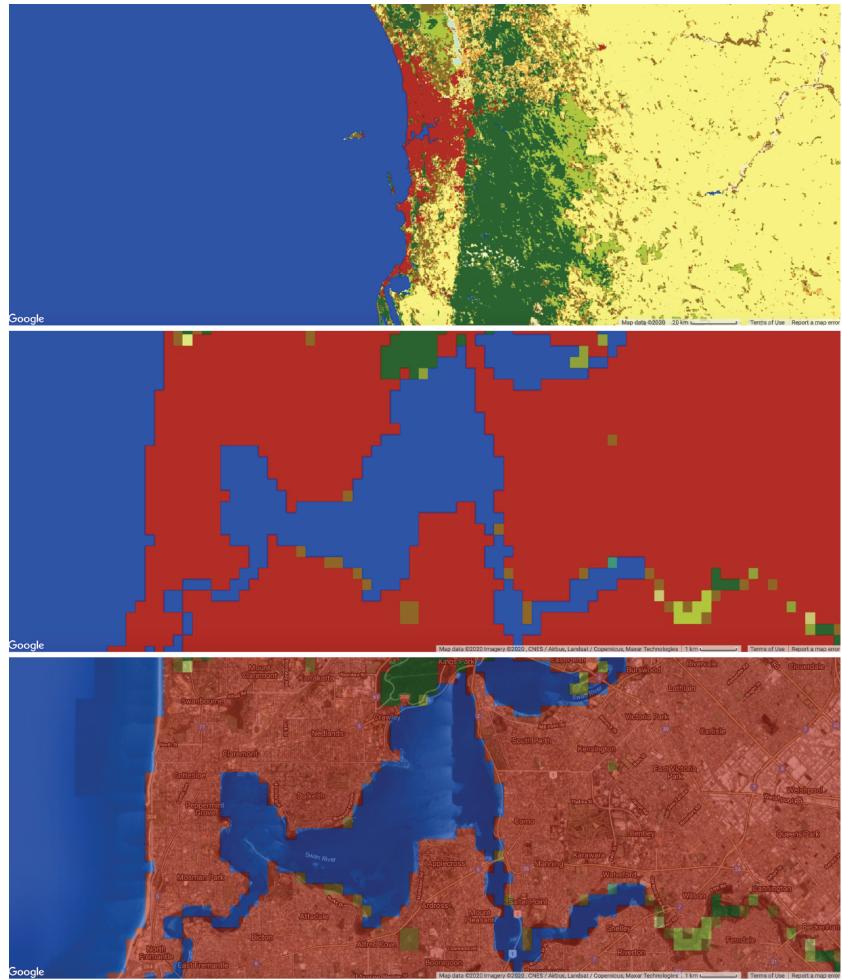


Figure 3.2: Representing land cover using the raster data model.

```
Map.addLayer(img5, {palette:['FF0000']}, 'Raster with pixel value = 5');
```

Alternatively, you can pass a string id into the `ee.Image()` constructor to specify a Google Earth Engine asset (e.g. a Landsat image). Google Earth Engine assets are geospatial data that are stored in cloud databases on Google servers, are available for use in your programs, and are frequently updated - see the available data at the Google Earth Engine data catalog.

The variable `img` in the code block below refers to an `Image` object on the Google servers storing Landsat 8 data. This variable can be used in your program to access, query, and analyse the Landsat data. Pass the variable `img` into the `print()` function to view the Landsat 8 `Image`'s metadata. The `Image` metadata should be printed in the *Console*. Exploring the `Image` metadata in the *Console* is demonstrated in the video below.

```
// Pass Landsat 8 image id into Image constructor*
var img = ee.Image('LANDSAT/LC8_L1T_TOA/LC81130822014033LGN00');
print(img);
```

An `Image` can have one or more bands, each band is a georeferenced raster which can have its own set of properties such as data type (e.g. Integer), scale (spatial resolution), band name, and projection. The `Image` object itself can contain metadata relevant to all bands inside a dictionary object.

Go to the *Console* and you should see the Landsat 8 `Image` has 12 bands. Click on a band and you should see some band specific properties such as its projection (`crs: EPSG:32650`). Click on the `Image properties` to explore metadata that applies to the `Image` such as cloud cover at the time of `Image` capture (`CLOUD_COVER: 11.039999961853027`) or the satellite carrying the sensor (`SPACECRAFT_ID: LANDSAT_8`).

You can visualise the Landsat 8 `Image` on the map display in your browser. To do this you use the `Map.addLayer()` function to request the `Image` stored in the variable `img` on the Google servers to be displayed in your browser. The following code block will visualise an RGB composite map of the Landsat 8 data stored in `img` in your browser's display.

```
/* Define the visualization parameters. The bands option allows us to specify which bands
var vizParams = {
  bands: ['B4', 'B3', 'B2'],
  min: 0,
  max: 0.5,
};

// Centre the display and then map the image
Map.centerObject(img, 10);
Map.addLayer(img, vizParams, 'RGB composite');
```

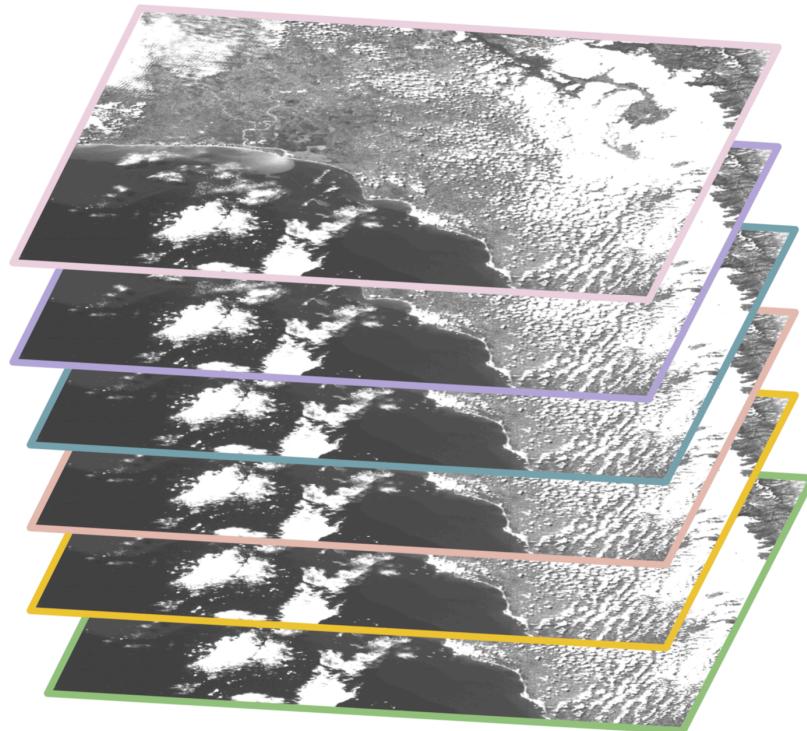


Figure 3.3: Schematic of an Image data structure in Google Earth Engine where an image can contain multiple georeferenced bands (source: [What is Google Earth Engine?](#)).

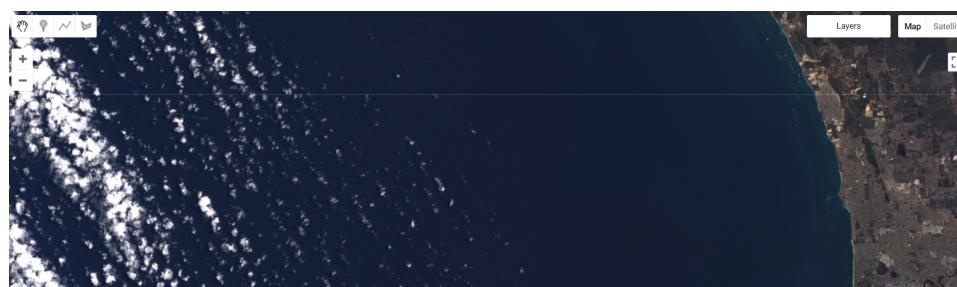


Figure 3.4: Visualising Landsat 8 data as a RGB composite image.

3.4.2 Geometry Objects

The spatial location or extent of vector data is stored as `Geometry` objects. Google Earth Engine implements the `Geometry` objects outlined in the GeoJSON spec:

- Point
- MultiPoint
- LineString
- MultiLineString
- Polygon
- MultiPolygon

To create a `Geometry` object programmatically use the `ee.Geometry.<geometry type>()` constructor (e.g. for a LineString object use `ee.Geometry.LineString()`) and pass the coordinates for the object as an argument to the constructor. Look at the code block below to observe that coordinates for a location in Kings Park are passed as arguments to the `ee.Geometry.Point()` constructor to create a point `Geometry` object (`locationKP`).

```
//location of Kings Park
var locationKP = ee.Geometry.Point(115.831751, -31.962064);
print(locationKP);

// Display the point on the map.
Map.centerObject(locationKP, 11); // 11 = zoom level
Map.addLayer(locationKP, {color: 'FF0000'}, 'Kings Park');
```

If you explore the metadata for `locationKP` in the *Console* you will see the object has a `type` field which indicates the object is of `Point` type and a `coordinates` field which contains the coordinates for the point. The value of the `coordinates` field is an ordered x y pair.

You can create LineString objects in a similar way. Here, you can pass the coordinates as an array into the `ee.Geometry.LineString()` constructor. As noted in the GeoJSON spec, coordinates for LineString objects are an array of ordered x y pairs.

```
// May Drive as a LineString object
var mayDr = ee.Geometry.LineString(
  [[115.84063447625735, -31.959551722179764],
   [115.8375445714722, -31.957002964307144],
   [115.83303846032717, -31.956201911510334],
   [115.82994855554202, -31.957403488085628],
```

```

[115.827244888855, -31.9606440253292],  

[115.82625783593753, -31.961445039381488],  

[115.82368291528323, -31.96217322791136],  

[115.82127965600588, -31.963811630990566],  

[115.82055009515383, -31.96563204456937],  

[115.82278169305422, -31.96690631259952],  

[115.82325376184085, -31.968471817682193],  

[115.82218087823489, -31.969818858827356],  

[115.82222379357913, -31.970401356984638]]);  

print(mayDr);  

Map.addLayer(mayDr, {color: '00FF00'}, 'May Drive');

```

Geometry objects in Google Earth Engine are by default geodesic (i.e. edges are the shortest path on a spherical surface) as opposed to planar (edges follow the shortest path on a 2D surface). You can read more about the difference between geodesic and planar geometries here.

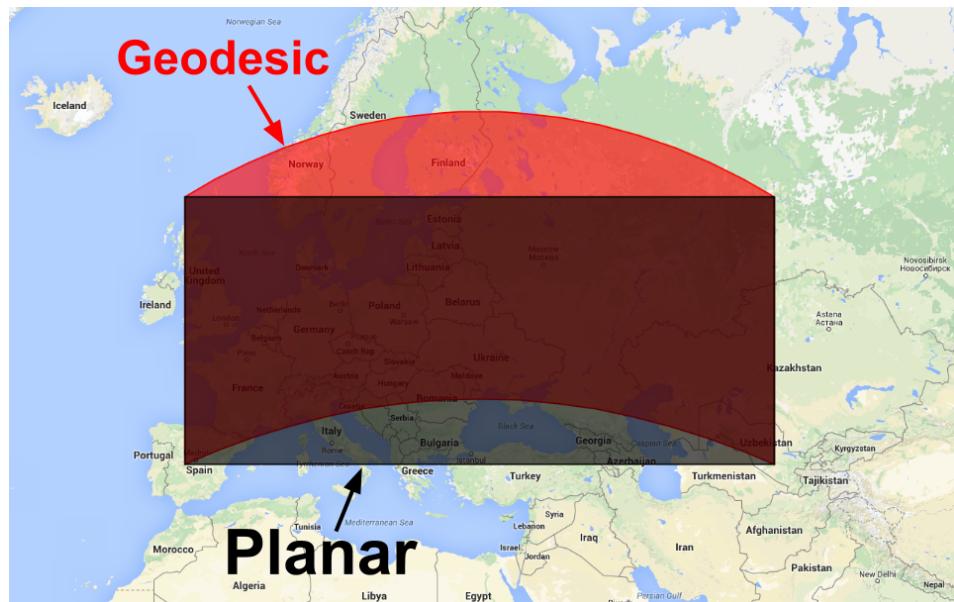


Figure 3.5: Illustration of difference between geodesic and planar geometries (source: [Google Earth Engine: Geodesic vs. Planar Geometries](#)).

You can also import `Geometry` objects into your scripts by manually drawing them on the map display using the *Geometry Tools*. The *Geometry Tools* are located in the upper left corner of the map display.

The following video illustrates how to use the *Geometry Tools* to create a `Polygon` object representing Kings Park and how to use the variable storing the geometry object in your



Figure 3.6: Geometry Tools.

script.

Some things to note:

- Use the placemark icon to create Point or MultiPoint objects.
- Use the line icon to create Line or MultiLine objects.
- Use the polygon icon to create Polygon or MultiPolygon objects.
- Use the spanner icon to configure how geometry objects that you create using *Geometry Tools* are imported into your script and styling options for display on the map.
- Use + new layer to create new **Geometry** objects. If you want to create separate **Geometry** objects for different geographic features remember to click this button before digitising a new feature.

Geometry Tools.

3.4.3 Features

Geometry objects describe the positional information of vector data; however, there is also a need to represent attribute information. Vector data in Google Earth Engine which contains geometry data (representing location and shape) and attribute data are **GeoJSON Feature** objects.

A **Feature** object is of type **Feature** with a **geometry** property which contains a **Geometry** object or **null** and a **properties** property which stores a dictionary object of name:value pairs of attribute information associated with the geographic feature.

Execute the code block below to convert the **Geometry** object representing Kings Park to a **Feature** object with a **properties** property with a name attribute. Inspect the **Feature** object in the *Console*.

```
// Create a Feature from the Geometry.  
var kpFeature = ee.Feature(locationKP, {name: 'Kings Park'});  
print(kpFeature);
```

```
▼ Feature (Point, 1 property) JSON  
  type: Feature  
  ▶ geometry: Point (115.83, -31.96)  
  ▼ properties: Object (1 property)  
    name: Kings Park
```

Figure 3.7: Kings Park Feature object.

How would a `Feature` object differ if the Kings Park `geometry` property was of `Polygon` type rather than `point`? Can you convert `kpPoly` to a `Feature` object?

The `geometry` property of the `Feature` object would contain an array object of coordinates for the outline of the Polygon.

```
// Create polygon Feature  
var kpPolyFeature = ee.Feature(kpPoly, {name: 'Kings Park'});  
print(kpPolyFeature);
```

You can read more about `Feature` objects in Google Earth Engine [here](#).

3.4.4 Collections

Collections in Google Earth Engine comprise groups of related objects. `ImageCollections` contain stacks of related `Image` objects and `FeatureCollections` contain sets of related `Feature` objects. Storing objects together in a collection means that operations can be easily applied to all the objects in the collection such as sorting, filtering, summarising, or other mathematical operations. For example, all Landsat 8 surface reflectance `Images` are stored in an `ImageCollection` with the ID '`LANDSAT/LC08/C01/T1_SR`'. You can pass this string ID into the `ee.ImageCollection()` constructor to import all Landsat 8 surface reflectance `Images` into your program.

If you were creating a program to monitor land surface changes over Kings Park in 2018, you might want to import an `ImageCollection` of all Landsat 8 `Images` into your program and then filter the `ImageCollection` for Landsat 8 scenes that intersect with the extent of Kings Park and were captured in 2018. The following code block demonstrates this. You can then apply subsequent analysis or summary operations to the `ImageCollection` stored in the variable `18ImCollKP`.

```

    ▼ Feature (Polygon, 1 property)                                JSON
      type: Feature
    ▼ geometry: Polygon, 15 vertices
      type: Polygon
    ▼ coordinates: List (1 element)
      ▶ 0: List (15 elements)
        ▶ 0: [115.82986272485354, -31.953725885968524]
        ▶ 1: [115.82419789941409, -31.959041976263876]
        ▶ 2: [115.81810392053225, -31.964794658805754]
        ▶ 3: [115.81836141259768, -31.973240982570168]
        ▶ 4: [115.82291043908694, -31.972804122813177]
        ▶ 5: [115.82660115869143, -31.97091103984024]
        ▶ 6: [115.82831777246096, -31.97244007142741]
        ▶ 7: [115.83381093652346, -31.970328544917116]
        ▶ 8: [115.83775914819338, -31.968581037970846]
        ▶ 9: [115.83999074609378, -31.96494029166108]
        ▶ 10: [115.8428231588135, -31.962828592651096]
        ▶ 11: [115.84488309533694, -31.961663496546766]
        ▶ 12: [115.84333814294436, -31.95409001155769]
        ▶ 13: [115.83338178308108, -31.950885656835897]
        ▶ 14: [115.82986272485354, -31.953725885968524]

    ▼ properties: Object (1 property)
      name: Kings Park

```

Figure 3.8: Kings Park Polygon Feature object.

```

// Landsat 8 Image Collection
var 18ImColl = ee.ImageCollection("LANDSAT/LC08/C01/T1_SR");

// Filter Image Collection for 2018 and Images that intersect Kings Park
var 18ImCollKP = 18ImColl
  .filterBounds(kpPoly)
  .filterDate("2018-01-01", "2018-12-31");
print(18ImCollKP);

```

You should find 45 Landsat 8 surface reflectance `Images` that intersected with Kings Park in 2018. You can inspect all the `Images` in the `ImageCollection` `18ImCollKP` in the *Console*. The ability to store spatial data in collections makes creating programs that need to access and analyse big geospatial data easier.

You have already created your own `ImageCollection` that contains only the Landsat 8 `Images` for the spatial and temporal extent of interest to you (Kings Park in 2018). Now you can easily apply a range of functions and operations to all the `Images` in the `ImageCollection`. For example, you could apply a function that identifies maximum greenness observed at each pixel in 2018 to analyse spatial variability in vegetation cover. You will learn how to apply functions to `Images` in `ImageCollections` in subsequent labs.

```

▼ ImageCollection LANDSAT/LC08/C01/T1_SR (45 elem... JSON
  type: ImageCollection
  id: LANDSAT/LC08/C01/T1_SR
  version: 1595665411245719
  bands: []
  ▼ features: List (45 elements)
    ▶ 0: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
      type: Image
      id: LANDSAT/LC08/C01/T1_SR/LC08_112082_20180105
      version: 1522740042342356
      ▼ bands: List (12 elements)
        ▶ 0: "B1", signed int16, EPSG:32650, 7721x778...
        ▶ 1: "B2", signed int16, EPSG:32650, 7721x778...
        ▶ 2: "B3", signed int16, EPSG:32650, 7721x778...
        ▶ 3: "B4", signed int16, EPSG:32650, 7721x778...
        ▶ 4: "B5", signed int16, EPSG:32650, 7721x778...
        ▶ 5: "B6", signed int16, EPSG:32650, 7721x778...
        ▶ 6: "B7", signed int16, EPSG:32650, 7721x778...
        ▶ 7: "B10", signed int16, EPSG:32650, 7721x77...
        ▶ 8: "B11", signed int16, EPSG:32650, 7721x77...
        ▶ 9: "sr_aerosol", unsigned int8, EPSG:32650, ...
        ▶ 10: "pixel_qa", unsigned int16, EPSG:32650, ...
        ▶ 11: "radsat_qa", unsigned int16, EPSG:32650...
      ▶ properties: Object (23 properties)
        ▶ 1: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 2: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 3: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 4: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 5: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 6: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 7: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...
        ▶ 8: Image LANDSAT/LC08/C01/T1_SR/LC08_112082_201...

```

Figure 3.9: ImageCollection of all Landsat 8 scenes that intersect with Kings Park in 2018.

You can find more information on [ImageCollections](#) here and [FeatureCollections](#) here.

How would you represent multiple weather stations and observations recorded at these stations as a FeatureCollection?

Each weather station would be a **Feature** object in the **FeatureCollection**. Each weather station **Feature** would have a **geometry** property containing a Point **Geometry** object representing the location of the station and a **properties** property containing objects of name:value pairs of weather observations for a given day.

```
// Example structure of weather stations Feature Collection
{
  "type": "FeatureCollection",
  "features": [
    {
      "type": "Feature",
      "properties": {
        "station-id": XXXX,
        "date": "01-01-2018",
        "temperature": 29
      },
      "geometry": {
        "type": "Point",
        "coordinates": [
          119.1796874999999,
          -26.74561038219901
        ]
      }
    },
    {
      "type": "Feature",
      "properties": {
        "station-id": XXXX,
        "date": "02-01-2018",
        "temperature": 27
      },
      "geometry": {
        "type": "Point",
        "coordinates": [
          124.1015625,
          -29.535229562948455
        ]
      }
    }
  ]
}
```

```
    }  
]  
}
```

1. Can you use the Geometry Tools to create a `LineString Geometry` object representing a road?
- and 2. can you convert the `LineString Geometry` object to a `Feature` object by giving it a `road_name` property?

Create a `LineString Geometry` object to represent a road and create a `Feature` object with a `road_name` property.

Point , Line , and Polygon marker symbols obtained from Google Earth Engine Developers Guide

4 Introduction

This lab will introduce tools for spatial data visualisation in Google Earth Engine. Data visualisation is the activity of relating observations and variation in your data to visual objects and properties on a display. How you relate your data values to display objects will determine what insights you can derive from your data and what patterns and relationships it will reveal.

This lab will focus on the use of colour to represent features or patterns in geospatial data but you should also be aware of other visual properties of your map display that can be adjusted; for example, you don't want to use a line width so thick that it obscures variation in polygons represented by colour fill values.

4.0.1 Setup

Create a new script in your *labs-gee* repository called *color-data-vis*. Enter the following comment header to the script.

```
/*
Colour and Data Visualisation
Author: Test
Date: XX-XX-XXXX

*/
```

4.1 Colour Theory

One of the key aspects of spatial data visualisation is using colour to represent variation in data values. This process involves mapping data values to colours and then assigning colours to objects (e.g. points, lines, polygons, or pixels) on your display. As stated by Wilke (2019) there are three main uses of colour in data visualisation:

1. distinguish groups in your data
2. represent data values
3. to highlight features in your data

4.1.1 Colour

Color is defined by the characteristics of a mix wavelengths of light in the visible spectrum Wickham (2020). A particular colour is defined by levels of intensity of light in different parts of the visible spectrum (e.g. yellow is a mixture of light in red and green wavelengths). The human eye can distinguish millions of colours CRCSI (2017); thus, colour is useful for representing variation, patterns, or interesting features in your data.

An individual colour can be described in terms of hue, value, or chroma (CRCSI, 2016):

- **Hue:** the attribute commonly associated with colour. Hues have an order which follows the colours of the spectrum and spectral hues can be created by mixing adjacent wavelengths. Purple, for example, is a non-spectral hue as it is a mixture of blue and red whose wavelengths are not adjacent.
- **Brightness (Value / Intensity):** is the perceived brightness of a colour and is related to the amount of energy in all wavelengths of light reflected by an object.
- **Chroma (Saturation):** is related to the purity of a colour. It can be thought of as the distribution of intensity in wavelengths around the wavelength of average (peak) intensity of light reflected by an object. Adding white, grey, or black to light reduces the chroma and produces pastel colours.

4.1.2 Colour Models / Colour Spaces

Additive Primaries (RGB Cube)

Colour is represented by combinations (addition) of red, green, and blue light. Red, green, and blue are primary colours and combine to form white. An absence of red, green, and blue is black. Secondary colours can be formed by the addition of primary colours of varying intensities (e.g. yellow is the addition of red and green, magenta is the addition of red and blue, and cyan is the addition of green and blue). A related colour model uses subtractive primary colours (yellow, magenta, or cyan) which are subtracted from a white background to produce different colours.

Colour can be represented by coordinates in 3D space using the RGB colour cube where each dimension is represented by a primary colour. The intensity of a colour is represented by its position along a dimension. Grey colours, equal intensities of each of the primary colours, is represented by the diagonal axis from black (absence of primary colours) to white (complete presence of the spectrum of colours).

Hue, Saturation, Intensity (HSI) Colour Space

Colour coordinates in the RGB cube colour model can be transformed to coordinates in Hue, Saturation, and Intensity (HSI) space. Hue represents saturated pure colours as angular values surrounding a central axis of achromatic colour with black at the bottom and white at the top (red hue = 0 or 360; green = 120; blue = 240). This central axis represents the lightness of the

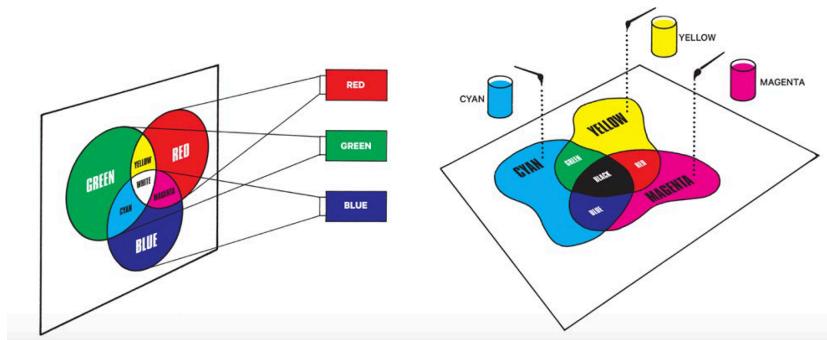


Figure 4.1: Additive and subtractive colour models (source: [CRCSI \(2017\)](#)).

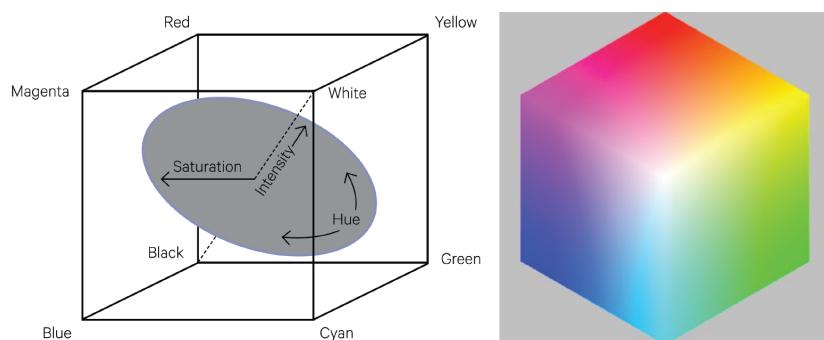


Figure 4.2: RGB Colour Cube (source: [CRCSI \(2017\)](#)).

colour (black = 0 % and white = 100 %). The saturation of a colour represents the amount of grey in the colour (grey = 0 % and pure colour = 100 %).

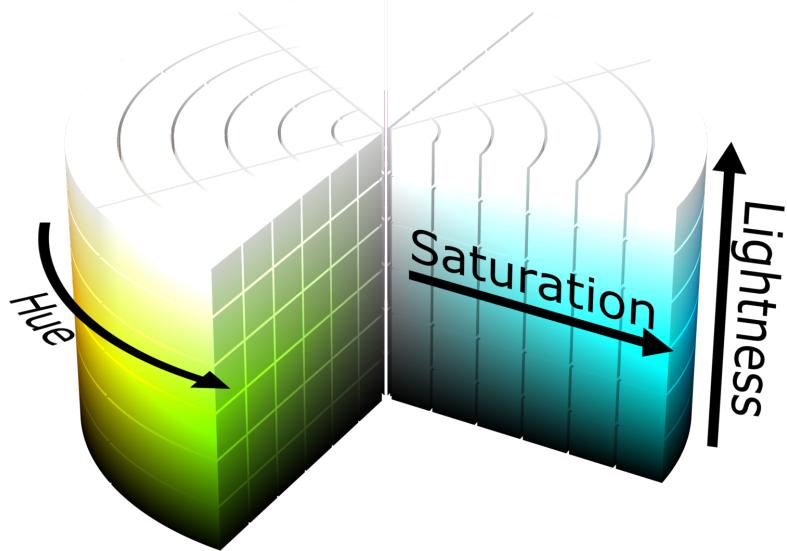


Figure 4.3: HSL colour model (source: [Wikimedia Commons](#)).

Colour on Computer Displays

Computer displays consist of red, green, and blue sub-pixels, which when activated with different intensities, are perceived as different colours. The range of colours that can be displayed on a computer display is called the *gamut*. Colour in computer programs is represented as a three byte hexadecimal number with byte 1 corresponding to red, byte 2 corresponding to green, and byte 3 corresponding to blue. Each byte can take the range of 00 to FF in the hexadecimal system (or 0 to 255 in decimal). 00 indicates the absence of that colour and FF indicates saturation of that colour. FF0000 is red, 00FF00 is green, and 0000FF is blue.

Use this RGB colour picker to see how changing red, green, and blue intensities creates hexadecimal number representations of the colour.

Similarly, you can use this HSL colour picker to see how changing hue, saturation, and lightness results in different hexadecimal number representations of colour.

How would you represent pure yellow as a 3 byte hexadecimal number?

FFFF00

You want to represent a flooded location as a blue polygon. You want this object to stand out and appear bright. What would be suitable hue, saturation, and lightness values for this object? What hexadecimal number would represent these HSL values?

Choose a colour with a distinctive blue hue (around 240), pure colour (saturation close to 1 or 100 %), and a lightness with minimal white or black tints and shades (around 0.5 or 50 %). Depending on the basemap and colour of other objects on the map you could adjust these values to maximise visual discrimination of the flooded object. #0000FF

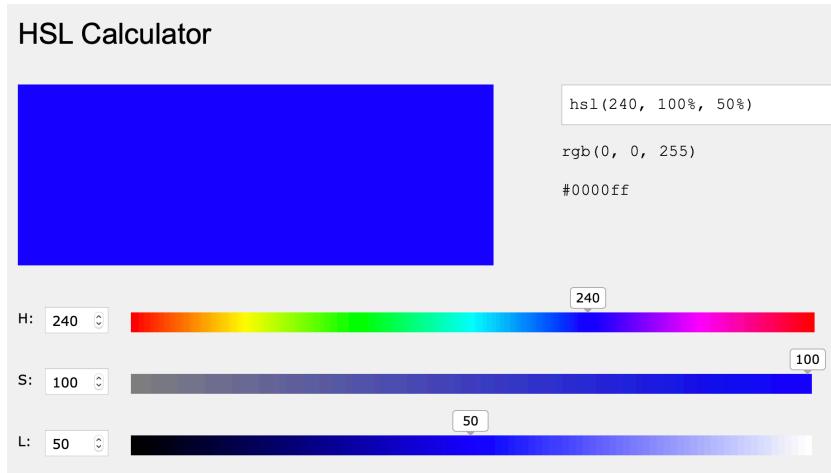


Figure 4.4: Distinctive blue for displaying a flood object (source: [W3Schools](#)).

4.1.3 Choosing Colours

Choose colours and colour palettes that account for colour blindness. There are online tools that you can use to simulate colour blindness (e.g. color oracle).

Choose colours / colour palettes that have a logical interpretation (e.g. greens for vegetation; blue for wetter areas; red for hot).

If your data values don't have a natural order (e.g. land cover data) don't use a colour scale that implies order (e.g. dark to light colours, low to high saturation, warm to cool hues). Section 4 in Wilke (2019) outlines key points to consider when choosing a colour scale to represent variation in your data and common pitfalls to avoid when using colour for data visualisations.

If there is order in your data, *sequential* colour palettes which indicate large and small values and distance between values should be used. Sequential colour palettes can be single-hue or multi-hue. The top group of colour palettes in the below figure depict sequential colour palettes from Color Brewer.

In some cases, your data might have a logical midpoint value (e.g. median) and you want your colour palette to represent variation away from this value. In this instance a *diverging* colour palette should be used (see the bottom group of colour palettes in the below figure).

Qualitative colour palettes (middle group in the figure below) assign colours to data values or categories where each colour appears equivalent and distinct. They should be used for categorical and unordered data.

The Color Brewer website is a good resource for generating colour palettes for spatial data which also account for colour blindness.

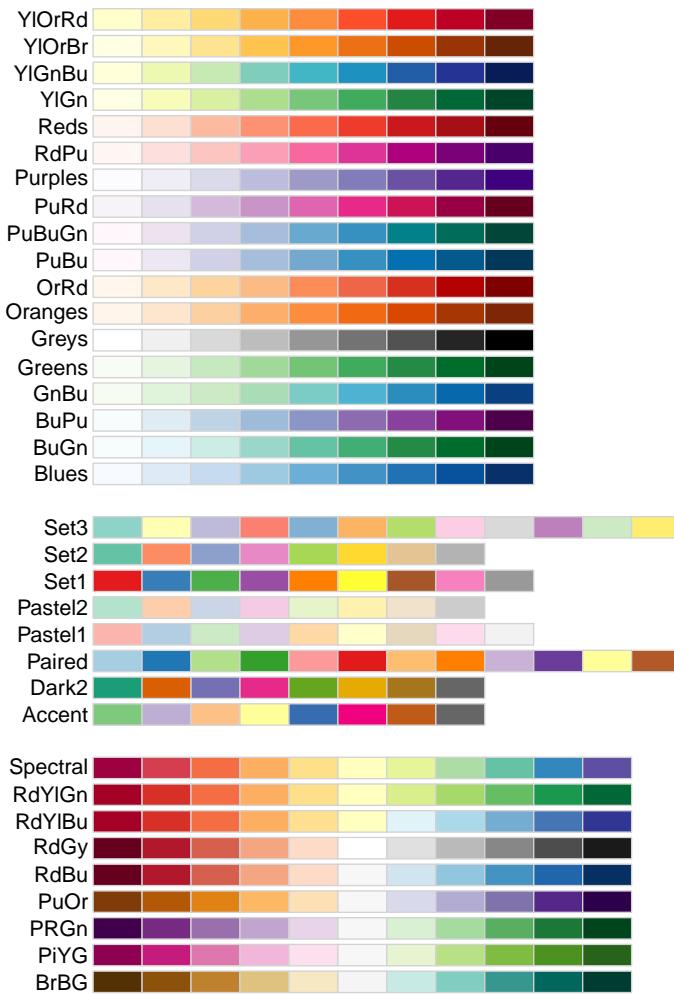


Figure 4.5: ColourBrewer scales (source [R 4 Data Science](#))

Go to the Color Brewer website and choose a colour palette to represent spatial variation in precipitation? Justify why this is a suitable colour palette. Look out for how to copy the hexadecimal values representing the colours in your palette as a JavaScript array.

Diverging colour palette emphasises variation between wet and dry areas with red representing

dry areas and blue wet areas. Pure red and blue will highlight extreme values. People who are colour blind will be able to distinguish variation in precipitation.

Selecting a colour palette to represent precipitation using Color Brewer.

4.2 Colour to Highlight Features

You can use colour to highlight certain features or patterns in your data, or, as is often the case in spatial data visualisation, make certain features stand out from a base map. Look at the colours used in Google Maps and also the typical styling for open street maps; they use subdued and relatively impure pastel colours. You can use strong and pure colours to visualise features that stand out against these backgrounds.

In the map display zoom and scroll to an area of parkland in Perth. Use the *Geometry Tools* to digitise a Polygon object to represent green space or a park. Change the name of the variable storing the Polygon **Geometry** object to **park**. Add the Polygon object in **park** to the map display with the green colour: #99e6b3. To do this you need to use the following functions:

- `Map.addLayer()` - adds a Google Earth Engine object (i.e. spatial data stored in a variable) to the map display. You pass the variable you wish to display (i.e. `park`), a dictionary of visualisation parameters that specify how the spatial data is visualised (i.e. `{color:"#99e6b3"}`), and a string name of the layer (i.e. "Park") into the `Map.addLayer()` function as arguments.
- `Map.centerObject()` - centers the map display on the location of an object passed as a variable to function (i.e. `park`) with the second argument being a number specifying the zoom level (i.e. 15).

```
// Add Polygon geometry object representing a park to the map
Map.centerObject(park, 15);
Map.addLayer(park, {color:"#99e6b3"}, "Park");
```

Use Geometry Tools to create a Polygon object representing a park and display in green.

Assess the use of the green colour: #99e6b3 to represent the park on Google Maps? Can you pick a different colour to visualise the park and justify your choice?

The green colour: #99e6b3 has a logical relationship with greenspace or parks - the real world geographic entity it is representing. However, the green colour could be edited to make it stand out from the basemap. For example, #99e6b3 has a hue of 140, a saturation of 60 %, and a lightness of 75 %. This indicates the hue of #99e6b3 is a spectral mix of blue and green, a saturation of 60 % indicates that the colour is not pure and includes some grey, and a lightness greater than 50 % indicates that white tints are introduced to the colour. You could

reduce the white tints by reducing the lightness value to 50 %, increase the saturation, and change the hue value to be closer to primary green (hue = 120).

Use the HSL Calculator to adjust hue, saturation, and lightness values and find a suitable colour to highlight your `park` against the Google Maps basemap. Edit your script to visualise your `park` object in a more distinctive green colour. You should include a different hexadecimal number in the value referenced by the `color` key in the visualisation parameters. The code snippet below is an example using the hexadecimal number representation of primary green `#00FF00`.

```
// Use colour to highlight the park against the basemap  
Map.addLayer(park, {color:"#00FF00"}, "Park - Primary Green");
```

4.3 Colour to Represent Groups

You can use colour to represent categorical groups in your data. You do not want to choose a colour palette that implies order in your data. Use a qualitative colour palette that ensures groups in your data can be distinguished from each other and the colours are perceived as equivalent (Wilke, 2019). Also, if it makes sense with your data choose colours that have a logical relationship with the group or category in your data (e.g. vegetated land cover classes as green in a land cover map).

Execute the below code. This loads the tree raster layer from the 2016 Urban Monitor data (Caccetta, 2012) and displays tree pixels in black. The Urban Monitor data is derived from 20 cm spatial resolution multispectral aerial images collected and processed by CSIRO (resampled to 40 cm spatial resolution here). Tree land cover is a categorical group in your data (the only group in this raster data).

Is black the most suitable colour to represent trees?

```
// UM Tree  
var umTree = ee.Image("users/jmadiv07/gee-labs/um-lake-claremont-tree-2016");  
Map.centerObject(umTree, 15);  
Map.addLayer(umTree, {min: 0, max: 1, palette:["000000"]}, "UM Tree - black colour");
```

Display the Urban Monitor tree Image on your map choosing a more suitable colour than black for display.

```
// UM Tree - green  
Map.addLayer(umTree, {min: 0, max: 1, palette:["#009900"]}, "UM Tree - better colour???" );
```

Change the base map to satellite. You can do this by clicking the satellite button in the top right corner of the map display.

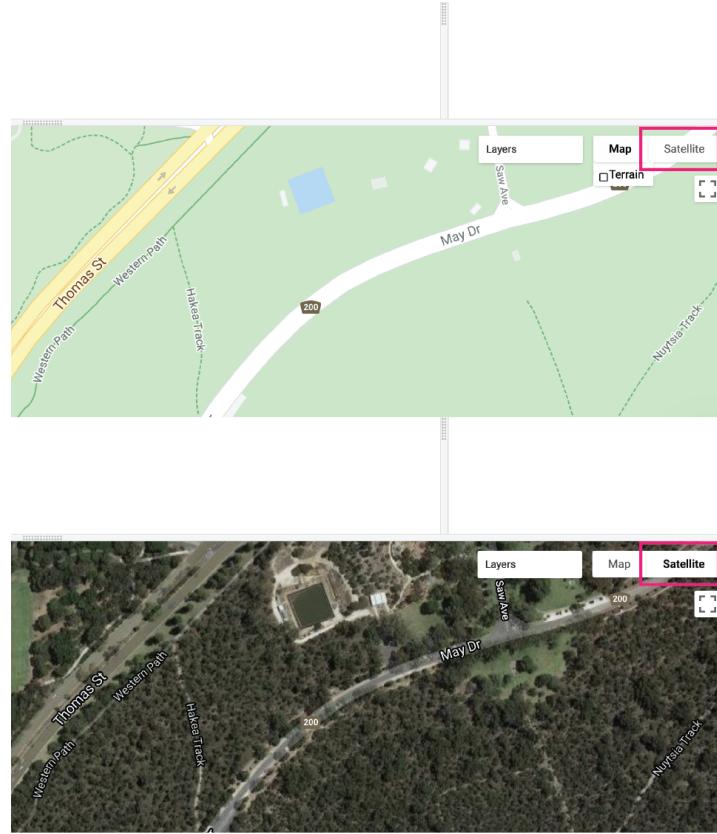


Figure 4.6: Change to satellite basemap.

Change the base map to satellite. Choose a suitable colour to represent trees so that they stand out against the satellite base map? Justify your choice of colour.

You could use Color Brewer to help pick out a colour that is distinct from the green and brown colours that dominate the base map but are safe for colour blind viewers. One option could be to use a blue colour; this will be distinct from green but the trade off is that blue is not logically associated with trees.

```
// UM Tree - blue
Map.addLayer(umTree, {min: 0, max: 1, palette:[ "#009E73" ]}, "UM Tree - satellite basemap")
```

Tip: You can use the Layers widget in the top right corner of the map display to turn layers on and off, change a layer's opacity, and also control other visualisation and display parameters.

Change layers on map display.

You can also specify colours to visualise multiple categories in spatial data. If you execute the below code you will assign one of the colours specified in the array assigned to the `palette` key in the `igbpVis` object to one of land cover classes in the 500 m spatial resolution MODIS MCD12Q1 land cover data for 2019. Each pixel has a value from 1 to 17 which relates to the land cover classes (categories) of the Annual International Geosphere-Biosphere Programme (IGBP) classification.

```
// Visualise MODIS MCD12Q1 Land Cover data for 2019
var lcModis = ee.Image("users/jmad1v07/gee-labs/lc-mcd12q1-2019-lc-type-1");

// Define a palette for the distinct land cover classes.
var igbpVis = {
  min: 1.0,
  max: 17.0,
  palette: [
    '05450a', '086a10', '54a708', '78d203', '009900', 'c6b044', 'dcd159',
    'dade48', 'fbff13', 'b6ff05', '27ff87', 'c24f44', 'a5a5a5', 'ff6d4c',
    '69fff8', 'f9ffa4', '1c0dff'
  ],
};

Map.centerObject(lcModis, 9);
Map.addLayer(lcModis, igbpVis, "Land Cover MODIS MC12Q1 2019");
```

4.4 Colour to Represent Data Values

Up until now you have been associating discrete values or categories to colours that are rendered on your display. However, if your data is continuous you will need to relate your data values to a range of colours in a palette. How you relate data values to a range of colours will determine how variation in your data is visualised.

The 2016 Urban Monitor data introduced above also includes a vegetation height raster layer (Caccetta, 2012). Again, this data is resampled to a 40 cm spatial resolution and each pixel value represents the height of vegetation in metres if a pixel was vegetated. Height is a continuous variable with a clear order from low to high.

Would a sequential or diverging colour palette be suited to visualising the height of vegetation?

Sequential. There is not an obvious mid-point from which height diverges. Height increases from 0 m.

Execute the below code to visualise the Urban Monitor vegetation height data with a colour palette to represent low vegetation height in black ("000000") through to red colours for high vegetation ("0000FF").

```
// UM Vegetation Height
var umVht = ee.Image("users/jmad1v07/gee-labs/um-lake-claremont-vht-2016");
Map.centerObject(umVht, 15);
Map.addLayer(umVht, {min: 0, max: 100, palette:["000000", "FFFF00", "FF0000"]}, "UM Vegeta
```

You should see something like the below image in your map display. It was just mentioned that the colour palette relates high vegetation to the colour red but tree canopy is appearing in black-yellow colours. Why is this?

If you look at the dictionary of visualisation parameters you passed as an argument to the `Map.addLayer()` function you will see `min: 0, max: 100`. This means you are relating a pixel value of 0 metres to black colours and a pixel value of 100 metres to pure red colour. Pixel values between 0 to 100 are related to the range of colours spanning the black-yellow-red colour palette that can be displayed by your screen. A tree height of 100 metres exceeds the expected tree height in the Lake Claremont area in Perth. This means that data values are assigned to display colours that are not in your dataset; in other words you are not utilising the range of display colours to highlight variation in your data values.

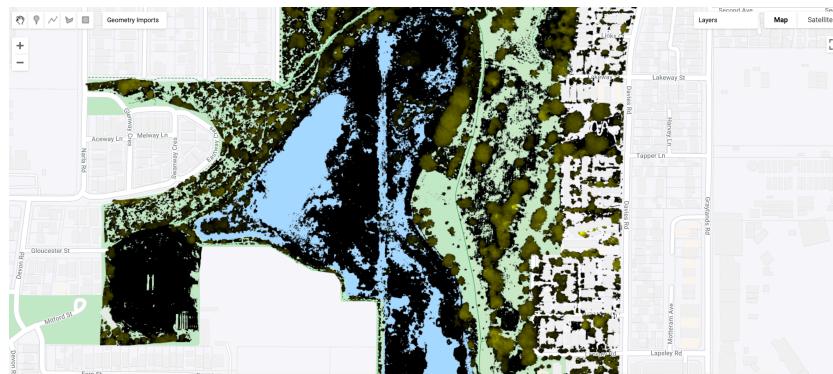


Figure 4.7: Visualising Urban Monitor vegetation height data with a black-yellow-red colour scale.

What would be appropriate min and max vegetation height values to assign to the minimum and maximum display range to highlight variation in vegetation height? Adjust the visualisation parameters to display the vegetation height data to emphasising variation in vegetation height.

```
// UM Vegetation Height - adjusted display range
Map.addLayer(umVht, {min: 0, max: 30, palette:["000000", "FFFF00", "FF0000"]}, "UM Vegetat
```

How effective do you think visualising vegetation height with a black-yellow-red colour palette is? Do you usually associate red with high vegetation (i.e. tree canopy)? Choose a different colour palette to represent vegetation height and justify your choice.

Use a single hue green colour palette with darker green associated with higher vegetation. This colour palette was selected using Color Brewer. Think about the limits of this colour palette when using it with the Google base map.

```
// UM Vegetation Height - adjusted colour palette  
Map.addLayer(umVht, {min: 0, max: 30, palette:['#edf8e9', '#c7e9c0', '#a1d99b', '#74c476', '#4d9c60']});
```

The following code will load average land surface temperature (LST; Kelvin) across Perth for the summer months (December, January, and February) for the years 2014 to 2019. This LST data is derived from Landsat 8 observations and computed using the algorithm of Jiménez-Muñoz et al. (2014).

```
// Visualise Landsat 8 land surface temperature (K)  
var lstLandsat8 = ee.Image("users/jmad1v07/gee-labs/landsat8-lst");
```

Sensible minimum and maximum data values to assign to the limits of the display colour range are 295 to 315 K. Can you create a colour palette to visualise variation in land surface temperature and map the Landsat 8 data in the variable `lstLandsat8` using this colour palette?

```
// Example colour palette to visualise land surface temperature data  
Map.centerObject(lstLandsat8, 12);  
var lstVisParam = {min:295, max:315, palette:["000066", "00ffff", "ffff00", "ff0000"]};  
Map.addLayer(lstLandsat8, lstVisParam, "Surface Temperature (K)");
```

4.5 Multiband Images

Images in Google Earth Engine can have multiple bands where each band comprises georeferenced raster data. As discussed above, computer displays represent colour through varying the intensity of sub-pixel displays of red, green, and blue light. Variability in data values in multiband Images can be visualised by relating data values in one band of the Image to the intensity of one the primary colours on the computer display. Visualising a multiband Image in this way creates an additive RGB or colour composite image - it is called a composite image because each pixel is a composite of red, green, and blue light Excursus 5.2 (CRCSI, 2017).

4.5.1 True Colour Composite Image

Multiband `Images` are common in remote sensing where each band contains measures of spectral reflectance in different wavelengths. When a sensor records spectral reflectance in the visible blue, green, and red wavelengths, variation in these bands can be related to intensities of blue, green, and red on the computer display. This should display features on your map in colours similar to how you would see these spatial features if you were looking down towards the Earth's land surface.

The Urban Monitor data contains a 4-band multispectral `Image` corresponding to spectral reflectance measures in the blue, green, red, and near infrared (NIR) wavelengths. You can use the blue, green, and red bands in the Urban Monitor data to display this data as a true colour composite RGB image on your map display.

The following code will visualise a multiband Urban Monitor `Image` as a colour composite on your display. As you have done previously, you pass a dictionary object of visualisation parameters (stored in the variable `visTrueColourParams` in the below snippet) to the `Map.addLayer()` function. The key:value pairs inside this dictionary object determine how the bands in the multiband `Image` are rendered as a colour composite.

You have an array `["b1", "b2", "b3"]` assigned to the `bands` key. This array specifies which bands should be assigned to red, green, and blue intensities on the display. The Urban Montior multispectral data has band 1 (`"b1"`) storing red spectral reflectance, band 2 (`"b2"`) storing green spectral reflectance measures, and band 3 (`"b3"`) storing blue spectral reflectance measures. NIR is stored in band 4 (`"b4"`) in the Urban Monitor product. This band ordering does not correspond to the order of wavelengths so be careful to assign the band storing red reflectance values to red on the display.

You have assigned a value of zero spectral reflectance to the minimum of the display range and a spectral reflectance value of 0.3 to the maximum of the display range. Most of the features in this Urban Monitor scene have spectral reflectance values in this range even though the maximum possible spectral reflectance is 1. Assigning these values to the limits of the display range ensures you maximise the use of display colours to discriminate features in your image.

```
// UM multispectral
var umDom = ee.Image("users/jmad1v07/gee-labs/um-lake-claremont-dom-2016");

// UM True Colour Composite
// Define the visualization parameters.
var visTrueColourParams = {
  bands: ["b1", "b2", "b3"],
  min: 0,
  max: 0.3
};
```

```
Map.centerObject(umDom, 17);
Map.addLayer(umDom, visTrueColourParams, "UM True Colour Composite");
```

Your visualisation of the Urban Monitor `Image` data as a true colour composite should look like the figure below. The colours on the display clearly correspond to how we would perceive this scene with our eyes if we were looking down on it.



Figure 4.8: Urban Monitor - true colour composite.

4.5.2 False Colour Composite Image

You can associate other `Image` bands to intensities of red, green, and blue light on your display even if these bands do not actually measure spectral reflectance in the red, green, and blue wavelengths. This is a false colour composite image. Some features of Earth's land surface have distinct reflectance characteristics in portions of the electromagnetic spectrum outside the visible wavelengths. For example, vegetation has high reflectance in the NIR wavelengths.

A common false colour composite image associates NIR reflectance with red intensities on your

display, red spectral reflectance with green on your display, and green spectral reflectance with blue on your display Excursus 5.2 (CRCSE, 2017). This false colour composite will visualise vegetation in red shades (due to high reflectance in the NIR wavelengths), red soils as green (due to soils having high reflectance in the red wavelengths, and water as blue (due to water having relatively higher reflectance in the green wavelengths)).

Bare soil has high spectral reflectance in the blue, green, red, and NIR wavelengths. What colour will bare soil be visualised in on your map display? (Hint: use this RGB colour picker to create a colour that is composed of high intensities in red, green, and blue).

White and light shades. White light is a combination of reflectance across all wavelengths.

In a true colour composite image cloudy areas will be displayed with high intensities in the red, green, and blue display values. Why is this?

Clouds are typically white which means they have high spectral reflectance in all visible wavelengths. Therefore, high values of blue, green, and red spectral reflectance measures will be related to high intensities of blue, green, and red on the display.

```
// UM False Colour Composite
var visFalseColourParams = {
  bands: ['b4', 'b1', 'b2'],
  min: 0,
  max: 0.3
};
Map.addLayer(umDom, visFalseColourParams, "UM False Colour Composite");
```

Your display of the Urban Monitor Image as a false colour composite should look like the display below. You can clearly see vegetation in shades of red due the red colour on the display representing NIR spectral reflectance.

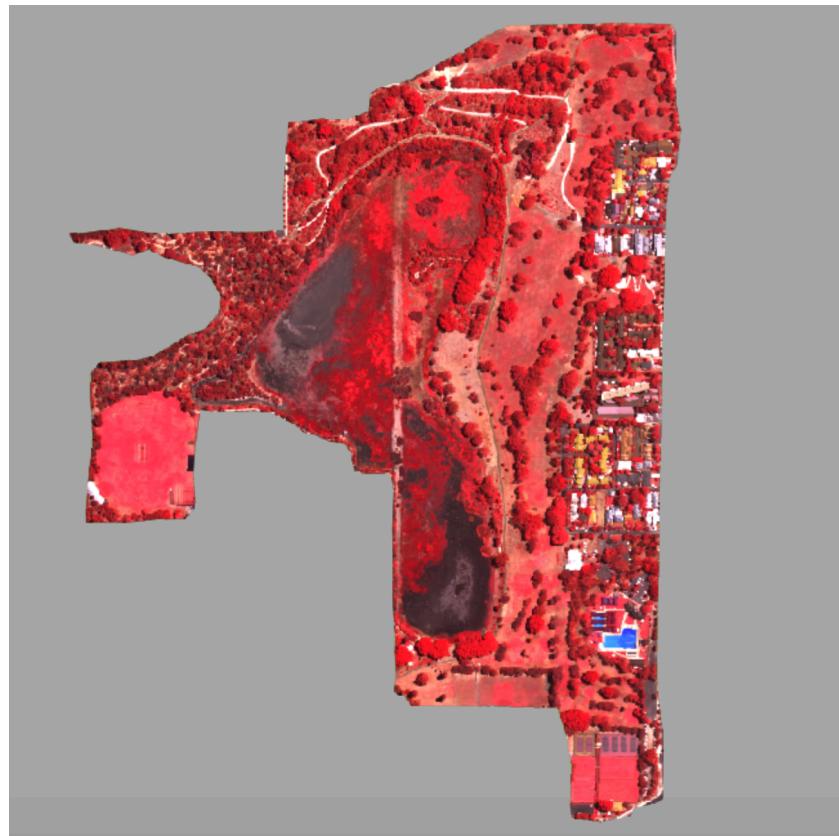


Figure 4.9: Urban Monitor - false colour composite.