
Modeling Maritime Radar Scattering

WPI Major Qualifying Project

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Group 105

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Outline

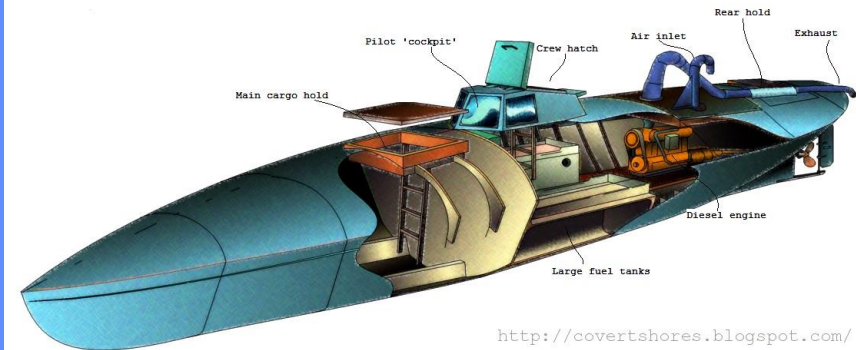
- **Introduction**
- **Ocean Scattering Simulation**
 - 1-D Model
 - 2-D Model
- **Phased Array Radar Simulation**
- **Parallelization**
- **Graphical User Interface**
- **Future Work**



Introduction

- **Small boats and semi-submersible boats are being used by drug-runners, smugglers, and pirates**
- **Small boats loaded with explosives present a threat to the security of our naval forces**
- **The first step to counter these threats is detection**
- **Currently, lack of data and understanding inhibits detection**

Semi-Submersible Sub



USS Cole





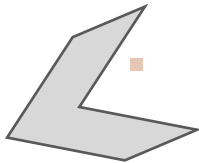
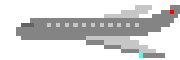
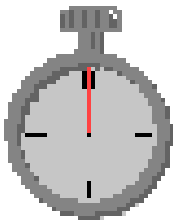
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Radar

- Single fixed antenna
- Determine range and velocity information of boats and ocean surface
- Time Delay \rightarrow Range
- Frequency Shift \rightarrow Velocity

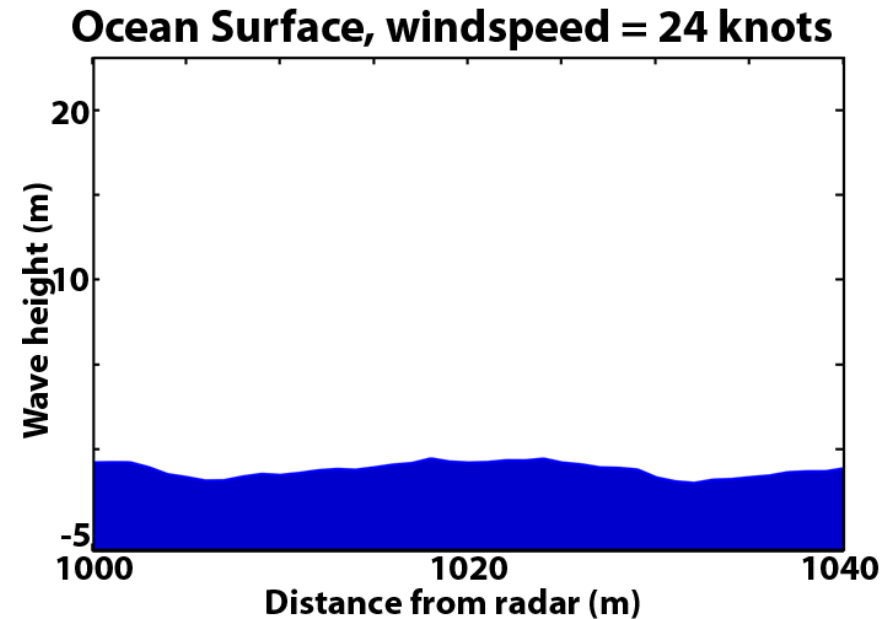


<http://www.radartutorial.eu/01.basics/rb05.en.html>



1-D Ocean Model

- **Waves created by wind blowing over the ocean surface**
- **Modeled ocean surface height**
 - **Spectral composition based on wind speed (Pierson-Moskowitz spectra)**
 - **Significant wave height based on wind speed (Beaufort scale)**

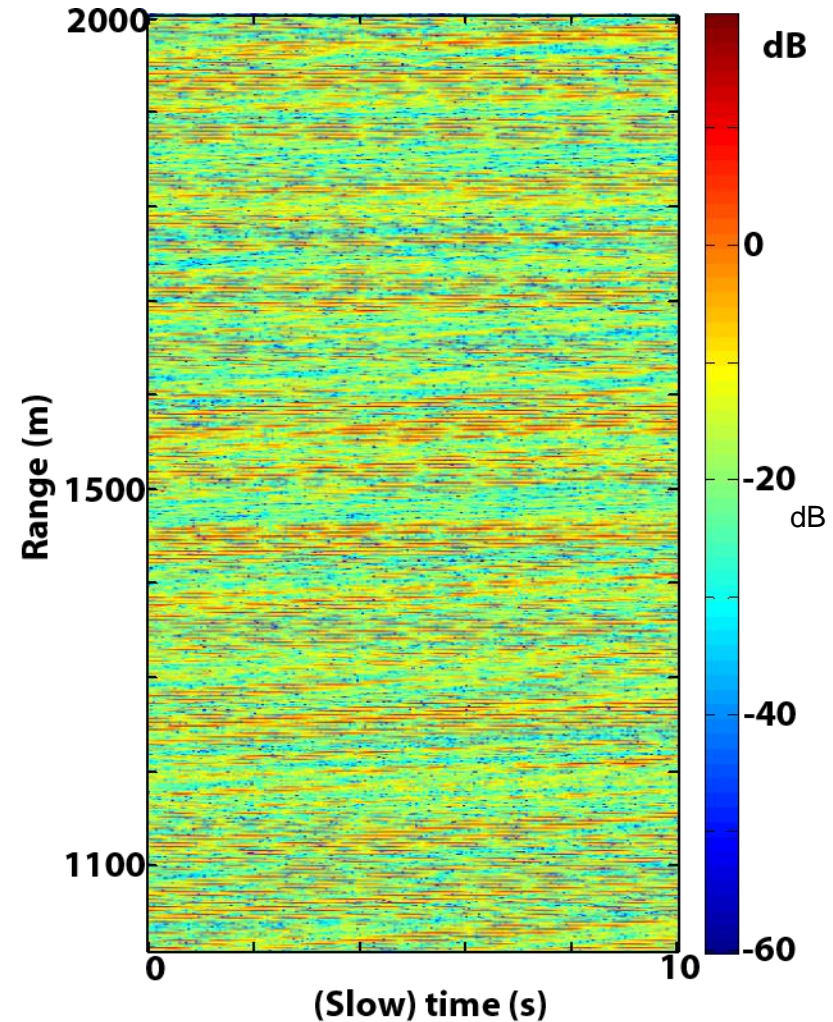
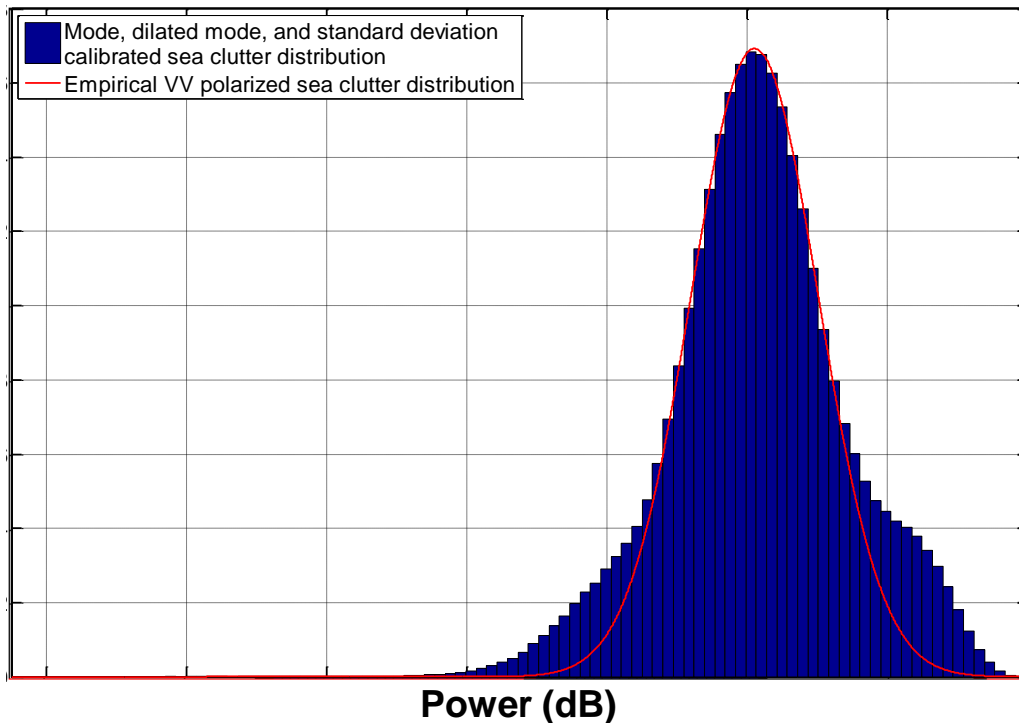




Ocean Radar Return:

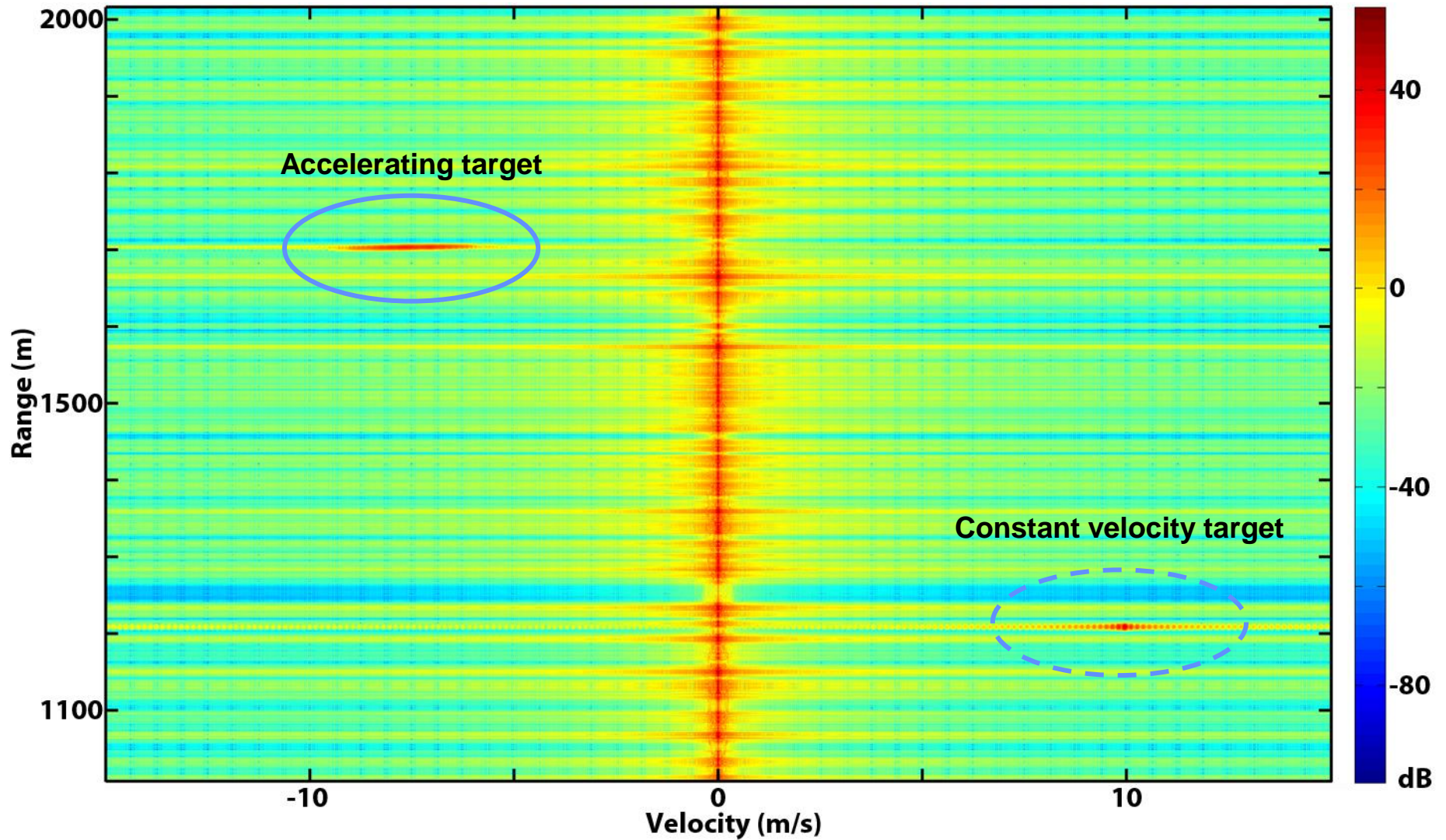
Wind Speed = 13 knots, VV polarization

- Radar return power dependent on ocean surface slope
- Used log-normal statistics to scale simulated radar data





Range Doppler Map





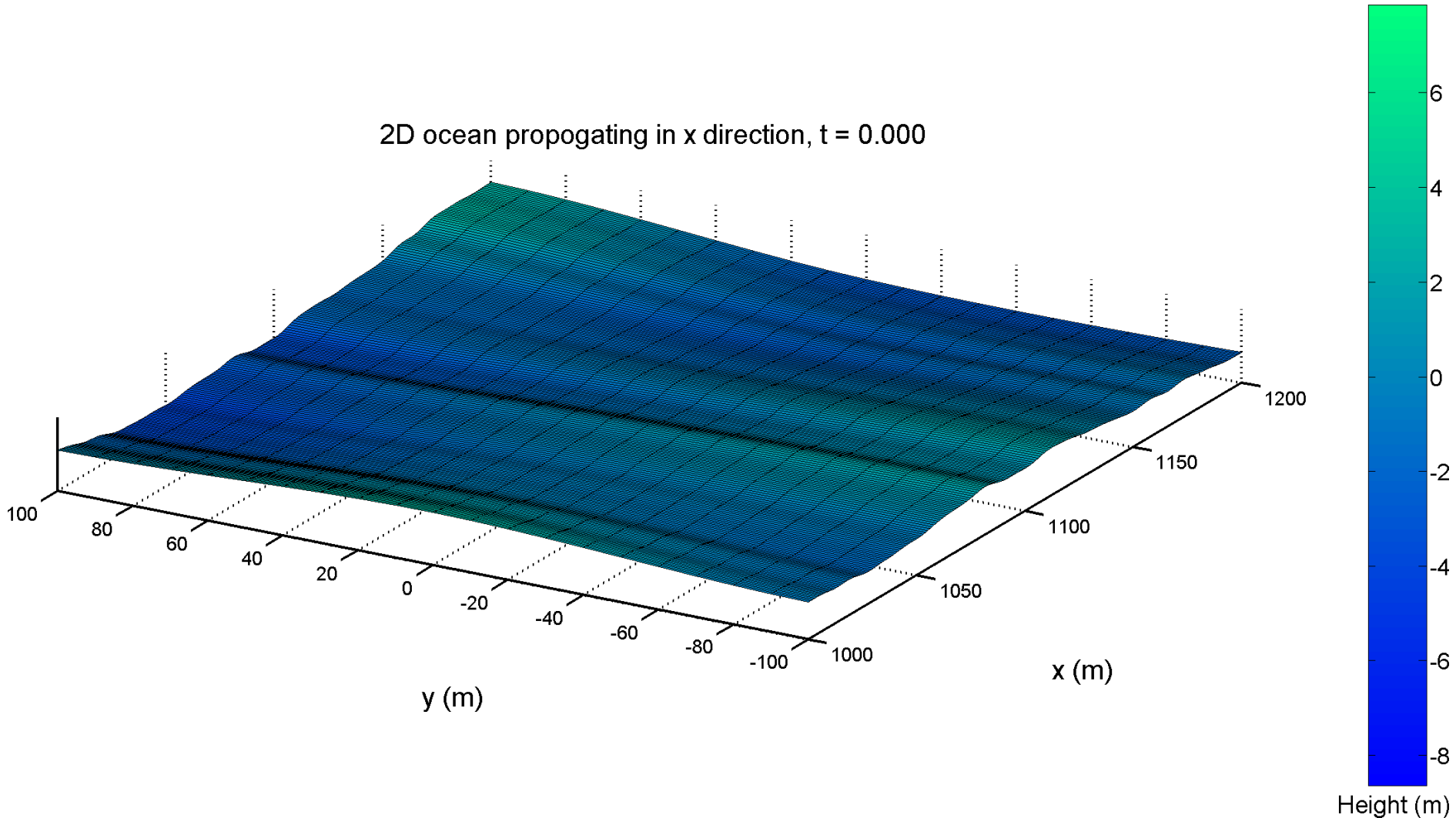
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Quasi-Two-Dimensional Ocean

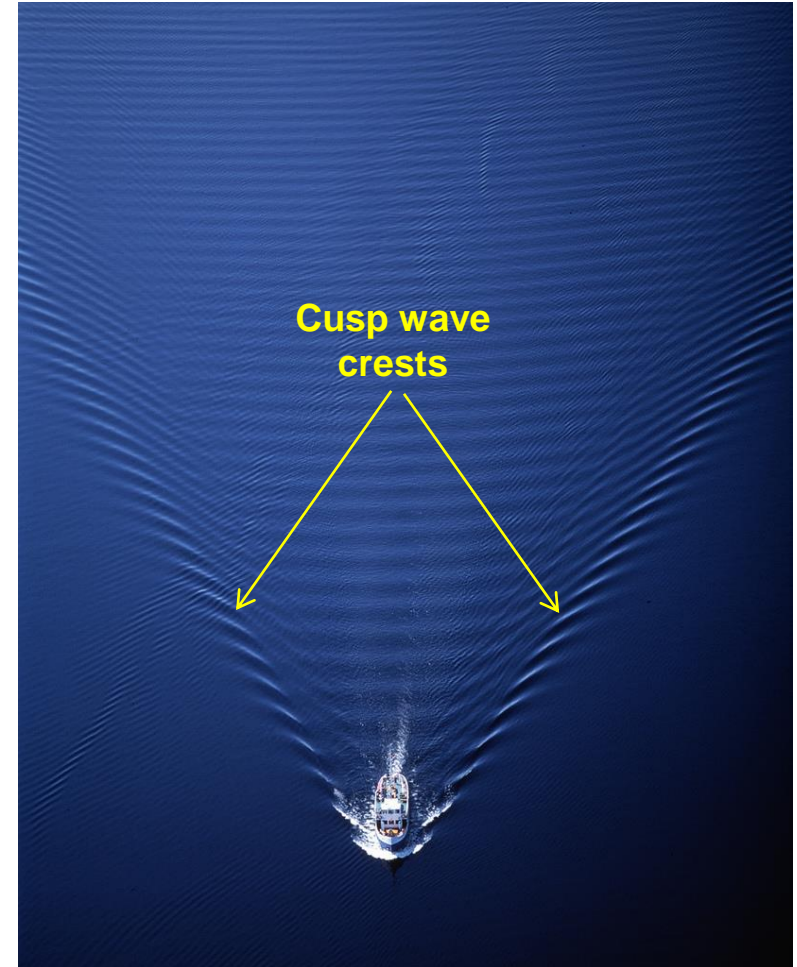
2D ocean propagating in x direction, t = 0.000





Boat and Wake Model

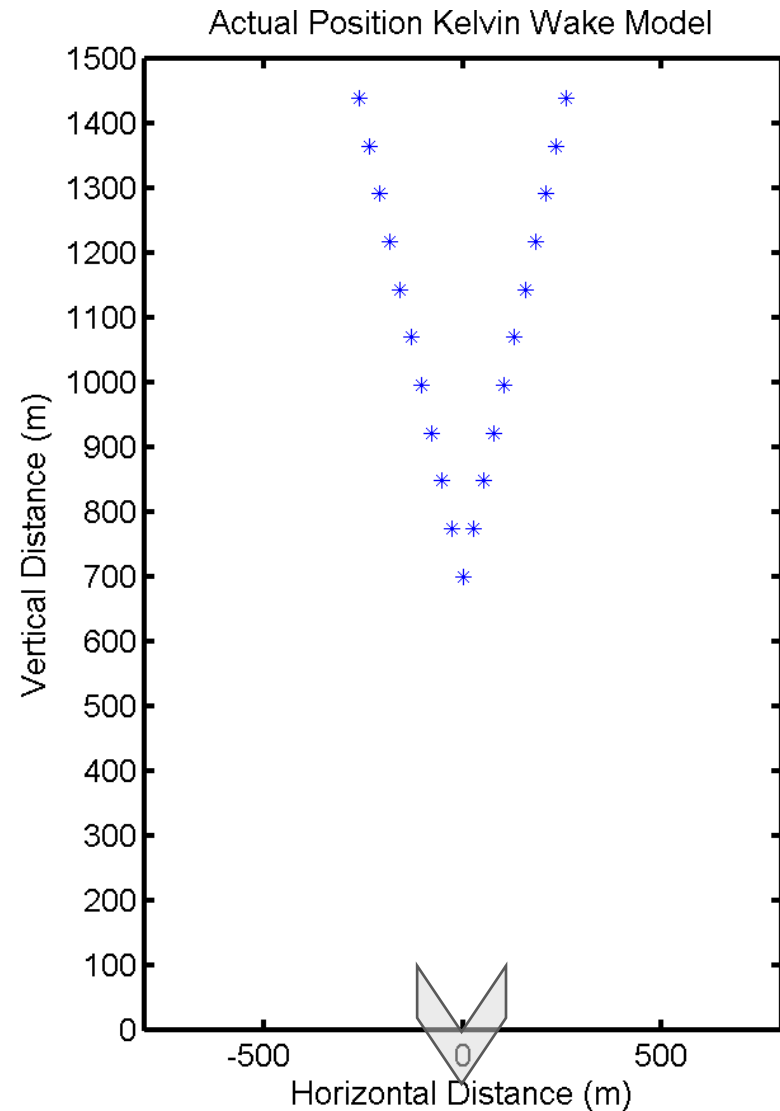
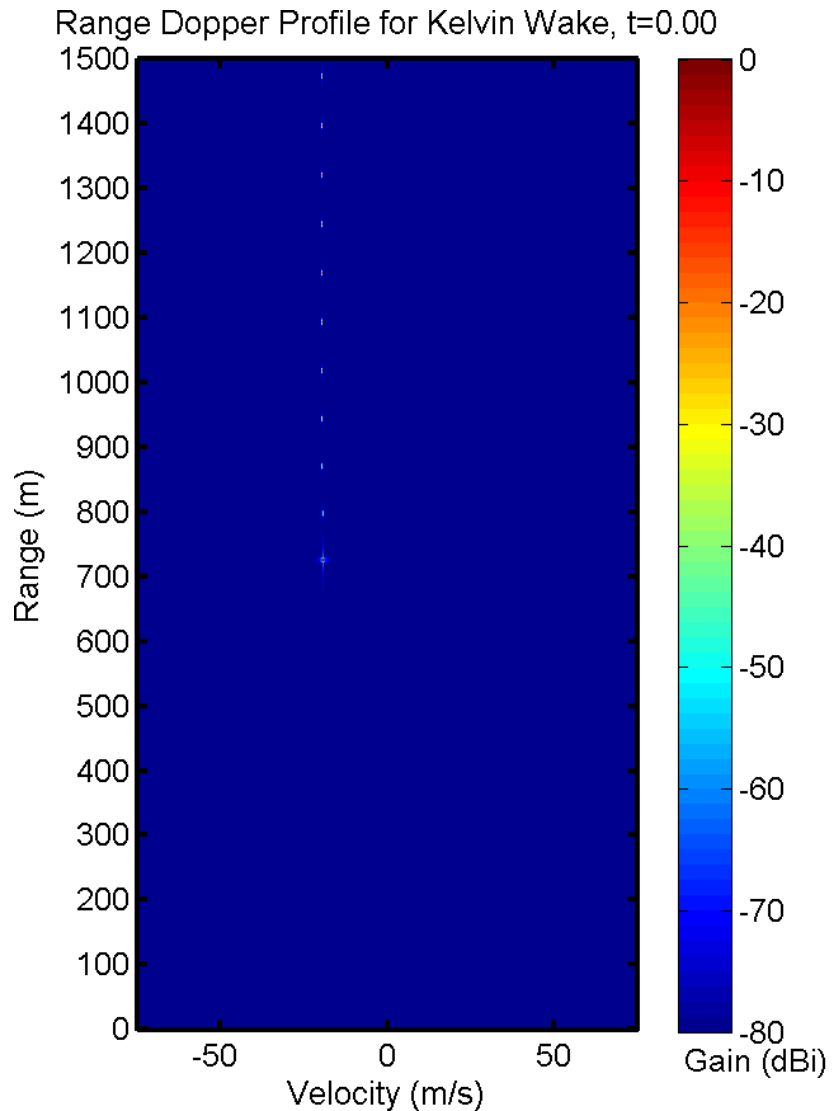
- **Boat modeled as a simple point target on the ocean**
- **Wake modeled as Kelvin wake**
 - **Cusp wave crests**
 - **Gives strongest radar returns**
 - **Amplitude decay**



<http://www.goshen.edu/physix/204/gco/2slit.php>

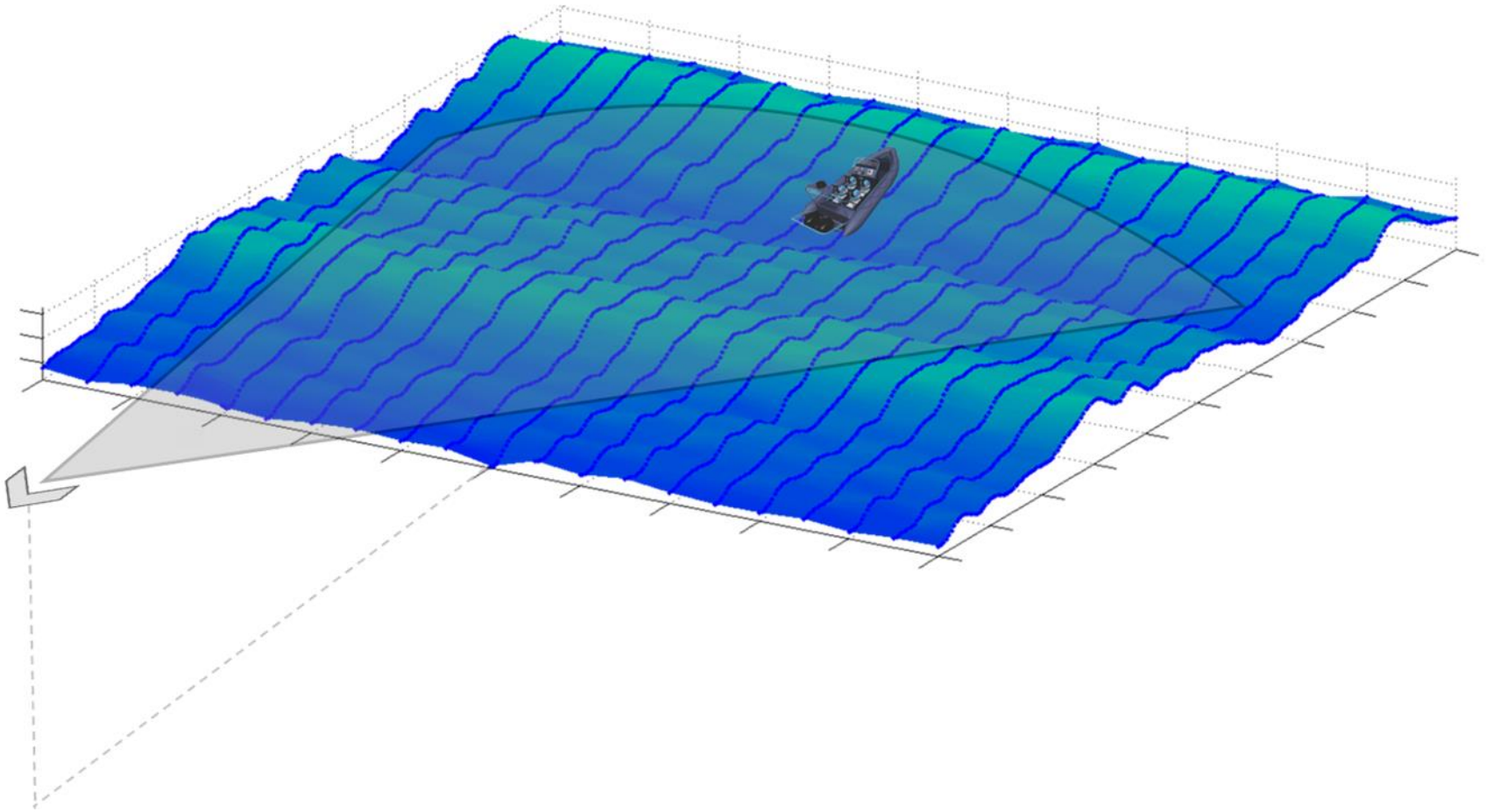


Range-Doppler of Boat and Cusp Waves



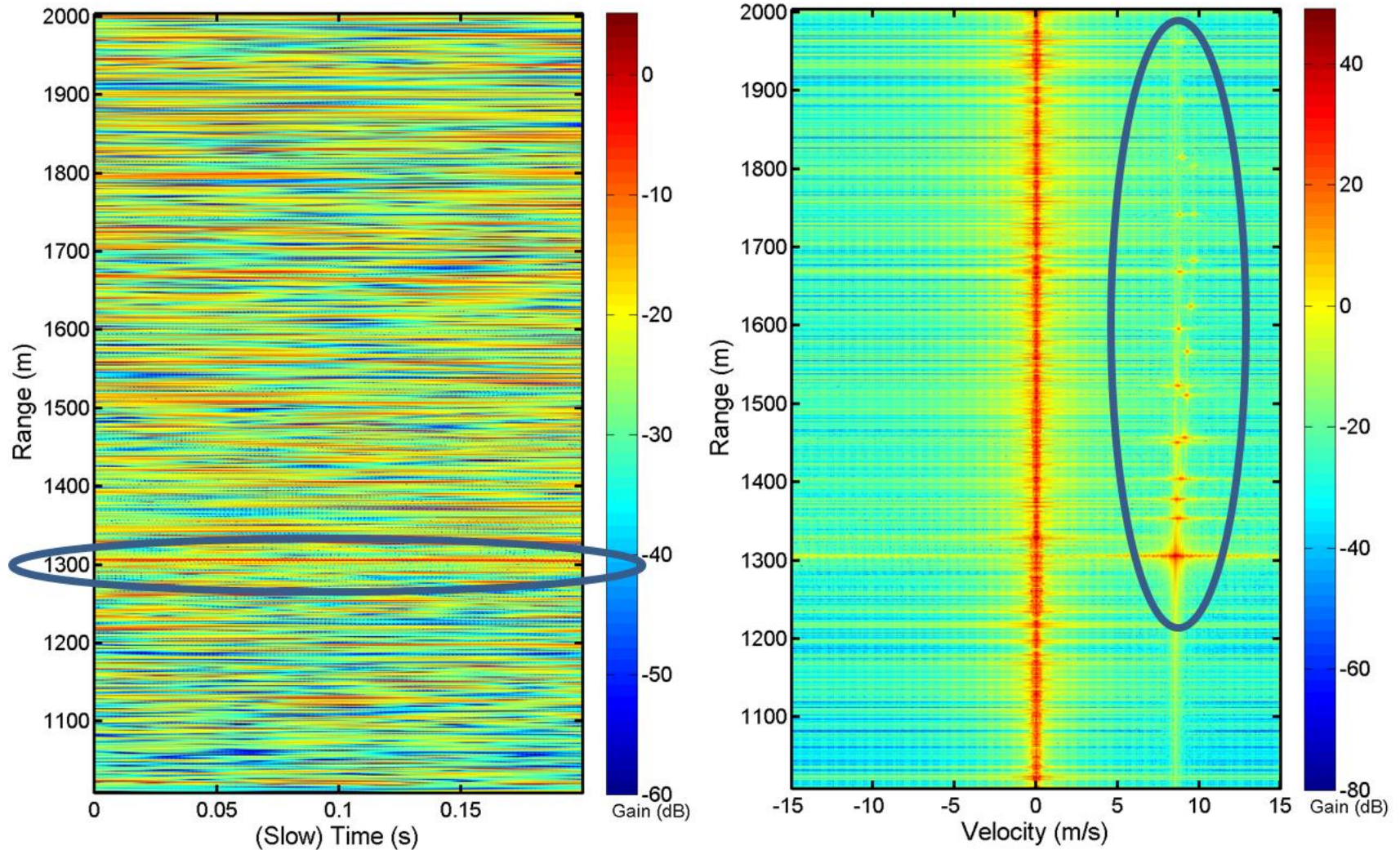


2-D Ocean Scattering Simulation





RTI and RDP for a Boat With Wake on the Ocean





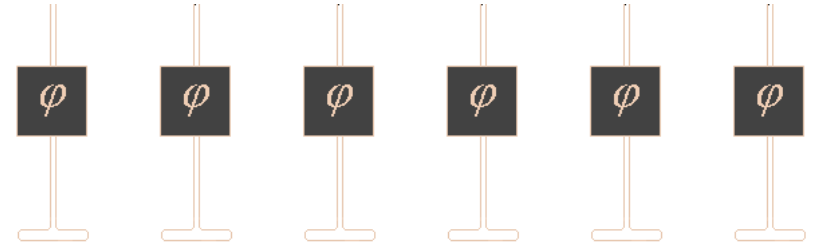
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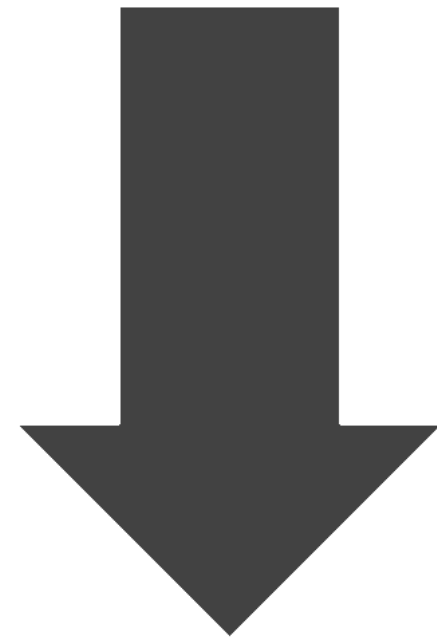


Background: Phased Array Radar

- RF signals sent at given scan angles and return with time delay and Doppler shift
- Determine range, velocity, and angle information of boats and ocean waves



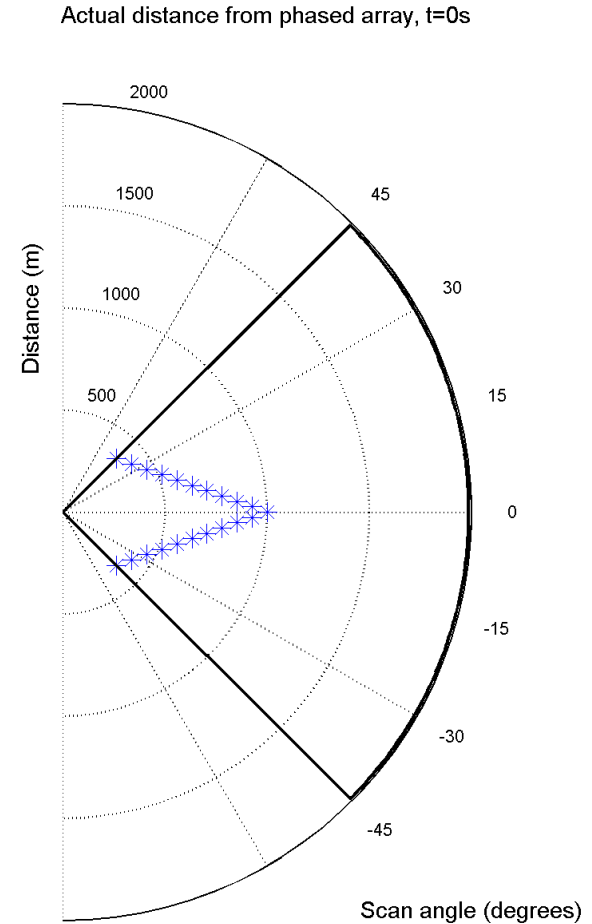
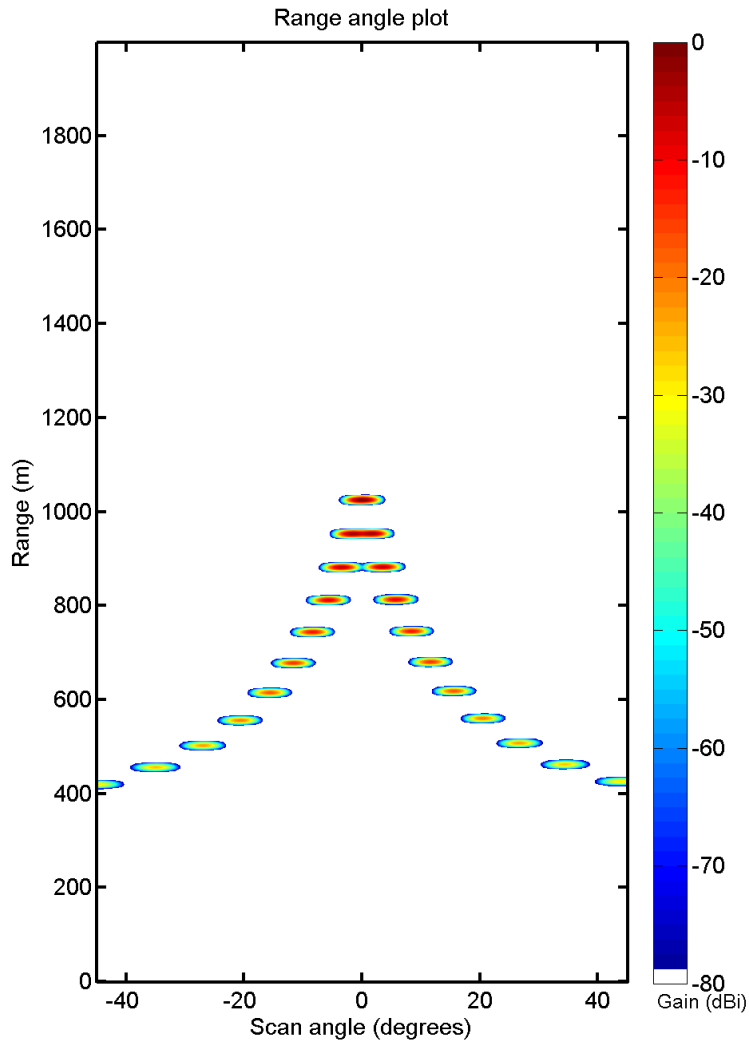
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<http://sitelife.aviationweek.com/ver1.0/Content/images/store/13/7/7d634054-f899-41a1-b7ca-552c8df19915.Full.jpg>



Phased Array Range Intensity Profile





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Processing and Computation

Radar model contains trillions of computations for each second of data

Solution:

- **Algorithmic Efficiency**
 - Simplifying equations (assumptions)
 - Use of more efficient functions or processes
- **Parallelization**
 - pMATLAB
 - Multiple cores
 - LLGrid



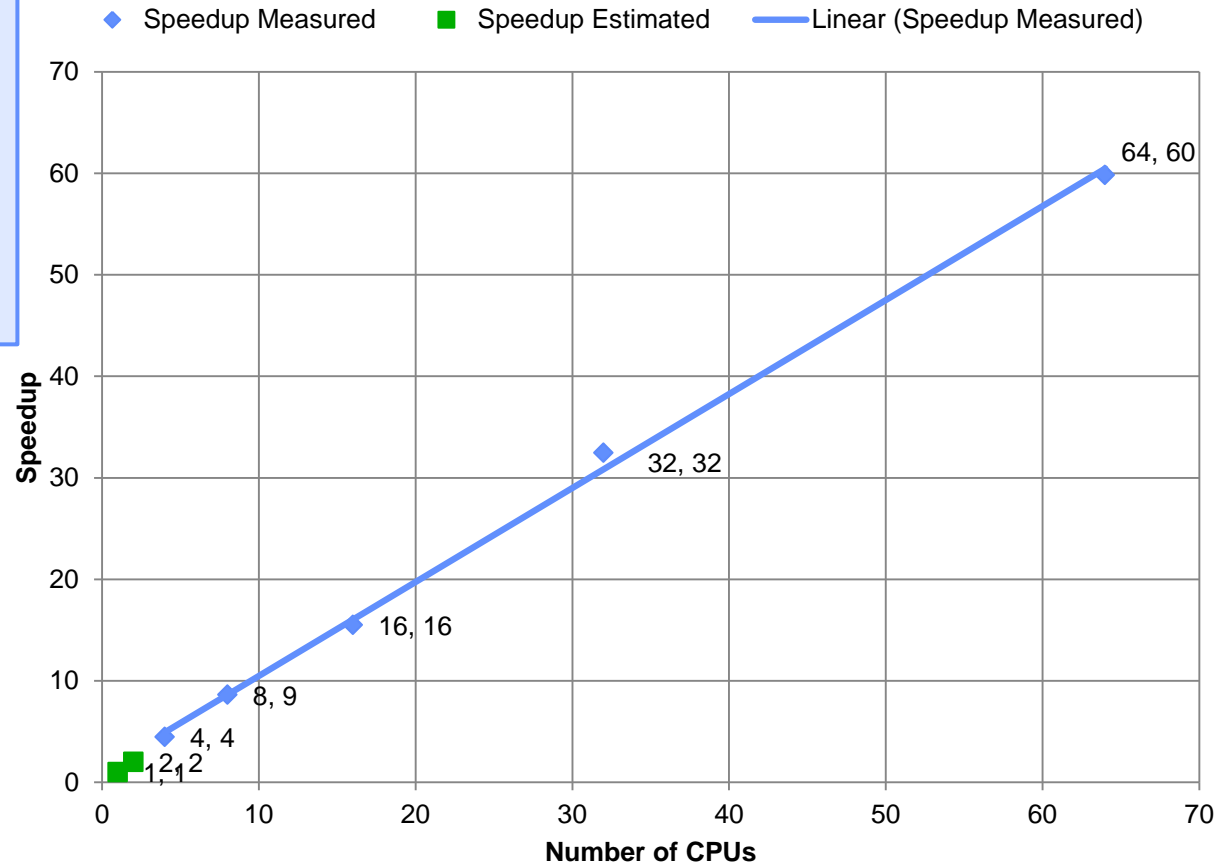
http://en.wikipedia.org/wiki/File:IBM_Blue_Gene_P_supercomputer.jpg

```
Saving Ocean...
Ocean Saved.
Total Time: 99.45
Ocean Done.
Elapsed time is 99.607038 seconds.
Starting Range Time Intensity Processing...
03-Oct-2012 15:51:46
Loading Ocean Data Complete...
Node job size: 673
Saving Data...
Data Saved.
RTIP Done.
Elapsed time is 8980.005715 seconds.
Loading RTI Data...
RTI Data Loaded.
```



Parallelization

- **Algorithm highly parallelizable, Speedups of up to 60x**
- **Scales to compute clusters e.g. LLGrid**





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Graphical User Interface

- **User selected model**
 - 1-D ocean
 - **Quasi-2-D ocean**
 - **Single antenna radar**
 - **Target generation**
- **Input parameters**
 - Radar
 - Ocean
 - **Target & wake**
- **Input parameter validation**

The screenshot shows the 'mergedModel2D' GUI with the following settings:

- Ocean Parameters:**
 - Ocean Propagation Direction: upsea
 - Variance and Smoothing: None
 - Radar Offset (m): 1000
 - Ocean Length (m): 1000 x 1000 (x, y)
 - Spatial Ocean Sampling (m): 1 x 10 (x, y)
 - Select Windspeeds: 13 Knots, 18.5 Knots, 24 Knots (all unchecked)
 - Y Smoothing Intervals: 5
 - X Smoothing Intervals: 10
 - Variance as Fraction of SWH: 0.333
 - Bounded Ocean Plot Size (m): 100
 - Select Plot: None
- Compute Options:**
 - Compute Method: Normal (No ...)
 - Use LLGrid:
 - Number of CPUs: 8
 - CPUs Available Locally: 8
 - Local Memory Total: 16 GB
 - Local Memory Available: 11.7 GB
 - Memory Needed: 54.6 GB
- Radar Parameters:**
 - Center Frequency (MHz): 10e3
 - Bandwidth (MHz): 100
 - Grazing Angle (degrees): 5
 - Range Processing Window: None
 - Select PRF or AFMV: PRF (1000)
 - Polarization: Vertical
 - Beam Width (degrees): 2
 - Plot RTI:
 - Save RTI Variables for Later Plotting:
- Model Options:**
 - Simulation Time (s): 10
 - Time Smoothing Interval (s): 5
 - Plot Calibration:
 - Run Model: [Run Model]



Graphical User Interface

- Use

- 1-

- Q

- S

- T

- Input

- R

- O

- T

- Input

- valid

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Future Work

- **Improve Doppler estimation**
- **Implement phased array model**
- **Fluctuating target cross section (Swerling model)**
- **True 2-D ocean model**
- **Graphics core parallel processing**



Acknowledgements

- **Thank you to everyone that has helped our team progress with this project.**
 - **Dennis Blejer, Lincoln Laboratory Advisor**
 - **Edward Clancy, WPI Project Advisor**
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 - **Jennifer Watson, Lincoln Laboratory Assistant Group Leader**
 - **Loretta Wesley, LL Secretary**
 - **Byun Chansup, LL Grid Support**
 - **Scott Ehrlich, Computer Hardware and IT Support**



Questions?

- **Introduction**
- **1-D Ocean Scattering Simulation**
 - Radar Processing
 - 1-D Ocean Model
 - Radar scattering
- **2-D Ocean Scattering Simulation**
 - Quasi-2-D Ocean Model
 - Boat Wake Model
 - Radar scattering
- **Phased Array Radar Simulation**
- **Parallelization**
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