

Global Graphics Processing Unit (GPU) Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Graphics Processing Unit (GPU) market size was valued at US\$ 43210 million in 2024 and is forecast to a readjusted size of USD 90810 million by 2031 with a CAGR of 11.3% during review period.

GPU, also known as display core, visual processor and display chip, is mainly used as the computing core of graphics card to solve the problem of graphics rendering.

At the beginning of PC's birth, there was no concept of GPU, and all graphics calculation was done by CPU. However, the speed of using CPU to do graphics calculation is slow, so a special graphics accelerator card is designed to help with graphics calculation. Later, NVIDIA proposed the concept of GPU, which promoted the GPU to the status of a separate computing unit. CPU is generally composed of logic operation unit, control unit and storage unit. Although the CPU has multiple cores, the total number is not more than two digits, and each core has enough cache; the CPU has enough number and logical operation units, and has many hardware to accelerate branch judgment and even more complex logical judgment. Therefore, the CPU has super logical ability.

Compared with CPU, the advantage of GPU lies in multi-core, the number of cores is far more than that of CPU, which can reach hundreds, each core has relatively small cache, and digital logic operation unit is small and simple; while CPU generally only has 8 cores at most, which is generally used to process calculation data with more complex calculation amount. Therefore, GPU is more suitable for data parallel computing than CPU. When rendering graphics, a large number of 3D coordinates need to be converted

into 2D coordinates, and the coordinates of each individual position must be calculated. Although the coordinate calculation is not complicated, the huge amount of data is not borne by CPU. If CPU is used to calculate, it will not only waste the huge computing power of ALU, but also its parallel data processing ability is not enough.

Global 5 largest manufacturers of Graphics Processing Unit (GPU) are Nvidia Corporation, Advanced Micro Devices (AMD), Intel Corporation, ARM Limited and Qualcomm, which make up over 80%. Among them, Nvidia Corporation is the leader with about 40% market share.

In terms of product types, Graphics Processing Unit (GPU) can be divided into two types: Independent GPU and Integrated GPU. Independent GPU occupies the largest share of the total market, more than 95%. In terms of product application, Graphics Processing Unit (GPU) is mainly used in Games and Entertainment, Data center, Professional visualization and Car. Games and Entertainment occupy the largest share of the total market, about 66%.

This report is a detailed and comprehensive analysis for global Graphics Processing Unit (GPU) market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type 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 Graphics Processing Unit (GPU) market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Graphics Processing Unit (GPU) market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Graphics Processing Unit (GPU) market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Graphics Processing Unit (GPU) market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (USD/Unit), 2020-2025

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 Graphics Processing Unit (GPU)

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 Graphics Processing Unit (GPU) 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, Advanced Micro Devices (AMD), Intel Corporation, ARM Limited, Qualcomm, Apple, Imagination, Jing Jiawei, VeriSilicon, Tianshu Zhixin, etc.

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

Market Segmentation

Graphics Processing Unit (GPU) market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, 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 Type

Discrete Graphics Processor

Integrated Graphics Processor

Market segment by Application

Games and Entertainment

Data center

Professional visualization

Car

Others

Major players covered

Nvidia Corporation

Advanced Micro Devices (AMD)

Intel Corporation

ARM Limited

Qualcomm

Apple

Imagination

Jing Jiawei

VeriSilicon

Tianshu Zhixin

Zhaoxin

moore thread

boarding technology

Innosilicon

Biren Technology

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 Graphics Processing Unit (GPU) product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Graphics Processing Unit (GPU), with price, sales quantity, revenue, and global market share of Graphics Processing Unit (GPU) from 2020 to 2025.

Chapter 3, the Graphics Processing Unit (GPU) competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Graphics Processing Unit (GPU) breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

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 2020 to 2025. and Graphics Processing Unit (GPU) market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

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 Graphics Processing Unit (GPU).

Chapter 14 and 15, to describe Graphics Processing Unit (GPU) sales channel, distributors, customers, research findings and conclusion.

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