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#### I. INTRODUCTION

I. I have been asked by counsel for Plaintiffs to provide opinions regarding how one of
 ordinary skill in the art would have understood certain claim terms at issue in this lawsuit.

2. All of the opinions stated in this report are based on my current personal knowledge and
professional judgment. If called as a witness during the trial in this matter, I am prepared to
testify competently about them.

3. I am being compensated for my work in this matter but my compensation does not
depend on the opinions I render or the outcome of this litigation. I do not have a personal
interest in the outcome of this litigation.

II. QUALIFICATIONS

4. My *curriculum vitae* is attached as Exhibit A. A summary of my qualifications relevant to
this case is provided below.

14 5. I am a Professor of Electrical and Computer Engineering at The George Washington 15 University (GWU), I have created the NSF Industry/University Center for High-Performance 16 Reconfigurable Computing at GWU and directed it for about ten years, I have led many 17 industry and federally funded research projects in reconfigurable computing and published 18 19 closed to three hundred research publications. I received many honors in my field, a few 20 examples follow. I was elected an IEEE Fellow for my contributions to reconfigurable 21 computing and parallel programming (only one in a thousand members get that honor) and 22 was awarded the Alexander von Humboldt research award for the same reasons (100 scientists 23 selected from around the world in any year by the Humboldt Foundation in Germany), I am a 24

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distinguished speaker for the IEEE Computer Society and served as a distinguished visiting
 fellow for the UK Royal Academy of Engineering.

111.	BASIS OF OPINIONS	

6. My opinions are abased on my years of education, research, experience, as well as my
reading of the patents and prosecution histories. In forming my opinions I have considered the
materials identified in this declaration, the patents, and the file histories.

7. I may rely on additional materials and provide additional opinions to respond to arguments raised by the Defendants.

8. This declaration only represents the opinions I have formed to date. I reserve the right to
 revise, supplement, or amend my opinions based on new information and my continuing
 analysis of the patents.

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### IV. BACKGROUND OF THE TECHNOLOGY

#### A. Traditional Computers

9. Conventional computers, also known as von Neumann machine or von Neumann 16 Computers. In a traditional computer, hardware is fixed and cannot be changed after 17 manufacturing while different software programs use the existing fixed hardware to perform 18 19 the required application. The software program is simply a sequence of instructions. Both the 20 software program and the data to operate on reside in the main memory and therefore the 21 processor is connected to the main memory through bus lines that include data bus and address 22 bus. The address bus specifies the address of the memory location where the instruction to be 23 performed or the operand to be manipulated reside. The data bus is used to transfer the 24 instruction and input data to the processor and take the results back from the processor to the 25

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memory. The processor typically goes through a fixed routine of steps to execute the instructions of the software program one by one, this routine is called the instruction execution cycle. The typical steps for such an instruction execution are: Instruction Fetch; Instruction Decode; Execute; Data Memory Access; and Write back the result.

10. Conventional computers suffer many inherent limitations: 1. Their architectural is fixed
(rigid) and cannot be configured; 2. Their architectures is complex to satisfy all general
computations; and 3. They operate in a sequential many. Applications needs and
computations required can however change. Conventional processors will have to use the
available chip resources to execute those computation. This is by contrast to FPGAs that are
malleable and allow customization to create just as needed simple compute architectures and
create as many of those as needed to solve the problem at hand.

13 **B. FPGAs** 

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 11. An FPGA, or a Field Programmable Gate Array, is an electronic chip that can be
 programmed and reprogrammed in the field of application, after manufacturing, to provide
 different functionalities as needed. To do so, FPGAs are largely comprising configurable
 logical blocks that can be configured to perform the desired logical functions and a set of
 connecting configurable interconnects. Configurations are established by a bit stream that is
 generated by application engineers using some form of programming interface.

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C. Relevant Advanced Computing Concepts History of Heterogeneous Computers

12. Many architectural enhancements were developed and leveraged over the years
 sometimes as a concept utilized internally to enhance the conventional architectures or to be
 used externally to provide computing acceleration. Among these concepts that are relevant

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here are array processing/spatial parallelism, pipelining, systolic arrays, data flow
 architectures, vector processors and heterogeneous (accelerated) computing.

3 13. <u>Array Processing/Spatial Parallelism</u>- when the underlying has a great deal of data
4 parallelism, in other words multiple data items that need to be processed in the same way at
5 the same time, this parallelism can be exploited to speed up the computation. In conventional
6 processors only if multiple independent processing units are available they can be used up to
7 the available fixed number of such units. In the case of FPGAs, as many units as needed by the
9 application are created and used thereby enabling better unitization of the chip and a much
10 more speed of processing.

11 14. <u>Dataflow Processing</u>: This is a form of processing which is data driven, where rather
 12 than executing instructions one by one from the program as in traditional systems (control
 13 flow), activities are executed when their input data are received.

15. <u>Pipelining:</u> Pipelining is a form of overlapped processing established by breaking the
 processor needed for a computation into physical modules, called stages that correspond to the
 subtasks that make up that overall computation. Computations that correspond to different
 data can be processed concurrently one by each different stage to gain speed. In conventional
 processors a pipeline can be used for instruction processing and a fixed number of pipelines can
 be available for arithmetic.

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