

# EEFLUX GOOGLE EARTH ENGINE EVAPOTRANSPIRATION FLUX TOOL AT LANDSAT RESOLUTION



## EEFlux Development Team

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Presenter, *Member of Landsat Science Team*

**Rick Allen** -- University of Idaho – Professor, *Member of Landsat Science Team*

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**Charles Morton** – Desert Research Institute –



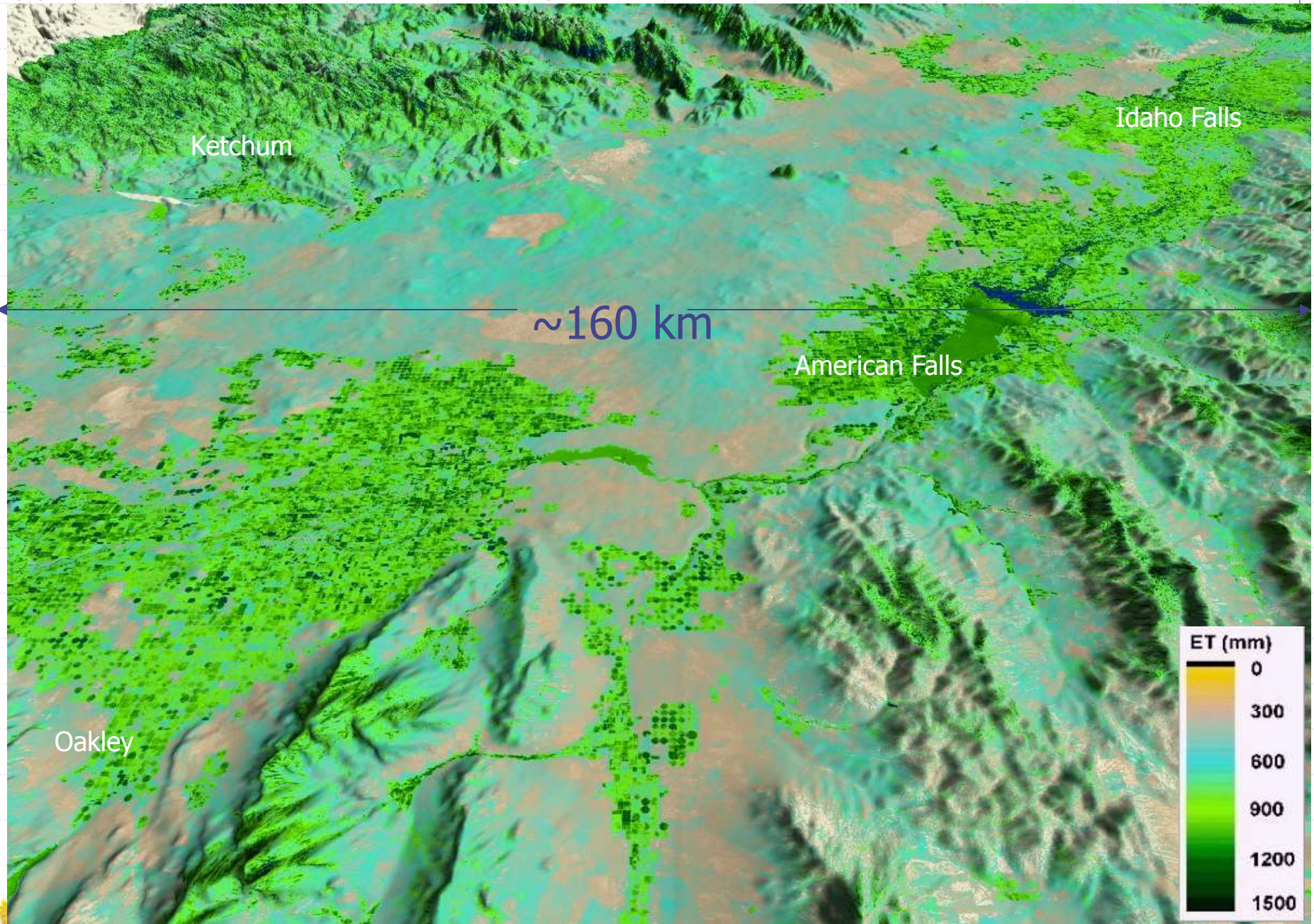
**Clarence Robison** – Univ. Idaho – GIS technician  
**Ricardo Trezza** – University of Idaho – Professor  
**David Thau**, Google, Inc. – Earth Engine Advocate  
**Tyler Erickson**, Google, Inc. – Earth Engine Advocate  
**Rebecca Moore**, Google, Inc. – Manager, Earth Engine / *Visionary*

# Why an Evapotranspiration Tool on Google Earth Engine?

- Provide a web-based ET mapping tool with free public access
- Earth Engine (EE) has enormous computing and storage power
- EE has essentially free access
- EE holds the entire Landsat archive and NLDAS/CFSV2 gridded weather
- EE has strong developer support
- ET information is needed across the Global spectrum
- Strong Google support and encouragement to developers, ready access to spatial information, and encouragement to impact natural resources management



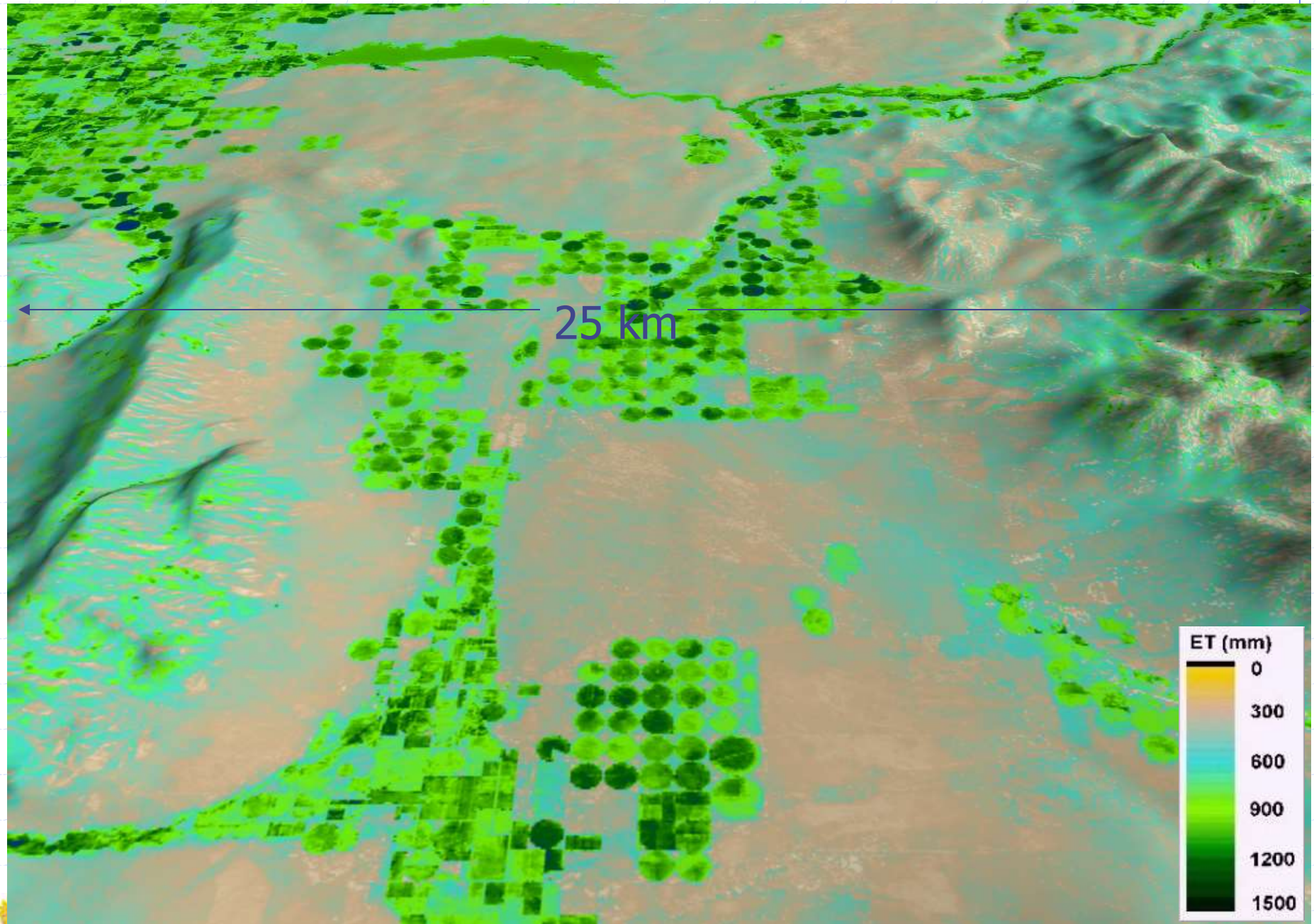
Does ET vary in Space? (Yes) -- Monthly and Seasonal ET at 30 m resolution for the Eastern Snake Plain of Idaho *April – October, 2006 ET*





# ET features at 30 m resolution

April – October, 2006 ET from  
METRIC-Landsat



# General EB Components in EEFlux – from METRIC (Mapping ET at high Resolution using Inverse Calibration)

## ◆ Net Radiation ( $R_n$ )

- Reflected shortwave from satellite
- Incoming shortwave from theory
- Emitted longwave from satellite
- Incoming longwave from emitted and atmospheric transmissivity

## ◆ Sensible Heat Flux ( $H$ )

- Near surface vertical air temperature gradient ( $dT$ ) keyed from surface temperature ( $T_s$ ) – calibrated to each image date ( $dT = a + b T_s$ )
- Aerodynamic resistance from
  - ◆ Wind speed at blending height (from gridded or local weather)
  - ◆ Aerodynamic roughness from vegetation indices and land use type
  - ◆ Buoyancy effects from iterative solutions

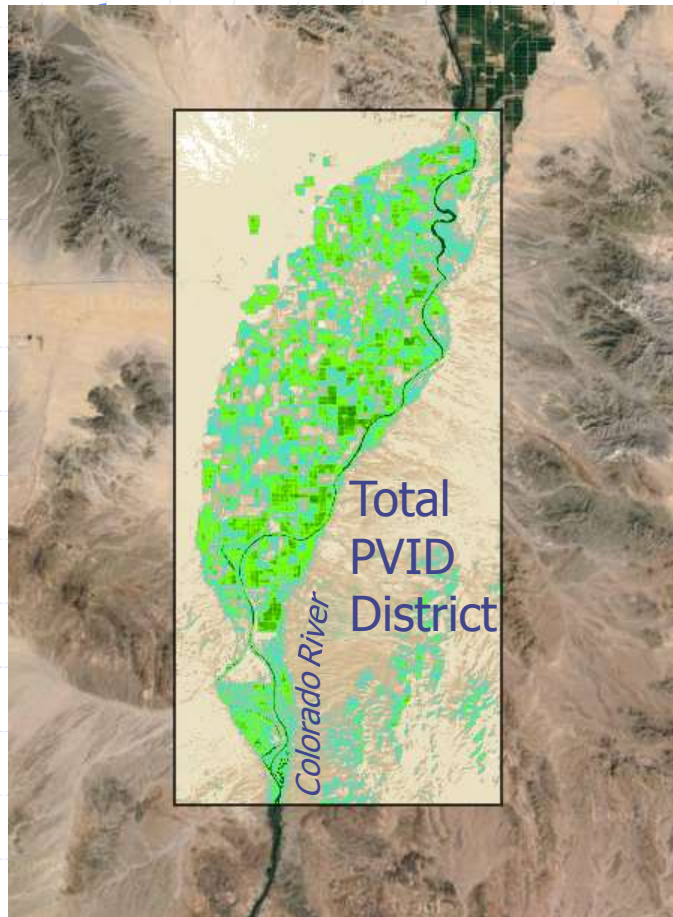
## ◆ Soil Heat Flux ( $G$ )

- Function of  $H$  for nearly bare soil and function of  $R_n$  for vegetation

## ◆ $\lambda E = R_n - G - H$



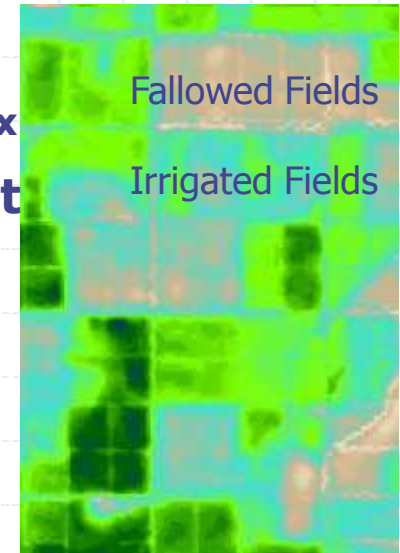
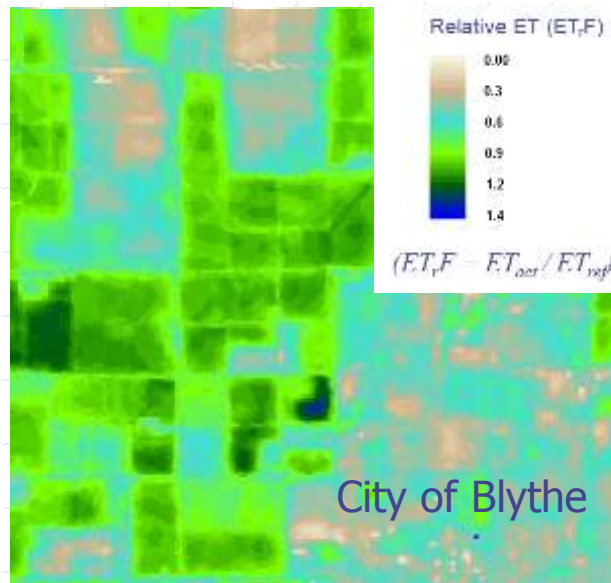
# Google Earth Engine App --- **EEFlux**



## Earth Engine Evapotranspiration Flux Palo Verde Irrigation District

Blythe, California – Jan. – Dec. 2008

-- Landsat 5 imagery      Dec.

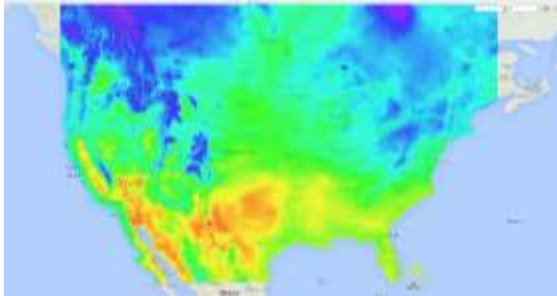


Univ. Nebraska-Lincoln, Univ. Idaho, Desert Research Institute

Computations are based on a complete surface energy balance (**METRIC**)

# Data Resources Used by EFlux

NLDAS-Jan 1, 1979 - Current



GRIDMET-Jan 1, 1979 - Current



NLCD Landuse



DEM



Soil Data Layers

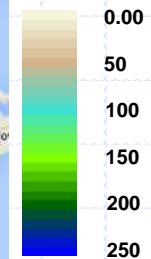


- Landsat 5/7/8 and MODIS
- Weather Data
  - Hourly Weather Data (NLDAS)--CONUS
  - Daily Weather Data (GRIDMET)--CONUS
  - Climate Forecast System Version 2, 6-hourly Products (CFSV2)--nonCONUS
- Landuse and Digital Elevation Maps
- Soil Data Layers (STATSGO--CONUS and FAO)

# Reference ET on the Google Earth Engine EFlux App.



Reference ET (mm/mo)



Reference ET  
calculated using  
the ASCE  
Standardized  
Penman-  
Monteith  
Equation for the  
Tall Reference  
(Alfalfa)

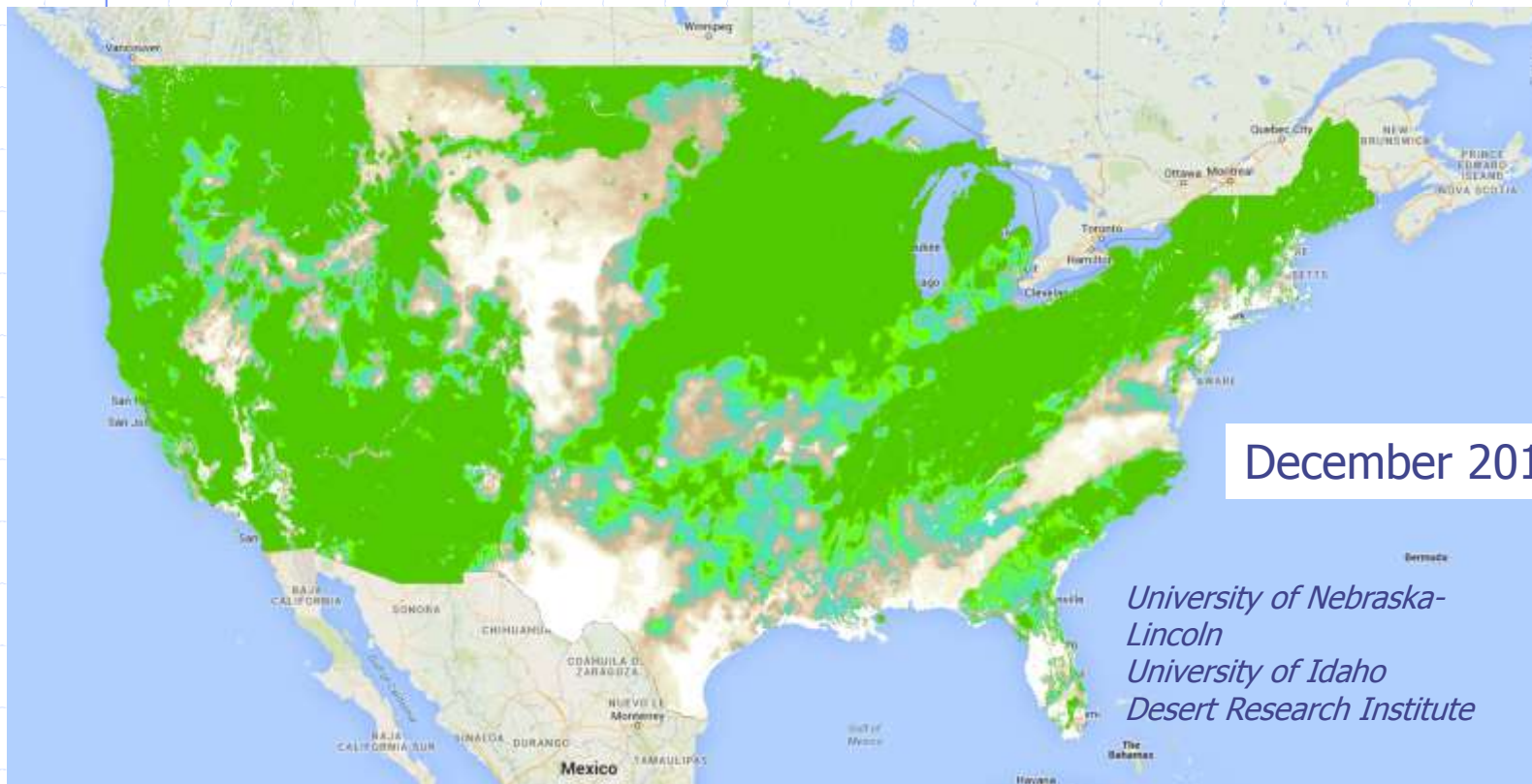
--computed from  
the GridMET  
data set of  
Abatzoglou  
(2012)

*Univ. Nebraska-Lincoln, Desert Research Institute, Univ. Idaho*

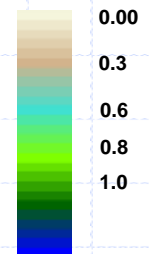


# The Soil Surface Evaporation Component of the Google Earth Engine **EEFlux** App.

--- **Evaporation from Bare Soil** --- used to calibrate the EEFlux Evapotranspiration Surface Energy Balance to account for Precipitation Effects on ET



Evap. Coef. ( $K_e$ )



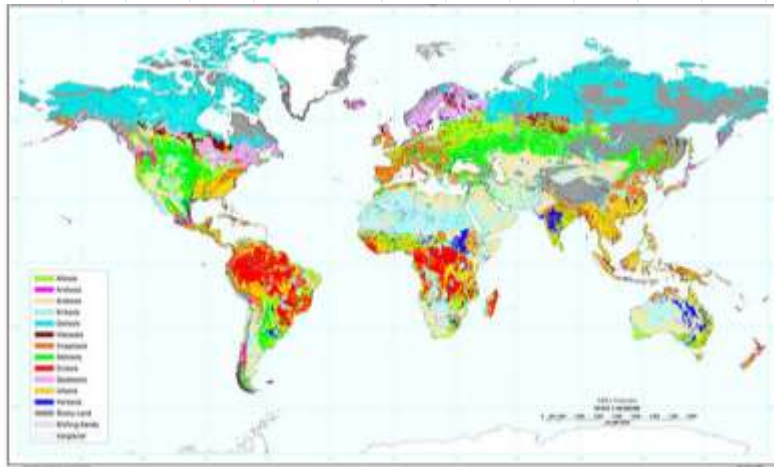
$$(K_e = E_{act} / ET_{ref})$$

--computed from the GridMET weather data set of Abatzoglou (2012)

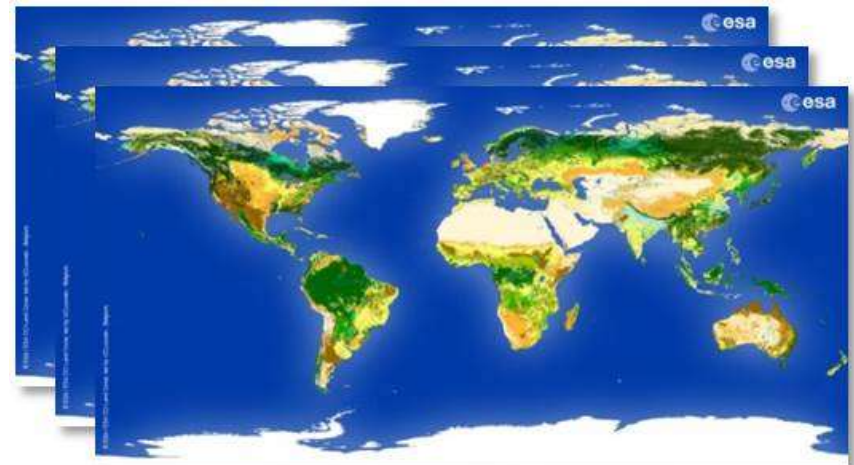
-- GridMET is traceable to NLDAS and PRISM data sets

# **EEFlux -- Data sets for Global Applications outside the USA**

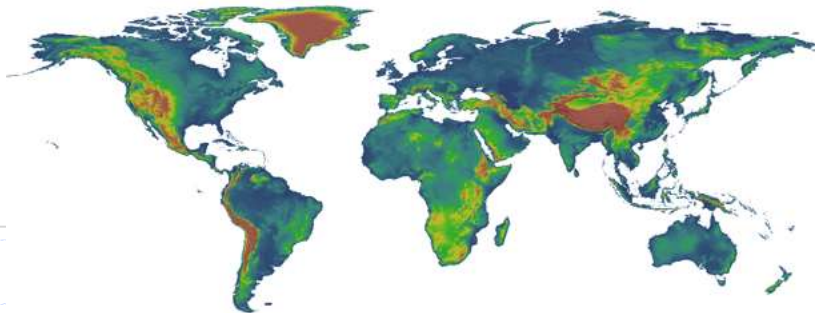
**GLOBAL SOIL**



**LANDUSE-ESA**



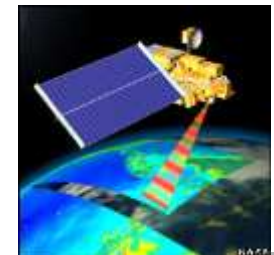
**DIGITAL ELEVATION DATABASE-SRTM**



**LANDSAT 5/7/8**



**MODIS**

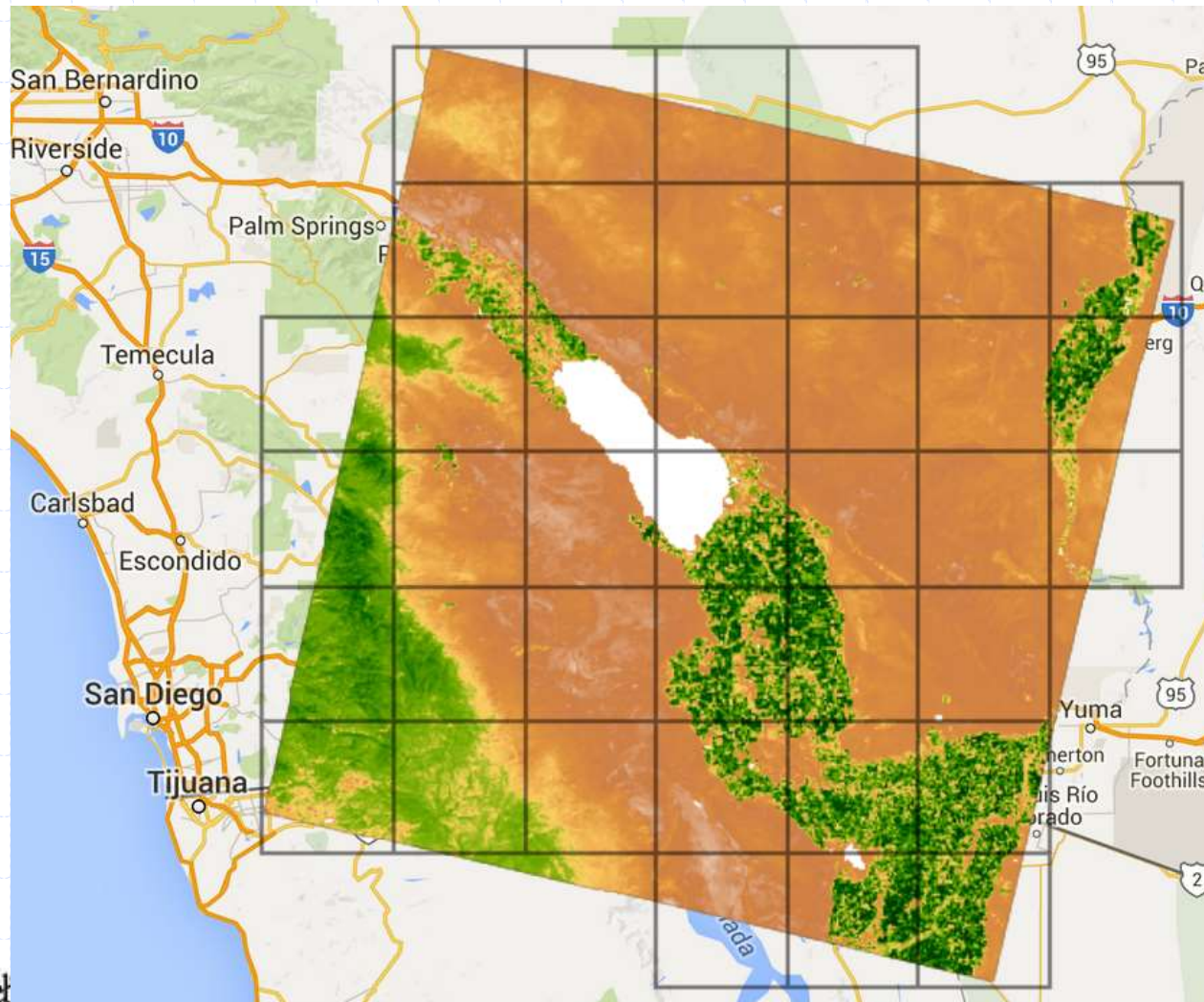


These data products are loaded and are functional on Earth Engine

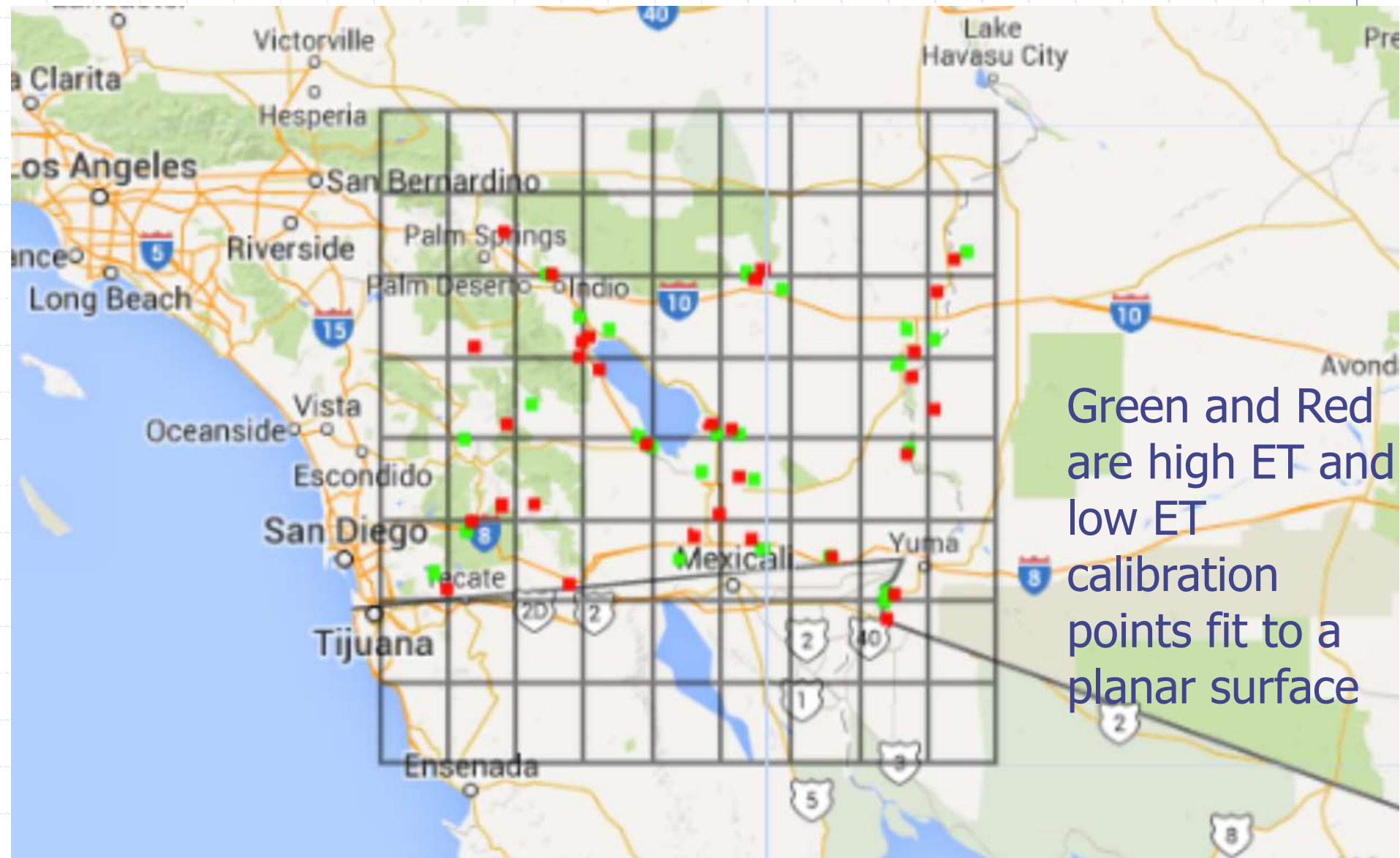


# EEFlux Automated Calibration on a Grid

- more robust for complex terrain and near large water bodies – fit to a planar surface



# Calibration of Energy Balance on a Grid





# Development Steps in Progress

<http://eeflux-level1.appspot.com/>

## **Refinement of a Web-based User Console**

- to save project information
- free access to level 1 EEFlux API's by outside users
- tuning dials for level 1 EEFlux to adjust calibration
- more beta testing on level 2 to permit advanced tuning

## **Seamless National and Global applications**

### **Cloud detection and mitigation for clouds (*Fmask*)**

### **Time integration to produce monthly and annual ET volumes (*in progress by Desert Research Institute*)**

### **Ingestion of METRIC “mountain” algorithms for aerodynamics and solar radiation estimation in complex terrain**

### **Bias correction to gridded weather data sets for aridity**

# Other Energy Balance Enhancements in METRIC/EEFlux

- ◆ Soil heat flux of thawing soils (frozen during prior night)
- ◆ Soil heat flux under organic mulches including straw
- ◆ Soil heat flux optimization using EB inversion
- ◆ Excess aerodynamic resistances in sparse brush and grapes
- ◆ Nadir-based albedo adjustment for deep canopies
- ◆ **Aerodynamic-based estimation of evaporation from water**
- ◆ Radiation and Aerodynamic Algorithms from METRIC Level 3 for Complex Terrain (Mountains)



# EEFlux API's

## ◆ ee.Algorithms.EEFlux(Landsat)

- ◆ ee.Algorithm.EEFlux.HourlyETr
- ◆ ee.Algorithm.EEFlux.DailyETr
- ◆ ee.Algorithm.EEFlux.SoilWaterBalance
- ◆ ee.Algorithm.EEFlux.LandsatPreprocessing
- ◆ ee.Algorithm.EEFlux.surfaceReflectance
- ◆ ee.Algorithm.EEFlux.surfaceAlbedo
- ◆ ee.Algorithm.EEFlux.surfaceTemperature
- ◆ ee.Algorithm.EEFlux.AutoHC
- ◆ ee.Algorithm.EEFlux.NetRadiation
- ◆ ee.Algorithm.EEFlux.dT
- ◆ ee.Algorithm.EEFlux.SensibleHeatFlux
- ◆ ee.Algorithm.EEFlux.SoilHeatFlux
- ◆ ee.Algorithm.EEFlux.EnergyBalance

*API = Application Programming Interface*

*Each API will be callable by any user's Earth Engine Script*

Soon to be available in earth engine playground

sample  
ee call

## ee.Algorithm.EEFlux

◆ ee.Algorithms.EEFlux.HourlyETr(Tair, SPH, Rs, WindSpeed, Elevation, Zw, doy, hour, ReferenceSurface )

- EEFlux (Earth Engine Evapotranspiration Flux), is patterned after the operational stand-alone model METRIC (mapping evapotranspiration at high resolution with internal calibration). EEFlux is a full surface energy balance model, producing estimates of net radiation (Rn), sensible heat flux to the air (H), and conductive heat flux to the ground (G). ET is estimated from these surface energy balance components as a residual:  $ET = Rn - H - G$ .

◆ Arguments:

◆ Input layers:

■ **input (Image):** The Landsat image to process.

◆ Returns:

- ETrF: Fraction of Evapotranspiration (ET/ETrF)
- ET: Evapotranspiration (mm/day)

◆ Reference:



# Demo of EEFlux

<http://eeflux-level1.appspot.com/>



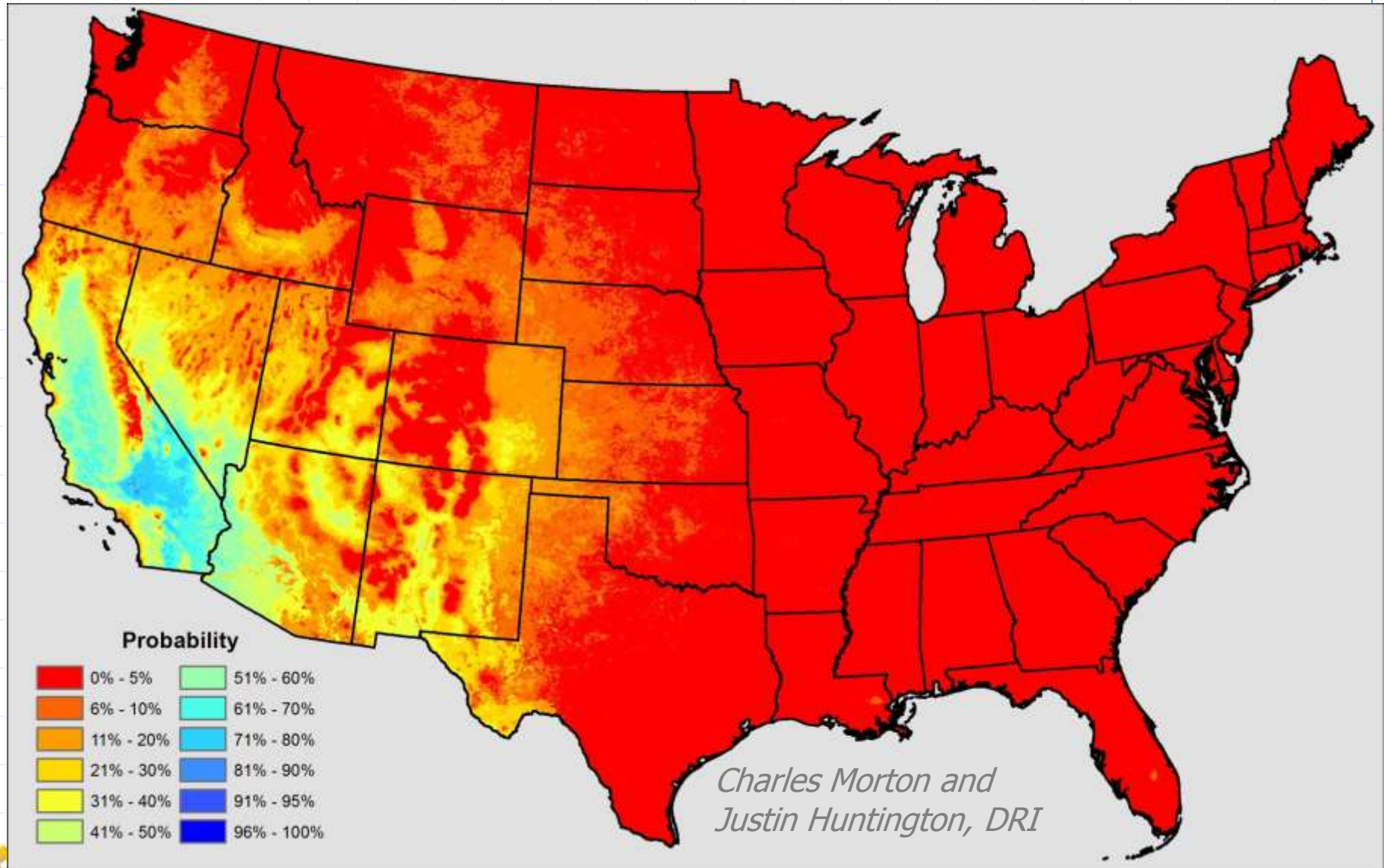
## Public Service Announcement:

Need for Shorter Revisit Time for  
Landsat-type Satellites  
(with Thermal Imaging)  
to Mitigate for Clouds

10/24/2016

1 Satellite (image each 16 days)

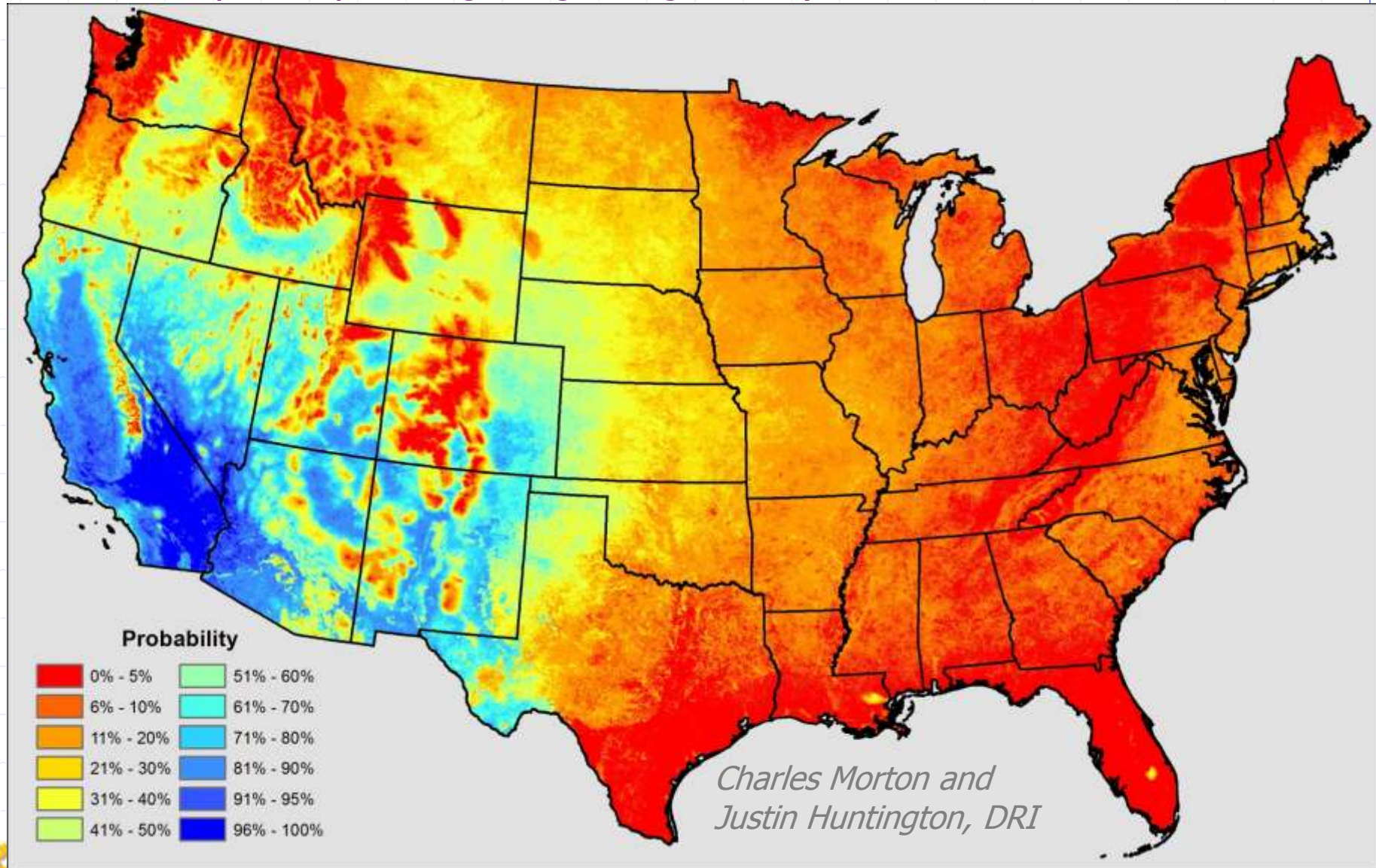
**Probability of producing a good estimate of Water Consumption over any given year** (having a Cloud-free Image at least every 32 days during the growing season)



2 Satellites (image each 8 days)

**Probability of producing a good estimate of Water**

**Consumption over any given year** (having a Cloud-free Image at least every 32 days during the growing season)

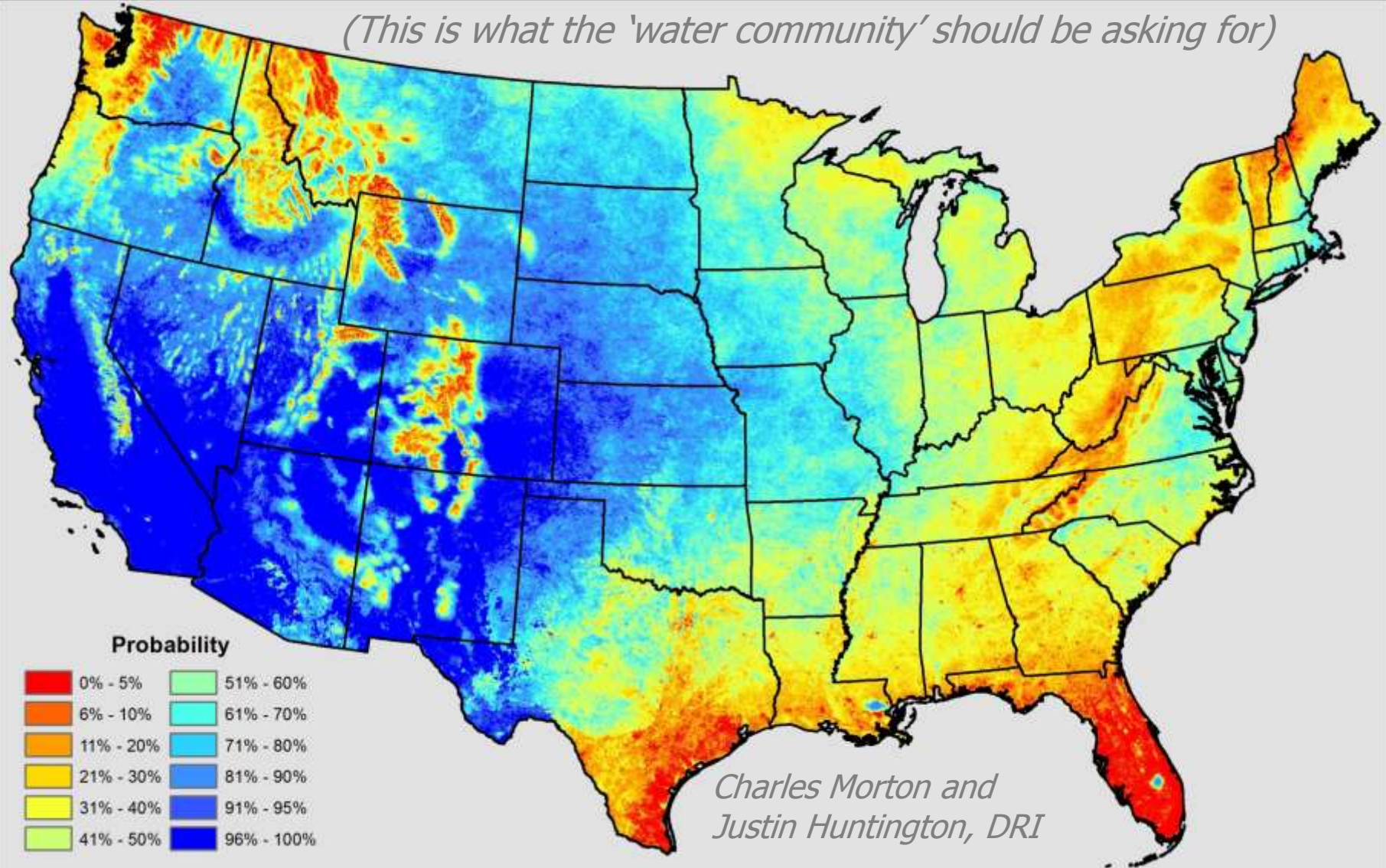




4 Satellites (image each 4 days)

**Probability of producing a good estimate of Water Consumption over any given year** (having a Cloud-free Image at least every 32 days during the growing season)

*(This is what the 'water community' should be asking for)*

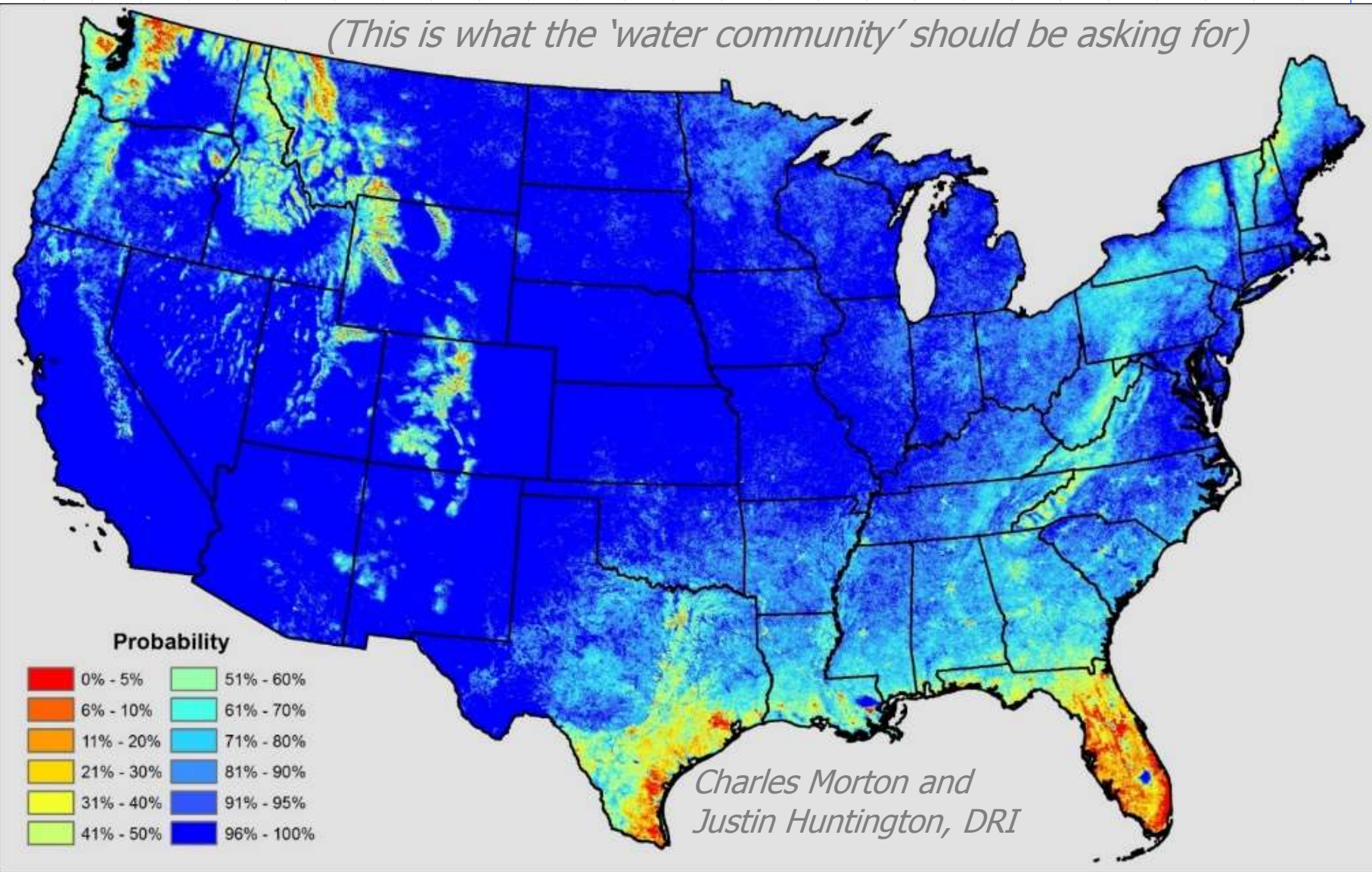




8 Satellites (image each 2 days)

**Probability of producing a good estimate of Water Consumption over any given year** (having a Cloud-free Image at least every 32 days during the growing season)

*(This is what the 'water community' should be asking for)*



# A Landsat-based "Earth-Selfie" concept

- ◆ Cost: Less than 3 coffee-latte's per American per year
- ◆ Support SIXTEEN Landsats in orbit
- ◆ DAILY Earth-Selfie's
- ◆ Consider:

- *99% of all Americans spend at least \$10 per week on superfluous things: cafe-lattes; bottled water; movies; gasoline to motor three blocks to the market-place or across town to look for designer jeans.*
- *However, we don't want to spend the <\$0.50 PER YEAR per American needed to launch and operate Landsats or similar that take field-scale 'selfies' of our Nation.*
- *Less than \$6 per American PER YEAR would place SIXTEEN Landsats into orbit, giving us DAILY Selfies of the entire Nation.*

*\$800 million/LS*

*÷ 8 years*

*x 16 LS*

*÷ 300 million Americans*

*= \$5.30 per American per year*



***Can you imagine what that would be like? A Landsat 'Selfie' EVERY DAY???***

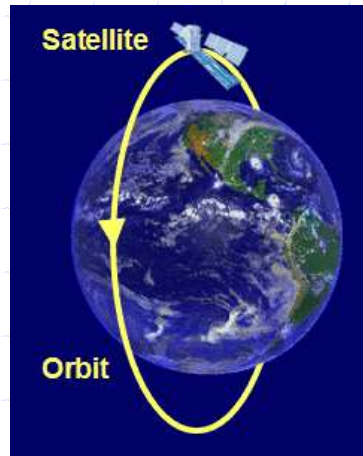


# A formula for calculating revisit time for a satellite (and the number of satellites needed for a daily "Selfie")

Earth's Circumference = 40,000,000 m    Satellite Orbit time = 98.9 minutes for L8



X



= 16 days for 1 sat.  
or 16 satellites for daily



X



Effective Number of Detectors  
(no. pixels) = ~5,700 for L8

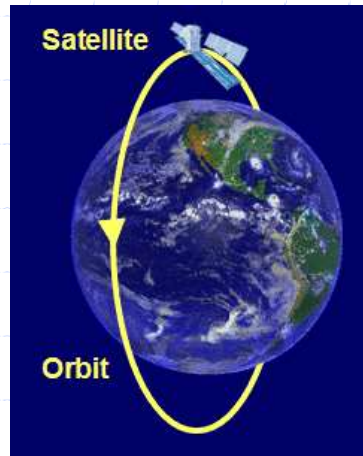
Pixel size = 30 m for L8

constrained by telescope  
size and signal to noise  
ratio req.

Swath Width of Satellite

# A formula for calculating revisit time for a satellite (and the number of satellites needed for a daily "Selfie")

Earth's Circumference = 40,000,000 m    Satellite Orbit time = 98.9 minutes for L8



= 48 days for 1 sat.  
or 48 satellites for daily



X



Effective Number of Detectors  
(no. pixels) = ~5,700 for L8

Pixel size = 10 m

constrained by telescope  
size and signal to noise  
ratio req.

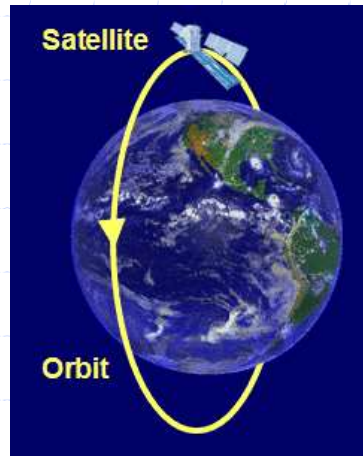
Swath Width of Satellite

# A formula for calculating revisit time for a satellite (and the number of satellites needed for a daily "Selfie")

Earth's Circumference = 40,000,000 m    Satellite Orbit time = 98.9 minutes for L8



X



= 480 days for 1 sat.  
or 480 satellites for daily



X



Effective Number of Detectors  
(no. pixels) = ~5,700 for L8

Pixel size = 1 m

constrained by telescope  
size and signal to noise  
ratio req.

Swath Width of Satellite



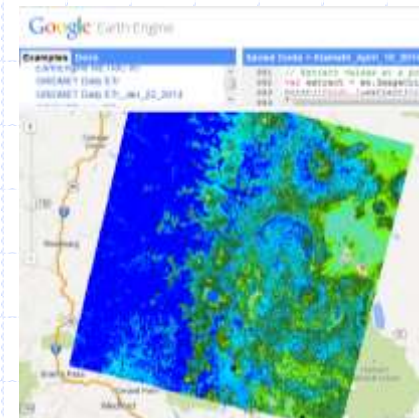
# Thank You

◆ <http://eeflux-level1.appspot.com/>

# EEFlux (ET) on Google Earth Engine

## ◆ Data:

- Gridded Weather data – used to calibrate EEFlux energy balance and to calculate Reference ET used for Time Interation of ET:
  - NLDAS – North American Land Data Assimilation System
    - hourly weather data at 12 km available for > 30 year period for CONUS
  - GridMET - daily, bias corrected weather data at 4 km available for > 30 year period for CONUS
  - Climate Forecast System Version 2, 6-hourly Product (CSFV2)—nonCONUS
  - Real Time Mesoscale Analysis (RTMA) – downloaded daily to Earth Engine – used to fill in time gaps between NLDAS and today for processing recent Landsat imagery
- Soils -- Used to produce a daily time series of evaporation from bare soil.
  - Statsgo soils data is available for CONUS for top 0.15 m of soil
  - FAO soils data base used for rest of globe



Klamath, 2014

# Calibration of METRIC/EEFlux:

$$\text{bias}_{R_n-G} \rightarrow \text{bias}_{H-\text{cal}} \rightarrow \text{bias}_{dT} \rightarrow \text{bias}_{H-\text{pixel}} \rightarrow \text{LE}$$

*unbiased*

The Sensible Heat (H)  
Function calibrates around  
Biases in many of the  
Energy balance components:

(Biases exist in: net radiation, soil heat flux, aerodynamic stability, aerodynamic roughness, absolute surface temperature, atmospheric correction)

$$H = R_n - G - LE \quad (\text{for calibration})$$

$$LE = R_n - G - H \quad (\text{during application})$$

Biases cancel out

