



Semi-Automatic Classification Plugin Documentation

Version 9.0.0.1

Luca Congedo

mai 28, 2026

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Developed by Luca Congedo (ing.congedoluca@gmail.com), the **Semi-Automatic Classification Plugin (SCP)** is a free open source plugin for QGIS that allows for the semi-automatic classification (also known as supervised classification) of remote sensing images. It provides several tools for the download of free images, the preprocessing, the postprocessing, and the raster calculation.

The **overall objective** of SCP is to provide a set of intertwined tools for raster processing in order to make an automatic workflow and ease the land cover classification, which could be performed also by people whose main field is not remote sensing.

SCP exploits the parallel processing of the tools provided by *Remotior Sensus*, a Python package that allows for the processing of remote sensing images and GIS data.

This **user manual** provides information about the *Plugin Installation* (page 3) of SPC and the *The Interface of SCP* (page 19), with detailed information about all the functions. In addition, the *Brief Introduction to Remote Sensing* (page 129) illustrates the basic concepts and definitions which are required for using the SCP.

For more information and tutorials visit the official site



From GIS to Remote Sensing

How to cite :

Congedo, Luca, (2021). Semi-Automatic Classification Plugin : A Python tool for the download and processing of remote sensing images in QGIS. *Journal of Open Source Software*, 6(64), 3172, <https://doi.org/10.21105/joss.03172>

Brief history :

The first version of the SCP was developed by Luca Congedo in 2012 for the « ACC Dar Project » in order to create a tool for the classification of land cover in an affordable and automatic fashion ; following versions of SCP were developed as personal commitment to the remote sensing field and open source philosophy. SCP version 6 was developed in the frame of Luca Congedo's PhD in Landscape and Environment at Sapienza University of Rome. SCP version 7, version 8 and version 9 as personal commitment to the remote sensing field and open source philosophy.

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Translators :

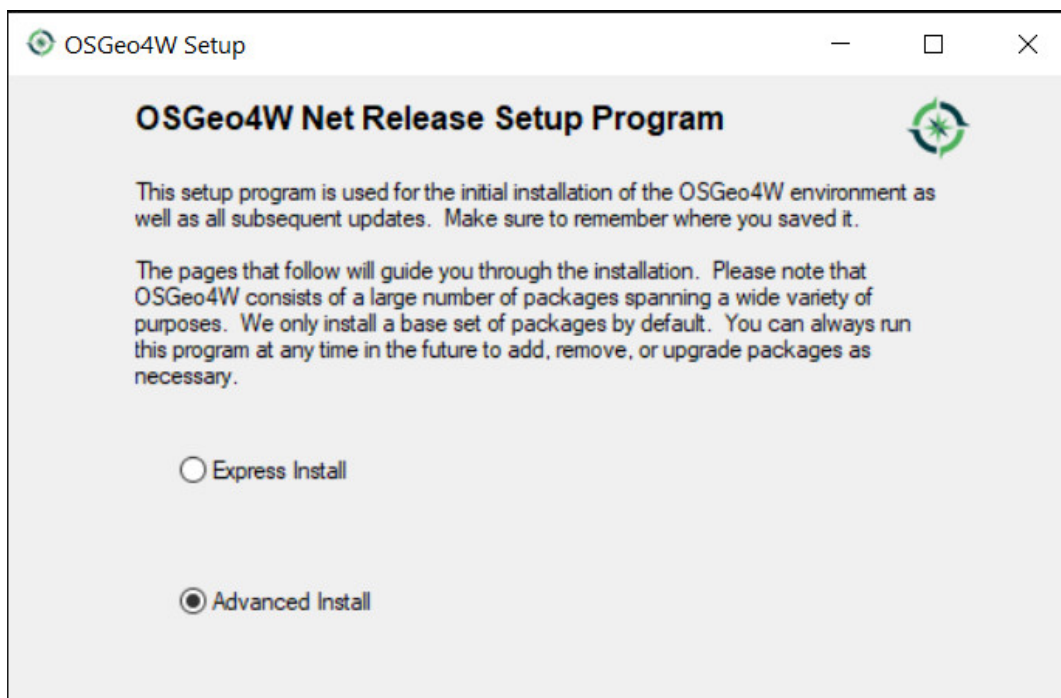
Language : Author name

The Semi-Automatic Classification Plugin requires the installation of several dependencies. This chapter describes the installation of the Semi-Automatic Classification Plugin for the supported Operating Systems.

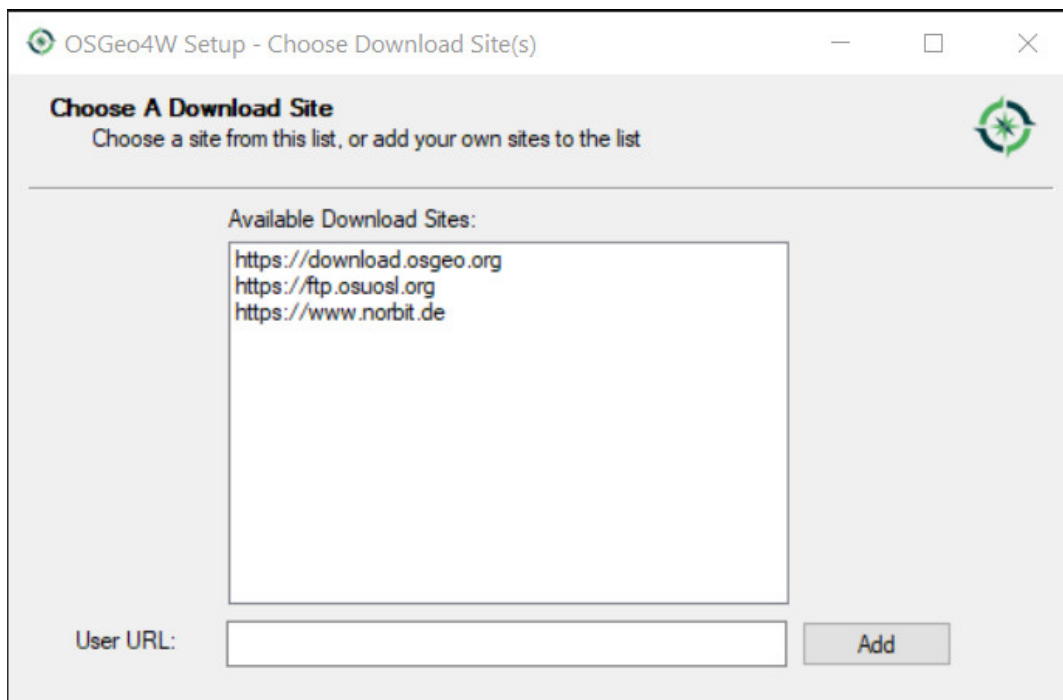
2.1 Windows

2.1.1 QGIS download and installation

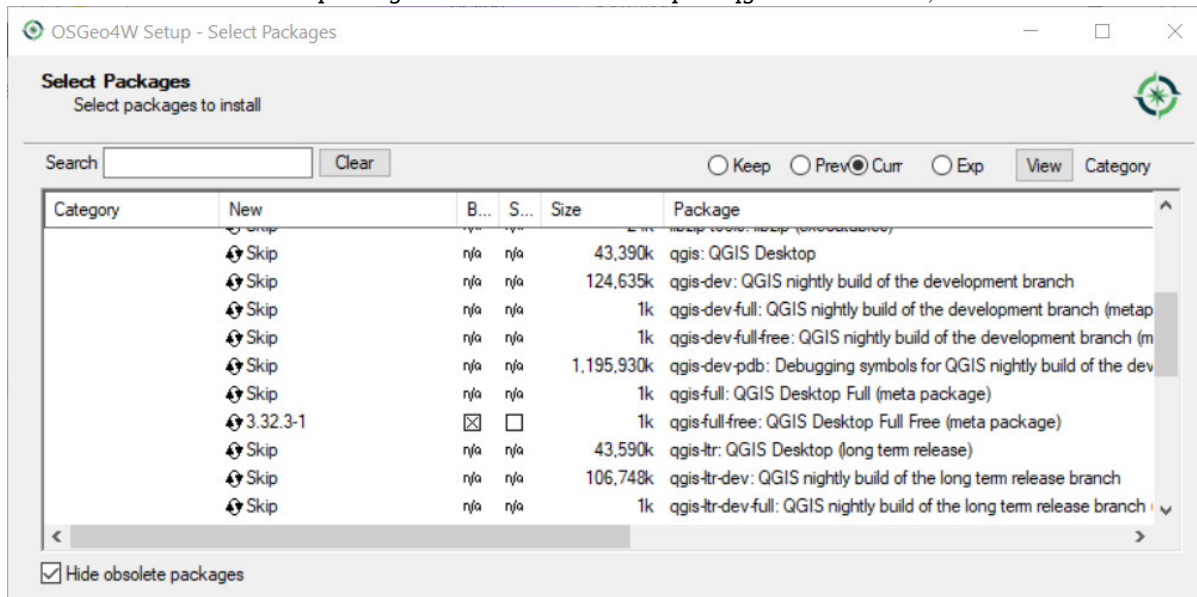
- Download the latest QGIS version 64 bit using the OSGeo4W network installer [from here](#) ;
- Execute the QGIS installer and select **Advanced Install** ;



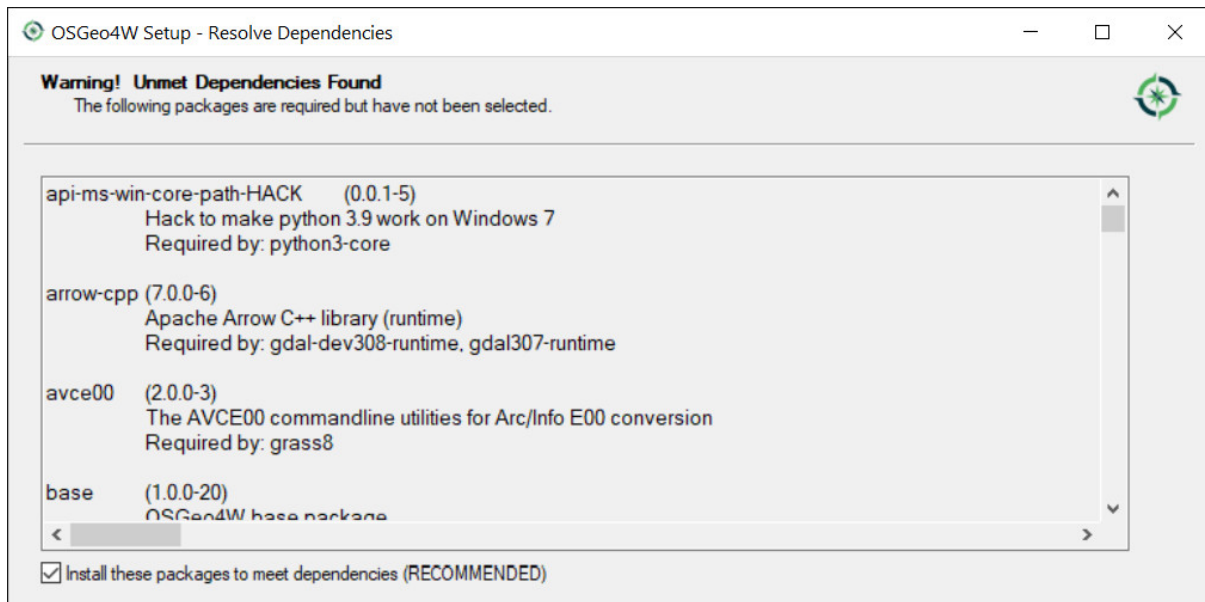
- Select **Install from Internet** ; proceed selecting the default installation directory and the preferred network configuration ;



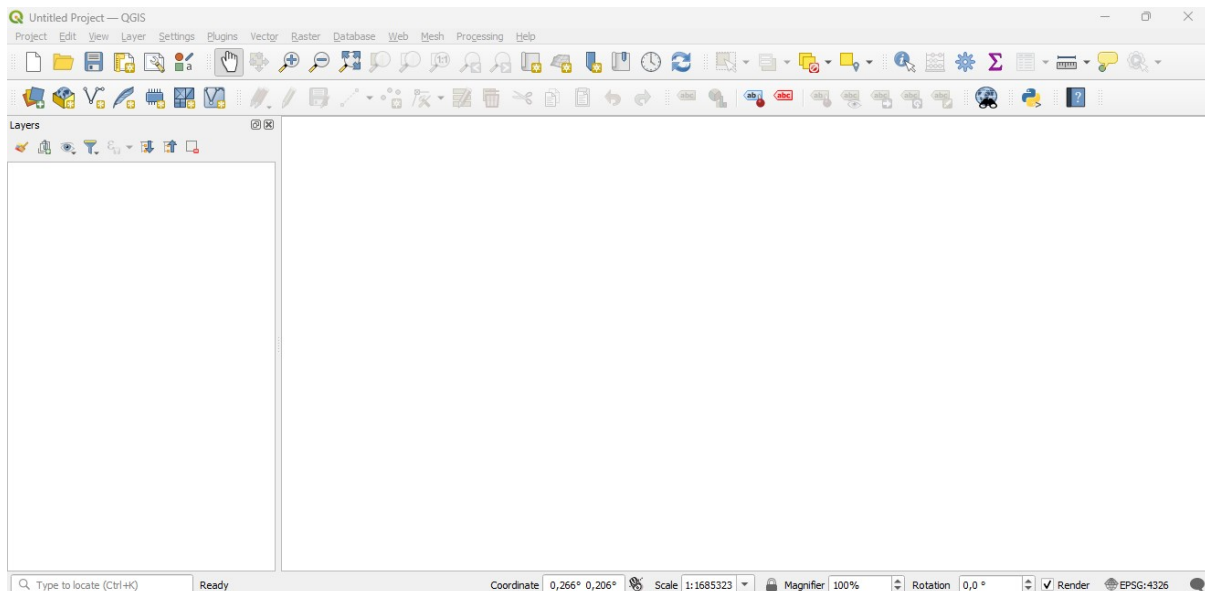
— In the menu **Select packages** select **All > Desktop > qgis-full-free**;



— Click **Next** and accept to install the required dependencies ;



The download of the programs will start, and QGIS will be installed.

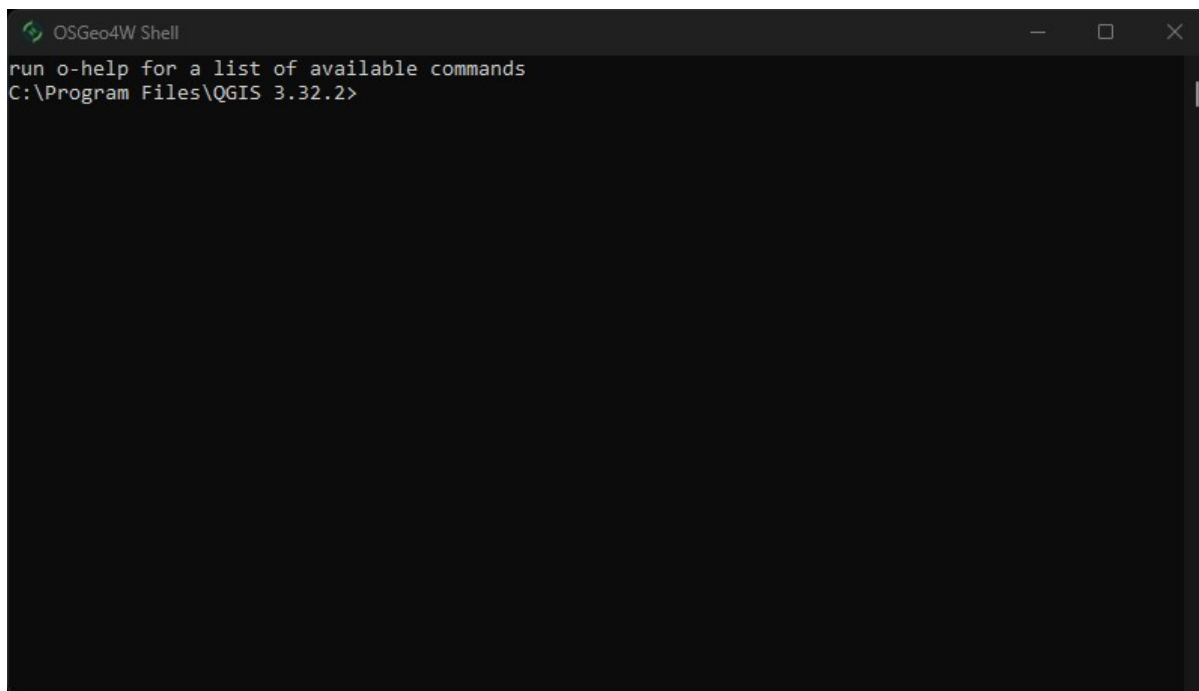


2.1.2 Installation of required dependencies

The Semi-Automatic Classification Plugin requires Remotior Sensus, GDAL, NumPy and SciPy for the main functionalities. Optionally, scikit-learn and PyTorch are required for machine learning and additional functionalities.

The Semi-Automatic Classification Plugin can automatically download and install Remotior Sensus. Therefore, it is recommended install the dependencies that are not included in the QGIS installation.

- Close QGIS;
- From the Start menu, open OSGeo4W Shell (administrative rights may be required);



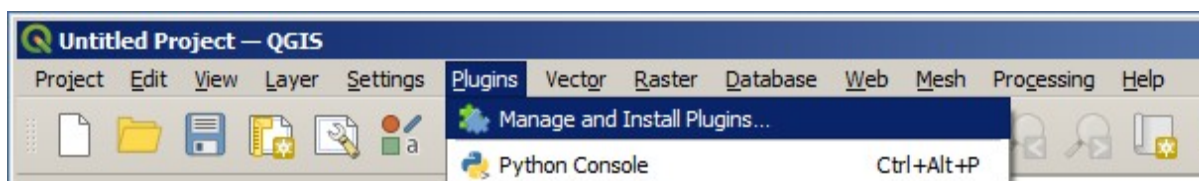
— Enter the following command and execute it :

```
pip3 install scikit-learn scipy torch torchvision --index-url https://download.pytorch.org/whl/cpu
```

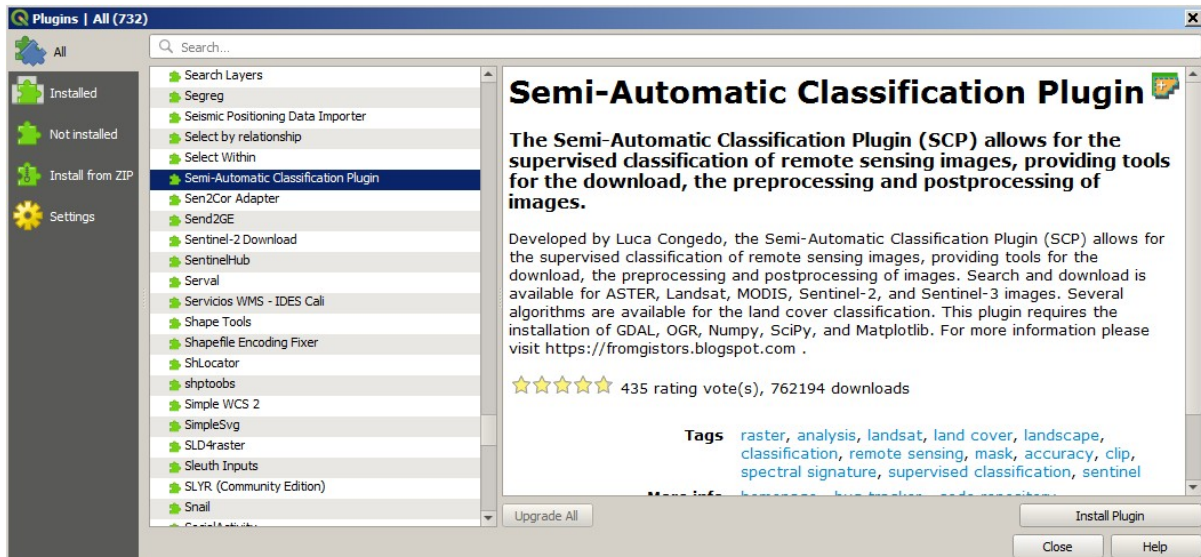
Astuce : If the system has GPU support please refer to the PyTorch documentation for installation <https://pytorch.org/get-started/locally/>

2.1.3 Semi-Automatic Classification Plugin installation

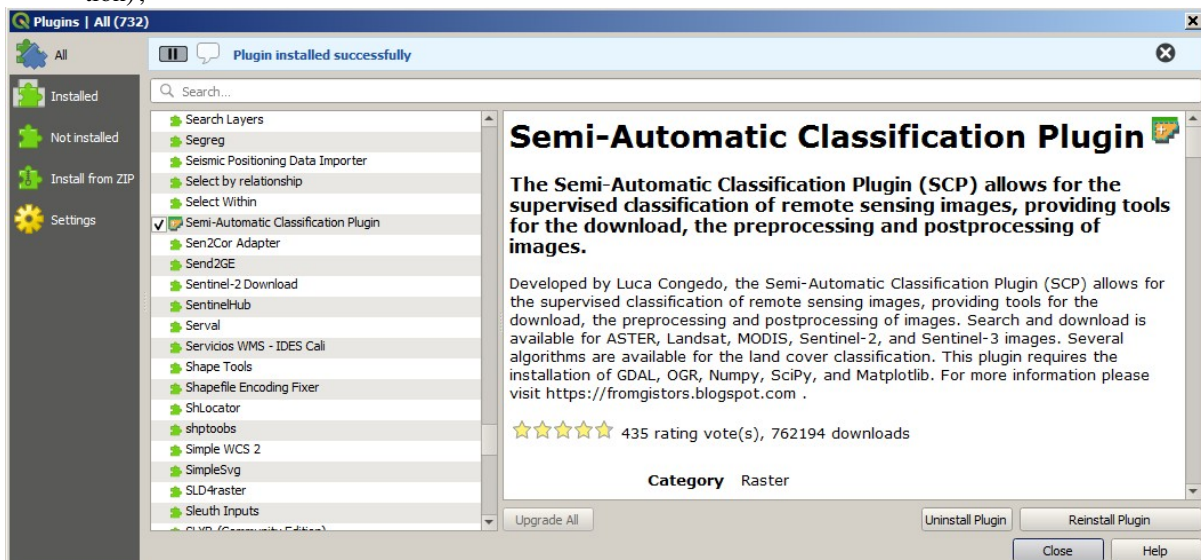
- Run QGIS;
- From the main menu, select Plugins > Manage and Install Plugins;



- From the menu All, select the Semi-Automatic Classification Plugin and click the button Install plugin;



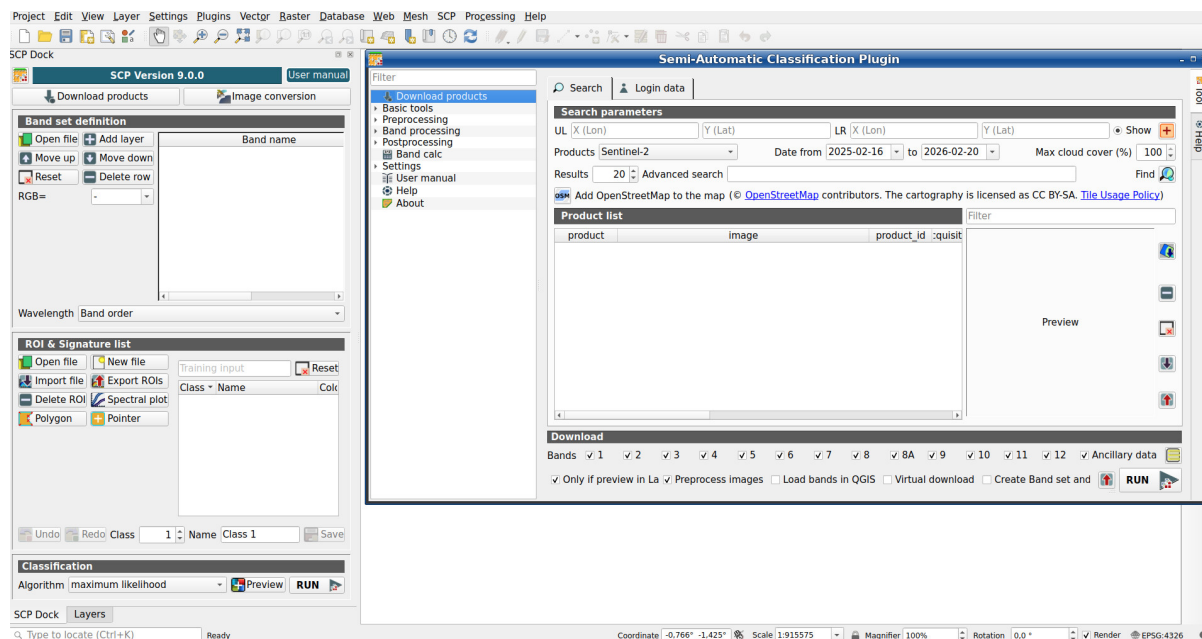
- The SCP should be automatically activated; however, be sure that the Semi-Automatic Classification Plugin is checked in the menu **Installed** (the restart of QGIS could be necessary to complete the SCP installation);




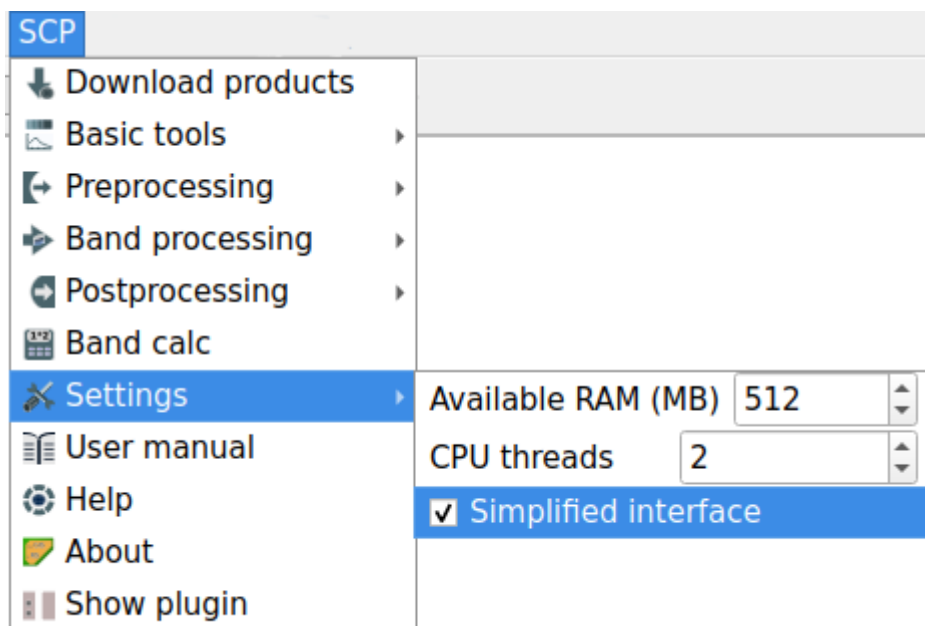
2.1.4 Configuration of the plugin

Now, the Semi-Automatic Classification Plugin is installed.

A *Simplified interface* is loaded after the first installation of the plugin. It is especially designed for new users in order to ease the classification process, from the definition of input images to executing the classification algorithm. Also, a SCP menu is available in the Menu Bar of QGIS. It is possible to move the dock according to your needs, as in the following image.



The configuration of available RAM is recommended in order to reduce the processing time. From the *SCP menu* (page 19) select  Settings .



In the *Settings* (page 114), set the Available RAM (MB) to a value that should be half of the system RAM. For instance, if your system has 4GB of RAM, set the value to 2048MB.

The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

2.2 Linux Debian/Ubuntu

2.2.1 QGIS download and installation

It is recommended to follow the [QGIS guide](#).

For other Linux distributions please follow [QGIS Linux](#) or *Cross-platform installation using Conda* (page 15).

This guide describes the installation for Debian/Ubuntu Linux.

- Open a terminal and type :

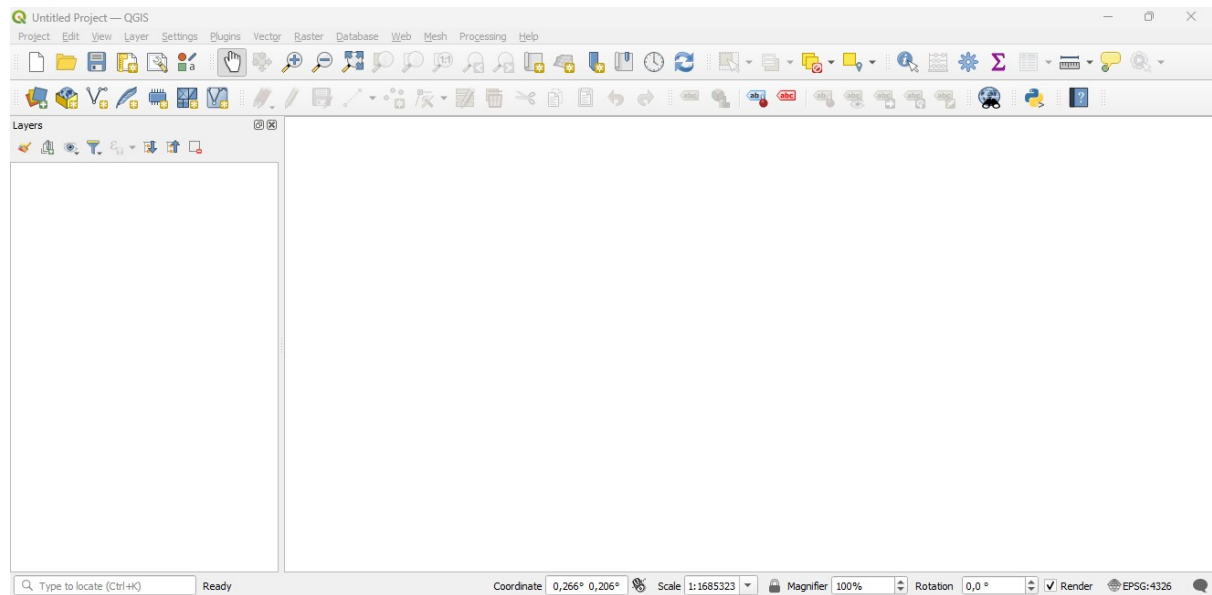
```
sudo apt-get update
```

- Press Enter and type the user password;
- Type in a terminal :

```
sudo apt-get install qgis
```

- Press Enter and wait until the software is downloaded and installed.

Now, QGIS is installed.



2.2.2 Installation of required dependencies

The Semi-Automatic Classification Plugin requires Remotior Sensus, GDAL, NumPy and SciPy for the main functionalities. Optionally, scikit-learn and PyTorch are required for machine learning and additional functionalities.

The Semi-Automatic Classification Plugin can automatically download and install Remotior Sensus. Therefore, it is recommended install the dependencies that are not included in the QGIS installation.

- Close QGIS;
- Open the terminal (administrative rights may be required);
- Enter the following command :

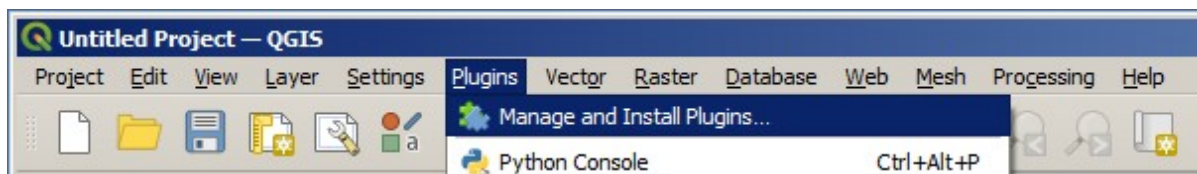
```
pip3 install scikit-learn scipy torch torchvision --index-url https://download.pytorch.org/whl/cpu
```

Astuce : If the system has GPU support please refer to the PyTorch documentation for installation <https://pytorch.org/get-started/locally/>

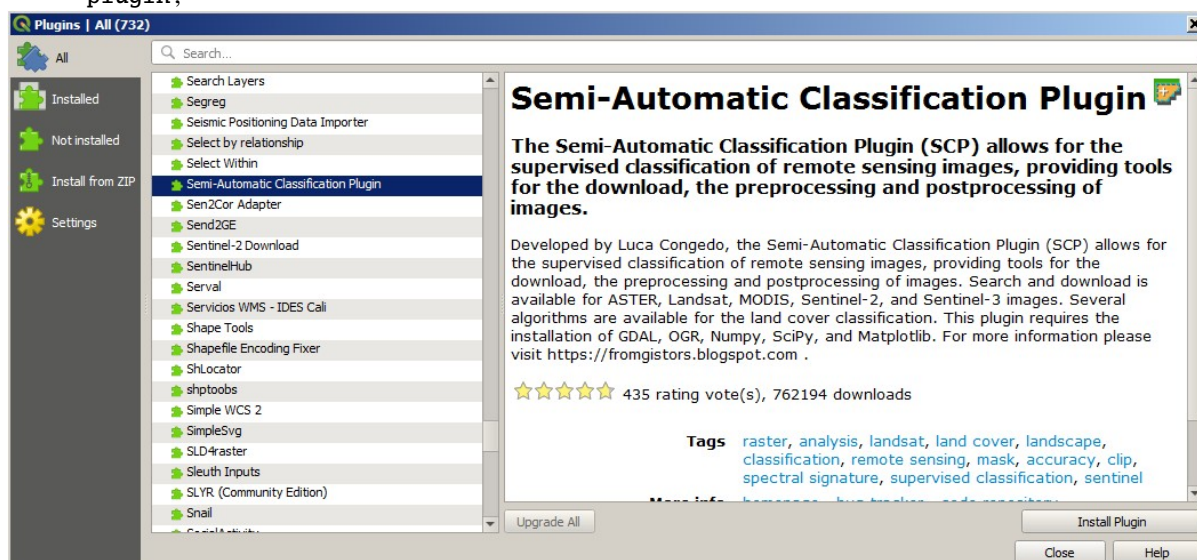
Avertissement : In case you get an error message related to externally managed environment, you may use (at the risk of breaking the OS or the Python installation) the option `--break-system-packages`; alternatively, it is possible to create a virtual environment `python3 -m venv env`, install the packages in it, and start QGIS from the activated environment.

2.2.3 Semi-Automatic Classification Plugin installation

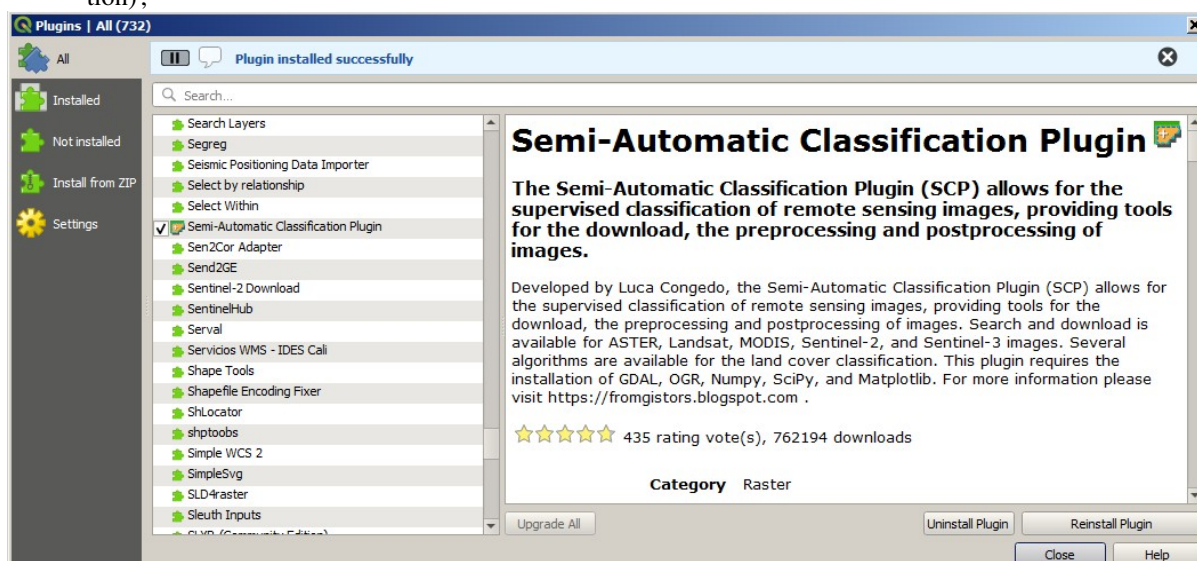
- Run QGIS;
- From the main menu, select **Plugins > Manage and Install Plugins**;



- From the menu **All**, select the **Semi-Automatic Classification Plugin** and click the button **Install plugin**;



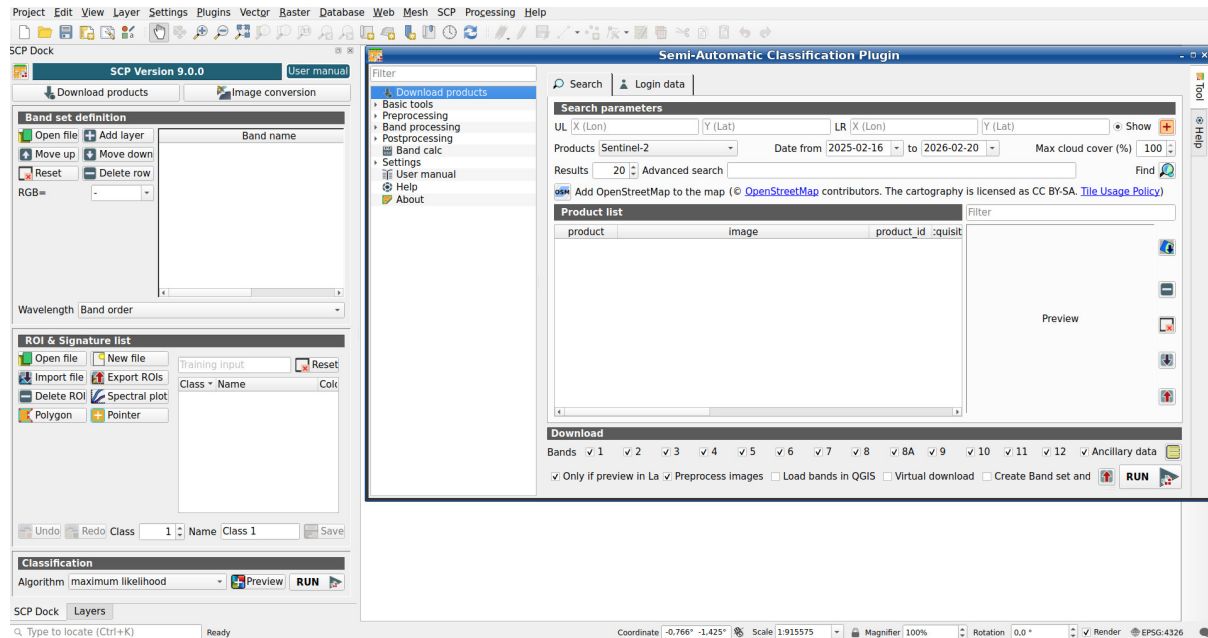
- The SCP should be automatically activated; however, be sure that the Semi-Automatic Classification Plugin is checked in the menu **Installed** (the restart of QGIS could be necessary to complete the SCP installation);




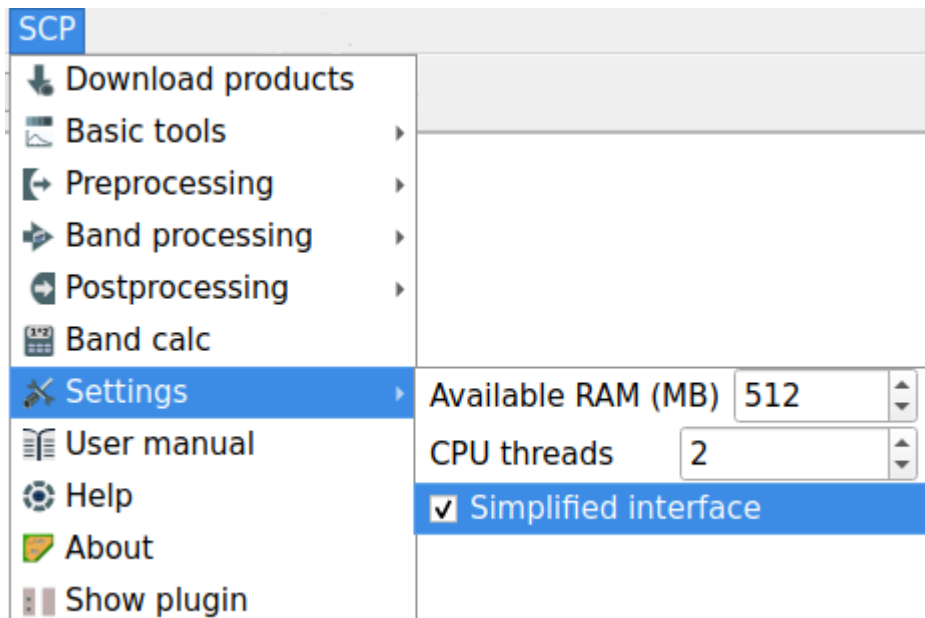
2.2.4 Configuration of the plugin

Now, the Semi-Automatic Classification Plugin is installed.

A *Simplified interface* is loaded after the first installation of the plugin. It is especially designed for new users in order to ease the classification process, from the definition of input images to executing the classification algorithm. Also, a SCP menu is available in the Menu Bar of QGIS. It is possible to move the dock according to your needs, as in the following image.



The configuration of available RAM is recommended in order to reduce the processing time. From the *SCP menu* (page 19) select  Settings .



In the *Settings* (page 114), set the Available RAM (MB) to a value that should be half of the system RAM. For instance, if your system has 4GB of RAM, set the value to 2048MB.

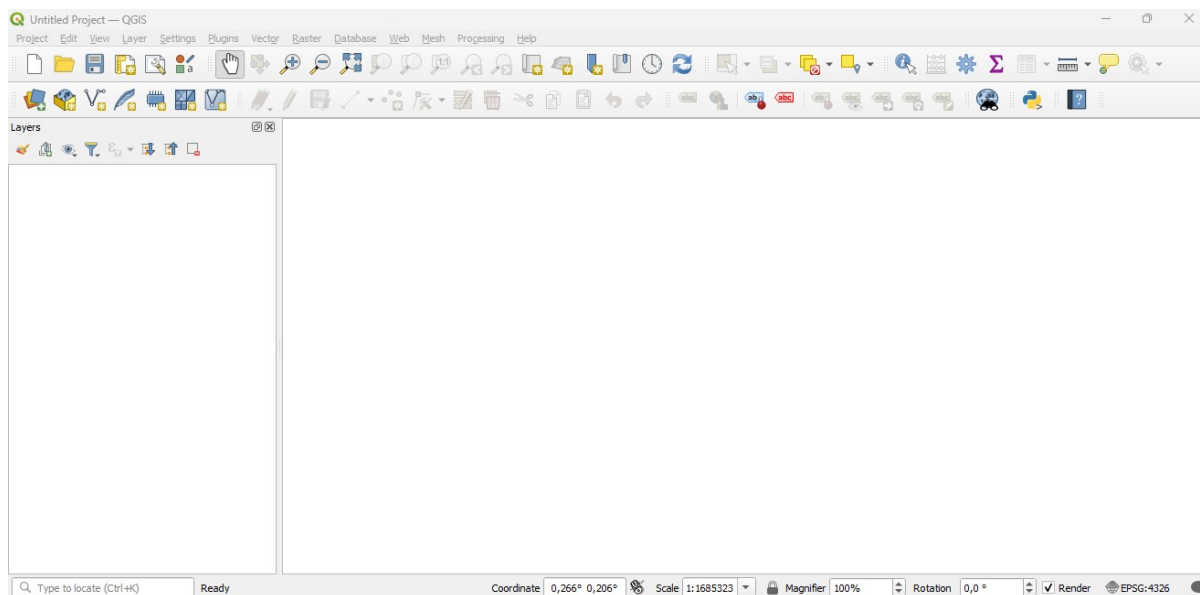
The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

2.3 macOS

2.3.1 QGIS download and installation

- Download the latest QGIS version from [here](#) ;
- Execute the QGIS installer with administrative rights, accepting the default configuration.

Now, QGIS is installed.



2.3.2 Installation of required dependencies

The Semi-Automatic Classification Plugin requires Remotior Sensus, GDAL, NumPy and SciPy for the main functionalities. Optionally, scikit-learn and PyTorch are required for machine learning and additional functionalities.

The Semi-Automatic Classification Plugin can automatically download and install Remotior Sensus. Therefore, it is recommended install the dependencies that are not included in the QGIS installation.

- Close QGIS ;
- Open the terminal (administrative rights may be required) ;
- Type the following command (you may need to adapt the path */Applications/QGIS.app* to the actual QGIS installation directory) :

```
/Applications/QGIS.app/Contents/MacOS/bin/pip3 install scikit-learn scipy torch_↵  
↵torchvision --index-url https://download.pytorch.org/whl/cpu
```

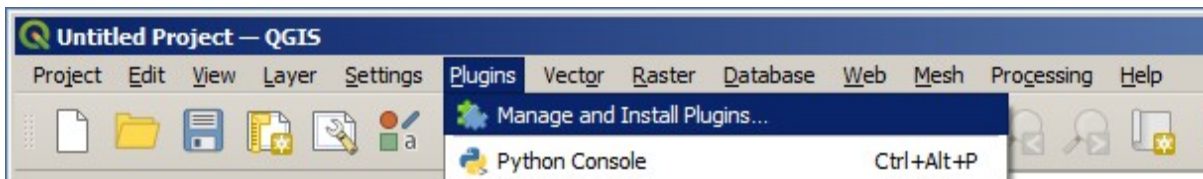
or in case you installed QGIS LTR :

```
/Applications/QGIS-LTR.app/Contents/MacOS/bin/pip3 install scikit-learn scipy torch_↵  
↵torchvision --index-url https://download.pytorch.org/whl/cpu
```

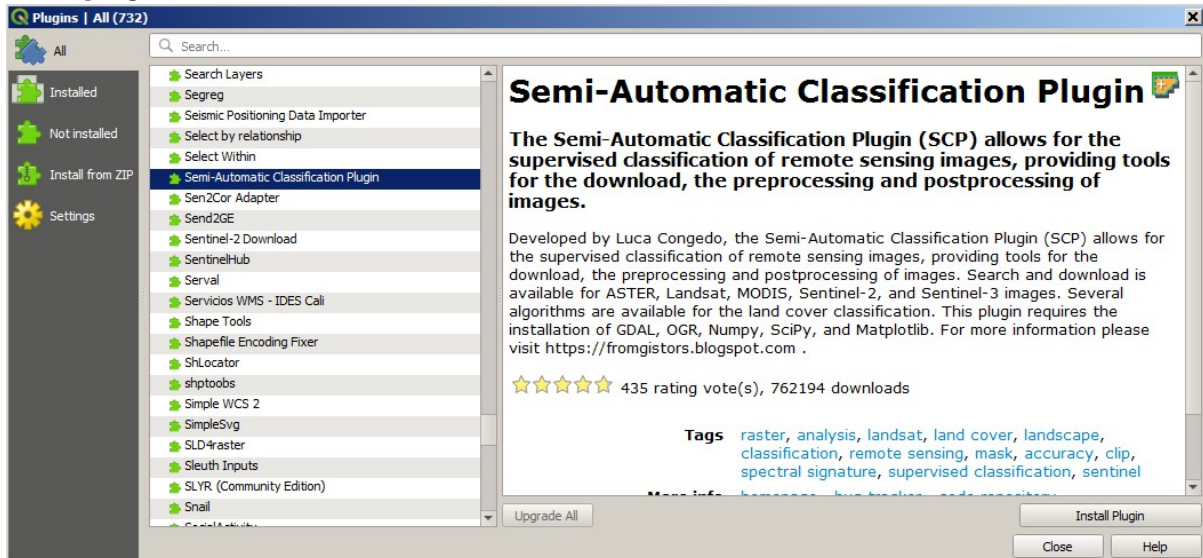
Astuce : If the system has GPU support please refer to the PyTorch documentation for installation <https://pytorch.org/get-started/locally/>

2.3.3 Semi-Automatic Classification Plugin installation

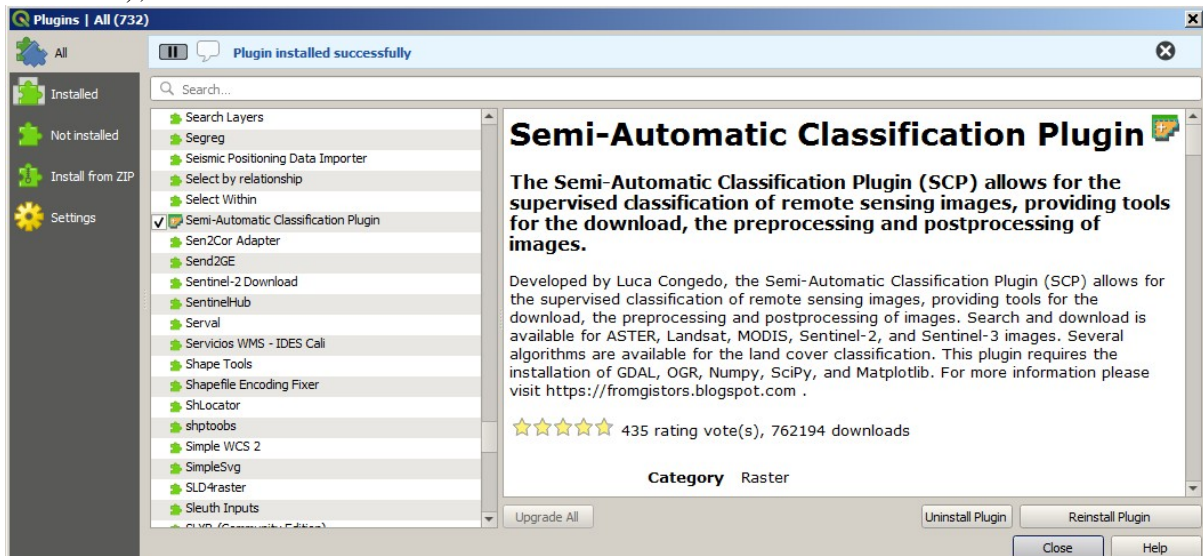
- Run QGIS ;
- From the main menu, select Plugins > Manage and Install Plugins ;



- From the menu All, select the Semi-Automatic Classification Plugin and click the button Install plugin ;



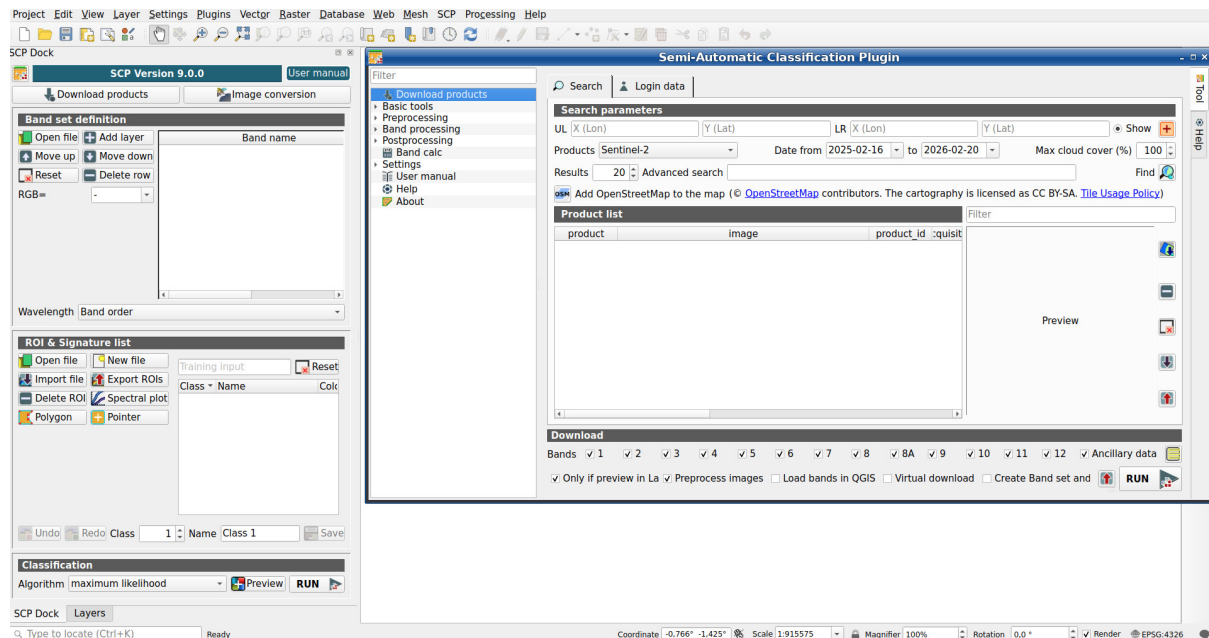
- The SCP should be automatically activated ; however, be sure that the Semi-Automatic Classification Plugin is checked in the menu Installed (the restart of QGIS could be necessary to complete the SCP installation) ;




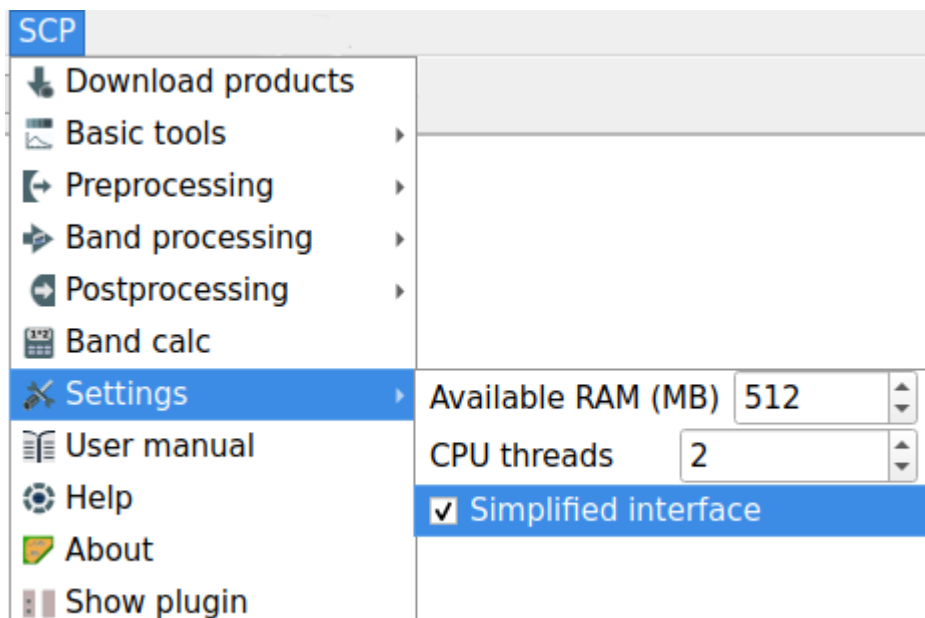
2.3.4 Configuration of the plugin

Now, the Semi-Automatic Classification Plugin is installed.

A *Simplified interface* is loaded after the first installation of the plugin. It is especially designed for new users in order to ease the classification process, from the definition of input images to executing the classification algorithm. Also, a SCP menu is available in the Menu Bar of QGIS. It is possible to move the dock according to your needs, as in the following image.



The configuration of available RAM is recommended in order to reduce the processing time. From the *SCP menu* (page 19) select  Settings .



In the *Settings* (page 114), set the Available RAM (MB) to a value that should be half of the system RAM. For instance, if your system has 4GB of RAM, set the value to 2048MB.

The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

2.4 Cross-platform installation using Conda

2.4.1 QGIS download and installation with the dependencies

QGIS and the dependencies can be installed in a *Conda* environment using *Mamba*, which is a cross-platform package manager (if you don't know *Mamba* please read <https://mamba.readthedocs.io>).

First, install *Miniforge* to create a *Conda* environment. Once installed, open the terminal and run the following commands to create a new environment :

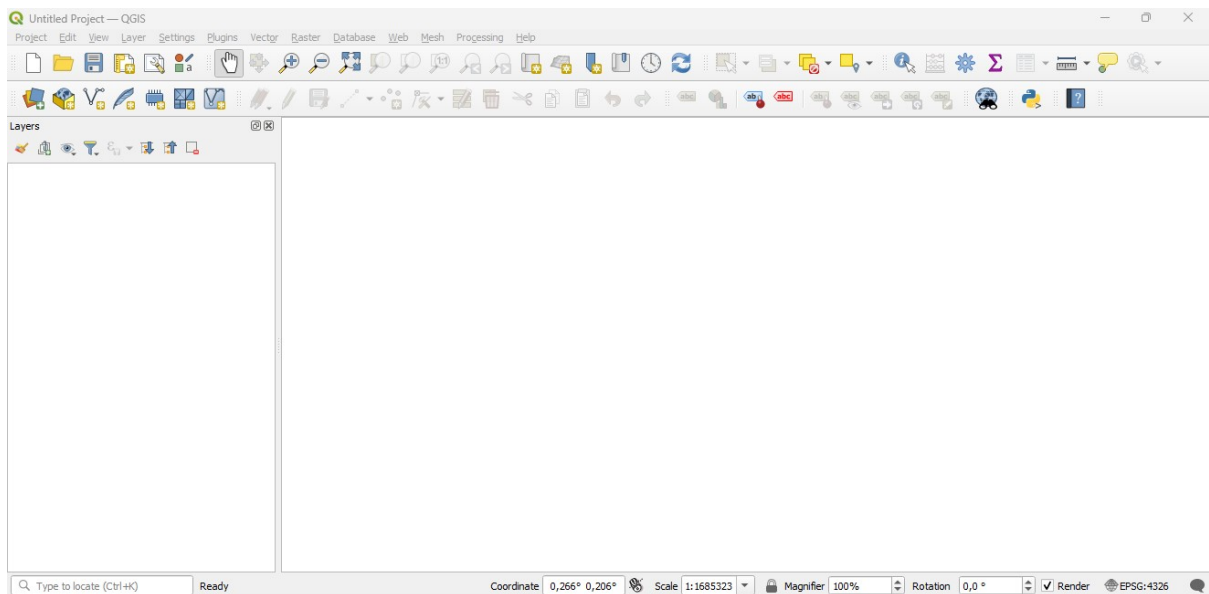
```
$ mamba create -c conda-forge --name environment python=3.10
Proceed ([y]/n)? y
$ mamba activate environment
```

Now install QGIS and the dependencies (it could take some time) :

```
$ mamba install -c conda-forge qgis gdal scikit-learn scipy torch torchvision
```

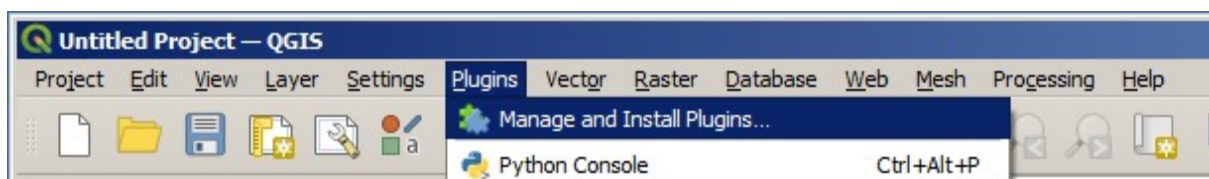
Now, QGIS is installed. To launch it run in the terminal :

```
$ mamba activate environment
$ qgis
```

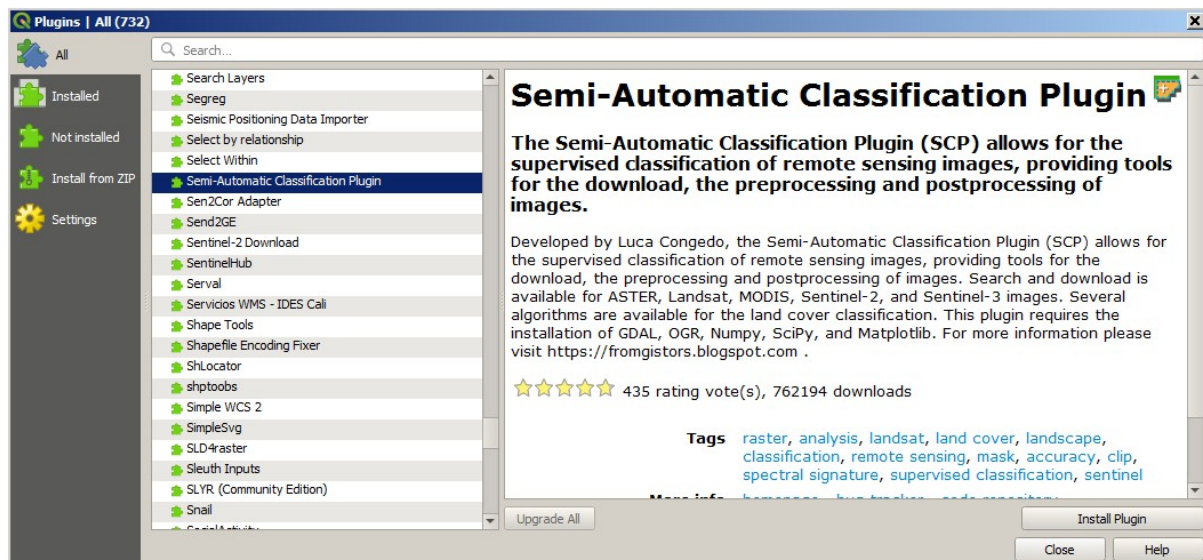


2.4.2 Semi-Automatic Classification Plugin installation

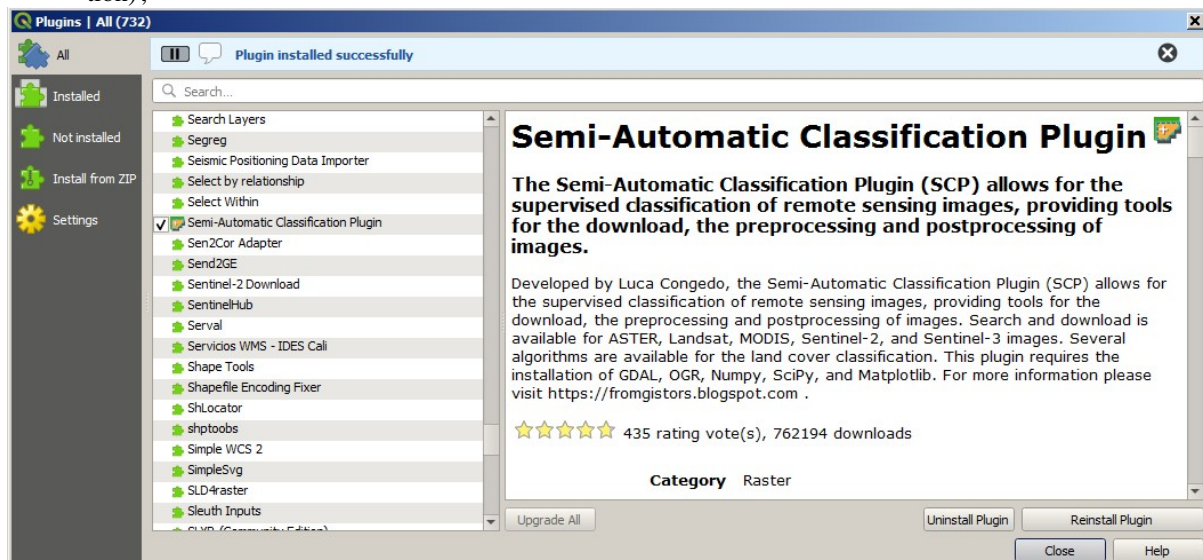
- Run QGIS ;
- From the main menu, select **Plugins > Manage and Install Plugins** ;



- From the menu **All**, select the **Semi-Automatic Classification Plugin** and click the button **Install plugin** ;



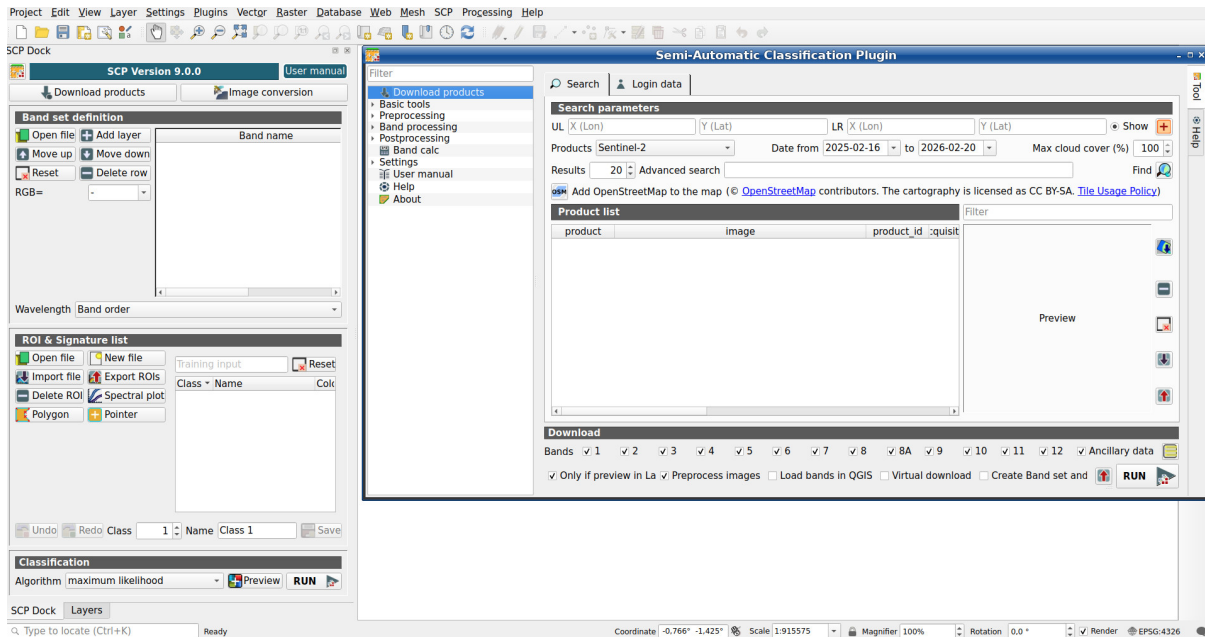
- The SCP should be automatically activated; however, be sure that the Semi-Automatic Classification Plugin is checked in the menu Installed (the restart of QGIS could be necessary to complete the SCP installation);




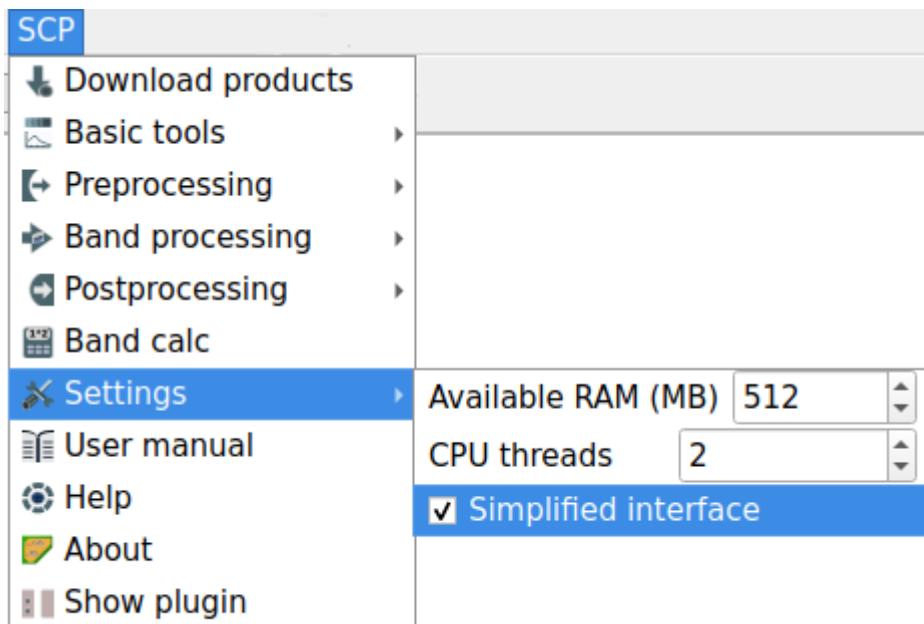
2.4.3 Configuration of the plugin

Now, the Semi-Automatic Classification Plugin is installed.

A *Simplified interface* is loaded after the first installation of the plugin. It is especially designed for new users in order to ease the classification process, from the definition of input images to executing the classification algorithm. Also, a SCP menu is available in the Menu Bar of QGIS. It is possible to move the dock according to your needs, as in the following image.



The configuration of available RAM is recommended in order to reduce the processing time. From the *SCP menu* (page 19) select  Settings .



In the *Settings* (page 114), set the Available RAM (MB) to a value that should be half of the system RAM. For instance, if your system has 4GB of RAM, set the value to 2048MB.

The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

The Interface of SCP

The *SCP* interface is composed of several parts that are described in detail in the following paragraphs. A *Simplified interface* is loaded after first installation of the plugin. The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19).

3.1 SCP menu

The *SCP menu* allows for the selection of the functions of the *Main Interface Window* (page 40). If the *Simplified interface* is active, the *SCP simplified menu* is displayed.

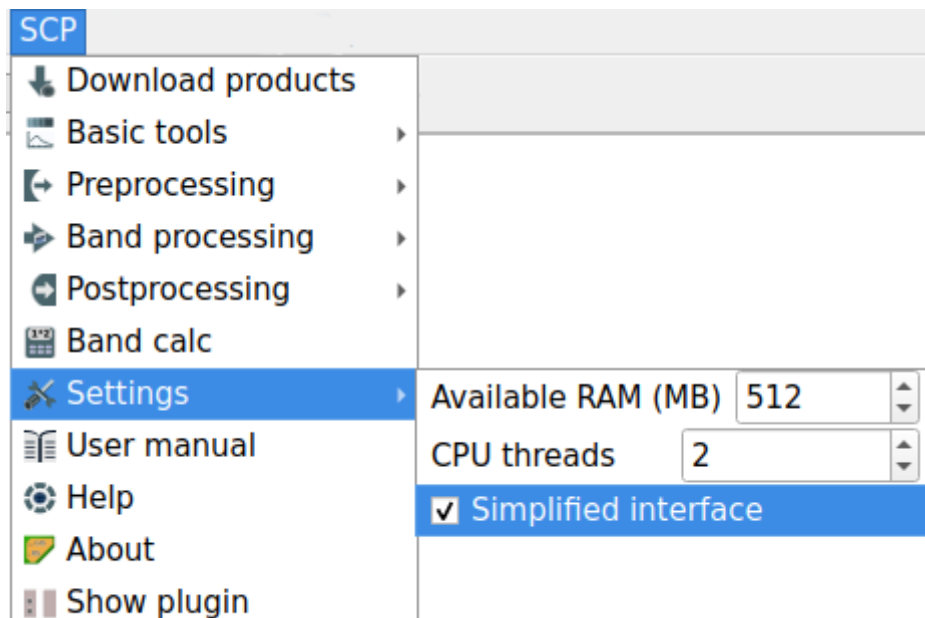


FIG. 1 – *SCP simplified menu*

If the *Simplified interface* is not active, the complete *SCP complete menu* is displayed. The *SCP complete menu* includes all the functions available in *SCP*.

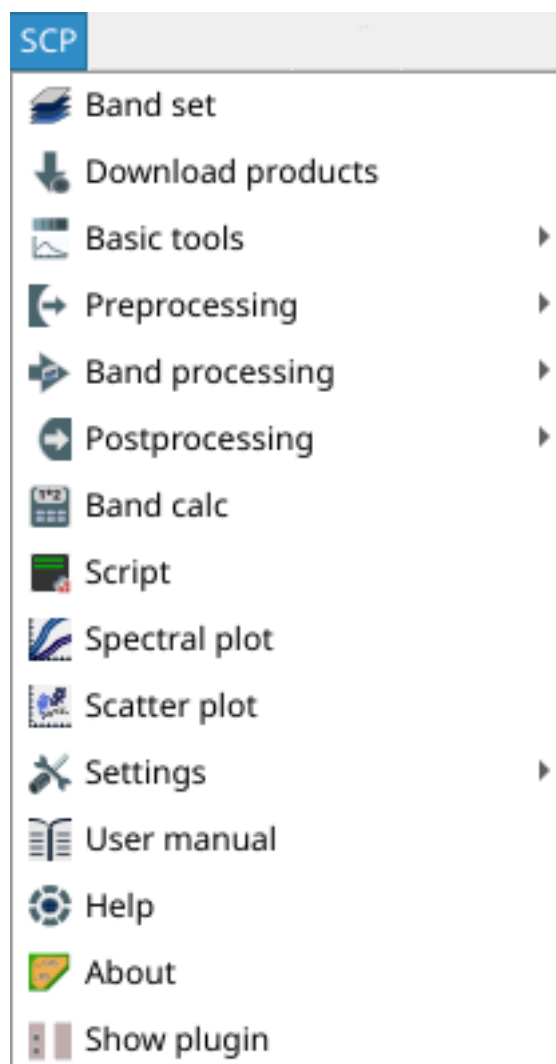



























FIG. 2 – SCP complete menu

3.1.1 SCP simplified menu

| | |
|---|---|
|  | <i>Download products</i> (page 43) |
|  | <i>Basic tools</i> (page 48) |
|  | <i>Preprocessing</i> (page 57) |
|  | <i>Band processing</i> (page 70) |
|  | <i>Postprocessing</i> (page 92) |
|  | <i>Band calc</i> (page 105) |
|  | display the settings |
|  | <i>User manual</i> : open the online user manual in a web browser |
|  | <i>Online help</i> : open the Online help in a web browser; also, a Facebook group is available for sharing information and asking for help about SCP |
|  | <i>About</i> Information about the plugin |
|  | <i>Show plugin</i> : show all the SCP toolbars and dock if previously hidden |

3.1.2 SCP complete menu

| | |
|---|---|
|  | <i>Band set (complete interface)</i> (page 40) |
|  | <i>Download products</i> (page 43) |
|  | <i>Basic tools</i> (page 48) |
|  | <i>Preprocessing</i> (page 57) |
|  | <i>Band processing</i> (page 70) |
|  | <i>Postprocessing</i> (page 92) |
|  | <i>Band calc</i> (page 105) |
|  | <i>Script (complete interface)</i> (page 113) |
|  | <i>Settings</i> (page 114) |
|  | <i>Spectral Signature Plot</i> (page 120) |
|  | <i>Scatter Plot</i> (page 122) |
|  | <i>User manual</i> : open the online user manual in a web browser |
|  | <i>Online help</i> : open the Online help in a web browser; also, a Facebook group is available for sharing information and asking for help about SCP |
|  | <i>About</i> Information about the plugin |
|  | <i>Show plugin</i> : show all the SCP toolbars and dock if previously hidden |



3.2 SCP dock

3.2.1 Simplified SCP dock

A *Simplified interface* is loaded after the first installation of the plugin. It is especially designed for new users in order to ease the classification process, from the definition of input images to executing the classification algorithm.

Astuce : The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

The *SCP* includes tools for downloading and preprocessing satellite images. The interface includes buttons for opening the following tools :

| | | |
|---|--------------------------|--|
|  | <i>Download products</i> | open the tab Download products (page 43) |
|  | <i>Image conversion</i> | open the tab Preprocessing (page 57) |

Band set definition

Image input in *SCP* is named *band set*, and it is saved with the QGIS project. It is recommended to load single band raster in a *Band set*.

The section *Band set definition* includes the following tools :

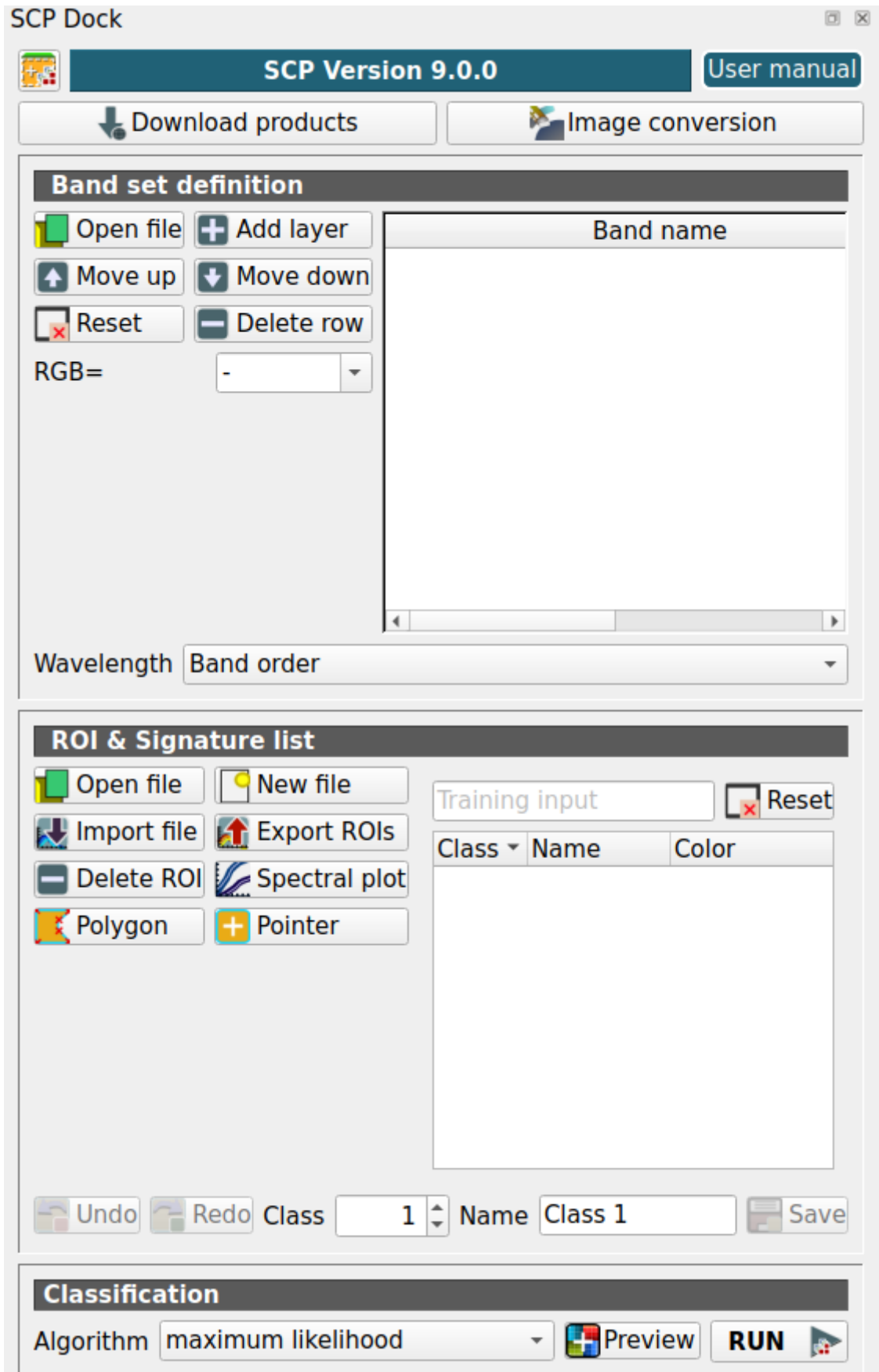


FIG. 3 – Simplified SCP dock

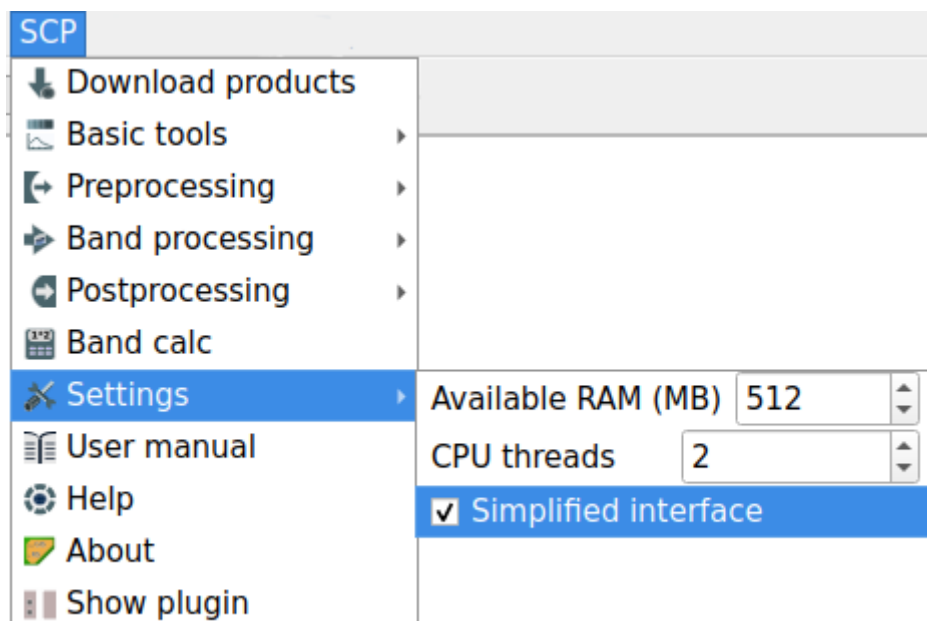










FIG. 4 – SCP menu with activated option for the simplified interface

| Tool symbol and name | Description |
|--|---|
|  <i>Open file</i> | open file explorer and add raster files (preferably single band raster) to the <i>band set</i> |
|  <i>Add layer</i> | open a window to select single band rasters already loaded in QGIS and add them to the <i>band set</i> |
|  <i>Move up</i> | move highlighted bands upward |
|  <i>Move down</i> | move highlighted bands downward |
|  <i>Reset</i> | clear all bands from <i>band set</i> |
|  <i>Delete row</i> | remove highlighted bands from the <i>band set</i> |
|  <i>RGB=</i> | select a <i>Color Composite</i> (page 139) that is applied to the <i>Band set (complete interface)</i> (page 40) and displayed in the map; new color composites can be entered typing the band numbers separated by - (e.g., RGB = 4-3-2); use the button  to show/hide the <i>band set</i> in the map |
| <i>Wave-length</i> | rapid definition of band center wavelength for the following satellite sensors such as Band order (integer values), Landsat 8 OLI, Sentinel-2 |

Astuce : The *Band set* is also called *active band set*. The *Complete interface* allows for the creation of multiple *band sets* that can be used in other tools.

ROI & Signature list

ROIs are polygons used for the definition of the samples of land cover classes that are used by the classification algorithms. The *SCP* manages the ROIs by creating a file named *Training input* (page 28).

















The *Training input* (page 28) stores the ROI polygons and spectral signatures; depending on the algorithm, the training could be performed using ROI polygons (e.g., *Random Forest* (page 146)) or spectral signatures (e.g., *Spectral Angle Mapping* (page 143)). The *Training input* (page 28) is displayed in QGIS as vector file.

| |
|--|
| <p>Avertissement : In order to avoid data loss, do not edit the vector <i>Training input</i> using the QGIS tools. Use only the tools of <i>SCP</i> for managing the <i>Training input</i>.</p> |
|--|

SCP allows for the creation of *temporary ROI polygons* using a region growing algorithm or drawn manually with the tools provided in the *Working toolbar (complete interface)* (page 36). These are *temporary ROI polygons* because the ROI creation is an interactive process, and one can refine the geometry according to photointerpretation. Then, one can save *temporary ROI polygons* in the *Training input* (page 28) which is the actual input for classifications.

The *Training input* (page 28) is composed of a vector part that stores the geometries and a spectral signature part, which are managed by *SCP*. A temporary layer is added to QGIS but the actual file is saved and modified during the editing in *SCP*.

The section *ROI & Signature list* includes the following tools :

| Tool symbol and name | Description |
|---|--|
|  <i>Open file</i> | open a training input file ; ROIs and spectral signatures are loaded in <i>ROI & Signature list</i> (page 31) ; the vector part of the training input is loaded in QGIS |
|  <i>New file</i> | create an empty training input file (.scpx) ; the vector part of the training input is loaded in QGIS ; also a backup file is created (a file .scpx.backup in the same directory as the file .scpx) when the QGIS project is saved ; to use the backup file simply rename it deleting the ending .backup extension and open it as training input |
| <i>Training input</i>   | it displays the path to the training input file |
|  <i>Reset</i> | remove the training input |
|  <i>Import file</i> | open the tab <i>Import signatures</i> (page 48) |
|  <i>Export ROIs</i> | open the tab <i>Export signatures</i> (page 51) and export highlighted items |
|  <i>Delete ROI</i> | delete highlighted ROIs |
|  <i>Spectral plot</i> | show the ROI spectral signature in the <i>Spectral Signature Plot</i> (page 120) ; spectral signature is calculated from the <i>Band set (complete interface)</i> (page 40) |
|  <i>Spectral plot</i> | activate the pointer to create a <i>temporary ROI</i> by drawing a polygon in the map ; left click on the map to define the ROI vertices and right click to define the last vertex closing the polygon |
|  <i>Pointer</i> | activate the pointer to create a <i>temporary ROI</i> using the region growing algorithm ; left click on the map for creating the ROI |
|  <i>Undo</i> | undo of ROI creation from the <i>Training input</i> (page 28) ; it is possible to undo a maximum of 10 actions |
|  <i>Redo</i> | redo ROI creation in the <i>Training input</i> (page 28) |
| <i>Class</i>   | ROI class identifier |
| <i>Name</i>  | ROI class name |

*Save*

save the temporary ROI to the *Training input* (page 28) using the defined classes and macroclasses ; ROI is displayed in the *ROI & Signature list* (page 31)

The tree list *ROI & Signature list* has the following fields :




- *Class* : Class value used for classification ; it can be edited with a single click
- *Name* : Class Name ; it can be edited with a single click
- *Color* : Class color ; double click to select a color for the class that is used in the classification

Classification

In *SCP*, land cover classes (and ROIs) are defined with a system of *Classes*. Each *Class* is identified by a value and a *Name*, but only the *Class* value is used for the classification process.

The classification can be performed for the entire image (see *Algorithm* (page 71)) or for a part of it creating a *Classification preview* (page 39).

The section *Classification* includes the following tools :

| Tool symbol and name | Description |
|---|--|
| <i>Algorithm</i>  | select a classification algorithm (additional parameters can be defined in <i>Classification</i> (page 70)) |
|  | activate the pointer for the creation of a <i>Classification preview</i> (page 39) ; left click the map to start the classification process and display the classification preview |
| <i>RUN</i>  | select an output and run the classification |

This tool allows for the selection of one the following classification algorithms :

- *Maximum Likelihood* (page 71)
- *Minimum Distance* (page 73)
- *Multi-layer Perceptron* (page 74)
- *Random Forest* (page 76)
- *Spectral Angle Mapping* (page 78)
- *Support Vector Machine* (page 79)

3.2.2 Complete interface

The *Complete interface* is designed for experienced users, and provides access to all the tools offered by the *SCP*. The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19).

The *Training input* (page 28) is composed of a vector part that stores the geometries and a spectral signature part, which are managed by *SCP*. A temporary layer is added to QGIS but the actual file is saved and modified during the editing in *SCP*.









In *SCP*, land cover classes (and ROIs) are defined with a system of *Classes* (*Class ID*) and *Macroclasses* (*Macroclass ID*) (see *Classes and Macroclasses* (page 140)) that are used for the classification process ; each *Macroclass ID* is related to a *Macroclass Information* (e.g. macroclass name) and each *Class ID* is related to a *Class Information* (e.g. class name), but only *Macroclass ID* and *Class ID* are used for the classification process.

The use of the *Macroclass ID* or *Class ID* for classifications is defined with the option *Use MC ID or C ID* in the *Algorithm* (page 71). Using *Macroclass ID* instead of *Class ID* is useful to group materials that belong to the same land cover class but have spectral signatures that are distant enough to be considered as different materials (e.g., different types of vegetation).

Spectral signatures of classes are calculated from the ROIs or can be imported from other sources (see *Import signatures* (page 48)). It is worth pointing out that classification is always based on spectral signatures.

Home

The left side of *SCP dock* contains buttons for accessing the main functions of *SCP*. The tab *Home* contains the buttons for accessing the main functions of *SCP* :





| | |
|---|--|
|  | <i>Band set (complete interface)</i> (page 40) |
|  | <i>Basic tools</i> (page 48) |
|  | <i>Download products</i> (page 43) |
|  | <i>Preprocessing</i> (page 57) |
|  | <i>Band processing</i> (page 70) |
|  | <i>Postprocessing</i> (page 92) |
|  | <i>Band calc</i> (page 105) |
|  | <i>Script (complete interface)</i> (page 113) |

SCP news

This section displays news about the *SCP* and related services. News are downloaded on startup (internet connection required). It can be enabled or disabled in the settings *Settings* (page 114).

Training input

This tool allows for the creation of the training input file (*.scpx*) required for storing ROIs and spectral signatures. The training input file is created according to the characteristics of the *active band set* defined in *Band set (complete interface)* (page 40). A new training input file should be created for every *band set*, unless the *band sets* have the same spectral characteristics and coordinate reference system.

| Tool symbol and name | Description |
|--|--|
|  | open a training input file ; ROIs and spectral signatures are loaded in <i>ROI & Signature list</i> (page 31) ; the vector part of the training input is loaded in QGIS |
|  | create an empty training input file (<i>.scpx</i>); the vector part of the training input is loaded in QGIS ; also a backup file is created (a file <i>.scpx.backup</i> in the same directory as the file <i>.scpx</i>) when the QGIS project is saved ; to use the backup file simply rename it deleting the ending <i>.backup</i> extension and open it as training input |
| <i>Training input</i>  | it displays the path to the training input file |
|  | remove the training input |

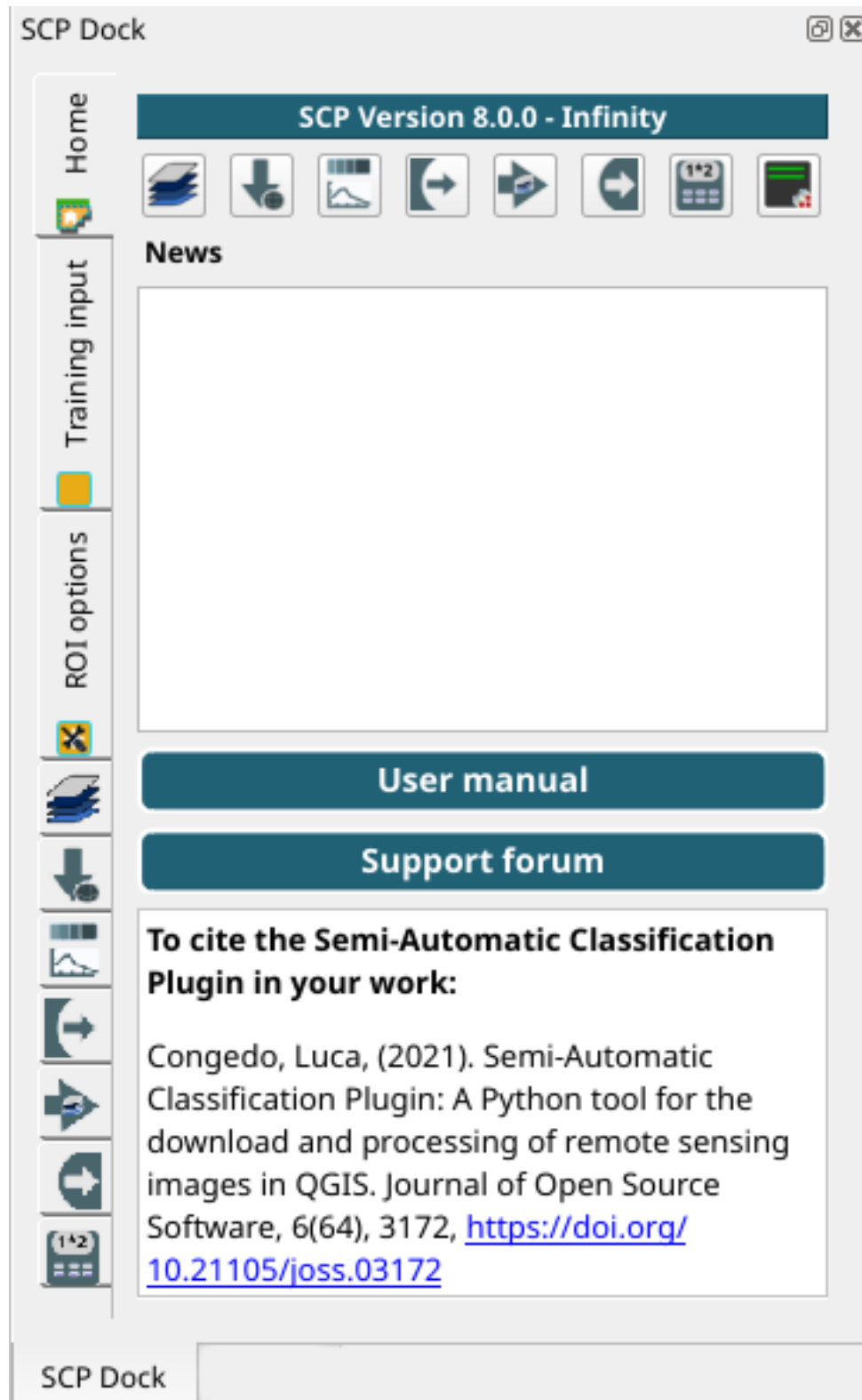


FIG. 5 – Home

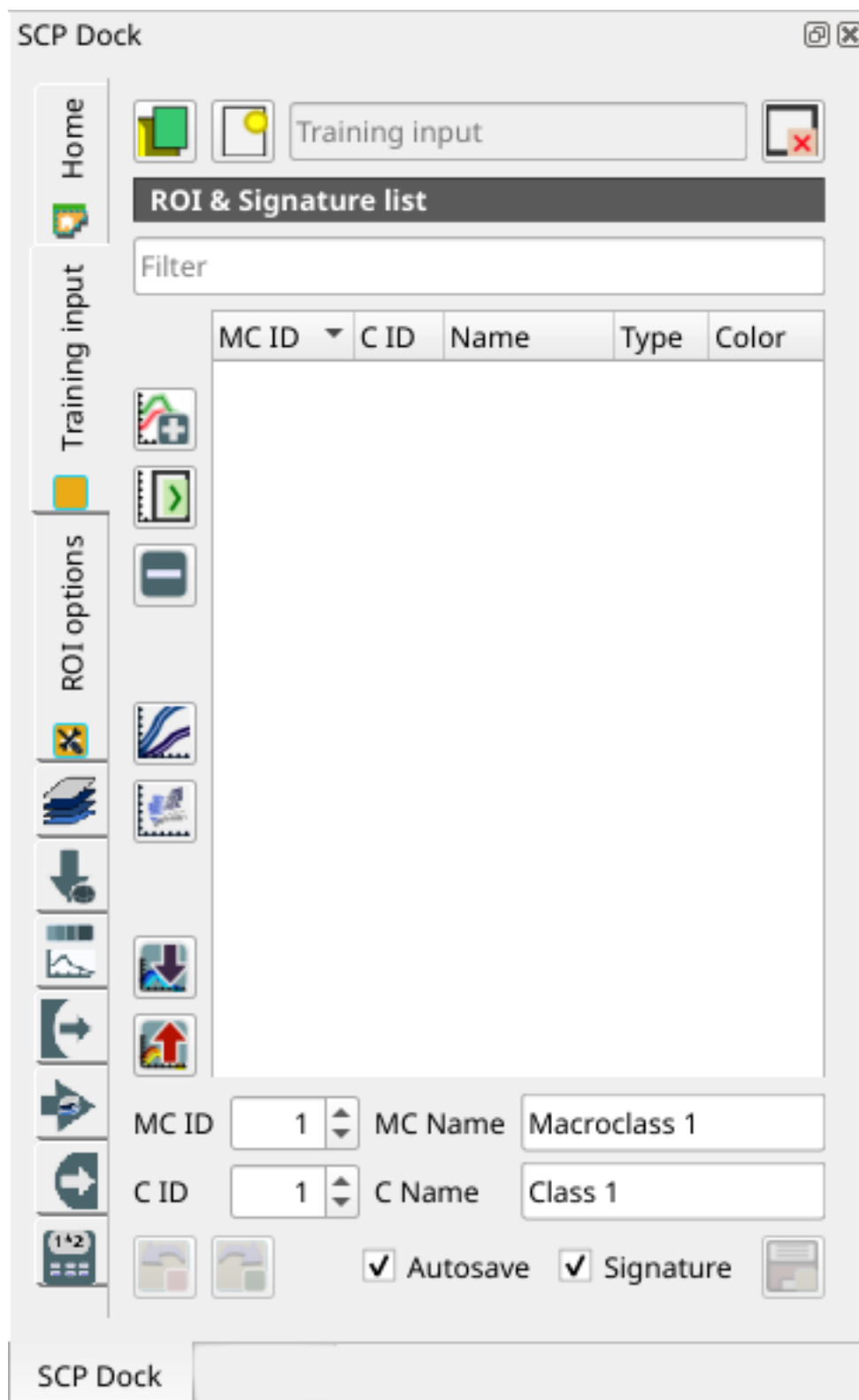


FIG. 6 – Training input

The training input is displayed in QGIS as vector file. ROIs and spectral signatures are displayed in the *ROI & Signature list* (page 31).

Avertissement : In order to avoid data loss, do not edit the vector *Training input* using the QGIS tools. Use only the tools of *SCP* for managing the *Training input*.

ROI & Signature list

The tab *ROI & Signature list* displays the ROI polygons and spectral signatures contained in the training input file. The tab *ROI & Signature list* is structured as tree list, where every ROI is grouped in the corresponding Macroclass.

A filter for names can be defined in *Filter* .

The tree list *ROI & Signature list* has the following fields :

- *MC ID* : Macroclass ID is the root of corresponding ROIs and signatures ; it can be edited with a single click ; if the ID of a spectral signature is set 0, then pixels belonging to this signature are labelled as unclassified ; every listed ROIs or signatures has a selection checkbox (only the spectral signatures checked in this list are used for the classification process) ;
- *C ID* : Class ID ; it can be edited with a single click ;
- *Name* : Macroclass and Class Name ; it can be edited with a single click ;
- **Type : type of the item :**
 - *R* = only ROI polygon ;
 - *S* = only spectral signature ;
 - *RS* = both ROI and spectral signature ;
- *Color* : C ID color ; double click to select a color for the class that is used in the classification ;

Changes in the *ROI & Signature list* are applied to the file *Training input* (page 28) only when the QGIS project is saved (but there is also the option *Autosave*). ROIs can be edited, deleted and merged from this list.









| MC ID | C ID | Name | Type | Color |
|-------------------------------------|------|-------------------|------|--|
| 1 | | Water | | |
| <input checked="" type="checkbox"/> | 1 | Lake | R&S |  |
| <input checked="" type="checkbox"/> | 1 | Lake2 | R&S |  |
| 2 | | Built-up | | |
| <input checked="" type="checkbox"/> | 2 | Buildings | R&S |  |
| <input checked="" type="checkbox"/> | 2 | Small buildings | R&S |  |
| 3 | | Vegetation | | |
| <input checked="" type="checkbox"/> | 3 | Crops | R&S |  |
| <input checked="" type="checkbox"/> | 3 | Vegetation | R&S |  |
| <input checked="" type="checkbox"/> | 3 | Vegetation2 | R&S |  |
| 4 | | Bare soil | | |
| <input checked="" type="checkbox"/> | 4 | Low vegetation | R&S |  |








FIG. 7 – *ROI & Signature list example*

Astuce : According to *Algorithm* (page 71), classifications performed using *C ID* have the colors defined for classes in the *ROI & Signature list* (page 31) ; classifications performed using *MC ID* have the colors defined for the macroclasses.

If an item is a ROI polygon, double click the item to zoom to that ROI in the map. Items in the list can be highlighted with the mouse left click.

Astuce : ROIs and spectral signatures can be imported from other sources (see *Import signatures* (page 48)) and exported (see *Export signatures* (page 51)).

The following tools are available :
















| Tool symbol and name | Description |
|---|--|
|  | merge highlighted spectral signatures or ROIs obtaining a new signature calculated as the average of signature values for each band (covariance matrix is excluded) |
|  | calculate spectral signatures of highlighted ROIs using the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40) |
|  | delete highlighted ROIs and signatures |
|  | show the ROI spectral signature in the <i>Spectral Signature Plot</i> (page 120); spectral signature is calculated from the <i>Band set (complete interface)</i> (page 40) |
|  | add highlighted ROIs to the <i>Scatter Plot</i> (page 122) |
|  | open the tab <i>Import signatures</i> (page 48) |
|  | open the tab <i>Export signatures</i> (page 51) and export highlighted items |

ROI & Signature list is complementary to the *Working toolbar (complete interface)* (page 36) and it allows for saving ROIs to the *Training input* (page 28) defining classes and macroclasses. A *Band set (complete interface)* (page 40) must be defined before the ROI creation, and ROI polygons must be inside the area of the *Band set*.

| Tool symbol and name | Description |
|---|--|
|  | ROI Macroclass ID |
|  | ROI Macroclass Name |
|  | ROI Class ID |
|  | ROI Class Name |
|  | undo of ROI creation from the <i>Training input</i> (page 28); it is possible to undo a maximum of 10 actions |
|  | redo ROI creation in the <i>Training input</i> (page 28) |
|  | if checked, automatically save the <i>ROI & Signature list</i> to the <i>Training input</i> (page 28) every time a ROI is saved |
|  | if checked, while saving a ROI, the spectral signature thereof is calculated (from <i>Band set (complete interface)</i> (page 40) pixels under ROI polygon) and saved to <i>Training input</i> (page 28) (calculation time depends on the band number of the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40)) |
|  | save the temporary ROI to the <i>Training input</i> (page 28) using the defined classes and macroclasses; ROI is displayed in the <i>ROI & Signature list</i> (page 31) |




Right click menu

A right click on *ROI & Signature list* (page 31) allows for opening a menu containing several functions to manage ROIs and spectral signatures.

| Tool symbol and name | Description |
|--|--|
|  <i>Zoom to</i> | zoom to highlighted items (if ROI polygons) in the map |
|  <i>Check/uncheck</i> | check or uncheck highlighted items |
|  <i>Clear selection</i> | clear selection of highlighted items |
|  <i>Collapse/expand all</i> | collapse or expand all macroclasses |
|  <i>Change MC ID</i> | edit the macroclass of highlighted items (using the value <i>MC ID</i>  displayed in <i>ROI & Signature list</i> (page 31)); if a macroclass is selected, the function is performed to all the included items |
|  <i>Change color</i> | select a color for the highlighted items; if a macroclass is selected, the function is performed to all the included items |
|  <i>Merge items</i> | merge highlighted spectral signatures or ROIs obtaining a new signature calculated as the average of signature values for each band (covariance matrix is excluded); if a macroclass is selected, the function is performed to all the included items |
|  <i>Calculate signatures</i> | calculate spectral signatures of highlighted ROIs using the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40); if a macroclass is selected, the function is performed to all the included items |
|  <i>Delete items</i> | delete highlighted ROIs and signatures; if a macroclass is selected, the function is performed to all the included items; |
|  <i>Add to spectral plot</i> | show the ROI spectral signature in the <i>Spectral Signature Plot</i> (page 120); spectral signature is calculated from the <i>Band set (complete interface)</i> (page 40); if a macroclass is selected, the function is performed to all the included items |
|  <i>Add to scatter plot</i> | add highlighted ROIs to the <i>Scatter Plot</i> (page 122); if a macroclass is selected, the function is performed to all the included items |
|  <i>Properties</i> | show the properties of highlighted items; |
|  <i>Import</i> | open the tab <i>Import signatures</i> (page 48) |
|  <i>Export</i> | open the tab <i>Export signatures</i> (page 51) and export highlighted items |

ROI options

ROI options are useful for displaying pixel values or improving the creation of ROIs.

| Tool symbol and name | Description |
|---|--|
| <input checked="" type="checkbox"/> <i>Display</i>   | if the ROI creation pointer is active (see <i>Working toolbar (complete interface)</i> (page 36)), the pixel value of selected vegetation index is displayed on the map ; vegetation indices available in the combo box are : NDVI (Normalized Difference Vegetation Index) ; EVI (Enhanced Vegetation Index) ; Custom (use the custom expression defined in the following line) |
| <input type="text" value="T"/>  | set a custom expression ; expression is based on the <i>Band set</i> and bands such as band 1 is referred to as « b1 », band 2 as « b2 » and so on ; also reference to band names such as « #NIR# » or « #RED# » can be used |
| <input checked="" type="checkbox"/> <i>Rapid ROI</i> b. <input type="text" value="1"/> | if checked, temporary ROI is created with region growing using only one <i>Band set (complete interface)</i> (page 40) band (i.e.region growing is rapider) ; the band is defined by the <i>Band set</i> number ; if unchecked, ROI is the result of the intersection between ROIs calculated on every band (i.e. region growing is slower, but ROI is spectrally homogeneous in every band) |
| <input checked="" type="checkbox"/> <i>Auto-plot</i> | calculate automatically the temporary ROI spectral signature and display it in the <i>Spectral Signature Plot</i> (page 120) (MC Name of this spectral signature is set tempo_ROI) |
| <input checked="" type="checkbox"/> <i>Auto-refresh ROI</i> | calculate automatically a new temporary ROI while <i>Region growing parameters</i> in the <i>Working toolbar (complete interface)</i> (page 36) are being changed |
| <i>Maximum training buffer</i> <input type="text" value="1"/> | defines the maximum number of action for undo and redo ROIs ; the higher is the number, the more is the required memory |

3.3 Working toolbar (complete interface)

The *Working toolbar* allows for creating *temporary ROIs* and *classification previews*. It is loaded only if the *Simplified interface* is not enabled.

- *Image control* (page 38)
- *Temporary ROI* (page 38)
- *Classification preview* (page 39)

The functions are described in detail in the following paragraphs.

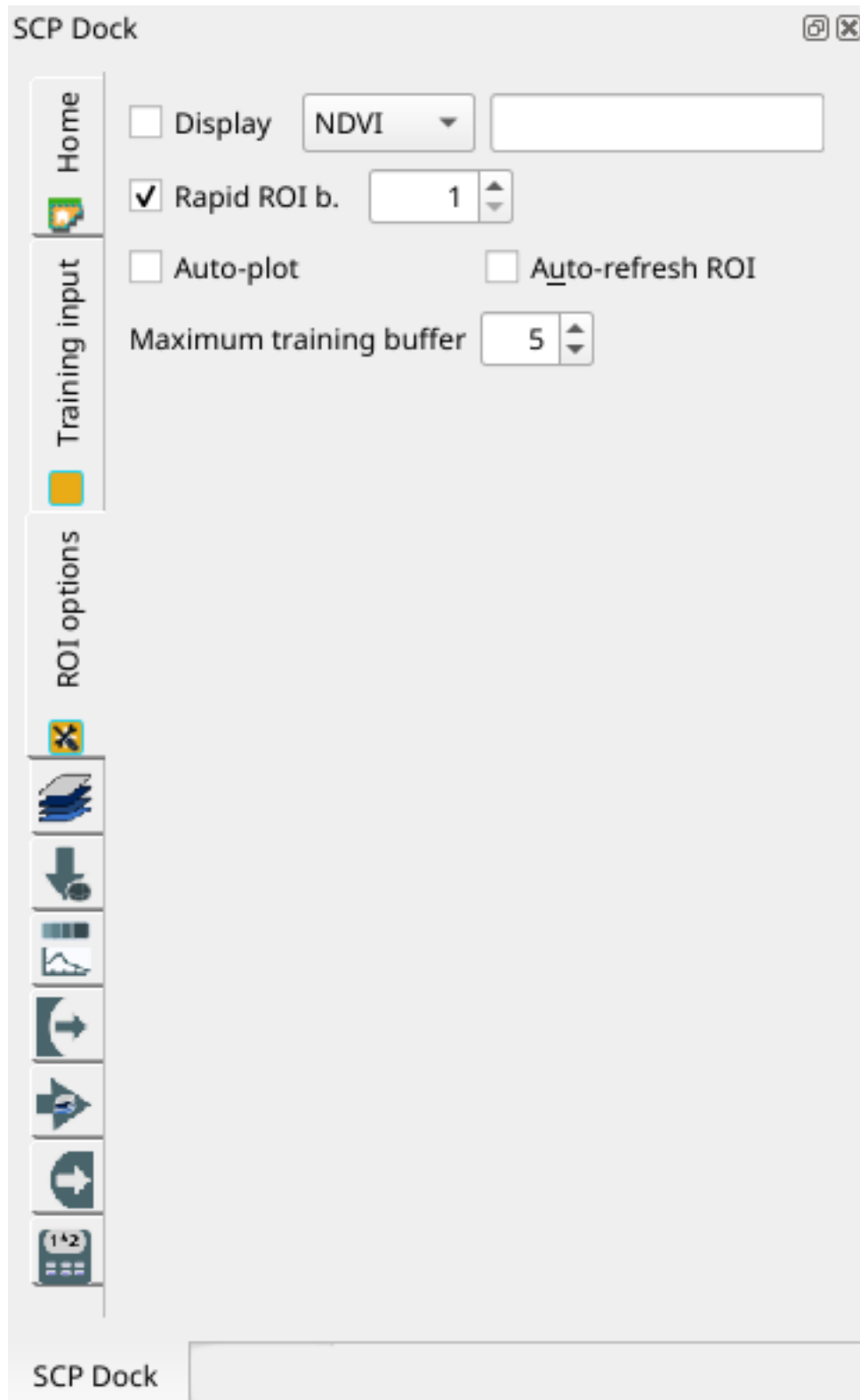








FIG. 9 – ROI options









FIG. 10 – Working toolbar

3.3.1 Image control







| Tool symbol and name | Description |
|--|--|
|  | show the <i>Main Interface Window</i> (page 40) |
|  | zoom the map to the extent of the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40); |
|  RGB= <input type="text"/>  | use the button to show/hide the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40) in the map; from the list select a <i>Color Composite</i> (page 139) that is applied to the <i>Band set (complete interface)</i> (page 40); new color composites can be entered typing the band numbers separated by - or ; or , (e.g. RGB = 4-3-2 or RGB = 4;3;2 or RGB = 4,3,2) |
|  | display the input image stretching the minimum and maximum values according to cumulative count of current map extent |
|  | display the input image stretching the minimum and maximum values according to standard deviation of current map extent |

3.3.2 Temporary ROI

A *temporary ROI* is a temporary polygon displayed in the map, which can be saved permanently in the *Training input* (page 28). A *temporary ROI* can be drawn manually or using a *Region Growing Algorithm* (page 140) (i.e. the image is segmented around a pixel seed including spectrally homogeneous pixels).

| Tool symbol and name | Description |
|--|--|
|  | zoom the map to the extent of <i>temporary ROI</i> |
|  | use the button to show/hide the <i>temporary ROI</i> and the <i>Training input</i> in the map |
|  ROI | |
|  | activate the pointer to create a <i>temporary ROI</i> by drawing a polygon in the map; left click on the map to define the ROI vertices and right click to define the last vertex closing the polygon; press the keyboard button CTRL to add a multipart polygon; press the keyboard buttons CTRL + Z for removing the last multipart polygon |
|  | activate the pointer to create a <i>temporary ROI</i> using the region growing algorithm; left click on the map for creating the ROI; right click on the map for displaying the spectral signature of a pixel of the <i>active band set</i> in the <i>Spectral Signature Plot</i> (page 120); press the keyboard button CTRL and left click to add a multipart polygon (new parts are not created if overlapping to other parts); press the keyboard buttons CTRL + Z for removing the last multipart polygon; press the keyboard button CTRL and right click to plot spectral signatures of the same pixel for all the <i>band sets</i> |
|  | create a <i>temporary ROI</i> using the region growing algorithm at the same seed pixel as the previous one; it is useful after changing the <i>region growing parameters</i> |

Region growing parameters : the following parameters are required for the ROI creation using a region growing algorithm on the *Band set (complete interface)* (page 40) :

| Tool symbol and name | Description |
|---|---|
| <i>Dist</i>   | set the interval which defines the maximum spectral distance between the seed pixel and the surrounding pixels (in radiometry unit) |
| <i>Min</i>   | set the minimum area of a ROI (in pixel unit); this setting overrides the Range radius until the minimum ROI size is reached; if Rapid ROI on band is checked, then ROI will have at least the size defined Min ROI size; if Rapid ROI on band is unchecked, then ROI could have a size smaller than Min ROI size |
| <i>Max</i>   | set the maximum width of a ROI (i.e. the side length of a square, centred at the seed pixel, which inscribes the ROI) in pixel unit |

3.3.3 Classification preview









Classification preview allows for displaying temporary classifications (i.e. classification previews). Classification previews are useful for testing the algorithm in a small area of the *Band set (complete interface)* (page 40), before classifying the entire image which can be time consuming.

Classification preview is performed according to the parameters defined in *Algorithm* (page 71).

Avertissement : ROIs and previews are performed on the active *Band set (complete interface)* (page 40).

After the creation of a new preview, old previews are placed in QGIS Layers inside a layer group named `Class_temp_group` and are deleted when the QGIS session is closed.

Avertissement : Classification previews are automatically deleted from disk when the QGIS session is closed; a QGIS message (that can be ignored) could ask for the path of missing layers when opening a previously saved project.

| Tool symbol and name | Description |
|---|---|
|  | zoom the map to the extent of the last <i>Classification preview</i> (page 39) |
|  <i>Preview</i> | use the button to show/hide the last <i>Classification preview</i> (page 39) in the map |
|  | activate the pointer for the creation of a <i>Classification preview</i> (page 39); left click the map to start the classification process and display the classification preview |
|  | create a new <i>Classification preview</i> (page 39) centred at the same pixel as the previous one |
| T  | change dynamically the classification preview transparency, which is useful for comparing the classification to other layers |
| S   | size of the preview in pixel unit (i.e. the side length of a square, centred at the clicked pixel) |
|  | create a KML file of the QGIS view |

3.4 Main Interface Window

The Main Interface Window is composed of several tabs described in detail in the following paragraphs. Tabs can be selected through the tree menu at the left side or from the *SCP menu* (page 19).

3.4.1 Band set (complete interface)

- *Band set definition* (page 41)
- *Band quick settings* (page 42)
- *Band set table* (page 43)
- *Band set tools* (page 43)

Image input in *SCP* is named *band set*. It is loaded only if the *Simplified interface* is not enabled. Compared to the *Simplified interface*, this tab allows for the definition of one or multiple *band sets* to be used as input for classification and other tools.

Band sets are identified by numbers. The *active band set* (i.e. the one selected in *Band set definition* (page 41)) is used as input for several tools in *SCP dock* (page 22) and the *Working toolbar (complete interface)* (page 36). Other *SCP* tools allow for the selection of *band set* numbers.

The *Band set* definition is saved with the QGIS project.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Following a video tutorial about this tool.

<https://www.youtube.com/watch?v=DQXfBPke2J4>

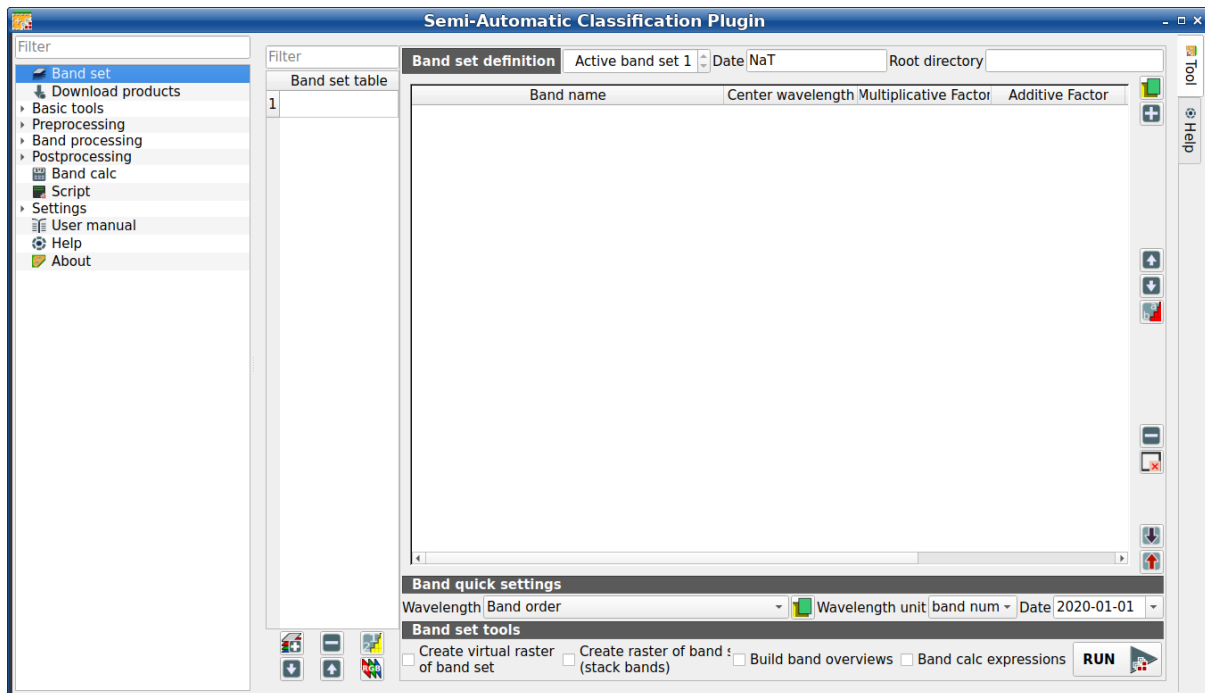


FIG. 11 –  *Band set*










Band set definition

A *band set* is basically a list of bands defined as the following table.

| Band name | Center wavelength | wave-length | Multiplicative Factor | Additive Factor | Wave-length unit | Path | Date |
|--|--------------------------------------|-------------|---------------------------------|---------------------------|------------------|-----------------------------|------------------------|
| name of the band (it cannot be edited) | center of the wavelength of the band | of the | multiplicative rescaling factor | additive rescaling factor | wavelength unit | relative path of the raster | image acquisition date |

It is possible to add to the *active band set* one or more bands already loaded in QGIS, or select files that are not loaded. A *Date* can be assigned to a *band set* which can be later used in other tools to select *band sets* by date. Also, a *Root directory* for band paths can be defined, which can be useful to create projects with relative paths.

The following tools are available.


| Tool name | symbol | and | Description |
|-----------|---|-----|---|
| |  | | open file explorer and add raster files (preferably single band raster) to the <i>active band set</i> |
| |  | | open a window to select rasters already loaded in QGIS and add them to the <i>active band set</i> |
| |  | | move highlighted bands upward |
| |  | | move highlighted bands downward |
| |  | | sort automatically bands by name, giving priority to the ending numbers of name |
| |  | | remove highlighted bands from the <i>active band set</i> |
| |  | | clear all bands from <i>active band set</i> |
| |  | | import a previously saved <i>active band set</i> from file |
| |  | | export the <i>active band set</i> to a file |

It is possible to define a multiplicative rescaling factor and additive rescaling factor for each band (for instance using the values in Landsat metadata), which are used on the fly (i.e. $\text{pixel value} = \text{original pixel value} * \text{multiplicative rescaling factor} + \text{additive rescaling factor}$) during the processing.

The *Center wavelength* of bands should be defined in order to use several functions of *SCP*. If the *Center wavelength* of bands is not defined, the band number is used and some *SCP* tools will be disabled.

Band quick settings

These tools allow for quickly set attributes of the *active band set*.







| Tool symbol and name | Description |
|---|--|
| Wavelength <input type="text" value=""/> | rapid definition of band center wavelength for the following satellite sensors : * Band order * ASTER * GeoEye-1 * GOES * Landsat 8 OLI * Landsat 7 ETM+ * Landsat 4-5 TM * Landsat 1, 2, and 3 MSS * MODIS * Pleiades * QuickBird * RapidEye * Sentinel-2 * Sentinel-3 * SPOT 4, 5, and 6 * WorldView-2 and WorldView-3 |
|  | open a csv file of wavelength values (center wavelength separated by comma or new line) |
| Wavelength unit <input type="text" value=""/> | select the wavelength unit among : <ul style="list-style-type: none"> — <i>Band number</i> : no unit, only band number — μm : micrometres — <i>nm</i> : nanometres |
| Date <input type="text" value="1980"/> | set the date of acquisition |

Band set table

The table on the left side is the *Band set table*. It includes the list of all the defined *band sets* (the names of the first bands are displayed), which can be selected with a left click. Double click on a table item can be used to define the *Active band set*.


A *Filter* can be used to display *band sets* in the table matching a name.

The following tools are available for managing *band sets*.

| Tool name | symbol | and | Description |
|---|--------|-----|--|
|  | | | add a new empty <i>band set</i> |
|  | | | remove highlighted <i>band sets</i> |
|  | | | sort <i>band sets</i> by date |
|  | | | move highlighted <i>band sets</i> upward |
|  | | | move highlighted <i>band sets</i> downward |
|  | | | display the RGB color composite of selected <i>band sets</i> (a virtual raster is added in QGIS) |

Band set tools

Band set tools are tools that can be executed directly on *Active band set*. Multiple tools can be selected by the corresponding check box. This can also be useful to automate the processing during image conversion.

| Tool symbol and name | Description |
|---|---|
| <input checked="" type="checkbox"/> <i>Create virtual raster of band set</i> | create a multiband virtual raster of <i>Active band set</i> |
| <input checked="" type="checkbox"/> <i>Create raster of band set (stack bands)</i> | stack bands in a single multiband raster |
| <input checked="" type="checkbox"/> <i>Build band overview</i> | build band overview of <i>Active band set</i> |
| <input checked="" type="checkbox"/> <i>Band calc expression</i> | execute the expression defined in <i>Band calc</i> (page 105) |
|  | execute selected tools |

3.4.2 Download products

- [Search](#) (page 44)
- [Search parameters](#) (page 45)
- [Product list](#) (page 46)
- [Download](#) (page 47)
- [Login data](#) (page 47)
- [Login Harmonized Landsat Sentinel-2](#) (page 48)
- [Login Copernicus Data Space Ecosystem](#) (page 48)

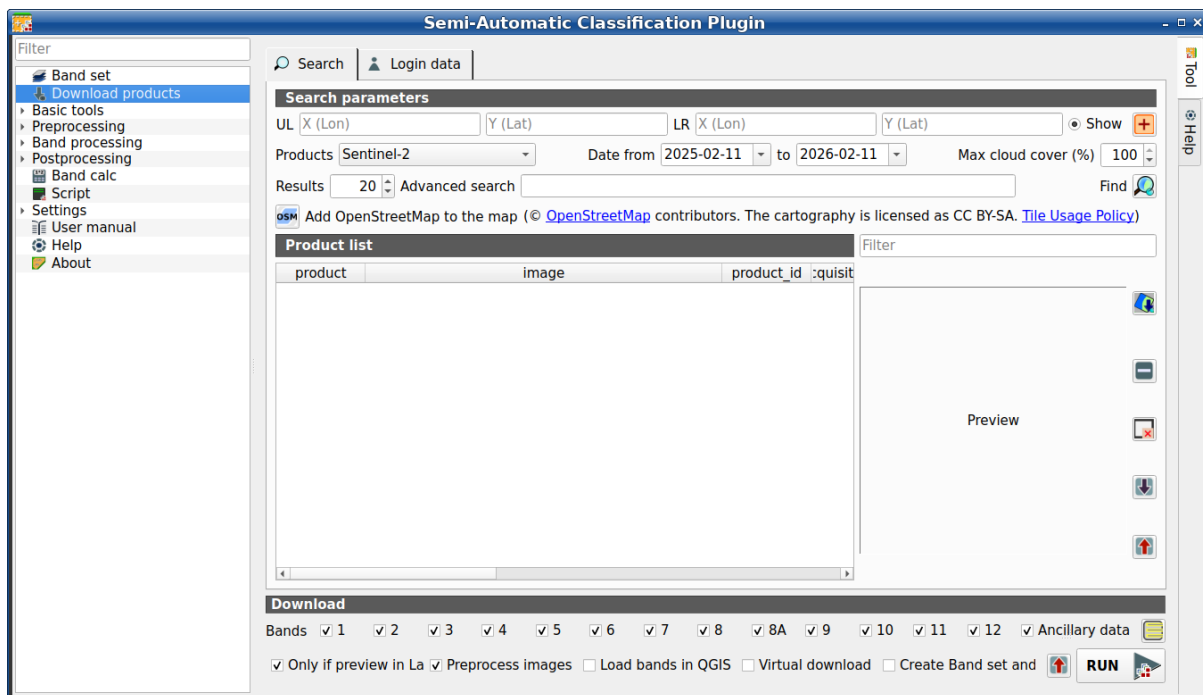


FIG. 12 –  *Download products*

The tab  *Download products* includes the tools for searching and downloading free remote sensing images. The search and download is performed through [Remotior Sensus](#). Also, automatic conversion to reflectance of downloaded bands is available.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

An internet connection is required and free registration could be required depending on the download service.

Following a video tutorial about this tool.

<https://www.youtube.com/watch?v=NwL2f5Nrn3U>

Search

The *Search* tool allows for searching and downloading :

- *Sentinel-2* : [Copernicus Sentinel-2](#) images (Level-1C and Level-2A) acquired from 2015 to present days ;
- *Landsat_MPC* : [Landsat Collection](#) images acquired from August 1982 to present days, such as Landsat 5, 7, 8, 9 (data retrieved from Microsoft Planetary Computer) ;
- *Sentinel-2_MPC* : [Copernicus Sentinel-2 Level-2A](#) acquired from 2015 to present days (data retrieved from Microsoft Planetary Computer) ;
- *Landsat_HLS* : Landsat from Harmonized Landsat Sentinel-2 by NASA which are surface reflectance data product (generated with Landsat 8, Landsat 9, and Sentinel-2 data acquired from 2013 to present days) with observations every two to three days at 30m spatial resolution (more information about the [project](#)) ;
- *Sentinel-2_HLS* : Sentinel-2 from Harmonized Landsat Sentinel-2 by NASA which are surface reflectance data product (generated with Landsat 8, Landsat 9, and Sentinel-2 data acquired from 2013 to present days) with observations every two to three days at 30m spatial resolution (more information about the [project](#)) ;
- *MODIS_09Q1_MPC* : [MODIS Surface Reflectance 8-Day \(250m\)](#) (data retrieved from Microsoft Planetary Computer) ;
- *MODIS_11A2_MPC* : [MODIS Land Surface Temperature 8-Day](#) (data retrieved from Microsoft Planetary Computer) ;












- *ASTER_MPC* : *ASTER L1T* (data retrieved from Microsoft Planetary Computer);
- *Copernicus_DEM_30_MPC* : *Copernicus DEM GLO-30* (data retrieved from Microsoft Planetary Computer);

The download of *Harmonized Landsat Sentinel-2* requires credentials defined in *Login data* (page 47).

Search parameters

Define the search area by entering the coordinates (longitude and latitude) of an **Upper Left (UL)** point and **Lower Right (LR)** point and select a product to search. Optional settings are date of acquisition, maximum cloud cover, number of results (the fewer the results, the faster is the query).

The definition of a search area is required before searching the images.

| Tool symbol and name | Description |
|---|--|
|  | set the UL longitude X (Lon) and the UL latitude Y (Lat) |
|  | set the LR longitude X (Lon) and the LR latitude Y (Lat) |
|  <i>Show</i> | show or hide the search area in the map; |
|  | define a search area by left click to set the UL point and right click to set the LR point; the search area is displayed in the map |
| <i>Products</i>  | set the search product |
| <i>Date from</i>  | set the starting date of acquisition |
| <i>to</i>  | set the ending date of acquisition |
| <i>Max cloud cover (%)</i>  | maximum cloud cover in the product |
| <i>Results</i>  | maximum number of products returned by the search |
| <i>Advanced search</i> <input type="checkbox"/> | some services (e.g. Sentinel-2) allows for entering search parameters; for instance, it is possible to enter the name of a granule (e.g. 33TTG) |
| <i>Filter</i> <input type="checkbox"/> | set a filter such as the Product ID (e.g. LC81910312015006LGN00); it is possible to enter multiple Product IDs separated by comma or semicolon (e.g. LC81910312015006LGN00, LC81910312013224LGN00); filter is applied to resulting products in the search area |
| <i>Find</i>  | find the products in the search area; results are displayed inside the table in <i>Product list</i> (page 46); results are added to previous results |
|  Add OpenStreet-Map to the map | this button allows for the display of OpenStreetMap tiles (© OpenStreetMap contributors) in the QGIS map as described in https://wiki.openstreetmap.org/wiki/QGIS . The cartography is licensed as CC BY-SA (Tile Usage Policy) |

Astuce : Search results (and the number thereof) depend on the defined area extent and the range of dates. In order to get more results, perform multiple searches defining smaller area extent and narrow acquisition dates (from and to).






Product list

The table *Product list* contains the results of the search. Click on any item (highlight the item) to display the image preview thereof (not all the products include image previews). Resulting products are saved with the QGIS project.

The table includes the following fields.

| product | image | product | acquisition | cloud | zone | row | min | min | max | max | collection | size | preview | uid | ref_url |
|-------------------------------------|----------------|-----------------------|-------------------------------------|--|---|-------------|---------------------------------|----------------------------------|---------------------------------|----------------------------------|-----------------|--------------|----------------------------|------------------------|---------------|
| the product name (e.g., Sentinel 2) | the image name | the ID of the product | the acquisition date of the product | percentage of cloud cover in the product | the zone or WRS path code pending on the product type | the WRS row | minimum latitude of the product | minimum longitude of the product | maximum latitude of the product | maximum longitude of the product | collection code | product size | URL of the product preview | identifier of the item | reference URL |




The following tools are available.

| Tool and name | symbol | Description |
|---------------|---|---|
| |  | display preview of highlighted images in the map ; preview is roughly georeferenced on the fly (not all the products include a preview) |
| |  | remove highlighted images from the list |
| |  | remove all images from the list |
| |  | import the product list from an XML file |
| |  | export the product list to an XML file |

Download

Download the products in the *Product list* (page 46). During the download it is recommended not to interact with QGIS.

Depending on the download service, it is possible to select single bands for download.

| Tool name | symbol | and | Description |
|--|----------------------------------|-----|--|
| <input checked="" type="checkbox"/> | <i>Band X</i> | | select bands for download |
| <input checked="" type="checkbox"/> | <i>Ancillary data</i> | | if checked, the metadata files are selected for download |
|  | | | select or deselect all bands |
| <input checked="" type="checkbox"/> | <i>Only if preview in Layers</i> | | if checked, download only those images listed in <i>Product list</i> (page 46) which are also listed in the QGIS layer panel |
| <input checked="" type="checkbox"/> | <i>Preprocess images</i> | | if checked, bands are automatically converted after the download |
| <input checked="" type="checkbox"/> | <i>Load bands in QGIS</i> | | if checked, bands are loaded in QGIS after the download |
|  | | | export the download links to a text file (.csv) |
| RUN  | | | start the download process of all the products listed in <i>Product list</i> (page 46) |

Login data

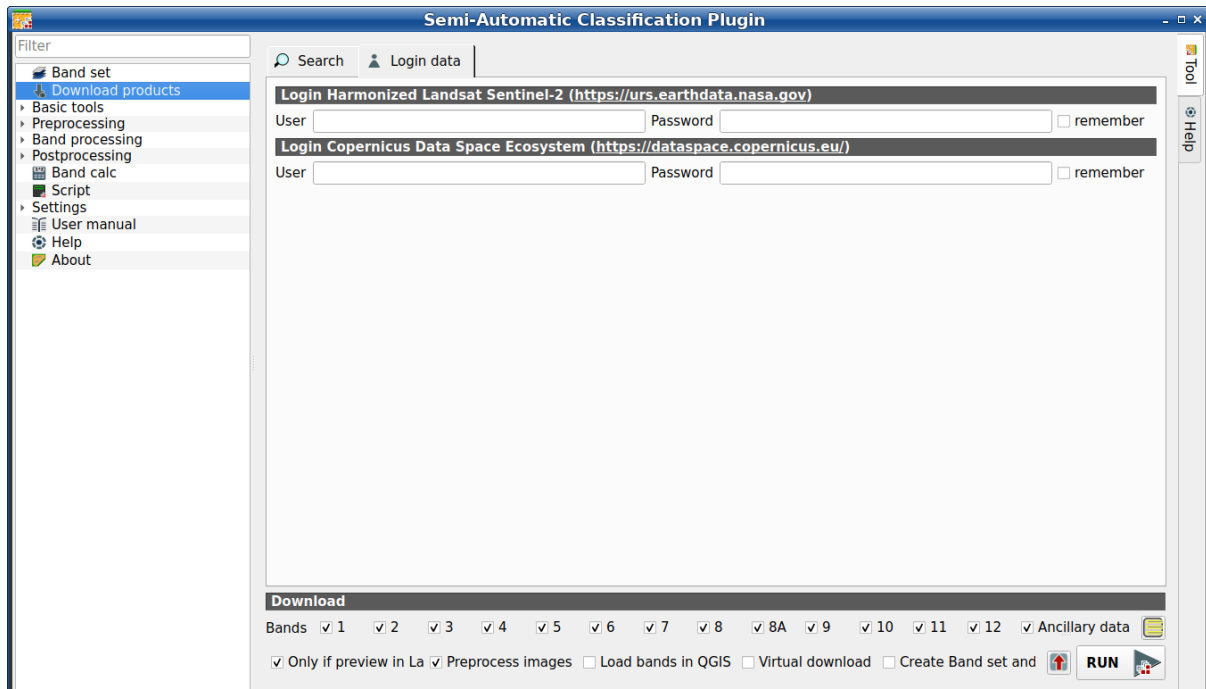




FIG. 13 –  Login data

Login Harmonized Landsat Sentinel-2



The download of Harmonized Landsat Sentinel-2 requires to login using *EOSDIS Earthdata* credentials (<https://urs.earthdata.nasa.gov>) One can register for free at <https://urs.earthdata.nasa.gov/users/new> .

| Tool symbol and name | Description |
|--|---|
| <i>User</i> <input type="text"/>  | enter the user name |
| <i>Password</i> <input type="text"/>  | enter the password |
| <input checked="" type="checkbox"/> <i>remember</i> | if checked, remember user name and password locally in QGIS |

Avertissement : If *remember* is checked, the password is stored unencrypted in QGIS registry.


Login Copernicus Data Space Ecosystem

The download of Sentinel-2 is available also using *Copernicus Data Space Ecosystem* credentials (<https://dataspace.copernicus.eu>). One can register for free at <https://dataspace.copernicus.eu> .

| Tool symbol and name | Description |
|--|---|
| <i>User</i> <input type="text"/>  | enter the user name |
| <i>Password</i> <input type="text"/>  | enter the password |
| <input checked="" type="checkbox"/> <i>remember</i> | if checked, remember user name and password locally in QGIS |

Avertissement : If *remember* is checked, the password is stored unencrypted in QGIS registry.

3.4.3 Basic tools

The tab  *Basic tools* includes several tools for manipulating input data.

Import signatures

- *Import library file* (page 49)
- *Import vector* (page 49)
- *Download USGS Spectral Library* (page 50)

The tab  *Import signatures* allows for importing spectral signatures from various sources.

Import library file

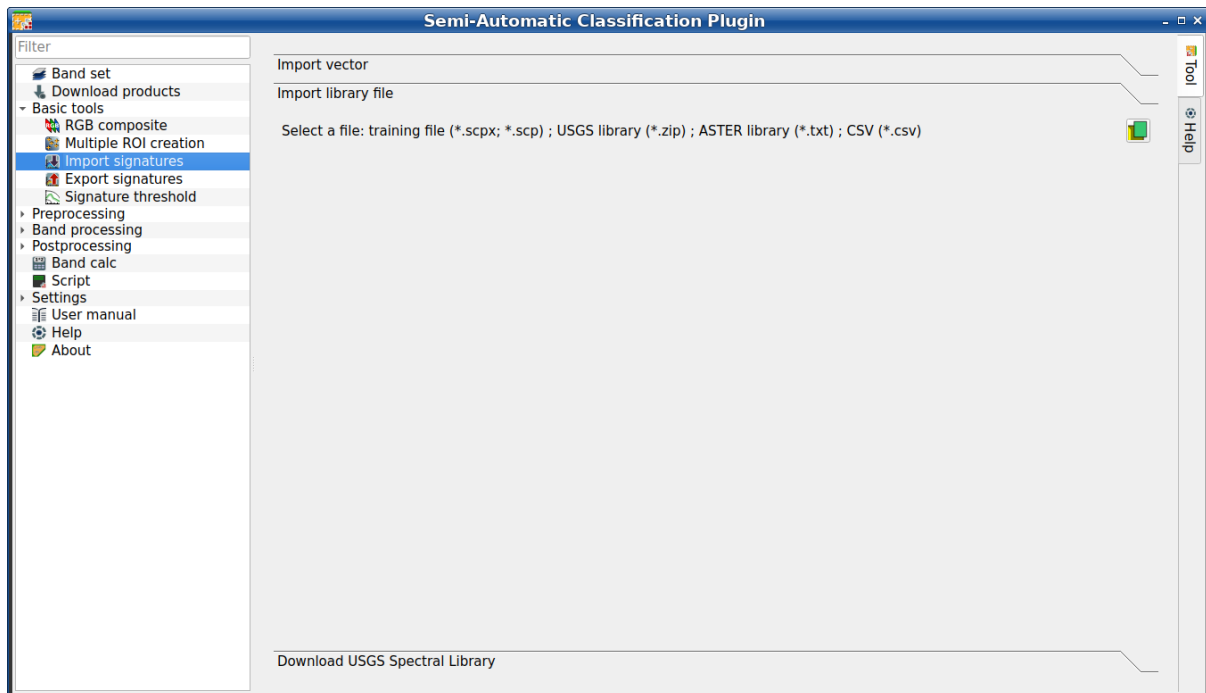





FIG. 14 – *Import library file*

This tool allows for importing spectral signatures from various sources : a previously saved *Training input* (page 28) (.scpx file); a USGS Spectral Library (.asc file); a previously exported .csv file. In case of USGS Spectral Library, the library is automatically sampled according to the image band wavelengths defined in the *Band set (complete interface)* (page 40), and added to the *ROI & Signature list* (page 31);

| Tool symbol and name | Description |
|--|---|
|  <i>Select a file</i> | open a file to be imported in the <i>Training input</i> (page 28) |

Import vector

This tool allows for importing a vector (shapefile or geopackage), selecting the corresponding fields of the *Training input* (page 28).

| Tool symbol and name | Description |
|--|--|
|  <i>Select a vector</i> | open a vector |
| <i>MC ID field</i> <input type="text"/> | select the vector field corresponding to MC ID |
| <i>MC Name field</i> <input type="text"/> | select the vector field corresponding to MC Name |
| <i>C ID field</i> <input type="text"/> | select the vector field corresponding to C ID |
| <i>C Name field</i> <input type="text"/> | select the vector field corresponding to C Name |
| <input checked="" type="checkbox"/> <i>Calculate sig.</i> | if checked, the spectral signature is calculated while the ROI is saved to <i>Training input</i> (page 28) |
|  <i>Import vector</i> | import all the vector polygons as ROIs in the <i>Training input</i> (page 28) |

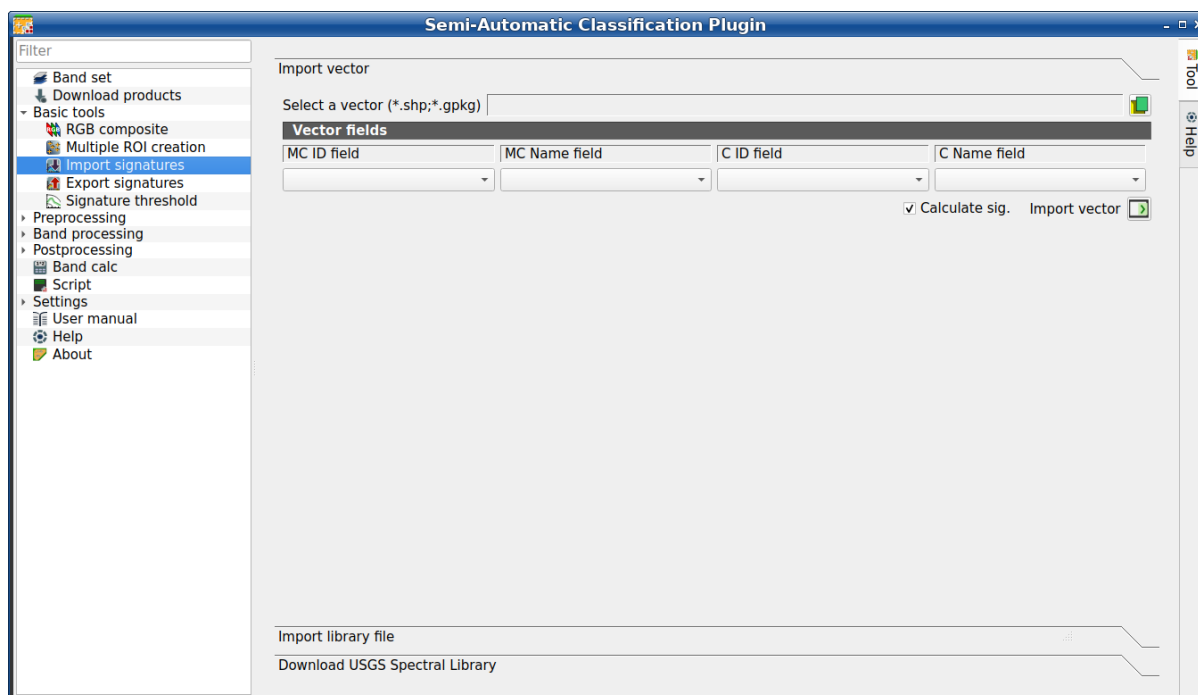


FIG. 15 – Import vector

Download USGS Spectral Library

The tab *Download USGS Spectral Library* allows for the download of the [USGS spectral library](#) (Clark, R.N., Swayze, G.A., Wise, R., Livo, E., Hoefen, T., Kokaly, R., Sutley, S.J., 2007, USGS digital spectral library splib06a : U.S. Geological Survey, Digital Data Series 231).

The libraries are grouped in chapters including Minerals, Mixtures, Coatings, Volatiles, Man-Made, Plants, Vegetation Communities, Mixtures with Vegetation, and Microorganisms.

An internet connection is required.

| Tool symbol and name | Description |
|------------------------------------|---|
| <i>Select a chapter</i> | select one of the library chapters ; after the selection, chapter libraries are shown in <i>Select a library</i> |
| <i>Select a library</i> | select one of the libraries ; the library description is displayed in the frame <i>Library description</i> |
| <i>Import spectral library</i> | download the library and add the sampled spectral signature to the <i>ROI & Signature list</i> (page 31) using the parameters defined for class and macroclass ; the library is automatically sampled according to the image band wavelengths defined in the <i>active band set</i> in <i>Band set (complete interface)</i> (page 40), and added to the <i>ROI & Signature list</i> (page 31) |

Astuce : Spectral libraries downloaded from the [USGS Spectral Library](#) can be used with Minimum Distance or Spectral Angle Mapping algorithms, but not Maximum Likelihood because this algorithm needs the covariance matrix that is not included in the spectral libraries.

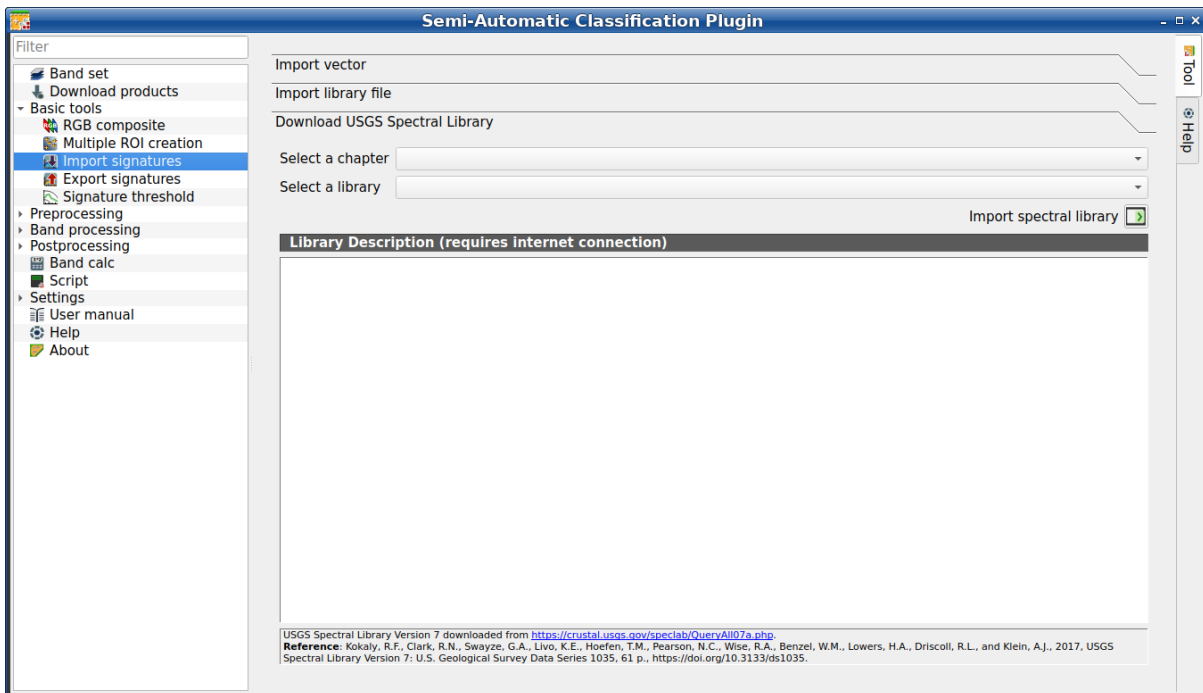





FIG. 16 – Download USGS Spectral Library

Export signatures

This tool allows for exporting the signatures highlighted in the *ROI & Signature list* (page 31).

| Tool symbol and name | Description |
|---|--|
| <i>Export as SCP file</i>  | create a new .scp file and export highlighted ROIs and spectral signatures as SCP file (.scpx) |
| <i>Export as shapefile or geopackage</i>  | export highlighted ROIs (spectral signature data excluded) as a new shapefile (.shp) or geopackage (.gpkg) |
| <i>Export spectral signatures as CSV file</i>  | open a directory, and export highlighted spectral signatures as individual CSV files (.csv) separated by semicolon (;) |

Multiple ROI Creation (complete interface)

- *Create random points* (page 53)
- *Point coordinates and ROI definition* (page 53)

This tab allows for the automatic creation of ROIs, useful for the rapid classification of multi-temporal images, or for accuracy assessment. It is loaded only if the *Simplified interface* is not enabled.

Given a list of point coordinates and ROI options, this tool performs the region growing of ROIs. Created ROIs are automatically saved to the *Training input* (page 28). The *active band set* in *Band set (complete interface)* (page 40) is used for calculations.

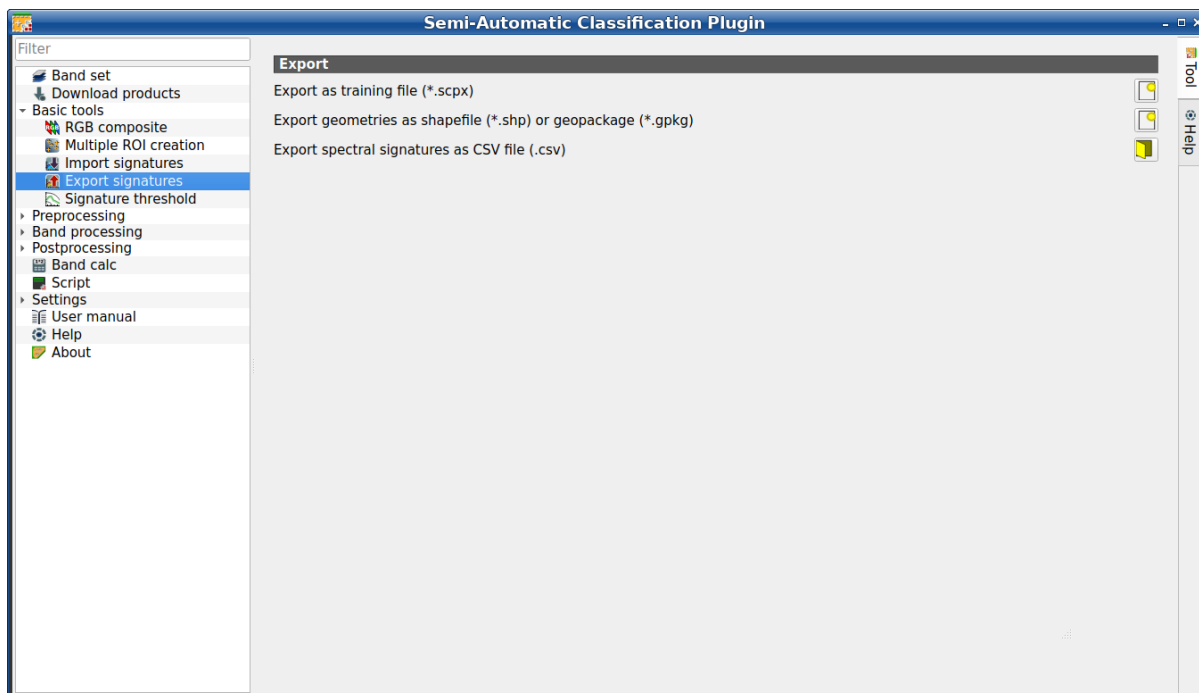


FIG. 17 –  *Export signatures*

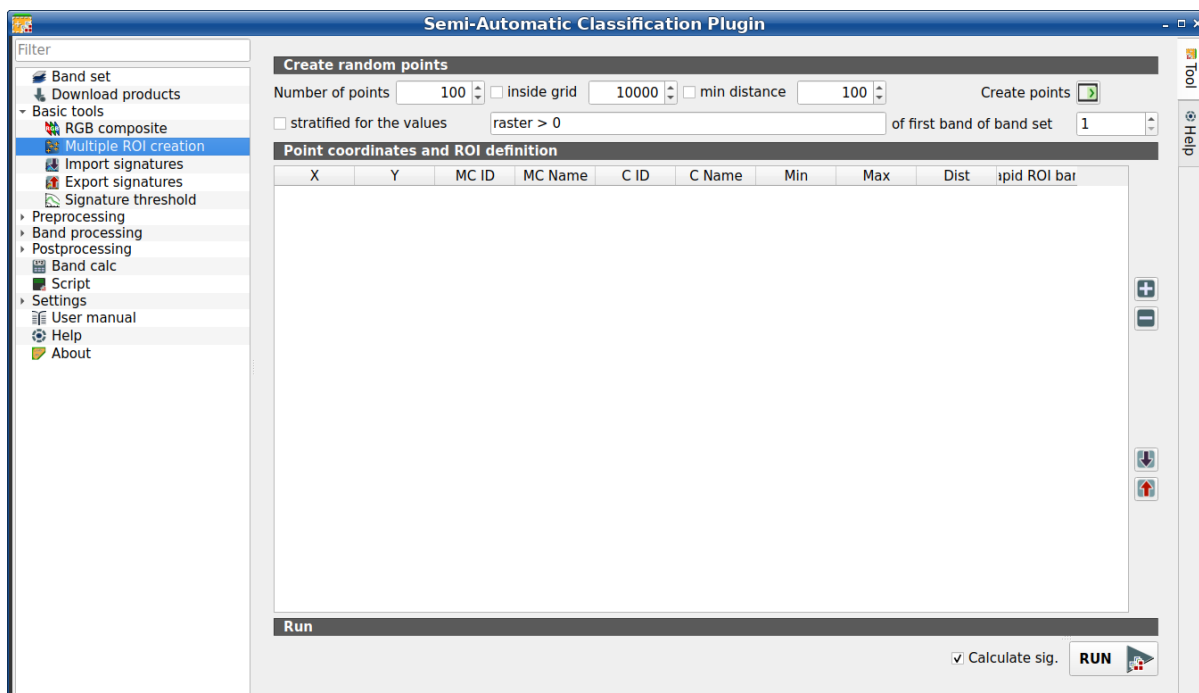




FIG. 18 –  *Multiple ROI Creation*

Create random points







| Tool symbol and name | Description |
|---|--|
| <i>Number of points</i> <input type="text" value="1"/> | set a number of points that will be created when <i>Create points</i>  is clicked |
| <input checked="" type="checkbox"/> <i>in-side grid</i> <input type="text" value="1"/> | if checked, the <i>band set</i> area is divided in cells where the size thereof is defined in the combobox (image unit, usually meters); points defined in <i>Number of random points</i> are created randomly within each cell |
| <input checked="" type="checkbox"/> <i>min distance</i> <input type="text" value="1"/> | if checked, random points have a minimum distance defined in the combobox (image unit, usually meters); setting a minimum distance can result in fewer points than the number defined in <i>Number of points</i> |
| <i>Create points</i>  | create random points inside the <i>band set</i> area |
| <input checked="" type="checkbox"/> <i>stratified for the values</i> <input type="text" value="1"/> | if checked, create random points inside the values defined in the expression calculated for the first band of the defined band set; the expression must include the variable <code>raster</code> ; multiple expressions can be entered separated by semicolon (;) but the total number of stratified points is the same as the defined <i>Number of points</i> |
| <i>of the first band of band set</i> <input type="text" value="1"/> | defines the <i>band set</i> in <input checked="" type="checkbox"/> <i>stratified for the values</i> |

Point coordinates and ROI definition

The table *Point coordinates and ROI definition* contains the following fields.

| X | Y | MC ID | MC Name | C ID | C Nam | Min | Max | Dist | Rapid ROI band |
|----------------------------|----------------------------|--------------------------|-----------------------------|--------------------|-----------------------|---|--|---|--|
| point X coordinate (float) | point Y coordinate (float) | ROI Macro-class ID (int) | ROI Macro-class Name (text) | ROI Class ID (int) | ROI Class Name (text) | the minimum area of a ROI (in pixel unit) | the maximum width of a ROI (in pixel unit) | the interval which defines the maximum spectral distance between the seed pixel and the surrounding pixels (in radiometry unit) | if a band number is defined, ROI is created only using the selected band, similarly to <i>Rapid ROI band</i> in ROI & Signature list (page 31) |

The following tools are available.

| Tool symbol and name | Description |
|--|--|
|  | add a new row to the table ; all the table fields must be filled for the ROI creation |
|  | delete the highlighted rows from the table |
|  | import a point list from text file or a point shapefile to the table ; in case of text file, every line must contain values separated by tabs of X, Y, MC ID, MC Name, Class ID, C Name, Min, Max, Dist, and optionally the Rapid ROI band ; in case of shapefile, only point coordinates are imported |
|  | export the point list to text file |
|  <i>Calculate sig.</i> | if checked, the spectral signature is calculated while the ROI is saved to <i>Training input</i> (page 28) |
| <i>RUN</i>  | start the ROI creation process for all the points and save ROIs to the <i>Training input</i> (page 28) |

RGB composite (complete interface)

- *RGB composite* (page 55)
- *Automatic RGB* (page 55)

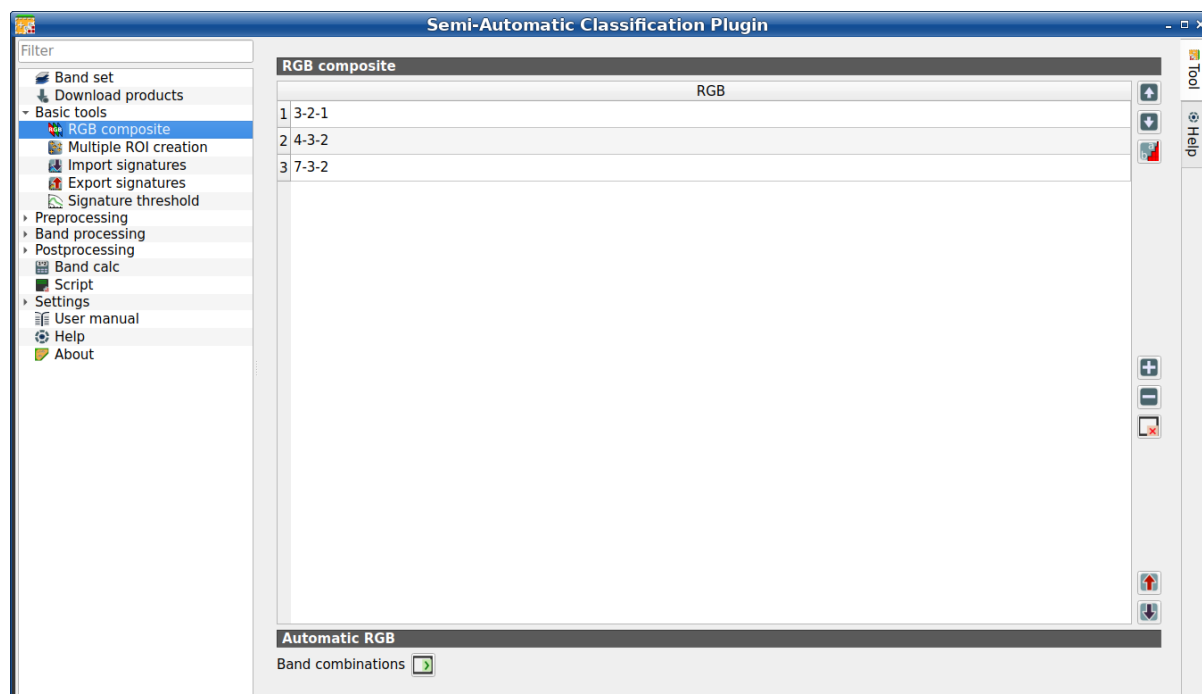










FIG. 19 –  *RGB composite*


This tab allows for managing the RGB *Color Composite* (page 139) used in the list *RGB=* of the *Image control* (page 38). It is loaded only if the *Simplified interface* is not enabled.

RGB composite

The table *RGB composite* contains the field *RGB* that allows for entering an RGB combination.

| Tool symbol and name | Description |
|---|---|
|  | move highlighted RGB combination upward |
|  | move highlighted RGB combination downward |
|  | automatically sort RGB combinations by name |
|  | add a row to the table |
|  | remove highlighted rows from the table |
|  | clear all RGB combinations from <i>RGB list</i> |
|  | export the <i>RGB list</i> to a file (i.e. .csv) |
|  | import a previously saved <i>RGB list</i> from file (i.e. .csv) |

Automatic RGB

| Tool symbol and name | Description |
|--|--|
|  <i>Band combinations</i> | add the combinations of all bands (i.e. permutation) to the <i>RGB composite</i> (page 55) (e.g. 1-2-3, 1-2-4, ..., 3-2-1) |

Signature threshold (complete interface)

- *Signature threshold* (page 56)
- *Automatic thresholds* (page 57)

This tab allows for the definition of a classification threshold (only for Minimum Distance, Maximum Likelihood, and Spectral Angle Mapping algorithms) for each spectral signature. It is loaded only if the *Simplified interface* is not enabled.

All the signatures contained in the *Training input* (page 28) are listed. Thresholds defined in this tool are applied to classification only if *Threshold* value in *Algorithm* (page 71) is 0.

This is useful for improving the classification results, especially when spectral signatures are similar. Thresholds of signatures are saved in the *Training input* (page 28).

If threshold is 0 then no threshold is applied and all the image pixels are classified. Depending on the selected *Algorithm* (page 71) the threshold value is evaluated differently :

- for Minimum Distance, pixels are unclassified if distance is greater than threshold value;
- for Maximum Likelihood, pixels are unclassified if probability is less than threshold value (max 100);
- for Spectral Angle Mapping, pixels are unclassified if spectral angle distance is greater than threshold value (max 90).

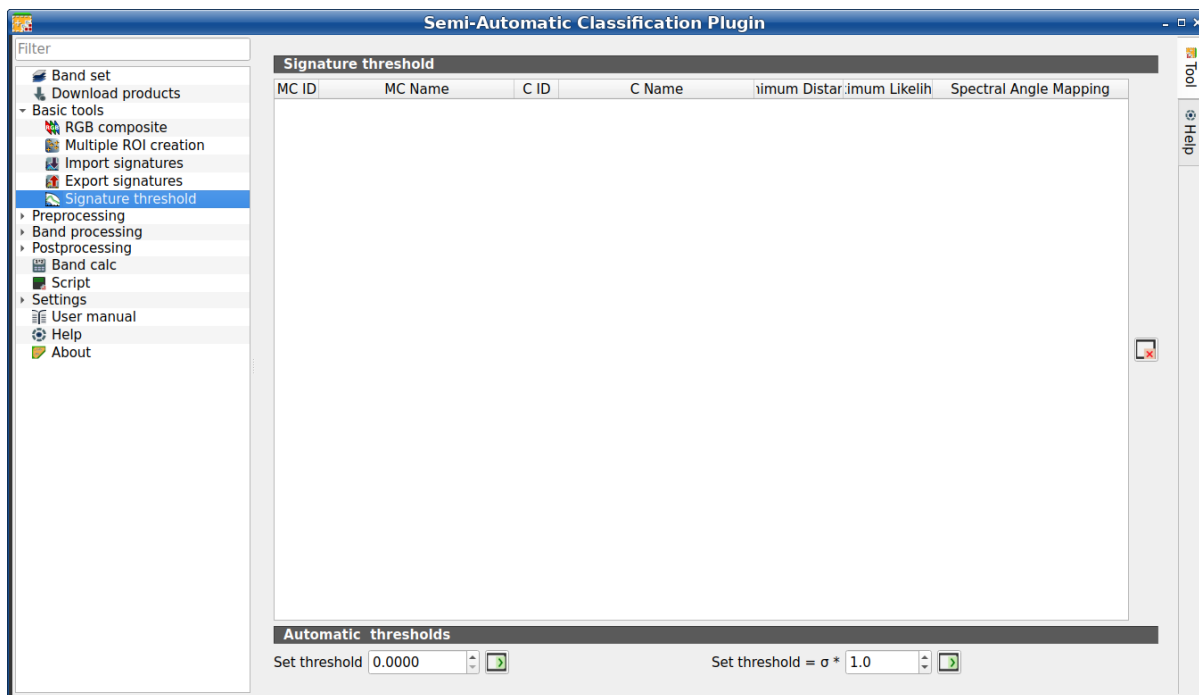



FIG. 20 –  Signature threshold



Signature threshold

The table *Signature threshold* contains the following fields.


| MC ID | MC Name | C ID | C Name | MD Threshold | ML Threshold | SAM Threshold |
|--------------------------|----------------------------|--------------------|----------------------|--|--|--|
| signature Macro-class ID | signature Macro-class Name | signature Class ID | signature Class Name | Minimum Distance threshold; this value can be edited | Maximum Likelihood threshold; this value can be edited | Spectral Angle Mapping threshold; this value can be edited |

—  : reset all signatures thresholds to 0 (i.e. no threshold used);

Automatic thresholds

| Tool symbol and name | Description |
|--|---|
|  Set threshold | set the defined value as threshold for all the highlighted signatures in the table |
|  Set automatic threshold | for all the highlighted signatures, set an automatic threshold calculated as the distance (or angle) between mean signature and $(\text{mean signature} + (\ast \sigma))$, where σ is the standard deviation and v is the defined value ; currently works for Minimum Distance and Spectral Angle Mapping |

3.4.4 Preprocessing

The tab  *Preprocessing* provides several tools for data manipulation which are useful before the actual classification process.

Clip raster bands

- [Clip band set](#) (page 58)
- [Clip coordinates](#) (page 58)

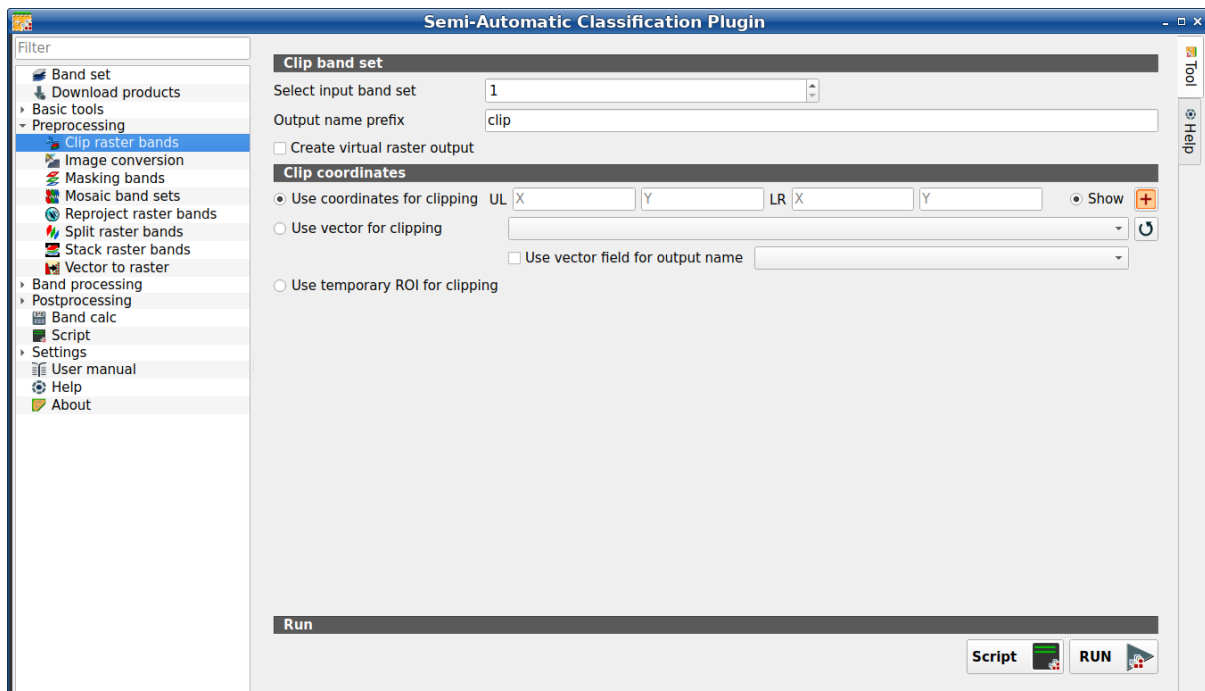




FIG. 21 – *Clip multiple rasters*

This tab allows for cutting several image bands at once, using a rectangle defined with point coordinates or a boundary defined with a vector.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Clip band set

| Tool symbol and name | Description |
|--|--|
|  Select input band set | select the input <i>Band set (complete interface)</i> (page 40) to be clipped |
| <input checked="" type="checkbox"/> Use value as NoData  | if checked, set the value for NoData pixels (e.g. pixels outside the clipped area) |
| Output name prefix <input type="text" value="T"/> | set the prefix for output file names (default is clip) |

Clip coordinates

Set the Upper Left (UL) and Lower Right (LR) point coordinates of the rectangle used for clipping ; it is possible to enter the coordinates manually. Alternatively use a vector.











| Tool symbol and name | Description |
|--|---|
| <input checked="" type="checkbox"/> Use coordinates for clipping | if checked, use defined coordinates for clipping bands |
| UL X  | set the UL X coordinate |
| UL Y  | set the UL Y coordinate |
| LR X  | set the LR X coordinate |
| LR Y  | set the LR Y coordinate |
| <input type="checkbox"/> Show | show or hide the clip area drawn in the map |
|  | define a clip area by drawing a rectangle in the map ; left click to set the UL point and right click to set the LR point ; the area is displayed in the map |
| <input type="checkbox"/> Use vector for clipping  | if checked, use the selected vector (already loaded in QGIS) for clipping ; UL and LR coordinates are ignored |
| <input checked="" type="checkbox"/> Use vector field for output name  | if checked, a vector field is selected for clipping while iterating through each vector polygon and the corresponding field value is added to the output name |
| <input type="checkbox"/> Use temporary ROI for clipping | if checked, use a <i>Temporary ROI</i> (page 38) for clipping ; UL and LR coordinates are ignored |
|  | refresh layer list |
| Script  | add this function to the <i>Script (complete interface)</i> (page 113) |
| RUN  | run this function |

Image conversion

- [Image conversion](#) (page 60)
- [Metadata](#) (page 60)

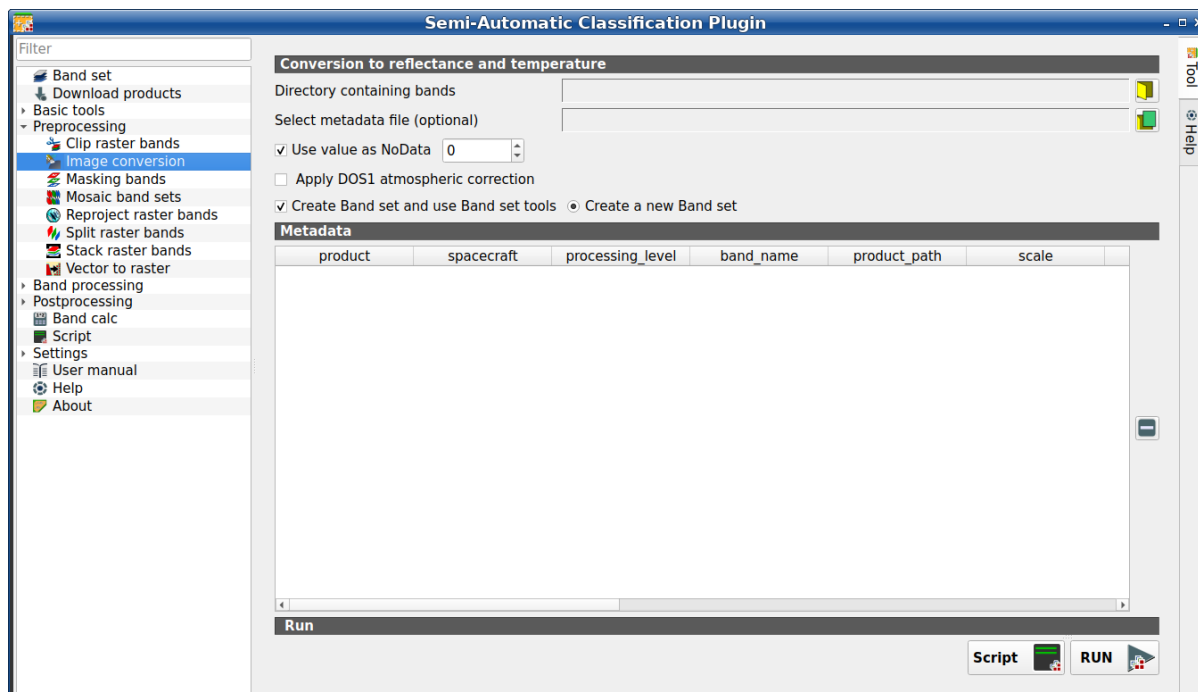


FIG. 22 – Image conversion

This tool allows for the conversion of several products to reflectance. Depending on the processing level of the source product, the conversion can be to the physical measure of Top Of Atmosphere reflectance (TOA), or the application of a simple atmospheric correction using the DOS1 method (Dark Object Subtraction 1), which is an image-based technique (for more information about conversion to TOA and DOS1 correction, see [Image conversion to reflectance](#) (page 154)). In case the source product is already provided as surface reflectance level, the rescaling factors are applied to convert the DN to decimal values.




The following products can be processed :

- **Sentinel-2** images Level-1C;
- **Sentinel-2** images Level-2A;
- **Landsat 1, 2, 3 MSS, 4, 5, 7, 8, 9** images Collection 2 Level-2;
- **Harmonized Landsat Sentinel-2**.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Image conversion

Once the input is selected, available bands are listed in the metadata table.

| Tool symbol and name | Description |
|--|---|
|  <i>Directory containing bands</i> | open a directory containing product bands ; names of bands must end with the corresponding number ; if the metadata file is included in this directory then <i>Metadata</i> (page 60) is automatically filled |
|  <i>Select metadata file</i> | select the metadata file if not included in the <i>Directory containing bands</i> ; for Sentinel-2, the metadata file is a .xml file whose name contains MTD_MSIL1C. |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i>  | if checked, pixels having NoData a value are not counted during conversion and the DOS1 calculation of DNmin ; it is useful when image has a black border (usually pixel value = 0) |
| <input checked="" type="checkbox"/> <i>Apply DOS1 atmospheric correction</i> | if checked, the <i>DOS1 Correction</i> (page 155) is applied to all the bands |
| <input checked="" type="checkbox"/> <i>Create Band set and use Band set tools</i> | if checked, bands are added to the active <i>Band set</i> after the conversion ; also, the <i>Band set</i> is processed according to the tools checked in the <i>Band set (complete interface)</i> (page 40) |
| <input type="radio"/> <i>Add bands in a new Band set</i> | if checked, bands are added to a new empty <i>Band set</i> after the conversion |

Astuce : For the best spectral precision one should download Surface Reflectance products (e.g., for Sentinel-2 the Level-2A Products).

Avertissement : For Sentinel-2 L2A images downloaded as .zip file, all the .jp2 files must be moved inside the same directory and renamed according to the band number in the ending (e.g. from name_02_10m.jp2 to name_02.jp2).


Metadata

Metadata are required for the process to identify the product. If the *Metadata* file is not inside the input directory, one can define the file path in *Select metadata file*. In the *Metadata*, all the bands found in are listed.



The table *Metadata* contains the following fields.

| product | space-craft | processing_level | band | product | scale | off-set | no-data | date | k1 | k2 | band | e_sun | earth_sun_distance |
|---------------------------------|-------------------------------------|---|------------------|------------------|-------------------|---------------------|---------------------------|------------------------------------|--|--|-------------|--------------------------|--------------------|
| product name (e.g., Sentinel 2) | space-craft name (e.g., Sentinel 2) | processing level of the product (e.g., Level-2) | name of the band | path of the band | scale of the band | off-set of the band | no-data value of the band | date of acquisition of the product | k1 parameter for Land-sat thermal conversion | k2 parameter for Land-sat thermal conversion | band number | similar radiance of band | Earth-Sun distance |

It is possible to remove bands from the table, to exclude these bands from the conversion.

| Tool symbol and name | Description |
|---|---|
|  | remove highlighted bands from the table <i>Metadata</i> |

Bands having different spatial resolution are not resampled at this stage. However, when using these bands in a classification process, all the bands are resampled on the fly to the highest spatial resolution with nearest neighbor.

| Tool symbol and name | Description |
|---|--|
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Astuce : To reduce file size, output files are saved as data type UInt16 with scale 0.0001, which are interpreted as Float32 type by GDAL.

Masking bands

— *Mask of band set* (page 62)

This tool allows for masking bands, based on the values of a raster mask, creating an output masked band for each band of the *Band set (complete interface)* (page 40). NoData is set in all the bands of the *Band set (complete interface)* (page 40) for pixels corresponding to the mask.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

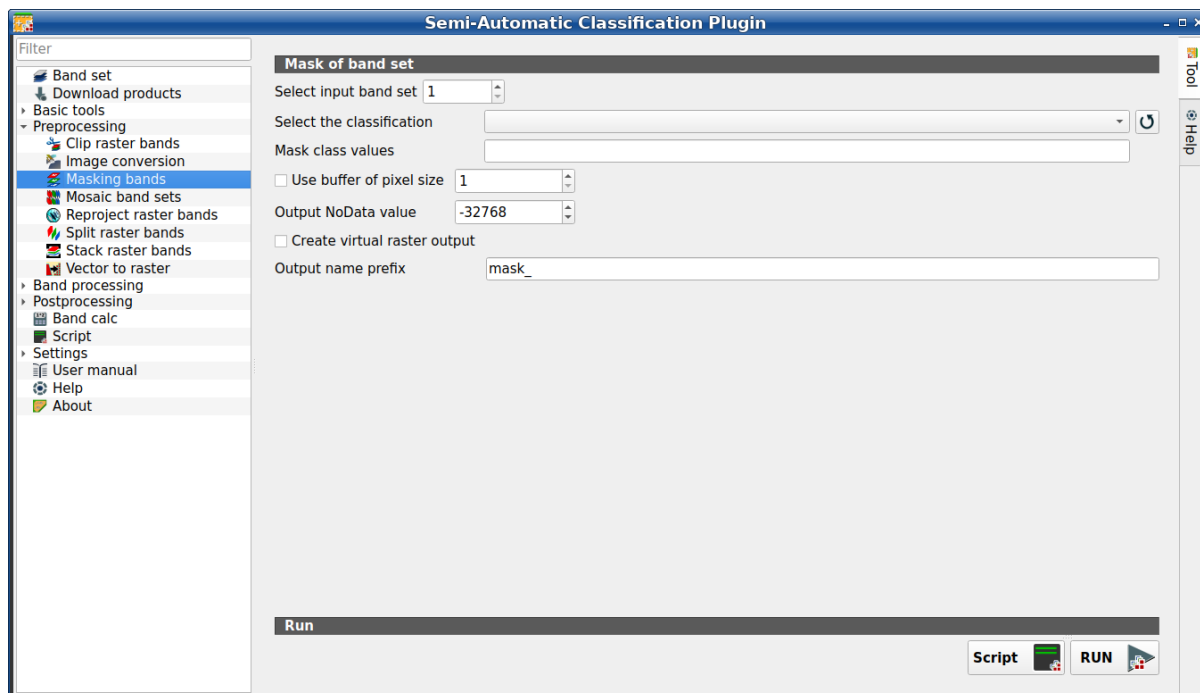











FIG. 23 – Masking bands

Mask of band set

| Tool symbol and name | Description |
|--|---|
|  <i>Select input band set</i> | select the input <i>Band set (complete interface)</i> (page 40) to be masked |
|  <i>Select the classification</i> | select a classification raster (already loaded in QGIS) which contains a mask class |
|  <i>Mask class values</i> | refresh layer list |
|  <i>Mask class values</i> | set the class values to be masked; class values must be separated by , and - can be used to define a range of values (e.g. 1, 3-5, 8 will select classes 1, 3, 4, 5, 8); if the text is red then the expression contains errors |
|  <i>Use buffer of pixel size</i> | if checked, a buffer is created for masked area, corresponding to the defined number of pixels; this can be useful to dilate masked area |
|  <i>Output NoData value</i> | set the value of NoData pixels corresponding to the mask |
|  <i>Output name prefix</i> | set the prefix for output file names (default is mask_) |
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

Mosaic of band sets (complete interface)

— *Mosaic of band sets* (page 64)

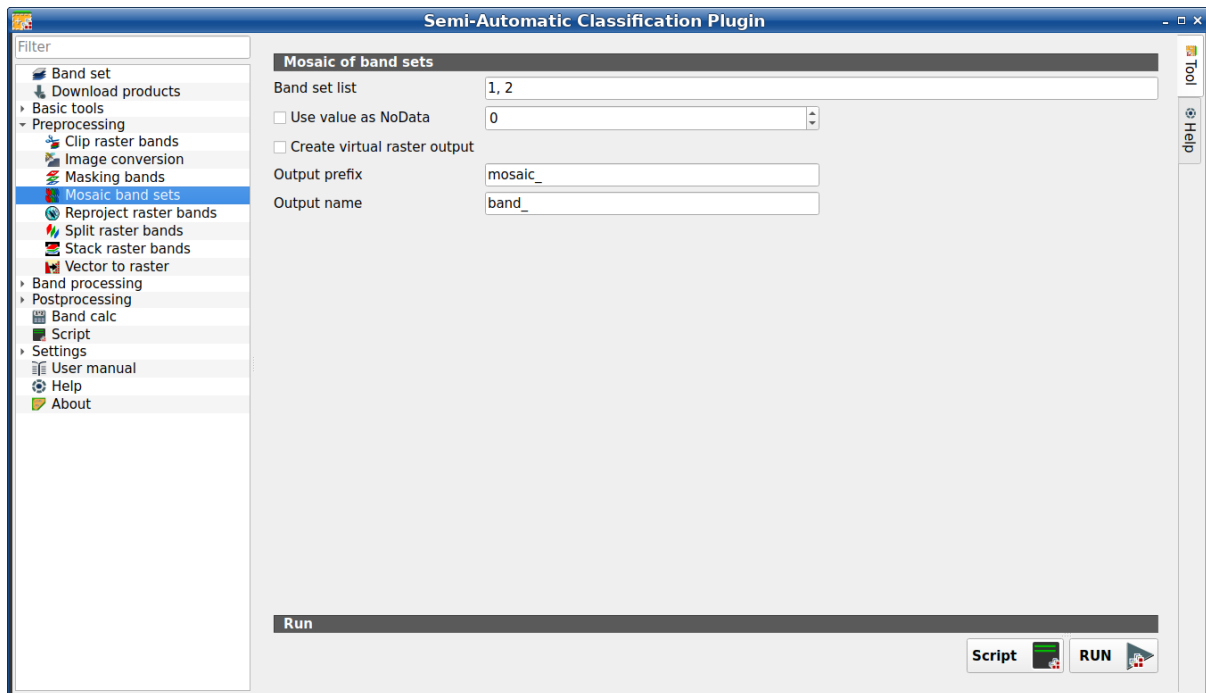





FIG. 24 – *Mosaic band sets*

This tool allows for the mosaic of band sets, merging the corresponding bands of two or more band sets defined in the *Band set (complete interface)* (page 40). An output band is created for every corresponding set of bands in the band sets. NoData values of one band set are replaced by the values of the other band sets. It is loaded only if the *Simplified interface* is not enabled.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Mosaic of band sets

| Tool symbol and name | Description |
|--|---|
|  Band set list | list if band sets defined in the <i>Band set (complete interface)</i> (page 40); in case of overlapping images, the pixel values of the first band set in the list are assigned |
| <input checked="" type="checkbox"/> Use value as NoData | if checked, set the value of NoData pixels, ignored during the calculation |
| <input checked="" type="checkbox"/> Create virtual raster output | if checked, output is created as virtual raster .vrt composed of as many .tif files as the number of threads defined in <i>System</i> (page 119); for large rasters this can speed up the process |
| Output name prefix | set the prefix for output file names (default is mosaic) |
|  Script | add this function to the <i>Script (complete interface)</i> (page 113) |
|  RUN | run this function |

Reproject raster bands (complete interface)

— *Reproject raster bands* (page 65)

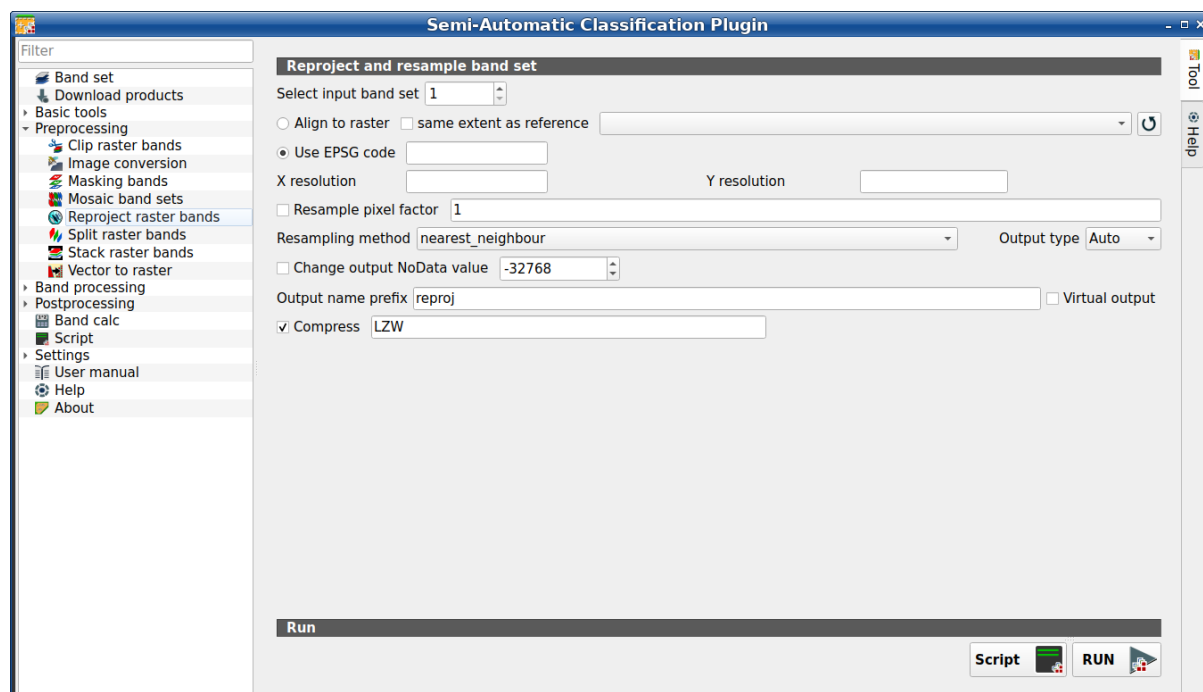

















FIG. 25 – *Reproject raster bands*

This tab allows for reprojecting bands in a *Band set (complete interface)* (page 40) and perform other raster operations. It is loaded only if the *Simplified interface* is not enabled.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Reproject raster bands

| Tool symbol and name | Description |
|---|---|
|  <i>Select input band set</i> | select the input <i>Band set (complete interface)</i> (page 40) to be reprojected |
|  <i>Align to raster</i> | if checked, use the same coordinate reference system and pixel size as the selected reference |
|  <i>same extent as reference</i> | if checked, the output extent will be the same as the reference |
|  | refresh layer list |
|  <i>Use EPSG code</i> | if checked, use the EPSG code for defining the output coordinate reference system |
|  <i>X resolution</i> | set X pixel resolution |
|  <i>Y resolution</i> | set Y pixel resolution |
|  <i>Resample pixel factor</i> | if checked, new pixel size will be the original size times this factor |
|  <i>Resampling method</i> | select the resampling method; options are : nearest_neighbour, average, sum, maximum, minimum, mode, median, first_quartile, third_quartile |
|  <i>Output type</i> | select the output raster type; options are : Auto (same as input), Float32, Int32, UInt32, Int16, UInt16, Byte |
|  <i>Change output NoData value</i> | if checked, set a new value for NoData pixels |
|  <i>Output name prefix</i> | set the prefix for output file names (default is reproj) |
|  <i>Compress</i> | if checked, set the compression method (e.g., LZW, DEFLATE) |
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

Split raster bands

— *Raster list* (page 66)

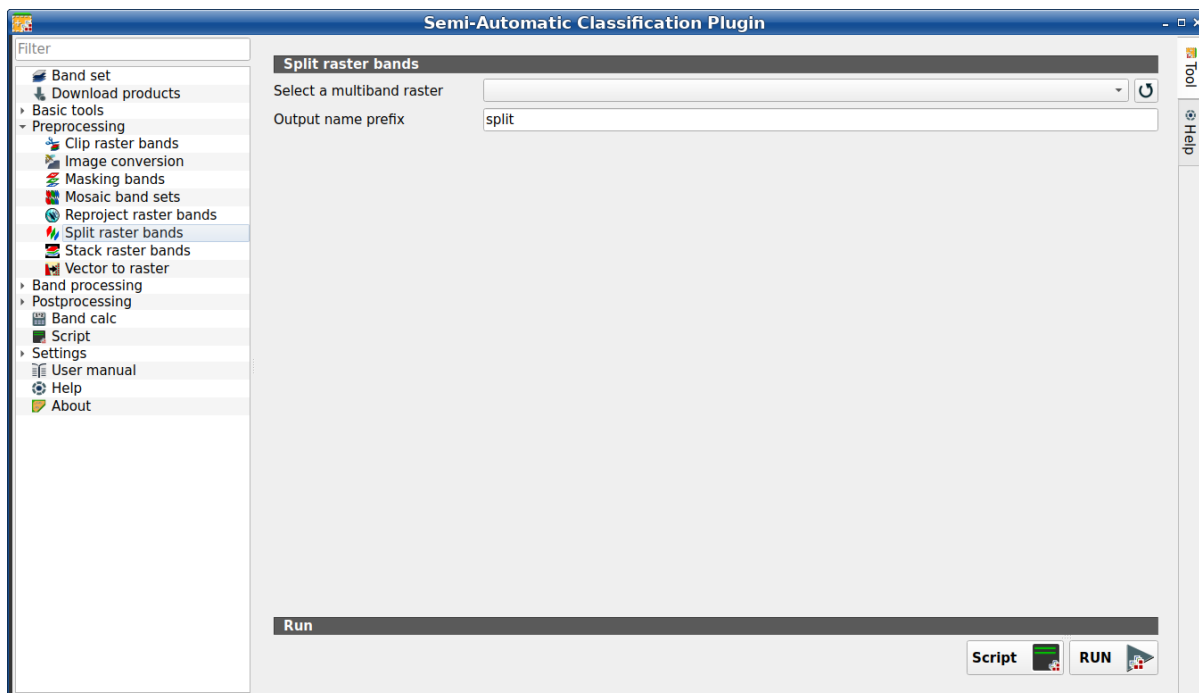






FIG. 26 – *Split raster bands*

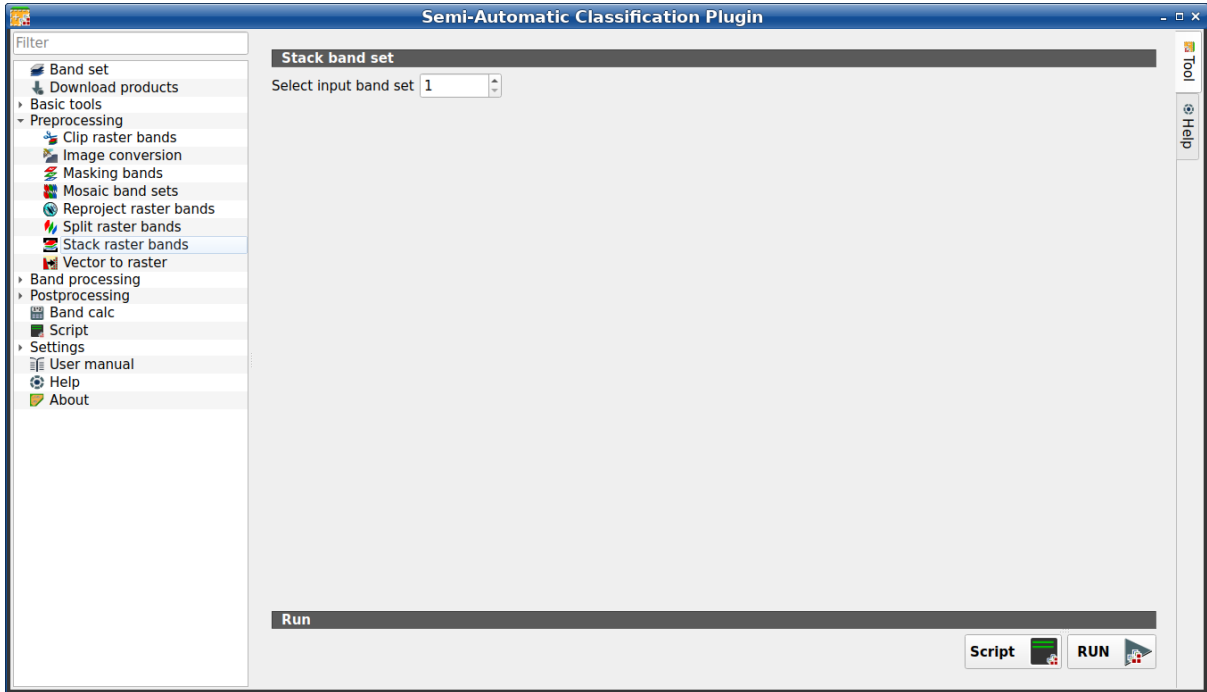
Split a multiband raster to single bands.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Raster list

| Tool symbol and name | Description |
|--|--|
| <i>Select a multiband raster</i>  | select the input raster |
|  | refresh layer list |
| <i>Output name prefix</i> <input type="text" value="T"/> | set the prefix for output file names (default is <code>split</code>) |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |




Stack raster bands (complete interface)

— *Stack band set* (page 67)FIG. 27 – *Stack raster bands*

Stack all the bands in a *Band set (complete interface)* (page 40) into a multiband raster. It is loaded only if the *Simplified interface* is not enabled.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Stack band set

| Tool symbol and name | Description |
|--|---|
| <i>Select input band set</i>  | select the input <i>Band set (complete interface)</i> (page 40) to be stacked |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Vector to raster (complete interface)

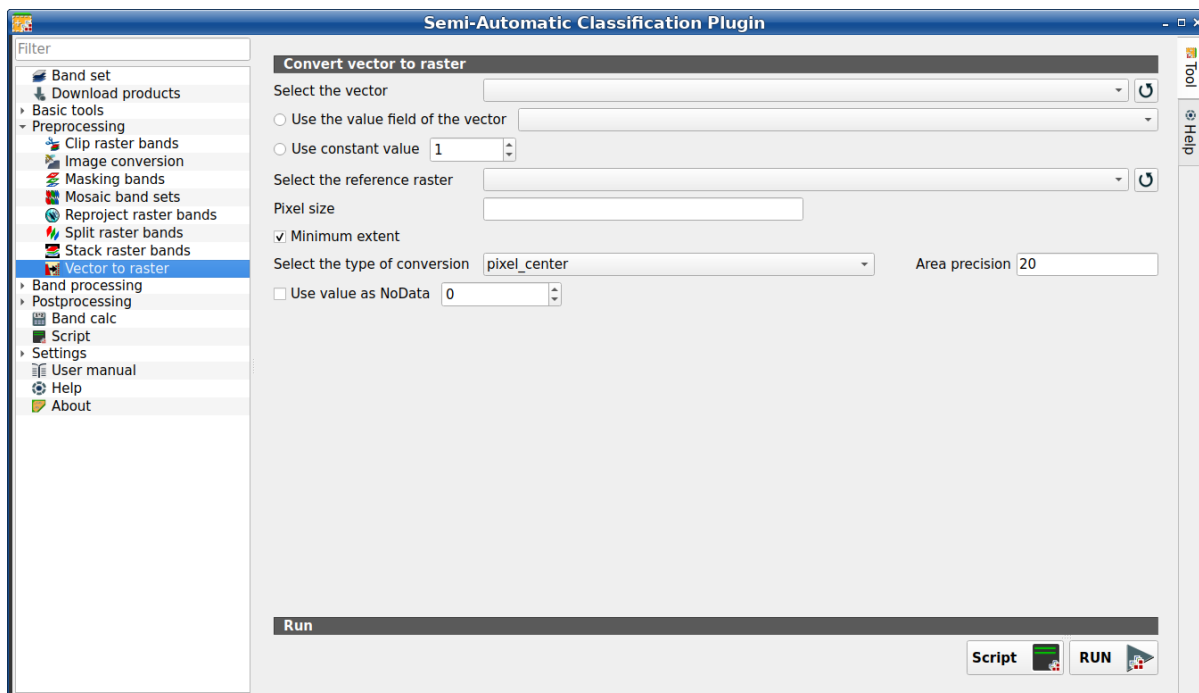






FIG. 28 – Vector to raster


This tab allows for the conversion of a vector (polygon) to raster format. It is loaded only if the *Simplified interface* is not enabled.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Convert vector to raster

| Tool symbol and name | Description |
|---|---|
| <i>Select the vector</i> <input type="text" value="v"/> | select a vector already loaded in QGIS |
|  | refresh layer list |
| <input type="radio"/> <i>Use the value field of the vector</i> <input type="text" value="v"/> | if checked, the selected field is used as attribute for the conversion ; pixels of the output raster have the same values as the vector attribute |
| <input type="radio"/> <i>Use constant value</i> <input type="text" value="1"/> | if checked, the polygons are converted to raster using the selected constant value |
| <i>Select the reference raster</i> <input type="text" value="v"/> | select a reference raster ; pixels of the output raster have the same size and alignment as the reference raster |
|  | refresh layer list |
| <i>Pixel size</i> <input type="text" value="T"/> | set the size of pixel of output raster |
| <input checked="" type="checkbox"/> <i>Minimum extent</i> | if checked, the output raster has the minimum vector extent ; otherwise, output extent is the same as the <i>Select the reference raster</i> <input type="text" value="v"/> |
| <i>Select the type of conversion</i> <input type="text" value="v"/> | <p>select the type of conversion among :</p> <ul style="list-style-type: none"> — <i>pixel_center</i> : during the conversion, vector is compared to the reference raster ; output raster pixels are attributed to a polygon if pixel center is within that polygon — <i>all_touched</i> : during the conversion, vector is compared to the reference raster ; output raster pixels are attributed to a polygon if pixel touches that polygon — <i>area_based</i> : during the conversion, output raster pixels are attributed based on area proportion of polygons |
| <i>Area precision</i> <input type="text" value="T"/> | for <i>area_based</i> method, the higher the value, the higher is the precision in the calculation of area proportion (and the time required for calculation) |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i> <input type="text" value="1"/> | if checked, set a value for NoData pixels |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

3.4.5 Band processing

The tab  *Band processing* provides several functions that can be applied to the *Band set (complete interface)* (page 40).

Classification

- *Input* (page 71)
- *Algorithm* (page 71)
 - *Maximum Likelihood* (page 71)
 - *Minimum Distance* (page 73)
 - *Multi-layer Perceptron* (page 74)
 - *Random Forest* (page 76)
 - *Spectral Angle Mapping* (page 78)
 - *Support Vector Machine* (page 79)
 - *Pretrained models* (page 80)
- *Run* (page 81)

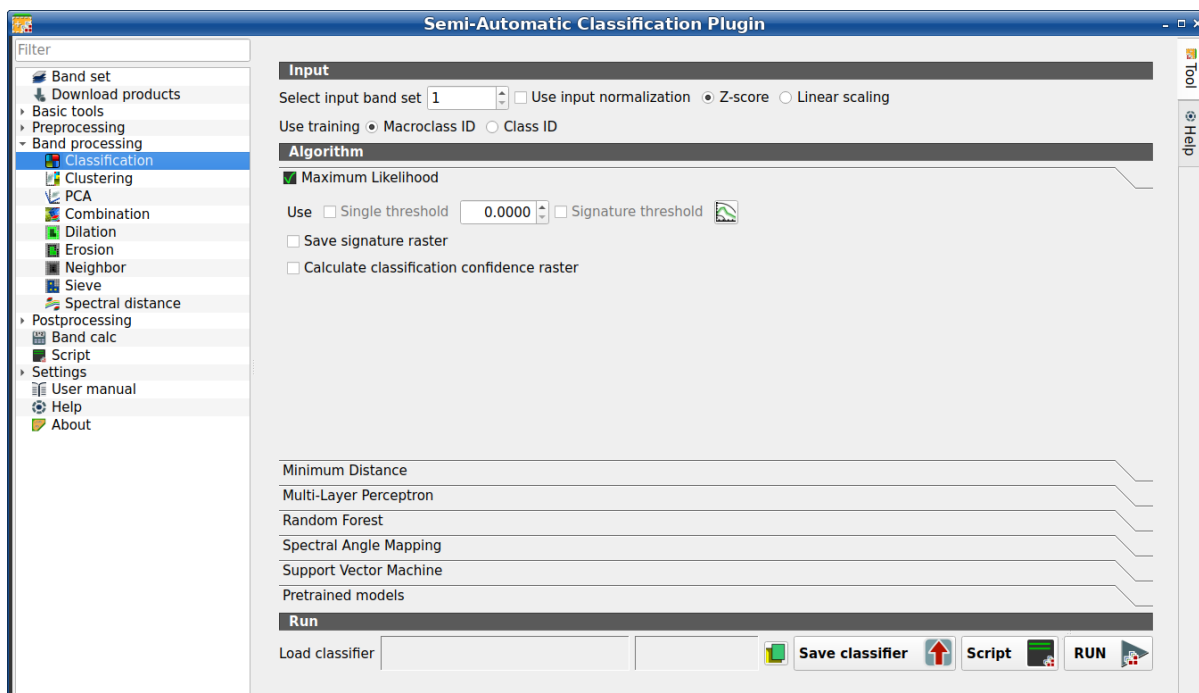


FIG. 29 – Classification

This tab allows for the classification of the *Band set (complete interface)* (page 40) using the spectral signatures checked in *ROI & Signature list* (page 31). Several classification options are set in this tab which affect the classification process also during the *Classification preview* (page 39). *Pretrained models* (page 147) are available, which require the installation of PyTorch.

This tool allows for the selection of one the following algorithms :


- *Maximum Likelihood* (page 71)
- *Minimum Distance* (page 73)
- *Multi-layer Perceptron* (page 74)
- *Random Forest* (page 76)
- *Spectral Angle Mapping* (page 78)
- *Support Vector Machine* (page 79)

— *Pretrained models* (page 80)

Also, it is possible to save and load a trained classifier.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Input

| Tool symbol and name | Description |
|---|--|
| Select input band set <input type="text" value="1"/> | select the input <i>Band set (complete interface)</i> (page 40) to be classified |
| <input checked="" type="checkbox"/> Use input normalization  | if checked, normalize the input based on the selected method |
| <input type="radio"/> Z-score | if checked with <input checked="" type="checkbox"/> Use input normalized, Z-score normalization of input is performed |
| <input type="radio"/> Linear scaling | if checked with <input checked="" type="checkbox"/> Use input normalized, Linear scaling normalization of input is performed |
| Use training <input type="radio"/> Macroclass ID | if checked, the classification is performed using |
| Use training <input type="radio"/> Class ID the Macroclass ID (code MC ID of the signature) | if checked, the classification is performed using the Class ID (code C ID of the signature) |

Algorithm

This tool allows for the selection of the classification algorithm. The algorithm tab includes the available parameters.

Maximum Likelihood

Use the *Maximum Likelihood* (page 142) algorithm.

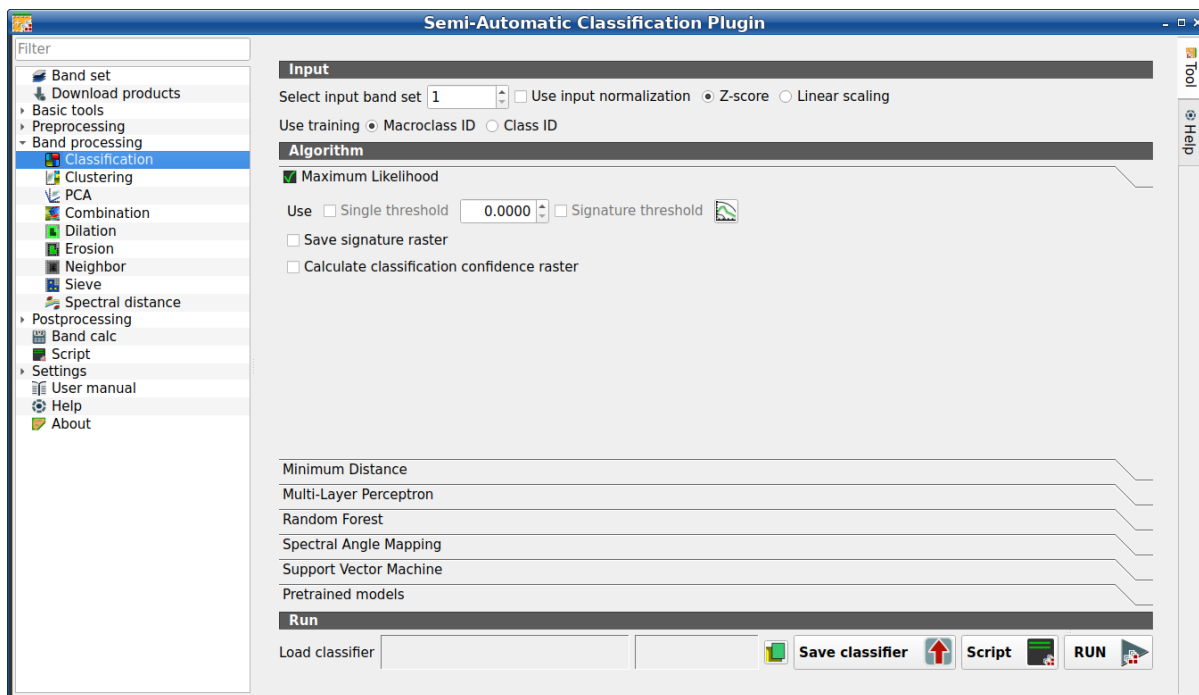


FIG. 30 – Maximum Likelihood

| Tool name | symbol | and | Description |
|---|-------------------------------------|-----|--|
| <i>Use single threshold</i> | | | if checked, it allows for the definition of a classification threshold (applied to all the spectral signatures); pixels are unclassified if probability is less than threshold value (max 100) |
| <i>Signature threshold</i> | | | if checked, thresholds <i>Signature threshold (complete interface)</i> (page 55) are evaluated |
| | | | open the <i>Signature threshold (complete interface)</i> (page 55) for the definition of signature thresholds |
| <i>Save signature raster</i> | <input checked="" type="checkbox"/> | | if checked, in addition to the classification raster, for each spectral signature a raster is saved in the same output directory, which represents the distance between pixel and signature |
| <i>Calculate classification confidence raster</i> | <input checked="" type="checkbox"/> | | if checked, calculate classification confidence raster |

Minimum Distance

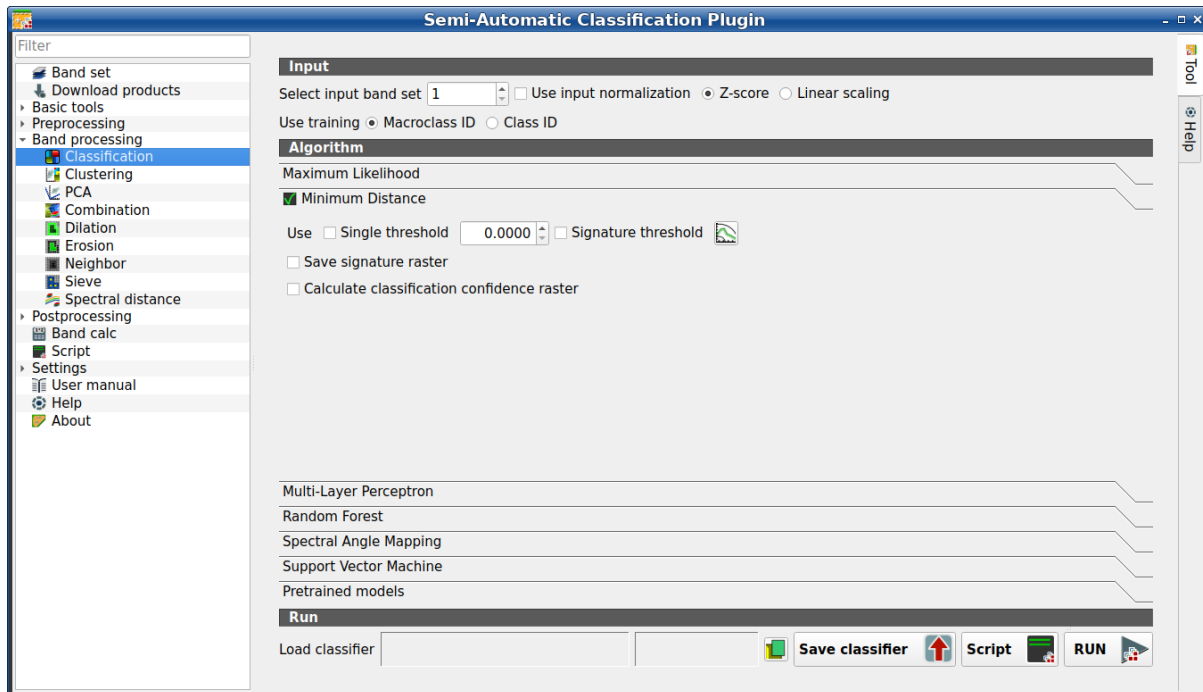







FIG. 31 – *Minimum Distance*

Use the *Minimum Distance* (page 141) algorithm.

| Tool name | symbol | Description |
|---|---|---|
| Use single threshold |  | if checked, it allows for the definition of a classification threshold (applied to all the spectral signatures); pixels are unclassified if distance is greater than threshold value |
| Signature threshold |  | if checked, thresholds <i>Signature threshold (complete interface)</i> (page 55) are evaluated |
|  | | open the <i>Signature threshold (complete interface)</i> (page 55) for the definition of signature thresholds |
| <input checked="" type="checkbox"/> Save signature raster |  | if checked, in addition to the classification raster, for each spectral signature a raster is saved in the same output directory, which represents the distance between pixel and signature |
| <input checked="" type="checkbox"/> Calculate classification confidence raster |  | if checked, calculate classification confidence raster |

Multi-layer Perceptron

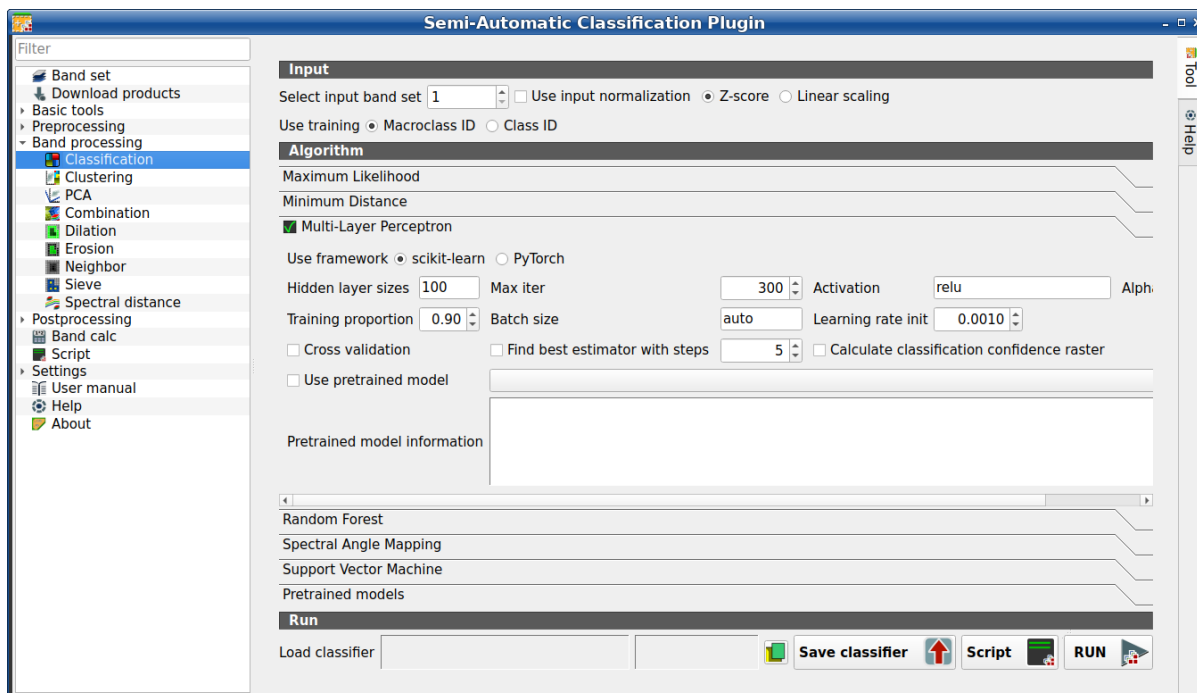




FIG. 32 – Multi-layer Perceptron

Use the *Multi-Layer Perceptron* (page 147) algorithm.

| Tool symbol and name | Description |
|---|---|
|  <i>Use framework scikit-learn</i> | if checked, use scikit-learn framework (read this) |
|  <i>Use framework PyTorch</i> | if checked, use PyTorch framework (read about this) |
| <i>Hidden layer sizes</i> <input type="text" value="1"/> | list of values separated by comma, where each value defines the number of neurons in a hidden layer (e.g. : 200, 100 for two hidden layers of 200 and 100 neurons respectively) |
| <i>Max iter</i> <input type="text" value="1"/> | set the maximum number of iterations |
| <i>Activation</i> <input type="text" value="T"/> | set the activation function (default : relu) |
| <i>Alpha</i> <input type="text" value="1"/> | set the weight decay (also L2 regularization term) for Adam optimizer |
| <i>Training proportion</i> <input type="text" value="1"/> | set the proportion of data to be used as training and the remaining part as test |
| <i>Batch size</i> <input type="text" value="T"/> | set the number of samples per batch for optimizer ; if auto, the batch is the minimum value between 200 and the number of samples |
| <i>Learning rate init</i> <input type="text" value="1"/> | set initial learning rate |
| <input checked="" type="checkbox"/> <i>Cross validation</i> | if checked, perform cross validation |
| <input checked="" type="checkbox"/> <i>Find best estimator with steps</i> | if checked, find the best estimator iteratively with a number of steps |
| <input checked="" type="checkbox"/> <i>Calculate classification confidence raster</i> | if checked, calculate classification confidence raster |
| <input checked="" type="checkbox"/> <i>Pretrained model</i> | if checked, use the selected pretrained model from the list |
| <input type="text" value="v"/> <i>Pretrained model information</i> | information about the selected pretrained model, in particular about the requirements (which input bands), band normalization, and model source. |

Cross validation is a function provided by `scikit-learn` to avoid overfitting by splitting the training set into `k` smaller sets (read [more](#) . In particular, the function `StratifiedKFold` (with parameters `n_splits=5`, `shuffle=True`) is used to create 5 sets, each one containing approximately the same percentage of samples for each class as the complete set. This option can potentially increase significantly the computation time.

If *Find best estimator with steps* is checked, the algorithm tries to find the best estimator iteratively with the defined number of steps (the more the steps, the slower the process will be), by changing the algorithm parameters.

Pretrained models (page 147) can be selected to create embeddings which are used with training input to train the classifier. The following *Pretrained models* (page 147) are available for classification :

- Swin-v2-Base model for Sentinel-2 single image. Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02), TOA bands B05, B06, B07, B08, B11, B12). Normalization : TCI RGB bands divided by 255; B05, B06, B07, B08, B11, B12 divided by 8160 and clipped to 0-1. Framework : PyTorch. Source : Sentinel2_SwinB_SI_MS, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023, arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property

of their respective authors.

- Swin-v2-Tiny model for Sentinel-2 single image. Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02), TOA bands B05, B06, B07, B08, B11, B12). Normalization : TCI RGB bands divided by 255; B05, B06, B07, B08, B11, B12 divided by 8160 and clipped to 0-1. Framework : PyTorch. Source : Sentinel2_SwinT_SI_MS, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023, arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property of their respective authors.
- Swin-v2-Base model for Landsat 8 or Landsat 9 single image. Requirements : Landsat 8 or Landsat 9 bandset (Collection 2 Level-1 bands B01, B02, B03, B04, B05, B06, B07, B08, B09, B10, B11); Normalization : (band - 4000)/16320 and clipped to 0-1. Framework : PyTorch. Source : Landsat_SwinB_SI, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023, arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property of their respective authors.

Astuce : The installation of PyTorch is required to run pretrained models. Please note that each model has specific characteristics and specific preprocessing of input image.

Random Forest

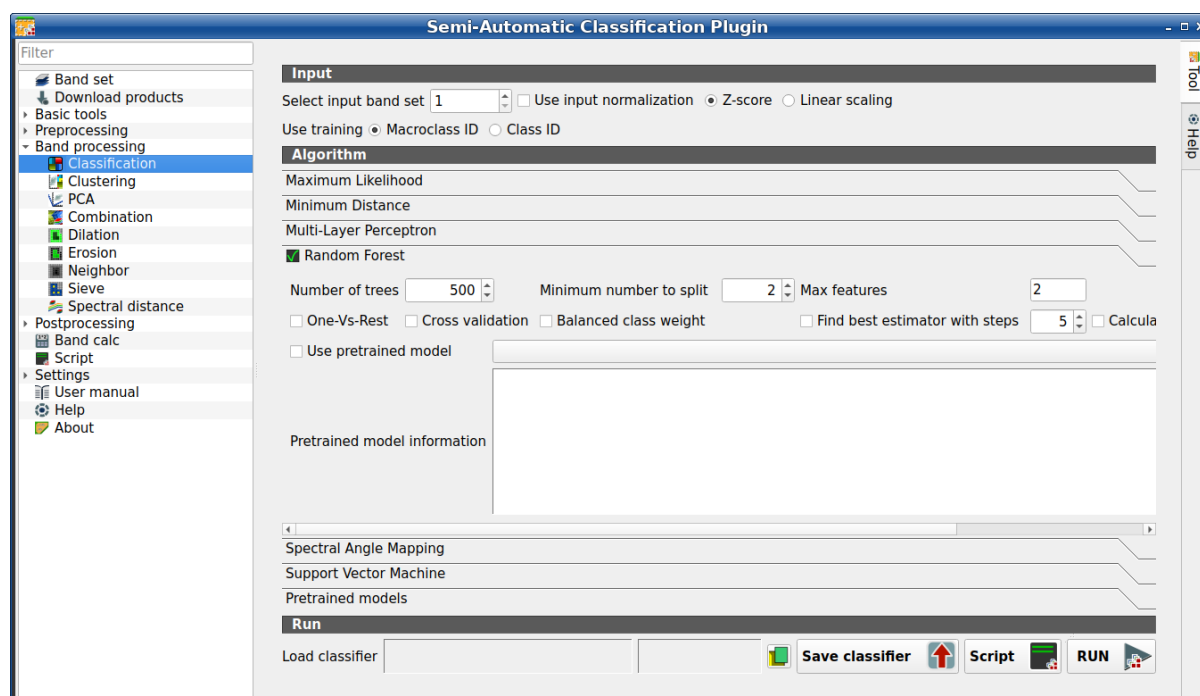


FIG. 33 – *Random Forest*

Use the *Random Forest* (page 146) algorithm.

| Tool name | symbol | and | Description |
|-------------------------------------|---|-----|---|
| <i>Number of trees</i> | <input type="text" value="10"/> | | set the number of trees |
| <i>Minimum number to split</i> | <input type="text" value="10"/> | | set the minimum number of samples required to split an internal node |
| <i>Max features</i> | <input type="text" value="10"/> | | for node splitting, if empty all features are considered; if sqrt the square root of all the features, if integer number the number of features; if float number a fraction of all the features |
| <input checked="" type="checkbox"/> | <i>One-Vs-Rest</i> | | if checked, perform One-Vs-Rest classification (read more) |
| <input checked="" type="checkbox"/> | <i>Cross validation</i> | | if checked, perform cross validation |
| <input checked="" type="checkbox"/> | <i>Balanced class weight</i> | | if checked, balanced weight is computed inversely proportional to class frequency |
| <input checked="" type="checkbox"/> | <i>Find best estimator with steps</i> | | if checked, find the best estimator iteratively with a number of steps |
| <input checked="" type="checkbox"/> | <i>Calculate classification confidence raster</i> | | if checked, calculate classification confidence raster |
| <input checked="" type="checkbox"/> | <i>Pretrained model</i> | | if checked, use the selected pretrained model from the list |
| <input type="text" value="v"/> | <i>Pretrained model information</i> | | information about the selected pretrained model, in particular about the requirements (which input bands), band normalization, and model source. |

Cross validation is a function provided by `scikit-learn` to avoid overfitting by splitting the training set into `k` smaller sets ([read more](#)). In particular, the function `StratifiedKFold` (with parameters `n_splits=5`, `shuffle=True`) is used to create 5 sets, each one containing approximately the same percentage of samples for each class as the complete set. This option can potentially increase significantly the computation time.

If *Find best estimator with steps* is checked, the algorithm tries to find the best estimator iteratively with the defined number of steps (the more the steps, the slower the process will be), by changing the algorithm parameters.

If *One-Vs-Rest* is checked, the algorithm performs [One-Vs-Rest classification](#) which basically fits one classifier per class.

If *Balanced class weight* is checked, the algorithm gives all classes equal weight with a balanced weight that is computed inversely proportional to class frequency in the training data.

Pretrained models (page 147) can be selected to create embeddings which are used with training input to train the classifier. The following *Pretrained models* (page 147) are available for classification :

- Swin-v2-Base model for Sentinel-2 single image. Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02), TOA bands B05, B06, B07, B08, B11, B12). Normalization : TCI RGB bands divided by 255; B05, B06, B07, B08, B11, B12 divided by 8160 and clipped to 0-1. Framework : PyTorch. Source : Sentinel2_SwinB_SI_MS, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023,

arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property of their respective authors.

- Swin-v2-Tiny model for Sentinel-2 single image. Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02), TOA bands B05, B06, B07, B08, B11, B12). Normalization : TCI RGB bands divided by 255; B05, B06, B07, B08, B11, B12 divided by 8160 and clipped to 0-1. Framework : PyTorch. Source : Sentinel2_SwinT_SI_MS, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023, arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property of their respective authors.
- Swin-v2-Base model for Landsat 8 or Landsat 9 single image. Requirements : Landsat 8 or Landsat 9 bandset (Collection 2 Level-1 bands B01, B02, B03, B04, B05, B06, B07, B08, B09, B10, B11); Normalization : (band - 4000)/16320 and clipped to 0-1. Framework : PyTorch. Source : Landsat_SwinB_SI, pretrained by the Allen Institute for Artificial Intelligence (SatlasPretrain : <https://satlas-pretrain.allen.ai>). The model weights are released under the Open Data Commons Attribution License (ODC-BY). The repository code is licensed under the Apache License 2.0 (<https://huggingface.co/allenai/satlas-pretrain>). This tool downloads the official SatlasPretrain weights (Bastani et al., « SatlasPretrain : A Large-Scale Dataset for Remote Sensing Image Understanding », ICCV 2023, arXiv :2211.15660, <https://doi.org/10.48550/arXiv.2211.15660>). All model weights remain the property of their respective authors.

Astuce : The installation of PyTorch is required to run pretrained models. Please note that each model has specific characteristics and specific preprocessing of input image.

Spectral Angle Mapping

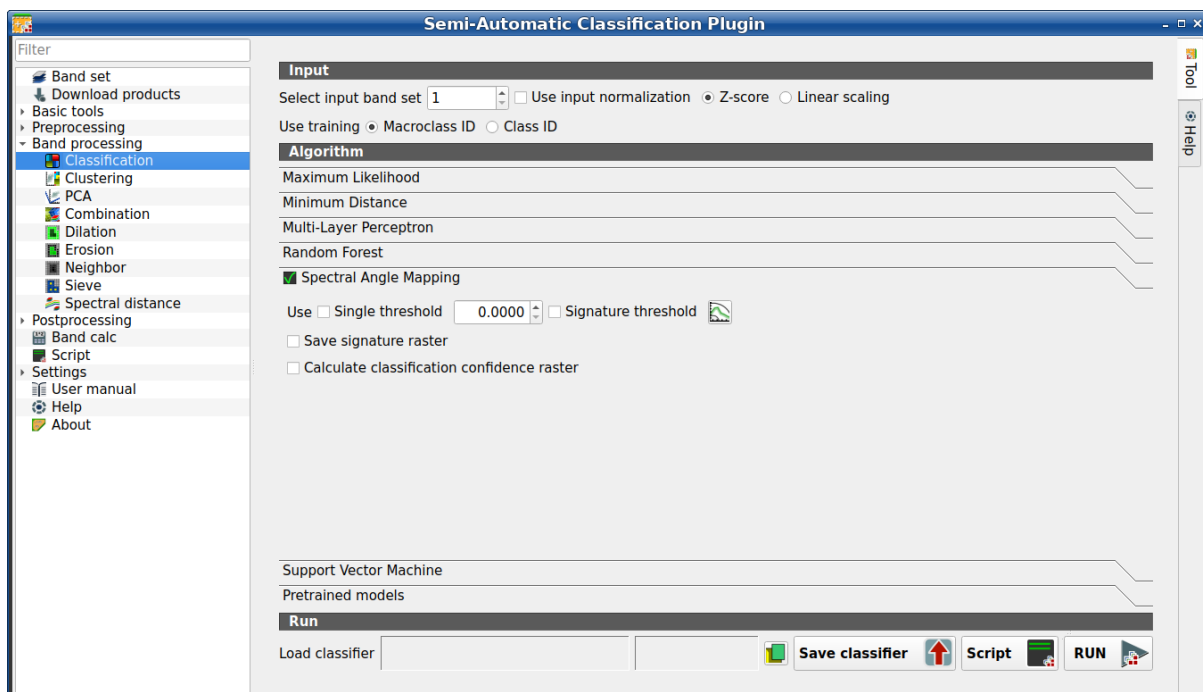





FIG. 34 – Spectral Angle Mapping

Use the *Spectral Angle Mapping* (page 143) algorithm.

| Tool symbol and name | Description |
|--|--|
|  Use single threshold | if checked, it allows for the definition of a classification threshold (applied to all the spectral signatures); pixels are unclassified if spectral angle distance is greater than threshold value (max 90) |
|  Signature threshold | if checked, thresholds <i>Signature threshold (complete interface)</i> (page 55) are evaluated |
|  | open the <i>Signature threshold (complete interface)</i> (page 55) for the definition of signature thresholds |
| <input checked="" type="checkbox"/> Save signature raster | if checked, in addition to the classification raster, for each spectral signature a raster is saved in the same output directory, which represents the distance between pixel and signature |
| <input checked="" type="checkbox"/> Calculate classification confidence raster | if checked, calculate classification confidence raster |

Support Vector Machine

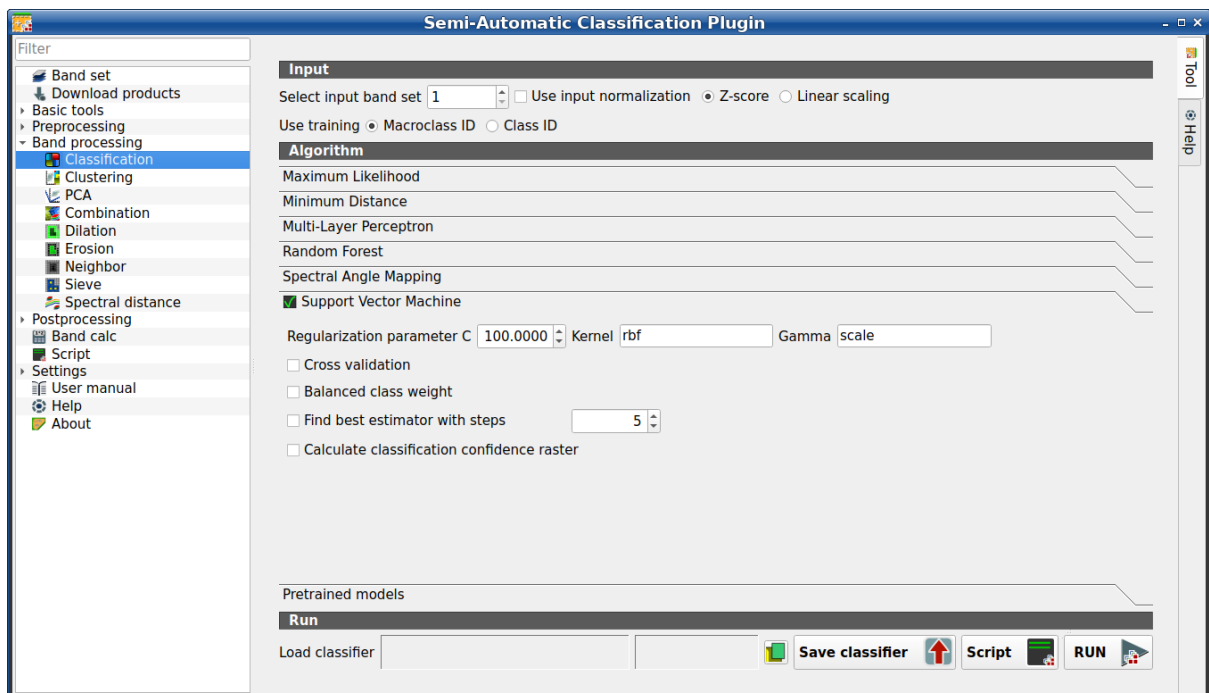


FIG. 35 – Support Vector Machine

Use the *Support Vector Machine* (page 147) algorithm.

| Tool symbol and name | Description |
|---|---|
| <i>Regularization parameter C</i> <input type="text" value="1"/> | set the regularization parameter C |
| <i>Kernel</i> <input type="text" value="T"/> | set the kernel (default : rbf) |
| <i>Gamma</i> <input type="text" value="T"/> | set the kernel coefficient gamma (default : scale) |
| <input checked="" type="checkbox"/> <i>Cross validation</i> | if checked, perform cross validation |
| <input checked="" type="checkbox"/> <i>Balanced class weight</i> | if checked, balanced weight is computed inversely proportional to class frequency |
| <input checked="" type="checkbox"/> <i>Find best estimator with steps</i> | if checked, find the best estimator iteratively with a number of steps |
| <input checked="" type="checkbox"/> <i>Calculate classification confidence raster</i> | if checked, calculate classification confidence raster |

Cross validation is a function provided by `scikit-learn` to avoid overfitting by splitting the training set into k smaller sets ([read more](#)). In particular, the function `StratifiedKFold` (with parameters `n_splits=5`, `shuffle=True`) is used to create 5 sets, each one containing approximately the same percentage of samples for each class as the complete set. This option can potentially increase significantly the computation time.

If *Find best estimator with steps* is checked, the algorithm tries to find the best estimator iteratively with the defined number of steps (the more the steps, the slower the process will be), by changing the algorithm parameters.

If *Balanced class weight* is checked, the algorithm gives all classes equal weight with a balanced weight that is computed inversely proportional to class frequency in the training data.

Pretrained models

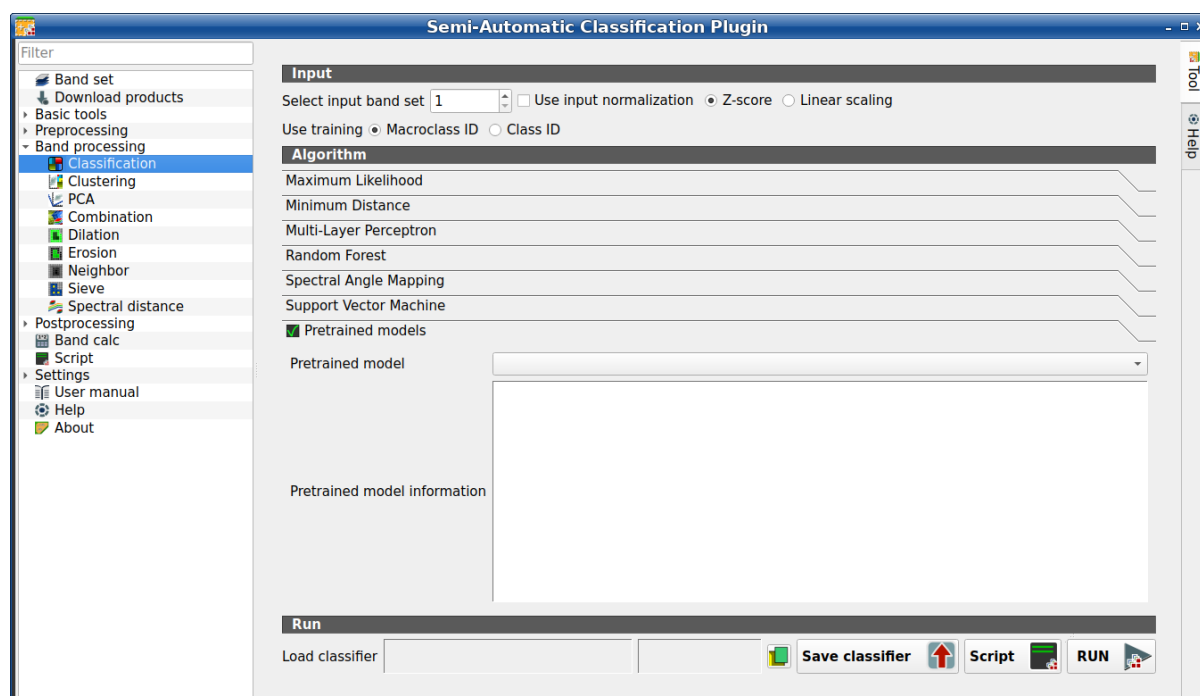



FIG. 36 – *Pretrained models*

Use of *Pretrained models* (page 147).

| Tool symbol and name | Description |
|--|--|
| <i>Pretrained model</i>  | select a pretrained model |
| <i>Pretrained model information</i> | information about the selected pretrained model, in particular about the requirements (which input bands), band normalization, and model source. |

The following *Pretrained models* (page 147) are available for classification :

- Swin-v2-Base segmentation for Sentinel-2 single image (4 bands). Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02), TOA bands B08). Normalization : TCI RGB bands divided by 255 ; B08 divided by 8160 and clipped to 0-1. Output classes : background, water, developed, tree, shrub, grass, crop, bare, snow, wetland, mangroves, moss. Source : Satlas_MS_tci-b08_epoch150, pretrained by DPR Team as part of the DPR Zoo Segmentation Hub framework (<https://github.com/DPR25/dpr-zoo-segmentation-hub>) based on SatlasPretrain models (<https://satlas-pretrain.allen.ai>). The repository code is licensed under the MIT License (<https://huggingface.co/martinkorelic/dpr-zoo-models>). This tool downloads the model weights (DPR Team, 2025. Made as part of Arnes Hackathon 2025). All model weights remain the property of their respective authors.
- Swin-v2-Base segmentation for Sentinel-2 single image (3 bands). Requirements : Sentinel-2 bandset (TCI RGB (B04, B03, B02)). Normalization : TCI RGB bands divided by 255. Output classes : background, water, developed, tree, shrub, grass, crop, bare, snow, wetland, mangroves, moss. Source : Satlas_RGB1_epoch70, pretrained by DPR Team as part of the DPR Zoo Segmentation Hub framework (<https://github.com/DPR25/dpr-zoo-segmentation-hub>) based on SatlasPretrain models (<https://satlas-pretrain.allen.ai>). The repository code is licensed under the MIT License (<https://huggingface.co/martinkorelic/dpr-zoo-models>). This tool downloads the model weights (DPR Team, 2025. Made as part of Arnes Hackathon 2025). All model weights remain the property of their respective authors.




The first time a pretrained models is selected, the weights thereof are downloaded and saved in the plugin directory.

Astuce : The installation of PyTorch is required to run pretrained models. Please note that each model has specific characteristics and specific preprocessing of input image.

Run

It is possible to run the classification, or save and load a trained classifier.

Classification raster is a file `.tif` (a QGIS style file `.qml` is saved along with the classification) ; also other outputs can be optionally calculated. Outputs are loaded in QGIS after the calculation.

| Tool symbol and name | Description |
|--|--|
| <i>Load classifier</i>  | open an already save classifier file (.rsmo) |
| <i>Save classifier</i>  | save the classifier to file (.rsmo), in order to be loaded later |
| <i>RUN</i>  | run this function |

Clustering

- *Clustering of band set* (page 82)
- *Seed signatures* (page 83)

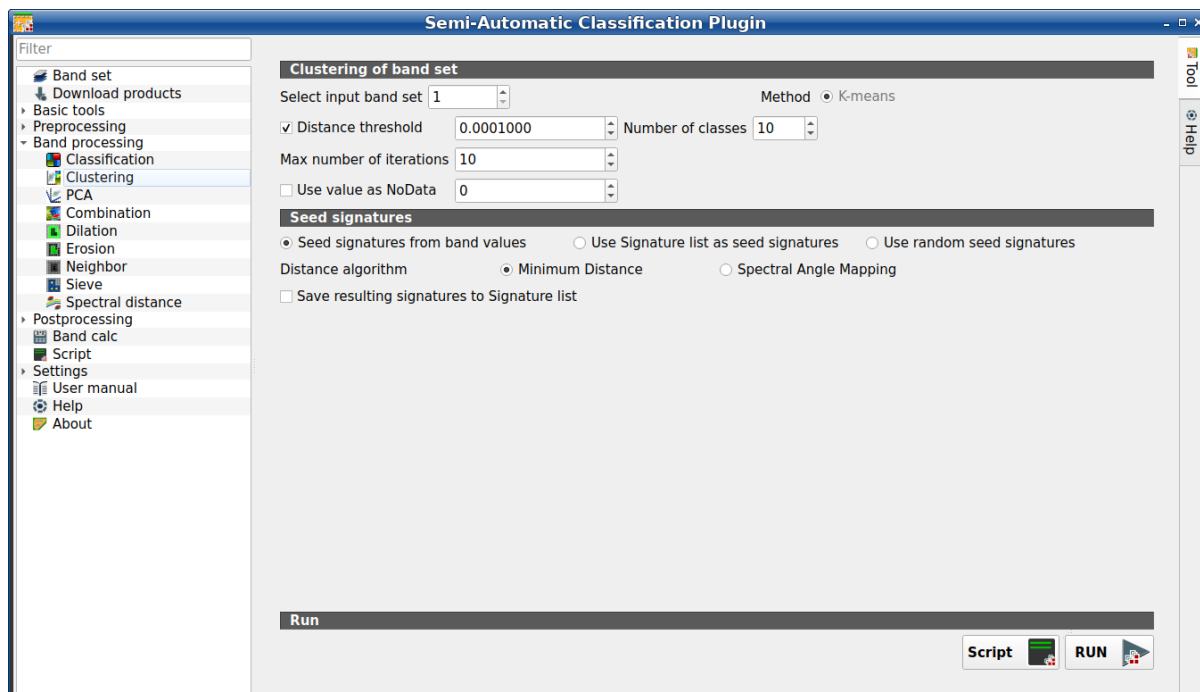


FIG. 37 – Clustering

This tab allows for the *Clustering* (page 152) of a *Band set (complete interface)* (page 40). In particular, *K-means* (page 153) method is available.









The spectral signatures are saved along with the classification, and can be saved in the *Training input* (page 28).

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Clustering of band set

| Tool symbol and name | Description |
|--|---|
| Select input band set | select the input <i>Band set (complete interface)</i> (page 40) |
| Method <i>K-means</i> | select the clustering method <i>K-means</i> (page 153) |
| <input checked="" type="checkbox"/> <i>Distance threshold</i> | if checked, K-means iteration is terminated if distance is lower than threshold |
| <i>Number of classes</i> | number of desired output classes |
| <i>Max number of iterations</i> | maximum number of iterations if <i>Distance threshold</i> is not reached |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i> | if checked, set the value of NoData pixels, ignored during the calculation |

Seed signatures

| Tool symbol and name | Description |
|--|---|
|  <i>Seed signatures from band values</i> | select one options for seed signatures that start the iteration ; the option <i>Seed signatures from band values</i> divides the spectral space of the <i>Band set (complete interface)</i> (page 40) to get spectral signatures ; the option <i>Use Signature list as seed signatures</i> uses the spectral signatures checked in <i>ROI & Signature list</i> (page 31); the option <i>Use random seed signatures</i> randomly selects the spectral signatures of pixels in the <i>Band set (complete interface)</i> (page 40) |
|  <i>Use Signature list as seed signatures</i> | |
|  <i>Use random seed signatures</i> | |
| <i>Distance algorithm</i> | select <i>Minimum Distance</i> (page 141) or <i>Spectral Angle Mapping</i> (page 143) for spectral distance calculation |
|  <i>Minimum Distance</i> | |
|  <i>Spectral Angle Mapping</i> | |
|  <i>Save resulting signatures to Signature list</i> | if checked, save the resulting spectral signatures in the <i>ROI & Signature list</i> (page 31) |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Combination

— *Combination of band values* (page 84)

This tab allows for the combination of bands loaded in a *Band set (complete interface)* (page 40). This tool is intended for combining classifications in order to get a raster where each value corresponds to a combination of class values. Raster values must be integer type. A combination raster is produced as output and the area of each combination is reported in a .csv file.

This tool supports `virtual raster output` ; if the output file name ends with `.vrt` then the output is created as virtual raster composed of as many `.tif` files as the number of CPU threads defined in *System* (page 119); for large rasters this can speed up the process.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

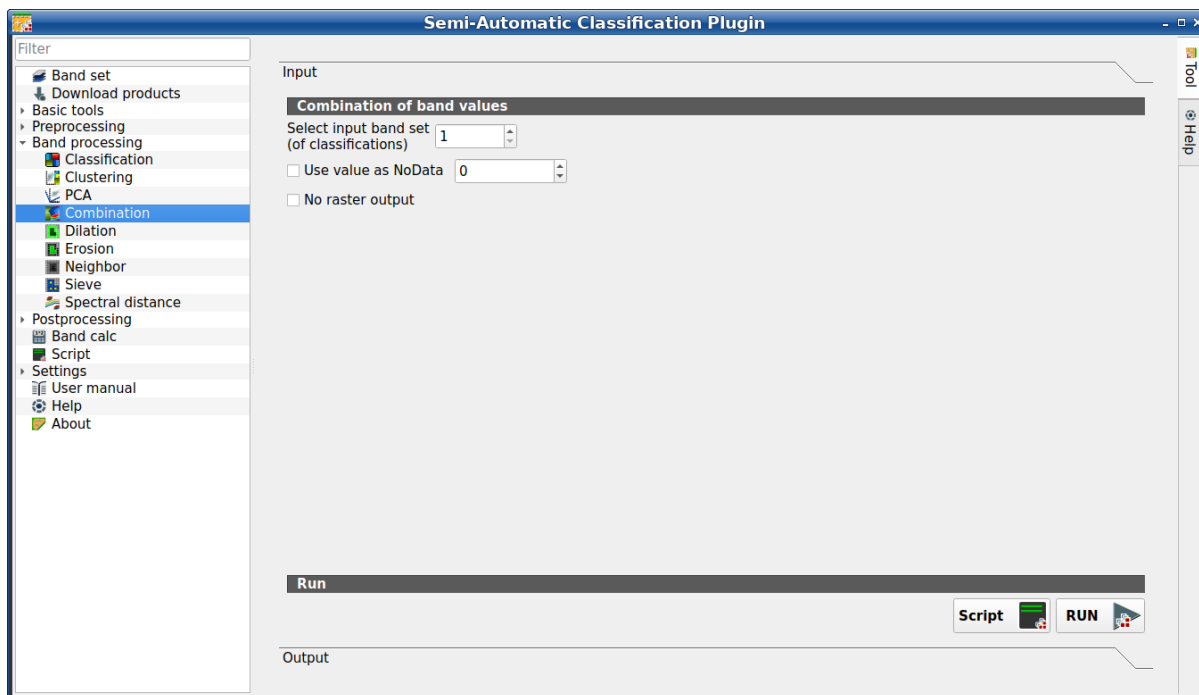






FIG. 38 – Combination

Combination of band values

| Tool symbol and name | Description |
|--|--|
|  <i>Select input band set (of classifications)</i> | select the input <i>Band set (complete interface)</i> (page 40) |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i>  | if checked, set the value of NoData pixels, ignored during the calculation |
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

The list of combinations and the area thereof will be displayed in the tab Output.

Dilation

— *Dilation* (page 85)

This tab allows for dilating the border of a class patch, defining the class values to be dilated and the number of pixels from the border. It is useful for classification refinement.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

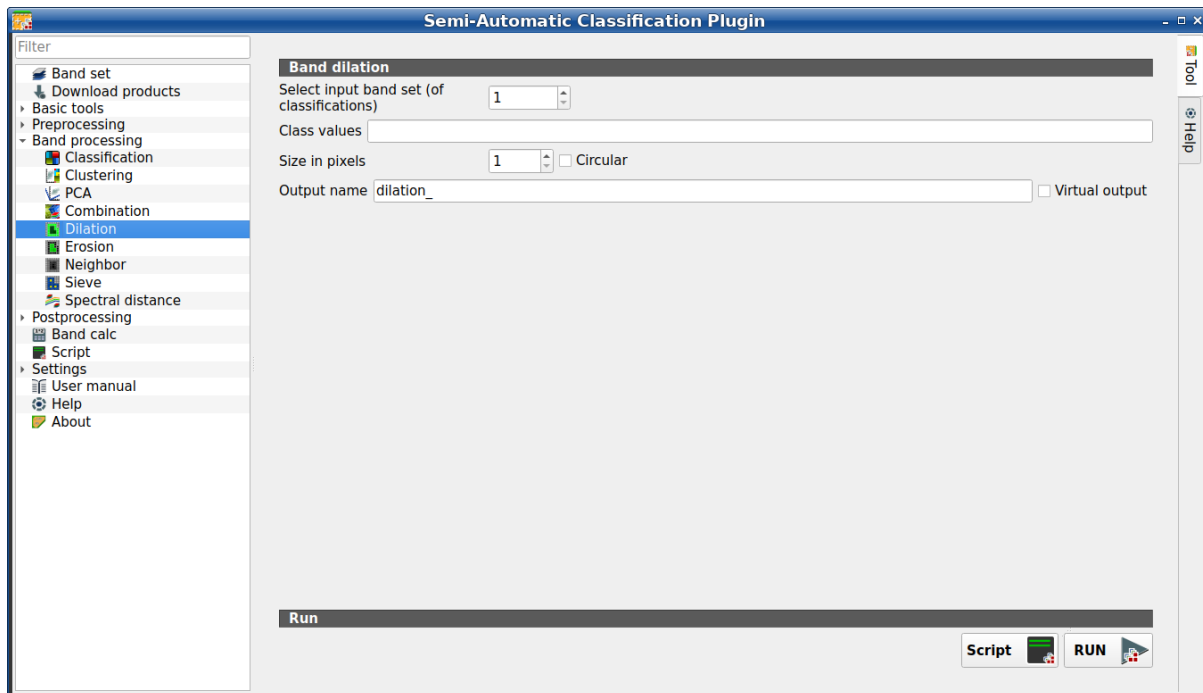









FIG. 39 – Dilation

Dilation

| Tool symbol and name | Description |
|---|--|
| <i>Select input band set (of classifications)</i>  | select the input <i>Band set (complete interface)</i> (page 40) |
| <i>Class values</i>  | set the class values to be dilated; class values must be separated by , and - can be used to define a range of values (e.g. 1, 3-5, 8 will select classes 1, 3, 4, 5, 8); if the text is red then the expression contains errors |
| <i>Size in pixels</i>  | number of pixels to be dilated from the border |
| <input checked="" type="checkbox"/> <i>Circular</i>  | if checked, the dilation will be circular, similar to a buffer |
| <i>Output name</i> | set the name prefix for output files |
| <input checked="" type="checkbox"/> <i>Virtual output</i>  | if checked, the output is created as virtual raster composed of as many .tif files as the number of CPU threads defined in <i>System</i> (page 119) |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Erosion

— *Erosion* (page 87)

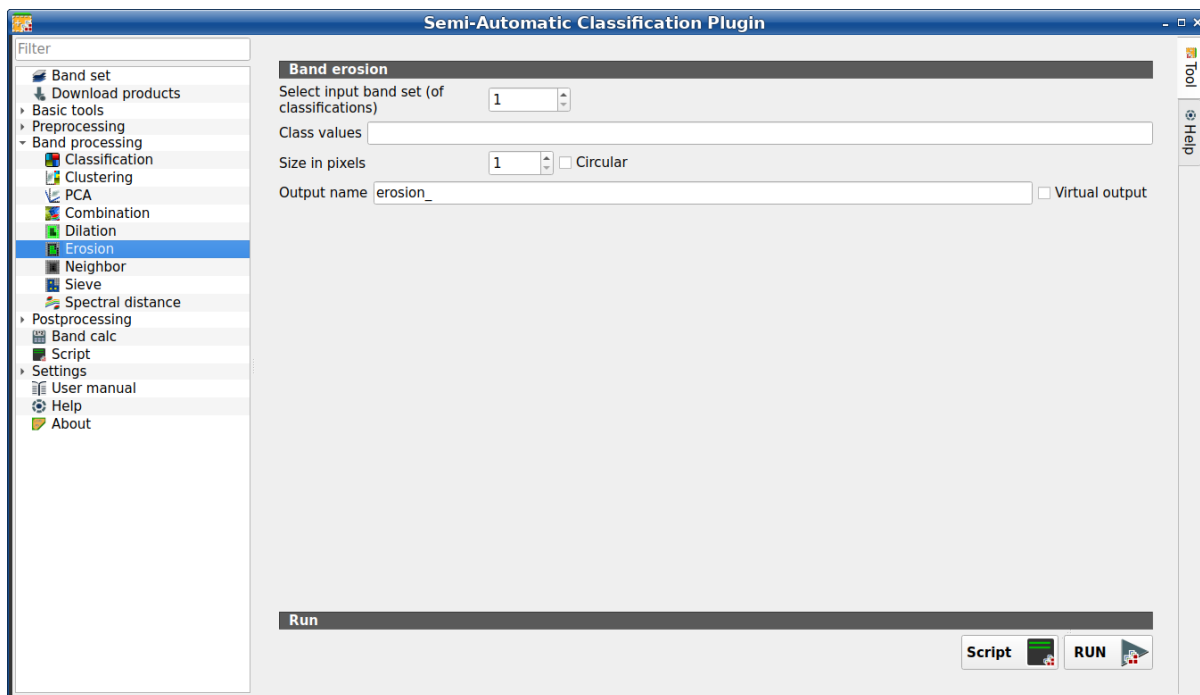
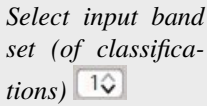






FIG. 40 – *Erosion*

This tab allows for removing the border of a class patch (erosion), defining the class values to be eroded and the number of pixels from the border. It is useful for classification refinement.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Erosion

| Tool symbol and name | Description |
|---|---|
|  <i>Select input band set (of classifications)</i> | select the input <i>Band set (complete interface)</i> (page 40) |
| <i>Class values</i>  | set the class values to be eroded; class values must be separated by , and - can be used to define a range of values (e.g. 1, 3-5, 8 will select classes 1, 3, 4, 5, 8); if the text is red then the expression contains errors |
| <i>Size in pixels</i>  | number of pixels to be eroded from the border |
| <input checked="" type="checkbox"/> <i>Circular</i> | if checked, the erosion will be circular, similar to a buffer |
| <i>Output name</i> | set the name prefix for output files |
| <input checked="" type="checkbox"/> <i>Virtual output</i> | if checked, the output is created as virtual raster composed of as many .tif files as the number of CPU threads defined in <i>System</i> (page 119) |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Neighbor (complete interface)

- *Neighbor* (page 88)
- *Statistic* (page 89)
- *Run* (page 89)

This tool allows for the calculation of several neighbor pixels statistics for every band of a band set defined in the *Band set (complete interface)* (page 40). It is loaded only if the *Simplified interface* is not enabled.

The statistics are calculated for every pixel of the input raster considering the values of the neighbor pixels. Neighbor pixels are defined through a distance or through a custom matrix.

For example, the following matrix represents the neighbor pixels within a distance of 1 pixel from a central pixel, resulting in a 3x3 matrix.

| | | |
|----------|---------------|----------|
| Neighbor | Neighbor | Neighbor |
| Neighbor | Center | Neighbor |
| Neighbor | Neighbor | Neighbor |

Several statistics are available. The statistic *Sum* will result in a raster convolution. For instance, this can be useful to apply an image filter to all the bands of a band set for photointerpretation.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

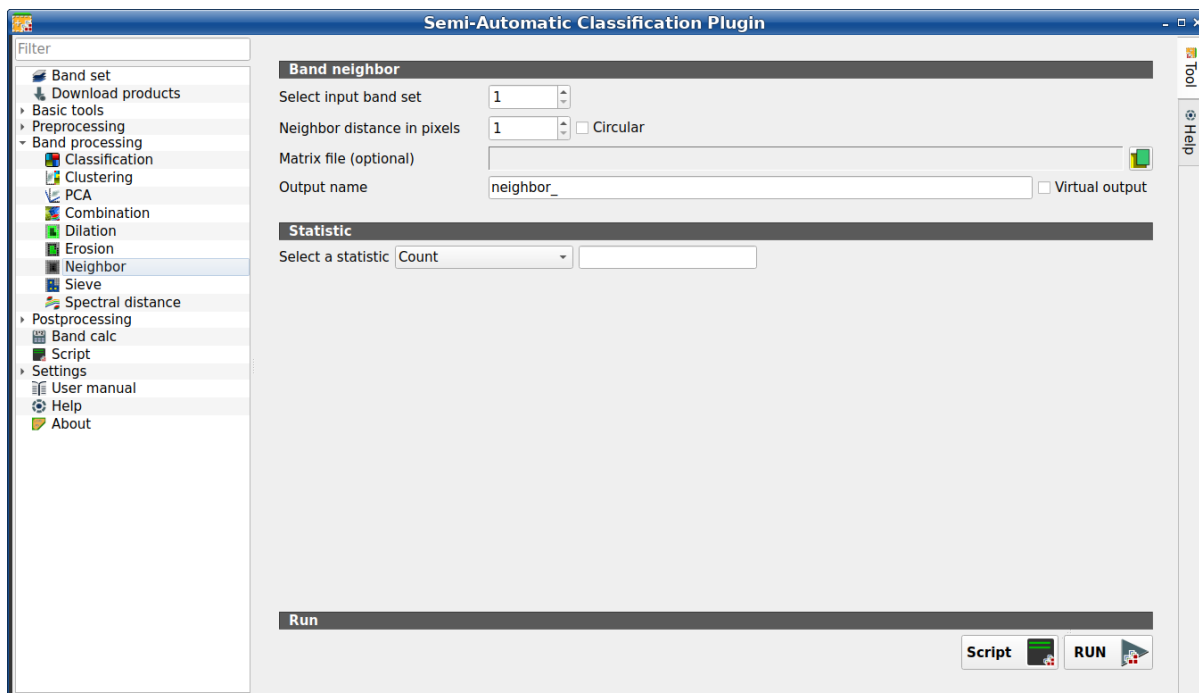





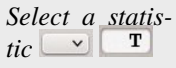


FIG. 41 – Neighbor



Neighbor

| Tool symbol and name | Description |
|---|---|
| <i>Select input band set</i>  | select the input <i>Band set (complete interface)</i> (page 40) |
| <i>Neighbor distance in pixels</i>  | create a window defining the size based on the distance from the center (in number of pixels) |
| <input checked="" type="checkbox"/> <i>Circular</i>  | if checked, the window will be circular |
| <i>Matrix file (optional)</i>  | select a .csv file containing the structure of the window |
| <i>Output name</i> | set the name prefix for output files |
| <input checked="" type="checkbox"/> <i>Virtual output</i>  | if checked, the output is created as virtual raster composed of as many .tif files as the number of CPU threads defined in <i>System</i> (page 119) |

Statistic

| Tool symbol and name | Description |
|--|--|
|  <i>Select a statistic</i> | select a statistic among : Count, Max, Mean, Median, Min, Percentile, StandardDeviation, Sum. For Percentile statistic it is possible to enter the percentile value. |

Run

-  *Script*
- add this function to the *Script (complete interface)* (page 113)
-  *RUN*
- run this function

PCA (complete interface)

- *PCA* (page 90)

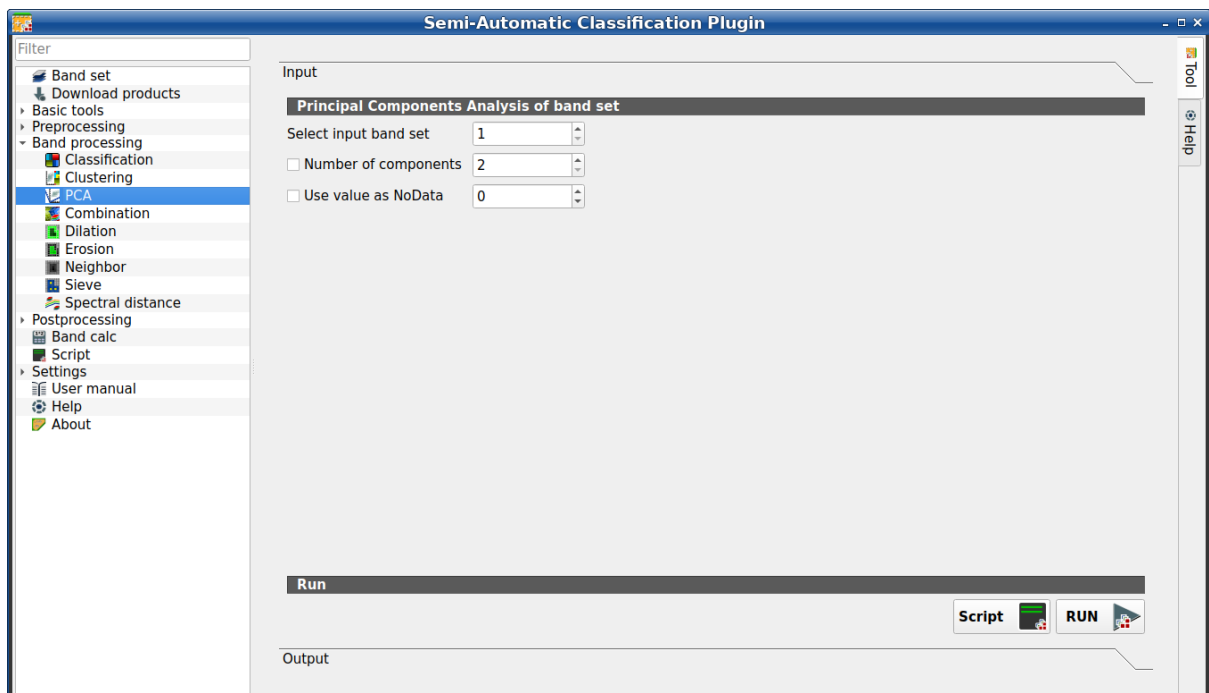







FIG. 42 – PCA

This tab allows for the PCA (*Principal Component Analysis* (page 151)) of bands loaded in the *Band set*. It is loaded only if the *Simplified interface* is not enabled.

A report .txt is saved along with the PCA bands, containing the covariance matrix, correlation matrix, eigen vectors, and eigen values.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

PCA

| Tool symbol and name | Description |
|---|--|
|  <i>Select input band set</i> | select the input <i>Band set (complete interface)</i> (page 40) |
| <input checked="" type="checkbox"/> <i>Number of components</i>  | set the number of components to be calculated |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i>  | if checked, set the value of NoData pixels, ignored during the calculation |
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

The Output tab will display the Principal Components Analysis details (Covariance matrix, Correlation matrix, Eigenvectors, and Eigenvalues).

Sieve

— *Sieve* (page 91)

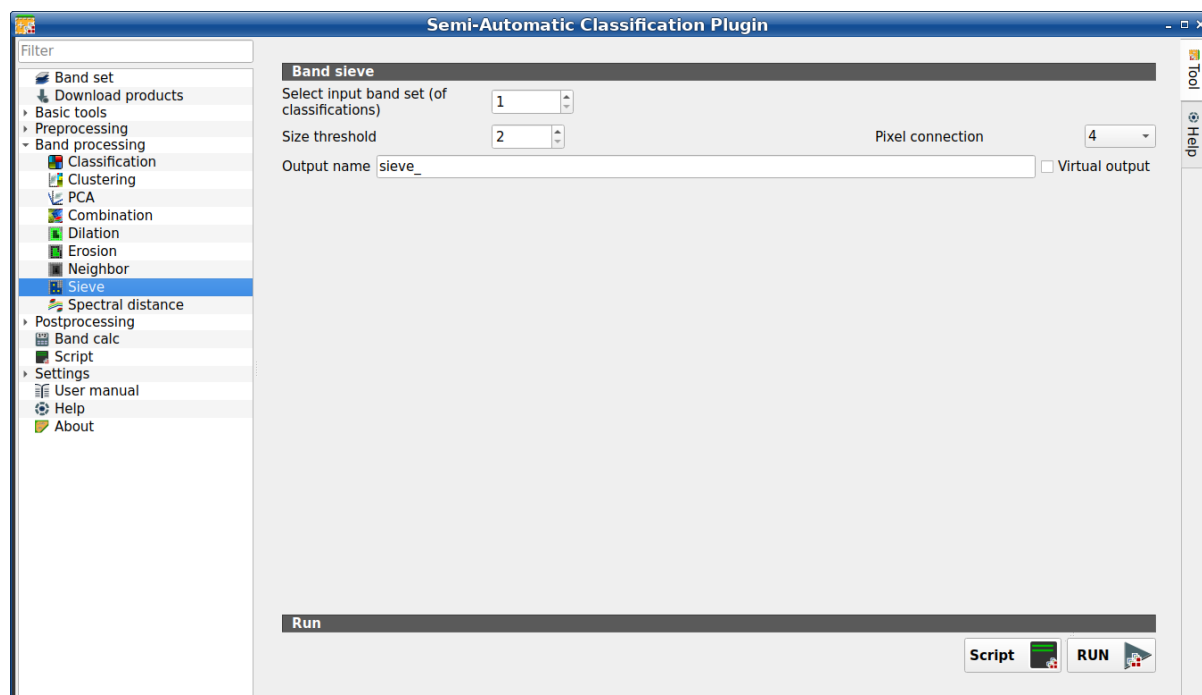








FIG. 43 – *Sieve*

This tab allows for the replacement of isolated pixel values with the value of the largest neighbour patch. It is useful for removing small patches from a classification.

It is possible to chose 4 `pixel connection` (in a 3x3 window, diagonal pixels are not considered connected) or 8 `pixel connection` (in a 3x3 window, diagonal pixels are considered connected).

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Sieve

| Tool symbol and name | Description |
|---|---|
| <i>Select input band set (of classifications)</i>  | select the input <i>Band set (complete interface)</i> (page 40) |
| <i>Size threshold</i>  | size of threshold in number of pixels |
| <input checked="" type="checkbox"/> <i>Pixel connection</i>  | select between 4 pixel connection or 8 pixel connection |
| <i>Output name</i> | set the name prefix for output files |
| <input checked="" type="checkbox"/> <i>Virtual output</i>  | if checked, the output is created as virtual raster composed of as many .tif files as the number of CPU threads defined in <i>System</i> (page 119) |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Spectral distance (complete interface)

- *Spectral distance of band sets* (page 92)
- *Run* (page 92)

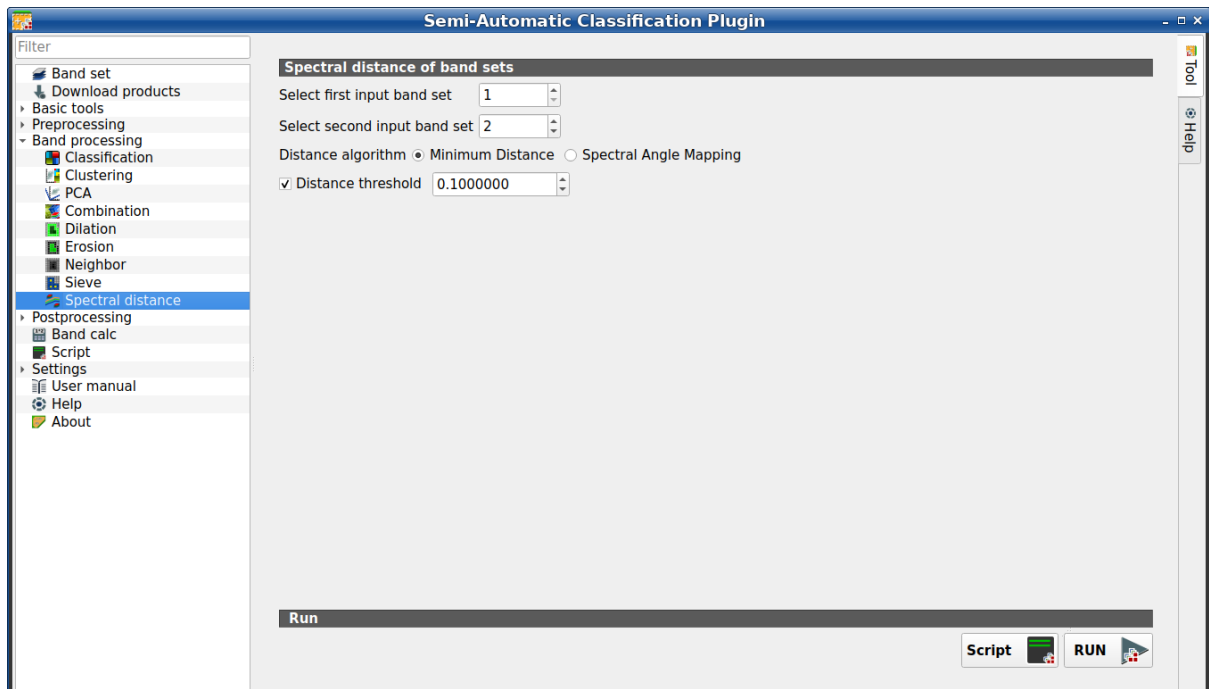


FIG. 44 – *Spectral distance*




This tab allows for calculating the spectral distance between every corresponding pixel of two *band sets*. It is loaded only if the *Simplified interface* is not enabled.

The output is a raster containing the spectral distance of each pixel. Optionally, a threshold can be defined for creating a binary raster (0-1) of values below and above the threshold.



This tool supports `virtual raster output`; if the output file name ends with `.vrt` then the output is created as virtual raster composed of as many `.tif` files as the number of CPU threads defined in *System* (page 119); for large rasters this can speed up the process.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .


Spectral distance of band sets

| Tool symbol and name | Description |
|---|---|
| Select first input band set  | select the first input <i>Band set (complete interface)</i> (page 40) |
| Select second input band set  | select the second input <i>Band set (complete interface)</i> (page 40) |
| Distance algorithm | select <i>Minimum Distance</i> (page 141) or <i>Spectral Angle Mapping</i> (page 143) for spectral distance calculation |
| <input type="radio"/> <i>Minimum Distance</i> | |
| <input type="radio"/> <i>Spectral Angle Mapping</i> | |
| <input checked="" type="checkbox"/> <i>Distance threshold</i>  | if checked, a binary raster of values below and above the threshold is created |

Run

| Tool symbol and name | Description |
|---|--|
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

3.4.6 Postprocessing

The tab  *Postprocessing* provides several functions that can be applied to the classification output.

Accuracy

— [Accuracy](#) (page 94)

This tab allows for the validation of a classification (read *Accuracy Assessment* (page 150)).

Classification is compared to a reference raster or reference vector (which is automatically converted to raster). If a vector is selected as reference, it is possible to choose a field describing class values.

Several statistics are calculated such as overall accuracy, user’s accuracy, producer’s accuracy, and Kappa hat. In particular, these statistics are calculated according to the area based error matrix where each element represents

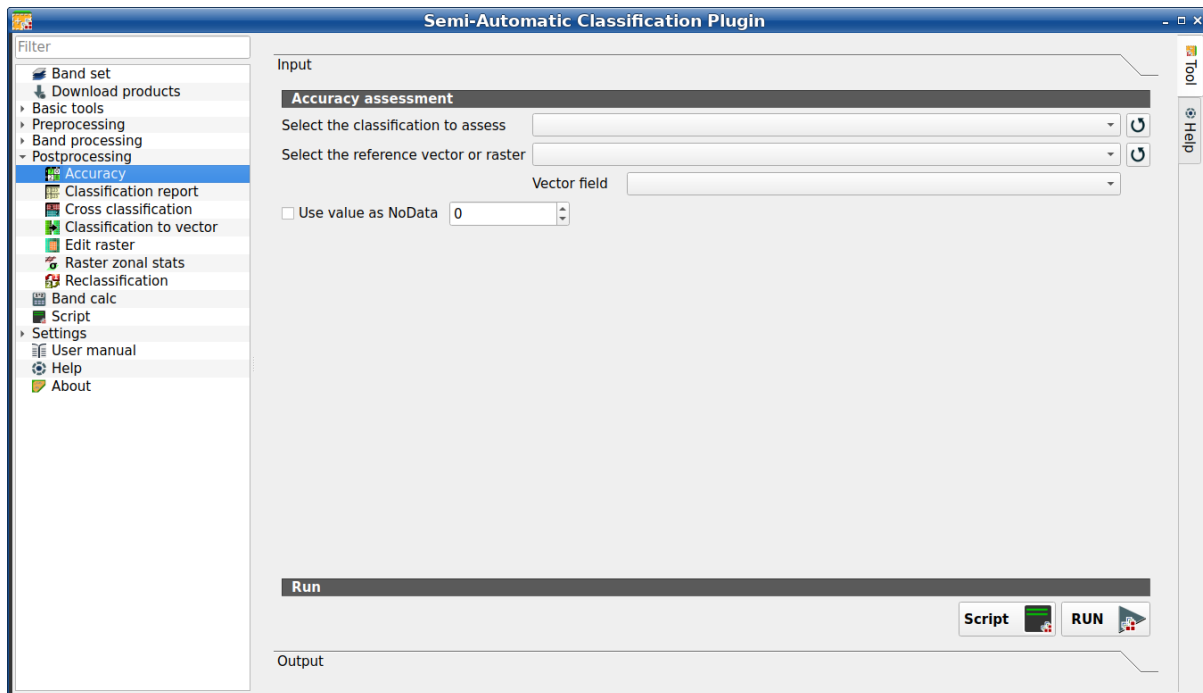


FIG. 45 – Accuracy









the estimated area proportion of each class. This allows for estimating the unbiased user's accuracy and producer's accuracy, the unbiased area of classes according to reference data, and the standard error of area estimates.

The output is an `error` raster that is a `.tif` file showing the errors in the map, where pixel values represent the categories of comparison (i.e. combinations identified by the `ErrorMatrixCode` in the error matrix) between the classification and reference. Also, a text file containing the error matrix (i.e. a `.csv` file separated by tab) is created with the same name defined for the `.tif` file.

This tool supports `virtual raster output`; if the output file name ends with `.vrt` then the output is created as virtual raster composed of as many `.tif` files as the number of CPU threads defined in *System* (page 119); for large rasters this can speed up the process.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Accuracy

| Tool symbol and name | Description |
|--|--|
|  <i>Select the classification to assess</i> | select a classification raster (already loaded in QGIS) |
|  | refresh layer list |
|  <i>Select the reference vector or raster</i> | select a raster or a vector (already loaded in QGIS), used as reference layer (ground truth) for the accuracy assessment |
|  | refresh layer list |
|  <i>Vector field</i> | if a vector is selected as reference, select a vector field containing numeric class values |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i> | if checked, set the value of NoData a pixels, ignored during the calculation |
|  1 | |
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

Classification report

— *Classification report* (page 95)

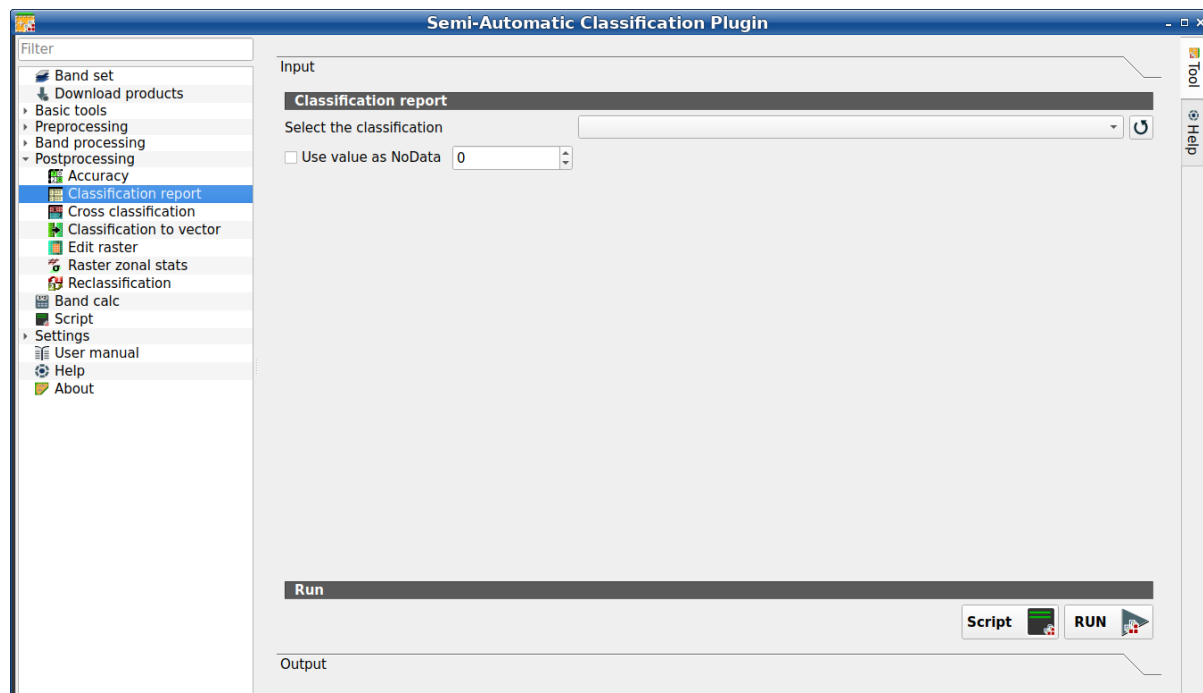








FIG. 46 – *Classification report*

This tab allows for the calculation of class statistics such as number of pixels, percentage and area (area unit is defined from the image itself).

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Classification report

| Tool symbol and name | Description |
|---|--|
| Select the classification  | select a classification raster (already loaded in QGIS) |
|  | refresh layer list |
| <input checked="" type="checkbox"/> Use value as NoData  1  | if checked, set the value of NoData a pixels, ignored during the calculation |
| Script  | add this function to the <i>Script (complete interface)</i> (page 113) |
| RUN  | run this function |

The tab Output will display the report.

Classification to vector

- *Classification to vector* (page 96)
- *Symbology* (page 96)
- *Run* (page 96)

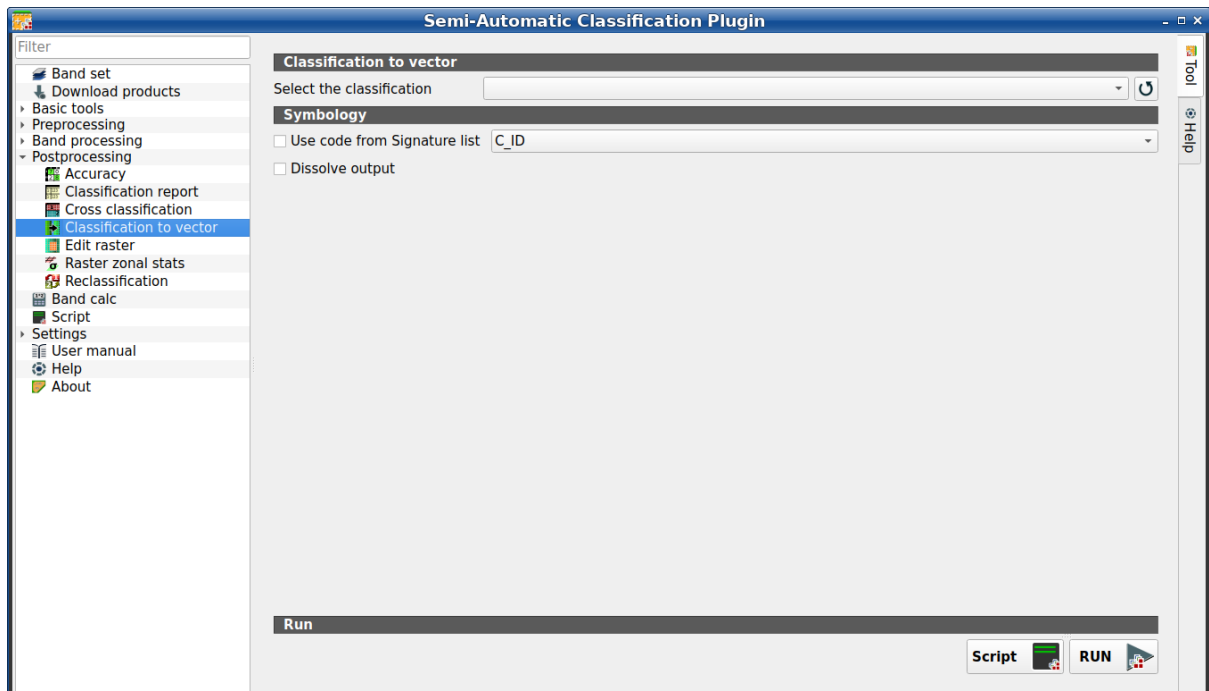



FIG. 47 – *Classification to vector*

This tab allows for the conversion of a classification raster to vector GeoPackage (.gpkg) . Parallel processes are used for the conversion, resulting in a vector output which is split in as many portions as the process numbers.

The argument dissolve allows for merging these portions, but it requires additional processing time depending on vector size.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .



Classification to vector

| Tool symbol and name | Description |
|---|---|
| Select the classification <input type="text"/> | select a classification raster (already loaded in QGIS) |
|  | refresh layer list |

Symbology

| Tool symbol and name | Description |
|---|--|
| <input checked="" type="checkbox"/> Use code from Signature list <input type="text"/> | if checked, color and class information are defined from <i>ROI & Signature list</i> (page 31) * MC ID : use the ID of macroclasses * C ID : use the ID of classes |
| <input checked="" type="checkbox"/> Dissolve output <input type="checkbox"/> | if checked, dissolve adjacent polygons having the same values |

Run

-  *Script*
- add this function to the *Script (complete interface)* (page 113)
-  *RUN*
- run this function

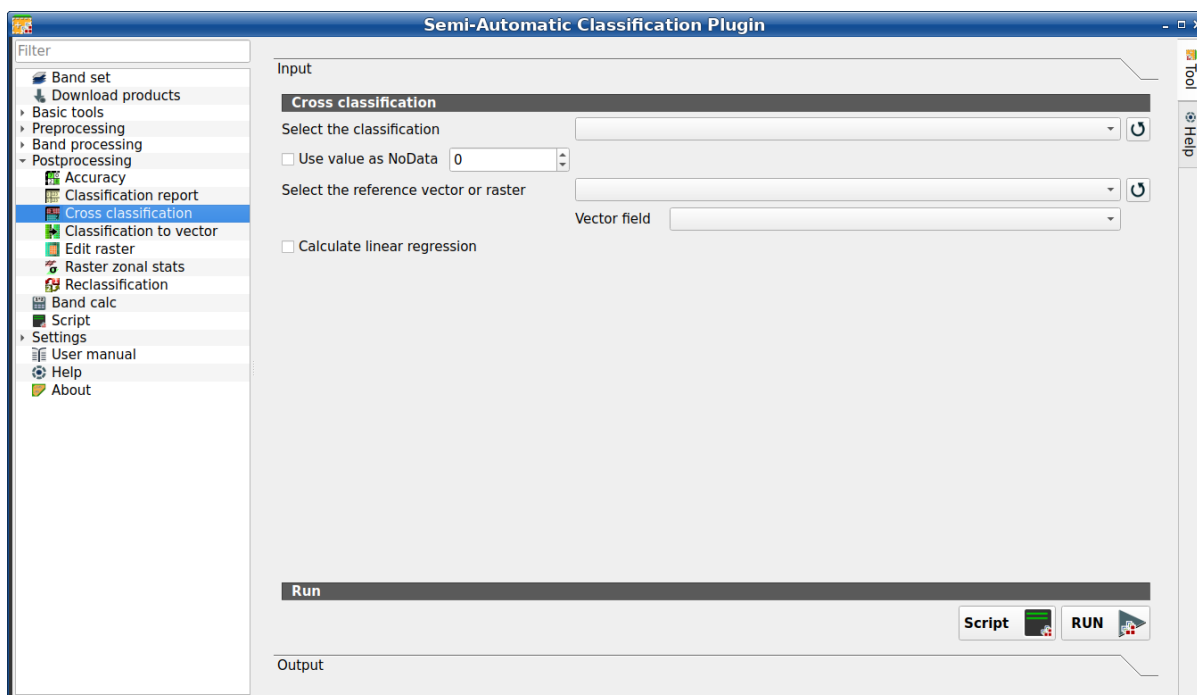
Cross classification (complete interface)

— *Cross classification* (page 98)

This tab allows for the calculation of a cross classification raster and matrix. It is loaded only if the *Simplified interface* is not enabled.

Classification is compared to a reference raster or reference vector (which is automatically converted to raster). This is useful for calculating the area for every combination between reference classes and classification values. If a vector is selected as reference, it is possible to choose a field describing class values.







The output is a **cross raster** that is a *.tif* file where pixel values represent the categories of comparison (i.e. combinations identified by the *CrossMatrixCode*) between the classification and reference. Also, a text file containing the cross matrix (i.e. a *.csv* file) is created with the same name defined for the *.tif* file.

FIG. 48 – *Cross classification*

This tool supports virtual raster output ; if the output file name ends with `.vrt` then the output is created as virtual raster composed of as many `.tif` files as the number of CPU threads defined in *System* (page 119); for large rasters this can speed up the process.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Cross classification

| Tool symbol and name | Description |
|--|---|
|  <input type="text" value="Select the classification"/> | select a classification raster (already loaded in QGIS) |
|  | refresh layer list |
| <input checked="" type="checkbox"/> <i>Use value as NoData</i> <input type="text" value="1"/> | if checked, set the value of NoData pixels, ignored during the calculation |
|  <input type="text" value="Select the reference vector or raster"/> | select a raster or a vector (already loaded in QGIS), used as reference layer |
|  | refresh layer list |
| <i>Vector field</i> <input type="text" value="Vector field"/> | if a vector is selected as reference, select a vector field containing numeric class values |
| <input checked="" type="checkbox"/> <i>Calculate linear regression</i> | if checked, calculate linear regression between the two input layers |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Edit raster (complete interface)

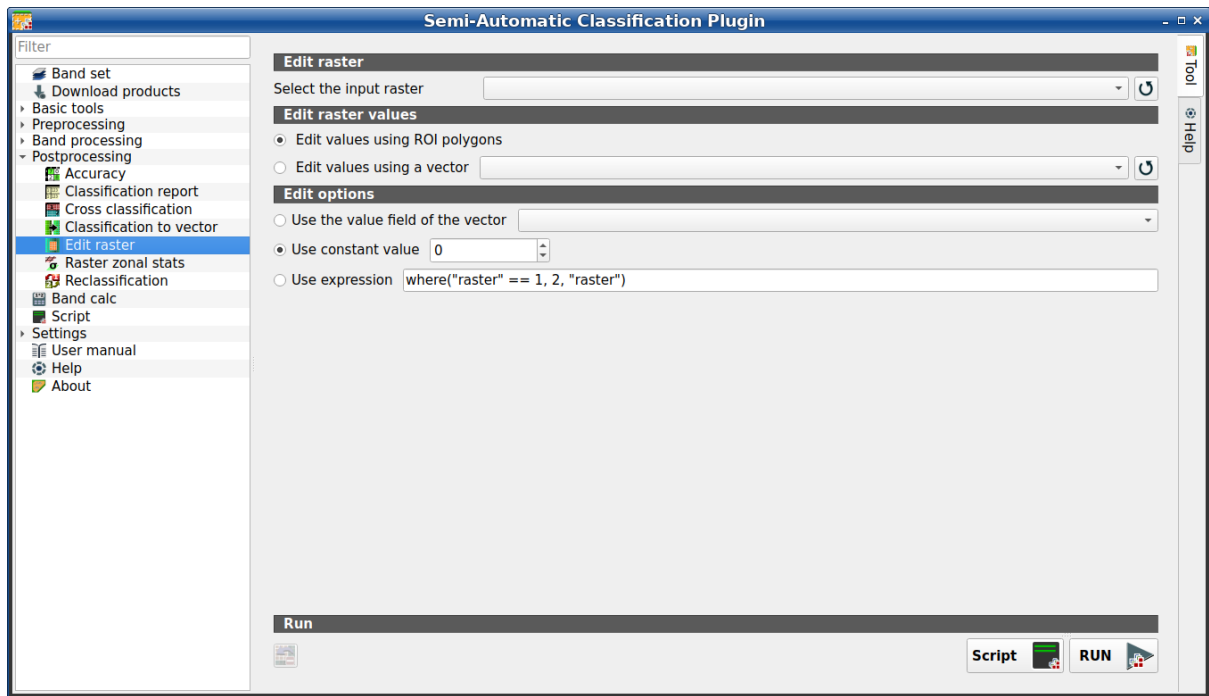
- *Edit raster* (page 99)
- *Edit raster values* (page 99)
- *Edit options* (page 100)
- *Edit raster values* (page 100)

This tab allows for the direct editing of pixel values in a raster. Only pixels beneath ROI polygons or vector polygons are edited. It is loaded only if the *Simplified interface* is not enabled.



Avertissement : The input raster is directly edited; it is recommended to create a **backup copy** of the input raster before using this tool in order to prevent data loss.

This tool can rapidly edit large rasters, especially when editing polygons are small, because pixel values are edited directly.



Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

FIG. 49 – *Edit raster*




Edit raster

| Tool symbol and name | Description |
|--|--|
|  <i>Select the classification</i> | select a raster (already loaded in QGIS) |
|  | refresh layer list |




Edit raster values

| Tool symbol and name | Description |
|---|--|
| <input checked="" type="radio"/> <i>Edit values using ROI polygons</i> | if checked, raster is edited using temporary ROI polygons in the map |
| <input type="radio"/> <i>Edit values using a vector</i>  | if checked, raster is edited using all the polygons of selected vector |
|  | refresh layer list |

Edit options

| Tool symbol and name | Description |
|--|---|
| <input type="radio"/> <i>Use the value field of the vector</i>  | if checked, raster is edited using the selected vector in <i>Edit values using a vector</i>) and the polygon values of selected vector field |
| <input type="radio"/> <i>Use constant value</i>  | if checked, raster is edited using the selected constant value |
| <input type="radio"/> <i>Use expression</i>  | if checked, raster is edited according to the entered expression ; the expression must contain one or more where ; accepted variables are : "raster" representing the input raster value and "vector" representing the vector value if selected ; the following example expression <code>where("raster" == 1, 2, "raster")</code> is already entered, which sets 2 where "raster" equals 1, and leaves unchanged the values where "raster" is not equal to 1 ; this expression only edit pixels that are beneath the input vector polygons |

Edit raster values

| Tool symbol and name | Description |
|---|--|
|  | undo last edit of raster |
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

Raster zonal stats (complete interface)

- *Raster zonal stat* (page 101)
- *Statistic* (page 102)
- *Run* (page 102)

This tab allows for calculating the statistics related to an input raster for every unique value of a reference vector. For example, if a vector file contains a numeric field *zone*, this tool allows for calculating the mean value (for each zone) of input raster pixels. It is loaded only if the *Simplified interface* is not enabled.

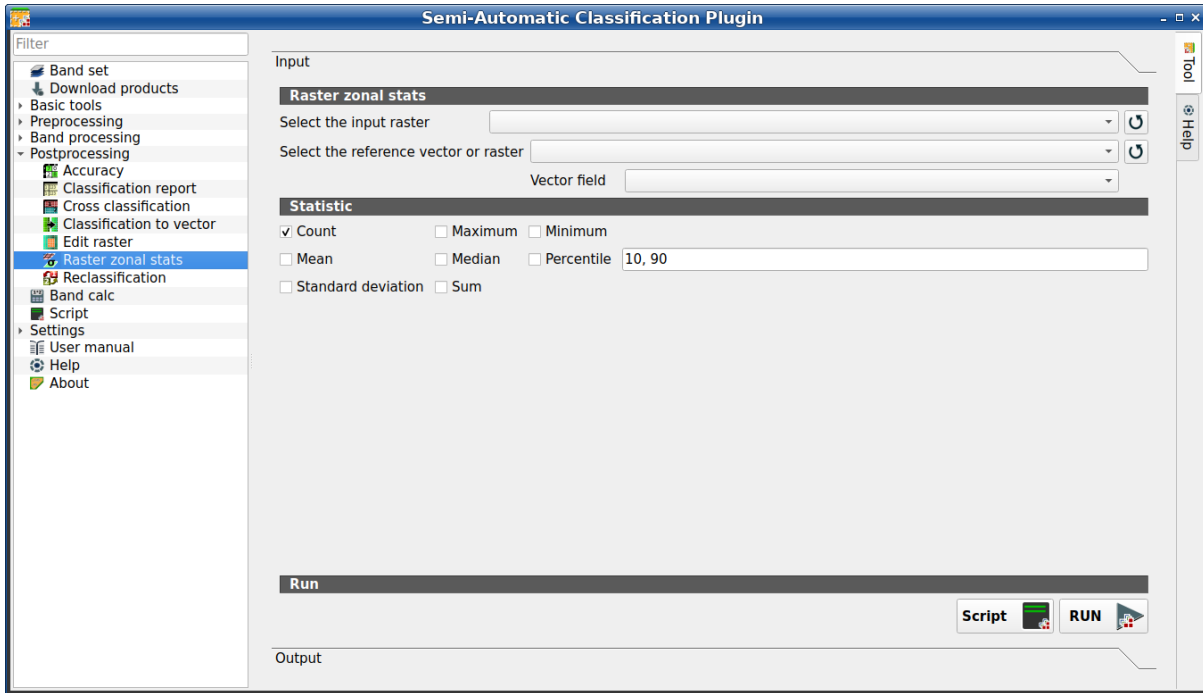















FIG. 50 – Raster zonal stats

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .



Raster zonal stat

| Tool symbol and name | Description |
|---|---|
| Select the input raster  | select a raster (already loaded in QGIS) |
|  | refresh layer list |
| Select the reference vector or raster  | select a raster or a vector (already loaded in QGIS), used as reference layer for zones |
|  | refresh layer list |
| Vector field  | if a vector is selected as reference, select a vector field containing numeric values |

Statistic

| Tool symbol and name | Description |
|---|---|
| <input checked="" type="checkbox"/> <i>Count</i>  | if checked, calculate Count statistic |
| <input checked="" type="checkbox"/> <i>Maximum</i>  | if checked, calculate Maximum statistic |
| <input checked="" type="checkbox"/> <i>Minimum</i>  | if checked, calculate Minimum statistic |
| <input checked="" type="checkbox"/> <i>Mean</i>  | if checked, calculate Mean statistic |
| <input checked="" type="checkbox"/> <i>Median</i>  | if checked, calculate Median statistic |
| <input checked="" type="checkbox"/> <i>Percentile</i>  <input type="text" value="T"/> | if checked, calculate Percentile statistic ; multiple percentile values can be entered separated by comma in the input text |
| <input checked="" type="checkbox"/> <i>Standard deviation</i>  | if checked, calculate Standard deviation statistic |
| <input checked="" type="checkbox"/> <i>Sum</i>  | if checked, calculate Sum statistic |

Run

| Tool symbol and name | Description |
|---|--|
| <i>Script</i>  | add this function to the <i>Script (complete interface)</i> (page 113) |
| <i>RUN</i>  | run this function |

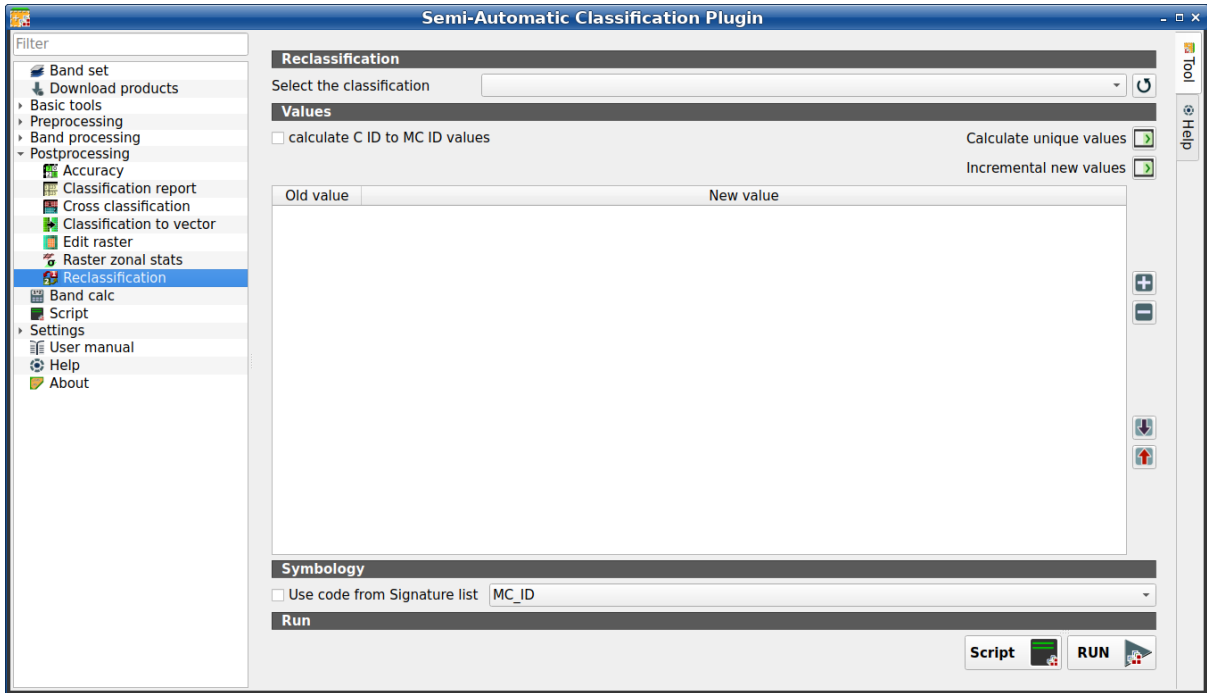
Reclassification

- *Reclassification* (page 103)
- *Values* (page 104)
- *Symbology* (page 104)
- *Run* (page 105)



This tab allows for the reclassification (i.e. assigning a new class code to raster pixels). In particular, it eases the conversion from C ID to MC ID values.

This tool supports `virtual raster output` ; if the output file name ends with `.vrt` then the output is created as virtual raster composed of as many `.tif` files as the number of CPU threads defined in *System* (page 119) ; for large rasters this can speed up the process.








Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

FIG. 51 – *Reclassification*

Reclassification

| Tool symbol and name | Description |
|--|---|
| <i>Select the classification</i>  | select a classification raster (already loaded in QGIS) |
|  | refresh layer list |

Values

| Tool symbol and name | Description |
|--|---|
| <input checked="" type="checkbox"/> <i>calculate to MC ID values</i> | if checked, the reclassification table is filled according to the <i>ROI & Signature list</i> (page 31) when <i>Calculate unique values</i>  is clicked |
| <i>Calculate unique values</i>  | calculate unique values in the classification and fill the reclassification table |
| <i>Incremental new values</i>  | calculate a new incremental value (e.g. 1, 2, 3, ...) for every old value and fill the reclassification table |
|  | add a row to the table |
|  | remove highlighted rows from the table |
|  | import rules from a text file .csv separated by comma having the following structure Old_value,New_value (where Old_value can be also an expression and New_value is an integer value) for instance : : raster < 1,1 (raster > 1) & (raster < 3),2 raster < 3,3 |
|  | export the reclassification table to a text file (.csv) that can be imported later |


The reclassification table is structured with the following fields.

| Old value | New value |
|--|---|
| value or expression defining old values to be reclassified | integer value for the corresponding Old value |



Old value can be a value or an expressions defined using the variable name `raster` (custom names can be defined in *Variable name for expressions* (page 117)), following Python operators (e.g. :

- `raster > 3` select all pixels having value > 3;
- `(raster > 5) | (raster < 2)` select all pixels having value > 5 or < 2;
- `(raster >= 2) & (raster <= 5)` select all pixel values between 2 and 5.

Symbology

| Tool symbol and name | Description |
|---|--|
| <input checked="" type="checkbox"/> <i>Use code from Signature list</i>  | <p>if checked, color and class information are defined from <i>ROI & Signature list</i> (page 31) :</p> <ul style="list-style-type: none"> — MC ID : use the ID of macroclasses — C ID : use the ID of classes |

Run

| Tool symbol and name | Description |
|---|--|
|  <i>Script</i> | add this function to the <i>Script (complete interface)</i> (page 113) |
|  <i>RUN</i> | run this function |

3.4.7 Band calc

- *Band list* (page 106)
- *Expression* (page 106)
- *Output raster* (page 107)
- *Input variables* (page 108)
- *Output variables* (page 109)
- *Functions* (page 110)
 - *Conditional* (page 110)
 - *Logical* (page 111)
 - *Statistics* (page 111)
 - *Operations* (page 111)
 - *Indices* (page 112)
 - *Variables* (page 112)

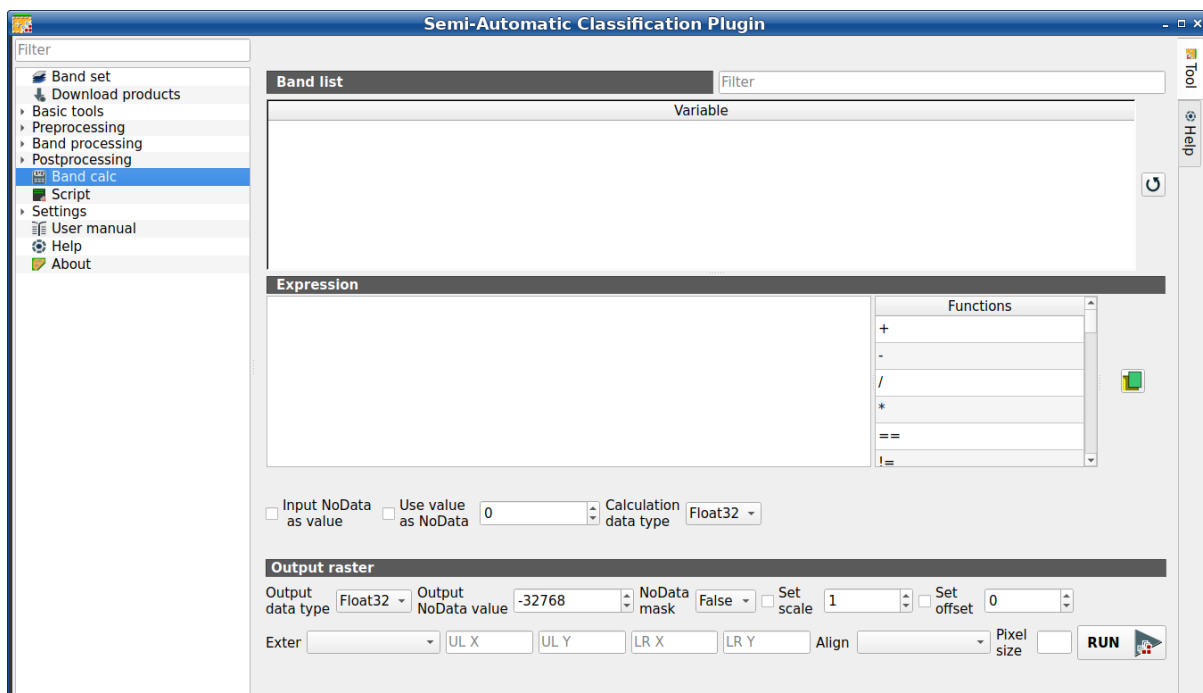


FIG. 52 – *Band calc*

The **Band calc** allows for the **raster calculation for bands** (i.e. calculation of pixel values) using **NumPy functions**. **Band calc** can also work with multiple expression lines to perform multiple calculation at a time; several iteration functions are available for *Band sets* allowing for performing multi-temporal calculations.



This tool supports **virtual raster output**; if the output file name ends with **.vrt** then the output is created as virtual raster composed of as many **.tif** files as the number of CPU threads defined in *System* (page 119); for

large rasters this can speed up the process.

Raster bands must be already loaded in QGIS. Input rasters can also be in different projection, but the output will have the projection of the reference raster.

Astuce : Information about APIs of this tool in Remotior Sensus at this [link](#) .

Band list

| Tool symbol and name | Description |
|--|--|
|  <i>Band list</i> | table containing a list of single band rasters (already loaded in QGIS) and <i>Input variables</i> (page 108) defined from <i>Band set</i> |
| <i>Filter</i> <input type="text" value="T"/> | filter the variable list |
|  | refresh band list |

Expression

Enter a mathematical expression for raster bands. In particular, NumPy functions can be used with the prefix *np.* (e.g. `np.log10(raster1)`). For a list of NumPy functions see [the NumPy page](#) .

The expression can work with *Variable* between ". Double click on any item in the *Band list* (page 106) for adding the name thereof to the expression.

If text color in the *Expression* is green, then the syntax is correct; if text color is red, then the syntax is incorrect and it is not possible to execute the calculation.



It is possible to enter multiple expressions separated by newlines such as the following example :

```
"raster1" + "raster2"
"raster3" - "raster4"
```

The above example calculates two new rasters in the output directory with the suffix `_1` (e.g. `calc_raster_1`) for the first expression and `_2` (e.g. `calc_raster_2`) for the second expression. Also, it is possible to define the output name using the symbol `@` followed by the name, such as the following example :

```
"raster1" + "raster2" @calc_1
"raster3" - "raster4" @calc_2
```

Input variables (page 108) and *Output variables* (page 109) can be used in the expression.

| Tool symbol and name | Description |
|--|--|
| <input checked="" type="checkbox"/> <i>Input NoData</i> as value | if checked, input NoData pixels are replaced by NoData value and accounted in calculation |
| <input checked="" type="checkbox"/> <i>Use value</i> as NoData <input type="text" value="1"/> | if checked, selected value is used as NoData during calculation |
| <i>Calculation data type</i> | select the data type used during calculation as Float32 (default), Int32, Int16, UInt32, UInt16, Byte; for instance, if Int32 is selected, input float values will be evaluated as integer |
|  <i>Functions</i> | list of <i>Functions</i> (page 110) names (double click to copy one in the expression) such as mathematical, conditional, logical, statistics, indices, and custom |
|  | open a text file (.txt) containing custom expressions to be listed in <i>Functions</i> |




A text file can be loaded for adding expressions to the *Functions*. The text must contain an expression for each line; each line must be in the form `expression_name; expression` (separated by ;) where the `expression_name` is the expression name that is displayed in the *Functions*. Opening an empty text file will remove custom expressions from the *Functions*. Following an example of text content :

```
NDVI; ( "#NIR#" - "#RED#" ) / ( "#NIR#" + "#RED#" ) @NDVI
EVI; 2.5 * ( "#NIR#" - "#RED#" ) / ( "#NIR#" + 6 * "#RED#" - 7.5 * "#BLUE#" + 1 ) @EVI
SR; ( "#NIR#" / "#RED#" ) @SR
```

Output raster

The output raster is a .tif file, with the same spatial resolution and projection of input rasters; if input rasters have different spatial resolutions, then the highest resolution (i.e. minimum pixel size) is used for output raster.

Astuce : If multiple lines are entered in Expression or output name are defined in line, a directory selection instead of a file selection is prompted for output.

| Tool symbol and name | Description |
|---|---|
| <i>Output data type</i> <input type="text" value="v"/> | select the output data type as Float32 (default), Int32, Int16, UInt32, UInt16, Byte; it can be different from <i>Calculation data type</i> |
| <i>Output NoData value</i> <input type="text" value="10"/> <i>NoData mask</i> <input type="text" value="v"/> | set the value of NoData pixels in output raster manage NoData at pixel level; if True, then output is NoData if any input is NoData; if False, then output is NoData if all the inputs are NoData; if None, then NoData is not applied to output |
| <input checked="" type="checkbox"/> <i>Set scale</i> <input type="text" value="10"/>  | if checked, set a scale in output raster (and output values are divided by scale) |
| <input checked="" type="checkbox"/> <i>Set offset</i> <input type="text" value="10"/>  | if checked, set an offset in output raster (and offset is subtracted to output values) |
| <i>Extent</i> <input type="text" value="v"/> <i>UL X UL Y LR X LR Y</i> | <p>set the extent of the output raster among :</p> <ul style="list-style-type: none"> — “<i>Union</i>” : the extent union of input rasters — “<i>Map extent</i>” : the extent of the map currently displayed — “<i>Intersection</i>” : the extent intersection of input raster extents (i.e. minimum extent) — “<i>Custom</i>” : coordinates defined in <i>UL X UL Y LR X LR Y</i> — <i>Layer name</i> : the extent of the selected layer |
| <i>Align</i> <input type="text" value="v"/> | align the output raster to a specific <i>Layer name</i> or “ <i>Default</i> ” for automatic alignment to input rasters |
| <i>Pixel size</i> <input type="text" value="T"/> | set pixel size |
| <i>RUN</i>  | run this function; it is disabled if the expression syntax is not correct |

Input variables

The following variables related to the *Band set (complete interface)* (page 40) are available (please note that the character " is always required) :

- *bandset#b BAND_NUMBER* : bands in the active *Band set* can be referenced directly; the following example refers to band 1 of the active *Band set* :

```
"bandset#b1"
```

- *bandset BANDSET_NUMBER b BAND_NUMBER* : bands in the *Band set* can be referenced directly; the following example refers to band 1 of the *Band set* 1 :

```
"bandset1b1"
```

- *bandset{ BANDSET_NUMBER_LIST }b BAND_NUMBER* : list of all the bands X of all the *Band sets* matching a list between curly brackets (e.g. {1,2,3}) or range of *Band sets* separated by colon (e.g. {1 :3}) or a list of ranges of *Band sets* (e.g. {1 :3, 5 :8}), which is equivalent to [*bandset1bX*, *bandset2bX*, ..., *bandsetNbX*]; this variable can be used in expressions that accept band lists such as the sum :

```
sum("bandset{1,3}b1")
```

- *bandset#b** : list of all the bands of active *Band set*, which is equivalent to [*bandset#b1*, *bandset#b2*, ..., *bandset#bX*]; to be used in expressions that accept band lists such as the maximum value :

```
max("bandset#b*")
```

- *bandset BANDSET_NUMBER b** : list of all the bands of *Band set N*, which is equivalent to [bandsetNb1, bandsetNb2, ..., bandsetNbX] ; to be used in expressions that accept band lists such as the minimum value :

```
min("bandset1b*")
```

- *bandset*b BAND_NUMBER* : list of all the bands X of all the *Band sets*, which is equivalent to [bandset1bX, bandset2bX, ..., bandsetNbX] ; to be used in expressions that accept band lists such as the mean value :

```
mean("bandset*b1")
```

- *bandset{ DATE }b BAND_NUMBER* : list of all the bands X of all the *Band sets* matching a list of dates (format yyyy-mm-dd) between curly brackets (e.g. {2019-01-01,2019-07-31}) or range of dates separated by colon (e.g. {2019-01-01 :2019-07-31}) or a list of ranges of dates (e.g. {2019-01-01 :2019-01-31, 2019-04-01 :2019-07-31}), which is equivalent to [bandset2bX, bandset5bX, ..., bandsetNbX] ; *Band sets* dates are defined in *Band set definition* (page 41) ; this variable can be used in expressions that accept band lists such as the median value :

```
median("bandset{2019-01-01,2019-07-31}b1")
```

- « #BLUE# » : the band with the center wavelength closest to 0.475 μm ;
- « #GREEN# » : the band with the center wavelength closest to 0.56 μm ;
- « #RED# » : the band with the center wavelength closest to 0.65 μm ;
- « #NIR# » : the band with the center wavelength closest to 0.85 μm ; for example :

```
( "#NIR#" - "#RED#" ) / ( "#NIR#" + "#RED#" )
```

Output variables

Output names can be defined in the expression line entering the symbol @ followed by the name, such as the following example :

```
"raster1" * 2 @first_calculation
```

If the output name is defined in the expression, an output directory will be selected after clicking the button *RUN*.

Avertissement : It is recommended to avoid the use of characters # and @ in the output raster name.

It is possible to set the **output path** directly by defining the output name with this structure @path@name, such as :

```
"raster1" * 2 @/home/user@first_calculation
```

The directory will be created if it does not exist.

It is possible to create a **temporary output** (saved in the temporary directory) with @temp@ followed by output name, such as :

```
"raster1" * 2 @temp@first_calculation
```

The **output name** of calculation can be used as **input variable** for the following calculations ; for example :

```
"raster1" * 2 @first_calculation
"first_calculation" + 5 @temp@second_calculation
"second_calculation" - "raster1" @/home/user@third_calculation
```

It is possible to **add the calculation result to a Band set** using the symbol % followed by the *Band set* number such as :

```
"raster1" @first_calculation%1
```

It is possible to **add the calculation result to the active Band set** using the symbol % followed by the symbol # such as :

```
"raster1" @first_calculation%#
```

Also, variables for output name are available :

- #*BANDSET#* : the name of the first band in the *Band set (complete interface)* (page 40);
- #*DATE#* : the current date and time (e.g. 20161110_113846527764);

Using the symbol @ followed by the variable #*BANDSET#* can save the raster calculation inside the **directory containing the first band** of the active band set, such as :

```
"raster1" @#BANDSET#@first_calculation
```

If the output name is defined with the extension `.vrt`, the output will be a **virtual raster** referencing the single `.tif` files calculated by parallel processing. For instance, the following expression will calculate the raster with parallel processing and the output will be a `.vrt` :

```
"raster1" @first_calculation.vrt
```

Virtual file is useful to reduce calculation time of parallel processing by avoiding the writing of the entire output raster.

Avertissement : A `.vrt` virtual file is a text file containing the reference to existing `.tif` files. Moving the `.vrt` virtual file or the `.tif` files in different directories can make the virtual file unusable.

Functions

Conditional

- *where* : conditional expression according to the syntax `where(condition , value if true, value if false)` for example :

```
where("raster1" == 1, 2, "raster1")
```

Parenthesis are required for multiple conditions for instance to select pixel values between 1 and 3 :

```
where( ("raster1" > 1) & ("raster1" < 3), 2, "raster1")
```

Nested conditions can be defined such as :

```
where( ("raster1" > 1) & ("raster1" < 3), 2, "raster1")
```

Logical

- *AND* : AND;
- *OR* : OR;
- *XOR* : XOR;
- *NOT* : NOT;

Statistics

A band list between square brackets or *Input variables* (page 108) are required arguments.

- *max* : maximum; for instance :

```
max(["raster1", "raster2", "raster3"])
```

- *min* : minimum; for instance :

```
min(["bandset#b*"])
```

- *mean* : mean; for instance :

```
mean("bandset*b1")
```

- *median* : median; for instance :

```
median("bandset{2019-01-01,2019-07-31}b1")
```

- *percentile* : percentile calculation; the expression must have this structure `percentile([band_list], percentile_value)`; for instance, the following expression calculates the 10th percentile of active band set :

```
percentile("bandset#b*", 10)
```

- *std* : standard deviation; for instance :

```
std("bandset{1,3}b1")
```

- *sum* : sum; for instance :

```
sum("bandset{1:5}b1")
```

Operations

- *sin* : sine; for instance :

```
sin("raster1")
```

- *cos* : cosine;
- *tan* : tangent;
- *asin* : inverse sine;
- *acos* : inverse cosine;
- *atan* : inverse tangent;
- *exp* : natural exponential;
- *ln* : natural logarithm;
- *log* : base 10 logarithm;

Indices

- *NDVI* : if selected, the NDVI calculation is entered in the *Expression* :

```
( "#NIR#" - "#RED#" ) / ( "#NIR#" + "#RED#" ) @ NDVI
```

- *EVI* : if selected, the EVI calculation is entered in the *Expression* :

```
2.5 * ( "#NIR#" - "#RED#" ) / ( "#NIR#" + 6 * "#RED#" - 7.5 * "#BLUE#" + 1 ) @  
↪EVI
```

- *NBR* : if selected, the NBR calculation is entered in the *Expression* :

```
( "#NIR#" - "#SWIR2#" ) / ( "#NIR#" + "#SWIR2#" ) @NBR
```

Variables

- *nodata* : NoData value of raster (e.g. `nodata("raster1")`); it can be used as value in the expression :

```
where("raster1" == nodata("raster1"), 0, "raster1")
```

- *forbandsets* : it allows for the iteration over *Band sets* defined between square brackets; a range of *Band sets* separated by colon (e.g. `forbandsets[1:3]`) or a list separated by commas (e.g. `forbandsets[1,2,3]`); *forbandsets* must be entered in the first line of expressions (not compatible with `forbandsinbandset`), for instance :

```
forbandsets[1:3]  
"bandset#b1" @#BANDSET#
```

During the iteration, the *Input variables* (page 108) related to the active *Band set* are replaced by the iterator, therefore the expression :

```
forbandsets[1:3]  
"bandset#b1" @#BANDSET#
```

is equivalent to :

```
"bandset1b1" @calc1  
"bandset2b1" @calc2  
"bandset3b1" @calc3
```

It is possible to enter a string (or a list of strings separated by comma ,) after the square bracket] to filter *Band sets* by the name of first band in *Band set*; for instance, the following expression will iterate the first 3 *Band sets* selecting only the *Band set* whose name of the first band includes RT :

```
forbandsets[1,2,3]RT
```

Also, *forbandsets* : allows for the iteration over *Band sets* dates (format yyyy-mm-dd, defined in *Band set definition* (page 41)) between square brackets, such as the following examples :

Iterating over a range of dates :

```
forbandsets[2020-01-01:2020-07-31]  
"bandset#b1" @#BANDSET#
```

Iterating over a list of dates :

```
forbandsets[2020-02-01,2020-03-11,2020-04-21]  
"bandset#b1" @#BANDSET#
```

Iterating over a list of ranges of dates :

```
forbandsets[2010-01-01:2010-06-31, 2010-08-01:2010-08-31, 2010-10-01:2010-12-31]
"bandset#b1" @#BANDSET#
```

During the iteration, the *Input variables* (page 108) related to the active *Band set* are replaced by the iterator.

It is possible to enter a string (or a list of strings separated by comma ,) after the square bracket] to filter *Band sets* by the name of first band in *Band set*; for instance, the following expression will iterate the *Band sets* in the range selecting only the *Band set* whose name of the first band includes RT :

```
forbandsets[2020-01-01:2020-07-31]RT
```

- *forbandsinbandset* : it allows for the iteration over bands in a *Band set* or a range of *Band sets* between square brackets; *forbandsinbandset* must be entered in the first line of expressions (not compatible with *forbandsets*); the variable *#BAND#* must be used to refer to the iterated band such as the following examples :

Iterating over the bands of the first *Band set* (note the " in the expression) :

```
forbandsinbandset[1]
where("#BAND#" > 1, 1, 2) @#BAND#)
```

Iterating over all the bands of *Band sets* from 1 to 3 :

```
forbandsinbandset[1:3]
where("#BAND#" > 1, 1, 2) @#BAND#)
```

- *#BAND#* :
- *#BANDSET#* : the name of the first band in the *Band set (complete interface)* (page 40);
- *#DATE#* : the current date and time (e.g. 20161110_113846527764);
- *@* : character @;




3.4.8 Script (complete interface)

— *Script* (page 113)

This tab displays the output of the *Script* buttons that are available in several tools, which ease the creation of Python scripts using *Remotior Sensus*. It is loaded only if the *Simplified interface* is not enabled.

It is possible to edit or copy the Python code and run it in a Python shell. New code is appended to the existing one, when using the *Script* buttons.

Script

| Tool symbol and name | Description |
|--|---|
|  | clear the content of the script |
| Copy  | copy the content of the script to the clipboard |
| Save to file  | save the script to file .py |

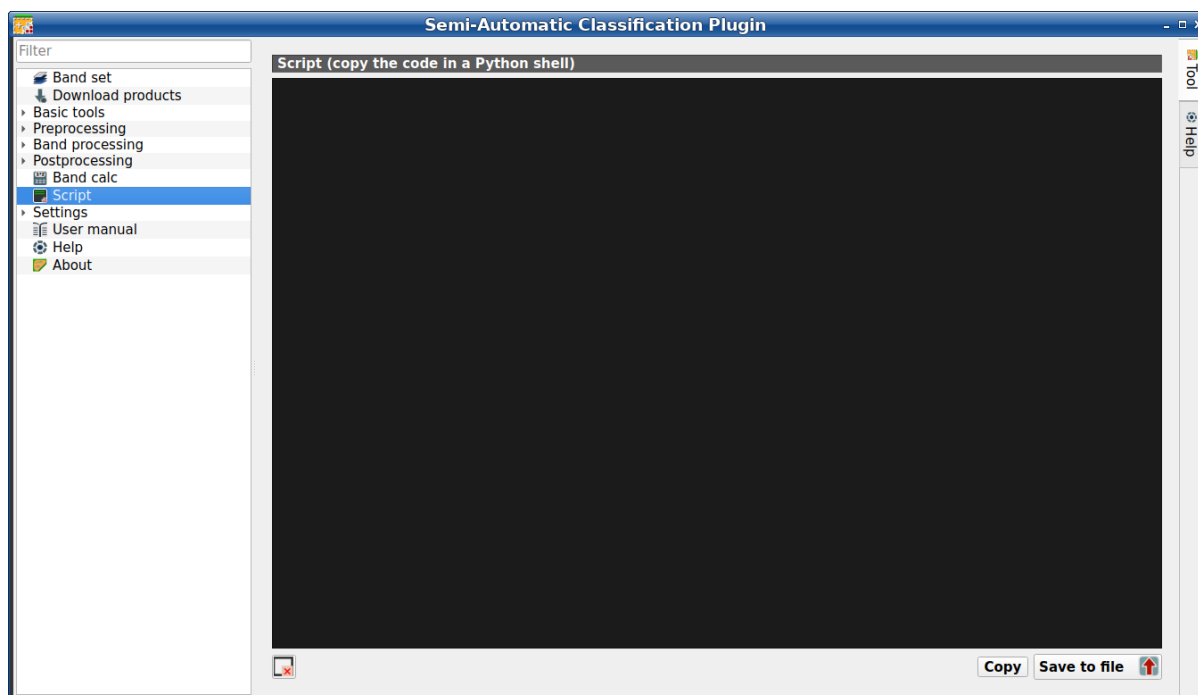






FIG. 53 – Script

3.4.9 Settings

The tab  *Settings* allows for the customization of *SCP*.

The *Simplified interface* is loaded after the first installation of the plugin. The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

The *Simplified interface* has the following options :

| Tool symbol and name | Description |
|---|---|
|  <i>Available RAM (MB)</i> | set the available RAM (in MB) that is used during the processes in order to improve the <i>SCP</i> performance ; this value should be half of the system RAM (e.g. 2048MB if system has 4GB of RAM) |
|  <i>CPU threads</i> | set the number of threads available for processing ; it is recommended to set a value lower than the maximum number of system threads (e.g. if the system has 4 available threads set the value 3) |
|  <i>Simplified interface</i> | if active, use the <i>Simplified interface</i> , otherwise use the <i>Complete interface</i> |

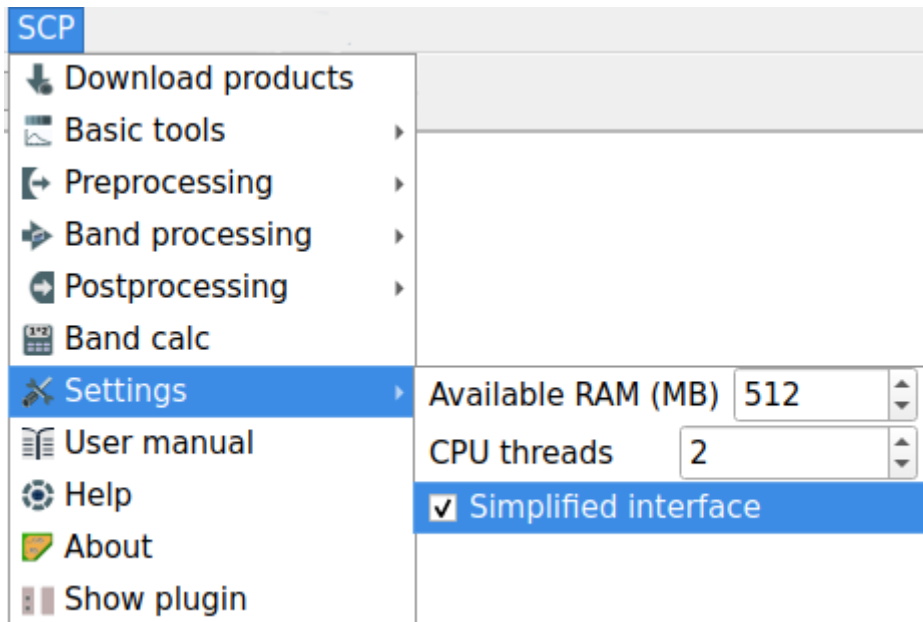




FIG. 54 – SCP menu with activated option for the simplified interface

Debug (complete interface)


- *Log file* (page 115)
- *Test* (page 115)

This tab allows for the debug of *SCP* in case of issues, and the check of *SCP* dependencies. It is loaded only if the *Simplified interface* is not enabled.

Log file

| Tool symbol and name | Description |
|---|---|
|  <i>Record detailed events in a Log file</i> | if checked, start recording detailed events in a Log file |
|  | export the Log file to a .txt file |

Test

| Tool symbol and name | Description |
|--|--|
| <i>Test dependencies</i>  | test <i>SCP</i> dependencies (NumPy, SciPy, Matplotlib, GDAL, PyTorch, scikit-learn, Remotior Sensus, Multiprocess, Internet connection) |

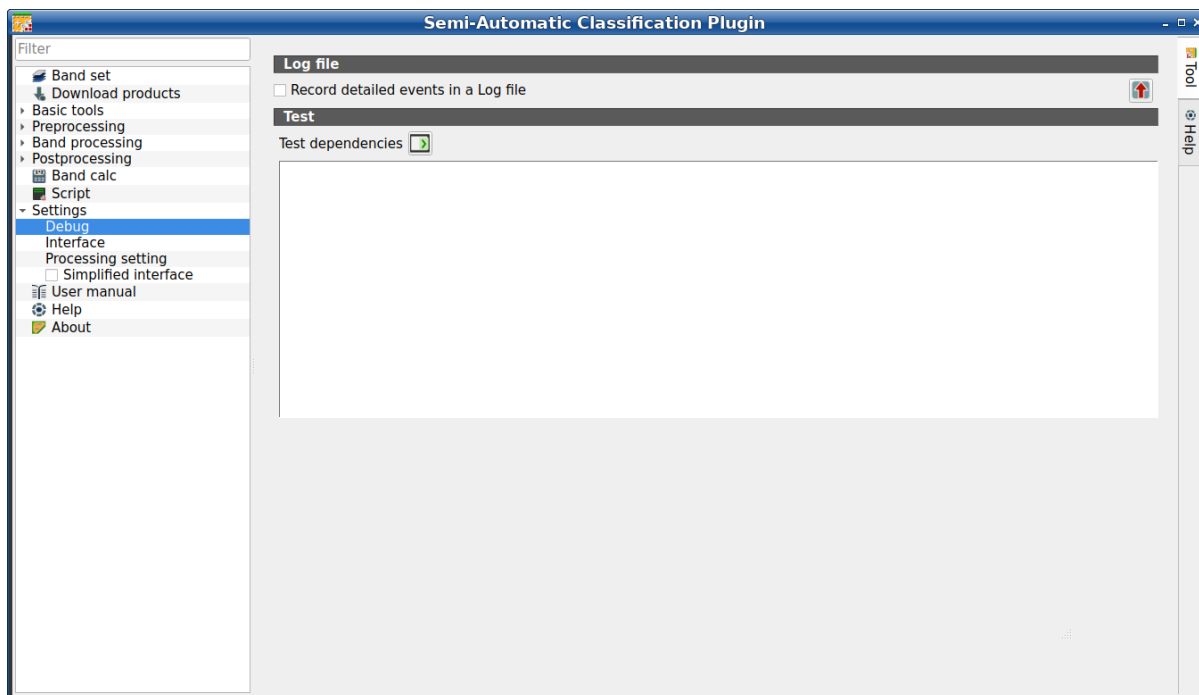


FIG. 55 – Debug





Interface (complete interface)

- *ROI style* (page 116)
- *Variable name for expressions* (page 117)
- *Temporary group name* (page 117)
- *Dock* (page 118)

This tab includes a few advanced settings of the *SCP* interface. It is loaded only if the *Simplified interface* is not enabled.

ROI style

Change ROI color and transparency for a better visualization of temporary ROIs on the map.

| Tool symbol and name | Description |
|---|---|
| <i>ROI color</i>  | button for changing ROI color |
| <i>Transparency</i>   | change ROI transparency |
|  | reset ROI color and transparency to default |

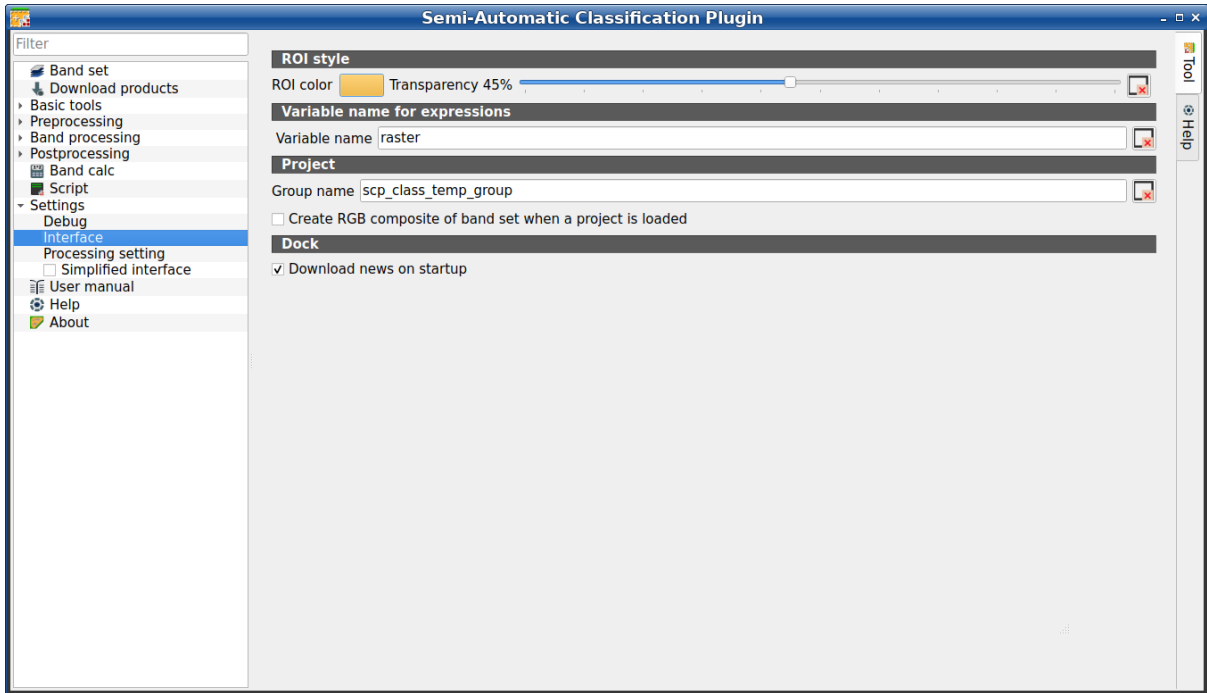







FIG. 56 – Interface

Variable name for expressions


Set the variable name used in expressions of the *Reclassification* (page 102).

| Tool symbol and name | Description |
|--|---------------------------------------|
| Variable name <input type="text" value="T"/>  | set variable name (default is raster) |
|  | reset variable name to default |

Temporary group name

| Tool symbol and name | Description |
|---|---|
| Group name <input type="text" value="T"/>  | set group name (default is Class_temp_group) |
|  | reset group name to default |
| <input checked="" type="checkbox"/> Create RGB composite of band set when a project is loaded  | if checked, a RGB composite of active band set is added to the map when a project is loaded |

Dock

| Tool symbol and name | Description |
|---|--|
| <input checked="" type="checkbox"/> <i>Download news on startup</i>  | if checked, news about the <i>SCP</i> and related services are downloaded on startup and displayed in <i>Dock</i> ; also, it checks for updates of Remotior Sensus |

Processing setting (complete interface)

- [System](#) (page 119)
- [Calculation process](#) (page 119)
- [SMTP process notification](#) (page 119)
- [Temporary directory](#) (page 120)
- [External programs](#) (page 120)

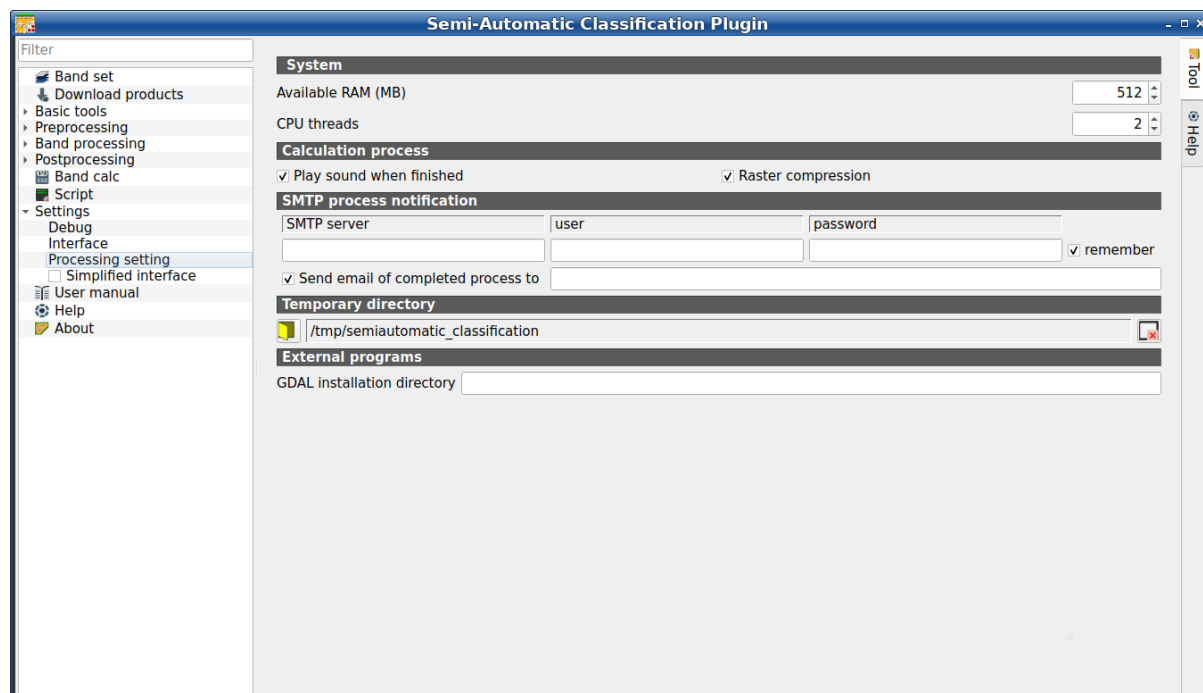


FIG. 57 – Processing

It is loaded only if the *Simplified interface* is not enabled.

System

| Tool symbol and name | Description |
|--|--|
| <i>Available RAM (MB)</i> <input type="text" value="1"/> | set the available RAM (in MB) that is used during the processes in order to improve the <i>SCP</i> performance; this value should be half of the system RAM (e.g. 2048MB if system has 4GB of RAM) |
| <i>CPU threads</i> <input type="text" value="1"/> | set the number of threads available for processing; it is recommended to set a value lower than the maximum number of system threads (e.g. if the system has 4 available threads set the value 3) |

Calculation process




| Tool symbol and name | Description |
|---|--|
| <input checked="" type="checkbox"/> <i>Play sound when finished</i> | if checked, play a sound when the process is completed |
| <input checked="" type="checkbox"/> <i>Raster compression</i> | if checked, a lossless compression (DEFLATE or PACKBITS) is applied to raster outputs in order to save disk space; it is recommended to check this option to save disk space, or uncheck to faster the calculation |

SMTP process notification

| Tool symbol and name | Description |
|--|---|
| <i>SMTP server</i> <input type="text" value="T"/> | the SMTP server to login for sending a notification email when all the <i>SCP</i> processes are finished (a notification is sent also in case of error, but not in case of crash) |
| <i>user</i> <input type="text" value="T"/> | the SMTP server user |
| <i>password</i> <input type="text" value="T"/> | the SMTP server password |
| <i>Send email of completed process to</i> <input type="text" value="T"/> | a list of addresses (separated by comma) to send the notification email to |



Avertissement : If *remember* is checked, the password is stored unencrypted in QGIS registry.

Temporary directory

| Tool symbol and name | Description |
|---|---|
|   | select a new temporary directory where temporary files are saved during the processing; the path to the current temporary directory is displayed; default is a system temporary directory |
|  | reset to default temporary directory |

External programs

This option is deprecated. Some tools require external programs to perform the processing.

| Tool symbol and name | Description |
|---|---|
|   | enter the path to the GDAL directory containing tools such as gdal_translate and gdalwarp (e.g. /usr/bin); this parameter is usually not required |

3.5 Spectral Signature Plot

The window *Spectral Signature Plot* includes several functions for displaying spectral signature values as a function of wavelength (defined in the *Band set (complete interface)* (page 40)). Signatures can be added to the Spectral Signature Plot through the *SCP dock* (page 22).

Overlapping signatures (belonging to different classes or macroclasses) are highlighted in orange in the table *Signature list* (page 120); the overlapping check is performed considering *MC ID* or *C ID* according to the setting *Use*

MC ID *C ID* in *Classification* (page 70). Overlapping signatures sharing the same *ID* are not highlighted.

3.5.1 Signature list

The *Signature list* is a table that includes the spectral signatures added from the *SCP dock* (page 22).

| S | MC ID | MC Name | C ID | C Name | Color |
|---|--------------------------|----------------------------|--------------------|----------------------|--|
| checkbox field; if checked, the spectral signature is displayed in the plot | signature Macro-class ID | signature Macro-class Name | signature Class ID | signature Class Name | signature color; also, the combination <i>MC ID-C ID</i> is displayed in case of overlap with other signatures |

The following tools are available.

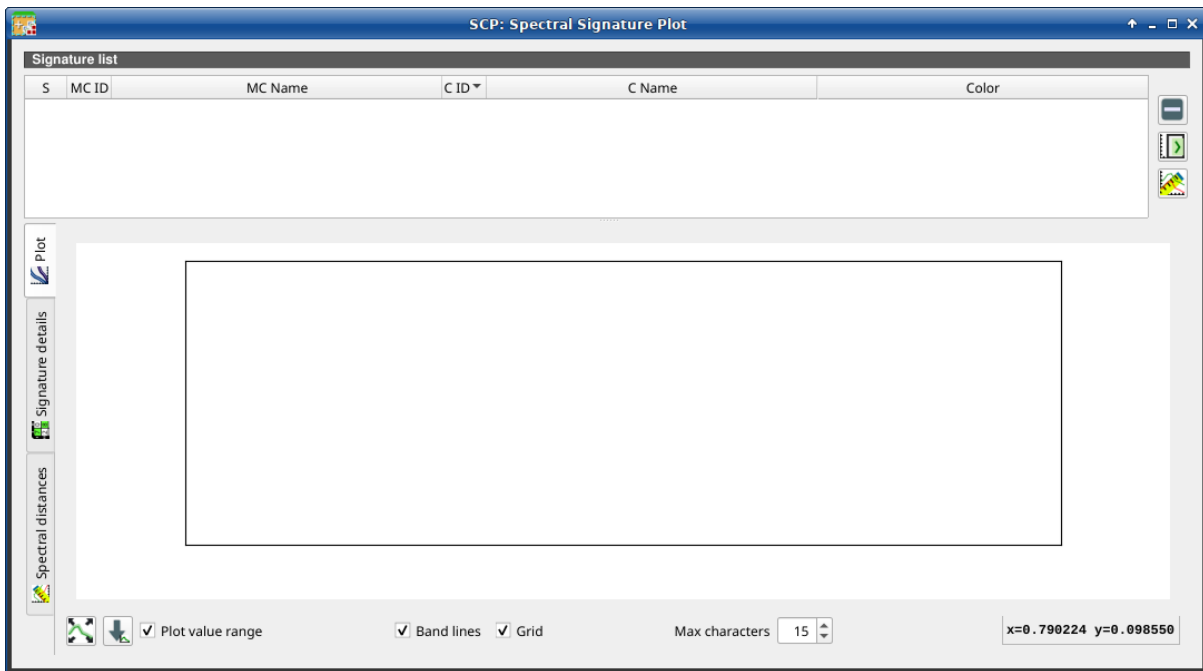







FIG. 58 – Spectral Signature Plot

| Tool symbol and name | Description |
|---|---|
|  | remove highlighted signatures from this list |
|  | add highlighted spectral signatures to <i>ROI & Signature list</i> (page 31) |
|  | calculate the spectral distances of spectral signatures displayed in the plot; distances are reported in the tab <i>Spectral distances</i> (page 122) |

Plot

Left click and hold inside the plot to **move** the view of the plot. Use the **mouse wheel** to **zoom in and out** the view of the plot. **Right click** and hold inside the plot to **zoom in a specific area** of the plot. Legend inside the plot can be moved using the mouse.

The following tools are available.

| Tool symbol and name | Description |
|---|--|
|  | automatically fit the plot to data |
|  | save the plot image to file (available formats are .jpg, .png, and .pdf) |
| <input checked="" type="checkbox"/> <i>Plot value range</i> | if checked, plot the value range for each signature with a semi-transparent area |
| <input checked="" type="checkbox"/> <i>Band lines</i> | if checked, display a vertical line for each band (center wavelength) |
| <input checked="" type="checkbox"/> <i>Grid</i> | if checked, display a grid |
| <i>Max characters</i> <input type="text" value="15"/> | set the maximum length of text in the legend |
| <i>x y</i> | display x y coordinates of mouse cursor inside the plot |

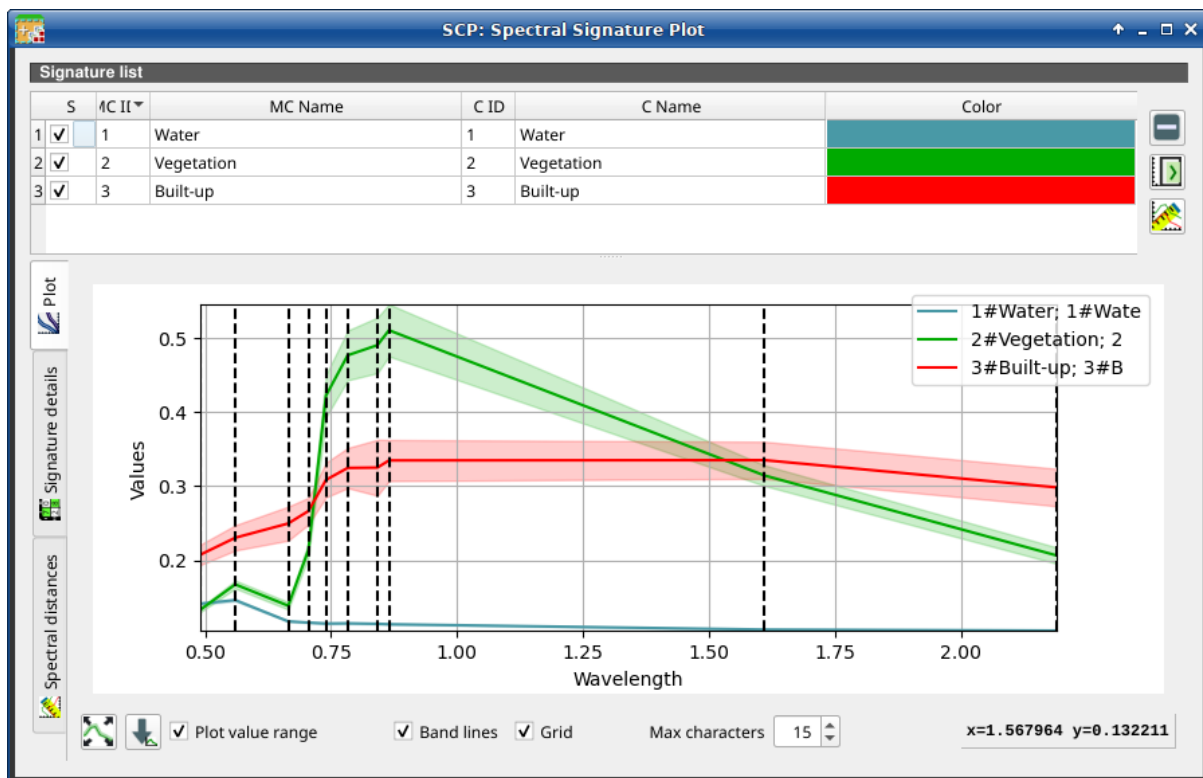


FIG. 59 – Spectral Signature : Example of plot

Signature details

Display the details about spectral signatures (i.e. Wavelength, Values, and Standard deviation). In case of signatures calculated from ROIs, the ROI size (number of pixels) is also displayed.

Spectral distances

Display spectral distances of signatures (see *Signature list* (page 120)), which are useful for assessing ROI separability (see *Spectral Distance* (page 148)).

The following spectral distances are calculated :

- *Spectral Angle* (page 148) : range [0 = identical, 90 = different]; useful in particular for *Spectral Angle Mapping* (page 143) classifications
- *Euclidean Distance* (page 149) : useful in particular for *Minimum Distance* (page 141) classifications
- *Bray-Curtis Similarity* (page 149) : range [0 = different, 100 = identical]; useful in general

Values are displayed in red if signatures are particularly similar.

3.6 Scatter Plot

The window *Scatter plot* displays pixel values for two raster bands as points in the 2D space. Scatter plots are useful for assessing ROI separability between two bands.

The functions are described in detail in the following paragraphs.

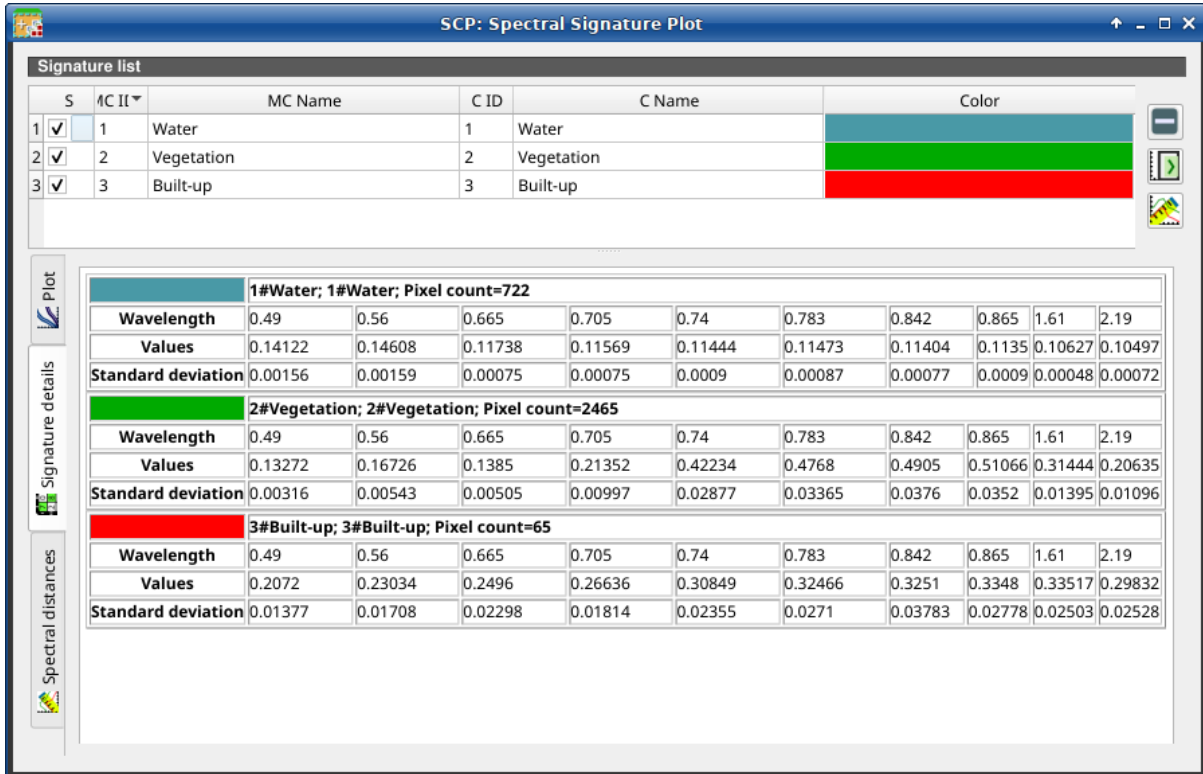


FIG. 60 – Spectral Signature : Example of signature details

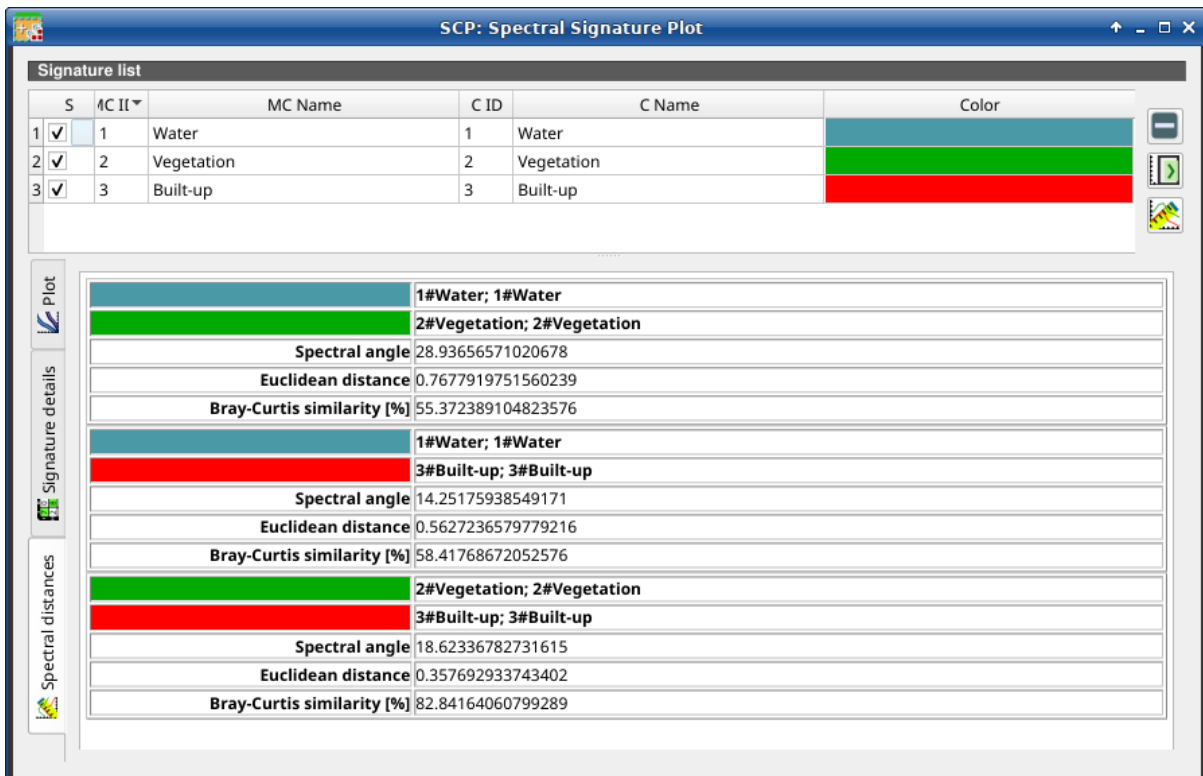


FIG. 61 – Spectral Signature : Example of spectral distances

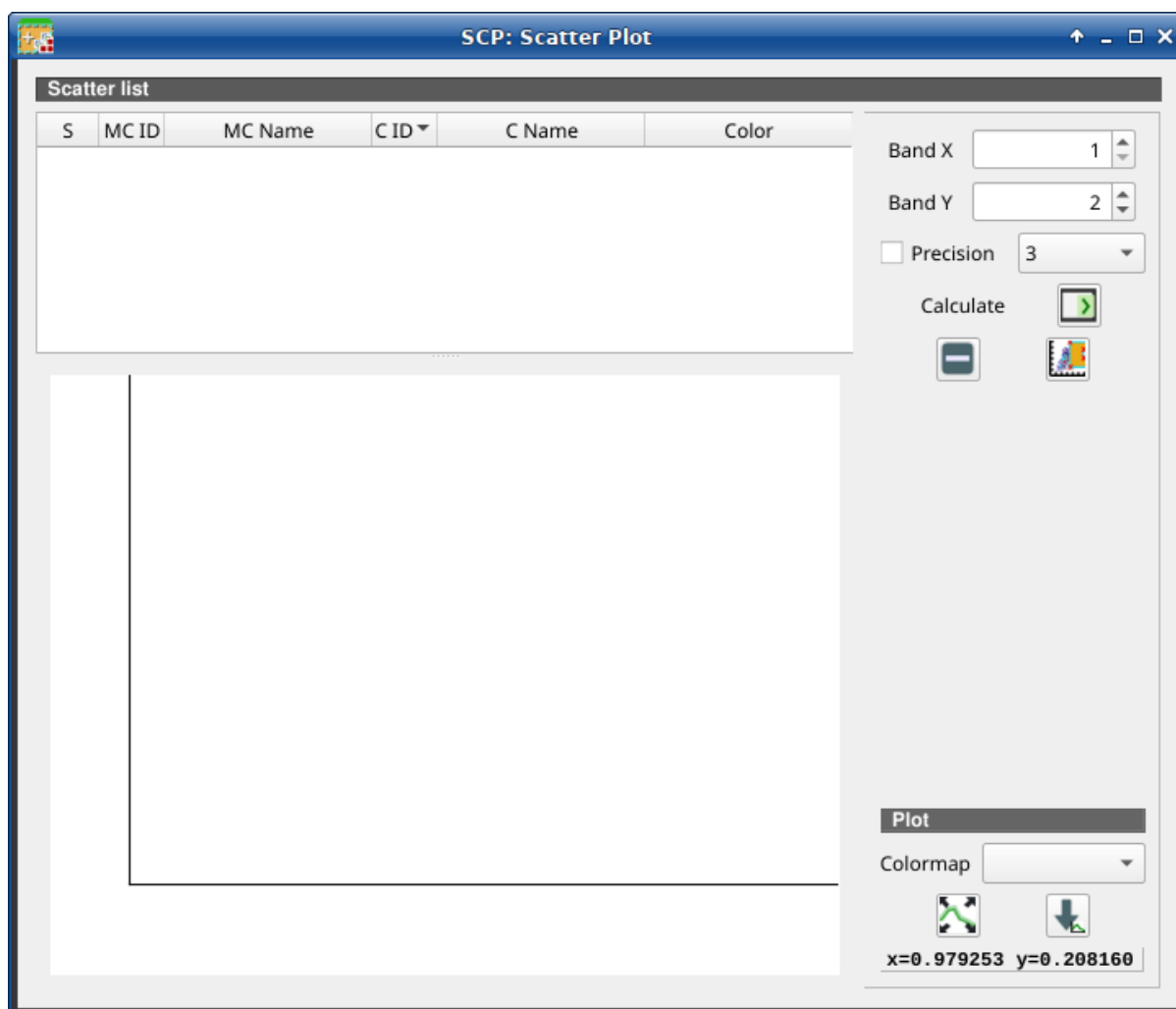










FIG. 62 – Scatter Plot

3.6.1 Scatter list

The *Scatter list* is a table that includes the spectral signatures added from the *SCP dock* (page 22).

| S | MC ID | MC Name | C ID | C Name | Color |
|--|-------------------------|---------------------------|--------------------|----------------------|-----------------|
| checkbox field ; if checked, the spectral signature is displayed in the plot | signature Macroclass ID | signature Macroclass Name | signature Class ID | signature Class Name | signature color |






The following tools are available.

| Tool symbol and name | Description |
|--|---|
| <i>Band X</i>  | X band of the plot |
| <i>Band Y</i>  | Y band of the plot |
|  | remove highlighted signatures from this list |
|  | add highlighted spectral signatures to <i>ROI & Signature list</i> (page 31) |
| <input checked="" type="checkbox"/> <i>Precision</i>  | use custom precision for calculation (precision should be selected according significant digits) : * 4 = 10^{-4} * 3 = 10^{-3} * 2 = 10^{-2} * 1 = 10^{-1} * 0 = 1 * -1 = 10^0 * -2 = 10^2 * -3 = 10^3 |
| <i>Calculate</i>  | calculate the scatter plot for the ROIs checked in the list |
|  | remove highlighted signatures from this list |
|  | add a temporary scatter plot to the list (as MC Name = tempScatter) and start the plot calculation of the last temporary ROI (see <i>Working toolbar (complete interface)</i> (page 36)) |

Avertissement : Using a precision value that is too high can result in slow calculation or failure.

Plot

Left click and hold inside the plot to **move** the view of the plot. Use the **mouse wheel** to **zoom in and out** the view of the plot. **Right click** and hold inside the plot to **zoom in a specific area** of the plot.

| Tool symbol and name | Description |
|---|--|
| <i>Colormap</i>   | select a colormap that is applied to highlighted scatter plots in the list when  is clicked ; if no scatter plot is highlighted then the colormap is applied to all the scatter plots |
|  | automatically fit the plot to data |
|  | save the plot image to file (available formats are .jpg, .png, and .pdf) |
| <i>x y</i> | display x y coordinates of mouse cursor inside the plot |

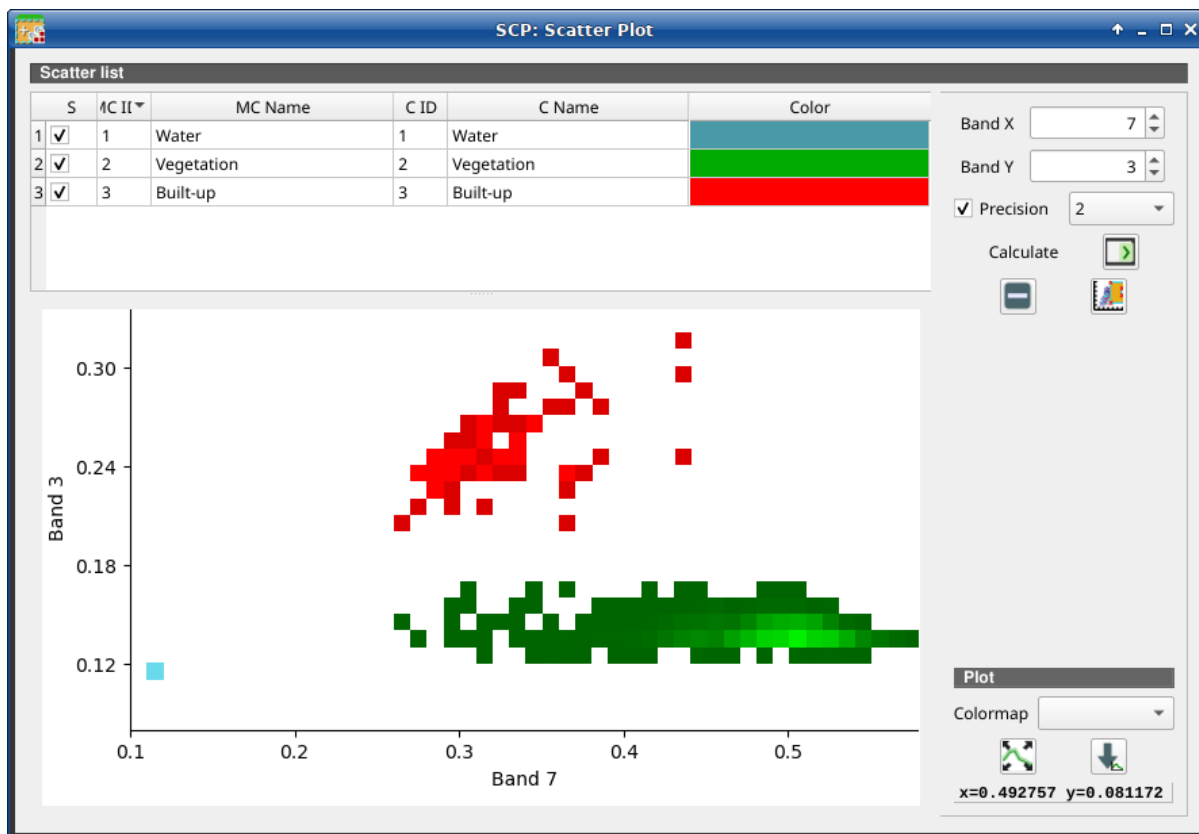
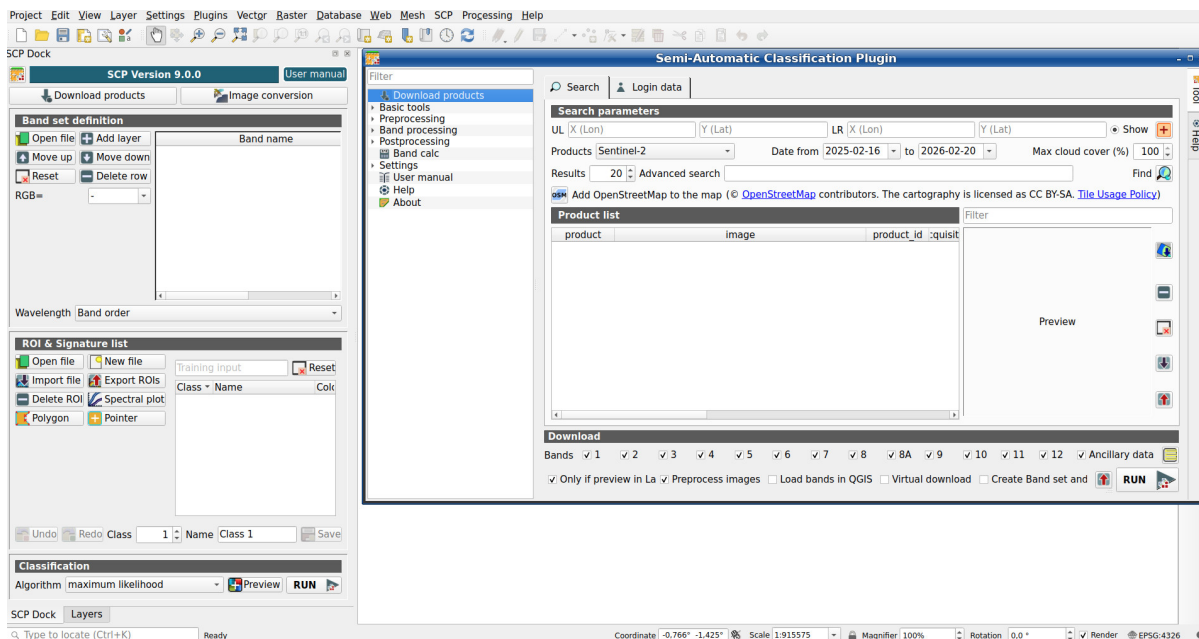


FIG. 63 – Example Scatter Plot

3.7 Integration in QGIS Processing

Several SCP tools can be accessed from the QGIS Processing Toolbox, and can be used to create models. The tools are available in the menu *Semi-Automatic Classification Plugin*.



The functions described in the following paragraphs use these conventions :

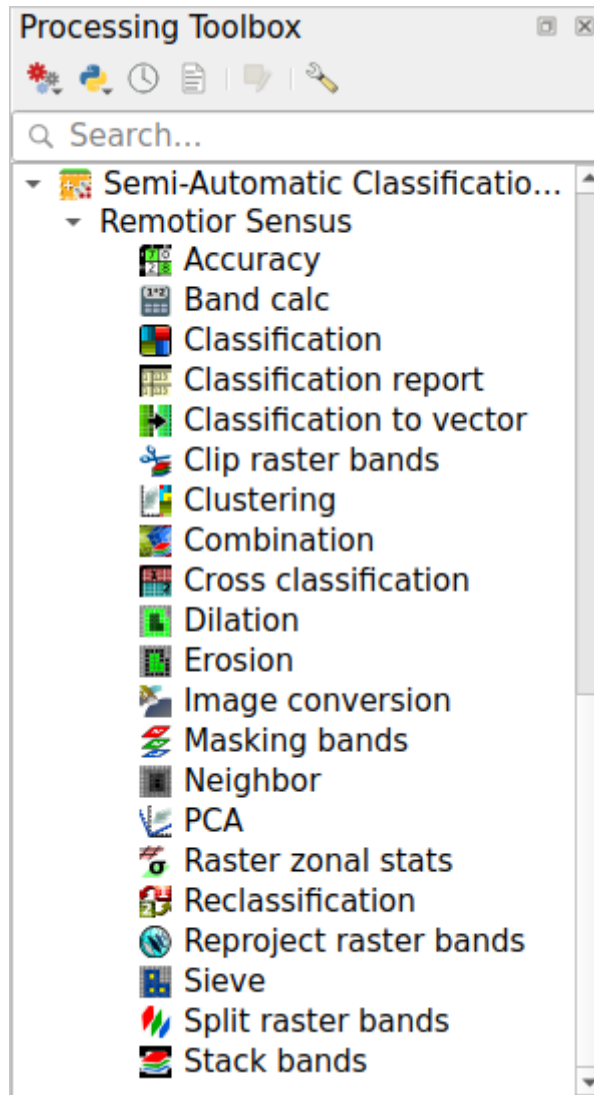











FIG. 64 – *Integration in QGIS Processing Toolbox*

| | |
|---|--|
|  | Input date |
|  | Input text |
|  | List |
|  | Input number |
|  | Optional |
|  | Configuration stored in the active project of QGIS |
|  | Configuration stored in QGIS registry |
|  | Slider |
|  | Table |

Brief Introduction to Remote Sensing

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 - *Spectral Indices* (page 152)
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 - *Radiance at the Sensor's Aperture* (page 154)
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- *Surface Reflectance* (page 155)
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- *Conversion to Temperature* (page 157)
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 - *Estimation of Land Surface Temperature* (page 158)
- *References* (page 159)

4.1 Basic Definitions

This chapter provides basic definitions about GIS and remote sensing.

4.1.1 GIS definition

There are several definitions of **GIS** (Geographic Information Systems), which is not simply a program. In general, GIS are systems that allow for the use of geographic information (data have spatial coordinates). In particular, GIS allow for the view, query, calculation and analysis of spatial data, which are mainly distinguished in raster or vector data structures. Vector is made of objects that can be points, lines or polygons, and each object can have one or more attribute values ; a raster is a grid (or image) where each cell has an attribute value (Fisher and Unwin, 2005). Several GIS applications use raster images that are derived from remote sensing.

4.1.2 Remote Sensing definition

A general definition of **Remote Sensing** is « the science and technology by which the characteristics of objects of interest can be identified, measured or analyzed the characteristics without direct contact » (JARS, 1993).

Usually, remote sensing is the measurement of the energy that is emanated from the Earth's surface. If the source of the measured energy is the sun, then it is called **passive remote sensing**, and the result of this measurement can be a digital image (Richards and Jia, 2006). If the measured energy is not emitted by the Sun but from the sensor platform then it is defined as **active remote sensing**, such as radar sensors which work in the microwave range (Richards and Jia, 2006).

The **electromagnetic spectrum** is « the system that classifies, according to wavelength, all energy (from short cosmic to long radio) that moves, harmonically, at the constant velocity of light » (NASA, 2013). Passive sensors measure energy from the optical regions of the electromagnetic spectrum : visible, near infrared (i.e. IR), short-wave IR, and thermal IR (see Figure *Electromagnetic-Spectrum* (page 131)).

The interaction between solar energy and materials depends on the wavelength ; solar energy goes from the Sun to the Earth and then to the sensor. Along this path, **solar energy** is (NASA, 2013) :

- **Transmitted** - The energy passes through with a change in velocity as determined by the index of refraction for the two media in question.
- **Absorbed** - The energy is given up to the object through electron or molecular reactions.
- **Reflected** - The energy is returned unchanged with the angle of incidence equal to the angle of reflection. Reflectance is the ratio of reflected energy to that incident on a body. The wavelength reflected (not absorbed) determines the color of an object.
- **Scattered** - The direction of energy propagation is randomly changed. Rayleigh and Mie scatter are the two most important types of scatter in the atmosphere.
- **Emitted** - Actually, the energy is first absorbed, then re-emitted, usually at longer wavelengths. The object heats up.

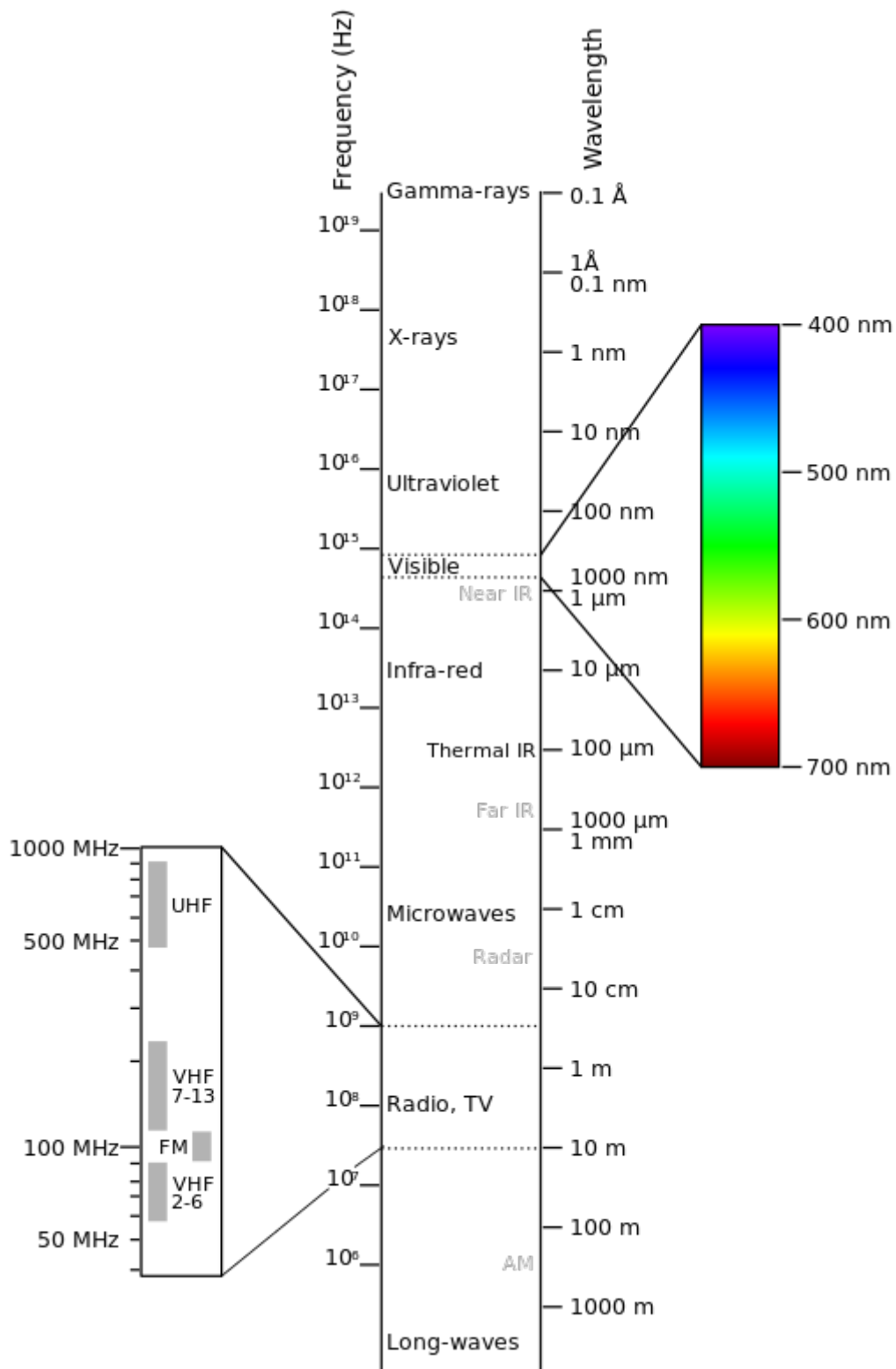


FIG. 1 – *Electromagnetic-Spectrum*

by Victor Blacus (SVG version of File:Electromagnetic-Spectrum.png)

[CC-BY-SA-3.0 (<http://creativecommons.org/licenses/by-sa/3.0/>)]

via Wikimedia Commons

<http://commons.wikimedia.org/wiki/File%3AElectromagnetic-Spectrum.svg>

4.1.3 Sensors

Sensors can be on board of airplanes or on board of satellites, measuring the electromagnetic radiation at specific ranges (usually called bands). As a result, the measures are quantized and converted into a digital image, where each picture elements (i.e. pixel) has a discrete value in units of Digital Number (DN) (NASA, 2013). The resulting images have different characteristics (resolutions) depending on the sensor. There are several kinds of **resolutions** :

- **Spatial resolution**, usually measured in pixel size, « is the resolving power of an instrument needed for the discrimination of features and is based on detector size, focal length, and sensor altitude » (NASA, 2013); spatial resolution is also referred to as geometric resolution or IFOV ;
- **Spectral resolution**, is the number and location in the electromagnetic spectrum (defined by two wavelengths) of the spectral bands (NASA, 2013) in multispectral sensors, for each band corresponds an image ;
- **Radiometric resolution**, usually measured in bits (binary digits), is the range of available brightness values, which in the image correspond to the maximum range of DNs ; for example an image with 8 bit resolution has 256 levels of brightness (Richards and Jia, 2006) ;
- For satellites sensors, there is also the **temporal resolution**, which is the time required for revisiting the same area of the Earth (NASA, 2013).

4.1.4 Radiance and Reflectance

Sensors measure the **radiance**, which corresponds to the brightness in a given direction toward the sensor ; it useful to define also the **reflectance** as the ratio of reflected versus total power energy.

4.1.5 Spectral Signature

The **spectral signature** is the reflectance as a function of wavelength (see Figure *Spectral Reflectance Curves of Four Different Targets* (page 132)); each material has a unique signature, therefore it can be used for material classification (NASA, 2013).

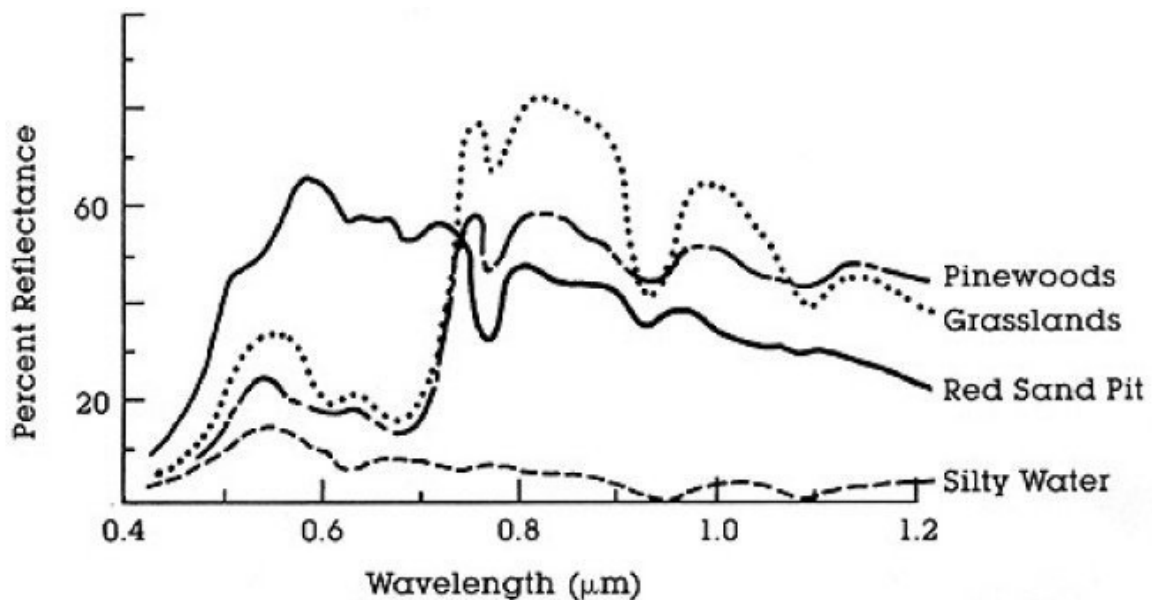


FIG. 2 – *Spectral Reflectance Curves of Four Different Targets*
(from NASA, 2013)

4.1.6 Land Cover

Land cover is the material at the ground, such as soil, vegetation, water, asphalt, etc. (Fisher and Unwin, 2005). Depending on the sensor resolutions, the number and kind of land cover classes that can be identified in the image can vary significantly.

4.2 Multispectral satellites

There are several satellites with different characteristics that acquire multispectral images of earth surface. The following satellites are particularly useful for land cover monitoring because images are provided for free and can be downloaded directly from *SCP*; data have been acquired for the past few decades and the archive is continuously growing with recent images.

4.2.1 Landsat Satellites

Landsat is a set of multispectral satellites developed by the NASA (National Aeronautics and Space Administration of USA), since the early 1970's.

Landsat images are very used for environmental research. The resolutions of Landsat 4 and Landsat 5 sensors are reported in the following table (from http://landsat.usgs.gov/band_designations_landsat_satellites.php); also, Landsat temporal resolution is 16 days (NASA, 2013).

Landsat 4 and Landsat 5 Bands

| Landsat 4, Landsat 5 Bands | Wavelength [micrometers] | Resolution [meters] |
|------------------------------|--------------------------|-----------------------|
| Band 1 - Blue | 0.45 - 0.52 | 30 |
| Band 2 - Green | 0.52 - 0.60 | 30 |
| Band 3 - Red | 0.63 - 0.69 | 30 |
| Band 4 - Near Infrared (NIR) | 0.76 - 0.90 | 30 |
| Band 5 - SWIR | 1.55 - 1.75 | 30 |
| Band 6 - Thermal Infrared | 10.40 - 12.50 | 120 (resampled to 30) |
| Band 7 - SWIR | 2.08 - 2.35 | 30 |

The resolutions of Landsat 7 sensor are reported in the following table (from http://landsat.usgs.gov/band_designations_landsat_satellites.php); also, Landsat temporal resolution is 16 days (NASA, 2013).

Landsat 7 Bands

| Landsat 7 Bands | Wavelength [micrometers] | Resolution [meters] |
|------------------------------|--------------------------|----------------------|
| Band 1 - Blue | 0.45 - 0.52 | 30 |
| Band 2 - Green | 0.52 - 0.60 | 30 |
| Band 3 - Red | 0.63 - 0.69 | 30 |
| Band 4 - Near Infrared (NIR) | 0.77 - 0.90 | 30 |
| Band 5 - SWIR | 1.57 - 1.75 | 30 |
| Band 6 - Thermal Infrared | 10.40 - 12.50 | 60 (resampled to 30) |
| Band 7 - SWIR | 2.09 - 2.35 | 30 |
| Band 8 - Panchromatic | 0.52 - 0.90 | 15 |

The resolutions of Landsat 8 sensor are reported in the following table (from http://landsat.usgs.gov/band_designations_landsat_satellites.php); also, Landsat temporal resolution is 16 days (NASA, 2013).

Landsat 8 Bands

| Landsat 8 Bands | Wavelength [micrometers] | Resolution [meters] |
|-------------------------------------|--------------------------|-----------------------|
| Band 1 - Coastal aerosol | 0.43 - 0.45 | 30 |
| Band 2 - Blue | 0.45 - 0.51 | 30 |
| Band 3 - Green | 0.53 - 0.59 | 30 |
| Band 4 - Red | 0.64 - 0.67 | 30 |
| Band 5 - Near Infrared (NIR) | 0.85 - 0.88 | 30 |
| Band 6 - SWIR 1 | 1.57 - 1.65 | 30 |
| Band 7 - SWIR 2 | 2.11 - 2.29 | 30 |
| Band 8 - Panchromatic | 0.50 - 0.68 | 15 |
| Band 9 - Cirrus | 1.36 - 1.38 | 30 |
| Band 10 - Thermal Infrared (TIRS) 1 | 10.60 - 11.19 | 100 (resampled to 30) |
| Band 11 - Thermal Infrared (TIRS) 2 | 11.50 - 12.51 | 100 (resampled to 30) |

A vast archive of images is freely available from the [U.S. Geological Survey](#) . For more information about how to freely download Landsat images read [this](#) .

Images are identified with the paths and rows of the WRS ([Worldwide Reference System for Landsat](#)).

4.2.2 Sentinel-2 Satellite

Sentinel-2 is a multispectral satellite developed by the European Space Agency (ESA) in the frame of [Copernicus](#) land monitoring services. Sentinel-2 acquires 13 spectral bands with the spatial resolution of 10m, 20m and 60m depending on the band, as illustrated in the following table (ESA, 2015).

Sentinel-2 Bands

| Sentinel-2 Bands | Central Wavelength [micrometers] | Resolution [meters] |
|-------------------------------|----------------------------------|---------------------|
| Band 1 - Coastal aerosol | 0.443 | 60 |
| Band 2 - Blue | 0.490 | 10 |
| Band 3 - Green | 0.560 | 10 |
| Band 4 - Red | 0.665 | 10 |
| Band 5 - Vegetation Red Edge | 0.705 | 20 |
| Band 6 - Vegetation Red Edge | 0.740 | 20 |
| Band 7 - Vegetation Red Edge | 0.783 | 20 |
| Band 8 - NIR | 0.842 | 10 |
| Band 8A - Vegetation Red Edge | 0.865 | 20 |
| Band 9 - Water vapour | 0.945 | 60 |
| Band 10 - SWIR - Cirrus | 1.375 | 60 |
| Band 11 - SWIR | 1.610 | 20 |
| Band 12 - SWIR | 2.190 | 20 |

Sentinel-2 images are freely available from the ESA website <https://scihub.copernicus.eu>.

4.2.3 Sentinel-3 Satellite

Sentinel-3 is a satellite developed by the European Space Agency (ESA) in the frame of [Copernicus](#) land monitoring services. It carries several instruments, in particular the Ocean and Land Colour Instrument (OLCI) is a push-broom imaging spectrometer acquiring 21 bands in the range 0.4-1.02 m with a swath width of 1,270km and 300m spatial resolution (ESA, 2013). The revisit time is about 2 days.

Sentinel-3 Bands

| Sentinel-3 Bands | Central Wavelength [micrometers] |
|------------------|----------------------------------|
| Oa1 | 0.400 |
| Oa2 | 0.4125 |
| Oa3 | 0.4425 |
| Oa4 | 0.490 |
| Oa5 | 0.510 |
| Oa6 | 0.560 |
| Oa7 | 0.620 |
| Oa8 | 0.665 |
| Oa9 | 0.67375 |
| Oa10 | 0.68125 |
| Oa11 | 0.70875 |
| Oa12 | 0.75375 |
| Oa13 | 0.76125 |
| Oa14 | 0.764375 |
| Oa15 | 0.7675 |
| Oa16 | 0.77875 |
| Oa17 | 0.865 |
| Oa18 | 0.885 |
| Oa19 | 0.900 |
| Oa20 | 0.940 |
| Oa21 | 1.020 |

4.2.4 ASTER Satellite

The **ASTER** (Advanced Spaceborne Thermal Emission and Reflection Radiometer) satellite was launched in 1999 by a collaboration between the Japanese Ministry of International Trade and Industry (MITI) and the NASA. ASTER has 14 bands whose spatial resolution varies with wavelength : 15m in the visible and near-infrared, 30m in the short wave infrared, and 90m in the thermal infrared (USGS, 2015). ASTER bands are illustrated in the following table (due to a sensor failure **SWIR data acquired since April 1, 2008 is not available**). An additional band 3B (backwardlooking near-infrared) provides stereo coverage.

ASTER Bands

| ASTER Bands | Wavelength [micrometers] | Resolution [meters] |
|-------------------------------|--------------------------|---------------------|
| Band 1 - Green | 0.52 - 0.60 | 15 |
| Band 2 - Red | 0.63 - 0.69 | 15 |
| Band 3N - Near Infrared (NIR) | 0.78 - 0.86 | 15 |
| Band 4 - SWIR 1 | 1.60 - 1.70 | 30 |
| Band 5 - SWIR 2 | 2.145 - 2.185 | 30 |
| Band 6 - SWIR 3 | 2.185 - 2.225 | 30 |
| Band 7 - SWIR 4 | 2.235 - 2.285 | 30 |
| Band 8 - SWIR 5 | 2.295 - 2.365 | 30 |
| Band 9 - SWIR 6 | 2.360 - 2.430 | 30 |
| Band 10 - TIR 1 | 8.125 - 8.475 | 90 |
| Band 11 - TIR 2 | 8.475 - 8.825 | 90 |
| Band 12 - TIR 3 | 8.925 - 9.275 | 90 |
| Band 13 - TIR 4 | 10.25 - 10.95 | 90 |
| Band 14 - TIR 5 | 10.95 - 11.65 | 90 |

4.2.5 MODIS Products

The **MODIS** (Moderate Resolution Imaging Spectroradiometer) is an instrument operating on the Terra and Aqua satellites launched by NASA in 1999 and 2002 respectively. Its temporal resolutions allows for viewing the entire Earth surface every one to two days, with a swath width of 2,330km. Its sensors measure 36 spectral bands at three spatial resolutions : 250m, 500m, and 1,000m (see https://lpdaac.usgs.gov/dataset_discovery/modis).

Several products are available, such as surface reflectance and vegetation indices. In this manual we are considering the surface reflectance bands available at 250m and 500m spatial resolution (Vermote, Roger, & Ray, 2015).

MODIS Bands

| MODIS Bands | Wavelength [micrometers] | Resolution [meters] |
|------------------------------|--------------------------|---------------------|
| Band 1 - Red | 0.62 - 0.67 | 250 - 500 |
| Band 2 - Near Infrared (NIR) | 0.841 - 0.876 | 250 - 500 |
| Band 3 - Blue | 0.459 - 0.479 | 500 |
| Band 4 - Green | 0.545 - 0.565 | 500 |
| Band 5 - SWIR 1 | 1.230 - 1.250 | 500 |
| Band 6 - SWIR 2 | 1.628 - 1.652 | 500 |
| Band 7 - SWIR 3 | 2.105 - 2.155 | 500 |

The following products (Version 6, see https://lpdaac.usgs.gov/dataset_discovery/modis/modis_products_table) are available for download (Vermote, Roger, & Ray, 2015) :

- MOD09GQ : daily reflectance at 250m spatial resolution from Terra MODIS ;
- MYD09GQ : daily reflectance at 250m spatial resolution from Aqua MODIS ;
- MOD09GA : daily reflectance at 500m spatial resolution from Terra MODIS ;
- MYD09GA : daily reflectance at 500m spatial resolution from Aqua MODIS ;
- MOD09Q1 : reflectance at 250m spatial resolution, which is a composite of MOD09GQ (each pixel contains the best possible observation during an 8-day period) ;
- MYD09Q1 : reflectance at 250m spatial resolution, which is a composite of MYD09GQ (each pixel contains the best possible observation during an 8-day period) ;
- MOD09A1 : reflectance at 250m spatial resolution, which is a composite of MOD09GA (each pixel contains the best possible observation during an 8-day period) ;
- MYD09A1 : reflectance at 250m spatial resolution, which is a composite of MYD09GA (each pixel contains the best possible observation during an 8-day period) ;

4.2.6 GOES Products

The **Geostationary Operational Environmental Satellite-R Series (GOES-R)** are geostationary satellites developed for weather monitoring by the National Oceanic and Atmospheric Administration (NOAA) and the NASA (NOAA, 2020).

GOES constellation is composed of **GOES-R** satellite (also known as GOES-16 that replaced GOES-13 on December 2017), and **GOES-S** satellite (also known as GOES-17, operational since February 2019). Other satellites (GOES-T and GOES-U) are planned to be launched in the future. For more information please visit <https://www.goes-r.gov/mission/mission.html> .

GOES geostationary satellites monitor continuously the same area, a very large portion of Earth surface with three geographic coverage regions : Full Disk, Continental United States (CONUS), and Mesoscale. In particular, Full Disk products have hemispheric coverage of 83° local zenith angle, and images are acquired every 5-15 minutes. GOES-16 monitors from 75.2 degrees west longitude, including America, the Atlantic Ocean, and the west coast of Africa. GOES-17 monitors from 137.2 degrees west longitude, including the Pacific Ocean.

GOES sensors include several spectral bands.

GOES Bands

| GOES Bands | Central Wavelength [micrometers] | Resolution [meters] |
|------------------------------|----------------------------------|---------------------|
| Band 1 - Blue | 0.47 | 1000 |
| Band 2 - Red | 0.64 | 500 |
| Band 3 - Near Infrared (NIR) | 0.87 | 1000 |
| Band 4 - SWIR - Cirrus | 1.38 | 2000 |
| Band 5 - SWIR | 1.61 | 1000 |
| Band 6 - SWIR | 2.25 | 2000 |

4.3 SAR satellites

Synthetic Aperture Radar (SAR) is a technique of active remote sensing that is the sensor platform emits microwaves in order to acquire images of the ground (Richards and Jia, 2006). In fact, the sensor platform emits the radiation (at a specific wavelength) and measures the magnitude and the phase of radiation that bounces back from the ground to the sensor.

Unlike passive sensors, SAR systems can work day and night and can penetrate clouds allowing for the monitoring of surface also with adverse meteorological conditions ; depending on the microwave wavelength, the radiation can penetrate different types of materials allowing for different applications (NASA, 2020).

The main SAR systems can be divided according to the wavelength as illustrated in the following table (NASA, 2020) :

Main SAR Bands

| Band | Wavelength [centimeters] | Application |
|------|--------------------------|---|
| X | 3.8 – 2.4 | High Resolution SAR, urban monitoring, ice and snow, little penetration into vegetation cover |
| C | 7.5 – 3.8 | global mapping, change detection, ice, low penetration into vegetation cover |
| S | 15 – 7.5 | global mapping, agriculture monitoring, medium penetration into vegetation cover |
| L | 30 – 15 | Medium resolution SAR, biomass and vegetation mapping, high penetration into vegetation cover |

Usually, SAR sensors can emit and measure different polarizations (i.e. orientation of the microwaves of the electric field), for instance vertical (i.e. polarization oriented in the vertical direction in antenna coordinates) and horizontal (i.e. polarization oriented in the horizontal direction in antenna coordinates) (ESA, 2020).

SAR systems can acquire in both ascending and descending orbits, however the acquired images are affected by the different acquisition geometries, which should be considered when mixing ascending and descending images.

Acquisitions are called *swaths* and usually they are composed of sub-swaths. With particular acquisition modes, the resolution of pixels along track (the side parallel to the flight direction) can be different than slant-range (the side perpendicular to the flight direction).

SAR phase information is used to perform interferometry (also InSAR) to measure the distance from the sensor to the target (NASA, 2020).

For more information, please read the [ESA introduction to SAR](#) and the [NASA definition of SAR](#) .

4.3.1 Sentinel-1 Satellites

Sentinel-1 is a Copernicus mission of satellites that operate at C-band to provide SAR imagery at medium resolution (about 10m).

The Sentinel-1 constellation provides high revisit time (about 5 days), a wide swath (250 km), and acquires images in different operational modes. The primary operation mode on land is the Interferometric Wide swath (IW), which is data is acquired in three swaths using the Terrain Observation with Progressive Scanning SAR (TOPSAR) imaging technique (ESA, 2020b).

The Level-1 products systematically delivered by Copernicus are Single Look Complex (SLC, data comprising complex imagery with amplitude and phase) and **Ground Range Detected** (GRD, Level-1 data with multi-looked intensity only).

Sentinel-1 supports dual polarization, which are horizontal (H) or vertical (V); VV and VH polarimetric channels are available to classify and analyze land cover such as built-up areas or vegetation.

4.4 Land Cover Classification

This chapter provides basic definitions about land cover classifications.

4.4.1 Supervised Classification

A **semi-automatic classification** (also supervised classification) is an image processing technique that allows for the identification of materials in an image, according to their spectral signatures. There are several kinds of classification algorithms, but the general purpose is to produce a thematic map of the land cover.

Image processing and GIS spatial analyses require specific software such as the Semi-Automatic Classification Plugin for QGIS.

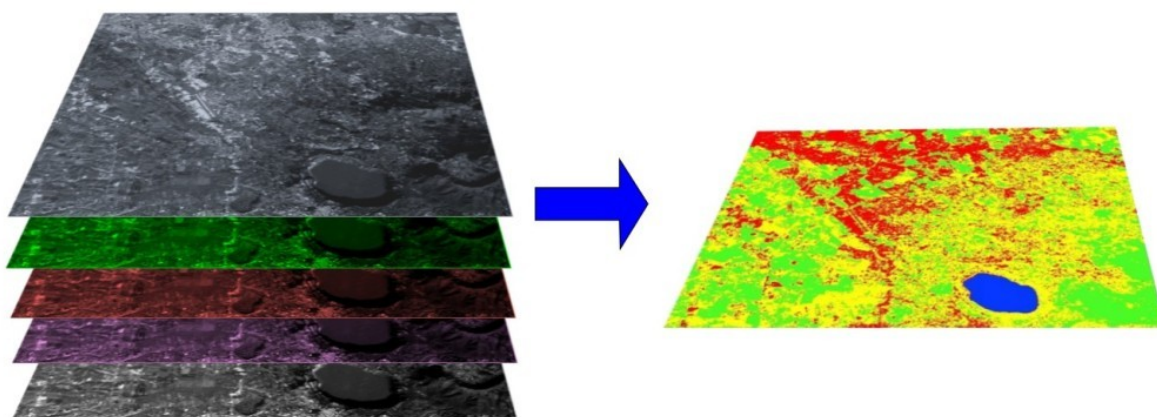


FIG. 3 – A multispectral image processed to produce a land cover classification
(Landsat image provided by USGS)

4.4.2 Color Composite

Often, a combination is created of three individual monochrome images, in which each is assigned a given color; this is defined **color composite** and is useful for photo interpretation (NASA, 2013). Color composites are usually expressed as :

« $R\ G\ B = B_r\ B_g\ B_b$ »

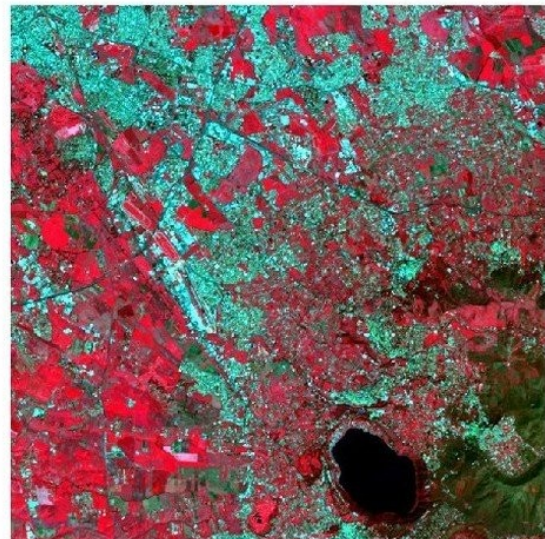
where :

- R stands for Red ;
- G stands for Green ;
- B stands for Blue ;
- B_r is the band number associated to the Red color ;
- B_g is the band number associated to the Green color ;
- B_b is the band number associated to the Blue color.

The following Figure *Color composite of a Landsat 8 image* (page 139) shows a color composite « $R\ G\ B = 4\ 3\ 2$ » of a Landsat 8 image (for Landsat 7 the same color composite is $R\ G\ B = 3\ 2\ 1$; for Sentinel-2 is $R\ G\ B = 4\ 3\ 2$) and a color composite « $R\ G\ B = 5\ 4\ 3$ » (for Landsat 7 the same color composite is $R\ G\ B = 4\ 3\ 2$; for Sentinel-2 is $R\ G\ B = 8\ 4\ 3$). The composite « $R\ G\ B = 5\ 4\ 3$ » is useful for the interpretation of the image because vegetation pixels appear red (healthy vegetation reflects a large part of the incident light in the near-infrared wavelength, resulting in higher reflectance values for band 5, thus higher values for the associated color red).



RGB = 432



RGB = 543

FIG. 4 – *Color composite of a Landsat 8 image*
Data available from the U.S. Geological Survey

4.4.3 Training Areas

Usually, supervised classifications require the user to select one or more Regions of Interest (ROIs, also Training Areas) for each land cover class identified in the image. **ROIs** are polygons drawn over homogeneous areas of the image that overlay pixels belonging to the same land cover class.

Region Growing Algorithm

The Region Growing Algorithm allows to select pixels similar to a seed one, considering the **spectral similarity** (i.e. spectral distance) of adjacent pixels. In *SCP* the Region Growing Algorithm is available for the training area creation. The parameter **distance** is related to the similarity of pixel values (the lower the value, the more similar are selected pixels) to the seed one (i.e. selected clicking on a pixel). An additional parameter is the **maximum width**, which is the side length of a square, centred at the seed pixel, which inscribes the training area (if all the pixels had the same value, the training area would be this square). The **minimum size** is used as a constraint (for every single band), selecting at least the pixels that are more similar to the seed one until the number of selected pixels equals the minimum size.

In figure *Region growing example* (page 140) the central pixel is used as seed (image a) for the region growing of one band (image b) with the parameter spectral distance = 0.1 ; similar pixels are selected to create the training area (image c and image d).

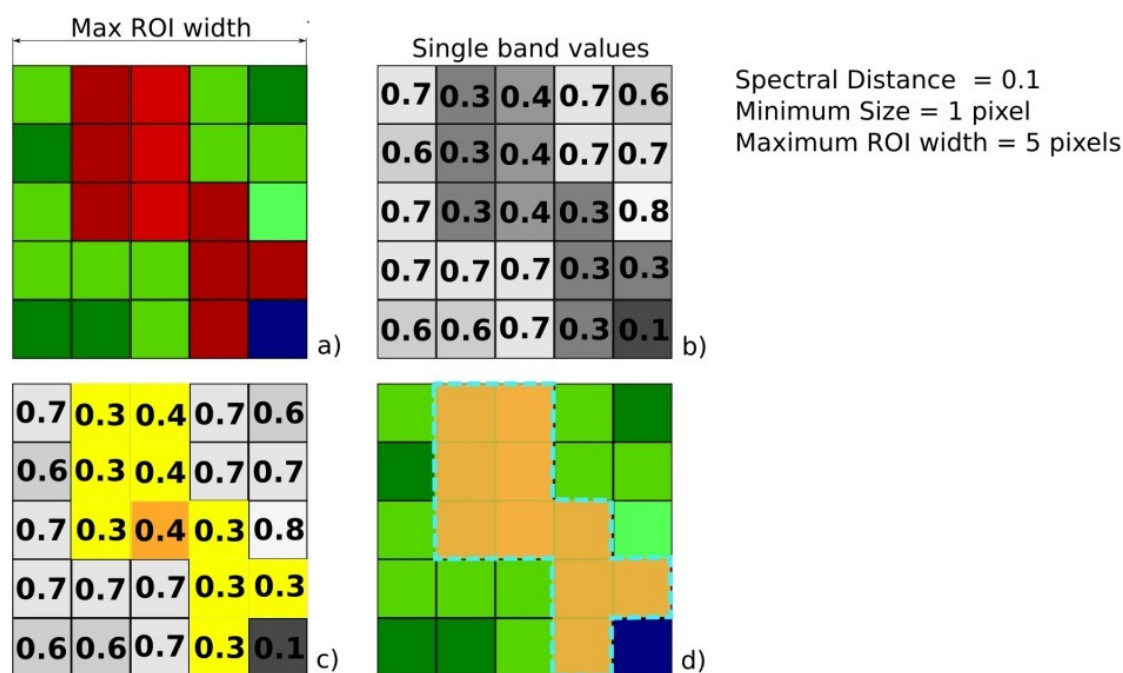


FIG. 5 – Region growing example

4.4.4 Classes and Macroclasses

Land cover classes are identified with an arbitrary ID code (i.e. Identifier). *SCP* allows for the definition of **Macroclass ID** (i.e. MC ID) and **Class ID** (i.e. C ID), which are the identification codes of land cover classes. A **Macroclass** is a group of ROIs having different Class ID, which is useful when one needs to classify materials that have different spectral signatures in the same land cover class. For instance, one can identify grass (e.g. ID class = 1 and Macroclass ID = 1) and trees (e.g. ID class = 2 and Macroclass ID = 1) as vegetation class (e.g. Macroclass ID = 1). Multiple Class IDs can be assigned to the same Macroclass ID, but the same Class ID cannot be assigned to multiple Macroclass IDs, as shown in the following table.

Example of Macroclasses

| Macroclass name | Macroclass ID | Class name | Class ID |
|-----------------|---------------|------------|----------|
| Vegetation | 1 | Grass | 1 |
| Vegetation | 1 | Trees | 2 |
| Built-up | 2 | Buildings | 3 |
| Built-up | 2 | Roads | 4 |

Therefore, Classes are subsets of a Macroclass as illustrated in Figure *Macroclass example* (page 141).

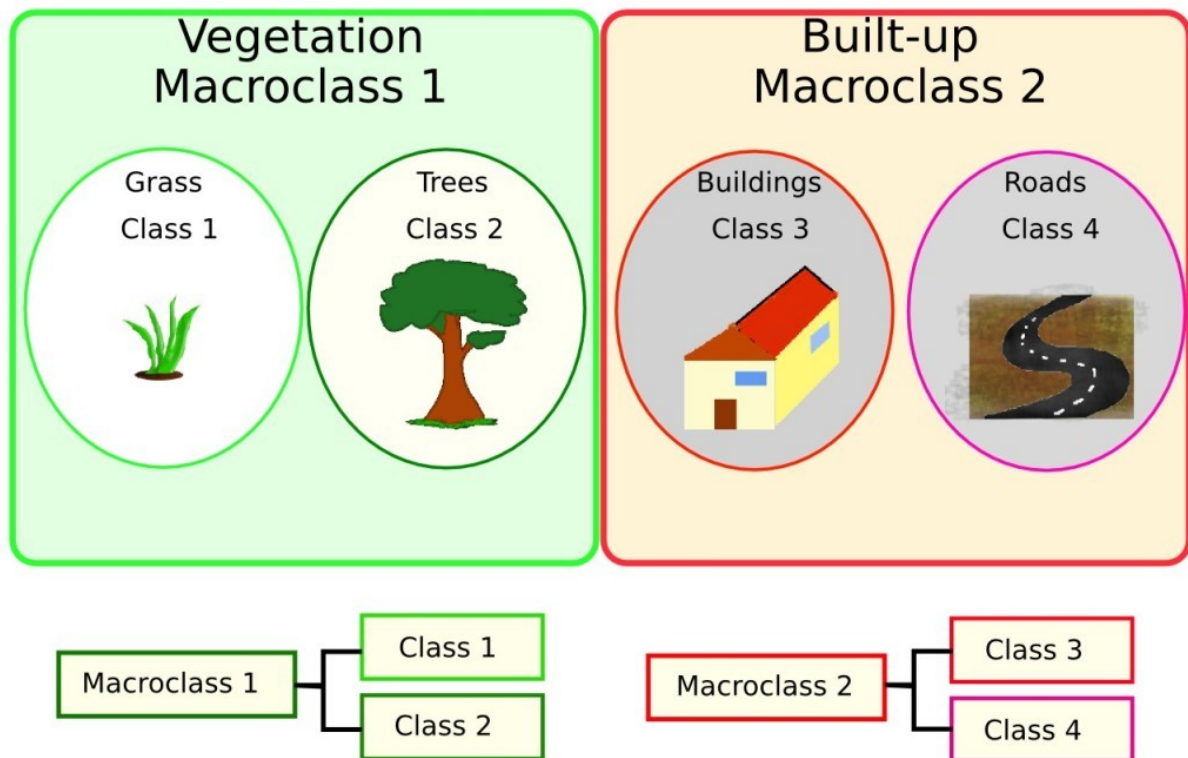


FIG. 6 – *Macroclass example*

If the use of Macroclass is not required for the study purpose, then the same Macroclass ID can be defined for all the ROIs (e.g. Macroclass ID = 1) and Macroclass values are ignored in the classification process.

4.4.5 Classification Algorithms

The **spectral signatures** (spectral characteristics) of reference land cover classes are calculated considering the values of pixels under each ROI having the same Class ID (or Macroclass ID). Therefore, the classification algorithm classifies the whole image by comparing the spectral characteristics of each pixel to the spectral characteristics of reference land cover classes. *SCP* implements the following classification algorithms.

Minimum Distance

Minimum Distance algorithm calculates the Euclidean distance $d(x, y)$ between spectral signatures of image pixels and training spectral signatures, according to the following equation :

$$d(x, y) = \sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$

where :

- x = spectral signature vector of an image pixel ;
- y = spectral signature vector of a training area ;
- n = number of image bands.

Therefore, the distance is calculated for every pixel in the image, assigning the class of the spectral signature that is closer, according to the following discriminant function (adapted from Richards and Jia, 2006) :

$$x \in C_k \iff d(x, y_k) < d(x, y_j) \forall k \neq j$$

where :

- C_k = land cover class k ;
- y_k = spectral signature of class k ;
- y_j = spectral signature of class j .

It is possible to define a threshold T_i in order to exclude pixels below this value from the classification :

$$x \in C_k \iff d(x, y_k) < d(x, y_j) \forall k \neq j$$

and

$$d(x, y_k) < T_i$$

Maximum Likelihood

Maximum Likelihood algorithm calculates the probability distributions for the classes, related to Bayes' theorem, estimating if a pixel belongs to a land cover class. In particular, the probability distributions for the classes are assumed the of form of multivariate normal models (Richards & Jia, 2006). In order to use this algorithm, a sufficient number of pixels is required for each training area allowing for the calculation of the covariance matrix. The discriminant function, described by Richards and Jia (2006), is calculated for every pixel as :

$$g_k(x) = \ln p(C_k) - \frac{1}{2} \ln |\Sigma_k| - \frac{1}{2} (x - y_k)^t \Sigma_k^{-1} (x - y_k)$$

where :

- C_k = land cover class k ;
- x = spectral signature vector of a image pixel ;
- $p(C_k)$ = probability that the correct class is C_k ;
- $|\Sigma_k|$ = determinant of the covariance matrix of the data in class C_k ;
- Σ_k^{-1} = inverse of the covariance matrix ;
- y_k = spectral signature vector of class k .

Therefore :

$$x \in C_k \iff g_k(x) > g_j(x) \forall k \neq j$$

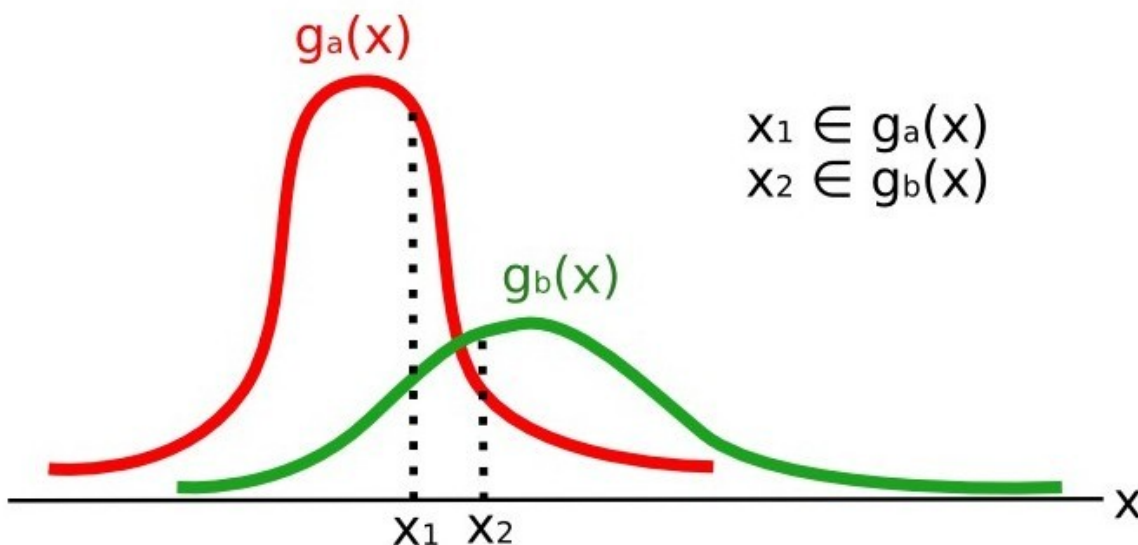


FIG. 7 – Maximum Likelihood example

In addition, it is possible to define a threshold to the discriminant function in order to exclude pixels below this value from the classification. Considering a threshold T_i the classification condition becomes :

$$x \in C_k \iff g_k(x) > g_j(x) \forall k \neq j$$

and

$$g_k(x) > T_i$$

Maximum likelihood is one of the most common supervised classifications, however the classification process can be slower than *Minimum Distance* (page 141).

Spectral Angle Mapping

The Spectral Angle Mapping calculates the spectral angle between spectral signatures of image pixels and training spectral signatures. The spectral angle θ is defined as (Kruse et al., 1993) :

$$\theta(x, y) = \cos^{-1} \left(\frac{\sum_{i=1}^n x_i y_i}{(\sum_{i=1}^n x_i^2)^{\frac{1}{2}} * (\sum_{i=1}^n y_i^2)^{\frac{1}{2}}} \right)$$

Where :

- x = spectral signature vector of an image pixel;
- y = spectral signature vector of a training area;
- n = number of image bands.

Therefore a pixel belongs to the class having the lowest angle, that is :

$$x \in C_k \iff \theta(x, y_k) < \theta(x, y_j) \forall k \neq j$$

where :

- C_k = land cover class k ;
- y_k = spectral signature of class k ;
- y_j = spectral signature of class j .

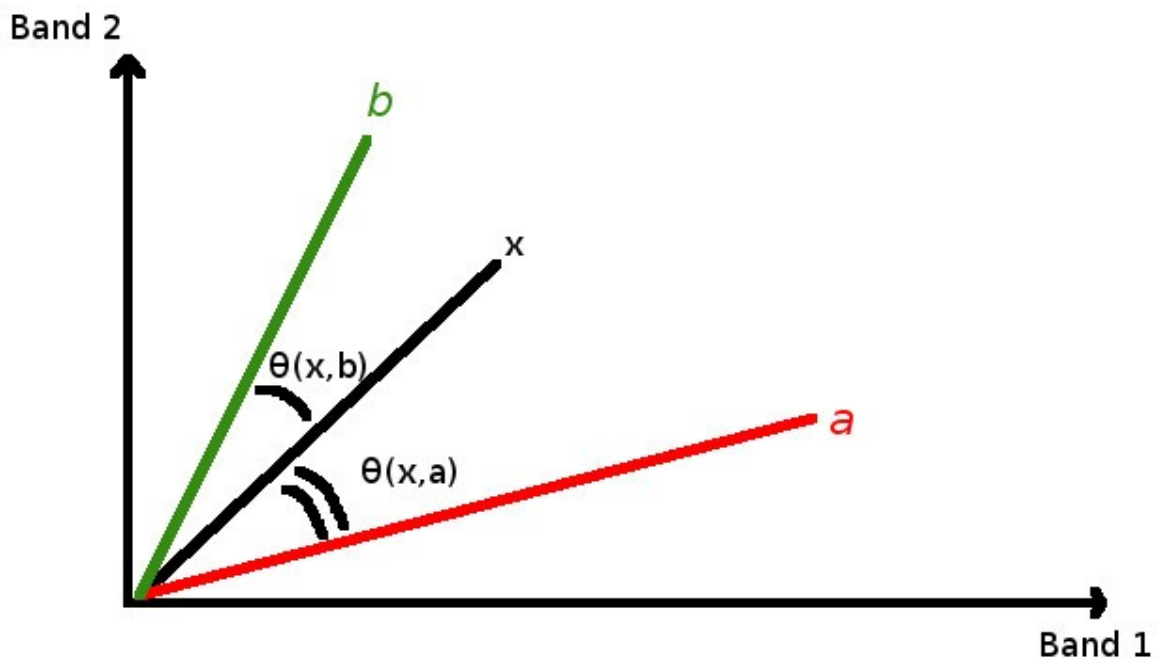


FIG. 8 – Spectral Angle Mapping example

In order to exclude pixels below this value from the classification it is possible to define a threshold T_i :

$$x \in C_k \iff \theta(x, y_k) < \theta(x, y_j) \forall k \neq j$$

and

$$\theta(x, y_k) < T_i$$

Spectral Angle Mapping is largely used, especially with hyperspectral data.

Parallelepiped Classification

Parallelepiped classification is an algorithm that considers a range of values for each band, forming a multidimensional parallelepiped that defines a land cover class. A pixel is classified if the values thereof are inside a parallelepiped. One of the major drawbacks is that pixels whose signatures lie in the overlapping area of two or more parallelepipeds cannot be classified (Richards and Jia, 2006).

Land Cover Signature Classification

This classification allows for the definition of spectral thresholds for each training input signature (a minimum value and a maximum value for each band). The thresholds of each training input signature define a spectral region belonging to a certain land cover class.

Spectral signatures of image pixels are compared to the training spectral signatures ; a pixel belongs to class **X** if pixel spectral signature is completely contained in the spectral region defined by class **X**. In case of pixels falling inside overlapping regions or outside any spectral region, it is possible to use additional classification algorithms (i.e. *Minimum Distance* (page 141), *Maximum Likelihood* (page 142), *Spectral Angle Mapping* (page 143)) considering the spectral characteristics of the original input signature.

In the following image, a scheme illustrates the *Land Cover Signature Classification* for a simple case of two spectral bands x and y . User defined spectral regions define three classes (g_a , g_b , and g_c). Point p_1 belongs to class g_a and point p_2 belongs to class g_b . However, point p_3 is inside the spectral regions of both classes g_b and g_c (overlapping regions) ; in this case, point p_3 will be unclassified or classified according to an additional classification algorithm. Point p_4 is outside any spectral region, therefore it will be unclassified or classified according to an additional classification algorithm. Given that point p_4 belongs to class g_c , the spectral region thereof could be extended to include point p_4 .

This is similar to *Parallelepiped Classification* (page 144), with the exception that spectral regions are defined by user, and can be assigned independently for the upper and lower bounds. One can imagine spectral regions as the set of all the spectral signatures of pixels belonging to one class.

In figure *Plot of spectral ranges* (page 145) the spectral ranges of three classes (g_a , g_b , and g_c) are displayed ; the colored lines inside the ranges (i.e. semi-transparent area) represent the spectral signatures of pixels that defined the upper and lower bounds of the respective ranges. Pixel p_1 (dotted line) belongs to class g_b because the spectral signature thereof is completely inside the range of class g_b (in the upper limit) ; pixel p_2 (dashed line) is unclassified because the spectral signature does not fall completely inside any range ; pixel p_3 (dotted line) belongs to class g_a .

It is worth noticing that these spectral thresholds can be applied to any spectral signature, regardless of spectral characteristics thereof ; this function can be very useful for separating similar spectral signatures that differ only in one band, defining thresholds that include or exclude specific signatures. In fact, classes are correctly separated if the spectral ranges thereof are not overlapping at least in one band. Of course, even if spectral regions are overlapping, chances are that no pixel will fall inside the overlapping region and be misclassified ; which is the upper (or lower) bound of a range do not imply the existence, in the image, of any spectral signature having the maximum (or minimum) range values for all the bands (for instance pixel p_1 of figure *Plot of spectral ranges* (page 145) could not exist).

One of the main benefit of the *Land Cover Signature Classification* is that it is possible to select pixels and include the signature thereof in a spectral range ; therefore, the classification should be the direct representation of the class expected for every spectral signature. This is very suitable for the classification of a single land cover class (defined by specific spectral thresholds), and leave unclassified the rest of the image that is of no interest for the purpose of the classification.

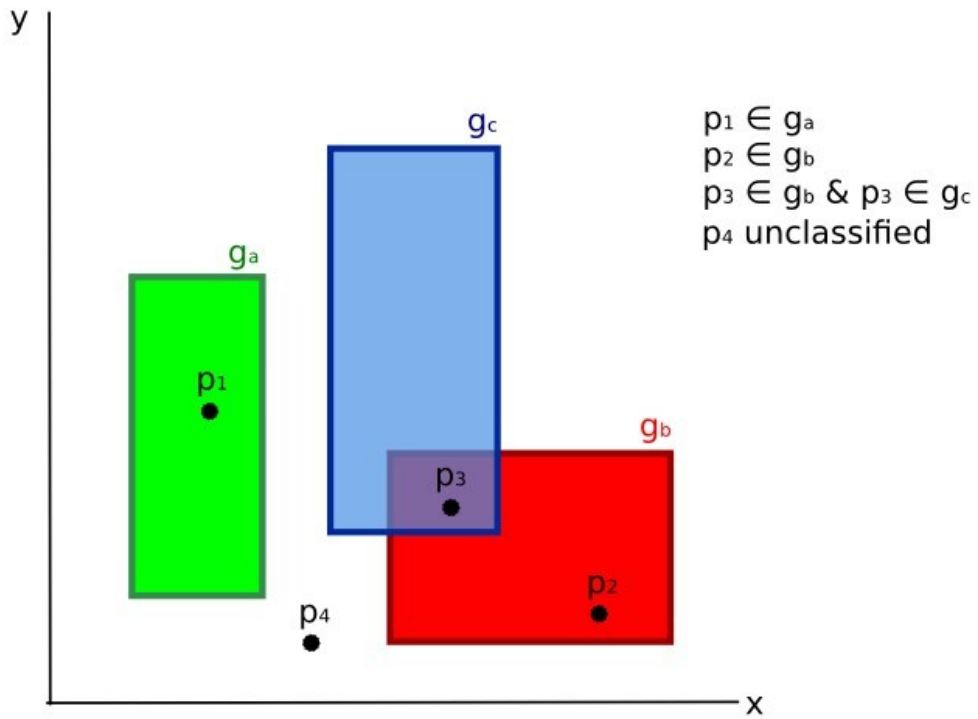


FIG. 9 – Land cover signature classification

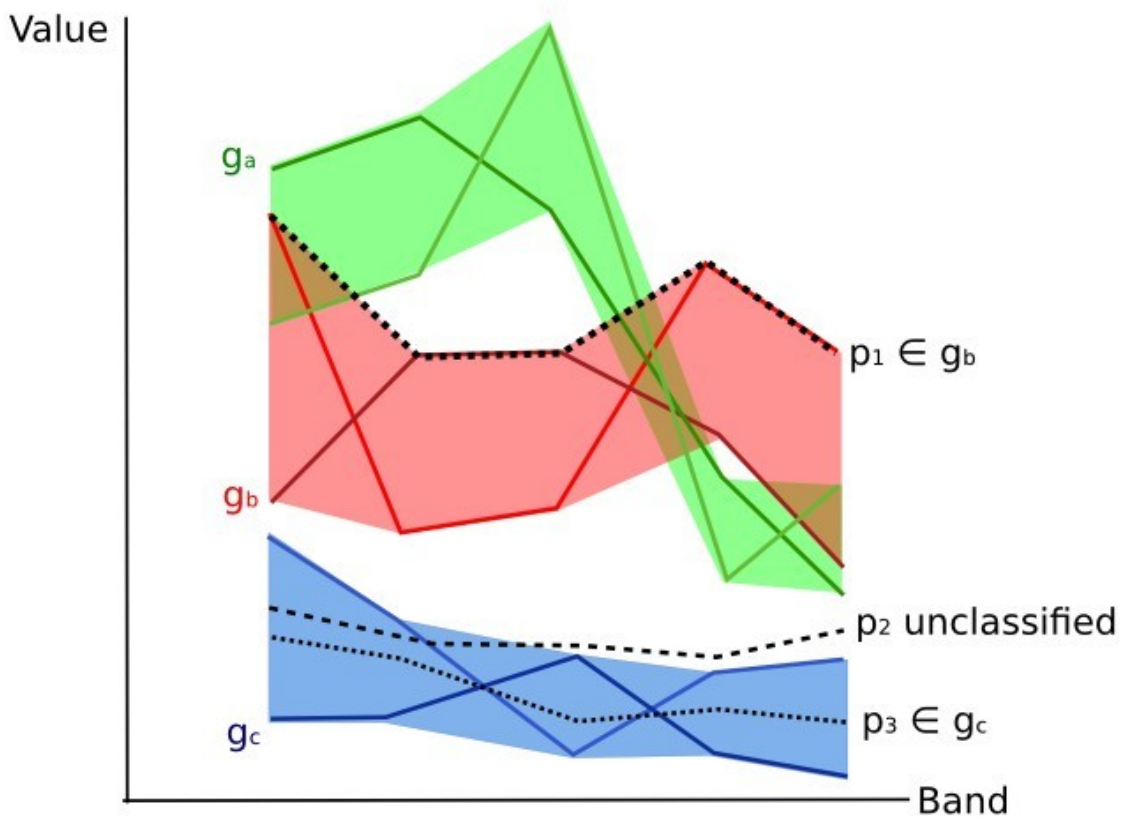


FIG. 10 – Plot of spectral ranges

Algorithm raster

An algorithm raster represents the « distance » (according to the definition of the classification algorithm) of an image pixel to a specific spectral signature.

In general, an algorithm raster is produced for every spectral signature used as training input. The value of every pixel is the result of the algorithm calculation for a specific spectral signature. Therefore, a pixel belongs to class X if the value of the algorithm raster corresponding to class X is the lowest in case of *Minimum Distance* (page 141) or *Spectral Angle Mapping* (page 143) (or highest in case of *Maximum Likelihood* (page 142)).

Given a classification, a combination of algorithm rasters can be produced, in order to create a raster with the lowest « distances » (i.e. pixels have the value of the algorithm raster corresponding to the class they belong in the classification). Therefore, this raster can be useful to identify pixels that require the collection of more similar spectral signatures (see *Classification preview* (page 39)).

4.4.6 Machine Learning

Machine Learning is a broad set of classification techniques that aim to build mathematical models based on training data.

In general, Machine Learning algorithms split the data in (ESA, 2019) :

- Training Dataset : the sample data used to fit the model ;
- Validation Dataset : the sample data used to tune the model parameters to fit on the training dataset ;
- Test Dataset : the sample data used to provide an evaluation of the final model ;

Usually, the training and model evaluation are performed iteratively.

Random Forest

Random Forest is a particular machine learning technique, based on the iterative and random creation of decision trees (i.e. a set of rules and conditions that define a class).

First, the input features should be defined, which can be spectral bands or ancillary rasters. *Training Areas* (page 139) should be created to define the classes used for training the model.

Random Forest calculates several random decision trees, based on the following parameters :

- number of training samples : is the number of training data (pixels) randomly used to train the model ; it should be set lower than total training input pixels ;
- number of trees : is the number of decision trees ; the more the number of trees, the more is the model accuracy, but it also increases the calculation time.

For instance, a decision tree could be defined as :

- class 1 = band 1 > 0.1 → band 2 < 0.3 → band 3 > 0.4
- class 2 = band 1 > 0.4 → band 2 > 0.6 → band 3 < 0.1
- class 3 = band 1 < 0.7 → band 2 > 0.1 → band 3 < 0.5

Random Forest creates several decision trees randomly. Usually, the **Gini coefficient** is calculated to split the trees. Therefore, a model based on the decision trees is created and used to classify all the pixels.

A pixel is classified according to the majority vote of decision trees, for example a pixel is classified as class 1 if most decision trees evaluated it as class 1. Also, a confidence layer is produced, which measures the uncertainty of the model based on training data.

Random Forest can be used to evaluate the importance of input features, according to the contribution thereof to the model.

Multi-Layer Perceptron

Multi-Layer Perceptron is a supervised classification algorithm that is based on the definition of an artificial neural network. A Multi-Layer Perceptron is made of an input layer, one or more hidden layers (made of a defined number of neurons that are fully connected by non-linear activation functions), and the output layer (also read this [documentation](#))

Several parameters can be defined as described [here](#)

Support Vector Machine

Support Vector Machine is a supervised classification algorithm that is based on the calculation of hyperplanes in order to separate input data values.

Several parameters can be defined as described at this [link](#)

Pretrained models

Pretrained models are machine learning or deep learning models that are trained in order to provide a tool useful for the classification process. Pretrained models can be trained for specific classes or trained on broad data such as [foundation models](#).

Foundation models are usually the result of [self-supervised learning](#) that don't require training data.

Usually, pretrained models are trained for specific classes that can be used directly for classification of input data, resulting in a classification output (for example, a pretrained model can classify a Landsat image using the classes Water, Soil, Built-up, Vegetation). Foundation models can be used in different ways, for example adapted to a specific use case by training with additional data.

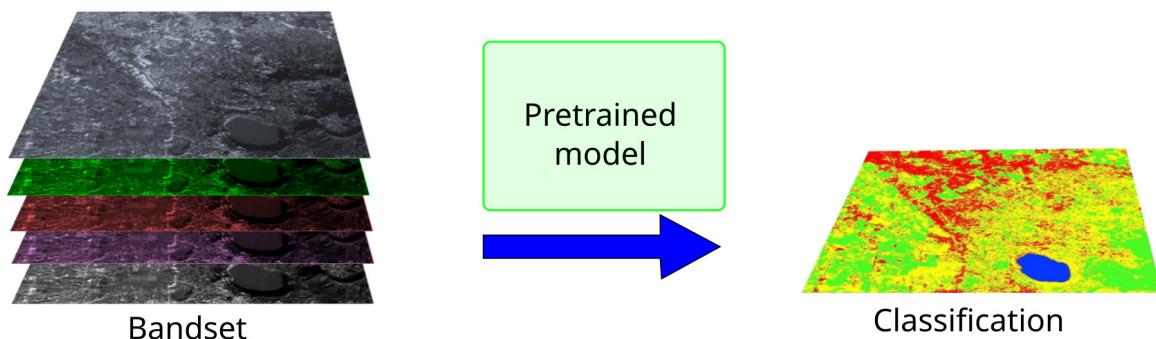


FIG. 11 – Classification using a pretrained model

In addition, models can be used to produce [embeddings](#), which are vectors that can be used as input to train a supervised classification model such as *Random Forest* (page 146). For example, a Sentinel-2 image with 10 bands can be processed using a foundation model to produce embeddings at n dimension (for instance of size 128, thus enriching the information at pixel level), and then train a supervised classification algorithm on these embeddings.

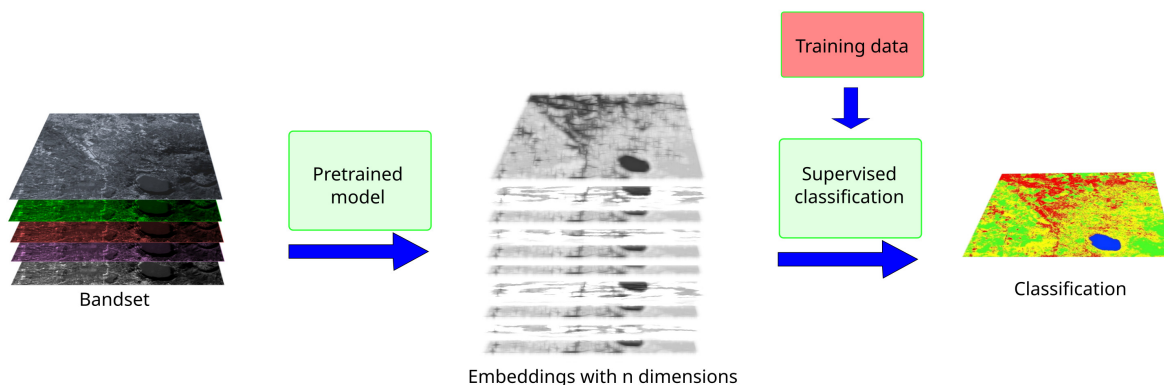


FIG. 12 – Classification using pretrained model embeddings

4.4.7 Spectral Distance

It is useful to evaluate the spectral distance (or separability) between training signatures or pixels, in order to assess if different classes that are too similar could cause classification errors. The *SCP* implements the following algorithms for assessing similarity of spectral signatures.

Jeffries-Matusita Distance

Jeffries-Matusita Distance calculates the separability of a pair of probability distributions. This can be particularly meaningful for evaluating the results of *Maximum Likelihood* (page 142) classifications.

The Jeffries-Matusita Distance J_{xy} is calculated as (Richards and Jia, 2006) :

$$J_{xy} = 2(1 - e^{-B})$$

where :

$$B = \frac{1}{8}(x - y)^t \left(\frac{\Sigma_x + \Sigma_y}{2} \right)^{-1} (x - y) + \frac{1}{2} \ln \left(\frac{|\frac{\Sigma_x + \Sigma_y}{2}|}{|\Sigma_x|^{\frac{1}{2}} |\Sigma_y|^{\frac{1}{2}}} \right)$$

where :

- x = first spectral signature vector ;
- y = second spectral signature vector ;
- Σ_x = covariance matrix of sample x ;
- Σ_y = covariance matrix of sample y ;

The Jeffries-Matusita Distance is asymptotic to 2 when signatures are completely different, and tends to 0 when signatures are identical.

Spectral Angle

The Spectral Angle is the most appropriate for assessing the *Spectral Angle Mapping* (page 143) algorithm. The spectral angle θ is defined as (Kruse et al., 1993) :

$$\theta(x, y) = \cos^{-1} \left(\frac{\sum_{i=1}^n x_i y_i}{\left(\sum_{i=1}^n x_i^2 \right)^{\frac{1}{2}} * \left(\sum_{i=1}^n y_i^2 \right)^{\frac{1}{2}}} \right)$$

Where :

- x = spectral signature vector of an image pixel ;
- y = spectral signature vector of a training area ;
- n = number of image bands.

Spectral angle goes from 0 when signatures are identical to 90 when signatures are completely different.

Euclidean Distance

The Euclidean Distance is particularly useful for the evaluating the result of *Minimum Distance* (page 141) classifications. In fact, the distance is defined as :

$$d(x, y) = \sqrt{\sum_{i=1}^n (x_i - y_i)^2}$$

where :

- x = first spectral signature vector ;
- y = second spectral signature vector ;
- n = number of image bands.

The Euclidean Distance is 0 when signatures are identical and tends to increase according to the spectral distance of signatures.

Bray-Curtis Similarity

The Bray-Curtis Similarity is a statistic used for assessing the relationship between two samples ([read this](#)). It is useful in general for assessing the similarity of spectral signatures, and Bray-Curtis Similarity $S(x, y)$ is calculated as :

$$S(x, y) = 100 - \left(\frac{\sum_{i=1}^n |(x_i - y_i)|}{\sum_{i=1}^n x_i + \sum_{i=1}^n y_i} \right) * 100$$

where :

- x = first spectral signature vector ;
- y = second spectral signature vector ;
- n = number of image bands.

The Bray-Curtis similarity is calculated as percentage and ranges from 0 when signatures are completely different to 100 when spectral signatures are identical.

4.4.8 Classification Result

The result of the classification process is a raster (see an example of Landsat classification in Figure [Landsat classification](#) (page 149)), where pixel values correspond to class IDs and each color represent a land cover class.

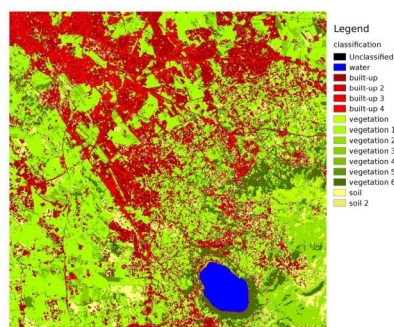


FIG. 13 – *Landsat classification*
Data available from the U.S. Geological Survey

A certain amount of errors can occur in the land cover classification (i.e. pixels assigned to a wrong land cover class), due to spectral similarity of classes, or wrong class definition during the ROI collection.

4.4.9 Accuracy Assessment

After the classification process, it is useful to assess the accuracy of land cover classification, in order to identify and measure map errors. Usually, **accuracy assessment** is performed with the calculation of an error matrix, which is a table that compares map information with reference data (i.e. ground truth data) for a number of sample areas (Congalton and Green, 2009).

The following table is a scheme of error matrix, where k is the number of classes identified in the land cover classification, and n is the total number of collected sample units. The items in the major diagonal (a_{ii}) are the number of samples correctly identified, while the other items are classification error.

Scheme of Error Matrix

| | Ground truth 1 | Ground truth 2 | ... | Ground truth k | Total |
|---------|----------------|----------------|-----|----------------|----------|
| Class 1 | a_{11} | a_{12} | ... | a_{1k} | a_{1+} |
| Class 2 | a_{21} | a_{22} | ... | a_{2k} | a_{2+} |
| ... | ... | ... | ... | ... | ... |
| Class k | a_{k1} | a_{k2} | ... | a_{kk} | a_{k+} |
| Total | a_{+1} | a_{+2} | ... | a_{+k} | n |

Therefore, it is possible to calculate the overall accuracy as the ratio between the number of samples that are correctly classified (the sum of the major diagonal), and the total number of sample units n (Congalton and Green, 2009).

The overall accuracy (also expressed in percentage) is defined as :

$$O = \sum_{i=1}^k a_{ii}/n$$

The user's accuracy for each class is defined as the ratio (also expressed in percentage) between correct samples and the row total :

$$U_i = a_{ii}/a_{i+}$$

The commission error $CE_i = 1 - U_i$ corresponds to pixels classified as class i that actually belong to a different class.

The producer's accuracy for each class is calculated as the ratio (also expressed in percentage) between correct samples and the column total :

$$P_i = a_{ii}/a_{+i}$$

The omission error $OE_i = 1 - P_i$ corresponds to pixels actually belonging to class i that were classified erroneously as a different class.

It is recommended to calculate the area based error matrix (Olofsson et al., 2014) where each element represents the estimated area proportion of each class. This allows for estimating the unbiased user's accuracy and producer's accuracy, the unbiased area of classes according to reference data, and the standard error of area estimates.

For further information, the following documentation is freely available : [Landsat Data Users Handbook](#).

4.5 Image processing

Remote sensing images can be processed in various ways in order to obtain classification, indices, or other derived information that can be useful for land cover characterization.

4.5.1 Principal Component Analysis

Principal Component Analysis (PCA) is a method for reducing the dimensions of measured variables (bands) to the principal components (JARS, 1993).

The principal component transformation provides a new set of bands (principal components) having the following characteristic : principal components are uncorrelated; each component has variance less than the previous component. Therefore, this is an efficient method for extracting information and data compression (Ready and Wintz, 1973).

Given an image with N spectral bands, the principal components are obtained by matrix calculation (Ready and Wintz, 1973 ; Richards and Jia, 2006) :

$$Y = D^t X$$

where :

- Y = vector of principal components
- D = matrix of eigenvectors of the covariance matrix C_x in X space
- t denotes vector transpose

And X is calculated as :

$$X = P - M$$

- P = vector of spectral values associated with each pixel
- M = vector of the mean associated with each band

Thus, the mean of X associated with each band is 0. D is formed by the eigenvectors (of the covariance matrix C_x) ordered as the eigenvalues from maximum to minimum, in order to have the maximum variance in the first component. This way, the principal components are uncorrelated and each component has variance less than the previous component (Ready and Wintz, 1973).

Usually the first two components contain more than the 90% of the variance. For example, the first principal components can be displayed in a *Color Composite* (page 139) for highlighting *Land Cover* (page 133) classes, or used as input for *Supervised Classification* (page 138).

4.5.2 Pan-sharpening

Pan-sharpening is the combination of the spectral information of multispectral bands (MS), which have lower spatial resolution (for Landsat bands, spatial resolution is 30m), with the spatial resolution of a panchromatic band (PAN), which for Landsat 7 and 8 it is 15m. The result is a multispectral image with the spatial resolution of the panchromatic band (e.g. 15m). In *SCP*, a Brovey Transform is applied, where the pan-sharpened values of each multispectral band are calculated as (Johnson, Tateishi and Hoan, 2012) :

$$MSpan = MS * PAN / I$$

where I is Intensity, which is a function of multispectral bands.

The following weights for I are defined, basing on several tests performed using the *SCP*. For Landsat 8, Intensity is calculated as :

$$I = (0.42 * Blue + 0.98 * Green + 0.6 * Red) / 2$$

For Landsat 7, Intensity is calculated as :

$$I = (0.42 * Blue + 0.98 * Green + 0.6 * Red + NIR) / 3$$



FIG. 14 – Example of pan-sharpening of a Landsat 8 image. Left, original multispectral bands (30m); right, pan-sharpened bands (15m)

Data available from the U.S. Geological Survey

4.5.3 Spectral Indices

Spectral indices are operations between spectral bands that are useful for extracting information such as vegetation cover (JARS, 1993). One of the most popular spectral indices is the **Normalized Difference Vegetation Index** (NDVI), defined as (JARS, 1993) :

$$NDVI = (NIR - Red) / (NIR + Red)$$

NDVI values range from -1 to 1. Dense and healthy vegetation show higher values, while non-vegetated areas show low NDVI values.

Another index is the **Enhanced Vegetation Index** (EVI) which attempts to account for atmospheric effects such as path radiance calculating the difference between the blue and the red bands (Didan, et al., 2015). EVI is defined as :

$$EVI = G(NIR - Red) / (NIR + C_1 Red - C_2 Blue + L)$$

where : G is a scaling factor, C_1 and C_2 are coefficients for the atmospheric effects, and L is a factor for accounting the differential NIR and Red radiant transfer through the canopy. Typical coefficient values are : $G = 2.5$, $L = 1$, $C_1 = 6$, $C_2 = 7.5$ (Didan, et al., 2015).

4.5.4 Clustering

Clustering is the grouping of pixels based on spectral similarity (e.g. *Euclidean Distance* (page 149) or *Spectral Angle* (page 148)) calculated for a multispectral image (Richards and Jia, 2006).

Clustering can be used for unsupervised classification or for the automatic selection of spectral signatures. It is worth noticing that, while *Supervised Classification* (page 138) produces a classification where the classes identified during the training process, the classes produced by clustering (i.e. clusters) have no definition and consequently the user must assign a land cover label to each class.

The main advantage of clustering resides in automation. Of course, clusters do not necessarily represent a particular land cover type and additional processing could be required for producing an accurate classification.

There are several types of clustering, mainly based on iterative methods ; the following are the algorithms provided in *SCP*.

K-means

The K-means method is based on the calculation of the average spectral signature of clusters (Wikipedia, 2017; JARS, 1993).

At first, the user defines the number of clusters expected in the image, which correspond to as many spectral signatures (i.e. seeds). Starting spectral signatures can be selected in various ways (e.g. randomly, provided by the user, calculated automatically from image values).

During the first iteration clusters are produced calculating the pixel spectral distance with initial spectral signatures. The algorithms *Euclidean Distance* (page 149) or *Spectral Angle* (page 148) can be used for distance calculation. Pixels are assigned according to the most similar spectral signature, therefore producing clusters.

Then, the average spectral signature is calculated for each cluster of pixels, resulting in the spectral signatures that will be used in the following iteration.

This process continues iteratively producing clusters and mean spectral signatures, until one of the following condition is verified :

- the spectral distance between the spectral signatures produced in this iteration with the corresponding ones produced in the previous iteration is lower than a certain threshold ;
- the maximum number of iterations is reached.

After the last iteration, a raster of clusters is produced using the spectral signatures derived from the last iteration.

ISODATA

The ISODATA (Iterative Self-Organizing Data Analysis Technique) method is similar to K-means but with the additional steps of merging clusters having similar spectral signatures and splitting clusters having too high variability (i.e. standard deviation) of spectral signatures (Ball & Hall, 1965). Following, the *SCP* implementation of ISODATA is described.

At first, the user defines the number of clusters expected in the image, which correspond to as many spectral signatures (i.e. seeds). Starting spectral signatures can be selected in various ways (e.g. randomly, provided by the user, calculated automatically from image values). Initial parameters provided by user are :

- C = number of desired clusters
- N_{min} = minimum number of pixels for a cluster
- σ_t = maximum standard deviation threshold for splitting
- D_t = distance threshold for merging

During the first iteration clusters are produced calculating the *Euclidean Distance* (page 149) of pixels with initial spectral signatures. Pixels are assigned according to the most similar spectral signature, therefore producing clusters.

Therefore, the following parameters are calculated :

- N_i = number of pixels of cluster i
- S_i = average spectral signature of cluster i
- $AVERAGEDIST_i$ = average distance of cluster i with the seed spectral signature
- $AVERAGEDISTANCE$ = overall average distance of all clusters
- σ_{ij} = standard deviation of cluster i in band j
- σ_{max_i} = maximum standard deviation of cluster i (i.e. $\max(\sigma_{ij})$)
- k_i = band where σ_{max_i} occurred
- Sk_i = value of S_i at band k_i
- P = number of clusters

Then, for each cluster i , if $N_i < N_{min}$, then the cluster i is discarded.

If $P \leq C$ then try to split clusters. For each cluster i :

- If $\sigma_{max_i} > \sigma_t$:
 - If $((AVERAGEDIST_i > AVERAGEDISTANCE) \text{ AND } (N_i > (2 * N_{min} + 2))) \text{ OR } (C > 2 * P)$:
 - create a new spectral signature $S_{p+1} = S_i$
 - in S_i set the value $Sk_i = Sk_i + \sigma_{max_i}$
 - in S_{p+1} set the value $Sk_{p+1} = Sk_i - \sigma_{max_i}$
 - $P = P + 1$

- start a new iteration
- If $P > (2 * C)$ then try to merge clusters.
- For each combination xy of spectral signatures calculate $D_{xy} = \text{Euclidean Distance}$ (page 149) of spectral signatures S_x and S_y .
 - If the minimum D_{xy} is greater than D_t :
 - $S_{\{i\}} = (N_i * S_{\{i\}} + N_j * S_{\{j\}}) / (N_i + N_j)$
 - discard $S_{\{j\}}$
 - $P = P - 1$
 - start a new iteration

After the last iteration, a raster of clusters is produced using the spectral signatures derived from the last iteration. The number of clusters can vary according to the processes of splitting and merging.

4.6 Image conversion to reflectance

This chapter provides information about the conversion to reflectance implemented in *SCP*.

4.6.1 Radiance at the Sensor's Aperture

Radiance is the « flux of energy (primarily irradiant or incident energy) per solid angle leaving a unit surface area in a given direction », « Radiance is what is measured at the sensor and is somewhat dependent on reflectance » (NASA, 2011, p. 47).

Images such as Landsat or Sentinel-2 are composed of several bands and a metadata file which contains information required for the conversion to reflectance.

Landsat images are provided in radiance, scaled prior to output. For Landsat images **Spectral Radiance at the sensor's aperture** (L_λ , measured in [watts/(meter squared * ster * μm))] is given by (<https://www.usgs.gov/core-science-systems/nli/landsat/using-usgs-landsat-level-1-data-product>) :

$$L_\lambda = M_L * Q_{cal} + A_L$$

where :

- M_L = Band-specific multiplicative rescaling factor from Landsat metadata (RADIANCE_MULT_BAND_x, where x is the band number)
- A_L = Band-specific additive rescaling factor from Landsat metadata (RADIANCE_ADD_BAND_x, where x is the band number)
- Q_{cal} = Quantized and calibrated standard product pixel values (DN)

Sentinel-2 images (Level-1C) are already provided in *Top Of Atmosphere (TOA) Reflectance* (page 154), scaled prior to output (ESA, 2015).

4.6.2 Top Of Atmosphere (TOA) Reflectance

Images in radiance can be converted to Top Of Atmosphere (TOA) Reflectance (combined surface and atmospheric reflectance) in order to reduce the in between-scene variability through a normalization for solar irradiance. This TOA reflectance (ρ_p), which is the unitless ratio of reflected versus total power energy (NASA, 2011), is calculated by :

$$\rho_p = (\pi * L_\lambda * d^2) / (ESUN_\lambda * \cos\theta_s)$$

where :

- L_λ = Spectral radiance at the sensor's aperture (at-satellite radiance)
- d = Earth-Sun distance in astronomical units (provided with Landsat 8 metadata file, and an excel file is available from http://landsathandbook.gsfc.nasa.gov/excel_docs/d.xls)
- $ESUN_\lambda$ = Mean solar exo-atmospheric irradiances
- θ_s = Solar zenith angle in degrees, which is equal to $\theta_s = 90^\circ - \theta_e$ where θ_e is the Sun elevation

It is worth pointing out that Landsat 8 images are provided with band-specific rescaling factors that allow for the direct conversion from DN to TOA reflectance.

Sentinel-2 images are already provided in scaled TOA reflectance, which can be converted to TOA reflectance with a simple calculation using the Quantification Value provided in the metadata (see https://sentinel.esa.int/documents/247904/349490/S2_MSI_Product_Specification.pdf).

Sentinel-3 images are already provided in scaled TOA radiance. Conversion to reflectance is performed applying the coefficients `scale_factor` and `add_offset` provided in the metadata of each band. The ancillary raster `tie_geometries.nc` provides the value of sun zenith angle and the ancillary raster `instrument_data` provides information about the solar flux for each band, which are used for the conversion to reflectance with the correction for sun angle. In addition, the georeferencing of the bands is performed using the ancillary raster `geo_coordinates.nc` which provides coordinates of every pixel.

4.6.3 Surface Reflectance

The effects of the atmosphere (i.e. a disturbance on the reflectance that varies with the wavelength) should be considered in order to measure the reflectance at the ground.

As described by Moran et al. (1992), the **land surface reflectance** (ρ) is :

$$\rho = [\pi * (L_{\lambda} - L_p) * d^2] / [T_v * ((ESUN_{\lambda} * \cos\theta_s * T_z) + E_{down})]$$

where :

- L_p is the path radiance
- T_v is the atmospheric transmittance in the viewing direction
- T_z is the atmospheric transmittance in the illumination direction
- E_{down} is the downwelling diffuse irradiance

Therefore, we need several atmospheric measurements in order to calculate ρ (physically-based corrections). Alternatively, it is possible to use **image-based techniques** for the calculation of these parameters, without in-situ measurements during image acquisition. It is worth mentioning that **Landsat Surface Reflectance High Level Data Products** for Landsat 8 are available (for more information read http://landsat.usgs.gov/CDR_LSR.php).

4.6.4 DOS1 Correction

The **Dark Object Subtraction** (DOS) is a family of image-based atmospheric corrections. Chavez (1996) explains that « the basic assumption is that within the image some pixels are in complete shadow and their radiances received at the satellite are due to atmospheric scattering (path radiance). This assumption is combined with the fact that very few targets on the Earth's surface are absolute black, so an assumed one-percent minimum reflectance is better than zero percent ». It is worth pointing out that the accuracy of image-based techniques is generally lower than physically-based corrections, but they are very useful when no atmospheric measurements are available as they can improve the estimation of land surface reflectance. The **path radiance** is given by (Sobrino et al., 2004) :

$$L_p = L_{min} - L_{DO1\%}$$

where :

- L_{min} = « radiance that corresponds to a digital count value for which the sum of all the pixels with digital counts lower or equal to this value is equal to the 0.01% of all the pixels from the image considered » (Sobrino et al., 2004, p. 437), therefore the radiance obtained with that digital count value (DN_{min})
- $L_{DO1\%}$ = radiance of Dark Object, assumed to have a reflectance value of 0.01

In particular for Landsat images :

$$L_{min} = M_L * DN_{min} + A_L$$

Sentinel-2 images are converted to radiance prior to DOS1 calculation.

The **radiance of Dark Object** is given by (Sobrino et al., 2004) :

$$L_{DO1\%} = 0.01 * [(ESUN_{\lambda} * \cos\theta_s * T_z) + E_{down}] * T_v / (\pi * d^2)$$

Therefore the **path radiance** is :

$$L_p = M_L * DN_{min} + A_L - 0.01 * [(ESUN_{\lambda} * \cos\theta_s * T_z) + E_{down}] * T_v / (\pi * d^2)$$

There are several DOS techniques (e.g. DOS1, DOS2, DOS3, DOS4), based on different assumption about T_v , T_z , and E_{down} . The simplest technique is the **DOS1**, where the following assumptions are made (Moran et al., 1992) :

- $T_v = 1$
- $T_z = 1$
- $E_{down} = 0$

Therefore the **path radiance** is :

$$L_p = M_L * DN_{min} + A_L - 0.01 * ESUN_{\lambda} * \cos\theta_s / (\pi * d^2)$$

And the resulting **land surface reflectance** is given by :

$$\rho = [\pi * (L_{\lambda} - L_p) * d^2] / (ESUN_{\lambda} * \cos\theta_s)$$

ESUN [W / (m² * μm)] values for Landsat sensors are provided in the following table.

ESUN values for Landsat bands

| Band | Landsat MSS* | 1 | Landsat MSS* | 2 | Landsat MSS* | 3 | Landsat TM* | 4 | Landsat TM* | 5 | Landsat ETM+** | 7 |
|------|--------------|---|--------------|---|--------------|---|-------------|---|-------------|---|----------------|---|
| 1 | | | | | | | 1983 | | 1983 | | 1970 | |
| 2 | | | | | | | 1795 | | 1796 | | 1842 | |
| 3 | | | | | | | 1539 | | 1536 | | 1547 | |
| 4 | 1823 | | 1829 | | 1839 | | 1028 | | 1031 | | 1044 | |
| 5 | 1559 | | 1539 | | 1555 | | 219.8 | | 220 | | 225.7 | |
| 6 | 1276 | | 1268 | | 1291 | | | | | | | |
| 7 | 880.1 | | 886.6 | | 887.9 | | 83.49 | | 83.44 | | 82.06 | |
| 8 | | | | | | | | | | | 1369 | |

* from Chander, Markham, & Helder (2009)

** from http://landsathandbook.gsfc.nasa.gov/data_prod/prog_sect11_3.html

For **Landsat 8**, *ESUN* can be calculated as (from <http://grass.osgeo.org/grass65/manuals/i.landsat.toar.html>) :

$$ESUN = (\pi * d^2) * RADIANCE_MAXIMUM / REFLECTANCE_MAXIMUM$$

where RADIANCE_MAXIMUM and REFLECTANCE_MAXIMUM are provided by image metadata.

ESUN [W / (m² * μm)] values for **Sentinel-2** sensor (provided in image metadata) are illustrated in the following table.

ESUN values for Sentinel-2 bands

| Band | Sentinel-2 |
|------|------------|
| 1 | 1913.57 |
| 2 | 1941.63 |
| 3 | 1822.61 |
| 4 | 1512.79 |
| 5 | 1425.56 |
| 6 | 1288.32 |
| 7 | 1163.19 |
| 8 | 1036.39 |
| 8A | 955.19 |
| 9 | 813.04 |
| 10 | 367.15 |
| 11 | 245.59 |
| 12 | 85.25 |

ESUN [$W/(m^2 * \mu m)$] values for **ASTER** sensor are illustrated in the following table (from Finn et al., 2012).

ESUN values for ASTER bands

| Band | ASTER |
|------|-------|
| 1 | 1848 |
| 2 | 1549 |
| 3 | 1114 |
| 4 | 225.4 |
| 5 | 86.63 |
| 6 | 81.85 |
| 7 | 74.85 |
| 8 | 66.49 |
| 9 | 59.85 |

An example of comparison of to TOA reflectance, DOS1 corrected reflectance and the Landsat Surface Reflectance High Level Data Products (ground truth) is provided in Figure *Spectral signatures of a built-up pixel* (page 157).

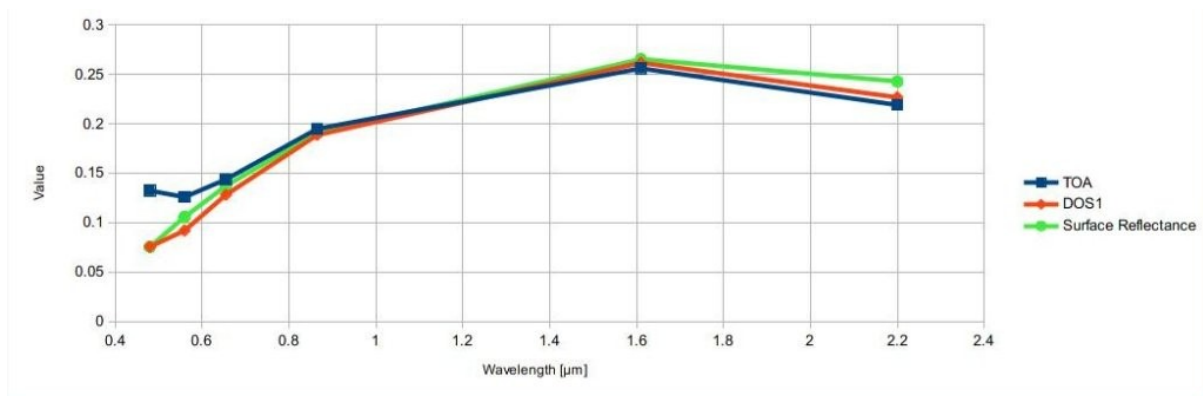


FIG. 15 – *Spectral signatures of a built-up pixel*

Comparison of TOA reflectance, DOS1 corrected reflectance and Landsat Surface Reflectance High Level Data Products

4.7 Conversion to Temperature

This chapter provides the basic information about the conversion to **At-Satellite Brightness Temperature** implemented in *SCP* and the estimation of **Land Surface Temperature**.

4.7.1 Conversion to At-Satellite Brightness Temperature

For thermal bands, the conversion of DN to At-Satellite Brightness Temperature is given by (from <https://www.usgs.gov/core-science-systems/nli/landsat/using-usgs-landsat-level-1-data-product>) :

$$T_B = K_2 / \ln[(K_1 / L_\lambda) + 1]$$

where :

— K_1 = Band-specific thermal conversion constant (in watts/meter squared * ster * μm)

— K_2 = Band-specific thermal conversion constant (in kelvin)

and L_λ is the Spectral Radiance at the sensor's aperture, measured in watts/(meter squared * ster * μm).

The K_1 and K_2 constants for Landsat sensors are provided in the following table.

Thermal Conversion Constants for Landsat

| Constant | Landsat 4* | Landsat 5* | Landsat 7** |
|----------|------------|------------|-------------|
| K_1 | 671.62 | 607.76 | 666.09 |
| K_2 | 1284.30 | 1260.56 | 1282.71 |

* from Chander & Markham (2003)

** from NASA (2011)

For **Landsat 8**, the K_1 and K_2 values are provided in the image metadata file.

K_1 and K_2 are calculated as (Jimenez-Munoz & Sobrino, 2010) :

$$K_1 = c_1/\lambda^5$$

$$K_2 = c_2/\lambda$$

where (Mohr, Newell, & Taylor, 2015) :

— c_1 = first radiation constant = $1.191 * 10^{-16} W m^2 sr^{-1}$

— c_2 = second radiation constant = $1.4388 * 10^{-2} mK$

Therefore, for ASTER bands K_1 and K_2 are provided in the following table.

Thermal Conversion Constants for ASTER

| Constant | Band 10 | Band 11 | Band 12 | Band 13 | Band 14 |
|----------|----------------|----------------|----------------|----------------|----------------|
| K_1 | $3.024 * 10^3$ | $2.460 * 10^3$ | $1.909 * 10^3$ | $8.900 * 10^2$ | $6.464 * 10^2$ |
| K_2 | $1.733 * 10^3$ | $1.663 * 10^3$ | $1.581 * 10^3$ | $1.357 * 10^3$ | $1.273 * 10^3$ |

4.7.2 Estimation of Land Surface Temperature

Several studies have described the estimation of Land Surface Temperature. Land Surface Temperature can be calculated from At-Satellite Brightness Temperature T_B as (Weng et al., 2004) :

$$T = T_B/[1 + (\lambda * T_B/c_2) * \ln(e)]$$

where :

- λ = wavelength of emitted radiance
- $c_2 = h * c/s = 1.4388 * 10^{-2} m K$
- h = Planck's constant = $6.626 * 10^{-34} J s$
- s = Boltzmann constant = $1.38 * 10^{-23} J/K$
- c = velocity of light = $2.998 * 10^8 m/s$

The values of λ for the thermal bands of Landsat and ASTER satellites can be calculated from the tables in *Landsat Satellites* (page 133) and *ASTER Satellite* (page 135).

Several studies used NDVI for the estimation of land surface emissivity (Sobrino et al., 2004); other studies used a land cover classification for the definition of the land surface emissivity of each class (Weng et al. 2004). For instance, the emissivity (e) values of various land cover types are provided in the following table (from Mallick et al., 2012).

Emissivity values

| Land surface | Emissivity e |
|--------------|--------------|
| Soil | 0.928 |
| Grass | 0.982 |
| Asphalt | 0.942 |
| Concrete | 0.937 |

4.8 References

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The following are very basic tutorials for land cover classification using the Semi-Automatic Classification Plugin (*SCP*). It is assumed that you have a basic knowledge of QGIS (you can find a guide to QGIS interface [at this page](#)).

5.1 Introduction to the Semi-Automatic Classification Plugin

The following is a brief introduction about the new features of the Semi-Automatic Classification Plugin (*SCP*).

<https://www.youtube.com/watch?v=es8ArkJtGr0>

5.2 Tutorial 1 : Basic Land Cover Classification

Work in progress

CHAPITRE 6

Thematic Tutorials

The following are thematic tutorials. Before these tutorials, it is recommended to read the *Basic Tutorials* (page 161).

Questions fréquemment posées

Si vous avez des commentaires ou des questions, veuillez rejoindre le groupe Facebook .

Avant de demander, veuillez consulter le site officiel [From GIS to Remote Sensing](#) et suivre les questions fréquemment posées.

- *Installation de l'extension* (page 166)
 - *Comment installer manuellement l'extension ?* (page 166)
 - *Comment installer l'extension depuis le dépôt officiel de SCP ?* (page 166)
 - *Can I use the previous version 8 of SCP ?* (page 168)
- *Pré-traitement* (page 168)
 - *Quelles bandes d'images dois-je utiliser pour une classification semi-automatique ?* (page 168)
 - *Quelles bandes Landsat peuvent être converties en réflectance par le SCP ?* (page 168)
 - *Can I apply the conversion to Sentinel-2 images downloaded from the web ?* (page 168)
 - *Can I apply the conversion to Sentinel-2 L2A downloaded from the web ?* (page 169)
 - *Puis-je appliquer la conversion Landsat et la correction DOS aux bandes coupées ?* (page 169)
 - *Puis-je appliquer la correction DOS aux bandes avec une bordure noire (c'est-à-dire avec une valeur NoData) ?* (page 169)
 - *Comment supprimer la couverture nuageuse des images ?* (page 169)
- *Traitement* (page 169)
 - *J'ai des erreurs de classification. Comment puis-je améliorer la précision ?* (page 169)
 - *Est-il possible d'utiliser la même entrée d'apprentissage pour plusieurs images ?* (page 169)
 - *Quelle est la différence entre les classes et les macroclasses ?* (page 170)
 - *Puis-je utiliser SCP avec des images de drones ou des photographies aériennes ?* (page 170)
 - *Pourquoi utiliser uniquement Landsat 8 bande 10 dans l'estimation de la température de surface ?* (page 170)
 - *How can I speed up the processing ?* (page 170)
 - *How do I perform accuracy assessment and how to design the number of samples ?* (page 170)
- *Avertissements* (page 171)
 - *Avertissement [12] : La signature suivante sera exclue si vous utilisez le maximum de vraisemblance. Pourquoi ?* (page 171)
- *Erreurs* (page 171)
 - *Comment puis-je signaler une erreur ?* (page 171)
- *Divers* (page 172)
 - *Que puis-je faire avec le SCP ?* (page 172)
 - *Comment contribuer à SCP* (page 173)

- *Comment puis-je traduire ce manuel dans une autre langue ?* (page 173)
- *Where is the source code of SCP ?* (page 174)
- *How can I use the complete interface of the SCP ?* (page 174)

7.1 Installation de l'extension

7.1.1 Comment installer manuellement l'extension ?

Le SCP peut-être installé manuellement (ce peut-être utile quand une connexion internet n'est pas disponible ou l'installation est demandée sur plusieurs ordinateurs), en suivant quelques mesures :

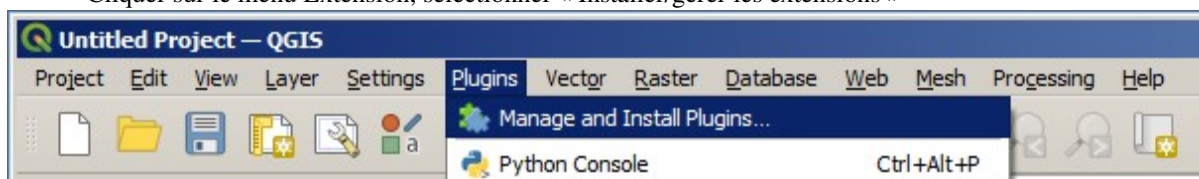
1. Télécharger les archives ZIP pour SCP depuis : <https://github.com/semiautomaticgit/SemiAutomaticClassificationPlugin/archive/master.zip>;
2. extraire le contenu de l'archive (plusieurs fichiers tels que COPYING.txt et des dossiers tels que ui) dans un nouveau dossier nommé SemiAutomaticClassificationPlugin (sans ``-master``);
3. ouvrir le répertoire `` plugins `` de QGIS (sous Windows habituellement C:\Users\username\AppData\Roaming\QGIS\QGIS3\profiles\default\python\plugins, sous Linux et Mac habituellement /home/username/.local/share/QGIS/QGIS3/profiles/default/python/plugins) et effacer le dossier SemiAutomaticClassificationPlugin s'il est présent;
4. copier le dossier SemiAutomaticClassificationPlugin dans le dossier plugins de QGIS;
5. l'extension devrait être installée; Démarrer QGIS, ouvrir le gestionnaire d'extensions et s'assurer que l'extension Semi-Automatic Classification Plugin est cochée.

7.1.2 Comment installer l'extension depuis le dépôt officiel de SCP ?

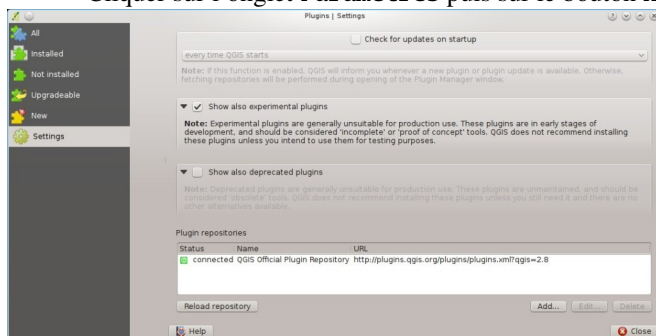
Il est possible d'installer le SCP en utilisant le dépôt officiel. Ce dépôt permet l'installation de la dernière version de SCP (master), dans certains cas également avant leur disponibilité dans le dépôt QGIS. Par conséquent, cela peut être utile si vous avez besoin d'un correctif ou d'une nouvelle fonction qui n'est toujours pas disponible dans le dépôt QGIS. De plus, la version master dans le dépôt SCP peut être installée avec la version disponible du dépôt QGIS.

Pour installer le dépôt SCP, suivez ces étapes :

- Lancez QGIS;
- Cliquer sur le menu Extension, sélectionner « Installer/gérer les extensions »



- Cliquer sur l'onglet Paramètres puis sur le bouton Ajouter ;



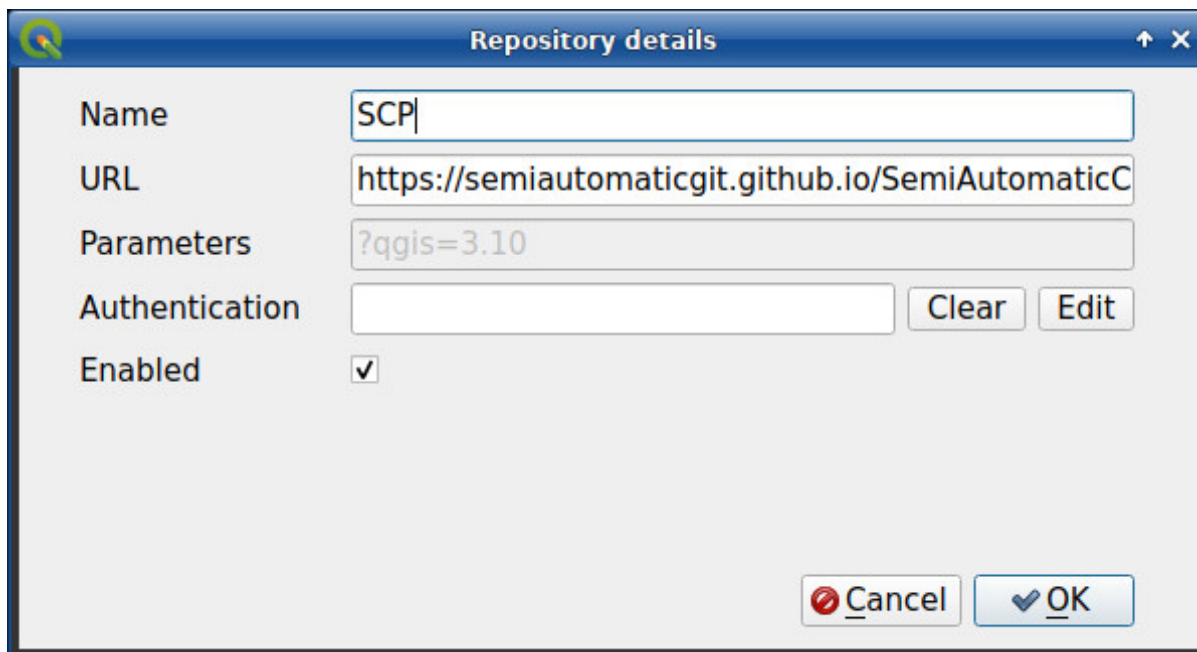
- Dans le Détails du dépôt entrer :
Nom :

SCP

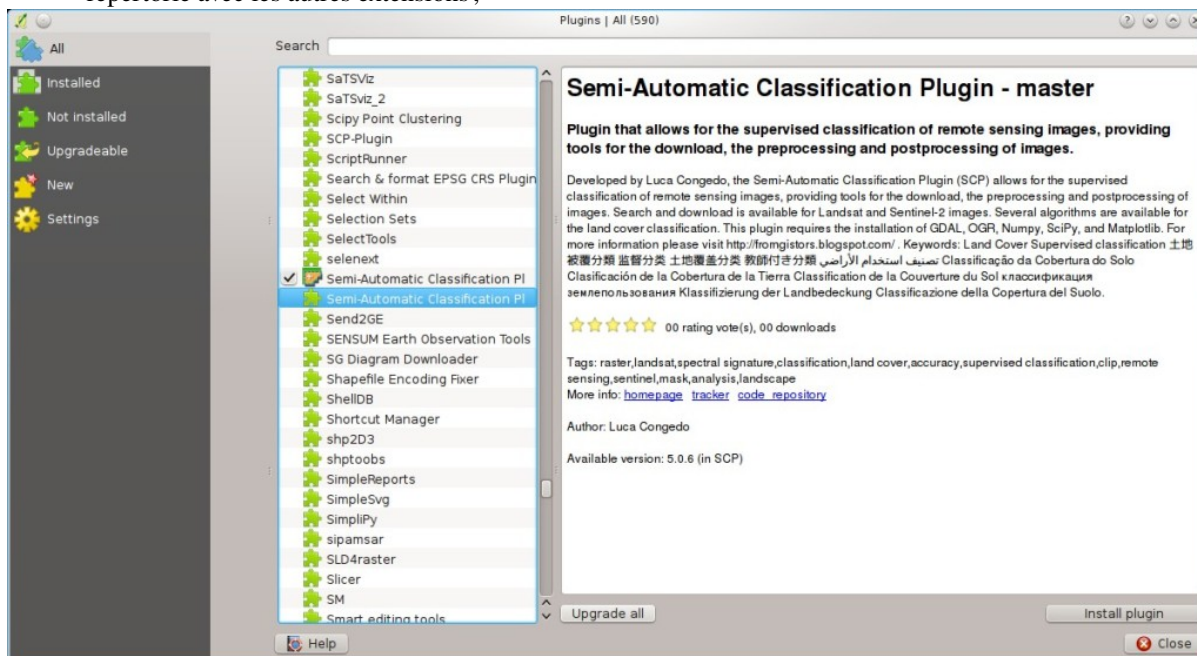
URL :

```
https://semiautomaticgit.github.io/SemiAutomaticClassificationPlugin/repository.xml
```

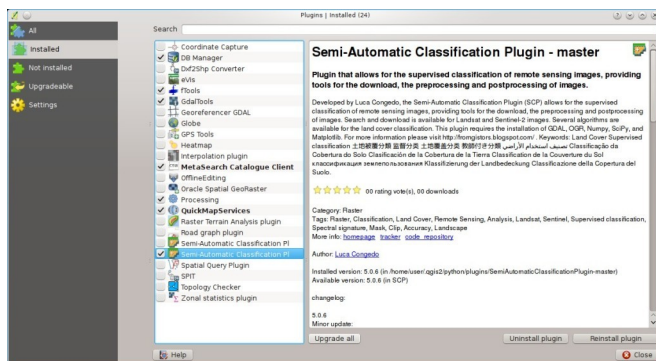
Et cliquer OK;



— Après la mise à jour du dépôt, l'élément `` Semi-Automatic Classification Plugin - master `` devrait être répertorié avec les autres extensions ;



— Dans le menu `` Toutes ``, sélectionnez le Semi-Automatic Classification Plugin - master et cliquez sur le bouton `` Installer le plugin ``; la dernière version de SCP devrait être activée automatiquement (ignorer les erreurs, le redémarrage de QGIS pourrait être nécessaire pour terminer l'installation de SCP); il est possible de désactiver les autres SCP installés dans le dépôt QGIS ;



7.1.3 Can I use the previous version 8 of SCP ?

The version 8 of SCP is no longer supported. However, it is possible to install the previous version 8 in QGIS version 3.

7.2 Pré-traitement

7.2.1 Quelles bandes d'images dois-je utiliser pour une classification semi-automatique ?

En général, il est préférable d'éviter les bandes infrarouges thermiques. Si vous utilisez Landsat 4, 5 ou 7, vous devez sélectionner les bandes : 1, 2, 3, 4, 5, 7 en évitant la bande 6 qui est infrarouge thermique ; pour Landsat 8, vous devez sélectionner les bandes : 2, 3, 4, 5, 6, 7. La bande 1 de Landsat 8 est généralement évitée car elle est très similaire à la bande bleue et elle est principalement utilisée pour l'étude des aérosols côtiers. La bande infrarouge thermique Landsat est exclue des classifications car les valeurs sont principalement liées à la température de l'objet.

Pour les images Sentinel-2, vous pouvez utiliser des bandes : 2, 3, 4, 5, 6, 7, 8, 8A, 11, 12.

7.2.2 Quelles bandes Landsat peuvent être converties en réflectance par le SCP ?

Toutes les images Landsat 1,2 et 3 MSS et Landsat 4, 5, 7 et 8 téléchargées depuis <http://earthexplorer.usgs.gov/> et traitées avec le système de génération de produits de niveau 1 (LPGS) peuvent être converties automatiquement en réflectance par le SCP ; les produits générés par le LPGS ont un fichier MTL inclus qui est requis pour la conversion.

7.2.3 Can I apply the conversion to Sentinel-2 images downloaded from the web ?

Yes, you can convert also images downloaded from the web (actually the conversion is recommended). You should move all the bands (.jp2 files) and if available the .xml file whose name contains MDT_SAFL1C in the same directory. Then select this directory in *Image conversion* (page 60). Images are converted to reflectance.

7.2.4 Can I apply the conversion to Sentinel-2 L2A downloaded from the web ?

Yes, you should move all the .jp2 files inside the same directory and rename the files with the band number in the ending of the name (e.g. from name_02_10m.jp2 to name_02.jp2) Then select this directory in *Image conversion* (page 60). Images are converted to reflectance.

7.2.5 Puis-je appliquer la conversion Landsat et la correction DOS aux bandes coupées ?

Oui, vous pouvez découper les images avant la conversion en réflectance, puis copier le fichier MTL (contenu dans le jeu de données Landsat) dans le répertoire avec les bandes coupées. Si vous souhaitez appliquer la correction DOS (qui est une technique basée sur l'image), vous devez convertir les bandes Landsat d'origine (l'image entière), puis couper la sortie de conversion (c'est-à-dire les bandes converties en réflectance).

7.2.6 Puis-je appliquer la correction DOS aux bandes avec une bordure noire (c'est-à-dire avec une valeur NoData) ?

If you want to apply the DOS correction to an entire band which has NoData values (the black border with value = 0) then you have to check the checkbox `Use value as NoData` and set the value to 0. This is because DOS is an image based technique, and NoData values must be excluded from the calculation.

7.2.7 Comment supprimer la couverture nuageuse des images ?

DOS1 correction does not remove clouds from the image. However, Landsat 8 images include Band 9 that identifies clouds (see this [NASA site](#)). You can use this band for the creation of a mask.

7.3 Traitement

7.3.1 J'ai des erreurs de classification. Comment puis-je améliorer la précision ?

Several materials have similar spectral signatures (e.g. soil and built-up, or forest and other types of dense low vegetation), which can cause classification errors if ROIs, and spectral signatures thereof, are not acquired correctly. In order to improve the results, you can try to collect more ROIs over these areas, in order to train the algorithm for these very similar areas, also, display the spectral signatures of these areas in *Spectral Signature Plot* (page 120) to assess their similarity. You can also use a *Signature threshold (complete interface)* (page 55) for these signatures in order to reduce the variability thereof (only pixels very similar to the input signatures will be classified).

7.3.2 Est-il possible d'utiliser la même entrée d'apprentissage pour plusieurs images ?

Oui, c'est possible si toutes les images ont le même nombre de bandes. Cependant, si les images sont acquises au cours de mois différents, les changements de couverture terrestre (en particulier de l'état de la végétation) affecteront la signature spectrale (c'est-à-dire que le même pixel a une signature spectrale différente à différentes périodes). Les effets atmosphériques pourraient également affecter les images différemment. Cela pourrait réduire la précision de la classification. Par conséquent, il est suggéré de collecter toujours les ROI et les signatures spectrales pour chaque image.

7.3.3 Quelle est la différence entre les classes et les macroclasses ?

Veillez voir : ref : *classes_definition*.

7.3.4 Puis-je utiliser SCP avec des images de drones ou des photographies aériennes ?

Oui, vous pouvez les utiliser s'ils ont au moins 4 bandes. Avec moins de 4 bandes, les algorithmes de classification semi-automatiques sont incapables de classer correctement la couverture terrestre. Il existe d'autres méthodes de classification, telles que la classification orientée objet, qui n'est pas implémentée dans SCP.

7.3.5 Pourquoi utiliser uniquement Landsat 8 bande 10 dans l'estimation de la température de surface ?

Plusieurs méthodes ont été développées pour estimer la température de surface. La méthode décrite dans le tutoriel pour l'estimation de la température ne nécessite qu'une seule bande. De plus, l'USGS recommande aux utilisateurs de ne pas s'appuyer sur les données Landsat 8 Band 11 dans l'analyse quantitative des données du capteur infrarouge thermique (voir [`Modifications apportées aux données du capteur infrarouge thermique \(TIRS\) <http://landsat.usgs.gov/calibration_notices.php>`](http://landsat.usgs.gov/calibration_notices.php) par USGS).

7.3.6 How can I speed up the processing ?

In order to speed up the processing you should set the available RAM and the number of threads available in *System* (page 119). *Available RAM (MB)* should be half of the system RAM (e.g. 1024MB if system has 2GB of RAM) or more if the system has a large amount of RAM (e.g. 10240MB if system has 16GB of RAM). *CPU threads* should be a value lower than the maximum number of system threads (e.g. if the system has 4 available threads set value 3).

Also, several tools allow for selecting the output format *.vrt* avoiding the time required to create a unique *.tif* raster (after multiprocessing), especially useful for large rasters.

7.3.7 How do I perform accuracy assessment and how to design the number of samples ?

Accuracy assessment is described in [this tutorial](#) .

Sample design is required to provide an adequate number of samples for each class, as described in « Olofsson, et al., 2014. Good practices for estimating area and assessing accuracy of land change. Remote Sensing of Environment, 148, 42 – 57 ».

The number of samples (N) should be calculated as (Olofsson, et al., 2014) :

$$N = \left(\sum_{i=1}^c (W_i - S_i) / S_o \right)^2$$

where :

- W_i = mapped area proportion of class i ;
- S_i = standard deviation of stratum i ;
- S_o = expected standard deviation of overall accuracy ;
- c = total number of classes ;

To stratify the sample we should conjecture user's accuracy and standard deviations of strata (Olofsson, et al., 2014). One can hypothesize that user's accuracy is lower and standard deviations S_i is higher for classes having low area proportion, but of course these values should be carefully evaluated.

This requires some conjectures about overall accuracy and user's accuracy of each class. We should base these conjectures on previous studies.

As starting values, we could assume $S_o = 0.01$ and perform a rough accuracy assessment with random samples, and eventually calculate the S_i to perform the sampling design. Alternatively, one could start with $S_i = 0.5$ for all the classes. Basically the higher is S_i , the larger is the number of samples for that class.

7.4 Avertissements

7.4.1 Avertissement [12] : La signature suivante sera exclue si vous utilisez le maximum de vraisemblance. Pourquoi ?

Le ROI est trop petit (ou trop homogène) pour l'algorithme : ref : *max_likelihood_algorithm* car ce ROI a une matrice de covariance singulière. Vous devez créer des ROI plus importants ou ne pas utiliser l'algorithme de probabilité maximale dans le processus de classification.

7.5 Erreurs

7.5.1 Comment puis-je signaler une erreur ?

Si vous avez trouvé une erreur du plug-in de classification semi-automatique, veuillez suivre ces étapes afin de collecter les informations requises (fichier log) :

1. fermez QGIS s'il est déjà ouvert ;
2. open QGIS, open the Plugin tab *Debug (complete interface)* (page 115) and check the checkbox *Records detailed events in a log file* ;

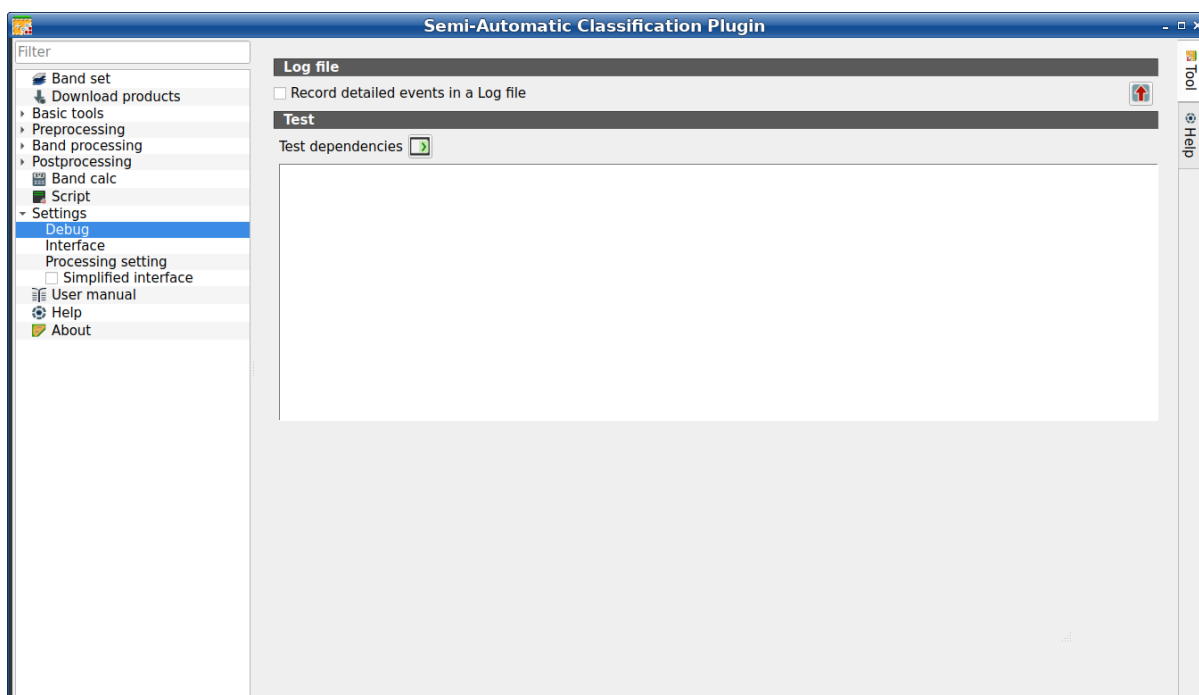


FIG. 1 – Debug

3. cliquez sur le bouton : guilabel : *Test dependencies* | enter | dans l'onglet : ref : *settings_debug_tab* ;
4. charger les données dans QGIS (ou ouvrir un projet QGIS précédemment enregistré) et répéter toutes les étapes qui provoquent l'erreur dans l'extension ;
 - si le problème est lié aux données d'image, veuillez utiliser *cet exemple de jeu de données* <<https://docs.google.com/uc?id=0BysUrKXWIDwBc1llME4yRmpjMGc&export=download>>

- si un message d'erreur apparaît (comme celui de l'image suivante), copiez tout le contenu du message dans un fichier texte ;

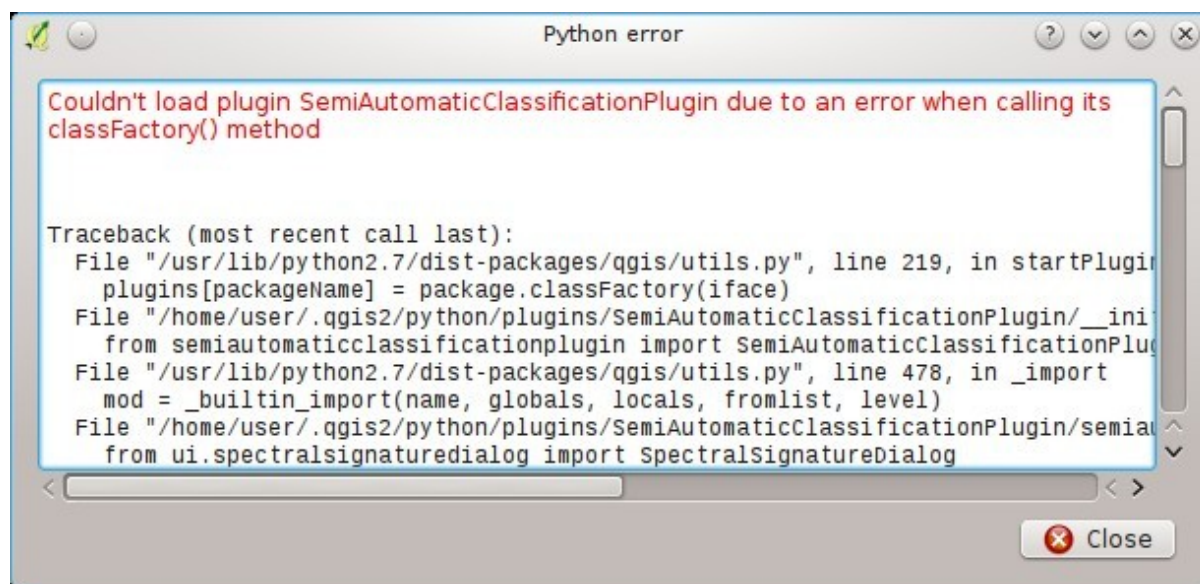


FIG. 2 – Message d'erreur

- ouvrez l'onglet : ref : *settings_debug_tab* et décochez la case | case à cocher | : guilabel : *Enregistre les événements dans un fichier journal*, puis cliquez sur le bouton | exporter | et enregistrez le ** fichier journal ** (qui est un fichier texte contenant des informations sur les processus du plugin) ;
- ouvrez le ** fichier journal ** et copiez tout le contenu du fichier ;
- join the Facebook [group](#) , create a new post and copy the error message and the **log file** (or attach them).

7.6 Divers

7.6.1 Que puis-je faire avec le SCP ?

SCP allows for the **land cover classification** of remote sensing images through *Supervised Classification* (page 138). You can produce a land cover raster using one of the *Classification Algorithms* (page 141) available in SCP. These algorithms require spectral signatures or ROIs as input (for definitions please read *Brief Introduction to Remote Sensing* (page 129)) that define the land cover classes to be identified in the image.

SCP can work with **multispectral images** acquired by satellites, airplanes, or drones. Also, SCP allows for the direct search and download of free images (see *Download products* (page 43)). You cannot use orthophotos with less than 4 bands and LIDAR data with SCP.

** Image en entrée ** dans : guilabel : SCP s'appelle : ref : `band_set_tab`, qui est utilisé comme entrée pour la classification. :guilabel : SCP fournit plusieurs outils pour : ref : `pre_processing_tab` des images téléchargées, comme la conversion en réflectance et la manipulation des bandes.

Les :ref : *spectral_signature_plot* et :ref : `scatter_plot` permettent l'***analyse des signatures spectrales et des ROI **. De plus, plusieurs :ref : *tools_tab* sont disponibles pour faciliter la création de ROI et l'édition des signatures spectrales.

Raster calculation is available through the seamless integration of the tool *Band calc* (page 105) with bands in the *Band set (complete interface)* (page 40), calculating mathematical expressions and spectral indices.

Voir : ref : *tutorials* pour plus d'informations et d'exemples.

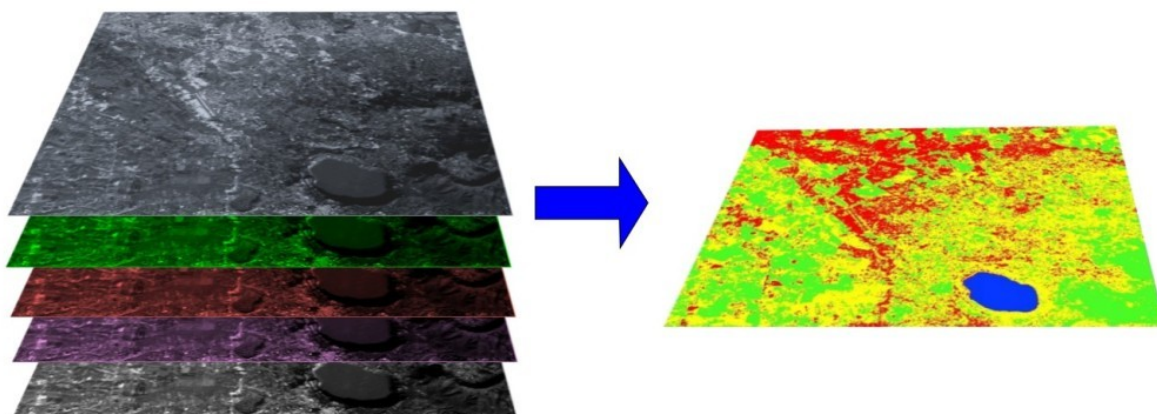


FIG. 3 – A multispectral image processed to produce a land cover classification
(Landsat image fournie par l'USGS)

7.6.2 Comment contribuer à SCP

Vous pouvez contribuer à : guilabel :SCP en corrigeant et en ajoutant des fonctionnalités (voir : ref :other_5), ou en traduisant le manuel d'utilisation (voir : ref :other_4).

7.6.3 Comment puis-je traduire ce manuel dans une autre langue ?

Il est possible de traduire facilement le manuel d'utilisation dans n'importe quelle langue, car il est écrit en reStructuredText en tant que langage de balisage (à l'aide de Sphinx). Par conséquent, votre contribution est fondamentale pour la traduction du manuel dans votre langue. Le guide suivant illustre les principales étapes de la traduction, qui peuvent être effectuées :

- en utilisant le service en ligne gratuit Transifex ;
- en utilisant les fichiers gettext .po.

Avant de traduire, veuillez lire ce document <http://docs.qgis.org/testing/en/docs/documentation_guidelines/doing_translations.html#translate-a-manual> du guide de traduction QGIS, qui vous aide à comprendre le reStructuredText.

Méthode 1. Traduction à l'aide du service en ligne gratuit Transifex

C'est probablement le moyen le plus simple de traduire le manuel à l'aide d'un service en ligne.

1. Rejoignez le projet Manuel de classification semi-automatique

Accédez à la page <https://www.transifex.com/semi-automatic-classification/semi-automatic-classification-plugin-manual> et cliquez sur le bouton Aide à la traduction. Vous pouvez vous connecter en utilisant votre compte Google ou Facebook, ou avec une inscription gratuite.

2. Choisissez votre langue

Sélectionnez votre langue et cliquez sur le bouton Rejoindre l'équipe. Si votre langue ne figure pas dans la liste, cliquez sur le bouton Demander la langue.

3. Traduction

There are several files to be translated, which refer to the sections of the SCP documentation. To translate the SCP interface you should select the file `semiautomaticclassificationplugin.ts`.

Method 2. Translation using the gettext .po files

In order to use this method, you should be familiar with GitHub. This translation method allows for the translation of the PO files locally.

1. Download the translation files

Go to the GitHub project https://github.com/semiautomaticgit/SemiAutomaticClassificationManual_v4/tree/master/locale and download the .po files of your language (you can add your language, if it is not listed), or you can fork the repository. Every file .po is a text file that refers to a section of the User Manual.

2. Edit the translation files

Now you can edit the .po files. It is convenient to edit those file using one of the following programs : for instance [Poedit](#) for Windows and Mac OS X, or [Gtranslator](#) for Linux or [OmegaT](#) (Java based) for Windows, Linux and Mac OS X. These editors allow for an easy translation of every sentence in the User Manual.

7.6.4 Where is the source code of SCP ?

The source code of SPC is available at the following link <https://github.com/semiautomaticgit/SemiAutomaticClassificationPlugin>

7.6.5 How can I use the complete interface of the SCP ?

The *Complete interface* can be loaded from the settings in the *SCP menu* (page 19), by deselecting *Simplified interface* and restarting QGIS.

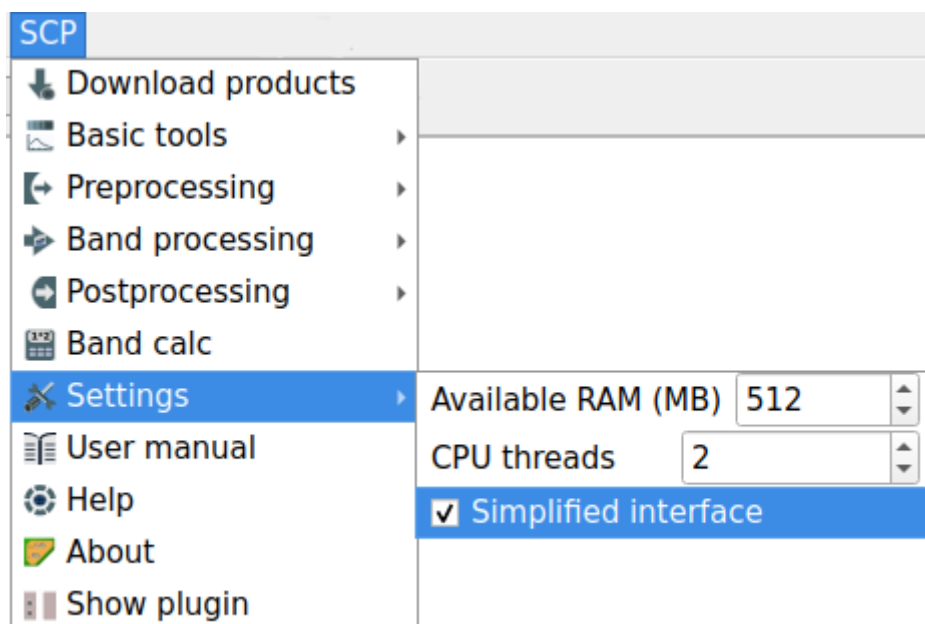


FIG. 4 – SCP menu with activated option for the simplified interface

From the same menu, the *Simplified interface* can be reactivated.