

# Minimalistic bem code for plane wave scattering from underwater targets

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## MM 8.8.2025

mm-bem contains collection of several source codes for calculating scattering pattern obtained when plane wave scatters from soft targets. It uses boundary element method with piecewise constant discontinuous finite elements in 3D (P0).

Calling conversion depends on the code language but usually it uses four parameters:

1. mesh file name in msh ascii 2.2 format (defaults to sphere-1.905-600.msh representing 1.905cm radius sphere defined with 600 points and 1196 triangles)
2. direction angle (defaults to  $\theta = 0$  what means that it travels along x axis)
3. frequency (defaults to  $f = 38\text{kHz}$ )
4. sound speed (defaults  $c = 1480\text{m/s}$ )

The most often results are printed into standard output in the form of two-column data containing:

1. scattering angle in degrees
2. absolute value of scattering length.

This output data could be redirected to txt file or piped to plotting software. The polar scattering strength in logarithmic domain could be obtained by gnuplot polar.gp script. The target strength is the value calculated at  $180^\circ$  distance from wave direction angle.

The source codes are in C, Python, Matlab, Julia and FreeFem. The theoretical calculations for a soft sphere are in Gnuplot. The example results are for 38kHz. The use of source codes requires installing its environments or compilers. Only FreeFem version uses Hmatrix approach that allows for faster calculations for large meshes.

The package contains also the demonstration page that do not need any additional installation. The page allows generating sphere, spheroid or ellipsoid meshes and calculating scattering pattern for them. Moreover, it can present the results in polar form of calculated data along with other data file that could be added for comparison. This version can work rather with only medium size meshes!

## Shell script

The run.sh script shows software versions used and calling examples generating results for 38kHz (default frequency) on MacBookPro M1 2021 Sequoia 15.5.

```
1  bash-3.2$ ./run.sh
2  #!/bin/bash -v
3
4  gcc --version
5  Apple clang version 17.0.0 (clang-1700.0.13.5)
6  Target: arm64-apple-darwin24.5.0
7  Thread model: posix
8  InstalledDir: /Library/Developer/CommandLineTools/usr/bin
9  julia --version
10 julia version 1.10.7
11 python3 --version
12 Python 3.13.3
13 freefem++-mpi
14 freefem++-mpi - version 4.15 (Fri May  2 13:38:38 CEST 2025 - git v
15 License: LGPL 3+ (https://www.gnu.org/licenses/lgpl-3.0.en.html)
16 ...
17
18 gnuplot --version
19 gnuplot 6.0 patchlevel 2
20
21 gcc src/soft.c -O3 -ffast-math -o bin/soft
22 time ./bin/soft msh/sphere-1.905-600.msh > out/sphere-1.905-0-38-148
23
24 real    0m0.658s
25 user    0m0.498s
26 sys     0m0.005s
27 time julia src/soft.jl msh/sphere-1.905-600.msh > out/sphere-1.905-0
28
29 real    0m1.881s
30 user    0m2.933s
31 sys     0m1.405s
32 time python3 src/soft.py msh/sphere-1.905-600.msh > out/sphere-1.905
33
34 real    0m4.663s
35 user    0m4.461s
36 sys     0m0.078s
37 time freefem++-mpi -v 0 -f src/soft.edp > out/sphere-1.905-0-38-1480
38
39 real    0m6.452s
40 user    0m6.379s
41 sys     0m0.044s
42 time python3 src/soft-bempp.py msh/sphere-1.905-600.msh > out/sphere
```

```

43
44 real    0m10.900s
45 user    0m11.660s
46 sys     0m0.633s
47 time gnuplot -c src/soft.gp > out/sphere-1.905-0-38-1480-gp.txt
48
49 real    0m0.061s
50 user    0m0.044s
51 sys     0m0.007s
52
53 cd out
54 gnuplot -p -c ../bin/polar.gp sphere-1.905-0-38-1480*.txt
55 qt.qpa.fonts: Populating font family aliases took 56 ms. Replace use
56 mv polar.svg ../figs/sphere-1.905-0-38-1480.svg
57 mv polar.pdf ../figs/sphere-1.905-0-38-1480.pdf
58
59 gnuplot -p -c ../bin/polar.gp YFT*.txt
60 qt.qpa.fonts: Populating font family aliases took 58 ms. Replace use
61 mv polar.svg ../figs/YFT-0-38-1480.svg
62 mv polar.pdf ../figs/YFT-0-38-1480.pdf
63 cd ..
64 bash-3.2$

```

## Note

For larger meshes Hmatrix based calculations is the requirement. Note the time of execution for YFT\_swimbladder\_origin.msh having 7502 mesh points for plain C version with gaussian elimination and FreeFem version and Bempp version with Hmatrix representation:

```

1 bash-3.2$ time ./bin/soft msh/YFT_swimbladder_origin.msh > out/YFT_s
2
3 real    15m17.280s
4 user    15m3.151s
5 sys     0m9.557s
6 bash-3.2$ time freefem++-mpi -v 0 -ng -f src/soft.edp -fm msh/YFT_sw
7
8 real    1m51.404s
9 user    1m50.658s
10 sys     0m0.735s
11 bash-3.2$ time python3 src/soft-bempp.py msh/YFT_swimbladder_origin
12 qt.qpa.fonts: Populating font family aliases took 57 ms. Replace use
13
14 real    0m45.726s
15 user    3m7.397s
16 sys     0m43.740s
17 bash-3.2$

```

# Browser mm-bem viewer

mm-bem - Scattering from soft targets - web-demo ([readme](#), [github](#))

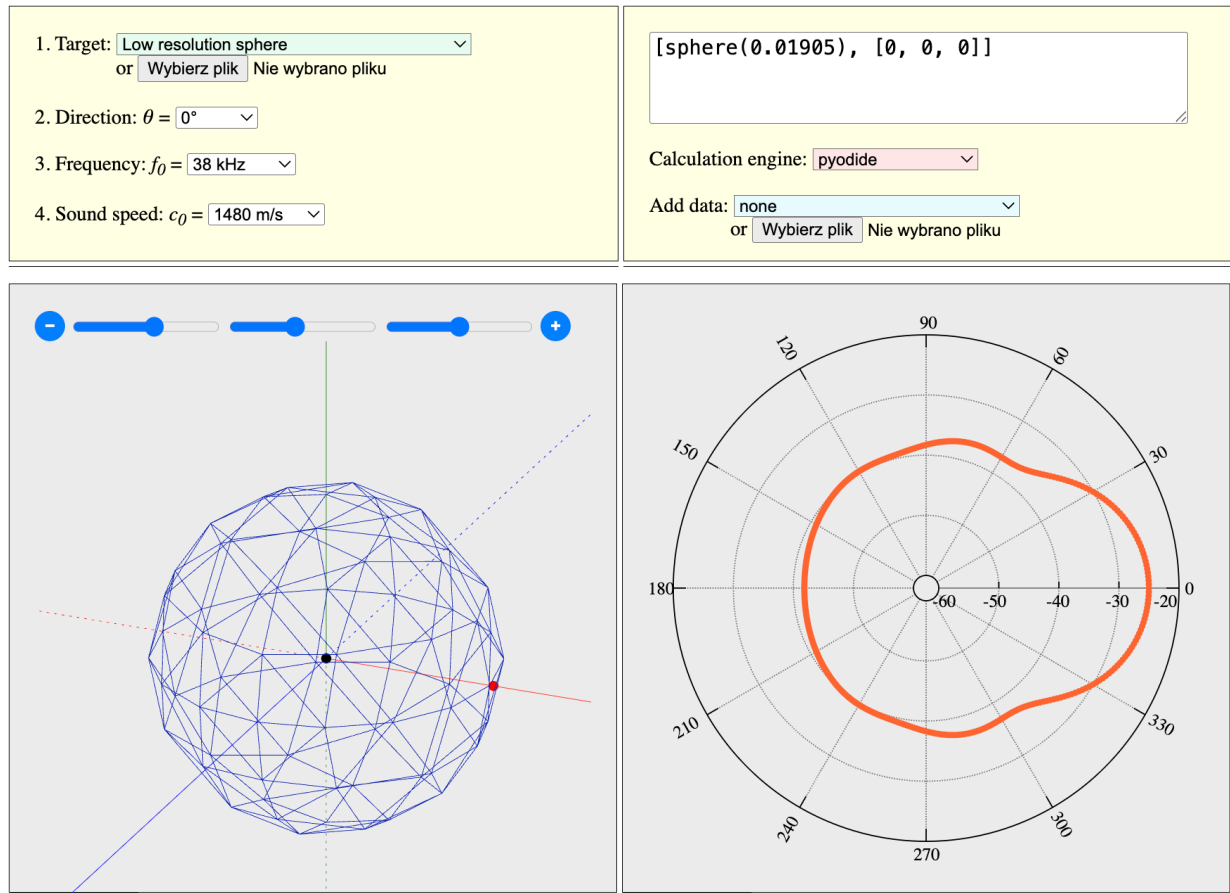


Fig. 8. The screendump from mm-bem web-demo for low resolution mesh of 1.905 cm radius sphere along with theoretical curve for soft sphere in salt water  $c_0 = 1480$  m/s at 38kHz.

## Examples

### 1. Soft scattering

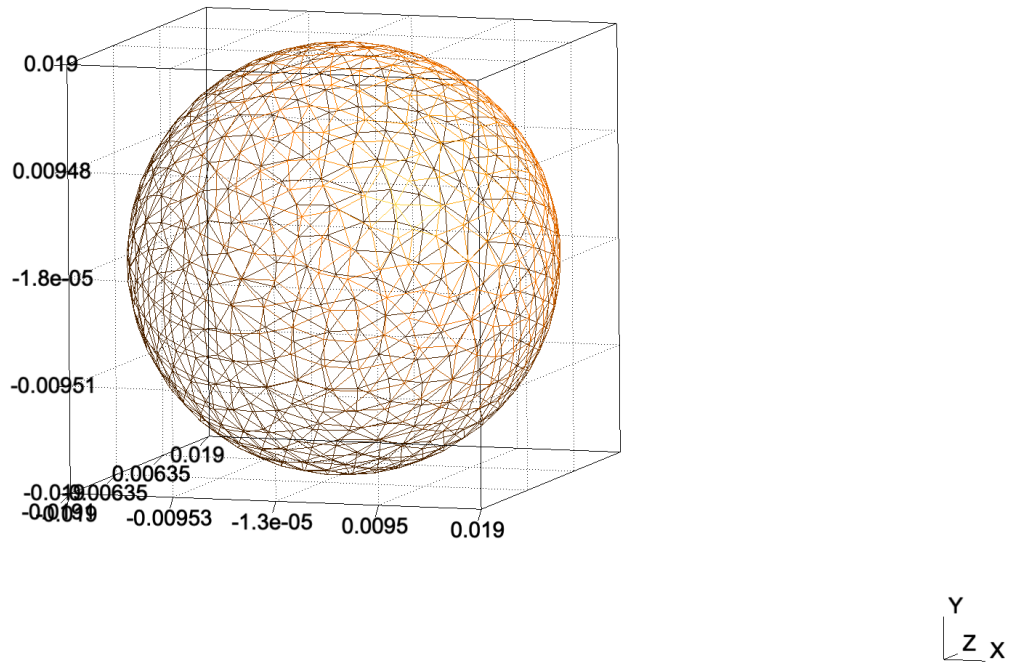


Fig. 1. The sphere mesh with radius of  $a = 1.905$  cm having 600 nodes and 1196 triangular elements used for verification.

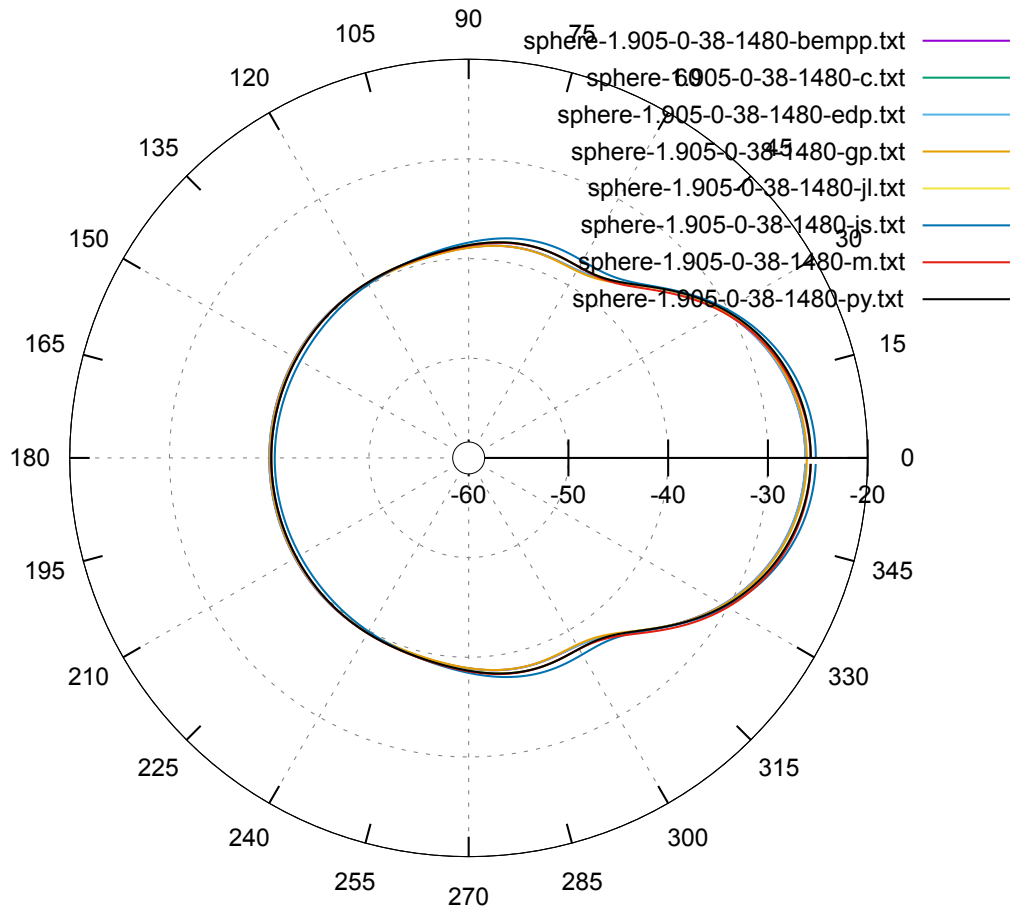


Fig. 2. The results obtained with codes written in several languages for soft sphere with radius of  $a = 1.905$  cm in salt water  $c_0 = 1480$  m/s at 38kHz.

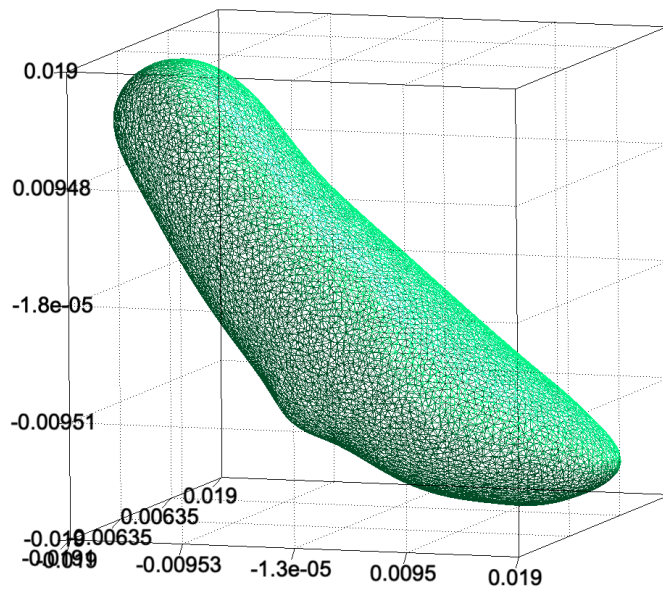
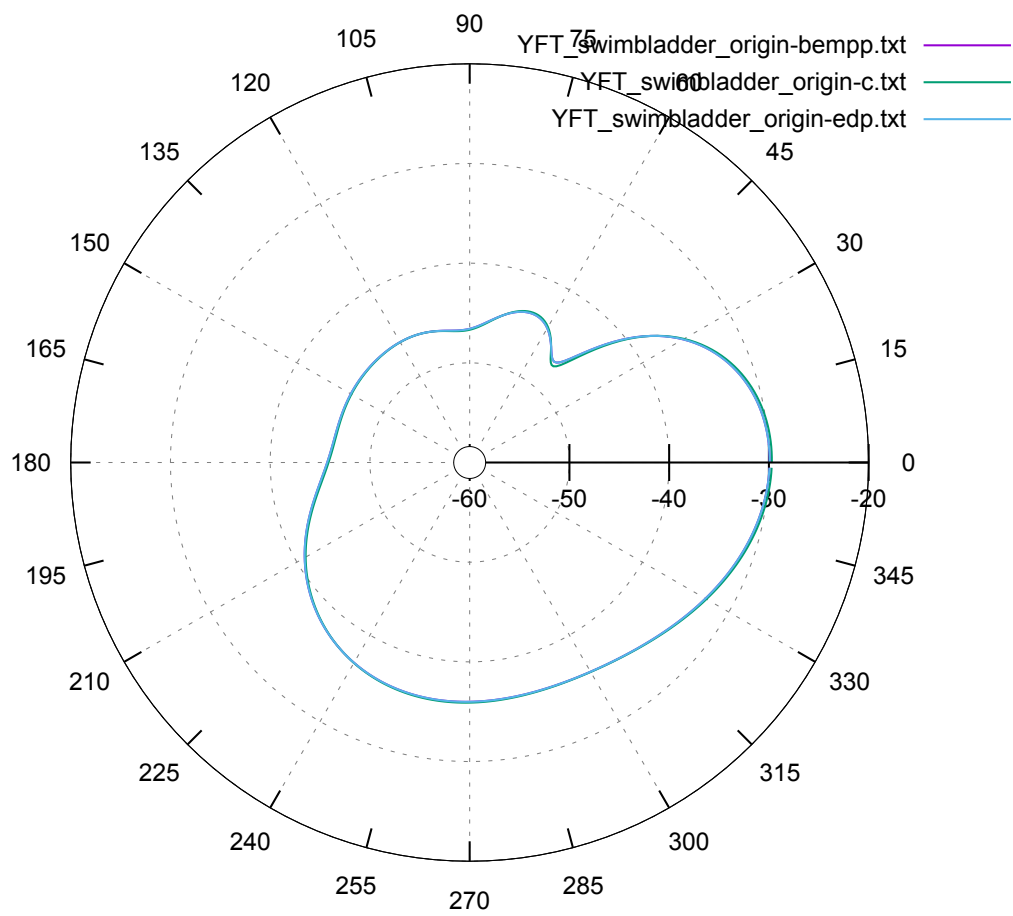


Fig. 3. The Yellow Fin Tuna swimbladder having 7502 nodes and 15000 triangular elements.



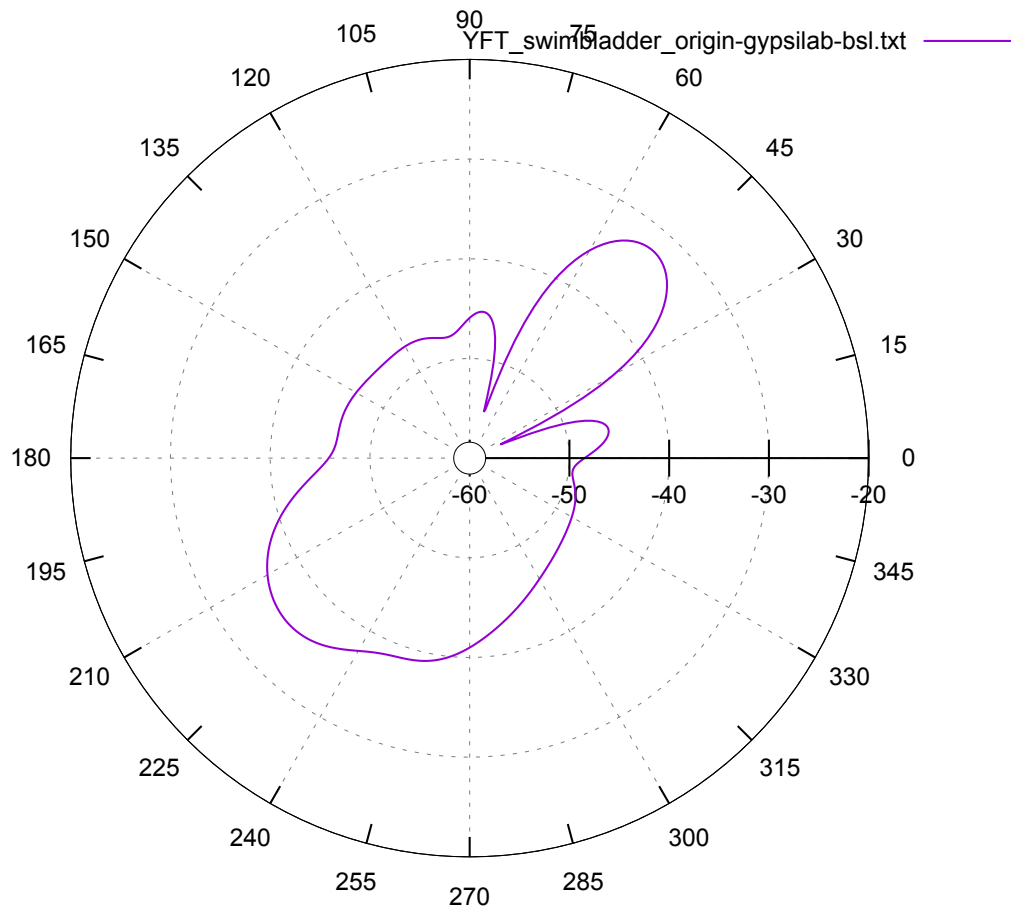


Fig. 4. The scattering pattern for plane wave coming from x-axis and full target strength pattern for (vacuum filled) YFT swimbladder in salt water  $c_0 = 1480$  m/s at 38kHz.

## 2. Fluid scattering

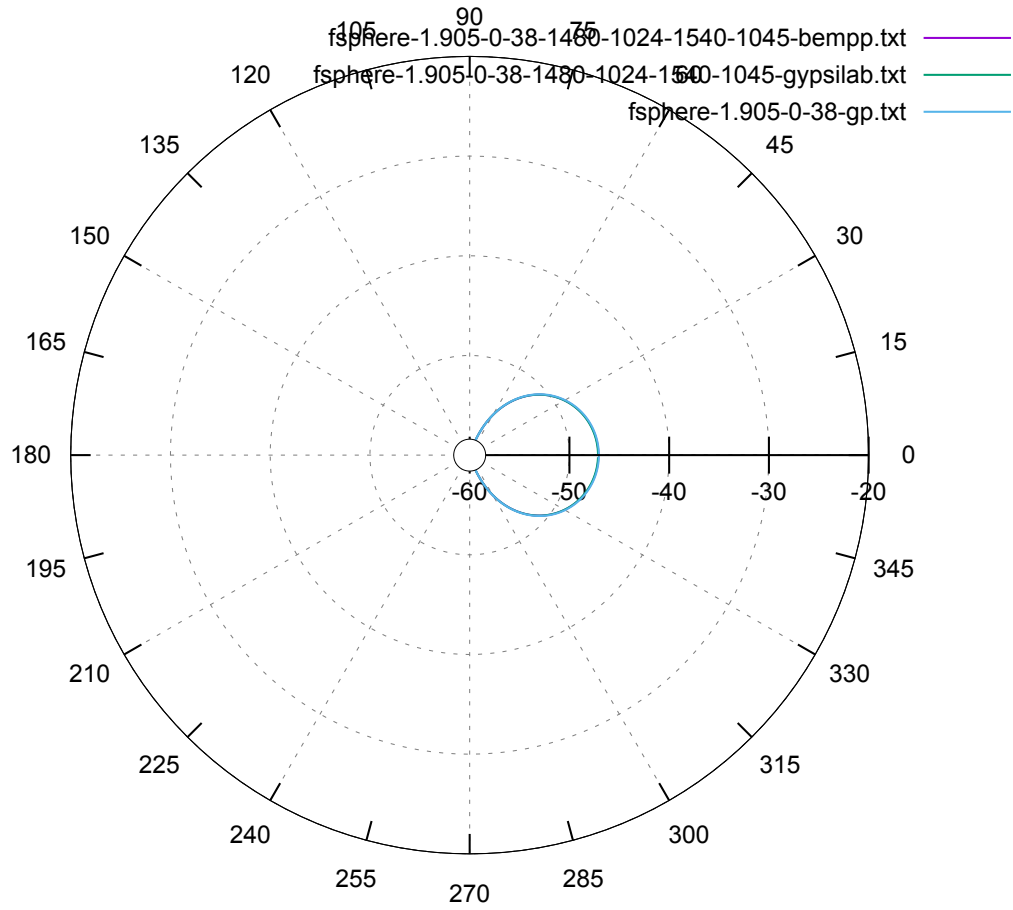


Fig. 5. The scattering from fluid sphere ( $c_1 = 1540$  m/s,  $\rho_1 = 1045$  kg/m<sup>3</sup>) with radius of  $a = 1.905$  cm in salt water ( $c_0 = 1480$  m/s,  $\rho_0 = 1024$  kg/m<sup>3</sup>) at 38kHz. The results from bem calculations along with analytical solution.

### 3. Shell scattering



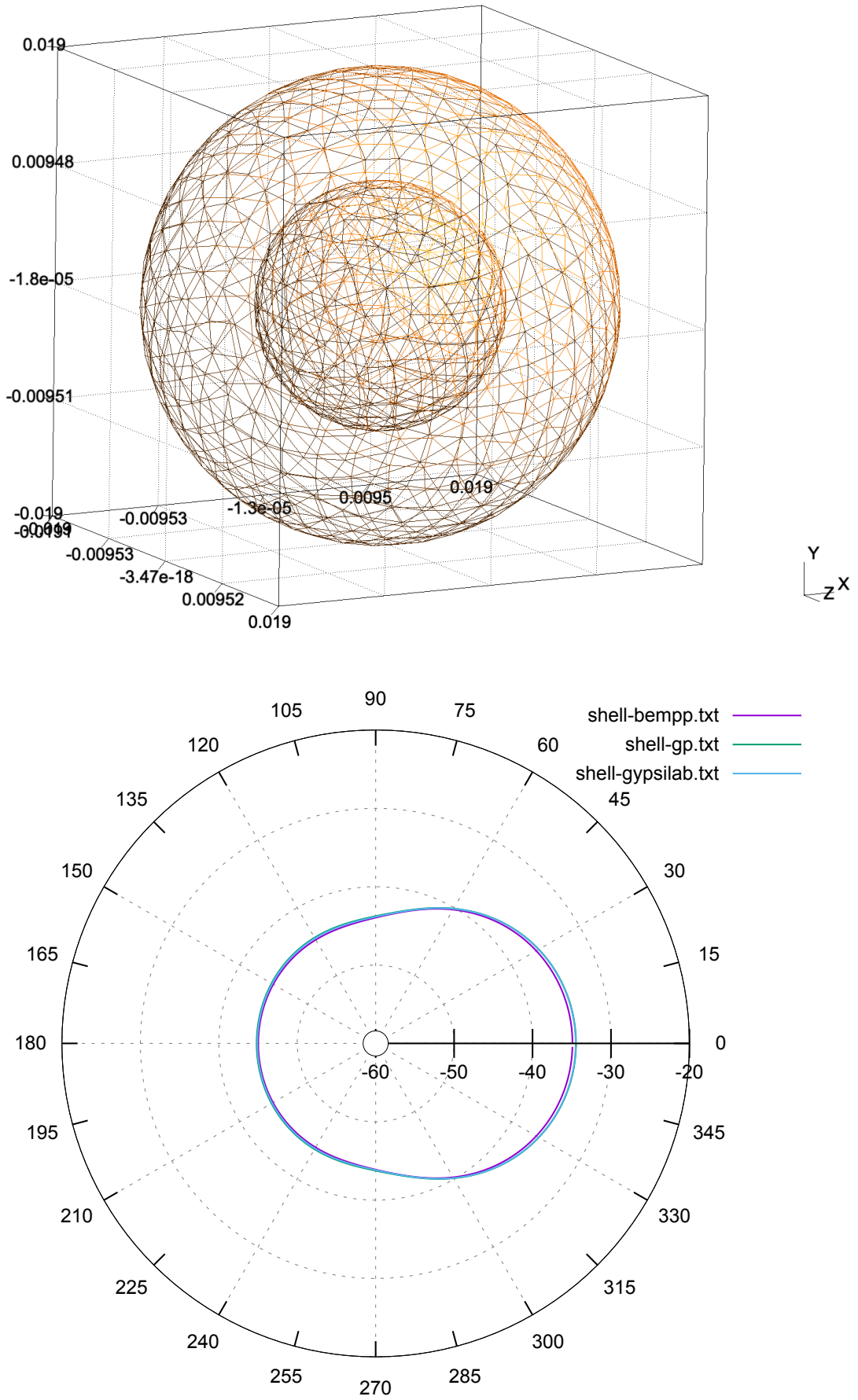


Fig. 6. The spherical shell mesh with  $a_1 = 1.905$  cm (600 nodes) and  $a_2 = 1.0$  cm (300 nodes) and its scattering pattern (bem and theory) at 38kHz assuming  $c_0 = 1480$  m/s,  $\rho_0 = 1024$  kg/m<sup>3</sup>,  $c_1 = 1540$  m/s,  $\rho_1 = 1045$  kg/m<sup>3</sup>,  $c_2 = 340$  m/s,  $\rho_2 = 1.29$  kg/m<sup>3</sup>.

#### 4. Scattering from two contrasting objects inside another one

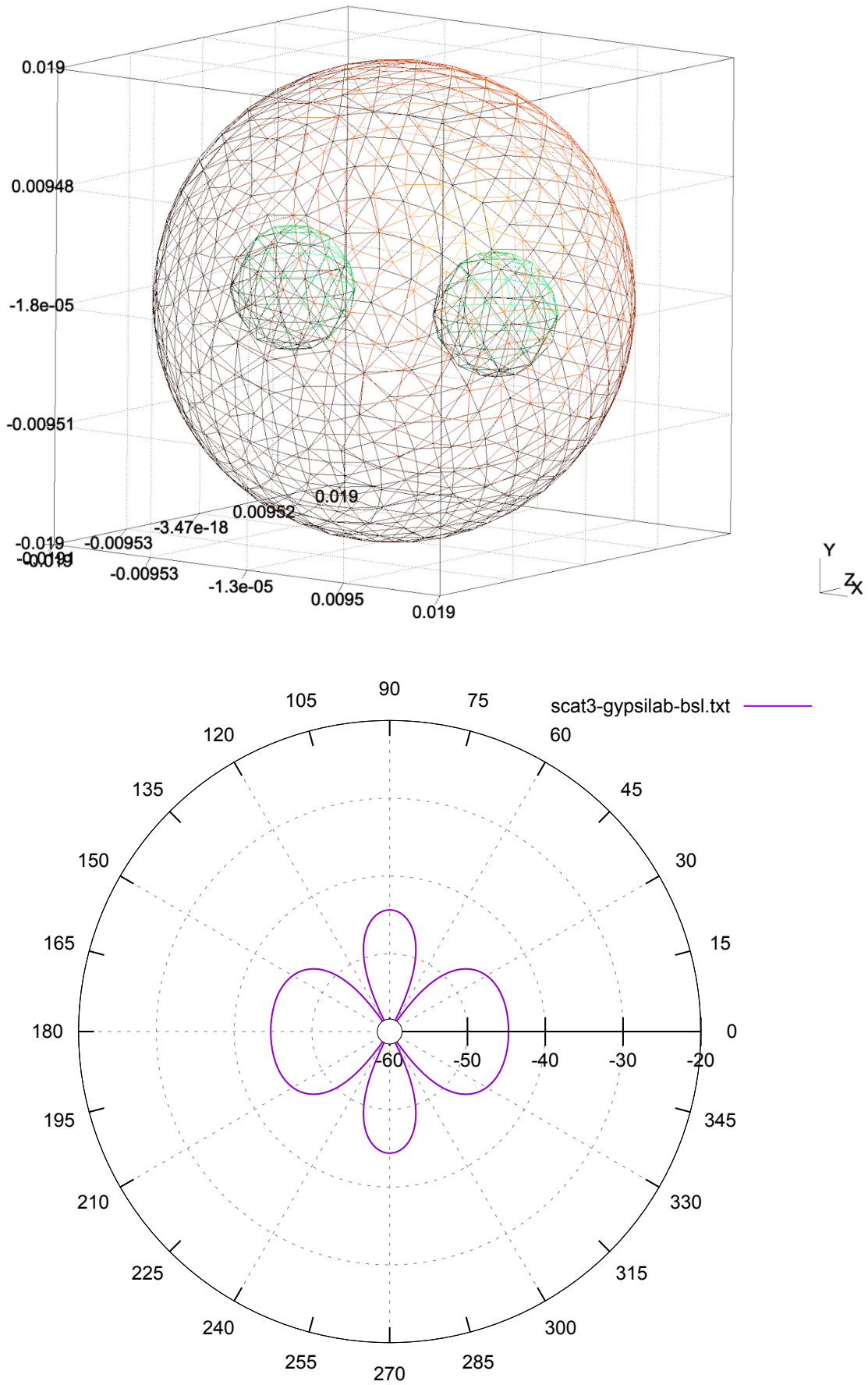


Fig. 7. The mesh of the sphere with two small spheres having different contrast:  $a_1 = 1.905$

cm (600 nodes) and  $a_2 = a_3 = 0.5$  cm (200 nodes) and its target strength pattern (bem results) at 38kHz assuming  $c_0 = 1480$  m/s,  $\rho_0 = 1024$  kg/m<sup>3</sup>,  $c_1 = 1540$  m/s,  $\rho_1 = 1045$  kg/m<sup>3</sup>,  $c_2 = c_3 = 340$  m/s,  $\rho_2 = \rho_3 = 1.29$  kg/m<sup>3</sup>.