**IEEE P802.15**

**Wireless Personal Area Networks**

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| Title | D0 Text Input – Kookmin Univ. PHY modes on table summary | |
| Date Submitted | 17 May 2016 | |
| Source | Kookmin University | Voice: [ ] Fax: [ ] E-mail: [ yjang@kookmin.ac.kr] |
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| Abstract | [A short summary of Kookmin PHY modes following the D0 template] | |
| Purpose | [Re-format PHY mode tables] | |
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**PHY Layer Operating mode(s)**

**PHY A modes**

Table 1: Kookmin PHY A modes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **PHY Operating Modes** | | | | | |
| **Modulation** | **RLL Code** | **Optical Clock Rate** | **FEC** | | **Data Rate** |
| **Outer code**  (Mismatched Frame rates FEC) | **Inner code** |
| S2-PSK | No | 200  Hz | Repeat code  (10 symbol/sec) | Code rate = (N-1)/N | Uncoded data rate is equal to the symbol rate  Rbit = (bit/symbol) x (symbol rate) = (K) x 10 |
| S8-PSK | Yes | 800  Hz | Repeat code  (10 symbol/sec) | Code rate = (N-1)/N  bad-sampling code rate = 1 | Uncoded data rate is triple the symbol rate  Rbit = (bit/symbol) x (symbol rate) = (3×N) x 10 |
| DS8-PSK | No | 800×n  Hz | Repeat code  (10 symbol/sec) | Code rate = (N-1)/N  bad-sampling code rate = 1 | Uncoded data rate is triple the symbol rate  Rbit = (bit/symbol) x (symbol rate) = (3N) x 10 |

where

symbol = (data + its repetition)

N is the number of LED (a group of LEDs) on a transmitter.

**PHY B modes**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Previous Table. Flicker-free Rolling Shutter PHY 5 Operating Modes** | | | | | | | |
| **Modulation** | **RLL Code** | **Tx**  **optical Clock Rate** | **Rx**  **frame rate** | **Frame Length** | **FEC** | **OH** | **PHY SAP throughput (bps)** |
| C-OOK | Manchester | Clock rate = 2.2 kHz  Symbol rate = **10** | Rx(fps) >Tx (1) | DS=**100**(2) | None | Preamble  +Ab | 60 |
| 4B6B | DS=6**0**(4) | None | 150 |
| Manchester | Clock rate = 4.4 kHz  Symbol rate = **20** | Rx(fps) ~ Tx(3) | DS=**60**(4) | Outer code(5) | Preamble  +2.Ab | 580 |
| 4B6B | DS=**60**(4) | 700 |
| **Modulation** | **Coding** | **Tx**  **(freq.# /symbol rate)** | **Rx**  **frame rate** | **FEC** | | **OH** | **PHY SAP throughput (bps)** |
| CM-FSK | None | #\_of\_Freq. = 32  Symbol rate = 10 | Rx(fps) ≥ 2.Tx | None | | Ab  (per symbol) | 40 |
| 2-PSK | 50 |
| 4-PSK | #\_of\_Freq. = 64  Symbol rate = 10 | Outer FEC code(6) | | 70 |

Table 2.1: Kookmin PHY B –OOK modes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **PHY Operating Modes** | | | | | |
| **Mod.** | **RLL Code** | **Optical Clock Rate** | **FEC** | | **Data Rate**  PHY SAP throughput (bps) |
| **Outer code**  (to solve **frame rate variation** and the **time gap** between Images) | **Inner code**  (images fusion + frame drop error detection) |
| OOK | Manchester | 2.2 kHz | Repeat DS=100 | Images fusion code  (single Ab frame)  Code rate = (N-2)/N | 60 |
| 4B6B | 2.2 kHz | Repeat DS=60 | 150 |
| Manchester | 4.4 kHz | Repreat DS=60 | 2/3 missed frames detection code  (2 Ab frame)  Code rate = (N-4)/N | 580 |
| 4B6B | 4.4 kHz | Repreat DS=60 | 700 |

where N is the number of bits per data sub-packet (DS).

Table 2.2 Kookmin PHY B –FSK modes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **PHY Operating Modes** | | | | | |
| **Mod.** | **RLL Code** | **Optical Clock Rate** | **FEC** | | **Data Rate**  PHY SAP throughput (bps) |
| **Outer code** | **Inner code**  (**Mismatched frame rates code**) |
| FSK | 32-FSK | Variable | Repeat code  (10 symbol/sec) | Code rate = 4/5 | 40 |
| 32-FSK/2-PSK | Repeat code  (10 symbol/sec) | Code rate = 5/6 | 50 |
| 62-FSK/4-PSK | Repeat code  (10 symbol/sec) | Code rate = 7/8 | 70 |

where symbol = (data + its repetition)

**PHY C modes**

Table 3.1: Kookmin PHY C modes (color code)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **PHY C Operating Modes** | | | | |
|  |  | **FEC** | |  |
| **Modulation** | **RLL code** | **Outer code** | **Inner code** | **Data Rate** |
| 2D-sequential code | None | Repeat code  (symbol/sec) | Code rate = data / (data +clock information)  = N/(N+4)  Spatial coding | (symbol rate) x (#\_data LEDs) |
| 4 color  2D-sequential code | (symbol rate) x 2.(#\_data LEDs) |
| 8 color  2D-sequential code | (symbol rate) x 3.(#\_data LEDs) |
| QR-ISC code | RQR code  - (clock transmission) |

where N is the number of data bits being transmitted through a 2D code block.

Table 3.2(a): Kookmin Invisible code

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **PHY Operating Modes** | | | | |
| **Modulation**  **(m:n)** | **RLL Code** | **Optical Clock Rate** | **FEC** | **Data Rate (bits)**  **m x n x 15 x FEC\_rate** |
| 2D-invisible sequential code 4:3 | None | 30Hz | FEC\_option | **180 x FEC\_rate** |
| 2D-invisible sequential code 16:10 | None | 30Hz | FEC\_option | **2400 x FEC\_rate** |
| 2D-invisible sequential code 8:5 | None | 30Hz | FEC\_option | **600 x FEC\_rate** |
| 2D-invisible sequential code 16:9 | None | 30Hz | FEC\_option | **2160 x FEC\_rate** |
| 2D-invisible sequential code 8:3 | None | 30Hz | FEC\_option | **360 x FEC\_rate** |

where

N: Number of vertical cells

M: Number of horizontal cells

FEC\_option: Select one FEC scheme from Table 3.2(b)

FEC\_rate: the data rate scale of FEC scheme

Table 3.2.(b) FEC option

|  |  |  |
| --- | --- | --- |
| FEC\_option | FEC description | FEC\_rate |
| 1 | none | 1 |
| 2 | RS(64,32) | 1/2 |
| 3 | RS(160,128) | 128/160 |
| 4 | RS(15,11) | 11/15 |
| 5 | RS(15,2) | 2/15 |
| 6 | RS(15,4) | 4/15 |
| 7 | RS(15,7) | 7/15 |
| 8 | CC(1/4) | 1/4 |
| 9 | CC(1/3) | 1/3 |
| 10 | CC(2/3) | 2/3 |