

Graphic Processing Unit Market by Type (Dedicated, Integrated, and Hybrid), by Device (Computer, Tablet, Smartphone, Gaming Console, Television, and Others) and by Industry Vertical (Electronics, IT & Telecommunication, Defense & Intelligence, Media & Entertainment, and Others) - Global Opportunity Analysis and Industry Forecast, 2014-2022

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Abstracts

The Graphic Processing Unit (GPU) Market size is expected to reach \$157.1 billion by 2022, growing at a CAGR of 35.6% during the period, 2016-2022. A graphics processing unit (GPU) is a dedicated electronic circuit designed to deploy and modify memory to accelerate the creation of images for display. The GPU industry enables intricate shapes, complex optical effects, and seamless motion to deliver enhanced images at a faster pace. The GPUs can simultaneously run several independent tasks of computation, enabling task-level parallelism. Their performance has increased at a faster pace predicted by Moore's law.

The GPU industry meets the demands of increasingly complex visual effects in the games and entertainment applications. The improved performance and functionality of GPUs have made them potential coprocessors for general-purpose computation. The market is filled with research for use of GPU's vector processing and parallelism capabilities through developing new graphic design software and algorithms.

The demand for the GPU market is expected to rise during the forecast period across the globe. It is due to constant changes in the graphic games, augmented reality (AR) & virtual reality (VR) gaining traction, and artificial intelligence (AI). However, inability of integrated GPU to facilitate intensive graphic designing software restrain the market growth. Moreover, markets, such as electronics & wearables and Internet of Things (IoT) market, create lucrative opportunities in the industry. The inability of integrated GPUs to

perform high graphic computing and developing efficient hybrid GPUs are the challenges faced by the GPU market.

The demand for the GPU is expected to surge owing to heavy investments in the R&D of AI platforms and VR by several key players, including Intel Corporation, NVIDIA Corporation, Advanced Micro Devices, Inc., and others, leading to the improvement in reliability and efficiency. For instance, NVIDIA collaborated with Microsoft to accelerate AI framework, which is optimized to run on NVIDIA Tesla GPUs in November 2016.

The graphic processing unit market is segmented on the basis of type, device, industry vertical, and geography.

Based on type, the graphic processing unit market comprises of dedicated, integrated, and hybrid GPU. The integrated GPU consumes the highest share of owing to its applications in portable electronic devices, wearables, as well as PCs. The Dedicated GPUs find their applications to compute intensive graphic. However, companies conduct R&D through which they will be able to develop efficient and reliable integrated GPUs for high graphic processing.

Furthermore, based on devices, the graphic processing unit market is categorized into computer, smartphone, tablet, gaming console, television, and others. By industry vertical, the market is segmented into electronics, IT & telecommunication, defense & intelligence, media & entertainment, and others. The electronics industry consumed the highest GPU market share owing to its growth in adoption and need of efficient graphic computing in 2015. Geographically, the market is analyzed across North America, Europe, Asia-Pacific, and Latin America, Middle East & Africa (LAMEA).

Augmented Reality (AR) and Virtual Reality (VR) Gaining Traction

It is now possible to achieving true virtual or augmented reality and create a compelling user experience owing to vast improvements in graphics technology. In addition, advancement in the related technology, such as smart phones and consumer electronics accelerate the market growth. VR and AR create an immersive experience, which allures to the computer and film industries, developers, and consumers. However, challenges to develop efficient GPU for VR and AR are entirely different than graphics intended for games, movies, or television. The audiovisual experience is fundamentally rooted in the human audio-visual system, and requires an entirely different approach. The massive technological advancements in GPU for AR and VR create a significant competition among companies. At present, several different companies develop VR solutions, to fundamentally redefine the way people experience computing. The key players of the global GPU market adopt novel strategies to improve manufacturing techniques, and widen their product portfolio to gain a competitive edge over the other market players.

Key Benefits of the Graphic Processing Unit Market Report:

It offers a comprehensive analysis of the current and future trends in the global graphic processing unit market.

It provides a competitive scenario of the market and elucidates on the growth trends, drivers, scope, opportunities, and challenges.

It includes a comprehensive analysis of the key segments to provide insights on the market dynamics.

It incorporates the Porter's Five Forces Analysis to highlight the potential of buyers and suppliers as well as provides insights on the competitive structure.

It enlists positioning of the market player operating in the market.

Graphic Processing Unit Market Key Segmentation

The market is segmented based on type, device, industry vertical, and geography.

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 Geography

North America

U.S.

Canada

Mexico

Europe

France

Germany

Spain

UK

Italy

Rest of Europe

Asia-Pacific

China

India

Japan

South Korea

Taiwan

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

Market Players in Value Chain of Gpu

Samsung Electronics Co., Ltd.

Qualcomm Incorporated

NVIDIA Corporation

Advanced Micro Devices, Inc.

Intel Corporation

Taiwan Semiconductor Manufacturing Company Ltd.

Fujitsu Ltd.

International Business Machines Corporation

ARM Holdings PLC

Imagination Technologies Ltd.

Sony Corporation

Apple Inc.

Broadcom Corporation

Silicon Integrated Systems Corporation

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Apple Inc.

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