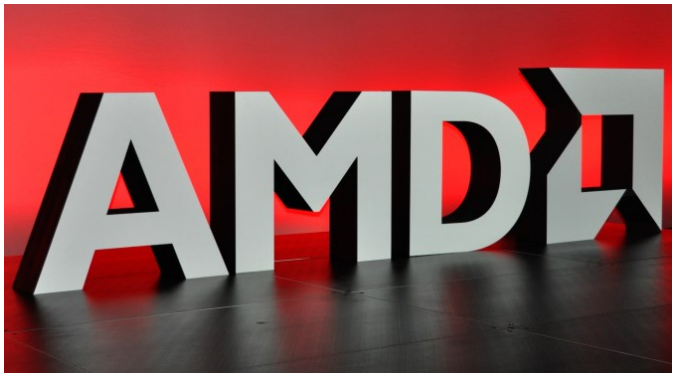
AMD publishes its Q2 2017 financial results-- overall revenues are up by 19% Y-o-Y to $1.22 billion while profit totals $25 million, even if the company remains in the red with losses reaching $16m.



The company is divided in 2 major segments, Computing and Graphics, and Enterprise, Embedded and Semi-Custom. This quarter Computing and Graphics is the star, with revenues growing by 51% Y-o-Y to $659m thanks to demand for graphics and Ryzen desktop processors. The operating income for the segment is $7m, an improvement over the $81m loss of Q2 2016 thanks to what AMD describes as an "improved product mix."

Since Q2 2017 is the first full quarter of Ryzen processor shipments, it also sees an increase in desktop processor ASPs. GPU ASPs are also on the up, the result of a short supply (and growing demand) for desirable gaming-targeted graphics cards.

Meanwhile the Enterprise, Embedded and Semi-Custom segment faces a -5% Y-o-Y drop in revenues reaching $563m, mostly due to softening semi-custom SoC sales. However the company hopes for improvement in the coming quarters with the launch of the EPYC CPU line and the AMD-powered Xbox One X console.

Also seeing losses is the All Other segment-- operating losses total $24m (compared to $11m in Q2 2016), the result of stock-based recompensation and a restructuring credit worth $7m helping out Q2 2016.

For the near future, AMD hopes revenues will "increase approximately 23% sequentially, plus or minus 3%." Annual growth revenue growth forecasts are revised to the mid- to high-teens in

percentage terms, compared to previous low double figures.

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