



HPEC 2007: Multicore Processors and Their Impact on
DoD HPEC Systems

Gedae Portability: From Simulation to DSPs to the Cell Broadband Engine

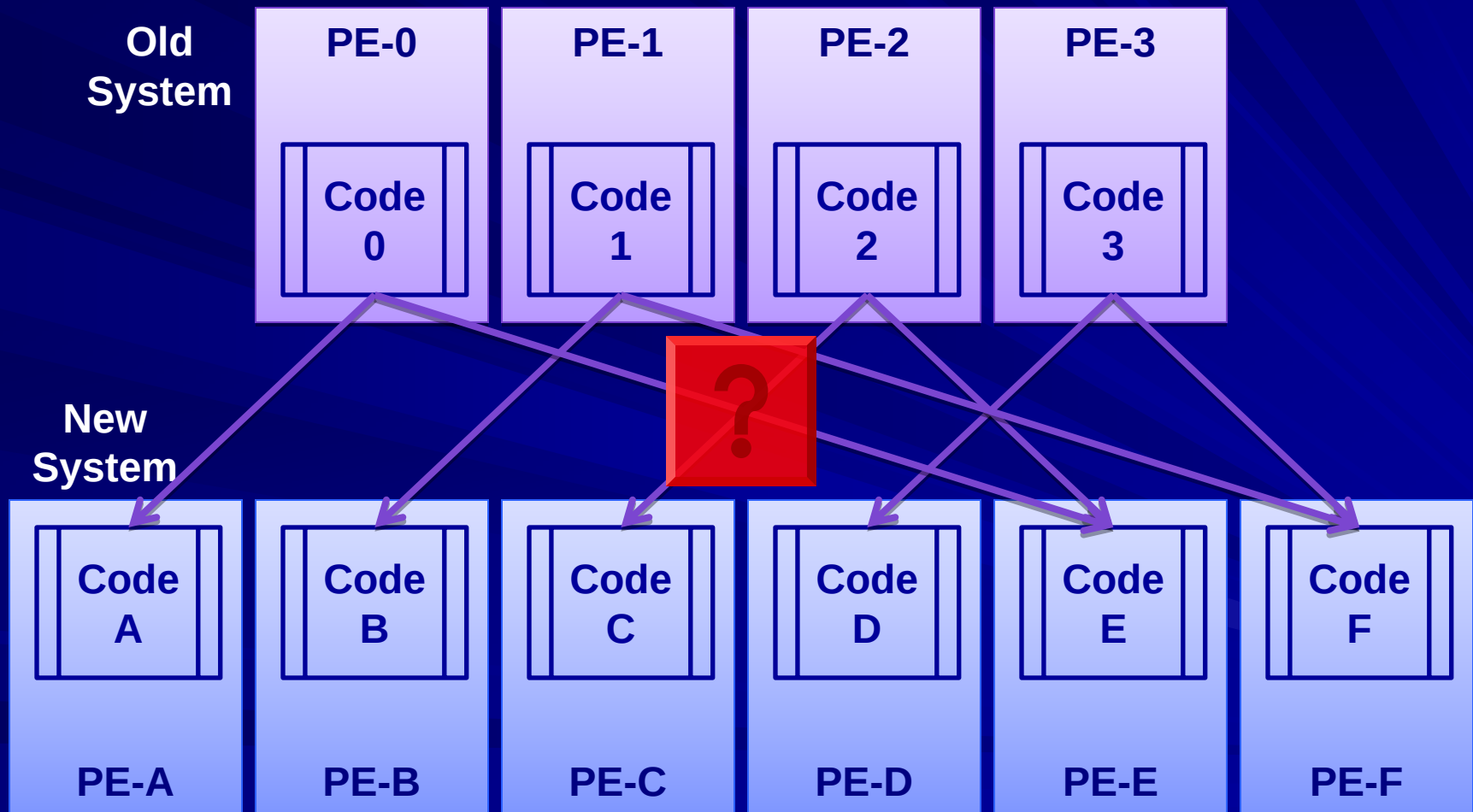
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www.gedae.com

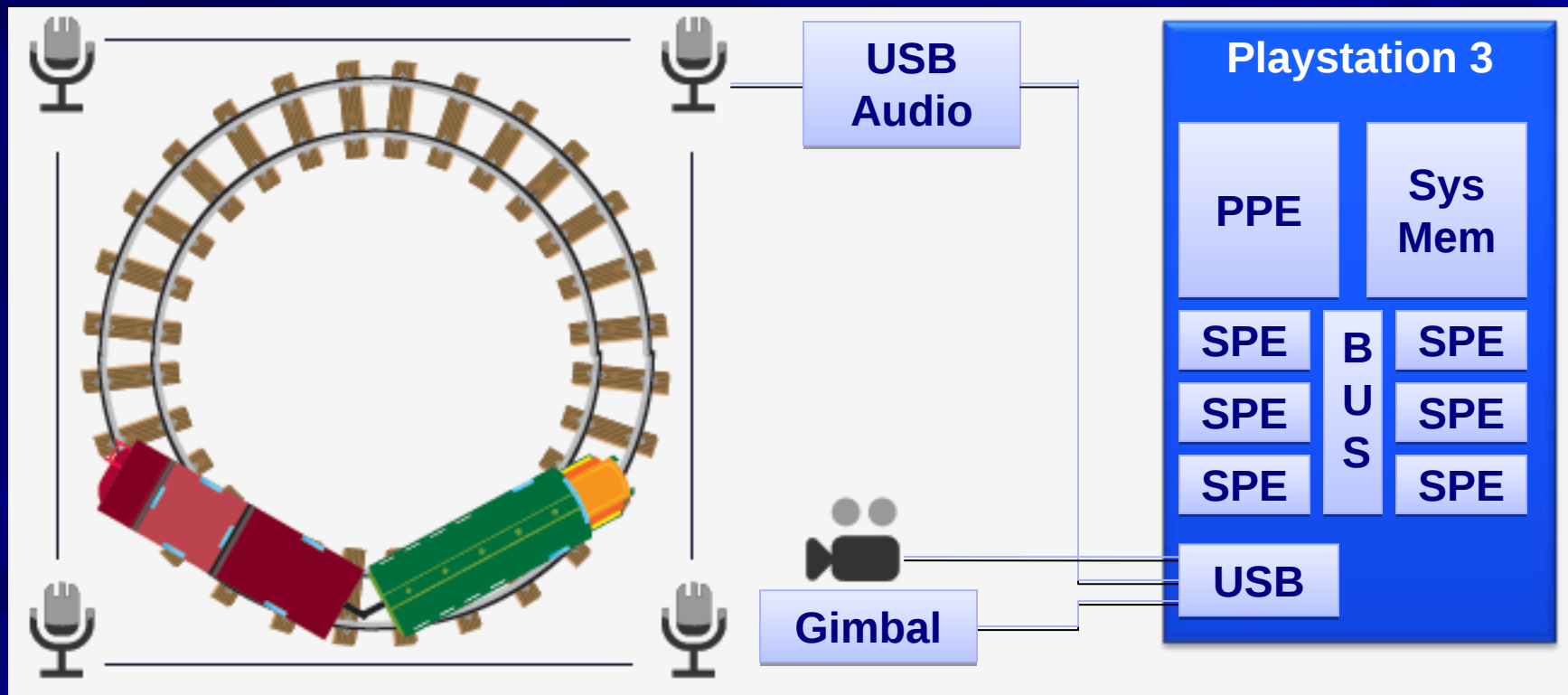
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The Software Architecture Makes Hardware Refreshes Difficult

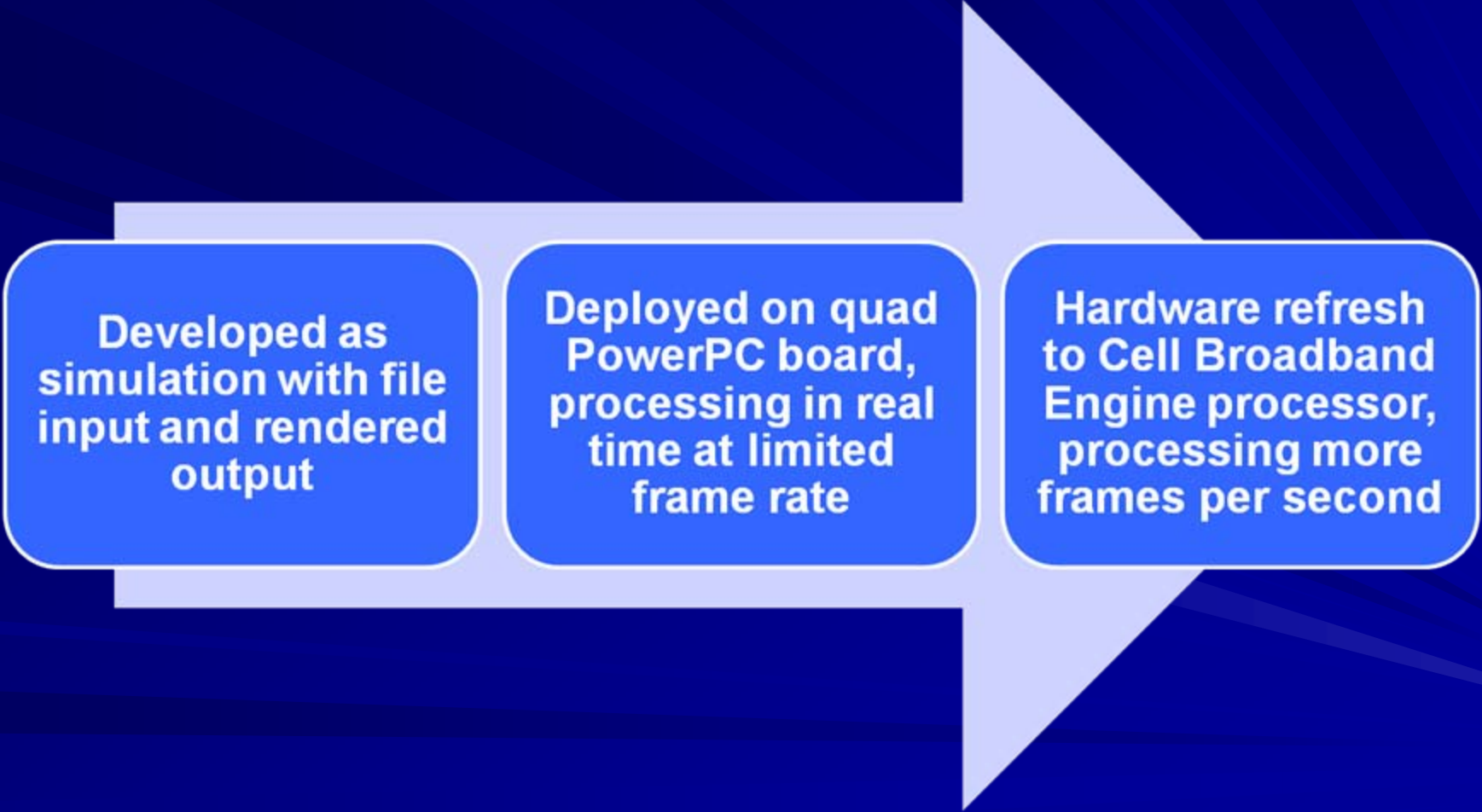


Application Environment

- Search and track using four audio channels
- Display using camera directed by pan-tilt unit



Stages in Development



**Developed as
simulation with file
input and rendered
output**

**Deployed on quad
PowerPC board,
processing in real
time at limited
frame rate**

**Hardware refresh
to Cell Broadband
Engine processor,
processing more
frames per second**