

IDA Basics

Recognition Deployment Options

OVERVIEW

IDA Recognition is the **core feature for data capture** in PLANET AI's IDA platform. Despite scenarios like distorted, poor-quality scans with machine-print and difficult-to-read handwriting, IDA Recognition delivers OCR and ICR results with exceptional accuracy. Please refer to the respective [feature datasheet](#) for details.

IDA Recognition can be utilized as a **client-server application** or integrated as a **software development kit (SDK)**. This datasheet outlines the system requirements and specifications for each possibility.

IDA SERVER

IDA Recognition as part of the IDA Server serves as the standard deployment option. The IDA Server provides a browser interface and can be enhanced with additional IDA features, such as [Classification](#) and [Extraction](#).

IDA utilizes a **gRPC API** to enable communication between the IDA Server and the client. Additionally, IDA includes a REST API (wrapper for gRPC) and offers two Java SDKs for client-server communication.

Supported operating systems

For 64-bit systems

Linux: Ubuntu 18.04 - 25.10, Debian 11, 12; CentOS 8, Red Hat 8.x, 9; LEAP 15.x, SLES 15 SP 4-6

Windows: 10, 11

Windows Server: 2016, 2019, 2022

Docker

Additional system requirements:

- At least 12 GB hard disk storage
- At least 16 GB RAM
- CPU-only mode possible

Please contact us for more details on hardware recommendations and sample calculations for document throughput.

IDA RECOGNITION SDK

For those looking to integrate IDA Recognition directly into software applications, we provide a tailored software development kit (SDK).

Please note that the Recognition SDK, by default, decodes based on pre-set language models due to its pre-configured workflow. The .tiff output format is not supported by the Recognition SDK.

Additional system requirements:

- At least 6 GB hard disk storage
- **Supported programming languages:** Java, C# (wrapper, provided as a DLL)
- **Separate SDK versions:** CPU only and full CPU/GPU support