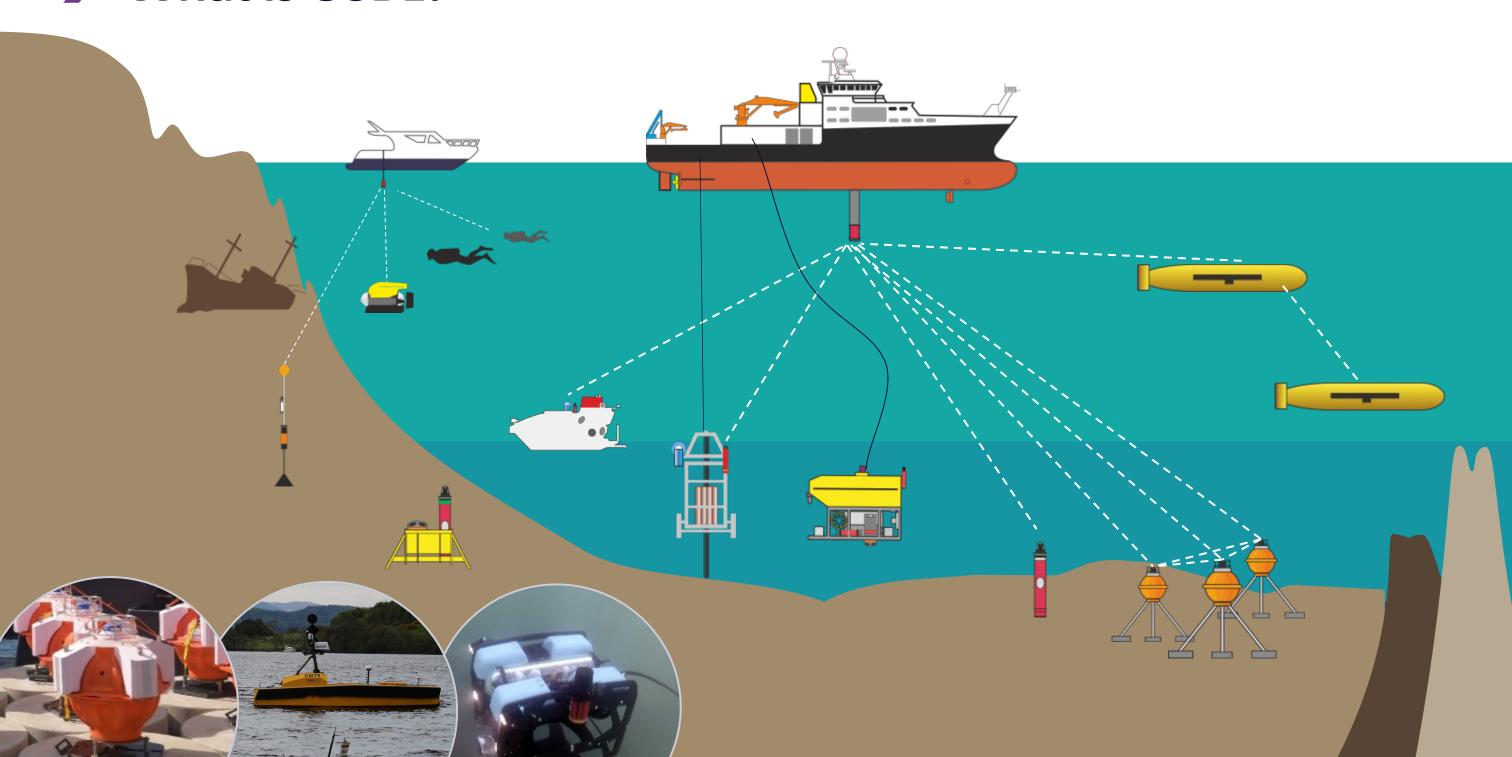


> What is USBL?

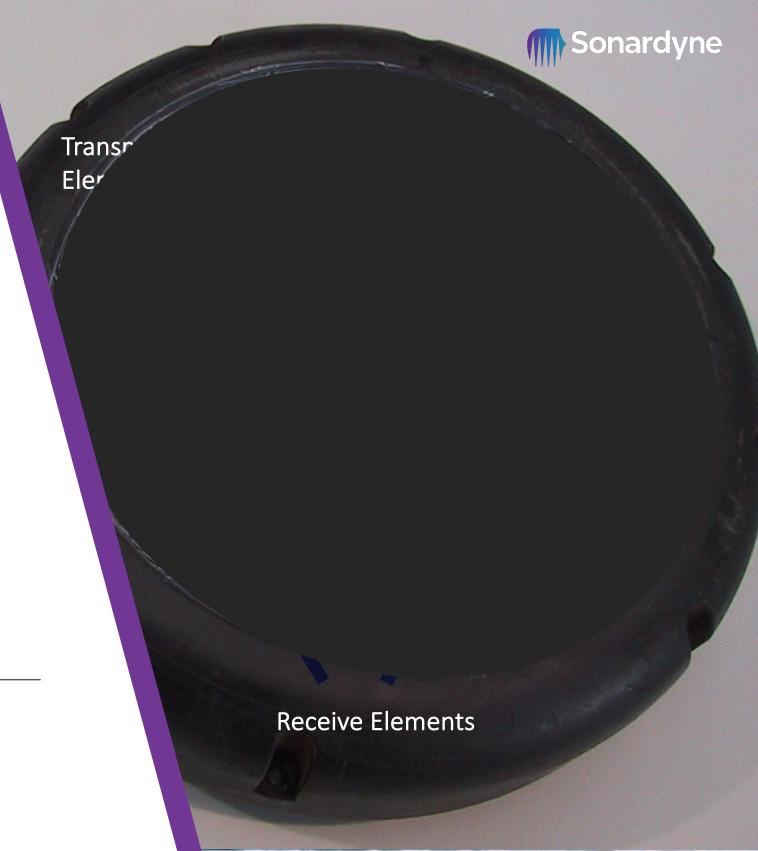




> How does it work?

Transceiver face comprises two acoustic element types, which are recessed into high grade plastic and encapsulated in polyurethane:

- 1 x transmit
- A number of receivers





How does it work?



SLANT RANGE



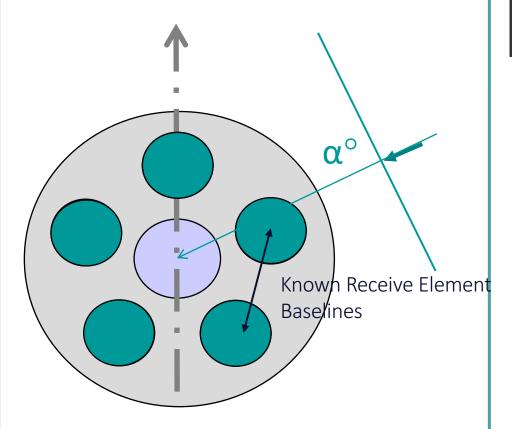
2-way acoustic travel time and sound speed measurements used to calculate Slant Range

Speed = <u>Distance</u> Time

Distance = Time x Speed

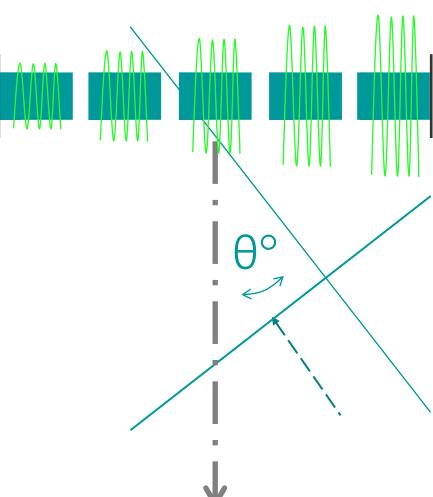
AZIMUTH

As the returning acoustic pulse passes over the transceiver, the time of arrival is measured for all elements.



The difference is used to calculate the angle from the forward mark (Ship's Head)

ELEVATION



Time of arrival (phase) and signal amplitude are analysed to calculate the elevation angular offset

> Part 1 – Considerations

> Q1: What will the system be used for?















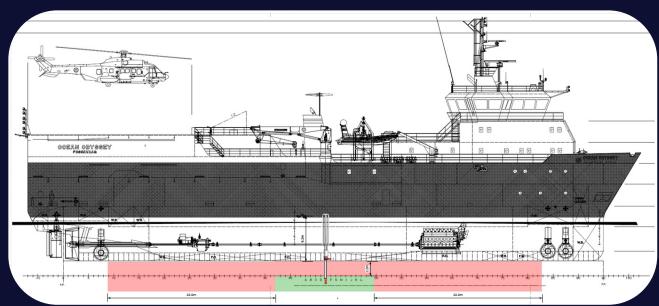
Q2: How and where will the system be deployed?

Reduce received noise

Clear aerated water

Repeatable position when deployed

Vibration resistant

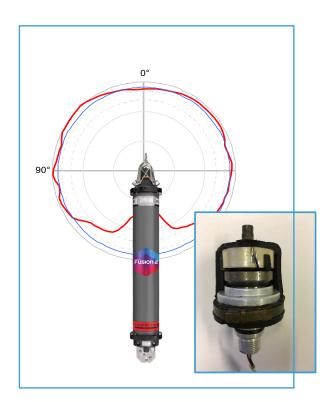


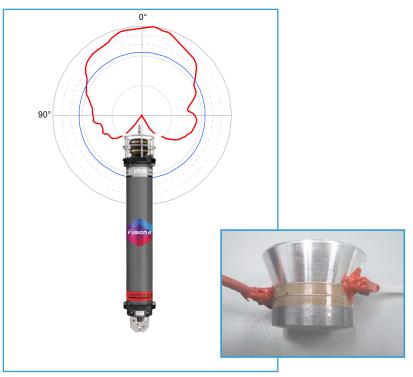


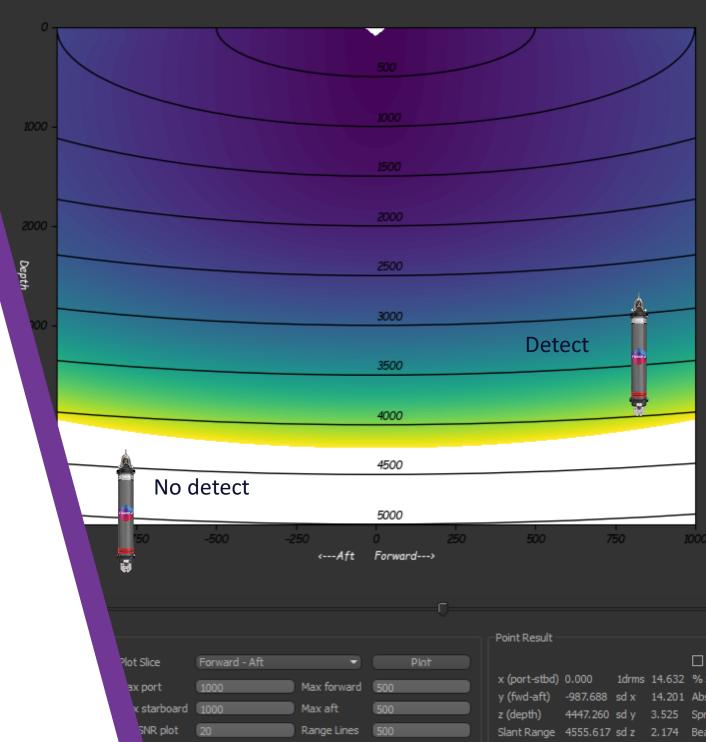
Noise modelling

Modelling system performance helps eliminate issues before they occur

- Will my beacons have enough sound energy?
- What range should I expect from the system?
- What affect does moving the deployment system have?
- Is there any benefit in tilting the transceiver?







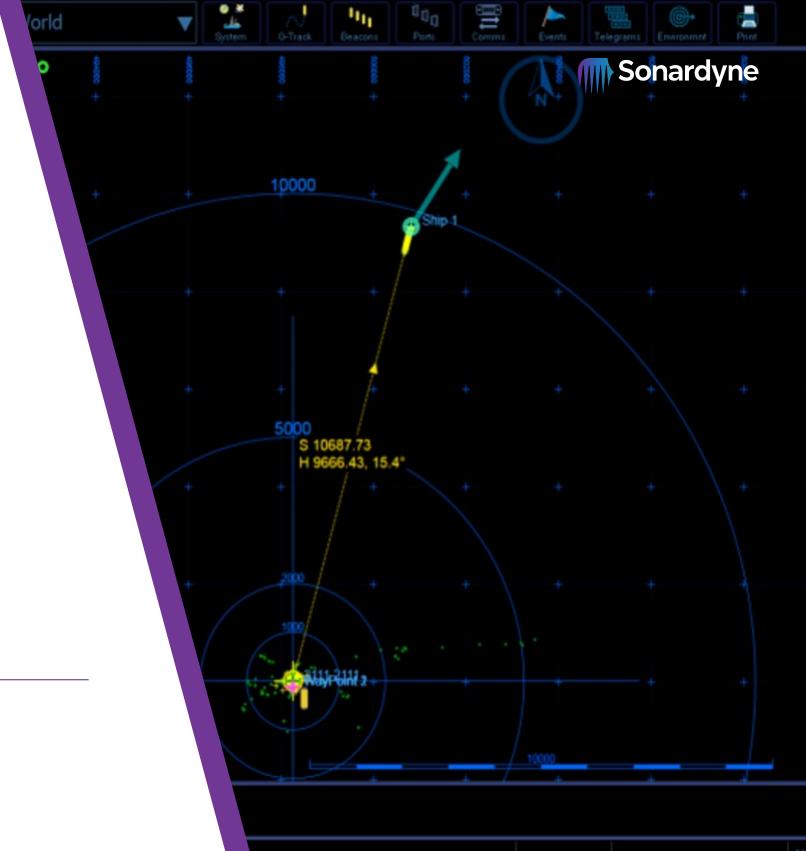
Additional options

Long-range – determined by frequency

Inertial navigation – Improved precision, fast update rate, reduced acoustic traffic, improved battery life

Transponders – type, capability, depth rating

Acoustic release / Modem



Compare like-for-like



we're both fruit

From $X\downarrow$ to $Y\to$	RMS (σ)	CEP	DRMS	R95	2DRMS	R99.7
RMS (σ)	1.00	1.18	1.41	2.45	2.83	3.41
CEP	0.849	1.00	1.20	2.08	2.40	2.90
DRMS	0.707	0.833	1.00	1.73	2.00	2.41
R95	0.409	0.481	0.578	1.00	1.16	1.39
2DRMS	0.354	0.416	0.500	0.865	1.00	1.21
R99.7	0.293	0.345	0.415	0.718	0.830	1.00

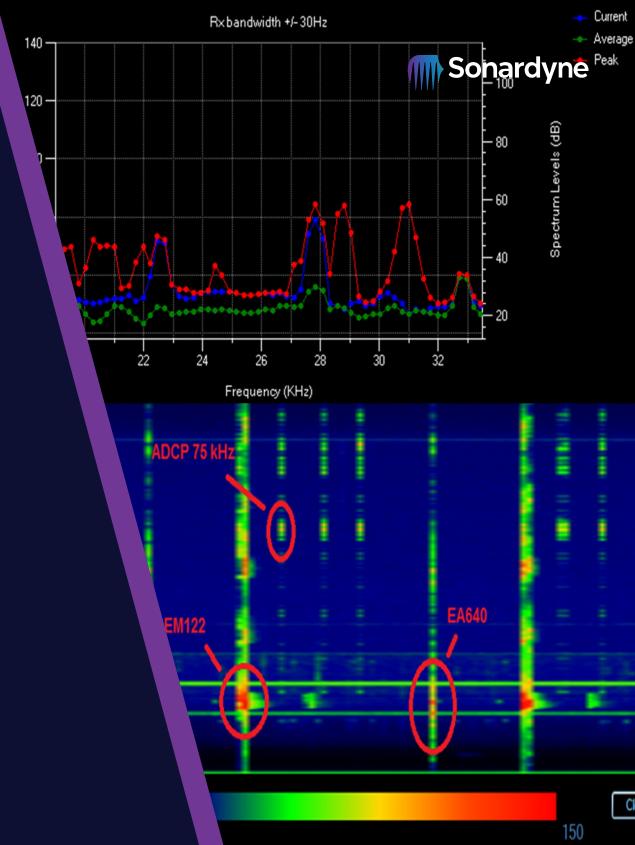
▶ Part 2 – System Optimisation

Noise

Frequency management

Monitor for noise sources that impact USBL



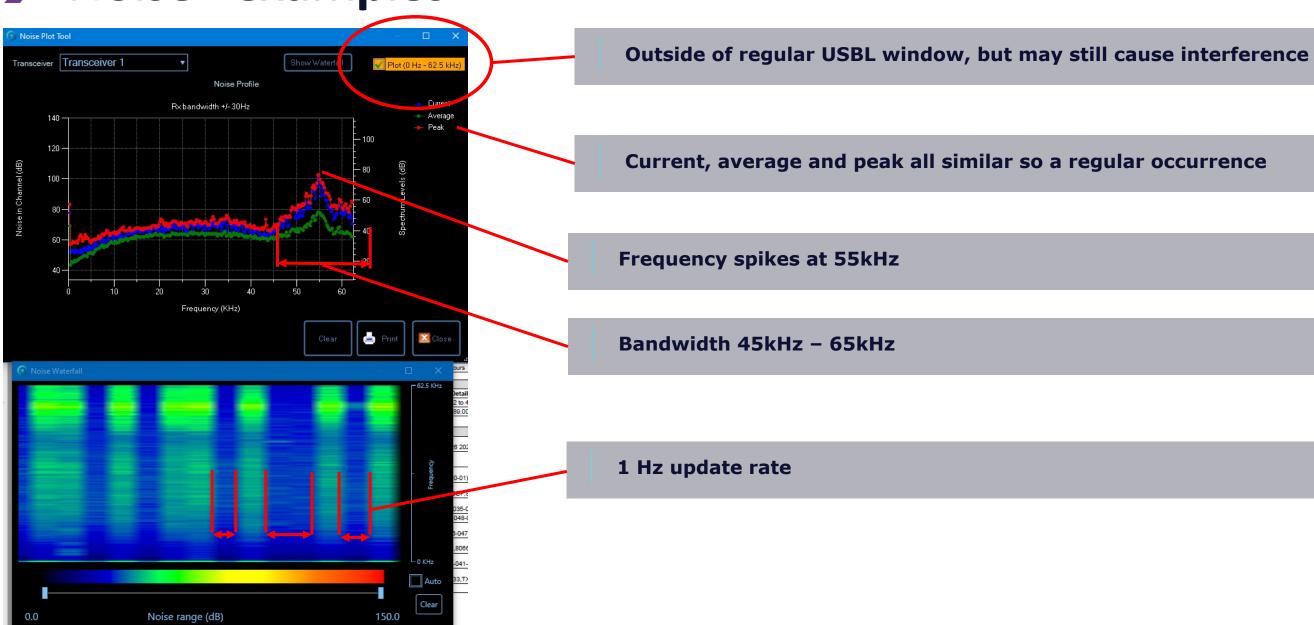




Noise - examples

Print

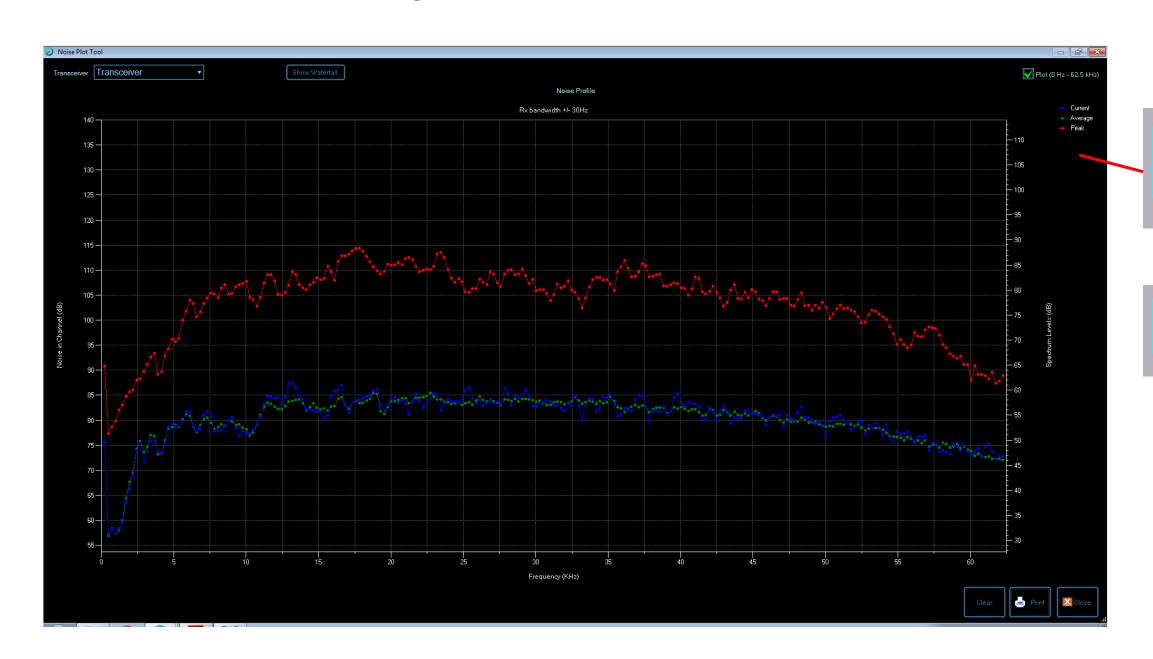






Noise - examples





Current, average similar but peak much higher

Bandwidth across all channels



Maintenance













Competency



▶ Part 3 – Fine tuning

> Signal diagnostics – surface

Improve system performance

Monitor in real time signal quality





> Signal diagnostics – subsea

Use acoustic comms link to measure subsea environment

Remotely change settings to improve performance

Monitor for changes







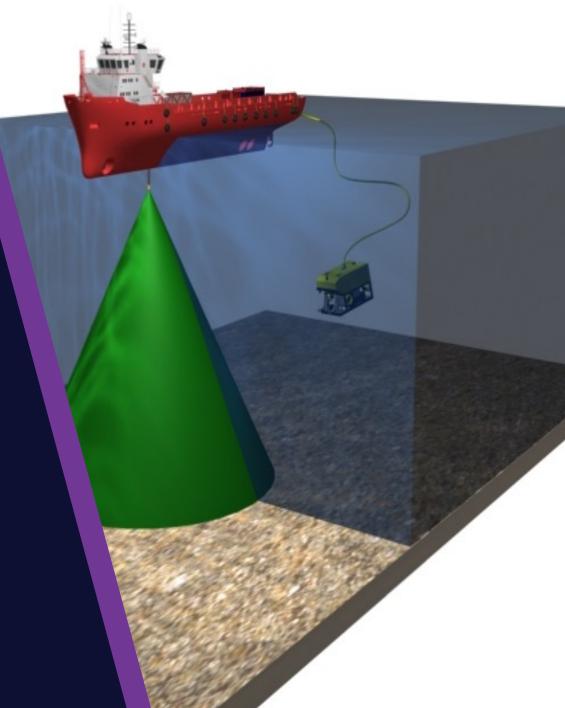
Susceptible to interference from surface noise (waves, vessel etc)

Thermoclines have maximum impact at surface

Use beacon or 3rd party depth sensor





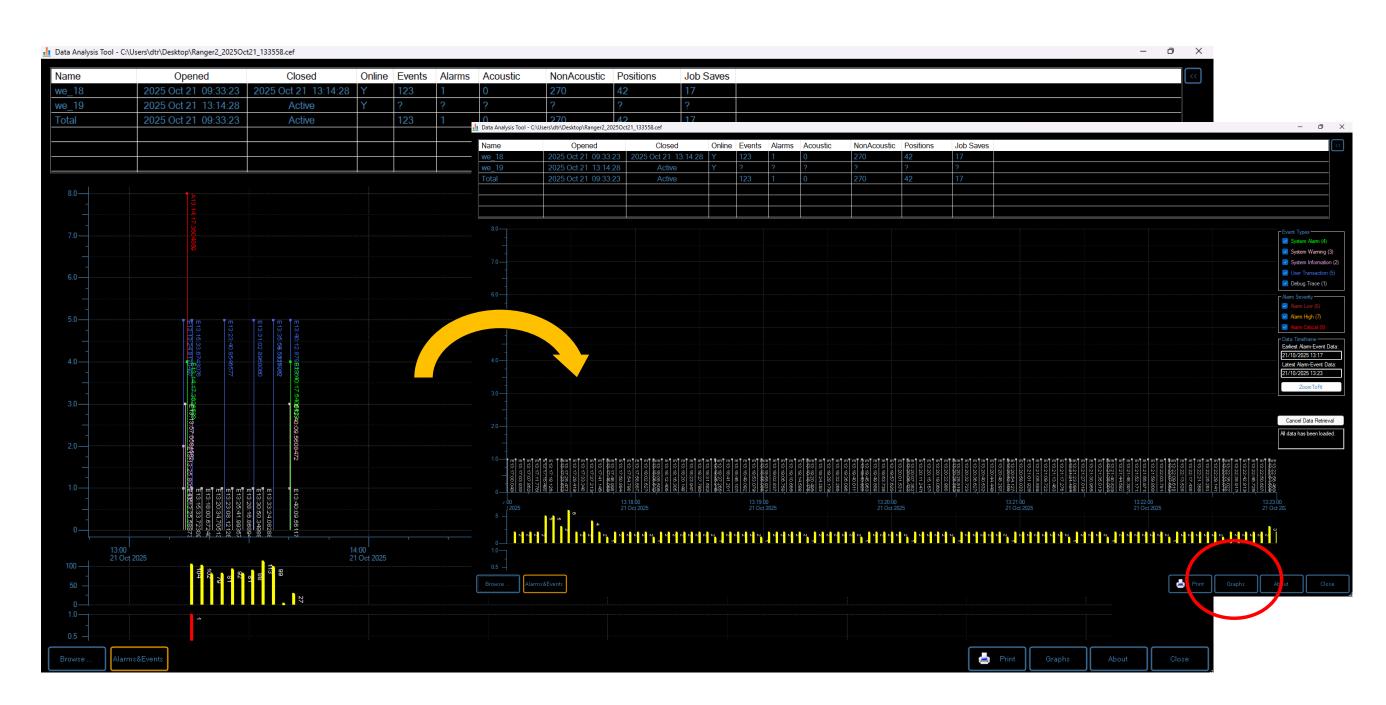






Data Analysis Tool





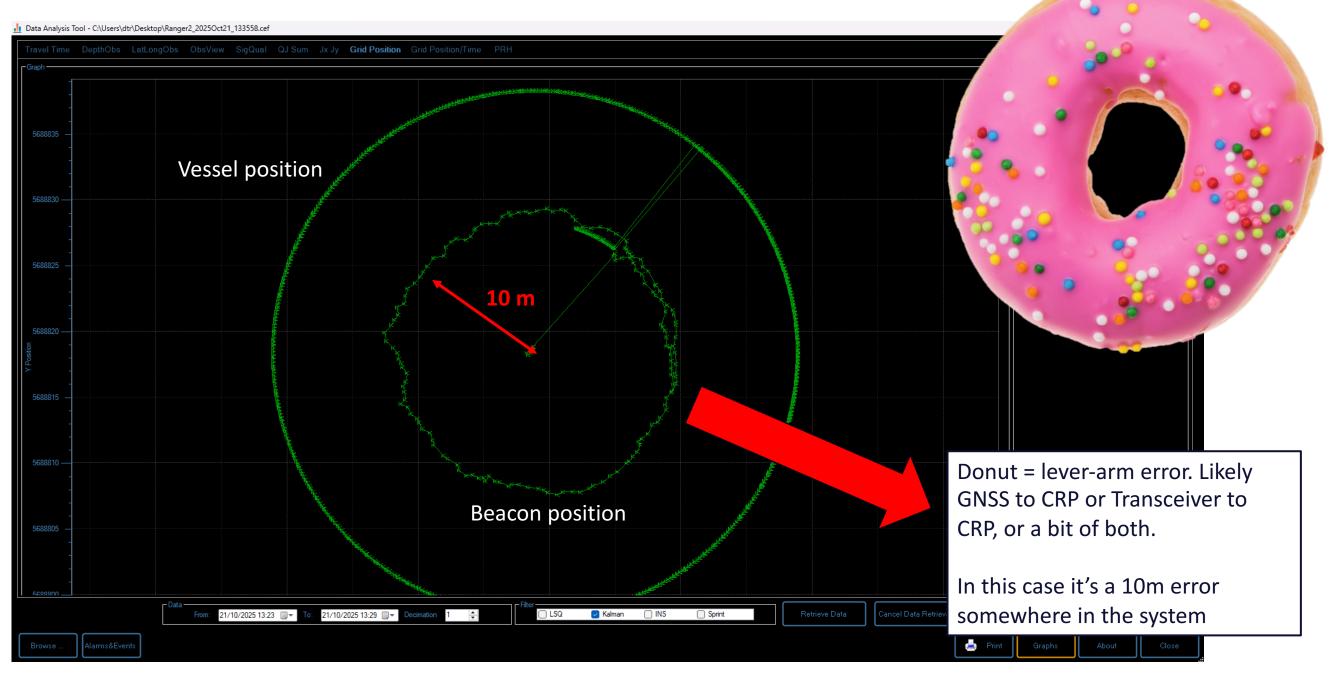


Data Analysis Tool



Travel Time	DepthObs	LatLongObs	ObsView	SIgQual	QJSum	Jx Jy	Grid Position	Cirid Position/ Time	PRH
Time for signal to travel from the vessel to the beacon and back again (remember TAT)	Vessel depth (hopefully always 0m)	Vessel Latitude and Longitude vs Time	Error checks for any interfaces into the system	Signal quality	The lower the better – how well the signal matches a stored version of the signal	Acoustic signal detection on the Transceiver	Beacon and vessel position and depth	Eeacon and position vs t me and cepth	Pitch, roll and heading

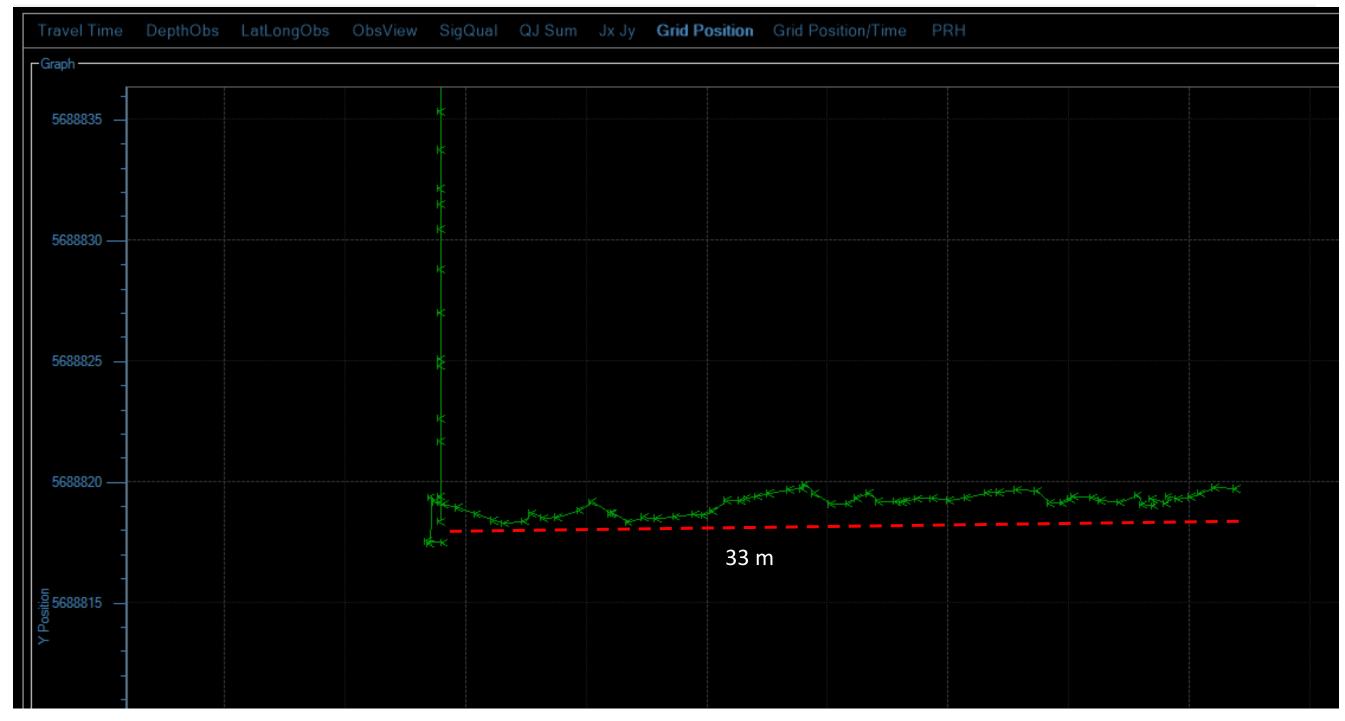
Data Analysis Tool - Spin Test



Sonardyne



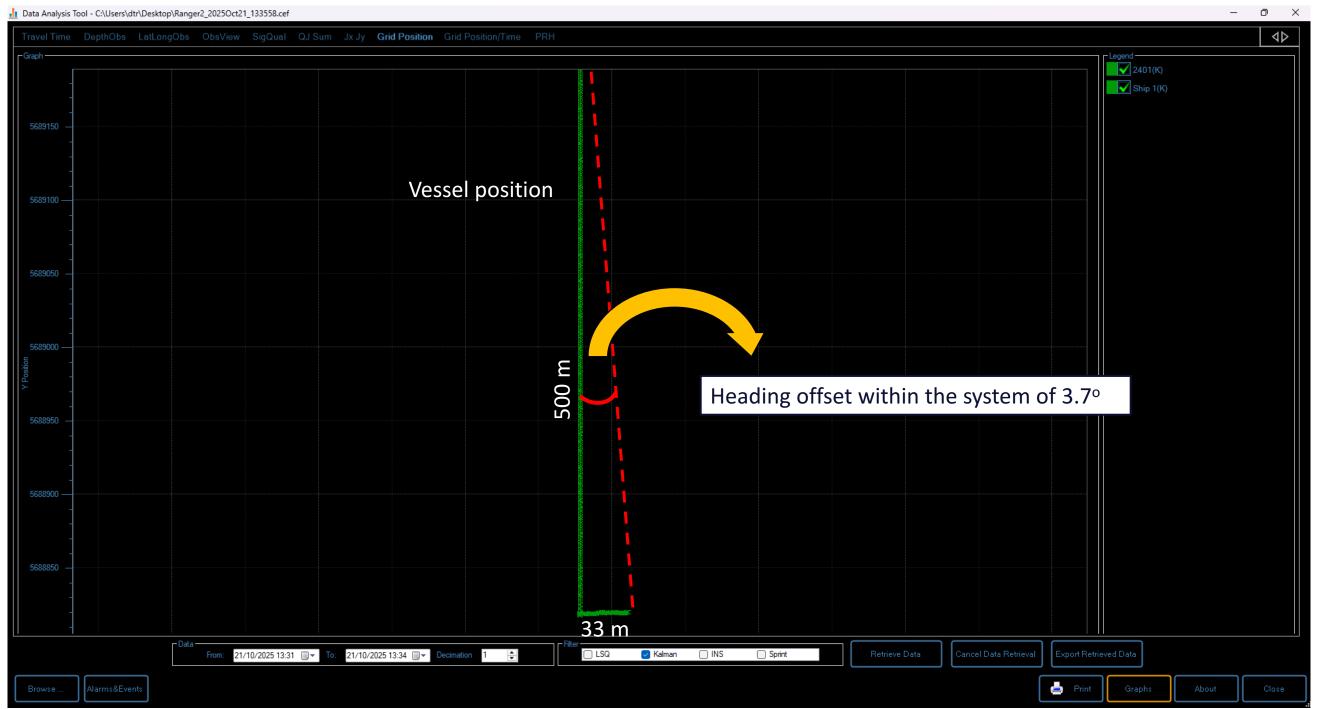
Data Analysis Tool – Sail Away Test





Data Analysis Tool – Sail Away Test







> Conclusion

Use the right system for the job

Correct installation

Train and maintain

Fine tune using inbuilt system tools

DAT for offline processing























































> Thank You

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