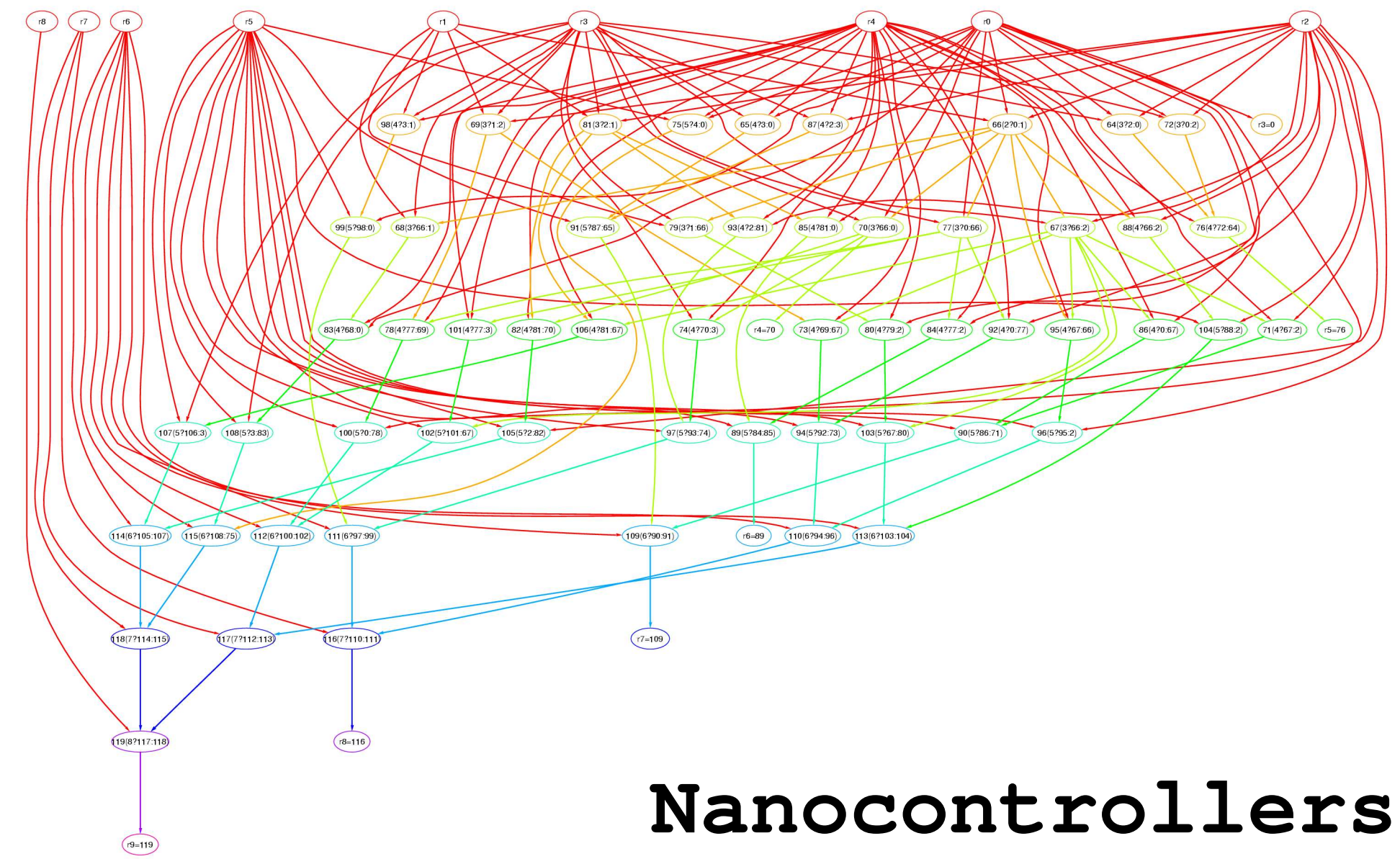
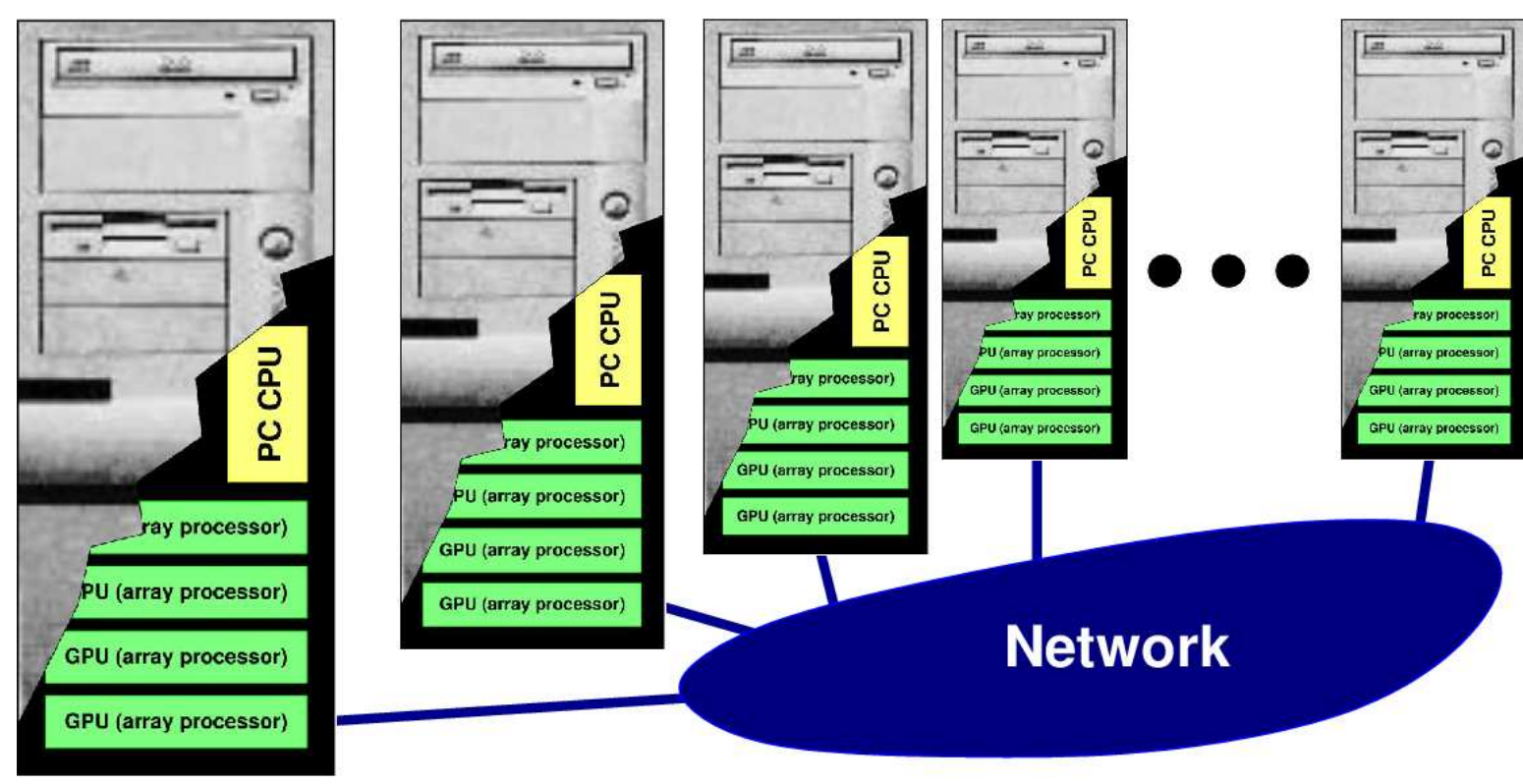


Aggregate.Org Compiler Technology

GPU (Graphics Processing Unit)
Native-Pair Floating-Point
Speculative Precision



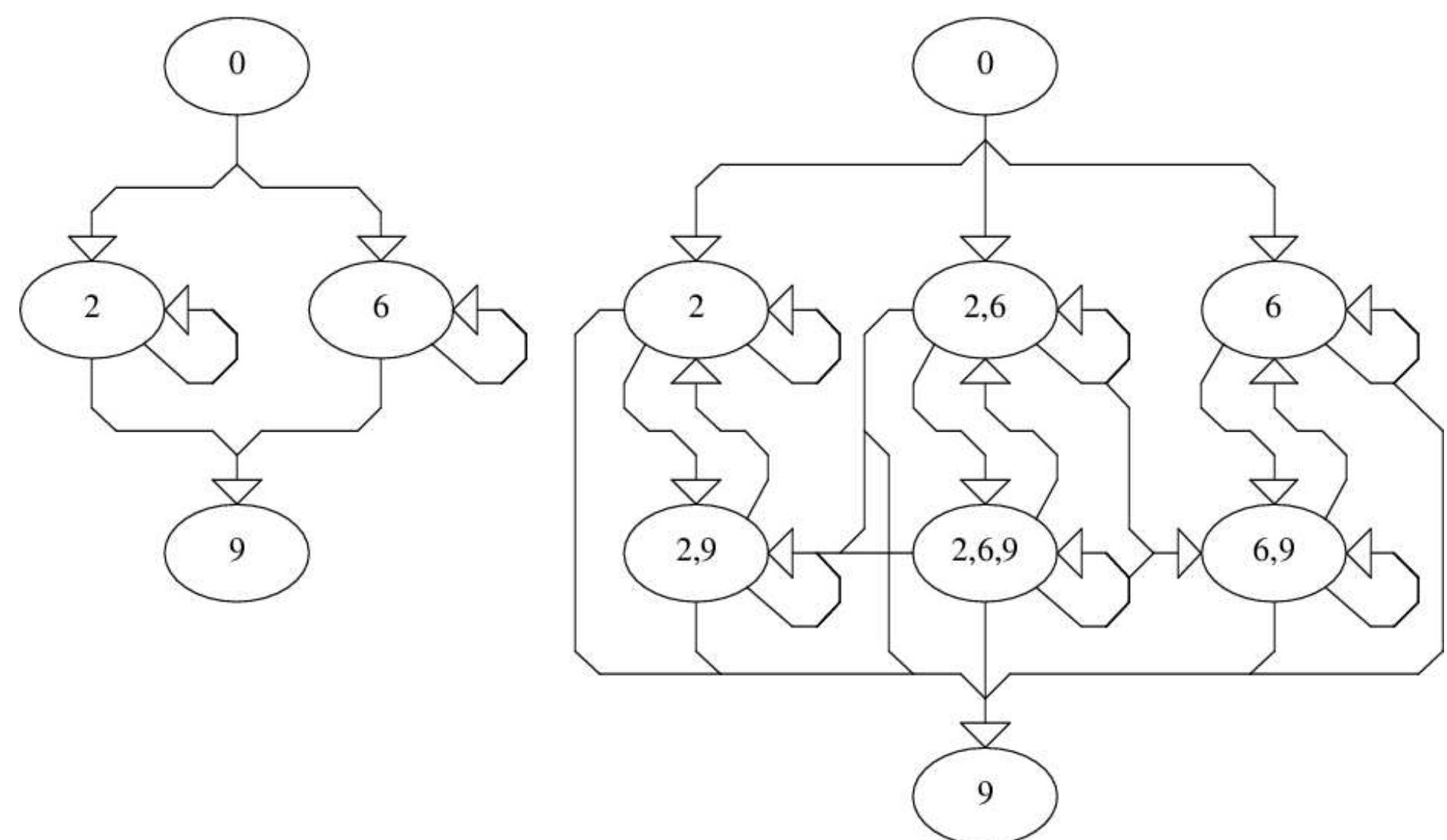
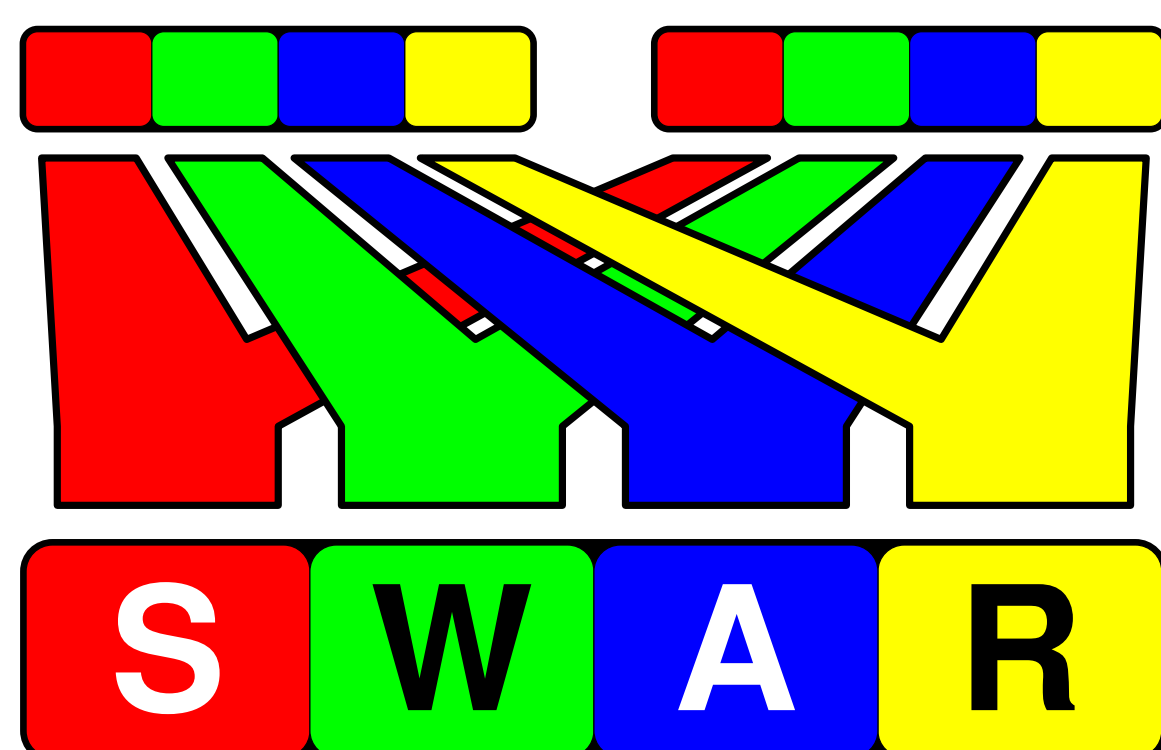
Nanocontrollers

Bit-Level Optimization

Meta-State Conversion

Register Allocation

SWAR (SIMD Within A Register)



Compressive Hashing...

The Aggregate.Org Compilers Team Includes:

