



## Earth Engine, Python and Jupyter Notebooks

GeoHackWeek 2016

*Tyler Erickson*  
*Senior Developer Advocate, Earth Engine*

<https://goo.gl/CbY9eI>



# Session Goals

- Learn the similarities and differences between the Javascript and Python APIs.
- Experience how to build a Docker environment for running Jupyter Notebooks enabled with the Python API.

I ♥ running with



Scissors!

source: <http://www.lternet.edu/node/49495>

photo: John Marr





# A bit about me...



 python™

» Package Index > pykml > 0.1.0

PACKAGE INDEX >>

[Browse packages](#)  
[Package submission](#)  
[List trove classifiers](#)  
[List packages](#)  
[RSS \(latest 40 updates\)](#)  
[RSS \(newest 40 packages\)](#)  
[Python 3 Packages](#)  
[PyPI Tutorial](#)  
[PyPI Security](#)  
[PyPI Support](#)  
[PyPI Bug Reports](#)  
[PyPI Discussion](#)  
[PyPI Developer Info](#)

ABOUT >>

NEWS >>

DOCUMENTATION >>

DOWNLOAD >>

COMMUNITY >>

FOUNDATION >>

CORE DEVELOPMENT >>

## pykml 0.1.0

*Python KML library*

[Download](#)  
pykml-0.1.0.tar.gz

[Package Documentation](#)

PyKML is a Python package for parsing and authoring KML documents. It is based on the lxml.objectify API (<http://codespeak.net/lxml/objectify.html>) which provides Pythonic access to XML documents.



See the Package Documentation for information on installation and usage.

File	Type	Py Version	Uploaded on	Size
<a href="#">pykml-0.1.0.tar.gz</a> (md5)	Source		2011-08-30	33KB

**Downloads (All Versions):**  
0 downloads in the last day  
51 downloads in the last week  
852 downloads in the last month

Not Logged In

[Login](#)  
[Register](#)  
[Lost Login?](#)  
[Use OpenID](#)   
[Login with Google](#) 

Status

Nothing to report

# API choice: Javascript vs. Python

COMMENTARY:

# Earth's surface water change over the past 30 years

Gennadii Donchyts, Fedor Baart, Hessel Winsemius, Noel Gorelick, Jaap Kwadijk and Nick van de Giesen

Earth's surface gained 115,000 km<sup>2</sup> of water and 173,000 km<sup>2</sup> of land over the past 30 years, including 20,135 km<sup>2</sup> of water and 33,700 km<sup>2</sup> of land in coastal areas. Here, we analyse the gains and losses through the Deltares Aqua Monitor — an open tool that detects land and water changes around the globe.

NATURE CLIMATE CHANGE | VOL 6 | SEPTEMBER 2016 | [www.nature.com/natureclimatechange](http://www.nature.com/natureclimatechange)

Application: <http://aqua-monitor.appspot.com/>

Code: <https://github.com/gena/aqua-monitor>



Xiamen, Fujian, China

Map

Satellite

## Surface water changes (1985-2016)

Green and blue colors represent areas where surface water changes occurred during the last 30 years. Green pixels show where surface water has been turned into land (accretion, land reclamation, droughts). Blue pixels show where land has been changed into surface water (erosion, reservoir construction).

Note, it may take some time for results to appear, because the analysis is performed on-the-fly.

The results of the analysis are published in:

[Donchyts et.al, 2016, Nature Climate Change](#)

Powered by  
**Google Earth Engine**

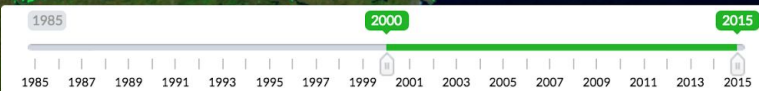
2000

x

1985

2000

2015



Changes



# Objects and Methods are the Same!

- Both the Javascript and Python APIs provide access to the same set of Earth Engine objects and methods...
- ... except... a few methods are capitalized differently
  - `.and()` vs. `.And()`
  - `.or()` vs. `.Or()`
  - etc.



# The Docs Apply to Both!



## Developer's Guide

### Introduction

Get Started

Earth Engine Playground

Python Installation

## Image

Image Overview

Image Visualization

Image Information and Metadata

Creating Images

Mathematical Operations

Relational, Conditional and Boolean  
Operations

Convolutions

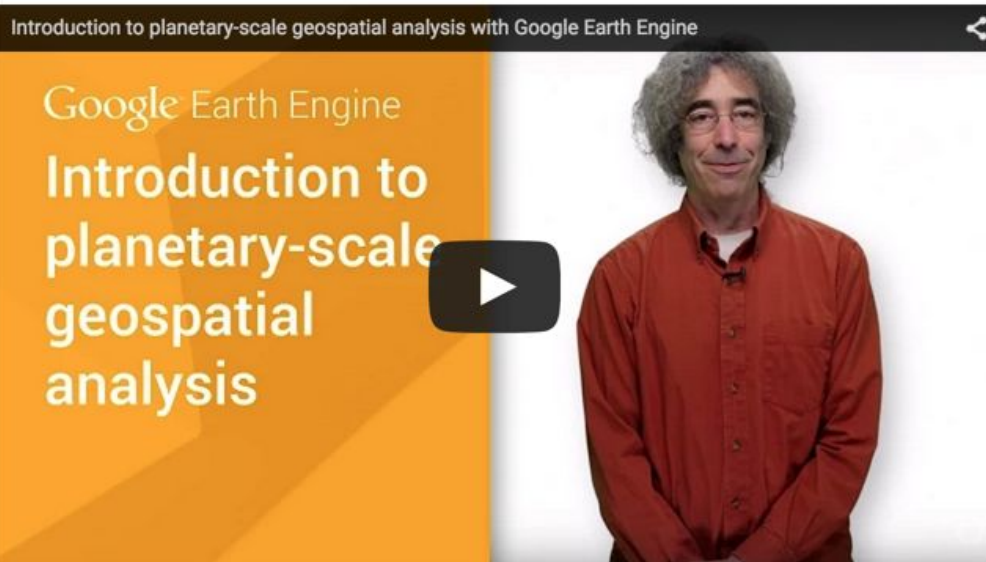
Morphological Operations

Gradients

Edge Detection

Spectral Transformations

Explore the pages in this documentation to learn and explore the vast capabilities of Google Earth Engine. For a three-minute introduction to Earth Engine from developer advocate Dave Thau, check out the following video:



## Contents

About Google Earth  
Engine

Data catalog

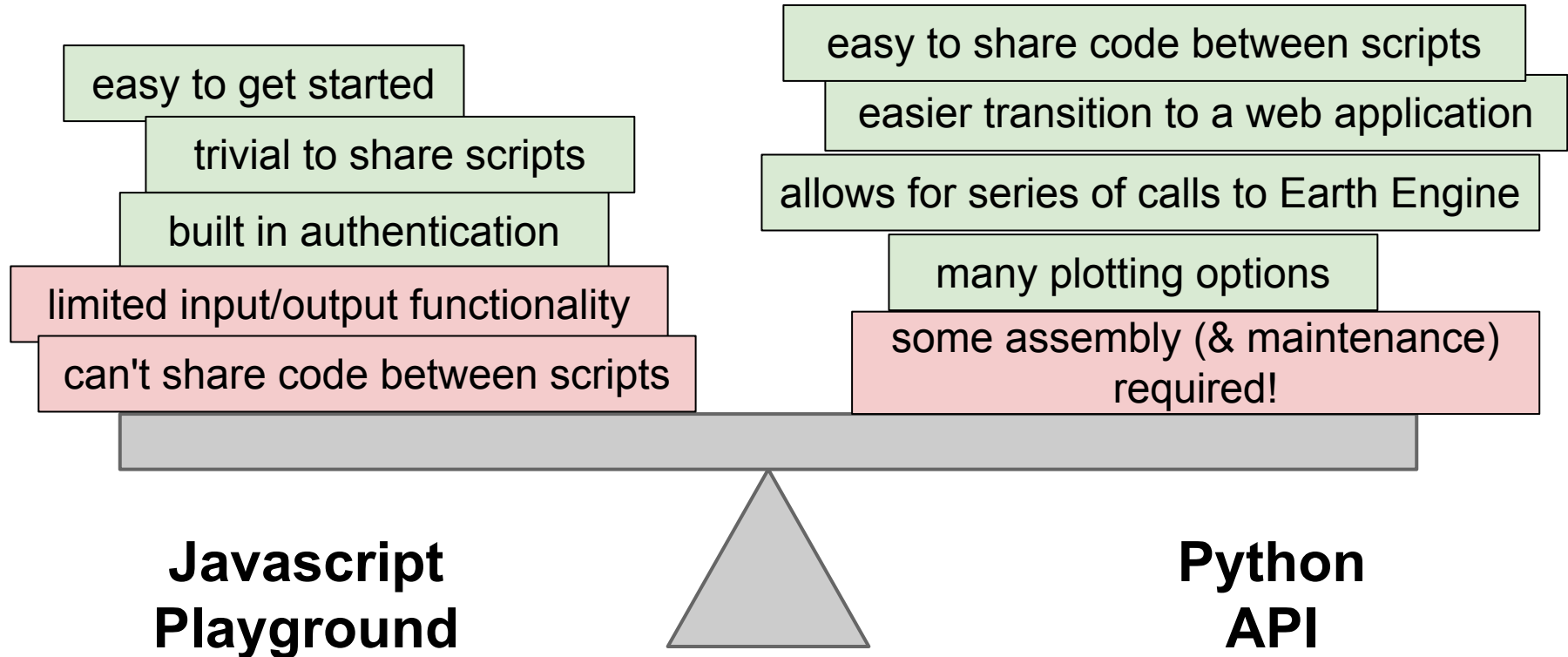
Computation engine

API

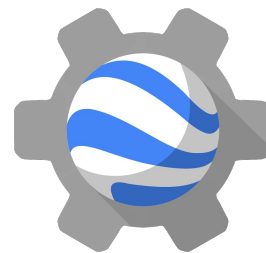
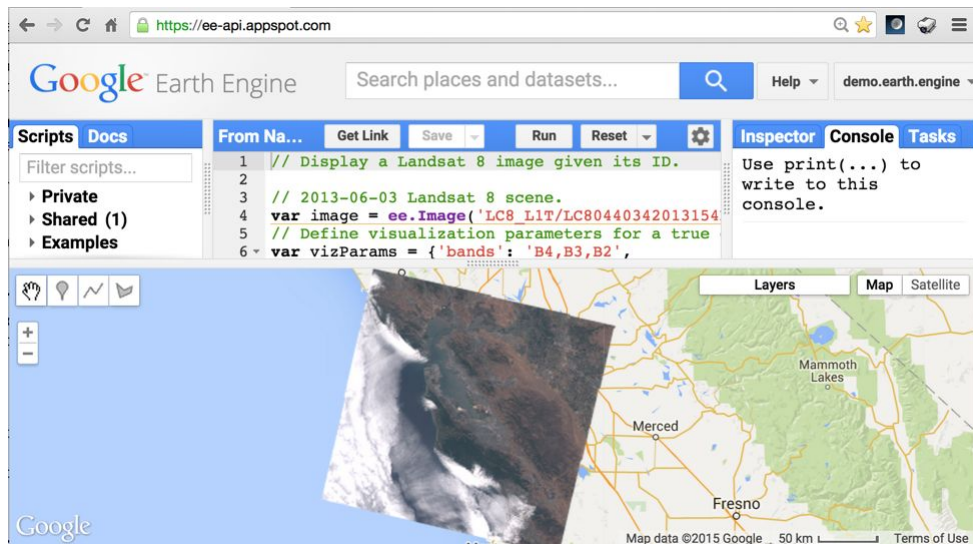
About this  
documentation



# Earth Engine: Javascript vs. Python




# Interaction with the Javascript Playground




**Earth  
Engine**

# Interaction with Python

```
jupyter 2 - EE 101
File Edit View Insert Cell Kernel Help Python 2
+ -> <-> ↺ ↻ ↶ ↷ ↸ ↹ ↻ ↶ ↷ ↸ ↹
In [8]: from IPython.display import Image
        Image(url=srtm.getThumbUrl())
Out[8]: 
```

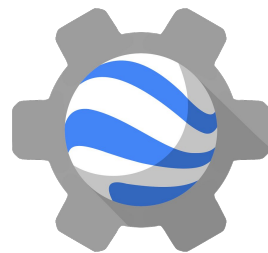
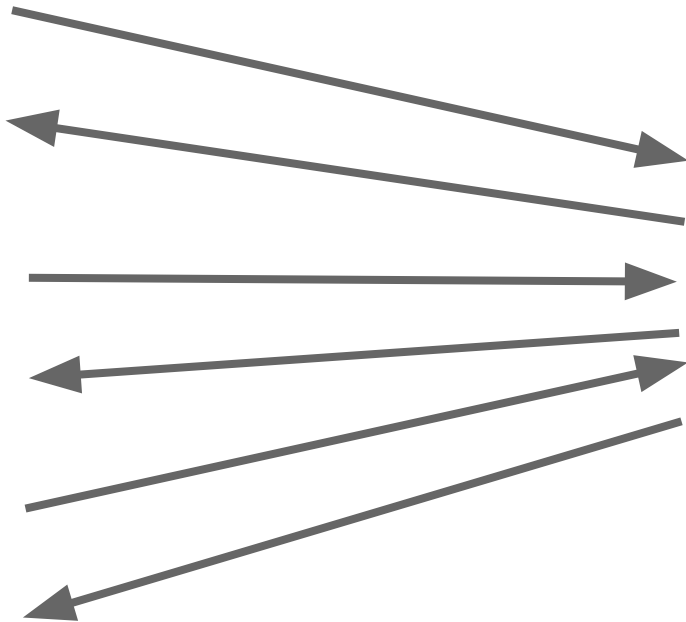
Ok, we can see the outlines of the continents, but there is not a lot of contrast between different elevation areas. So let's improve upon that, but adding some visualization parameters.

```
In [9]: Image(url=srtm.getThumbUrl({'min':0, 'max':3000}))
Out[9]: 
```

By default, the `.getThumbUrl()` method returns the entire extent of the image, which in this case is global. We can also specify a region, to show a smaller area.

```
In [10]: point = ee.Geometry.Point(-122.0918, 37.422)
         region_bay_area = point.buffer(50000).bounds().getInfo()['coordinates']
         Image(url=srtm.getThumbUrl({'min':0, 'max':1000, 'region':region_bay_area}))
```

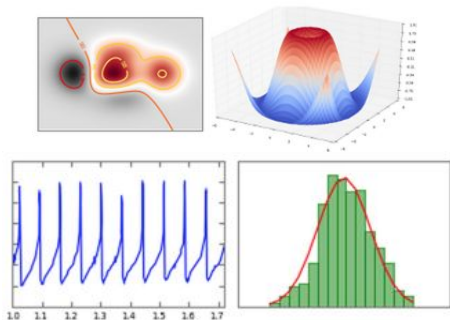
**Python Script**



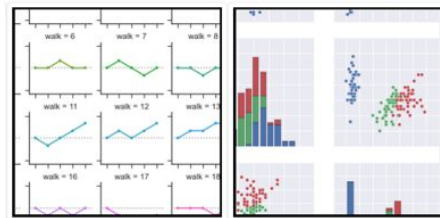
**Earth  
Engine**



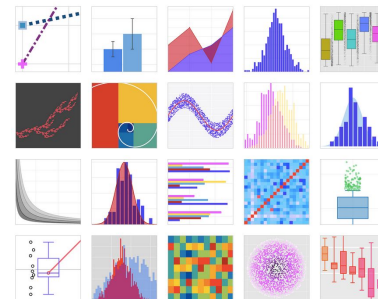
# Python Plotting Packages



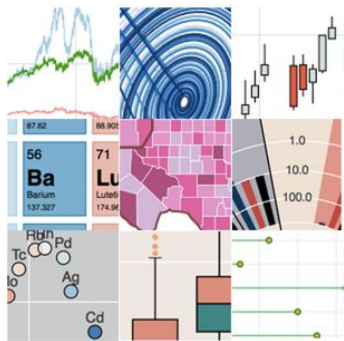
**matplotlib**



**seaborn**



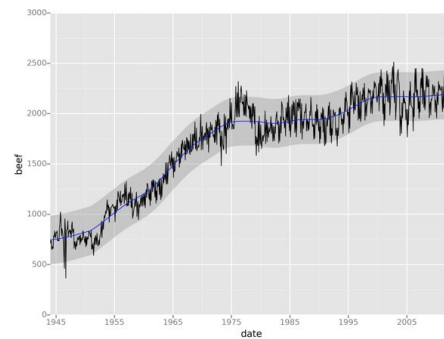
**plotly**



**bokeh**



**pygal**



**ggplot**

# Python Environment Setup

- **Everyone's Python environment is different!**
- **Many Python libraries depend on non-Python code, that is different on each machine**
- **Multiple Python packaging solutions exist... there is no single community standard**
  - **easy\_install**
  - **pip**
  - **wheel**
  - **conda**

# Python Environment Setup

- Manual Install
  - Currently used by EE Docs
  - Potentially separate install for every OS, Python package version
- Conda Install
  - Packages up Python code and dependencies
  - Separate packages for Linux, OSX, Windows
- Docker Containers
  - Packages up OS (Linux), Python code & dependencies
  - Standardized on Linux containers



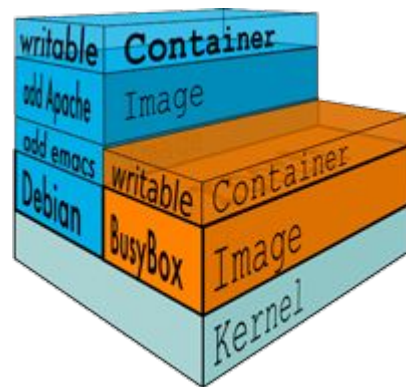
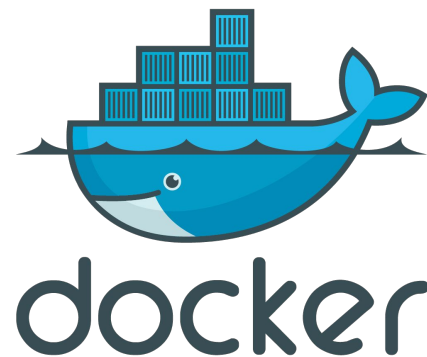
Civilization

# Using Docker Containers for Setting up Your Environment



# Docker Containers


- Containers provide an isolated environment for Python and non-Python code.
- Allows for defining a consistent set of libraries needed to run the Earth Engine Python API






# Docker Containers

[↔ Code](#) [🔔 Issues 0](#) [🔗 Pull requests 0](#) [📁 Projects 0](#) [📖 Wiki](#) [📶 Pulse](#) [📊 Graphs](#) [⚙ Settings](#)

Branch: master [docker-ee-stacks](#) / [docker-ee-datascience-notebook](#) / Dockerfile [Find file](#) [Copy path](#)

 tylere Added GDAL and TensorFlow 89e0b71 on Sep 20

1 contributor

35 lines (26 sloc) | 987 Bytes [Raw](#) [Blame](#) [History](#)   

```
1 FROM jupyter/datascience-notebook@sha256:eca7b98d0a26a026aedf1ded6b505e334855e2e8d80b13b28747795cddb928a9
2
3 MAINTAINER Tyler Erickson <tylere@google.com>
4
5 USER root
6
7 # Install Earth Engine non-Python dependencies
8 RUN apt-get update && apt-get install -y \
9     libssl-dev \
10    libffi-dev \
11    git \
12    && apt-get clean && \
13    rm -rf /var/lib/apt/lists/*
14
15 # Add Conda-Forge as a recognized conda channel
16 RUN conda config --add channels conda-forge
```

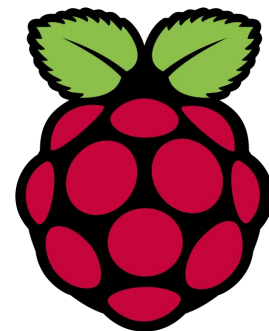
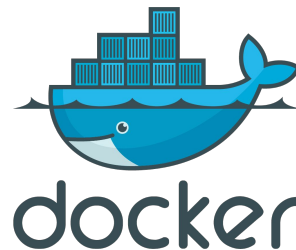
- Container definitions can be hosted on GitHub.

# Containers Registries

- Publishing container definitions allows for easy access
- Container definitions can be published to:
  - Docker Hub and/or
  - Google Container Registry

# Many Deployment Options

- Local (OSX, Windows, Linux)
- On a Virtual Machine
- Google Container Engine
- Amazon EC2 Container Service
- Microsoft Azure Container Service
- IBM Bluemix
- Raspberry Pi
- etc...





Hands on time!  
(**locally** hosted Docker container)

# Get Some Earth Engine Results

1. Pull a Docker container image

```
IMAGE = geohackweek2016/docker-ee-datascience-notebook  
docker pull $image
```

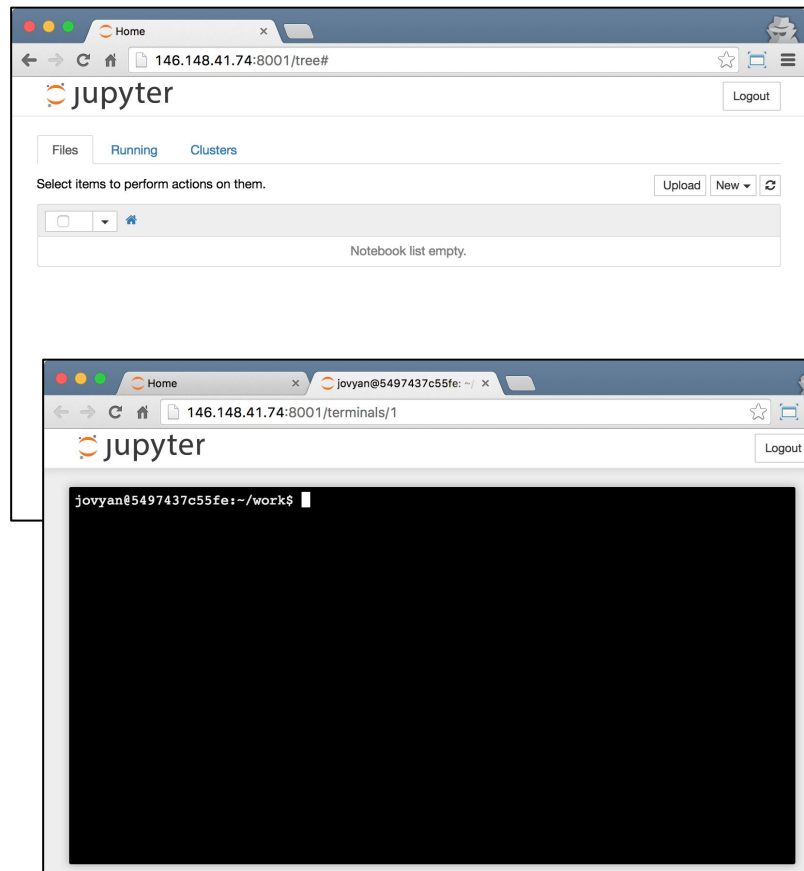
2. Start up the Docker container

```
LOCAL_WORKSPACE=~  
docker run -d -p 8888:8888 \  
    --name jupyter-ee \  
    -v $LOCAL_WORKSPACE/work:/home/jovyan/work \  
    -v $LOCAL_WORKSPACE/.config/earthengine:/home/jovyan/.config/earthengine \  
    $IMAGE
```

3. Open up a browser and navigate to **localhost:8888**

# Authenticating to Earth Engine

1. Select *New -> Terminal*
2. Type in:  
`earthengine authenticate`
3. Follow the instructions to complete authentication.
4. Try it out:  
`python`  
`>>> import ee`  
`>>> ee.Initialize()`



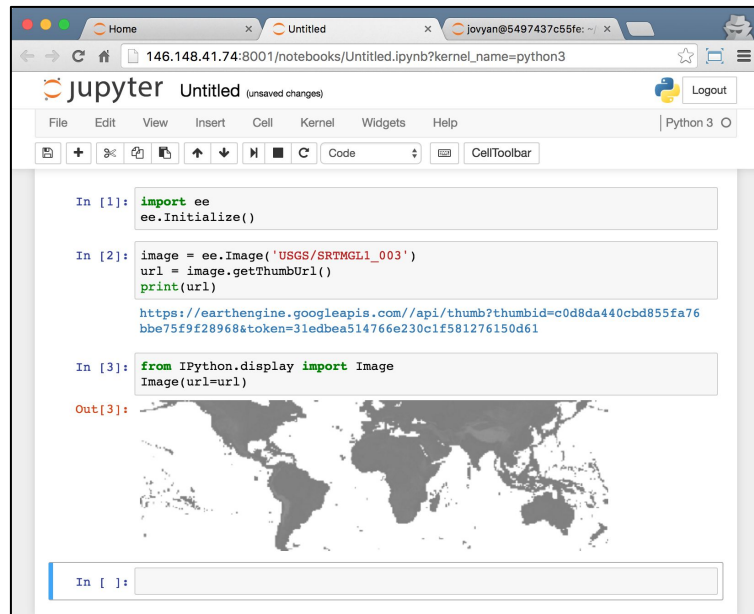
# Get Some Earth Engine Results

1. Return to the Jupyter main window
2. Select *New -> Python 3*
3. Type in:

```
import ee  
ee.Initialize()
```

```
image = ee.Image('USGS/SRTMGL1_003')  
url = image.getThumbUrl()  
print(url)
```

```
from IPython.display import Image  
Image(url=url)
```





# Get Some Earth Engine Results

1. Browse a GitHub repo

<https://github.com/tylere/ee-jupyter-examples>

2. Get the GitHub URL

<https://github.com/tylere/ee-jupyter-examples.git>

3. Open a Jupyter terminal window, and clone the repository

```
git clone https://github.com/tylere/ee-jupyter-examples.git
```

4. Open up interesting notebooks



<https://www.youtube.com/watch?v=8LZGBL4U3F4>

[https://github.com/tylere/jupyter\\_widget\\_gmaps](https://github.com/tylere/jupyter_widget_gmaps)

Needs updating for IPython 5 !!!

# Resources

- Docker
  - <https://www.docker.com/>
  - <https://hub.docker.com/>
- Google Cloud Platform
  - [https://cloud.google.com/compute/docs/containers/container\\_vms](https://cloud.google.com/compute/docs/containers/container_vms)
- Jupyter
  - <http://jupyter.org/>
  - <https://nbviewer.jupyter.org/>

# After the Workshop

- Please give us feedback on the course: <https://goo.gl/yni9jE>
- Review the workshop slides here: <https://goo.gl/uFgLeU>
- Read through the [Earth Engine API Documentation](#), and work through tutorials.
- Join the [Earth Engine Developers Group](#) to learn about what others are doing with Earth Engine and to get your questions answered.



Thank you

