



NVIDIA® CUDA™ Unleashes Power of GPU Computing



Innovative New NVIDIA® Computing Capability Now Available to All Developers

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SANTA CLARA, CA—February 16, 2007—NVIDIA Corporation (Nasdaq: NVDA), the worldwide leader in programmable graphics processor technologies, today released a public beta of the NVIDIA® CUDA™ Software Developer Kit (SDK) and C-compiler for computing on NVIDIA graphics processing units (GPUs). GPU Computing with the CUDA SDK is a new approach to computing where hundreds of on-chip processors simultaneously communicate and cooperate to solve complex computing problems.

"The GPU is now a powerful, programmable processor that is ideally suited for computationally intensive applications such as seismic processing for oil and gas exploration, computing in bioscience, and financial modeling. With the recent introduction of CUDA technology, the parallel computing power of the GPU is now accessible to virtually any developer through standard C programming language," said Andy Keane, general manager of GPU Computing at NVIDIA.

NVIDIA's CUDA technology is available in GeForce® 8800 graphics and future NVIDIA Quadro® Professional Graphics solutions. Developers are invited to download the beta version of the CUDA Software Developers Kit (SDK) and C-compiler for Windows XP and Linux (RedHat Release 4 Update 3) from the NVIDIA Developer Web site at www.developer.nvidia.com. GPU Computing Forums for news, discussion and programming tips are also available at forums.nvidia.com.

Computing with NVIDIA CUDA technology transcends the limitations of traditional GPU stream computing by extending the function of the GPU to address a wide range of mathematically intensive problems. The breakthrough computing architecture in NVIDIA's latest generation G80 GPU is complemented by the CUDA C compiler – the first C compiler for the GPU. This complete development environment gives developers the tools they need to solve new problems in computation-intensive applications such as product design, data analysis, technical computing, and game physics.

NVIDIA Corporation

NVIDIA Corporation is the worldwide leader in programmable graphics processor technologies. The Company creates innovative, industry-changing products for computing, consumer electronics, and mobile devices. NVIDIA is headquartered in Santa Clara, CA and has offices throughout Asia, Europe, and the Americas. For more information, visit www.nvidia.com.

Certain statements in this press release including, but not limited to, statements as to the features, uses, capabilities and performance NVIDIA CUDA technology and GPU Computing are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Important factors that could cause actual results to differ materially include: loss of performance when technologies are integrated; slower than expected growth of a target market; software defects; market or customer acceptance of a competitor's product instead of ours; the impact of technological development and competition; our dependence on third-party manufacturers; general industry trends; changes in industry standards and interfaces as well as other factors detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission including its Form 10-Q for the quarter ended October 29, 2006. Copies of reports filed 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 as of the date hereof, and, except as required by law, NVIDIA disclaims any obligation to update these forward-looking statements to reflect future events or circumstances.

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