RTX reinventing computer graphics; our expectations on supply; strengthening demand for Data Center in coming quarters; continuing to gain traction in inference; the fastest growing areas of AI; the impact of offices reopening; NVIDIA helping to revolutionize the transportation industry; our partnerships and customers; our financial outlook, our expected tax rates and our expected capital expenditures for the second quarter of fiscal 2022; our growth and growth drivers; our opportunities in existing and new markets; the TAM for our products; and our design win pipeline 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 margin, non-GAAP operating expenses, non-GAAP operating income, non-GAAP operating margin, non-GAAP net income, non-GAAP diluted earnings per share, and free cash flow. 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”.
CONTENT

Q1 FY22 Earnings Summary

Key Announcements This Quarter

NVIDIA Overview

Financials

Reconciliation of Non-GAAP to GAAP Financial Measures
Q1 FY22
EARNINGS SUMMARY
HIGHLIGHTS

- **Record total, Gaming, Data Center and Professional Visualization revenue**
  - Total revenue up 84% y/y to $5.66B, ahead of our original outlook of $5.30B +/- two percent
  - Gaming up 106% y/y to a record $2.76B; Data Center up 79% y/y to a record $2.05B

- **Gaming driven by strong demand for GeForce RTX 30 Series GPUs**
  - Record desktop and laptop GPU sales, with the largest-ever wave of GeForce-powered laptops
  - RTX has reinvented computer graphics; vast majority of installed base has yet to upgrade to RTX GPUs
  - Crypto mining likely contributed to demand; expect to limit going forward with “Low Hash Rate” GPUs

- **Strong growth in Data Center across compute and networking products**
  - Growth was led by hyperscale customers, with strengthening demand for internal and cloud workloads
  - Vertical Industries also grew both q/q and y/y, led by consumer internet companies
  - Gaining traction in AI inference, with record combined shipments of T4, A10 and A30 GPUs
Q1 FY2022 FINANCIAL SUMMARY

<table>
<thead>
<tr>
<th>GAAP</th>
<th>Non-GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Q1 FY22</strong></td>
<td><strong>Y/Y</strong></td>
</tr>
<tr>
<td>Revenue</td>
<td>$5,661</td>
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<tr>
<td>Gross Margin</td>
<td>64.1%</td>
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<tr>
<td>Operating Income</td>
<td>$1,956</td>
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<tr>
<td>Net Income</td>
<td>$1,912</td>
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<tr>
<td>Diluted EPS</td>
<td>$3.03</td>
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<tr>
<td>Cash Flow from Ops</td>
<td>$1,874</td>
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No difference between GAAP and Non-GAAP Cash Flow from Operations and Revenue. All dollar figures are in millions ($) other than EPS.
GAMING

Revenue ($M)

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Q1FY21</th>
<th>Q2FY21</th>
<th>Q3FY21</th>
<th>Q4FY21</th>
<th>Q1FY22</th>
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<tr>
<td>Revenue</td>
<td>$1,339</td>
<td>$1,654</td>
<td>$2,271</td>
<td>$2,495</td>
<td>$2,760</td>
</tr>
</tbody>
</table>

11% q/q and 106% y/y

Highlights

► Record quarter driven by GeForce RTX 30 Series GPUs and game console SOCs
► Largest-ever wave of GeForce gaming laptops, over 140 at all major OEMs
► Over 60 RTX games; DLSS incorporated in game engines Unreal Engine 4 and Unity
► GeForce NOW has passed 10 million members and offers nearly 1,000 games, more than any other cloud gaming service
► We believe Gaming also benefited from crypto mining demand
► Channel inventories lean; Expect to remain supply constrained into 2H
DATA CENTER

Revenue ($M)

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Revenue ($M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q1FY21</td>
<td>$1,141</td>
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<tr>
<td>Q2FY21</td>
<td>$1,752</td>
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<tr>
<td>Q3FY21</td>
<td>$1,900</td>
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<tr>
<td>Q4FY21</td>
<td>$1,903</td>
</tr>
<tr>
<td>Q1FY22</td>
<td>$2,048</td>
</tr>
</tbody>
</table>

8% q/q and 79% y/y

$2,048

Highlights

- Topped $2B for the first time; Growth was led by hyperscale customers for internal and cloud workloads
- A100 deployed across all major hyperscalers and CSPs globally; we see strengthening demand in coming quarters
- Continue to gain traction in inference with hyperscale and vertical industries
- Strong inference growth driven not just by T4 but also A100, new A10 and A30 GPUs
- Two of the fastest growing areas of AI - NLU and deep recommenders
PROFESSIONAL VISUALIZATION

Revenue ($M)

Q1FY21: $307
Q2FY21: $203
Q3FY21: $236
Q4FY21: $307
Q1FY22: $372

Highlights

- Strong notebook growth to new record driven by enterprises supporting remote workforce initiatives
- Desktop rebounded as enterprises resumed spending; likely to see continued growth as offices reopen
- Strength in manufacturing, healthcare, auto and media & entertainment
- Announced a number of powerful new NVIDIA Ampere architecture GPUs for next-generation desktop and notebook workstations
AUTOMOTIVE

Revenue ($M)

- Q1FY21: $155
- Q2FY21: $111
- Q3FY21: $125
- Q4FY21: $145
- Q1FY22: $154

Highlights

- Sequential growth driven by growth in AI Cockpit partially offset by an expected decline in legacy infotainment.
- New wins with Volvo, GM Cruise and NEVs including Faraday Future, R Auto, IM Motors and VinFast.
- In trucking, Navistar is partnering with TuSimple in selecting NVIDIA DRIVE for autonomous driving.
- Extended technology leadership with the announcement of the next-generation NVIDIA DRIVE Atlan SoC.
- Our auto design win pipeline exceeds $8 billion through fiscal year 2027.
SOURCES & USES OF CASH

Cash Flow from Operations ($M)

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<th>Quarter</th>
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<td>Q3FY21</td>
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<tr>
<td>Q4FY21</td>
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<tr>
<td>Q1FY22</td>
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</tr>
</tbody>
</table>

Highlights

- Returned $99M to shareholders in the form of dividends
- Invested $317M in capex
- Ended the quarter with $12.7B in gross cash and $7.0B in debt, $5.7B in net cash

Gross cash is defined as cash/cash equivalents & marketable securities. Debt is defined as principal value of debt. Net cash is defined as gross cash less debt.
Q2 FY2022 OUTLOOK

- **Revenue** - $6.30 billion, plus or minus two percent
  - We expect broad-based sequential and year-on-year revenue growth in all our market platforms. Our outlook includes $400 million in CMP. Aside from CMP, the sequential revenue increase is driven largely by Data Center and Gaming.

- **Gross Margin** - 64.6% GAAP and 66.5% non-GAAP, plus or minus 50 basis points

- **Operating Expense** - Approximately $1.76 billion GAAP and $1.26 billion non-GAAP

- **Other Income & Expense** - Net expense of $50 million for both GAAP and non-GAAP

- **Tax Rate** - GAAP and non-GAAP both 10 percent, plus or minus one percent, excluding discrete items

- **Capital Expenditure** - Approximately $300 million to $325 million
KEY ANNOUNCEMENTS THIS QUARTER
NVIDIA GRACE
CPU Designed for Giant-Scale AI and HPC Accelerated Computing

- NVIDIA’s first data center Arm-based CPU
- Designed to address the computing requirements for the world’s most advanced applications
- Combines energy-efficient Arm CPU cores with low-power, high bandwidth memory subsystem to deliver high performance with great efficiency
- 10x faster performance versus today’s state-of-the-art NVIDIA DGX-based systems, running on x86 CPUs
- Sampling in 2022; Shipping 2023
ALPS

Expected to be The World’s Fastest Supercomputer for AI

- 20 Exaflops of AI
- Powered by NVIDIA Grace CPU and Next Generation NVIDIA GPU
- Can train GPT-3 7x faster than NVIDIA Selene, currently recognized as the world’s leading supercomputer for AI
- HPC and AI for Scientific and Commercial Apps
- Advance Weather, Climate, and Materials Science
- Coming online in 2023
NVIDIA BLUEFIELD-3
400Gbps Data Center Infrastructure Processor

- Offloads and Accelerates Data Center Infrastructure
- Isolates Application from Control and Management Plane
- Each BlueField-3 DPU delivers the equivalent data center services of up to 300 CPU cores
- Powerful CPU - 16x Arm A78 Cores
- Process Networking, Storage, and Security at 400 Gbps
- 22 Billion Transistors
- Expected to sample in Q1 2022
NVIDIA AI ENTERPRISE
Delivering NVIDIA AI and Accelerated Computing to the World’s Largest Industries

- Comprehensive suite of enterprise-grade AI software that speeds deployment of AI workloads and simplifies management of enterprise AI infrastructure
- Multi-billion-dollar opportunity
  - Hundreds of thousands of vSphere customers now able to purchase NVIDIA AI Enterprise with same pricing model that IT managers use to procure VMware infrastructure software
  - 8M enterprise server CPUs per year
- Offered as a perpetual license at $3,595 per CPU socket with annual maintenance of $899 per license; Also available as a subscription
- Partner ecosystem includes VMware, Dell Technologies, HPE, Lenovo and Supermicro
NEW A10 AND A30 GPUS
Add to the NVIDIA-Certified Portfolio of Industry-Standard Servers
Based on the NVIDIA EGX Platform

- Enabling enterprises to run AI workloads on the same infrastructure used for traditional business applications
- New wave of systems featuring the NVIDIA A30 GPU for mainstream AI and data analytics and the NVIDIA A10 GPU for AI-enabled graphics, virtual workstations and mixed compute and graphics workloads
- Lockheed Martin and Mass General Brigham are among the first to incorporate these systems into their data centers
- More than 20 NVIDIA-Certified Systems are now available from worldwide computer makers
- Systems featuring NVIDIA A30 and NVIDIA A10 GPUs will be available later in 2021
NVIDIA AI-ON-5G

Enabling High-Performance 5G RAN and AI Applications to Manage Hundreds of Transformational Projects

- Leverages the NVIDIA Aerial SDK with the NVIDIA BlueField-2 A100—a converged card that combines GPUs and DPUs including NVIDIA’s “5T for 5G” solution.

- Enterprises, mobile network operators and CSPs that deploy the platform will be able to handle both 5G and edge AI computing in a single, converged platform.

- Help speed the creation of smart cities and factories, advanced hospitals and intelligent stores.

- Teaming with Ericsson, Fujitsu, Mavenir, Radisys and Wind River to develop solutions for NVIDIA’s AI-on-5G platform.

- Google Cloud and NVIDIA partner to deliver AI-on-5G, extending Google Cloud’s managed services and AI solutions to the edge on NVIDIA GPU-accelerated servers.
NVIDIA MORPHEUS
Enabling Cybersecurity Providers to Develop AI Solutions That Can Instantly Detect Cyber Breaches

- Morpheus is a cloud-native cybersecurity framework which uses machine learning to identify, capture and act on threats that were previously impossible to identify.

- Enables zero-trust security models that demand monitoring every transaction in the data center in real time.

- Deploying Morpheus with security applications takes advantage of NVIDIA AI computing and NVIDIA BlueField-3 DPUs to provide users the ability to protect their data center from its core to the edge.

- Ecosystem includes ARIA Cybersecurity Solutions, Cloudflare, F5, Fortinet and Guardicore, as well as hybrid-cloud platform providers Canonical, Red Hat and VMware.
NVIDIA OMNIVERSE ENTERPRISE
Design Collaboration and Simulation Platform for Enterprises

- World’s first technology platform that enables global 3D design teams working across multiple software suites to collaborate in real time in a shared virtual space

- NVIDIA Omniverse Enterprise software is available on a subscription basis

- Over 400 companies have been evaluating Omniverse with BMW Group, Ericsson, Foster + Partners, and WPP among early adopters

- Ecosystem includes Bentley Systems, Adobe, Autodesk, Epic Games, ESRI, Graphisoft, Trimble, McNeel & Associates, Blender, Marvelous Designer, Reallusion and wrnch Inc

- Partners include ASUS, BOXX Technologies, Cisco, Dell Technologies, HP, Lenovo and Supermicro

- Available Summer 2021
NVIDIA PRE-TRAINED MODELS

NVIDIA TAO to Adapt | NVIDIA Fleet Command to Orchestrate

- Credentialed, production quality AI models
  - Trained by experts for enterprise deployment
  - Continuously updated to be state-of-the-art
  - Available on NVIDIA GPU Cloud (NGC) registry

- Train faster, adapt easier and optimize efficiently with NVIDIA TAO
  - Finetune pre-trained models for a specific task, industry or system
  - Transfer learning to custom-fit a model with users’ small data sets
  - Federated learning to maintain data privacy and learn from distributed diversity

- Deploy, orchestrate and monitor with NVIDIA Fleet Command
  - Control and manage millions of AI-powered devices from any cloud
  - Secure from boot, attestation, uplink and downlink, to confidential AI enclave
  - Centrally monitor health and remotely fix edge systems
NVIDIA DRIVE SOFTWARE-DEFINED PLATFORM
For Autonomous Driving

A “data-center-on-wheels”, allowing automakers to build software-defined vehicles that are programmable and perpetually upgradeable through secure, over-the-air updates

Integration of BlueField offers full data-center-infrastructure-on-a-chip programmability and safe security to prevent data breaches/cyber attacks

ASIL-D - Highest systematic safety standard

Industry’s first 1,000 TOPS SoC
Targeting automakers’ 2025 models
OVER $8B AUTOMOTIVE DESIGN WIN PIPELINE

Autonomous Driving and AI Cockpit Platform

NEW ENERGY VEHICLES

ESTABLISHED OEM

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

Design win pipeline 6-years through FY 2027.
NVIDIA WINS BENCHMARK FOR AI INFERENSE
Further Extending Lead in Latest MLPerf Inference v1.0 Benchmark

What is MLPerf?

- The industry’s first and only objective standard for measuring machine learning performance
- Consortium of over 70 universities and companies, including Google, Intel, Baidu and NVIDIA, founded in 2018
- NVIDIA won all prior MLPerf benchmarks

MLPerf April 2021 — AI Inference

- NVIDIA achieved top performance results in all scenarios (data center server and offline, as well as edge single-stream, multi-stream, and offline)
- NVIDIA delivered the best per accelerator performance among all products tested across all benchmark tests
- Up to 45% increased performance in six months
- Triton Inference Server is the best deployment solution for inference - GPU or CPU
- Running all 7 MLPerf offline tests on a single GPU using 7 MIG instances showed nearly identical performance compared with a single MIG instance running alone
NVIDIA TOPS MLPERF DATA CENTER BENCHMARKS

A100 Between 17x to 314x Faster Than CPU

OFFLINE (No latency target) Per Accelerator

SERVER (w/ latency target) Per Accelerator

---

MLPerf v1.0 Inference Closed; Per-accelerator performance derived from the best MLPerf results for respective submissions using reported accelerator count in Data Center Offline and Server. 3D U-Net 99%: 1.0-18, 1.0-52, 1.0-54, 1.0-56, 1.0-29 ResNet-50: 1.0-17, 1.0-52, 1.0-54, 1.0-56, 1.0-29, RNN-T: 1.0-19, 1.0-54, 1.0-56, 1.0-29, SSD-Large: 1.0-17, 1.0-52, 1.0-34, 1.0-54, 1.0-56, 1.0-29 DLRM 99%: 1.0-19, 1.0-54, 1.0-56, 1.0-29, BERT 99%: 1.0-51, 1.0-54, 1.0-56, 1.0-29. MLPerf name and logo are trademarks. See www.mlcommons.org for more information.
NVIDIA pioneered accelerated computing to help solve the most challenging computational problems. The approach is broadly recognized as the way to advance computing as Moore’s law ends and AI lifts off. NVIDIA’s platform is installed in several hundred million computers, is available in every cloud and from every server maker, powers 346 of the TOP500 supercomputers, and boasts 2.5 million developers.
NVIDIA AT A GLANCE
Accelerated Computing Pioneer

Brief History

1993: Founded by Jensen Huang, Chris Malachowsky, and Curtis Priem
1999: IPO on NASDAQ at $12 (prior to 4 stock splits, now 12:1)
2001: Xbox win; fastest semiconductor company to reach $1B in sales
2006: Unveils CUDA architecture, expanding to scientific computing
2009: Inaugural GPU Technology Conference (GTC)
2016: Introduces first products for AI and autonomous driving

Recognitions

- Harvard Business Review’s The CEO 100
- Fortune’s Best Places to Work
- MIT Tech Review’s 50 Smartest Companies
- Fortune’s World’s Most Admired Companies
- Forbes JUST 100 Best Corporate Citizens
- Dow Jones Sustainability Index

Revenue by Market Platform

<table>
<thead>
<tr>
<th>FY</th>
<th>Gaming</th>
<th>Data Center</th>
<th>ProViz</th>
<th>Auto</th>
<th>OEM &amp; Others</th>
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</thead>
<tbody>
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<td>FY17</td>
<td>$6.9B</td>
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From Chip Vendor to Computing Platform

<table>
<thead>
<tr>
<th>Year</th>
<th>GM</th>
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</thead>
<tbody>
<tr>
<td>1999</td>
<td>30%+</td>
</tr>
<tr>
<td>2014</td>
<td>50%+</td>
</tr>
<tr>
<td>2021</td>
<td>60%+</td>
</tr>
</tbody>
</table>
GROWTH DRIVERS

GAMING

AI

AR/VR

SELF-DRIVING CARS
COMPUTING FOR THE AGE OF AI

NVIDIA RTX $9B
NVIDIA HPC $10B
NVIDIA HYPERSCALE AI $45B
NVIDIA ENTERPRISE AI $30B
NVIDIA EDGE AI $15B

FY 2021 Revenue* $9B
20% 5-year CAGR

Data Center Total Addressable Market by 2024

* Gaming and Professional Visualization market platforms revenues

NVIDIA Hyperscale AI includes estimated Total Addressable Market for accelerated computing platforms used in Hyperscale/Cloud.
Source: NVIDIA estimates, incorporating data from Counterpoint, Dell’Oro, Gartner, IDC, IHS, Hyperion and Strategy Analytics
OUR CORE BUSINESSES

**FY21 Revenue $7.76B, 5-year CAGR of 22%**
Strong market position and technology leadership
Compounded long-term unit and ASP growth
200M+ gamers on our platform
Strong Gaming ecosystem
**Multiple secular growth drivers:** expanding population of gamers, eSports, VR, rising production value of games, gaming and creator laptops

**FY21 Revenue of $6.70B, 5-year CAGR of 82%**
Leader in deep learning/AI - used by all major cloud computing providers and thousands of enterprises
Leader in HPC - in 8 of the top 10 and 2/3rds of the top 500 fastest supercomputers
**Multiple secular growth drivers:** fast growing adoption of AI in every major industry; rising compute needs unmet by conventional approaches such as x86 CPUs; Mellanox networking

**FY21 Revenue of $1.05B, 5-year CAGR of 7%**
90%+ market share in graphics for workstations
Diversified end markets, e.g. media & entertainment, architecture, engineering & construction, public sector
Strong software ecosystem
**Multiple secular growth drivers:** expanding creative & design workflows, mobile workstations, rising adoption of AR/VR across industries

**FY21 Revenue of $536M, 5-year CAGR of 11%**
Current revenue driven largely by infotainment
Future growth expected to be driven largely by **Autonomous Vehicle (AV)** solution offering full hardware & software stack
**Multiple secular growth drivers:** transition to self-driving, software-defined cars and AI cockpits, with new software and services business models

- Gaming
  - 47% of FY21 Rev
- Data Center
  - 40% of FY21 Rev
- Professional Visualization
  - 6% of FY21 Rev
- Automotive
  - 3% of FY21 Rev

*ASP = Average Selling Price. Gamers are defined as consumers who purchase our GPUs to play video games. 200M+ gamers on our platform as of August 2020. FY21 ended 1/31/2021.*
STRONG, PROFITABLE GROWTH

Business Mix (%)

Sustained Profitability
(showing non-GAAP margins)

Refer to Appendix for reconciliation of Non-GAAP measures. Gross margin and operating margin are rounded to the nearest percent in the charts above.
WHY ACCELERATED COMPUTING?

Advancing Computing in the Post-Moore’s Law Era

- The world’s demand for computing power continues to grow exponentially, yet CPUs are no longer keeping up as Moore’s law has ended.
- NVIDIA pioneered GPU-accelerated computing to solve this challenge.
- Optimizing across the entire stack — from silicon to software — allows NVIDIA to advance computing in the post-Moore’s law era for large and important markets:
WORLD LEADER IN ACCELERATED COMPUTING

Our Four Market Platforms & Key Brands

- **Gaming**: GeForce GPUs for PC Gamers
- **Data Center**: DGX/HGX/EGX for HPC/AI Compute; Mellanox for Networking
- **Professional Visualization**: Quadro/NVIDIA RTX for Workstations
- **Auto**: DRIVE for Autonomous Vehicles
GAMING

GeForce – The World’s Largest Gaming Platform

Revenue ($M)

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY17</td>
<td>$4,060</td>
</tr>
<tr>
<td>FY18</td>
<td>$5,513</td>
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<tr>
<td>FY20</td>
<td>$5,518</td>
</tr>
<tr>
<td>FY21</td>
<td>$7,759</td>
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</table>

- 22% CAGR

Highlights

- #1 in PC gaming with more than 3X the revenue of the other major GPU vendor
- Expanding the market with gaming laptops and cloud gaming
- Powering the Nintendo Switch console

200M+ Gamers on GeForce
DATA CENTER
High Performance Computing (HPC) and AI

Revenue ($M)

Registered NVIDIA Developers

Every Major Cloud Provider

90%+ Share of Accelerators in Supercomputing

82% CAGR

FY17 FY18 FY19 FY20 FY21

Revenue ($M)

Every Major Cloud Provider

NVIDIA Share of New TOP500 Systems

In 8 of top 10 supercomputers worldwide; #1 in US, China, Europe, India, Saudi Arabia, and academia

SC20 Results Include MLNC
PROFESSIONAL VISUALIZATION

Workstation Graphics

Revenue ($M)

- FY17: $835
- FY18: $934
- FY19: $1,130
- FY20: $1,212
- FY21: $1,053

7% CAGR

50+ Applications Unlocking New Markets

45M Designers and Creatives
AUTO
Infotainment and Autonomous Vehicles

Revenue ($M)

NVIDIA DRIVE Partners

Strong Partnership / Ecosystem
LARGE AND DIVERSE CUSTOMER BASE
Reaching Hundreds of Millions of End Users Through Hundreds of Customers

No Customer Larger Than 11% of Total Revenues in Any of the Past 3 Fiscal Years
ANNUAL CASH & CASH FLOW METRICS

OPERATING INCOME (NON-GAAP)

FREE CASH FLOW (NON-GAAP)

OPERATING CASH FLOW

CASH BALANCE

Cash balance is defined as cash and cash equivalents plus marketable securities.

<table>
<thead>
<tr>
<th>Year</th>
<th>FY17</th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
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<td>4,407</td>
<td>3,735</td>
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</tr>
<tr>
<td>Income</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Free</td>
<td>1,496</td>
<td>2,909</td>
<td>3,143</td>
<td>4,272</td>
<td>4,677</td>
</tr>
<tr>
<td>Flow</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Operating</td>
<td>1,672</td>
<td>3,502</td>
<td>3,743</td>
<td>4,761</td>
<td>5,822</td>
</tr>
<tr>
<td>Cash</td>
<td>6,798</td>
<td>7,108</td>
<td>7,422</td>
<td>10,897</td>
<td>11,561</td>
</tr>
</tbody>
</table>

42
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
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>GROSS MARGIN</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>Q1 FY2021</td>
<td>65.8%</td>
<td>—</td>
<td>(0.7)</td>
<td>—</td>
<td>65.1%</td>
</tr>
<tr>
<td>Q2 FY2021</td>
<td>66.0%</td>
<td>(6.3)</td>
<td>(0.4)</td>
<td>(0.5)</td>
<td>58.8%</td>
</tr>
<tr>
<td>Q3 FY2021</td>
<td>65.5%</td>
<td>(1.8)</td>
<td>(0.6)</td>
<td>(0.5)</td>
<td>62.6%</td>
</tr>
<tr>
<td>Q4 FY2021</td>
<td>65.5%</td>
<td>(1.9)</td>
<td>(0.5)</td>
<td>—</td>
<td>63.1%</td>
</tr>
<tr>
<td>Q1 FY2022</td>
<td>66.2%</td>
<td>(1.6)</td>
<td>(0.4)</td>
<td>(0.1)</td>
<td>64.1%</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
# RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONTD.)

<table>
<thead>
<tr>
<th>GROSS MARGIN</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>FY 2017</td>
<td>59.2%</td>
<td>0.2</td>
<td>0.2</td>
<td>58.8%</td>
<td></td>
</tr>
<tr>
<td>FY 2018</td>
<td>60.2%</td>
<td>0.3</td>
<td></td>
<td>59.9%</td>
<td></td>
</tr>
<tr>
<td>FY 2019</td>
<td>61.7%</td>
<td>0.2</td>
<td>0.3</td>
<td>61.2%</td>
<td></td>
</tr>
<tr>
<td>FY 2020</td>
<td>62.5%</td>
<td>0.4</td>
<td>0.1</td>
<td>62.0%</td>
<td></td>
</tr>
<tr>
<td>FY 2021</td>
<td>65.6%</td>
<td>2.6</td>
<td>0.5</td>
<td>62.3%</td>
<td></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
## RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONTD.)

<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>IP-RELATED COSTS</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q1 FY2021</td>
<td>$1,205</td>
<td>(5)</td>
<td>(224)</td>
<td>—</td>
<td>$976</td>
</tr>
<tr>
<td></td>
<td>39.1%</td>
<td>(0.1)</td>
<td>(7.3)</td>
<td>—</td>
<td>31.7%</td>
</tr>
<tr>
<td>Q1 FY2022</td>
<td>$2,557</td>
<td>(167)</td>
<td>(429)</td>
<td>(5)</td>
<td>$1,956</td>
</tr>
<tr>
<td></td>
<td>45.2%</td>
<td>(3.0)</td>
<td>(7.6)</td>
<td>—</td>
<td>34.6%</td>
</tr>
</tbody>
</table>

A. Consists of amortization of intangible assets, transaction costs, and certain compensation charges
B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense
## RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONT'D.)

<table>
<thead>
<tr>
<th></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><strong>OPERATING 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>$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. Comprises 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></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>Q1 FY2022</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Net income ($ in million)</td>
<td>$2,313</td>
<td>(167)</td>
<td>(429)</td>
<td>128</td>
<td>67</td>
<td>$1,912</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation (millions)</td>
<td>632</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>632</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$3.66</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$3.03</td>
</tr>
</tbody>
</table>

A. Consists of amortization of intangible assets, transaction costs, and certain compensation charges.
B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
C. Other comprises of IP-related costs, gains from non-affiliated investments, mark to market adjustment of our publicly-traded equity security investment, 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>FREE CASH FLOW</th>
<th>PURCHASES RELATED TO PROPERTY AND EQUIPMENT AND INTANGIBLE ASSETS</th>
<th>PRINCIPAL PAYMENTS ON PROPERTY AND EQUIPMENT</th>
<th>NET CASH PROVIDED BY OPERATING ACTIVITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY 2017</td>
<td>$1,496</td>
<td>176</td>
<td>–</td>
<td>$1,672</td>
</tr>
<tr>
<td>FY 2018</td>
<td>$2,909</td>
<td>593</td>
<td>–</td>
<td>$3,502</td>
</tr>
<tr>
<td>FY 2019</td>
<td>$3,143</td>
<td>600</td>
<td>–</td>
<td>$3,743</td>
</tr>
<tr>
<td>FY 2020</td>
<td>$4,272</td>
<td>489</td>
<td>–</td>
<td>$4,761</td>
</tr>
<tr>
<td>FY 2021</td>
<td>$4,677</td>
<td>1,128</td>
<td>17</td>
<td>$5,822</td>
</tr>
</tbody>
</table>
# RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

<table>
<thead>
<tr>
<th>($ IN MILLIONS)</th>
<th>Q2 FY2022 OUTLOOK</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Non-GAAP gross margin</strong></td>
<td>66.5%</td>
</tr>
<tr>
<td>Impact of stock-based compensation expense, acquisition-related costs, and other costs</td>
<td>(1.9%)</td>
</tr>
<tr>
<td><strong>GAAP gross margin</strong></td>
<td>64.6%</td>
</tr>
<tr>
<td><strong>Non-GAAP operating expenses</strong></td>
<td>$1,260</td>
</tr>
<tr>
<td>Stock-based compensation expense, acquisition-related costs, and other costs</td>
<td>500</td>
</tr>
<tr>
<td><strong>GAAP operating expenses</strong></td>
<td>$1,760</td>
</tr>
</tbody>
</table>