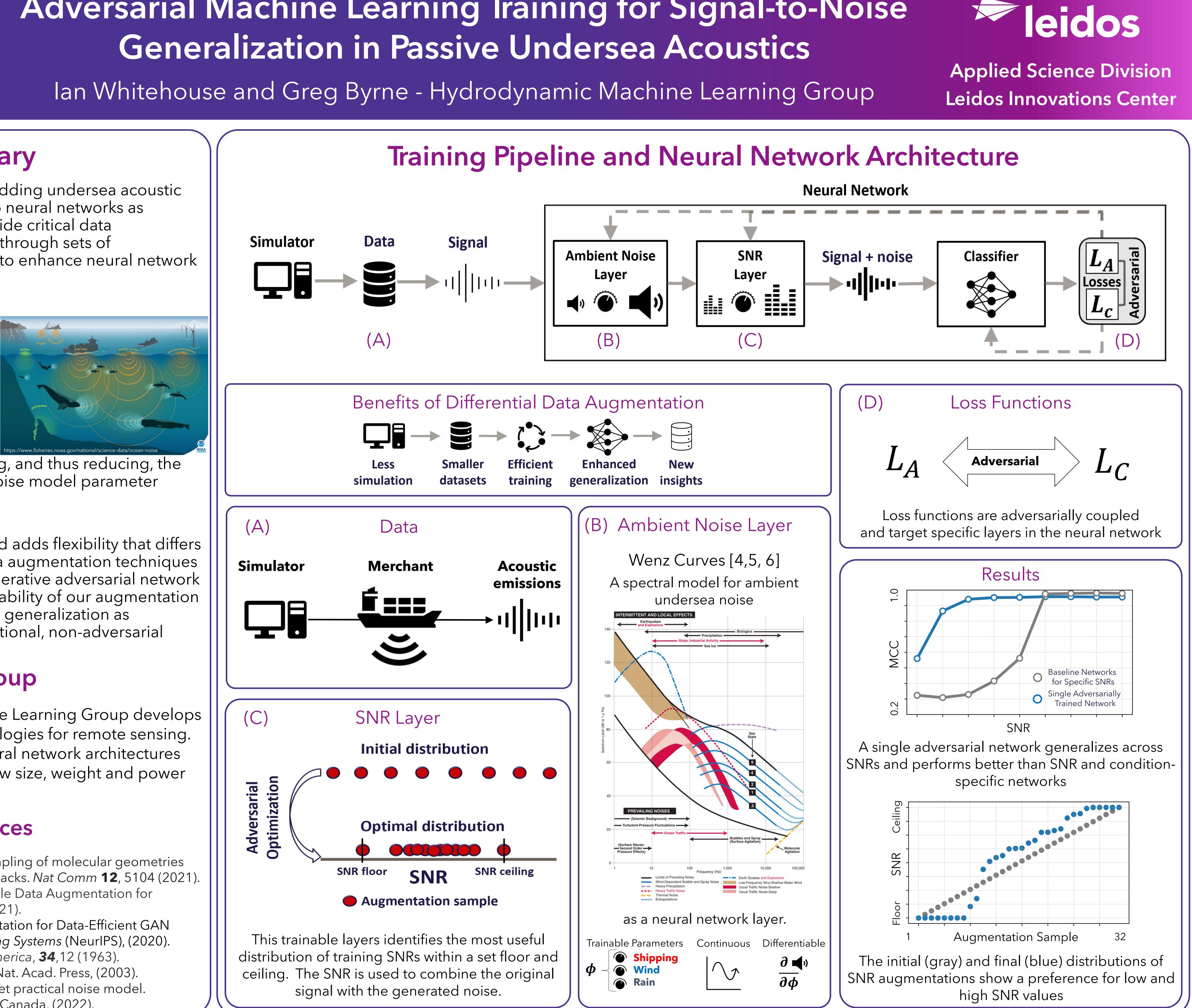


Adversarial Machine Learning Training for Signal-to-Noise Generalization in Passive Undersea Acoustics Ian Whitehouse and Greg Byrne - Hydrodynamic Machine Learning Group

Summary

We present a framework for embedding undersea acoustic simulation capabilities directly into neural networks as trainable layers. These layers provide critical data augmentations that are optimized through sets of interpretable, tunable parameters to enhance neural network performance and generalization.

Our poster illustrates examples of 📷 two trainable (differentiable) data augmentation layers: (1) an ambient undersea noise model and (2) a tunable signal-to-noise (SNR) ratio. The addition of these augmentation layers reduces simulation cost, data volume and



training time by optimally sampling, and thus reducing, the combinatorial complexity of the noise model parameter space.

Our approach is inspired by [1] and adds flexibility that differs from other work in adversarial data augmentation techniques [2] and adversarial training for generative adversarial network (GANs). We illustrate the interpretability of our augmentation layers and show that they enhance generalization as compared to abaseline using traditional, non-adversarial training methods.

Our Group

The Leidos Hydrodynamic Machine Learning Group develops edge-focused, data-driven technologies for remote sensing. We specialize in interpretable neural network architectures that process raw sensor data on low size, weight and power hardware.

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