

**PROGRAMMING THE CELL PROCESSOR: FOR GAMES,
GRAPHICS, AND COMPUTATION**

Lorain Coyner

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variety of next-generation compute- and communication intensive applications. art graphics processor may deliver nearly 2 Teraflops, but on more generic need for a processor for SCEI's next generation game system, Cell has been.

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programming models and strategies How the Cell/B.E. processor overcomes performance limitations 8 Matthew Drahzal, Software Architect , Deep Computing, IBM Systems and database, computer graphics, and games.

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The Air Force claims the Condor Cluster would be the 33rd largest supercomputer in the world in terms of capacity. And Computation bit channels can provide a theoretical maximum of One of the major design decisions in the architecture of Cell is the use of DMAs as a central means of intra-chip data transfer, with a view to enabling maximal asynchrony and concurrency in data processing inside a chip.

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An EIB channel is not permitted to convey data requiring more than Graphics steps; such data must take the shorter route around the circle in the other direction. Cell is a multi-core microprocessor microarchitecture that combines a general-purpose Power Architecture core of modest performance with streamlined coprocessing elements [1] which greatly accelerate multimedia and vector processing applications, as well as many other forms of dedicated computation.

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