

Meeting of March 17th, 2023

Two subroutines

Additional comments in blue

C/A is the point for which $x = x_0$ and $y = y_0$ (parameters 31, and 32 in the .csv)

```
1 • SUBROUTINE - ORTHOPROJ(LOO,LAO,LON,LAT,X,Y,Z,FG)
!-----!
! orthonormal projection
! -loo,lao coordinates at origin
! -lon,lat coordinates point
! -x,y,z coordinates in the Bessel plan
! -fg flag before the plan (1)
!   behind the plan (0)
!-----!
```

List of variables and parameters

- inputs: real variables - entries
 - lon, lat
 - loo, lao (entries 81 and 82 in the .csv) – loo, lao are the coordinates at the centre of the map, for which $x = 0$ & $y = 0$).
- outputs
 - real variables: x, y, z
 - integer variable: fg
- other variables
 - real, scalars: la, lo, la₀, lo₀, cc, rho, th, thp, bb
 - real, vectors, dimension (3): xyz, U, V
 - integer: j

The subroutine

```
lo=lon
la=lat
lo0=loo
la0=lao
```

```
call iau_GD2GCE ( 1E0_wp, apf, lo, la, h, XYZ, J )
```

Transforms geodetic coordinates to geocentric for a reference ellipsoid of specified form, e. g. WGS84.

1E0_wp: Earth's equatorial radius

apf: Earth flattening

lo: longitude (radians, East +ve)

la: latitude (geodetic, radians)

h: height above ellipsoid (which you get from your routines), initially set at 0.0d0

XYZ is the output geocentric vector

```
if (j.ne.0) write(*,*) 'alert ',lo,la
```

J is a flag parameter that was added to alert in case there is an unphysical or arithmetic error

The projection is made through these 2 consecutive rotations

calling rotation function (input vector **xyz** from above,(the axis number about which the rotation is done, the angle of rotation (in radians), output three dimensional vector after rotation

```
call rotation(xyz,3,lo0,U)
```

```
call rotation(U,2,-la0,V)
```

The corresponding coordinates in the Bessel referential write (x, y, z).

If $z < 0$, the the pont is behind the Bessel plan (invisible)!

```

x=V(2)
y=V(3)
cc=V(1)
z=V(1)

```

Checking if the point is within the ellipsoid

```

th=pi*0.5d0-la0
thp=atan(tan(th)*(1E0_wp-af)**2)
bb=pi*0.5d0-la0-thp
bb=-bb

```

final test, output flag (fg)

```

if (cc.lt.(y*tan(bb))) fg=0
if (cc.ge.(y*tan(bb))) fg=1

```

end subroutine

2 • SUBROUTINE - ORTHOPROJINV(LOO,LAO,X,Y,LON,LAT,FG)

(This is the inverse projection)

```

!-----!
! orthonormal projection
! -loo,lao coordinates at origin
! -lon,lat point coordinates
! -x,y coordinates on the Bessel plan
!-----!

```

List of variables and parameters

- inputs: real variables - entries
 - loo, lao (entries 81 and 82 in the .csv)
 - x, y
- outputs
 - real variables: lon, lat
 - integer variable: fg
- other variables
 - real, scalars: la, lo, la0, lo0, cc, rho, th, thp, bb, hh, xx, yy, zz, r2, b2
 - real, vectors, dimension (3): xyz, U, V
 - integer: i, j

The subroutine

```

lo0=loo
la0=lao

```

check if the point is on Earth's surface

```

b2=1E0_wp+(af**2-2*apf)*cos(la0)**2 r2=sqrt(x**2+y**2/b2)

```

if the point is not on Earth's surface

```

if (r2.gt.1E0_wp) then
! write(*,*) 'not on Earth'
lon=0d0
lat=100d0*enrad
fg=0 (you don't care about this case, as it is outside of Earth)
else

fg=1 cc=sqrt(1E0_wp-x**2-y**2)
V(1)=cc V(2)=x V(3)=y

```

The projection is made through these 2 consecutive rotations.

```
call rotation(V, 2, la0, U)
call rotation(U, 3, -lo0, XYZ)

call iau_GC2GDE ( 1E0_wp, apf, xyz, lon, lat, hh, j )
```

(Transform geocentric coordinates to geodetic for a reference ellipsoid of specified form.)

1E0_wp: Earth's equatorial radius

apf: Earth flattening

XYZ is the input geocentric vector

lo: longitude (radians, East +ve)

la: latitude (geodetic, radians)

h: height above ellipsoid

```
i=0
do while ((abs(hh).ge.1e-8).and.(i.le.1000))
i=i+1
if (i==1000) write(*,*) 'i1000 orthoprojinv'
call orthoproj(lo, lao, lon, lat, xx, yy, zz, fg)
V(1)=zz
V(2)=x
V(3)=y
call rotation(V,2,la0,U)
call rotation(U,3,-lo0,XYZ)
call iau_GC2GDE (1E0_wp, apf, xyz, lon, lat, hh, j)
enddo
endif
```

Constants

Earth's equatorial radius: 6378.137 km

Earth's flattening: 0.003352810665.

In our case, we set the equatorial radius to 1, and express x and y in these units.

Additional info

Basically you write

$$x = x_0 + x_p * (t - t_0)$$

$$y = y_0 + y_p * (t - t_0)$$

The parameters are x , y , x_p , y_p , are 31, 32, 33, 34, respectively in the .csv.

Reminder: Access to the [csv database](#), the associated header is given [here](#).