



Cloud Streaming and E2E Latency for Immersive XR

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Status with Immersive XR

XR: Extended/Mixed Reality

Virtual content is rendered over the real content, in real-time, it is blended so perfectly, that the user can not distinguish what is real and what is virtual.

Limitations:

- High-end GPUs to meet computing requirements
- High-resolution, high frequency displays
- Low latency, Jitter and Judder requirements
- A HW/SW platform for on-demand collaboration, AI integration for the deployment of XR applications

The road to mass adoption:

- Mobile freedom

Current Status:

- Limited processing power, not enough memory, low graphics, etc.

Applications



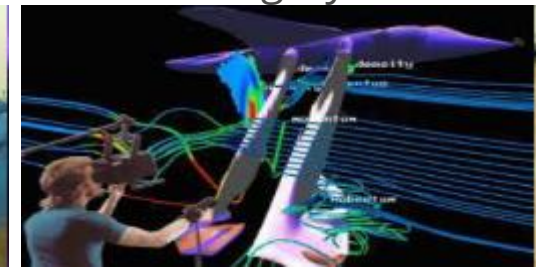
Product Design



Surgery



Training



CAE/Simulation



Gaming



Defense

Image Credit-1

Future with Immersive XR

Cloud Streaming/Edge Computing

- Rendering on the server side
- Streaming via 5G network
- Displaying on a mobile device

Challenges

- High E2E M2P latency
- Fluctuations in network quality

How to overcome?

- Time/Late warping
- AI/Deep learning for rendering
- Optimized network for streaming

Image Credit-2





Company Introduction

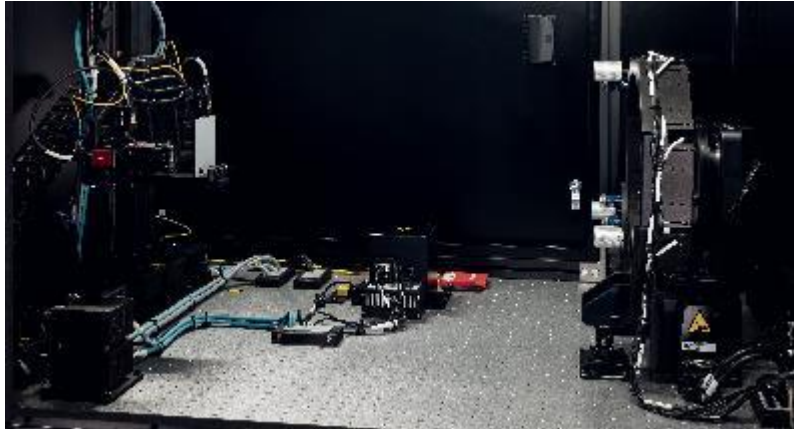


- ✓ 18 years of expertise in test automation, optical metrology
- ✓ Off-the-shelf products and tailored test solutions
- ✓ 14000+ delivered systems
- ✓ 450+ true tech geeks worldwide
- ✓ 18 support and service teams on 3 continents
- ✓ Working with all major brands including Google, Intel, AMD, Qualcomm, Samsung, US Army, Daimler, Hyundai, Lenovo, Asus, Microchip, Dispelix, Pico, Sunny Optical, etc.
- ✓ HQ and own manufacturing in Finland, EU
- ✓ Engineering offices in Cupertino, CA and Redmond, WA
- ✓ Engineering and manufacturing offices in APAC
- ✓ Global market leader in AR and Touch display optical metrology and robot-assisted test & measurement systems

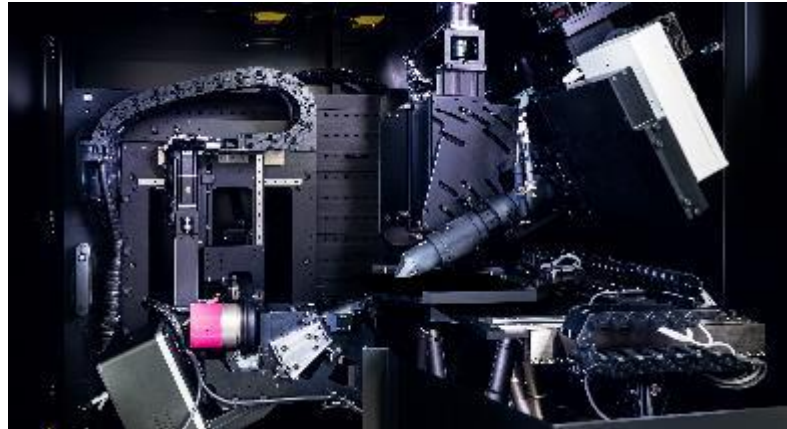


Total Process Ownership for AR Optical Metrology

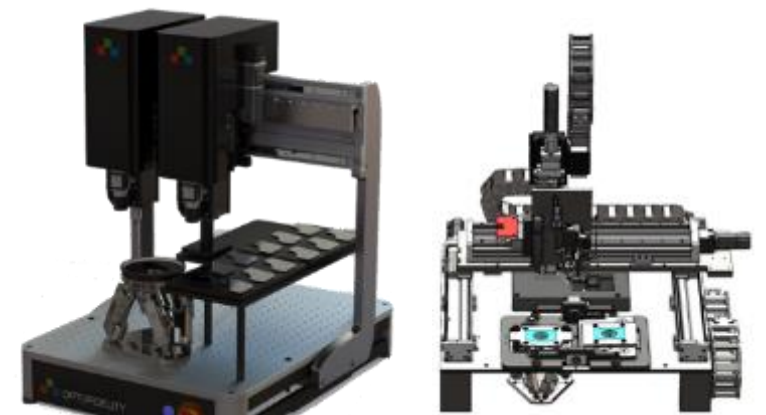
MASTER CREATION & ANALYSIS



WAVEGUIDE R&D/NPI TESTING



STACKING & PROJECTOR AA



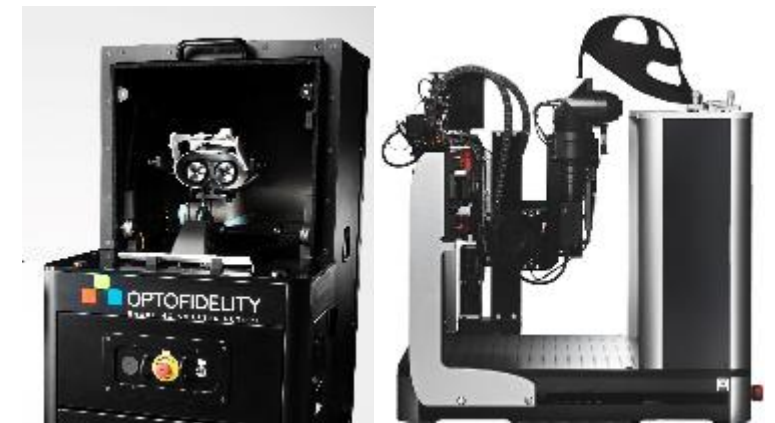
REPLICATION & VISUAL INSPECTION



WAVEGUIDE MP TESTING

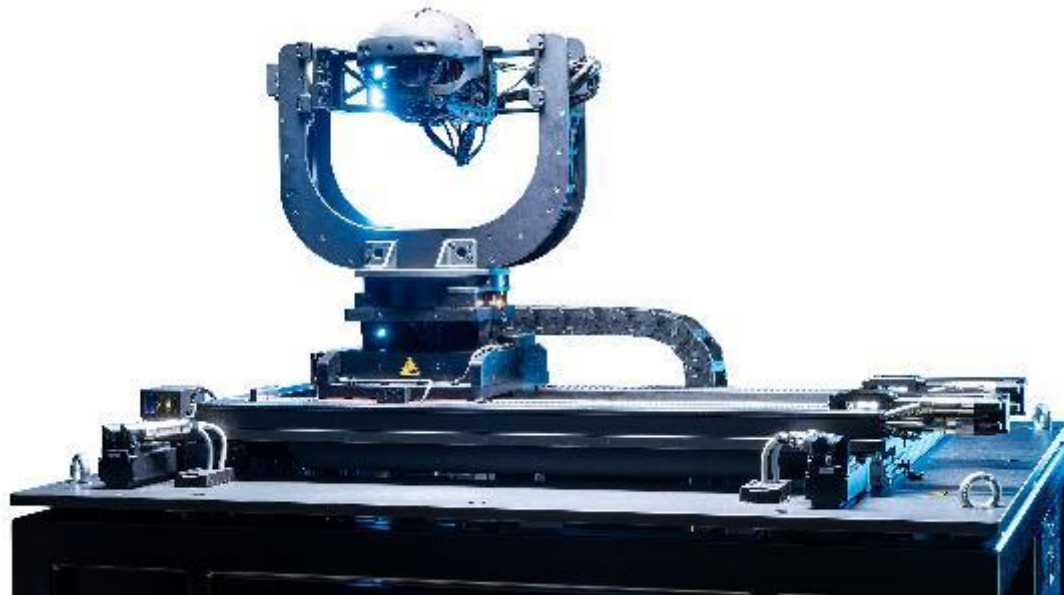


EOL FINAL TESTING

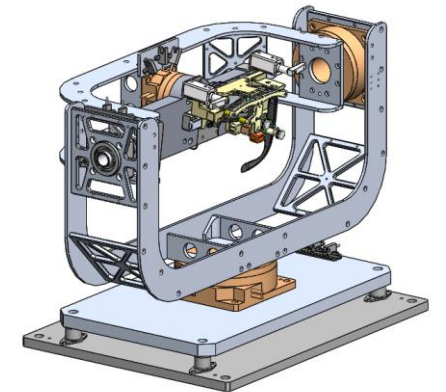
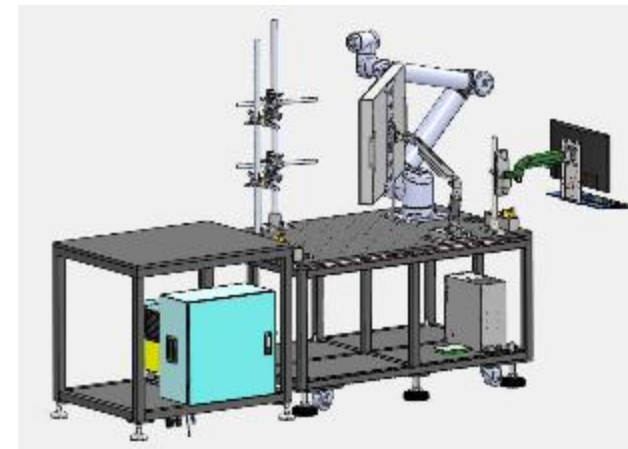
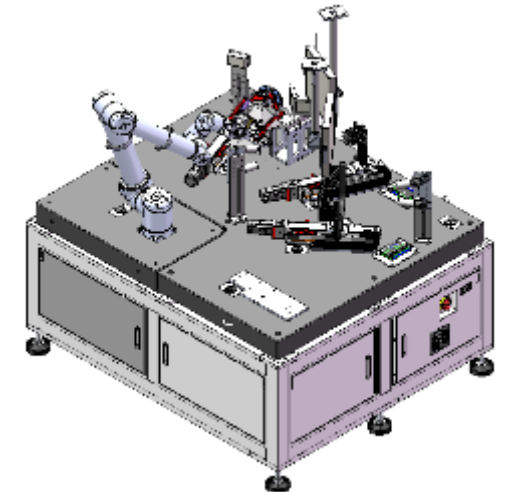


Motion and Tracking Performance Testing for AR/MR

E2E M2P, TRACKING, SLAM, HOLOGRAM STABILITY, WORLD LOCKING



CALIBRATION OF IMU/EYE/FACE TRACKING, GESTURE RECOGNITION





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Let's optimize your testing together!

