



Q3 2016 Roadshow Slides

ARM Holdings is a subsidiary of  SoftBank

ARM Introduction

- Global leader in the development of licensable technology
 - R&D outsourcing for semiconductor companies
- Innovative business model yields high margins
 - Upfront licence fee – flexible licensing models
 - Ongoing royalties – typically based on a percentage of chip price
 - Technology reused across multiple applications
- Long-term, secular growth markets



>1,400 licences
Growing by >100 every year

16.7 bn ARM-based chips in CY2016

~15% CAGR over previous 5 years

>450 potential royalty payers
Industry leaders and high-growth start-ups;
chip companies and OEMs



ARM's Strategy

- Maintain or gain share in long-term growth markets
 - From mobile phones to networking infrastructure and servers to embedded smart devices and automotive
- Increase value of ARM technology per smart device
 - Invest in developing more advanced processors with higher royalty rates
 - Physical IP and multimedia IP further increase ARM's value per chip
- Explore and exploit new opportunities in emerging applications created by the Internet of Things
- Invest to create a sustainable business, fit for the long term
 - Create superior returns by developing new technology that will deliver increased profitability and cash generation



History of ARM

Joint venture between Acorn Computers and Apple



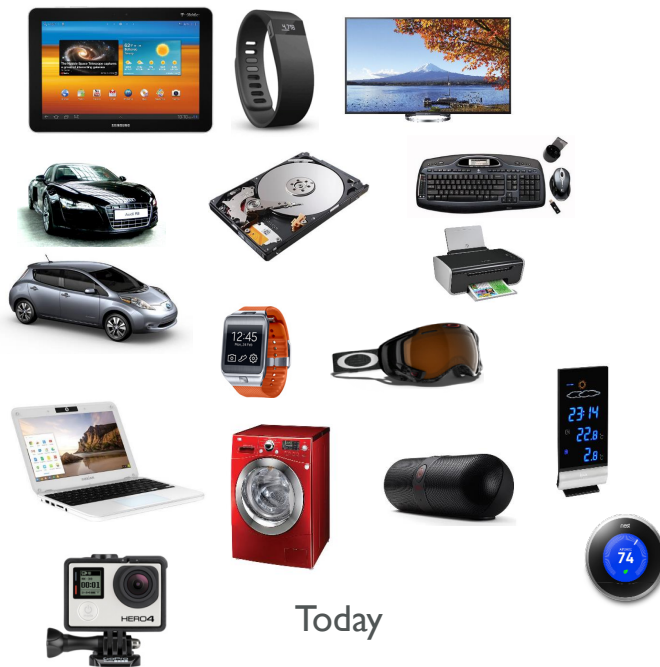
1990

Designed into first mobile phones and then smartphones



1993 onwards

Now all electronic devices can
use smart ARM technology



Today

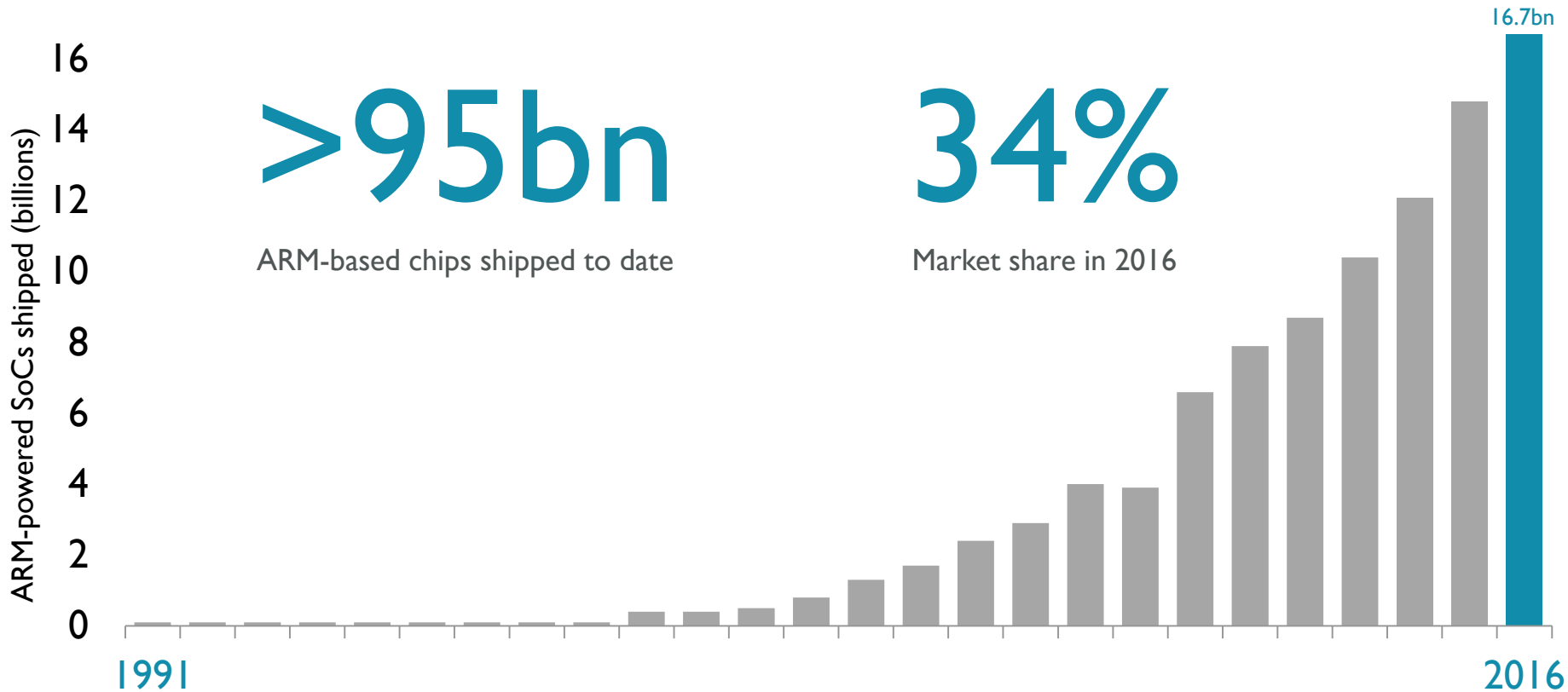
ARM-based chip shipments

>95bn

ARM-based chips shipped to date

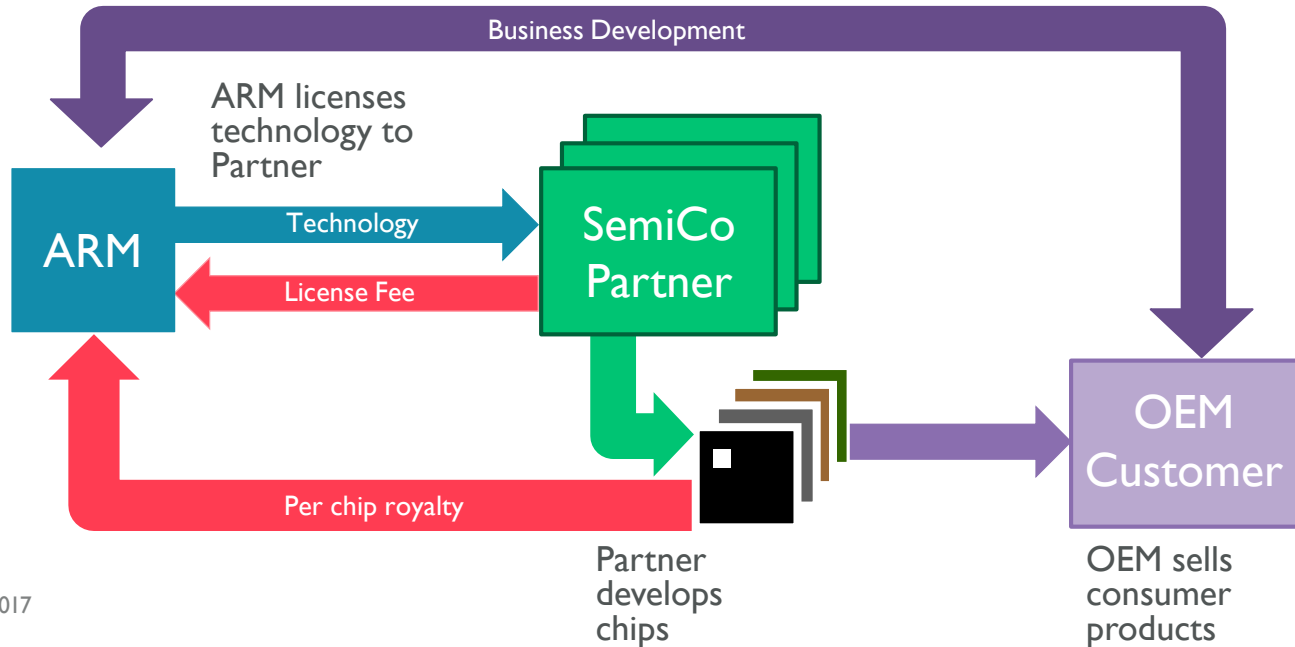
34%

Market share in 2016



ARM Business Model

- ARM develops technology that is licensed to semiconductor companies
- ARM receives an upfront license fee and a royalty on every chip that contains its technology

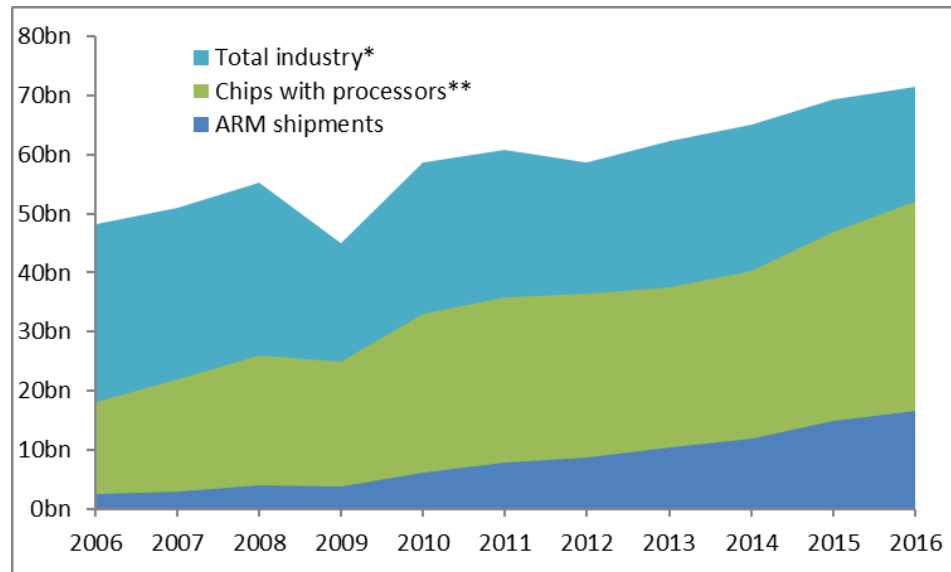


From Revenue to Profits and Cash

YTD 2016 Revenues	\$m	£m	%revs	
Licensing	479	345	37%	Over 95% of revenues earned in US dollars
Royalty	716	569	56%	Royalties approximately 50% of revenues
Software and Services	85	60	7%	
Total	1,280	974	100%	
Total Costs		472		
Adjusted EBITDA (£m)		502		10% move in \$/£ impacts profits by ~15% (forex impacts £ revenues <i>and</i> costs)
Operating Margin		52%		Strong revenue growth has driven operating margins and profits
Other expenses		331		
IFRS EBIT (£m)		171		Includes expenses incurred by ARM during acquisition by SoftBank. Excludes SoftBank's acquisition related expenses.

ARM's opportunity continues to broaden

- Semiconductor industry continues to grow – 3% by volume, 1% by value over past 5 years
- Proportion of chips with processors is increasing – 70% in 2016
- ARM is gaining share within the “chips with processors” segment of the industry – 34% in 2016



* Data source: WSTS, January 2016 and ARM,
Industry volume excluding analog and memory

** ARM estimates

Calendar years

ARM's main growth markets

Application Processors



\$55bn
TAM 2025

- Smartphones, tablets and laptops
- Apps processor, modem, connectivity, touchscreen and image sensors
- Apps processor: Increasing proportion using ARM technology with higher royalty per chip from ARMv8-A, octa-cores, graphics and physical IP

Networking & Servers



\$38bn
TAM 2025

- Base stations, routers, switches, and servers for cloud and data centres
- Networks evolve to cope with increased data at lower latency: virtualisation, integration and programmability
- Most major chip vendors have announced ARM-based products

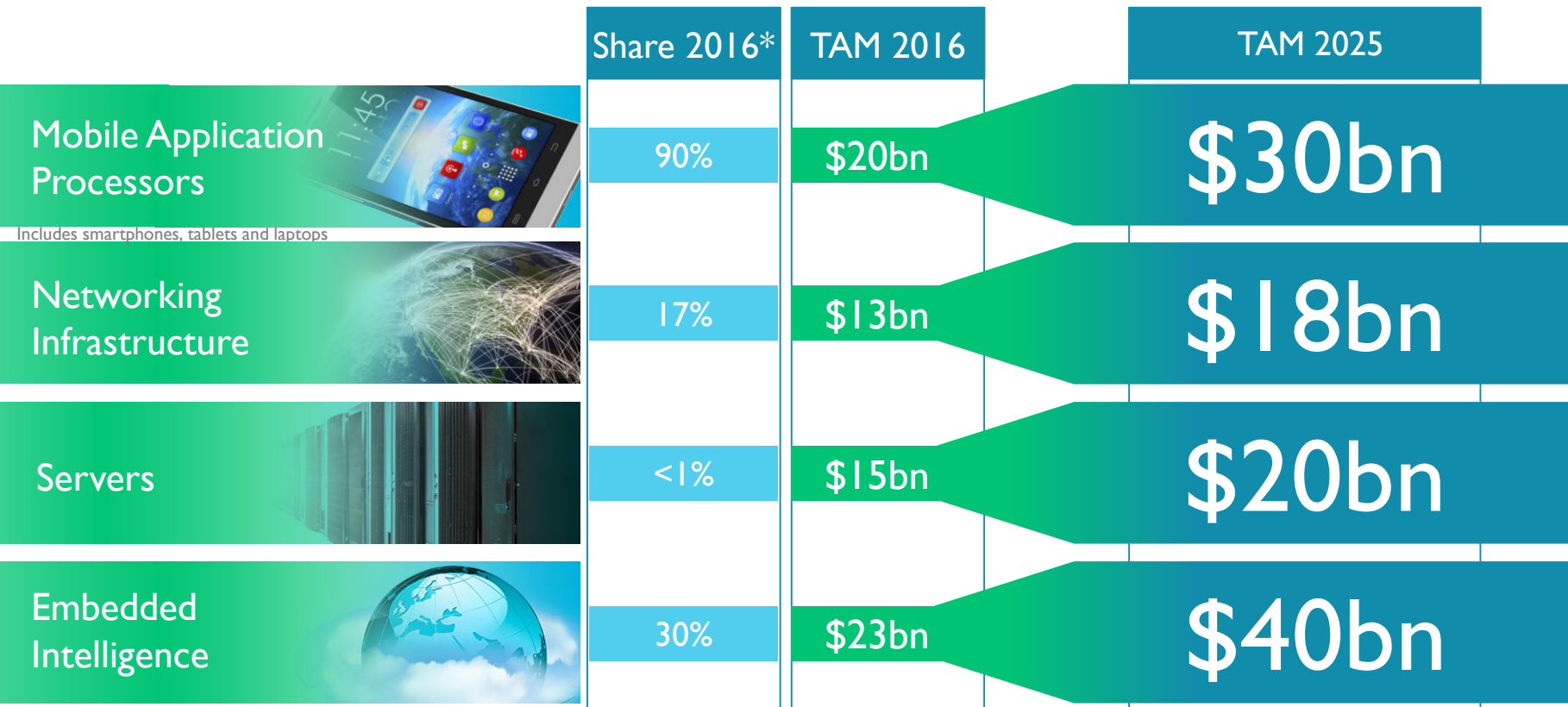
Embedded Markets



\$85bn
TAM 2025

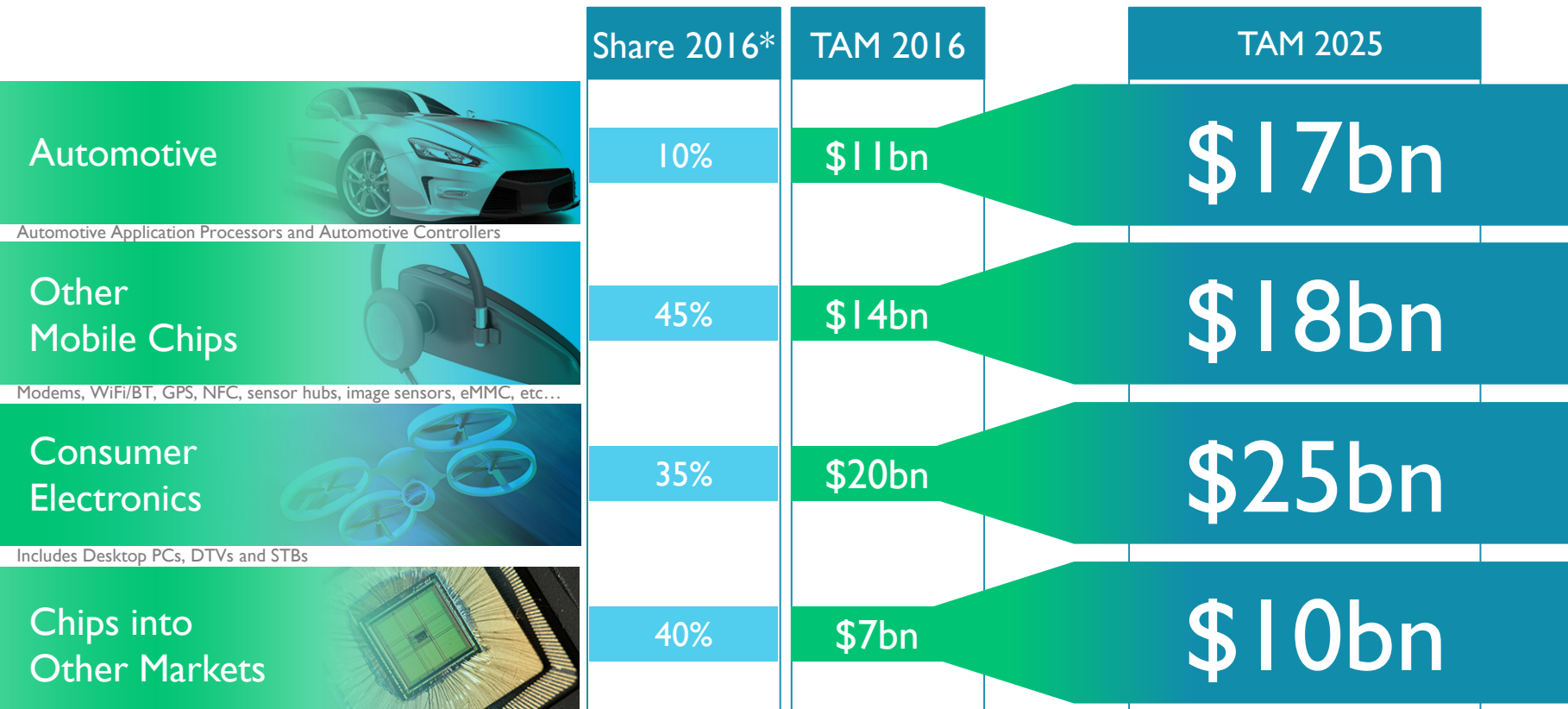
- Automotive, white-goods, wearables, smart devices in industrial and utilities
- Microcontrollers, smartcards, embedded connectivity chips
- 200 companies have licenced ARM processors for use in embedded intelligent devices

ARM's expanding opportunity



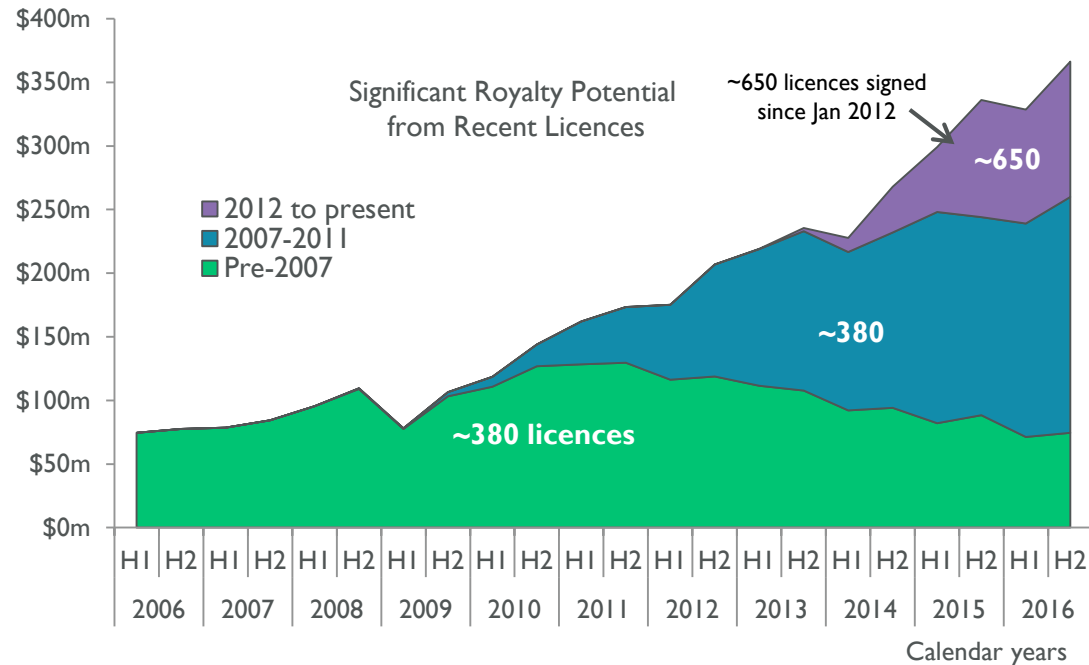
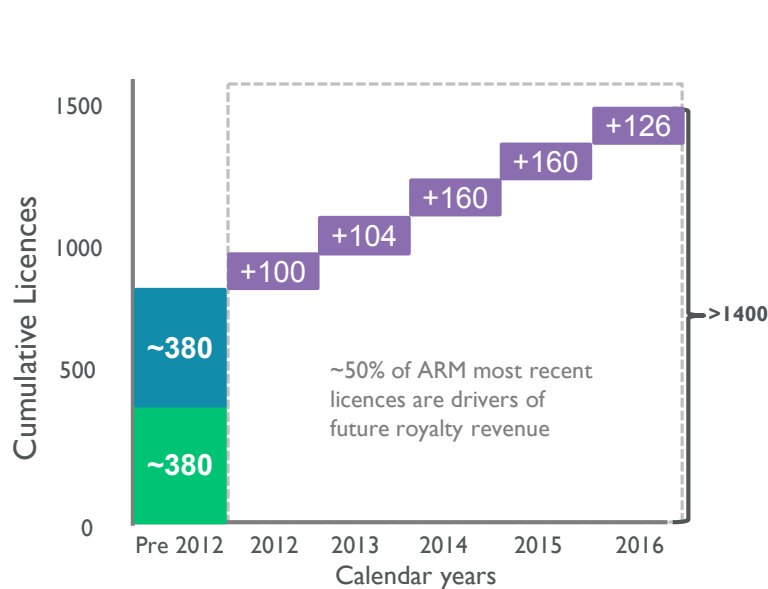
* 2016 ARM Market Share by Volume
† Total Available Market (TAM)

ARM's expanding opportunity










Licensing enables future royalties





- ARM signed 126 licences in CY2016
- ARM's current royalty revenues are derived from licences signed many years ago
- Growing base yields royalty revenues over long period







Licensing drives market share

ARM gains share by winning designs at leading semiconductor companies

		2016* Share
Mobile Applications Processors **		90%
Networking Infrastructure		17%
Servers (ARMv8-A based)		<1%
Embedded Intelligence		30%
Automotive		10%
Other mobile chips		45%
Consumer electronics		35%
Chips into other markets		40%
3D Graphics		50%

-  Shipping mainly ARM-based chips
-  Shipping some ARM-based chips
-  Public ARM design wins, but not yet shipping
-  No ARM design win or not yet public

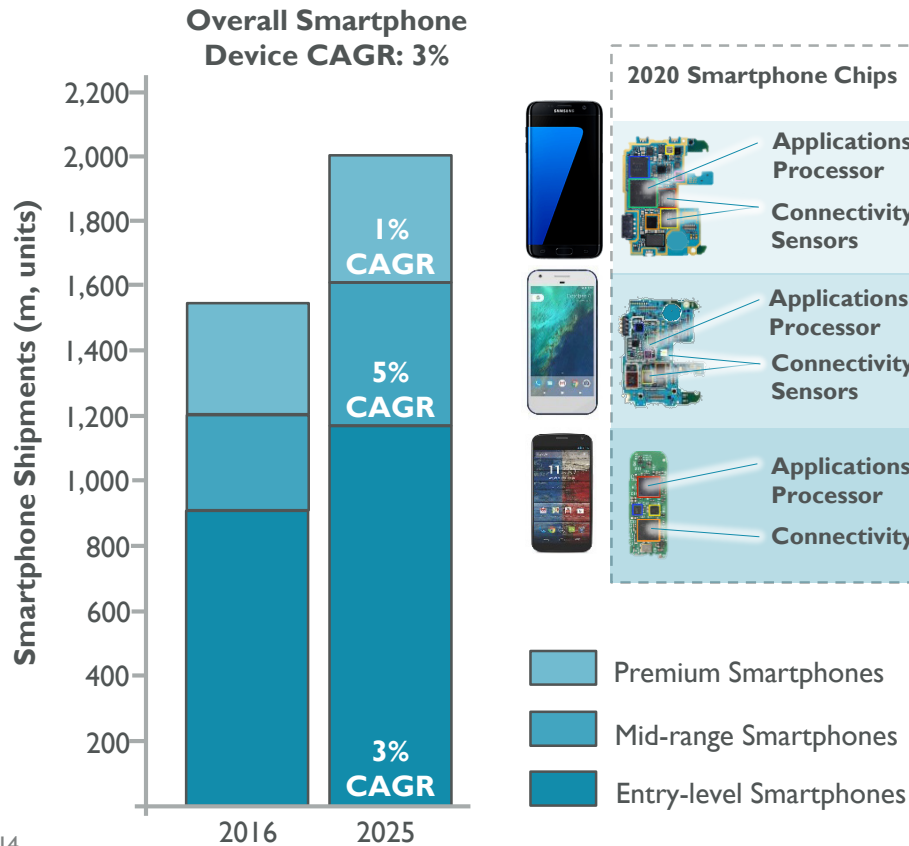
Change in latest quarter

-  →  2 companies re-equipped
-  →  2 companies re-equipped

Based on current market shares and ARM's view of how these markets may develop.

ARM will update the chart on the left only when design wins become public

2025 opportunity in smartphones



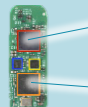
2020 Smartphone Chips



Applications Processor \$15-\$20
Connectivity Sensors } \$5-\$10



Applications Processor \$5-\$15
Connectivity Sensors } \$2-\$3



Applications Processor < \$5
Connectivity \$1-\$2

ARM's advanced technology commands a higher royalty percentage per chip

Smartphone penetration

- ARMv8-A technology: 65%
- Mali graphics: 50%
- High core count: 30%

Additional opportunities to grow royalty percentage

- Mali video, imaging and display technology
- Computer vision
- Virtual/augmented reality
- Physical IP
- Machine learning inference engine
- Increased connectivity

>5%

Smartphone
Royalty Growth

ARM

2025 opportunity in smartphones

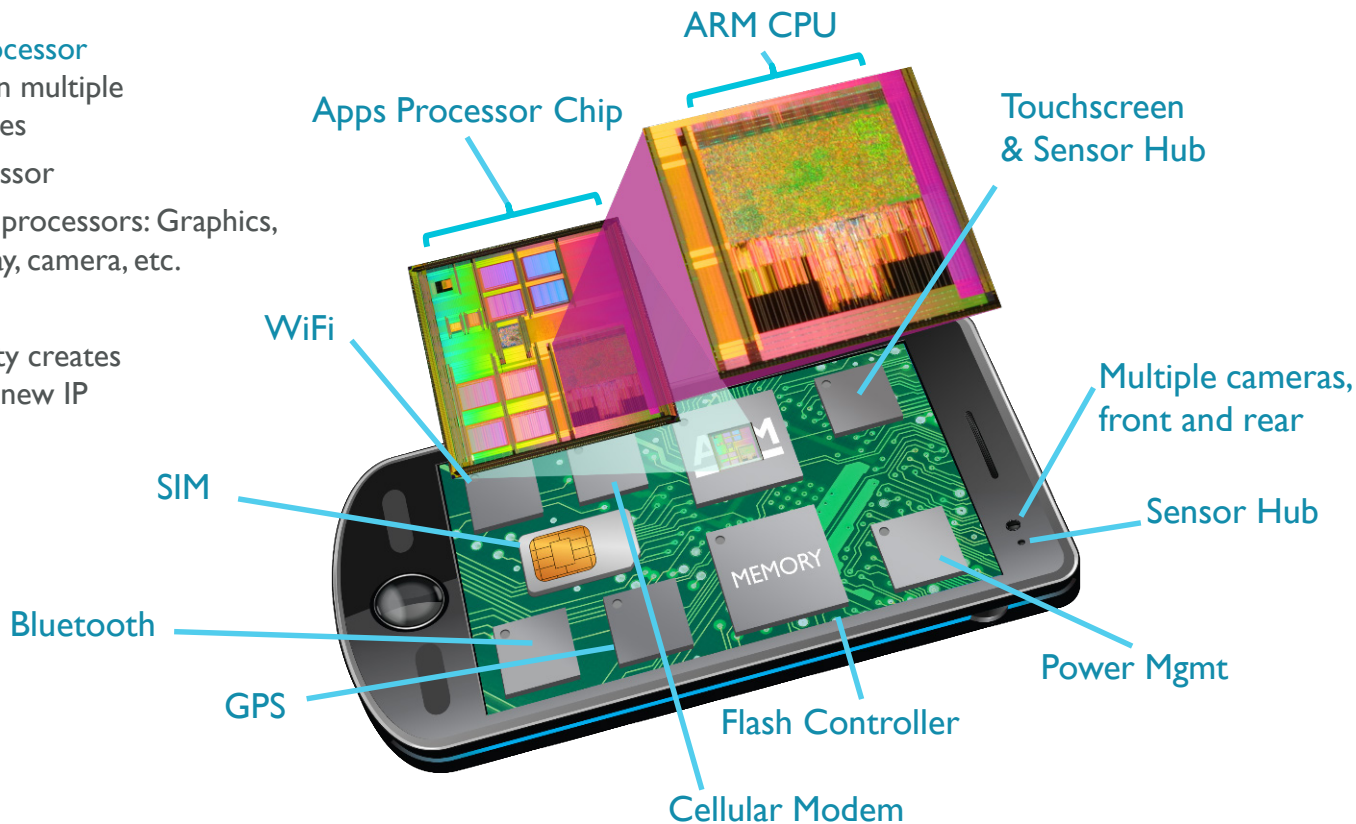
Advanced consumer products are incorporating more and more ARM technology

Applications Processor

chips can contain multiple ARM technologies

- ARM Processor
- Multimedia processors: Graphics, video, display, camera, etc.
- Physical IP

New functionality creates opportunity for new IP



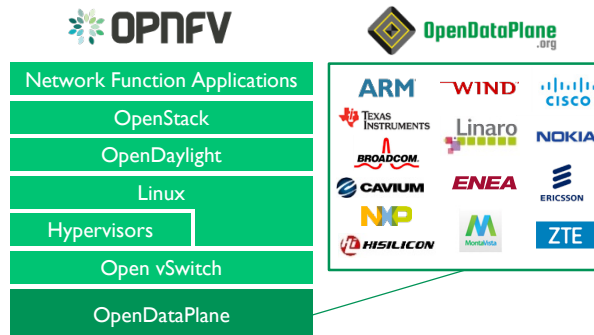
Networking infrastructure opportunity for ARM

- 5G networks will provide
 - High-speed, low latency connectivity consumers
 - High-volume low-data rate connectivity for IoT
- 5G will need heterogeneous network equipment for macro- to femto-cells
- Distributed virtualised functions enables efficient use of the network
- ARM is working with software community to expand availability of virtualised network functions

Major networking chip manufacturers have licensed ARM technology



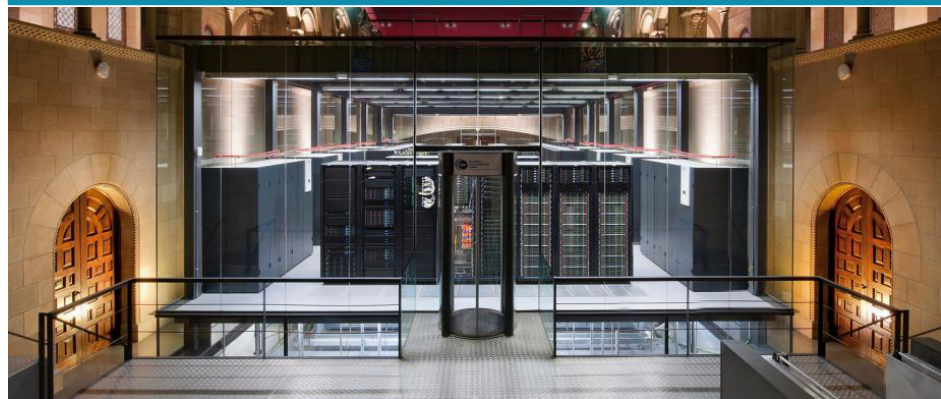
Network functions are being optimised for ARM-based SOCs



Server opportunity for ARM

- Web/cloud scale companies can reduce costs with servers optimised for specific workloads
- ARM business model enables increased innovation and differentiation
- Range of design wins in HPC, webhosting, machine learning and analytics
- New workloads (i.e. containers and microservers) are ideal for ARM multicore approach

Barcelona Supercomputer selects ARMv8-A for Mare Nostrum 4

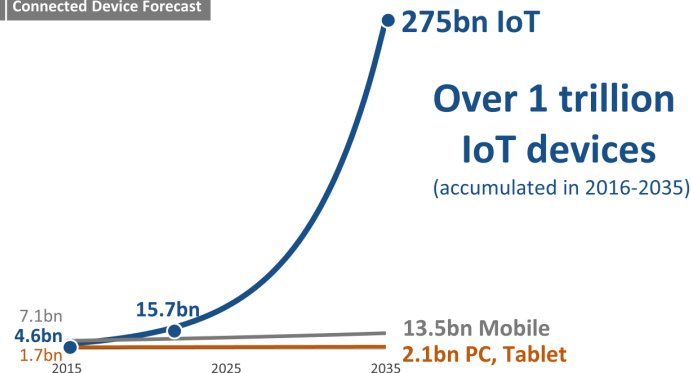


Fujitsu and RIKEN select ARMv8-A for the Post-K supercomputer

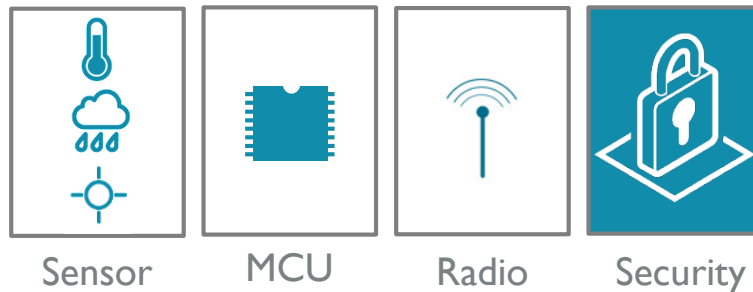


Internet of Things opportunity

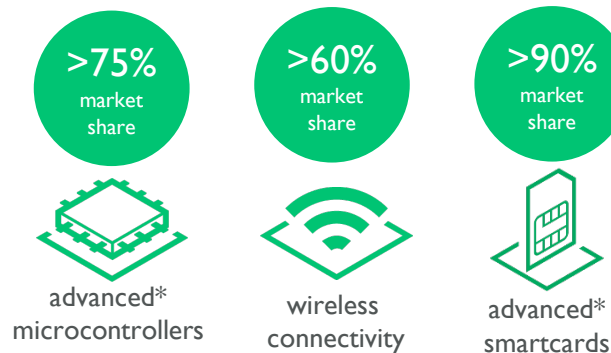
Connected Device Forecast



Every Internet of Things device needs:

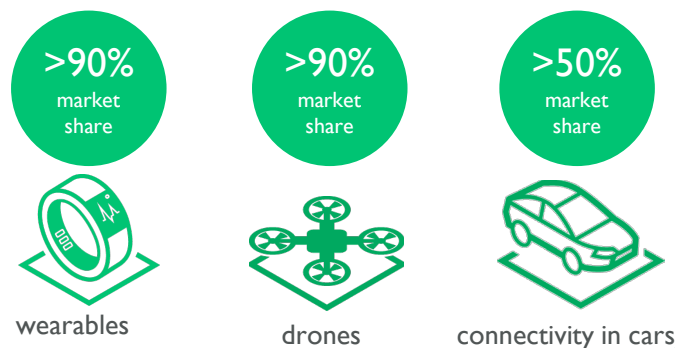


ARM has high share of technology components needed to create a smart, secure connected device



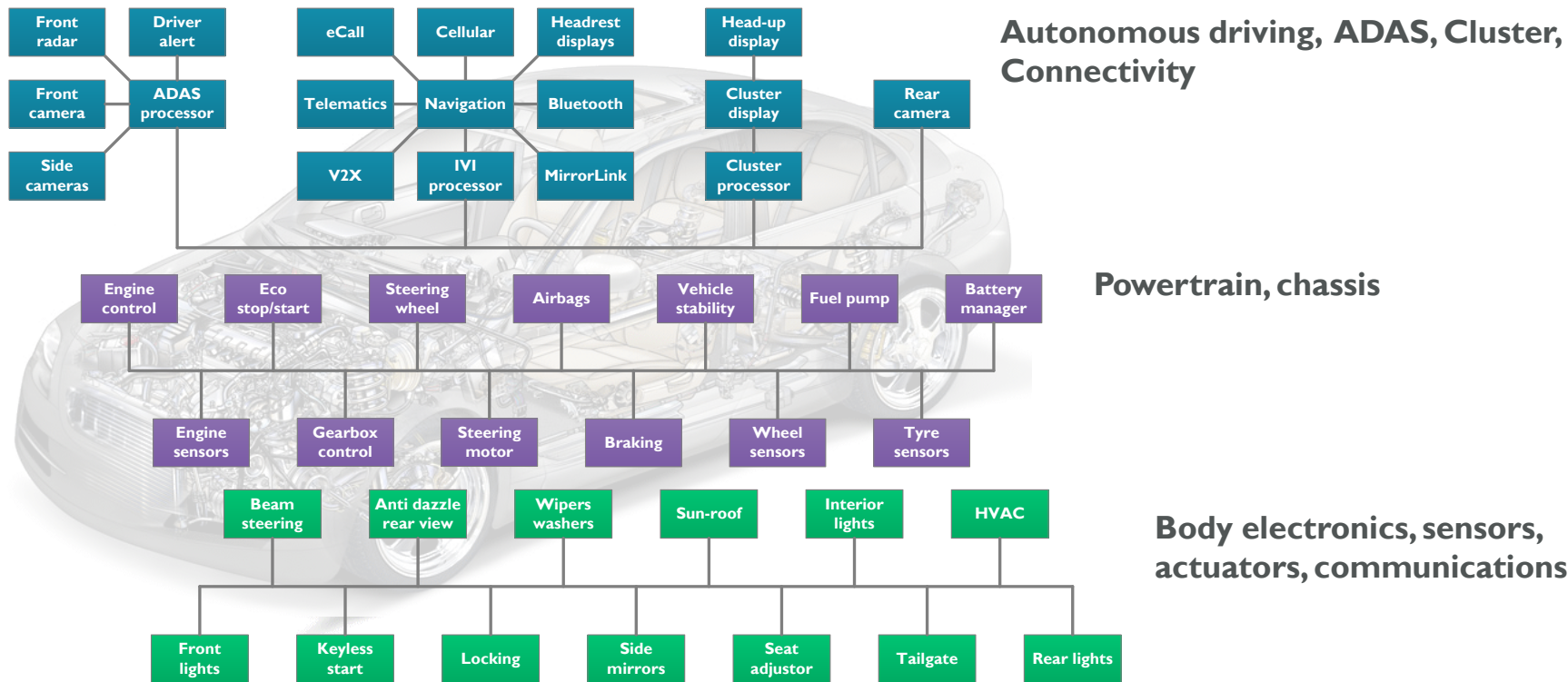
* Advanced 32-bit devices

ARM-based technology is the platform for many Internet of Things devices



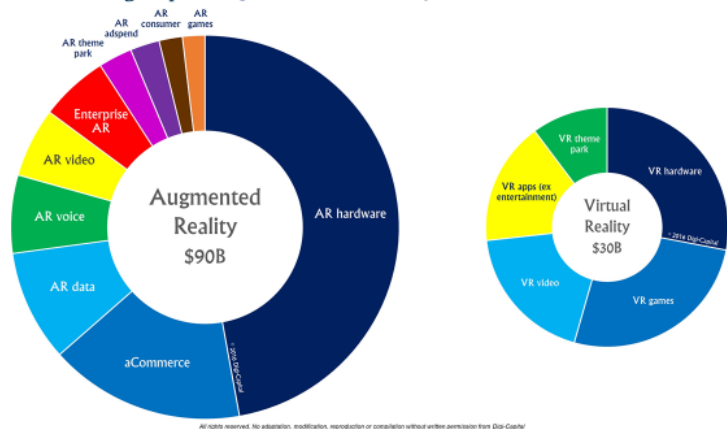
ARM's automotive opportunity

Functional safety, consolidation, partitioning, virtualisation, performance, power, cost

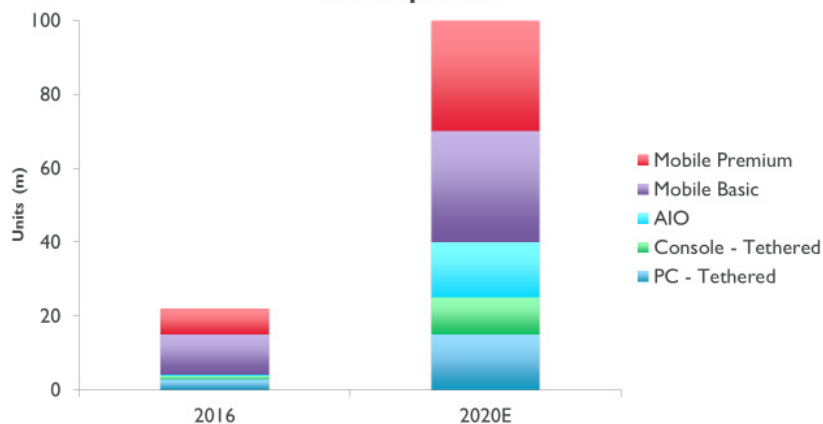


Virtual reality and augmented reality

Digi-Capital Augmented/Virtual Reality Revenue Share 2020F



VR Shipments



Requirements for smooth mobile AR/VR

High resolution	2k to 4k per eye
High performance	60fps (120fps with asynchronous "Timewarp")
Responsive rotation & position tracking; Increases immersion & experience	<20ms "motion to photon" 6 degrees of freedom
Mobile power envelope	~4W TDP

Mali is #1 VR graphics processor

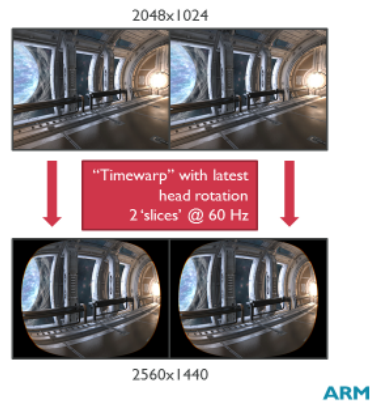
Mali graphics processor is used in around 50% of all VR head-mounted displays including some:

- Samsung Gear VR
- Google Cardboard VR and
- Other all-in-one VR HMDs

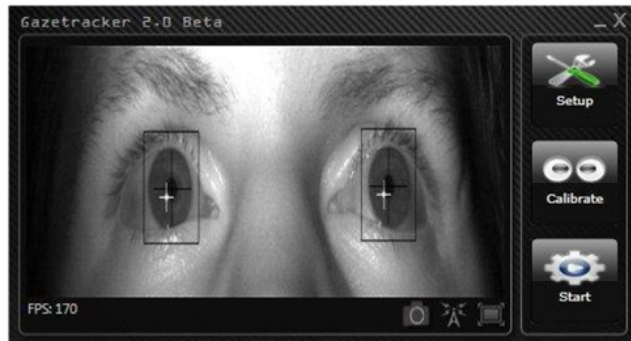
Virtual reality and augmented reality

Asynchronous timewarp

- Decouple rotation from graphics pipeline
- Draw larger scene than needed and determine scene to display at the last moment



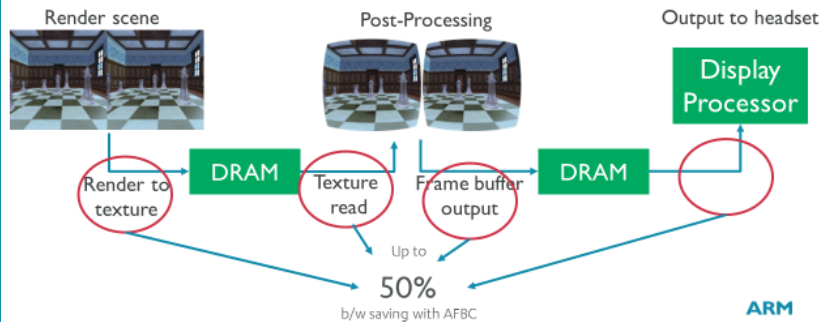
Gaze Tracking and Foveated Rendering



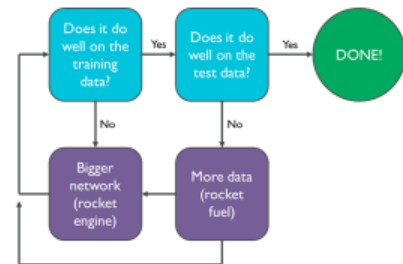
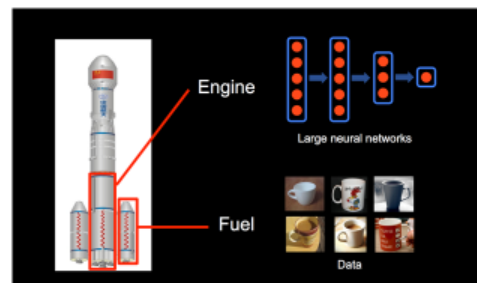
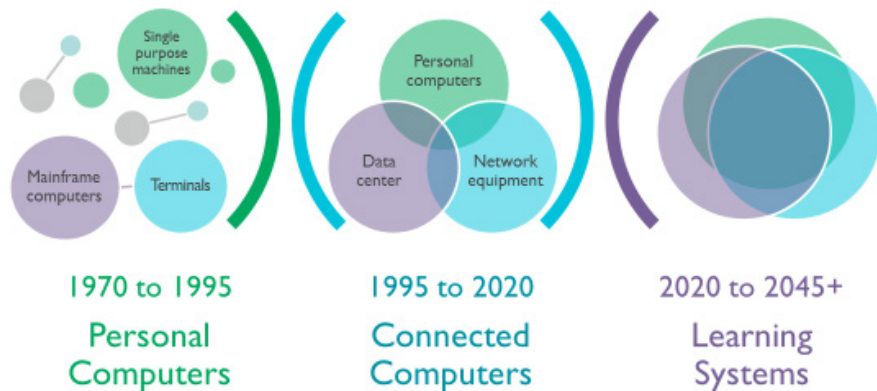
Render in full resolution quality where gaze is directed

ARM's Frame Buffer Compression for low power

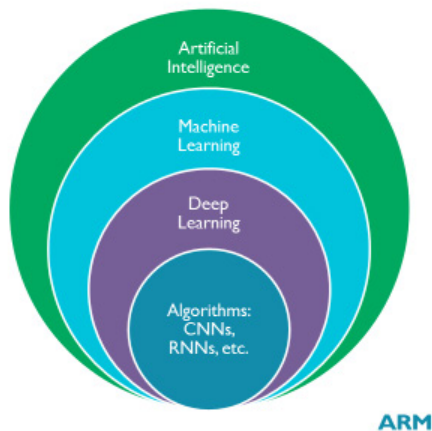
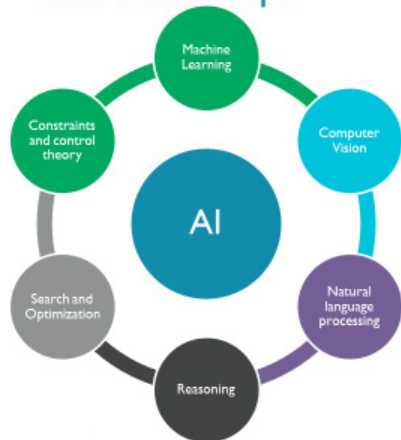
Post processing step/barrel distortion doubles fragment bandwidth



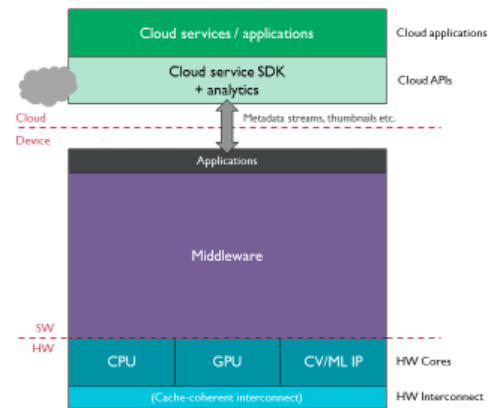
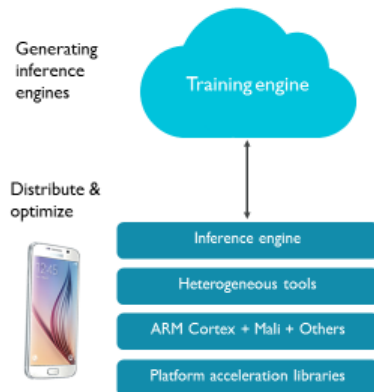
Machine learning in client devices



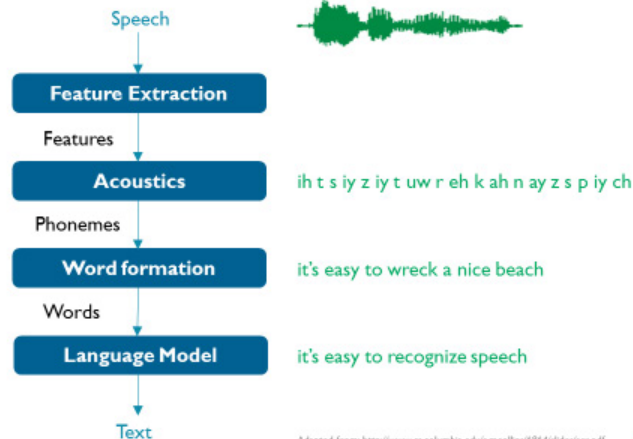
The AI landscape



Machine Learning process on ARM



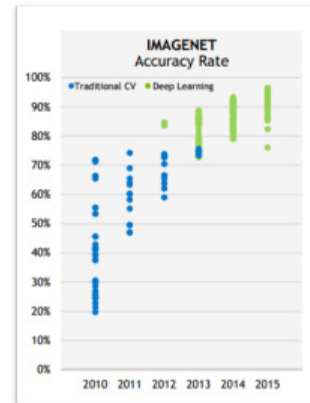
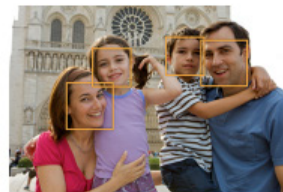
The speech recognition process



Adapted from <http://www.cs.columbia.edu/~mcollins/6864/slides/asr.pdf>

ARM

Face / smile / gesture / object recognition



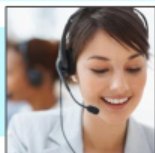
ARM

Automatic speech recognition an ARM based devices

- Keyword spotting of simple commands
 - "OK Google" / "Set alarm for 7"
 - Only learn one voice saying a range of words



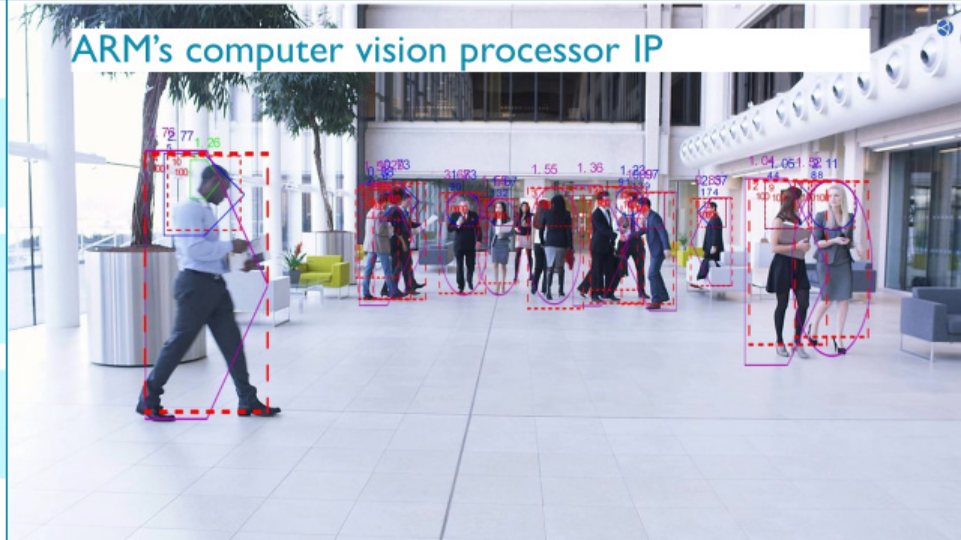
- Large Vocabulary Continuous Speech Recognition (LVCSR)
 - Dictation/transcription, virtual assistant, call centres
 - Requires dictionary, knowledge of grammar



- Sound monitoring
 - Early / automatic anomaly and fault detection



ARM's computer vision processor IP



Qtr ending Dec. 2016 – Financial summary

Revenues (\$m)	Q3 2015	Q3 2016	Growth
Licensing	158	229	45%
Royalty	216	248	15%
Software and Services	33	31	-6%
Total (\$m)	407	508	25%
Revenues (£m)			
Licensing	104	169	63%
Royalty	152	210	38%
Software and Services	22	23	5%
Total (£m)	278	402	45%
Operating expenses (£m)	125	168	34%
Adjusted EBITDA (£m)	153	234	53%
Other operating expenses (£m)	23	7	-70%
Depreciation & amortisation	10	12	20%
IFRS EBIT (£m)	120	215	79%

Q3 licensing exceptionally strong as some licenses were delayed until after the acquisition closed

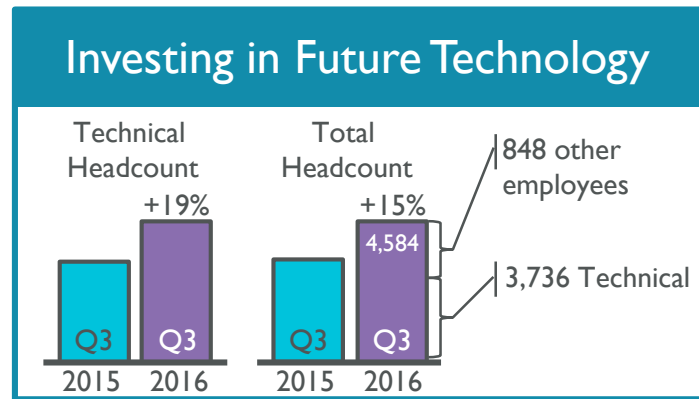
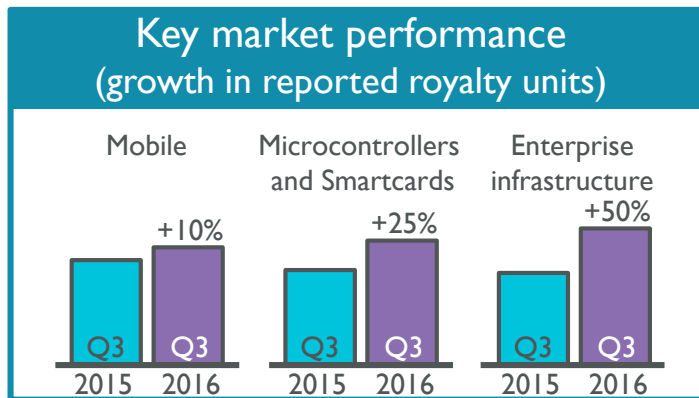
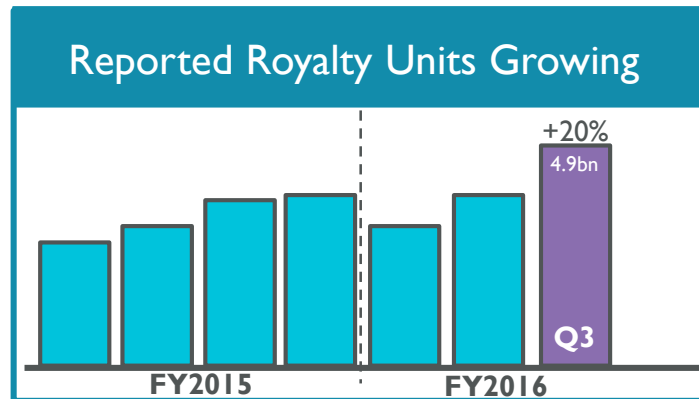
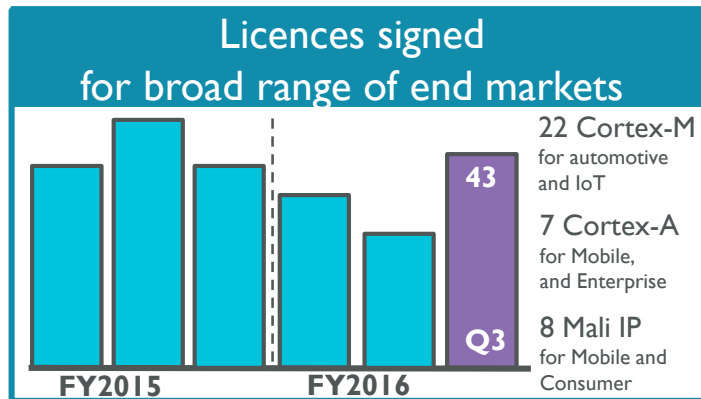
Good royalty revenue continues to increase at long-term historic growth rates

Sterling revenues benefitted from a 14% fall in value of Sterling vs US Dollar

15% increase in total headcount
Currency impact of US-based employees
New long-term remuneration scheme

Ending of previous share-based remuneration scheme

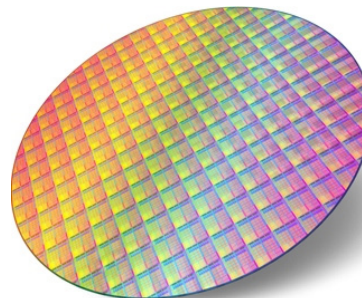
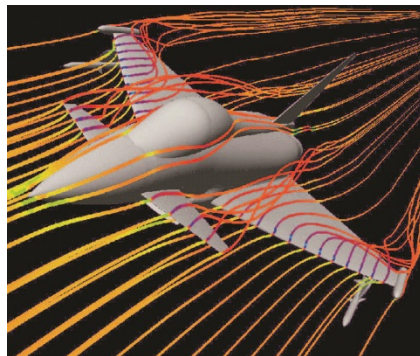
Qtr ending Dec. 2016* – Progress against strategy



Investment leading to technology adoption

Introducing technologies for a broad range of industry-leaders in different markets

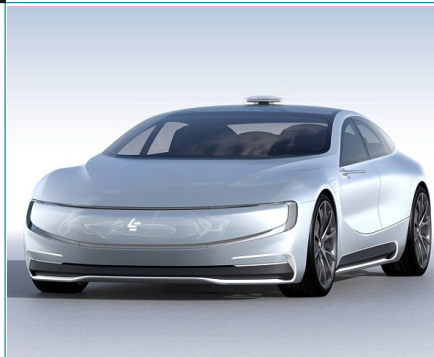
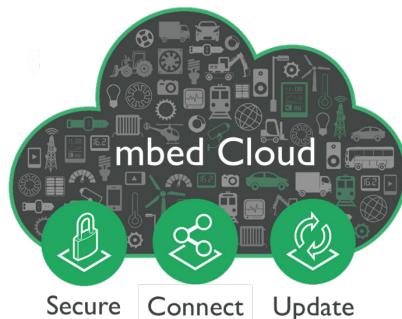
ARM acquires Allinea
Leading supercomputer
software tools company



ARM announces technical
information for TSMC 7FF

Including a new memory and power grid architecture for SOCs; and partnership with Xilinx who intends to be one of the first companies to deploy FPGAs made with TSMC's 7nm FinFET process

ARM announces mbed Cloud
SaaS to securely manage
IoT devices



ARM and OpenSynergy
announced the first software
hypervisor for safety critical
systems – addressing increasing
complexity in autonomous
vehicles

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More content available on our website

- Most quarters ARM hosts a series of investor events. Recordings of these events are available on the ARM investor website at www.arm.com/ir
- Currently available:
 - Intelligent buildings whitepaper by Ani Deodhar, Segment marketing manager for IoT Solutions
 - Machine learning in client devices presentation by Jem Davies, General Manager of ARM's Media Processing Group