

# High-performance software for image processing

MRTech SK develops proprietary cross-platform software for building full image processing pipelines in Machine Vision systems and applications.

MRTech SK offers service to implement and customize integrated software solutions for customer's hardware platforms.

## Advantages

- Cross-platform software
- Flexible processing which is open for integration with customer's and third-party application software
- Possibility to achieve maximum performance for the customer's particular hardware / software configuration

## Basic features

- Acquisition of images and camera synchronization
- Colour images pre-processing (black level, white balance, LUT, denoise, demosaicing, etc.)
- Rendering on a screen
- Encoding / decoding, RTSP / HTTP streaming
- Format transformations
- Disk writing and other.

## Compatibility

- X86, Apple, NVIDIA GPU, ARM
- Linux, Windows, MacOS, Android
- NVIDIA CUDA
- XIMEA API and tools for comfortable use of cameras



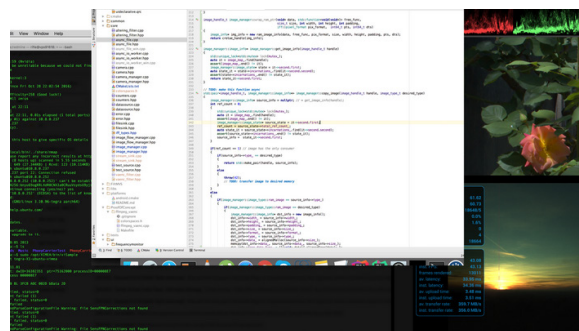
## Machine vision algorithms

- Wide range of imaging algorithms implemented on discrete or embedded NVIDIA GPUs
- Standard and modern video processing algorithms, such as real-time object detection, localization and classification based on state of the art neural net, robust real-time object tracking, etc.



## Applications

Multi-camera embedded system for panoramic video	<p>Hardware:</p> <ul style="list-style-type: none"> <li>- 3x 3.1 MPix XIMEA cameras</li> <li>- NVIDIA Jetson TX2 with custom carrier</li> </ul> <p>Software:</p> <ul style="list-style-type: none"> <li>- Linux for Tegra</li> <li>- image pre-processing</li> <li>- rendering, H.264 encoding, streaming</li> </ul>
5K embedded camera for UAV	<p>Hardware:</p> <ul style="list-style-type: none"> <li>- 20 MPix PCIe XIMEA camera</li> <li>- NVIDIA Jetson TX2/TX2i with carrier</li> </ul> <p>Software:</p> <ul style="list-style-type: none"> <li>- Linux for Tegra</li> <li>- image pre-processing, SSD writing</li> <li>- H.265 encoding, streaming</li> </ul>
Real-time video GPU station	<p>Hardware:</p> <ul style="list-style-type: none"> <li>- 12/20/50 MPix PCIe XIMEA cameras</li> <li>- powerful X86 desktop computer</li> <li>- NVIDIA GTX/GT, Quadro, Tesla GPUs</li> </ul> <p>Software:</p> <ul style="list-style-type: none"> <li>- Windows10 or Linux</li> <li>- full and customized processing pipeline</li> </ul>
Welding control system	<p>Hardware:</p> <ul style="list-style-type: none"> <li>- xiQ XIMEA cameras MQ013CG-ON</li> <li>- Laser welding system with Intel NUC</li> </ul> <p>Software:</p> <ul style="list-style-type: none"> <li>- Linux Ubuntu OS</li> <li>- image pre-processing, HDD writing</li> <li>- OSD, custom processing algorithms</li> <li>- integration with control system</li> </ul>



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MRTech SK is a Slovakia-based company developing accelerating HW / SW technologies for machine vision, embedded systems and visual computing.

MRTech SK is a Technological VAR partner of XIMEA [www.ximea.com](http://www.ximea.com)

# Machine Vision embedded solutions

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## High-resolution camera for UAV Aerial Mapping

### Application:

- 5K vision system for Long Distance Remote UAV

### Cameras:

- XIMEA 20 Mpix PCIe camera MX200CG-CM
- Two 3.1 Mpix PCIe cameras MX031CG-SY

### Hardware:

- NVIDIA Jetson TX2 / TX2i module with custom carrier
- NVMe SSD 960 PRO M.2 onboard

### Image processing:

- Full pre-processing workflow – acquisition, black level, white balance, LUT, demosaicing, etc
- SSD writing
- H.264/265 encoding, RTSP streaming via radio-channel

### Results:

- Streaming of 4K images with 25 FPS and 2x FullHD 1080p (1920 x 1080) images with 30 FPS simultaneously
- Download of a high resolution snapshot images
- Power usage 35W (including all cameras)

### Additional features and options:

- On demand customization with external devices
- Implementation of MV algorithms



## Multi-camera embedded system

### Application:

- Panoramic real-time video

### Cameras and hardware:

- Three xiC/xiX XIMEA cameras 3.1 MPix, up to 122 fps each
- NVIDIA Jetson TX2 module with custom carrier

### Image processing:

- Full pre-processing workflow – acquisition, black level, white balance, LUT, demosaicing, etc
- Rendering on a screen or H.264 encoding and streaming

### Results:

- 55 FPS with 3 cameras running at the same time
- 9 ms processing latency
- Power usage 22W (including cameras)

### Additional features and options:

- On demand customization, external devices
- Implementation of MV algorithms such as stitching



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