THE FUTURE OF COMPUTING, GRAPHICS AND DATA ANALYSIS

EMERGING ACCELERATOR PLATFORMS

IMAGE PROCESSING, COMPUTER VISION, AND RECONSTRUCTION

INDUSTRIAL APPLICATIONS

GRAPHICS, RENDERING, AND IMAGE SYNTHESIS

COMPUTING AND VISUALIZATION IN EDUCATION

QUANTUM COMPUTING

MACHINE LEARNING, NEURAL NETWORKS, FEATURE RECOGNITION

MANY-CORE COMPUTING IN PHYSICS AND OTHER FIELDS OF SCIENCE

WIGNER GPU LABORATORY PRESENTS GPU DAY 2020

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MORE INFORMATION AND REGISTRATION:

HTTPS://GPUDAY.COM/

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