



## **DaViD: Data Transmission Using Video Devices – An Innovative System for Smart Media Applications**

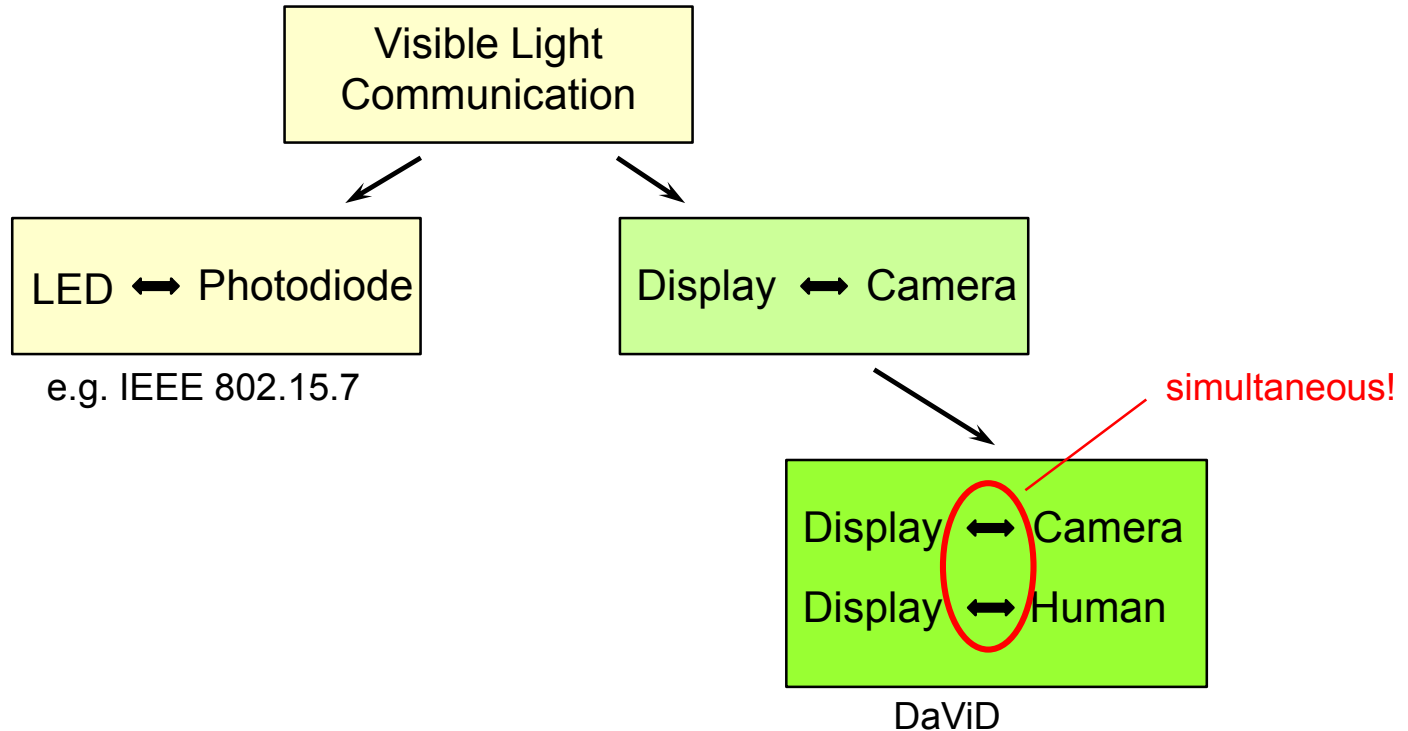
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- **Video Device Based VLC**
- **Application Scenarios**
- **System Concept**
- **Practical Results**
- **Outlook and Future Work**

- **Advantages of Visible Light Communication (VLC):**
  - Does not occupy scarce spectrum resources, no regulation
  - No invisible radiation, no health risks
  - Reduced security issues
  - Reuse of existing equipment possible (general lighting, traffic lights, brake lights in cars, ...)
- **Disadvantages of VLC:**
  - Limited coverage area
  - Line of sight required (usually)
  - Lower data rate, compared to recent WLAN versions



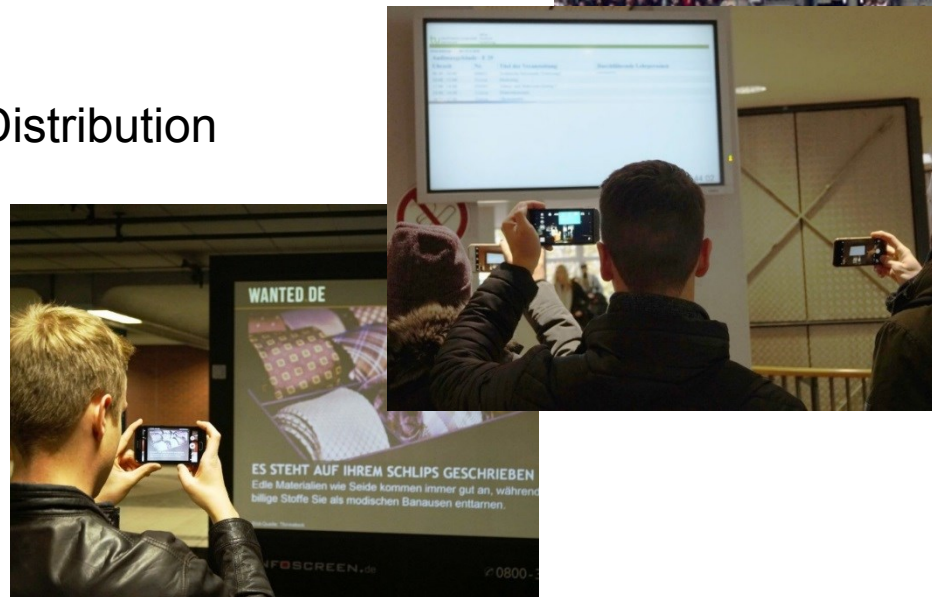
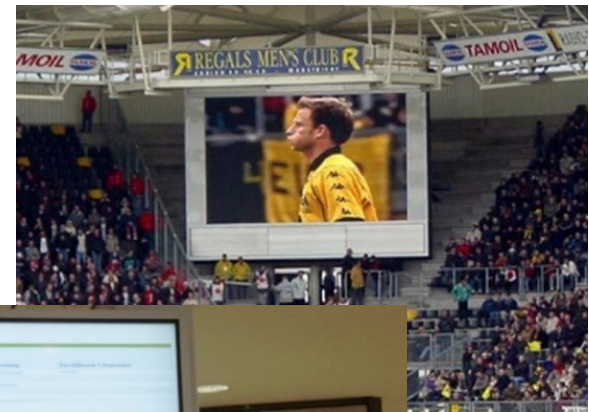
Display signal processor calculates individual data modulation of each pixel, piggybacked on video

Video →  
Data stream →



Camera of a smart phone records video, processor implements decoder. User directs camera to video display.

- **Application motivated by inherent advantages**
  - High data rate without cables
  - Multicast data distribution without registration procedure
  - Directed distribution, no interference
  - Apps can provide excellent user experience
- **Many application scenarios**
  - Digital Signage
  - Kiosk Systems
  - Information/Media Distribution
  - Factory Automation
  - ...



- **Preferably differential modulation, addition to video pixel pairs of same content**
- **Options:**
  - Temporal differential modulation
  - Spatial differential modulation
  - Modulation of luminance (R,G,B synchronously) or chrominance (R+B inverted to G) or one single colour (e.g. only B)
- **Modulation Amplitude A has to be selected carefully**
- **Example: Temporal differential modulation of luminance:**

Data of frame  $m$        $d(l) \in \{-1;1\} \quad 0 \leq l < L$

2D data pattern       $d(l) \rightarrow d(i, j, m)$

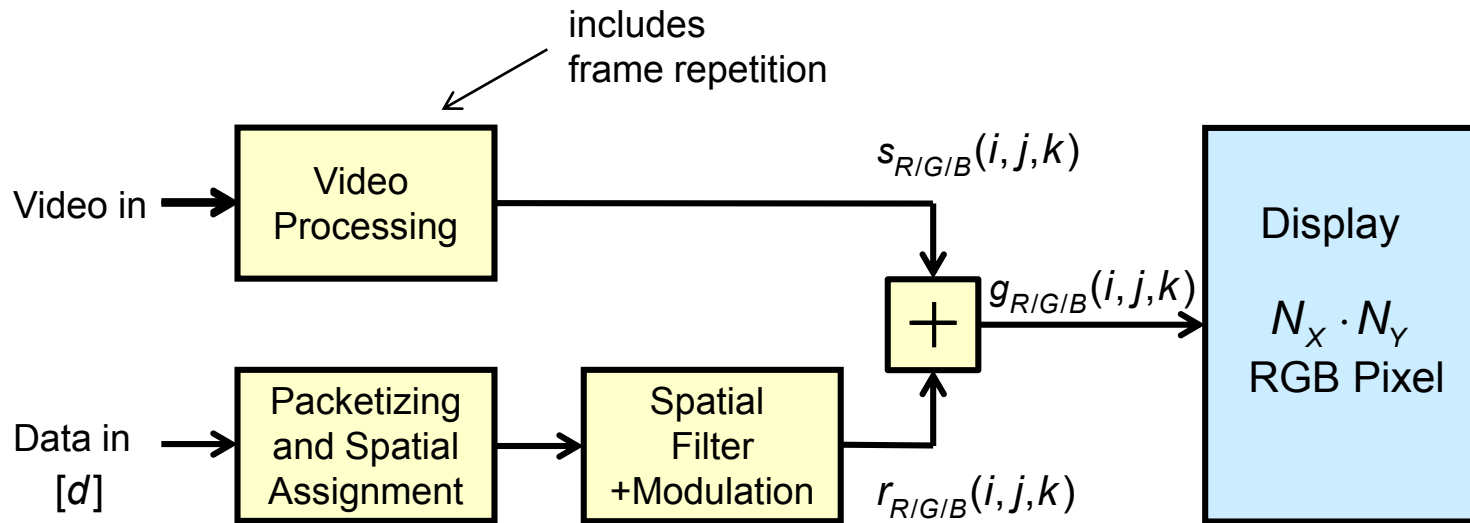
Video Input       $s(i, j, m)$

}  $1 \leq m \leq N_{Frames}$

Display Signal       $g(i, j, k) = s(i, j, k) + A \cdot d(i, j, k)$

}  $1 \leq k \leq 2 \cdot N_{Frames}$

}  $g(i, j, k + 1) = s(i, j, k) - A \cdot d(i, j, k)$



Direct Assignment: 1 bit per pixel  
(„Block Size 1x1“):

$$d(l) \rightarrow d(i, j, m) \quad 0 \leq l < L, L = N_x \cdot N_y$$

$$i = l \bmod N_x$$

$$j = \lfloor l / N_x \rfloor$$

Assignment: 1 bit per block of pixels  
(„Block Size  $B_x \times B_y$ “):

$$d(l) \rightarrow d(i, j, k) \quad 0 \leq l < L$$

$$L = \lfloor N_x / B_x \rfloor \cdot \lfloor N_y / B_y \rfloor$$

$$i = (l \cdot B_x) \bmod N_x + \varphi_x, \quad \varphi_x = 0 \dots (B_x - 1)$$

$$j = \lfloor l / N_x \rfloor \cdot B_y + \varphi_y, \quad \varphi_y = 0 \dots (B_y - 1)$$

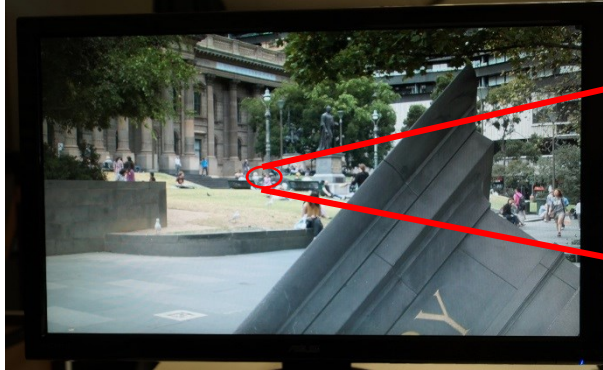


Frame 1

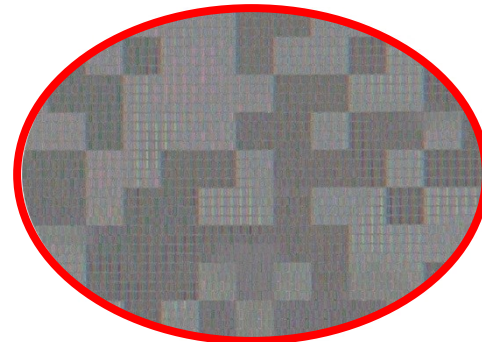


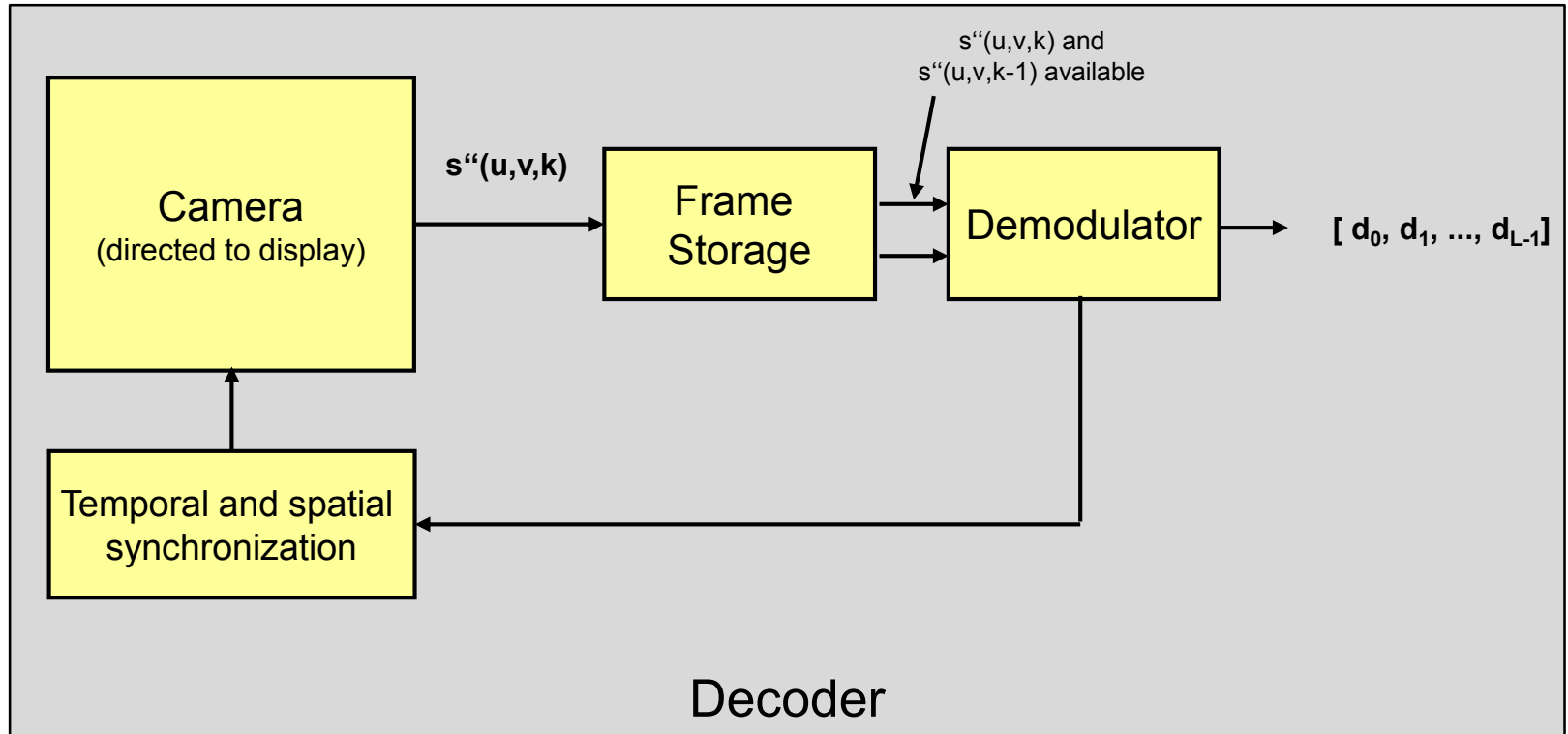
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Frame 2

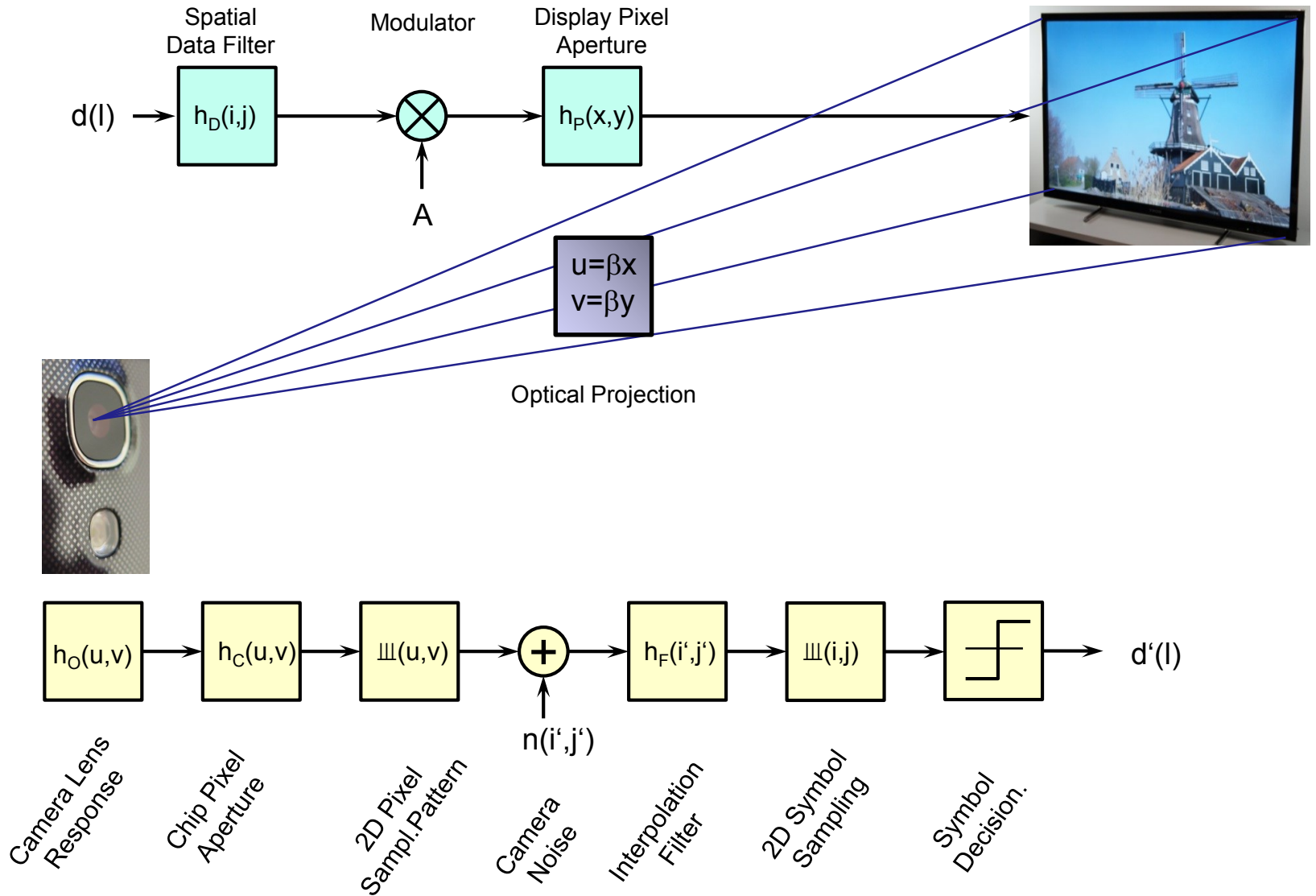


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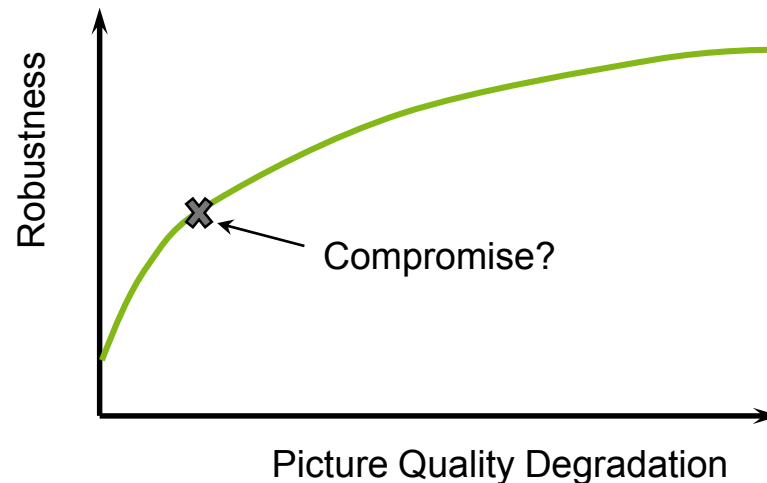




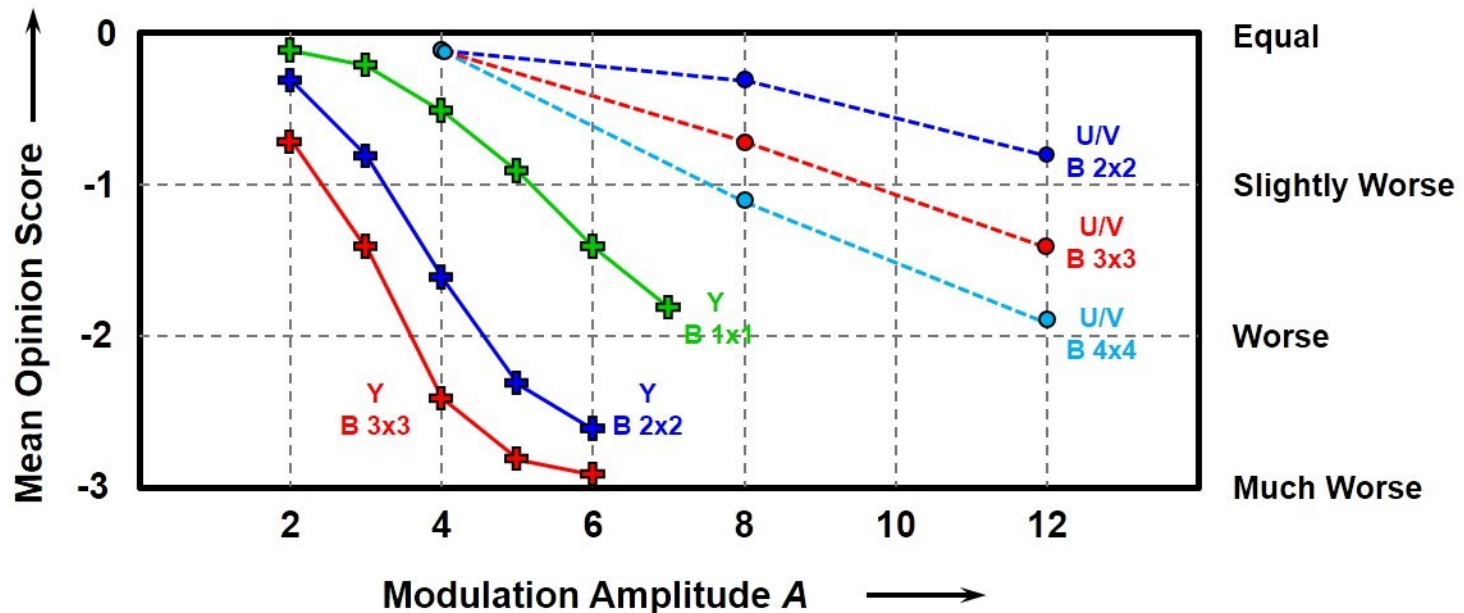
Decoder might be implemented in a Smart Phone ...

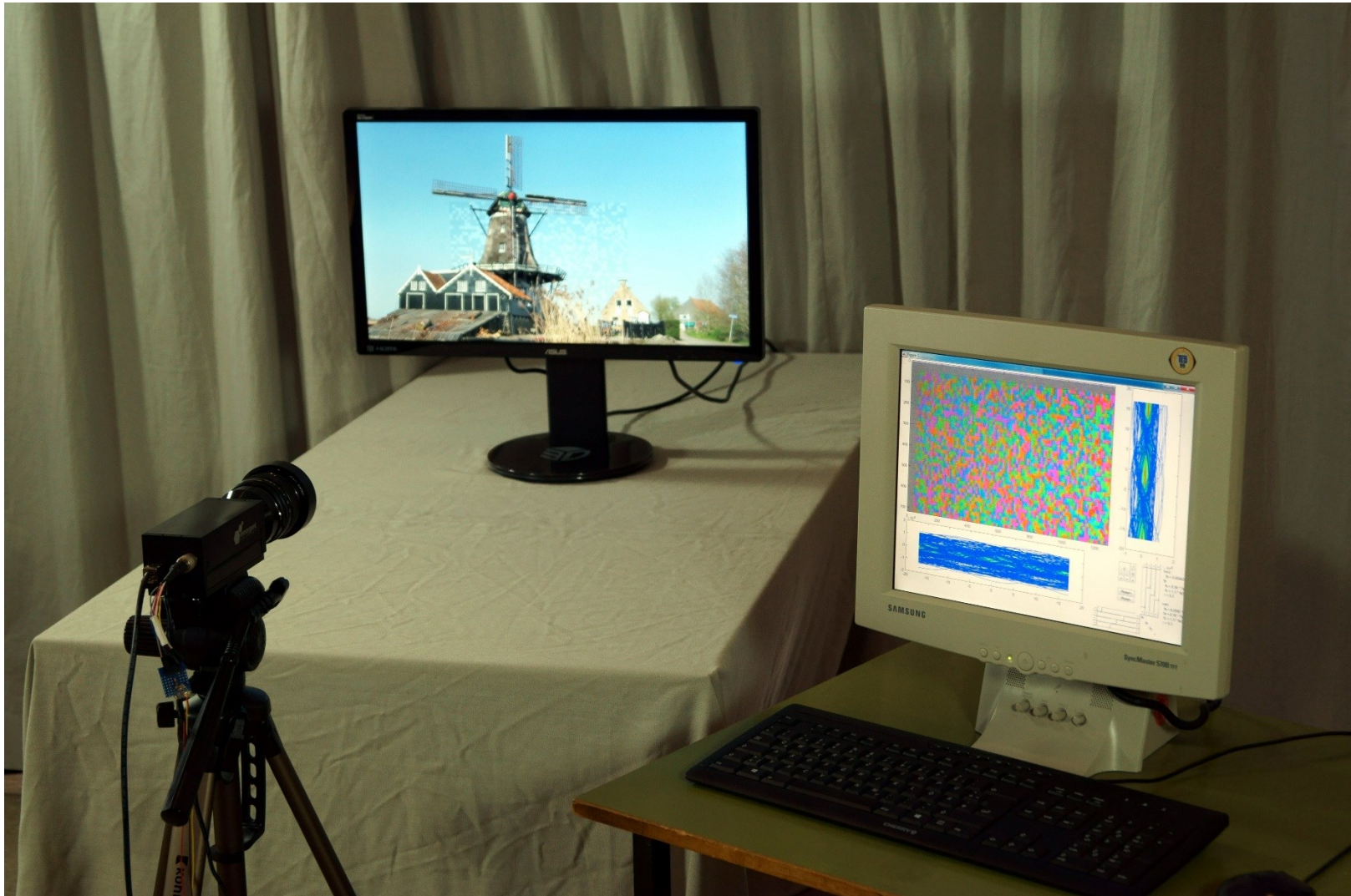


- **Temporal differential modulation requires pairs of frames with same video content (frame repetition)**
- **Receiver camera needs frame synchronisation**
- **Visibility of modulation depends on modulation amplitude, structure of data overlay, and frame rate**



- Subjective test with 15 expert viewers, 3H viewing distance, 60 frames per second, 1920 x 1080 pixels, 24" computer monitor
- Three different HD video scenes
- Evaluation of Y and U/V Modulation, different block sizes





- **First experimental transmission uses simple protocol to stream picture data or audio files**
- **„Version 0.1“: differential modulation of chroma components**
- **Modulation amplitude  $A=8$ , block size  $4 \times 4$**
- **Only part of the screen modulated**
- **Resulting data rate: 4,5 Mbit/s**
- **Error probability (without FEC)  $0.3 - 2.8 \times 10^{-3}$ , depending on video content**
- **With simple FEC (RS-Code) almost error free transmission of picture and audio files**

- **New concept of video device based communication appears very promising and attractive for different media applications**
- **First experimental setup achieves 4.5 Mbit/s at reasonable error rate**
- **Fine tuning of parameters and filter algorithms should provide much better performance**
  - soft decision
  - forward error correction
  - optimized spatial filtering
  - temporal synchronisation of camera
- **Demonstrators will show feasibility in different scenarios:**
  - Personal Indoor
  - Multiuser Indoor
  - Multiuser Outdoor





**Thank You for Your Attention!**