

GLOSSARY OF TECHNICAL TERMS

This glossary contains explanations of certain terms used in this document in connection with our Company and our business. The terminology contained in this glossary and their given meanings may not correspond to standard industry meaning or usage of these terms.

“AA” or “active alignment”	a dynamic process where a lens and image sensor are precisely aligned using real-time feedback from the sensor’s output, ensuring optimal image quality by adjusting the relative position, tilt, and focus of the components
“ADAS”	advanced driver assistance system, a system made up of various components, sensors and controllers, which together with the human driver ensure the correct and safe movement of the vehicle, enabling L1 to L2 automation
“AI”	artificial intelligence, simulation of human intelligence processes by machines, especially computer systems
“algorithm”	a finite sequence of well-defined instructions, typically used to solve a class of specific problems or to perform a computation
“AR” or “augmented reality”	a technology that overlays real-time 3D-rendered computer graphics onto a portion of the real world through a display, such as a handheld device or head-mounted display
“CAGR”	compound annual growth rate
“camera module”	a compact, integrated assembly that includes a lens, an image sensor, and supporting circuitry mounted onto a PCB to capture images and convert them into digital data
“CNAS”	China National Accreditation Service for Conformity Assessment
“COB”	chip-on-board, a technology wherein a semiconductor processor chip or die is directly mounted on and electrically interconnected to its final circuit board
“flip chip”	a method for interconnecting dies such as semiconductor devices, integrated circuit chips, integrated passive devices and microelectromechanical systems, to external circuitry with solder bumps that have been deposited onto the chip pads
“IoT”	Internet of Things, the physical objects (or groups of such objects) with sensors, processing ability, software and other technologies that connect and exchange data with other devices and systems over the Internet or other communications networks
“LED”	light-emitting diode, a semiconductor diode that emits light when current flows through it

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“LiDAR”	light detection and ranging, a method for determining ranges by targeting an object or a surface with a laser and measuring the time for the reflected light to return to the receiver
“MicroLED”	light-emitting diodes with chip size smaller than 100µm
“naked-eye 3D”	a technology that allows the audience to see 3D images without special glasses by using technologies like parallax barriers or lenticular lenses to direct a different image to each eye, which induces the brain into perceiving depth
“OEM”	original equipment manufacturer, a company whose products are manufactured in accordance with a customer’s specifications for sale under the customer’s brand
“PCB”	printed circuit board, a flat plate or base of insulating material containing a pattern of conducting materials, which becomes an electronic circuit when components are attached and soldered to it
“sq.m.”	square meter(s)
“substrate”	a solid substance onto which a semiconductor device and other electronic parts can be applied
“surface mounting”	a process by which electronic components are mounted directly on the surface of a substrate, increasing board capacity, facilitating product miniaturization and enabling advanced automation of production
“ToF”	time of flight, the measurement of the time taken by an object, particle or wave to travel a distance through a medium
“VCM” or “voice coil motor”	a simple, non-commutated electric actuator that uses the interaction between a permanent magnet’s field and a coil of wire carrying an electric current to produce linear motion
“VR”	virtual reality, a simulated experience that employs 3D near-eye displays and pose tracking to give the user an immersive feel of a virtual world
“XR”	extended reality, an umbrella term for technologies that blend the physical and digital worlds, including virtual reality, augmented reality and mixed reality
“µm”	micrometer, a unit of length equal to one millionth of a meter (10^{-6} m) or one thousandth of a millimeter
“3D”	three-dimensional