

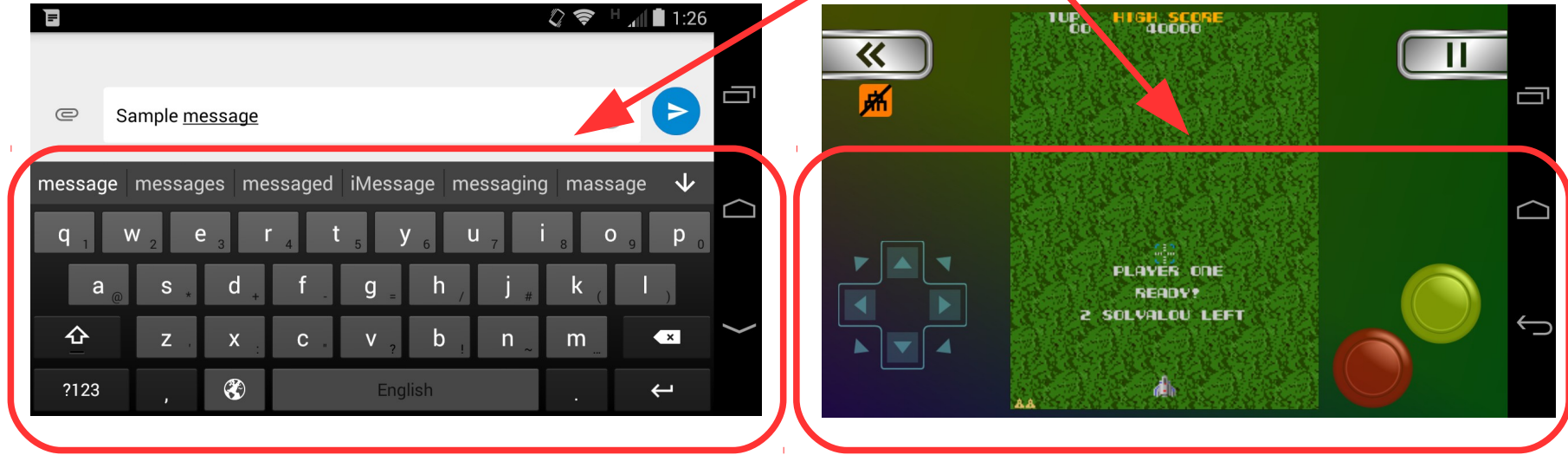
Okuli:
**Extending Mobile Interaction Through
Near-Field Visible Light Sensing**

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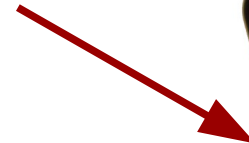
Touch is a dominant mode of mobile interaction

But on-screen touch input is not always effective!

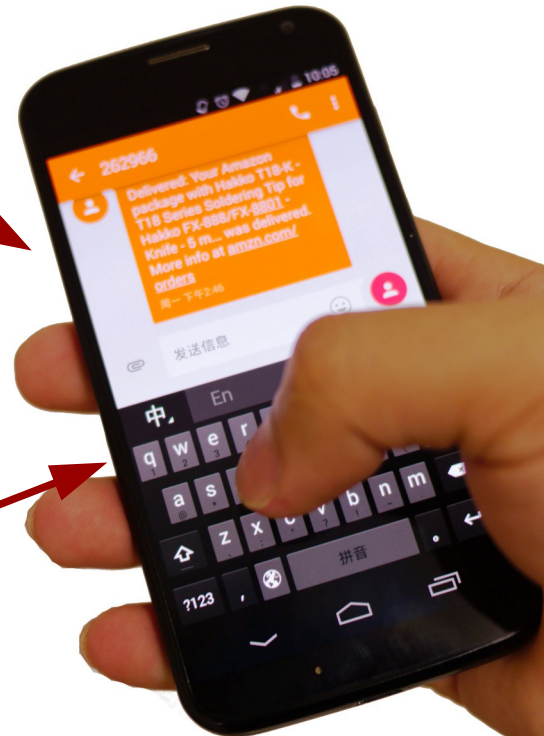


Screen multiplexed between display and input

Wastes precious display area



On-screen keyboard hard to use



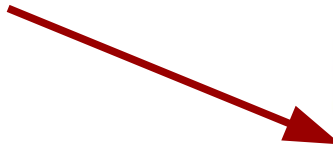
Input area depends on device size

Infeasible on wearable devices



Lack of physical interaction

No accurate feedback



Separate device means extra burden



Can be solved by separating display and input

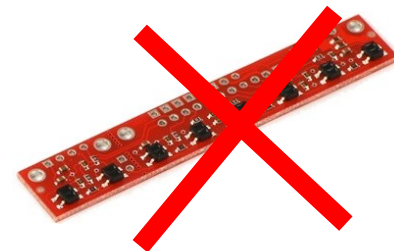
With passive wireless sensing



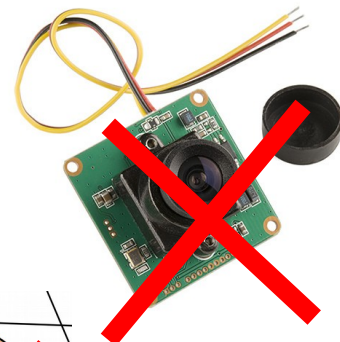
Bridging VLC and touch sensing

Previous solutions

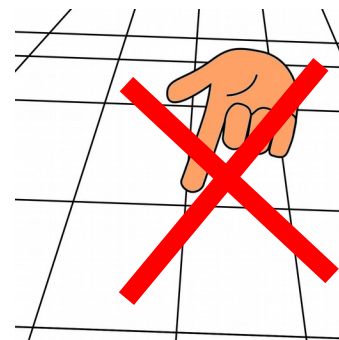
Array of LED/PD pairs: **energy hungry, cumbersome**



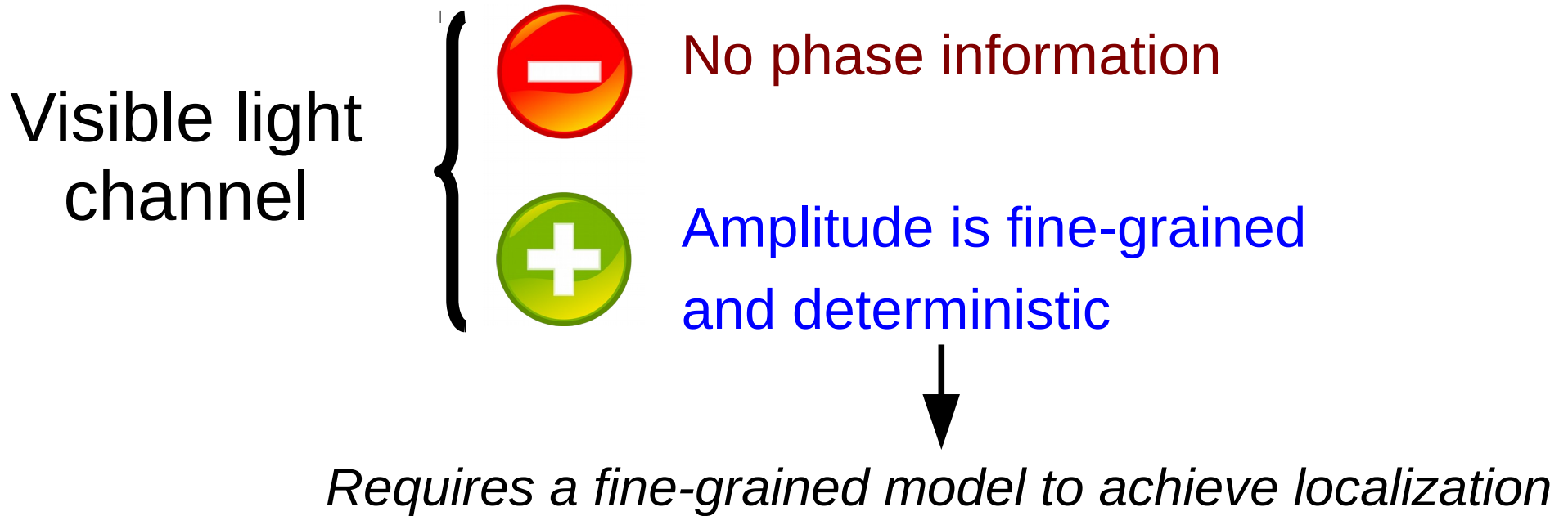
Computer vision: **heavy computation, obtrusive camera**



Machine-learning: **excessive run-time training**



Use PD/LED pairs in a different way



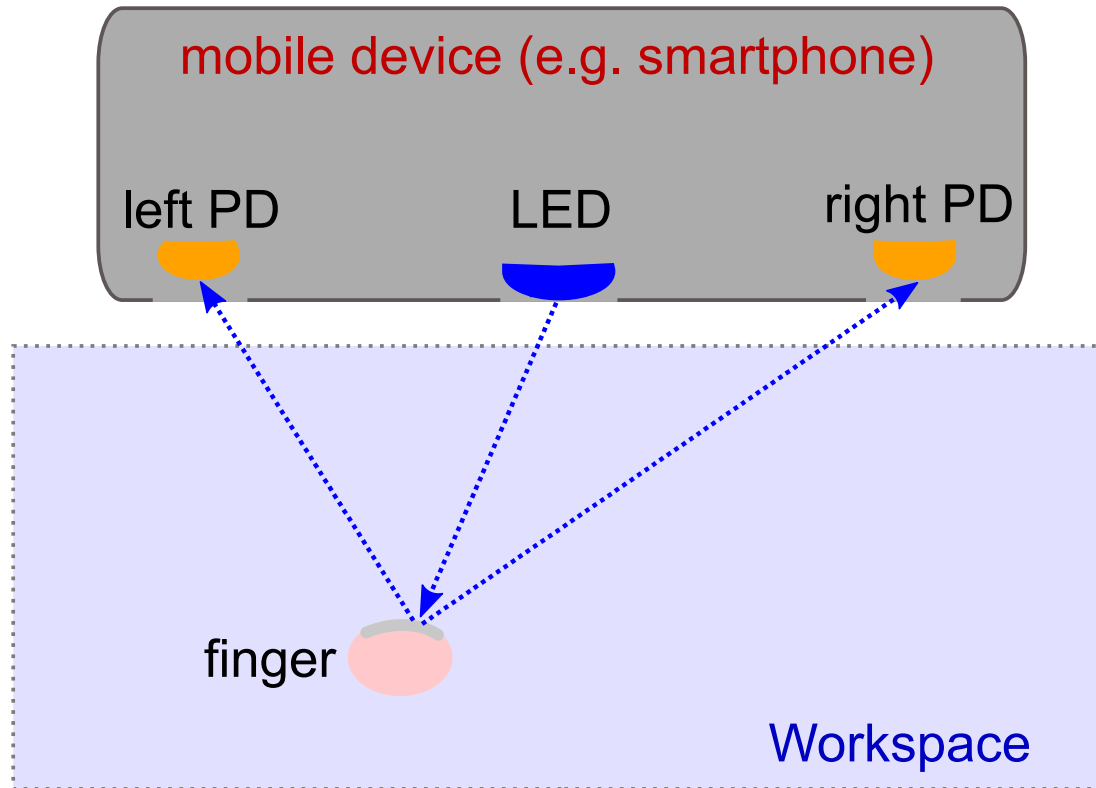
Use PD/LED pairs in a different way

Unlike simple “finger blocking beam” model,
fine-grained propagation model can enable **lightweight** localization

With such model and 2 channels, we can locate user's finger

- This is how *Okuli* works

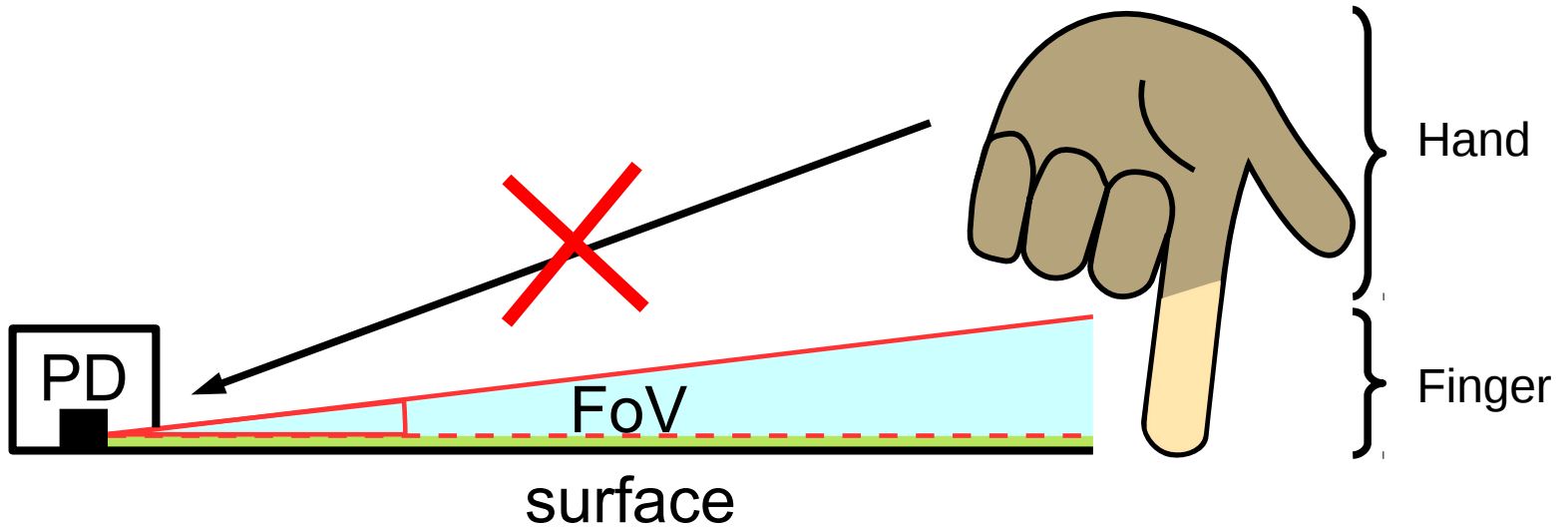
Okuli: overview



Okuli: light grooming

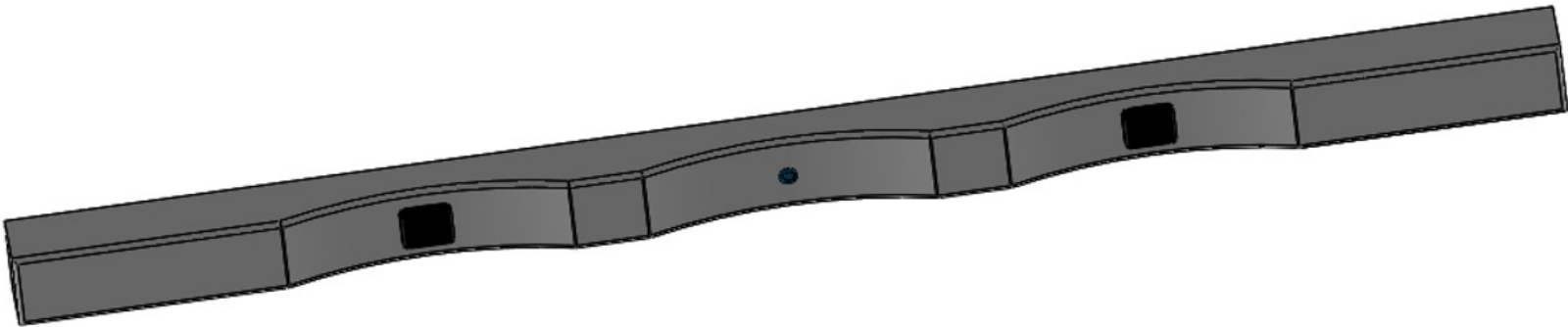
2D localization → want to limit to 2D surface → light grooming

- Eliminates interferences from outside the surface



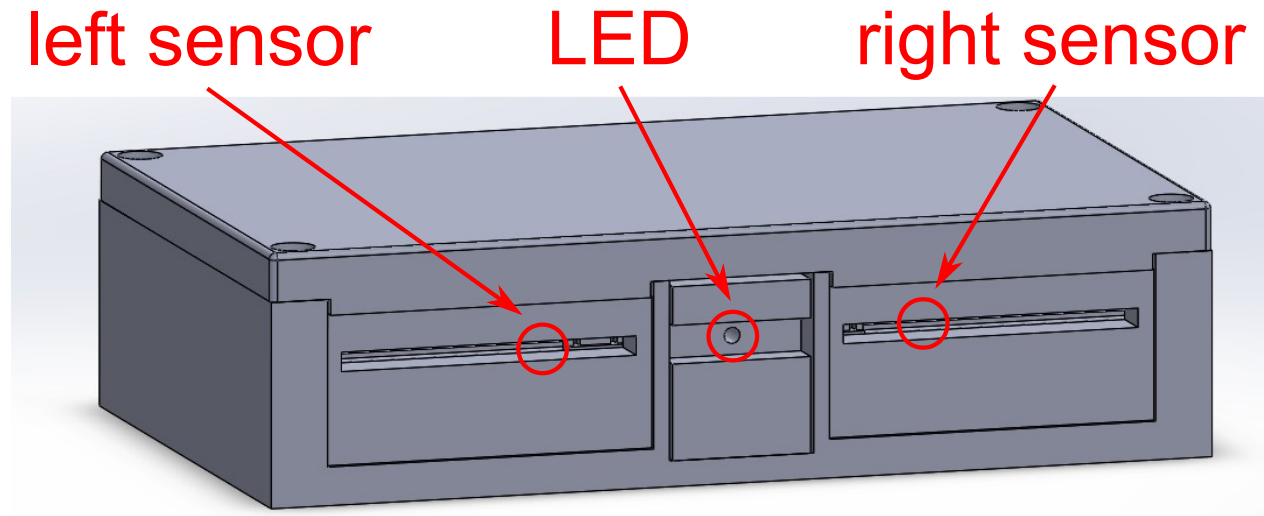
Okuli: light grooming

Can be done with tiny lenses attaches to PDs / LED



Okuli: light grooming

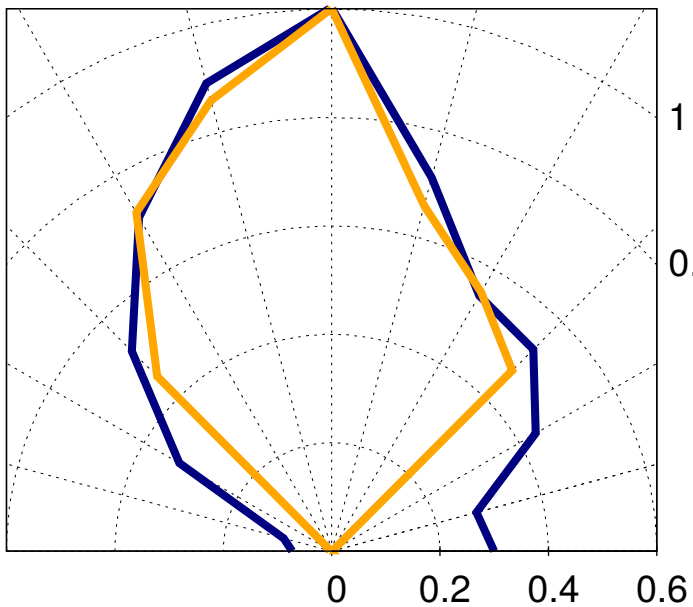
For prototyping we use a 3D-printed shroud



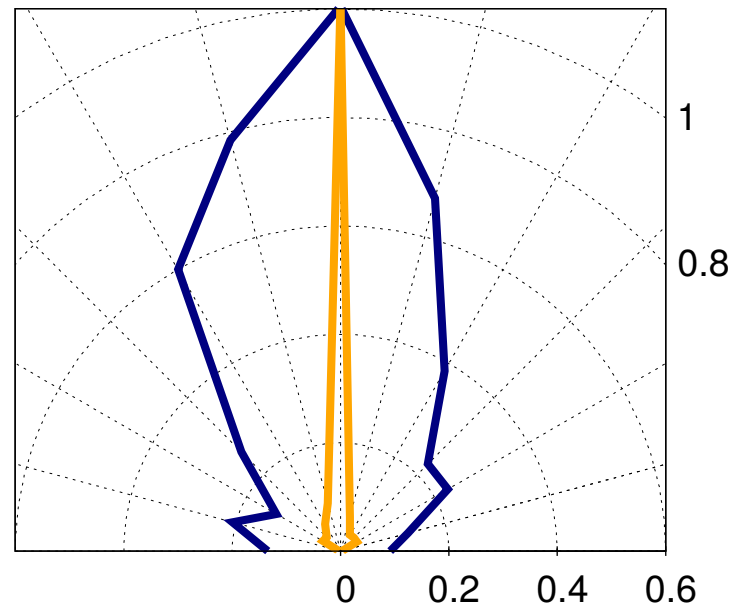
Okuli: light grooming

Before 

After 



Horizontal

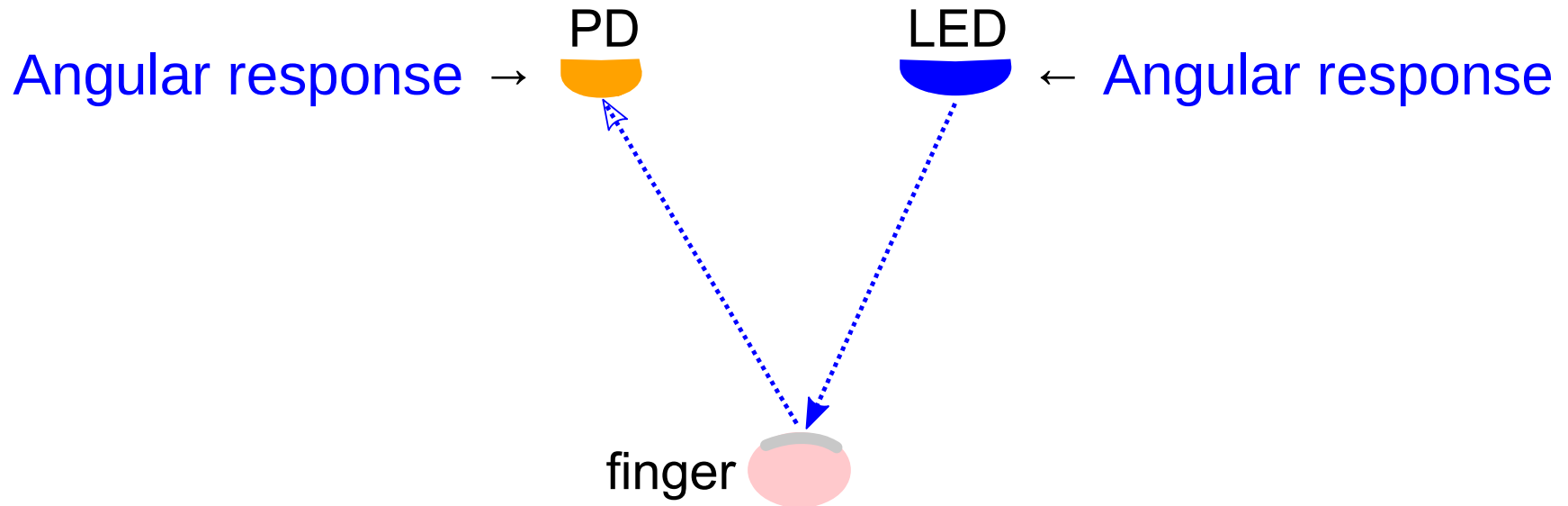


Vertical

Okuli: channel model

Received signal is affected by multiple factors

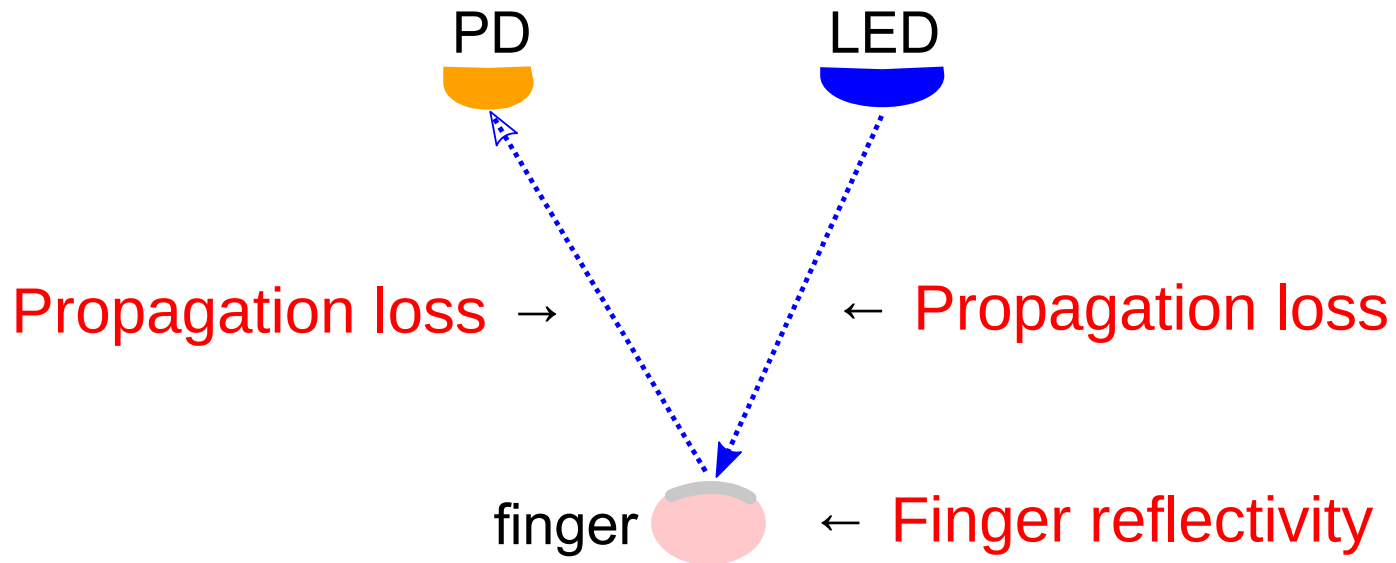
- Factory calibration measures invariant part



Okuli: channel model

Received signal is affected multiple factors

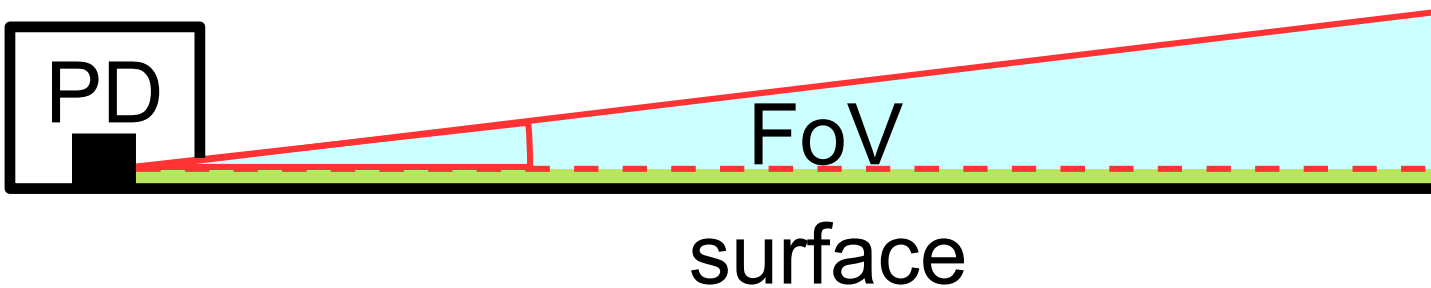
- Model calculates variant part



Okuli: channel model

Path loss is not simple: it is not actually only 2D

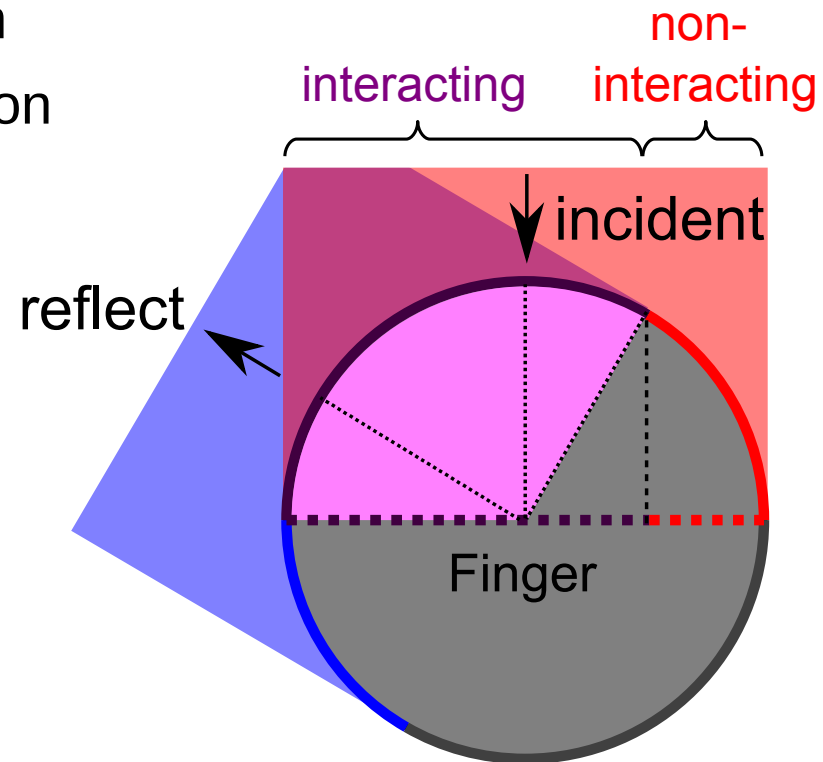
- Further away, more area visible
- Model needs to compensate



Okuli: channel model

Finger reflectivity can be hard to characterize

- Abstract by **interacting ratio** of the beam
- Overall reflectivity corrected by calibration



Okuli: interference canceling

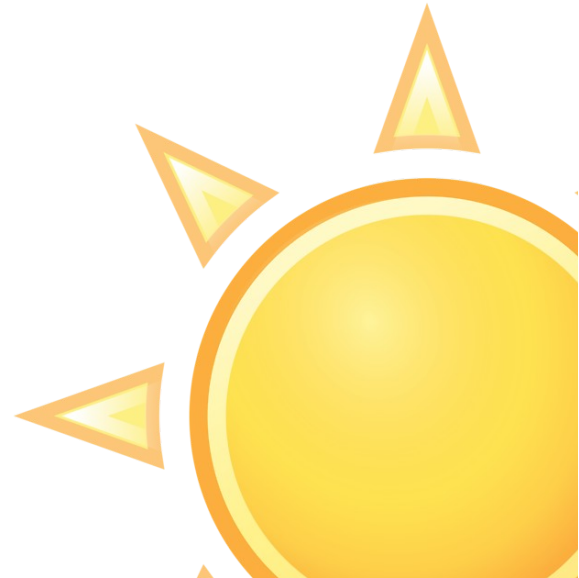
Surrounding light sources

- Can be much stronger than desired RSS
- Not “coherent” with our light emission



Modulate our own emission with OOK

- Also helps saving energy



Okuli: interference canceling

Background reflection

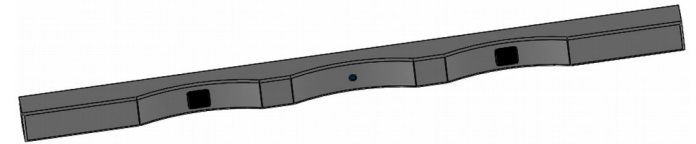
- Cannot be removed by modulation
- Usually slow-changing and not very strong



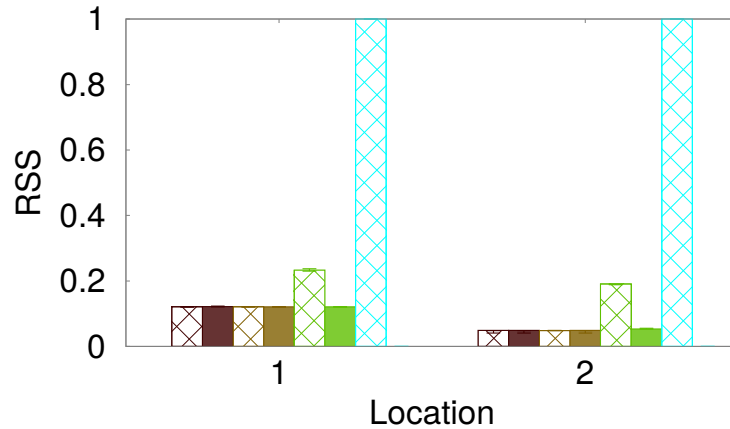
Spatial solution: narrow vertical FoV

Temporal solution: dynamic estimation & removal

- Identifies and tracks background
- Also detects clicks



Okuli: interference canceling

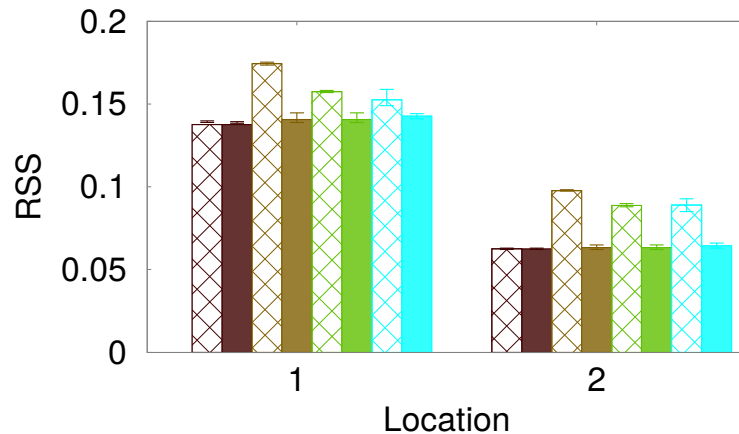


Dark room
Fluorescence light
Diffusive sunlight
Direct sunlight

Ambient light

Without Cancellation
With Cancellation

Effective in most cases



No Background
White Paper
Static Background
Dynamic Background

Dynamic background

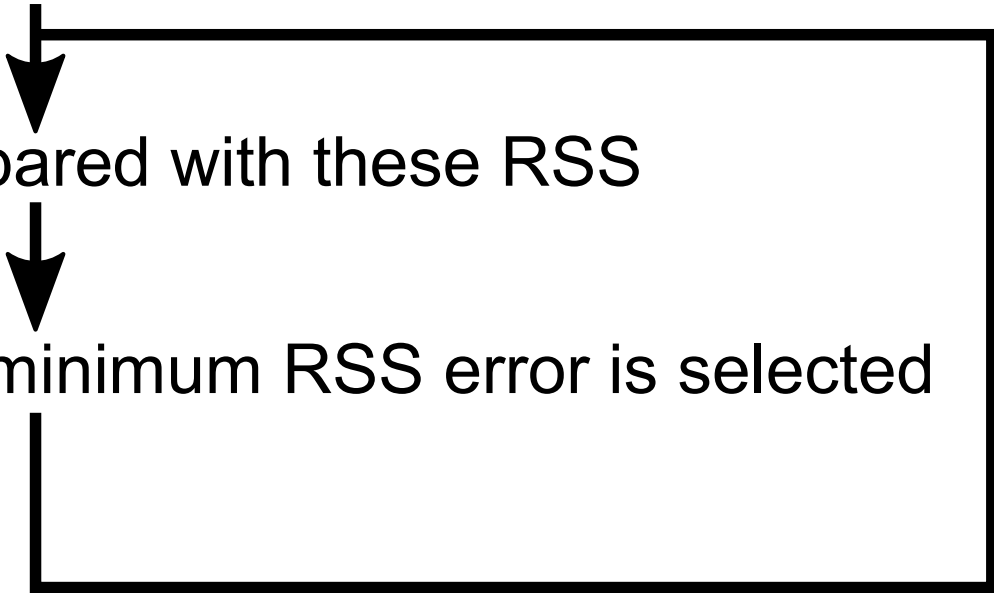
Without Cancellation
With Cancellation

Okuli: localization

For each point, model produces an expected RSS

Samples are compared with these RSS

Location that has minimum RSS error is selected



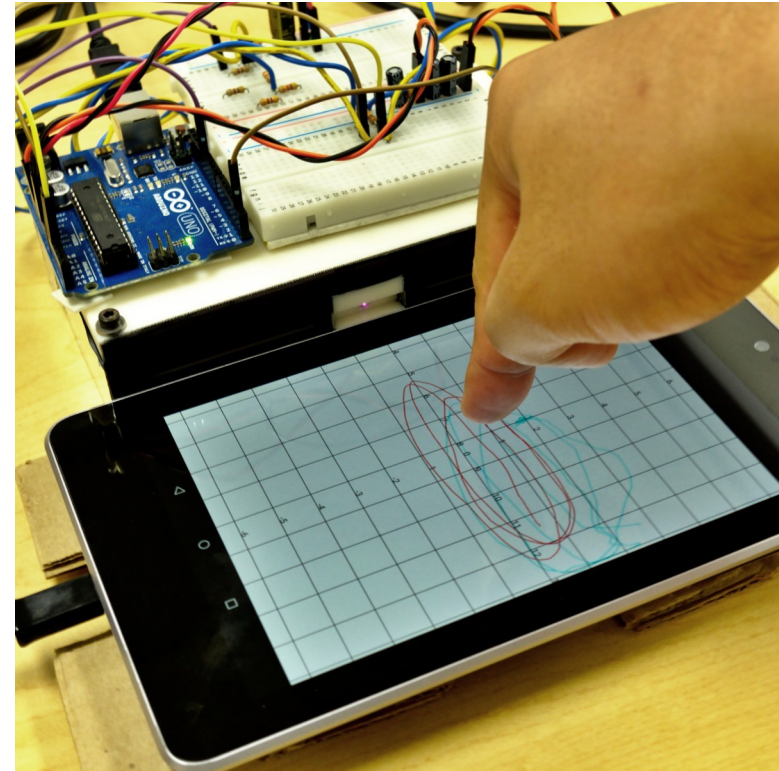
Prototyping *Okuli*

3D-printed shroud controls FoV

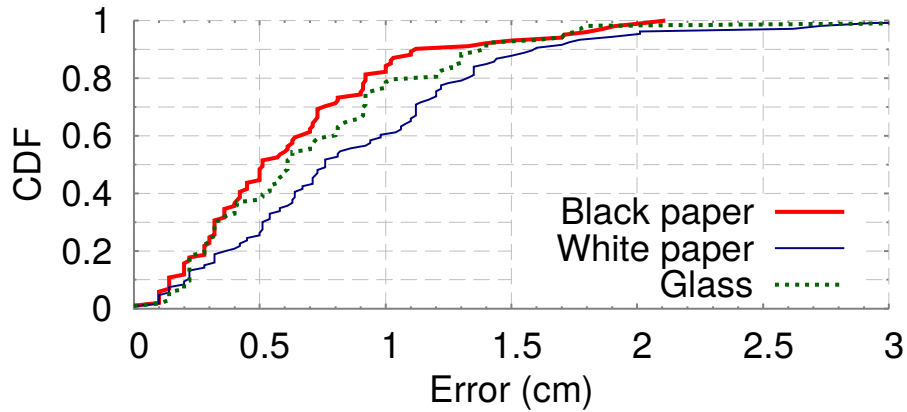
Arduino drives LED and samples PDs

Bluetooth connects *Okuli* to mobile devices

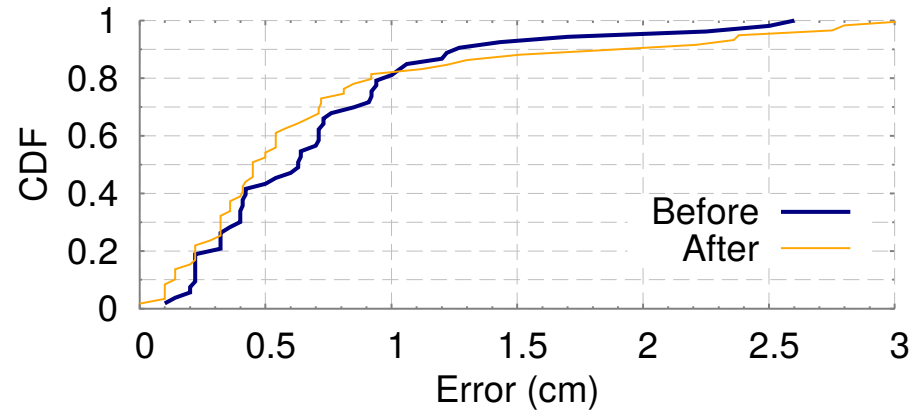
Mobile device runs the algorithm



Performance



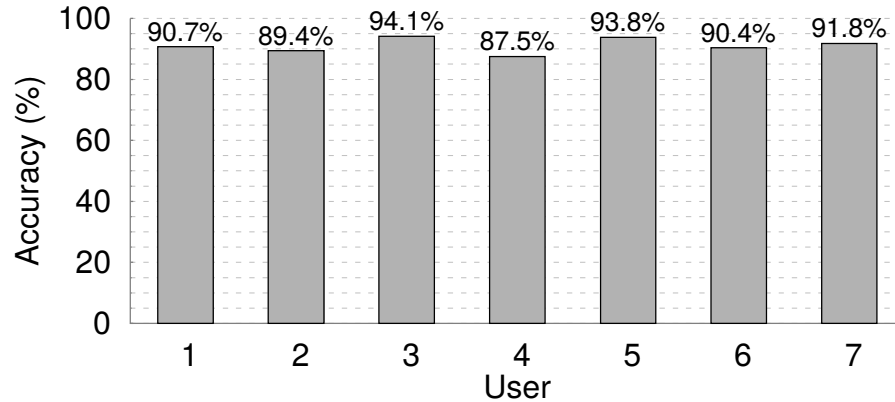
Accuracy across different surfaces



Accuracy across time (10 days)

Okuli is **consistent** across different surfaces and over time

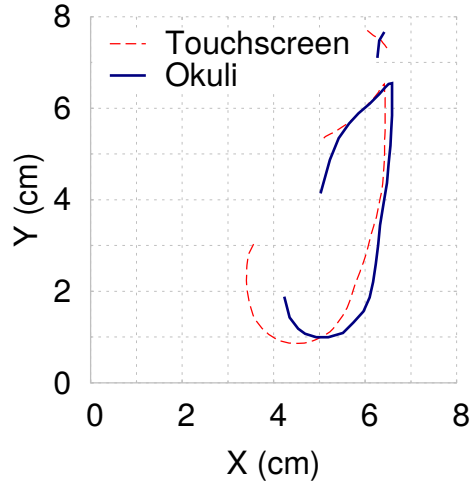
Performance



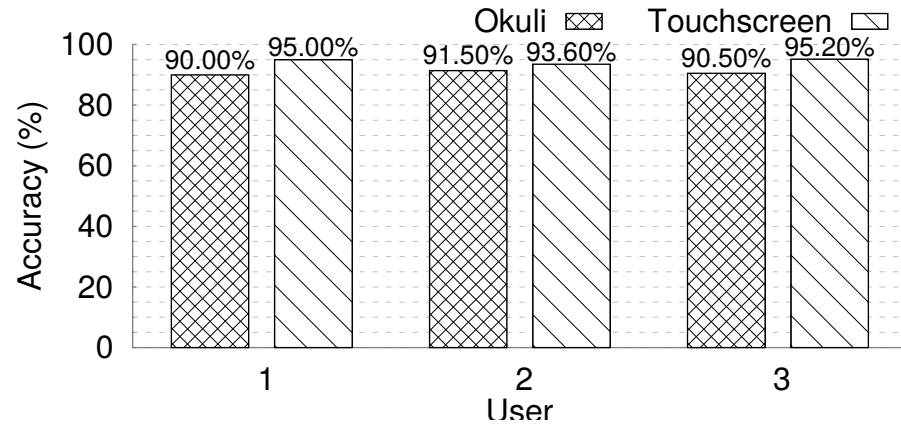
Keypad (20 keys)

Okuli is **consistent** across different users

Performance



Sample trackpad trace



Handwriting recognition

Okuli's performance is comparable with capacitive touch screens

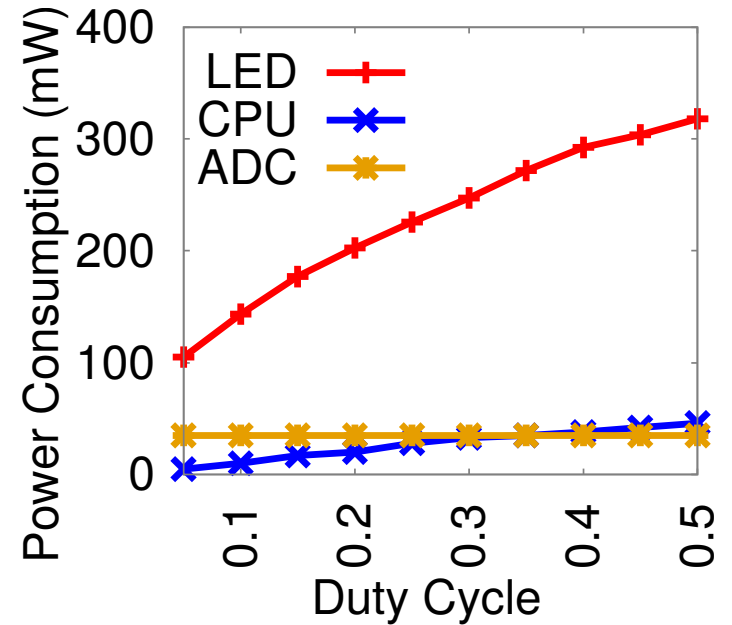
Performance

Most energy cost by light emission

- Can duty-cycle to reduce

Processing costs very little

- Smooth UI, good user experience



Conclusion

- Fine-grained light propagation model can enable accurate near-field visible light localization
- Multiple types of interferences exists in the visible light channel, and can be effectively canceled
- Visible light channel allows us to achieve centimeter grade passive localization with a compact system

Thank you!