

Global GPU Training Server Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global GPU Training Server market size was valued at US\$ 179346 million in 2025 and is forecast to a readjusted size of US\$ 1171155 million by 2032 with a CAGR of 30.8% during review period.

A GPU training server is a high-density heterogeneous computing server designed for artificial intelligence training, high-performance computing, and large-scale data processing workloads. It integrates multiple data center GPUs, high-bandwidth memory, CPU processors, high-speed system memory, local NVMe storage, high-speed network interfaces, and dedicated thermal systems within a single node to provide parallel computing capacity for deep learning model training, generative AI pretraining, industry model fine-tuning, scientific simulation, recommendation system training, and cloud computing services. These products are typically delivered in rack-mounted form factors and include PCIe expansion GPU servers, as well as eight-GPU and higher-density servers based on HGX, OAM, or NVLink switch architectures. Depending on power density, they may use air cooling, direct-to-chip liquid cooling, or rack-scale liquid cooling. Their core value lies in improving matrix computing throughput, GPU-to-GPU communication efficiency, distributed training scalability, and computing density per rack. Major customers include cloud service providers, AI model companies, internet platforms, research institutions, financial institutions, manufacturing R&D departments, and enterprise private compute centers.

The evolution of GPU training servers is moving from standalone multi-GPU expansion toward node-level, rack-level, and cluster-level co-design. Traditional PCIe expansion servers remain suitable for R&D validation, enterprise private fine-tuning, and medium-scale training workloads, while large model pretraining and multimodal training require

substantially higher GPU-to-GPU communication efficiency, memory capacity, network bandwidth, and thermal capability. As a result, HGX-based systems, NVLink switch architectures, liquid-cooled eight-GPU nodes, and rack-scale AI systems are becoming the mainstream direction of the high-end market.

Downstream demand mainly comes from cloud service providers, internet platforms, AI model companies, research supercomputing centers, and large enterprise private compute centers. As model parameter scale, training data volume, and multimodal task complexity continue to increase, GPU training server procurement is no longer limited to single-server performance. It is increasingly linked with high-speed networking, storage, liquid cooling, power distribution, cluster scheduling, and software stacks to form integrated AI infrastructure investment. Product materials from leading vendors emphasize eight-GPU designs, GPU-direct connectivity, high-speed networking, AI training, HPC, and large model workloads, indicating that customer purchasing decisions are shifting toward cluster scalability, system reliability, and deployment efficiency.

The competitive landscape involves U.S. GPU platform providers, Taiwanese server manufacturers, Chinese system vendors, and global system integrators. North America remains an important demand region for AI infrastructure and GPU servers, while Taiwan has a strong industrial base in server ODM, motherboard, system manufacturing, and AI server production. Mainland Chinese vendors primarily serve local cloud providers, telecom operators, and enterprise customers with AI servers and cluster delivery. Future growth will be concentrated in eight-GPU and sixteen-GPU high-density nodes, liquid-cooled servers, InfiniBand and high-speed Ethernet clusters, enterprise private training, model fine-tuning, and GPU cloud rental.

This report is a detailed and comprehensive analysis for global GPU Training Server market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by GPU Count Density and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global GPU Training Server market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K US\$/Unit), 2021-2032

Global GPU Training Server market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K US\$/Unit), 2021-2032

Global GPU Training Server market size and forecasts, by GPU Count Density and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K US\$/Unit), 2021-2032

Global GPU Training Server market shares of main players, shipments in revenue (\$ Million), sales quantity (Units), and ASP (K US\$/Unit), 2021-2026

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries

- To assess the growth potential for GPU Training Server

- To forecast future growth in each product and end-use market

- To assess competitive factors affecting the marketplace

This report profiles key players in the global GPU Training Server market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include NVIDIA Corporation, Dell Technologies Inc., Hewlett Packard Enterprise Company, Super Micro Computer, Inc., Lenovo Group Limited, Cisco Systems, Inc., GIGABYTE Technology Co., Ltd., ASUSTeK Computer Inc., Quanta Computer Inc., Inventec Corporation, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

GPU Training Server market is split by GPU Count Density and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by GPU Count Density, and by Application in terms of

volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by GPU Count Density

Single-GPU Training Server

Dual-GPU Training Server

Four-GPU Training Server

Eight-GPU Training Server

Ten-GPU Training Server

Sixteen-GPU Training Server

Market segment by GPU Interconnect Architecture

PCIe Expansion GPU Training Server

HGX Baseboard GPU Training Server

OAM Baseboard GPU Training Server

NVLink Switch GPU Training Server

Superchip-Coupled GPU Training Server

Market segment by Delivery Form

Intel Xeon GPU Training Server

AMD EPYC GPU Training Server

Arm CPU GPU Training Server

CPU-GPU Superchip GPU Training Server

Market segment by Application

Large Model Pretraining

Industry Model Fine-Tuning

Multimodal Model Training

Recommendation System Training

Scientific Computing Training

Cloud Compute Leasing

Enterprise Private Training

R&D Validation Training

Other

Major players covered

NVIDIA Corporation

Dell Technologies Inc.

Hewlett Packard Enterprise Company

Super Micro Computer, Inc.

Lenovo Group Limited

Cisco Systems, Inc.

GIGABYTE Technology Co., Ltd.

ASUSTeK Computer Inc.

Quanta Computer Inc.

Inventec Corporation

Wiwynn Corporation

Pegatron Corporation

Compal Electronics, Inc.

ASRock Rack Inc.

MiTAC Computing Technology Corporation

xFusion Digital Technologies Co., Ltd.

Inspur Electronic Information Industry Co., Ltd.

H3C Technologies Co., Ltd.

Dawning Information Industry Co., Ltd.

Fujitsu Limited

NEC Corporation

Eviden SAS

Penguin Solutions, Inc.

Exxact Corporation

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe GPU Training Server product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of GPU Training Server, with price, sales quantity, revenue, and global market share of GPU Training Server from 2021 to 2026.

Chapter 3, the GPU Training Server competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the GPU Training Server breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by GPU Count Density and by Application, with sales market share and growth rate by GPU Count Density, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and GPU Training Server market forecast, by regions, by GPU Count Density, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of GPU

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Chapter 14 and 15, to describe GPU Training Server sales channel, distributors, customers, research findings and conclusion.

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