

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 per camera

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: 2x XIMEA CB262CG-GP-X8G3 in PCIe 4-lane Gen3 mode						Jetson power mode: MAXN with jetson_clocks active							

Full frame (5120 x 5120) 5 ms exposure time

10	8	8-bit	HQLI	matrix	2x 60	20	1%	50%	55%	95%	80	59	73
10	8	8-bit	DFPD	matrix	2x 60	23	1%	70%	55%	95%	85	62	76
10	10	16-bit	HQLI	matrix	2x 50	28	1%	80%	72%	90%	87	70	83
10	10	16-bit	L7	matrix	2x 50	28	1%	80%	72%	90%	88	72	89
10	10	16-bit	DFPD	matrix	2x 50	28	1%	90%	77%	90%	96	75	81
10	10	16-bit	MG	matrix	2x 40	35	1%	95%	80%	80%	100	83	92
10	10	16-bit	HQLI	LUT	2x 40	34	1%	95%	76%	80%	95	84	91
10	10	16-bit	L7	LUT	2x 35	35	1%	90%	66%	60%	93	87	94
10	10	16-bit	DFPD	LUT	2x 35	35	1%	90%	70%	60%	96	81	103
10	10	16-bit	MG	LUT	2x 30	43	1%	95%	74%	50%	104	93	107

4K UHD TV (3840 x 2160) 5 ms exposure time

10	8	8-bit	HQLI	matrix	2x 190	4	2%	55%	42%	90%	78	24	46
10	8	8-bit	DFPD	matrix	2x 190	4	2%	65%	42%	90%	81	25	47
10	10	16-bit	HQLI	matrix	2x 150	8	2%	75%	60%	88%	86	31	50
10	10	16-bit	L7	matrix	2x 150	8	2%	77%	60%	88%	88	31	49
10	10	16-bit	DFPD	matrix	2x 150	9	2%	78%	61%	88%	91	31	51
10	10	16-bit	MG	matrix	2x 130	12	2%	93%	76%	75%	104	37	51
10	10	16-bit	HQLI	LUT	2x 130	12	2%	93%	73%	75%	101	39	48
10	10	16-bit	L7	LUT	2x 130	12	2%	94%	71%	75%	100	37	51
10	10	16-bit	DFPD	LUT	2x 120	12	2%	93%	68%	70%	99	39	51
10	10	16-bit	MG	LUT	2x 90	14	2%	90%	65%	50%	98	38	57