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1. MDA15-002: Kinematic Reach/Containment

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Seek innovative improvements and creative applications of mature product and material technologies that can address increased kinematic performance and containment. Reducing mass while maintaining or increasing performance (more divert delta V or more efficient use of packaged delta V) will increase the kinematic reach and containment of the vehicle. These innovations can range from light weight r ...

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2. MDA15-003: System Communications

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

As new missile defense CONOPS are developed, the requirements placed on weapon data links will increase. Lower latencies and higher data rates will be needed as weapons become more agile, targeting error requirements become tighter, and the need for real time data become greater. In order to support future network communications, innovative concepts and technologies are needed to develop mitigatio ...

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3. MDA15-004: Lethality Enhancement

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

The topic will study the incorporation of innovative reactive materials into a kinetic warhead to increase lethality. Emphasis will be placed on reactive materials that would achieve high reaction temperatures (>4000K) and generate high amounts of chemical energy (>2kcal/g) on impact. The need exists to develop and test reactive materials with varying densities from 1 g/cm3 to 10 g/cm3 as substitu ...

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4. MDA15-005: Gaming Trainer

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Several missile defense training systems exist to assist the Warfighter in learning and becoming operationally proficient with the system. This topic seeks to take this a step further by leveraging gaming technologies to determine critical areas of performance and to also design a wrapper to encourage the users to "play" the system, exercising those critical components to refine performance. Model ...

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5. MDA15-006: Command and Control Human-to-Machine Interface

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Command and control human-to-machine interface is critical to overall missile defense system performance due to human decisions and interactions associated with command and control systems. Recent advances in virtual reality, stereo-graphics, touch screen interfaces, and automated decision aides have the potential to revolutionize how Warfighters interact with command and control systems by provid ...

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6. DMEA15B-001: Optimized Scintillator for High Resolution X-ray Imaging at 9keV

Release Date: 04-24-2015Open Date: 05-26-2015Due Date: 06-24-2015Close Date: 06-24-2015

Rapid Integrated Circuit (IC) inspection using x-ray microscopy requires novel x-ray scintillating materials with high efficiency and high spatial resolution. Current scintillator materials, such as Cesium Iodide (CsI), suffer from a trade-off between efficiency and spatial resolution. Novel materials with higher stopping power and light yields are necessary to address the stringent requirements o ...

STTR Defense Microelectronics ActivityDepartment of Defense

7. MDA15-008: Improved Track Accuracy for Missile Engagements

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Missile defense performance is dependent on the efficient acquisition, tracking, and discrimination of threatening objects by disparate and geographically dispersed sensors. Precision tracking is a key component for all phases of a missile defense engagement to ensure efficient use of resources and to enhance each component’s contribution to the success of such engagements. Candidate solutions s ...

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8. MDA15-010: Innovative Methodologies for Modeling Fracture Under High Strain-rate Loading

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Seek high fidelity modeling tools for fracture mechanics that are accurate and cost effective for post intercept debris prediction. Acceptable solutions potentially incorporate improved damage models, meshless methods, “peridynamics,” or any combination thereof. Use of first-principles codes to predict the characteristics of post-intercept debris requires prediction of fracture and cracking of ...

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9. MDA15-014: Thermally Efficient Emitter Technology for Advanced Scene/Simulation Capability in Hardware in the Loop Testing

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Ground testing of exo-atmospheric interceptor IR sensors play an essential role in the development of advanced algorithm concepts, mitigating flight test risk/cost and evaluating tactical performance. Numerous next-generation IR emitter technologies such as IR light emitting diodes (LEDs), photonic crystals and resistors are in development. These devices address the need for greater projected temp ...

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10. MDA15-017: Innovative Antenna Arrays Enabling Continuous Interceptor Communications

Release Date: 04-24-2015Open Date: 05-22-2015Due Date: 06-24-2015Close Date: 06-24-2015

Phased antenna arrays are expensive, heavy systems with complex hardware configurations. Despite these complexities, phased arrays are advantageous in situations where mechanical steering is impractical. In the past decade, there has been maturation in technology regarding the use of digital beamforming (DBF) to substantially augment the system-level capabilities of phased array antennas. However, ...

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