JANUARY 1982

COMPUTER

Highly Parallel Computing

IEEE COMPUTER SOCIETY

THE INSTITUTE OF ELECTRICAL AND ELECTRONICS ENGINEERS, INC.

DISCOVER The FPS-100 Solution

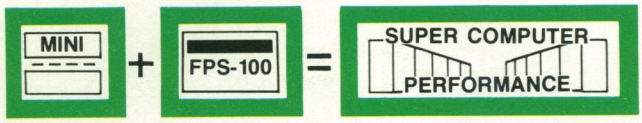
Eight Million Floating-Point Operations Per Second

THE SYSTEM BUILDERS' CHALLENGE

Your users demand more detail in computer-generated images, displays that move or change faster, or data reduction and analysis that's ready sooner. Call it super-computer computation speed and precision. It used to be available only from large, expensive mainframe computers. Now there's a fully-programmable mini-sized, mini-priced alternative.

THE FPS SOLUTION

If your product uses a general purpose minicomputer for numerically intensive computations, you should investigate the FPS-100. When connected to a mini, the FPS-100 makes a low-cost system with supercomputer capabilities.



Performance improvements of more than 200 times are possible, depending upon your application.

EASY TO INCORPORATE

An extremely high performance real-time arithmetic processor designed to crunch reams of data and handle complex computational tasks with relative ease ... and at minimal cost. The FPS-100 is completely programmable and it's adaptable to a variety of host computers, using either integer or floating-point formats. It executes up to 8-million floating-point operations per second with 8-decimal digits of precision ... satisfying most applications.

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THE TREND IS CLEAR

Discover the FPS-100 solution, as have those OEMs and System builders who are leaping ahead of their competitors in applications such as CAD/CAM, Image Analysis, Real-Time Signal Processing, Seismic Analysis, and Non-destructive Testing.

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