

Decoding echolocation:

Good practices for studying the sonar of marine animals

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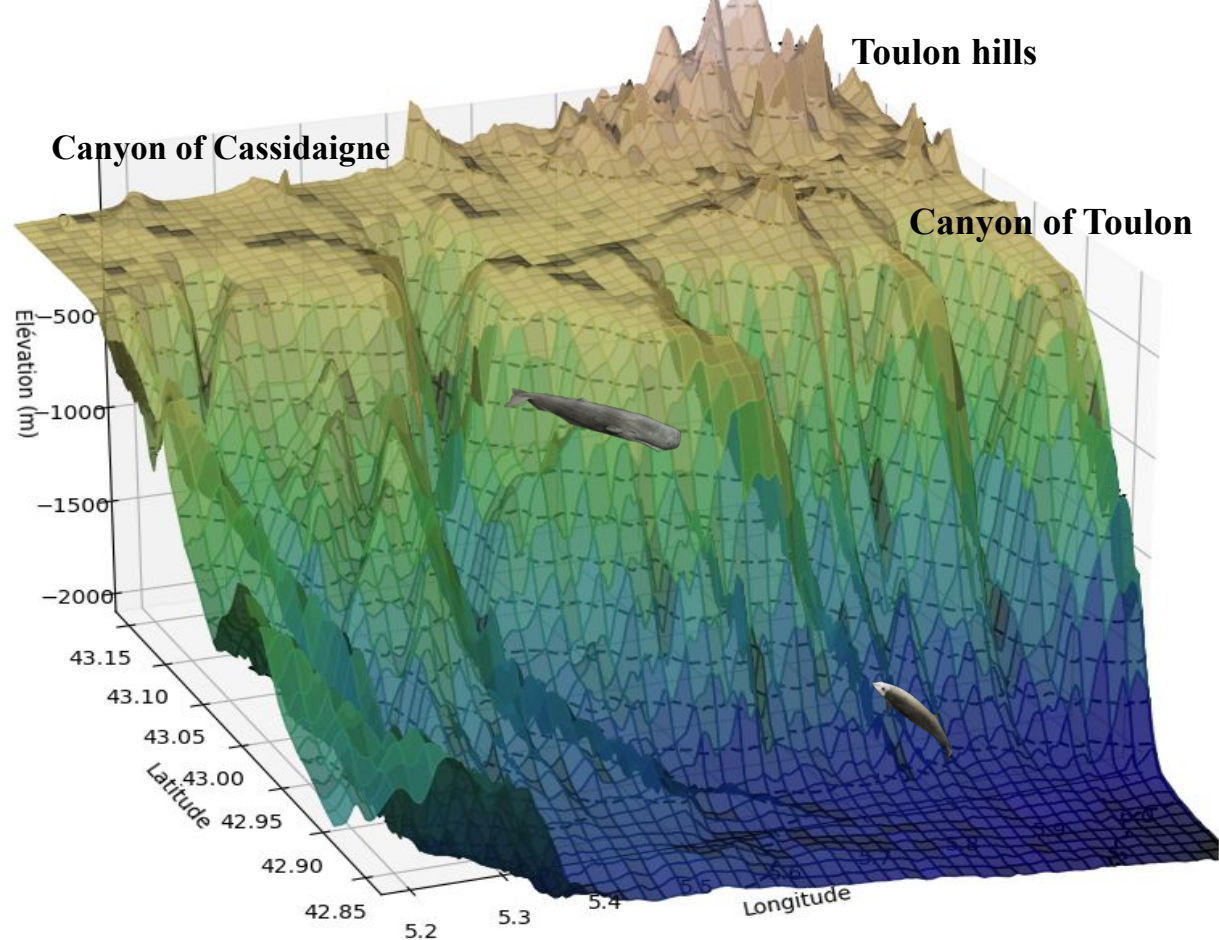
Problem

A dark environment

Navigating without vision

Biosonar

→ Echolocation



Echolocation

△ Detection / Localization

Range measurement :

1 - Sound emission

2 - Echo

3 - Echo analysis



air ≈ 344 m/s
water ≈ 1500 m/s

$$\text{Range}_{(\text{sonar}/\text{target})} = \frac{t(\text{Sonar} \rightarrow \text{Target} \rightarrow \text{Sonar})}{2} \times \text{speed of sound}$$

Echolocation

Detection / Localization

Speed measurement :

Doppler effect

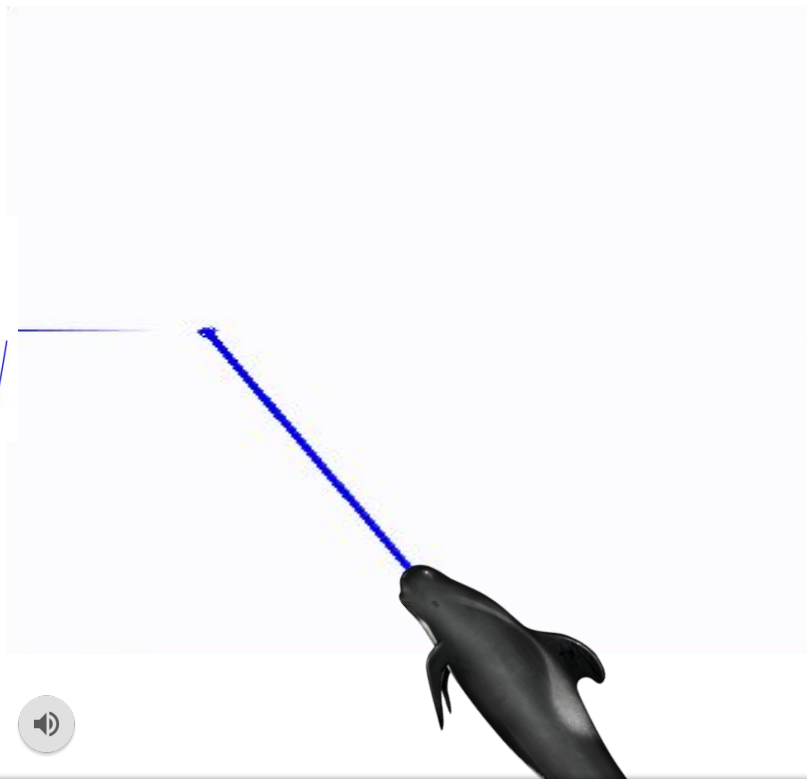
Distance variation



Compression or expansion



Changes **duration**: $T = T_0 / \eta$
and therefore **frequency**: $F = (\eta - 1)F_0$



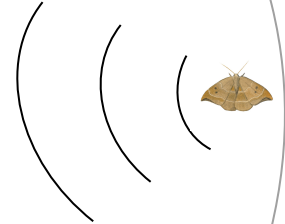
Echolocation and behavior

Foraging



Detection :

- Perceiving movement / velocity
- Finding obstacles and speed in a stationary space



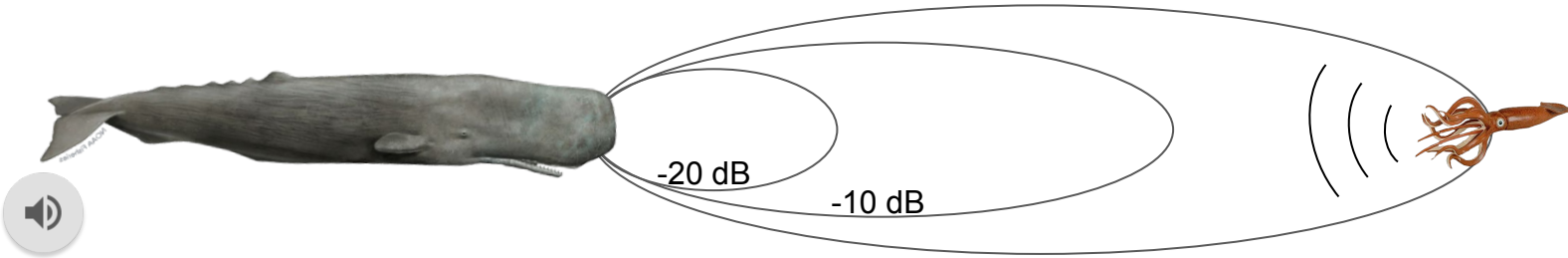
Low frequency, high energy

Very good propagation

Low spatial resolution

Echolocation and behavior

Foraging



Localization :

- Determine the position of a target (regardless of speed)

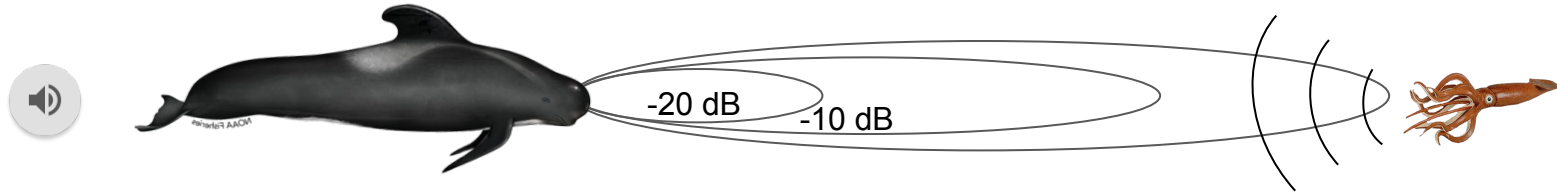
Greater frequency bandwidth

Good spatial resolution, resistant to Doppler effect

Requires close target distance

Echolocation and behavior

Foraging



Characterization :

- Identify the nature of a target (size / shape / texture)

High frequency

Excellent spatial resolution

Requires close distance to target

Echolocation and behavior

Foraging



Buzz :

- Estimate the most precise **distance** possible

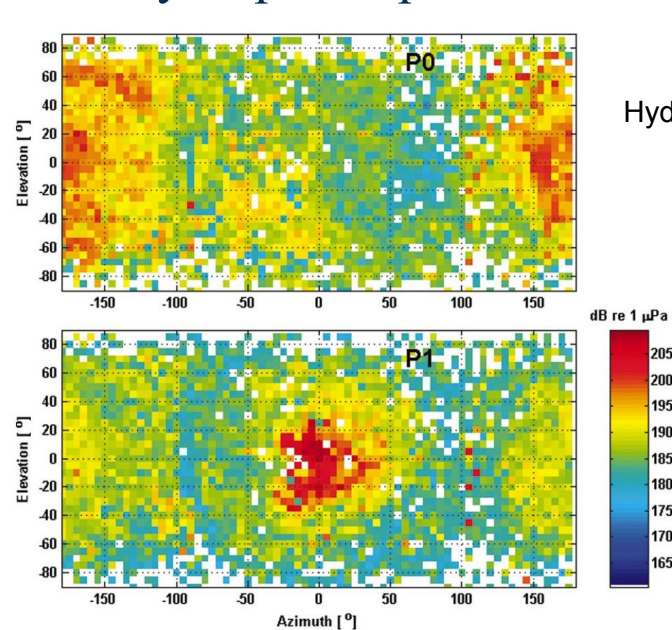
Low energy, short pulse

Near real-time target estimation

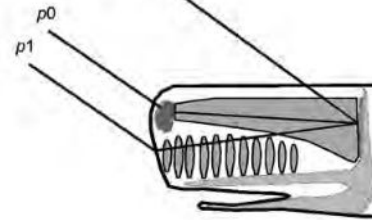
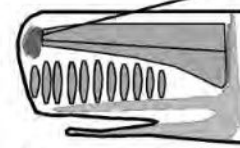
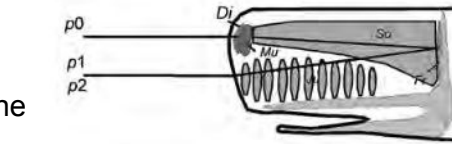
Short range

Data acquisition - Directivity effect

Hydrophone position

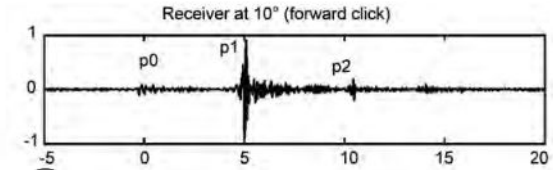


p1 = localization
p0 = orientation cues

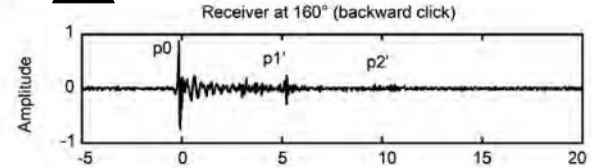
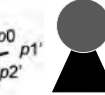


→ Must be on-axis

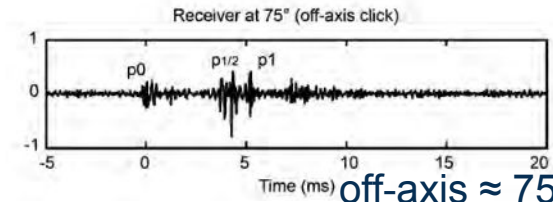
Sperm whale example



on-axis $\approx 0^\circ$



off-axis $\approx 160^\circ$



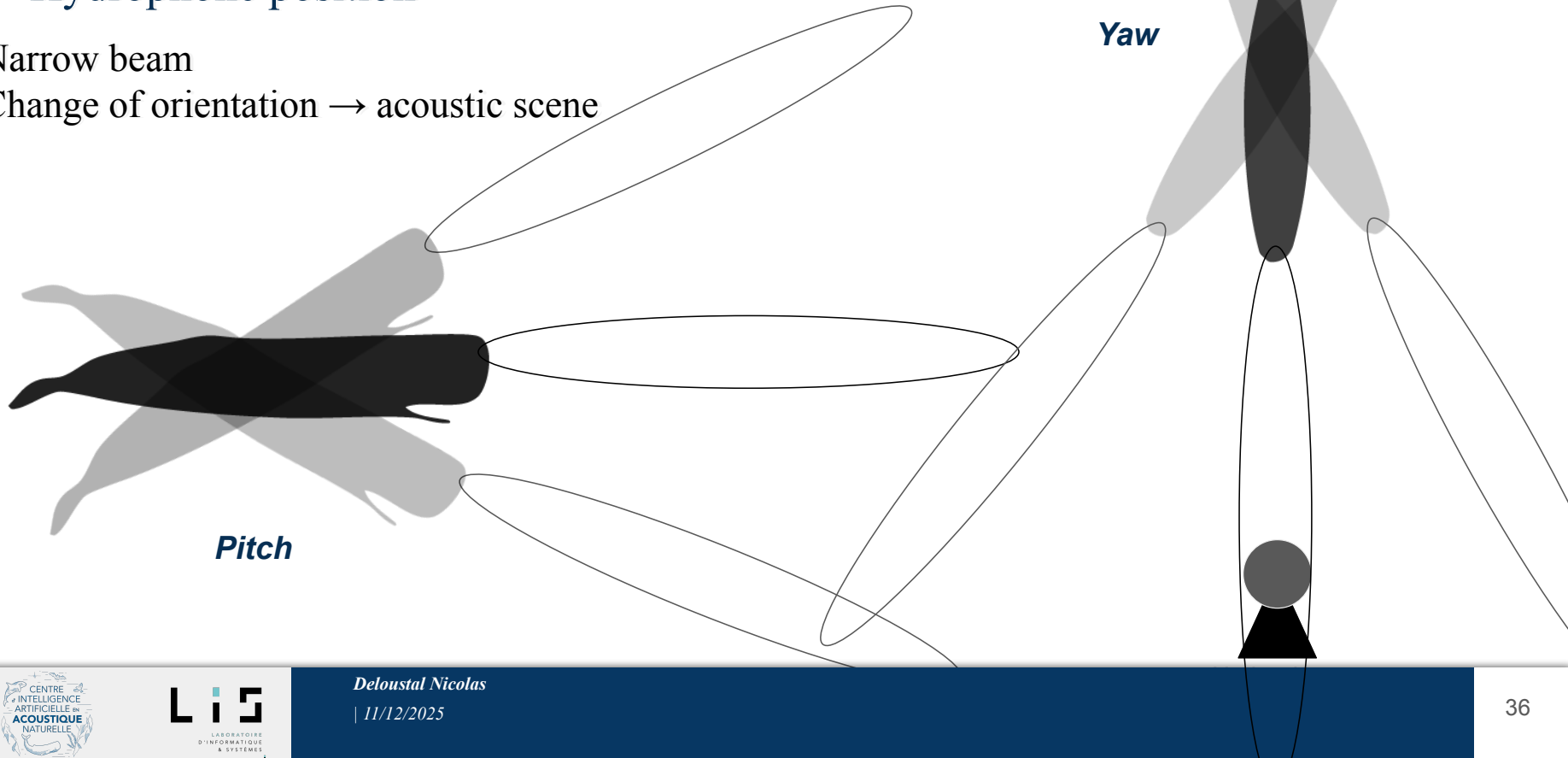
off-axis $\approx 75^\circ$

Data acquisition - Directivity effect

Hydrophone position

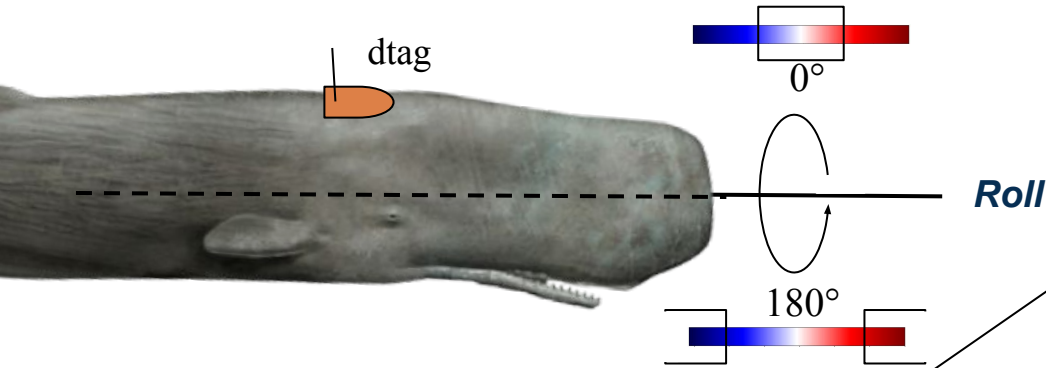
Narrow beam

Change of orientation → acoustic scene



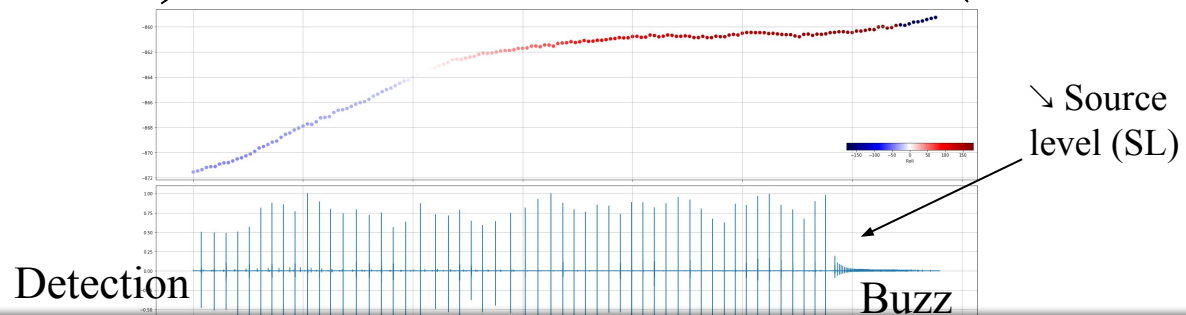
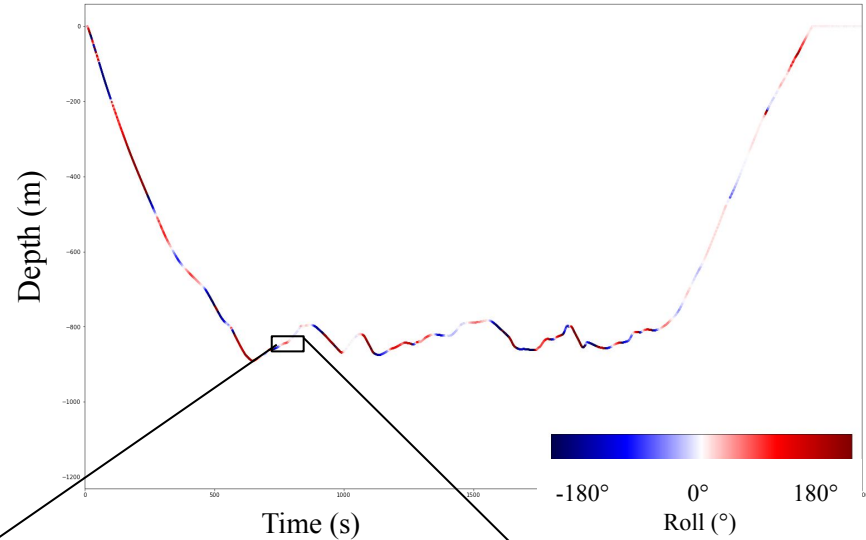
Data acquisition - Directivity effect

Hydrophone position



Descent

Buzz

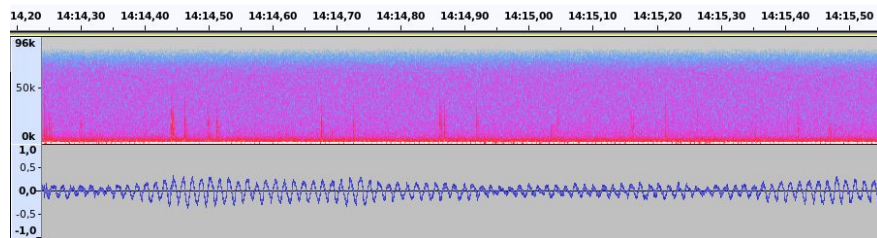


Data acquisition

Noise

Anthropophony

- Boat



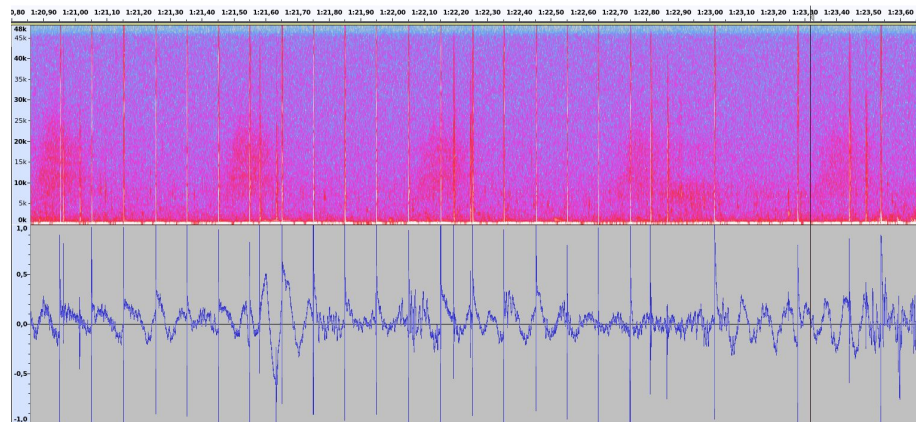
Time (s)

Solution: Filtering

Biophony

- Snapping shrimp

- Echosounder



Time (s)

Data acquisition - Acoustic masking

Propagation

TL: transmission loss

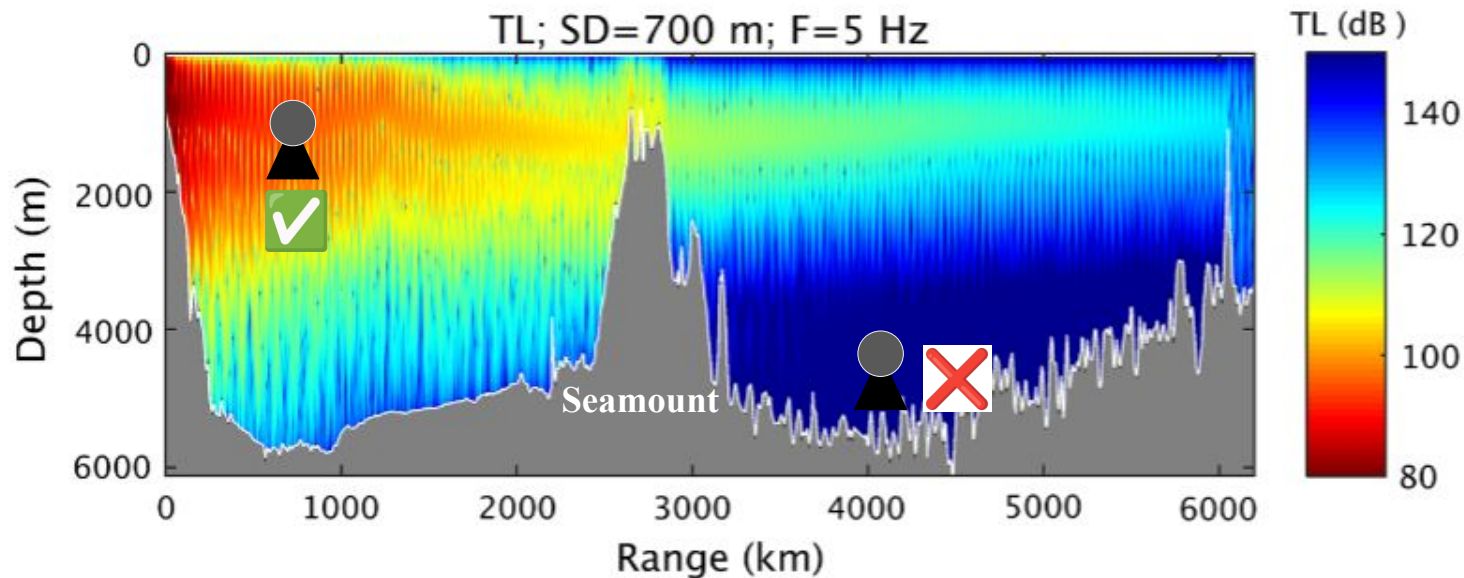
→ affects **spectral** & **temporal** properties,

Factors:

Mixing layers

Acoustic masking

Distance



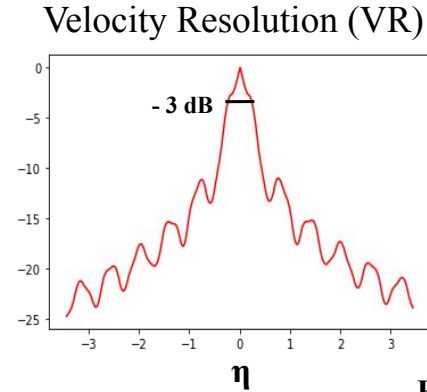
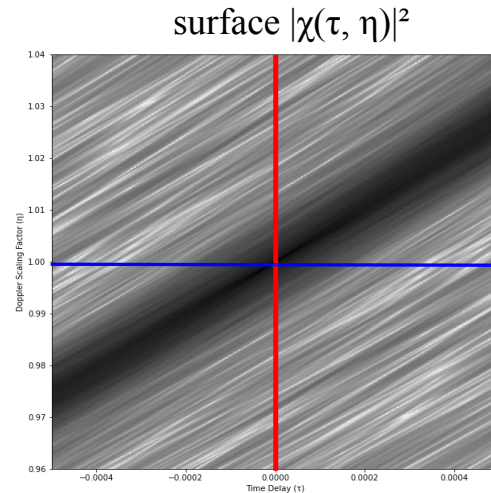
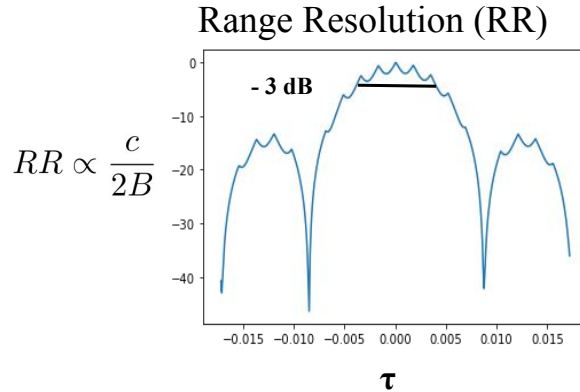
Signal processing : Quantify information

Ambiguity function

$$\chi(\tau, \eta) = \sqrt{\eta} \int_{-\infty}^{+\infty} s(t) s^*(\eta(t - \tau)) dt$$

$s(t)$: biosonar,
 $s^*(\eta(t - \tau))$: echo reflected by targets,
 τ : delay,
 η : Doppler scaling factor

→ Sonar performance measurements



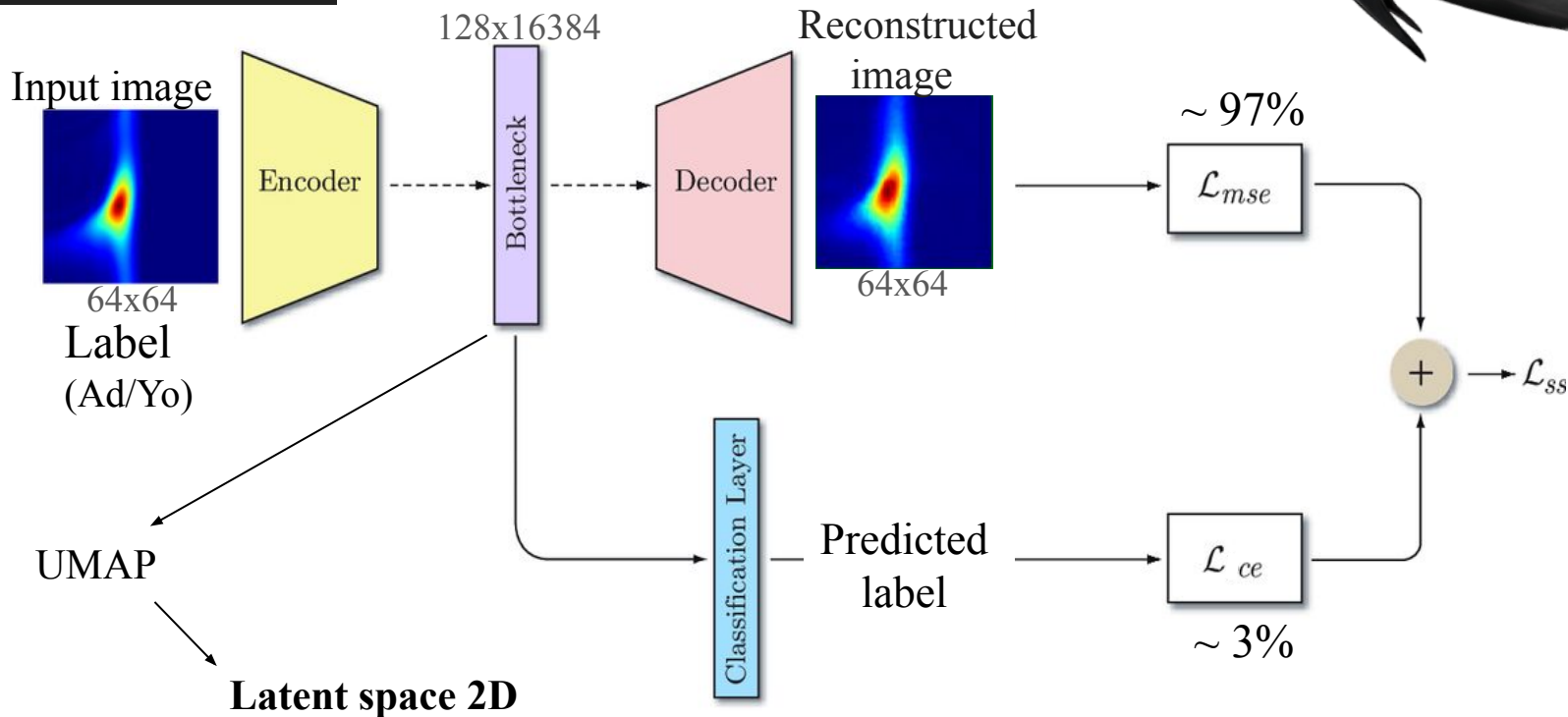
$$VR \propto \frac{c}{2 \cdot f_c \cdot T}$$

→ Performance = Intentions = Behavior

B: bandwidth
f_c: center frequency
T: effective duration
c: speed of sound

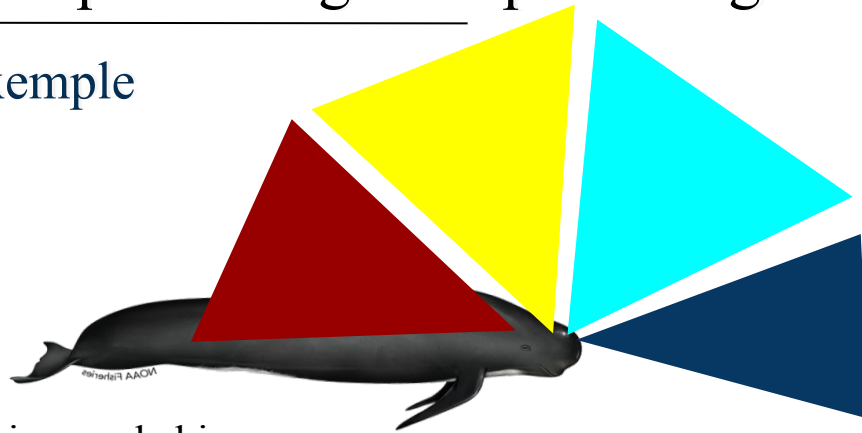
Signal processing : Deep learning

Supervised AE + Classifier



Signal processing : Deep learning

Exemple

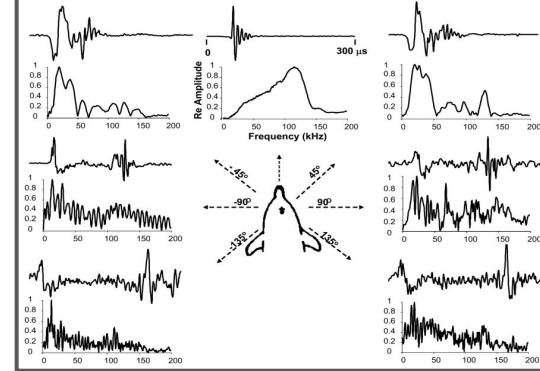
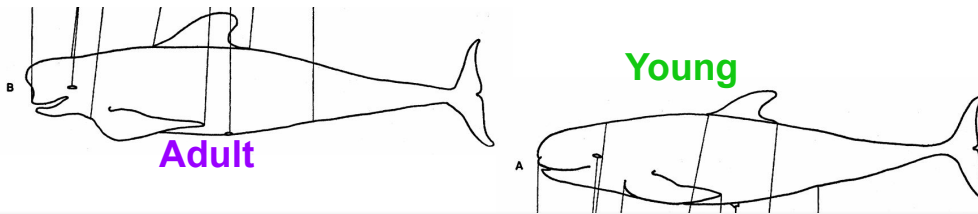


- Emission angle bias :

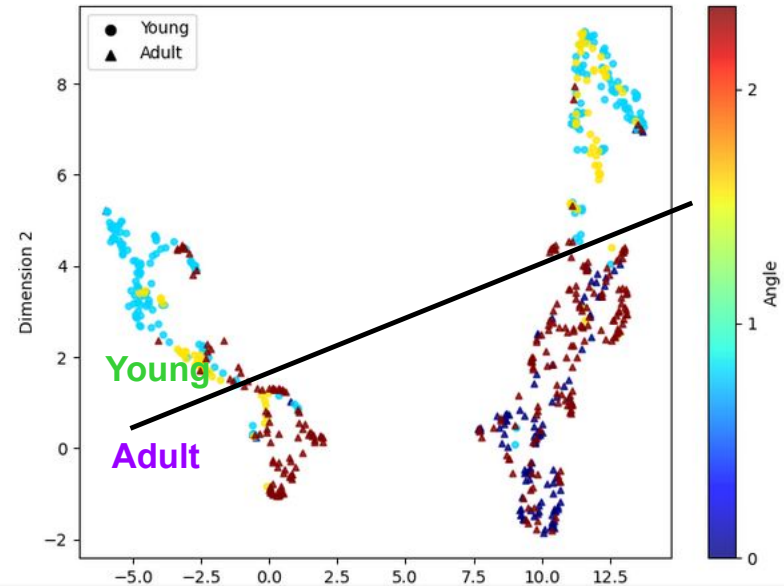
Side = Young

Front and **Back** = Adult

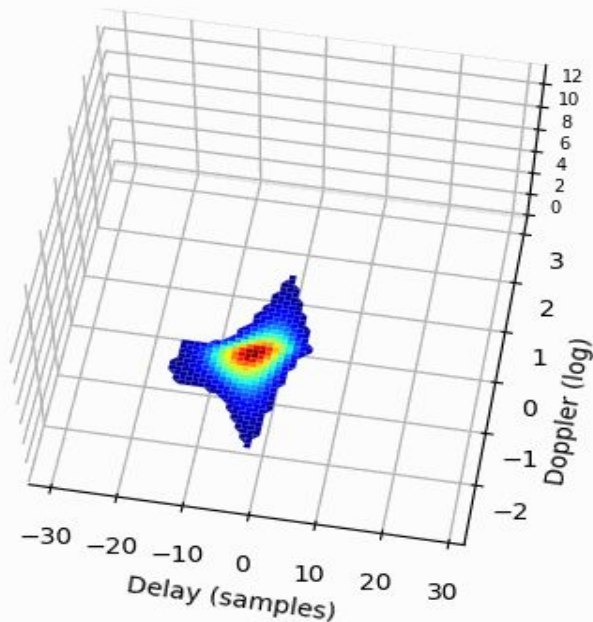
- Visual differentiation between young and adults :



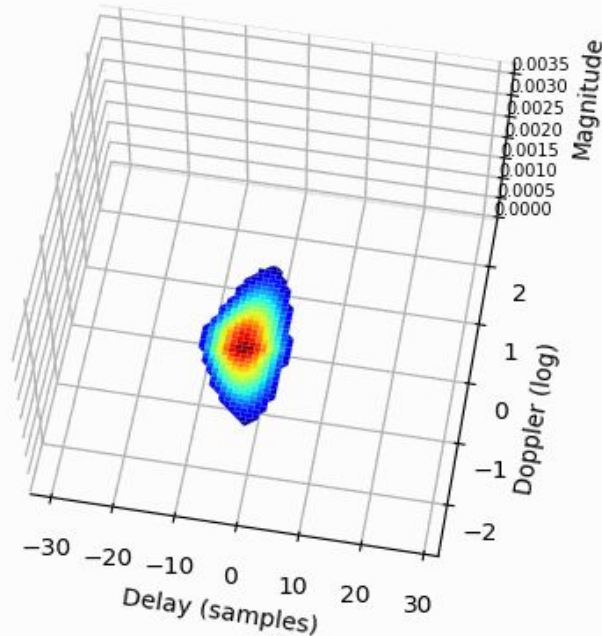
Biosonar click
at different
angles
(horizontal
plane)



Dynamic patterns : Different Behaviour / biosonar tactic ?



Adult



Young

Thank you for listening