Except for the historical information contained herein, certain matters in this presentation including, but not limited to, statements as to: the performance, specifications, benefits, impact and availability of our products and technologies; launching multiple new GPU, CPU, DPU, and SOC products across our businesses over the coming quarters; continued strong demand for NVIDIA AI; the rising wave of customer innovation using large language models; our expectations on channel inventory; enterprises continuing to build out employees’ remote office infrastructure to support hybrid work; Omniverse Enterprise software being adopted by some of the world’s largest companies; Omniverse expanding our GPU sales pipeline; the Omniverse ecosystem rapidly expanding with developers in robotics, industrial automation, 3D design and rendering; our automotive design win pipeline; our share repurchase program; our financial position; our financial outlook; our expected tax rates and our expected capital expenditures for the second quarter of fiscal 2023; our partnerships, collaborations, and customers; opening new science and industries to accelerated computing; Taiwan’s leading computer makers releasing the first wave of systems powered by the NVIDIA Grace CPU Superchip and Grace Hopper Superchip; NVIDIA powering the AV revolution; 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 plan for 100% of our global electricity usage for our offices and data centers to be renewable by 2025 are forward-looking statements. 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”.

The presentation of the non-GAAP measures in this presentation is consistent with the presentation of our non-GAAP measures in prior presentations. These non-GAAP measures should be considered in addition to, not as a substitute for, or superior to, our results prepared in accordance with GAAP.
HIGHLIGHTS

▪ Record total, Gaming and Data Center revenue
  ▪ Total revenue up 46% y/y to $8.29B, ahead of outlook of $8.10B +/- 2%
  ▪ Data Center up 83% y/y to a record $3.75B; Gaming up 31% y/y to a record $3.62B
  ▪ Across our businesses, launching multiple new GPU, CPU, DPU, and SOC products over the coming quarters

▪ Strong Data Center growth led by continued strong demand for NVIDIA AI
  ▪ Hyperscale and cloud computing revenue more than doubled year-on-year; vertical industries revenue up strong double digit
  ▪ Strong adoption of A100 for both training & inference
  ▪ Networking revenue accelerated on strong broad-based demand

▪ Gaming powered by the GeForce RTX 30 Series product cycle, our best Gaming product cycle ever
  ▪ Overall end-demand remains solid, though mixed by region; end demand in the Americas remains strong
  ▪ Softness in parts of Europe related to the war in Ukraine and parts of China due to the COVID lockdowns
  ▪ Preparing for a new architectural transition later in the year
## Q1 FY2023 Financial Summary

<table>
<thead>
<tr>
<th></th>
<th>GAAP</th>
<th>Non-GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Q1 FY23</td>
<td>Y/Y</td>
</tr>
<tr>
<td>Revenue</td>
<td>$8,288</td>
<td>+46%</td>
</tr>
<tr>
<td>Gross Margin</td>
<td>65.5%</td>
<td>+140 bps</td>
</tr>
<tr>
<td>Operating Income</td>
<td>$1,868</td>
<td>-4%</td>
</tr>
<tr>
<td>Net Income</td>
<td>$1,618</td>
<td>-15%</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$0.64</td>
<td>-16%</td>
</tr>
<tr>
<td>Cash Flow from Ops</td>
<td>$1,731</td>
<td>-8%</td>
</tr>
</tbody>
</table>

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

- Revenue from hyperscale and cloud computing customers more than doubled y/y, driven by strong demand for both external and internal workloads.
- Rising wave of customer innovation using large language models that is driving increased demand for NVIDIA AI and GPU instances in the cloud.
- Vertical industries grew strong double-digit % y/y; top verticals include consumer internet, financial services, and telecom.
- Networking revenue accelerated on strong, broad-based demand for our next-gen 25, 50 and 100G ethernet adapters.
- Networking products are still supply-constrained, though we expect continued improvement throughout the year.
**HIGHLIGHTS**

- NVIDIA RTX has set a new standard for the industry; 250+ RTX-optimized games and apps - double from last year
- Almost 1/3 of GeForce gaming GPU installed base now on RTX
- Channel inventory has nearly normalized; expect it to remain around these levels in Q2
- Over 180 laptop models featuring RTX 30-series GPUs, up from 140 this time last year
- Over 1,300 games now on GeForce NOW (GFN); launched Fortnite on GFN with touch controls for mobile devices
PROFESSIONAL VISUALIZATION

REVENUE ($M)

- **Q1FY22**: $372
- **Q2FY22**: $519
- **Q3FY22**: $577
- **Q4FY22**: $643
- **Q1FY23**: $622

67% y/y growth was supported by the NVIDIA RTX Ampere architecture product cycle

Enterprises continued to build out employees’ remote office infrastructure to support hybrid work

Omniverse Enterprise software is being adopted by some of the world’s largest companies - Amazon, Kroger, PepsiCo - and is in commercial evaluation by close to 300 others

Omniverse is also expanding our GPU sales pipeline, driving higher-end and multi-GPU configurations

Omniverse ecosystem rapidly expanding with developers in robotics, industrial automation, 3D design and rendering
DRIVE Orin SOC is now in production and kicks off a major product cycle, with auto customers ramping in Q2 and beyond.

- Orin has great traction, with over 35 customer wins from automakers, truck makers and robotaxi companies.
- BYD and Lucid were the latest to announce that they are building their next generation fleets on DRIVE Orin.
- Automotive design win pipeline now exceeds $11 billion over the next six years, up from $8 billion a year ago.
SOURCES & USES OF CASH

Cash Flow from Operations ($M)

Q1FY22 $1,874  Q2FY22 $2,682  Q3FY22 $1,519  Q4FY22 $3,033  Q1FY23 $1,731

Sequential decrease in cash flow from operations primarily reflects advanced payments on supply agreements

Increased and extended our share repurchase program to repurchase additional common stock up to a total of $15B through December 2023

Returned $2.10B to shareholders in the form of share repurchases and cash dividend

Invested $383M in capex (includes principal payments on PP&E)

Ended the quarter with $20.3B in gross cash and $11.0B in debt, $9.3B 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 FY2023 OUTLOOK

- **Revenue** — $8.1 billion, plus or minus two percent
  - Expect strong sequential growth in Data Center and Automotive to be more than offset by a sequential decline in Gaming
  - Assumes an estimated reduction of approximately $500 million relating to Russia and China COVID lockdowns
    - We estimate the impact of lower sell-through in Russia and China to affect our Q2 Gaming sell-in by ~$400 million
    - We estimate the absence of sales to Russia to have a ~$100 million impact in Q2 on Data Center

- **Gross Margin** — 65.1% GAAP and 67.1% non-GAAP, plus or minus 50 basis points

- **Operating Expense** — $2.46 billion GAAP and $1.75 billion non-GAAP

- **Other Income & Expense** — Net expense of approximately $40 million for both GAAP and non-GAAP, excluding gains and losses on non-affiliated investments

- **Tax Rate** — 12.5% GAAP and non-GAAP, plus or minus one percent, excluding discrete items

- **Capital Expenditure** — Approximately $400 million to $450 million
KEY ANNOUNCEMENTS
THIS QUARTER
60+ UPDATES TO NVIDIA SDKS & CUDA-X LIBRARIES
Opening New Science and Industries to Accelerated Computing

- At GTC Spring 2022, announced more than 60 updates to NVIDIA SDKs and CUDA-X libraries, including:
  - **RAPIDS** for data science
  - **cuOpt** for logistics optimization
  - **Maxine** for reinventing communication
  - **Riva** for speech AI
  - **Merlin** for recommender systems
  - **Isaac** for robotics
  - **Morpheus** for cybersecurity
  - **MONAI** for medical imaging

- **3M Developers**
- **33M Cumulative CUDA downloads**
  - Including **8M CUDA downloads in 2021 alone**
  - **450 total SDKs and models**
NVIDIA HOPPER
The Next Generation of Accelerated Computing

- The new NVIDIA Hopper architecture delivers an order of magnitude performance leap over its predecessor
- New NVIDIA H100 is the engine for the world’s AI infrastructure
- Built on TSMC 4N process
- New DPX instructions accelerate dynamic programming by up to 40x compared to CPUs; up to 7x compared with prior-gen GPUs
- Available worldwide in Q3 2022
NVIDIA DGX H100
World’s Most Advanced Enterprise AI Infrastructure

- New DGX H100, combined with new NVIDIA NVLink Switch System, can scale to run massive AI models with trillions of parameters
- Each DGX H100 provides 32 petaflops of AI performance at new FP8 precision — 6x more than the prior generation
- DGX H100 systems are the building blocks of the next-generation NVIDIA DGX POD and NVIDIA DGX SuperPOD AI infrastructure platforms
- These systems will also power the NVIDIA “Eos” supercomputer, expected to be the world’s fastest AI system when it begins operations later in 2022
- NVIDIA DGX H100 systems will be available in Q3 2022
NVIDIA GRACE CPU SUPERCHIP
NVIDIA’s First Discrete Data Center CPU

- The NVIDIA Grace CPU is designed for AI infrastructure and high-performance computing
  - 144 Arm CPU cores packed in a single socket
  - Comprises of two CPU chips connected, coherently, over NVLink-C2C — a new high-speed, low-latency, chip-to-chip interconnect
- Provides the highest performance and twice the memory bandwidth and energy-efficiency compared to leading server chips
- Grace CPU superchip will run all of NVIDIA's computing software stacks — NVIDIA RTX, NVIDIA HPC, NVIDIA AI and Omniverse
- Excels at serving the most demanding HPC, AI, data analytics, scientific computing and hyperscale computing applications
- Available in the first half of calendar 2023
Taiwan’s leading computer makers are set to release the first wave of systems powered by the NVIDIA Grace CPU Superchip and Grace Hopper Superchip. A wide range of workloads spanning digital twins, AI, high performance computing, cloud graphics, and gaming is expected. Dozens of server models from ASUS, Foxconn Industrial Internet, GIGABYTE, QCT, Supermicro, and Wiwynn are expected starting in the first half of 2023.
NVIDIA SPECTRUM-4
The First 400Gbps End-to-End Hyperscale Networking Platform

- NVIDIA Spectrum-4 enables the level of networking performance and security needed for data center infrastructure at scale
  - Platform consists of the NVIDIA Spectrum-4 switch family, NVIDIA ConnectX-7 SmartNIC, NVIDIA BlueField-3 DPU and the DOCA data center infrastructure software
- 100B transistors — TSMC 4N process
- OEMs integrating Spectrum switches into their systems include HPE, IBM, Lenovo and Supermicro
- BlueField DPUs are being offered in solutions from ASUS, Dell Technologies, GIGABYTE, H3C, IBM, Inspur, Lenovo, Quanta/QCT and Supermicro
- BlueField-3 DPU and Spectrum-4 switch systems will be available later in 2022; ConnectX-7 is available now
NVIDIA OVX
Data-Center Scale Omniverse Computing System

- NVIDIA OVX is a new computing system for large-scale digital twins within NVIDIA Omniverse, a real-time physical accurate world and simulation 3D collaboration design platform.
- OVX servers consist of 8 NVIDIA A40 GPUs, 3 NVIDIA ConnectX-6 Dx 200Gbps NICs, 1TB system memory and 16 TB NVMe storage.
- The OVX computing system scales from a single pod of eight OVX servers, to an OVX SuperPOD consisting of 32 OVX servers connected with NVIDIA Spectrum-3 switch fabric or multiple OVX SuperPODs.
- OVX solutions are NVIDIA-Certified Systems and will be available later in 2022 through Inspur, Lenovo and Supermicro.
NVIDIA OPENS NVLINK FOR CUSTOM SILICON INTEGRATION
Opens New World for Custom Chips and Systems

- NVIDIA NVLink-C2C is an ultra-fast chip-to-chip and die-to-die interconnect that will allow custom dies to coherently interconnect to NVIDIA GPUs, CPUs, DPUs, NICs and SOCs.
- Enables coherent interconnect bandwidth of 900GB/s or higher.
- Delivers up to 25x more energy efficiency and 100x more area-efficiency than PCIe Gen 5 on NVIDIA chips.
- NVIDIA NVLink-C2C is the technology used to connect the processor silicon in the NVIDIA Grace superchip family, as well as the Grace Hopper superchip.
MAJOR UPDATES TO NVIDIA AI SOFTWARE SUITE
NVIDIA Riva for Speech AI and NVIDIA Merlin for Smart Recommendations Enter General Availability

- **NVIDIA AI** is comprised of key enabling SDKs and software tools for rapid deployment, management, and scaling of AI workloads.
- **NVIDIA Riva** for speech AI and **NVIDIA Merlin** for smart recommendations are now both generally available.
- **NVIDIA AI Enterprise 2.0** is now certified and supported across every major data center and cloud platform, including bare-metal servers, virtualized infrastructure, and CPU-only systems.
- Updates have also been made to **NVIDIA Triton** for inference, **NeMo** for training large language models, **Maxine** for AI enhanced audio and video, and **TAO Toolkit** for AI development.
- **NVIDIA AI** has been adopted by global industry leaders such as Amazon, Microsoft, Snap, and NTT Communications.
- The new **NVIDIA AI Accelerated program** helps ensure performance and reliability of AI applications, with more than 100 partners at launch, including Adobe, Red Hat, and VMware.
NEW GEFORCE GAMING AND STUDIO LAPTOPS

- 180+ new NVIDIA-based laptops
- Up from 140 last year

MSI Raider GE67 HX
ASUS ROG Flow X16
ASUS Zenbook Pro 16X
Acer ConceptD 5
GIGABYTE AORUS 17X
Lenovo Yoga Slim 7i Pro X
NVIDIA POWERING AV REVOLUTION
$11B Automotive Design Win Pipeline Over 6 Years

NVIDIA’s AI compute platform adopted by:

- 20 of 30 NEV
- 7 of 10 Trucking
- 8 of 10 Robotaxi
- 30 of 30 AV Data Centers

Software Revenue Share

6 Year Horizon
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.

Headquarters: Santa Clara, CA | Headcount: ~23,700
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>Year</th>
<th>OEM &amp; Others</th>
<th>Auto</th>
<th>ProViz</th>
<th>Data Center</th>
<th>Gaming</th>
</tr>
</thead>
<tbody>
<tr>
<td>FY18</td>
<td>$9.7B</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY19</td>
<td>$11.7B</td>
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<td></td>
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<tr>
<td>FY20</td>
<td>$10.9B</td>
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<td></td>
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<td></td>
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<tr>
<td>FY21</td>
<td>$16.7B</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY22</td>
<td>$26.9B</td>
<td></td>
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</tr>
</tbody>
</table>

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</th>
<th>5-Year CAGR</th>
<th>Highlights</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GAMING</strong></td>
<td>$12.5B</td>
<td>25%</td>
<td>46% of FY22 Rev</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Strong market position and technology leadership</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Compounded long-term unit and ASP growth</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>200M+ gamers on GeForce</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Strong Gaming ecosystem</td>
</tr>
<tr>
<td><strong>DATA CENTER</strong></td>
<td>$10.6B</td>
<td>66%</td>
<td>40% of FY22 Rev</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Leader in deep learning/AI used by all major cloud computing providers and</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>thousands of enterprises</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Leader in Supercomputing 355 of the TOP500</td>
</tr>
<tr>
<td><strong>PROFESSIONAL VISUALIZATION</strong></td>
<td>$2.1B</td>
<td>20%</td>
<td>8% of FY22 Rev</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>90%+ market share in graphics for workstations</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Diversified end markets, e.g. media &amp; entertainment, architecture, engineering</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>&amp; construction, public sector</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Strong software ecosystem</td>
</tr>
<tr>
<td><strong>AUTOMOTIVE</strong></td>
<td>$566M</td>
<td>3%</td>
<td>2% of FY22 Rev</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Historical revenue driven largely by infotainment</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Future growth largely driven by Autonomous Vehicles, where NVIDIA offers</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>a full hardware &amp; software stack</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Over $11B design win pipeline</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Diversified end markets, e.g. media &amp; entertainment, architecture,</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>engineering &amp; construction, public sector</td>
</tr>
</tbody>
</table>

Multiple secular growth drivers:
- Adoption of RTX, expanding population of gamers and creators, eSports, VR, rising production value of games, gaming laptops and cloud gaming
- Fast growing adoption of AI and graphics in every major industry; rising compute needs unmet by conventional approaches such as x86 CPUs; data-center scale computing
- Leader in deep learning/AI used by all major cloud computing providers and thousands of enterprises
- Leader in Supercomputing 355 of the TOP500

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.
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
NVIDIA Networking

**PROFESSIONAL VISUALIZATION**
Quadro/NVIDIA RTX for Workstations

**AUTOMOTIVE**
DRIVE for Autonomous Vehicles
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**

- 2005: 1.0M
- 2010: 1.5M
- 2015: 2.0M
- 2022: 3.0M

**EVERY MAJOR CLOUD PROVIDER**

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

90%+ SHARE OF ACCELERATORS IN SUPERCOMPUTING

NVIDIA Share of New TOP500 Systems

- SC11: 24%
- SC18: 34%
- SC19: 41%
- SC20: 70%
- SC21: 70%

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

SC20 and SC21 results include MLNX
GAMING
GeForce – The World’s Largest Gaming Platform

REVENUE ($M)

FY18 $5,513  FY19 $6,246  FY20 $5,518  FY21 $7,759  FY22 $12,462

25% 5-YR 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
PROFESSIONAL VISUALIZATION
Workstation Graphics

REVENUE ($M)

20% 5-YR CAGR

$934  $1,130  $1,212  $1,053  $2,111

FY18  FY19  FY20  FY21  FY22

50+ APPLICATIONS UNLOCKING NEW MARKETS

Ansys  SPICE
Autodesk
Arnold  Flame  Maya
DS Render  DS Studio
D-Noise  Enscape
KeyShot  Modo
Notch  Redshift
OctaneRender  Remington
Siemens  SolidWorks
Substance

45M DESIGNERS AND CREATIVES

Accelerate Rendering | AR/VR | Data Science
Simulation and Sci Viz | Virtual Workstations
## NVIDIA DRIVE PARTNERS

### Infotainment and Autonomous Vehicles

<table>
<thead>
<tr>
<th>Year</th>
<th>Revenue ($M)</th>
<th>3% 5-yr CAGR</th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<td>558</td>
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<td>536</td>
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</table>

<table>
<thead>
<tr>
<th>NVIDIA DRIVE PARTNERS</th>
<th>Cars</th>
<th>Trucks</th>
<th>Tier 1s</th>
<th>Robo Taxis</th>
<th>Mapping</th>
<th>Sensors</th>
<th>Software</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>45</td>
<td>14</td>
<td>30</td>
<td>25</td>
<td>10</td>
<td>49</td>
<td>82</td>
</tr>
</tbody>
</table>

### STRONG PARTNERSHIP / ECOSYSTEM

- JAGUAR
- RANGE ROVER
- VOLVO
- MERCEDES-BENZ
- DIDI
- ZF
- XPENG
- TUSIMPLE
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
  - Alibaba Group
  - Google Cloud
  - IBM Cloud
  - Oracle Cloud
- HPC
  - ORNL Summit
  - LLNL Sierra
  - Piz Daint
  - ABCI
- Vertical Industry
  - Foxconn
  - NVIDIA
  - Walmart

PRO VISUALIZATION
- 45M Designers/Creatives
- 20M Enterprise Users

AUTO
- BMW
- HYUNDAI MOTOR GROUP
- JAGUAR
- LAND ROVER
- NIO
- SAIC

No Customer Larger than 10% of Total Revenue for the Last 2 Fiscal Years
ANNUAL CASH & CASH FLOW METRICS

OPERATING INCOME (NON-GAAP) — $M

<table>
<thead>
<tr>
<th></th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3,617</td>
<td>4,407</td>
<td>3,735</td>
<td>6,803</td>
<td>12,690</td>
</tr>
</tbody>
</table>

OPERATING CASH FLOW — $M

<table>
<thead>
<tr>
<th></th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3,502</td>
<td>3,743</td>
<td>4,761</td>
<td>5,822</td>
<td>9,108</td>
</tr>
</tbody>
</table>

FREE CASH FLOW (NON-GAAP) — $M

<table>
<thead>
<tr>
<th></th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2,909</td>
<td>3,143</td>
<td>4,272</td>
<td>4,677</td>
<td>8,049</td>
</tr>
</tbody>
</table>

CASH BALANCE — $M

<table>
<thead>
<tr>
<th></th>
<th>FY18</th>
<th>FY19</th>
<th>FY20</th>
<th>FY21</th>
<th>FY22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>7,108</td>
<td>7,422</td>
<td>10,897</td>
<td>11,561</td>
<td>21,208</td>
</tr>
</tbody>
</table>

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

ENVIRONMENTAL

- NVIDIA GPUs Are 40X More Energy Efficient than Traditional CPU Servers For AI
- Earth-2 - Building the World’s Most Powerful AI Supercomputer Dedicated to Predicting Climate Change
- 23 of Top 25 Supercomputers on the November 2021 Green500 Powered by NVIDIA
- We Plan For 100% of Our Global Electricity Usage For Our Offices and Data Centers to Be Renewable by 2025

SOCIAL

A Place For People To Do Their Life’s Work

- #1 “100 Best Companies to Work For”
  FORTUNE
- “America’s Most Just Companies”
  FORBES
- “Most Responsible Companies”
  NEWSWEEK
- “Best Places to Work for LGBT Equality”
  HUMAN RIGHTS CAMPAIGN

GOVERNANCE

MANAGEMENT
- Time Magazine’s 100 Most Influential People
- Barron’s Top CEOs
- Fortune’s World’s Most Admired Companies
- Wall Street Journal’s Management Top 250 All-Stars

CORPORATE GOVERNANCE
- 38% Of Board Is Gender, Racially, or Ethnically Diverse
- Two New Board Members Added Since FY 2021
- 92% of Directors are Independent

We Plan For 100% of Our Global Electricity Usage For Our Offices and Data Centers to Be Renewable by 2025

#1

23 of Top 25 Supercomputers on the November 2021 Green500 Powered by NVIDIA

“100 Best Companies to Work For”
FORTUNE

“America’s Most Just Companies”
FORBES

“Most Responsible Companies”
NEWSWEEK

“Best Places to Work for LGBT Equality”
HUMAN RIGHTS CAMPAIGN
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 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>
<tr>
<td>Q1 FY2023</td>
<td>67.1%</td>
<td>(1.1)</td>
<td>(0.5)</td>
<td>—</td>
<td>65.5%</td>
</tr>
</tbody>
</table>

A. Consists of amortization of intangible assets
B. Stock-based compensation charge was allocated to cost of goods sold
### RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONT'D.)

<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 TERMINATION COST</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>Q1 FY2022</strong></td>
<td>$2,557</td>
<td>—</td>
<td>(167)</td>
<td>(429)</td>
<td>(5)</td>
<td>$1,956</td>
</tr>
<tr>
<td></td>
<td>45.2%</td>
<td>—</td>
<td>(3.0)</td>
<td>(7.6)</td>
<td>—</td>
<td>34.6%</td>
</tr>
<tr>
<td><strong>Q1 FY2023</strong></td>
<td>$3,955</td>
<td>(1,353)</td>
<td>(149)</td>
<td>(578)</td>
<td>(7)</td>
<td>$1,868</td>
</tr>
<tr>
<td></td>
<td>47.7%</td>
<td>(16.3)</td>
<td>(7.0)</td>
<td>(1.8)</td>
<td>(0.1)</td>
<td>22.5%</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. Consists of IP-related costs and legal settlement costs
<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 (CONTD.)**

<table>
<thead>
<tr>
<th></th>
<th>NON-GAAP</th>
<th>ACQUISITION TERMINATION COST</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>Q1 FY2023</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Net income ($ in million)</td>
<td>$3,443</td>
<td>(1,353)</td>
<td>(149)</td>
<td>(578)</td>
<td>(25)</td>
<td>280</td>
<td>$1,618</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation (millions)</td>
<td>2,537</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>2,537</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$1.36</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$0.64</td>
</tr>
<tr>
<td>($ in millions)</td>
<td>Free Cash Flow</td>
<td>Purchases Related to Property and Equipment and Intangible Assets</td>
<td>Principal Payments on Property and Equipment</td>
<td>Net Cash Provided by Operating Activities</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------</td>
<td>----------------</td>
<td>---------------------------------------------------------------</td>
<td>---------------------------------------------</td>
<td>----------------------------------------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2018</td>
<td>$2,909</td>
<td>593</td>
<td>—</td>
<td>$3,502</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2019</td>
<td>$3,143</td>
<td>600</td>
<td>—</td>
<td>$3,743</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2020</td>
<td>$4,272</td>
<td>489</td>
<td>—</td>
<td>$4,761</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2021</td>
<td>$4,677</td>
<td>1,128</td>
<td>17</td>
<td>$5,822</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FY 2022</td>
<td>$8,049</td>
<td>976</td>
<td>83</td>
<td>$9,108</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>($ IN MILLIONS)</td>
<td>Q2 FY2023 OUTLOOK</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------------------------------------------------------------------------------</td>
<td>-------------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Non-GAAP gross margin</td>
<td>67.1%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Impact of stock-based compensation expense, acquisition-related costs, and other costs</td>
<td>(2.0%)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>GAAP gross margin</td>
<td>65.1%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Non-GAAP operating expenses</td>
<td>$1,750</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Stock-based compensation expense and acquisition-related costs</td>
<td>710</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>GAAP operating expenses</td>
<td>$2,460</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>