# Classification of Underwater Objects Using Synthetic Aperture Sonar Images and Waveforms<sup>1</sup>

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July 7, 2008

<sup>1</sup>Partially supported by ONR grant N00014–07-1-0166. <sup>2</sup>Naval Surface Warfare Center, Panama City, FL

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Underwater Object Classification

## Outline

### Objectives

- 2 Synthetic Aperture Sonar (SAS)
- 3 Overall Strategy
- 4 Experimental Data Measured in a Pond
- 6 Classification Strategy
- 6 Future Plan, etc.

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## Objectives

- Detection of shallowly-buried objects using wideband FM sonar
- Classification of objects into mines or non mines
- Characterization of types of mines





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## Concept

- Synthetic Aperture Sonar (SAS) for wide range survey
- Buried Object Scanning Sonar (BOSS) for the detailed check



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## SAS Operation ...



## SAS Imagery





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# SAS Imagery ...



### An Easier Example



# A Tough Example







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## Our Overall Strategy

- Two important problems: Detection and Classification
- We tackle the classification problem first.
- We cast the detection problem later as a clustering problem.
- In both cases, shape information alone obtained from reconstructed images from sonar is often ambiguous even after improving image resolution using sophisticated interpolation algorithms
- Hence, we examine the part of the recorded raw waveforms scattered from the objects that are responsible to form the imaged object of interest.
- We will examine whether we can distinguish material content inside of suspicious objects from waveforms ⇒ acoustic impedance of material
- We first examine the experimental data obtained in a pond at Naval Surface Warfare Center (NSWC), Panama City, FL.

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## Experiment Setup



(a) Pond

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## Experiment Setup



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# Experiment Setup





#### (b) Sonar tower

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- Source: 10 kHz 50 kHz sinusoids; 0.2 msec duration
- Fast-time sampling rate: 500 kHz, i.e.,  $\Delta t = 2 \,\mu \text{sec} \Longrightarrow \Delta x = 0.15$  cm
- Along-track sampling distance,  $\Delta u = 2.54$  cm
- Sonar height above bottom = 3.8862 m
- Grazing angle = 20 degree
- $\bullet$  Sound velocity in the pond water  $= 1503 \mbox{ m/s}$
- Ping rate: about 6–10 pings/sec
- Average 32 pings at each position

# Experiment Setup ...

We have three different sets of experiments:

- Experiment 1: Buried
  - Target: a solid aluminum cylinder (diameter: 30.5 cm; length: 1.52 m)
  - Target location: x = 10.3 m (or t = 14.8 msec), y = 4.0 5.5 m; buried about 10 cm below the rippled interface
  - A steel sphere (filled with air) of diameter 25.4 cm was placed in front of the target.
- Experiment 2: Proud
  - Target: a solid aluminum cylinder (diameter: 30.5 cm; length: 1.52 m)
  - Target location: the same as above
  - A sphere (filled with silicone oil) of diameter 35.6 cm was placed in front of the target.
- Experiment 3: Proud Short
  - Target: a shorter solid aluminum cylinder (diameter: 30.5 cm; length: 60 cm)
  - Target location: the same as above
  - A sphere (filled with silicone oil) of diameter 35.6 cm was placed in front of the target.

## Data: 30 kHz Source



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- Step 0: Reconstruct reflectivity images/scenes from SAS data
- Step 1: Select objects of interest (at this point manually using a pointing device)
- Step 2: Extract raw waveforms corresponding to the selected objects and align/straighten them
- Step 3: Apply Local Discriminant Basis (LDB) algorithm to the waveforms
- Step 4: Supply top k LDB coordinates to a classifier of one's choice (e.g., linear discriminant analysis, decision tree, support vector machine, ...)
- Step 5: Validate the classification rule using test datasets

## An Example in a Pond; Step 0: Reconstruct an Image



## An Example in a Pond; Step 1: Select objects



### An Example in a Pond; Step 2: Extract data



# Step 2 details: Extraction/Alignment Algorithm

- Indicate the four points of rectangle. (Rectangle shown in green. Point shown in black.)
- Calculate dispersion of four points using dispersion relation

$$\left(\frac{ct}{2}\right)^2 = x_0^2 + (y - y_0)^2$$

y - cross-range location of the transmitter/receiver

t - two-way travel time of the signal  $(x_0, y_0)$  - location point source c - speed of sound through water (red and blue lines show dispersion of points)

• Use the union of the dispersed points corresponding to all the points in the rectangle to form envelope (indicated in cyan).



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# Step 2 details: Extraction/Alignment Algorithm ....

- Assume the object to be extracted consists of a collection of horizontal lines (e.g., a magenta rectangle);
- Construct a rectangular envelope for each horizontal line segment (green points);
- Extract waveform samples contained in envelope and within half of signals wavelength of envelope (red points);
- Using the dispersion relation, map extracted points to their location if dispersed from the center line (black points);
- Interpolate these mapped points to find the values of waveforms at the desired time locations (the same as the center line time samples);
- Repeat this procedure for all the horizontal line segments in the object.



### An Example in a Pond; Step 2: Extract data ...



(a) Cylinder Waveforms



(b) Sphere Waveforms

# Step 3: Apply Local Discriminant Basis (LDB) Algorithm

- Developed by Saito and Coifman (1993–5) for extracting localized discriminant features from data using various basis dictionaries (e.g., wavelet packets, local cosines, etc.)
- Selects a complete basis from a specified dictionary by optimizing some discriminant measure of the basis coordinates
- Top few coordinates in terms of the discriminant measure are then fed to any classifier of one's choice (Linear Discriminant Analysis, Decision Trees, Support Vector Machine, ...)
- LDB and its variants have been applied to: geophysical signal/image classification; noise reduction in hearing aids; diagnostics of mammography; radar target discrimination; neural spike detection and sorting; face detection, etc.
- Searching the keyword "local discriminant basis" in **google.scholar.com** immediately shows its impact

### Examples of Basis Dictionaries



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### An Example in a Pond; Step 3: LDB



Figure: (a) Average C1 waveform; (b) Average S1 waveform; (c) The LDB vector #1 trained on (C1, S1); (d) The LDB vector #2 trained on (C1, S1); (e) The LDB vector #3 trained on (C1, S1). 31 / 36

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## An Example in a Pond; Step 3: Top 3 LDB coordinates



Figure: Extracted waveforms projected onto the top 3 LDB coordinates. Each point represents a single waveform. The LDB was computed on the (C1, S1) dataset.

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- Examine the robustness of the extracted LDB features
- Investigate a new and robust discriminant measure based on Earth Mover's Distance (EMD), which is related to optimal transport (or the Monge-Kantorovich) problem
- Modify LDB to accept complex-valued signal or phase information

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#### Thank you very much for your attention!

- Dan Cook (formerly NSWC-PC)
- Gerry Dobeck (NSWC-PC)
- Carrie Dowdy (formerly NSWC-PC)
- Richard Holtzapple (NSWC-PC)
- Joe Lopes (NSWC-PC)
- ONR
- NSF

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