EVENT PROPOSAL

Event Name	Seminar on GPU Technology
Date(s)	12-12-2021
Number of Days	01
Time	11:00 AM TO 12:30 PM
Location Mode (Online / Offline)	Online
Purpose of Event	The purpose of the event "Seminar on GPU Technology" is to let the attendees get to know about the basics of GPU Technology and GPU Architecture. This seminar also enlightens the attendees about the areas where GPU Technology can be applicable.
Target Audience	$1^{st} - 4^{th}$ Year Students
Expected Number of Attendees	100
Event Description	The event "Seminar on GPU Technology" is being conducted in collaboration with GPUG Student Chapter of VIT-AP. The main aim of the event is to introduce the participants about the booming technology of Graphics Processing Unit. The event speaker is "Sandip Manne" who is well versed in this industry and will help the participants to process many pieces of data simultaneously using GPU.
Learning Outcome	By the end of the event the attendees will get to know about the fundamentals of GPU Technology and Architecture and how this technology helps the users to make the use of GPU in machine learning, video editing, and gaming applications.
Budget required	NA
Any other resources required	NA