

# PlayStation 4(PS4) Graphics

**Shaders**  
Uses new **PlayStation Shader Language (PSSL)**  
Much better utilization of the low-level hardware than existing shader languages  
Very similar to HLSL  
Allows features **beyond** DirectX 11 and OpenGL 4.0

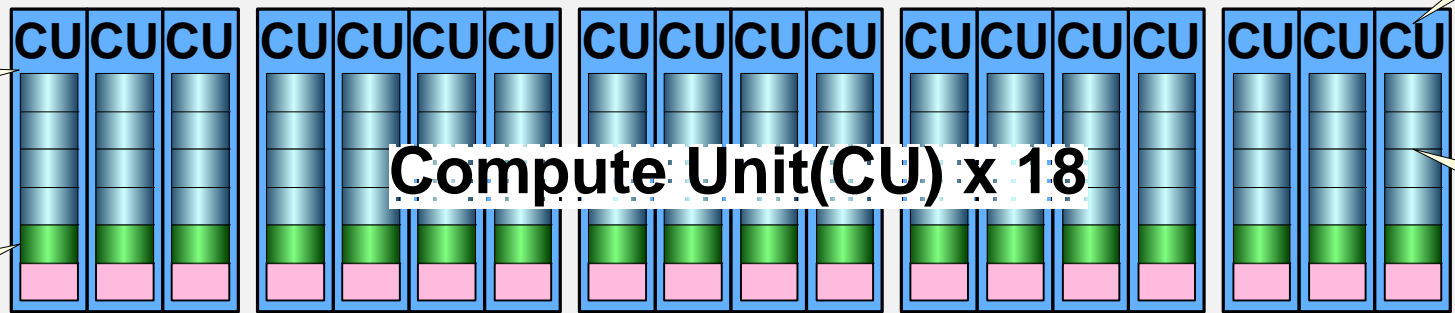
**Geometry Engine  
+Rasterizer**

**ACEs  
(Asynchronous  
Compute Engines)**

**Geometry Engine  
+Rasterizer**

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

72 Tex Units  
57.6GTexel/sec



Extended DirectX 11.1+ feature set  
with SCE custom features  
Fine-grained cache control  
Performance counters  
Extra debugging support

Greatly expanded shader pipeline from PS3  
Geometry and tessellation shaders  
More direct exposure to shader stages than DirectX