**Currently focusing on hardware research:**

* Mostly includes hardware related to AI Acceleration and Scaling, using sources from third party news sources and major manufacturers like Nvidia.
* Deep dives into the inner workings of GPU components, for example memory types in GPUs like HMB, GDDR, VRAM.
* Major difference between how a CPU and GPU process information.
* General information about how a computer hardware works and its components

**Future Plans**

* Slowly Learn how to code in C Language, as it wont just be used in CS&AI classes but also in the computer programming class
* Study more about the history of AI and how the AI boom of the 2020s came to be
* More details about how the biggest player in the AI boom, Nvidia was formed
* General history of the development of the GPU and the companies and people involved in it