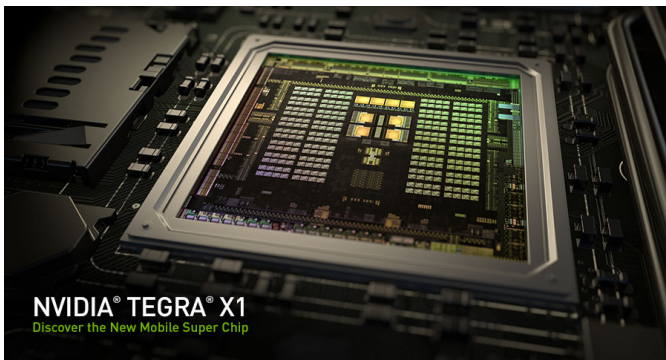


Nvidia Debuts Tegra X1 at CES

Written by Marco Attard
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Nvidia launches what it describes as a "mobile super chip" at CES 2015-- the Tegra X1, a successor to the K1 mobile device processor featuring 256 GPU cores and an 8-core 64-bit CPU built on Maxwell architecture.



The company claims the Tegra X1 is the first mobile chip to reach throughput of up to 1 teraflop, making it as fast as a supercomputer from 2000-- if within a smaller and far more energy efficient package. To show off the chip's capabilities Nvidia showed off a real-time Unreal Engine 4 demo, with complicated 3D rendering demanding all of 10W to power.

Furthermore the chipset handles 4K video at 60Hz and 1080p video at 120Hz.

Perhaps more interesting is the fact the Tegra X1 is the spearhead of Nvidia's plan to enter the in-car infotainment system industry, the Drive CX "digital cockpit." Powered by a pair of Tegra X1 chips, the system features a suitably futuristic digital dashboard (complete with simulated bamboo and carbon fibre surfaces), and Nvidia says it handles up to 12 dual 4K 30FPS camera streams for a real-time 360-degree view of the car's surroundings.

Another Nvidia-powered in-auto technology revealed at CES is the Drive PX, an "auto-pilot car computer" promising automated car parking and a "neural network" able to separate and identify different types of cars.

The Drive CX and PX already have an auto maker partner in the shape of Audi.

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Tegra X1-powered products should start hitting the market from Q2 2015.

Go [Nvidia Tegra X1](#)

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