

# **Graphic Processing Unit (GPU) Market by Type (Dedicated, Integrated, and Hybrid), Device (Computer, Tablet, Smartphone, Gaming Console, Television, and Others), Industry Vertical (Electronics, IT & Telecommunication, Defense & Intelligence, Media & Entertainment, and Others): Global Opportunity Analysis and Industry Forecast, 2020-2027**

<https://marketpublishers.com/r/GB2E2F1F9B89EN.html>

Date: June 2020

Pages: 266

Price: US\$ 4,615.00 (Single User License)

ID: GB2E2F1F9B89EN

## **Abstracts**

A Graphic Processing Unit (GPU) is a dedicated electronic circuit designed to deploy and modify memory to accelerate the creation of images for a display. These are used in tablets, embedded systems, mobile phones, personal computers, workstations, and game consoles. They manipulate computer graphics and image processing, which make them more efficient than general-purpose central processing units (CPUs). NVIDIA marketed world's first GPU in 1999.

The GPU market consists of specialized processors with hundred times more computational cores than the CPU; it can be termed as an advanced version of the CPU. It enables large-scale simulation related to complex data along with additional capacity, and efficiency. The graphic processing unit market is an integral part of today's mainstream computing systems. Over the past six years, there has been a notable increase in their performance and capabilities. The modern GPUs are not only powerful graphic engines but also highly parallel programmable processors featuring peak arithmetic that substantially outpaces their CPU counterparts. The advances in general-purpose computing GPU have positioned it as a compelling alternative to traditional microprocessors in high-performance computer systems.

Companies such as Advanced Micro Devices and NVIDIA, currently dominate the GPU market. With the growth in need of the compact devices enabled with the ability to support virtual reality (VR) and augmented reality (AR), the integrated GPU industry is witnessing high growth in the global GPU market. In addition, increase in number of graphic games, trending artificial intelligence (AI), and increase in adoption of portable computing devices, such as laptops, are some of the major factors that fuel the growth of the market. However, inability of integrated GPU to facilitate intensive graphic designing software restrains the market growth. Moreover, rise in adoption of these devices in electronics & wearable's industry is opportunistic for the market. Further, several factors such as increase in the demand for animation based games like FIFA, growing need for speed, and growing adoption of virtual reality headsets are expected to impact positively on the growth of the market.

The graphics processing unit market is segmented based on type, device, industry vertical, and region. Based on type, the market is divided into dedicated, integrated, and hybrid. The market by devices is segmented into computer, tablet, smartphone, gaming console, television, and others. The market by application comprises of electronics, IT & telecommunication, defense & intelligence, media & entertainment, and others. By region, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

Key players profiled in this graphics processing unit market report are IBM Corporation, Intel Corporation, NVIDIA Corporation, Samsung Electronics Co., Ltd., Qualcomm Incorporated, Advanced Micro Devices, Inc., Dassault Systems, Inc., Google LLC, Siemens AG, Sony Corporation and others.

## KEY BENEFITS FOR STAKEHOLDERS

This study includes the graphics processing unit market analysis, trends, and future estimations to determine the imminent investment pockets.

The report presents information related to key drivers, restraints, and opportunities of the market.

The graphics processing unit market size is quantitatively analyzed from 2019 to 2027 to highlight the financial competency of the industry.

Porter's five forces analysis illustrates the potency of buyers & suppliers in the graphics processing unit market.

## KEY MARKET SEGMENTS

### BY TYPE

Dedicated

Integrated

Hybrid

### BY DEVICE

Computer

Tablet

Smartphone

Gaming Console

Television

Others

### BY INDUSTRY VERTICAL

Electronics

IT & Telecommunication

Defense & Intelligence

Media & Entertainment

Others

**BY REGION**

North America

U.S.

Canada

Europe

UK

Germany

France

Rest of Europe

Asia-Pacific

China

India

Japan

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

## KEY MARKET PLAYERS

IBM Corporation

Intel Corporation

NVIDIA Corporation

Samsung Electronics Co., Ltd.

Qualcomm Incorporated

Advanced Micro Devices, Inc.

Dassault Systems, Inc.,

Google, Inc

Siemens AG

Sony Corporation

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