

GTC SPRING 2021 INVESTOR DAY

#### Forward Looking Statements

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

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

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

## AGENDA

10am PT Presentations

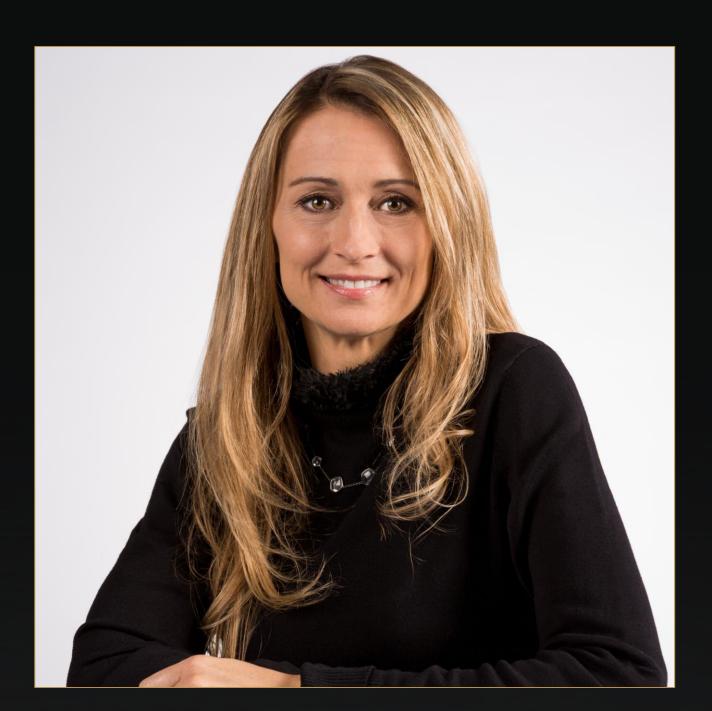
11am PT Q&A

12pm PT End

#### HERE WITH YOU TODAY



Jensen Huang Founder & CEO



Colette Kress EVP & CFO

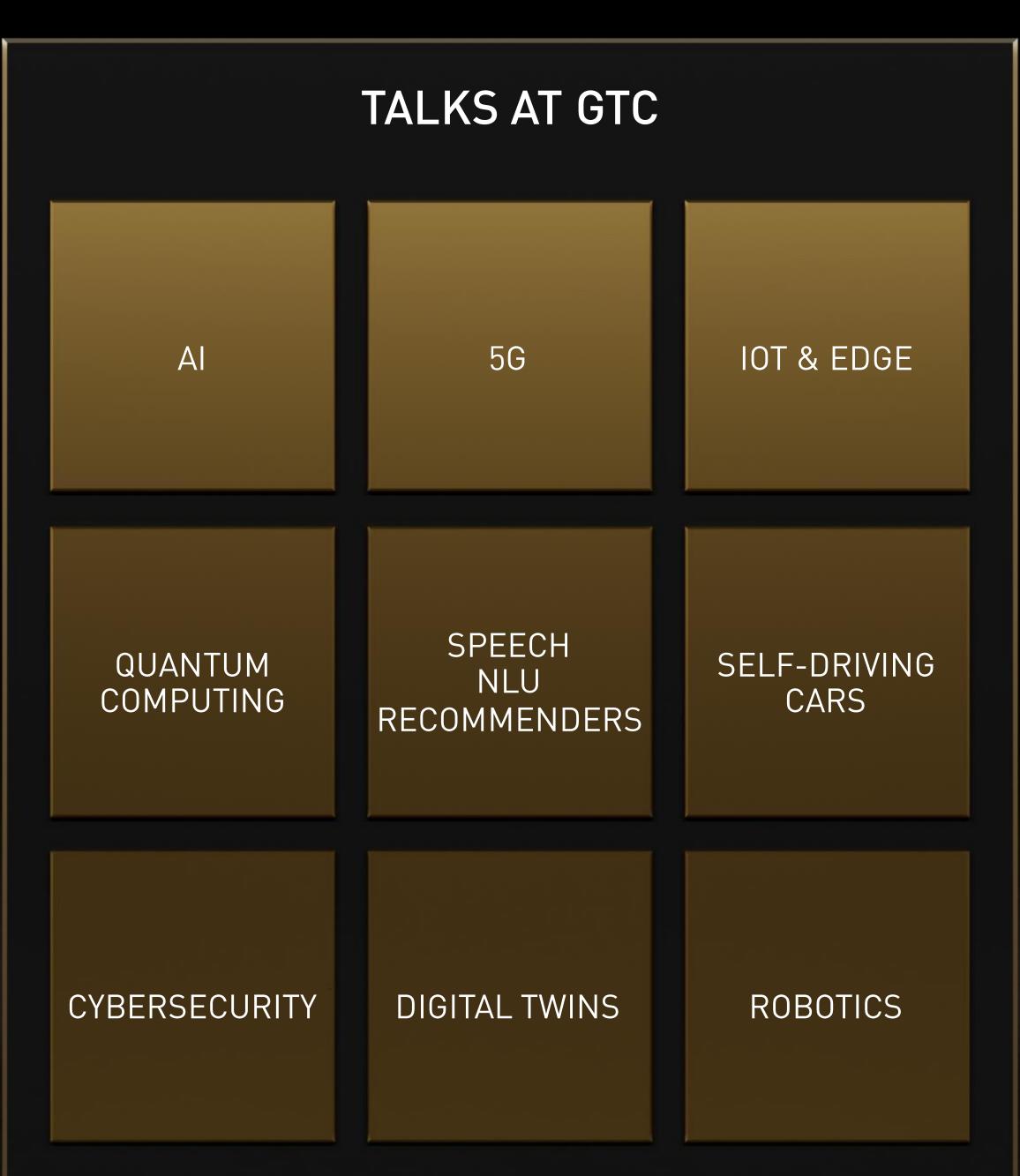


Jeff Fisher SVP Gaming

Jensen Huang | Founder & CEO, NVIDIA

## FOR THE DA VINCIS OF OUR TIME

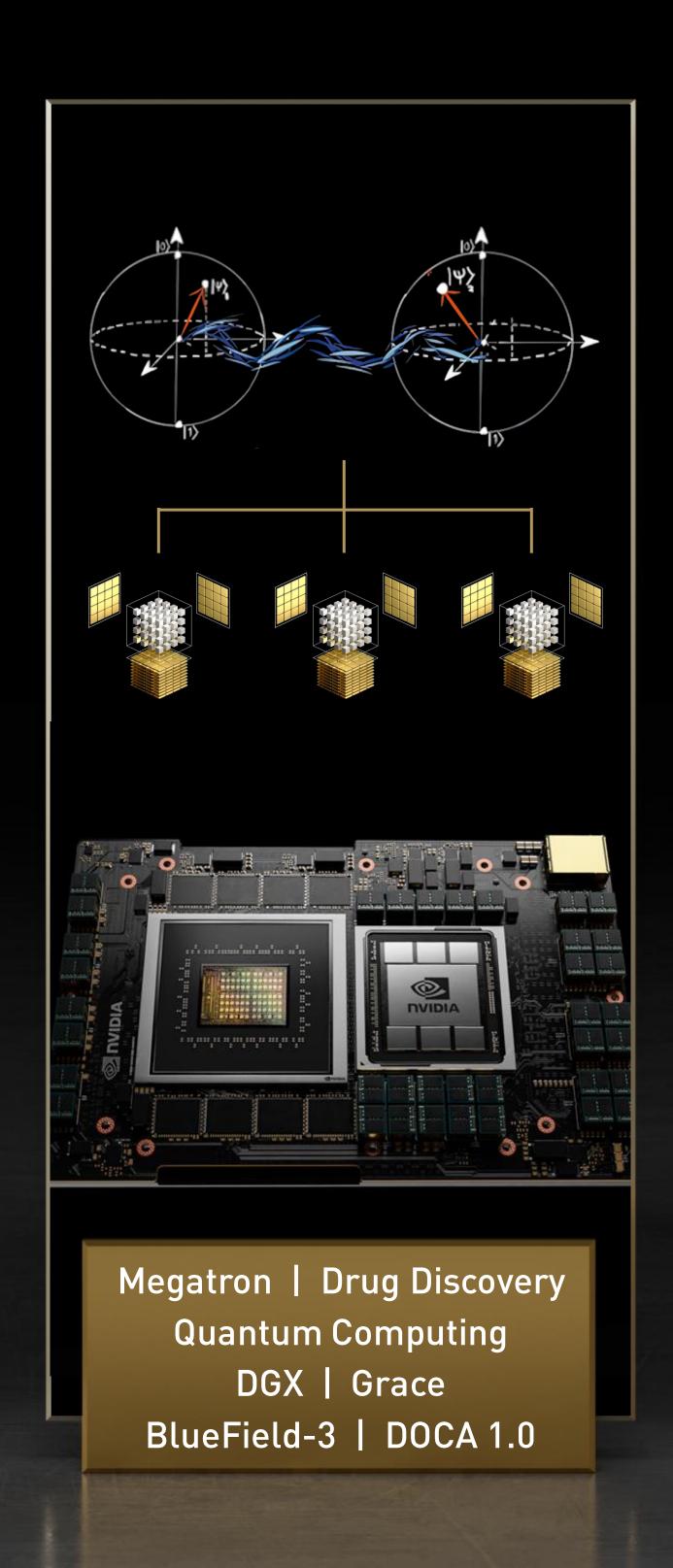


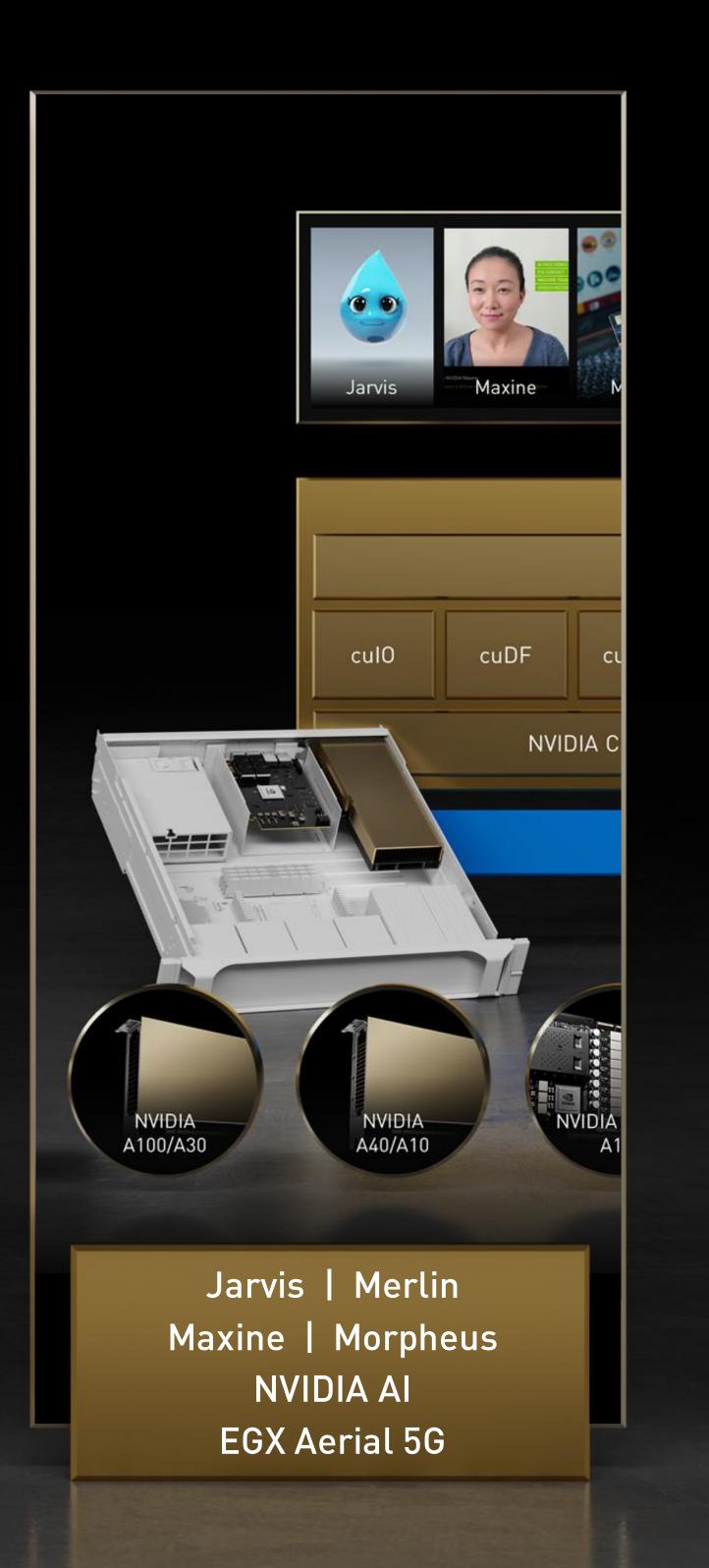




# NEW NVIDIA TECHNOLOGIES









## FORCES SHAPING INDUSTRIES

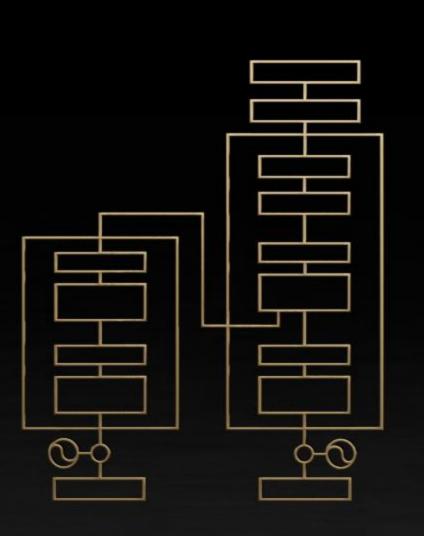
Accelerated Computing is the Path Forward

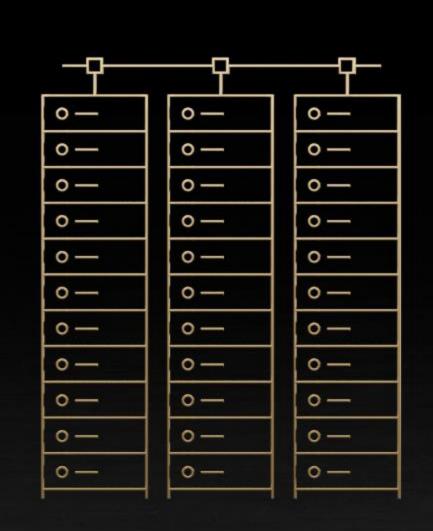
Al is Software that Writes Software

Data Center is the New Unit of Computing

Al-on-5G Kickstarts the 4th Industrial Revolution Autonomous Systems in Real and Virtual Worlds





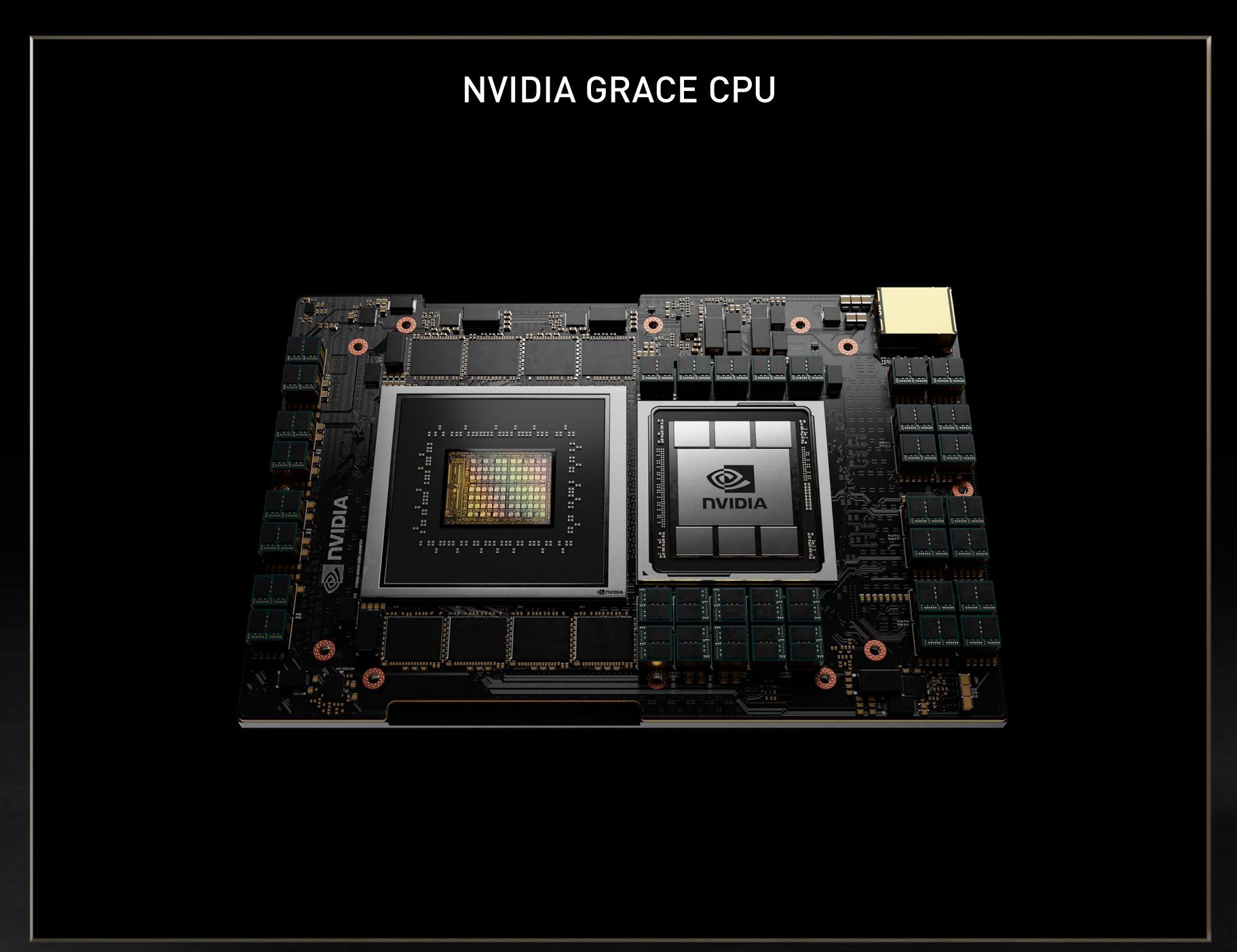


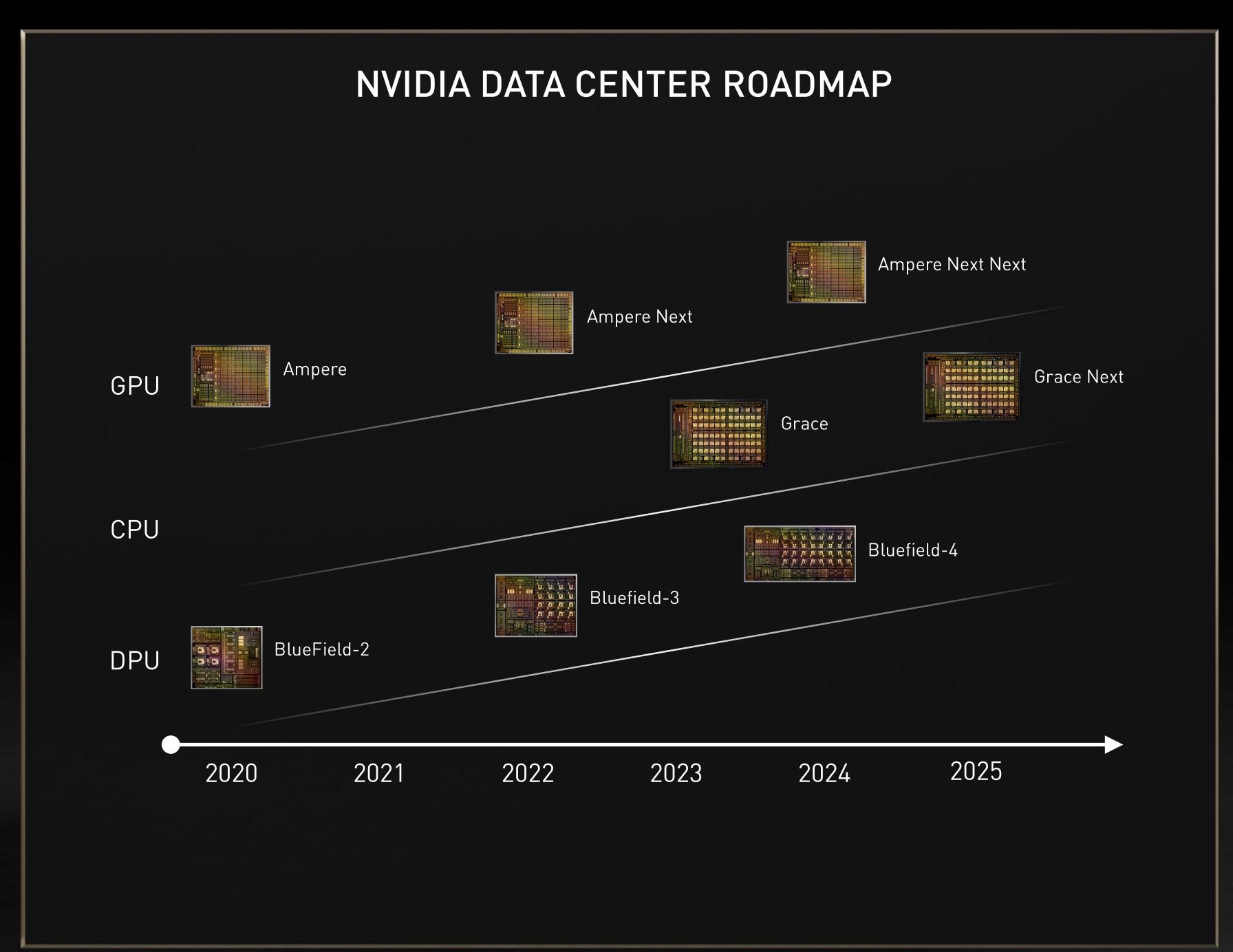




## DATA CENTER-SCALE COMPUTING

3-Chip Rhythm



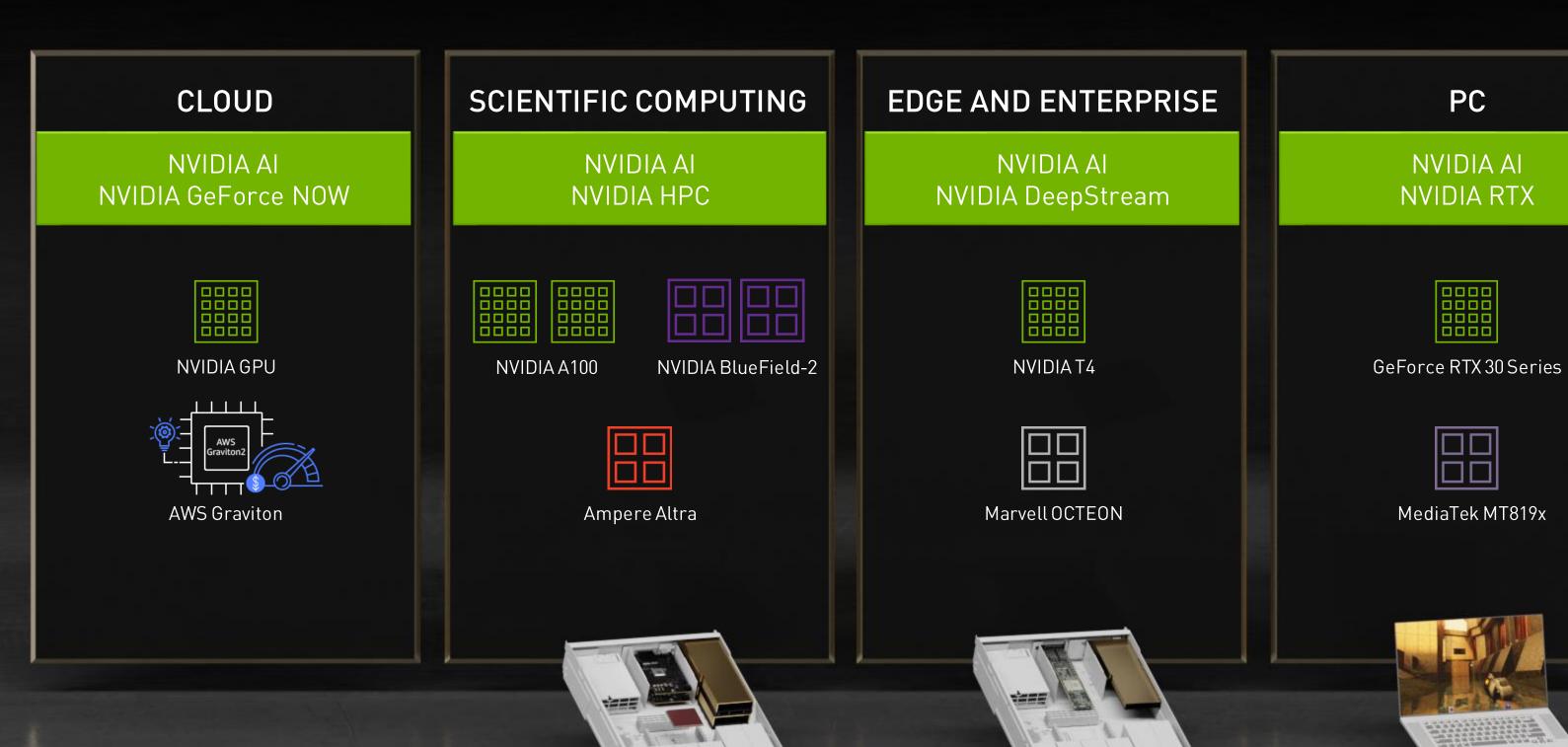




Creates premier computing company for the age of AI — combining NVIDIA's leading AI computing platform with Arm's CPU and licensing expertise

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

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

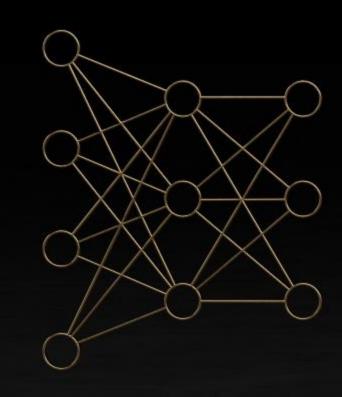


#### \*NEW at GTC\*

New Platforms Partners
Cloud | Scientific Computing
Enterprise | 5G Edge | PC

# WAVES OF AI

Al Computing Cloud SG Industrial Edge Robotics



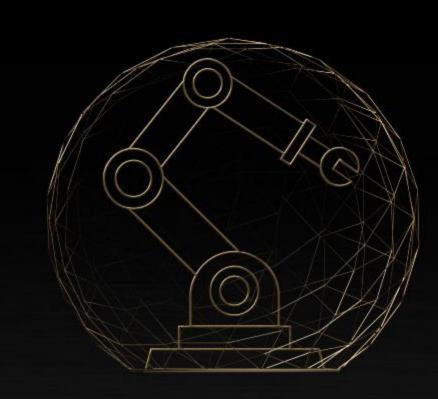






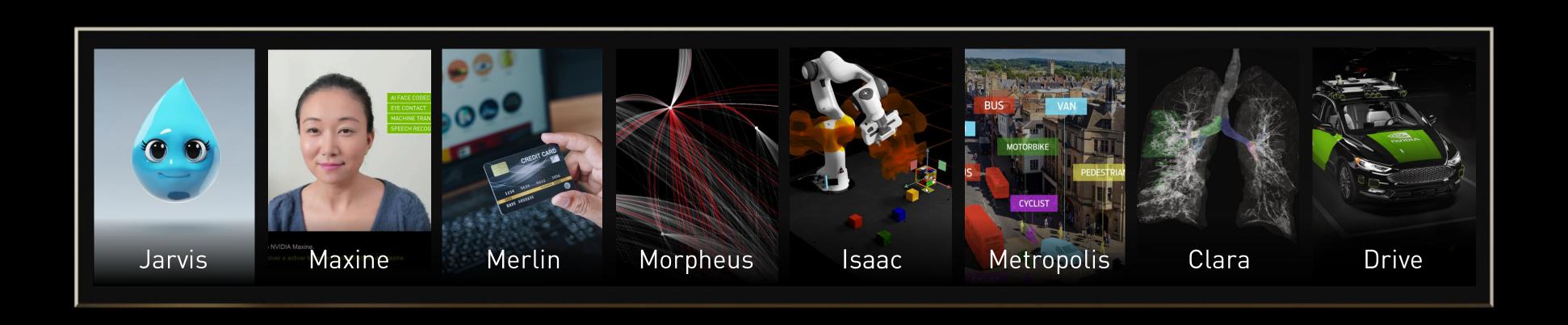








# ANNOUNCING NVIDIA AI ENTERPRISE PLATFORM



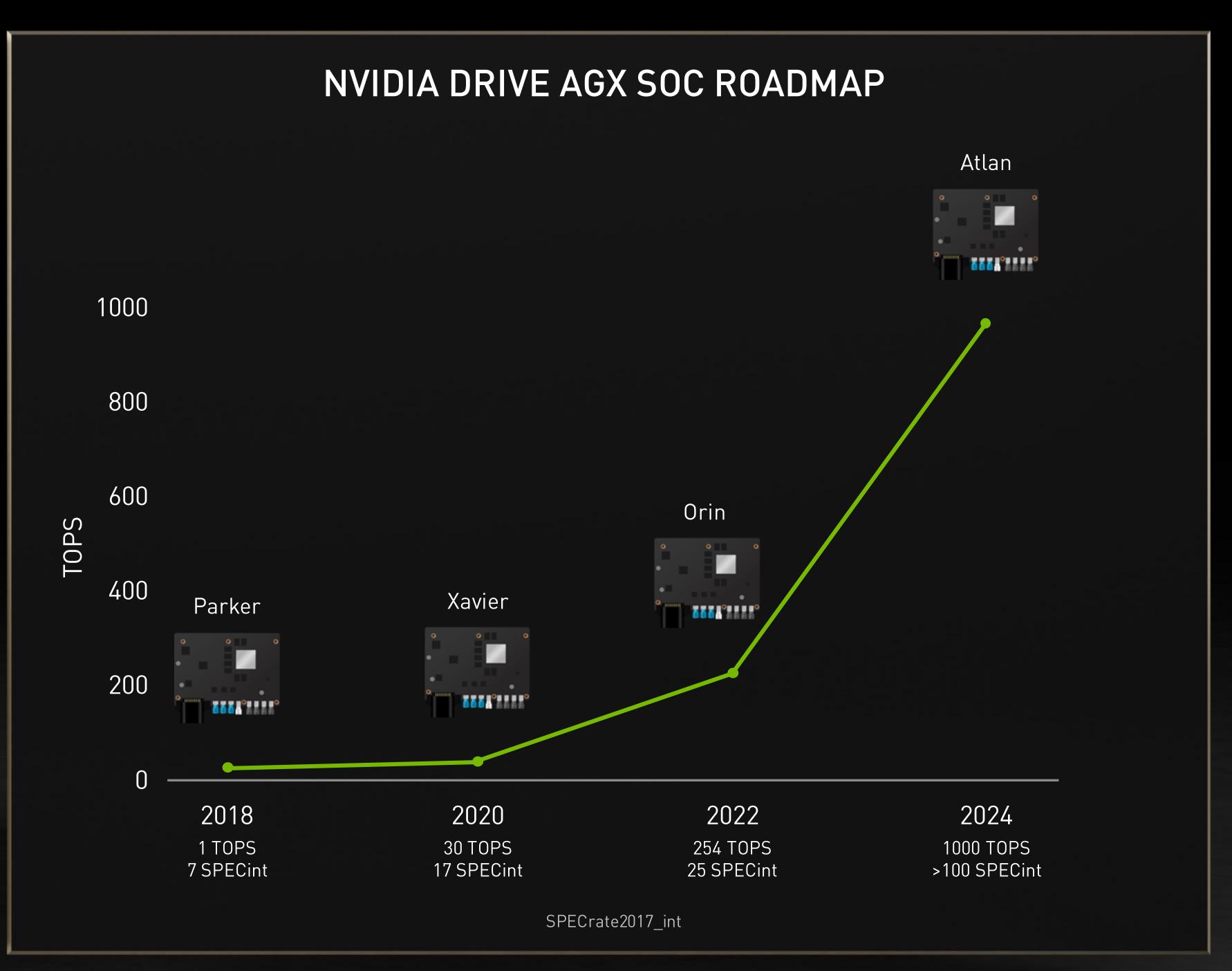


BlueField-2

## NVIDIA DRIVE SOFTWARE-DEFINED PLATFORM

For Autonomous Driving

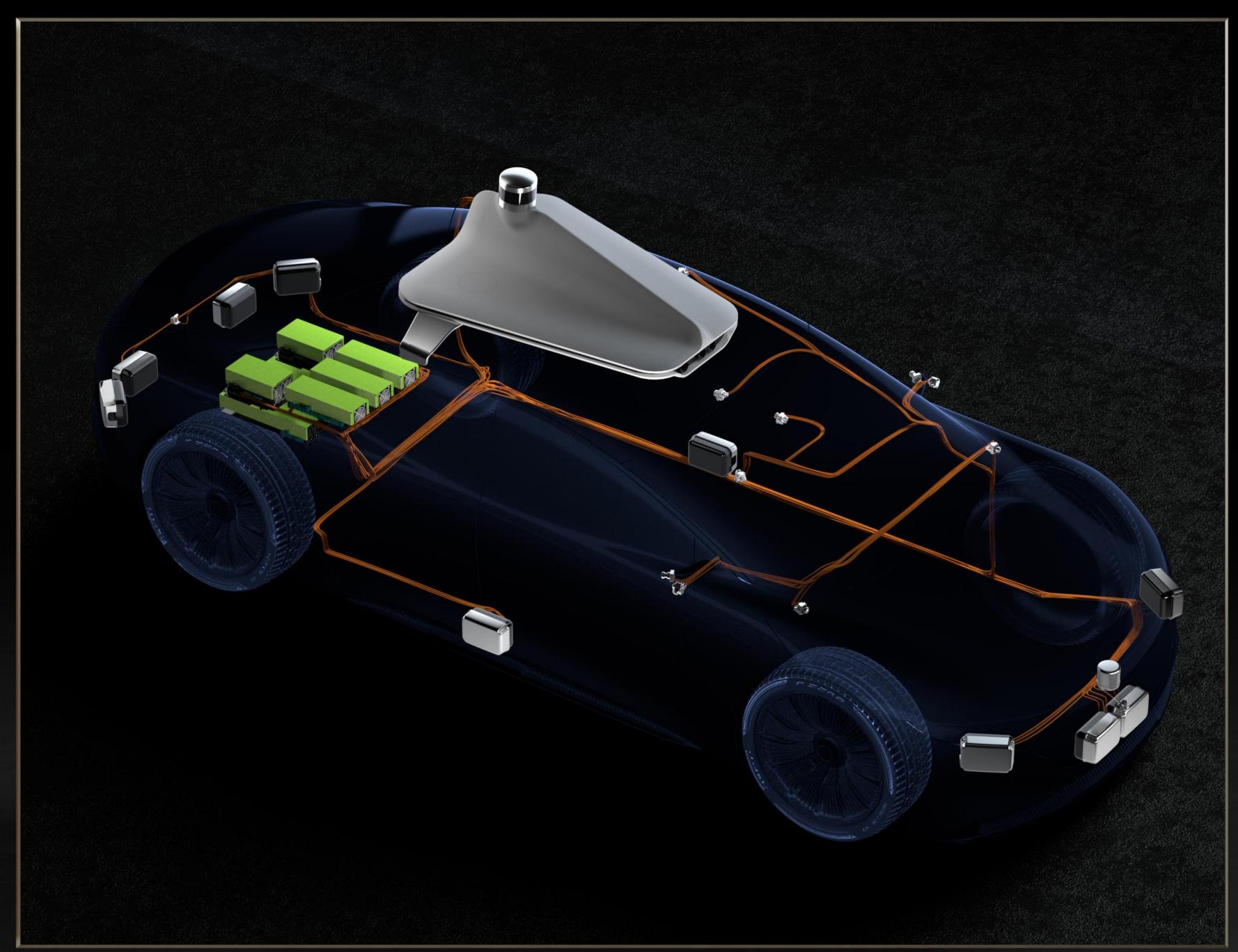




# NVIDIA DRIVE SOFTWARE-DEFINED CAR PLATFORM

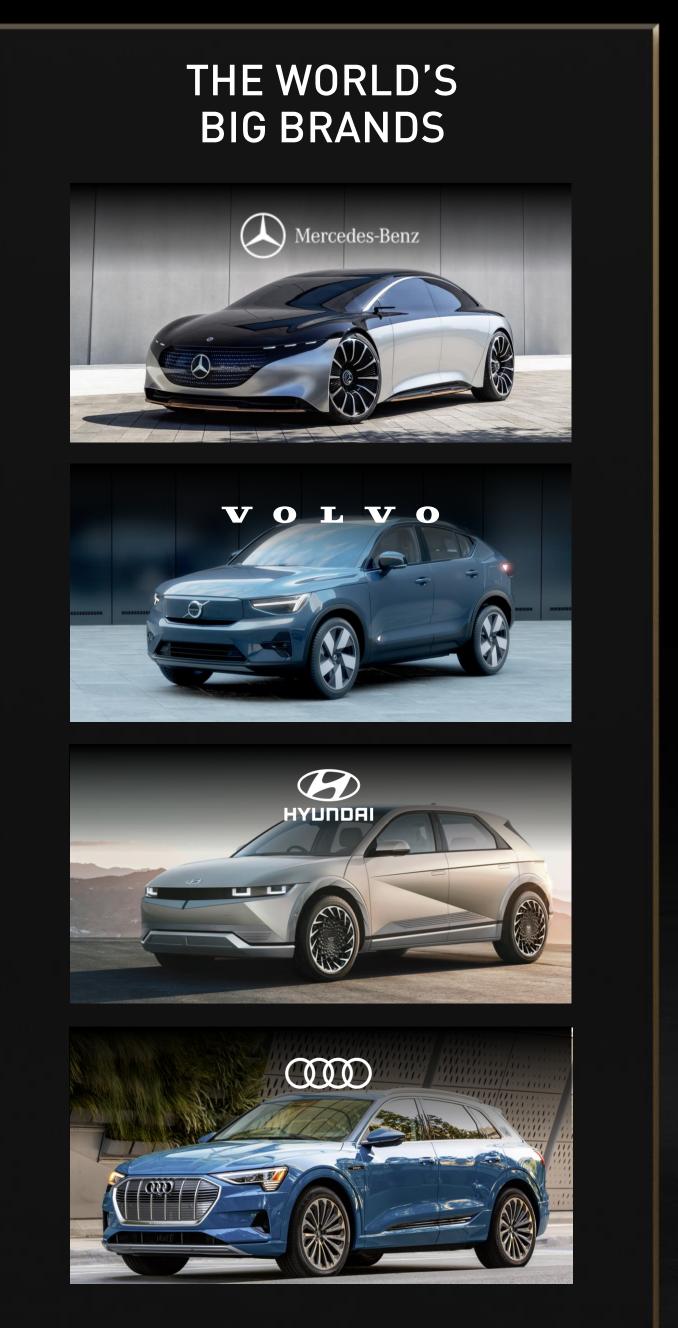
Announcing Hyperion 8 Reference Car Computing System

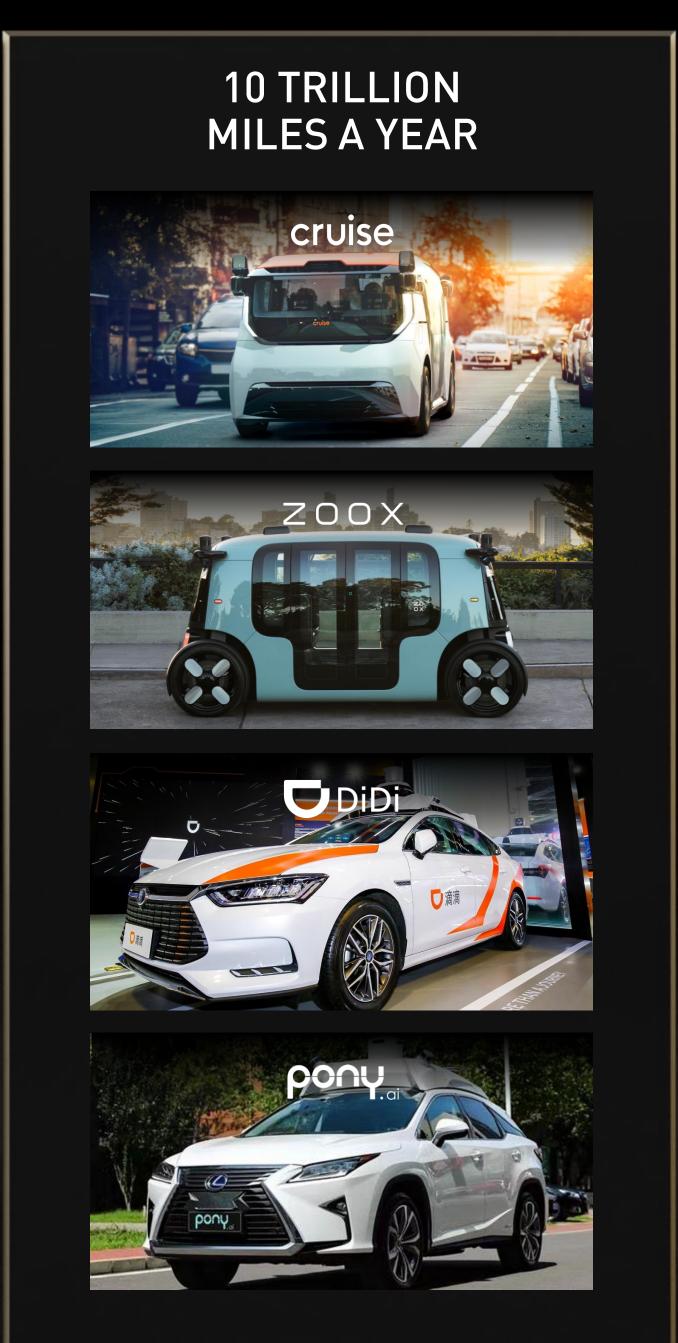




## A NEW TECHNOLOGY INDUSTRY

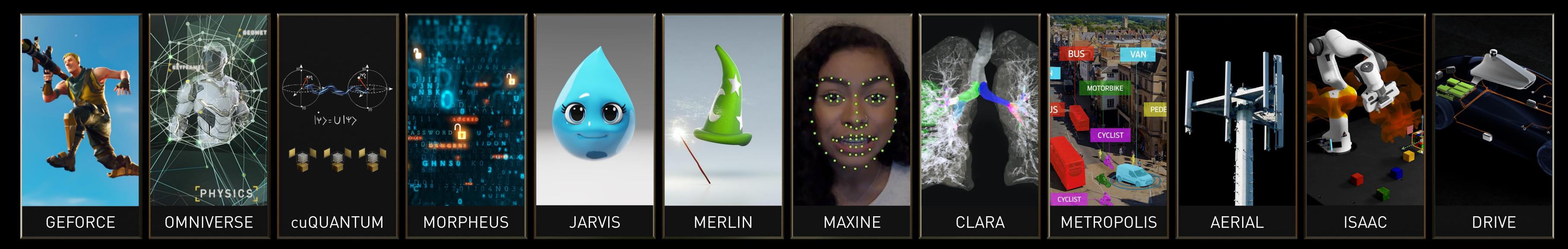




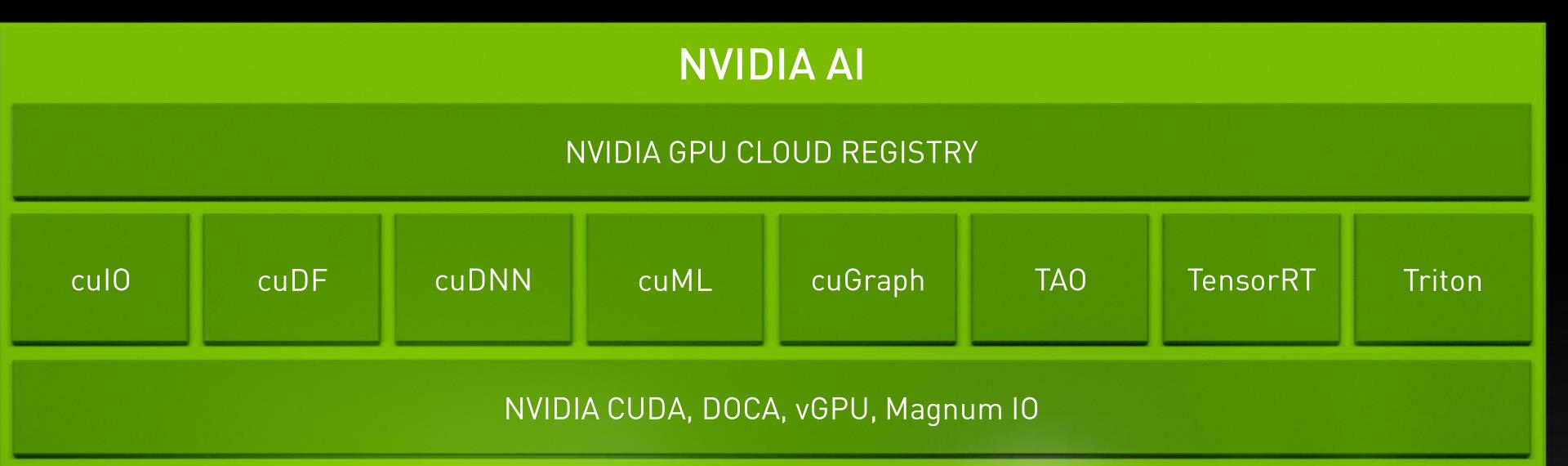




## THREE-LAYER MODEL OF CUSTOMER ENGAGEMENT



APPLICATION FRAMEWORKS



PLATFORM SOFTWARE



CHIPS & SYSTEMS

#### GTC SPRING 2021

#### **NVIDIA DRIVE**

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

#### **NVIDIA PRE-TRAINED MODELS**

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

#### NVIDIA PLATFORM SOFTWARE

New software license & subscription offerings NVIDIA AI Enterprise | NVIDIA Omniverse Enterprise

#### NVIDIA EGX FOR ENTERPRISE & EDGE

Vertical industries driving the next wave of Al NVIDIA EGX Enterprise | NVIDIA Aerial A100 Al-on-5G

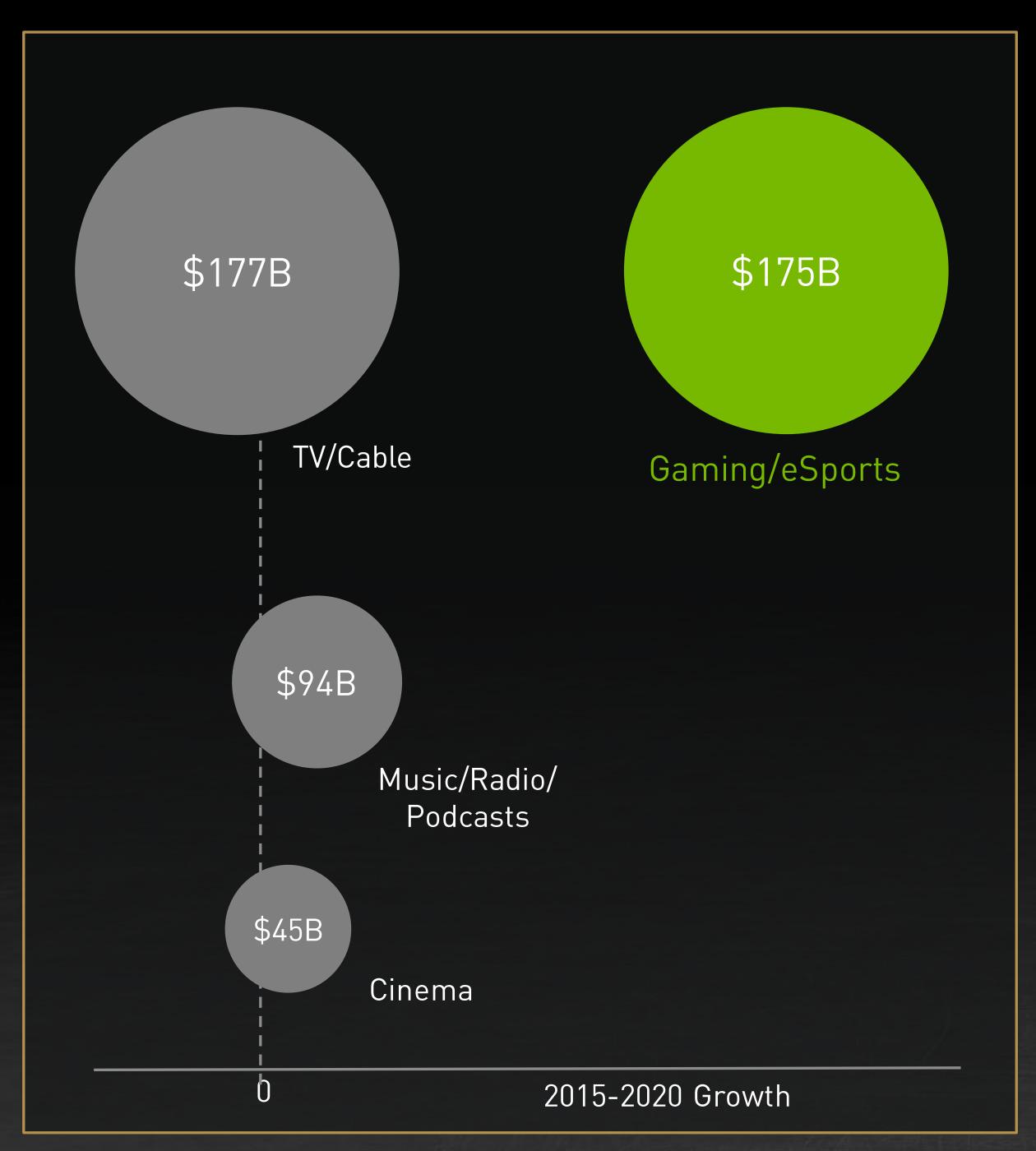
#### 3-CHIP STRATEGY: GPU | DPU | CPU

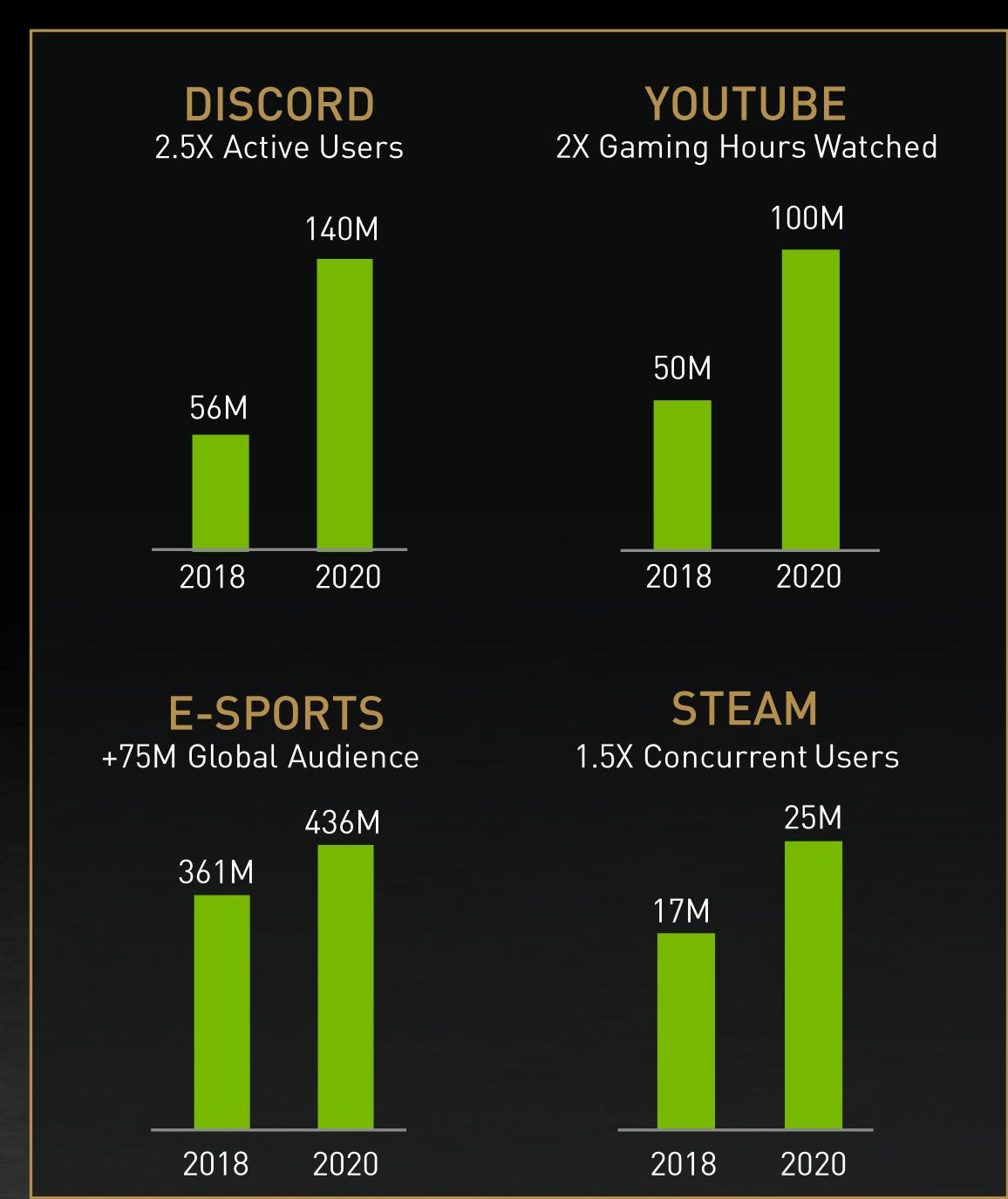
Data center as the new unit of computing

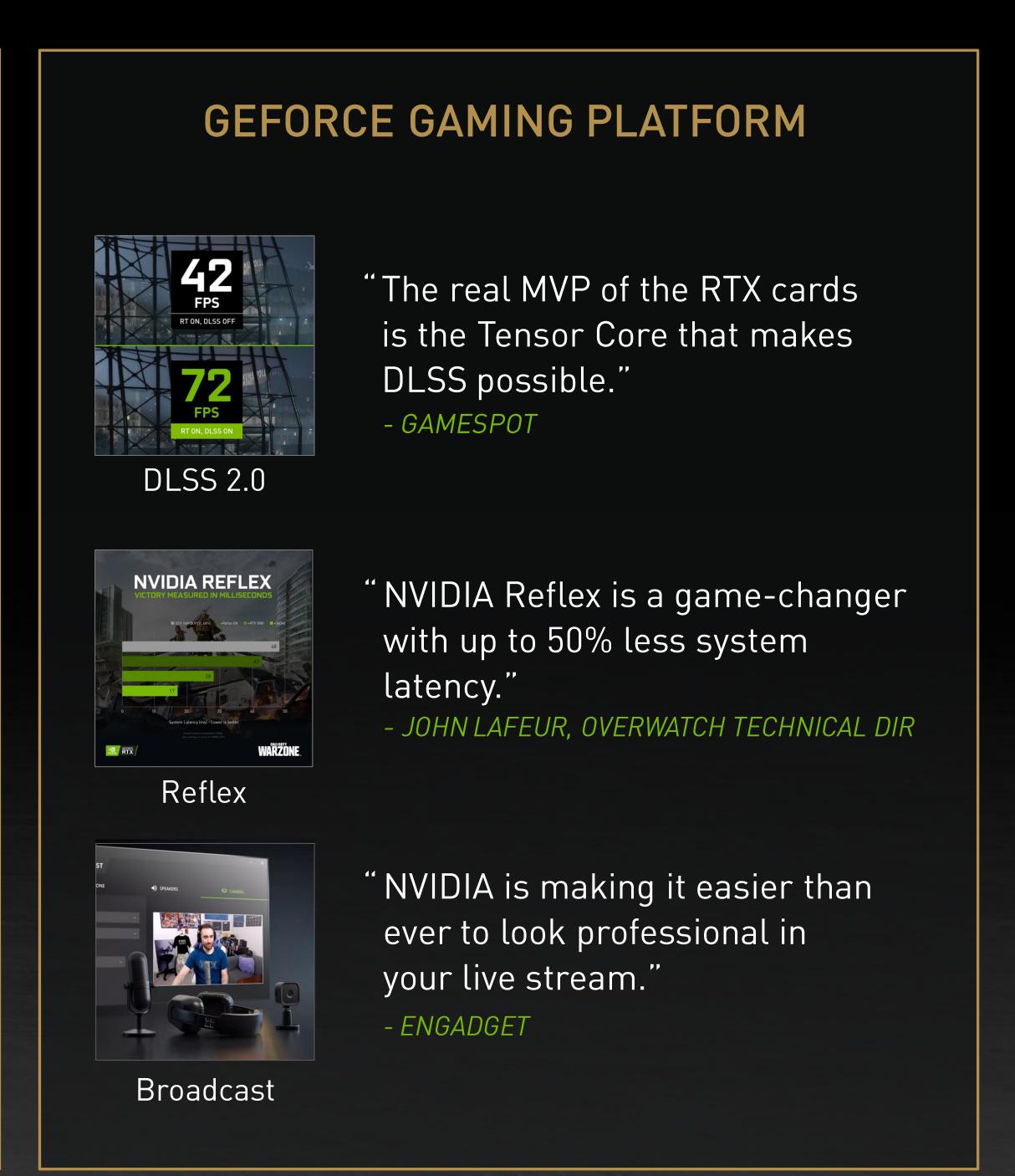
Grace CPU for giant-scale AI and HPC | BlueField-3 DPU & DOCA 1.0

Jeff Fisher | SVP Gaming, NVIDIA

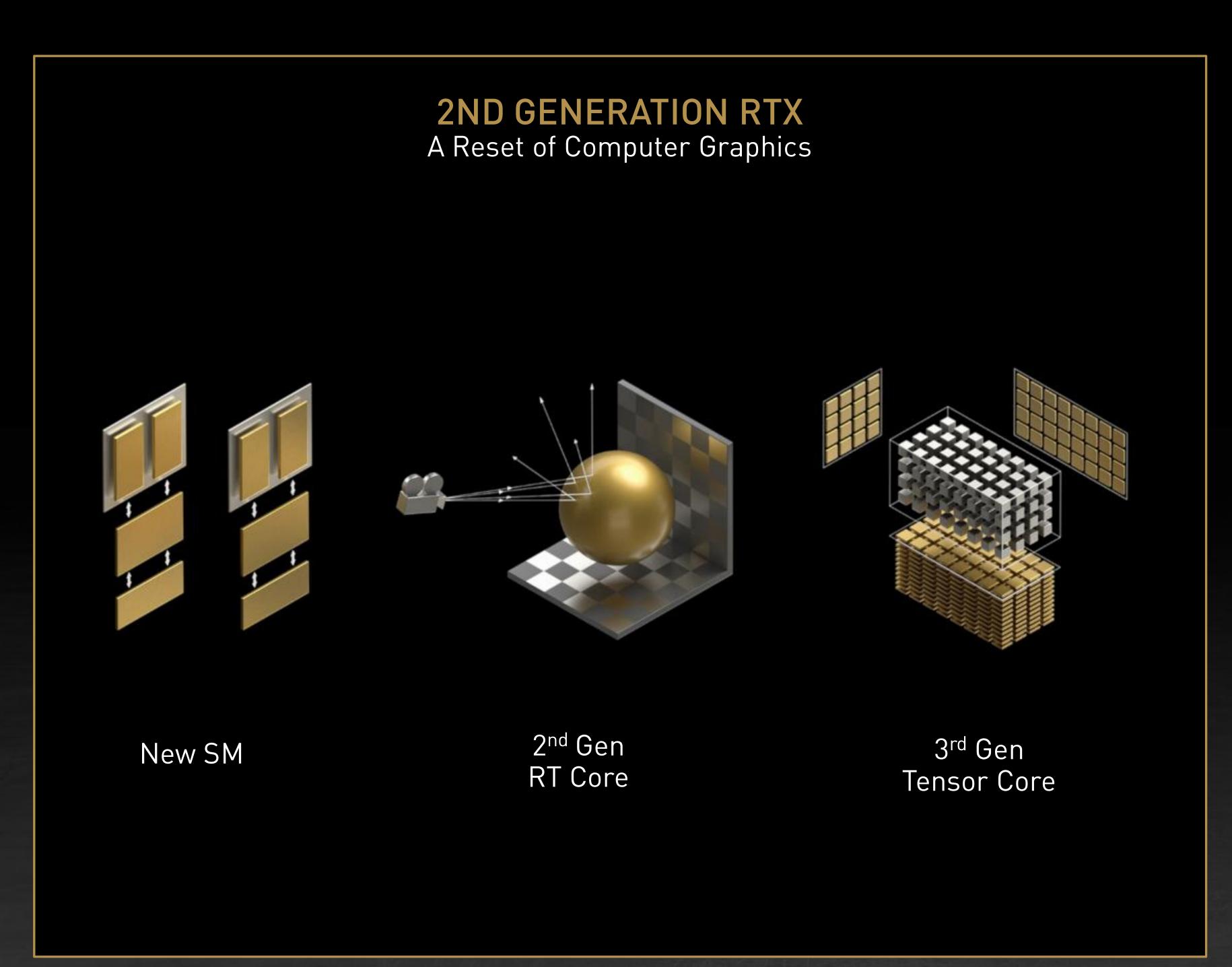
#### GAMING — TRANSFORMING GLOBAL ENTERTAINMENT

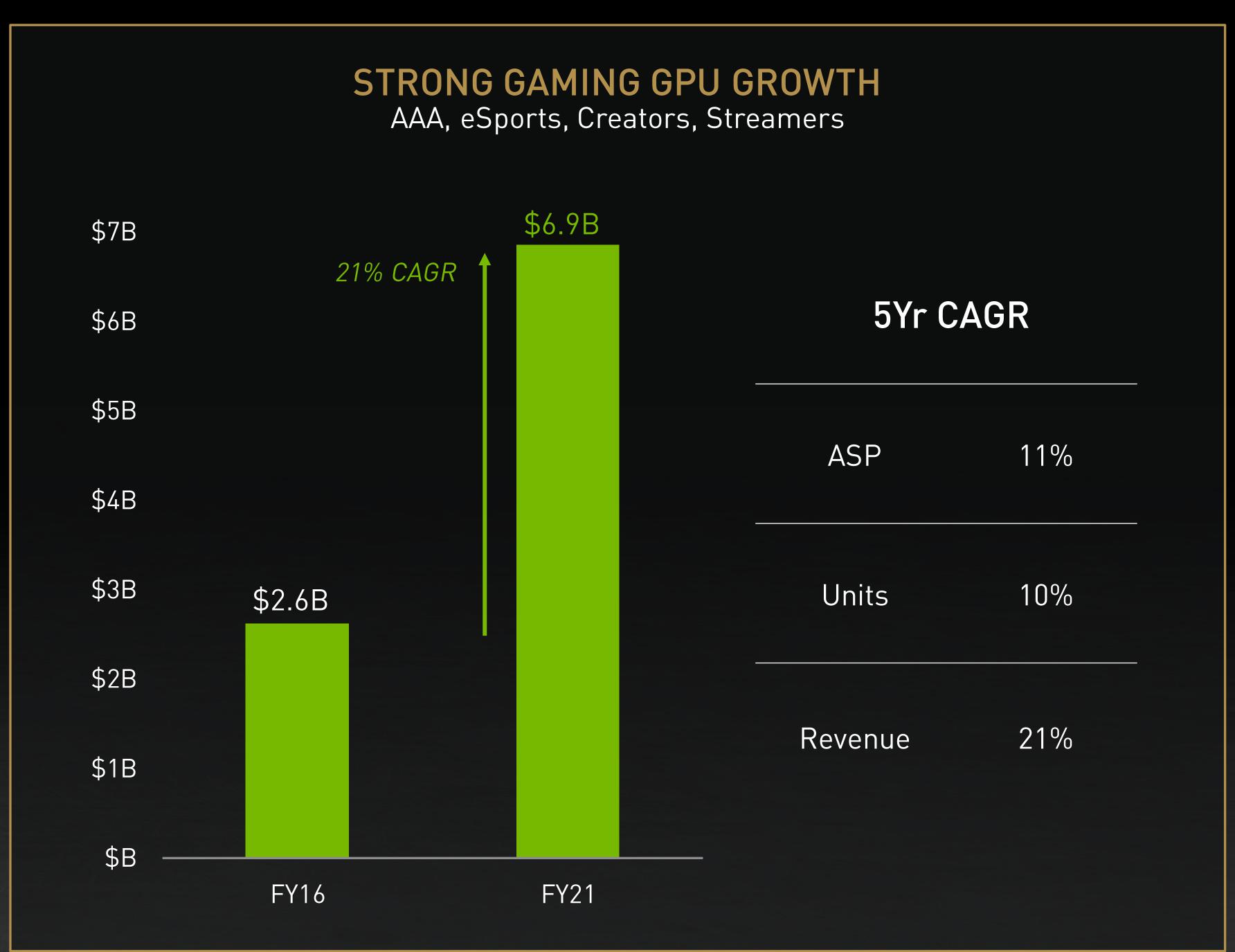




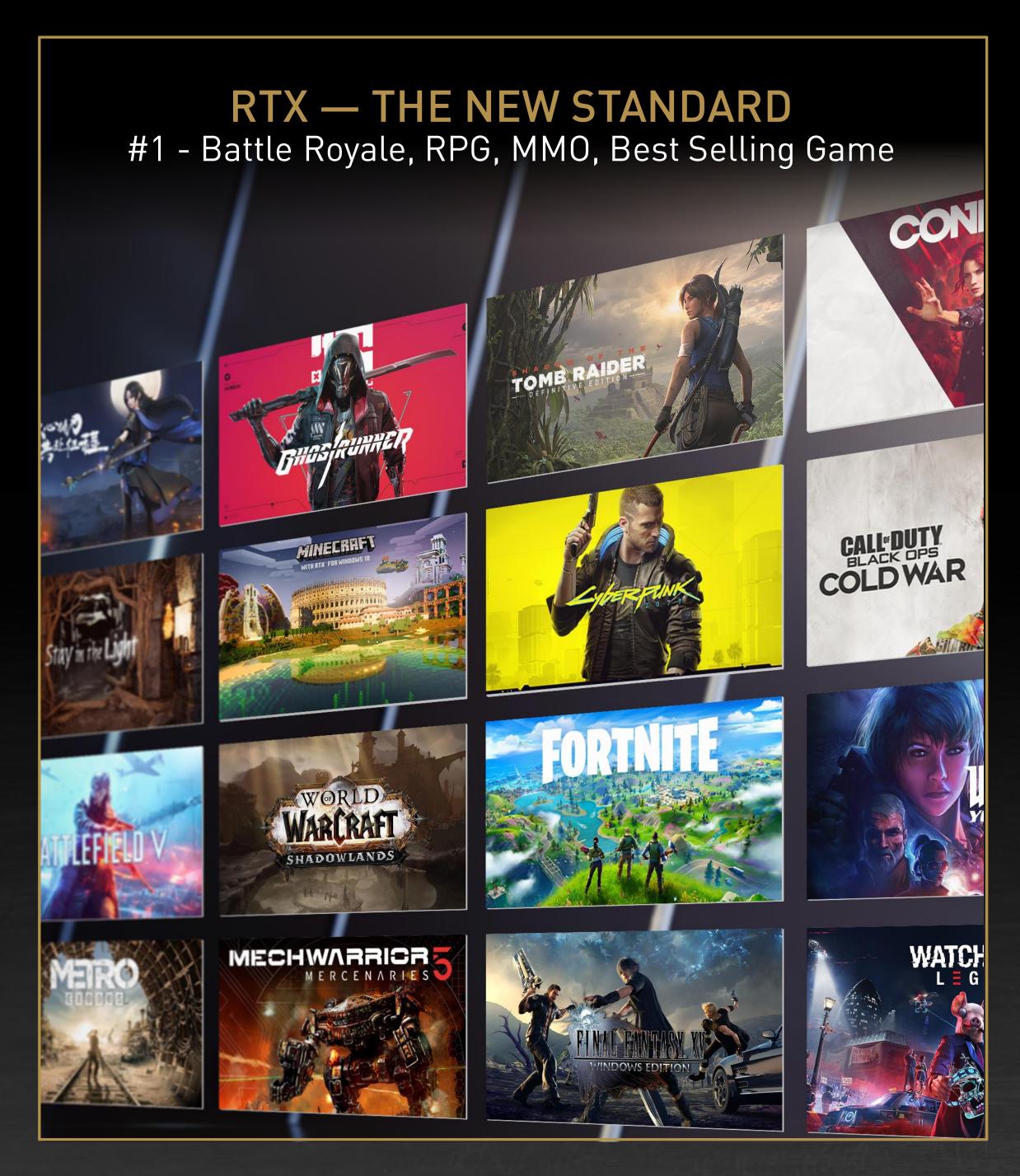


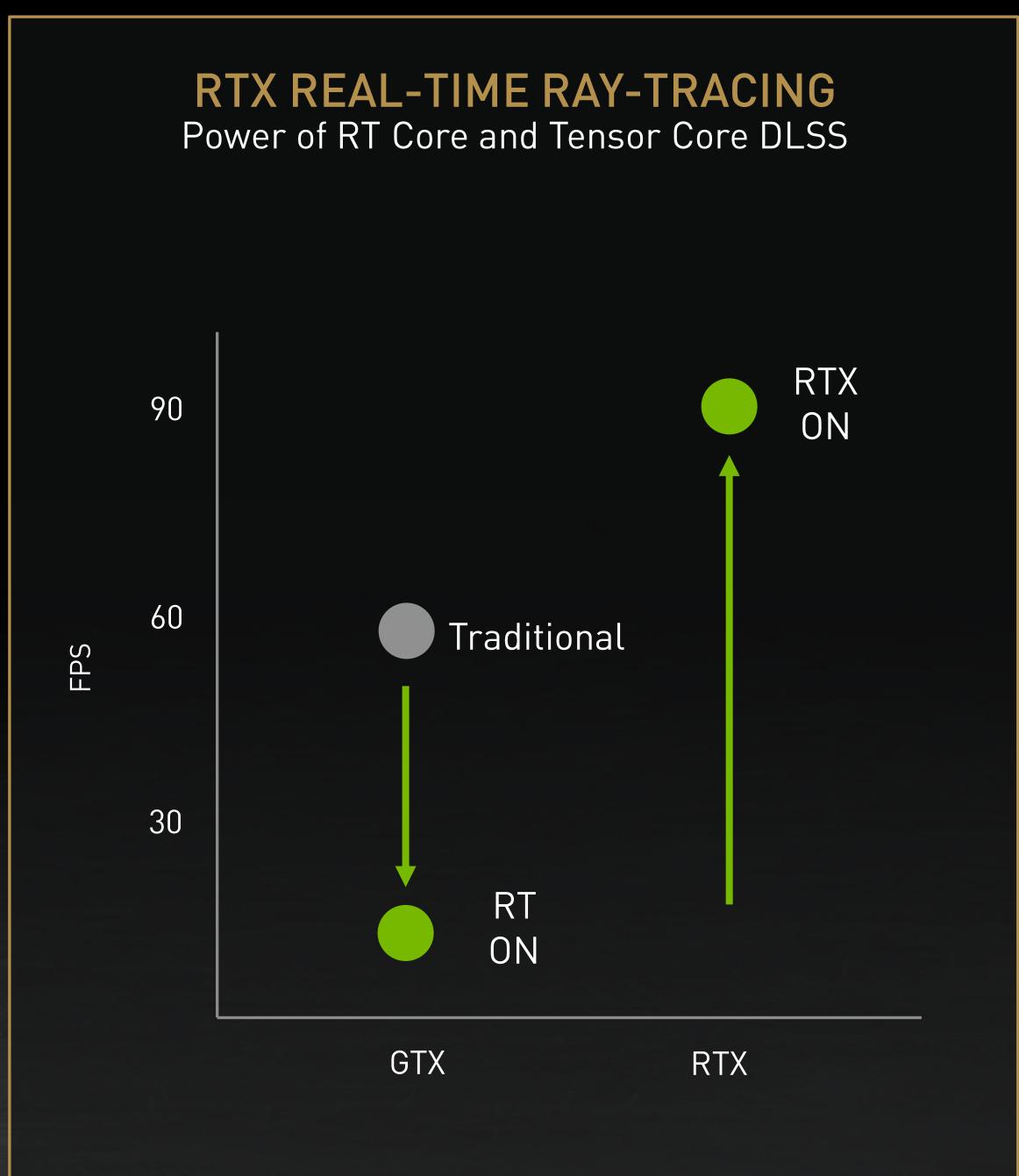
# GAMING — A RECORD YEAR

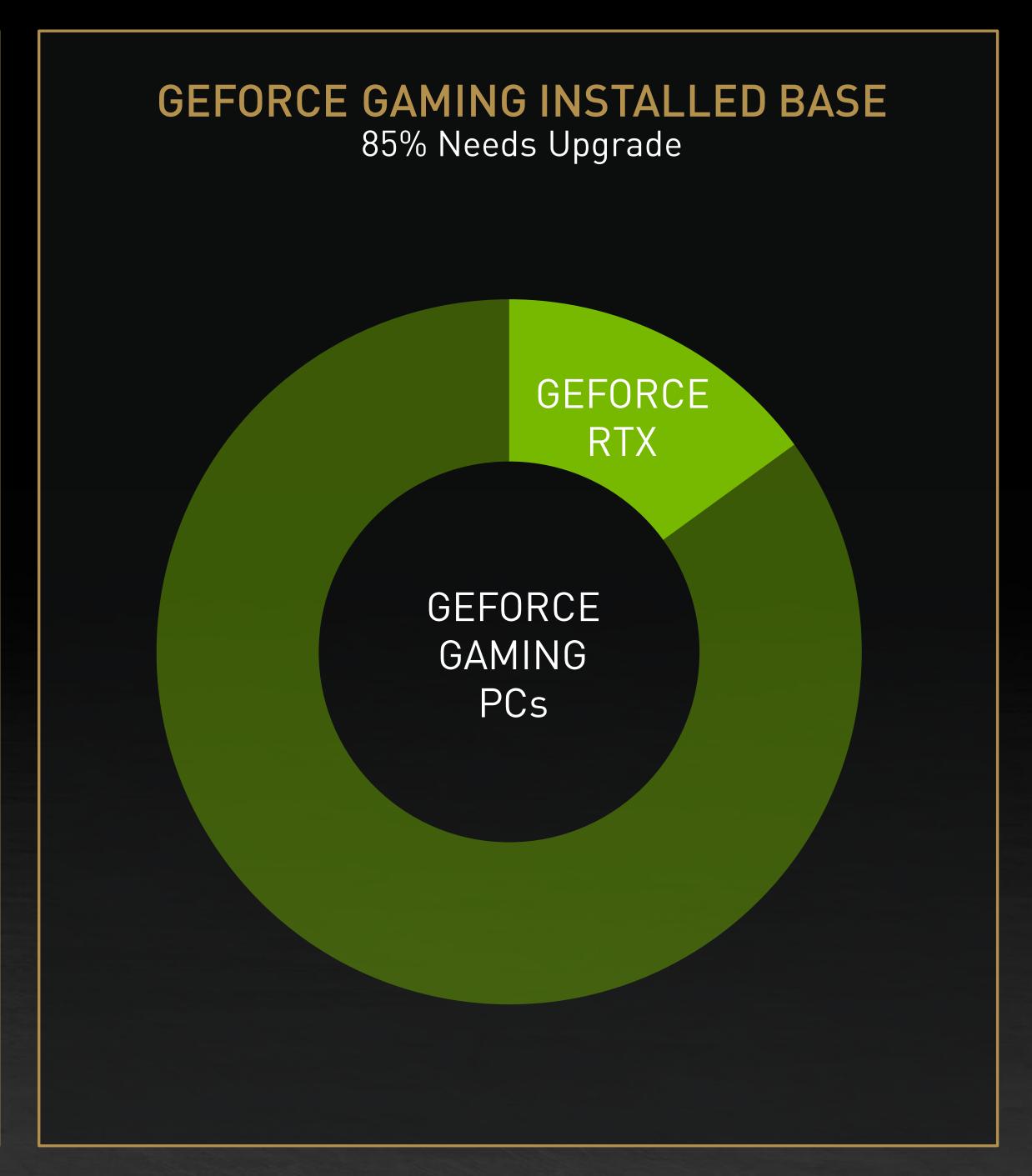




## RTX — RESETS THE INSTALLED BASE

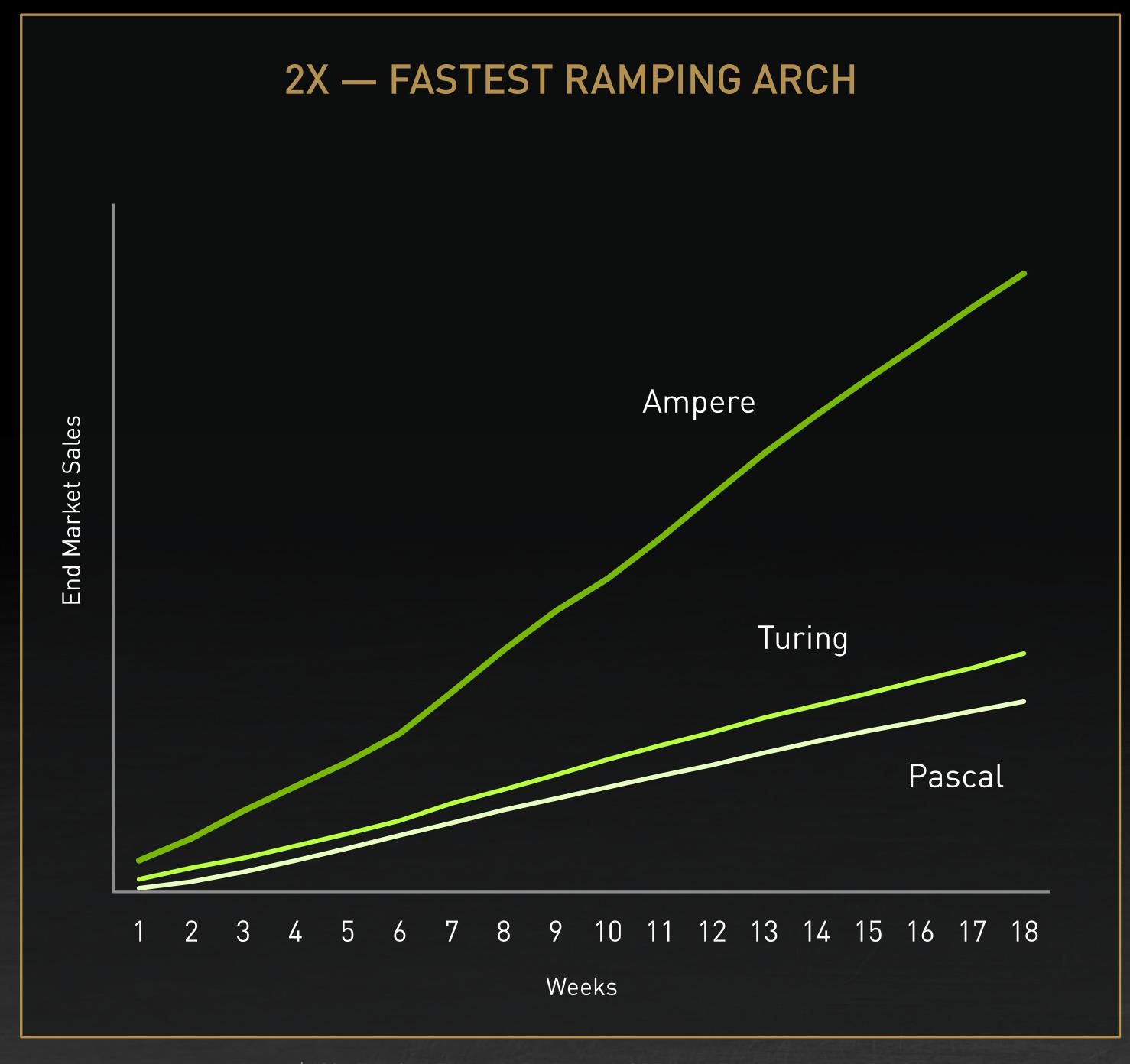




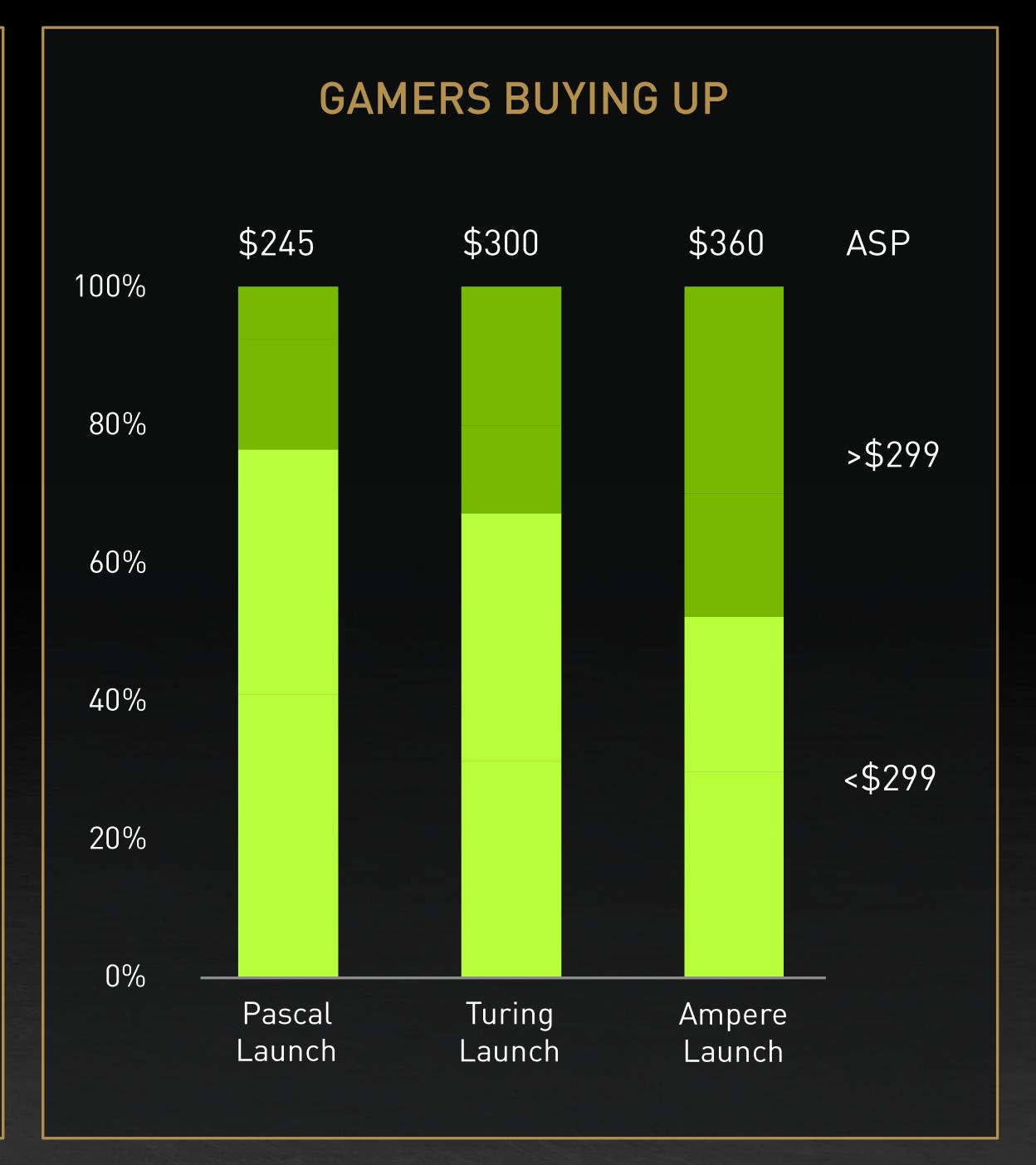


Note: RTX 3060 vs. GTX 1660 Super running Control at 1080p resolution, MSAA 4x, DLSS Balanced Mode

### AMPERE — BEST LAUNCH EVER



2X SHARE ON STEAM % of Steam Turing Ampere

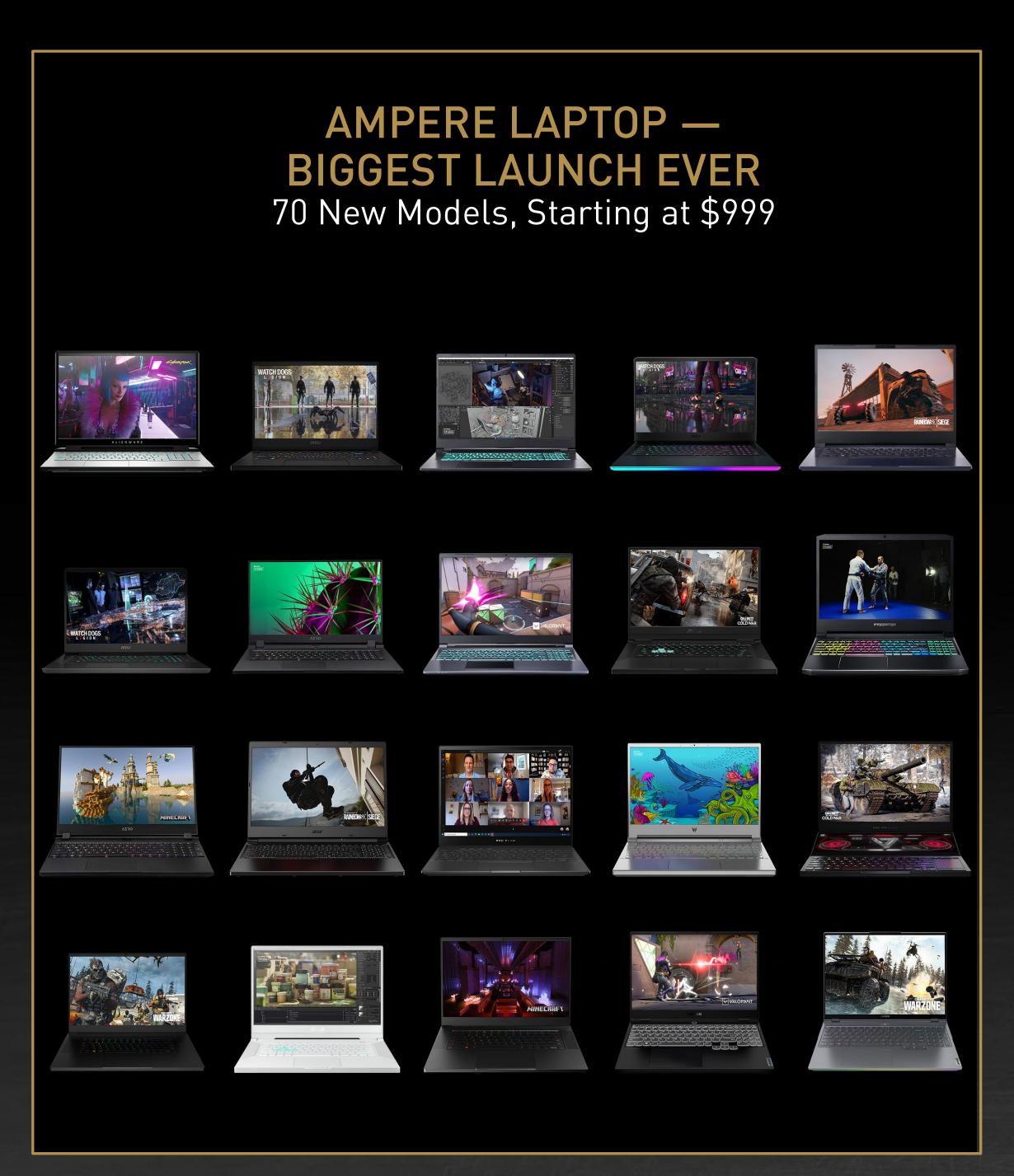


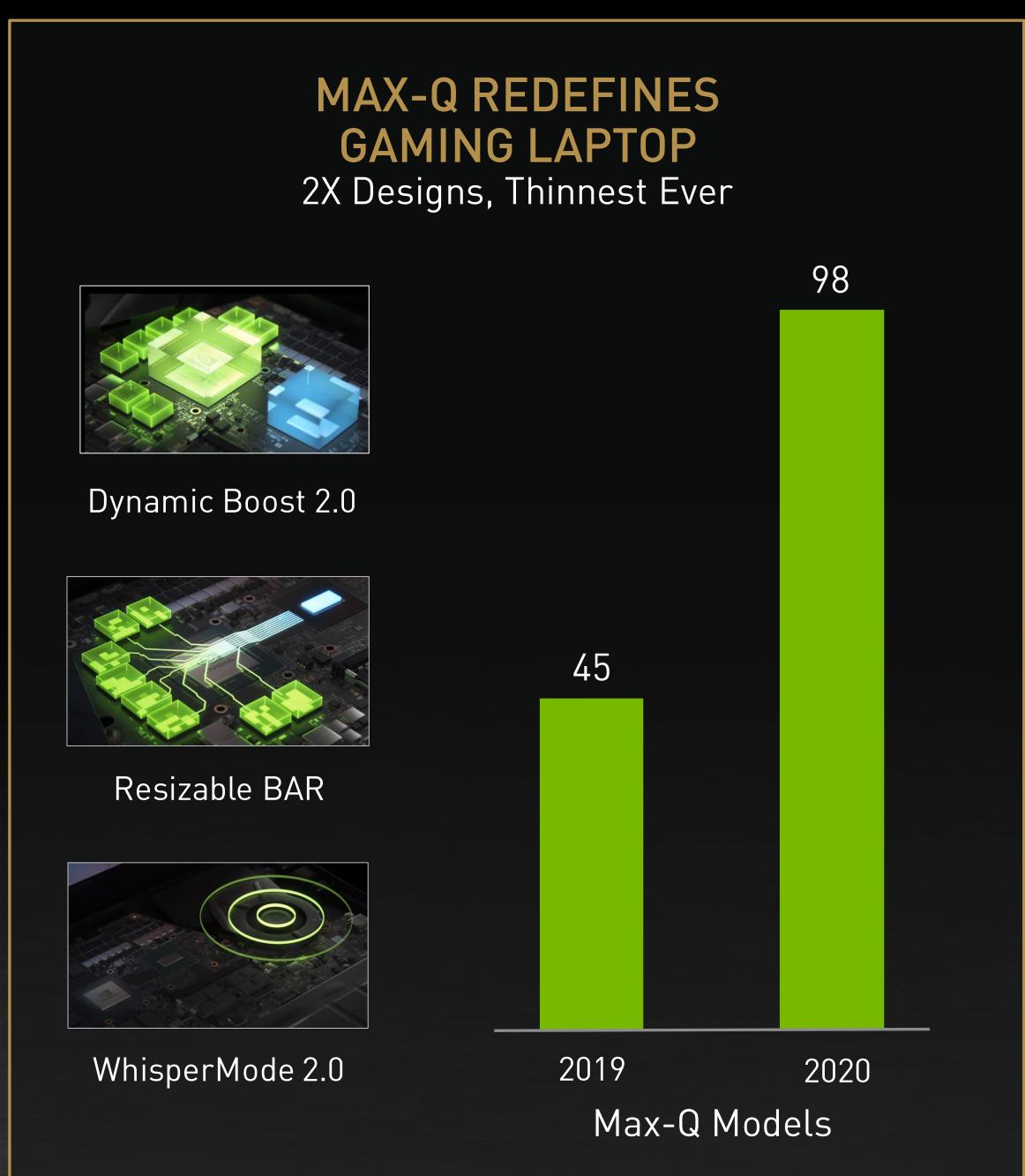
Note: \$499+ Est. Sell Through Based on MSRP from Product Launch Date

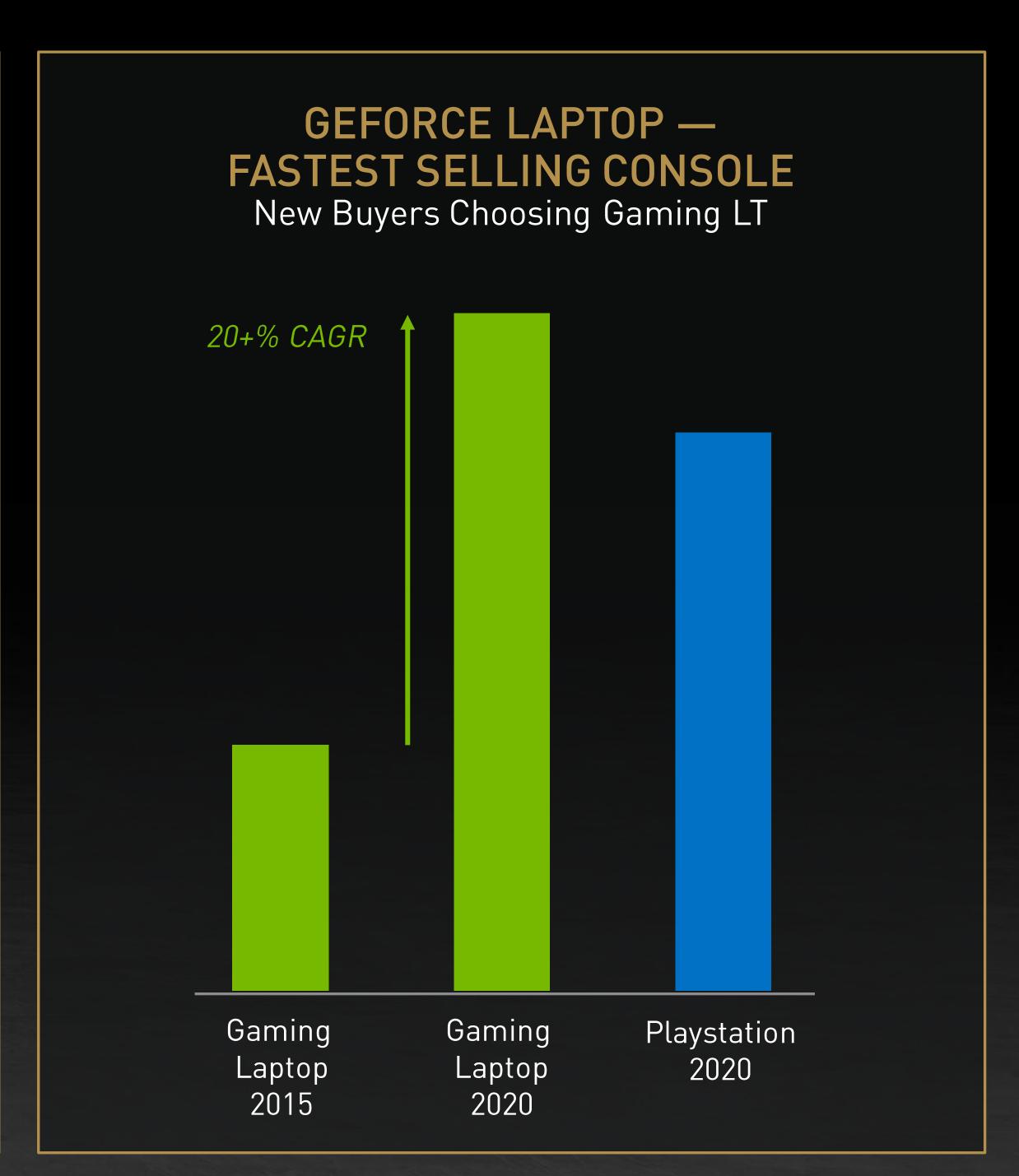
Note: Steam Share 6 Months After Launch

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

### GEFORCE LAPTOP — FASTEST GROWING GAME PLATFORM



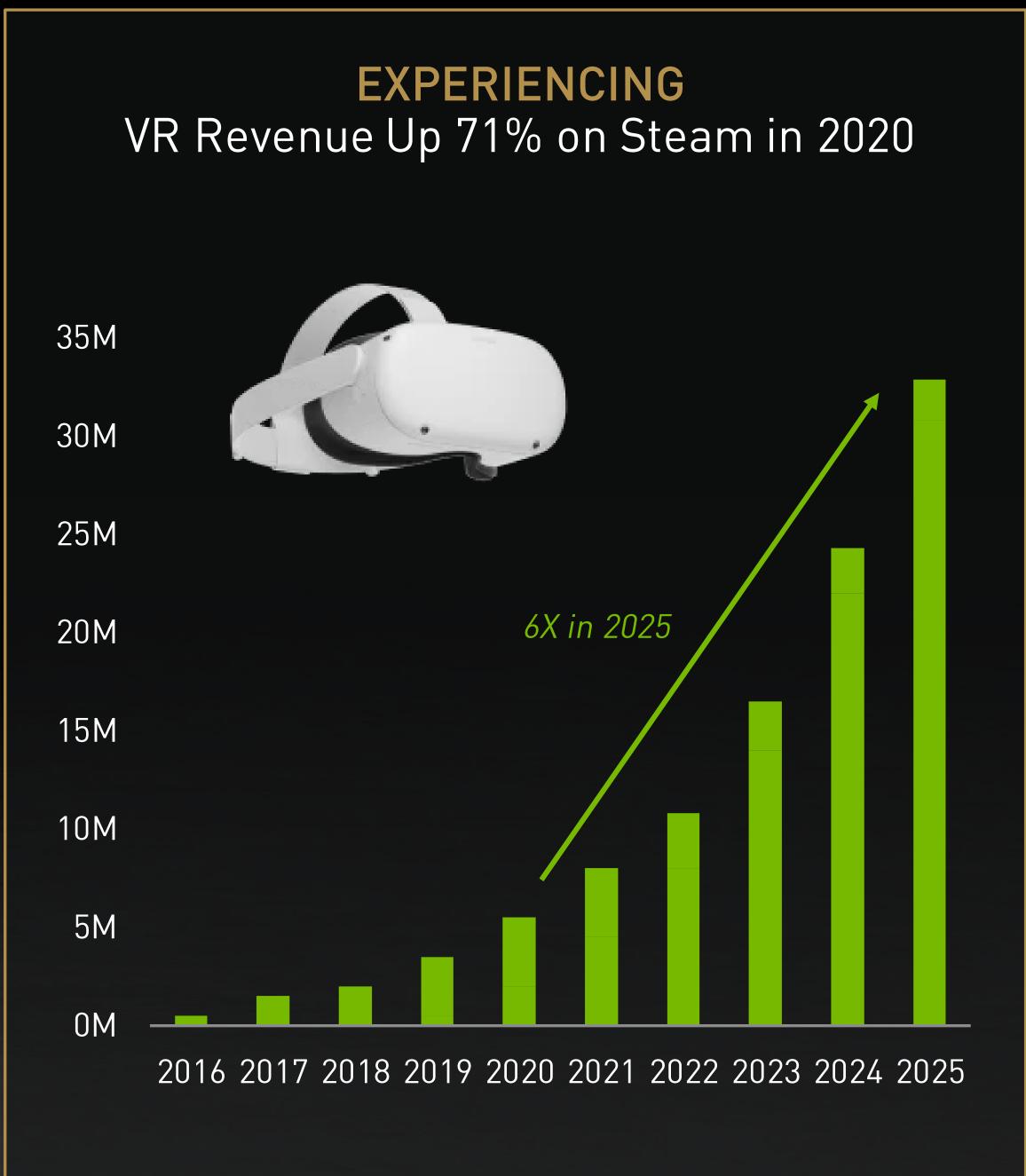




# PC GAMING IS MORE THAN PLAYING





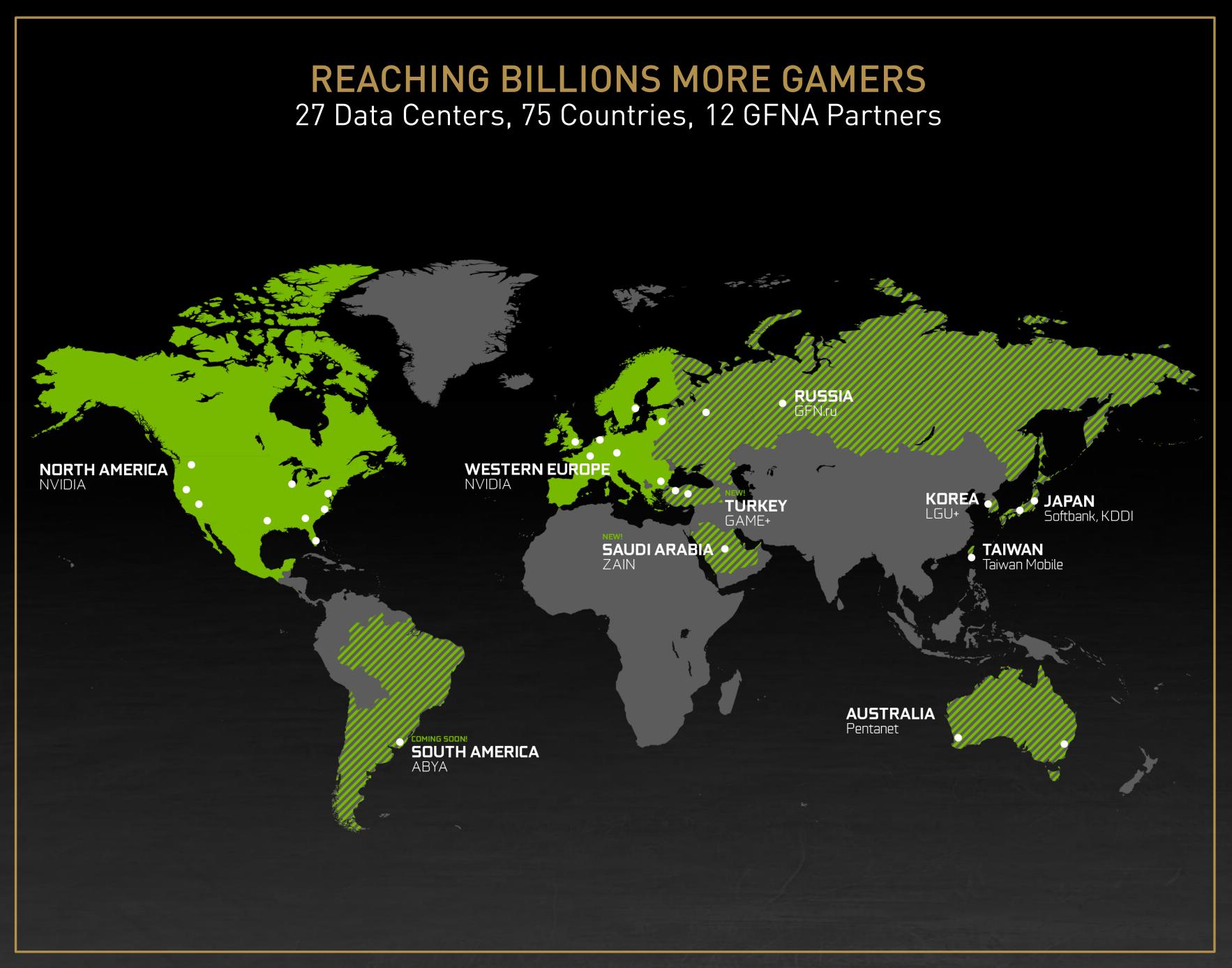


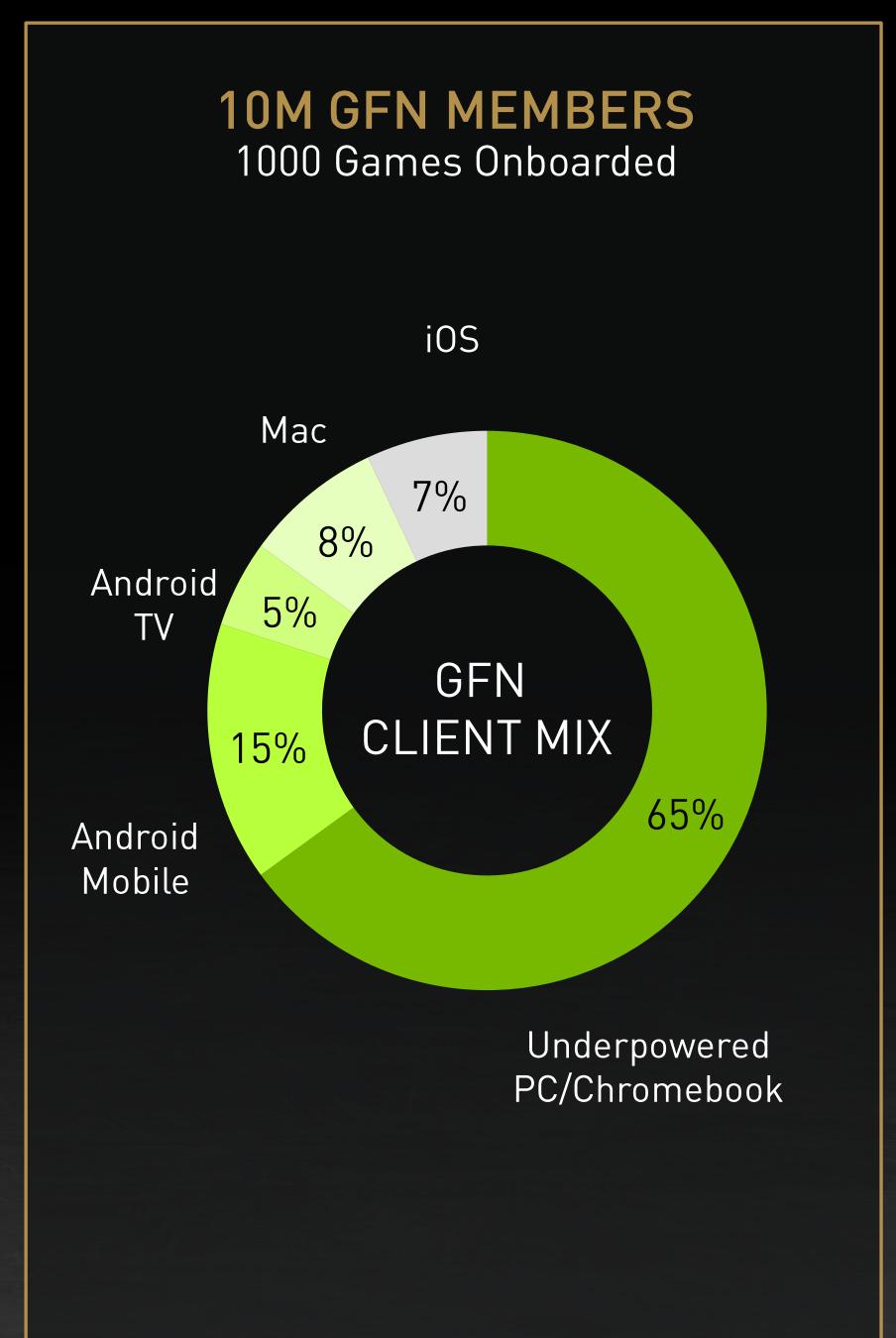
45M Creators

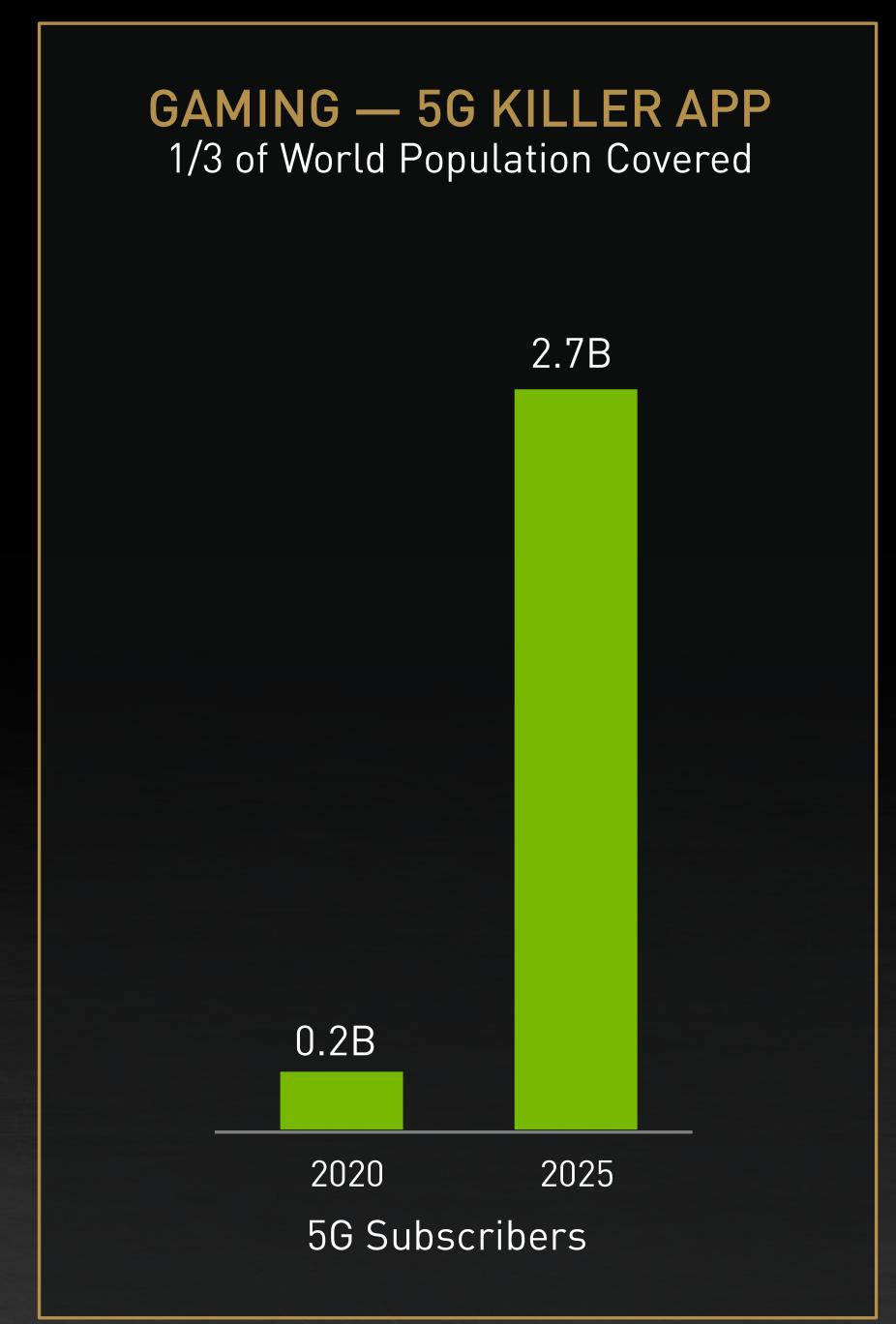
30M Live Streamers

33M PC VR Headsets by 2025

## GEFORCE NOW





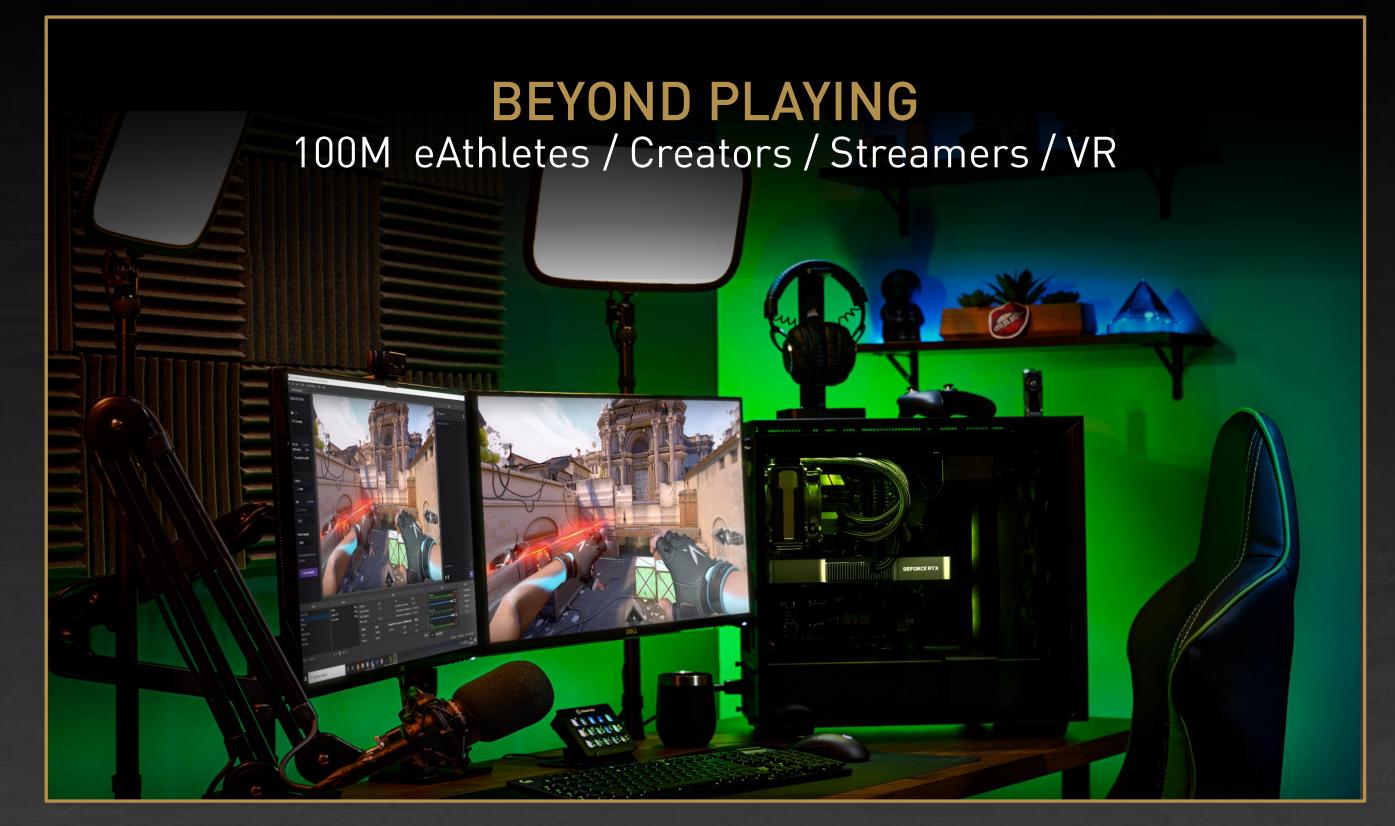


1B Underpowered PC/Chromebooks | 1B iOS/Mac | 4B Android Mobile/TV

# GAMING — LONG RUNWAY FOR GROWTH



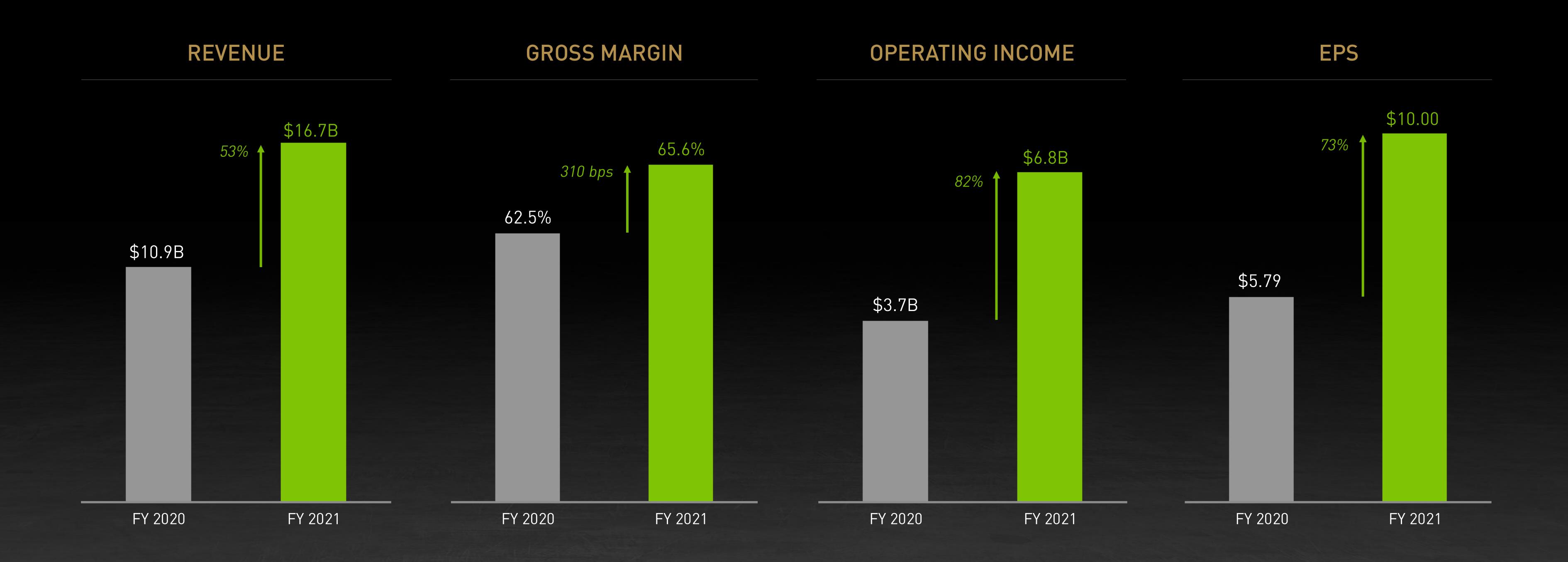






Colette Kress | EVP & CFO, NVIDIA

## FY 2021 — A RECORD-BREAKING YEAR



#### MARKET PLATFORMS

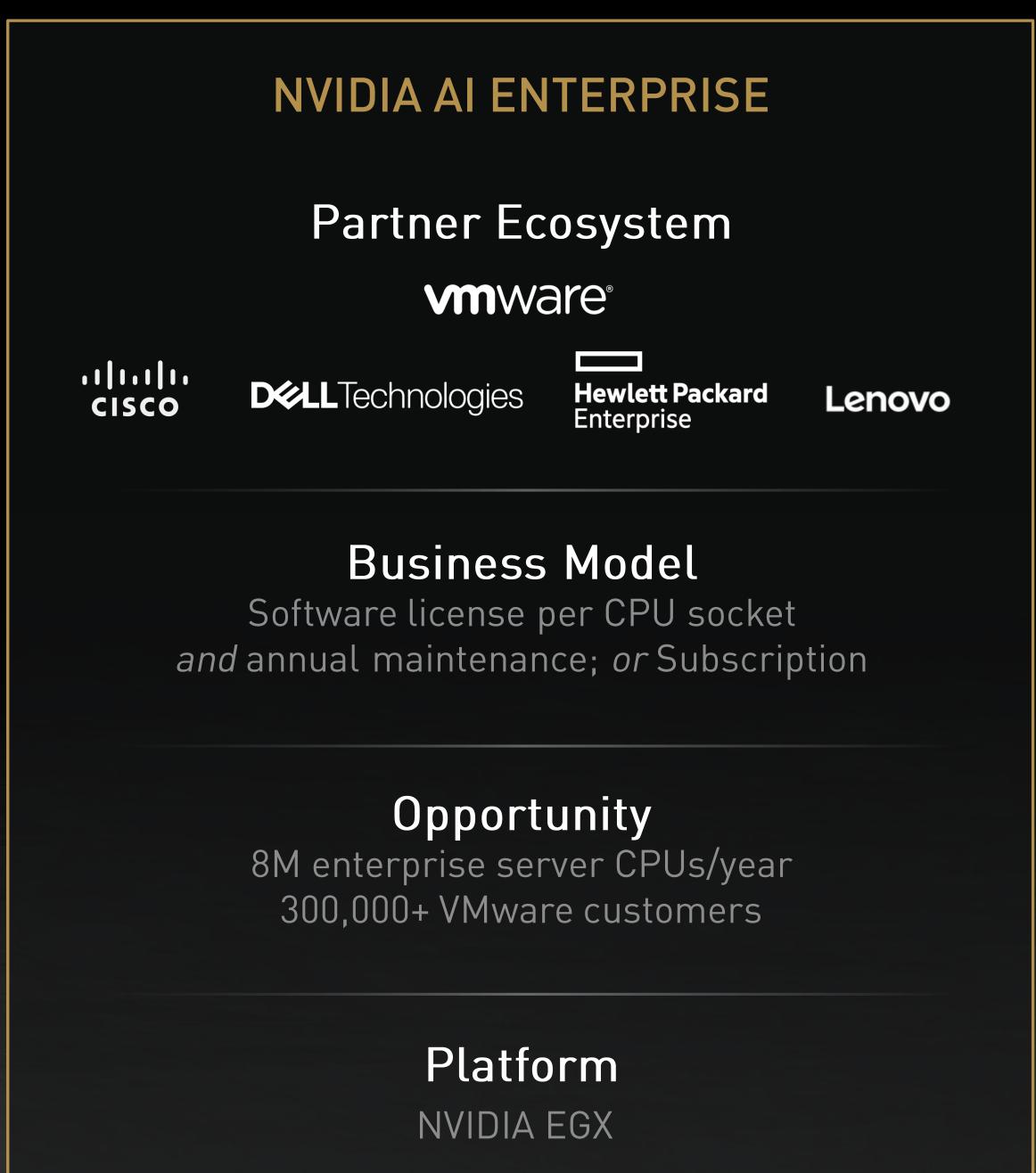
Record Gaming, Record Data Center, and Record Overall Revenue



#### NVIDIA AI ENTERPRISE

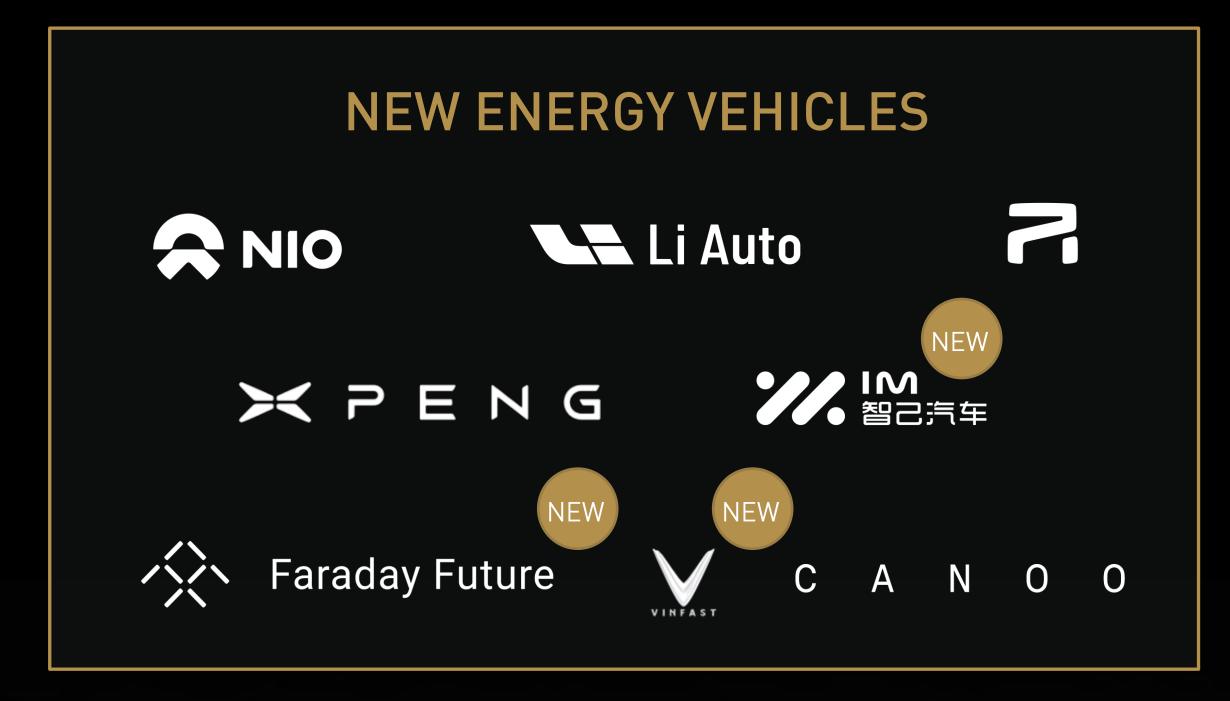
Delivering NVIDIA AI and Accelerated Computing to the World's Largest Industries

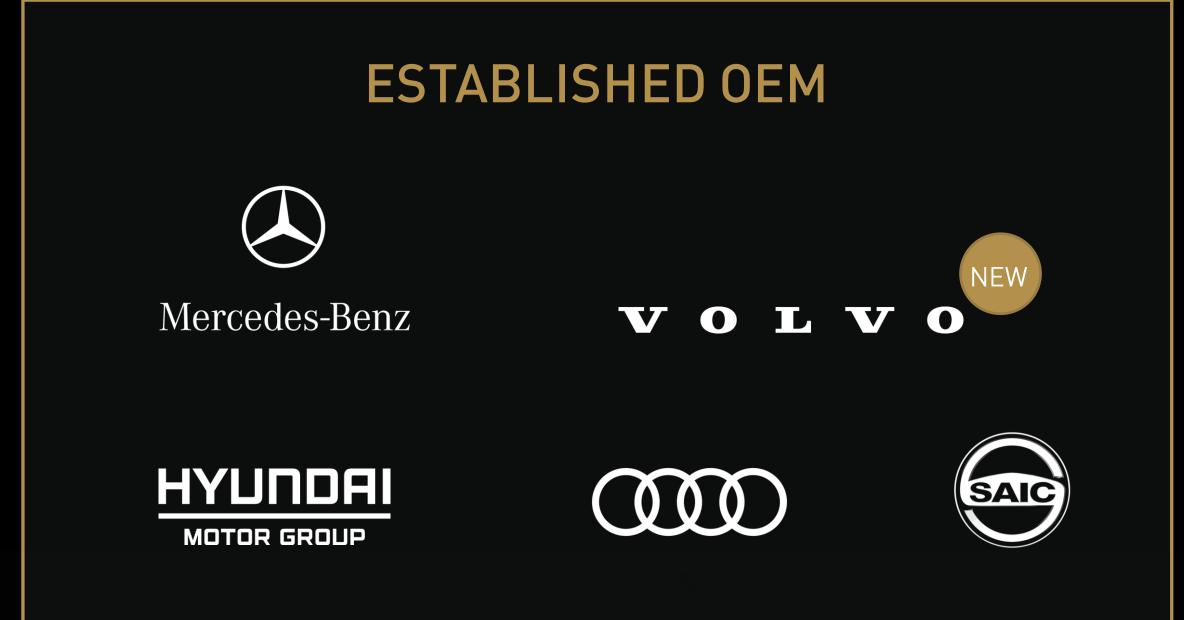


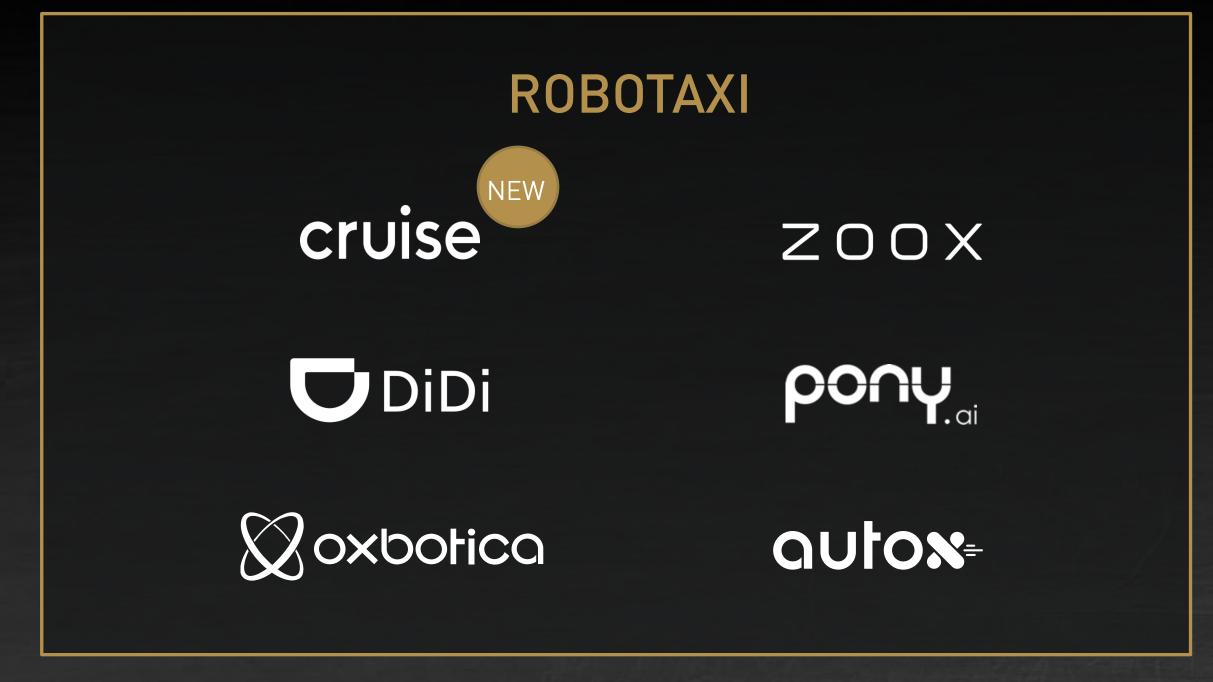


## OVER \$8B AUTOMOTIVE DESIGN WIN PIPELINE

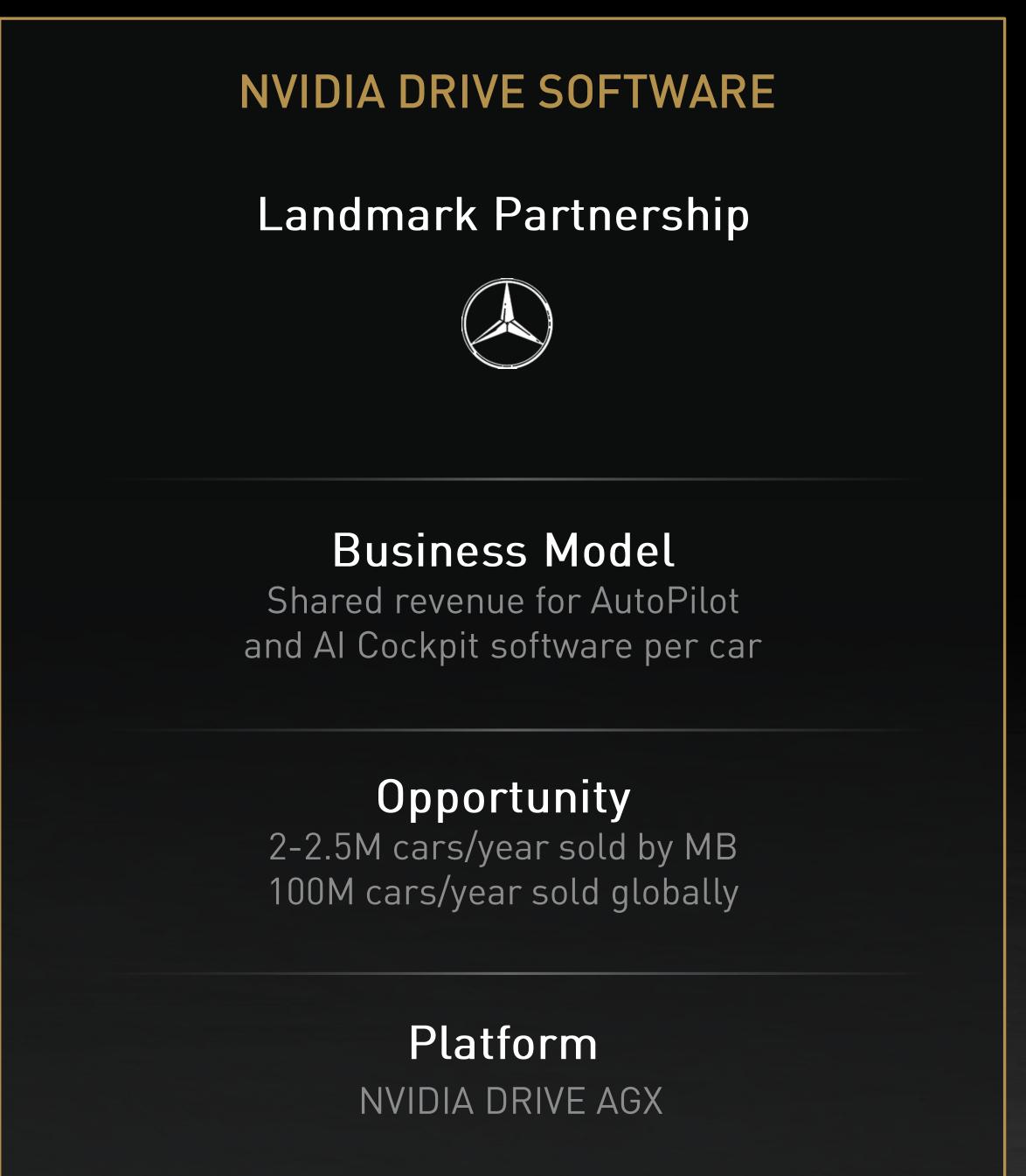
Autonomous Driving and Al Cockpit Platform





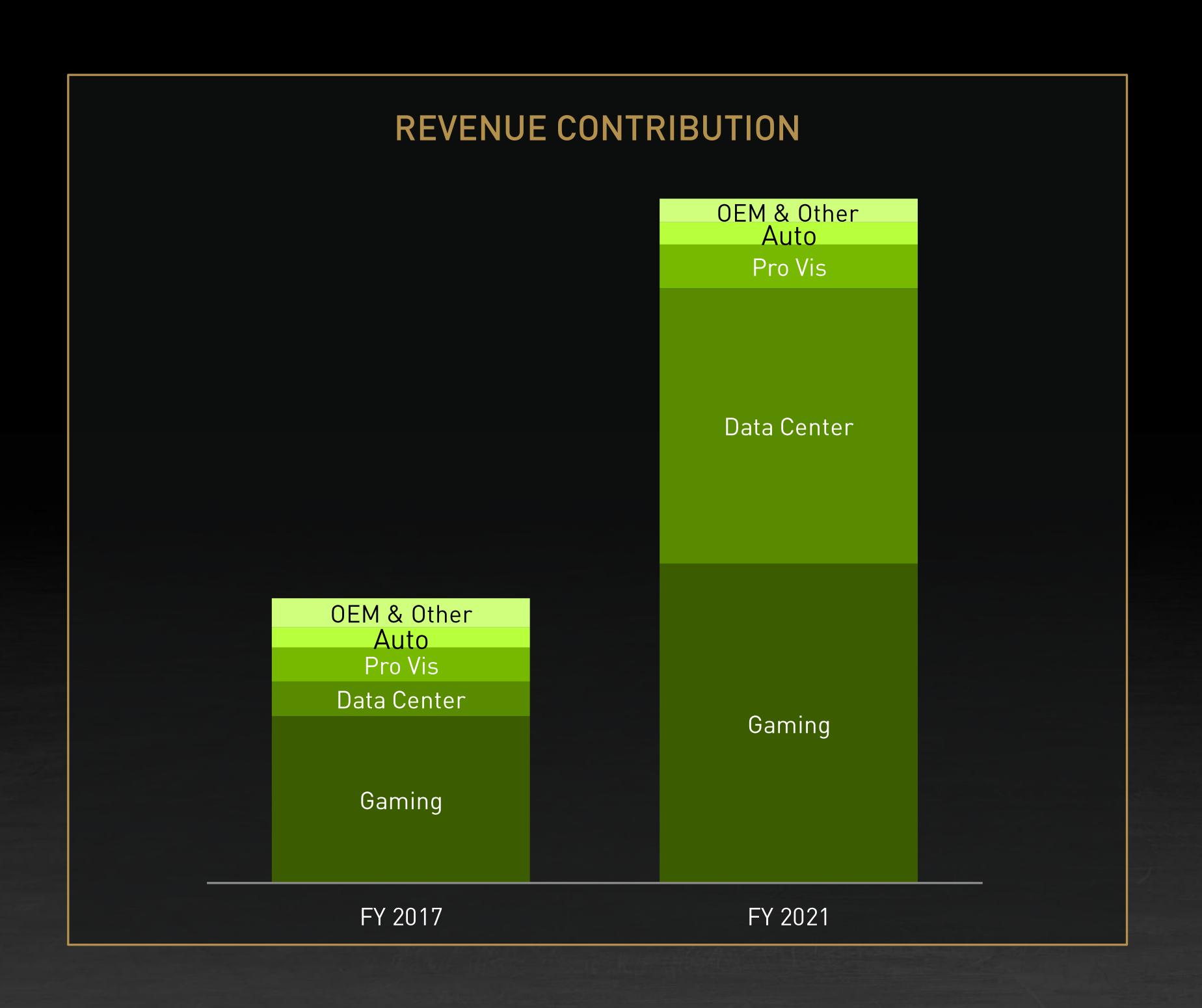


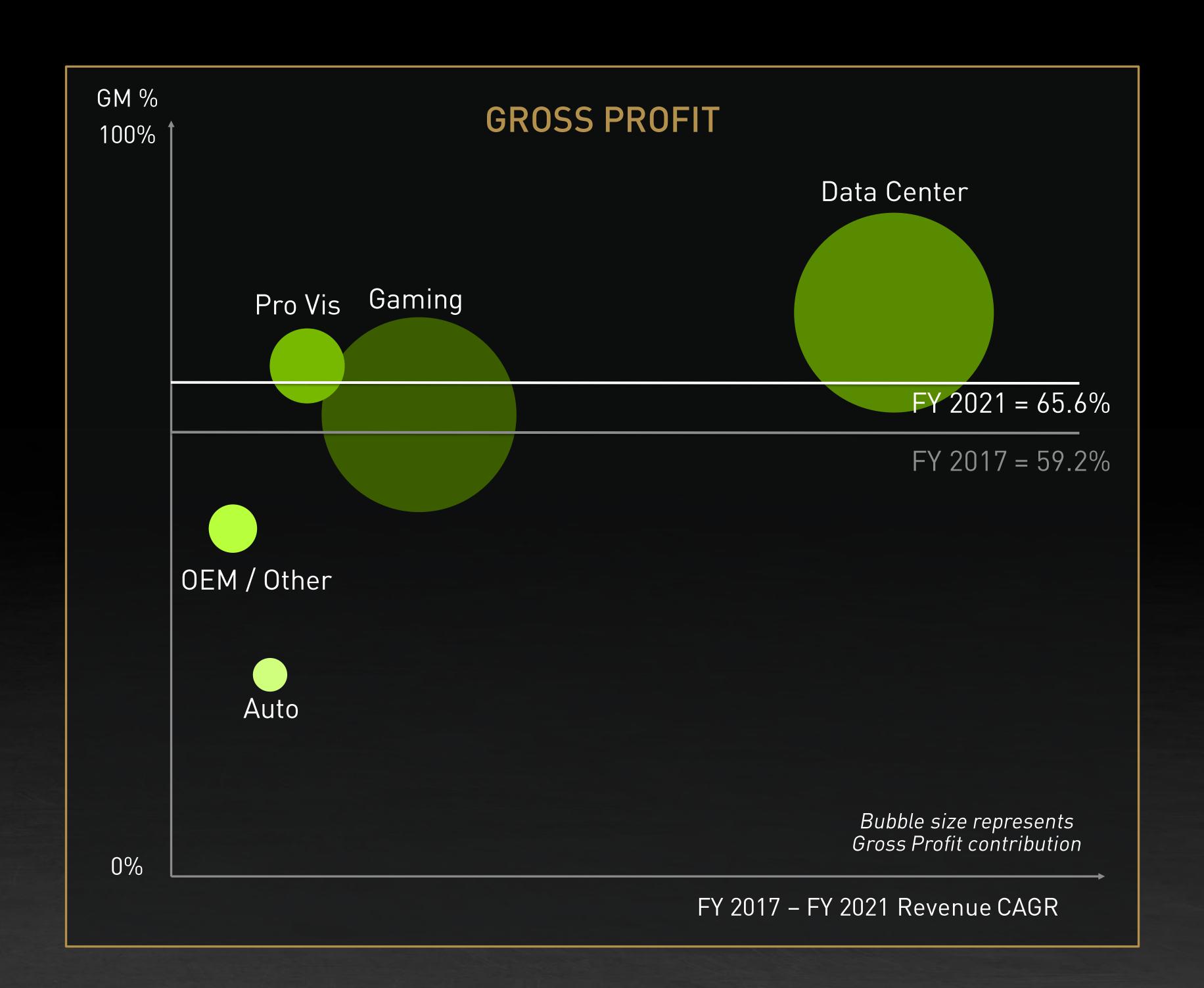




### GROSS PROFIT

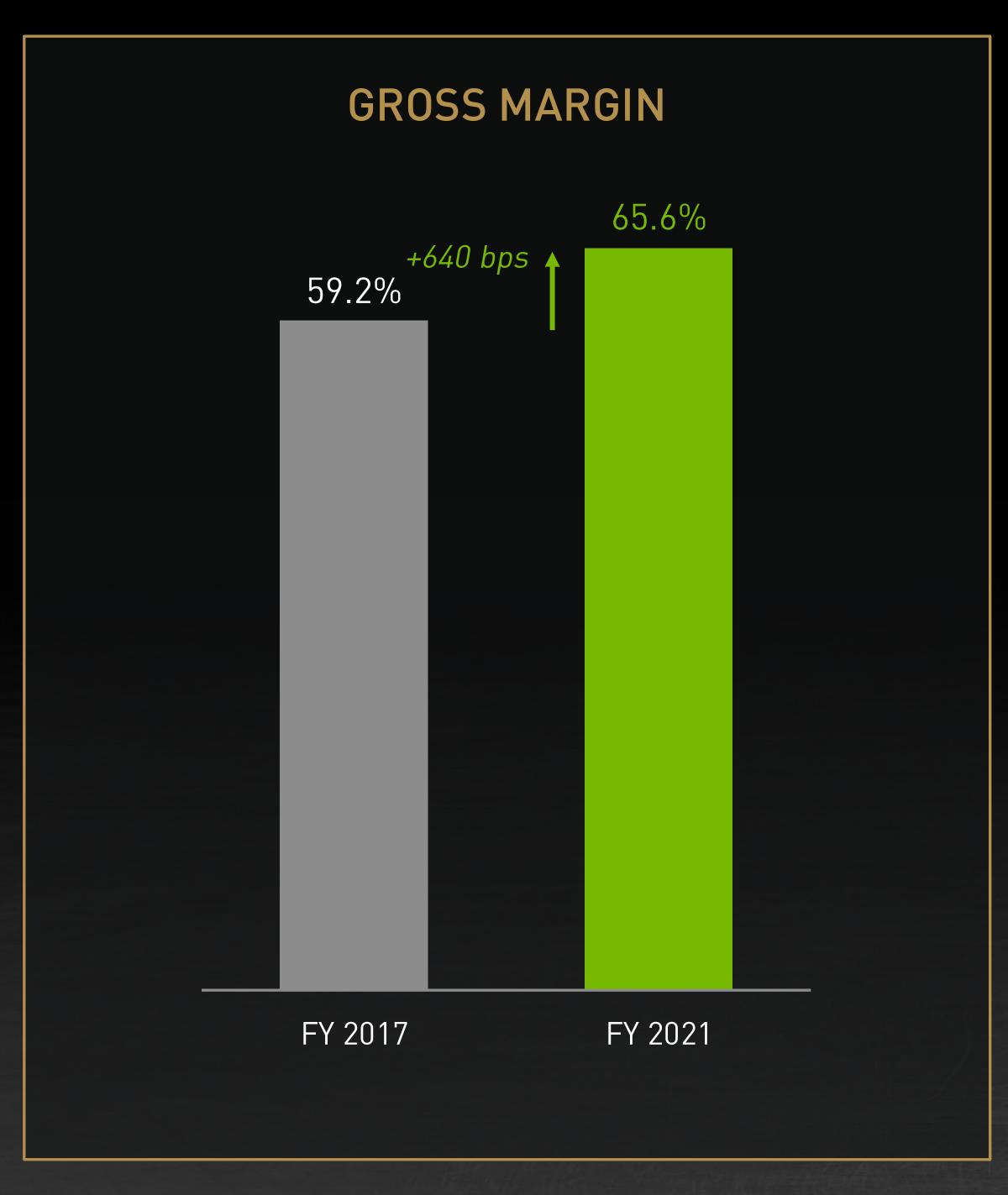
Mix Shift to Data Center Largest Driver of Gross Margin Improvement

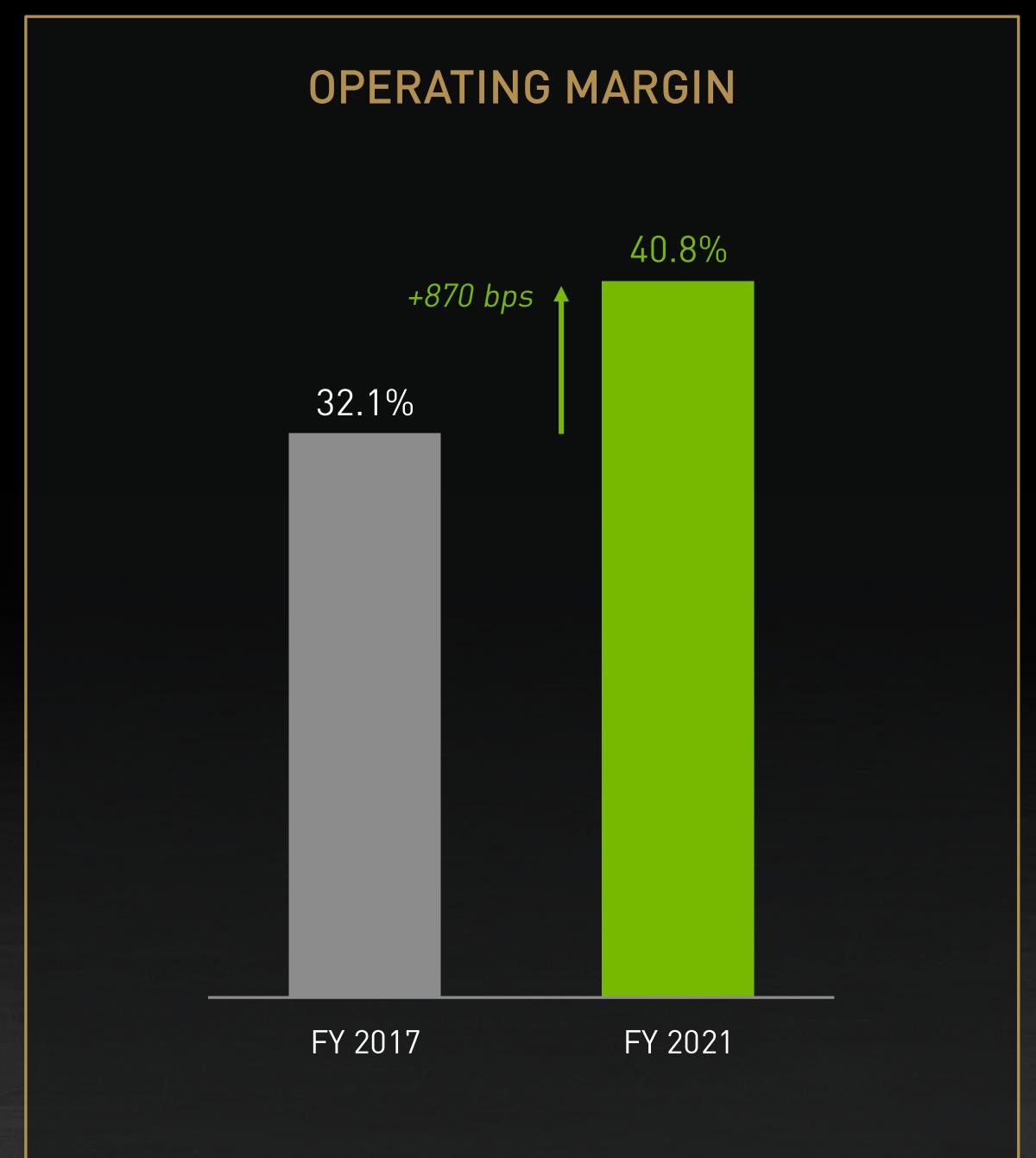


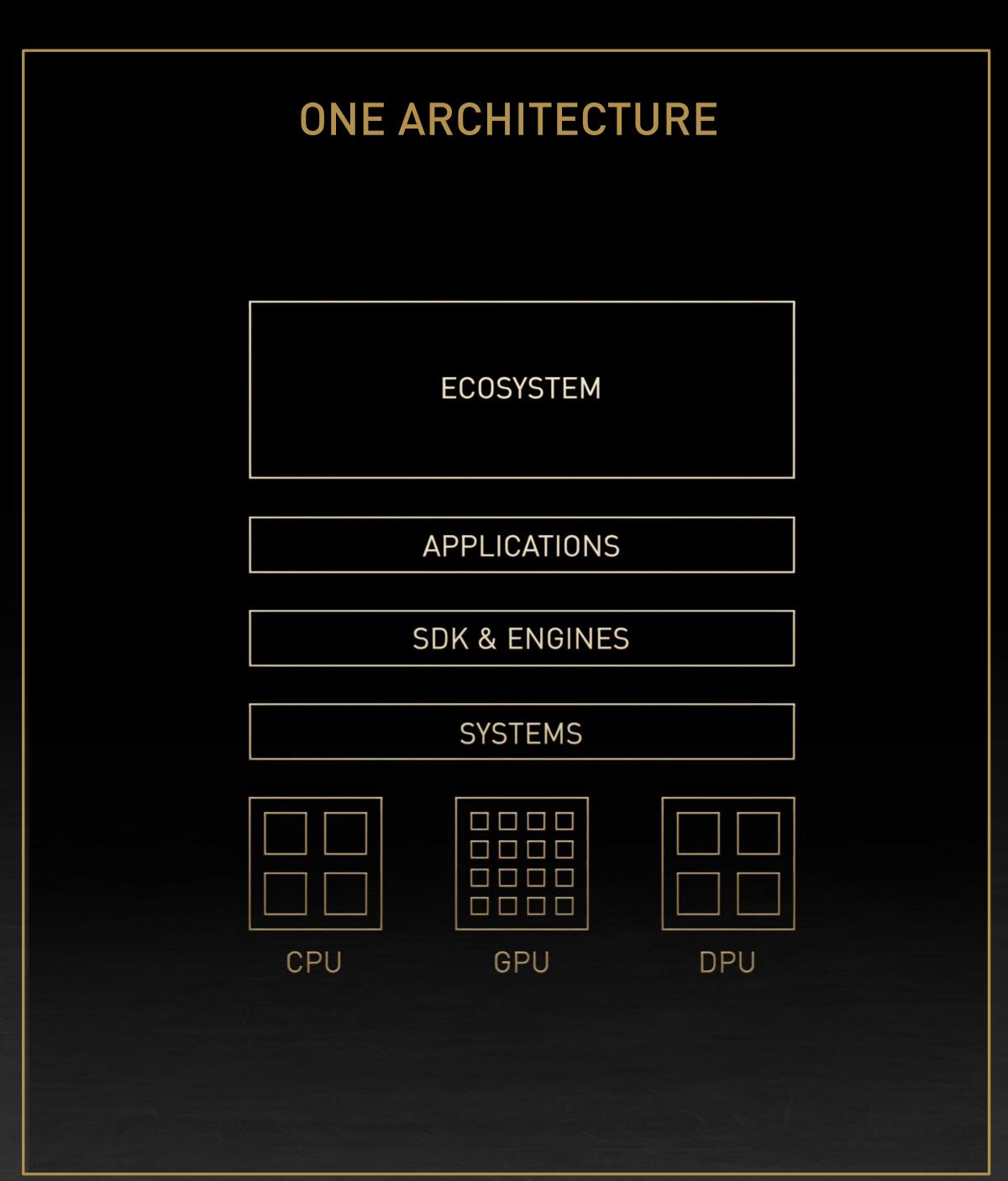


# THE POWER OF "ONE ARCHITECTURE"

Leveraging our Platform to Reach Record Levels of Profitability

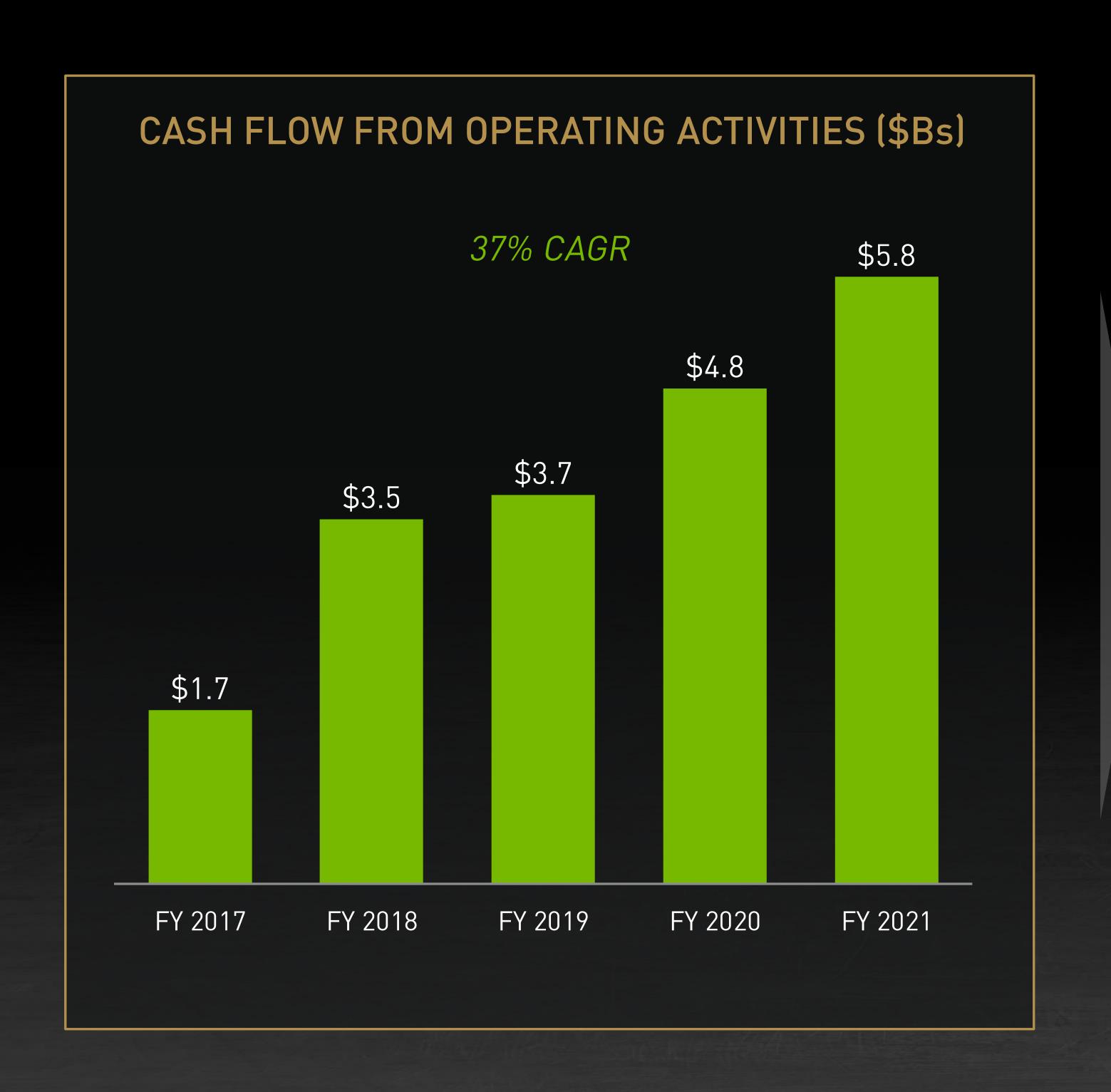


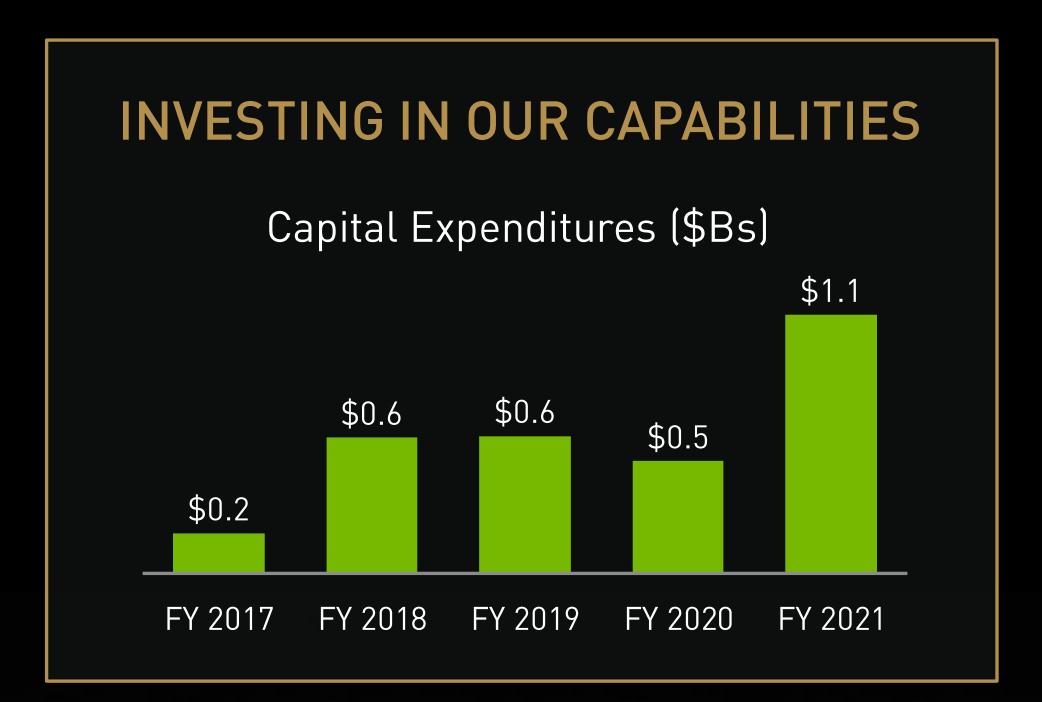




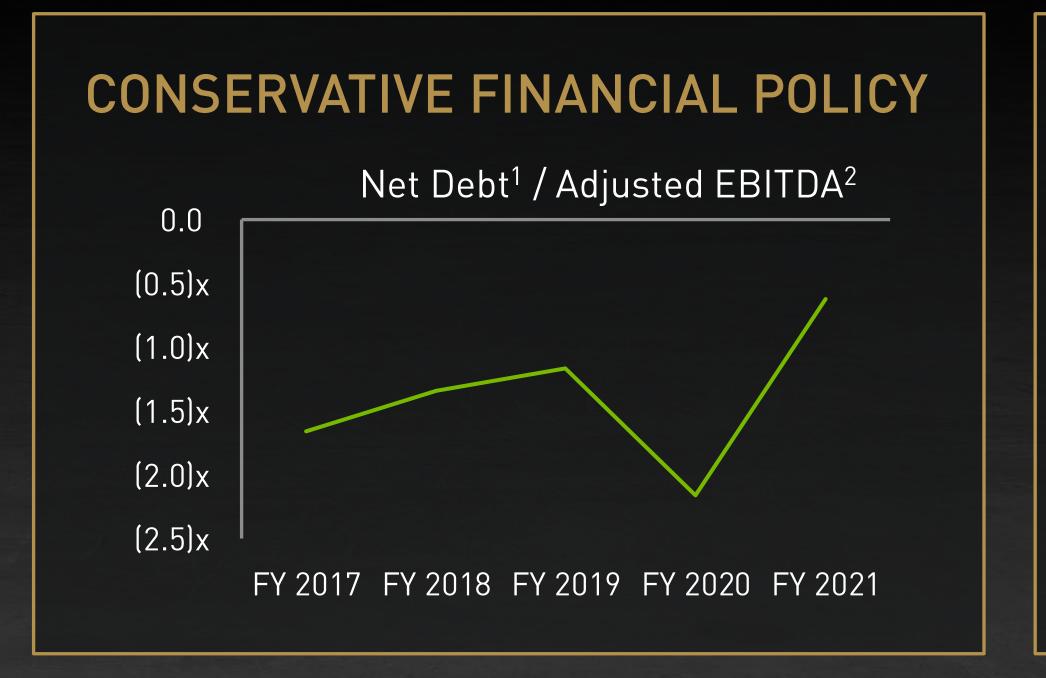
#### CASH FLOW AND CAPITAL ALLOCATION

Cash Flow Generation Fuels Investments into New Markets and Capabilities











#### FY22 OFF TO A GREAT START

Q1 Tracking Ahead of Outlook

Q1 FY2022 REVENUE OUTLOOK AS PROVIDED ON FEB 24, 2021

Revenue of \$5.30 billion, plus or minus two percent

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

Includes CMP revenue of \$50 million

Q1 FY2022 REVENUE OUTLOOK UPDATE AS OF APRIL 12, 2021

Revenue tracking above previous \$5.30 billion outlook

All market platforms driving upside to outlook

Includes CMP revenue of \$150 million

#### 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** 

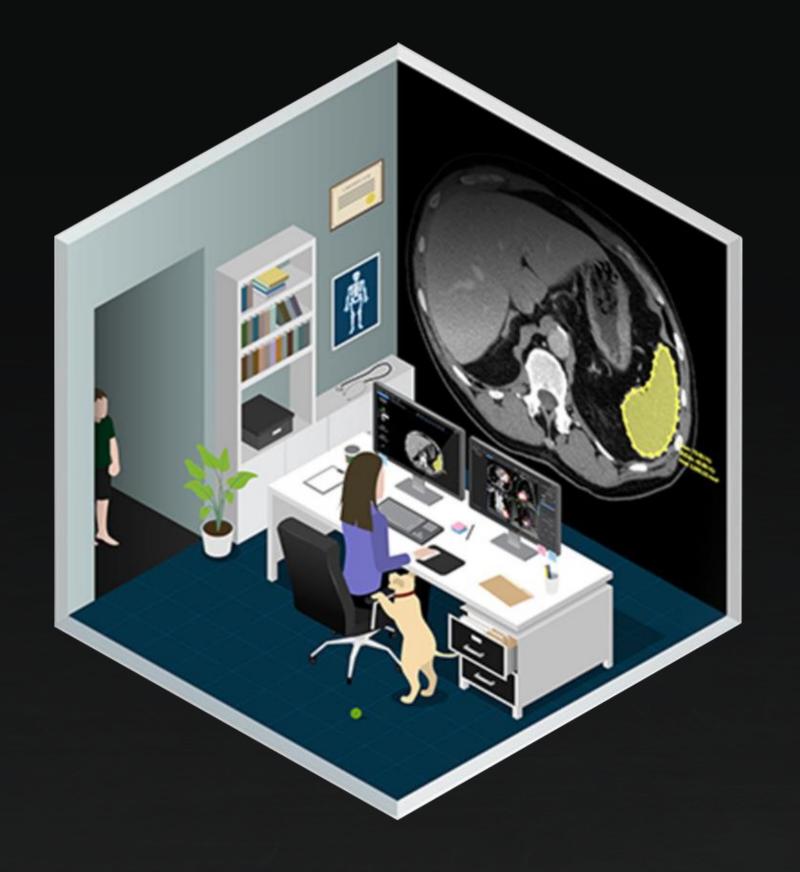
"100 Best Corporate Citizens" "Best Places to Work for LGBT Equality"

CRO MAGAZINE

HUMAN RIGHTS CAMPAIGN

#### SOCIETAL INNOVATION

Helping healthcare institutions harness the power of Al 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

GROSS MARGIN (\$ IN MILLIONS & MARGIN PERCENTAGE)	NON-GAAP	ACQUISITION- RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	IP-RELATED COSTS	GAAP
FY 2017	\$4,088		(15)	(10)	\$4,063
	59.2%		(0.2)	(0.2)	58.8%
FY 2020	\$6,821		(39)	(14)	\$6,768
	62.5%		(0.4)	(0.1)	62.0%
FY 2021	\$10,947	(425)	(88)	(38)	\$10,396
	65.6%	(2.6)	(0.5)	(0.2)	62.3%

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.)

OPERATING MARGIN (\$ IN MILLIONS & MARGIN PERCENTAGE)	NON-GAAP	ACQUISITION- RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	OTHER (C)	GAAP
FY 2017	\$2,221	(16)	(248)	(23)	\$1,934
	32.1%	(0.2)	(3.6)	(0.3)	28.0%
FY 2018	\$3,617	(13)	(391)	(3)	\$3,210
	37.2%	(0.2)	(4.0)		33.0%
FY 2019	\$4,407	(2)	(557)	(44)	\$3,804
	37.6%		(4.7)	(0.4)	32.5%
FY 2020	\$3,735	(31)	(844)	(14)	\$2,846
	34.2%	(0.3)	(7.7)	(0.1)	26.1%
FY 2021	\$6,803	(836)	(1,397)	(38)	\$4,532
	40.8%	(5.0)	(8.4)	(0.2)	27.2%

A. Consists of amortization of acquisition-related intangible assets, inventory step-up, transaction costs, compensation charges, and other costs

B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.

C. Comprised of IP-related costs, legal settlement costs, contributions, and restructuring and other charges

# RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONTD.)

EPS	NON-GAAP	ACQUISITION- RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	OTHER (C)	TAX IMPACT OF ADJUSTMENTS	GAAP
FY 2020						
Net income (\$ in millions)	\$3,580	(31)	(844)	(15)	106	\$2,796
Shares used in diluted per share calculation (millions)	618	<b></b>	<b>—</b> —			618
Diluted EPS	\$5.79					\$4.52
FY 2021						
Net income (\$ in millions)	\$6,277	(836)	(1,397)	(41)	329	\$4,332
Shares used in diluted per share calculation (millions)	628					628
Diluted EPS	\$10.00					\$6.90

A. Acquisition-related and other costs consist of amortization of intangible assets, inventory step-up, transaction costs, compensation charges and other costs.

B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.

C. Consists of IP-related costs, contributions, gains/losses from non-affiliated investments, and interest expense related to amortization of debt discount.

# RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONTD.)

(\$ in millions)	NON-GAAP OPERATING INCOME (A)	GAAP DEPRECIATION & AMORTIZATION	AMORTIZATION OF ACQUISITION-RELATED INTANGIBLES	ADJUSTED EBITDA
FY 2017	\$2,221	187	(16)	\$2,392
FY 2018	\$3,617	199	(13)	\$3,803
FY 2019	\$4,407	262	(7)	\$4,662
FY 2020	\$3,735	381	[6]	\$4,110
FY 2021	\$6,803	1,098	(591)	\$7,310

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



GTC SPRING 2021 INVESTOR DAY