SAFE HARBOR

Forward-Looking Statements
Except for the historical information contained herein, certain matters in this presentation including, but not limited to, statements as to: our growth and growth drivers; our market opportunities and TAM; AI as the next era of computing; gaming market drivers; the impact of our leadership in PC gaming and investments in mobile-cloud technologies; expected numbers of eSports fans; the impact of broadband adoption, mobile-cloud, VR, AR, AI and autonomous vehicles; a new wave of innovation requiring GPUs; GPU deep learning; AI library engines accelerating deep learning frameworks; internet companies infusing intelligence into every app; NVIDIA’s “Cancer Moonshot” collaborations; our FY2017 and FY2018 capital return program; the performance, impact and benefits of our products and technologies; our strategies; market trends; future financial results, estimates and forecasts; and other predictions and estimates are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. These forward-looking statements and any other forward-looking statements that go beyond historical facts that are made in this presentation are subject to risks and uncertainties that may cause actual results to differ materially. Important factors that could cause actual results to differ materially include: global economic conditions; our reliance on third parties to manufacture, assemble, package and test our products; the impact of technological development and competition; development of new products and technologies or enhancements to our existing products 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. 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 Form 10-Q for the fiscal period ended October 30, 2016. Copies of reports we file with the SEC are posted on our website and are available from NVIDIA without charge. These forward-looking statements are not guarantees of future performance and speak only of December 5, 2016, based on information currently available to us. Except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

Financial Measures
This presentation contains historical revenue amounts for certain of our market platforms and businesses which provides investors with additional information to supplement the segment reporting information contained in our Form 10-K for the fiscal period ended January 31, 2016. In addition to U.S. GAAP financials, this presentation includes non-GAAP financial measures. These non-GAAP financial measures are in addition to, and not a substitute for or superior to, measures of financial performance prepared in accordance with U.S. GAAP. These non-GAAP measures include non-GAAP gross margin, non-GAAP operating margin, and non-GAAP earnings per diluted share. These reconciliations adjust the related GAAP financial measures to exclude stock-based compensation, legal settlement, product warranty charge, acquisition-related costs, contributions, restructuring and other charges, gains from non-affiliated investments, interest expense related to amortization of debt discount, loss on early debt conversions, and the associated tax impact of these items, where applicable. Weighted average shares used in the non-GAAP diluted net income per share computation includes the anti-dilution impact of the company’s Note Hedge. See the Appendix for a reconciliation between each non-GAAP measure and the most comparable GAAP measure.
Transformed the company from a graphics chip to a GPU computing company.

Four multi-billion dollar GPU computing growth drivers — gaming, VR, AI, and self-driving cars.

World’s leading game platform — Increasing production value of blockbuster titles, eSports, emerging markets, gaming-as-sharing-medium, and VR driving continued growth.

Multi-year lead in AI computing — End-to-end AI platform, Pascal GPU optimized for AI, AI library engines integrated into every deep learning framework, on every cloud, from every server maker, accessible to any AI developer.

Multi-year lead in AI car computing — End-to-end AI car platform, scalable from auto-piloted cars to driverless shuttles, from training to cloud mapping to in-car AI.

Record performance — 31% revenue growth, 200bps gross margin growth, 850bps operating margin growth.

Gross margin and operating margin are non-GAAP measures.
Our invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined modern computer graphics, and revolutionized parallel computing.

More recently, GPU deep learning ignited modern AI — the next era of computing — with the GPU acting as the brain of computers, robots, and self-driving cars that can perceive and understand the world.

Every industry has awoken to AI.
A YEAR OF GROWTH AND EXECUTION

Revenue
+31%

Gross Margin
+200 bps

Operating Margin
+850 bps

EPS
+71%

Revenue in billions. Gross margin, operating margin and EPS are non-GAAP measures.
GROWTH IN EVERY BUSINESS

- Gaming +35%
- Pro Viz +12%
- Datacenter +121%
- Auto +58%

Revenue in millions.
MULTIPLE BILLION $ GROWTH DRIVERS

Gaming — $100B Market

AI — Every Internet Query, Enterprise Infused with Intelligence

Autonomous Vehicles — $10T Transportation Industry
At $100B, computer gaming is the largest entertainment industry in the world.

We’ve helped drive the PC gaming market for two decades. Today, NVIDIA gaming is a $3.5B business.

The increasing production value of blockbuster titles, eSports, emerging markets, gaming-as-sharing-medium, and VR will fuel this vibrant market.

Our leadership in PC gaming and investments in mobile-cloud technologies have positioned us for growth into the future.
GEFORCE – THE WORLD’S LARGEST GAMING PLATFORM

100M GeForce gamers worldwide

500M eSports fans worldwide by 2020

Broadband adoption opening up emerging markets

Blockbuster game titles continue to drive graphics-rich gaming

Gaming is a social, creative medium

“One hell of a GPU, and it’s blown many expectations out of the water.”
— TechGage

DATA: eSports fans, Activate.
Mobile-cloud will bring gaming to billions

SHIELD is our foothold in the future of TV and gaming

GeForce Now is a “Netflix” for gaming for that future

Investment in SHIELD paved the way for Nintendo Switch win

“But the real star of the show is something you can’t see, something buried deep inside the Nintendo Switch’s very core. It’s the NVIDIA Tegra chip that makes it go.” —Popular Mechanics
VR / AR – THE NEXT PLATFORMS FOR GRAPHICS

Computer graphics on the cusp of a new wave of innovation that requires powerful GPUs

VR / AR will redefine gaming, film, news, communications, education, and many other industries

NVIDIA VRWorks software helps headset makers and game developers create amazing VR devices and games.
Artificial intelligence is the use of computers to simulate human intelligence.

AI amplifies our cognitive abilities — letting us solve problems where the complexity is too great, the information is incomplete, or the details are too subtle and require expert training.

Learning from data — a computer’s version of life experience — is how AI evolves. GPU deep learning is a new computing model in which deep neural networks are trained to recognize patterns from massive amounts of data. Networks are then deployed in data centers and intelligent devices to infer and predict the next actions.

We’ve built an end-to-end AI platform, from purpose-built processors to systems to software to ecosystem partnerships to training programs.

Every industry has awoken to AI.
NVIDIA AI COMPUTING PLATFORM

One architecture — from PC to server to cloud to mobile to auto

Latest Pascal GPU architecture — purpose-built for AI

AI library engines accelerate every deep learning framework

NVIDIA DGX-1 — AI supercomputer-in-a-box so every enterprise can tap into AI

New Tesla P40, P4 GPUs and TensorRT software for inferencing

World’s leading cloud service providers offer NVIDIA GPUs
World’s leading internet companies are infusing intelligence into every app

IBM’s “Minsky” POWER8 and NVIDIA Tesla P100 server is purpose-built for AI

SAP using NVIDIA DGX-1 to build machine learning enterprise solutions for its 320,000 customers

GPU-optimized Microsoft Cognitive Toolkit – AI platform that spans from datacenter to Microsoft’s Azure cloud
2 billion industrial robots worldwide

FANUC, the Japanese industrial robotics giant, building the factory of the future on the NVIDIA AI platform

NVIDIA GPUs for training, GPU-powered FANUC units to drive groups of robots, embedded GPUs on each robot to perform real-time AI
AI will revolutionize healthcare, from medical imaging to drug discovery to predictive medicine.

Organizations from startups to leading research hospitals using NVIDIA AI platform.

NVIDIA teaming up with the National Cancer Institute, the U.S. Department of Energy and several national labs to bring AI to the “Cancer Moonshot”.

- Reducing Cancer Diagnosis Error Rate by 85%
- Predicting Disease from Medical Records
- Accelerating Targeted Drug Development
Autonomous vehicles will transform the $10 trillion transportation industry — reducing accidents, improving commercial vehicle productivity, and enabling new mobility services.

Autonomous driving requires every aspect of AI: perception of the surroundings, reasoning to determine the conditions of the environment, planning the best course of action, and continuously learning to recognize the vast and diverse world.

NVIDIA DRIVE PX 2 is a scalable architecture that spans the entire range of AI for autonomous driving.
NVIDIA DRIVE PX 2
AI CAR PLATFORM

NVIDIA Drive PX 2 — Scalable architecture that spans the range of autonomous driving

DriveWorks — OS for AI cars

80+ companies currently developing with DRIVE PX 2

Every Tesla Motors vehicle now comes equipped with DRIVE PX 2 for full self-driving capabilities

Partnering with Baidu, TomTom on “cloud-to-car” mapping system

"NVIDIA Corporation Scores Massive Automotive Win With Tesla Motors"
— Motley Fool

NVIDIA DRIVE PX 2
One Architecture, Autocruise to Full Autonomy
MARGIN EXPANSION

Revenue | Gross Margin | Operating Margin

FY 2013: $4.3B, 52.3%, 19.6%
FY 2014: $4.1B, 55.1%, 16.1%
FY 2015: $4.7B, 55.8%, 20.4%
FY 2016: $5.0B, 56.8%, 22.5%
LTM: $6.1B, 58.4%, 28.8%

Gross margin and operating margin are non-GAAP measures.
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RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES
# RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES

<table>
<thead>
<tr>
<th>($ IN MILLIONS, EXCEPT SHARES &amp; EPS)</th>
<th>NON-GAAP</th>
<th>STOCK-BASED COMPENSATION (A)</th>
<th>PRODUCT WARRANTY (B)</th>
<th>ACQUISITION-RELATED ITEMS (C)</th>
<th>RESTRUCTURING &amp; OTHER CHARGES</th>
<th>OTHER (D)</th>
<th>TAX IMPACT OF ADJUSTMENTS</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>YTD’16</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Revenue</td>
<td>$3,609</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$3,609</td>
</tr>
<tr>
<td>Gross profit</td>
<td>$2,045</td>
<td>(10)</td>
<td>(15)</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$2,020</td>
</tr>
<tr>
<td>Gross margin</td>
<td>56.7%</td>
<td>(0.3)</td>
<td>(0.4)</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>56.0%</td>
</tr>
<tr>
<td>Operating expense</td>
<td>$1,276</td>
<td>134</td>
<td>—</td>
<td>18</td>
<td>97</td>
<td>—</td>
<td>—</td>
<td>$1,525</td>
</tr>
<tr>
<td>Operating income</td>
<td>$769</td>
<td>(144)</td>
<td>(15)</td>
<td>(18)</td>
<td>(97)</td>
<td>—</td>
<td>—</td>
<td>$495</td>
</tr>
<tr>
<td>Operating margin</td>
<td>21.3%</td>
<td>(4.0)</td>
<td>(0.4)</td>
<td>(0.5)</td>
<td>(2.7)</td>
<td>—</td>
<td>—</td>
<td>13.7%</td>
</tr>
<tr>
<td>Net income</td>
<td>$632</td>
<td>(144)</td>
<td>(15)</td>
<td>(18)</td>
<td>(97)</td>
<td>(17)</td>
<td>65</td>
<td>$406</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation</td>
<td>557</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>6</td>
<td>—</td>
<td>563</td>
</tr>
<tr>
<td>Diluted EPS</td>
<td>$1.13</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$0.72</td>
</tr>
</tbody>
</table>

A. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
B. Consists of warranty charge associated with a product recall.
C. Consists of amortization of acquisition-related intangible assets, transaction costs, and other credits related to acquisitions.
D. Other comprises of gains from non-affiliated investments and interest expense related to amortization of debt discount. Other also comprises anti-dilution impact from note hedge that is excluded from GAAP weighted average diluted share calculations since its inclusion would be anti-dilutive.
RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONTD.)

<table>
<thead>
<tr>
<th>($ IN MILLIONS, EXCEPT SHARES &amp; EPS)</th>
<th>NON-GAAP</th>
<th>STOCK-BASED COMPENSATION (A)</th>
<th>ACQUISITION-RELATED ITEMS (B)</th>
<th>RESTRUCTURING &amp; OTHER CHARGES</th>
<th>LEGAL SETTLEMENT COSTS</th>
<th>OTHER (C)</th>
<th>TAX IMPACT OF ADJUSTMENTS</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>YTD’17</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Revenue</td>
<td>$4,737</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$4,737</td>
</tr>
<tr>
<td>Gross profit</td>
<td>$2,781</td>
<td>(11)</td>
<td>—</td>
<td>—</td>
<td>(10)</td>
<td>—</td>
<td>—</td>
<td>$2,760</td>
</tr>
<tr>
<td>Gross margin</td>
<td>58.7%</td>
<td>(0.2)</td>
<td>—</td>
<td>—</td>
<td>(0.2)</td>
<td>—</td>
<td>—</td>
<td>58.3%</td>
</tr>
<tr>
<td>Operating expense</td>
<td>$1,368</td>
<td>166</td>
<td>12</td>
<td>3</td>
<td>6</td>
<td>4</td>
<td>—</td>
<td>$1,559</td>
</tr>
<tr>
<td>Operating income</td>
<td>$1,412</td>
<td>(177)</td>
<td>(12)</td>
<td>(3)</td>
<td>(16)</td>
<td>(4)</td>
<td>—</td>
<td>$1,201</td>
</tr>
<tr>
<td>Operating margin</td>
<td>29.8%</td>
<td>(3.7)</td>
<td>(0.3)</td>
<td>—</td>
<td>(0.3)</td>
<td>(0.1)</td>
<td>—</td>
<td>25.4%</td>
</tr>
<tr>
<td>Net income*</td>
<td>$1,147</td>
<td>(177)</td>
<td>(12)</td>
<td>(3)</td>
<td>(16)</td>
<td>(35)</td>
<td>108</td>
<td>$1,012</td>
</tr>
<tr>
<td>Shares used in diluted per share calculation*</td>
<td>594</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>42</td>
<td>636</td>
</tr>
<tr>
<td>Diluted EPS*</td>
<td>$1.93</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>$1.59</td>
</tr>
</tbody>
</table>

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

B. Consists of amortization of acquisition-related intangible assets, transaction costs, and other credits related to acquisitions.

C. Other comprises of contributions, gains from non-affiliated investments, interest expense related to amortization of debt discount and loss on early debt conversions. Other also comprises anti-dilution impact from note hedge that is excluded from GAAP weighted average diluted share calculations since its inclusion would be anti-dilutive.

* Early adoption of accounting standard (ASU 2016-09) impacted YTD’17 Tax rate, Net income and EPS.
## RECONCILIATION OF NON-GAAP TO GAAP FINANCIAL MEASURES (CONT'D.)

<table>
<thead>
<tr>
<th></th>
<th>NON-GAAP</th>
<th>STOCK-BASED COMPENSATION (A)</th>
<th>PRODUCT WARRANTY (B)</th>
<th>ACQUISITION-RELATED ITEMS (C)</th>
<th>RESTRUCTURING &amp; OTHER CHARGES</th>
<th>OTHER (D)</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FY 2013</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gross margin &amp;</td>
<td>52.3%</td>
<td>(0.3)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>52.0%</td>
</tr>
<tr>
<td>Operating margin</td>
<td>19.6%</td>
<td>(3.2)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>15.1%</td>
</tr>
<tr>
<td><strong>FY 2014</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gross margin &amp;</td>
<td>55.1%</td>
<td>(0.3)</td>
<td>0.2</td>
<td></td>
<td></td>
<td></td>
<td>54.9%</td>
</tr>
<tr>
<td>Operating margin</td>
<td>16.1%</td>
<td>(3.3)</td>
<td>0.2</td>
<td></td>
<td></td>
<td></td>
<td>12.0%</td>
</tr>
</tbody>
</table>
## Reconciliation of Non-GAAP to GAAP Financial Measures (Contd.)

<table>
<thead>
<tr>
<th></th>
<th>NON-GAAP</th>
<th>Stock-Based Compensation (A)</th>
<th>Product Warranty (B)</th>
<th>Acquisition-Related Items (C)</th>
<th>Restructuring &amp; Other Charges</th>
<th>Other (D)</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FY 2015</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gross margin &amp; Operating margin</td>
<td>55.8%</td>
<td>(0.3)</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>55.5%</td>
</tr>
<tr>
<td><strong>FY 2016</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gross margin &amp; Operating margin</td>
<td>56.8%</td>
<td>(0.3)</td>
<td>(0.4)</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>56.1%</td>
</tr>
<tr>
<td>Gross margin &amp; Operating margin</td>
<td>22.5%</td>
<td>(4.2)</td>
<td>(0.4)</td>
<td>(0.4)</td>
<td>(2.6)</td>
<td>–</td>
<td>14.9%</td>
</tr>
</tbody>
</table>
### Reconciliation of Non-GAAP to GAAP Financial Measures (Contd.)

<table>
<thead>
<tr>
<th>LTM</th>
<th>Non-GAAP</th>
<th>Stock-Based Compensation (A)</th>
<th>Product Warranty (B)</th>
<th>Acquisition-Related Items (C)</th>
<th>Restructuring &amp; Other Charges</th>
<th>Other (D)</th>
<th>GAAP</th>
</tr>
</thead>
<tbody>
<tr>
<td>LTM</td>
<td>Gross margin &amp; Operating margin</td>
<td>58.4% (0.3)</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>(0.2)</td>
<td>57.9%</td>
</tr>
<tr>
<td></td>
<td>28.8% (3.9)</td>
<td>—</td>
<td>(0.3)</td>
<td>(0.6)</td>
<td>(0.3)</td>
<td>23.7%</td>
<td></td>
</tr>
</tbody>
</table>

A. Stock-based compensation charge was allocated to cost of goods sold, research and development expense, and sales, general and administrative expense.
B. Consists of warranty charge associated with a product recall and release of warranty reserve balance related to the weak die/packaging material set used in certain versions of our previous generation chips.
C. Consists of amortization of acquisition-related intangible assets, transaction costs, and other credits related to acquisitions.
D. Other comprises of legal settlement charges and benefits and the net present value of a charitable contribution.