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switched from

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Xbox 360 System
Architecture
Xbox 360
system's core
silicon
components. The
three identical
CPU cores share
an 8-way set-
associative,

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1-Mbyte L2 cache and run at 3.2 GHz. Each core contains a complement of four-way single-instruction, multiple data (SIMD) vector units.¹ The CPU L2 cache, cores, and vector units are customized for Xbox 360

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game and 3D
graphics
workloads.

XBOX 360 SYSTEM ARCHITECTURE

The Xbox 360
contains an
aggressive
hardware
architecture and
implementation
targeted at game

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workloads. The core silicon implements the product designers' goal of providing game developers a hardware platform to implement their next-generation game ambitions.

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Semantic Scholar

Abstract: This article covers the Xbox 360's high-level technical requirements, a short system overview, and details of the

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CPU and the GPU.
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contains an
aggressive
hardware
architecture and
implementation
targeted at game
console
workloads. The
core silicon
implements the
product
designers' goal

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a hardware
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implement their
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Architecture
contains an aggressive hardware architecture and implementation targeted at game console workloads. The core silicon implements the product designers' goal of providing game developers

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a hardware
platform to
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next-generation
game ambitions.

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The authors talk
about the Xbox
360's high-level

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Architecture
requirements, a
short system
overview, and
details of the
CPU and the GPU.
They describe
their
architectural
trade-offs and
summarize the
system's
software
programming

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XBox 360 System
Architecture [6]
shows a fine
hardware
interface that
is able to
convert CPU
instructions to

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GPU instruction set. After that a brief overview of different paradigms of GPU
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was designed
from the ground
up, specifically
to deliver the
best console
gaming

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HC17.S8T4.Xbox
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Architecture
Microsoft's
partner for the
Xbox 360 CPU is

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IBM. The CPU implements the PowerPC instruction set architecture, 2-4 with the VMX SIMD vector instruction set (VMX128) customized for graphics workloads. The shared L2 allows fine-grained,

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Architecture

allocation of
cache lines
between the six
threads. XBOX
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The Xbox 360
technical

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Specifications describe the various components of the Xbox 360 video game console. The console features a port on the top when vertical (left side when horizontal) to which a custom-

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housed hard disk drive unit can be attached in sizes of either 20, 60, 120, 250, 320, 500 GB; and as of April 2015 all 2.5" SATA Hard Drives up to 2 TB, the user can use the format option ...

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Wikipedia
Microsoft XCPU,
codenamed Xenon,
is a CPU used in
the Xbox 360
game console, to
be used with
ATI's Xenos
graphics chip.
The processor

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Architecture
was developed by
Microsoft and
IBM under the
IBM chip program
codenamed
"Waturnoose",
which was named
after one of the
two main
antagonists
(alongside
Randall Boggs)
in Monsters,
Inc. Henry J.

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Xenon
(processor) -
Wikipedia
The Xbox 360
contains an
aggressive
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architecture and
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workloads. The core silicon implements the product designers' goal of providing game developers a hardware platform to implement their next-generation game ambitions.

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consists of a
collection of
slides from the
author's
conference
presentation on

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architecture.
Some of the ...

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researchgate.net
Nick is a
hardware
engineer and
Director who
leads the team

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Architecture
that thought up
the XBox 360
hardware
architecture.

It's an
impressive piece
of machinery. In
fact, Nick
recently won the
Outstanding
Technical
Leadership award
for the effort.
Here, Nick takes

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Architecture
us through the
design history
and some of the
implementation
details of the
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the new Xbox

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is a gaming

laptop with a

built-in second

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Microsoft

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details Vejle,
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chip ...

Xbox 360 is more
games,
entertainment
and fun. Built-
in Wi-Fi: The
new Xbox 360 is
the only console
with 802.11n Wi-
Fi built-in for
a faster and

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Architecture

connection to
Xbox LIVE.

Stream HD movies
and TV or
download games
from Xbox LIVE
in 1080p and 5.1
surround sound
from anywhere in
the house.

Compatible with
b/g/n networks.

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Xbox 360S (Slim)
Console, 250GB,
Discounted - CeX
(UK ...

The Xbox 360
takes a new
approach to
hardware
compared to its
predecessor. The
CPU, named Xenon
at Microsoft and
"Waterhouse" at

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IBM, is a custom triple-core PowerPC -based design by IBM. The CPU emphasizes high floating point performance through multiple FPU and SIMD vector processing units in each core.

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Xbox 360 |
Microsoft Wiki |
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The Xbox 360 is equipped with a huge 3-core CPU running at 3.2 GHz. A 1MB L2 cache is shared among all three CPU cores, and the communication

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with the GPU is achieved through a 21.6GB/sec FSB (Front Side Bus) channel.

Microsoft
Discloses XBOX
360 Architecture
| CdrInfo.com
"Xbox 360
Controller
Emulator" allows

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your controller
(gamepad,
joystick,
steering wheel,
pedals, etc.) to
function as an
Xbox 360
controller. It
allows you to
remap buttons
and axes and to
drive cars with
Steering Wheel
and Pedals or to

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fly planes with Joystick and Throttle in games like “Grand Theft Auto”, “Mafia” or “Saints Row”.

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