

Dynamic Tiling

From Cloud Optimized Datasets to Map Tiles



Geospatial Engineer @ Developmentseed

COG Tzar

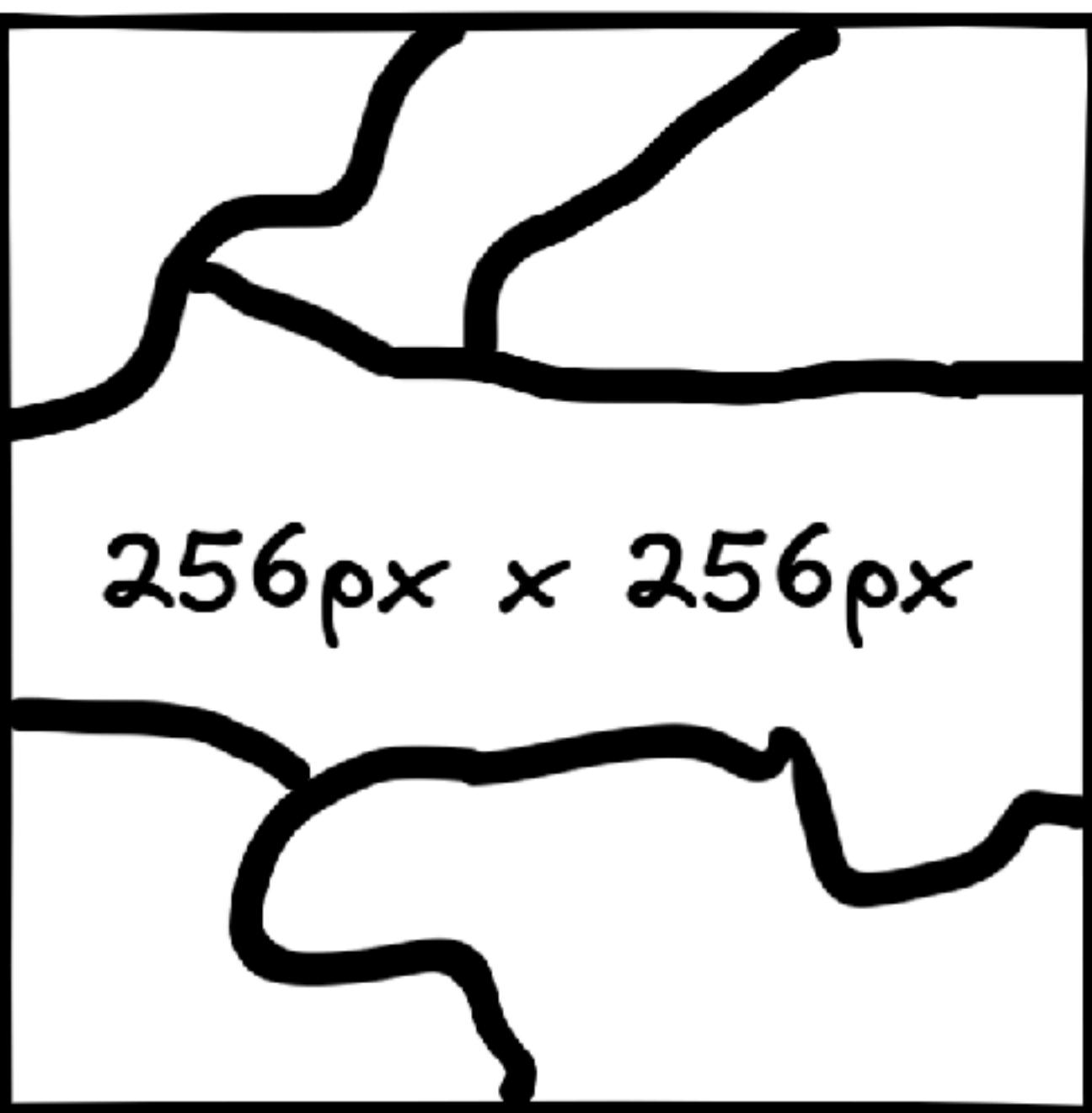
Self-Taught Python dev

Creator of @RemotePixel

MSc in Earth Sciences

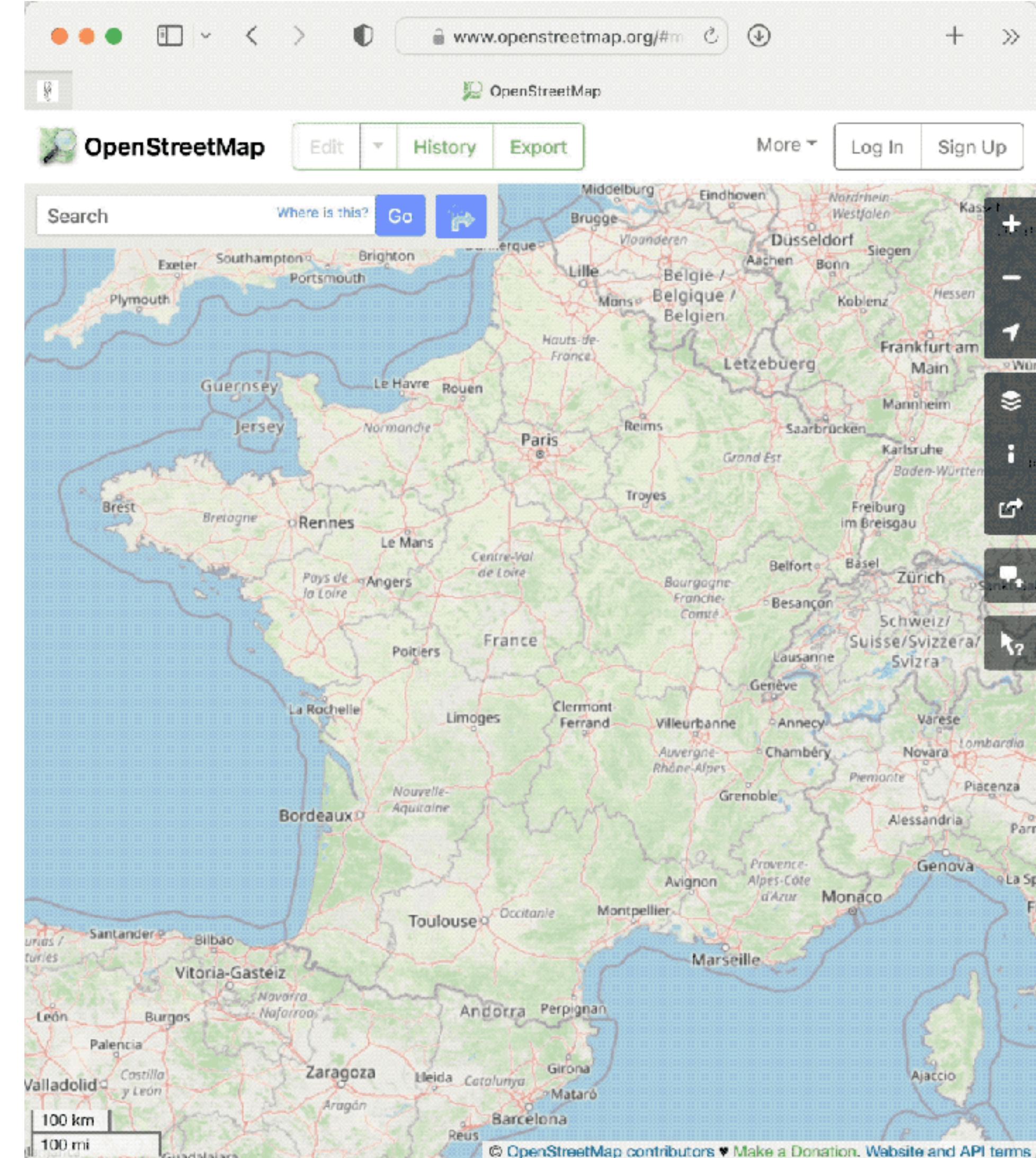
Bike & Coffee

Map Tile
(raster)



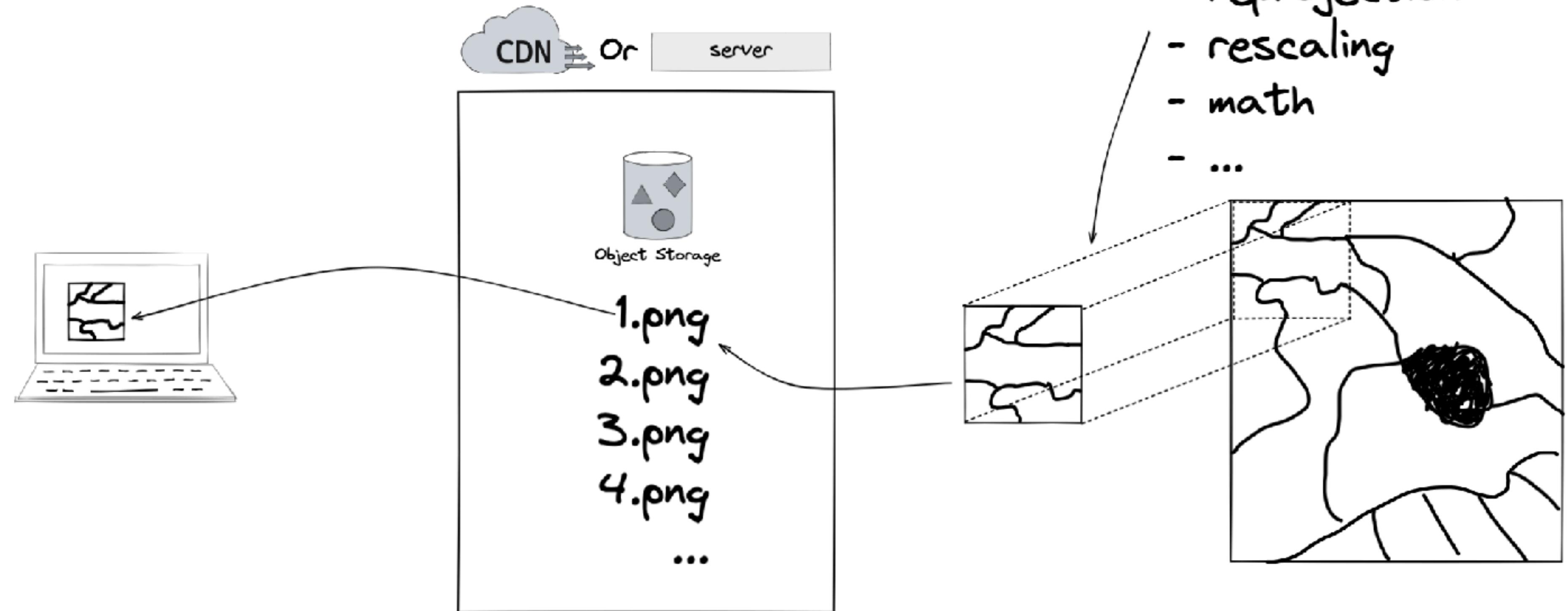
PNG,
JPEG,
WEBP

Map Tile (raster)

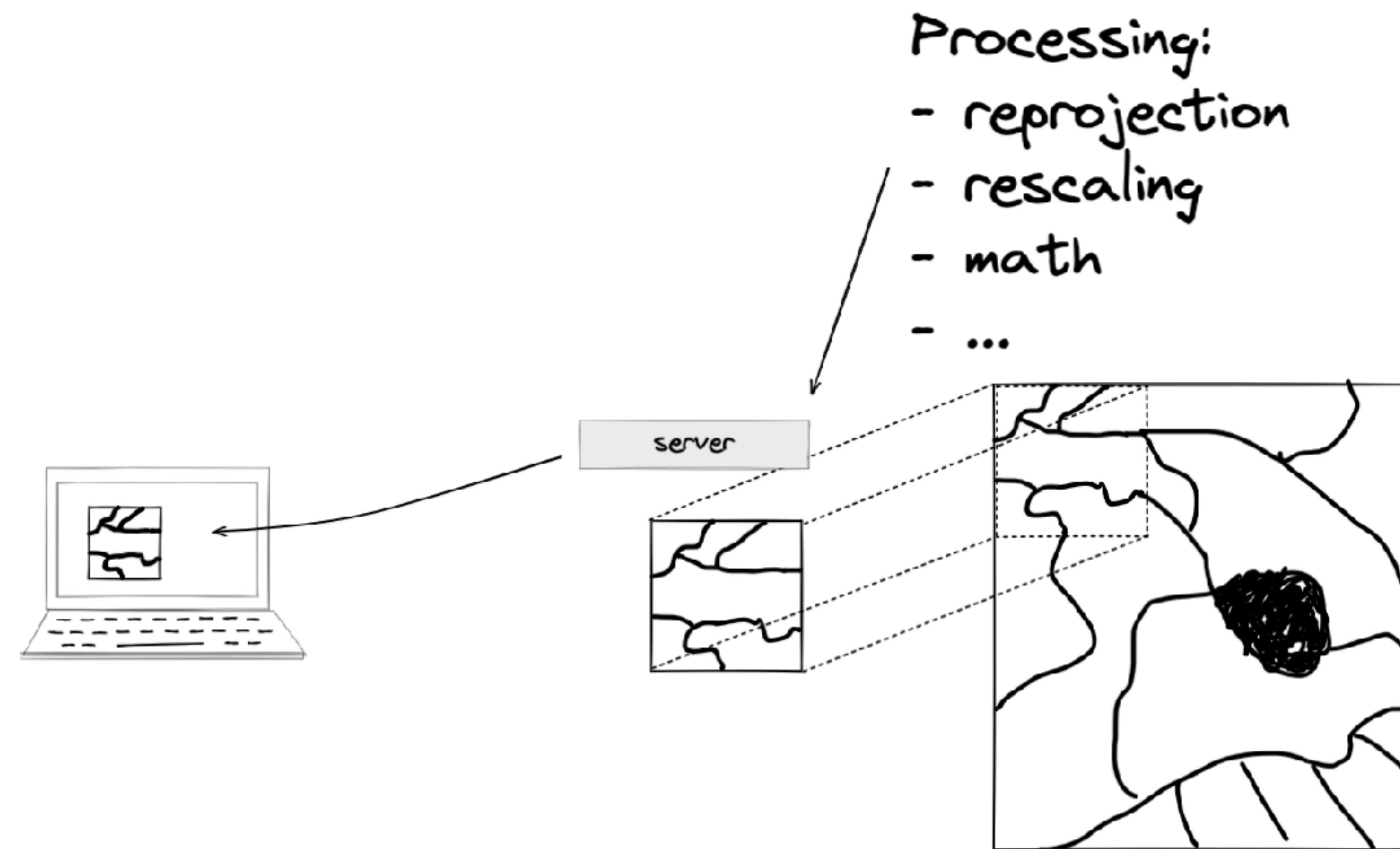


Static vs Dynamic

Static (pre-rendered)

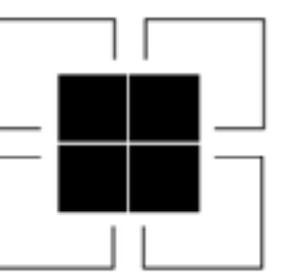
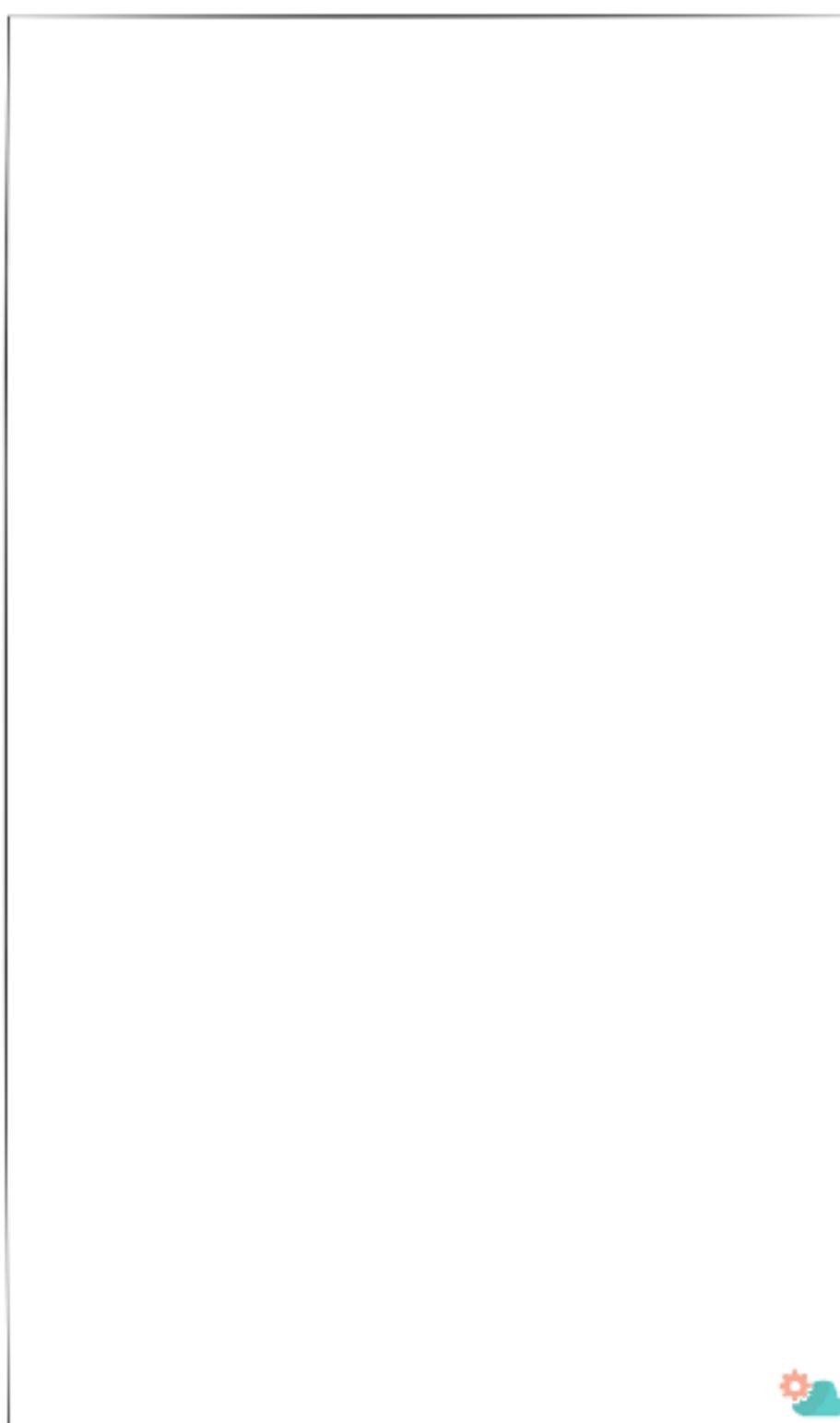
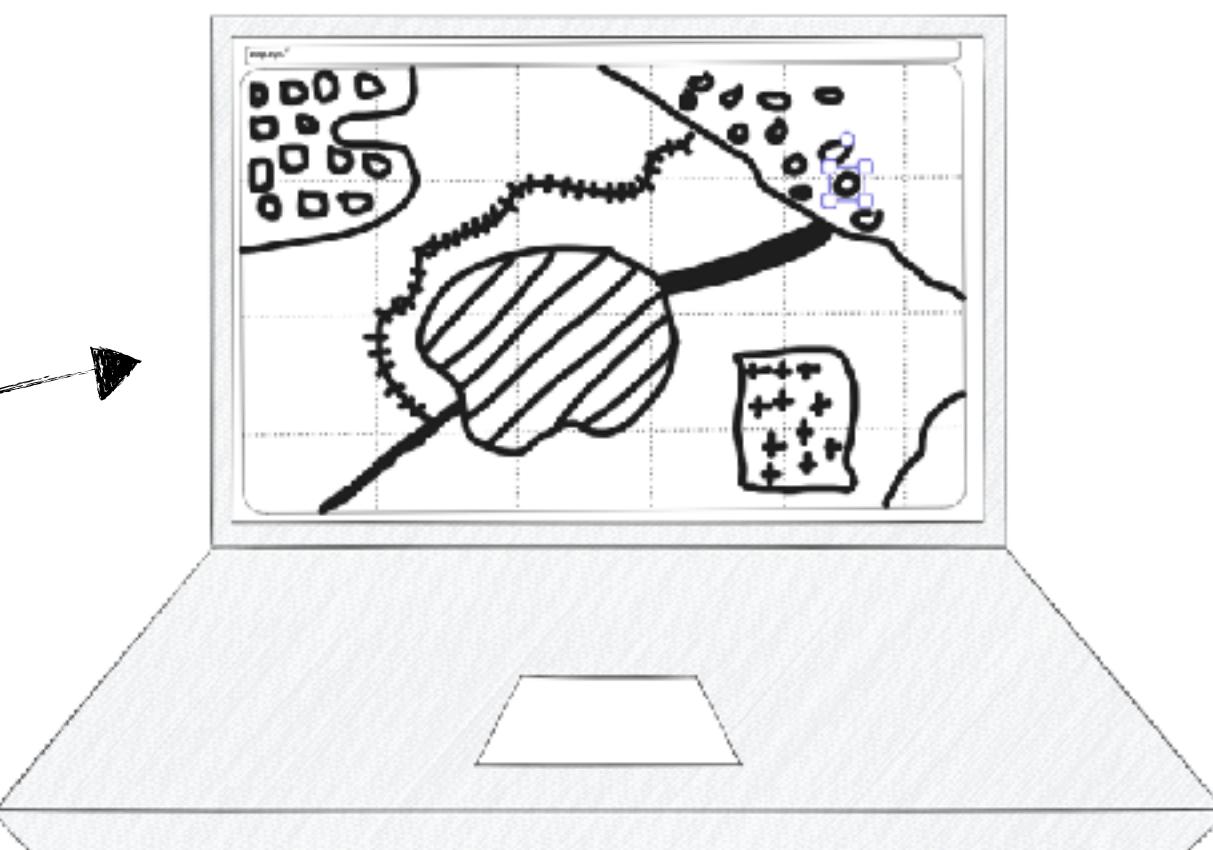


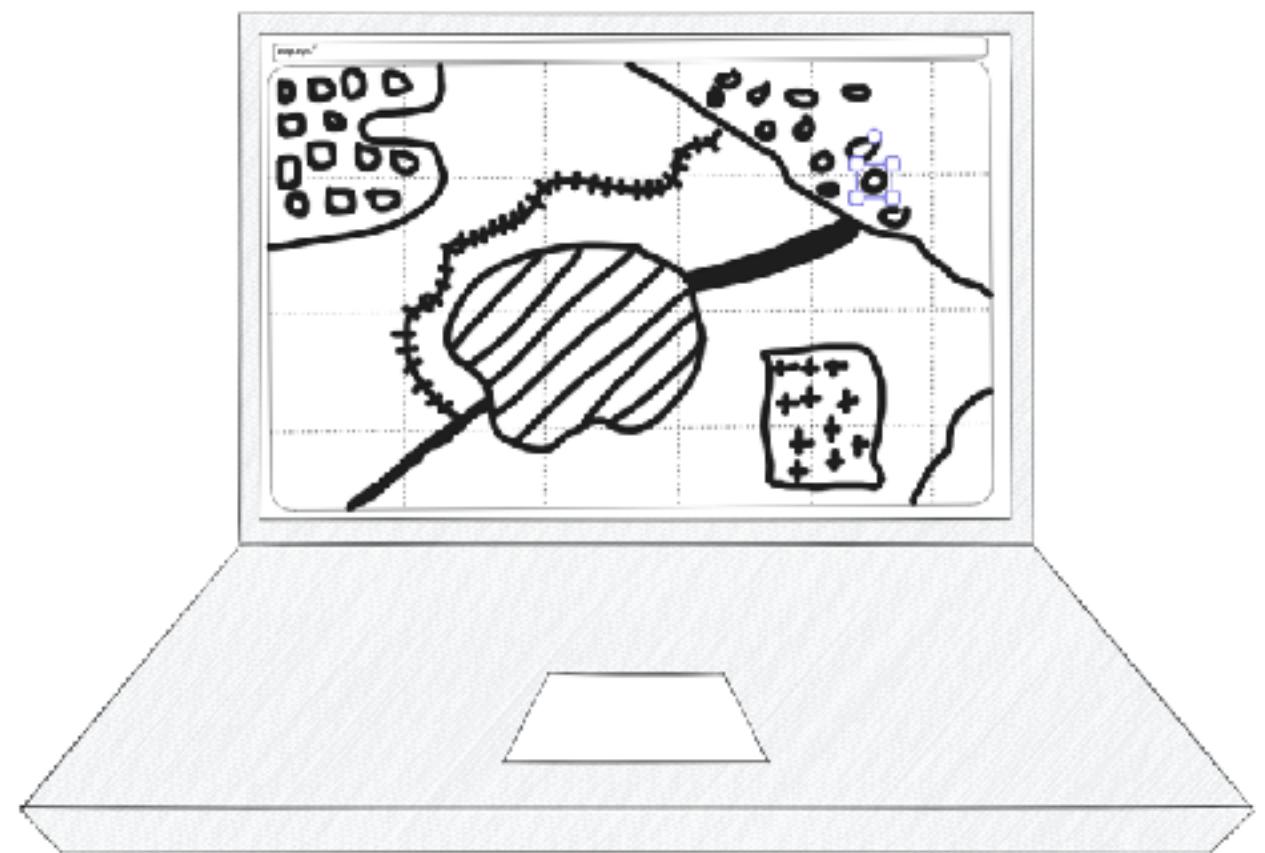
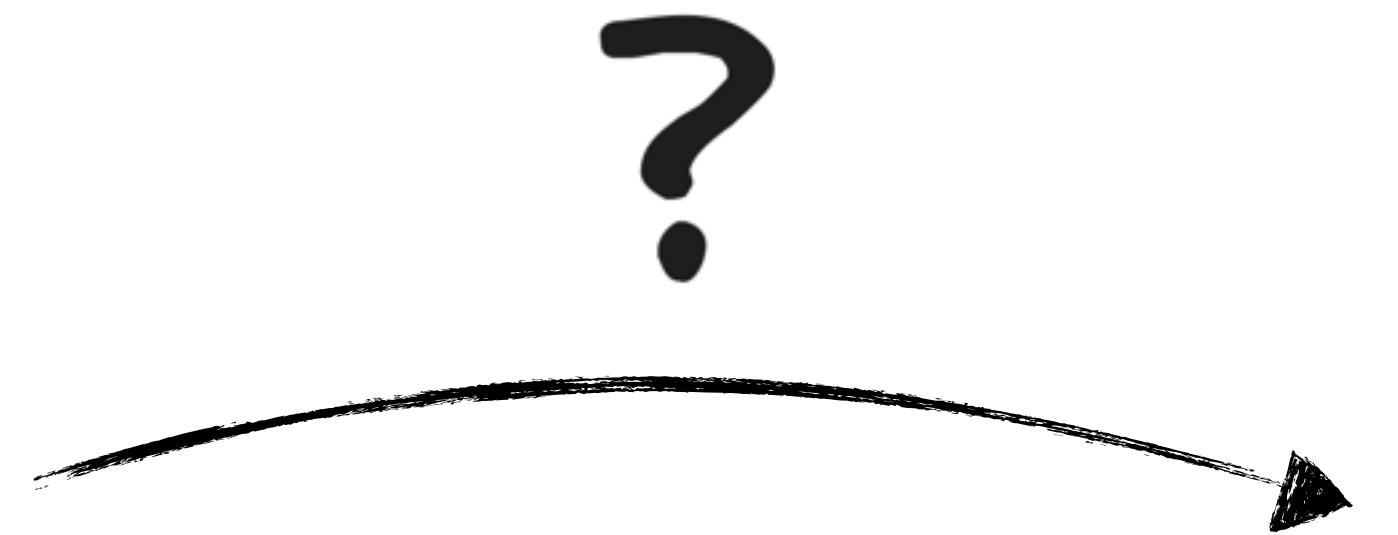
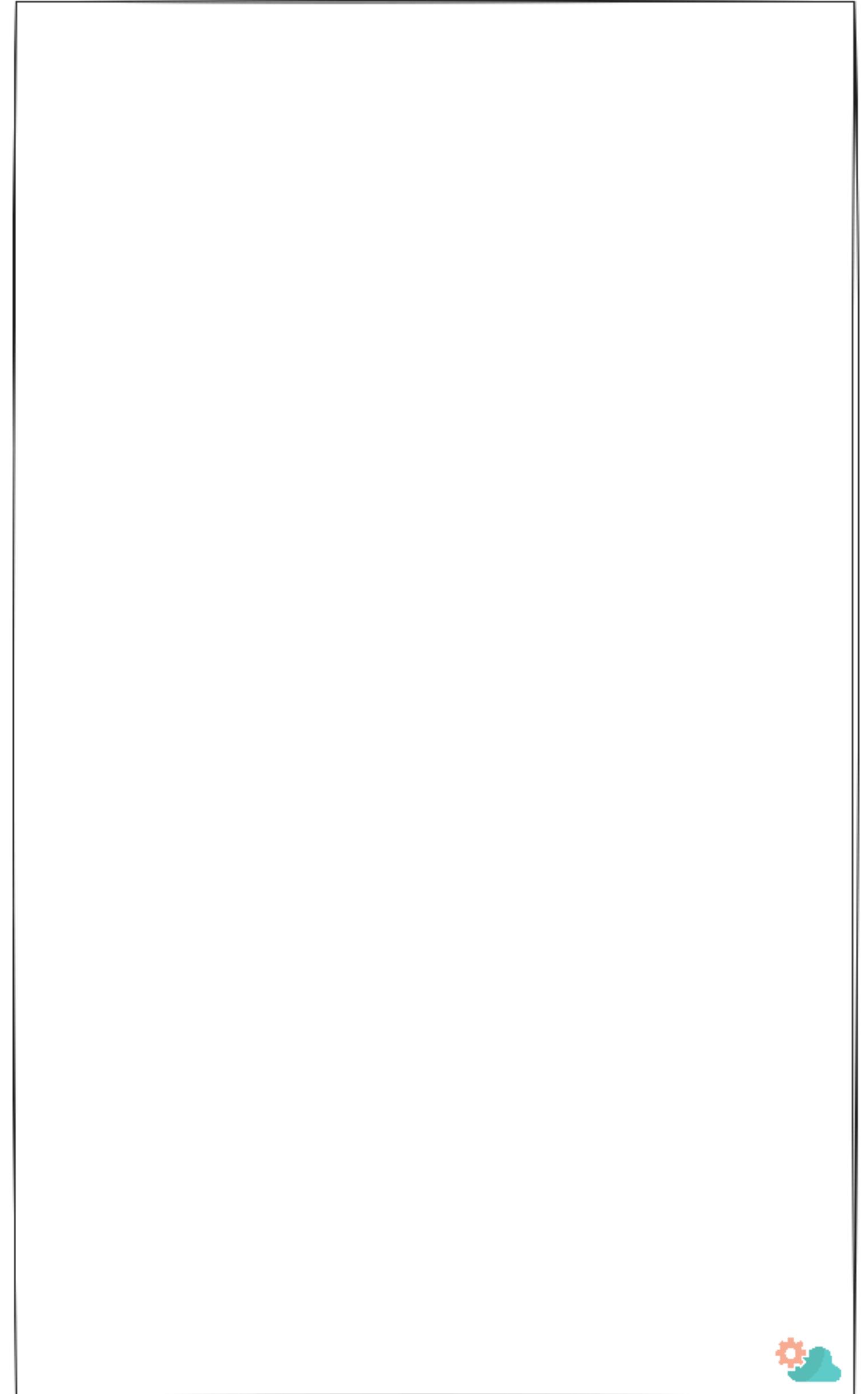
Dynamic (rendering on-demand)

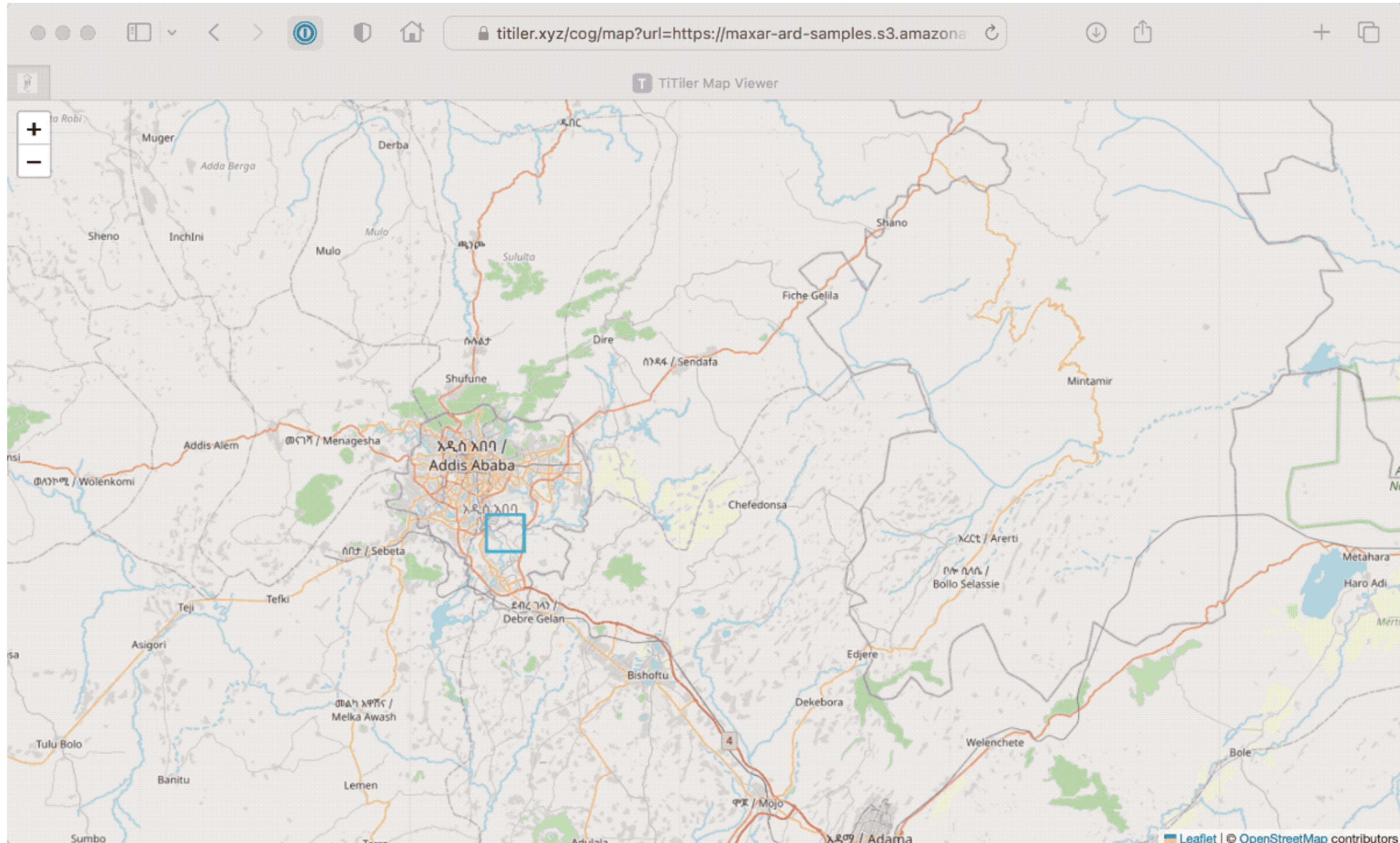


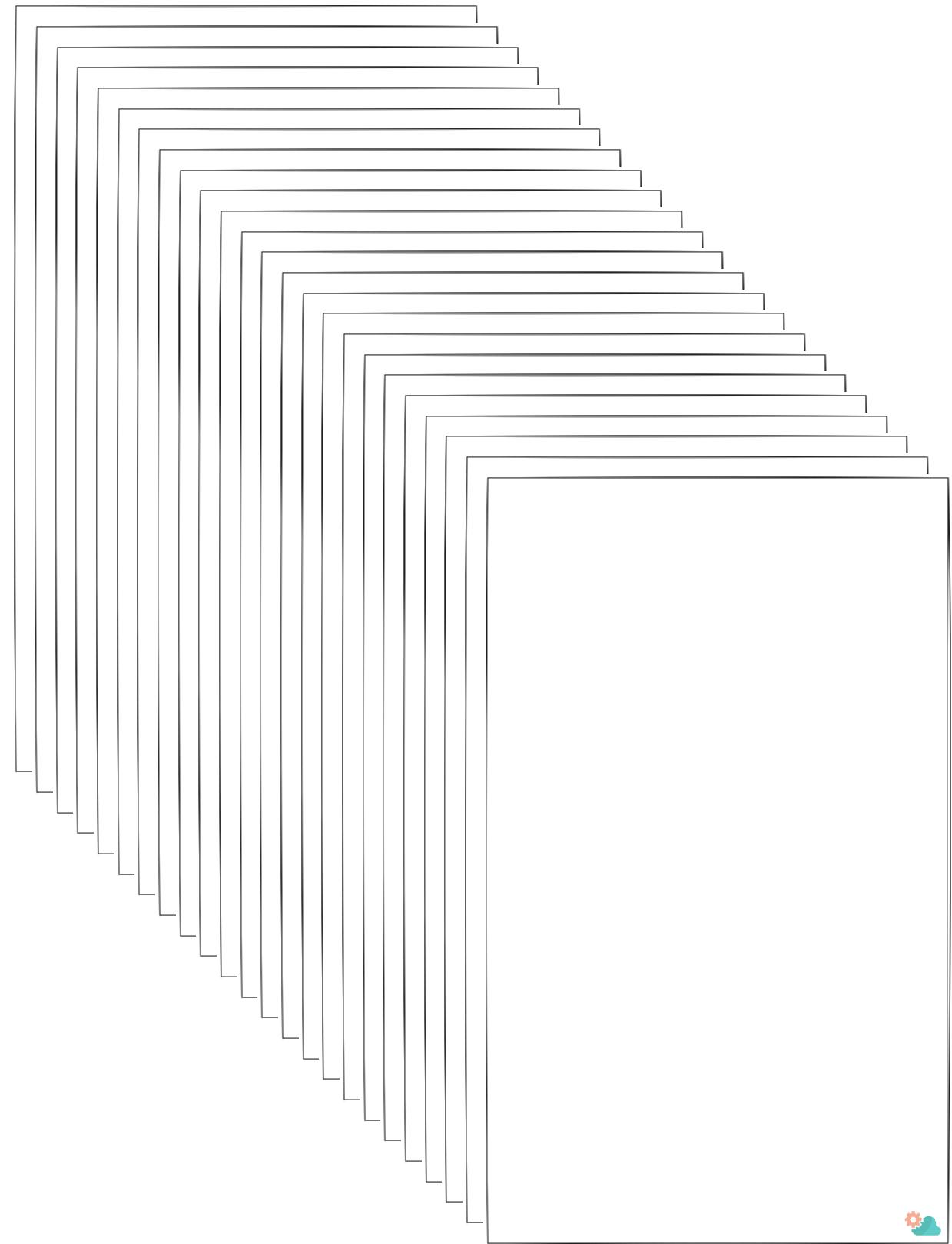
How To:

- Read the data (blocks)
- Reproject the data
- Apply post-process (rescaling / color correction / algorithm)
- Encode array to image buffer



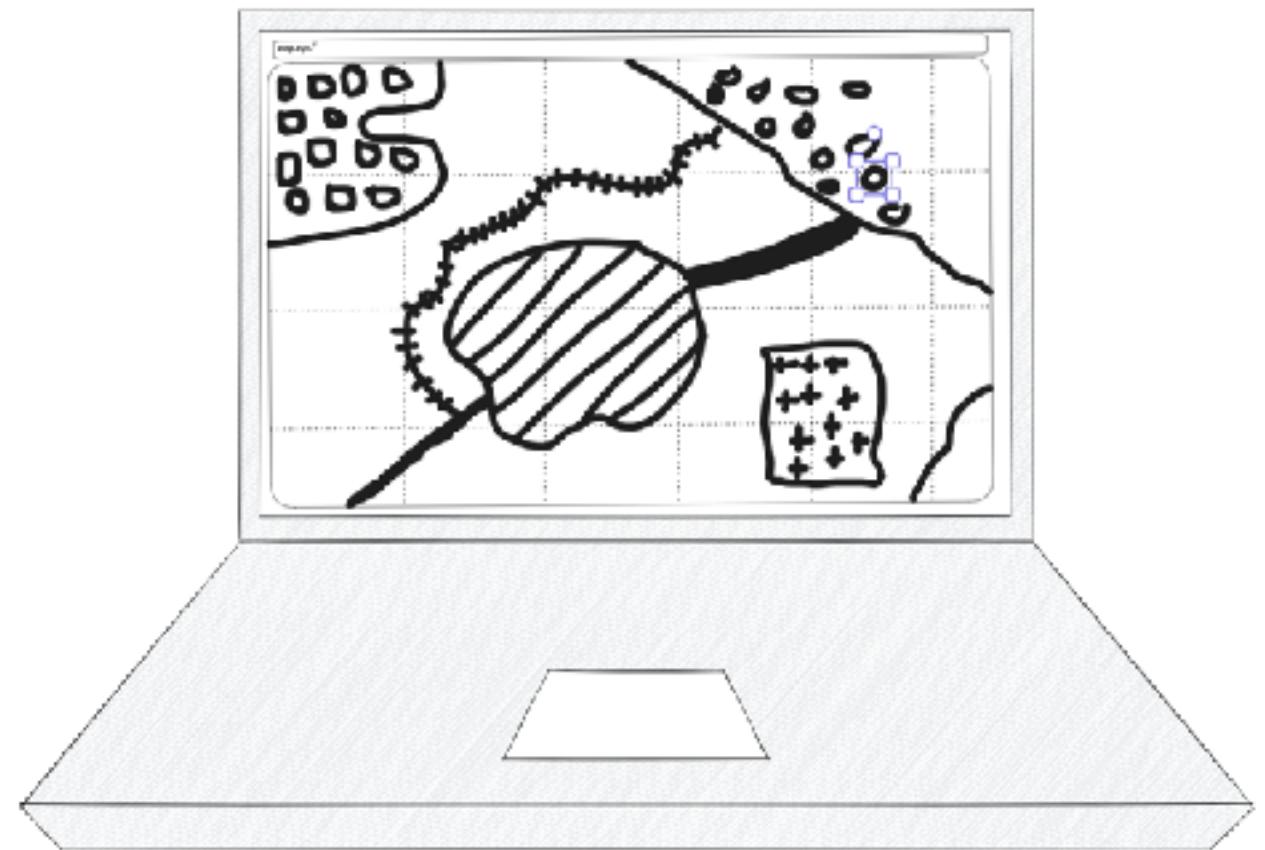


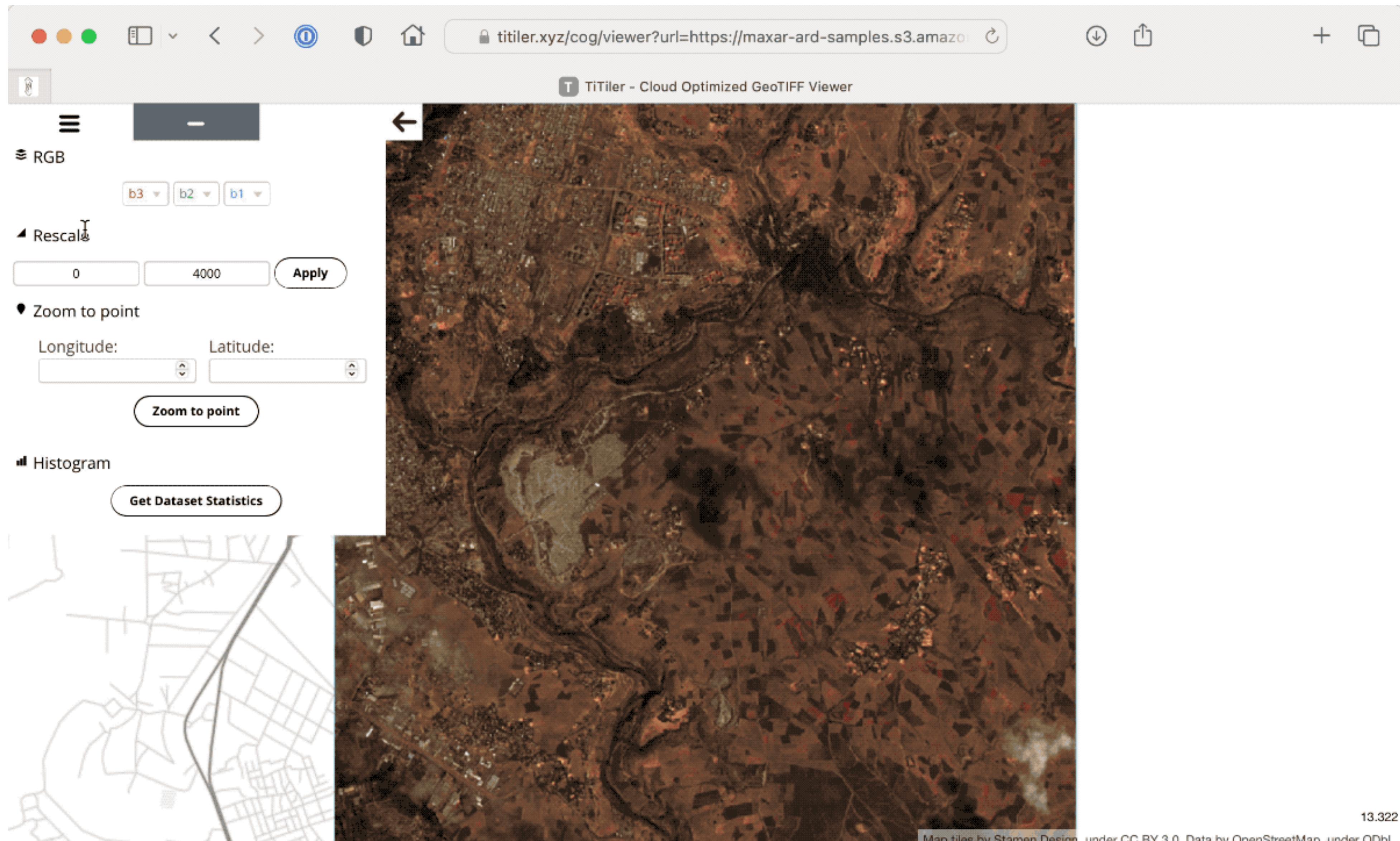


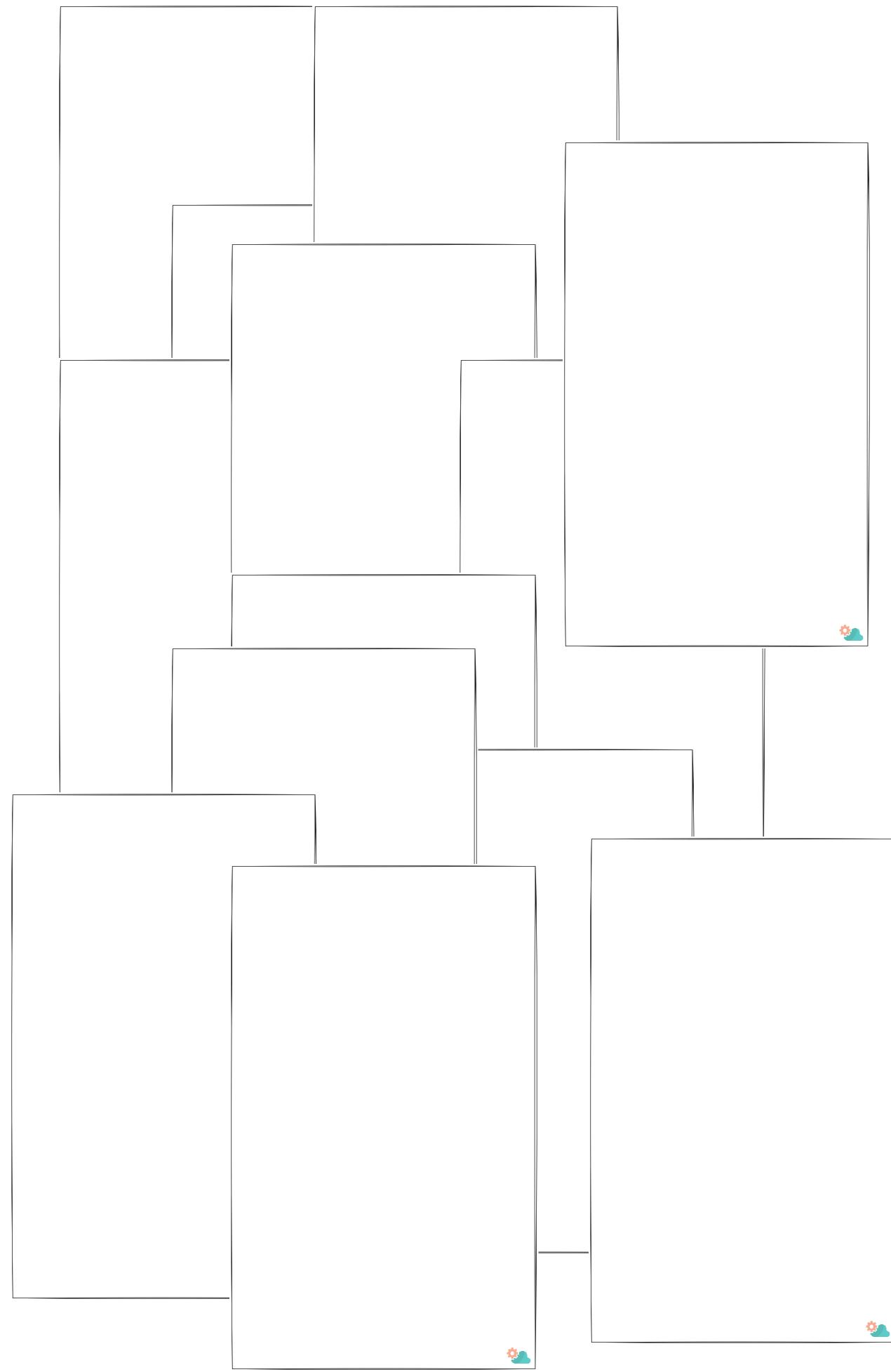


?

Multiple bands

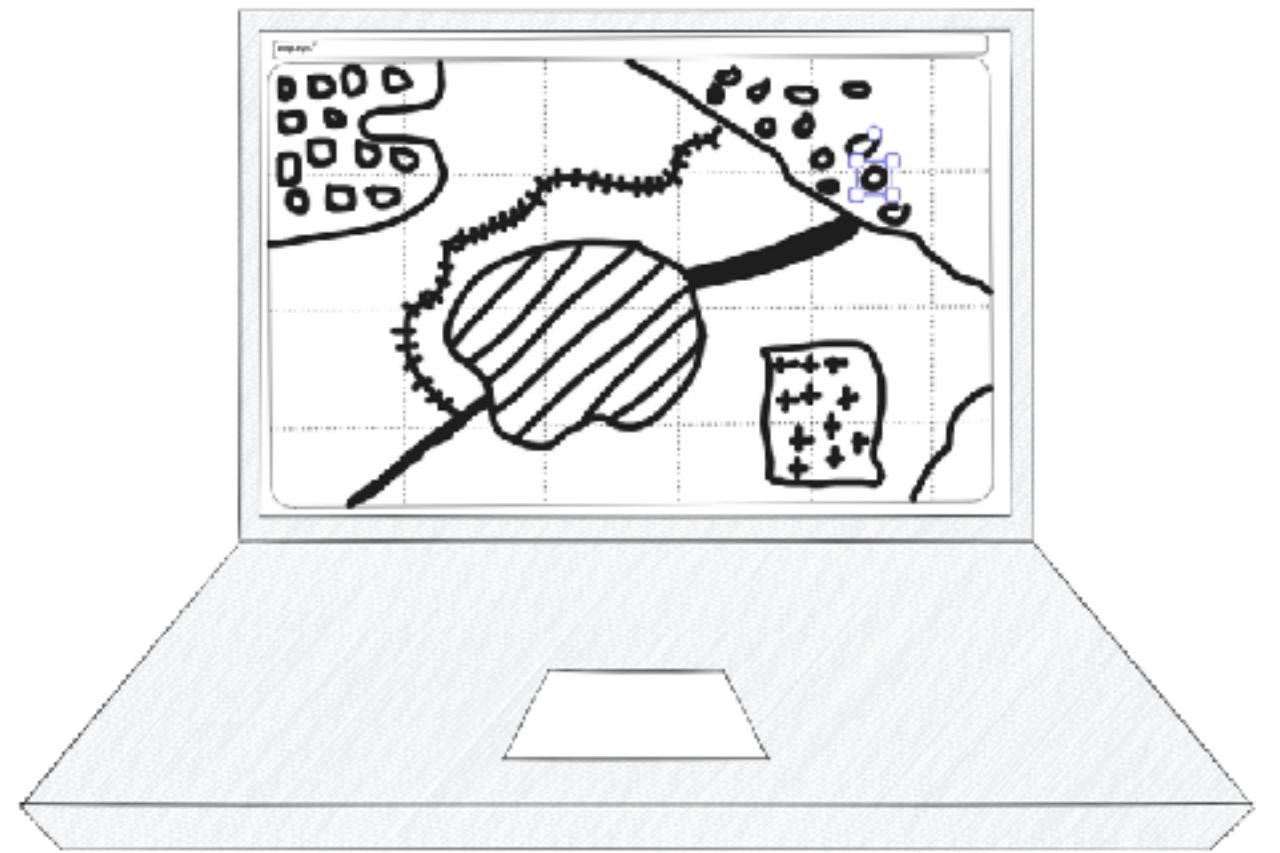






?

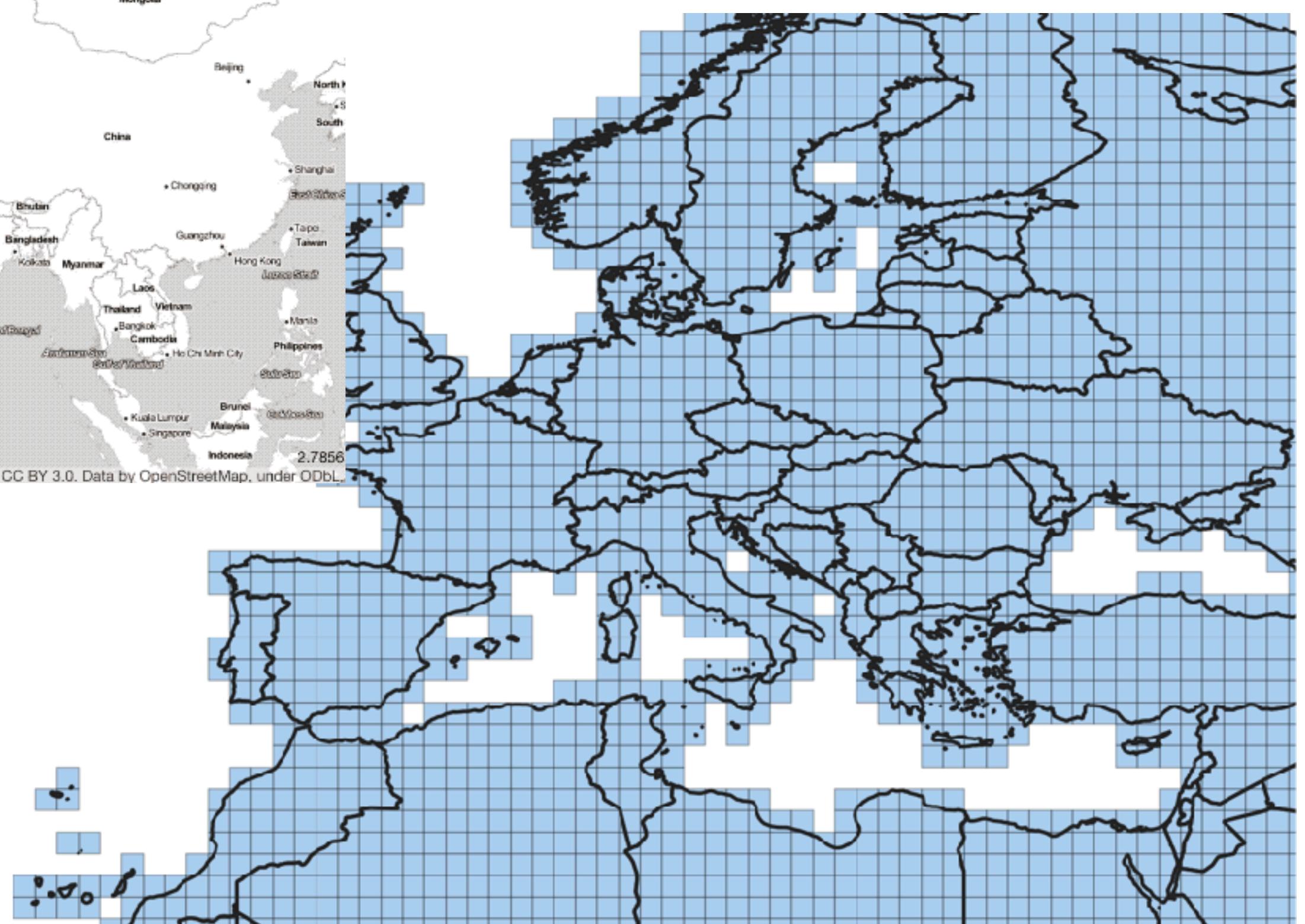
Multiple datasets

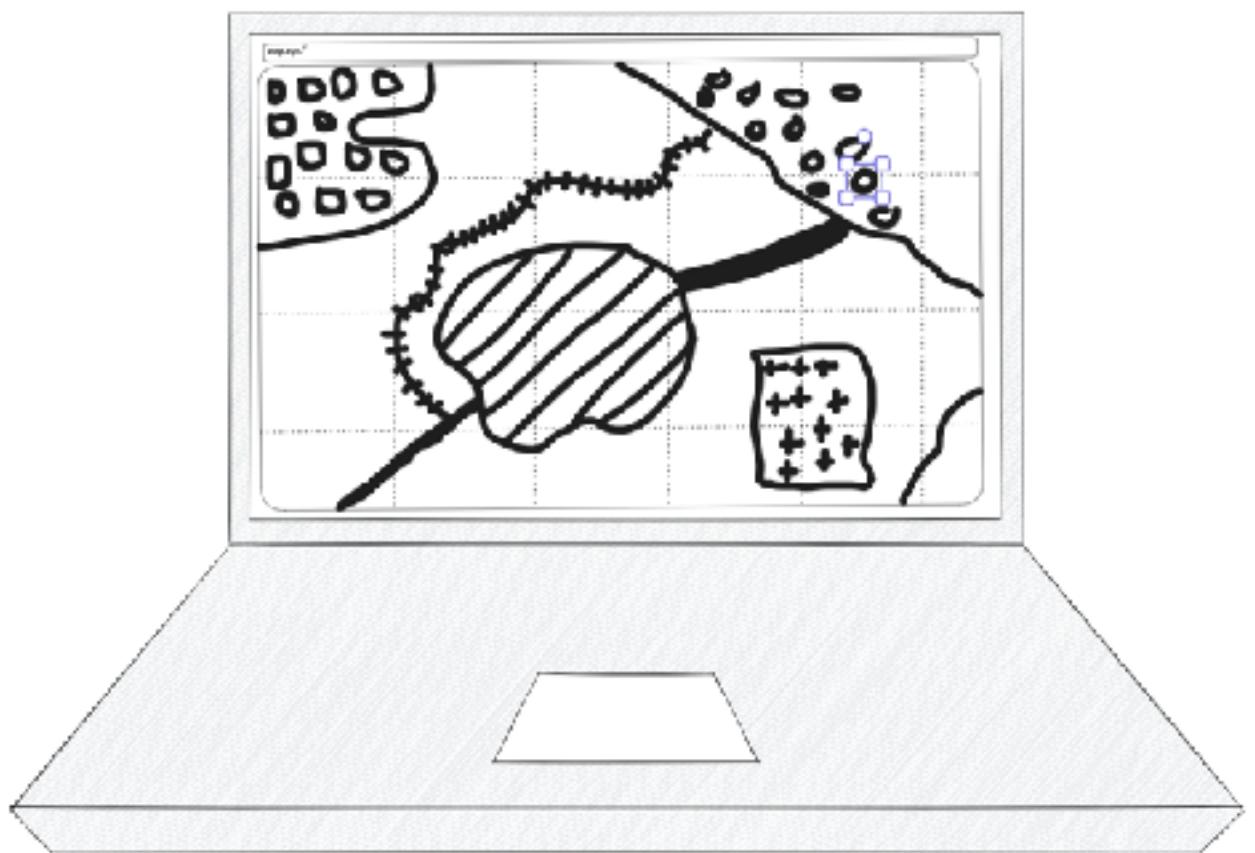
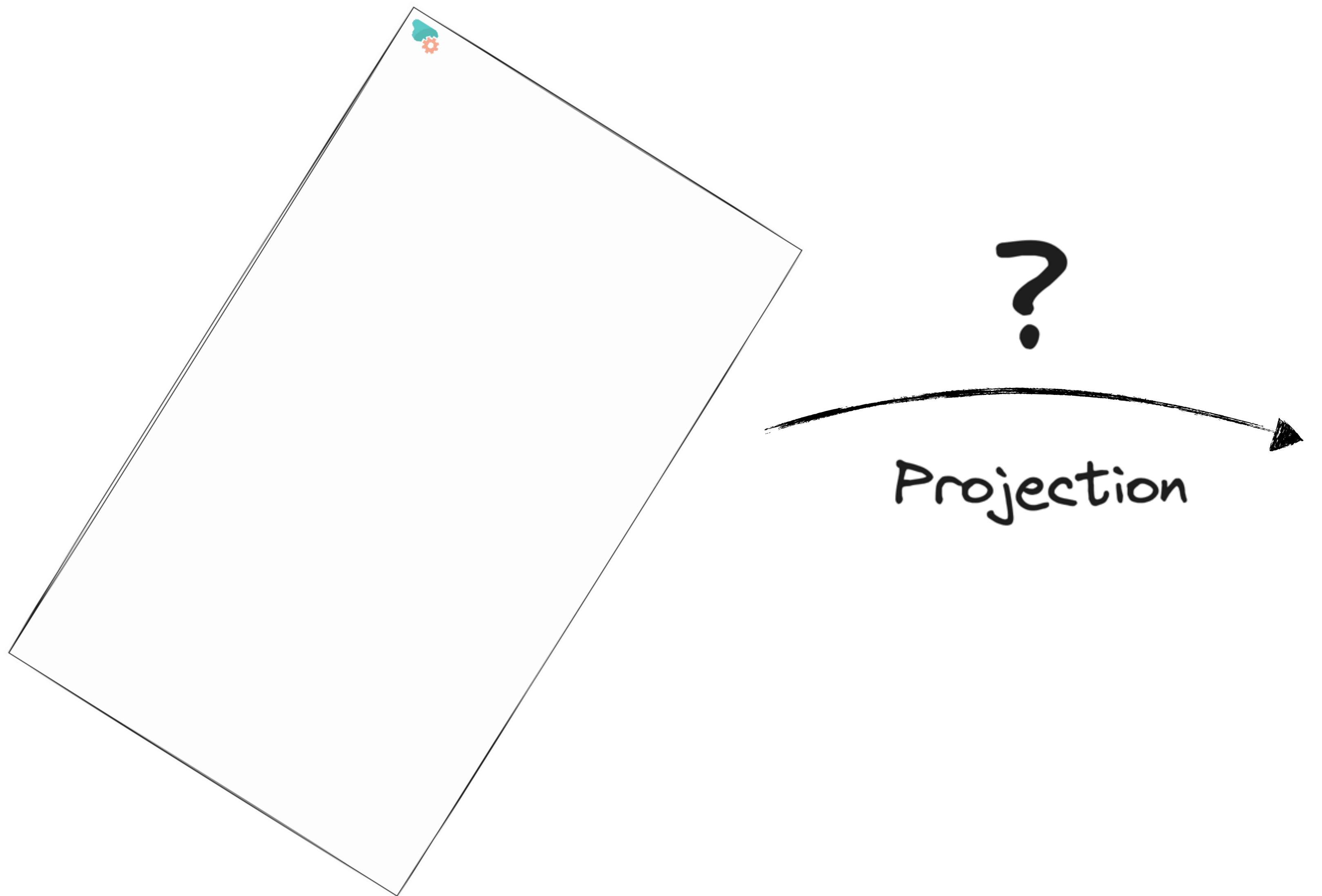


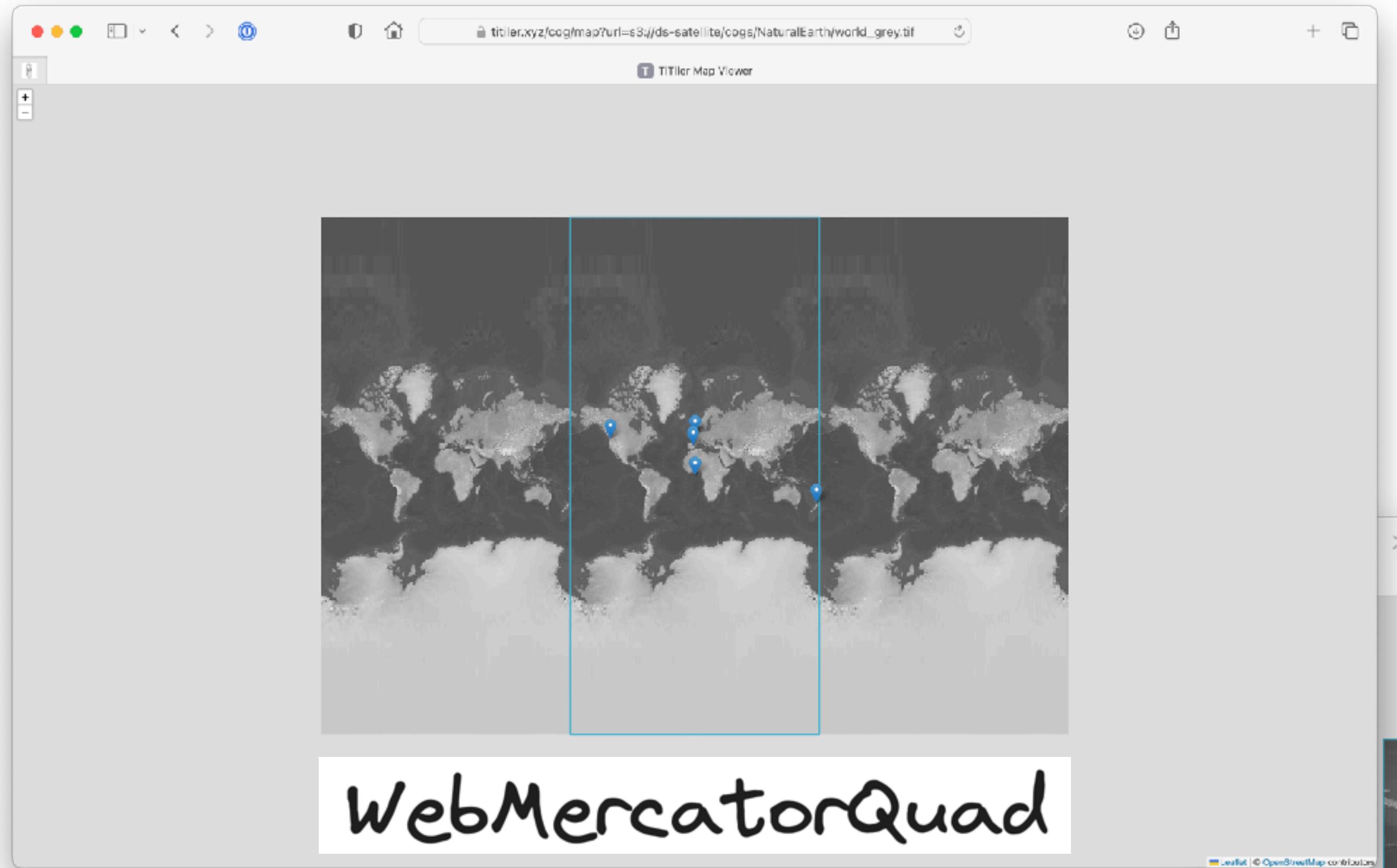


Map tiles by Stamen Design, under CC BY 3.0. Data by OpenStreetMap, under ODbL.

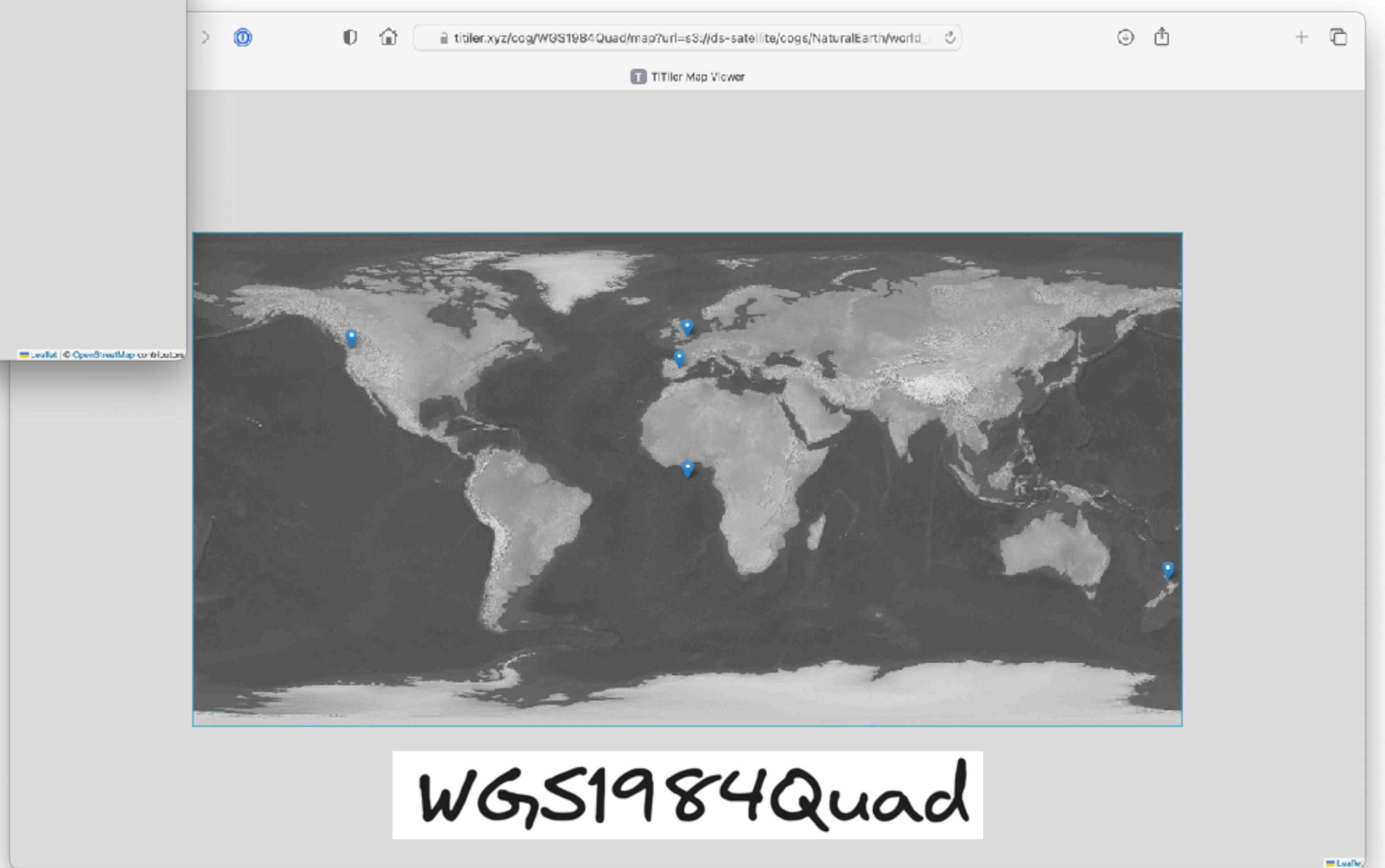
<https://registry.opendata.aws/copernicus-dem/>



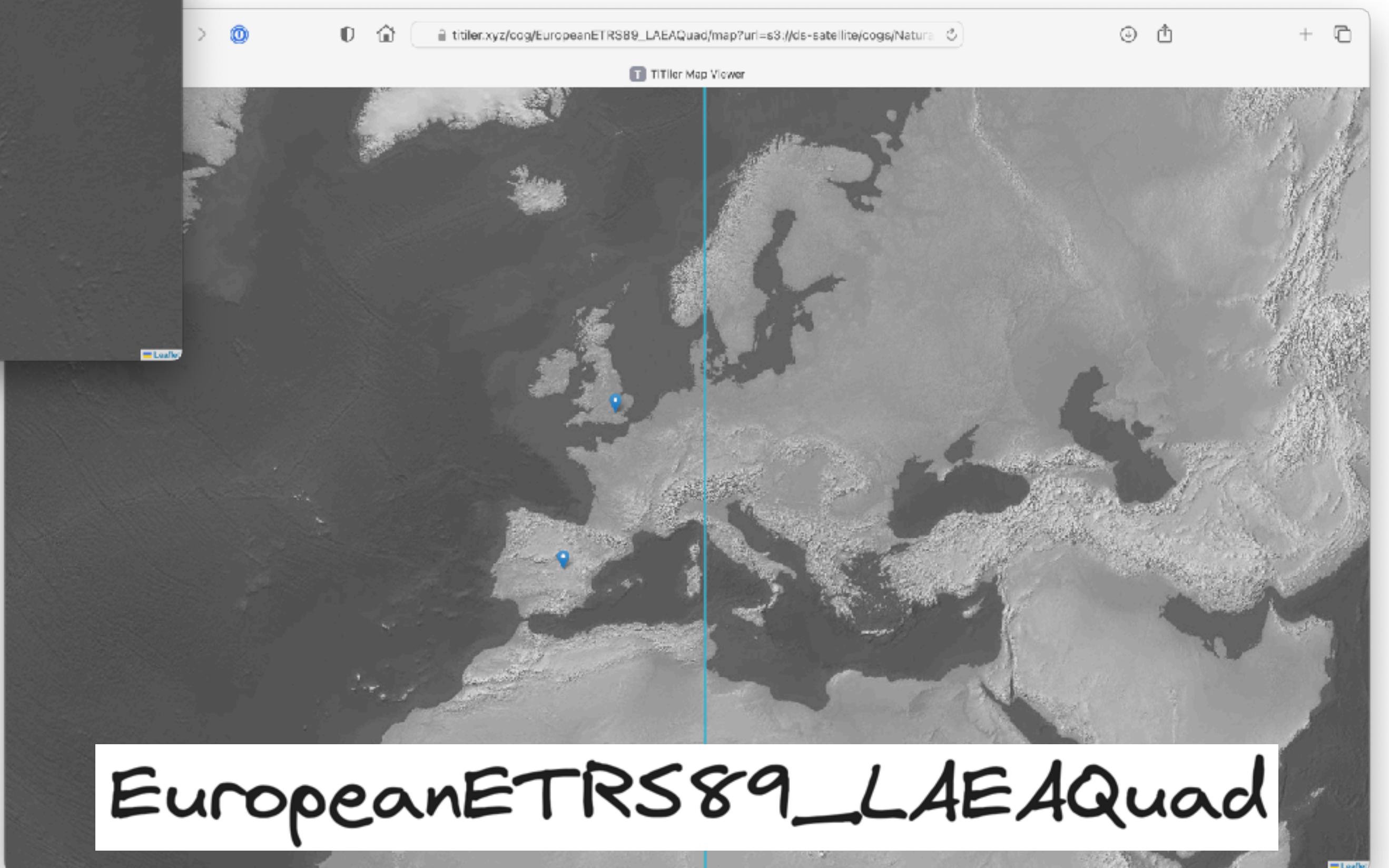
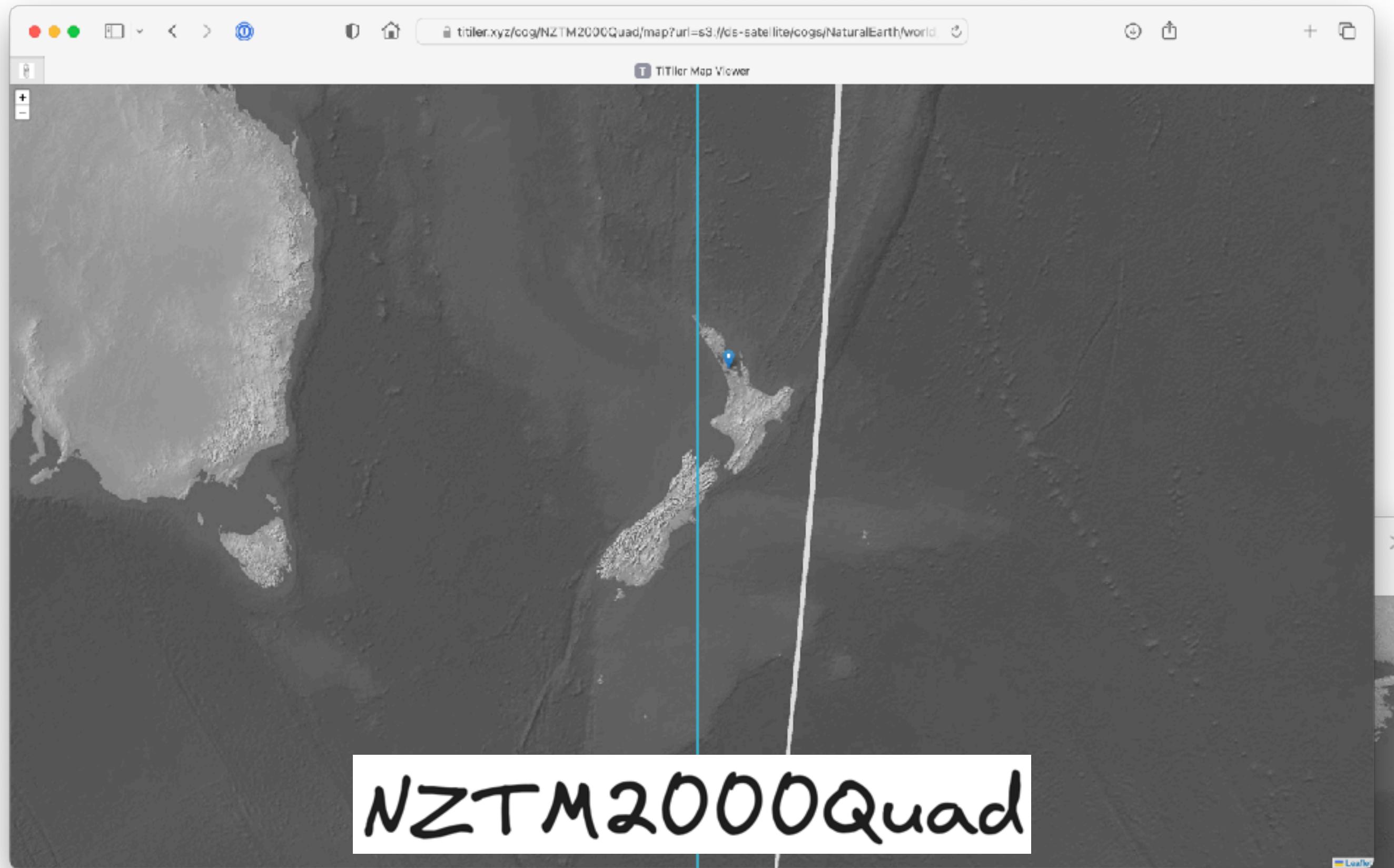




WebMercatorQuad



WGS1984Quad



0	3000	3001	2988
0	0	2985	3002
0	0	3100	2989
0	0	2999	3010
0	0	2996	3008
0	2400	2987	3000

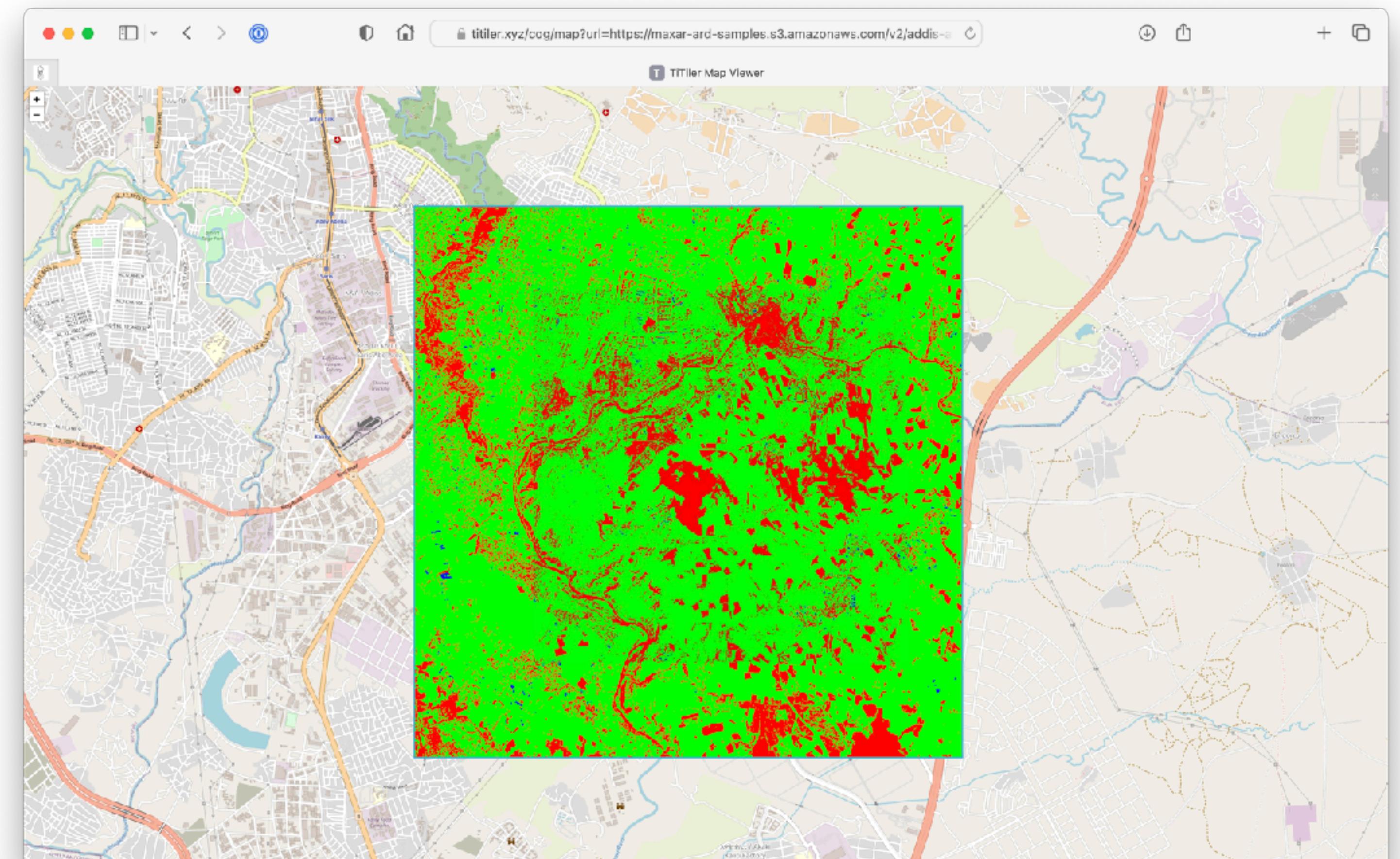


?

Data type
float/int/cplx

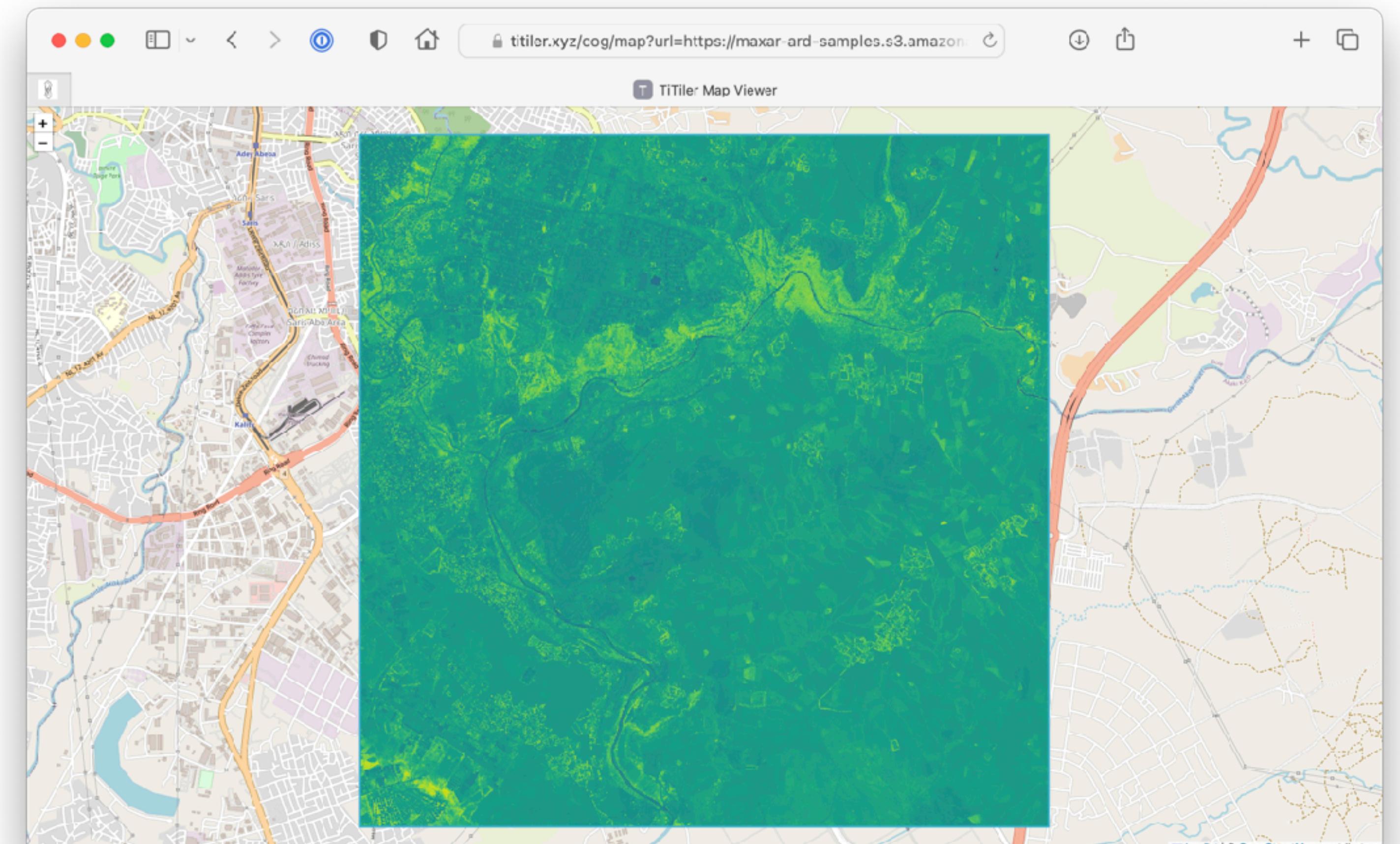


```
colormap=[  
    [0,1000], [255,0,0,255]  
,  
    [1000,3000], [0,255,0,255]  
,  
    [3000,20000], [0,0,255,255]  
,  
]
```



Link

```
expression=(b4-b3)/(b4+b3)  
rescale=-1,1  
colormap_name=viridis
```



[Link](#)

With Dynamic Tiling Users can:

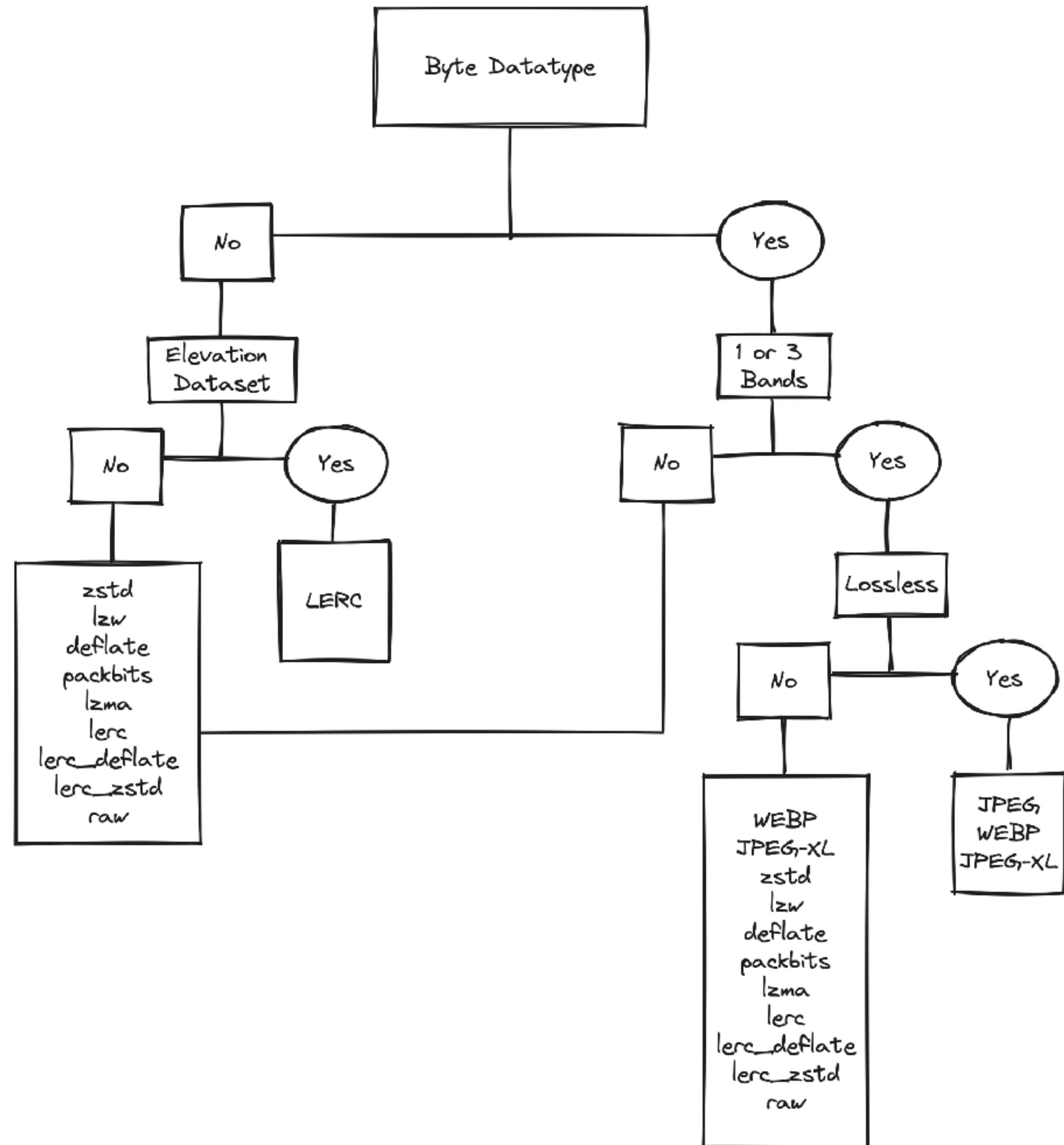
- Select bands
- Select output projection (TileMatrixSet)
- Select output format (jpeg/png/tiff/numptyTile, ...)
- Apply band math and/or more complexes processing
- Access pixel values from the raw data

...

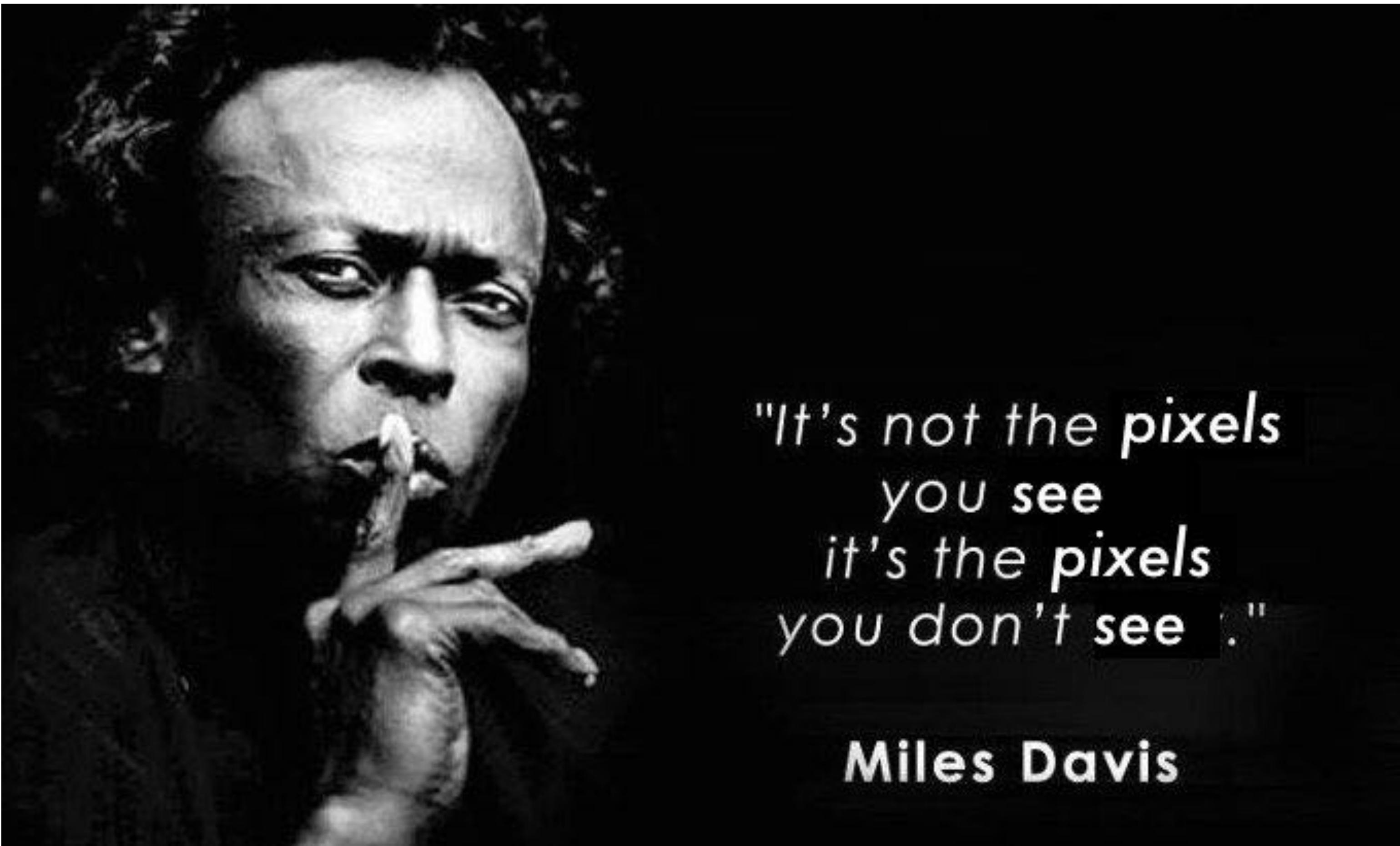
Optimized Cloud Optimized Dataset



Compression



nodata / alpha / mask

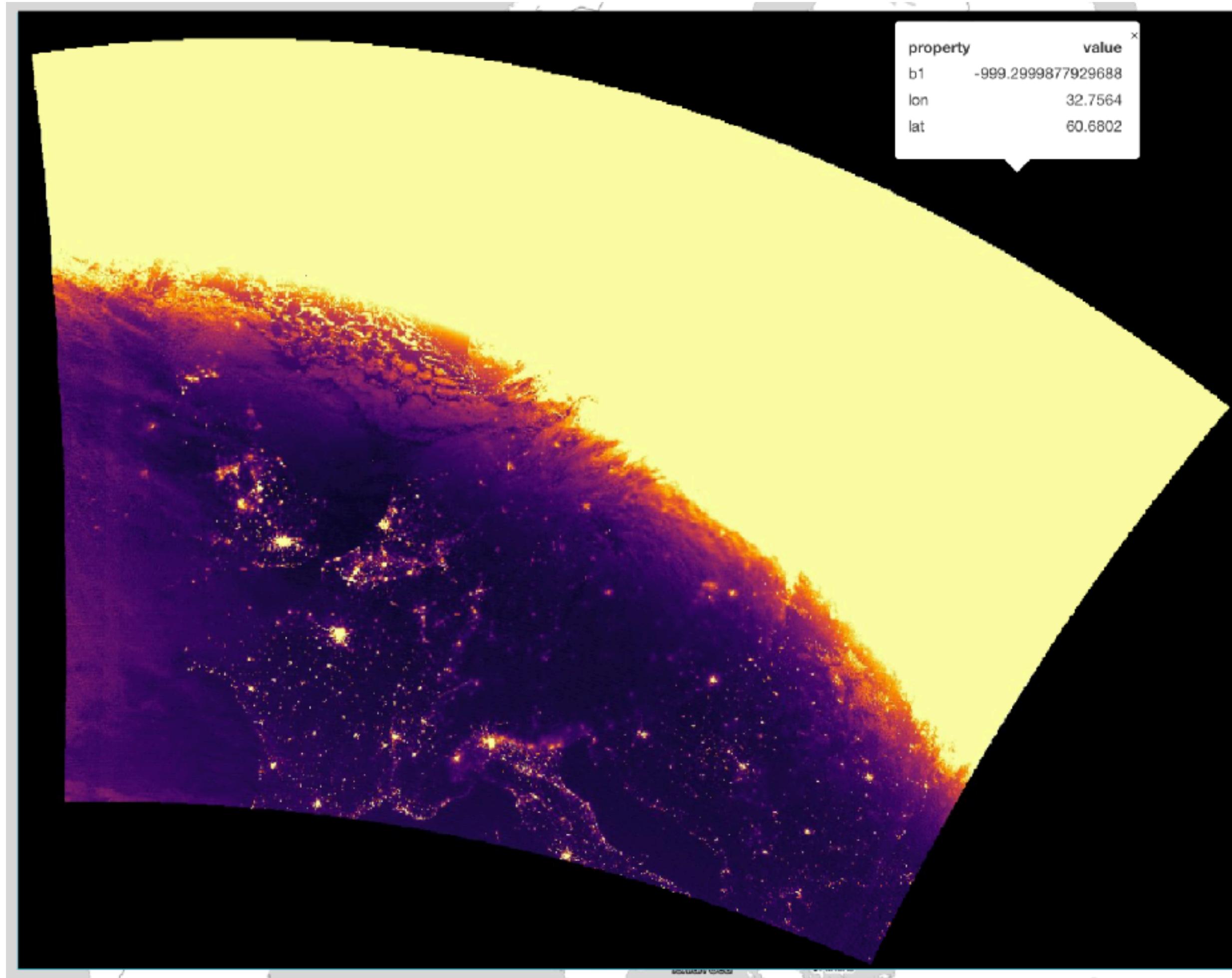


*"It's not the pixels
you see
it's the pixels
you don't see ."*

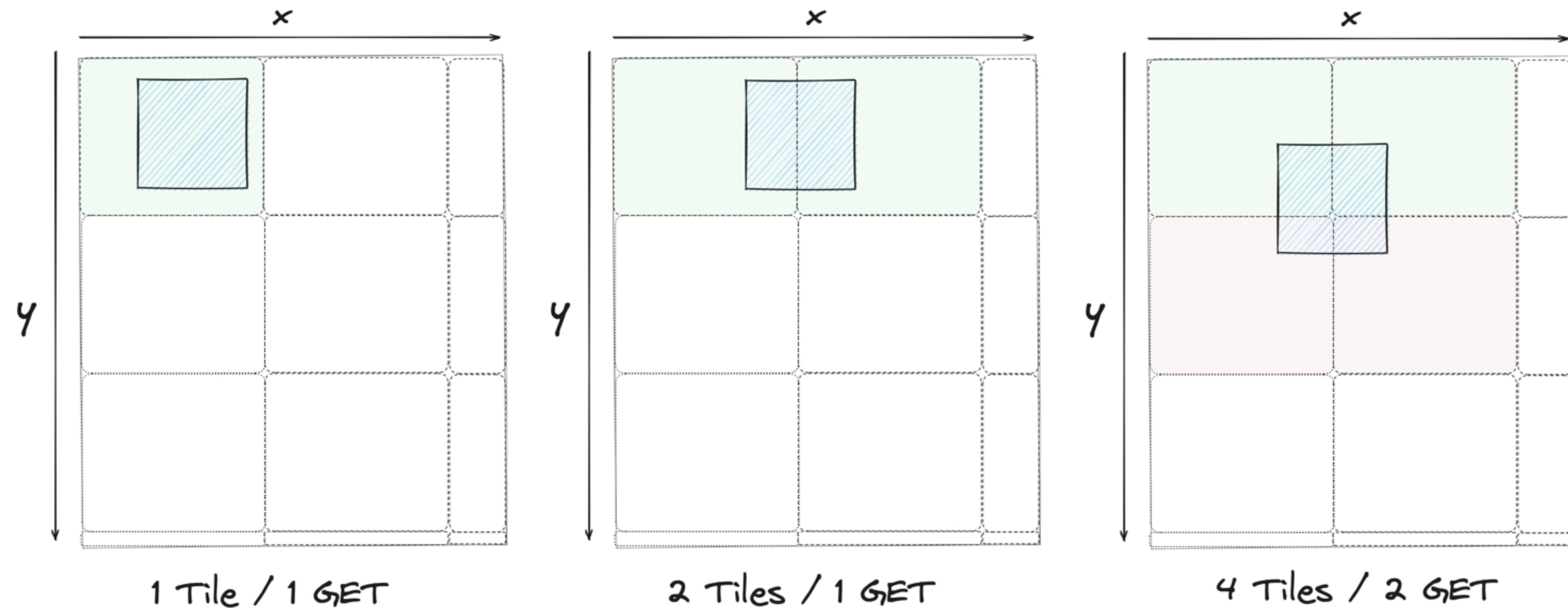
Miles Davis

<https://github.com/mapbox/nodata>

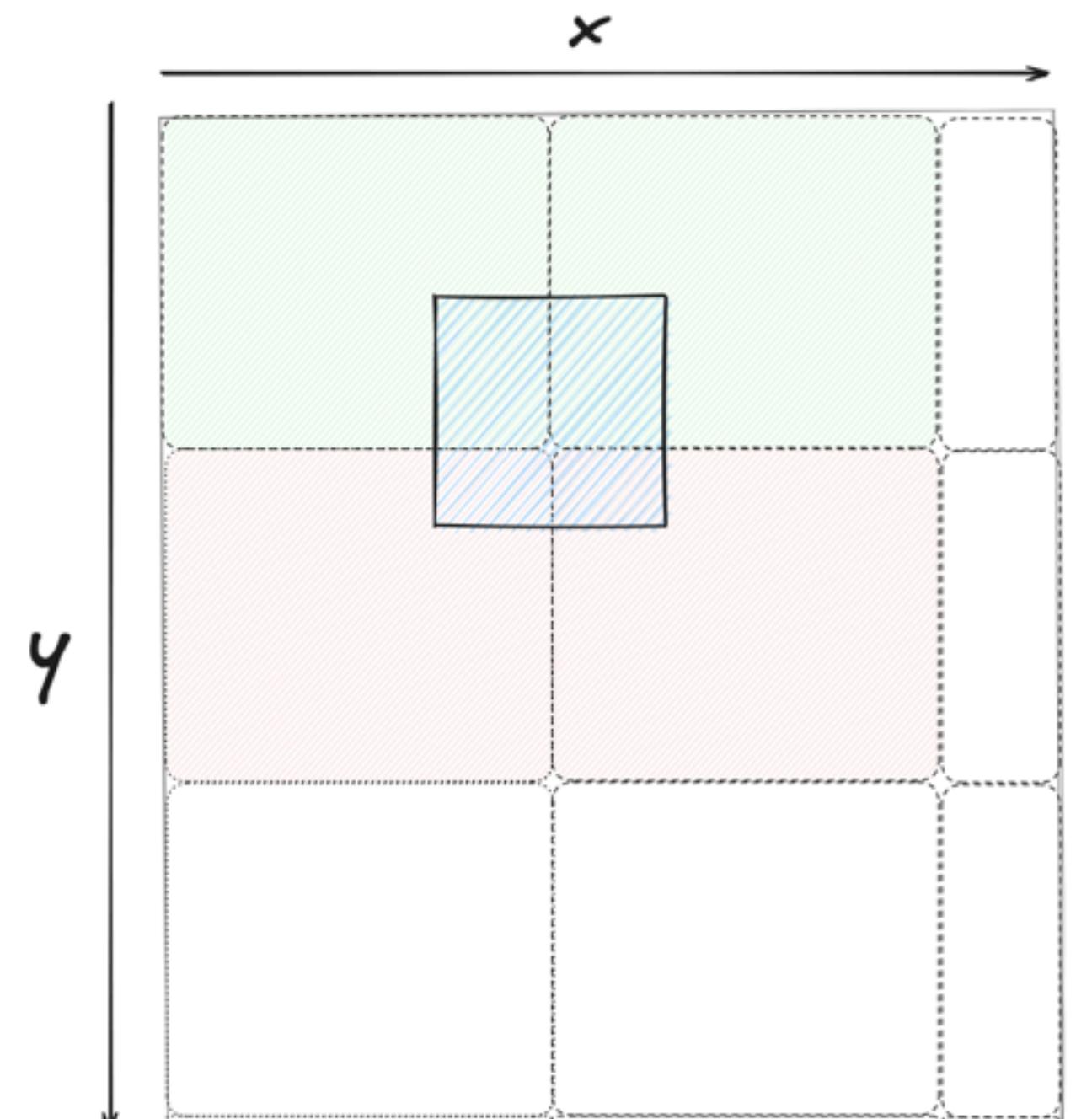
nodata / alpha / mask



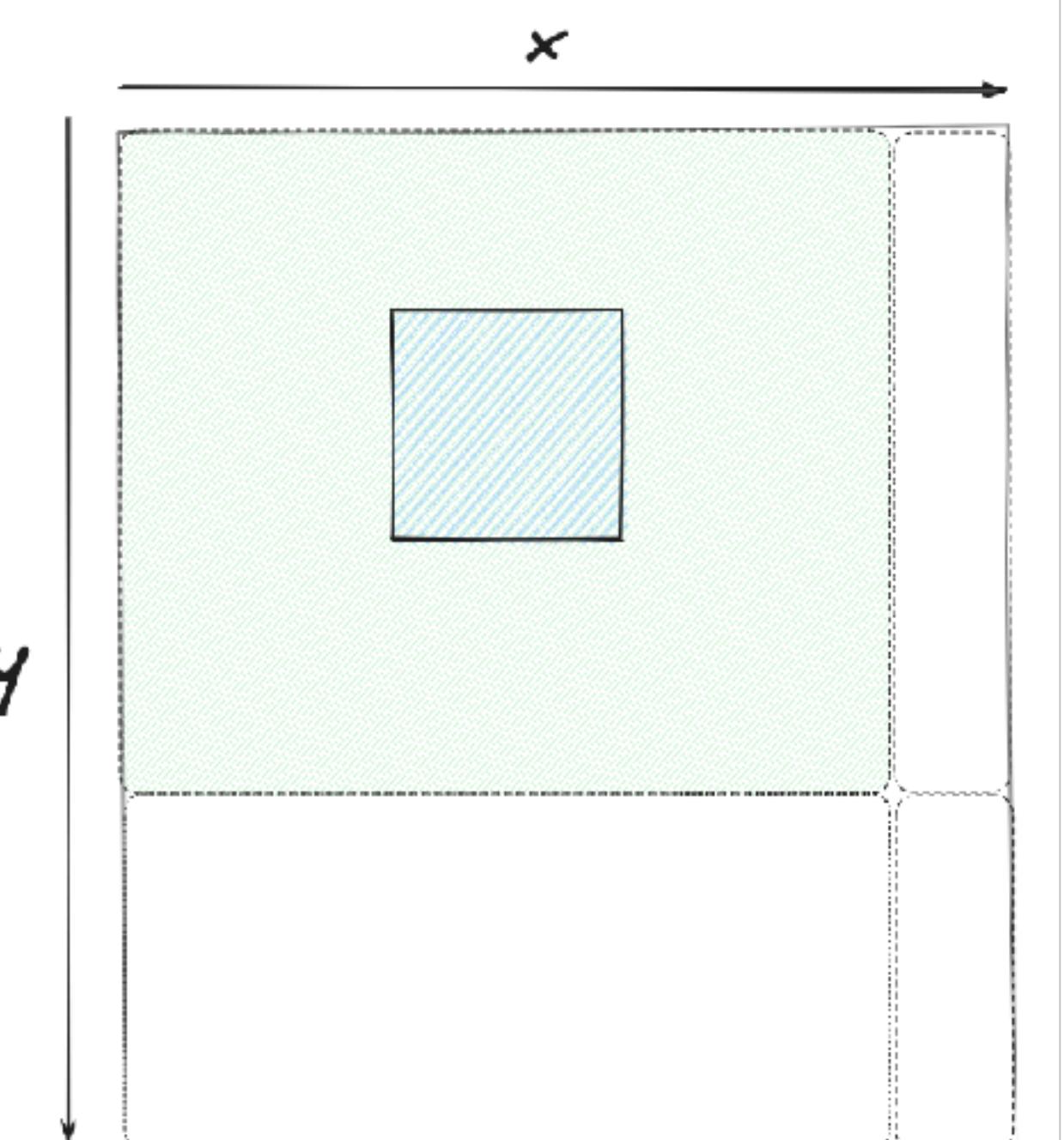
TileSize and GET Requests



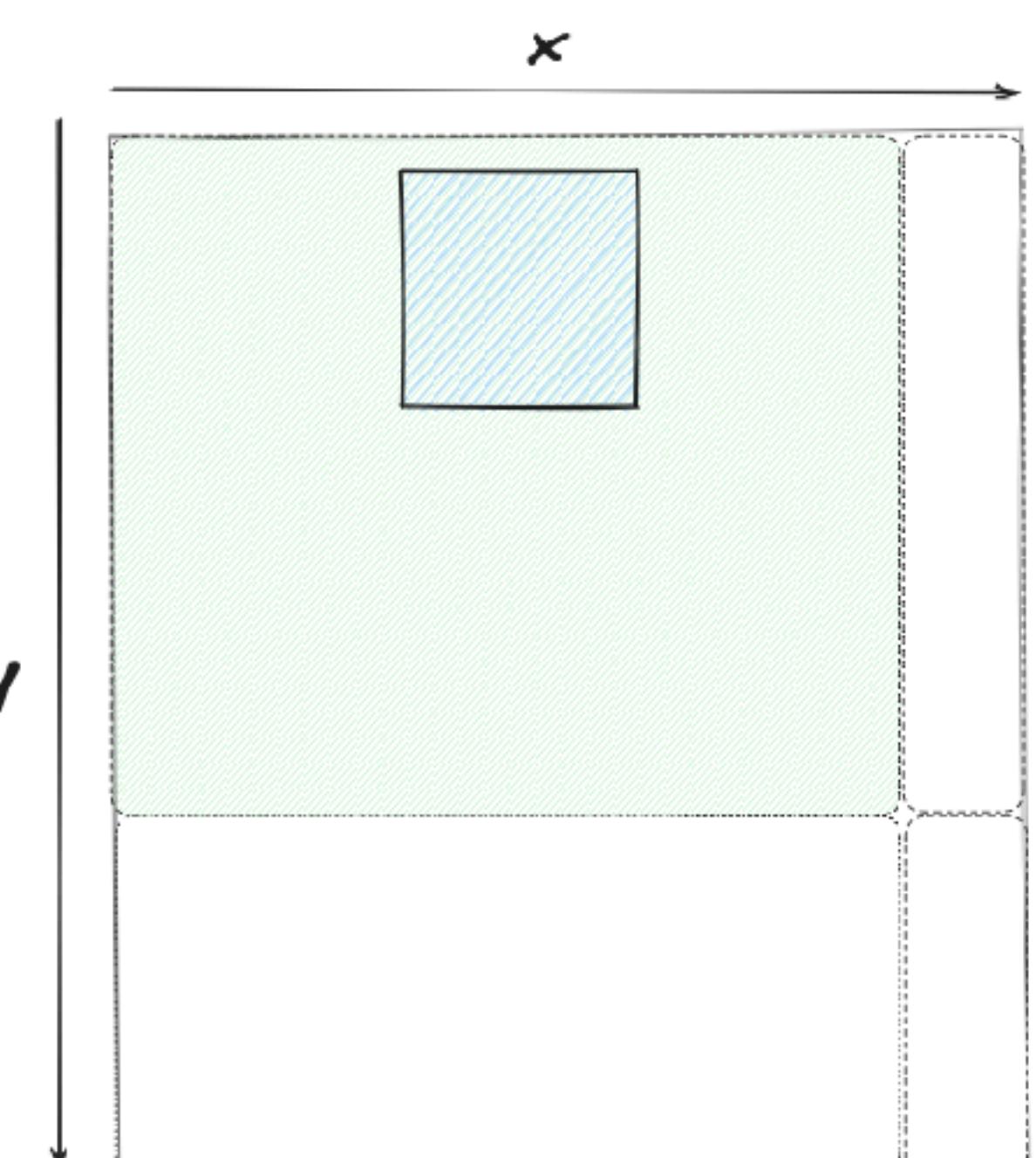
TileSize and GET Requests



4 Tiles / 2 GET



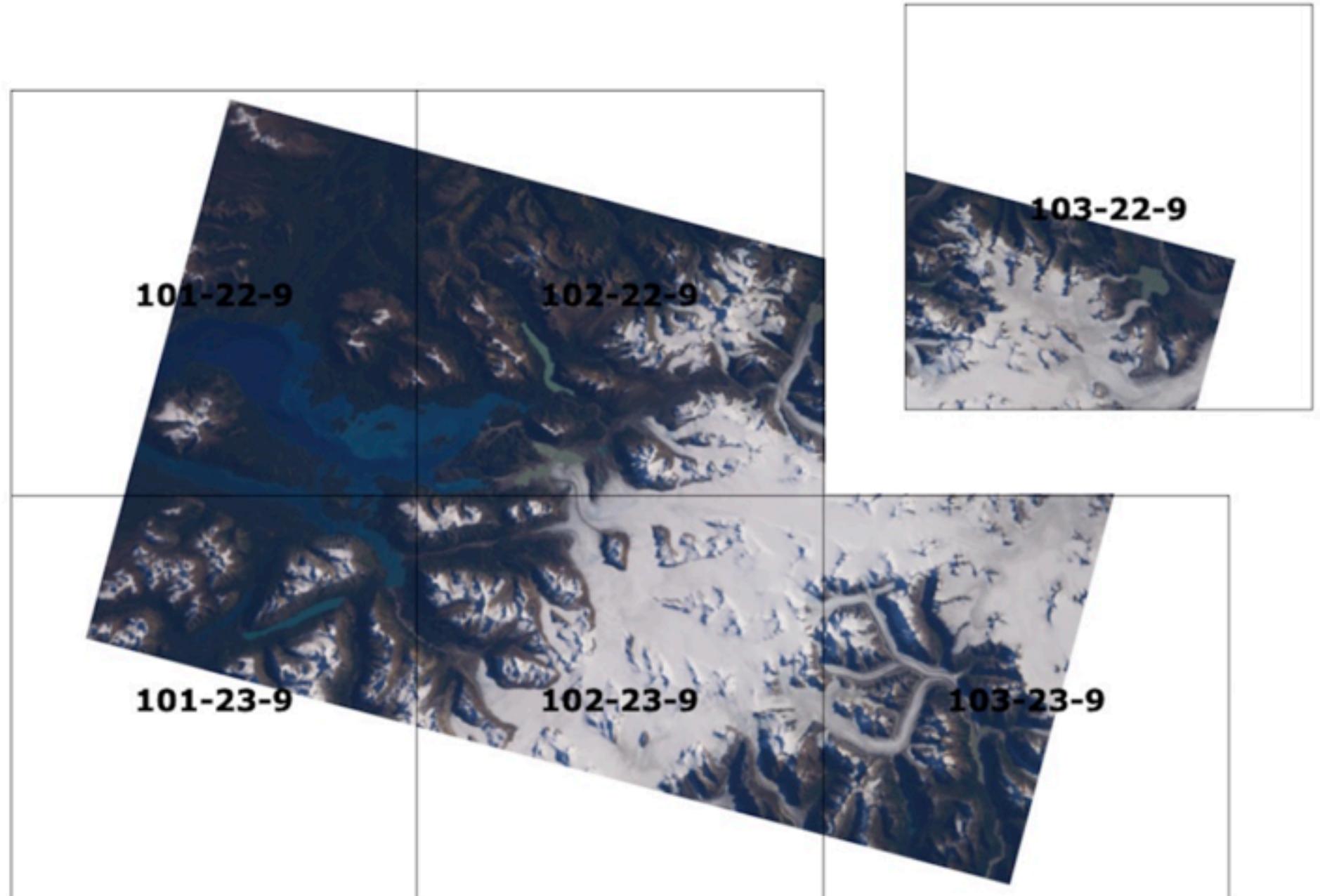
1 Tile / 1 GET



1 Tile / 1 GET

Tools

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

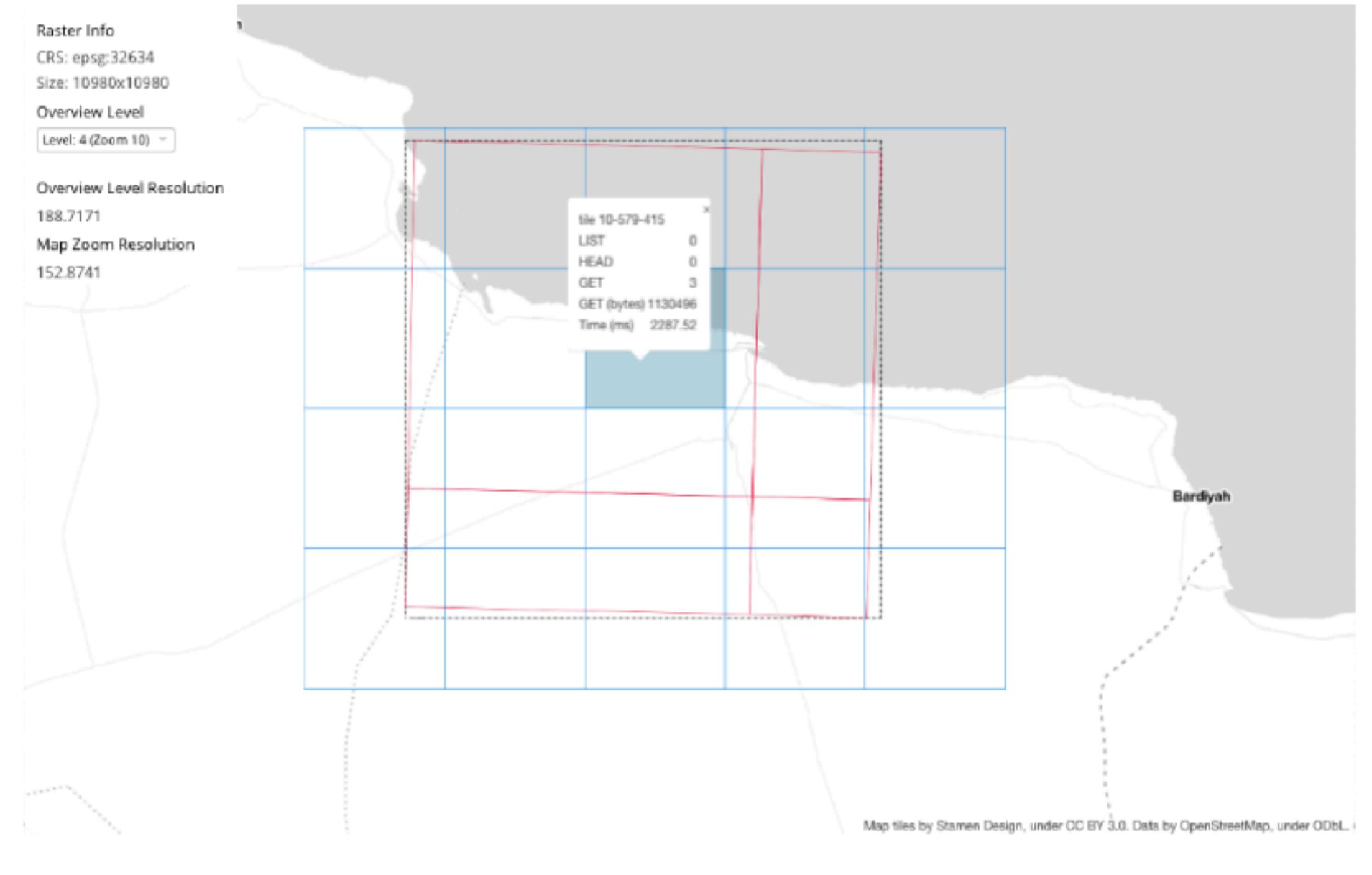


User friendly Rasterio plugin to read raster datasets.

[CI](#) [passing](#) [codecov](#) [92%](#) [pypi package](#) [v5.0.0](#) [conda | conda-forge](#) [v5.0.0](#) [downloads](#) [17k/month](#) [license](#) [BSD-3-Clause](#)
[launch](#) [binder](#)



<https://github.com/developmentseed/tilebench>



<https://github.com/stac-utils/titiler-pgstac>

TiTiler ❤ PgSTAC

Connect PgSTAC and TiTiler.



<https://github.com/developmentseed/titiler>



A modern dynamic tile server built on top of FastAPI and Rasterio/GDAL.

[CI passing](#) [codecov 91%](#) [pypi package v0.11.7](#) [license MIT](#) [launch binder](#) [docker hub latest](#)



Ping Me!



@_VincentS_
@cogeotiff
@developmentseed

Join the team & make a better planet.
<https://developmentseed.org/careers>

eoAPI - The Earth Observation API

2023-06-28, 13:35–13:40, UBT ~~D / N115~~ - Second Floor
c / N110

TiPg: a Simple and Fast OGC Features and Tiles API for PostGIS.

2023-06-28, 15:00–15:30 Mirusha



```
# RGB + Alpha
s3://noaa-eri-pds/2023_California/20230206a_RGB/20230206aC1173645w332530n.tif

# Multi Spectral (RGB + Nir)
https://maxar-ard-samples.s3.amazonaws.com/v2/addis-ababa/37/033311333031/2014-01-29/105041001000BD00-ms.tif

# Dem
s3://copernicus-dem-30m/Copernicus DSM COG 10 S90 00 E161 00 DEM/Copernicus DSM COG 10 S90 00 E161 00 DEM.tif

# Huge
https://storage.googleapis.com/cfo-public/vegetation/California-Vegetation-CanopyBaseHeight-2016-Summer-00010m.tif
```