

TERANGI

Pengenalan Google Earth Engine (GEE)

Safran Yusri

terangi.or.id

π

Daftar Isi

- › Pengenalan Google Earth Engine
- › Mendapatkan dan menampilkan citra satelit
- › Menggunakan citra LANDSAT 8 OLI
- › Mangrove Index
- › Remothon (Remote Sensing Hackathon)
- › Penutup

Sebelum mulai

- › Sign up for Earth Engine earthengine.google.com/signup



Sign up for Earth Engine

If you'd like to become an Earth Engine developer, please sign up by providing the following information. We can't accept all applications, so please fill out all fields as best you can so we can evaluate your request for access. If you are accepted, you will receive an email within one week.

Pengenalan GEE

Safran Yusri dan Fakhrurrozi


Earth Engine adalah **wahana komputasi awan** milik Google's untuk memudahkan **analisis skala petabit** dari **citra satelit** dan **data geospasial** lainnya



Google Earth Engine official launch in COP-16, 2010

Google Earth Engine

FAQ | TIMELAPSE | DATASETS | CASE STUDIES | PLATFORM | SIGN UP




A planetary-scale platform for Earth science data & analysis

Powered by Google's cloud infrastructure

▶ WATCH VIDEO

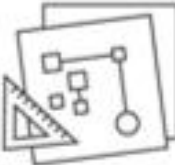
Meet Earth Engine

Google Earth Engine combines a multi-petabyte catalog of satellite imagery and geospatial datasets with planetary-scale analysis capabilities and makes it available for scientists, researchers, and developers to detect changes, map trends, and quantify differences on the Earth's surface.




SATELLITE IMAGERY

+



YOUR ALGORITHMS

+



REAL WORLD APPLICATIONS



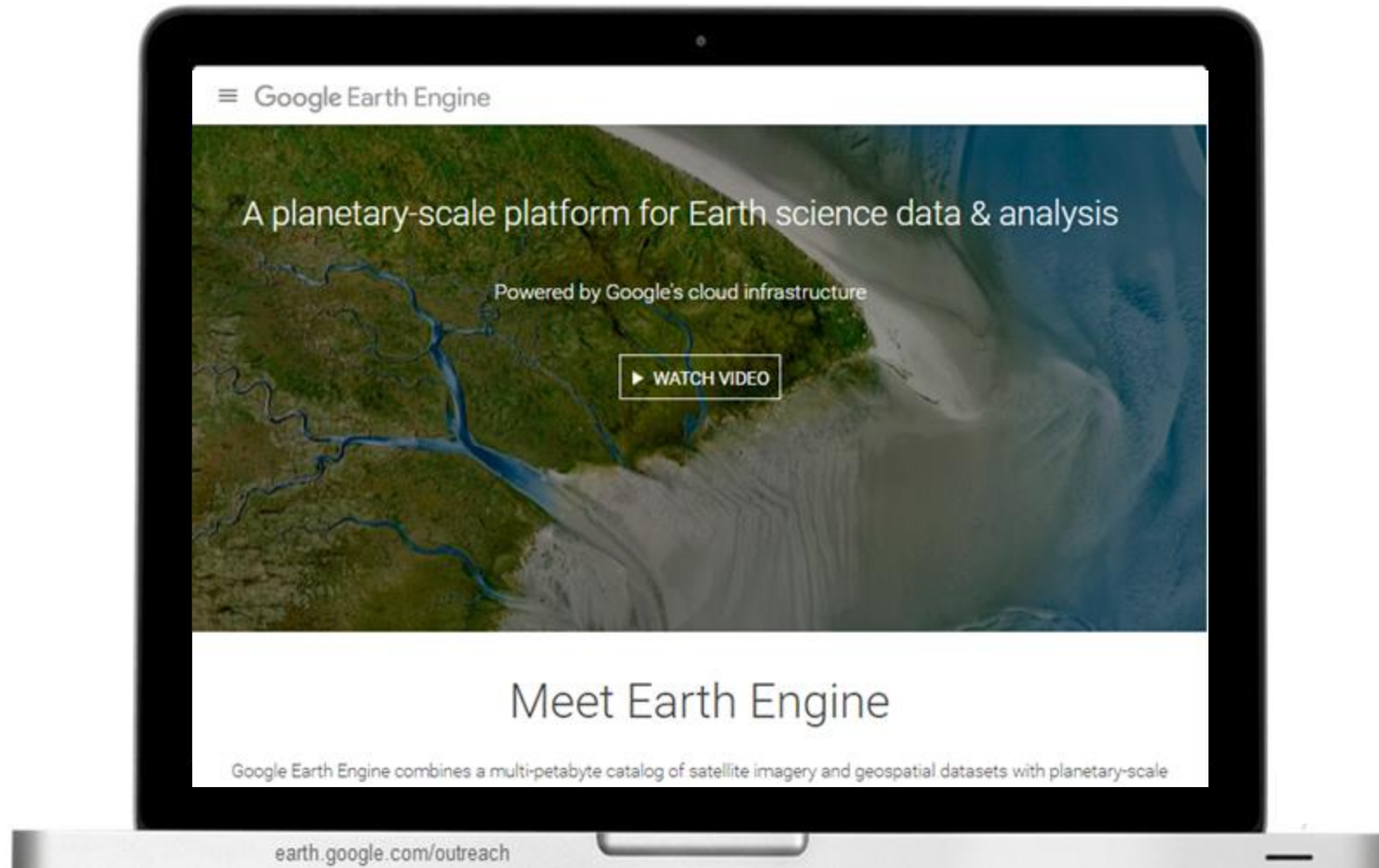
Kolokasi

- Big Data
- Komputasi skala besar
- Algoritma ilmiah

Dikhususkan untuk data geospasial

API untuk pengembangan aplikasi

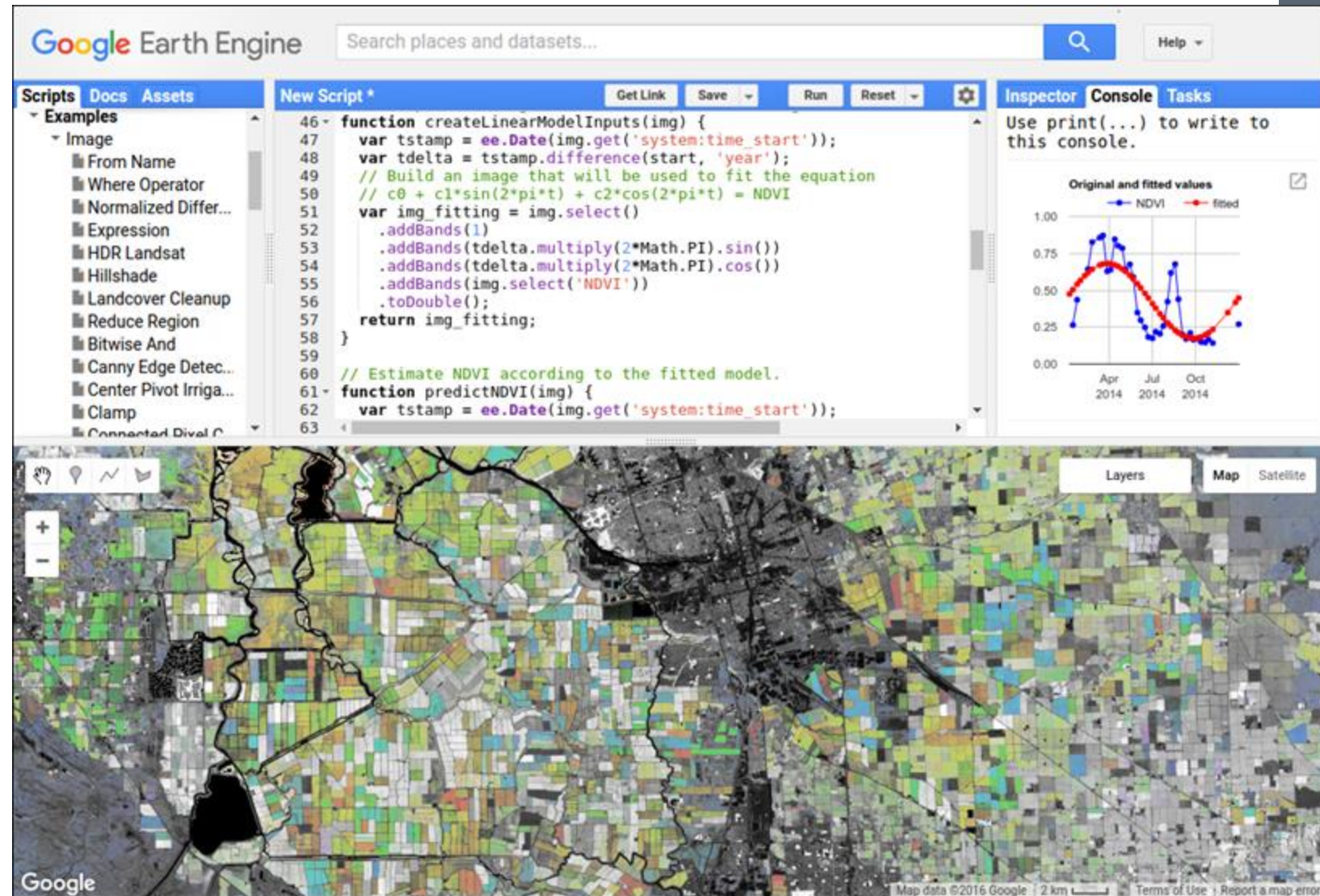
Go to earthengine.google.com

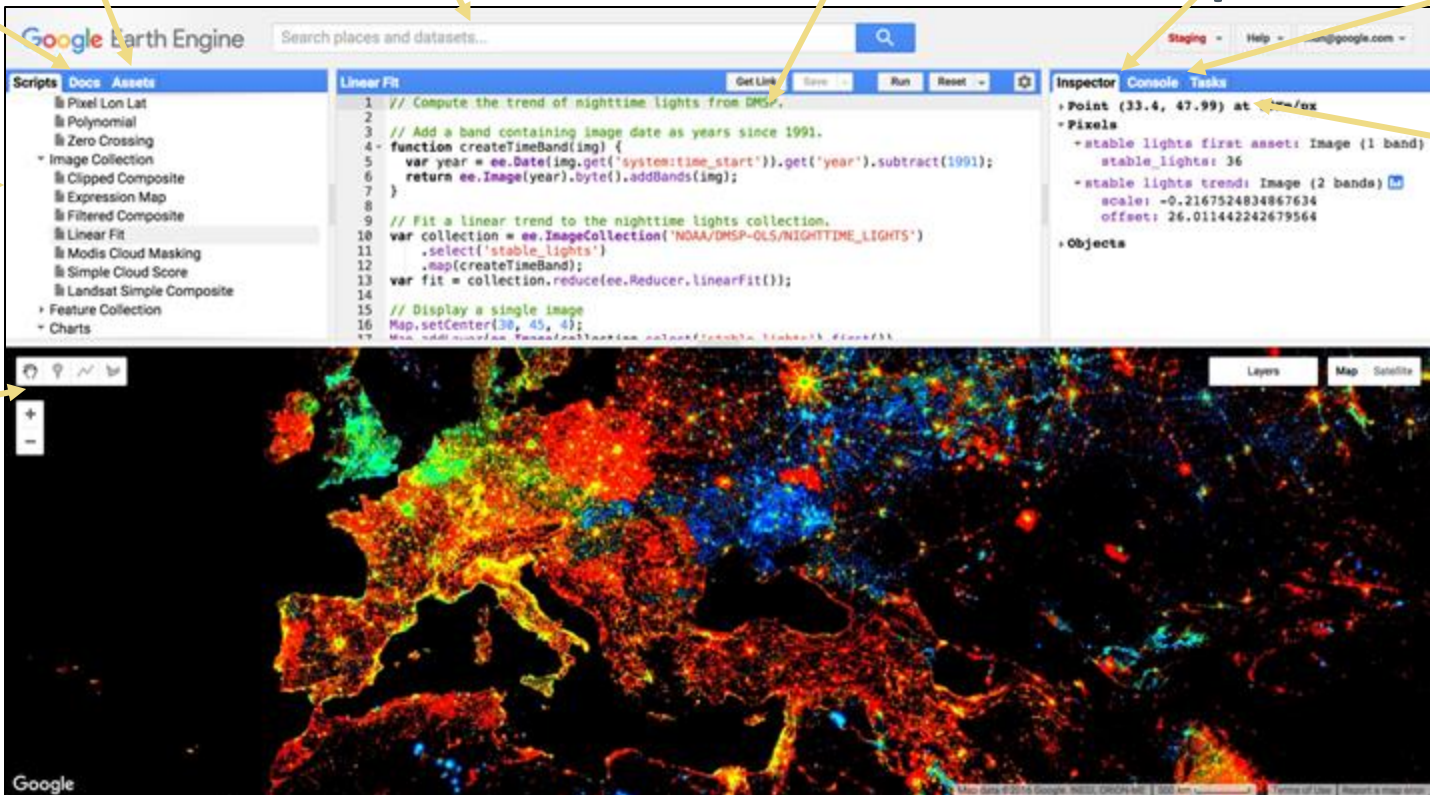


Platform > Code Editor

Code Editor

- › Antarmuka interaktif untuk menggunakan GEE
- › Javascript API





The screenshot shows the Google Earth Engine web interface. The left sidebar contains a 'Scripts' panel with a list of scripts, including 'Pixel Lon Lat', 'Polynomial', 'Zero Crossing', 'Image Collection', 'Clipped Composite', 'Expression Map', 'Filtered Composite', 'Linear Fit', 'Modis Cloud Masking', 'Simple Cloud Score', 'Landsat Simple Composite', 'Feature Collection', and 'Charts'. The main panel displays a JavaScript script for computing the trend of nighttime lights from DMSP data. The right sidebar includes an 'Inspector' panel showing the output of the script, a 'Console' panel for output, and a 'Tasks' panel. The bottom of the interface shows a map of the world with a color-coded overlay representing the results of the script.

Labels and their corresponding components:

- Dokumentasi API**: Points to the 'Scripts' panel on the left.
- Skrip kita**: Points to the 'Scripts' panel on the left.
- Contoh skrip**: Points to the 'Scripts' panel on the left.
- Alat gambar**: Points to the map area at the bottom.
- Aset**: Points to the 'Assets' panel on the left.
- Pencarian**: Points to the search bar at the top.
- Tempat penulisan kode**: Points to the main script editor area.
- Data Inspektor**: Points to the 'Inspector' panel on the right.
- Konsol output**: Points to the 'Console' panel on the right.
- Tugas-tugas**: Points to the 'Tasks' panel on the right.
- Hasil peta**: Points to the map area at the bottom.

code.earthengine.google.com



TERANGI
Scripts Docs Assets

Google Earth Engine

Landsat Collection 1

Cari!



Prod

Help

nclinton@google.com

Run

Reset



Inspector

Console

Tasks

Use print(...) to write to this console.

PLACES

RASTERS

USGS Landsat 7 Collection 1 Tier 1 and Real-Time data Raw Scenes
USGS Landsat 7 Collection 1 Tier 1 and Real-Time data TOA Reflectance
USGS Landsat 8 Collection 1 Tier 1 and Real-Time data Raw Scenes
USGS Landsat 8 Collection 1 Tier 1 and Real-Time data TOA Reflectance
USGS Landsat 7 Collection 1 Tier 1 Raw Scenes
USGS Landsat 7 Collection 1 Tier 1 TOA Reflectance
USGS Landsat 8 Collection 1 Tier 1 Raw Scenes
USGS Landsat 8 Collection 1 Tier 1 TOA Reflectance
[more »](#)

[import »](#)

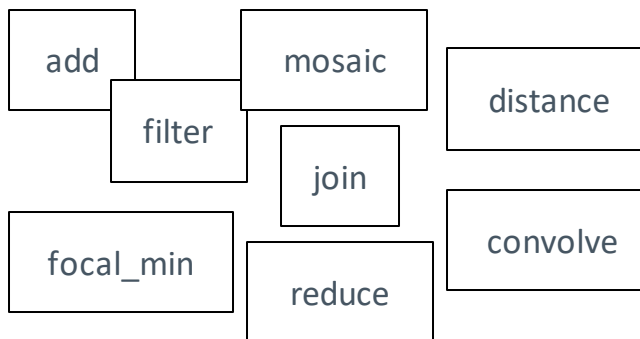
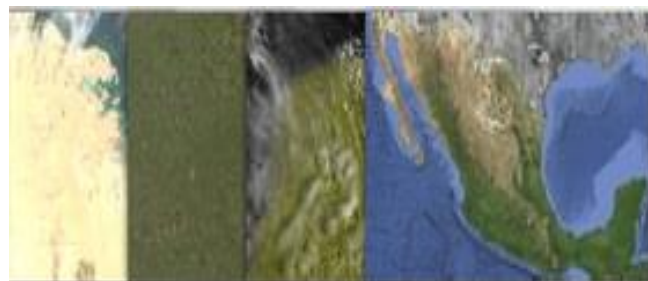
TABLES



Permintaan

Hasil

Dataset
geospasial



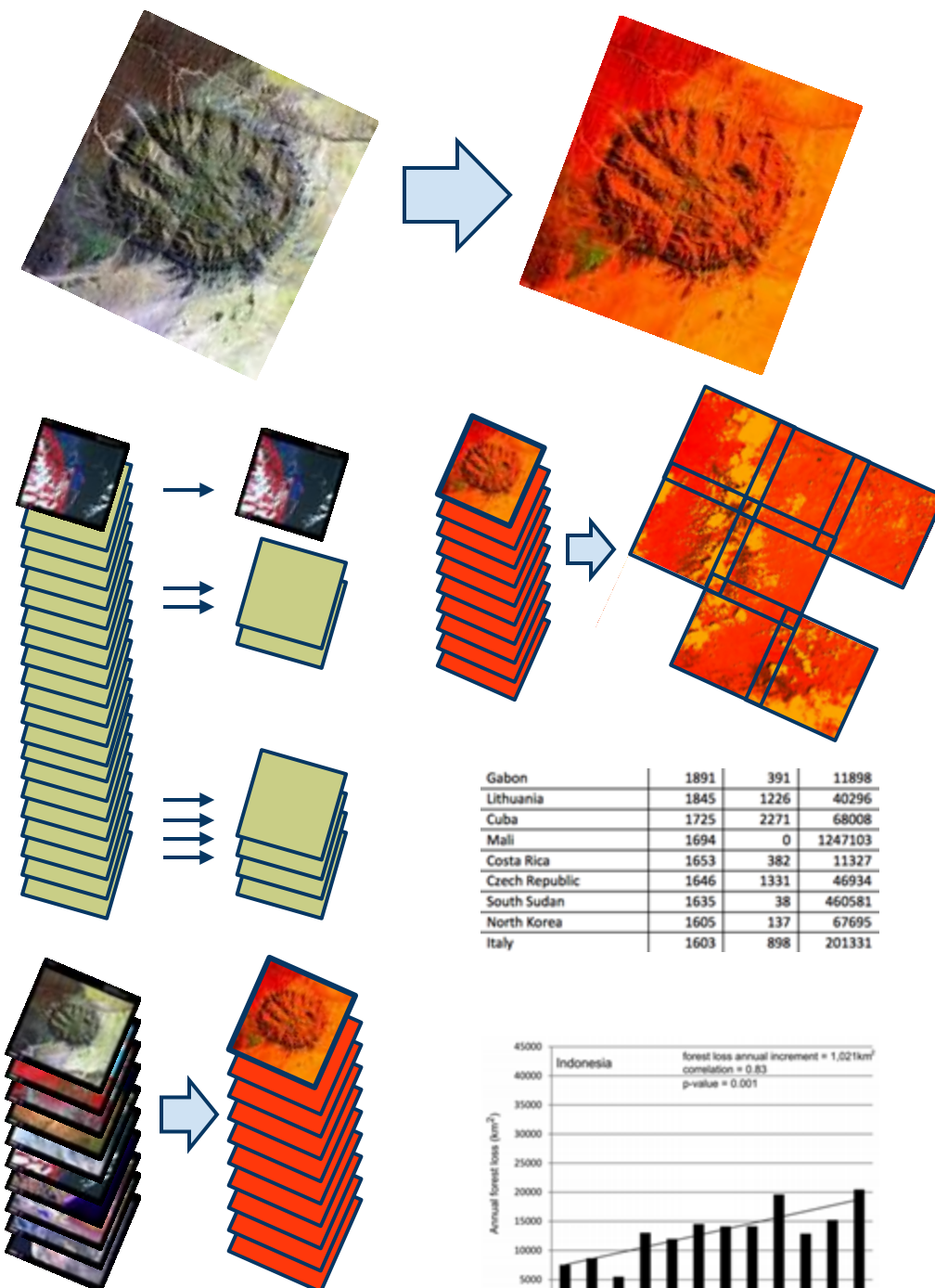
Algoritma
dasar



Penyimpanan dan komputasi

Dapat dilakukan GEE

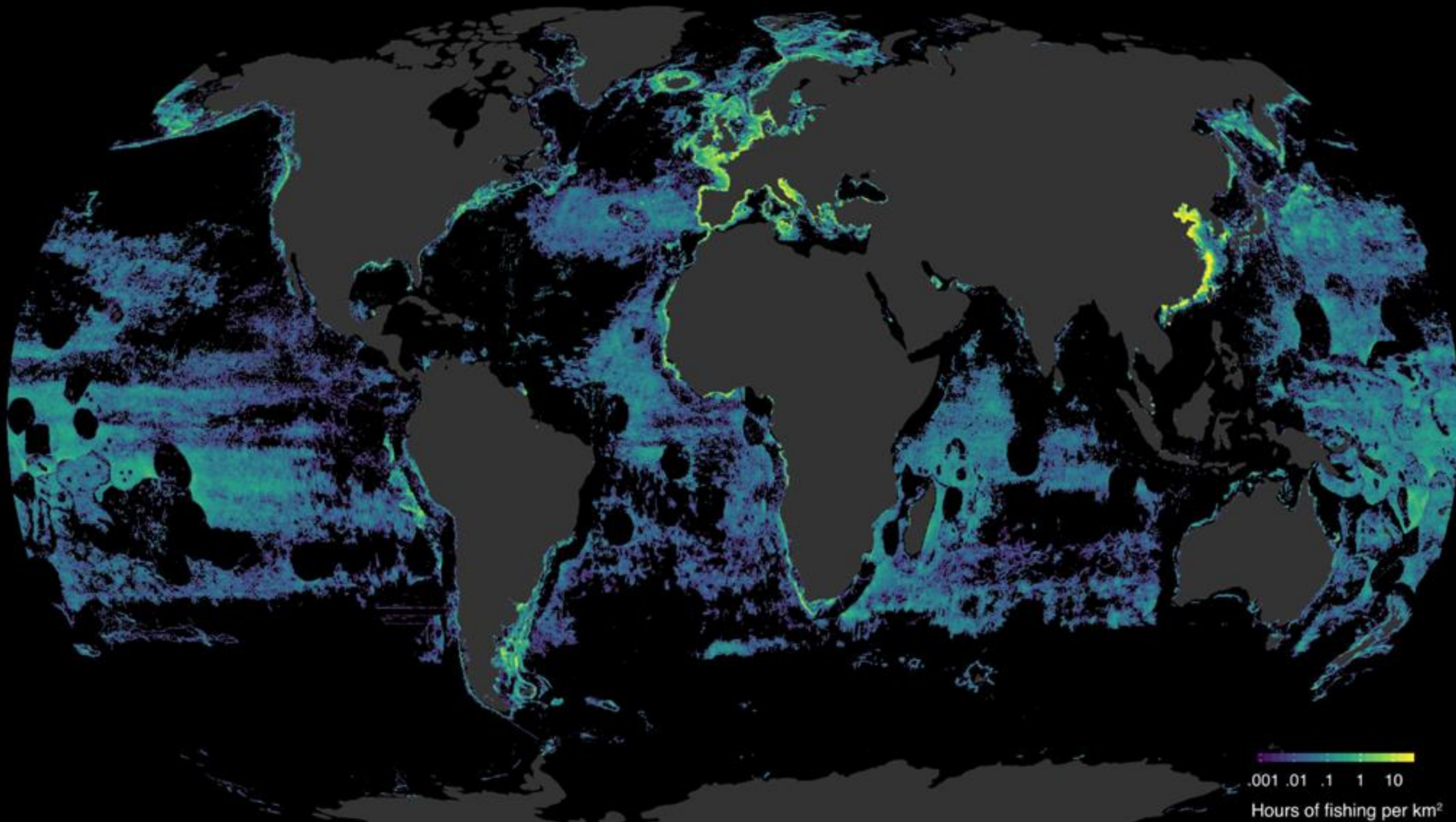
1. Mendapatkan citra
2. Implementasi algoritma pada citra
3. Memilih koleksi gambar
4. Implementasi algoritma pada koleksi gambar
5. Reduksi koleksi
6. Menghitung statistik agregat

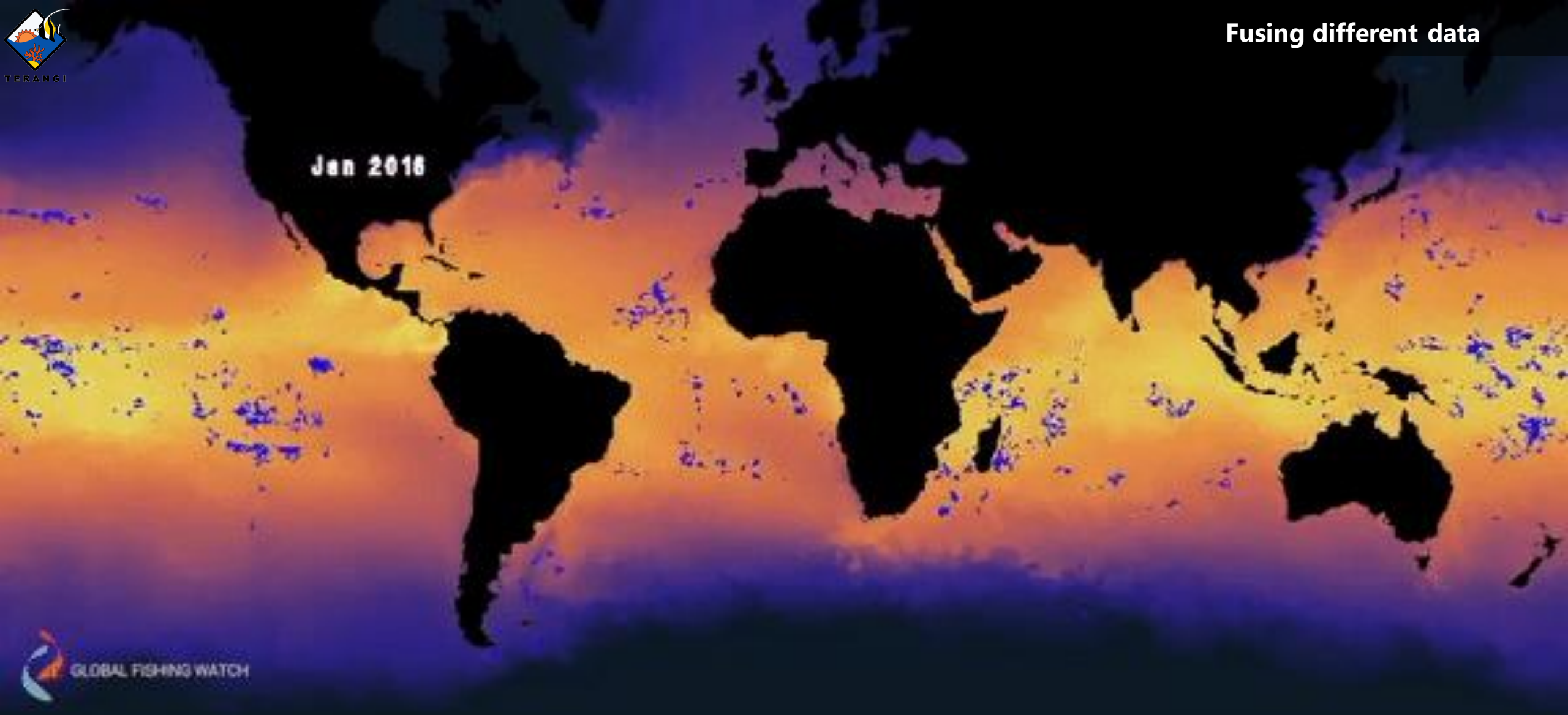


Beberapa contoh implementasi GEE

Safran Yusri dan Fakhurrozi

Global Fishing Activity, 2016





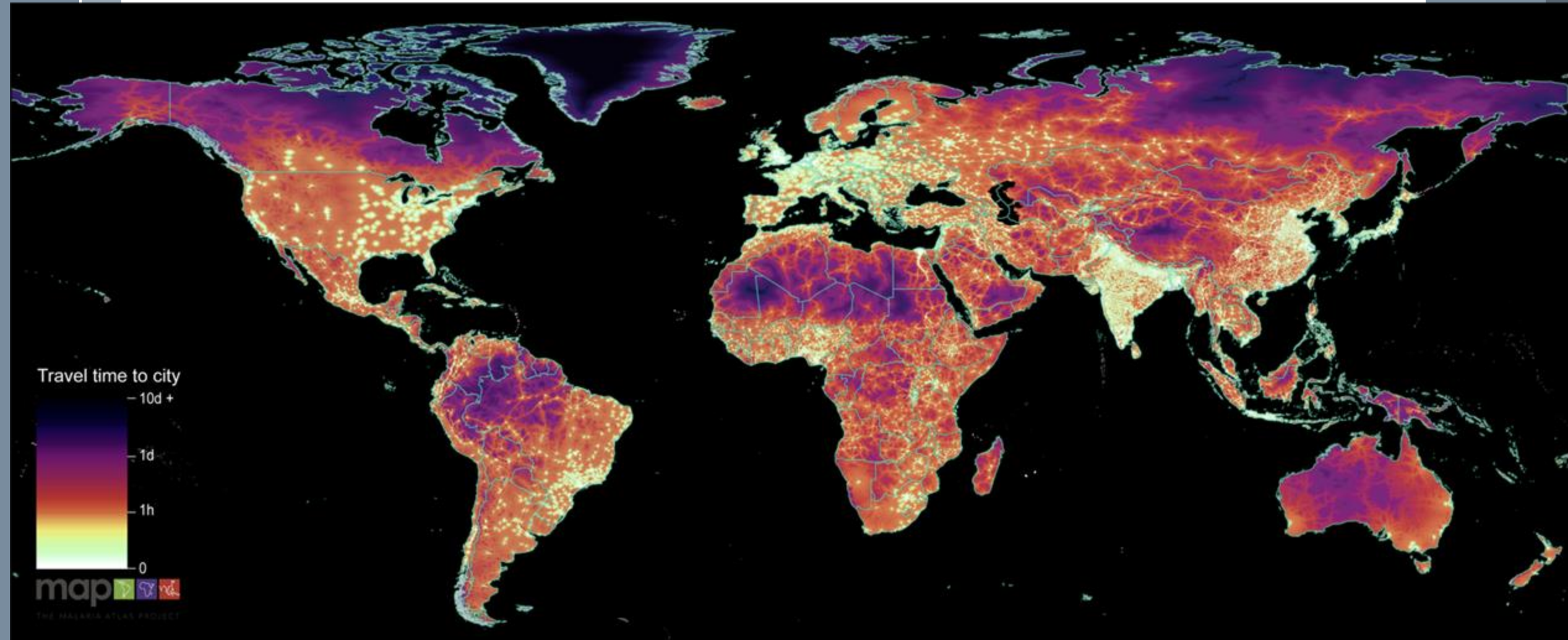
Longline fishing



Sea surface temperature



Global Map of Accessibility to Cities (*Nature* 2018)



Wonkblog • Analysis

Using the best data possible, we set out to find the middle of nowhere

By Andrew Van Dam February 20 at 10:33 AM [Email the author](#)



The northeastern Montana town of Glasgow, not far from the Fort Peck Indian Reservation, pictured above, is — according to an algorithm — just about as far as you can get from anywhere. (Jonathan Newton/The Washington Post)

In a triumph of data collection and analysis, a team of researchers based at Oxford University has built the tools necessary to calculate how far any dot on a map is from a city — or anything else.

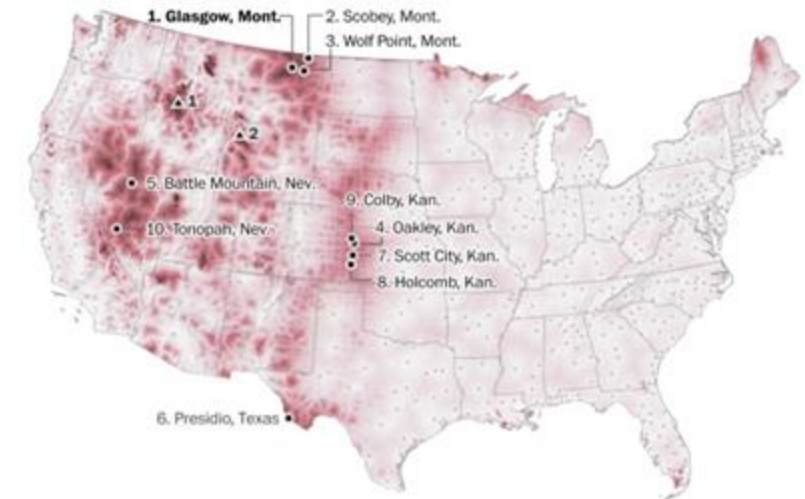
The Washington Post

Where 'nowhere' is home

Small towns that are farthest from any metro, in terms of travel time



- Places with more than 1,000 people that are farthest from any metro of more than 75,000
- Centerpoint of metro areas with more than 75,000
- ▲ Unpopulated points that are farthest from any metro of more than 75,000



Note: Populations as of 2012-16. Small and midsize town sizes are based on populated places; travel is measured from their centerpoint. With the exception of Canadian border cities, city sizes are based on metro and micropolitan areas; travel is measured based on distance from any spot in their territory with a density of above 1,500 per square kilometer.

Sources: Malaria Atlas Project (travel); Census Bureau (cities); NASA (density, Canada, Mexico)
THE WASHINGTON POST

Praktik

Safran Yusri dan Fakhurrozi

Antar muka GEE dan Javascript sederhana

1. Buka
code.earthengin
e.google.com
2. Masukkan kode
di samping
3. Klik Run
4. Perhatikan apa
yang terjadi

```
// Antarmuka GEE dan javascript sederhana
// Dua garis miring jadi komentar
// titik koma jadi penanda akhir perintah
// String ditandai dengan tanda petik 1
var greeting = 'hello world';
print(greeting);
//Angka
var number = 42;
print(number);
//List
//tipe data list ditandai dengan kurung siku
var myList = ['a',greeting, number];
print(myList);

//Dictionary
// tipe data dictionary ditandai dengan kurung kurawal
var myDict = {
  'a': number,
  'b': myList,
  'c':1
};
print(myDict);
//Functions
//Parameter parameter di dalam kurung().
//Perintah ditandai dengan kurung kurawal {}.
var myFunction = function(input){
  return input
};
print(myFunction('hello!'));
```


Eksplorasi katalog data dalam GEE dan memilih dataset yang diinginkan

1. Pada kolom search, ketik SRTM

```
// Ambil data SRTM  
var srtm = ee.Image('USGS/SRTMGL1_003');
```
2. Pilih SRTM 30 M

```
// Zoom ke Puncak Jaya  
Map.setCenter(137.930, -4.444, 9);
```
3. Perhatikan cara memanggilnya

```
//Tampilkan gambar  
Map.addLayer(srtm);
```
4. Kembali ke code editor dan ketikkan kode disamping

```
// Pilih band ketinggian  
var elevation = srtm.select('elevation');  
  
// Tampilkan gambar dengan pilihan rentang dan nama  
Map.addLayer(elevation,{min: 0, max: 4000},'elevation');
```

Menampilkan koleksi citra

1. Buka
code.earthengine.google.com
2. Masukkan kode di
samping
3. Klik Run
4. Perhatikan dua tampilan
peta

```
// Ambil koleksi gambar Landsat 8  
var L8 =  
ee.ImageCollection("LANDSAT/LC08/C01/T  
1_TOA");
```

```
// Zoom ke Jakarta  
Map.setCenter(106.8420, -6.206, 8);
```

```
//Filter data sesuai tanggal yang diinginkan  
var filtered = L8.filterDate('2017-01-01',  
'2017-12-31');
```

```
//Tampilkan dalam peta  
Map.addLayer(filtered);
```

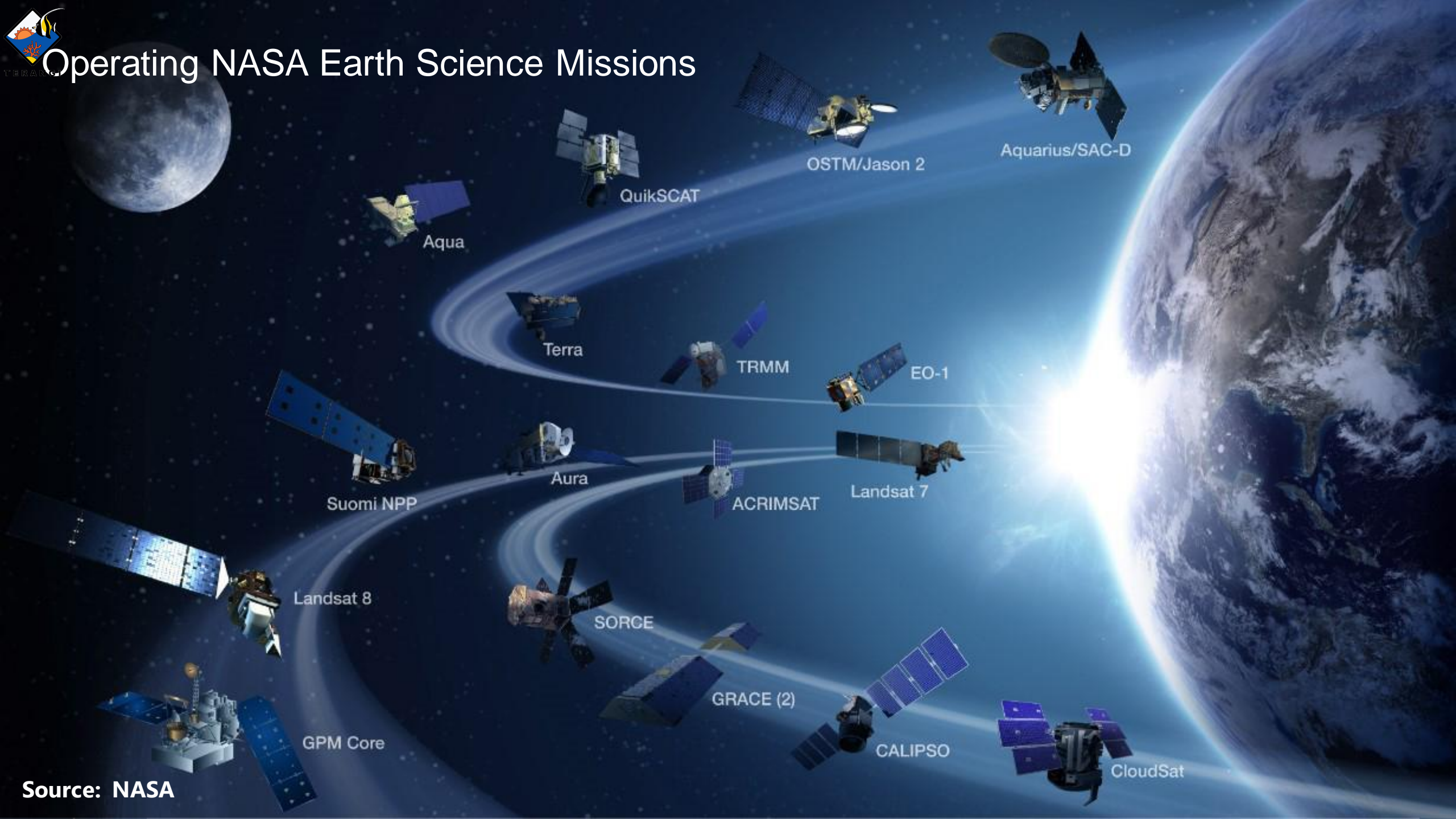
```
// Tampilkan dengan kombinasi band  
Map.addLayer(filtered, {min: 0, max :0.3,  
bands:['B4', 'B3', 'B2']}, 'RGB');
```

Menggunakan citra LANDSAT 8 OLI - I

Safran Yusri



Operating NASA Earth Science Missions



Source: NASA



Citra Satelit

1 citra Landsat 8 :

- 64M piksel (resolusi 30m)
- 10 spectral bands
- 12 bits/band
- 600 citra/sehari

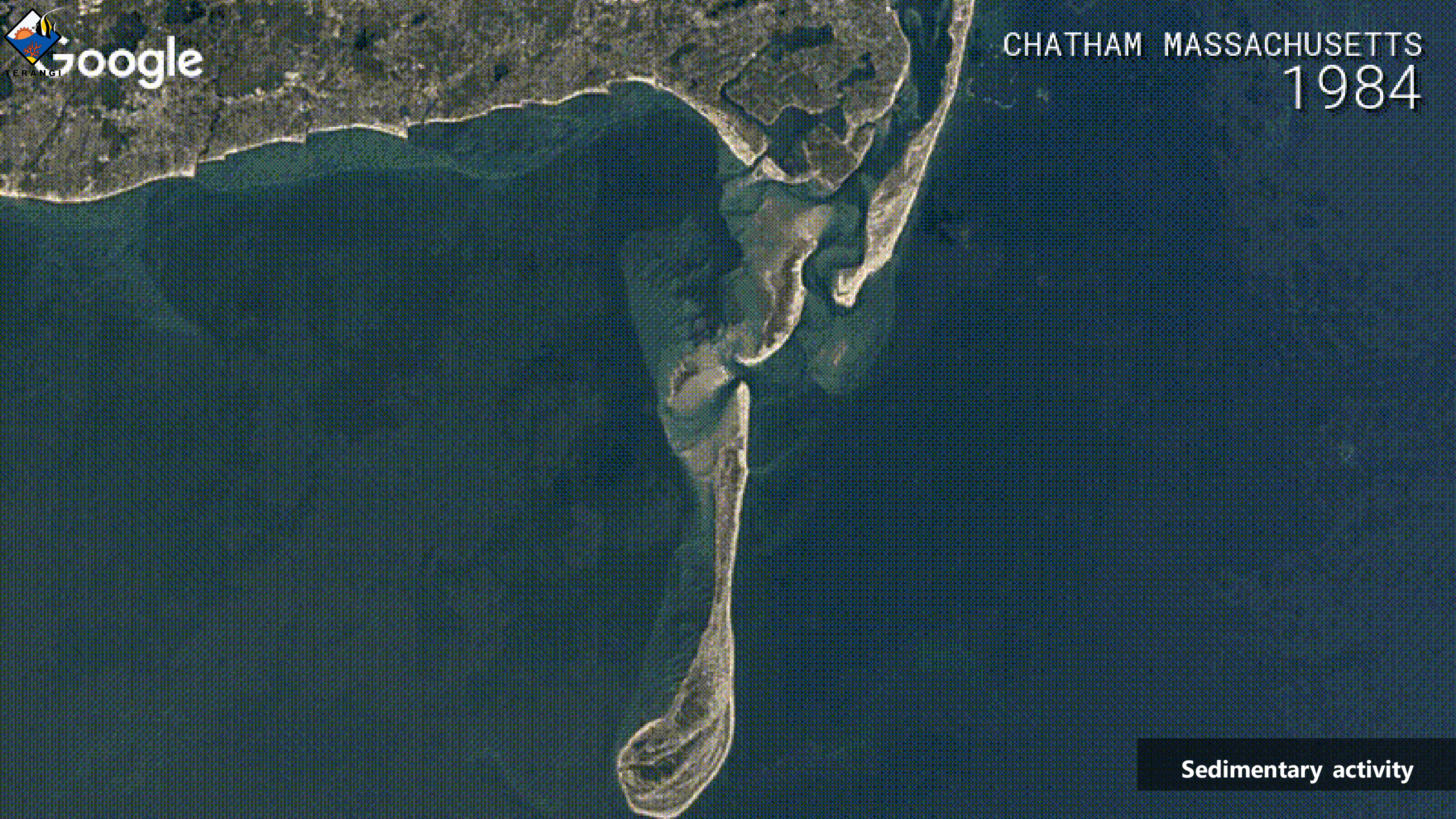
>6 JUTA CITRA
DARI 46 TAHUN MISI LANDSAT.

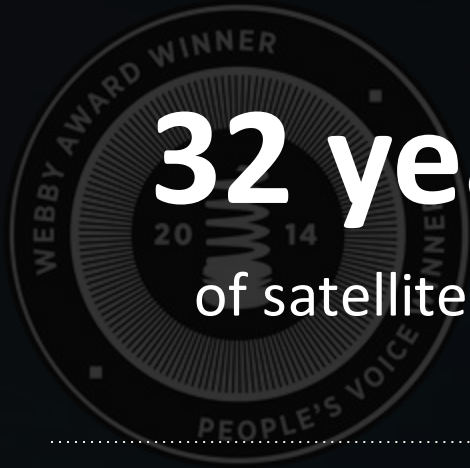


6 Million Landsat images (1972-2018)
2+ Petabytes stored on tapes at USGS

Earth Observation Data Archives







32 years

of satellite data

5,000,000+

Landsat scenes analyzed

3

quadrillion pixels

More than

2M

hours of computation over

66,000

computers

Elapsed time:

~1.5

days to build the mosaics

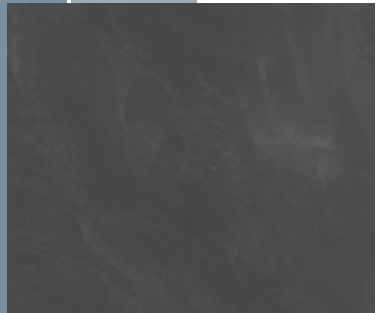
TIMELAPSE

Watch the world change over the course of nearly three decades of satellite photography

Pictured: The megacity of Dubai grows in the desert, from 1984 to today

Landsat 8 Bands

Coastal Aerosol



Red



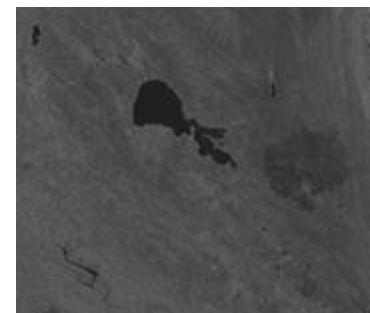
Green



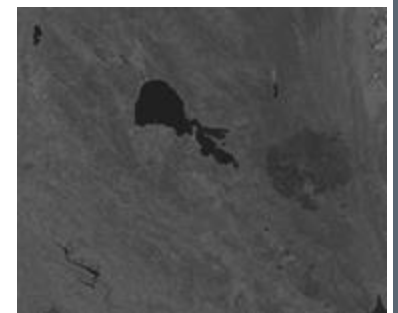
Blue



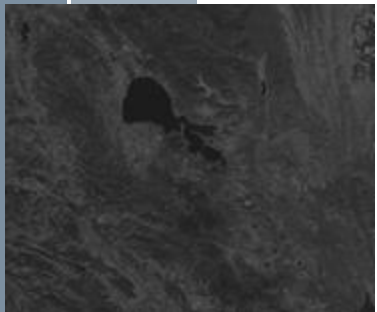
Near Infrared



SWIR 1



SWIR 2



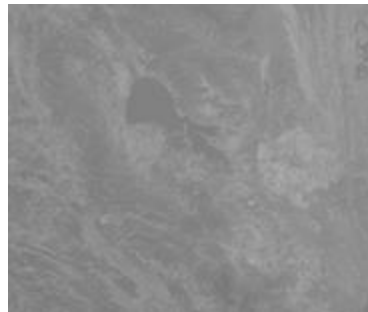
Panchromatic



Cirrus



Thermal 1



Thermal 2



QA



Setiap band punya nilai tersendiri

Koleksi citra LANDSAT 8

- › Landsat 8: 2013 – sekarang
- › Landsat 7: 2007 – sekarang
- › Landsat 5: 1984 – 2012
- › Landsat 4: 1982 – 1993
- › Landsat 1 – 5 MSS: 1972 - 1999

Praktik

Safran Yusri dan Fakhurrozi

Kategori data Landsat 8

- › Raw ('LANDSAT/LC08/C01/T1')
- › TOA ('LANDSAT/LC08/C01/T1_TOA')
- › SR ('LANDSAT/LC08/C01/T1_SR')



Surface Reflectance

Atmospherically corrected surface reflectance from the Landsat 8 OLI/TIRS sensors

Dataset Availability: April 2013 - Present



Top of Atmosphere

Landsat 8 Collection 1 calibrated top-of-atmosphere (TOA) reflectance

Dataset Availability: April 2013 - Present



Raw Images

Landsat 8 Collection 1 DN values, representing scaled, calibrated at-sensor radiance.

Dataset Availability: April 2013 - Present

Menampilkan koleksi citra

1. Buka
code.earthengine.google.com
2. Masukkan kode di
samping
3. Klik Run
4. Perhatikan tiga tampilan
peta

```
// Ambil koleksi gambar Landsat 8 raw
var L8 =
ee.ImageCollection("LANDSAT/LC08/C01/T1");
// Ambil koleksi gambar Landsat 8 TOA
var L8toa =
ee.ImageCollection("LANDSAT/LC08/C01/T1_TOA");
// Ambil koleksi gambar Landsat 8 TOA
var L8sr =
ee.ImageCollection("LANDSAT/LC08/C01/T1_SR");
;
Map.setCenter(106.8420, -6.206, 8);
//Filter data sesuai tanggal yang diinginkan
var filteredraw = L8.filterDate('2017-01-01', '2017-12-31');
var filteredtoa = L8toa.filterDate('2017-01-01', '2017-12-31');
var filteredsr = L8sr.filterDate('2017-01-01', '2017-12-31');
// Tampilkan dengan kombinasi band
Map.addLayer(filteredraw, {min:6000, max:60000,
bands:['B4', 'B3', 'B2']}, 'RGB raw');
Map.addLayer(filteredtoa, {min:0, max:0.3,
bands:['B4', 'B3', 'B2']}, 'RGB toa');
Map.addLayer(filteredsr, {min:0, max:12000,
bands:['B4', 'B3', 'B2']}, 'RGB sr');
```

Membuat mosaik bebas awan

1. Buka
code.earthengine.google.com
2. Masukkan kode di
samping
3. Klik Run
4. Perhatikan dua tampilan
peta

```
// Ambil koleksi gambar Landsat 8 raw
var L8 =
ee.ImageCollection("LANDSAT/LC08/C01/T1");
Map.setCenter(106.8420, -6.206, 8);
//Filter data sesuai tanggal yang diinginkan
var filteredraw = L8.filterDate('2017-01-01', '2017-
12-31');
// Perintah membuat komposit bebas awan.
var composite =
ee.Algorithms.Landsat.simpleComposite({
  collection: filteredraw,
  asFloat: true
});
// Tampilkan dengan kombinasi band
Map.addLayer(filteredraw, {min:6000, max :60000,
bands:['B4', 'B3', 'B2']}, 'RGB raw');
Map.addLayer(composite, {bands: ['B6', 'B5', 'B4'],
max: [0.3, 0.4, 0.3]}, 'composite');
```

Menggunakan citra LANDSAT 8 OLI - II

Safran Yusri

Nilai Dijital

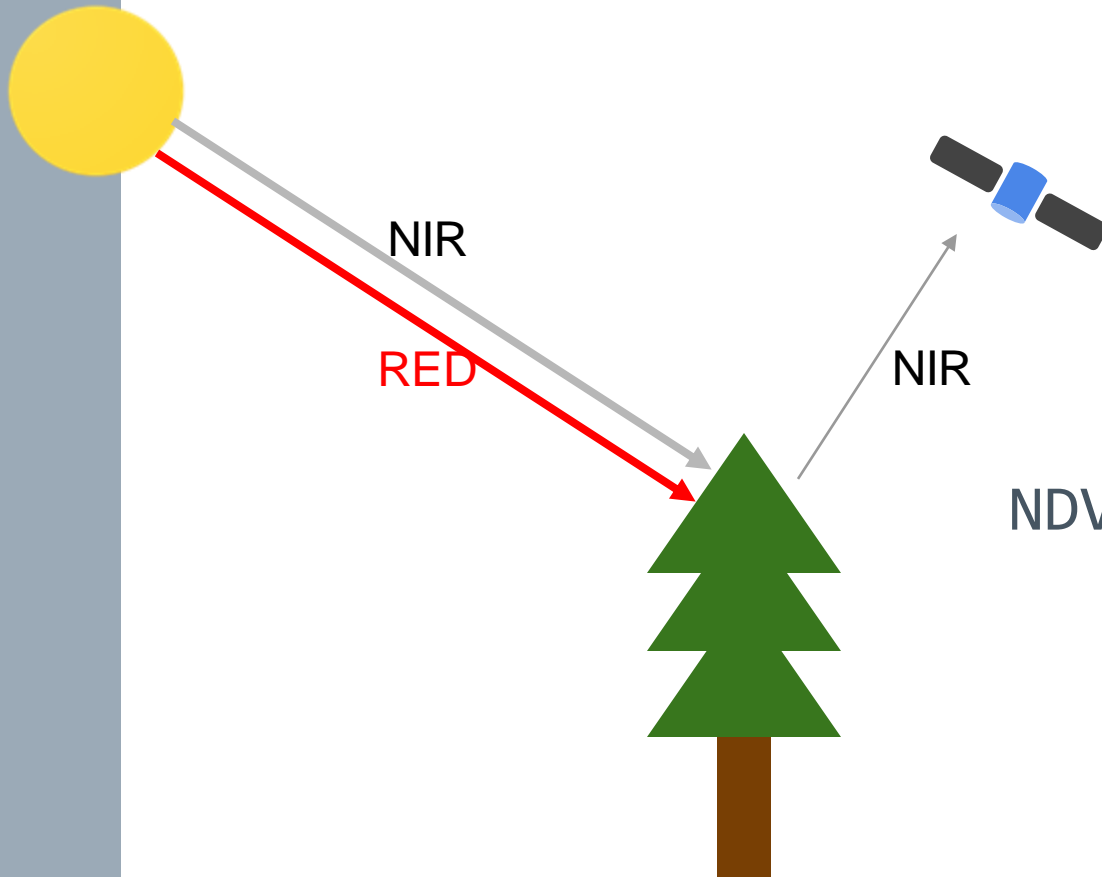
- › Setiap piksel memiliki nilai digital dari masing-masing band -> operasi matematika dapat dilakukan



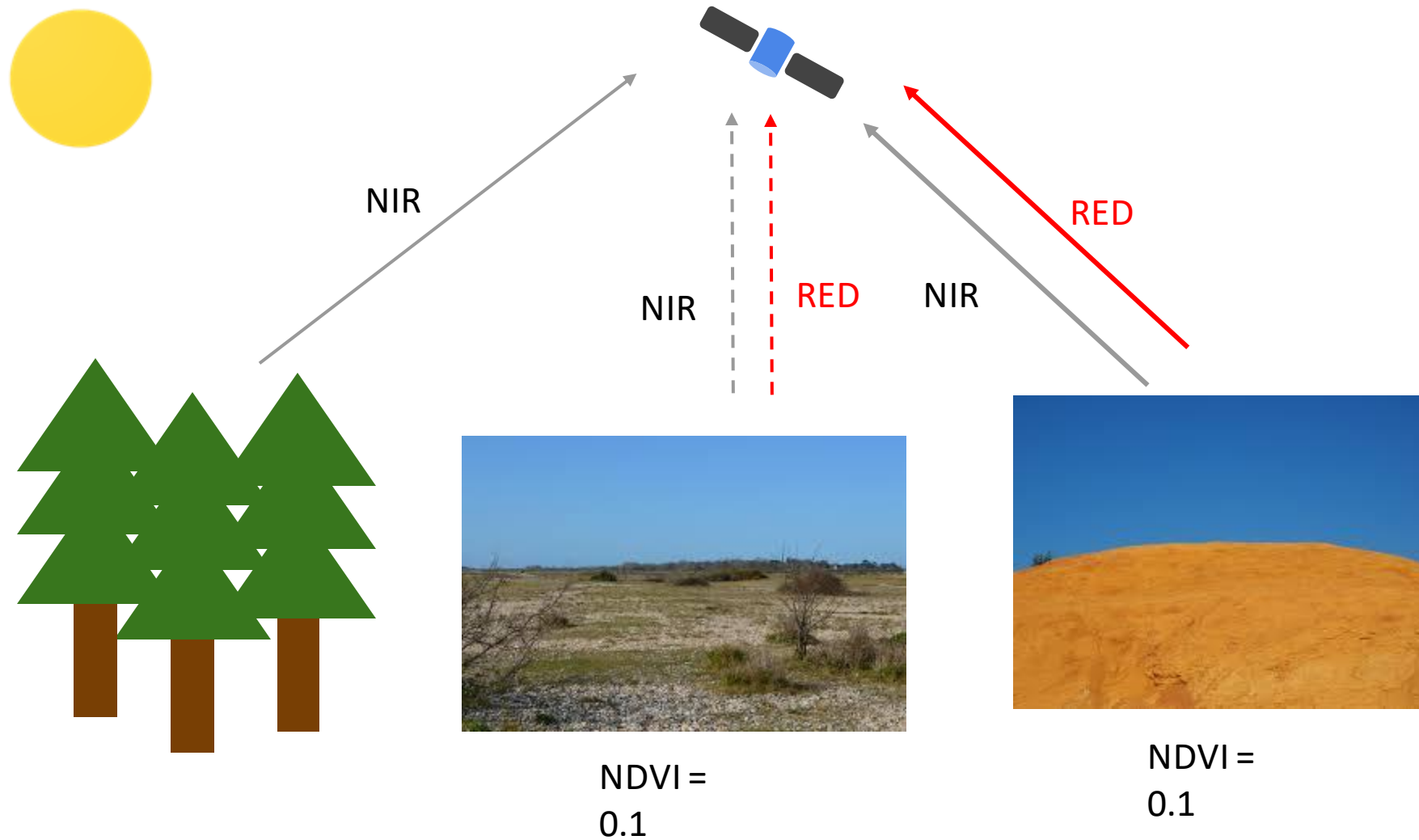
04,	6704,	6643,	6576,	65
10,	7276,	8164,	9618,	85
25,	7780,	6680,	6901,	69
80,	10085,	9525,	9750,	79
00,	11812,	11358,	10730,	121
89,	12874,	10521,	8834,	98
68,	7396,	6617,	6455,	63
10,	6360,	6382,	6719,	94
12,	6578,	6626,	6610,	68
24,	11455,	11655,	10966,	98
65,	8801,	8195,	9361,	85

Normalized Difference Vegetation Index

- › Indeks vegetasi yang biasa digunakan untuk mengetahui kondisi tutupan vegetasi

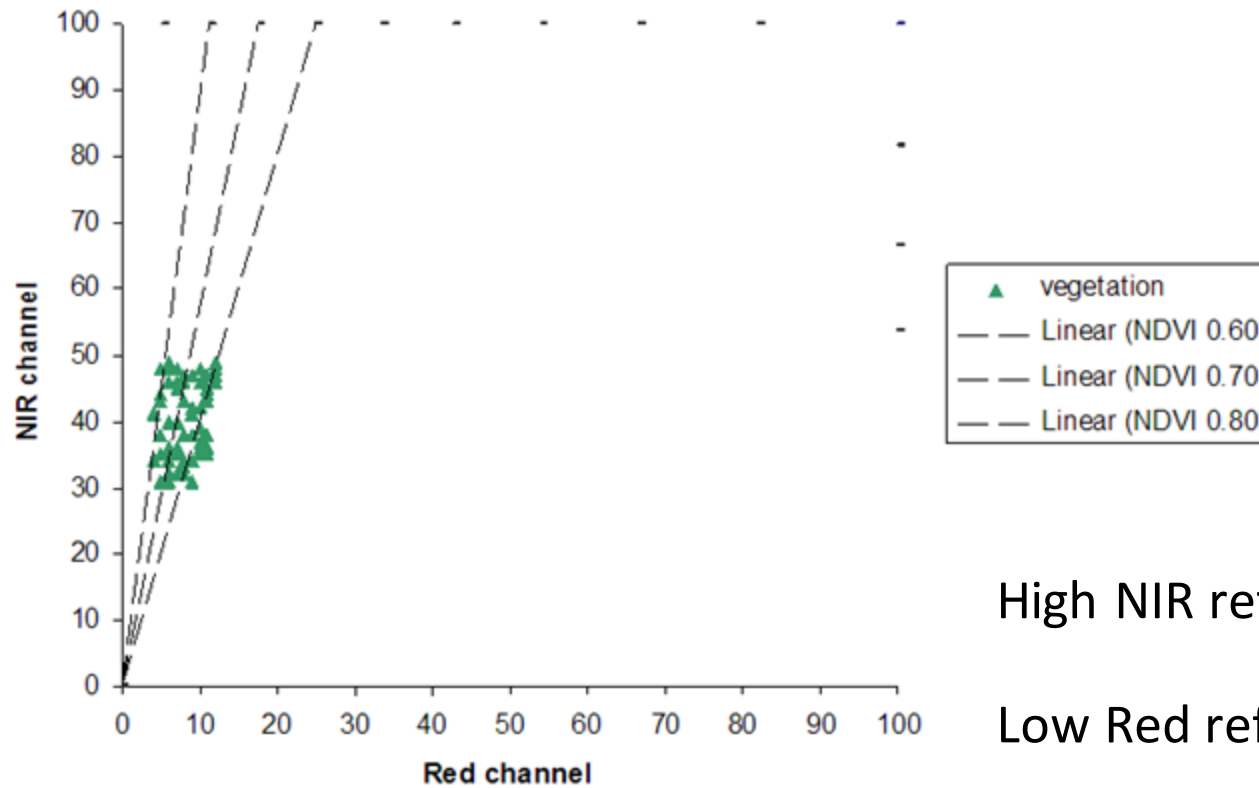


$$\text{NDVI} = \frac{(\text{Near Infrared} - \text{Red})}{(\text{Near Infrared} + \text{Red})}$$



NDVI | Hutan tropis

$$\frac{(NIR-Red)}{(NIR+Red)}$$



High NIR reflectance

Low Red reflectance

Landsat 8 Surface Reflectance

- › Sudah dikoreksi atmosferik
- › Terdiri atas 5 visible, NIR, SWIR, TIRS, pixel_qa
- › Mosaik bebas awan menggunakan pixel_qa band
- › Membutuhkan function yang membaca tiap gambar dalam koleksi



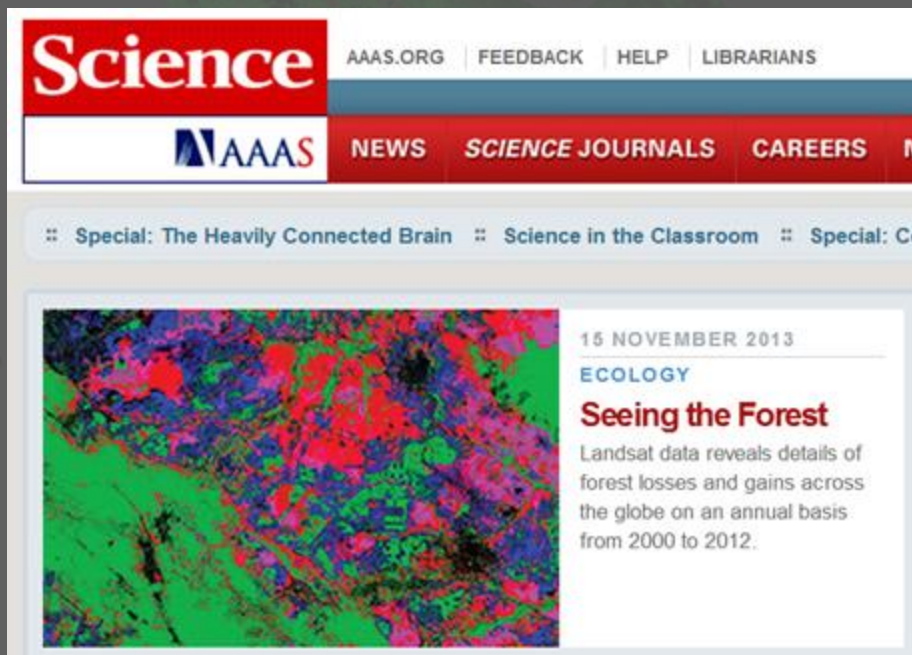
Surface Reflectance

Atmospherically corrected surface reflectance from the Landsat 8 OLI/TIRS sensors

Dataset Availability: April 2013 - Present

Land masking

- › Membatasi analisis hanya pada perairan
- › Menghilangkan daratan
- › Dapat dilakukan menggunakan polygon
- › Dapat dilakukan dengan layer masking
- › Menggunakan hansen et al 2013
- › Terdapat pixel air dan non air



REPORT

High-Resolution Global Maps of 21st-Century Forest Cover Change

M. C. Hansen^{1,*}, P. V. Potapov¹, R. Moore², M. Hancher², S. A. Turubanova¹, A. Tyukavina¹, D. Thau², S. V. Stehman³, S. J. ...

* See all authors and affiliations

Science 15 Nov 2013:
Vol. 342, Issue 6160, pp. 850-853
DOI: 10.1126/science.1244693

Article

Figures & Data

Info & Metrics

eLetters

PDF

You are currently viewing the abstract.

[View Full Text](#)

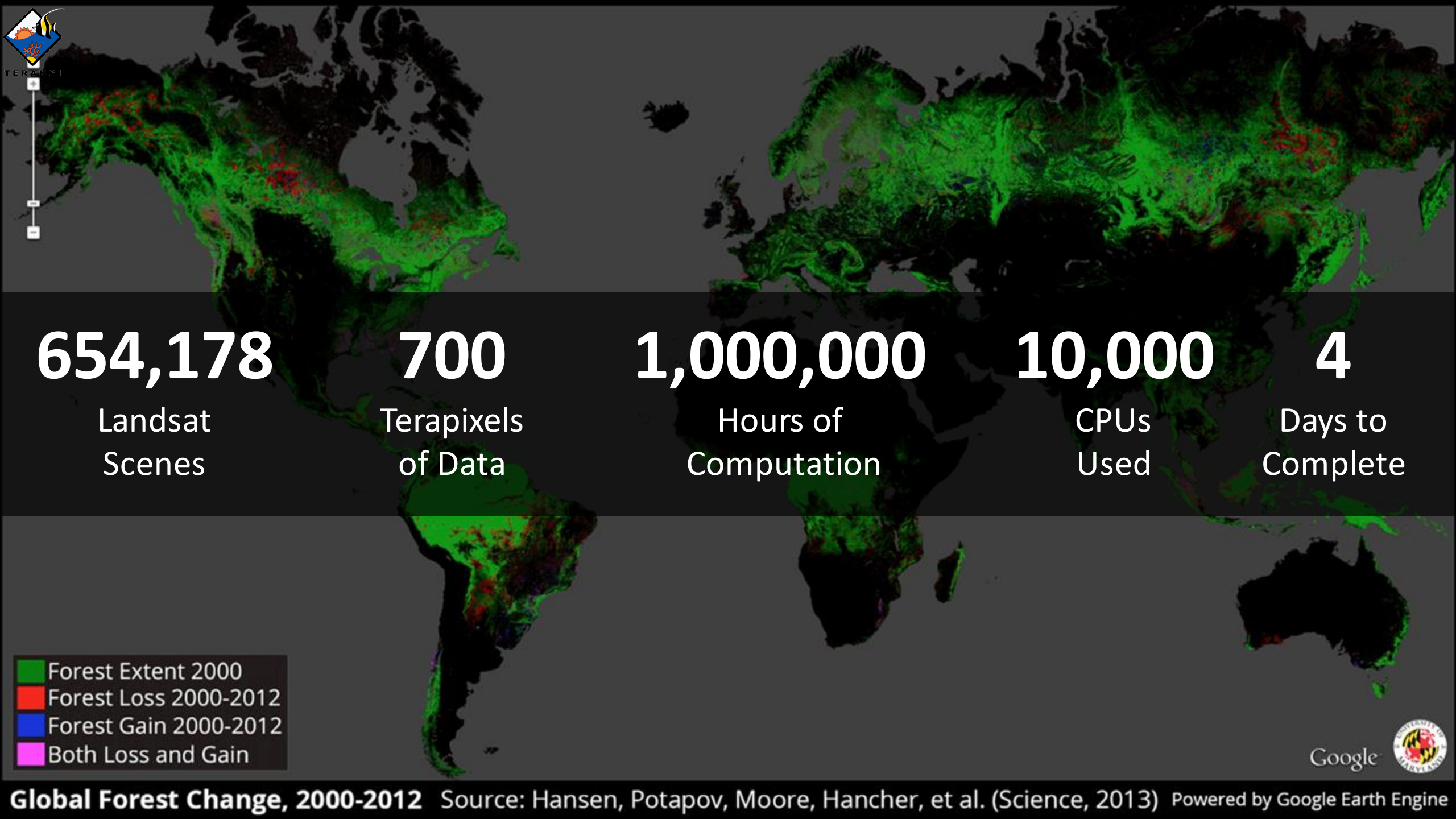
Forests in Flux

Forests worldwide are in a state of flux, with accelerating losses in some regions and gains in others. **Hansen et al.** (p. 850) examined global Landsat data at a 30-meter spatial resolution to characterize forest extent, loss, and gain from 2000 to 2012. Globally, 2.3 million square kilometers of forest were lost during the 12-year study period and 0.8 million square kilometers of new forest were gained. The tropics exhibited both the greatest losses and the greatest gains (through regrowth and plantation), with losses outstripping gains.

Abstract

Quantification of global forest change has been lacking despite the recognized importance of forest ecosystem services. In this study, Earth observation satellite data were used to map

Forest Extent 2000
Forest Loss 2000-2012
Forest Gain 2000-2012
Both Loss and Gain



654,178

Landsat
Scenes

700

Terapixels
of Data

1,000,000

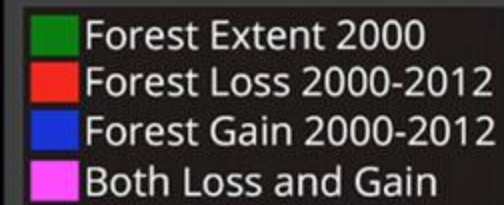
Hours of
Computation

10,000

CPUs
Used

4

Days to
Complete



Praktik

Safran Yusri dan Fakhurrozi

Menghitung NDVI

1. Buka
code.earthengine.google.com
2. Masukkan kode di
samping
3. Klik Run
4. Perhatikan empat
tampilan peta

```
// Ambil 1 citra landsat
var image =
ee.Image('LANDSAT/LC08/C01/T1_TOA/LC08_125063_20180524')
;
// tampilkan
Map.addLayer(image, {bands: ['B4', 'B3', 'B2'], max: 0.3, gamma: 1.2},
'Image');
Map.centerObject(image);
// hitung NDVI
var ndvi = image.normalizedDifference(['B5', 'B4']);
// Palette untuk NDVI
var palette = [
  'FFFFFF', 'CE7E45', 'DF923D', 'F1B555', 'FCD163', '99B718',
  '74A901', '66A000', '529400', '3E8601', '207401', '056201',
  '004C00', '023B01', '012E01', '011D01', '011301'];
// tampilkan the NDVI image
Map.addLayer(ndvi, {min: 0, max: 1, palette: palette}, 'Landsat NDVI',
false);
// Dapat pula digunakan untuk mosaik bebas awan
// Ambil koleksi citra landsat
var collection =
ee.ImageCollection('LANDSAT/LC08/C01/T1').filterDate('2017-01-
01', '2017-12-21');
// buat mosaik bebas awan
var composite =
ee.Algorithms.Landsat.simpleComposite(collection);
// hitung ndvi
var composite_ndvi = composite.normalizedDifference(['B5', 'B4']);
// tampilkan komposit dan komposit ndvi
Map.addLayer(composite, {bands: ['B4', 'B3', 'B2'], max: 128},
'Composite', false);
Map.addLayer(composite_ndvi, {min: 0, max: 1, palette: palette},
'Composite NDVI', false);
```

Mosaik bebas awan Landsat SR

1. Buka code.earthengine.google.com
2. Masukkan kode di samping
3. Klik Run
4. Perhatikan tampilan peta

```
/**
 * Function to mask clouds based on the pixel_qa band of Landsat
 * 8 SR data.
 * @param {ee.Image} image input Landsat 8 SR image
 * @return {ee.Image} cloudmasked Landsat 8 image
 */
function maskL8sr(image) {
  // Bits 3 and 5 are cloud shadow and cloud, respectively.
  var cloudShadowBitMask = (1 << 3);
  var cloudsBitMask = (1 << 5);
  // Get the pixel QA band.
  var qa = image.select('pixel_qa');
  // Both flags should be set to zero, indicating clear conditions.
  var mask = qa.bitwiseAnd(cloudShadowBitMask).eq(0)
    .and(qa.bitwiseAnd(cloudsBitMask).eq(0));
  return image.updateMask(mask);
}

var dataset = ee.ImageCollection('LANDSAT/LC08/C01/T1_SR')
  .filterDate('2016-01-01', '2016-12-31')
  .map(maskL8sr);

var visParams = {
  bands: ['B4', 'B3', 'B2'],
  min: 0,
  max: 3000,
  gamma: 1.4,
};
Map.setCenter(114.0079, -26.0765, 9);
Map.addLayer(dataset.median(), visParams);
```

Land/water masking

1. Buka
code.earthengine.google.com
2. Masukkan kode di
samping
3. Klik Run
4. Perhatikan tiga tampilan
peta

```
/**
 * Function to mask clouds based on the pixel_qa band of Landsat 8 SR data.
 * @param {ee.Image} image input Landsat 8 SR image
 * @return {ee.Image} cloudmasked Landsat 8 image
 */
function maskL8sr(image) {
  // Bits 3 and 5 are cloud shadow and cloud, respectively.
  var cloudShadowBitMask = (1 << 3);
  var cloudsBitMask = (1 << 5);
  // Get the pixel QA band.
  var qa = image.select('pixel_qa');
  // Both flags should be set to zero, indicating clear conditions.
  var mask = qa.bitwiseAnd(cloudShadowBitMask).eq(0)
    .and(qa.bitwiseAnd(cloudsBitMask).eq(0));
  return image.updateMask(mask);
}
var dataset = ee.ImageCollection('LANDSAT/LC08/C01/T1_SR')
  .filterDate('2016-01-01', '2016-12-31')
  .map(maskL8sr);

var visParams = {
  bands: ['B4', 'B3', 'B2'],
  min: 0,
  max: 3000,
  gamma: 1.4,
};
var composite = dataset.median()
Map.setCenter(106.28107, -5.81314, 14);
Map.addLayer(composite, visParams);
// Land masking

// ambil data Hansen et al
var hansenImage = ee.Image('UMD/hansen/global_forest_change_2015');

// Select the land/water mask.
var datamask = hansenImage.select('datamask');

// buat masking biner.
var maskland = datamask.eq(2);
var watermask = datamask.eq(1);

// Masking darat
var maskedComposite = composite.updateMask(maskland);
// masking laut
var landComposite = composite.updateMask(watermask);
// tampilkan komposit laut
Map.addLayer(maskedComposite, visParams, 'Landsat 8 Water Composite');
Map.addLayer(landComposite, visParams, 'Landsat 8 Land Composite');
```

Mangrove Index

Safran Yusri

Langkah-langkah

1. Buat filtertemporal dan spasial
2. Buka koleksi citra yang diinginkan
3. Buat mosaic komposit bebas awan
4. Lakukan masking sesuai kebutuhan
5. Masukkan persamaan ke dalam skrip
6. Ujicoba ambang batas (threshold)
7. Edit skrip untuk memasukkan ambang batas
8. Ekspor data

Logika thresholding

- › Jika $x > 4 \rightarrow 1$ (yes)
- › Jika $x < 20 \rightarrow 1$ (yes)
- › Jika $x < 4 \rightarrow 1$ (yes)
- › Jika $x > 20 \rightarrow 1$ (yes)
- › $4 > x > 20 \rightarrow 2$

Langkah 1 - 2

```
> // Step 1. Create filters

> // Center the map on aoi.
> var bound = aoi.bounds();
> Map.centerObject(bound, 12);

> //Construct start and end dates:
> var start = ee.Date('2017-01-01');
> var finish = ee.Date('2018-12-31');

> // Step 2. Load landsat 8 image collection of indonesia

> // Load Landsat 8 surface reflectance data
> var l8sr = ee.ImageCollection('LANDSAT/LC08/C01/T1_SR')
>           .filterBounds(bound)
>           .filterDate(start, finish);
>
```

```
> // Step 3. Create a cloud free mosaic

> // Function to cloud mask from the Fmask band of Landsat 8 SR data.

> function maskL8sr(image) {

>   // Bits 3 and 5 are cloud shadow and cloud, respectively.

>   var cloudShadowBitMask = ee.Number(2).pow(3).int();

>   var cloudsBitMask = ee.Number(2).pow(5).int();

>

>   // Get the pixel QA band.

>   var qa = image.select('pixel_qa');

>

>   // Both flags should be set to zero, indicating clear conditions.

>   var mask = qa.bitwiseAnd(cloudShadowBitMask).eq(0)

>     .and(qa.bitwiseAnd(cloudsBitMask).eq(0));

>

>   // Return the masked image, scaled to [0, 1].

>   return image.updateMask(mask).divide(10000);

> }
```


Langkah 4

- › `// Map the function over one year of data and take the median.`
- › `var composite = l8sr.map(maskL8sr)`
- › `.reduce(ee.Reducer.median());`

- › `// Make a handy variable of visualization parameters.`
- › `var visParams = {bands: ['B4_median', 'B3_median', 'B2_median'],
min: 0, max: 0.2};`

- › `// Display landsat 8 surface reflectance cloud free composite.`
- › `Map.addLayer(composite, visParams, 'Landsat 8 Composite');`

Langkah 5

- › // Step 5. Compute the MVI using an expression.
- › var mvi = lcomposite.expression(
 - › '(NIR - GREEN)/(SWIR - GREEN)', {
 - › 'NIR': lcomposite.select('B5_median'),
 - › 'GREEN': lcomposite.select('B3_median'),
 - › 'SWIR': lcomposite.select('B6_median')
- › }).rename('mvi');

- › // Display MVI
- › Map.addLayer(mvi, {}, 'mvi');

Langkah 6

- › // Step 6. Thresholding.
- › // Tweak these values accordingly
- › // Lower threshold
- › var lower = 2;
- › // Upper threshold
- › var upper = 20;
- › var mviina = mvi.lt(upper).add(mvi.gt(lower));
- › Map.addLayer(mviina, {}, 'mviina');

Langkah 7 - 8

```
> // Step 7. Masking for non mangrove

> var mask = mviina.eq(2);
> var maskedmvi = mviina.updateMask(mask).rename('mangrove');

> // Display the final product
> Map.addLayer(maskedmvi, {}, 'maskedmvi');

> // Step 8. Export to drive
> Export.image.toDrive({
>   image: maskedmvi,
>   description: 'maskedmvi',
>   maxPixels: 1e11,
>   scale: 20,
>   region: aoi
> });
```



```
› // Step 4. Masking before analysis
› // Masking for pixel above 50 m
› var srtm = ee.Image('USGS/SRTMGL1_003');
› var elevation = srtm.select('elevation');
› var masksrtn = composite.lt(50);
› var maskedsrtn = composite.updateMask(masksrtn);

› // Water masking
› var hansenImage = ee.Image('UMD/hansen/global_forest_change_2015');
› var datamask = hansenImage.select('datamask');
› var maskland = datamask.eq(1);
› var maskedcomposite = maskedsrtn.updateMask(maskland);

› Map.addLayer(maskedcomposite, imageVisParam, 'composite');

› var lcomposite = maskedcomposite.clip(aoi);
```

Remothon

Safran Yusri