

A Novel Barcode Generation and Modulation Techniques

¹D.Prasad

¹Professor, Department of ECE, Ramanandathirtha Engineering College, Nalgonda, India

Abstract:

There are numerous possible applications for a high data density barcode that can be easily photographed and decoded by mobile phones, but no such symbology presently exists. As a outcome, a new barcode was intended to exploit the low-pass characteristic of a camera phone channel and is offered as a means of enabling wireless optical communication with mobile phones. In this study, a new method for data modulation in 2-D barcodes is presented, and its performance is evaluated in contrast to other standard methods of barcode modulation. In this new method, orthogonal frequency-division multiplexing (OFDM) modulation is used together with differential phase shift keying (DPSK) over next to frequency domain elements.

Keywords: Barcode, data transfer, differential phase shift keying, orthogonal frequency-division multiplexing (OFDM) modulation.

I. INTRODUCTION

As the information technology industry lasts to grow at a fast rate, digital communications have become widespread in every domain of life. The virtual world is ever-expanding. However, a considerable portion of business, advertising, and logistics depends heavily on physical media for communication. Despite the prominence of digital devices and computers in the business world, paper continues to play a significant role. For this reason, methods of interfacing documents and objects with digital formats and virtual databases can significantly increase efficiencies and enhance communication. Perhaps the most recognizable of such methods is the barcode.

A barcode is a machine-readable representation of information displayed on a surface. Generally, barcodes use dark markings on a light surface to create a high and low reflectance that can be converted into binary digits. However, several techniques have diverged from the traditional encoding methods by using colour, as well as representations that are invisible to the human eye. Barcodes are read using optical scanners, or decoded from images using the required software [1,9]. The original one-dimensional barcodes encode several characters into a linear series of bars. Because of their low data-density, these linear barcodes are used to simply link an item to an existing database when

scanned. Two-dimensional barcodes were developed in the mid-eighties in order to encode all of the necessary information about an item into the barcode itself, as opposed to just its address in an existing database. Two-dimensional barcodes encode information along the vertical axis as well as the horizontal axis, while one-dimensional barcodes encode data in the horizontal direction only, with vertical redundancy.

In fact for machine readable digital data storing on product packages or paper, barcode is a cost-effective and simple method. Even faster data transfer as pressing needs and there have been many improvements with high reliability have emerged on the original barcode design that was made. For these cost-effective codes as well as their application opened a new front by invention of HC2D barcodes in scenarios like storing contact information which transfer more complex data, URLs among other things, there have become increasingly popular in which QR codes [2]. There can be found the performance of camera phone applications in the comparison of 2D barcode in [3].

II. RELATED WORK:

Moreover unlike the static paper, the LCD may display time-varying barcodes for the eventual transfer of streams of data to the receiving electronic device(s) as depicted in Fig. 1. This knowledge has been applied in [4] where transmission of data between two cell phones through a series of 2D QR codes is studied, achieving bit rates of under 10 kbps for state of the art mobile devices.

Later the idea was further developed in [5] in which a computer monitor and a digital camera are used for transmission and reception with bit rates of more than 14 Mbps achieved in docked transmitter and receiver conditions over distances of up to 4 meters. However, this rate drops to just over 2 Mbps when the distance is increased to 14 meters.

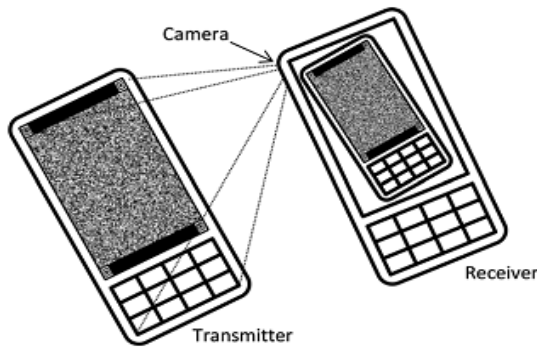


Fig. 1. An Illustration of Transmission of Data Between Two Handheld Cameraphones Using A Sequence of 2D Barcodes.

The higher performance of the future implementation is accomplished using a more effective modulation and coding scheme for alleviation of image blur and pixel to pixel light leakage. The general idea is to use the inverse Fourier transform (IFT) of data like OFDM to modulate LCD pixels. Even though image blur and light leakage greatly reduce the performance of QR decoders they have a limited effect on OFDM modulation. Additionally their performance deprivation is limited to known portions of the decoded data. This previous knowledge on non-uniform error probability may be used for adaptive error correction coding based on data region as in [5]. There is an increasing interest in design and implementation of LCD-Camera based communication systems as specified in [6]–[8]. This would require supplementary surveys in determining optimal modulation and demodulation schemes for this type of innovative communications medium.

III. PROPOSED SYSTEM DATA TRANSFER CAPACITY

The OFDM modulation uses orthogonal frequency subcarriers to transfer data and can restrain image blur, which is fundamentally a low pass filter, to high frequency components such that low frequency data bits are transmitted uncontaminated. This method requires high phase coherency to detect the data bits correctly. The current study extends this idea through additional modifications on the modulation scheme in a way to mitigate LCD-camera relative movements during the capture of a single frame, which outcomes in motion blur distortion on the captured images.

The required movement tolerance is achieved by putting data in phase differences of adjacent frequency components leading to a DPSK-OFDM scheme which would be called simply the DPSK method throughout this study. Observing that any phase distortion due to motion blur would affect neighboring frequency components negligibly,

data may be transmitted reliably even in the vicinity of high LCD, camera relative motion. A diagram of the system envisioned is shown in Fig. 2. This method also eliminates the channel estimation requirements resulting in lower processing power.

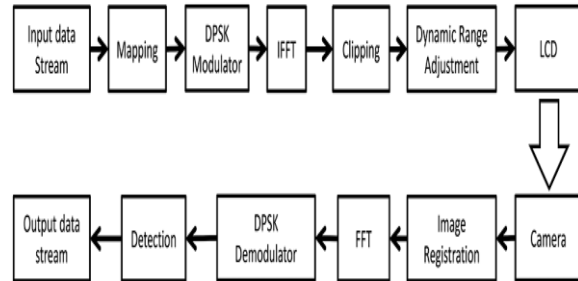


Fig. 2. Diagram of The Algorithm Used for Data Transfer. Data Stream is Supposed to Include Source Coding and Error Correction Coding.

To maximize data transmission rate, one should consider extracting maximum data from a single image shown on an LCD and then increase the rate at which consecutive frames will be decoded. There are numerous issues distressing the amount of data that can be extracted from a particular LCD, some of them depend on the LCD design itself and others on the camera working as the receiver.

Data capacity of an LCD: It might be calculated by considering for instance the maximum number of bits in a raw image as shown on the LCD. A display having the rows M_D and N_D columns, showing a color image in L_D channels and color bit depth of bits per channel, would have the maximum information of:

$$C_l = M_D \times N_D \times L_D \times B_D \text{ bits per image (1)}$$

This is the maximum information that can be shown on the LCD on a single image due to the discrete nature of the data shown.

Awkwardly, our desired rate cannot be achieved due to the some restrictions as pronounced below:

A. Camera Limitations:

A propelled camera could be deliberated as a device which digitally tests a 2D signal. For right testing of persistent housings in time, camera catch rate should be 2 times the display restore rate unless there is asynchronization system set up to authorize the camera shade when the photo is stabilized on the showcase (accurately between packaging changes).

B. Power Limitations

The limit of each correspondence channel relies on upon the signal's force sent through that medium as anticipated by Shannon hypothesis, and

for this situation the force distance and angle between camera and LCD (perspective distortion);

- camera and subject relative motion;
- out of focus lens;
- compression distortions;
- unwanted ambient light sources;

C. Finder Patterns:

Proper demodulation of data requires precise extraction of the modulated data from captured image and compensating for any perspective distortions.

D. Inter-Symbol Interference (ISI)

When a barcode is printed on paper, a white pixel does not affect its neighboring black pixels provided that the print quality is good and the resolution is high enough. On the other hand, when data is shown on an LCD, light that is passing through white pixels may leak into neighboring black pixels making them look gray.

These nonlinear (undesirable effects) should be addressed to make sure the possibility of the algorithm under accurate scenarios, while stabilizing the ability for attaining high data transfer rates

IV. DPSK-OFDM

The main idea in resolving this problem is to interpret the barcode image as a wireless radio signal for which ISI reduction techniques have already been proven successful. Solitary of the best and most possible modulation methods capable of deal with severe conditions in band limited communication channels is the so-called Orthogonal Frequency Division Multiplexing or OFDM.

A. Similarities of Barcode and Wireless RF Channel

Consider taking a picture of this single row, in a band limited channel which has a combination of camera focus problems, resolution limitations, light leakage from white to black pixels, among other things. Moreover in a multipath channel in which the camera moves during image capture and mixes up the image of several neighboring pixels, the resulting image will suffer from high ISI.

Solution:

To solve these problems in a time domain radio signal, OFDM method is used to essentially divide the channel into multiple orthogonal low bandwidth channels and the low rate data is sent into these channels in parallel.

- a) Here the 1D data the inverse Fourier transform is used for displaying the data instead of using the PAM modulated process, where Hermitian symmetry conditions should be met to have real-valued outputs.

- b) As a result, most artifacts only affect the high frequency components leaving low frequency components intact for data transmission.

When using OFDM for transmission of data as images, all the channel equalization computations should be based on a single OFDM frame due to the independent channel response between subsequent frames, unless the frame rate is very high. In fact each frame is distorted by LCD-Camera relative motion during its own capture time.

Solution:

To mitigate this problem the phase difference between adjacent elements is used to convey data.

- a) Using DPSK modulation earlier to applying the inverse Fourier transform in OFDM modulation, data would not have to be stored in the absolute phase of the received elements
- b) But rather in its phase difference to the neighboring element, which eliminates the requirement for channel estimation and
- c) Equalization if the channel response does not vary abruptly between adjacent subcarriers.

B. Transmitter

One of the benefit of using OFDM is its effective computation method which uses the Inverse Fast Fourier Transform (IFFT) to modulate input data into orthogonal frequencies. The modulated signal should be real-valued in order to be shown on an LCD, so the input to the IFFT algorithm should have Hermitian symmetry. This requirement is shown in the following equation:

$$T(M - m, N - n) = T(m, n)^* \dots \dots \dots (2)$$

where $0 \leq m < M$ and $0 \leq n < N$, and * denotes the complex conjugate operator.

Fig. 3 shows the elements relationship in order to have a real-valued IFFT for matrix. In this configuration, only regions 1 and 2 are used for data transmission independently, and regions 3 and 4 are calculated accordingly to have a real-valued IFFT. Moreover, the symmetry requirements for elements that have been deliberately set to zero would be inevitably satisfied. The IFFT of this matrix would have real-valued output on display. Bended lines show location of complex conjugate pairs.

1) Constellation Mapping:

The input data is decomposed into 2-bit symbols. Each symbol is converted to a complex phase by the following rules:

$$11 \rightarrow e^{j \frac{1\pi}{4}}, 10 \rightarrow e^{j \frac{7\pi}{4}}, 01 \rightarrow e^{j \frac{3\pi}{4}}, 00 \rightarrow e^{j \frac{5\pi}{4}}$$

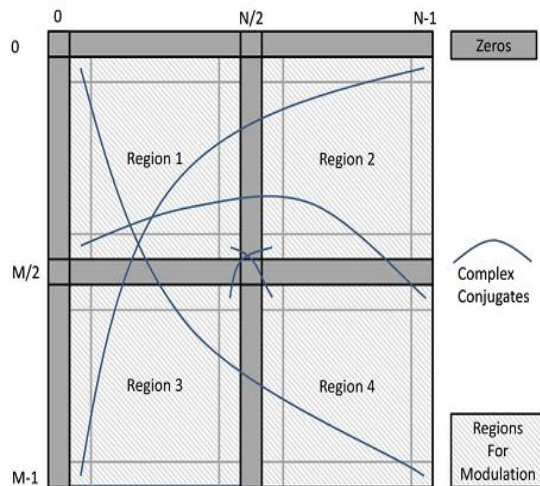


Fig. 3. Hermitian Symmetric Matrix Used for DPSK-OFDM Modulation.

Therefore the first bit modulates the real component and thesecond bit modulates the imaginary component of the phase foreach data symbol.

These symbols are placed in a $\frac{M-2}{2} \times \frac{N-2}{2}$ matrix **S** which contains the absolute phase elements that aregoing to be modulated using DPSK.

2) **Inverse FFT:**

Considering is the frequency domain representation of the signal, the IFFT is applied on it to have thetime domain signal referred to as **D_i**. This signal wouldhave zero mean because, so it should be adjusted in orderto use the full dynamic range of pixels.

3) **PAPR Adjustment:**

D_i is a real-valued 2D signal withhigh peak to average ratios. The most practical methods would besoft clipping of the signal in which a threshold level of **A_{max}** based on signal average power level is set such that:

$$Clippratio = \frac{A_{max}}{\sqrt{P_{avg}}} \dots \dots \dots (3)$$

Where **P_{avg}** is average power per element in the OFDMsignal before clipping. Any components with higheramplitudethan **A_{max}** are consequently clipped to **A_{max}** resulting in a 2D matrix **D_c**.

4) **Amplitude Adjustment:**

The pixel levels in the PAPR adjustedimage need to be transformed into LCD dynamic range levelsfor efficient utilization of transmission power.

5) **Finder Patterns:**

Proper demodulation of data requires precise extraction of the modulated data from captured image andcompensating for any perspective distortions.

A sample 128 X 128 image generated by the precedingmethod is shown in Fig. 4 as it would be shown on the LCD ofthe transmitting device.

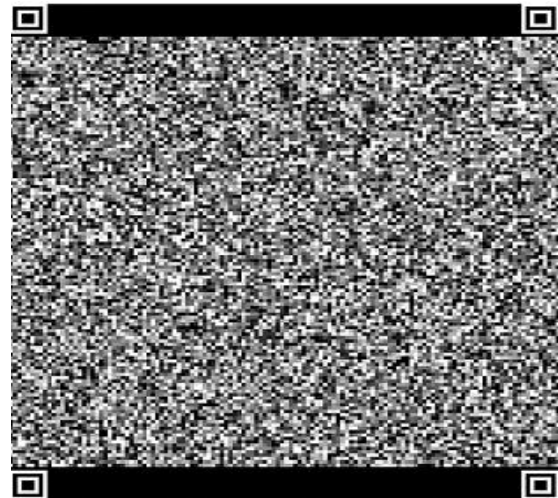


Fig. 4. Final Image Shown on the LCD After Applying the DPSK-OFDM Modulation Algorithm.

6) **Cyclic Extension:**

OFDM systems require cyclic extension to prevent inter carrier interference (ICI) [10]. To be sufficient, the length of theadded cyclic extension must be more than the time spread of the channel.

7) **Receiver:**

After displaying the generated image of Fig. 4, thereceiver uses its camera for sampling and recordkeeping theacquired image so that a fairly acceptable copy of iscreated at the receiver end. The effects of interference,noise and distortions encountered in this step areaddressed in the simulation section. To obtain thetransmitted data successfully, the following steps should betaken into consideration at the receiver end

8) **Image Capture:**

Digital camera and display systems have alimited refresh rate which tends to be more than 23 Hz fordifferent standards.

9) **Image Registration:**

The first step in processing thecaptured image is to extract the displayed image frombackground which depends on predefined finder patternsput into the image.

10) **FFT:**

Applying Fast Fourier Transform on theregistered image results in frequency domain datawhich is comprised of the differential phase modulatedelements stored in **R_f** matrix.

11) **DPSK Demodulation:**

Theoriginal constellation mapped data can be extractedusing phase differences between

respective elements, but first data corresponding to regions 1 and 2 should be concatenated together to form a matrix corresponding to the transmitted matrix T . The resulting R_d would be a distorted copy of the transmitter path.

12) **Detection:**

Now that the phase differences have been extracted, each input bit may be calculated using the constellation map of the transmitter.

13) **Error Correction:**

Barcode employs error correction to generate a series of error correction codeword which are added to the data codeword sequence in order to enable the symbol to withstand damage without loss of data. There are four user-selectable levels of error correction, as shown in Table 1, offering the capability of recovery from the following amounts of damage.

Table 1 Error Correction Levels

Error Correction Level	Recovery Capacity % (approx.)
L	7
M	15
Q	25
H	30

Error Correction can be implemented by using the division circuit as shown in Fig. 5.

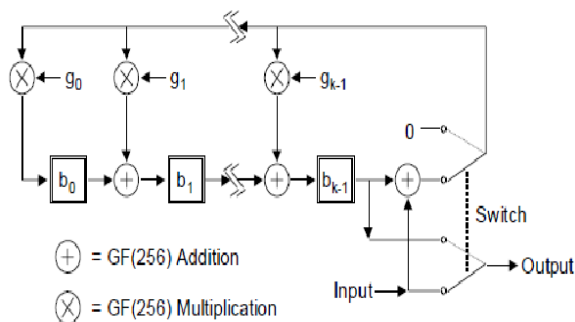


Fig.5 Error Correction codeword Encoding Circuit

The registers b_0 through b_{k-1} are initialized as zeros. There are two phases to generate the encoding. In the first phase, with the switch in the down position the data codeword are passed both to the output and the circuit. The first phase is complete after n clock pulses. In the second phase ($n+1 \dots n+k$ clock pulses), with the switch in the up position, the error correction codeword $k-1 \dots 0$ are generated by flushing the registers in order while keeping the data input at 0.

V. CONCLUSION

It was revealed that QPSK-OFDM modulation has serious inadequacies in the

alleviation of camera LCD movements where the phase of each element deviates constantly. On the other hand, addition of a differential phase modulator before OFDM to modulate the data stream into phase differences of adjacent elements (DPSK-OFDM) sources the motion effect to progressively deteriorate because of its steady alteration from element to element, subsiding to a small abnormality from the ideal phase in the received signal.

REFERENCES

- [1] R. Adams. Bar Code 1: 2 Dimensional bar code page. <http://www.adams1.com/pub/russadam/stack.html>, 1995. Accessed 19 February 2008 [Online].
- [2] Information Technology—Automatic Identification and Data Capture Techniques—QR Code 2005 Bar Code Symbology Specification, ISO/IEC 18004:2006, 2006.
- [3] H. Kato and K. Tan, —Pervasive 2d barcodes for camera phone applications, *Pervasive Comput.*, vol. 6, no. 4, pp. 76–85, Oct. 2007.
- [4] X. Liu, D. Doermann, and H. Li, “Vcode-pervasive data transfer using video barcode,” *IEEE Trans. Multimedia*, vol. 10, no. 3, pp. 361–371, Apr. 2008.
- [5] S. D. Perli, N. Ahmed, and D. Katabi, “Pixnet: Interference-free wireless links using LCD-camera pairs,” in *Proc. MobiCom*, 2010, pp. 137–148.
- [6] J. Memeti, F. Santos, M. Waldburger, and B. Stiller, “Data transferring a camera and a three-dimensional code,” *Praxis der Informationsverarbeitung und Kommunikation*, vol. 36, no. 1, pp. 31–37, 2013.
- [7] C. Pei, Z. Zhang, and S. Zhang, “Softoc: Real-time projector-wall camera communication system,” in *Proc. ICCE*, Jan. 2013, pp. 100–101.
- [8] S. Kuzdeba, A. M. Wyglinski, and B. Hombs, “Prototype implementation of a visual communication system employing video imagery,” in *Proc. CCNC*, 2013, pp. 184–189.
- [9] Rosistem Bar Code. Barcode Education. <http://barcode.ro/tutorials/barcodes/index.html>, 2003-2008. Accessed 19 February 2008 [Online].
- [10] R. Morrison, L. Cimini, and S. Wilson, “On the use of a cyclic extension in OFDM,” in *Proc. 54th IEEE Veh. Technol. Conf.*, 2001, vol. 2, pp. 664–668.