NVIDIA PROJECT PORTFOLIO ANALYSIS

1. Company and its Industry

Company: NVIDIA

Description:

- NVIDIA is a multinational engineering company located in the United States.
 They produce software and fabless hardware and semiconductor chips
- NVIDIA's main role is the creation of GPU's (Graphical Processing Units) as well as Application Programming Interface for computer chipping and chip units for computing mobile phones
- NVIDIA has also become one of the leading companies in the AI industry, as they focus on the supplies of hardware and software
- Their creations spread across the gaming industry, healthcare, consumer internet, finance, industrial, and more.

Mission/Vision Statement:

Mission Statement: NVIDIA has been on a mission to fundamentally change how computing works, and what computers are capable of doing using AI and other tools. NVIDIA has paved the way via their powerful and industry leading chips to carry out technological advances that have had a profound impact on technology worldwide throughout several industries including the gaming industry, with enhanced graphics, the automotive industry, and robotics.

Vision Statement: To advance computing capabilities beyond what a computer is automatically capable of. By not being risk averse, and operating under an efficient system that values its employees and the communities that are served, NVIDIA views a path that allows them to carry out these technological advances.

Business Objectives/Strategies:

Objective 1: Lead in Al and High Performance Computing

Strategy 1: Product Distinctiveness: NVIDIA's main goal and strategy is utilizing its advanced designs and developments to offer tech solutions for complex computing problems, with heavy emphasis placed on performance rather than cost.

Strategy 2: Investing: Because NVIDIA utilizes a lot of resources on innovation, NVIDIA, through NVentures, invests in innovative corporations under their platform. By

also including NVIDIA's heavy emphasis on R&D, this keeps them at the forefront in leading in AI and High Performance Computing.

Objective 2: Expand Data Centers

Strategy 1: Technological Distinctiveness: Because NVIDIA utilizes a lot of resources on innovation, NVIDIA, through NVentures, invests in innovative corporations under their platform. By also including NVIDIA's heavy emphasis on R&D and their plan to expand their data centers, this keeps them at the forefront in being a top investor in maintaining and improving their technological processes. These investments help NVIDIA to maintain technological distinctiveness

Strategy 2: Sustainability: Because NVIDIA engages in energy-efficient computing, this by itself demonstrates the corporation's commitment to sustainability. By investing in developing new data centers and accelerated computing, NVIDIA is putting themselves in the forefront in this category.

Objective 3: Dominate the Gaming Industry

Strategy 1: Al: NVIDIA's strategy focuses on the creation of GPU's and Al platforms to strategically partner with companies in order to drive the adoption of Al, with one of the main industries being in the gaming industry.

Strategy 2: Market Domination: By utilizing one of the fastest GPUs available today (GeForceRTX), NVIDIA sets itself apart from its competitors. This helps them in achieving market domination in the gaming industry, which achieves a competitive advantage for NVIDIA over its competitors.

3 Portfolio Objectives:

- Growth and Profitability: The objective of growth and profitability focuses on expanding market share and revenue through increased quality, product innovation and customer satisfaction, strategic partnerships as well as entering new segments. This objective increases company growth and increases and sustains financial success.
- Market Leadership: An aim at NVIDIA is to become a leading market competitor and remain in that position. They would like to dominate key sectors of technology, AI, gaming and more. This requires emphasis on research and development, and branding.
- 3. **Market Sustainability:** To commit to sustainable business practices that show the priority of environmental responsibility. It focuses on reducing carbon footprints, and ensuring NVIDIA'S practices and operations meet and align with sustainability and environmental goals, while leading market share and fostering growth.

Projects and Descriptions:

 NVIDIA GeForce GTX 1080 Graphics Card: Develop a custom game engine for the GTX 1080's Pascal architecture, focusing on rendering techniques and high frame rates. The project will include performance benchmarks against other graphics cards.

- 2. **NVIDIA CUDA Programming Model**:Develop a deep learning application that leverages CUDA for faster data processing and model development, showcasing performance improvements in tasks.
- 3. **NVIDIA Drive PX Platform:** Create a simulated environment for testing AI driving algorithms, focusing on safety and efficiency. Analyze simulation data to enhance decision making processes in vehicles.
- 4. **NVIDIA Omniverse:** Build a detailed 3D model, integrating real-time rendering and collaborative features. The project will result in an immersive VR experience for architecture and urban planning.
- NVIDIA Deep Learning Institute (DLI): Create a curriculum featuring workshops and online courses on AI and deep learning, focusing on data science and GPU computing.
- **6. AI-Powered Healthcare Diagnostic Platform:** Develop an AI-based platform that assists healthcare professionals in diagnosing diseases using medical images and patient data.
- **7. Quantum Computing Research Initiative:** Invest in research and development to build the world's first commercial-grade quantum computing processor.
- **8. Next-Gen Gaming Metaverse:** Build a hyper-realistic, Al-driven gaming metaverse that allows players to interact in virtual environments with realistic physics and visuals.
- **9. AI-Empowered Smart Cities Platform:** Develop an AI-driven platform for managing infrastructure, traffic, energy, and security for smart cities.
- **10.** Energy-Efficient Al Processor for Edge Computing: Design and manufacture an ultra-low-power Al processor specifically for IoT and edge computing applications.

- **11. Al-Powered Personalized Education Platform:** Develop an Al-driven education platform that creates personalized learning experiences for students based on their learning styles, progress, and interests.
- **12. Sustainable Supercomputing Initiative:** Build a supercomputer powered by renewable energy sources and optimized for maximum energy efficiency, aimed at reducing the environmental footprint of high-performance computing (HPC).
- **13. Real-Time Al Simulation for Disaster Management:** Create a real-time simulation platform that uses Al to predict and manage natural disasters like earthquakes, floods, and wildfires, providing governments and organizations with real-time action plans.
- **14. Al-Enhanced Virtual Concert Experience:** Create a virtual concert platform where Al avatars of artists can perform live, providing fully immersive experiences for audiences worldwide through VR and AR technology.
- **15. Al-Driven Climate Change Simulation Platform:** Build an Al-driven climate simulation platform that models climate change impacts, helping governments and organizations make informed decisions about mitigation and adaptation strategies.

Risk Analysis

10 risks:

- 1. Theft and Copyright
- 2. Natural Disaster
- 3. Inflation
- 4. Cyber Security
- 5. Political Disruption (Policy changes/new policies)
- 6. Talent Shortage
- 7. Supply Disruption
- 8. Legal risk (international regulations)
- 9. Public Resistance (Citizens and city officials may resist Al-driven platforms due to concerns about privacy, surveillance, and job displacement)
- 10. Competition

1.Natural Disaster: Natural Disasters pose a big risk for Nvidia, it can lead to the damaging of infrastructure, and potential data loss. This can lead to great financial loss and reputational loss.

The probability that this risk will occur is p = 0.6

The impact of these risks based on 3 portfolio objectives (all weigh the same) are 1, 0.7, and 0.7.

The overall impact is therefore: (1 + 0.7 + 0.7)/3 = 0.8

Risk Score = $0.6 \times 0.8 = 0.48$ This is a Medium Risk Category.

Natural Disaster Risk Response Plan: For this risk response plan, it is important to develop mitigation strategies, prepare for the risk and monitor the environment. Possible mitigation strategies include the development of infrastructure that can resist and withstand disasters such as floods etc. Investing into advanced and secure materials during construction will aid. Secondly, in terms of software it is important to regularly back up data so data loss can be prevented.

It is important to prepare resources in the case of this event. Regular training sessions for employees on how to respond in cases of natural disasters. Provision of supplies for stock emergencies is significant as well .

It is important to keep up with monitoring of the environment using tools, identifying weather patterns and looking for early warnings is important. Regularly updating and making audits of protection plans and infrastructure helps as well to mitigate risks.

2. CyberSecurity Risk: Cybersecurity risk is the likelihood that a cyber threat will exploit a vulnerability in an organization's information systems, resulting in unauthorized access, data loss, or disruption of services.

The probability that this risk will occur is p= 0.8

The impact of these risks based on 3 portfolio objectives (all weigh the same) are 0.7, 0.8 and 0.6.

The overall impact is therefore : (0.7 + 0.8 + 0.6)/3 = 0.7

Risk Score = $0.8 \times 0.7 = 0.56$ This is a High Risk Category.

Cybersecurity Risk mitigation plan: Firstly, some mitigation strategies involve putting in place advanced security measures, this can be done through the development of authentication systems, encryption as well . Nvidia is known for their cutting edge technology as well as their human capital the development of these systems should be feasible for them. Analyzing storage systems as well as security systems regularly as well will help identify vulnerabilities.

In the case of an incident occurring with Nvidia's systems being hacked etc, a response team (already present with Nvidia) should be utilized. To ensure greater productivity and use of their

resources, regular training and development is suggested. As stated earlier in the response plan for natural disasters, promoting a culture of security is important and regular auditing and drills are necessary.

3.Talent Shortage : This refers to the human capital at Nvidia's disposal. It represents the gap between the skills and expertise that is needed by the employers .

The probability that this risk will occur is: 0.4

The impact of these risks based on 3 portfolio objectives (all weigh the same) are 1, 0.8, and 0.8.

The overall impact is therefore: (1 + 0.8 + 0.8)/3 = 0.867

Risk Score = $0.4 \times 0.867 = 0.3468$ This is a Medium Risk Category.

Talent Shortage Risk Mitigation Plan: To combat the risk of facing a talent shortage, there are several different mitigation strategies that can be implemented. NVIDIA could first increase benefits for their current employees. This could include increased pay or better incentives like bonuses as a reward. Another strategy would be to acquire talent from outside the corporation. By reaching a larger talent pool, NVIDIA can increase their chances of acquiring top talent that can complete the needed work that is needed to be completed.

It is important for NVIDIA to also provide on the job training to its current employees and any acquisition of new talent. By investing in both compensation and development of its employees, NVIDIA lowers its risk of dealing with a shortage of talented employees.

4. Theft and Copyright: This refers to the unauthorized access of or stealing of information, or product belonging to NVIDIA. This can lead to both financial losses and security concerns. This can have massive implications on NVIDIA's business strategies including a major loss of profits, loss of market leadership, and sustainability.

The probability that this risk will occur is: 0.8

The impact of these risks based on the 3 portfolio objectives (all weigh the same) are 1, 0.6, and 0.8

The overall impact therefore is (1 + 0.8 + 0.8)/3 = 0.8

Risk Score = 0.8 * 0.8 = 0.64 This is a High Risk Category

Theft and Copyright Risk Mitigation Plan: Because NVIDIA is a technology and chip developer, most of any theft or copyright that is likely to occur would be through a cyber attack or hack. This would result in a loss of valuable information to NVIDIA. To combat this if this were to occur, NVIDIA should utilize security checkpoints, and as stated previously, encryption methods to protect valuable software. NVIDIA's reputation of developing high-end software lends confidence that a high-quality security and encryption method is properly created and utilized.

One way of going about this is to create a cyber risk and loss team that mitigates the severity of any such theft or copyright occurring. As stated before, building a strong culture and conducting training sessions help to ensure top quality performance among employees. On top of that, providing increased incentives to employees only solidifies the strength of the company culture.

5. Inflation: This term describes the rate at which the value of a currency is falling relative to the adjusted cost of goods and services, which are rising. The devaluing of a currency can have massive implications on how profitable NVIDIA can be which further hampers their ability to become market leaders and sustainable.

The probability this will occur is 0.6

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 1, 0.6, and 0.6

The overall impact therefore is (1 + 0.6 + 0.6)/3 = 0.733

Risk Score = 0.6 * 0.733 = 0.44

This is a Medium Risk Category

Inflation Mitigation Plan: Because the rate of inflation is out of the control of NVIDIA, and because this can change at any time, constant scanning is needed for the most accurate results. A good way to combat this is to develop a team of economists that constantly scan the economy and predict ahead of time when inflation could occur.

There are also some instances where inflation hits that are unpredictable even if all mitigation efforts were implemented. This is susceptible in countries with volatile economic conditions. NVIDIA's global presence adds this challenge to the risk of inflation as well. Even with the mitigation plans implemented above, inflation can still have an impact on NVIDIA in which case it is to just weather whatever consequences occur as a result.

6. Government Policy Change: This describes the risk faced by a corporation when a country implements changes, additions, or subtractions to laws or rules within a defined area. With NVIDIA having a presence in multiple countries, they are highly susceptible to having to deal with government policy change, which could risk their main objectives.

The probability this risk will occur is 0.6

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 0.8, 0.8, and 0.8

The overall impact therefore is (0.8 + 0.8 + 0.8)/3 = 0.8

Risk Score = 0.6 * 0.8 = 0.48

This is a Medium Risk Category

Government Policy Change Mitigation Plan: With AI use and development becoming more widespread globally, some countries have started to propose or take action to implement regulations, and laws on restricting the scope of AI use. This is especially important to NVIDIA

as AI development is one of the core backbones of the company itself. To combat this, NVIDIA should constantly communicate with its employees whenever law changes or regulations are imposed on their industry. By utilizing meetings and being open and honest with their employees, NVIDIA reduces it's risk of being negatively impacted by government policy changes and builds a stronger culture within their organization.

7. Supply Disruption: This refers to an unexpected event that occurs that causes a delay in the flow of goods in a given network

The probability this risk will occur is 0.4

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 0.8, 0.6, and 1

The overall impact therefore is (0.8 + 0.6 + 1)/3 = 0.8

Risk Score = 0.4 * 0.8 = 0.32

This is a Medium Risk Category

Supply Disruption Mitigation Strategy: Given the complex structure of NVIDIA's supply and information networks, there are many moving parts that become susceptible to a supply disruption. To mitigate this, management should communicate and define channels and flows paths through which the supply of information flows through. This can be achieved through increased communication with employees and key stakeholders, and enhanced training of employees to mitigate the risk of a potential disruption.

8. International Regulations: NVIDIA's presence in several countries worldwide puts them under the different laws and regulations that each enforces and implements, which can increase the probability that NVIDIA's goals and objectives are negatively affected.

The probability this risk will occur is 1.0

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 1, 0.8, and 0.8

The overall impact therefore is (1 + 0.8 + 0.8)/3 = 0.867

Risk Score = 1 * 0.867 = 0.867

This is a Very High Risk Category

International Regulations Mitigation Plan: To combat any potential international regulations, NVIDIA can increase lines of communication between management and all stakeholders around the globe. This improves clarity at all levels and strengthens their relationship with these key stakeholders. Through a strong supportive culture, NVIDIA can reduce their risk of running into international regulatory problems.

9. Public Resistance: The large expansion of AI into people's daily lives have led to resistance from people. Personal privacy concerns have led to many people being hesitant about utilizing AI services. This can negatively impact NVIDIA's main objectives

The probability this risk will occur is 0.8

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 0.6, 0.6, and 0.8

The overall impact therefore is (0.6 + 0.6 + 0.8)/3 = 0.667Risk Score = 0.8 * 0.667 = 0.53

This is a High Risk category

Public Resistance Mitigation Plan: Personal privacy concerns have been raised by consumers of AI as it continues to grow and become more implemented into our daily lives. To mitigate this risk NVIDIA faces, increased awareness should be raised and implemented by management to help show what AI really is and how it actually operates to its customers. This helps to restore trust in NVIDIA's customers, a key stakeholder, and strengthen the connection between customer and company, which further strengthens the company culture.

10. Competitors: As AI is an emerging technology and a relatively new market, the race between firms to grab control of the market has skyrocketed. This puts NVIDIA in the middle of this race, with all of the companies objectives and strategies on the line.

The probability this risk will occur is 1

The impact of this risk based on the 3 portfolio objectives (all weigh the same) are 1, 1, and 1 The overall impact therefore is (1 + 1 + 1)/3 = 1

Risk Score = 1/1 = 1

This is a Very High Risk Category

Competitors Mitigation Plan: To mitigate the growing risk that NVIDIA faces with a growing number of competitors, NVIDIA can differentiate themselves by differentiating their overall products. This is achieved by tapping into NVIDIA's biggest strength in the market, that being their high quality of product that they produce, this being technology and AI. By being able to differentiate among the competitors, NVIDIA reduces their risk of being overtaken by competitors and sets themselves into a good position of achieving their company strategies and objectives.

Portfolio Balance Assessment Proposal

To properly assess the balance of our portfolio, we will create a bubble chart using our 5 chosen dimensions. Bubble charts are effective at conveying complex and large amounts of data involving multiple variables. By using different bubble sizes and plotting them on a coordinate axis, the end result will paint an accurate picture of how well NVIDIA's portfolio of projects is balanced relative to the 5 dimensions.

5 Dimensions

- 1. R/D cost to completion
- 2. Risk vs reward based on financial expectations
- 3. Inventive Merit
- 4. Competitive impact of technology/durability of competitive advantage
- Probabilities of success

Explanations and Justifications for dimensions

1. R&D Cost to Completion

- **Explanation:** This dimension represents the remaining research and development expenditure required to complete the project.
- **Justification:** It's crucial to understand how much more investment is needed before the project can deliver returns. This helps assess whether the company is overcommitting resources to high-cost projects and whether the portfolio is skewed towards projects that require heavy investment or those that are near completion.

2. Risk vs Reward (Financial Expectations)

- **Explanation:** This dimension captures the balance between the financial risks and the potential rewards of each project.
- Justification: Assessing risk vs. reward ensures that the company is not just investing
 in high-risk, high-reward projects but has a balanced mix, including lower risk projects
 that provide stable returns. This can prevent the portfolio from becoming overly risky or
 conservative.

3. Inventive Merit

- **Explanation:** Inventive merit refers to the level of innovation or novelty involved in the project. It reflects how groundbreaking the technology or product is.
- Justification: A well-balanced portfolio should have a mix of innovative projects pushing
 the boundaries of what's possible and more incremental developments that carry lower
 risk. This dimension ensures that the portfolio is not too focused on safe, low-innovation
 projects.

4. Competitive Impact of Technology/Durability of Competitive Advantage

• **Explanation:** This dimension measures the potential of the technology to create a sustainable competitive advantage in the market.

 Justification: It's essential to evaluate whether a project can provide a durable competitive edge, ensuring that the company can maintain leadership or carve out new market space. Projects with a high competitive impact contribute to long-term market success and defensibility.

5. Probability of Success

- Explanation: This dimension refers to the likelihood that a specific project will achieve
 its goals and objectives. It is usually expressed as a percentage or in other qualitative
 modes.
- Justification: The probability of success is a key dimension in portfolio balancing, as it
 assesses the likelihood of achieving desired outcomes within the project. Evaluating the
 probability of success allows informed decisions regarding the allocation of resources
 and which would bring forth the highest returns on investment. This can help in the
 analysis of the risk vs reward dimension as well through managing the risks of investing
 in projects within the portfolio.

TABLE DATA SHOWING THE PROJECTS BY THE DIMENSIONS FOR PORTFOLIO BALANCING

Scale 1-5

1 being poor and 5 being very good

| | &D Cost to ompletion | Risk vs Reward | Inventive Merit | Competitive Impact of Technology | Probability of Success |
|--|----------------------|-------------------|--------------------|--|------------------------|
|--|----------------------|-------------------|--------------------|--|------------------------|

| | | (Financial Expectations) | | | |
|---|---------------|-----------------------------|---|---|---|
| NVIDIA GeForce GTX 1080 Graphics Card | \$185 million | 4 | 4 | 5 | 5 |
| Al-Driven Climate Change Simulation Platform | \$600 million | 5 | 5 | 4 | 5 |
| NVIDIA CUDA Programming Model | \$300 million | 5 | 4 | 3 | 4 |
| NVIDIA Drive PX Platform | \$520 million | 4 | 4 | 5 | 4 |
| NVIDIA Omniverse: | \$400 million | 5 | 5 | 5 | 4 |
| NVIDIA Deep Learning Institute (DLI) | \$50 million | 3 | 3 | 3 | 5 |
| Al-Enhanced Virtual Concert Experience | \$150 million | 4 | 4 | 4 | 3 |
| Al-Powered Healthcare Diagnostic Platform | \$250 million | 5 | 4 | 4 | 3 |

| Quantum Computing Research Initiative | \$1 billion | 5 | 5 | 5 | 2 |
|--|---------------|---|---|---|---|
| Next-Gen Gaming Metaverse | \$500 million | 5 | 4 | 5 | 3 |
| Al-Empowered Smart Cities Platform | \$600 million | 4 | 4 | 4 | 4 |
| Energy-Efficien t Al Processor for Edge Computing | \$300 million | 4 | 5 | 4 | 4 |
| Al-Powered Personalized Education Platform | \$200 million | 4 | 4 | 3 | 4 |
| Sustainable Supercomputin g Initiative | \$750 million | 4 | 4 | 3 | 4 |
| Real-Time Al Simulation for Disaster Management | \$400 million | 4 | 5 | 4 | 4 |

Strategic Alignment Analysis

<u>Top-down strategic bucket strategy</u>

Justification For Using a Top Down Approach at NVIDIA

The top down approach involves a product roadmap. This encompasses and outlines the key products or platforms the company wants to develop over time. In this approach it is determined what projects will fulfill this road map. Buckets of spending are then developed according to strategy. Each bucket has relayed projects.

- Strategic Alignment: Nvidia has a clear strategy focused on advancements in innovation technology and leadership in Al. A top down strategy allows for all projects to directly support these goals, which allows for coordinated strategy across the organization.
- 2. Resource Allocation Efficiency: By allocating the necessary funds needed per bucket, this allows NVIDIA to effectively allocate resources. It helps t prioritize necessary projects and effectively analyze them as well.
- **3. Decisions Making**: It streamlines the decision making process as goals and objectives are made clear to all teams.
- **4. Focus on High Impact Projects:** This approach defines clearly all groups of projects within the organization. Therefore, high impact and projects of huge value and greatest opportunity for return investments can adequately be prioritized.
- **5. Streamlined Communication:** This approach fosters an effective communication system between management and project teams. By highlighting and enforcing strategic priorities from top management, teams have the room to focus on the objectives without the air of ambiguity.

7 Criteria

1ST BUCKET : Computing Allocated Funds: \$3.21 billion

Justification:

Related Projects:

- 1. NVIDIA CUDA Programming Model \$110 million
- 2. Sustainable Supercomputing Initiative \$750 million
- 3. Energy-Efficient Al Processor for Edge Computing \$300million

4. NVIDIA Drive PX Platform- \$50 million

5. Quantum Computing Research Initiative- \$1 billion

Weight Definition:

| Criterion | Weight |
|----------------------------|--------|
| Profitability | 0.20 |
| Growth Potential | 0.20 |
| Technological Adaptability | 0.10 |
| Quality | 0.15 |
| Customer Satisfaction | 0.20 |
| Innovation | 0.10 |
| Competition | 0.05 |

1. NVIDIA CUDA Programming Model

| Criterion | Criterion | Very | Good | Medium | Poor | Very Poor | Rating = W x C |
|------------------------|----------------|-----------|------|--------|------|-----------|----------------|
| | Weights(W) | Good 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.20 | | х | | | | 0.8 |
| Growth Potential | 0.20 | х | | | | | 1.0 |
| Strategic Alignment | 0.10 | х | | | | | 0.5 |
| Quality | 0.15 | | х | | | | 0.6 |
| Customer satisfaction | 0.20 | х | | | | | 1.0 |
| Innovation | 0.10 | | х | | | | 0.4 |
| Competition | 0.05 | х | | | | | 0.25 |
| TOTAL | | | | | | | 4.55 |

2. Sustainable Supercomputing Initiative

| Criterion | Criterion | Very | Good | Medium | Poor | Very Poor | Rating = W x C |
|------------------------|----------------|-----------|------|--------|------|-----------|----------------|
| | Weights(W) | Good 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.20 | | х | | | | 0.8 |
| Growth Potential | 0.20 | | х | | | | 0.8 |
| Strategic Alignment | 0.10 | х | | | | | 0.4 |
| Quality | 0.15 | х | | | | | 0.75 |
| Customer satisfaction | 0.20 | х | | | | | 1.0 |
| Innovation | 0.10 | | х | | | | 0.4 |
| Competition | 0.05 | | х | | | | 0.2 |
| TOTAL | | | | | | | 4.35 |

3. Energy-Efficient Al Processor for Edge Computing

| Criterion | Criterion | Very | Good | Medium | Poor | Very Poor | Rating = W x C |
|------------------------|----------------|-----------|------|--------|------|-----------|----------------|
| | Weights(W) | Good 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.20 | | х | | | | 0.8 |
| Growth Potential | 0.20 | | x | | | | 0.8 |
| Strategic Alignment | 0.10 | х | | | | | 0.5 |
| Quality | 0.15 | х | | | | | 0.75 |
| Customer satisfaction | 0.20 | х | | | | | 1.0 |
| Innovation | 0.10 | | х | | | | 0.4 |
| Competition | 0.05 | | х | | | | 0.2 |

| TOTAL |
|-------|
|-------|

4. NVIDIA Drive PX Platform

| Criterion | Criterion Weights(| Very Good | Good | Medium | Poor | Very Poor | Rating = W x C |
|------------------------|-----------------------|--------------|------|--------|------|-----------|----------------|
| | W) | 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.20 | х | | | | | 1.0 |
| Growth Potential | 0.20 | х | | | | | 1.0 |
| Strategic Alignment | 0.10 | | x | | | | 0.4 |
| Quality | 0.15 | x | | | | | 0.75 |
| Customer satisfaction | 0.20 | х | | | | | 1.0 |
| Innovation | 0.10 | | х | | | | 0.4 |
| Competition | 0.05 | | х | | | | 0.2 |
| TOTAL | | | | | | | 4.75 |

5. Quantum Computing Research Initiative

| Criterion | Criterion Weights(| Very Good | Good | Medium | Poor | Very Poor | Rating = W x C |
|------------------------|-----------------------|--------------|------|--------|------|-----------|----------------|
| | W) | 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.20 | х | | | | | 1.0 |
| Growth Potential | 0.20 | | x | | | | 0.8 |
| Strategic Alignment | 0.10 | х | | | | | 0.5 |
| Quality | 0.15 | | х | | | | 0.6 |
| Customer satisfaction | 0.20 | х | | | | | 1 |
| Innovation | 0.10 | | х | | | | 0.4 |

| Competition | 0.05 | х | | | 0.25 |
|-------------|------|---|--|--|------|
| TOTAL | | | | | 4.57 |

Project Ranking Summary

- 1. Sustainable Supercomputing Initiative 4.35
- 2. Energy Efficient Al Processor for Edge Computing 4.45
- 3. NVIDIA CUDA Programming Model 4.55
- 4. Quantum Computing Research Initiative 4.57
- 5. NVIDIA Drive PX Platform- 4.75

2nd BUCKET: Al

Allocated Funds: 2.45 Billion

Justification: All is transforming multiple sectors including healthcare, disaster management, education, and entertainment. This bucket focuses on projects that harness the power of Al to address global challenges, improve operational efficiencies, and create personalized experiences for users. These projects not only align with Nvidia's core strengths but also reflect future growth potential, with substantial impact across industries and society.

Related Projects:

- 1. Al-Driven Climate Change Simulation Platform
- 2. Al-Enhanced Virtual Concert Experience
- 3. Real-Time Al Simulation for Disaster Management
- 4. Al-Powered Personalized Education Platform
- 5. Al-Empowered Smart Cities Platform
- 6. Al-Powered Healthcare Diagnostic Platform

Revised Criteria for Al Bucket

| Criterion | Weight |
|-----------------------------------|--------|
| Scalability & Data Infrastructure | 0.20 |
| Societal Impact | 0.20 |
| Strategic Alignment | 0.10 |

| Quality of Al Model | 0.15 |
|------------------------------------|------|
| Customer Adoption Potential | 0.20 |
| Innovation & Novelty | 0.10 |
| Competitive Pressure | 0.05 |

Definitions for the Criteria:

1. Scalability & Data Infrastructure (0.20):

How well the project can scale across different platforms, regions, and data environments, as well as the robustness of the underlying data infrastructure needed for effective Al implementation.

2. Societal Impact (0.20):

The extent to which the project addresses significant societal or global challenges, including sustainability, healthcare, and education. High societal impact often drives public and governmental support.

3. Strategic Alignment (0.10):

How closely the project aligns with Nvidia's overall strategy and its long-term vision in Al development, including entering new markets and solidifying its position in Al-driven sectors.

4. Quality of Al Model (0.15):

The strength and performance of the Al model, including accuracy, adaptability, and efficiency in real-world applications.

5. Customer Adoption Potential (0.20):

The likelihood that customers or industries will adopt the Al solution, which includes usability, ease of integration, and direct customer benefits.

6. Innovation & Novelty (0.10):

How groundbreaking or novel the AI technology is in comparison to existing solutions. This includes whether the project involves new technologies, approaches, or ways of thinking.

7. Competitive Pressure (0.05):

The level of competition from other companies or technologies offering similar Al solutions. Lower competitive pressure indicates a more unique market position.

Rating for the Al Projects Based on Criteria:

| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) | Rating = W x C |
|--------------------------------------|---------------|---------------------|-------------|---------------|-------------|---------------------|-------------------|
| Scalability & Data Infrastructure | 0.20 | | x | | | | 0.8 |
| Societal Impact | 0.20 | | x | | | | 0.8 |
| Strategic Alignment | 0.10 | | | x | | | 0.3 |
| Quality of Al Model | 0.15 | | x | | | | 0.6 |
| Customer Adoption Potential | 0.20 | | | x | | | 0.6 |
| Innovation & Novelty | 0.10 | | X | | | | 0.4 |
| Competitive Pressure | 0.05 | | | | x | | 0.1 |
| TOTAL | | | | | | | 3.6 |

| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) | Rating = W x C |
|-----------------------------------|---------------|---------------------|-------------|---------------|-------------|---------------------|-------------------|
| Scalability & Data Infrastructure | 0.20 | | x | | | | 0.8 |
| Societal Impact | 0.20 | | | x | | | 0.6 |
| Strategic Alignment | 0.10 | | | x | | | 0.3 |
| Quality of Al Model | 0.15 | | | x | | | 0.45 |
| Customer Adoption Potential | 0.20 | | | x | | | 0.6 |
| Innovation & Novelty | 0.10 | | x | | | | 0.4 |
| Competitive Pressure | 0.05 | | | x | | | 0.15 |

TOTAL 3.3

Rating = W x C

8.0

1.0

0.5

4.0

| Real-Time Al Simulation | on for Disa | aster Mana | agement | | | |
|--------------------------------------|---------------|---------------------|-------------|---------------|-------------|---------------------|
| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) |
| Scalability & Data Infrastructure | 0.20 | | x | | | |
| Societal Impact | 0.20 | x | | | | |
| Strategic Alignment | 0.10 | | x | | | |

| Quality of Al Model | 0.15 | x | | 0.6 |
|-----------------------------|------|---|---|-----|
| Customer Adoption Potential | 0.20 | x | | 0.6 |
| Innovation & Novelty | 0.10 | x | | 0.4 |
| Competitive Pressure | 0.05 | | x | 0.1 |

Al-Powered Personalized Education Platform

TOTAL

| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) | Rating = W x C |
|--------------------------------------|---------------|---------------------|-------------|---------------|-------------|---------------------|-------------------|
| Scalability & Data Infrastructure | 0.20 | | | x | | | 0.6 |
| Societal Impact | 0.20 | | x | | | | 0.8 |
| Strategic Alignment | 0.10 | | x | | | | 0.5 |
| Quality of Al Model | 0.15 | | | x | | | 0.45 |
| Customer Adoption Potential | 0.20 | | | x | | | 0.6 |

| Innovation & Novelty | 0.10 | | x | | | | 0.4 |
|-----------------------------------|---------------|---------------------|-------------|---------------|-------------|---------------------|-------------------|
| Competitive Pressure | 0.05 | | | | x | | 0.1 |
| TOTAL | | | | | | | 3.45 |
| Al-Empowered Smart | Cities Plat | form | | | | | |
| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) | Rating = W x C |
| Scalability & Data Infrastructure | 0.20 | | x | | | | 0.8 |
| Societal Impact | 0.20 | | x | | | | 0.8 |
| Strategic Alignment | 0.10 | | x | | | | 0.5 |
| Quality of Al Model | 0.15 | | x | | | | 0.6 |
| Customer Adoption Potential | 0.20 | | | x | | | 0.6 |
| Innovation & Novelty | 0.10 | | x | | | | 0.4 |
| Competitive Pressure | 0.05 | | | | x | | 0.1 |
| TOTAL | | | | | | | 3.8 |
| Al-Powered Healthcar | e Diagnost | ic Platfor | m | | | | |
| Criterion | Weight (W) | Very Good (5) | Good (4) | Medium (3) | Poor (2) | Very Poor (1) | Rating = W x C |
| Scalability & Data Infrastructure | 0.20 | | x | | | | 0.8 |
| Societal Impact | 0.20 | | x | | | | 0.8 |

| Strategic Alignment | 0.10 | | X | | 0.4 |
|-----------------------------|------|---|---|---|-----|
| Quality of Al Model | 0.15 | x | | | 0.6 |
| Customer Adoption Potential | 0.20 | | x | | 0.6 |
| Innovation & Novelty | 0.10 | x | | | 0.4 |
| Competitive Pressure | 0.05 | | | x | 0.1 |
| TOTAL | | | | | 3.7 |

Summary Table:

| Project | Total Rating |
|--|--------------|
| Al-Driven Climate Change Simulation Platform | 3.6 |
| Al-Enhanced Virtual Concert Experience | 3.3 |
| Real-Time Al Simulation for Disaster Management | 4.0 |
| Al-Powered Personalized Education Platform | 3.45 |
| Al-Empowered Smart Cities Platform | 3.8 |
| Al-Powered Healthcare Diagnostic Platform | 3.7 |

3rd Bucket: Gaming

Allocated Funds: \$570 million

Justification: Given the current state of the projects that fall under the gaming strategic bucket, \$570 is the proper amount to be allocated based on the numbers calculated below. This makes up the last of the 3 strategic buckets used to group NVIDIA's current projects.

Related Projects:

- 1. Next-Gen Gaming Metaverse- \$500 million
- 2. NVIDIA GeForce GTX 1080 Graphics Card- \$45 million
- 3. NVIDIA Omniverse- \$20 million
- 4. NVIDIA Deep Learning Institute (DLI)- \$5 million

Weight Definition:

| Criterion | Weight |
|------------------------------|--------|
| Profitability | 0.15 |
| Growth Potential | 0.1 |
| Market Trends | 0.15 |
| Quality | 0.2 |
| Customer Satisfaction | 0.15 |
| User Retention | 0.15 |
| Environmental Sustainability | 0.2 |
| | |

1. Next-Gen Gaming Metaverse

| Criterion | Criterion Weights(| Very Good | Good | Medium | Poor | Very Poor | Rating = W x C |
|---------------------|-----------------------|--------------|------|--------|------|-----------|----------------|
| | W) | 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.15 | | х | | | | 0.6 |
| Growth Potential | 0.1 | | х | | | | 0.4 |
| Market Trends | 0.15 | х | | | | | 0.75 |

| Quality | 0.2 | х | | | 1 |
|---------------------------------|------|---|---|--|------|
| Customer satisfaction | 0.15 | | х | | 0.6 |
| User retention | 0.15 | | х | | 0.6 |
| Environmental Sustainability | 0.2 | х | | | 1 |
| TOTAL | | | | | 4.95 |

2. NVIDIA GeForce GTX 1080 Graphics Card

| Criterion | Criterion Weights(| Very Good | Good | Medium | Poor | Very Poor | Rating = W x C |
|---------------------------------|-----------------------|--------------|------|--------|------|-----------|----------------|
| | W) | 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.15 | x | | | | | 0.75 |
| Growth Potential | 0.1 | | х | | | | 0.4 |
| Strategic Alignment | 0.15 | x | | | | | 0.75 |
| Quality | 0.2 | х | | | | | 1 |
| Customer satisfaction | 0.15 | х | | | | | 0.75 |
| Sustainability | 0.15 | | х | | | | 0.6 |
| Environmental Sustainability | 0.2 | | х | | | | 0.8 |
| TOTAL | | | | | | | 5.05 |

3. NVIDIA Omniverse

| Criterion | Criterion Weights(W) | Very Good 5 | Good 4 | Medium 3 | Poor 2 | Very Poor | Rating = W x C |
|---------------|-----------------------------|-------------------|-----------|-------------|-----------|-----------|----------------|
| Profitability | 0.15 | | х | | | | 0.6 |

| Growth Potential | 0.1 | | | х | | 0.3 |
|---------------------------------|------|---|---|---|--|------|
| Strategic Alignment | 0.15 | | x | | | 0.6 |
| Quality | 0.2 | х | | | | 1 |
| Customer satisfaction | 0.15 | х | | | | 0.75 |
| Sustainability | 0.15 | | х | | | 0.6 |
| Environmental Sustainability | 0.2 | х | | | | 1 |
| TOTAL | | | | | | 4.85 |

4. NVIDIA Deep Learning Institute (DLI)

| Criterion | Criterion Weights(| Very Good | Good | Medium | Poor | Very Poor | Rating = W x C |
|---------------------------------|-----------------------|--------------|------|--------|------|-----------|----------------|
| | W) | 5 | 4 | 3 | 2 | 1 | |
| Profitability | 0.15 | x | | | | | 0.75 |
| Growth Potential | 0.1 | x | | | | | 0.5 |
| Strategic Alignment | 0.15 | | х | | | | 0.6 |
| Quality | 0.2 | х | | | | | 1 |
| Customer satisfaction | 0.15 | х | | | | | 0.75 |
| Sustainability | 0.15 | | | х | | | 0.45 |
| Environmental Sustainability | 0.2 | | | х | | | 0.6 |
| TOTAL | | | | | | | 4.65 |

Project Summary Ranking

- 1. Nvidia Deep Learning Institute 4.65
- 2. NVIDIA Omniverse 4.85
- 3. Next Gen Gaming Metaverse 4.95
- 4. NVIDIA Geforce GTX 1080 Graphics Card 5.05