

Unleashing the power of LED-to-camera communications for IoT devices

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Outline

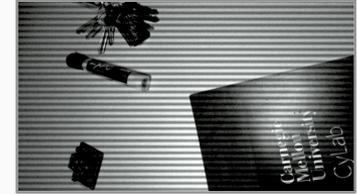
1. Motivations
2. Related Works
3. Platform description
4. Evaluation
5. Conclusion

Motivations

- Add connectivity to consumers electronics products at low cost
- When radio (BLE, NFC, WiFi) does not fit well
- Avoid hardware modifications
- User friendly and easy to use

SMARTPHONE CAMERA and SMALL LOW COST LEDs

- LED to Camera communication has already been studied
- Rolling Shutter Effect based
 - [1] Kuo, Y.-S., Pannuto, P. (2014). **Luxapose**. MobiCom '14
 - [2] Lee, H., Lin, H. (2015). **RollingLight** : Enabling Line-of-Sight Light-to-Camera Communications. Mobisys '15
 - [3] Ferrandiz-Lahuerta, J., Camps-Mur, D. (2015). **A reliable asynchronous protocol for VLC communications based on the rolling shutter effect**. GLOBECOM '15
 - [4] Rajagopal, N., Lazik, P. (2014). **Visual light landmarks for mobile devices**. Journal of Lightwave Technology.
 - [5] Hao, J., Yang, Y. **CeilingCast**: Energy Efficient and Location-Bound Broadcast Through LED-Camera Communication. INFOCOM '16
- UFSOOK [6] Roberts, R. D. (2013). Undersampled frequency shift ON-OFF keying (**UFSOOK**) for camera communications (CamCom). WOCC '13



BUT THEY ALL TARGET LIGHTING PURPOSE LEDS

Related Works

	Description	Computation Time	Modulation	Througput	Range
[2] RollingLight	LOS CeilingSpot LED	ROI Detection: ? performed only once Demodulation : 18.1ms	FSK	12 Bps	600 pixels
[3] Ferrandiz-Lahuerta	NON LOS Ceiling LED	ROI Detection: NA Demodulation : 18.1ms	OOK	700 bps	3m
[4] Visual Light Landmarks	NON LOS Ceiling LED	ROI Detection: NA Demod.: 18.1ms	FSK	1.25 Bps	3m
[5] Ceiling Cast	LOS LED strips	ROI Detection: ? performed only once Demod.: 9 ms	OOK	480 bps / LED	5m
[1] Luxapose	LOS Ceiling LED	Full algorithm : 300 ms on a cloudlet	OOK FSK	NA : indoor loc.	2.5m

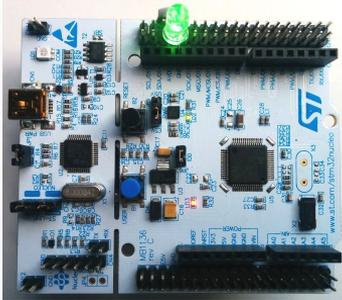
Motivations

- Can we apply previous works to small colour LED ?
- Adapt them to our context
- How much throughput ?
- Is our solution robust against ...
 - Indoor illumination ?
 - Sun ?
 - Motion ?
 - Distance ?



Platform description

Emitter : STM32 Cortex M0+



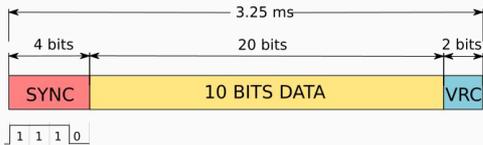
Receiver : LG Nexus 5



Platform description

Emitter : STM32 Cortex M0+

- 6 kHz On-Off-Keying modulation
- Manchester RLL code
- 10 bits payload + 2 parity bits

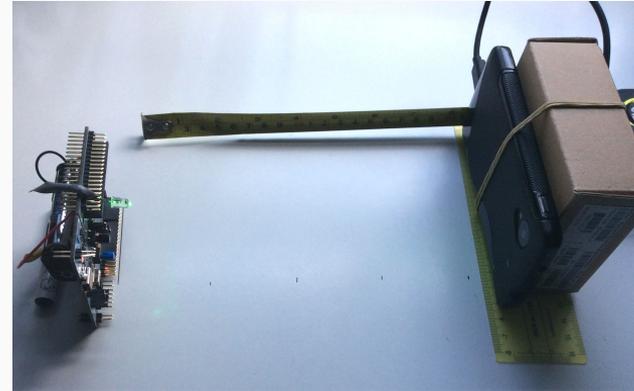


Receiver : LG Nexus 5

- Android Marshmallow 6.0 (API 23)
- 30 fps
- Sensor sensitivity : ISO 6400
- Exposure Time : 1/100000 s

Evaluation

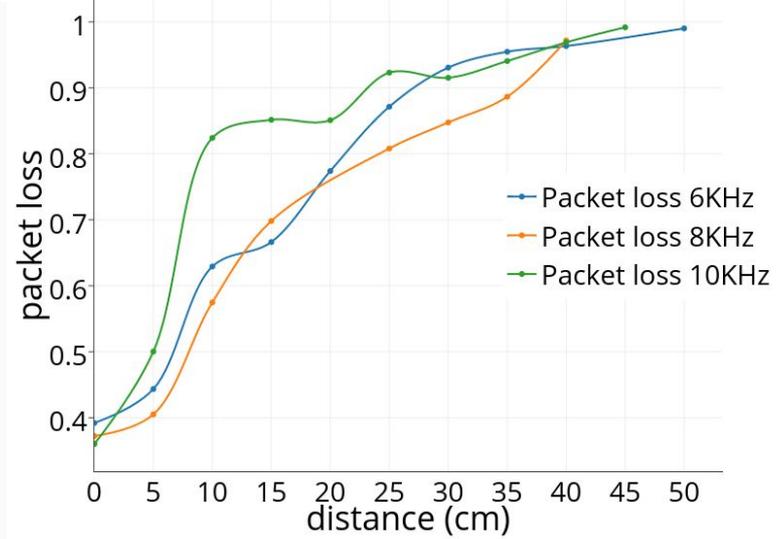
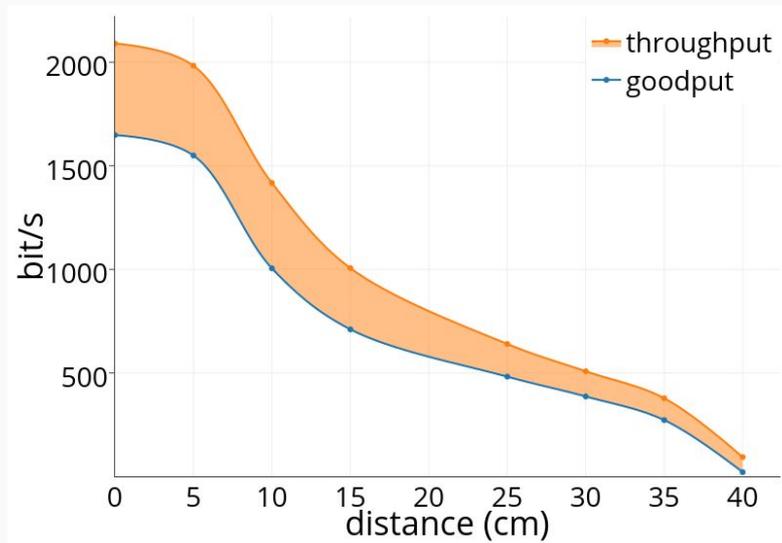
- Distance
- Illumination
- User impact
- Angle
- Algorithm performance



Evaluation

Distance

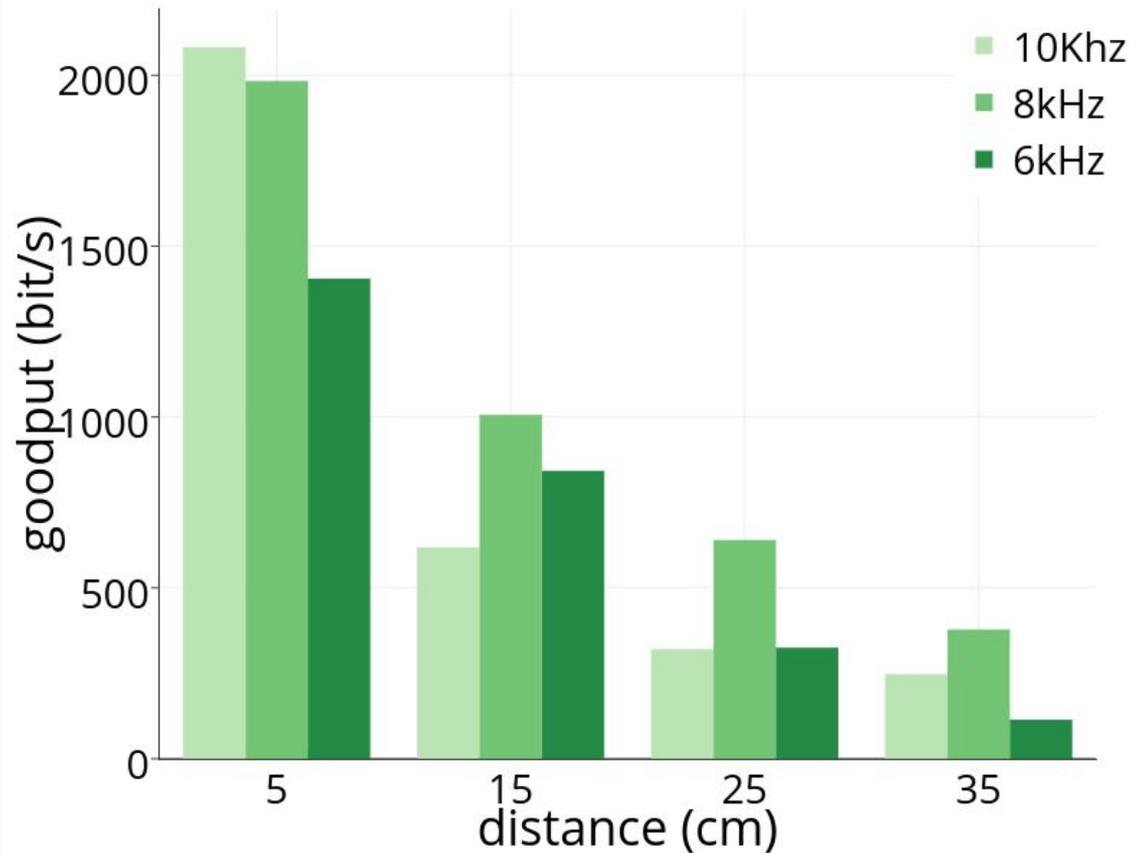
- 6 kHz Clock Rate
- 1600 bits/sec at 5cm
- / 2 at 15 cm
- Distance reduce the ROI on each frame



Evaluation

Frequency

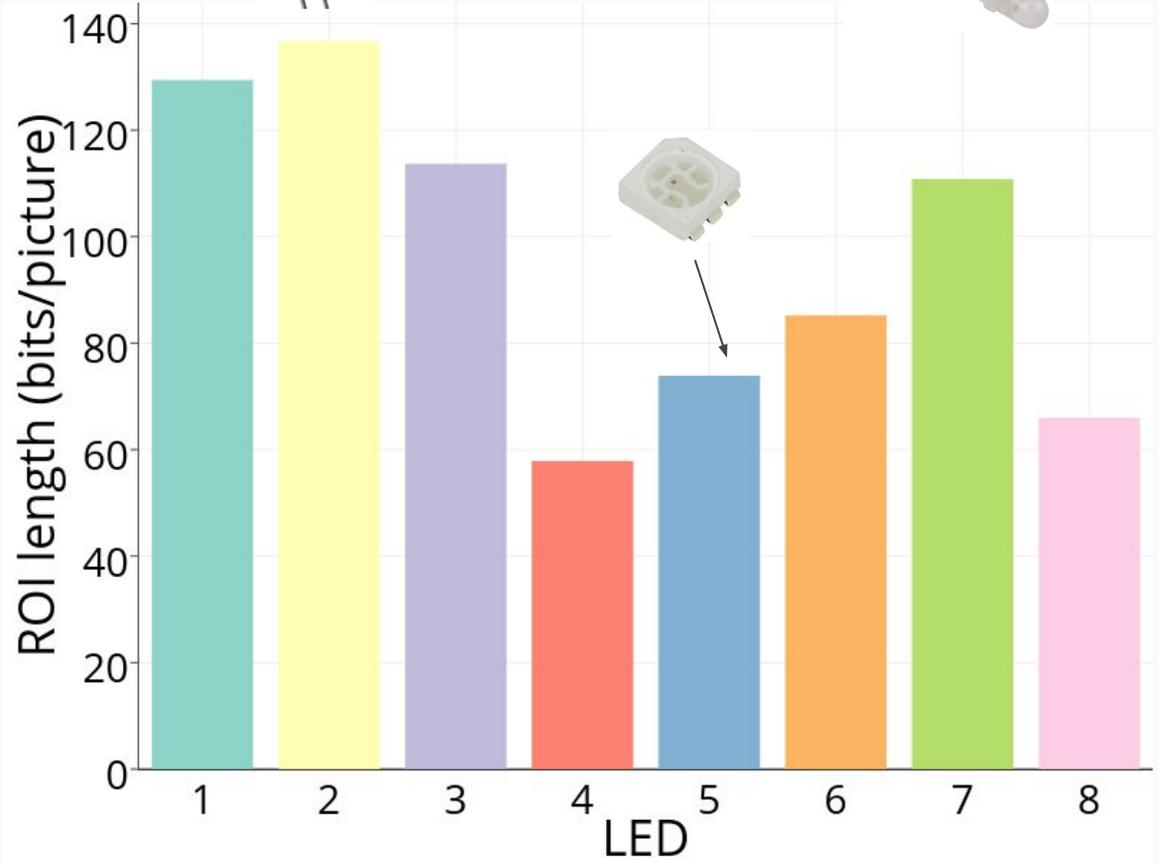
- $f > 8$ kHz introduce decoding error
- Due to the camera row scan freq.
- High frequency -> smaller packets -> increase range



Evaluation

LEDs

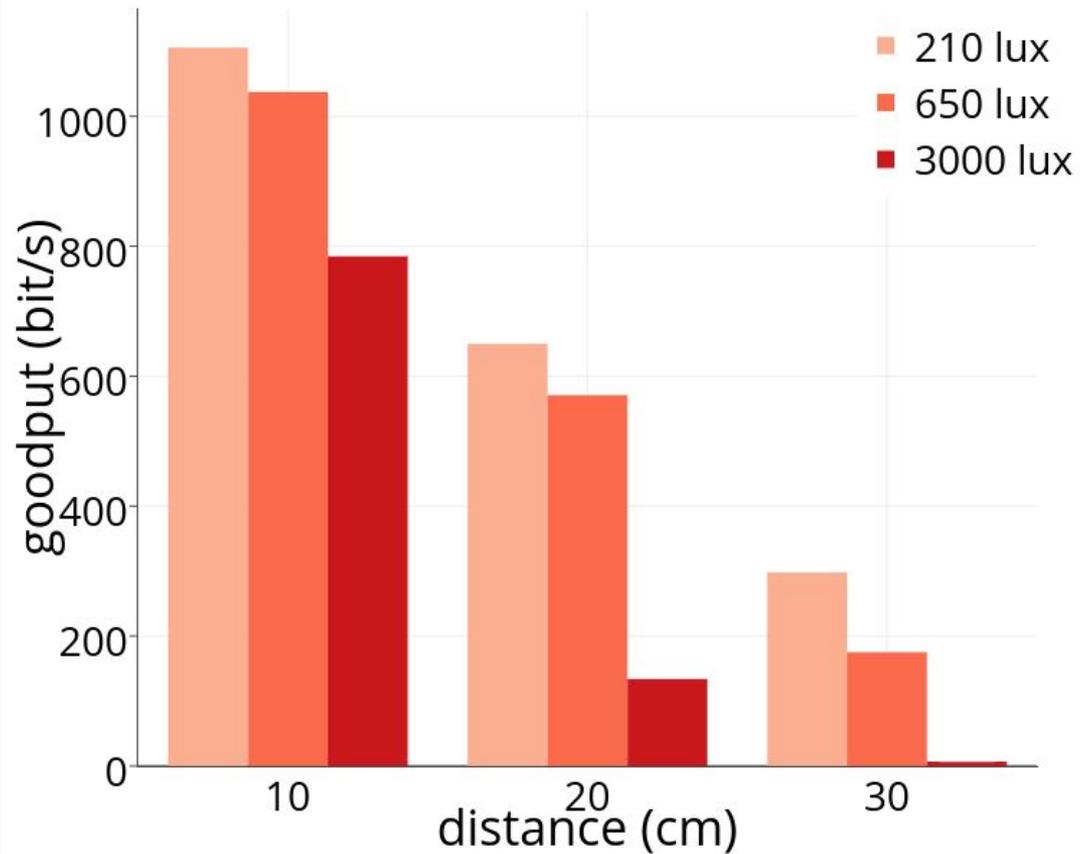
- Green LED is better (2, 7, 5)
- Lens
- Different half power angle
- SMB LEDs (4, 5)



Evaluation

Illumination

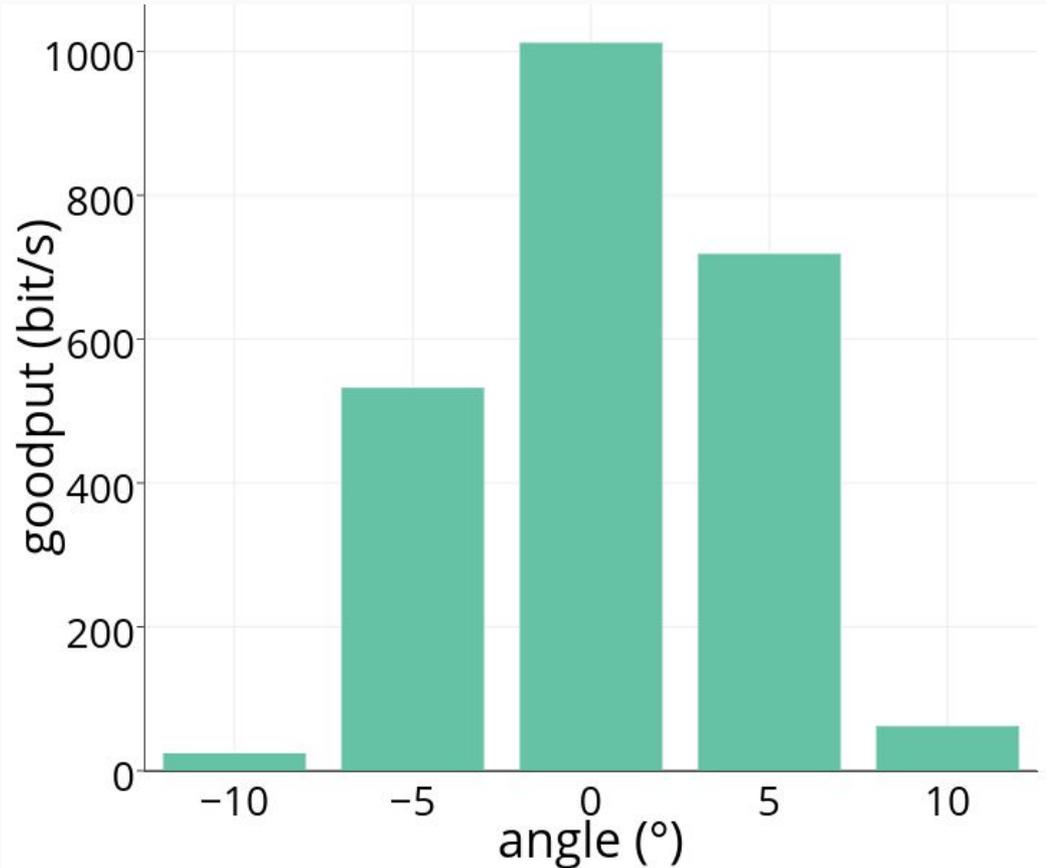
- Robust in most indoor condition
- 650 lux \approx standard indoor illumination for desk work
- Broken by sun due to CMOS sensor saturation



Evaluation

Angle

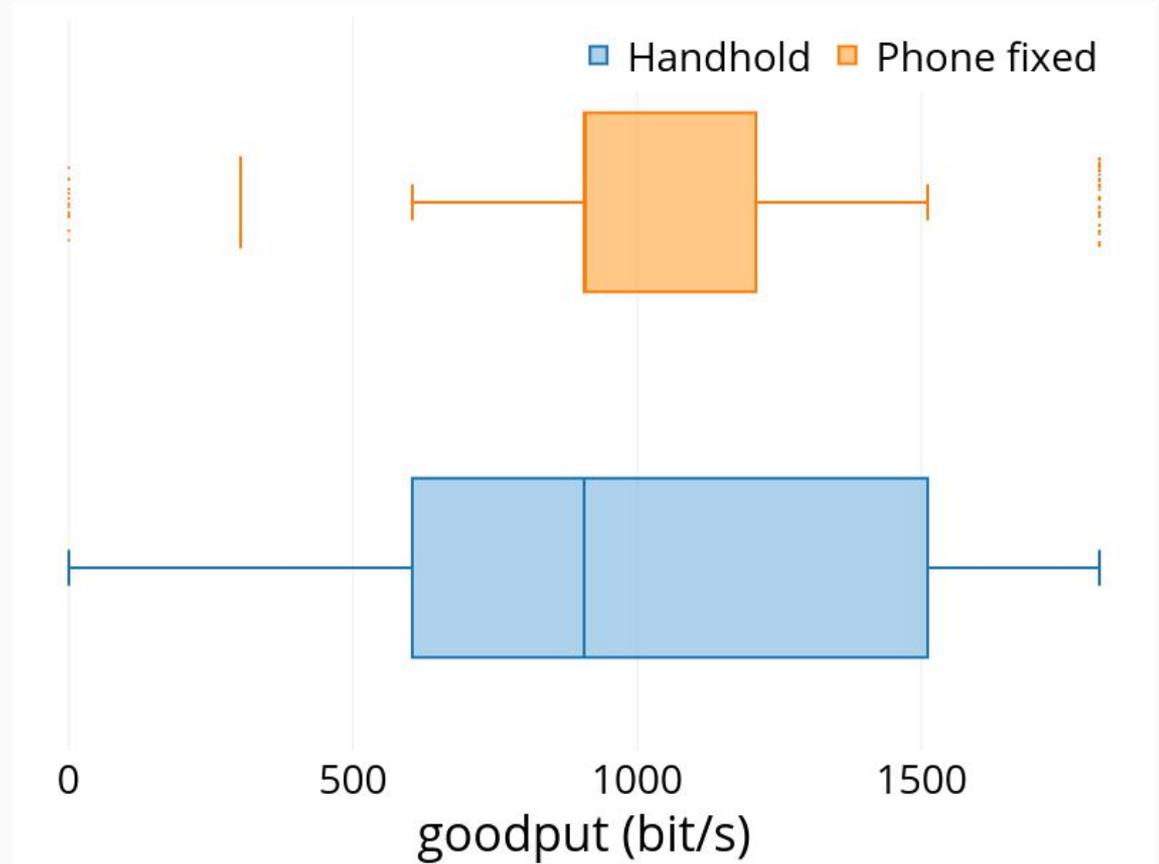
- At 10 cm
- Half-power angle LED (15 - 30°)
- Could be fixed using another kind of LED
- But max throughput will decrease



Evaluation

User impact

- Holding a smartphone, user introduce small angle changes
- High throughput change !



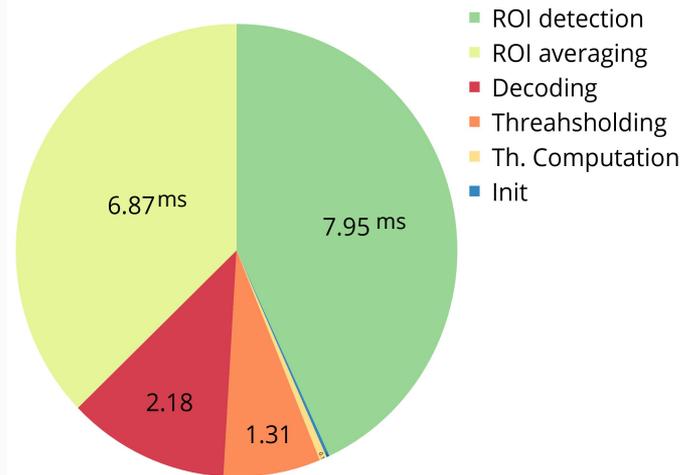
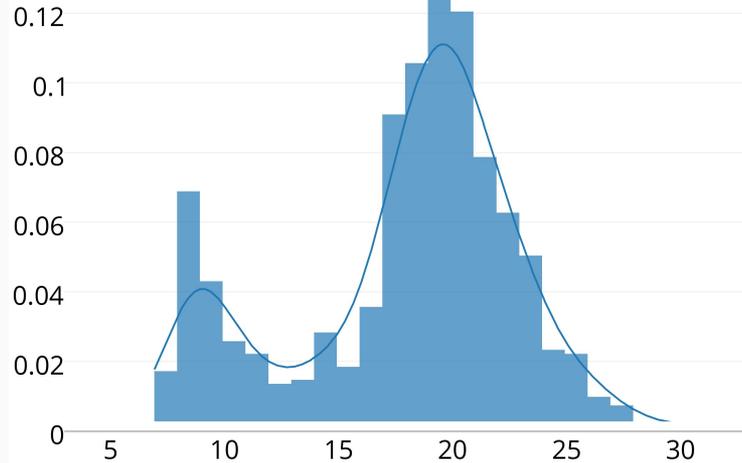
Evaluation

Algorithm performances

→ Real time

→ 18.4 ms on average

→ LED position is computed on each frame (every 33 ms)

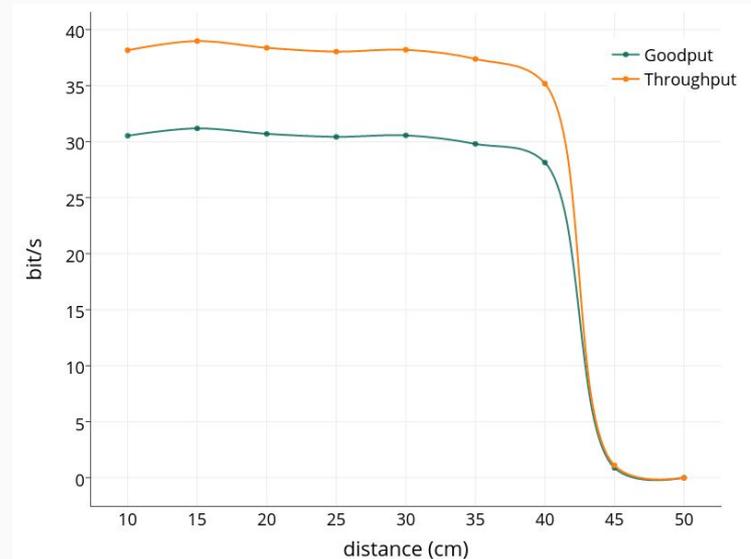
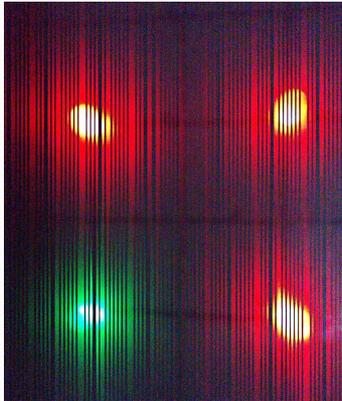


Conclusion

- Using **small color LEDs** is feasible
- Performance and impact of environment factors has been evaluated
- **1,6 kbit/sec** in **short range conditions** (5cm)
- **Real time** computation
- Robust against motion

Further work

- Study smartphone to LED using flashlight
- Multiple LEDs communications



Thank you for listening !
Questions time



Rolling Shutter Effect

