

GPU Technology Conference Asia Kicks-Off Wednesday With Keynote by NVIDIA CEO Jen-Hsun Huang

Event Showcases Role of GPU in Revolutionizing Medicine, Engineering, Other Critical Fields; Keynote to Be Streamed Live

BEIJING -- GTC ASIA -- NVIDIA tomorrow kicks off GTC Asia, the next major event in its international series of GPU Technology Conference (GTC) events focused on the latest advances and research in science, academic and commercial fields enabled by GPU computing.

NVIDIA president and CEO Jen-Hsun Huang will deliver the two-day event's opening keynote on Wednesday, Dec. 14, at 9:30 am Beijing Time (CST), at Beijing's [China National Convention Center](#) (Keynote Room, 4th Floor Hall A). He will discuss GPU technology in graphics, visualization and computing, and will illustrate how the symbiotic nature of visual and parallel computing is enabling breakthroughs in high-performance computing (HPC). The speech will be streamed live on the NVIDIA® GTC Asia web site: www.gputechconf.cn or www.gputechconf.cn/page/home-en.html.

GTC Asia will feature leaders from top scientific organizations and research institutions participating in a range of presentations, tutorials, panel discussions, roundtables and instructional sessions. The event is intended for developers, programmers and research scientists working on complex computational problems by harnessing the power of GPUs.

Among those scheduled to present at the event are experts from:

- BGI
- Chinese Academy of Sciences, Institute of Process Engineering
- HP Labs
- Harvard University
- Johannes Gutenberg University Mainz
- Oak Ridge National Laboratory
- Nankai University
- National Center for Supercomputing Applications
- Schlumberger
- Shanghai Jiao Tong University
- Swiss National Supercomputing Center, ETH Zurich
- Tokyo Institute of Technology
- Tsinghua University, Institute of Microelectronics

GTC Asia will include an Emerging Companies Summit, showcasing startups that are leveraging GPU computing to revolutionize today's computer industry, as well as a CUDA Student Workshop for tomorrow's HPC experts. It will also feature a workshop on Efficient Exascale Computing, presented by the Chinese Academy of Sciences Institute of Process Engineering; Tokyo Institute of Technology; Swiss National Supercomputing Centre; Oak Ridge National Laboratory; National Center for Supercomputing Applications at the University of Illinois at Urbana-Champaign; the National Research Council in Italy; and NVIDIA.

NVIDIA will be providing attendees with simultaneous translations for all technical sessions and keynote presentations in English and Mandarin.

Sponsors of GTC Asia include: Dell, HP, Lenovo, Supermicro, ASUS, Autodesk, Inspur, Sugon, CAPS, Hynix, Leadtek, Acceleware, Amazon, GPUs Technologies Ltd, Kingchannel, Mathworks, The Portland Group, and ZanQi Technology Development Co., Ltd.

For more information on the GTC Asia program agenda, conference news and the keynote address, visit the [GTC Asia web site](#).

The majority of GTC Asia sessions and presentations will be archived for viewing after the conclusion of the event at the [NVIDIA GTC On-demand archive](#).

For more NVIDIA news, company and product information, videos/images, and other information, visit the [NVIDIA newsroom](#).

Tags / Keywords:

NVIDIA, CUDA, GPU, GPU computing, GTC, GTC Asia, GPU Technology Conference, supercomputing, parallel computing, GPGPU, high performance computing, HPC, exascale, programmer, directives, developers, research, scientific computing, The9

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[NVIDIA](#) (NASDAQ: NVDA) awakened the world to computer graphics when it invented the [GPU](#) in 1999. Today, its [processors](#) power a broad range of products from [smart phones](#) to [supercomputers](#). NVIDIA's [mobile processors](#) are used in [cell phones](#), [tablets](#) and [auto infotainment systems](#). [PC gamers](#) rely on GPUs to enjoy spectacularly immersive worlds. Professionals use them to create visual effects in movies and design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with [high-performance computing](#). The company holds more than 2,100 patents worldwide, including ones covering ideas essential to modern computing. For more information, see www.nvidia.com.

Certain statements in this press release including, but not limited to statements as to: the timing of and events included in GTC Asia; and the effects of the company's patents on modern computing are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners products; design, manufacturing or software defects; changes in consumer preferences or demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems; as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange

Commission, or SEC, including its Form 10-Q for the fiscal period ended July 31, 2011. Copies of reports filed with the SEC are posted on the company's website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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About NVIDIA

Since 1993, [NVIDIA](#) (NASDAQ : NVDA) has pioneered the art and science of [visual computing](#). The company's technologies are transforming a world of displays into a world of interactive discovery — for everyone from gamers to scientists, and consumers to enterprise customers. More information at <http://nvidianews.nvidia.com/> and <http://blogs.nvidia.com/>.

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Media Contacts

George Millington

+1 408 562 7226

gmillington@nvidia.com