VPX3U-P5000-SDI-2IO

NVIDIA® QUADRO® PASCAL™ P5000, INCLUDES 2 SDI INPUT & 2 SDI OUTPUT

PRELIMINARY INFORMATION

KEY FEATURES
- NVIDIA P5000, 6.2 TFLOPS GPGPU Engine
- Up to two 3G-SDI inputs and two 3G-SDI outputs
- Up to two analog inputs and/or outputs
- 16 GB GDDR5 memory with NVIDIA GPUDirect™ DMA technology
- Operating power configurable hard cap: 50 – 110W

ADDITIONAL FEATURES
- Additional outputs: DisplayPort 1.4, HDMI 2.0b, DVI
- 4 DisplayPort 1.4 digital video outputs:
  - support for High Dynamic Range (HDR) video
  - 4K at 120Hz or 5K at 60Hz with 10-bit color depth
- Pascal GPGPU parallel processing:
  - 2048 CUDA® cores
  - CUDA Toolkit 8.0, CUDA Compute version 6.1
  - OpenCL™ 1.2, DirectX® 12, OpenGL 4.5
  - Vulkan 1.0
- Memory width: 256-bit
- Maximum memory bandwidth: 192 GB/s
- NVENC/NVDEC accelerator for HEVC (H.265) and AVC (H.264) hardware encode/decode
- PCIe x8 Gen3

SPECIFICATIONS
- High level of ruggedization:
  - Rugged air-cooled or conduction-cooled
  - Operating temperature: -40° to +71°C
  - Vibration (sine wave): 10G peak, 5 - 2000Hz
  - Shock: 30G peak for air-cooled, 40G peak for conduction-cooled
- Front I/O and Rear I/O configurations
- Windows and Linux drivers
- Supported VPX configurations:
  - VPX-REDI (ANSI/VITA 48.x)
  - OpenVPX (ANSI/VITA 65)

OVERVIEW
WOLF’s versatile Video Processing Unit (VPU) board includes both an advanced NVIDIA Quadro Pascal GPU and WOLF’s Frame Grabber eXtreme (FGX). This board accepts multiple simultaneous inputs, including 3G-SDI, CVBS or optionally STANAG 3350. The video data can be routed to the powerful Pascal GPU for processing or encoding, and then output in several formats, including 3G-SDI, CVBS or optionally STANAG 3350, DisplayPort, HDMI or DVI.

The WOLF Frame Grabber eXtreme (FGX) is the engine that provides the board with conversion of video data from one standard to another, with a wide array of video input and output options for both cutting-edge digital I/O and legacy analog I/O. The FGX has direct memory access (DMA) to the Quadro Pascal’s GPU memory for GPU processing and complex analysis. By including both the versatile FGX and a high performance Quadro Pascal GPU on one board WOLF’s I/O and processing solution avoids the SBC data rebroadcast traffic jams that commonly occur with a 2-board solution.

For additional options contact WOLF to discuss MCOTS and custom design services.

This is preliminary information and subject to change.
NVIDIA Quadro Pascal P5000

Quadro Pascal P5000 is an enormous leap in processing capability compared to the previous generation Maxwell M5000SE. It can provide up to 6.2 TFLOPS of CUDA processing at a very modest operating power, providing a huge improvement to 62 GFLOPS/Watt, making it an excellent choice for aerospace and defense applications.

Quadro Pascal architecture provides a more powerful Unified Memory feature. Pascal’s larger virtual memory address space enable GPUs to access the entire system memory plus the memory of all GPUs in the system, while the on-demand page migration engine allows the system to migrate pages from anywhere in the system to the GPU’s memory for processing. This improved memory handling results in significantly improved algorithm efficiency.

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