Juggling requires me to predict where an object will be in the near future and go to there, rather than look at where it is now and chase it. This is analogous to how my ultimate goal is to use my education through the Marshall program to coincide with where the field of Electrical Engineering will be a few years down the road rather than where it is right now. I am certain that neuromorphic engineering and bio-inspired architectures will have an irreplaceable role in the future, and I intend to be involved in this wave of advancements. Working on the SpiNNaker project at the University of Manchester would be an irreplaceable opportunity to learn from top engineers in the field while simultaneously helping to advance it.

Currently, HERE ARE SOME PROBLEMS

I would like to DO THESE SOLUTIONS

This work in advancing bio-inspired computing is important because, in the most contiguous sense, it would give neuroscientists the ability to glimpse into the inner layers of the mammalian brain. Up to now, it has only been possible to study the microscopic processes between neurons and synapses and the large-scale behavior in the entire brain. However, the way that these two levels interact with one another is still a mystery, and this project would give invaluable debugging tools at the disposal of neuroscientists. From a broader perspective, this technology would enable a copious amount of possibilities, some of which include better artificial intelligence, more accurate visual and auditory pattern recognition, radiation-tolerant electronics, and super computers that consume a fraction of the power that they do today.