

# Turbocharging Ambient Backscatter Communication

Aaron Parks

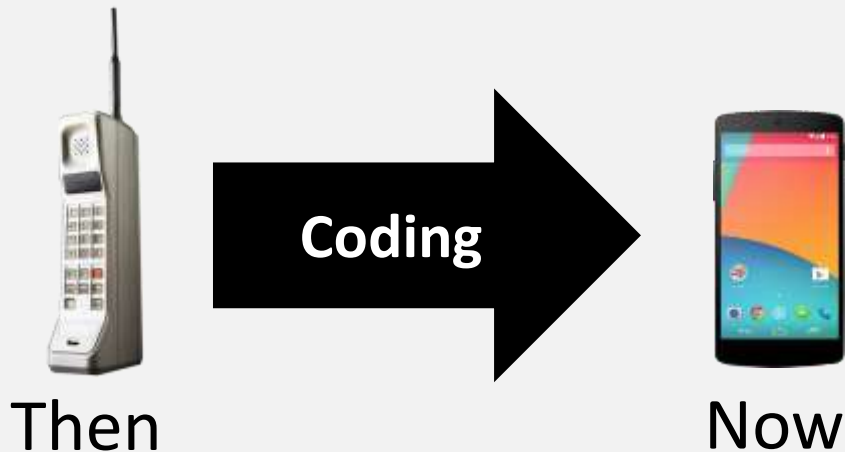
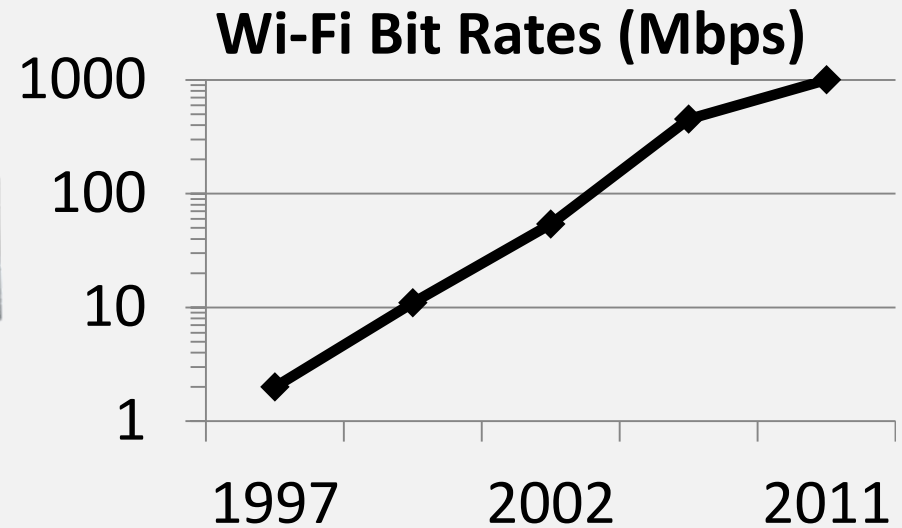
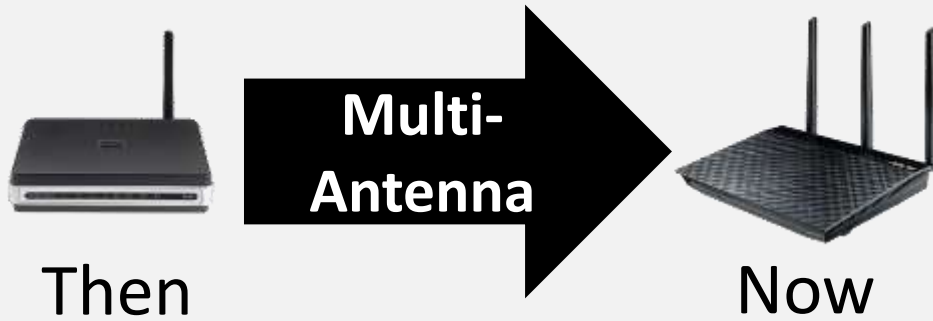
Angli Liu

Shyamnath Gollakota

Joshua R. Smith

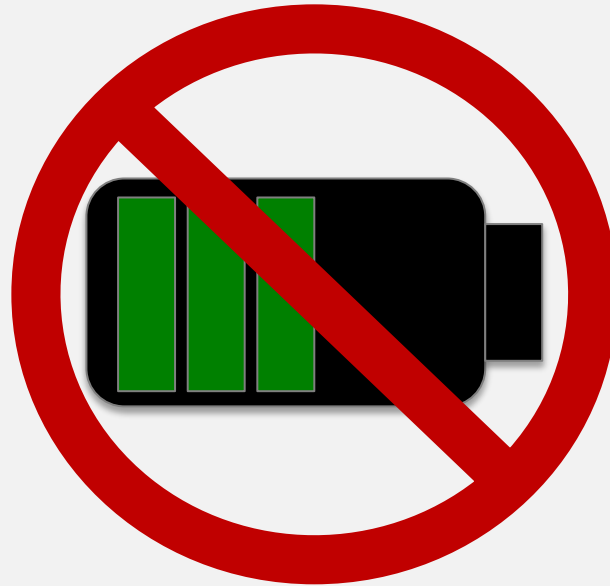


# Radio Communication Trends



- Range (10s of km)
- Reliability

# Our Work



Can we achieve these techniques  
on battery-free devices?

# If Possible, Benefits New Classes of Devices



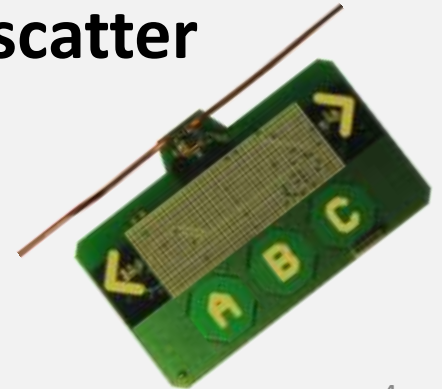
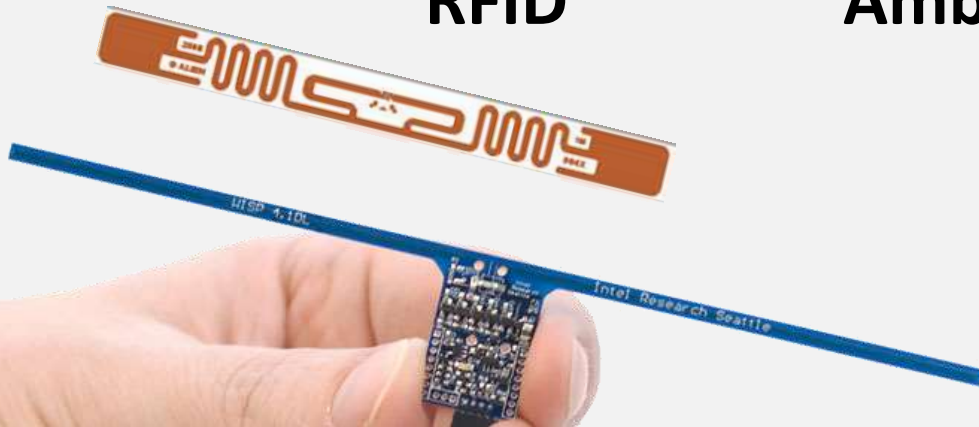
**Wearables**

**Localization**

Severe **power** constraints

**RFID**

**Ambient Backscatter**



# Challenge: Expensive Digital Computation



Multiple  
antennas

- Channel estimation
- Matrix inversion, etc.



Coding  
(e.g., CDMA)

- Expensive correlation
- Synchronization, etc.

Battery-free devices have **orders of magnitude less power**

**100's of  
mW**

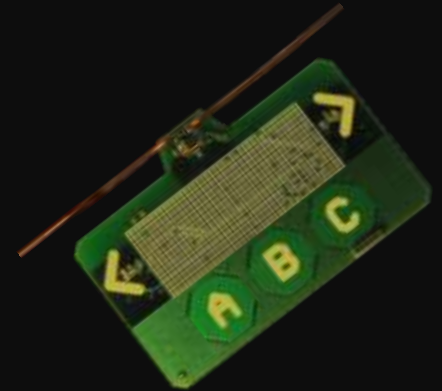
Requires power-  
intensive ADCs

# Our Design Principle

Perform computation in the **analog domain**

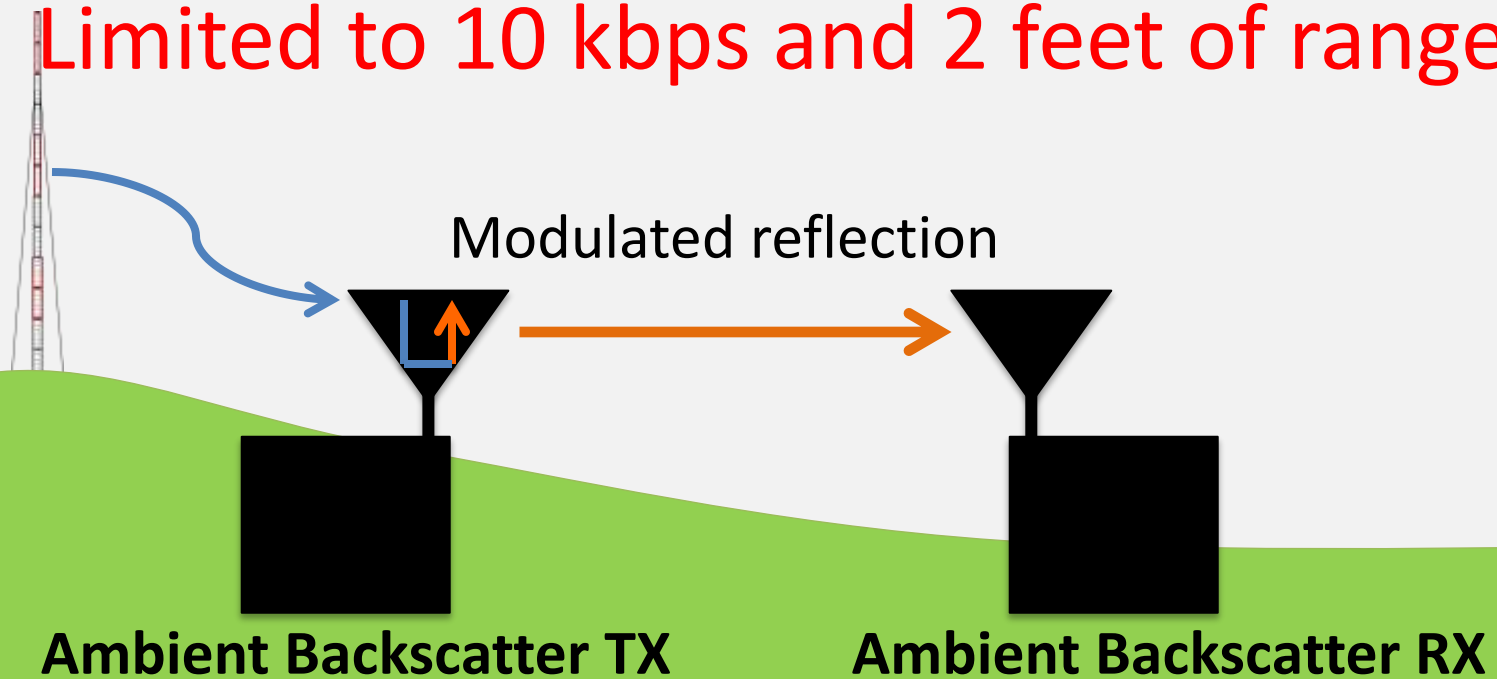
# Contributions

- Introduce the **first multi-antenna cancellation design** for battery-free backscatter devices
  - **10 kbps → 1 Mbps**
- Introduce **first analog coding technique** for long-range backscatter communication
  - **2 feet → 20 meters**



# Ambient Backscatter Communication

Limited to 10 kbps and 2 feet of range



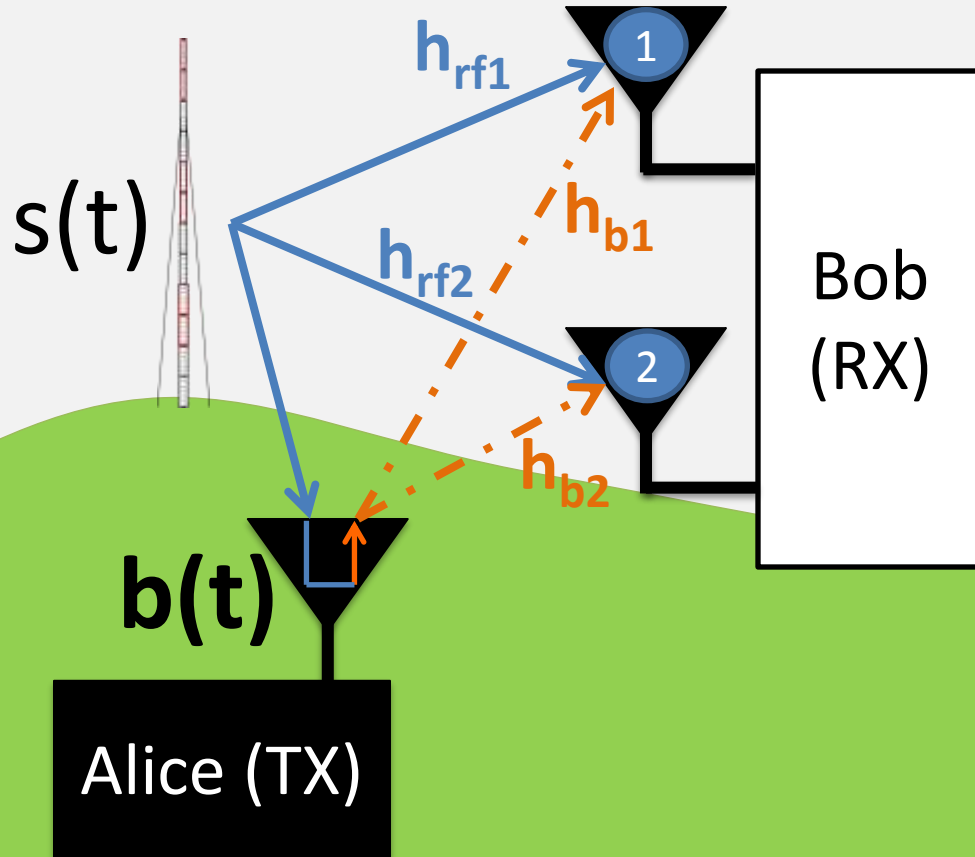
No additional power  
No additional spectrum



# Contributions

- Introduce the **first multi-antenna cancellation design** for battery-free backscatter devices
  - 10 kbps → 1 Mbps
- Introduce first analog coding technique for long-range ambient backscatter communication
  - 2 feet → 20 meters

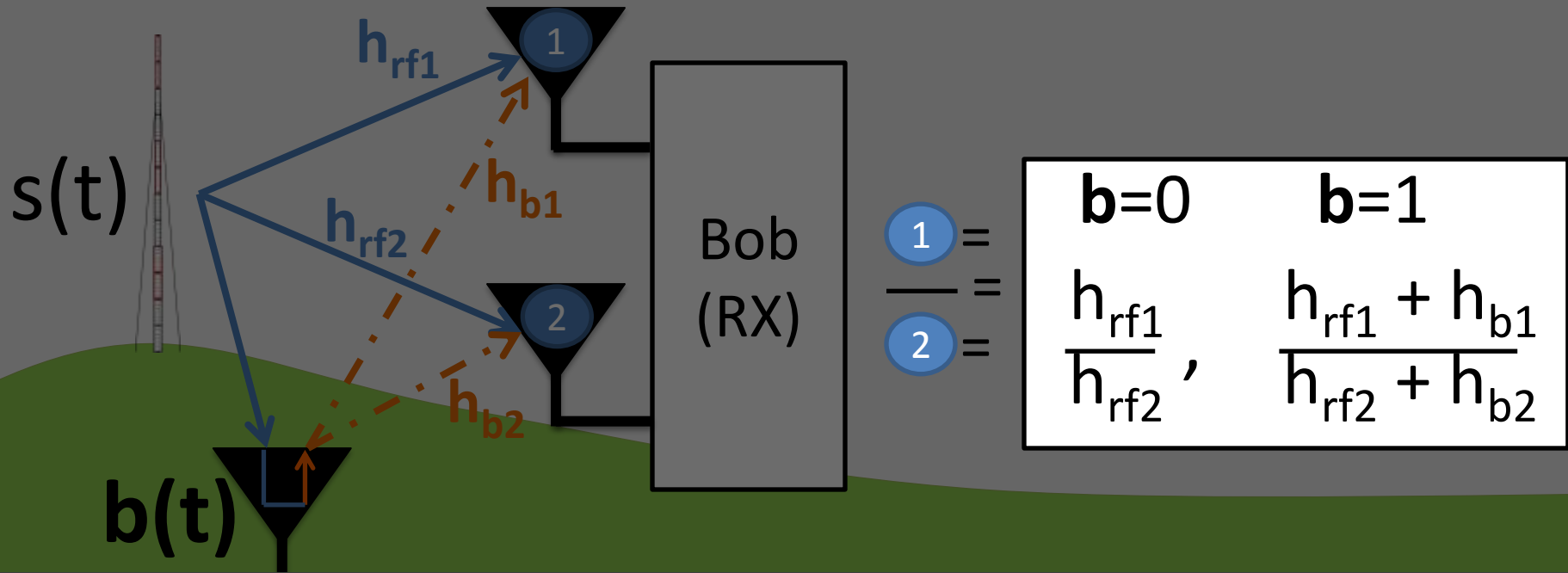
# Multi-Antennas Without Digital Computation



$$1 = h_{rf1}s(t) + h_{b1}s(t)b(t)$$

$$2 = h_{rf2}s(t) + h_{b2}s(t)b(t)$$

# Multi-Antennas Without Digital Computation

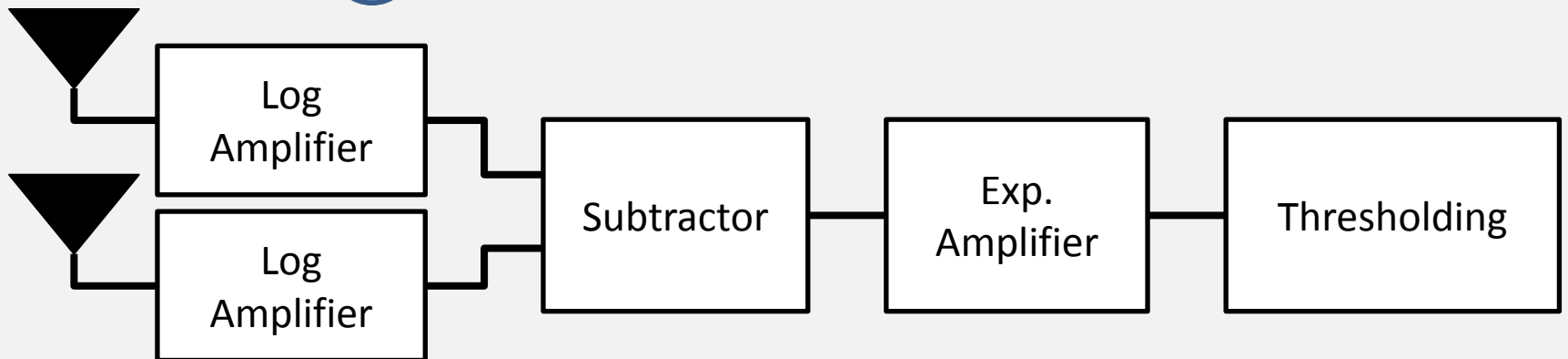


Decode  $b(t)$  using changes in  $\frac{1}{2}$

# Division in the Analog Domain

- Commercial analog dividers are power hungry!
  - Build our own.

$$\frac{\textcircled{1}}{\textcircled{2}} = \exp(\log(\textcircled{1}) - \log(\textcircled{2}))$$



Multi-antenna design **without digital computation**

# Contributions

- Introduce the first multi-antenna cancellation design for battery-free backscatter devices
  - 10 kbps → 1 Mbps
- Introduce **first analog coding technique** for long-range ambient backscatter communication
  - **2 feet → 20 meters**

# How do we Increase Range?

- Add redundancy to data for easier decoding



Cross-correlating is **too expensive**

# How do we Increase Range?

- Use periodic code

Pattern for '1' bit



Pattern for '0' bit

000000...

Receiver simply correlates with:



No shift

→ Gives I component



½ symbol delay

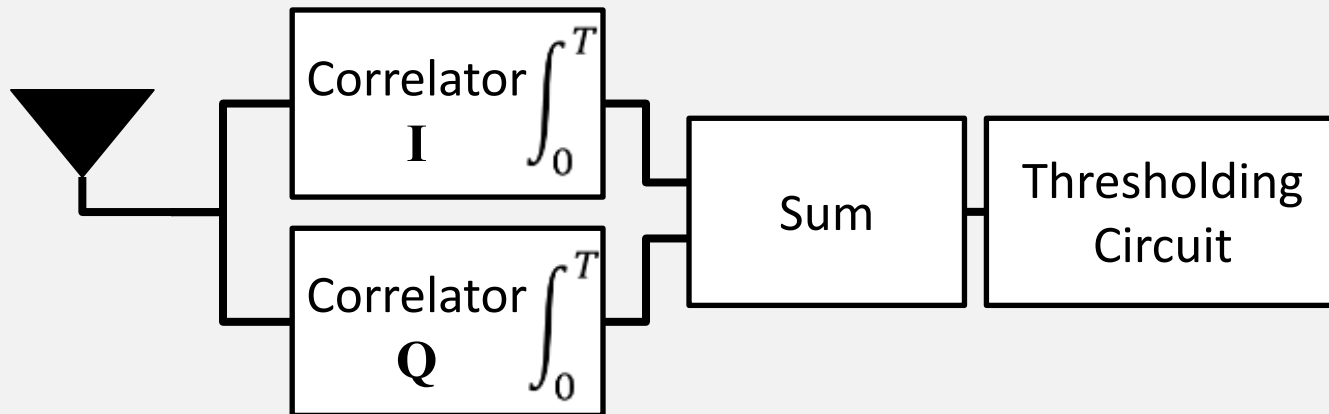
→ Gives Q component

$$|I| + |Q| = N$$

No synchronization required

# How do we Increase Range?

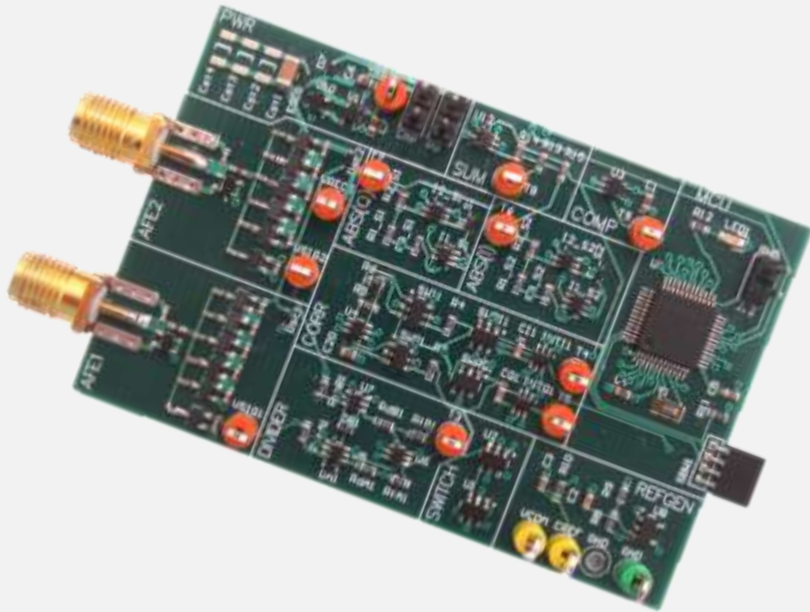
- Analog implementation



Simple analog implementation → Low Power

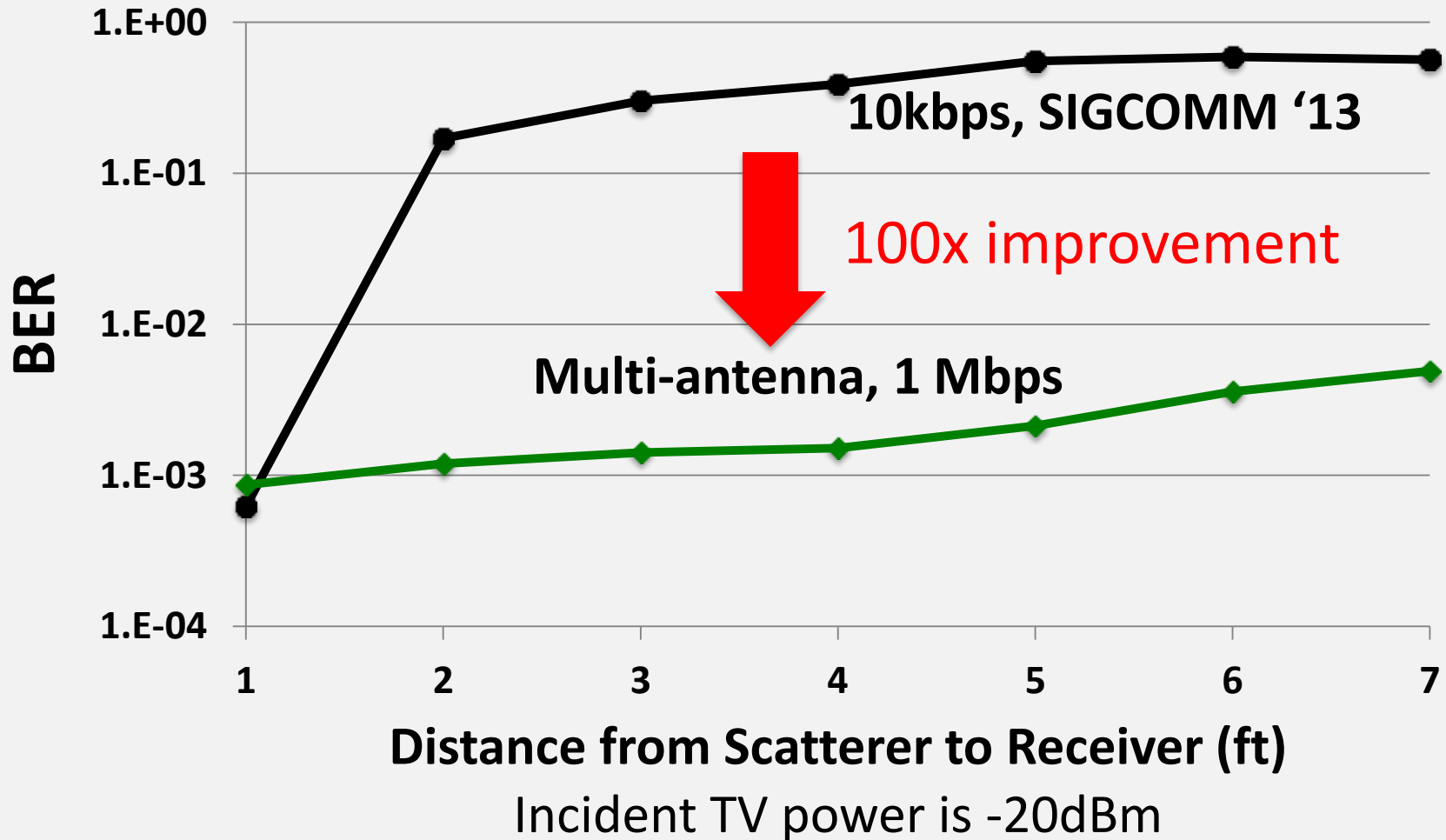


# Our Hardware Prototype



- Integrated multi-antenna and coding implementation
  - 422  $\mu\text{W}$  for multi-antenna
  - 8.9  $\mu\text{W}$  for coding circuit
- Software-defined behavior
  - 0.3 bps to 1 Mbps
- TV , RFID, and solar harvesting

# What Gains Can Multiple Antennas Provide?



# What Gains Can Multiple Antennas Provide?

- How do we get orders of magnitude gains by adding an antenna?

- Last year (SIGCOMM '13)

- Average to eliminate big TV signal

$$\log_2 \left( 1 + \frac{P_{TAG}}{P_{TV} + P_{NOISE}} \right)$$

- Multi-antenna design

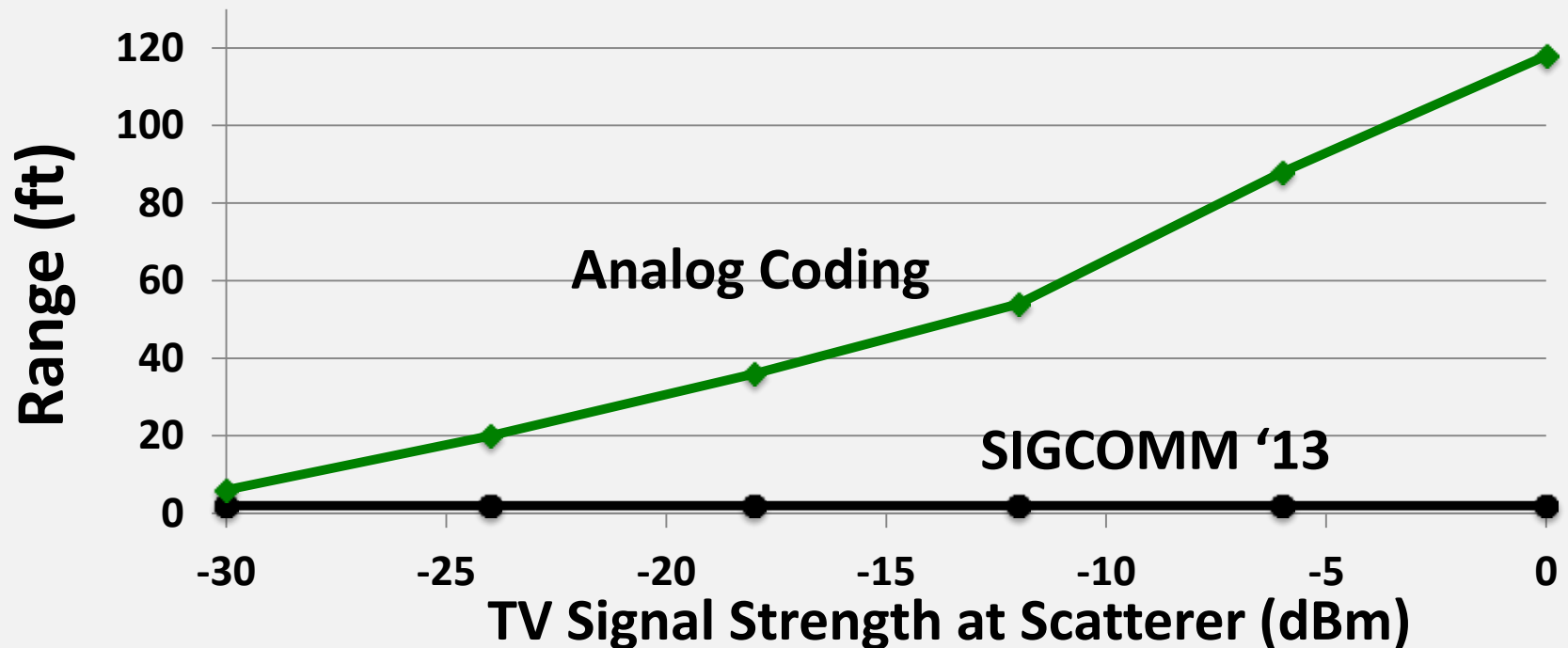
- Completely cancel TV signal

$$\log_2 \left( 1 + \frac{P_{TAG}}{P_{NOISE}} \right)$$

Orders of magnitude increase in rate

# Can our Analog Code Increase the Range?

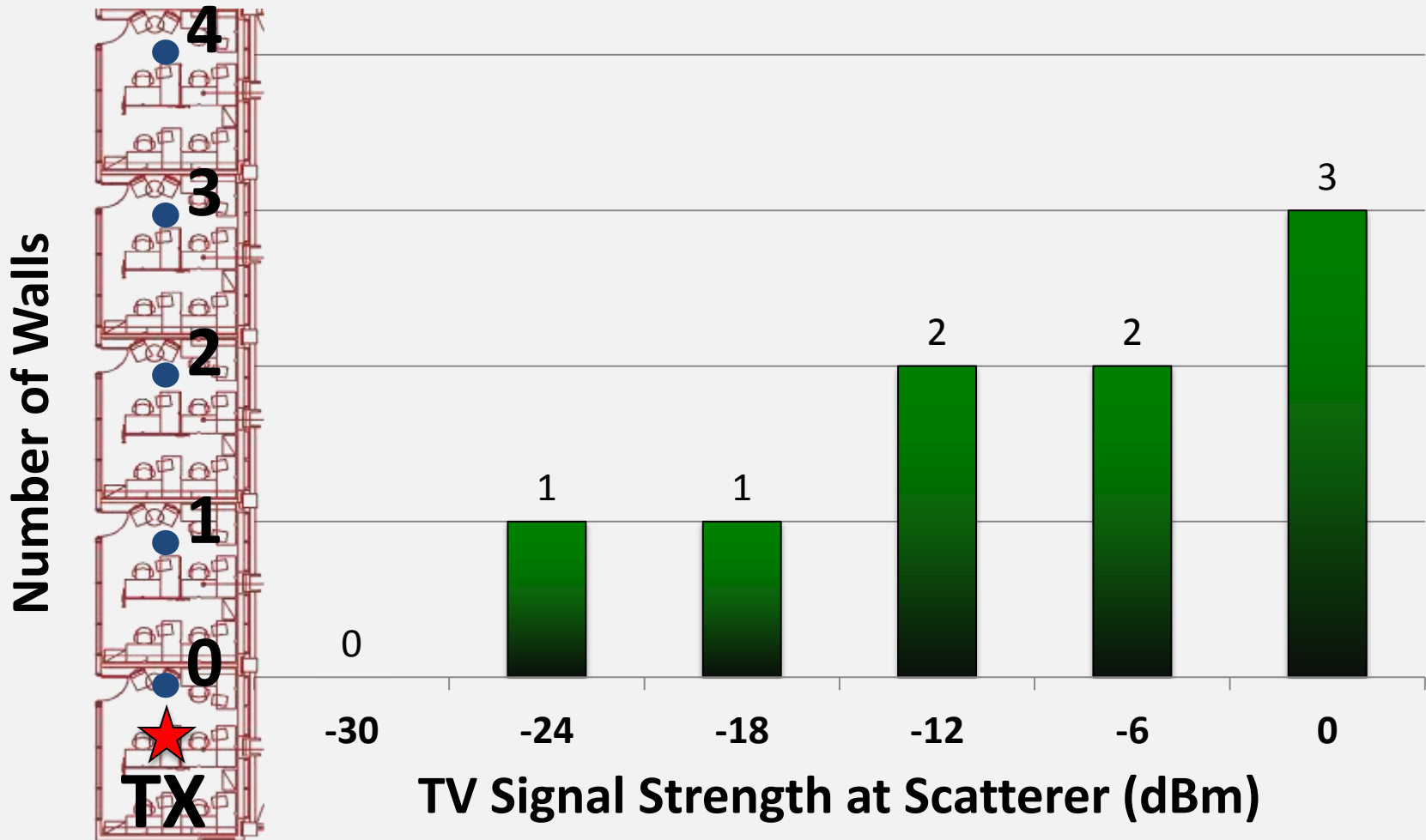
Transmitter and receiver in line-of-sight



10-100x improvement across all power levels

# Can our Analog Code Increase the Range?

Transmitter and receiver in non-line-of-sight



# Conclusions

- Introduce the **first multi-antenna and coding designs** for battery-free backscatter devices
- Provide **orders of magnitude increase** in rate and range of ambient backscatter
- Re-design networking primitives with **power as a first class citizen**
  - Full-duplex (MOBICOM'14), UWB (?), Random access (?), TCP/IP (?), ...