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Global Graphics Cards for AI Market Growth 2026-2032

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Abstracts

The global Graphics Cards for AI market size is predicted to grow from US$ 5390 million in 2025 to US$ 37380 million in 2032; it is expected to grow at a CAGR of 33.1% from 2026 to 2032.

Graphics Cards for AI, often referred to as AI Accelerators or GPUs for AI, are specialized hardware components designed to efficiently process the complex mathematical calculations involved in artificial intelligence tasks. These cards leverage parallel processing architectures to handle the large datasets and iterative computations common in machine learning, deep learning, and other AI applications.

Unlike traditional CPUs, which are designed for sequential tasks, GPUs excel at handling numerous simultaneous operations, making them ideal for tasks like training neural networks, inferencing models, and processing large volumes of data.

In 2024, global Graphics Cards for AI production reached approximately 571 k units, with an average global market price of around US$ 7110 per unit.

The upstream of the Graphics Cards for AI market is highly concentrated and capital-intensive. Core inputs include advanced semiconductor fabrication (primarily at leading foundries), high-bandwidth memory (HBM), advanced packaging technologies such as CoWoS or similar 2.5D/3D integration, and high-end substrates and interposers. Key upstream suppliers include semiconductor foundries, memory manufacturers, packaging and testing providers, and substrate vendors. Supply tightness in advanced nodes and HBM capacity has become a structural constraint influencing both production volumes and pricing.

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Downstream demand is driven mainly by hyperscale cloud service providers, enterprise AI infrastructure operators, research institutions, and national computing centers. Cloud AI training, large language models, recommendation systems, and generative AI applications represent the dominant demand drivers. While training workloads generate the highest per-unit value, inference deployment across data centers and edge environments increasingly contributes to shipment growth. OEM server manufacturers and system integrators serve as important intermediaries between GPU vendors and end users.

The cost structure of Graphics Cards for AI is dominated by silicon fabrication, HBM memory, advanced packaging, and board-level components, followed by testing, logistics, and warranty support. Compared with consumer GPUs, AI graphics cards exhibit significantly higher bill-of-materials costs but also benefit from strong pricing power. Gross margins for leading vendors are structurally high, supported by differentiated architectures, software ecosystems, and long-term supply agreements, while operating margins reflect substantial ongoing R&D investment.

LP Information, Inc. (LPI) ' newest research report, the “Graphics Cards for AI Industry Forecast” looks at past sales and reviews total world Graphics Cards for AI sales in 2025, providing a comprehensive analysis by region and market sector of projected Graphics Cards for AI sales for 2026 through 2032. With Graphics Cards for AI sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Graphics Cards for AI industry.

This Insight Report provides a comprehensive analysis of the global Graphics Cards for AI landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Graphics Cards for AI portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms’ unique position in an accelerating global Graphics Cards for AI market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Graphics Cards for AI and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Graphics Cards for AI.

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This report presents a comprehensive overview, market shares, and growth opportunities of Graphics Cards for AI market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

AI Training Graphics Cards

AI Inference Graphics Cards

Unified Training & Inference Cards

Segmentation by Form Factor:

PCIe Add-in Cards

SXM / OAM Modules

MXM / Embedded AI Graphics Cards

Others

Segmentation by Memory Configuration:

HBM-based AI Graphics Cards

GDDR-based AI Graphics Cards

Others

Segmentation by Application:

Data Center

Enterprise

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Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

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Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Nvidia

AMD

Intel

Moore Threads

Biren Intelligent Technology

Key Questions Addressed in this Report

What is the 10-year outlook for the global Graphics Cards for AI market?
What factors are driving Graphics Cards for AI market growth, globally and by region?
Which technologies are poised for the fastest growth by market and region?
How do Graphics Cards for AI market opportunities vary by end market size?
How does Graphics Cards for AI break out by Type, by Application?

The report requires updating with new data and is sent in 48 hours after order is placed.

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Figure 94. Global Graphics Cards for AI Revenue Market Share Forecast by Application (2027-2032)

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