Receiving data through low-end smartphones



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Background

2003 - first experiments with visible light communication (VLC) with an camera [1]

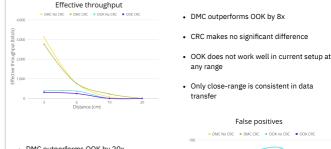
2012 - spectrum crunch becomes worrisome [2]

2017 - first real-life applications with visible light communication [3]

Research Question

How can we demodulate an optical signal with low-end smartphones that are limited computational resources affecting latency and throughput?

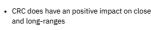
Results



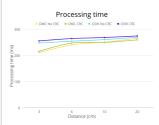
- · DMC outperforms OOK by 8x · CRC makes no significant difference
- any range · Only close-range is consistent in data

False positives ■ DMC No CRC ■ DMC CRC ■ OOK no CRC ■ OOK CRC

· DMC outperforms OOK by 20x



· At long range the header is undetectable, which results in no message at all



- · Distance is not significant for processing
- · OOK is expected to be much faster but still is actually slower than DMC
- · Extra computation caused by CRC is

Transmitter

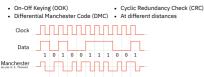
- · Arduino DUE with LED
- · Modulate data by flickering the LED at a high frequency

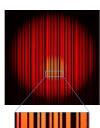
Receiver

· 240fps smartphone camera + Android app

Methodology

- · Use rolling shutter effect for demodulating Experiment with different demodulation techniques:







Future work

Conclusion

· Experiment with different clock speeds and message lengths

· Algorithms used in this setup is only effective at close-range · Higher throughput is desired over longer messages

· Use different low-end smartphones

· DMC is significantly better than OOK

- · Change the detection and tracking algorithm
- · Create an optimal Pareto front

