

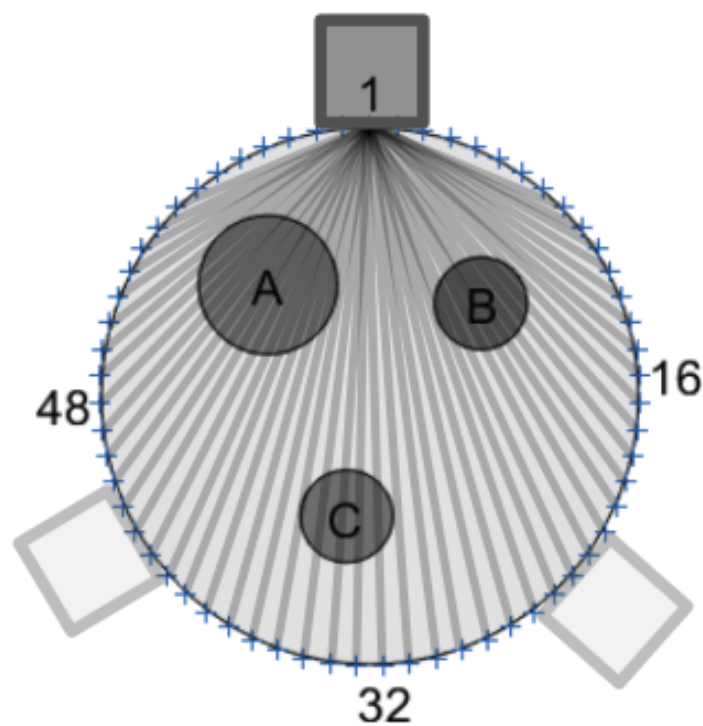
Acoustic Setup for Object Localization

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1. Introduction

The problem is the local 3 foam cylinders inside a disk that have sound transmitters and reviewers around them. When sound hits these cylinders, we assume that there is no significant reflection or absorption; the signal is assumed to go in a straight line. Sound moving through the cylinder foam has a different velocity than moving in air. By measuring these different arrival times of sound signals, we can identify the location of these cylinders.



The data provided in this problem include sound signal, recorded at 64 receivers from 3 transmitters at locations 1, 24, and 43. These are also simulated data recorded without the cylinders.

2. Materials and Methods

For this problem, we will solve it by the following main steps:

1. **Estimate signal arrival time**, from the recorded data. We will use **integration and AIC** method for this step.
2. **Forward problem**: write algorithm to generate signal arrival time data given coordinates of 3 cylinders. For this step we will use a modified implementation of the algorithms introduced in the **ground layers permittivity** problem of Lecture 3.
3. **Backward problem**: from the recorded data, find the most likely coordinate of 3 cylinders. **Gibb sampling** is used for this step.

2.A. Estimate Signal Arrival Time

2.A.1 Integration Method

For the signal we compute its "energy", which can just be a square of that signal. The time of signal arrival is the time t when the cumulated energy from t_0 reaches a certain threshold, e.g. 10% of total signal energy.

```

load measured_1_left.dat
load measured_24_left.dat
load measured_43_left.dat

signals{1} = measured_1_left;
signals{2} = measured_24_left;
signals{3} = measured_43_left;

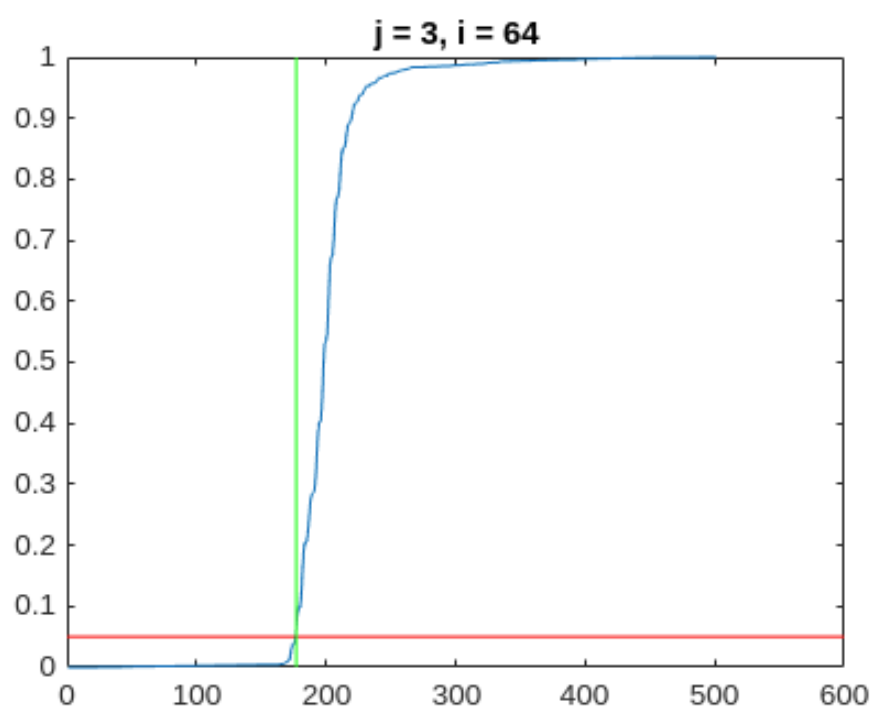
arrival_time_list = zeros(192, 1);
count = 1;
for j = 1:3
    signal = signals{j};
    threshold = 0.05;
    for i = 1:64
        if max(signal(i,:)) == 0
            continue;
        end
        figure(f1);
        clf;
        energy = signal(i,:).^2;
        cum_sum_energy = cumsum(energy);
        cum_sum_energy = cum_sum_energy / max(cum_sum_energy);
        plot(cum_sum_energy);
        hold on;
        title(sprintf('j = %d, i = %d', j, i));
        % set x and y limits
        xlim([0 600]);
        ylim([0 1]);

        % draw a red line at 0.1
        plot([0 600], [threshold threshold], 'r');

        % draw a vertical line at the time of arrival
        arrival_time = find(cum_sum_energy > threshold, 1);
        arrival_time_list(count, :) = arrival_time;
        count = count + 1;
        plot([arrival_time arrival_time], [0 1], 'g');

        % plot(simulated_1*100);
        hold off;
        drawnow;
        pause(0.05)
    end
end

```



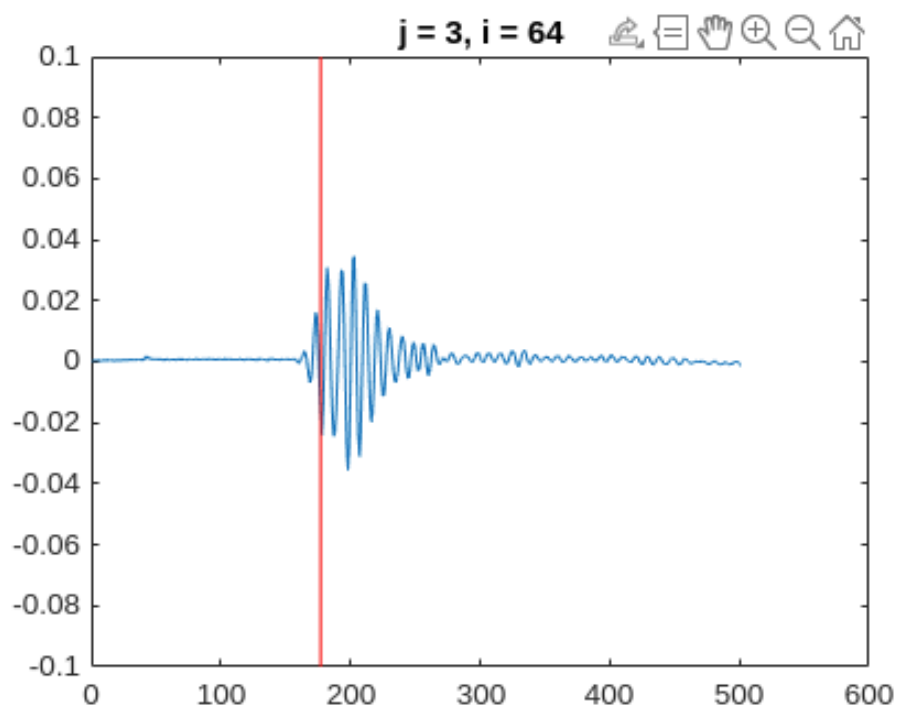
```
count = 1
```

```
count = 1
```

```
for j = 1:3
    signal = signals{j};
    for i = 1:64
        if max(signal(i,:)) == 0
            continue;
        end
        figure(f1);
        clf;
        plot(signal(i,:));
        hold on;
        title(sprintf('j = %d, i = %d', j, i));
        % set x and y limits
        xlim([0 600]);
        ylim([-0.1 0.1])

        % draw a vertical line at the time of arrival
        arrival_time = arrival_time_list(count, :);
        count = count + 1;
        plot([arrival_time arrival_time], [-100 100], 'r');

        hold off;
        drawnow;
        pause(0.05)
    end
end
```



2.A.2 AIC Method

Suppose there are two phrases of the signal, before the signal arrive and after that. Each phrase has a different variance, σ_1 and σ_2 . Then we find time k (phrase divider) with the minimum AIC (best model)

$$\text{AIC}(k) = k \cdot \log(\text{var}(y(1:k))) + (n_{\text{samp}} - k - 1) \cdot (\log(\text{var}(y(k+1:N))))$$

more detail can be found here: https://geoconvention.com/wp-content/uploads/abstracts/2011/058-Akaike_Information_Criterion_Applied_to_Microseismic_Data.pdf

The algorithm is implemented in: **aic_picker.m**

```

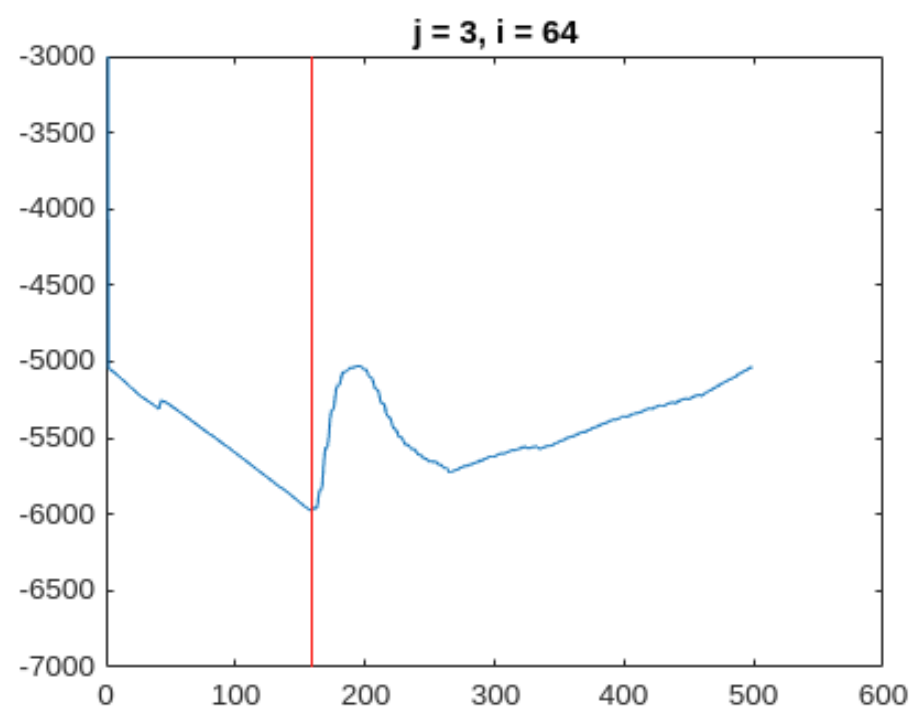
for j = 1:3
    signal = signals{j};
    for i = 1:64
        if max(signal(i,:)) == 0
            continue;
        end
        figure(f1);
        clf;
        [arrivalIndex, aic] = aic_picker(signal(i,:));

        plot(aic);
        hold on;
        title(sprintf('j = %d, i = %d', j, i));
        % set x and y limits
        xlim([0, 600]);
        ylim([-7000 -3000]);

        % draw a vertical line at the time of arrival
        plot([arrivalIndex arrivalIndex], [-7000 -3000], 'r');
        hold off;

        drawnow;
        pause(0.01)
    end
end

```



```

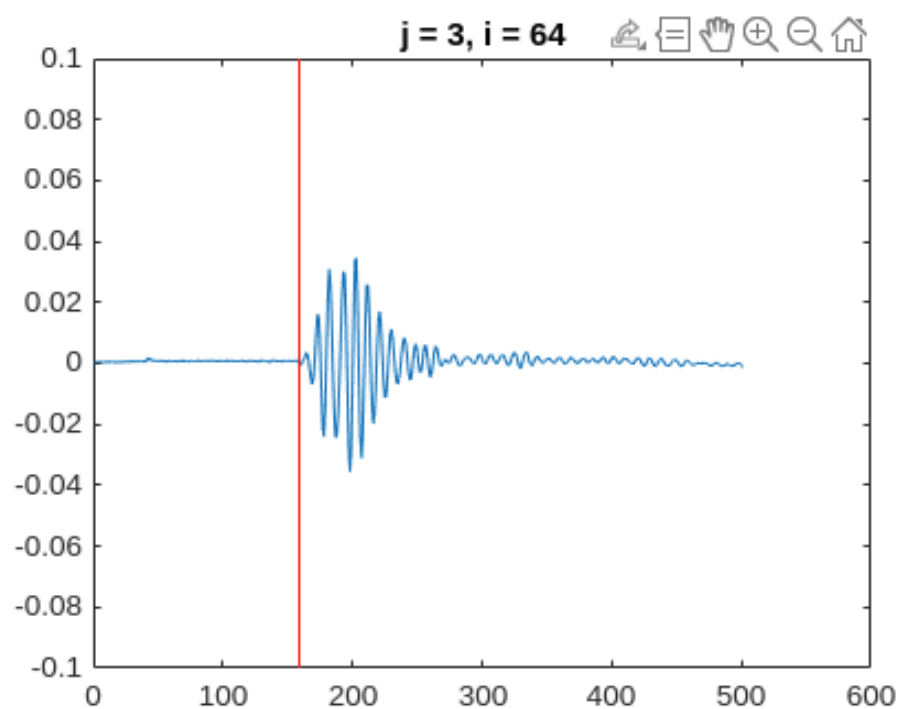
for j = 1:3
    signal = signals{j};
    for i = 1:64
        if max(signal(i,:)) == 0
            continue;
        end
        figure(f1);
        clf;
        [arrivalIndex, aic] = aic_picker(signal(i,:));

        plot(signal(i,:));
        hold on;
        title(sprintf('j = %d, i = %d', j, i));
        % set x and y limits
        xlim([0, 600]);
        ylim([-0.1 0.1]);
        % ylim([-7000 -3000]);

        % draw a vertical line at the time of arrival
        plot([arrivalIndex arrivalIndex], [-100 100], 'r');
        hold off;

        drawnow;
        pause(0.05)
    end
end

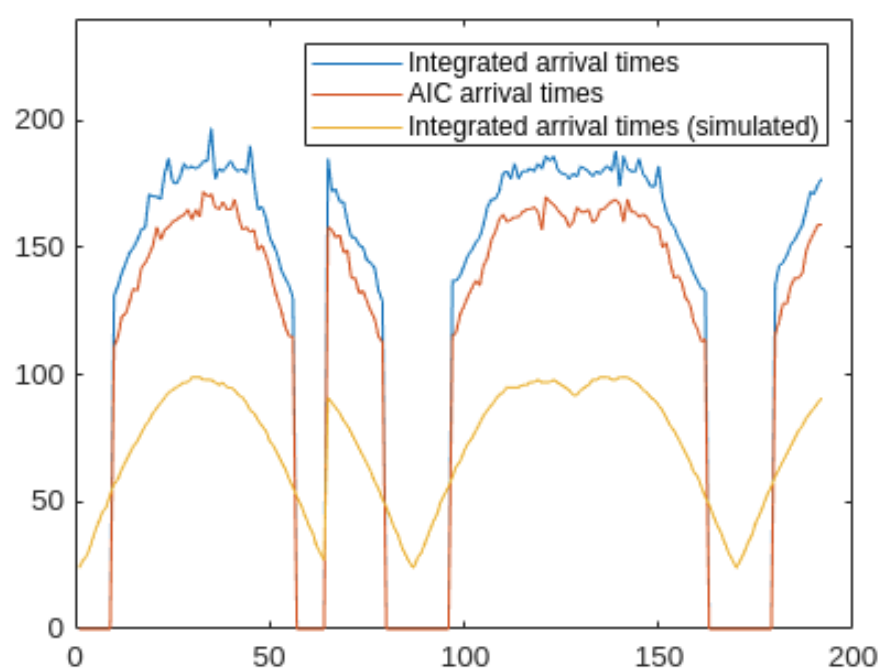
```



```

% Estimate arrival time and save to file for using later
warning('off','all')
estimate_signal_arival_time

```

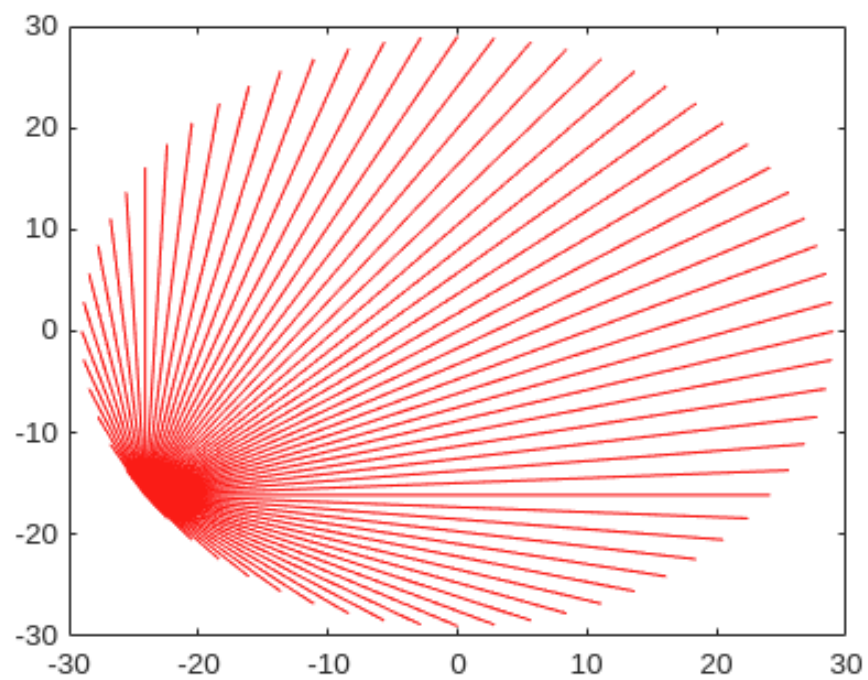
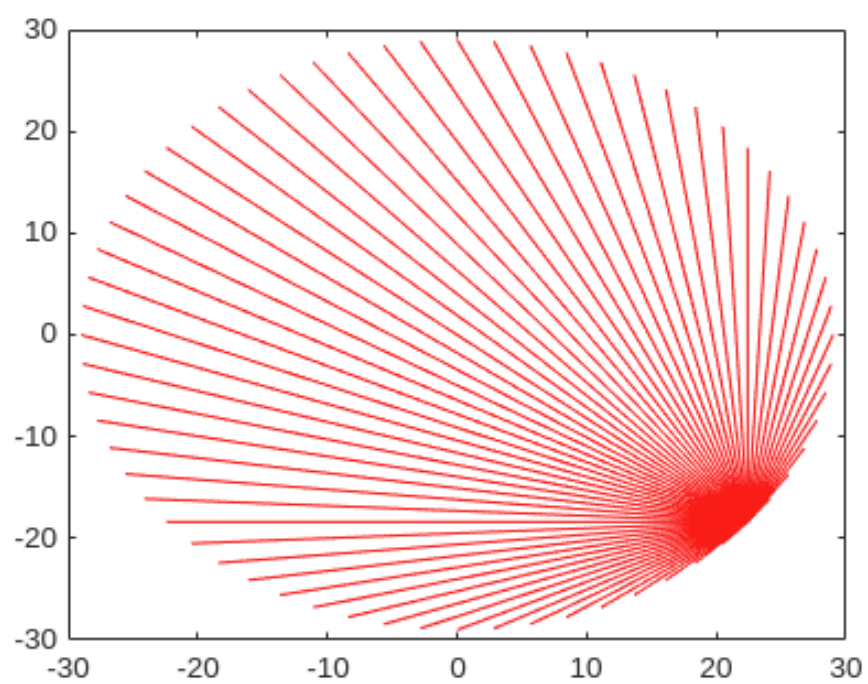
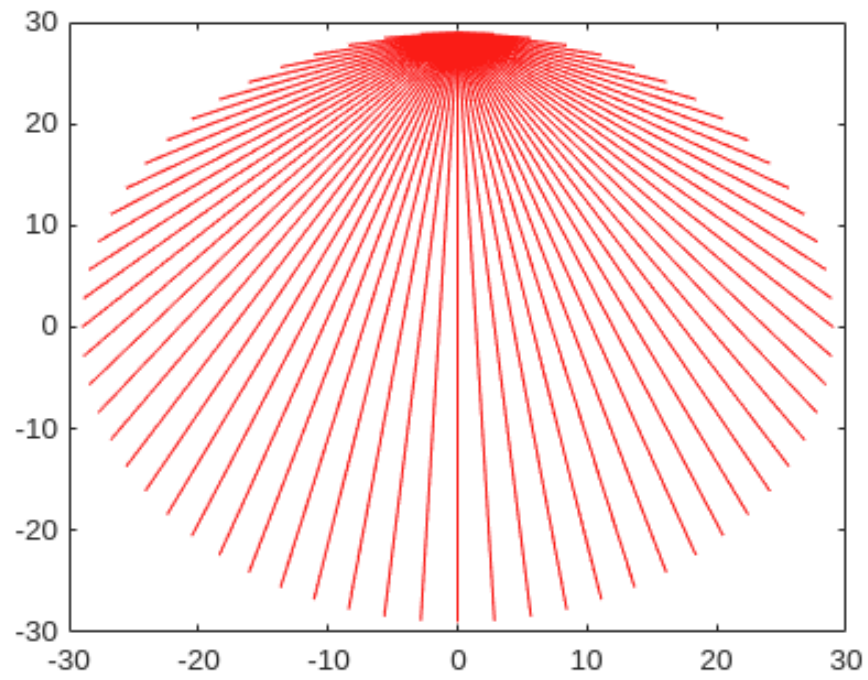


2.B. Forward Problem

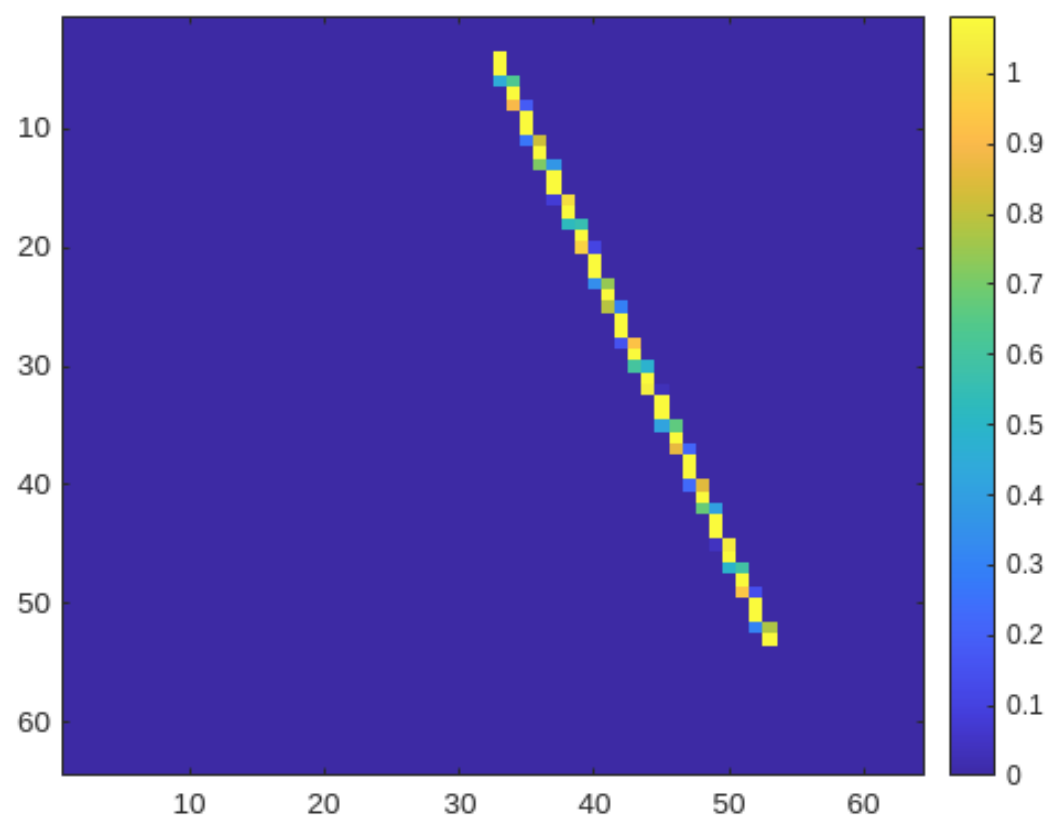
Similar to the bore hole problem, we have the equation $dt = \epsilon ds$ with ϵ as inverse of sound speed in the materials (air and foam).

The forward matrix A is computed in **circle_ground_layer_matrix_with_comment.m**

```
% Here we show the ray from each transmitter to recievers  
circle_ground_layer_matrix_with_comment
```



```
load sound_loc_matrix.mat A;  
A = full(A);  
  
% checking the rays  
for i = 1:192  
    ray = A(i,:);  
    ray = reshape(ray, 64, 64);  
    imagesc(ray);  
    colorbar;  
    pause(0.05);  
end
```

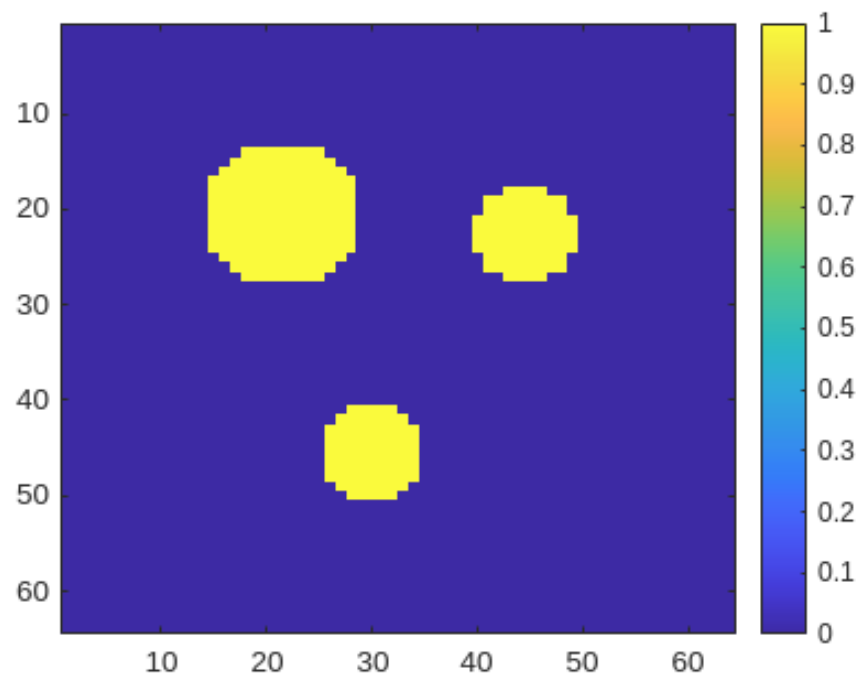


Now we need to draw map given coordinates of the cylinders. Maps a draw by function **forward_map_of_x.m**

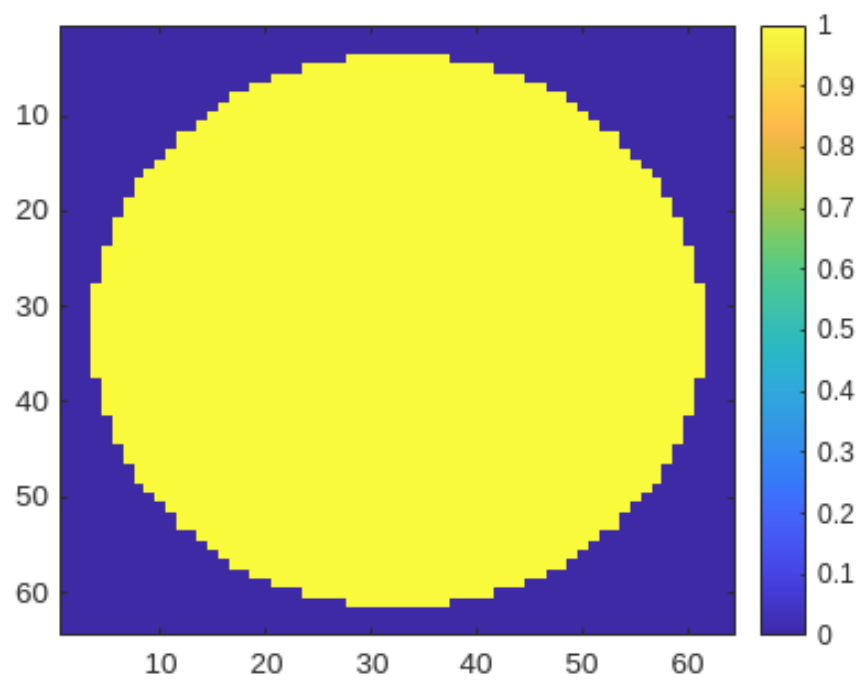

```
starting_point = [-11 ; 12 ; 12 ; 10; -2.5; -13];

[Ms, V] = forward_map_of_x(starting_point);

imagesc(reshape(Ms, 64, 64));colorbar;
```



```
imagesc(reshape(V, 64, 64));colorbar;
```



```
% Ms is the map containing cylinder of the given coordinates.
% V is the map containing the area inside the disk.

% If the given cylinder coordinate violate the disk boundary, or overlap,
% the function will return square of large number as penalty.
```

The forward signal is then computed as:

$$\text{measures} = \mathbf{A} * (\mathbf{V} * \text{beta} + \mathbf{Ms} * \text{alpha}) + \text{offset}$$

- **measures**: forward signal
- **A**: forward matrix
- **V**: map of disk area
- **Ms**: map of cylinders of the given coordinates
- **beta**: inverse speed of sound signal in air
- **alpha**: inverse speed of sound signal in foam, in increment to speed in air.
- **offset**: time before the signal start

```

load aic_arival_times.mat aic_arival_times;
y = aic_arival_times;
% There is some problem with ray 49, likely cause by how approximation are
% done, so I drop it to reduce noisy data
y(49) = 0;

starting_point = [-11 ; 12 ; 12 ; 10; -2.5; -13];

[Ms, V] = forward_map_of_x(starting_point);

beta = 1.4;

rs_y = reshape(y, 64, 3);

for i = 1:3
    figure;
    plot(rs_y(:,i));

    xlim([0 64])
    ylim([100 175])
    hold on

    measures = A * (V(:)*beta + Ms*0.4) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

    measures = A * (V(:)*beta + Ms*0.6) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

    measures = A * (V(:)*beta + Ms*0.8) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

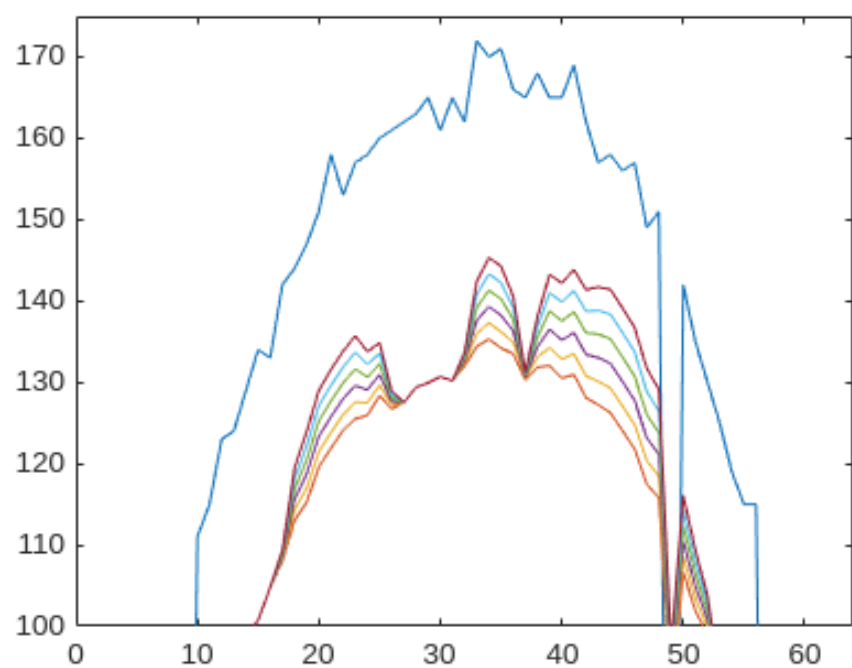
    measures = A * (V(:)*beta + Ms*1.0) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

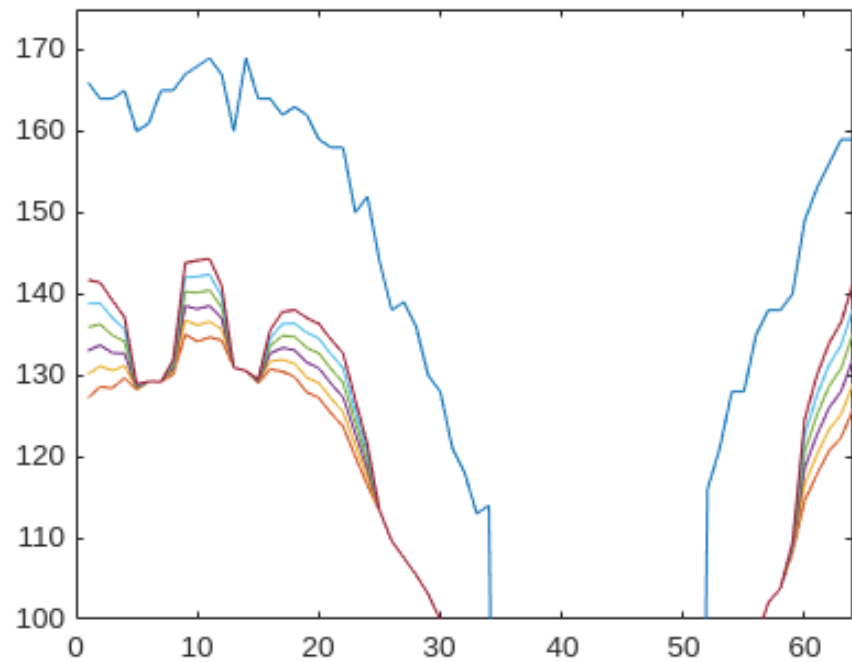
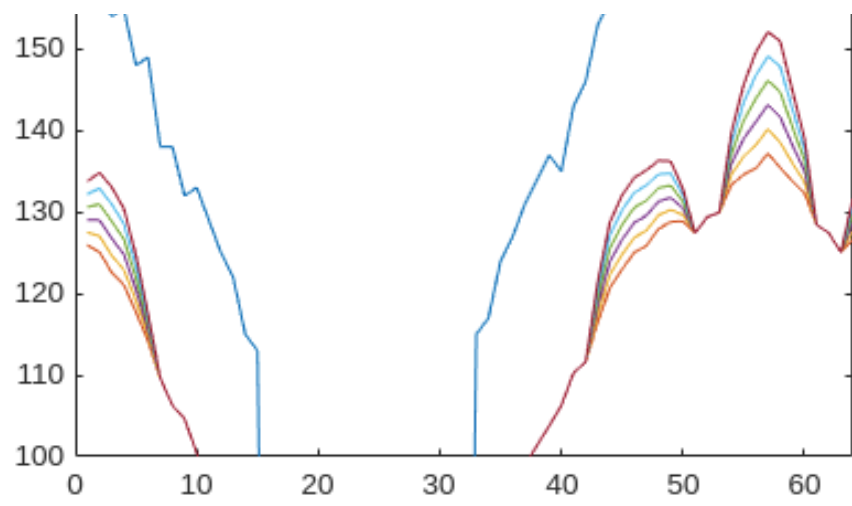
    measures = A * (V(:)*beta + Ms*1.2) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

    measures = A * (V(:)*beta + Ms*1.4) + 50;
    rs_measures = reshape(measures, 64, 3);
    plot(rs_measures(:,i))

    hold off
end

```





Here we can see how alpha affect the forward signal. It amplify signal at the rays which go through the cylinders.

2.C. Backward Problem

We use Gibb sampling to solve the backward problem. The individual sampling of each variable is implemented in

- **Gibb_sampling_for_x.m**
- **Gibb_sampling_for_alpha.m**
- **Gibb_sampling_for_beta.m**
- **Gibb_sampling_for_offset.m**

To do sampling on all variable is very unstable, we can use the simulated data to estimat beta, and thus need not to sampling for it.

*** An important insight is that, larger alpha is very helpful to stabilize the sampling process. Because for large alpha, the signal involve of the cylinders are more amplified, which help match it with the measured real data. Even if alpha is overly large, the smallest error are still archived when the cylinders is at the right coordinate, because at that point, the diffrent between measured real data and our forwarded measure is still the smallest in the search space. We will set $\alpha = 1$

Now we will do Gibb sampling using the simulated data, for calibrating beta

```

load intergrated_arival_times.mat intergrated_arival_times;
load aic_arival_times.mat aic_arival_times;
load intergrated_arival_times_simulated.mat intergrated_arival_times_simulated;

sigma = 10;
iterations = 6000;

starting_beta = 1.5;

load sound_loc_matrix.mat A;
A = full(A);

%%% SET OBSERVATIONS
y = intergrated_arival_times_simulated;
y(49) = 0;
contain_measure_idxxs = (y~=0);

v = y(contain_measure_idxxs, :);
A = A(contain_measure_idxxs, :);

x = starting_point;
beta = starting_beta;

% Pre-allocate a matrix to store all the sampled points (each column is a sample)
betas = zeros(1, iterations);
offsets = zeros(1, iterations);

% Store the initial point in the first column
betas(:,1) = starting_beta;

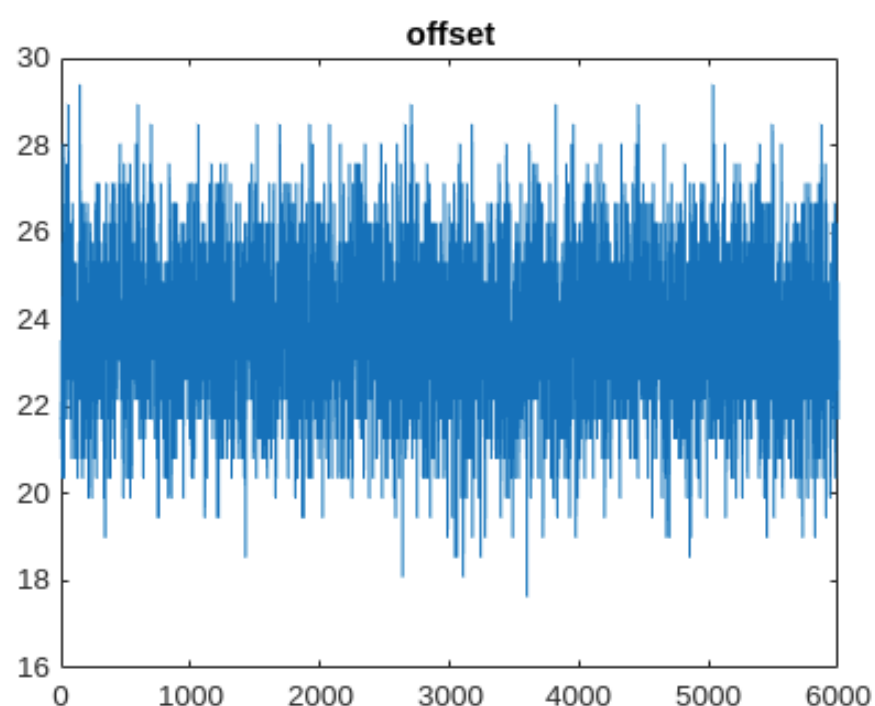
% Begin the Gibbs sampling loop:
for k = 1 : iterations
    % k

    for p = 1:6
        alpha = 0; % there would be no cylinder anyway
        offset = Gibb_sampling_for_offset(x, A, v, sigma, alpha, beta);
        beta = Gibb_sampling_for_beta(x, A, v, sigma, offset, alpha);
    end

    % Store the updated sample (new position) in the Points matrix.
    betas(:,k) = beta;
    offsets(:,k) = offset;
end

figure;
plot(1:size(offsets, 2), offsets(1,:))
title("offset")

```

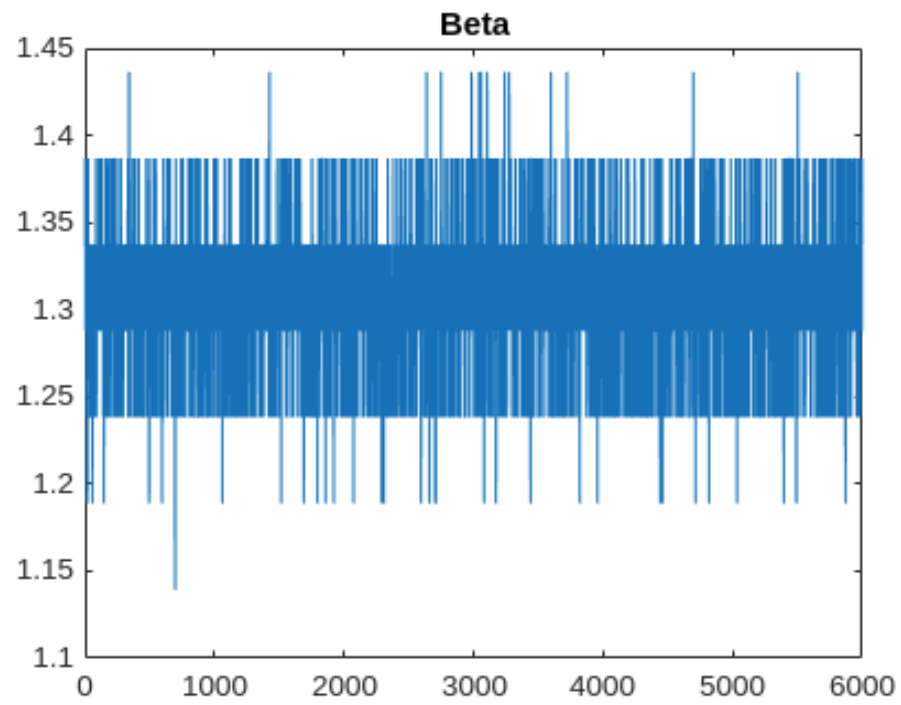


```

% offset samples have converged, but this offset is only for the simulated
% data, and can not be applied to the real measured data

```

```
figure;  
plot(1:size(betas, 2), betas(1,:))  
title("Beta")
```



By this plot, **we will try beta in [1.25, 1.4]**

3. Results

We are now ready to run Gibb sampling for cylinders coordinate, and offset using the real measured data. Parameter $\alpha = 1$ and beta is set in [1.25, 1.4]

```

load intergrated_arival_times.mat intergrated_arival_times;
load aic_arival_times.mat aic_arival_times;
load intergrated_arival_times_simulated.mat intergrated_arival_times_simulated;

sigma = 5;
iterations = 5000;
burn_in = 1000;
gibbs_res = 100;
disk_radius = 29;

starting_point = [0 ; 0 ; 0 ; 14; -15; 0];

load sound_loc_matrix.mat A;
A = full(A);

%%% SET OBSERVATIONS
y = aic_arival_times;
y(49) = 0;
contain_measure_idxxs = (y~=0);
v = y(contain_measure_idxxs, :);
A = A(contain_measure_idxxs, :);

collect_points = [];

alpha = 1;
for beta = linspace(1.25, 1.4, 4)
figure();
x = starting_point;
Points = zeros(6, iterations);
offsets = zeros(1, iterations);
Points(:,1) = [x];

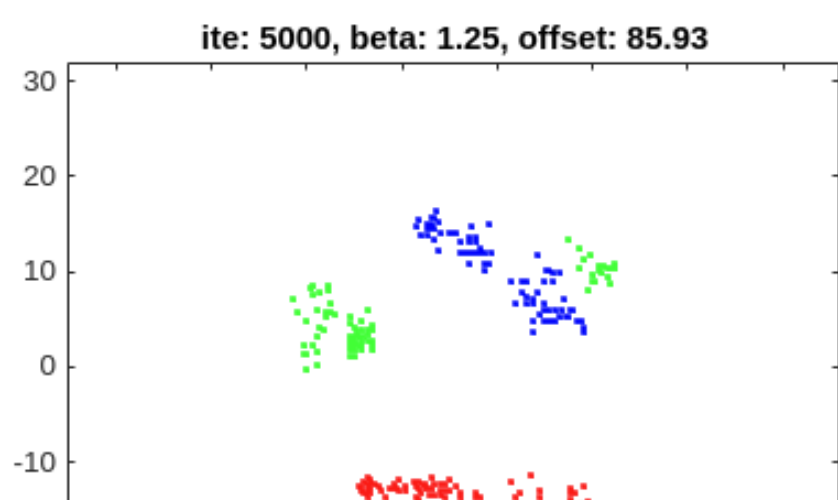
for k = 1 : iterations
    for p = 1:6
        offset = Gibb_sampling_for_offset(x, A, v, sigma, alpha, beta);
        x = Gibb_sampling_for_x(x, p, A, v, sigma, gibbs_res, alpha, beta, ...
                                disk_radius, offset);
    end

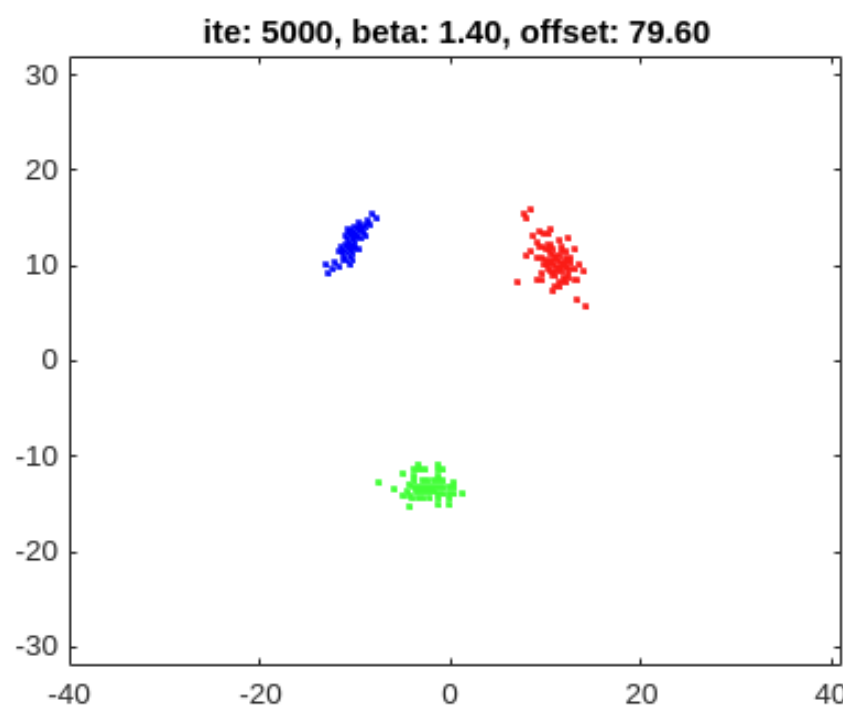
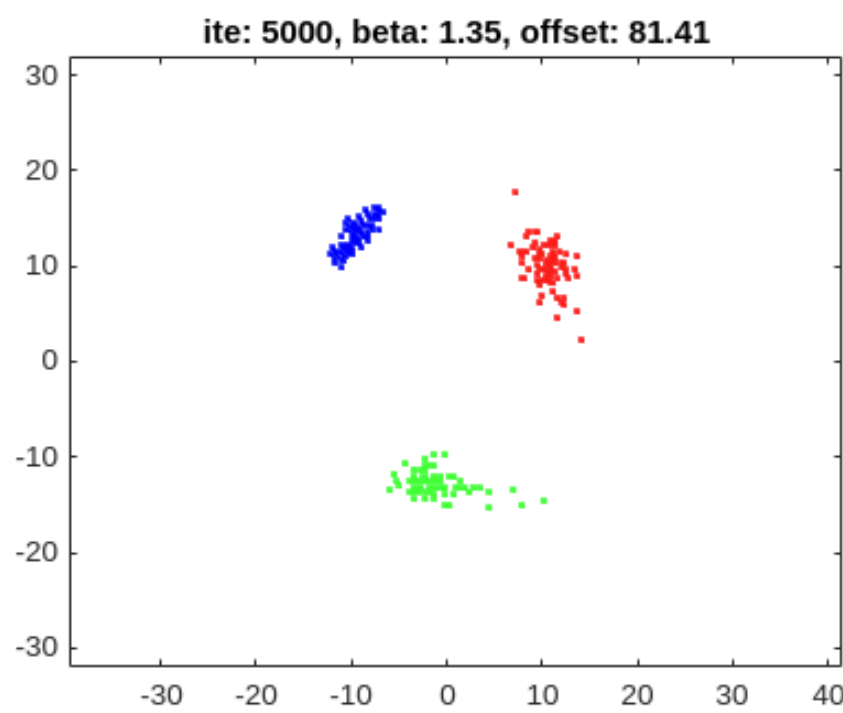
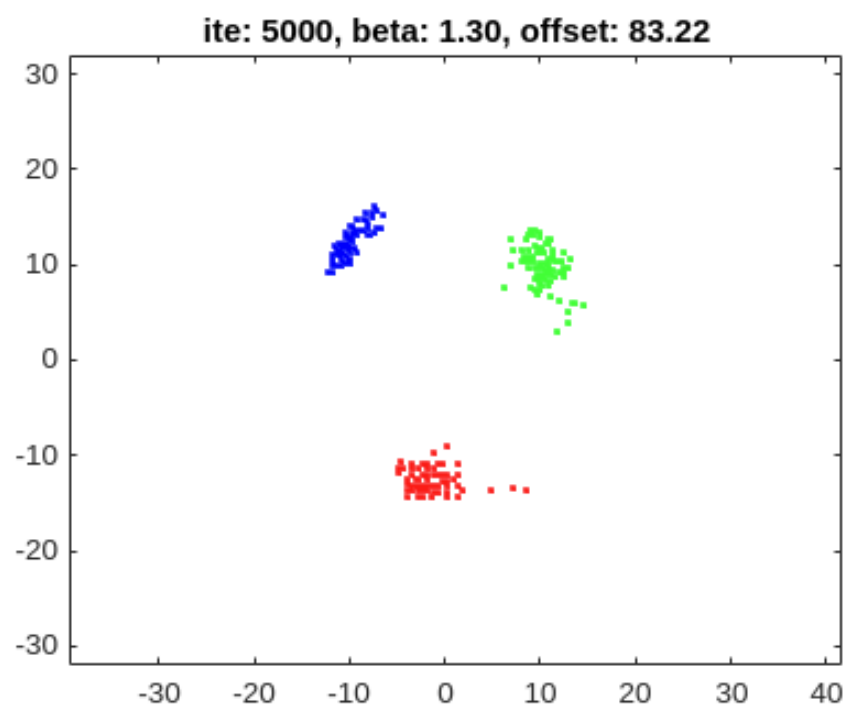
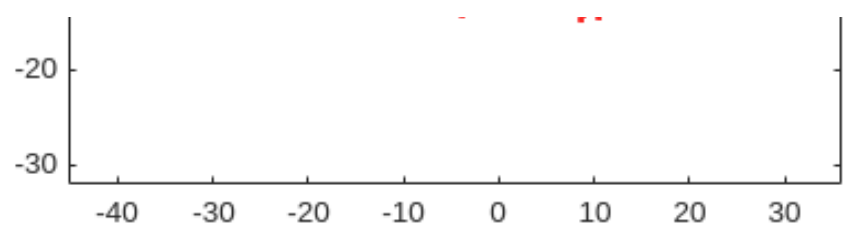
    Points(:,k) = x;
    offsets(:,k) = offset;

    if mod(k, 100) == 0
        % k
        clf;
        plot(Points(1, k-99:k), Points(2, k-99:k), 'b. ');
        hold on;
        plot(Points(3, k-99:k), Points(4, k-99:k), 'r. ');
        plot(Points(5, k-99:k), Points(6, k-99:k), 'g. ');
        xlim([-32 32])
        ylim([-32 32])
        title(sprintf('ite: %d, beta: %.2f, offset: %.2f', ...
                        k, beta, offset))

        axis equal;
        hold off;
        drawnow;
    end
end
collect_points = [collect_points; Points];
end

```





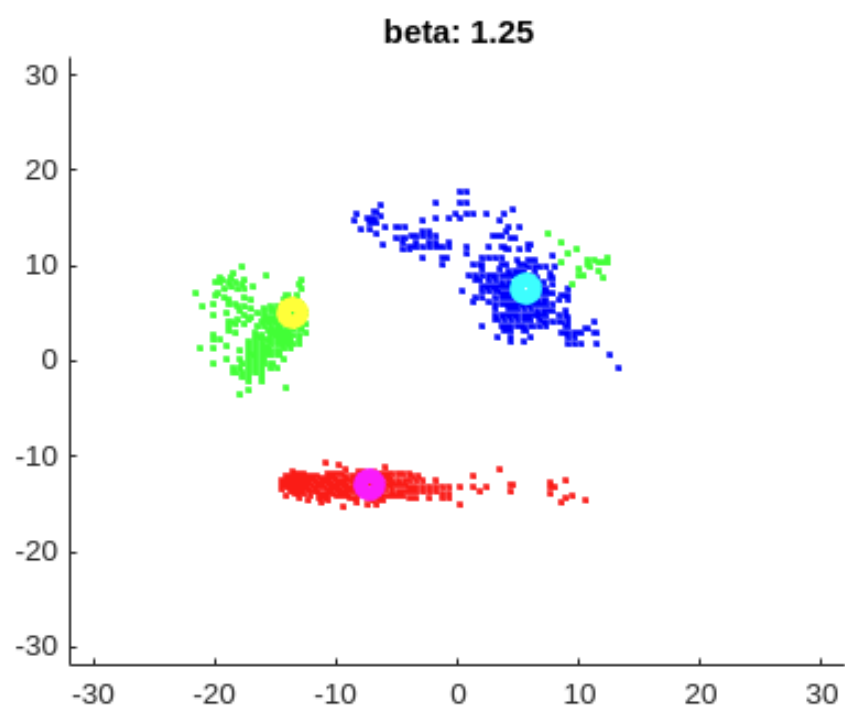
The results of beta 1.25 and beta 1.3-1.4 if different, let's inspect which result is better.

```

k = size(collect_points, 2);

points_1_25 = collect_points(1:6,:);
figure; clf;
hold on;
plot(points_1_25(1, k-1000:k), points_1_25(2, k-1000:k), 'b. ');
plot(points_1_25(3, k-1000:k), points_1_25(4, k-1000:k), 'r. ');
plot(points_1_25(5, k-1000:k), points_1_25(6, k-1000:k), 'g. ');
cm_point_1_25 = mean(points_1_25, 2);
scatter(cm_point_1_25(1), cm_point_1_25(2), 'c', 'linewidth',5);
scatter(cm_point_1_25(3), cm_point_1_25(4), 'm', 'linewidth',5);
scatter(cm_point_1_25(5), cm_point_1_25(6), 'y', 'linewidth',5);
xlim([-32 32])
ylim([-32 32])
title(sprintf('beta: %.2f', 1.25))
hold off;

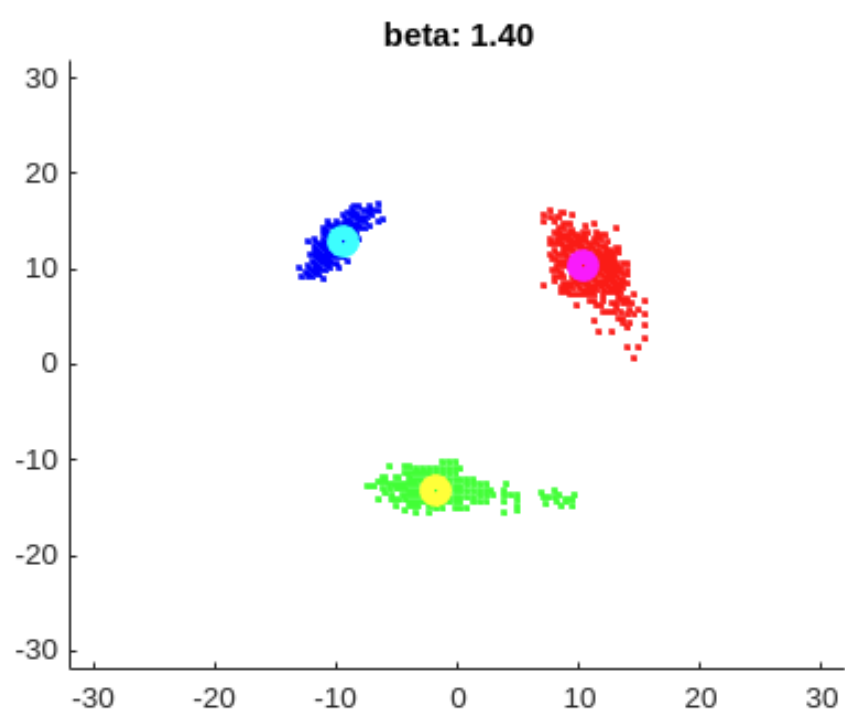
```



```

points_1_40 = collect_points(19:24,:);
figure; clf;
hold on;
plot(points_1_40(1, k-1000:k), points_1_40(2, k-1000:k), 'b. ');
plot(points_1_40(3, k-1000:k), points_1_40(4, k-1000:k), 'r. ');
plot(points_1_40(5, k-1000:k), points_1_40(6, k-1000:k), 'g. ');
cm_point_1_40 = mean(points_1_40, 2);
scatter(cm_point_1_40(1), cm_point_1_40(2), 'c', 'linewidth',5);
scatter(cm_point_1_40(3), cm_point_1_40(4), 'm', 'linewidth',5);
scatter(cm_point_1_40(5), cm_point_1_40(6), 'y', 'linewidth',5);
xlim([-32 32])
ylim([-32 32])
title(sprintf('beta: %.2f', 1.4))
hold off;

```



```

% Here we have 2 solutions
load sound loc matrix mat A

```

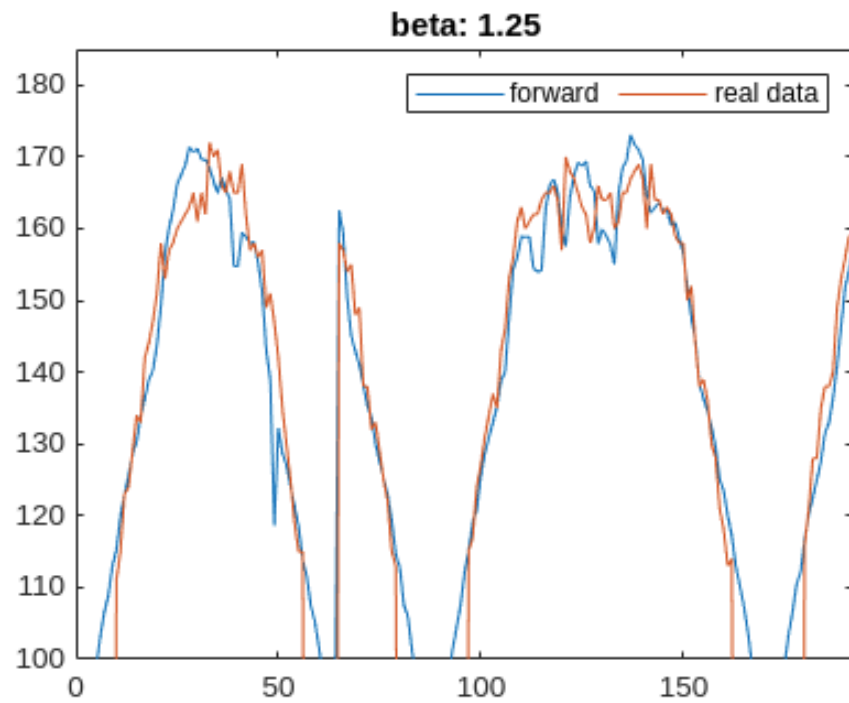


```

load sound_100.mat; A,
A = full(A);
y = aic_arival_times;

[Ms, V] = forward_map_of_x(cm_point_1_25);
measures = A * (V(:)*1.25 + Ms*1) + 85;
figure; clf;
plot(measures, 'DisplayName', 'forward')
hold on;
plot(y, 'DisplayName', 'real data');
xlim([0 192])
ylim([100 185])
title(sprintf('beta: %.2f', 1.25))
legend('NumColumns',2);
hold off;

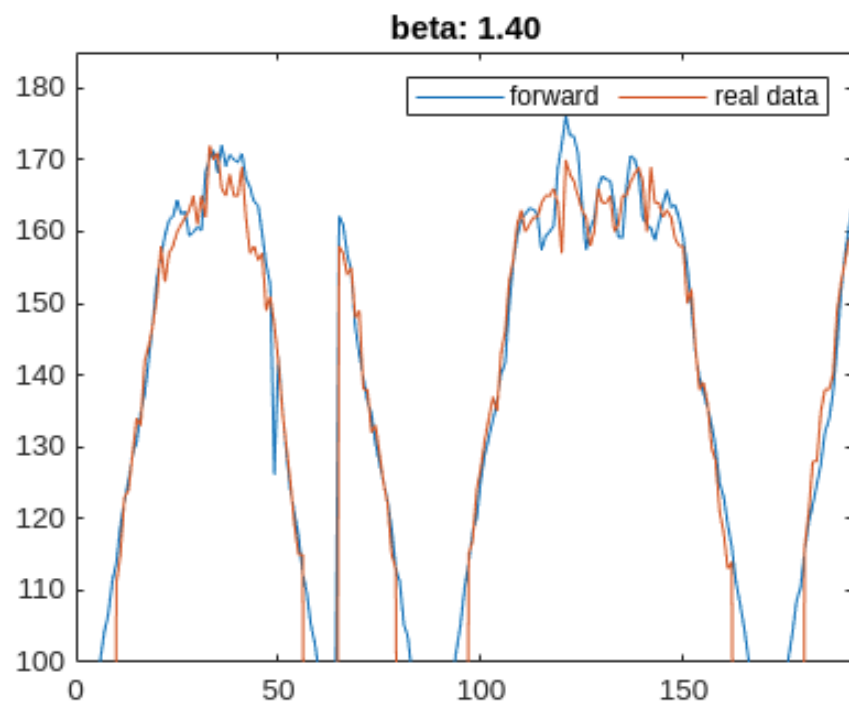
```



```

[Ms, V] = forward_map_of_x(cm_point_1_40);
measures = A * (V(:)*1.4 + Ms*1) + 80;
figure; clf;
plot(measures, 'DisplayName', 'forward')
hold on;
plot(y, 'DisplayName', 'real data');
xlim([0 192])
ylim([100 185])
title(sprintf('beta: %.2f', 1.4))
legend('NumColumns',2);
hold off;

```



We can see that the shape of cm_point_1_40 fit the shape of real data much better, compared to cm_point_1_25. **Therefore, we choose cm_point_1_40 as our solution to this problem.**

```
cm_point_1_40
```

```
cm_point_1_40 = 6×1
-9.3412
12.8879
10.2772
10.4694
-1.7991
-13.2021
```

Which is quite near to the true solution.

```
true_solution = [-11 ; 12 ; 12 ; 10; -2.5; -13];
true_solution
```

```
true_solution = 6×1
-11.0000
12.0000
12.0000
10.0000
-2.5000
-13.0000
```

```
diff = abs(true_solution - cm_point_1_40);
diff
```

```
diff = 6×1
1.6588
0.8879
1.7228
0.4694
0.7009
0.2021
```

4. Discussion

I have try to do Gibb sampling on cylinders' coordinates, alpha, beta, offset, but the sampling sequence is very unstable and do not converge. So infer beta using the simulated data is needed. Also, the impact of large alpha is very significant, because if alpha is small, the affect of cylinders' coordinates is mixed up with noise, and the sequence become unstable. Additionally, beta decides the how stretch out the forward signal is in the vertical direction, and it need to be at the right level, as we have seen, it have critical impart on the sampling sequence convergent points.

With setted beta and large alpha, we just need to do sampling for cylinders' coordinates and offset. The Gibb sampling sequence for these variables is usually very stable.