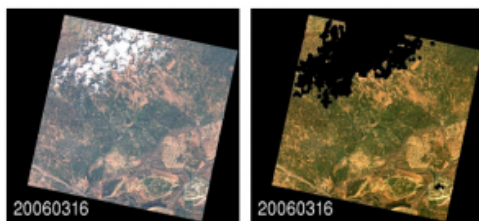




MAJA's Native Sentinel-2 format



Level 2A:



- Le premier plan de 8 bits contient un masque décrivant les pixels saturés pour chaque bande à 10m (B2,B3,B4,B8) ou chaque bande à 20m (B5,B6,B7,B8A, B11,B12). Une valeur à un pour le 4 bit indique que la bande B8 était saturée au niveau 1C.
- Le second plan de 8 bits contient un masque décrivant les pixels de mauvaise qualité pour chaque bande à 10m

Sentinel-2



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- (B2,B3,B4,B8) ou chaque bande à 20m (B5,B6,B7,B8A, B11,B12). Une valeur à un pour le 4 bit indique que la bande B8 n'est pas de bonne qualité au N1C.
- Un troisième plan de 8 bits dont trois bits sont utilisés :
 - Bit 0 : égal à 1 en dehors de l'image
 - Bit 1 : un plan qui indique si l'AOT a été estimée ou interpolée
 - Bit 2 : un plan qui indique si la vapeur d'eau a été calculée 0 ou interpolée 1.
- Un masque de nuages à chaque résolution (CLD_R1.tif ou CLD_R2.tif)
- bit 0 (1) : Tous nuages (sauf les plus fins), et toutes les ombres
 - bit 1 (2) : Tous nuages (sauf les plus fins)
 - bit 2 (4) : Ombres de nuages correspondant à un nuage
 - bit 3 (8) : Ombres de nuages détectées dans la zone où les nuages pourraient être hors image (moins fiable)
 - bit 4 (16) : Nuages détectés par seuil absolu dans le bleu
 - bit 5 (32) : Nuages détectés par seuil multi-temporel
 - bit 6 (64) : Nuages très fins
 - bit 7 (128) : Nuages hauts détectés par la bande 1.38 µm
- Exemple 1 : la valeur 5 = 4+1 (00000101) indique qu'il s'agit d'une ombre (32), et le bit 1 indique qu'il s'agit soit d'une ombre, soit d'un nuage.
 - Exemple 2 : la valeur 35 = 32 + 2 + 1 (00100011) indique qu'il s'agit d'un nuage détecté en multitemporel (32) et les bits 0 et 1 sont mis à 1.

- Un masque géophysique :
-  bit 0 (1) : Masque d'eau
bit 1 (2) : Zones masquées par le relief
bit 2 (4) : Ombres topographiques
bit 3 (8) : Soleil trop bas pour une bonne correction des pentes
bit 4 (16) : Soleil tangent à la surface (mauvaise correction des pentes)
bit 5 (32) : Masque de neige



This page describes the data format of Sentinel-2 L2A data generated by MAJA in stand alone version. It is also the data format generated within Sen2Agri system. Beware, the format of Sentinel-2A L2A products from THEIA MUSCATE processing center at CNES **is different**.. ESA Sen2Cor format is also completely different.

Level 2A : Surface reflectances and cloud mask

MAJA provides a folder as output, which contains the following files :

The files are as follows :

- the surface reflectances are provided as a GeoTiff file for 10m bands ("_R1_" file) with 4 bands (B2, B3, B4, B8) and another GeoTiff file ("_R2_" file) for the 20m bands (B5, B6, B7, B8A, B11 et B12) of Sentinel-2.
- there are two types of surface reflectance files
 - the files which end with "SRE_R1.tif" (SRE for Surface Reflectance) were corrected for **atmospheric effects**, including **adjacency effects**
 - the files which end with "FRE_R2.tif" (FRE for Flat Reflectance) are also corrected for **slope effect**, which consists in suppressing the apparent reflectances variations. The corrected images look like if the land was flat.
 - After having compiled the user feedback, it is likely that we will only distribute "FRE" files to reduce the data volume.
 - In any case, the data are coded on 16bits and you have to divide by 10000 to obtain reflectances.
 - <REFLECTANCE_QUANTIFICATION_VALUE>10000</REFLECTANCE_QUANTIFICATION_VALUE>
 - The No_Data value (outside the image) is -10000

We also provide the values of the atmospheric variables computed by MACCS/MAJA, with a 10m resolution (ATB_R1.tif) and 20m resolution (ATB_R2.tif).

- The files contain two bands coded on 8 bits each :

- Band 1 is water vapour, you have to divide by 20 to obtain g/cm2
<WATER_VAPOR_CONTENT_QUANTIFICATION_VALUE>20</WATER_VAPOR_CONTENT_QUANTI
- Band 2 is the Aerosol Optical Thickness, you have to divide by 200 to get the AOT.
<AEROSOL_OPTICAL_THICKNESS_QUANTIFICATION_VALUE>200</AEROSOL_OPTICAL_THICKNE

Venpus (36)

Mots-clés

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The mask directory provides :

A quality file QLT at 10m resolution (QLT_R1.tif) and 20m (QLT_R2.tif) which contains diverse information

- The first 8 bit channel is a mask that flags the saturated pixels at Level 1C for each 10m band (B2,B3,B4,B8) or each 20m band(B5,B6,B7,B8A, B11,B12). If the fourth bit is 1, it means that B8 band was saturated at level 1C.
- The second 8 bit channel is a mask that flags the bad quality pixels for each 10m band (B2,B3,B4,B8) or 20m band (B5,B6,B7,B8A, B11,B12).
- A third 8 bits channel. Only the 3 first bits are used :
 - Bit 0 : is 1, for no-data pixels, outside the image footprint
 - Bit 1 : tells if AOT was estimated (0) or interpolated (1)
 - Bit 2 : tells if water vapour was estimated (0) or interpolated (1)

A cloud mask for each resolution (CLM_R1.tif ou CLM_R2.tif)

- bit 0 (1) : all clouds except the thinnest and all shadows
- bit 1 (2) : all clouds (except the thinnest)
- bit 2 (4) : cloud shadows cast by a detected cloud
- bit 3 (8) : cloud shadows cast by a cloud outside image
- bit 4 (16) : clouds detected via mono-temporal thresholds
- bit 5 (32) : clouds detected via multi-temporal thresholds
- bit 6 (64) : thinnest clouds
- bit 7 (128) : high clouds detected by 1.38 µm
- Example 1 : value 5 = 4+1 (00000101) : bit 0 tells us a shadow or a cloud has been detected and bit 2 that it is a shadow (4),
- Example 2 : value 35 = 32 + 2 + 1 (00100011) tells us that it is a cloud (bits 1 and 2), detected by multi-temporal threshold (bit 5)

A geophysical mask MSK :

- bit 0 (1) : Water mask
- bit 1 (2) : Zones masked by terrain
- bit 2 (4) : Topographic shadows
- bit 3 (8) : Sun too low for an accurate slope correction
- bit 4 (16) : Sun too tangent to surface for an accurate slope correction
- bit 5 (32) : Snow mask

How to use the cloud mask

If you want a very strict cloud and shadows mask, just test if cloud mask is greater than 0. This is our advice.If you are working in a region where you think MACCS/MAJA detects too many clouds, check that bit 1 is 1. (Mask & (00000001) == 1)

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