# Visible Light Communication: An Introduction

FANG, Jian May 7<sup>th</sup>, 2018

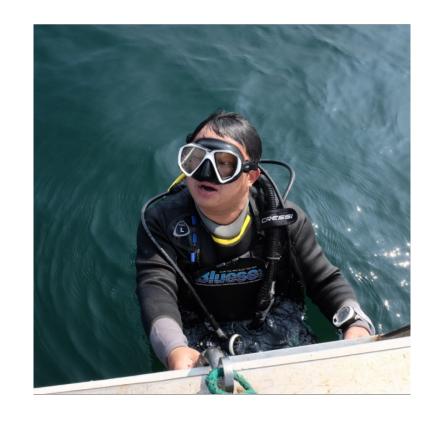


### **Outline**

- Problem Formulation
- Related Work
- Idea
- Question and Answer

# **Problem Formulation**

- High demand for underwater communication
  - Worker: Exchanging work progress



#### **Problem Formulation**

- High demand for underwater communication
  - Workers: Exchanging work progress
  - Machine: Knowing location and direction



#### **Problem Formulation**

- Gesture, Pipeline
  - Short distance, less information
- Wired Cable
  - Limited by complex underwater geography
- Wi-Fi
  - Extremely strong fading (transmission distance: around 0.7 m)

Where light can reach, it can communicate.

-Visible Light Communication

# Visible Light Communication

- Using visible light with the frequency between 400 and 800 THz (780-375 nm)
- Speed: 50 Gbps by the end of 2015
- Range: Up to 2 km (low rate)
- Components: Sensors (photodiodes or cameras) and Light Sources.

#### Hardware

- Transmitter
  - LED
- Receiver
  - Photodiode: BPW34, PD333, BPV10, etc.
  - Camera: Phone
- OpenVLC: Entire prototype costs around 200-300 yuan (\$30)

# A Supplement, Not a Substitute

- Advantages
  - Fast
  - Cheap
- Disadvantages
  - Downwards only
  - Dying in the sun
  - Susceptible to interference

#### Related Work

- Xinyu Zhang, University of California San Diego.
  - Indoor Localization (Mobicom'17, Mobisys'17, Mobicom'16)
  - Privacy Protection (Mobicom'17)
- Nan Chi, Fudan University.
  - Increasing Speed
- Peking University
  - IoT Application (Mobicom'17)
- National Taiwan University, National Chiao Tung University
  - Localization (Mobisys'17)

# Pulsar: Towards Ubiquitous Visible Light Localization

Chi Zhang, Xinyu Zhang

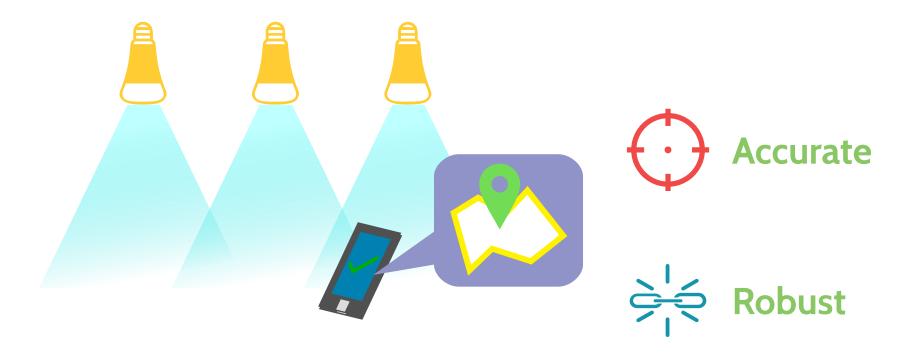
MobiCom'17



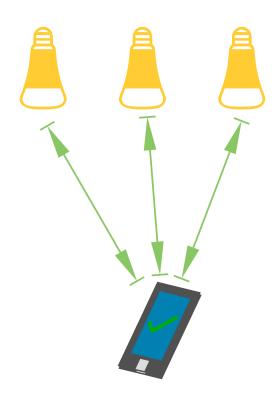




# Visible Light Localization

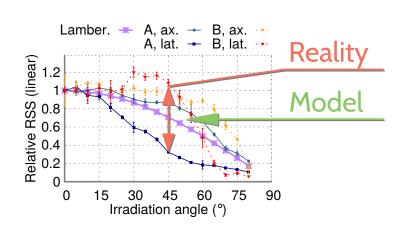


- **†** Photodiodes
  - **Compact**
  - Low-power
  - RSS Propagation Modeling



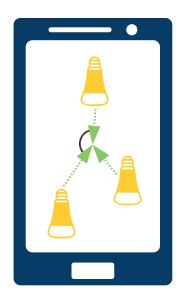
#### **†** Photodiodes

Channel Model is Unrealistic for Fixtures
Partial Shadowing and Blockage Breaks Model





- **Cameras** 
  - Accurate
  - **☆ Robust**
  - Triangulation with Photogrammetry

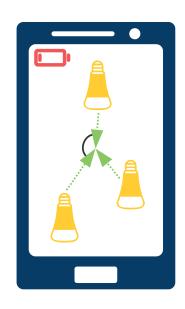


#### **Cameras**

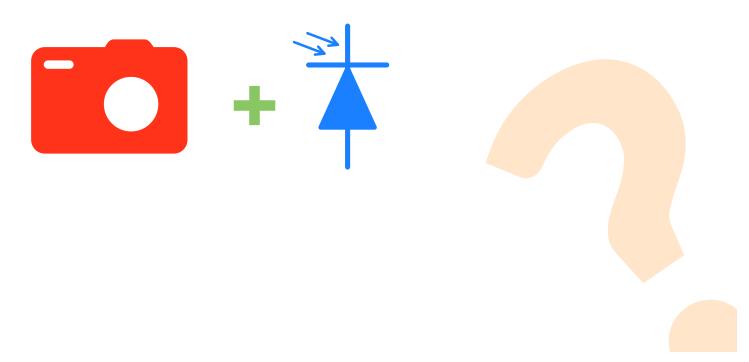
**Narrow** Field of View

**High Energy Consumption** 

**Long Latency** 

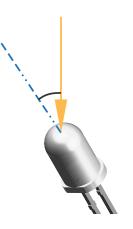


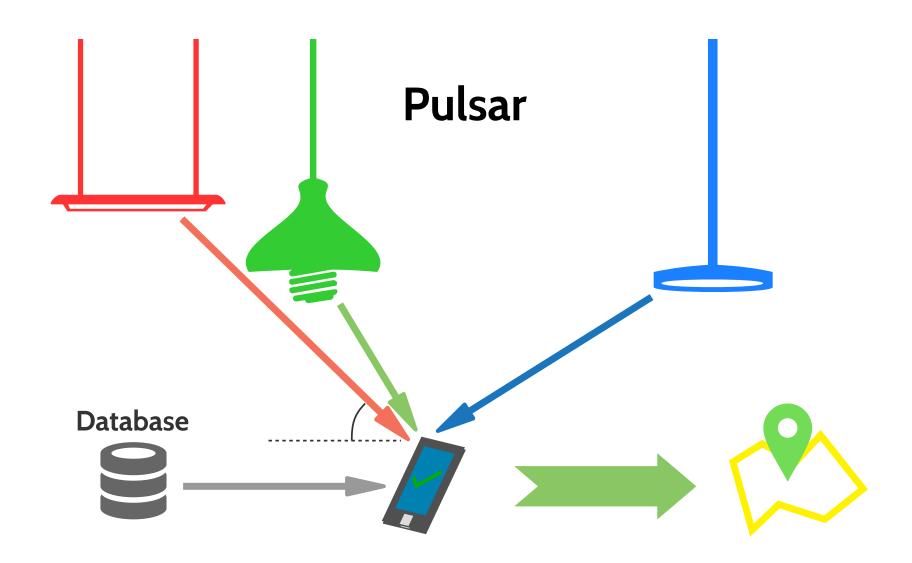
#### **Achieve Accurate and Low-power Localization**



#### Achieve Accurate and Low-power Localization

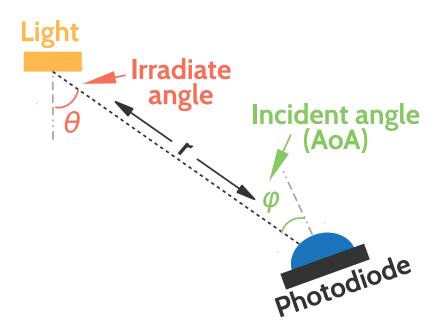






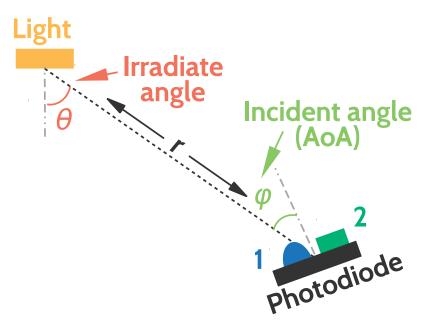
Review Channel Model

 $RSS = P_t A_t(\theta) \alpha(r) A_r(\phi)$ 

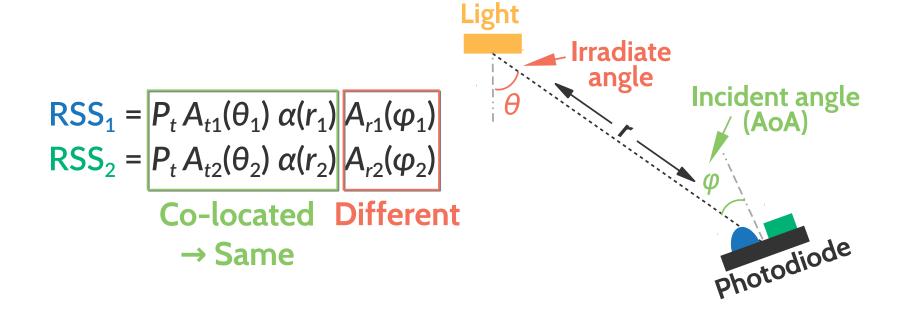


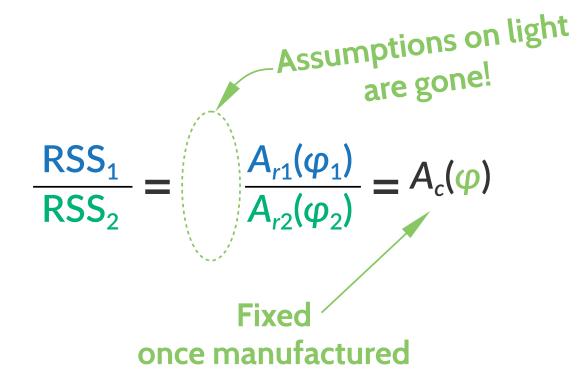
Review Channel Model

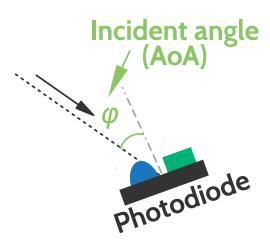
RSS = 
$$P_t A_t(\theta) \alpha(r) A_r(\phi)$$
  
RSS<sub>1</sub> =  $P_t A_{t1}(\theta_1) \alpha(r_1) A_{r1}(\phi_1)$   
RSS<sub>2</sub> =  $P_t A_{t2}(\theta_2) \alpha(r_2) A_{r2}(\phi_2)$ 

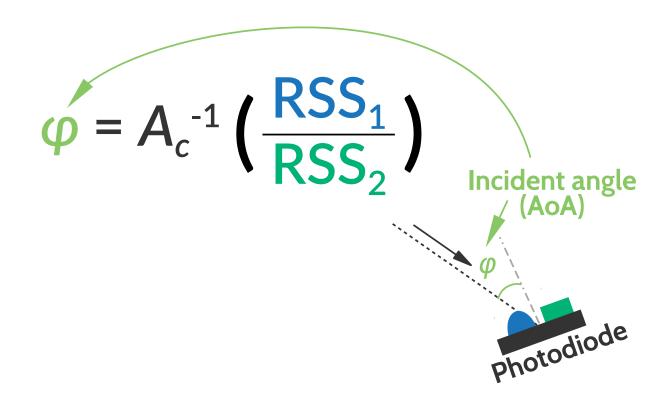


Review Channel Model







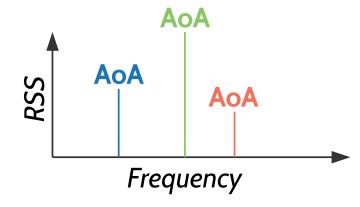


$$\varphi(f) = A_c^{-1} \left[ \frac{RSS_1(f)}{RSS_2(f)} \right]$$

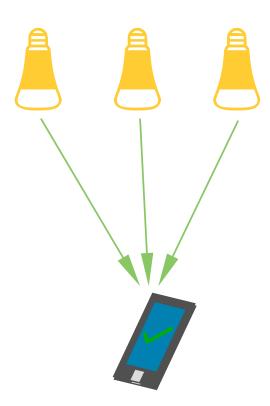
RSS at each frequency



AoA at each frequency



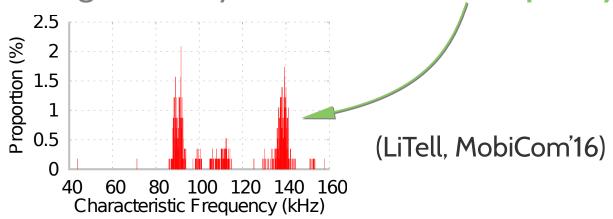
Triangulation: >= 3 lights required



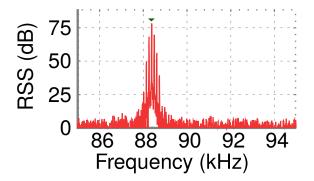
Triangulation: >= 3 lights required

Separate from spectrum:

Leverage diversity in Characteristic Frequency

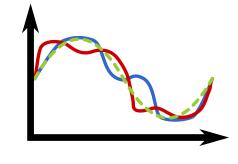


### Q Spurious peaks!



#### • Causes:

- Powerline harmonics
- User motion

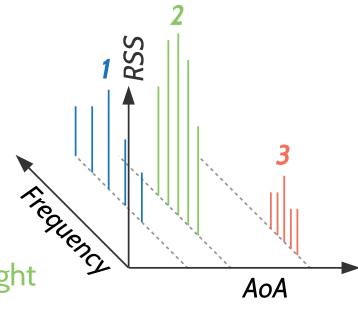








- Causes:
  - Powerline harmonics
  - User motion
- Observe:
  - AoA unaffected
  - Same AoA = from the Same Light





**Separate by AoA Clusters** 

#### **Light Identification**

- Frequency to ID:
  - Match individual lights = poor accuracy



### **Light Identification**

- Frequency to ID:
  - Match individual lights = poor accuracy
- Observe:
  - Correct match likely in ones with lowest freq error
  - Lights in Field-of-View are close to each other

#### **Light Identification**

- Solution:
  - Identify by whole group of lights
  - Each frequency = 2~3 candidate ID
  - ✓ Tightly-packed group with low freq error

#### **Light Registration**

- Registration is hard work
  - Even smart bulbs do not know their own locations!

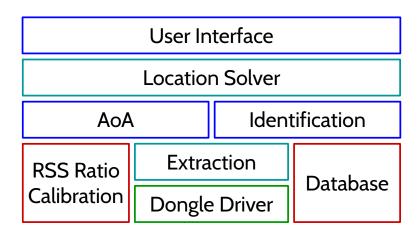


#### **Light Registration**

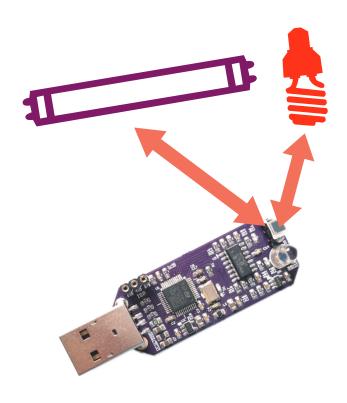
- Registration is hard work
  - Even smart bulb does not know its own location!
- Motion tracking with Tango
  - Record relative location during survey
  - Map to absolute location on map
  - Eliminates complicated measurements

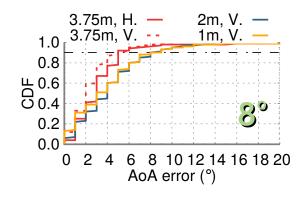
# **Implementation**

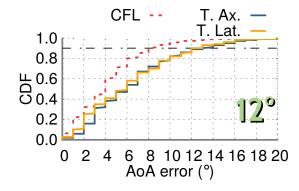




#### **Accuracy of AoA Sensing**



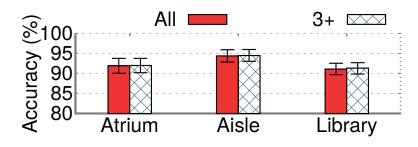




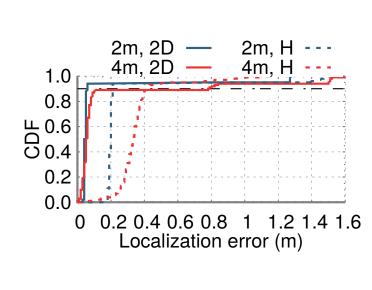
#### **Identification**

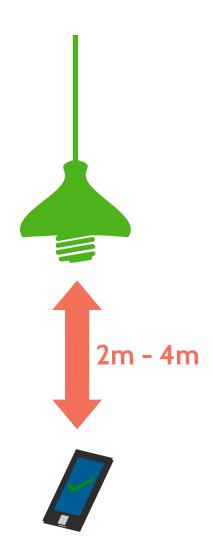




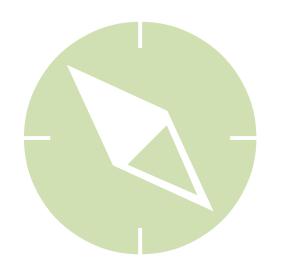


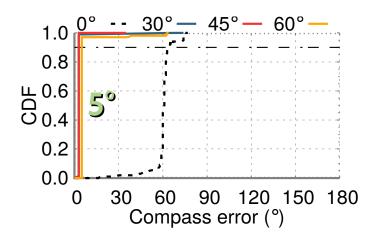
#### Localization





#### Orientation

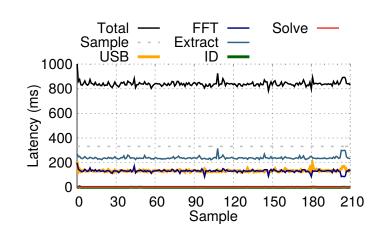






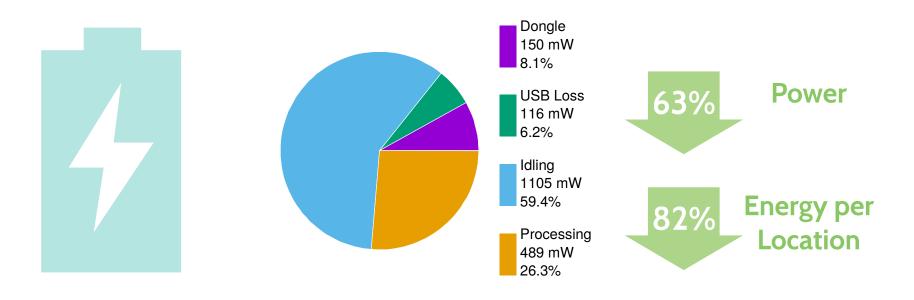
### Latency







# **Energy**



#### Idea

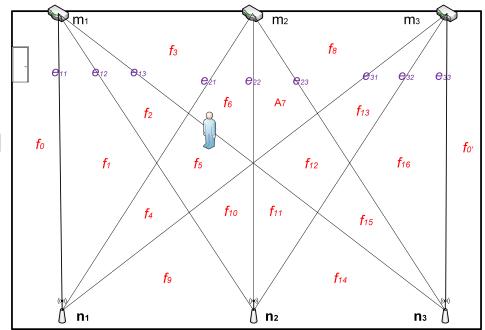
Localization

Human activities detection

Coexistence and switching problems

#### Idea

- Feature of Line of Sight (LoS)
- Tracking —> Coarse-grained Localization —> Fine-grained Localization
- Simple, Fast and Energy Efficient



#### **Question and Answer**

- For this slides, please scan the QR code and visit my blog.
- For paper and slides mentioned in my talk, please visit the homepage of the author.
  - Zhang C, Zhang X. Pulsar: Towards Ubiquitous Visible Light Localization[C]//Proceedings of the 23rd Annual International Conference on Mobile Computing and Networking. ACM, 2017: 208-221.



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