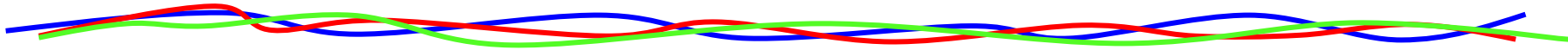


Square Mesh Section and Expand Square Mesh Section for IRI Section



2017.6.29
BumpRecorder Co., Ltd.
info@bumprecorder.com

Square Mesh Section



Current Problems

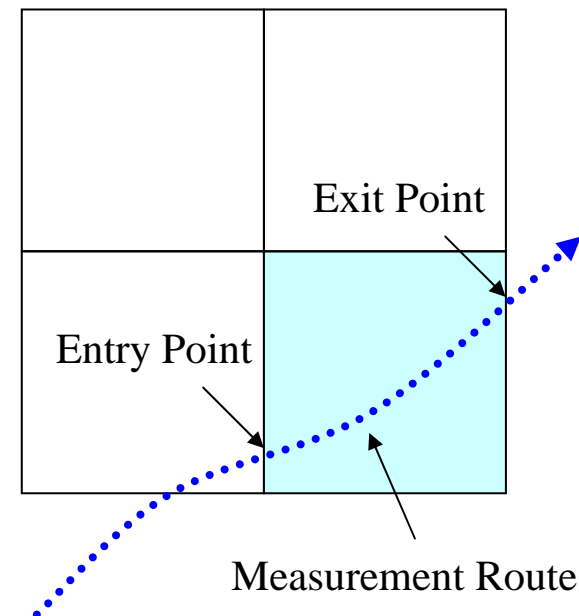
Usually, IRI is calculated for the section that is defined by each road location markers.

But it is difficult to collect this information.

Proposed Method (BumpRecorder Basic Method)

Square Mesh is defined by only using latitude and longitude, instead using road location markers.

For measurement route, a cross over section is used for IRI calculation.



Square Mesh Code

North South length and East West length of Square Mesh are same. And basic size is $1/8192 \text{ deg}(1/2^{13})$ that is about 10m.

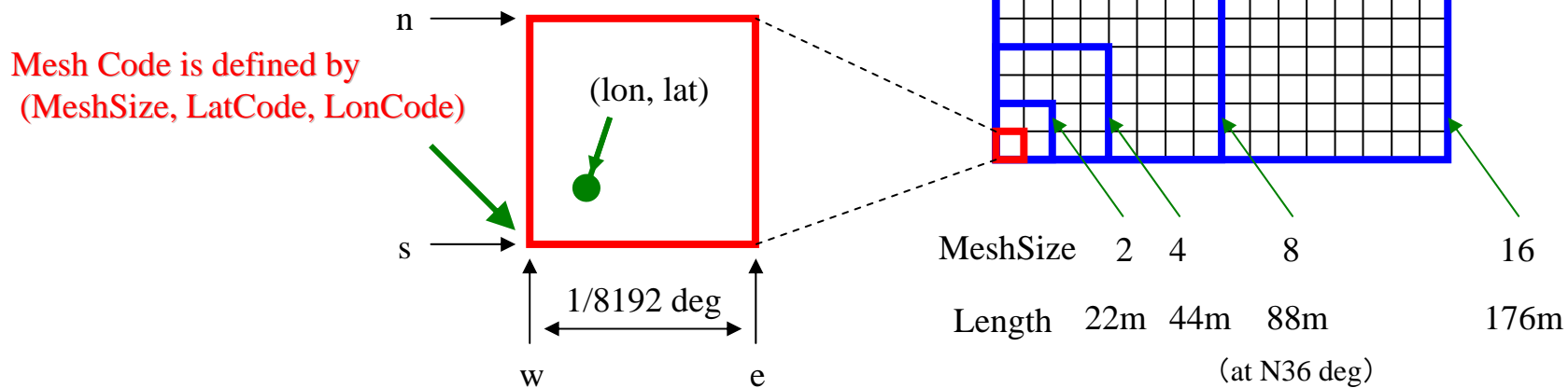
Basic Mesh size

LonCode =
 $w = \text{int}(\text{lon} / 8192)$
 $e = w + 1$

LatCode =
 $s = \text{int}(\int (1/\cos(\text{lat})) * \alpha)$
 $= \text{int}(\text{LOG}((1+\sin(\text{lat})) / (1-\sin(\text{lat}))) / 2 * \alpha)$
 $n = s + 1$ $\alpha = 469367.1234291810$

Expand Mesh size

Mesh size is defined by x2, x4, x8, x16 ...



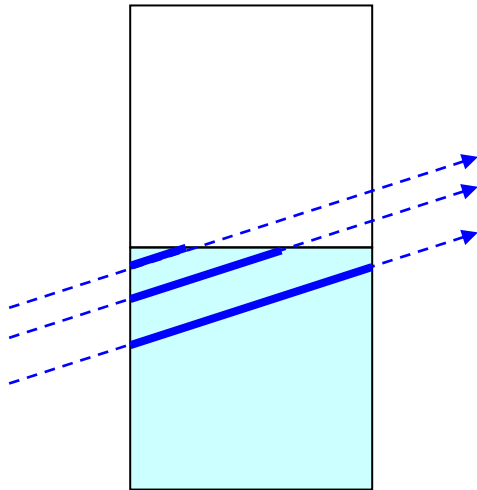
* BumpRecorder Web is calculating IRI for Mesh Size 2, 4, 8, 16...

* Depending on driving route, IRI section length is different between neighboring sections.

Expand Square Mesh Section

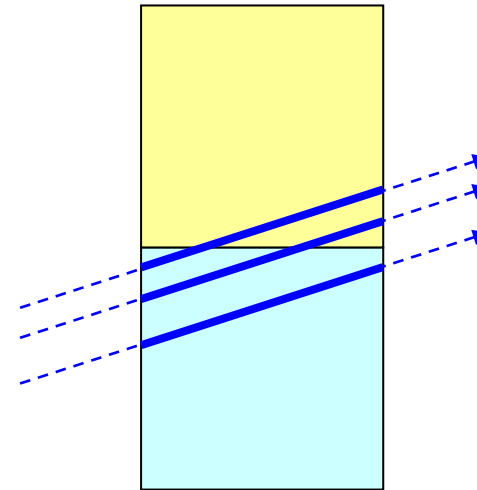
Square Mesh Section

Because GPS has positioning error, driving path is changed, and section length is changed.



Expand Square Mesh Section

To determine same section length, current and next section are merged.

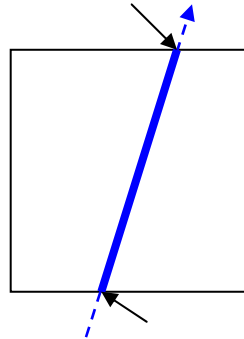
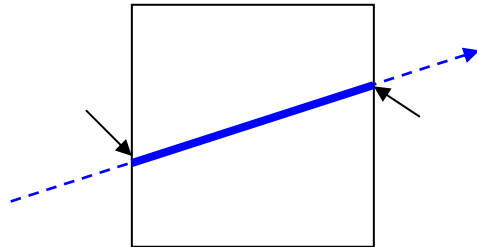


Merge conditions

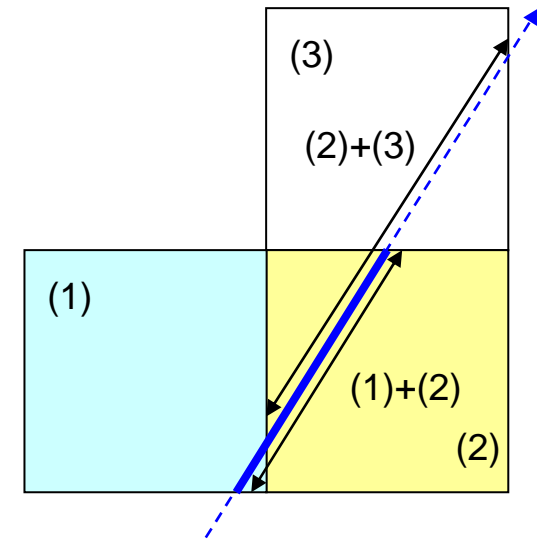
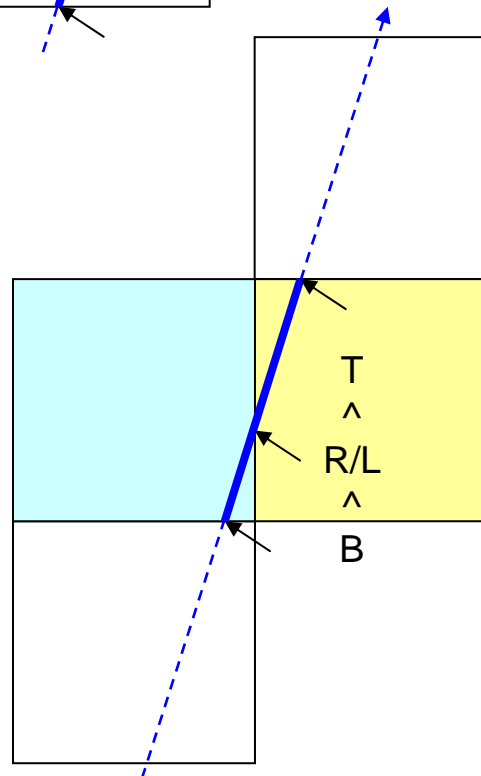
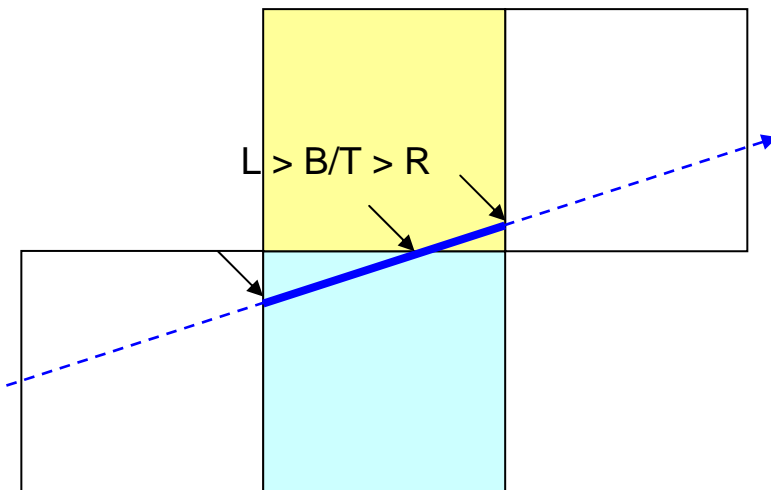
Case 1 : Not merge (Standard)

Enter and exit from/to left/right

Enter and exit from/to top/bottom



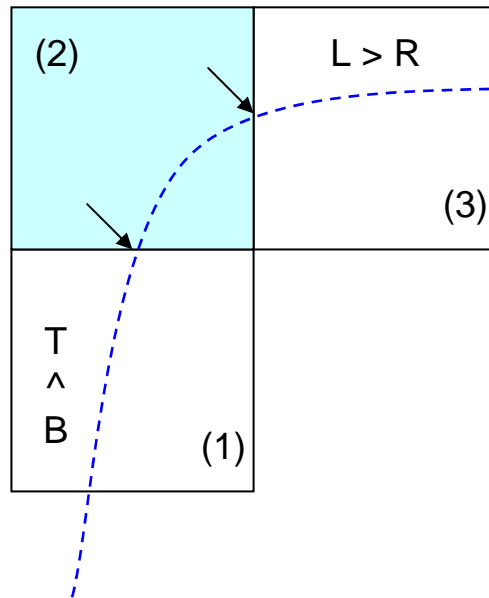
Case 2 : Merge



Merge (1)+(2),
because length of (1)+(2)
is shorter than (2)+(3).

Merge conditions

Case 1 : Not merge



Section (2) is NOT merge,
because previous (1) and next (3) are not
required merge.

There is the sample program as following URL.

http://www.bumprecorder.com/wp-content/uploads/2017/06/samplecode_squaremesh.zip