**INVESTOR PRESENTATION
Q4 FY2022**

February 22, 2022

CONTENT

Q4 FY22
EARNINGS SUMMARY

HIGHLIGHTS

- **Record total, Gaming, Data Center and Professional Visualization revenue**

  - Total revenue up 53% y/y to $7.64B, ahead of outlook of $7.40B +/- two percent

  - Gaming up 37% y/y to a record $3.42B; Data Center up 71% y/y to a record $3.26B

- **Gaming driven by record desktop and laptop GeForce GPU revenue**

  - Desktop gaming led by growth in GeForce RTX 30-Series products, with continued strength at high-end

  - Laptop gaming driven by the ramp of the new GeForce RTX 3070 Ti and 3080 Ti GPUs

  - Availability of our gaming products in the retail channel remains low

- **Data Center led by compute products on strong demand for NVIDIA AI**

  - Flagship A100 Tensor Core GPU continued to drive strong growth

  - Inference-focused revenue more than tripled year-on-year

  - Networking products also posted strong sequential and year-on-year growth

NVIDIA

Q4 FY2022 FINANCIAL SUMMARY
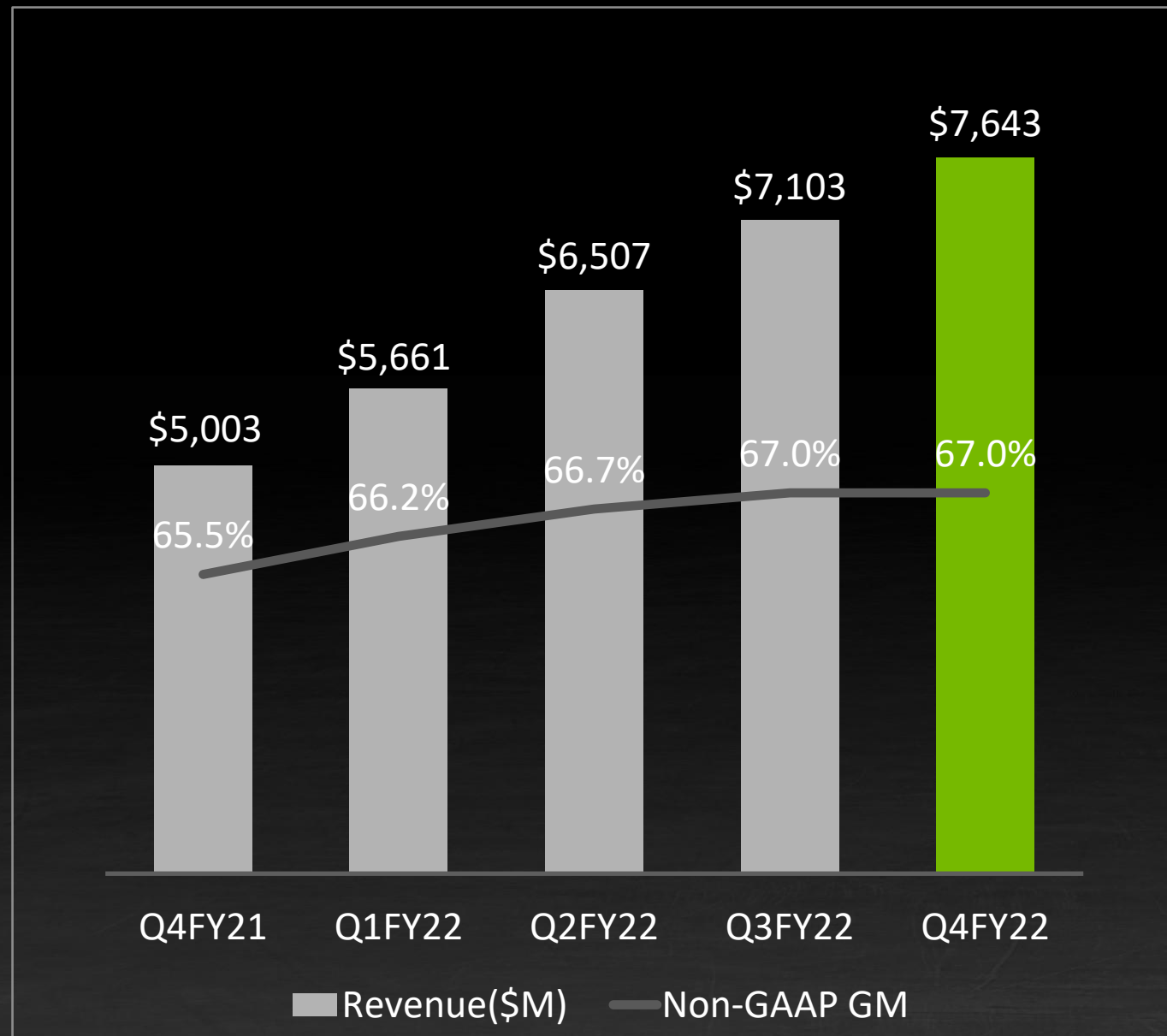
	GAAP			Non-GAAP		
	Q4 FY22	Y/Y	Q/Q	Q4 FY22	Y/Y	Q/Q
Revenue	$7,643	+53%	+8%	$7,643	+53%	+8%
Gross Margin	65.4%	+230 bps	+20 bps	67.0%	+150 bps	--
Operating Income	$2,970	+97%	+11%	$3,677	+76%	+9%
Net Income	$3,003	+106%	+22%	$3,350	+71%	+13%
Diluted EPS	$1.18	+103%	+22%	$1.32	+69%	+13%
Cash Flow from Ops	$3,033	+47%	+100%	$3,033	+47%	+100%

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

GAMING

Revenue ($M)

6% q/q and 37% y/y

Quarter	Revenue
Q4FY21	$2,495
Q1FY22	$2,760
Q2FY22	$3,061
Q3FY22	$3,221
Q4FY22	$3,420
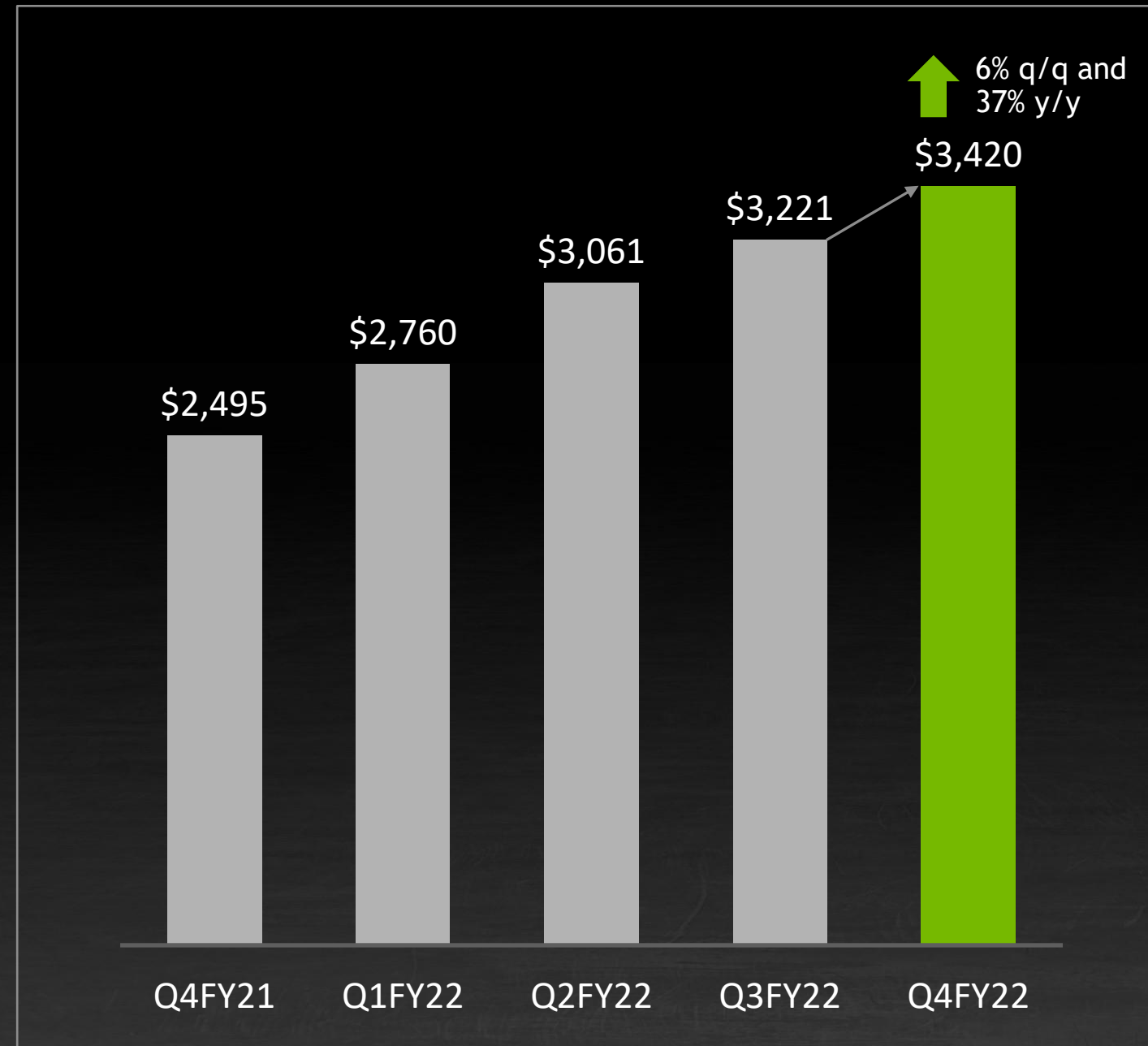
Highlights

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

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

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

- ▸ Availability of our gaming products in the channel remains low

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

- ▸ Nearly all desktop NVIDIA Ampere architecture GeForce GPU shipments are Lite Hash Rate

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DATA CENTER

Revenue ($M)

11% q/q and
71% y/y

$3,263

$2,936

$2,366

$2,048

$1,903

Q4FY21 Q1FY22 Q2FY22 Q3FY22 Q4FY22
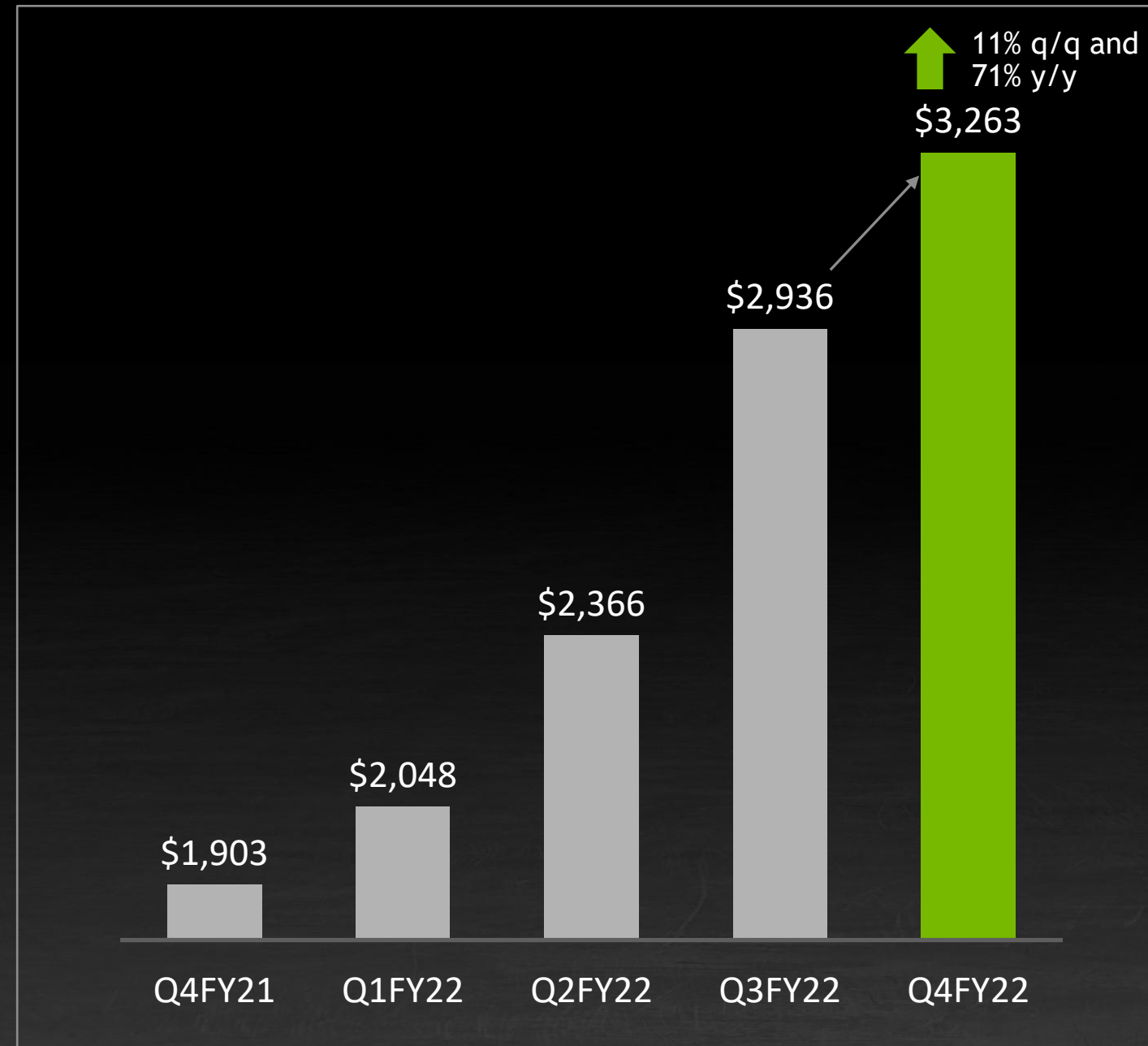
Highlights

▶ Growth was led by compute products on strong demand for NVIDIA AI

▶ Driven by fast-growing AI workloads such as natural language processing & deep-learning recommendation systems, and cloud computing

▶ Hyperscale and public cloud revenue more than doubled y/y

▶ Vertical industries posted strong double-digit y/y growth, led by consumer internet customers

▶ Inference-focused revenue more than tripled y/y, enabled by widespread adoption of our Triton Inference Server Software

▶ Networking posted strong q/q and y/y growth; anticipate improving capacity in coming quarters

PROFESSIONAL VISUALIZATION

Revenue ($M)
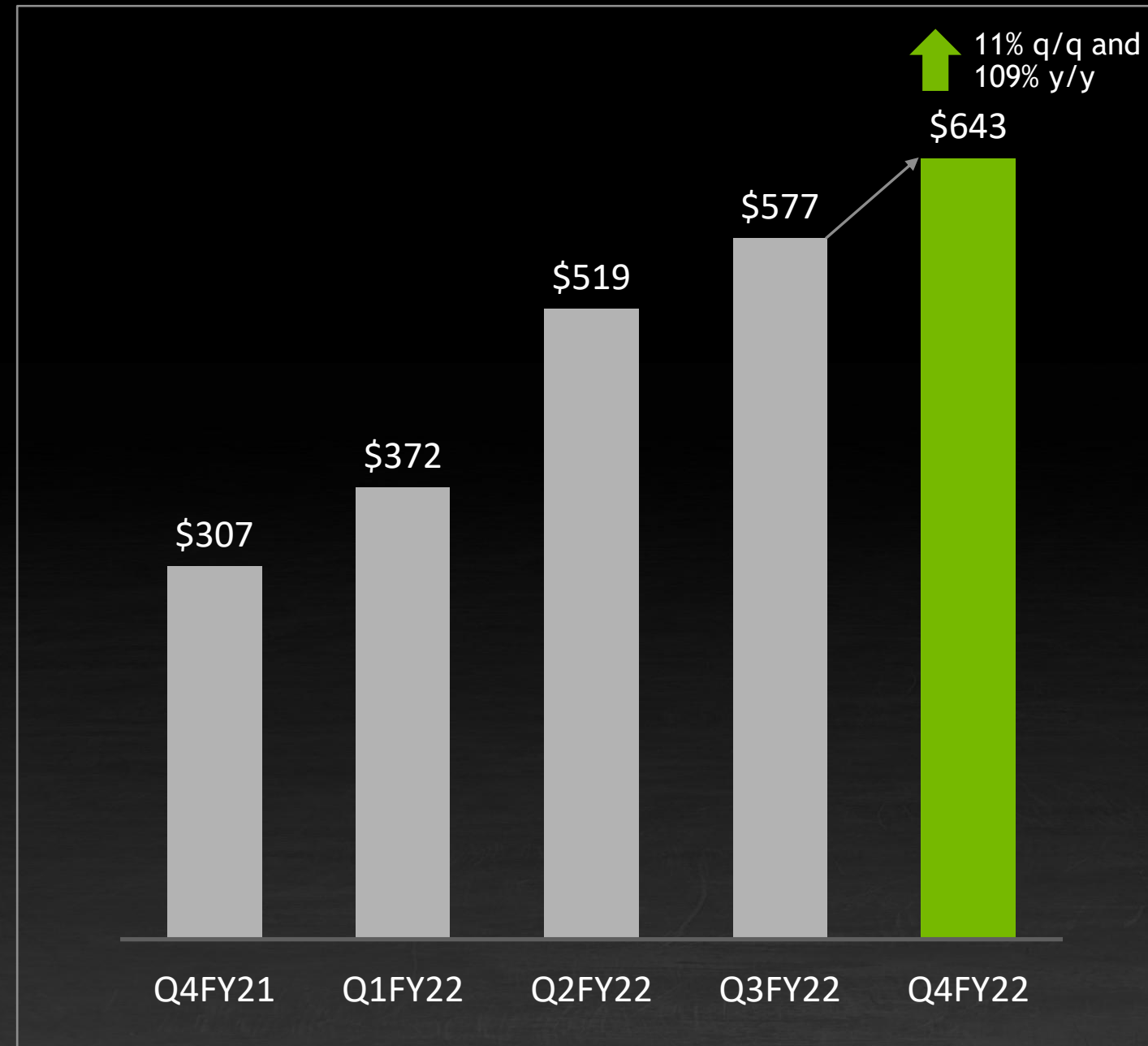
Highlights

- ▶ Strong demand fueled by buildouts of hybrid work environments, as well as growth in key workloads including 3D design, AI and rendering

- ▶ Sequential growth driven by a shift to higher-value workstations, and the continued ramp of the NVIDIA Ampere architecture

- ▶ Customer feedback for NVIDIA Omniverse has been very positive, with multiple significant enterprise licensees already signed

AUTOMOTIVE

Revenue ($M)

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

7% q/q and 14% y/y
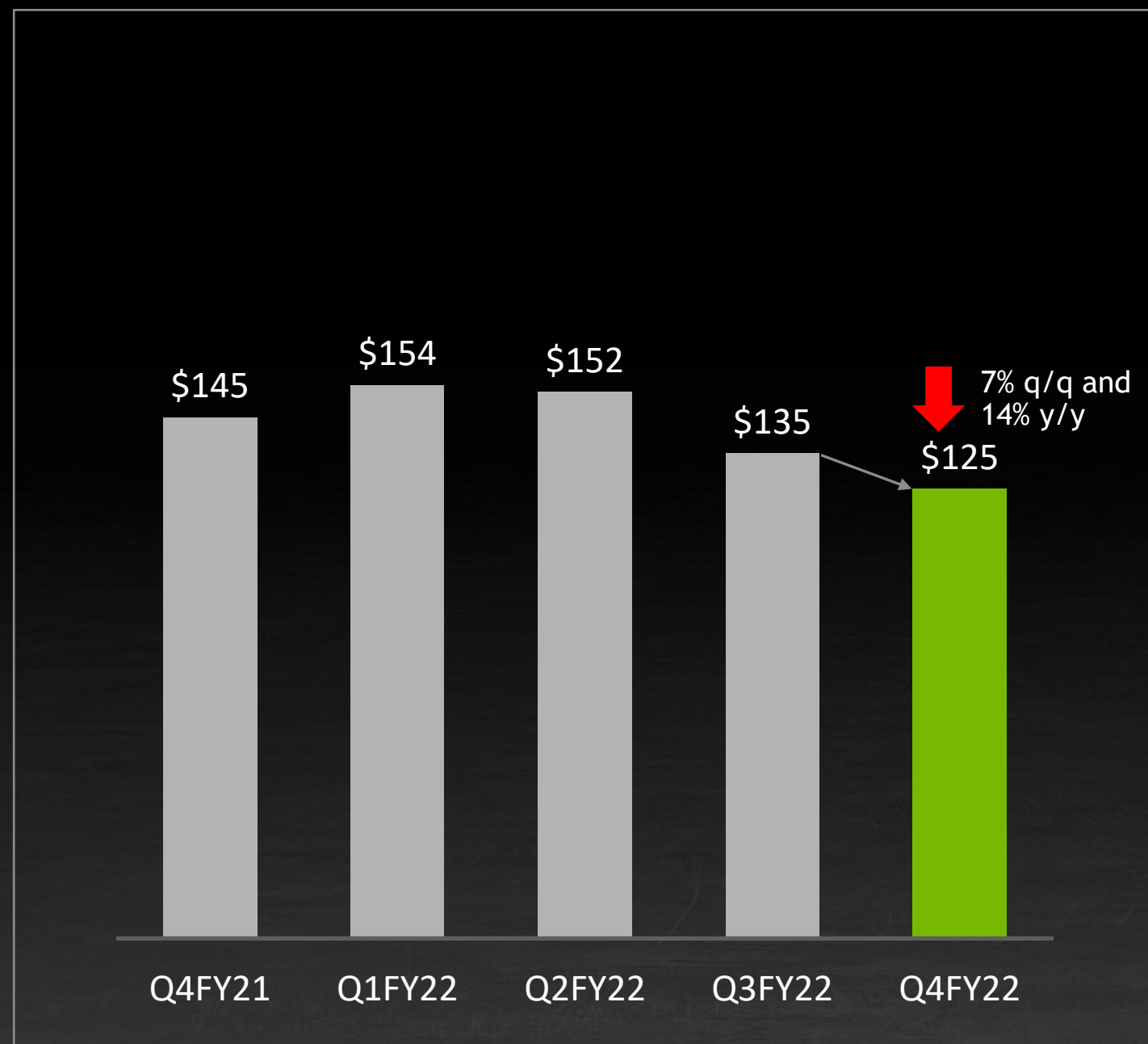
Highlights

▶ Decline driven by legacy cockpit revenue and automotive makers' supply constraints, partially offset by ramp of self-driving programs

▶ Started shipments of NVIDIA DRIVE Orin SoC

▶ Expect to return to sequential revenue growth in Q1, with a more meaningful inflection in 2H of fiscal 2023 and momentum building beyond

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SOURCES & USES OF CASH

Cash Flow from Operations ($M)

- Q4FY21: $2,067
- Q1FY22: $1,874
- Q2FY22: $2,682
- Q3FY22: $1,519
- Q4FY22: $3,033 — 47% y/y and 100% q/q
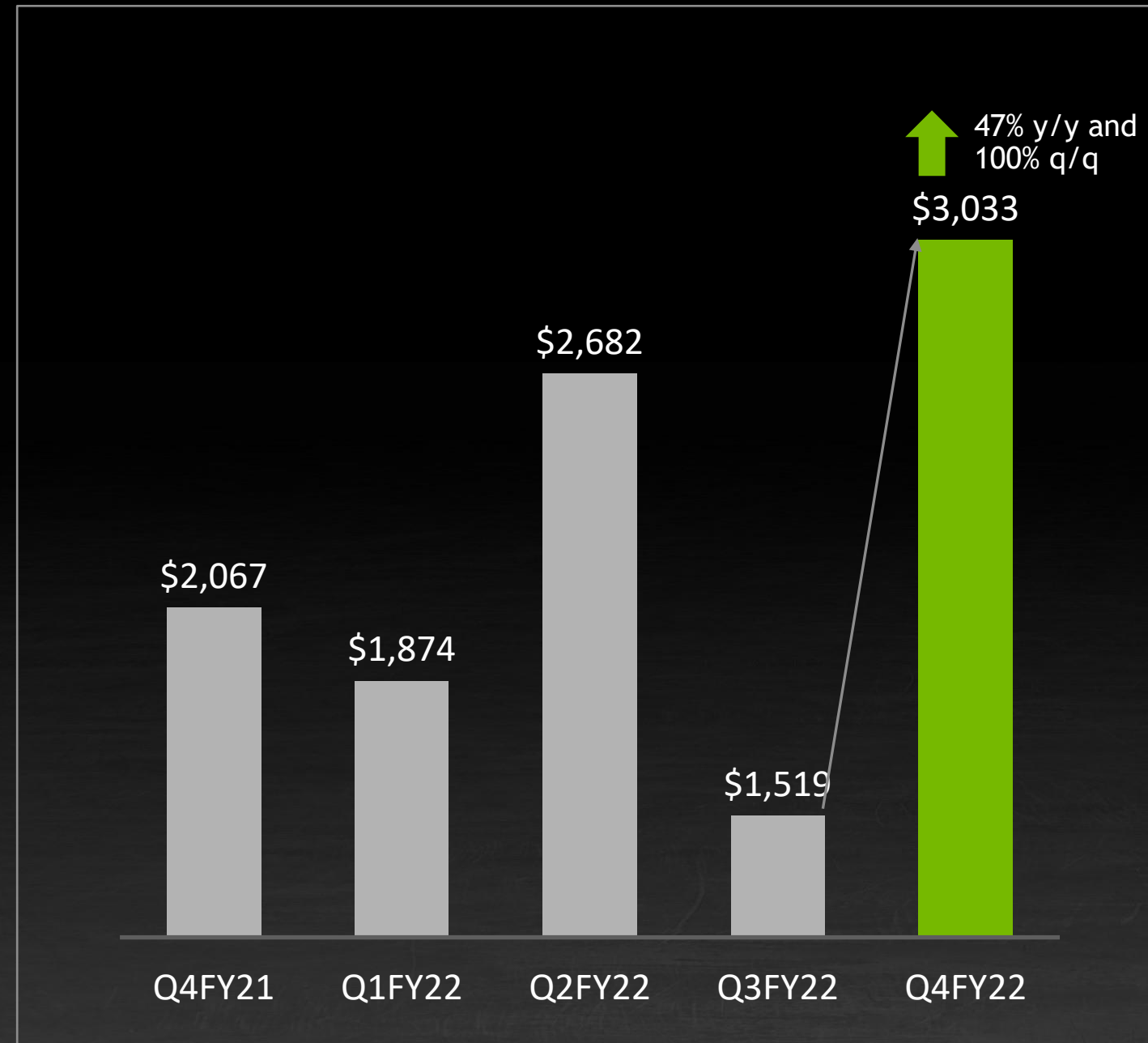
Highlights

- ▶ Record Q4 cash flow from operations

- ▶ Returned $100M to shareholders in the form of cash dividends

- ▶ Invested $294M in capex (includes principal payments on PP&E)

- ▶ Ended the quarter with $21.2B in gross cash and $11.0B in debt, $10.2B in net cash

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.

Q1 FY2023 OUTLOOK

▶ Revenue — $8.10 billion, plus or minus two percent

  ▶ We expect sequential growth to be driven primarily by Data Center. Gaming will also contribute to growth

▶ Gross Margin — 65.2% GAAP and 67.0% non-GAAP, plus or minus 50 basis points

▶ Operating Expense — $3.55 billion GAAP, including the Arm write-off of $1.36 billion, and $1.60 billion non-GAAP

  ▶ For the fiscal-year, we expect to grow non-GAAP operating expenses at a similar percent as in fiscal 2022

▶ Other Income & Expense — Net expense of approximately $55 million for both GAAP and non-GAAP, excluding gains and losses on non-affiliated investments

▶ Tax Rate — 11% GAAP and 13% non-GAAP, plus or minus one percent, excluding discrete items

▶ Capital Expenditure — Approximately $350 million to $400 million

KEY ANNOUNCEMENTS
THIS QUARTER

NVIDIA GEFORCE RTX 3050
Making RTX-Powered Ray Tracing and DLSS More Accessible Than Ever

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

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

▸ Starting at an MSRP of $249, RTX 3050 cards include other features such as:

  ▸ NVIDIA Reflex to minimize system latency in games

  ▸ NVIDIA Broadcast for AI-powered voice and video

  ▸ NVIDIA Encoder for great streaming

  ▸ NVIDIA Studio to accelerate and enhance creative applications

⬢ nVIDIA

NEW GEFORCE RTX 3080 TI AND 3070 TI LAPTOP GPUS

Greater Performance in Thin and Light Designs

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

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

▶ GeForce RTX 3080 Ti laptops start at $2,499; RTX 3070 Ti laptops start at $1,499

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NVIDIA GEFORCE NOW

More Games, More Devices and More Networks

► Extended EA's library of games on GeForce NOW (GFN) with Battlefield 4 and Battlefield V now streamable

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

► Teamed up with AT&T to help bring GeForce NOW to 5G mobile devices. Customers with a 5G device on a qualified plan can get a 6 months GFN Priority membership at no charge

META BUILDS MASSIVE AI RESEARCH SUPERCOMPUTER WITH NVIDIA

The Largest NVIDIA DGX A100 Customer System to Date

- Meta Platforms unveiled its new AI supercomputer, Research SuperCluster (RSC)

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

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

- In a second phase later this year, RSC will expand to ~16K GPUs that Meta believes will deliver 5 exaflops of mixed precision AI performance

JAGUAR LAND ROVER STRATEGIC PARTNERSHIP

Redefining Modern Luxury, Infusing Intelligence Into The Customer Experience

► Starting in calendar 2025, all new Jaguar and Land Rover (JLR) vehicles will be built on the NVIDIA DRIVE platform

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

► Based on NVIDIA DRIVE Hyperion which features:

  ► DRIVE Orin centralized AV computers

  ► DRIVE AV and DRIVE IX software

  ► Safety, security and networking systems; plus, surround sensors

► JLR will also leverage in-house developed data center solutions with NVIDIA DGX for training AI models and DRIVE Sim software for real-time physically accurate simulation

NVIDIA FLARE SDK BRINGS COLLABORATIVE AI TO HEALTHCARE

New Open-Source Software Development Kit for Federated Learning Used for AI Applications

► NVIDIA FLARE allows researchers and data scientists to collaborate on training or evaluating AI models without having to pool or exchange each group's proprietary datasets

  ► Roche Digital Pathology used NVIDIA FLARE to run a successful internal simulation using whole slide images for classification

  ► Erasmus Medical Center used it for an AI application that identifies genetic variants associated with schizophrenia cases

► NVIDIA FLARE will be used to power federated learning solutions at American College of Radiology (ACR), Flywheel, Taiwan Web Service Corporation and Rhino Health
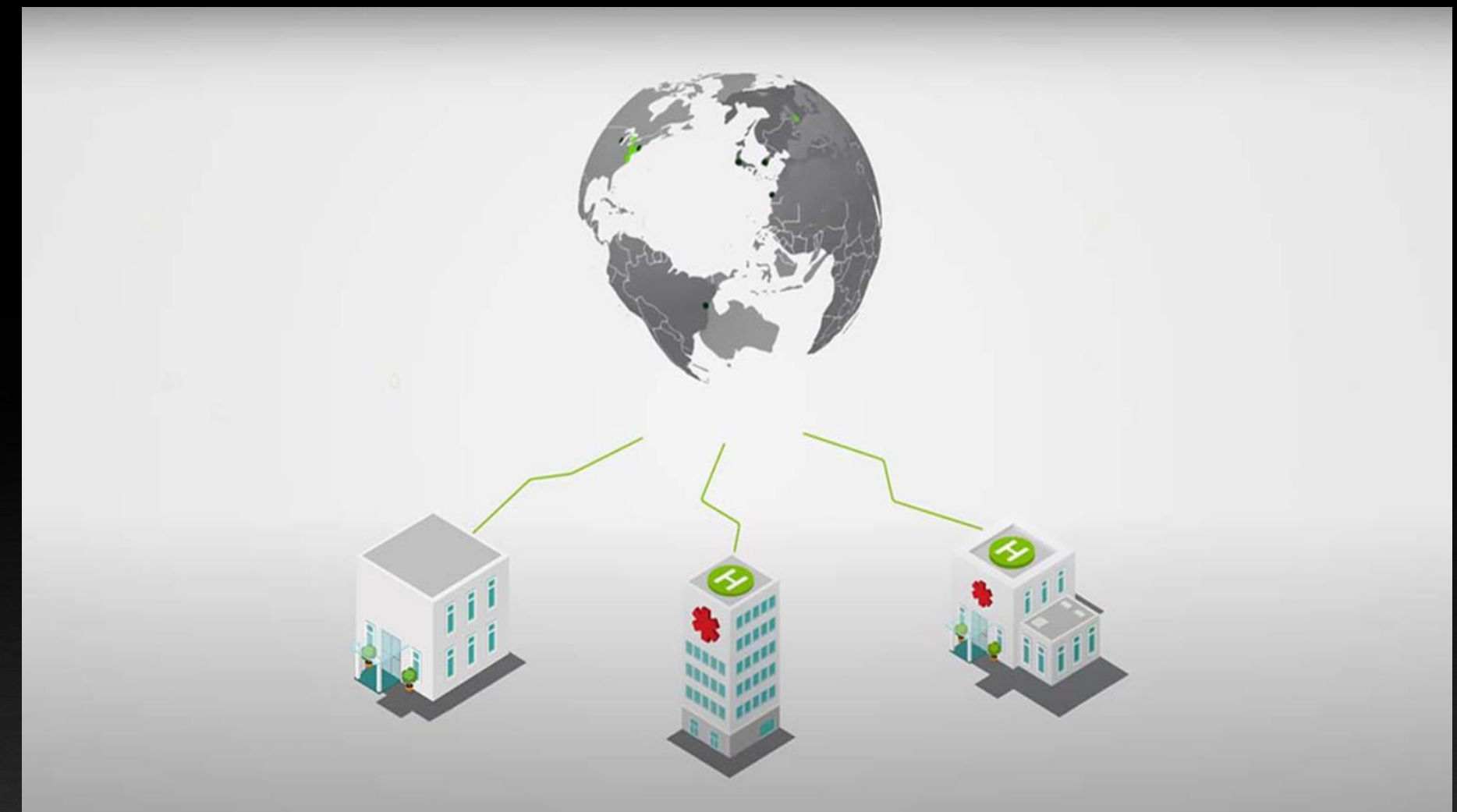
NVIDIA OMNIVERSE
Free Version of Omniverse Generally Available for Individual Creators

► Announced general availability of a free version of Omniverse for individuals

  ► Omniverse allows creators with RTX GPUs to connect leading 3D design applications to a single scene and supercharge their work with AI and physics

► Announced early access to Nucleus Cloud, which adds one-click capability to collaborate with other artists, whether across the room or across the globe
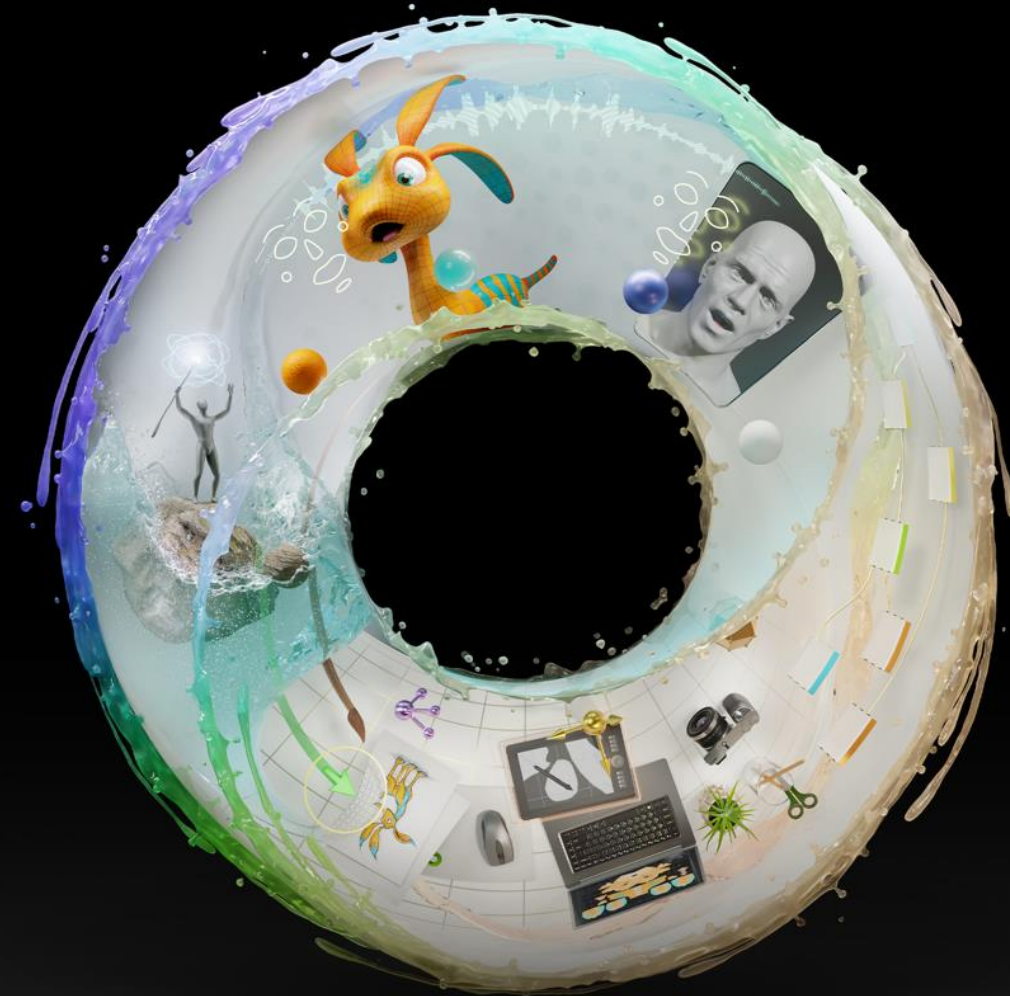
NVIDIA ISAAC AMR PLATFORM
Built for the $9 Trillion Logistics Industry

▶ Announced the Isaac Autonomous Mobile Robot (AMR) platform for digital twin applications

▶ Using Omniverse, and securely orchestrated and cloud-delivered with Fleet Command, Isaac AMR optimizes operational efficiency and accelerates deployment of autonomous machines

▶ Isaac AMR consists of several NVIDIA AI technologies and SDKs:

  ▶ NVIDIA DeepMap for high-accuracy maps

  ▶ NVIDIA Metropolis for situational awareness

  ▶ NVIDIA ReOpt for real-time route optimization
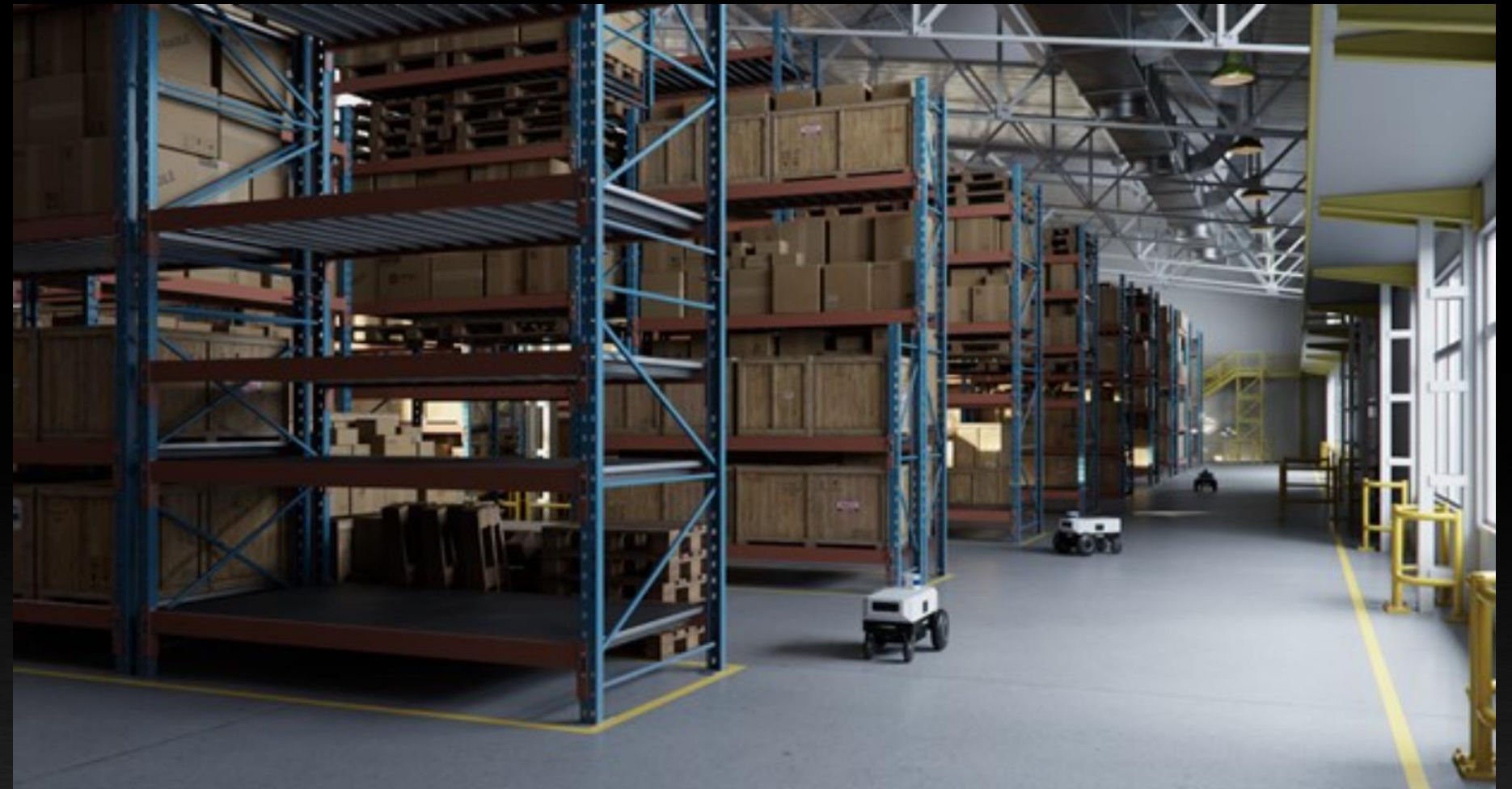
NVIDIA

NVIDIA OVERVIEW

NVIDIA — A COMPUTING PLATFORM COMPANY

Headquarters: Santa Clara, CA
Headcount: ~22,500

NVIDIA pioneered accelerated computing to help solve the most challenging computational problems. The approach is broadly recognized as the way to advance computing as Moore's law ends and AI lifts off. NVIDIA's platform is installed in several hundred million computers, is available in every cloud and from every server maker, powers 355 of the TOP500 supercomputers, and boasts 3.0 million developers.

NVIDIA AT A GLANCE
Accelerated Computing Pioneer

BRIEF HISTORY

1993: Founded by Jensen Huang, Chris Malachowsky, and Curtis Priem

1999: IPO on NASDAQ at $12 (prior to 5 stock splits, now 48:1)

2001: Xbox win; fastest semiconductor company to reach $1B in sales

2006: Unveils CUDA architecture, expanding to scientific computing

2016: Introduces first products for AI and autonomous driving

2020: Acquires Mellanox for $7B; launches DPU as new processor class

REVENUE BY MARKET PLATFORM

- Gaming
- Data Center
- ProViz
- Auto
- OEM & Others

FY18 $9.7B, FY19 $11.7B, FY20 $10.9B, FY21 $16.7B, FY22 $26.9B
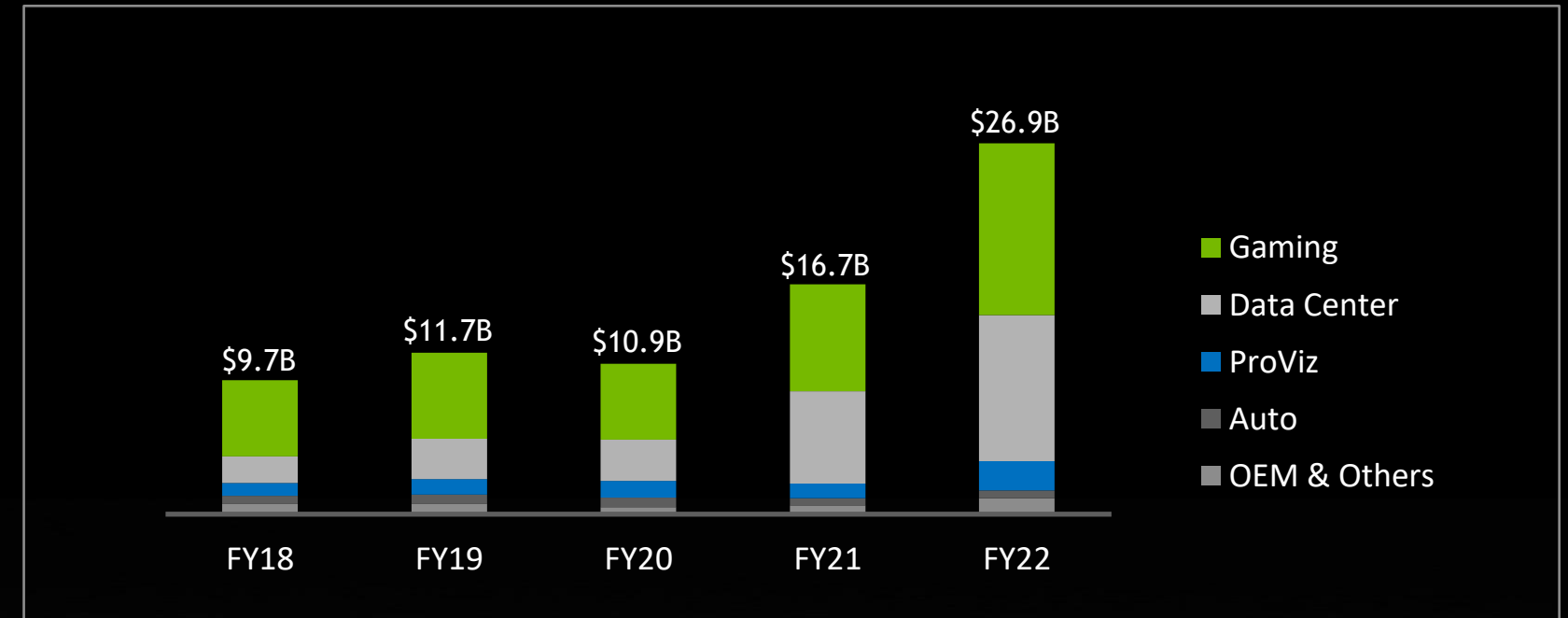
RECOGNITIONS

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

GAMING | HPC | Health-care | Smart City/IOT
PRO VIZ | AI | Trans-portation | Robotics
CUDA-X
CUDA
ARCHITECTURE | SYSTEMS | DATA CENTER

1999
GM 30%+

2014
GM 50%+
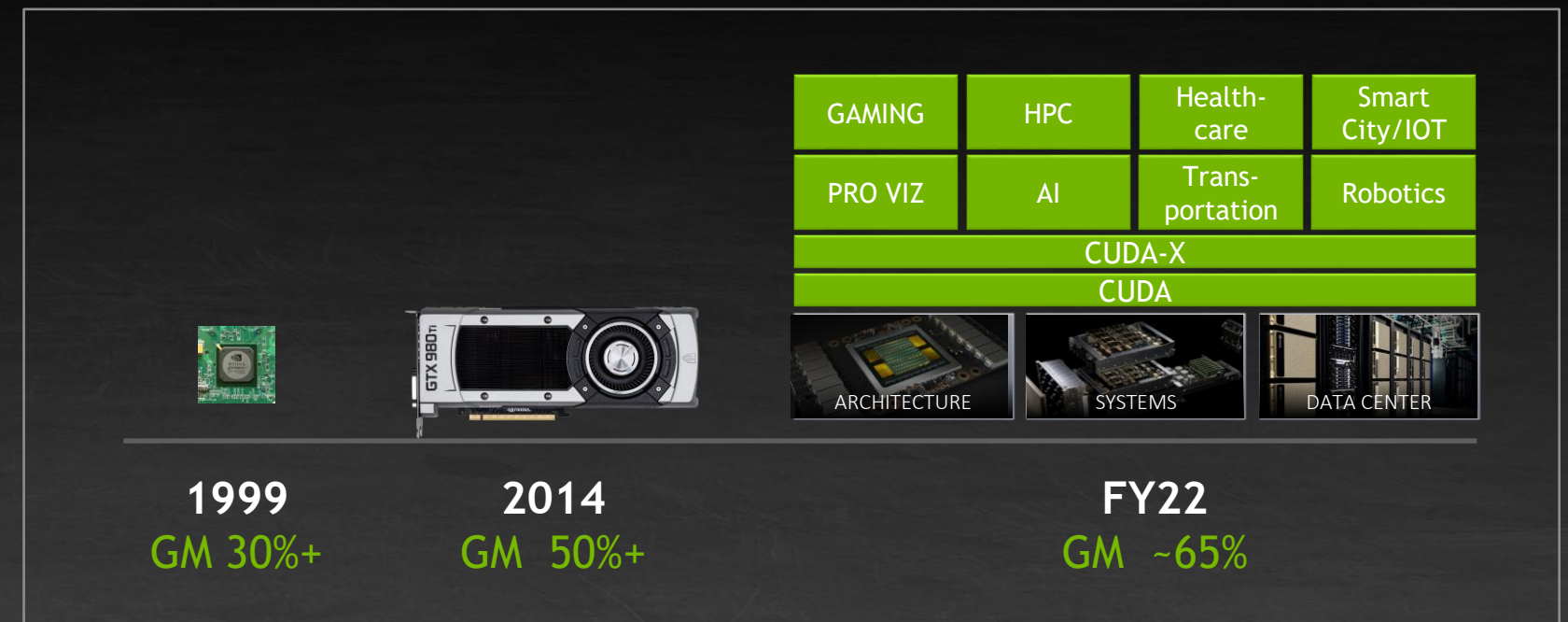
FY22
GM ~65%

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TREMENDOUS MARKET FORCES DRIVING NVIDIA GROWTH
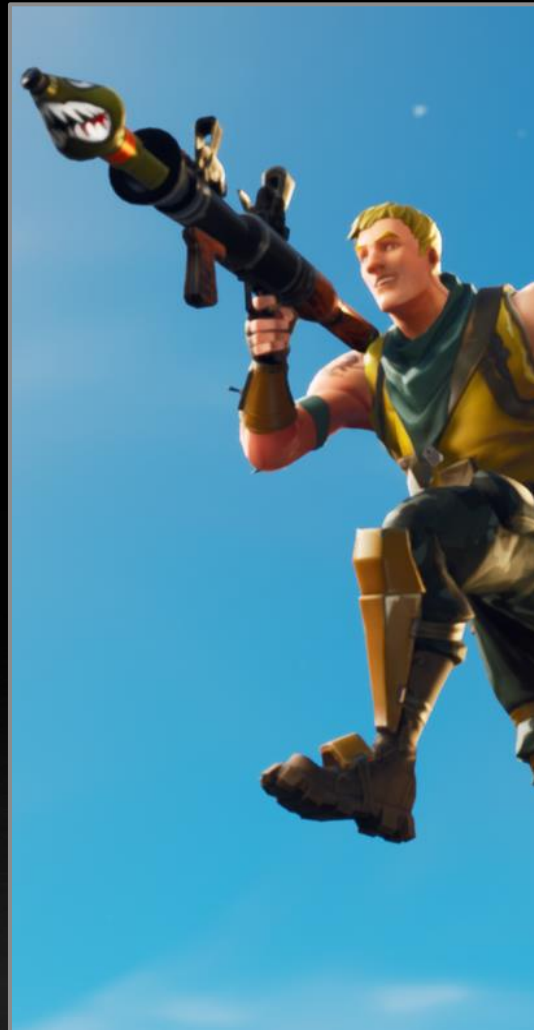
Gaming
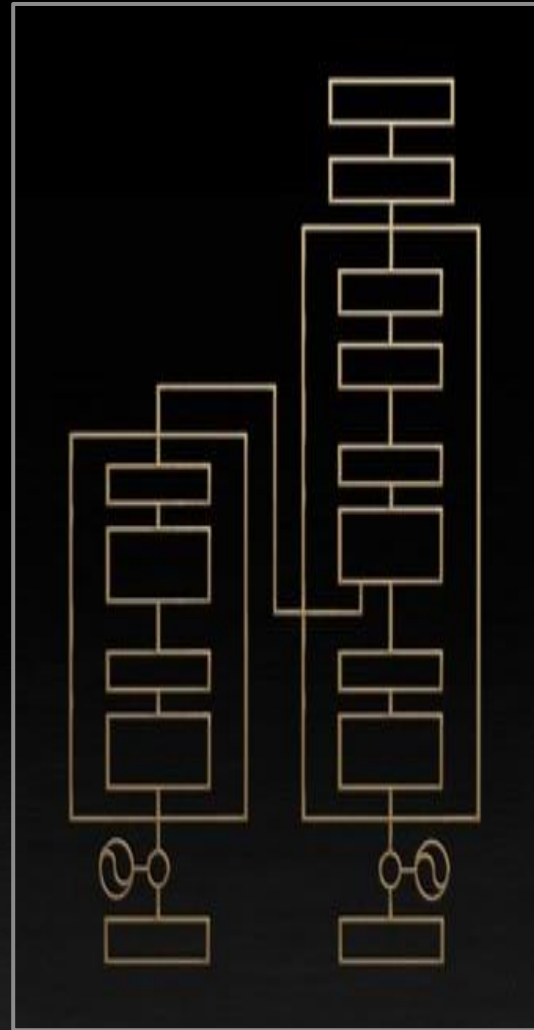
Artificial Intelligence

Data Center

AI on 5G
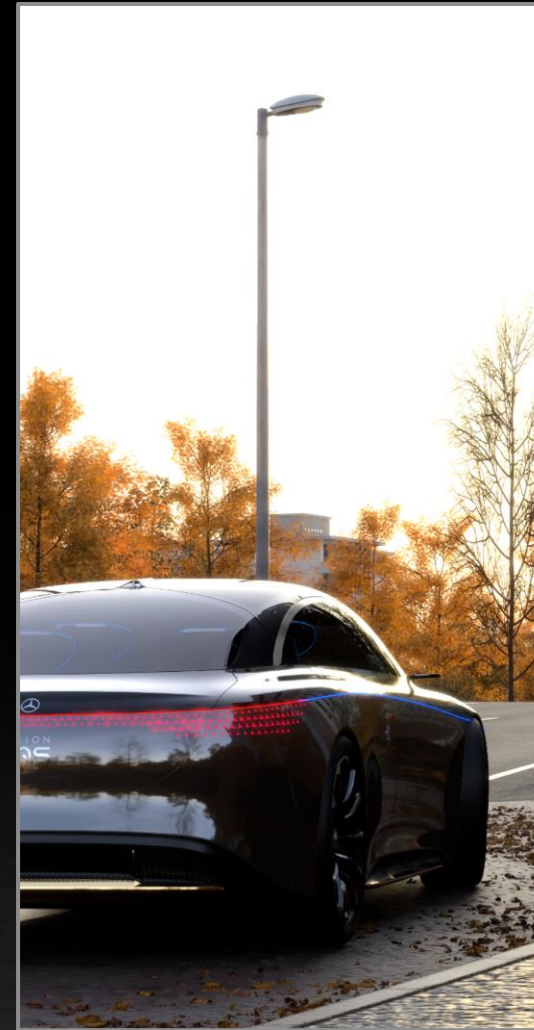
Autonomous Systems

Omniverse

OUR CORE BUSINESSES

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

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 - in 8 of the top 10 and 342 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

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

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 $8B design win pipeline

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

Gaming
46% of FY22 Rev

Data Center
40% of FY22 Rev

Professional Visualization
8% of FY22 Rev

Automotive
2% of FY22 Rev

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STRONG, PROFITABLE GROWTH

Business Mix (%)

FY21

- 47 Gaming
- 40 Data Center
- 6 ProViz
- 3 Auto
- 4 OEM & Others

FY22

- 46 Gaming
- 40 Data Center
- 8 ProViz
- 2 Auto
- 4 OEM & Others

Legend:
- ■ Gaming
- ■ Data Center
- ■ ProViz
- ■ Auto
- ■ OEM & Others
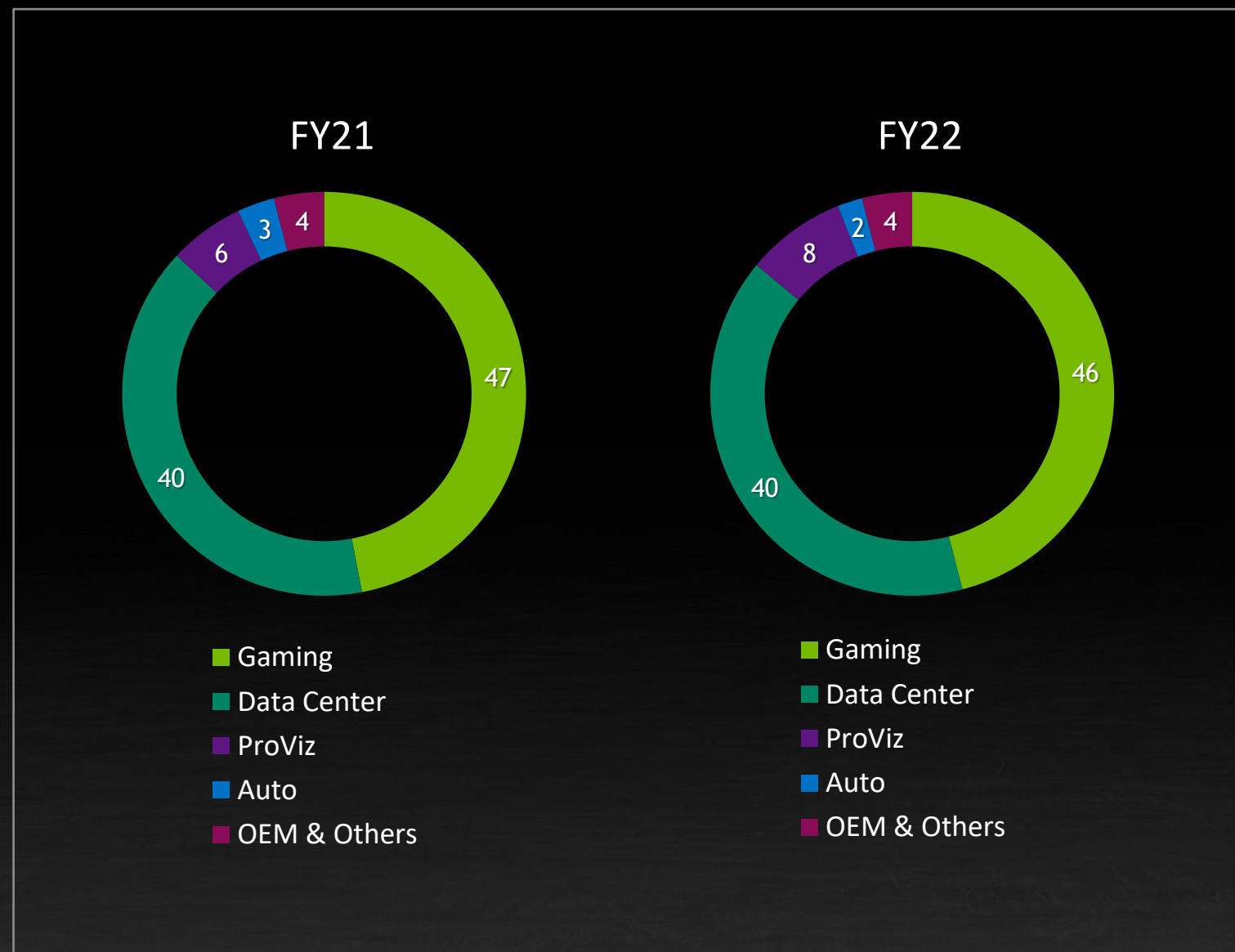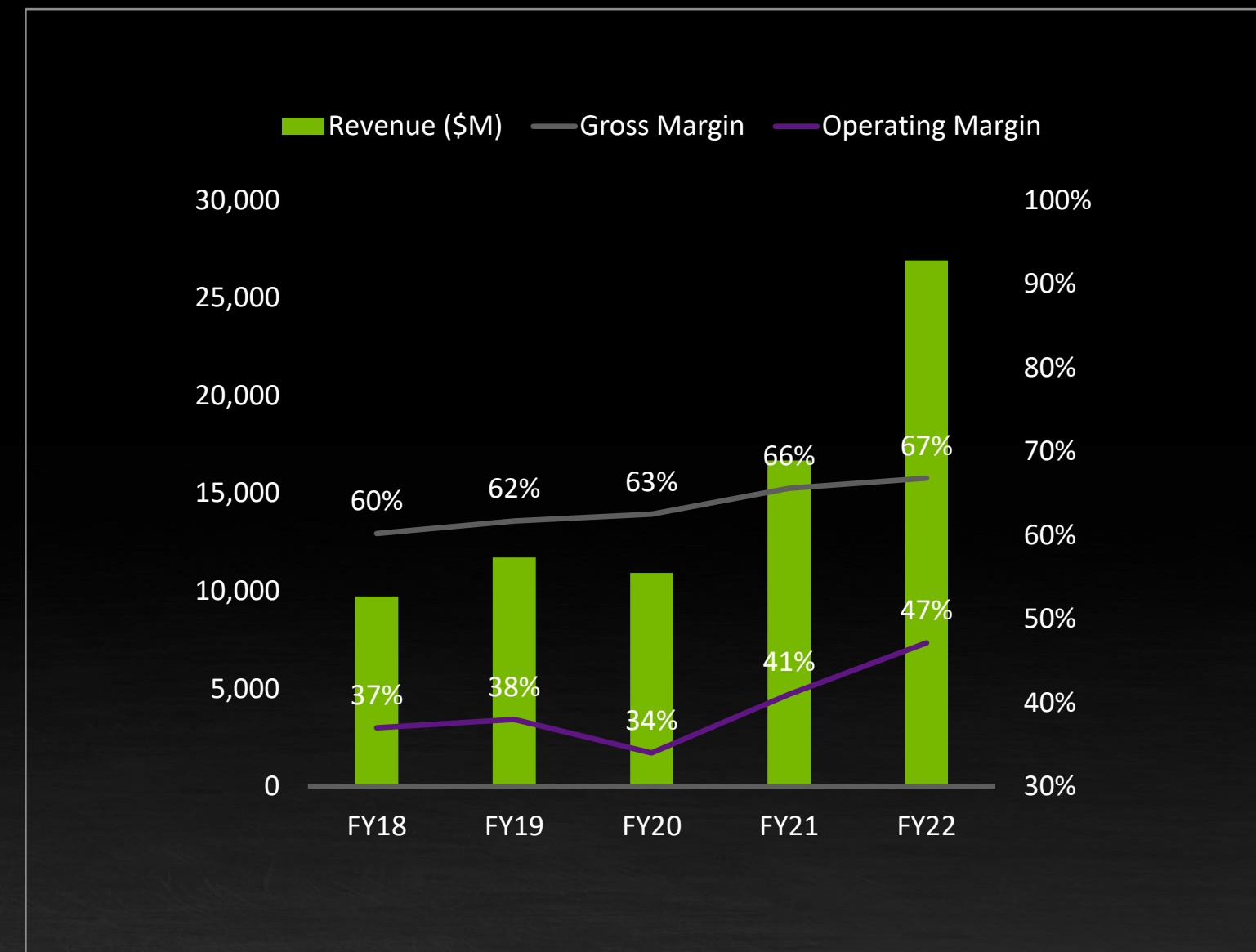
Sustained Profitability
(showing non-GAAP margins)

Legend: ■ Revenue ($M) — Gross Margin — Operating Margin

	FY18	FY19	FY20	FY21	FY22
Gross Margin	60%	62%	63%	66%	67%
Operating Margin	37%	38%	34%	41%	47%

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

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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).

Chart axis labels:
10^9, 10^8, 10^7, 10^6, 10^5, 10^4, 10^3, 10^2

GPU-Computing perf
2X per year

1000X
In 10 years

1.1X per year

1.5X perf per year

Single-threaded CPU perf

1980 1990 2000 2010 2020 2030
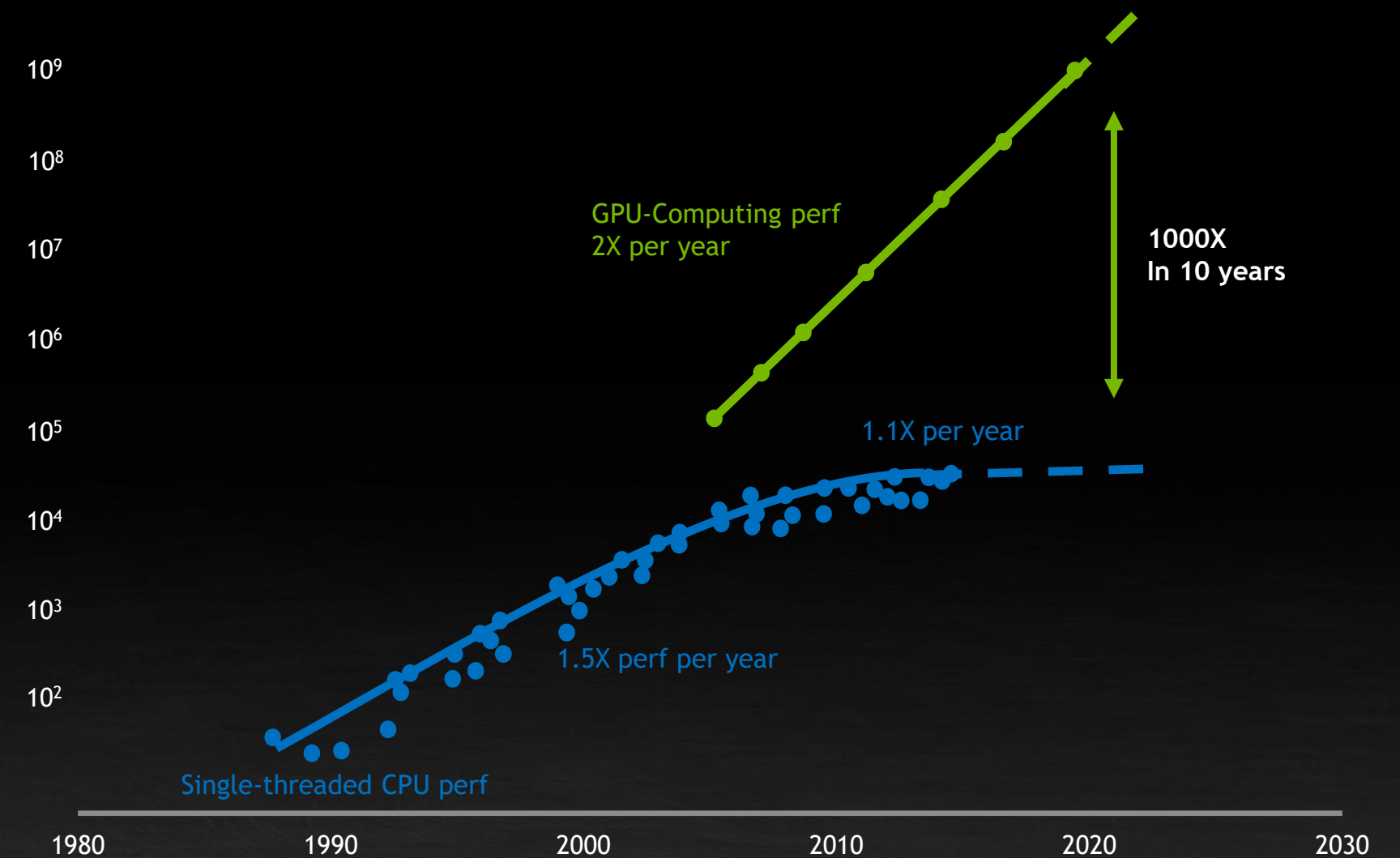
WORLD LEADER IN ACCELERATED COMPUTING

Our Four Market Platforms & Key Brands

Gaming
GeForce GPUs for PC Gamers

Data Center
DGX/HGX/EGX for HPC/AI Compute
NVIDIA Networking
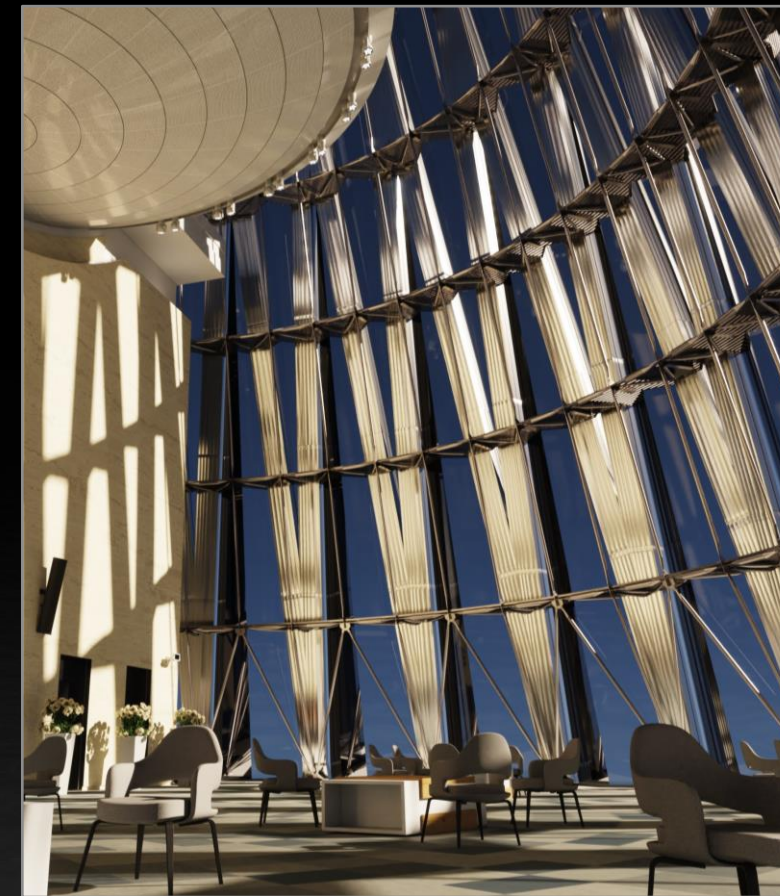
Professional Visualization
Quadro/NVIDIA RTX
for Workstations

Auto
DRIVE for Autonomous Vehicles

NVIDIA

GAMING

GeForce — The World's Largest Gaming Platform

Revenue ($M)

- 25% 5-YR CAGR
- FY18: $5,513
- FY19: $6,246
- FY20: $5,518
- FY21: $7,759
- FY22: $12,462
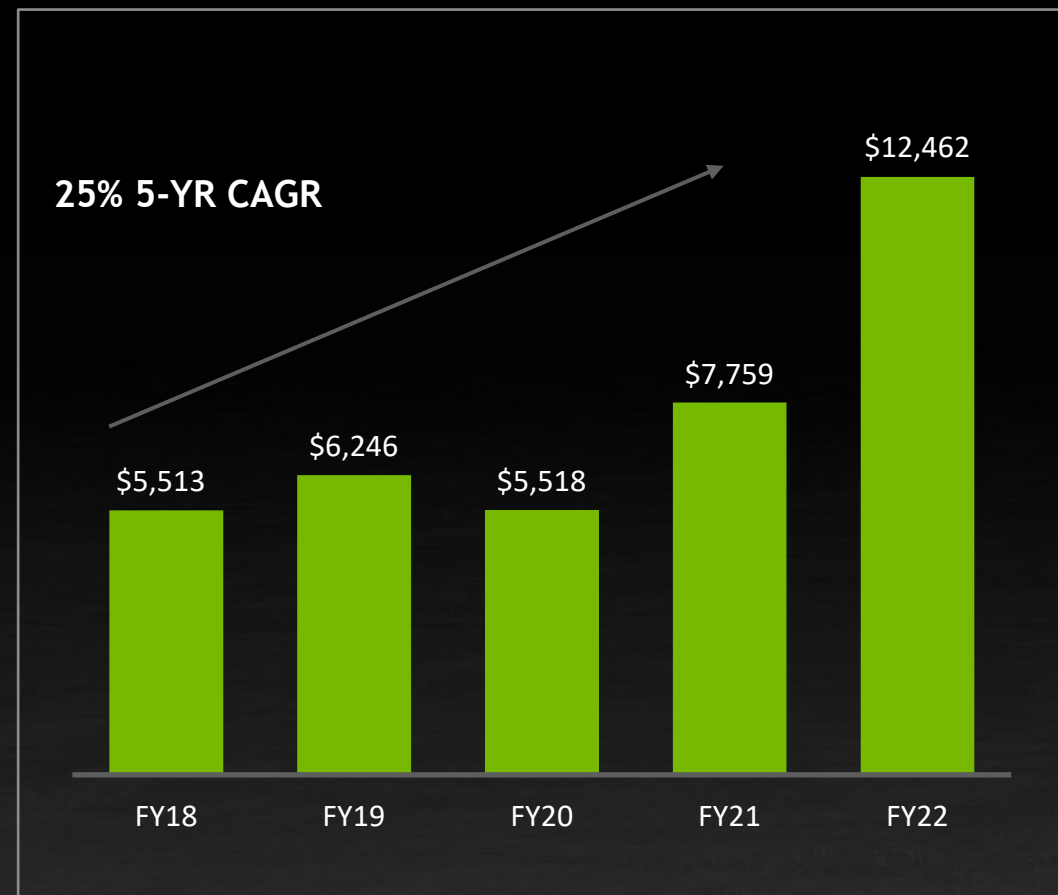
Highlights

- ▶ #1 in PC gaming with more than 3X the revenue of the other major GPU vendor

- ▶ Expanding the market with gaming laptops and cloud gaming

- ▶ Powering the Nintendo Switch console

200M+ Gamers on GeForce

DATA CENTER
High Performance Computing (HPC) and AI

Revenue ($M)

66% 5-YR CAGR

FY18 $1,932 · FY19 $2,932 · FY20 $2,983 · FY21 $6,696 · FY22 $10,613
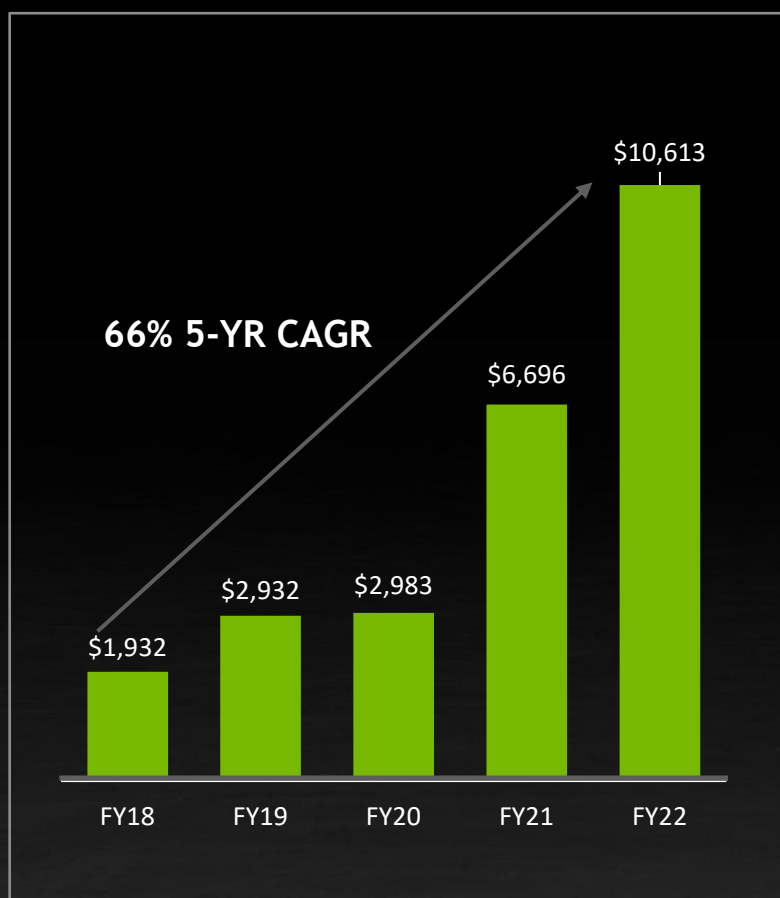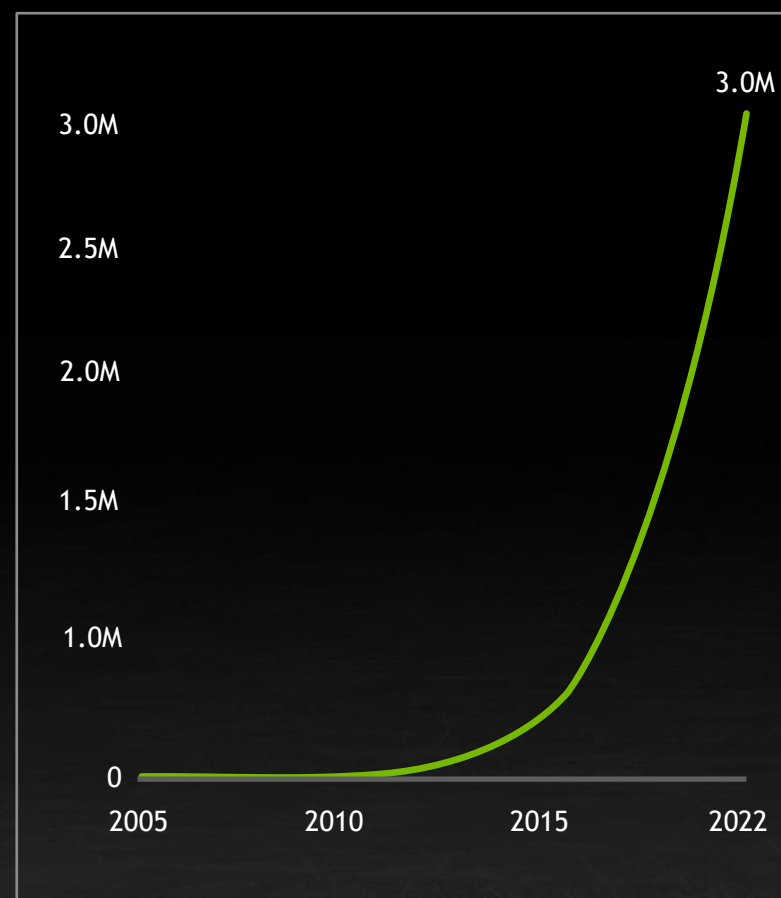
Registered NVIDIA Developers

3.0M

2005 — 2010 — 2015 — 2022

Every Major Cloud Provider

Alibaba Cloud · aws · Azure · Baidu Cloud · Google Cloud Platform · IBM Cloud · ORACLE CLOUD · Tencent Cloud
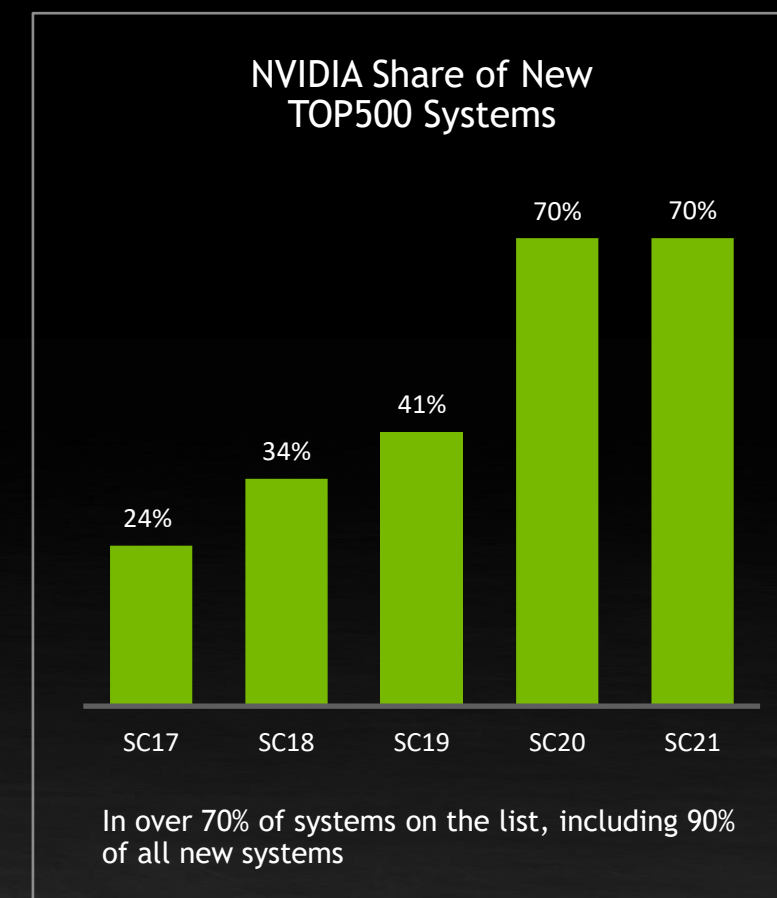
90%+ Share of Accelerators in Supercomputing

NVIDIA Share of New TOP500 Systems

SC17 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

PROFESSIONAL VISUALIZATION
Workstation Graphics

20% 5-YR CAGR

FY18	FY19	FY20	FY21	FY22
$934	$1,130	$1,212	$1,053	$2,111
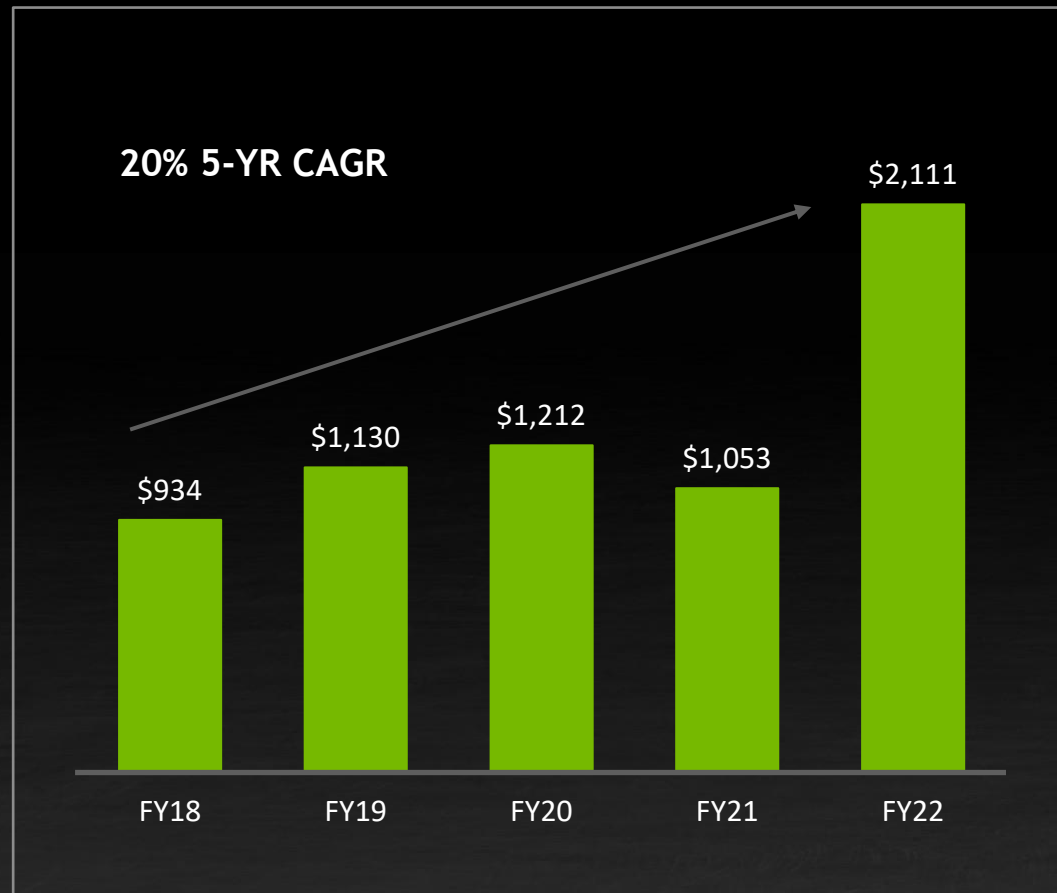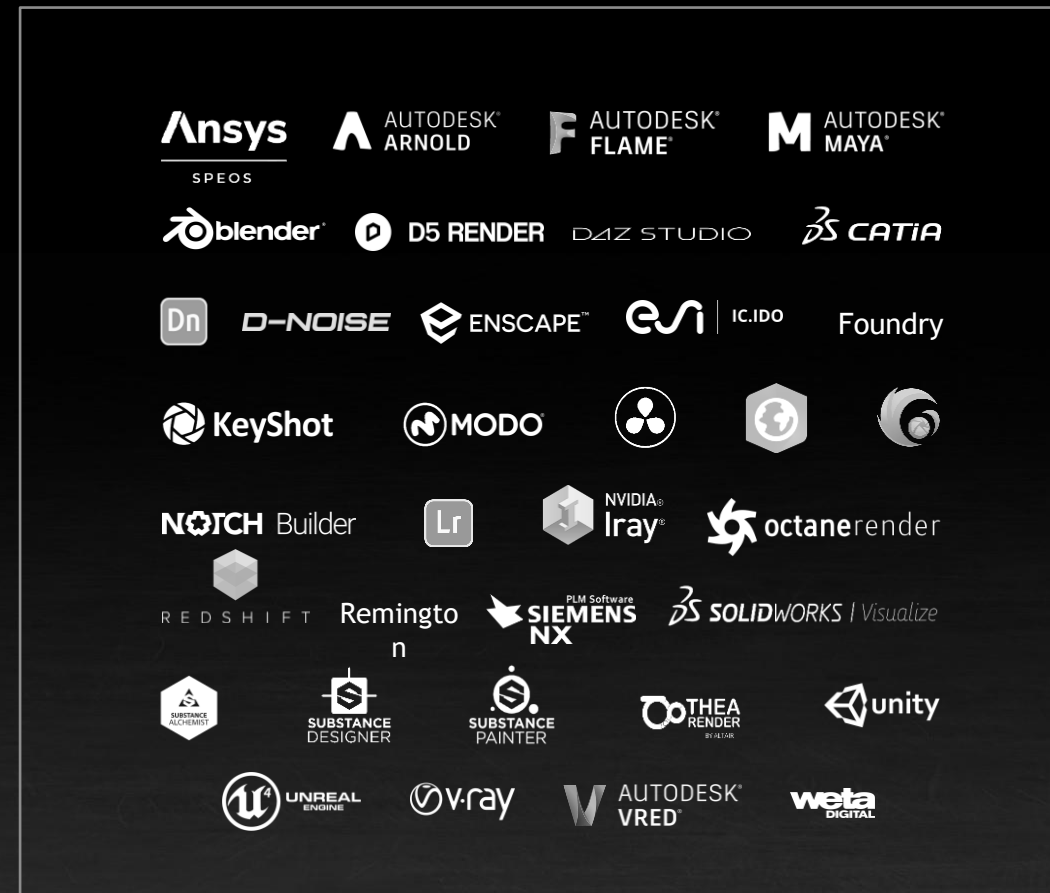
Revenue ($M)

50+ Applications
Unlocking New Markets

Accelerate Rendering   AR/VR   Data Science

Simulation and Sci Viz   Virtual Workstations

45M Designers and Creatives

AUTO
Infotainment and Autonomous Vehicles

3% 5-YR CAGR

Revenue ($M) chart:
- FY18: $558
- FY19: $641
- FY20: $700
- FY21: $536
- FY22: $566
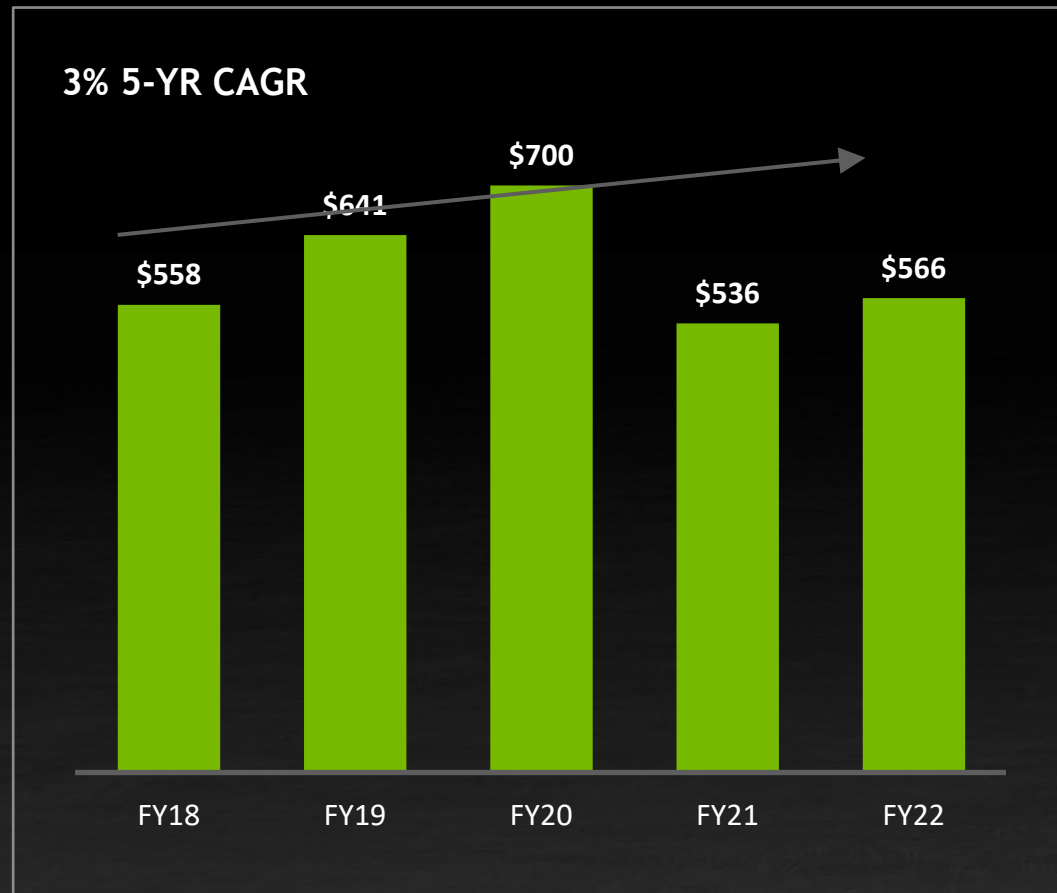
Revenue ($M)

NVIDIA DRIVE Partners chart:
- Cars: 46
- Trucks: 14
- Tier 1s: 29
- Robo taxis: 26
- Mapping: 10
- Sensors: 45
- Software: 81

NVIDIA DRIVE Partners

JAGUAR
RANGE ROVER
VOLVO
MERCEDES-BENZ
DIDI
ZF
XPENG
tu Simple
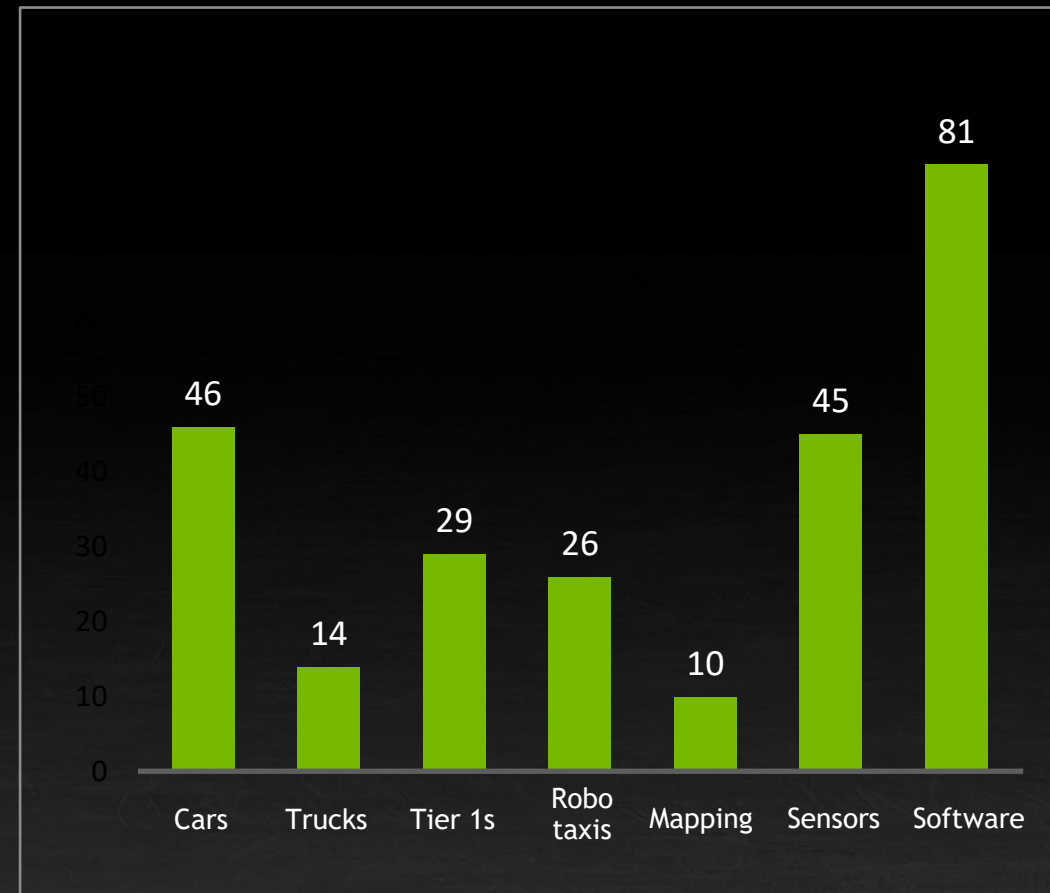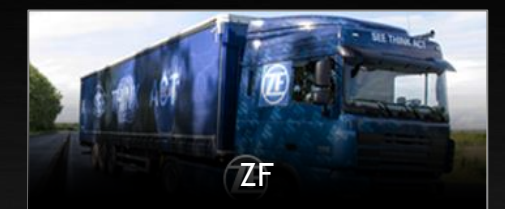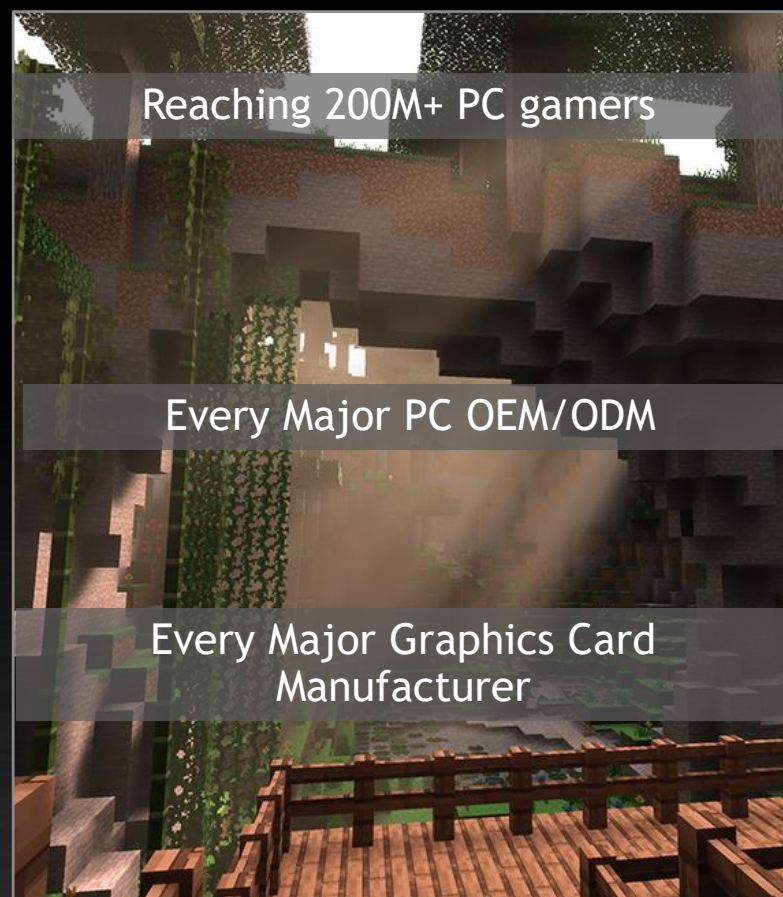
Strong Partnership / Ecosystem

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LARGE AND DIVERSE CUSTOMER BASE

Reaching Hundreds of Millions of End Users Through Hundreds of Customers
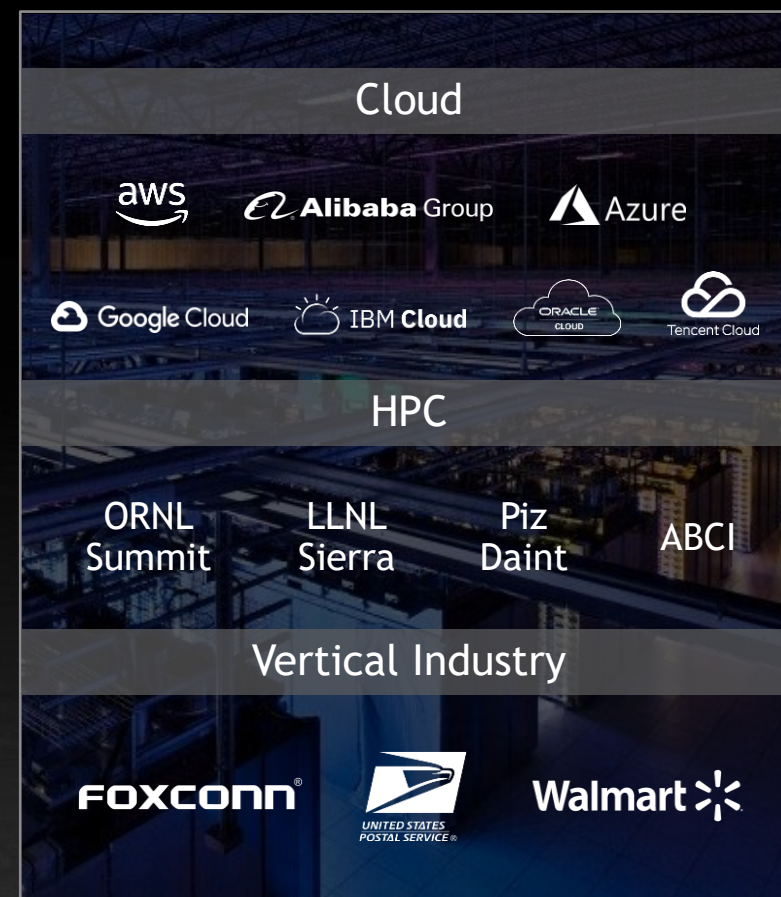
Gaming
Reaching 200M+ PC gamers

Every Major PC OEM/ODM

Every Major Graphics Card Manufacturer

Data Center
Cloud

aws, Alibaba Group, Azure, Google Cloud, IBM Cloud, 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
JAGUAR, LAND ROVER, SAIC, NIO, HYUNDAI MOTOR GROUP, BMW

No customer Larger Than 10% of Total Revenue for the Last 2 Fiscal Years

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FINANCIALS

ANNUAL CASH & CASH FLOW METRICS

OPERATING INCOME (NON-GAAP)

$M

FY18	FY19	FY20	FY21	FY22
3,617	4,407	3,735	6,803	12,690

OPERATING CASH FLOW

$M

FY18	FY19	FY20	FY21	FY22
3,502	3,743	4,761	5,822	9,108

FREE CASH FLOW (NON-GAAP)

$M

FY18	FY19	FY20	FY21	FY22
2,909	3,143	4,272	4,677	8,049

CASH BALANCE

$M

FY18	FY19	FY20	FY21	FY22
7,108	7,422	10,897	11,561	21,208
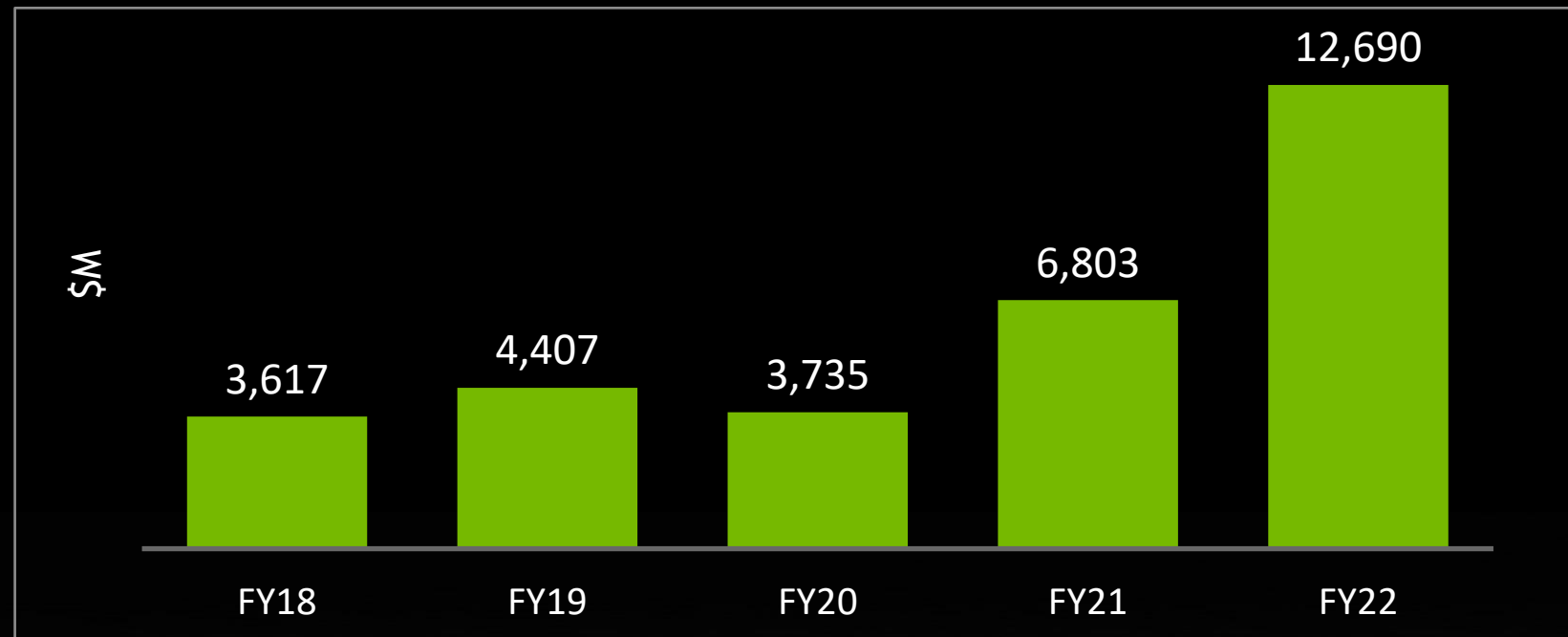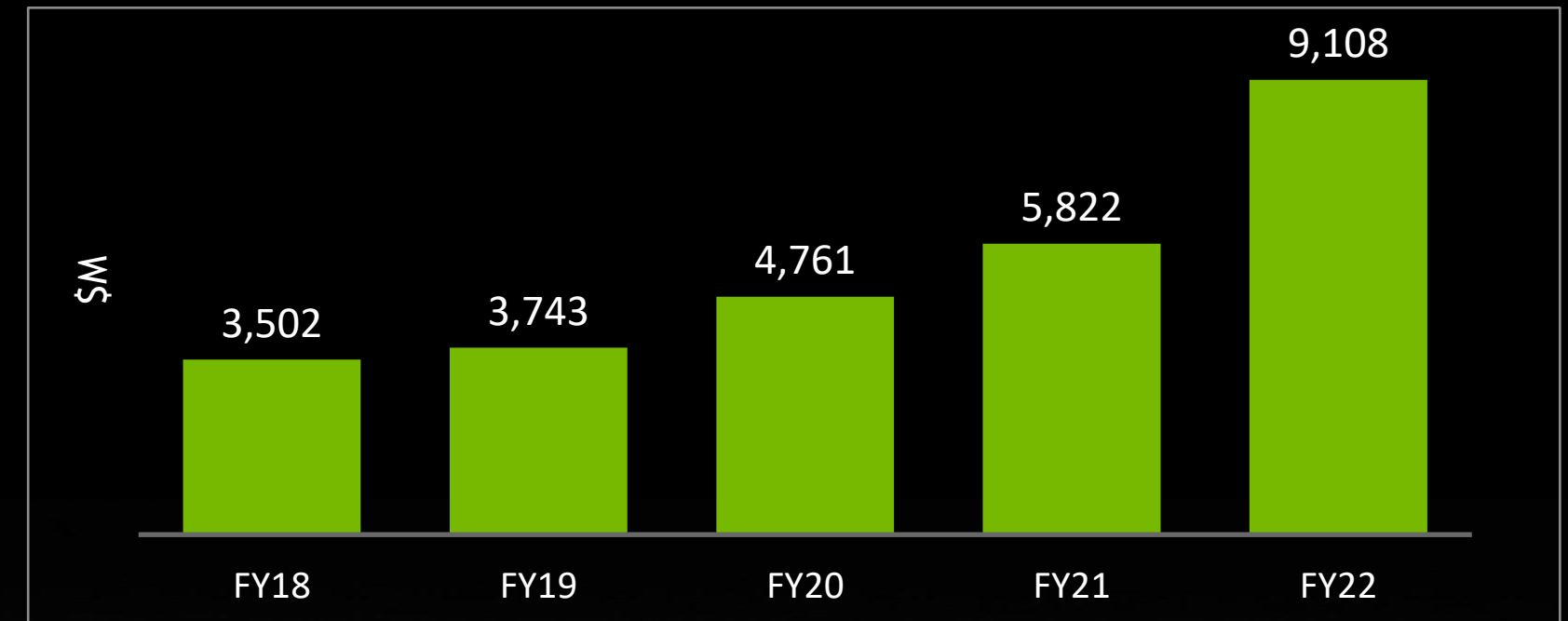
Cash balance is defined as cash and cash equivalents plus marketable securities

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COMMITMENT TO ESG

Building One of the World's Great Companies Through People, Innovation, and Energy Efficient Technology

PEOPLE FIRST

glassdoor BEST PLACES TO WORK 2022

"America's Most Just Companies"

FORBES

"100 Best Companies to Work For"

FORTUNE

"Most Responsible Companies"

NEWSWEEK

"Best Places to Work for LGBT Equality"

HUMAN RIGHTS CAMPAIGN

SOCIETAL INNOVATION

Computing technologies that improve lives and address global challenges.
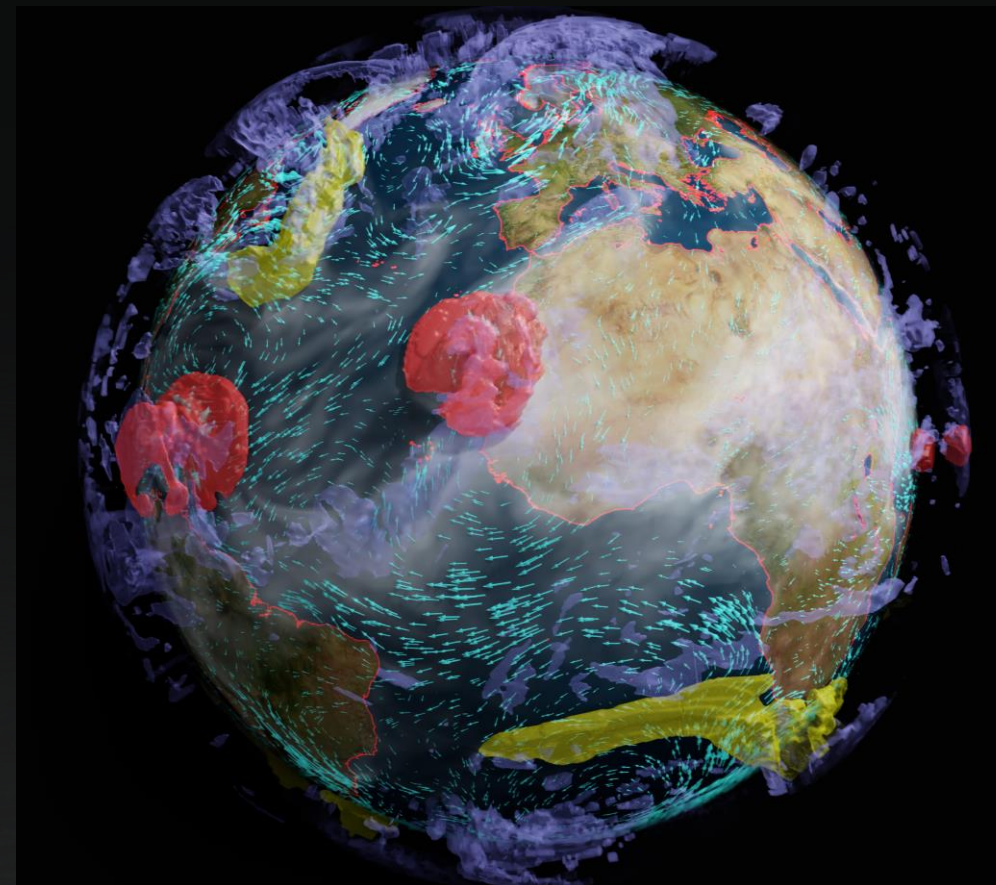
ENERGY AND SUSTAINABILITY

The GREEN 500

NVIDIA powers 23 of the 25 most energy efficient supercomputers
(as of Nov 2021)

NVIDIA GPUs are up to 42 times more efficient than CPUs for AI workloads

100%

of our global electricity use from renewable energy by FY25

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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
Q4 FY2021	65.5%	(1.9)	(0.5)	—	63.1%
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%

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

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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

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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*

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

	NON-GAAP	ACQUISITION-RELATED AND OTHER COSTS (A)	STOCK-BASED COMPENSATION (B)	OTHER (C)	TAX IMPACT OF ADJUSTMENTS	DOMESTICATION TAX BENEFIT	FOREIGN TAX BENEFIT	GAAP
Q4 FY2022								
Operating income ($ in million)	$3,677	(156)	(551)	—	—	—	—	$2,970
Net income ($ in million)	$3,350	(156)	(551)	(53)	330	(7)	90	$3,003
Shares used in diluted per share calculation (millions)	2,545	—	—	—	—	—	—	2,545
Diluted EPS	$1.32	—	—	—	—	—	—	$1.18

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

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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)	Q1 FY2023 OUTLOOK
Non-GAAP gross margin	67.0%
Impact of stock-based compensation expense and acquisition-related costs	(1.8%)
GAAP gross margin	65.2%
Non-GAAP operating expenses	$1,600
Arm write-off cost	1,357
Stock-based compensation expense and acquisition-related costs	593
GAAP operating expenses	$3,550

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