

Range ambiguity cancellation for continuous-wave indirect ToF image sensors

Bumsik Chung*, Il-Pyeong Hwang*, Daeyun Kim, Jonghan Ahn, Daeho Kim,
Myunghan Bae, Jiheon Park, Inho Song, Hogyun Kim, Minsik Kim, Taemin An,
Hyeyeon Lee, Youngkyun Jeong, Min-Sun Keel, Juhyun Ko, Jesuk Lee

Samsung Electronics, Hwaseong, Korea

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Outline

- **Introduction**
- **Motivation**
- **Proposed Scheme**
- **Measurement Results**
- **Conclusion**

■ Short-range 3D applications

- Face detection
- Hand gesture recognition

■ Critical requirements with indirect time-of-flight (ToF) sensors

- Minimal motion artifacts
- High frame rate
- Depth precision and accuracy
- **No phase wrapping errors (abnormal operation)**

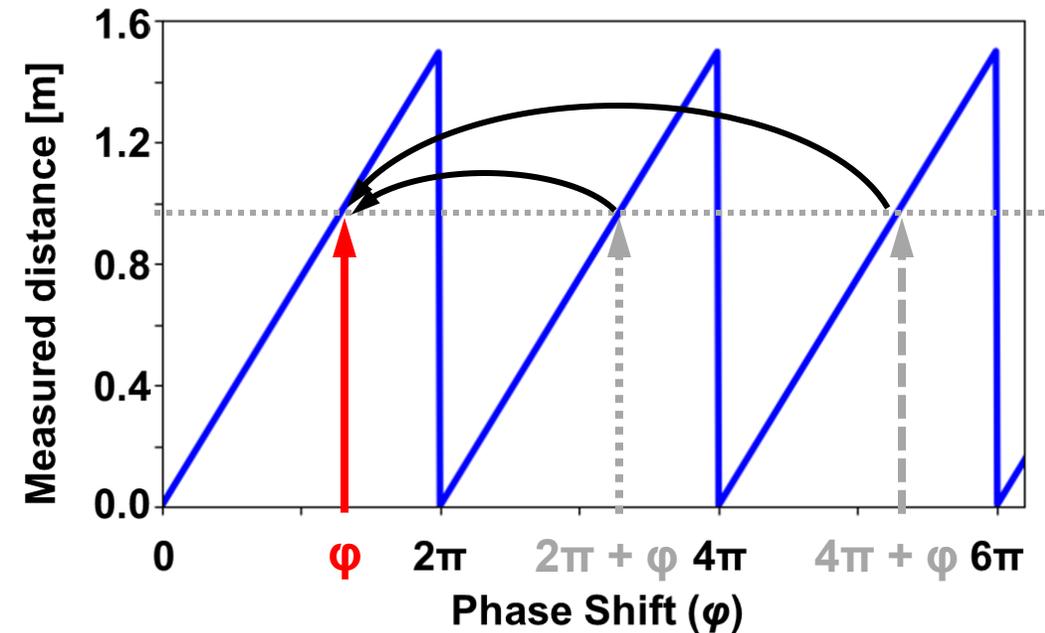
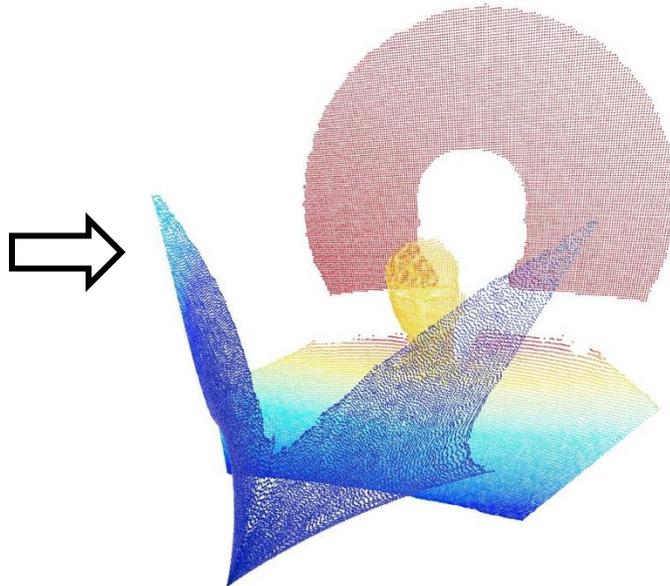
Introduction

- What is the phase wrapping error in the indirect ToF?

Object



3D point cloud



■ Prior methods for addressing the phase wrapping error

- Dual-frequency modulation method [Payne, '09]
- Time-gating architecture [Kawahito, '22]

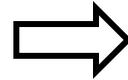
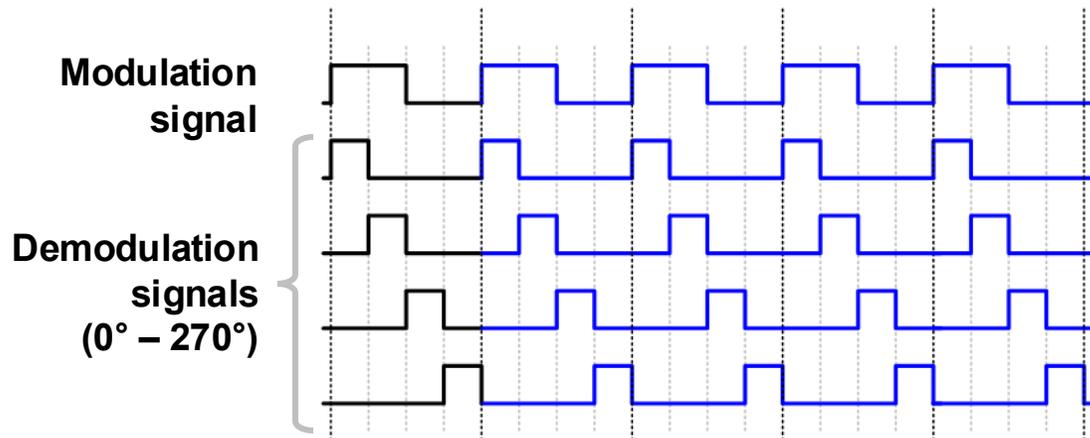
■ The demerits of prior schemes

- Low frame rate
- Motion artifact
- High power consumption

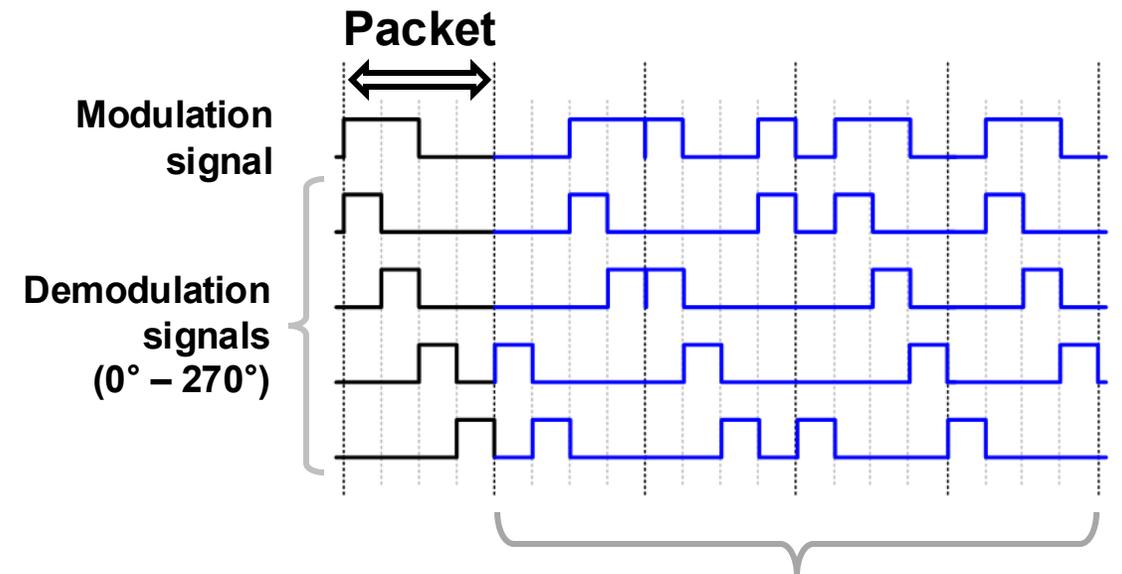
Proposed Scheme

- Target: short-range application ($\varphi < 2\pi$)
- Key point: To eliminate phase information exceeding 2π inherently through the **random packet modulation**

< Conventional >



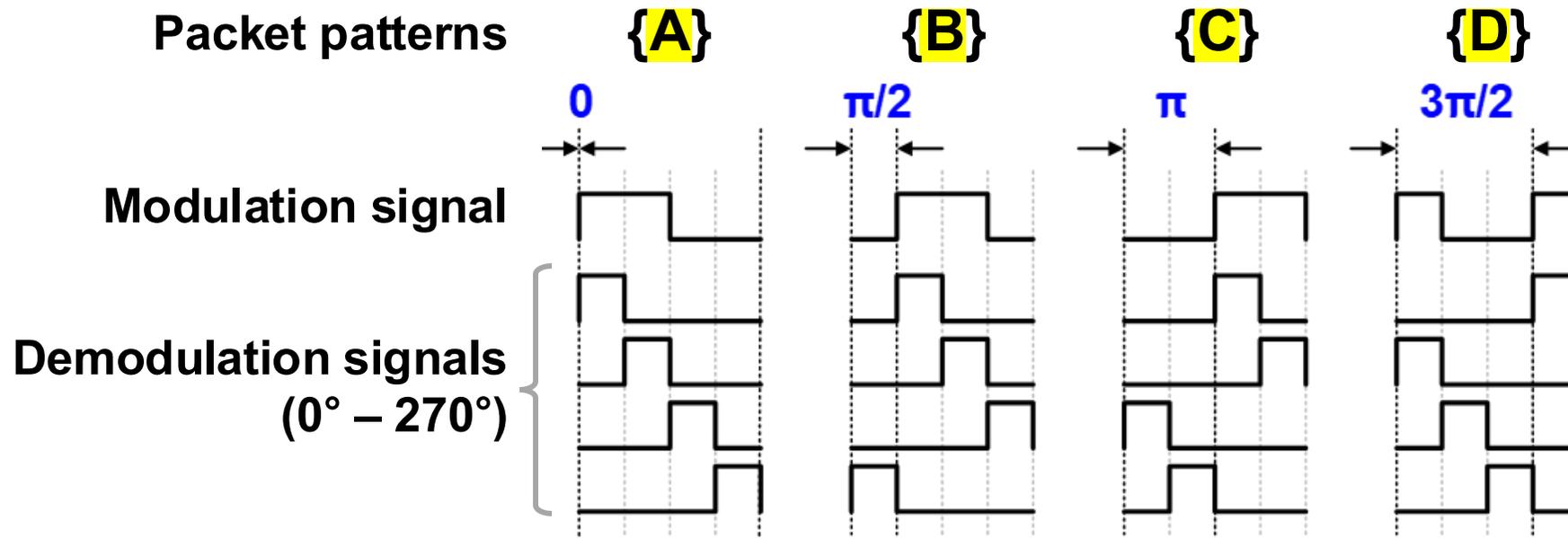
< Proposed >



Random packet pattern demodulation

Proposed Scheme

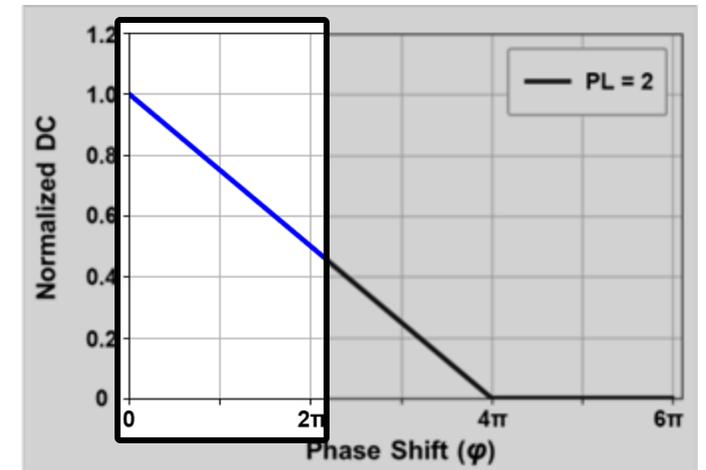
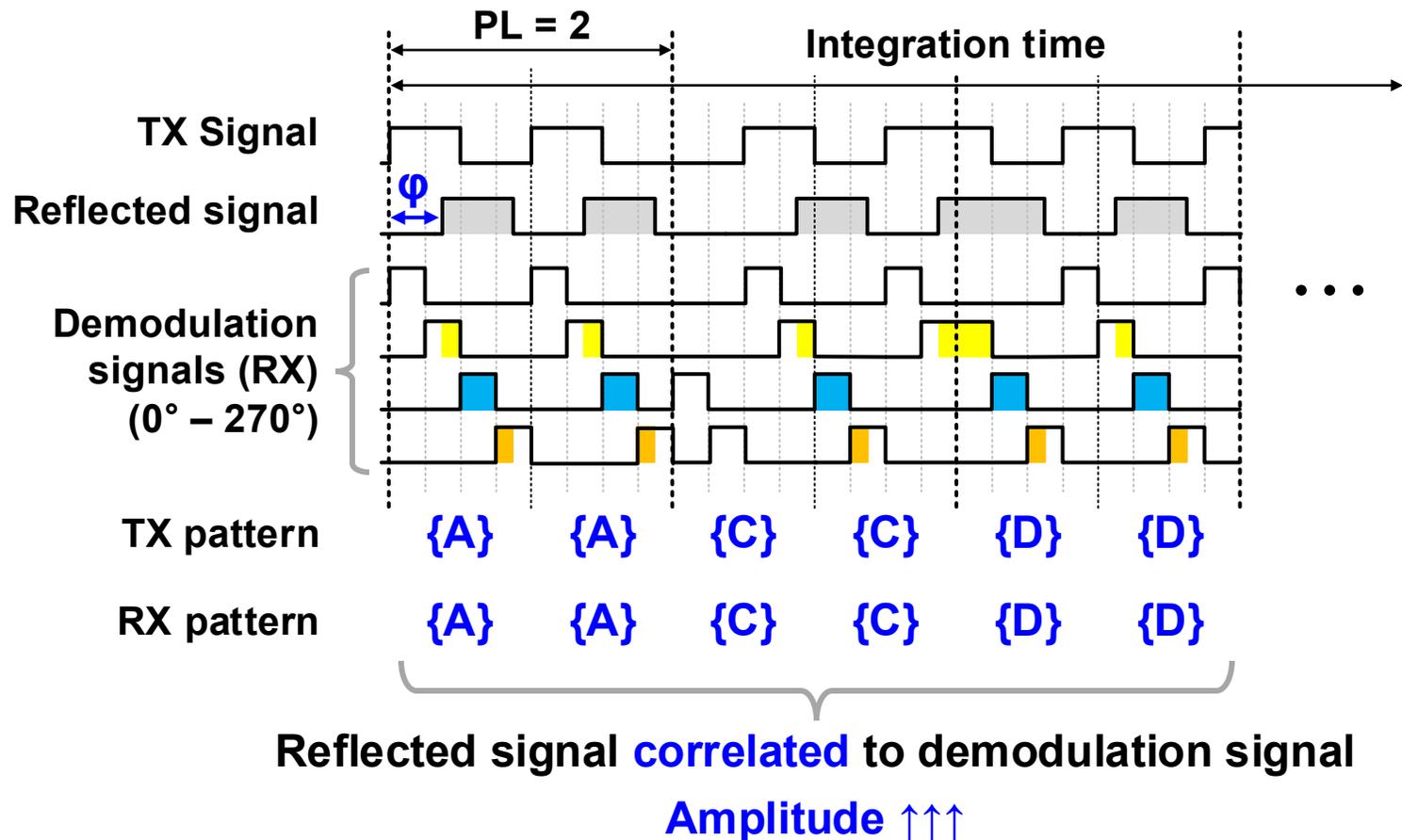
■ How to make the random packet patterns?



- Four different packets: {A}, {B}, {C} and {D} are matched with 0, $\pi/2$, π and $3\pi/2$ delays
- Packet length (PL): the number of repeating patterns
 - e.g., when PL = 3, the packet patterns would be {A}, {A}, {A}, {D}, {D}, {D}, {B}, {B}, {B}, ...

Proposed Scheme

- $0 \leq \text{phase shift} < 2\pi$, with $PL = 2$

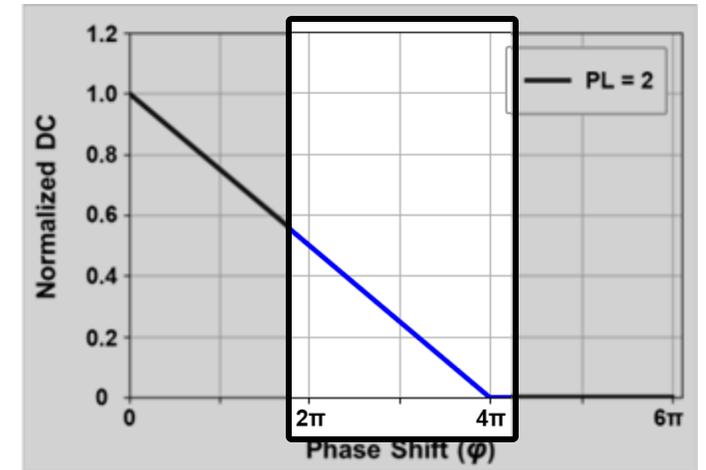
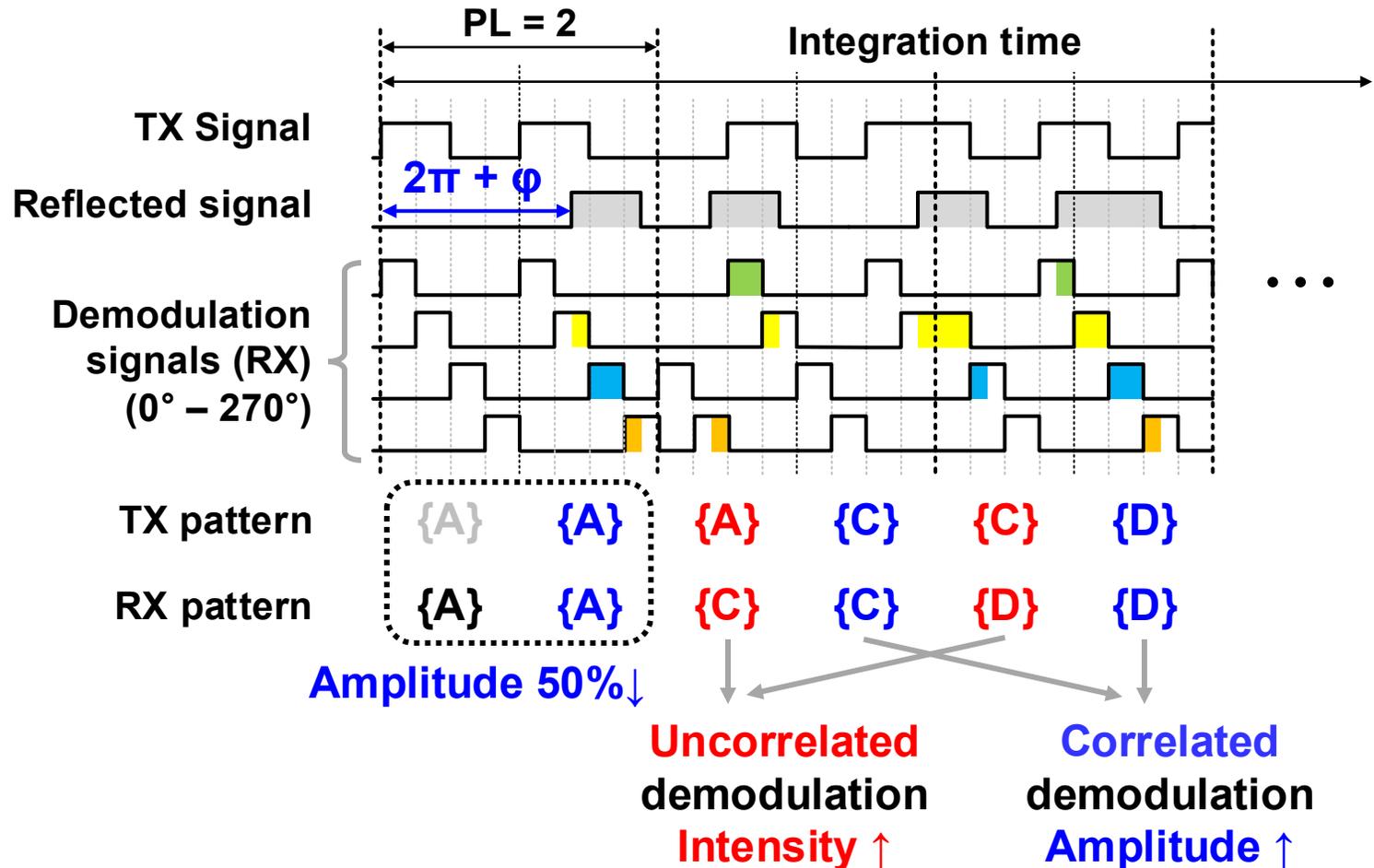


Demodulation contrast (DC)
 = Amplitude / Intensity

High DC

Proposed Scheme

- $2\pi \leq \text{phase shift} < 4\pi$, with $PL = 2$

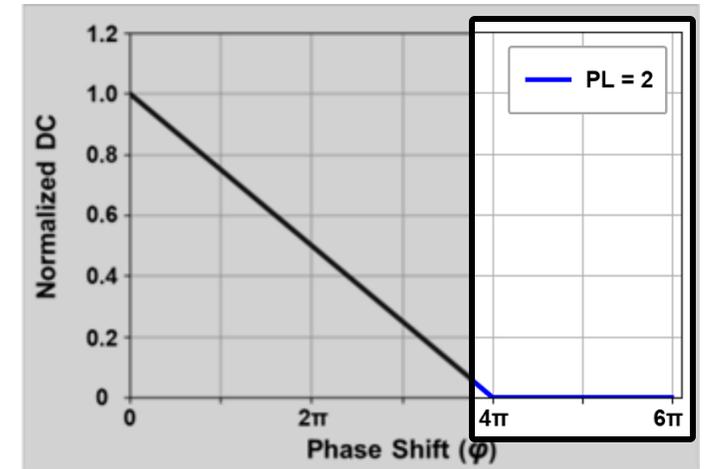
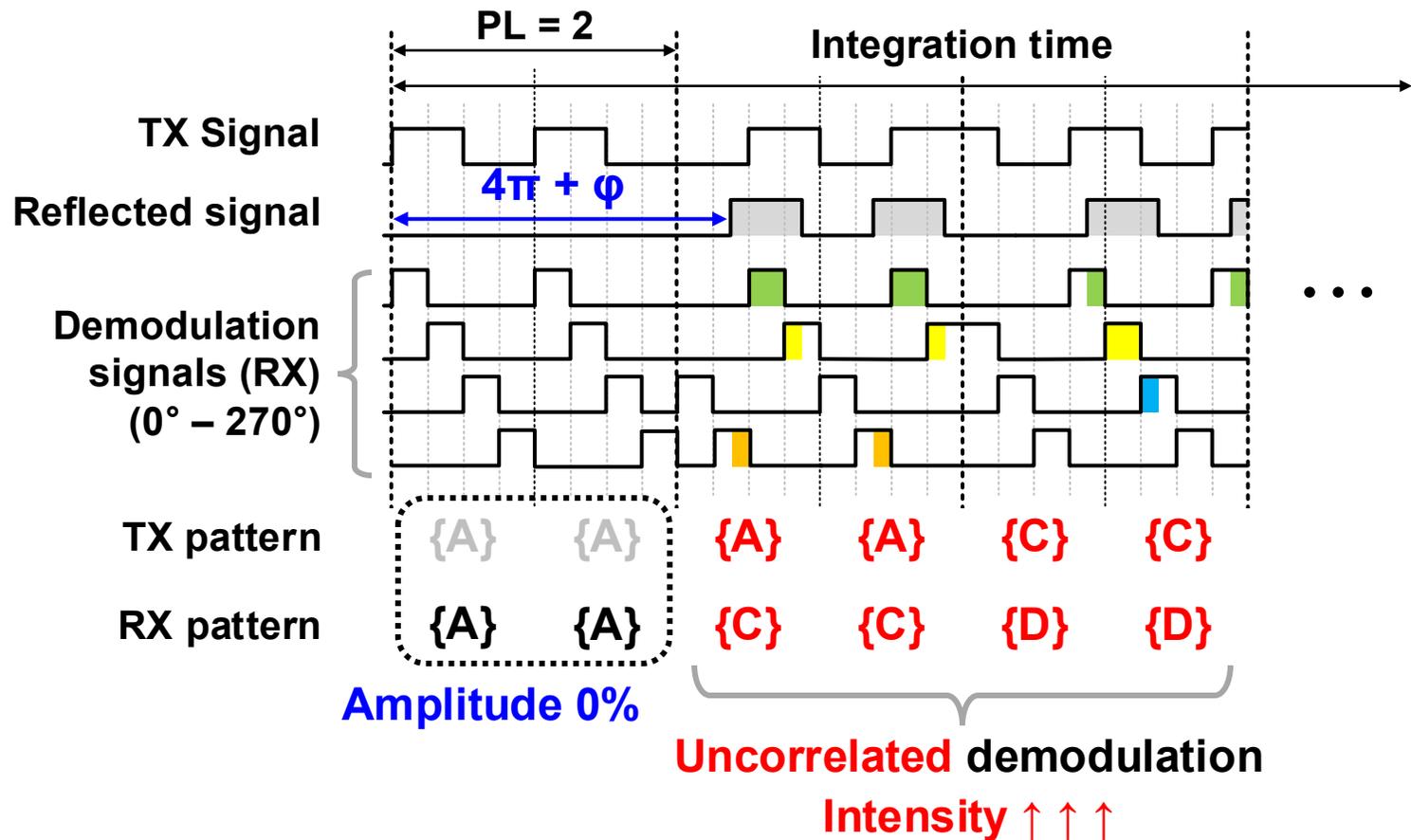


Demodulation contrast (DC)
= Amplitude / Intensity

Mid DC

Proposed Scheme

- $4\pi \leq$ phase shift, with $PL = 2$

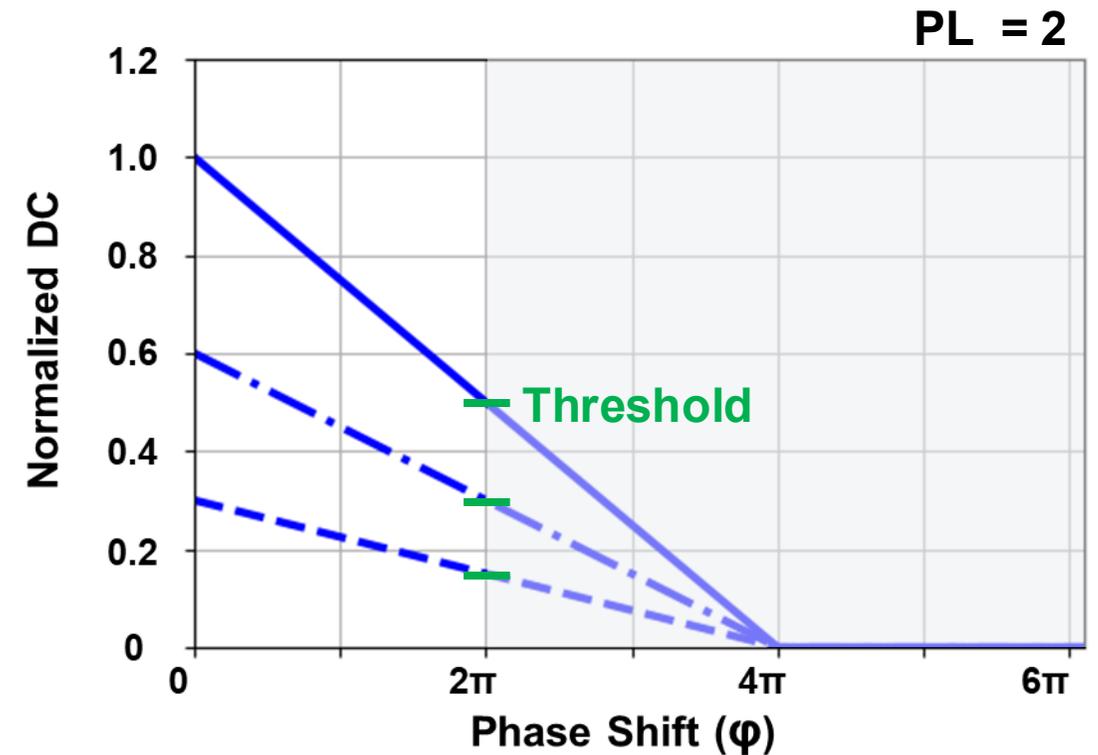
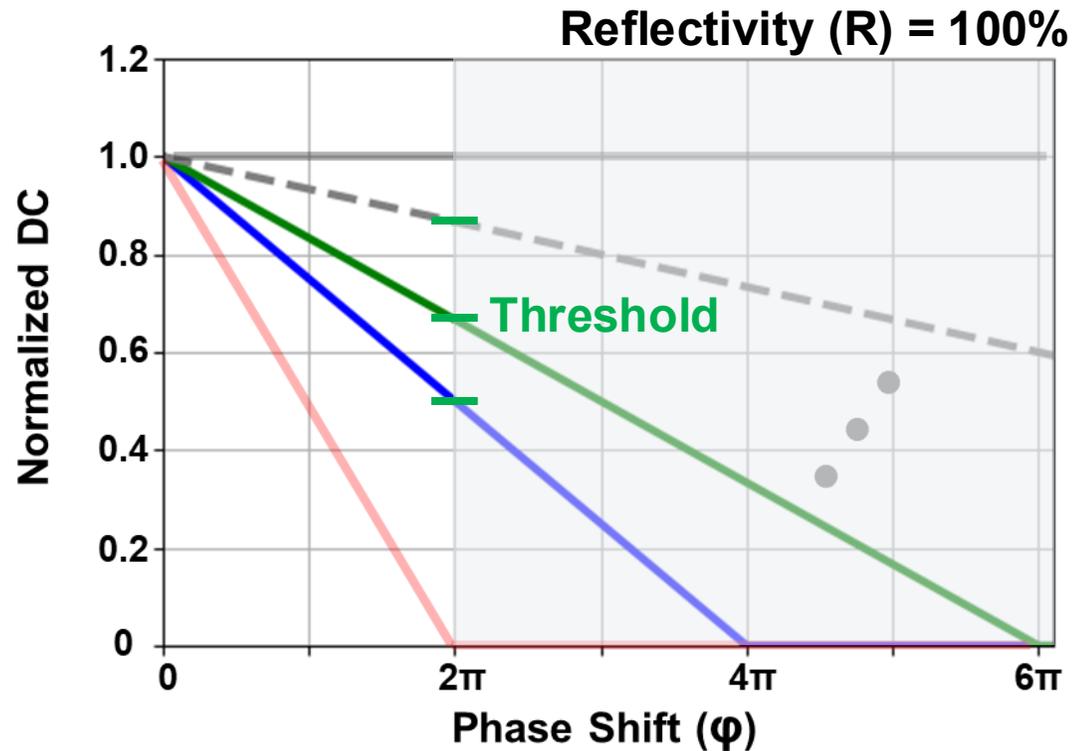


Demodulation contrast (DC)
= Amplitude / Intensity

“Zero” DC

Proposed Scheme

Normalized demodulation contrast



— Conv. iToF (PL = ∞) — PL = 1 — PL = 2
— PL = 3 - - - PL = n

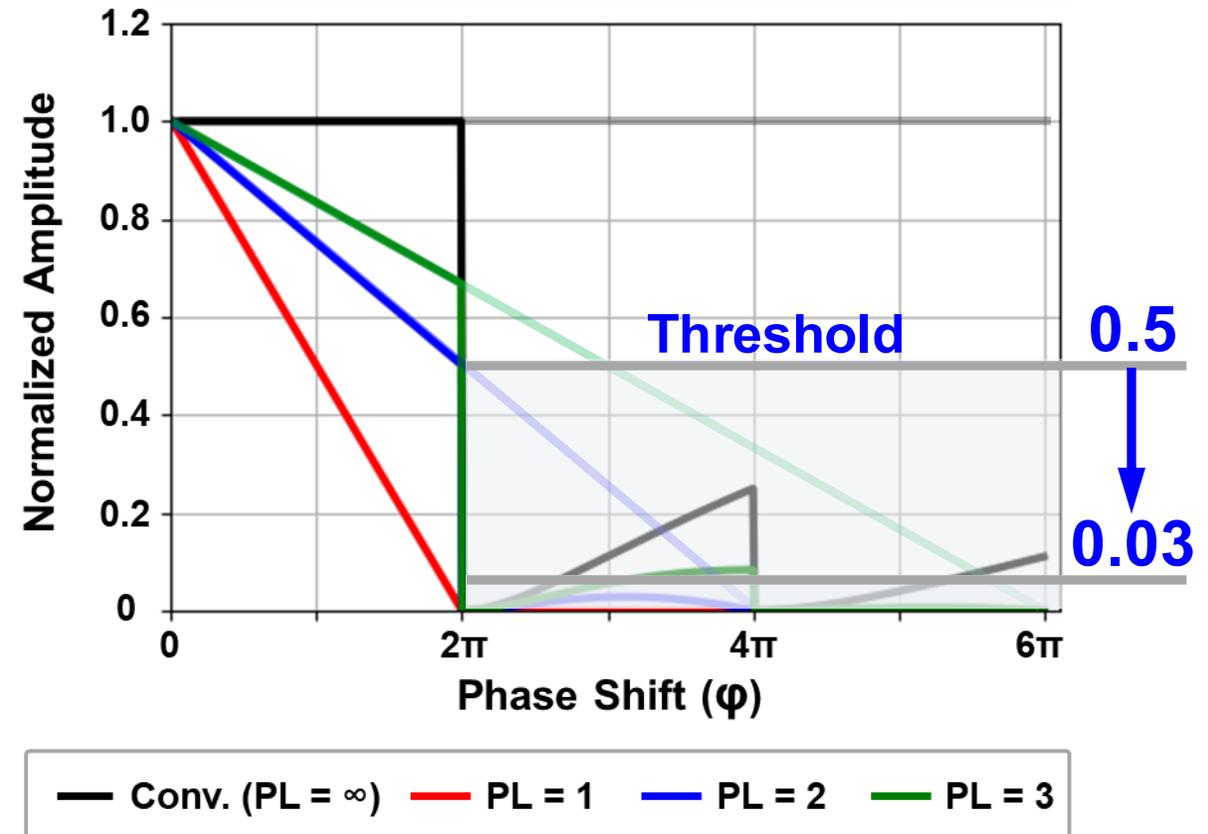
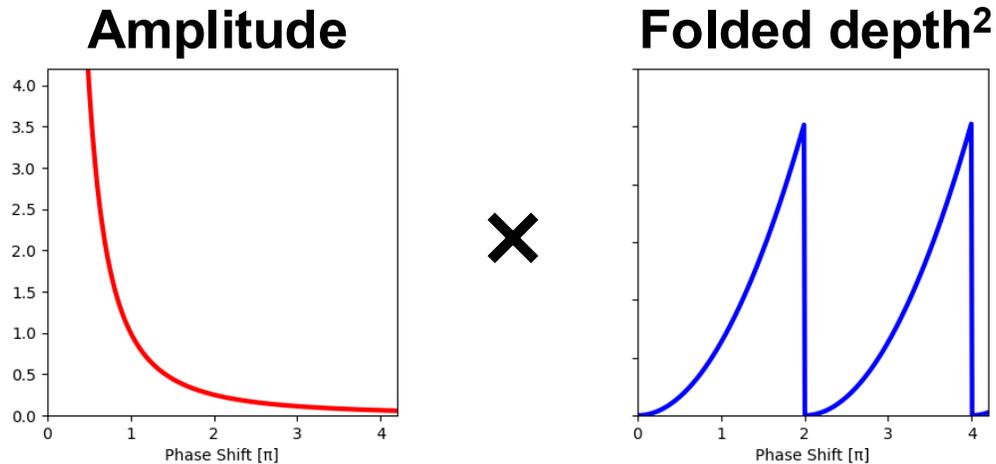
— R = 100% - · - R = 60% - - - R = 30%

Proposed Scheme

Normalized amplitude

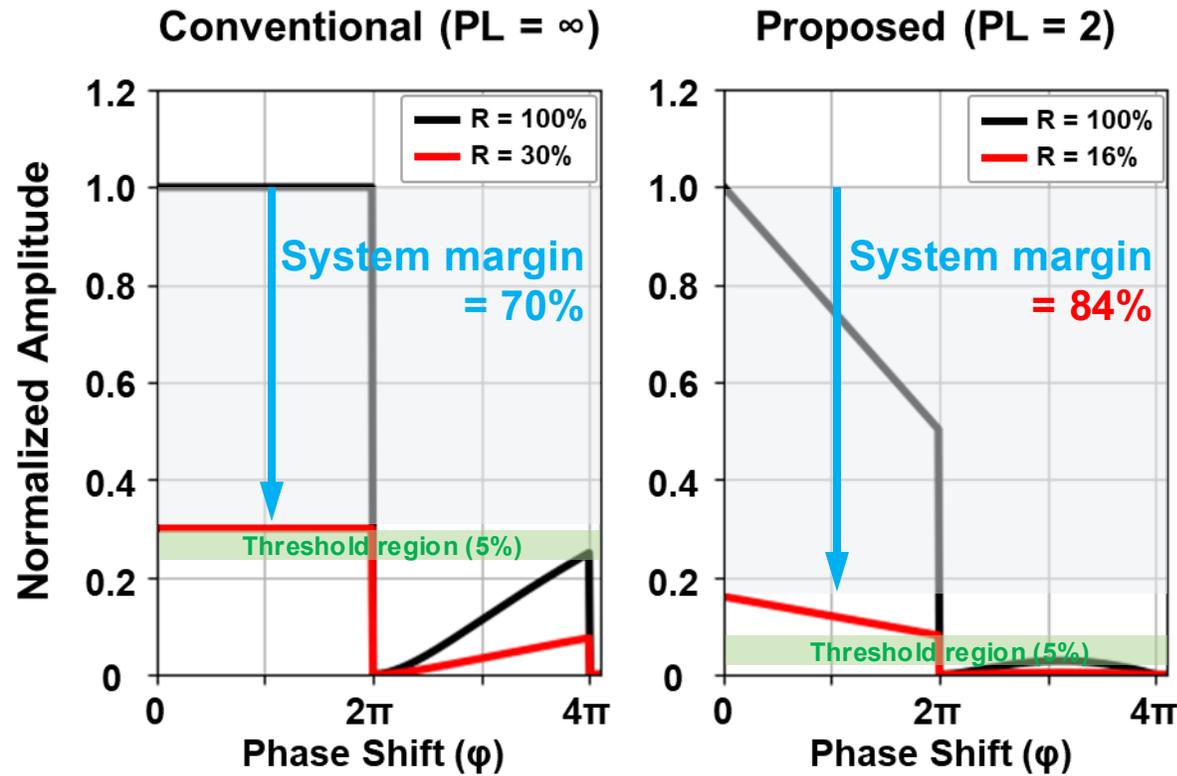
Normalized amplitude

$$= \textit{amplitude} \times \textit{Folded depth}^2$$



Proposed Scheme

■ System margin study



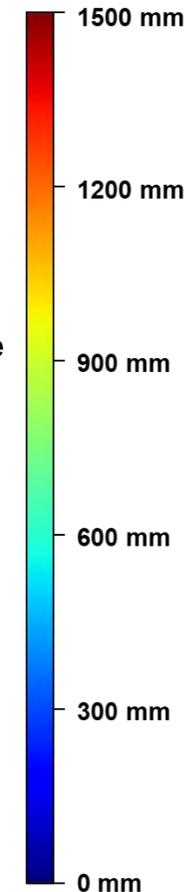
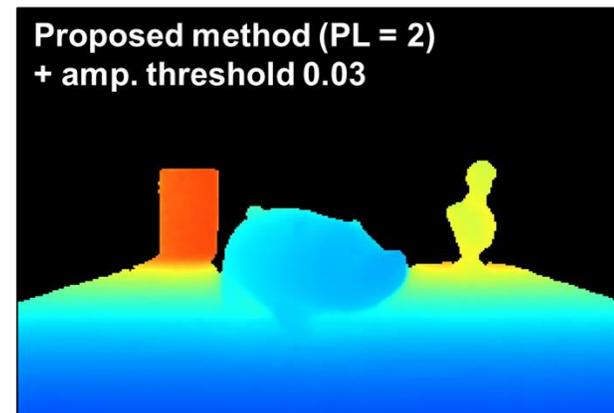
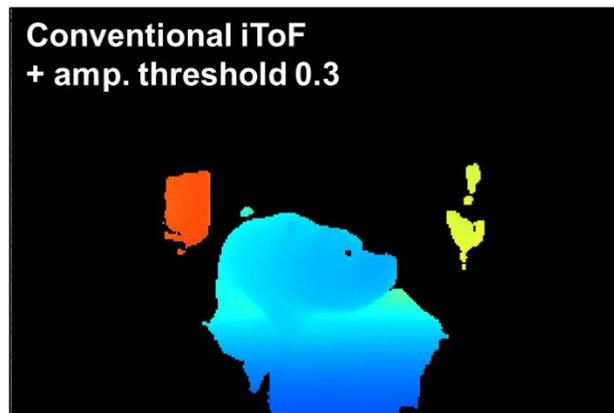
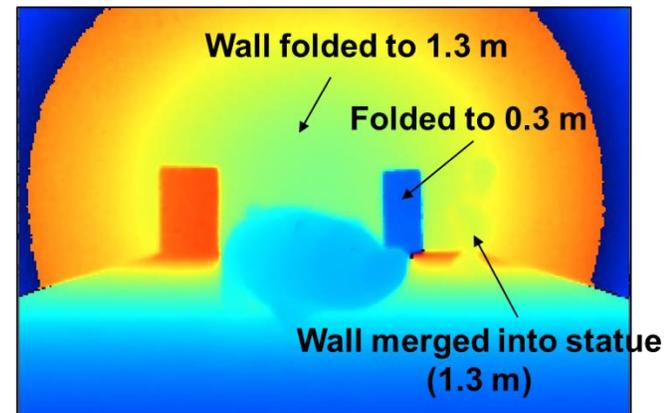
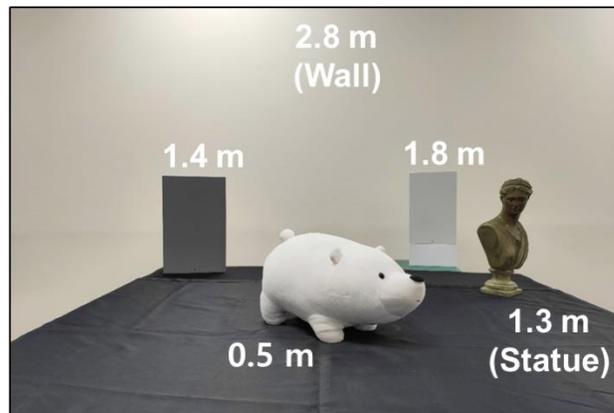
*14%p improved

$$\text{System margin [\%]} = 100\% - R_{\text{black}} [\%]$$

Measurement Results

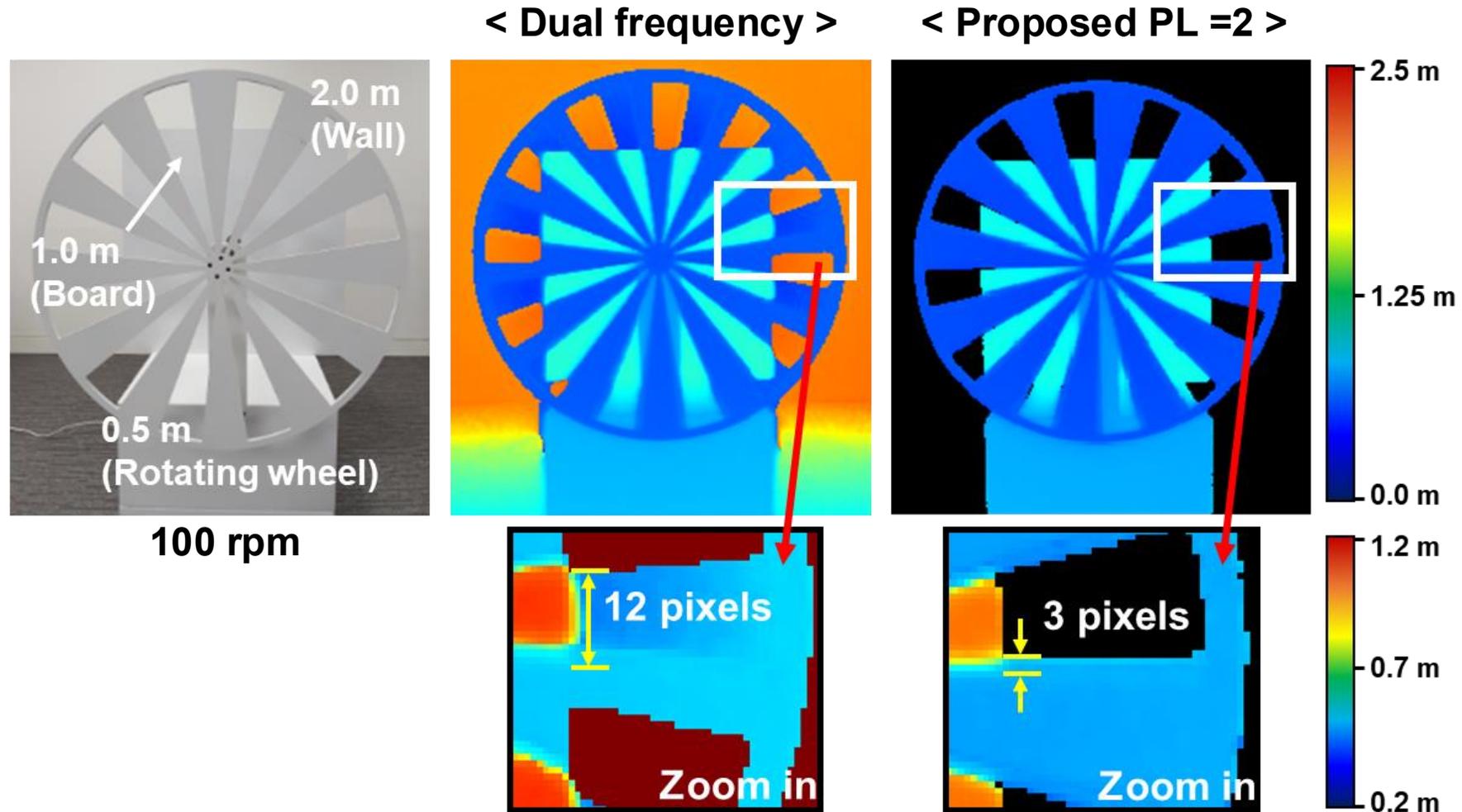
■ Proof of cancelling range ambiguity (2D depth image)

- Unambiguous range = 1.5 m, modulation frequency = 100MHz



Measurement Results

■ Proof of reducing motion artifact (2D depth image)



■ Addressing the phase wrapping errors

- Random packet pattern modulation with amplitude masking algorithm
- System margin reaches 84%, which is 14%p better than the conventional iToF (when PL = 2, amplitude threshold 0.08 and reflectivity 16%)

■ Minimizing motion artifact

- Motion artifact performance is improved by 75%
(when the spoke wheel is placed at 0.5 meters and rotates 10.5 rad/s)

Thank you