GTC SPRING 2021 INVESTOR DAY
Forward Looking Statements

Except for the historical information contained herein, certain matters in this presentation including, but not limited to, statements as to: the forces, dynamics and changes in computing; waves of AI and its impacts; our strategies, growth, position, opportunities, and continued expansion; the performance, features, benefits and impact of our products, technologies and platform; the benefits and impact of NVIDIA’s acquisition of Arm; how we engage customers; our product, data center and autonomous driving roadmap; our new technologies; our TAM; gaming transforming global entertainment; RTX fueling an upgrade cycle; Ampere being our best launch ever; GeForce laptops being the fastest growing game platform; how we are expanding the gaming PC base; gaming’s runway for growth; delivering AI and accelerated computing; our design win pipeline; our partners and customers; our financial results, investments and opportunities; our financial outlook for the first quarter of fiscal 2022; our performance in our market platforms; our commitment to ESG and its impacts; and other predictions and estimates are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. These forward-looking statements and any other forward-looking statements that go beyond historical facts that are made in this presentation are subject to risks and uncertainties that may cause actual results to differ materially. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing product and technologies; market acceptance of our products or our partners’ products; design, manufacturing or software defects; changes in consumer preferences and demands; changes in industry standards and interfaces; unexpected loss of performance of our products or technologies when integrated into systems and other factors.

NVIDIA has based these forward-looking statements largely on its current expectations and projections about future events and trends that it believes may affect its financial condition, results of operations, business strategy, short-term and long-term business operations and objectives, and financial needs. These forward-looking statements are subject to a number of risks and uncertainties, and you should not rely upon the forward-looking statements as predictions of future events. The future events and trends discussed in this presentation may not occur and actual results could differ materially and adversely from those anticipated or implied in the forward-looking statements. Although NVIDIA believes that the expectations reflected in the forward-looking statements are reasonable, the company cannot guarantee that future results, levels of activity, performance, achievements or events and circumstances reflected in the forward-looking statements will occur. Except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances. For a complete discussion of factors that could materially affect our financial results and operations, please refer to the reports we file from time to time with the SEC, including our Annual Report on Form 10-K and quarterly reports on Form 10-Q. Copies of reports we file with the SEC are posted on our website and are available from NVIDIA without charge.

NVIDIA uses certain non-GAAP measures in this presentation including non-GAAP gross profit, non-GAAP gross margin, non-GAAP operating income, non-GAAP operating margin, non-GAAP diluted earnings per share, and adjusted EBITDA. NVIDIA believes the presentation of its non-GAAP financial measures enhances investors’ overall understanding of the company’s historical financial performance. The presentation of the company’s non-GAAP financial measures is not meant to be considered in isolation or as a substitute for the company’s financial results prepared in accordance with GAAP, and the company’s non-GAAP measures may be different from non-GAAP measures used by other companies. Further information relevant to the interpretation of non-GAAP financial measures, and reconciliations of these non-GAAP financial measures to the most comparable GAAP measures, may be found in the slide titled “Reconciliation of Non-GAAP to GAAP Financial Measures.”
AGENDA

10am PT  Presentations
11am PT  Q&A
12pm PT  End

HERE WITH YOU TODAY

Jensen Huang  
Founder & CEO

Colette Kress  
EVP & CFO

Jeff Fisher  
SVP Gaming
FOR THE DA VINCI'S OF OUR TIME

SCIENTISTS AT GTC
- Yoshua Bengio: University of Montreal, Quebec AI Institute
- Yann LeCun: New York University
- Geoffrey Hinton: University of Toronto, Google, Vector Institute
- Daphne Koller: Stanford University
- Jürgen Schmidhuber: Dalle Molle Institute for Artificial Research
- Raquel Urtasun: University of Toronto
- Alyx Ray Smith: Pivotal
- Abhay Parasnis: Adobe
- Kim Liberis: Epic Games
- Rommie Amaro: University of California, San Diego
- Soumik Chintala: Facebook
- Rose Yu: University of California, San Diego

TALKS AT GTC
- AI
- 5G
- IOT & EDGE
- QUANTUM COMPUTING
- SPEECH NLU RECOMMENDERS
- SELF-DRIVING CARS
- CYBERSECURITY
- DIGITAL TWINS
- ROBOTICS

LEADERS AT GTC
- Adobe
- Alibaba Cloud
- Arm
- Audi
- AWS
- Baidu
- BlackBerry
- BofA
- Bosch
- Briggs & Stratton
- Cadence
- Cisco
- Cloudera
- Code Source
- Corning
- Ericsson
- Facebook
- Ford
- Google
- Harman
- IBM
- Intel
- ING
- Intuit
- Intel
- JPMorgan Chase
- KDDI
- Kodak
- IBM
- MediaTek
- Microsoft
- Mitsubishi
- NVIDIA
- Nokia
- Oracle
- PayPal
- Pixar
- Red Hat
- Siemens
- Siemens Healthineers
- Snap
- Sony
- Tencent
- TESCO
- TSMC
- TSMC
- TSMC
- TSMC
- Twitter
- UnitedHealth
- UPS
- Verizon
- VMware
- Volkswagen
- Walmart
- Wells Fargo
FORCES SHAPING INDUSTRIES

1. Accelerated Computing is the Path Forward
2. AI is Software that Writes Software
3. Data Center is the New Unit of Computing
4. AI-on-5G Kickstarts the 4th Industrial Revolution
5. Autonomous Systems in Real and Virtual Worlds
DATA CENTER-SCALE COMPUTING
3-Chip Rhythm

NVIDIA GRACE CPU

NVIDIA DATA CENTER ROADMAP

- GPU
  - Ampere
  - Ampere Next
  - Grace
  - Grace Next

- CPU
  - Bluefield-2
  - Bluefield-3
  - Bluefield-4

- DPU

Timeline:
- 2020
- 2021
- 2022
- 2023
- 2024
- 2025
Creates premier computing company for the age of AI —combining NVIDIA’s leading AI computing platform with Arm’s CPU and licensing expertise

Expands Arm’s IP licensing portfolio with NVIDIA’s technology into large end markets—including Mobile and PCs

Turbocharges Arm’s server CPU roadmap pace and accelerates Data Center, Edge AI, and IoT opportunities

*NEW at GTC*
New Platforms Partners
Cloud | Scientific Computing | Enterprise | 5G Edge | PC
WAVES OF AI

AI Computing

Cloud

5G Industrial Edge

Robotics

DGX

HGX

EGX

AGX
ANNOUNCING NVIDIA AI ENTERPRISE PLATFORM

NVIDIA AI ENTERPRISE

NVIDIA GPU CLOUD REGISTRY

cuIO  cuDF  cuDNN  cuML  cuGraph  TAO  TensorRT  Triton

NVIDIA CUDA, DOCA, vGPU, Magnum IO, Aerial 5G, Morpheus

VMware vSphere

CERTIFIED

NVIDIA BlueField-2  NVIDIA A100/A30  NVIDIA A40/A10  NVIDIA Aerial A100
NVIDIA DRIVE SOFTWARE-DEFINED PLATFORM
For Autonomous Driving

NVIDIA END-TO-END AV PLATFORM

DATA COLLECTING, TESTING
DRIVE Hyperion

MAPPING, TRAINING
DGX A100

SIMULATION

AV DRIVING
AV on DRIVE AGX

AV WORLD MODEL
IX on DRIVE AGX

NVIDIA DRIVE AGX SOC ROADMAP

Parker
2018
1 TOPS
73 SPECint

Xavier
2020
30 TOPS
17 SPECint

Orin
2022
254 TOPS
25 SPECint

Atlan
2024
1088 TOPS
× 100 SPECint
NVIDIA DRIVE SOFTWARE-DEFINED CAR PLATFORM

Announcing Hyperion 8 Reference Car Computing System
A NEW TECHNOLOGY INDUSTRY
THREE-LAYER MODEL OF CUSTOMER ENGAGEMENT

APPLICATION FRAMEWORKS

GEFORCE
OMNIVERSE
cuQUANTUM
MORPHEUS
JARVIS
MERLIN
MAXINE
CLARA
METROPOLIS
AERIAL
ISAAC
DRIVE

PLATFORM SOFTWARE

NVIDIA AI

NVIDIA GPU CLOUD REGISTRY

cuIO
cuDF
cuDNN
cuML
cuGraph
TAO
TensorRT
Triton

NVIDIA CUDA, DOCA, vGPU, Magnum IO

CHIPS & SYSTEMS

RTX
DGX
HGX
EGX
AGX
GTC SPRING 2021

**NVIDIA DRIVE**
Software-defined platform from AV to AI Cockpit
Extending design pipeline with Volvo, Cruise, SAIC | Atlan SoC 1,000 TOPS in 2025

**NVIDIA PRE-TRAINED MODELS**
Production-quality AI models on NVIDIA GPU Cloud (NGC) registry
NVIDIA TAO to adapt | NVIDIA Fleet Command to orchestrate

**NVIDIA PLATFORM SOFTWARE**
New software license & subscription offerings
NVIDIA AI Enterprise | NVIDIA Omniverse Enterprise

**NVIDIA EGX FOR ENTERPRISE & EDGE**
Vertical industries driving the next wave of AI
NVIDIA EGX Enterprise | NVIDIA Aerial A100 AI-on-5G

**3-COMPONENT STRATEGY: GPU | DPU | CPU**
Data center as the new unit of computing
Grace CPU for giant-scale AI and HPC | BlueField-3 DPU & DOCA 1.0
Jeff Fisher | SVP Gaming, NVIDIA
GAMING — TRANSFORMING GLOBAL ENTERTAINMENT

TV/Cable: $177B
Gaming/eSports: $175B
Music/Radio/Podcasts: $94B
Cinema: $45B

2015-2020 Growth

Discord:
- Active Users: 2.5X
- 2018: 56M
- 2020: 140M

YouTube:
- Gaming Hours Watched: 2X
- 2018: 50M
- 2020: 100M

E-Sports:
- Global Audience: +75M
- 2018: 361M
- 2020: 436M

Steam:
- Concurrent Users: 1.5X
- 2018: 17M
- 2020: 25M

GeForce Gaming Platform
- DLSS 2.0
- "The real MVP of the RTX cards is the Tensor Core that makes DLSS possible."
  - GAMESPOT
- "NVIDIA Reflex is a game-changer with up to 50% less system latency."
  - JOHN LAFEUR, OVERWATCH TECHNICAL DIR
- "NVIDIA is making it easier than ever to look professional in your live stream."
  - ENGADGET

Source: Deloitte, Newzoo, Digital TV Research
GAMING — A RECORD YEAR

2ND GENERATION RTX
A Reset of Computer Graphics

New SM

2nd Gen RT Core

3rd Gen Tensor Core

STRONG GAMING GPU GROWTH
AAA, eSports, Creators, Streamers

$2.6B
FY16

$6.9B
FY21

21% CAGR

5Yr CAGR

ASP 11%

Units 10%

Revenue 21%
RTX — RESETS THE INSTALLED BASE

RTX — THE NEW STANDARD
#1 - Battle Royale, RPG, MMO, Best Selling Game

RTX REAL-TIME RAY-TRACING
Power of RT Core and Tensor Core DLSS

GEFORCE GAMING INSTALLED BASE
85% Needs Upgrade

Note: RTX 3060 vs. GTX 1660 Super running Control at 1080p resolution, MSAA 4x, DLSS Balanced Mode
AMPERE — BEST LAUNCH EVER

2X — FASTEST RAMPING ARCH

2X SHARE ON STEAM

GAMERS BUYING UP

Note: $499 Est. Sell Through. Based on MSRP from Product Launch Date

Note: Steam Share 6 Months After Launch

Note: Desktop Card ASP based on MSRP of entire $99+ offering, for first 6 Months after launch

Source: Steam, NVIDIA
GEFORCE LAPTOP — FASTEST GROWING GAME PLATFORM

AMPERE LAPTOP — BIGGEST LAUNCH EVER
70 New Models, Starting at $999

MAX-Q REDEFINES GAMING LAPTOP
2X Designs, Thinnest Ever

Dynamic Boost 2.0
Resizable BAR
WhisperMode 2.0

2019 Max-Q Models

2020

45
98

GEFORCE LAPTOP — FASTEST SELLING CONSOLE
New Buyers Choosing Gaming LT

Source: NVIDIA, DFC
PC GAMING IS MORE THAN PLAYING

**CREATING**
NVIDIA Studio - 60+ RTX Creative/Design Apps

45M Creators

**BROADCASTING**
Twitch Streamers up 2X in 2020

30M Live Streamers

**EXPERIENCING**
VR Revenue Up 71% on Steam in 2020

33M PC VR Headsets by 2025

Source: NVIDIA, Adobe, TwitchTracker, Omdia
GEFORCE NOW

REACHING BILLIONS MORE GAMERS
27 Data Centers, 75 Countries, 12 GFNA Partners

10M GFN MEMBERS
1000 Games Onboarded

GAMING — 5G KILLER APP
1/3 of World Population Covered

1B Underpowered PC/Chromebooks | 1B iOS/Mac | 4B Android Mobile/TV

Source: NVIDIA, Ericsson
GAMING — LONG RUNWAY FOR GROWTH

NVIDIA RTX
85% Need to Upgrade

GEFORCE LAPTOP
Fastest Growing PC Platform

BEYOND PLAYING
100M eAthletes / Creators / Streamers / VR

CLOUD GAMING
Billions More Gamers
FY 2021 — A RECORD-BREAKING YEAR

REVENUE
- FY 2020: $10.9B
- FY 2021: $16.7B (53% increase)

GROSS MARGIN
- FY 2020: 62.5%
- FY 2021: 65.6% (310 bps increase)

OPERATING INCOME
- FY 2020: $3.7B
- FY 2021: $6.8B (82% increase)

EPS
- FY 2020: $5.79
- FY 2021: $10.00 (73% increase)

Gross Margin, Operating Income and EPS shown are Non-GAAP measures.
MARKET PLATFORMS
Record Gaming, Record Data Center, and Record Overall Revenue

GAMING
(4-year CAGR: 18%)

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$4.1B</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$5.5B</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$6.2B</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$5.5B</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$7.8B</td>
</tr>
</tbody>
</table>

DATA CENTER
(4-year CAGR: 69%)

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$0.8B</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$1.9B</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$2.9B</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$3.8B</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$6.7B</td>
</tr>
</tbody>
</table>

PRO VISUALIZATION
(4-year CAGR: 6%)

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$0.8B</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$0.9B</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$1.1B</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$1.2B</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$1.1B</td>
</tr>
</tbody>
</table>

AUTO
(4-year CAGR: 2%)

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$487M</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$558M</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$641M</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$700M</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$536M</td>
</tr>
</tbody>
</table>
NVIDIA AI ENTERPRISE
Delivering NVIDIA AI and Accelerated Computing to the World’s Largest Industries

NVIDIA AI ENTERPRISE
NVIDIA GPU CLOUD REGISTRY

Partner Ecosystem
vmware

Business Model
Software license per CPU socket and annual maintenance; or Subscription

Opportunity
8M enterprise server CPUs/year
300,000+ VMware customers

Platform
NVIDIA EGX
OVER $8B AUTOMOTIVE DESIGN WIN PIPELINE

Autonomous Driving and AI Cockpit Platform

NEW ENERGY VEHICLES
- NIO
- Li Auto
- PENG
- IM
- Faraday Future
- CANO

ESTABLISHED OEM
- Mercedes Benz
- VOLVO
- HYUNDAI
- Volkswagen

NVIDIA DRIVE SOFTWARE
- Landmark Partnership
- Business Model
  - Shared revenue for AutoPilot and AI Cockpit software per car
- Opportunity
  - 2-2.5M cars/year sold by MB
  - 100M cars/year sold globally
- Platform
  - NVIDIA DRIVE AGX

ROBOTAXI
- Cruise
- Zoox
- DiDi
- pony.ai
- oxbotica
- auton

TRUCKING
- Volvo
- Navistar
- TuSimple
- Plus
- Einride
- FAW
- Locomotion

Design win pipeline 6-years through FY 2027.
GROSS PROFIT
Mix Shift to Data Center Largest Driver of Gross Margin Improvement

**Revenue Contribution**
- FY 2017:
  - OEM & Other
    - Auto
  - Pro Vis
  - Data Center
  - Gaming
- FY 2021:
  - OEM & Other
    - Auto
  - Pro Vis
  - Data Center
  - Gaming

**Gross Profit**
- FY 2017 = 59.2%
- FY 2021 = 65.6%

Bubble size represents Gross Profit contribution.

Gross Profit and Gross Margin shown are Non-GAAP measures.
THE POWER OF “ONE ARCHITECTURE”
Leveraging our Platform to Reach Record Levels of Profitability

GROSS MARGIN

<table>
<thead>
<tr>
<th></th>
<th>FY 2017</th>
<th>FY 2021</th>
</tr>
</thead>
<tbody>
<tr>
<td>Margin</td>
<td>59.2%</td>
<td>65.6%</td>
</tr>
<tr>
<td>Change</td>
<td>+640 bps</td>
<td></td>
</tr>
</tbody>
</table>

OPERATING MARGIN

<table>
<thead>
<tr>
<th></th>
<th>FY 2017</th>
<th>FY 2021</th>
</tr>
</thead>
<tbody>
<tr>
<td>Margin</td>
<td>32.1%</td>
<td>40.8%</td>
</tr>
<tr>
<td>Change</td>
<td>+870 bps</td>
<td></td>
</tr>
</tbody>
</table>

ONE ARCHITECTURE

- Ecosystem
- Applications
- SDK & Engines
- Systems
- CPU
- GPU
- DPU

Gross Margin and Operating Income Margin shown are Non-GAAP measures.
CASH FLOW AND CAPITAL ALLOCATION
Cash Flow Generation Fuels Investments into New Markets and Capabilities

CASH FLOW FROM OPERATING ACTIVITIES ($Bs)

INVESTING IN OUR CAPABILITIES
Capital Expenditures ($Bs)

GAME CHANGING ACQUISITIONS

DISCIPLINED CAPITAL RETURN

Conservative Financial Policy

Net Debt¹ / Adjusted EBITDA²

1 Net debt defined as Principal Value of Debt less Cash & Cash Equivalents and Marketable Securities
² Adjusted EBITDA is a Non-GAAP measure
³ Pending

Returned $5.0B to shareholders since FY 2017
FY22 OFF TO A GREAT START
Q1 Tracking Ahead of Outlook

Q1 FY2022 REVENUE OUTLOOK
AS PROVIDED ON FEB 24, 2021

Revenue of $5.30 billion, plus or minus two percent

Most of the sequential growth driven by Gaming; all other platforms also expected to grow q/q

Includes CMP revenue of $50 million

Q1 FY2022 REVENUE OUTLOOK UPDATE
AS OF APRIL 12, 2021

Revenue tracking above previous $5.30 billion outlook

All market platforms driving upside to outlook

Includes CMP revenue of $150 million

Market platforms include Gaming, Data Center, Professional Visualization, Automotive, and OEM
CMP stands for Crypto Mining Processors, included in the OEM market platform
COMMITMENT TO ESG
Building One of the World’s Great Companies Through People, Innovation, and Energy Efficient Technology

PEOPLE FIRST
“America’s Most Just Companies”
#1 in Semiconductors & Equipment
#1 – Worker Treatment
FORBES 2021

“100 Best Companies to Work For”
FORTUNE

“2021 Best Places to Work”
“Best Places to Work. Employee’s Choice”
GLASSDOOR

“100 Best Corporate Citizens”
“Best Places to Work for LGBT Equality”
CRO MAGAZINE
HUMAN RIGHTS CAMPAIGN

SOCIETAL INNOVATION
Helping healthcare institutions harness the power of AI and high-performance computing to define the future of medicine.

ENERGY EFFICIENCY

The GREEN 500
NVIDIA powers 26 of the 30 most energy efficient supercomputers (as of Nov 2020)

NVIDIA GPUs are up to 42 times more efficient than CPUs for AI workloads

65%
of our global electricity use from renewable energy by FY25
Reconciliation of Non-GAAP to GAAP Financial Measures
# Reconciliation of Non-GAAP to GAAP Financial Measures

<table>
<thead>
<tr>
<th></th>
<th>Non-GAAP</th>
<th>Acquisition-Related and Other Costs (A)</th>
<th>Stock-Based Compensation (B)</th>
<th>IP-Related Costs</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Gross Margin ($ in millions &amp; margin percentage)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2017</td>
<td>$4,088</td>
<td>--</td>
<td>(15)</td>
<td>(10)</td>
<td>$4,063</td>
</tr>
<tr>
<td></td>
<td>59.2%</td>
<td>--</td>
<td>(0.2)</td>
<td>(0.2)</td>
<td>58.8%</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$6,821</td>
<td>--</td>
<td>(39)</td>
<td>(14)</td>
<td>$6,768</td>
</tr>
<tr>
<td></td>
<td>62.5%</td>
<td>--</td>
<td>(0.4)</td>
<td>(0.1)</td>
<td>62.0%</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$10,947</td>
<td>(425)</td>
<td>(88)</td>
<td>(38)</td>
<td>$10,396</td>
</tr>
<tr>
<td></td>
<td>65.6%</td>
<td>(2.6)</td>
<td>(0.5)</td>
<td>(0.2)</td>
<td>62.3%</td>
</tr>
</tbody>
</table>

A. Consists of amortization of intangible assets and inventory step up
B. Stock-based compensation charge was allocated to cost of goods sold
<table>
<thead>
<tr>
<th>OPERATING MARGIN ($ IN MILLIONS &amp; MARGIN PERCENTAGE)</th>
<th>NON-GAAP</th>
<th>ACQUISITION-RELATED AND OTHER COSTS (A)</th>
<th>STOCK-BASED COMPENSATION (B)</th>
<th>OTHER (C)</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$2,221</td>
<td>(16)</td>
<td>(248)</td>
<td>(23)</td>
<td>$1,934</td>
</tr>
<tr>
<td></td>
<td>32.1%</td>
<td>[0.2]</td>
<td>[3.6]</td>
<td>[0.3]</td>
<td>28.0%</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$3,617</td>
<td>(13)</td>
<td>(391)</td>
<td>(3)</td>
<td>$3,210</td>
</tr>
<tr>
<td></td>
<td>37.2%</td>
<td>[0.2]</td>
<td>[4.0]</td>
<td>--</td>
<td>33.0%</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$4,407</td>
<td>(2)</td>
<td>(557)</td>
<td>(44)</td>
<td>$3,804</td>
</tr>
<tr>
<td></td>
<td>37.6%</td>
<td>--</td>
<td>[4.7]</td>
<td>[0.4]</td>
<td>32.5%</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$3,735</td>
<td>(31)</td>
<td>(844)</td>
<td>(14)</td>
<td>$2,846</td>
</tr>
<tr>
<td></td>
<td>34.2%</td>
<td>[0.3]</td>
<td>[7.7]</td>
<td>[0.1]</td>
<td>26.1%</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$6,803</td>
<td>(836)</td>
<td>(1,397)</td>
<td>(38)</td>
<td>$4,532</td>
</tr>
<tr>
<td></td>
<td>40.8%</td>
<td>[5.0]</td>
<td>[8.4]</td>
<td>[0.2]</td>
<td>27.2%</td>
</tr>
</tbody>
</table>

A. Consists of amortization of acquisition-related intangible assets, inventory step-up, transaction costs, compensation charges, and other costs.
B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
C. Comprised of IP-related costs, legal settlement costs, contributions, and restructuring and other charges.
## Reconciliation of Non-GAAP to GAAP Financial Measures (Contd.)

<table>
<thead>
<tr>
<th>EPS</th>
<th>Non-GAAP</th>
<th>Acquisition-Related and Other Costs (A)</th>
<th>Stock-Based Compensation (B)</th>
<th>Other (C)</th>
<th>Tax Impact of Adjustments</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FY 2020</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Net income ($ in millions)</td>
<td>$3,580</td>
<td>(31)</td>
<td>(844)</td>
<td>(15)</td>
<td>106</td>
<td>$2,796</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation (millions)</td>
<td>618</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>618</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$5.79</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>$4.52</td>
</tr>
<tr>
<td><strong>FY 2021</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Net income ($ in millions)</td>
<td>$6,277</td>
<td>(836)</td>
<td>(1,397)</td>
<td>(41)</td>
<td>329</td>
<td>$4,332</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation (millions)</td>
<td>628</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>628</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$10.00</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>$6.90</td>
</tr>
</tbody>
</table>

A. Acquisition-related and other costs consist of amortization of intangible assets, inventory step-up, transaction costs, compensation charges and other costs.
B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
C. Consists of IP-related costs, contributions, gains/losses from non-affiliated investments, and interest expense related to amortization of debt discount.
## RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONT'D.)

<table>
<thead>
<tr>
<th>($ in millions)</th>
<th>NON-GAAP OPERATING INCOME (A)</th>
<th>GAAP DEPRECIATION &amp; AMORTIZATION</th>
<th>AMORTIZATION OF ACQUISITION-RELATED INTANGIBLES</th>
<th>ADJUSTED EBITDA</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$2,221</td>
<td>187</td>
<td>(16)</td>
<td>$2,392</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$3,617</td>
<td>199</td>
<td>(13)</td>
<td>$3,803</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$4,407</td>
<td>262</td>
<td>(7)</td>
<td>$4,662</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$3,735</td>
<td>381</td>
<td>(6)</td>
<td>$4,110</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$6,803</td>
<td>1,098</td>
<td>(591)</td>
<td>$7,310</td>
</tr>
</tbody>
</table>

A. Refer to Appendix herein for reconciliation of Non-GAAP operating income to GAAP operating income.