
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

Installation

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.

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.

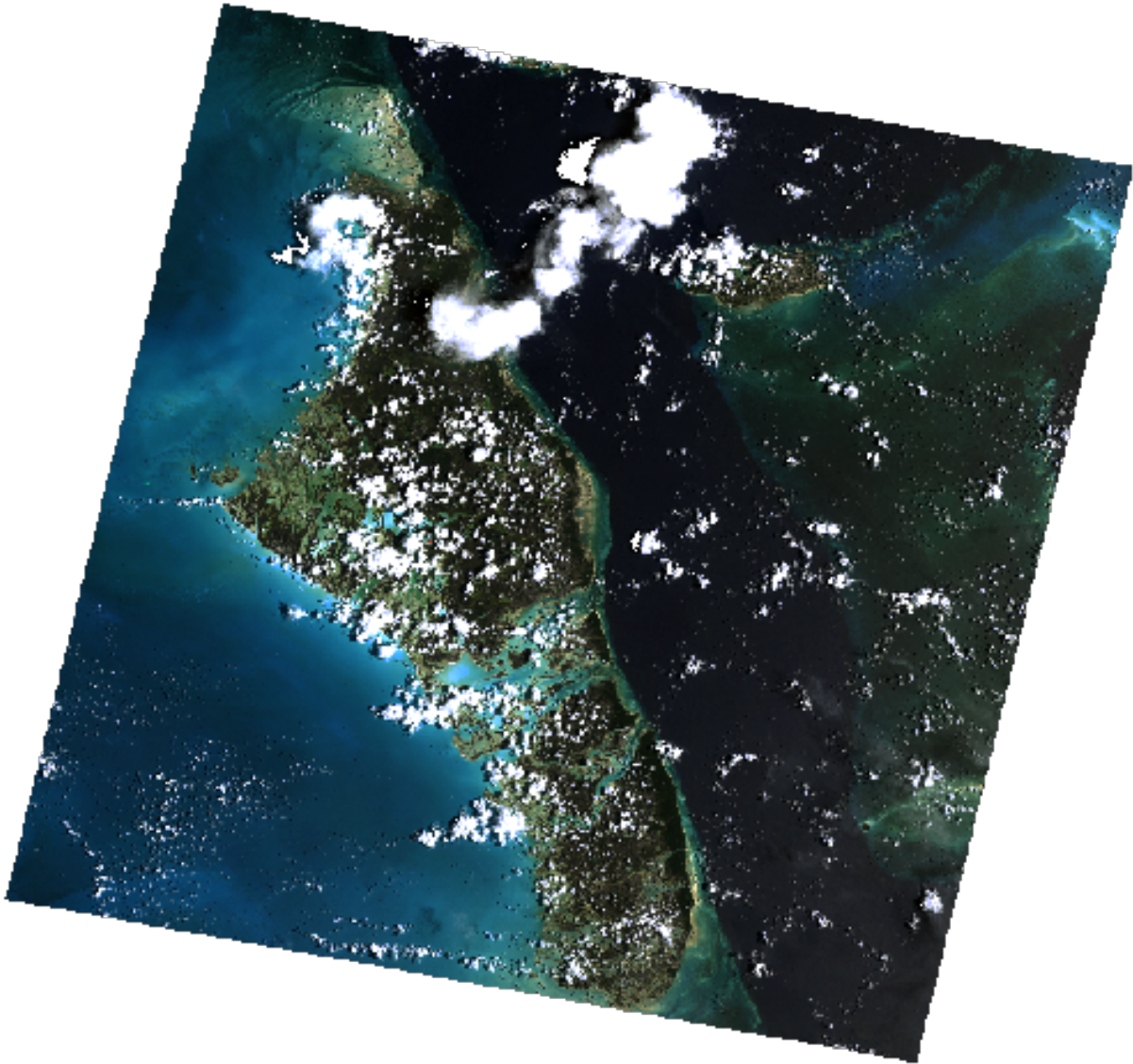
```
In [19]: # This will only save the URL in memory
rs = tl.GeoRaster2.open(
    "https://github.com/mapbox/rasterio/raw/master/tests/data/rgb_deflate.tif"
)

# 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
```

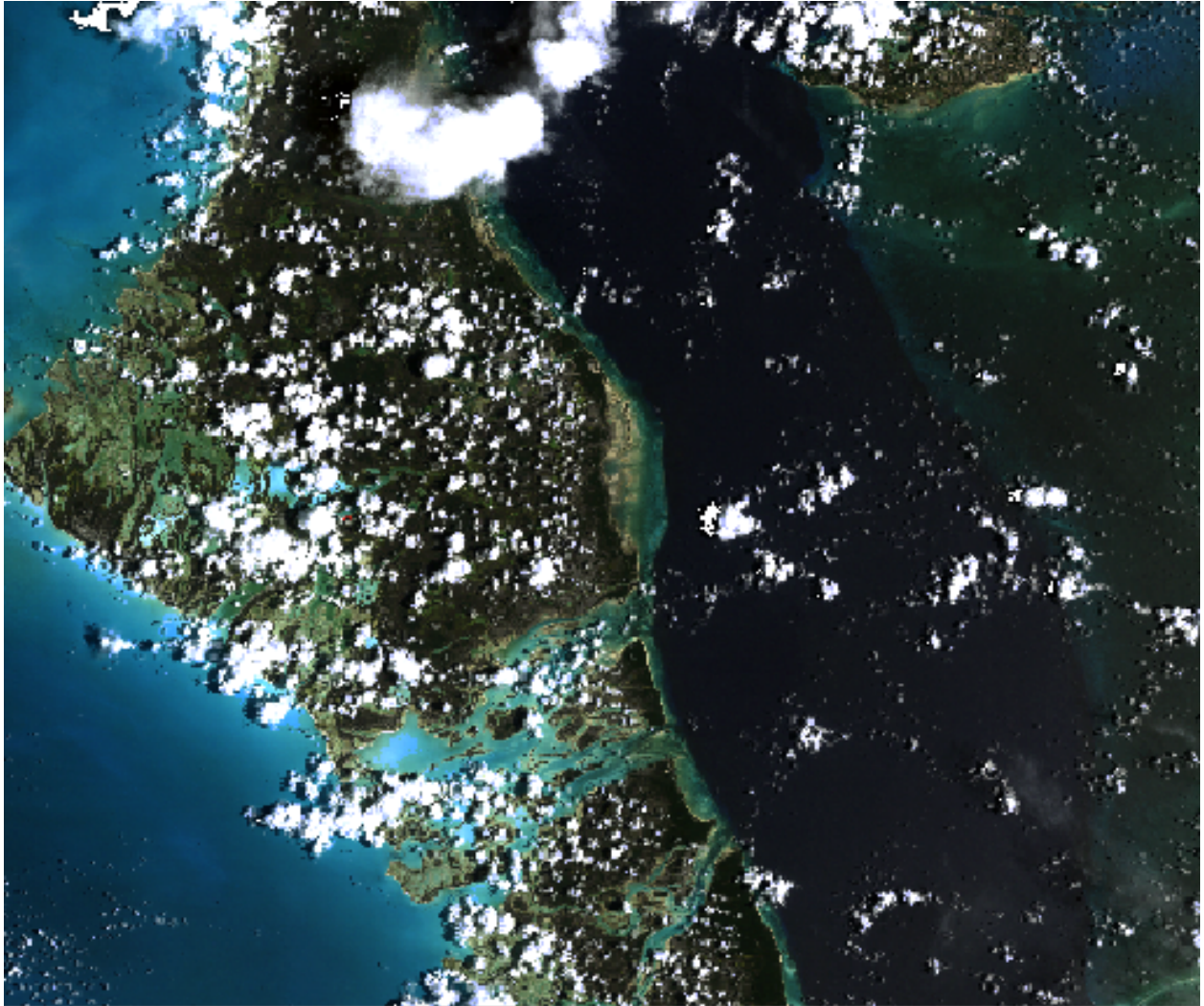


We can slice it like an array, or cropping some parts to discard others:

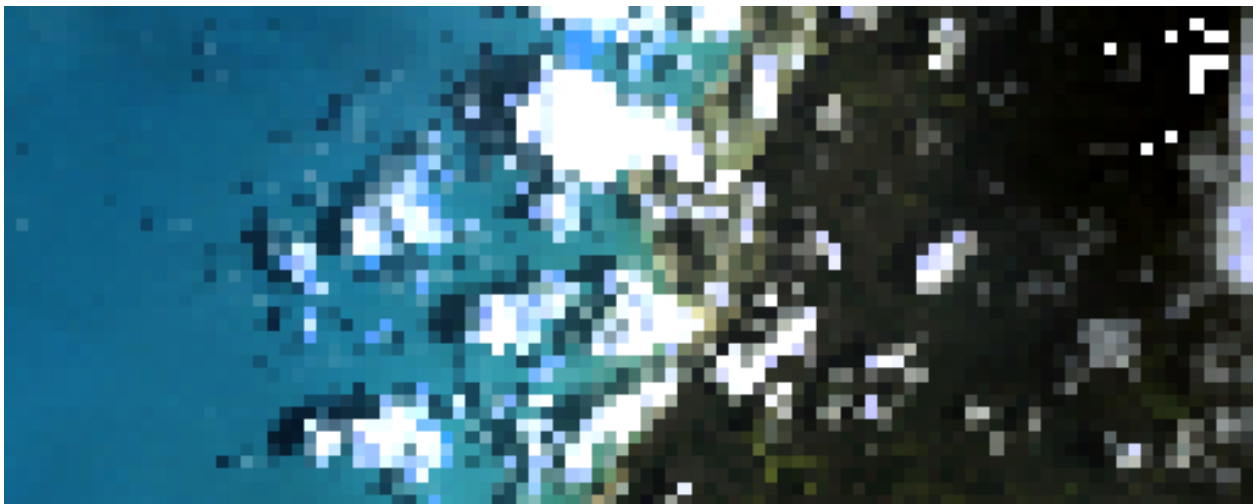
```
In [21]: rs.shape
```

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

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

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

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

1.2.2 telluric.vectors module

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

tiles (*zooms*, *truncate=False*)

Iterator over the tiles intersecting the bounding box of the vector

Parameters

- **zooms** (*int* or *sequence of int*) – One or more zoom levels.
- **truncate** (*bool*, *optional*) – Whether or not to truncate inputs to web mercator limits.

Yields `mercantile.Tile` object (*namedtuple* with *x*, *y*, *z*)

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.

classmethod `from_raster` (*raster, properties*)
Initialize a GeoFeature object with a GeoRaster

Parameters

- **raster** (*GeoRaster*) – the raster in the feature
- **properties** (*dict*) – Properties.

get_shape (*crs*)
Gets the underlying Shapely shape in a specified CRS.

class `telluric.features.GeoFeatureWithRaster` (*raster, properties*)

__init__ (*raster, properties*)

Initialize a GeoFeature object with a raster, When a GeoFeature has a raster the default behaviour is the same as GeoFeature where the geometry is the union of all rasters footprint.

we will override some methods to work differetnly like: 1. reproject (TBD) 2. rasterize (from feature collection, TBD) 3. to_record

Parameters

- **raster[s]** (*array or single GeoRaster*) –
- **properties** (*dict*) – Properties.

`telluric.features.raster_from_assets` (*assets*)
create a raster from assets, assets is a dictionary of links like described in the stacs inteface <https://github.com/radianteearth/stac-spec/tree/master/json-spec/examples>

- currently we support a single raster asset, in the feature we could support more

`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({'no_defs': True, 'init': 'epsg:3857'}), 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, crs=None*)

Creates a FileCollection from a file in disk.

Parameters

- **filename** (*str*) – Path of the file to read.
- **crs** (*CRS*) – overrides the crs of the collection, this function will not reproject

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.

chunks (*shape=256, pad=False*)

This method returns GeoRaster chunks out of the original raster.

The chunk is evaluated only when fetched from the iterator. Useful when you want to iterate over a big rasters.

Parameters

- **shape** (*int or tuple, optional*) – The shape of the chunk. Default: 256.
- **pad** (*bool, optional*) – When set to True all rasters will have the same shape, when False the edge rasters will have a shape less than the requested shape, according to what the raster actually had. Defaults to False.

Returns out – The iterator that has the raster and the offsets in it.

Return type *RasterChunk*

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

Parameters

- **colormap** (*str*) –
- **name from this list** *https (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 (*mutable=False, **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=None, 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 (*mutable=False, **kwargs*)

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

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=None, 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=None, affine=None*)

Get window from raster.

Parameters

- **window** – requested window
- **bands** – list of indices of requested bands, 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** – if True uses the mask, if False doesn't use the mask, if None looks to see if there is a mask, if mask exists using it, the default None

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, mutable=False, **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=None, 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
- **tilled**: 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 interleaved. :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 interleaved. :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.MutableGeoRaster` (*image=None, affine=None, crs=None, filename=None, band_names=None, no-data=0, shape=None, footprint=None, temporary=False*)

There are cases where you want to change the state of a *GeoRaster*, for these case consider using *MutableGeoRaster*

This class allows you to change the following attributes:

- *image* - the entire image or the pixel in it
- *band_names* - the *band_names* count and the shape of the image must be consistent
- *affine*
- *crs* - we don't validate consistency between *affine* and *crs*

When mutable raster make sense:

- When you need to alter the the image and copying the image doesn't make sense
- When changing the *affine* or *crs* make sense without reprojecting

affine

Raster affine.

band_names

Raster affine.

crs

Raster crs.

image

Raster bitmap in numpy array.

class `telluric.georaster.PixelStrategy`

An enumeration.

class `telluric.georaster.RasterChunk` (*raster, offsets*)

offsets

Alias for field number 1

raster

Alias for field number 0

```
telluric.georaster.join(rasters)
```

This method takes a list of rasters and a raster that is constructed of all of them

```
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>, resampling=<Resampling.nearest: 0>)
```

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.

1.2.7 telluric.util package

`telluric.util.raster_utils.build_overviews` (*source_file*, *factors=None*, *minsize=256*, *external=False*, *blocksize=256*, *interleave='pixel'*, *compress='lzw'*, *resampling=<Resampling.gauss: 7>*, ***kwargs*)

Build overviews at one or more decimation factors for all bands of the dataset.

Parameters

- **source_file** (*str*, *file object* or *pathlib.Path object*) – Source file.
- **factors** (*list*, *optional*) – A list of integral overview levels to build.
- **minsize** (*int*, *optional*) – Maximum width or height of the smallest overview level. Only taken into account if explicit factors are not specified. Defaults to 256.
- **external** (*bool*, *optional*) – Can be set to *True* to force external overviews in the GeoTIFF (.ovr) format. Default is *False*.
- **blocksize** (*int*, *optional*) – The block size (tile width and height) used for overviews. Should be a power-of-two value between 64 and 4096. Default value is 256.
- **interleave** (*str*, *optional*) – Interleaving. Default value is *pixel*.
- **compress** (*str*, *optional*) – Set the compression to use. Default is *lzw*.
- **resampling** (*rasterio.enums.Resampling*) – Resampling method. Default is *gauss*.
- **kwargs** (*optional*) – Additional arguments passed to *rasterio.Env*.

Returns *out* – Original file is altered or external .ovr can be created.

Return type `None`

`telluric.util.raster_utils.calc_transform` (*src*, *dst_crs=None*, *resolution=None*, *dimensions=None*, *src_bounds=None*, *dst_bounds=None*, *target_aligned_pixels=False*)

Output dimensions and transform for a reprojection.

Parameters

- **src** (*rasterio.io.DatasetReader*) – Data source.
- **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 file size in pixels and lines.
- **src_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output file from source bounds (in source georeferenced units).
- **dst_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output file from destination bounds (in destination georeferenced units).
- **target_aligned_pixels** (*bool, optional*) – Align the output bounds based on the resolution. Default is *False*.

Returns

- **dst_crs** (*rasterio.crs.CRS*) – Output crs
- **transform** (*Affine*) – Output affine transformation matrix
- **width, height** (*int*) – Output dimensions

```
telluric.util.raster_utils.convert_to_cog(source_file, destination_file, resampling=<Resampling.gauss: 7>, blocksize=256, overview_blocksize=256, creation_options=None)
```

Convert source file to a Cloud Optimized GeoTiff new file.

Parameters

- **source_file** – path to the original raster
- **destination_file** – path to the new raster
- **resampling** – which Resampling to use on reading, default *Resampling.gauss*
- **blocksize** – the size of the blocks default 256
- **overview_blocksize** – the block size of the overviews, default 256
- **creation_options** – <dictioanry>, options that can override the source raster profile, notice that you can't override *tiled=True*, and the *blocksize*

```
telluric.util.raster_utils.warp(source_file, destination_file, dst_crs=None, resolution=None, dimensions=None, src_bounds=None, dst_bounds=None, src_nodata=None, dst_nodata=None, target_aligned_pixels=False, check_invert_proj=True, creation_options=None, resampling=<Resampling.cubic: 2>, **kwargs)
```

Warp a raster dataset.

Parameters

- **source_file** (*str, file object or pathlib.Path object*) – Source file.
- **destination_file** (*str, file object or pathlib.Path object*) – Destination file.
- **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 file size in pixels and lines.
- **src_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output file from source bounds (in source georeferenced units).
- **dst_bounds** (*tuple (xmin, ymin, xmax, ymax), optional*) – Georeferenced extent of output file from destination bounds (in destination georeferenced units).
- **src_nodata** (*int, float, or nan, optional*) – Manually overridden source nodata.
- **dst_nodata** (*int, float, or nan, optional*) – Manually overridden destination nodata.
- **target_aligned_pixels** (*bool, optional*) – Align the output bounds based on the resolution. Default is *False*.
- **check_invert_proj** (*bool, optional*) – Constrain output to valid coordinate region in *dst_crs*. Default is *True*.
- **creation_options** (*dict, optional*) – Custom creation options.
- **resampling** (*rasterio.enums.Resampling*) – Reprojection resampling method. Default is *cubic*.
- **kwargs** (*optional*) – Additional arguments passed to transformation function.

Returns *out* – Output is written to destination.

Return type *None*

1.3 Changelog

1.3.1 telluric 0.7.0 (2018-11-06)

New features

- Added new method *telluric.georaster.GeoRaster2.chunks()* for iterating over the chunks of the raster (#169)

Bug fixes

- Workaround to overcome fiona's GDAL environment issue (#175)

1.3.2 telluric 0.6.0 (2018-11-05)

New features

- Added resampling parameter to *telluric.georaster.merge_all()* function (#166)
- New *telluric.vectors.GeoVector.tiles()* method for iterating over the tiles intersecting the bounding box of the vector (#167)

- Fiona 1.8.0 compatibility (#171)

Bug fixes

- Workaround to overcome rasterio's GDAL environment issue (#174)

1.3.3 telluric 0.5.0 (2018-10-26)

New features

- A new class *MutableGeoRaster* was added (#165)

1.3.4 telluric 0.4.1 (2018-10-23)

Bug fixes

- The right way to calculate `dest_resolution` in `telluric.georaster.merge_all()` if one is not provided (#163)
- Read mask only if it exists (#164)

1.3.5 telluric 0.4.0 (2018-10-19)

New features

- Rasterio 1.0.3 and higher compatibility (#152)
- Non-georeferenced images may be opened by providing `affine` and `crs` parameters to `telluric.georaster.GeoRaster2.open()` (#153)
- A new argument `crs` was added to `telluric.collections.FileCollection.open()` for opening vector files that don't contain information about CRS (#156)
- A new `telluric.util.raster_utils.build_overviews()` utility was added (#158)

Bug fixes

- Treat 0 as legitimate value in `telluric.georaster.GeoRaster2.colorize()` (#160)
- Fix rasterization of an empty collection with callable `fill_value` (#161)

1.3.6 telluric 0.3.0 (2018-09-20)

New features

- New class *GeoFeatureWithRaster* that extends *GeoFeature*.

1.3.7 telluric 0.2.1 (2018-09-12)

Bug fixes

- Retrieve mask in a safer way in `telluric.georaster.GeoRaster2.save()` (#136)
- Fix affine calculation in `telluric.georaster.GeoRaster2.get_tile()` (#137)
- Convert dimensions to ints (#140)
- Masking areas outside the window in `telluric.georaster.GeoRaster2.get_window()` (#141)
- `telluric.georaster.merge_all()` does not crash for resolution in ROI units (#143, #146)
- Limit rasterio version to <1.0.3
- Add LICENSE into the MANIFEST (#147)

1.3.8 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)

1.3.9 telluric 0.1.0 (2018-04-21)

Initial release

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