

World Settlement Footprint 2015

## World Settlement Footprint 2015 Data (WSF2015)

- A binary mask, globally mapping the extent of human settlements
- Derived from 2014–2015 Landsat-8 and Sentinel-1 imagery
- Processed from ~217,000 Landsat-8 and ~107,000 Sentinel-1 images
- The original backscattering value from Sentinel-1 radar images and different spectral indices (e.g., vegetation index, built-up index) from Landsat-8 images are used (after performing cloud masking in the case of optical imagery).
- Temporal statistics of the backscatter and spectral indices are used in a classification scheme based on Support Vector Machines (SVMs).
- Optical and radar temporal features are analyzed separately and, then two outputs are combined together.
- An extensive validation is carried out in collaboration with Google based on a large number of ground-truth samples (~900,000).

Reference: Marconcini, M., Metz-Marconcini, A., Üreyen, S. et al. Outlining where humans live, the World Settlement Footprint 2015. Sci Data 7, 242 (2020). <a href="https://doi.org/10.1038/s41597-020-00580-5">https://doi.org/10.1038/s41597-020-00580-5</a>

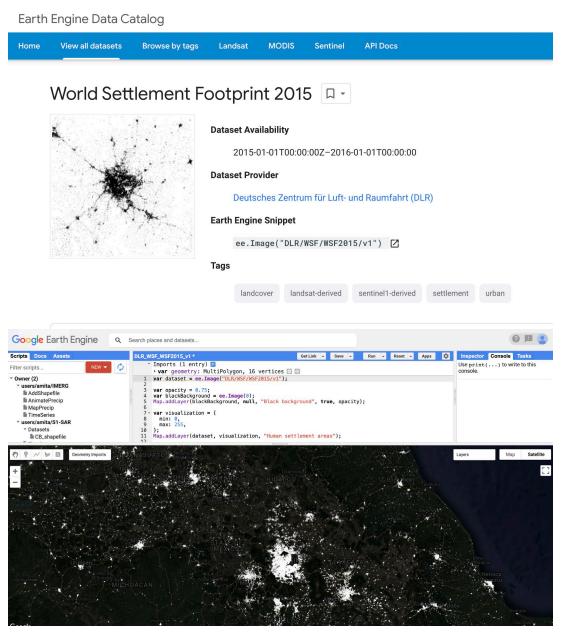
## World Settlement Footprint 2015 Data (WSF2015)

- Three impervious surface categories are used as settlement footprints:
  - Buildings
  - Building lots
  - Roads/Paved-surfaces with or without buildings or building lots
- The WSF2015 data are organized in 306 GeoTIFF files, each 10 × 10 degree in size.
- Settlements are recorded as 255; all other pixels are assigned value 0.
- Spatial resolution: 10 m
- Additionally, resampled versions are also available at 100 m, 250 m, 500 m, 1 km and 10 km, reported as percentage of surface covered by settlements.

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## World Settlement Footprint 2015 Data Access (WSF2015)

- The data are provided by Deutsch Zentrum fur –Luft-und Raumfahrt (DLR) <a href="https://www.dlr.de/de">https://www.dlr.de/de</a>
- We will access the WSF data using Google Earth Engine (GEE) https://developers.google.com/ earthengine/datasets/catalog/DLR\_W SF WSF2015 v1





## **Thank You!**

