

### living planet symposium BONN 23-27 May 2022

TAKING THE PULSE OF OUR PLANET FROM SPACE



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# The squared Earth - rethinking global grids

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### Introduction or how the Earth became flat

but difficult to fit into your pocket





**Conventional GIS puts the map** onto a computer screen



# Part 1: The view of the data providers



### **Airbus - Ever Increasing Data Volumes**





Airbus Elevation 2030 (working title)



Multi-Layered / Multi-Temporal Elevation Database (DSM/DTM) Grid Spacing 0,5-5m

EO data and Digital Elevation Models: moving to cloud architecture

- Pléiades Neo imagery starting with level 1 data
- WorldDEM & WorldDEM Neo (TanDEM Mission and ChangeDEMs) starting with DLR raw DEMs





- host, maintain & process
  - **global database of DEMs** (DSM/DTM with  $\leq$  5m grid posting)
  - containing multiple data sets with multiple time stamps, resolutions, product variants

• Services (hybrid DEM generation, timeline analytics, ...) and future missions will add to these challenges



> Need to **harmonise** EO imagery **heterogeneity**;

Necessity to merge data from different sensors (e.g. Sentinel-1, Sentinel-2, Sentinel-3, Sentinel-5P, etc.) in a global consistent geometry.



### **Needs**



### • Fast & easy access for

- base elevation data
- instant value-adding processes & analytics
- on-the-fly visualization





Need to explore innovative approaches to organise, store, manage and analyse remote-sensing imagery.

> Need to offer **flexible data-access** means not based on a fixed granularity.



- Current roadmaps already lead to challenging requirements for mid-term high capacity storage and processing upgrades
- Storage capacities: **Decrease data volume** (e.g. by using intelligent compression without performance impact)





Huge and ever growing EO imagery availability with free and open policy -> Big Data handling problem.

> Need to **rationalise** Sentinels data storage (limiting **data duplication**).



• Enable fast data analytics on heterogenous data from various sources / with various properties, e.g. resolution, thematic content





Expectation to have a unified framework for EO data seamless integration, multi source data fusion and cloud computing on a global scale.





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• Significant reduction / avoidance of spatial distortions





> Need to have a global grid which **minimises geometric distortions**;

It should be as close as possible to the S2 sensor geometry (i.e. L1B) so that distortions are less impacting.



- Reduced information loss by maintaining highest possible posting (irregular grids?)
- Pre-defined cell sizes, potential for multiple parallel grids (do we want that)?

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> Which **DGGS resolution** level is better for each Sentinel?

> Will users care about **discrete resolution levels**?

> Can DGGS projections **preserve** original satellite **radiometry**?





- Ideal DGGS world: starts with sensor geometry and is delivered as such to end users
- **The reality check**: when does the system realistically start (ground segment, operational production environment) and where does it end (just before delivery to users)

### Questions



Can DGGS facilitate interoperability best practices, automatization, systemization, visualization, and on-the-fly processing through integrated web-services?



### **Some Statistics - Copernicus Sentinels**





From Sentinel Data Dashboard: https://dashboard.copernicus.eu/

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### **Some Statistics – Airbus Global Elevation Data**



## 



Expectation to have a unified framework for EO data <u>seamless</u> integration, multi-source, <u>multi-resolution</u> data fusion and cloud computing on a <u>global</u> scale.

- ➤ Which DGGS resolution level is better for Sentinel-2?
- ➤ Will the users care about discrete resolution levels?
- > Can DGGS projections preserve original satellite radiometry?
- Can DGGS facilitate interoperability best practices, automatization, systemization, visualization, and on-the-fly processing through integrated web-services?



## Part 2: What is a DGGS?



## DGGS take-aways:



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# Part 3: Where do we go from here?



### **Open questions:**



- Do we need more or fewer global representation solutions?
- Do we have the right ones in place?
- Should global providers strive for more harmonisation in their products incl. gridding?
- Which cell geometry would you consider most apt for storing/analysis of future 'big EO data': triangles, squares, or hexagons
- \* What max difference in cell area (or 'aperture') would you consider tolerable in your work: 1:4, 1:7, or 1:9





# "choice is the enemy of interoperability"

So, what should drive system design in the future?





# Summary





Which road to take: **Continuous** (point-clouds) or **discrete** (grids)?

- If grids then:
  - Global or continental, mono-resolution or hierarchical?
  - Which criteria for 'good' global grids? (e.g. Goodchild/Kimerling)
  - Main candidate global grid(system)s?
  - Individually or together?



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# **Backup slides**



### The WMTS standard (base EPSG:3857)





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## The EQUI7 grid (TU Vienna)





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## The EQUI7 grid (TU Vienna)





B. Bauer-Marschallinger, Optimisationof global grids for highresolution remote sensing data, Computers & Geosciences, 2014

doi:10.1016/j.cageo.2014.07.005

### **Discrete Global Grid and Sentinel Products**

- esa
- It is often useful to assign to each hexagon a linear code or index. The most useful indexes are hierarchical prefix codes, where the cell being indexed is considered to be at a specific resolution in a multi-resolution structure, and each digit in the index corresponds to a location at a single resolution relative to a hierarchical parent's index.



Hierarchical partition of space using hexagon apertures 3 (left), 4 (middle) and 7 (right) (Sahr, 2013).



### Alternative



 Uber developed H3, their grid system based on hierarchic hexagons, for efficiently optimizing ride pricing and dispatch, for visualizing and exploring spatial data.



- The H3 grid is based on a icosahedron projection and is constructed by laying out 122 base cells over the Earth, with ten cells per face. Some cells are contained by more than one face. Since it is not possible to tile the icosahedron with only hexagons, they chose to introduce also twelve pentagons, one at each of the icosahedron vertices. Such pentagon vertexes are located over water.
- H3 supports sixteen resolutions. Each finer resolution has cells with one seventh the area of the coarser resolution. Hexagons cannot be perfectly subdivided into seven hexagons, <u>so the finer cells are only</u> <u>approximately contained within a parent cell</u>.
- The basic functions of the H3 library are for indexing locations, which transforms latitude and longitude pairs to a <u>64-bit H3 index</u>, identifying a grid cell.
- H3 is now open and free: <u>https://github.com/uber/h3</u>

## **DGGS** optimization



### After the main choices, i.e.:

shape ("square")

Refinement ratio (4 - quadtree)

"cube-sphere mapping"

Cube sphere mapping can be optimized to reduce distortions e.g. over land masses

Dimirijevic A., Strobl P., *Continuous 2D Maps Based on Spherical Cube Datasets,* Proc. 55th International Scientific Conference on Information, Communication and Energy Systems and Technologies (ICEST), doi:10.1109/ICEST49890.2020.9232678, 2020

