Acoustic Interference

INMARTEC 2014 Corvallis, OR

(on ADCP data)

- ADCP data requires averaging (inherently noisy)
- NOTE: interference from other instruments <u>MIGHT NOT</u> degrade ADCP data ("seeing interference" does not necessarily mean damage)
 - Must check carefully (not just look at signal strength)

Acoustic Interference on ADCP data

- Possible approaches:
 - (1) determine what ACTUALLY causes problems
 - (2) Triggering (Synchronized ping)
 - (3) Free-running (no sync) and single-ping editing

Pulse Synchronization (Triggering)

- can reduce ADCP ping rate (increase random error)
 - ONLY USE ONE TYPE OF PING if Synchronized
- can damage the data (where the other ping hits)
- makes it nearly impossible to edit out (single-ping)
- if "lucky":
 - ocean currents have lower resolution
- if unlucky:
 - too few pings to be useful
 - damage the pings that remain

Reduced ping rate due to triggering



Reduced ping rate and damage to 150m-250m range

80

number of pings 5

20

24

0.6

0.4

0.2

0.0

0.6

0.4

0.2

0.0

-0.2

-0.4

-0.6

100

80

60

40

20 0

200

160

120

80

40 0

percent good

signal return

-0.2

-0.4 -0.6

ocean u m/s

ocean v m/s







Free-running (asynchronous)

- maximizes ADCP ping rate
- interference from other instruments appears in signal return as random hits
- interference from other instruments can usually be edited out by CODAS single-ping algorithms

Example....

Free-running OS75(NB) and EM710 "Footprints" in backscatter cause **missing (not "bad") velocities**



Free-running OS75(BB) and EM710 "Footprints" in backscatter DO cause bad velocities



