

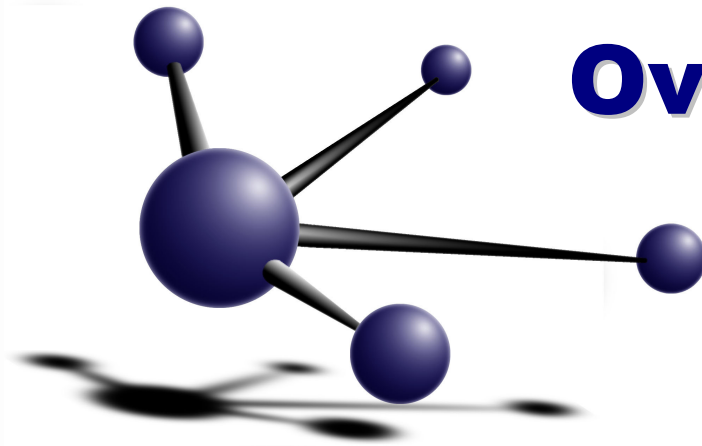
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Critical Link embedded...

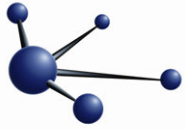
CCDsp

Read-out and Binning

Overview



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Data Acquisition & Read-out modes

– CCD Area Reads

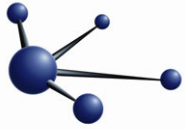
- Raw image (sub-image) delivered to application
- Any rectangular section of CCD matrix
- Pixel data presented as 16-bit signed integers

– CCD Bin Reads

- Unlimited binning combinations using sensor and MityDSP
- Flexible vertical binning – in CCD and/or in DSP
 - Bin in CCD for better noise/speed performance
 - Bin in FPGA/DSP for better dynamic range
 - Binning can be adjusted based on image content – more binning in darker areas, less in brighter areas
- Horizontal binning in FPGA / DSP
- 2D Mask binning in FPGA / DSP
- Support multiple concurrent binning patterns
- Pixel data presented as 32 bit signed integer

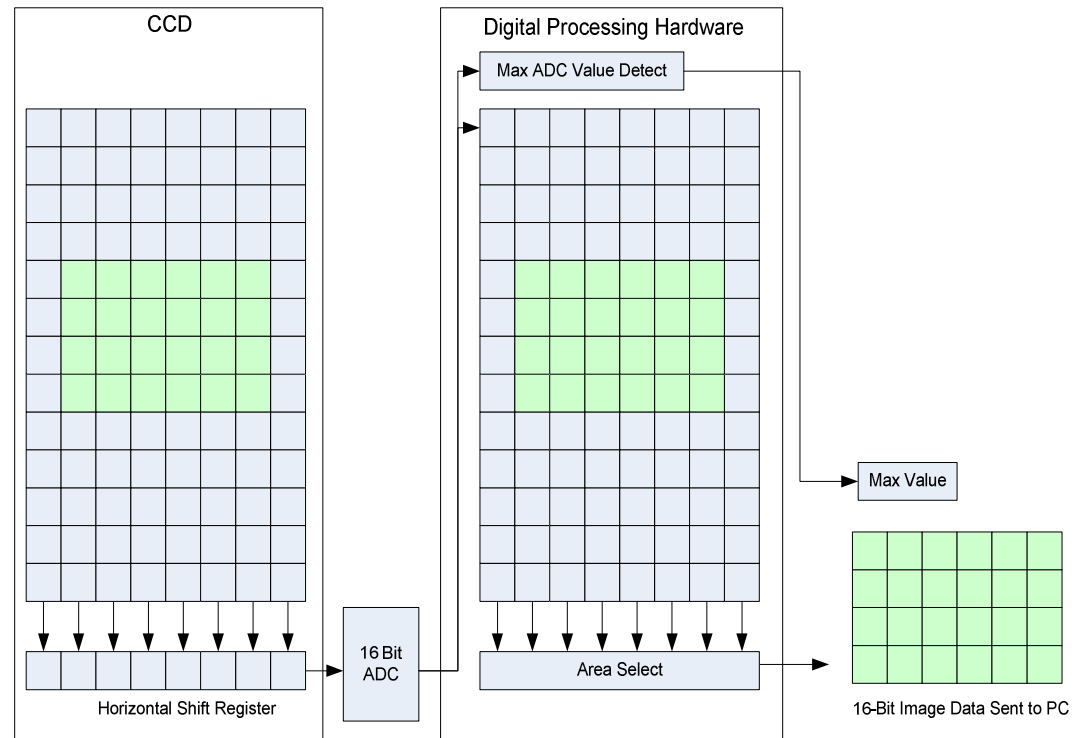
– Exposure modes

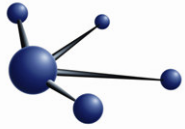
- Precise exposure time for image read and clears



Data Acquisition - Area Reads

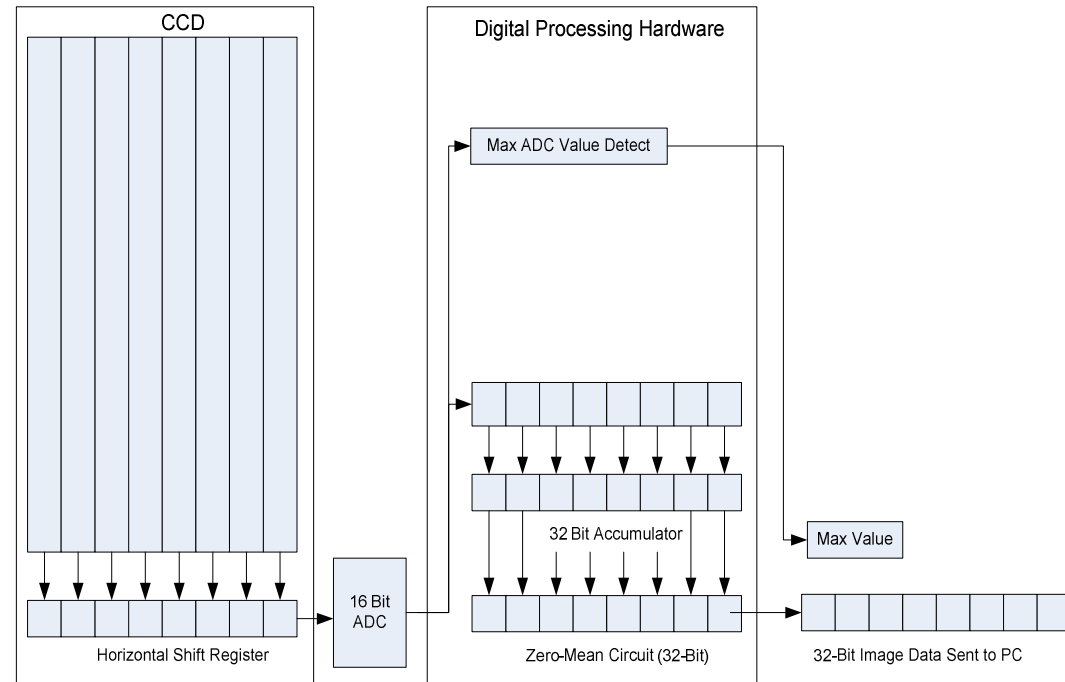
- Raw image delivered to application
- Supports Full Image and sub-area
- Any rectangular section of the CCD matrix
- Pixel Data represented as 16 bit integers

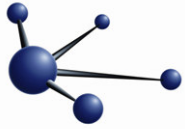




Data Acquisition - Binned Reads

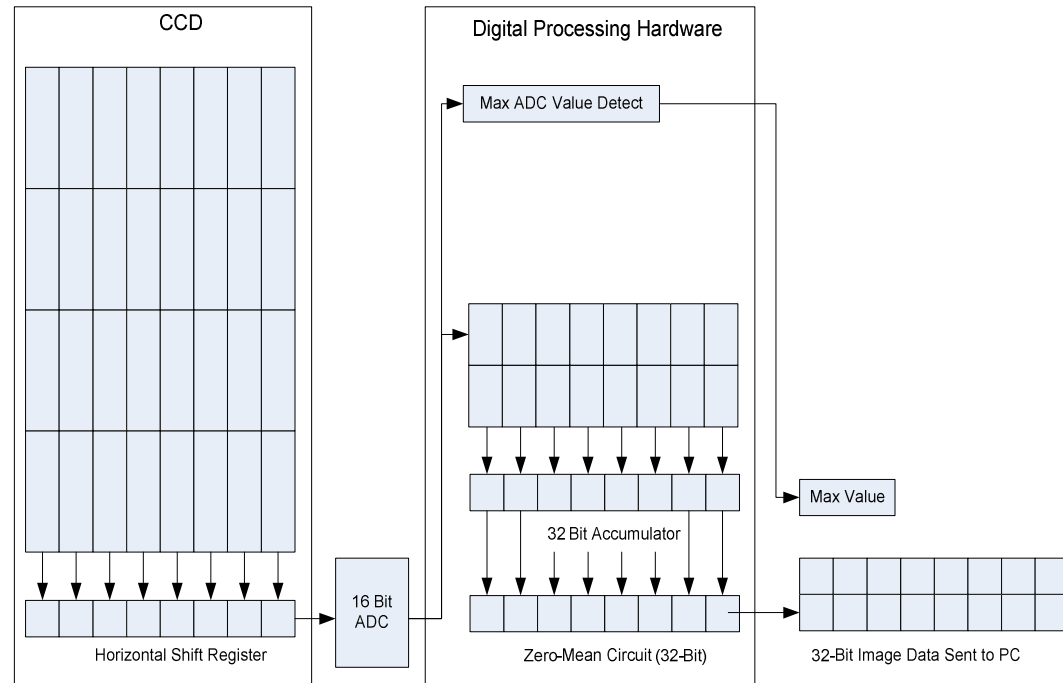
- Full binning in CCD
- Commonly used for low light levels – where saturation not an issue
- All rows summed column wise onto CCD horizontal readout register
- Fastest acquisition time
- Best SNR

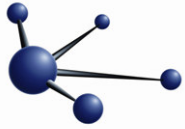




Data Acquisition - Binned Reads

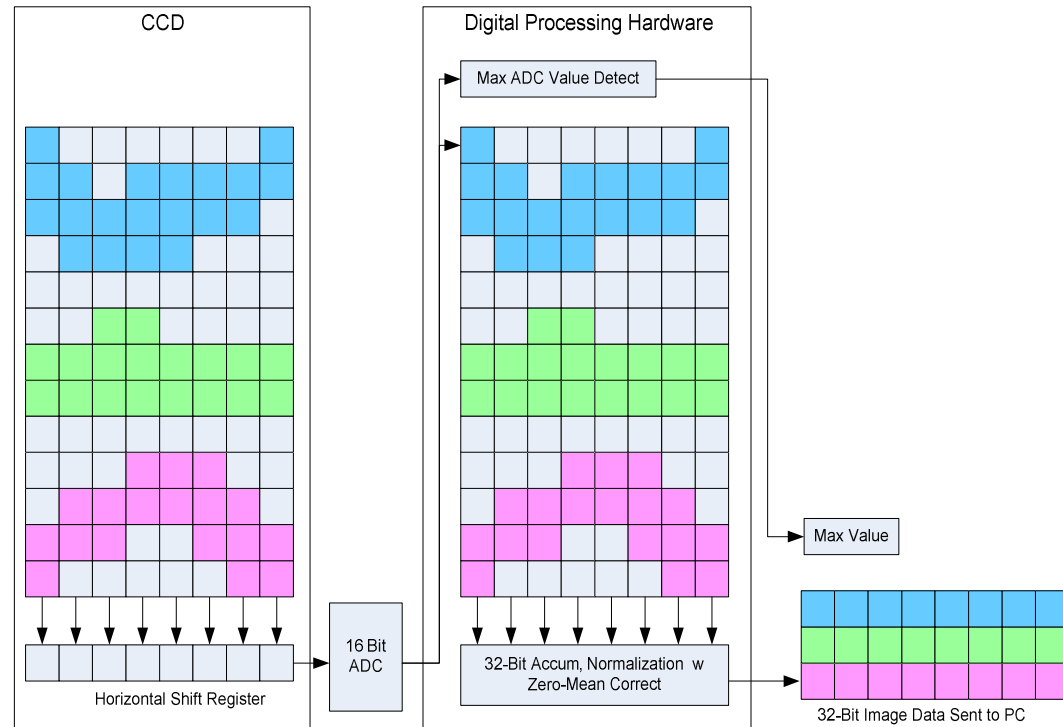
- Partial Binning in CCD / Hardware
- Commonly used for high light levels – where saturation can occur
- Some rows summed column wise onto CCD horizontal readout register (16 bits)
- Partial results are summed in DSP (32 bits)
- Fast acquisition time

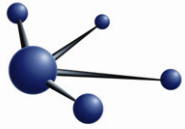




Data Acquisition - Binned Reads

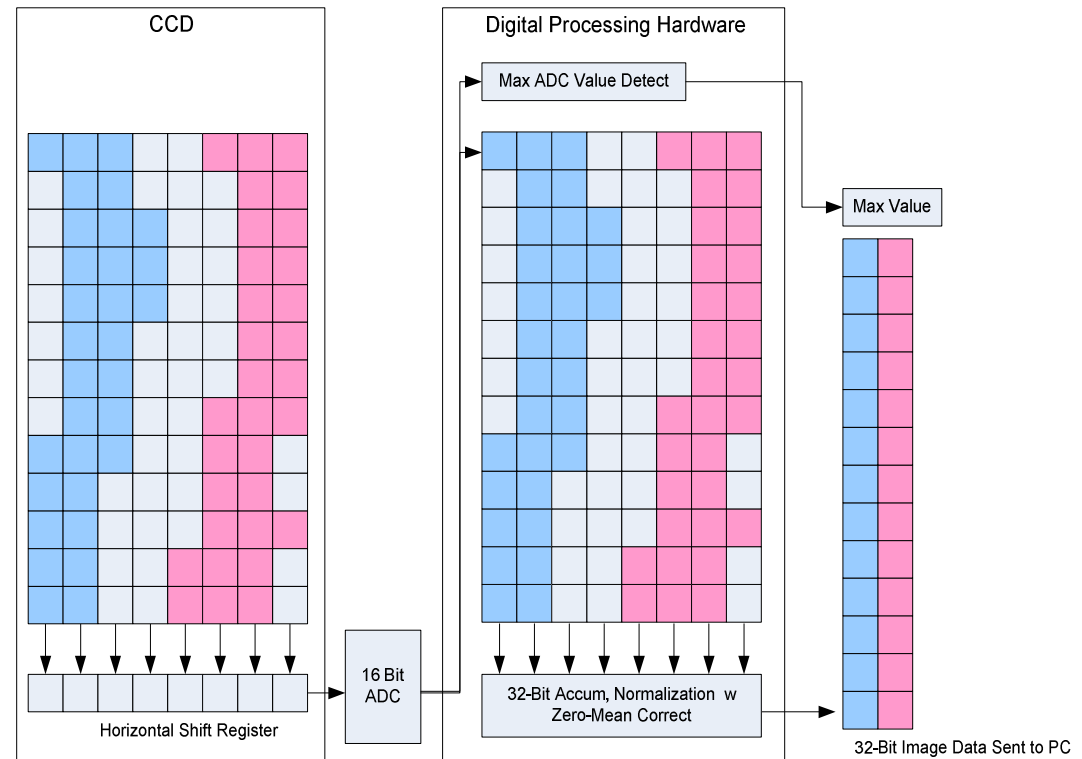
- Area Mask Binning
 - Binning pixel by pixel to get around non-linear effects (e.g. warping)
Commonly used for high light levels where complete on-chip binning will result in saturation
 - Entire CCD array transferred to DSP, then summed vertically / horizontally according to mask
 - For N row x M column camera binning in the vertical dimension will result in M reported values, and binning in the horizontal dimension will yield N values
 - Binning values are normalized via averaging the selected pixels in the mask
 - Fast read-out / good SNR

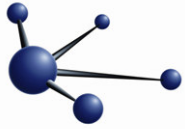




Data Acquisition - Binned Reads

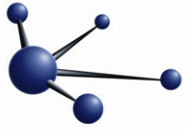
- Area Mask Binning (contd)
- Following averaging, CCD offset will be subtracted from result
- Area mask applies horizontally or vertically





Multiple Binning Patterns

- **Multiple binning patterns in use concurrently**
- **Multiple patterns downloaded and stored in on-board RAM**
- **Patterns swapped in on a cycle by cycle basis**
- **Support for external trigger**



Contact Information

Contact our application engineer to discuss your imaging requirements

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