

Application of Obstacle Automatic Recognition Algorithm in Geometry System Design

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Abstract: In seismic data acquisition, surface obstacles significantly impact the collection of effective information by affecting the uniformity of source placement or causing missing shots due to the inability to traverse large towns, aquaculture areas, rivers, lakes, and other obstructions. Understanding the distribution ranges of these obstacles allows for adjustments in geometry systems, thereby improving efficiency. This paper discusses several typical satellite image-based automatic obstacle recognition methods, with a focus on detailed explanations of the principles of mean clustering and support vector machines, as well as an analysis of their practical application characteristics. These methods play a crucial role in greatly enhancing productivity.

Keywords: Obstacle Recognition, Mean Clustering, Support Vector Machine, Geometry System.

1. Introduction

With the deepening of oil and gas exploration and development, domestic and international seismic acquisition regions are increasingly shifting toward areas with complex surface conditions and greater construction difficulties. During three-dimensional surveys, encountering extensive urban areas, aquaculture zones, rivers, and lakes poses challenges for source placement, leading to uneven distributions or even severe shortages. Poor receiver offset conditions degrade reception quality, while the inability to traverse large towns, aquaculture areas, rivers, and lakes results in missing shots, creating local data gaps. Traditional geometry designs employ manual adjustments that consider fold coverage and surface obstacles, often forcibly crossing obstacles and increasing offsets at both ends to meet coverage requirements. However, advancements in technology, precision demands, and expanding production scales have exposed the limitations of manual approaches, which are insufficient to meet modern exploration needs. Manual obstacle recognition and adjustment designs are inefficient and time-consuming.

Image segmentation algorithms are used to identify specific obstacles in images. Since the 1970s, image segmentation has received significant attention, and numerous algorithms have been proposed. Yet, no universal theory exists, nor does a single algorithm suit all scenarios—each has its limitations. Among these, mean clustering and support vector machines are widely applied in various fields and are discussed below in the context of satellite image-based obstacle recognition applications.

2. Methodology Principles

2.1. Mean Clustering

Clustering divides datasets into subsets ensuring high similarity within subsets and dissimilarity between subsets based on attribute values. Typically, inter-cluster distances are described. The basic principle maximizes intra-class similarity and minimizes inter-class similarity. As a statistical branch, clustering analysis has been extensively researched, focusing on distance-based approaches. Many software packages like S-Plus, SPSS, SAS include tools for K-

means, K-medoids, and others.

K-means is a common proximity-based unsupervised learning algorithm for pattern recognition. It is dynamic, versatile across data types, and proposed by MacQueen in 1967. It initializes randomly, selecting k centers, calculating distances, and assigning objects to the nearest center. Centers are updated iteratively until convergence is achieved (no changes occur). Features include examining every sample for correctness and adjusting re-calculating centers in the next iteration if not correctly classified. No adjustments are needed once convergence is reached.

Disadvantages of K-means include initialization sensitivity, noise, outliers, and limited discovery of spherical clusters despite its widespread use.

2.2. Support Vector Machine

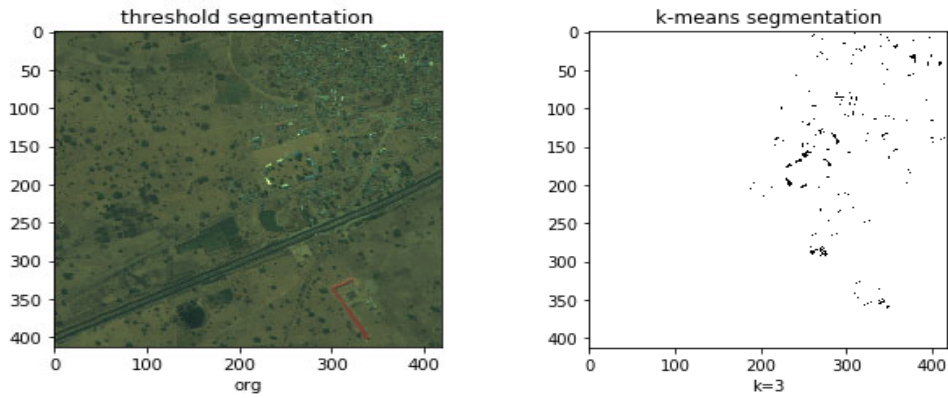
Between 1960 and 1990, statistical learning theory developed the new machine—Support Vector Machine (SVM). SVM is built on VC dimension, structural risk minimization, and seeks optimal trade-offs between model complexity and learning ability for the best generalization performance. It is used for solving small sample, nonlinear, high-dimensional problems, exhibiting unique advantages.

SVM is based on Vapnik's statistical learning theory, which minimizes structural risk by selecting appropriate functions and subsets of discriminant functions, ensuring minimal actual risks. It guarantees small error classifiers on independent test sets, maintaining low errors and thus optimal classification generalization capabilities.

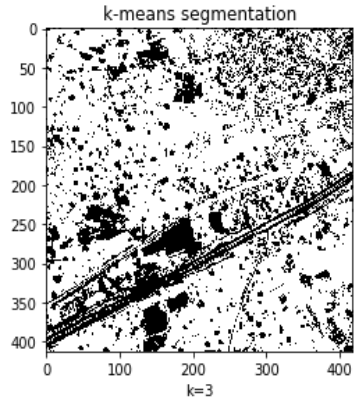
Compared to K-means, SVM offers more stable and flexible image segmentation practical applications.

3. Application Effects

Seismic data acquisition in certain areas requires understanding of building, road, and water body distributions. Geometry system design for satellite images analyzed using K-means and SVM for recognizing obstacles. Based on the K-means principle, random initialization and iterative clustering centers are used. Obstacles are segmented and analyzed with $k=3, 4, 5$. When $k=3$, three centers are initialized (black objects on white background) as shown in Figure 1:



(a) Remote sensing satellite image (b) Building segmentation result

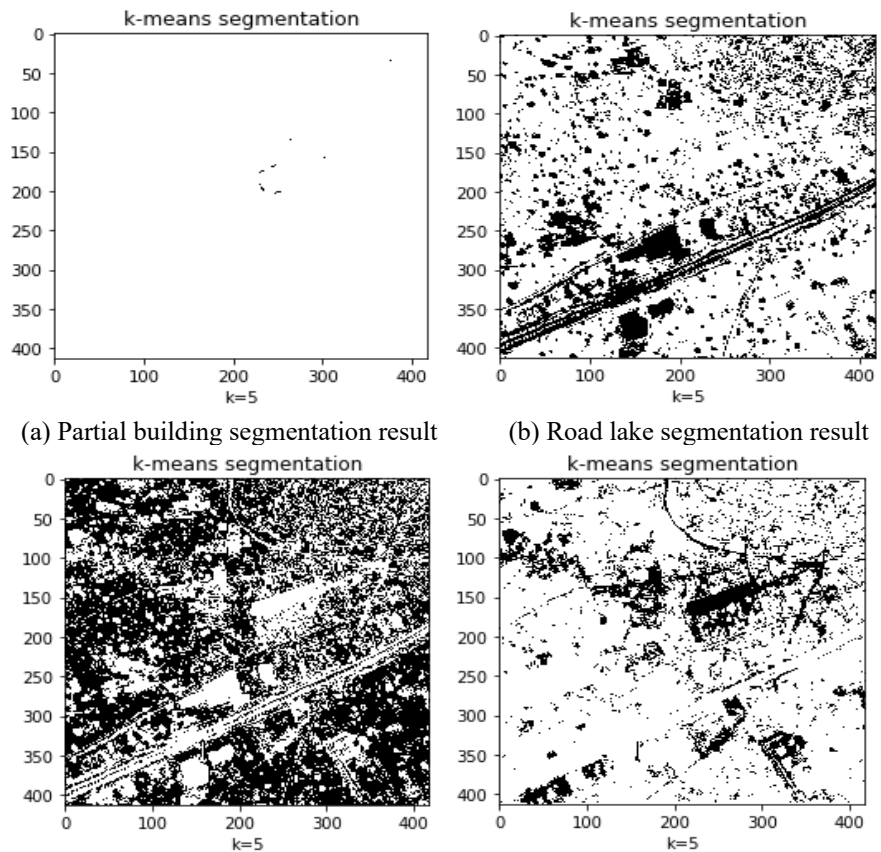


(c) Road lake segmentation result

Figure 1. k=2 remote sensing image segmentation schematic

When k=2 two classes Figure one b first class partial buildings Figure one c second class roads lakes trees

identified together. When k=4 four centers initialized black objects white background shown Figure 2.

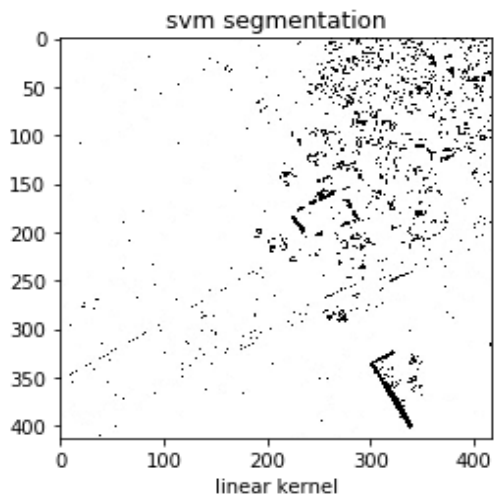


(a) Partial building segmentation result (b) Road lake segmentation result
(c) Ground segmentation result (d) Partial road segmentation result

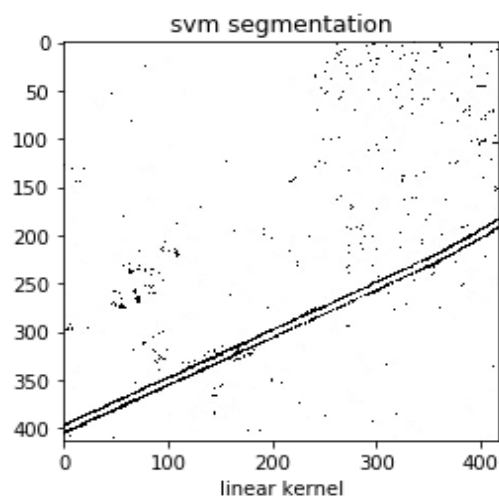
Figure 2. k=4 remote sensing image segmentation schematic

Selecting k values shows K-means performs moderately remote sensing images partially recognizing objects random

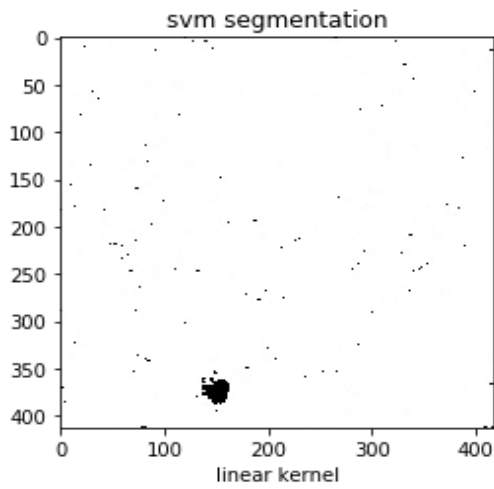
initialization unable target specific objects results unpredictable uncontrollable.



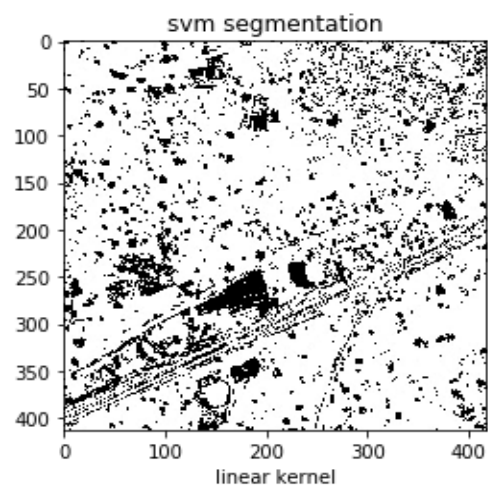
(a) Building recognition segmentation result



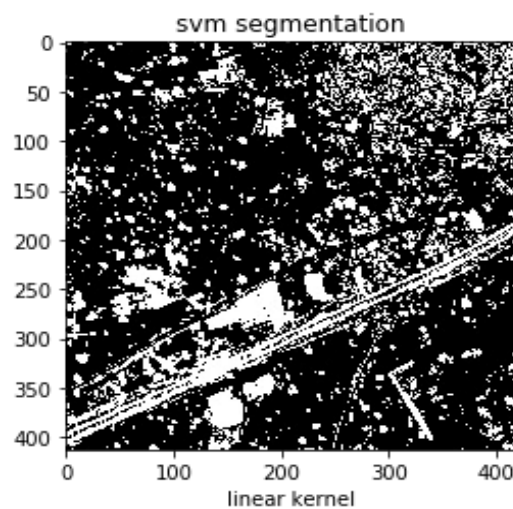
(b) Road recognition segmentation result



(c) Lake recognition segmentation result



(d) Tree recognition segmentation result



(e) Ground recognition segmentation result

Figure 3. Linear kernel function remote sensing image recognition segmentation effect)

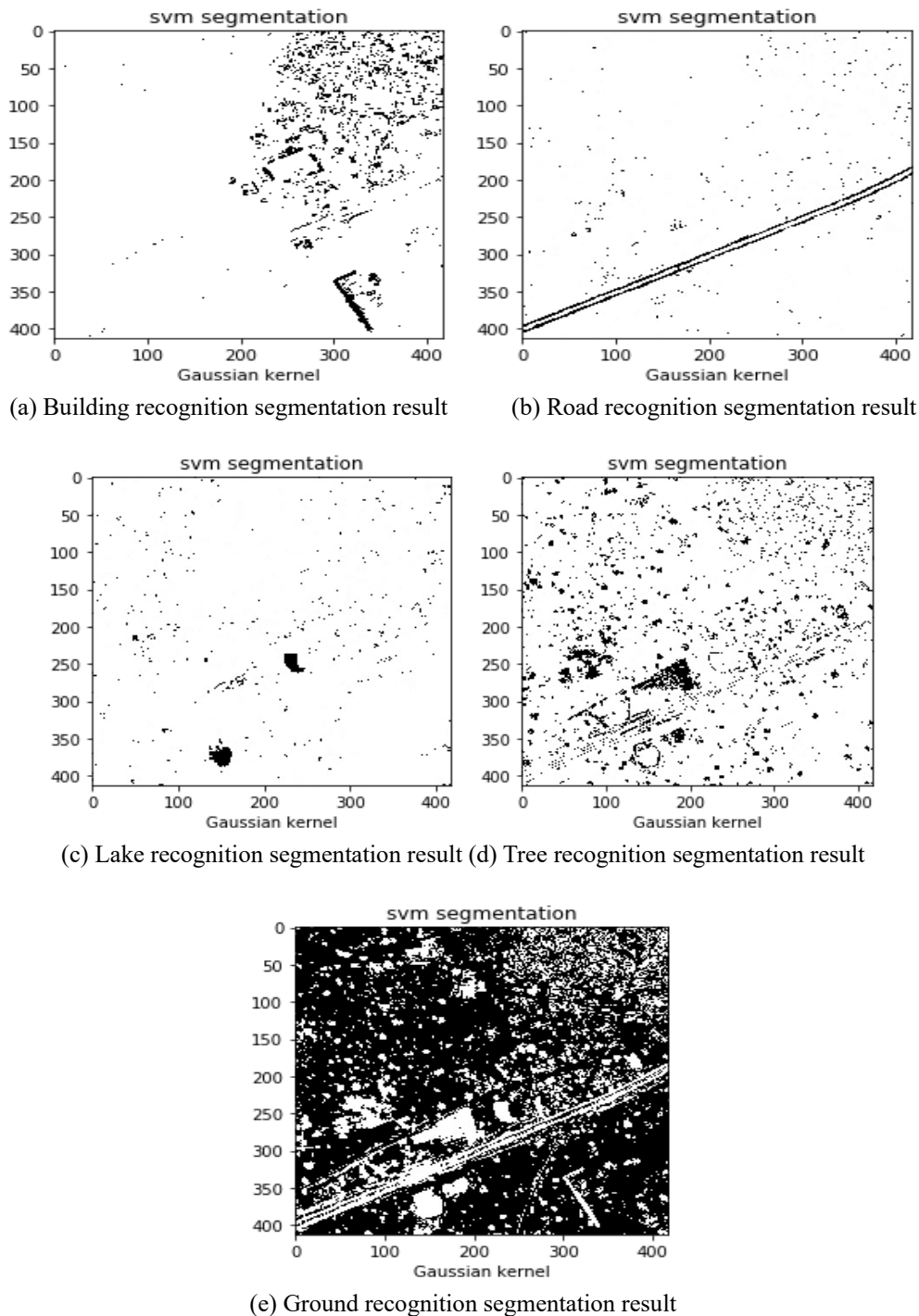


Figure 4. Gaussian kernel function remote sensing image recognition

Using linear kernel SVM overall improves K-means Figure three b buildings recognized well noise present Figure 3(d) only one lake segmented Figure three e poor recognition lakes trees other objects mixed together. Choosing Gaussian kernel improves linear kernel reducing noise Figure four d both lakes fully recognized Figure four e trees still misclassified Generally Gaussian preferred default choice unknown kernel selection .

4. Conclusion

The K-means clustering algorithm is widely applied. It calculates similarity among sample classes based on the distance of feature values between data points, enabling obstacle recognition. While its segmentation performance for remote sensing images surpasses threshold-based methods, it

still fails to meet required obstacle recognition accuracy. During k-value selection, increasing k does not effectively classify multiple obstacle types but instead subdivides high-pixel-contrast regions. The k-value determines the number of object categories to extract, yet its selection remains subjective and often relies on empirical experience.

In contrast, the Support Vector Machine (SVM), as a supervised machine learning algorithm, requires training on labeled datasets to learn prior information about object classes. This enables SVM to achieve significantly better obstacle segmentation in remote sensing images than K-means, approaching the desired recognition performance. However, SVM's accuracy heavily depends on the quality of training samples—different sample selections may lead to entirely divergent results. Overall, SVM outperforms clustering algorithms in remote sensing image segmentation.

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