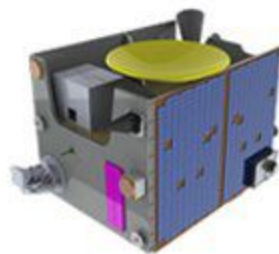


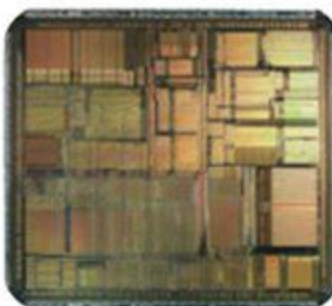
High Performance Computing (HPC)

Next Gen. SSC & SSTL Spacecraft (TDS)



Processors

- Field Programmable Gate Arrays (FPGA)
- Graphics Processor Units (GPU)
- Digital Signal Processors (DSP)
- Network on Chip (NoC)



Memory Technologies

- Phase-Change Memory (Pc-RAM)
- Non-volatile materials
- Solid State Memory
- Bottleneck Interfaces



Real-time Software

- Real-time Operating Systems (RTOS)
- Parallel Programming Techniques (imaging)
- Data & Sensor Fusion (imaging, SAR data)



Error & Fault Detection

- Fault Emulation & Injection
- Single to Multi-bit Errors
- Fault tolerant bus schemes