

GPU Technology Conference 2010 Sessions on Mobile & Tablet & Phone (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

4008 - Emerging Companies: CEO on Stage featuring EDGE3, ICD, and Universal Robotics

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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 EDGE3, ICD, and Universal Robotics - covering the fields of computer vision, mobile, and artificial intelligence.

Panelists will include Norman Winarsky (SRI), Savitha Srinivasan (IBM), and Rob Enderle (Enderle Group).

Speakers: Norman Winarsky, SRI, David Peters, Savitha Srinivasan, IBM, Rob Enderle, Enderle Group

Topics: General Interest, Computer Vision, Machine Learning & Artificial Intelligence, Mobile & Tablet & Phone

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

2175 - Hello GPU: High-Quality, Real-Time Speech Recognition on Embedded GPUs

In this presentation, we will talk about our experiences of implementing an end-to-end automatic speech recognition system that runs in faster than real-time on embedded GPUs, targeted towards small form-factor consumer devices. Focusing specifically on some of the challenges encountered during the design process, a major portion of our talk will focus on giving insights into modifications we made to well-established speech algorithms to fit well within the GPU programming model. We will show how these changes helped us in realizing a highly optimized system on platforms with limited memory bandwidth and compute resources.

Speaker: Kshitij Gupta, UC Davis

Topics: Embedded & Automotive, Audio Processing, Signal processing, Mobile & Tablet & Phone

Time: Thursday, September, 23rd, 14:00 - 14:50

2241 - Standing Out: Implementing a Great Stereo UI

Learn how to make S3D compatible user interfaces, HUDs, and in-game menus. The first part of this session will outline the common problems users encounter when displaying traditional 2D UI in stereoscopic 3D. The second part will focus on the different techniques, tips/tricks, and best practices developers can use to create high-quality S3D interfaces. The presentation will highlight examples from several shipped titles, as well as showcase a complete 3D UI game demo running in S3D on multiple devices including PC and mobile.

Speaker: Brendan Iribe, Scaleform

Topics: Stereoscopic 3D, Tools & Libraries, Computer Graphics, Mobile & Tablet & Phone

Time: Thursday, September, 23rd, 14:00 - 14:50