Except for the historical information contained herein, certain matters in this presentation including, but not limited to, statements as to: our financial position; our markets; the performance, benefits, abilities, impact and availability of our products and technologies; retail channels remaining low; the NVIDIA RTX ecosystem continuing to expand; demand fueled by buildouts of hybrid work environments; our partnerships, collaborations, and customers; our financial outlook; our expected tax rates and our expected capital expenditures for the first quarter of fiscal 2023; RSC’s second phase later this year; our growth and growth drivers; our opportunities in existing and new markets; the world’s demand for computing power continuing to grow exponentially; optimizing across the entire stack allowing NVIDIA to advance computing in the post-Moore’s law era; and our goal to source 65% of global electricity use from renewable energy by fiscal year 2025 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”.

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Q4 FY22 Earnings Summary

Key Announcements This Quarter

NVIDIA Overview

Financials

Reconciliation of Non-GAAP to GAAP Financial Measures
Q4 FY22
EARNINGS SUMMARY
HIGHLIGHTS

- **Record total, Gaming, Data Center and Professional Visualization revenue**
  - Total revenue up 53% y/y to $7.64B, ahead of outlook of $7.40B +/- two percent
  - Gaming up 37% y/y to a record $3.42B; Data Center up 71% y/y to a record $3.26B

- **Gaming driven by record desktop and laptop GeForce GPU revenue**
  - Desktop gaming led by growth in GeForce RTX 30-Series products, with continued strength at high-end
  - Laptop gaming driven by the ramp of the new GeForce RTX 3070 Ti and 3080 Ti GPUs
  - Availability of our gaming products in the retail channel remains low

- **Data Center led by compute products on strong demand for NVIDIA AI**
  - Flagship A100 Tensor Core GPU continued to drive strong growth
  - Inference-focused revenue more than tripled year-on-year
  - Networking products also posted strong sequential and year-on-year growth
## Q4 FY2022 Financial Summary

<table>
<thead>
<tr>
<th></th>
<th>GAAP</th>
<th>Non-GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q4 FY22</td>
<td>Y/Y</td>
<td>Q/Q</td>
</tr>
<tr>
<td>Revenue</td>
<td>$7,643</td>
<td>$7,643</td>
</tr>
<tr>
<td>Gross Margin</td>
<td>65.4%</td>
<td>67.0%</td>
</tr>
<tr>
<td>Operating Income</td>
<td>$2,970</td>
<td>$3,677</td>
</tr>
<tr>
<td>Net Income</td>
<td>$3,003</td>
<td>$3,350</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$1.18</td>
<td>$1.32</td>
</tr>
<tr>
<td>Cash Flow from Ops</td>
<td>$3,033</td>
<td>$3,033</td>
</tr>
</tbody>
</table>

**Notes:**
- All dollar figures are in millions ($) other than EPS.
- Diluted EPS changes reflects a four-for-one stock split effective July 2021.
GAMING

**Record desktop revenue led by growth in GeForce RTX 30-Series GPUs, with continued strength in the high-end.**

**Record laptop revenue driven by the ramp of new GeForce RTX 3070 Ti and 3080 Ti GPUs.**

**Fourth-generation Max-Q technology enables quiet, thin and light new gaming laptops.**

**Availability of our gaming products in the channel remains low.**

**NVIDIA RTX ecosystem continues to expand; 30+ new RTX games & applications added in Q4.**

**Nearly all desktop NVIDIA Ampere architecture GeForce GPU shipments are Lite Hash Rate.**

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Revenue ($M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q4FY21</td>
<td>$2,495</td>
</tr>
<tr>
<td>Q1FY22</td>
<td>$2,760</td>
</tr>
<tr>
<td>Q2FY22</td>
<td>$3,061</td>
</tr>
<tr>
<td>Q3FY22</td>
<td>$3,221</td>
</tr>
<tr>
<td>Q4FY22</td>
<td>$3,420</td>
</tr>
</tbody>
</table>

6% q/q and 37% y/y
DATA CENTER

**Highlights**

- Growth was led by compute products on strong demand for NVIDIA AI
- Driven by fast-growing AI workloads such as natural language processing & deep-learning recommendation systems, and cloud computing
- Hyperscale and public cloud revenue more than doubled y/y
- Vertical industries posted strong double-digit y/y growth, led by consumer internet customers
- Inference-focused revenue more than tripled y/y, enabled by widespread adoption of our Triton Inference Server Software
- Networking posted strong q/q and y/y growth; anticipate improving capacity in coming quarters
PROFESSIONAL VISUALIZATION

Revenue ($M)

- Q4FY21: $307
- Q1FY22: $372
- Q2FY22: $519
- Q3FY22: $577
- Q4FY22: $643

11% q/q and 109% y/y

Highlights

- Strong demand fueled by buildouts of hybrid work environments, as well as growth in key workloads including 3D design, AI and rendering.
- Sequential growth driven by a shift to higher-value workstations, and the continued ramp of the NVIDIA Ampere architecture.
- Customer feedback for NVIDIA Omniverse has been very positive, with multiple significant enterprise licensees already signed.
AUTOMOTIVE

Revenue ($M)

Q4FY21: $145
Q1FY22: $154
Q2FY22: $152
Q3FY22: $135
Q4FY22: $125

7% q/q and 14% y/y decline driven by legacy cockpit revenue and automotive makers’ supply constraints, partially offset by ramp of self-driving programs.

Started shipments of NVIDIA DRIVE Orin SoC.

Expect to return to sequential revenue growth in Q1, with a more meaningful inflection in 2H of fiscal 2023 and momentum building beyond.
SOURCES & USES OF CASH

Cash Flow from Operations ($M)

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Cash Flow ($M)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q4FY21</td>
<td>$2,067</td>
</tr>
<tr>
<td>Q1FY22</td>
<td>$1,874</td>
</tr>
<tr>
<td>Q2FY22</td>
<td>$2,682</td>
</tr>
<tr>
<td>Q3FY22</td>
<td>$1,519</td>
</tr>
<tr>
<td>Q4FY22</td>
<td>$3,033</td>
</tr>
</tbody>
</table>

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.

 highlights

- Record Q4 cash flow from operations
- Returned $100M to shareholders in the form of cash dividends
- Invested $294M in capex (includes principal payments on PP&E)
- Ended the quarter with $21.2B in gross cash and $11.0B in debt, $10.2B in net cash

47% y/y and 100% q/q
Q1 FY2023 OUTLOOK

- **Revenue** — $8.10 billion, plus or minus two percent
  - We expect sequential growth to be driven primarily by Data Center. Gaming will also contribute to growth
- **Gross Margin** — 65.2% GAAP and 67.0% non-GAAP, plus or minus 50 basis points
- **Operating Expense** — $3.55 billion GAAP, including the Arm write-off of $1.36 billion, and $1.60 billion non-GAAP
  - For the fiscal-year, we expect to grow non-GAAP operating expenses at a similar percent as in fiscal 2022
- **Other Income & Expense** — Net expense of approximately $55 million for both GAAP and non-GAAP, excluding gains and losses on non-affiliated investments
- **Tax Rate** — 11% GAAP and 13% non-GAAP, plus or minus one percent, excluding discrete items
- **Capital Expenditure** — Approximately $350 million to $400 million
KEY ANNOUNCEMENTS
THIS QUARTER
NVIDIA GEFORCE RTX 3050
Making RTX-Powered Ray Tracing and DLSS More Accessible Than Ever

- GeForce RTX 3050 GPUs come equipped with 2nd gen RT Cores for ray tracing and 3rd gen Tensor Cores for DLSS/AI

- Enables gameplay of ray traced games on a 50-class GPU at over 60 FPS for the first time, bringing RTX and accelerated AI technologies to more mainstream audiences

- Starting at an MSRP of $249, RTX 3050 cards include other features such as:
  - NVIDIA Reflex to minimize system latency in games
  - NVIDIA Broadcast for AI-powered voice and video
  - NVIDIA Encoder for great streaming
  - NVIDIA Studio to accelerate and enhance creative applications
NEW GEFORCE RTX 3080 Ti AND 3070 Ti LAPTOP GPUS
Greater Performance in Thin and Light Designs

- Announced over 160 new laptops built on the RTX 30 Series and based on the latest 4th gen of Max-Q technologies

- New NVIDIA Studio laptops are on average 7x faster than the latest MacBook Pro 16 for 3D rendering

- GeForce RTX 3080 Ti laptops start at $2,499; RTX 3070 Ti laptops start at $1,499
Extended EA’s library of games on GeForce NOW (GFN) with Battlefield 4 and Battlefield V now streamable.

Announced a collaboration with Samsung to integrate GeForce NOW in its Smart TVs, starting in Q2 of this year. This follows the recent beta release of the GeForce NOW app for LG Smart TVs.

Teamed up with AT&T to help bring GeForce NOW to 5G mobile devices. Customers with a 5G device on a qualified plan can get a 6 months GFN Priority membership at no charge.
Meta Platforms unveiled its new AI supercomputer, Research SuperCluster (RSC)

- Based on 760 NVIDIA DGX A100 systems that pack a total of ~6.1K NVIDIA A100 GPUs linked on an NVIDIA Quantum 200Gb/s InfiniBand network to deliver ~1.8K petaflops of TF32 performance

- Early benchmarks show RSC can train large natural-language processing models 3x faster and run computer vision jobs 20x faster than the prior system, based on NVIDIA V100

- In a second phase later this year, RSC will expand to ~16K GPUs that Meta believes will deliver 5 exaflops of mixed precision AI performance
Starting in calendar 2025, all new Jaguar and Land Rover (JLR) vehicles will be built on the NVIDIA DRIVE platform

Enables a new business model that offers downloadable AV and AI services to fleet of software-defined JLR vehicles

Based on NVIDIA DRIVE Hyperion which features:
- DRIVE Orin centralized AV computers
- DRIVE AV and DRIVE IX software
- Safety, security and networking systems; plus, surround sensors

JLR will also leverage in-house developed data center solutions with NVIDIA DGX for training AI models and DRIVE Sim software for real-time physically accurate simulation
NVIDIA FLARE SDK BRINGS COLLABORATIVE AI TO HEALTHCARE
New Open-Source Software Development Kit for Federated Learning Used for AI Applications

- NVIDIA FLARE allows researchers and data scientists to collaborate on training or evaluating AI models without having to pool or exchange each group’s proprietary datasets
  - Roche Digital Pathology used NVIDIA FLARE to run a successful internal simulation using whole slide images for classification
  - Erasmus Medical Center used it for an AI application that identifies genetic variants associated with schizophrenia cases
- NVIDIA FLARE will be used to power federated learning solutions at American College of Radiology (ACR), Flywheel, Taiwan Web Service Corporation and Rhino Health
NVIDIA OMNIVERSE
Free Version of Omniverse Generally Available for Individual Creators

- Announced general availability of a free version of Omniverse for individuals
- Omniverse allows creators with RTX GPUs to connect leading 3D design applications to a single scene and supercharge their work with AI and physics
- Announced early access to Nucleus Cloud, which adds one-click capability to collaborate with other artists, whether across the room or across the globe
NVIDIA ISAAC AMR PLATFORM
Built for the $9 Trillion Logistics Industry

- Announced the Isaac Autonomous Mobile Robot (AMR) platform for digital twin applications
- Using Omniverse, and securely orchestrated and cloud-delivered with Fleet Command, Isaac AMR optimizes operational efficiency and accelerates deployment of autonomous machines
- Isaac AMR consists of several NVIDIA AI technologies and SDKs:
  - NVIDIA DeepMap for high-accuracy maps
  - NVIDIA Metropolis for situational awareness
  - NVIDIA ReOpt for real-time route optimization
NVIDIA OVERVIEW
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 355 of the TOP500 supercomputers, and boasts 3.0 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 5 stock splits, now 48:1)
2001: Xbox win; fastest semiconductor company to reach $1B in sales
2006: Unveils CUDA architecture, expanding to scientific computing
2016: Introduces first products for AI and autonomous driving
2020: Acquires Mellanox for $7B; launches DPU as new processor class

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>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td>$9.7B</td>
<td>$11.7B</td>
<td>$10.9B</td>
<td>$16.7B</td>
<td>$26.9B</td>
</tr>
</tbody>
</table>

FOR FROM CHIP VENDOR TO COMPUTING PLATFORM

1999
GM 30%+

2014
GM 50%+

FY22
GM ~65%
TREMENDOUS MARKET FORCES DRIVING NVIDIA GROWTH

- Gaming
- Artificial Intelligence
- Data Center
- AI on 5G
- Autonomous Systems
- Omniverse
OUR CORE BUSINESSES

<table>
<thead>
<tr>
<th>Business</th>
<th>FY22 Revenue ($B)</th>
<th>5-year CAGR</th>
<th>Key Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaming</td>
<td>$12.5B</td>
<td>25%</td>
<td>Strong market position and technology leadership, 200M+ gamers on GeForce, Multiple secular growth drivers</td>
</tr>
<tr>
<td>Data Center</td>
<td>$10.6B</td>
<td>66%</td>
<td>Leader in deep learning/AI - used by all major cloud computing providers and thousands of enterprises, Leader in Supercomputing in 8 of the top 10 and 342 of the TOP500, Multiple secular growth drivers</td>
</tr>
<tr>
<td>Professional Visualization</td>
<td>$2.1B</td>
<td>20%</td>
<td>Diversified end markets, Leader in Supercomputing - in 8 of the top 10 and 342 of the TOP500, Multiple secular growth drivers</td>
</tr>
<tr>
<td>Automotive</td>
<td>$566M</td>
<td>3%</td>
<td>Historical revenue driven largely by infotainment, Future growth largely driven by Autonomous Vehicles, where NVIDIA offers a full hardware &amp; software stack, Multiple secular growth drivers</td>
</tr>
</tbody>
</table>

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. FY22 ended 1/30/2022.
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.
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
NVIDIA Networking

Professional Visualization
Quadro/NVIDIA RTX for Workstations

Auto
DRIVE for Autonomous Vehicles
GAMING

GeForce – The World’s Largest Gaming Platform

$5,513
$6,246
$5,518
$7,759
$12,462

FY18
FY19
FY20
FY21
FY22

25% 5-YR CAGR

Revenue ($M)

- #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

Highlights
DATA CENTER
High Performance Computing (HPC) and AI

Revenue ($M)

- FY18: $1,932
- FY19: $2,932
- FY20: $2,983
- FY21: $6,696
- FY22: $10,613

66% 5-YR CAGR

Registered NVIDIA Developers

- FY18: 66%
- FY19: -
- FY20: 5
- FY21: -

Every Major Cloud Provider

- Alibaba Cloud
- AWS
- Azure
- Baidu Cloud
- IBM Cloud
- Google Cloud Platform
- Oracle Cloud
- Tencent Cloud

NVIDIA Share of New TOP500 Systems

- SC17: 24%
- SC18: 34%
- SC19: 41%
- SC20: 70%
- SC21: 70%

In over 70% of systems on the list, including 90% of all new systems

90%+ Share of Accelerators in Supercomputing
PROFESSIONAL VISUALIZATION
Workstation Graphics

Revenue ($M)

20% 5-YR CAGR

FY18 $934
FY19 $1,130
FY20 $1,212
FY21 $1,053
FY22 $2,111

50+ Applications
Unlocking New Markets

45M Designers and Creatives

Accelerate Rendering
AR/VR
Data Science
Simulation and Sci Viz
Virtual Workstations
AUTO
Infotainment and Autonomous Vehicles

Revenue ($M)

3% 5-YR CAGR

$558  $641  $700  $536  $566

FY18  FY19  FY20  FY21  FY22

NVIDIA DRIVE Partners

Cars  Trucks  Tier 1s  Robo taxis  Mapping  Sensors  Software

46  14  29  26  10  45  81

Strong Partnership / Ecosystem

JAGUAR  RANGE ROVER  VOLVO  MERCEDES-BENZ  XPENG  ZF  DIDI
LARGE AND DIVERSE CUSTOMER BASE
Reaching Hundreds of Millions of End Users Through Hundreds of Customers

Gaming
- Reaching 200M+ PC gamers
- Every Major PC OEM/ODM
- Every Major Graphics Card Manufacturer

Data Center
- Cloud
  - AWS
  - Alibaba Group
  - Azure
  - Google Cloud
  - IBM Cloud
- HPC
  - ORNL Summit
  - LLNL Sierra
  - Piz Daint
  - ABCI
- Vertical Industry
  - Foxconn
  - NVIDIA
  - Walmart

Pro Visualization
- 45M Designers/Creatives
- 20M Enterprise Users

Auto
- Jaguar
- Land Rover
- SAIC
- NIO
- Hyundai
- BMW

No customer Larger Than 10% of Total Revenue for the Last 2 Fiscal Years
<table>
<thead>
<tr>
<th>Year</th>
<th>Operating Income (Non-GAAP)</th>
<th>Free Cash Flow (Non-GAAP)</th>
<th>Operating Cash Flow</th>
<th>Cash Balance</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY18</td>
<td>$3,617</td>
<td>$2,909</td>
<td>$3,502</td>
<td>$7,108</td>
</tr>
<tr>
<td>FY19</td>
<td>$4,407</td>
<td>$3,143</td>
<td>$3,743</td>
<td>$7,422</td>
</tr>
<tr>
<td>FY20</td>
<td>$3,735</td>
<td>$4,272</td>
<td>$4,761</td>
<td>$10,897</td>
</tr>
<tr>
<td>FY21</td>
<td>$6,803</td>
<td>$4,677</td>
<td>$5,822</td>
<td>$11,561</td>
</tr>
<tr>
<td>FY22</td>
<td>$12,690</td>
<td>$8,049</td>
<td>$9,108</td>
<td>$21,208</td>
</tr>
</tbody>
</table>

Cash balance is defined as cash and cash equivalents plus marketable securities.
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”
FORBES
“100 Best Companies to Work For”
FORTUNE
“Most Responsible Companies”
NEWSWEEK
“Best Places to Work for LGBT Equality”
HUMAN RIGHTS CAMPAIGN

SOCIAL INNOVATION
Computing technologies that improve lives and address global challenges.

ENERGY AND SUSTAINABILITY
NVIDIA powers 23 of the 25 most energy efficient supercomputers (as of Nov 2021)
NVIDIA GPUs are up to 42 times more efficient than CPUs for AI workloads
100% 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>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>
<tr>
<td>Q2 FY2022</td>
<td>66.7%</td>
<td>(1.3)</td>
<td>(0.5)</td>
<td>(0.1)</td>
<td>64.8%</td>
</tr>
<tr>
<td>Q3 FY2022</td>
<td>67.0%</td>
<td>(1.2)</td>
<td>(0.6)</td>
<td>—</td>
<td>65.2%</td>
</tr>
<tr>
<td>Q4 FY2022</td>
<td>67.0%</td>
<td>(1.1)</td>
<td>(0.5)</td>
<td>—</td>
<td>65.4%</td>
</tr>
</tbody>
</table>

A. Consists of amortization of intangible assets
B. Stock-based compensation charge was allocated to cost of goods sold
<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 2018</td>
<td>60.2%</td>
<td>—</td>
<td>(0.3)</td>
<td>—</td>
<td>59.9%</td>
</tr>
<tr>
<td>FY 2019</td>
<td>61.7%</td>
<td>—</td>
<td>(0.2)</td>
<td>(0.3)</td>
<td>61.2%</td>
</tr>
<tr>
<td>FY 2020</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>65.6%</td>
<td>(2.6)</td>
<td>(0.5)</td>
<td>(0.2)</td>
<td>62.3%</td>
</tr>
<tr>
<td>FY 2022</td>
<td>66.8%</td>
<td>(1.4)</td>
<td>(0.5)</td>
<td>—</td>
<td>64.9%</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>OTHER (C)</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<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>
<tr>
<td>FY 2022</td>
<td>$12,690</td>
<td>(636)</td>
<td>(2,004)</td>
<td>(9)</td>
<td>$10,041</td>
</tr>
<tr>
<td></td>
<td>47.2%</td>
<td>(2.5)</td>
<td>(7.4)</td>
<td>–</td>
<td>37.3%</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 (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>TAX IMPACT OF ADJUSTMENTS</th>
<th>DOMESTICATION TAX BENEFIT</th>
<th>FOREIGN TAX BENEFIT</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Q4 FY2022</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Operating income ($ in million)</td>
<td>$3,677</td>
<td>(156)</td>
<td>(551)</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$2,970</td>
</tr>
<tr>
<td>Net income ($ in million)</td>
<td>$3,350</td>
<td>(156)</td>
<td>(551)</td>
<td>(53)</td>
<td>330</td>
<td>(7)</td>
<td>90</td>
<td>$3,003</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation (millions)</td>
<td>2,545</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>2,545</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$1.32</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$1.18</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 net losses from non-affiliated investments.
## Reconciliation of Non-GAAP to GAAP Financial Measures (Contd.)

<table>
<thead>
<tr>
<th>Fiscal Year</th>
<th>Free Cash Flow ($ in Millions)</th>
<th>Purchases Related to Property and Equipment and Intangible Assets ($ in Millions)</th>
<th>Principal Payments on Property and Equipment ($ in Millions)</th>
<th>Net Cash Provided by Operating Activities ($ in Millions)</th>
</tr>
</thead>
<tbody>
<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>
<tr>
<td>FY 2022</td>
<td>$8,049</td>
<td>976</td>
<td>83</td>
<td>$9,108</td>
</tr>
</tbody>
</table>
### Reconciliation of Non-GAAP to GAAP Financial Measures

<table>
<thead>
<tr>
<th>($ in Millions)</th>
<th>Q1 FY2023 Outlook</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-GAAP gross margin</td>
<td>67.0%</td>
</tr>
<tr>
<td>Impact of stock-based compensation expense and acquisition-related costs</td>
<td>(1.8%)</td>
</tr>
<tr>
<td>GAAP gross margin</td>
<td>65.2%</td>
</tr>
<tr>
<td>Non-GAAP operating expenses</td>
<td>$1,600</td>
</tr>
<tr>
<td>Arm write-off cost</td>
<td>1,357</td>
</tr>
<tr>
<td>Stock-based compensation expense and acquisition-related costs</td>
<td>593</td>
</tr>
<tr>
<td>GAAP operating expenses</td>
<td>$3,550</td>
</tr>
</tbody>
</table>