

NVIDIA GTC SPRING

NVIDIA GTC は、AI、グラフィックス、アクセラレーテッド コンピューティング、インテリジェント ネットワーキングなどにおける技術革新を紹介するイベントです。GTC では、現代で最も斬新なテクノロジーに関するさまざまなインタラクティブ セッション、プレゼンテーション、デモ、ポッドキャスト、トレーニングなどを提供します。

登録・参加無料：

・登録サイト <https://www.nvidia.com/ja-jp/gtc/?ncid=partn-38038>

スケジュール：

- ・基調講演（日本時間）4月13日 10:00（日本語字幕）
 - ・カンファレンス&トレーニング（日本時間）4月13日～16日
- ※ 日本語セッションもあります。

おすすめGTCセッション - 基調講演

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S33016	GTC Keynote (APAC Rebroadcast) [S33016]	Jensen Huang, Founder and CEO, NVIDIA	4/13/2021	10:00

日本語
字幕

おすすめGTCセッション - 日本語セッションまとめ

APRIL 12 - 23, 2021
<https://www.nvidia.com/ja-jp/gtc/?ncid=partn-38038>

	14日 (水)		15日 (木)	
10:00 - 11:00	S32816	S32675	S32672	S32815
	ABCI 2.0: 大規模オープンAIインフラストラクチャの大幅アップグレード	人工知能が俳句を詠む日 ～機械が知能を獲得するために	NTTドコモとEDGEMATRIXの映像エッジAIプラットフォームで、AIをもっと身近に ～導入が始まる「5G x インテリジェントビデオ分析」～	FUJITSU DATA CENTER REFERENCE DESIGN -ZINRAI DEEP LEARNING SYSTEM with NetApp
	産業技術総合研究所	北海道大学	株式会社NTTドコモ EDGEMATRIX株式会社	富士通株式会社
11:00 - 11:40	S32674	S32727		S32819
	AI模倣学習の商品化	Multi-tenancy Data Center Networking with SRv6		金融領域におけるGPUの活用
	株式会社デンソーウェーブ	LINE株式会社		HEROZ株式会社
12:00 - 12:40	S32677	S32367	S32728	S32812
	GPUで加速する AI モデル作成と解析 ～ Elasticsearchと Azure AIを活用～	Create a Virtual Custom Guitar Using Ray Tracing	コロナ禍の働き方を支援するデジタルワークスペース、vGPU搭載VDIにより快適なテレワーク環境を	GPUが可能とする大規模ゲノムデータ解析基盤のエクスポネンシャル進化
	Elastic	Daisuke Sakamoto	株式会社NTTデータ	東京大学医科学研究所
13:00 - 13:40	S32813	S32817	S31217	S33204
	富士フィルムが目指す未来の医療DX戦略：AI技術「REiLI」による次世代診断ワークフロー	超大規模ニューラルネットワークのための並列分散学習ミドルウェアRaNNC	AI Platform with Kubernetes and GPU in Private Cloud	Jetsonを活用した自動運転モビリティサービス
	富士フィルム株式会社	情報通信研究機構	ヤフー株式会社	WHILL株式会社

※ うす緑の色付きのセッションは、セッションカタログで公開済みです。

おすすめGTCセッション - ディープラーニング

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
日本語 S31265	Beyond RGB: Transfer Image Knowledge to Multimodal Learning [S31265]	Lin Gu, Research Scientist, RIKEN AIP, Japan	4/13/2021	8:00
日本語 S32816	ABCI 2.0: 大規模オープンAIインフラストラクチャの大幅アップグレード ABCI 2.0: A Major Upgrade of Large-scale Open AI Computing Infrastructure [S32816]	小川 宏高, 産業技術総合研究所	4/14/2021	10:00
日本語 S32817	超大規模ニューラルネットワークのための自動並列化深層学習ミドルウェア RaNNC RaNNC RaNNC: Distributed Deep Learning Middleware for Extremely Large-Scale Neural Network [S32817]	田仲 正弘, 主任研究員, 情報通信研究機構	4/14/2021	13:00
日本語 S32815	Fujitsu Data Center Reference Design: Zinrai Deep Learning System with Netapp [S32815]	木内 一慶, Senior Director HYPERSCALE DIV. INFRASTRUCTURE SYSTEM BUSINESS UNIT, 富士通株式会社	4/15/2021	10:00
日本語 S32819	金融領域におけるGPUの活用 Utilization of GPU in the Financial Field [S32819]	井口 圭一, 取締役CTO兼開発部長, HEROZ株式会社	4/15/2021	11:00

おすすめGTCセッション - 高等教育・研究

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S32092	A Future with Self-Driving Vehicles [S32092]	Raquel Urtasun, Professor, University of Toronto	4/13/2021	3:00
S32760	Human-Inspired Inductive Biases for Causal Reasoning and Out-of-Distribution Generalization [S32760]	Yoshua Bengio, Full Professor, University of Montreal and Founder and Scientific Director, Mila - Quebec Artificial Intelligence Institute, University of Montreal, Mila - Quebec Artificial Intelligence Institute	4/13/2021	4:00
S31858	Convergence of AI and HPC to Solve Grand Challenge Science Problems [S31858]	Tom Gibbs, Manager, Developer Relations, NVIDIA	4/13/2021	5:00
S32110	Using Molecular Simulations to Help Guide Pharmaceutical Drug Discovery [S32110]	David Mobley, Professor, University of California, Irvine	4/13/2021	8:00
S31905	Deep Learning Warm-Starts Grasp-Optimized Motion Planning [S31905]	Jeff Ichnowski, Postdoctoral Researcher, University of California - Berkeley	4/14/2021	2:00
S31685	Preparing Students for a Career in Media and Entertainment with Remote Workflows, AI, and Virtual Production [S31685]	Andrew Cook, Senior Manager, Deep Learning Institute, NVIDIA	4/15/2021	1:00
S33090	Insights from NVIDIA Research [S33090]	Bill Dally, Chief Scientist & SVP Research, NVIDIA	4/16/2021	2:00
S32258	Accelerate Your Journey to AI through the Experience of the University of Florida [S32258]	Cheryl Martin, Director, Higher Education and Research, NVIDIA	4/16/2021	2:00
S31587	Full-Time Interactive Ray Tracing for Scientific Visualization: The VMD Experience [S31587]	John Stone, Senior Research Programmer, University of Illinois at Urbana Champaign	4/16/2021	3:00

おすすめGTCセッション - AI FOR ENTERPRISE

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S31900	A Vision for the Next Decade of Computing [S31900]	Rene Haas, President, IP Products Group, Arm	4/13/2021	2:00
S31938	AI Implementation at Scale: Lessons from the Front Lines [S31938]	Ashok Srivastava, Senior Vice President and Chief Data Officer, Intuit	4/13/2021	3:00
S32277	Enterprise AI: Enabling the Next Wave of Digital Transformation [S32277]	Miroslav Hodak, Global AI Architect, Lenovo	4/13/2021	4:00
S32743	The Next Step for AI Nations: Developing a National AI Compute Plan [S32743]	Keith Strier, VP Worldwide AI Initiatives, NVIDIA	4/13/2021	8:00
S31959	AI is the Future of Entertainment [S31959]	Richard Butler, CEO, BEN	4/13/2021	8:00
S32278	Architecting the Secure Accelerated Data Center of the Future [S32278]	Michael Kagan, CTO, NVIDIA	4/13/2021	22:00
S32605	The AI-Powered Evolution of Agriculture [S32605]	Ozzy Johnson, SE lead, Developer program, NVIDIA	4/14/2021	1:00
日本語 S32675	人工知能が俳句を詠む日 ～ 機械が知能を獲得するために The Day Artificial Intelligence Composes Haiku: For Machines to Gain Intelligence [S32675]	川村 秀憲, 教授, 北海道大学大学院情報科学研究院	4/14/2021	10:00
S32013	Top AI Use Cases Implemented by the Most Innovative Retailers [S32013]	Chris Walton, Founder and Editor-in-Chief, Omni Talk	4/15/2021	23:00

おすすめGTCセッション - 製造業

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S32207	The Future of Advertising [S32207]	Perry Nightingale, SVP, Creative AI, WPP	4/13/2021	8:00
S31681	Physics-Informed Neural Network for Fluid-Dynamics Simulation and Design [S31681]	Biswadip Dey, Research Scientist, Siemens	4/13/2021	8:00
S31832	High-Fidelity Digital Twin Visualization for Large-Scale Infrastructure Projects [S31832]	David Burdick, Senior Product Manager, Bentley Systems	4/13/2021	8:00
S31367	A Simulation-First Approach in Leveraging Collaborative Robots for Inspecting BMW Vehicles [S31367]	Anderson Vankayala, Machine Learning Engineer, BMW Innovation and Research, Silicon Valley	4/13/2021	23:00
日本語 S32674	AI模倣学習の商品化 Commercialization of Limitation Learning [S32674]	澤田 洋祐, FA・ロボット事業部 ソリューションビジネス推進部 株式会社デンソーウェーブ	4/14/2021	11:00
S31226	Leveraging GPU Acceleration in Design to Manufacturing Workflow: Topology Optimization for 3D Print Production [S31226]	Aram Goganian, Co-Owner / CEO, Predator Cycling	4/15/2021	5:00
S32398	BMW's Approach to a Holistic Digital Twin Using NVIDIA's Omniverse [S32398]	Sebastian Schwarz, General Manager, NetAllied Systems	4/15/2021	23:00

おすすめGTCセッション - データサイエンス

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S32220	How Walmart Improves Computationally Intensive Business Processes with NVIDIA GPU Computing [S32220]	John Bowman, Director, Data Science, Walmart Richard Ulrich, Senior Director II, Wal-Mart Stores, Inc. - USA	4/13/2021	3:00
日本語 S31301	Chemicals Informatics: Software to Streamline New Product Research in the Chemical Industry [S31301]	Takashi Isobe, Director of Software/AI Development, Hitachi High Tech America	4/13/2021	8:00
日本語 S32677	GPUで加速する AI モデル作成と解析 ~ Elasticsearch と Azure AI を活用 ~ GPU-Accelerated AI Model Creation and Analysis: Using Elasticsearch and Azure AI [S32677]	鈴木 章太郎, Technical Product Marketing Manager/Evangelist, Elastic	4/14/2021	12:00
SS32979	Transforming Experiences of the Past Through the Power of AI and Z by HP Data Science Workstations (Presented by Z by HP) [SS32979]	Denis Shiryaev, CEO and Product Director , Neural Love Andrew Kemp, Data Science / AI Segment Manager , HP	4/15/2021	1:00
S32147	Data Science Stack 3.0: Jumpstarting Data Science Workflows on NVIDIA Data Science Workstations [S32147]	Dima Rekish, Data Science Architect, NVIDIA Karan Jhavar, Senior Product Manager, NVIDIA	4/15/2021	3:00
S31604	Fighting Fraud with One App in Many Ways: GPU-Accelerated End-to-End MLops on Kubernetes [S31604]	Sophie Watson, Principal Data Scientist, Red Hat William Benton, Principal Product Architect, NVIDIA	4/16/2021	2:00
S32457	NASA and NVIDIA Collaborate to Accelerate Data Science and Scientific Use Cases [S32457]	Zahra Ronaghi, System Software Manager, NVIDIA	4/22/2021	2:00

おすすめGTCセッション - 医療用画像

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S31385	Ensemble Learning Models Provide Expert-Level Prenatal Detection of Complex Heart Birth Defects [S31385]	Rima Arnaout, Assistant Professor, University of California, San Francisco	4/13/2021	6:00
SS33101	Infrastructure in Finding Cures and Saving Children with St. Jude Children's Research Hospital (Presented by Mark III Systems) [SS33101]	Zhaohua Lu, Assistant Member, St. Jude Faculty, St. Jude Children's Research Hospital	4/13/2021	8:00
S31930	AI in Medical Imaging and Smart Medical Devices [S31930]	Terrence Chen, CEO of U.S., United Imaging Intelligence	4/13/2021	8:00
S32014	Developing Robust Medical Imaging AI Applications: Federated Learning and Other Approaches [S32014]	Daniel Rubin, Professor, Stanford University	4/13/2021	8:00
S31826	A Comprehensive Use Case of Clinical Deployment of AI Models In Hospitals [S31826]	Behrooz Hashemian, Machine Learning Lead, Mass General Brigham Jiahui Guan, Data Scientist, NVIDIA	4/13/2021	22:00
日本語 S32813	富士フィルムが目指す未来の医療DX戦略：AI技術「REiLI」による次世代診断ワークフロー FUJIFILM's Medical DX Strategy for the Future: Next-Gen Diagnostic Workflow by the AI Technology "REiLI" [S32813]	鍋田 敏之, メディカルシステム開発センター長 経営企画本部 ICT戦略推進室 副室長, 富士フィルム株式会社	4/14/2021	13:00
日本語 S32812	GPUが可能とする大規模ゲノムデータ解析基盤のエクスポネンシャル進化 Exponential Evolution of Large-Scale Genome Data Analysis Platform Enabled by GPU [S32812]	井元 清哉, ヒトゲノム解析センター長, 東京大学医科学研究所	4/15/2021	12:00

おすすめGTCセッション - VIRTUAL REALITY

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S32359	CloudXR and XR Streaming 101 [S32359]	Layla Mah, Insightful VR David Weinstein, Director XR, NVIDIA	4/13/2021	3:00
S32031	XR Streaming from 5G Mobile Edge Using AWS Wavelength and NVIDIA CloudXR SDK [S32031]	Savi Venkatachalapathy, Global GTM-BD Specialist, AWS Wavelength, AWS, Amazon	4/13/2021	20:00
S32392	XR Collaboration and Virtual Platforms: A Path Forward [S32392]	Thomas Bedenk, VP Extended Reality, Endava Jan Pflueger, Founder and Advisor, advisXR	4/14/2021	1:00
S32000	An Overview of NVIDIA CloudXR [S32000]	Rouslan Dimitrov, Distinguished Engineer, NVIDIA	4/14/2021	2:00
E32338	Industry 4.0 5G VR Digital Twin: BT Collaboration Using 5G Private Network with CloudXR Integrated with Siemens NX Delivery Process and Technology [E32338]	Ankita Sharma, Senior Product Marketing, NVIDIA	4/14/2021	7:00
S31924	Autodesk VRED with NVIDIA CloudXR and Varjo XR3: Unparalleled XR Quality and Data Complexity [S31924]	Simon Nagel, Expert for Visualization for Realtime Rendering, Autodesk	4/14/2021	22:00

おすすめGTCセッション - グラフィックス & デザイン

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
SS32353	Digital Transformation Is Here: Augmenting Human Capacity with Exponential Compute (Presented by Autodesk) [SS32353]	Amy Bunszel, EVP AEC Design Solutions, Autodesk	4/14/2021	2:00
S32659	A New Era in Virtual Cinematography [S32659]	Rob Legato, Visual Effects Supervisor, Rob Legato	4/15/2021	3:00
S32708	From Storytelling to StoryLiving: A Vision for the Future of Immersive Entertainment [S32708]	Vicki Dobbs Beck, Executive In Charge, ILMxLAB	4/16/2021	2:00
SS31853	How open standards are helping Autodesk solve today's crucial Media & Entertainment collaboration challenges (Presented by Autodesk) [SS31853]	Sarah Hodges, Autodesk VP and General Manager for Production Planning business line , Autodesk	4/16/2021	3:00

おすすめGTCセッション - メディア & エンターテインメント

APRIL 12 - 23, 2021
www.nvidia.com/gtc

Session ID	Title	Speaker	Date	Time (JST)
S32707	The Future of GPU Ray Tracing [S32707]	John Ison, Director, Media and Entertainment Partnerships, NVIDIA	4/13/2021	4:00
S32298	From Production Rendering with V-Ray GPU to Real-Time Ray Tracing with Chaos Vantage [S32298]	Alex Angelov, V-Ray GPU Team Lead, Chaos Phillip Miller, Vice President, Product Management, Chaos	4/13/2021	6:00
SS31513	Production Rendering on GPU with Arnold (Presented by Autodesk) [SS31513]	Adrien Herubel, Senior Principal Software Engineer, Autodesk	4/13/2021	23:00
S31736	What's New in OptiX [S31736]	Tony Kanell, Technical Program Manager, NVIDIA	4/14/2021	5:00
S31734	Introduction to the New JPEG XS Standard for Low-Latency, Visually Lossless Streaming in HD, 4K, and 8K [S31734]	Jean-Baptiste Lorent, Chief Marketing Officer, intoPIX	4/14/2021	22:00
S31886	Ultra-High Performance Video Streaming Meets the GPU with NVIDIA Rivermax [S31886]	Nir Nitzani, Senior Director, NBU Rivermax and IP Products, NVIDIA	4/15/2021	1:00
S31948	In-Camera VFX and Virtual Production Executive Panel [S31948]	Kim Libreri, CTO, Epic Games	4/15/2021	2:00
S32024	The Rise of Virtual Production [S32024]	Glenn Derry, The Illusion Cartel	4/15/2021	4:00
S31882	Creating Animated Digital Humans for Omniverse [S31882]	John Martin II, Vice President, Reallusion Elvis Huang, Head of Innovation, Reallusion	4/16/2021	0:00

おすすめGTCセッション - 建築設計

APRIL 12 - 23, 2021
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Session ID	Title	Speaker	Date	Time (JST)
S31434	Beyond Collaboration: An Insight On How Omniverse Collaboration Can Enhance Design Buildings in AEC [S31434]	Cobus Bothma, Director, Applied Research, Kohn Pedersen Fox	4/13/2021	8:00
S31839	Creating Cities with CityEngine, USD, and Omniverse [S31839]	Simon Haegler, Senior Software Developer, Esri R&D Center Zurich	4/13/2021	8:00
S32029	CannonDesign's Use of Substance Materials in Omniverse to Visualize AEC Content [S32029]	David Larsson, Senior Software Engineer, Adobe Ernesto Pacheco, Director of Visualization, CannonDesign	4/13/2021	8:00
S32391	Delivering Immersive AR/VR Experiences for Manufacturing and AEC Workflows over 5G and Wi-Fi [S32391]	Mike Leach, Solution Portfolio Lead, Lenovo	4/13/2021	22:00
S32040	How Omniverse will Affect the AEC Industry [S32040]	Fiona Cousins, Fellow, Arup	4/14/2021	1:00
S32353	Digital Transformation is Here: Augmenting Human Capacity with Exponential Compute	Amy Bunszel, EVP, Autodesk	4/14/2021	2:00

おすすめGTCセッション - OMNIVERSE

APRIL 12 - 23, 2021
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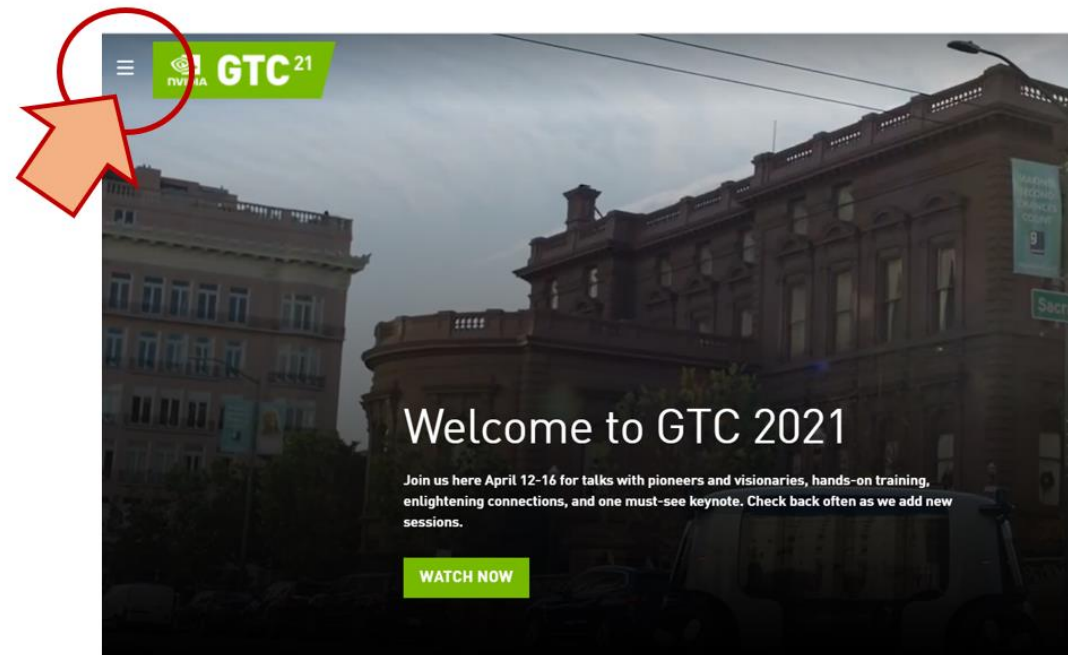
Session ID	Title	Speaker	Date	Time (JST)
S31946	Plumbing the Metaverse with USD [S31946]	Dean Takahashi, Lead Writer, VentureBeat	4/13/2021	2:00
S31824	Sim-to-Real in Isaac Sim [S31824]	Michael Gussert, Deep Learning Engineer, NVIDIA Hai Loc Lu, Lead System Software Engineer, NVIDIA	4/13/2021	3:00
S32195	The Business Side Of Omniverse [S32195]	Richard Kerris, GM, Omniverse, NVIDIA	4/13/2021	4:00
S32408	Introduction to RTX Technology and the Omniverse Platform [S32408]	Vincent Brisebois, Senior Product Marketing Manager, NVIDIA	4/13/2021	7:00
S31923	High-Quality Automatic Facial Animation with Audio2Face [S31923]	Edy Lim, Senior Technical Developer, NVIDIA	4/13/2021	8:00
S32040	How Omniverse will Affect the AEC Industry [S32040]	Fiona Cousins, Fellow, Arup	4/14/2021	1:00
S32621	Collaborative Game Development Using Omniverse [S32621]	Frank DeLise, Senior Director, Product Management - Omniverse, NVIDIA	4/15/2021	4:00
S32398	BMW's Approach to a Holistic Digital Twin Using NVIDIA's Omniverse [S32398]	Sebastian Schwarz, General Manager, NetAllied Systems	4/15/2021	23:00
S31837	The Omniverse RTX Renderer [S31837]	Ignacio Llamas, Director, Distinguished Engineer, Real-Time Ray Tracing Software, NVIDIA	4/16/2021	3:00

セッションカタログの確認方法

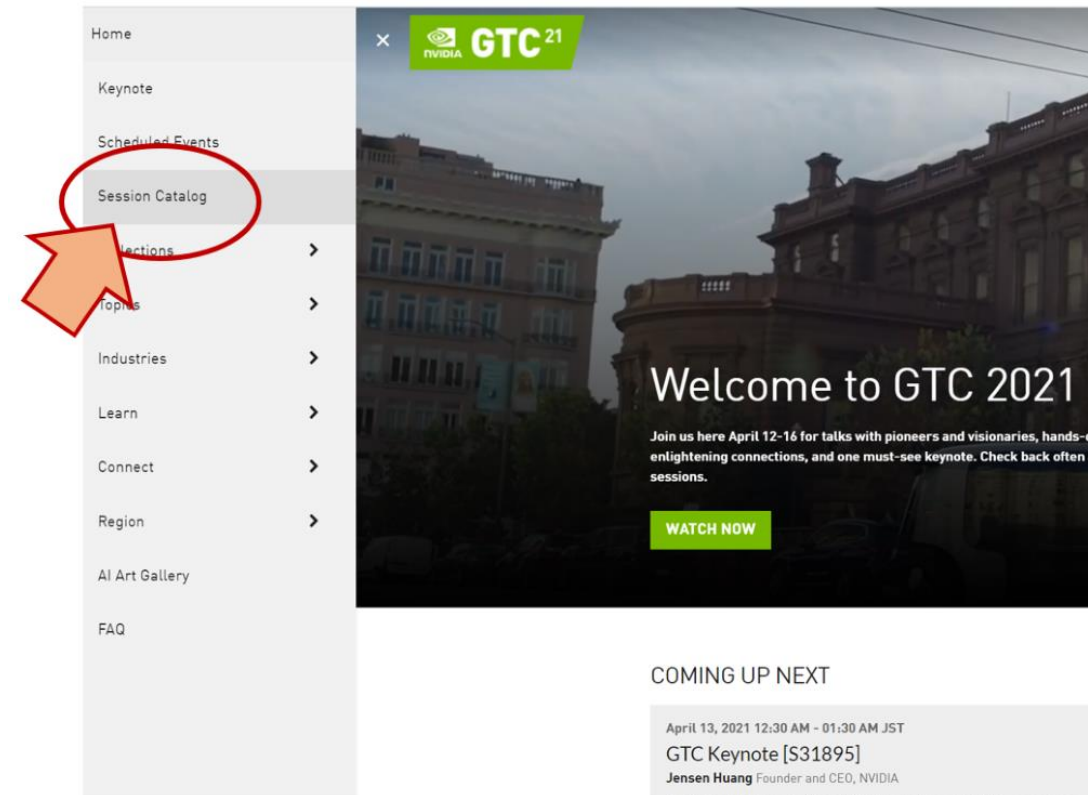
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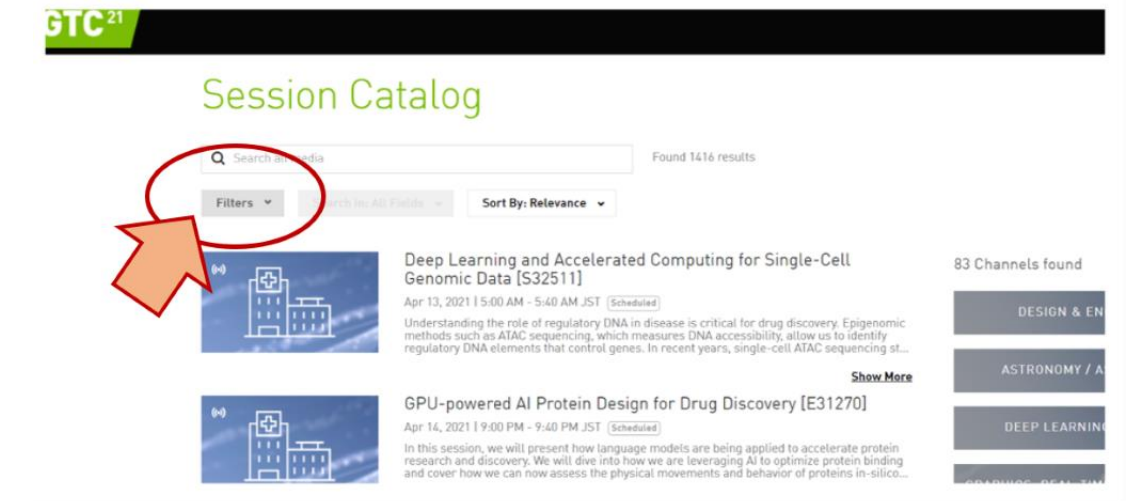
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