

Rasters are not Monsters

A Cloud Optimized GeoTIFF's story



development SEED

Introductions



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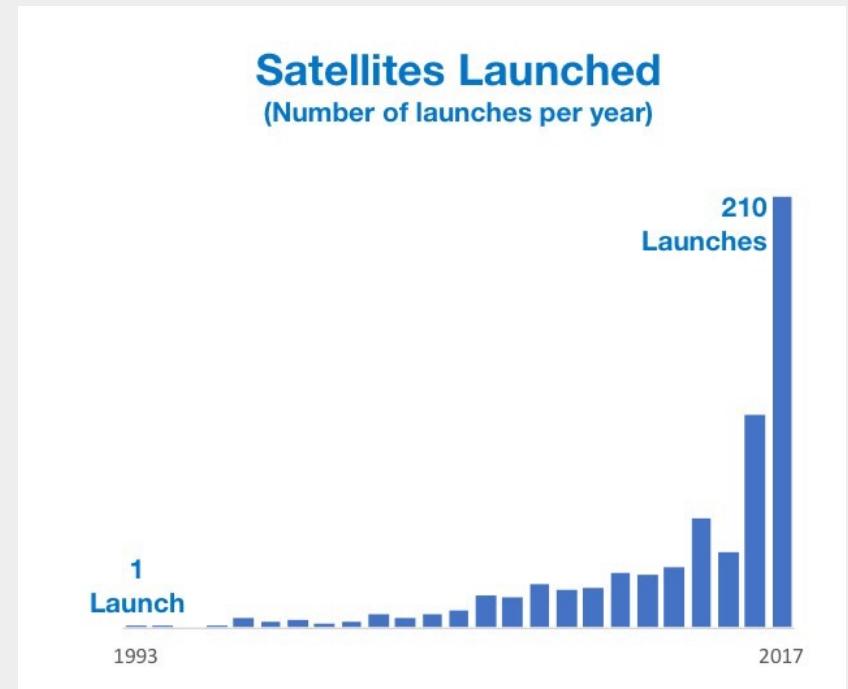
vincent@developmentseed.org



More Data

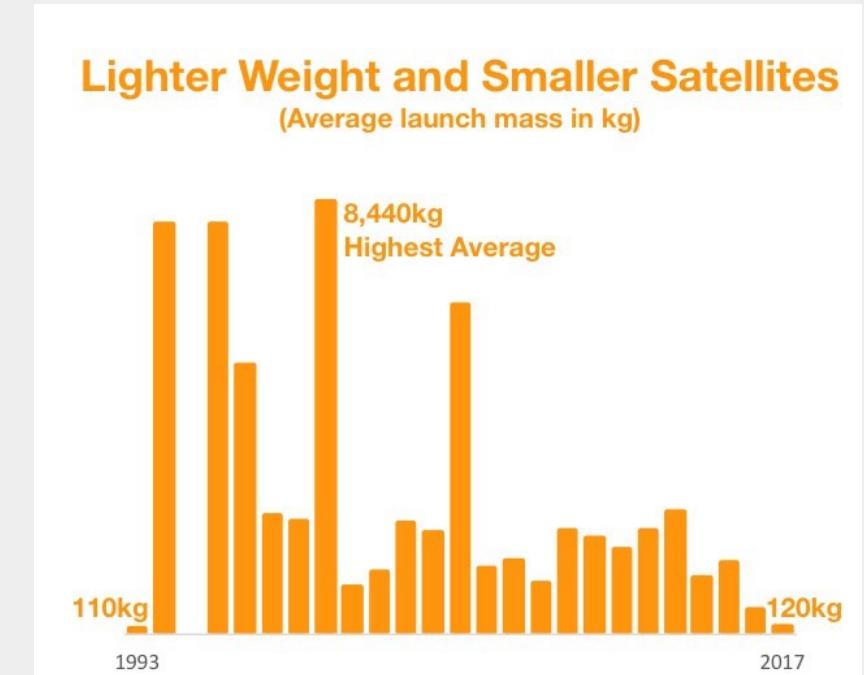
The Industry

- Earth Observation industry is growing
- Government are not the only one build and launching satellite



Lighter and Smaller

- Cheap to launch
- Faster iteration
- Increase temporal resolution



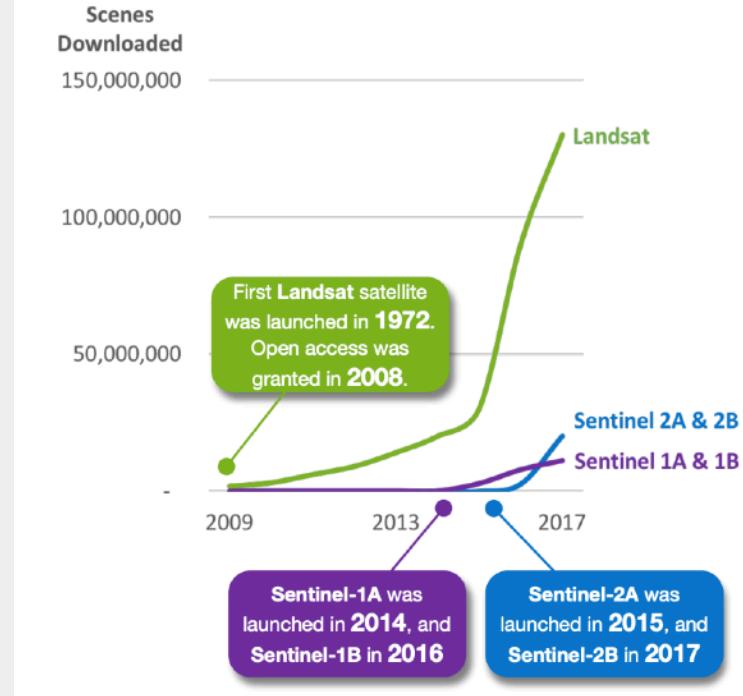
Data on the Cloud

- Cloud providers store the data for free



<https://registry.opendata.aws>

<https://developers.google.com/earth-engine/datasets/catalog/>

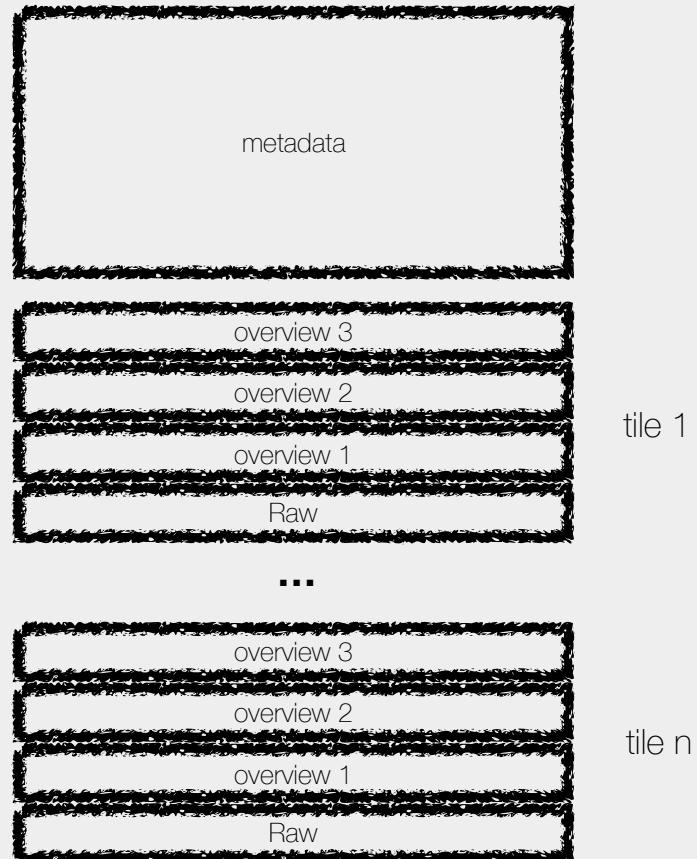


Cloud Optimized GeoTIFF - aka COG

Definition

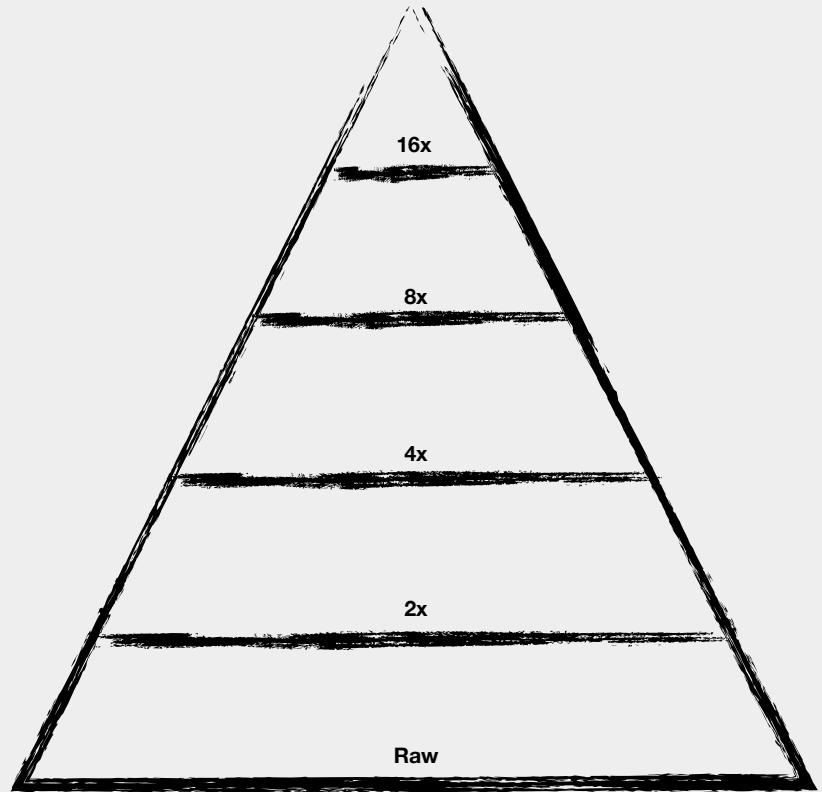
« A cloud optimized GeoTIFF is a regular GeoTIFF file, aimed at being hosted on a HTTP file server, **whose internal organization is friendly for consumption** by clients issuing **HTTP GET range request** ("bytes: start_offset-end_offset" HTTP header). »

<https://github.com/cogeotiff/cog-spec/blob/master/spec.md>



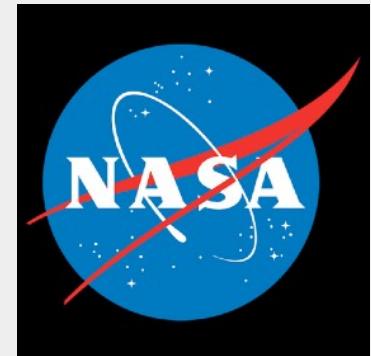
Features

- Metadata header
- Internal tiling
- Internal overviews



Data

- Most of satellite providers now offer COG as default format



A **MAXAR** COMPANY

Usages

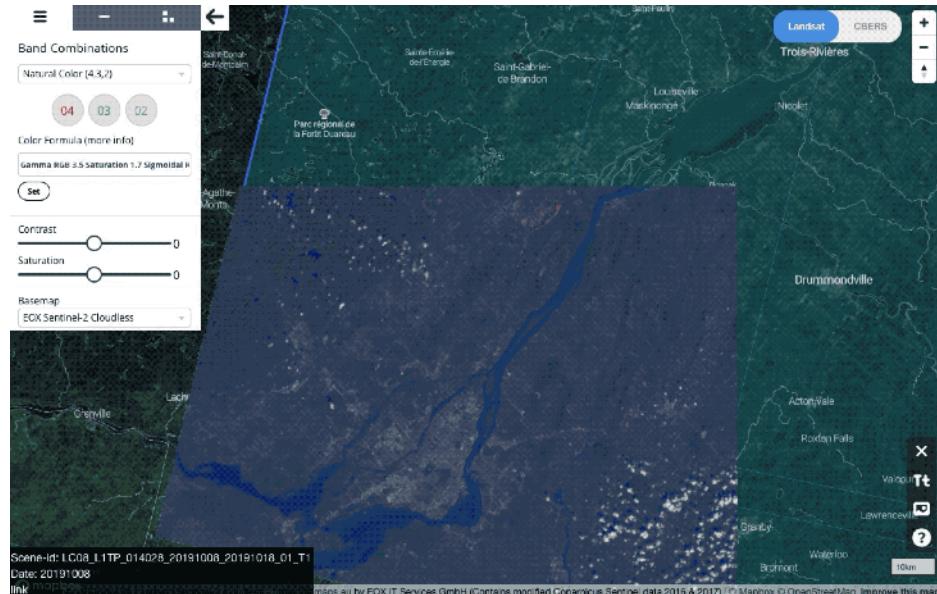
Storage and fast access

- Reduce data transfer (compression + Range Request)
- Fast preview (with overviews)



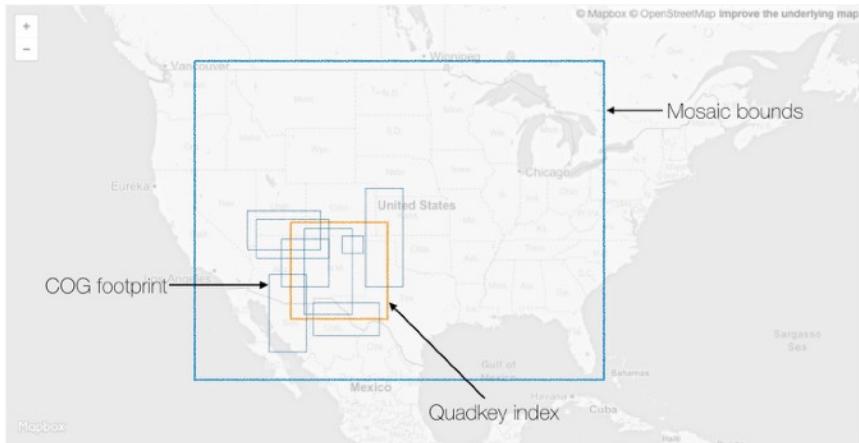
Dynamic Tiling

- Create Web Map tiles from COG
- Allow user interaction with RAW data
- Ease ML processing

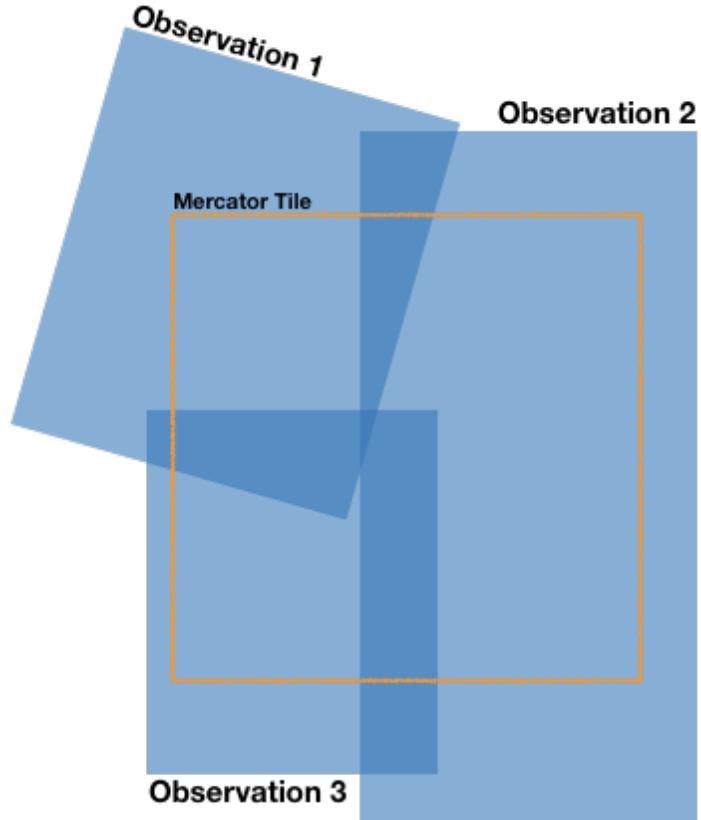


Mosaic

- mosaicJSON specification
- Spatial and temporal representation of a set of COG

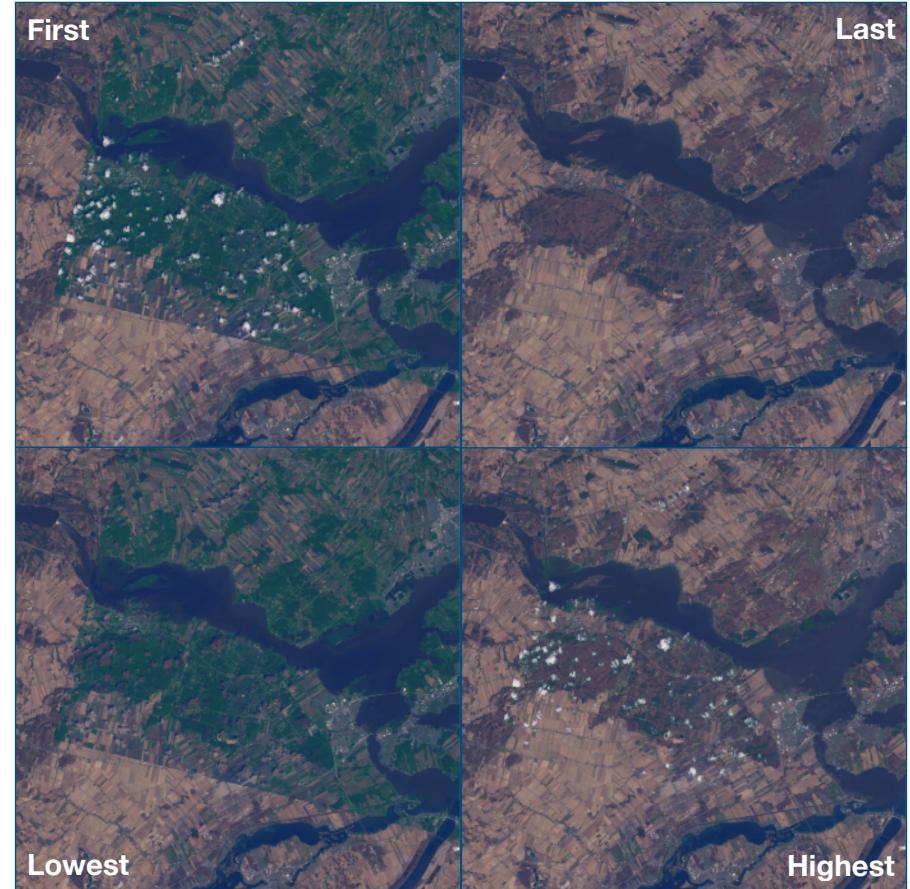
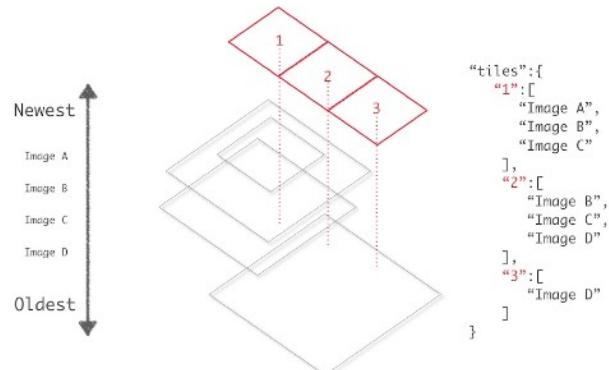


<https://github.com/developmentseed/mosaicjson-spec>



Mosaic

- Pixel selection on the fly
- Made for dynamic tiling



Tools

Create and Validate

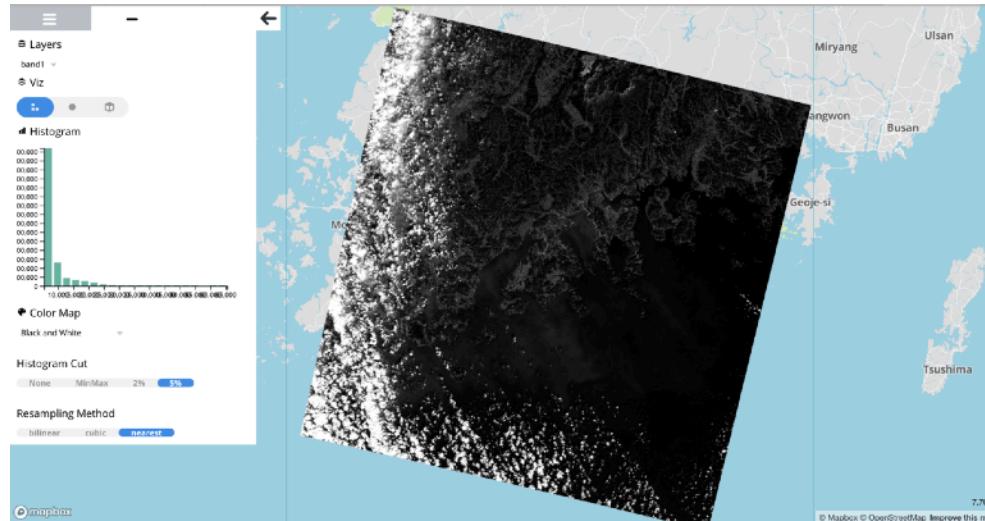
```
$ pip instal rio-cogeo
```

```
$ rio cogeo create my_file.tif my_cog.tif
```

```
$ rio cogeo validate my_cog.tif
```

Visualize

- QGIS support COG creation/reading
 - **rio-viz** python (rasterio) module



<https://github.com/developmentseed/rio-viz>



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Read

\$ pip instal **rio-tiler**

```
from rio_tiler import main

tile, mask = main.tile(
    'http://oin-hotosm.s3.amazonaws.com/5a95f32c2553e6000ce5ad2e/0/10edab38-1bdd-4c06-b83d-6e10ac532b7d.tif',
    691559,
    956905,
    21,
    tilesize=256
)
print(tile.shape)
> (3, 256, 256)

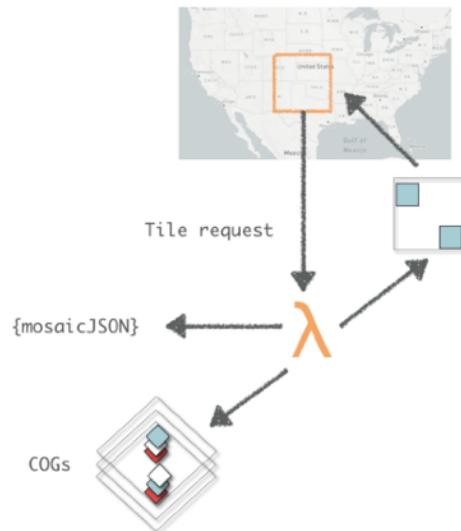
print(mask.shape)
> (256, 256)
```

<https://github.com/cogeotiff/rio-tiler>

Mosaic

```
$ pip install git+http://github.com/developmentseed/cogeo-mosaic
```

```
$ cat list_cog.txt | cogeo-mosaic create -o mos.json
```



At Scale

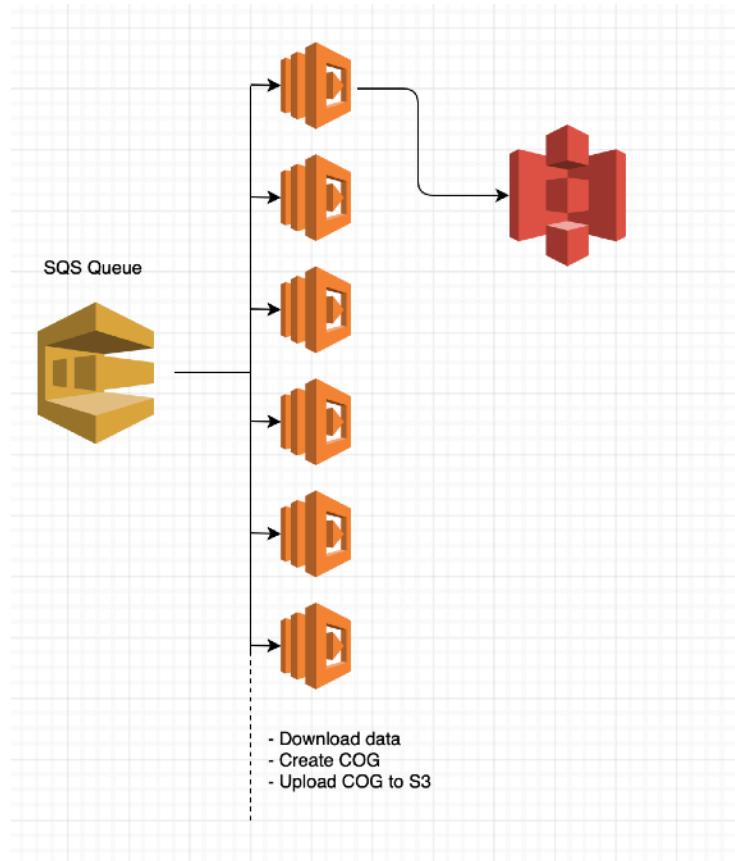
- Serverless stack to create COG

<https://github.com/developmentseed/cogeo-watchbot>

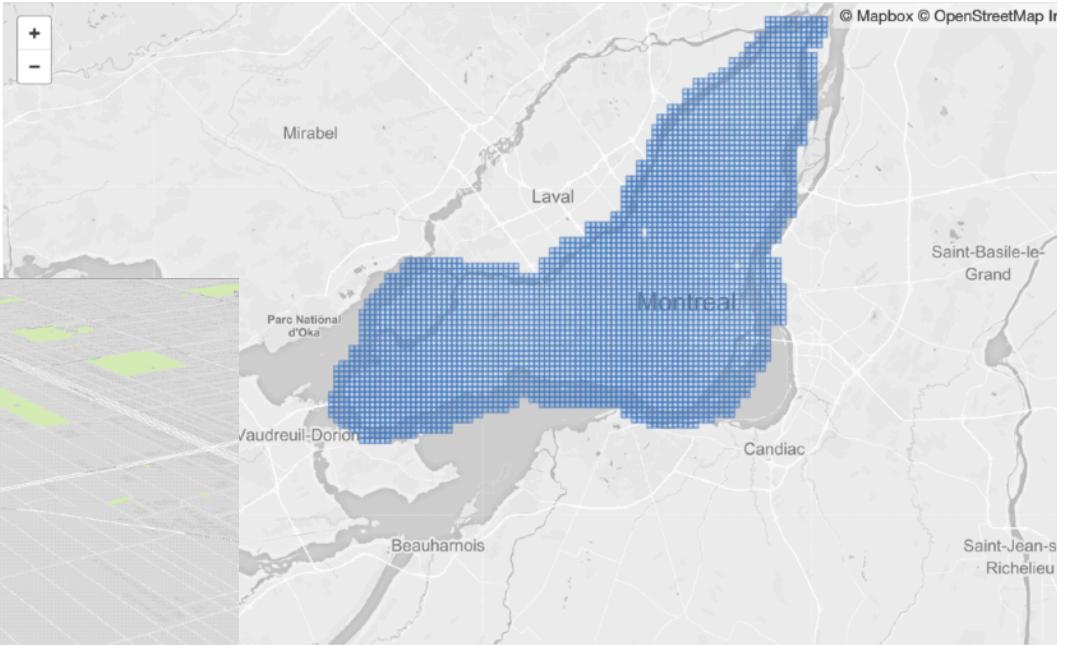
<https://github.com/developmentseed/cogeo-watchbot-light>

- Serverless stack to create tiles

<https://github.com/vincentsarago/lambda-tiler>

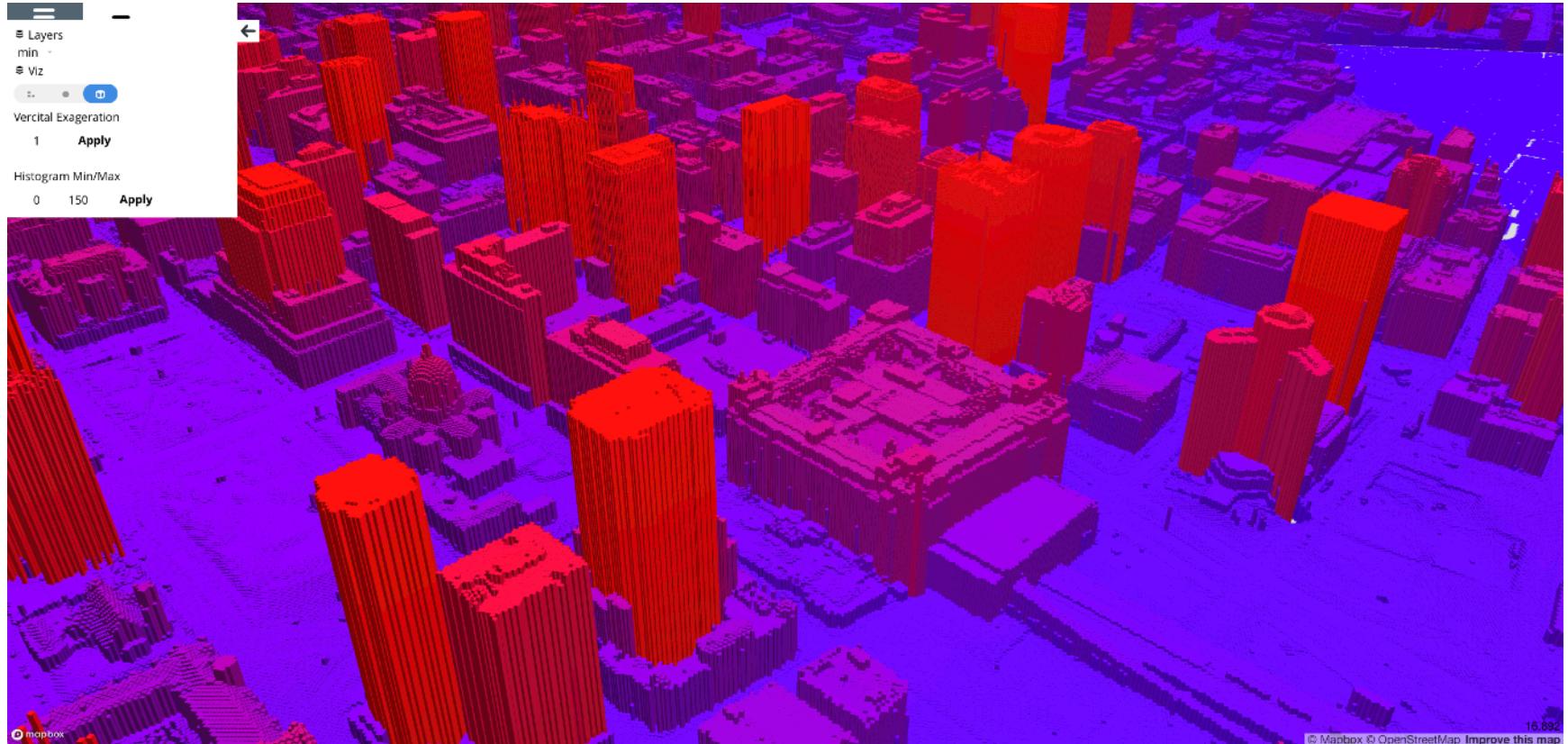


Demo



<https://github.com/developmentseed/pointcloud-to-cog>

<https://bl.ocks.org/vincentsarago/517590c8e738afa98758db2957cee44b>

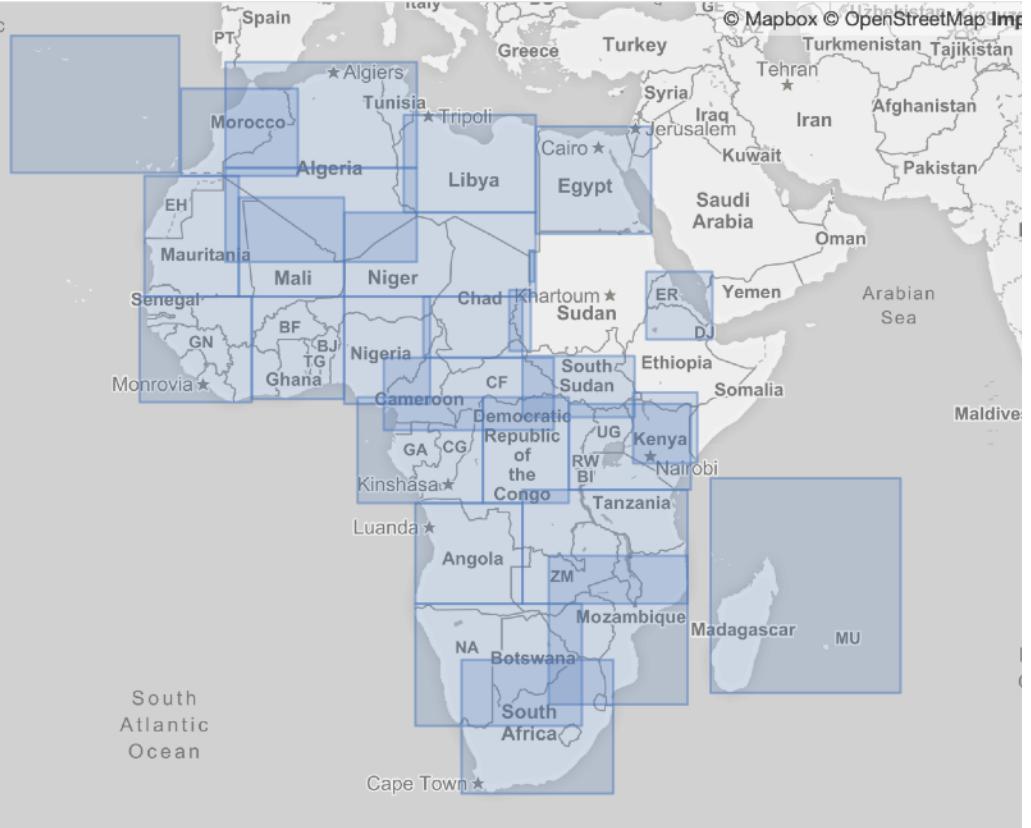


<https://github.com/developmentseed/pointcloud-to-cog>

<https://bl.ocks.org/vincentsarago/517590c8e738afa98758db2957cee44b>



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Facebook population dataset



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<https://www.cogeo.org>
<http://github.com/cogeotiff>
<http://bit.ly/cogtalk>