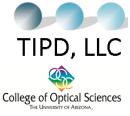


Holographic Video Display System

Lloyd J. LaComb, Jr – TIPD, LLC and UA V. Michael Bove, MIT Daniel Smalley, BYU

Outline

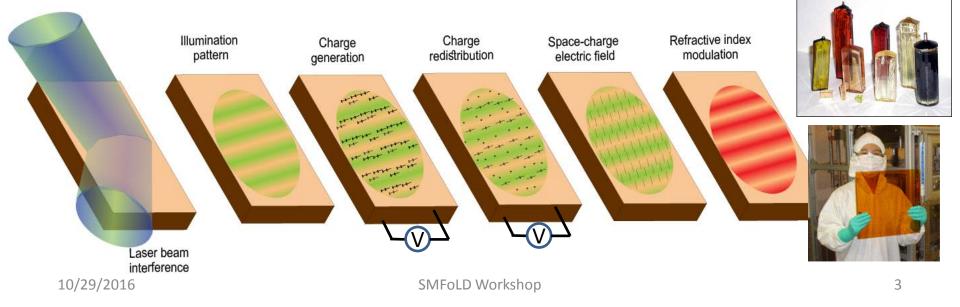


- Review Photorefractive System
- Review "Streaming" Telepresence System
- New HVD Program Requirements
- HVD-WSS System
- SPB of the display

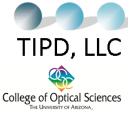
Photorefractive Display

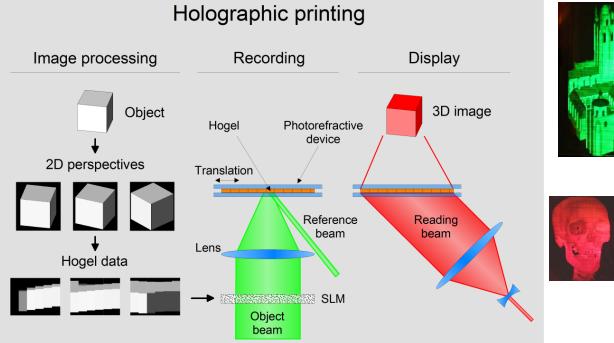


 Photorefractive materials experience a change in refractive index when exposed to light



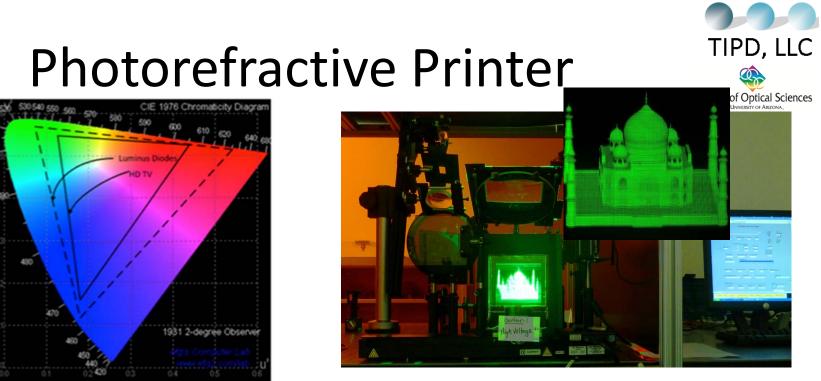
Photorefractive Holograms





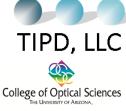


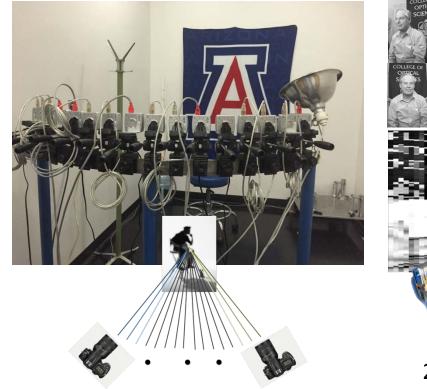


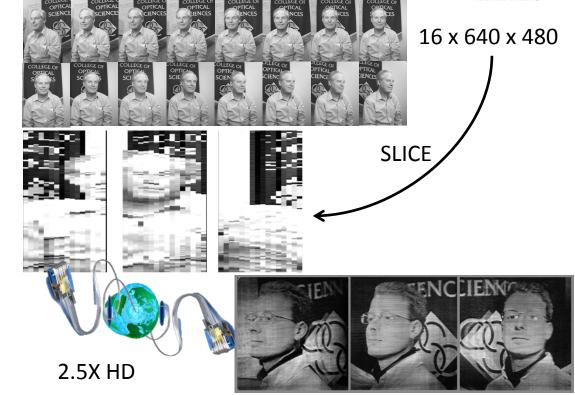


- Able to achieve < 10 sec writing times
- Able to shrink system to < 10ft³ and use 200mW laser
- Able to achieve > 2,000 cd/m² brightness

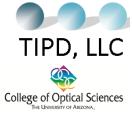
Streaming Telepresence







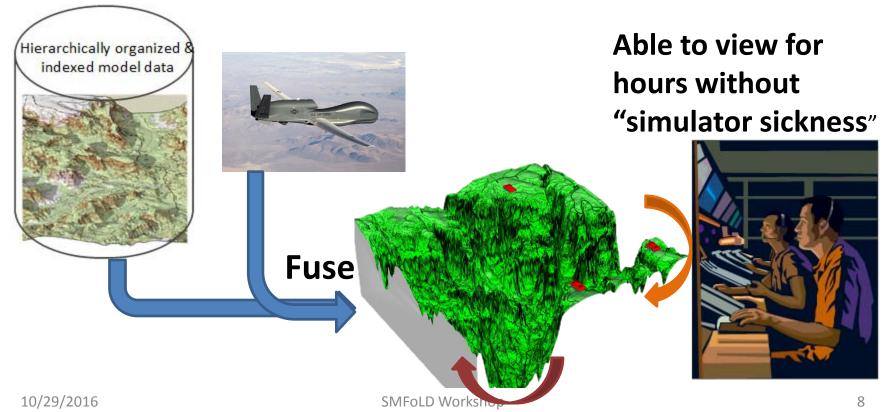
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HVD-GWSS

HVD GWSS Use Case Model





AF131-023



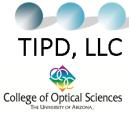
College of Optical Sciences

Holographic Video Display (HVD)

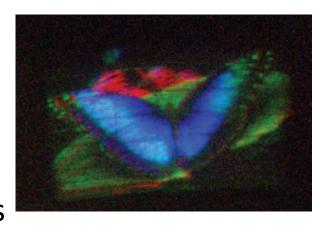
Specifications	Minimum Targets	Objectives
Parallax	Full	Full
Num. FP Display Elements	1MP	2MP
Conical Viewing FOV	30 degrees	60 degrees
Update Rate	30 Hz	60 Hz
Contrast in Room light	10:1	

- Other requirements:
 - nominal viewing distance 50cm,
 - no limit to number of viewers,
 - no "lag"

Display Approach

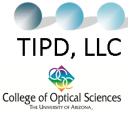


- Leverage anisotropic leaky mode scanning system developed at MIT
 - Demonstrated video rate horizontal parallax system using acousto-optic modulators. Capable of 50 Gpixels/s
 - Add electro-optic modulators to generate vertical parallax

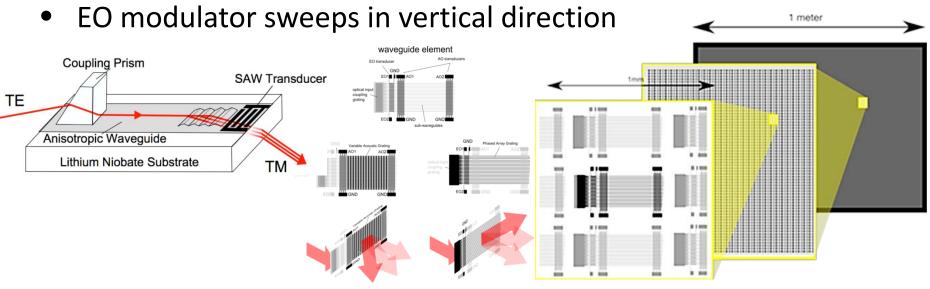


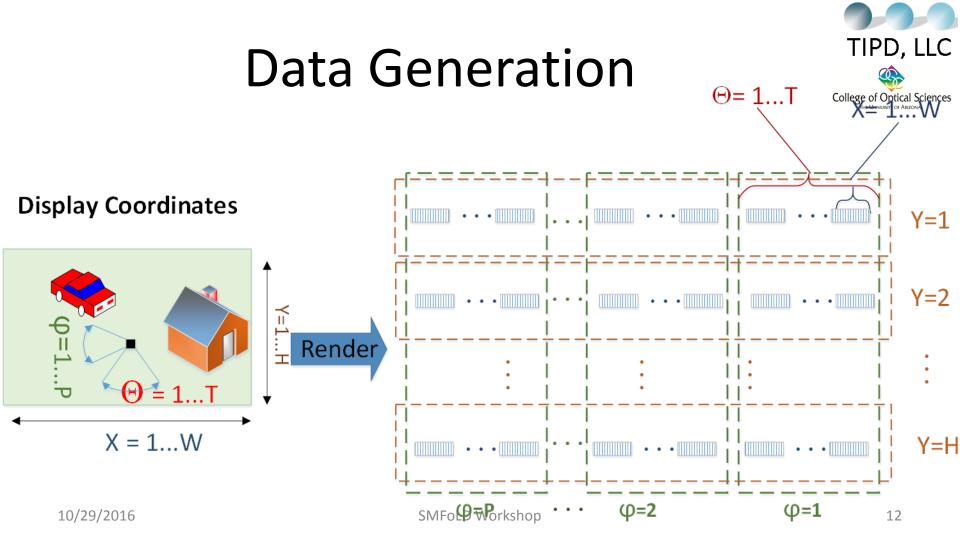
Smalley *et. al.,* N ATURE , Vol 498, 20 June 2103, pp 3 1 3-318

Simplified Schematic



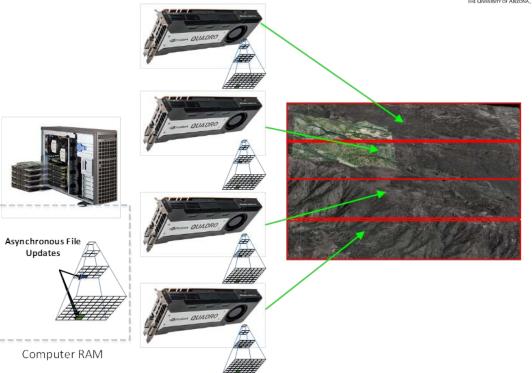
• AO modulator generates a diffraction pattern that sweeps the light horizontally.



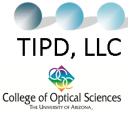


Oversimplified Render Engine

- System cost targets required COTS components where possible
- Speed requirements lead to GPU architecture

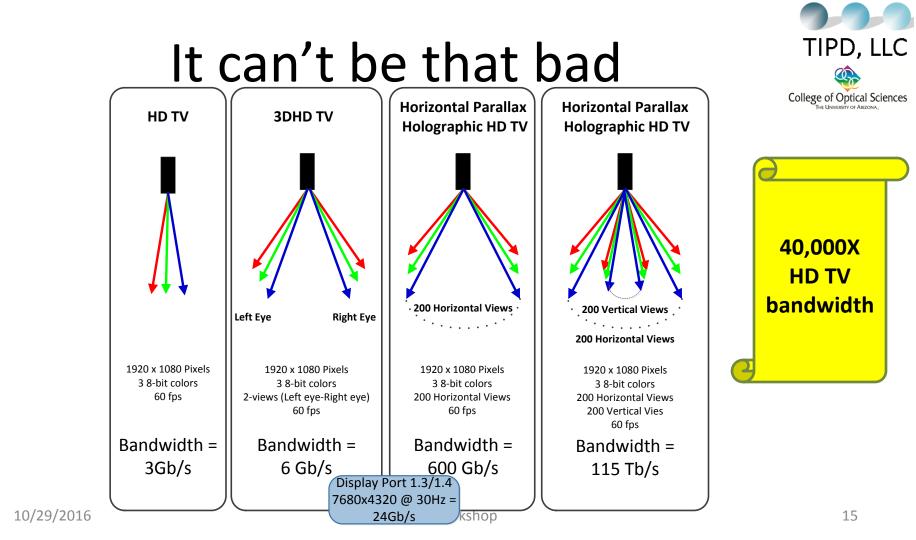


Space-Bandwidth Product

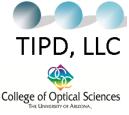


- Space is the number of pixels
- Bandwidth is the angular range for a smooth transition you need a "view" every 0.3°

	Minimum	Objective
Space	1MP (1280x768)	2MP (1920x 1080)
Bandwidth (views)	100 Horizontal x 100 Vertical	200 Horizontal x 200 Vertical
Rate	30Hz	60Hz
Data rate	3x10 ¹¹ pixel equivalents/sec 7 Tb/s	5x10 ¹² pixel equivalents/sec 115 Tb/s



Maybe This has been Solved



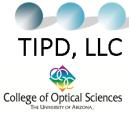
 Square Kilometer Array 200 – 2,000 radio telescopes each generating 160Gb/s



In the 2020's the system may generate > 1 Pb/s (1 Pb = 10¹⁵ bits)

https://www.skatelescope.org/signal-processing/

How much is 115 Tb/s



• Google and Facebook are collaborating to drape another long cable system across the Pacific Ocean

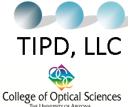
Called the Pacific Light Cable Network (PLCN), it will be comprised of nearly 8,000 miles of fiber optic cable providing an <u>estimated network capacity of 120 terabits per</u>

second. To put that in perspective, Time Warner Cable's current most expensive broadband Internet service costs \$65 per month and provides download speeds of up to 50 megabits per second. Google Fiber provides one gigabit per second download speeds for \$70 per month.

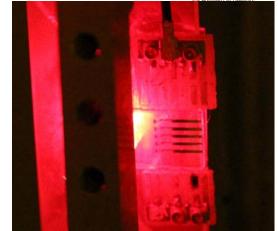


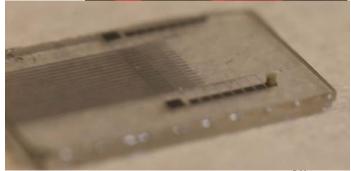
October 12, 2016 http://www.digitaltrends.com/web/google-facebook-fiber-optic-cable-pacific-ocean-120tbps/ 10/29/2016 SMFoLD Workshop

Next Steps



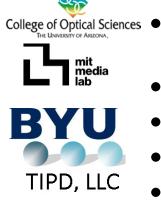
- Generated 374 FP element device
- Integrating multiple devices into a display
- Simplifying the fabrication process





Contributors





University of Arizona: Pierre Alexandre Blanche, Ram Voorakaranam, Cory Christenson, Brittany Lynn, Alex Miles

- MIT: V. Michael Bove, Sunny Jolly
- BYU: Daniel Smalley
 - TIPD: Arkady Bablumyan, Richard Rankin, Armen Ordyan
- Nitto Denko
- Supported by: DARPA and USAF SBIR/STTRs W31P4Q-07-C-0267, FA9550-10-C-0009, FA8650-14-C-6571 and IARPA FA8650-10-C-7034

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