



链滴

# PS4 和 XBoxOne 架构图对比

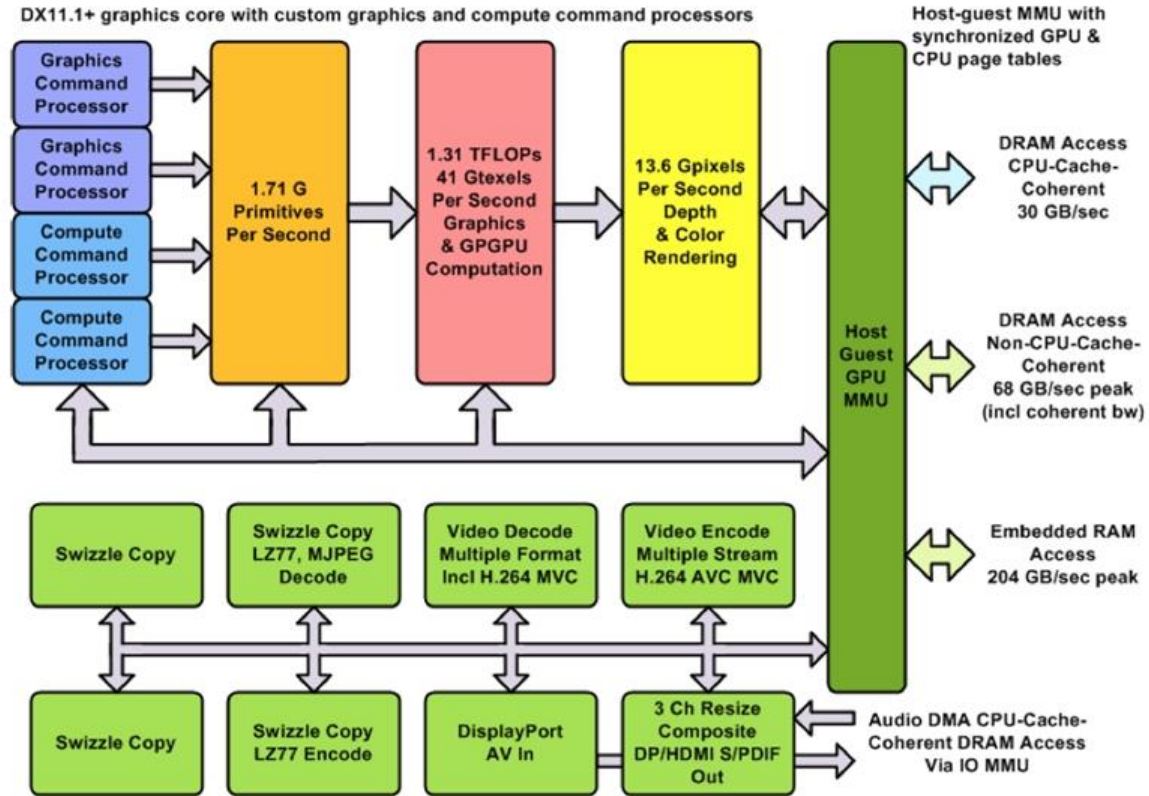
作者: [linker](#)

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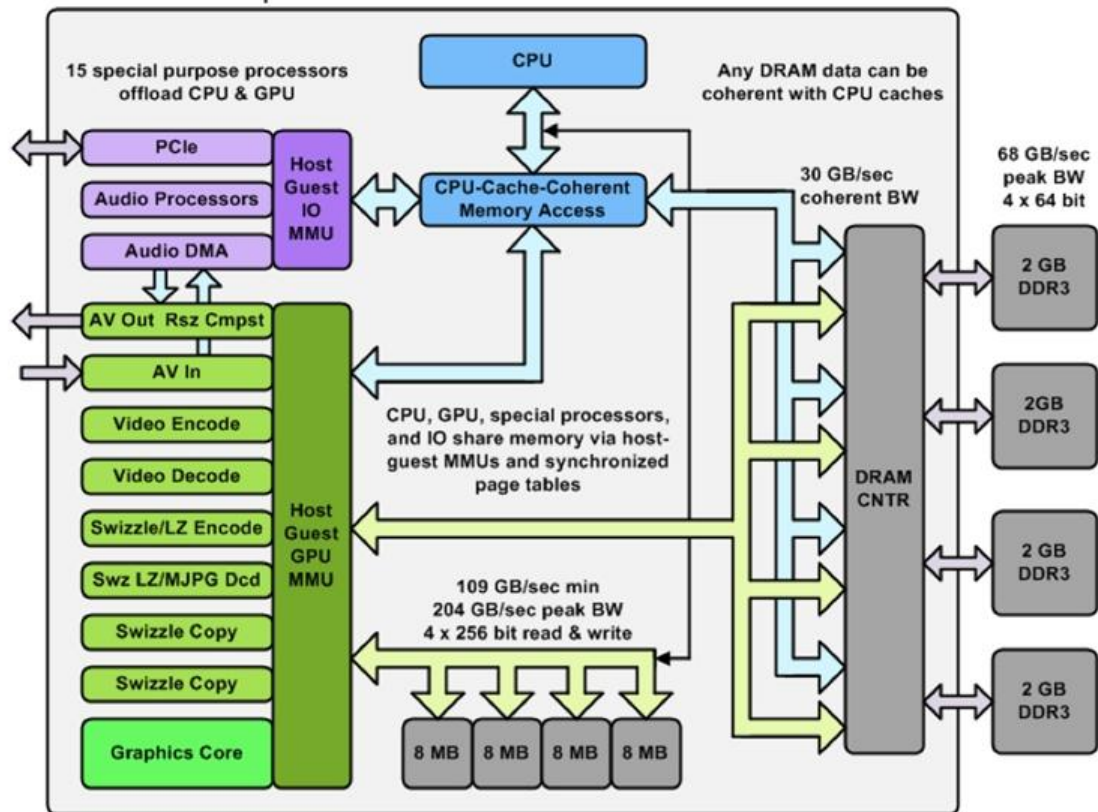
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# GPU and GPU MMU Clients



PS4架构图

# SoC Components

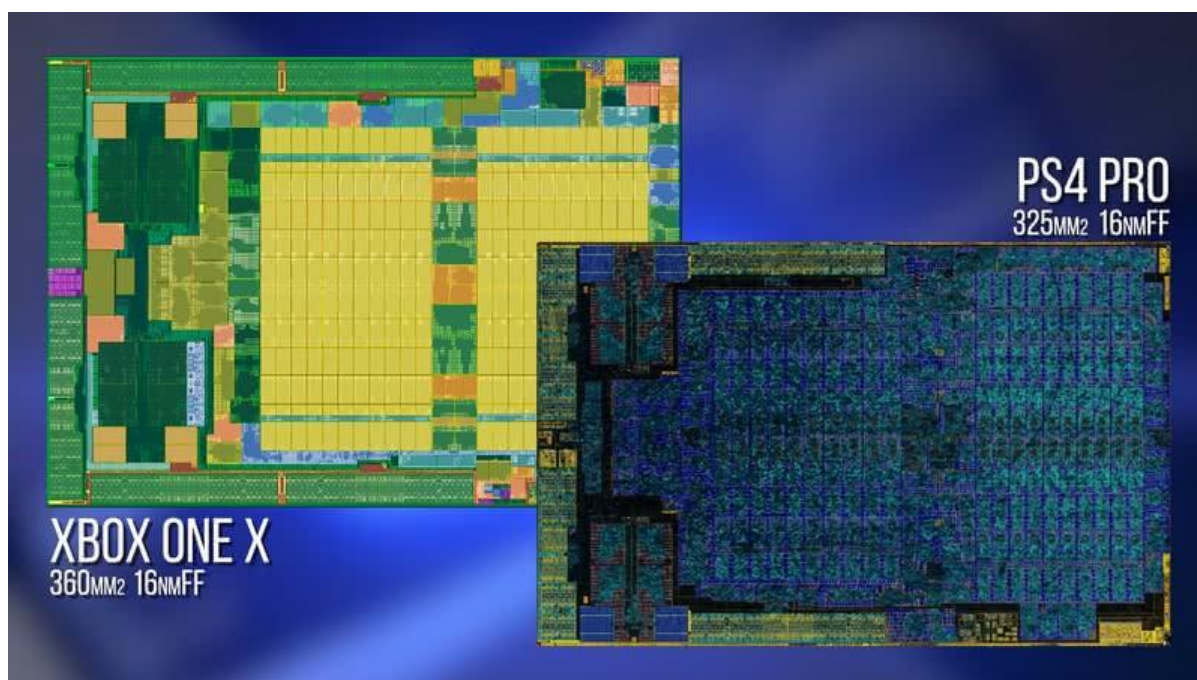


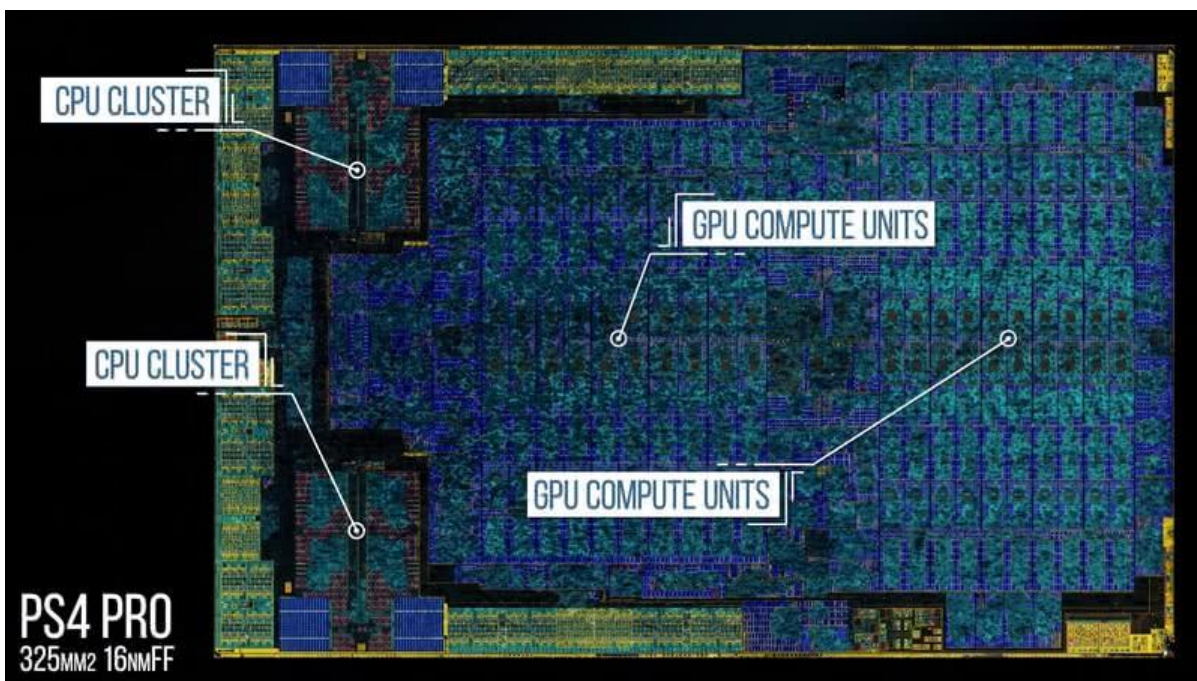
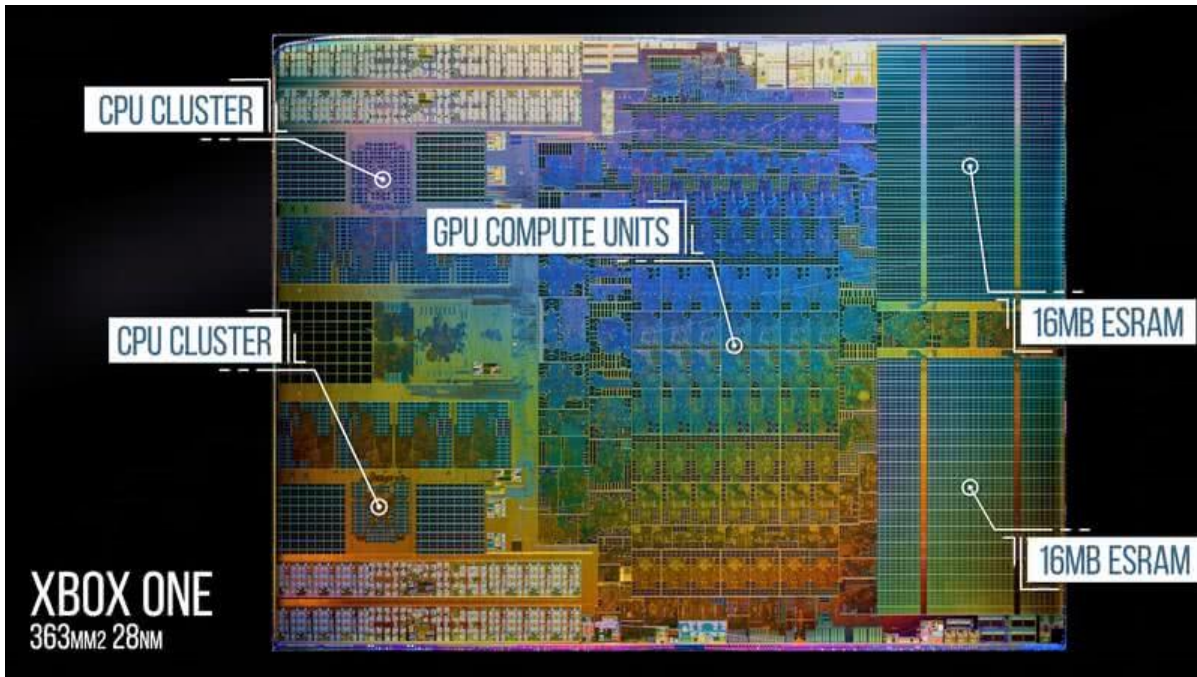
Xbox One架构图

Microsoft Xbox One vs. Sony PlayStation 4 Spec comparison

	Xbox 360	Xbox One	PlayStation 4
CPU Cores/Threads	3/6	8/8	8/8
CPU Frequency	3.2GHz	1.75GHz	1.6GHz
CPU $\mu$ Arch	IBM PowerPC	AMD Jaguar	AMD Jaguar
Shared L2 Cache	1MB	2 x 2MB	2 x 2MB
GPU Cores		768	1152
GCN Geometry Engines		2	2
GCN ROPs		16	32
GPU Frequency		853MHz	800MHz
Peak Shader Throughput	0.24 TFLOPS	1.31 TFLOPS	1.84 TFLOPS
Embedded Memory	10MB eDRAM	32MB eSRAM	-
Embedded Memory Bandwidth	32GB/s	102GB/s bi-directional (204GB/s total)	-
System Memory	512MB 1400MHz GDDR3	8GB 2133MHz DDR3	8GB 5500MHz GDDR5
System Memory Bus	128-bits	256-bits	256-bits
System Memory Bandwidth	22.4 GB/s	68.3 GB/s	176.0 GB/s
Manufacturing Process		28nm	28nm

## Xbox 360、Xbox One、PS4规格对比





至于索尼要直接翻倍PS4的GPU的原因其实很简单：为了兼容PS4。IIRC，在有次访谈中说的很清楚运行PS4兼容模式时，会直接关掉一半的GPU，留下和原PS4一样的GPU运行。

via:MoePC.net, 地址：<http://www.mykancolle.com/?post=4368>