



NVIDIA Introduces World's Fastest Mobile Processor

Tegra 4 Features 72 Custom GPU Cores, Quad-Core Cortex-A15 CPU for Superb Performance and Efficiency; LTE Enabled With Optional Chipset

LAS VEGAS, NV -- **CES** -- NVIDIA today introduced NVIDIA@ [Tegra@ 4](#), the world's fastest mobile processor, with record-setting performance and battery life to flawlessly power smartphones and tablets, gaming devices, auto infotainment and navigation systems, and PCs.

Tegra 4 offers exceptional graphics processing, with lightning-fast web browsing, stunning visuals and new camera capabilities through computational photography.

Previously codenamed "Wayne," Tegra 4 features 72 custom NVIDIA [GeForce™ GPU](#) cores -- or six times the GPU horsepower of Tegra 3 -- which deliver more realistic gaming experiences and higher resolution displays. It includes the first quad-core application of ARM's most advanced CPU core, the [Cortex-A15](#), which delivers 2.6x faster web browsing and breakthrough performance for apps.

Tegra 4 also enables worldwide 4G LTE voice and data support through an optional chipset, the fifth-generation NVIDIA [Icera@ i500](#) processor. More efficient and 40 percent the size of conventional modems, i500 delivers four times the processing capability of its predecessor.

"Tegra 4 provides enormous processing power and efficiency to power smartphones and tablets, gaming devices, auto systems and PCs," said Phil Carmack, senior vice president of the Tegra business at NVIDIA. "Its new capabilities, particularly in the area of computational photography, will help improve a whole range of existing products and lead to the creation of exciting new ones."

Computational Photography Capability

Among the Tegra 4 processor's breakthroughs is its Computational Photography Architecture, which automatically delivers high dynamic range (HDR) photos and video by fusing together the processing power of the GPU, CPU and the camera's image-signal processor.

Its HDR capability captures images, including those taken with a flash, the way they are seen by the human eye -- with detail in both bright and dark areas.

Unprecedented Power Efficiency

Designed for maximum energy efficiency, Tegra 4 includes a second-generation battery saver core for low power during standard use, and PRISM 2 Display technology to reduce backlight power while delivering superior visuals.

Tegra 4 consumes up to 45 percent less power than its predecessor, Tegra 3, in common use cases. And it enables up to 14 hours of HD video playback on phones.

Tegra 4 Key Features

- GeForce GPU with 72 custom cores
- Quad-core ARM Cortex-A15 CPU, plus a 2nd Generation Battery Saver Core
- Computational Photography Architecture
- LTE capability with optional Icera i500 chipset
- 4K ultra-high-def video support

Useful Links

www.nvidia.com/tegra

www.tegrazone.com

Tags/Keywords

NVIDIA, Tegra, tablet, smartphone, mobile, quad core, gaming, GPU, CPU, GeForce, ARM, Cortex-A15, LTE, photo, HDR

About NVIDIA

[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 [smartphones](#) 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 [3D graphics](#) and visual effects in movies and to design everything from golf clubs to jumbo jets. And researchers utilize GPUs to advance the frontiers of science with [high performance computing](#). The company has more than 5,000 patents issued, allowed or filed, 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 impact and benefits of the NVIDIA Tegra 4 processor 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 October 28, 2012. 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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