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## Imaging using the GPU

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Techniques like the Minimum Variance Distortionless Response (MVDR) beamformer enable us to minimize the undesired power entering a sensor array via its sidelobes, but have been deemed computationally expensive to use.

We present the results of an implementation of the MVDR algorithm on the GPUS as well as the modifications we made to the classic MVDR algorithm to work with interferometric data.

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