

# System Architecture for Server-Based Network-RTK Using Multiple GNSS

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Samsung Lim & Chris Rizos, *System Architecture for Server-Based Network-RTK using Multiple GNSS*

## CORS Networks

- Infrastructure for high accuracy applications
- CORS networks are being established at an ever increasing rate around the world
- Used for long-term geoscientific studies... **geodesy**
- But also provides the basis for RTK positioning and augmentation services... **surveying & spatial industry**



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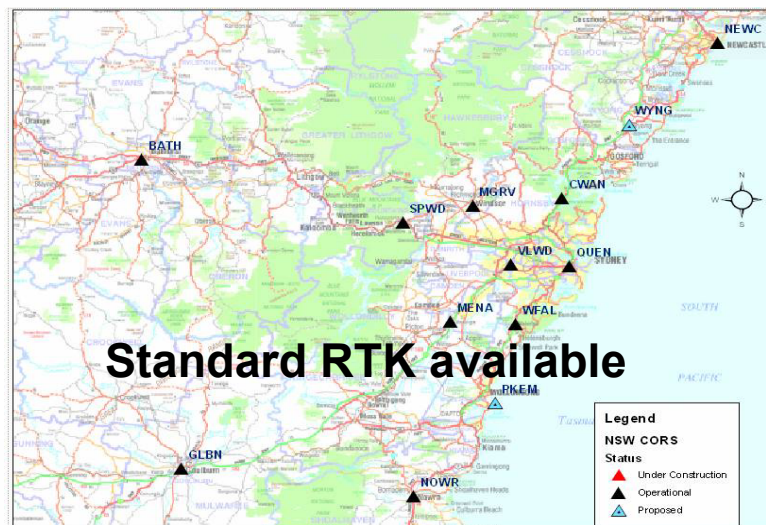


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## CORS (continued)

- **"Generation 1"**
  - “use-as-is” basis
  - No guarantee of service
  - Small number of service subscribers
  - Standard RTK
  - Network RTK
- **"Generation 2"**
  - Multiple GNSS
  - Ultra-high accuracy
  - CORS-based services
  - legal traceability
  - Integrity
  - Quality assured services

## SydNet



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# AuScope

**Over 100 new CORS  
in next 3 years**

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# IGS Reference Stations

**Free real-time  
products & data  
streams being  
established over the  
next 3 years**

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## R&D Challenges

- Designing the *appropriate* IT components
- Longer baseline and network algorithms utilising the *new* GNSS signals
- New data processing models based on *different configurations* of CORS and user GNSS receivers
- Delivering products by a variety of *new* wireless communication links
- Incorporating *new* value-added services



## Data Management Considerations

- Data capacity assumptions (Australia)
  - >100 CORS
  - $\geq 3$  GNSS means >40 satellites visible
  - 1Hz data
  - 1,000 or more simultaneous users
- Quality control and data integrity
- DBMS



## RTK Services: Options

- Conventional single-base RTK vs Network-RTK (NRTK)
- Conventional rover-based RTK vs Reverse RTK (RRTK)
- Server-based RTK (SRTK)
  - NOT an antonym of Rover-based RTK
  - NOT a synonym of Reverse RTK
  - “System of systems approach” that includes single-base RTK, NRTK, RRTK, post-processing, ?
  - Architecture modes? e.g. Centralised vs Distributed



## Single-base RTK vs NRTK

- |                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"><li>• <b>Single-base RTK</b><ul style="list-style-type: none"><li>– Single reference station</li><li>– Simple algorithm &amp; implementation</li><li>– Short baseline length<ul style="list-style-type: none"><li>• UHF ~10km</li><li>• Internet ~20km or more</li></ul></li></ul></li></ul> | <ul style="list-style-type: none"><li>• <b>NRTK</b><ul style="list-style-type: none"><li>– Multiple (<math>\geq 3</math>) reference stations</li><li>– Computational overhead</li><li>– Synchronisation &amp; latency challenges</li><li>– Lower number of satellites in use</li><li>– Longer baseline lengths</li></ul></li></ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



## Rover-based RTK vs RRTK

- **Rover-based RTK**
  - Reference station(s) send corrections to rovers
  - 1:m relationship (unlimited users)
  - Standardised data transfer (e.g. RTCM)
  - Variety of algorithms at reference station(s) and at rover(s)
- **RRTK**
  - Rover(s) send "raw" data
  - Reference/control station sends coords to rover(s)
  - 1:1 relationship (limited users)
  - Computational overhead to handle multiple rovers
  - Latency problem
  - Data quality assurance
  - Increased accuracy
  - Longer baseline length



## Example: Server-based Network-RTK

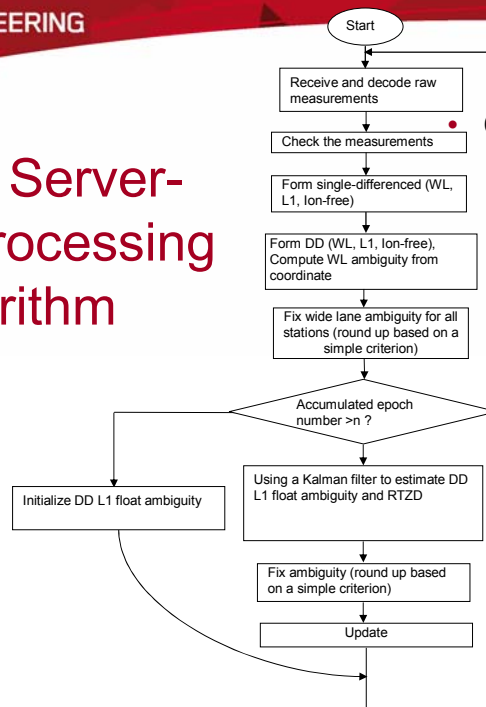
- Resolve integer ambiguities within CORS stations
- Compute residual vector
- Compute "network parameters"
- Generate "synthesised measurements" (SM), e.g. *Trimble VRS measurements or Leica iMAX measurements*
- Conventional NRTK
  - Allow rover to perform NRTK with SM
- Reverse NRTK
  - Server to perform NRTK with SM



# Network Integer AR

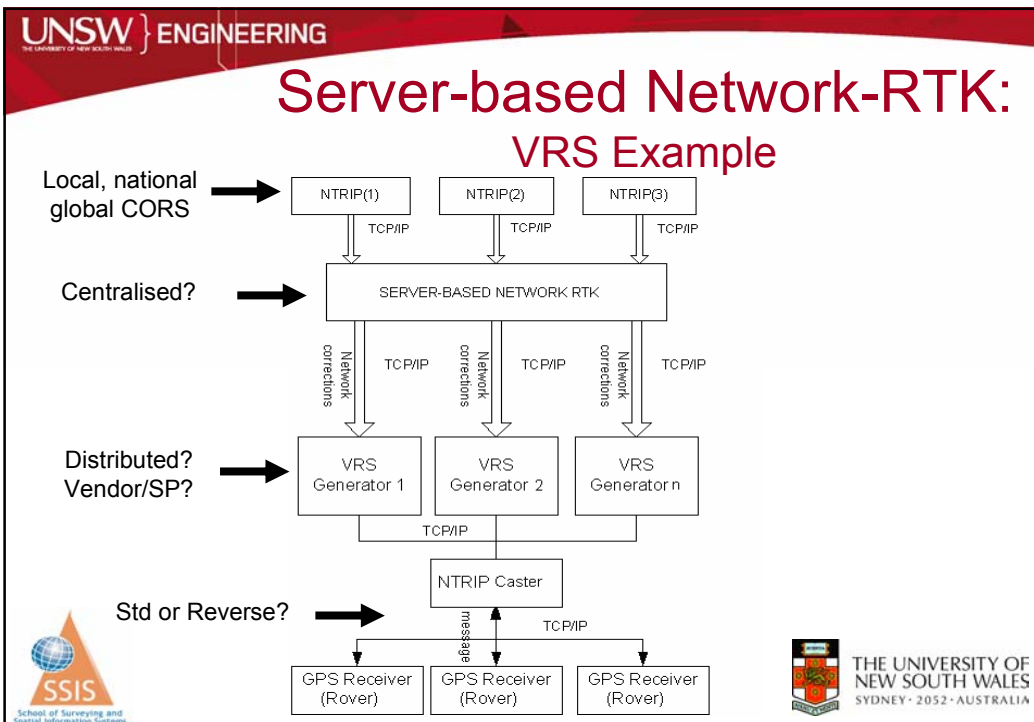
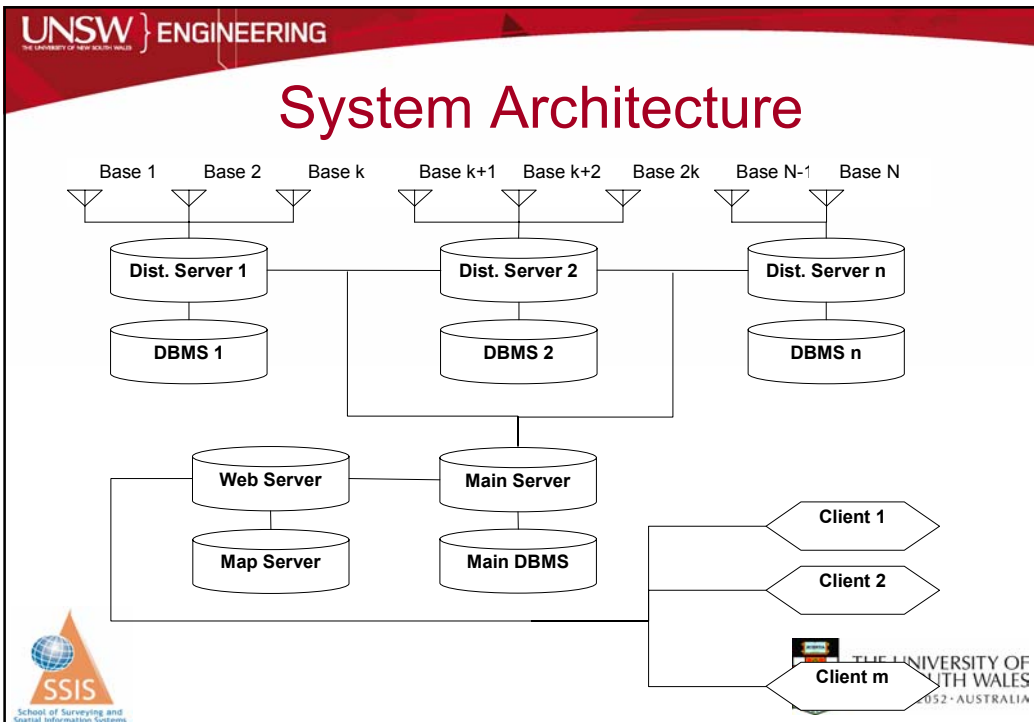
- Goad (1992)
  - Rounding of wide-lane and iono-free integer ambiguities
- Teunissen (1995)
  - Least-squares ambiguity decorrelation adjustment
- Hu et al (2003)
  - Kalman Filtering

## Typical Server-based Processing Algorithm



### Comments

- Data from ALL RxS?
- What is "output"? AmbS? Network parameters?
- Processing "engine(s)"?
- Service other NRTK processes, e.g. VRS, FKP, iMax?
- Datum maintenance issues?
- Server/system architecture?





## Comments

- Preserve maximum flexibility in configuration modes for RTK and Post Processing
- Accommodate variety of implementation modes, including mix of owners-operators-SPs
- Permit expansion/adaption to incorporate new RTK/NRTK developments, *including PPP*
- More easily integrate "next gen" CORS operations for surveying, into tier of real-time GNSS geodesy infrastructure



## Concluding Remarks (1/3)

- Network-RTK improves accuracy and reliability of real-time rover coordinates
- Server-based RTK is a new concept for GNSS surveying
- In GNSS geodesy, server-based network processing has always been the norm, *though not in real-time*
- With the move of the IGS towards a "real-time future", the distinctions between server-based network-RTK implementations for survey users and for geodesy will increasingly be blurred



## Concluding Remarks (2/3)

- A real-time integer ambiguity resolution procedure that uses multiple reference baselines is more reliable than one using single-base
- The wide-lane ambiguity is first fixed, then the primary ambiguity and relative tropospheric zenith delay are estimated using the ionosphere-free combinations and an adaptive Kalman filter
- A server-based RTK system architecture is proposed ... *a demonstration system is currently under development*



## Concluding Remarks (3/3)

- The example of computing VRS corrections for server-based network-RTK is presented to *illustrate* the process
- A system architecture for server-based network-RTK is proposed that incorporates *distributed-computing*
- The proposed system design should cope with simultaneous requests from hundreds of clients
- New business models based on a variety of implementation & reference-rover configuration modes will be possible

