

100 VLB CORRELATOR COST--NOT INCLUDING PLAYBACK TAPE SYSTEMS

ITEM	Components \$K	Manpower assmb	design
700 Interface--tape system to correlator	3	1	1
800 Recirculators	39	3	2
900 Fringe and delay extrapolators	35	4	3
1000 Fringe rotators/last bit delay/multiplexor	27	3	1
1100 Multipliers	286	3	1
1150 Autocorrelators	32	1	1
1200 Integrators	48	2	1
1300 Buffer memory for integrators	48	2	0
1400 System controller and programming	15	2	36
1500			
1600 SUBTOTAL -- CORRELATOR HARDWARE	533	20	45
1700			
1800 PC Boards--development and fabrication	88	0	0
1900 Power supplies	68	1	1
2000 Racks, Cables, misc hardware	40	1	2
2100			
2200 SUBTOTAL -- SUPPORT HARDWARE	196	2	3
2300			
2400 Computer CPU w. 2 MByte memory, 100 MByte			
2500 Winchester disk, 800/1600 BPI, 45 ips			
2600 tape for software maintenance,			
2700 operating software licenses	182	1	1
2800 Magnetic tape, 2 drives 6250 BPI, 125 ips	67	0	0
2900 Array processor, 64 kWords data memory	73	1	1
3000 Terminals-4 text, 1 graphic	10	0	0
3100 Cabinets, power, furniture	10	0	0
3200 Programming			48
3250			
3300 SUBTOTAL -- COMPUTER	342	2	38
3400			
3500 Hardware systemwide design/checkout		4	8
3600 Astronomical design/checkout		8	4
3700			
3800 SUBTOTAL -- SYSTEM INTEGRATION		12	12
3900			
4000			
4100 GRAND TOTAL	1071	36	110
4200			
4300			
4400 Labor is distributed roughly as follows:			
4500 Technician	2.5 man years		
4600 Advanced tech/engineer	3		
4700 Engineer	2		
4800 Programmer	4		
4900 Scientist	1		

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VLB ARRAY MEMO No. 68