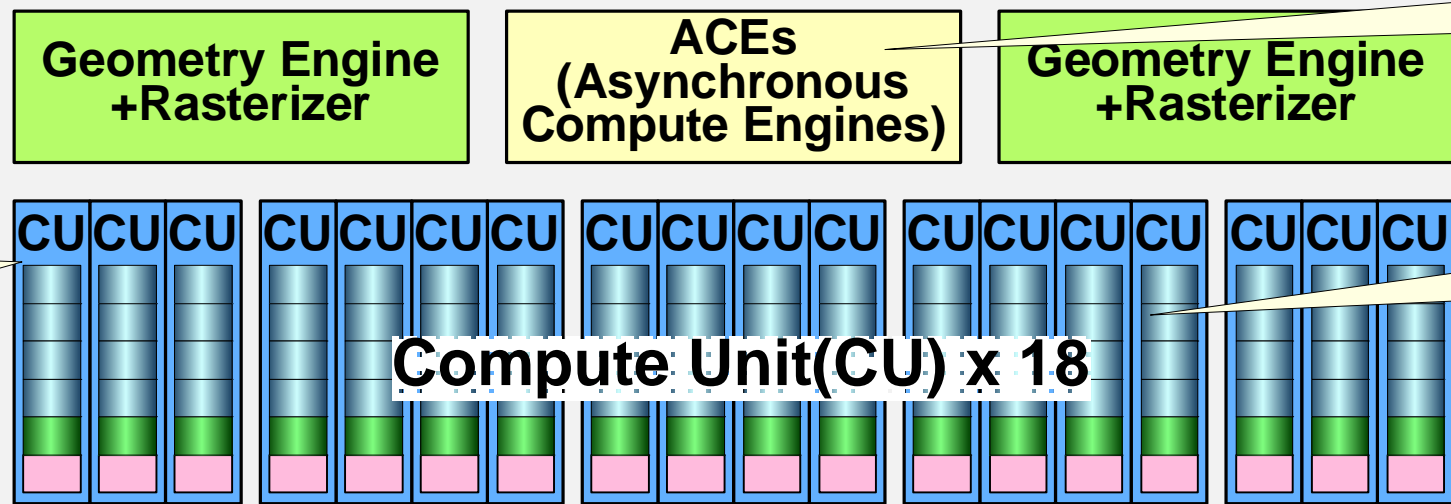


# PlayStation 4(PS4) Compute on GPU

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



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

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

**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**