Annual General Meeting

Company Participants

- Jensen Huang, Founder, President and CEO
- Simona Jankowski, VP of Investor Relations
- Tim Teeter, EVP, General Counsel and Secretary

Presentation

Operator

Welcome to the annual meeting for Nvidia Corporation. Our hosts for today's call is Simona Jankowski, Vice President of Investor Relations. Simona, you may begin.

Simona Jankowski {BIO 7131672 <GO>}

Thank you. Good morning. Welcome to Nvidias 2022 Annual Meeting of stockholders. I am Simona Jankowski, Vice President of Investor Relations. We're hosting a fully virtual annual meeting again this year. As a reminder, the rules of conduct for the meeting are posted on our virtual meeting site. We ask that you follow them to help the meeting run smoothly.

Other members of Nvidias management who are present with me today are Jensen Huang, President, Chief Executive Officer and director, Colette Kress, Executive Vice President and Chief Financial Officer and Tim Teeter, Executive Vice President, General Counsel and Secretary.

I would also like to introduce the outside members of our board of directors who are in attendance. Rob Burgess, Tench Coxe, John Dabiri, Persis Drell, Dawn Hudson, Harvey Jones, Mike McCaffrey, Steve Neal, Mark Perry, Brooke, Seawell, Aarti Shah, and Mark Stevens. Finally, I would like to introduce Scott (inaudible) from PricewaterhouseCoopers, our independent registered public accounting firm.

After the formal portion of the meeting, Jenson will provide an update on our business. Then we will set aside some time for questions. I would now like to turn the meeting over to Tim.

Tim Teeter

Thanks, Simona. Good morning. Welcome to our 2022 annual meeting, which will now officially come to order. Jensen will serve as Chairman and I will serve as the Secretary and conduct the procedural portion of the meeting. First, a few housekeeping items. We have opened the online portal for stockholders to vote their shares, and I'll make an announcement when the polls are about to be closed.

Stockholders may ask questions during the meeting. If you have a question, please enter it into the portal. As stated in our rules of conduct, the meeting is not to be used as a forum to present general, economic, political or other views that are not directly related to our business, the business of the meeting, or for matters of individual concern.

In fairness to all attendees, we will limit each stockholder to one question. We may provide a single response to multiple questions, generally asking the same or similar things. At the conclusion of the meeting, we will publish the questions along with our responses on the company's Investor Relations website.

During the course of this meeting, we may make forward-looking statements based on current expectations. These forward-looking statements are subject to a number of significant risks and uncertainties, and our actual results may differ materially. For a discussion of factors that could affect our future financial results and business, please refer to the reports we may file from time to time with the Securities and Exchange Commission, including our annual report on form 10k and our quarterly reports on Form 10Q.

All of our statements are made as of June 2, 2022 based on information available to us as of today and except as required by law, we assume no obligation to update any such statements. We will address the matters described in the company's proxy statement dated April 19, 2022 and then complete the balloting process. An announcement will be made regarding the voting results, and then the official portion of the meeting will be adjourned.

I have a complete list of the stockholders of record of Nvidias common stock on the April 4, 2020 record date for this meeting. I also have an affidavit from Broadridge, certifying that they commenced the mailing of the relevant proxy materials on April 19, 2022.

I'm appointing Chris Woods of American Election Services LLC to act as the Inspector of Elections at this meeting. He will tally the final votes when balloting on all matters is completed. Chris has taken the customary oath of office and we will file this oath with the records of the meeting.

Our bylaws provide that the presence in person or by proxy of a majority of the shares entitled to vote at the meeting will constitute a quorum. There were approximately 2.5 billion shares outstanding on the record date. And Chris has informed me that proxies have been received for approximately 1.9 billion shares, or approximately 78% of the shares outstanding which constitutes a quorum for today's meeting.

Each share of common stock is entitled to one vote. If you are eligible to vote and have not submitted your proxy, or if you want to change your vote, please vote online now. You do not need to vote if you have already sent in your sign proxy or

voted online or by telephone. Your votes will be counted automatically. The time is 11:07am and the polls are currently open for voting.

There are five items of business for this meeting. First, the election of Rob Burgess, Tench Coxe, John Dabiri, Persis Drell, Jensen Huang, Dawn Hudson, Harvey Jones, Mike McCaffrey, Steve Neal, Mark Perry, Brooke Seawell, Aarti Shah, and Mark Stevens to serve as directors until our 2023 annual meeting.

Second, the approval of the compensation of our executive officers for fiscal 2022 as disclosed in our proxy statement. Third, the ratification of PwC as our independent registered public accounting firm for fiscal 2023. Fourth, the approval of an amendment to Nvidias charter to increase the number of authorized shares of common stock from 4 billion to 8 billion, and fifth, the approval of an amendment and restatement of Nvidias equity incentive plan to increase the share reserve by 51.5 million shares.

As the company has not received notice from any of its stockholders have any other matter to be considered at today's meeting, no other proposals will be addressed. If you have not voted and intend to vote, or if you want to change your vote, please do so online now, as the polls will close momentarily. Proxys votes or any changes or revocation submitted after the closing of the polls will not be accepted.

The time is 11:09am and the polls are now closed. The preliminary report of the Inspector of Elections covering the proposals presented at this meeting is as follows. First, each of the 13 director nominees on the ballot had been elected to serve until our 2023 annual meeting or until his or her successor is elected or appointed.

Proposal two to approve the fiscal 2022 compensation of Nvidia's executive officers has been approved. Proposal three to ratify PwC as Nvidias independent registered public accounting firm for fiscal 23 has been approved.

Proposal for to amend Nvidias charter to increase the number of authorized shares of common stock from 4 billion to 8 billion has been approved. And proposal five to amend and restate Nvidias equity incentive plan to increase the share reserved 51.5 million shares has been approved.

A full tally of the votes will be published in a form 8k, which we expect to file with the SEC within four business days. That concludes the formal portion of today's annual meeting. I now declare the business portion of the meeting adjourned. With that alternate over to Jensen for business update, following which we will answer stockholder questions.

Jensen Huang {BIO 1782546 <GO>}

Thanks, Tim. The computer industry is going through the most significant change since the invention of the microprocessor. Artificial Intelligence is driving this

fundamental shift. AI is the most impactful technology force of our time. AI is about computers that learn from data to write software. AI is software that writes software.

AI writes software differently, and the software written by AI is processed differently. Nvidia recognized this mean and pivoted the full force of our company to reinvent computing from the ground up. Our invention of accelerated computing, and our full stack reimagining of data center scale computing, has enabled a million times advance in AI over the past decade.

AI is now transforming every industry and the stunning advances in AI have opened the door to take on some of the world's grandest challenges, such as drug discovery, and climate science. Last year, we announced our Cambridge-1 and Earth-2 initiatives.

Cambridge-1 is our AI computing center that hosts research collaborations with the healthcare and life sciences community to apply AI breakthroughs, to drug discovery. Earth-2 is our digital twin of our planet's climate system. It's built on advances in Nvidias AI, computers, inventions and AI physics algorithms and it's the result of collaborations with leading climate scientists.

Earth-2 will emulate the complex multi physics of Earth's atmosphere, land and sea to predict climate change decades from now, at speeds and record resolutions, millions to billions times faster than possible today.

We hope to create a system that can help scientists industry and policymakers predict the regional impact of climate change and simulate the effects of mitigation and adaptation strategies. Let me now turn to our business and our work to reinvent computing.

We had an excellent year, a record year. Full-year revenue was 26.9 1 billion of 61% from 16.68 billion a year ago. Gross margins increased 120 basis points year-on-year to 66.8%. Operating income increased 87% year-on-year to $12.7 billion and earnings per share increased 78% year-on-year to $4.44. We returned $399 million dollars during the year to shareholders through quarterly cash dividends.

Our top priority remains the expansion of Nvidia accelerated computing, creating software systems, chips that serve more computing environments, markets and applications within each market. Our company has built like a computing stack in four layers: hardware, system software, platform software, and applications. Each layer is open to computer makers, service providers and developers to integrate with their systems.

We now serve over 3 million developers. Our products are available from every major computer maker and in every cloud. More than two -- more than 25,000 companies have adopted our platform across $100 trillion worth of industries. Over the last year, we expanded our platform in new dimensions and directions as we added new chips, systems, and software that open new market opportunities.

A couple of examples. Our new ORAN robotics processor is the central computer for a new generation of self-driving cars, trucks, Robo taxis, delivery robots, warehouse movers, farming robots and more. We created ORAN -- we created ORAN for a near future where everything that moves will have autonomous capabilities.

Our new Grace CPU architecture offers ultra-fast data processing for AI and machine learning. New software opens new markets. Nvidias SDKs provide complex algorithms and engineering an optimized CUDA libraries. Nvidia SDKs are at the center of accelerated computing.

Nvidia RTX for graphics, Nvidia HPC for scientific computing, Nvidia AI for data science and AI, Nvidia drive and Isaac for autonomous vehicles and robots, and Nvidia Omniverse our physically accurate simulation platform for developing and operating fleets of autonomous systems like cars and trucks, and places like warehouses and factories.

Omniverse is a platform for robotics systems, the next wave of AI. This year, we began offering enterprise software licenses and support models for Nvidia AI, Nvidia Drive, and Nvidia Omniverse. New Software new systems and new chips create new growth opportunities.

Since 1993, we've repeated we've repeatedly reinvented computer graphics; the GPU, programmable shading, material simulation, and in 2018, RTX real-time ray tracing and AI image synthesis. Nvidia RTX uses ray tracing and artificial intelligence to approximate the physics of light and materials to generate photorealistic virtual worlds.

Like a time machine RTX made real-time photorealistic 3d graphics possible 10 years earlier than predicted. More than 250 games and apps have incorporated RTX from Fortnite to Adobe Photoshop. RTX gives creators a virtual showroom, architecture walkthroughs products, product configurators and digital arts our powerful new tool.

Over 200 million gamers and creators use NVIDIA GeForce GPUs. In the coming years, nearly everyone can be a creator. Hundreds of millions of creators will build virtual worlds on platforms like Fortnite, Roblox and Nvidia Omniverse.

We're all-hands-on-deck to advance the NVIDIA AI platform, solve new problems and make AI more accessible from PC, Cloud and Enterprise data centers to the industrial edge and robotic systems. Companies from nearly every industry are processing and refining their raw data to make AI software. Today a manufacturer is a company that makes things. In the future all companies will be manufacturers. They will be manufacturers of intelligence, and data centers will be their AI factories.

At GTC 2022, we announced the largest rollout of hardware in our history, the Nvidia H100 GPU is the new engine of the world's AI infrastructure. The Grace CPU Superchip, our entry into CPU, comes packed with one terabytes per second memory bandwidth, and twice the energy efficiency of high performance CPUs.

Grace moves and processes mountains of data. It's ideal for AI infrastructure, cloud and scientific computing.

Grace and Hopper honor Grace Brewster Murray Hopper, a United States Navy Rear Admiral and pioneer of computer programming. She conceived a device independent programming languages, and found the world's first computer bug, a moth [ph] in the mark two computer at Harvard.

On the networking side, Nvidia Spectrum 4 will be the world's first 800 gigabits per second networking switch. Nvidia GPU, CPU and networking systems form the foundation of our computing platform and the industry's AI factories. We are building the world's AI infrastructure from end to end.

Bringing Omniverse to market was a huge endeavor, setting the stage for the next wave of AI and opening a new chapter for Nvidia. Omniverse is a 3d simulation engine to build and connect virtual worlds. Designers from various departments will work together in Omniverse throughout the entire product lifecycle.

Companies will design, train and simulate AI powered robotic systems in Omniverse deploy the AI software into the fleet, and mimic the fleet with a digital twin. Just as AI has revolutionized how software is written and deployed, AI will revolutionize how machines are built and operated.

A whole new level of efficiency and automation is coming to the world's largest industries. Amazon is using Nvidia Omniverse digital twins to optimize the design and flow of its warehouses and train more intelligent robotic systems. PepsiCo uses -- -- PepsiCo uses Omniverse digital twins to improve the efficiency and sustainability of its more than 600 distribution centers.

Siemens Energy is developing a digital twin in Omniverse for predictive maintenance at power plants to help utility providers save billions and unplanned downtime. And Ericsson simulates the performance of 5G radio networks in dynamic metropolitan environments.

The Omniverse ecosystem has expanded quickly in its first year. We have over 80 software tools connected to Omniverse across design, rendering, robotics and digital twins, and industrial automation system.

Omniverse has been downloaded over 150,000 times by individual creators. We imagine a day when Omniverse connects tens of millions of designers, creators, roboticist and AI researchers. Nearly 30 years of Nvidia graphics physics simulation AI and computing expertise made Omniverse possible.

We now have the engine for robotic systems, the next wave of AI. Robots are coming to help from stocking shelves and warehouses and retail stores, to delivering

groceries to picking apples. In the future, most things that move will be robotic. That is they will sense, perceive the environment, reason, act or suggest an action.

Nvidia Isaac is our platform for industrial robot robots. More than 700 customers and partners use Isaac to develop robots for ecommerce fulfillment, retail automation, cleaning, last mile delivery. Nvidia Metropolis is for AI powered places like warehouses, retail stores and factories.

Nvidia Holoscan is an AI-powered medical systems, an open programmable platform built to medical-grade specification for next-generation robotic imaging and surgical instruments. Nvidia Drive is for autonomous vehicles, a full stack open platform for autonomous vehicle development.

The automotive industry is enormous, with 100 million cars sold each year and an installed base of over a billion cars. The Nvidia Drive Orin AV computer chip has entered production and will power cars, trucks, Robo taxis, delivery robots, and industrial movers from over 35 companies.

At this year -- and this year, we entered into multiyear partnerships with Mercedes Benz and Jaguar Land Rover to develop their next generation fleets. Mercedes and JLR will develop deploy Nvidias full stack and AV application from end to end. Mercedes Benz will ship in 2024, Jaguar Land Rover will ship in 2025.

We had a fantastic year, a record year. Nothing makes me -- makes me prouder than the impactful work Nvidia is doing. We're driving advances in the most dynamic areas of computing, artificial intelligence, scientific computing, data center computing and networking, computer graphics, autonomous vehicles, and robotics.

Our computing platforms impact the largest industries from gaming to transportation and healthcare, and the most vital fields of science, from digital biology to climate science. Though macro changes are affecting all industries, we go into this year fully charged with a wave of new products and new market expansion initiatives.

I want to take this opportunity to thank our shareholders and partners for your support, and especially our employees who choose to do their life's work at Nvidia. Simona?

Questions And Answers

A - Simona Jankowski {BIO 7131672 <GO>}

Thanks, Jensen. We'll now move to Q&A. Let's start with a question we received from shareholders on how we see our growth potential this year and next year. Then a related one on how our strategy might change if the economy slows down.

A - Jensen Huang {BIO 1782546 <GO>}

We grew our revenue by a factor of four in just the last five years. As we look out through the rest of this year, and into next year, we continue to see strong growth potential for our company. We're kicking off some of the biggest new product cycles in our history. Let me quickly outline the four big ones.

First, in the data center, which is now our biggest business, we have just launched our newest GPU, Hopper. Hopper is another giant leap in AI computing, and is the new engine world's AI infrastructure and we expect it to do very well across the board from Cloud and hyperscale to enterprise customers of all sizes. Along with our new quantum and NV linked networking platforms, this will be a giant data center refresh.

Second, early next year, we're launching our first ever data center CPU, Grace. This will open up a big new opportunity for Nvidia that we've never participated in. Third, gaming has become the world's number one form of entertainment, and is continuing to expand. In just the last two years 100 million more gamers are playing on PCs.

And forth in auto, we are ramping up our new ORAN robotics processor, a first of its kind processor built for autonomous vehicles and robotic systems. More than 35 automakers, Robo taxi, trucks, and autonomous delivery vehicles have chosen ORAN for their AV platforms. We expect auto to become our next multibillion dollar business.

So all in we're ramping major new processors, each of them unsurpassed in their markets, and serving some of the highest growth markets, AI data center gaming and autonomous vehicles.

Now, you also asked about our strategy and potential economic slowdown. The product cycles, I just outlined position as well for continued growth. Still, we're disciplined in our investment pace to balance long-term growth and continued financial performance. We've hired great talent this year and we're going to slow down hiring for the rest of the year, to be sure that we can support our current employees through this macro backdrop and inflation.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. The next question is, can you talk a little bit about our strategy in the automotive space and our competitive differentiation?

A - Jensen Huang {BIO 1782546 <GO>}

We have a very unique strategy in auto. Building an autonomous fleet requires two computer systems; an AI Data Center to develop the AV software and an AV computer in the car to run the software. It also requires four major software stacks; the data collection and processing, model training, mapping and simulation, and the self-driving car application.

Nvidia DGX super pod is our data center AI computer. Nvidia Drive Oran is our in car AV computer. Nvidia AI is our data processing and AI training software platform. Nvidia Omniverse is the simulation software platform. Nvidia Deep Map is our mapping platform. And Nvidia Drive AV is our car self-driving application.

We're building a fully drivable fleet of autonomous vehicles. Yet our platform is open and customers can engage us however they wish. They can adopt parts of our platform or take it in its entirety.

The Nvidia drive computer and software will power all new Mercedes Benz models starting in 2024 and all new Jaguar and Land Rover vehicles starting in 2025. All in our AV platform has been chosen by over 35 automakers, truck makers, Robo taxi companies, adding up to an $11 billion design win pipeline over the next six years.

A - Simona Jankowski {BIO 7131672 <GO>}

Could you also talk about our strategy in healthcare and the technologies we have to address the opportunities?

A - Jensen Huang {BIO 1782546 <GO>}

Our technologies make a huge contribution to healthcare. We're working on bringing the power of AI to a number of fields, from medical devices to robotic surgery, genomics and drug discovery.

Nvidia Clara is our platform for bringing AI and accelerated computing to the healthcare and life sciences industries. Nvidia Clara has two major pillars. Clara Holoscan is a computing platform that features our AI and image processing expertise for medical imaging and diagnostic instruments. And Clara Discovery combines the power of AI and scientific computing for researchers to apply digital biology approaches to accelerate drug discovery. Nvidia can make a meaningful contribution to healthcare.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. The next set of questions we received relate to our gaming business. Specifically, what percent of our gaming revenue is coming from crypto mining? And what are we doing to address this market while ensuring GPU supply to gamers?

A - Jensen Huang {BIO 1782546 <GO>}

Let me first provide some context. The cryptocurrency market is not a strategic focus for our company. That said, just like any other high performance computing application, crypto mining can be done on GPUs. Over the past few quarters when mining activity surged, we worked hard to prioritize our limited GPU supply for gamers rather than miners.

We did that in two ways. First, we create a crypto mining processors or CMP for professional miners. Last year, that contributed 2% of our total revenue, though we don't expect the meaningful contribution going forward.

Second, we implemented light hash rate technology to our GeForce GPUs to reduce their mining hash rate and help steer GeForce applied to gamers. It is difficult to quantify the contribution of crypto mining to gaming revenue as we don't have perfect visibility into the end use of our GPUs.

Looking ahead, we see reduced demand for crypto mining as cryptocurrency prices have decreased, which should further help with improving the availability of GeForce GPUs to gamers.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. Next set is a question on what actions if any, were taken to reduce our dependence on manufacturing abroad?

A - Jensen Huang {BIO 1782546 <GO>}

Nvidia relies on the services of third-party companies called foundries to manufacture our chips. Our chips are among the most advanced in the world and require the most advanced manufacturing processes.

Today there are two global foundries that provide these processes, TSMC in Taiwan, and Samsung in Korea. We have a long and great partnership with both foundries, which has allowed us to deliver tremendous growth despite the semiconductor shortages throughout the industry.

We continue to advance our multiple supplier resiliency. We are sourcing multiple suppliers, multiple solutions on multiple continents to support our future product development and manufacturing.

As advanced fabs become available in the United States, we expect to manufacture some of our products domestically. TSMC, Samsung, and Intel are in the process of building advanced fabs in the US. We look forward to supporting our growth with domestic manufacturing by our partners.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. A number of questions came in regarding the supply constraints that have been impacting both Nvidia and the broader industry, and in particular, in areas such as gaming and automotive. Can you talk a little bit about what we're doing to mitigate these issues, both in the short term and the longer term?

A - Jensen Huang {BIO 1782546 <GO>}

Yes. You can think about the supply constraints in two categories; those that affect our chips and products, and those that affect our OEM and ODM products and systems, which contain our products.

Both supply categories are needed for producing products for end-customer demand. Both have been a factor over the past few quarters, but only have the ability to -- we only have the ability to address the first one. So let me talk about that.

Demand has been exceeding supply across most of our businesses, particularly in gaming and networking. Our constraints have been in many areas, from wafers to components, and overall logistics. To help address these, we have procured long lead time supply components. And for some, we have even prepaid for supply and capacity to support our growth this year and beyond.

We expect to see a step-up in supply in the second half of this year and that should help support the ramp of multiple product cycles we spoke about a few minutes ago. So overall, we expect much better availability of our gaming products for the holidays, though there will still be some pockets of supply constrained in our broader portfolio.

A - Simona Jankowski {BIO 7131672 <GO>}

Next we received a question on how the Russia Ukraine war may have impacted our revenue and our supply?

A - Jensen Huang {BIO 1782546 <GO>}

First, let me say our hearts go out to all those impacted by the war in Ukraine. We paused selling into Russia in Q1. Historically, Russia represented about 2% of our revenue, with most of that in gaming.

Looking forward in Q2 -- looking forward to Q2, as we detailed our earnings report last week, we have assumed a negative impact to our revenue of approximately $500 million relating to Russia and the China COVID lockdowns. About half of that impact relates to Russia. From a supply standpoint, we do anticipate supply issues to remain as our partners are challenged with delivery and logistics issues.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. Moving to the topic of capital allocation, we received several questions here, including whether we will increase our dividends, continue to buy back our stock and also consider putting the stock again. Could you speak to that?

A - Jensen Huang {BIO 1782546 <GO>}

Our company generates a lot of cash and capital allocation is a top priority. First and foremost, we are investing for growth -- we are investing for growth as our as we have tremendous opportunity ahead of us. The vast majority of our investment is organic.

We consider M&A opportunities, if it is a good strategic and cultural fit. Our acquisition of Mellanox is an excellent example of this. In addition, we have resumed our stock buyback program. In Q1, we repurchased 8 million shares of our stock for $2 billion.

Our board recently increased and extended our share repurchase program so that we are authorized to repurchase up to $15 billion through December 2023. We are committed to maintaining our dividend.

With respect to the question on splitting our stock. We have split our stock five times since inception, most recently last year. We've reviewed this periodically. We consider a stock split if it is in the best interest of our shareholders.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you. I think we have time for one last question, which is on our sustainability efforts. Could you talk a bit about what we're doing to improve and address climate change?

A - Jensen Huang {BIO 1782546 <GO>}

We contribute efforts to reverse climate change through the technology we invent, the science we enable and our operations. Our technology is driving advances for modeling our climate, reducing carbon emission, and designing mitigation and adaptation strategies in the changing world.

Climate scientists use NVIDIA GPUs to model climate scenarios and predict weather patterns. With recent advances in AI, modeling of weather forecasting can now be done four to five magnitudes faster than by using traditional methods. Last year, we announced plans to build Earth-2, AI supercomputer dedicated to predicting the impacts of climate change.

Earth-2 will be a climate digital twin of the Earth, enabling scientists to do ultra-high resolution climate modeling and put tools into the hands of cities and nations to simulate the impact of mitigation and adaptation strategies. Nvidia scientists along with Stanford, Caltech and Purdue recently developed a novel AI technique to predict the pressure buildup caused by capturing CO2 by injecting into deep rock to mitigate climate change.

The process can capture CO2, but also fractured geological formations and leak carbon into aquifers. This AI model helps scientists find an optimal site and injection rate. To achieve net zero emission, the world needs to reduce or capture billions of tons of carbon dioxide in the coming decades. Accelerating this process will undoubtedly help us reach carbon neutrality at a much higher rate.

Nvidias top contribution is with deep computer science. Nvidia GPUs are typically 20 times more energy efficient for AI and HPC workloads and CPUs. If we switched all CPU only running servers, running AI and HPC worldwide to GPU accelerated systems, the world could save nearly 12 trillion watt hours of energy a year, equivalent to the electricity required of nearly 1.7 million US homes.

We aim to make every generation of GPUs faster and more energy efficient than its predecessor. Our ampere GPU architecture is up to 20 times faster for AI, and up to seven and a half times more energy efficient than its previous generation. Our newest GPU, the Hopper-based H100, we take yet another giant leap forward.

And operationally, we have a goal of sourcing 100% renewable electricity for offices and data centers by the end of fiscal year 2025. And Voyager and Endeavour our

newest headquarter buildings are designed to be LEED Gold certified. Several green features will keep energy nearly 30% lower than other facilities of a similar slides.

A - Simona Jankowski {BIO 7131672 <GO>}

Thank you, Jensen. We have not reached the time limit for the 2022 annual meeting and our program has now concluded. A copy of this webcast will be available online on our website through June 2, 2023. We look forward to another great year at Nvidia. Thank you for attending and for your continued support of Nvidia. Our 2022 annual meeting is now closed.

Operator

Thank you. The conference has now concluded. Thank you for attending today's presentation. You may now disconnect.