

AISDET 2.0 User manual

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English summary

This document is the user manual for AISDET v2.0, which is a software collection that simulates the performance of space born AIS receivers. It models worldwide traffic conditions and calculates the received signal taking into account media effects, antenna gains, receiver performance, satellite orbits and variation in the transmitted signal characteristics.

AISDET is developed solely by Øystein Olsen at FFI. The development started during the development of the AISSat-1 satellite during the FFI project 1104 INNOSAT II, and continued during 1210 INNOSAT III. Some adjustments have been done to produce analyses for various ESA studies and bilateral projects with French industry.

Sammendrag

Dette dokumentet er brukermanualen for AISDET v2.0, som er en samling av programvare som simulerer ytelsen til rombaserte AIS mottakere. Programvaren modellerer global skipstrafikk og tar hensyn til media, antenne gain, mottakerens ytelse, satellittbaner og endringer i egenskapene til det utsendte signalet.

AISDET er utviklet av Øystein Olsen ved FFI. Utviklingen startet i forbindelse med utvikling av AISSat-1 satellitten under FFI prosjekt 1104 INNOSAT II, og er videreført i løpet av 1210 INNOSAT III. Noen tilpasninger er gjort for å gjennomføre analyser under forskjellige ESA prosjekter og under bilateralt samarbeid med fransk industri.

Contents

1	Introduction	6
2	Simulation tool	6
2.1	Modeling	6
2.2	Performance Assessment Method	7
2.3	Input / Output Data	8
3	Installation	9
3.1	Windows	9
3.1.1	Installing <i>Heliosat</i>	9
3.1.2	Installing AISDET	10
3.1.3	Windows PowerShell	12
3.2	Linux	12
4	End to End performance analysis	12
4.1	Propagate orbits	12
4.1.1	Windows	13
4.1.2	Linux	13
4.2	Running the simulations	14
4.2.1	The init file	14
4.2.2	Data storage	14
4.2.3	Selecting an antenna	16
4.2.4	Receiver performance	17
4.2.5	Using the AISDET server (Windows)	17
4.2.6	Using atd (Linux)	18
4.3	Post processing	18
4.3.1	Plotting detection probabilities per antenna	19
4.3.2	Detection probabilities for each orbit	20
4.3.3	Hourly detection probabilities	21
4.3.4	Table of detection probabilities in target areas	23
4.3.5	Global map of update intervals	23
4.3.6	Distribution of update intervals	25
4.3.7	Detection probability in a moving window	29
5	Summary	31
	References	31

1 Introduction

This document is the user manual for a software package called AISDET developed at FFI. The software package comes as a self extracting archive on both Windows and Linux. The post processing steps require PowerShell on Windows. A small subset of an additional software package, *Heliosat*, is distributed along with AISDET. This package includes a few programs to propagate orbits and compute accesses to ground stations and target areas.

These programs are not parallelized to utilize multiple processors, but most tasks will require multiple simulations that can be run in parallel. The document describes how to efficiently set up multiple simulations. Each simulation will require up to several hundred MB of RAM. A fast hard drive is strongly recommended for the post processing steps.

2 Simulation tool

AISDET is a software collection developed at FFI to analyze the performance of satellite based AIS systems. Its core program is called *aisdet*, which uses global vessel maps to simulate reception of AIS messages at Low Earth Orbit (LEO). Each vessel transmits according to the SOTDMA¹ scheme on two channels and AISDET computes the signal strength of each message at the receiver to check if it can be decoded or not. This decision is made by either defining a signal to noise level for a 20% package error rate or by using lookup tables that give the receiver performance.

2.1 Modeling

Each vessel transmits according to the SOTDMA protocol. This requires a nominal repetition interval for each vessel and knowing which vessels that are within communication range of one another. AISDET assumes that any vessels within 20 nautical miles of one another can receive each other's messages.

AISDET assumes that vessels with Class A transponders transmit at 12.5W, while vessels with class B transponders transmit at 2W. They are given message repetition rates according to the distribution given in [1]. AISDET assumes the same antenna radiation pattern for each vessel. The pattern is modeled as a $5/8\lambda$ dipole antenna, mounted three meters above a perfect ground and with vertical polarization. Its gain pattern resembles a doughnut with zero gain in the vertical. The true radiation pattern depends on where the antenna is mounted on a vessel, the materials, shape and orientation of the vessel and reflections from the sea. It is not feasible to model accurate antenna patterns for each vessel.

AISDET computes the polarization of the received signal if the satellite antenna is linearly polarized. It takes into account Faraday rotation and assumes that the polarization was vertical at transmission. This requires knowledge of Earth's magnetic field and ionosphere. The

¹ Self-Organizing Division Multiple Access

International Geomagnetic Reference Field (IGRF) gives the Earth's magnetic field with an accuracy of 0.1nT from 2000 and onwards. CODE2 produces global Total Electron Content (TEC) maps every second hour. Figure 2.1 shows a contour plot of such a map at 12:00 UTC on July 1 2005. The TEC-value used to estimate Faraday rotation is calculated by linear interpolation between successive maps at the relevant time. These calculations include the rotation of the ionosphere maps with respect to the Earth.

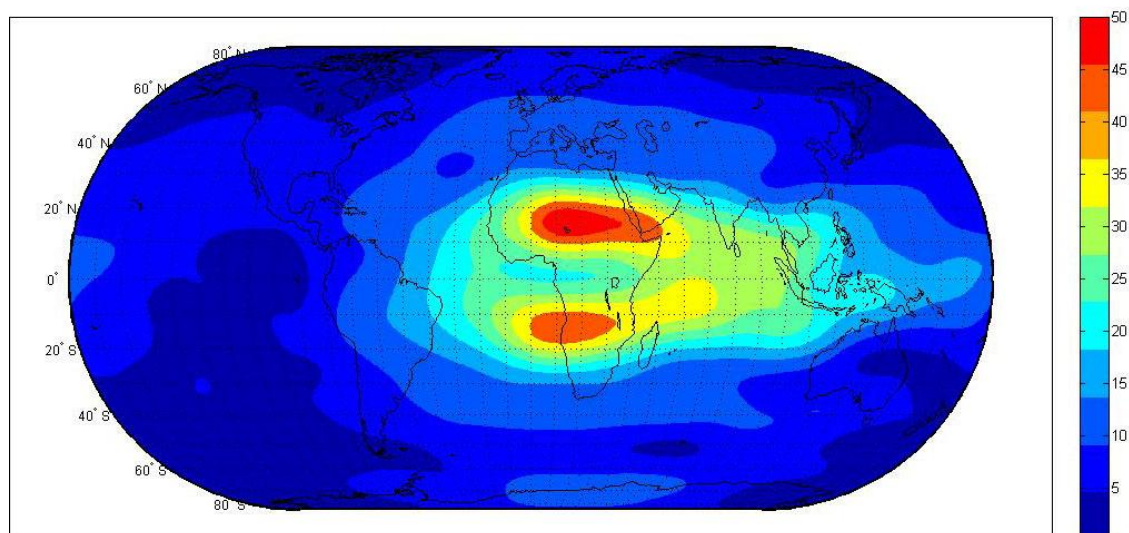


Figure 2.1 CODE produces global TEC maps every second hour. The figure above shows a contour plot of such a map at 12:00 UTC on July 1 2005.

AISDET requires a satellite antenna pattern to compute the received signal strengths. The pattern can be selected from a set of ideal patterns or loaded from a file that describes the antenna pattern including polarization. Section 4.2.2.4 describes the antenna setup in detail.

2.2 Performance Assessment Method

The SOTDMA protocol is designed to avoid transmissions of messages in the same slot for vessels within each other's field of view. A satellite will receive multiple messages transmitted at the same time if there are more than a few hundred vessels within its field of view. Furthermore, messages transmitted in adjacent slots may interfere due to differences in travel times. Each interfering message has a specific Doppler shift, which varies between ± 4 kHz. The interference from a message with a relative Doppler shift of 4 kHz is less than the interference from an identical message with no relative Doppler shift. AISDET takes into account this effect either by integrating over the overlapping spectrums to determine the interference level, or by using receiver performance lookup tables. Differences in travel times cause messages to partly overlap, which implies a bit error rate that varies during the message. The probability of decoding a message is

² <http://www.cx.unibe.ch/aiub/ionosphere.html>

$$P = \prod_{i=1}^{224} (1 - p_i) \quad (2.1)$$

p_i is the bit-specific bit error rate for signal to interference or signal to noise. The interference is treated as white noise if there are no suitable look-up tables for the receiver performance with one or more interfering sources. Each message's detection probability is written to a file. This assumes that 224 bits are necessary to successfully decode a message. Messages of type 1, which is the most common transmitted message, have 168 bits plus an additional 16 bits for CRC check. Hence, the 224 bits include training sequence start flag etc.

The performance of the system is determined by either counting the number of ships flagged as detected within target areas or by analyzing files with message probabilities.

2.3 Input / Output Data

Figure 2.2 gives an overview of the inputs to and outputs from the simulation software. Required inputs:

- Orbital elements of the satellites
- AIS payload antenna pattern, either an ideal pattern or a numerical model
- A numerical model should include the effect of the platform on the pattern
- Antenna orientation in space, nadir pointing antenna or offset from nadir
- Ionosphere map, if the antenna is not circular polarized
- Receiver performance, which can be estimated either from a performance lookup-tables or by selecting the required signal to noise for 20% packet error rate. The first option must include performance as a function of signal to noise and optionally the performance as a function of the number of interfering messages and the Doppler shifts of the interfering messages. The second option uses an approximate function to estimate the bit error rates at other levels.
 - The algorithm may be iterative, i.e. it attempts to remove decoded messages from the received signal to see if other messages can be decoded.

Locations of ground stations can optionally be used to compute the timeliness of the data and estimated data storage requirements.

The outputs are:

- Files that provides the coordinates of the sub-satellite point, the number of vessels within the field of view, the number of detected vessels and statistics of the number of messages per slot every 10 second.
- Files with the detection probability of each message
- Vessel detection probability maps (per orbit and accumulated maps)
- Detection times of each vessel. These files can be loaded by Satellite Toolkit (STK) to create multi-track objects.

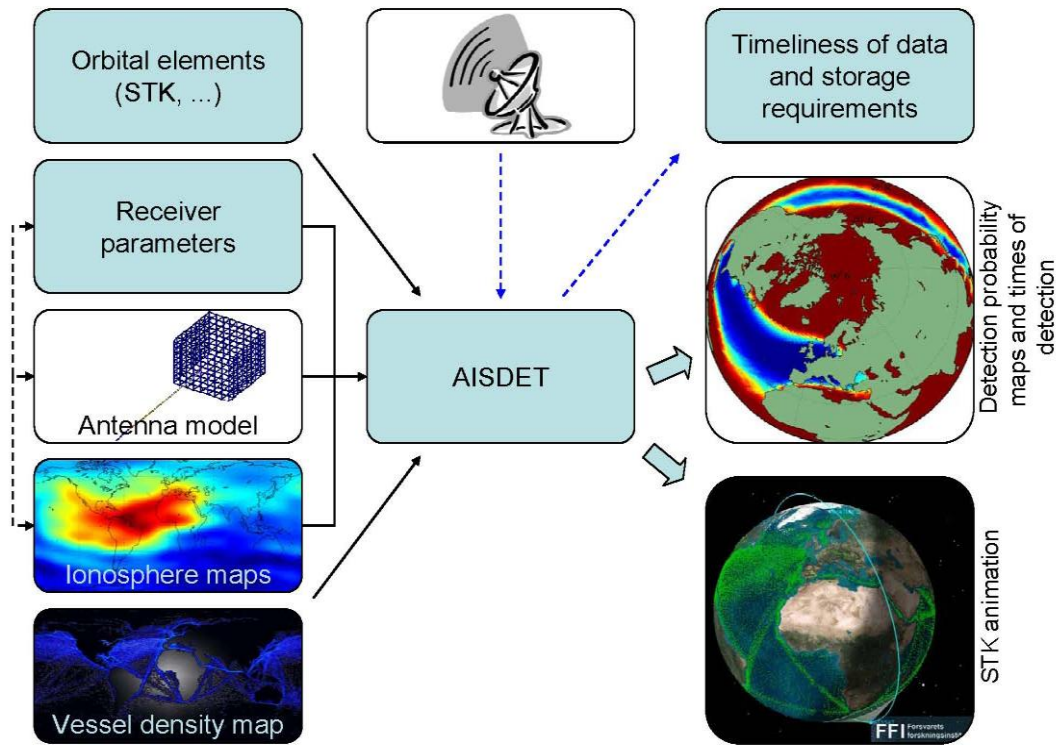


Figure 2.2 The inputs to and outputs from AISDET

3 Installation

The AISDET software collection requires a couple of external programs that compute satellite orbits and access times to ground stations and target areas. These programs are included in the *Heliosat* installer.

3.1 Windows

3.1.1 Installing *Heliosat*

Heliosat is distributed as an ordinary Windows installer, *Heliosat-1.0.1-win32.exe*. It is strongly recommended to keep the default settings, which includes installing to the path shown in Figure 2.1 even on a 32-bit OS. AISDET includes some scripts and programs that assume *C:\Program Files (x86)* as an installation prefix. The installer will create a shortcut to remove *Heliosat* from the system under *Start → All Programs*.

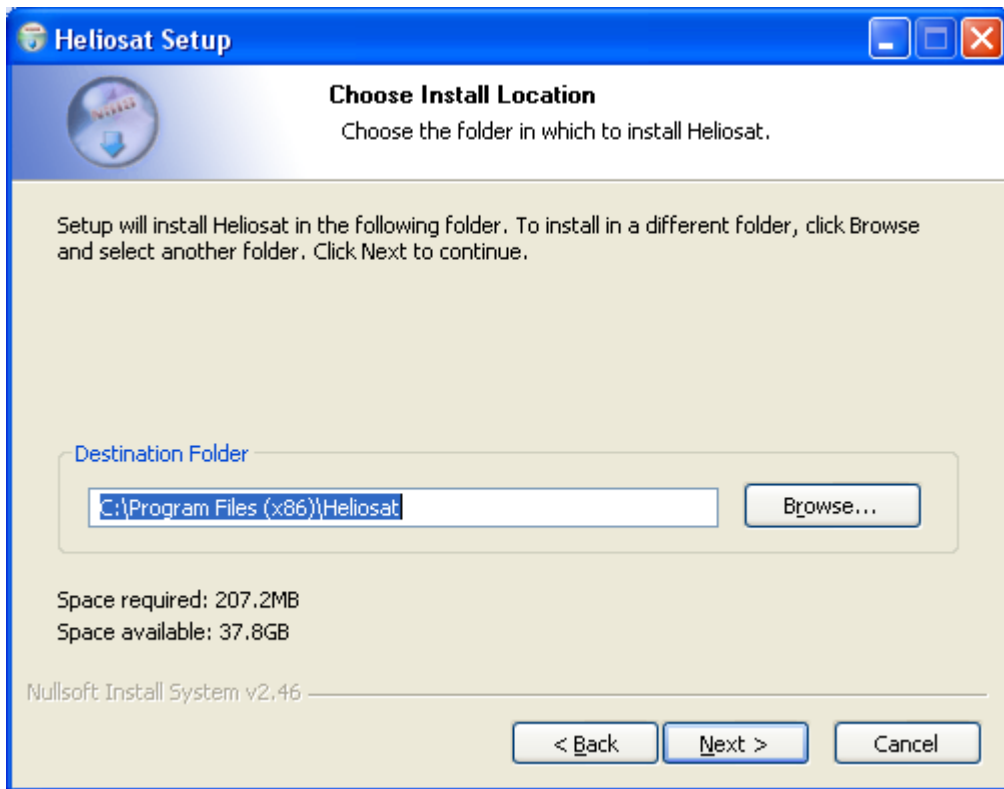


Figure 3.1 Recommended location of Heliosat

3.1.2 Installing AISDET

The installer for AISDET is identical to the one for *Heliosat* and the same recommendations apply.

AISDET includes a service that automatically distributes simulations over available CPUs and cores. It will create and monitor the folder `C:\AISSim\server`. Any file dropped into this folder will be parsed and each line with a valid description of a simulation will be added to its queue. The number of simulations it will run simultaneously depends on the computer's number of cores. It will keep track of the queue during reboots of the computer it is installed on. How this service can be used is described in section 4.2.3.

Installing this service requires [Windows Server 2003 Resource Kit Tools](#). This can be installed on Windows XP and newer version of Windows.

1. To create the AISDET_server service, open a Command Prompt and execute:

```
"C:\Program Files (x86)\Windows Resource Kits\Tools\instsrv.exe" AISDET_server "C:\Program Files (x86)\Windows Resource Kits\Tools\svany.exe"
```

2. Start *regedit* and locate

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\AISDET_server

1. From the Edit menu, click *New* → *Key* and rename it to *Parameters*
2. Select the *Parameters* key.
3. From the Edit menu, click *New* → *String Value*, rename it to *Application* and select *Modify* from the Edit menu. Set *Value Data* to

C:\Program Files (x86)\AISDET\bin\aisdet_server.exe

4. Close Registry Editor.
5. Start the *compmgmt.msc* using *Start* → *Run*. Select *Service and Applications* → *Services*, locate *AISDET_server* and start the service as shown in Figure 3.2. Right click on the service and select *Properties* to set its start-up type. It should be *Automatic*.

This is a summary of <http://support.microsoft.com/kb/137890>.

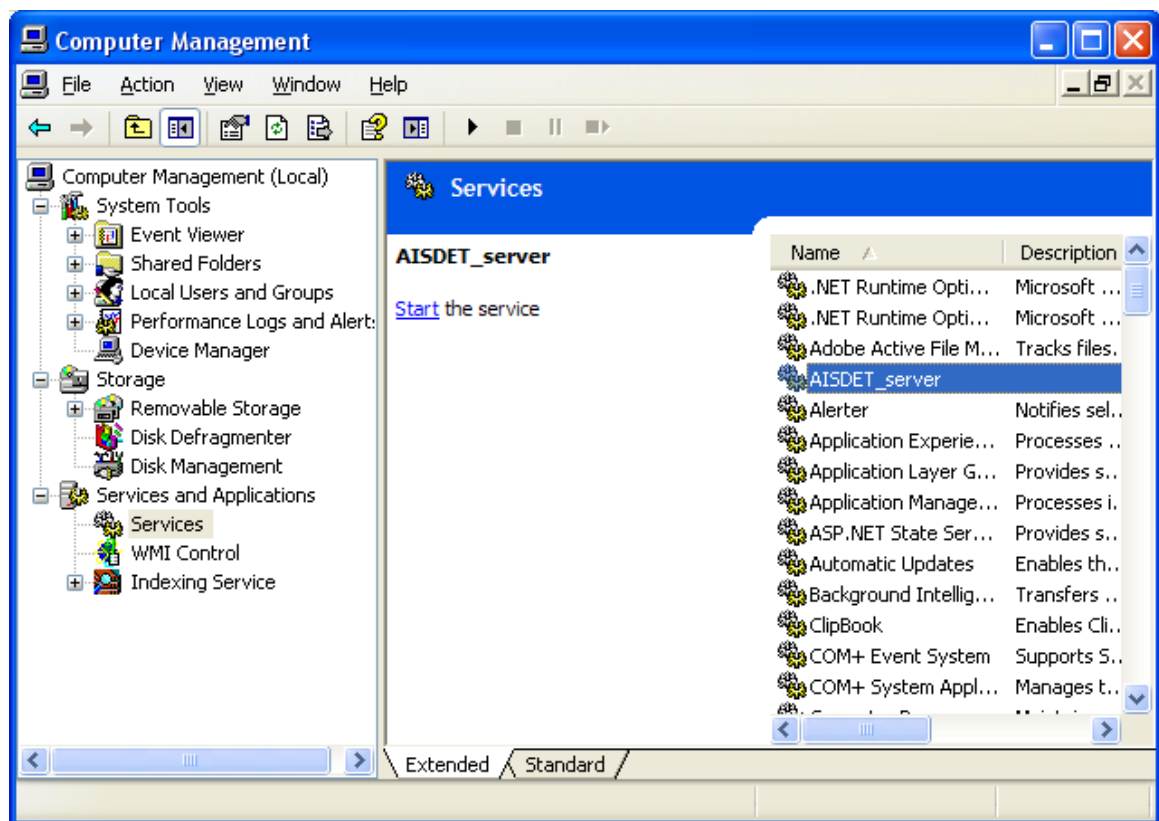


Figure 3.2 Starting the AISDET server

3.1.3 Windows PowerShell

It is necessary to have Windows [PowerShell](#) installed with a policy that allows it to run unsigned scripts. It should be sufficient to execute

```
Set-ExecutionPolicy "RemoteSigned"
```

in a PowerShell terminal.

3.2 Linux

The Linux version also includes scripts to help running the simulations. These scripts assume that *Heliosat* and AISDET have been installed to the user home directory. Installing *Heliosat* and AISDET therefore amounts to running the following commands from a terminal

```
sh Heliosat-1.0.1-Linux.sh --prefix=${HOME}  
sh AISDET-1.0.1-Linux.sh --prefix=${HOME}
```

It is necessary to accept the license agreement and not include subdirectories. This version does not come with a server since [atd](#) combined with included scripts performs many of the same tasks. *atd* is included with most Linux distributions and must be configured according to your system specifications.

4 End to End performance analysis

The first step is to create a catalog structure. Each satellite must reside in its own folder, and it is strongly recommended to give each folder a name that consists of two digits. For a 12 satellite constellation with three satellites in each plane, the folder names could be 11, 12, 13, 21, 22, 23, 31, 32, 33, 41, 42 and 43.

Two examples have been included with the software. They can be found in *C:\Program Files (x86)\AISDET\share\aisdet\examples* on Windows and in *\${HOME}/share/aisdet/examples* on Linux. The following walkthrough assumes that the *examples* folder has been copied to *C:/Temp* on Windows and *\${HOME}/tmp* on Linux.

4.1 Propagate orbits

The first step of any simulation is to propagate an orbit for each satellite in the constellation. The orbit propagator is a console program that must be run once for each satellite. It should be run within each satellite folder, i.e. inside 11, 12...

4.1.1 Windows

The propagator is a console program. To see its user manual, start *Windows PowerShell* and execute:

```
& 'C:\Program Files (x86)\Heliosat\bin\odesolver.exe' -h
```

This software is quite complicated to run correctly. The examples folder contains for each satellite *odesolver.bat*, which simplifies this set. The following commands will generate the necessary orbits.

```
cd C:\Temp\examples\dipoles\11
.\run_odesolver.bat
mv heliosat*orb satellite11.orb
```

```
cd C:\Temp\examples\dipoles\12
.\run_odesolver.bat
mv heliosat*orb satellite12.orb
```

```
cd C:\Temp\examples\patch_arrays\11
.\run_odesolver.bat
mv heliosat*orb satellite11.orb
```

```
cd C:\Temp\examples\patch_arrays\12
.\run_odesolver.bat
mv heliosat*orb satellite12.orb
```

It should be sufficient to edit the epoch, start time, stop time and the satellite file in the bat-script for other scenarios. The examples include necessary satellite files, and in these files it is sufficient to edit the lines with *Orbital elements* and initial conditions.

It is quicker to use *tlsolver.exe* if there are TLEs for each satellite, and it too has a user manual available with the *-h* switch. *odesolver.exe* is quite slow as it is currently designed to propagate orbits for a month with cm accuracy.

4.1.2 Linux

On Linux the corresponding commands are:

```
${HOME}/bin/odesolver -h

cd ${HOME}/tmp/examples/dipoles/11
sh ./run_odesolver.sh
mv heliosat*orb satellite11.orb
```

```
cd ${HOME}/tmp/examples/dipoles/12
sh ./run_odesolver.sh
mv heliosat*orb satellite12.orb
```

```
cd ${HOME}/tmp/examples/patch_arrays/11
sh ./run_odesolver.sh
mv heliosat*orb satellite11.orb
```

```
cd ${HOME}/tmp/examples/patch_arrays/12
sh ./run_odesolver.sh
mv heliosat*orb satellite12.orb
```

4.2 Running the simulations

The *aisdet* program is an end to end simulation tool for reception of AIS messages in space. Running the program without any arguments will write a simple user manual to the console:

```
"C:\Program Files (x86)\AISDET\bin\aisdet.exe"
```

This program takes from one to three arguments. The first argument is a text file that acts as a configuration file. Only an overview of this file will be given in this section, since the configuration files included with the examples contain their own documentation. The second argument determines how long to run a simulation. The last argument is used to set the polarization of specific antenna patterns, see section 4.2.2.4.

It is necessary to create sub-folders for each AIS antenna, since each antenna (pattern) requires one simulation. For example *C:\Temp\examples\dipoles\11* has *X*, *Y*, and *Z* folders for three different antennas with one configuration file in each folder. The examples can be run without any modifications.

4.2.1 The init file

The contents of the init file must be in the same order as they are in the examples. This section will not describe the entire file since the files included with the examples are heavily commented.

4.2.2 Data storage

The first section describes where AISDET shall look for vessel traffic models, antenna patterns and required input files.

```
# Lines that start with a "#" are treated as comments
PATHS
Vessel data      : C:\Program Files (x86)\AISDET\share\aisdet\vessel_data
Antennas        : C:\Program Files (x86)\AISDET\share\aisdet\antennas
Input files     : C:\Program Files (x86)\AISDET\share\aisdet\input_files
```

4.2.2.1 Orbit

The second section tells AISDET to load an ephemeris file.

```
# The orbit file contains the ephemeris and required epochs.
ORBIT
Ephemeris          : ..\satellite11.orb
```

4.2.2.2 Vessel list

The vessel list files contain for each vessel: latitude, longitude, distance (km) to nearest coastline, messages per minute and nominal transmission interval in slots. The software comes with several vessel distributions for class A and class B equipped vessels. AISDET assumes that class B vessels transmit at 2W.

```
# Load vessel data
VESSELS CLASS A
Vessel file        : vessel_list_espais2014.list
```

```
VESSELS CLASS B
Vessel file        : none
```

```
# Some suggestions for third (and fourth) frequencies require that only
# vessels without access to any land based base station should transmit
# on these frequencies. Setting the following value to true removes all
# vessels that are less than 40nm from any coast
```

```
COAST
Delete vessels near : false
```

4.2.2.3 Coverage and SOTDMA files

This section is only important if the intent is to simulate more than one antenna on a satellite. AISDET cannot simulate multiple antennas in a single run, but multiple antennas can be achieved by running one simulation for each antenna and combining the results for all antennas in a post processing step. This requires that each run uses exactly the same message pool, which is the purpose of the SOTDMA files. A SOTDMA files contains a list of message transmission times for each vessel, and it can be generated as part of a simulation.

AIDET can also generate coverage files. They contain information about when the vessels are visible from the satellite. It is always recommended to generate coverage files, since they are used in the post processing step, and since it will speed up the runs for the other antennas.

```
# A file that contains the coverage for every vessel. Setting the output
# file to something different than none, tells aisdet to write a
# coverage file with the given name.
```

```
#
# Both values can be set to none
COVRGE
Coverage file      : none
Output file        : ..\satellite11.cov
```

```
# A predefined file with SOTDMA slots must be loaded when simulating
# multiple antennas to ensure identical transmissions for each slot.
#
```

```

# Setting the output file to something different than none, tells aisdet
# to write a SOTDMA file with the given name.
#
# Both values can be set to none
SOTDMA
SOTDMA file          : none
Output file          : ..\satellite11.sotdma

```

In order to run both examples, it is therefore necessary to first execute

```
& 'C:\Program Files (x86)\AISDET\bin\aisdet.exe' h_win.init 86400
```

in

```
C:\Temp\examples\dipoles\11\X
```

```
C:\Temp\examples\dipoles\12\X
```

```
C:\Temp\examples\patch_arrays\11\patch_07_0_0_0_0_PX
```

and

```
C:\Temp\examples\patch_arrays\12\patch_07_0_0_0_0_PX
```

The other simulations can be started as soon as the SOTDMA files have been generated. These simulations will load the relevant SOTDMA and coverage files.

4.2.2.4 Selecting an antenna

AISDET can load three different types of numerical antenna patterns in addition to several ideal antenna patterns.

The first valid numerical antenna pattern is a slightly modified NEC–Win³ output (NOU) file. These files require an additional header and one line consisting of dashes only. Examples of valid files can be found in the data directory of your AISDET installation.

The second type of numerical antenna patterns are files produced by Thales Alenia Space (TAS) as a part of [2]. These files can contain circular or linear polarized patterns; see “*patch_D_0.7_P_0_0_0_0.txt*” and “*patch_polar_D_0.6_P_0_0_0_0*” respectively for examples. The linear polarized patterns do not contain all the necessary information about the polarization. This is the reason for the third argument to AISDET.

The final type of numerical antenna pattern requires two filenames on the antenna diagram line in the init file. The first file must contain the “theta”-direction of the polarization and the second file must contain the “phi” – direction. See for example “*AIS_TET_3mon_P1_abs_Dir_Theta.csv*” and “*AIS_TET_3mon_P1_abs_Dir_Phi.csv*”.

³ [C:\Program Files \(x86\)\AISDET\data\antennas](C:\Program Files (x86)\AISDET\data\antennas)

4.2.2.5 Receiver performance

There are five different options to define the receiver's performance. The first method simply sets D/U ratio in dB at a 20% package error rate. From this, AISDET will estimate the bit error rates at other D/U ratios.

The second method loads the tables that give the performance of the ESA algorithm [2]. These tables are located in the "*perf_detector_*interf.txt*" files under the data folder of the AISDET installation, see "*C:\Program Files (x86)\AISDET\share\aisdet\input_files*" on Windows and "*~\share\aisdet\input_files*." The content of these files can be edited to run simulations with different receiver performances as long as the format stays the same.

The last three options are similar and define which performance files to load for two and three colliding messages. AISDET will use the ESA tables for any other number of colliding messages.

4.2.2.6 Other

Each simulation expects to find a "media" file in the work folder. It contains two sections: The first section describes how to treat the troposphere. This section is not used by AISDET, and it is necessary to set the method to zero and filename to "NONE". The second section tells AISDET to load ionosphere data. There are several different options, but AISDET can only use CODE files. Examples of data files can be found in "*C:\Program Files (x86)\Heliosat\share\Heliosat\ionosphere*" on Windows and in "*~\share/Heliosat/ionosphere*" on Linux. The shell script in the *CODE* folder can be used to download data for other years on Linux machines.

4.2.3 Using the AISDET server (Windows)

This assumes that server has been configured and is running. All that is required to use the server is to create text files that define the work folder of the simulation. See the "*server_part1.txt*" and "*server_part2.txt*" files in the examples directory. These files can be dropped into *C:/AISSim/server* to start the jobs defined within these files. The first file lists those jobs that will generate SOTDMA files. The second file lists those jobs that require SOTDMA files as input. Hence, the second file cannot be dropped into *C:/AISSim/server* before the relevant SOTDMA files have been generated⁴.

⁴ This is not strictly true. Both files can be dropped into *C:/AISSim/server* at the same time as long as there are fewer cores on the workstation than SOTDMA generating simulations.

It is strongly recommended to check that the simulations are correctly configured before they are sent to the server. This can be achieved by running the simulation over a short time in *Windows PowerShell*:

```
& 'C:\Program Files (x86)\AISDET\bin\aisdet.exe' h_win.init 100
```

4.2.4 Using atd (Linux)

The shell scripts *batch_part1.jobs* and *batch_part2.jobs* use *atd* to achieve the same service on Linux as the AIDET server on Windows.

4.3 Modifying the receiver performance

The best way to modify the receiver performance is to edit the location of the input files in the configuration file for *AISDET*, and then copy the original contents to the new location. There are three (sets of) files that can be edited.

The file “*filter.txt*” contains the filter characteristics for the receiver. Its first column gives the relative frequency offset in kHz for messages arriving at the same time, while its second column gives discrimination in dB. Hence, this file tells *AISDET* how to correct the received signal strength of a colliding message with a given frequency offset to the message it is attempting to decode. The number of frequency steps is not important, but it must be in increasing order. It is also possible to change the performance of the SIC algorithm if SIC is set in the *AISDET* configuration file. The performance of the algorithm is defined in the file “*sic.txt*”. Its first column gives D/U, i.e. signal strength of the desired signal to the undesired signal(s). The second column sets how much of the desired signal that can be removed if the message has been successfully decoded. The first or the last value will be used if the D/U is out of bounds.

The last files are the “*perf_detector_*interf.txt*” files, which give the performance for 0, 1, 2 or 5 colliding messages. The first column in these files gives the Signal to Noise Ratio (SNR) for the received messages. The next columns give the Bit Error Rates for different C/I values.

4.4 Post processing

The post processing is done using software included with the *Heliosat* and *AIDET* packages. All the programs are driven from the command line, but some of the programs are nearly impossible to set up manually due to a large number of arguments. The *AISDET* installation comes with several scripts that do most of the heavy lifting. These scripts can also be found in the folder with the examples, and those scripts can be used without any modifications. However, other simulations might require some editing in a text editor. Hopefully, the comments in the scripts should be sufficient to understand what the different settings do. Only the dipole example will be covered in this section. The post processing steps for the patch arrays are for all purposes identical.

4.4.1 Plotting detection probabilities per antenna

Each simulation produces a set of files named “*ais_accprob_orbXXX.dat*” and “*ais_prob_orbXXX.dat*”. These files contain respectively a map of the detection probabilities for orbit number *XXX* and the detection probability for orbits up to and including number *XXX*. The data folder of the AISDET installation contains MatLab scripts to plot these maps. This folder must be in MatLab’s search path and MatLab must have the Mapping Toolbox installed.

The MatLab command to plot detection probabilities for a single antenna is:

```
plotprob_folder('C:\Temp\examples\dipoles\12\X',0,1,15,0,0,'Satellite 12, X - antenna, orbit 000')
```

This command plots orbit number 1 through 15, and the script contains an explanation of the arguments. Figure 4.1 gives an example of a resulting probability map. Plotting accumulated detection probability maps is similarly:

```
plotprob_folder('C:\Temp\examples\dipoles\12\X',1,1,15,0,0,'Satellite 12, X - antenna, orbit 000')
```

Figure 4.2 shows the accumulated detection probability after 15 orbits for a single antenna.

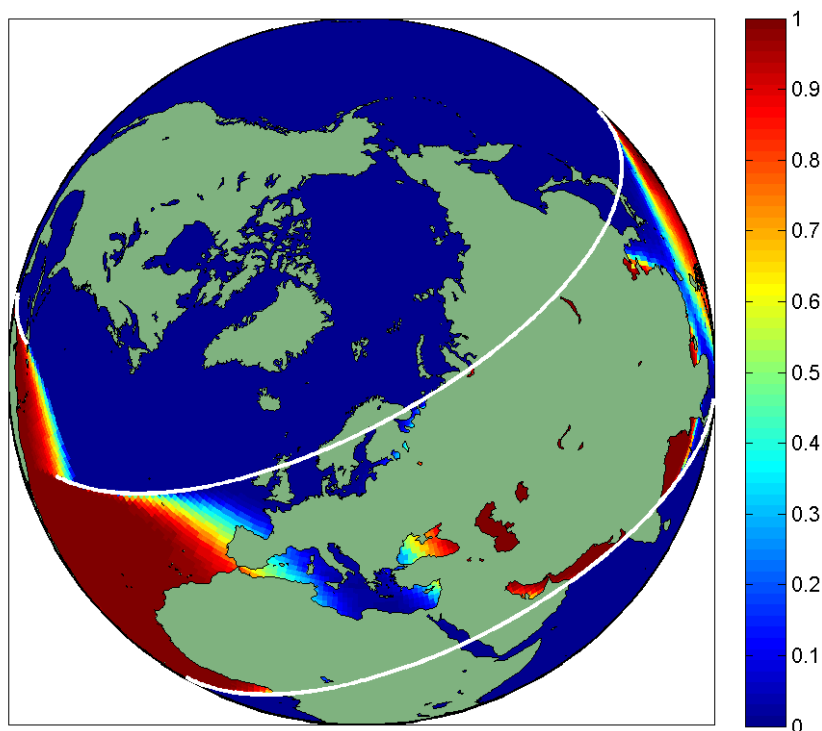


Figure 4.1 Detection probability over one orbit for a single antenna

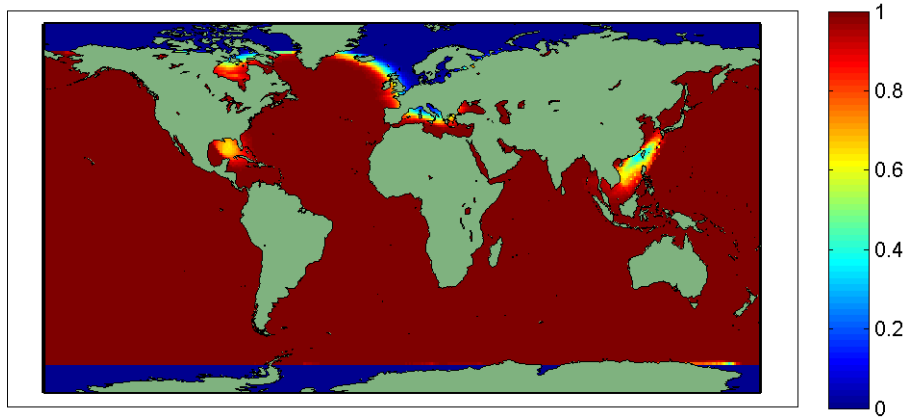


Figure 4.2 Detection probability accumulated over 15 orbits

4.4.2 Detection probabilities for each orbit

The previous figures show only the results for a single antenna. It is possible to combine the results from different antennas and satellites into single maps. This requires a set of remap files that can be generated with the help the program called *aisdet_remap*. Section 4.4.2.1 and 4.4.2.2 describes how to generate the necessary files on Windows and Linux. The following command plots the total detection probability of one satellite:

```
plotprob_folder('C:\Temp\examples\dipoles \11',0,1,15,1,0,'Single satellite, orbit 000')
```

It is also possible to plot the accumulated detection probability over 15 orbits using both satellites:

```
plotprob_folder('C:\Temp\examples\dipoles',1,1,15,1,0,'Both satellites, orbit 000')
```

These maps contain detection probabilities for those 1x1 degree cells that contain at least one vessel, see Figure 4.3 and Figure 4.4.

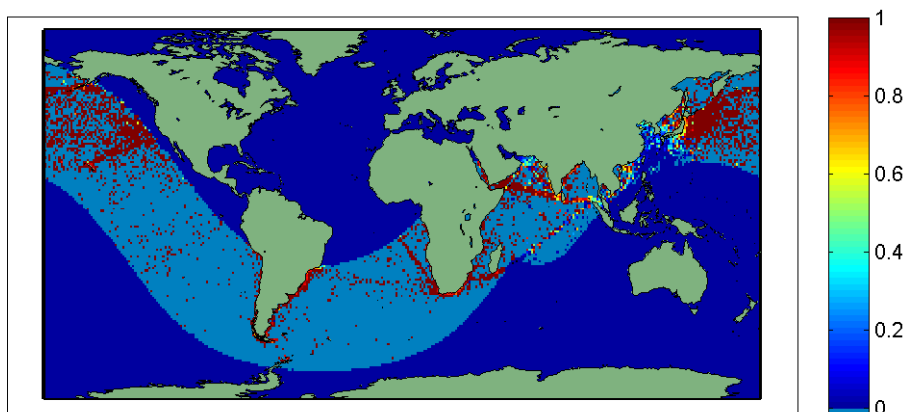


Figure 4.3 Detection probability over one orbit using all antennas on a single satellite

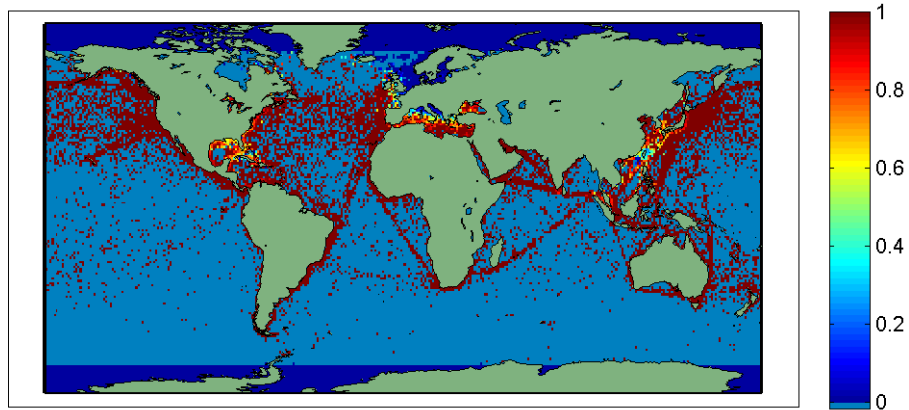


Figure 4.4 Final detection probability for both satellites after 15 orbits

4.4.2.1 Remap files on Windows

The above plots require a set of remap files that *aisdet_remap* generates. It uses a set of files that contain every message that can be decoded successfully with a probability of 10^{-7} or better. *aisdet_remap* draws one uniform random number in the range 0 to 1 for each message. A message is assumed to be successfully decoded if that number is less than the probability of decoding the message. The SOTDMA files ensure that each antenna on one satellite sees the same message pool. The messages will have different signal strengths at the sensor due to the different antenna patterns and/or orientations. A small user manual is available with this command:

```
& 'C:\Program Files (x86)\AISDET\bin\aisdet_remap.exe' -h
```

All the necessary files can be generated with these commands

```
cd C:\Temp\examples\dipoles
.\remap_orbits.PS1
.\remap_orbits_constellation.PS1
```

4.4.2.2 Remap files on Linux

The corresponding commands on Linux are

```
${HOME}/bin/aisdet_remap -h
cd ${HOME}/tmp/examples
sh ./remap_orbits.sh
sh ./remap_orbits_constellation.sh
```

4.4.3 Hourly detection probabilities

The previous section showed how to combine the results from different antennas and satellites over specific orbits. It is also possible to use *aisdet_remap* to combine the message probability files with a step size of one hour instead of one orbit. Sections 4.4.3.1 and 4.4.3.2 explain how to

do this. The following two commands correspond to the two MatLab commands in the previous section:

```
plotprob_folder('C:\Temp\examples\dipoles\11\hours_01_06',0,1,6,1,1,'One satellite, hour 000')  
plotprob_folder('C:\Temp\examples\dipoles\hours_01_06',1,1,6,1,1,'Both satellites, orbit 000')
```

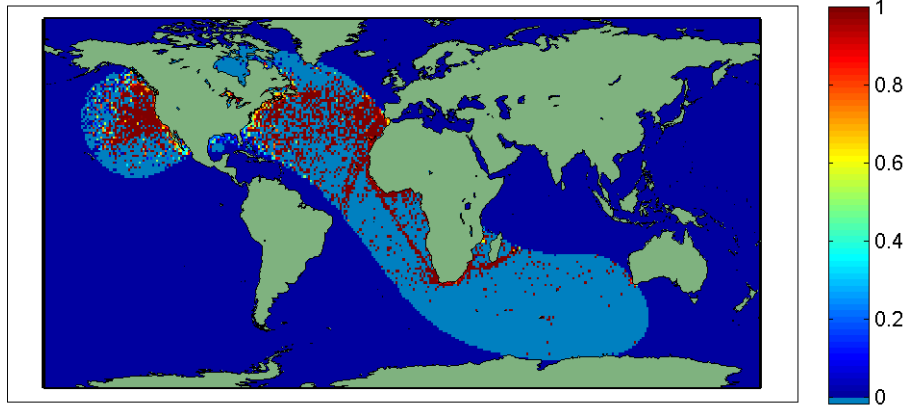


Figure 4.5 Detection probability for a single satellite after one hour

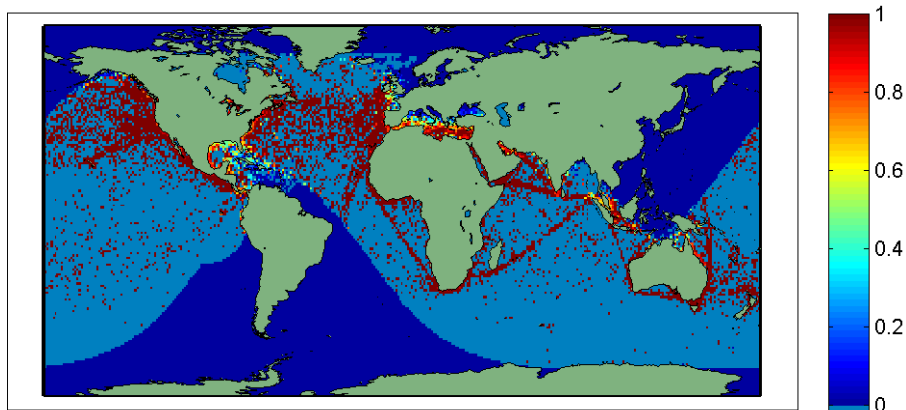


Figure 4.6 Detection probability for both satellites after the first 6 hours

4.4.3.1 Hourly remap files on Windows

The hourly remap files might take a lot longer to create using the included scripts. These scripts contain a variable called DELTA, which has been set to 6 (hours). The script will start with hours 1 through 6, and it will for each hour create both single hour detection probability maps and accumulated detection probability maps. The script will redo the same process on hours 2 through 7 and so on until the end of the simulations. Hence, DELTA can be interpreted as the length of a moving window where the scripts create detection probability maps. The commands are:

```
cd C:\Temp\examples\dipoles  
.\remap_hours.PS1  
.\remap_hours_constellation.PS1
```

4.4.3.2 Hourly remap files on Linux

```
cd ${HOME}/tmp/examples
sh ./remap_hours.sh
sh ./remap_hours_constellation.sh
```

4.4.4 Table of detection probabilities in target areas

aiscnt is a program that counts the number of vessels within a target area and how many of those vessels that were detected within a user selected interval. The following commands will generate a simple table of detection probabilities:

Linux:

```
cd ${HOME}/tmp/examples
sh aiscnt.sh
```

Windows:

```
cd C:\Temp\examples\dipoles
.\aiscnt.PSI
```

4.4.5 Global map of update intervals

The purpose of this section is to produce a global map that show how much time it takes to receive updates from 80% of the vessels. It requires access times for each satellite to a set of user selected ground stations. These access times can be generated using the program *access* that is included with the *Heliosat* package. To see a simple user manual, execute:

```
& 'C:\Program Files (x86)\Heliosat\bin\access.exe' -h
```

access requires ground stations listed in a text file that has a specific format. The examples include ground station files that define two ground stations, one in Madrid and the other in Cyprus. To compute access times on Linux:

```
cd ${HOME}/tmp/examples/dipoles/11
access -o satellite11.orb -g ground_stations.stat -r satellite11.acss
cd ${HOME}/tmp/examples/dipoles/12
access -o satellite12.orb -g ground_stations.stat -r satellite12.acss
```

Windows:

```
cd C:\Temp\examples\dipoles\11
& 'C:\Program Files (x86)\Heliosat\bin\access.exe' -o satellite11.orb -g
```

```
ground_stations.stat -r satellite11.acss
cd C:\Temp\examples\dipoles\12
& 'C:\Program Files (x86)\Heliosat\bin\access.exe' -o satellite12.orb -g
ground_stations.stat -r satellite12.acss
```

Keep these access files as they will be needed in the next sections too.

The global map can now be created with help of scripts included with the examples. These scripts use the program *aiscnt_dist*:

Linux:

```
sh aiscnt_map.sh
```

Windows:

```
.\aiscnt_map.PSI
```

A small warning is needed here. These scripts and the scripts in the next section add one argument, *-iup*, to the *aiscnt_dist* list of arguments. It causes *aiscnt_dist* to ignore update intervals longer than 256 minutes because of the constellation's coverage. This option will have little or no effect on large constellations. The resulting files can again be plotted with the help of a MatLab script included with AISDET:

```
plotprob_func(1, 'Dipoles', 'C:\Temp\examples\dipoles\map_update_interval.dat', ', 1,1)
```

This will generate a figure that you have to save manually. It might be a good idea to edit the color map before the figure is saved, since the color maps defaults to a maximum value of 24 hours. Figure 4.7 illustrates such a map after setting the maximum value in the color map to 6 hours.

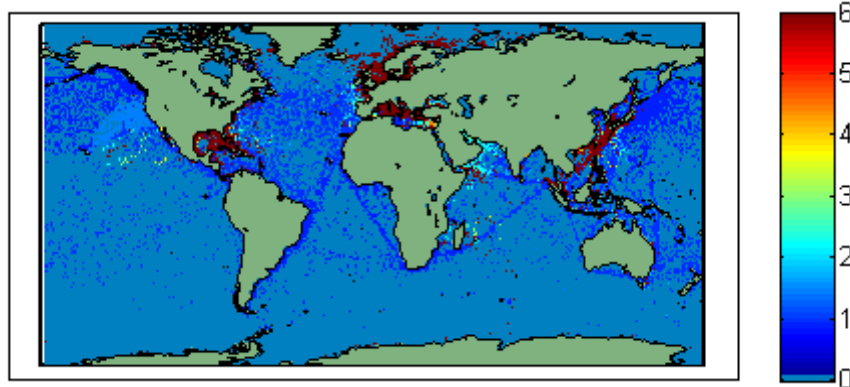


Figure 4.7 Required time to get updates from 80% of the vessel. Dark red implies an update interval of six hours or more. This map ignores the times when an area can not be seen due the two satellites coverage.

4.4.6 Distribution of update intervals

aiscnt_dist can also generate distributions of update intervals within selected target areas. A set of scripts included with the examples simplifies this process:

Linux:

```
cd ${HOME}/tmp/examples/dipoles
sh aiscnt_dist.sh
```

Windows:

```
cd C:\Temp\examples\dipoles
.\aiscnt_dist.PSI
```

The output will be a large set of text files and four figures for each target area. Both of these scripts require that [gnuplot](#) is installed and in the system's path variable.

The first figure gives the fraction of vessels inside a target area that the users can expect to receive updates from within a given time interval assuming a set of ground stations. Figure 4.8 is an example of such a figure. It also includes curves for vessels with specific repetition intervals and for vessels on open seas. This figure is based on a common distribution of update intervals for all of the vessels within the target area. The plateau at the right end of the figure indicates the detection probability within this target area. Figure 4.9 is an example of the second type of figures. It gives the distribution of mean update intervals for the vessels within a target area. Figure 4.10 and Figure 4.11 correspond to Figure 4.8 and Figure 4.9, but show instead the time it takes to get the data to the users. These last two figures are scaled to the fraction of the detected vessels instead of the fraction of all of the vessels within the target area. Figures like Figure 4.8 might in some cases show vessels with update intervals close to zero minutes. This happens if a

vessel is seen by satellites over multiple passes without access to a ground station. It is therefore important that the timeliness is shorter than the revisit time of a target area.

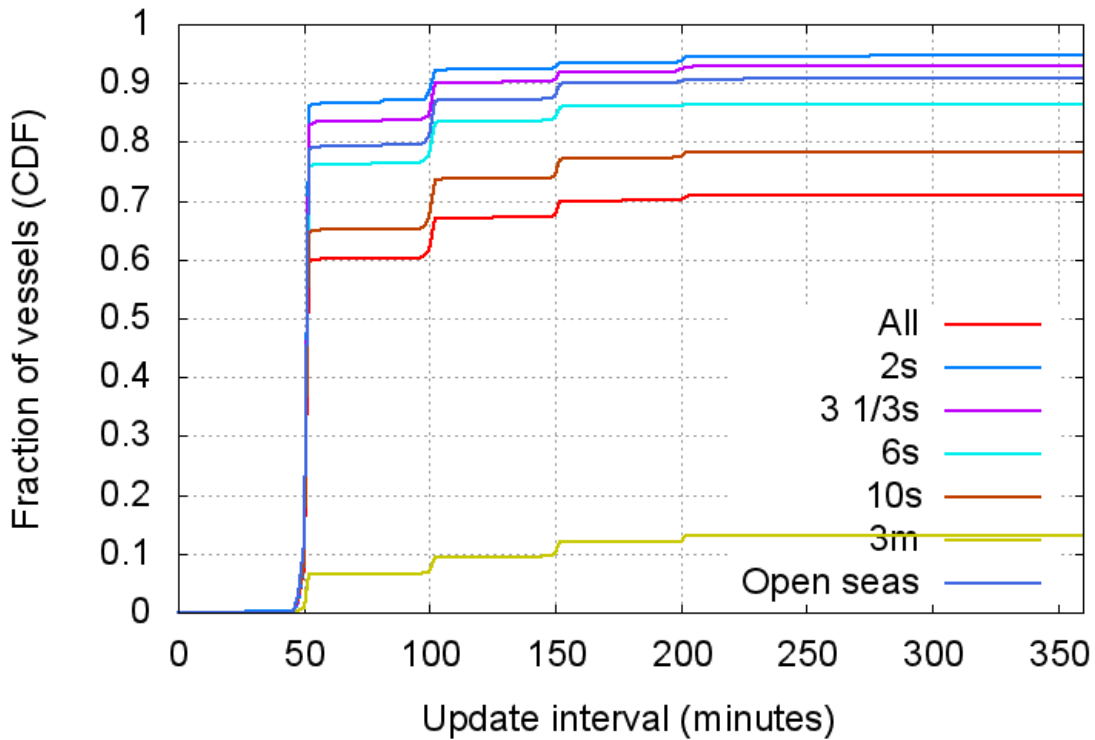


Figure 4.8 The fraction of vessels in the North Atlantic that the users can expect to receive updates from within a given time interval assuming ground stations in Cyprus and Madrid

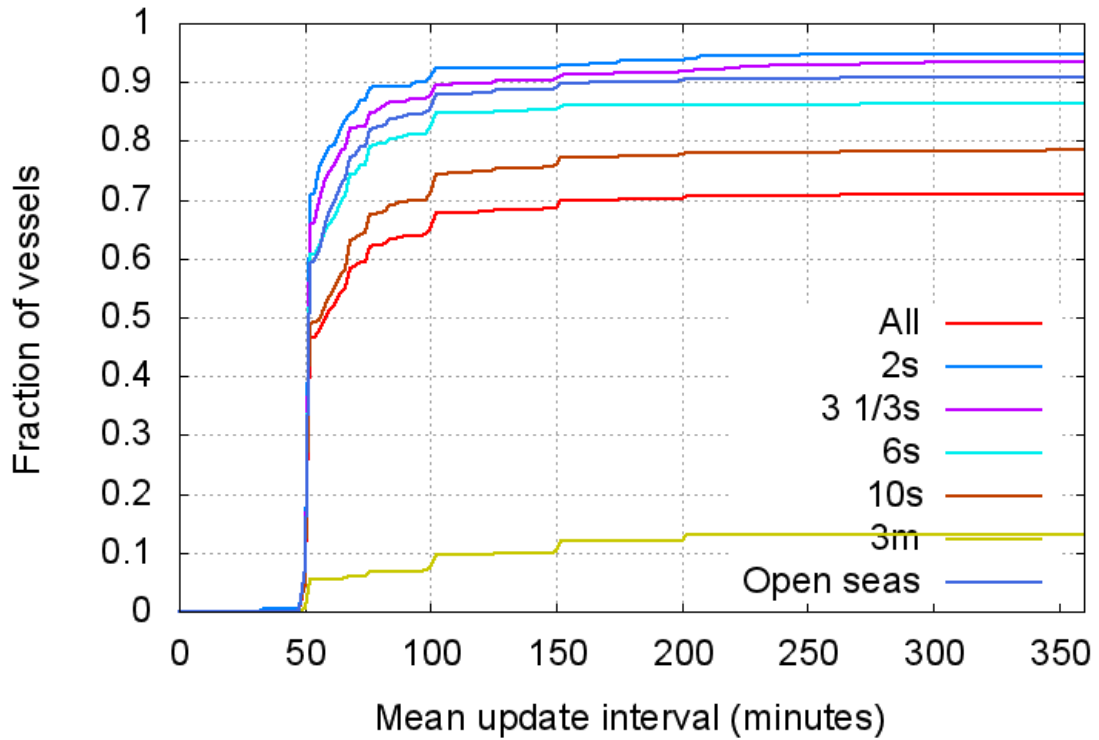


Figure 4.9 Fraction of vessels as a function of the vessels' mean update interval in the North Atlantic assuming ground stations in Cyprus and Madrid

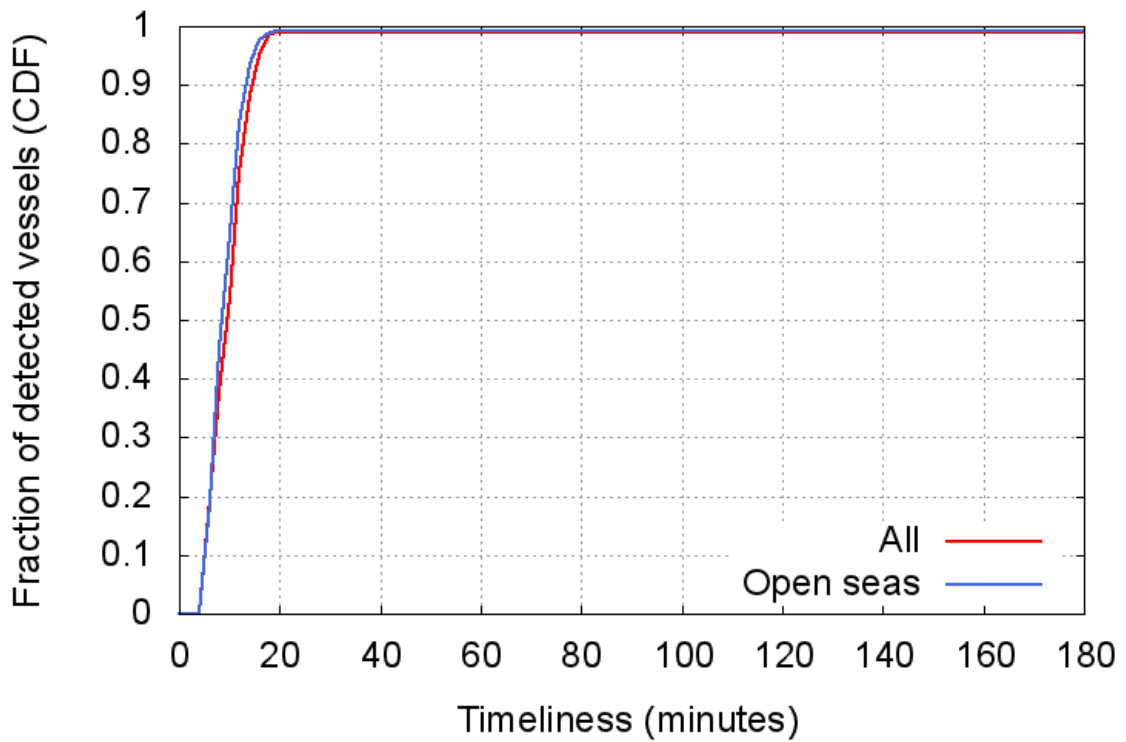


Figure 4.10 The fraction of detected vessels in the North Atlantic as function of the time it takes to get the data to the user assuming ground stations in Cyprus and Madrid

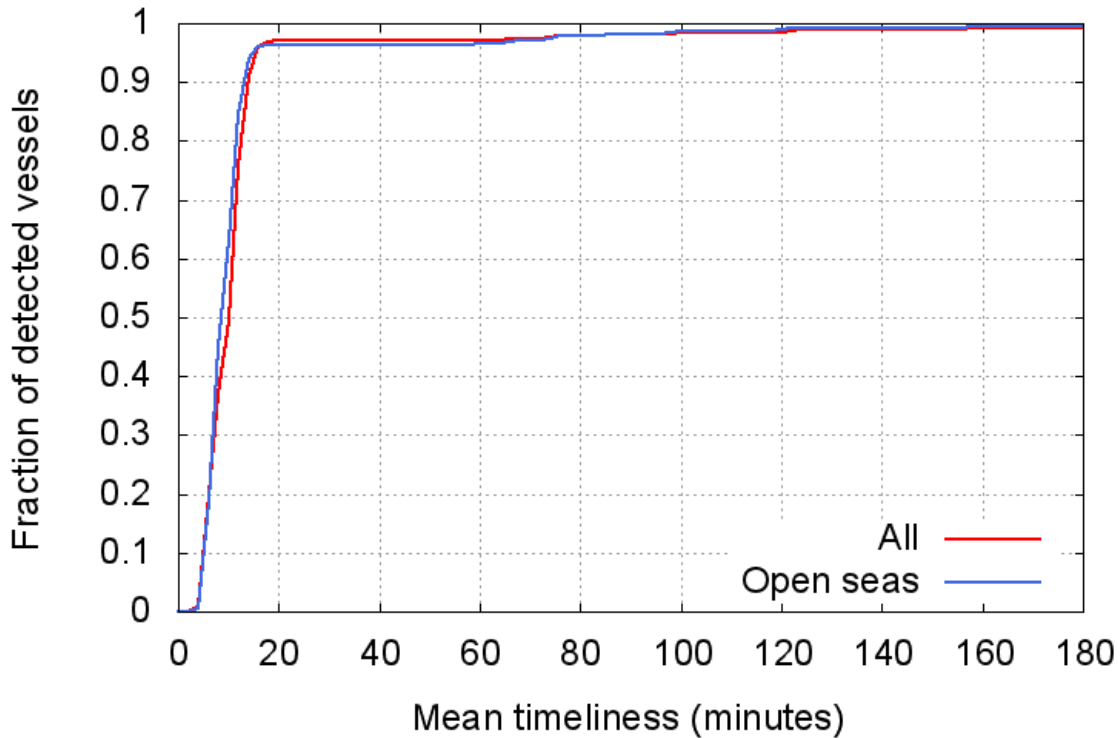


Figure 4.11 Fraction of detected vessels as a function of the average time it takes to get data to the ground assuming ground stations in Cyprus and Madrid

There is also a small script to summarize the results from the above analysis. The following commands on Linux and Windows produce a small table that shows how many vessels the users can expect to get updates from within 60 and 180 minutes.

Linux:

```
cd ${HOME}/tmp/examples/dipoles
mkdir update_timeliness_02_groundstations
mv update_interval_* update_timeliness_02_groundstations/
mv timeliness_* update_timeliness_02_groundstations/
mv cdfu* update_timeliness_02_groundstations/
mv cdft_* update_timeliness_02_groundstations/
sh summarize_update_intervals.sh update_timeliness_02_groundstations
```

Windows:

```
cd C:\Temp\examples\dipoles
.\aiscnt_dist.PSI
mkdir update_timeliness_02_groundstations
mv update_interval_* update_timeliness_02_groundstations/
mv timeliness_* update_timeliness_02_groundstations/
mv cdfu* update_timeliness_02_groundstations/
mv cdf*_* update_timeliness_02_groundstations/
.\summarize_update_intervals.PSI
```

4.4.7 Detection probability in a moving window

The last scripts are used to compute detection probabilities within moving windows. The length of the windows and the target areas are set in the script. These scripts output text files, which contain one line for each time step. The first column is the middle of the interval, then follows the number of detected vessels, the number of vessel inside the target area, time, latitude and longitude of the last detected vessel, and finally the fraction of detected vessels.

The scripts in the examples give results for a single satellite. However, it should be trivial to edit the scripts to show results for two satellites.

Linux:

```
cd ${HOME}/tmp/examples/dipoles
sh aiscnt_intervals.sh
gnuplot plot_interval.gp
```

Windows (may warn about files that do not exist):

```
cd C:\Temp\examples\dipoles
.\aiscnt_intervals.PSI
& 'C:\Program Files (x86)\gnuplot\binary\gnuplot.exe' plot_interval.gp
```

Figure 4.12 shows the output from the above two commands.

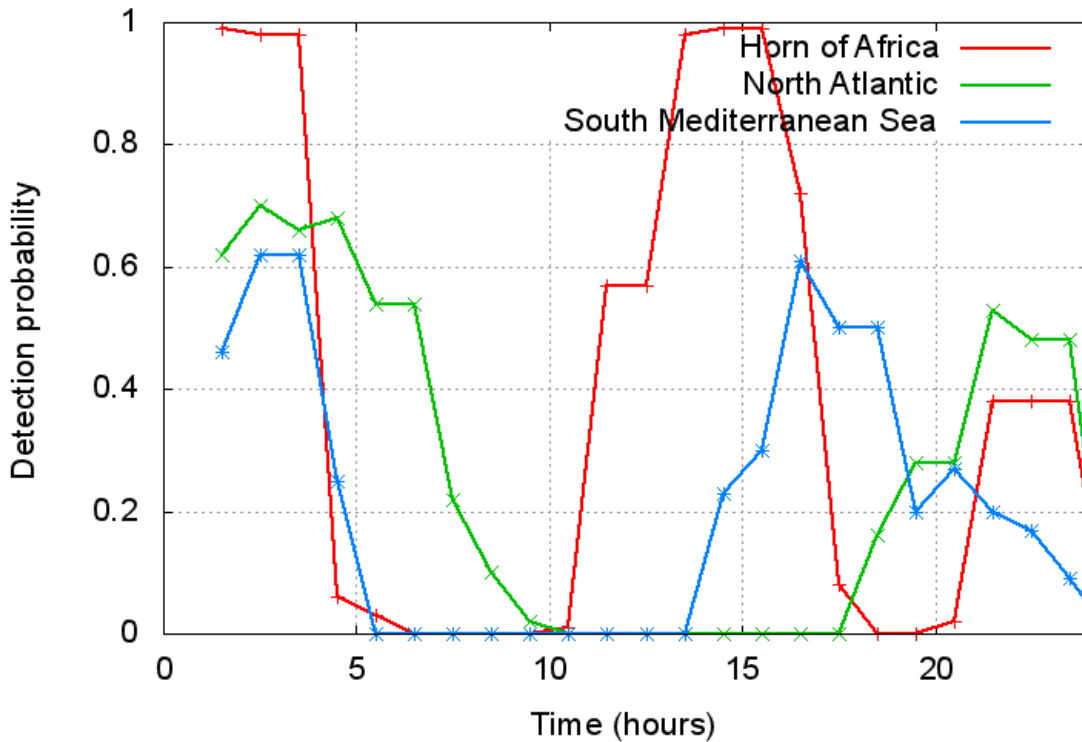


Figure 4.12 Detection probabilities in different target areas using a three hour moving window

4.5 Post processing without AISDET

It is possible to do two of the post-processing steps, see section 4.4.5 and 4.4.6, without running *AISDET* first. This requires one file that list the MMSI, latitude and longitude of each vessel and a set of files that lists reception and ground times for each decoded message. A typical run would look something like the following

```
& 'C:\Program Files (x86)\AISDET\bin\aiscnt_dist.exe' -s vessels.txt
-d messages_sat1.txt messages_sat2.txt messages_sat3.txt
-p poygon_north_atlantic.plg
```

The “*vessels.txt*” must contain one line per vessels, and each line must be on the form:

```
MMSI latitude longitude
```

The “*messages_sat*.txt*” files list every successfully decoded message. Each file must begin with a common epoch header and then one line per message:

```
2005-07-01 12:00:00.00
555533221 01 JUL 2005 21:10:40.000 01 JUL 2005 23:00:12.234
444422111 01 JUL 2005 19:31:00.000 01 JUL 2005 20:45:01.000
444422111 01 JUL 2005 21:09:50.000 01 JUL 2005 22:21:12.000
```

The first column is the MMSI, which is followed by reception and ground time.

To see a simple user manual for *aiscnt_dist*, execute

```
& 'C:\Program Files (x86)\AISDET\bin\aiscnt_dist.exe' -h
```

5 Summary

This software has been tested comprehensively, but some bugs might still have gone by unnoticed, and the packaging process might have introduced problems with missing files and or wrong files. Any questions or bug reports may be sent to oystein.olsen@ffi.no. New features will not be added unless it is required by the work done at FFI, or unless it is required by projects that FFI participates in.

References

- [1] Øystein Olsen, "ESPAIS AIS System Study - Maritime Traffic Characterization," 2010.
- [2] Øystein Olsen, "ESPAIS AIS System Study - Payload Performance Analysis Report," 2010.