Tile Products



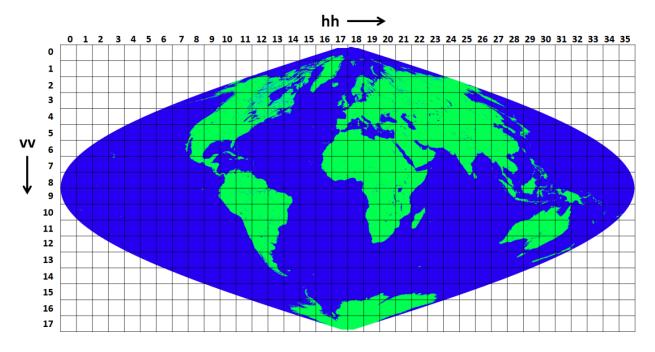
February 19, 2021

✓ Definition Tile Products

- Tile products are defined in EQA (sinusoidal equal area) projection and created for each area.
- These area is defined 18 segments in the latitude direction (vv) and 36 segments in the longitude direction (hh), and tile number is represented by "vvhh". Ex) The tile number including Tokyo is "0529".

ID	SceneID															ProductID																									
Byte	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
GID	G	\mathbf{C}	1	S	G	1	_	Y	Y	Y	Y	Μ	M	D	D	m	t	t	t	_	g	v	v	h	h		L	L	x1	x 2		K	K	K	K	r	-	a	p	р	p
設定例	G	С	1	S	G	1	_	2	0	2	0	0	8	0	1	D	0	1	D	_	Т	0	5	2	9	_	L	2	S	G	_	С	L	F	G	Q	_	1	0	0	1

Please refer "GCOM-C Data Users Handbook" about the detail of Granule ID.



- The number of pixels of tile products is 4800x4800 (250m resolution) and 1200x1200 (1km resolution).
- Some of the L2 products (land, atmosphere, cryosphere) are tile products.

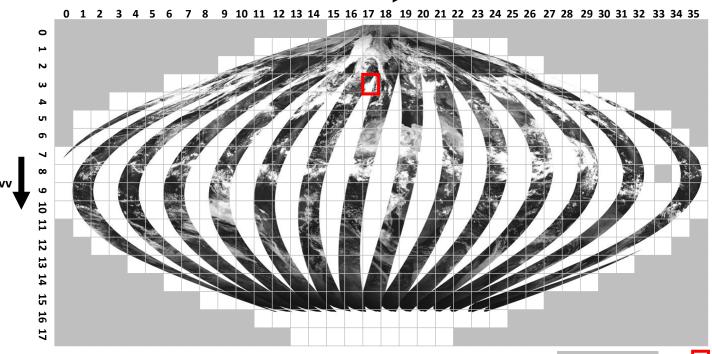


Tile Products



- ✓ Number of tiles of standard product
 - In the standard product, tiles corresponding to the observation area are processing each day.
 - Therefore, there are cace of not process tiles, near the equator, calibration operations etc, and the total number of tiles are deferent depending on the day.
 - ☐ The tile products on August 1st,2020. (descending, resolution 1km)





Not processed tiles

Next page explanation tile (T0317)

Tile Products



- ✓ <u>Differences between standard products(SG) and near-real-time products(SN)</u>
 - Standard product(SG): Statistical processing each observation day. 1 file / day.
 - Near-real-time product(SN): Processing each input product (scene). Multiple files / day. Therefore, the sequence number (_nnn) is added to the file name.

