

Pattern Recognition With Cluster Data

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Summary:

Fitting techniques

- Mirror Mode pattern
- Example

Virtual interference techniques

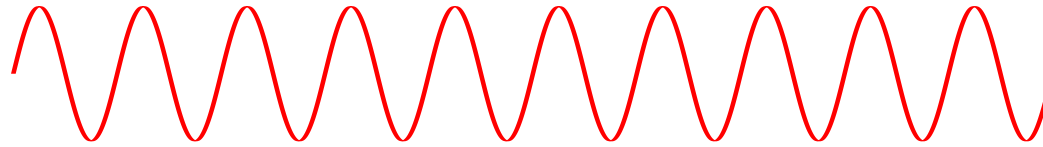
- General idea
- Beamformer and applications
- Minimum variance and applications

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2: Institute for Space Sciences, Bucharest, Romania

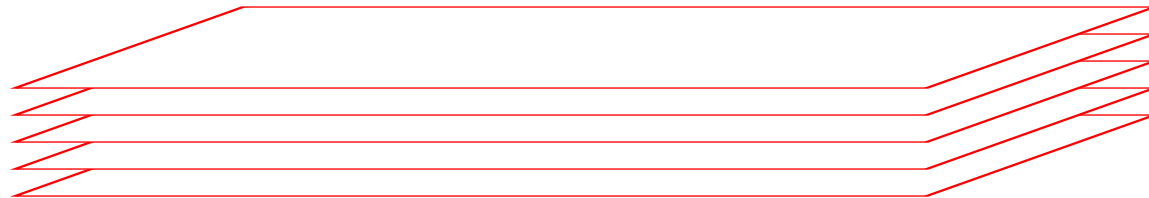
Pattern Examples

- Fourier



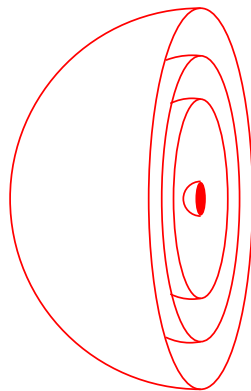
(1D)

- Plane wave



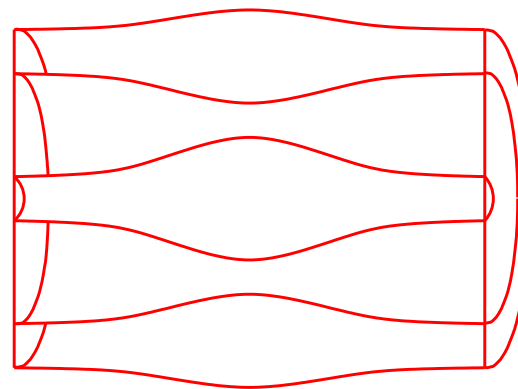
(3D)

- Spherical wave



(4D)

- Cylindrical wave

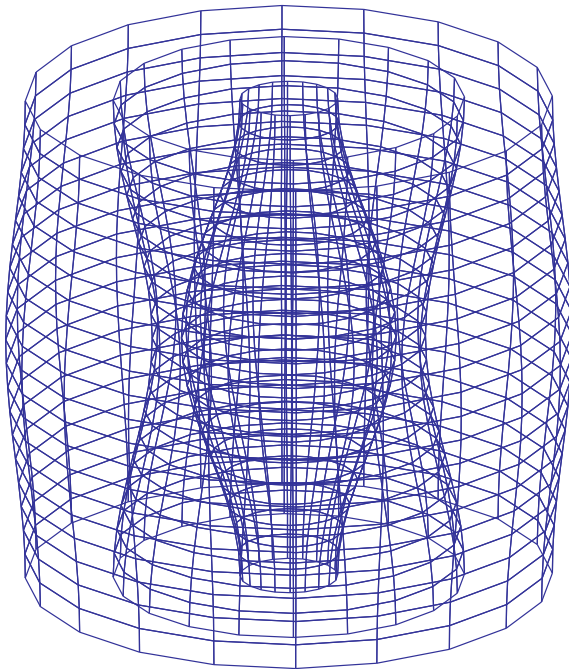


(6D)

Mirror Mode Pattern

Magnetic field perturbation:

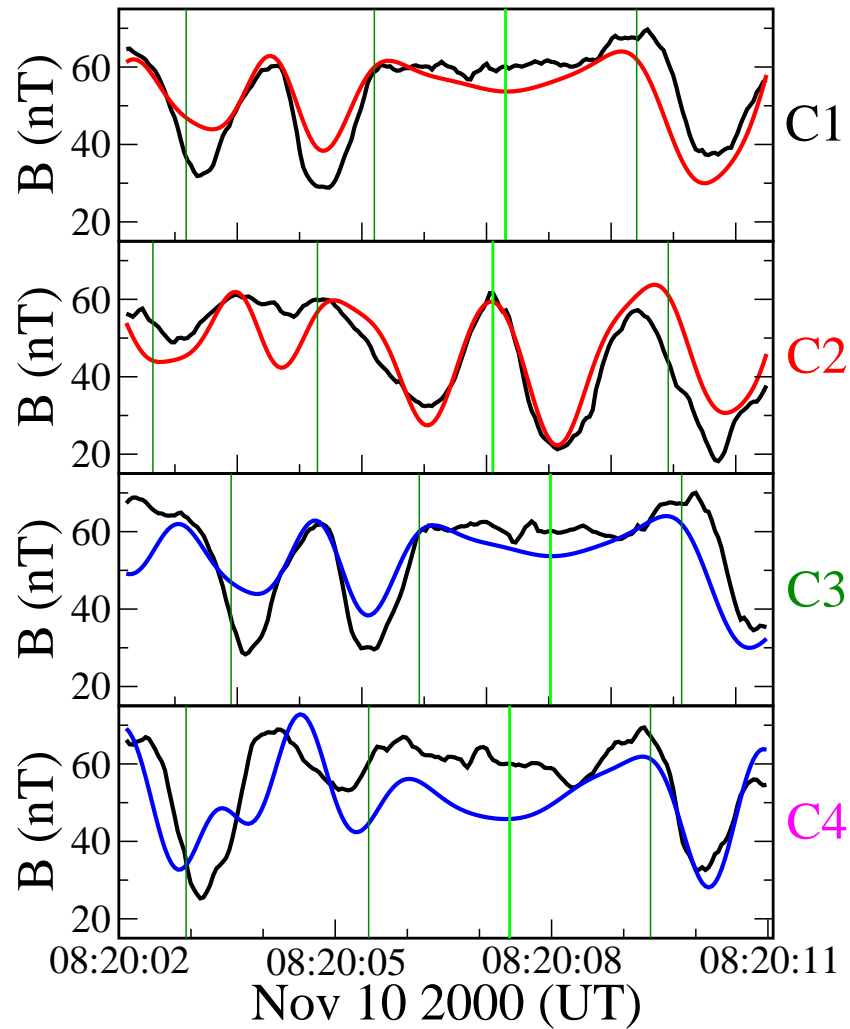
- $$\delta B_\rho(\rho, z) = \frac{2\pi}{\alpha} \sum_{n=1}^{\infty} J_1\left(\frac{n\alpha\rho}{L}\right) \left[a_n \sin\left(\frac{n\pi z}{L}\right) - b_n \cos\left(\frac{n\pi z}{L}\right) \right]$$
- $$\delta B_z(\rho, z) = 2 \sum_{n=1}^{\infty} J_0\left(\frac{n\alpha\rho}{L}\right) \left[a_n \cos\left(\frac{n\pi z}{L}\right) + b_n \sin\left(\frac{n\pi z}{L}\right) \right]$$



- Multi-layer structure
- Central structure is the classical image of magnetic mirror
- Multiple magnetic field minima belong to one structure
- In real world only inner layers will survive

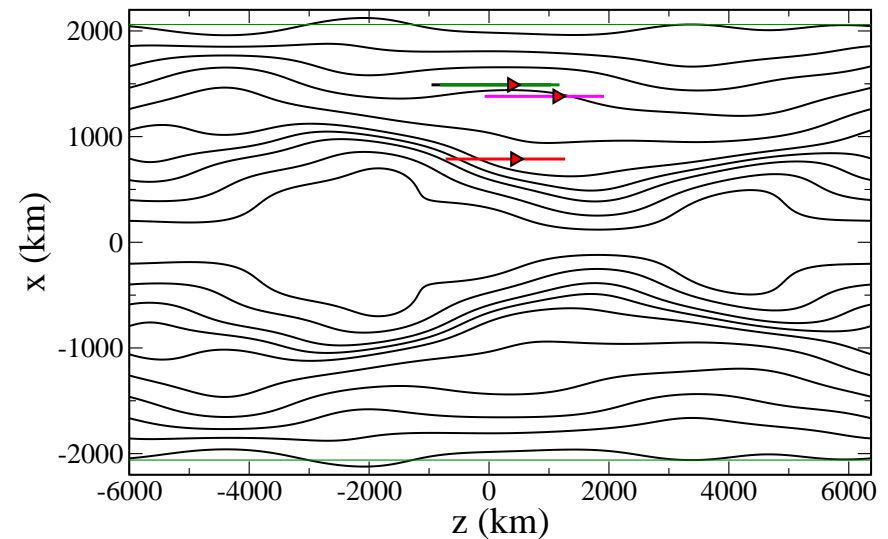
Application to Cluster data

Fit Results



- fit on data from C1 and C2
- C3 and C4 are witness spacecraft
- Resulting dimensions:
 - ▷ $L = 6186 \text{ km}$
 - ▷ $R = 2051 \text{ km}$

Magnetic field lines



Virtual Interference Techniques

Interference of the **measured values** from an array of S sensors $\mathbf{B} = (B_1, \dots, B_S)^T$ with a **test pattern** $\mathbf{w} = (w_1, \dots, w_S)^T$ depending on the **parameters** $\mathbf{q} = (q_1, \dots, q_n)$.

Method:

- Construct the **output power** P as a combination between \mathbf{B} and \mathbf{w}
- no unique way to do that but the guideline is ...
- The power should maximize when the parameters are chosen such way that the test pattern is closest to the pattern present in the data

Beamformer Technique

- Power: $P_{BF} = \mathbf{w}^+ \mathcal{M} \mathbf{w}$ where we define the **sensor output matrix** as $\mathcal{M} = \mathbf{B} \mathbf{B}^+$
- The test pattern \mathbf{w} is chosen depending on the problem to study

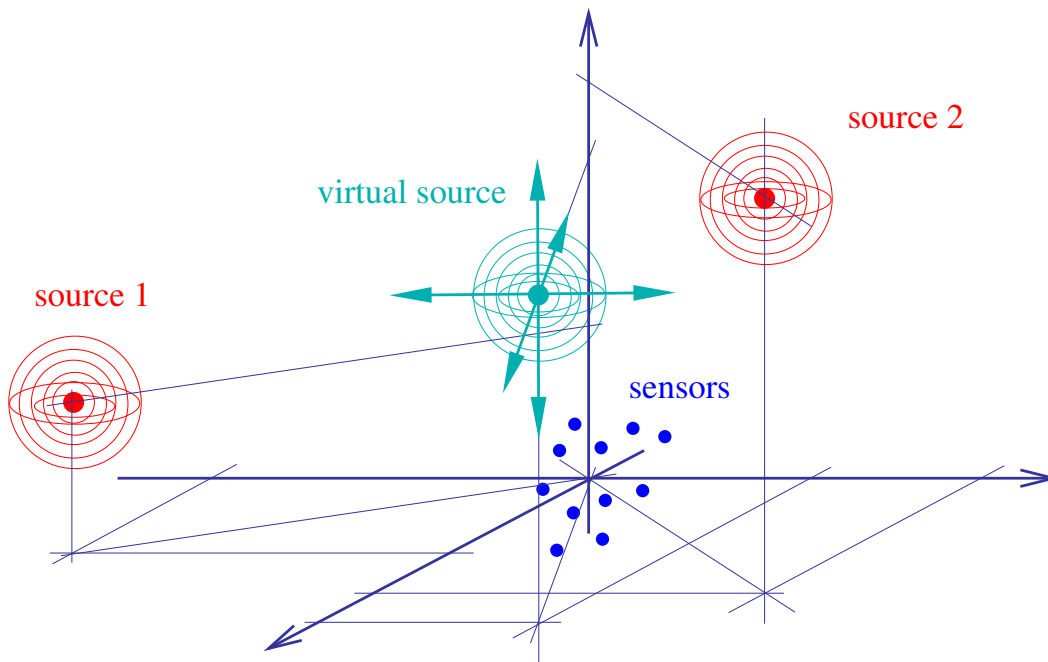
Example: Plane waves representation

- measurements: $B_m = \sum_q B_{0q} e^{i(\mathbf{k}_q \mathbf{r}_{mq} - \omega t + \varphi_q)}$
- test pattern: $w_m = \frac{1}{\sqrt{S}} e^{i \mathbf{k}^{test} \mathbf{r}_m}$
- in this case $\mathbf{w} = \mathbf{w}(\mathbf{k}^{test})$ so we can determine the **wave vector** \mathbf{k}
- eg. only one source $B_m = B_0 e^{i \mathbf{k} \mathbf{r}_m}$

$$\triangleright P_{BF} = \frac{1}{S} |B_0|^2 \left| \sum_m e^{-i(\mathbf{k} - \mathbf{k}^{test}) \mathbf{r}_m} \right|$$
$$\triangleright P_{BF} \text{ is maximum when } \mathbf{k} = \mathbf{k}^{test}$$

Beamformer for Spherical Waves

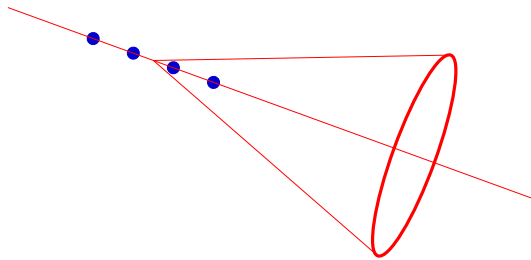
- measurements: $B_m = \sum_q \frac{1}{\rho_q} B_{0q} e^{i(k_q \rho_{mq} - \omega_q t + \varphi_q)}$
- test pattern: $w_m = \left(\sum_n (\rho_n^{test})^{-2} \right)^{-1} \frac{1}{\rho_m^{test}} e^{i k^{test} \rho_m^{test}}$



- $\rho^{test} = \rho^{test}(\mathbf{r}^{test})$
 - ▷ in this case $\mathbf{w} = \mathbf{w}(\mathbf{r}^{test}, k^{test})$
 - ▷ we can determine:
 - * source position
 - * k vector magnitude
- difficulty: the test-space dimension has increased from 3 to 4
- in what follows we consider k known

Beamformer for Linear Array Configuration. Data

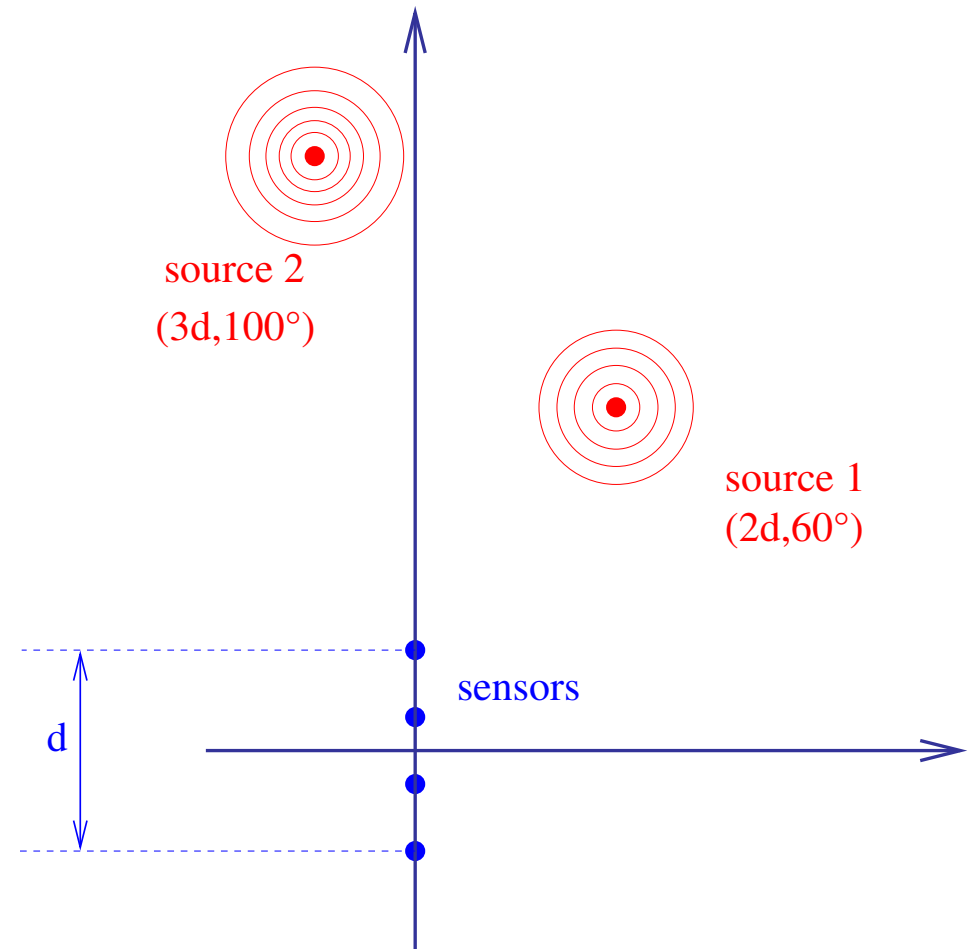
Because of the symmetry the test-space is reduced to a bi-dimensional space



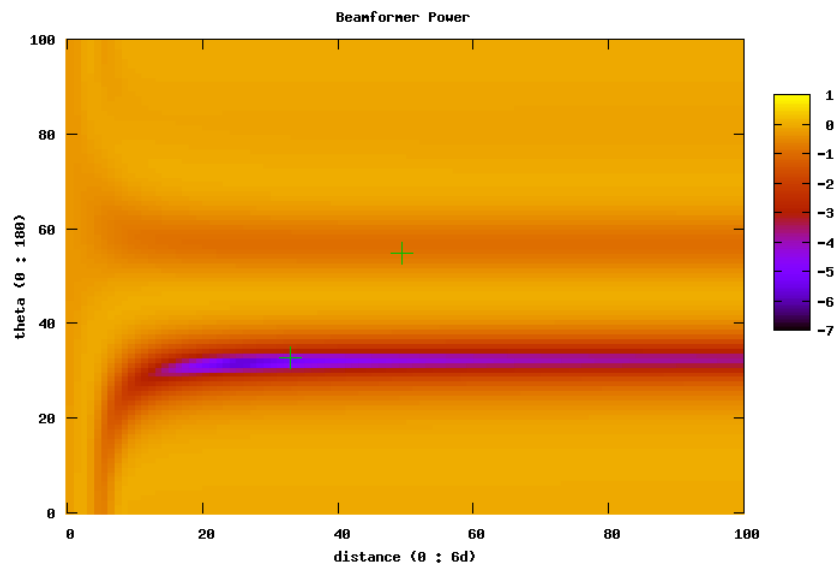
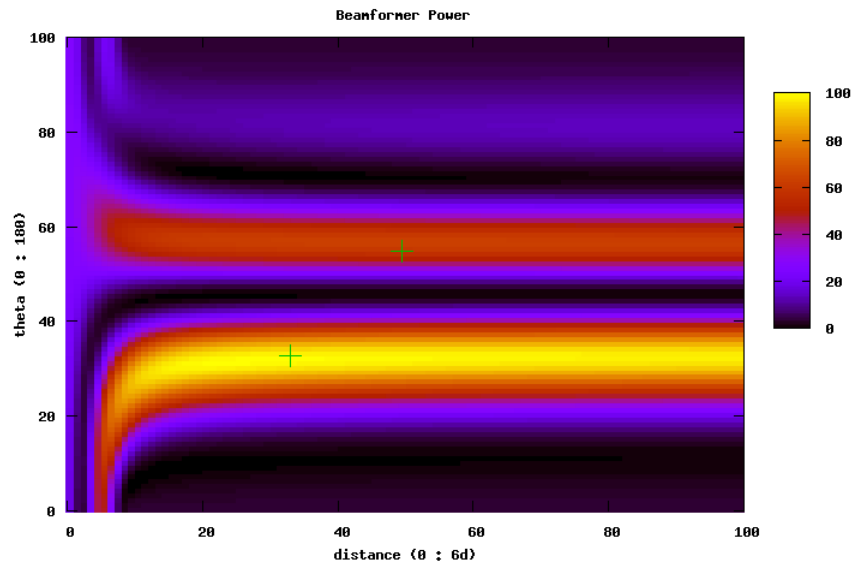
Simulated data:

- | | θ | ρ |
|----------|-------------|--------|
| source 1 | 60° | $2d$ |
| source 2 | 100° | $3d$ |

- wave length $\lambda = 2d$



Beamformer for Linear Array Configuration. Results



- Results:

	θ	ρ
source 1	60°	$2d$
result	57°	$1.5d$

- good direction
- weak signal for 2^{nd} source
- not very good distance resolution
- for non-linear configuration is even worse...
- we need something better

Minimum Variance Technique

Beamformer problem:

- the power is too high for wrong parameters

Solution:

- construct the power in a different way:

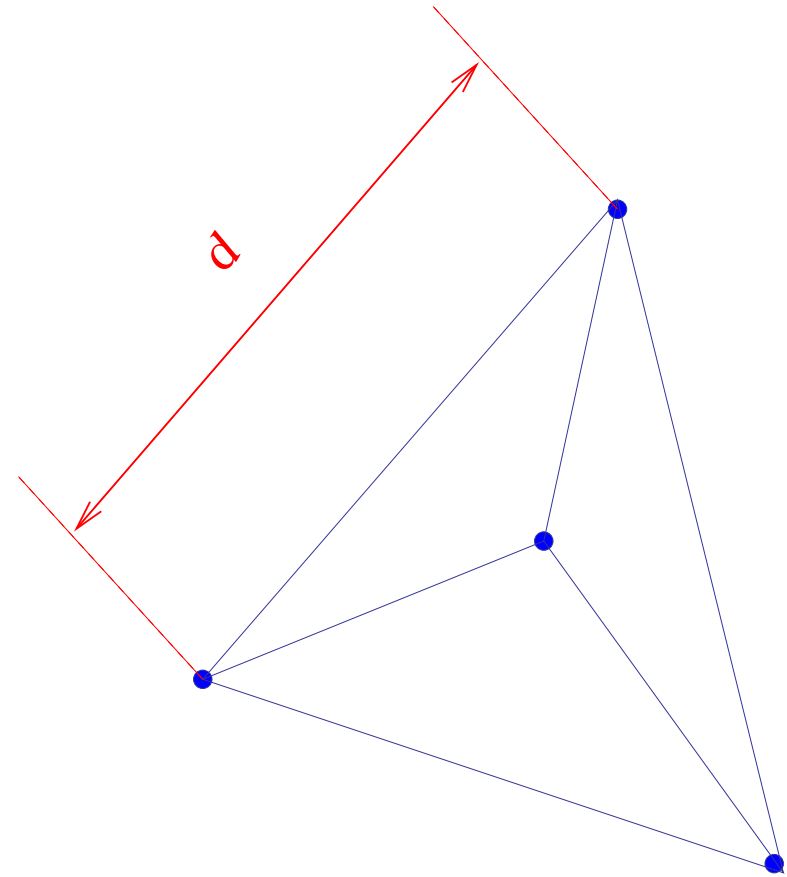
$$\triangleright P_{MV} = (\mathbf{w}^+ \mathcal{M}^{-1} \mathbf{w})^{-1}$$

this keeps the beamformer power for the right parameters and minimize the power for the wrong ones

When the pattern is a plane wave this technique is known as **Wave Telescope** or **k-filtering**

Minimum Variance for Tetrahedron Configuration. Synthetic Data

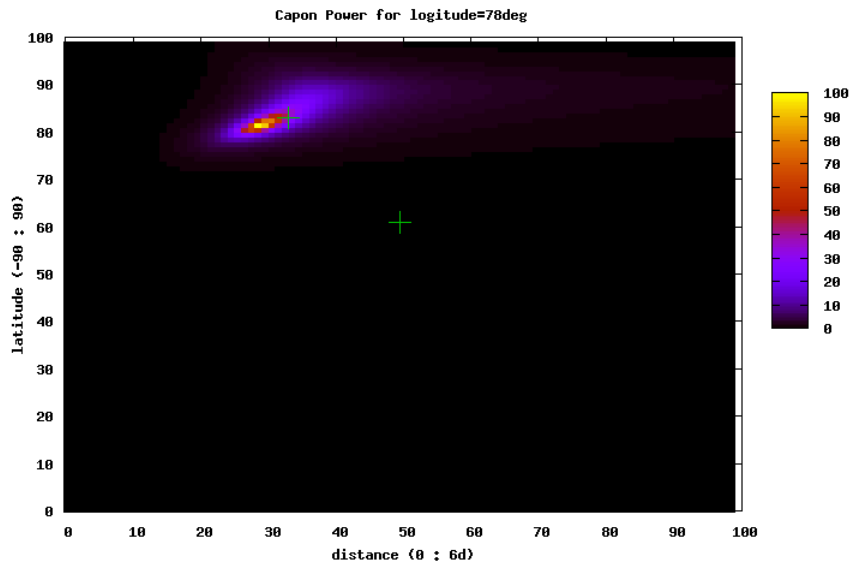
- regular tetrahedron
- two sources
- random phase
- random deviation from given frequency
- noise
- same wavelength $\lambda = \frac{2}{3}d$



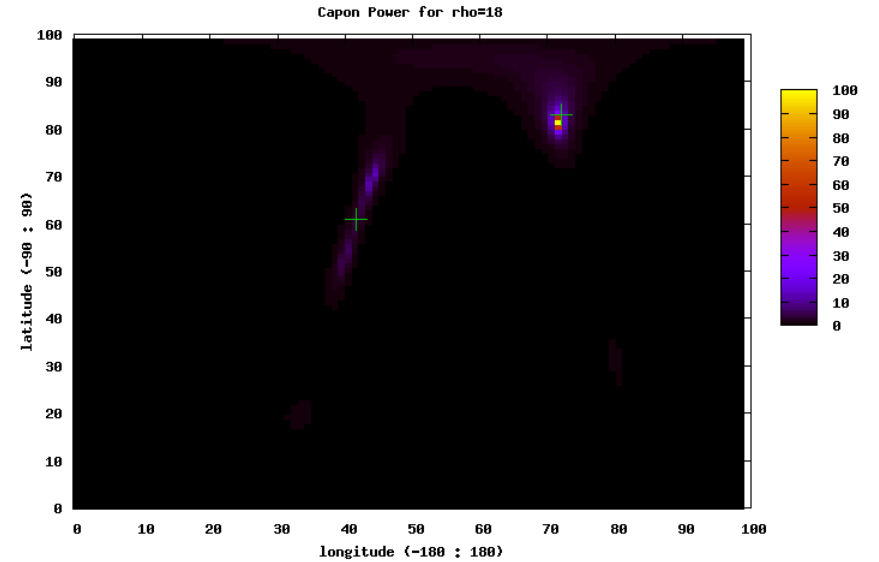
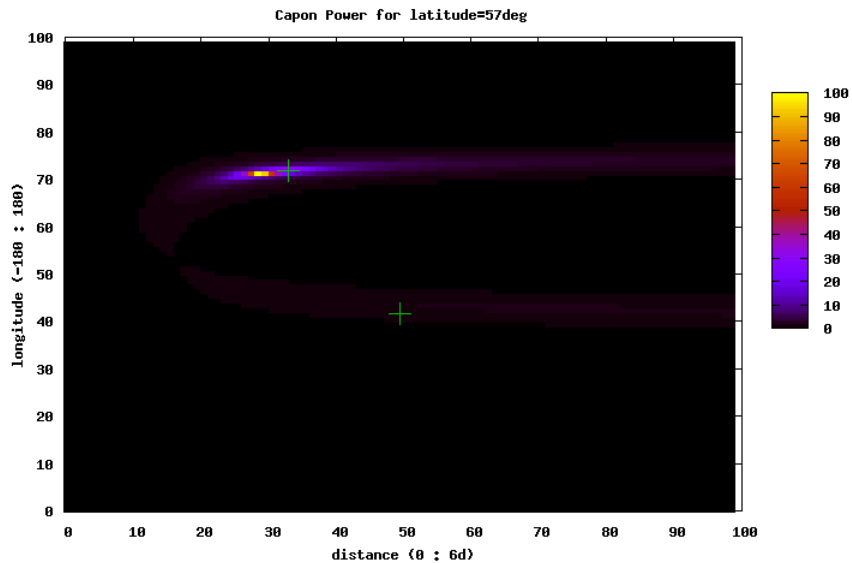
- | | long | lat | dist |
|----|-------------|------------|------|
| s1 | 80° | 60° | $2d$ |
| s2 | -30° | 20° | $3d$ |



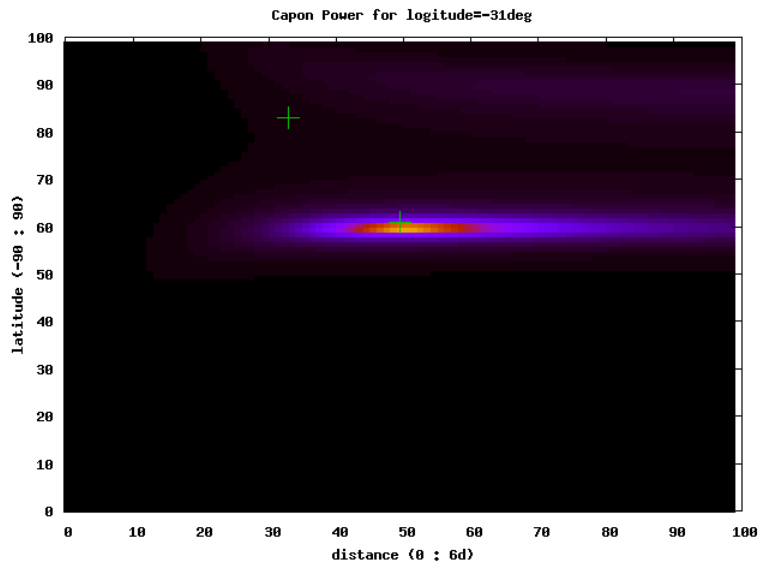
MV for Tetrahedron. Results for Source 1



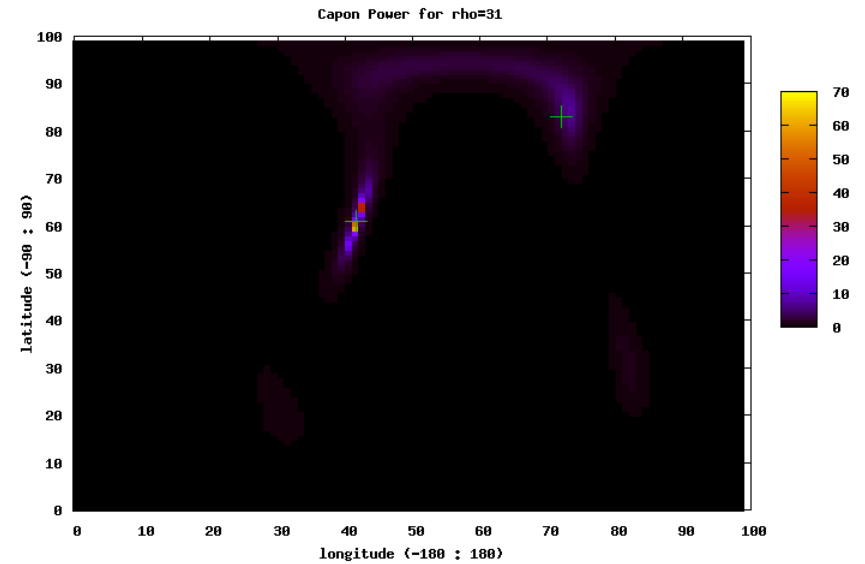
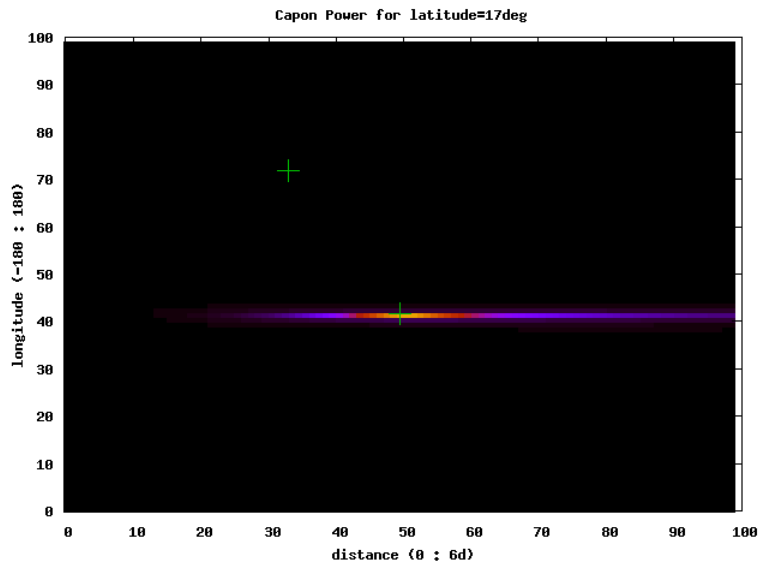
	longitude	latitude	distance
source	80°	60°	$2d$
result	78°	57°	$1.8d$



MV for Tetrahedron. Results for Source 2

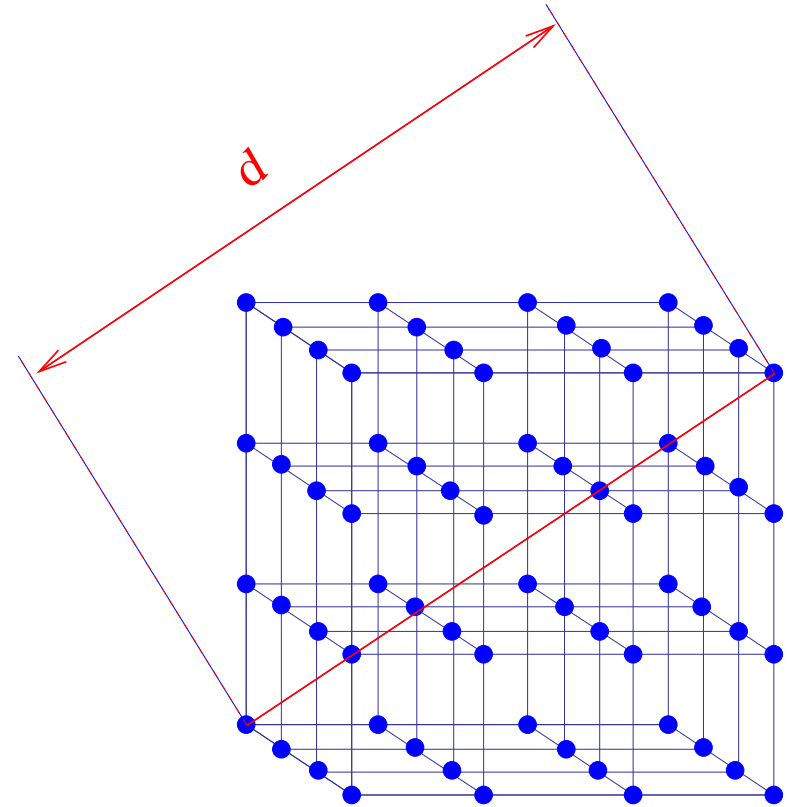
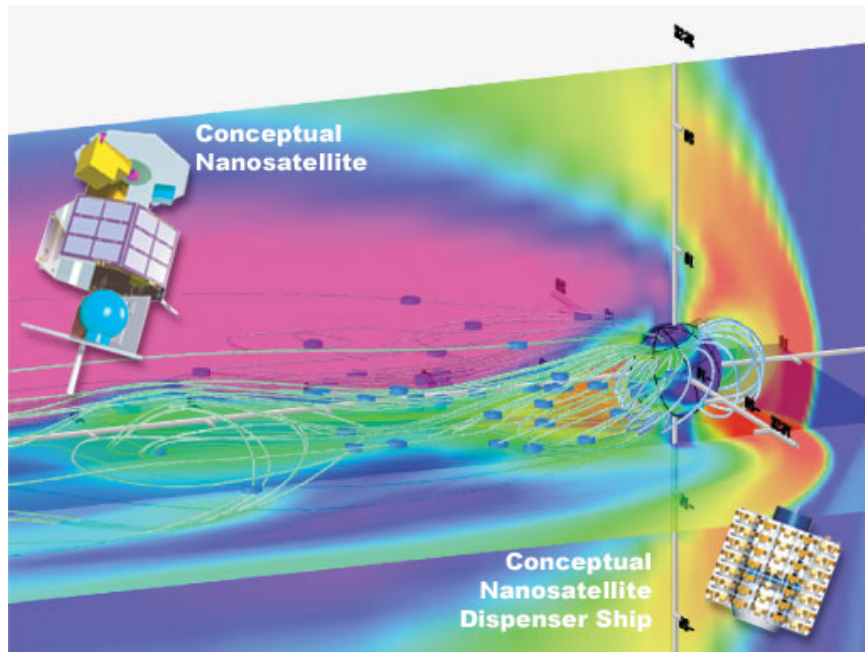


	longitude	latitude	distance
source	-30°	20°	$3d$
result	-31°	17°	$3.1d$



Minimum Variance for Cube Configuration

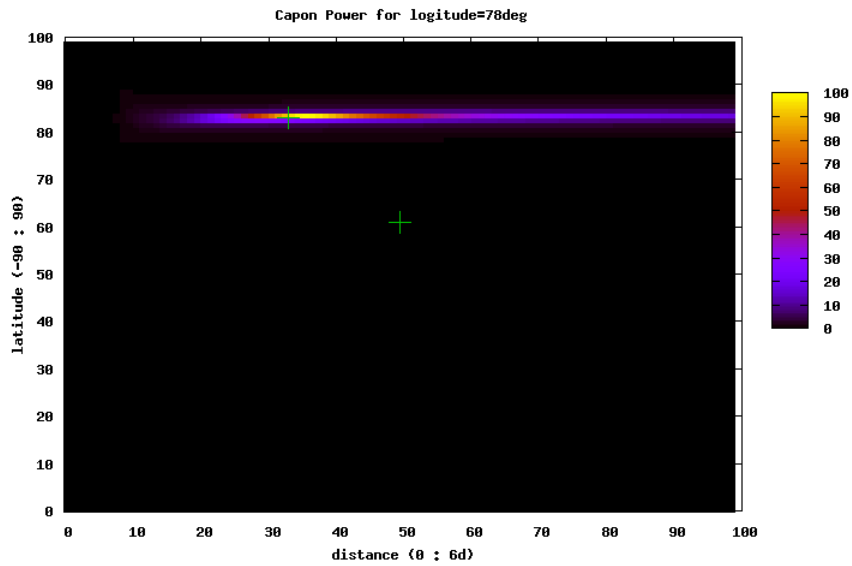
We can dream on...



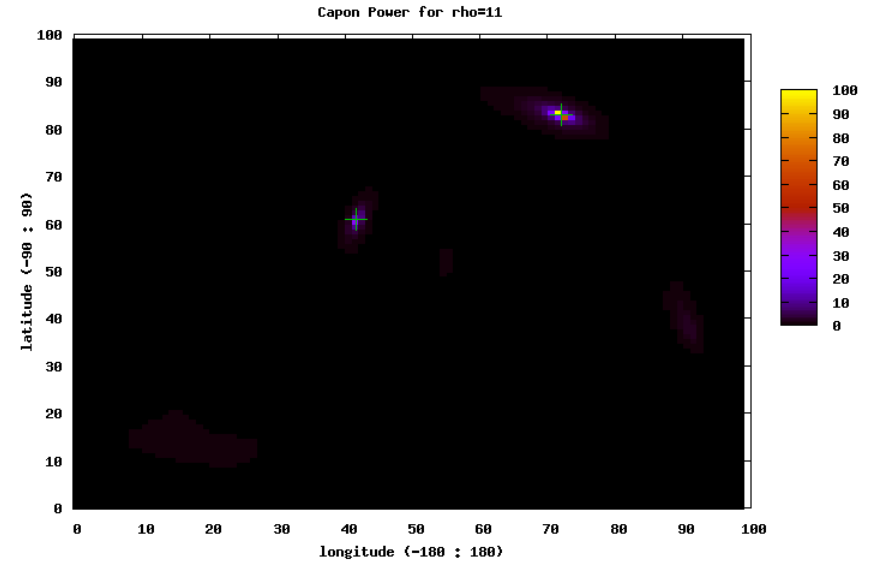
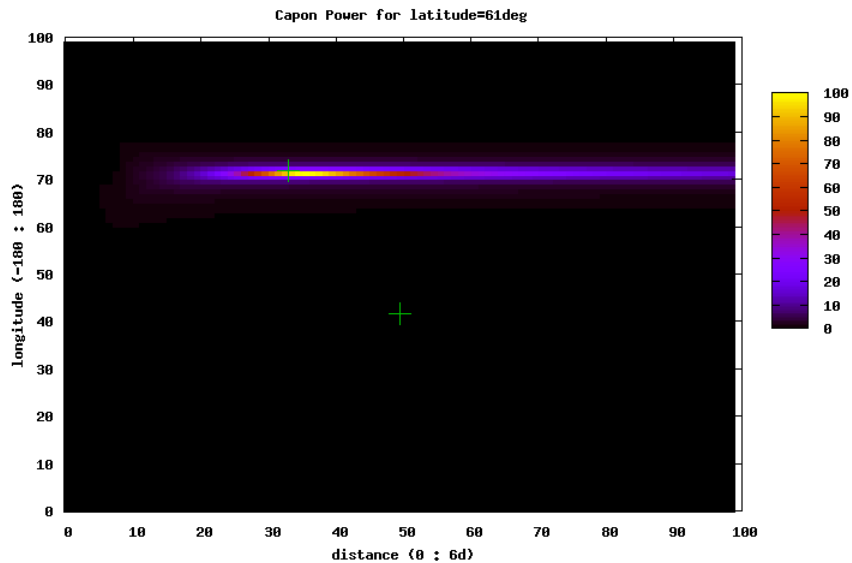
Magnetospheric Constellation



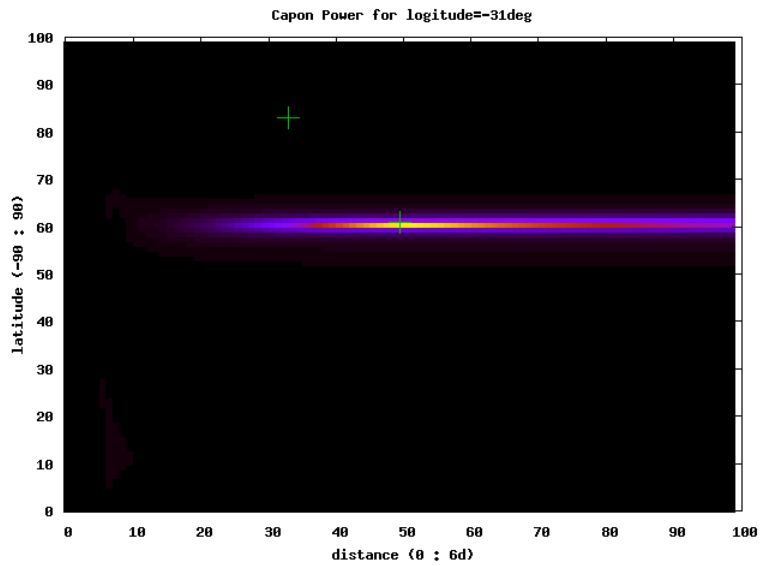
MV for Cube. Results for Source 1



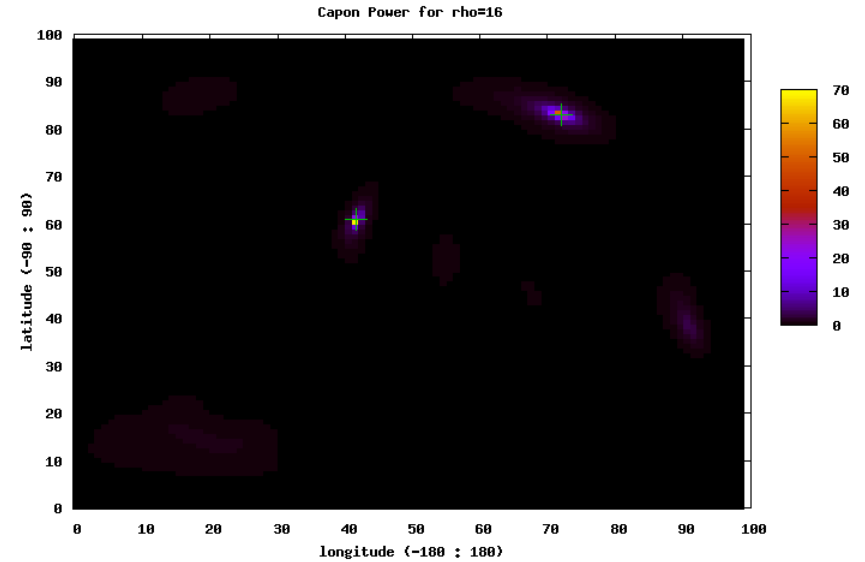
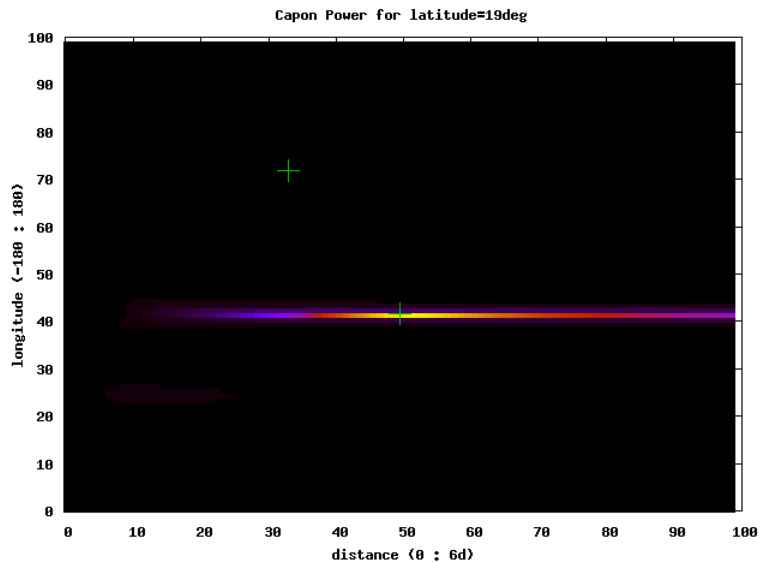
	longitude	latitude	distance
source	80°	60°	$1.9d$
result	78°	61°	$2.1d$



MV for Cube. Results for Source 2



	longitude	latitude	distance
source	-30°	20°	$2.8d$
result	-31°	19°	$3.1d$



Conclusions and Further Work

Conclusions

- **Virtual interference**, in particular minimum variance for plane waves is a **proved method** for data analysis (Wave Telescope)
- **Beamformer** with spherical pattern **cannot resolve** the source distance in a reliable way for a tetrahedron configuration though it might work well for more sensors
- **Minimum variance** with spherical pattern can be used to determine **source locations** even for limited number of sensors (4)

Further work

- Find **limitations** of minimum variance with spherical pattern (distance, wave length)
- Apply the method to **real data**
- Find **spatial arrangement** of mirror modes using spherical pattern
- Use **mirror mode** pattern