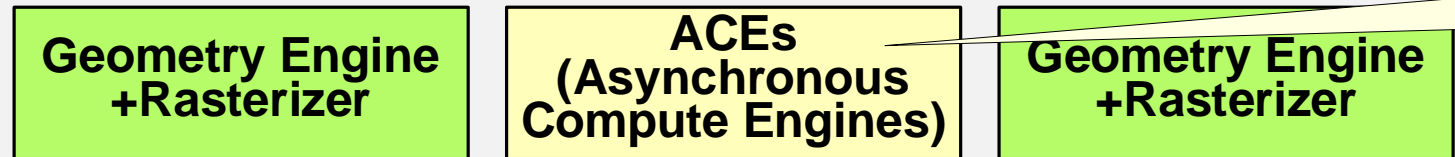


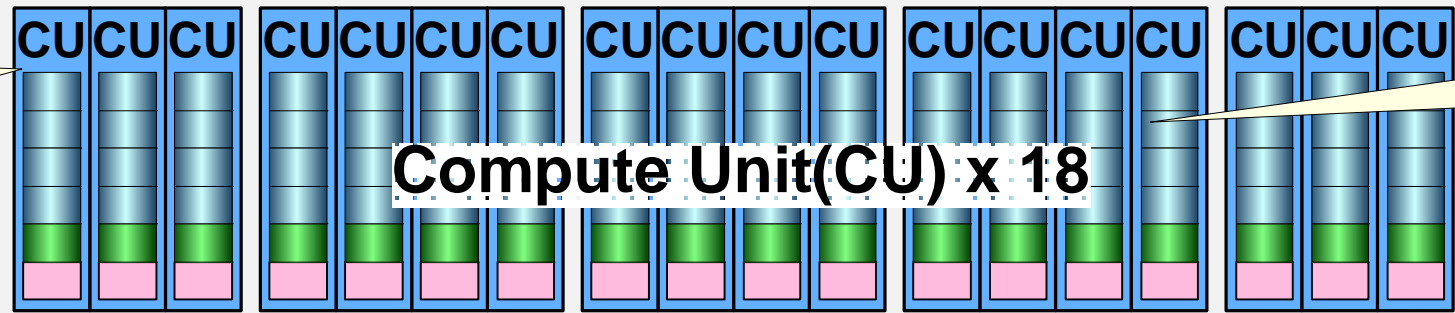
# PlayStation 4(PS4) Compute on GPU

**Compute**  
Asynchronous, fine-grained compute that runs simultaneously with graphics  
Fully supported by **PlayStation Shader Language (PSSL)**  
Allows features **beyond** DirectX and OpenCL

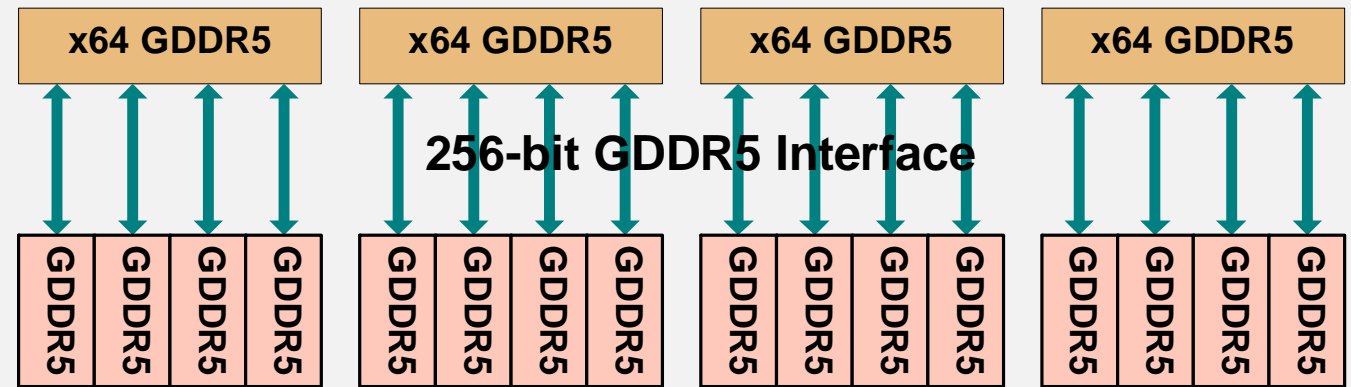


**Asynchronous compute architecture**  
**64 task Queues**  
Carefully balanced to provide maximum graphics power with enough room for compute tasks

18 Compute Units  
1152 MADs  
1.843TFLOPS(SP)  
800MHz



Existing PC graphics hardware requires graphics processing to stop to perform compute tasks  
PS4 allows compute tasks to execute in parallel with graphics processing



Full access to unified memory