

REPORT DOCUMENTATION PAGE

Form Approved
OMB No. 0704-0188

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AD-A229 820

1. Agency Use Only (Leave blank). 2. Report Date. 1990 3. Report Type and Dates Covered. Abstract

4. Title and Subtitle.
Computer simulations of design considerations for the direct path, bottom reverberation experiment

5. Funding Numbers.
Program Element No 601153N
Project No
Task No
Accession No. DN250054

6. Author(s).
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7. Performing Organization Name(s) and Address(es).
Naval Oceanographic and Atmospheric Research Laboratory
Stennis Space Center, MS 39529-5004

8. Performing Organization Report Number.
AB 90:223:093

9. Sponsoring/Monitoring Agency Name(s) and Address(es).
Office of Naval Research
800 N. Quincy Street
Arlington, VA 22217-5000

10. Sponsoring/Monitoring Agency Report Number.
AB 90:223:093

DTIC
SELECTED
DEC 12 1990
S B D

11. Supplementary Notes.
ASA

12a. Distribution/Availability Statement.
Approved for public release; distribution is unlimited.

12b. Distribution Code.

13. Abstract (Maximum 200 words).
A series of range-dependent monostatic and bistatic numerical simulations of reverberation from near-bottom-mounted source and receivers was made to investigate the experimental designs for the acoustic reverberation special research program (ARSRP). Vertical line array receivers and point sources were simulated in both monostatic and bistatic configurations to determine the time-dependent ensonified field and reverberation levels. Planar array simulations were made for bistatic configurations to determine the potential gain in both vertical and horizontal directionality. The simulations revealed some geometry related issues that must be addressed to obtain high-quality acoustic data in the high-resolution natural laboratory area.

Keywords

14. Subject Terms.
(U) Ocean Acoustics; (U) Reverberation

15. Number of Pages.
1

16. Price Code.

17. Security Classification of Report.
Unclassified

18. Security Classification of This Page.
Unclassified

19. Security Classification of Abstract.
Unclassified

20. Limitation of Abstract.
SAR

Availability Codes
Avail and/or Special
A-121

DTIC COPY INSPECTED 9