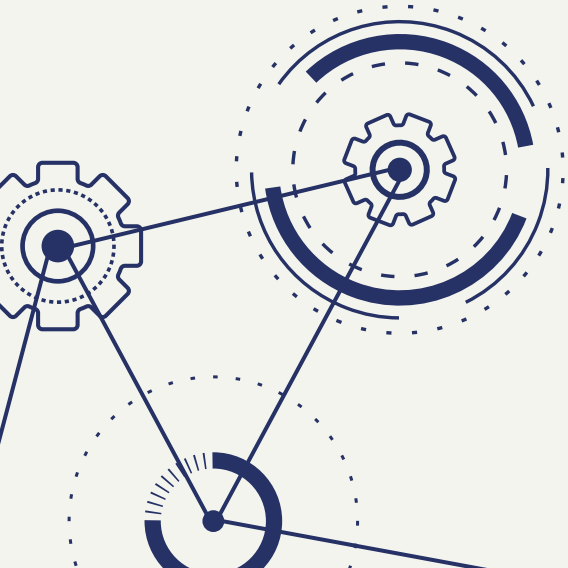


C-through



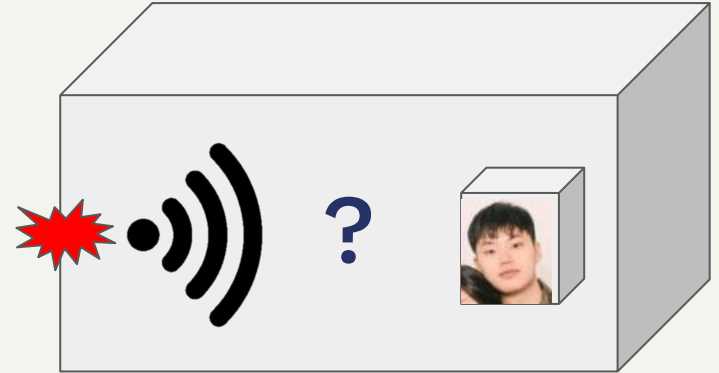
혁주팀

Jeong HJ / Min SK / Jeong YJ
Cho GH / Ju GY / Song YJ

Motivation & Problem Definition



Detect presence & location

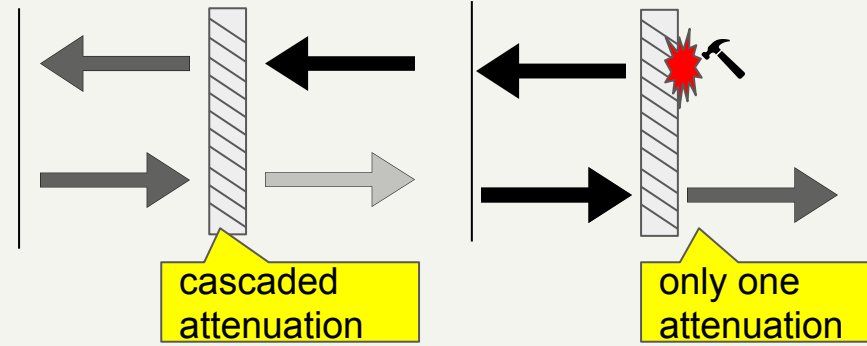


Existing Method **vs** Our Method

Ultrasonic Testing



2 Advantages



$$u = (I - R) \frac{e^{j\omega t}}{\rho_0 c_0} = \frac{T}{\rho_0 c_0} e^{j\omega t}$$

$$(I + R - T)e^{j\omega t} = m \frac{\partial u}{\partial t} \longrightarrow I + R - T = m \frac{i\omega T}{\rho_0 c_0}$$

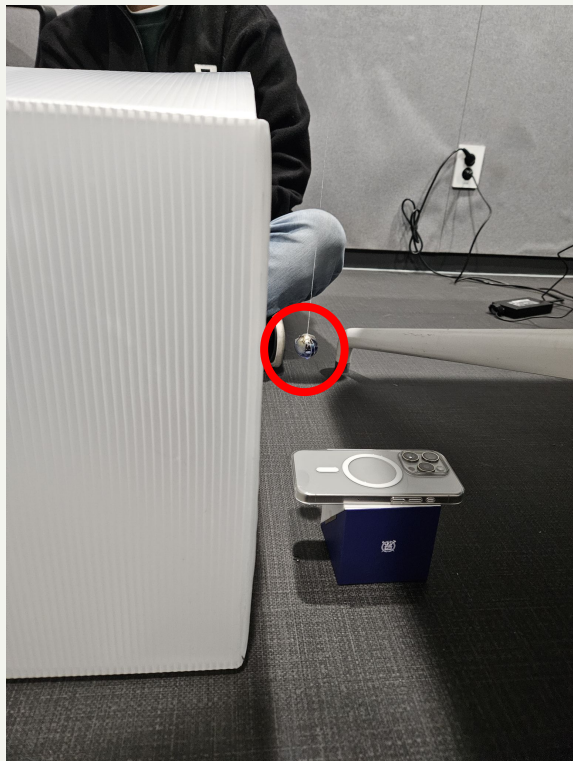
$$T = \frac{2\rho_0 c_0}{2\rho_0 c_0 + i\omega m} I$$

$$H = \frac{2\rho_0 c_0}{2\rho_0 c_0 + i\omega m} \quad \omega_{3dB} = \frac{2\rho_0 c_0}{m}$$

| | | |
|--|---|--------------|
| Case 1 | → | Sonic |
| $\omega_{3dB} < \frac{2\rho_0 c_0}{m}$ | | Large output |
| Case 2 | → | Ultrasonic |
| $\omega_{3dB} > \frac{2\rho_0 c_0}{m}$ | | Small output |

m : Mass per unit area

Our Own Data Generation



- Box = room
- Phone = Acoustic sensor
- Use Different Objects
→ Train / Test data
- Pendulum-like structure
→ constant impact

Our Own Data Generation



| | | |
|------------------------------|-------------------------|---|
| label | object location | 0/1/2 : empty/near/far |
| experimental variable | impact height | 0/1 : higher/lower |
| # of experiments | | 100 times per same condition |
| data augmentation | add random noise | x 2 |
| total # of dataset | | $3 \times 2 \times 100 \times 2 = 1200$ |

Our Own Dataset

Train Set

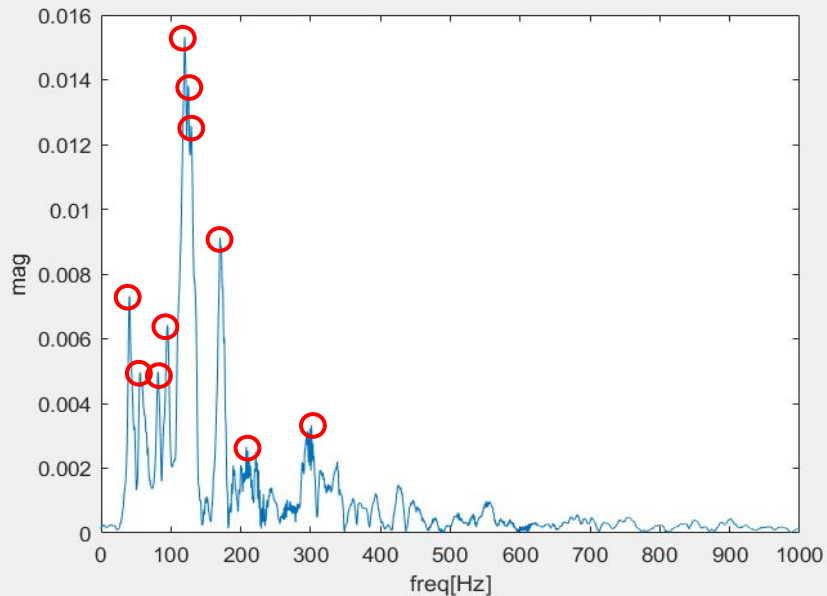
- 1200 m4a file
- Sound Feature(csv)
- information(label, impact)

Test Set

- 384 m4a file
- Sound Feature(csv)
- information(label, impact)

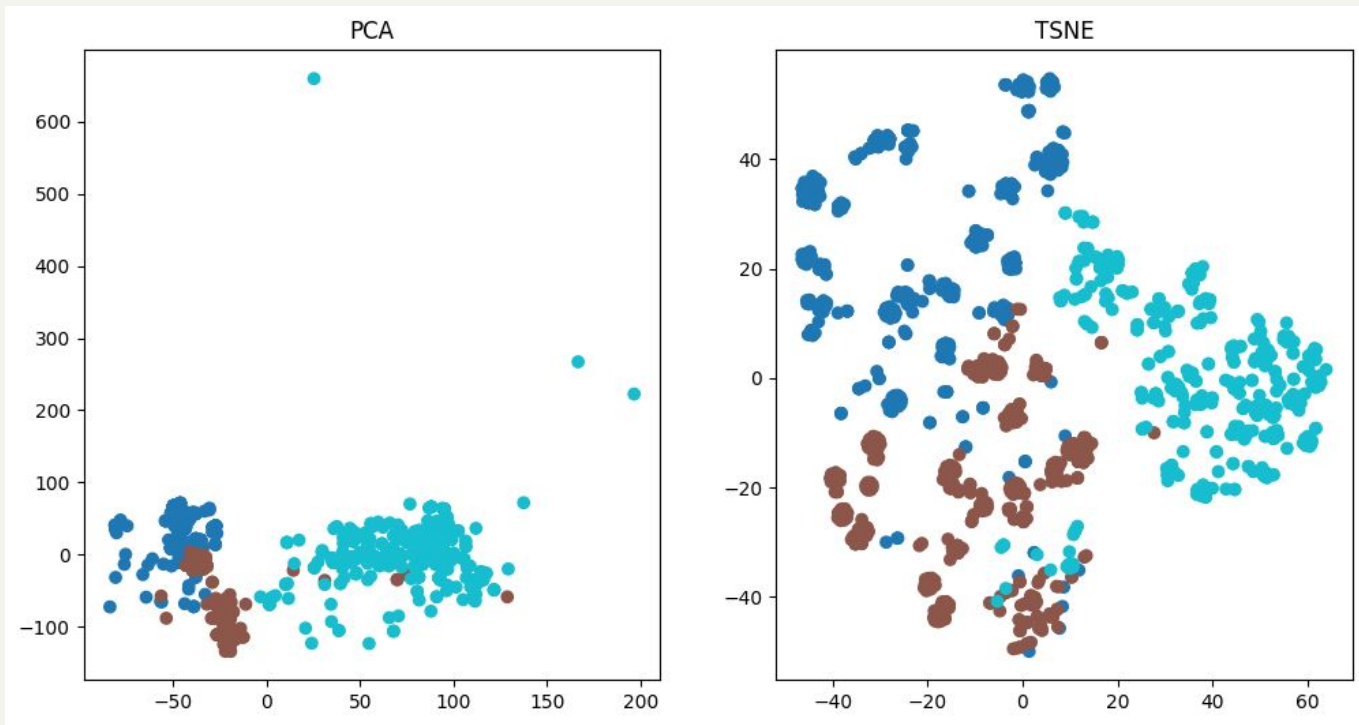
Feature Extraction

Feature Extraction 1 : Top 20 Peaks

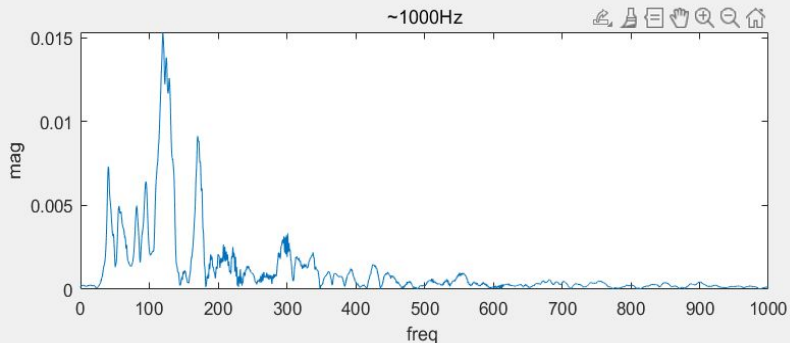
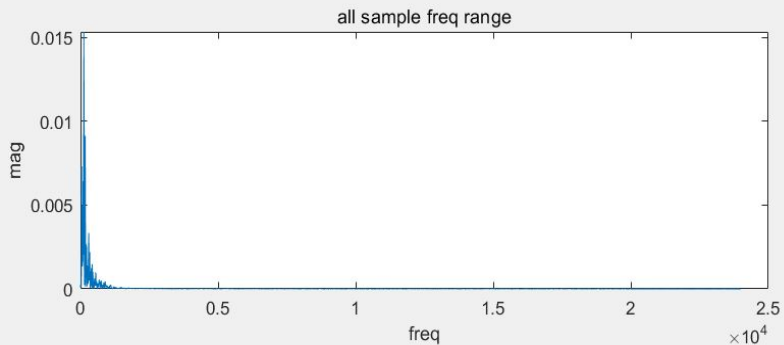


Top 20 peak = $(f_1, m_1), \dots, (f_{20}, m_{20})$
Feature = $[f_1, m_1, f_2, m_2, \dots, f_{20}, m_{20}]$

Feature Extraction 1 : Top 20 Peak Result

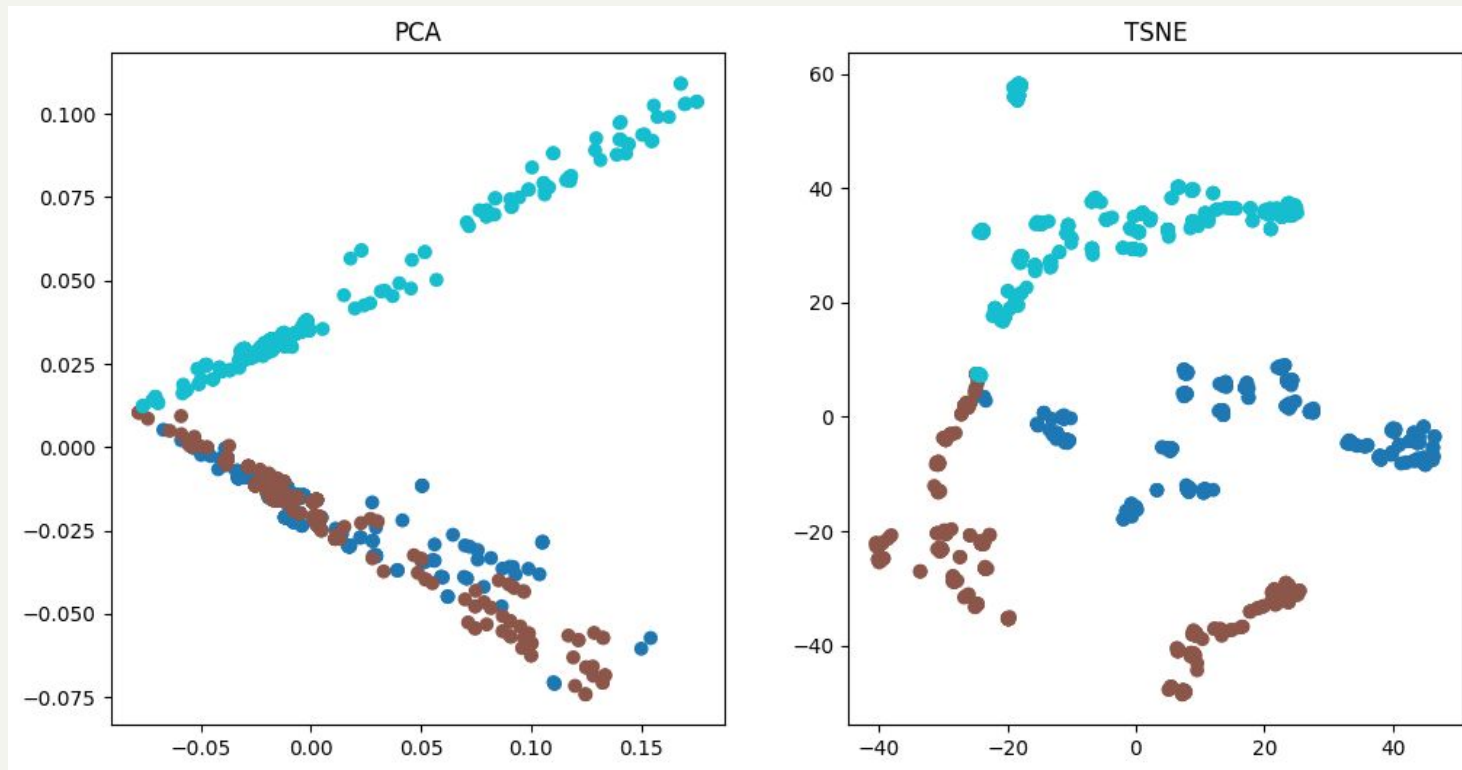


Feature Extraction 2 : Clipping result



0~1000 Hz = (1Hz, m1), (2Hz, m2),..., (1000Hz, m20)
Feature =[m1, m2, m3, ... , m1000]

Feature Extraction 2 : Clip 0~1000 Hz



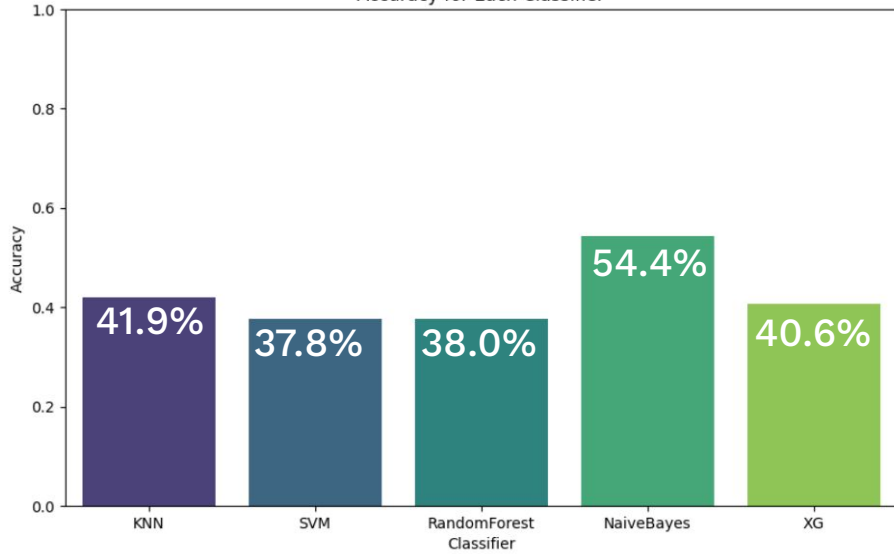
Classification

Classification methods (and principles)

- 1) kNN - w/o Training (Like our Time Attack)
- 2) SVM - Nonlinear, High Dimension
- 3) RandomForest - Ensemble(bagging)
- 4) Naïve Bayes - i.i.d independency assumption
- 5) XGboost - Ensemble(boosting)

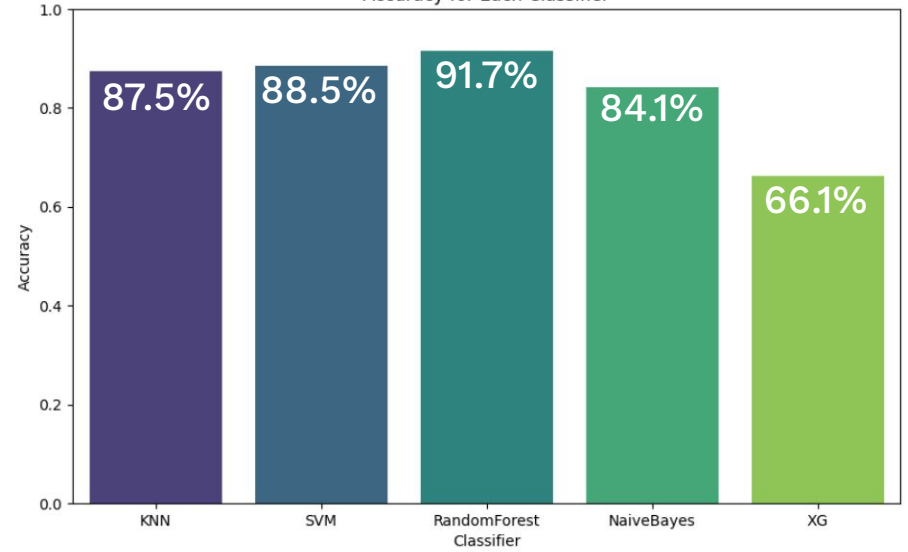
Test Result & Evaluation

Accuracy for Each Classifier



<Top 20 Peaks>

Accuracy for Each Classifier



<clipping result >

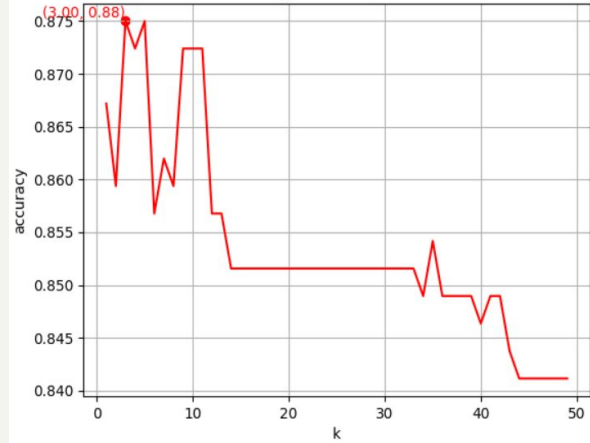
Hyper Parameter Tuning

kNN

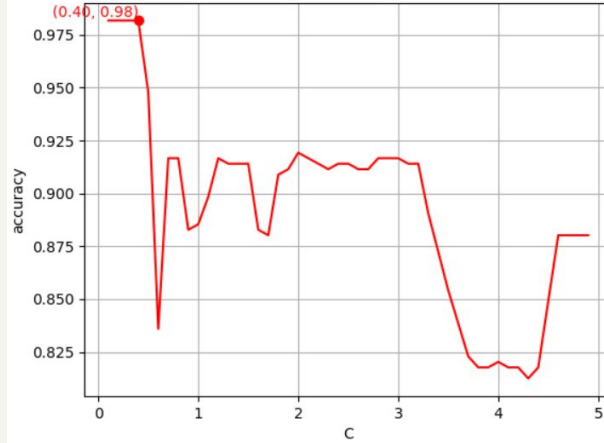
SVM

Random forest

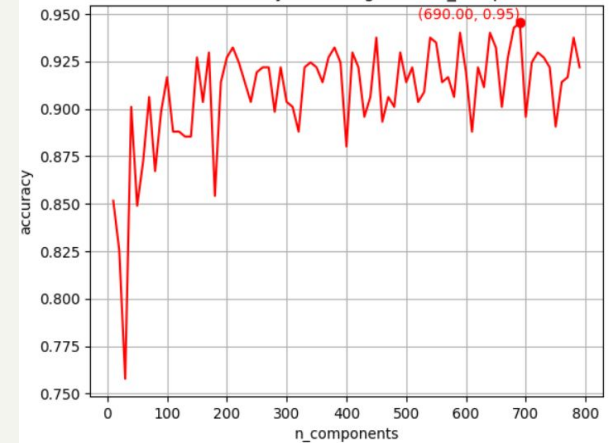
KNN accuracy according to the k value



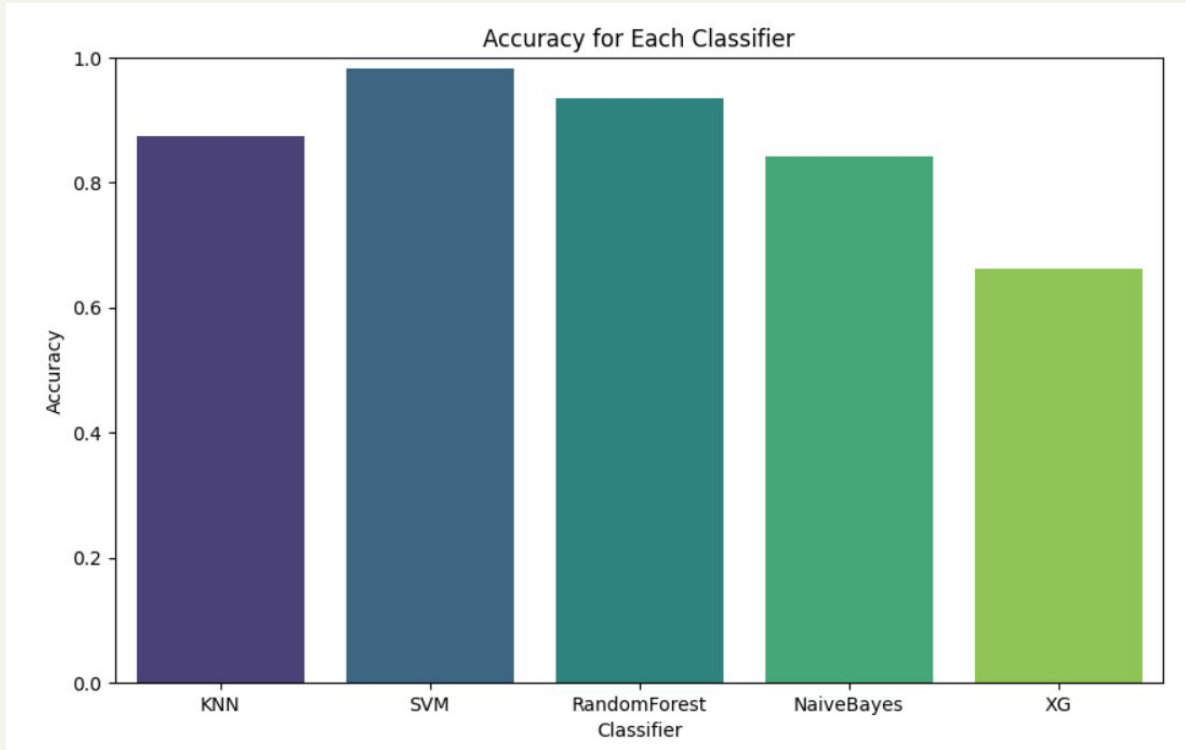
SVM accuracy according to the C value



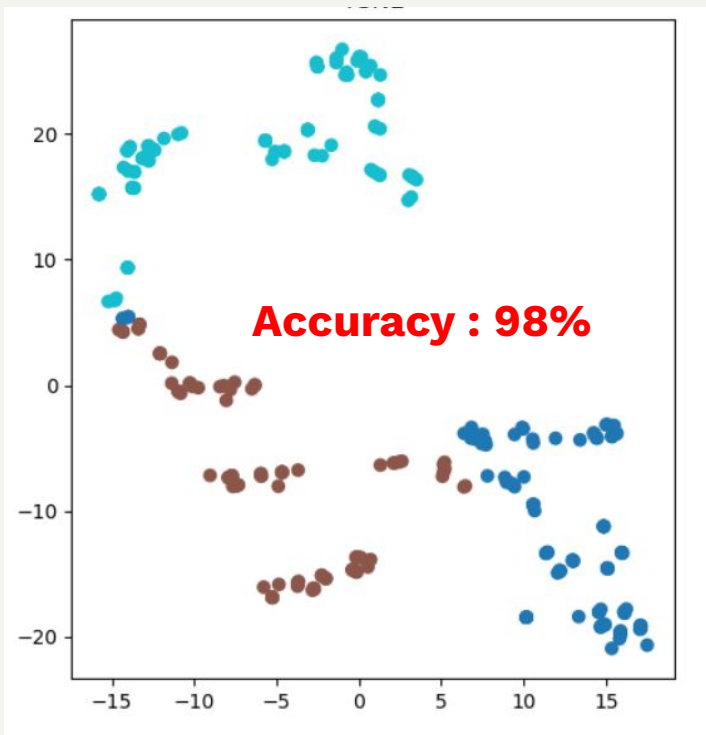
RandomForest accuracy according to the n_components value



Hyper Parameter Tuning



Discussion



Best Accuracy with

Clipping feature extraction
SVM w/ $C=0.4$, kernel trick

Why??

1. SVM is strong to nonlinear data
2. Clipping method can preserve more information(1000-dim) than peak method(40-dim)

Future Work & Expectation

More precise
impact method

Better performance
acoustic sensor

more training data

+

Our feature extraction &
classification method

or enhanced methods

=

Can estimate
3D location(XYZ)
in real world

Role Distribution

| Name | Data generation | Pre-processing (file conversion, fft, augmentation) | Feature extraction | Classification |
|------------------------|-----------------|---|--------------------|----------------|
| Jeong HJ *Presenter | | | | |
| Min SK | | | | |
| Jeong YJ | | | | |
| Cho GH | | | | |
| Ju GY | | | | |
| Song YJ | | | | |

Thank You