Cetacean sounds detection with KM3NeT hydrophones

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KM3NeT

KM3Net is a submarine telescope for the detection of cosmic neutrinos.

Some neutrinos, crossing the earth, interact and produce a muon.

Photomultipliers detect the light generated by Cherenkov effect of muons traveling in a medium in which their speed is greater than the speed of light in that medium.



Why do we need a positioning system?

- \succ During deployment, the position of the string bases is determined with an accuracy of 1 m
- A submarine current may be present at speeds up to 20 cm/s which tilts the string moving the DOM from the vertical to about 7 m in the most pessimistic case
- The goal is to have a temporal resolution of the order of the nanosecond, in order to reconstruct the tracks of the muons
- \succ The light travels 1 *ns* in about 20 *cm* in sea water
- For this reason it is necessary to know with a precision less than 20 cm the position of each DOM

KM3NeT Acoustic Positioning System



Geometrical configuration:

In principle the three beacons emit 11 pulses every 10 minutes

Currently Beacon 1 is not working

ACOUSTIC POSITIONING SYSTEM APPLIED TO REAL DATA



ACOUSTIC POSITIONING SYSTEM APPLIED TO REAL DATA



Cetacean detection – possible studies:

Classification of cetaceans' sounds

Study on the behaviour of marine mammals

- > Study on the presence and passage of cetaceans in the area
- > Effect of anthropic activity on the marine ecosystem

> Localization and tracking of cetaceans that emit clicks (in particular sperm whales)

SIGNALS FROM DU3 KM3NeT HYDROPHONE



Two different kind of clicks have been detected

Main differences between Striped Dolphin and Sperm Whale clicks

Inter Click Interval

Click Shape

Frequency Range

Inter Click Interval



Click shape



Frequency range



Comparison with CIBRA sounds

http://www-3.unipv.it/cibra/edu_dolphins_uk.html

Striped dolphin



Comparison with CIBRA sounds

http://www-3.unipv.it/cibra/edu spermwhale uk.html

Sperm whale



CLICK IDENTIFICATION

- Application of an high pass filter (2 kHz or 5 kHz) to mitigate the low frequency noise
- Division of the audio file into time windows of a certain duration (0.15 s) with an overlap of 50% to be sure not to skip some clicks.



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CLICK IDENTIFICATION

- For each time window calculation of the Signal to Noise Ratio (SNR) as a function of time, taking as a reference noise the median of the absolute value of the envelope (Hilbert function) of the signal.
- In each time window there is a click if there is a value of SNR greater than 10 times the median of all the SNR values in that time window (SNR threshold). The value of the threshold is empirical.



CLICK IDENTIFICATION

- Isolation of a segment of the same duration of the time windows in which I know there is only background noise and I calculate the FFT.
- Take the amplitude of the FFT at the frequencies between 2 kHz and 20 kHz (typical sperm whale frequencies), 20 kHz and 50 kHz (typical striped dolphin frequencies) and between 2 kHz and 50 kHz (generic click) and save those values in different arrays (noise thresholds).



If at least 20% of the values are greater than the noise threshold at the different frequencies, I assign a value 1 to the time window (possible click), otherwise I assign the value 0 (no clicks).

Spectrums



If a cetacean click is present, at least 20% of the frequency bins of the spectrum is greater than the same frequency bins of the pure background noise

Click Identifier – Best Configuration

General parameters High Pass Filter Frequency: 2 kHz > SNR threshold: $Median_{SNR} \cdot 8$ ➢ Frequency bin percentage: 20 % **Striped Dolphin parameters** Sperm Whale parameters Sperm Whale clicks Frequency Limits: $2 kHz \le f_{SD} \le 22 kHz$ Striped Dolphin clicks Frequency Limits: $30kHz \leq f_{SW} \leq 50 kHz$ False Positive clicks Frequency Limits: $2 kHz \le f_{SW} \le 6 kHz$ Striped Dolphin clicks in a file: $N_{SD} \ge 3$ ▶ False Positive/True Positive Ratio: $R_{amp_{FP}/amp_{sw}} < 4$ Striped Dolphin Inter Click Interval: $ICI_{SD} > 0.05 s$ Sperm Whale clicks in a file: $3 \le N_{SW} \le 7$

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- Sperm Whale Inter Click Interval: $ICI_{SW} > 0.4 s$
- ➢ Standard Deviation of Sperm Whale ICIs: $\sigma_{ICI_{SW}} < 0.1$

Application of the Click Identifier (example 1)



Sperm Whale clicks: 64

Striped Dolphin clicks: 14

Application of the Click Identifier (example 2)



Sperm Whale clicks: 0

Striped Dolphin clicks: 1966

Application of the Click Identifier (example 3)



Sperm Whale clicks: 0

Striped Dolphin clicks: 0

Application of the Click Identifier to 100 RUNs (April and May 2020)



Application of the Click Identifier to 100 RUNs (April 2020)



RUN 7997 DU3 hydrophone



Sperm Whale clicks in Three hydrophones



Sperm Whale clicks in Three hydrophones



Other example

RUN 8584 (10 minutes)

Receivers: DU9 hydrophone, DU1 DOM10, DU3 DOM10, DU11 DOM10 piezos



Application of the method Examples

ABS of Cross correlation DU9 hydrophone DU11DOM10 0.00025 0.00008 Click 1 Click 2 0.00020 0.00006 0.00015 Amplitude Amplitude 0.00004 0.00010 0.00002 0.00005 0.00000 0.00000 35000 5000 10000 15000 20000 25000 30000 35000 20000 25000 5000 10000 15000 30000 40000 0 40000 0 Samples Samples QF: 6626 QF: 2906 Delay Time: 0.030046 s Delay Time: 0.030049 s $1 \,\mu s$ uncertainty?

Application of the method

Examples



Application of the method

Application of the method Examples

ABS of Cross correlation

DU1 DOM10

DU9 hydrophone

POSITION RECONSTRUCTION ALGORITHM

Set of hydrophones: h_i , i = 1, ..., M at positions (x_i, y_i, z_i)

Whale at the position (x_w, y_w, z_w)

Individual ranges:
$$R_i = R_0 + \delta R_i$$
 with $\delta R_i = c \delta T_i$ (1)

Distances between the whale and the hydrophones: $R_{wi}^2 = (x_i - x_w)^2 + (y_i - y_w)^2 + (z_i - z_w)^2$ (2)

$$R_0^2 = x_0^2 - 2x_0x_w + x_w^2 + y_0^2 - 2y_0y_w + y_w^2 + z_0^2 - 2z_0z_w + z_w^2$$
(3)

$$R_0^2 + 2R_0\delta R_i + \delta R_i^2 = x_i^2 - 2x_i x_w + x_w^2 + y_i^2 - 2y_i y_w + y_w^2 + z_i^2 - 2z_i z_w + z_w^2$$
(4)

Subtracting equation (3) from equation (4):

$$2R_0\delta R_i + \delta R_i^2 = x_i^2 - x_0^2 - 2(x_i - x_0)x_w + y_i^2 - y_0^2 - 2(y_i - y_0)y_w + z_i^2 - z_0^2 - 2(z_i - z_0)z_w$$

POSITION RECONSTRUCTION ALGORITHM

$$2R_0\delta R_i + \delta R_i^2 = x_i^2 - x_0^2 - 2(x_i - x_0)x_w + y_i^2 - y_0^2 - 2(y_i - y_0)y_w + z_i^2 - z_0^2 - 2(z_i - z_0)z_w$$

4 unknowns (R_0 , x_w , y_w , z_w) -> With 5 hydrophones we may form 4 equations

$$\begin{pmatrix} (x_1^2 - x_0^2) + (y_1^2 - y_0^2) + (z_1^2 - z_0^2) - (\delta R_1)^2 \\ (x_2^2 - x_0^2) + (y_2^2 - y_0^2) + (z_2^2 - z_0^2) - (\delta R_2)^2 \\ (x_3^2 - x_0^2) + (y_3^2 - y_0^2) + (z_3^2 - z_0^2) - (\delta R_3)^2 \\ (x_4^2 - x_0^2) + (y_4^2 - y_0^2) + (z_4^2 - z_0^2) - (\delta R_4)^2 \end{pmatrix} = 2 \begin{pmatrix} \delta R_1 & (x_1 - x_0) & (y_1 - y_0) & (z_1 - z_0) \\ \delta R_2 & (x_2 - x_0) & (y_2 - y_0) & (z_2 - z_0) \\ \delta R_3 & (x_3 - x_0) & (y_3 - y_0) & (z_3 - z_0) \\ \delta R_4 & (x_4 - x_0) & (y_4 - y_0) & (z_4 - z_0) \end{pmatrix} \begin{pmatrix} R_0 \\ x_w \\ y_w \\ z_w \end{pmatrix}$$

If all sensors are at the same depth:

$$\begin{pmatrix} (x_1^2 - x_0^2) + (y_1^2 - y_0^2) + (z_1^2 - z_0^2) - (\delta R_1)^2 \\ (x_2^2 - x_0^2) + (y_2^2 - y_0^2) + (z_2^2 - z_0^2) - (\delta R_2)^2 \\ (x_3^2 - x_0^2) + (y_3^2 - y_0^2) + (z_3^2 - z_0^2) - (\delta R_3)^2 \end{pmatrix} = 2 \begin{pmatrix} \delta R_1 & (x_1 - x_0) & (y_1 - y_0) & (z_1 - z_0) \\ \delta R_2 & (x_2 - x_0) & (y_2 - y_0) & (z_2 - z_0) \\ \delta R_3 & (x_3 - x_0) & (y_3 - y_0) & (z_3 - z_0) \end{pmatrix} \begin{pmatrix} R_0 \\ x_w \\ y_w \end{pmatrix}$$

We can estimate the whale depth z_w by: $z_w = z_0 \pm \sqrt{R_0^2 - (x_w - x_0)^2 - (y_w - y_0)^2}$

GEOMETRICAL CONFIGURATIONS OF THE RECEIVERS

POSITION RECONSTRUCTION SIMULATION

Conclusions

- Two different types of clicks have been identified, probably emitted by striped dolphins and sperm whales
- > The current version of the click identifier distinguishes the two different clicks.
- ➤ We see the cetacean signals in different receivers and we can use this information to improve the accuracy of the detection and calculate the delay times.
- Simulations of the source position reconstruction algorithm have been performed, obtaining good results

Future steps and work in progress

Begin to reconstruct the position of the acoustic sources using the information of the time delays between the different receivers