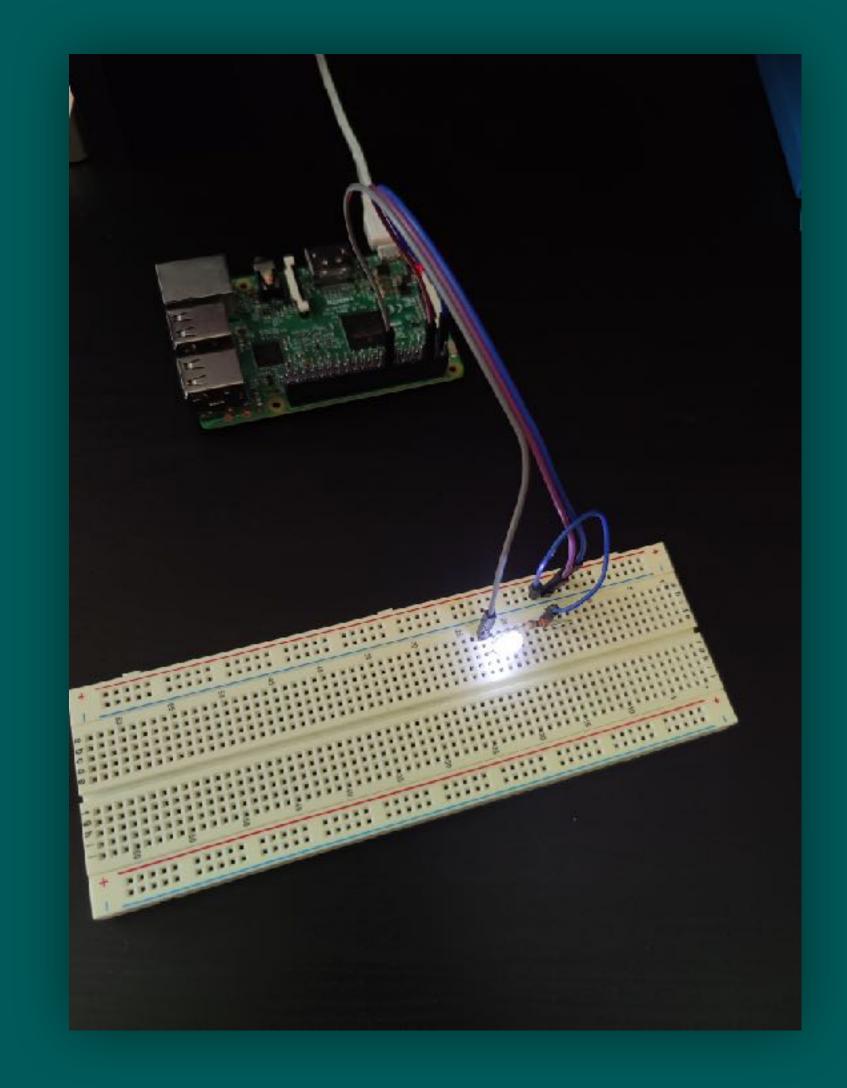
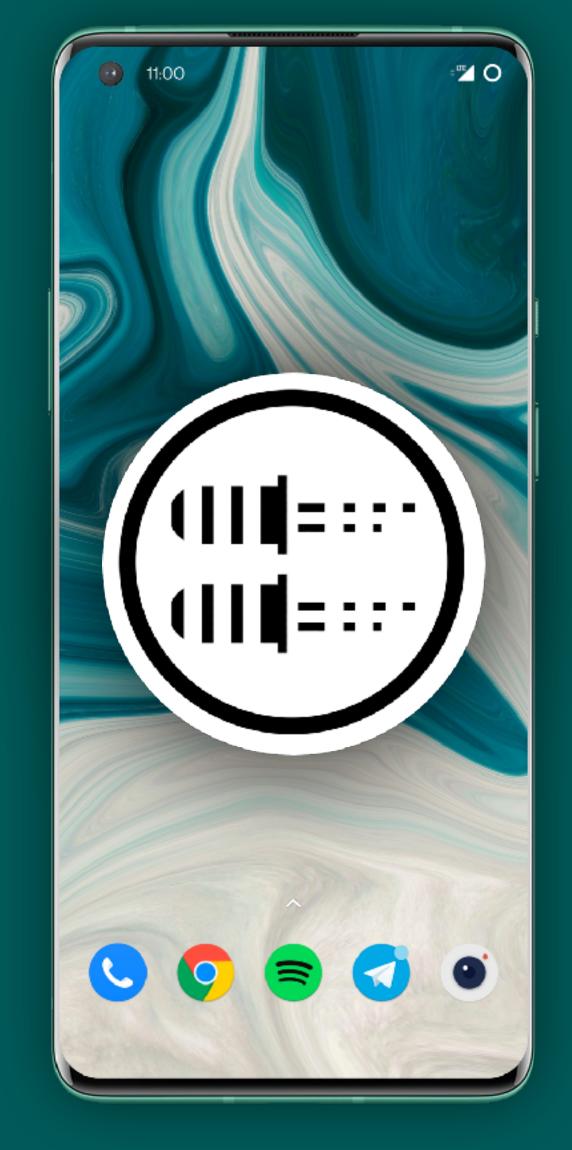
VLC

with a smartphone camera

VLC Visible Light Communication

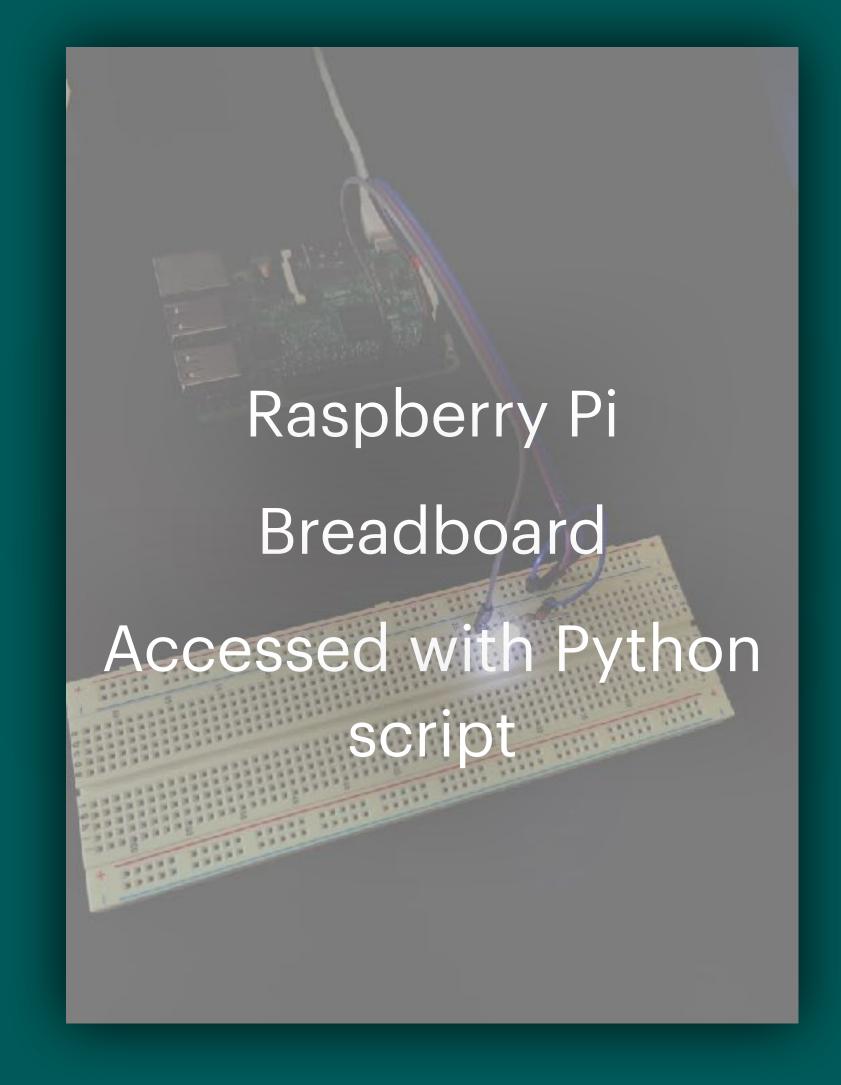
- Visible Light Communication (VLC) refers to optical wireless communication
- data communications variant
- uses modulated light in a wavelength spectrum, that is perceivable by the human eye
 - between 400 nm and 700 nm
 - usually used for illumination

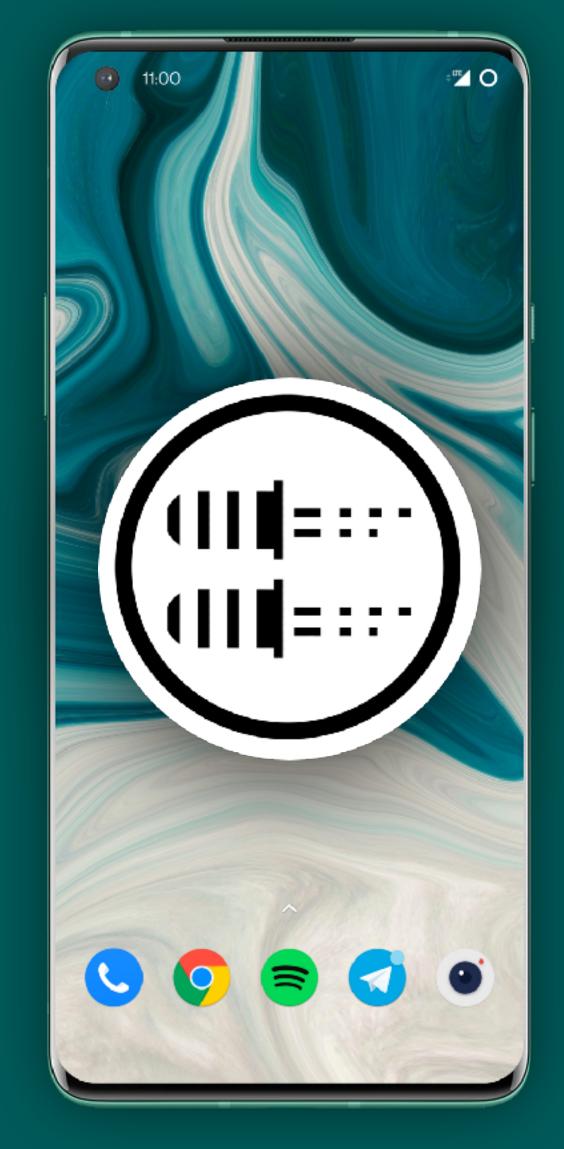




Receiver

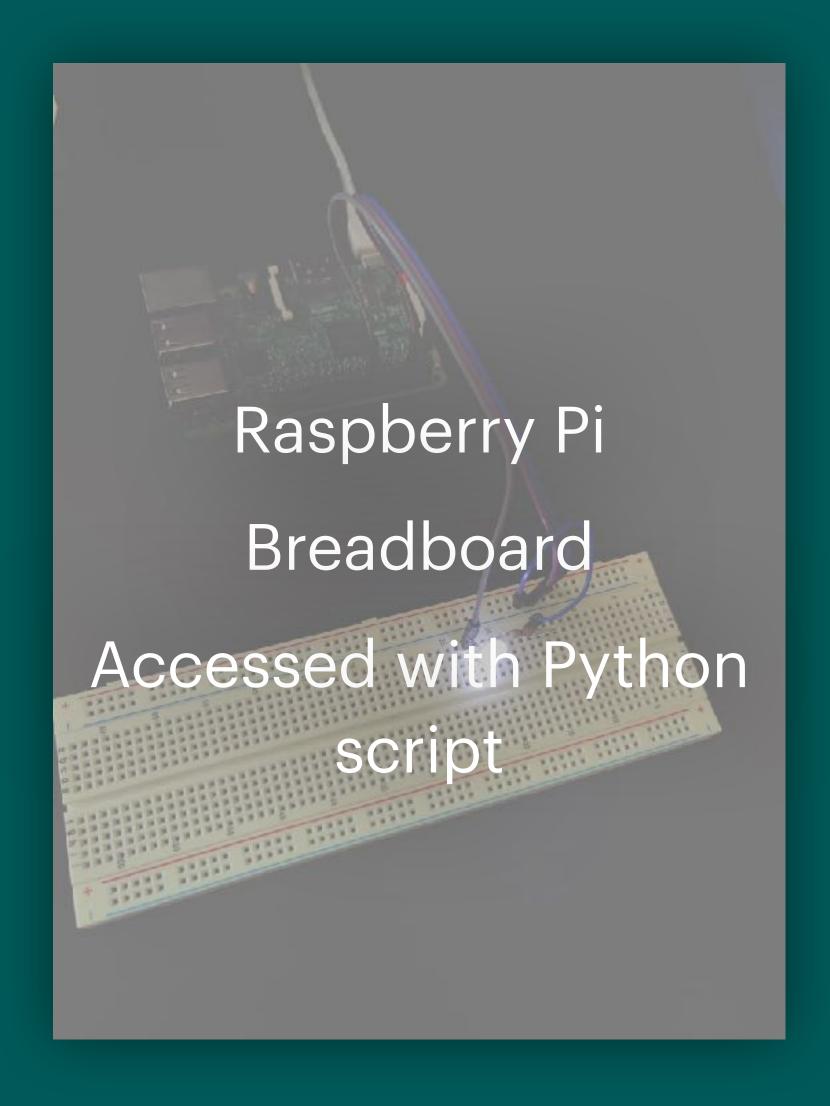
Sender





Receiver

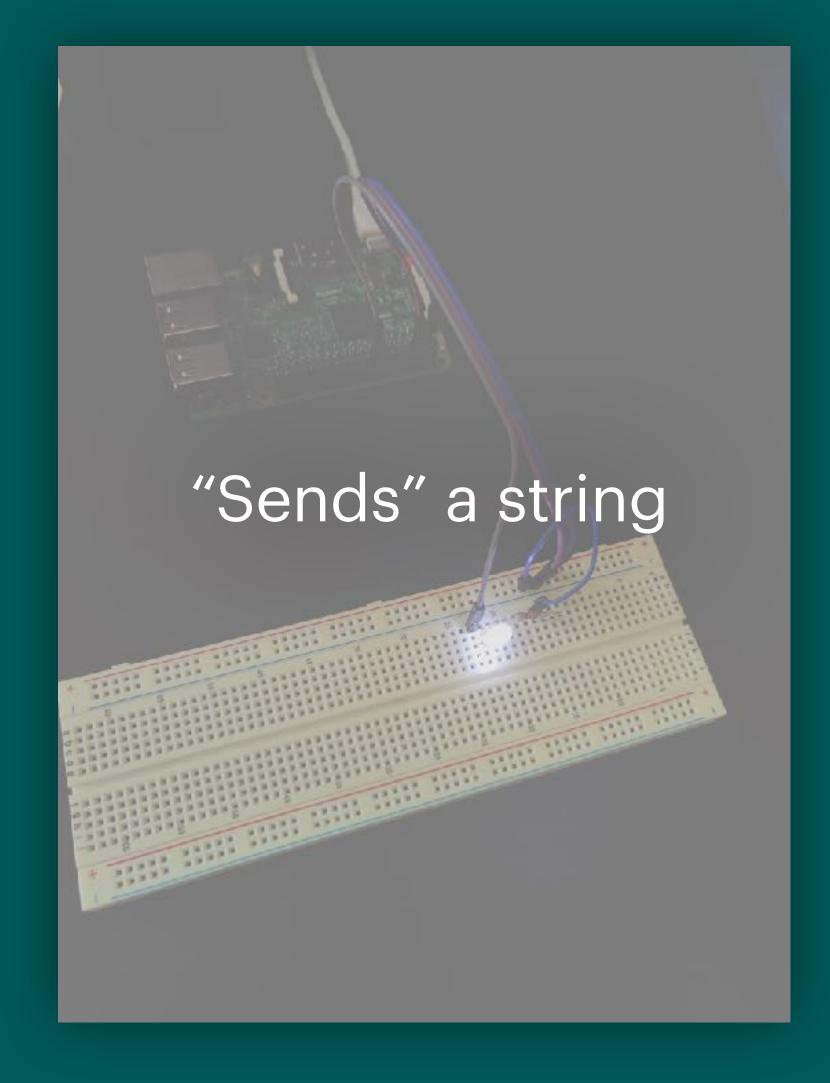
Sender

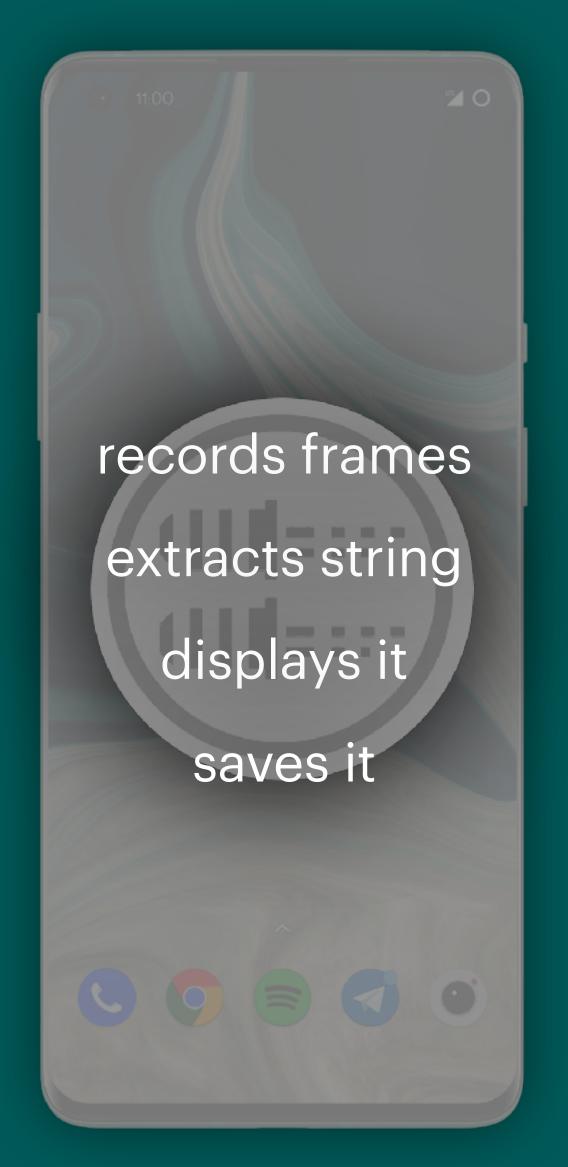




Sender

Receiver



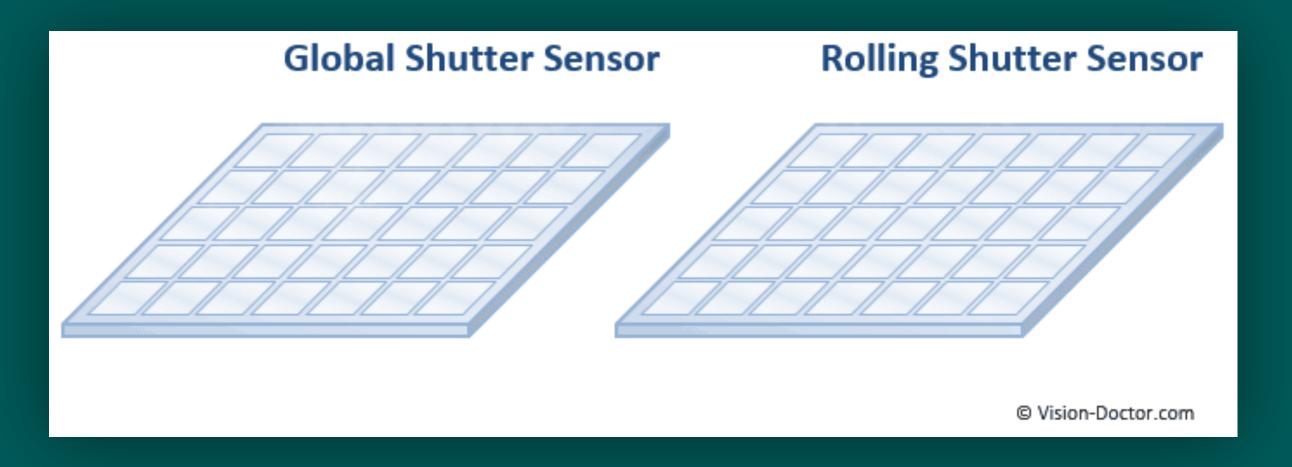


Receiver

Sender

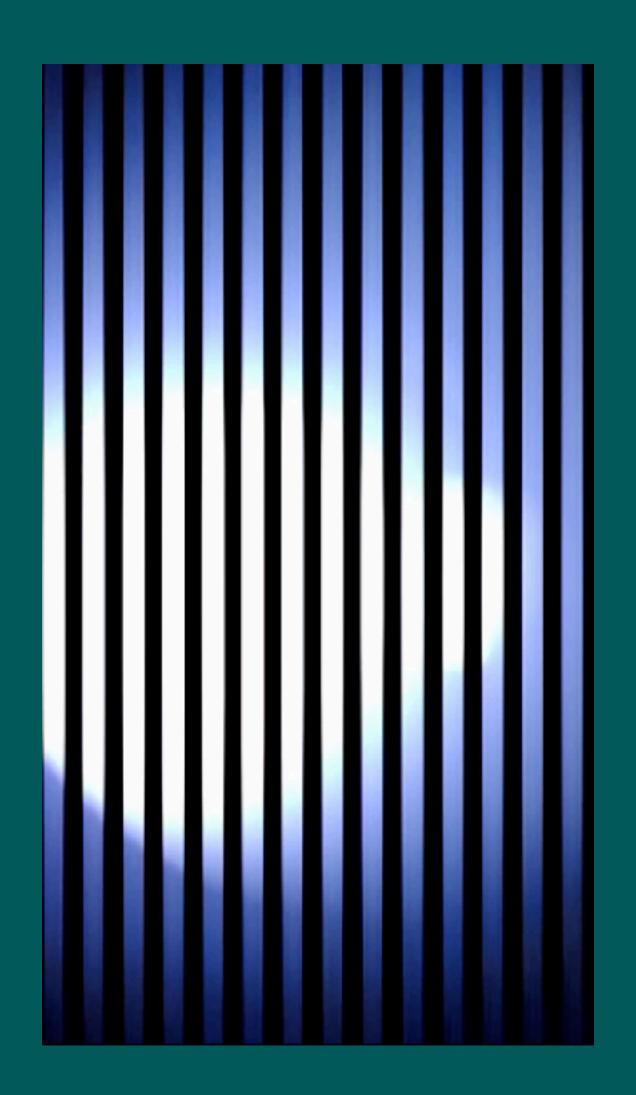
How to extract information out of one frame? Rolling Shutter effect

- Only works with CMOS cameras
 (which are principally built into smartphones)
- Frame doesn't get captured all at once
- Rather gets captured row per row



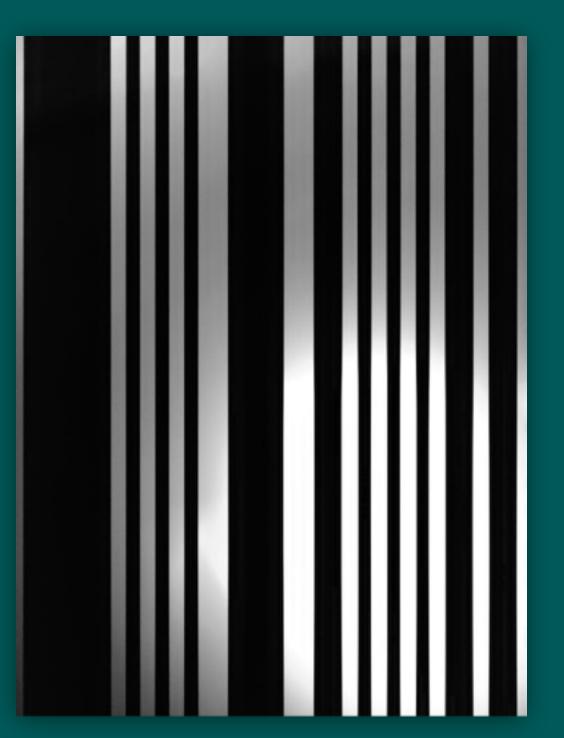
Rolling shutter effect LED

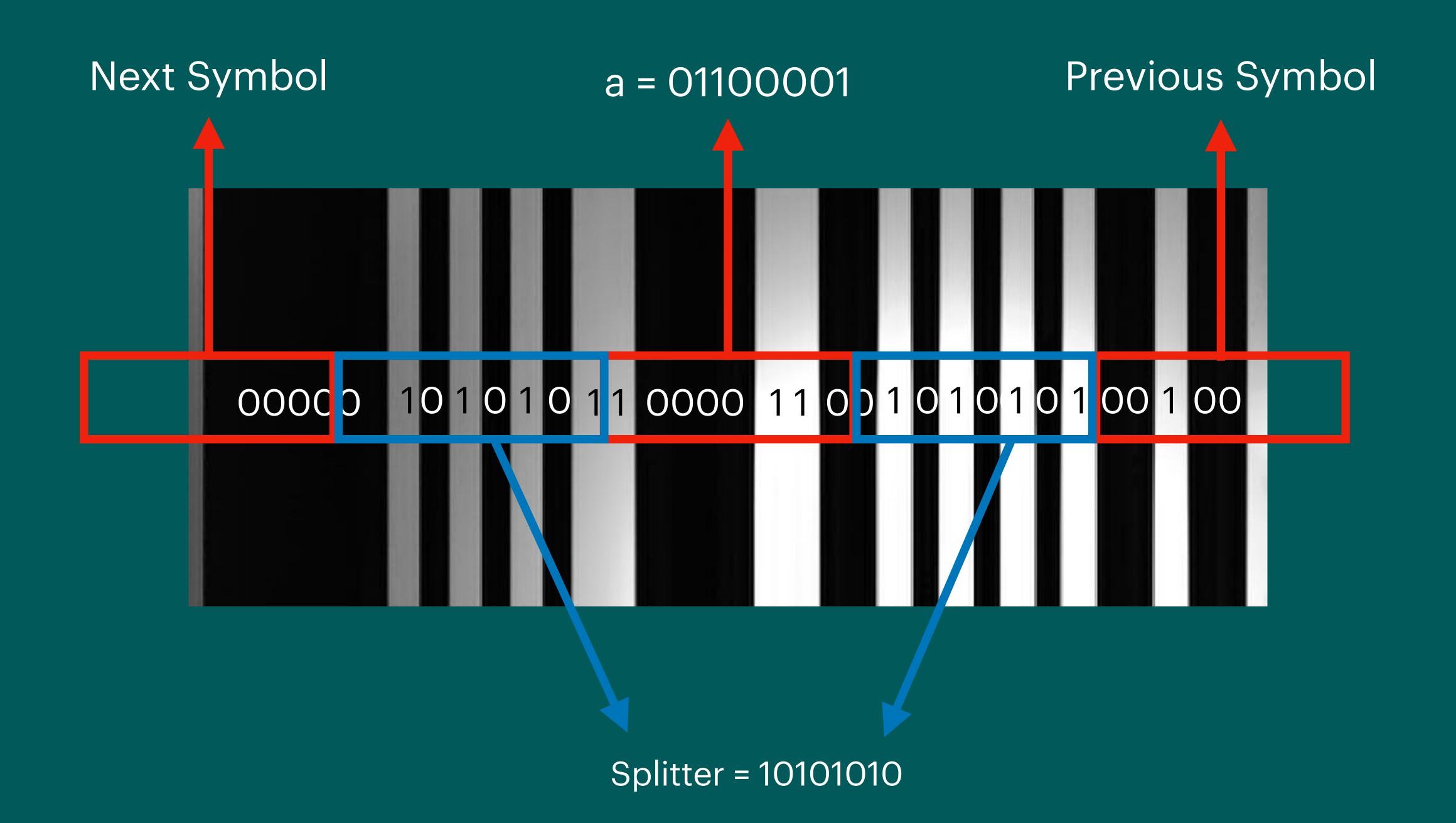
- Switching a LED on and off at a very high frequency results in following for CMOS sensor
- Black stripes show when LED is off
- White stripes show when LED is on



How does the sender (LED) transmit a string?

- Converts a string into binary representation and switches LED on and off respectively
- Follows specific schema to send data





1010101010 + Header

01001000

Н

01101001

00100001

, test + 1010101010

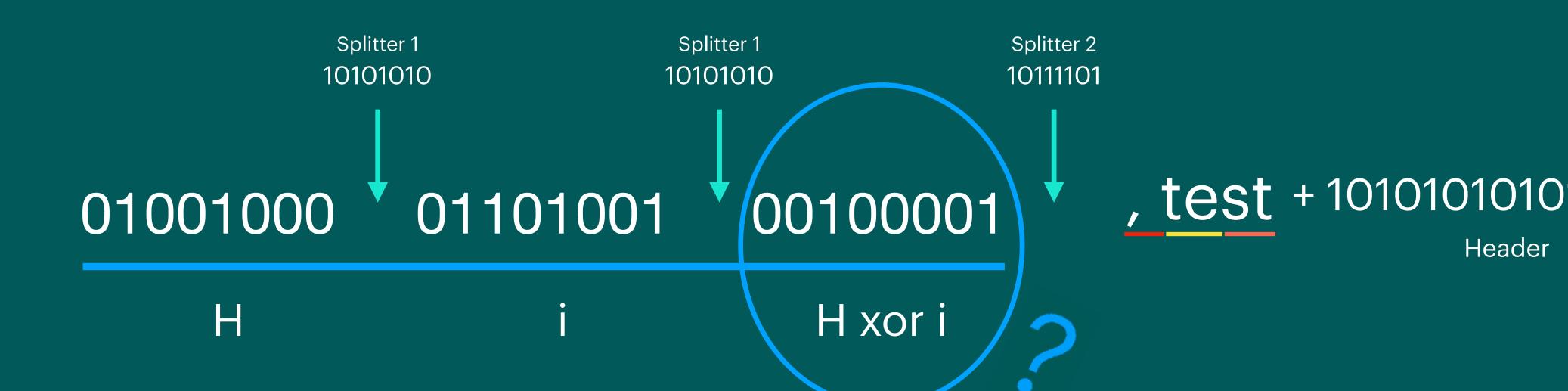
Header

H xor i

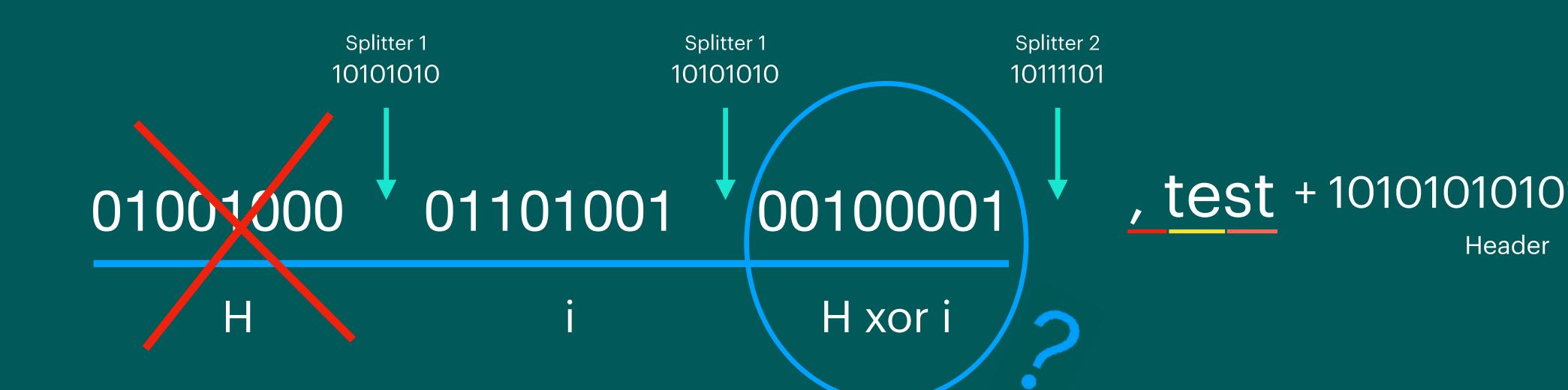




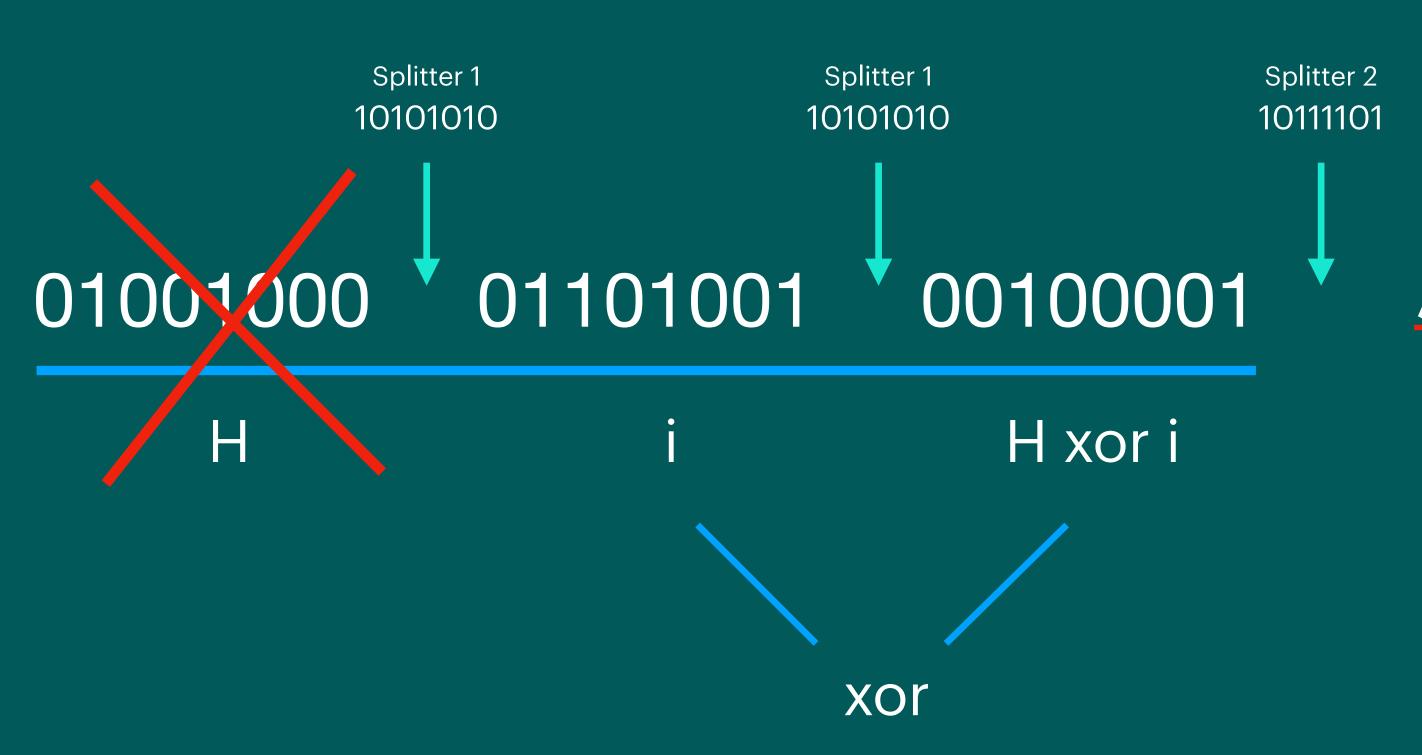






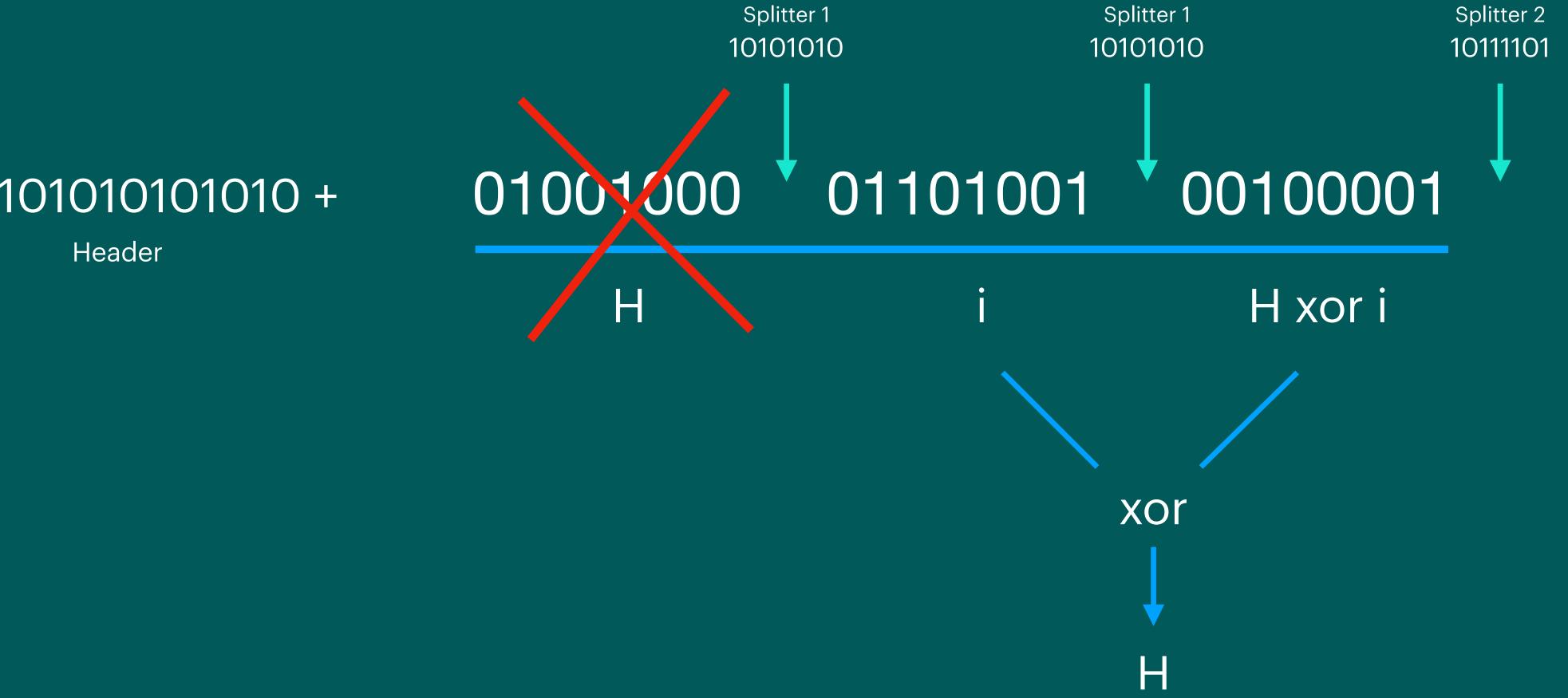






, test + 1010101010

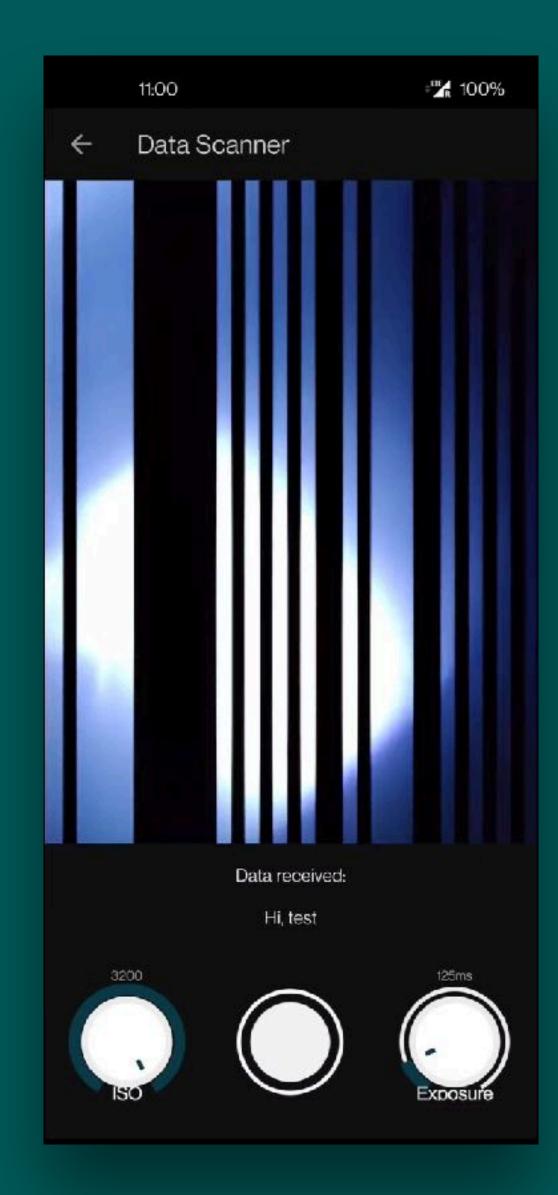
Header



, test + 1010101010 Header

What does the receiver do?

- records frames
- extracts the transferred string from it
- provides possibility to change ISO (100-3200)
 value and exposure time (125 microseconds 1 millisecond)
- saves it



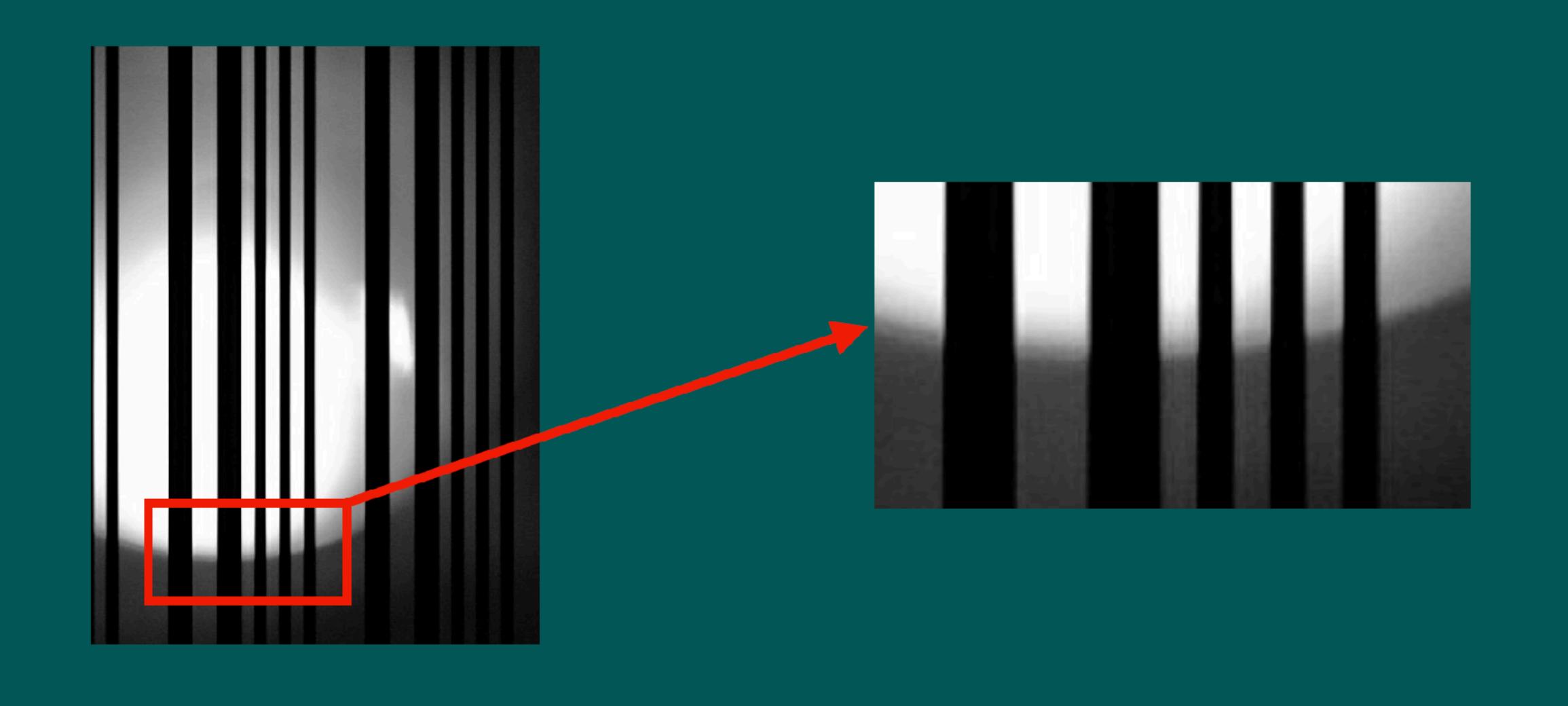
Get luminance values of frame

Get luminance values of frame



Get medium lighted row (decrease blooming effect)

Get medium lighted row (decrease blooming effect)



Get luminance values of frame

Get medium lighted row (decrease blooming effect)



Split row into black & white pixels and form groups of them

Get luminance values of frame

Get medium lighted row (decrease blooming effect)



Split row into black & white pixels and form groups of them



Increase size of black groups

Get medium lighted row (decrease blooming effect)



Split row into black & white pixels and form groups of them



Increase size of black groups



Get median size of group -> size of single stripe

Split row into black & white pixels and form groups of them



Increase size of black groups



Get median size of group -> size of single stripe

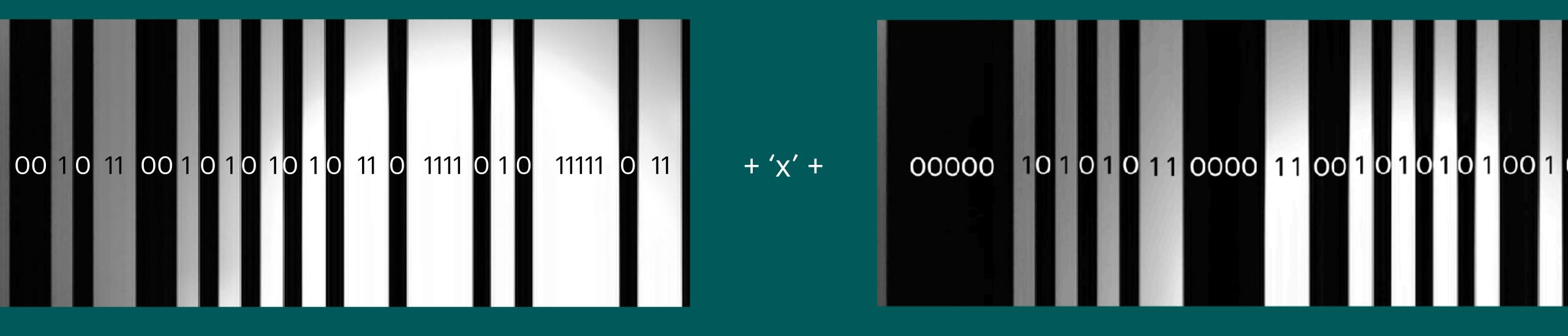


Size of group decides about amount of 0's or 1's

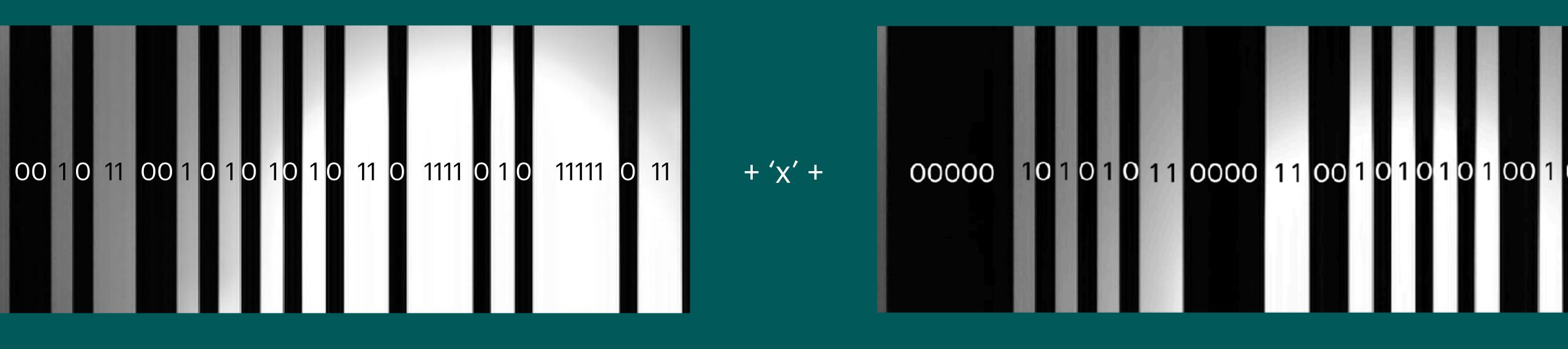
How to cope with continuous frames?

How to cope with continuous frames?

Add 'x' between every analysed frame for better error detection



How to cope with continuous frames?



If 'x' is in between symbol bits then recover with XOR