KRM App

Two tabs:

Run KRM – Runs the KRM model

Shape Generator – Extract shape information from Images or X Rays

Run KRM

Run KRM | Shape Generator

Minimum Frequency (kHz): 10

Maximum Frequency (kHz): 260

N Frequency values: 251

Minimum rotation: 65

Maximum rotation: 115

N rotation values: 41

Ambient Sound speed (m/s): 1490

Sound speed Body: 1570

Sound speed Swimbladder: 345

Ambient Denisty (kg/m3): 1030

Body Density (kg/m3): 1070

Swimbladder Density (kg/m3): 1,24

Minimum Length (m): 0,25

Maximum Length (m): 0,25

N Length values: 1

Upload Shape File

Browse... KRMshp.csv

Upload complete

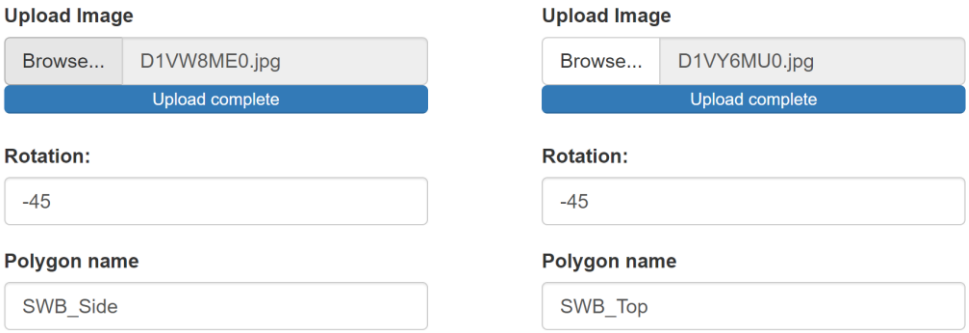
Run KRM | Download KRM Results

Results in:

frequency	TS	c_w	rho_w	theta	c_fb	c_sb	rho_sb	rho_fb	L
10000.00	-34.98	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
11000.00	-35.15	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
12000.00	-35.40	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
13000.00	-35.71	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
14000.00	-36.07	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
15000.00	-36.47	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
16000.00	-36.92	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
17000.00	-37.42	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25
18000.00	-37.98	1490.00	1030.00	65.00	1570.00	345.00	1.24	1070.00	0.25

Shape Generator

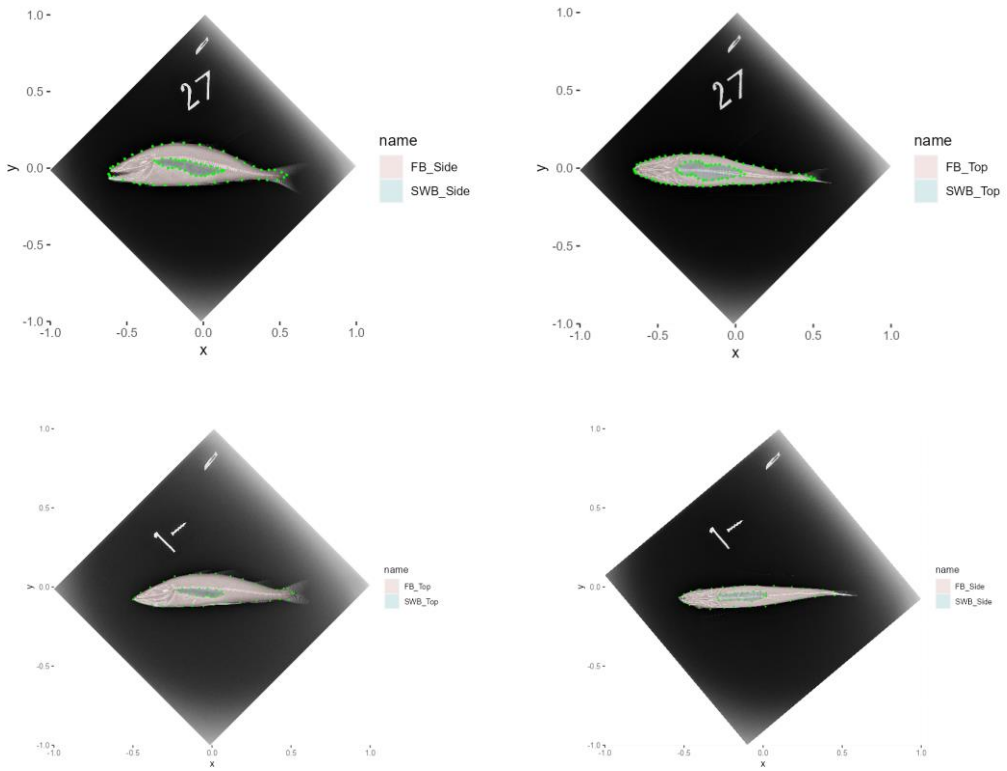
First upload both images (Left Side View, Right: Top View).



Adjust the rotation of the input images, such that the fish is orientated “normally” (For example fish 27 was -45, -45, fish 1 was -45, -40).

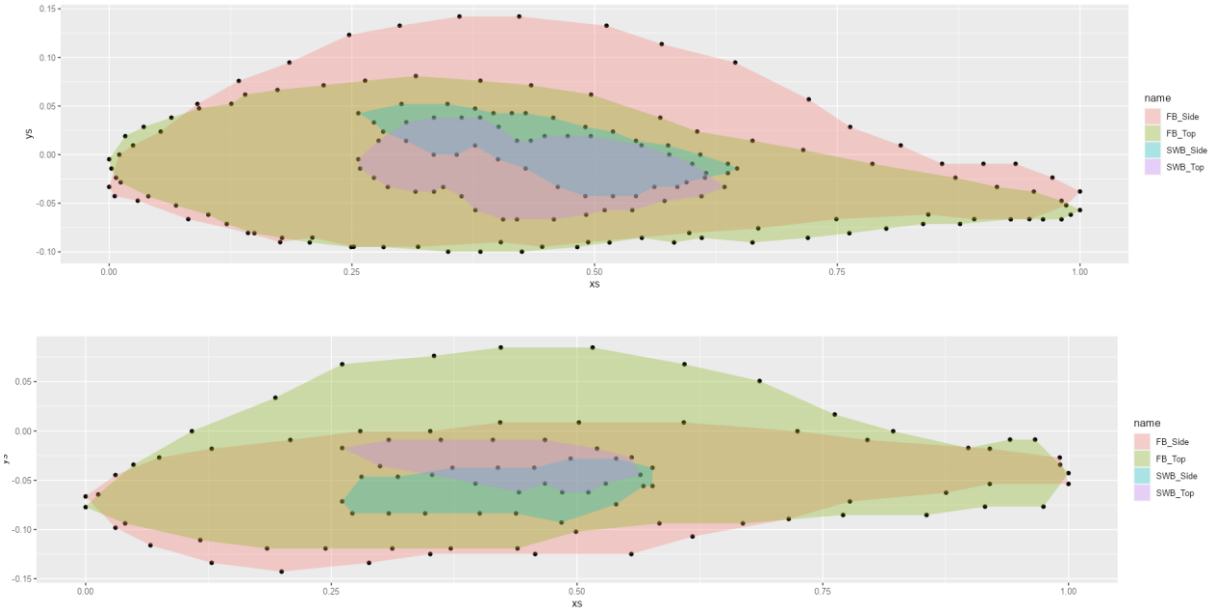
Make sure the correct name is filled in in the Polygon name boxes for both images (for example: FB_Side, FB_Top). Zooming on the images is currently not possible, but CTRL+Scroll will zoom in in the browser window and work as well. Start clicking on the image to define the fish body polygon. Continue with the second image. The polygons for the fish body look alright on both side and top images, proceed to the swimbladder (if present). Make sure the Polygon name boxes are updated (for example (SWB_Side, SWB_Top).

Examples:



The Polygon plot, with scaled values will update automatically as more points and polygons are added. It is good practice to check if the shapes overlap, if not this should be adjusted, either through rotation or by adjusting the points.

Examples:



Once all polygons are generating, click plot KRM shape to check what the KRM shape will look like and Download KRM shape to download the shape coordinates as a csv file.

Examples: