

# Optimization of an Acoustic Communication Protocol for Underwater Wireless Communication

## **Final Presentation**

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RIPS-HK 2016  
eProuplision Ltd.

# Underwater communication between Divers + Submarines



Small Diving Group<sup>[1]</sup>

# Presentation Outline

The Problem

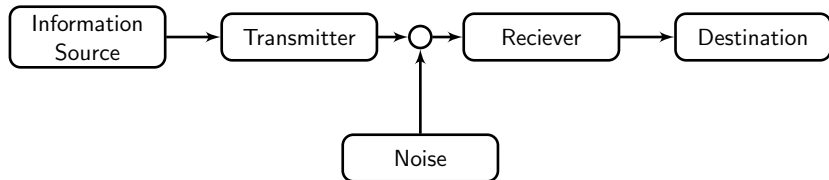
Physical Environment

Modulation

Multiple Access

Real Implementation

# Model of Communication<sup>[2]</sup>



# Waves in Water

- ▶ Doppler Shifting

- ▶ Acoustic waves in water,  $\frac{f}{f_0} = \frac{(c + v_r)}{(c + v_s)} \approx 0.5\%$
- ▶ Negligible with EM waves

- ▶ Multipath

- ▶ More important as distance increases

- ▶ Noise

- ▶ White noise
  - ▶ Constant power waves across all frequencies
- ▶ Random noises
  - ▶ Unavoidable
  - ▶ Error correction

- ▶ Attenuation

- ▶ High frequency EM waves attenuate quickly
  - ▶ Microwaves!
- ▶ Low frequency radio antenna are not practical

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# Acoustic Attenuation

- ▶ Inverse Square Law

- ▶  $I = d_0^2 / d^2$

- ▶ Many non-linear effects,<sup>[3]</sup>

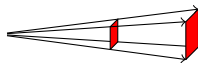
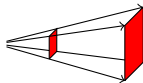
- ▶  $V = V_0 - \alpha d$

- ▶  $3 < \alpha < 40$  in air

- ▶  $\alpha \approx 0.05$  in water

- ▶  $I = 10^{(V_0 - \alpha d)/10} \cdot \frac{(d_0)^2}{d^2}$

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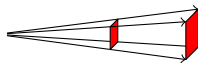
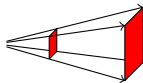
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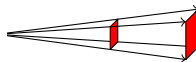
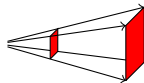
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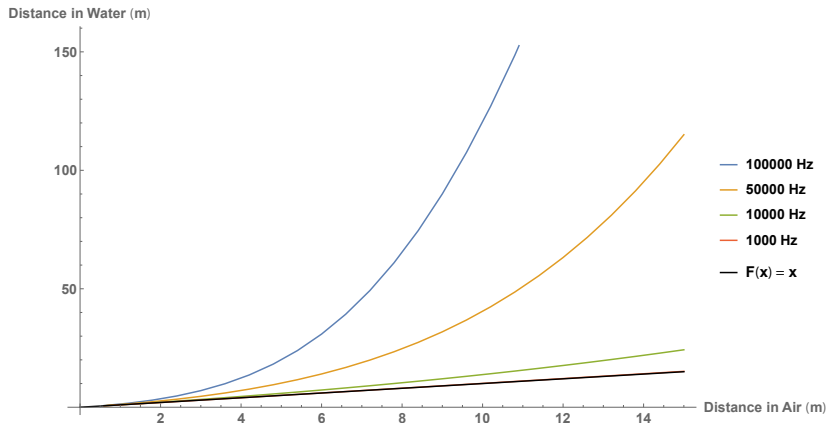
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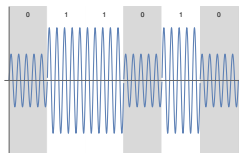
# Attenuation - Equivalent Distances in Air and Water

Distance Traveled with Equivalent Attenuation in Water and Air

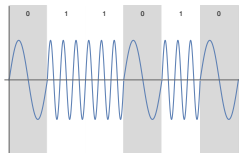


# Modulation

- ▶ *Modulation: the process of converting information into a form that can be conveyed across a physical channel*<sup>[4]</sup>
  - ▶ Style of Information
    - ▶ Analog Modulation
    - ▶ Digital Modulation/Keying
  - ▶ Domains
    - ▶ Frequency
    - ▶ Amplitude
    - ▶ Phase



Digital Amplitude Modulation



Digital Frequency Modulation

# Orthogonality

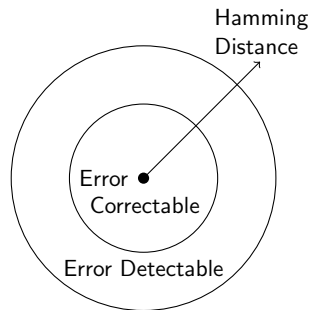
- ▶ Over interval of length  $T$  the following are orthogonal:
  - ▶  $\cos(2\pi \frac{m}{T} t)$
  - ▶  $\sin(2\pi \frac{m}{T} t)$
  - ▶  $\cos(2\pi \frac{n}{T} t)$
  - ▶  $\sin(2\pi \frac{n}{T} t)$
- ▶ Vector space of signals sampled over some interval ( $\mathbb{R}^N$ )
- ▶ Discrete Fourier Transform
- ▶ Orthogonal Frequency Division Multiplexing (OFDM)

# Doppler Shifting

- ▶ How can Doppler shifting be accounted for?
  - ▶ Solve linear system of equations for shifted basis
    - ▶ basis vectors are no longer orthogonal
  - ▶ Adjust length of DFT
    - ▶ now none of our original basis vectors are in the new basis
    - ▶ but they can be pretty close

# Informational Accuracy : Linear Codes

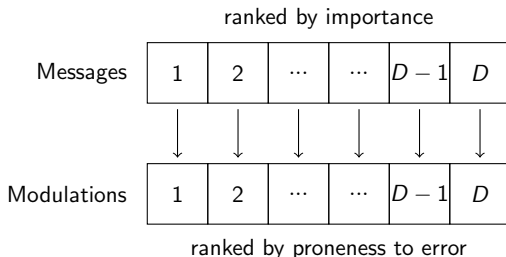
- ▶ Word-Wise
  - ▶ Bicydle  $\Rightarrow$  Bicycle
  - ▶ Hamming Codes
- ▶ Sentence-Wise
  - ▶ "I Live You"  $\Rightarrow$  "I Love You"
  - ▶ Reed Solomon Codes<sup>[5]</sup>





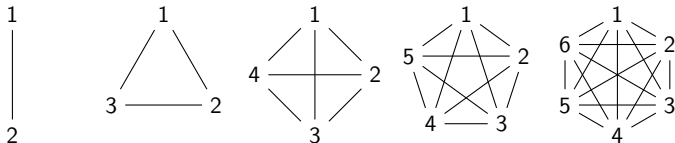
# Informational Accuracy: Effective Dictionary Creation

- Some channels are more error prone than others
  1. Weight each modulation by its error.
  2. Construct a dictionary of  $D$  words (each word of length  $\log_2 D$ )
  3. Rank dictionary by importance of message
  4. Linearly assign



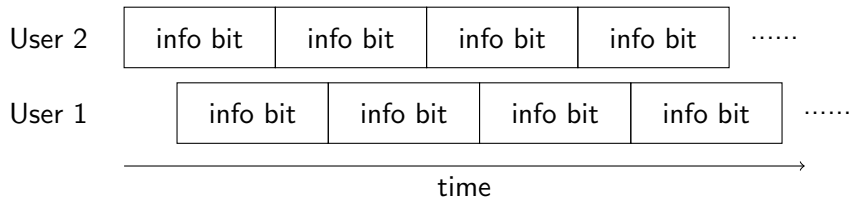
# Multiple Access

- ▶ Given  $N$  users there are  $N(N - 1)$  directed pathways



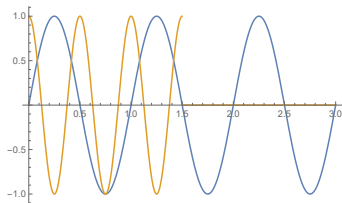
- ▶ How should such pathways be allocated?
  - ▶ Where and when should users transmit
  - ▶ Medium Access Control (MAC) protocols

# Orthogonality of time shifted signals

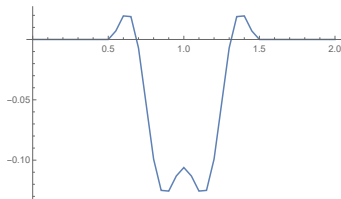


# Orthogonality of time shifted signals

- Over time  $T$  sinusoidal functions with frequencies in  $\mathbb{N}/T$  are orthogonal to one another



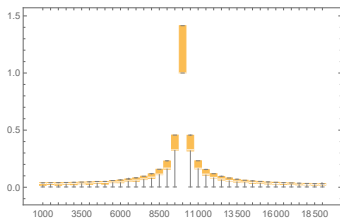
two signals on orthogonal frequencies



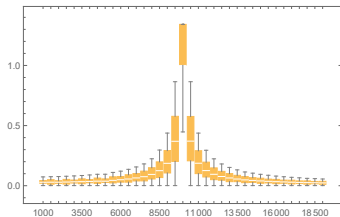
value of inner product over possible intervals

- What is the effect at phase and amplitude changes?

# Frequency Response



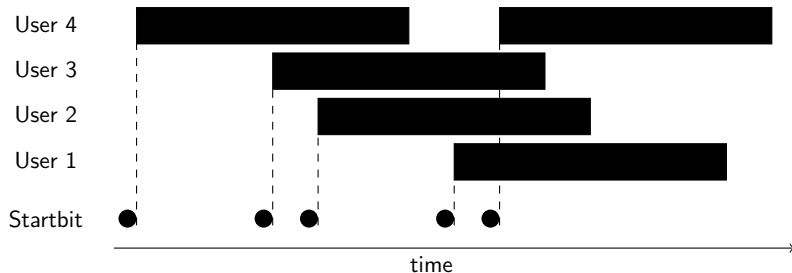
FSK/OFDM



QAM-16

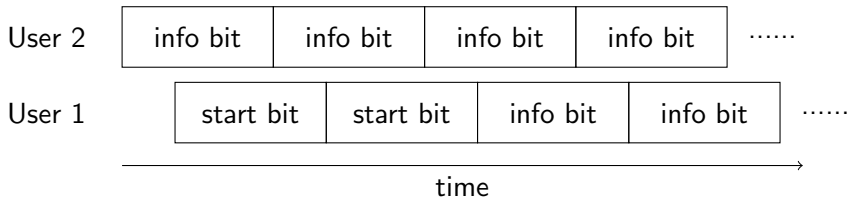
- How does the difference in frequency affect how “orthogonal” two frequencies are when time shifted?

# Overview of our Implementation



Multi-access of 4 users using FDMA

# Main Difficulty of Multi-Access

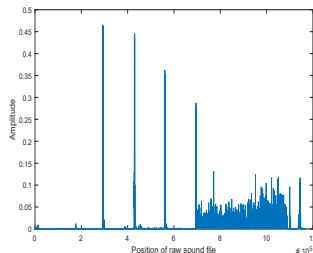


Example of an asynchronous bit pattern

- ▶ Interference from other users
- ▶ Finding correct starting point

# Our solution: Convolution

Step 1: Apply convolution on recorded sound pattern and sinusoidal wave of the start bit frequency to approximate the starting point position

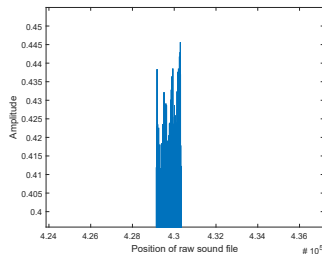


Convolution Result



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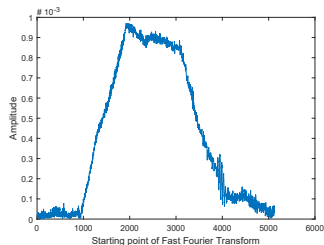
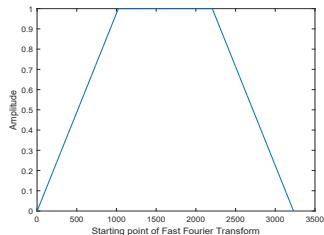
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Magnified Second Peak

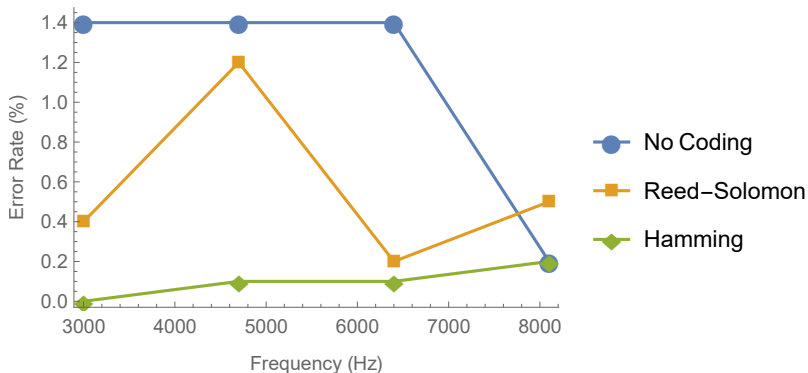
# Our solution: Convolution

Step 2: Apply convolution on standard start pattern and that in the recorded sound file to determine the exact starting point position



# Experimental Results - Linear Codes

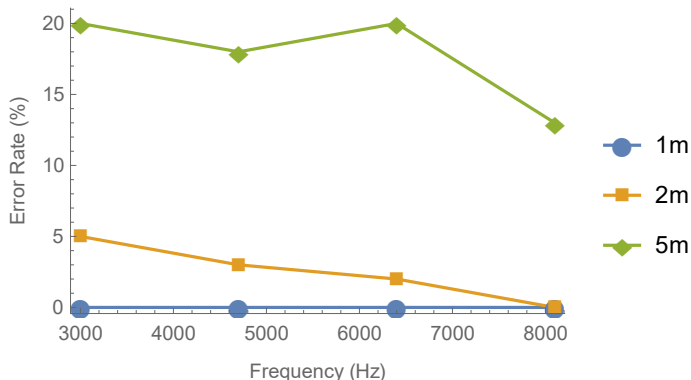
Transmission Error Rate vs. Frequency (1.7 kHz bandwidth) at 1 meter



The experiment is done using iPhone recorder and computer speaker.

# Experimental Results - Distance

Transmission Error Rate vs. Frequency (1.7 kHz bandwidth) using Hamming Codes



The experiment is done using iPhone recorder and computer speaker.

# Conclusion

- ▶ Multi-access protocol is developed successfully, though the starting bits are intolerant of noise.
- ▶ Hamming code outperforms Reed-Solomon code. However, both linear codes fail to correct most errors when the error rate is higher than 10%.
- ▶ The error rate is generally lower in higher frequency channels. Developing dictionary entropy encoding is a good choice.

# References

- [1] “Lykia world diving center - small diving group.” Web.  
<http://lykiaworlddivingcentre.com/>.
- [2] W. W. Claude E. Shannon, “The mathematical theory of communication.” Book. University of Illinois Press.
- [3] “Calculation of absorption of sound.” Web.  
<http://www.npl.co.uk/acoustics>.
- [4] C. L. Henrik Schulze, “Theory and applications of ofdm and cdma.” Book. John Wiley & Sons, Ltd.
- [5] O. Pretzel, “Error-correcting codes and finite fields.” Book. Oxford Applied Mathematics and Computing Series.

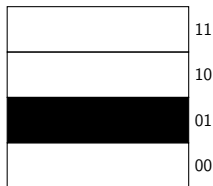
# Thank You!

Special Thanks to:

- ▶ Our Academic Mentor, Avery Ching
- ▶ Our Industrial Mentor, Andreas Widy
- ▶ People who made this program possible: Stacey Beggs, Jorge Balbas, and Albert Ku

# MFSK and OFDM

- ▶ Given  $M$  frequency bands...



MFSK signal: 01

- ▶  $\log_2 M$  bits per step
- ▶ Intensity per band =  $I_0$



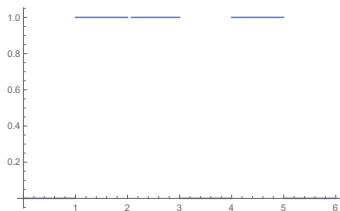
OFDM signal: 1011

- ▶  $M$  bits per step
- ▶ Intensity per band =  $\frac{I_0}{M}$

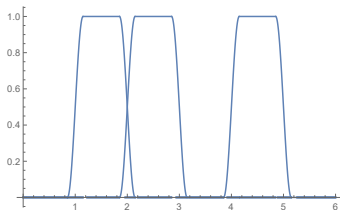


# Digital Modulation

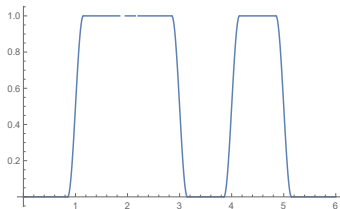
- ▶ Why we choose it
  - ▶ Computers!
- ▶ Problems:
  - ▶ Discontinuities



Digital Signal

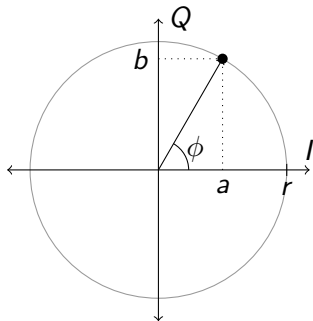


Smoothed Bits



Final Smoothed Signal

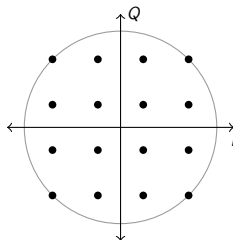
# Constellations



Arbitrary sinusoidal signal  $r \cos(2\pi ft - \phi)$  on the  $I$ - $Q$  plane (the dot)

- ▶  $r \cos(2\pi ft - \phi) = a \cos(2\pi ft) + b \sin(2\pi ft)$ 
  - ▶  $a = r \cos(\phi)$
  - ▶  $b = r \sin(\phi)$

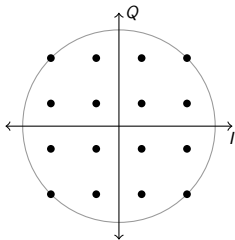
# QAM



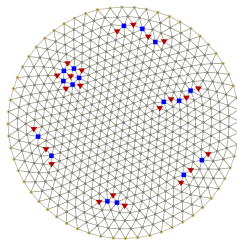
QAM 16 constellation

- ▶ Assign symbols to points on the  $I$ - $Q$  plane
- ▶ How do you decode a signal?

# Soft Body Packing Problem Of Dictionary Creation



QAM 16 constellation



Soft-Body Packing Problem  
(Wigner Crystal)

- ▶ The closer nodes are, the higher the error
  - ▶  $error \propto \frac{1}{\langle \Delta d \rangle}$
- ▶ The farther from the center, the higher induced error on other channels
  - ▶  $error \propto r$