

# PRESS RELEASE

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FOR IMMEDIATE RELEASE

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## Active Silicon supports real-time GPU processing

Active Silicon is a leading manufacturer of embedded systems, machine vision products and imaging solutions. We are pleased to announce that **all our frame grabbers are compatible with both [AMD's DirectGMA](#) and [NVIDIA's GPUDirect for Video](#).**



### Active Silicon's GPU Solutions

This press photograph is available from the image gallery at

[www.activesilicon.com](http://www.activesilicon.com). Direct link:  
[Support for real-time GPU processing](#)

## Accelerated GPU Processing

DirectGMA and GPUDirect for Video enable many filter, convolution and matrix-vector operations to be performed by the GPU directly on data from a frame grabber without the need to be processed by system buffers or by the CPU. This makes data acquisition very fast with very low latency as the GPU memory is made directly accessible to the frame grabber. Modern GPUs are extremely efficient at processing images and graphics, and their parallel structure makes them particularly well suited to uses where large blocks of data need to be processed in parallel.

All Active Silicon **FireBird** and **Phoenix frame grabbers** are compatible with GPUDirect for Video and DirectGMA.

Our well documented API and Software development kit (SDK) sample code allows for easy integration of parallel computing techniques on standard PC hardware.

**Active Silicon's SDK** includes a comprehensive suite of C++ examples for GPUDirect for Video and DirectGMA with full source code. Our API supports CUDA, OpenCL, OpenGL and DirectX and is consistent across operating systems and hardware platforms allowing easy migration. And with Active Silicon's RISC based ActiveDMA technology, our FireBird frame grabbers work virtually latency free.

We've published details on our website ([www.activesilicon.com](http://www.activesilicon.com)) to help you understand the processes involved when running both Windows and Linux OS, and the setup requirements for both DirectDMA and GPUDirect for Video to help you know what's needed and how best to get started, including a video [demo of GPU processing](#).

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### Links for online publication:

Active Silicon website: <https://www.activesilicon.com/>

Press release image: <https://www.activesilicon.com/wp-content/gallery/digital-and-analog-frame-grabbers/IMAGE-GALLERY-Active-Silicon-GPU-solutions.png>

AMD DirectGMA: [https://en.wikipedia.org/wiki/File:AMD\\_DirectGMA.svg](https://en.wikipedia.org/wiki/File:AMD_DirectGMA.svg)

NVIDIA GPUDirect for Video: <https://developer.nvidia.com/gpudirectforvideo>

GPU-solutions page: <https://www.activesilicon.com/gpu-solutions/>

Video demo of GPU processing: [https://www.activesilicon.com/wp-content/uploads/2017\\_10\\_30-GPU-processing-2Gpixels-per-sec-2016.mp4](https://www.activesilicon.com/wp-content/uploads/2017_10_30-GPU-processing-2Gpixels-per-sec-2016.mp4)

### About Active Silicon

Active Silicon, founded in 1988, designs, manufactures, markets and supplies embedded vision systems and interface cards. Frame grabbers provide the interface between high-end cameras and computers in vision systems, while embedded vision systems provide the industrial-grade computer environment on which vision systems operate. As well as being a leader in the development and application of new technologies, Active Silicon is unique in being able to support a wide range of operating systems and a diverse range of hardware formats to go beyond traditional ground fixed environments. In fact, Active Silicon's products have been used in applications from space missions to deep-sea vehicles and UAVs. These products have applications in virtually all areas of science and industry, including manufacturing, life sciences, medical imaging, security and defense. For further details, visit [www.activesilicon.com](http://www.activesilicon.com).