



## RPU104 Vision System

The **RPU104** is a complete system consisting of Nvidia's Jetson AGX Xavier, KAYA's world class Frame Grabber, supporting the CoaXPress 2.0 standard and a proprietary carrier board binding them together to create an independent system that is rugged, reliable and particularly resistant to shock and vibrations at a wide temperature range.

Connectivity will never be an issue with a D-Sub connector, Auxiliary power input, 2 HDMI outputs, USB 2 and 3 connectors (2 of each), 2 serial RS232 (or RS422), 4 MIPI-CSI, a single M.2 NVME module slot, PCIe/104 stack down connector, an audio interface as well as a M.2 E slot for WIFI & BT sloth.

All these features makes the **RPU104** ideally suited for industrial, defense and aerospace Machine Vision Systems and applications.

### Key Features:

- High Performance NVIDIA AI
- Rugged design
- Camera controls and triggers
- Large variety of IO interfaces
- CoaXPress 2.0 compliant
- Power over CoaXPress with 13W per link
- Multiple camera synchronization
- Multiple Frame Grabbers synchronization
- Micro-BNC connectors for CoaXPress links
- GUI Interface
- Supporting Windows and Linux OS
- API for custom application development
- Gen<i>Cam compliant
- GenTL support

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## System Technical Data

### General Information

Feature	
Cooling method	Conduction cooling and passive heat dissipation
Connectors	<ul style="list-style-type: none"> <li>▪ Ports 0 through 3 via x4 extended Micro-BNC female connectors cables</li> <li>▪ x1 External 26pin I/O connector</li> <li>▪ 2x HDMI outputs</li> <li>▪ 2x USB 3 interfaces</li> <li>▪ 2x Serial RS232/RS422 (selectable) interfaces</li> <li>▪ 4x MIPI-CSI 4-Lane interfaces</li> <li>▪ 1x Gigabit Ethernet interface</li> <li>▪ 1x M.2 E for WIFI &amp; Bluetooth module slot</li> <li>▪ 1x M.2 NVME module slot</li> <li>▪ PCIe/104 stack down connector</li> <li>▪ 1x Audio interface</li> <li>▪ Micro SD card</li> </ul>
Dimensions	L 115.6 mm x W 111.6 mm x H 53.4 mm L 4.55 in x W 4.39 in x H 2.1 in
Weight	560gr
Power consumption	45W @ full performance
Environmental Conditions	
Operating ambient air temperature	-40°C to TBD°C / -40°F to TBD°F
Operating ambient air humidity	10% to 90% RH non-condensing
Storage ambient air temperature	-60°C to TBD°C / -76°F to TBD°F
Storage ambient air humidity	10% to 90% RH non-condensing
Shock/Vibration	MIL-STD-810G
Certifications	
Electromagnetic - EMC standards	<ul style="list-style-type: none"> <li>▪ The European Council EMC Directive 2004/108/EC</li> <li>▪ The Unites States FCC rule 47 CFR 15</li> </ul>
EMC - Emission	<ul style="list-style-type: none"> <li>▪ EN 55022:2010 Class B</li> <li>▪ FCC 47 Part 15 Class B</li> </ul>
EMC - Immunity	<ul style="list-style-type: none"> <li>▪ EN 55024:2010 Class B</li> <li>▪ EN 61000-4-3</li> <li>▪ EN 61000-4-4</li> <li>▪ EN 61000-4-6</li> </ul>
Flammability	PCB compliant with UL 94 V-0
RoHS	Compliant with the European Union Directive 2011/65/EU (RoHS2)
REACH	Compliant with the European Union Regulation No 1907/2006
WEEE	Must be disposed of separately from normal household waste and must be recycled according to local regulations
Ordering Information	
	<b>KY-RPU104</b>

## Jetson AGX Xavier

JETSON AGX XAVIER	
GPU	512-core Volta GPU with Tensor Cores
CPU	8-core ARM v8.2 64-bit CPU, 8MB L2 + 4MB L3
Memory	32GB 256-Bit LPDDR4x   137GB/s
Storage	32GB eMMC 5.1
DL accelerator	(2x) NVDLA Engines
Vision accelerator	7-way VLIW Vision Processor
Encoder/decoder	(2x) 4Kp60   HEVC/(2x) 4Kp60   12-Bit Support

## Komodo II CoaXPress PCIe/104

Host Bus	
Standard	PCI Express 3.0
Link width	8 lanes, 1, 2 or 4 lanes with reduced performance
Link speed	<ul style="list-style-type: none"><li>8.0 GT/s (PCIe 3.0)</li><li>5.0 GT/s (PCIe 2.0) with reduced performance</li></ul>
Maximum payload size	512 bytes
DMA	<ul style="list-style-type: none"><li>32- and 64-bit</li><li>Scatter gather support</li><li>Physical address support (GPU transfers)</li></ul>
Peak delivery bandwidth	7,880 MB/s
Effective (sustained) delivery bandwidth	6,710 MB/s (Host PC motherboard dependent)
Power consumption	TBD

Camera / Video Inputs	
Interface standard(s)	CoaXPress 2.0 (CoaXPress 1.1 backward compatible)
Status LEDs	1 bicolor status LED per connector 4 System status LEDs
Number of cameras	Up to 4
Number of links per Single camera	Up to 4
Synchronization between cameras	Yes
Line-scan cameras supported	Yes
MAX aggregated camera data transfer rate	50 Gbit/s
Supported CXP down-connection speeds	<ul style="list-style-type: none"><li>1.25 GT/s (CXP-1)</li><li>2.5 GT/s (CXP-2)</li><li>3.125 GT/s (CXP-3)</li><li>5 GT/s (CXP-5)</li><li>6.25 GT/s (CXP-6)</li><li>10 GT/s (CXP-10)</li><li>12.5 GT/s (CXP-12)</li></ul>
Number of data streams (per camera)	1 data stream per camera
Maximum stream packet size	8,192 bytes
PoCXP (power over CoaXPress)	<ul style="list-style-type: none"><li>PoCXP Safe Power</li><li>13 W of 24V DC regulated power per CoaXPress connector</li><li>PoCXP Device detection and automatic power-on</li><li>Overload and short-circuit protections</li><li>On-board 12V to 24V DC/DC converter</li></ul>
Camera types	<ul style="list-style-type: none"><li>Area-scan cameras:<ul style="list-style-type: none"><li>Gray-scale and color (RGB and Bayer CFA)</li><li>Single-tap (1X-1Y) progressive-scan</li></ul></li><li>Line-scan cameras:<ul style="list-style-type: none"><li>Gray-scale and color RGB</li></ul></li></ul>

Camera pixel formats supported	<p>Raw, Monochrome, Bayer, RGB, YUV, YCbCr and RGBA (PFNC names):</p> <ul style="list-style-type: none"> <li>- Raw</li> <li>- Mono8, Mono10, Mono12, Mono14, Mono16</li> <li>- BayerXX8, BayerXX10, BayerXX12, BayerXX14, BayerXX16 where XX = GR, RG, GB, or BG</li> <li>- RGB8, RGB10, RGB12, RGB14, RGB16</li> <li>- RGBA8, RGBA10, RGBA12, RGBA14, RGBA16</li> <li>- YUV411_8, YUV411_10, YUV411_12, YUV411_14, YUV411_16</li> <li>- YUV422_8, YUV422_10, YUV422_12, YUV422_14, YUV422_16</li> <li>- YUV444_8, YUV444_10, YUV444_12, YUV444_14, YUV444_16</li> <li>- YCbCr601_411_8, YCbCr601_411_10, YCbCr601_411_12, YCbCr601_411_14, YCbCr601_411_16</li> <li>- YCbCr601_422_8, YCbCr601_422_10, YCbCr601_422_12, YCbCr601_422_14, YCbCr601_422_16</li> <li>- YCbCr601_444_8, YCbCr601_444_10, YCbCr601_444_12, YCbCr601_444_14, YCbCr601_444_16</li> </ul>
<b>Area-Scan Camera Control</b>	
Trigger	<ul style="list-style-type: none"> <li>▪ Precise control of asynchronous reset cameras, with exposure control.</li> <li>▪ Support of camera exposure/readout overlap.</li> <li>▪ Support of triggering from encoder or timer.</li> <li>▪ Support of external hardware trigger, with optional delay, filtering and trigger decimation.</li> </ul>
Strobe	Accurate control of the strobe position for strobe light sources. Support of early and late strobe pulses.
<b>Line-Scan Camera Control</b>	
Scan/page trigger	<ul style="list-style-type: none"> <li>▪ Precise control of start-of-scan and end-of-scan triggers.</li> <li>▪ Support of external hardware trigger, with optional delay and filtering.</li> <li>▪ Support of triggering from encoder.</li> <li>▪ Support of infinite acquisition without missing lines.</li> </ul>
Line trigger	Support for quadrature motion encoders, with programmable filters, selection of acquisition direction and backward motion compensation.
Line strobe	Accurate control of the strobe position for strobe light sources.
<b>On-Board Processing</b>	
On-board memory	2GByte DDR4
Bayer De-Mosaic	<ul style="list-style-type: none"> <li>▪ Full 16bit resolution</li> <li>▪ Bilinear 3x3</li> <li>▪ Bilinear 3x2 for linescan with gradient correction</li> </ul>
Color transformation	<p>Full 16bit resolution 18bit coefficients table:</p> <ul style="list-style-type: none"> <li>- Color space conversion</li> <li>- Gain and Offset</li> </ul>
Decimation	Line skip
Additional features	Unpacking of 10-/12-/14-bit to 16-bit with justification to LSB
Frame timestamp	64bit with 8ns precision
Data stream statistics	<p>Measurement of:</p> <ul style="list-style-type: none"> <li>- Frame/Line rate</li> <li>- CRC Errors</li> <li>- Dropped frames</li> <li>- Received packets</li> <li>- Test packets</li> </ul>

## Event signaling and counting

The application software can be notified of the occurrence of various events:

- Newly acquired buffers
- Camera and Illumination control events
- I/O events
- Timer events
- Encoder events

General Purpose Inputs and Outputs	
Number of lines	<ul style="list-style-type: none"><li>▪ 20 I/O lines:<ul style="list-style-type: none"><li>- 2 differential inputs</li><li>- 2 differential outputs</li><li>- 4 singled-ended TTL inputs/outputs</li><li>- 4 singled-ended LVTTTL inputs/outputs</li><li>- 4 opto-isolated inputs</li><li>- 4 opto-isolated outputs</li></ul></li></ul>
Usage	<ul style="list-style-type: none"><li>▪ Any System I/O input lines can be connected to any I/O line</li><li>▪ Any I/O line can be used to decode A/B and Z signals of a motion encoder</li><li>▪ Any I/O line can generate any trigger event</li><li>▪ Any I/O line can trigger a timer</li></ul>
Electrical specifications	<ul style="list-style-type: none"><li>▪ Differential lines - LVDS compatible</li><li>▪ TTL lines: 5V TTL compliant</li><li>▪ LVTTTL lines: 3.3V LVTTTL compliant</li><li>▪ Isolated lines: opto-isolated lines with voltage range up to 30V</li></ul>
Filter control	<ul style="list-style-type: none"><li>▪ Glitch removal filter available on all System I/O input lines</li><li>▪ Configurable filter time constants:<ul style="list-style-type: none"><li>- for DIN and TTLIO lines: 50 ns, 100 ns, 200 ns, 500 ns, 1 <math>\mu</math>s</li><li>- for IN lines: 500 ns, 1 <math>\mu</math>s, 2 <math>\mu</math>s, 5 <math>\mu</math>s, 10 <math>\mu</math>s</li></ul></li></ul>
Polarity control	Yes
Encoders	<ul style="list-style-type: none"><li>▪ 4 quadrature encoders with A/B and Z inputs</li><li>▪ 32bit position counter</li><li>▪ Forward and backward counting</li><li>▪ Position trigger support</li><li>▪ Noise filtering</li></ul>
Timers	<ul style="list-style-type: none"><li>▪ 4 general purpose timers</li><li>▪ Configurable delay and duration</li><li>▪ 32bit accumulator</li></ul>
Event reporting	<ul style="list-style-type: none"><li>▪ 64-bit system timestamp event reporting</li><li>▪ Each I/O line can generate event on configurable edge</li><li>▪ Each Timer can generate event</li><li>▪ Each encoder can generate event</li></ul>
Frame Grabber Synchronization	
Synchronization	Precise area and line-scan cameras synchronization across different frame grabbers
Software	
Gen<i>Cam	<ul style="list-style-type: none"><li>▪ Support of Gen&lt;i&gt;Cam 2.4 and 3.0</li><li>▪ Full camera and Frame Grabber parameters configuration</li></ul>
Buffer management	<ul style="list-style-type: none"><li>▪ Circular buffer support</li><li>▪ Accumulation of several frames/lines to single buffer to reduce CPU load</li><li>▪ CPU load</li><li>▪ DMA Buffer filling directly to system memory</li></ul>

GUI

- Supported for Windows and Linux OS
- Multi camera display and configuration
- Flexible buffer queuing
- Image/video recording and playback

Debugging capabilities

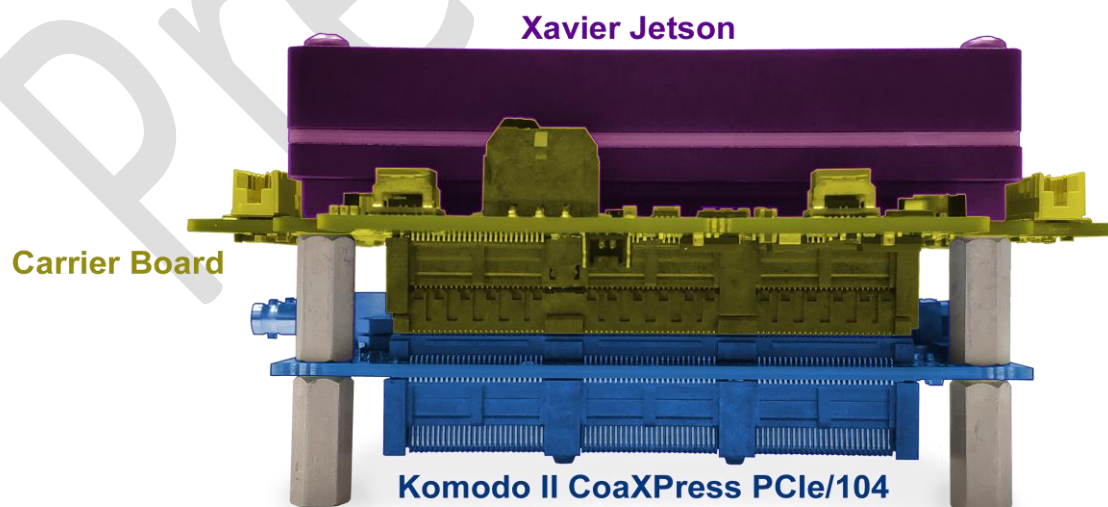
- Event logging
- Statistics counters

APIs

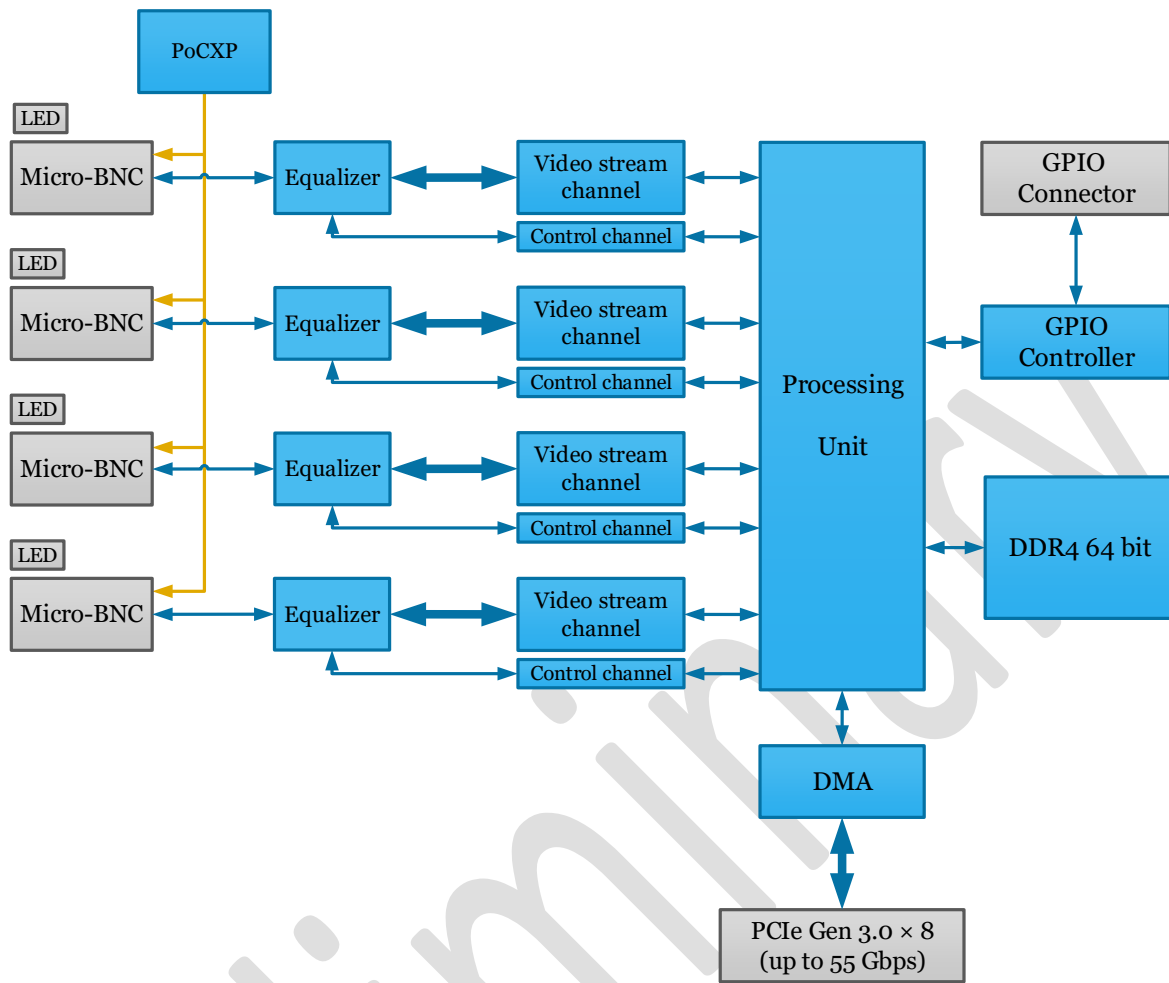
- Gen-i>Cam, GenTL producer libraries, C/C++, Python and NET bindings
- Compilers:
  - x86 and x86\_64 dynamic library designed to be used with ISO-compliant C runtime
  - Allows for development of x86 and x86\_64 applications
- Plug-in modules for Matlab, HALCON, Cognex and Labview

## System HW Block Diagram & Description

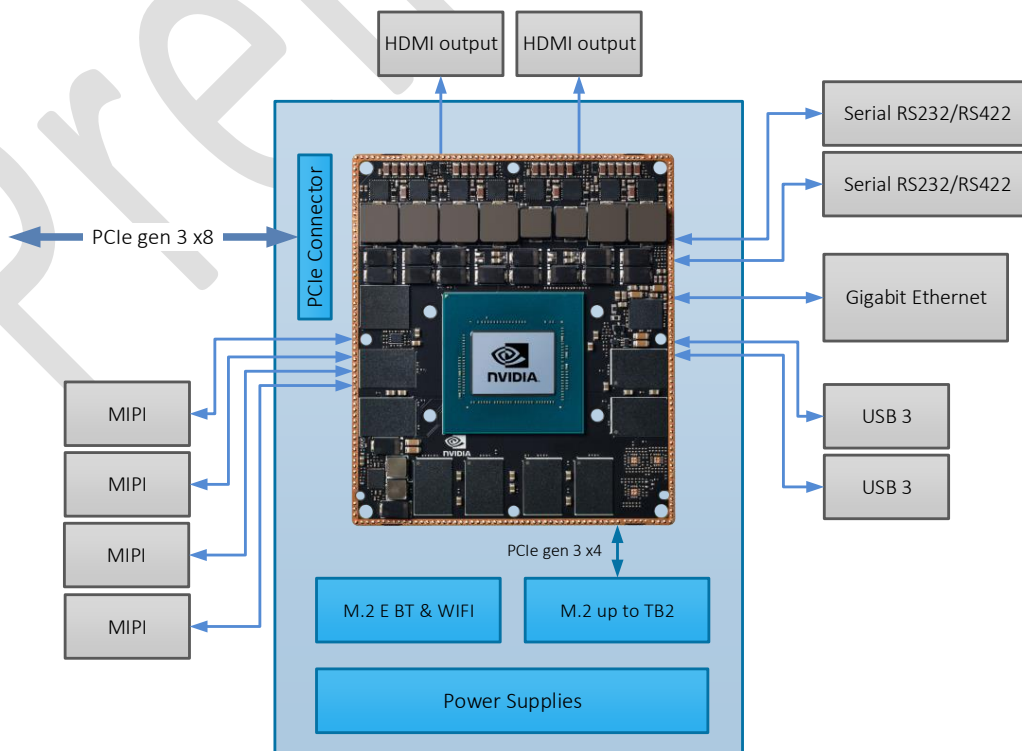
### System Construction



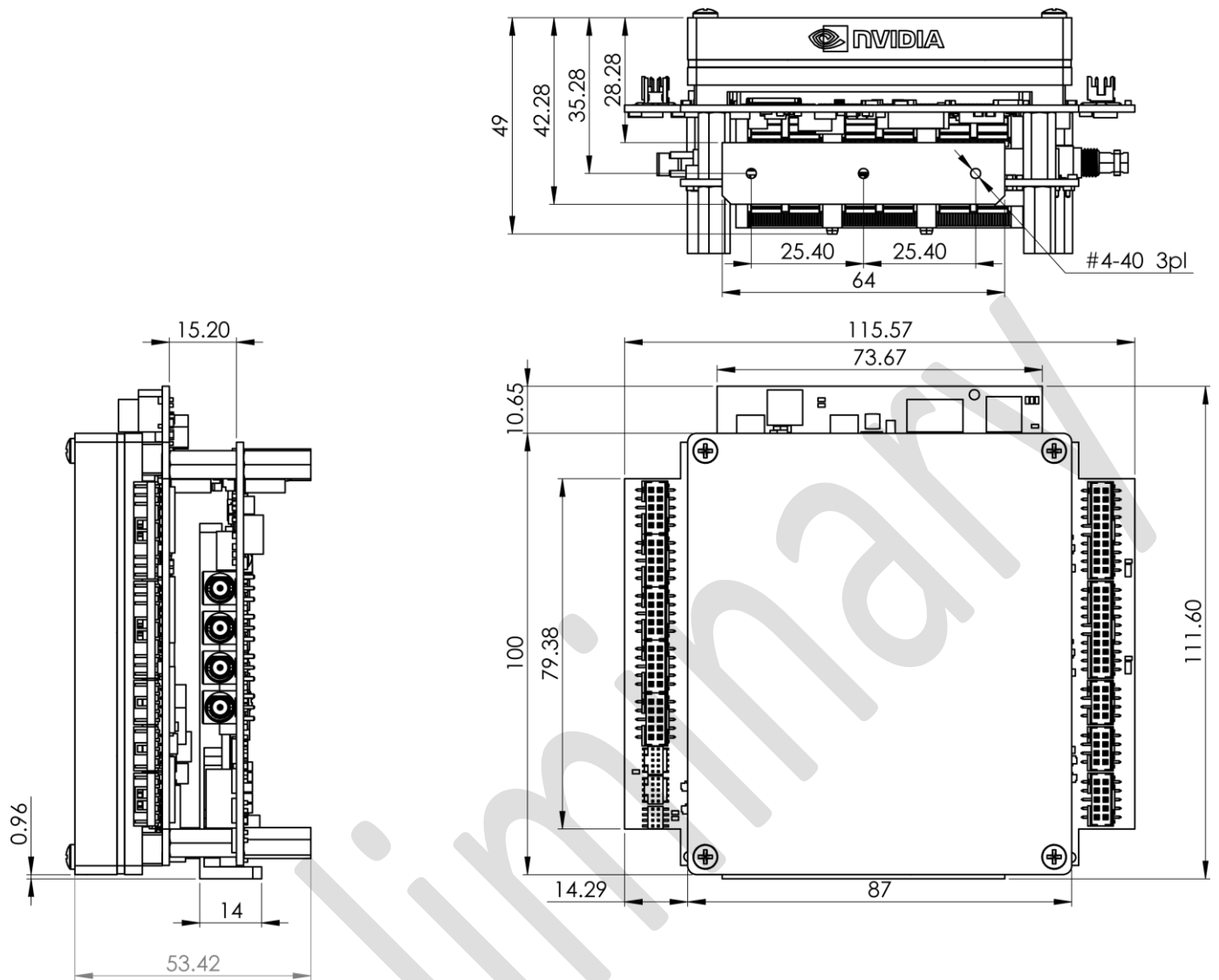
# Komodo II CoaXPress 12G PCI/e104 Frame Grabber HW Block Diagram



# Xavier PC104 HW Block Diagram



## Mechanical Drawings



## Compatibility

**KAYA Instruments** creates and maintains compatibility and interfaces for the most common and advanced vision image processing libraries and applications. Major support is available for **MVTec Halcon**, **National Instruments' LabVIEW** and **MathWorks' MATLAB**.

❖ Supported vision standards:



❖ Supported vision libraries:



❖ Supported operating systems:



Please check our website for an up-to-date list of other supported libraries and software package



## Contact Us

Please feel free to contact our team with any question or further inquiry at [info@skyblue.de](mailto:info@skyblue.de) – we will be happy to provide assistance and consultation.



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Preliminary

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