



**SDR Forum Workshop on Rapid Prototyping and Development  
17 September 2007  
Crowne Plaza, Cherry Hill NJ**

The SDR Forum will host a workshop on the use of SDR technologies in rapid prototyping. Key players in the SDR market will be presenting at this workshop detailing how their products can be used by the wireless community to accelerate the development cycle for new wireless technologies and speed time to market or time to deployment for advanced wireless systems and networks for commercial, public safety, and defense users. Key presentations that will be given at this workshop include:

8:00 - 8:30		TBD	Introductory Comments Model based design using Simulink and Real Time Workshop
8:30 - 9:30	Mathworks	John Irza	
9:45-10:45	Xilinx	Chad Epifanio	Rapid Prototyping in Support of Spiral Development Rapid Prototype Development of FPGA Systems Using Software Reprogrammable Reconfiguration: The Path to a Complete SDR Solution
10:45 - 11:45	Bittware	Dave Rupe	
11:45 - 1:00	Lunch Spectrum Signal Processing		
1:00 - 2:00		Cyrus Sy	Using 3U CompactPCI for Quick Response C4ISR Systems Integrated System Centric Development - The key to rapid evolution from prototype to production of SDR Systems
2:00 - 3:00	Zeligsoft	Neil Patterson	Rapid prototyping of waveforms using the SFF (Small-Form Factor)SDR DP (Development Platform)
3:15 - 4:15	Lyrtech	Louis Belanger	Rapid SDR Prototype Hardware Test using Flexible RF Instruments
4:15 - 5:15	Anritsu	Eric Hakanson Shiv	Waveform Modeling for Portability and Efficient Implementation
5:15 - 6:00	Synplicity	Balakrishnan	

This workshop will be held in conjunction with the 55<sup>th</sup> General Meeting of the SDR Forum to be held in Cherry Hill, New Jersey from September 18th through 20<sup>th</sup>. Additional details on this meeting, including a complete meeting agenda, can be found at [http://www.sdrforum.org/pages/whatsNew/whatsNewDetails.asp?id=385&news\\_cat=Forum+Meetings](http://www.sdrforum.org/pages/whatsNew/whatsNewDetails.asp?id=385&news_cat=Forum+Meetings)