# Master Geomatics Students

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## Introduction

This is the introduction to the notes.

# **Example**

#### Introduction

The goal of this chapter is just to demonstrate how things should be organized. It will be removed from the notes in the end.

## **Markdown Basics**

#### **Resources and Helpers**

A nice cheat sheet about Markdown can be found at this link: https://www.markdownguide.org/cheat-sheet/.

On VS Code, there are some nice extensions that can help you write Markdown files:

- Markdown All in One to provide useful shortcuts and commands
- markdownlint to properly format your Markdown files

Feel free to ask me if you have questions about Markdown.

#### Comments

```
This <!--This is a comment.--> is
<!--
Comments are not rendered.
They can take multiple lines
-->
a
sentence.
```

This is a sentence.

#### Headers

```
<!-- Comment the fist headers to avoid messing up the outline of this file -->
# Level 1
## Level 2
### Level 3
-->
#### Level 4
##### Level 5
##### Level 6
Level 4
Level 5 Level 6
Bold and Italic
- Normal text
- **Bold text**
- _Italic text_
- **_Bold and italic text_**

    Normal text

   • Bold text
   • Italic text
   • Bold and italic text
Lists
Unordered list:
- Unordered list item 1
- Unordered list item 2
  - Nested unordered list item
```

- 1. Ordered list item 1
- 2. Ordered list item 2
  - 1. Nested ordered list item

#### Unordered list:

Ordered list:

- Unordered list item 1
- Unordered list item 2
  - Nested unordered list item

#### Ordered list:

- 1. Ordered list item 1
- 2. Ordered list item 2
  - 1. Nested ordered list item

#### Links

```
[Example link](https://www.example.com)
```

Example link

#### **Images**

```
![Example image](../../images/example.jpg){ width="250" }
```



Figure 1: Example image

## **Blockquotes**

```
> This is a blockquote.
```

This is a blockquote.

#### Code

#### **Tables**

**Table:** A simple table

Header 1	Header 2
Cell 1	Cell 2
Cell 3	Cell 4

Table 1: A simple table

Header 1	Header 2
Cell 1	Cell 2
Cell 3	Cell 4

#### Math

**Inline math:**  $$x^2$ is the square of $x$.$ 

Block math:

Inline math:  $x^2$  is the square of x.

Block math:

$$\int_0^\infty e^{-x^2} dx = \frac{\sqrt{\pi}}{2}$$

## **Empty Section**

An other section that is empty.

## How does GNSS work?

#### Introduction

GPS (Global Positioning System), also known as NAVSTAR (NAVigation Satellite Time And Ranging) had its first satellite launched in 1978.

## **GPS** segments

The GPS system consists of *three segments*:

- 1. **Space segment** (satellites with atomic clocks)
- 2. Control segment (ground stations for clock offsets)
- 3. User segment (receivers)

#### **Radio Signal**

The GPS radio signal contains:

- the **L-band carrier frequency** between 1 and 2 GHz
- the **Pseudo Random Noise** (PRN, also called the **spreading code**), unique to each satellite, publicly available
- the **navigation message** containing the satellite orbit and clock information

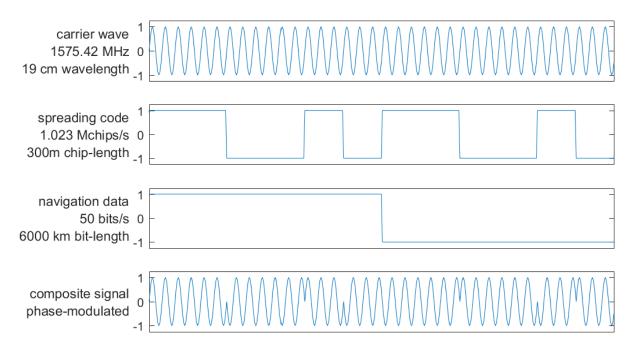


Figure 2: GPS L1 CA-signal (scale is not accurate)

#### Initialisation

When starting, GPS receivers try to find a particular GPS satellite on *each of their channels* (tens to hundreds). This is done by **overlaying the received signal** with a replica of the **spreading code** and then shifting it until correlation shows a maximum (best fit, or match).

#### **Pseudorange Measurement**

The **pseudorange**  $p_{r,s}$  is calculated by multiplying the travel time  $\tau_{r,s}$  by the speed of light c:

$$p_{r,s} = c \cdot \tau_{r,s}$$
 where  $\tau_{r,s} = t_r - t_s$ 

#### **Carrier Phase Measurement**

Carrier Phase Measurement:

- Measures **fractional phase difference** between the received *carrier wave* from the satellite and a locally generated *replica*.
- Provides a **very precise distance** measure (satellite to receiver)
- Needs to be **initialized** by finding the initial number of carrier wave cycles.

• Is much more precise than pseudorange code measurement. thanks to the **carrier period** being **much smaller** than code chip duration (in L1 CA-code signal, *1540 carrier periods* fit in one PRN spreading code chip).

## **Jamming and Spoofing**

**GPS Jamming** 

**GPS Spoofing** 

# **GNSS** performance

#### Introduction

#### **Error Sources**

#### **Pseudorange Calculation**

Multiple issues affect the calculation of the pseudorange:

- satellite clock offset (known).
- receiver clock offset (unknown).
- ionosphere delay (unknown).
- other errors, such as *multipath* (unknown).

The calculation is very sensible since  $c \approx 3 \times 10^8$  m/s, and a **1**  $\mu$ s error will cause a **300** m error in the calculated distance.

#### **Ionosphere Delay**

Ionospheric delay:

- Is due to **free electrons** in the ionosphere.
- Is highly variable (depends on **time** and **space**).
- Ranges from a few meters to hundreds of meters.
- Is maximum near geomagnetic equator, around local noon and during solar maxima.
- Is proportional to 1/frequency<sup>2</sup>.
- Can be estimated using two frequencies. This is why satellites emit at **L1** (1575.42 MHz) and **L2** (1227.60 MHz).

#### **Accuracy and Precision**

The quality of the measurement can be assessed through the carrier-to-noise-density ratio  $C/N_0$  (signal strength).

The precision of the measurement depends on the method used:

Table 2: Precision of GNSS measurements

	Pseudorange	Carrier Phase
Precision	Few meters to few decimeters	Few centimeters to millimeter

Dilution of Precision
Availability, Continuity and Integrity
Availability
Continuity
Integrity
PPP-RTK
PPP
RTK
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GNSS in the built environment (outdoor, indoor and in between)
Introduction
Multipath
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Shadow Matching
CRS
Introduction
Coordinate Systems
Terrestrial Reference Systems and Frames
Datum and Transformations
Datums
Transformations
Conversions
Map Projections
RDNAP
Rijksdriehoeksmeting (RD)
Normaal Amsterdams Peil (NAP)
Wi-Fi-monitoring / Fingerprinting

Introduction