

EXHIBIT 3



BLOG

[Home](#) [Auto](#) [Corporate](#) [Gaming](#) [Mobile](#) [Enterprise](#) [Cloud](#)

213 24.7K



CORPORATE

NVIDIA Launches Patent Suits Focused on Samsung Galaxy Phones, Tablets

By [David Shannon](#) on September 4, 2014

This is an important day for NVIDIA. For the first time since starting this company 21 years ago, we have initiated a patent lawsuit.

This afternoon, we filed patent infringement complaints against Samsung and Qualcomm with both the International Trade Commission (ITC) and the U.S. District Court, in Delaware. You can see our press release [here](#), and the complaints [here](#) and [here](#).

We are asking the ITC to block shipments of Samsung Galaxy mobile phones and tablets containing Qualcomm's Adreno, ARM's Mali or Imagination's PowerVR graphics architectures. We are also asking

We have spent more than \$9 billion in R&D since 1993 when we began to build the best GPUs and the largest patent portfolio of graphics IP in the world.

Our IP strategy is to earn an appropriate return on our investment by licensing our graphics cores and by licensing our patents. In each case, we start with a negotiation.

With Samsung, NVIDIA's licensing team negotiated directly with Samsung on a patent portfolio license. We had several meetings where we demonstrated how our patents apply to all of their mobile devices and their graphics architectures they use.

We made no progress. Samsung repeatedly said that this was mostly their suppliers' problem.

Without licensing NVIDIA's patented GPU technology, Samsung and Qualcomm have chosen to deploy our technology without proper compensation to us. This is inconsistent with our strategy to earn an appropriate return on our investment.

We are now seeking the courts' judgment to confirm the validity, infringement and value of our patents. We hope that we can reach agreement with Samsung and its graphics suppliers.

Seven infringed patents

Our 7,000 issued and pending patents include inventions vital to modern computing. We have chosen to assert those patents to assert in these cases.

Those patents include our foundational invention, the GPU, which puts onto a single chip all the functions necessary to process graphics and light up screens; our invention of programmable shading, which allows experts to program sophisticated graphics; our invention of unified shaders, which allow every processor in the GPU to be used for different purposes; and our invention of multithreaded parallel processing, which enables processing to occur concurrently on separate threads while accessing the same memory and other resources.

I will keep you updated on our progress in the cases as we move forward.

Categories: [Corporate](#)

Tags: [GPU](#)

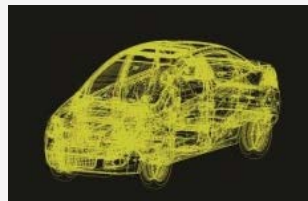
Similar Stories



NVIDIA Brings Maxwell to Millions of Gamers with GeForce GTX 960



GPUs Help Unravel "Origami-like" Behavior of Human Genome



How Automakers Are Retaking the Fast Lane with GPU Horsepower



While Santa Circles the Globe, GPUs Show How Bright Rudolph's Nose Glows



« Previous Post

Next »

Solutions: [3DTV Play](#) | [3D PCs](#) | [Optimus](#) | [Graphics Cards](#) | [GRID](#) | [High Performance Computing](#) | [Visualization](#) | [CUDA](#) | [Tegra](#) | [Cool Streaming](#)
Corporate: [Events](#) | [Affiliate Program](#) | [Developers](#) | [Channel Partners](#) | [Careers](#) | [RSS Feeds](#) | [Newsletter](#) | [Contact Us](#) | [Security](#)
Copyright © 2015 NVIDIA Corporation | [Legal Info](#) | [Privacy Policy](#)