



浙江大学

ZheJiang University



# Matched-field source localization using sparsely-coded neural network and data-model mixed training

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# MFP and SSP mismatch problem

- Source localization is a basic problem in underwater acoustics
  - matched-field processing (MFP) is one of the mostly-studied;
  - sensitive to the mismatch problem;
- Machine learning methods learn directly from the observation
  - do not require a good *a priori* information;
  - can be designed to implement a required processing;
  - be able to work at different scenarios by well trained;
- View source localization as a machine learning problem
  - easy to establish a probability distribution model by neural networks;
  - also, capable of representing almost any data distribution;
  - convenient for us to train the model by using modern machine learning frameworks.



# Contents

- Neural network based source localization prediction model
- Performance comparison with two MFP methods
- Model robustness on SSP mismatch
- Data-model mixed training
- Summary & Future work

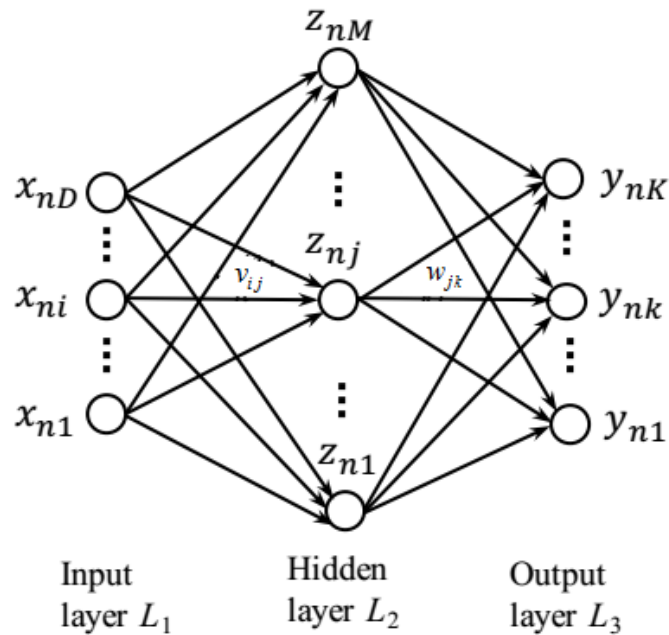


# Neural network based source localization

**Input:** Sample cov. Matrix: 441 Neurons ( $21 \times 22 / 2 \times 2 - 21$ ) per frequency

**Output:** binary range vector: 1.1475-8.6475 km, 300 neurons, 25m each

Just one middle layer, 500 Neurons



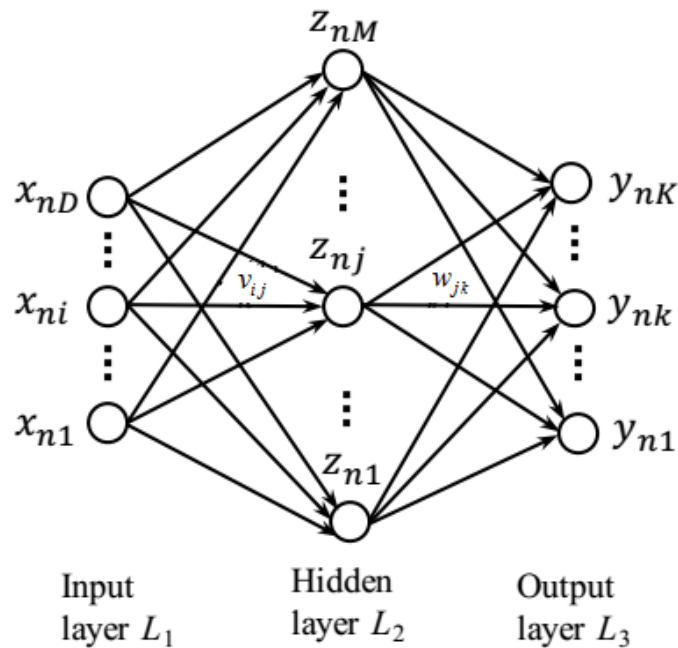
*				...	*				
[	1	0	0	...	0	0	0	0	$\rightarrow r_1$
[	0	1	0	...	0	0	0	0	$\rightarrow r_2$
[	0	0	1	...	0	0	0	0	$\rightarrow r_3$
									$\vdots$
[	0	0	0	...	0	0	0	1	$\rightarrow r_K$

- [1] Niu, H., and Gerstoft, P. Source localization in an ocean waveguide using supervised machine learning. JASA (2017), 1176–1188.



# Neural network based source localization

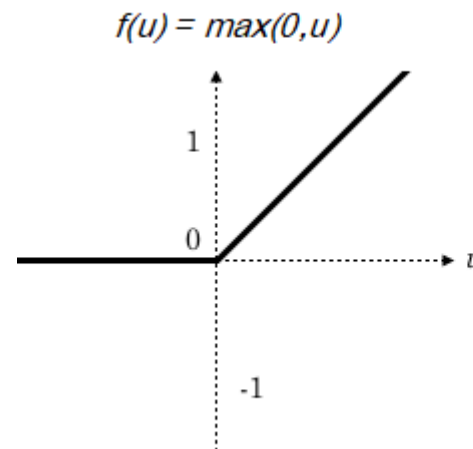
- FNN with one hidden layer



(a)

$$\mathbf{z} = f(\mathbf{V}\mathbf{x} + \mathbf{b}_1)$$

$$\mathbf{y} = h(\mathbf{W}\mathbf{z} + \mathbf{b}_2)$$



(b)

$h$ : softmax function

$$\mathbf{a} = \mathbf{W}\mathbf{z} + \mathbf{b}_2$$

$$y_k = \frac{e^{a_k}}{\sum_{j=1}^K e^{a_j}}$$



# Neural network based source localization

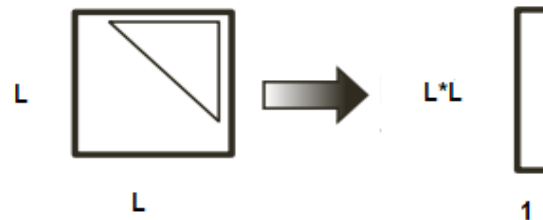
## ■ Input data preprocessing

- Sound pressure:  $\mathbf{p}(f) = \mathbf{S}(f)\mathbf{g}(f, r) + \mathbf{n}$

- Normalized:  $\tilde{\mathbf{p}}(f) = \frac{\mathbf{p}(f)}{\|\mathbf{p}(f)\|_2}$

- Sample covariance matrices:  $\mathbf{C}(f) = \frac{1}{N_s} \sum_{s=1}^{N_s} \tilde{\mathbf{p}}_s(f) \tilde{\mathbf{p}}_s^H(f)$

- Concatenate upper triangular elements' real and imaginary parts, vectorize to create input  $\mathbf{x}$



# Neural network based source localization

## ■ Source range mapping

- Mapping rang into K bins of width with  $\Delta r$

$$t_{nk} = \begin{cases} 1 & \text{if } \|r - r_k\| \leq \frac{\Delta r}{2} \\ 0 & \text{otherwise} \end{cases}$$

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[ 1   0   0   ...   0   0   0   0 ]		$\rightarrow r_1$								
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[ 0   0   1   ...   0   0   0   0 ]		$\rightarrow r_3$								
		$\vdots$								
[ 0   0   0   ...   0   0   0   1 ]		$\rightarrow r_K$								

## ■ Training criterion

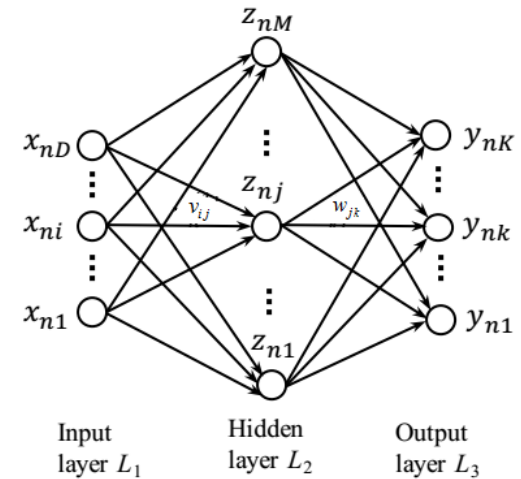
- negative log-likelihood & sparsity constraint on FNN

$$E(w) = -\frac{1}{N} \sum_{n=1}^N \sum_{k=1}^K t_{nk} \ln y_{nk} + \lambda_1 \|z\|_1 + \lambda_2 \|V\|_{2,1}$$

## ■ Definition of model accuracy

$$acc = \frac{1}{N} \sum_{n=1}^N I(y_n, t_n) \times 100\%$$

$$I(y_n, t_n) = \begin{cases} 1 & \text{if } y_n = t_n, \\ 0 & \text{otherwise.} \end{cases}$$

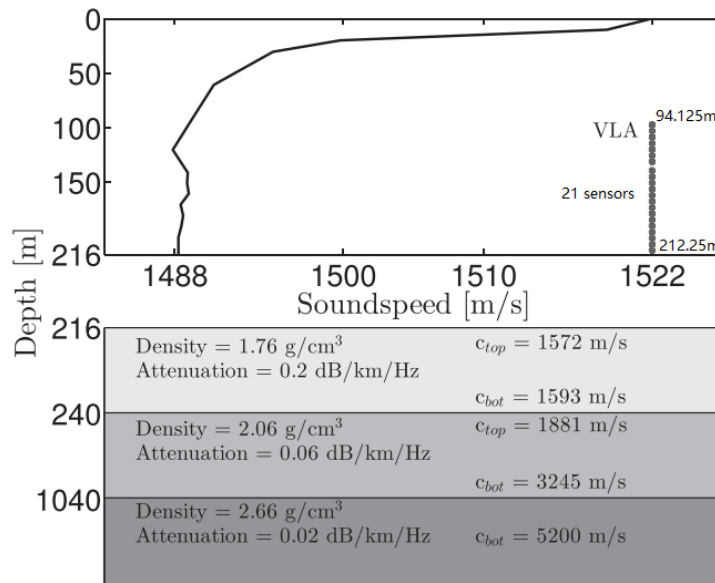




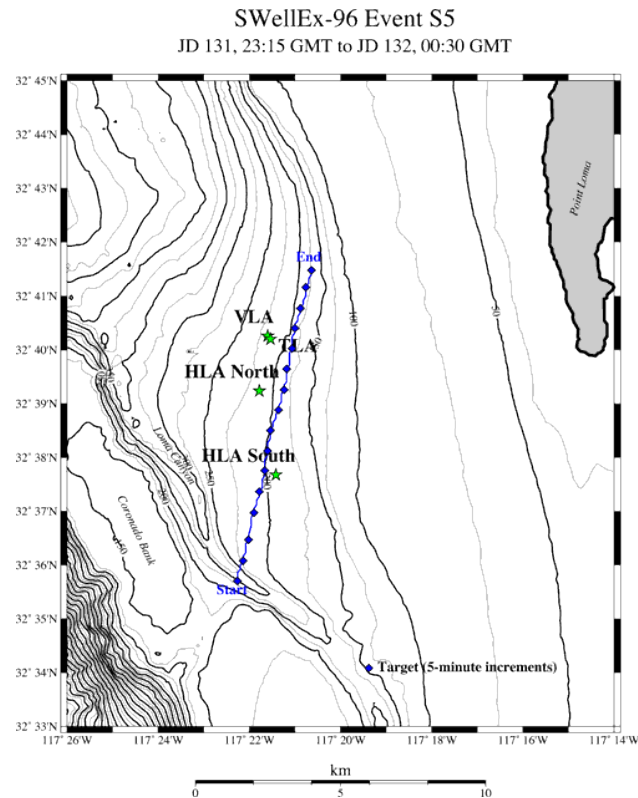
# SWellEx96 Event S5

## Environmental model and source-receiver configuration

- Shallow source: depth 9m;
- Frequency: 109, 232, 385Hz used;



(a)



(b)



# Performance comparison with MFP

- SWell96Ex-S5 experimental data

- Accuracy: SCFNN > MCE > Bartlett1 > Bartlett2

**Table 1: Localization accuracy of SCFNN and MFP**

Methods	SCFNN	MCE	Bartlett 1	Bartlett 2
109Hz	89.3%	72.3%	37.7%	3.7%
232Hz	97%	91%	17.7%	4.3%
385Hz	99.7%	97.7%	14%	0.67%
109,232,385Hz	99%	99.7%	40.7%	7.7%

Note: There are two kinds of replica-field used.

Bartlett 1 measurement data; Bartlett 2, simulated by model.



# Performance comparison with MFP

- SWell96Ex-S5 experimental data

- Error: SCFNN < MCE < Bartlett1 < Bartlett2

**Table 2: Absolute mean error of SCFNN and MFP**

Methods	SCFNN	MCE	Bartlett 1	Bartlett 2
109Hz	28.1	290.3	852.8	1219.5
232Hz	7.4	2.5	832.3	832.3
385Hz	0.08	0.58	1266.7	1756.3
109,232,385Hz	0.25	0.083	477.2	722.9

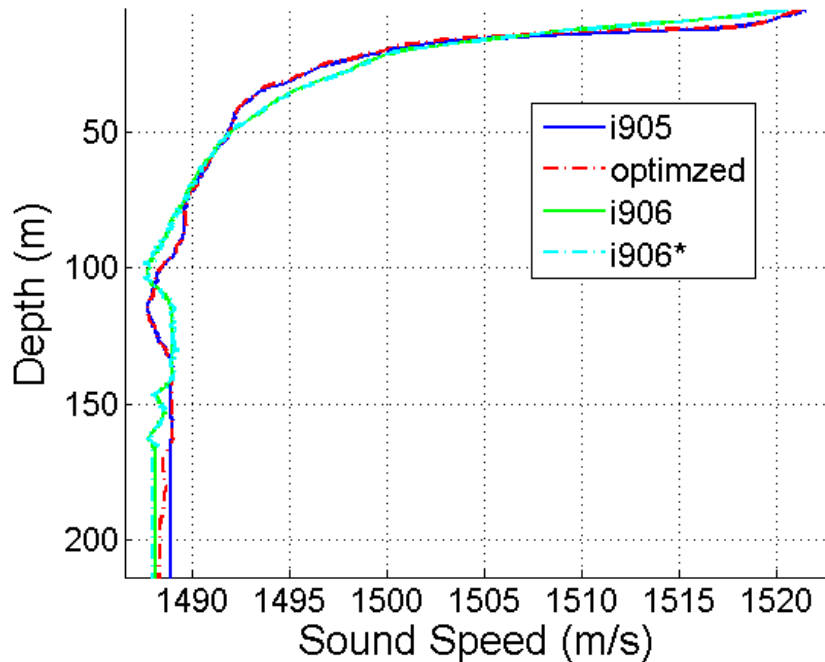
Note: There are two kinds of replica-field used.

Bartlett 1 measurement data; Bartlett 2, simulated by model.



# Model robustness on SSP mismatch

## ■ Different degrees of error in the knowledge of SSP



Compared to the optimized,

- a) i906, significant change in shape ;
- b) i905, change is slight;
- c) i906\*, changed from i906, for the sake of testing.

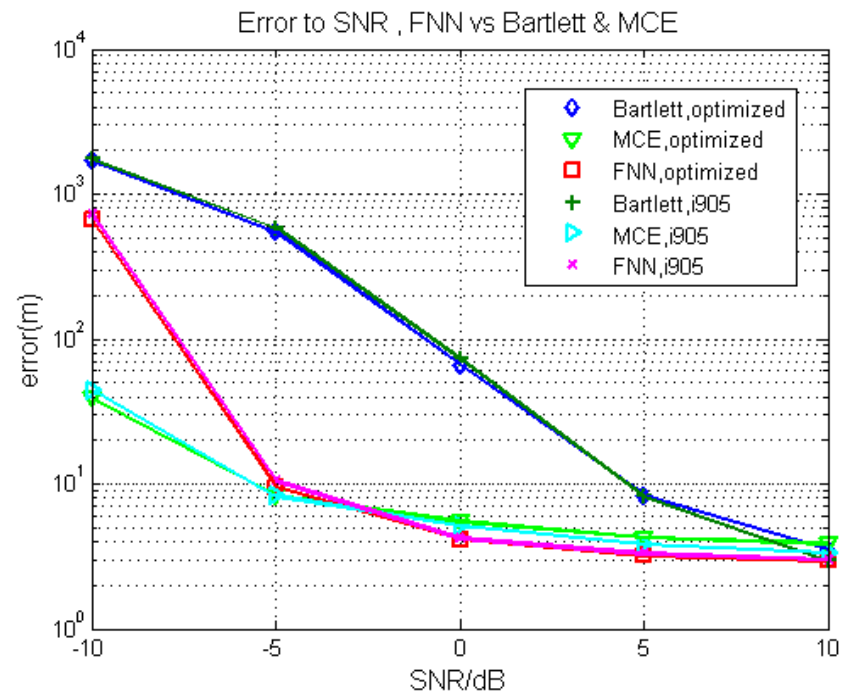
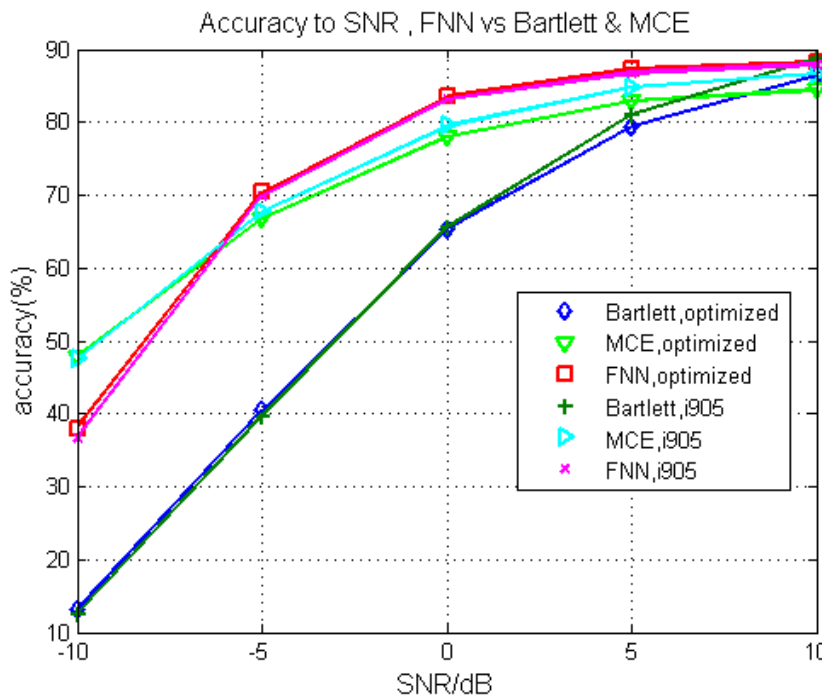
- optimized one is the best SSP model for real environment of SWellEx-96 experiment, while, i906, i905 are the measured SSPs from different stations.



# Model robustness on SSP mismatch

## Monte-Carlo Simulation (1000 times)

### Case 1: light change in SSP



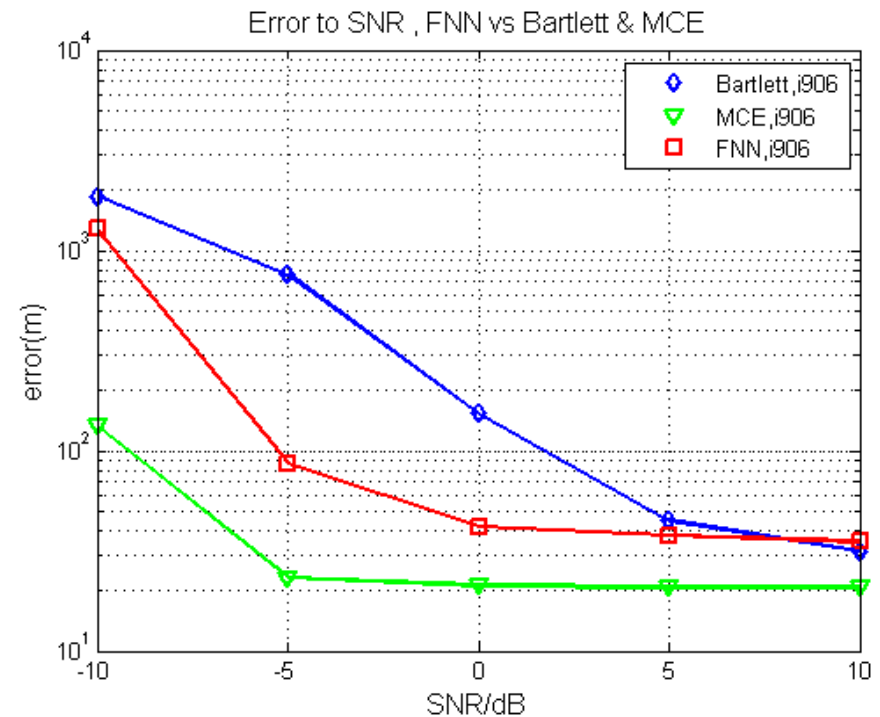
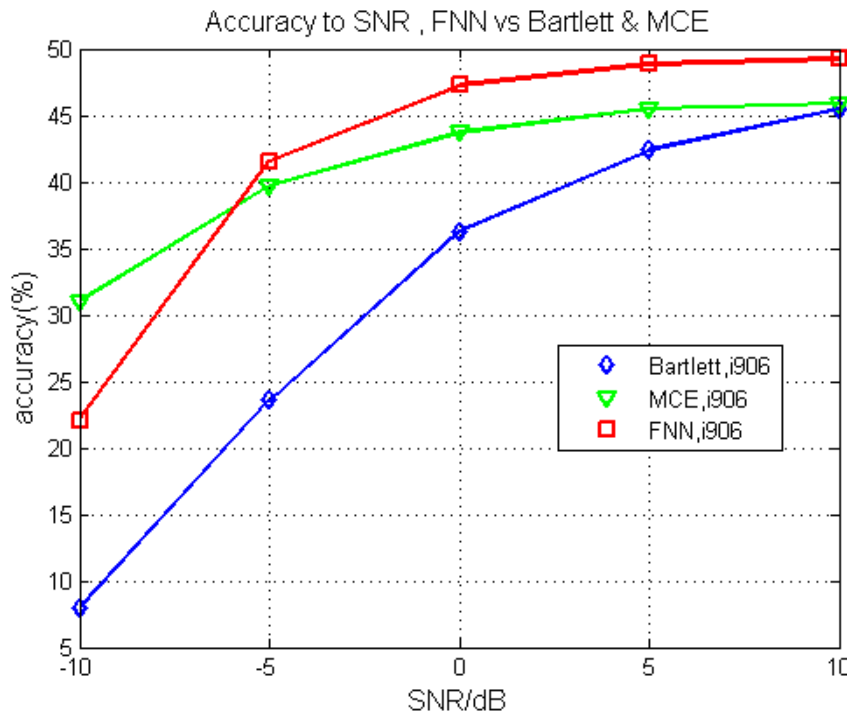
SCFNN positions best, followed by MCE and Bartlett worst;



# Model robustness on SSP mismatch

## Monte-Carlo Simulation (1000 times)

### Case 2: large change in SSP



accuracy order unchanged;

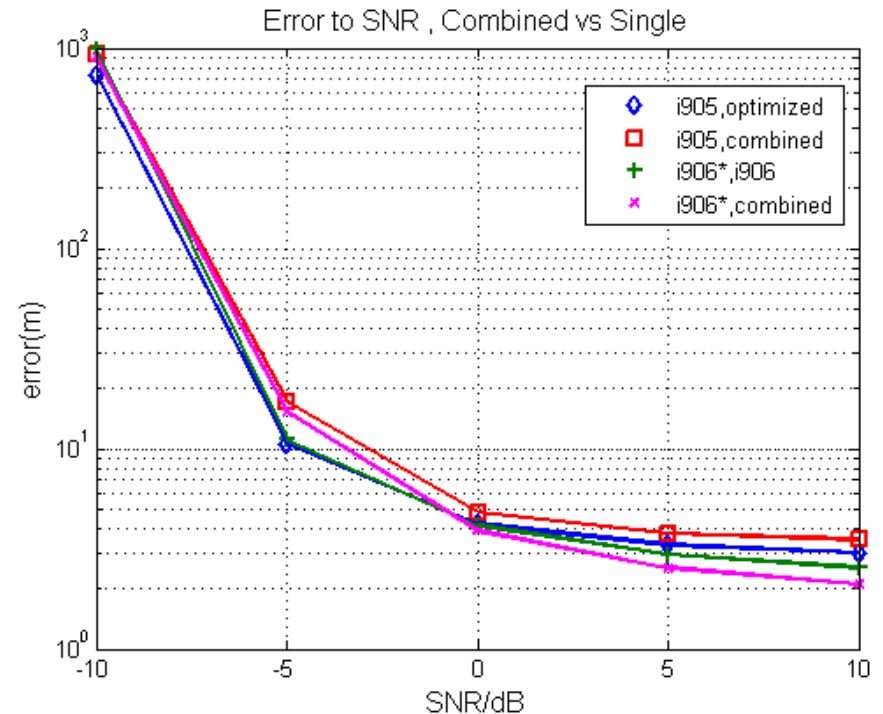
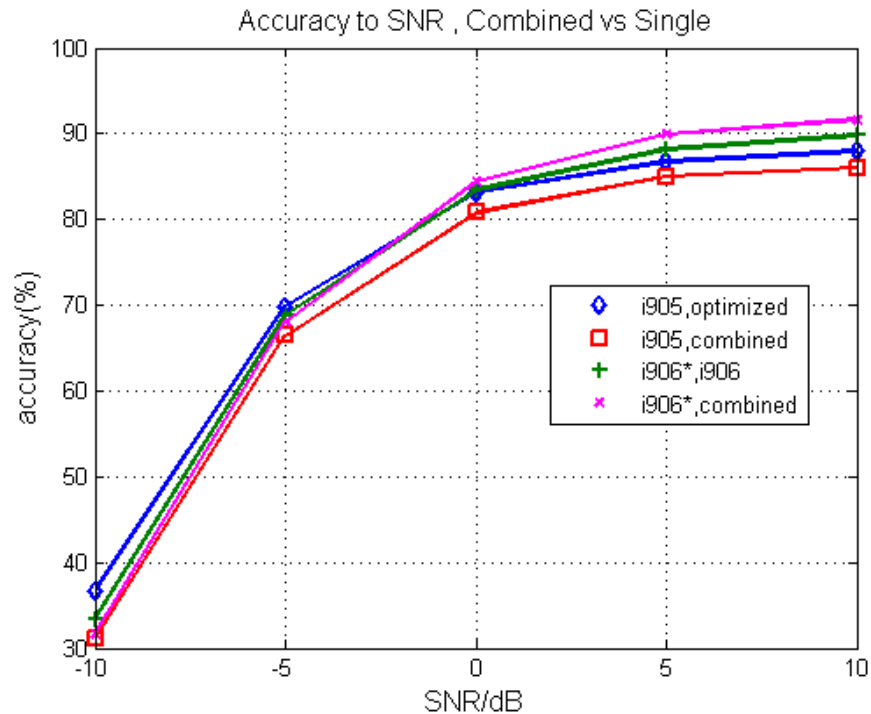
absolute mean error, SCFNN larger than MCE.



# Data-model mixed training

## ■ Monte-Carlo Simulation (1000 times)

- Model robustness is significantly improved



# Summary

- SCFNN works well in localization problem
  - perform better than Bartlett, MCE methods;
- and is also sensitive to SSP mismatch
  - varying on different degrees of error in the knowledge of SSP;
  - still performs better than Bartlett and close to the MCE method;
- model robustness can be improved by data-model mixed training
  - SCFNN classifier can work well on two entirely different SSPs;
  - performance may be improved by add some 'noise' data;
  - also, neural network based model behaves poorly in low SNR case.





# Future work

- Feature enhancement & adversarial learning on noise;
- Mathematical analysis & explain robustness on mixed training.





Thank you for listening!





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