

Andrew Wolfe Ph.D.

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Education:

Ph.D. in Computer Engineering, Carnegie Mellon University, 1992
Visiting Graduate Student, Center for Reliable Computing, Stanford University, 1988-1989
M.S. in Electrical and Computer Engineering, Carnegie Mellon University, 1987
B.S.E.E. in Electrical Engineering and Computer Science, The Johns Hopkins University, 1985

Recent Employment:

Lecturer, [September 2013-present]
Santa Clara University

Teaching graduate and undergraduate courses on embedded computing, mechatronics, real-time systems, computer architecture, and community service.

Consultant, [October 2002-present]
Wolfe Consulting

Consultant on processor technology, computer systems, consumer electronics, software, design tools, and intellectual property issues. Testifying and consulting expert for IP and other technology-related litigation matters.

Sample clients include:

AMD	Nvidia	Samsung
IBM	Motorola/Lenovo	HTC
AT&T	Verizon Mobile	Huawei
Apple	T-Mobile	Western Digital
Nintendo	Google	Sonos
Sony	Netflix	Roku
Synaptics	Activision	Sawstop
Tivo	LG	TCL
Medigus	William Hill	ZTE
Egnyte	Acer	Waymo

Chief Technical Officer, [1999-2002]; Sr. VP of Business Development, [2001-2002]; VP, Systems Integration, S3 Fellow, [1998 - 1999]; Director of Technology, S3 Fellow, [1997 - 1998]
SONIC|blue, Inc., Santa Clara, CA (formerly S3 Inc.)

Strategic Business Development:

Developed and implemented strategy to reposition S3 from PC graphics into the leading networked consumer electronics company.

- Acquired Diamond Multimedia and coordinated integration of communications, Rio digital music, and workstation graphics divisions into S3.
- Identified and negotiated acquisitions to grow digital media businesses including Empeg, ReplayTV, and Sensory Science.
- Identified and negotiated strategic investments including Comsilica, Intellon, KBGear Interactive, Entridia, DataPlay and others.

- Developed strategy for integrated graphics/core-logic products and established a joint venture with Via Technologies to design and market these products.
- Negotiated divestiture of graphics chip business to Via and the workstation graphics division to ATI.

Product Planning and Development:

- Drove roadmap development within SONICblue product divisions.
- Managed Business Development for all product lines.
- Led New Product Development and Corporate Vision processes.
- Acting co-General Manager of Rio digital music business in 2nd half of 2001. Responsible for all areas of product development, business development, and cost management.
- Managed development of the Savage/MX and Savage/IX mobile 3D graphics accelerators and Savage/NB system logic products.

Public Relations, Public Policy and Investor Relations:

- Present company products and strategy at industry events such as CES, Comdex, and Microprocessor Forum.
- Discuss new products and initiatives with the press.
- Promote issues of interest to SONICblue to industry groups and in Washington.
- Brief analysts, and investors on company progress. Participate in quarterly conference calls.

IP Management and Licensing:

- Negotiated and managed partnership agreements including a critical cross-licensing agreement with Intel.
- Renegotiated technology-licensing agreements with IBM for workstation graphics products.
- Evaluated outside technology opportunities, managed video research and development, and managed corporate IP strategy with legal staff including patent filings, cross licensing, and litigation.

Consulting Professor, [1999-2002]
Stanford University, Stanford, CA

Teaching computer architecture and microprocessor design.

Assistant Professor [1991 - 1997]
Princeton University, Princeton, NJ

Teaching and research in the Electrical Engineering department. Research in embedded computing systems, multimedia, video signal processors, compiler optimization, and high performance computer architecture. Principal investigator or project manager for ~\$6M in funded research.

Visiting Assistant Professor, [1992]
Carnegie Mellon University, Pittsburgh, PA

Research and preparation of teaching materials on advanced microprocessor designs including new superscalar and superpipelined processor architectures.

Founder and Vice President and Consultant, [1989 - 1995]
The Graphics Technology Company, Inc., Austin, TX

Founded company to develop touch-sensitive components and systems for the first generation of PDA devices and interactive public systems. Obtained financing from Gunze Corp., Osaka, Japan. Company is now part of 3M.

Senior Electrical Engineer, [1989]
ESL - TRW, Advanced Technology Division, Sunnyvale, CA

Designed the architecture for an Intel i860-based multiple-processor digital signal processing system for advanced military applications. Designed several FPGA interface chips for VME-bus systems.

Design Consultant, [1986 -1987]

Carroll Touch Division, AMP Inc., Round Rock, TX

Developed several new technologies for touch-screen systems. Designed the first ASIC produced for AMP, a mixed-signal interface chip for controlling touch-screen sensors. Developed the system electronics, system firmware, and customer utility software for numerous products including those based on the new ASIC.

Senior Design Engineer, [1983 -1985]

Touch Technology Inc., Annapolis, MD

Advisory Boards:

Director, Turtle Beach Corporation (NASDAQ:HEAR) (formerly Parametric Sound Corporation), KBGear Interactive, Inc., Comsilica, Inc., Rioport.com, various S3 subsidiaries.

Technical Advisory Boards, Ageia, Inc., Intellon, Inc., Comsilica, Inc., Entridia, Inc., Siroyan, Ltd., BOPS, Inc, Quester Venture Funds

Carnegie Mellon University Silicon Valley Advisory Board; Johns Hopkins University Tech Transfer Advisory Board

Awards:

IEEE Fellow - for contributions in hardware code compression of embedded software, power consumption analysis, and optimization, 2022

Micro Test-of-Time Award (in recognition of one of the ten most influential papers of the first 25 years of the symposium), 2014

Business 2.0 “20 Young Executives You Need to Know”, 2002

Walter C. Johnson Prize for Teaching Excellence, 1997.

Princeton University Engineering Council Excellence in Teaching Award, Spring 1996

AT&T/Lucent Foundation Research Award, 1996.

Walter C. Johnson Prize for Teaching Excellence, 1995

IEEE Certificate of Appreciation, 1995, 2001.

AT&T Foundation Research Award, 1993.

Semiconductor Research Corporation Fellow, 1986 - 1991.

Burroughs Corporation Fellowship in Engineering, 1985 - 1986.

Professional Activities:

Program Chair: Micro-24, 1991, Hot Chips 13, 2001.

General Chair: Micro-26, 1993, Micro-33, 2000.

Associate Editor: IEEE Computer Architecture Letters; ACM Transactions in Embedded Computing Systems

Speaker at CES, WinHec, Comdex, Intel Dev. Forum, Digital Media Summit, Microprocessor Forum, etc.

Keynote speaker at Micro-34, ICME 2002

IEEE B. Ramakrishna Rau Award committee – 2012-2016

IEEE Computer Society Awards Committee – 2015

CES Awards Judge – 2016

Entrepreneurship Mentor – Draper University

Over 50 refereed publications.**Publications since January 2006:**

Wolfe, A., “Retrospective on Code Compression and a Fresh Approach to Embedded Systems”, IEEE MICRO, July/Aug. 2016, Invited paper.

Patents:

- U.S. Pat. 5,041,701 – *Edge Linearization Device for a Contact Input System*, Aug. 20, 1991.
- U.S. Pat. 5,438,168 – *Touch Panel*, Aug. 1, 1995.
- U.S. Pat. 5,736,688 – *Curvilinear Linearization Device for Touch Systems*, Apr. 7, 1998.
- U.S. Pat. 6,037,930 – *Multimodal touch sensitive peripheral device*, March 14, 2000.
- U.S. Pat. 6,408,421 – *High-speed asynchronous decoder circuit for variable-length coded data*, June 18, 2002.
- U.S. Pat. 6,865,668 – *Variable-length, high-speed, asynchronous decoder circuit*, March 8, 2005
- U.S. Pat. 7,079,133 – *Superscalar 3D Graphics Engine*, July 18, 2006
- EP 1 661 131 B1 – *PORTABLE ENTERTAINMENT APPARATUS*, Jan. 21, 2009
- U.S. Pat. 7,555,006 – *Method and system for adaptive transcoding and transrating in a video network*, June 30, 2009
- U.S. Pat. 7,996,595 – *Interrupt Arbitration for Multiprocessors*, Aug. 9, 2011
- EP 2 241 979 B1 – *Interrupt Arbitration for Multiprocessors*, Oct. 10, 2011
- U.S. Pat. 8,131,970 – *Compiler Based Cache Allocation*, March 6, 2012
- U.S. Pat. 8,180,963 – *Hierarchical read-combining local memories*, May 15, 2012
- U.S. Pat. 8,193,941 – *Snoring Treatment*, June 5, 2012
- U.S. Pat. 8,203,541 – *OLED display and sensor*, June 19, 2012
- U.S. Pat. 8,243,045 – *Touch-sensitive display device and method*, August 14, 2012
- U.S. Pat. 8,244,982 – *Allocating processor cores with cache memory associativity*, August 14, 2012
- U.S. Pat. 8,260,996 – *Interrupt Optimization for Multiprocessors*, Sept. 4, 2012
- 101185761 (KR) – *Noise Cancellation for Phone Conversation*, Sept. 19, 2012
- 101200740 (KR) – *OLED display and sensor*, November 7, 2012
- 101200741 (KR) – *Touch-sensitive display device and method*, November 7, 2012
- U.S. Pat. 8,321,614 – *Dynamic scheduling interrupt controller for multiprocessors*, Nov. 27, 2012
- U.S. Pat. 8,352,679 – *Selectively securing data and/or erasing secure data caches responsive to security compromising conditions*, Jan. 8, 2013
- U.S. Pat. 8,355,541 – *Texture Sensing*, Jan. 15, 2013
- U.S. Pat. 8,370,307 – *Cloud Data Backup Storage Manager*, Feb. 5, 2013
- U.S. Pat. 8,398,451 – *Tactile Input Interaction*, March. 19, 2013
- JP 5241032 B2 – *Routing Across Multicore Network Using Real World or Modeled Data*, April 13, 2013
- ZL201010124820.3 – *Interrupt Optimization for Multiprocessors*, April 17, 2013
- U.S. Pat. 8,428,438 – *Apparatus for Viewing Television with Pause Capability*, April 23, 2013
- JP 5266197 B2 – *Data Centers Task Mapping*, May 10, 2013
- U.S. Pat. 8,508,498 – *Direction and Force Sensing Input Device*, August 13, 2013
- U.S. Pat. 8,547,457 – *Camera Flash Mitigation*, October 1, 2013
- U.S. Pat. 8,549,339 – *Processor core communication in multi-core processor*, October 1, 2013
- 101319048 (KR) – *Camera Flash Mitigation*, October 10, 2013
- U.S. Pat. 8,628,478 – *Microphone for remote health sensing*, January 14, 2014
- 101362017 (KR) – *Thread Shift: Allocating Threads to Cores*, Feb. 5, 2014
- 101361928 (KR) – *Cache Prefill on Thread Migration*, Feb. 5, 2014
- 101361945 (KR) – *Mapping Of Computer Threads onto Heterogeneous Resources*, Feb. 5, 2014
- JP 5487307 B2 – *Mapping Of Computer Threads onto Heterogeneous Resources*, Feb. 28, 2014
- JP 5484580 B2 – *Task Scheduling Based on Financial Impact*, Feb. 28, 2014
- JP 5487306 B2 – *Cache Prefill on Thread Migration*, Feb. 28, 2014
- 101372623 (KR) – *Power Management for Processor*, March. 4, 2014
- 101373925 (KR) – *Allocating Processor Cores with Cache Memory Associativity*, March 6, 2014
- U.S. Pat. 8,676,668 – *Method for the determination of a time, location, and quantity of goods to be made available based on mapped population activity*, March 18, 2014
- U.S. Pat. 8,687,533 – *Energy Reservation in Power Limited Networks*, April 1, 2014
- 101388735 (KR) – *Routing Across Multicore Networks Using Real World or Modeled Data*, April 17, 2014
- U.S. Pat. 8,725,697 – *Cloud Data Backup Storage*, May 13, 2014
- U.S. Pat. 8,726,043 – *Securing Backing Storage Data Passed Through a Network*, May 13, 2014
- ZL201010124826.0 – *Dynamic scheduling interrupt controller for multiprocessors*, May 14, 2014
- JP 5547820 B2 – *Processor core communication in multi-core processor*, May 23, 2014
- U.S. Pat. 8,738,949 – *Power Management for Processor*, May 27, 2014

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