NVIDIA GPUs

A Transition from Gaming to Autonomous Vehicle & Cancer Research

Ty Kercher, Director of Architecture & Engineering @NVIDIA

Date:
15th March 2017

Time:
6 PM to 7:30 PM EST/EDT

Location:
Room EC 116
Engineering Center,
Oakland University,
Rochester, MI 48309-4479

Space is limited!
To reserve your seat,
please RSVP using vtools:
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sharan.kalwani@ieee.org
Phone: +1 (248) 980-UNIX
 OR
ganesan@oakland.edu
Phone: +1 (248) 635-5890

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About this topic:

The history of NVIDIA and Graphical Processing Units (GPUs) is indeed a fascinating story. Once just a mere assistant to hobby then later mainstream game consoles, now GPUs have become a major player in accelerators for an entire spectrum of computing and beyond. In the world of big data, machine learning, artificial intelligence, vision, etc., the power of GPUs is viewed by all as being the prime driver and very central to making the GPU architecture both ubiquitous and very pervasive. The talk will trace this transition from Artificial Intelligence to Machine Learning to Deep Learning and Neural Networks. NVIDIA will introduce to us in great detail all about Deep Learning (DL) and Deep Neural Networks   and all the associated fundamentals. A stunning variety of different use cases will be presented, as well as how one can get started in this arena.

Speaker Bio:

Over the last 9 Years, Ty has integrated NVIDIA technologies to help transform customer workflows. Ty enjoys solving challenging customer problems that intersect HPC, Visualization, and Virtualization. Lately, Ty is helping customers' measure value from emerging technology evaluations in the field of Artificial Intelligence using Deep Neural Networks. Ty is leading a team of NVIDIA Solution Architects for DGX-1 server deployments, and has co-authored a CUDA programming book, plus a chapter in an OpenACC compiler directives book.