Today we will:

- 1. Review outstanding issues (homework, projects).
- 2. Begin to learn about active acoustics.
- 3. Go visit Mick Peterson's lab where we will obtain measurements of backscattering intensity of a variety of acoustic 'targets'. We will analyze these measurements in future classes.

Who cares?

Method used to study organisms mass and distribution.

Method used to study sediment mass and distribution.

Method used to study boundaries.

Used by organisms (Dolphins, Bats) – called ecolocation

What in the oceans is likely to scatter sound?

Think: sound speed &/or density change

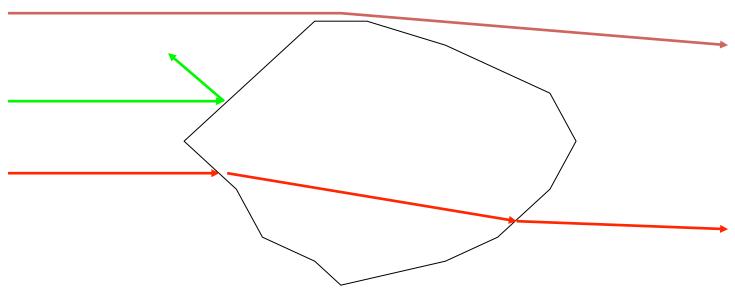
What happens to sound interacting with 'material'?

a. absorbed (energy changes form).

b. scatters (redirection).

The combined effect is called attenuation.

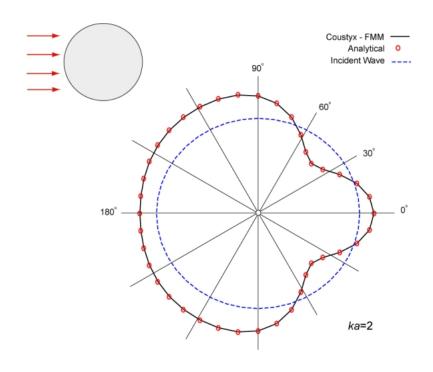
refraction, reflection and diffraction:

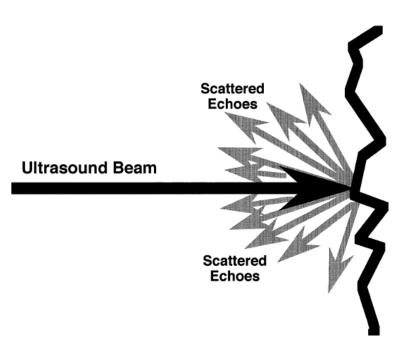


Scattering is the 'sum' of:

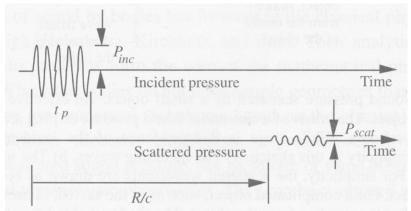
- 1. Reflection: at a boundary of a particle with different c than the medium in which it is embedded, a certain amount of radiation is reflected back.
- 2. Refraction: at a boundary of a particle with different *c* than the medium in which it is embedded, a certain amount of radiation penetrates into the particle, usually at a different angle than the angle of incidence.
- 3. Diffraction: the light propagating along the boundary of the particle responds to the boundary causing a change in direction.

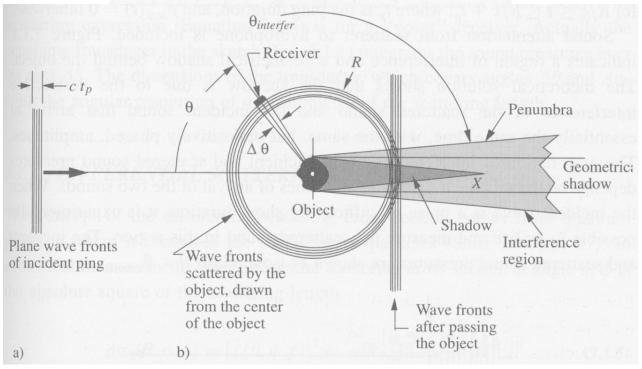
Examples:





Measurement of scattering:





Two families of problems:

Forward: given a target and an incoming sound: what will be the scattering pattern/intensity of the sound?

Inverse: given an incoming sound and the scattering pattern produced, what is the likely target?

The inverse is chronically 'under-determined' requiring prowess and ingenuity.

Today:

We will obtain measurements of sound scattering at 180 degrees from different kinds of sphere (composition and size).

In the near future:

We will compare the measurements between the spheres and will see if they are consistent with theoretical calculations (published models that compute what scattering should be).