

## Challenges and Motivations

- In Legal Digital Cadastre (LDC) system the coordinates of the boundary points intend to be the main legal evidence in court.
  - In countries with:
    - Tectonic movements.
    - Those who used to **upgrade their cadastral control grids**
- Cadastral points' Coordinates discontinue describing its correct position after a specific period of time.

**This could be an obstacle for establishing LDC**

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## Monitoring Grid Coordinates Changes Model as a base for Dynamic Digital Cadastre System

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## DYNAMIC CADASTRE SYSTEM

As a Possible Solution

- It means that boundary point coordinates are properties that may change by time.
- They are correct in a specific time epoch.
- When the boundaries are dynamically coordinates' changed → The system is a dynamic.

**Legal Dynamic Digital Cadastre - LDDC**

(first mentioned by Blick and Grant 1997)

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## DYNAMIC CADASTRE SYSTEM

As a Possible Solution

- Learning from present and past cadastre systems in countries that have developed and changed their national control grid, like Israel:
  - Casini old grid to ITM and finally to IG05.
  - Providing up-to-date grid coordinates for a specific boundary point bases on survived authentic cadastral points.
- This is a **transformation process**. It includes the main solution principle → **coordinates may be changed according to the authentic points new position.**

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## MONITORING GRID COORDINATES CHANGES MODEL - MCCM

- As base for LDDC system, country may need:
  - Semi-dynamic or full-dynamic datum.
  - a model that enables transforming the LDC database coordinates from epoch of time ( $t^1$ ) to other ( $t^2$ ).
- For cadastral uses, MCCM must :
  - Be a national scaled.
  - Preserve cadastral important properties, such like:
    - Topology.
    - Physical wedge existence of any authentic boundary point.
    - Cadastral Parcel shape presented by fronts length, when the cadastral parcel locates on rigid area.
    - Provide result error estimations.

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## DYNAMIC CADASTRE SYSTEM

Meaning and Importance

- Establishing LDDC system **means** that the system has to be able to provide “correct” grid coordinates for every boundary point (BP), in every epoch of time → 4D coordinates (N, E, H, t) – if we are already agreed about the need for 3D cadastre.
- The question is: **Is LDDC system required only in dynamic nation?**
  - A **legal outlet solution** for updating national control grid which leads to coordinates changes, in any time in the future.

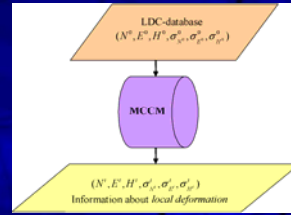
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### MCCM – Possible Data Sources

- Special geodynamic control network.
- Active Permanent GPS stations Network – APN.
- Researches on evaluating physical deformation and earth deformations models around the country surface.
- The integration of dynamic physical movement models, derived from researches, → improves the reliability of the results, since they were proved physically.

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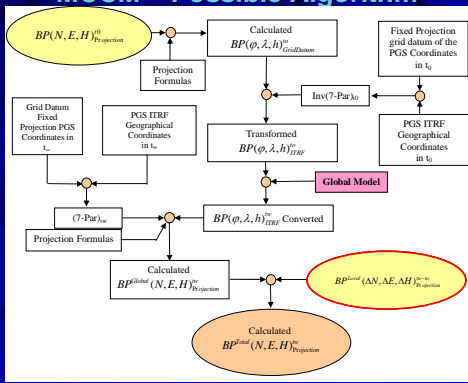
### MCCM – Possible Data Sources



- Ideal solution: Preserving all the cadastral boundaries' points!!!
- As an alternative solution: predicting the point coordinates' changes according to representative surrounding deformation points' data.
- What are these representative data sources?

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### MCCM – Possible Algorithm



### MCCM – Possible Algorithm

- Point (N, E) in a specific time epoch 't' will has final grid coordinates changes equal to  $\Delta(EorN)^{Total}$  in epoch 't':

$$\Delta(EorN)^{Total} = \Delta(EorN)^{Global} + \delta(EorN)^{Global} + \Delta(EorN)^{Local} + \delta(EorN)^{Local}$$

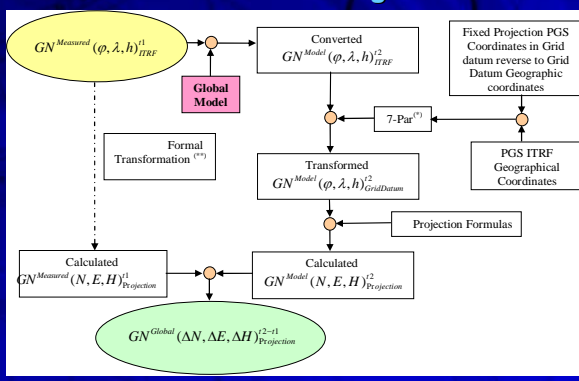
Global, Physical Motions derived from researches and APN and their estimation errors

All other motions derived from unknown sources, such like local (like slide slopes) and their estimation errors

$$BP^{Total}(\Delta N, \Delta E, \Delta H)_{Projection}^{no-to} = BP^{Local}(\Delta N, \Delta E, \Delta H)_{Projection}^{no-to} + BP^{Global}(\Delta N, \Delta E, \Delta H)_{Projection}^{no-to} + \delta$$

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### MCCM – Possible Algorithm



### MCCM – Possible Algorithm

- When:

$$BP^{Local}(\Delta N, \Delta E, \Delta H)_{Projection}^{no-to} = Function \left( sets(GN^{Local}(\Delta N, \Delta E, \Delta H)_{Projection}^{t_i-t_{i-1}}, Global\_Motion) \right)$$

GN; Describes the projection coordinates changes of the Geodynamic Network points.

$$GN^{Local}(\Delta N, \Delta E, \Delta H)_{Projection}^{t_{meas}-t_0} = GN^{Total}(\Delta N, \Delta E, \Delta H)_{Projection}^{t_{meas}-t_0} - GN^{Global}(\Delta N, \Delta E, \Delta H)_{Projection}^{t_{meas}-t_0}$$

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## Geostatistics as a Base for Clever Prediction

- The **Geostatistics** science uses:
  - Variogram
  - Covariogram (Covariance)
 for characterize a random field supposing spatial correlation between the predicted results.
- Our variable describes the displacement or velocity vector of such a physical point in earth surface which is correlated with all its environment → Thus, the Geostatistical interpolation looks more suitable for the MCCM prediction task.

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## Geostatistics as a Base for Clever Prediction

- Calculating **STD** for predicting results may be done by two statistical methods: **Deterministic** interpolation and **Geostatistical** interpolations.
- Deterministic:**
  - Only when the model variables are distributed randomly and **uncorrelated**.
  - deals with scalar data with no consideration to the spatial distribution



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## Preliminary Tests

- It aims to evaluate the displacements and the velocities of points around the Dead Sea Fault by using a locked fault model:

$$v(x) = v_0 \cdot \frac{1}{\pi} \arctg\left(\frac{x}{D}\right)$$

- Decompose it to N and E components:

- Az = Azimuth of the fault:

$$v_n = \cos(Az) \left( v_0 \cdot \frac{1}{\pi} \arctg\left(\frac{x}{D}\right) \right)$$

$$v_e = \sin(Az) \left( v_0 \cdot \frac{1}{\pi} \arctg\left(\frac{x}{D}\right) \right)$$

- Using the “Geostatistics” Interpolation method.

$$\gamma_{Semi-variogram} (Gaussian) = C_0 \left( 1 - \exp\left(-3 \left(\frac{h}{\theta}\right)^2\right) \right) + \text{Nuggets}$$

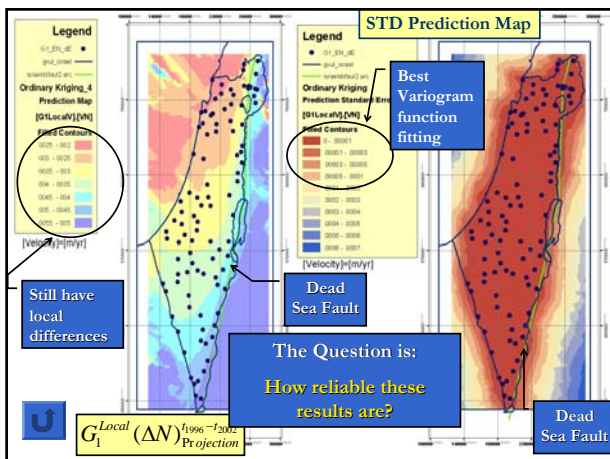
$$C_{Covariance} (Gaussian) = C_0 \exp\left(-3 \left(\frac{h}{\theta}\right)^2\right) + \text{Nuggets}$$

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## Preliminary Tests

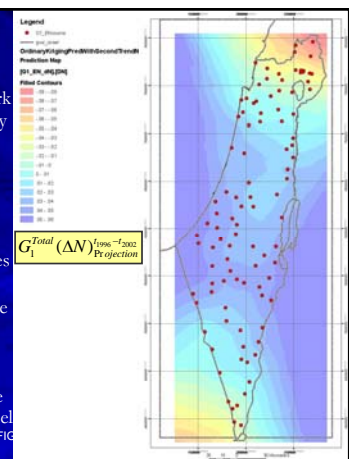
- For checking :
  - The applicability degree of the proposed algorithms.
  - The essentially of the integration between the physical model and the Geostatistical interpolation bases on **GN**.
- We used Israel country surface as a case study using:
  - Its Geodynamic Network named **G1**, with 100 points measured in 1996 and 2002. Typical Distance between points are about 10 km.
  - Using physical motion model produced by Wdowinski et al. (2004) as the main tectonic motion model
    - Based on The Israeli APN.

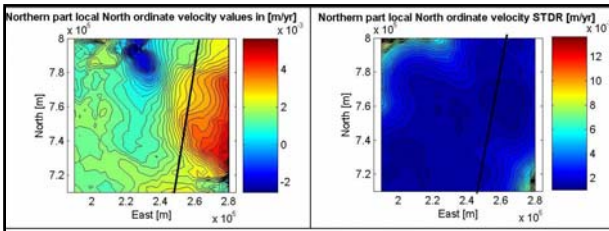
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## First Test - KRIGING

- Building a map for the North displacement of the **G1** network between 1996 -2002. “Ordinary Kriging” was used.
- There is a tendency in the results.
- It is a result of such significant surface movement.
- “ArcGIS Geos. Module” enables users to model the tendency.
- Such modeling, aims to activate a function for every point before the interpolation process.
- It imitates our algorithm of the integration with a motion model and local movement.





- Results are similar to “Kriging” with tendency function. ▶
- STD map shown insignificant movement:
  - Because of considering the physical movement model STD parameters.

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## Second Test - COLLOCATIONS

- Using :
  - The same Gaussian covariogram function parameters, used in the “Kriging” ArcGIS module interpolation.
  - Wdowinski model ...
  - Taking into consideration the Wdowinski model parameter STD.
  - Concentrating on the northern part of Israel.
  - Collocation interpolation of Moritz.

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Thank you  
for listening...



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## Conclusions

- The proposed **MCCM** could play the major role in the future **LDCC**, since it concentrated in grid coordinates.
- The proposed algorithm enables used any datum options (semi or full dynamic)
- In dynamic countries: Using **Physical Motion** model with such **Geostatistical Interpolation** is not only essential but it is almost obligatory → much more reliable.
- **Geostatistics** is the address
- The **STD map** could be used to maintain the GN in a country. ▶

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