

VLBI-In-a-Box

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- A nimble team with many years of experience with a focus on R&D
- Offices located in US and Sweden.
- Incorporated in 2003
- Customer base in USA, Sweden, Germany, Japan, and Australia.

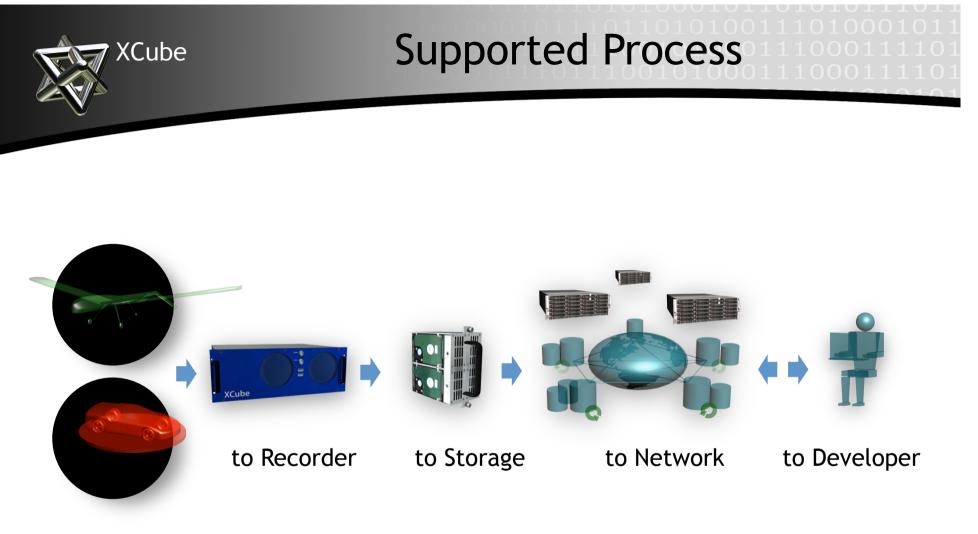


Wall of Experience

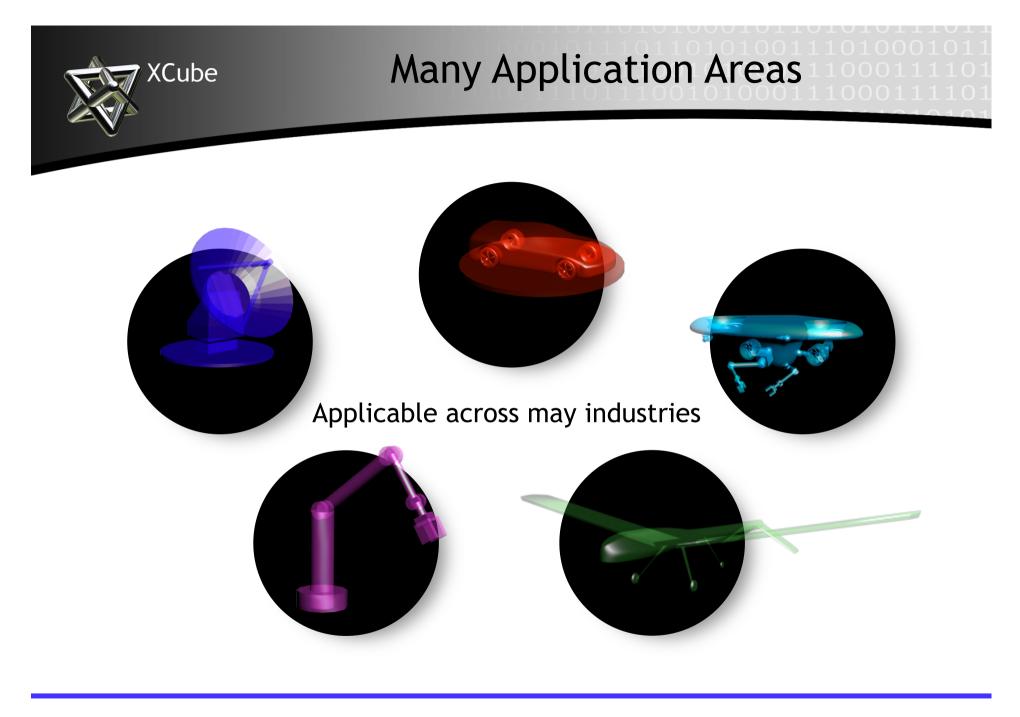
• Focus on Research & Development of high performance sensor systems.

- Key area is systems engineering and tools for develpment and deployement of challenging signal and image processing systems.
- Developed a world class suite of tools to support an efficient development process for high performance or large data set systems.





Acquire Data

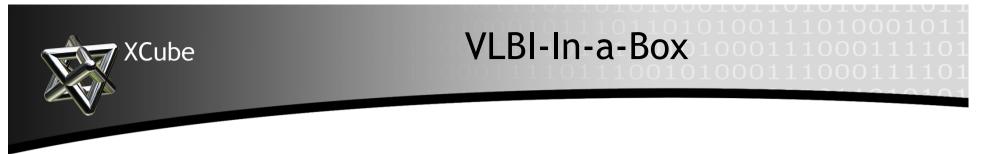


StreamX-Base Recorder

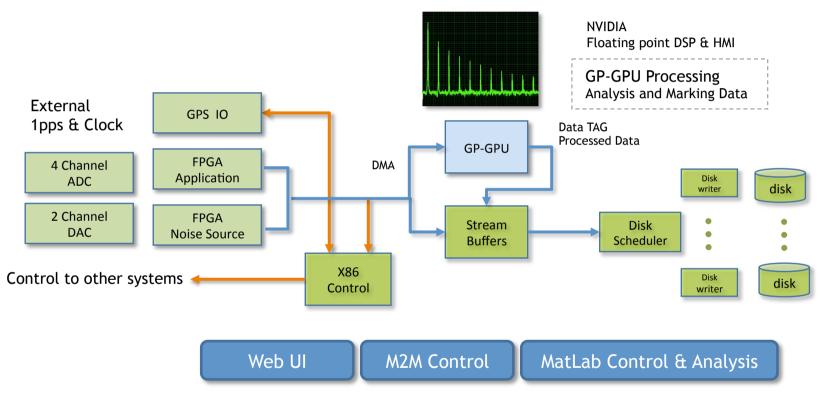
- Continuous Streaming Data Recorder
 - Up to 4GByte/s Continuous recording and 8GByte/s burst mode available
 - Burst storage up to 250GByte (250 sec at 8gbps)
- Interfaces

- USB, Ethernet, IEEE-1394, CAN, GigEVision, NTSC/PAL, GPS, 10GEthernet, Multi-drop 1394, Custom Radar, vision interfaces, PCI-Express direct
- Most computer interfaces can be supported
- Streaming Storage
 - External replaceable disk pack (12, 16, 32TByte data packs)
 - SSD disk pack (4 16TByte)
 - Internal storage version (48TB, 108TB)
- Rugged and Resilient
 - Automotive and Airborne Power Options
 - Temperature (0 50C, -20C with pre-heat)
 - Altitude 10,00ft, 15,000ft(option)
- Standards based hardware
 - Intel based hardware, Standard file-systems
 - Rugged chassis, and real-time software









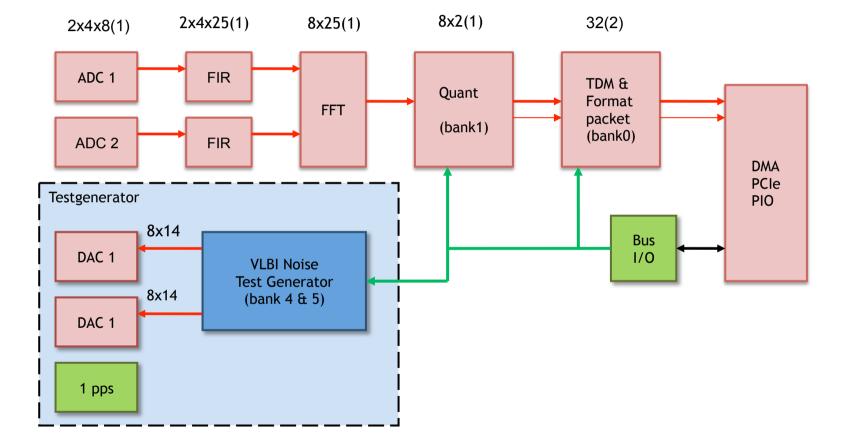
Four Channel PFB Version

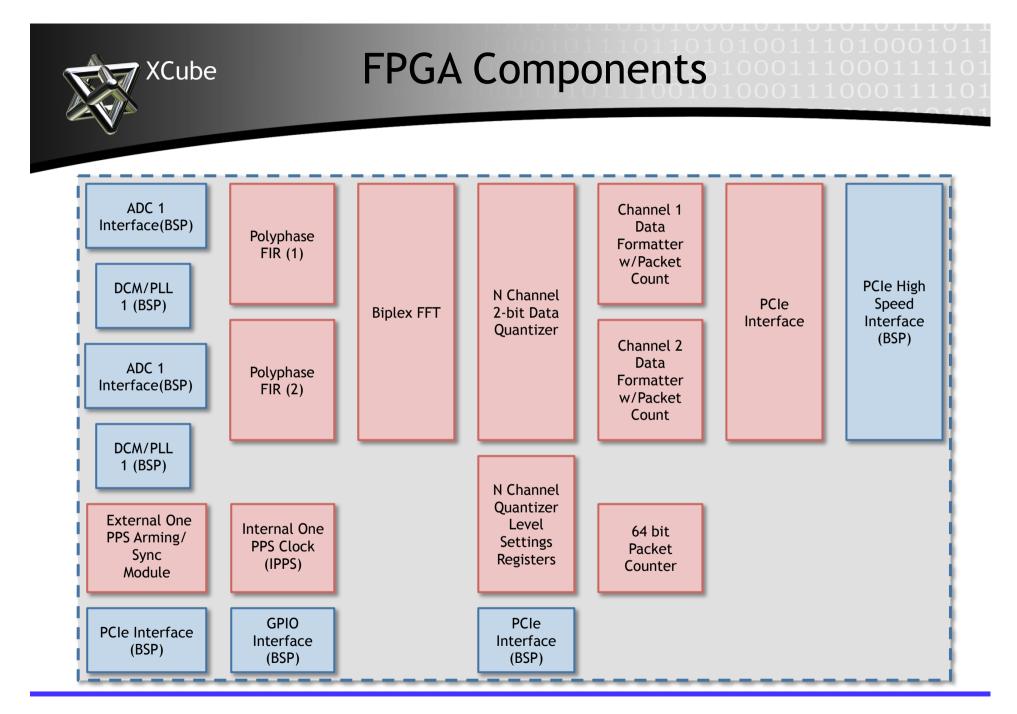
- 4 input channels at 512MHz BW.
- 4, 16 Channel Polyphase Filter Banks.
- FFT 32MHz Channel BW

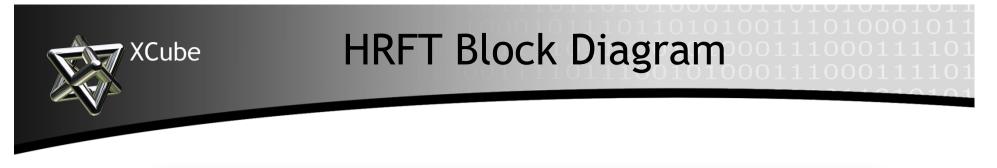
- Sub-sampling out to 3 nyquist zones (3GHz analog BW)
- 256 Tap prototype Filter, 8 Taps/channel after decimation
- 18 bit filter coefficients, 25 bit precision resultants
- Finial stage processing is re-quantization to 2bits
- Quantization levels are programmable to obtain user requirements
- 5/10MHz Reference clock input.
- Sample clock phase locked to external clock input
- External GPS 1pps input for synchronization
- Internal Noise source for debug and calibration

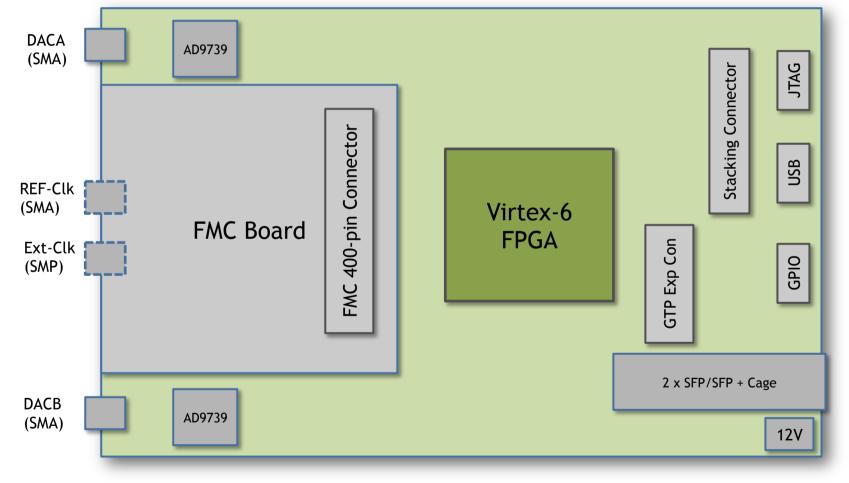


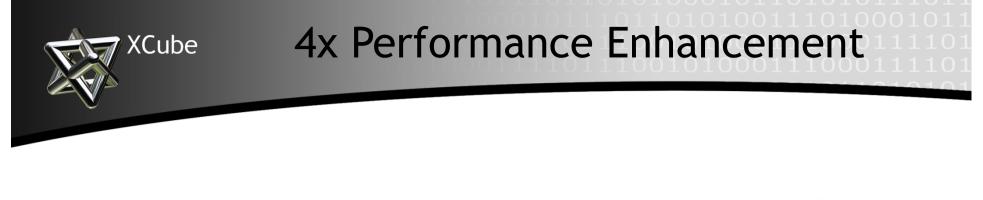
XCube FPGA Design (2-channel)













Making room for the new 4X performance Enhancement

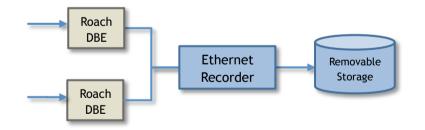


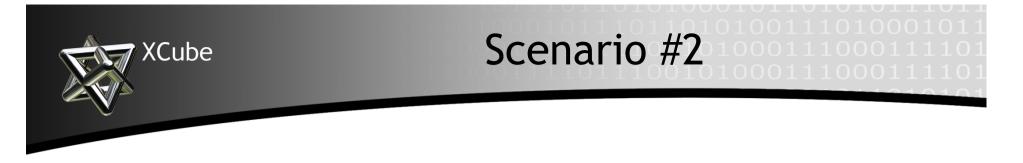
Scenario #1



• 16Gbps out of the box recording

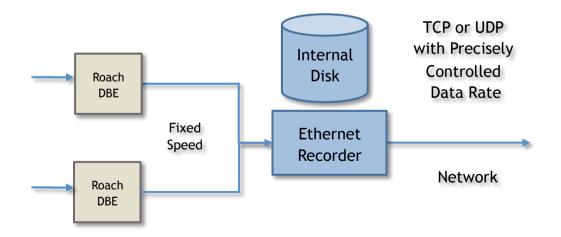
- Upgradeable with sampler, FPGA, GPU, and software
- External self-contained disk packs
- Option for internal disk pack
- Capable of eVLBI over network interfaces

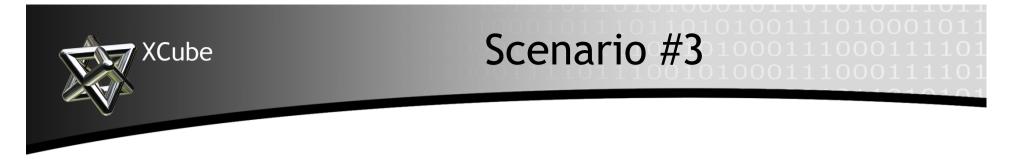




Delayed eVLBI recorder:

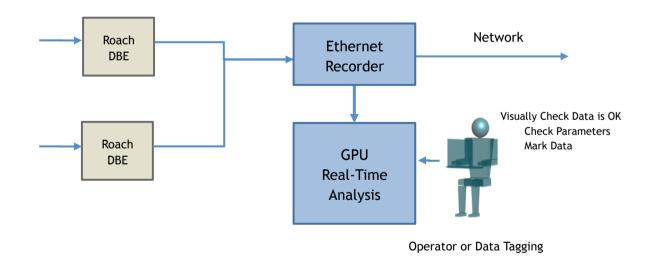
- Internal or External disk pack for local storage
- Trickle data over network interfaces at precisely controlled rate





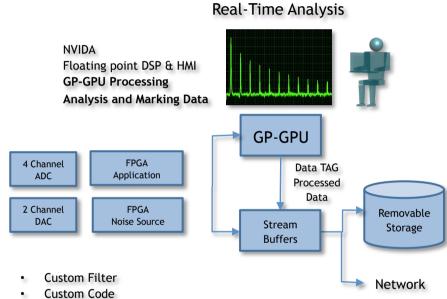
StreamX Recorder with GPU real-time analysis:

- SDK for NVIDIA GPU integration
- Application software for analysis of data streams





Scenario #4



Custom Analysis Available

Complete End to End System:

- Scenario 4 All capabilities of 1,2 and 3
- Full digital backend implementation
- GPU real-time analysis
- FPGA channelization and quantization
- 2 4 Channels at 1024Gsps (10 bit planned)
- 2 channels up to 6Gsps, 8-bit
- Analysis of Raw stream, channelized streams or quantized stream



Services

Real-Time Analysis NVIDA Floating point DSP & HMI **GP-GPU** Processing Analysis and Marking Data **GP-GPU** FPGA 4 Channel Data TAG Application ADC Processed Data 4 Channel FPGA Removable ADC Noise Source Stream Storage Buffers Custom Filter Network Custom Code

Custom Analysis Available

Application services:

- FPGA code can be modified to suit user requirements
- Custom GPU code and analysis software development
- Full application responsibility available

Programming Environment

• StreamX Platform

- Components exchange slow speed data using XML
- High speed data with shared memory buffers
- Direct DMA access
- Standard Linux operating system and file system
- Tools
 - C++ Environment on host / Java for UI
 - BSP for FPGA Board (Xilinx standard tools)
 - GPU Nvidia standard tools
- SDK Available for custom applications

Our Systems and Solutions

- Distributed storage and simulation solution
- Stream computing technologies
 - FPGA, GPU, GPP stream
- Data acquisition and recording system
- Sensor and information fusion applications

StreamX-Data Management Tools





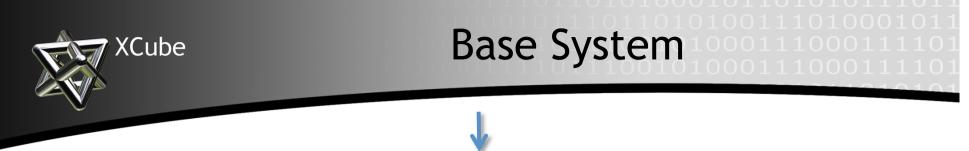
XCube





StreamX-Smart Fusion







StreamX-Base

Base Hardware

- Chassis and Computer
- Disk Packs
- Operating System

Base Software

- Interface Manager Software
- File Writers
- Logger Manager

Base UI

- Web-Based UI
- Command Line Interface
- M2M Interface



Options

High Speed Analog I/O and FPGA processor Option

• HRFT Hardware

XCube

- HRFT board support package
- HRFT Interface Manager
- Sample HRFT Application
- Software Development Kit (StreamX-HRFT-SDK)



GPU- Stream Processing Option

- NIVIDIA GPU Hardware
- GPU Manager
- Sample Application
- StreamX-GPU SDK



System Applications

StreamX-VLBI

XCube

Radio Telescope Application StreamX-RT (Real-Time)Configuration VLBI Application Software

StreamX-DRFM

Radio/Radar Jamming Application DRFM Application Software

StreamX-Soft Radar

Landing Visualization Application Soft Radar Application Software

StreamX-Automotive

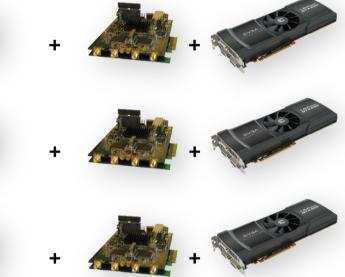
Data Recorder Fleet Recorder

StreamX-Autonomous

Reference and Ground Truth system



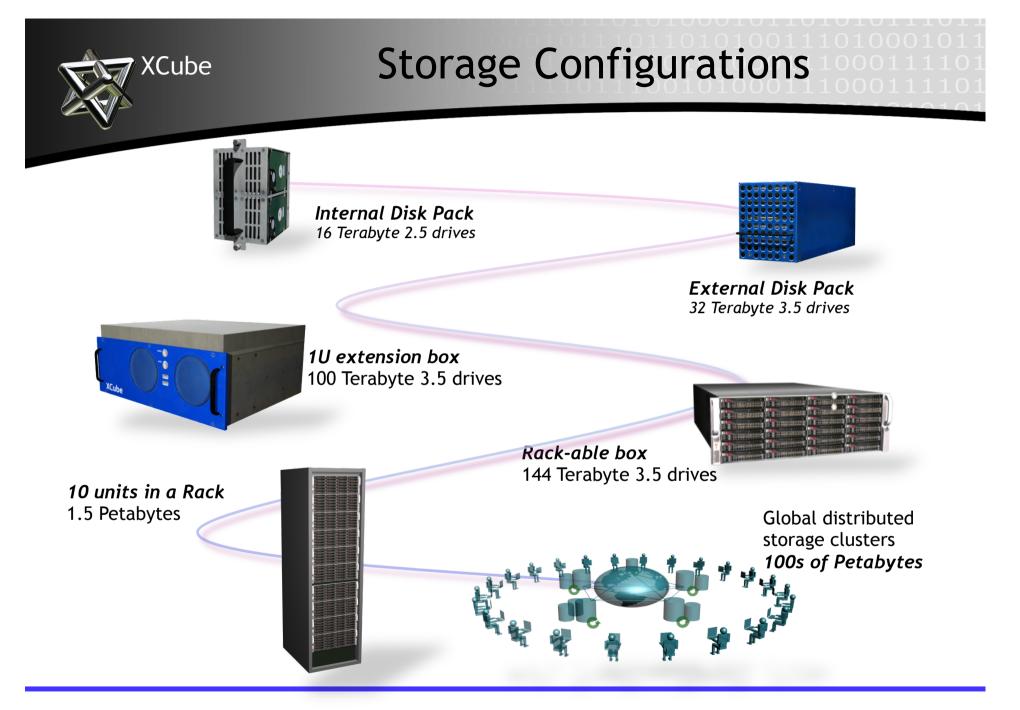






Interface Manager: CAN Bus, Fire wire, GigEvision camera, Ethernet, custom sensors

Roof Mounted Stand alone system with cameras, sensors, radar, etc..

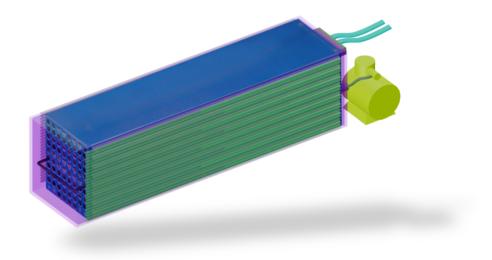


Storage Options

Near Future Application:

XCube

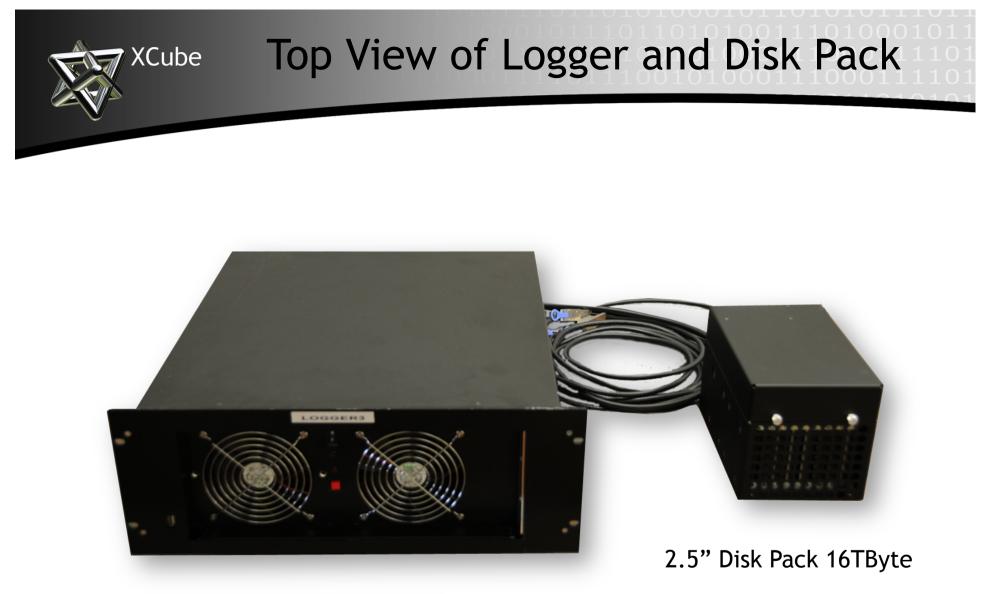
- XCube is developing a cost effective high altitude storage solution.
- The disk packs are placed into self-contained active pressurized containers with monitoring and control.
- Because our disk packs are equipped with power and cooling the pressure box and heat exchanger become highly cost effective.



Air Cooled Pressurized Containers



Thank you!



Data Logger(4U Box)

