Artificial Intelligence

Intel & MobileODT* Announce Winners for the $100K AI Kaggle Competition

Over 1,000 worldwide participants representing 800 teams used AI to improve the precision and accuracy of cervical cancer screening. The first-place winning team

BigDL: Distributed Deep Learning on Apache Spark*

This article introduces BigDL, shows how to build the library on a variety of platforms and provides examples of BigDL in action.
from Lithuania shared a prize of $50,000.

INTERNET OF THINGS (IoT)

You Can Still Experience Intel® Global IoT DevFest II

If you missed the industry’s premier celebration of all things IoT – or just want to relive its greatest moments – replays are now available online.

Arduino Create* Support for Intel® Platforms & the UP Squared* Grove* IoT DevKit

Now users of Intel® platforms can benefit from the usability of the Arduino ecosystem on more powerful boards like the UP Squared* Grove*.

VIRTUAL REALITY (VR)

Guidelines for Developing VR Apps and Obtaining Optimal Performance.

Avoid common bottlenecks and other issues with this guide based on performance characterizations across several VR workloads.

Virtual Reality User Experience Tips from VRMonkey

Circumvent unpleasant feelings when developing for virtual reality. Get tested solutions from those on the frontier of this new media.
DATA CENTER

Modern Code Developer Challenge Contestants Innovate on HPC, AI & IoT Projects

Together with CERN's top physicists, student finalists used modern programming techniques to optimize code and move science forward. Congrats to winners Elena Orlova and Konstantinos Kanellis!

Analyzing Open vSwitch* with DPDK Bottlenecks

Use Intel® VTune™ Amplifier to identify and fix an MMIO transaction performance bottleneck at the microarchitecture level in OVS-DPDK.

Video Series: Getting Started with Persistent Memory Programming

Intel persistent memory is a revolutionary new technology that is faster, denser, and non-volatile. In this series, Andy Rudoff explains the technology and shows how to start coding for it.

GAME DEV

Learn Unreal* Engine 4 to Sharpen your Skills

Part 1 of this tutorial series helps developers improve the performance of their games in Unreal* Engine 4 (UE4).

Intro to Vulkan*

Learn to write applications using Vulkan* from Intel graphics expert Pawel Lapinski. Pawel shares his thoughts and experiences using OpenGL* and how to migrate to its successor Vulkan.
**TOOLS AND TECHNOLOGY**

**Innovate System and IoT Applications with Intel® System Studio**

Speed development for IoT devices and applications with this all-in-one development tool suite which now provides support for Java*, Intel Atom® platforms and more.

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**Deliver Fast, Reliable, Scalable Code**

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**EVENTS**

**Mobile World Congress**
February 26 - March 1, 2018
Barcelona, Spain

Find out

**Embedded World Conference**
February 27 - March 1, 2018
Nuremberg, Germany

Register

**Game Developers Conference**
March 19 - 23, 2018
San Francisco, CA

Find out