

High Speed and Low Cost One-to-Many VLC Using Polymer-Dispersed Liquid Crystals

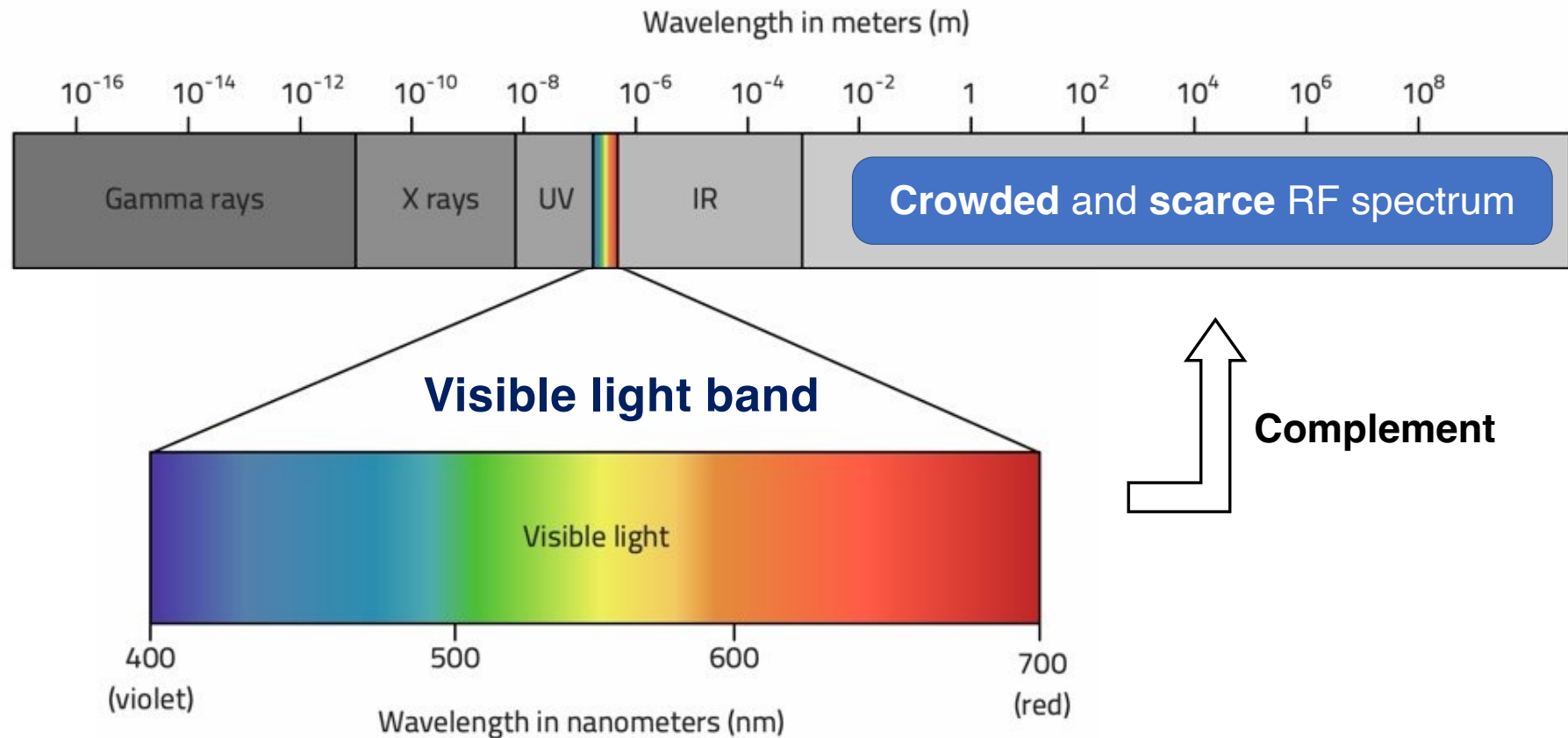
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Department of Computer Science and Engineering

Shanghai Jiao Tong University

- **Background and Motivation**
- Compressive Sensing and Hierarchical Coding
- System Design
- Evaluation
- Conclusion

From Radio Frequency to Visible Light

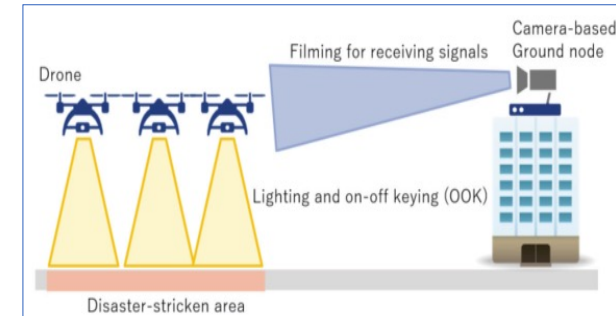


From Radio Frequency to Visible Light



VLC v.s RF

- Not regulated and license-free
- Extremely rich spectrum
- Widely-deployed infrastructure
- Energy efficient



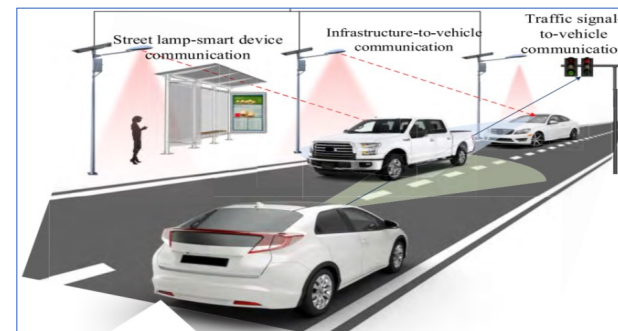
Drone Communication



Data Sharing



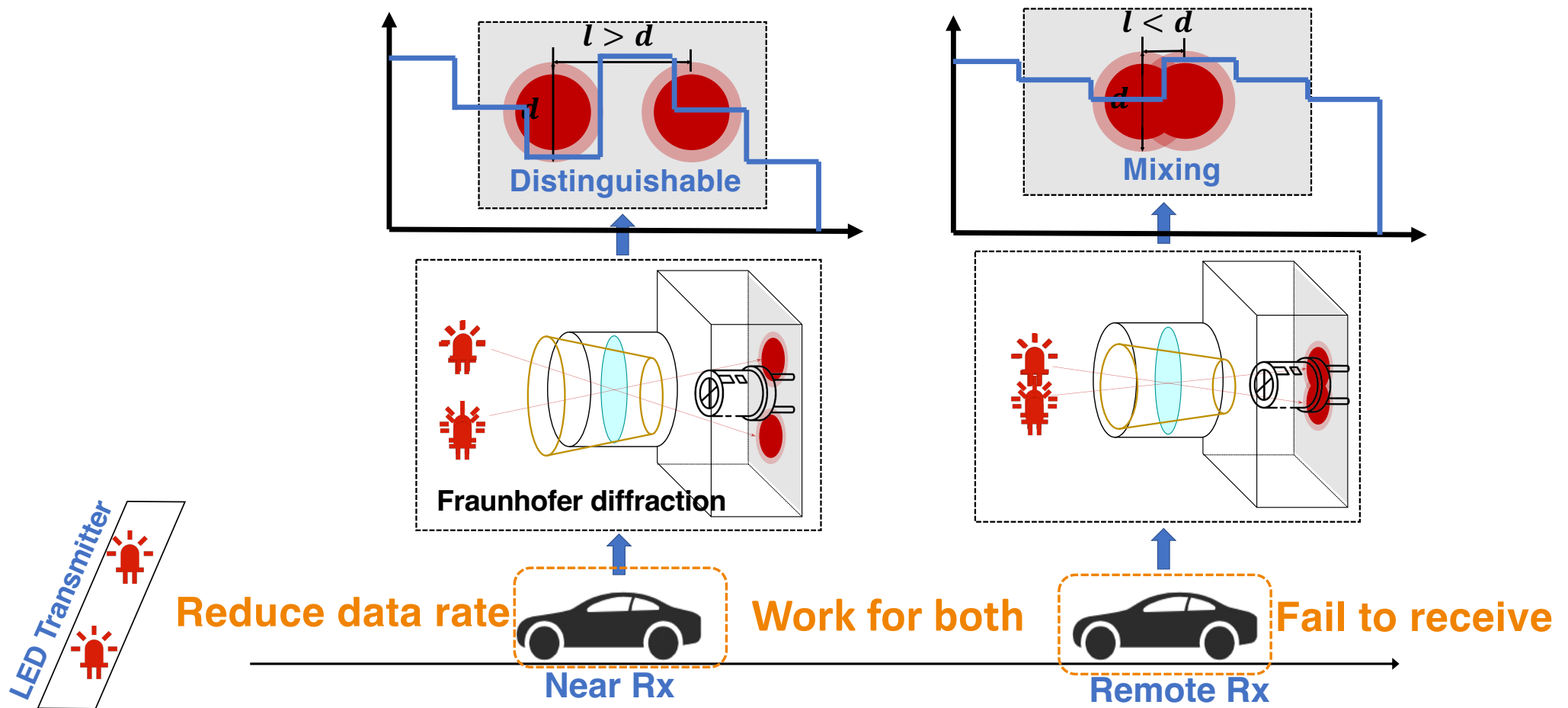
Indoor Positioning



V2X Communication

Limitation in One-to-Many Communication

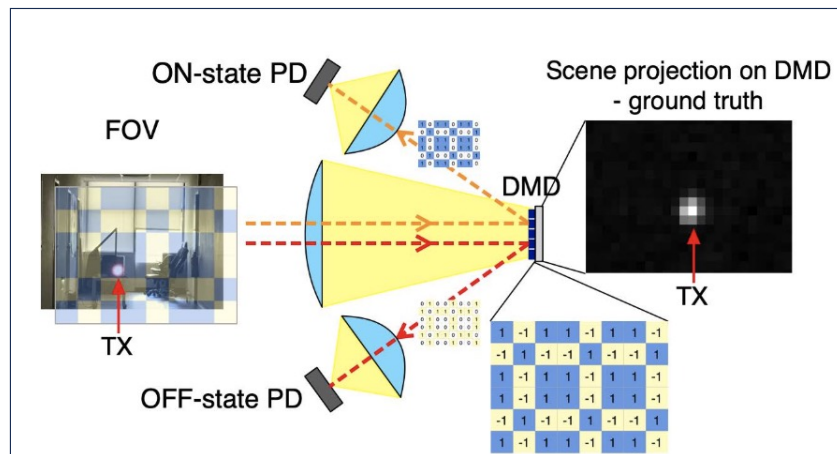
➤ **Distance** limits the performance in one-to-many communication.



Motivation

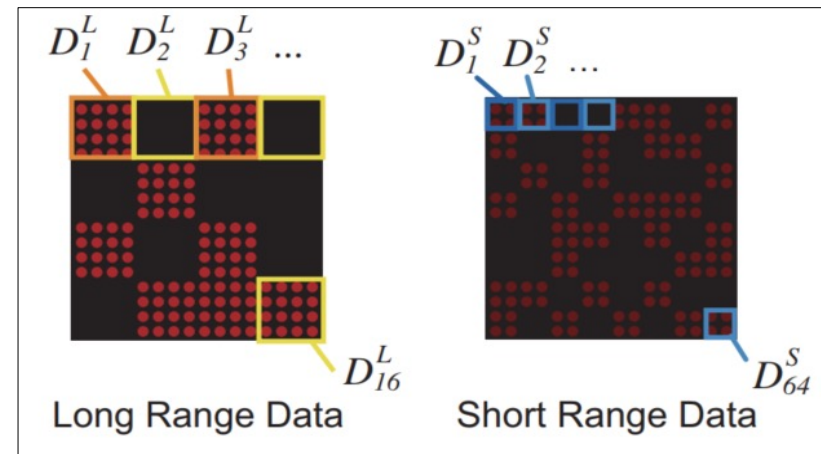


- RayTrack @ MobiSys'2021
- Digital Micro-mirror Devices (DMD)
- $\approx 1500\$, > 10\text{kHz}$



High-speed but high-cost

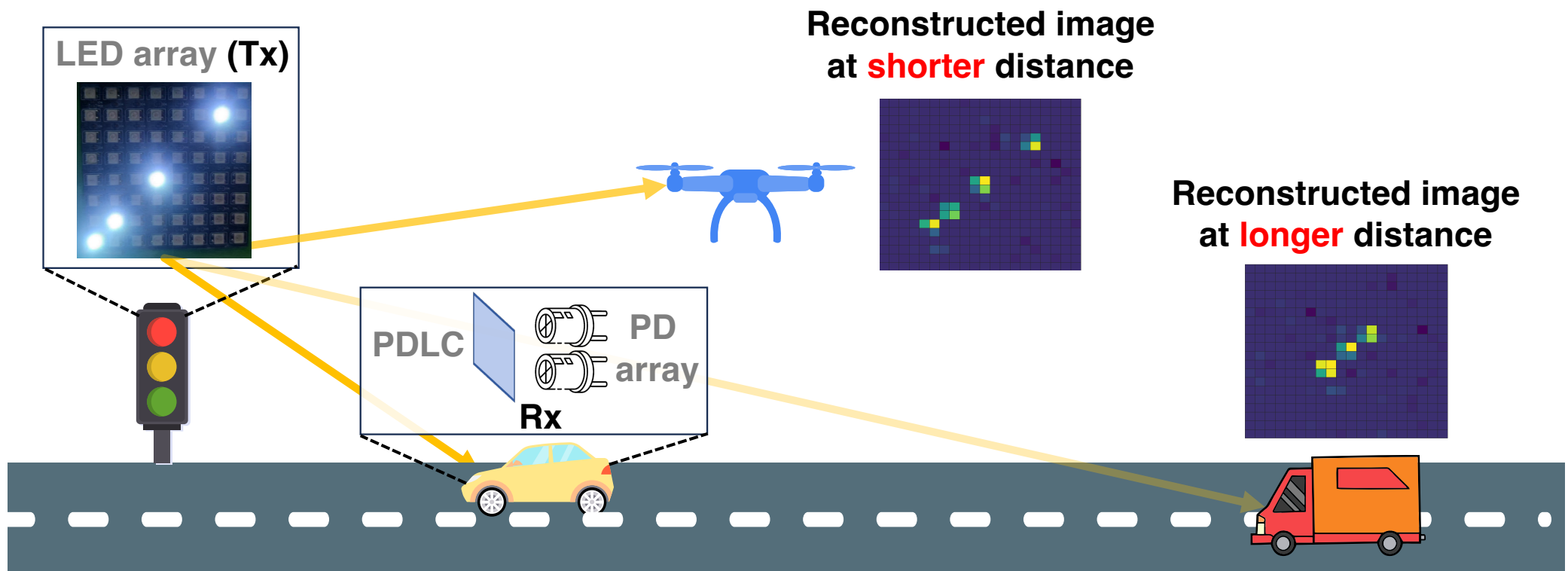
- Overlay Coding @ IEEE ITSC'2011
- Camera as receiver
- Block-based coding



Low-cost but low-speed

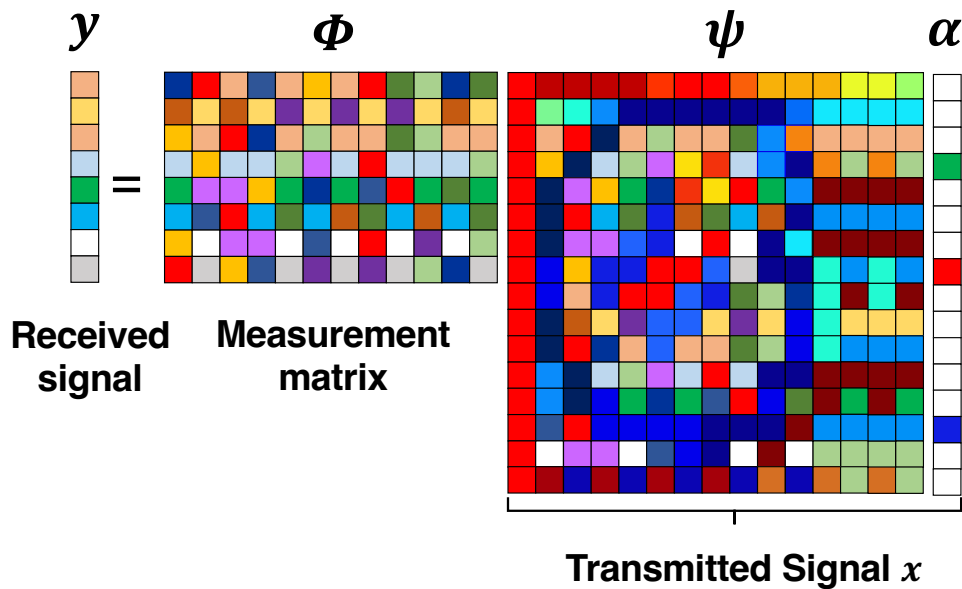
Our Proposal

- *Low-cost* **Polymer-Dispersed Liquid Crystals (PDLC)**
- *High-speed* **Compressive Sensing (CS)**

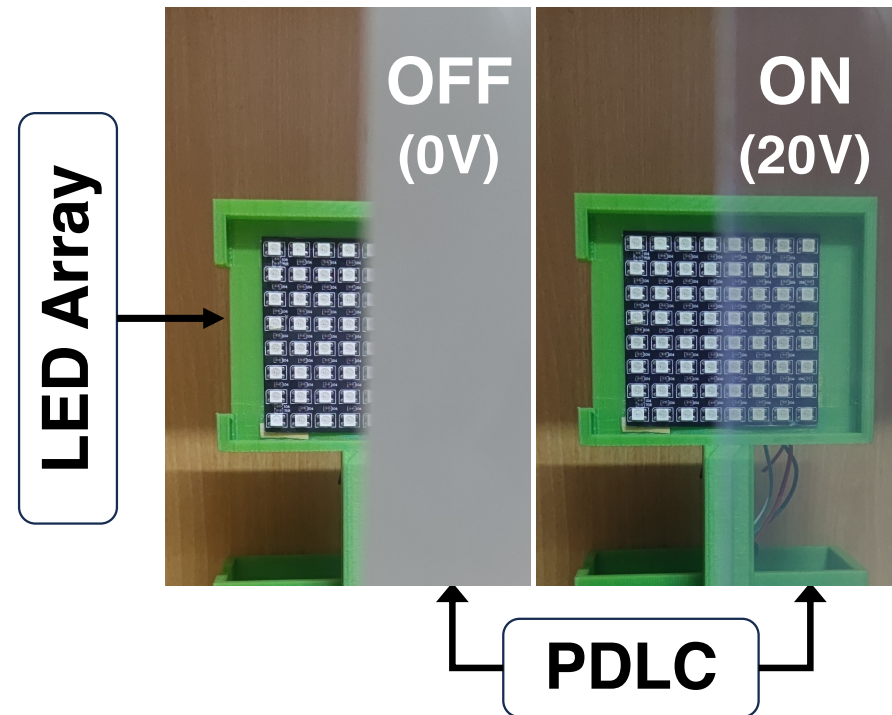


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➤ Compressive Sensing



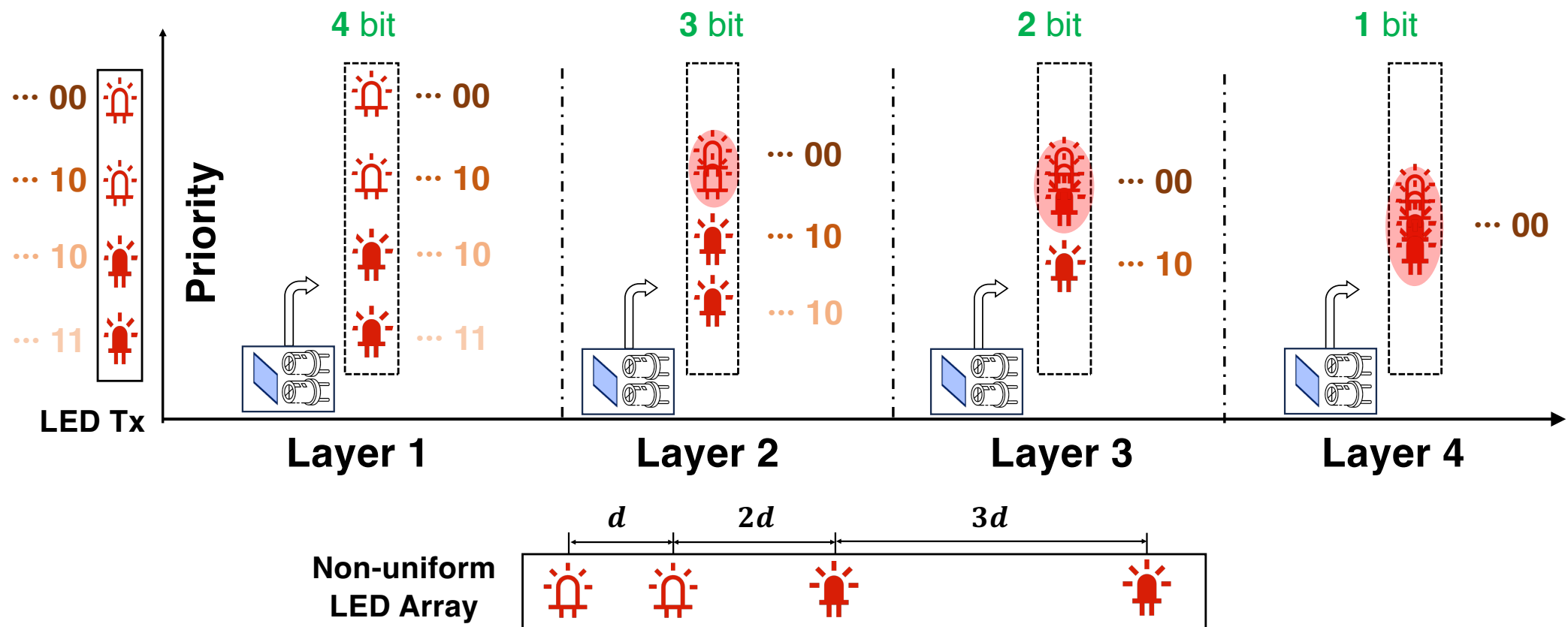
➤ Polymer-Dispersed Liquid Crystals



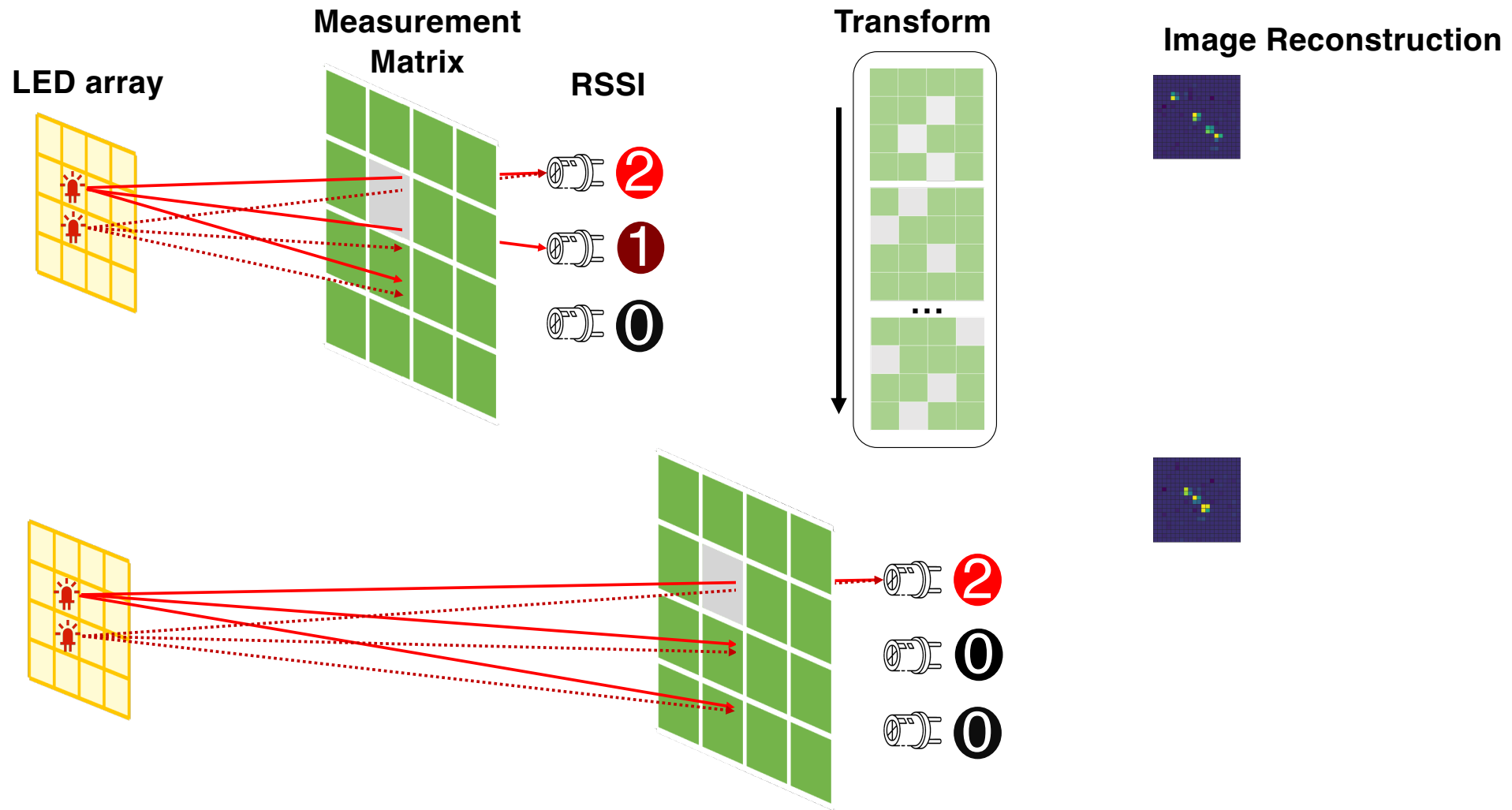
Hierarchical Coding

➤ Multi-priority broadcast

 off-LED  on-LED  mix-LED

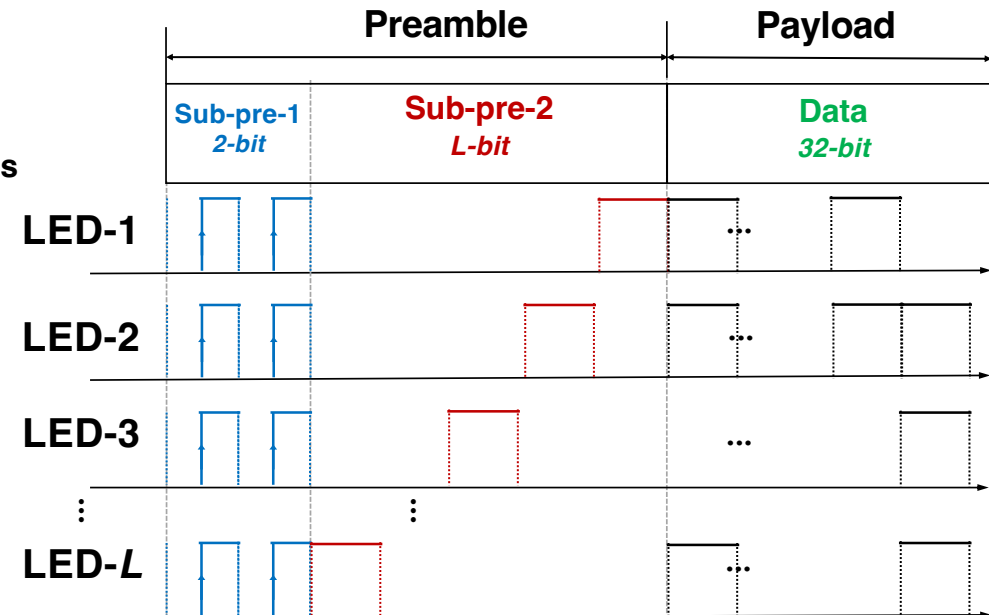
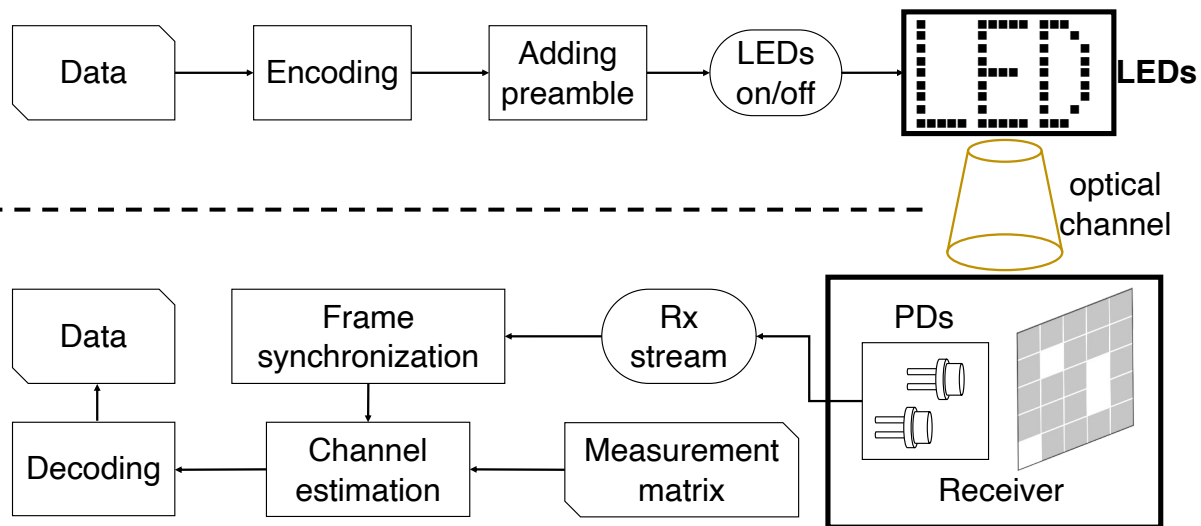


CS + Hierarchical Coding

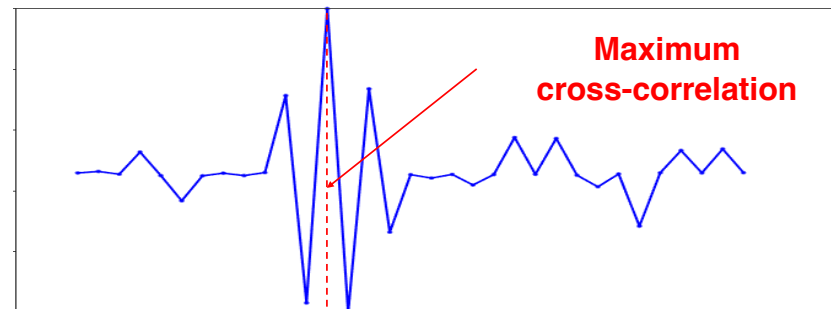
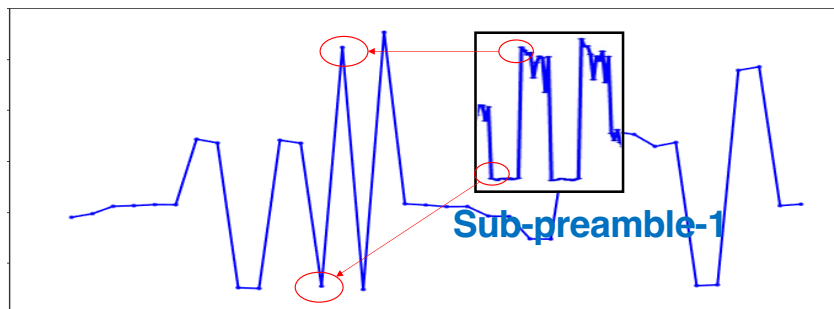
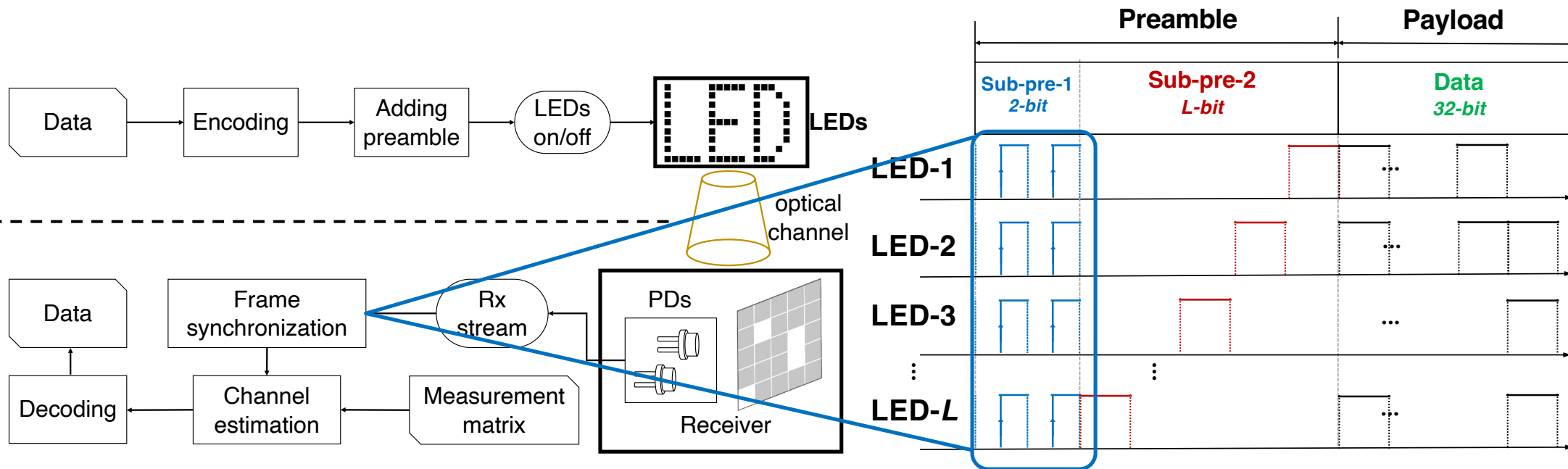


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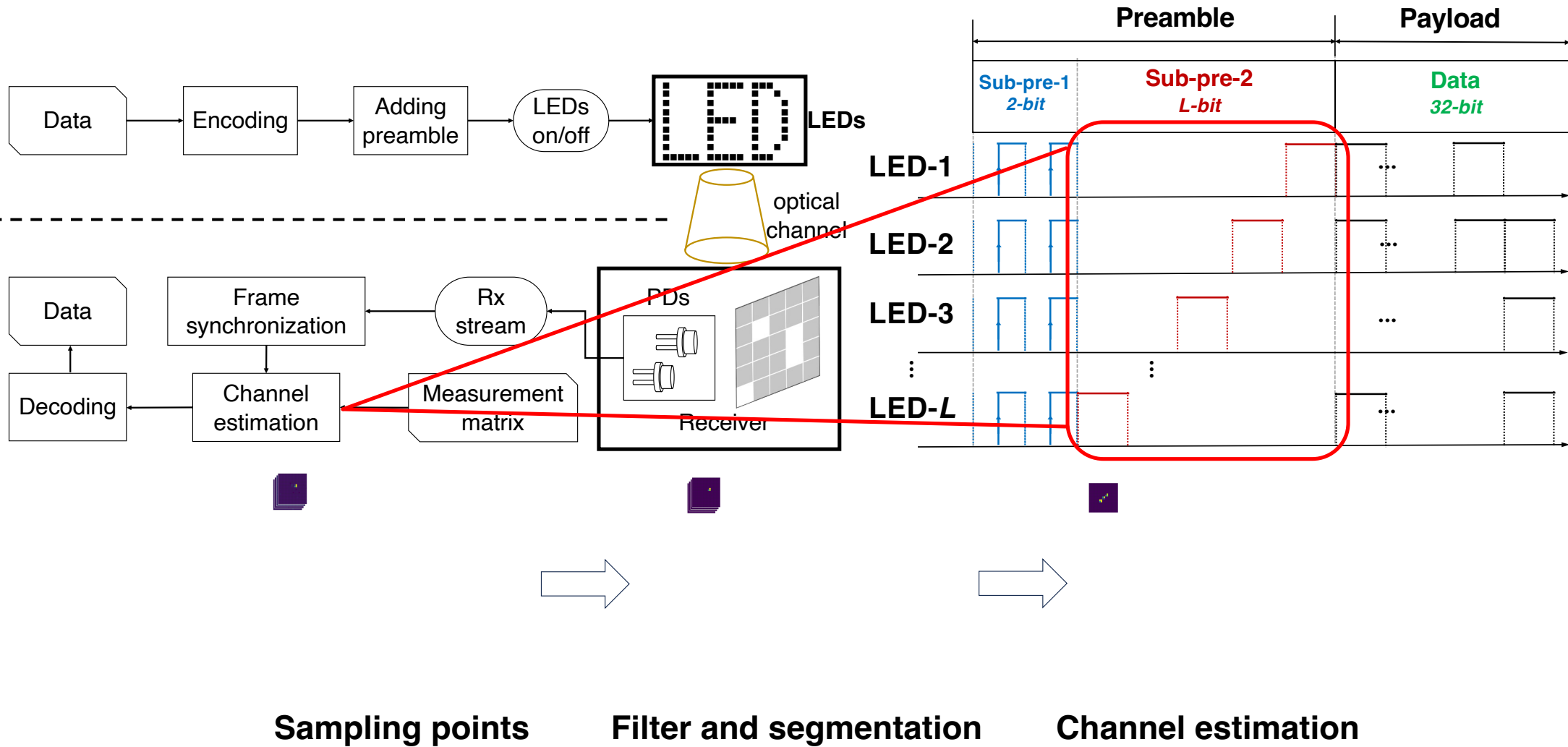
System Overview



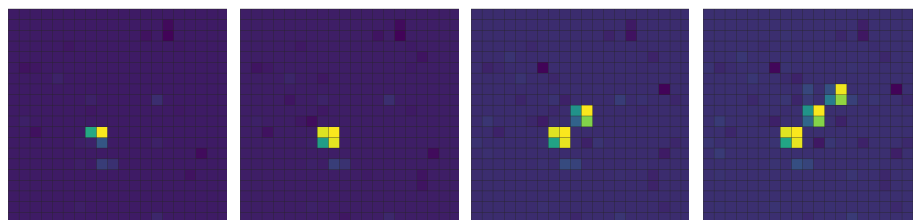
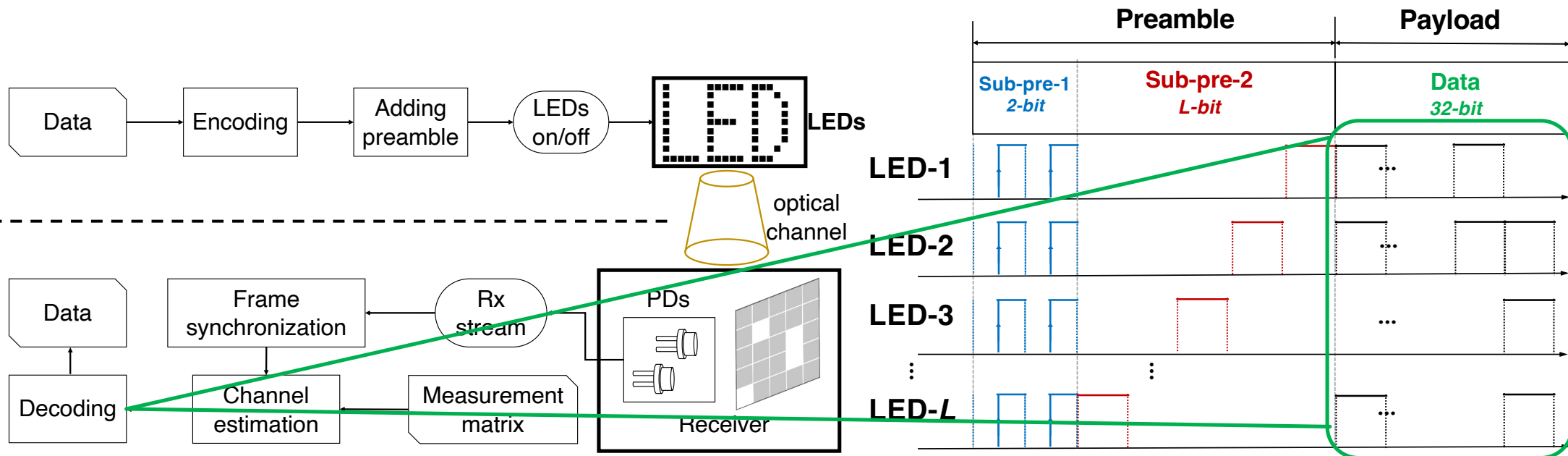
System Overview



System Overview

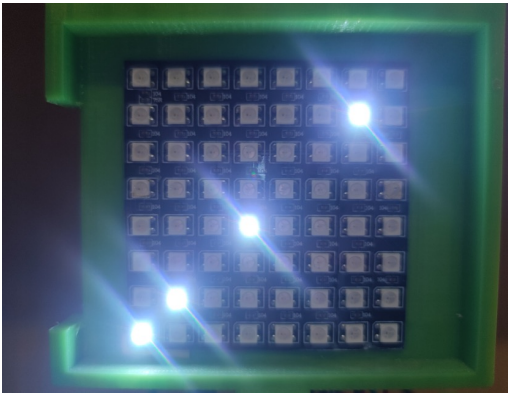


System Overview

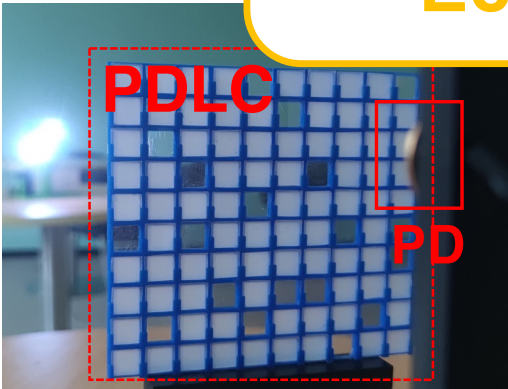


L2: 100 100 110 111

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Trans



Receiver

Cost and Power Consumption

| | Cost | Power | Num |
|-----|-------------|-------|-----|
| DMD | $\geq \$80$ | 5W | 1 |

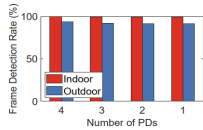
Economical & Energy-efficient

| | Sample | Power | Num |
|--------|--------|----------|-----|
| Camera | 50Hz | $> \$15$ | 1 |
| PD | 10kHz | \$9 | 4 |

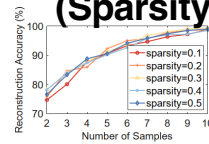
Experiments



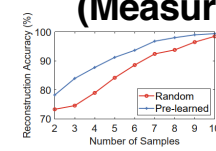
➤ Frame detection accuracy



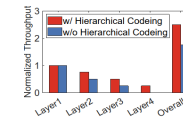
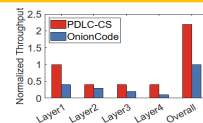
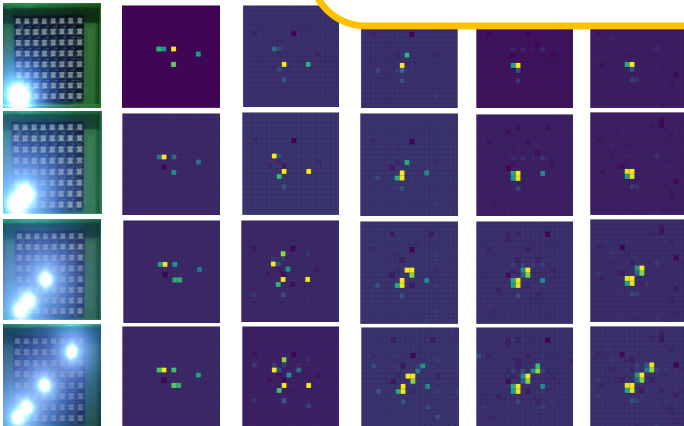
➤ Image reconstruction accuracy (Sparsity)



➤ Image reconstruction accuracy (Measurement Matrix)



High Flexibility & High Throughput



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High Speed and Low Cost One-to-Many VLC Using PDLCs

- A power-efficient and low-cost measurement matrix is designed using PDLCs, which are widely employed.
- A hierarchical coding scheme with multiple priorities is implemented using PD-based VLC, resulting in 120% increase in communication throughput.
- Specific experiments are designed to evaluate the impact of configurations and different algorithms on the system's performance.



Thank you!