

# GEFORCE 8500 GT

- > GPU: NVIDIA\* GeForce\* 8500 GT TOVIDA
  - > Bus Type: PCI Express > Memory: 512MB DDR2: > Core Clock: 450MHz

SPECIFICATIONS

- > Memory Data Rate: 800MHz
- Memory Bandwidth: 12.868/sec.
- > Shader Model: 4.0
- > API Support: Microsoft® DirectX® 10 and lower, OpenGL® 2.0 and lower for Microsoft Windows®
- > Connectors: Dual-Link DVI-L VGA, HDTV + TV Out
- > RAMDACs: Duol 400MHz

#### > 512MB

- > DDR2
- > PCI Express®
- > SLI" Ready

Part Number: BFGR85512GTE UPC: 876758001558





MOTE: For the power requirements: of two GeForce 8500 GT-based propriets cards running in an MHD64. SU/poreflouration, please visit our werbsitte at weens bilatech core.











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#### RESOLUTION & REFRESH

Maximum Refresh Rate	240Hz
Maximum VGA Resolution	2048 × 1536 @ 85Hz, 32-bit color
Maximum Dual-Link DVI Resolution	2550 × 1600 @ 60Hz, 32-bit color
Maximum HDTV Out (Component) Resolution	1920 × 1080 (1080i)
Maximum TV Out (S-Video) Resolution	720 × 480 (480) NTSC 720 × 576 (576) PAL

#### INCLUDED IN BOX

- BFG NVIDIA GeForce 8500 GT 512MB graphics card
- Quick install quide.
- > DWI to WGA adapter
- > HDTV donale
- > Driver CD, which includes
  - NVIDIA ForceWare\* unified graphics driver
  - Full installation manual .pdf

#### SYSTEM REQUIREMENTS

- > 512M8 of system memory
- > CD or DVD-ROM drive
- 50MB of available hard disk drive space for basic driver installation.
- Microsoft Windows Vista<sup>\*\*</sup> or Windows XP operating system.
- PCI Express-compliant motherboard with one vacant PCI Express x16 slot
- 300W PCI Express-compliant system power supply\*\*

#### INNOVATORS OF 24/7 FREE TECH SUPPORT' & LIFETIME WARRANTY!

<sup>&</sup>quot;\* Minimum system power requirement based on a standard PC configured with an Intel® Core®2 Extreme X6800 processor

# **Nvidia User Guide**

Kaushik Rana, Durga Prasad Mohapatra, Julia Sidorova, Lars **Lundberg, Lars Sköld, Luís Fernando Lopes Grim, André Leon Sampaio Gradvohl, Jonas Cremerius, Simon** Siegert, Anton von Weltzien, Annika **Baldi, Finn Klessascheck, Svitlana** Kalancha, Tom Lichtenstein, Nuhad **Shaabani, Christoph Meinel, Tobias** Friedrich, Pascal Lenzner, David Schumann, Ingmar Wiese, Nicole Sarna, Lena Wiese, Araek Sami Tashkandi, Estée van der Walt, Jan H. P. **Eloff, Christopher Schmidt, Johannes** Hügle, Siegfried Horschig, Matthias **Uflacker, Pejman Najafi, Andrey** Sapegin, Feng Cheng, Dragan Stojanovic, Aleksandra Stojnev Ilić, Igor Djordjevic, Natalija Stojanovic, Bratislav Predic, Mario González-Jiménez, Juan de Lara, Sven Mischkewitz, Bernhard Kainz, André van Hoorn, Vincenzo Ferme, Henning Schulz, Marlene Knigge, Sonja Hecht, Loina **Prifti, Helmut Krcmar, Benjamin** Fabian, Tatiana Ermakova, Stefan Kelkel, Annika Baumann, Laura Morgenstern, Max Plauth, Felix **Eberhard, Felix Wolff, Andreas Polze, Tim Cech, Noel Danz, Nele Sina** Noack, Lukas Pirl, Jossekin Jakob

Beilharz, Roberto C. L. De Oliveira, Fábio Mendes Soares, Carlos Juiz,Belen Bermejo,Alexander Mühle, Andreas Grüner, Vageesh Saxena, Tatiana Gayvoronskaya, Christopher Weyand, Mirko Krause, Markus Frank, Sebastian Bischoff, Freya Behrens, Julius Rückin, Adrian **Ziegler, Thomas Vogel, Chinh** Tran, Irene Moser, Lars Grunske, Gábor Szárnyas, József Marton, János Maginecz, Dániel Varró, János Benjamin Antal

#### **Nvidia User Guide:**

Autodesk Arnold Render User Guide for MAYA Serdar Hakan DÜZGÖREN. Arnold Arnold is an advanced cross platform rendering library or API used by a number of prominent organizations in film television and animation including Sony Pictures Imageworks It was developed as a photo realistic physically based ray tracing alternative to traditional scanline based rendering software for CG animation Arnold uses cutting edge algorithms that make the most effective use of your computer's hardware resources memory disk space multiple processor cores and SIMD SSE units The Arnold architecture was designed to easily adapt to existing pipelines It is built on top of a pluggable node system users can extend and customize the system by writing new shaders cameras filters and output driver nodes as well as procedural geometry custom ray types and user defined geometric data The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects However Arnold can also be used as A ray server for traditional scanline renderers A tool for baking procedural generation of lighting data lightmaps for videogames An Zorin OS Administration and User Guide Richard Johnson, 2025-06-03 Zorin interactive rendering and relighting tool OS Administration and User Guide Unlock the full potential of Zorin OS with this comprehensive guide meticulously crafted for administrators power users and IT professionals The book begins with a deep dive into the architecture and heritage of Zorin OS tracing its evolution from Ubuntu and Debian then explores the intricacies of kernel optimization service management and robust security frameworks Readers will gain clarity on critical topics such as filesystem structure systemd boot processes and advanced resource allocation laying a solid technical foundation for both understanding and mastering this innovative desktop operating system From tailored installation and deployment strategies including manual automated and mass provisioning workflows to detailed walkthroughs of system configuration user policy management and hardware optimization this guide is rich with hands on expertise You ll uncover best practices for disk encryption secure boot and post install automation as well as advanced networking desktop customization and software management with both traditional and next gen package systems Special attention is given to compliance security hardening patch management and integrating powerful tools for monitoring performance tuning and reliable backup and recovery Elevating its scope to enterprise environments the book provides critical methodologies for multi user deployments centralized orchestration with Zorin Grid and the seamless management of classrooms labs and endpoints at scale It equips you to address disaster recovery incident response and lifecycle management ensuring sustainable and resilient operations Whether you re deploying Zorin OS on a single personal device or overseeing a fleet of systems this guide is the definitive resource bridging theory and practice for secure scalable and efficient administration **Power User Guide: Mastering Cryptocurrencies** (2021 Edition) Jason Savitt, Every few generations there is a killer app i e the spreadsheet email etc These are apps that change the industry in such a way that changes the way people work The current killer app is Bitcoin because it is essentially

allowing software to generate money from mined data Bitcoin also started the cryptocurrencies and Blockchain movement that is revolutionizing the financial industry Each of these two technologies has started whole new movements that are Arnold Render Cinema4D User Guide Serdar Hakan DÜZGÖREN, Arnold creating new companies wealth and products Arnold is an advanced cross platform rendering library or API developed by Solid Angle and used by a number of prominent organizations in film television and animation including Sony Pictures Imageworks It was developed as a photo realistic physically based ray tracing alternative to traditional scanline based rendering software for CG animation Arnold uses cutting edge algorithms that make the most effective use of your computer's hardware resources memory disk space multiple processor cores and SIMD SSE units The Arnold architecture was designed to easily adapt to existing pipelines It is built on top of a pluggable node system users can extend and customize the system by writing new shaders cameras filters and output driver nodes as well as procedural geometry custom ray types and user defined geometric data The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects However Arnold can also be used as a ray server for traditional scanline renderers a tool for baking procedural generation of lighting data lightmaps for videogames an interactive rendering and relighting tool Why is Arnold different Arnold is a highly optimized unbiased physically based Monte Carlo ray path tracing engine It doesn t use caching algorithms that introduce artifacts like photon mapping and final gather It is designed to efficiently render the increasingly complex images demanded by animation and visual effects facilities while simplifying the pipeline infrastructure requirements and user experience Arnold provides interactive feedback often avoiding the need for many render passes and allowing you to match on set lighting more efficiently By removing many of the frustrating elements of other renderers Arnold fits better with your work flow produces beautiful predictable and bias free results and puts the fun back into rendering What is wrong with algorithms like photon mapping or final gather Such algorithms attempt to cache data that can be re sampled later to speed up rendering However in doing so they use up large amounts of memory introduce bias into the sampling that cause visual artifacts They also require artists to understand the details of how these algorithms work in order to correctly choose various control settings in order to get any speed up at all without ruining the render Worse than that these settings are almost always affected by other things in the scene so it s often possible to accidentally use settings for the cache creation use that make things worse not better or that work fine in one situation but are terrible in another seemingly similar situation In short they are not predictable other than for very experienced users and require artists to learn way too much about the algorithms in order to gain any benefit At Solid Angle we believe that your time is more valuable than your computer s time why spend an extra 30 minutes working with photon mapping or final gather settings even if it saves 30 minutes render time and more often than not it doesn t That's still 30 minutes not spent modeling animating or lighting **Electronic Structure** Calculations on Graphics Processing Units Ross C. Walker, Andreas W. Goetz, 2016-04-18 Electronic Structure

Calculations on Graphics Processing Units From Quantum Chemistry to Condensed Matter Physics provides an overview of computing on graphics processing units GPUs a brief introduction to GPU programming and the latest examples of code developments and applications for the most widely used electronic structure methods. The book covers all commonly used basis sets including localized Gaussian and Slater type basis functions plane waves wavelets and real space grid based approaches. The chapters expose details on the calculation of two electron integrals exchange correlation quadrature. Fock matrix formation solution of the self consistent field equations calculation of nuclear gradients to obtain forces and methods to treat excited states within DFT Other chapters focus on semiempirical and correlated wave function methods including density fitted second order M ller Plesset perturbation theory and both iterative and perturbative single and multireference coupled cluster methods. Electronic Structure Calculations on Graphics Processing Units From Quantum Chemistry to Condensed Matter Physics presents an accessible overview of the field for graduate students and senior researchers of theoretical and computational chemistry condensed matter physics and materials science as well as software developers looking for an entry point into the realm of GPU and hybrid GPU CPU programming for electronic structure calculations

Autodesk Vred 2021 User Guide Serdar Hakan DÜZGÖREN, Preface Hello everyone in this book we have reviewed all of the Autodesk Vred 2021 in detail In our book we will start with preparing scenes with Vred and learn about animating thinking preparing materials using light and camera as well as navigating vred scenes with XR MR VR and AR devices Now let's look at the topics in our book in order User Interface VRED Basics Animation Assets Autodesk VRED App Cameras Collaboration Geometry Lights Materials Media OpenGL Materials Reference Optimize Preferences Python Documentation References Rendering Scene Graph Scene Interaction Sceneplates Simple UI Textures Truelight Materials Reference UVs Variants XR MR VR and Setup Serdar Hakan D ZG REN Autodesk Expert Elite Autodesk Offical Member Autodesk Int Moderator Autodesk Consultant **Professional CUDA C Programming** John Cheng, Max Grossman, Ty McKercher, 2014-09-09 Break into the powerful world of parallel GPU programming with this down to earth practical guide Designed for professionals across multiple industrial sectors Professional CUDA C Programming presents CUDA a parallel computing platform and programming model designed to ease the development of GPU programming fundamentals in an easy to follow format and teaches readers how to think in parallel and implement parallel algorithms on GPUs Each chapter covers a specific topic and includes workable examples that demonstrate the development process allowing readers to explore both the hard and soft aspects of GPU programming Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science This book demonstrates the challenges of efficiently utilizing compute resources at peak performance presents modern techniques for tackling these challenges while increasing accessibility for professionals who are not necessarily parallel programming experts The CUDA programming model and tools empower developers to write high performance applications on a scalable parallel computing

platform the GPU However CUDA itself can be difficult to learn without extensive programming experience Recognized CUDA authorities John Cheng Max Grossman and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming including CUDA Programming Model GPU Execution Model GPU Memory model Streams Event and Concurrency Multi GPU Programming CUDA Domain Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high performance For the professional seeking entrance to parallel computing and the high performance computing community Professional CUDA C Programming is an invaluable resource with the most current information available on the market Tools for High Performance Computing 2016 Christoph Niethammer, José Gracia, Tobias Hilbrich, Andreas Knüpfer, Michael M. Resch, Wolfgang E. Nagel, 2017-05-06 This book presents the proceedings of the 10th International Parallel Tools Workshop held October 4 5 2016 in Stuttgart Germany a forum to discuss the latest advances in parallel tools High performance computing plays an increasingly important role for numerical simulation and modelling in academic and industrial research At the same time using large scale parallel systems efficiently is becoming more difficult A number of tools addressing parallel program development and analysis have emerged from the high performance computing community over the last decade and what may have started as collection of small helper script has now matured to production grade frameworks Powerful user interfaces and an extensive body of documentation allow easy usage by non specialists Windows User's Guide to DOS Carolyn Z. Gillay, Bette A. Peat, 1999 This text provides an overview of the hardware software and operating system concepts used with computer systems Using a self mastery approach 14 chapters lead students from a basic to a more sophisticated understanding of how command syntax parameters parsing commands and troubleshooting are **Virtual Reality Technology** Grigore C. Burdea, Philippe Coiffet, 2024-09-18 Thorough overview of virtual reality technology fundamentals and latest advances with coverage of hardware software human factors and applications plus companion Laboratory Manual in Unity 3D The Third Edition of the first comprehensive technical book on the subject of virtual reality Virtual Reality Technology provides updated and expanded coverage of VR technology including where it originated how it has evolved and where it is going Its primary objective is to be a complete up to date textbook as well as a source of information on a rapidly developing field of science and technology with broad societal impact The two highly qualified authors cover all of the latest innovations and applications that are making virtual reality more important than ever before Unlike other books on the subject the book also includes a chapter on Human Factors which are very important in designing technology around the human user Virtual Reality Technology provides Instructors with a website accessible Laboratory Manual using the Unity 3D game engine and programming language Unity 3D is the preferred VR language these days and will prepare the student for the VR gaming and mobile applications industry For universities Unity 3D is cost effective as its student license is freely available With

comprehensive coverage of the subject Virtual Reality Technology discusses sample topics such as Input and output interfaces including holographic displays foveated head mounted displays neural interfaces haptic and olfactory feedback Computing architecture with emphasis on the rendering pipeline the graphics processing unit and distributed edge rendering Object modeling including physical and behavioral aspects Artificial Intelligence controlled characters and model management techniques Programming toolkits for virtual reality and the game production pipeline Human factors issues such as user performance and sensorial conflict cybersickness and societal impact aspects of VR Application examples in medical education virtual rehabilitation virtual heritage gaming and military use of virtual reality Virtual Reality Technology provides thorough and complete coverage of an in demand sector of technology making it a highly valuable resource for undergraduate and graduate students in computer science engineering and science along with a variety of professionals across many different industries including but not limited to engineering gaming healthcare and defense **Kubernetes for** Generative AI Solutions Ashok Srirama, Sukirti Gupta, 2025-06-06 Master the complete Generative AI project lifecycle on Kubernetes K8s from design and optimization to deployment using best practices cost effective strategies and real world examples Key Features Build and deploy your first Generative AI workload on Kubernetes with confidence Learn to optimize costly resources such as GPUs using fractional allocation Spot Instances and automation Gain hands on insights into observability infrastructure automation and scaling Generative AI workloads Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionGenerative AI GenAI is revolutionizing industries from chatbots to recommendation engines to content creation but deploying these systems at scale poses significant challenges in infrastructure scalability security and cost management This book is your practical guide to designing optimizing and deploying GenAI workloads with Kubernetes K8s the leading container orchestration platform trusted by AI pioneers Whether you re working with large language models transformer systems or other GenAI applications this book helps you confidently take projects from concept to production You ll get to grips with foundational concepts in machine learning and GenAI understanding how to align projects with business goals and KPIs From there you ll set up Kubernetes clusters in the cloud deploy your first workload and build a solid infrastructure But your learning doesn t stop at deployment The chapters highlight essential strategies for scaling GenAI workloads in production covering model optimization workflow automation scaling GPU efficiency observability security and resilience By the end of this book you ll be fully equipped to confidently design and deploy scalable secure resilient and cost effective GenAI solutions on Kubernetes What you will learn Explore GenAI deployment stack agents RAG and model fine tuning Implement HPA VPA and Karpenter for efficient autoscaling Optimize GPU usage with fractional allocation MIG and MPS setups Reduce cloud costs and monitor spending with Kubecost tools Secure GenAI workloads with RBAC encryption and service meshes Monitor system health and performance using Prometheus and Grafana Ensure high availability and disaster recovery for GenAI systems Automate GenAI pipelines for continuous integration and delivery Who this book is for

This book is for solutions architects product managers engineering leads DevOps teams GenAI developers and AI engineers It s also suitable for students and academics learning about GenAI Kubernetes and cloud native technologies A basic understanding of cloud computing and AI concepts is needed but no prior knowledge of Kubernetes is required

Handbook of Big Data Technologies Albert Y. Zomaya, Sherif Sakr, 2017-02-25 This handbook offers comprehensive coverage of recent advancements in Big Data technologies and related paradigms Chapters are authored by international leading experts in the field and have been reviewed and revised for maximum reader value. The volume consists of twenty five chapters organized into four main parts Part one covers the fundamental concepts of Big Data technologies including data curation mechanisms data models storage models programming models and programming platforms It also dives into the details of implementing Big SQL query engines and big stream processing systems Part Two focuses on the semantic aspects of Big Data management including data integration and exploratory ad hoc analysis in addition to structured querying and pattern matching techniques Part Three presents a comprehensive overview of large scale graph processing It covers the most recent research in large scale graph processing platforms introducing several scalable graph querying and mining mechanisms in domains such as social networks Part Four details novel applications that have been made possible by the rapid emergence of Big Data technologies such as Internet of Things IOT Cognitive Computing and SCADA Systems All parts of the book discuss open research problems including potential opportunities that have arisen from the rapid progress of Big Data technologies and the associated increasing requirements of application domains Designed for researchers IT professionals and graduate students this book is a timely contribution to the growing Big Data field Big Data has been recognized as one of leading emerging technologies that will have a major contribution and impact on the various fields of science and varies aspect of the human society over the coming decades Therefore the content in this book will be an essential tool to help readers understand the development and future of the field Parallel Computing: On the Road to Exascale G.R. Joubert, H. Leather, M. Parsons, 2016-04-28 As predicted by Gordon E Moore in 1965 the performance of computer processors increased at an exponential rate Nevertheless the increases in computing speeds of single processor machines were eventually curtailed by physical constraints This led to the development of parallel computing and whilst progress has been made in this field the complexities of parallel algorithm design the deficiencies of the available software development tools and the complexity of scheduling tasks over thousands and even millions of processing nodes represent a major challenge to the construction and use of more powerful parallel systems This book presents the proceedings of the biennial International Conference on Parallel Computing ParCo2015 held in Edinburgh Scotland in September 2015 Topics covered include computer architecture and performance programming models and methods as well as applications The book also includes two invited talks and a number of mini symposia Exascale computing holds enormous promise in terms of increasing scientific knowledge acquisition and thus contributing to the future well being and prosperity of mankind A

number of innovative approaches to the development and use of future high performance and high throughput systems are to be found in this book which will be of interest to all those whose work involves the handling and processing of large amounts Network and System Security Javier Lopez, Xinyi Huang, Ravi Sandhu, 2013-05-27 This book constitutes the proceedings of the 7th International Conference on Network and System Security NSS 2013 held in Madrid Spain in June 2013 The 41 full papers presented were carefully reviewed and selected from 176 submissions The volume also includes 7 short papers and 13 industrial track papers The paper are organized in topical sections on network security including modeling and evaluation security protocols and practice network attacks and defense and system security including malware and intrusions applications security security algorithms and systems cryptographic algorithms privacy key agreement and Progress in Cryptology - INDOCRYPT 2012 Steven Galbraith, Mridul Nandi, 2012-12-06 This book constitutes the refereed proceedings of the 12th International Conference on Cryptology in India INDOCRYPT 2011 held in Chennai India in December 2011 The 22 revised full papers presented together with the abstracts of 3 invited talks and 3 tutorials were carefully reviewed and selected from 127 submissions. The papers are organized in topical sections on side channel attacks secret key cryptography hash functions pairings and protocols Parallel and High Performance Computing Mr. Rohit Manglik, 2024-07-12 EduGorilla Publication is a trusted name in the education sector committed to empowering learners with high quality study materials and resources Specializing in competitive exams and academic support EduGorilla provides comprehensive and well structured content tailored to meet the needs of students across various streams and levels

Computer Organization, Design, and Architecture Sajjan G. Shiva, 2025-05-30 This unique and classroom proven text provides a hands on introduction to the design of computer systems It depicts step by step the design and programming of a simple but complete hypothetical computer followed by detailed architectural features of existing computer systems as enhancements to the structure of the simple computer This treatment integrates the four categories of digital systems architecture logic design computer organization computer hardware and computer system architecture This edition incorporates updates to reflect contemporary organizations and devices including graphics processing units GPUs quantum computing and the latest supercomputer systems It also includes a description of the two popular Instruction Set Architectures ARM and RISC V The book is suitable for a one or two semester undergraduate or beginning graduate course in computer science and computer engineering its previous editions have been adopted by 120 universities around the world The book covers the topics suggested by the recent IEEE ACM curriculum for computer architecture and organization

**Entertainment Computing - ICEC 2006** Matthias Rauterberg, Marco Combetto, 2006-10-01 This book constitutes the refereed proceedings of the 5th International Conference on Entertainment Computing ICEC 2006 The 17 revised full papers 17 revised short papers and 28 poster papers presented together with one keynote paper were carefully reviewed and selected The papers are organized in topical sections on agents cultural and psychological metrics transforming broadcast

experience culture place play display technology authoring tools object tracking edutainment and network games

Machine Learning Theory and Applications Xavier Vasques, 2024-01-11 Machine Learning Theory and Applications Enables readers to understand mathematical concepts behind data engineering and machine learning algorithms and apply them using open source Python libraries Machine Learning Theory and Applications delves into the realm of machine learning and deep learning exploring their practical applications by comprehending mathematical concepts and implementing them in real world scenarios using Python and renowned open source libraries This comprehensive guide covers a wide range of topics including data preparation feature engineering techniques commonly utilized machine learning algorithms like support vector machines and neural networks as well as generative AI and foundation models To facilitate the creation of machine learning pipelines a dedicated open source framework named hephAIstos has been developed exclusively for this book Moreover the text explores the fascinating domain of quantum machine learning and offers insights on executing machine learning applications across diverse hardware technologies such as CPUs GPUs and QPUs Finally the book explains how to deploy trained models through containerized applications using Kubernetes and OpenShift as well as their integration through machine learning operations MLOps Additional topics covered in Machine Learning Theory and Applications include Current use cases of AI including making predictions recognizing images and speech performing medical diagnoses creating intelligent supply chains natural language processing and much more Classical and quantum machine learning algorithms such as quantum enhanced Support Vector Machines QSVMs QSVM multiclass classification quantum neural networks and quantum generative adversarial networks qGANs Different ways to manipulate data such as handling missing data analyzing categorical data or processing time related data Feature rescaling extraction and selection and how to put your trained models to life and production through containerized applications Machine Learning Theory and Applications is an essential resource for data scientists engineers and IT specialists and architects as well as students in computer science mathematics and bioinformatics The reader is expected to understand basic Python programming and libraries such as NumPy or Pandas and basic mathematical concepts especially linear algebra HPI Future SOC Lab -Proceedings 2018 Kaushik Rana, Durga Prasad Mohapatra, Julia Sidorova, Lars Lundberg, Lars Sköld, Luís Fernando Lopes Grim, André Leon Sampaio Gradvohl, Jonas Cremerius, Simon Siegert, Anton von Weltzien, Annika Baldi, Finn Klessascheck, Svitlana Kalancha, Tom Lichtenstein, Nuhad Shaabani, Christoph Meinel, Tobias Friedrich, Pascal Lenzner, David Schumann, Ingmar Wiese, Nicole Sarna, Lena Wiese, Araek Sami Tashkandi, Estée van der Walt, Jan H. P. Eloff, Christopher Schmidt, Johannes Hügle, Siegfried Horschig, Matthias Uflacker, Pejman Najafi, Andrey Sapegin, Feng Cheng, Dragan Stojanovic, Aleksandra Stojnev Ilić, Igor Djordjevic, Natalija Stojanovic, Bratislav Predic, Mario González-Jiménez, Juan de Lara, Sven Mischkewitz, Bernhard Kainz, André van Hoorn, Vincenzo Ferme, Henning Schulz, Marlene Knigge, Sonja Hecht, Loina Prifti, Helmut Krcmar, Benjamin Fabian, Tatiana Ermakova, Stefan Kelkel, Annika Baumann, Laura

Morgenstern, Max Plauth, Felix Eberhard, Felix Wolff, Andreas Polze, Tim Cech, Noel Danz, Nele Sina Noack, Lukas Pirl, Jossekin Jakob Beilharz, Roberto C. L. De Oliveira, Fábio Mendes Soares, Carlos Juiz, Belen Bermejo, Alexander Mühle, Andreas Grüner, Vageesh Saxena, Tatiana Gayvoronskaya, Christopher Weyand, Mirko Krause, Markus Frank, Sebastian Bischoff, Freya Behrens, Julius Rückin, Adrian Ziegler, Thomas Vogel, Chinh Tran, Irene Moser, Lars Grunske, Gábor Szárnyas, József Marton, János Maginecz, Dániel Varró, János Benjamin Antal, 2023-06-06 The HPI Future SOC Lab is a cooperation of the Hasso Plattner Institute HPI and industry partners Its mission is to enable and promote exchange and interaction between the research community and the industry partners The HPI Future SOC Lab provides researchers with free of charge access to a complete infrastructure of state of the art hard and software This infrastructure includes components which might be too expensive for an ordinary research environment such as servers with up to 64 cores and 2 TB main memory The offerings address researchers particularly from but not limited to the areas of computer science and business information systems Main areas of research include cloud computing parallelization and In Memory technologies This technical report presents results of research projects executed in 2018 Selected projects have presented their results on April 17th and November 14th 2017 at the Future SOC Lab Day events

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