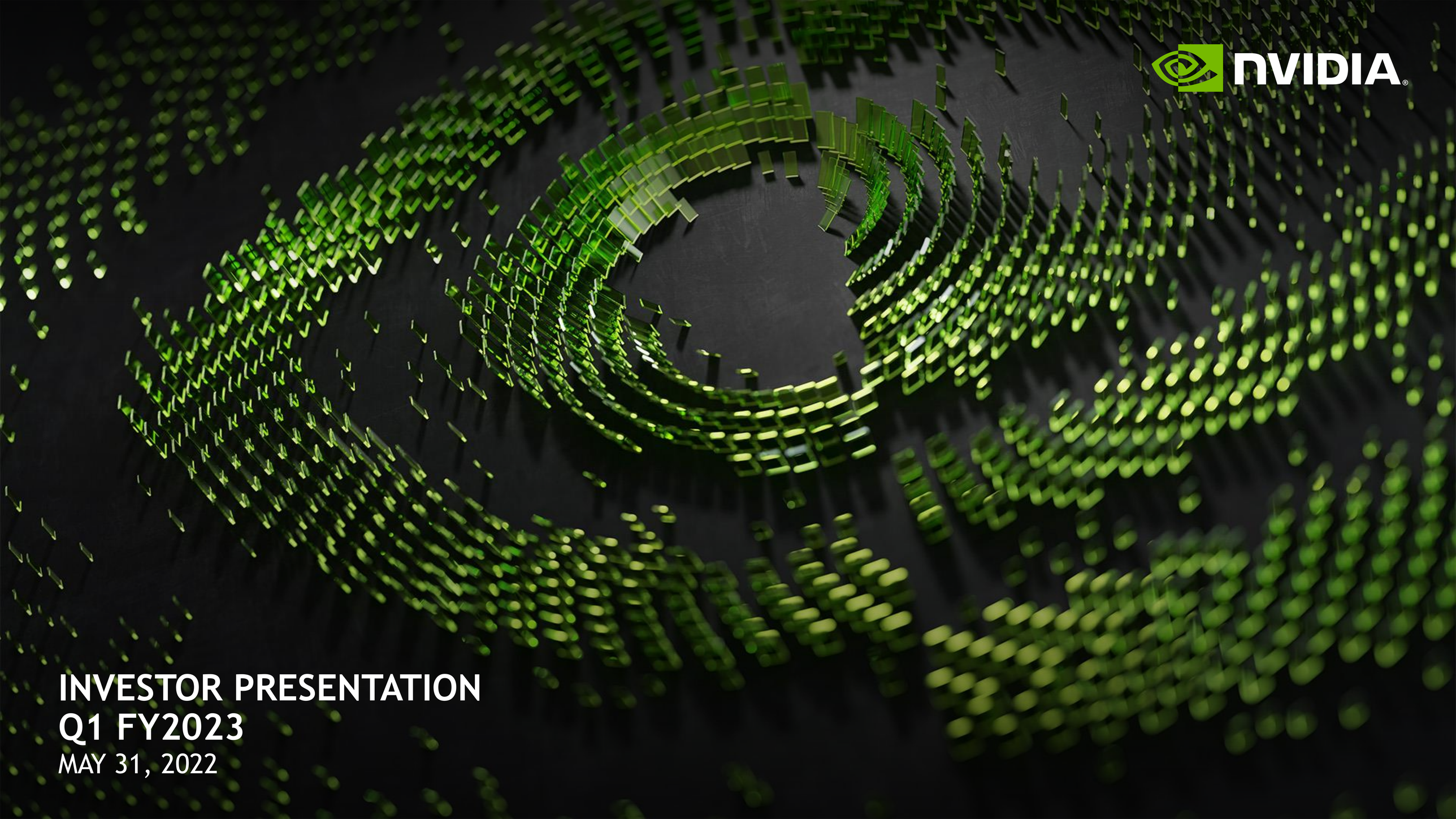


INVESTOR PRESENTATION
Q1 FY2023
MAY 31, 2022

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".

CONTENT

Q1 FY23 Earnings Summary

Key Announcements This Quarter

NVIDIA Overview

Financials

Reconciliation of Non-GAAP to GAAP Financial Measures





Q1 FY23
EARNINGS SUMMARY

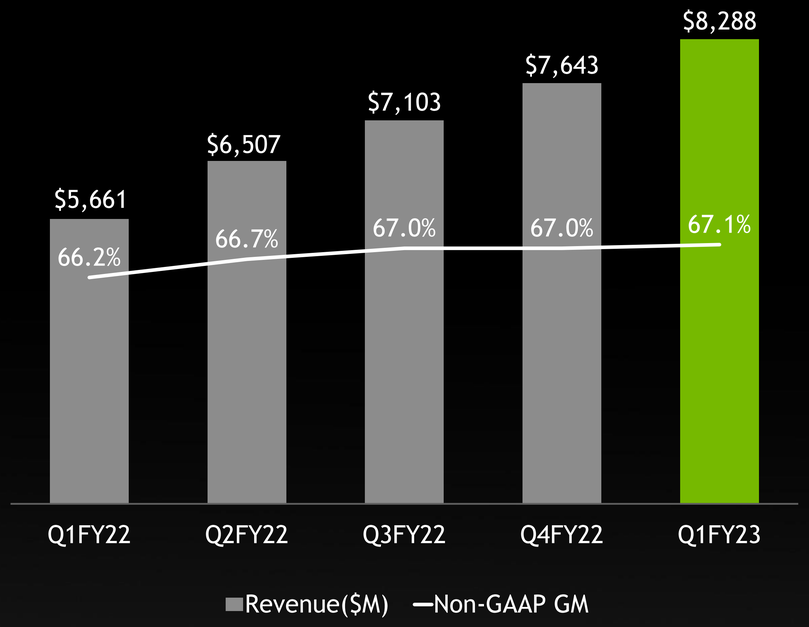
HIGHLIGHTS

- **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

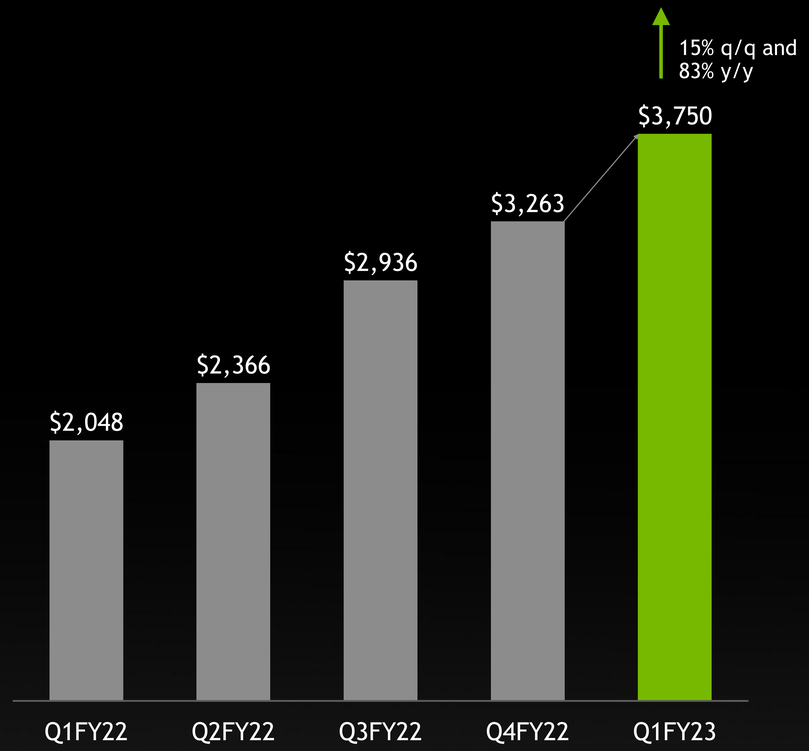


	GAAP			Non-GAAP		
	Q1 FY23	Y/Y	Q/Q	Q1 FY23	Y/Y	Q/Q
Revenue	$8,288	+46%	+8%	$8,288	+46%	+8%
Gross Margin	65.5%	+140 bps	+10 bps	67.1%	+90 bps	+10 bps
Operating Income	$1,868	-4%	-37%	$3,955	+55%	+8%
Net Income	$1,618	-15%	-46%	$3,443	+49%	+3%
Diluted EPS	$0.64	-16%	-46%	$1.36	+49%	+3%
Cash Flow from Ops	$1,731	-8%	-43%	$1,731	-8%	-43%

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

DATA CENTER

REVENUE ($M)

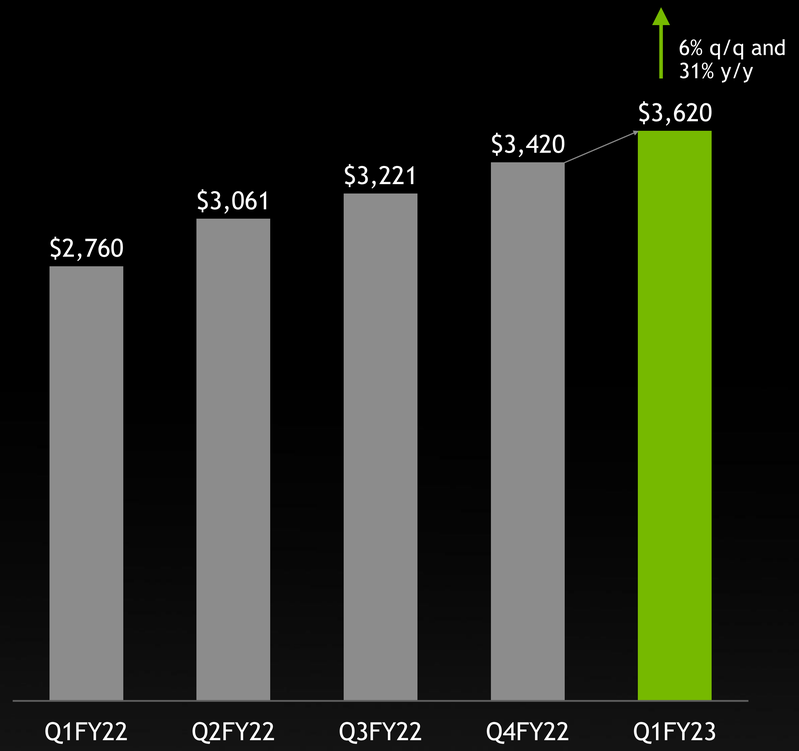


HIGHLIGHTS

- 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

GAMING

REVENUE ($M)

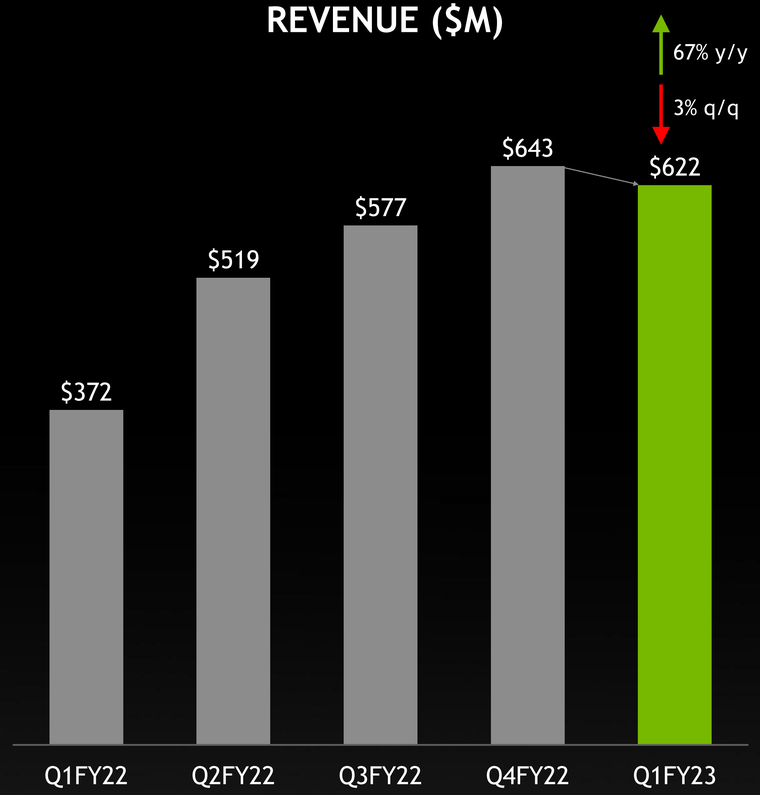


HIGHLIGHTS

- 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)

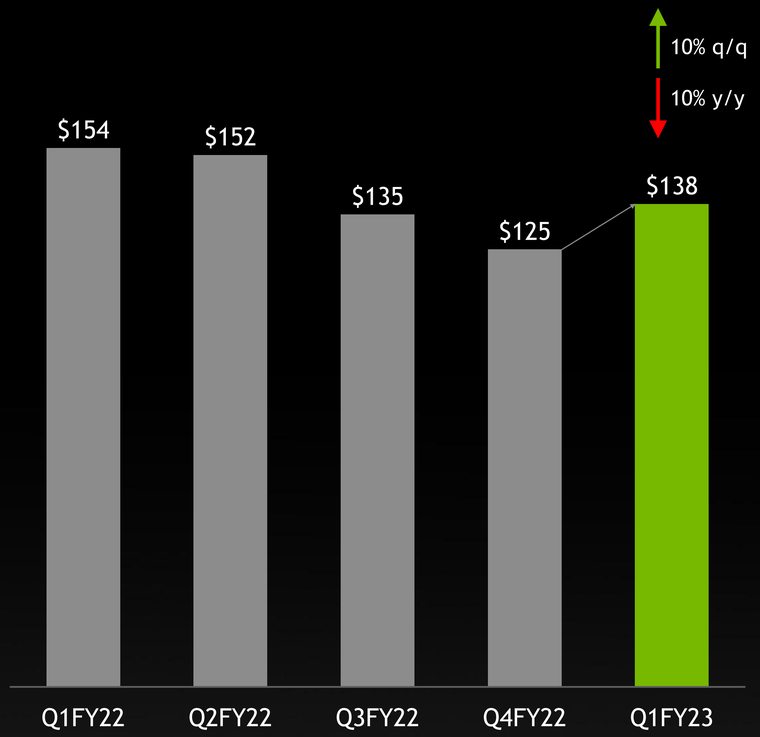


HIGHLIGHTS

- Strong 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

AUTOMOTIVE

REVENUE ($M)

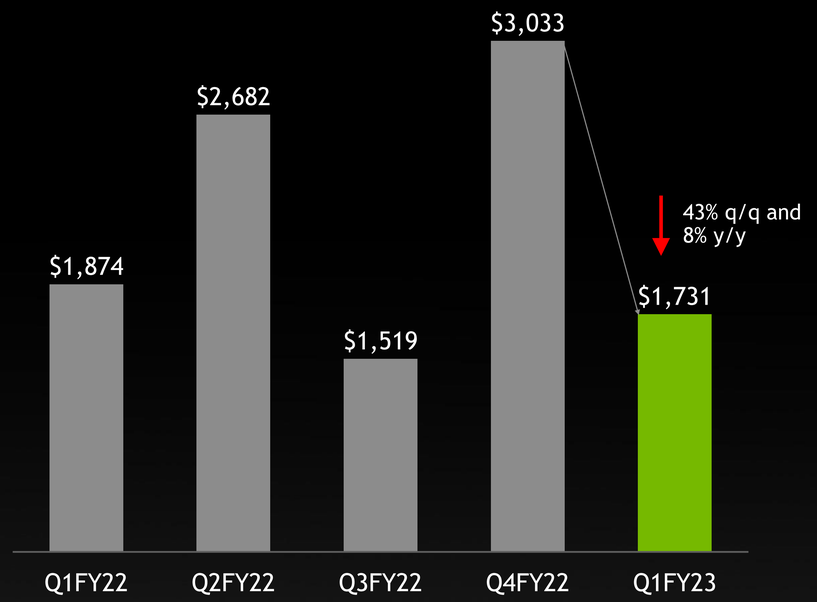


HIGHLIGHTS

- 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)



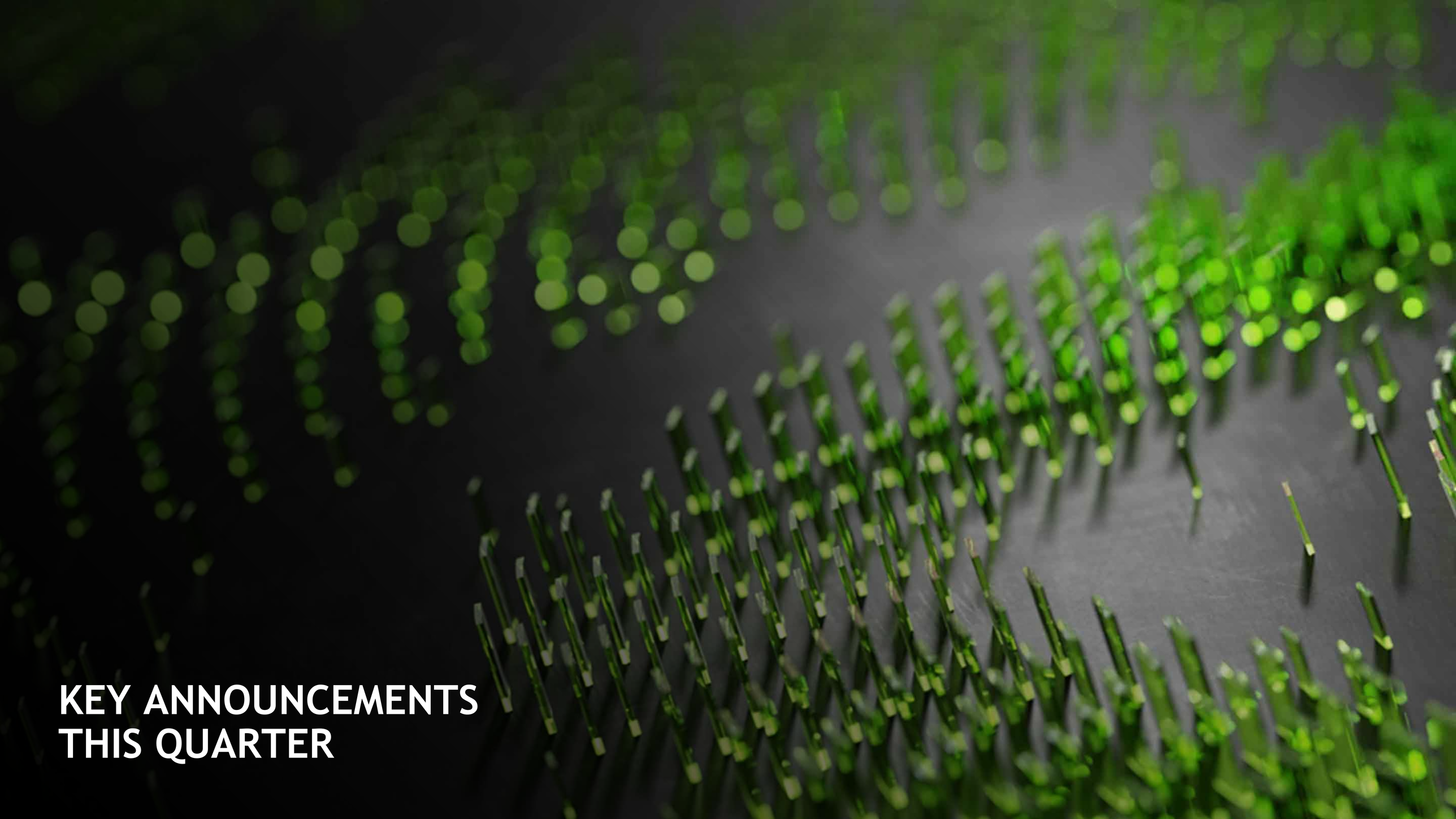
HIGHLIGHTS

- 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

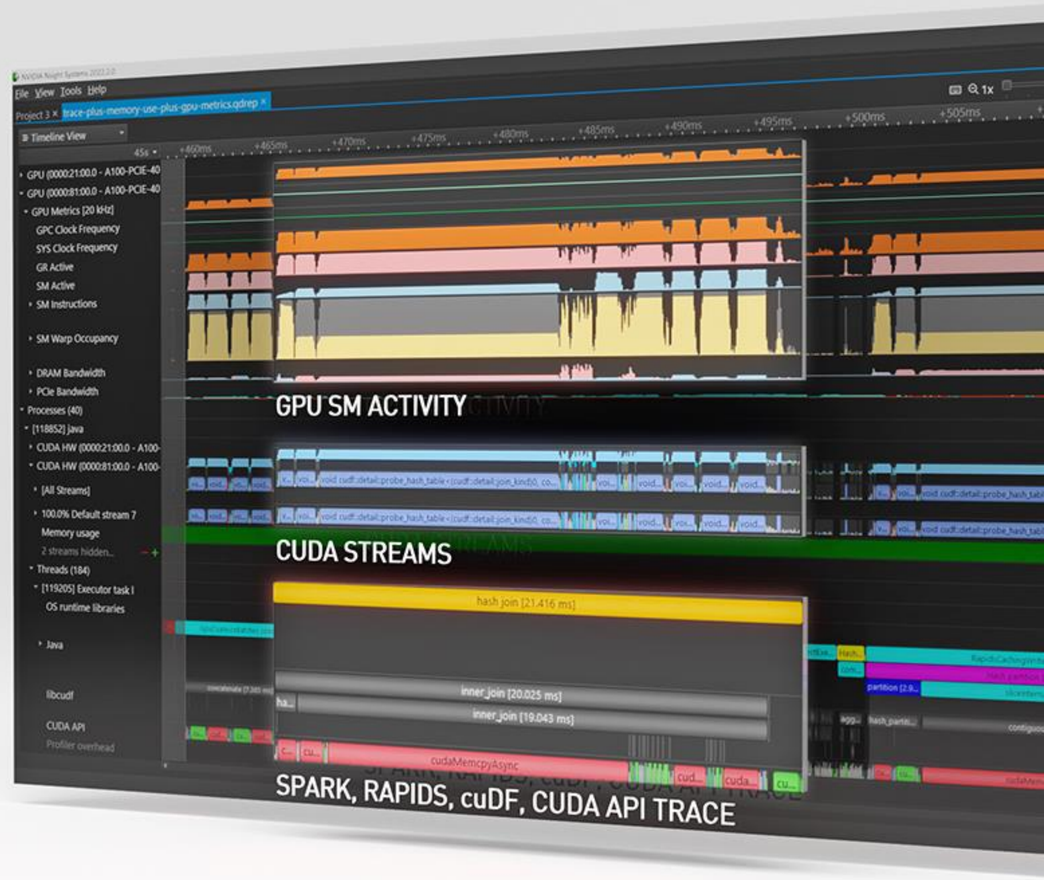


KEY ANNOUNCEMENTS THIS QUARTER

60+ UPDATES TO NVIDIA SDKS & CUDA-X LIBRARIES

Opening New Science and Industries to Accelerated Computing

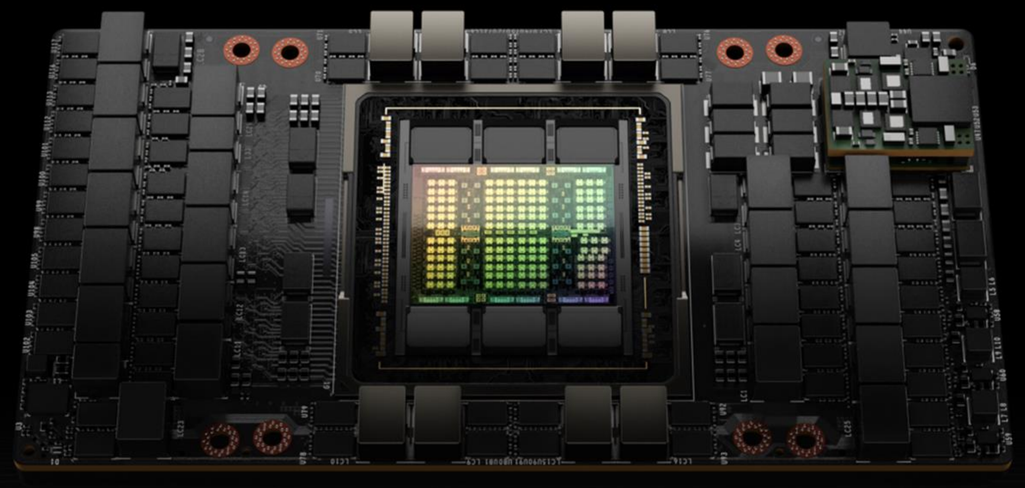
- At GTC Spring 2022, announced more than 60 updates to NVIDIA SDKs and CUDA-X libraries, including:
  - RAPIDS for data science
  - cuOpt for logistics optimization
  - Maxine for reinventing communication
  - Riva for speech AI
  - Merlin for recommender systems
  - Isaac for robotics
  - Morpheus for cybersecurity
  - MONAI for medical imaging
- 3M Developers
- 33M Cumulative CUDA downloads
  - Including 8M CUDA downloads in 2021 alone
  - 450 total SDKs and models

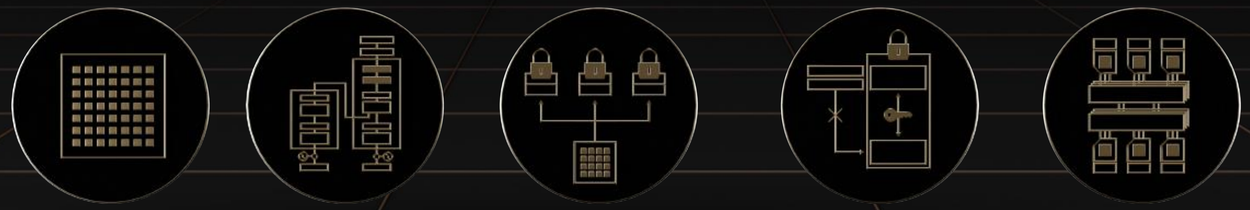


NVIDIA HOPPER

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





WORLD'S MOST ADVANCED CHIP
80 Billion Transistors

TRANSFORMER ENGINE
6X Transformer Perf.

2ND GENERATION MULTI-INSTANCE GPU
7X Secure Tenants

CONFIDENTIAL COMPUTING
Secure Data and AI Models In-Use

4TH GENERATION NVLINK
7X PCIe Gen5

NVIDIA

NVIDIA DGX H100

World’s Most Advanced Enterprise AI Infrastructure

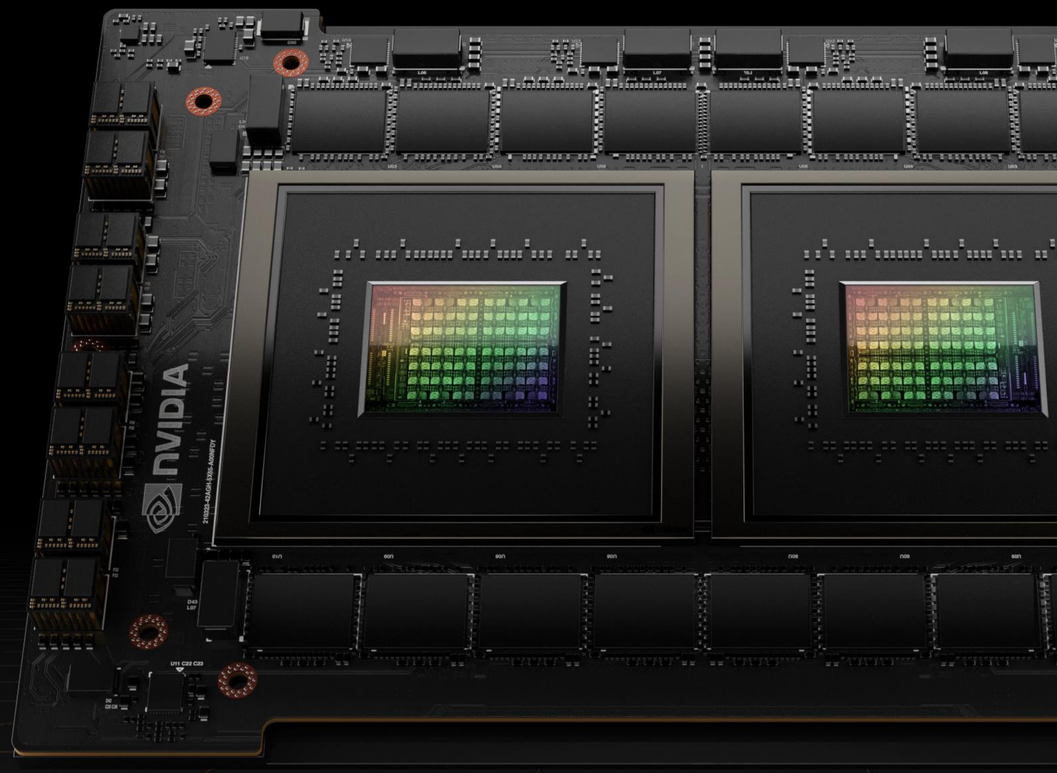
- New DGX H100, combined with new NVIDIA NVLink Switch System, can scale to run massive AI models with trillions of parameters
- Each DGX H100 provides 32 petaflops of AI performance at new FP8 precision — 6x more than the prior generation
- DGX H100 systems are the building blocks of the next-generation 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



NVIDIA

TAIWAN'S TECH TITANS ADOPT FIRST NVIDIA GRACE CPU SYSTEM DESIGNS

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

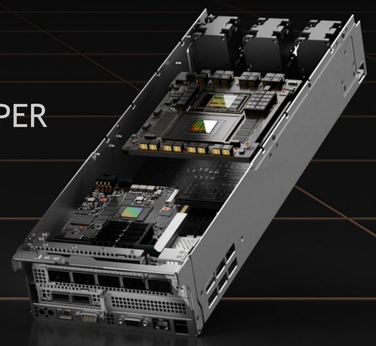
Wide range of workloads spanning digital twins, AI, high performance computing, cloud graphics and gaming

Dozens of server models from ASUS, Foxconn Industrial Internet, GIGABYTE, QCT, Supermicro and Wiwynn are expected starting in the first half of 2023

HGX GRACE



HGX GRACE HOPPER



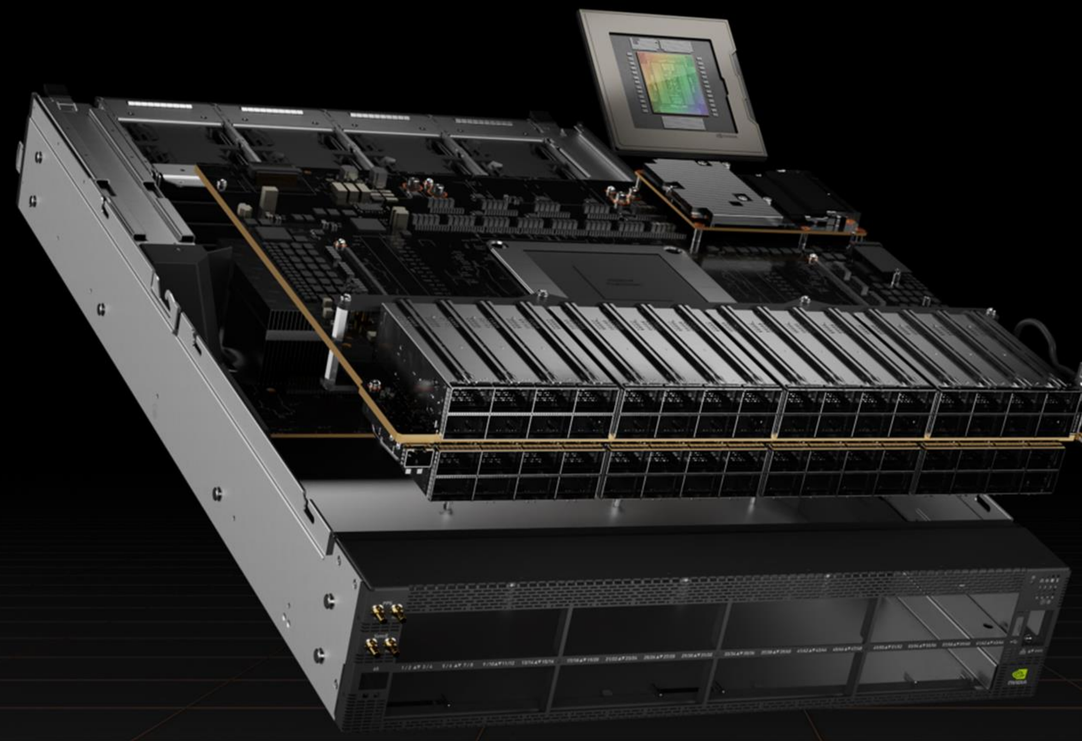
ASUS · Foxconn Industrial Internet · GIGABYTE · QCT · Supermicro · wiwynn

NVIDIA

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

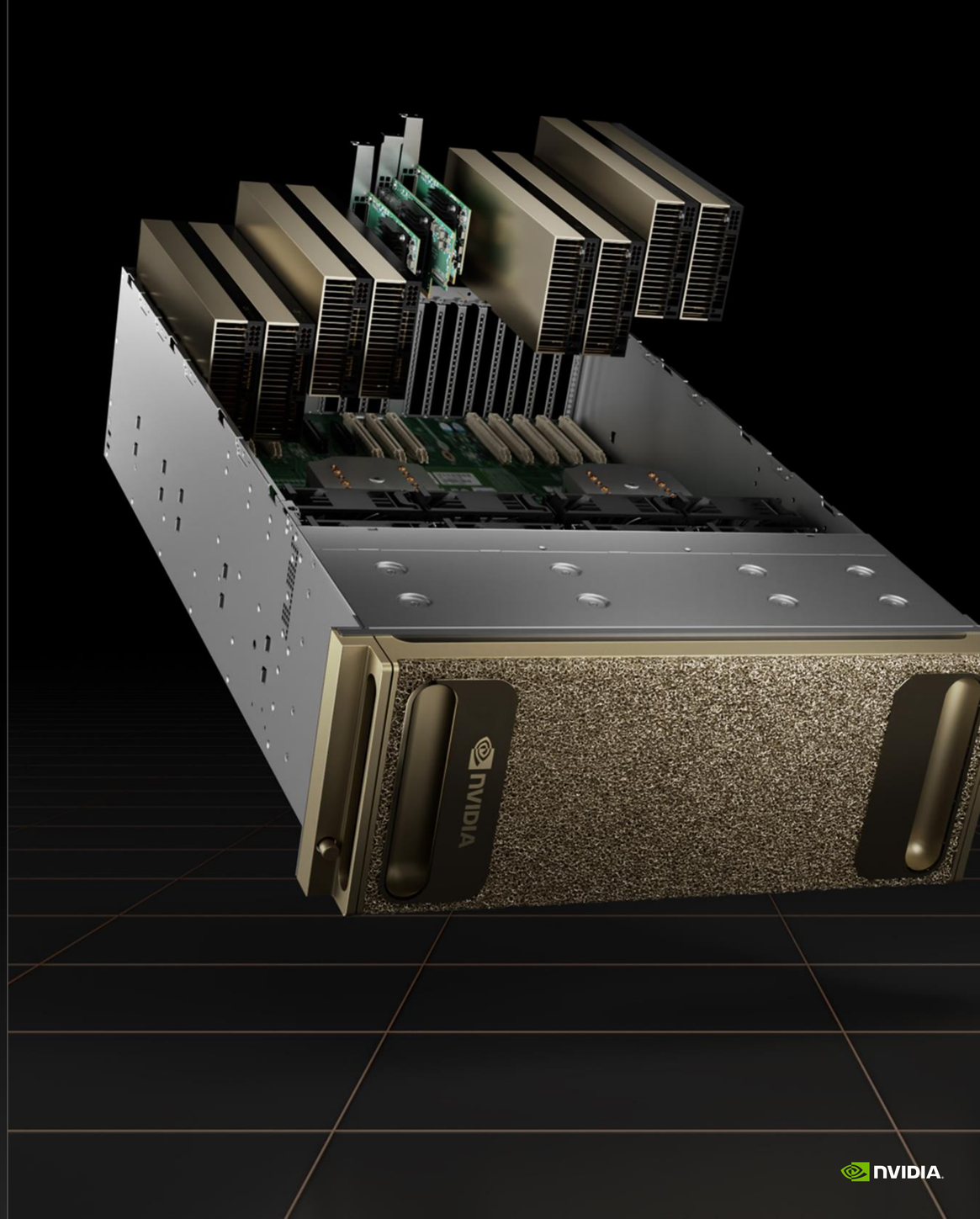


NVIDIA

NVIDIA OVX

Data-Center Scale Omniverse Computing System

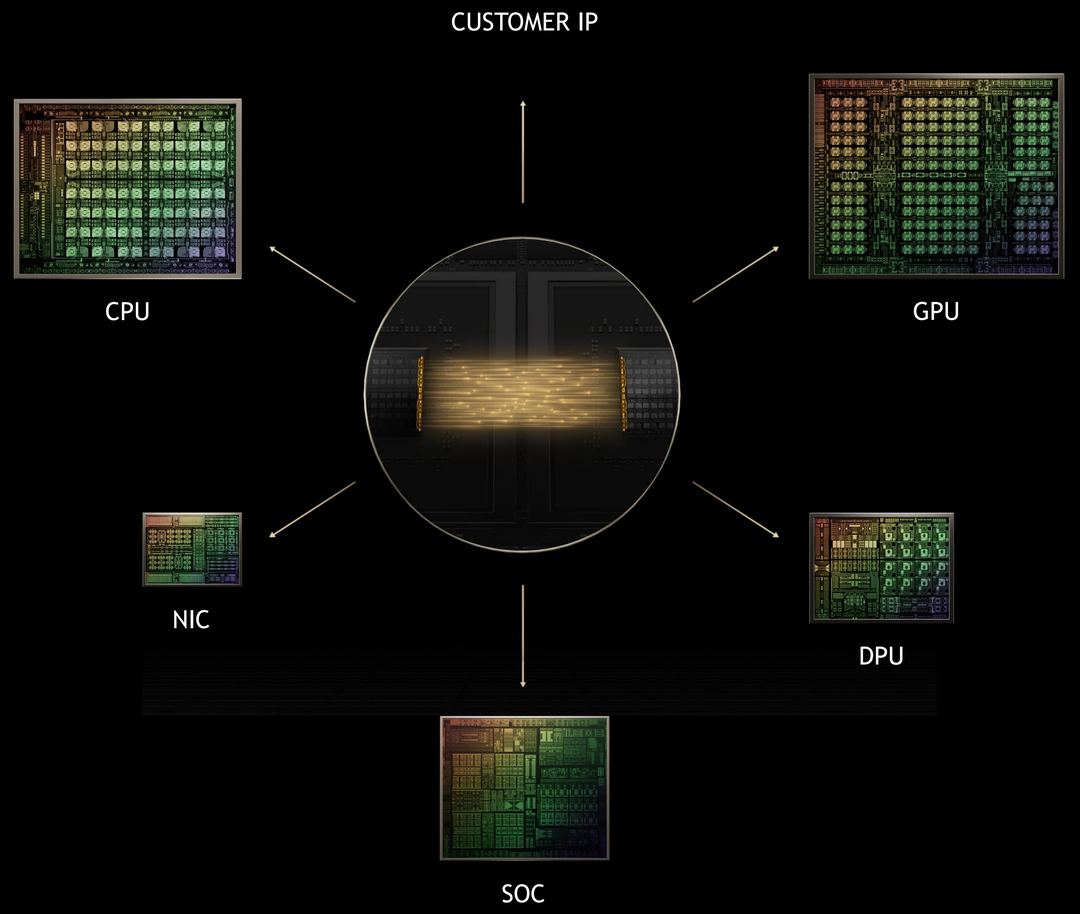
- NVIDIA OVX is a new computing system for large-scale digital twins within NVIDIA Omniverse, a real-time physical accurate world and simulation 3D collaboration design platform
- OVX servers consist of 8 NVIDIA A40 GPUs, 3 NVIDIA ConnectX-6 Dx 200Gbps NICs, 1TB system memory and 16 TB NVMe storage
- 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

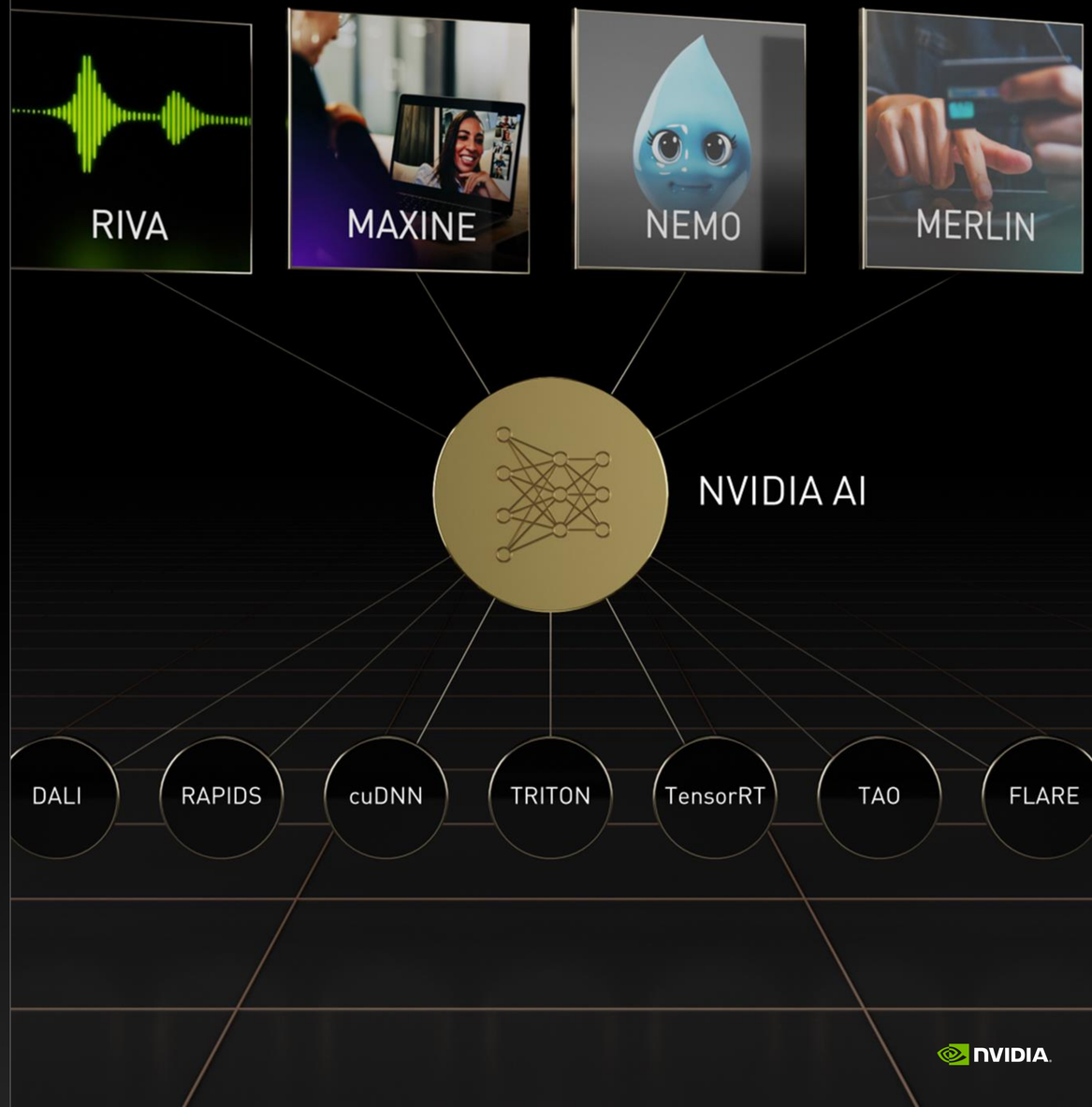
- NVIDIA NVLink-C2C is an ultra-fast chip-to-chip and die-to-die interconnect that will allow custom dies to coherently interconnect to NVIDIA GPUs, CPUs, DPUs, NICs and SOCs
- Enables coherent interconnect bandwidth of 900GB/s or higher
- Delivers up to 25x more energy efficiency and 100x more area-efficiency 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

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

Mercedes-Benz · Jaguar · Land Rover

Volvo · Polestar · Volvo · Lucid

BYD · Hyundai · Cruise · Lotus · Kodiak · AutoX

Li Auto · NIO · Pony.ai · TuSimple · Navistar · Zoox

R-Auto · XPENG · VinFast · IM 智己汽车 · DiDi · JiDU · Embark · Plus

6 Year Horizon

NVIDIA


NVIDIA OVERVIEW

NVIDIA — A COMPUTING PLATFORM COMPANY

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



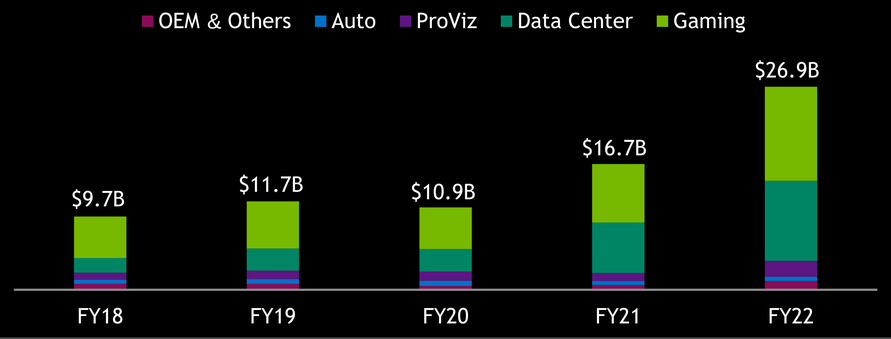
NVIDIA AT A GLANCE

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

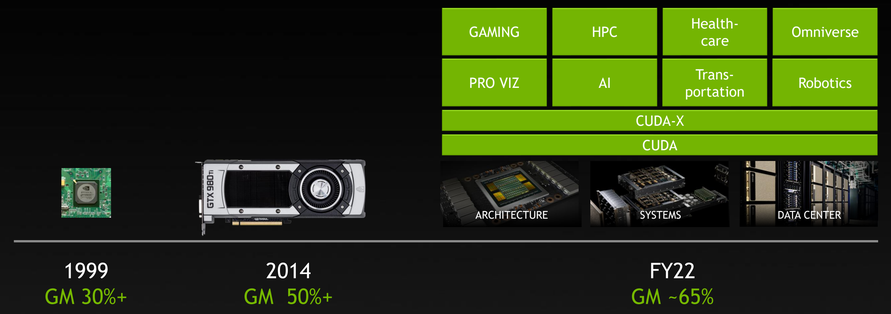
REVENUE BY MARKET PLATFORM



RECOGNITIONS

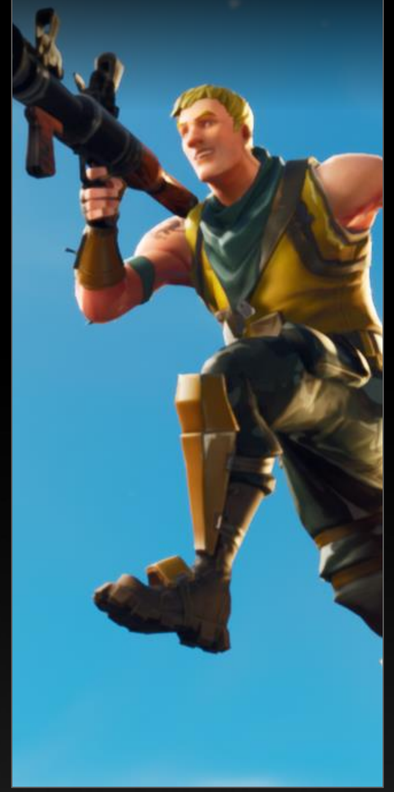
Harvard Business Review's The CEO 100
Fortune's Best Places to Work
MIT Tech Review's 50 Smartest Companies
Fortune's World's Most Admired Companies
Forbes JUST 100 Best Corporate Citizens
Dow Jones Sustainability Index

FROM CHIP VENDOR TO COMPUTING PLATFORM

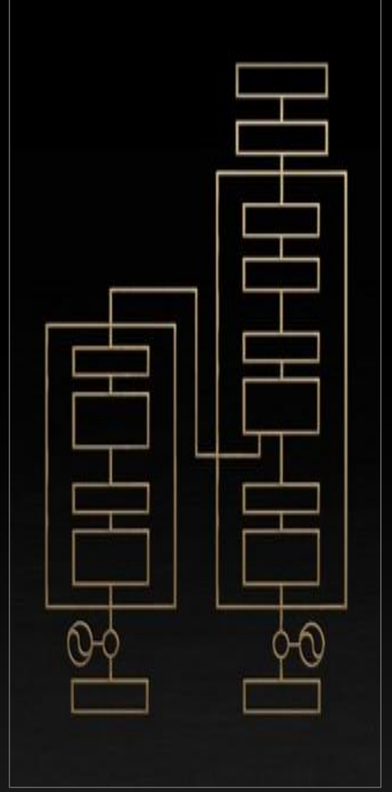


TREMENDOUS MARKET FORCES DRIVING NVIDIA GROWTH

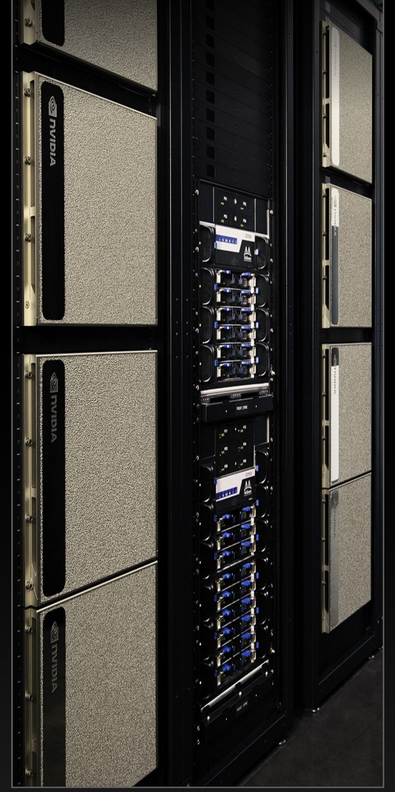
GAMING



ARTIFICIAL INTELLIGENCE



DATA CENTER



AI ON 5G



AUTONOMOUS SYSTEMS



OMNIVERSE



OUR CORE BUSINESSES

GAMING
46% of FY22 Rev

FY22 REVENUE $12.5B,
5-YEAR CAGR OF 25%

Strong market position and technology leadership

Compounded long-term unit and ASP growth

200M+ gamers on GeForce

Strong Gaming ecosystem

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

DATA CENTER
40% of FY22 Rev

FY22 REVENUE OF $10.6B,
5-YEAR CAGR OF 66%

Leader in deep learning/AI — used by all major cloud computing providers and thousands of enterprises

Leader in Supercomputing — 355 of the TOP500

Multiple secular growth drivers: 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

PROFESSIONAL VISUALIZATION
8% of FY22 Rev

FY22 REVENUE OF $2.1B,
5-YEAR CAGR OF 20%

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: adoption of RTX, hybrid work environments and collaborative 3D design, AR/VR, AI and virtual world workloads, Omniverse Enterprise software

AUTOMOTIVE
2% of FY22 Rev

FY22 REVENUE OF $566M,
5-YEAR CAGR OF 3%

Historical revenue driven largely by infotainment

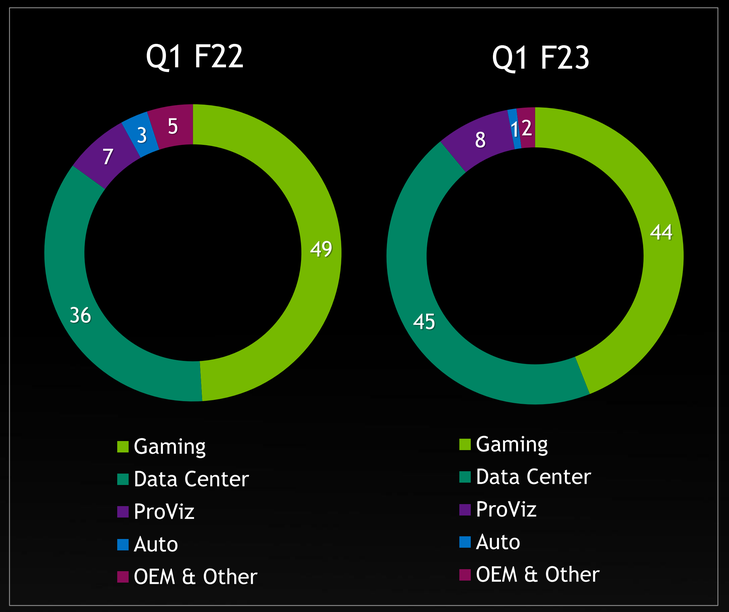
Future growth largely driven by Autonomous Vehicles, where NVIDIA offers a full hardware & software stack

Over $11B design win pipeline

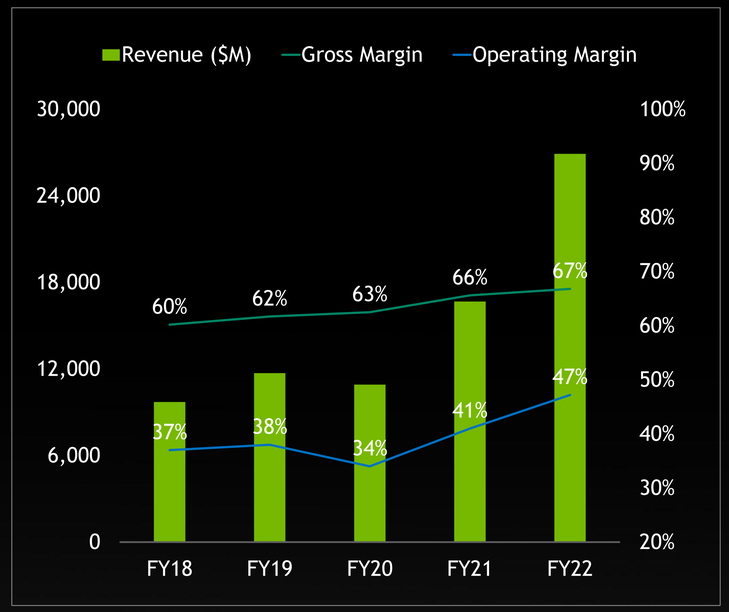
Multiple secular growth drivers: transition to self-driving, software-defined cars, with new software and services business models

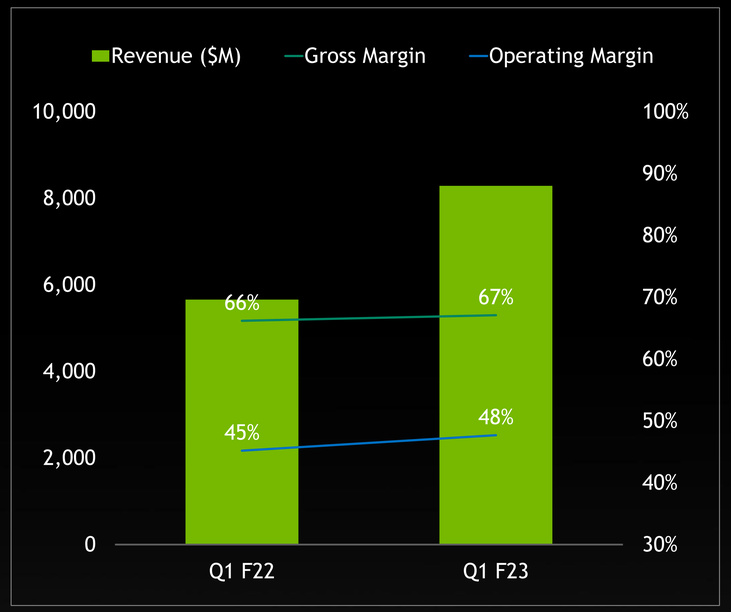
ASP = Average Selling Price. Gamers are defined as consumers who purchase our GPUs to play video games. 200M+ gamers on our platform as of August 2020. FY22 ended 1/30/2022.

STRONG, PROFITABLE GROWTH



Business Mix (%)





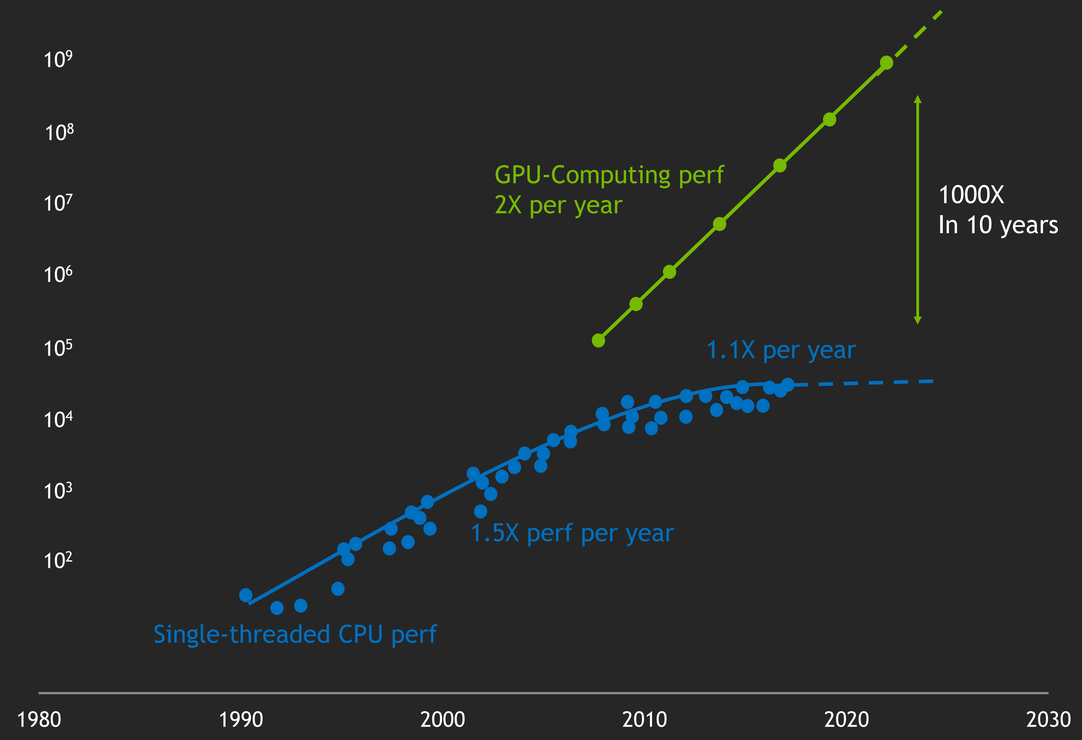
Sustained Profitability
(showing non-GAAP margins)

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
- Gaming, Pro Viz, High Performance Computing (HPC), AI, Cloud, Transportation, Healthcare, Robotics, and the Internet of Things (IOT)



WORLD LEADER IN ACCELERATED COMPUTING

Our Four Market Platforms & Key Brands

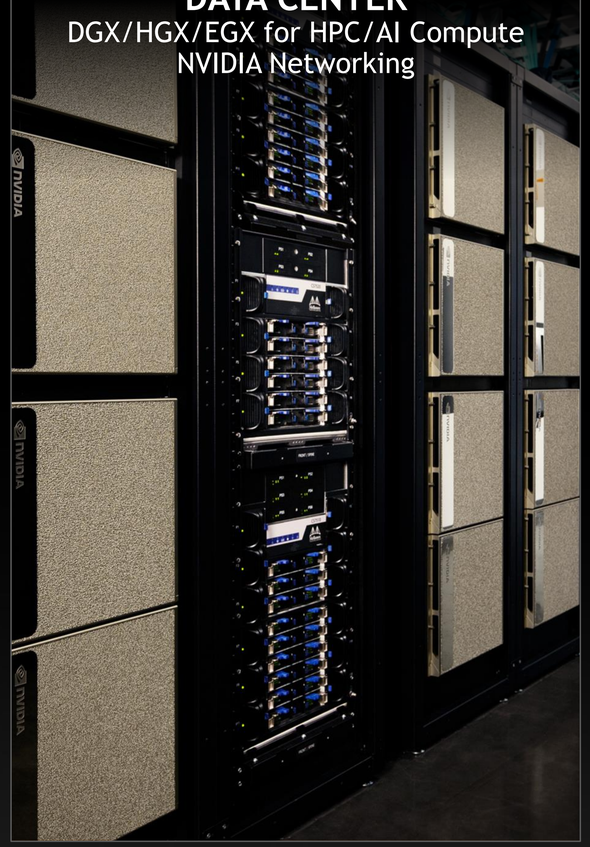
GAMING

GeForce GPUs for PC Gamers



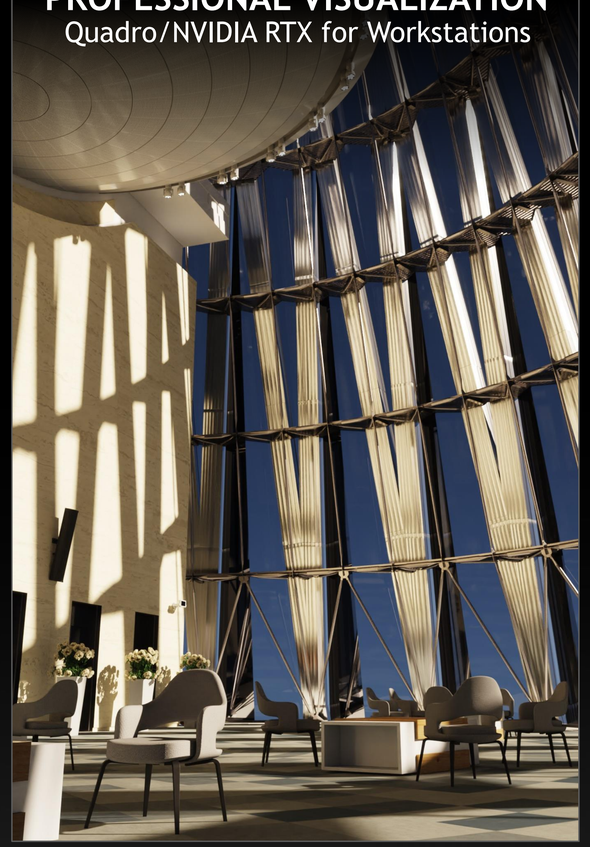
DATA CENTER

DGX/HGX/EGX for HPC/AI Compute
NVIDIA Networking



PROFESSIONAL VISUALIZATION

Quadro/NVIDIA RTX for Workstations



AUTOMOTIVE

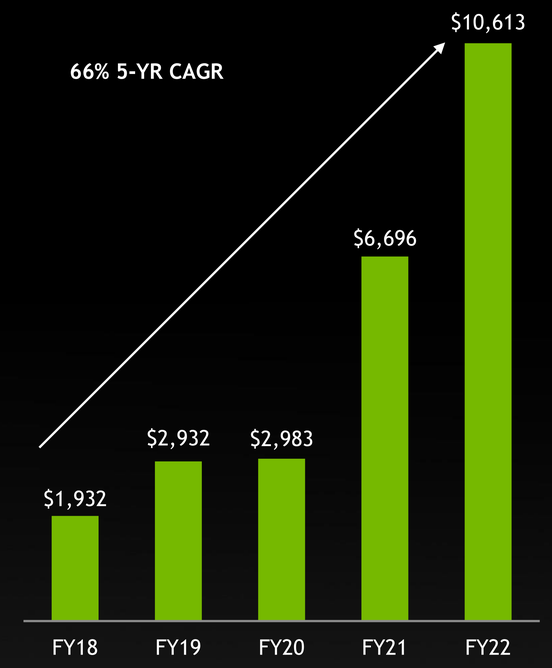
DRIVE for Autonomous Vehicles



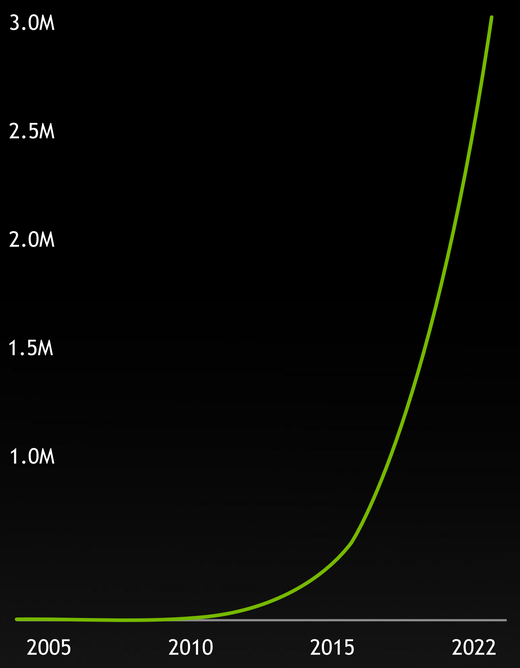
DATA CENTER

High Performance Computing (HPC) and AI

REVENUE ($M)



REGISTERED NVIDIA DEVELOPERS



EVERY MAJOR CLOUD PROVIDER

Alibaba Cloud

aws

Azure

Baidu Cloud

Google Cloud Platform

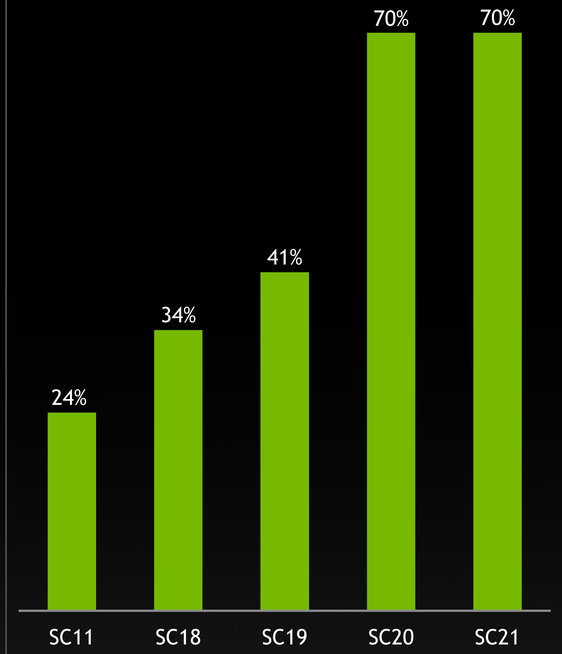
IBM Cloud

ORACLE CLOUD

Tencent Cloud

90%+ SHARE OF ACCELERATORS IN SUPERCOMPUTING

NVIDIA Share of New TOP500 Systems



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

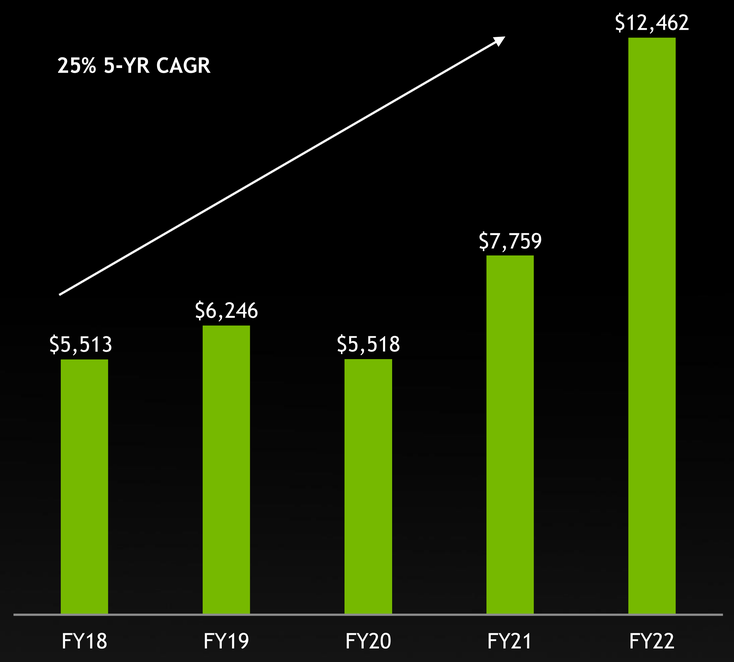
SC20 and SC21 results include MLNX

NVIDIA

GAMING

GeForce — The World's Largest Gaming Platform

REVENUE ($M)



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)



50+ APPLICATIONS UNLOCKING NEW MARKETS

Ansys SPEOS · AUTODESK ARNOLD · AUTODESK FLAME · AUTODESK MAYA · blender · D5 RENDER · DAZ STUDIO · CATIA · D-NOISE · ENSCAPE · IC.IDO · Foundry · KeyShot · MODO · NOTCH Builder · NVIDIA Iray · octanerender · REDSHIFT · Remington · PLM Software SIEMENS NX · SOLIDWORKS Visualize · SUBSTANCE DESIGNER · SUBSTANCE PAINTER · THEA RENDER BY ALTAIR · unity · UNREAL ENGINE · V-RAY · AUTODESK VRED · weta DIGITAL

45M DESIGNERS AND CREATIVES

Accelerate Rendering | AR/VR | Data Science

Simulation and Sci Viz | Virtual Workstations

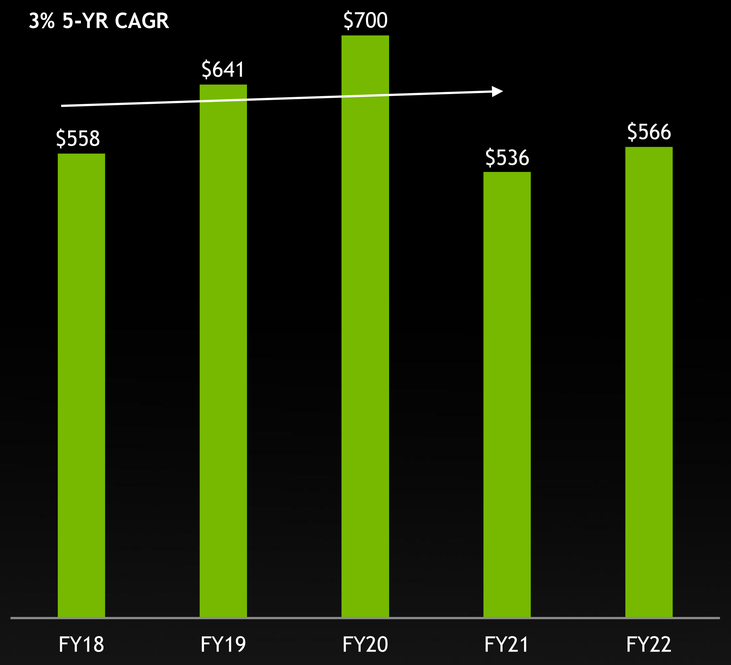


NVIDIA

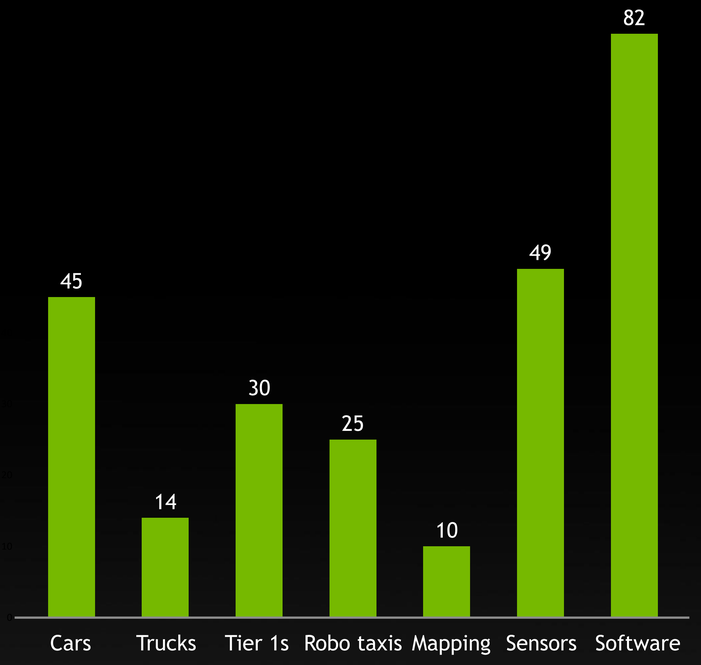
AUTOMOTIVE

Infotainment and Autonomous Vehicles

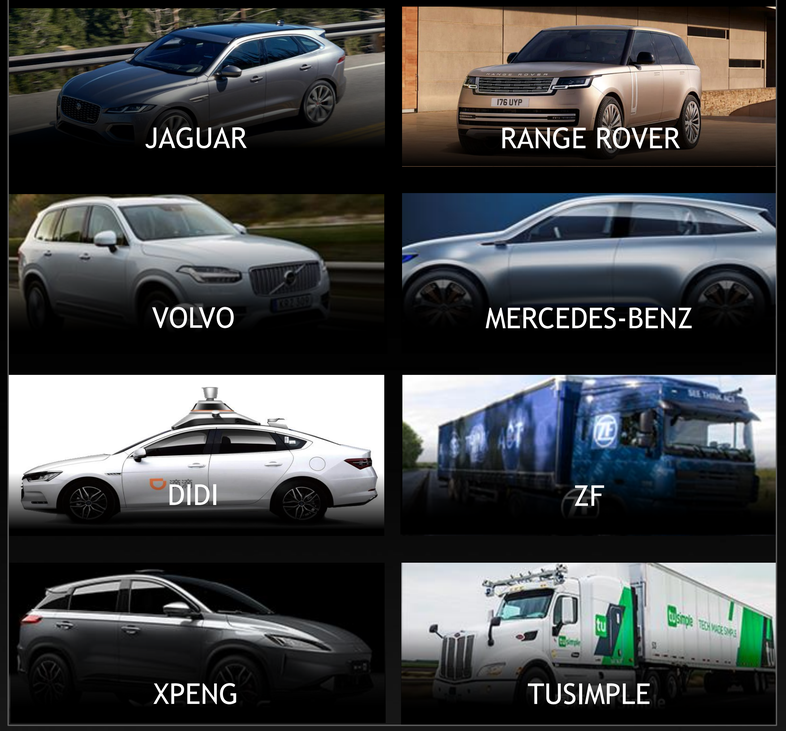
REVENUE ($M)



NVIDIA DRIVE PARTNERS



STRONG PARTNERSHIP / ECOSYSTEM



LARGE AND DIVERSE CUSTOMER BASE

Reaching Hundreds of Millions of End Users Through Hundreds of Customers

GAMING

Reaching 200M+ PC Gamers
Every Major PC OEM/ODM
Every Major Graphics Card Manufacturer



DATA CENTER

Cloud

Alibaba Group · aws · Azure · Google Cloud · IBM Cloud · ORACLE CLOUD · Tencent Cloud

HPC

ORNL Summit	LLNL Sierra	Piz Daint	ABCI

Vertical Industry

FOXCONN · UNITED STATES POSTAL SERVICE · Walmart

PRO VISUALIZATION

45M Designers/Creatives



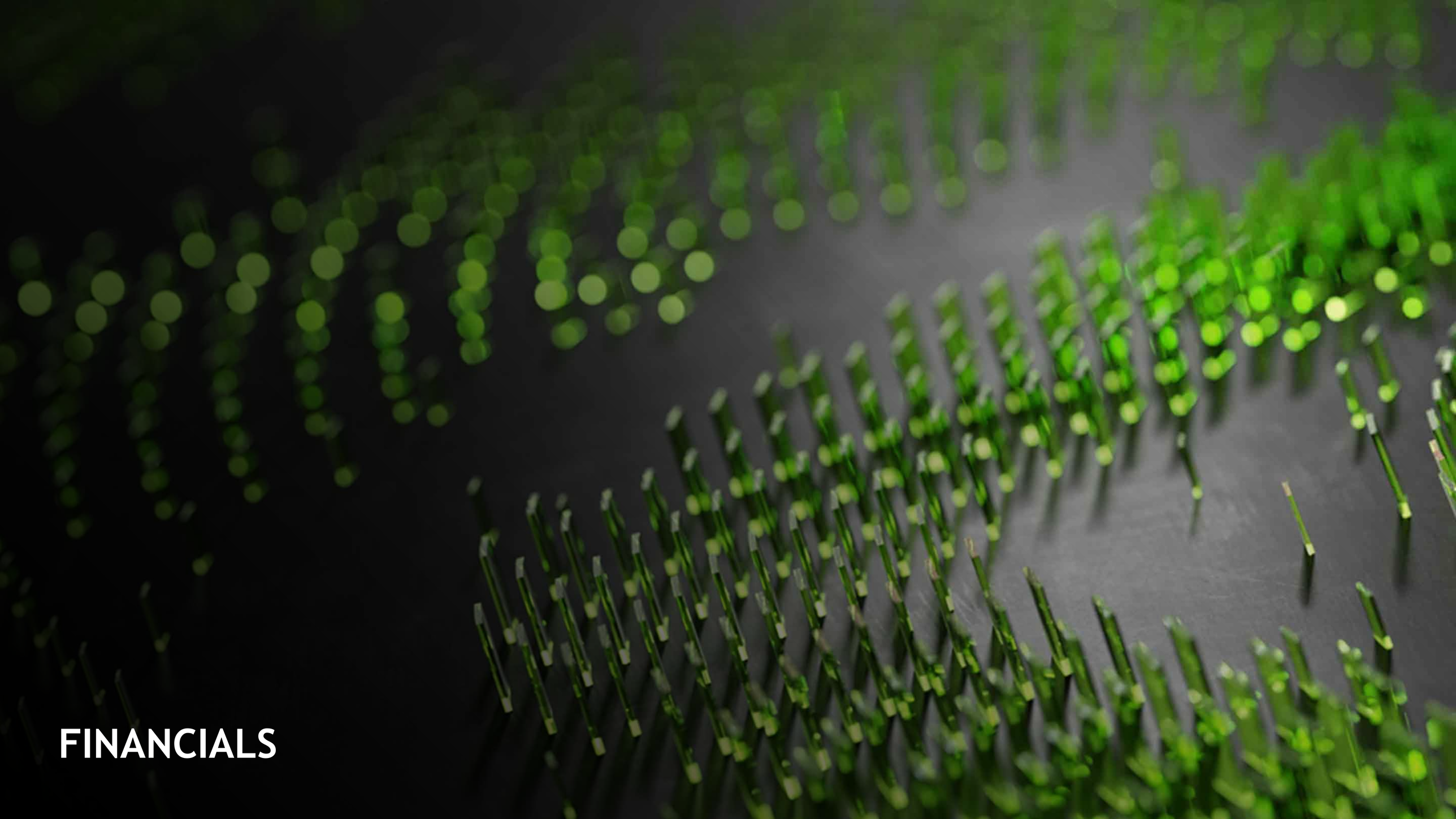
20M Enterprise Users



AUTO

BMW · HYUNDAI MOTOR GROUP · JAGUAR · LAND ROVER · NIO · SAIC

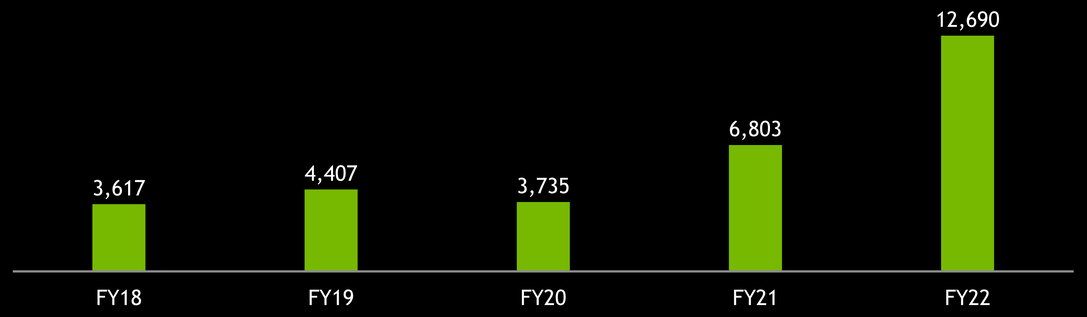
No Customer Larger than 10% of Total Revenue for the Last 2 Fiscal Years



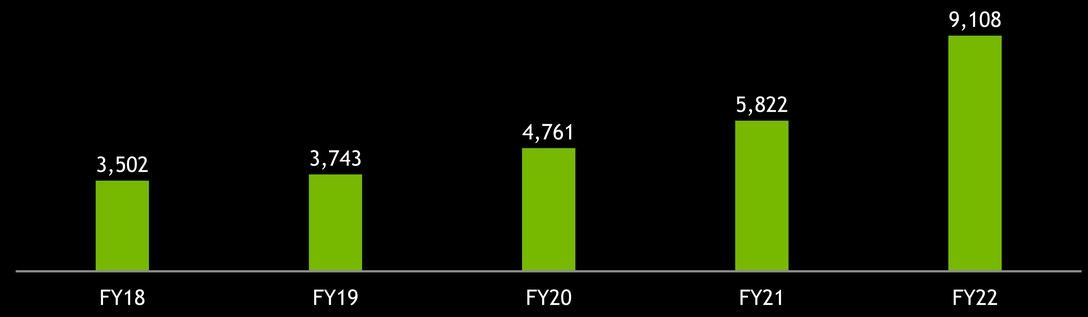
FINANCIALS

ANNUAL CASH & CASH FLOW METRICS

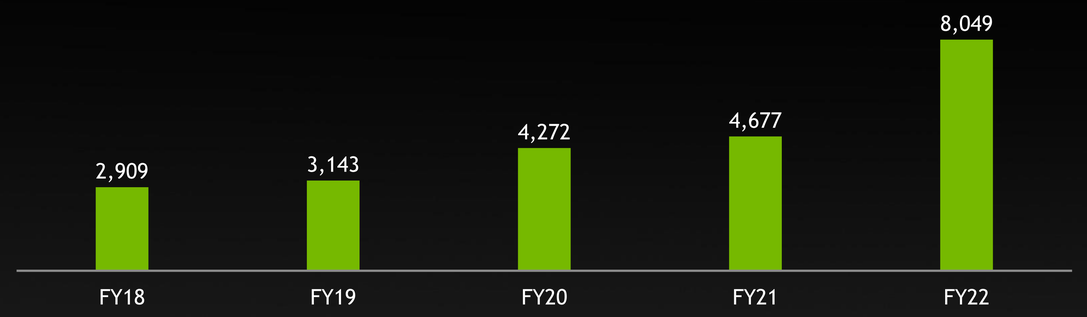
OPERATING INCOME (NON-GAAP) — $M



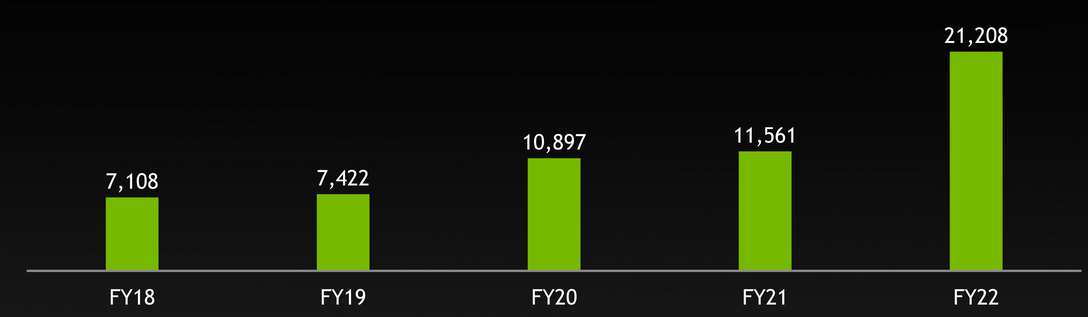
OPERATING CASH FLOW — $M



FREE CASH FLOW (NON-GAAP) — $M



CASH BALANCE — $M



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

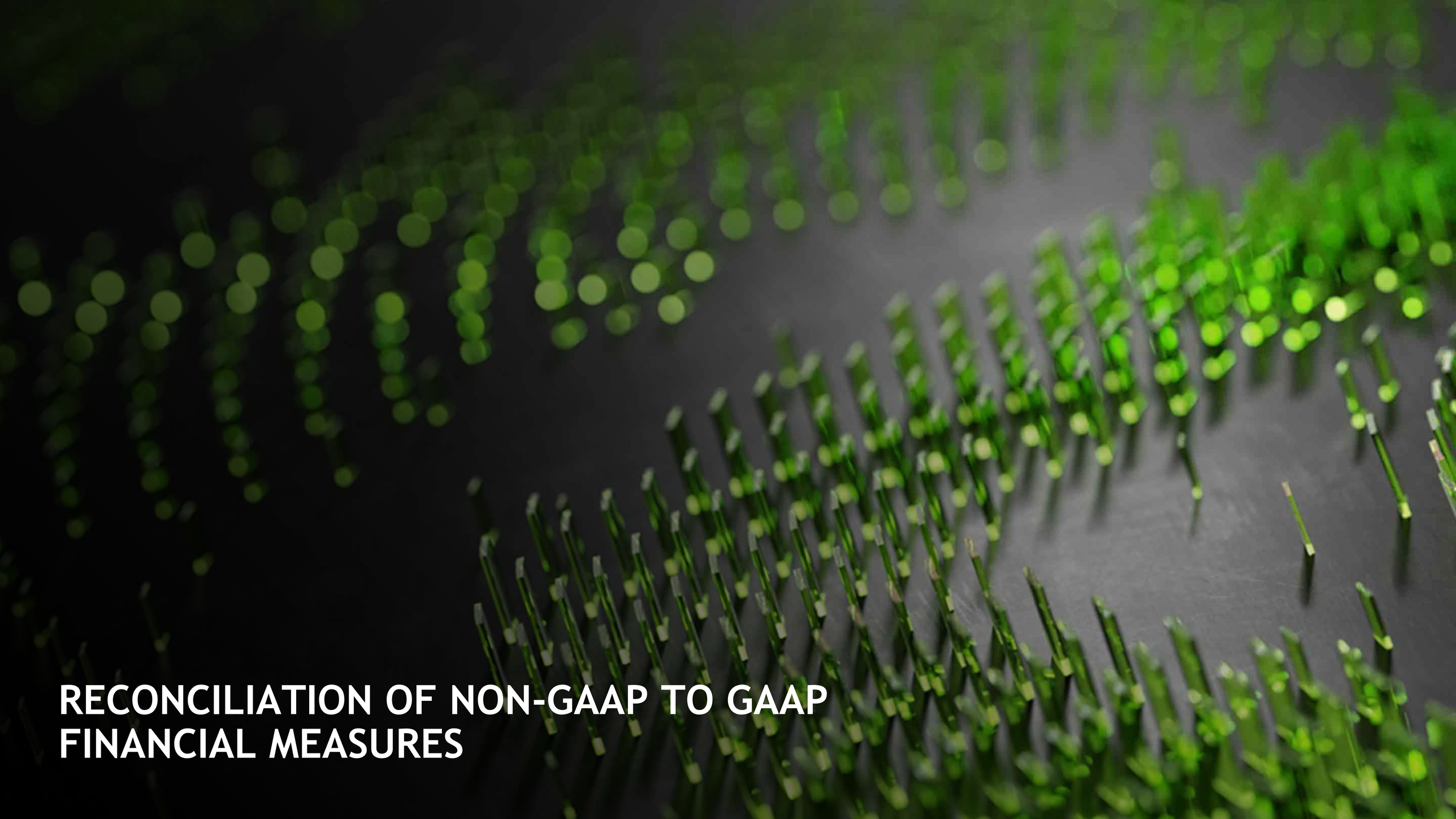
GOVERNANCE

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



RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

GROSS MARGIN	NON-GAAP	ACQUISITION-RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	IP-RELATED COSTS	GAAP
Q1 FY2022	66.2%	(1.6)	(0.4)	(0.1)	64.1%
Q2 FY2022	66.7%	(1.3)	(0.5)	(0.1)	64.8%
Q3 FY2022	67.0%	(1.2)	(0.6)	—	65.2%
Q4 FY2022	67.0%	(1.1)	(0.5)	—	65.4%
Q1 FY2023	67.1%	(1.1)	(0.5)	—	65.5%

A. Consists of amortization of intangible assets
B. Stock-based compensation charge was allocated to cost of goods sold

NVIDIA

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

GROSS MARGIN	NON-GAAP	ACQUISITION-RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	IP-RELATED COSTS	GAAP
FY 2018	60.2%	—	(0.3)	—	59.9%
FY 2019	61.7%	—	(0.2)	(0.3)	61.2%
FY 2020	62.5%	—	(0.4)	(0.1)	62.0%
FY 2021	65.6%	(2.6)	(0.5)	(0.2)	62.3%
FY 2022	66.8%	(1.4)	(0.5)	—	64.9%

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 TERMINATION COST	ACQUISITION-RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	OTHER (C)	GAAP
Q1 FY2022	$2,557	—	(167)	(429)	(5)	$1,956
	45.2%	—	(3.0)	(7.6)	—	34.6%
Q1 FY2023	$3,955	(1,353)	(149)	(578)	(7)	$1,868
	47.7%	(16.3)	(7.0)	(1.8)	(0.1)	22.5%

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

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 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%
FY 2022	$12,690	(636)	(2,004)	(9)	$10,041
	47.2%	(2.5)	(7.4)	—	37.3%

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.)

	NON-GAAP	ACQUISITION TERMINATION COST	ACQUISITION-RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	OTHER (C)	TAX IMPACT OF ADJUSTMENTS	GAAP
Q1 FY2023							
Net income ($ in million)	$3,443	(1,353)	(149)	(578)	(25)	280	$1,618
Shares used in diluted per share calculation (millions)	2,537	—	—	—	—	—	2,537
Diluted EPS	$1.36	—	—	—	—	—	$0.64

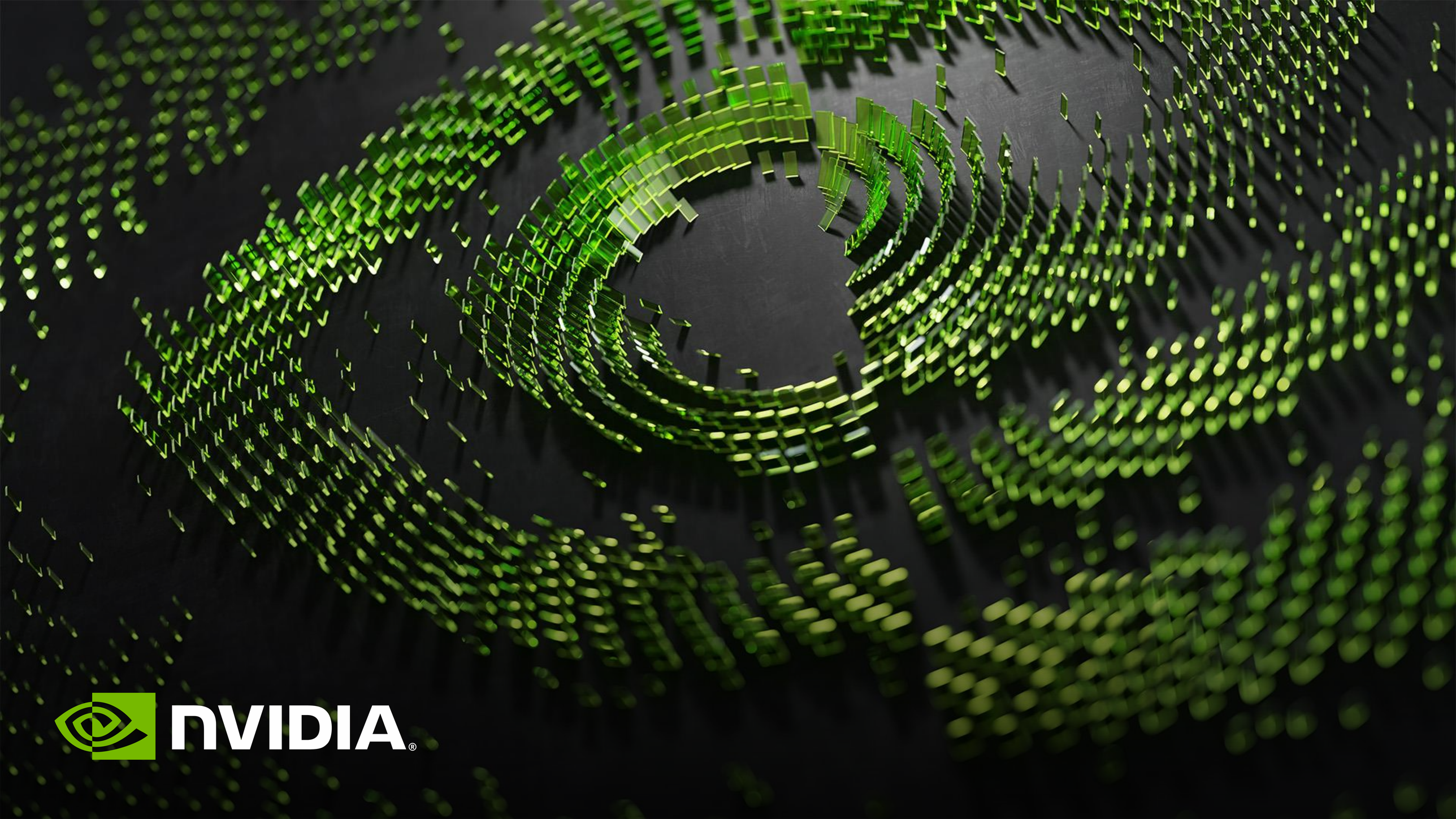
A. Consists of amortization of intangible assets, transaction costs, and certain compensation charges.
B. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
C. Other comprises of legal settlement costs and net losses from non-affiliated investments

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

($ IN MILLIONS)	FREE CASH FLOW	PURCHASES RELATED TO PROPERTY AND EQUIPMENT AND INTANGIBLE ASSETS	PRINCIPAL PAYMENTS ON PROPERTY AND EQUIPMENT	NET CASH PROVIDED BY OPERATING ACTIVITIES
FY 2018	$2,909	593	—	$3,502
FY 2019	$3,143	600	—	$3,743
FY 2020	$4,272	489	—	$4,761
FY 2021	$4,677	1,128	17	$5,822
FY 2022	$8,049	976	83	$9,108

RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

($ IN MILLIONS)	Q2 FY2023 OUTLOOK
Non-GAAP gross margin	67.1%
Impact of stock-based compensation expense, acquisition-related costs, and other costs	(2.0%)
GAAP gross margin	65.1%
Non-GAAP operating expenses	$1,750
Stock-based compensation expense and acquisition-related costs	710
GAAP operating expenses	$2,460


NVIDIA