

GPU Technology Conference 2010 Sessions on Cloud Computing (subject to change)

IMPORTANT: Visit www.nvidia.com/gtc for the most up-to-date schedule and to enroll into sessions to ensure your spot in the most popular courses.

4002 - Emerging Companies: CEO on Stage featuring Allegorithmic SAS, Bunkspeed, and miGenius

See the hottest new technologies from startups that could transform computing.

In a lively and fast-paced exchange, the “Emerging Companies Summit - CEO on Stage” sessions will feature CEOs from three startups who will have 8 minutes to introduce their companies and 8 minutes to interact with a panel of industry analysts, investors and technology leaders.

This CEO on Stage session will feature Allegorithmic SAS, Bunkspeed, and miGenius - covering the fields of computer graphics, mobile devices, and cloud computing.

Panelists will include Dan’l Lewin (Corporate VP, Microsoft), Flip Gianos (Partner, Interwest), and Jon Peddie (President, JPR).

Speakers: Flip Gianos, InterWest Partners, Dan’l Lewin, Microsoft, Jon Peddie, Jon Peddie Research, Philip Lunn, Bunkspeed, Dr Sébastien Deguy, Allegorithmic, Chris Blewitt, miGenius Limited

Topics: General Interest, Cloud Computing, Computer Graphics, Mobile & Tablet & Phone

Time: Wednesday, September, 22nd, 14:00 - 14:50

2007 - Folding@home: Petaflops on the Cheap Today; Exaflops Soon?

Learn how Folding@home has used petascale computing with GPUs to make fundamental breakthroughs in computational biology and how this technology can make an impact in your work.

Speaker: Vijay Pande, Stanford University

Topics: Life Sciences, Cloud Computing, High Performance Computing, Molecular Dynamics

Time: Thursday, September, 23rd, 11:00 - 11:50

2026 - MatCloud: Accelerating Matrix Math GPU Operations with SaaS

We present MatCloud (www.mat-cloud.com), a cloud infrastructure and service for scientific computing using state-of-the-art GPU clusters. MatCloud is a service infrastructure exposed by a simple web terminal interface to run Matlab-like commands/scripts. Join us to see how GPU technology can not only be applied to cloud computing community, but also boost the adoption of cloud computing for its dramatic performance gains over traditional cloud infrastructures. MatCloud is an in-progress academic project and is under active development.

Speakers: Xing Wu, North Carolina State University, Frank Mueller, North Carolina State University

Topics: Cloud Computing, Tools & Libraries

Time: Tuesday, September, 21st, 17:00 - 17:20

2243 - Microsoft RemoteFX - GPU Virtualization for Desktop Centralization

Learn about Microsoft's upcoming GPU Virtualization feature, RemoteFX, which will ship in Windows Server 2008 R2 SP1. Microsoft RemoteFX enables GPUs to be hosted in the datacenter as a service that can be shared by multiple users for streaming the real-time and complete Windows 7 desktop experience to ultra-lightweight client devices anywhere on the corporate network. With Microsoft RemoteFX, users will be able to work remotely in a Windows Aero desktop environment, watch full-motion video, enjoy Silverlight animations, and run 3D applications – all with the fidelity of local-like performance.

Speaker: Tad Brockway, Microsoft

Topics: Cloud Computing, Computer Graphics

Time: Wednesday, September, 22nd, 17:00 - 17:50

2247 - Reconfiguring a Pool of GPUs on The Fly (Sponsored by NextIO)

The next generation of GPU appliances has arrived. See a live demonstration of the world's first modular GPU appliance capable of housing up to 8 Tesla GPU's supporting up to 4 server nodes. NextIO will demonstrate "drag and drop" hot plug reassignment of GPU's to a server without bringing down GPU applications on that server. The server does not have to be rebooted, the GPU applications do not stop and the server enclosure does not have to be opened in order to

add or remove GPU resources to a server node. The appliance provides a reconfigurable pool of GPU resources.

Speaker: K.C. Murphy, NextIO

Topics: High Performance Computing, Cloud Computing

Time: Tuesday, September, 21st, 16:00 - 16:50

2013 - iray - GPUs and the Photorealistic Rendering Revolution

Hear about the ongoing revolution in the production of photorealistic imagery being powered by GPUs. We will explore the algorithms and concepts behind iray – a CUDA accelerated software library from mental images/NVIDIA that provides an interactive, push-button, fast synthetic digital camera in software to a variety of OEM applications and platforms. We will demonstrate iray embedded in commercial CAD and Digital Content Creation applications as well as in 3D cloud computing platforms.

Speaker: Michael Kaplan, mental images/NVIDIA

Topics: Digital Content Creation (DCC), Cloud Computing, Ray Tracing

Time: Tuesday, September, 21st, 14:00 - 14:50

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