

**Project: IEEE P802.15 Working Group for Wireless Personal Area Networks (WPANs)**

**Submission Title:** Toward higher data rates

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**Re:** N/A

**Abstract:** Overview of avenues for achieving higher data rates. The ideas presented are complementary to the strategies chosen in the VLC base-line draft.

**Purpose:** Helping TG 802.15.7 to shape the use-case scope of a VLC standard

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# Toward higher data rates

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## Motivation for this contribution

- 3+ years track record in high-speed VLC
- Provide our thoughts on achieving higher data rates (with an emphasis on lighting scenarios)
- Ideas presented complement avenues in base-line draft (15-09-0786-01-0007)
- Smorgasbord: You pick and chose (or don't pick at all)
- Upon request we happily provide more details on chosen topics

# Outline

- Now or later?
- Higher data rates through exploitation of
  - Spatial diversity
  - Colour diversity
  - High SNR
- Summary and Conclusions
- References
- Acknowledgment

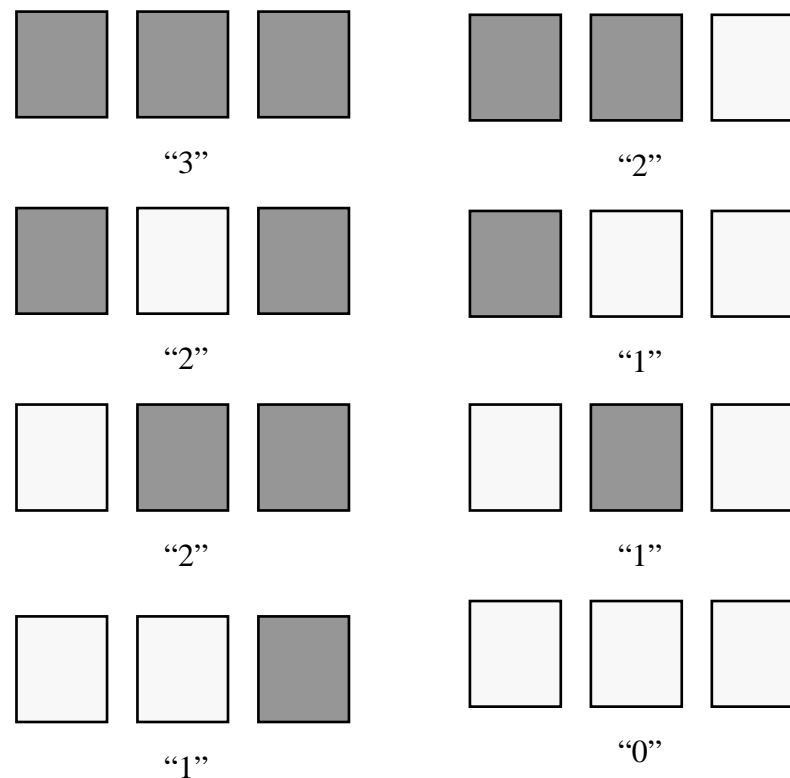
## Now or later?

- Relevant for current base-line draft or follow up?
- Reality: Up to draft sponsors
- However: If interest to integrate (some of) ideas presented in extension of IEEE 802.15.7 ensure that current standard does not bar future extensions

# Exploiting spatial diversity

Principle:

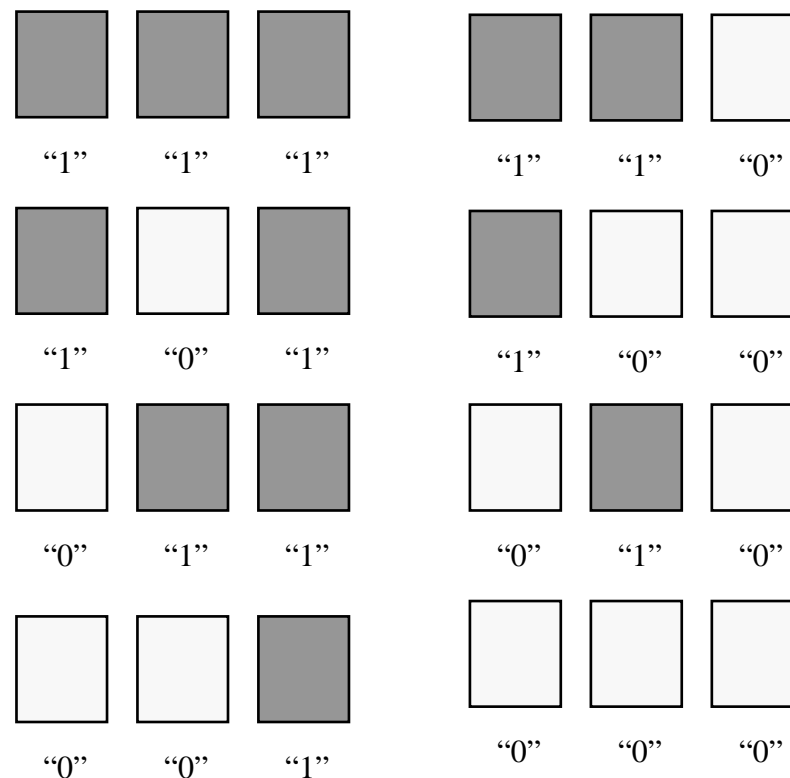
- Array of LEDs that can be individually modulated
- Zero-dimensional detector
- Total radiant LED power equals symbol value; need  $2^n$  emitters for  $n$  bits per symbol
- Random selection of configuration for intermediary symbol levels ensures illumination uniformity
- Choose “max value” → brighter and “0” dimmer (or vice versa). Other binary modulation formats work too, e.g. VPM
- Power-averaged idle sequence, e.g. “30”
- One-dimensional or two-dimensional receiver →  $n$  emitters for  $n$  bits per symbol



# Exploiting spatial diversity, contd.

## Advantages:

- Very simple driving circuit (on and off)
- Can be combined with Manchester coding (low data rate), VPM (earlier – later), and CCM (each tile an RGB diode)
- Higher data rates for same bandwidth with single-colour LEDs



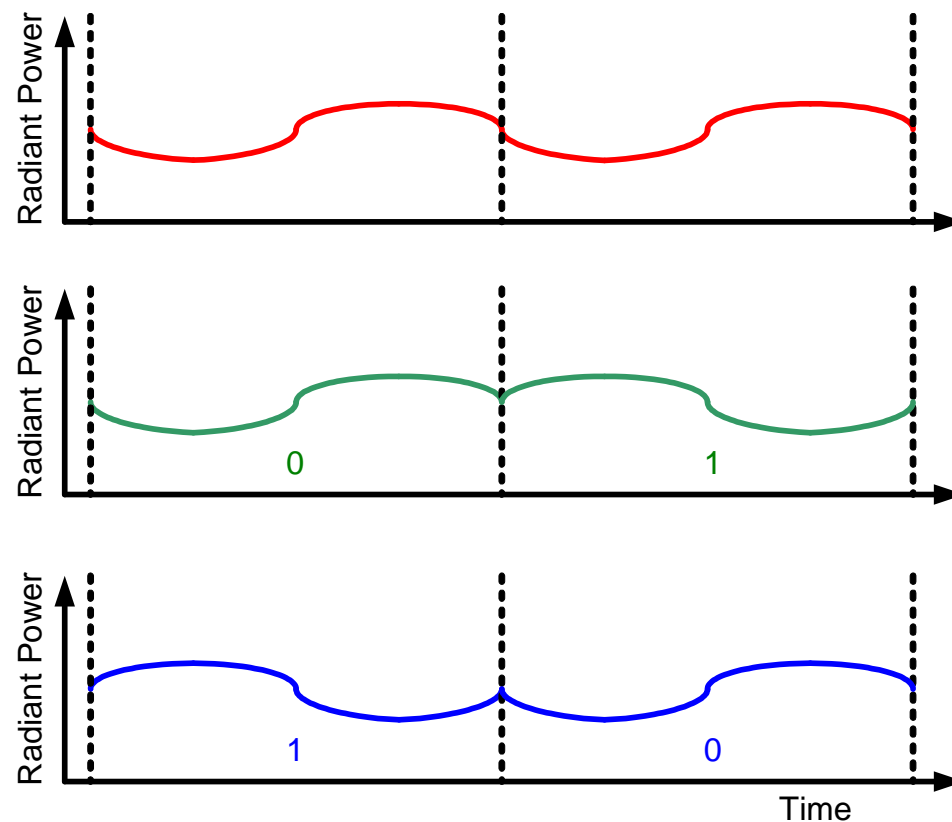
# Exploiting colour diversity

Principle:

- CCM: Intensity of each elementary colour contributes to symbol
- Additional freedom: phase relationship between colours (at least two more bits per sent CCM symbol)

Implementation example

- BPSK on sub-carrier for white constellation point



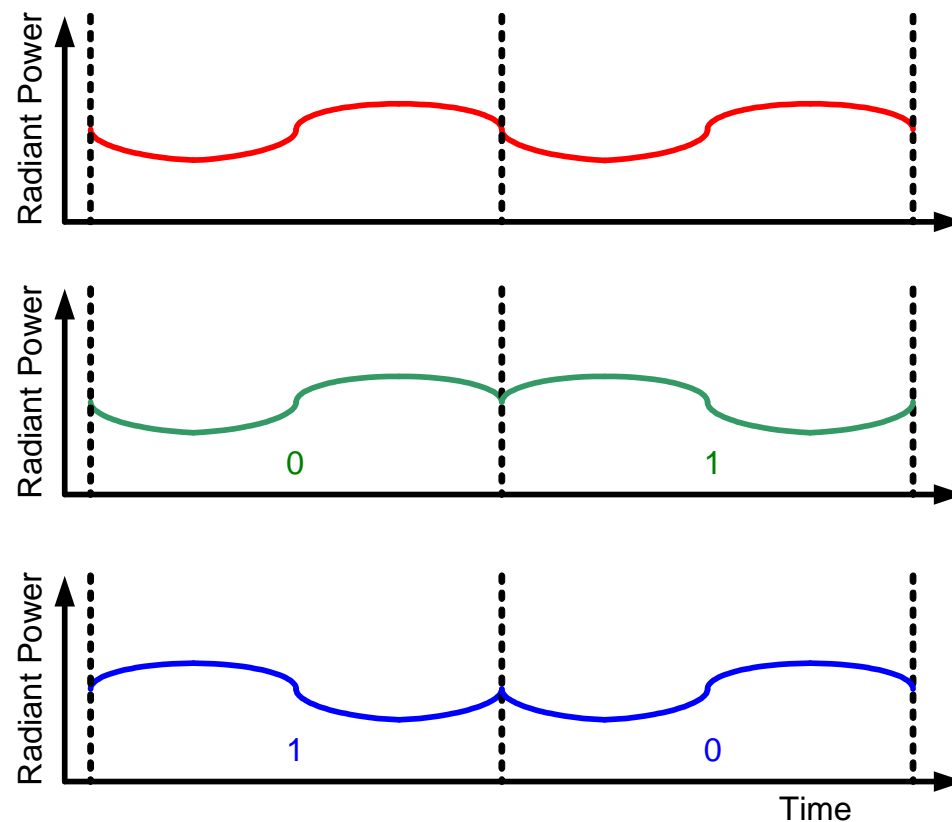
Aggregate data stream:  
0110



# Exploiting colour diversity, contd.

Benefits etc.

- PSK on all carriers possible (at least three extra bits per cycle), but with our approach clock recovery very simple (here: red)
- Phase-shift symbols “orthogonal” to CCM symbols → support of two independent data streams (e.g., “payload” and control data)
- Con: need linear driving circuit. Pro: already at hand (CCM!)



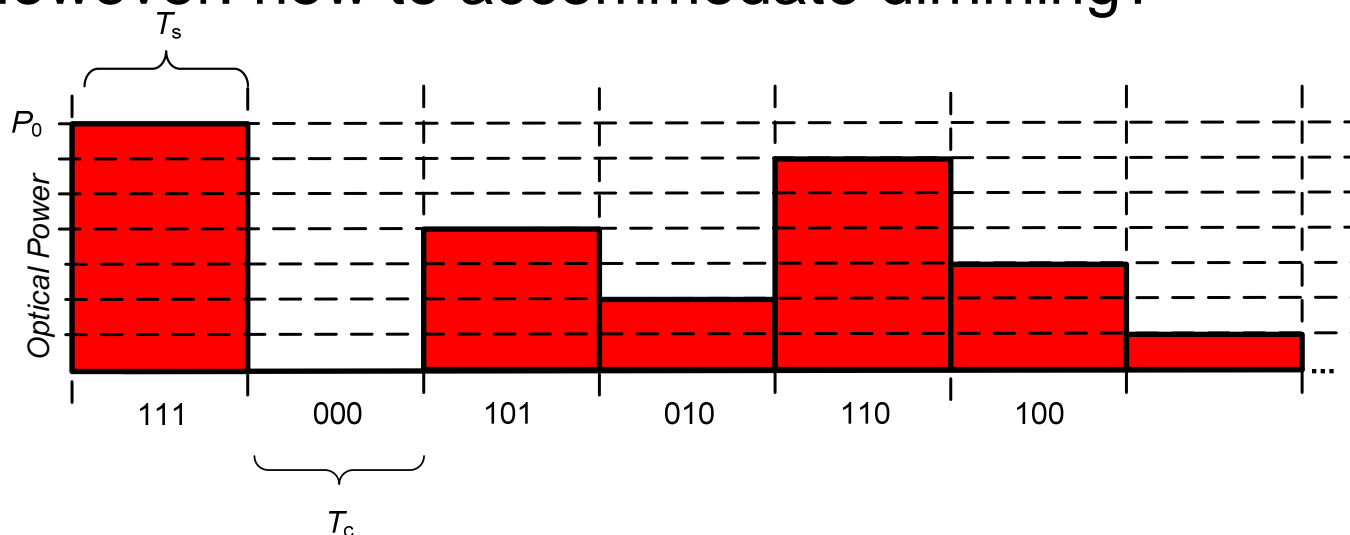
Aggregate data stream:  
0110

# Exploiting prevalent high SNRs

- SNRs in lighting scenarios very high, e.g.  $\sim 58$  dB for [Grubor, 2008]
  - 400 lx
  - phosphorescent LEDs
  - blue-filtered detection
  - 20 MHz modulation bandwidth
- What about PWM dimming?
  - Only duty-cycle variation, not peak amplitude
  - Thus: same high SNR during “on” state
- What about single-colour or phosphorescent white LEDs when it comes to high data rates?
- Suggested strategy: several bits per symbol. How?
  - Adaptive multi-level pulse-amplitude modulation (PAM)
  - Symbol-length coding

# Exploiting prevalent high SNRs: multi-level PAM

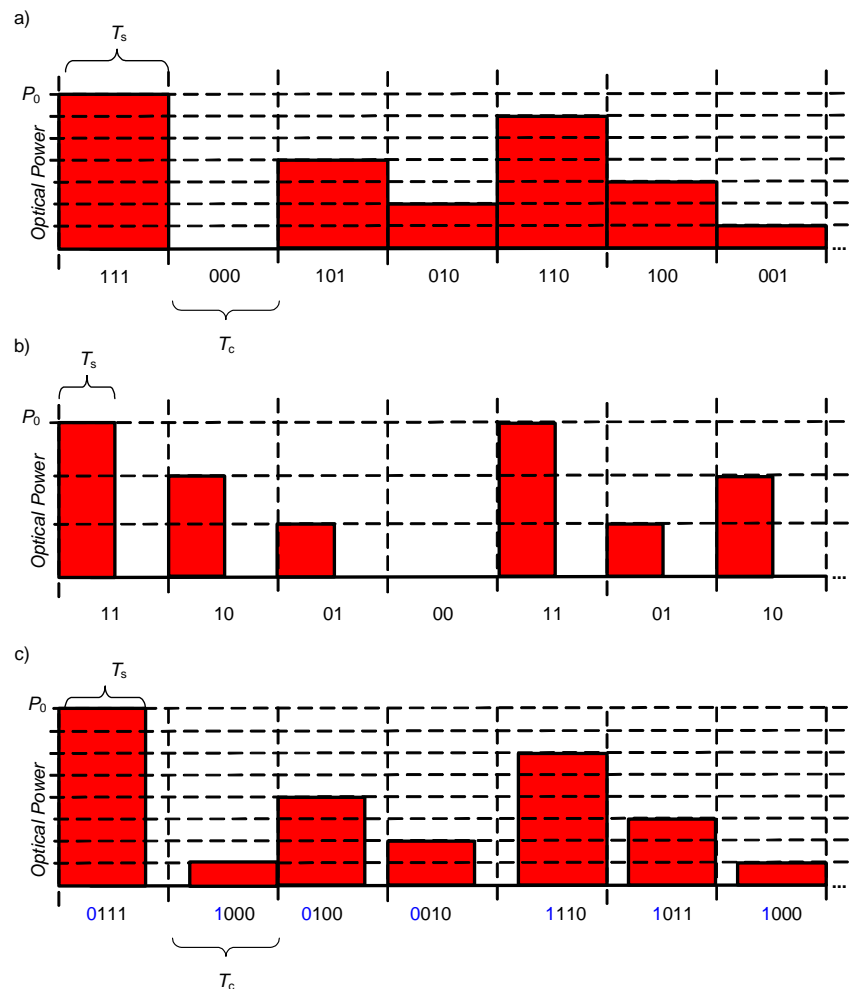
- Investigated two major approaches within OMEGA: Discrete multi-tone (OFDM, used in DSL) and multi-level PAM
- PAM supports higher data rates and simpler to implement [Randel, 2009]
- However: how to accommodate dimming?



# Exploiting prevalent high SNRs: multi-level PAM, contd.

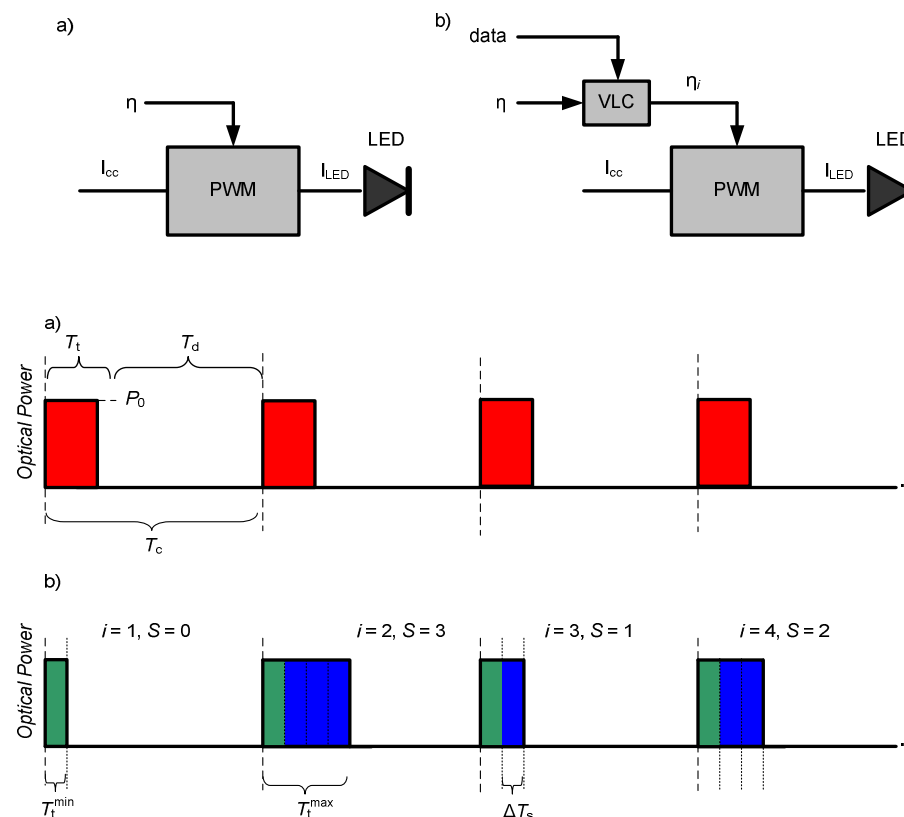
Accommodating dimming:

- Granularity of PAM symbols depends on length of “chip”
  - Low dimming → high granularity
  - High dimming → low granularity
- Seamless integration with VPM possible
- Flicker? Probably negligible. Simulations on request.



# Exploiting prevalent high SNRs: symbol-length coding

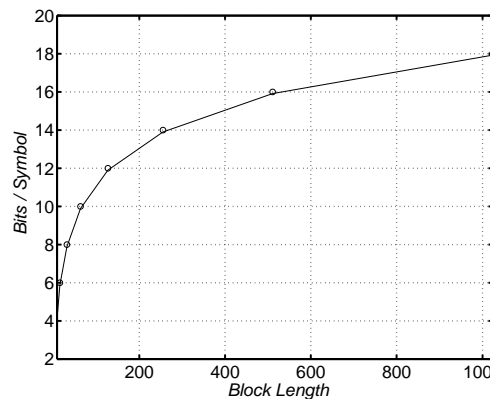
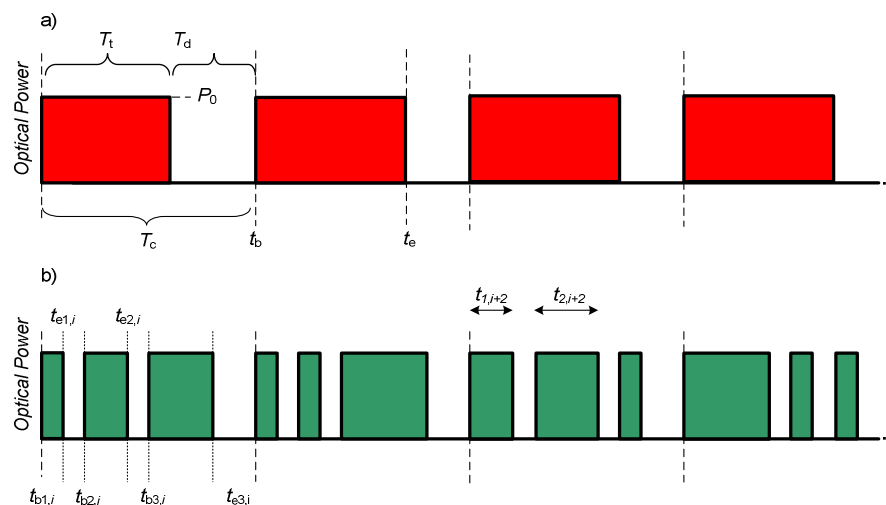
- Already in the base-line draft: alternating length of VPM symbols in order to achieve low-granularity dimming
- Proposal: map symbols onto alternation  $\rightarrow$  symbol-length coding
- Can be combined with VPM
- Caution: no inherent flicker suppression. Simulation of expected flicker on request.
- Decrease granularity by flexibly choosing length of shortest chip and # of bits / symbol



# Exploiting prevalent high SNRs: symbol-length coding, contd.

Even higher data rates:

- Introduce dips into symbol
- When introducing several dips encode symbols onto relative position
- Example: time after beginning of symbol cluster



Bits per symbol as a function of the cluster length for two “dips”

## Summary and Conclusions

- Many avenues of increasing data rate (in lighting scenarios)
- Op to TG whether, how, and when to integrate into standard
- Happy to provide more details on request in January

## References

- Grubor et al., “Broadband Information Broadcasting Using LED-Based Interior Lighting,” J. Lightw. Technol., Vol. 26, 2008
- Randel et al., “Advanced Modulation Schemes for Short-Range Optical Communications,” J. Select. Top. Quant. Electr., submitted, 2009



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The work resulting in the ideas presented here received partial funding from the European Commission's Seventh Framework Programme FP7/2007-2013 under grant agreement n°213311, also referred to as OMEGA. The authors acknowledge the contributions of OMEGA colleagues. This information reflects the consortiums view, and the Commission is not liable for any use that may be made of any of the information contained therein.

