

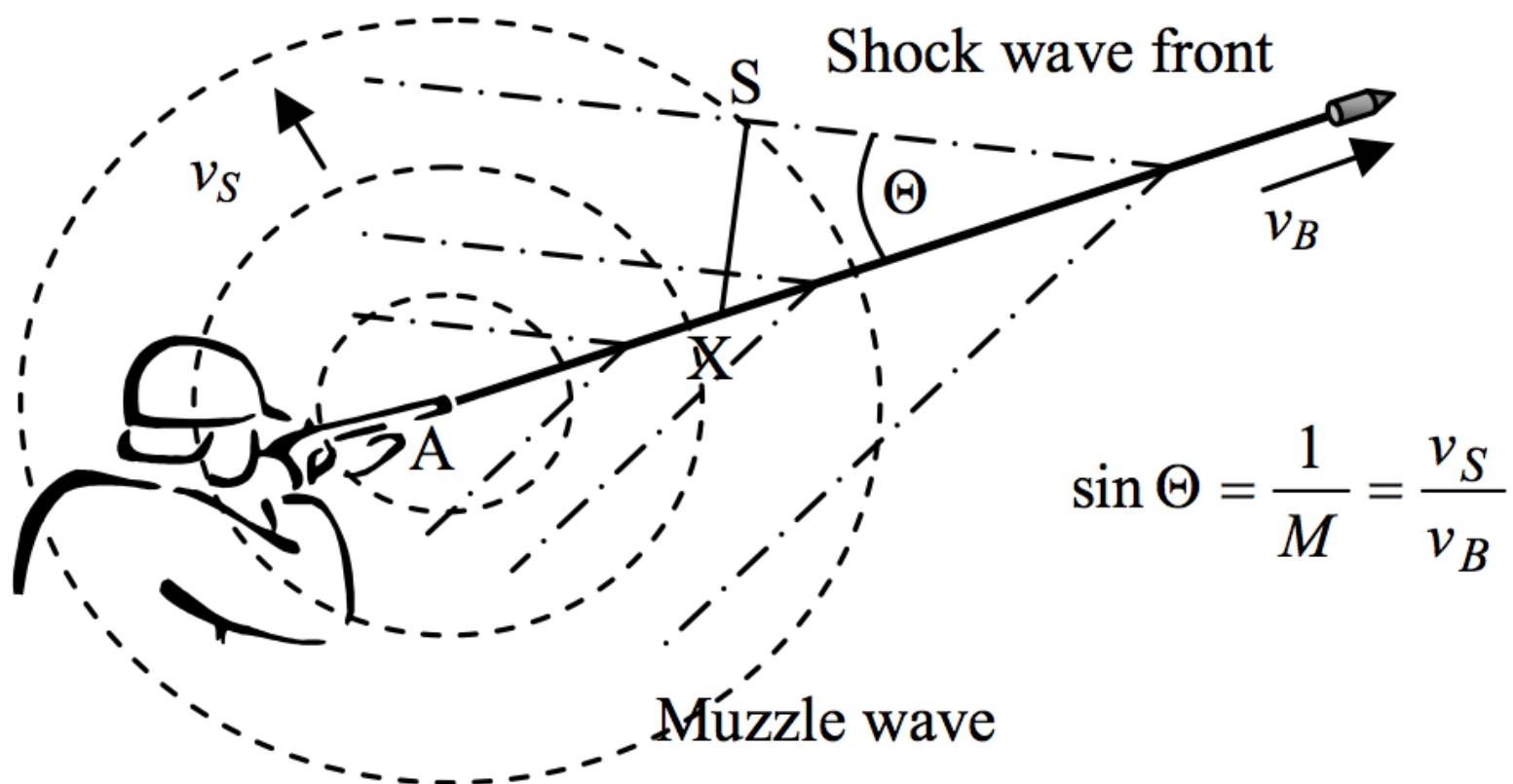
Gunfire Locator for Ukrainian Army



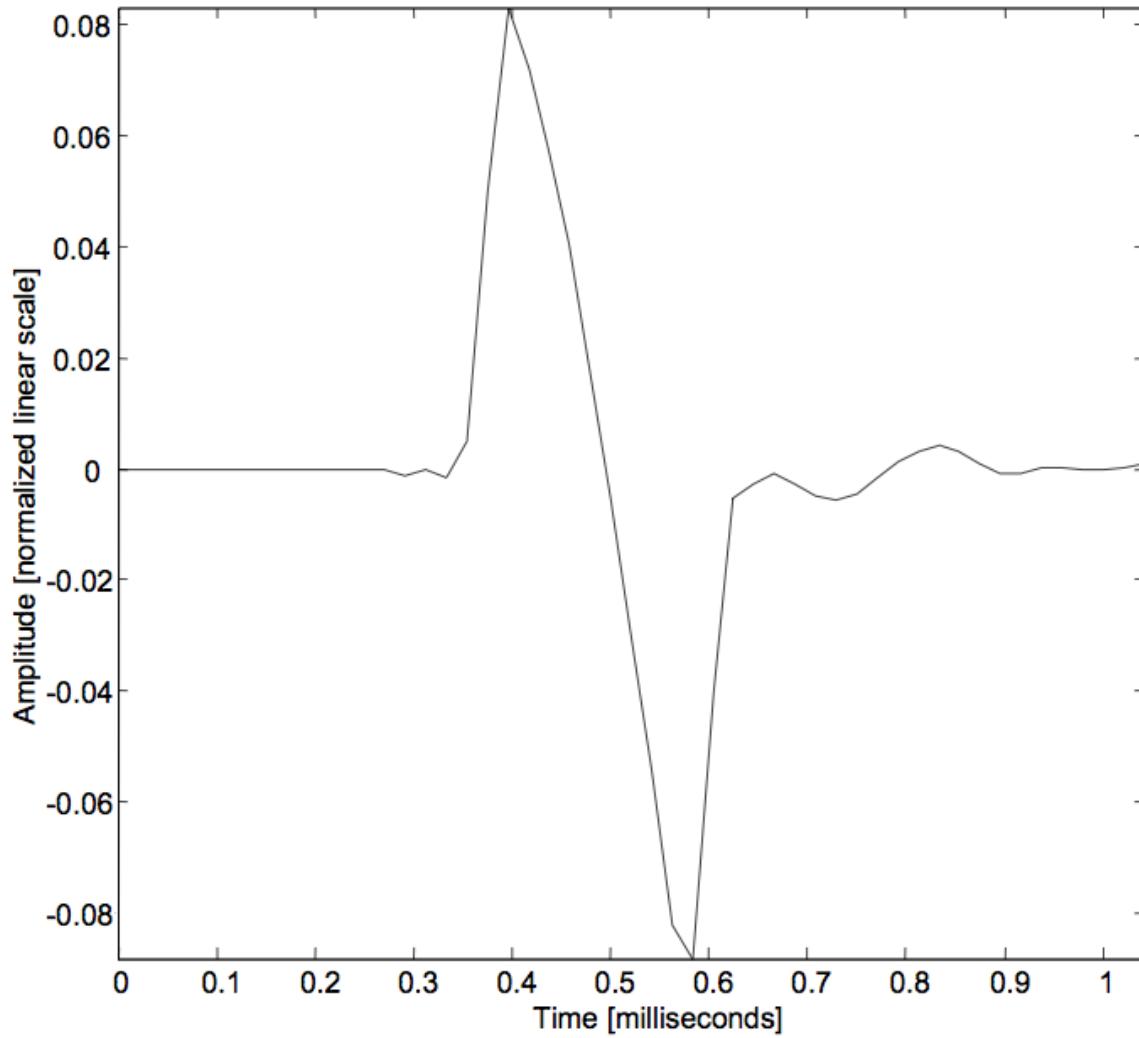
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Acoustic events generated by shot

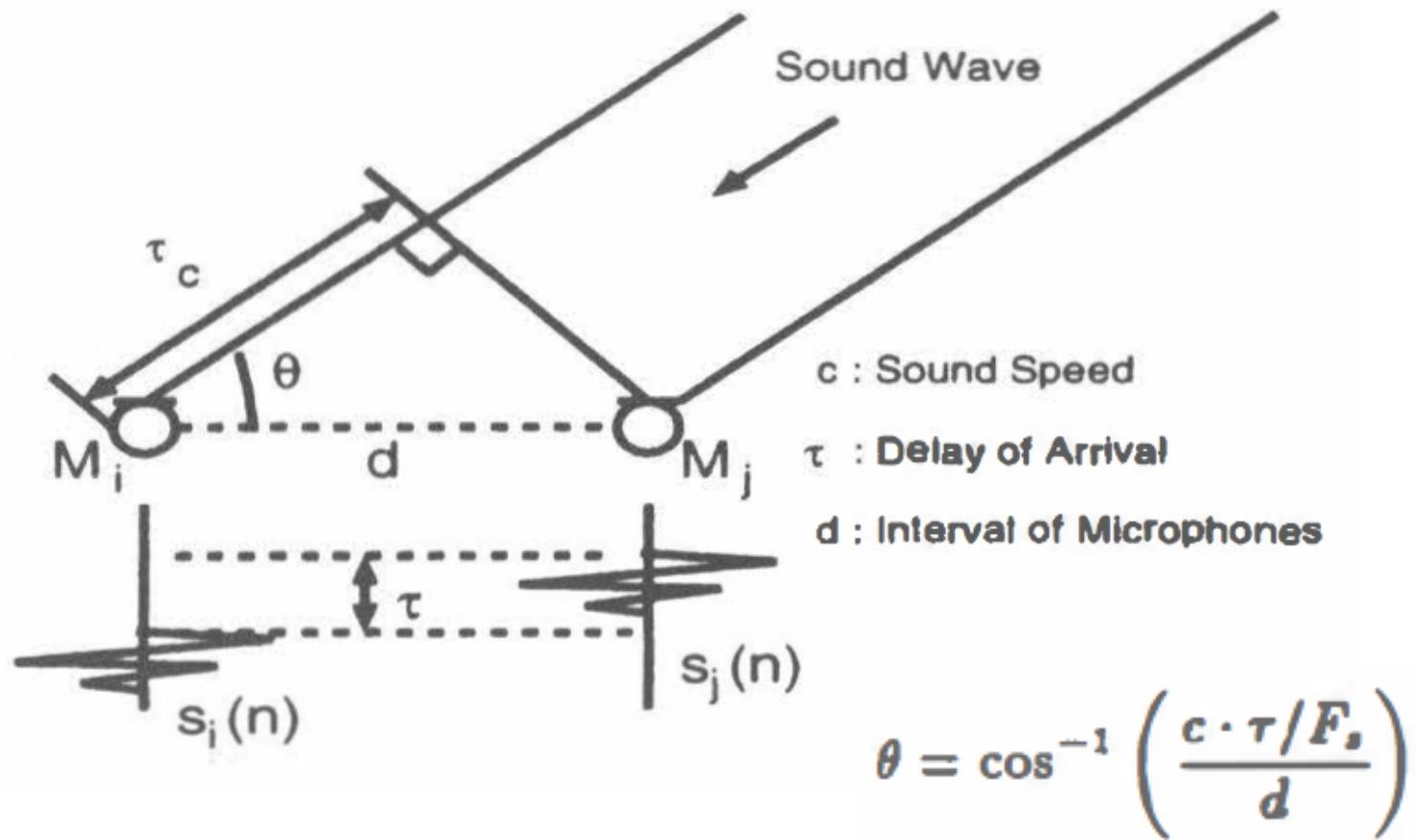


Shock Wave

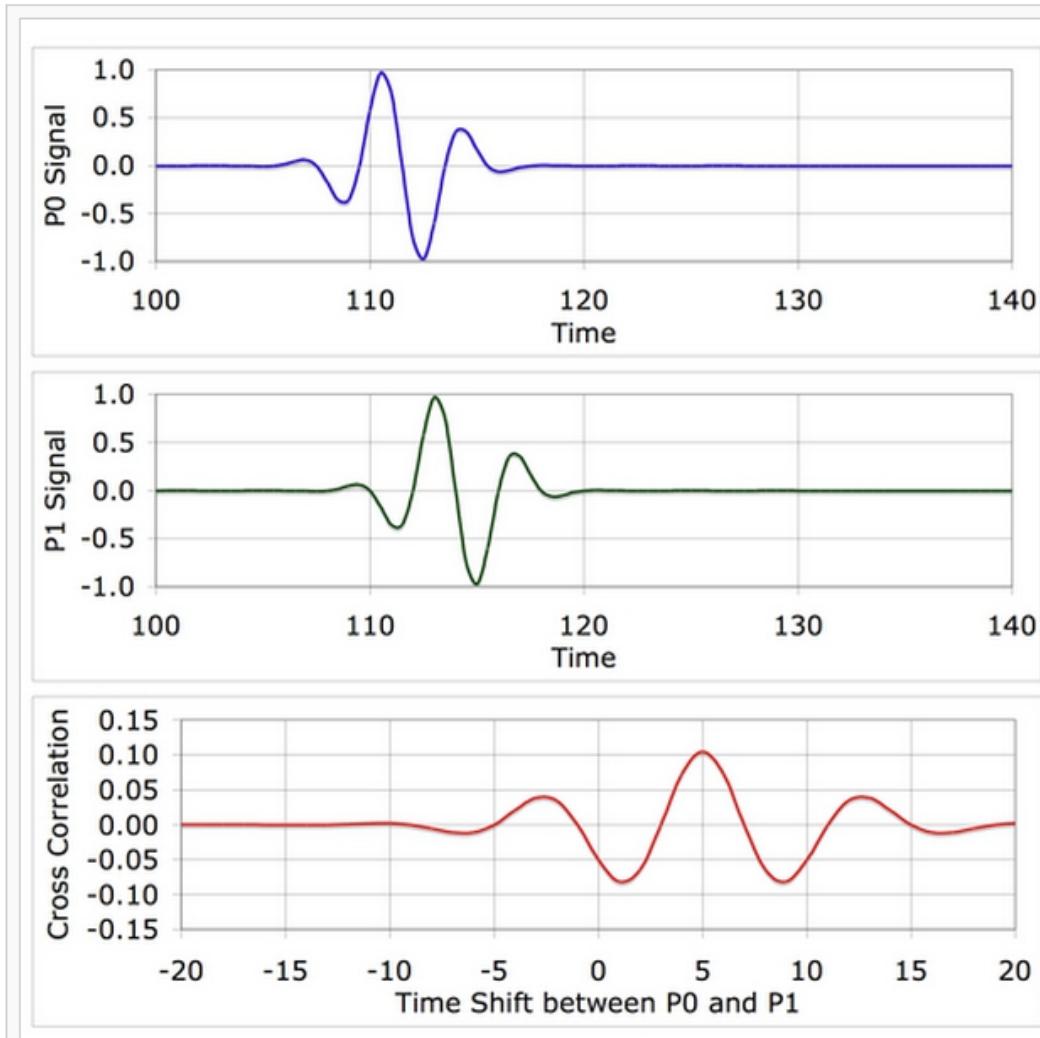


$$T \approx 1.82 \left(\frac{d}{c} \right) \left(\frac{Mx}{l} \right)^{\frac{1}{4}}$$

Sound source localization



Time Delay of Arrival with GCC



$$csp_{ij}(k) = \text{DFT}^{-1} \left[\frac{\text{DFT}[s_i(n)] \text{DFT}[s_j(n)]^*}{|\text{DFT}[s_i(n)]| |\text{DFT}[s_j(n)]|} \right]$$

$$\tau = \underset{k}{\operatorname{argmax}}(\text{CSP}_{ij}(k)).$$

In Theory

- 1) Record audio sample
- 2) Detect gunfire by shock wave
- 3) Calculate TDOA
- 4) Indicate Azimuth
- 5) ...
- 6) PROFIT!

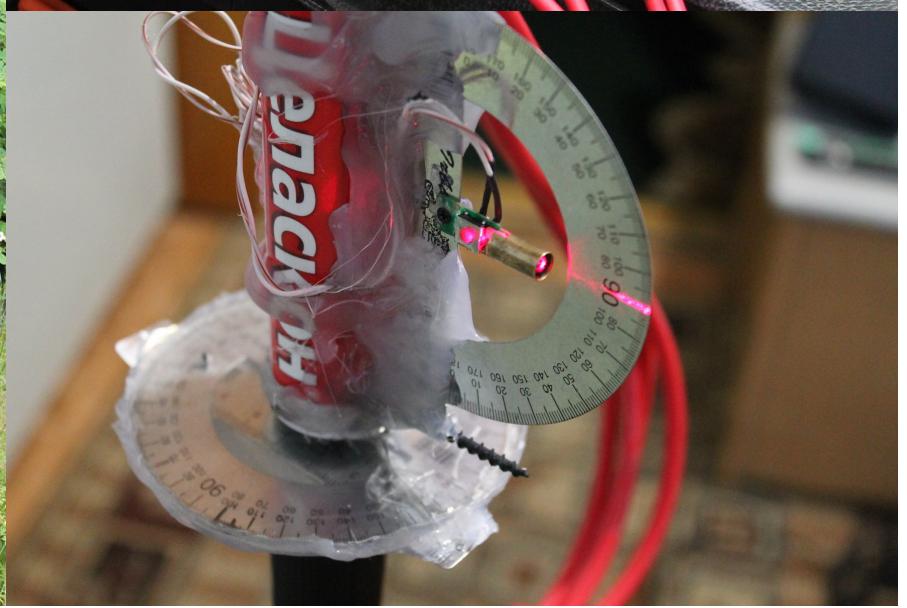


In Reality



Hardware

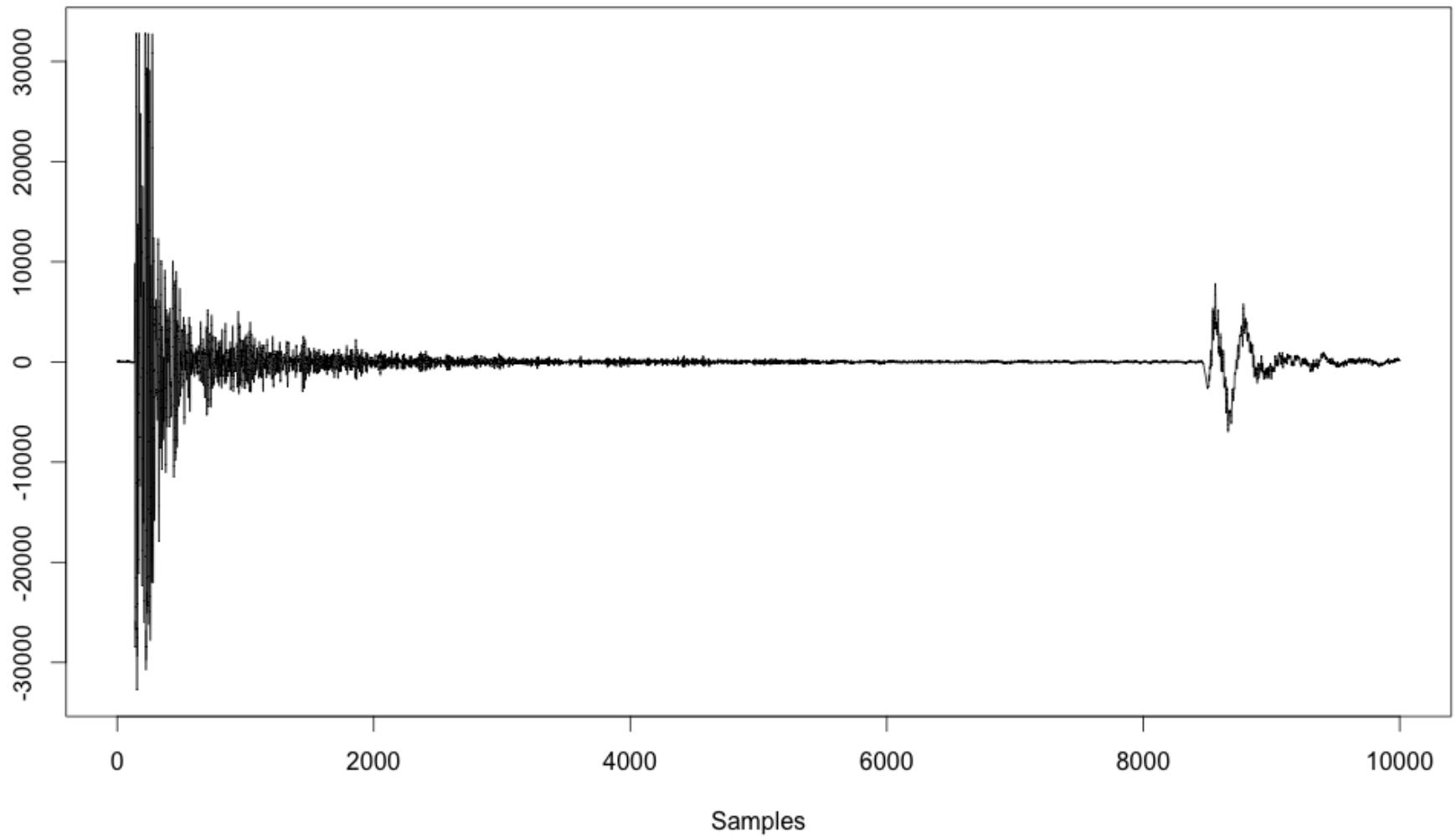
PreSonus AudioBox 44 VSL, 4 x NUMARK WM200, 44100 Hz, 16 bit, 4 x mono, PC/Mac



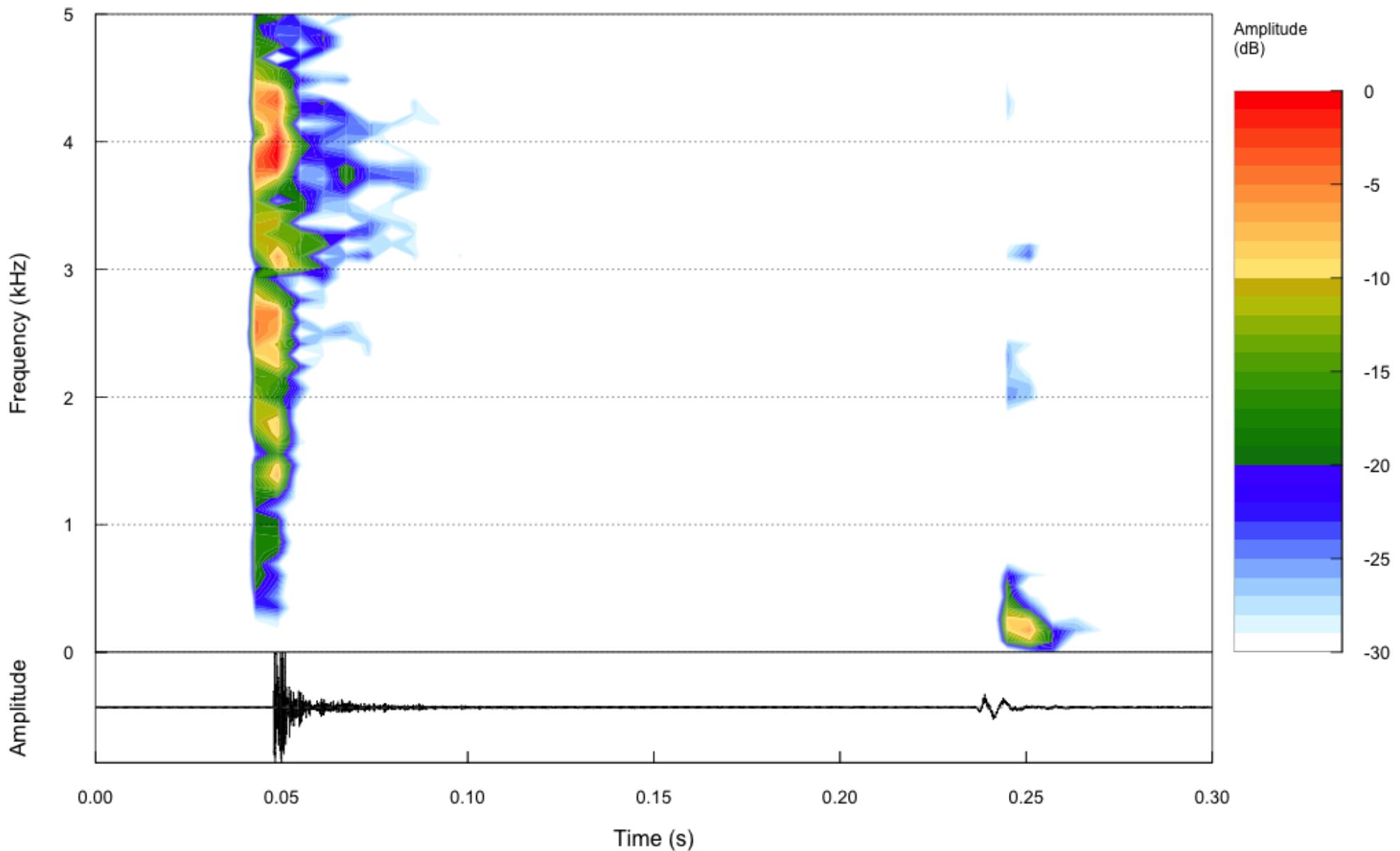
Recorded Audio – 3.8Gb



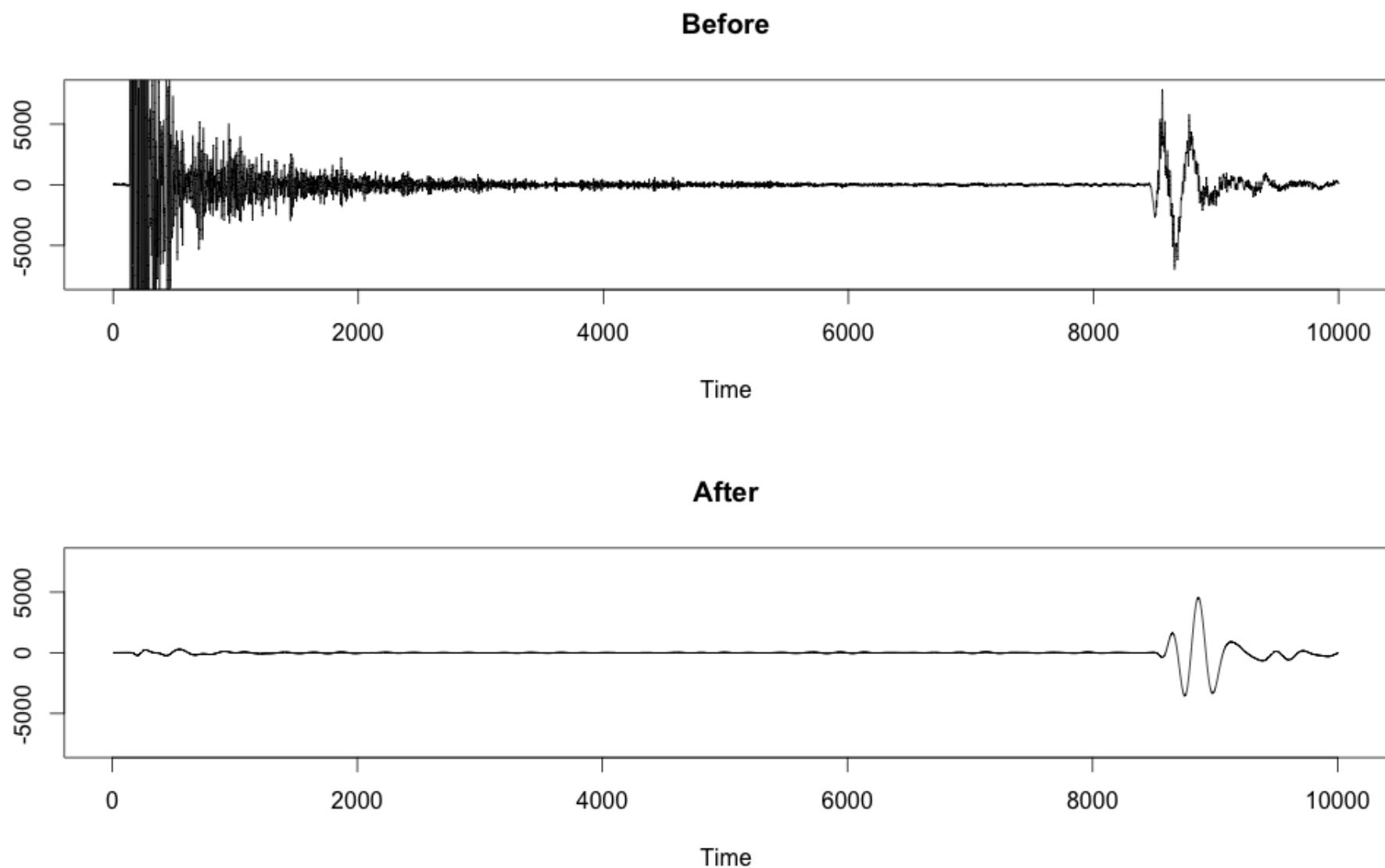
Issues



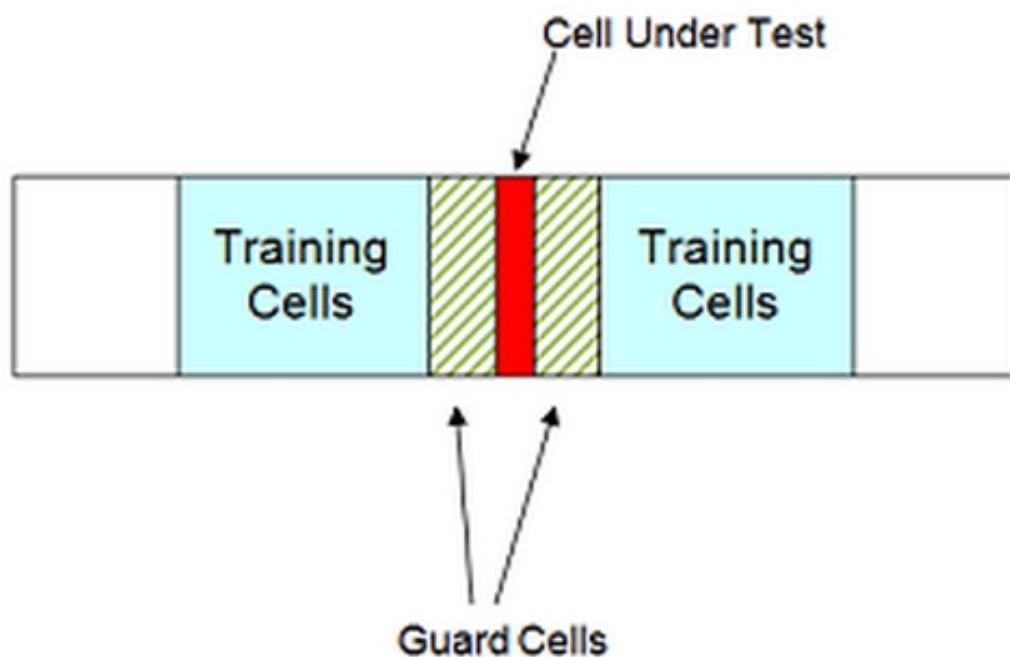
Spectrogram



Band-Pass Filter – 100Hz - 500Hz



CFAR detector



$$T = \alpha P_n$$

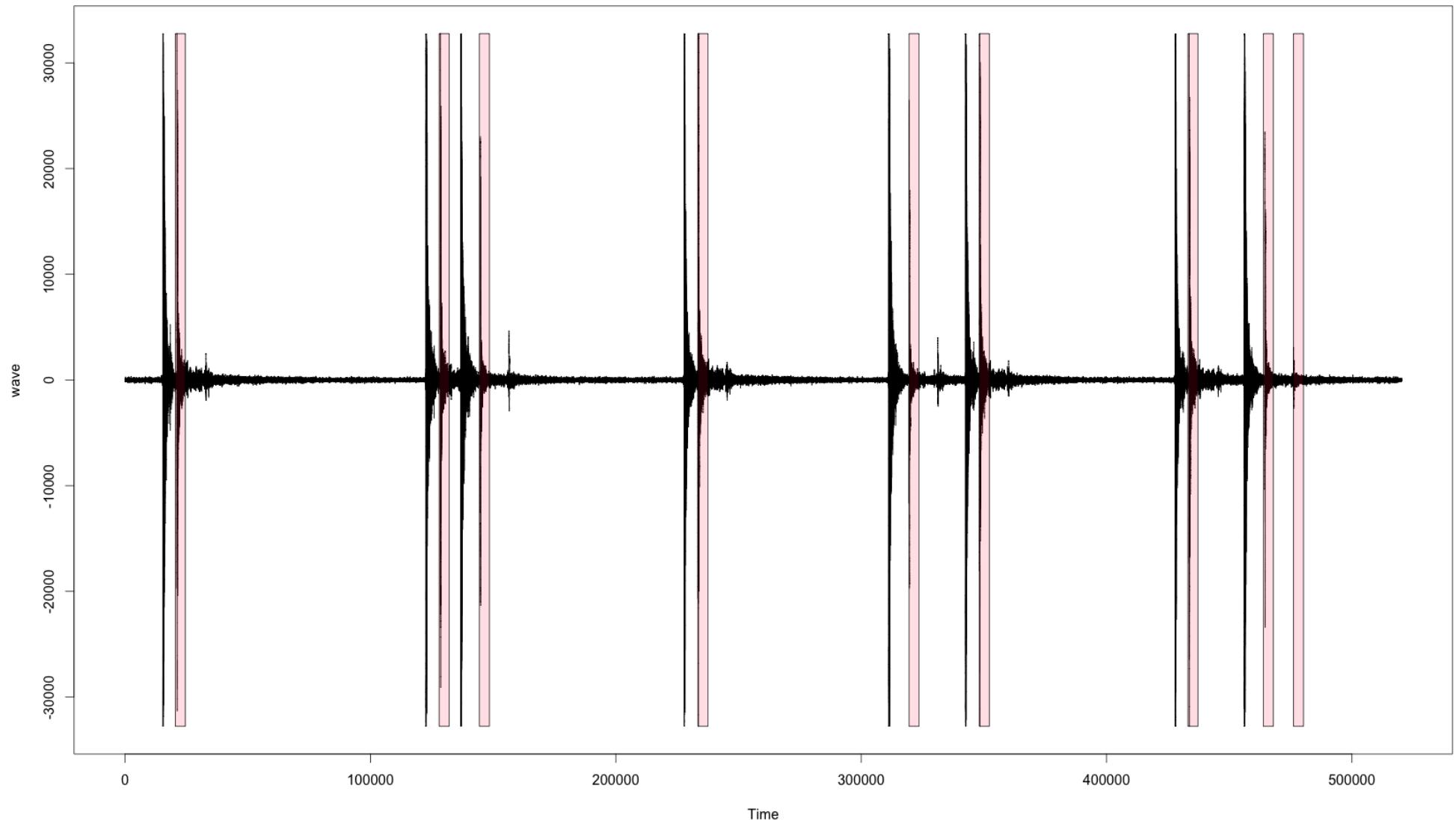
$$P_n = \frac{1}{N} \sum_{m=1}^N x_m$$

$$\alpha = N(P_{fa}^{-1/N} - 1)$$

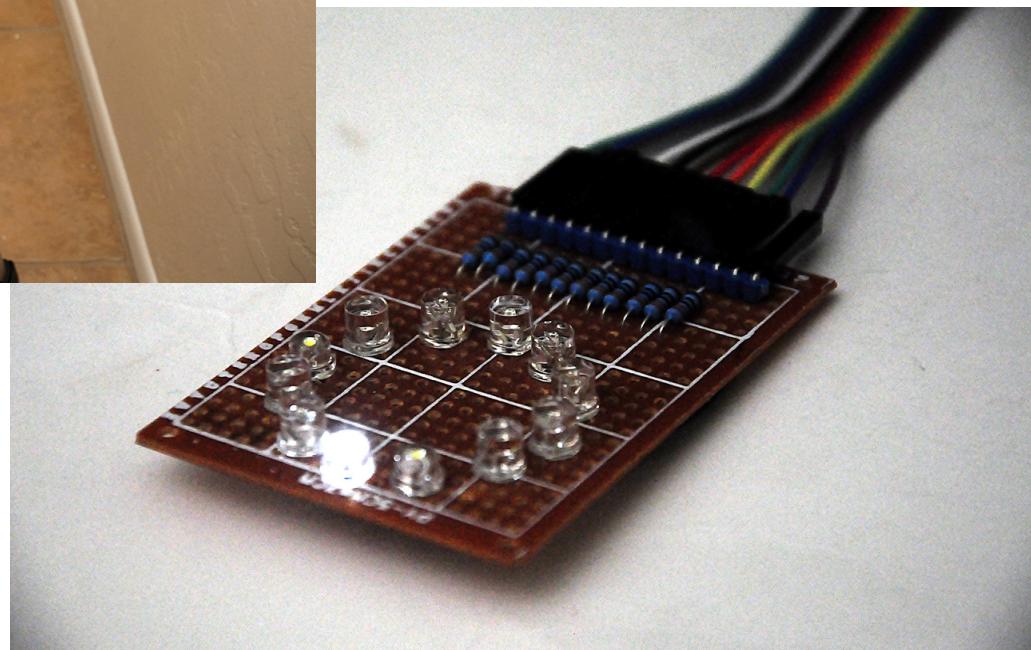
Algorithm

- 1) Sliding Window: 5120 samples, 1024 step
- 2) Apply Band-Pass filter
- 3) Detect Impulse by CFAR
- 4) Calculate TDOA
- 5) Indicate Azimuth
- 6) ...
- 7) PROFIT!

Accuracy - 0.88, SNR - 50dB



Platform – Work in Progress



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References

- [1] Robert C. Maher. Modeling and signal processing of acoustic gunshot recordings. Proc. IEEE Signal Processing Society 12th DSP Workshop, Jackson Lake, WY, September, 2006, pp. 257-261.
- [2] Gyula Simon, Miklós Maróti, Ákos Lédeczi. Sensor Network-Based Countersniper System. Institute for Software Integrated Systems Vanderbilt University. 2004.
- [3] Takanobu Nishiur, Takeshi Yamada, Satoshi Nakamura, Kiyohiro Shikano. Localization of multiple sound sources based on a CSP analysis with a microphone array. 2002.

Thank You!

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