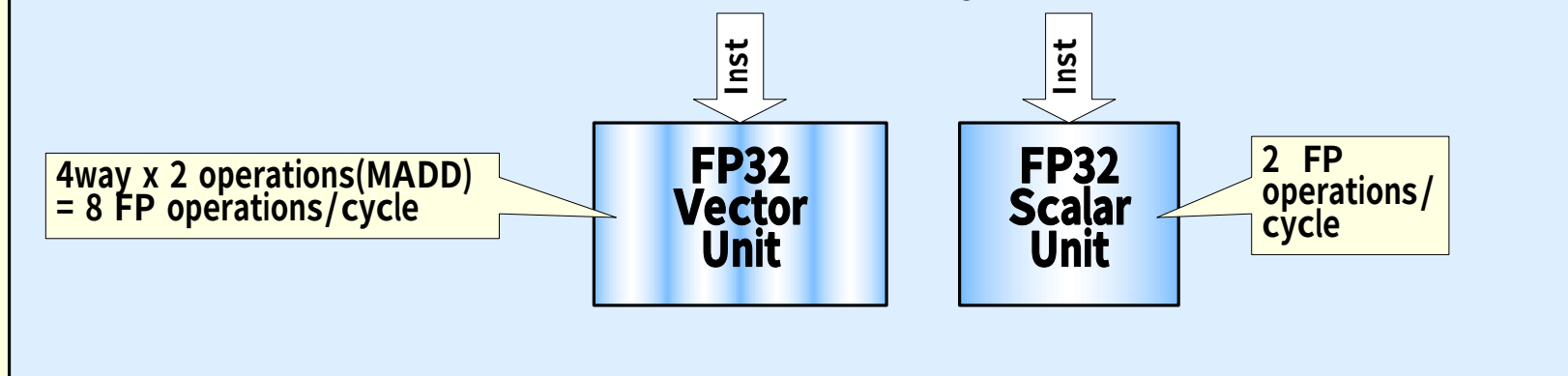


RSX Shader FP Performance (partially guesstimated)

Vertex Shader 10 FP operations/cycle

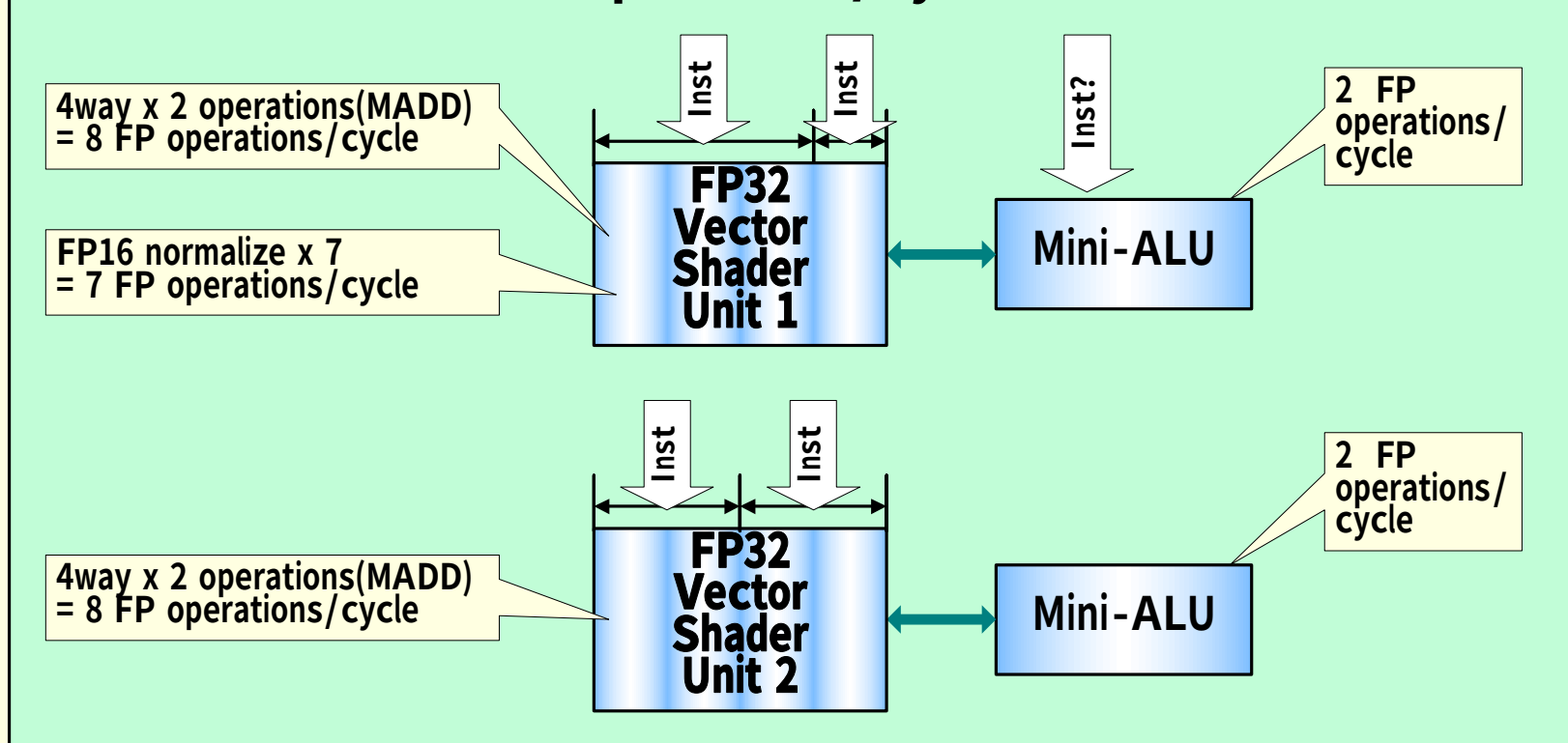


× 8 shaders = 80 FP operations/cycle

× 550MHz = 44 GFLOPS

+

Pixel Shader 27 FP operations/cycle



× 24 shaders = 648 FP operations/cycle

× 550MHz = 356 GFLOPS

||

Total 400 GFLOPS