

ACOUSTIC DETECTION OF A CONFLICT SPECIES

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Background

- Human-wildlife conflicts are increasing
- Cost-effective methods for reducing damage or conflict levels are important in wildlife management
- A wide range of devices to detect and deter animals
- Scaring of conflict-species is part of wildlife management

Limitations to available scaring devices

- Most simple are static (scarecrows)
 - Often randomly activated (propane cannons)
 - Animal activated devices are non-specific
 - The effectiveness is often highly variable
- High risk of habituation
- No cost-effective concept circumventing habituation

A new concept

Species-specific acoustic detection of an animal causing conflict

Study animal:

Barnacle goose – easy to study, vocal, causing conflict with agriculture

Method:

Speech recognition -> using acoustics to detect and classify behaviour

Why acoustics?

Cheap, reliable, highly sensitive, long-range

A new concept

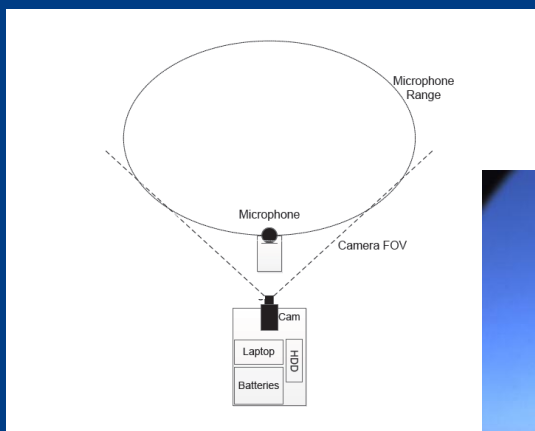
The acoustics associated with three behaviours needed:

Landing – to activate scaring stimulus

Feeding/flushed – to determine whether scaring was successful

Linkage between acoustics and behaviour was obtained in the field

Setup at Vest Stadil Fjord, April 2011



Synchronised audio and
video recordings



Data processing

Synchronised audio and video recordings were manually categorised into the three behaviours:

- landing
- feeding
- flushed

→ data for pattern recognition algorithm

Time for engineers and their Support Vector Machines

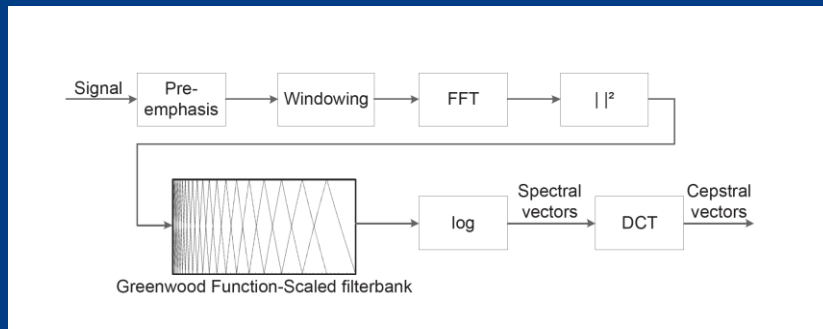
$$a = \log_{10} \left(\frac{f_{max}}{A} + k \right) \quad (10)$$

The calculation of GFCC is illustrated in figure 2, where the incoming signal has a duration of 46 ms (2048 samples), as cepstral coefficients are derived from short-time analysis. The log-energy of each critical band is represented by spectral vectors, and a cosine transform converts the spectral vectors into cepstral vectors, according to the formula

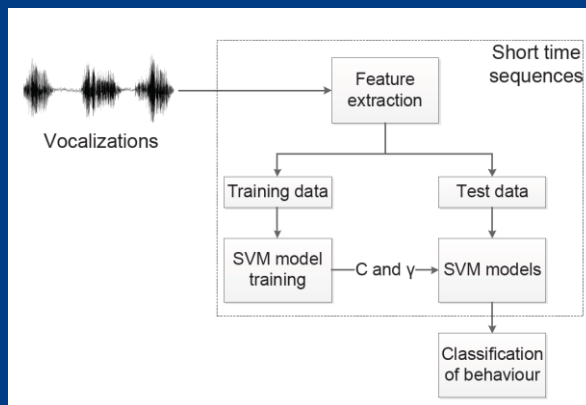
$$c_n = \sum_{k=0}^{K-1} S_k \cos \left(n \left(k - \frac{1}{2} \right) \frac{\pi}{K} \right) \quad n = 0, \dots, K-1 \quad (11)$$

Here c_n is the n th cepstral coefficients and S_k is the spectral log-energy of the k th band. In this research 20 critical band filters were used, which gives a feature vector of dimension 21, as the 0th order cepstral coefficient is included (see Brookes (1997-2011)). The filters were *hamming* shaped, however both *hamming* and *triangle* shaped filters are often used in MFCC

Signal processing



Flow of behaviour classification



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Results

PCA: Discriminates between extracted features of different behaviours

The figure is a 3D scatter plot titled "Clusters of extracted features". The axes are labeled u1, u2, and u3. The u1 axis ranges from -20 to 20, the u2 axis from -10 to 10, and the u3 axis from -6 to 4. A legend indicates three behavior types: Foraging (represented by open circles), Landing (represented by plus signs), and Flushed (represented by open diamonds). The data points are clustered together in a central region, showing some overlap between the different behavior types.

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Results

SVM models are able to classify test data with high accuracy

Behaviour	Accuracy ^a
Flushing	0.95/0.93
Landing	0.91/0.90
Foraging	0.92/0.91

Conclusions

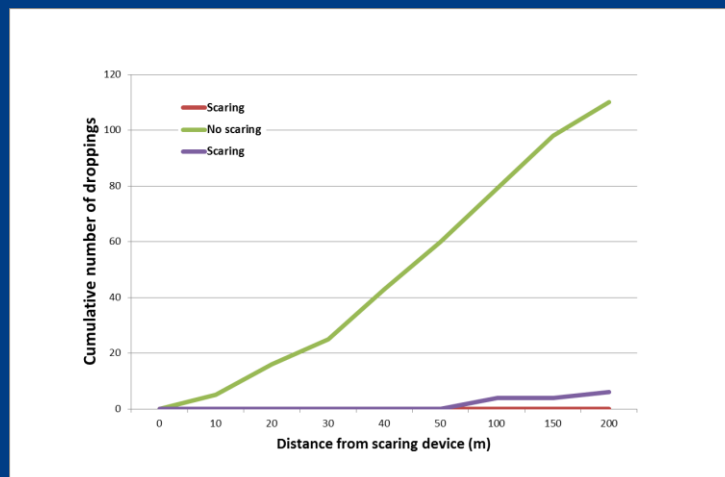
Acoustic measurements, feature extraction and statistical modeling may be used to

- detect geese
- classify their behaviour with high accuracy

We obtained information sufficiently accurate to respond appropriately to the presence or absence of geese

→ Pilot project involving scaring in spring 2012

Pilot project – preliminary analysis



Conclusions

The scaring device was succesful at detecting and scaring geese

A scaring effect was measured up to 200 m

This means that one scaring device can protect an area of 16 ha