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Sentinel-2: Cloud Probability



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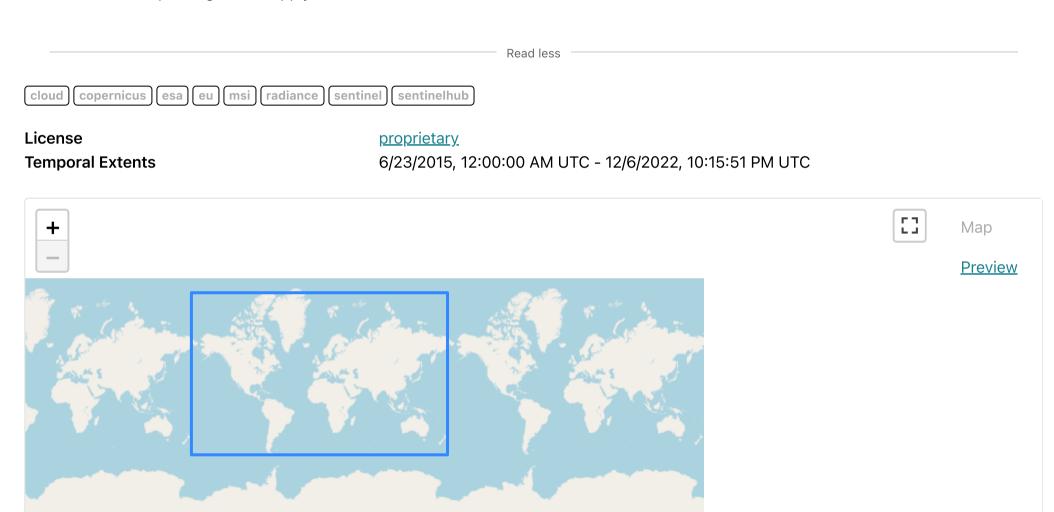
Description

The S2 cloud probability is created with the <u>sentinel2-cloud-detector</u> library (using <u>LightGBM</u>). All bands are upsampled using bilinear interpolation to 10m resolution before the gradient boost base algorithm is applied. The resulting 0..1 floating point probability is scaled to 0..100 and stored as a UINT8. Areas missing any or all of the bands are masked out. Higher values are more likely to be clouds or highly reflective surfaces (e.g. roof tops or snow).

Sentinel-2 is a wide-swath, high-resolution, multi-spectral imaging mission supporting Copernicus Land Monitoring studies, including the monitoring of vegetation, soil and water cover, as well as observation of inland waterways and coastal areas.

The Level-2 data can be found in the collection <u>COPERNICUS/S2_SR</u>. The Level-1B data can be found in the collection <u>COPERNICUS/S2</u>. Additional metadata is available on assets in those collections.

See this tutorial explaining how to apply the cloud mask.



Providers

European Union/ESA/Copernicus/SentinelHub	LICENSOR PRODUCER
Google Earth Engine	HOST

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Metadata

General

Instruments	MSI	
Platform	1. Sentinel-2A	
	2. Sentinel-2B	
Probability	0 – 100	

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Electro-Optical

Spectral Bands	Description: Probability that the pixel is cloudy.
	Gsd: 10 m
	Name: probability

Google Earth Engine

Interval	Interval: 5	
	Type: revisit_interval	
	Unit: day	
Terms of Use	The use of Sentinel data is governed by the Copernicus Sentinel Data Terms and Conditions.	
Туре	Image Collection	
Visualizations	Display Name: RGB	
	Image Visualization:	
	Band Vis:	
	Bands: probability	
	Max: 100	
	Min: 0	
	Lookat:	
	Lat: 51.4191	
	Lon: 4.1968	

Additional resources

- Run the example for COPERNICUS/S2 CLOUD PROBABILITY in the Earth Engine Code Editor

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