

NVIDIA Announces GPU Technology Conference 2012

Spring 2012 Dates Revealed -- New Conference Website Launches -- New Webinar Series Announced -- Regional Events Full

SANTA CLARA, CA -- NVIDIA announced today that the third annual GPU Technology Conference (GTC), the world's most important event showcasing breakthroughs in computational science with the GPU (graphics processing unit), will be held at San Jose's McEnery Convention Center from May 14-17, 2012.

Los Alamos National Laboratory's co-located [Accelerated High Performance Computing \(HPC\) Symposium](#) will move to the same week, as will the new [InPar 2012](#) academic conference, geared towards providing a first-tier venue for peer-reviewed publications in the field of innovative parallel computing.

A new online resource for attendees of GTC 2012, and entire GPU computing community, also went live today at www.gputechconf.com. The site is a year-round resource, featuring details of all keynotes, technical sessions and events, conference scheduling tools, social media resources and much more.

A key section of the new site is the GTC Learning Center which provides education, news and insight for the GPU Computing community. In addition to GTC On-Demand replays of 300+ hours of GTC 2010 content, the section will also feature the new GTC Express series of webinars, featuring GPU Computing and computational science experts sharing how GPUs are transforming their fields of work.

The [first webinar](#) will kick off on June 15, 2011 with a presentation by NVIDIA's director of research, Dr. David Luebke on the subject of the heritage of GPU Computing and the important problems and research topics facing researchers going forward. This will be followed by [a webinar](#) on July 13, 2011, presented by published author and GPU Computing expert, Dr. Rob Farber, on the subject of the practical reality of heterogeneous supercomputing.

Also accessible through the GTC website are details of the regional events that are running throughout the year, all over the world. In the month of May, over a thousand scientists, engineers, researchers, and developers attended events in Singapore, Taiwan and Israel. Events are scheduled for [Japan](#) and [China](#) later this year.

Last year, the GTC event in San Jose offered thousands of attendees more than 280 hours of content intended primarily for computational scientists, engineers and developers who want to better understand how the GPU is transforming scientific, visual and technical computing. Attendance at the 2010 event grew more than 50 percent compared with 2009, and further growth is anticipated.

Sponsors for GTC 2012 include HP, Microsoft, Supermicro, PNY, Adobe, Dell, Los Alamos National Laboratory, Lenovo, Caps, Bull, Synnex, Next IO, GE Intelligent Platforms, Appro and AMAX.

About NVIDIA

NVIDIA (NASDAQ: NVDA) awakened the world to the power of computer graphics when it invented the GPU in 1999. Since then, it has consistently set new standards in visual computing with breathtaking, interactive graphics available on devices ranging from tablets and portable media players to notebooks and workstations. NVIDIA's expertise in programmable GPUs has led to breakthroughs in parallel processing which make supercomputing inexpensive and widely accessible. The Company holds more than 1,800 patents worldwide, including ones covering designs and insights that are 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, benefits and growth of the NVIDIA GPU Technology Conference; 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 May 1, 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

Hector Martinez

+1 408 486 3443

hmarinez@nvidia.com

Andrew Humber

(408) 486-8138

ahumber@nvidia.com