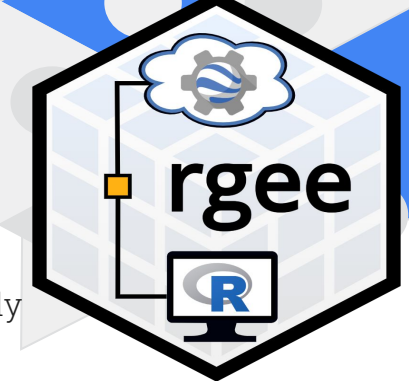


# Google Earth Engine with rgee :: CHEAT SHEET



## Mission

The goal of rgee is to offer a user-friendly interface for analyzing spatial data on the Google Earth Engine (GEE) platform using the R programming language.

## Installation

	Windows	<ul style="list-style-type: none"> <li>It is necessary to have <b>Rtools</b> installed.</li> <li><code>&gt; install.package("rgee")</code></li> </ul>
	Mac OS	<ul style="list-style-type: none"> <li>In terminal execute, as follow:</li> </ul> <pre>user:~\$ sudo apt install libjq-dev user:~\$ sudo apt install libprotobuf-dev user:~\$ sudo apt install protobuf-compiler &gt; install.package("rgee")</pre>
	Linux	<ul style="list-style-type: none"> <li>In terminal execute, as follow:</li> </ul> <pre>user:~\$ sudo apt install libjq-dev user:~\$ sudo apt install libprotobuf-dev user:~\$ sudo apt install protobuf-compiler &gt; install.package("rgee")</pre>
	Docker	<ul style="list-style-type: none"> <li>In terminal execute, as follow:</li> </ul> <pre>user:~\$ docker run -d -p 8787:8787 -e USER=rgee -e PASSWORD=rgee --name rgee-dev csaybar/rgee</pre>

For **Python requirements installation**, use [ee\\_install](#):

```
> rgee::ee_install()
```

**only run once rgee is installed**

See the [Python](#) section in [rgeebook](#) for more details.

## Hello world Earth Engine

```
> library("rgee")
> ee_initialize(user, drive, gcs)
```

**GEE username (Optional)** | **Connect GEE with GD.** | **Connect GEE with GCS.**

```
# Earth Engine API style (chaining methods)
> ee$String("Hello World from Earth Engine!")$
getInfo()
```

Fetch and return information. From GEE server to local.

```
> [1] "Hello World from Earth Engine!"
```

## Pipe integration %>%

Pipe operator has been included into rgee to provide functional programming style.

```
# Earth Engine API with pipes style
> ee$String("Hello World from Earth Engine!")%>%
ee$String$getInfo()
```

```
> [1] "Hello World from Earth Engine!"
```

## Basic classes

Basic data structures available in GEE..

Type	Class	Example
Number	ee\$Number	<code>&gt; ee\$Number(2021)</code>
String	ee\$String	<code>&gt; ee\$String("Hello")</code>
List	ee\$List	<code>&gt; ee\$List(c("Hi", "amy"))</code>
Dictionary	ee\$Dictionary	<code>&gt; ee\$Dictionary(list(year = 2021))</code>
Array	ee\$Array	<code>&gt; ee\$Array(26, 9, 2021)</code>
Date	ee\$Date	<code>&gt; ee\$Date("1990-01-01")</code>

## ee\$Geometry

A collection of geometric forms that describe an object spatially.

Type	Geom	Function
Point		<b>ee\$Geometry\$Point</b> <i>sf::st_point</i>
LineString		<b>ee\$Geometry\$LineString</b> <i>sf::st_linestring</i>
LineRing		<b>ee\$Geometry\$LineRing</b> <i>sf::st_linestring</i>
Polygon		<b>ee\$Geometry\$Polygon</b> <i>sf::st_polygon</i>
Multipoint		<b>ee\$Geometry\$Multipoint</b> <i>sf::st_multipoint</i>
MultiLineString		<b>ee\$Geometry\$MultiLineString</b> <i>sf::st_multilinestring</i>
MultiGeometry		<b>ee\$Geometry\$MultiGeometry</b> <i>sf::st_geometrycollection</i>

## Geometric operations

Type	Function
Buffer	<code>*\$buffer</code>
Intersection	<code>*\$intersection</code>
Union	<code>*\$union</code>
Difference	<code>*\$difference</code>
Symmetric difference	<code>*\$symmetricdifference</code>

(\*: The symbol mean is a type of GEE geometry, for example : a ee\$Geometry\$Polygon)

## Data catalog

The Earth Engine catalogue can be accessed interactively from R with rgee.

Function	Example
<code>ee_utils_dataset_display</code>	<code>&gt; ee_utils_dataset_display("Landsat")</code>

## Visualization

rgee supports the visualization of spatial Earth Engine objects such as Image, ImageCollection, Feature, FeatureCollection, and allows users to customize the legend using the **Map\$addLegend** method.

Object	Geom	Method	Arguments
Image		<b>Map\$addLayer</b>	<ul style="list-style-type: none"> <li>eeObject*</li> <li>VisParams</li> <li>name</li> <li>show</li> <li>opacity</li> </ul>
Feature			
FeatureCollection			
ImageCollection		<b>Map\$addLayers</b>	<ul style="list-style-type: none"> <li>nmax</li> </ul>

\* **eeObject** can also be a Cloud Optimized GeoTIFF (COG) file.

**Map\$Legend** needs that users pass the same *visParams* used in **Map\$addLayer**.

Data	Function	Type
Categorical	<code>Map\$addlegend(...)</code>	<code>color_mapping = "categorical"</code>
Continue		<code>color_mapping = "continue"</code>
Discrete		<code>color_mapping = "discrete"</code>
Customize		<code>color_mapping = "character"</code>

**Arguments for Map\$addlegend(...):**

- visParams
- name
- position
- color\_mapping
- opacity

## Example

```
> image <- ee$Image$Dataset$CGIAR_SRTM90_V4
> visparams <- list(min = 0, max = 3000)
> m1 <- Map$addLayer(image, visparams, "DEM")
> m1 + Map$addLegend(visparams, "DEM", "bottomright", 8)

rgee also supports the metadata display of GEE spatial objects (ee_print).

> ee$Image("CGIAR/SRTM90_V4") %>% ee_print(srtm)
```

# Google Earth Engine with rgee :: CHEAT SHEET



## Considerations

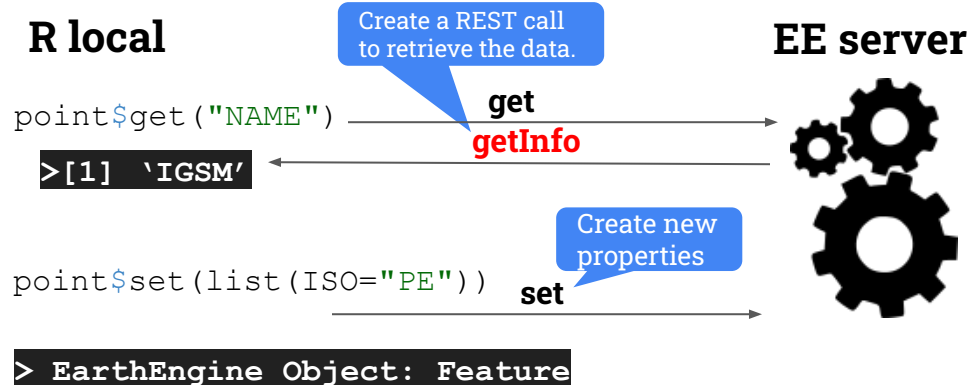
Some issues can occur when reticulate translates the R code into Python. We detected four cases:

1. map method in **ee\$List** objects. **Solution:** Use `ee_utils_pyfunc`.
2. Strict integer number data type. **Solution:** Add "L" at the end. For instance: `> ee$Number(20L)`
3. Be careful with **ee\$Date** objects. **Solution:** Use `eedate_to_rdate` and `rdate_to_eeate`.
4. Reserved words. **Solution:** Use quotation marks. For instance: `> x$'repeat'(20, 2)`

## ee\$Feature

It is an GEE geometry + properties.

```
> xy <- c(-77.08643, -12.05536)
> geom <- ee$Geometry$Point(xy)
> props <- list(ID = 1, NAME = IGSM)
> point <- ee$Feature(geom, props)
```



## ee\$FeatureCollection

It is an set of GEE features + properties.

```
> minmax <- c(-77.08, -12.05, -77.08, -12.05)
> box <- ee$Geometry$Rectangle(minmax)
> lf1 <- ee$Feature(box, list(ISO="PE"))
> lf2 <- ee$Feature(box, list(ISO="RU"))
> prps <- list(ID=1, NAME="polygons")
> fc <- ee$FeatureCollection(c(lf1,lf2), prps)
> print(fc)
```

**> EarthEngine Object: FeatureCollection**

## ee\$Image

It is an set of bands. An band is array of values + properties.

```
> image1 <- ee$Image(1)
> image1
> EarthEngine Object: Image
> image2 <- ee$Image(2)
> list_img <- list(image1, image2)
> image3 <- ee$Image(list_img)
> image3
> EarthEngine Object: Image
```

## Image I/O

Functions	FROM	TO	RETURN
<a href="#">ee_as_raster</a>	EE server	Local	R object
<a href="#">ee_image_to_asset</a>	EE server	EE asset	Unstarted task
<a href="#">ee_image_to_gcs</a>	EE server	GCS	Unstarted task
<a href="#">ee_image_to_drive</a>	EE server	GD	Unstarted task
<a href="#">ee_as_stars</a>	EE server	Local	R object
<a href="#">raster_as_ee</a>	Local	EE server	GEE object
<a href="#">stars_as_ee</a>	Local	EE server	GEE object

## ee\$ImageCollection

It is an set of GEE images + properties.

```
> ic <- ee$ImageCollection(list_img)
> ic
> EarthEngine Object: ImageCollection
```

## ImageCollection I/O

Functions	FROM	TO	RETURN
<a href="#">ee_get_date_ic</a>	EE server	Local	R data.frame
<a href="#">ee_imagecollection_to_local</a>	EE server	Local	R object

## FeatureCollection Export (Table)

Set of functions to fetch and return GEE FeatureCollections.

Functions	FROM	TO	RETURN
<a href="#">gcs_to_ee_table</a>	GCS	EE server	Unstarted task
<a href="#">ee_as_sf</a>	EE server	Local	R object
<a href="#">ee_table_to_drive</a>	EE server	GD	Unstarted task
<a href="#">ee_table_to_gcs</a>	EE server	GCS	Unstarted task
<a href="#">ee_table_to_asset</a>	EE server	EE asset	Unstarted task
<a href="#">sf_as_ee</a>	Local	EE server	GEE object

## GEE Asset Manager

Set of functions to interact with the GEE asset manager. Batch operations are supported.

### FUNCTIONS

- [ee\\_manage\\_create](#)
- [ee\\_manage\\_delete](#)
- [ee\\_manage\\_assetlist](#)
- [ee\\_manage\\_quota](#)
- [ee\\_manage\\_copy](#)
- [ee\\_manage\\_move](#)
- [ee\\_manage\\_set\\_properties](#)
- [ee\\_manage\\_delete\\_properties](#)
- [ee\\_manage\\_asset\\_access](#)
- [ee\\_manage\\_task](#)
- [ee\\_manage\\_cancel\\_all\\_running\\_task](#)

### DESCRIPTION

- Create an empty folder or ic.
- Delete an GEE asset.
- List files in a folder or ic.
- Show user GEE quota.
- Copy a paste GEE asset.
- Cut and paste a GEE asset.
- Set GEE asset properties.
- Delete GEE asset properties.
- Change IAM policy.
- Show the task's user history.
- Cancel all the running task.

## Custom Animations

Auxiliary functions to create GIF files with Earth Engine. They depend of the **magick** package. **rgeeExtra** now include these functions.

### FUNCTIONS

- [ee\\_utils\\_gif\\_annotate](#)
- [ee\\_utils\\_gif\\_creator](#)
- [ee\\_utils\\_gif\\_save](#)

### DESCRIPTION

- Add text to a GIF.
- From ee\$ImageCollection to GIF.
- Write a magick object as a GIF file.

## Miscellaneous

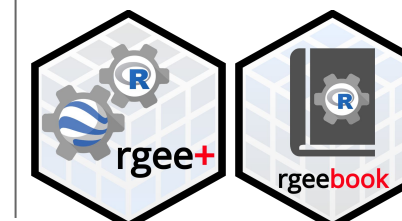
### FUNCTIONS

- [ee\\_utils\\_create\\_json](#)
- [ee\\_utils\\_create\\_manifest\\_image](#)
- [ee\\_utils\\_create\\_manifest\\_table](#)
- [ee\\_utils\\_dataset\\_display](#)
- [ee\\_utils\\_future\\_value](#)
- [ee\\_utils\\_get\\_crs](#)
- [ee\\_utils\\_py\\_to\\_r](#)
- [ee\\_utils\\_pyfunc](#)
- [ee\\_utils\\_shp\\_to\\_zip](#)
- [ee\\_utils\\_cog\\_metadata](#)

### DESCRIPTION

- Convert a R list into a JSON.
- GEE Image manifest creator.
- GEE Table manifest creator.
- Search into the GEE Data Catalog.
- Return the future values object.
- Convert SR-ORG into a OGC WKT.
- Translate Python objects to R.
- Wrap a R function in Python.
- Create a zip from an sf object.
- Metadata of a COG tile server.

## Others



This cheatsheet was created using the [rgee reference manual](#) and the [rgee vignettes](#). Visit the [rgeebok](#) for additional information about this package.