

Practical Exercises

EUREF Tutorial: Transformations using PROJ
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Introduction

All the exercises are made as **gie** tests where one or more inputs are missing.

Open the files and replace occurrences of **<your answer here>** with the relevant input. Here's an example:

<gie>

1. Set up an operation that returns the input it is given

operation **<your answer here>**
tolerance 10 mm

accept 12.3 45.6
expect 12.3 45.6

</gie>

Introduction

<gie>

1. Set up an operation that returns the input it is given

operation +proj=latlon # The latlon "projection" returns the same output as
 # given in the input

tolerance 10 mm

accept 12.3 45.6

expect 12.3 45.6

</gie>

Introduction

Check your answers:

```
> gie exercises\<exercise_name>.gie
```

```
-----  
Reading file 'exercises\<exercise_name>.gie'
```

```
-----  
total:  1 tests succeeded,  0 tests skipped,  0 tests failed.  
-----
```

Introduction

Your answers may be incorrect:

```
> gie exercises\<exercise_name>.gie
```

```
-----  
Reading file 'exercises\<exercise_name>.gie'
```

```
-----  
FAILURE in <exercise_name>.gie(48):
```

```
expected: 12.3 45.6
```

```
got:      1369229.736757265171    5685937.873489554040
```

```
deviation: 999999999.999000 mm,  expected: 10.000000 mm
```

```
-----  
total:  0 tests succeeded,  0 tests skipped,  1 tests FAILED!  
-----
```

Exercises

- Follow the installation instructions in instructions.md
- Read the “How to fill out PROJ tutorial exercises” section of instructions.md
- Do the exercises in this order:
 - projections1.gie
 - projections2.gie
 - ellipsoids.gie
 - gridshift.gie
 - helmert.gie
 - conversions.gie
 - pipelines.gie
 - projections3.gie
 - geodesics.gie

Answers

projections1.gie

1. +proj=utm +zone=35
2. +proj=utm +zone=60 +south
3. +proj=utm +zone=35 +ellps=intl

projections2.gie

1. +proj=lcc +lat_1=59.8
2. +proj=lcc +lat_1=59.8 +k_0=0.99998
3. +proj=lcc +lat_1=59.437 +lat_2=60.171
4. +proj=lcc +lat_1=59.8 +lat_0=59.8
+lon_0=24.8
5. +proj=lcc +lat_1=59.8 +lat_0=59.8
+lon_0=24.8 +x_0=1000000
+y_0=1000000

ellipsoids.gie

1. +R=1
2. +ellps=int1
3. +a=6378388.0 +rf=297.0
4. +a=6378206.4 +b=6356583.8

gridshifts.gie

1. +proj=hgridshift +grids=BETA2007.gsb
2. +proj=vgridshift +grids=egm96_15.gtx

gridshifts.gie

1. +proj=hgridshift +grids=BETA2007.gsb
2. +proj=vgridshift +grids=egm96_15.gtx

helmert.gie

1. +proj=helmert +x=-97 +y=-103 +z=-120
2. +proj=helmert +x=-81.1 +y=-89.4 +z=-115.8 +rx=0.485
+ry=0.024 +rz=0.413 +s=-0.54
+convention=position_vector
- 3a. +proj=helmert +x=582 +y=105 +z=414
+rx=-1.04 +ry=-0.35 +rz=3.08 +s=8.3
- 3b. +proj=helmert +x=582 +y=105 +z=414
+rx=1.04 +ry=0.35 +rz=-3.08 +s=8.3
4. +proj=helmert +convention=position_vector +t_epoch=2010
+x=-0.0016 +y=-0.0019 +z=-0.0024
+s=2e-05 +dz=0.0001 +ds=-3e-05

conversions.gie

1. `+proj=unitconvert +xy_in=m +xy_out=us-ft`
2. `+proj=axisswap +order=2,1`
3. `+proj=cart +ellps=intl`

pipelines.gie 1

```
1. +proj=pipeline +ellps=GRS80  
   +step +proj=cart  
   +step +proj=helmert +x=100 +y=200 +z=300  
       +convention=position_vector  
   +step +inv +proj=cart
```

pipelines.gie 2

2. `+proj=pipeline`

`+step +proj=hgridshift +grids=BETA2007.gsb`

`+step +proj=vgridshift +grids=egm96_15.gtx`

a: In principle, yes - practically, no.

b: Which grids is applied first depends on how the systems are defined.

If a geoid model is fitted to a certain datum, you need to make sure that the input to the `vgridshift` operation is in that datum. That is your responsibility to check - PROJ can't figure that out on its own. In this case, the EGM96 geoid is fitted to WGS84. The BETA2007 grid results in ETRS89 coordinates which for all but the most high accuracy application can be regarded as equivalent to WGS84. Hence we do the horizontal grid shift first.

pipelines.gie 3

```
+proj=pipeline
+step +inv +proj=utm +zone=32 +ellps=intl
+step +proj=cart +ellps=intl
+step +proj=helmert +x=-81.1 +y=-89.4 +z=-115.8
      +rx=0.485 +ry=0.024 +rz=0.413 +s=-0.54
      +convention=position_vector
+step +inv +proj=cart +ellps=GRS80
+step +proj=utm +zone=33
```

pipelines.gie 4

```
+proj=pipeline
  +step +proj=axisswap +order=2,1
  +step +proj=unitconvert +xy_in=deg +xy_out=rad
  +step +proj=push +v_3 +step +proj=cart +ellps=bessel
  +step +proj=helmert +x=598.1 +y=73.7 +z=418.2
    +rx=0.202 +ry=0.045 +rz=-2.455 +s=6.7
    +convention=position_vector
  +step +inv +proj=cart +ellps=GRS80
  +step +proj=pop +v_3
  +step +proj=unitconvert +xy_in=rad +xy_out=deg
  +step +proj=axisswap +order=2,1
```

a: Latitude (deg), longitude (deg), height (m)

b: Latitude (deg), longitude (deg), height (m)

c: Retain the original height of the input coordinate:

Without the push/pop steps the height would be affected by the Helmert step.

projections3.gie

- 1. +proj=tmerc
- 2. +proj=tmerc +k_0=0.9996 +lon_0=27 +x_0=500000
- 3a. 1 cm
- 3b. 250 km
- 3c. 100 km
- 3d. 10 km
- 3e. 500 m
- 3f. 2 m
- 3g. 5 um

geodesics.gie

```
Helsinki,  UTM:  6672241.54    385592.95  
Tallinn,   UTM:  6590881.40    372106.37  
Mid point, UTM:  6631561.47    378849.66  
Mid point, GEO:  59.804039062602  24.840482644156
```

Meditations:

1. Probably not
2. `geod +lat_1=60.171 +lon_1=24.938 +lat_2=59.437 +lon_2=24.745 +n_S=2
+ellps=GRS80 -f "%.12f"`
3. Avoids a bit of truncation of the azimuth, and *may* use a slightly superior algorithm (check the code!)