

## SUPPLEMENTARY MATERIALS: DETAILS ON THE PRE-ANALYSIS STEP OF THE SATELLITE DERIVED BATHYMETRY SCRIPT AND APPLICABLE TUTORIAL

### DETAILS ON THE PRE-ANALYSIS

As described in the general description of the script, pre-analysis is needed if  $m1$  and  $m0$  are unknown. Therefore, in step 6.b) of the INPUT SETTINGS of the script, user sets

```
var preAnalysis=true;
```

In this case then user needs to have available depths for at least 5 to 10 points. It is recommended that this points are part of bathymetry cross section with variable depths (e.g. from 0 to 18 meters). For latter points, we also need calculated  $pSDB$  values of pre-analysis. We can get that from green or red channel values of pre-analysis output.

For green channel,  $pSDB$  value multiplied by multiplier ( $pSDB*mp$ ) is the output. Multiplier is a workaround for EO Browser return values in statistical information for Point of Interest, which have originally only number precision 2. Therefore, first method to obtain  $pSDB$  values is to do that for known depth locations in EO Browser with “Mark Point of Interest” and “Statistical Info” and retrieve green channel value (C01). Second method to obtain  $pSDB$  values for known points with depth is to get values of red channel in pre-analysis. Red channel value has clamped  $pSDB$  values accordingly to  $pSDBmin$  and  $pSDBmax$ . In this method, red channel value is obtained with various GIS software (SAGA, QGIS, etc.). Pre-analysis output can be imported to GIS software via EO Browser Download Image with georeference or by OGC web services (WMS, WMTS, WCS). Thus, clamped  $pSDB$  values in red channel can be obtained.

Obtained  $pSDB$  values for points with known depths must be appropriately adjusted back to “true” values because of multiplier or clamped output in pre-analysis. Then, true  $pSDB$  values with known depths are used in linear regression to obtain tunable constants  $m1$  and  $m0$ . After that, user can set

```
preAnalysis=false;
```

and set obtained  $m1$  and  $m0$  values.

### TUTORIAL: PRE-ANALYSIS WITH MULTIPLIED $pSDB$ VALUE IN GREEN CHANNEL OUTPUT AND LINEAR REGRESSION FOR THE NORTHERN ADRIATIC SEA

In this tutorial, pre-analysis procedure for the northern Adriatic Sea (The Gulf of Trieste) is described. Procedure is done for green channel output as multiplied  $pSDB$  value. Selected scene is for 2019-08-09 in data source Sentinel-2 L1C.

#### 1. Input settings

INPUT SETTINGS in the script are hereinafter.

*scenes* value is only applicable in case of multi-temporal analysis, therefore value in this tutorial has no effect on the result.

```
///// INPUT SETTINGS
//// 1. Select MULTI-TEMPORAL SCENES (Playground)
var scenes = ["2019-08-09"];
```

```

//// 2. Set water surface detection THRESHOLDS
//Calibration might be needed, depends on the scene
var MNDWI_thr=0.42;
var NDWI_thr=0.4;
//// 3. Turn on/off filtering of false water surface detections
//urban areas&bare soil. Recommended=true
var filter_UABS=true;
//shadows&snow/ice. Recommended=false
var filter_SSI=false;

//// 4. Set bands RATIOS to calculate SDB
//SDB can be blue/green (true) or blue/red (false, aka SDBred)
//Generally SDBred is better for depth<5m and SDBgreen is better for
depth>5m
var SDBgreen=true;

//// 5. Select visualization scheme SDB
//0-blue ramp,1-blue blend,2-blueBlack blend
var cs=0;

```

*m1* and *m0* are unknown, therefore:

```

//// 6. IMPORTANT! a.) false - if m1 and m0 already known OR b.)
true - pre-analysis to evaluate m1 and m0
var preAnalysis=true;

```

For pre-analysis other settings are also applicable, which usually, can have default values:

```

// 6.b) If m1 and m0 unknown, preAnalysis=true (above) and pre-
analysis of pSDB is necessary to evaluate m1 and m0! This step is
done "off the platform" (EXAMPLE TUTORIAL IN SUPPLEMENTARY
MATERIAL). In this case mp, pSDBmin, pSDBmax, nConst are applicable
//multiplier for pSDB output value in GREEN CHANNEL, recommended
1000
var mp=1000;
//pSDBmin,pSDBmax are clamped output range [0-1] of Sentinel Hub in
READ CHANNEL
//Recommended 0.201 and 4.983 - theoretical minimum and maximum
values of pSDB. If higher accuracy is needed, values 0.565 and 1.769
might be appropriate too. For latter, color values range of pSDB is
bigger
var pSDBmin=0.201; // pSDB<=pSDBmin -> Sentinel Hub returns 0 for
red channel
var pSDBmax=4.983; // pSDB>=pSDBmax -> Sentinel Hub returns 1 for
red channel
//pSDB calc. parameter, recommended 1000. Assures that both
logarithms will be positive and that the ratio produces a linear
response over the retrievable water depth
var nConst=1000;

```

Input settings above produce following result in EO Browser.

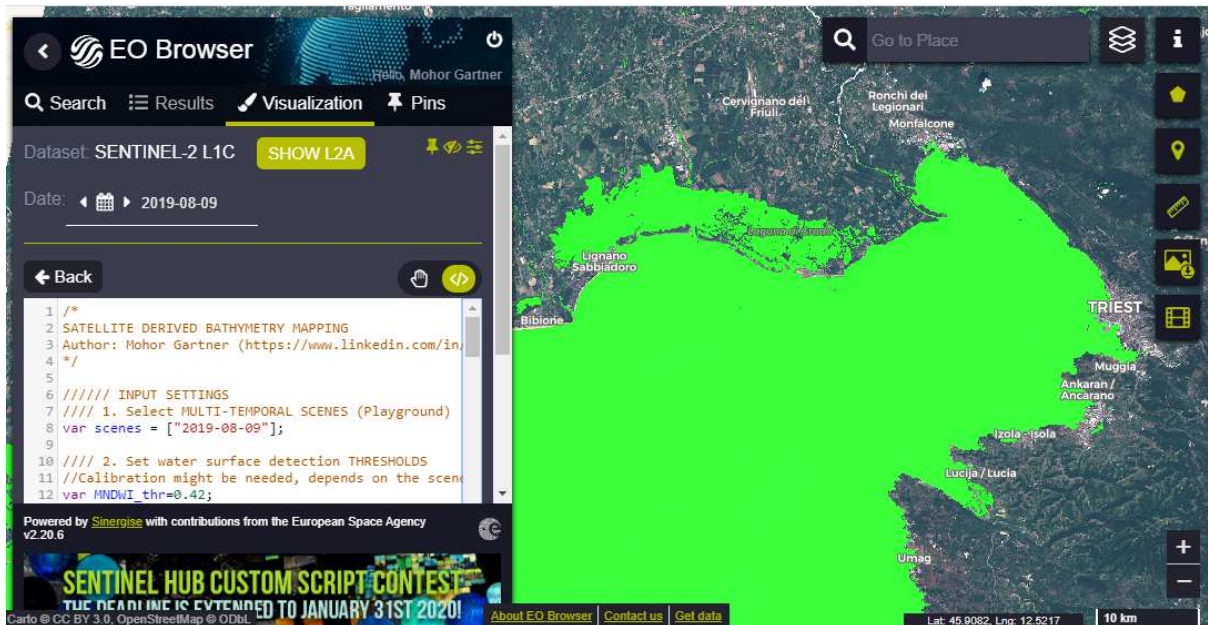


Figure 1: Script result with above input settings for Satellite Derived Bathymetry Script for Sentinel-2 L1C image for 2019-08-09.

You can find link to the scene in EO Browser [under references](#).

## 2. Extraction of depth location for the analysed area

Nowadays, bathymetry is usually measured with remote sensing (sonar, special LIDAR). Nevertheless, for the satellite derived bathymetry, also in-situ measurements can be useful. For the example area of the Gulf of Trieste, bathymetry model (50m x 50m) and contours were created on the basis of various measurements (Trobec and Busetti, 2017; Trobec et. al, 2018).

On the basis of contours, 5-10 points can be extracted with various depths from 0 to 18 meters. This can be done with Google Earth Pro. Firstly, contours are imported with **File\Open** and select **Bathymetry\_1m.shp**.

Individual contour depth can be shown with Left click on the Contour (ELEV attribute).

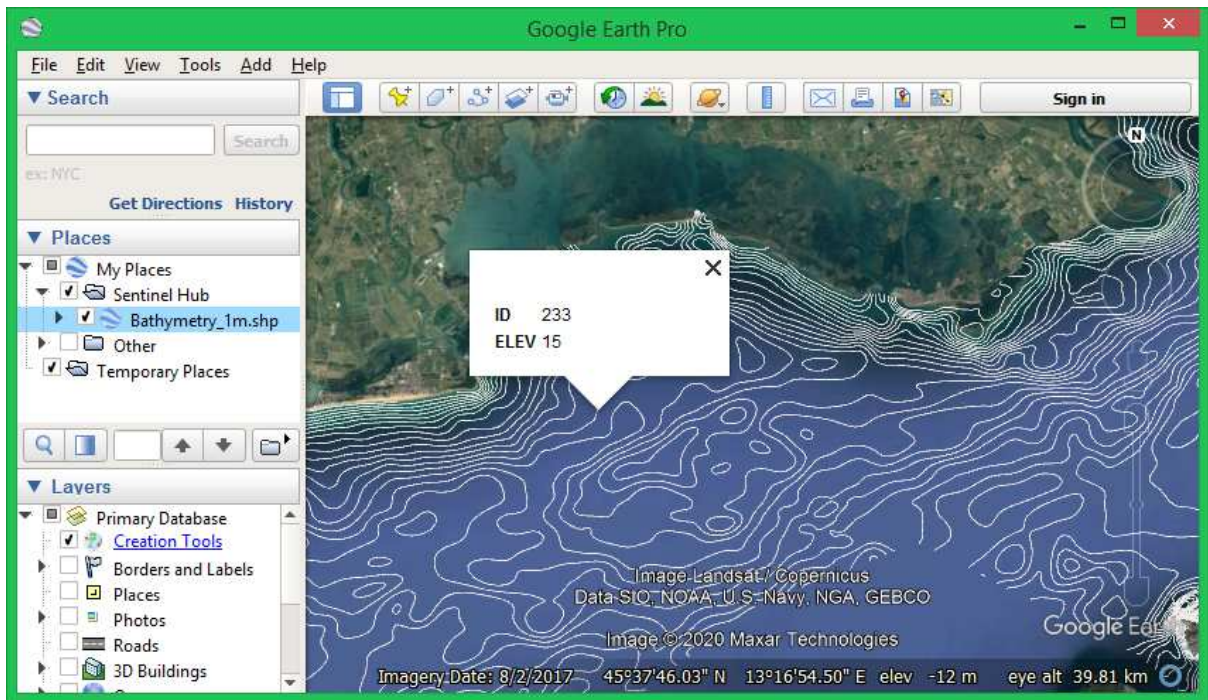


Figure 2: Importing bathymetry contours into Google Earth Pro.

It is recommended to select representative cross-section with various depth. Cross section can be drawn. Do following:

Use tool **Add Path**. Use Left click for start and end of the cross-section. Save with the name Cross-Section.

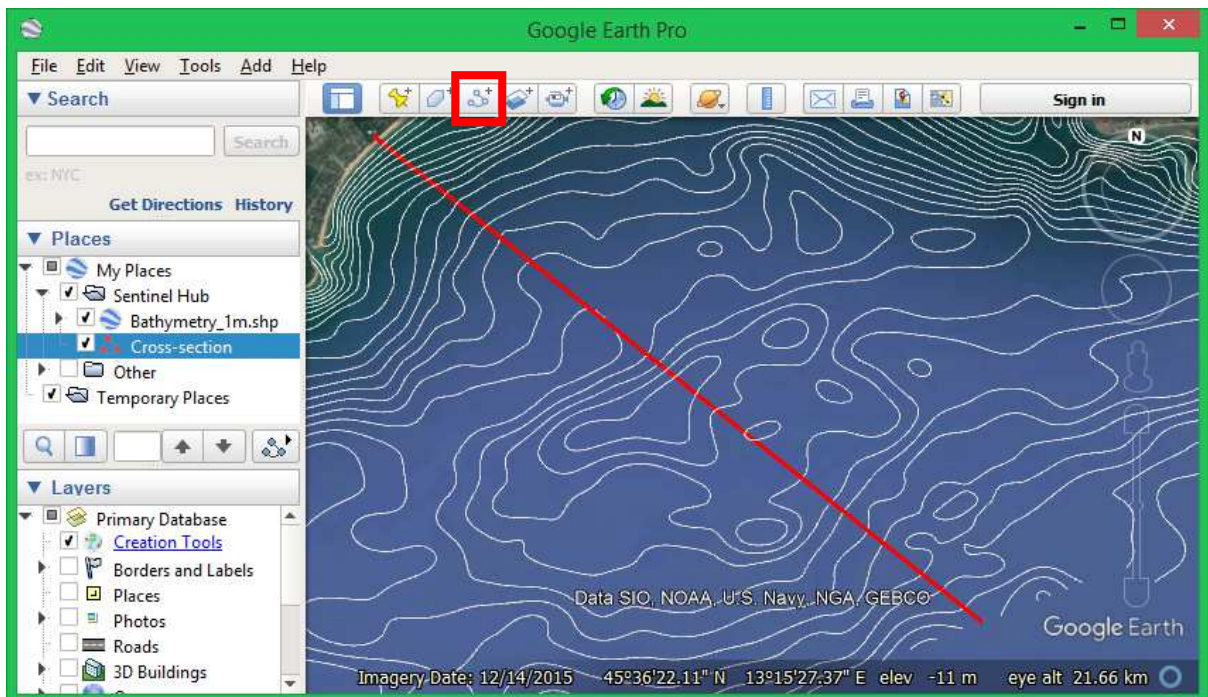


Figure 3: Cross-section drawing.

Now location with selected depths can be extracted for EO Browser. In this case we will select 9 points with depths: 1, 2, 3, 6, 9, 12, 14, 16 and 18 meters. As EO Browser can only import polygon shape (area of interest). Therefore zig-zag polygon is created in Google Earth Pro.

Use tool **Add Polygon**. Save the polygon with name Point-Polygon.

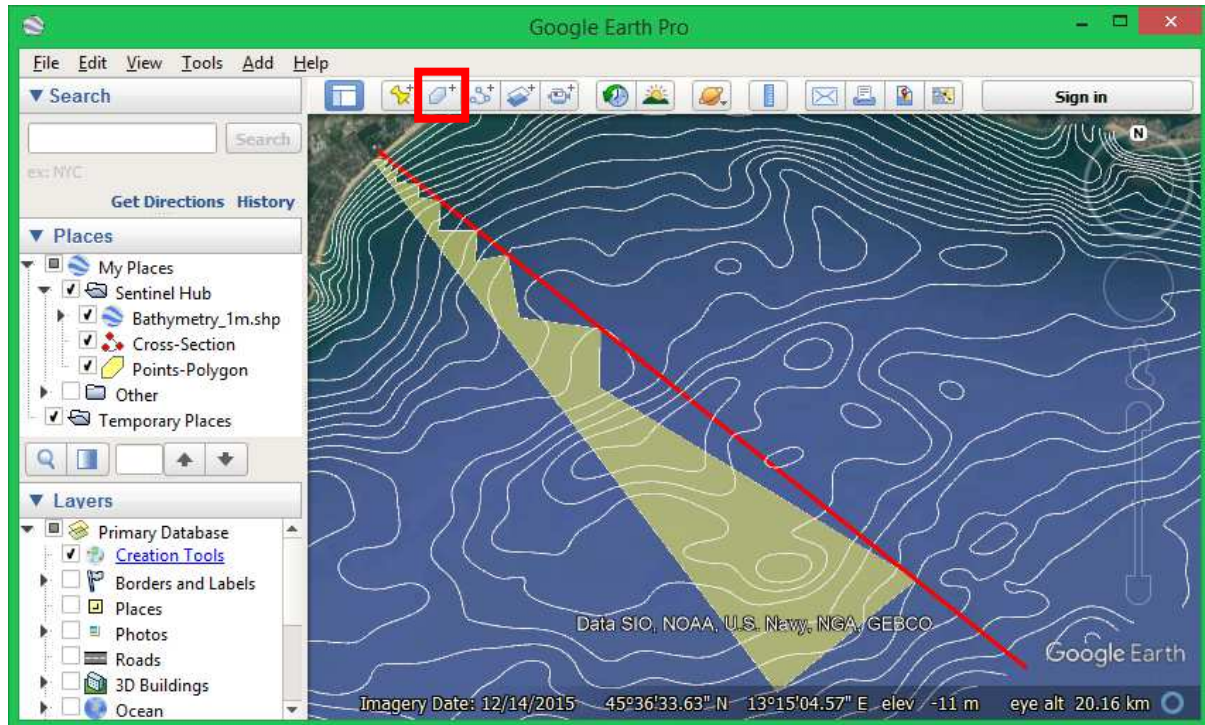




Figure 4: Zig-zag polygon for representation of selected depth locations.

Right click on the layer Points-Polygon and select **Save Place As...** Save as kmz.

### 3. Extraction of pSDB data for depth locations

Go to EO Browser with the former created scene. Or copy and paste the URL of the scene to browser (URL link [under references](#)).

Hover **Draw Area of Interest** button  and left click on **Upload Data** button . Upload the created kmz file.

EO Browser will zoom to the imported polygon.

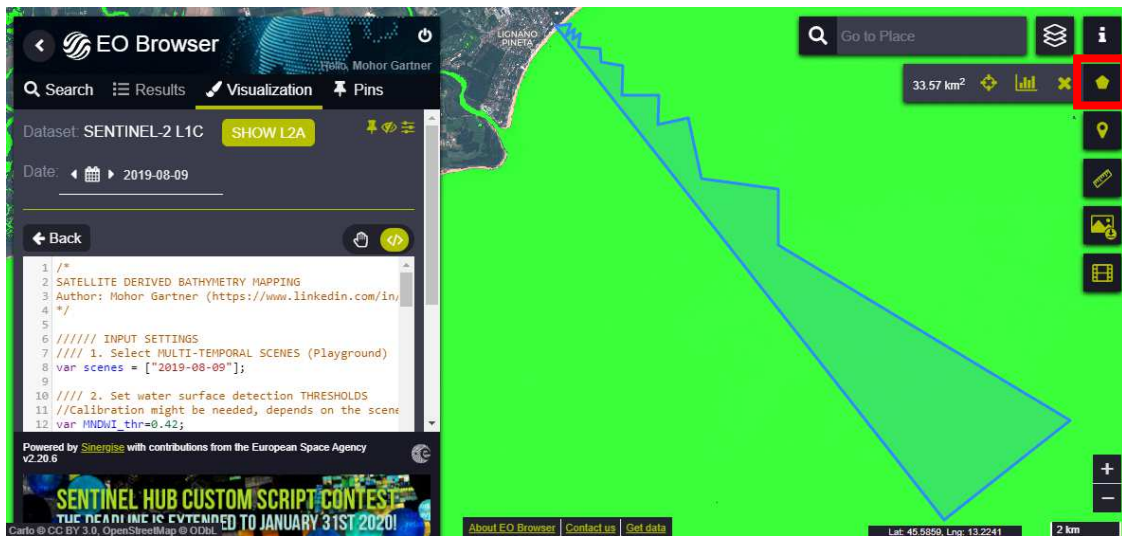




Figure 5: Imported zig-zag polygon into EO Browser.

Every “pointed corner” of the NE side of polygon presents location with a certain depth. From N to S, depths are in ascending order as drawn in Google Earth Pro (1, 2, 3, 6, 9, 12, 14, 16 and 18 meters).

To extract  $pSDB$  multiplied values ( $pSDB * mp$ ) from latter depth locations, **Mark point of interest**  is used. Left click on the button, zoom to the most N point with depth 1 meters and click on the “pointed corner”. Then under mark point of interest click on **Statistical Info / Feature Info Service chart** button . Wait a few moments as generation could take some time. Graph with the latest values of red, green and blue channels appears (C0, C1, C2). Hover over the last green point on the right. Value 1199.92 is output. Write down that value with known depth.

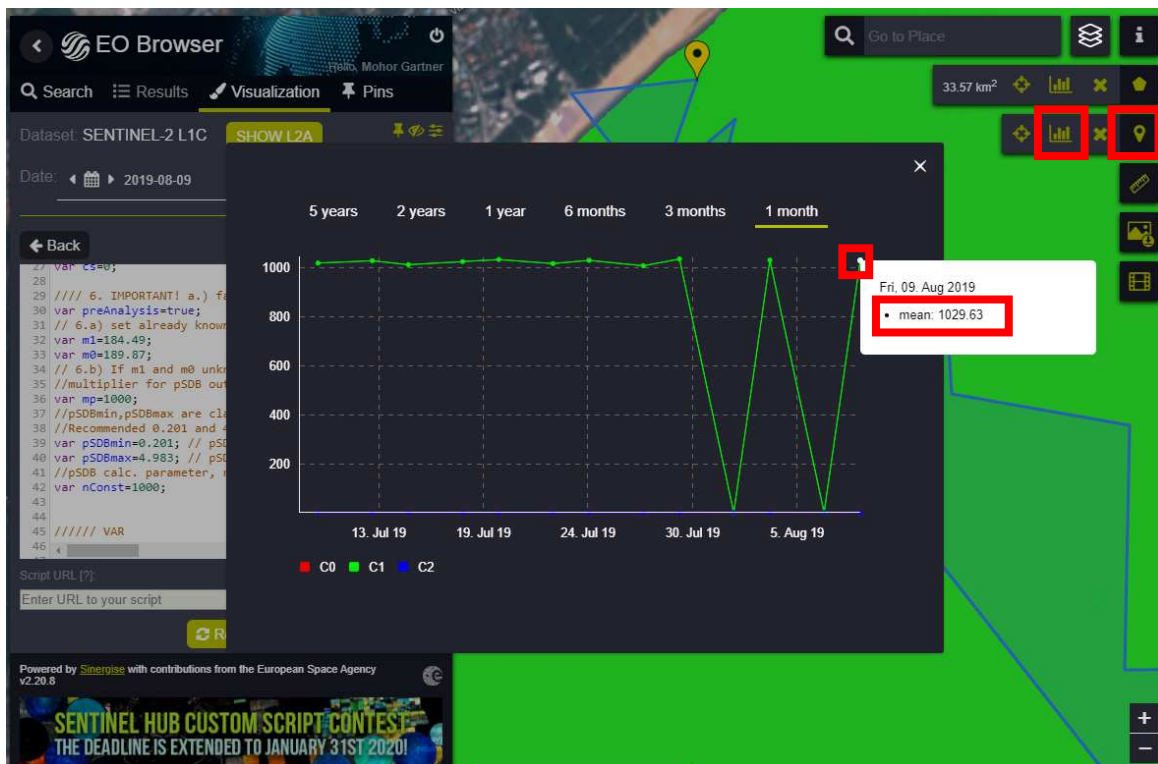


Figure 6: Extraction of multiplied  $pSDB$  values.

Repeat the procedure for other depth locations. Mark point of interest can be grabbed and moved around with holding left mouse button.

With procedure above, following table is written down.

Table 1: Extracted multiplied pSDB values (pSDB\*mp) and depths

<b>pSDB * mp</b>	<b>Depth (meters)</b>
<b>1029.63</b>	1
<b>1034.73</b>	2
<b>1062.22</b>	3
<b>1069.79</b>	6
<b>1081.58</b>	9
<b>1097.55</b>	12
<b>1099.53</b>	14
<b>1188.85</b>	16
<b>1122.54</b>	18

Multipier variable mp in the script is 1000. Therefore we must divide the obtained values with 1000 to get calculated pSDB values. That produces following table.

Table 2: True pSDB values and depths

<b>pSDB</b>	<b>Depth (meters)</b>
<b>1.02963</b>	1
<b>1.03473</b>	2
<b>1.06222</b>	3
<b>1.06979</b>	6
<b>1.08158</b>	9
<b>1.09755</b>	12
<b>1.09953</b>	14
<b>1.18885</b>	16
<b>1.12254</b>	18

As variable *SDBgreen=true* in the script, pSDB values in table above relate to ratio of bands blue/green.

#### 4. m1 and m0 evaluation with linear regression

Above values are used to obtain *m1* and *m0* values with linear regression from equation:

$$depth = m1 * pSDB - m0$$

This can be done in various tools. Here it is done in online tool Desmos. For above extracted pSDB and depth values, example is already done here:

<https://www.desmos.com/calculator/uik2vif8lb>

In the left pane, scroll down to obtain m1 and m0 values.

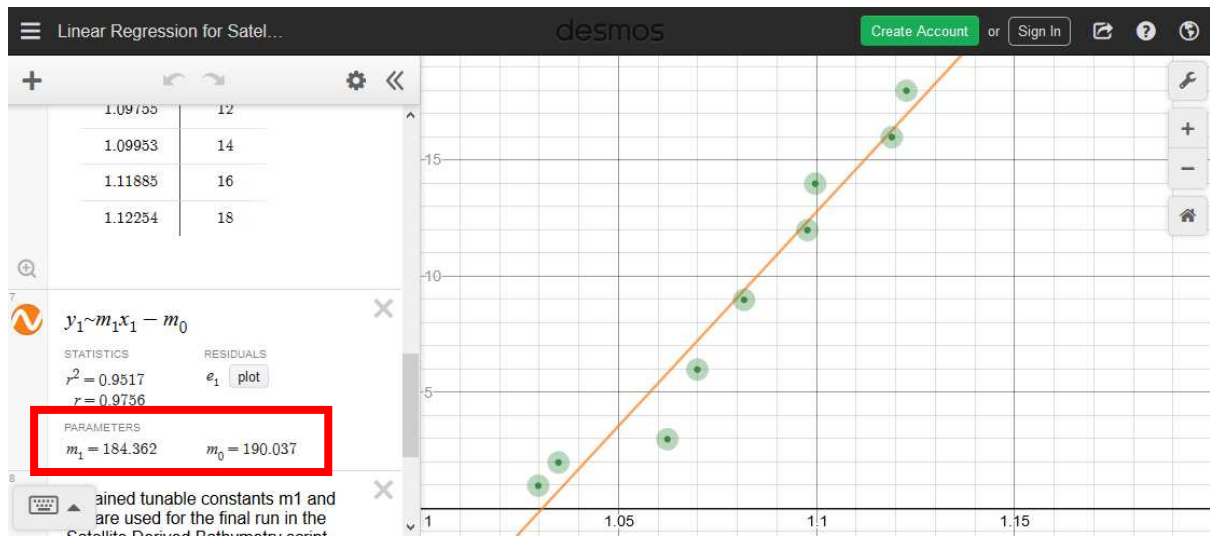


Figure 7: Example linear regression in Desmos.

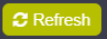
### 5. Final scene rendering with changed input settings

$m_1=184.362$ ,  $m_0=190.037$ . Latter values must be input into the OE Browser script. In addition, *preAnalysis* variable must be changed to false.

```

//// 6. IMPORTANT! a.) false - if m1 and m0 already known OR b.)
true - pre-analysis to evaluate m1 and m0
var preAnalysis=false;
// 6.a) set already known (from articles or calculated) m1 (scale)
and m0 (offset)
var m1=184.362;
var m0=190.037;

```

With click to Refresh button , final scene for Satellite Derived Bathymetry is obtained.



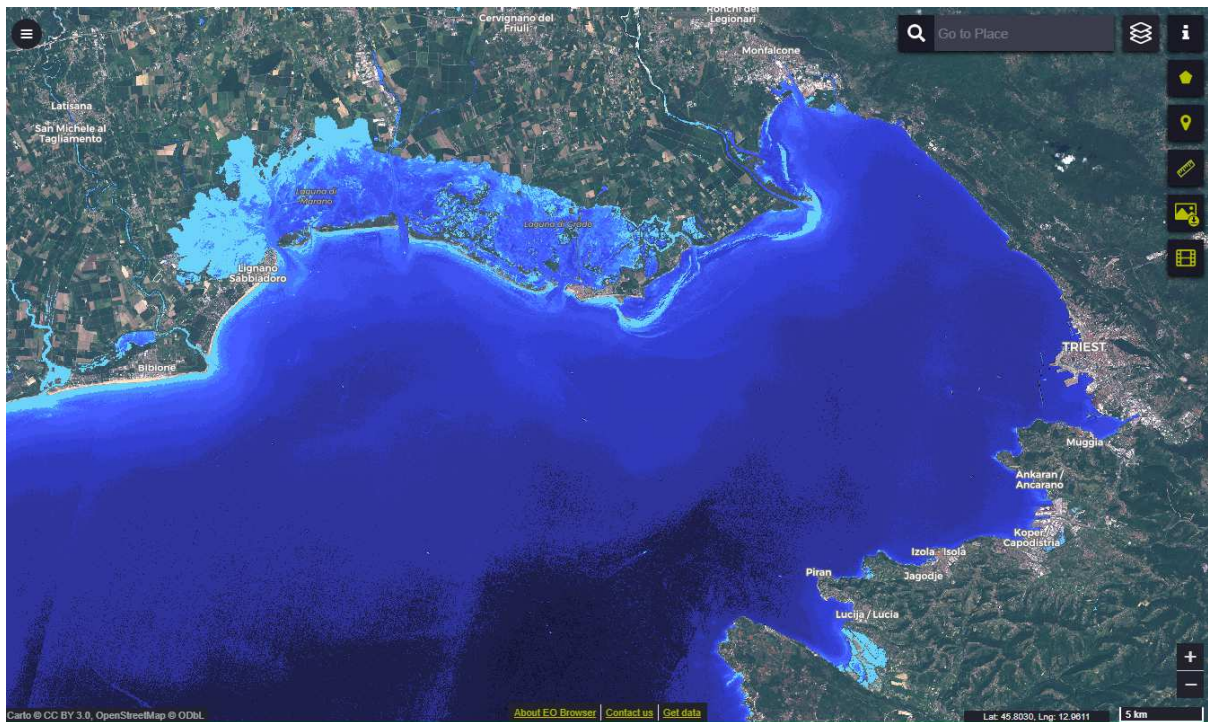


Figure 8: Final scene rendering result.

You can find link to the scene in EO Browser [under references](#).

#### NOTES ON ALTERNATIVE EXTRACTION OF pSDB VALUES

Pre-analysis output can be imported to GIS software via EO Browser “Download Image with georeference” or by OGC web services (WMS, WMTS, WCS). Thus, clamped  $pSDB$  values in red channel (C0) can be obtained. Combined with bathymetry model, numerous depth locations with  $pSDB$  values could be evaluated automatically in GIS software. Therefore, linear regression could be done on more than 10 points with depth and  $pSDB$  value.

For latter described case, user should be aware of the following:

1.  $pSDB$  values in downloaded image or through OGC web services are clamped to values from minimum 0 to maximum 1. Next, it depends on the image type what is minimum and maximum possible value for specific channel (more about clamped values on Sentinel Hub <https://bit.ly/2Gp7E2y>).

2. Clamped values of  $pSDB$  in the script are affected by input settings values  $pSDBmin$  and  $pSDBmax$  in the script.

```
//pSDBmin,pSDBmax are clamped output range [0-1] of Sentinel Hub in
READ CHANNEL
//Recommended 0.201 and 4.983 - theoretical minimum and maximum
values of pSDB. If higher accuracy is needed, values 0.565 and 1.769
might be appropriate too. For latter, color values range of pSDB is
bigger
var pSDBmin=0.201; // pSDB<=pSDBmin -> Sentinel Hub returns 0 for
red channel
```

```
var pSDBmax=4.983; // pSDB>=pSDBmax -> Sentinel Hub returns 1 for red channel
```

3. On the basis of  $pSDB_{min}$ ,  $pSDB_{max}$  and clamped  $pSDB$  value (depends on the output type of the Sentinel Hub), true  $pSDB$  value can be calculated. For example, if the Sentinel Hub returns clamped values in 8-bit output, possible minimum to maximum value is 0 to 255. Therefore equation to calculate true  $pSDB$  would be:

$$pSDB_{true} = \left( \frac{pSDB_{clamped}}{255} \right) \cdot (pSDB_{max} - pSDB_{min}) + pSDB_{min}$$

GIS software can output a table with clamped  $pSDB$  values and depths. Next, calculation to true  $pSDB$  values follows. Finally, in any appropriate tool,  $m1$  and  $m0$  can be evaluated with linear regression on  $pSDB$  and depth for any number of locations.

Example on calculation of true  $pSDB$  from clamped  $pSDB$  values can be found here:

<https://www.desmos.com/calculator/k8ankigztl>.

#### DEFAULT COLOR SCHEMES AND LEGENDS

Script includes 3 default color schemes, which can be selected with definition of variable  $cs$ : 0, 1 or 2.

Below are possible legends of color schemes.

