

# Towards Battery-free HD Video Streaming

Saman Naderiparizi, Mehrdad Hessar, Vamsi Talla,  
Shyam Gollakota and Joshua R. Smith

# Snap Spectacle



- Batteries add weight
- Has heating issues
- No video streaming



# Nest Camera

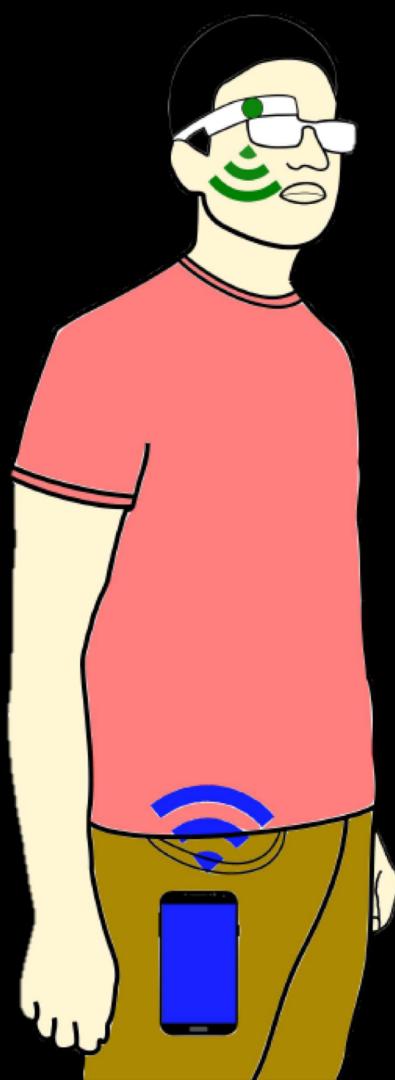


Needs to be plugged into power

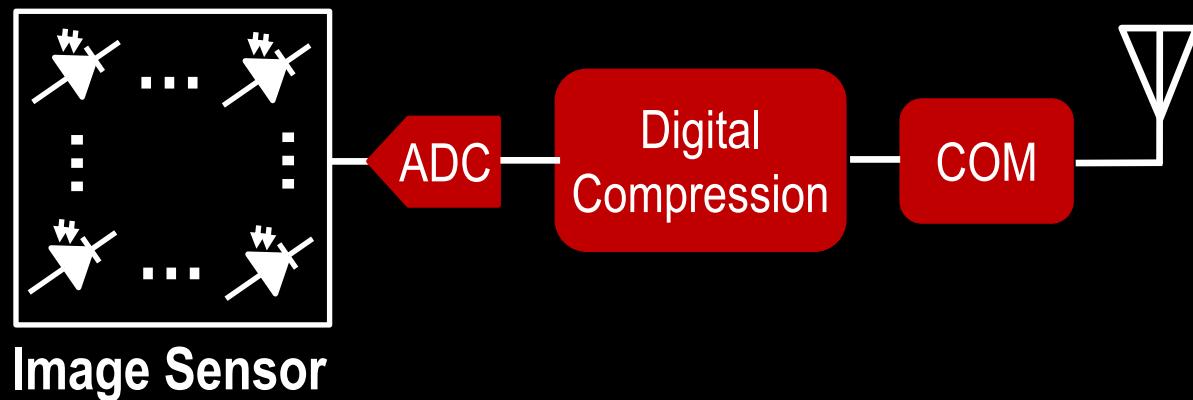
# Grand Challenge

Design sticker form-factor battery-free camera tags

# Our Vision of Battery-free Cameras



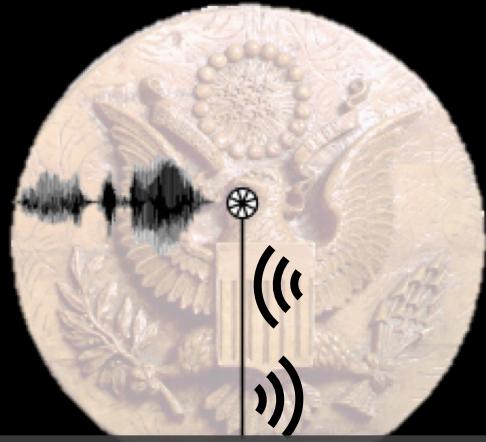
# Challenge: Video Streaming is Power Hungry



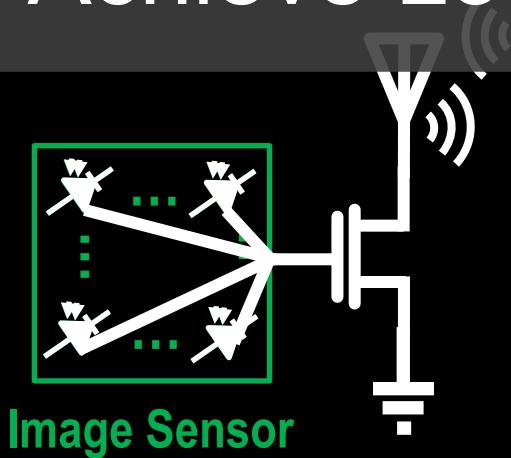
At 720p 30fps grayscale

- Image sensor: **85uW**
- ADC: **2mW**
- Digital Compression: **1W**
- Radios: **100mW**
- Total **>1W**

# We Take Inspiration from the Great Seal Bug



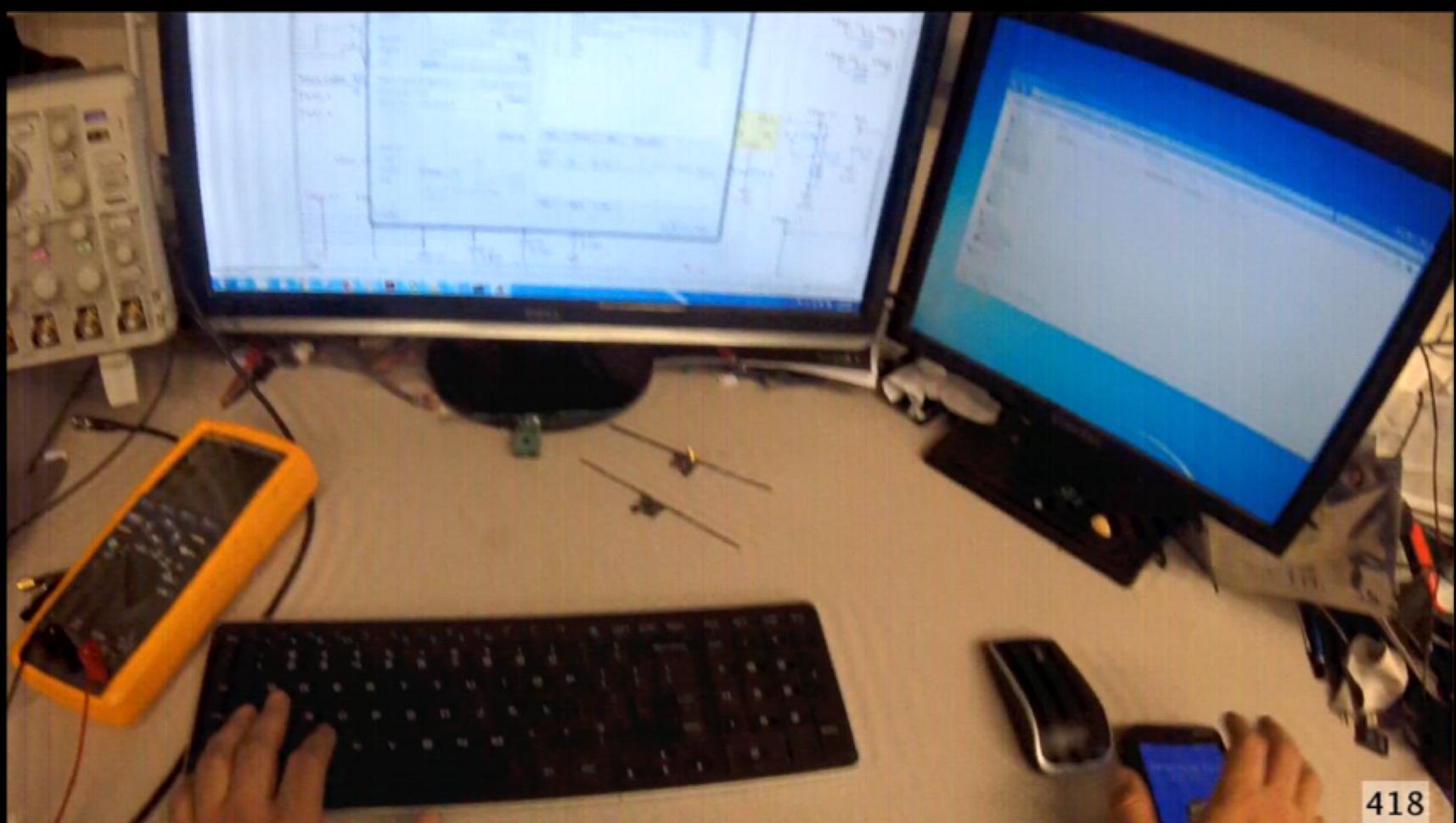
Achieve Low-power Video Streaming



# Contributions

- First demonstration of analog video backscatter that sends pixels directly to the antenna
- Evaluated with multiple prototypes & simulations
  - HD prototype with offline processing of 10fps grayscale 720p analog video backscatter at up to 14ft
  - Spec out an IC that shows 30fps 720p and 1080p video at 252uW and 560uW respectively
  - Live prototype of a 112x112 13fps video stream at 27ft

# Recorded Demo



Ultra Low Power HD Video Streaming

418

# Real-Time Demo

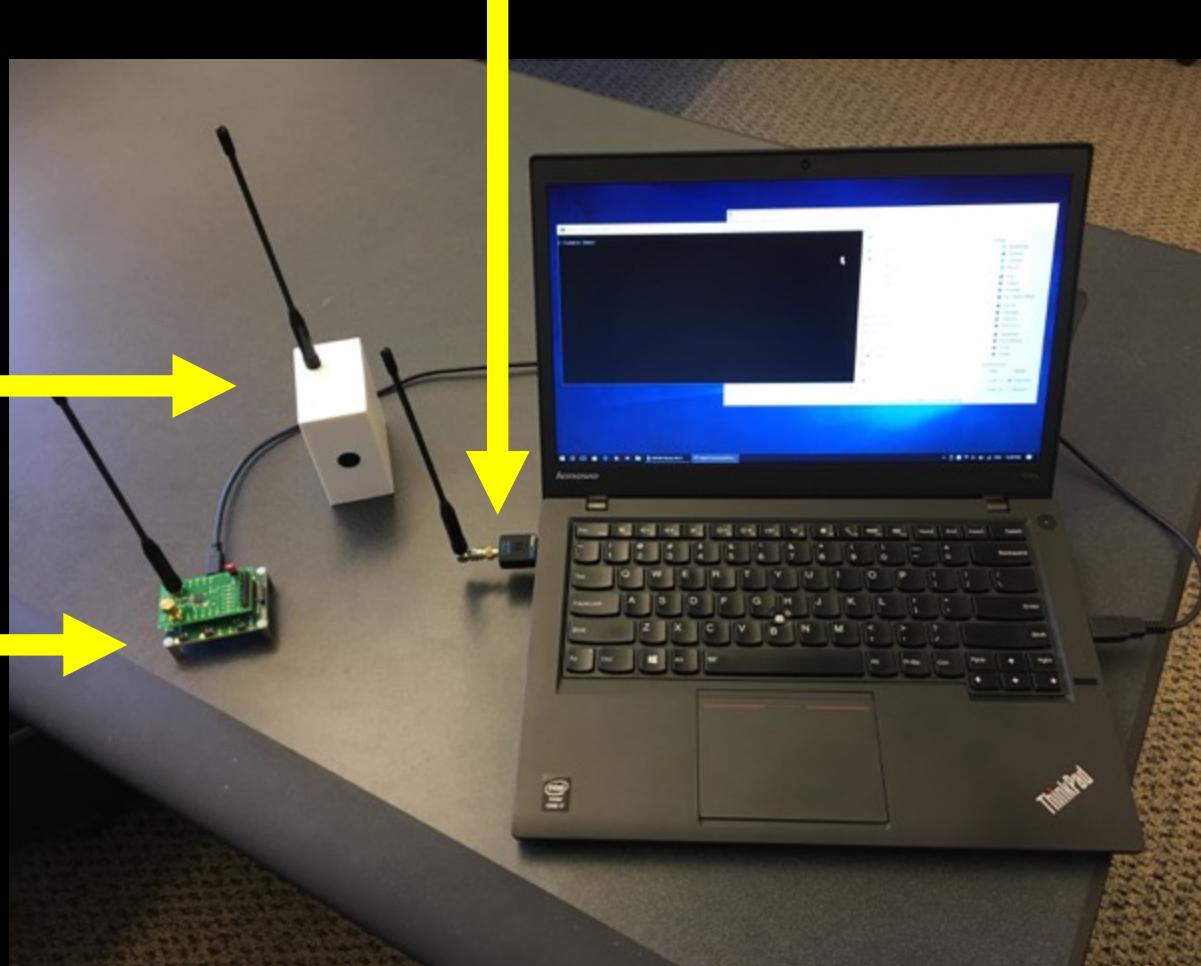
**112 X 112 Resolution Video Streaming**

# Demo 2

**Low-resolution  
camera**

**Single tone  
transmitter**

**Receiver**

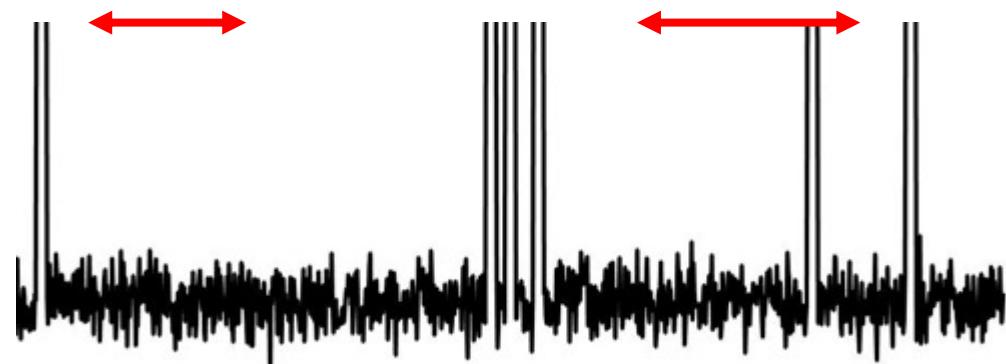


# Technical Challenges

1. Analog video has lower quality than digital video

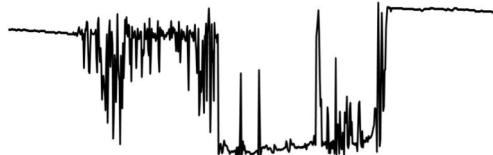


# Solution 1: Inspiration from Human Brain Signals

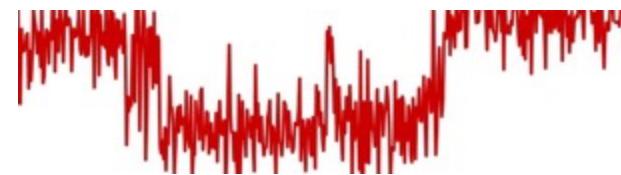


Neuron Spiking Signal

Analog  
Pixels



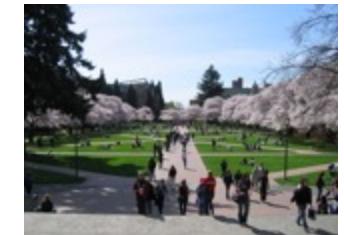
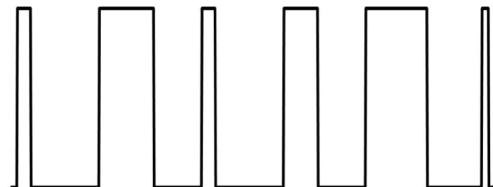
Received Signal



Received Image

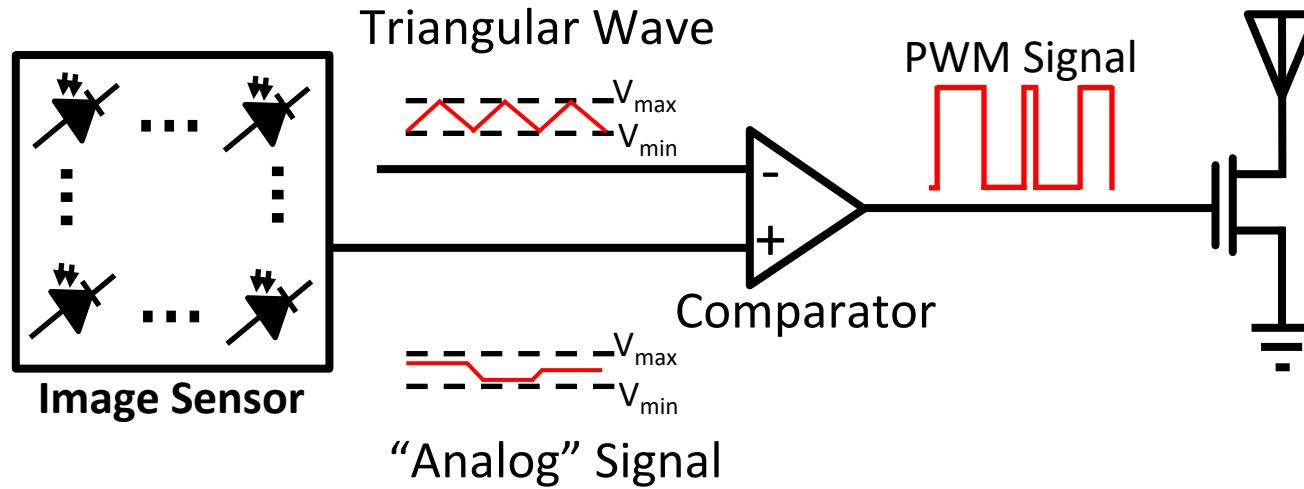


Pulse-width  
Modulation



# Solution 1: Inspiration from Human Brain Signals

We create pulse width modulated pixels using analog hardware



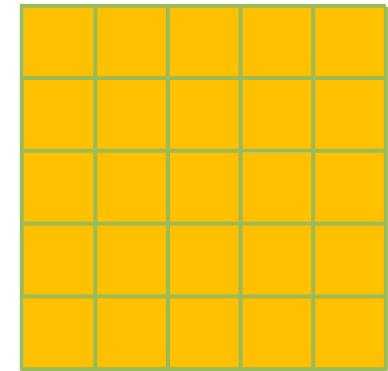
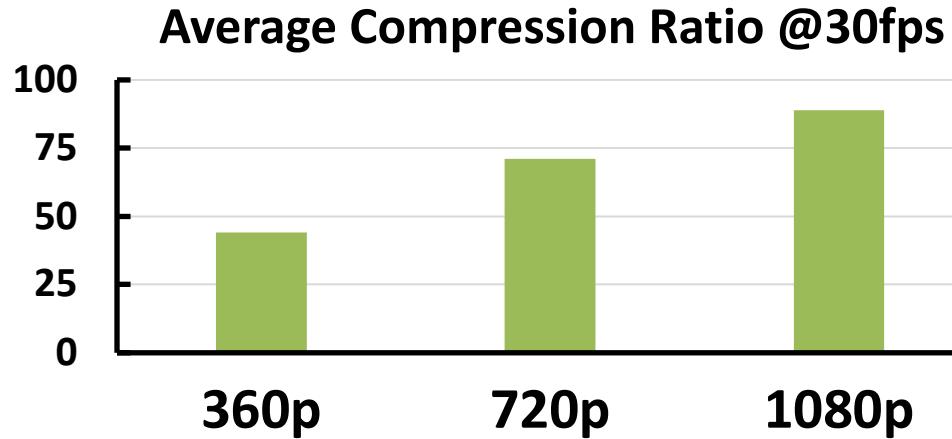
Overcome the curse of analog video

# Technical Challenges

1. Analog video has lower quality than digital video
2. Benefits of digital compression are lost in analog

# Our Intra-Frame Compression

- Adjacent pixels are fairly similar
- We send video in zig-zag manner
- Reduces average wireless bandwidth



Across 100 HD-resolution YouTube videos

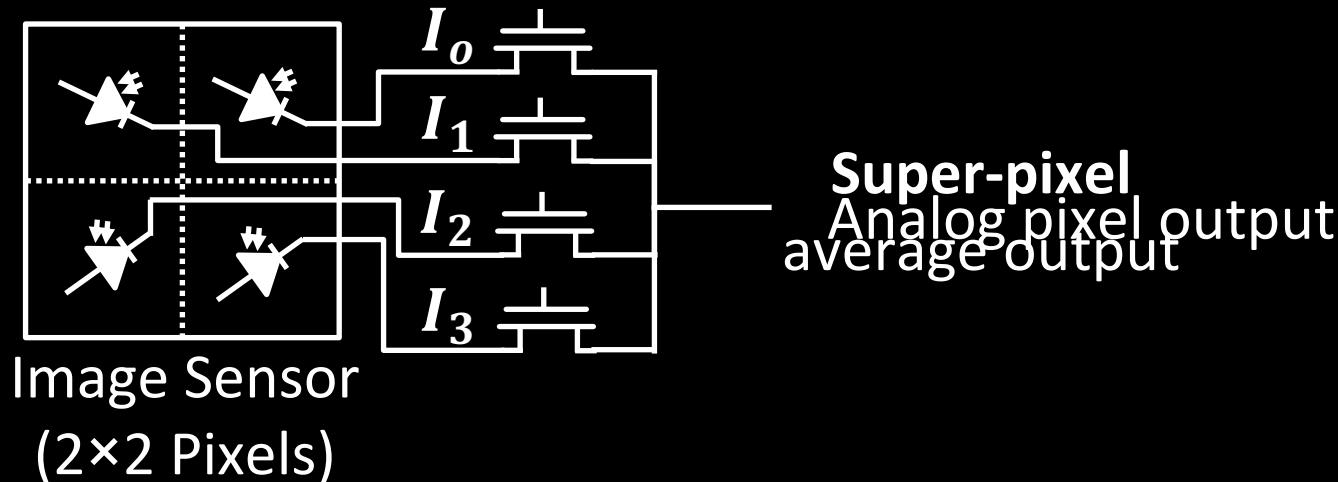
Reduces BW for 720p@30 analog video 70x

# Our Inter-Frame Compression Algorithm

What kind of operation can we perform?

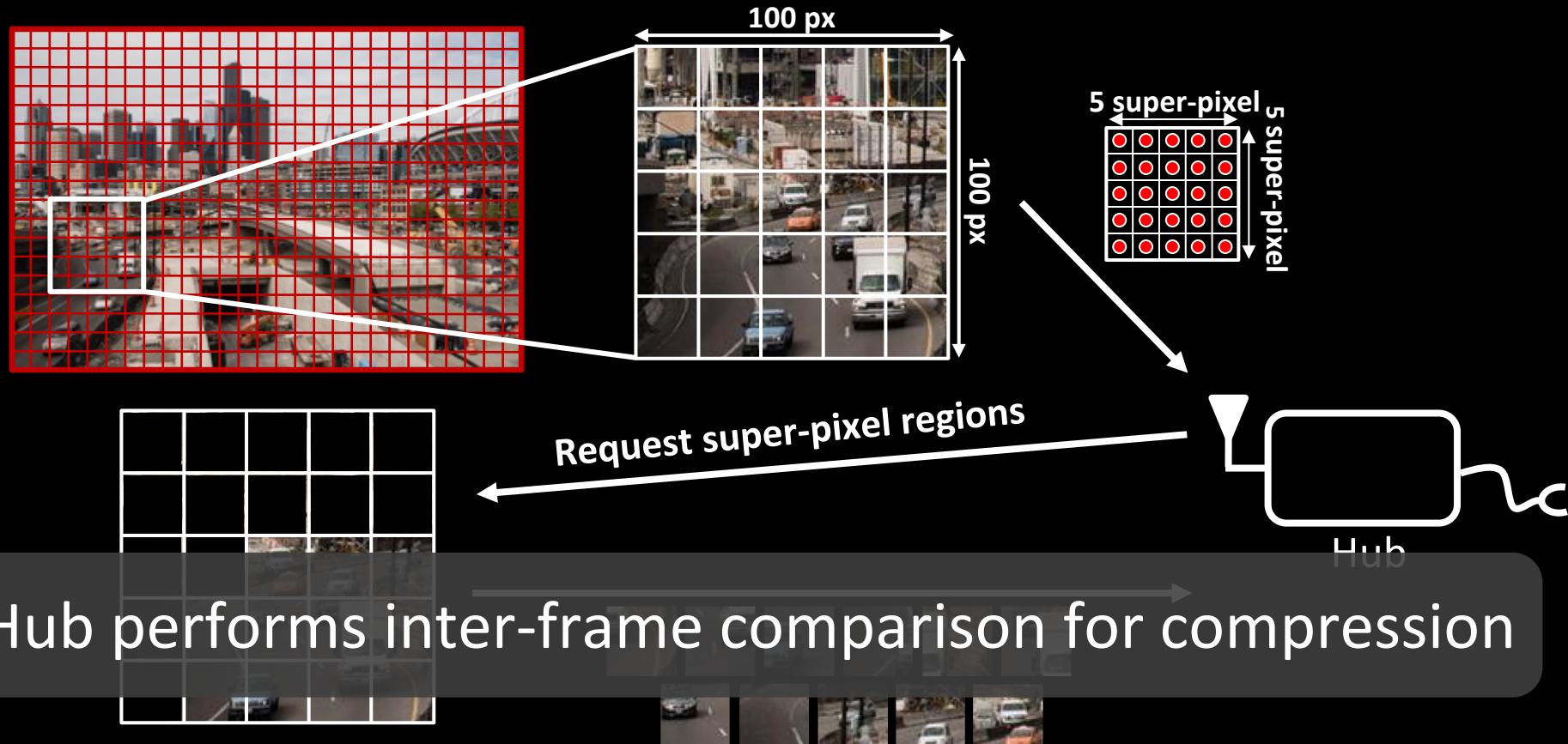
- ❖ Analog Domain
- ❖ Low-power

→ Averaging Operation



# Our Inter-Frame Compression Algorithm

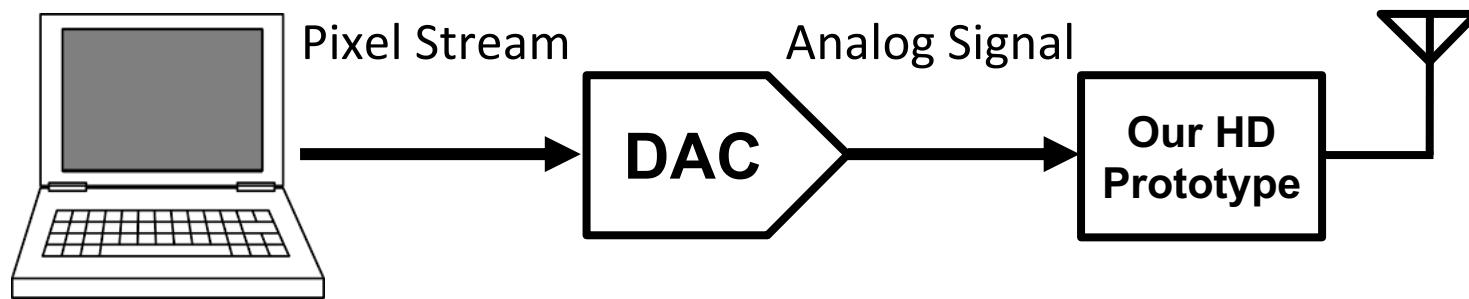
- Low-power analog computation → super-pixel
- Distributed compression algorithm



# Implementation

## HD video streaming prototype

- Play HD videos from a PC to a DAC
- Custom backscatter switch



## Low-resolution video streaming prototype

- 112×112 grayscale low-power camera
- Low-power Igloo Nano FPGA



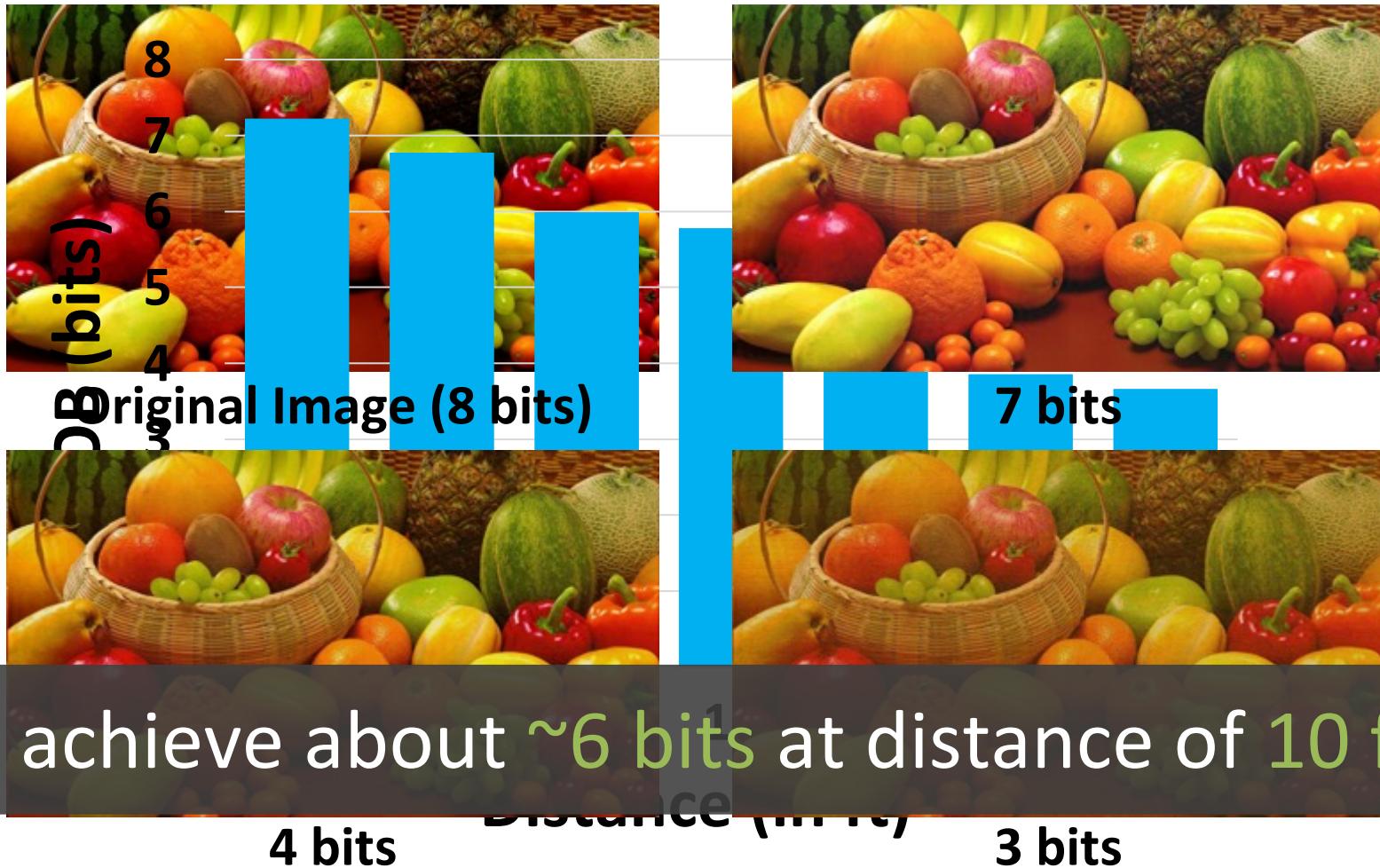
# Evaluation

We evaluate three main aspects

- ❖ Quality of received videos
- ❖ Our compression algorithm
- ❖ Power consumption

# Evaluation: HD Video Quality

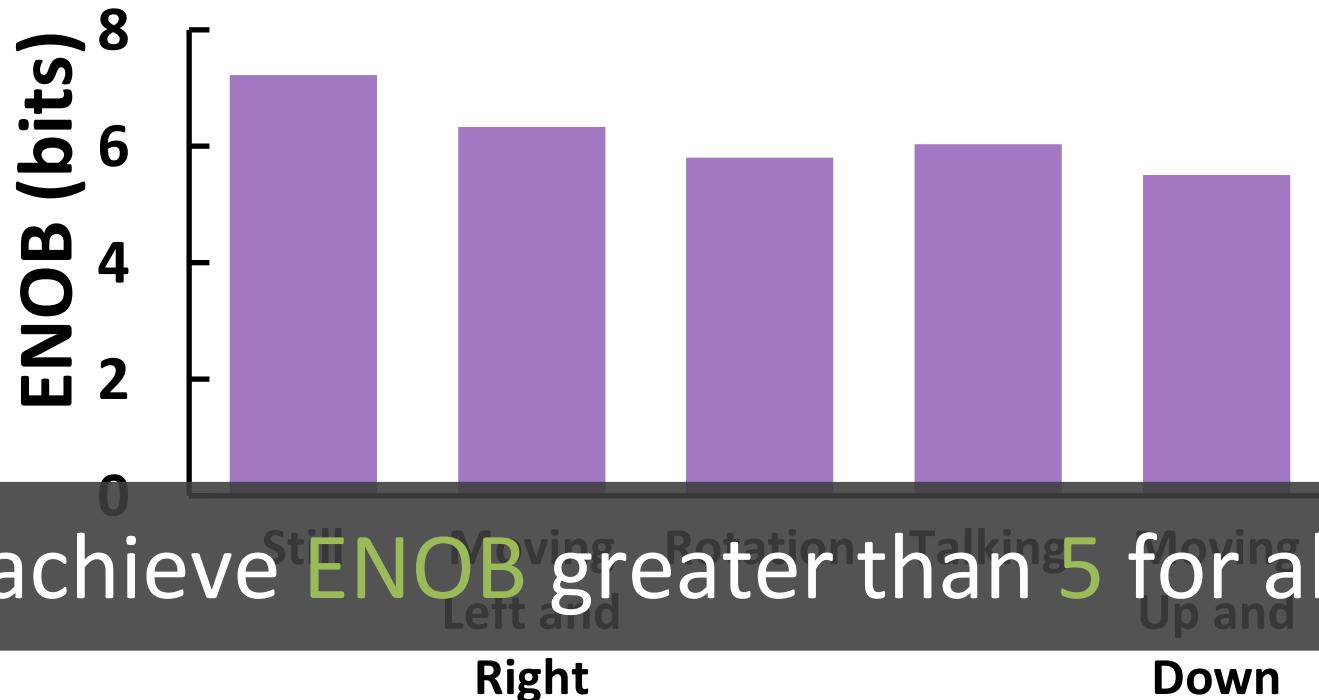
## Effective Number of Bits (ENOB)



# Evaluation: HD Video Quality (Mobility)

## Effective Number of Bits (ENOB)

- Put our prototype antenna on a participant head
- We asked participant to perform different poses



# Evaluation

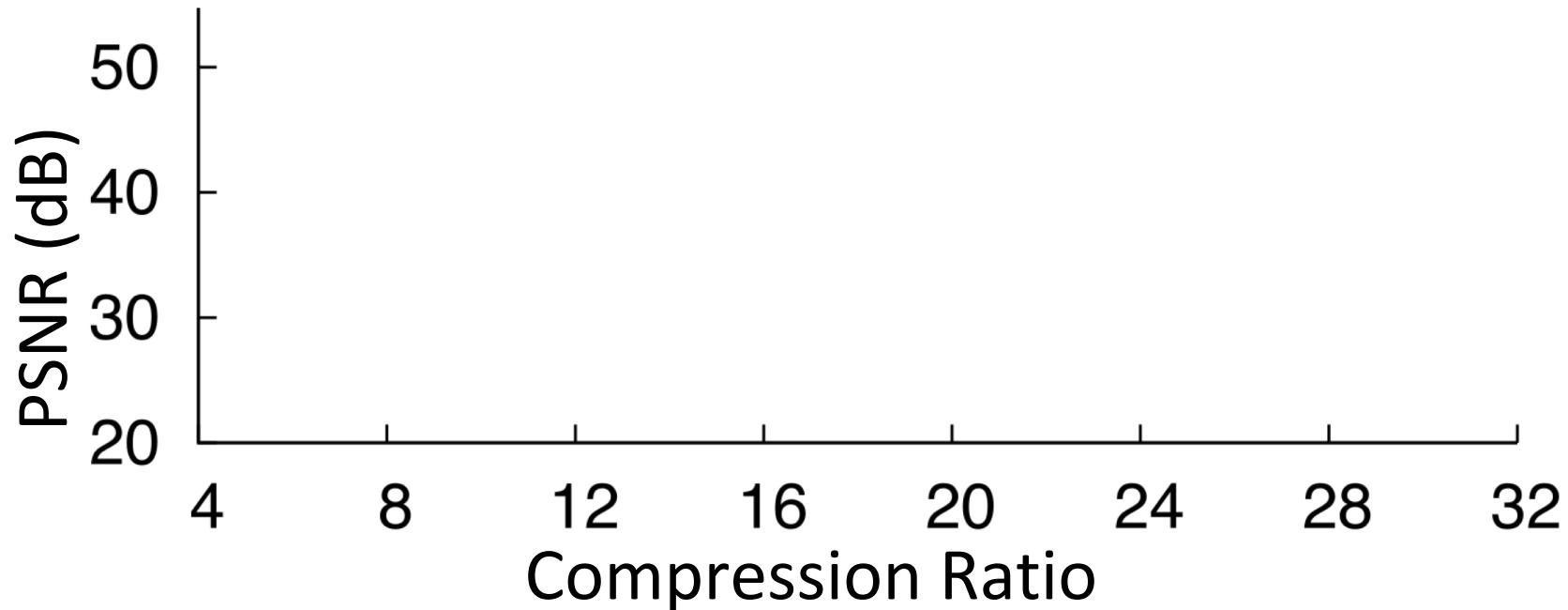
We evaluate three main aspects

- ❖ Quality of received videos
- ❖ Our compression algorithm
- ❖ Power consumption

# Evaluation: Inter-Frame Compression Algorithm

We record videos from a normal lab space

We change super-pixel size to evaluate our algorithm



# Evaluation

We evaluate three main aspects

- ❖ Quality of received videos
- ❖ Our compression algorithm
- ❖ Power consumption

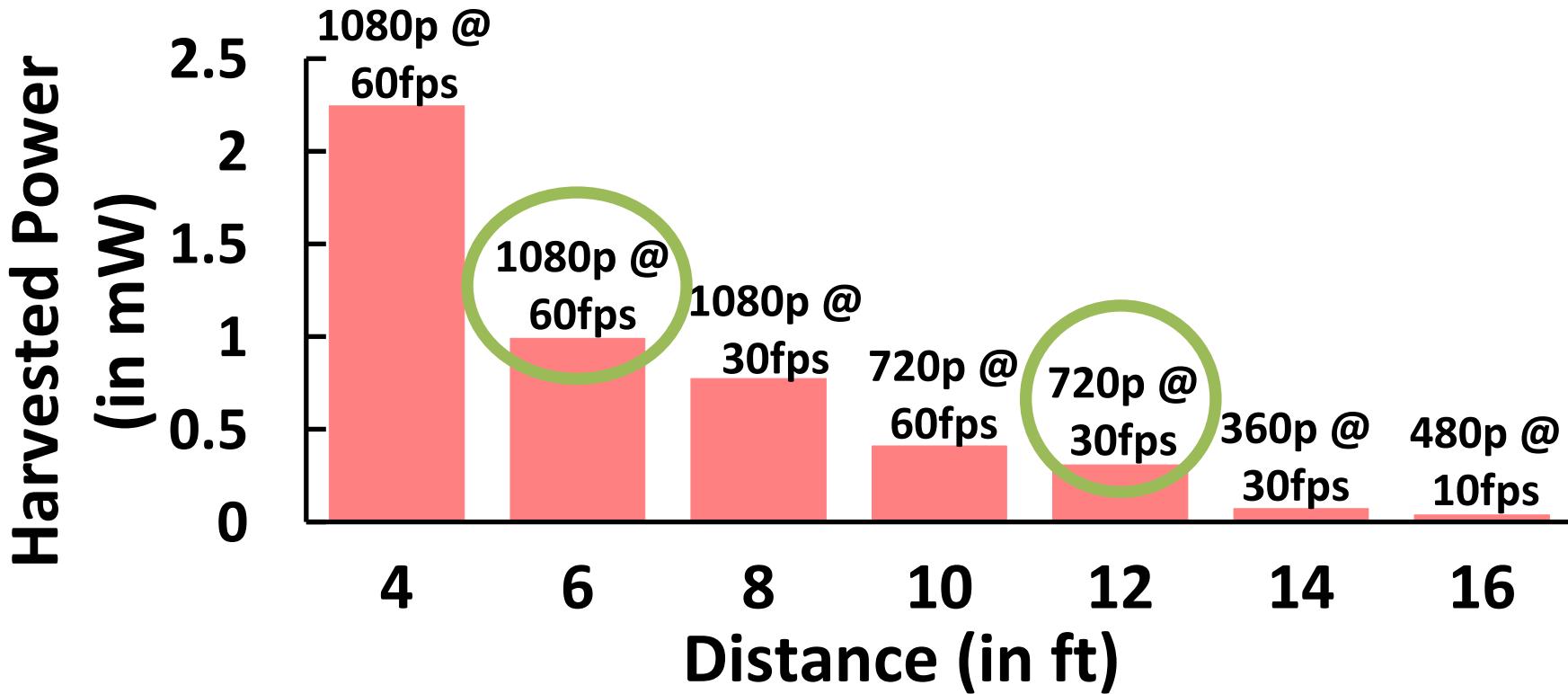
# Evaluation: Power Consumption

We spec out an IC to emulate power consumption

- Verilog camera interface, PWM converter, & RF switches
- TSMC 65nm LP Process

Frame Rate	60 fps	30 fps	10 fps
Video Quality	Power ( $\mu$ W)	Power ( $\mu$ W)	Power ( $\mu$ W)
1080p (1920×1080)	806.50	560.63	167.77
720p (1280×720)	320.94	252.10	78.31
480p (640×480)	126.88	106.78	36.71
360p (480×360)	75.63	65.68	25.11

# Evaluation: Power Consumption



Potential for battery-free video streaming

# Grand Challenge

Design sticker form-factor battery-free camera tags

# Trade-off and Road Ahead

- Tradeoff between video quality and range
- Explore advanced inter-frame compression
- Build battery-free video streaming ASIC

# Contributions

- First demonstration of “analog” video backscatter that sends pixels directly to the antenna
- Evaluated with multiple prototypes & simulations
  - HD prototype with offline processing of 10fps grayscale 720p analog video backscatter at up to 14ft
  - Spec out an IC that shows 30fps 720p and 1080p video at 252uW and 560uW respectively
  - Live prototype of a 112x112 13fps video stream at 27ft