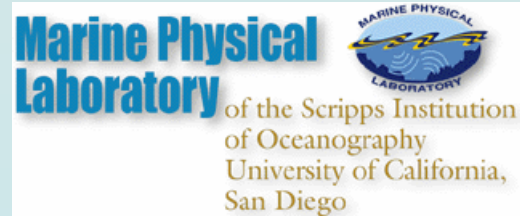


# Simulated and Analog Results in Underwater Acoustics

**Philippe Roux**

*LGIT, CNRS, Universite Joseph Fourier, Grenoble*

*Scripps Institution of Oceanography, UCSD, La Jolla*



# Outline

- Introduction to underwater acoustics
- Time reversal in the shallow ocean
- Theory and Simulation in shallow water acoustics
- Exploratory works based on laboratory self-adaptive experiments

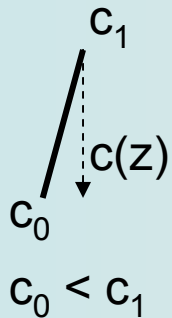
# Generic sound speed structure

## Snell's law

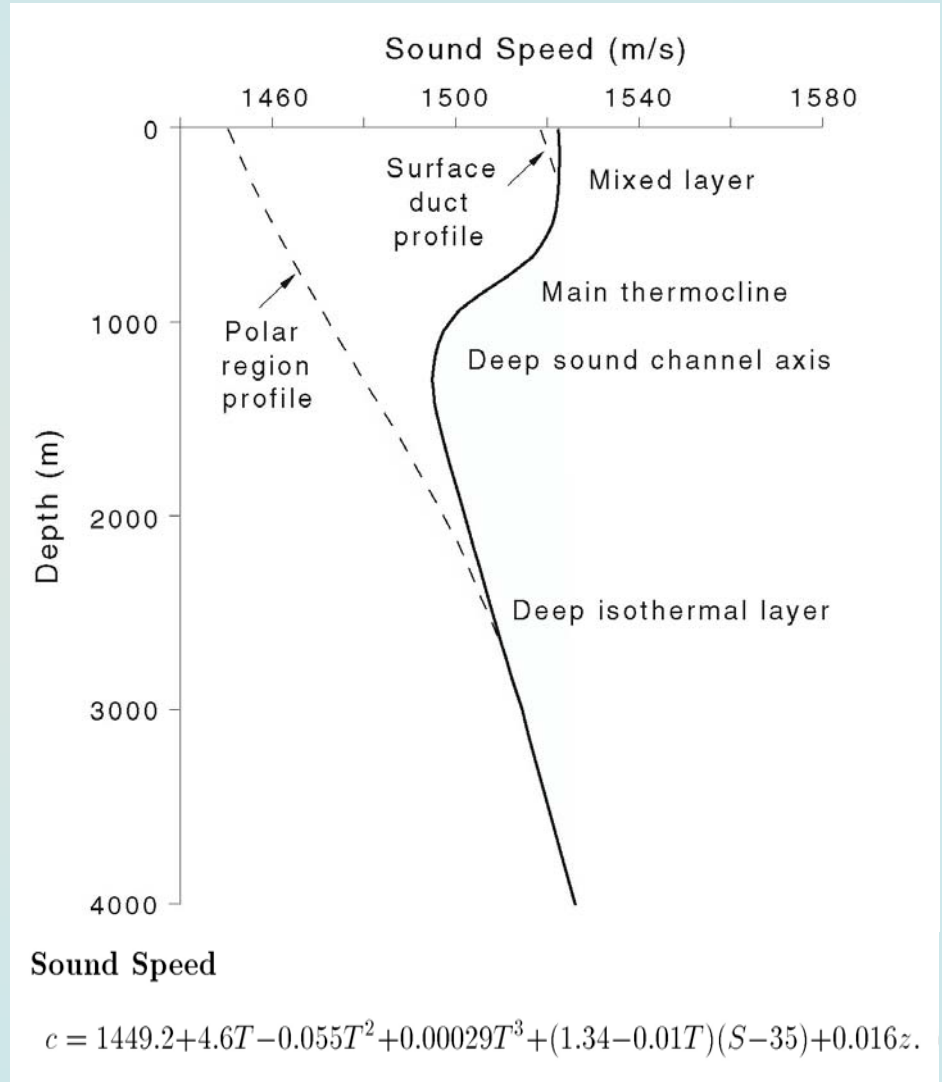
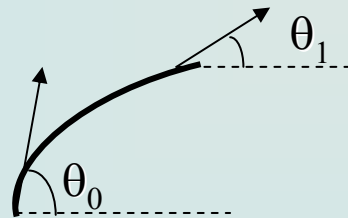
Sound likes low speed

Index of refraction  $n \cos \theta = \frac{c \cos \theta}{c_0} = cte$

Sound speed

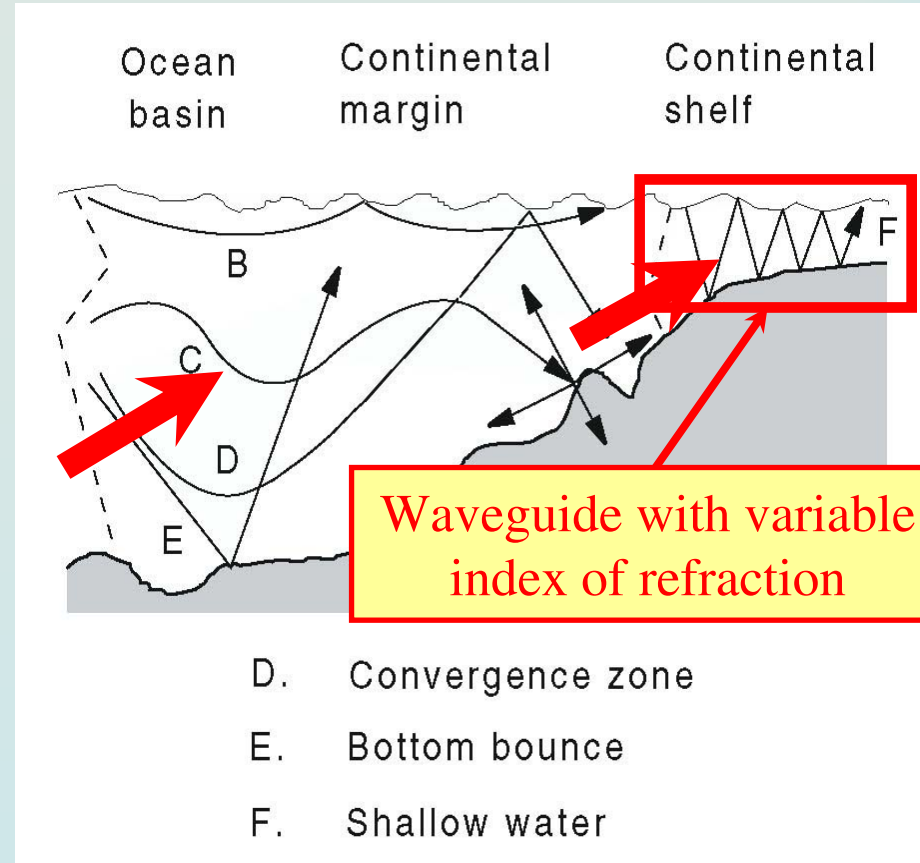


Acoustic ray



# The Complex Ocean Environment

- The ocean is a complex inhomogeneous medium
  - Complicated bathymetry
  - $c_{\omega}(z) = c_{\omega}(p(z), T(z), S(z))$  often unknown
  - Layered sediments
  - Dynamic and ever-changing
- Deep ocean propagation dominated by refraction
- Shallow ocean propagation dominated by boundary interactions

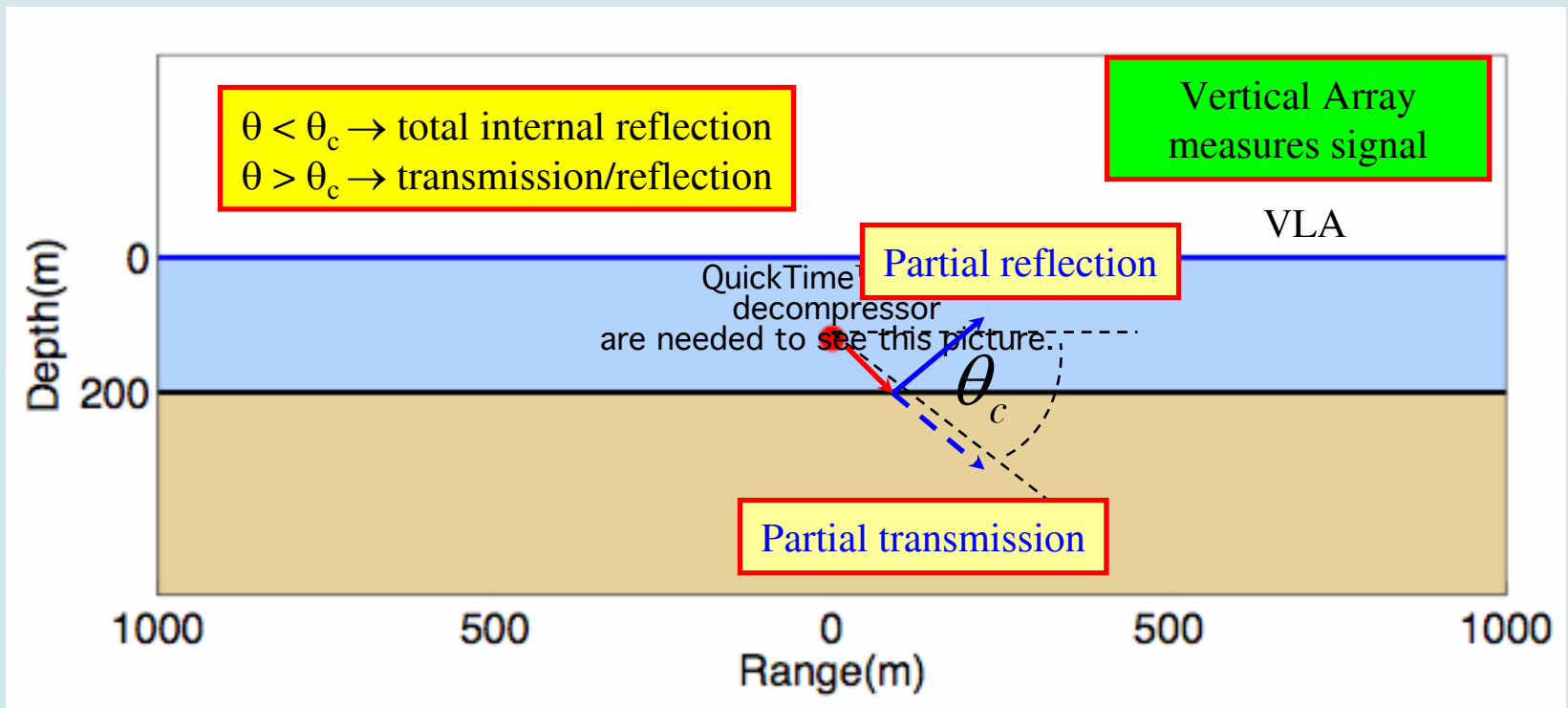


# Bottom attenuation

- Index of refraction  $n \cos \theta = cte$

$$\cos \theta_c = \frac{c_w}{c_b}$$

- Acoustic propagation above critical angle ( $\theta_c$ ) refracts into bottom and is attenuated

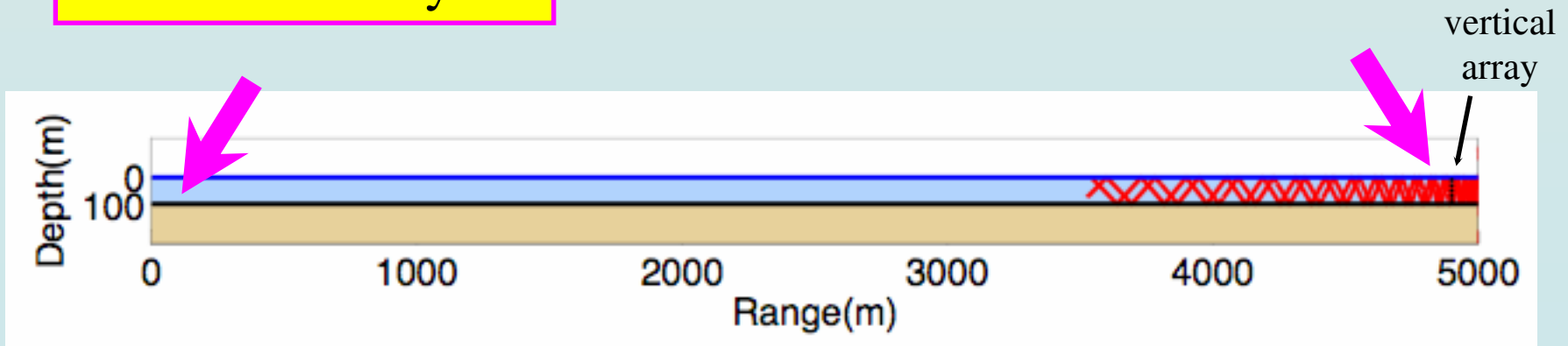


# Shallow ocean acoustics challenge

- Boundaries retain information in the waveguide over long ranges
- Can we manipulate acoustic field at long ranges using vertical arrays without knowledge of the complex medium?

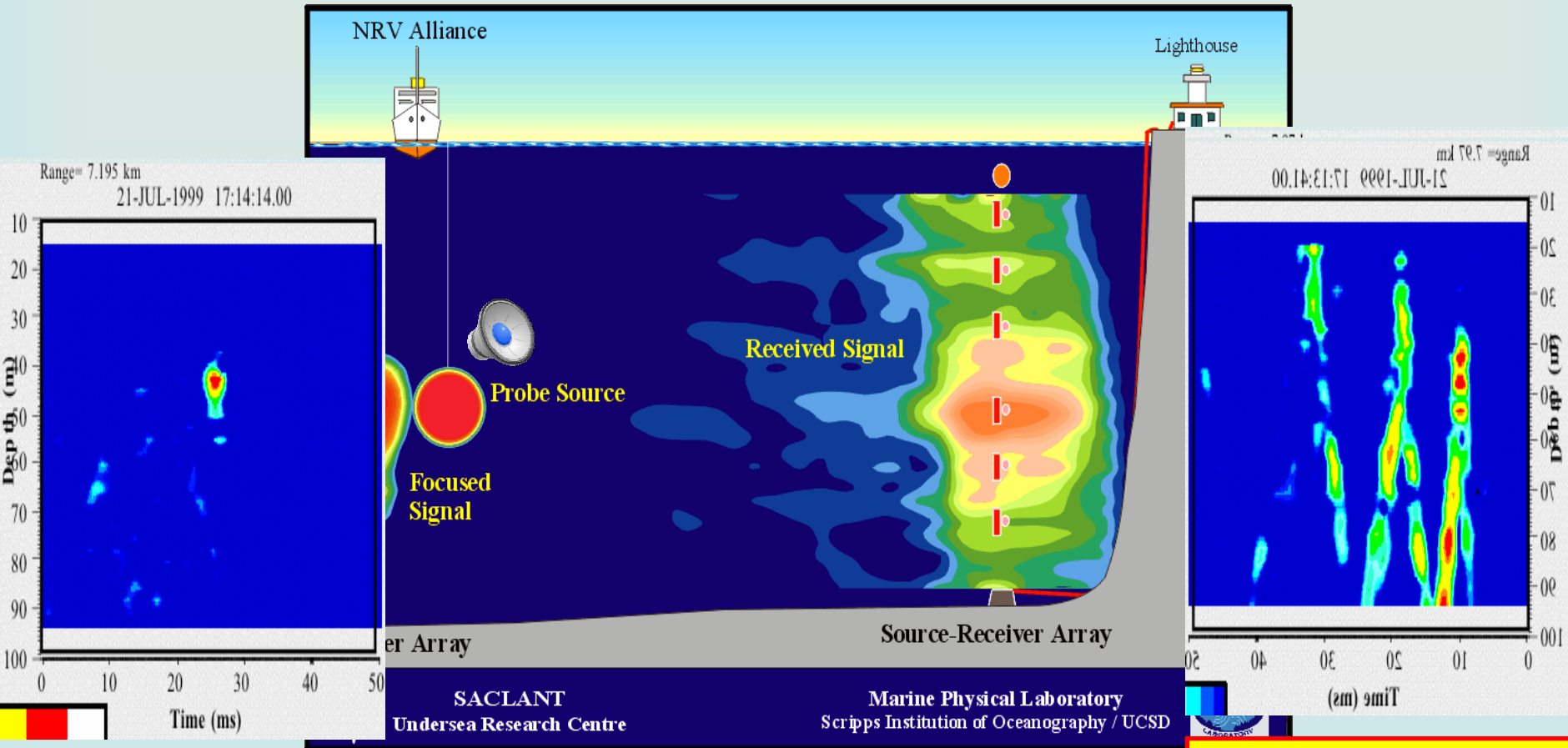
To control acoustic field far from vertical array

Use information embedded in acoustic field at long range



Time reversal in the shallow ocean

# Experimental TR in the Shallow Ocean (1996)

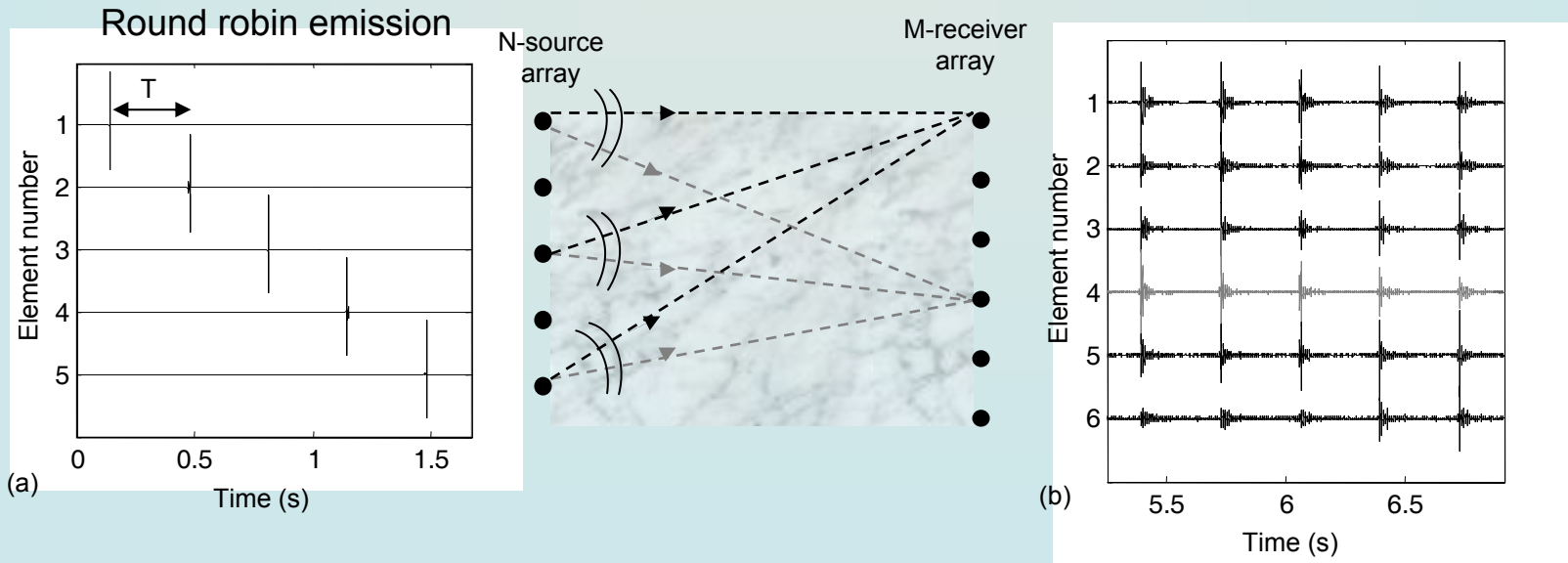
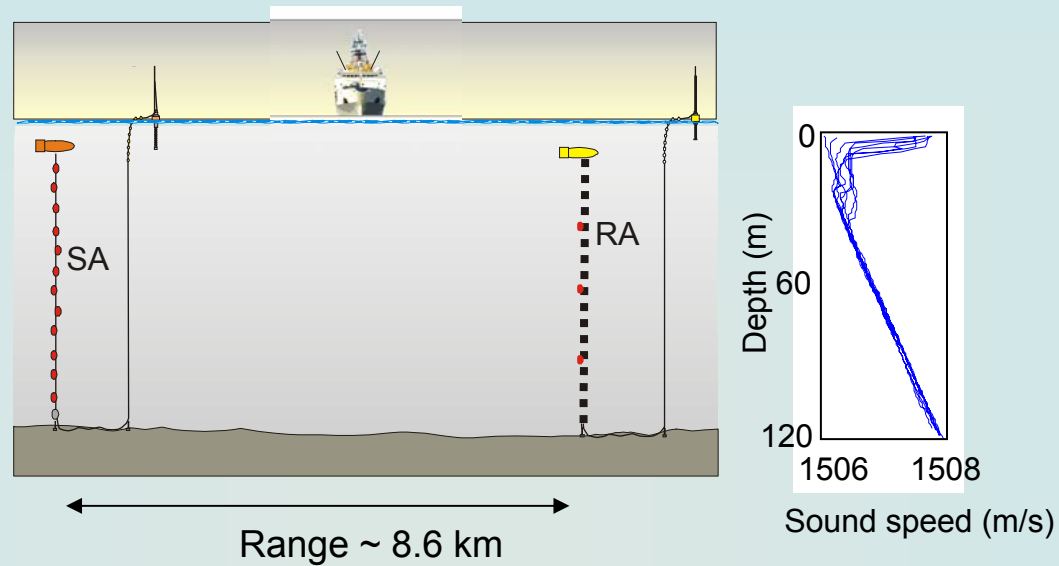


**Focused pulse back at source**

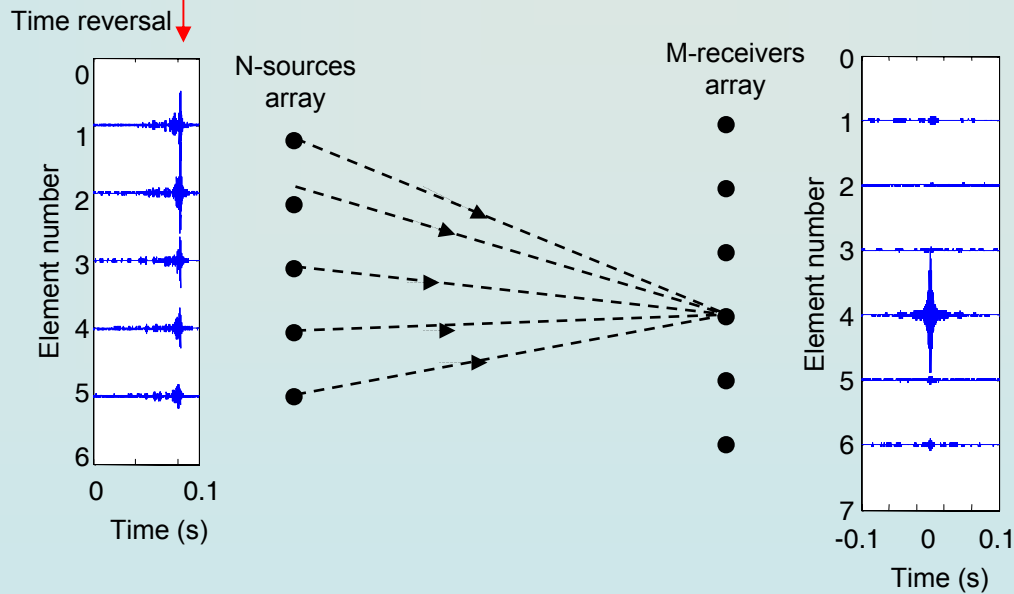
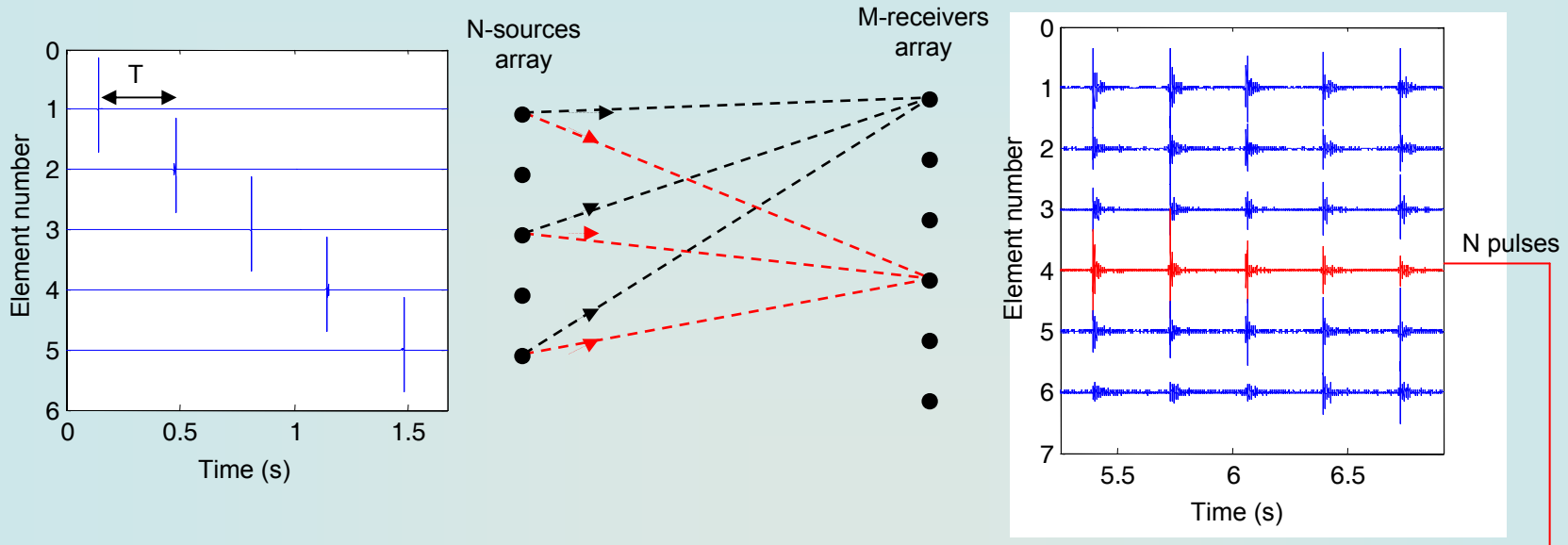
**TR = last in first out**



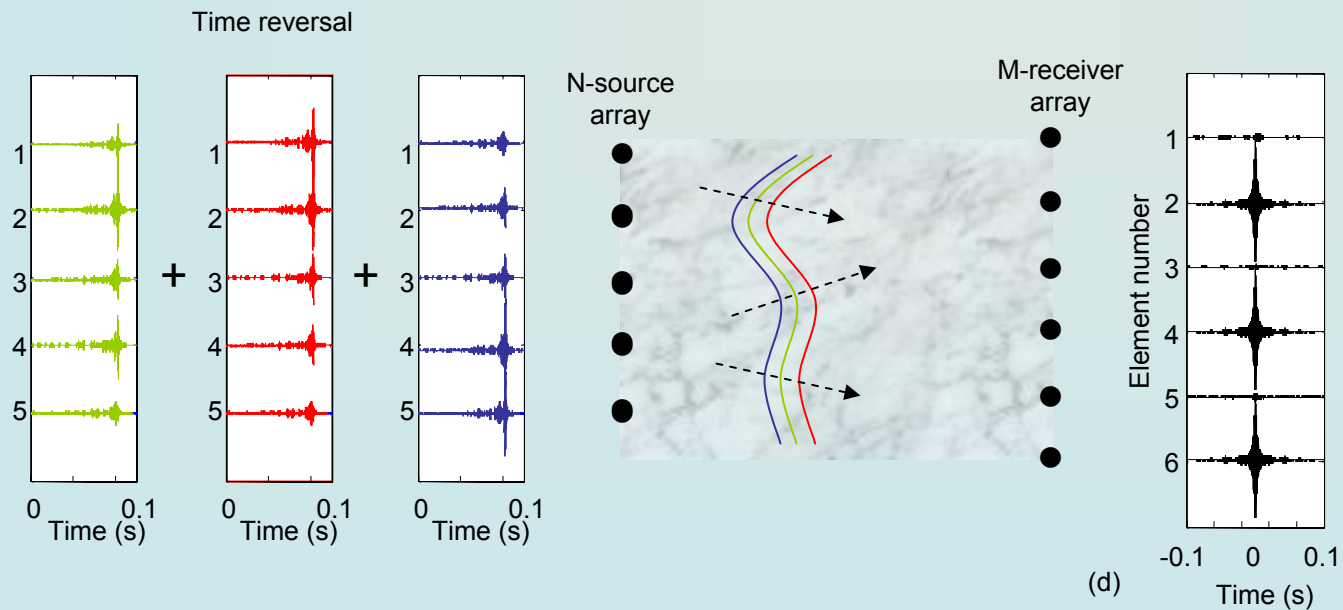
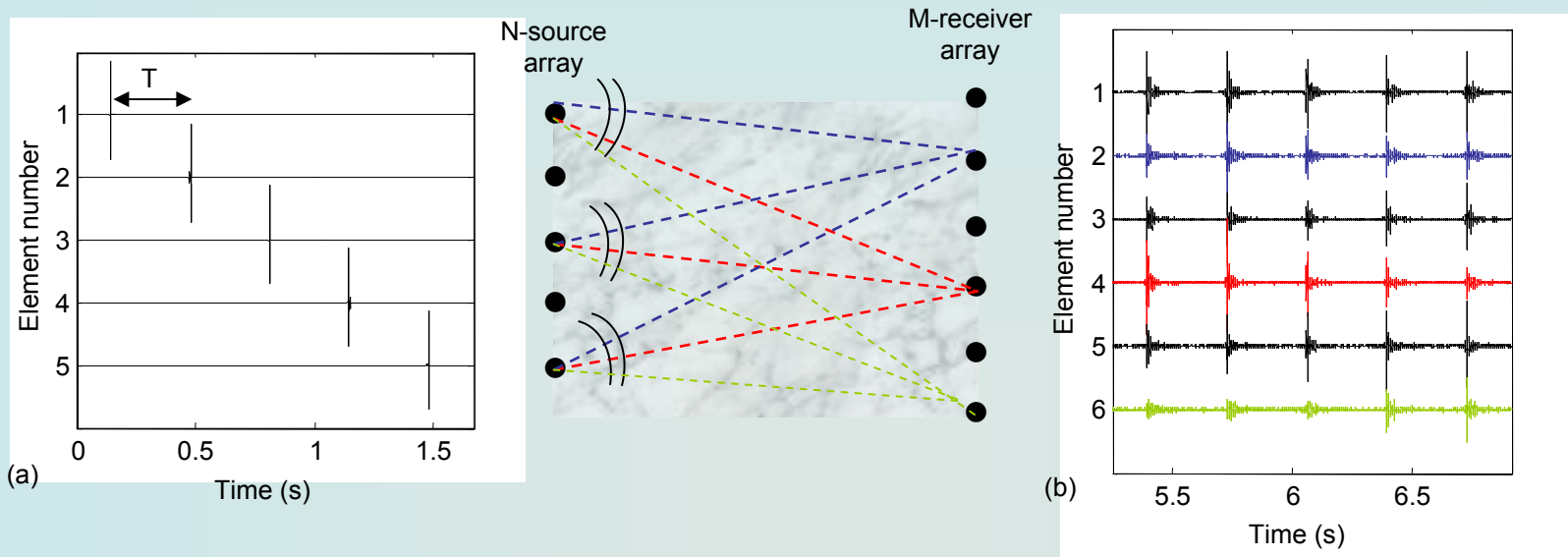
# Time Reversal Experiment (2003)



# Time Reversal Experiment (2003)

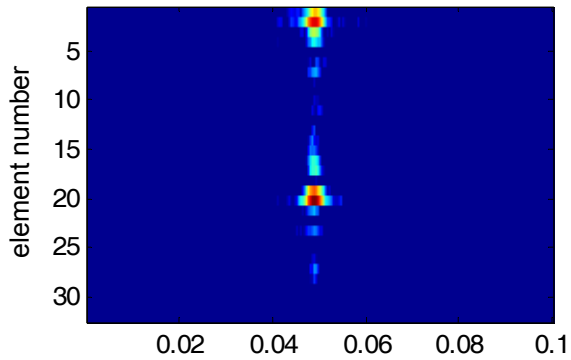


# Simultaneous Focus

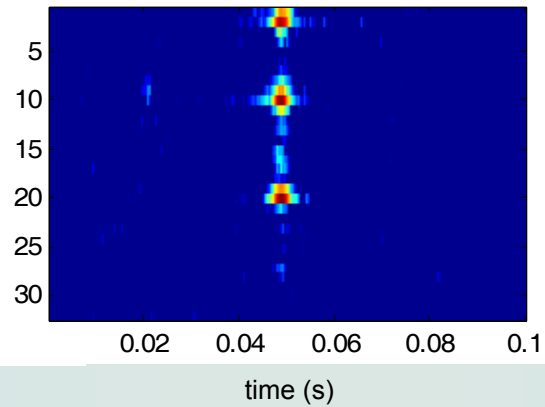


# Simultaneous Multiple TR Focus

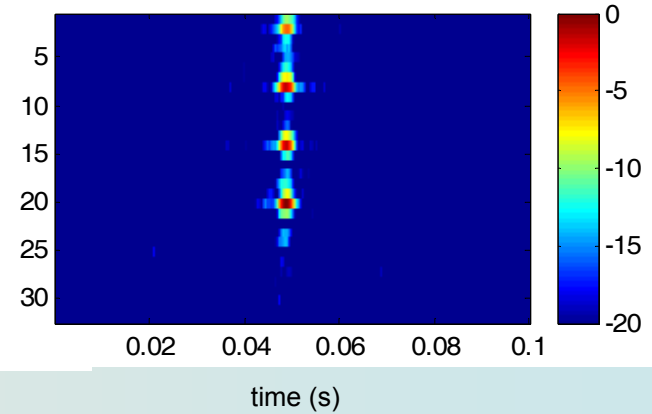
two focus



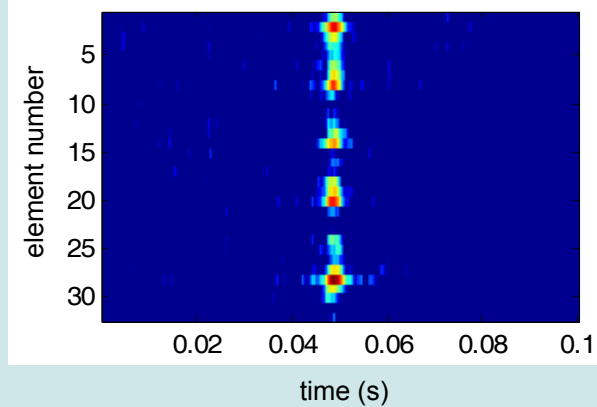
three focus



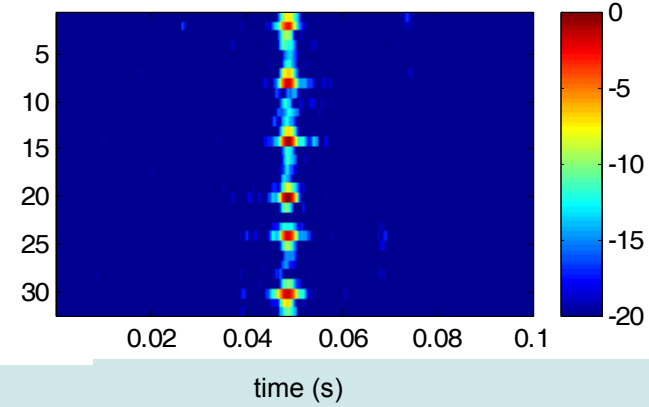
four focus



five focus

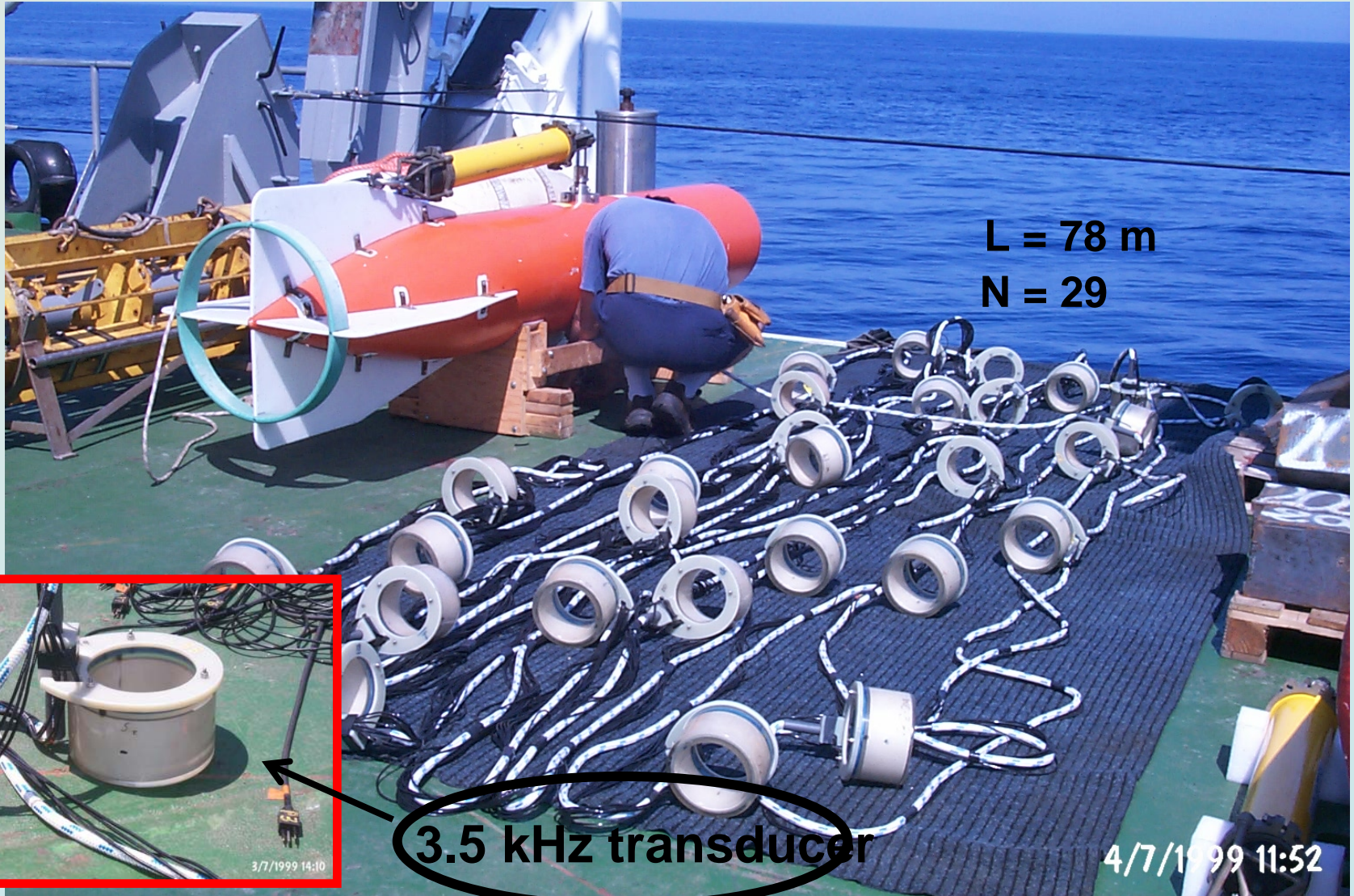


six focus



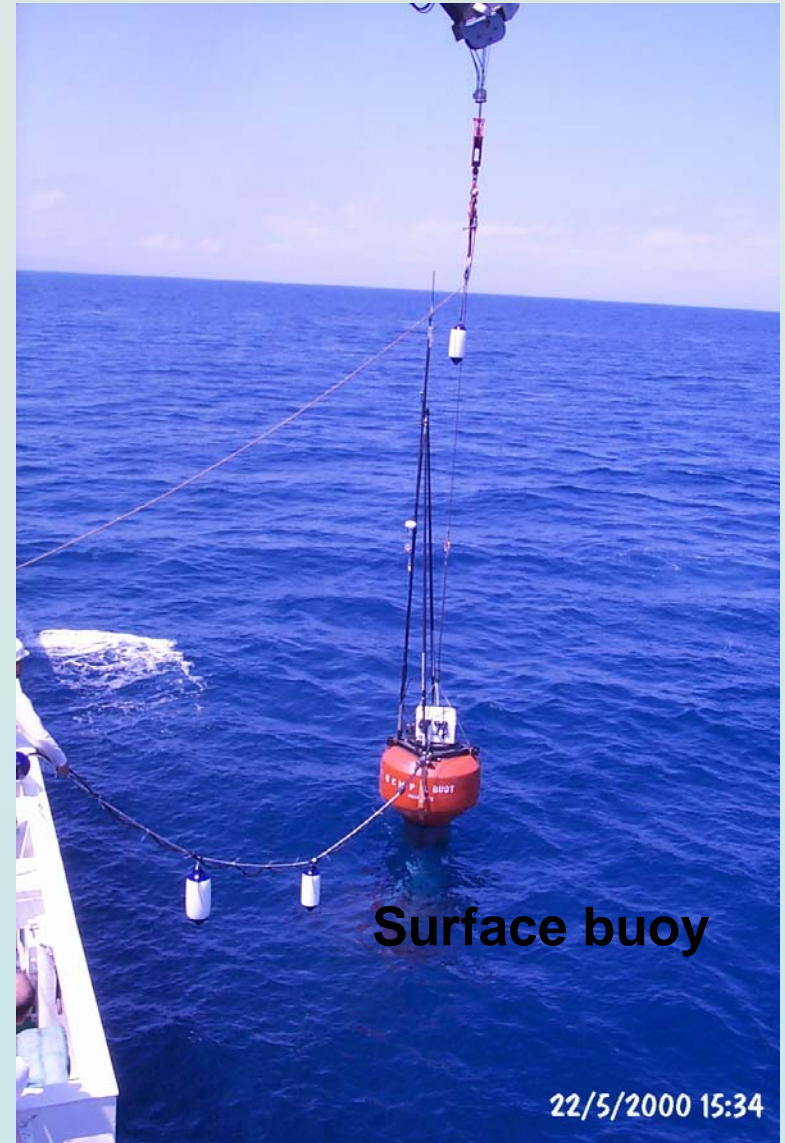


# 3.5 kHz SRA





## 3.5 kHz SRA Deployment

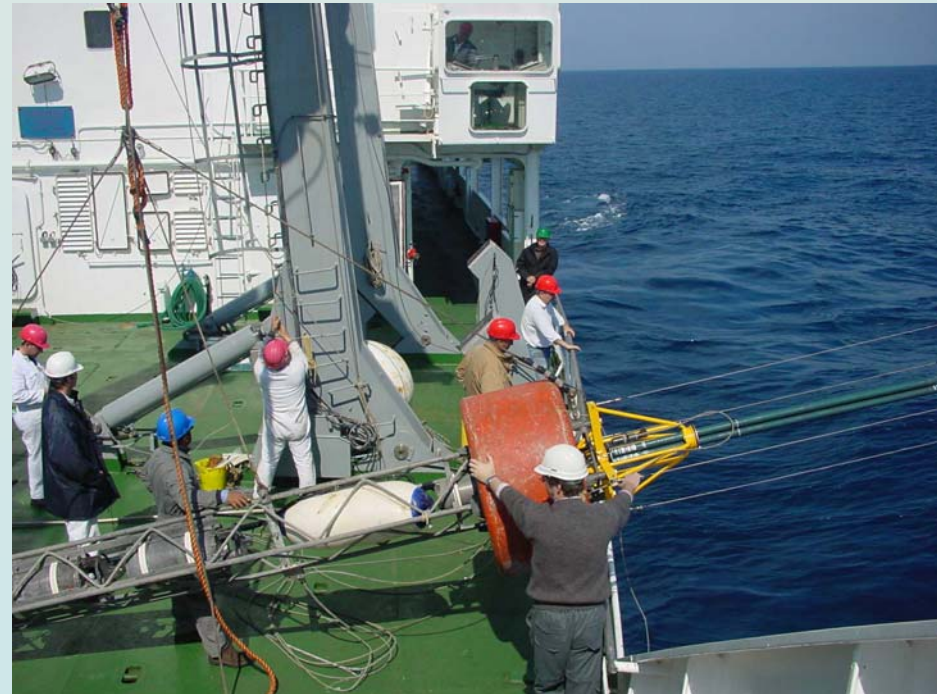


# SRA Buoy, PC/LAN, Antennae





# Vertical Receive Array (VRA)





# Theory and Simulation in Shallow Water Acoustics

# Physics of Shallow Ocean Acoustic Propagation

- Physics governed by wave equation:

$$\left( \nabla^2 - \left( \frac{1}{c^2(z)} \right) \frac{\partial^2}{\partial t^2} \right) P(\vec{r}, t) = -S(t) \delta^{(3)}(\vec{r} - \vec{r}_s)$$

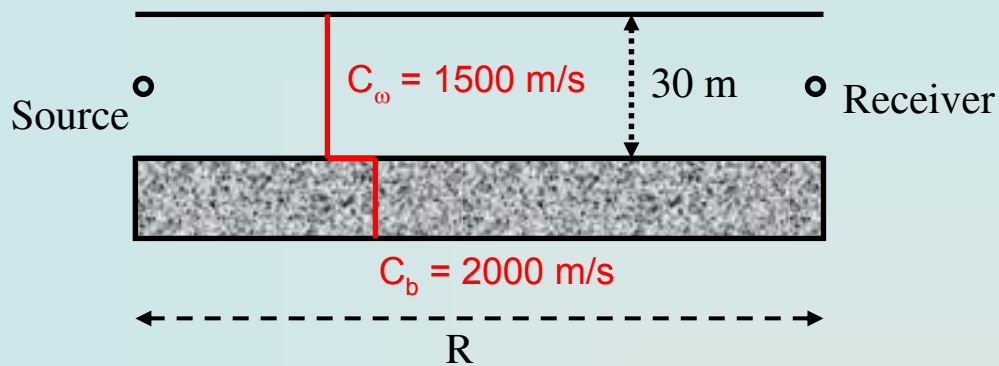
- Work in frequency domain and assume azimuthal symmetry (coordinate r,z)

$$\left( \nabla^2 + \frac{\omega^2}{c^2(z)} \right) \tilde{P}(r, z, \omega) = -\tilde{S}(\omega) \left( \frac{\delta(r - r_s)}{2\pi r} \right) \delta(z - z_s)$$

- Medium is range-independent  $\implies$  separation of variables r and z

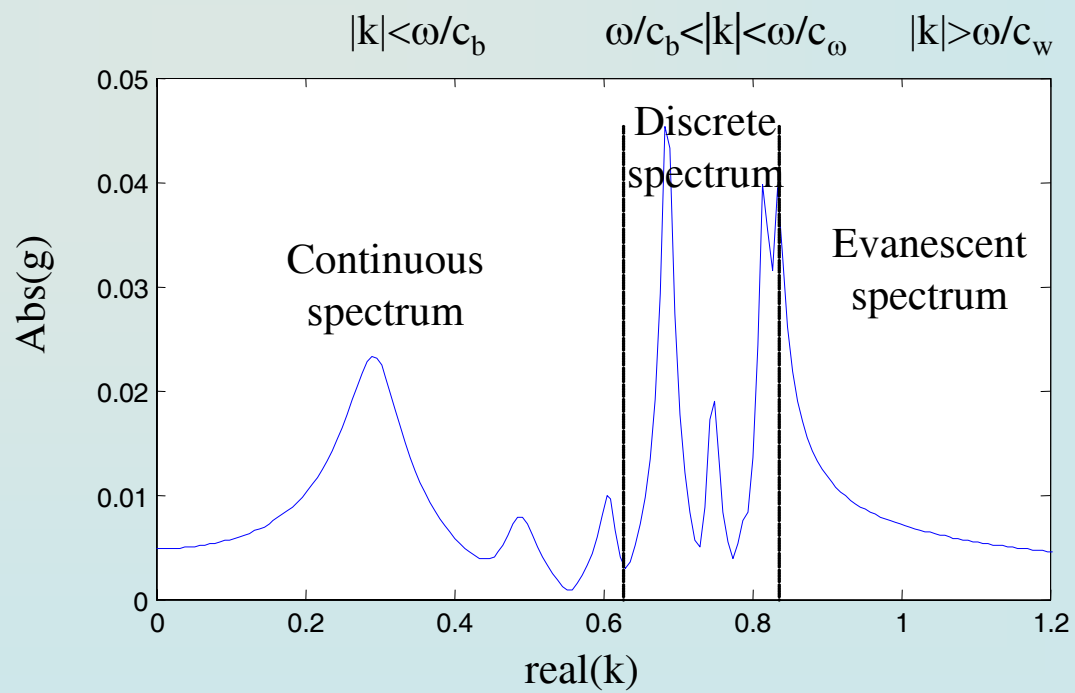
$$\tilde{P}(r, z) = \int_{-\infty}^{\infty} k dk g(k, z, z_s) H_0^1(k(r - r_s))$$
$$\frac{d^2 g}{dz^2} + \left( \frac{\omega^2}{c^2(z)} - k^2 \right) g = -\frac{1}{2\pi} \delta(z - z_s)$$

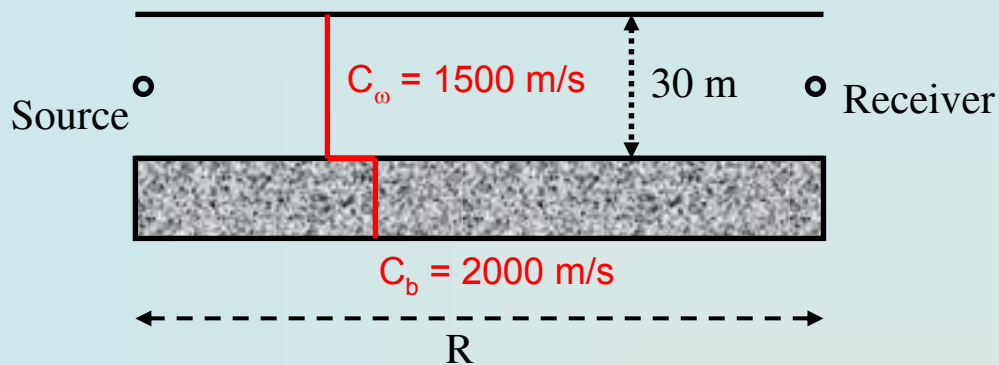
can be solved numerically....



**F=15 Hz**

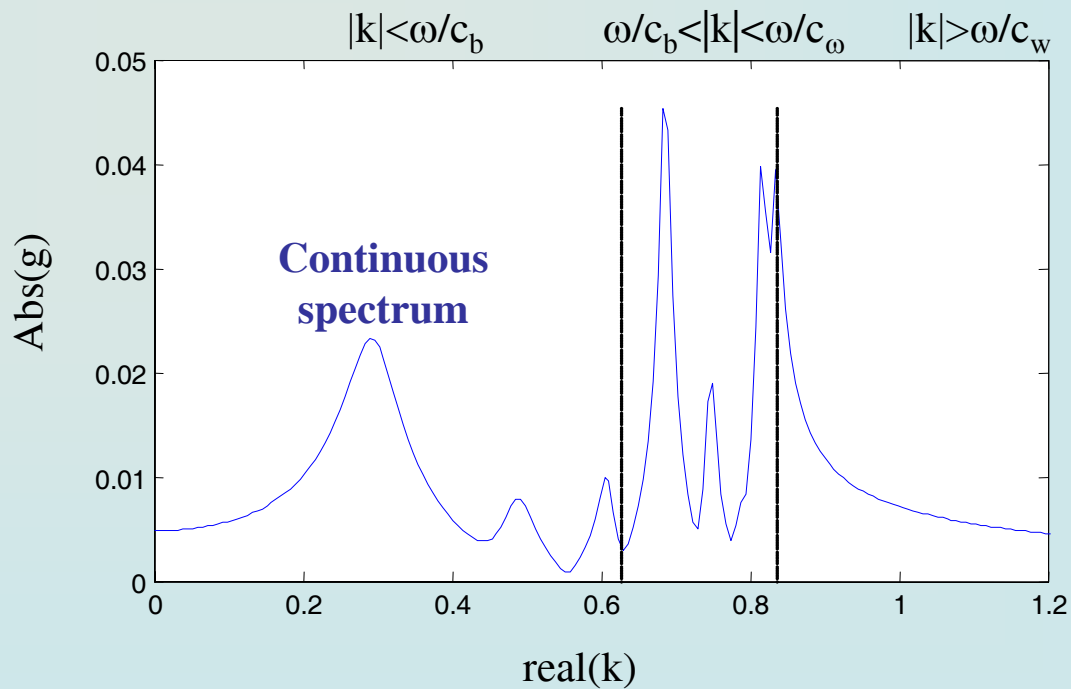
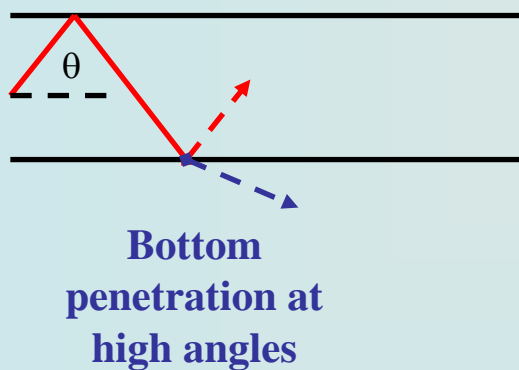
**R=900 m or 9  $\lambda$**

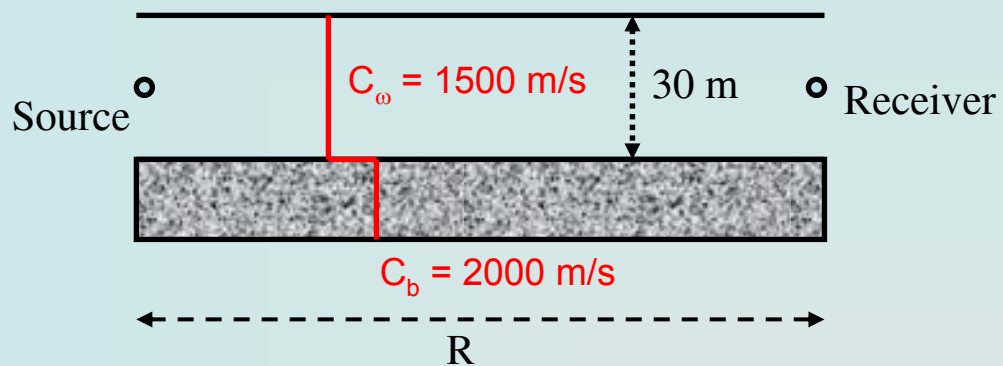




**F=15 Hz**

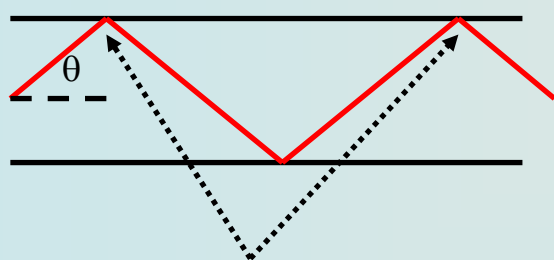
**R=900 m or 9  $\lambda$**





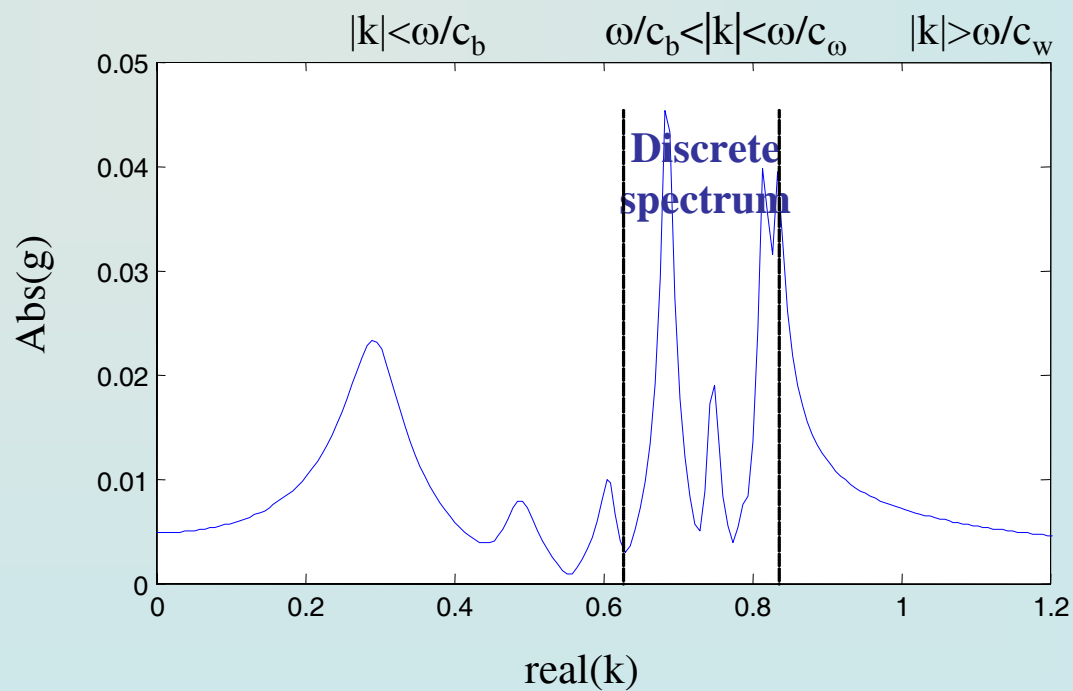
**F=15 Hz**

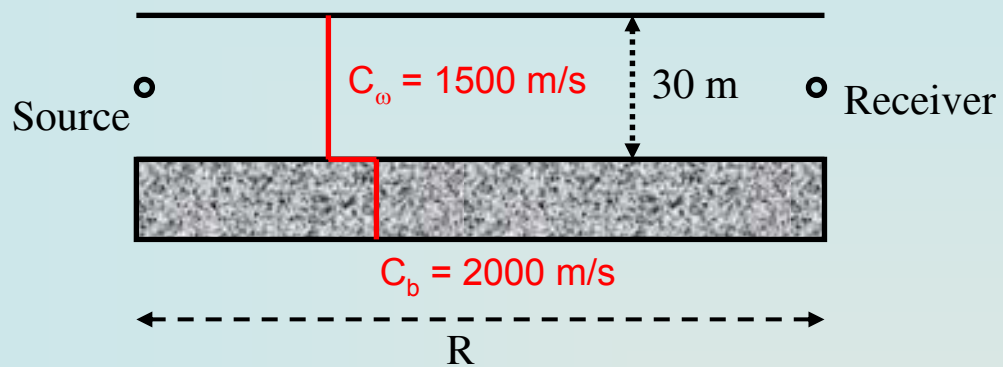
**R=900 m or  $9 \lambda$**



**Constructive  
interference**

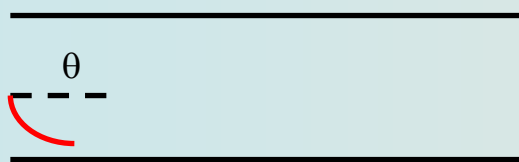
**discrete  
modes**



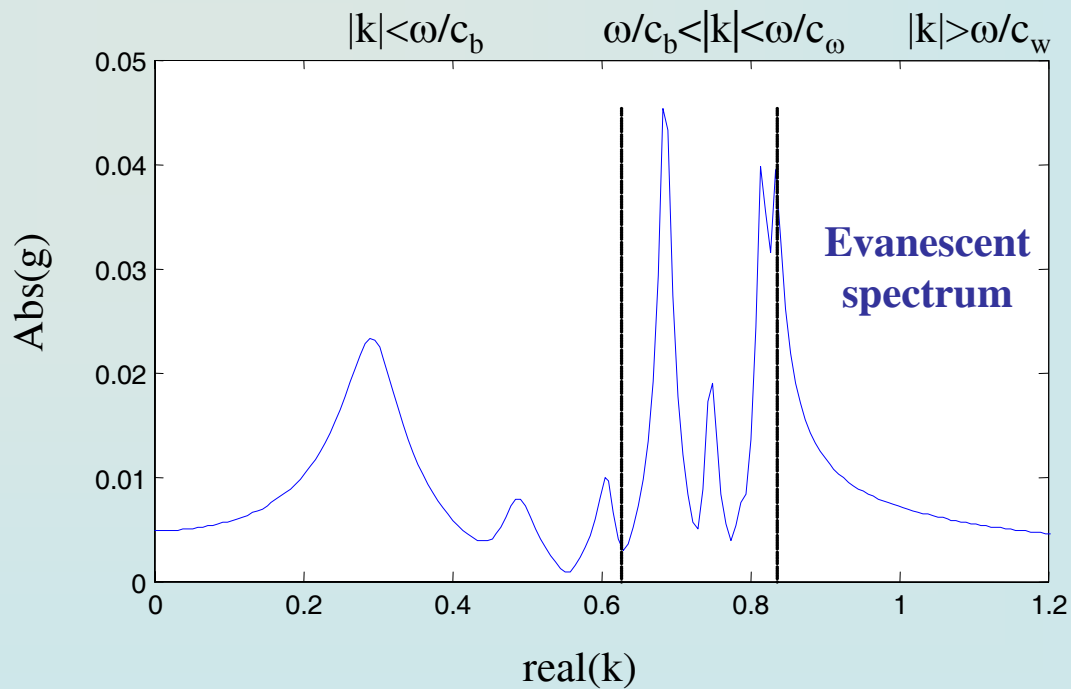


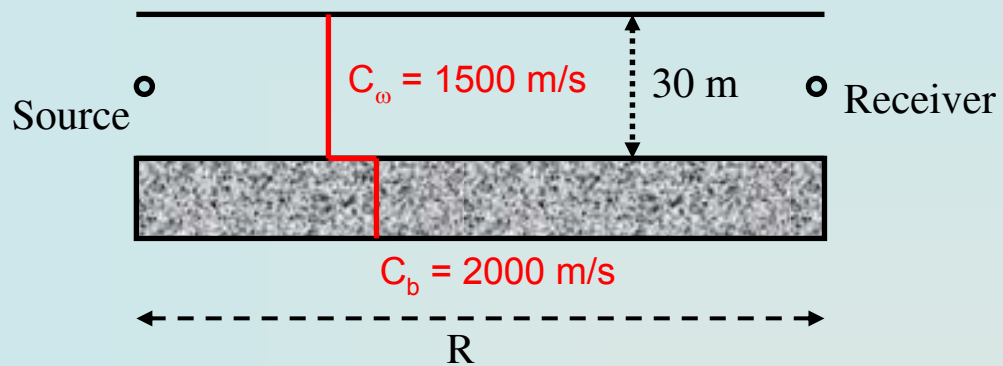
**F=15 Hz**

**R=900 m or  $9 \lambda$**



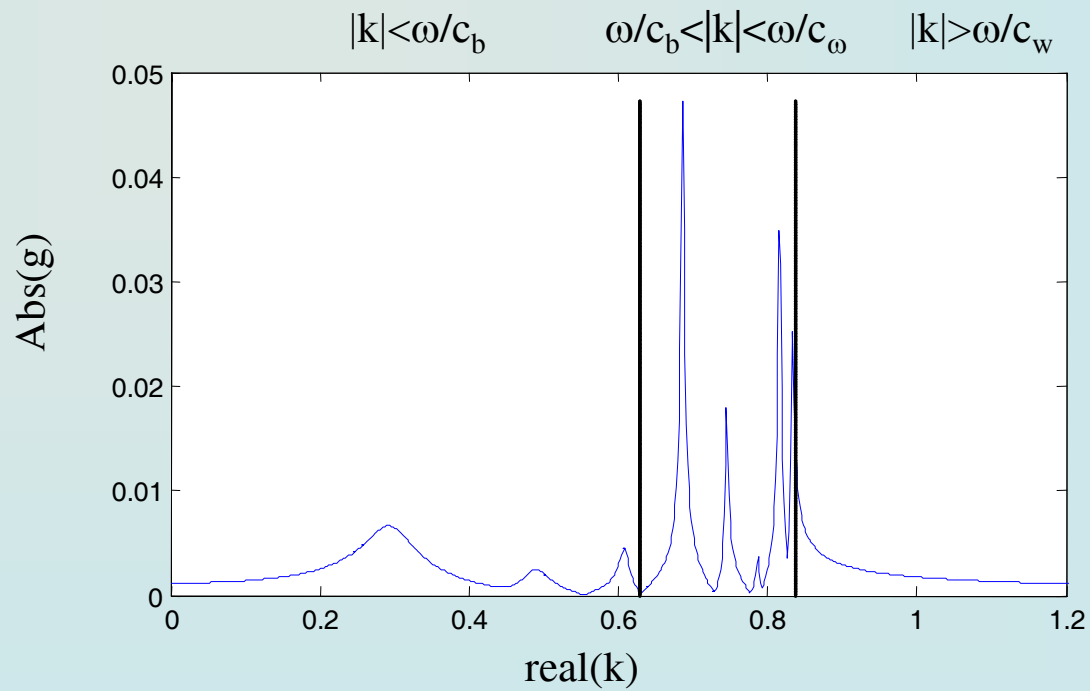
**No propagation possible at  $c < c_\omega$**

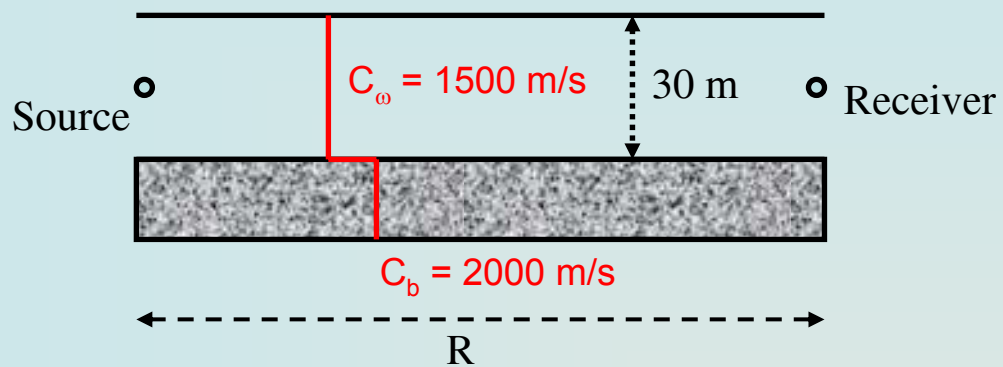




**F=15 Hz**

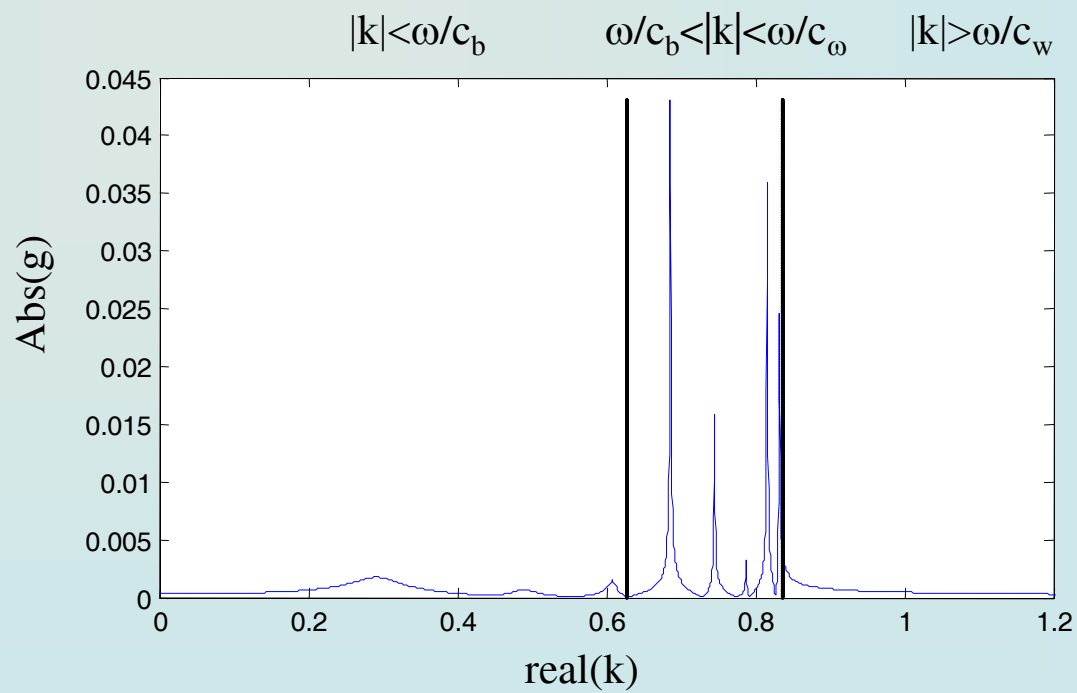
**R=3600 m or 36  $\lambda$**



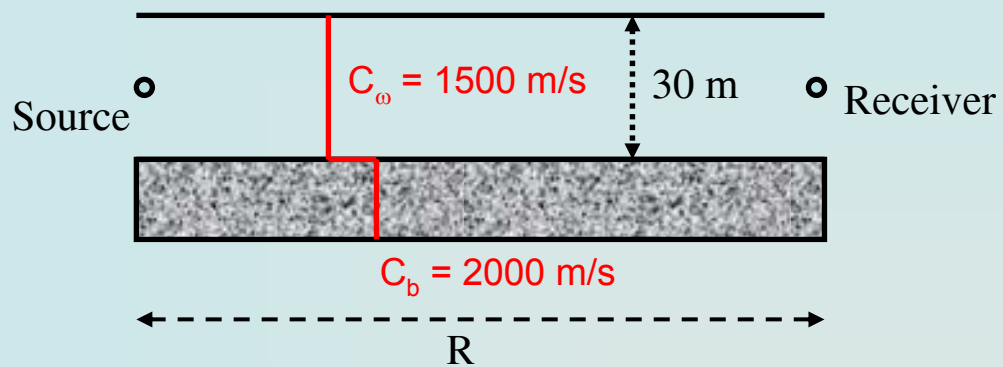


**F=15 Hz**

**R=14200 m or 142  $\lambda$**

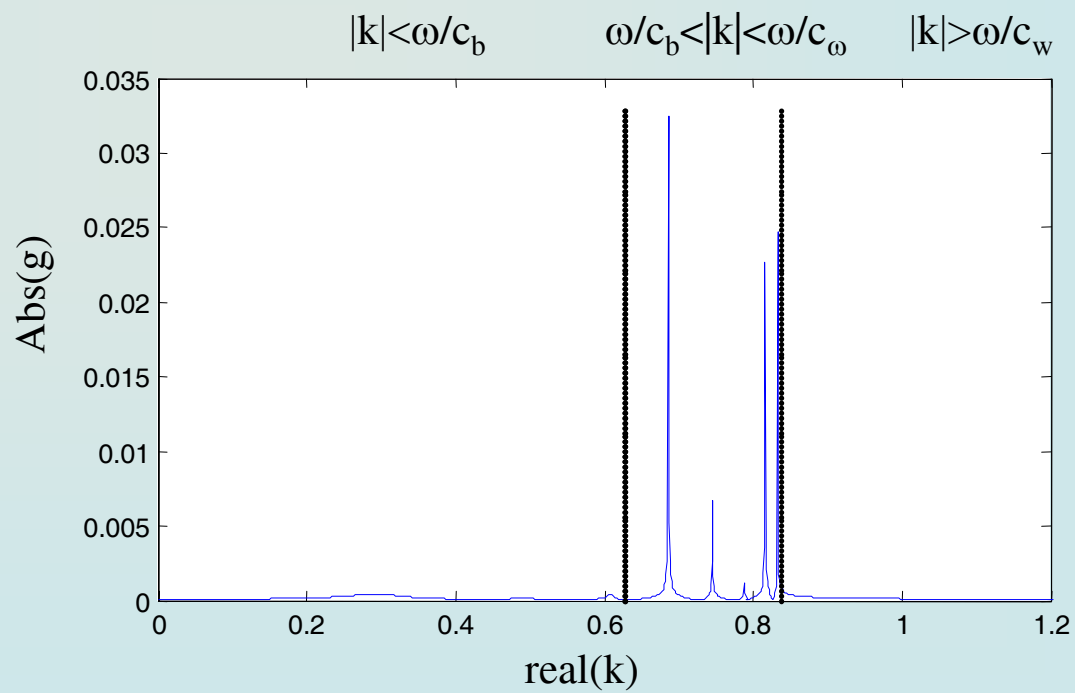






**F=15 Hz**

**R=56800 m or 568  $\lambda$**



# Physics of Shallow Ocean Acoustic Propagation

- Physics governed by wave equation:

$$\left( \nabla^2 - \left( \frac{1}{c^2(z)} \right) \frac{\partial^2}{\partial t^2} \right) P(\vec{r}, t) = -S(t) \delta^{(3)}(\vec{r} - \vec{r}_s)$$

- Work in frequency domain and assume azimuthal symmetry (coordinate  $r, z$ )

$$\left( \nabla^2 + \frac{\omega^2}{c^2(z)} \right) \tilde{P}(r, z, \omega) = -\tilde{S}(\omega) \left( \frac{\delta(r - r_s)}{2\pi r} \right) \delta(z - z_s)$$

- Medium is range-independent  $\implies$  separation of variables  $r$  and  $z$

$$\tilde{P}(r, z) = \int_{-\infty}^{\infty} k dk g(k, z, z_s) H_0^1(k(r - r_s))$$

$$\frac{d^2 g}{dz^2} + \left( \frac{\omega^2}{c^2(z)} - k^2 \right) g = -\frac{1}{2\pi} \delta(z - z_s)$$

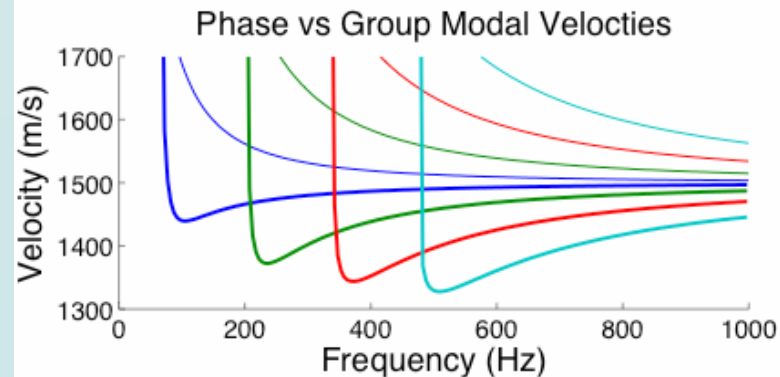
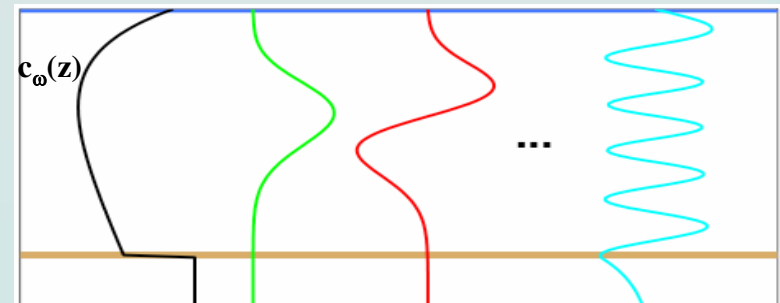
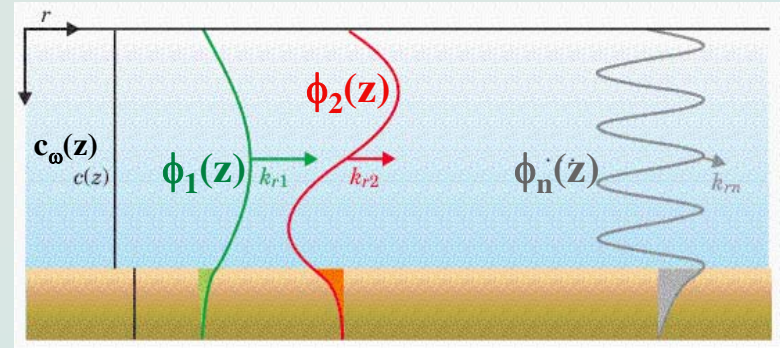
- Waveguide propagation + long range  $\implies$  modal decomposition

$$g(k, z) = \sum_{n=1}^N a_n(k) \Phi_n(z)$$

$$\frac{d^2 \Phi_n}{dz^2} + \left( \frac{\omega^2}{c^2(z)} - k_n^2 \right) \Phi_n(z) = 0$$

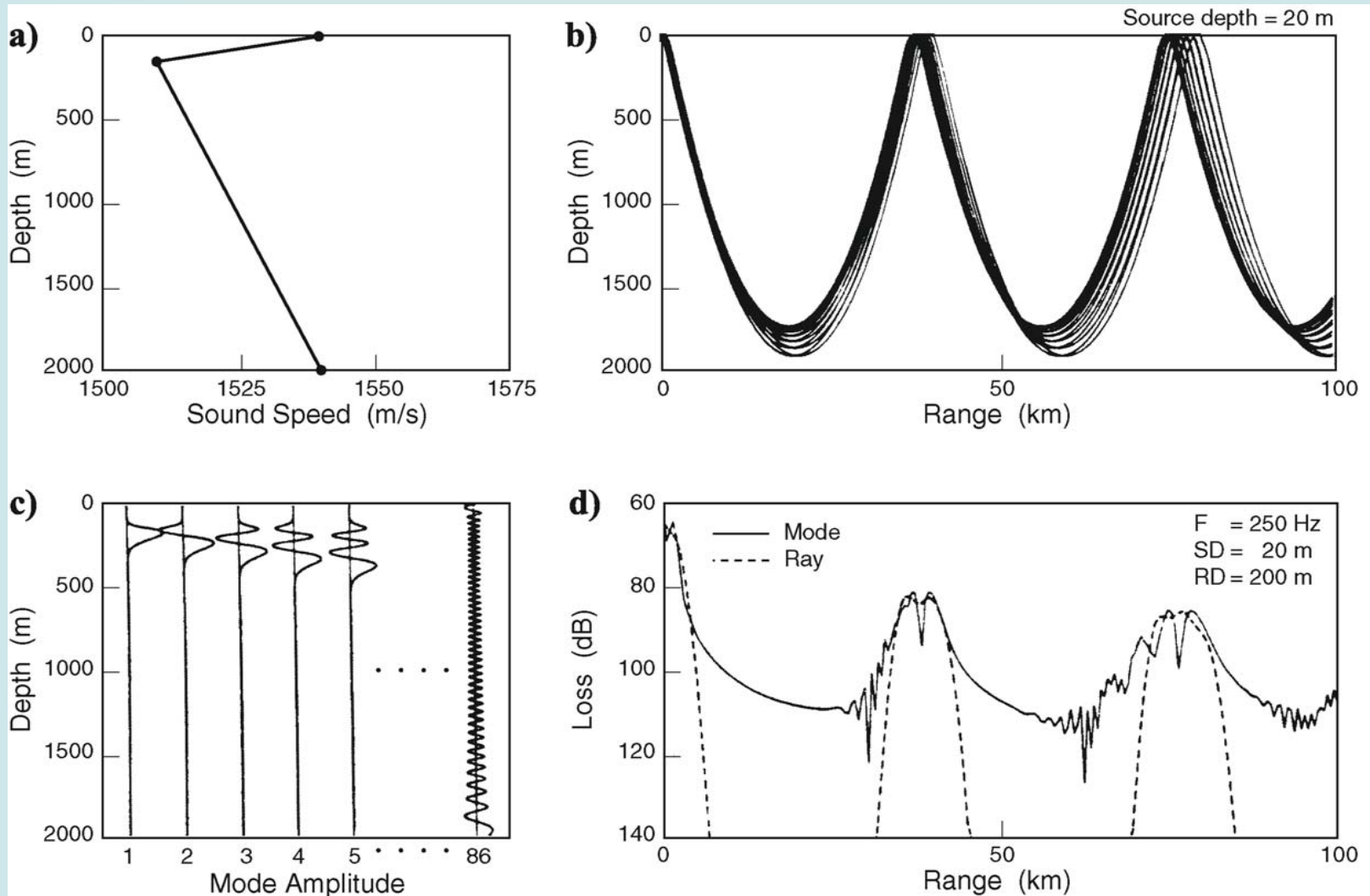
# Summary of mode properties

- Modes arise from constructive interference in waveguide
- Eigen-value solutions to depth equation
- Mode shapes and wavenumbers depend on  $c(z) = [c_w(z) \ c_b(z)]$
- Orthogonal over half space below water surface
- Travel at different velocities so that they disperse with time/range
- Attenuate with range due to bottom interactions
- **Invariant in range**





# Model consistency : modes and rays

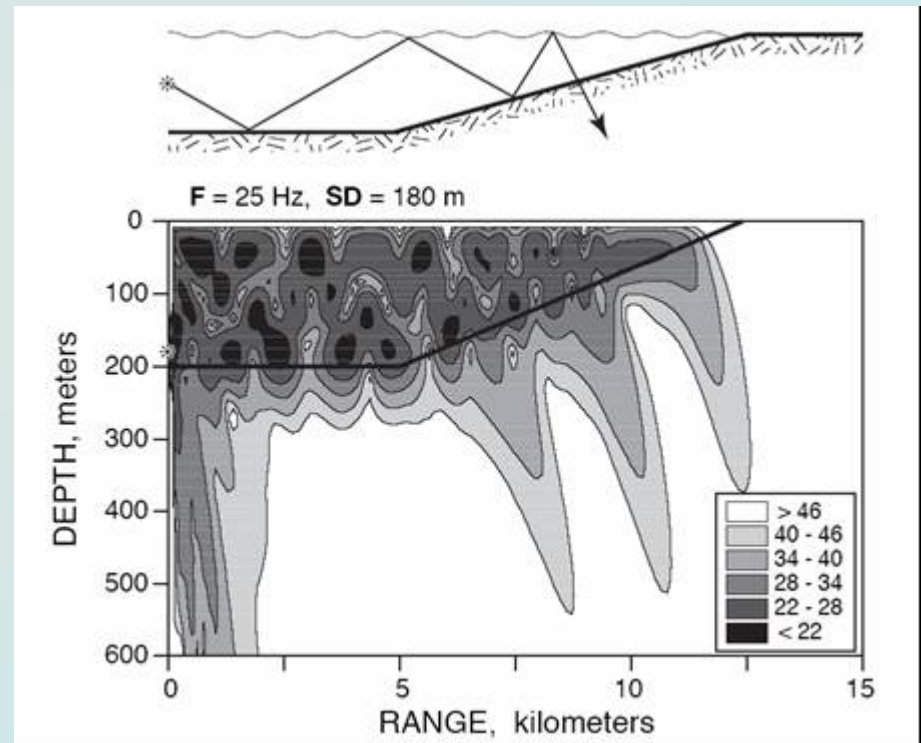


# The most advanced simulation: Parabolic Equation

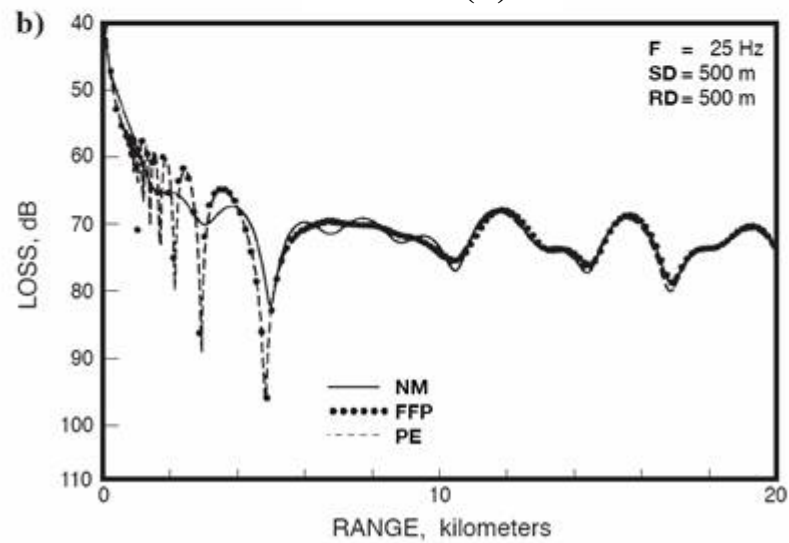
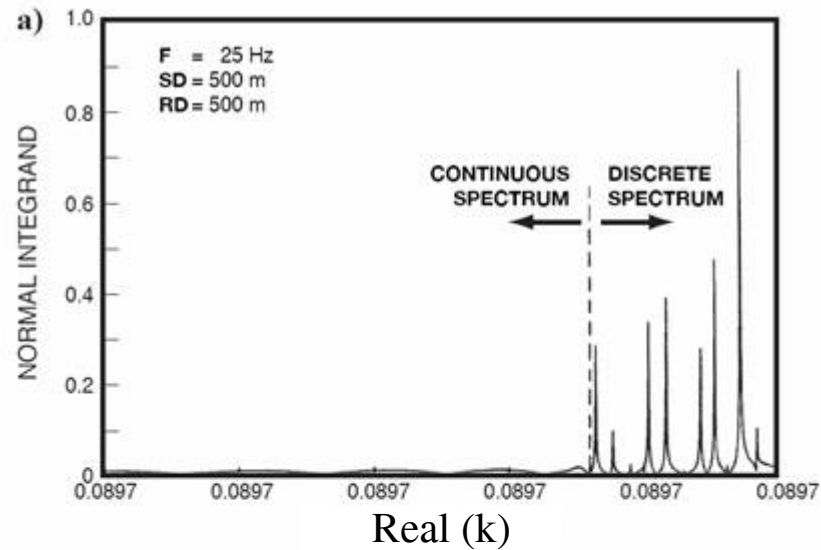
$$\frac{\partial^2}{\partial x^2} - \frac{1}{c^2} \frac{\partial^2}{\partial t^2} = \left( \frac{\partial}{\partial x} - \frac{1}{c} \frac{\partial}{\partial t} \right) \left( \frac{\partial}{\partial x} + \frac{1}{c} \frac{\partial}{\partial t} \right)$$

+ paraxial approx.

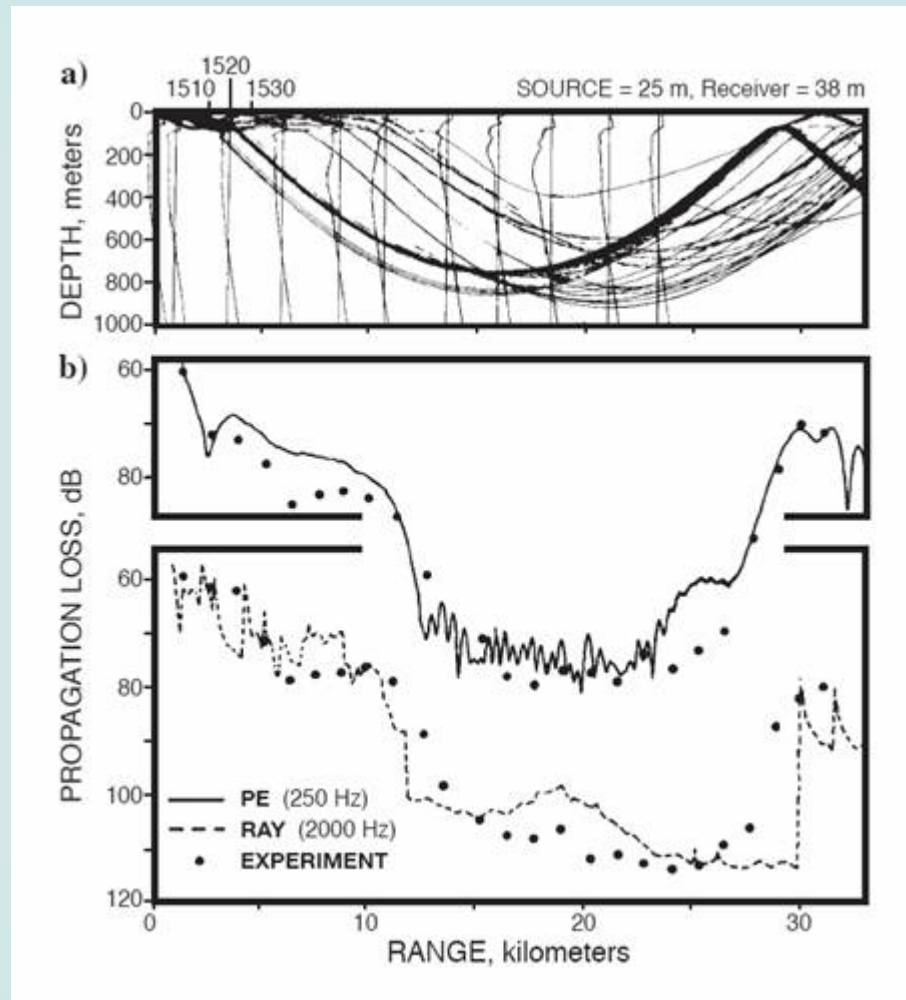
- ⇒ small angle PE (Tappert, 1977)
- ⇒ high-angle PE + energy conservation (Collins, 1991)



# Simulation results

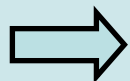
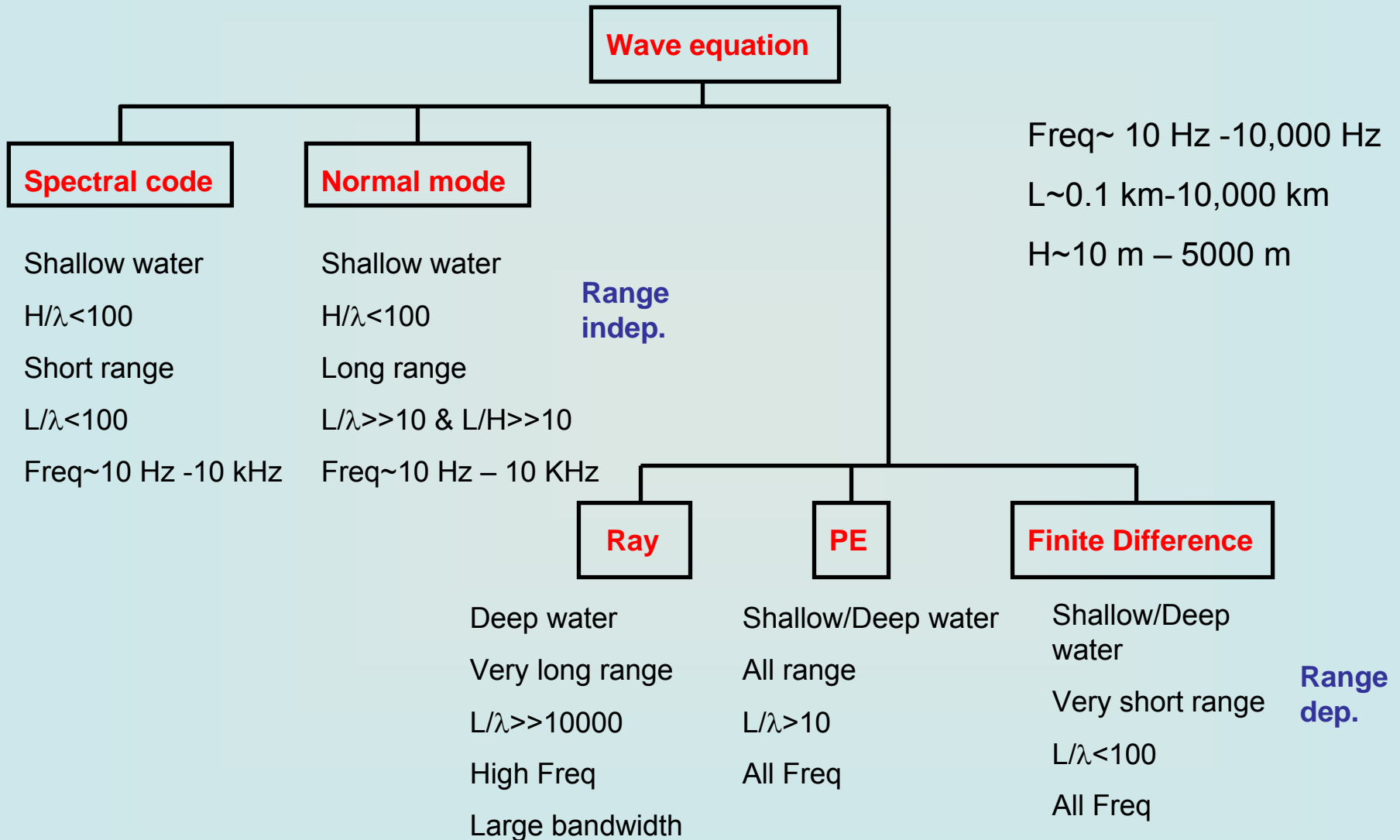


# Comparison with data





# What simulation to use?

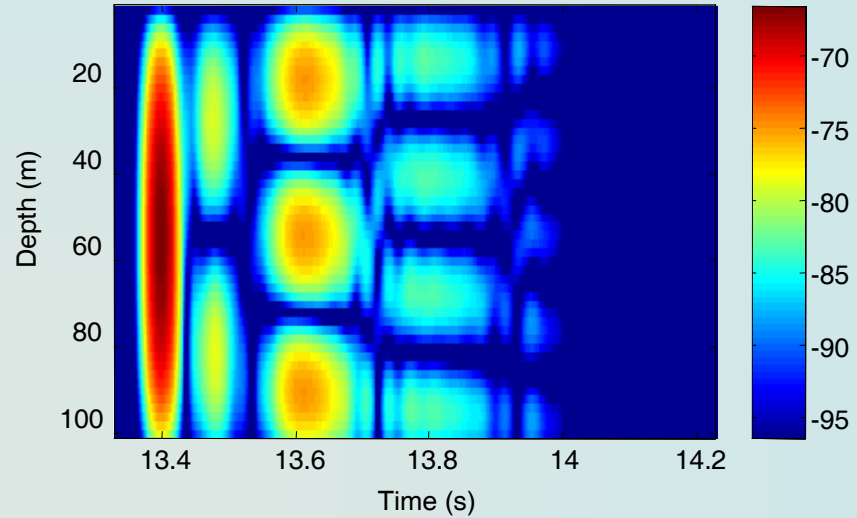


**Gain in efficiency : coupling between simulations**

# Shallow water vs Deep water propagation

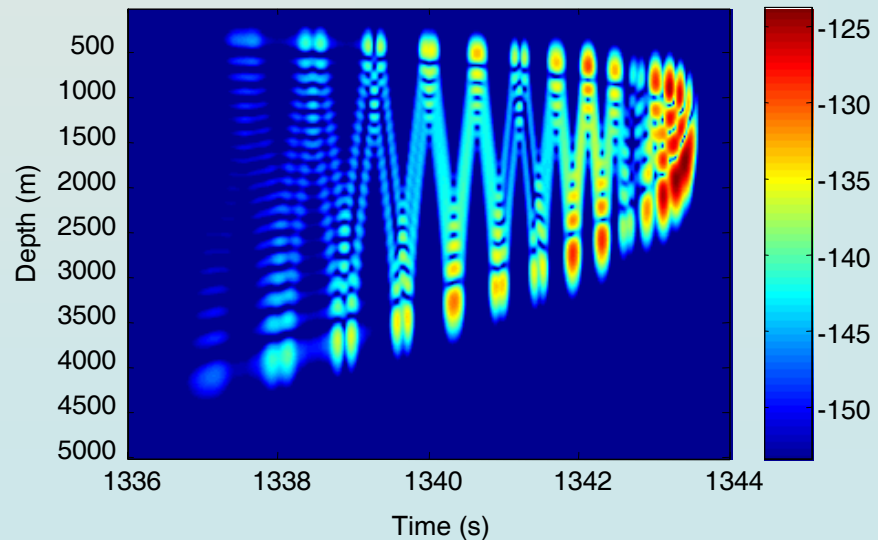
Acoustic propagation dominated by reflection

Shallow water {  
Water depth=100 m  
Range=10 km  
Freq=75-125 Hz

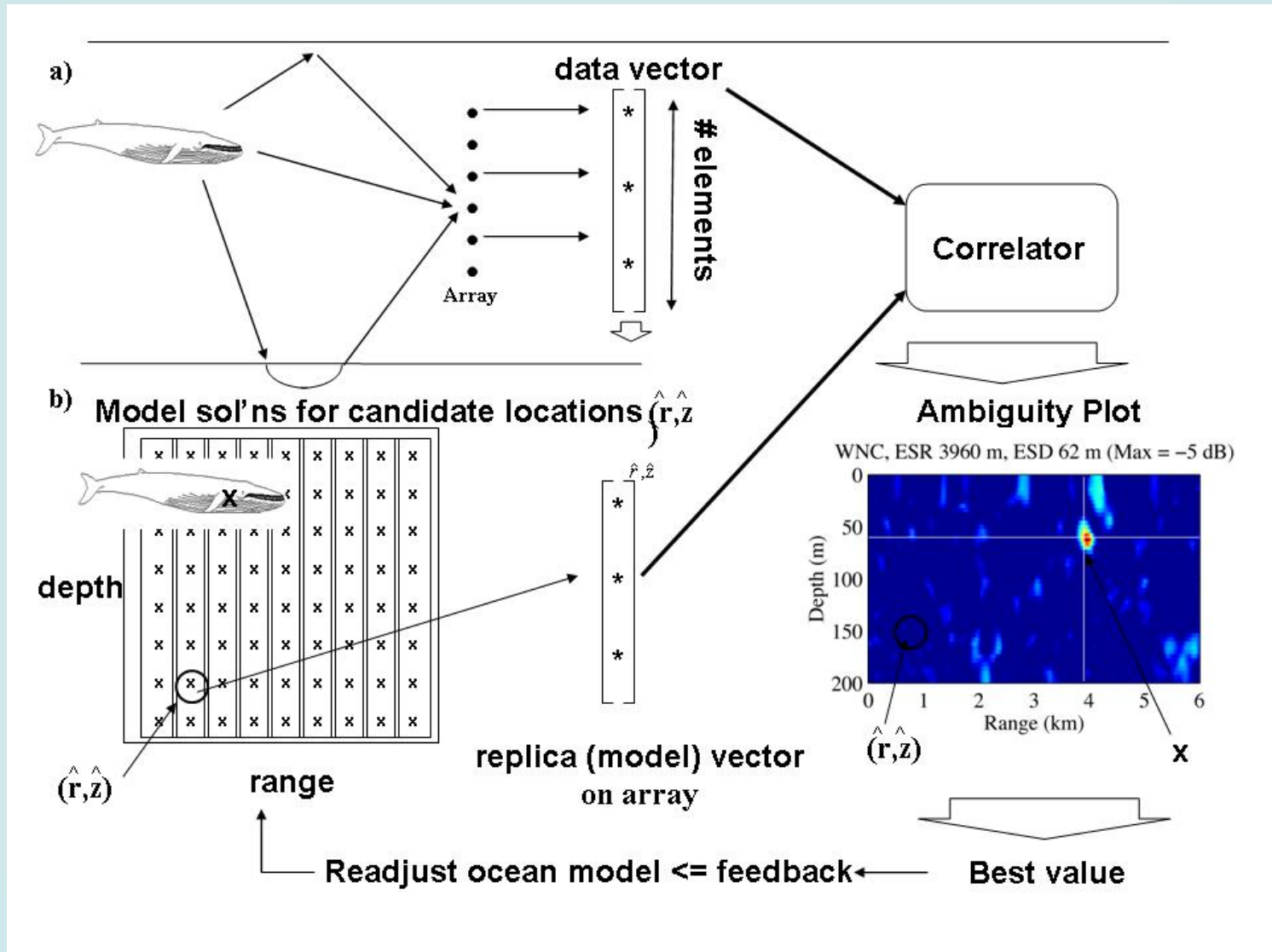


Acoustic propagation dominated by refraction

Deep water {  
Water depth=5000 m  
Range=2000 km  
Freq=20-40 Hz

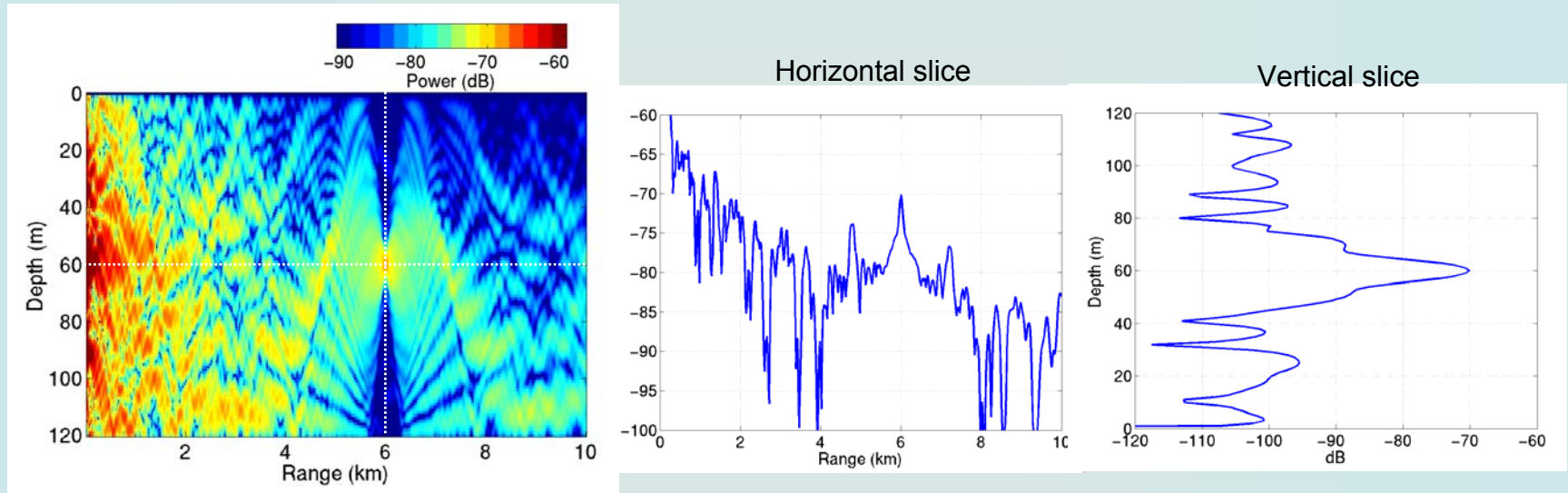


# Matched-field processing (MFP)



# Time Reversal vs Matched-Field Processing

**Focused field (1 kHz, 6 km, 60 m)**



**Time-reversal (TR) vs Matched-field processing (MFP)**

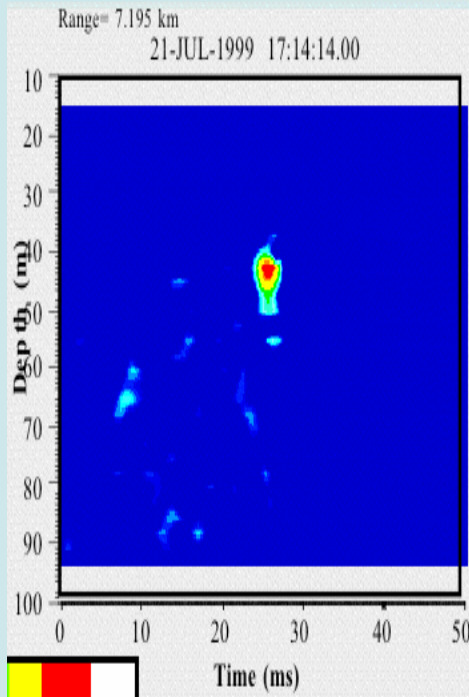
$$\text{MFP: } |\mathbf{W}^+(\mathbf{r})\mathbf{D}(\mathbf{r}_s)|^2 = \mathbf{W}^+(\mathbf{r})\mathbf{K}(\mathbf{r}_s)\mathbf{W}(\mathbf{r})$$

**W** : Normalized computer generated replica fields

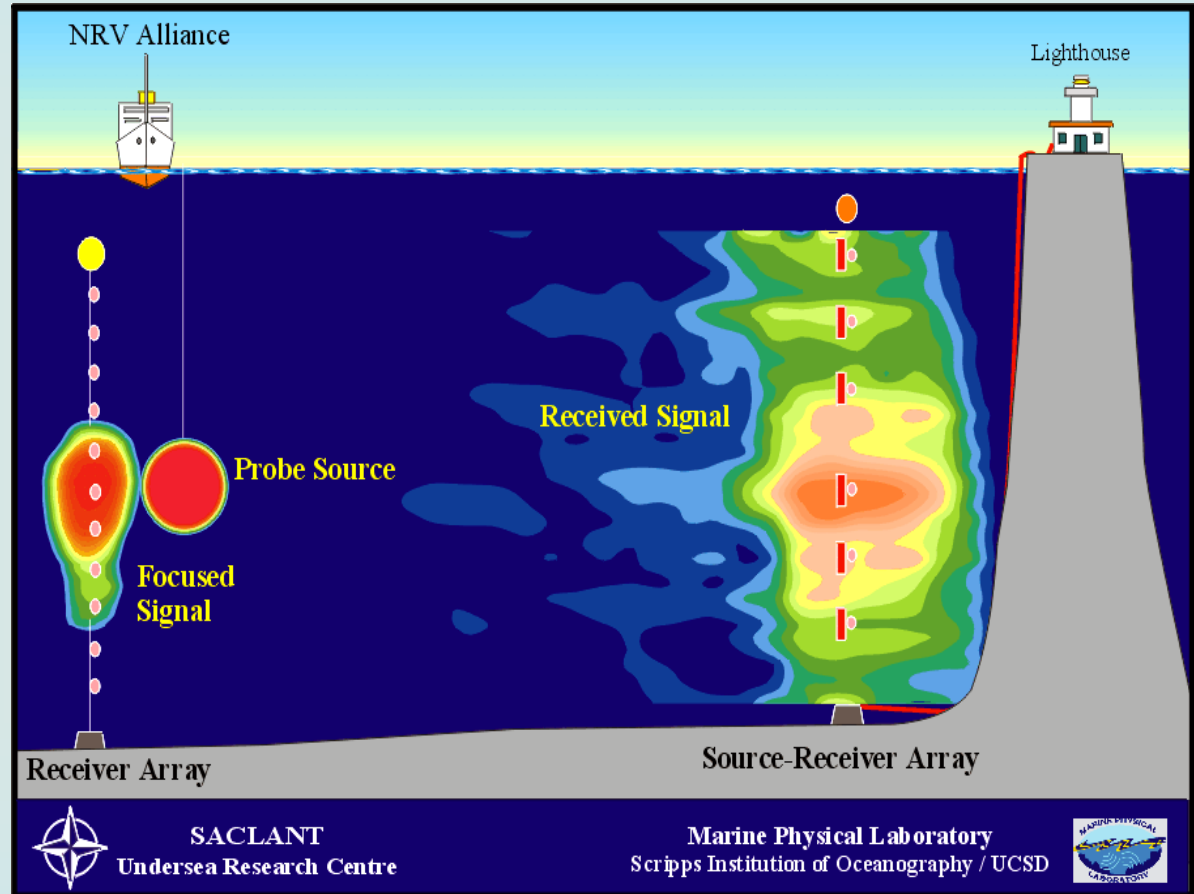
$$\text{TR: } \mathbf{G}^+(\mathbf{r}_{\text{trm}}; \mathbf{r}_s)\mathbf{G}(\mathbf{r}; \mathbf{r}_{\text{trm}})$$

**G** : Ocean generated replica field (Green's function)

# TR versus MFP ?



**Focused pulse  
back at source**



**! MFP does not work at 3 kHz for  $L > 2$  km !**

Exploratory works based on laboratory  
self-adaptive experiments

# Why laboratory experiments ?

- Signal processing techniques for detection, communications, and tomography require an accurate model of the environment
  - Complicated by multi-path arrivals → too many parameters
- Fluctuations due to wind, surface waves, and source motions complicate signal processing
- Characterizing the ocean environment is expensive, impractical, and often impossible

# Outline

## Mode extraction over a single partial-spanning vertical array

- Use a **single partial-spanning vertical array** and range sampled field to extract modes without modeling
- Use modes to **depth shift** Time-Reversal focus

## Huygens principle applied to Time-Reversal imaging

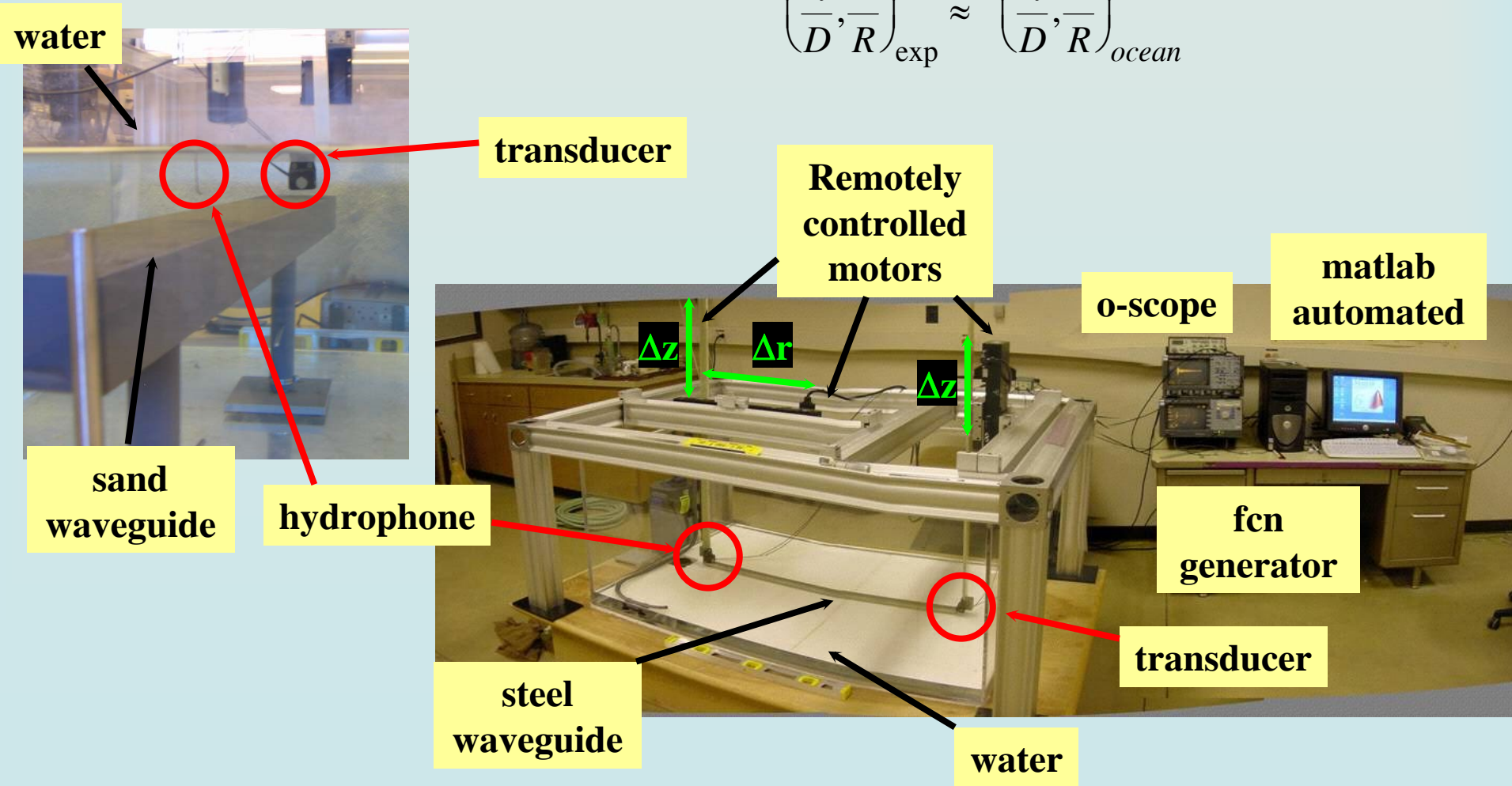
- Use the pressure response between **2 vertical arrays** to produce Time-Reversal foci at arbitrary locations without knowledge of the environment



# Ultrasonic experiment

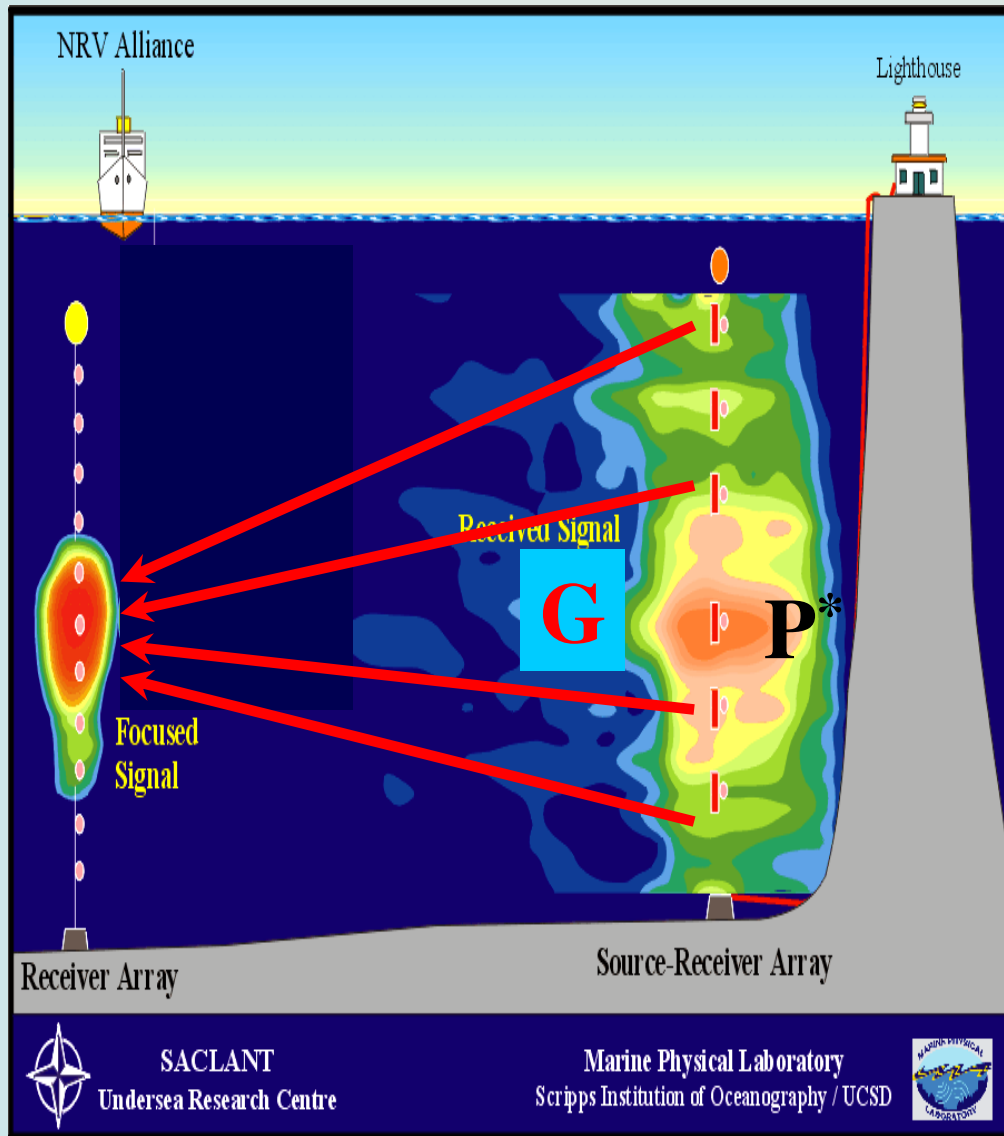
- We test our theories in a scaled down waveguide at ultrasonic frequencies

$$\left(\frac{\lambda}{D}, \frac{D}{R}\right)_{\text{exp}} \approx \left(\frac{\lambda}{D}, \frac{D}{R}\right)_{\text{ocean}}$$



Focal depth shifting of a time reversal mirror in  
a range-independent waveguide

# TR in the shallow ocean



## Pressure field on array

$$P_q(z', r, \omega) = \underline{G(z_q, z', r, \omega)} \tilde{S}(\omega)$$

## Modal depth-dependence

$$P_q(z', r, \omega) = \sum_{m=1}^N \underline{\phi_m(z_q, \omega) \phi_m(z', \omega)} \psi_m(r, \omega)$$

## Range-dependent phase

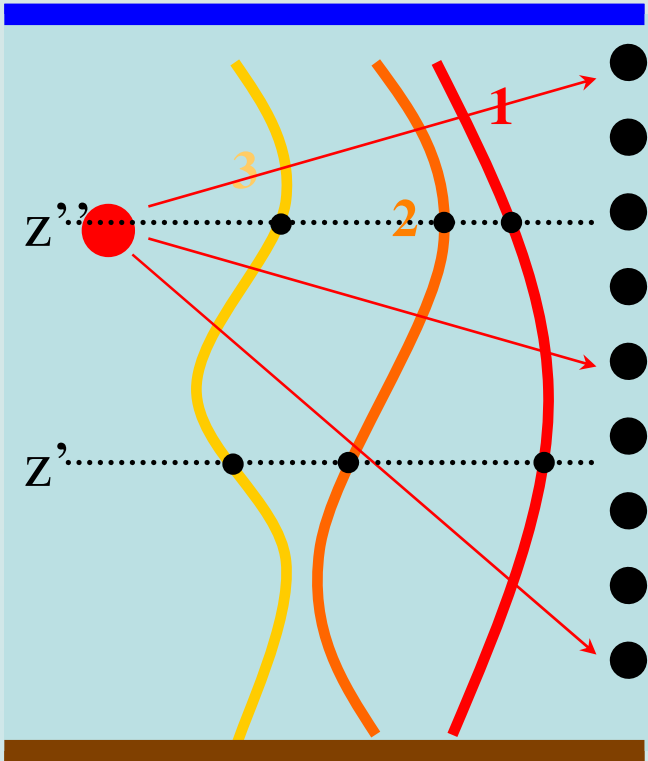
$$\psi_m(r, \omega) \equiv \left( \frac{i}{\sqrt{8\pi\rho(z_s)}} \right) \boxed{e^{-i(k_m(\omega))r}} \tilde{S}(\omega) \sqrt{k_n(\omega)r}$$

## Time-reversal focus

$$\sum_{q=1}^{N_q} \underline{G(z_q, z, r, \omega)} P_q^*(z', r, \omega) \approx \boxed{\delta(z - z')}$$

# Modal remodulation depth shifting

**TRM**



$$P_q(z' \rightarrow z'')$$

**depth-dependent modal excitations**

$$P_q(z', r, \omega) = \sum_{m=1}^N \phi_m(z_q, \omega) \phi_m(z', \omega) \psi_m(r, \omega)$$

**Modes must be known**

$$P_q(z' \rightarrow z'', r, \omega) =$$

$$\sum_{m=1}^N \phi_m(z_q, \omega) \left( \frac{\phi_m(z'', \omega)}{\phi_m(z', \omega)} \right) \phi_m(z', \omega) \psi_m(r, \omega)$$

**modal remodulation**  
 $z' \rightarrow z''$

**Modes must be uncoupled**

# Frequency-wavenumber (f-k) structure

- Measure pressure fields from broad-band sources at many ranges

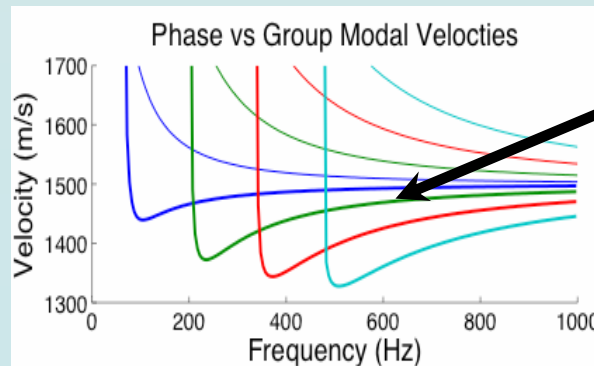
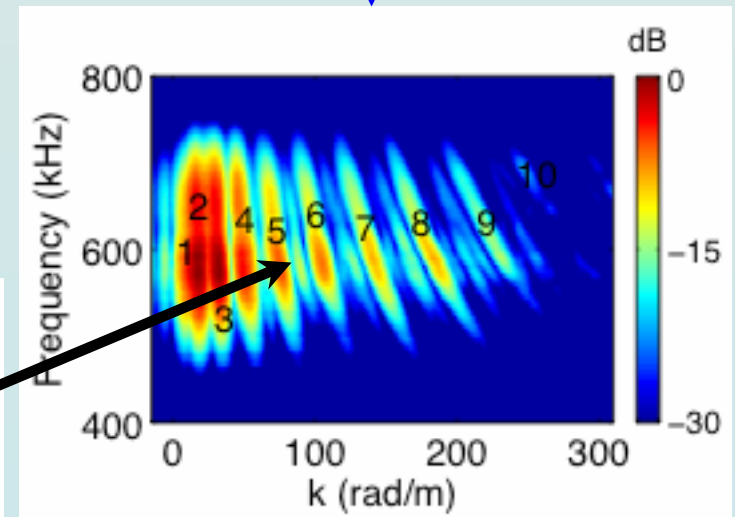
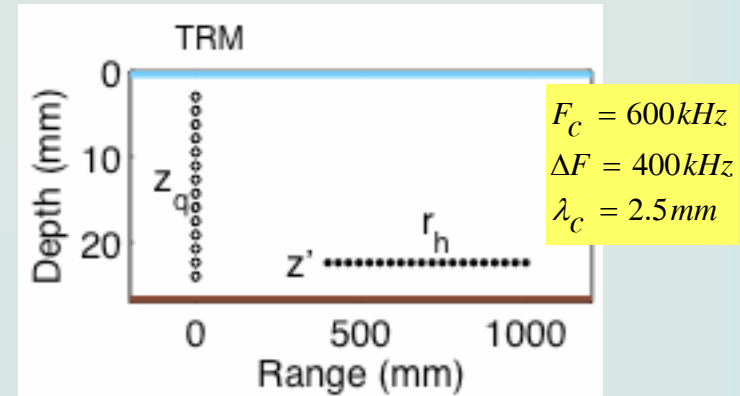


## Fourier Transform

$$\tilde{P}_q(z', k, \omega) = \frac{1}{2\pi} \iint dr dt P_q(z', r, t) e^{-i(kr + \omega t)}$$



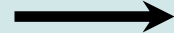
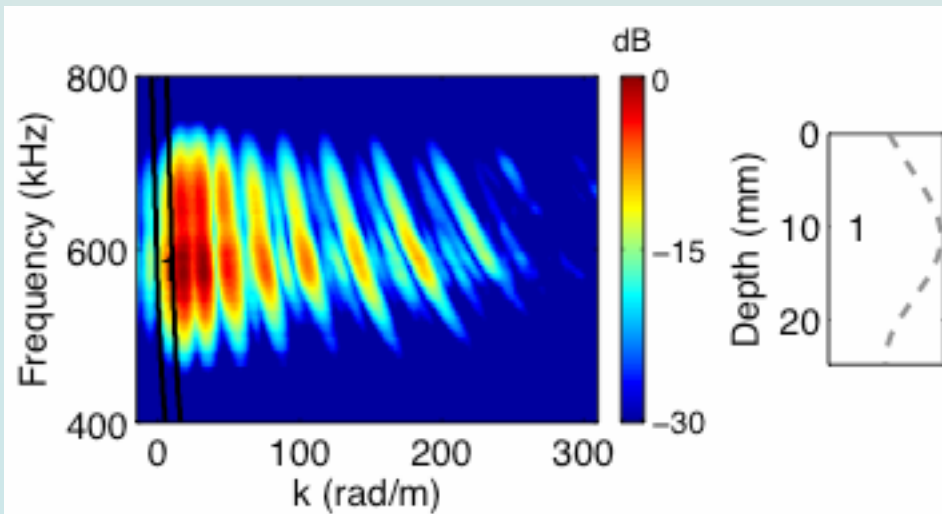
- To construct f-k structure of the waveguide due to source at  $z'$



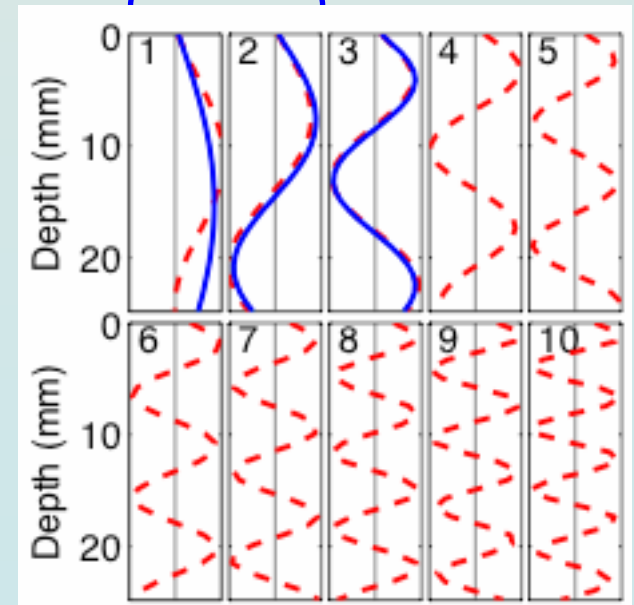
Dispersion due to different modal velocities

# Mode extraction

Modes are isolated (masked) and extracted individually using SVD



Low order modes  
poorly extracted



Extracted modes

# Depth shifted TR foci

- Use extracted modes to remodulate mask regions of f-k structure



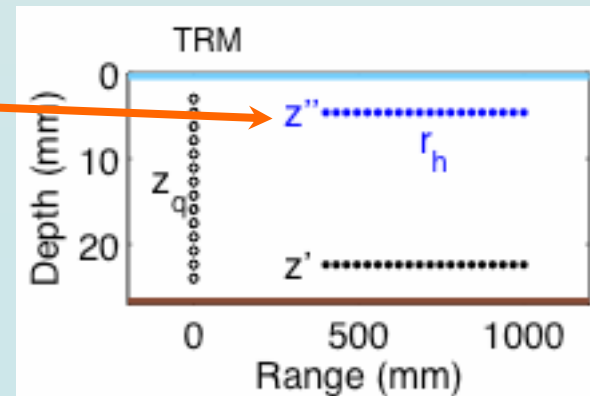
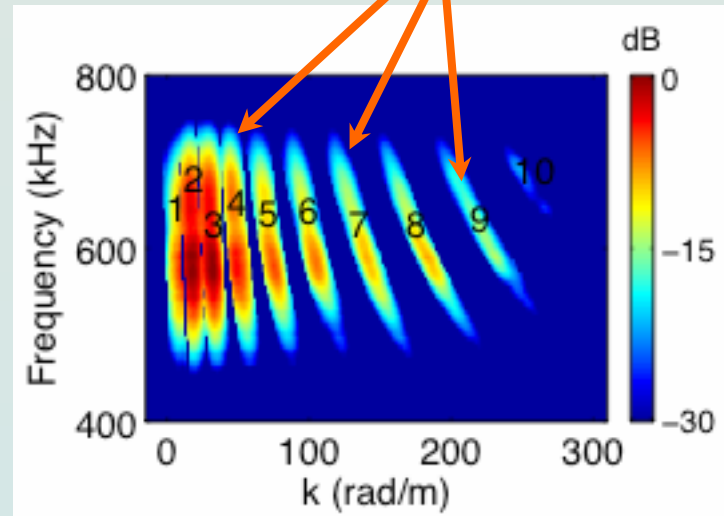
## Inverse Fourier Transform

$$P_q(z', r, t) = \frac{1}{2\pi} \iint d\omega dk \tilde{P}_q(z', k, \omega) e^{i(kr + \omega t)}$$



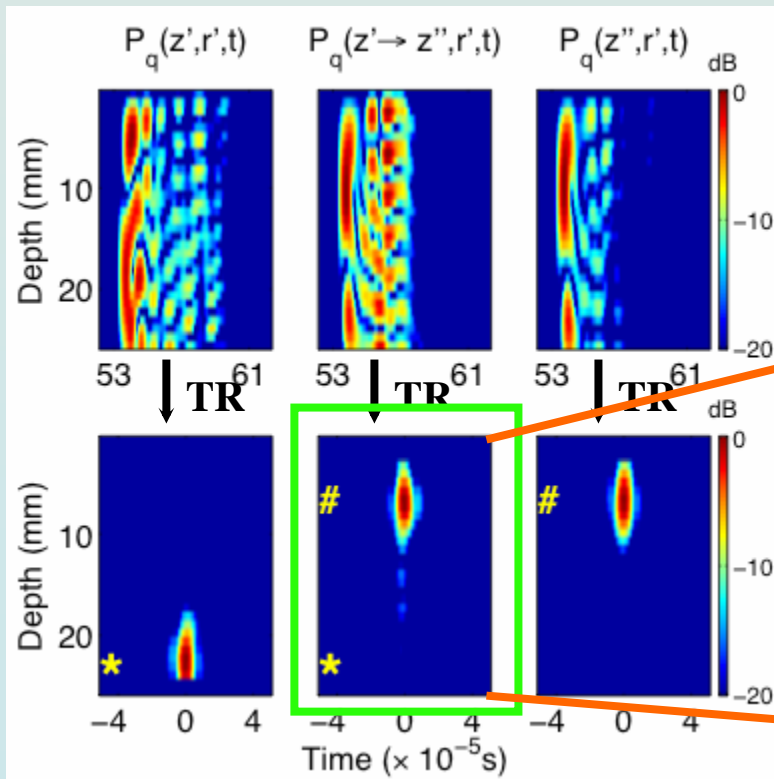
- Can produce depth shifted TR foci at all original source ranges

$$\begin{pmatrix} \phi_m(z'') \\ \phi_m(z') \end{pmatrix}$$



# Experimental DS results at many depths

Depth shifted TR focus at a single range vs TR focus control



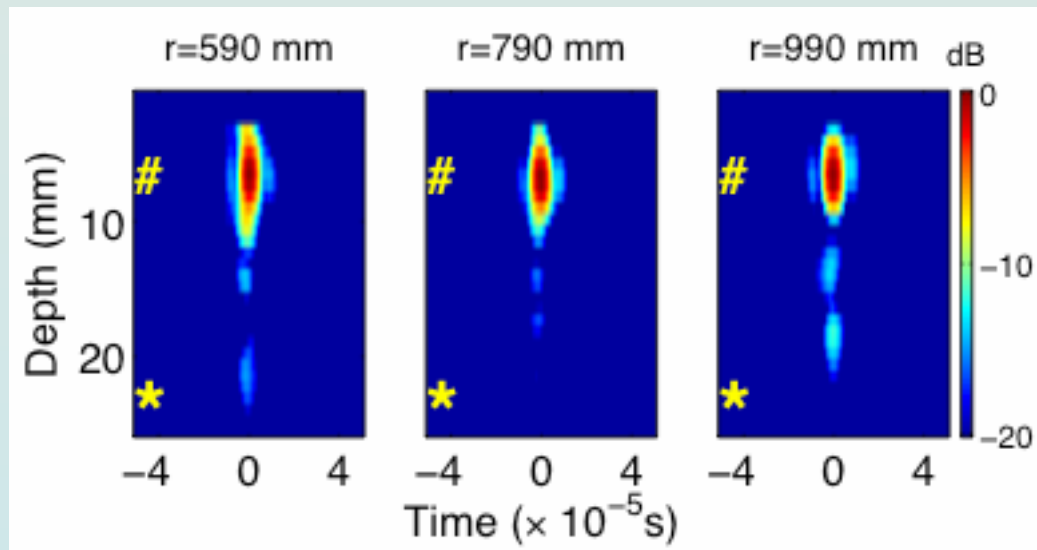
Depth shifted TR focus at many depths

QuickTime™ and a decompressor are needed to see this picture.



# Experimental DS at many ranges

Depth shifted TR foci are produced at any depth **at all initial source ranges**



# Conclusions

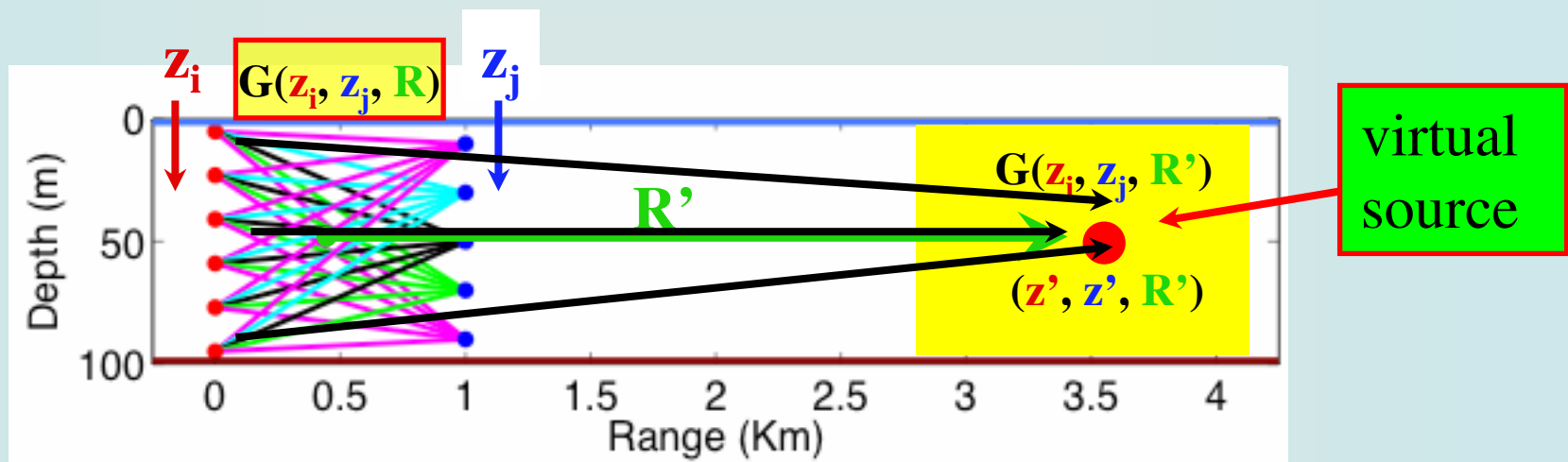
## Self-adaptive ocean acoustics

Extract information from the data and apply manipulations to the same data set without modeling or inversions

- Time reversal
  - No information other than detection, requires a source
- Dispersion based mode extraction
  - Works on partial-spanning arrays
  - Requires moving source
- Extracted modes can be applied to TR
  - Focal spot manipulation
  - Communications and sonar applications

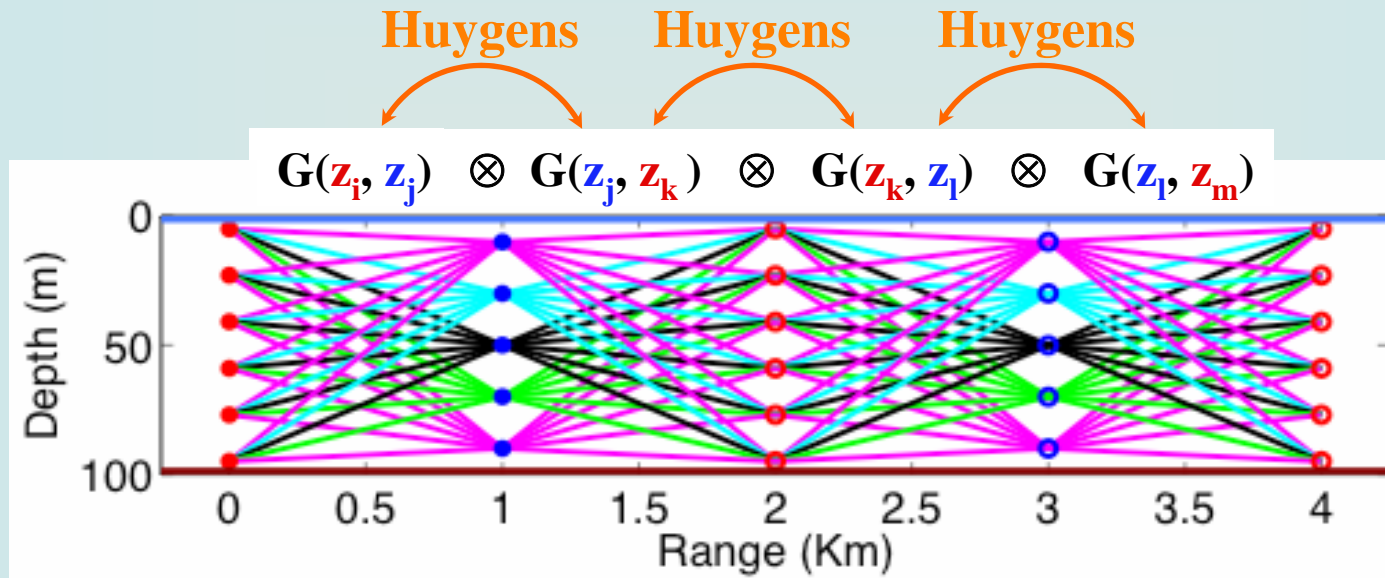
Huygens principle applied to TR imaging

# Problem definition



- Shallow ocean **range independent**, **stationary** waveguide
- A pair of vertical **Time reversal**, **range independent** arrays,  $z_i, z_j$ , separated by distance  $R$
- Use  $G(z_i, z_j, R) \Rightarrow$  from the source location  $G(z_i, z_j, R')$
- Imaging at  $(z', z', R')$

# Huygens Principle: Estimating Down Range Greens Function

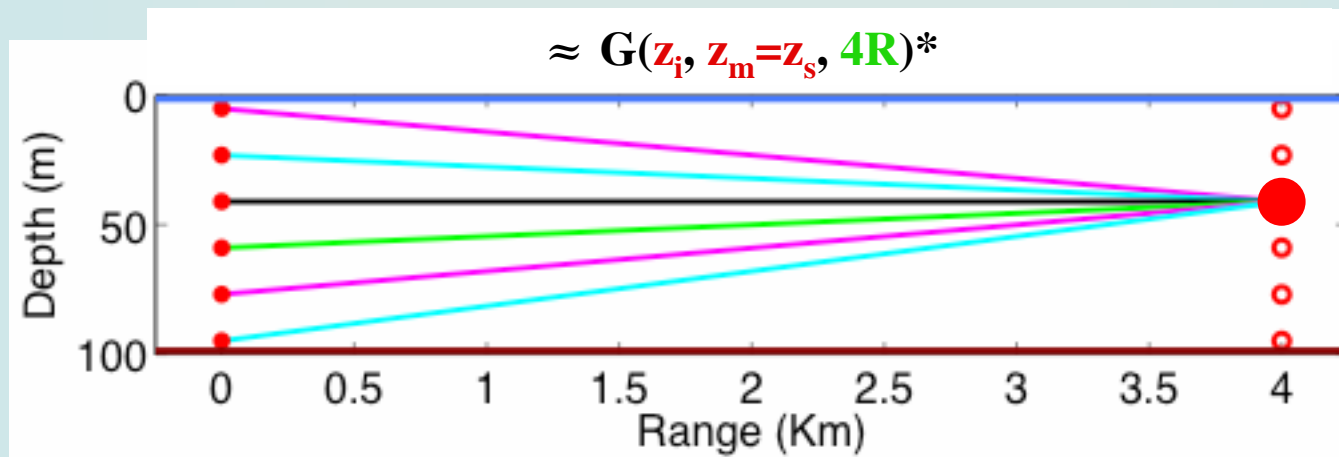


Given  $G(z_i, z_j, R)$ : Use **Huygens principle** to propagate to  $4R$ :

$$G(z_i, z_j, R) \otimes G(z_j, z_k, R) \otimes G(z_k, z_l, R) \otimes G(z_l, z_m, R) \approx G(z_i, z_m, 4R)$$

$3R$ )

# Down Range Imaging



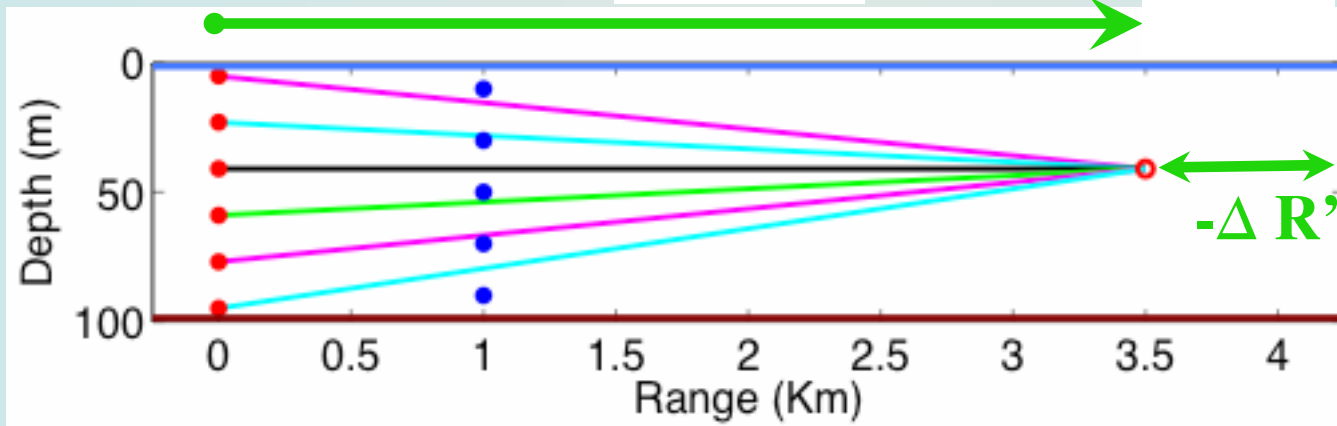
- Choose image depth
- Approximate  $G \approx G(z_i, z_m=z_s, 4R)$
- Perform imaging:  $G(z_i, z_m=z_s, 4R) \Rightarrow G(z_i, z_m=z_s, 4R)^*$

# Increasing the Range Target Window: Frequency Based Range Shifting

$$f \Rightarrow f \pm \delta f$$

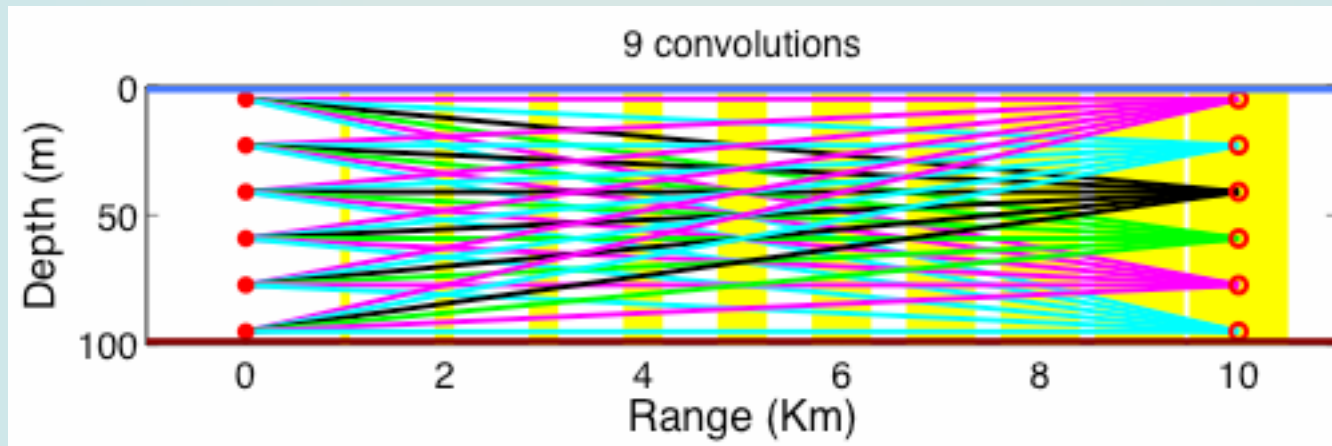
$$G(z_i, z_i=z_s, R') \Rightarrow G(z_i, z_i=z_s, R' \pm \Delta R')$$

$$R' - \Delta R'$$



$$\left| \frac{\Delta R'}{R'} \right|_{\max} \approx 5\%$$

# Down Range Imaging: Combining Huygens Principle with Range Shifting

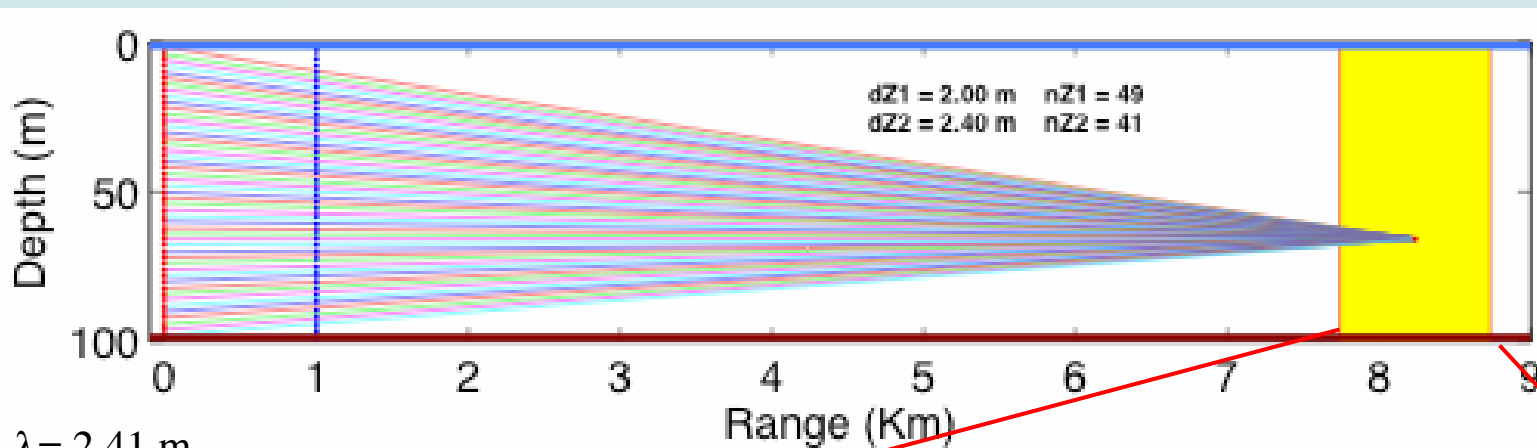


By combining Greens function iteration with range shifting it is possible to cover all ranges and depths down range



# Simulated Imaging Results

Imaging using iterated signal **with** frequency dependent range shifting



$\lambda = 2.41\text{ m}$   
 $dZ_1 = 2.00\text{ m}$   
 $dZ_2 = 2.40\text{ m}$   
 $R = 1\text{ km}$   
 $R' = 8.237\text{ km}$

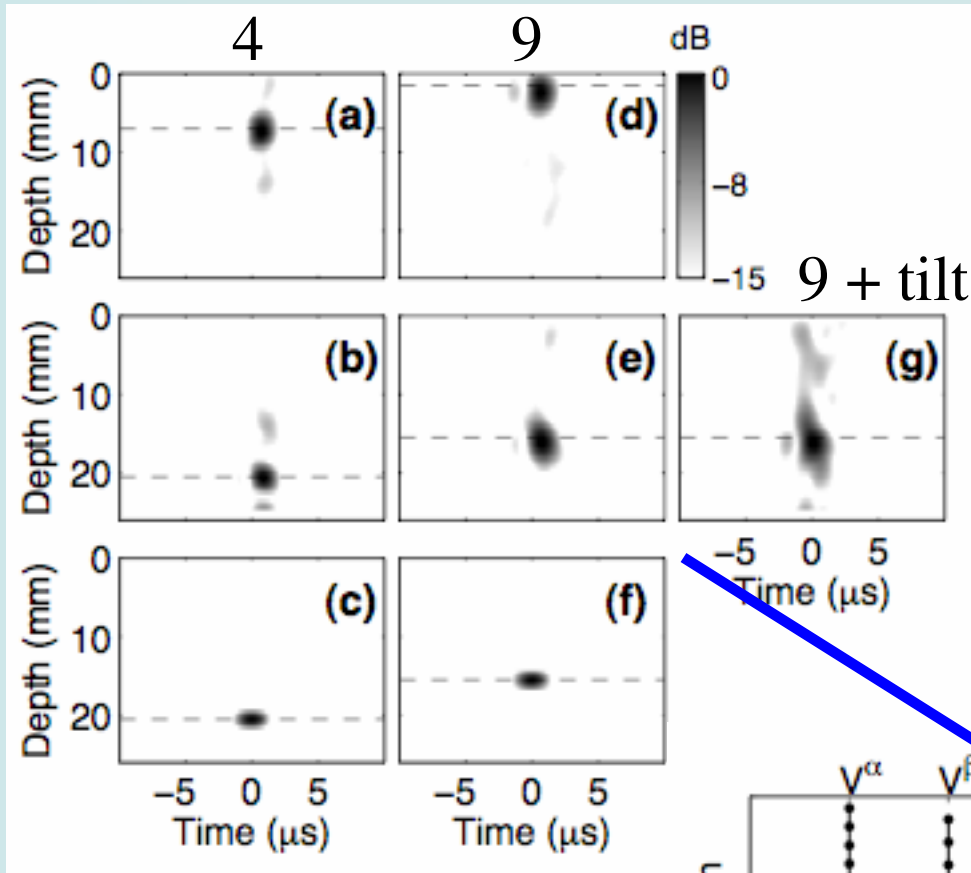


# Experimental Imaging Results

HI

HI

TR



- Array geometry
  - Full-spanning
  - Densely sampling
  - Tilted
- Out to 9 iterations
- No range shift

