Underwater Communication Using Visible Light

FANG Jian April 23rd, 2018

Outline

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

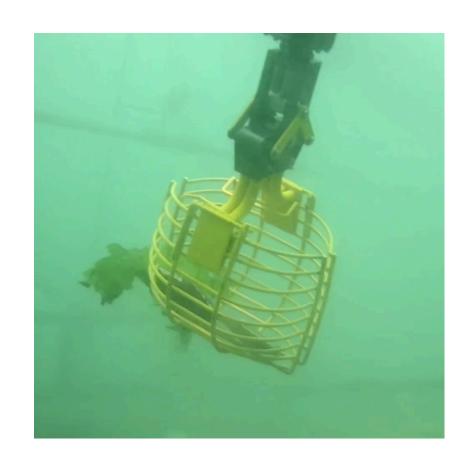
Problem Formulation

- 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 0.7m)

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
- Entire prototype costs around 200 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

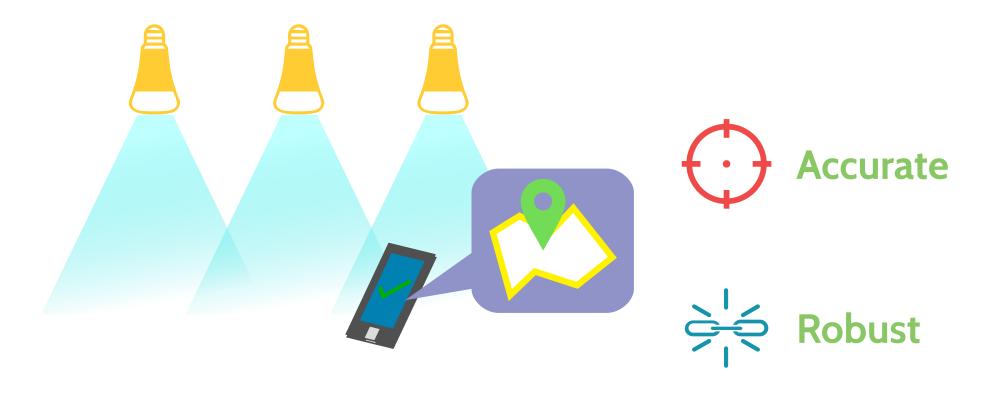
MobiCom'17



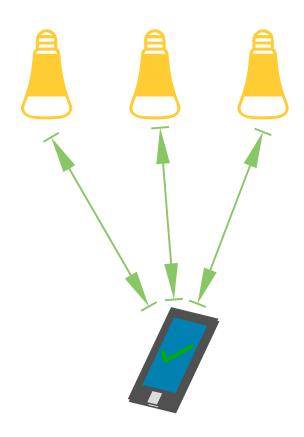




Visible Light Localization

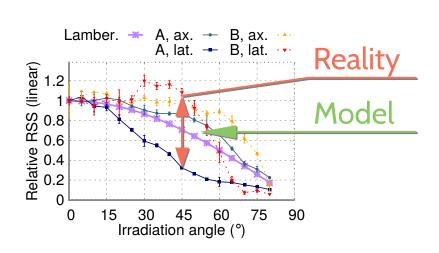


- **†** Photodiodes
 - **Compact**
 - Low-power
 - RSS Propagation Modeling



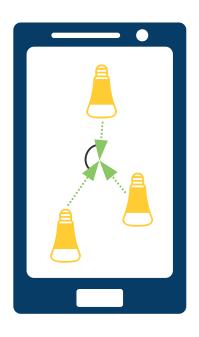
† Photodiodes

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





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

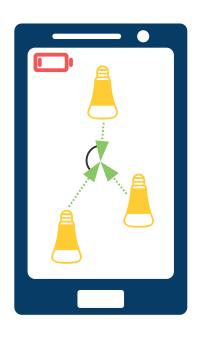


Cameras

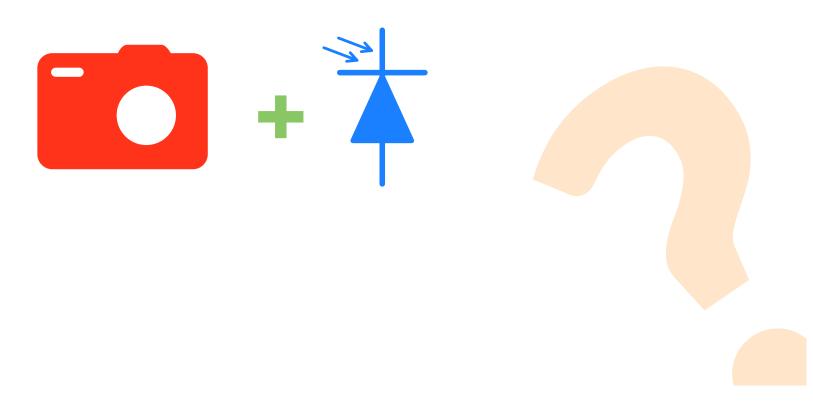
Narrow Field of View

High Energy Consumption

Long Latency

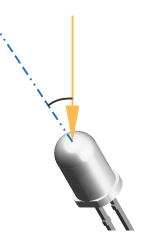


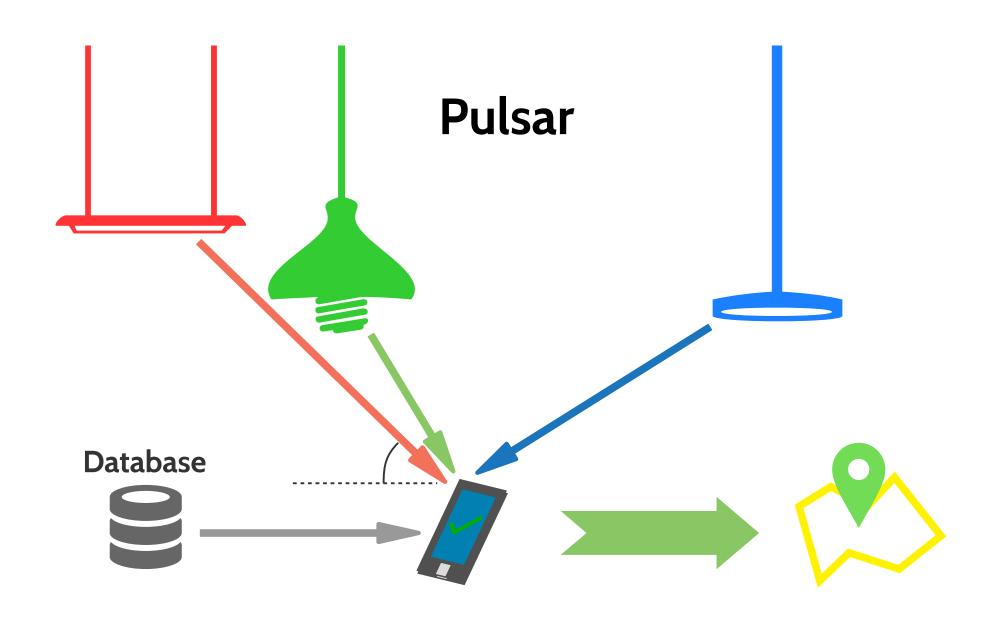
Achieve Accurate and Low-power Localization



Achieve Accurate and Low-power Localization

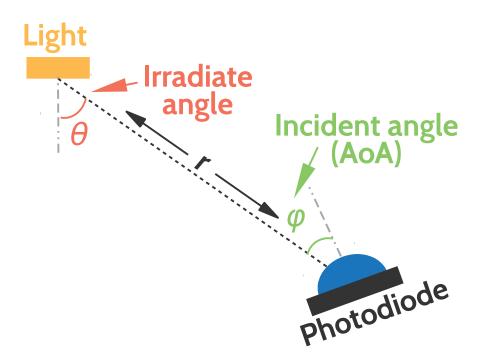






Review Channel Model

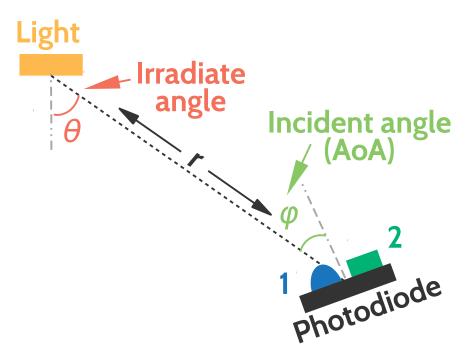
 $RSS = P_t A_t(\theta) \alpha(r) A_r(\phi)$



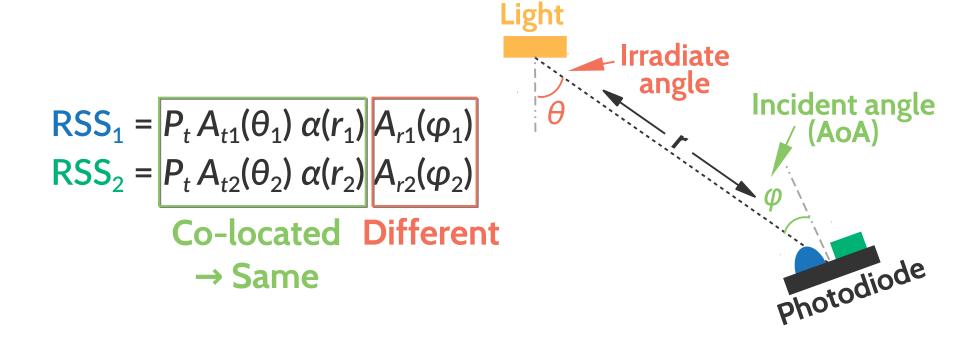
Review Channel Model

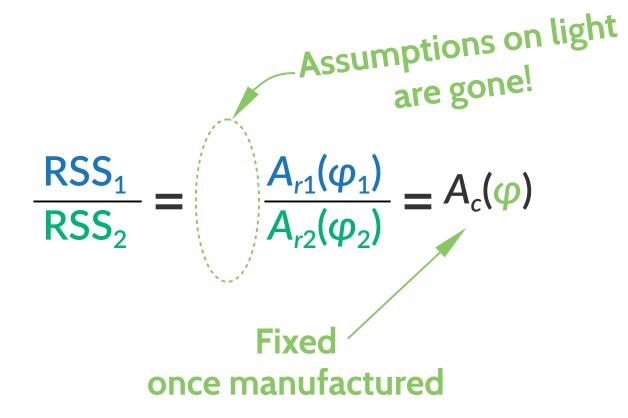
RSS =
$$P_t A_t(\theta) \alpha(r) A_r(\phi)$$

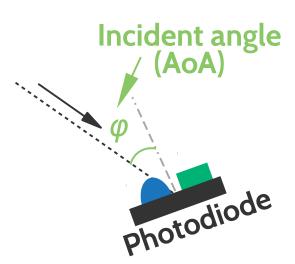
RSS₁ = $P_t A_{t1}(\theta_1) \alpha(r_1) A_{r1}(\phi_1)$
RSS₂ = $P_t A_{t2}(\theta_2) \alpha(r_2) A_{r2}(\phi_2)$

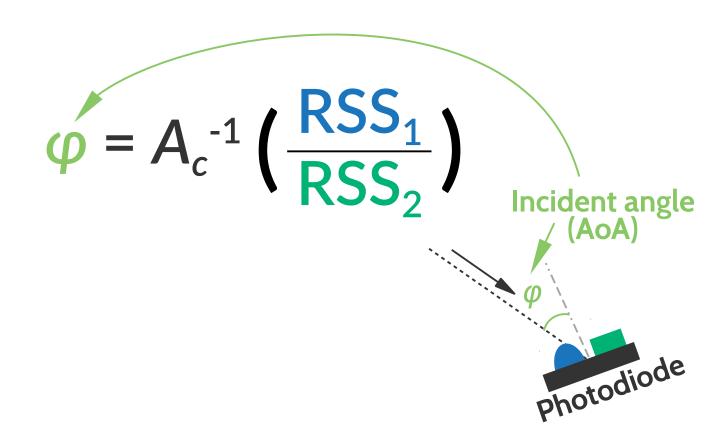


Review Channel Model







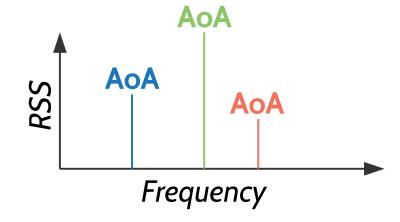


$$\varphi(f) = A_c^{-1} \left[\frac{RSS_1(f)}{RSS_2(f)} \right]$$

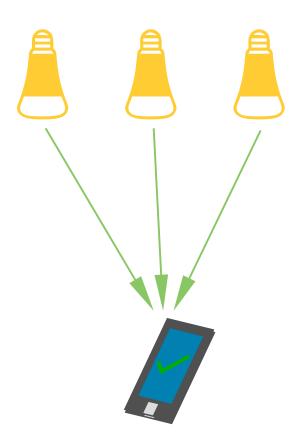
RSS at each frequency



AoA at each frequency



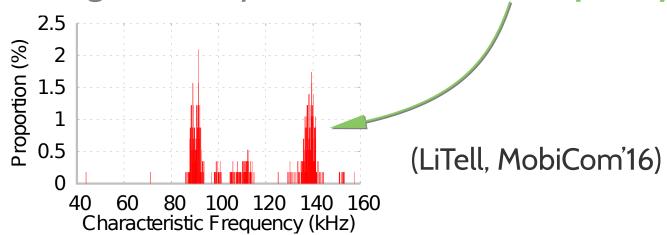
Triangulation: >= 3 lights required



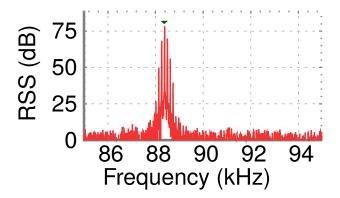
Triangulation: >= 3 lights required

Separate from spectrum:

Leverage diversity in Characteristic Frequency

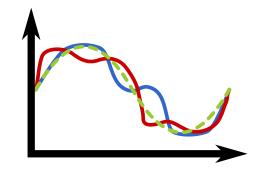


Spurious peaks!



• Causes:

- Powerline harmonics
- User motion







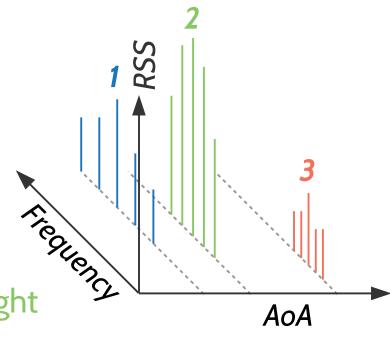


• Causes:

- 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!

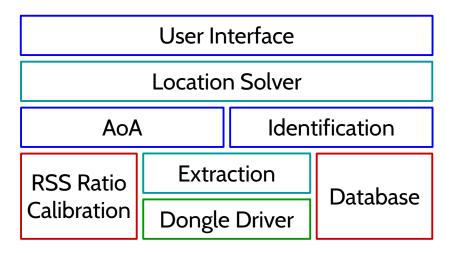


Light Registration

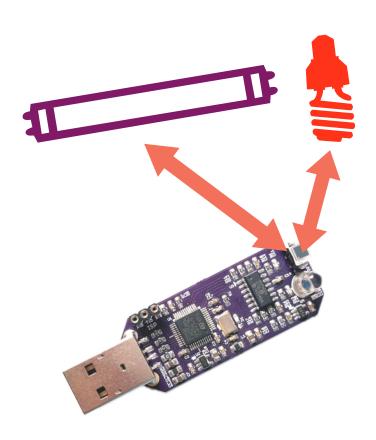
- Registration is hard work
 - Even smart bulb does not know its own location!
- Motion tracking with Tango
 - Record relative location during survey
 - Map to absolute location on map
 - Eliminates complicated measurements

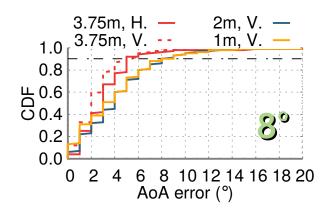
Implementation

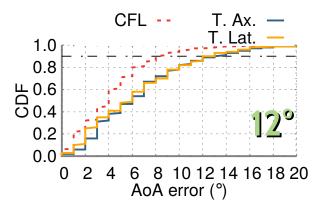




Accuracy of AoA Sensing



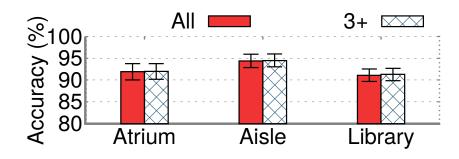




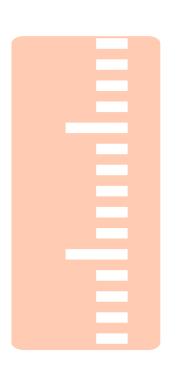
Identification

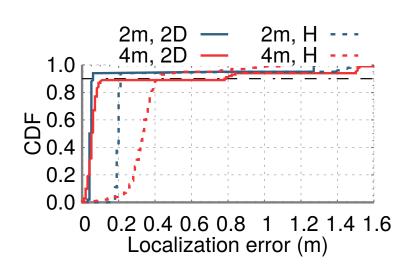


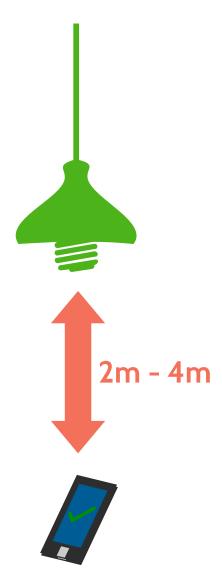




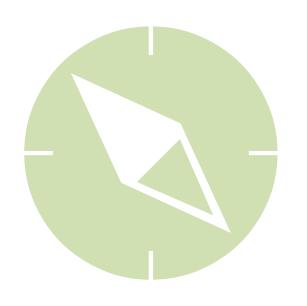
Localization

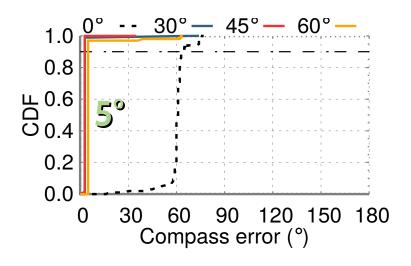






Orientation

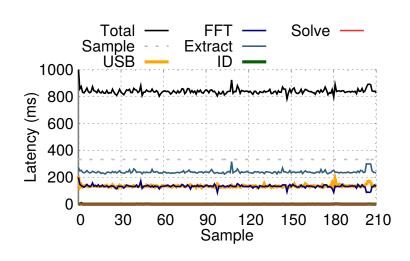






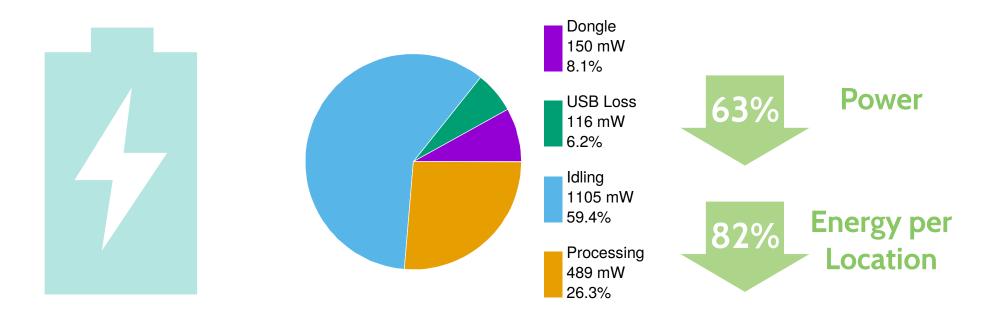
Latency





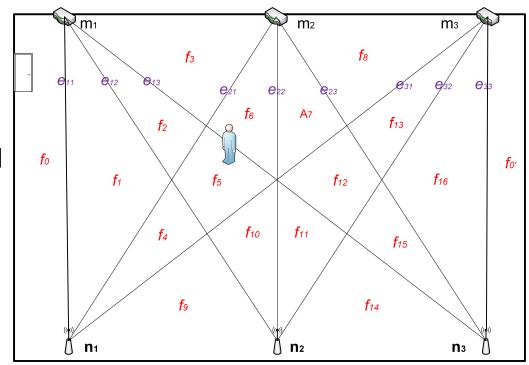


Energy



Idea

- 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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