

**2D Sonar Simulator:** Camille Wardlaw, Manuel Valencia, Demircan Tas

**(a) Internal Team Meeting and PM Plan**

**Team Meeting:** Monday September 22, 9–11am (all team members present)

**Graded Project Milestones:** PM1: required for all. PM2 or PM3: linear sparse system solvers. PM5: required since the problem involves time simulation. PM6: possible, for model order reduction of large grids. We will not have PM4 graded because our problem is fully linear.

**(b) System Description**

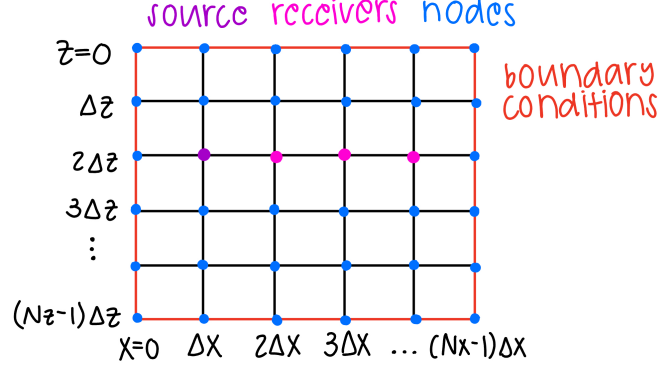


Figure 1: 2D Cartesian grid in  $(x, z)$  space.

The sonar simulator models wave propagation on a uniform rectangular grid in  $(x, z)$  space. Each grid point  $(i, j)$  represents a small control volume of fluid.

**Formulation Type:** Nodal formulation with nodes representing grid points  $(i, j)$  with  $i \in [0, N_x - 1]$  and  $j \in [0, N_z - 1]$ .

**Nodal Quantities:** Acoustic pressure  $p_{i,j}$  [Pa], and time derivative of pressure  $w = \partial p_{i,j} / \partial t$  [Pa/s]

**Nodal Equation:** We use the scalar acoustic wave equation with linear damping:

$$\frac{\partial^2 p}{\partial t^2} + \alpha \frac{\partial p}{\partial t} = c^2 \nabla^2 p + s(x, z, t)$$

where  $p(x, z, t)$  is acoustic pressure [Pa],  $c$  is sound speed [m/s],  $\alpha$  is a bulk absorption coefficient [1/s], and  $s$  is a source term.

**First-Order Formulation:** Introduce  $w = \partial p / \partial t$ . The PDE becomes a first-order system:

$$\frac{d}{dt} \begin{bmatrix} p \\ w \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & I \\ c^2 \nabla^2 & -\alpha I \end{bmatrix}}_A \begin{bmatrix} p \\ w \end{bmatrix} + \underbrace{\begin{bmatrix} 0 \\ s \end{bmatrix}}_{Bu(t)}$$

This yields a linear time-invariant ODE system  $\dot{\mathbf{x}} = A\mathbf{x} + Bu$  with state vector  $\mathbf{x} = [p; w] \in \mathbb{R}^{2N}$ . Here  $s(x, z, t) = b(x, z) u(t)$  is factored into a spatial vector  $b$  and temporal input  $u(t)$ .

**Spatial Discretization** The Laplacian  $\nabla^2 p$  is approximated by a 5-point finite-difference stencil:

$$(\nabla^2 p)_{i,j} \approx \frac{p_{i+1,j} - 2p_{i,j} + p_{i-1,j}}{\Delta x^2} + \frac{p_{i,j+1} - 2p_{i,j} + p_{i,j-1}}{\Delta z^2}$$

Boundary rows in the discrete Laplacian  $L$  are modified for:

- Top boundary: pressure-release ( $p = 0$ )
- Bottom: rigid wall ( $\partial p / \partial z = 0$ )

- Left/right: absorbing (one-sided stencil)

**State-Space Matrices** With  $N = N_x N_z$  grid nodes:

$$A = \begin{bmatrix} 0_{N \times N} & I_N \\ L & -\alpha I_N \end{bmatrix}, \quad B = \begin{bmatrix} 0 \\ b \end{bmatrix}$$

where  $L \in \mathbb{R}^{N \times N}$  is the discrete Laplacian scaled by  $c^2$ . The source vector  $b$  has a single nonzero entry at the sonar location  $(i_{\text{src}}, j_{\text{src}})$ :

$$b_{k_{\text{src}}} = \frac{1}{\Delta x \Delta z}$$

**Components and Component Quantities:** Components represent the acoustic propagation paths between nodes. However, on the nodal formulation, there are no explicit branch variables. Neighbor-to-neighbor coupling is carried by the Laplacian operator  $\nabla^2$ , which plays the role of implicit components connecting adjacent nodes.

**Parameters:**  $\mathbf{p} = \{\rho, c, \alpha, N_x, N_z, L_x, L_z, i_{\text{source}}, j_{\text{source}}, i_{\text{receiver}}, j_{\text{receiver}}\}$

**Input:** Gaussian windowed pulse, source excitation.

$$u(t) = A_0 \sin(2\pi f_0 t) \exp\left[-\frac{(t - t_0)^2}{\tau^2}\right]$$

**Outputs:** Received pressure at a hydrophone locations  $(i_{\text{rx},h}, j_{\text{rx},h})$ ,  $h = 1, \dots, H$ :

$$\mathbf{y}(t) = \begin{bmatrix} p_{k_{\text{rx},1}}(t) \\ p_{k_{\text{rx},2}}(t) \\ \vdots \\ p_{k_{\text{rx},H}}(t) \end{bmatrix} \in \mathbb{R}^H$$

or equivalently, in compact state-space form:  $\mathbf{y}(t) = C\mathbf{x}(t)$ , where  $C \in \mathbb{R}^{H \times 2N}$  is a selector matrix that picks the pressure components of the state vector at the chosen hydrophone indices.

---

**Algorithm 1** Function `evalf(x, p, u)`

---

- 1: **Input:** state  $\mathbf{x} = [p; w]$ , parameters  $\mathbf{p}$ , input  $u(t)$
- 2: **Output:** right-hand side  $\dot{\mathbf{x}} = f(\mathbf{x}, \mathbf{p}, u)$
- 3: Partition  $\mathbf{x}$  into nodal fields:

$$p \in \mathbb{R}^N, \quad w \in \mathbb{R}^N$$

- 4: Initialize  $f_p, f_w \in \mathbb{R}^N$
- 5: Enforce nodal equations:

$$\begin{aligned} f_p &= w & (\text{definition of } w = \dot{p}) \\ f_w &= c^2 L p - \alpha w + b u(t) \end{aligned}$$

where  $L$  is the discrete Laplacian matrix and  $b$  the source vector

- 6: Apply boundary conditions by modifying rows of  $L$  and  $b$  as needed
- 7: Assemble output:

$$f(\mathbf{x}, \mathbf{p}, u) = \begin{bmatrix} f_p \\ f_w \end{bmatrix}$$

---

---

**Algorithm 2** Function `jacobian(x, p, u)` — ODE form (BCs enforced outside  $f$ )

---

- 1: **State:**  $\mathbf{x} = \begin{bmatrix} p \\ w \end{bmatrix} \in \mathbb{R}^{2N}$     **Dynamics:**  $\dot{p} = w, \quad \dot{w} = c^2 L p - \alpha w + b u(t)$
- 2: **Return:**  $J = \frac{\partial f}{\partial \mathbf{x}} \in \mathbb{R}^{2N \times 2N}$
- 3: Precompute / have available: sparse  $L \in \mathbb{R}^{N \times N}$ , identity  $I_N$
- 4: Assemble block Jacobian (time-invariant here):

$$J = \begin{bmatrix} \frac{\partial \dot{p}}{\partial p} & \frac{\partial \dot{p}}{\partial w} \\ \frac{\partial \dot{w}}{\partial p} & \frac{\partial \dot{w}}{\partial w} \end{bmatrix} = \begin{bmatrix} 0 & I_N \\ c^2 L & -\alpha I_N \end{bmatrix}.$$

- 5: **Note:** input  $u(t)$  does not appear in  $J$  (it is additive via  $b u(t)$ ).
  - 6: **Return**  $J$
-