

# **OGC Code Sprint:**

GeoPose - An Introduction to the Hillyfields Bubble Dataset

30<sup>th</sup> October 2023 James Clarke, Ordnance Survey OGC GeoPose SWG



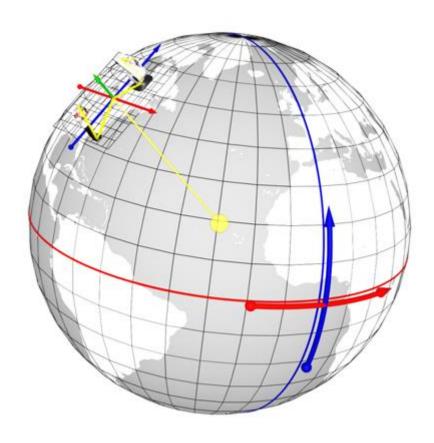
### Requirement

We frequently need a standard to describe location of an object with 6 degrees of freedom – x, y, z, roll, pitch, yaw (Position and orientation).

#### Vision

Enabling two or more arbitrary systems to exchange position and orientation of objects.

- A **Pose** captures position and orientation of a real or digital object.
- It has an associated **FrameTransform** Information to transform Pose geometry between reference frames.
- A Fixed Pose is a Pose whose outermost frame is related to an object with an externally defined position/orientation (Ephemeris Object).
- A GeoPose is a Fixed Pose related to a geospatial Ephemeris Object (the Earth).



# Introduction to GeoPose

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## The GeoPose SWG

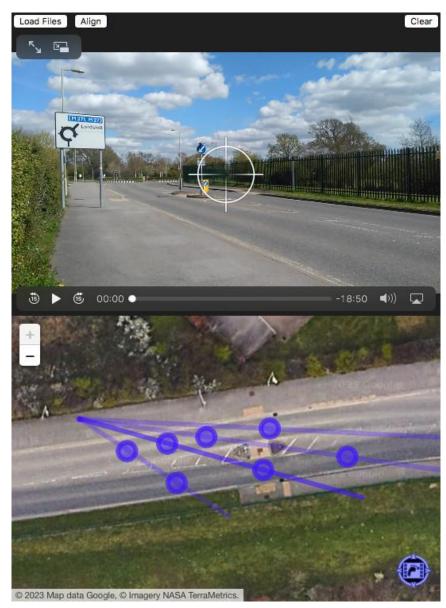
Version 1.0 OGC GeoPose approved mid-2022.



Comprises of 8 standardisation targets – core (Basic YPR, Basic Quaternion and Advanced), and composite (Chain, Graph and 3 Time Sequences).

Some of the items that we are working on (amongst others!):

- Integration of GeoPose into smapshot API
- Generating a multi-purpose dataset for the fulfilment of several prototypes and use cases (GeoPose in Minkowski Spacetime, Road Hazard Monitoring and Ride Hailing).
- Creating the GeoPose Sandbox a testing environment to validate different elements.



# Today's mentoring session (GeoPose 101 Tutorial) – 18:15-18:55

#### An Introduction to the Hillyfields Bubble (James Clarke)

A multipurpose dataset captured in support of the development of OGC prototypes. Plus, an implementation example with Robot Operating System (ROS)

#### **Use Cases and Prototypes with WebVMT (Rob Smith)**

Tracking a cyclist from a moving vehicle with LiDAR in Testbed-17 Tracking vehicles from roadside video cameras in Testbed-19

#### The GeoPose Sandbox (Mikel Salazar)

An Introduction and demonstration on how to install and work with it, to create a rudimentary webbased project.

Technologies: Datasets, ROS, Python, WebVMT, Typescript/JavaScript.