

# From classification to cetaceans tracking by Passive Acoustic and AI Frameworks

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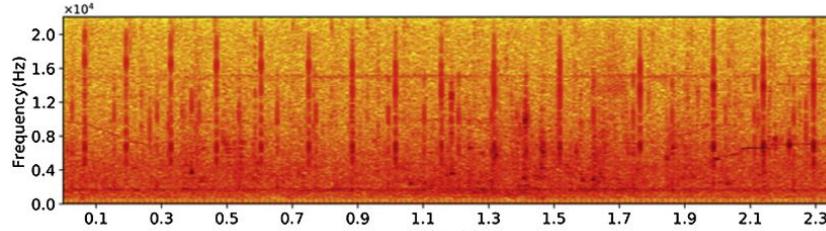
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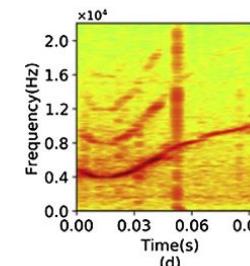
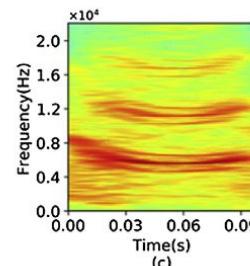
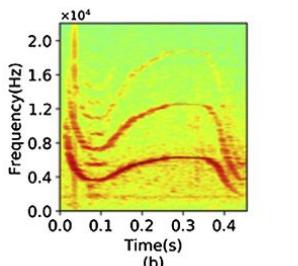


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# What type of acoustic signals are emitted by marine mammals ?

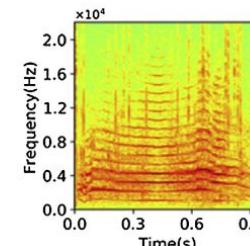
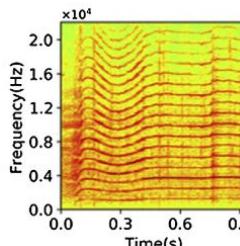


**Clicks** → Echolocation



**Whistles**

→ Socialization & Communication

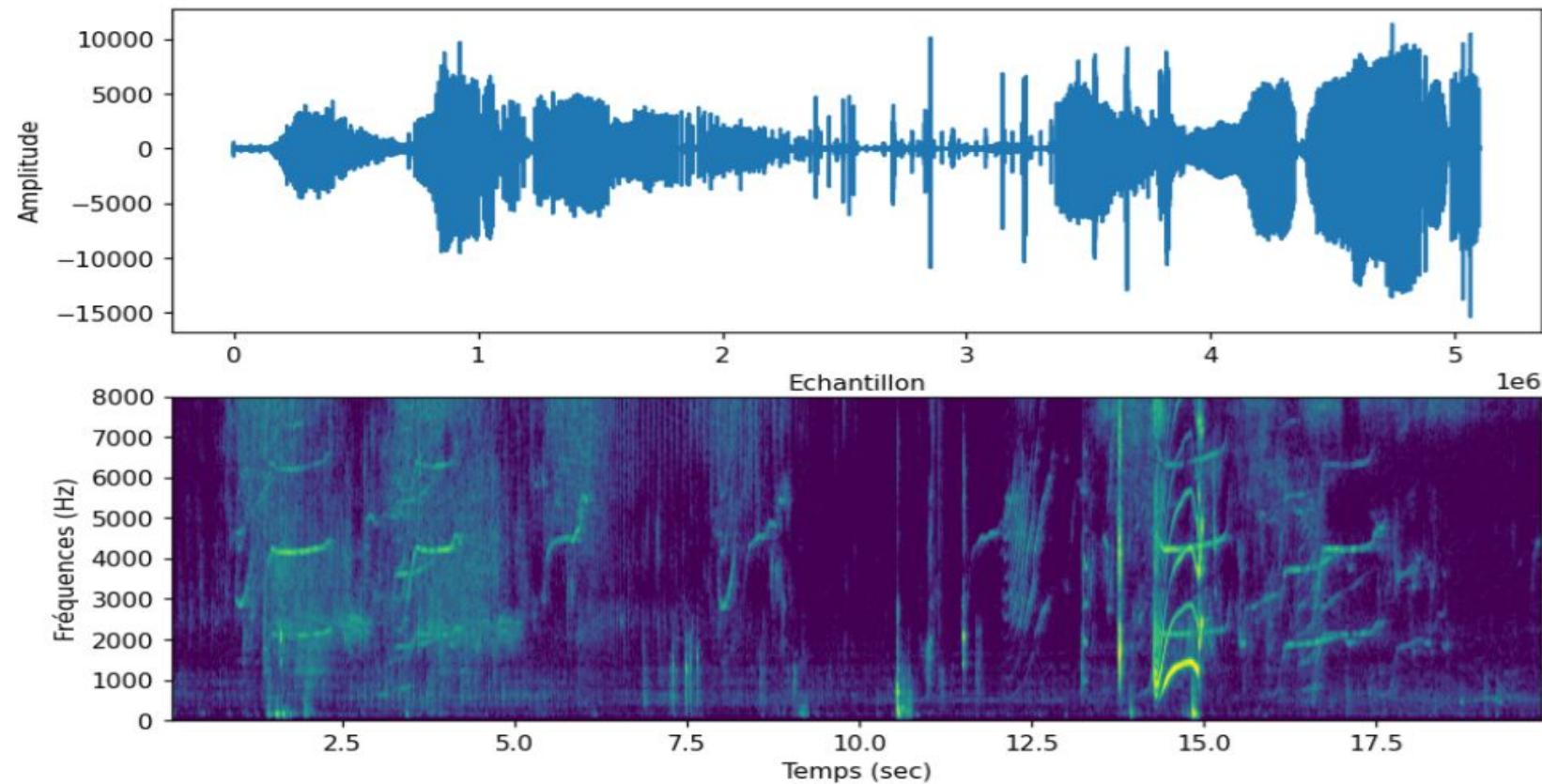


**Pulsed "calls"**

**Everything together:  
Huge Cocktail party !!!**

*Spectrogrammes (Représentations temps-fréquences)*

# Everything together: huge Cocktail party !!!



# Main motivations from our bioacoustic works (from 2000...)

Given some collected underwater acoustic data **in a passive way** (mostly unsupervised), we are working (since decades) on these 5 different tasks:

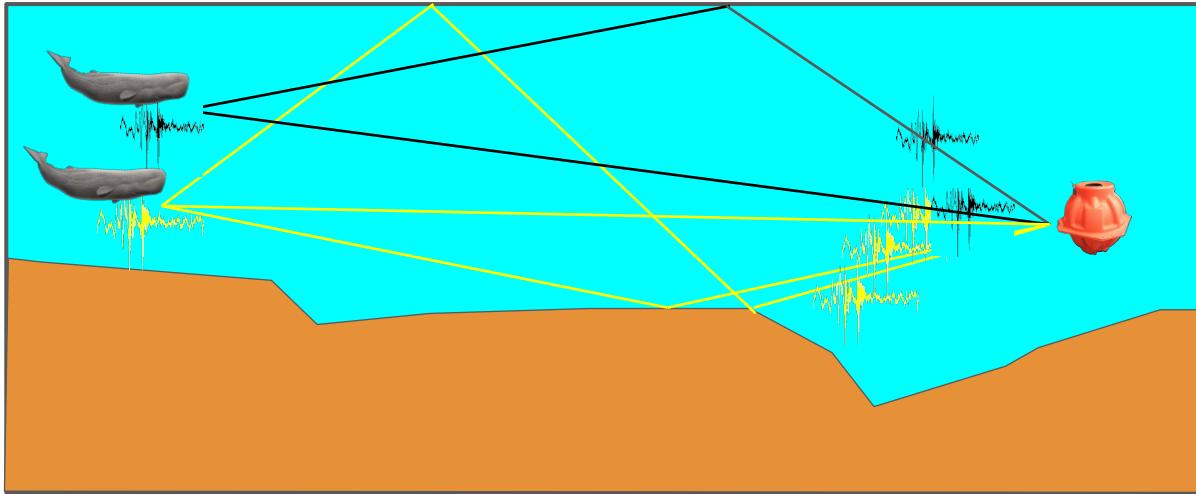
- 1 - Detection** : Is there at least one animal surrounding the sonobuoy ?
- 2 - Classification** : What species have been detected ?
- 3 - Sequence modeling** : What mammals are trying to say ? (communication understanding)
- 4 - Tracking** : Where mammals are ?
- 5 - Optimal control/Reinforcement Learning** : Where to deploy our sonobuoy ?  
(to maximize the last four tasks performances)



**Automatic tool to output biopopulation indicators**

A common denominator for all these tasks: we went from signal processing/statistical modeling to some (full) machine learning (ML)/artificial intelligence (AI) solutions....

# Underwater acoustic channel



$$r_i(t) = (g(s(t) * h_i(t) + n(t)) * a_i(t) + b(t)$$

$s(t)$  : source signal (calls, clicks, ...)

$h_i(t)$  : propagation/scattering equivalent transfer function

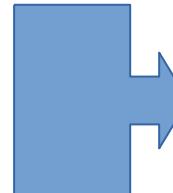
$g(t)$  : transmission loss

$n(t)$  : ambient sea noise

$a_i(t)$  : hydrophone transfer function

$b(t)$  : receiver noise

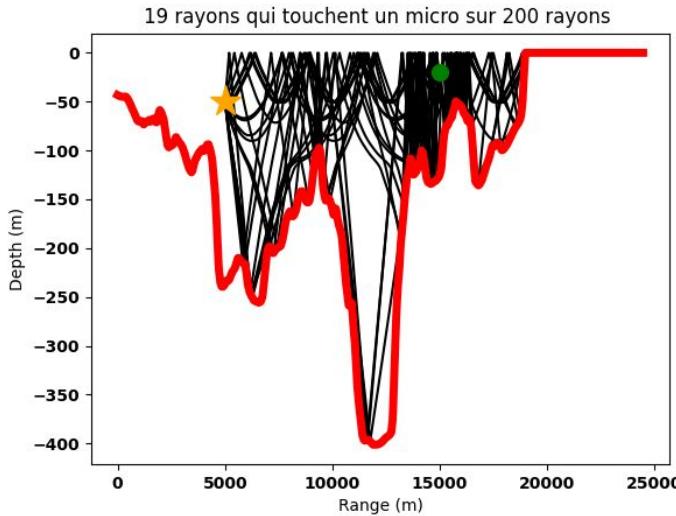
$r_i(t)$  : observed signal on hydrophone  $i$



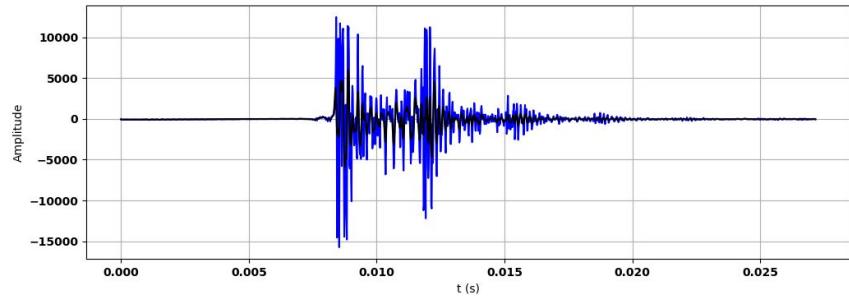
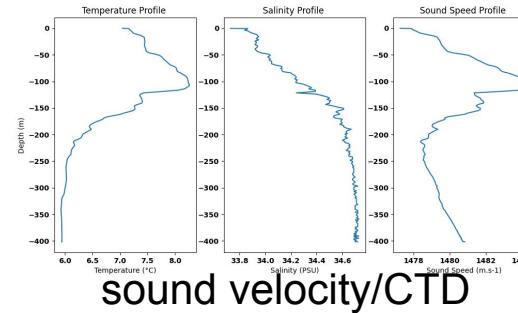
Very complex and  
noisy signal

# Just to give an idea of the channel complexity

The sound propagation involves many physical aspects : *reflexion, refraction, diffraction, back-scattering, etc...* and depends a lot of parameters: *frequency, bathymetry, pressure, temperature, soil regularity, etc....*



ray-tracing engine

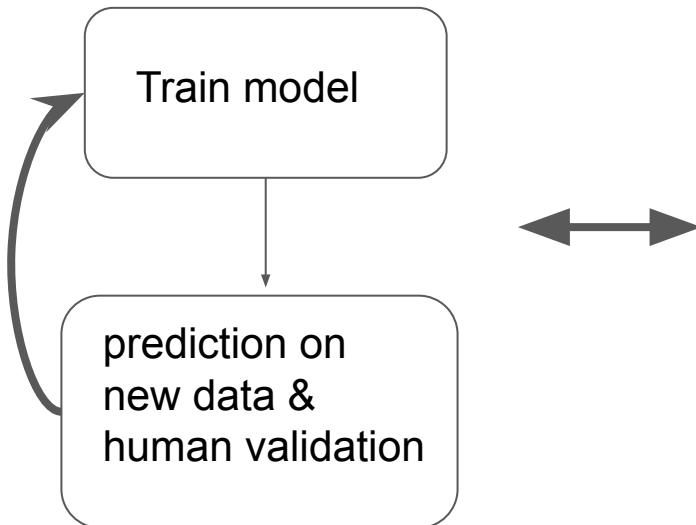


emitted  $s(t)$  (blue) and transmitted (black) acoustic signals  $h(t)^*s(t)$

# Using AI in bioacoustic : what was (and still is) the more challenging ?

## GET LABELS/GROUND TRUTH !!!!! (especially for task 4 in PAM framework)

- We started with just hundreds of examples in total: highly unbalanced and with a lot of label noise



- Starting with mostly unsupervised techniques
- took years to have acceptable results

# From signal processing to statistical learning (< 2013)

- At least for **tasks 1-2**, from 2006-2007 => more datasets available (with partial labeling),
- we started to work on (mostly) unsupervised ML technics to produce **latent representations**

$$\mathbf{z} = f_{\theta}(l(\mathbf{r}; \beta))$$

where  $l$  can be typically a TF representation (*STFT*, *MELcep*, *scalogram*, etc..) with fixed  $\beta$  hyper-parameter and  $\theta$  is the trained non-supervised representation. Among them:

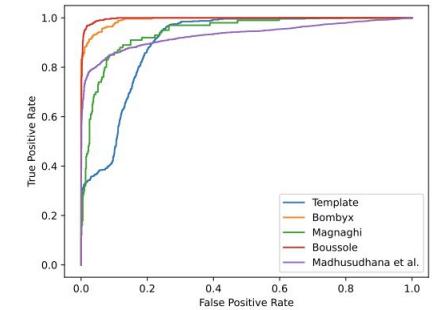
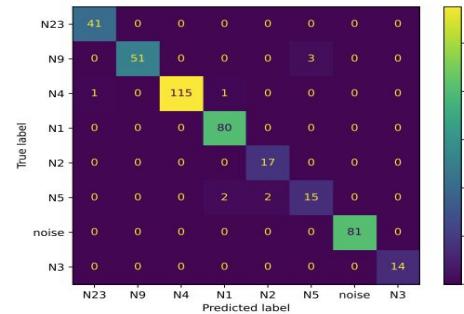
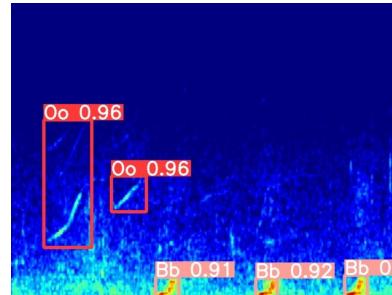
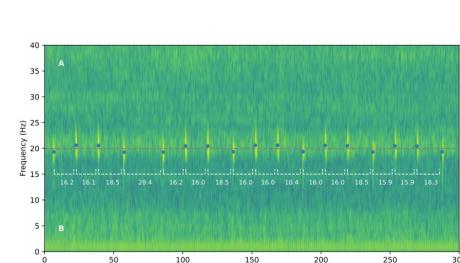
- *clustering/Bag Of ..*
- *GMM*
- *sparse coding+dictionary learning*
- *Fisher vectors*
- *etc...*
- Can be considered of a first trained hybrid learned representation
- Improved a lot performances for tasks 1-2

# From 2013 for tasks 1-2

The IA's tsunami began. Better **latent representations** are obtained with modern *NN* architectures (*CNN*, *RNN*, *Unet*, *Transfomer*, etc...). Key points were:

- Huge effort in labeling (partially) databases
- Better optimization gradient based solutions (*Adam*, *autodiff*, etc...),
- Transfer learning, self-supervised learning, active learning technics
- Regularization by data augmentation (noise, transform, etc..), dedicated layers

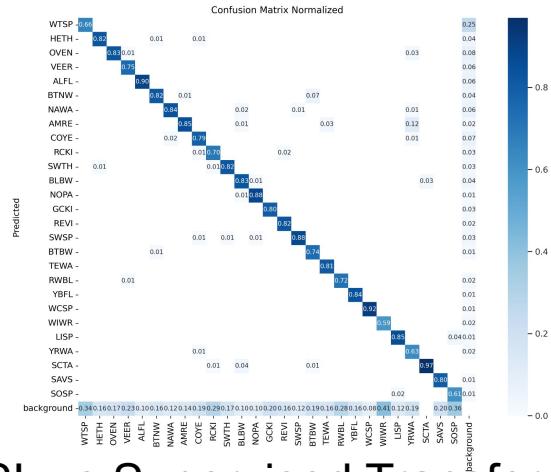
Whales detection/classification<sup>1,2</sup> with low-power CNN based architectures



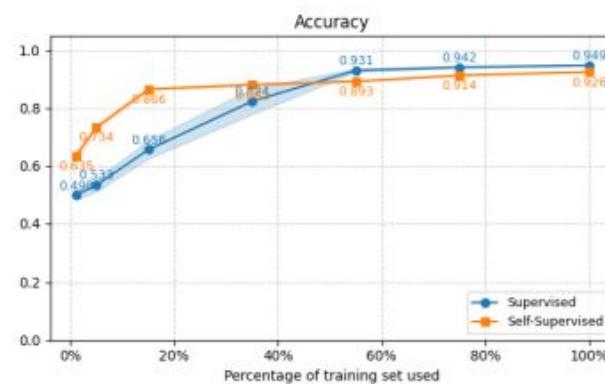
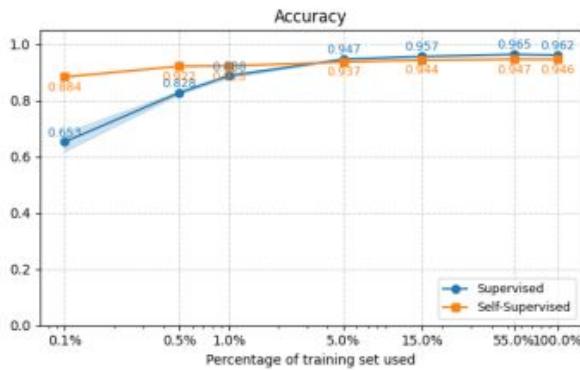
[1] Paul Best, *Automated Detection and Classification of Cetacean Acoustic Signals*, PhD Thesis, 2022

[2] Paul Best and al, *Temporal evolution of the Mediterranean fin whale song*, Scientific Report, 2022

- Birds classification<sup>3</sup> (TFR + preprocessing + YoLo V12)



- Fin whale detection<sup>4</sup> (SSL vs Supervised Transformer model)



[3] Stéphane Chavin, PhD Thesis, 2023-...

[4] Adam Chareyre and al, *Self-Supervised vs Supervised Representation Learning for Fin Whale Vocalization Detection*, Neurips, 2025

# For tasks 1-2, job is (almost) done !

## Take home message:

- Performances for tasks 1-2 are **now quiet good** (> 85% Acc for most datasets)
- More and more sequences are **automatically extracted, analysed and labelled** (> [10K-300K] detections per inference session)
- **In practice**, for tasks 1-2, fine-tuned YOLO Vx.. reaches ~SOTA even in cocktail party
- **In most of the case**, no really need cumbersome ultra advanced IA arsenal ( low-energy embedded system incompatible)

# Why AI also for tasks 4-5 ?

For task 4, with sonobuoy/hardware developpements we increased the :

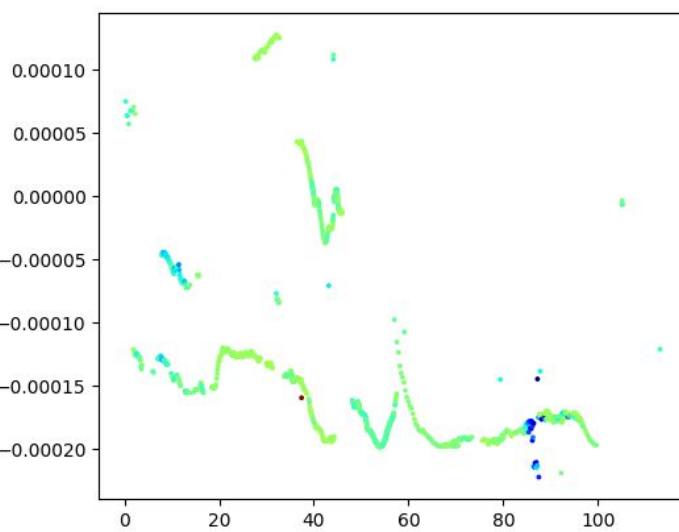
- number of hydrophones (up to 5)
- frequency sampling (up to 512 kHz)
- sensitivity/SNR

more robust/accurate TDOA estimators BUT CRLB shows poor range estimators from TDOA/TOA measurements.

1- direct localization approach : from TDOA's

$$\hat{\mathbf{x}}_k = f^{-1}(\hat{\tau}_k)$$

- hyperboloids intersection
- Weighted LLS

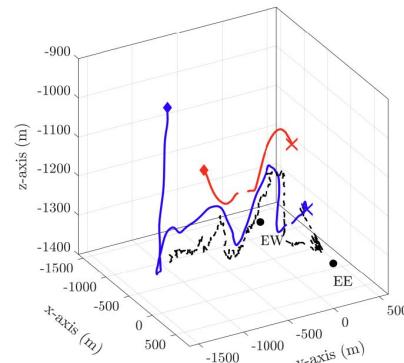
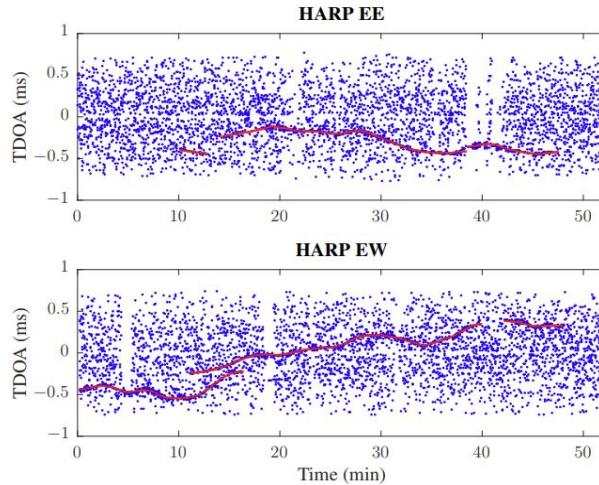


- need to remove clutter/ghosts TDOAs and isolate individual track.
- Can be done offline by unsupervised learning (advanced clustering GNN). Not yet fully automatic

# Sequential nonlinear filtering for MultiTarget Tracking

2- sequential tracking approach : given a sequence of  $TDOA$  (or doppler, angle, range, etc).

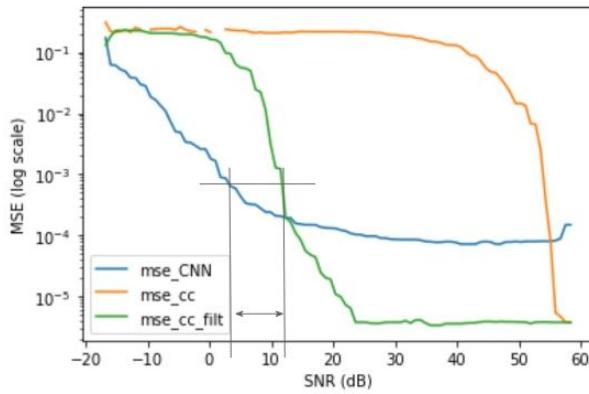
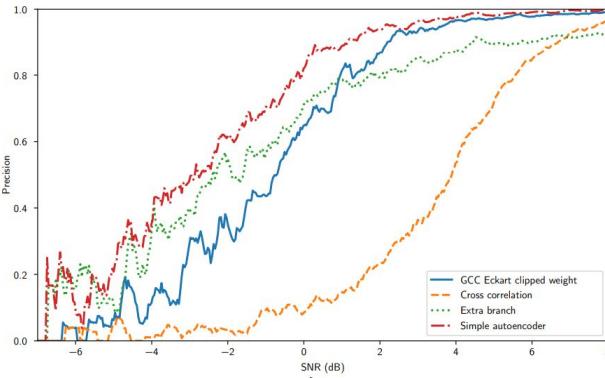
from localization  $\hat{\mathbf{x}}_k^l = f^{-1}(\hat{\tau}_k^l)$    $\hat{p}(\mathbf{x}_k^l | \hat{\tau}_1, \dots, \hat{\tau}_k)$  to tracking



Main difficulty in MTT is the (combinatorial) **assignment problem between measures and targets** => (P)MHT, JPDAF, Bayesian filter<sup>5</sup>, ect..

# Coupling AI and MultiTarget Tracking

One way to overcome combinatory : train model robust *TDOA/DOA/range/angle* estimators<sup>6</sup> (even direct positioning) from sound events **with builtin source separation**<sup>7</sup>

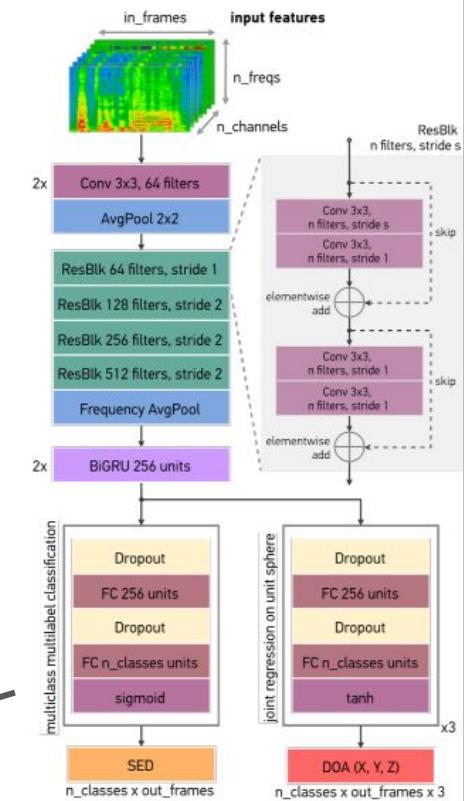


Independent parallel filtering

$$\begin{aligned} \hat{p}(\mathbf{x}_k^l | \hat{\tau}_1^l, \dots, \hat{\tau}_k^l) \\ \hat{p}(\mathbf{x}_k^l | \hat{\text{DOA}}_1^l, \dots, \hat{\text{DOA}}_k^l) \quad \hat{\text{DOA}}_k^l = f_{\hat{\theta}}(\mathbf{r}_k) \end{aligned}$$

[6] Maxence Ferrari, *Study of a Biosonar Based on the Modeling .....*, PhD Thesis, 2020

[7] T. Nguyen, *Spatial Cue-Augmented Log-Spectrogram Features for Polyphonic Sound Event Localization and Detection*, IEEE Trans ASLP



# New framework : Multi-Target Tracking with Transformer

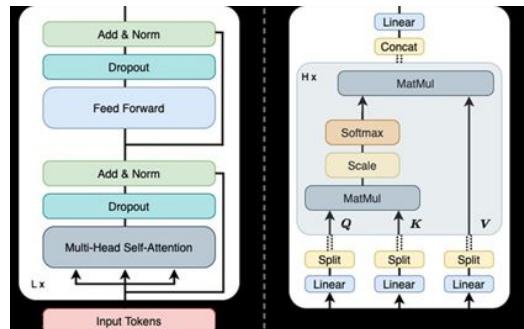
3 - With Transformer like we can train **directly** (acoustic) sequences to (trajectories) sequences

$$\mathbf{Z} = (\mathbf{z}_1, \dots, \mathbf{z}_n), \mathbf{z}_i \in \mathbb{R}^p \quad (\text{eg. embedding from signals per hydrophone})$$

Transformer  $\mathbf{X} = g_{\hat{\theta}}(\mathbf{Z})$

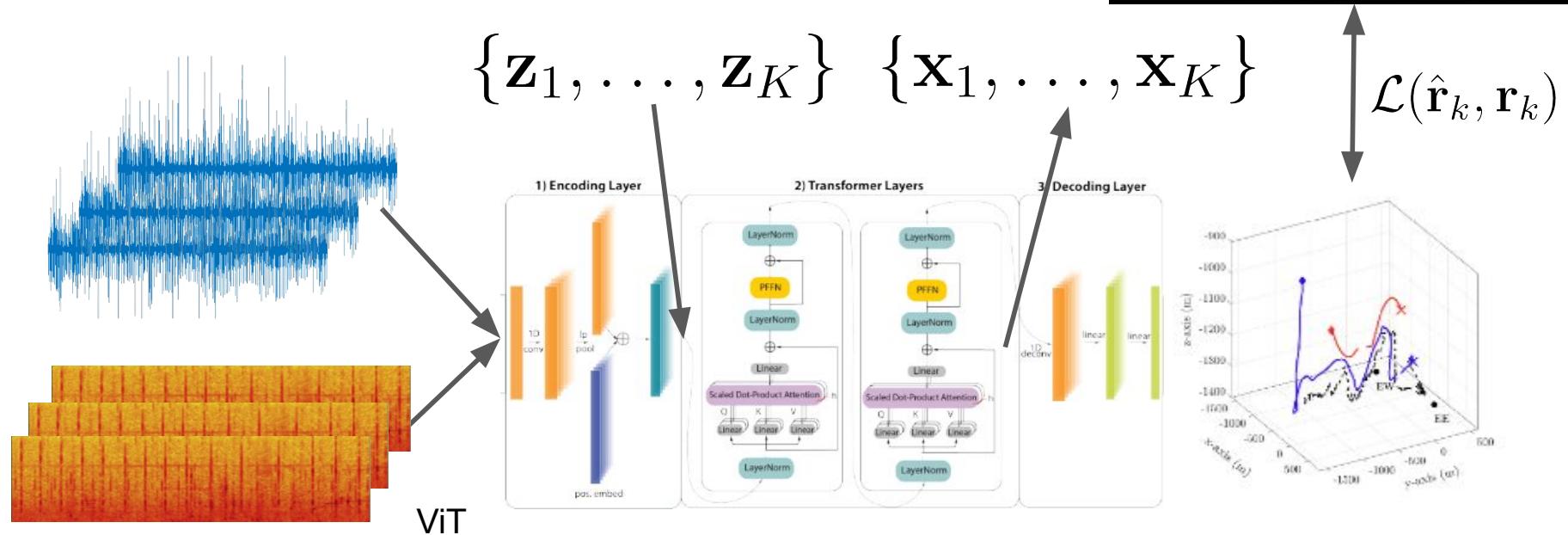
$$\mathbf{X} = (\mathbf{x}_1, \dots, \mathbf{x}_n), \mathbf{x}_i \in \mathbb{R}^v \quad (\text{eg. animal's position})$$

**Attention layer**  $\mathbf{x}_i = \mathbf{W}_O \left( \sum_{j=1}^n \alpha_{i,j} \mathbf{W}_V \mathbf{z}_j \right) \quad \alpha_{i,j} = \frac{\exp \left( \frac{(\mathbf{W}_Q \mathbf{z}_i)(\mathbf{W}_K \mathbf{z}_j)}{\sqrt{d_k}} \right)}{\sum_{k=0}^n \exp \left( \frac{(\mathbf{W}_Q \mathbf{z}_i)(\mathbf{W}_K \mathbf{z}_k)}{\sqrt{d_k}} \right)}$



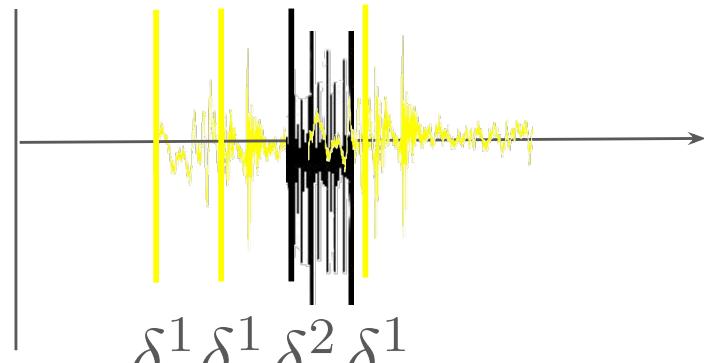
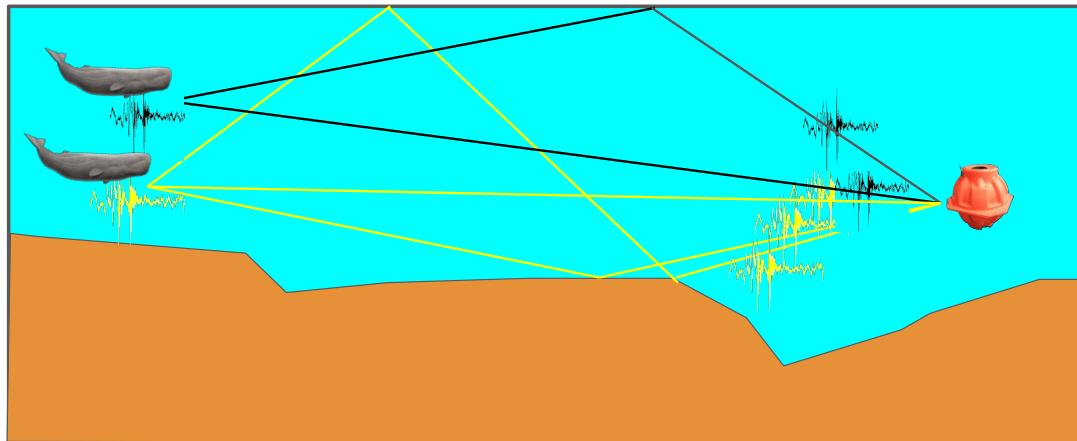
# Passive Acoustic Tracking with Transformer

$$\{\mathbf{x}_1, \dots, \mathbf{x}_K\} = g_{\hat{\theta}}(\{\mathbf{z}_1, \dots, \mathbf{z}_K\})$$



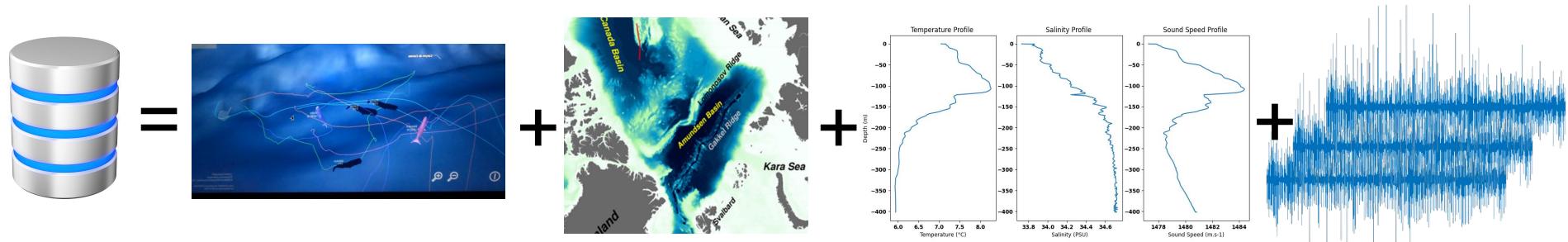
# What the representation must learn via Transformer ?

**Answer:** the underlying source separation problem (animals, echoes, etc..)



# We need a dataset dedicated to PAT !!!!

- Whatever tracking with 1/2/3 approach, **we need ground truth data with acoustic data (A) and animal's trajectories (T)** to train models.
- Few datasets are available with all these informations together.

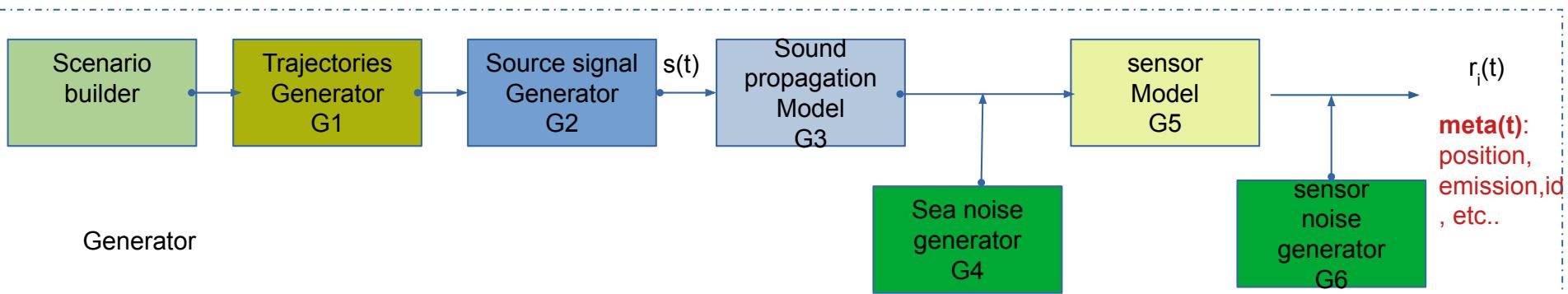


- **We need a digital twin/serious game of marine mammals** to generate realistic data

# SeGaMas - Generator -

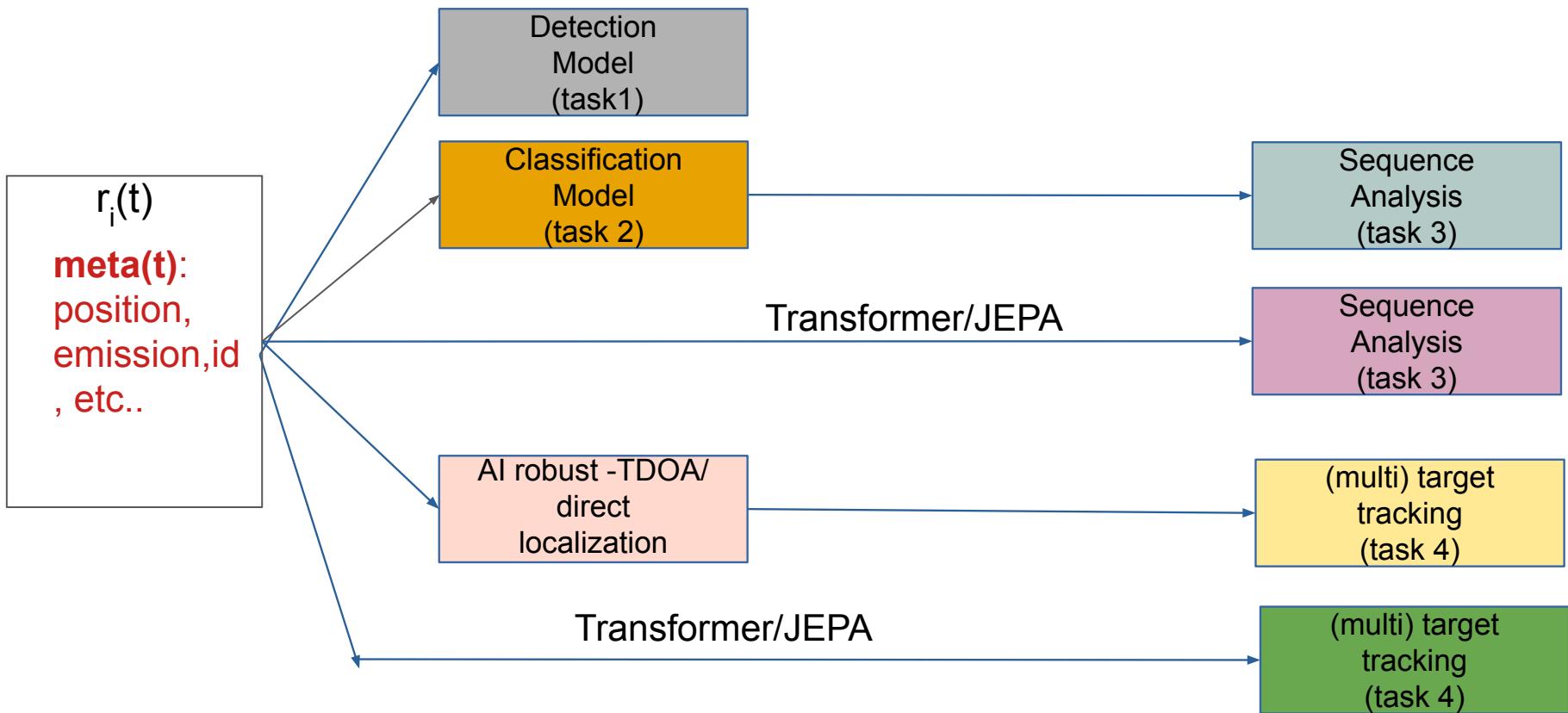
We started to build a complete **serious game** (L. Dantin 2025-) divided in two parts : **generator & trainers**. The generator has to:

- generate realistic mammals trajectories (cinematic, behavior, ROI, weather, food, multiple animals, etc...)
- generate realistic source emissions
- model sound propagation and sea noise characteristics
- model sonobuoy geometry and sensor characteristics



With SeGaMas generator, the goal is not only to generate realistic acoustic signals but **also all important associated meta-data/labels** for tasks 2-3-4-5

# SeGaMas - Training models

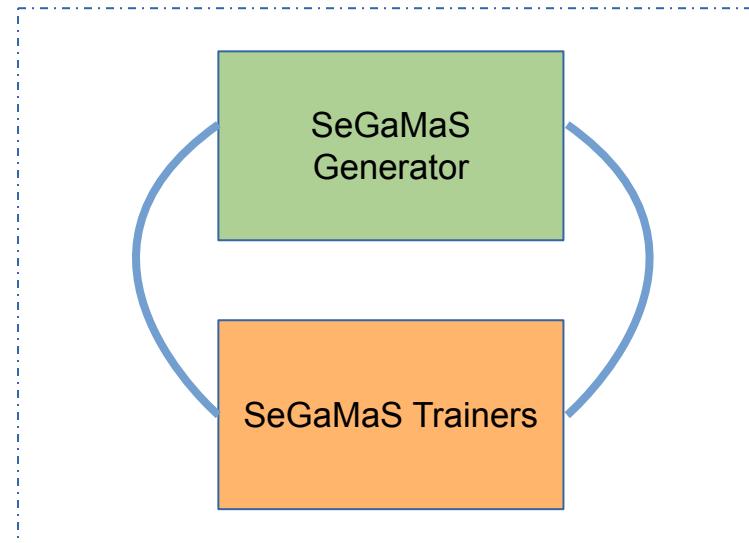


# SeGaMas - Generator + Trainers

For **task 5**, thanks to all generated trajectories and associated sound events & meta labels, we can imagine find the best sensor's location minimizing such loss

$$L(\mathbf{U}) = \min_{\mathbf{U}} \{ E_T \left[ \sum_k \det(\text{cov}(\mathbf{x}_k | \mathbf{Z}_{1:k}(\mathbf{U}))) \right] \}$$

↑                   ↑                   ↑  
Sensor's location   Trajectories   MTT (task 4) or  
   from G1           PCRB



$L(\mathbf{U})$  can be optimized by stochastic optimization technics or via RL (agent = sonobuoy)  
Would be interesting to compare both way to solve the corresponding problem

**Thanks for your  
attention !!  
Questions ?**

