



inspect application forum inspect  
08.11.2016



# Virtual Realty Starts from Reality

THE CHALLENGES AND COMPLEXITIES WHEN DESIGNING  
THE CAPTURING SYSTEM

Generate realistic images (and sound) that replicate a real environment

or

Immersive, interactive experience generated by a computer

## Where VR is used today?

- Consumer market
  - Academic researches, education
  - Art, film production, entertainment
  - Sports, Media
  - Industrial installations
- ... and many more

- Consumer market
- Academic researches, education
- Art, film production, entertainment
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- Industrial installations

... and many more: **NBT – Next Big Thing**

- What is needed?
  - Capture the Reality in 3D,
  - and create/reconstruct it's model
- With high resolution, high frame rate multiple viewpoints and synchronous capturing

# Ingredients

- Suitable sensors
  - The more pixels the better (HD at least)
  - At least 30 fps
  - High dynamic range
- Interface to deliver image data to the point of use
- Processing and storage software
- ... and much more

# High resolution, like:

| Mfg.   | Sensor          | Image Size [MB]         | Max fps | Data Rate [MB/s] |
|--------|-----------------|-------------------------|---------|------------------|
| CMOSIS | CMV20000 @12bit | 29.5 (5120x3840 @12bit) | 32.5    | 960              |
| CMOSIS | CMV12000 @8bit  | 12.6 (4096x3072 @8bit)  | 330     | 4150             |
| CMOSIS | CMV12000 @10bit | 15.7 (4096x3072 @10bit) | 300     | 4720             |
| CMOSIS | CMV50000 @12bit | 71.3 (7920x6004 @12bit) | 30      | 2140             |



## Many challenges

- Many sensors, many interfaces, many cables
  - Space
  - Reliability
  - Complexity
- Bandwidth
- Distance
- Processor protocol overheads

# Interface requirements

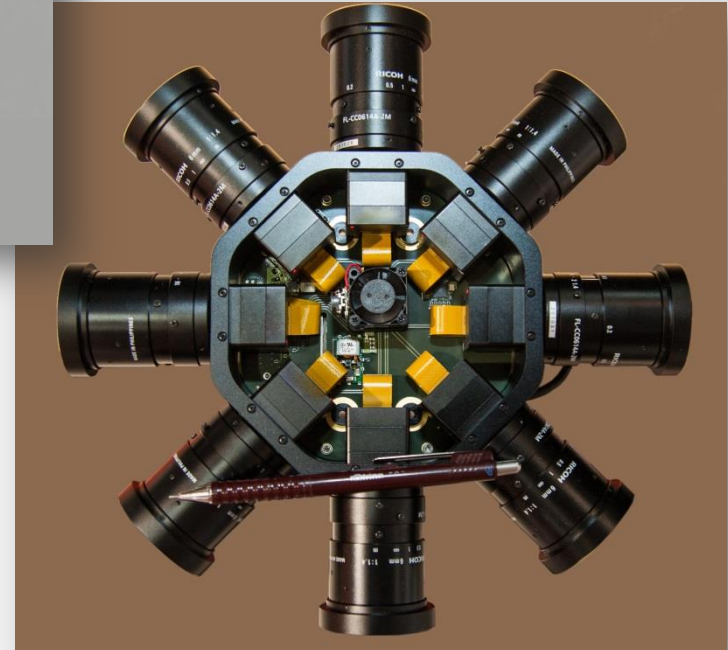
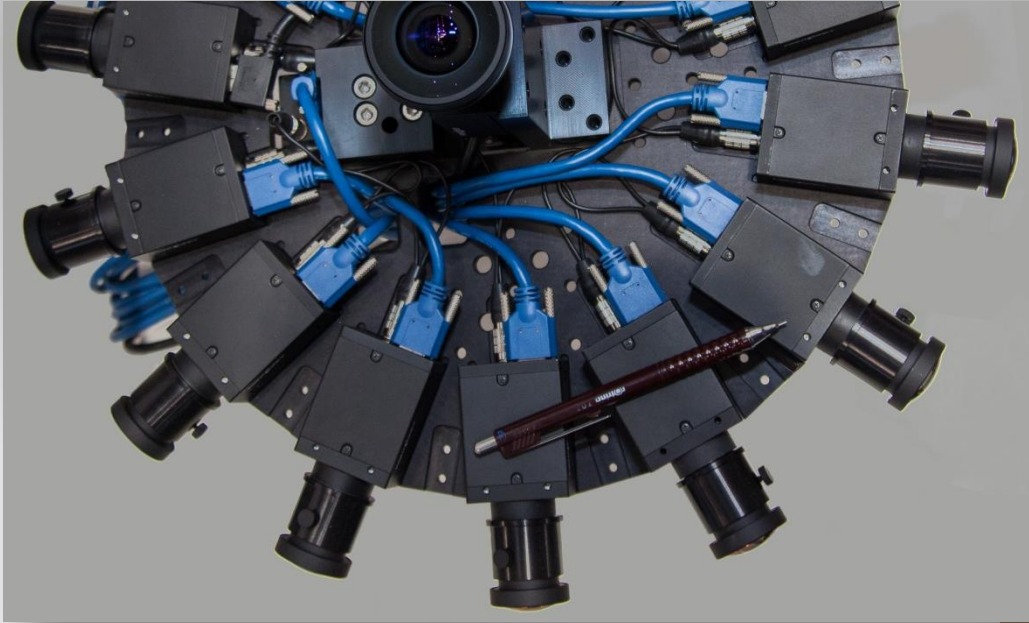
| Mfg.   | Sensor          | Image Size [MB]         | Max fps | Data Rate [MB/s] | PCIe config |
|--------|-----------------|-------------------------|---------|------------------|-------------|
| CMOSIS | CMV20000 @12bit | 29.5 (5120x3840 @12bit) | 32.5    | 960              | x4 Gen2     |
| CMOSIS | CMV12000 @8bit  | 12.6 (4096x3072 @8bit)  | 330     | 4150             | x8 Gen3     |
| CMOSIS | CMV12000 @10bit | 15.7 (4096x3072 @10bit) | 300     | 4720             | x8 Gen3     |
| CMOSIS | CMV50000 @12bit | 71.3 (7920x6004 @12bit) | 30      | 2140             | x4 Gen3     |

# PCIe solution

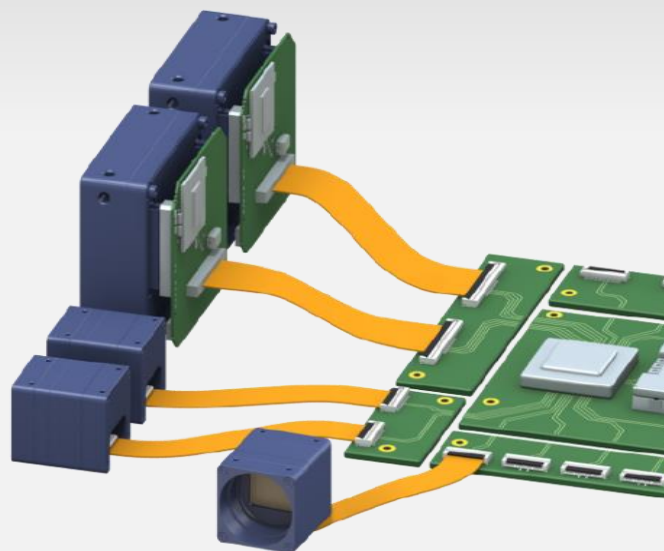
PCIe does it all

| Mfg.   | Sensor          | Image Size [MB]         | Max fps | Data Rate [MB/s] | PCIe config |
|--------|-----------------|-------------------------|---------|------------------|-------------|
| CMOSIS | CMV20000 @12bit | 29.5 (5120x3340 @12bit) | 32.5    | 960              | x4 Gen2     |
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| CMOSIS | CMV12000 @10bit | 15.7 (4096x3072 @10bit) | 300     | 4720             | x8 Gen3     |
| CMOSIS | CMV15000 @12bit | 71.3 (7920x6004 @12bit) | 30      | 2140             | x4 Gen3     |

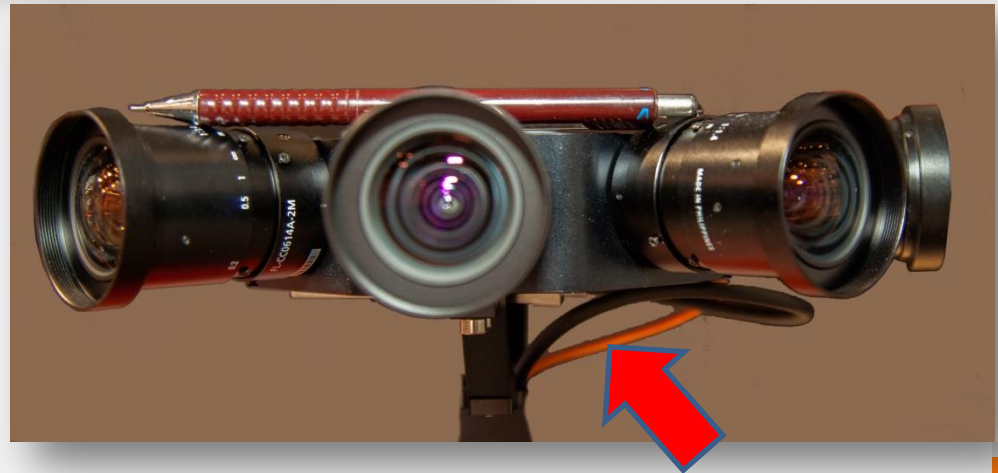
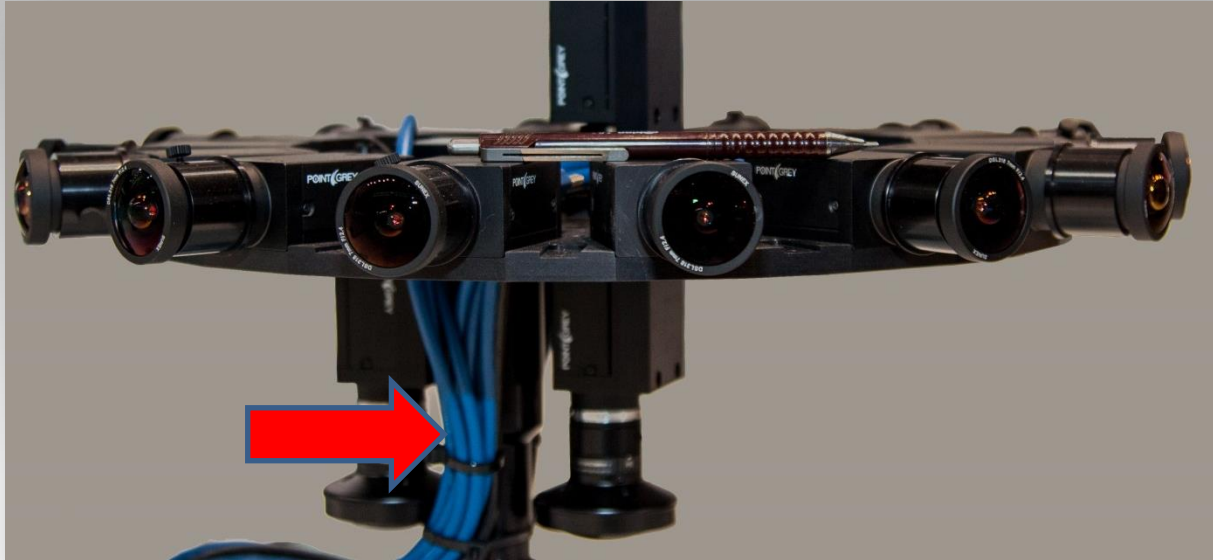
# USB3 vs PCIe Integration Solution



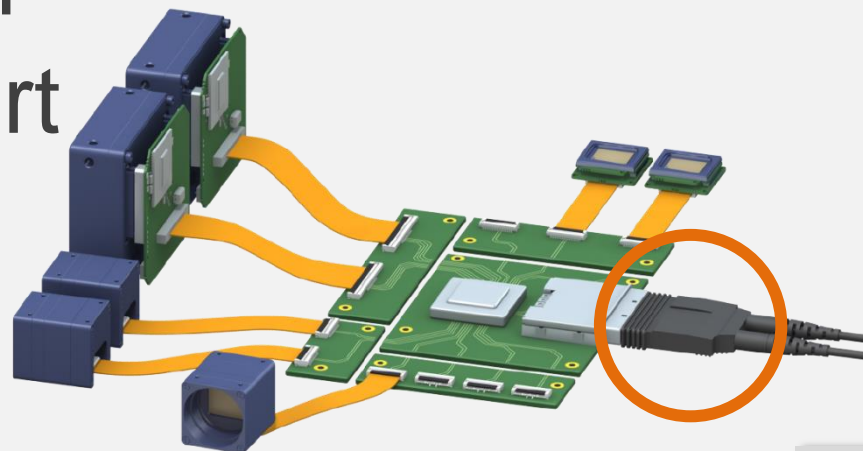
- Connections
  - Arranging
  - Assembling
  - Maintaining
  - TCO



# USB3 vs PCIe Integration Solution



- Aggregation
  - Bandwidth
  - Heterogeneous downstream
  - Homogeneous upstream
  - Fiberoptic support
  - TCO



# PCIe does it all

- Space
  - Smaller connectors, different orientations
- Reliability
  - Maturity
  - Low to no latency
  - Less components
- Cost
  - Standard OTS
  - TCO: Less components and all standard
- Complexity
  - Standard
  - Mature
  - Heterogeneous downstream, homogeneous upstream
- Processor protocol overheads
  - DMA
- Distance
  - Fiber optic Stds. implemented multifold
- Bandwidth
  - Scalable up to 64Gb/s



See it live at XIMEA booth 1C5



# Thank you for your attention