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Microprocessor and GPU Market by Architecture, Functionality, GPU Type, Deployment, Application (Consumer Electronics, Server and Data Center, Automotive, BFSI, Aerospace & Defense, Healthcare, Industrial), and Geography - Global Forecast to 2025

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Abstracts

The global microprocessor and GPU market size is estimated to be USD 79.2 billion in 2020 and is projected to reach 112.7 billion by 2025, at a CAGR of 7.3% during the forecast period. The market has a promising growth potential due to several factors, including the increase in demand for consumer electronics and rise in adoption of Internet of Things (IoT)-enabled devices and equipment. Moreover, the implementation of cloud-based platforms and server environments during the COVID-19 pandemic could play a key role in driving the growth of the microprocessor and GPU market.

“In–premise GPU can be implemented for desktop, workstations, and enterprises, and therefore, offers a broad portfolio of products and solutions for end users”

The in-premise segment is projected to grow at the highest CAGR from 2020 to 2025 for microprocessor and GPU market, by deployment. In–premise GPU offers developers the advantage of performing unlimited iteration and testing time at a fixed, one–time cost. It can be used for game development, retail, supercomputing, telecommunication, smart cities, transportation, and other industrial applications. The increasing adoption of supercomputers to accelerate the discovery of drugs, predicting the weather, performing scientific discovery, and running simulation programs has also spurred the growth of in-premise GPU solutions.

“Real-time systems segment is estimated to have largest market share in 2025 and register higher CAGR growth during forecast period”

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The real-time systems segment for microprocessor and GPU market is estimated to have the largest market share in 2025 and register higher CAGR growth during the forecast period, by functionality. Microprocessors used in real–time systems perform dedicated functions, including calculations and word processing within specified time constraints at high speeds through real-time computing capabilities. Some of the applications of real–time system based devices include anti–lock braking systems, process control systems, traffic control systems, simulation systems, network systems, medical systems, fly–by–wire (FBW) systems, among others. The high adoption of application–specific microprocessors and embedded microprocessors for various applications including medical systems, industrial, advanced driver assistance system (ADAS), and automotive electronics systems is expected to grow the demand for real–time system.

“APAC is projected to become the fastest geographical market between 2020 and 2025”

APAC is projected to grow at the highest CAGR for microprocessor and GPU market during the forecast period. The region is home to some of the major global semiconductor foundries, such as Taiwan Semiconductor Manufacturing Company, Limited (TSMC) (Taiwan), Samsung Group (South Korea), and United Microelectronics Corporation (UMC) (Taiwan). The presence of these companies, along with many other small-scale foundries in the region, is also expected to contribute to the growth of the microprocessor and GPU market in APAC during the forecast period. The semiconductor & electronics industry is booming in the region due to the high demand for consumer electronics. The availability and demand for low–cost electronic products in APAC countries such as China and India are expected to further contribute to an increased demand for microprocessors in the region. All these factors are expected to contribute to the growth of the microprocessor and GPU market in APAC.

Breakdown of profiles of primary participants:

By Company: Tier 1 = 60%, Tier 2 = 25%, and Tier 3 = 15%

By Designation: C-level Executives = 25%, Directors = 35%, and Others (sales, marketing, and product managers, as well as members of various organizations) = 40%

By Region: APAC = 45%, North America = 25%, Europe=20%, and ROW=10%

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Major players profiled in this report:

The microprocessor and GPU market is dominated by a few globally established players such as Intel Corporation (US), Nvidia Corporation (US), Advanced Micro Devices (AMD), Inc. (US), Samsung Electronics Corporation (Samsung Semiconductor) (South Korea), Qualcomm Inc. (US), Broadcom Inc. (US), Texas Instruments (US), MediaTek Inc. (Taiwan), Marvell Technology Group (Bermuda), and IBM Corporation (US).

Research coverage

This report offers detailed insights into the microprocessor and GPU market based on architecture (x86, ARM, SPARC), GPU type (discrete and integrated), deployment(in-premise and on-cloud), functionality (real-time systems and standalone systems), application (consumer electronics, automotive, servers & datacenters, aerospace & defense, banking, financial services, and insurance (BFSI), healthcare, and industrial), and region (Americas, Europe, Asia Pacific (APAC), and Rest of the World (RoW) which includes the Middle East and Africa (MEA)).

The report also provides a comprehensive review of market drivers, restraints, opportunities, and challenges in the microprocessor and GPU market. The report also covers qualitative aspects in addition to the quantitative aspects of these markets.

Key Benefits of Buying the Report

The report will help the leaders/new entrants in this market with information on the closest approximations of the revenue numbers for the overall market and the sub-segments. This report will help stakeholders understand the competitive landscape and gain more insights to better position their businesses and plan suitable go-to-market strategies. The report also helps stakeholders understand the pulse of the microprocessor and GPU market and provides them information on key market drivers, restraints, challenges, and opportunities.

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