DEVELOPER ZONE NEWSLETTER
OCTOBER 2018

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Announcing: Intel® System Studio 2019
Accelerate development of smart, connected devices—while you boost system performance, power efficiency and strengthen system reliability—with the new Intel® System Studio 2019.

ARTIFICIAL INTELLIGENCE (AI)

LSTM-Based Time Series Anomaly Detection
Benefit from the lessons Baosight and Intel learned in building an unsupervised time series anomaly detection project using long short-term memory (LSTM) models on Analytics Zoo.

Understanding Binary Neural Networks
Delve into the theory behind binary neural networks, their training procedure and their performance. Use the binarization procedure to train a network on systems with fewer resources.
**INTERNET OF THINGS (IoT)**

UP Squared* AI Vision Developer Kit

This entry-level kit by AAEON* supports deep learning inference across Intel® CPUs, GPUs and VPUs with a wide range of hardware acceleration options.

Workshop: Smart Video for Computer Vision

Learn about transparent hardware acceleration with this self-paced Computer Vision workshop.

**VIRTUAL REALITY (VR)**

Ultimate Coder Challenge IV: VR - Team Updates

Get updates from your favorite teams as they race to complete their ultimate commercial VR solution. Which of the finalists has what it takes to win the $10,000 grand prize?

Enhance Multi-Core Optimizations with Modern C++ Techniques

Tackle performance bottlenecks, issues with concurrency, and future-proof code to seamlessly handle additional cores.

**DATA CENTER**
**Connecting the World: The 5G Network Transformation**

Intel® architecture leverages 5G technology to deliver performance and scalability from the cloud to the edge in a variety of industries including autonomous vehicles, VR and more.

**Webinar: Allocator and Transactional Operations in PMDK**

Learn about the Persistent Memory Development Kit (PMDK) memory allocator and support for transactions in PMDK's general purpose library.

**Code Sample: Using PMDK in a Multithreaded Environment**

Use persistent memory pools, pointers and transactions with the Persistent Memory Development Kit (PMDK) in a multithreaded environment.

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**GAME DEV**

**Rendering Objects in Parallel Using Vulkan® APIs**

Experienced pros and indie developers alike can render multiple objects as well as read and display object files in a common scene with Vulkan® APIs.

**Unite® Beijing 2018: Showcasing Exciting Innovations**

Showcasing a full line of optimization tools that work with the Unity® engine, Intel is demonstrating its commitment to driving gaming technology and innovation.

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**TOOLS AND TECHNOLOGY**

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Reach your Game Optimization Goals with New Intel® GPAs

This newest release of Intel® Graphics Performance Analyzers (GPA) lets you quickly identify bottlenecks using a color-coded bar chart, sort resources using predefined filters and more.

Download it

Breaking the Barriers of FPGA Design

With Intel® Quartus® Prime Pro Edition Software v18.1, users will see higher performance, faster compile times and reduced memory utilization for their Intel® FPGA designs.

Learn more

EVENTS

Intel® Software Developer Workshop for Technical Computing and AI

Various dates
Various European cities
Check it out

SuperComputing (SC18)

November 11-16, 2018
Dallas, TX
Register now

Neural Information Processing Systems Conference (NIPS) 2018

December 3-8, 2018
Montreal, Canada
Learn more