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**Imaging Systems Design for  
Mixed Reality Scenarios**

**2017**

MIPI ALLIANCE  
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**BANGALORE, INDIA**

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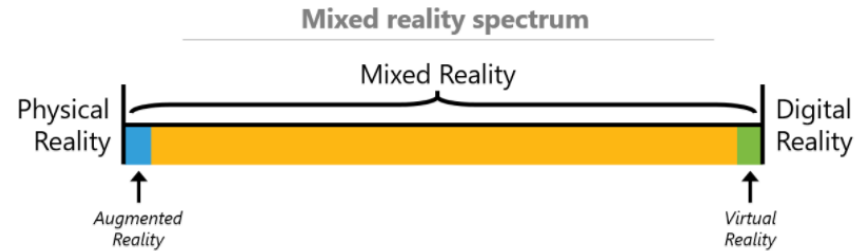
# Agenda

- Mixed Reality (MR) – Introduction
- Key Use Cases
- MR System Design Overview
- Imaging Sensors for MR
- Use Case Decomposition
- Opportunities

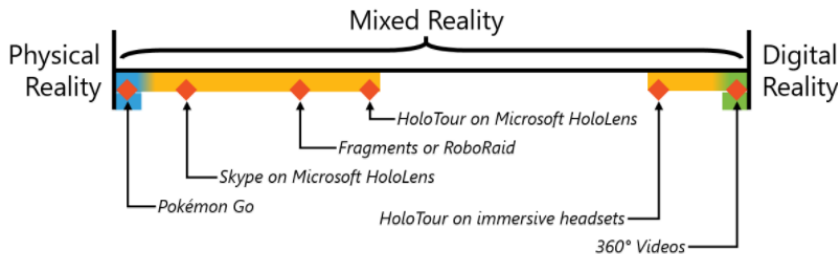
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# Mixed Reality - Introduction

- Experiences that overlay graphics on video streams of physical world are **Augmented Reality**
- Experiences that occlude your view to present a digital experience are **Virtual Reality**
- Experiences enabled between these two extremes are **Mixed Reality**, which is blending of the physical world and digital world



Where experiences exist on the mixed reality spectrum



Where devices exist on the mixed reality spectrum



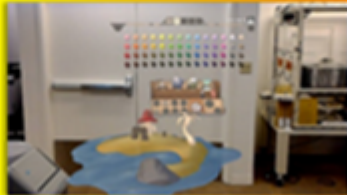




Diagrams from Microsoft Mixed Reality Academy

<https://developer.microsoft.com/en-us/windows/mixed-reality/academy>

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# Key Use Cases

 <p><b>Virtual Big Screen</b> (Viewing enlarged 2D content)</p>	 <p><b>Gaming</b> (Room scale)</p>	 <p><b>AR Content Creation</b> (Creating/editing holograms)</p>	 <p><b>Social AR: chat, group content consumption, collaboration, gaming</b></p>
 <p><b>360° Video/Image Consumption</b> (3D or non 3D)</p>			

## Experience Vectors

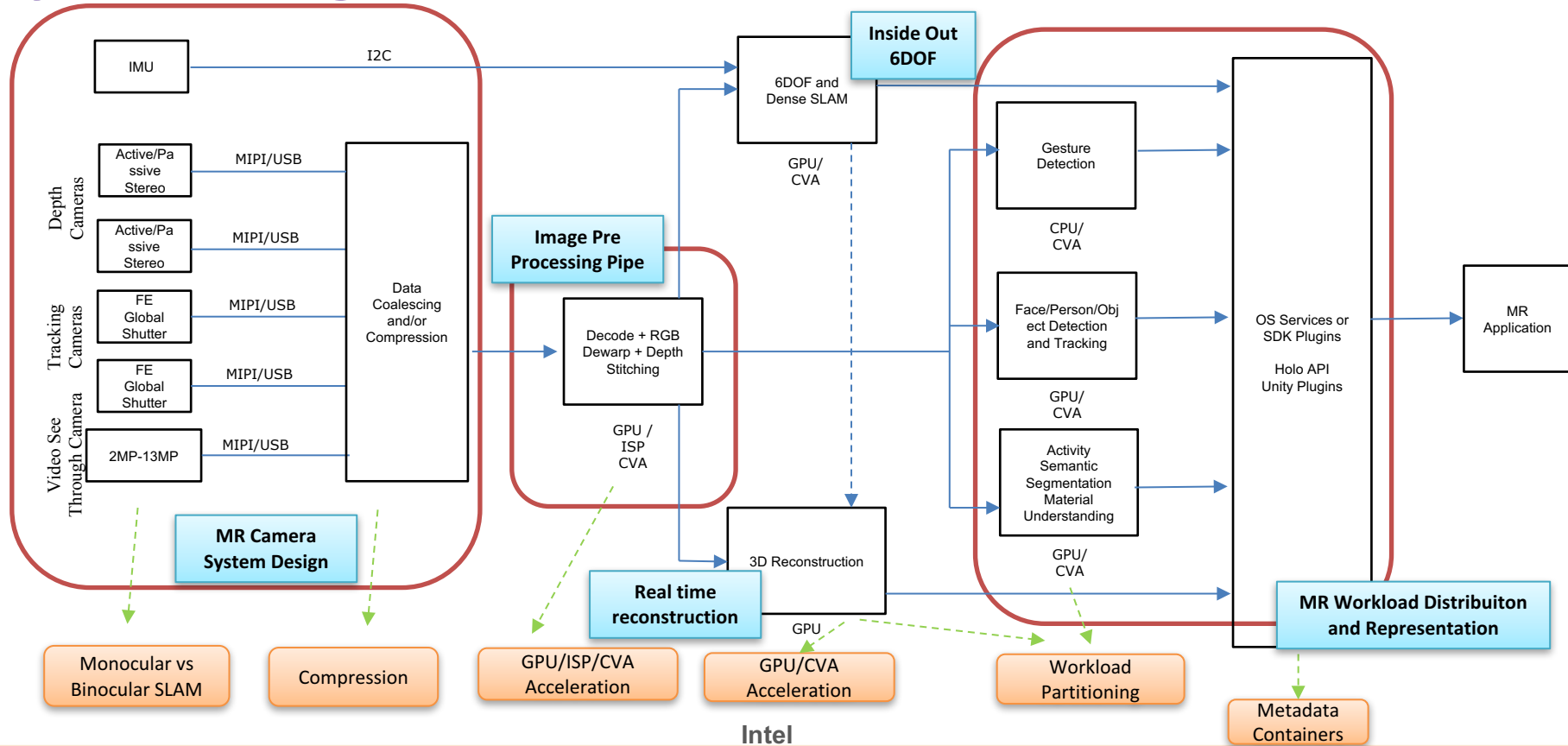
Optical See Through vs Video See Through HMD

All Day vs Limited Time

Wired vs Wireless

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# System Design Overview



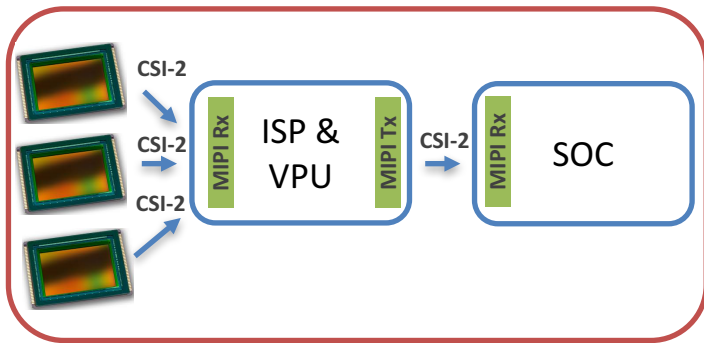
# Image Sensors for MR

Type of Sensor	Application	Typical Specification for MIPI CSI-2 <sup>SM</sup> Imaging Sensors	System Design Considerations
Tracking Sensor	Inside out 6DOF	WFOV, Fish Eye, Global Shutter, Monochrome, >120fps, >720p	Wider FOV than display to track in periphery
Depth Sensor	3D Reconstruction, Semantic, Gestures	Active vs Passive, Upto 1080p/30fps, 0.3m-5m, few mm error	Independent of tracking sensor
RGB Sensor	Texture, See Through Mode	Upto 13MP/30fps for high texture Match Display Resolution & fps for See Through Mode (trending 4k/120fps)	Configurable ISP processing for simultaneous high quality texture and video see through
Event Sensor	Inside out Tracking, Object Tracking	QVGA @ 2k fps, FOV matching depth camera	Augmented with RGB and Depth camera
Hyper Spectral or Thermal Sensors	Fast Classification	RGB-NIR/LWIR Sensor, QVGA @ 30fps	Low power ROI or event generation

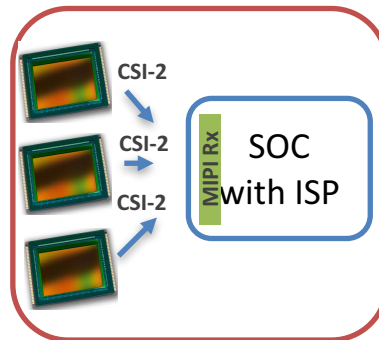
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# MIPI CSI-2<sup>SM</sup> Advantages in MR

- Allows flexible ISP, Vision Accelerator and Host SOC combinations in MR enabling segmentation and mobility

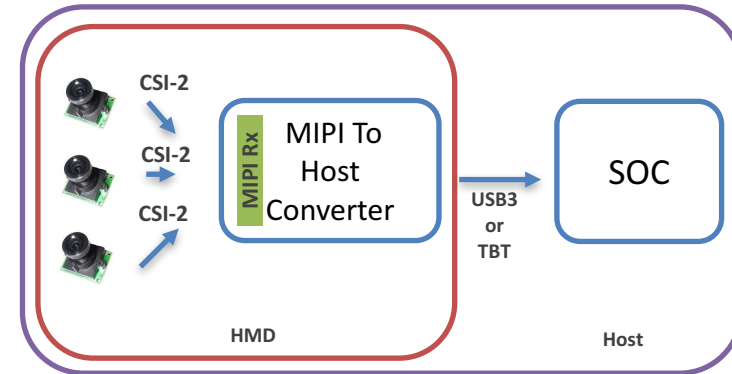


All in One MR HMD with vision processing distributed between a host and a vision processing unit



All in One MR HMD with all vision processing on host

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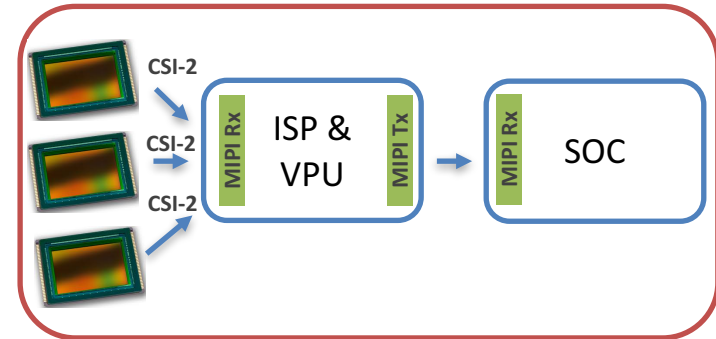
MR HMD tethered to a host PC

*VPU -> Vision Processing Unit, typically consists of CV and Neural Network accelerators*

# MIPI CSI-2 Advantages in MR

- Total power consumption on HMD, especially for optical see through or AIO HMD with MIPI CSI-2

CSI-2 Camera Type	Typical Power
Depth Camera	300mW - 1.5W
RGB Camera	300mw - 1W
Tracking Camera	300 - 500 mw



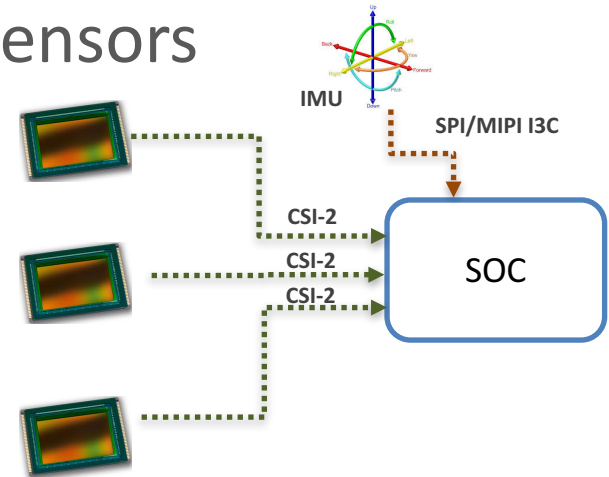
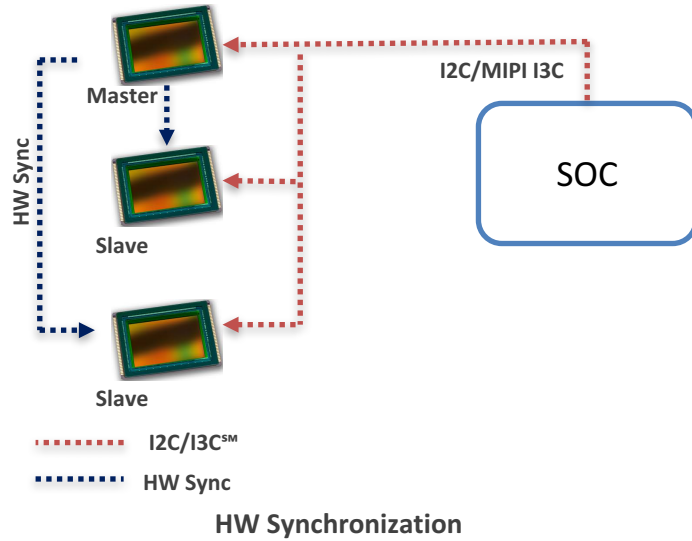
Total power dissipated on a AIO HMD can be anywhere from 10-25W. Camera power starts to play a significant portion of the same

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# MIPI CSI-2 Advantages in MR

- Easier synchronization between sensors



**SW Synchronization between cameras and I3C Sensor Hub**

Time Stamping between MIPI frames synchronized with host or SOC HW time and sensor hub

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# MIPI CSI-2 Future Opportunities for MR

- Custom camera modules for MR
  - Different combinations that can be integrated into MR HMD's
- Metadata Containers
  - Standardized Metadata for MR vision analytics from on board HMD for consumption by host
- MIPI to USB/TBT/Wifi Reference Designs for MR Headsets
  - Enables users to buy off market lower cost HMD's to be used with PC's increasing adoption
- Low power event sensing for MR
  - Standardized event triggers from event sensors to feed into other sensors for better power management
- Adoption of Beyond Visible Cameras
  - Adoption of MIPI based Thermal, Hyperspectral sensors for MR use cases

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