

Extensions of DAMAS and Benefits and Limitations of Deconvolution in Beamforming

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The DAMAS deconvolution algorithm represents a breakthrough in phased array imaging for aeroacoustics, potentially eliminating sidelobes and array resolution effects from beamform maps. DAMAS is an iterative non-negative least squares solver. The original algorithm is too slow and lacks an explicit regularization method to prevent noise amplification. Two extensions are proposed, DAMAS2 and DAMAS3. DAMAS2 provides a dramatic speedup of each iteration and adds regularization by a low pass filter. DAMAS3 also provides fast iterations, and additionally, reduces the required number of iterations. It uses a different regularization technique from DAMAS2, and is partially based on the Wiener filter. Both DAMAS2 and DAMAS3 restrict the point spread function to a translationally-invariant, convolutional, form. This is a common assumption in optics and radio astronomy, but may be a serious limitation in aeroacoustic beamforming. This limitation is addressed with a change of variables from (x,y,z) to a new set, (u,v,w) . The concepts taken together, along with appropriate array design, may permit practical 3D beamforming in aeroacoustics.

Nomenclature

\vec{x}	= 3D source locations
$\langle \rangle$	= Time average, for both time domain processing and sums of STFT signals.
STFT	= Short Time Fourier Transform.
$s(\vec{x}', j)$	= Narrowband source strength at location \vec{x}' and time block j .
$\vec{C}(\vec{x}')$	= Narrowband array response vector for a source at \vec{x}' .
$\vec{w}(\vec{x})$	= Narrowband array weighting vector to steer to \vec{x} .
$b(\vec{x})$	= Beamform map value for the grid point \vec{x} .
\dagger	= Hermitian conjugate; complex conjugate transpose.
$q(\vec{x})$	= Power-type acoustic source strength at \vec{x} .
$psf(\vec{x}, \vec{x}')$	= Point spread function connecting a source at \vec{x}' to an image point \vec{x} .
$psf(\vec{x} - \vec{x}')$	= Shift-invariant or "convolutional" psf.
\vec{k}	= Spatial frequency in FFT-based image processing.
$p(\vec{k}), b(\vec{k}), q(\vec{k})$	= psf, beamform map, and source strength in the spatial frequency domain.
\vec{X}	= The values of the source strengths over a grid, stacked on a vector.
\vec{Y}	= The values of a beamform map, stacked on a vector.
A	= A matrix form of the psf, as expressed in $\vec{Y} = A\vec{X}$
γ	= Regularization parameter for the Weiner filter.
$\vec{\mu} = (a, b, 0)$	= The location of a microphone in the array.
(u, v, w)	= Beamforming coordinates transformed to make the psf approximately convolutional.

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