

# Algorithms for Public Transit Graphs

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## Abstract

## 1 Introduction

These algorithms will be used to construct a public transit system as a graph. We will use the WGS84 coordinate system and represent the Earth as an oblate spheroid. The difficulty in these problems comes from the issue of the Earth's irregular shape.

## 2 Point-Geodesic Problem

The problem states: Given a Geodesic, defined by the shortest path between two points on a sphere's surface, and a random point on the sphere's surface, find the closest point on that line to that random point.

### 2.1 Solution in Euclidean Space

Take Points  $A$  and  $B$ , and parametrize  $\overline{AB}$  to create a function of a vector,  $f(t)$ . Derive  $f(t)$  to find the critical point,  $t_c$ . The closest point will be  $f(t_c)$ .

### 2.2 Kyler's Solution

Take the Geodesic's endpoints  $(P_1, P_2)$ , along with the random point,  $R_1$ , and construct  $\triangle P_1 P_2 R_1$ , using Vincenty's formulae to construct the edges. Then, take the midpoint of  $\overline{P_1 P_2}$ , and construct a new line using this new midpoint,  $M_1$ , and  $R_1$ . Throw out whichever line is longer  $\overline{R_1 P_1}$  or  $\overline{R_1 P_2}$ , and replace it with  $\overline{R_1 M_1}$ . Repeat this process until  $\overline{P_1 P_2}$  is within the specified tolerance. This algorithm is  $O(\log_2(n))$ , where  $n$  is equal to the original length of  $\overline{P_1 P_2}$ . It takes  $\log_2(n)$  steps to reach the specified tolerance.

### 2.3 Final Solution

We just ended up using Baselga and Martínez-Llario's Solution on this problem [1], with Karney's improvements. [2]

## References

- [1] S. Baselga and J. C. Martínez-Llario, “Intersection and point-to-line solutions for geodesics on the ellipsoid,” *Studia Geophysica et Geodaetica*, vol. 62, no. 3, pp. 353–363, July 2018. [Online]. Available: <https://doi.org/10.1007/s11200-017-1020-z>
- [2] C. F. F. Karney, “Geodesic intersections,” 2023. [Online]. Available: <https://doi.org/10.48550/arXiv.2308.00495>