# Seminar

## Parallelizing Applications for Performance gains

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GPUs have traditionally been used to accelerate 2D/3D rendering and primarily used to play games. However, in recent years, GPUs have become a lot more programmable and have been used in a variety of different applications including image processing, high-performance computing and various other scientific applications. This talk will focus on some of the key features in Nvidia's latest GPUs, the kind of applications these new features enable and different ways to parallelize applications for performance gains - that has led to the growing importance of GPUs in hand-held devices, in large super computers and most datacenters around the world.

*Tuesday, Dec 15$^{th}$ 2015*

*5:10 PM (Tea/Coffee at 5:00 PM)*

*Seminar Hall, TCIS*