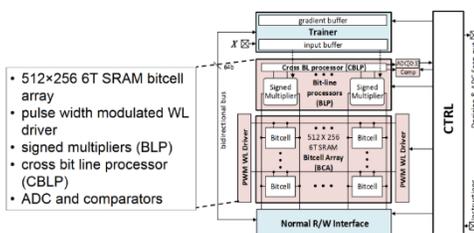


No sector better understands the importance of investing in research than the semiconductor industry. Check out SIA's article about R&D and the importance of SRC [Read More](#) »



SRC Researcher elected to the National Academy of Engineering

Longtime SRC researcher, Paul Nealey, has been elected to the National Academy of Engineering, cited for the development of directed self-assembly of block copolymers as an industrially significant process for nanolithography. [Read More](#) »



SONIC's Deep In-Memory Architecture (DIMA) a Highlight of ISSCC-2018

A UIUC team, led by SONIC Director Naresh Shanbhag, presented an in-memory classifier that hit 42 picojoules/decision. Its SRAM array has both inference and training modes. [Read More](#) »



SRC Research Advocate and Liaison, Ian Young of Intel, wins Prestigious 2018 IEEE Frederik Philips Award

Awarded to Ian Young "For leadership in research and development on circuits and processes for the evolution of microprocessors." [Read More](#) »



SRC to hold Colloquium on Fabrics of Security

“Fixed fortifications are monuments to the stupidity of man.” – General George Patton commenting on the Maginot Line.

The goal of the colloquium is to determine the highest priority university vectors for research in the fabrics of security space. [Read More](#) »



Special STARnet / JUMP Session Targets DoD Community

To strengthen ties between the STARnet and JUMP programs and the DoD community, SRC and DARPA organized and delivered a special session at GOMACTech 2018. Excellent, well-attended talks were given by Linton Salmon, the DARPA-MTO Program Manager, and the Directors of four SRC research Centers. [Read More](#) »



JUMP CONIX Professor, Hao Li, wins ONR Young Investigator Award

Professor Hao Li, University of Southern California, a computer graphics and virtual reality expert, has received an Office of Naval Research (ONR) Young Investigator Award to create highly realistic computer-generated (CG) humans for immersive training purposes. The three-year grant totaling almost \$600,000 will support Li’s use of deep-learning-based 3D digitization and synthesis methods to rapidly and cost-effectively create high-fidelity CG humans with virtual clothing and props. [Read More](#) »

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