

# Machine Learning for Bathymetric Processing

By Andy Hoggarth



#### Sonar Noise

Types of noise:

- Cavitation/bubble sweep
- Loss of bottom on outer beams
- Loss of bottom lock
- False returns from the water column





## Data Cleaning

Time Consuming and labour-intensive

- Current methods:
  - Manual (dot-killing)
  - Simple filters
  - Statistical filters
  - Terrain model binning and filtering





### Processing Challenges

Regardless of method or filter type

- Complex features
- And steep slopes

are problematic....







## Machine Learning for Bathy

- Machine Learning is Good at:
  - Pattern recognition
  - Prediction



- NVIDIA Titan RTX GPU for training the algorithm
- AWS cloud GPU service for day-to-day processing
- Requires an extensive library of training data (feature maps)
  - Different data examples
  - Training the algorithm is intensive and requires heavy duty hardware
    - $\,\circ\,$  Using the algorithm is not as intensive
    - $\,\circ\,$  Cloud based GPU processing is efficient
    - $\,\circ\,$  Local PC or Server processing is possible if GPU requirements can be met



#### Convolutional Neural Networks (CNN)

• CNN is very popular and many libraries are available



• Little published work on 3D point clouds

Teledyne CARIS is pioneering a **3DCNN** for classifying Sonar Noise and more...
 Could it help MAP THE GAPS?



#### Sonar Noise Classification Workflow in HIPS

- 1. Divide dataset into tiles
- 2. Create a voxel grid for each tile
- 3. Classify the voxel grid
- 4. Map the result back to the points





#### Step 1.

#### Data is analyzed and divided into tiles

- Based on number of points
  - $\circ$  Low density = big tiles
- and an optional finest vertical resolution





#### Step 2

#### A voxel grid is created of all points in each tile

- Get the tile points
- Create voxel grid





### Step 3.

#### Classify the voxel grid

- Send voxels to AI (cloud or local)
  - $\,\circ\,$  100 times smaller than full density point cloud
- Receive classification from AI







Map the result back to the points

- Adjust confidence threshold if required
- Apply as filter to dataset
- Points falling inside Rejected voxels are Rejected (like CUBE)





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#### Performance / Accuracy

- > 97% "real" points retained
- ~95% noisy points classified





#### Reducing Processing Times

Shallow Survey 2015 Demo Dataset

- Collected using Teledyne Seabat T20P
- Approx 175M soundings
- 44 line km of survey
- Roughly 9 ½ hours online survey time





#### Time Trials

• Time trials (N=1, HH:MM)

Workflow	Automatic	Manual	Total	Acquisition/Processing
Manual	00:00	05:52	05:52	1h/36m
Terrain Model Filtering	00:29	02:30	02:59	1h/20m
Al Noise Classifier	00:20	00:35	00:55	1h/6m



#### Other CARIS AI Initiatives





#### Target Detection (Gavia)







#### Mapping the Gaps

- Option to apply AI when contributing bathy data (e.g. DCDB website)
- Run data through Cloud based AI algorithm for noise removal O Providing data processing consistency
- Streamline data integration into regional and / or GEBCO grid
- Potential to use AI to make legacy data consistent
- Develop a "community" to further train the AI algorithm O Incentivize



## Thank You Questions?

#### @hydrohogg



