

GeoDesigning in the Cloud: Online Design of Low Distortion Projections

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Map projections



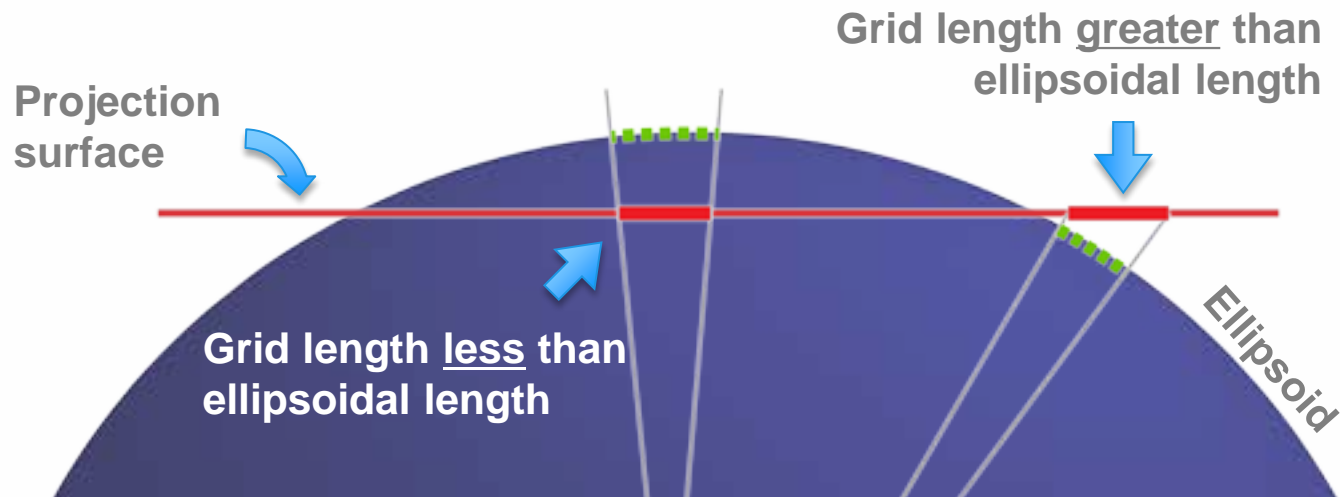
- Portray all or part of the round Earth on a flat surface
- Mathematical functions transforming coordinates from the curved surface to a plane
- A curved surface cannot be represented on a plane without distortion
- There is no way around this
 - Map projections are always distorted — it is a *Fact of Life*



Map projection distortion

Linear distortion

- The difference in distance between a pair of projected (map grid) coordinates and the true “ground” distance on the surface of the earth
- Can be *positive* or *negative*



Low distortion

- Some users want/expect a “low distortion” product, even if they don’t realize it
 - Engineering plans
 - Survey plats
 - As-built surveys
- They also want linear distortion to be the same in all directions (“conformal”)
- Distortion is computable – not the same as “error”
- It is **IMPOSSIBLE** to get rid of distortion, but it can be **MINIMIZED**



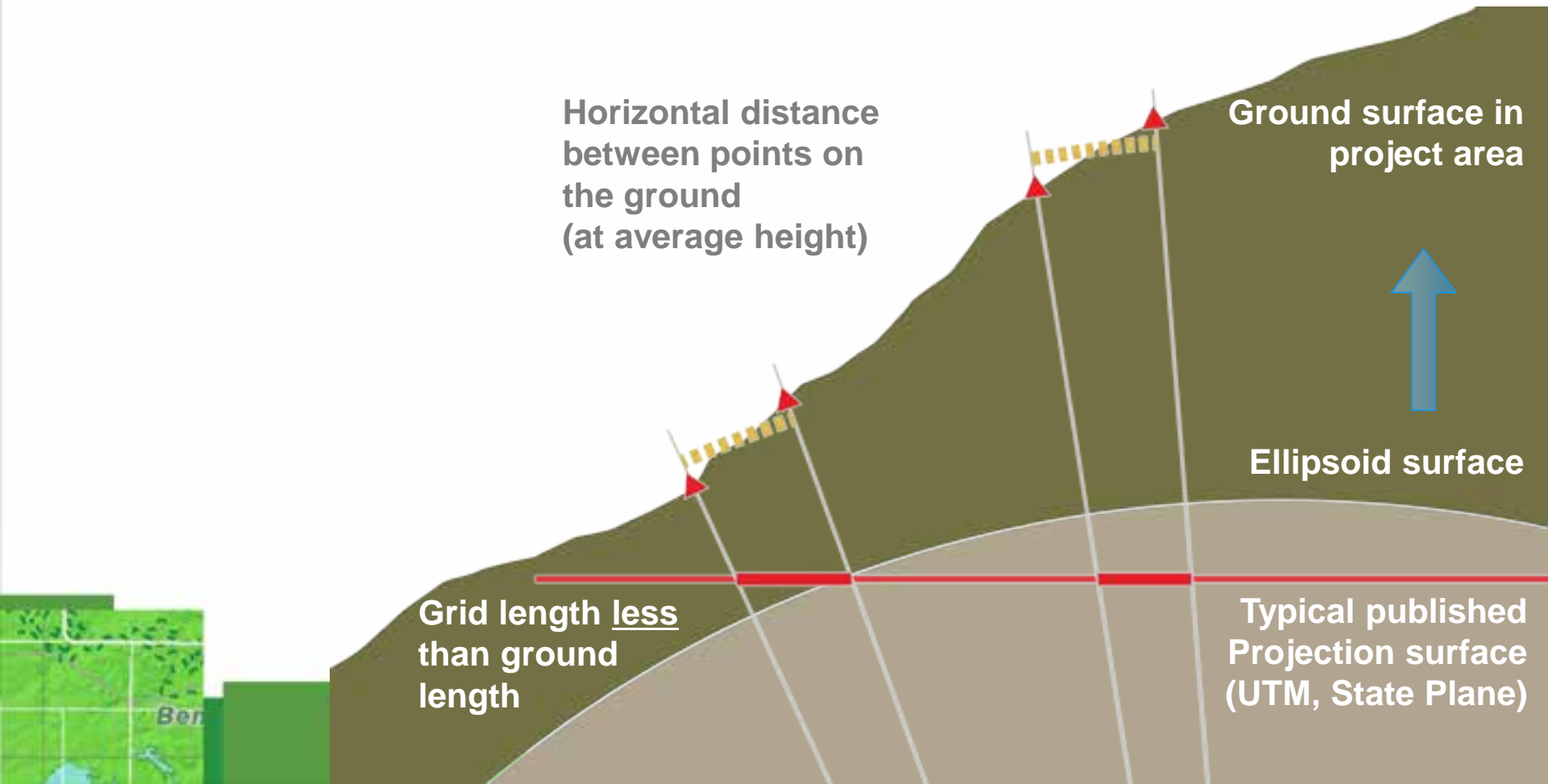
The problem

- Trying to cover the *largest area with the least distortion*
- An *optimization* problem
 - Goals are at odds with one another
- Complex design process

- Linear distortion is a function of:
 - Earth curvature (esp. for large areas)
 - Height
 - Projection scale
 - Projection axis location
 - Projection axis orientation (Oblique Mercator)



We work at ground

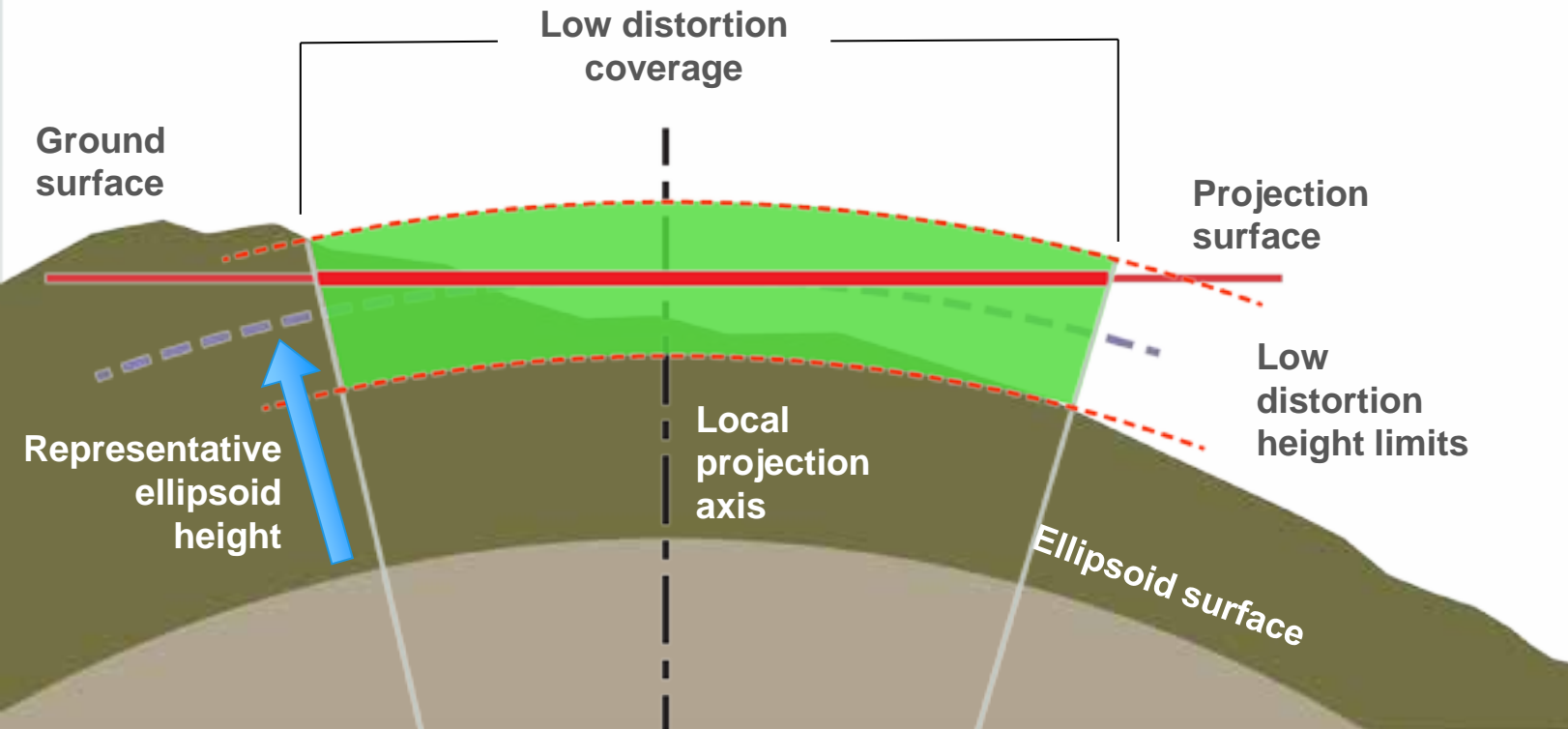


Low Distortion Projections (LDPs)

- Custom, rigorously defined map projections



Conformal projections



Some characteristics of LDPs

- Cover the *largest area with the least distortion*
- Map projection definitions are clean and simple
- Register perfectly with data having different projections and the same Geographic Coordinate System (GCS)
- Enables direct use of survey data in a GIS
 - ... no “rubbersheeting”
- Compatible with a wide variety of software packages
- Designing an LDP

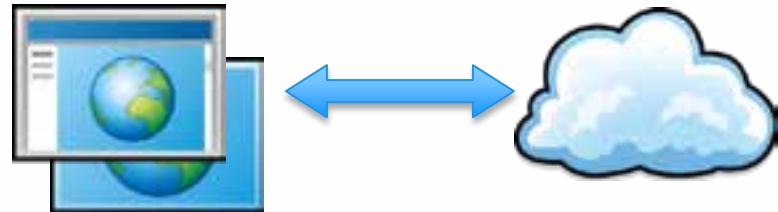


LDP Design



LDP Design

- **LDP Design is a tool that facilitates optimal design of Low Distortion Projections**
 - Provides a map-centric, intuitive interface
 - Visualize distortion in parts per million (ppm = mm per km)
 - Real-time design performance feedback
 - It is an ArcGIS JavaScript API web application
 - Process-intensive tasks are done in the cloud



LDP Design: Designer Web Application

The screenshot displays the LDP Design web application interface. The browser address bar shows the URL <https://geo.ldpdesign.com/designer?did=session>. The application header includes the LDP Design logo, the location "Flagstaff, AZ", and user options: "test", "Help", "My account", and "Logout".

The main interface is divided into a left sidebar and a central map area. The sidebar, titled "Projection Area", contains the following elements:

- Buttons: "Redraw area" and "Edit".
- Button: "Redefine points of interest".
- Control: "Add points" with a plus icon.
- Table with columns: "Pt", "Ellip Ht (m)", and "Distortion (ppm)".

Pt	Ellip Ht (m)	Distortion (ppm)
1	2189	-18.35
2	2105	-5.93
3	2083	0.22
4	2092	-4.03
5	2070	-0.42
M	2104	-5.7
R	126	18.57
S	±51	±7.51

The central map area shows a topographic map of Flagstaff, AZ, with a projection area outlined in red. The map includes labels for "SAN FRANCISCO PEAKS", "Garland Prairie", "Cane Woods", "Flagstaff", "Anderson Mesa", and "SAN FRANCISCO". The map also shows major roads like I-40 and I-17. The bottom of the map displays the coordinates "111°41'11.83\"W, 35°21'17.57\"N" and the Esri logo.

LDP Design: Designer Web Application

The screenshot displays the LDP Design web application interface. The browser address bar shows the URL: <https://geo.ldpdesign.com/designer?did=session>. The application title is "LDP Design" and the location is "Flagstaff, AZ". The interface includes a settings panel on the left and a main map area on the right.

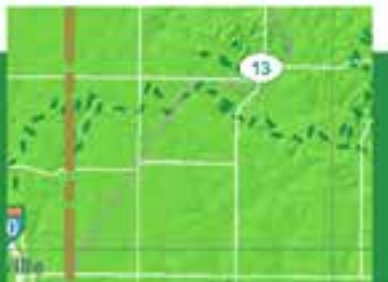
Coordinate Grid Settings Panel:

- Linear unit: Meters
- Origin:
- Central meridian (grid origin): ° ° ' W
- Latitude of grid origin: ° ° ' N
- False northing:
- False easting:
-

Map Area:

- Topographic map of Flagstaff, AZ, showing elevation contours and terrain.
- Coordinate grid overlay with a central vertical dashed line and a horizontal dashed line.
- Map controls: , , , , , , ,
- Map labels: "XAWY F ANDISC P EAKS", "Flagstaff", "Dineen Park", "Garland Prairie", "Cano Naran", "Kachina Falls", "PANFRANC".
- ESRI logo in the bottom right corner.
- Coordinates at the bottom: $111^{\circ}52'09.16''W, 35^{\circ}28'48.82''N$

LDP Design Demonstration



Oregon Coordinate Reference System (OCRS)

Bend-Redmond-Prineville LCC

- One of twenty zones forming part of the OCRS

Baker TM

Bend-Burns

Bend-Klamath Falls TM

 **Bend-Redmond-Prineville LCC**

Canyonville-Grants Pass TM

Columbia River East LCC

Columbia River West OM

Cottage Grove-Canyonville TM

Dufur-Madras

Eugene TM

Grants Pass-Ashland TM

Gresham-Warm Springs

La Grande TM

Ontario TM

Oregon Coast PM

Pendleton-La Grande

Pendleton TM

Portland LCC

Salem TM

Santiam Pass





Oregon Coordinate Reference System (OCRS)

Technical Development Team

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Orion GPS

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Marion County Surveyor

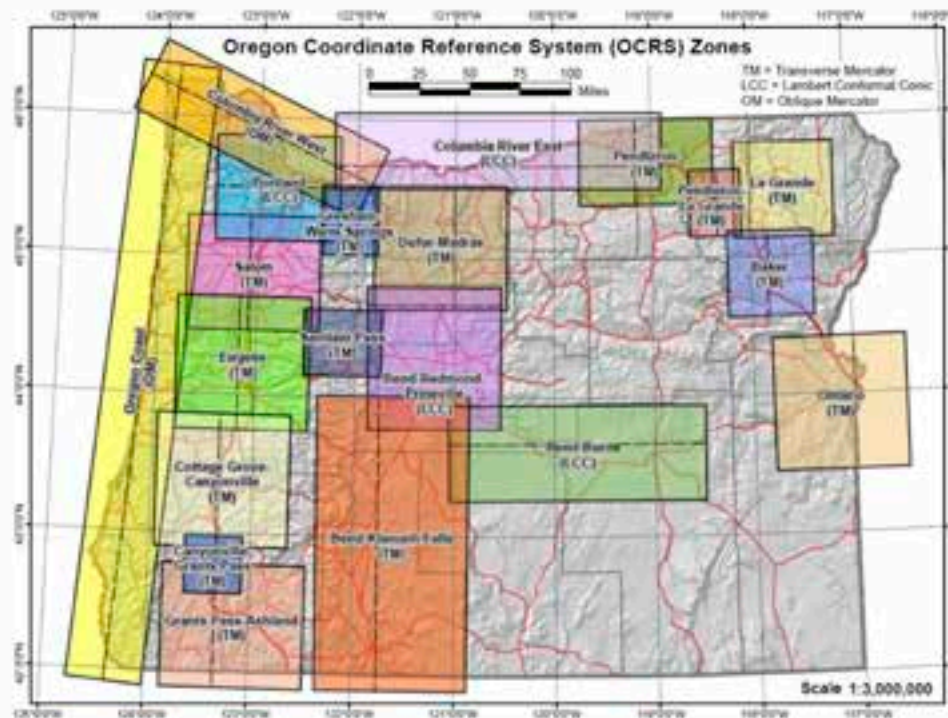
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Consultant

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For additional information on the Oregon Coordinate Reference System, see the OCRS Handbook and User Guide available on the ODOT Geomatics web page.

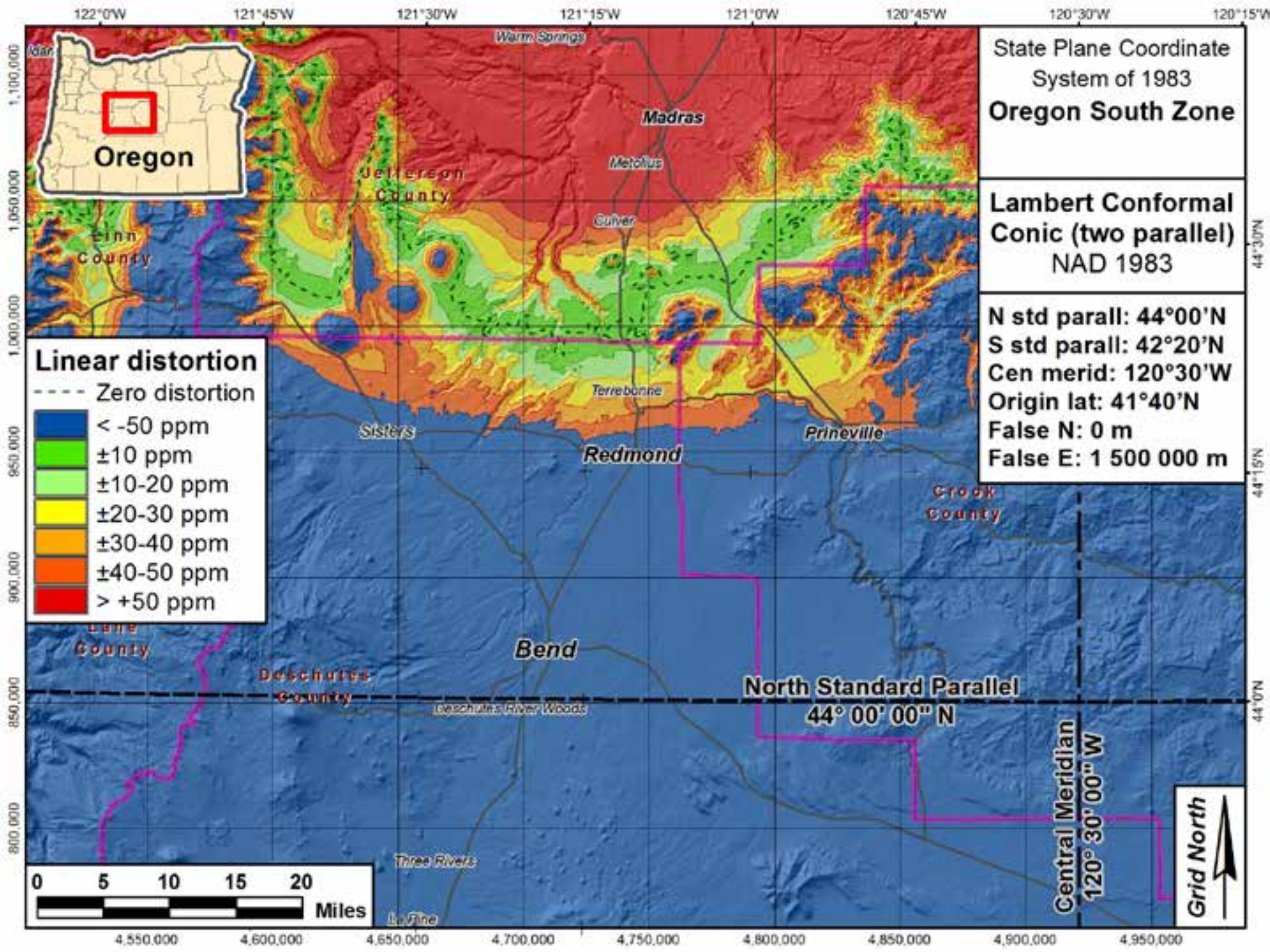


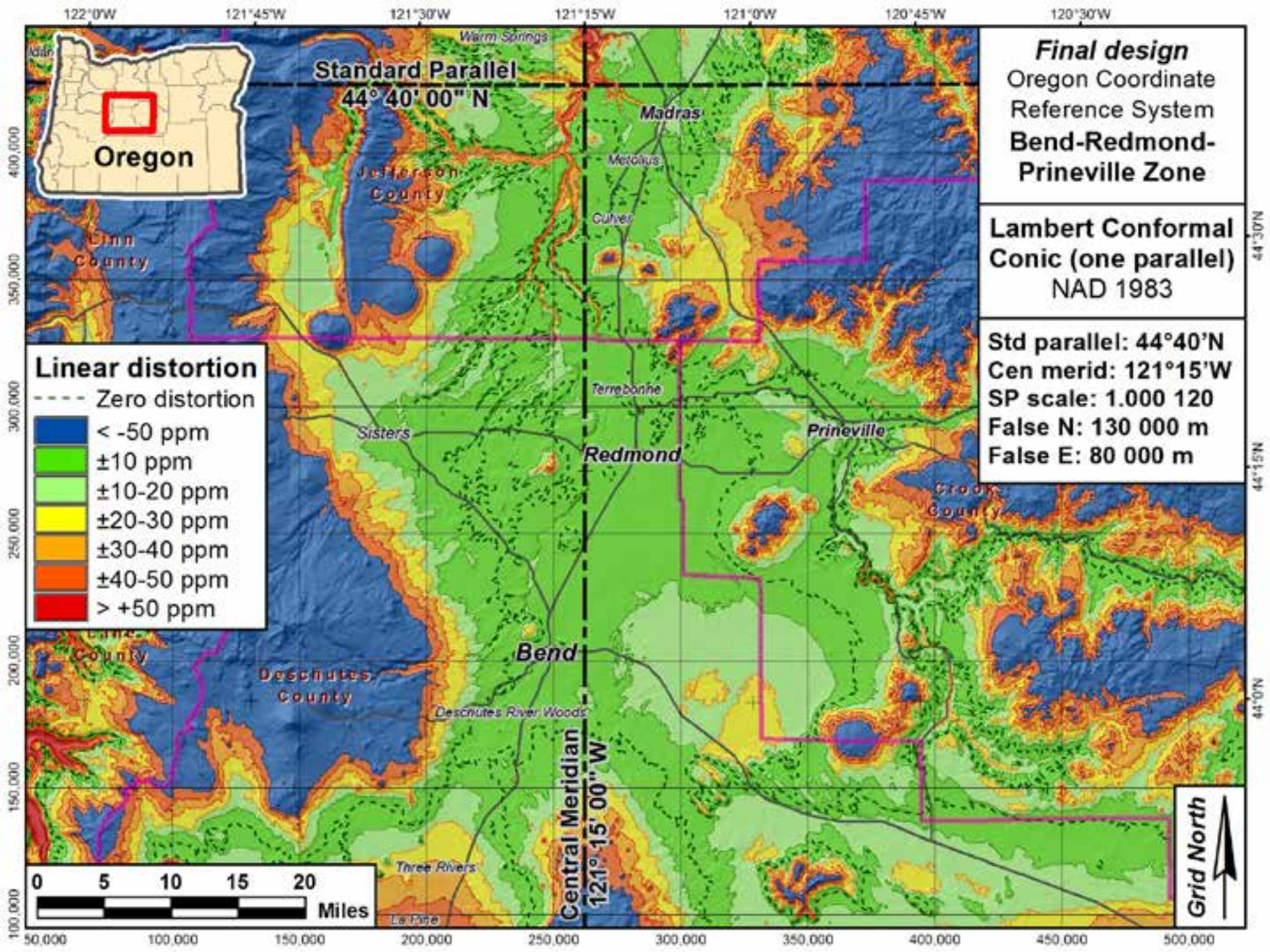
Not just for design of new systems

Evaluate existing designs as a means of comparison and as educational tool

- Check distortion of existing systems
 - For example, State Plane, UTM
- OCRS LDP vs. Oregon State Plane, South Zone







Standard Parallel
44° 40' 00" N

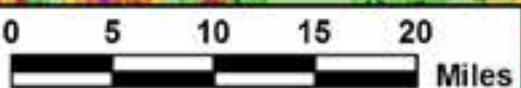
Final design
Oregon Coordinate Reference System
Bend-Redmond-Prineville Zone

Lambert Conformal Conic (one parallel)
NAD 1983

Std parallel: 44°40'N
Cen merid: 121°15'W
SP scale: 1.000 120
False N: 130 000 m
False E: 80 000 m

Linear distortion

- Zero distortion
- < -50 ppm
- ±10 ppm
- ±10-20 ppm
- ±20-30 ppm
- ±30-40 ppm
- ±40-50 ppm
- > +50 ppm



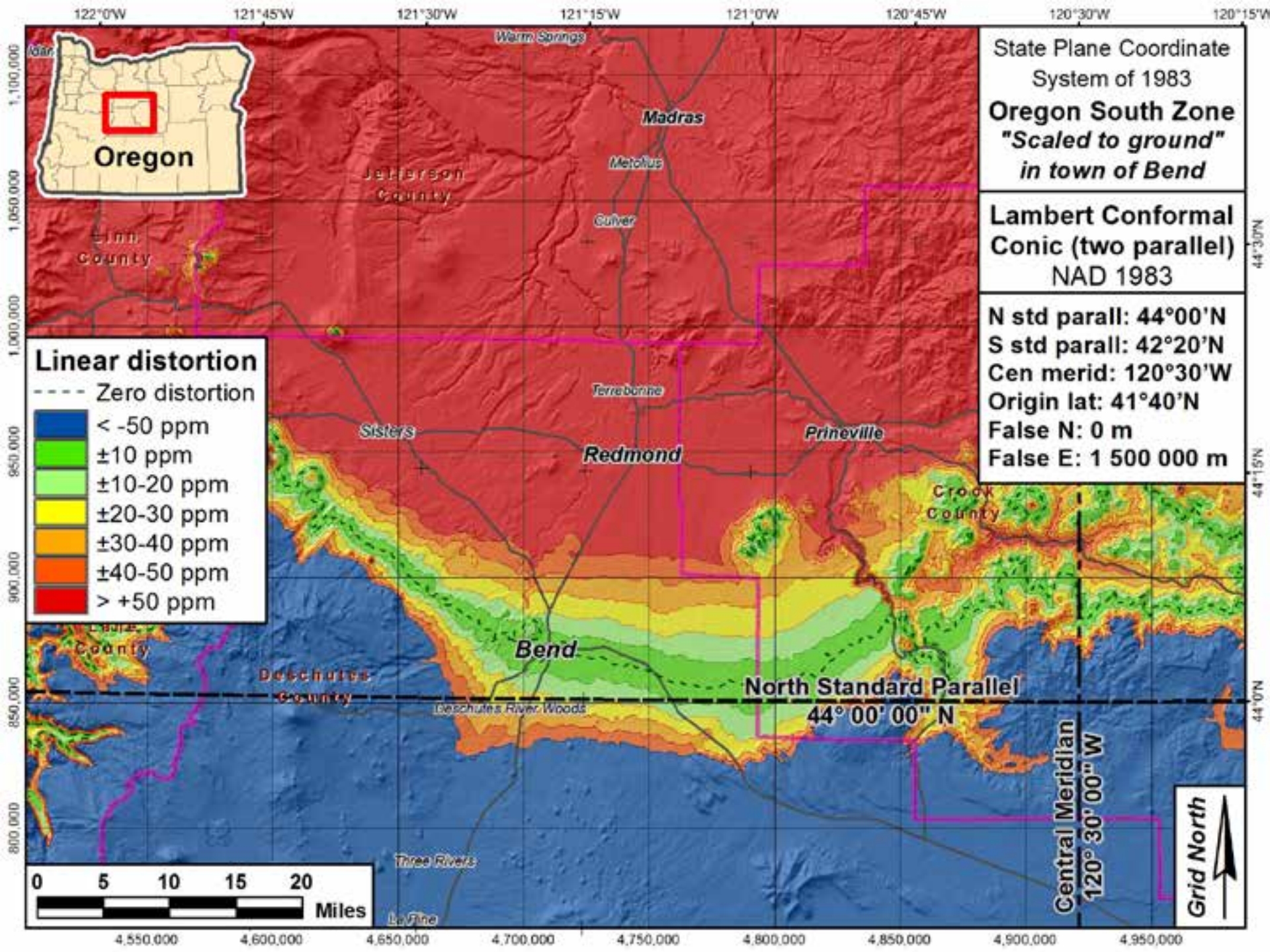
50,000 100,000 150,000 200,000 250,000 300,000 350,000 400,000 450,000 500,000

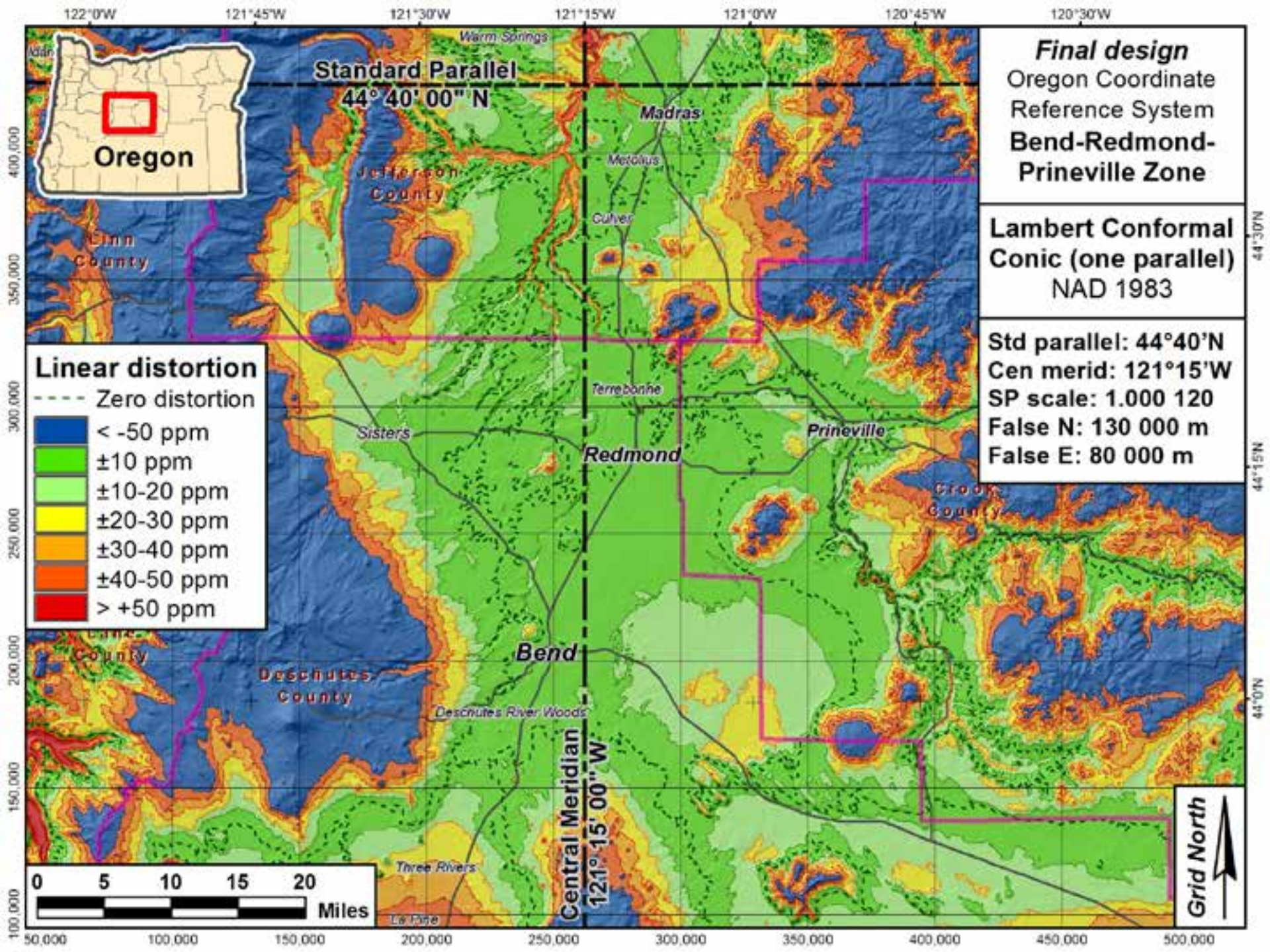
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- OCRS LDP vs. Oregon State Plane, South Zone
“scaled to ground”







Standard Parallel
44° 40' 00" N

Final design
Oregon Coordinate Reference System
Bend-Redmond-Prineville Zone

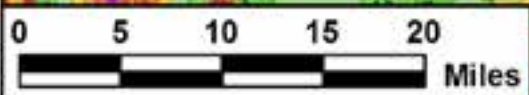
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Linear distortion

--- Zero distortion

- < -50 ppm
- ±10 ppm
- ±10-20 ppm
- ±20-30 ppm
- ±30-40 ppm
- ±40-50 ppm
- > +50 ppm



Iowa Regional Coordinate System (IaRCS)

- Made up of 14 zones:

- | | |
|--------------------------------|----------------------------|
| 1. Spencer (LCC) | 8. Ames-Des Moines (TM) |
| 2. Mason City (LCC) | 9. Newton (TM) |
| 3. Elkader (TM) | 10. Cedar Rapids (LCC) |
| 4. Sioux City-Iowa Falls (LCC) | 11. Dubuque-Davenport (TM) |
| 5. Waterloo (LCC) | 12. Red Oak-Ottumwa (LCC) |
| 6. Council Bluffs (TM) | 13. Fairfield (TM) |
| 7. Carroll-Atlantic (TM) | 14. Burlington (TM) |

Within ± 10 ppm = 73.628%

Within ± 20 ppm = 99.605%

Within ± 25 ppm = 99.999%

Outside ± 25 ppm = 0.001%



Iowa Regional Coordinate System

All zones referenced to the North American Datum of 1983

Linear distortion (parts per million)



Statewide LDP statistics

Minimum: -25.9 ppm
 Maximum: +25.9 ppm
 Mean: -3.9 ppm
 Std dev: ±7.5 ppm

Portion of the state that is
 within ±10 ppm = 73.629%
 within ±20 ppm = 99.605%
 within ±25 ppm = 99.999%
 outside ±25 ppm = 0.001%

Linear unit is US survey foot (sft)
 1 sft = 1200 / 3603 meter (exact)



Designed and prepared by
 Michael L. Dennis, P.L.C., PE



City of Boone, P.L.C., LP



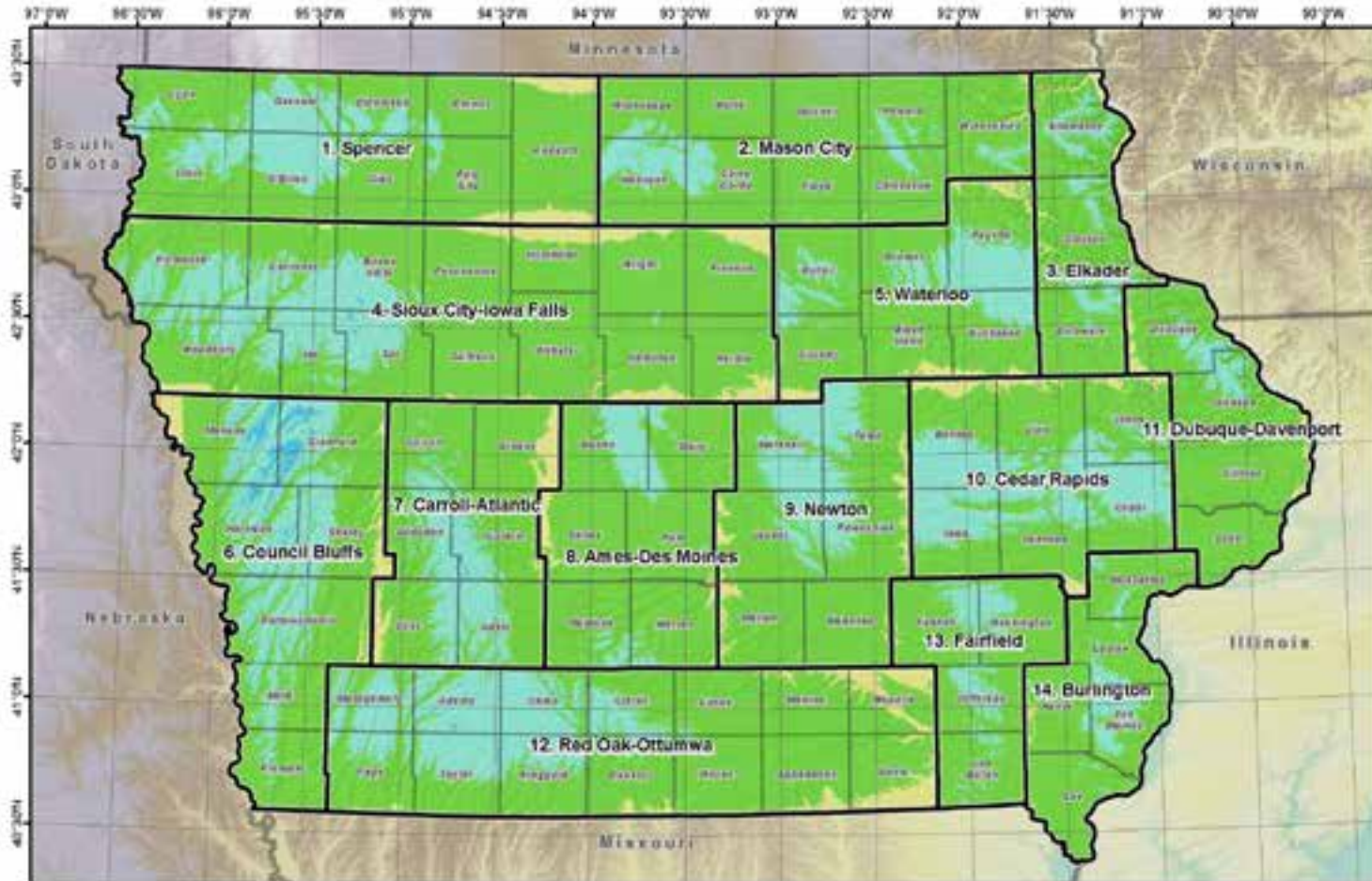
Prepared for Iowa Department of
 Transportation



Boone, IA

Projection types

LCC = Lambert Conformal Conic
 TM = Transverse Mercator



1. Spencer (LCC)
 000 parallel & grid origin: 42°12'30" N
 Central meridian: 94°14'30" W
 False northing: 9,500,000.000 sft
 False easting: 17,500,000.000 sft
 Standard parallel scale: 1.00020 (sft/sft)

3. Elkader (TM)
 000 parallel & grid origin: 40°10'30" N
 Central meridian: 91°12'30" W
 False northing: 5,200,000.000 sft
 False easting: 18,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

5. Waterloo (LCC)
 000 parallel & grid origin: 42°38'00" N
 Central meridian: 92°14'00" W
 False northing: 9,500,000.000 sft
 False easting: 17,500,000.000 sft
 Standard parallel scale: 1.00022 (sft/sft)

7. Carroll-Atlantic (TM)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 94°04'00" W
 False northing: 6,500,000.000 sft
 False easting: 17,500,000.000 sft
 Central meridian scale: 1.00020 (sft/sft)

9. Newton (TM)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 92°49'30" W
 False northing: 7,000,000.000 sft
 False easting: 16,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

11. Dubuque-Davenport (TM)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 90°12'00" W
 False northing: 7,000,000.000 sft
 False easting: 21,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

13. Fairfield (TM)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 91°12'00" W
 False northing: 6,500,000.000 sft
 False easting: 20,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

2. Mason City (LCC)
 000 parallel & grid origin: 42°12'30" N
 Central meridian: 92°45'30" W
 False northing: 9,500,000.000 sft
 False easting: 17,500,000.000 sft
 Standard parallel scale: 1.00020 (sft/sft)

4. Sioux City-Iowa Falls (LCC)
 000 parallel & grid origin: 42°12'30" N
 Central meridian: 93°20'00" W
 False northing: 9,500,000.000 sft
 False easting: 18,000,000.000 sft
 Standard parallel scale: 1.00020 (sft/sft)

6. Council Bluffs (TM)
 000 parallel & grid origin: 40°10'30" N
 Central meridian: 91°14'30" W
 False northing: 5,200,000.000 sft
 False easting: 18,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

8. Ames-Des Moines (TM)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 91°04'00" W
 False northing: 7,000,000.000 sft
 False easting: 16,500,000.000 sft
 Central meridian scale: 1.00020 (sft/sft)

10. Cedar Rapids (LCC)
 000 parallel & grid origin: 41°00'00" N
 Central meridian: 91°40'00" W
 False northing: 6,000,000.000 sft
 False easting: 16,500,000.000 sft
 Standard parallel scale: 1.00022 (sft/sft)

12. Red Oak-Ottumwa (LCC)
 000 parallel & grid origin: 40°10'00" N
 Central meridian: 90°12'00" W
 False northing: 7,000,000.000 sft
 False easting: 21,500,000.000 sft
 Standard parallel scale: 1.00022 (sft/sft)

14. Burlington (TM)
 000 parallel & grid origin: 40°10'30" N
 Central meridian: 91°12'30" W
 False northing: 5,200,000.000 sft
 False easting: 20,500,000.000 sft
 Central meridian scale: 1.00022 (sft/sft)

Working on:

- **Automatically create designs best-fit to topography**
 - Can dramatically improve performance in sloping terrain
- **Modernize (yet honor) legacy systems**
 - Preserve projected coordinate values with up-to-date datum (GCS)
- **Georeference existing modified systems**
 - E.g., State Plane systems “scaled to ground”
- **Guidance for defining LDPs in software packages**
- **Increasing coverage around the world**
- **Adding LDP coordinates to NGS Datasheets and OPUS solution reports**



Summary

- **LDP Design makes it easier to minimize distortion over the largest area possible**
 - Performance and simplicity superior to other methods
 - Large area coverage reduces proliferation of local systems
- **Satisfies needs of surveying, engineering, and GIS users**
 - Compatible with wide variety of software
 - Works for GPS and terrestrial (e.g., total station) data
 - Enables *direct* use of survey and engineering data in GIS
- **LDP Design web app *GREATLY* simplifies design of optimal low-distortion coordinate systems!**



Thank You

geo.idpdesign.com

