

EXPLOITING MACHINE LEARNING IN GAMING

The rise of Machine Learning and how it is applied to games

Our Distinguished Panel



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Why are we here?

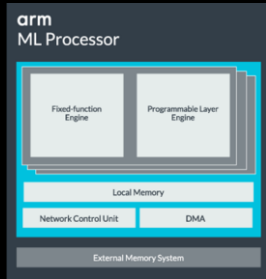
If you want to exploit ML, this session will give ideas on how to use the next wave of technology.

We will discuss ideas for enhancement and differentiation of gaming through the use of ML, beyond the traditional use case of in-game intelligence.

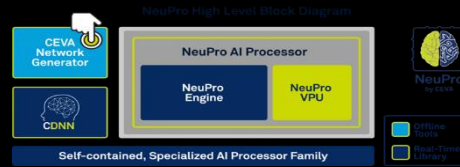
We will look at what is required from the ecosystem to enable this, and how developers can take advantage of it.

Hardware Assist

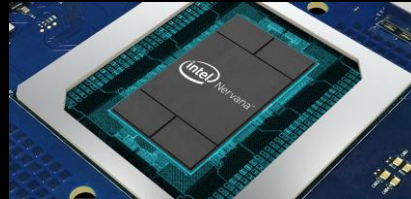
Most of the semiconductor Hardware and IP suppliers have an AI accelerator.



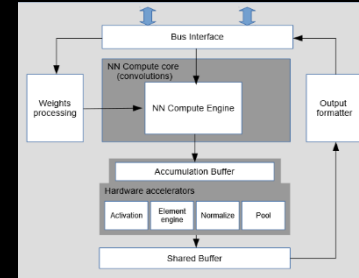
ARM's ML processor



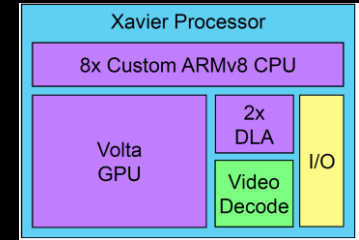
Ceva's NeuPro Processor



Intel's Nervana processor



Imagination's Neural Network Accelerator

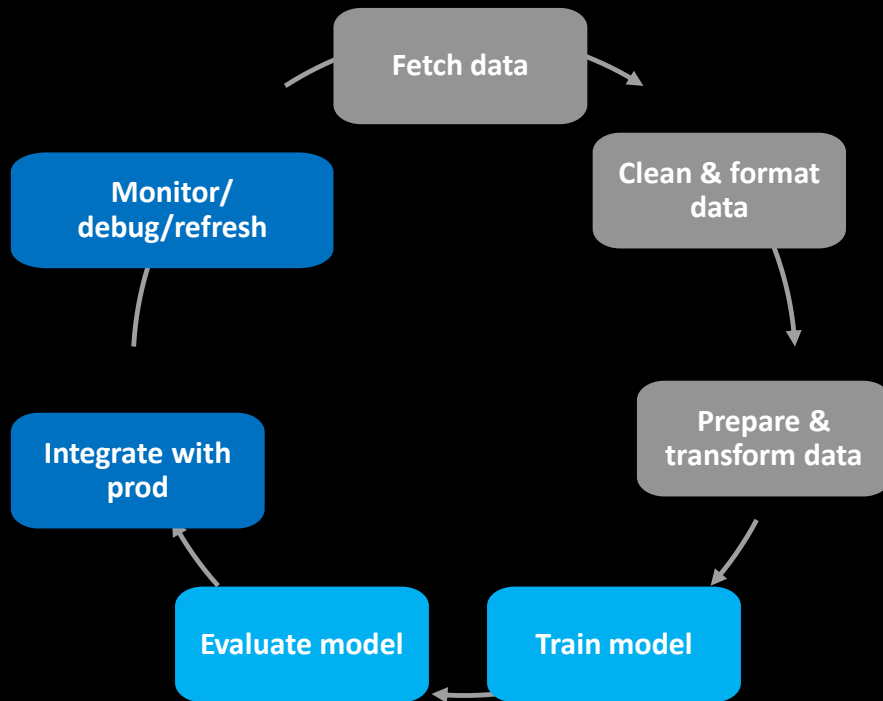


Nvidia's Xavier with deep-learning accelerator

Is ML is still too complicated for everyday developers ?

Deployment

- Setup and manage inference clusters
- Manage and auto scale inference APIs
- Testing, versioning, and monitoring



Data wrangling

- Setup and manage Notebook environments
- Get data to notebooks securely

Experimentation

- Setup and manage clusters
- Scale/distribute ML algorithms

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