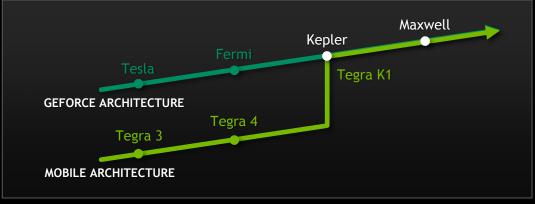


2014: TEGRA K1

NVIDIA'S FIRST SUPERCHIP: Console features and performance on a mobile processor

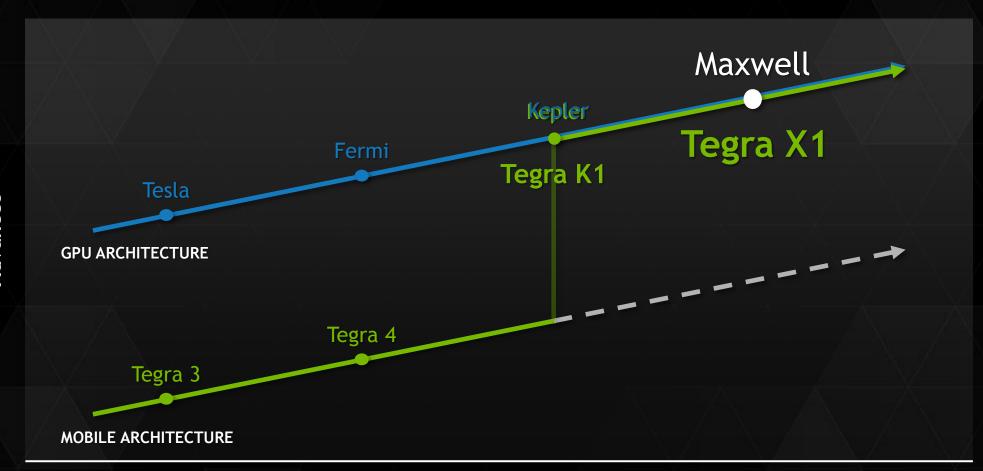
- Kepler GPU
- 192 CUDA cores

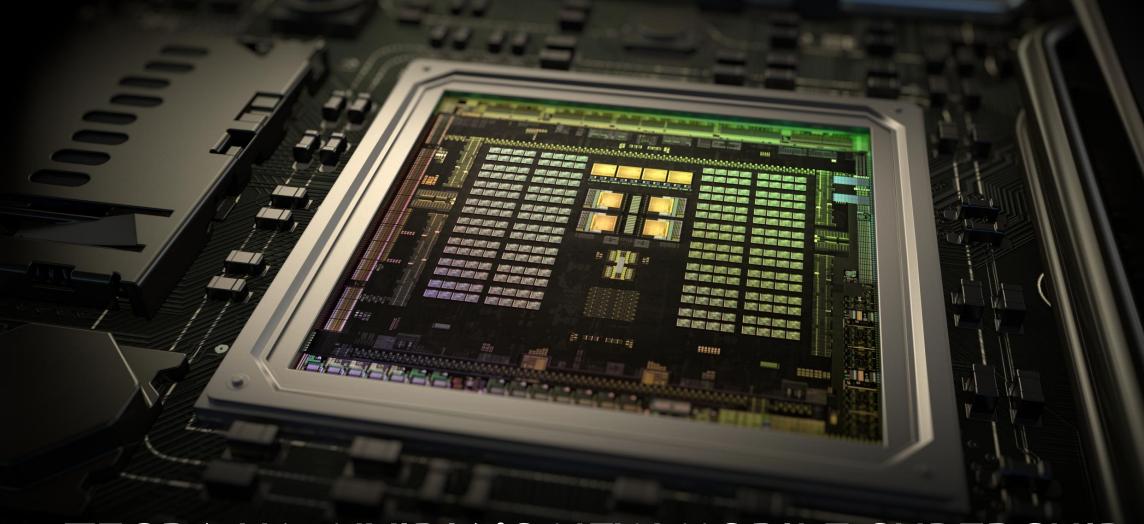






GPU TRAJECTORIES: DISCRETE AND MOBILE

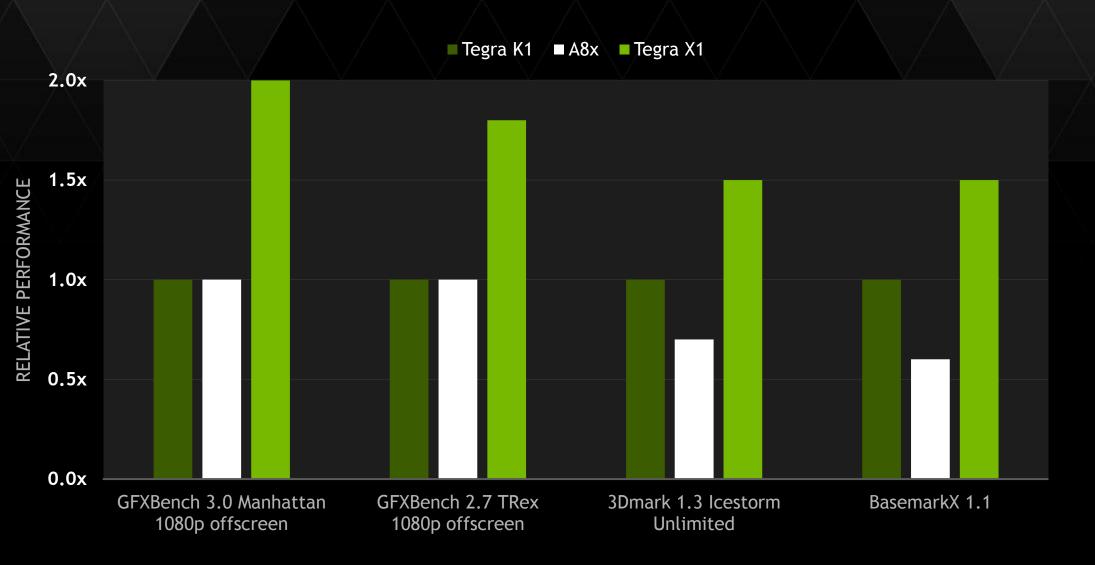


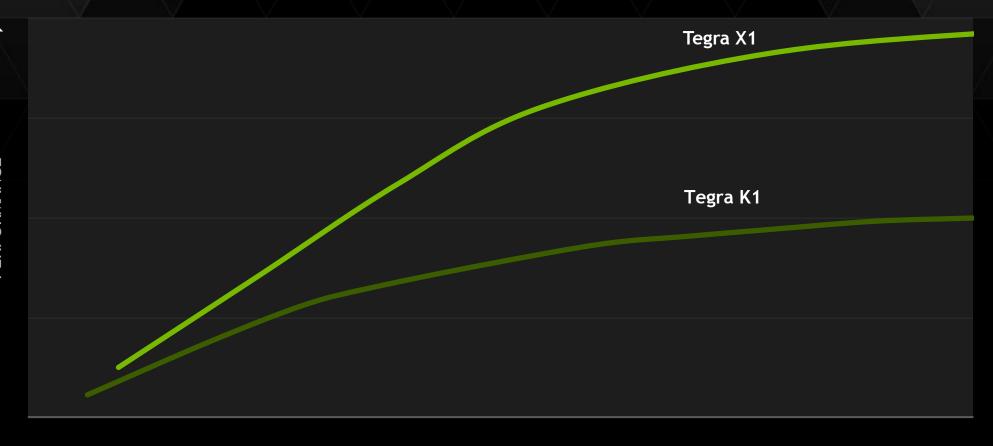


TEGRA X1: NVIDIA'S NEW MOBILE SUPERCHIP

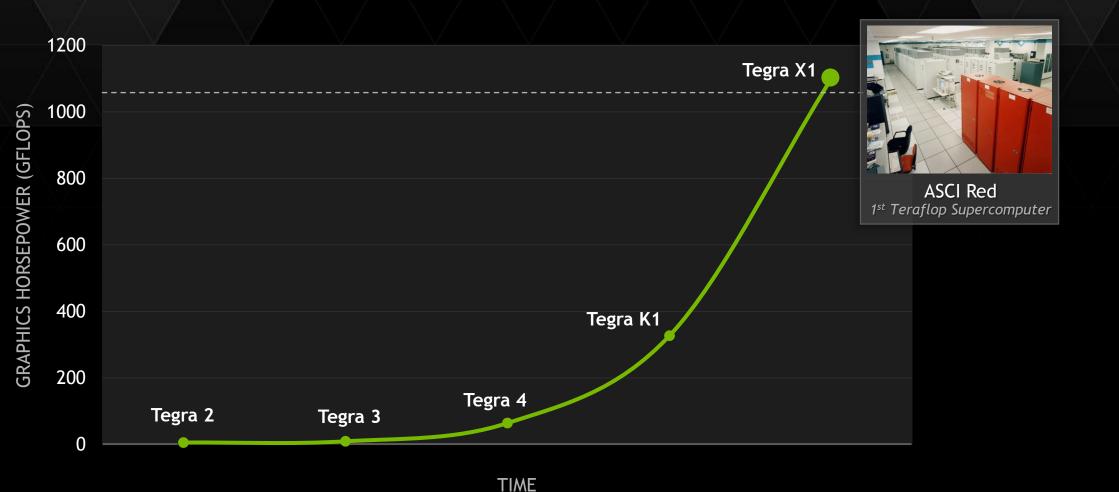
256-core Maxwell GPU | 8-core 64bit ARM CPU | 60 fps 4K Video (H.265/VP9) | 20nm

RAISING THE BAR. AGAIN.





WORLD'S 1ST TERAFLOPS MOBILE PROCESSOR



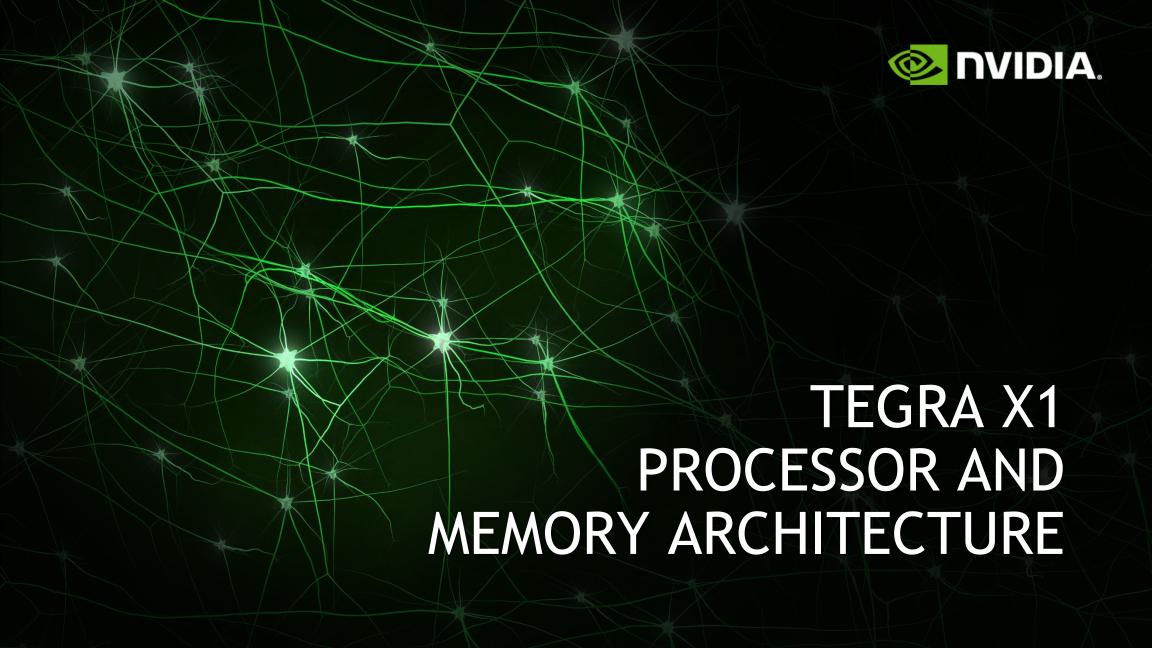


THE MOST ADVANCED GPU. AGAIN.

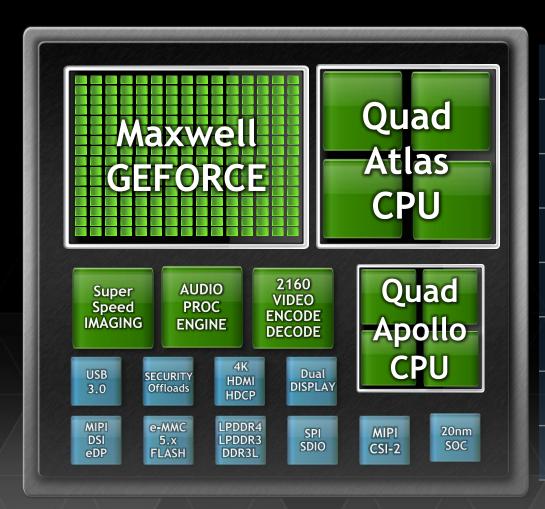
	TEGRA X1 Maxwell Graphics	GEFORCE GTX 980
OpenGL ES 3.1	✓	✓
AEP	✓	✓
OpenGL 4.5	✓	✓
DX12	✓	✓
CUDA 6.0	✓	✓

REST OF THIS TALK

- 1 Processor and memory architecture
- 2 Maxwell GPU advances
- 3 Computer vision
- 4 4K video
- 5 Shield Android TV / console
- 6 Demos



TEGRA X1 - OVERVIEW



GRAPHICS	Maxwell GeForce - World's Fastest GPU 2 x SMM units, DX-next, OpenGL 4.4
СРИ	Octo-Core 64b ARM v8 CPU Complex 4xCA57 Atlas/2MB L2; 4xCA53 Apollo/512KB L2
MEMORY	64b / Dual-Quad Channel Memory Interface LPDDR4-3200, LPDDR3E-1866, DDR3L-1866
VIDEO	4K x 2K Encode and Decode H.264, H.265, VP8, VP9 (dec-only)
POWER	Low Power 20nm, HW Offloads, Isolated Pwr Rails, PRISM
DISPLAY	4K x 2K 24b @60Hz, 1080p @120Hz DSI 2x4, eDP, High Speed HDMI 2.0, DP
IMAGING	Full Quad Camera imaging, Dual ISP 650Mp/s Maxwell 16fp imaging GPGPU, HW AO-HDR
Mobile I/O	Designed for mobile e.MMC5.x, USB3.0/2.0/HSIC, SD/SDIO 3.0, CSI-2

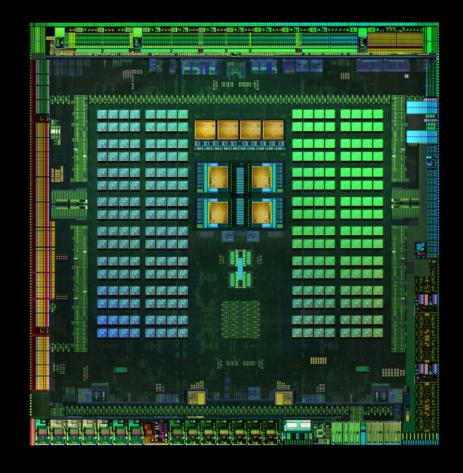
TEGRA X1 CPU CONFIGURATION

4 HIGH PERFORMANCE A57 BIG CORES

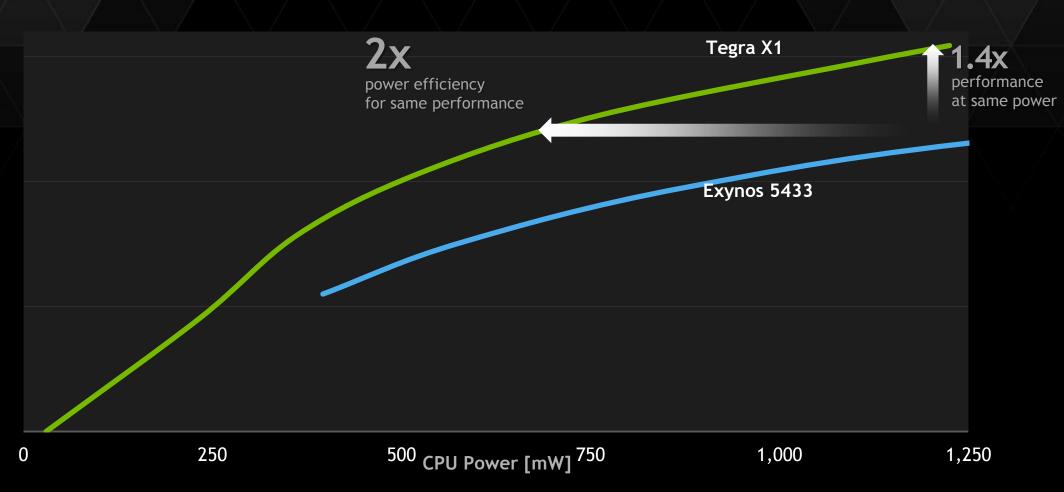
- > 2MB L2 cache
- ▶ 48KB L1 instruction cache
- > 32KB L1 data cache

4 HIGH EFFICIENCY A53 LITTLE CORES

- ▶ 512KB L2 cache
- ▶ 32KB L1 instruction cache
- > 32KB L1 data cache



2X CPU EFFICIENCY



LPDDR4

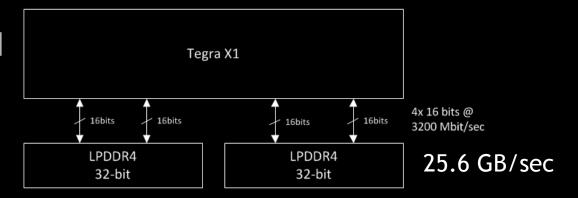
- Memory system capabilities dictated by DRAM technology
- Internal DRAM array structure and speeds change little over generations (~200 MHz internal clock)
- > IO speed increasing exponentially over last generations
 - ▶ LPDDR 400 Mbit/sec
 - ▶ LPDDR2 1066 Mbit/sec
 - ▶ LPDDR3 1866 Mbit/sec
 - ▶ LPDDR4 3200 Mbit/sec
- ▶ LPDDR4 runs at 40% less power than LPDDR3



LPDDR4

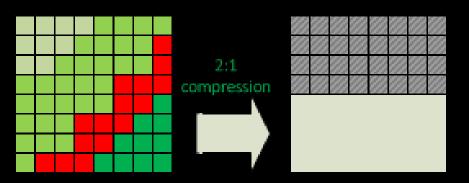
- 32-bit channel becomes pair of 16-bit channels with higher burst length (same 32B transfer atom)
- Low Voltage Swing Terminated Logic (LVSTL) I/O interface
- Doubling of the interface speed requires additional training, clocking changes



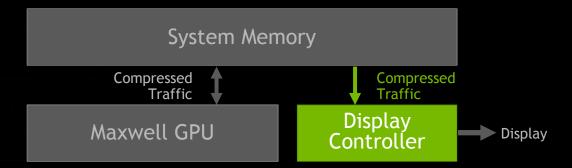


TEGRA X1 COMPRESSION ADVANCES

3RD GEN DELTA COLOR COMPRESSION



NEW END-TO-END COMPRESSION



MEMORY COMPRESSION

Original Image



Image taken on Half Life 2

MEMORY COMPRESSION

3rd Generation Delta Color Compression

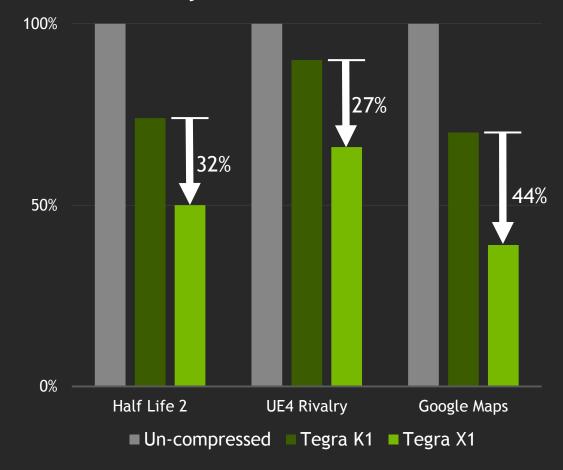


Compressed pixels colored in purple

MEMORY BANDWIDTH REDUCTION

- Enhanced Compression Algorithms
- Enhanced Caching Effectiveness
- New End-to-End Compression

Memory Bandwidth Reduction



Tegra X1 DRAM Energy Efficiency

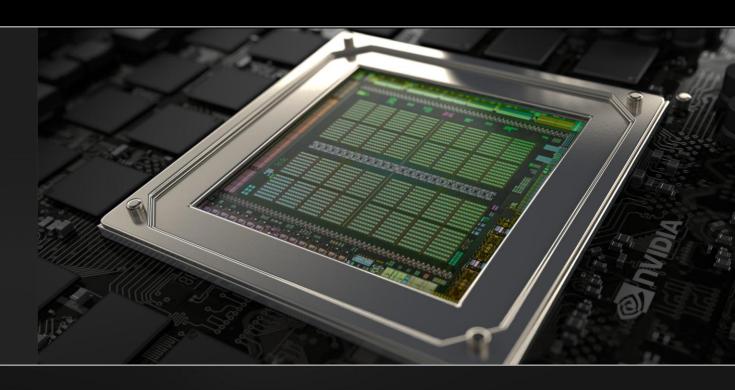
GFXBench 3.0 Manhattan

	TEGRA K1	TEGRA X1	
Bytes per frame efficiency	1x	1.5x	Bandwidth reduction due to Maxwell architecture + end-to-end compression
Dram pJ/byte efficiency	1x	1.4x	pJ/Byte reduction due to LPDDR4 vs LPDDR3
DRAM energy efficiency	1x	2.1x	





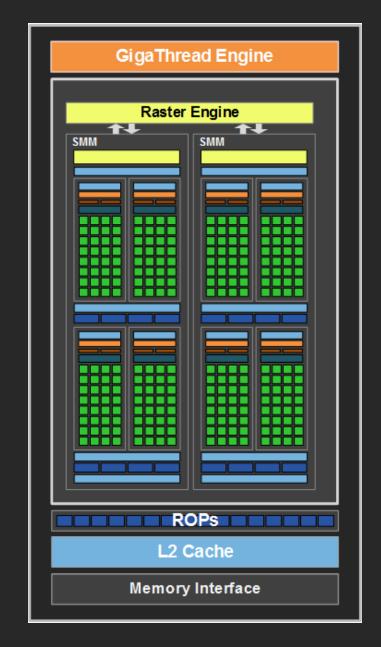
THE MOST ADVANCED GPU EVER BUILT



"...faster, less power hungry, and quieter... once again NVIDIA has landed the technical trifecta"

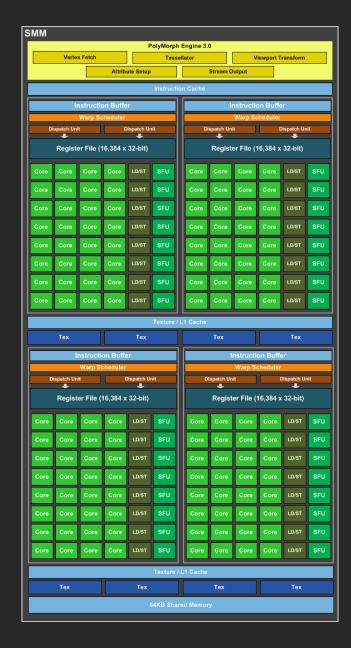
TEGRA X1 MAXWELL GPU

- 2x performance vs Tegra K1
- 2x perf/watt vs Tegra K1
- ▶ 2 SM
- 256 CUDA Cores
- 2 Geometry Units
- ▶ 16 Texture Units
- ▶ 16 ROP Units
- Maxwell Memory Architecture
- ▶ 64-bit LPDDR4



TEGRA X1 MAXWELL SM

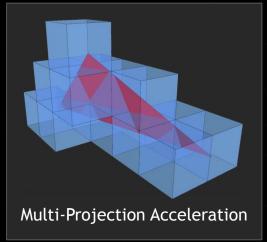
- 2x Energy Efficiency vs Tegra K1
- 40% higher perf per core
- Improved scheduler
- New datapath organization
- Enhanced memory hierarchy
- Double speed FP16



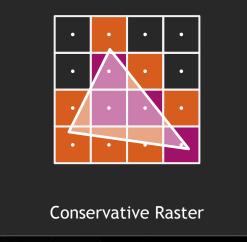
NEXT-GENERATION GRAPHICS FEATURES



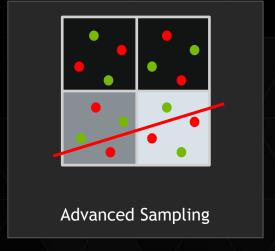














VXGI VOXEL GLOBAL ILLUMINATION

Dynamic

1-bounce Indirect Diffuse, Specular, Reflections, Area Lights

Available for UE4 and other major engines (Q4)



VR DIRECT

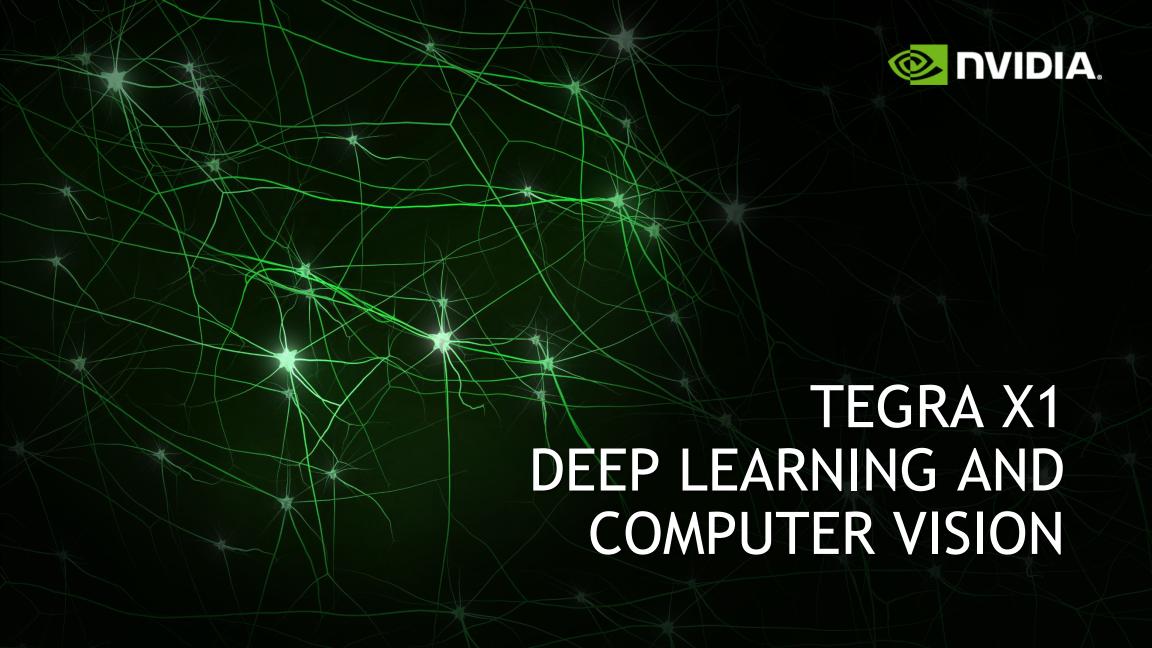
Auto Stereo

Low Latency

Auto Asynchronous Warp

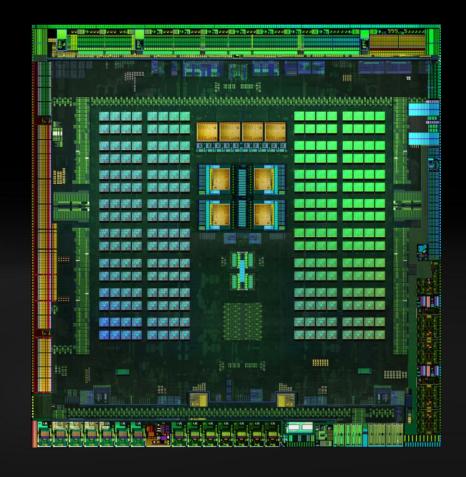


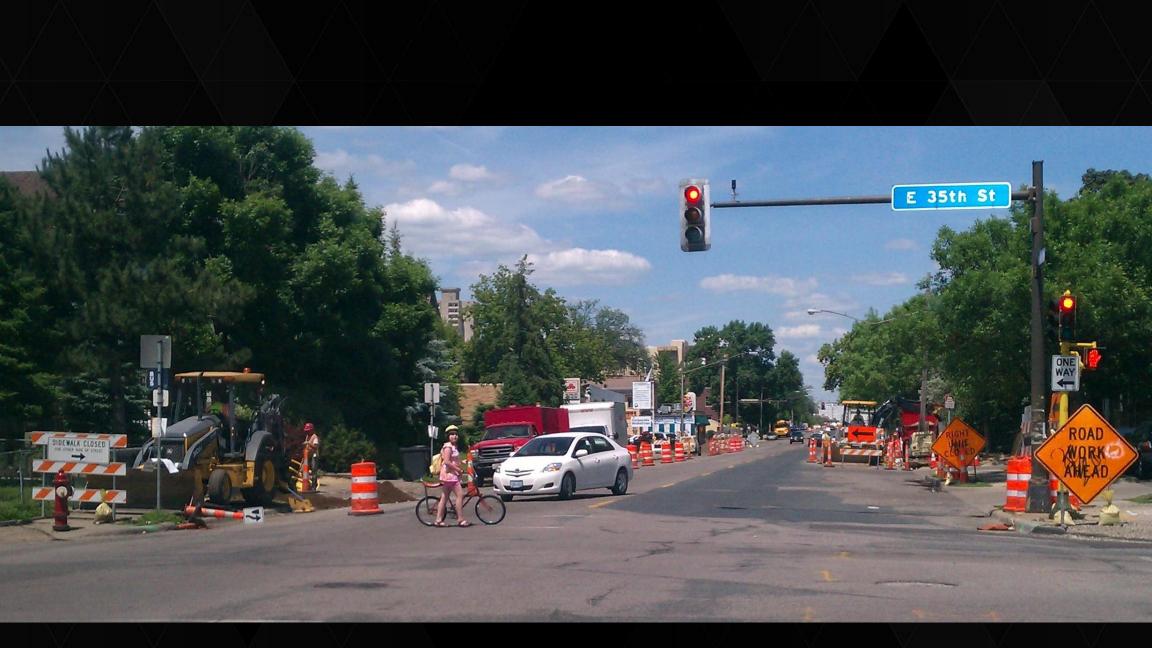




BUILT FOR COMPUTER VISION

- High computational horsepower
- Low power consumption
- General purpose programmability
- Multi-camera support
- High performance HD video and image processing





Street Name Bicycle

Pedestrian Equipment Traffic Cone

Road Outline

Hydrant

Traffic Light

Traffic Sign

School Bus



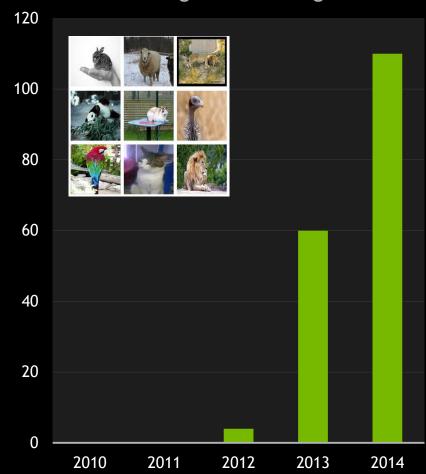
GPUs Revolutionizing Deep Learning Across Industries

"In 2009, Andrew Ng and a team at Stanford realized that GPU chips could run neural networks in parallel. Today neural nets running on GPUs are routinely used by cloud-enabled companies such as Facebook to identify your friends in photos or, in the case of Netflix, to make reliable recommendations for its more than 50 million subscribers."

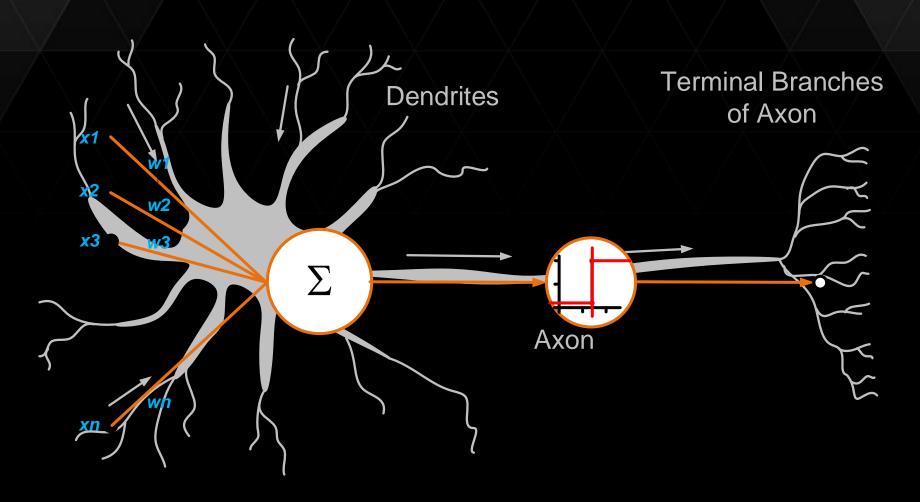


95% OF ENTRIES USING GPUs IN 2014

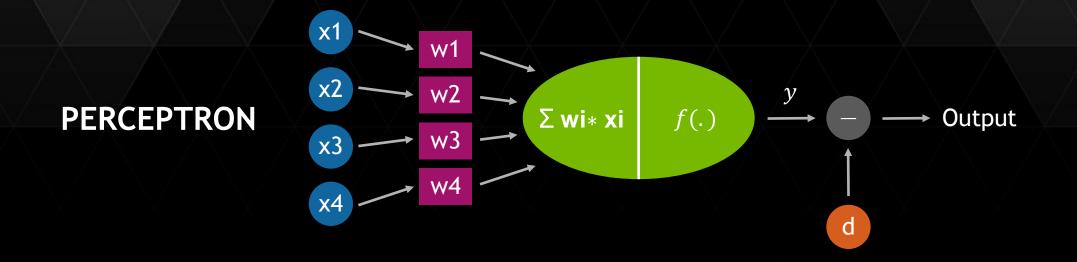
ImageNet Challenge



ARTIFICIAL NEURAL NETWORKS

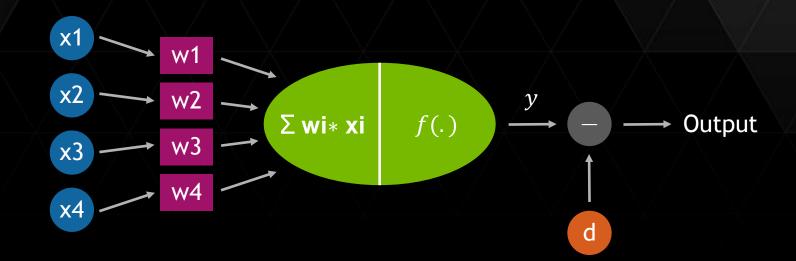


THE PERCEPTRON — THE SIMPLEST MODEL

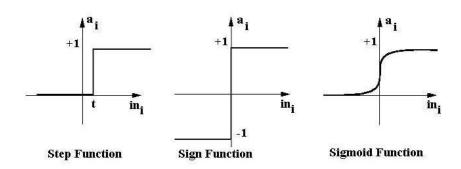


THE PERCEPTRON — THE SIMPLEST MODEL

PERCEPTRON



ACTIVATION FUNCTIONS:



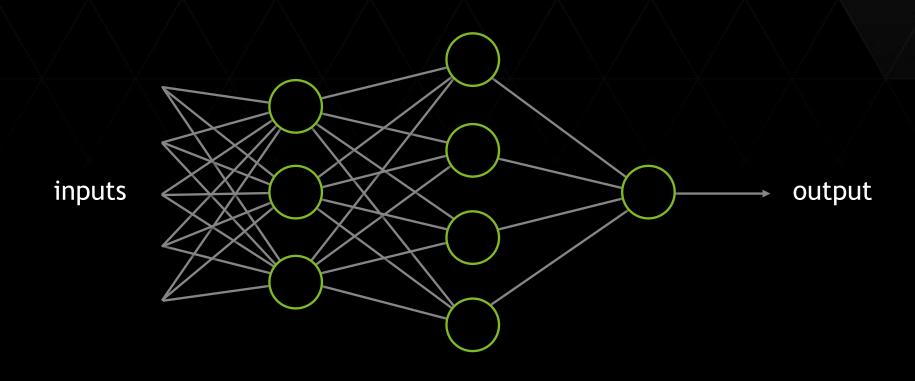
LEARNING:

$$y^{(t)} = f \left\{ \sum_{i} w_{i}^{(t)} x_{i}^{(t)} \right\}$$

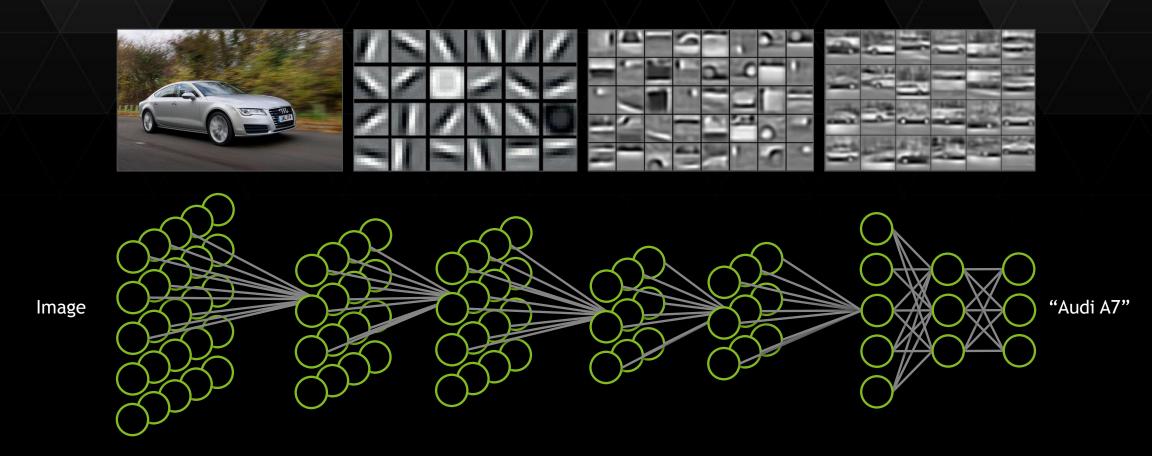
$$\Delta w_{i}^{(t)} = \varepsilon (d^{(t)} - y^{(t)}) x_{i}^{(t)}$$

$$w_{i}^{(t+1)} = w_{i}^{(t)} + \Delta w_{i}^{(t)}$$

MULTILAYER NEURAL NETWORKS

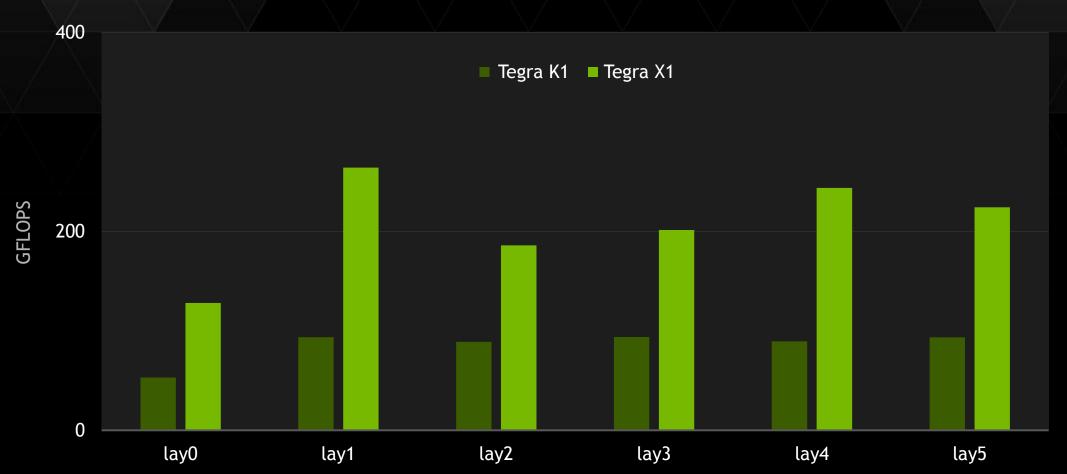


HOW A TRAINED MACHINE SEES



TEGRA X1 FOR DEEP LEARNING

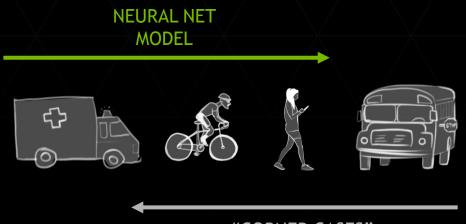
OverFeat for Classification



CARS THAT SEE BETTER



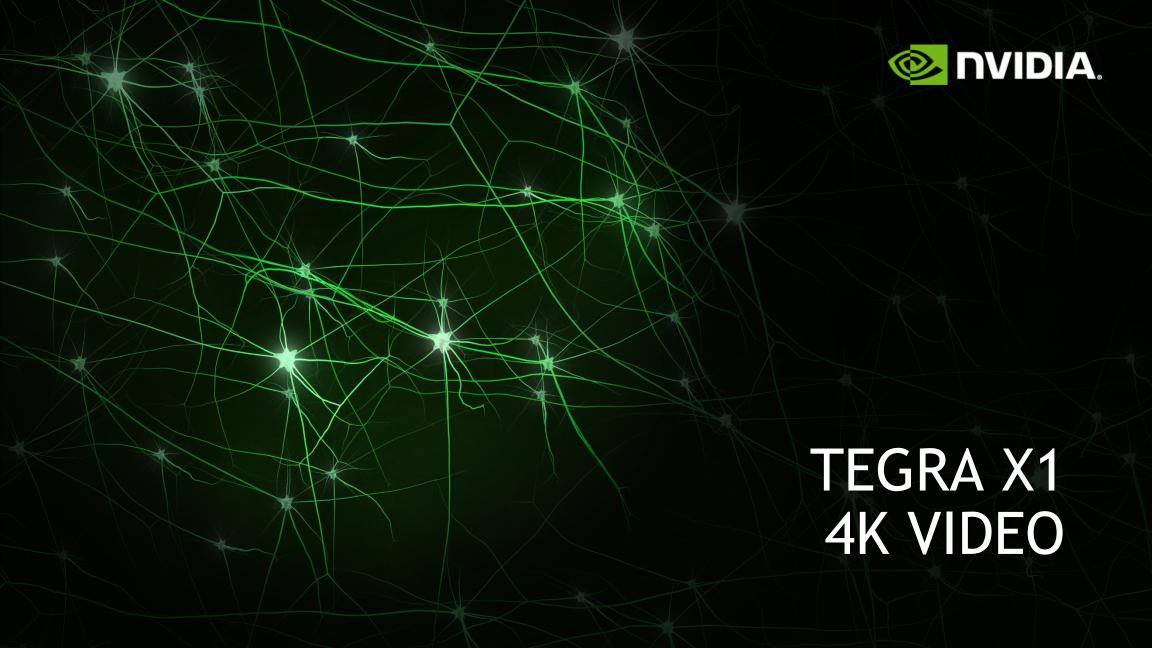
NVIDIA TESLA SUPERCOMPUTER FOR TRAINING



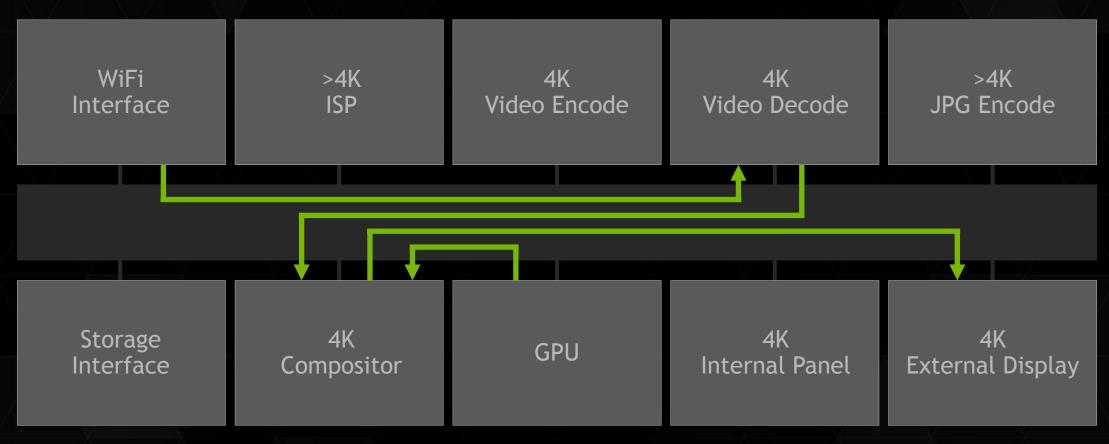
"CORNER CASES"
TO REFINE MODEL



NVIDIA TEGRA SUPERCHIP FOR CLASSIFICATION



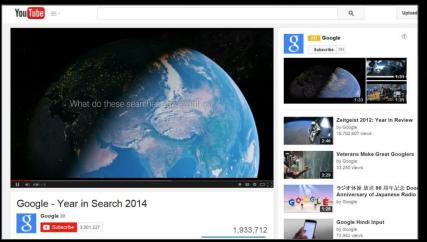
END-TO-END 4K PIPELINE



60 fps 4K STREAMING

THE FULL 4K EXPERIENCE





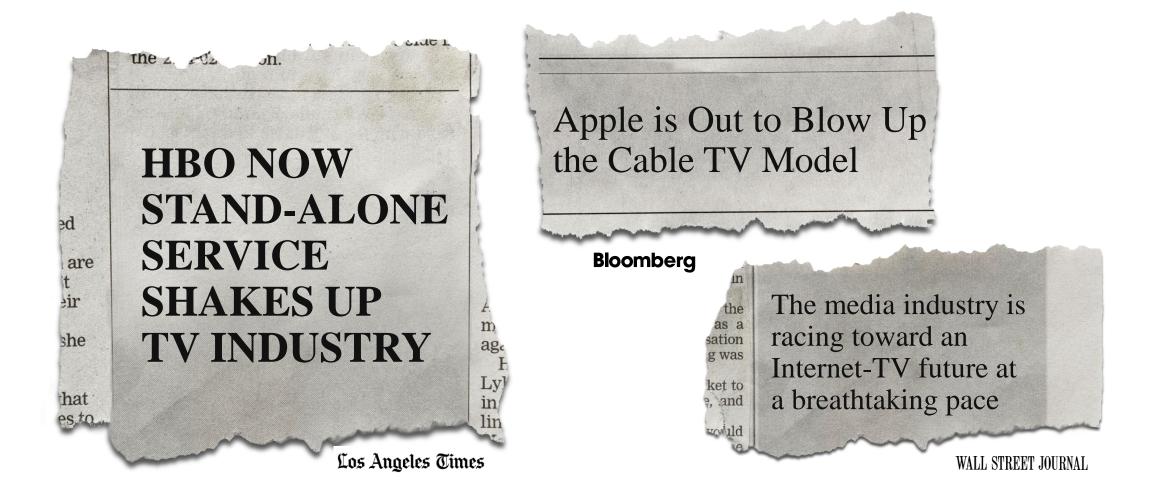


Tegra X1 — Video, Memory, Display Specs

DESCRIPTION	TEGRA K1	TEGRA X1	TEGRA X1 vs TEGRA K1
Video Decode VP9 VP8 H.264 H.265 JPEG	- 2160p 30 2160p 30 - 120MPix/s	2160p 60 2160p 60 2160p 60 2160p 60 (10-bit) 600MPix/s	New 2X 2X 2X New 5X
Video Encode VP8 H.264 H.265 JPEG	- 120MPix/s	2160p 30 600MPix/s	New 5X
Video Image Compositor	800MPix/s	4000MPix/s	5X
Internal Display	3200x2000 @60Hz	2160p @60Hz VESA DSC Compression	1.4X New
External Display	2160p 30 HDMI 1.4b HDCP 1.4	2160p 60 HDMI 2.0 HDCP 2.2	2X New New
Memory	LPDDR3 14.9GB/s (LP3)	LPDDR3, LPDDR4 25.6GB/s (LP4)	New 1.7X



BATTLE FOR THE LIVING ROOM



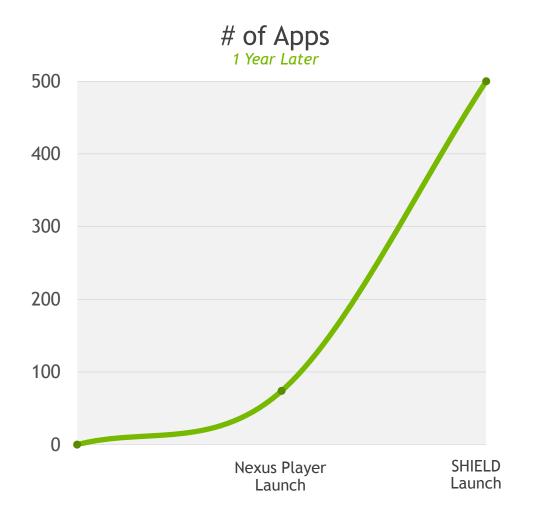
CHANNELS Become APPS



"We are only at the beginning of this app driven evolution."

- Chris Louie VP @ Nielsen, Nov 2014

ANDROID TV MOMENTUM



Recently Announced



























SHIELD

"The flagship of Android TV"

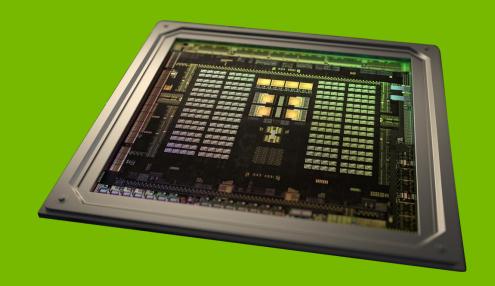
TEGRA X1: MOST ADVANCED MOBILE PROCESSOR

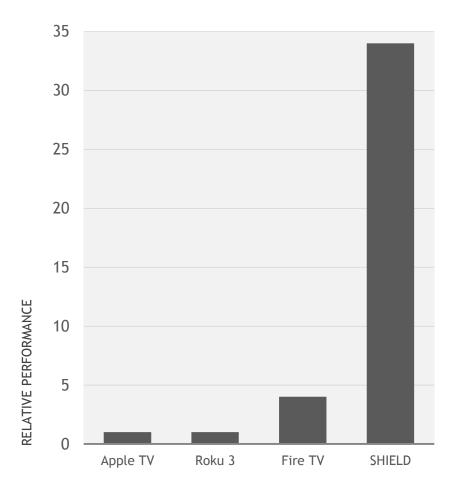
CONNECTED TO A WORLD OF CONTENT IN 4K

AMAZING GAMES

"SHIELD is powered by Tegra X1, meaning it massively overpowers rivals like Fire TV and Apple TV."

- Tech Radar





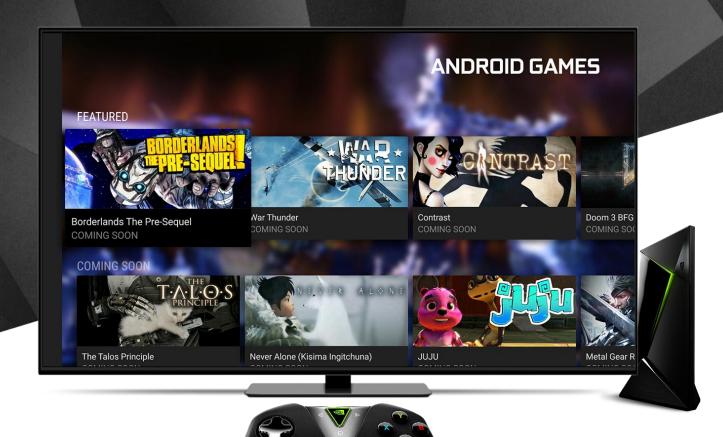
Data: GFXBench T-Rex off-screen

WITH 4K MOVIES AND SHOWS.





WITH Amazing GAMES.





WITH a world of apps.





The FLAGSHIP OF ANDROID TV



- 1 Processor and memory architecture
- 2 Maxwell GPU advances
- 3 Computer vision
- 4 4K video
- 5 Shield Android TV / console
- 6 Demos