

# Using Computational Power to Overcome Camera Hardware Constraints

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# About Almalence

Expertise in computational imaging, optical and optomechanical design, and vision processors

- Products for wide range of cameras from mobile to DSLR
- Vendor to Top mobile OEMs
- Intel Portfolio Company
- Strong patent portfolio

Technologies enabling  
**Higher Image Quality**  
**Better Camera Designs**  
**New Products**

*Target Markets*

**Mobile VR DSC/DSLR**  
Drones IoT Industry Medical

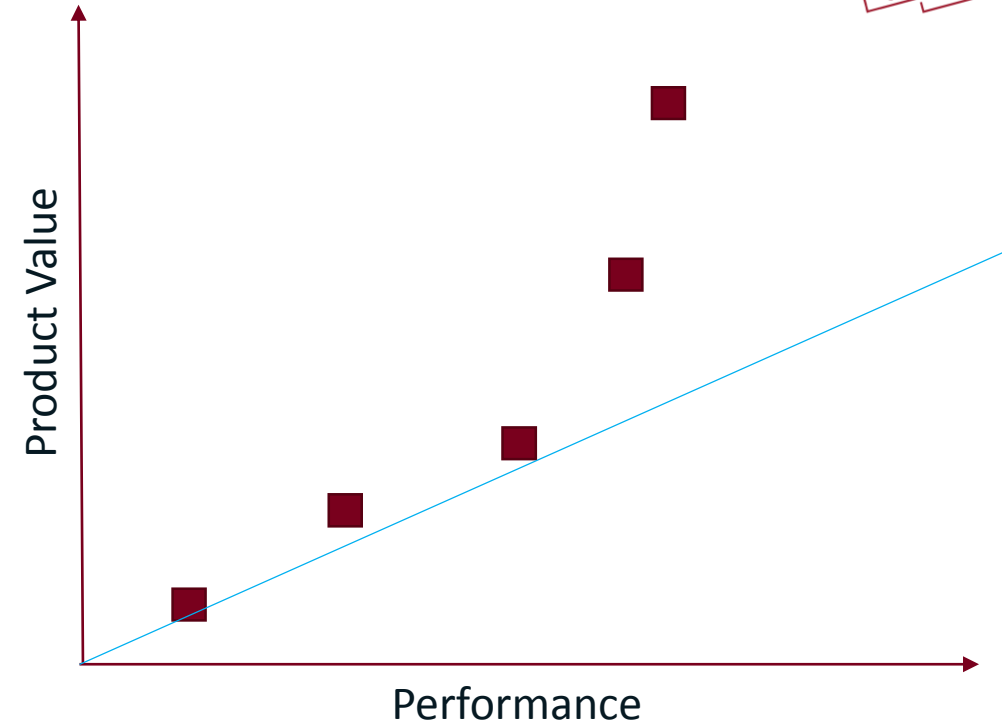
*“Almalence is taking an innovative approach to actively disrupting the industry” – Forbes*

# The Physical Limits in Conventional Camera and Optical Design

- Mobile cameras: quality limited  
small sensor and lens, no optical zoom
- Mobile cameras: optical design limits  
Thinner? Wider aperture? Cheaper? ➡ quality degradation
- DSLRs: limited quality of zoom or wide FoV lenses  
Optical system not ideal at all focal lengths and across entire FoV
- Drones: weight issues  
Lighter ➡ lower quality
- Industrial: athermalization issues  
Lenses needed to perform well across the entire  $t^0$  range
- VR Displays: aberrations and low resolution  
No practical way to improve as the lens must be thin and lightweight

# Two Influences Allowing New Computational Possibilities

- Almalence's advanced technology
  - Higher image/video quality with mobile cameras
  - Thinner, wider f/ and cheaper mobile camera designs
  - 1" sensor in mobile form factor
  - Aberration free, high resolution VR/AR display
- Power/Efficiency from new vision processors vs. apps processor
  - Tensilica P5/P6:
    - 2x higher speed
    - 10x lower power consumption



A **HUGE** step-up in product features, user experience and product value to end-users

# SuperSensor – Mobile Camera Quality Enhancement

Simultaneous, real-time, **higher resolution**, **lossless zoom**, **better low light performance**, **higher dynamic range** on size-constrained mobile cameras.

Native Video



With SuperSensor



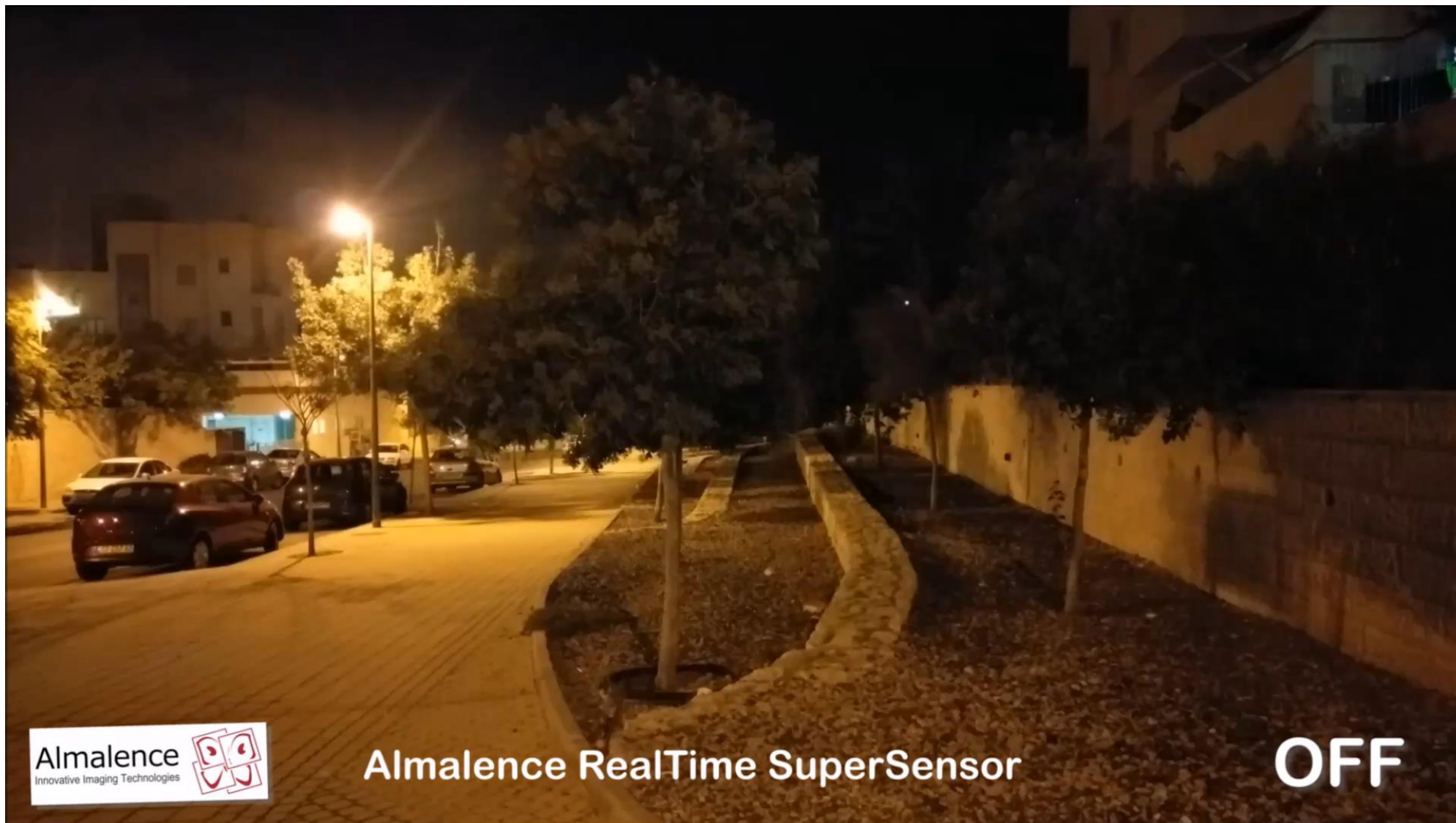
Still frames from 1080p videos from same device –native camera (top) and Almalence Video SuperSensor (bottom).

Full video files: <http://almalence.com/doc/supersensor-at-video-framerates/videofiles/Almalence-Video-Super-Sensor-demo-clip-1.zip>



# Video SuperSensor - Real Time Video on a VPU

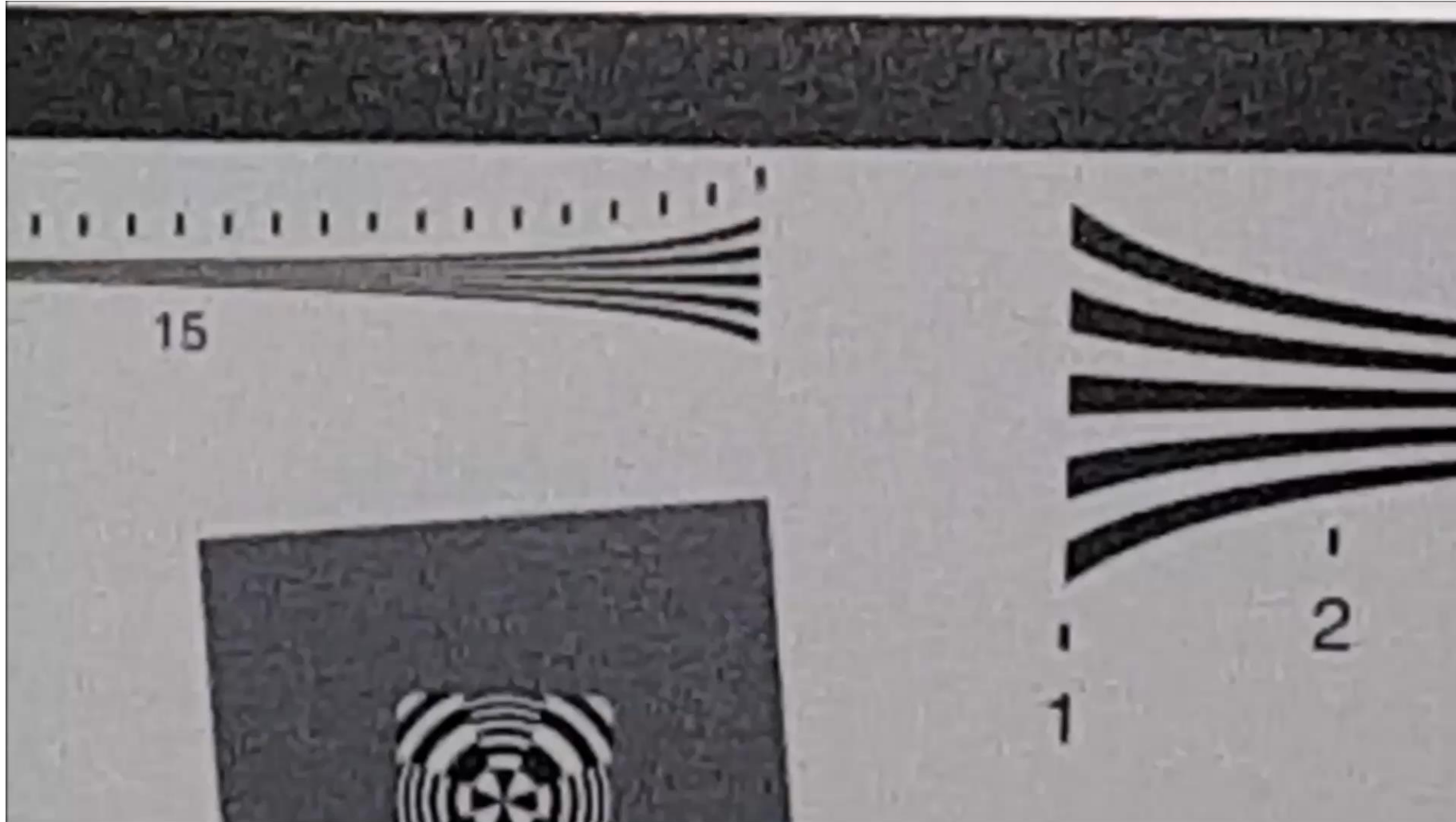
Almalence  
Innovative Imaging Technologies



Simultaneously: • Zoom • Low Light • High Dynamic Range • Backlight • Stabilization  
VPU: 1080p @ 30fps. CPU: 15fps → 3-5fps due to overheating and throttling

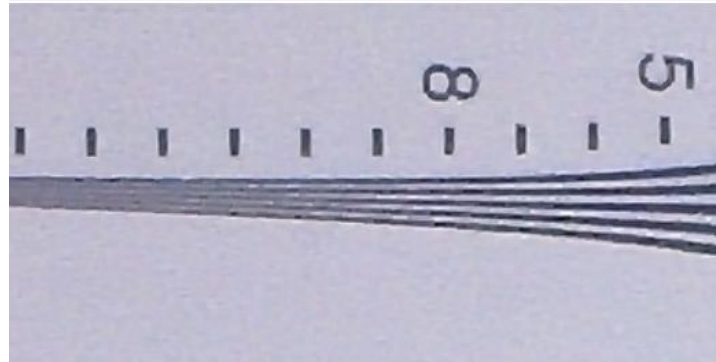
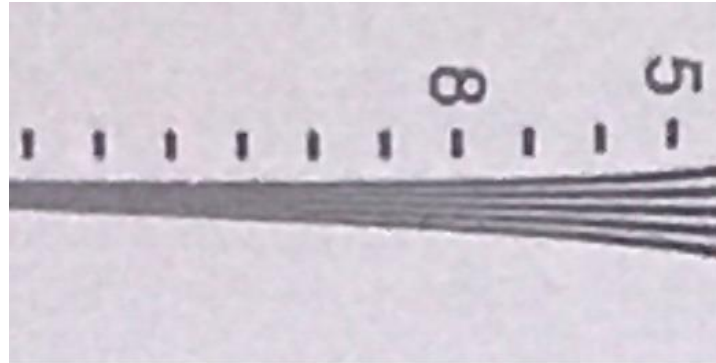
# Software to Beat the Hardware Competition

HTC 10 outperforms Samsung S7 at 8x zoom when running Video SuperSensor:



# SuperSensor and Dual Camera Hardware

**SuperSensor** compliments dual camera hardware extending the lossless zoom range.



*Top:* iPhone7+ uses 2x tele camera to take better zoomed images, but it's still not enough at higher zoom levels.

*Bottom:* SuperSensor enables lossless zoom with the same camera.

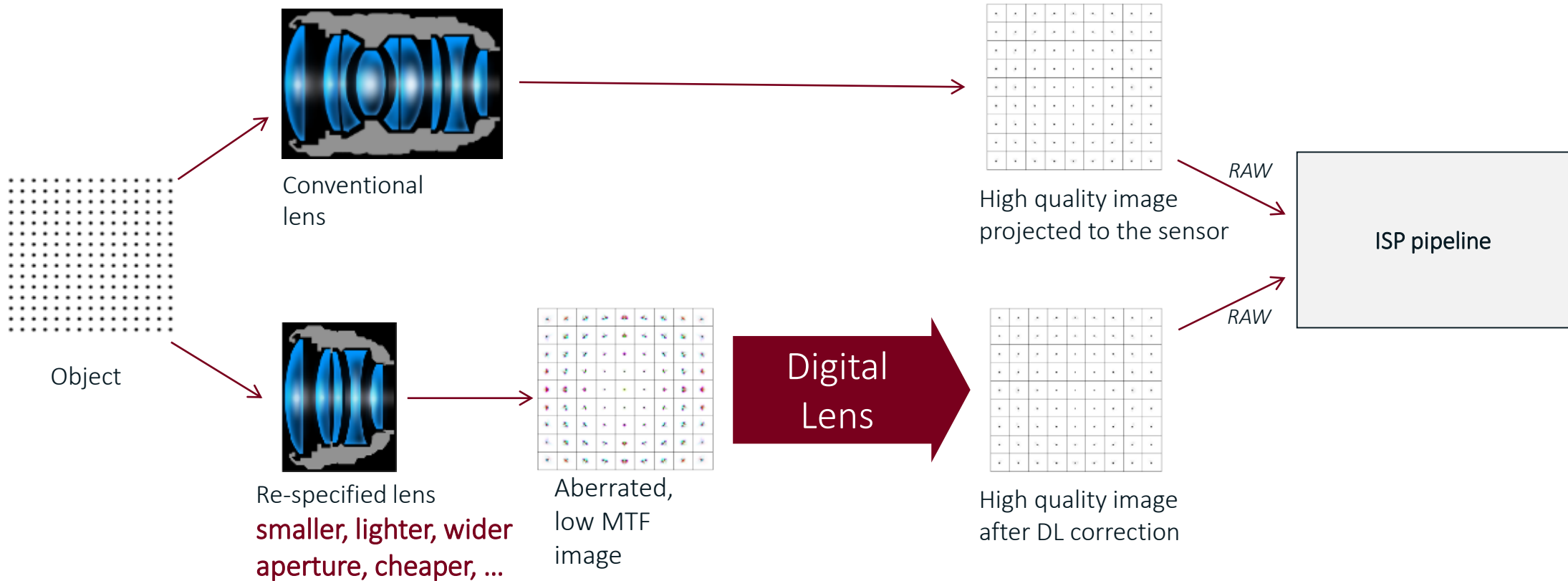
Simultaneously, SNR is improved solving the problem of narrow aperture of tele camera.



# Digital Lens: Virtual Element Replacing a Part of an Optical System

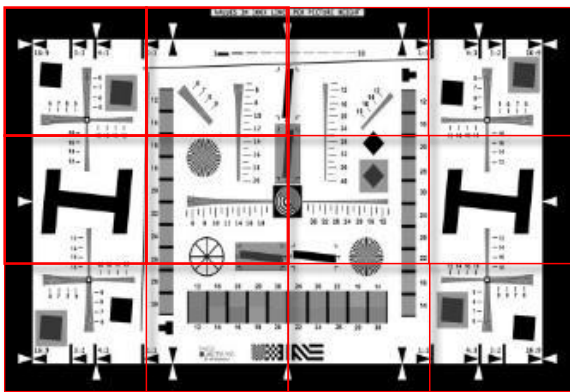


Image quality compromised to achieve better design is corrected by Digital Lens, without adding extra size or weight.

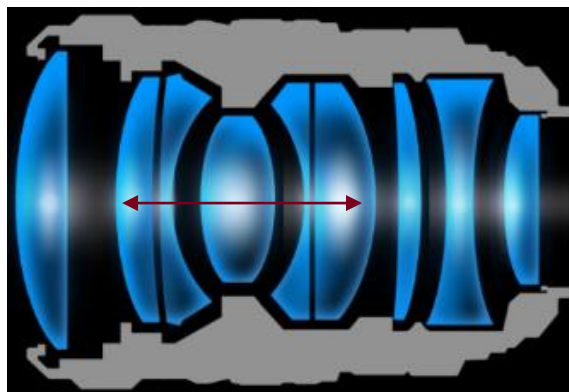


# Digital Lens Flexibility

- The Digital Lens correction is parametrized to allow the same processing component to work as a correcting element with variable properties.
- Single DL element performs different corrections:



In different parts of FoV



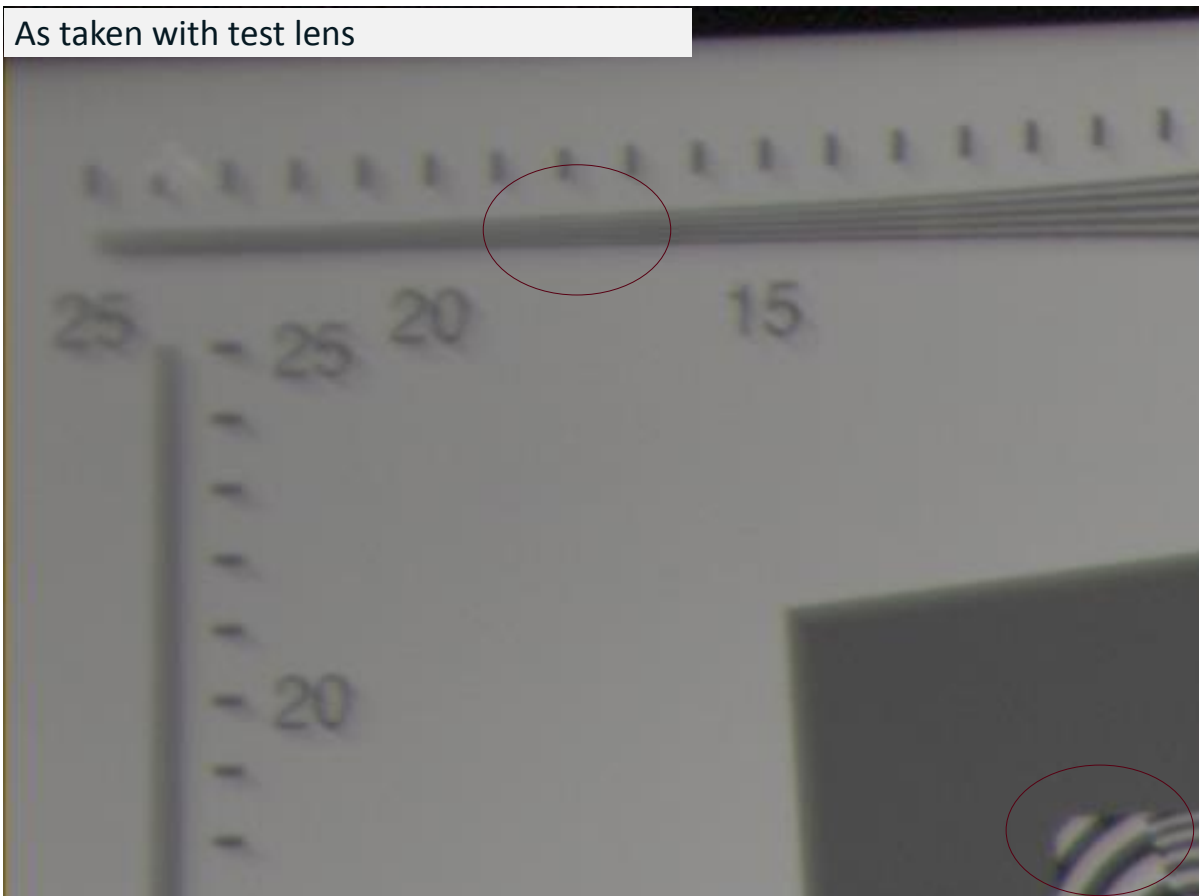
At different focal lengths and apertures



Optionally, to improve reject rate of module manufacturing

# Digital Lens for high-end DSLR

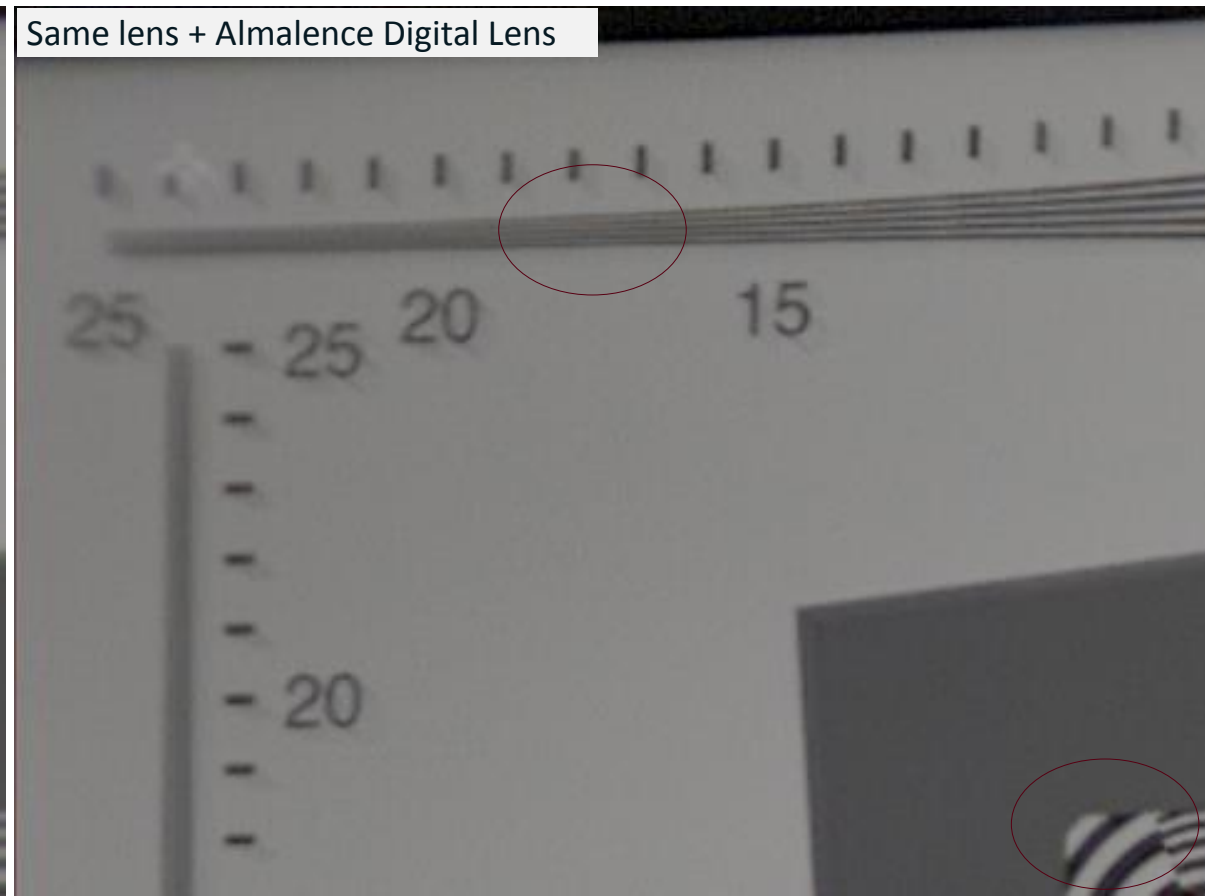
As taken with test lens



Tamron 28-300mm f/3.5-6.3

Image “softness” (low MTF) and chromatic aberrations in the corners

Same lens + Almalence Digital Lens



- CA crossing: 0.767 px → 0.077 px
  - MTF30: 0.23 cy/px → 0.31 cy/px
  - SNR degradation: just 0.8db
- without adding any size or weight**

# Digital Lens Applications Examples

## DSLR:

- Quality deficiency in corners (low MTF & CA) compensated by DL
- Conventional improvement: using larger, heavier, more expensive lens



Tamron 28-300 f/3.5-6.3  
Small, Light, \$600



Canon 28-300 f/3.5-5.6.  
Big, Heavy, \$2,400

## Thinner mobile camera:

- Existing 4.5mm TTL design reduced to 4mm
- Conventional approach: compromised image quality but restored to target level with DL



Remove the bump



Thinner laptop cover

## Yield increase:

- 60% increased to 90% (simulation)
- Estimated BoM reduction \$0.7/unit



Reduce reject rate  
with DL

## Other:

- Wide aperture • 180/360° • light weight • athermalization

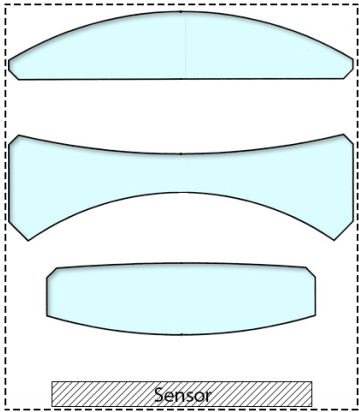
# 1" Sensor Camera in Pocket Form Factor?



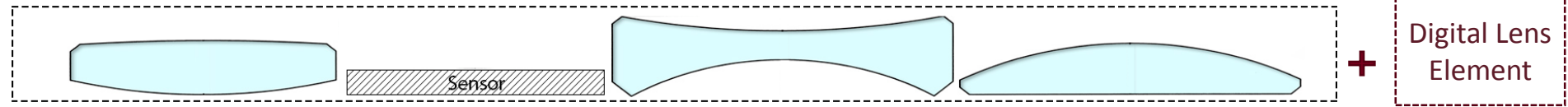
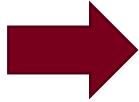
?



- Solution: to make a part of optics **digital** and the remaining part **collapsible**
- The quality of physical (collapsible) part is compromised:
  - The digital part corrects the quality degradation, adding no size or weight



Conventional lens



Few thin elements collapsing into a single plane



# mDSLR: Real DSLR Quality in Mobile Form Factor

Innovative collapsible optical design to enable big sensor camera in a smartphone

The 1<sup>st</sup> target module:

- 1" sensor, f/2.4
- 3mm height of entire camera module (collapsed)
- Quality on par with entry-level mirrorless (Sony α6000 as ref)
- Can be embedded into mobile phone



Expanded: 15mm

Collapsed: 3mm

Possible future designs:

½" sensor 1.5mm TTL camera for smart watch,  
Full frame sensor 5mm TTL camera,  
Multi-focus collapsible camera, and more.

Applications:

Mobile phones  
Drones (light weight, compactibility),  
Smart watch  
Ultra-compact DSC/DSLR

Patented IP:

Optical design  
Image processing  
Mechanical design

# The Challenge to High Quality, Aberration-free VR/AR

- Thin and lightweight VR/AR lenses are prone to aberrations, which spoil user experience. No fix with conventional optical design.
- VR HMD makers are moving to higher resolution displays but the picture quality is already at the limit of the optics now.
- Almalence Digital Lens technology **is the only way** to achieve better picture quality without using big and heavy optics.



Image as seen thru VR lens

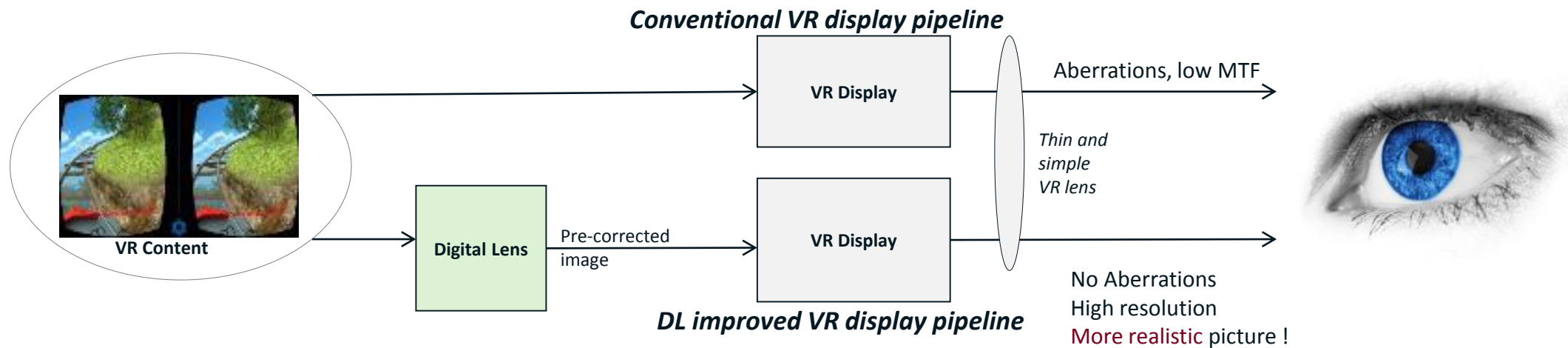


Thru the same VR lens, pre-corrected by **Almalence DL**:  
**More details, CA significantly reduced**

*(Verified simulation with Samsung Gear VR)*

# Pure computational technique: no size/weight, flexible

- Digital Lens works as a pre-correction in the display pipeline acting as a virtual “corrective lens element”
- Without heavier and more complicated optics, DL compensates for all aberrations including longitudinal chromatic and causing MTF degradation in the HMD lens
- Eye pupil position is factored to apply proper pre-correction
- Single implementation can be used to improve any new or existing HMD optical design



# Conclusion

- New computational power enables image enhancement at video framerates
- Virtual lens elements address a range of challenges, allowing to create innovative optical designs previously unachievable by optical hardware alone
- New compelling product categories become possible that were otherwise limited by the size and weight of conventional camera designs.

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