Real-Time Spatiotemporal Division Multiplexing
Electroholography of Point-cloud 3D Model
Comprising 920,000 Points Using Multiple GPU Cluster System

*Hiromi Sannomiya¹, Hirotaka Nakayama², Minoru Oikawa¹, Yuichiro Mori¹, Takashi Kakue³, Tomoyoshi Shimobaba³, Tomoyoshi Ito³, Naoki Takada¹ (1. Kochi University (Japan), 2. National Astronomical Observatory of Japan (Japan), 3. Chiba University (Japan))

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We demonstrated real-time electroholographic 3-D movie reconstruction using spatiotemporal division multiplexing technique on a multiple GPU cluster system including 13 GPUs connected through gigabit ethernet network. We succeeded to display reconstructed 3-D movie consisting of 912,462 object points.