

MRTech IFF SDK benchmarks

RTSP / WebRTC streaming

Transmitting side

NVIDIA Jetson AGX Thor (T5000)

IFF SDK v2.1, Jetson Linux v38.4

[IFF SDK 'farsight' sample application](#)

Codec

H.265 (HEVC)

level 6.2, Main tier, P1 preset

approx. 10 Mbps bitrate

Receiving side

MSI Raider GE77HX, NVIDIA GeForce RTX 3070 Ti, Windows 11 OS

[IFF SDK 'imagebroker' sample application \(RTSP\)](#)

Google Chrome v146 web browser (WebRTC)

sensor bitdepth	input bitdepth	processing bitdepth	demosaic algorithm	color corr. algorithm	frame rate, FPS	processing latency, ms	Jetson CPU load	Jetson GPU load	Jetson EMC load	Jetson NVENC load	Power, W (w/o cams)	RTSP G2G latency, ms	WebRTC G2G latency, ms
Camera: XIMEA CB262CG-GP-X8G3							Jetson power mode: MAXN with jetson_clocks active						

Full frame (5120 x 5120) 5 ms exposure time

10	8	8-bit	HQLI	matrix	110	13	2%	63%	50%	80%	76	45	63
10	8	8-bit	DFPD	matrix	110	13	2%	70%	50%	80%	82	45	64
10	10	16-bit	L7	matrix	100	18	2%	85%	72%	90%	91	52	69
10	10	16-bit	DFPD	matrix	100	18	2%	90%	77%	90%	97	52	70
10	10	16-bit	MG	matrix	80	20	2%	95%	80%	60%	102	57	73
10	10	16-bit	L7	LUT	70	21	2%	86%	66%	60%	93	58	71
10	10	16-bit	DFPD	LUT	70	21	2%	90%	70%	60%	97	58	71
10	10	16-bit	MG	LUT	60	24	2%	90%	74%	60%	101	63	76

4K UHD TV (3840 x 2160) 2 ms exposure time

10	8	8-bit	HQLI	matrix	350*	4	2%	49%	38%	83%	72	24	46
10	8	8-bit	DFPD	matrix	350*	4	2%	58%	39%	83%	77	24	46
10	10	16-bit	L7	matrix	320	6	2%	75%	62%	95%	88	25	50
10	10	16-bit	DFPD	matrix	320	6	2%	83%	65%	93%	91	26	49
10	10	16-bit	MG	matrix	260	7	2%	93%	75%	70%	100	28	53
10	10	16-bit	L7	LUT	250	7	2%	90%	67%	70%	95	28	51
10	10	16-bit	DFPD	LUT	240	7	2%	90%	67%	65%	97	28	50
10	10	16-bit	MG	LUT	190	8	2%	90%	66%	50%	101	30	47

* limited by maximum camera (sensor) frame rate and not by Jetson performance