NVIDIA GPU Technology Conference to Focus on World's Most Important Computing Challenges

International Event Kicks Off Next Week, Highlighting Breakthroughs in Visual and Parallel Computing, From Virus Research to Computer Vision

SANTA CLARA, CA -- The epicenter of the computing revolution moves to the San Jose Convention Center next week as developers, executives, entrepreneurs, scientists and investors converge at the GPU Technology Conference (GTC).

Leaders from industry and academia will convene on Sept. 20-23 to learn about, and collaborate on, the application of powerful GPU (graphics processing unit) technology to the world's most important computing challenges.

Visionaries from national laboratories worldwide, as well as Fortune 500 companies, start-ups and leading universities, will present more than 280 hours of technical sessions to a diverse audience from 50 countries.

Highlights

Keynotes
Tuesday, Sept. 21 at 9:00 a.m. PDT

- Jen-Hsun Huang, NVIDIA CEO and co-founder, will share some of the latest breakthroughs in science, applications and technology that harness the massively parallel processing power of GPUs.

Wednesday, Sept. 22 at 9:00 a.m. PDT

- Klaus Schulten, of University of Illinois at Urbana-Champaign and one of the world's top computational biologists, will highlight discoveries made using the computational microscope. He will review his pioneering research on cell disruption and viruses, including the H1N1 virus.

Thursday, Sept. 23 at 5:00 p.m. PDT

- Sebastian Thrun, a robotics pioneer at Stanford University and distinguished engineer at Google, will conclude the conference by unveiling how GPU computing is advancing computer vision in applications such as self-driving cars.

Technical Sessions
GTC 2010 will feature more than 280 hours of technical sessions from top scientists, researchers and developers from around the world, including:

- GPU Computing and Neuroscience for Large-Scale Face Recognition on Facebook - Nicolas Pinto, Massachusetts Institute of Technology, and David Cox, Harvard University
- TSUBAME 2.0 Supercomputer - Satoshi Matsuoka, Tokyo Institute of Technology
- State-of-the-Art Animation Techniques - Dmitry Pinskiy, Walt Disney Animation Studios
- Domain-Specific Languages - Hanspeter Pfister, Harvard University
- Nearly Instantaneous Reconstruction for MRIs - Srihari Narasimhan, GE Global Research
- High-Quality, Real-Time Speech Recognition on Embedded GPUs - Kshitij Gupta, University of California, Davis

Pre-conference tutorials will take place on Monday, Sept. 20; keynotes and major sessions will begin Tuesday, Sept. 21. Read about GTC 2010 here; see the show agenda here.

Press Briefing
Jen-Hsun Huang, NVIDIA CEO and co-founder, will hold a press conference for members of the media immediately following Tuesday's keynote.

Emerging Companies Summit
Within the GPU Technology Conference is the Emerging Companies Summit, a unique event that provides start-ups in the GPU computing ecosystem with an opportunity to demonstrate their technologies. Sixty companies from more than a dozen countries will showcase new technologies based on the GPU. Read about the Emerging Companies Summit here.

Sponsors and Partners
The GPU Technology Conference is sponsored by Adobe, HP, Microsoft, Dell, Supermicro, PNY, Cooley, Synnex, Acer, TSMC, Samsung, IBM, NextIO, Citi, GE Intelligent Platforms, Amax, SGI, Appro, Sutter Hill Ventures, Hynix, Dassault Systemes, Silicon Valley Bank, Deloitte and Mandel Communications. Media partners include The Churchill Club, Dr. Dobb's, GPUcomputing.net, insideHPC, Plug and Play Tech Center and TiE Silicon Valley.

Learn More
Further information, including registration, agenda and session abstracts can be found at www.nvidia.com/gtc.

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 1,100 U.S. patents, including ones covering designs which are fundamental to modern computing. For more information, see www.nvidia.com.

Certain statements in this press release including, but not limited to, statements as to: expertise in visual computing and parallel processing; and the impact 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 faster or more efficient technology; 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 August 1, 2010. 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.

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/.

Media Contacts

Ken Brown
+1 408 486 2626
kebrown@nvidia.com