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# **Telluric Documentation**

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telluric is a Python library to manage vector and raster geospatial data in an interactive and easy way.

The [source code](#) and [issue tracker](#) are hosted on GitHub, and all contributions and feedback are more than welcome.



# CHAPTER 1

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## Installation

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You can install telluric using pip:

```
pip install telluric
```

telluric is a pure Python library, and therefore should work on Linux, OS X and Windows provided that you can install its dependencies. If you find any problem, [please open an issue](#) and we will take care of it.

**Warning:** It is recommended that you **never ever use sudo** with pip because you might seriously break your system. Use [venv](#), [Pipenv](#), [pyenv](#) or [conda](#) to create an isolated development environment instead.

## 1.1 User Guide

### 1.1.1 Geometries on a map: GeoVector

```
In [1]: import telluric as tl
        from telluric.constants import WGS84_CRS, WEB_MERCATOR_CRS
```

The simplest geometrical element in telluric is the [GeoVector](#): it represents a shape in some coordinate reference system (CRS). The easiest way to create one is to use the `GeoVector.from_bounds` method:

```
In [2]: gv1 = tl.GeoVector.from_bounds(
        xmin=0, ymin=40, xmax=1, ymax=41, crs=WGS84_CRS
        )
        print(gv1)
```

```
GeoVector(shape=POLYGON ((0 40, 0 41, 1 41, 1 40, 0 40)), crs=CRS({'init': 'epsg:4326'}))
```

If we print the object, we see its two defining elements: a shape (actually a shapely `BaseGeometry` object) and a CRS (in this case WGS84 or <http://epsg.io/4326>). Rather than reading a dull representation, we can directly visualize it in the notebook:

```
In [3]: gv1
```

```
/home/juanlu/Satellogic/telluric/telluric/plotting.py:141: UserWarning: Plotting a limited representation of the data, use the .plot() method for further customization"
```

---

You can ignore the warning for the moment. Advanced plotting techniques are not yet covered in this User Guide.

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As you can see, we have an interactive Web Mercator map where we can display our shape. We can create more complex objects using the [Shapely](#) library:

```
In [4]: from shapely.geometry import Polygon
```

```
gv2 = tl.GeoVector(
    Polygon([(0, 40), (1, 40.1), (1, 41), (-0.5, 40.5), (0, 40)]),
    WGS84_CRS
)
print(gv2)
```

```
GeoVector(shape=POLYGON ((0 40, 1 40.1, 1 41, -0.5 40.5, 0 40)), crs=CRS({'init': 'epsg:4326'}))
```

And we can access any property of the underlying geometry using the same attribute name:

```
In [5]: print(gv1.centroid)
```

```
GeoVector(shape=POINT (0.5 40.5), crs=CRS({'init': 'epsg:4326'}))
```

```
In [6]: gv1.area # Real area in square meters
```

```
Out[6]: 9422706289.175217
```

```
In [7]: gv1.is_valid
```

```
Out[7]: True
```

```
In [8]: gv1.within(gv2)
```

```
Out[8]: False
```

```
In [9]: gv1.difference(gv2)
```

```
/home/juanlu/Satellogic/telluric/telluric/plotting.py:141: UserWarning: Plotting a limited representation of the data, use the .plot() method for further customization"
```

## 1.1.2 Geometries with attributes: `GeoFeature` and `FeatureCollection`

The next object in the telluric hierarchy is the `GeoFeature`: a combination of a `GeoVector` + some attributes. These attributes can represent land use, types of buildings, and so forth.

```
In [10]: gf1 = tl.GeoFeature(
    gv1,
    {'name': 'One feature'}
)
gf2 = tl.GeoFeature(
    gv2,
    {'name': 'Another feature'}
)
print(gf1)
print(gf2)
```

```
GeoFeature(Polygon, {'name': 'One feature'})
```

```
GeoFeature(Polygon, {'name': 'Another feature'})
```



But the most interesting thing is to combine these features into a `FeatureCollection`. A `FeatureCollection` is essentially a sequence of features, with some additional methods:

```
In [11]: fc = tl.FeatureCollection([gf1, gf2])
         fc

/home/juanlu/SatelloLogic/telluric/telluric/plotting.py:141: UserWarning: Plotting a limited represent
  "Plotting a limited representation of the data, use the .plot() method for further customization")

Out[11]: <telluric.collections.FeatureCollection at 0x7f283ea41f60>

In [12]: print(fc.convex_hull)

GeoVector(shape=POLYGON ((0 40, -0.5 40.5, 0 41, 1 41, 1 40, 0 40)), crs=CRS({'init': 'epsg:4326'}))

In [13]: print(fc.envelope)

GeoVector(shape=POLYGON ((-0.5 40, 1 40, 1 41, -0.5 41, -0.5 40)), crs=CRS({'init': 'epsg:4326'}))
```

### 1.1.3 Input and Output

Apart from all the previous geospatial operations, we can also save these `FeatureCollection` objects to disk, for example using the GeoJSON or ESRI Shapefile formats:

```
In [14]: fc.save("test_fc.shp")

In [15]: !ls test_fc*

test_fc.cpg  test_fc.dbf  test_fc.json          test_fc.prj  test_fc.shp  test_fc.shx

In [16]: fc.save("test_fc.json")

In [17]: !python -m json.tool < test_fc.json | head -n28

{
  "type": "FeatureCollection",
  "crs": {
    "type": "name",
    "properties": {
      "name": "urn:ogc:def:crs:OGC:1.3:CRS84"
    }
  },
  "features": [
    {
      "type": "Feature",
      "properties": {
        "name": "One feature",
        "highlight": {},
        "style": {}
      },
      "geometry": {
        "type": "Polygon",
        "coordinates": [
          [
            [
              0.0,
              40.0
            ],
            [
              0.0,
              41.0
            ],
            [
              1.0,
              41.0
            ],
            [
              1.0,
              40.0
            ],
            [
              0.0,
              40.0
            ]
          ]
        ]
      }
    }
  ]
}
```

To retrieve this data from disk again, we can use another object, `FileCollection`, which behaves in the same way as a `FeatureCollection` but does some smart optimizations so the files are not read completely into memory:

```
In [18]: print(list(tl.FileCollection.open("test_fc.shp")))
[GeoFeature(Polygon, {'name': 'One feature', 'highlight': '{}', 'style': '{}'}), GeoFeature(Polygon,
```

### 1.1.4 Raster data: `GeoRaster2`

After reviewing how to read, manipulate and write vector data, we can use `GeoRaster2` to do the same thing with raster data. `GeoRaster2` will read the raster lazily so we only retrieve the information that we need.

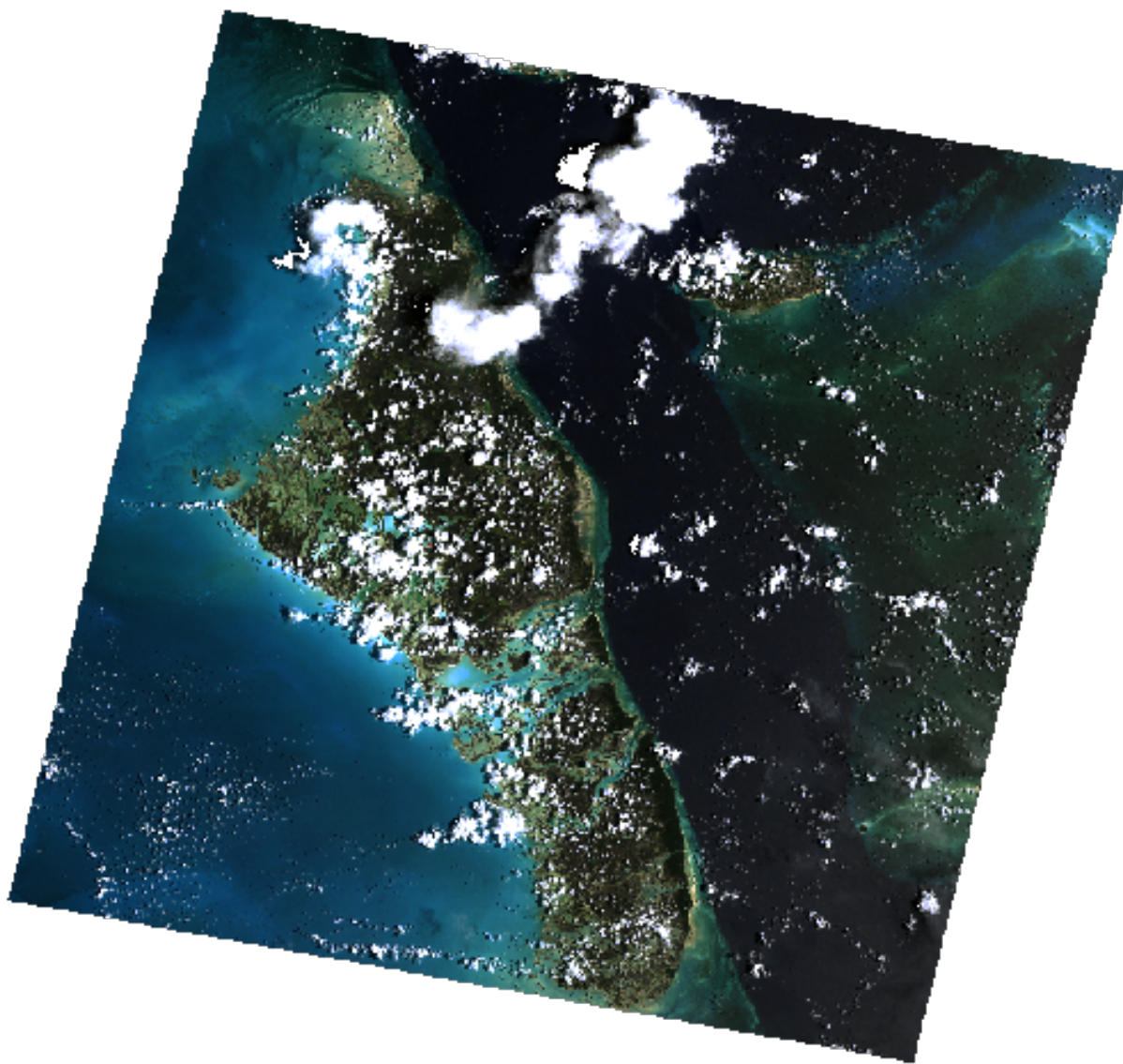
```
In [19]: # This will only save the URL in memory
rs = tl.GeoRaster2.open(
    "https://github.com/mapbox/rasterio/raw/master/tests/data/rgb_deflate.tif"
)

# These calls will fetch some GeoTIFF metadata
# without reading the whole image
print(rs.crs)
print(rs.footprint())
print(rs.band_names)

CRS({'init': 'epsg:32618'})
GeoVector(shape=POLYGON ((101984.9999999127 2826915, 339314.9999997905 2826915, 339314.9999998778 26
[0, 1, 2]
```

`GeoRaster2` also displays itself automatically:

```
In [20]: rs
```

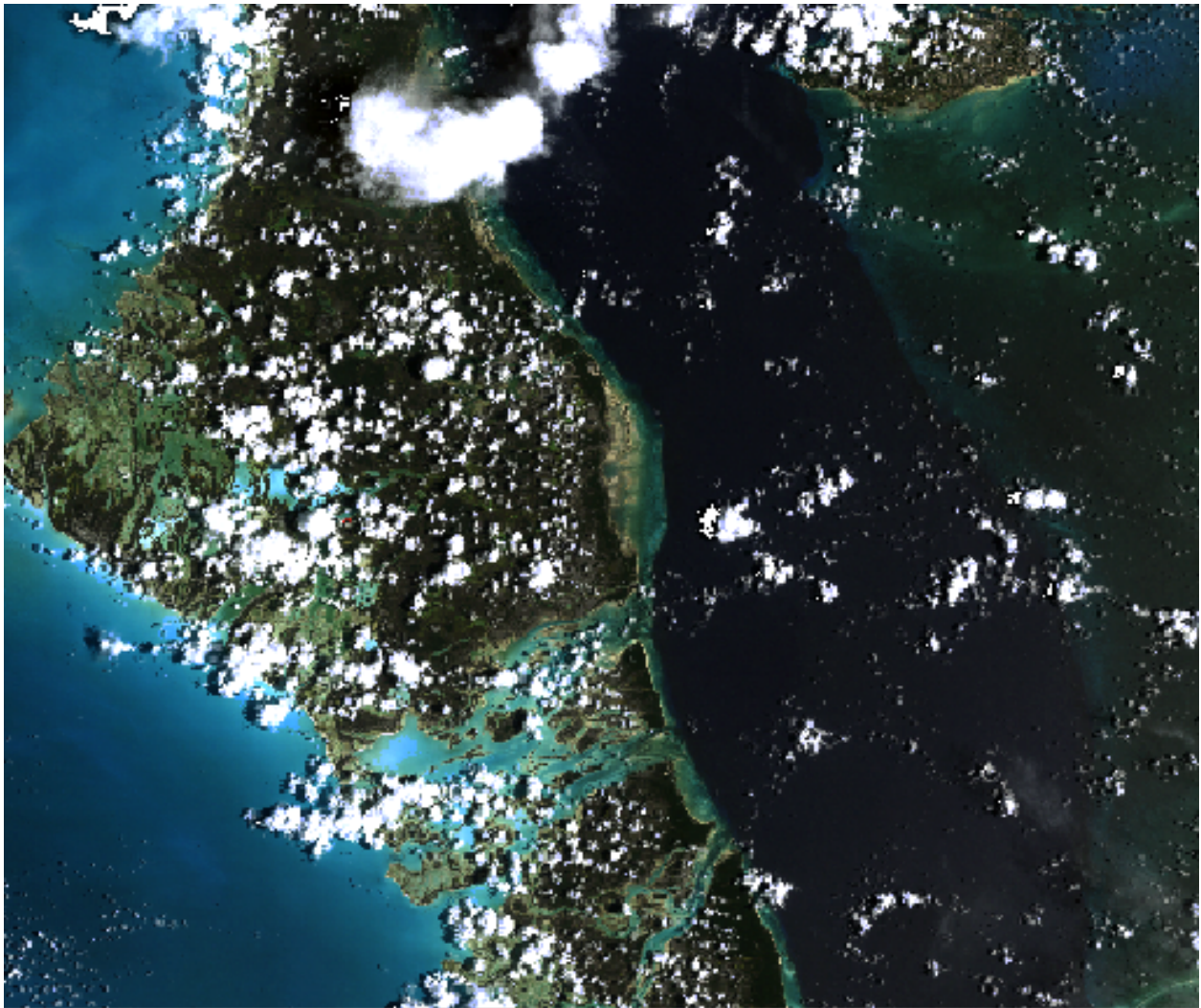


We can slice it like an array, or cropping some parts to discard others:

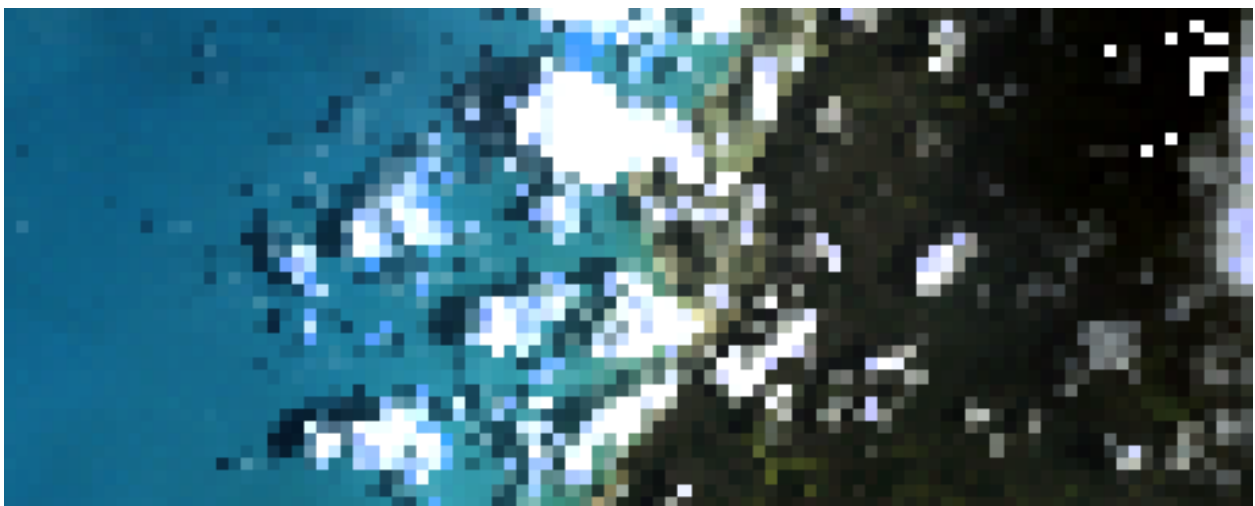
```
In [21]: rs.shape
```

```
Out[21]: (3, 718, 791)
```

```
In [22]: rs.crop(rs.footprint().buffer(-50000))
```



```
In [23]: rs[200:300, 200:240]
```



And save again to GeoTIFF format using a variety of options:

```
In [24]: rs[200:300, 200:240].save("test_raster.tif")
```

### 1.1.5 Conclusion

There are many things not covered in this User Guide. The documentation of telluric is a work in progress, so we encourage you to [read the full API reference](#) and even [contribute to the package](#)!

## 1.2 API Reference

### 1.2.1 telluric.constants module

Useful constants.

```
telluric.constants.DEFAULT_CRS = CRS({'init': 'epsg:4326', 'no_defs': True})
    Default CRS, set to WGS84_CRS.
```

```
telluric.constants.EQUAL_AREA_CRS = CRS({'proj': 'eck4'})
    Eckert IV CRS.
```

```
telluric.constants.WEB_MERCATOR_CRS = CRS({'init': 'epsg:3857', 'no_defs': True})
    Web Mercator CRS.
```

```
telluric.constants.WGS84_CRS = CRS({'init': 'epsg:4326', 'no_defs': True})
    WGS84 CRS.
```

### 1.2.2 telluric.vectors module

```
class telluric.vectors.GeoVector(shape, crs=CRS({'init': 'epsg:4326', 'no_defs': True}),
                                safe=True)
```

Geometric element with an associated CRS.

This class has also all the properties and methods of `shapely.geometry.BaseGeometry`.

```
__init__(shape, crs=CRS({'init': 'epsg:4326', 'no_defs': True}), safe=True)
    Initialize GeoVector.
```

#### Parameters

- **shape** (*shapely.geometry.BaseGeometry*) – Geometry.
- **crs** (*CRS (optional)*) – Coordinate Reference System, default to `telluric.constants.DEFAULT_CRS`.
- **safe** (*bool, optional*) – Check method arguments validity (only CRS so far) if False, default to True

```
almost_equals(other, decimal=6)
    invariant to crs.
```

```
equals_exact(other, tolerance)
    invariant to crs.
```

```
classmethod from_bounds(xmin, ymin, xmax, ymax, crs=CRS({'init': 'epsg:4326', 'no_defs':
    True}))
```

Creates GeoVector object from bounds.

#### Parameters

- **ymin, xmax, ymax** (*xmin,*) – Bounds of the GeoVector. Also (east, south, north, west).



- **crs** (*CRS*, *dict*) – Projection, default to `telluric.constants.DEFAULT_CRS`.

## Examples

```
>>> from telluric import GeoVector
>>> GeoVector.from_bounds(xmin=0, ymin=0, xmax=1, ymax=1)
GeoVector(shape=POLYGON ((0 0, 0 1, 1 1, 1 0, 0 0)), crs=CRS({'init':
↪ 'epsg:4326'}))
>>> GeoVector.from_bounds(xmin=0, xmax=1, ymin=0, ymax=1)
GeoVector(shape=POLYGON ((0 0, 0 1, 1 1, 1 0, 0 0)), crs=CRS({'init':
↪ 'epsg:4326'}))
```

**classmethod from\_geojson** (*filename*)

Load vector from geojson.

**classmethod from\_xyz** (*x*, *y*, *z*)

Creates GeoVector from Mercator sloppy map values.

**get\_shape** (*crs*)

Gets the underlying Shapely shape in a specified CRS.

This method deliberately does not have a default `crs=self.crs` to force the user to specify it.

**polygonize** (*width*, *cap\_style\_line=2*, *cap\_style\_point=1*)

Turns line or point into a buffered polygon.

**to\_geojson** (*filename*)

Save vector as geojson.

`telluric.vectors.generate_tile_coordinates` (*roi*, *num\_tiles*)

Yields N x M rectangular tiles for a region of interest.

### Parameters

- **roi** (*GeoVector*) – Region of interest
- **num\_tiles** (*tuple*) – Tuple (*horizontal\_tiles*, *vertical\_tiles*)

**Yields** *~telluric.vectors.GeoVector*

`telluric.vectors.generate_tile_coordinates_from_pixels` (*roi*, *scale*, *size*)

Yields N x M rectangular tiles for a region of interest.

### Parameters

- **roi** (*GeoVector*) – Region of interest
- **scale** (*float*) – Scale factor (think of it as pixel resolution)
- **size** (*tuple*) – Pixel size in (width, height) to be multiplied by the scale factor

**Yields** *~telluric.vectors.GeoVector*

`telluric.vectors.get_dimension` (*geometry*)

Gets the dimension of a Fiona-like geometry element.

## 1.2.3 telluric.features module

**class** `telluric.features.GeoFeature` (*geovector*, *properties*)

GeoFeature object.

**\_\_init\_\_** (*geovector*, *properties*)  
Initialize a GeoFeature object.

**Parameters**

- **geovector** (*GeoVector*) – Geometry.
- **properties** (*dict*) – Properties.

**get\_shape** (*crs*)  
Gets the underlying Shapely shape in a specified CRS.

**telluric.features.serialize\_properties** (*properties*)  
Serialize properties.

**Parameters** **properties** (*dict*) – Properties to serialize.

**telluric.features.transform\_properties** (*properties*, *schema*)  
Transform properties types according to a schema.

**Parameters**

- **properties** (*dict*) – Properties to transform.
- **schema** (*dict*) – Fiona schema containing the types.

## 1.2.4 telluric.collections module

**class telluric.collections.BaseCollection**

**dissolve** (*by=None*, *aggfunc=None*)  
Dissolve geometries and rasters within *groupby*.

**filter** (*intersects*)  
Filter results that intersect a given GeoFeature or Vector.

**get\_values** (*key*)  
Get all values of a certain property.

**groupby** (*by*)  
Groups collection using a value of a property.

**Parameters** **by** (*str* or *callable*) – If string, name of the property by which to group. If callable, should receive a GeoFeature and return the category.

**Returns**

**Return type** *\_CollectionGroupBy*

**is\_empty**  
True if all features are empty.

**map** (*map\_function*)  
Return a new FeatureCollection with the results of applying *map\_function* to each element.

**rasterize** (*dest\_resolution*, *\**, *polygonize\_width=0*, *crs=CRS({'init': 'epsg:3857', 'no\_defs': True})*,  
*fill\_value=None*, *bounds=None*, *dtype=None*, *\*\*polygonize\_kwargs*)  
Binarize a FeatureCollection and produce a raster with the target resolution.

**Parameters**

- **dest\_resolution** (*float*) – Resolution in units of the CRS.

- **polygonize\_width** (*int, optional*) – Width for the polygonized features (lines and points) in pixels, default to 0 (they won't appear).
- **crs** (*CRS, dict (optional)*) – Coordinate system, default to `telluric.constants.WEB_MERCATOR_CRS`.
- **fill\_value** (*float or function, optional*) – Value that represents data, default to None (will default to `telluric.rasterization.FILL_VALUE`. If given a function, it must accept a single `GeoFeature` and return a numeric value.
- **nodata\_value** (*float, optional*) – Nodata value, default to None (will default to `telluric.rasterization.NODATA_VALUE`.
- **bounds** (*GeoVector, optional*) – Optional bounds for the target image, default to None (will use the FeatureCollection convex hull).
- **dtype** (*numpy.dtype, optional*) – dtype of the result, required only if `fill_value` is a function.
- **polygonize\_kwargs** (*dict*) – Extra parameters to the polygonize function.

**save** (*filename, driver=None*)  
Saves collection to file.

**sort** (*by, desc=False*)  
Sorts by given property or function, ascending or descending order.

#### Parameters

- **by** (*str or callable*) – If string, property by which to sort. If callable, it should receive a `GeoFeature` and return a value by which to sort.
- **desc** (*bool, optional*) – Descending sort, default to False (ascending).

**class** `telluric.collections.FeatureCollection` (*results*)

**\_\_init\_\_** (*results*)  
Initialize FeatureCollection object.

**Parameters** **results** (*iterable*) – Iterable of `GeoFeature` objects.

**classmethod** **from\_geovectors** (*geovectors*)  
Builds new FeatureCollection from a sequence of `GeoVector` objects.

**exception** `telluric.collections.FeatureCollectionIOError`

**class** `telluric.collections.FileCollection` (*filename, crs, schema, length*)  
FileCollection object.

**\_\_init\_\_** (*filename, crs, schema, length*)  
Initialize a FileCollection object.  
Use the `open()` method instead.

**classmethod** **open** (*filename*)  
Creates a FileCollection from a file in disk.

**Parameters** **filename** (*str*) – Path of the file to read.

`telluric.collections.dissolve` (*collection, aggfunc=None*)  
Dissolves features contained in a FeatureCollection and applies an aggregation function to its properties.



## 1.2.5 telluric.georaster module

**class** telluric.georaster.**GeoRaster2** (*image=None, affine=None, crs=None, filename=None, band\_names=None, nodata=0, shape=None, footprint=None, temporary=False*)

Represents multiband georeferenced image, supporting nodata pixels. The name “GeoRaster2” is temporary.

conventions:

- `.array` is `np.masked_array`, `mask=True` on nodata pixels.
- `.array` is `[band, y, x]`
- `.affine` is `affine.Affine`
- `.crs` is `rasterio.crs.CRS`
- `.band_names` is list of strings, order corresponding to order in `.array`

**\_\_init\_\_** (*image=None, affine=None, crs=None, filename=None, band\_names=None, nodata=0, shape=None, footprint=None, temporary=False*)

Create a GeoRaster object

### Parameters

- **filename** – optional path/url to raster file for lazy loading
- **image** – optional supported: `np.ma.array`, `np.array`, TODO: PIL image
- **affine** – `affine.Affine`, or 9 numbers: `[step_x, 0, origin_x, 0, step_y, origin_y, 0, 0, 1]`
- **crs** – wkt/epsg code, e.g. `{‘init’: ‘epsg:32620’}`
- **band\_names** – e.g. `[‘red’, ‘blue’]` or `‘red’`
- **shape** – raster image shape, optional
- **nodata** – if provided image is array (not masked array), treat pixels with `value=nodata` as nodata
- **temporary** – True means that file referenced by filename is temporary and will be removed by destructor, default False

**add\_raster** (*other, merge\_strategy, resampling*)

Return merge of 2 rasters, in geography of the first one.

`merge_strategy` - for pixels with values in both rasters.

**affine**

Raster affine.

**apply\_transform** (*transformation, resampling*)

Apply affine transformation on image & georeferencing.

as specific cases, implement ‘resize’, ‘rotate’, ‘translate’

**astype** (*dst\_type, in\_range=‘dtype’, out\_range=‘dtype’, clip\_negative=False*)

Returns copy of the raster, converted to desired type Supported types: `uint8`, `uint16`, `uint32`, `int8`, `int16`, `int32`, `float16`, `float32`, `float64`

### Parameters

- **dst\_type** – desired type
- **in\_range** – str or 2-tuple, default ‘dtype’: ‘image’: use image min/max as the intensity range, ‘dtype’: use min/max of the image’s dtype as the intensity range, 2-tuple: use

explicit min/max intensities, it is possible to use 'min' or 'max' as tuple values - in this case they will be replaced by min or max intensity of image respectively

- **out\_range** – str or 2-tuple, default 'dtype': 'dtype': use min/max of the image's dtype as the intensity range, 2-tuple: use explicit min/max intensities
- **clip\_negative** – boolean, if *True* - clip the negative range, default False

**Returns** numpy array of values

**attributes** (*url*)

Without opening image, return size/bitness/bands/geography/...

**band\_names**

Raster affine.

**bounds** ()

Return image rectangle in pixels, as shapely.Polygon.

**center** ()

Return footprint center in world coordinates, as GeoVector.

**colorize** (*colormap*, *band\_name=None*, *vmin=None*, *vmax=None*)

Apply a colormap on a selected band.

colormap list: [https://matplotlib.org/examples/color/colormaps\\_reference.html](https://matplotlib.org/examples/color/colormaps_reference.html)

#### Parameters

- **colormap** (*str*) –
- **name from this list** [https](https://matplotlib.org/examples/color/colormaps_reference.html) (*Colormap*) –
- **band\_name** (*str*, *optional*) –
- **of band to colorize, if none the first band will be used** (*Name*) –
- **vmax** (*vmin*,) –
- **and maximum range for normalizing array values, if None actual raster values will be used** (*minimum*) –

#### Returns

**Return type** *GeoRaster2*

**copy\_with** (*\*\*kwargs*)

Get a copy of this GeoRaster with some attributes changed. NOTE: image is shallow-copied!

**corner** (*corner*)

Return footprint origin in world coordinates, as GeoVector.

**corners** ()

Return footprint corners, as {corner\_type -> GeoVector}.

**crop** (*vector*, *resolution=None*, *masked=True*, *bands=None*)

crops raster outside vector (convex hull) :param vector: GeoVector :param resolution: output resolution, None for full resolution :return: GeoRaster

**crs**

Raster crs.

**deepcopy\_with** (*\*\*kwargs*)

Get a copy of this GeoRaster with some attributes changed. NOTE: image is shallow-copied!

**footprint** ()

Return rectangle in world coordinates, as GeoVector.

**classmethod from\_bytes** (*image\_bytes*, *affine*, *crs*, *band\_names=None*)

Create GeoRaster from image BytesIo object.

**Parameters**

- **image\_bytes** – io.BytesIO object
- **affine** – rasters affine
- **crs** – rasters crs
- **band\_names** – e.g. ['red', 'blue'] or 'red'

**classmethod from\_tiles** (*tiles*)

Compose raster from tiles. return GeoRaster.

**get** (*point*)

Get the pixel values at the requested point.

**Parameters** **point** – A GeoVector(POINT) with the coordinates of the values to get

**Returns** numpy array of values

**get\_tile** (*x\_tile*, *y\_tile*, *zoom*, *bands=None*, *masked=False*, *resampling=<Resampling.cubic: 2>*)

Convert mercator tile to raster window.

**Parameters**

- **x\_tile** – x coordinate of tile
- **y\_tile** – y coordinate of tile
- **zoom** – zoom level
- **bands** – list of indices of requested bands, default None which returns all bands

**Returns** GeoRaster2 of tile in WEB\_MERCATOR\_CRS

You can use TELLURIC\_GET\_TILE\_BUFFER env variable to control the number of pixels surrounding the vector you should fetch when using this method on a raster that is not in WEB\_MERCATOR\_CRS default to 10

**get\_window** (*window*, *bands=None*, *xsize=None*, *ysize=None*, *resampling=<Resampling.cubic: 2>*, *masked=True*, *affine=None*)

Get window from raster.

**Parameters**

- **window** – requested window
- **bands** – list of indices of requested bads, default None which returns all bands
- **xsize** – tile x size default None, for full resolution pass None
- **ysize** – tile y size default None, for full resolution pass None
- **resampling** – which Resampling to use on reading, default Resampling.cubic
- **masked** – boolean, if *True* the return value will be a masked array. Default is True

**Returns** GeoRaster2 of tile

**height**

Raster height.

**image**

Raster bitmap in numpy array.

**image\_corner** (*corner*)

Return image corner in pixels, as shapely.Point.

**intersect** (*other*)

Pixels outside either raster are set nodata

**mask** (*vector, mask\_shape\_nodata=False*)

Set pixels outside vector as nodata.

**Parameters**

- **vector** – GeoVector, GeoFeature, FeatureCollection
- **mask\_shape\_nodata** – if True - pixels inside shape are set nodata, if False - outside shape is nodata

**Returns** GeoRaster2

**num\_bands**

Raster number of bands.

**classmethod open** (*filename, band\_names=None, lazy\_load=True, \*\*kwargs*)

Read a georaster from a file.

**Parameters**

- **filename** – url
- **band\_names** – list of strings, or string. if None - will try to read from image, otherwise - these will be ['0', ..]
- **lazy\_load** – if True - do not load anything

**Returns** GeoRaster2

**origin** ()

Return footprint origin in world coordinates, as GeoVector.

**pixel\_crop** (*bounds, xsize=None, ysize=None, window=None, masked=True, bands=None*)

Crop raster outside vector (convex hull).

**Parameters**

- **bounds** – bounds of requester portion of the image in image pixels
- **xsize** – output raster width, None for full resolution
- **ysize** – output raster height, None for full resolution
- **windows** – the bounds representation window on image in image pixels, Optional
- **bands** – list of indices of requested bands, default None which returns all bands

**Returns** GeoRaster

**project** (*dst\_crs, resampling*)

Return reprojected raster.

**rectify** ()

Rotate raster northwards.

**reduce** (*op*)

Reduce the raster to a score, using 'op' operation.

nodata pixels are ignored. `op` is currently limited to `numpy.ma`, e.g. `'mean'`, `'std'` etc :returns list of per-band values

**reproject** (*dst\_crs=None, resolution=None, dimensions=None, src\_bounds=None, dst\_bounds=None, target\_aligned\_pixels=False, resampling=<Resampling.cubic: 2>, creation\_options=None, \*\*kwargs*)

Return re-projected raster to new raster.

#### Parameters

- **dst\_crs** (*rasterio.crs.CRS, optional*) – Target coordinate reference system.
- **resolution** (*tuple (x resolution, y resolution) or float, optional*) – Target resolution, in units of target coordinate reference system.
- **dimensions** (*tuple (width, height), optional*) – Output size in pixels and lines.
- **src\_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output (in source georeferenced units).
- **dst\_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output (in destination georeferenced units).
- **target\_aligned\_pixels** (*bool, optional*) – Align the output bounds based on the resolution. Default is *False*.
- **resampling** (*rasterio.enums.Resampling*) – Reprojection resampling method. Default is *cubic*.
- **creation\_options** (*dict, optional*) – Custom creation options.
- **kwargs** (*optional*) – Additional arguments passed to transformation function.

#### Returns out

Return type *GeoRaster2*

**res\_xy** ()

Returns X and Y resolution.

**resize** (*ratio=None, ratio\_x=None, ratio\_y=None, dest\_width=None, dest\_height=None, dest\_resolution=None, resampling=<Resampling.cubic: 2>*)

Provide either ratio, or ratio\_x and ratio\_y, or dest\_width and/or dest\_height.

#### Returns GeoRaster2

**resolution** ()

Return resolution. if different in different axis - return geometric mean.

**save** (*filename, tags=None, \*\*kwargs*)

Save GeoRaster to a file.

#### Parameters

- **filename** – url
- **tags** – tags to add to default namespace

optional parameters:

- **GDAL\_TIFF\_INTERNAL\_MASK**: specifies whether mask is within image file, or additional .msk
- **overviews**: if True, will save with previews. default: True
- **factors**: list of factors for the overview, default: calculated based on raster width and height

- **resampling**: to build overviews. default: cubic
- **tiled**: if True raster will be saved tiled, default: False
- **compress**: any supported rasterio.enums.Compression value, default to LZW
- **blockxsize**: int, tile x size, default:256
- **blockysize**: int, tile y size, default:256
- **creation\_options**: dict, key value of additional creation options
- **nodata**: if passed, will save with nodata value (e.g. useful for qgis)

**save\_cloud\_optimized** (*dest\_url*, *resampling*=<Resampling.gauss: 7>)

Save as Cloud Optimized GeoTiff object to a new file.

**Parameters**

- **dest\_url** – path to the new raster
- **resampling** – which Resampling to use on reading, default Resampling.gauss

**Returns** new VirtualGeoRaster of the tiled object

**shape**

Raster shape.

**classmethod tags** (*filename*, *namespace*=None)

Extract tags from file.

**to\_bytes** (*transparent*=True, *thumbnail\_size*=None, *resampling*=None, *in\_range*='dtype',  
*out\_range*='dtype', *format*='png')

Convert to selected format (discarding geo).

Optionally also resizes. Note: for color images returns interlaced. :param transparent: if True - sets alpha channel for nodata pixels :param thumbnail\_size: if not None - resize to thumbnail size, e.g. 512 :param in\_range: input intensity range :param out\_range: output intensity range :param format : str, image format, default "png" :param resampling: one of Resampling enums

:return bytes

**to\_pillow\_image** (*return\_mask*=False)

Return Pillow. Image, and optionally also mask.

**to\_png** (*transparent*=True, *thumbnail\_size*=None, *resampling*=None, *in\_range*='dtype',  
*out\_range*='dtype')

Convert to png format (discarding geo).

Optionally also resizes. Note: for color images returns interlaced. :param transparent: if True - sets alpha channel for nodata pixels :param thumbnail\_size: if not None - resize to thumbnail size, e.g. 512 :param in\_range: input intensity range :param out\_range: output intensity range :param resampling: one of Resampling enums

:return bytes

**to\_raster** (*vector*)

Return the vector in pixel coordinates, as shapely.Geometry.

**to\_tiles** ()

Yield slippy-map tiles.

**to\_world** (*shape*, *dst\_crs*=None)

Return the shape (provided in pixel coordinates) in world coordinates, as GeoVector.

**transform**

Raster affine.

**vectorize** (*condition=None*)

Return GeoVector of raster, excluding nodata pixels, subject to 'condition'.

**Parameters** **condition** – e.g.  $42 < \text{value} < 142$ .

e.g. if no nodata pixels, and without condition - this == footprint().

**width**

Raster width.

**exception** telluric.georaster.GeoRaster2Error

Base class for exceptions in the GeoRaster class.

**exception** telluric.georaster.GeoRaster2IOError

Base class for exceptions in GeoRaster read/write.

**exception** telluric.georaster.GeoRaster2NotImplementedError

Base class for NotImplementedError in the GeoRaster class.

**exception** telluric.georaster.GeoRaster2Warning

Base class for warnings in the GeoRaster class.

**class** telluric.georaster.MergeStrategy

An enumeration.

**class** telluric.georaster.PixelStrategy

An enumeration.

```
telluric.georaster.merge_all(rasters,          roi=None,          dest_resolution=None,
                             merge_strategy=<MergeStrategy.UNION: 2>, shape=None,
                             ul_corner=None, crs=None, pixel_strategy=<PixelStrategy.FIRST:
                             1>)
```

Merge a list of rasters, cropping by a region of interest. There are cases that the roi is not precise enough for this cases one can use, the upper left corner the shape and crs to precisely define the roi. When roi is provided the ul\_corner, shape and crs are ignored

```
telluric.georaster.merge_two(one, other, merge_strategy=<MergeStrategy.UNION: 2>,
                             silent=False, pixel_strategy=<PixelStrategy.FIRST: 1>)
```

Merge two rasters into one.

**Parameters**

- **one** (*GeoRaster2*) – Left raster to merge.
- **other** (*GeoRaster2*) – Right raster to merge.
- **merge\_strategy** (*MergeStrategy, optional*) – Merge strategy, from *telluric.georaster.MergeStrategy* (default to “union”).
- **silent** (*bool, optional*) – Whether to raise errors or return some result, default to False (raise errors).
- **pixel\_strategy** (*PixelStrategy, optional*) – Pixel strategy, from *telluric.georaster.PixelStrategy* (default to “top”).

**Returns**

**Return type** *GeoRaster2*

## 1.2.6 telluric.plotting module

Code for interactive vector plots.

`telluric.plotting.layer_from_element` (*element*, *style\_function=None*)

Return Leaflet layer from shape.

**Parameters** *element* (`telluric.vectors.GeoVector`, `telluric.features.GeoFeature`, `telluric.collections.BaseCollection`) – Data to plot.

`telluric.plotting.plot` (*feature*, *mp=None*, *style\_function=None*, *\*\*map\_kwargs*)

Plots a GeoVector in an ipyleaflet map.

**Parameters**

- **feature** (`telluric.vectors.GeoVector`, `telluric.features.GeoFeature`, `telluric.collections.BaseCollection`) – Data to plot.
- **mp** (`ipyleaflet.Map`, *optional*) – Map in which to plot, default to None (creates a new one).
- **style\_function** (*func*) – Function that returns an style dictionary for
- **map\_kwargs** (*kwargs*, *optional*) – Extra parameters to send to ipyleaflet.Map.

`telluric.plotting.simple_plot` (*feature*, *\**, *mp=None*, *\*\*map\_kwargs*)

Plots a GeoVector in a simple Folium map.

For more complex and customizable plots using Jupyter widgets, use the plot function instead.

**Parameters** *feature* (`telluric.vectors.GeoVector`, `telluric.features.GeoFeature`, `telluric.collections.BaseCollection`) – Data to plot.

`telluric.plotting.zoom_level_from_geometry` (*geometry*, *splits=4*)

Generate optimum zoom level for geometry.

### Notes

The obvious solution would be

```
>>> mercantile.bounding_tile(*geometry.get_shape(WGS84_CRS).bounds).z
```

However, if the geometry is split between two or four tiles, the resulting zoom level might be too big.

## 1.3 Changelog

### 1.3.1 telluric 0.2.0 (2018-08-22)

#### New features

- Slicing a `FeatureCollection` now returns a `FeatureCollection` (#29, #32)
- Rasterization methods can now accept multiple fill values to produce nonbinary images (#34)
- `telluric.collections.FileCollection.save()` now saves types better (#20, #36)
- Merging functions and `telluric.georaster.GeoRaster2.empty_from_roi()` now support more ways to define the raster extent (#39, #57)



- Added utilities to convert to Cloud Optimized GeoTIFF (COG) and reproject files on disk (#45, #87)
- Raster data can be converted from/to different floating point formats thanks to enhancements in `telluric.georaster.GeoRaster2.astype()` (#33, #66)
- Added new method `telluric.georaster.GeoRaster2.colorize()` to colorize a band of a raster for visualization purposes (#81)
- Collections now have experimental “groupby/dissolve” functionality inspired by pandas and GeoPandas (#77, #98)
- Add a `telluric.georaster.PixelStrategy` enum with a new mode that allows the user to produce the “metadata” of a merge process (#68, #91)
- `telluric.vectors.GeoVector.rasterize()` can now accept a custom output CRS (#125)
- A new argument was added to the `GeoVector` constructor for disabling arguments validity checking (#126)
- Unnecessary CRS equality checking in `telluric.vectors.GeoVector.get_shape()` was removed for performance reasons (#127)

## Deprecations and removals

- Rasterization methods no longer support specifying a “nodata” value, and an appropriate nodata value will be generated depending on the fill value(s) (#28, #34)
- Properties in the sense of the GeoJSON standard are now called “properties” instead of “attributes” for consistency (#84)
- Non georeferenced raster data is no longer supported (although we are considering re adding it under some restrictions) (#64, #74)
- It is not required for collections to be reprojected to output CRS for rasterization with `fill_value` (#125)

## Bug fixes

- `telluric.vectors.GeoVector.from_record()` now treats `None` values properly (#37, #38)
- `GeoRaster2` methods and functions work with non isotropic resolution (#39)
- Cropping now behaves correctly with rasterio 1.0.0 (#44, #46)
- Crop size is now correctly computed for rasters in WGS84 (#61, #62)
- Fix rasterio 1.0.0 warnings regarding CRS comparison (#64, #74)
- `telluric.georaster.merge_all()` now is order independent and produces consistent results in all situations (#65, #62)
- `GeoRaster2` methods and functions work with rasters with positive y scale (#76, #78)
- `telluric.georaster.GeoRaster2.save()` with default arguments does not crash for small rasters anymore (#16, #53)
- `telluric.collections.FileCollection.save()` does not have side effects on heterogeneous collections anymore (#19, #24)
- Fix rasterization of points with default arguments (#9)

### **1.3.2 telluric 0.1.0 (2018-04-21)**

Initial release

## CHAPTER 2

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