

Project “Alice”

A new computer for a new ship

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A note to the reader/user of this article: however some of the contents in these article may seem true or possible in the (near) future I would like to point out that these are purely fictional.

Should you have any questions concerning this article and the things in it feel free to ask or leave a message, however I cannot guarantee that I will know the answer to every question you might have, I will do my best to answer them.

With the start of the development to attain a new and improved class of starships, such as the discovery class and the challenges presented by the implementation of newly acquired technologies like the slipstream drive, the need arose to design and build a new computer system in order to assure the ships functions.

The Daystrom Institute, well known for their extensive knowledge and state of the art quality work was asked by Starfleet Command to design and build a new bio-neural computer, which could serve the main core for the future Discovery Class star ships and other ships implemented with a slipstream warpdrive. The project became known under the name ‘Alice’ and abbreviation for Advanced Logic and Intelligence Computer Core.

Experiences learned from the encounters of several deepspace ships and the vast knowledge gained for the Voyager crew had led to the believe that the ships main computer was insufficiently capable to interact with the crew and thus no longer suited for the newer star ship designs. The team of researchers and programmers had to think of a way to solve this problem, and they quickly look in the direction of Voyager’s EMH which Captain Janeway had allowed to exceed his original program, making him a social, gifted personality with the capability to learn.

However improved and exceeded far beyond his original programming the Voyager EMH still had one problem, the amount of data it could contain and process was limited. If that limit where to be exceeded the holomatrix began to decompile thus risking loss of data or the complete destruction of the program, this is offcourse an unacceptable risk for a ships main computer.

Thus a new holomatrix had to be designed, based on the Voyager’s EMH extended programming, but its memory buffer was separated for the matrix itself and placed in a newly designed system of submatrices tied together into a bio-neural core. This would ensure a faster, more stable Corematrix capable of controlling the newest star ships. The automated ship systems where quickly modified and implemented into the new core, however their where 2 challenges the scientists had to face before the core would be ready for use.

The first one was the control of the ship while in slipstream-transit. While in transit the ship would not obey the standard laws of physics, which would result in faulty sensor reading, thus leading to wrong assumptions by the computer, with a possibility of a catastrophic outcome. The second challenge was how to control all those separate matrices, make them able to learn, and maybe more importantly, to forget if needed.

Again the solution came from Voyager, the main core would be a highly sophisticated, intelligent hologram, able to interact with the crew, experience live, learn and see things, just as Voyager's EMH had. The Institute called in the help of Harry Kim, who had become known for his holographic design and art, to design this final part of the programming. The system was subsequently tested and in late 2401 approved by Starfleet Command, ready to be implemented in the new discovery class star ships.

A few months later as the new prototype of the discovery class, the USS Odessey, was launched to explore the Andromeda Galaxy, the new main computer was activated and Penelope was born...